

The Definitive Science Fiction Television Encyclopaedia

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We want to here from you, any updates, corrections or comments can be sent to sciencefictionmaster@yahoo.com

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Front cover image: (from left to right, top to bottom) Heroes, Star Trek: Enterprise, Doctor Who (2005), Star Trek: Deep Space Nine, Power Ranger (japan), Stargate SG1, The Twilight Zone, The Outer Limits.

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To the whole team, you know who you are.

Introduction

Welcome to the ultimate Science Fiction Television Encyclopaedia, through these pages you will find details of every (hopefully) science fiction show ever made. At least that is the main goal of this book.

The basis of this information is stored in a database, and is therefore almost limitless in the amount of information we can store. However time is always the limiting factor, so for the most part we don't go into a large amount of detail on each book, indeed shows like Doctor Who can warrant a book of their own, and in fact it does.

Many books on the subject has been published, but all have been geared towards only particular countries or languages, most work has been down in the English Language and Japanese, but only limited amount in other languages. We present in here as much is as feasible for many countries outside of the English Language.

We cover over 1013 science fiction television show, totalling 1.4 million words, for many shows we have episode titles and for some episode guides.

How we deal with non-English shows

For shows outside of the English language, we have for the main part tried to show an interpreted title instead of it's original title, where this hasn't been possible we have gone for the native language. With many non-english language shows you may find that they have alternative names, especially the case with Japanese shows where interoperations of titles can vary. If you are having problems finding a show, please check out the Alternative title section to see if the show is maybe shown under a different title.

What gets included or excluded

This is a difficult question to answer, as many factors come into play for the scope of this book. First what gets included in the database, for this project we include television shows with more than one episode, TV mini-series & cinema-serials (shows originally aired in the cinema, many later shown on TV).

What doesn't get included are one-off TV specials, pilot episodes that didn't make it into a series, TV movies, cartoons/anime/3D.

What is Science Fiction?

So what gets a show into this database, any show that has a science fiction theme gets included, this range from aliens, technology, time travel, superpowers etc. A small but significant number of shows that are a mix of Fantasy and Science Fiction are included, and an even smaller number of Fantasy related shows.

Science Fiction from around the world.

United Kingdom

The UK's history with Science Fiction television started with live broadcasts in 1948, mostly dominated with children's science fiction in dispersed with adult SF. However the UK first started on a more adult theme with shows like THE QUATERMASS EXPERIMENT and its sequels. But mostly famous for Doctor Who starting in 1963 which would start off a golden age of Sci-Fi in the UK, from the 1960, stretching into the 1970s.

UK Sci-Fi production was low in the 1950s, high in the 1960s and 1970s, but was in drastic decline in the 1980s, this continued into the 1990s with the cancellation of Doctor Who in 1986. The 1990s was mainly involved in production children's science fiction. By the 21st Century almost no science fiction television was being produced in the UK, but Doctor Who was restarted by the BBC in 2005.

United States

The United States is the world largest producer of science fiction television, with a mix of both adult and children's science fiction. The U.S. history in SF started before television began, with the serialized shows of Superman, Flash Gordon et al, released for cinema audiences, later to be shown on television.

When television began in the US, TV carried on with Sci-Fi heroes such as Captain Video, and soon after start adult shows with THE TWILIGHT ZONE as the best example. The 1960s would see such classics as STAR TREK, LOST IN SPACE and BATMAN go to air, possible the first golden age of SF on American television.

A lull would occur during the 1970s, with only THE SIX MILLION DOLLER MAN and other similar show really making any headway. The early was slow to pick, except for show like BATTLESTAR GALACTICA and BUCK ROGERS IN THE 25TH CENTURY capitalizing on the success of Star Wars. But in 1987, a second golden age of Sci-Fi began with STAR TREK: THE NEXT GENERATION, over the next ten years, production of SF shows in the US would top 51 shows a year. But by the late 1990s this would all come to an end.

Smaller but still significant number of shows would be made in the late 1990s and into the 21st Century, shows such as STARGATE : ATLANTIS and the new BATTLESTAR GALATICA. And always a small number of children SF shows would continue, such as the sequels to THE MIGHTY MORPHIN POWER RANGERS.

Japan

Japan came later to the SF market starting in 1958 with MOONLIGHT MASK, SF on TV in Japan would always be the poor relative to Anime and Manga, in the Japanese Market. Moonlight Mask set the tone for SF TV in Japan, with most shows based on superhero's and almost of for a children's audience.

The most influential period of SF TV in Japan would be in the 1960s, when the long running series of ULTRAMAN began, and the start of the Sentai shows. In the 1970s Super Sentai would take over and the Metal Series, such as SHAIKER would continue this tradition. SF production would continue at a slow pace throughout the 1980s, but would increase again, after the success of THE MIGHTY MORPHIN POWER RANGERS in the U.S., leading to a revival of sorts in the late 1990s and early into the 21st Century.

2nd Edition Introduction

We welcome you to the second edition of this e-book, the first was published six months previous, and we have added a great deal of more information, some 70 new shows have been added, many of which from Japan and France. Many more updates for shows on the database, too many to count.

We also introduce the use of at least one image for each show, since sci-fi television is very much a visual media, we felt it was important to at least show what each series looked like. There are over 300 images in this e-book.

Also we have added our appendix section, which we hope you will find useful. In particular check out our alternative titles section, if you are searching for a show, perhaps it is listed under another name, this is particularly true of non-English language shows.

Any corrections, additions or comments can be sent to the email address below.

sciencefictionmaster@yahoo.com

3rd Edition Introduction

With this 3rd Edition we have greatly expanded the number of pictures to almost 700, this means that over 64% of the shows covered have an image to go with the show.

There have been 59 new shows added to the data since the second release. As shown below.

ACE LIGHTNING
ATLANTIS HIGH
AVENTURAS DA TIAZINHA, AS
BATANG X
BIRDS OF PREY
BLADE
BLOBHEADS, THE
CAPITAO 7
CHAMALEON
CHAPULIN COLORADO, EL
CLOUD BURST
COMMANDER'S LOG
DARNA
DASS KAPITAL
DIMENSION DETECTIVE: WECKER (inc DIMENSIONAL DETECTIVE WECKER: D-02)
DREHT EUCH NICHT UM - DER GOLEM GEHT UM!
DUKSEDRENGEN
ELEVENTH HOUR
EUREKA
FINAL DAYS OF PLANET EARTH
FOREIGN EXCHANGE
FOURTH DIMENSION, THE

FRANKENSTIEN (2004)
GOUGOU SENTAI BOUKENGER
HYPERDRIVE
INTERGALACTIC KITCHEN
JEOPARDY
JOHNNY AND THE BOMB
KAMEN RIDER KABUTO
KYLE XY
LIFE ON MARS
LUNAR JIM
MADAN SENKI RYUKENDO
MANANA PUEDE SER VERDAD (TOMMOROW IT CAN BE TRUTH)
MECANOCRIPT DEL SEGON ORIGEN (MANUSCRIPT OF THE SECOND ORIGIN)
MISSION TERRA
MONSTER WARRIORS
NEW TOMMOROW, THE
NIGHT STALKER
PHOTON
PIGS BREAKFAST
POWER RANGERS DINOTHUNDER
POWER RANGERS MYSTRIC FORCE
ROBERT'S ROBOT
ROCAMBOLE
ROK-U MAEN
SARAS 008
SAZER-X
SHIBUYA FIFTEEN
SPACE CITY SIGMA
STARSTUFF

SUPER KLENK
SUPERNOVA
SURFACE
TELEROP 2009
ULTRAMAN MOEBIUS
VAGEN TILL GYLLENBLA!
ZEELAND SWEATHEART

We continue to push for more and more non-English language shows. But this has proven to be a very difficult exercise, with many shows that we know exist, but can not be included in this database because of a lack of information in the English language.

4th Edition Introduction

For the 4th Edition of the Definitive Guide we continue with expanding our entries on non-english language science fiction, and the team have done a great job in expanding this volume. We have had many comments about why certain shows have not been included, this is because we have a policy to only include true science fiction shows that fall within a theme, with a few exceptions.

Which is why you will not find an entry for Lost in this volume, although a very popular show it does not currently fit into a category of science fiction, such as time travel, space exploration etc. These definitions are laid out in the brilliant Encyclopaedia of Science Fiction by John Clute and Peter Nicholls. We have had to be stricter in recent years as to what is included simply because there are so many SF shows out their to add. For example in the 6 months since the last volume we have added another 44 science fiction shows to the encyclopaedia. As well as updating current shows and expanding older shows.

And the list of new science fiction shows covered is shown below.

2057	2007	GER
ADVENTURES IN TIME	2001	MEX
AMAZING EXTRORDINARY FRIENDS	2006	NZ
ATOMIC DRAGON	1964	JAP
BEAST-FIST SQUADRON GEKIRANGER	2007	JAP
BIO PLANET WOO	2006	JAP
BUNKER	2006	RUS
CAPTAIN BARBELL	2006	PHI
DRESDEN FILES, THE	2006	US
EMMANUELLE IN SPACE	1994	US
EVOLVER	2004	JAP
FANTASTIKIDS	2006	PHI
FROM THE EARTH TO THE MOON	1969	MEX

GARO: THE FANGED WOLF	2005	JAP
GODZILLA ISLAND	1997	JAP
HEROES	2006	US
I, ROBOT	1970	ARG
IJON TICHY: RAUMPILOT	2007	GER
INTERSTER	1983	SA
JOURNEY TO THE WEST	2006	JAP
KAMEN RIDER DEN-O	2007	JAP
KOMIKS	2006	PHI
LION-MARU G	2006	JAP
LOST ROOM, THE	2006	US
M.I. HIGH	2007	GB
MATHS-IN-A-BOX	1980	GB
MYTHQUEST	2001	CAN
ON THE BEACH	2000	US
PHANTOM STAR GOD JUSTIRISERS	2004	JAP
POWER RANGERS: OPERATION OVERDRIVE	2007	US
PRIMEVAL	2007	GB
SARAH JANE ADVENTURES, THE	2007	GB
SAUL OF THE MOLE MEN	2007	US
STELLA STELLARIS	1994	GER
SUPER INGGO	2006	PHI
SUPER TWINS	2007	PHI
THREE MOONS OVER MILFORD	2006	US
TICK, THE	2001	US
TO HUNT A GENIUS	2006	RUS

TOMES AND TALISMANS	1986	US
TORCHWOOD	2006	GB
TWO TWISTED	2006	AUS
VOICELUGGER	1999	JAP

The number of updates to other shows is so huge we decided not to detail these, since it would be in itself its own volume!

And off course here are some stats on this volume, we hope that this is the most comprehensive science fiction encyclopaedia ever written. If it's not please let me know, because I would love to read something that was more extensive than this! As usual my email address is sciencefictionmaster@yahoo.com. And off course if you believe we have missed something please let us know.

In the 4th Edition we have covered 1,180 television shows, with 794 pictures for those shows. A total of 2,071 book titles are included and 22,376 episodes in either episode title or full episode guide version. The main body of this work is 3,175 pages long and contains 1,968,959 words. If you include all over the index and statistics pages that is over 2 millions words and 3,200 pages.

5th Edition Introduction

Welcome to the 5th Edition of the Definitive Guide to Science Fiction Television Encyclopaedia. You may have already noticed that we have implemented a number of changes in the 5th Edition.

The first off course is the splitting the Encyclopaedia into four volumes, the first three volumes contain the main body of text, and the final volume contains the Appendixes.

The reason for this size increase is for several reasons, first off we have greatly expanded the Episode Guide section of the encyclopaedia, adding detailed episode guide's to many shows. The second reason is because we have increased the font size to make it easier to read from the screen.

Below is a list of the new shows we have added since the last version, a total of 57 new shows.

List of New Shows	
Name Of Programme	Date of Entry
POWER RANGERS JUNGLE FURY	16/02/2008
ENGINE SENTAI GO-ONGER	16/02/2008
SENGOKU JIEITAI: SEKIGAHARA NO TAKAKAI	10/02/2008
CUTIE HONEY, THE LIVE	10/02/2008
2030 - AUFSTAND DER ALTEN	10/02/2008
KAMANDAG	09/02/2008
ASHES TO ASHES	09/02/2008
ROUNIN	03/02/2008
KOKEY	03/02/2008
KAMEN RIDER KIVA	02/02/2008
TERMINATOR : THE SARAH CONNOR CHRONICLES	13/01/2008
SPACE PIRATES	29/12/2007
SECRET AGENT MEN	16/12/2007
SUPER INGGO 1.5 : THE NEW WILDNESS	15/12/2007
LASTIKMAN	09/12/2007
EREXION	09/12/2007
TIN MAN	08/12/2007
ULTRA GALAXY : GIANT MONSTER BATTLE	08/12/2007
TOTALLY DOCTOR WHO	14/10/2007
DOCTOR WHO CONFIDENTIAL	14/10/2007
TORCHWOOD DECLASSIFIED	14/10/2007
ZAIDO: PULIS PANGKALAWAKAN	14/10/2007
ULTRASEVEN X	14/10/2007
GRAND STAR	14/10/2007

List of New Shows	
Name Of Programme	Date of Entry
TWICE IN A LIFETIME	14/10/2007
MOONDIAL	07/10/2007
EARTH WARP	07/10/2007
BIONIC WOMAN (2007)	06/10/2007
CHUCK	29/09/2007
JOURNEYMAN	29/09/2007
GARTH MARENGHI'S DARKPLACE	19/08/2007
MEGA MINDY	16/08/2007
PIRX KALANDJAI	16/08/2007
A STEP INTO THE PAST	15/08/2007
A FELADAT	15/08/2007
HA'NEPHILIM	12/08/2007
INSECTOR SUN - THE GUARDIAN OF EARTH	12/08/2007
FLASH GORDON (2007)	12/08/2007
MASTERS OF SCIENCE FICTION	05/08/2007
MIGHTY MOSHIN' EMO RANGERS	04/08/2007
FRANCE FIVE	03/08/2007
SPORT RANGER	03/08/2007
DAYBREAK	03/08/2007
SANCTUARY	15/07/2007
JEKYLL	19/06/2007
11 SOMERSET	28/05/2007
JERICO	19/05/2007
SOLE SURVIVOR	19/05/2007
DESPERATION	18/05/2007
DINOSAPIEN	18/05/2007
PARALLAX	12/05/2007
CATEGORY 6: DAY OF DESTRUCTION	06/05/2007
SUPERSTORM	06/05/2007
FANTASTIC MAN	06/05/2007
CATEGORY 7: THE END OF THE WORLD	06/05/2007
PAINKILLER JANE	14/04/2007

For the 5th edition we have covered, 1164 television shows, 908 pictures, 24,108 episode titles, and 2089 books. The main body of text is 5250 pages long. The main body of the text is just under 3 million words long.

Science Fiction TV Shows

10TH KINGDOM, THE	2000	ASTRO BOY	1959
11 SOMERSET	2004	ASTRO FARM	1992
1990	1977	ASTROLAB 22	1985
2030 - AUFSTAND DER ALTEN	2007	ASTRONAUTS	1981
2030 CE	2002	ATLANTIS HIGH	2001
2057	2007	ATOM MAN VS. SUPERMAN	1950
4400, THE	2004	ATOM SQUAD	1953
5 DAYS TO MIDNIGHT	2004	ATOMIC DRAGON	1964
5TH QUADRANT, THE	2002	AUTOMAN	1983
A COME ANDROMEDA	1972	AUX FRONTIERES DU POSSIBLE	1971
A FELADAT	1975	AVENGERS,THE	1961
A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	1961	AVENTURAS DA TIAZINHA, AS	1999
A STEP INTO THE PAST	2001	AYOYE	2003
A TIME TO LIVE, A TIME TO LOVE		BABEL	2002
A TRAVELLER IN TIME	1978	BABYLON 5	1993
A.J. 'S TIME TRAVELLERS	1995	BABYLON 5: THE LEGEND OF THE RANGERS (pilot)	2002
ACE LIGHTNING	2002	BACK TO SHERWOOD	1999
ACE OF WANDS	1970	BAKUMATSU TIME TRAVELERS	1977
ADAM ADAMENT LIVES!	1966	BAKURYUU SENTAI ABARENJAA	2003
ADAM'S FAMILY TREE	1997	BAMBINOT	1984
ADVENTURE GAME, THE	1980	BANKID	1976
ADVENTURES IN TIME	2001	BAROM ONE	1972
ADVENTURES OF BRISCO COUNTY, JR., THE	1993	BATANG X	1995
ADVENTURES OF CAPTAIN MARVEL,THE	1941	BATMAN (1943)	1943
ADVENTURES OF DON QUICK,THE	1970	BATMAN (1966)	1966
ADVENTURES OF SINBAD, THE	1996	BATMAN AND ROBIN	1949
ADVENTURES OF SUPERMAN,THE	1952	BATTLE HAWK	1976
AEON: COUNTDOWN IM ALL	2000	BATTLEFEVER J	1979
AERIAL CITY 008	1970	BATTLESTAR GALACTICA (2004)	2004
AEROPORT 2000	1980	BATTLESTAR GALATICA	1978
AIRWOLF	1984	BATTLESTAR GALATICA (MINI)	2003
AKUMAIZER 3	1975	BAYWATCH NIGHTS	1995
AKUMA-KUN	1966	BEAST-FIST SQUADRON GEKIRANGER	2007
ALCHEMISTS, THE	1999	BEASTMASTER: THE LEGEND CONTINUES	1999
ALF	1986	BEASTS	1976
ALIEN HUNTER	2001	BEAUTY AND THE BEAST	1987
ALIEN NATION	1989	BEEBLEBORGS METALLIX	1997
ALIENATED	2003	BENJI, ZAX AND THE ALIEN PRINCE	1983
ALIENS IN THE FAMILY	1996	BERNARD'S WATCH	1997
ALIENS IN THE FAMILY (1987)	1987	BEYOND REALITY	1991
ALPHA SCORPIO	1974	BEYOND WESTWORLD	1980
ALPHA, ALPHA	1972	B-FIGHTER	1995
AMAZING EXTRORDINARY FRIENDS	2006	B-FIGHTER KABUTO	1996
AMAZING LIVE SEA-MONKEYS, THE	1992	BIBYUN	1976
AMAZING SPIDERMAN,THE	1978	BIG BAD BEETLEBORGS	1996
AMBASSADOR MAGMA	1966	BIG JOHN, LITTLE JOHN	1976
AMERIKA	1987	BIG MEG, LITTLE MEG	2000
AMOR ESTA NO AR	1997	BIG PULL,THE	1962
AN ENGLISHMAN'S CASTLE	1978	BIG WOLF ON CAMPUS	1999
ANDRA	1976	BIGFOOT AND WILDBOY	1978
ANDRO MELOS	1984	BILL AND TED'S EXCELLENT ADVENTURES	1992
ANDRO-JAGER, DER	1982	BING (inc. BING II)	1991
ANDROMEDA	2000	BIO PLANET WOO	2006
ANGEL	1999	BIONIC WOMAN (2007)	2007
ANIMORPHS	1998	BIONIC WOMAN, THE	1976
AQUILA	1997	BIRDS OF PREY	2002
ARASHI	1972	BLACK BOX,THE	1915
ARCHER'S GOON	1993	BLACK HOLE HIGH	2002
ARE YOU AFRAID OF THE DARK? (1992)	1992	BLACK SCORPION	2001
ARE YOU AFRAID OF THE DARK? (1999)	1999	BLADE	2006
ARK II	1976	BLAKE OF SCOTLAND YARD	1939
ARMY OF THE APES	1974	BLAKE OF SCOTLAND YARD	1927
ASHES TO ASHES	2008	BLAKES' 7	1978
ASTEKAISSER	1976	BLAZING ROBOCON	1999
ASTEROID	1997	BLINDPASSASJER	1979

BLISS	1995	CHUCK	2007
BLOBHEADS, THE	2003	CHUKANA PAI-PAI	1989
BLUE SWAT	1994	CITY BENEATH THE SEA	1962
BLUE THUNDER	1984	CLEOPATRA 2525	2000
BORN FREE	1976	CLONE, O	2001
BORROWERS,THE	1992	CLONING OF JOANNA MAY,THE	1991
BOY FROM ANDROMEDA,THE	1991	CLOUD BURST	1974
BOY FROM SPACE,THE	1971	COBRA	1993
BRANDED FOUR,THE	1920	CODE NAME: ETERNITY	2000
BRAVE NEW WORLD	1981	CODENAME ICARUS	1981
BRICK BRADFORD	1947	COLD LAZARUS	1996
BRIMSTONE	1998	COME BACK MRS NOAH	1978
B-ROBO KABUTACK	1997	COMET-SAN (1967)	1967
BROKEN DOWN ROBOT TAIHEI	1978	COMET-SAN (1978)	1978
BRUCE GENTRY - DAREDEVILS OF THE SKY	1948	COMMANDER'S LOG	2004
BUCK ROGERS (1939)	1939	COMMANDO CODY	1953
BUCK ROGERS (1950)	1950	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	1955
BUCK ROGERS IN THE 25TH CENTURY	1979	COMRADE DAD	1986
BUDDIES, THE	1967	CONAN: THE ADVENTURER	1997
BUFFY THE VAMPIRE SLAYER	1997	CONDORMAN	1975
BUGS	1995	CORRIDOR PEOPLE, THE	1966
BUNKER	2006	COUNTERSTRIKE	1969
BURNING ZONE, THE	1996	CRASH	1984
BUSKA	1966	CRIME TRAVELLER	1997
BUSKA! BUSKA!!	1999	CRIMSON GHOST,THE	1946
BYCROSSER	1985	CROW: STAIRWAY TO HEAVEN, THE	1998
CAPITAO 7	1954	CRUSADE	1999
CAPTAIN AMERICA	1944	CRYSTAL MAZE,THE	1990
CAPTAIN BARBELL	2006	CUTIE HONEY, THE LIVE	2007
CAPTAIN JACKSON	1999	CYBER GIRLS THELOMEA	1998
CAPTAIN MIDNIGHT	1942	CYBERCOP	1988
CAPTAIN NICE	1967	CYBERGIRL	2001
CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1987	CYBERKIDZ	1997
CAPTAIN SCARLET AND THE MYSTERONS	1967	CYBERZONE	1993
CAPTAIN ULTRA	1967	D*A*S*S KAPITAL	1991
CAPTAIN VIDEO	1951	DAI SENTAI GOGGLE V	1982
CAPTAIN VIDEO AND HIS VIDEO RANGERS	1949	DAITETSUJIN WANSEBUN (1-7)	1973
CAPTAIN ZEP SPACE DETECTIVE	1983	DANS UNE GALAXIE PRES DE CHEZ VOUS	1999
CAPTAIN Z-RO	1951	DARK ANGEL	2000
CARTER CASE,THE	1919	DARK ROOM	1981
CATEGORY 6: DAY OF DESTRUCTION	2004	DARK SEASON	1991
CATEGORY 7: THE END OF THE WORLD	2005	DARK SKIES	1996
CATWEAZLE	1970	DARNA	2005
CENTURY CITY	2004	DAWN OF SILVER	1973
CENTURY FALLS	1993	DAY OF THE TRIFFIDS,THE	1981
CHALLENGE FROM THE FUTURE	1977	DAYBREAK	2006
CHAMALEON	1983	DE BIEN ETRANGES AFFAIRES	1982
CHAMPIONS,THE	1969	DEAD AT 21	1994
CHANGERION	1996	DEAD ZONE, THE	2002
CHANGES,THE	1975	DEADLY GAMES	1995
CHAPULIN COLORADO, EL	1970	DEEPWATER BLACK	1997
CHARLIE JADE	2005	DELTA WAVE	1996
CHIBIRA	1970	DEMON HEADMASTER, THE	1996
CHIKYUU SENTAI FIVEMAN	1990	DEN KO CHO JIN GRIDMAN	1993
CHILDREN OF DUNE	2003	DENGEKITAI SENTAI J.A.K.Q.	1977
CHILDREN OF THE DOG STAR	1985	DENJIN ZABORGER	1974
CHILDREN OF THE STONES	1977	DENKI SENTAI CHANGEMAN	1985
CHIMERA	1991	DENSHI SENTAI DENJIMAN	1980
CHO JIN SENTAI JETMAN	1991	DESPERATION	2006
CHO REI SHI SENTAI BIOMAN	1984	DEVIL SUMMONER	1997
CHO RIKI SENTAI OHRANGER	1995	DIAMOND EYE	1973
CHO SHIN SEI SENTI FLASHMAN	1986	DIAMOND MASTER,THE	1929
CHO ZYUU SENTAI LIVEMAN	1988	DIAMOND QUEEN,THE	1921
CHOCKY (inc CHOCKY'S CHILDREN & CHOCKY'S CHALLENGE)	1984	DICK TRACY	1937
CHOSEIJIN GURANSEIZA	2003	DICK TRACY VERSUS CRIMES INC.	1941
CHRONICLE, THE	2001	DICK TRACYS G-MEN	1939
		DIE SPINNEN	1919

DIMENSION DETECTIVE: WECKER (inc	2001	FLASH GORDON (1954)	1954
DIMENSIONAL DETECTIVE WECKER: D-02)		FLASH GORDON (2007)	2007
DIMENSION OF FEAR	1963	FLASH GORDON CONQUERS THE UNIVERSE	1940
DINOSAPIEN	2007	FLASH GORDON'S TRIP TO MARS	1938
DO OVER	2002	FLASH, THE	1990
DOCTOR WHO	1963	FLIP	1993
DOCTOR WHO (2005)	2005	FLOWERS FOR ALGERNON	2002
DOCTOR WHO CONFIDENTIAL	2005	FLYING ATTACK! HYUMAN	1973
DON'T YOU LIKE IT?	1992	FLYING DISC MEN FROM MARS	1951
DOOMWATCH	1970	FOREIGN EXCHANGE	2003
DR. SHRINKER	1976	FORTUNE HUNTER	1994
DRAMARAMA	1984	FOURTH DIMENSION, THE	1977
DREHT EUCH NICHT UM - DER GOLEM GEHT UM!	1971	FRANCE FIVE	2000
DRESDEN FILES, THE	2007	FRANKENSTEIN : THE TRUE STORY	1973
DRUM CANNA	2002	FRANKENSTEINS TANTE	1987
DUKSEDRENGEN	1989	FRANKENSTIEN (2004)	2004
DUNE	2000	FREAKYLINKS	2000
DYNAMAN	1988	FREEDOM	2000
E.A.R.T.H. FORCE	1990	FREEWHEELERS	1968
EARLY EDITION	1996	FRIGHTENERS	1997
EARTH 2	1994	FROM THE EARTH TO THE MOON	1969
EARTH WARP	1994	FTL NEWSFEED	1994
EARTH: FINAL CONFLICT	1997	FUTURE COP	1976
EARTHFASTS	1994	FUTURECAST	2000
EDGE OF DARKNESS	1985	GALACTICA 1980	1980
EERIE INDIANA	1991	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	2002
EERIE INDIANA: THE OTHER DIMENSION	1998	GALLOPING GALAXIES!	1985
EISENBORG	1977	GANBARON	1977
ELECTRA WOMAN AND DYNAGIRL	1976	GARO: THE FANGED WOLF	2005
ELECTRODE 93	1957	GARTH MARENGHI'S DARKPLACE	2004
ELECTROMAGNET TASK FORCE	1997	GAVAN	1982
MEGARANGER		GAZER	1998
ELEVENTH HOUR	2006	GEMINI FACTOR,THE	1987
EMERALD SOUP	1963	GEMINI MAN	1976
EMMANUELLE IN SPACE	1994	GEORGIAN HOUSE,THE	1976
ENGINE SENTAI GO-ONGER	2008	GESCHICHTEN AUS DER ZUKUNFT	1978
ENTERPRISE	2001	GET SMART (1965)	1965
ERASMUS MICROMAN	1988	GET SMART (1995)	1995
EREXION	2006	GIANT ROBO	1967
ESCAPE FROM JUPITER (inc. RETURN TO JUPITER)	1994	GIGANTOR	1960
ESCAPE OF R.D.7.,THE	1961	GINGA SHONEN TAI	1963
EUREKA	2006	GINGAMAN	1998
EVOLVER	2004	GIRL ACROSS TIME	1994
EXIDRAFT	1992	GIRL COMMANDO IZUMI	1987
EXPEDITION ADAM '84	1984	GIRL FROM TOMORROW,THE (including TOMORROW'S END)	1991
EXPLOITS OF ELAINE,THE	1914	GIRL FROM U.N.C.L.E.,THE	1966
EXPLOSIVE DASH TASK FORCE CARRANGERS	1996	GIRL WITH SOMETHING EXTRA, THE	1973
EYE OF THE JAGUAR	1959	GO SEI SENTAI DAIRANGER	1993
EYES OF A COWBOY	1998	GO! GODMAN	1972
FAMILIA ESPECIAL, UNA	2005	GO! GREEN MAN	1973
FANTASTIC JOURNEY,THE	1977	GOARANGER	2001
FANTASTIC MAN	2007	GODZILLA ISLAND	1997
FANTASTIKIDS	2006	GOLIATH AWAITS	1982
FANTOMETTE	1992	GOODNIGHT SWEETHEART	1993
FAR OUT SPACE NUTS	1976	GOOSEBUMPS (inc.ULTIMATE GOOSEBUMPS)	1995
FARSCAPE	1999	GOSTYA IZ BUDUSCHEGO	1984
FIGHTING DEVIL DOGS	1938	GOUYOU SENTAI BOUKENGER	2006
FINAL DAYS OF PLANET EARTH	2006	GRAND SECRET, LE	1989
FINDER,THE	1991	GRAND STAR	2007
FIREBALL XL5	1962	GREAT ALASKIN MYSTERY,THE	1944
FIREFLY	2002	GREAT GHOST WAR	1968
FIRST BORN	1988	GREATEST AMERICAN HERO,THE	1981
FIRST NEXT TIME,THE	1993	GROWING RICH	1992
FIRST WAVE	1998	GUARDIANS,THE	1971
FLAMING DISK,THE	1920	GUERRE DES INSECTED, LA	1981
FLASH GORDON (1936)	1936	GULLIVER'S TRAVELS	1996

GUYFERD	1996	JAPAN SINKS	1974
HALFWAY ACROSS THE GALAXY AND TURN LEFT	1994	JASON OF STAR COMMAND	1978
HANA NO ASUKA GUMI	1988	JEKYLL	2007
HA'NEPHILIM	2007	JEOPARDY	2002
HARD TIME ON PLANET EARTH	1989	JEREMIAH	2002
HARRY AND THE HENDERSONS	1991	JERICHO	2006
HARSH REALM	1999	JET JACKSON FLYING COMMANDO	1954
HE'ALMUT	2000	JETBOY	1959
HELPING HENRY	1988	JIRAIYA	1988
HERCULES: THE LEGENDARY JOURNEYS	1995	JIVAN	1989
HERITIERE DE GRANDE OURSE, L	2005	JOE 90	1968
HERO TURTLES : THE NEXT MUTATION	1995	JOHNNY AND THE BOMB	2006
HEROES	2006	JOHNNY JUPITER	1953
HEROIC HARIMAO	1960	JOURNEY OF ALLEN STRANGE, THE	1997
HIGHLANDER	1992	JOURNEY TO THE CENTER OF THE EARTH	1999
HIGHLANDER - THE RAVEN	1998	JOURNEY TO THE UNKNOWN	1968
HIGHWAYMAN,THE	1987	JOURNEY TO THE WEST	2006
HIKARI SENTAI MASKMAN	1987	JOURNEYMAN	2007
HIMITSU SENTAI GORANGER	1975	JULES VERNE'S 20,000 LEAGUES UNDER THE SEA	1997
HISTOIRES INSOLITES	1974	JULIA JEKYLL AND HARRIET HYDE	1995
HITCHHIKER'S GUIDE TO THE GALAXY,THE	1981	JUPITER MOON	1990
HOLMES AND YOYO	1976	JUSPION	1985
HOMEBOYS IN OUTER SPACE	1996	JYUU KOU B-FIGHTER	1995
HOMUNCULUS	1916	K9 & COMPANY	1981
HONEY, I SHRUNK THE KIDS: THE TV SHOW	1997	KAGAKU SENTAI DYNAMAN	1983
HORA I BOGOVE	1979	KALLOCAIN	1981
HORDES, LES	1991	KAMANDAG	2007
HUMAN TARGET	1992	KAMEN RIDER	1971
HUNGER, THE	1997	KAMEN RIDER 555	2003
HYPERDRIVE	2006	KAMEN RIDER AGITO	2001
HYPERNAUTS	1996	KAMEN RIDER AMAZON	1974
I WAS A SIXTH GRADE ALIEN!	1999	KAMEN RIDER BLACK	1987
I, ROBOT	1970	KAMEN RIDER BLACK-RX	1988
IJON TICHY: RAUMPILOT	2007	KAMEN RIDER BLADE	2004
IMMORTAL, THE	1969	KAMEN RIDER COUGAR	2000
IMMORTAL, THE (2000)	2000	KAMEN RIDER DEN-O	2007
INAZUMAN	1973	KAMEN RIDER HIBIKI	2005
INAZUMAN FLASH	1973	KAMEN RIDER KABUTO	2006
INCREDIBLE HULK,THE	1977	KAMEN RIDER KIVA	2008
INDRADHANUSH	1989	KAMEN RIDER RYUKI	2002
INFINITE WORLDS OF H.G. WELLS, THE	2001	KAMEN RIDER SKY RIDER	1979
INFRARED MUSIC	1975	KAMEN RIDER STRONGER	1975
INQUILINO, EL	2004	KAMEN RIDER SUPER-1	1980
INSECTOR SUN - THE GUARDIAN OF EARTH		KAMEN RIDER V3	1973
INTERGALACTIC KITCHEN	2004	KAMEN RIDER X	1974
INTERPRETARIS, THE	1966	KAPPATOO	1990
INTERSTER	1983	KENNY STARFIGHTER	1997
INTO THE LABYRINTH	1981	KEYS TO THE CITY	1997
INTRUDERS,THE	1994	KIKAIDER	1972
INVADERS,THE (1967)	1967	KIKAIDER-01	1973
INVADERS,THE (1995)	1995	KIMI TO ITA MIRAI NO TAME NI I'LL BE BACK	1999
INVASION	2005	KING OF THE CASTLE	1977
INVASION: EARTH	1998	KING OF THE MOUNTIES	1942
INVISIBLE DORI-CHAN	1978	KING OF THE ROCKET MEN	1949
INVISIBLE MAN (1996)	1996	KINKYU SHIREI 10-4 10-10	1972
INVISIBLE MAN (2000)	2000	KINVIG	1981
INVISIBLE MAN,THE (1958)	1958	KNIGHT RIDER	1982
INVISIBLE MAN,THE (1975)	1975	KNIGHTS OF GOD	1987
INVISIBLE MAN,THE (1984)	1984	KOKEY	2007
INVISIBLE RAY,THE	1920	KOLCHAK: THE NIGHT STALKER	1974
IRON KING	1972	KOMIKS	2006
IT'S ABOUT TIME	1966	KOSEIDON	1978
JACK ARMSTRONG	1947	KOSUKO SENTAI TURBORANGER	1989
JAKE 2.0	2003	KOTETSU NO KYOJIN	1956
JAMIE	1971	KRAKH INZHENERA GARINA	1973
JAN PERSON	1993	KURE KURE TAKORA	1973
JANBORG A	1973	KURT VONNEGUT'S MONKEY HOUSE	1991

KYLE XY	2006	MANIAC MANSION	1990
KYODAIN	1976	MANIMAL	1983
KYOFU NO MIIRA	1961	MANN AND MACHINE	1992
KYORYUU SENTAI ZYURANGER	1992	MARINE KONG	1960
KYUKYU SENTAI GOGO FIVE	1999	MARTIAN CHRONICLES,THE	1980
LA FEMME NIKITA	1997	MASKED RIDER	1995
LADY BAFFLES AND DETECTIVE DUCK	1915	MASTER MYSTERY,THE	1918
L'ALPHOMEGA	1973	MASTER, THE	1966
LAND OF THE GIANTS	1968	MASTERS OF SCIENCE FICTION	2007
LAND OF THE LOST (1974)	1974	MATHS-IN-A-BOX	1980
LAND OF THE LOST (1991)	1991	MAX HEADROOM	1987
LAST TRAIN, THE	1999	MECANOCRIPT DEL SEGON ORIGEN (MANUSCRIPT OF THE SECOND ORIGIN)	1985
LASTIKMAN	2007	MEEGO	1997
LAZARUS MAN, THE	1996	MEGA MINDY	2006
LE BRIGADE DE MALEFICES	1971	MEGAROMAN	1979
LEGACY OF THE SILVER SHADOW	2002	MEN INTO SPACE	1959
LEGEND	1995	MENTORS	1999
LEGEND OF DEATH	1965	MERCY POINT	1998
LEGEND OF WILLIAM TELL, THE	1998	MESSAGE FROM SPACE: GALATIC WAR	1977
LEGIONARI DELLO SPAZIO, I	1966	MESSENGER OF ALLAH	1960
LES ATOMISTES	1968	METAL MICKY	1980
LES CLASSIQUES DE L'ETRANGE	1974	METALDAR	1987
LEVEL 9	2000	MICRONOTS!, THE	1993
LEVER NO ESPACO	1957	MIGHTY JACK (inc FIGHT! MIGHTY JACK)	1968
LEXX: THE DARK ZONE STORIES	1996	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1993
L'HOMME SANS VISAGE	1975	MIGHTY MOSHIN' EMO RANGERS	2004
LIFE FORCE	2000	MIK, MAK EN MON	1986
LIFE ON MARS	2006	MIKAZUKI	2000
LIGHT SPEED ESPER	1967	MIKE AND ANGELO	1989
LIGHTS OUT	1946	MILLENNIUM	1996
LIONMARU	1972	MILLIENNIUM MAN	2003
LION-MARU G	2006	MINAMI'S SWEATHEART	1994
LITTLE GREEN PLANET SHOW	1992	MIRACULOUS MELLOPS,THE (inc MIRACULOUS MELLOPS 2, THE)	1992
L'LE MYSTERIEUSE	1963	MIRAI SENTAI TIMERANGER	2000
L'LE MYSTERIEUSE (1973)	1973	MIRROR FIGHT	1974
LOGAN'S RUN	1977	MIRROR, MIRROR	1995
LOIS AND CLARK	1993	MIRROR, MIRROR II	1997
LONE GUNMEN, THE	2000	MIRRORMAN	1971
LOS LUCHADORES	2001	MISFITS OF SCIENCE	1985
LOST CITY,THE	1935	MISS WITCH	1971
LOST IN OZ	1997	MISSION EUREKA	1991
LOST IN SPACE	1965	MISSION TERRA	1985
LOST ON EARTH	1997	MISSION TOP SECRET	1992
LOST PLANET,THE	1953	MISTIKES DIADROMES	2001
LOST PLANET,THE	1954	MONKEY	1979
LOST ROOM, THE	2006	MONSTER AND THE APE,THE	1945
LOST SAUCER,THE	1975	MONSTER SQUAD, THE	1976
LOST WORLD, THE	1999	MONSTER WARRIORS	2006
LUNA	1983	MONSTERS,THE	1962
LUNAR JIM	2006	MOON SPIRAL	1997
M.A.N.T.I.S.	1994	MOONBASE 3	1973
M.I. HIGH	2007	MOONDIAL	1988
MACH BARON	1974	MOONLIGHT MASK	1958
MACHINE MAN	1984	MORGEN GEBEURT HET	1957
MADAN SENKI RYUKENDO	2006	MORK AND MINDY	1978
MAGICIAN'S HOUSE, THE	1999	MORTAL KOMBAT : CONQUEST	1998
MAGMA MAN	1973	MR. SMITH	1983
MAHOU SENTAI MAGIRANGER	2005	MR. TERRIFIC	1967
MAJIN HUNTER MITSURUGI	1973	MR. WYMI	1997
MAN AND THE CHALLENGE	1959	MUD	1995
MAN CALLED SLOANE, A	1979	MUTANT X	2001
MAN DOG	1972	MUTANT, LE	1978
MAN FROM ATLANTIS	1977	MY FAVOURITE MARTIAN	1963
MAN FROM TOMORROW, THE	1958	MY FRIEND WALTER	1992
MAN FROM U.N.C.L.E.,THE	1964	MY HERO	2000
MANANA PUEDE SER VERDAD (TOMMOROW IT CAN BE TRUTH)	1962		
MANHUNT ON MYSTERY ISLAND	1945		

MY LIFE AND TIMES	1991	OUT OF THE UNKNOWN	1965
MY LIVING DOLL	1964	OUT OF THIS WORLD	1962
MY PARENTS ARE ALIENS	1999	OUT OF THIS WORLD	1952
MY SECRET IDENTITY	1988	OUT OF THIS WORLD (1987)	1987
MY TIME TRAVEL JOURNEY WITH MARI	1980	OUT THERE	1951
MYCENES, CELUI QUI VIENT DU FUTUR	1972	OUTER LIMITS,THE (1963)	1963
MYSTERIEUX DOCTEUR CORNELIUS, LE	1984	OUTER LIMITS,THE (1995)	1995
MYSTERIOUS DR. SATAN,THE	1940	OUTLAWS	1986
MYSTERIOUS ISLAND (1951)	1951	P.R.O.B.E.	1995
MYSTERIOUS ISLAND (1955)	1995	PAINKILLER JANE	2007
MYSTERIOUS NEW STUDENT	1975	PANDORA'S CLOCK	1996
MYSTERIOUS PEN-FRIEND	1974	PARALLAX	2004
MYSTERY FOE, THE	1968	PATHFINDERS. . .(inc PATHFINDERS IN SPACE, PATHFINDERS TO MARS, PATHFINDERS TO VENUS)	1960
MYSTERY ISLAND	1977	PERVERSIONS OF SCIENCE	1997
MYSTERY SCIENCE THEATRE 3000	1988	PETER BENCHLEY'S AMAZON	1999
MYSTERY SHIP,THE	1917	PETER BENCHLEY'S THE BEAST	1996
MYSTIC KNIGHTS OF TIR NA NOG	1998	PHANTOM CREEPS,THE	1939
MYTHQUEST	2001	PHANTOM DETECTIVE	1959
NAN OF THE NORTH	1921	PHANTOM EMPIRE,THE	1935
NANASE AGAIN	1979	PHANTOM STAR GOD JUSTIRISERS	2004
NATIONAL KID	1960	PHIL OF THE FUTURE	2004
NET, THE	1998	PHOENIX FIVE	1969
NEVERWHERE	1996	PHOENIX, THE	1982
NEW ADVENTURES OF BEANS BAXTER, THE	1987	PHOTON	1984
NEW ADVENTURES OF ROBIN HOOD, THE	1997	PIG HEART BOY	1999
NEW ADVENTURES OF WONDER WOMAN,THE	1977	PIGS BREAKFAST	1999
NEW AVENGERS,THE	1977	PINTADOS	1999
NEW EXPLOITS OF ELAINE,THE	1915	PIRX KALANDJAI	1973
NEW ORIGINAL WONDER WOMAN,THE	1975	PLANET MIRTH	1997
NEW PEOPLE, THE	1969	PLANET OF THE APES	1974
NEW TOMMOROW, THE	2005	PLANET PRINCE	1958
NEXT STEP BEYOND, THE	1978	PLATEAU OF FEAR	1961
NIGHT GALLERY	1969	PLAY FOR TOMMOROW	1982
NIGHT HEAD	1992	POITRINE	1990
NIGHT OF THE RED HUNTER THE	1992	POR EL NOMBRE DE DIOS	1999
NIGHT STALKER	2005	POUPEE SANGLANTE, LA	1976
NIGHT VISIONS	2001	POWER GOD,THE	1925
NIGHTMAN	1997	POWER RANGERS DINO THUNDER	2004
NIGHTMARE CAFE	1992	POWER RANGERS IN SPACE	1998
NIGHTMARE MAN,THE	1981	POWER RANGERS JUNGLE FURY	2008
NINJA CAPTOR	1976	POWER RANGERS LIGHTSPEED RESCUE	2000
NINJA SENTAI KAKURANGER	1994	POWER RANGERS LOST GALAXY	1999
NINJA TEAM GEKKOU	1964	POWER RANGERS MYSTRIC FORCE	2006
NINPUU SENTAI HURRICANGER	2002	POWER RANGERS NINJA STORM	2003
NOAH'S CASTLE	1980	POWER RANGERS OPERATION OVERDRIVE	2007
NOIRES SONT LES GALAXIES	1981	POWER RANGERS S.P.D	2005
NOT WITH A BANG	1990	POWER RANGERS TIME FORCE	2001
NOW AND AGAIN	1999	POWER RANGERS TURBO	1997
NOWHERE MAN	1995	POWER RANGERS WILD FORCE	2002
OBJECT Z (inc. OBJECT Z RETURNS)	1965	POWER RANGERS ZEO	1996
OBJECTIF : NUL	1987	POWERS	2004
OCEAN ODYSSEY	1994	POWERS OF MATTHEW STARR, THE	1982
ODYSSEY 5	2002	PRESENT TIME	1998
ODYSSEY, THE	1992	PRETENDER, THE	1996
OFFICER 444	1926	PRETTY GUARDIAN SAILOR MOON	2003
OKTOBER	1998	PREY	1998
OLD MEN AT THE ZOO, THE	1983	PRIKLYUCHENIYA ELEKTRONIKA	1979
OMEGA FACTOR, THE	1979	PRIMEVAL	2007
ON THE BEACH	2000	PRIN PRIN	1979
ONCE A HERO	1987	PRISONER, THE	1967
ONE STEP BEYOND	1959	PRISONERS OF GRAVITY	1990
OP CENTRE	1995	PRIVATEERS, THE	2000
OPERATION NEPTUNE	1953	PROBE	1988
OPERATION-MYSTERE	1957	PROFILER	1996
OTHERS, THE	2000	PROJECT UFO	1978
OTHERWORLD	1985		
OUT OF SIGHT	1996		

PSI FACTOR: CHRONICLES OF THE PARANORMAL	1996	SECOND CHANCE	1987
PURPLE EYES IN THE DARK	1996	SECOND HUNDRED YEARS,THE	1967
PURPLE MONSTER STRIKES,THE	1945	SECRET ADVENTURES OF JULES VERNE, THE	1999
PURSUIT OF TOMORROW	1976	SECRET AGENT MAN	2000
Q.E.D.	1982	SECRET AGENT MEN	2003
QUANTUM LEAP	1989	SECRET BENEATH THE SEA	1963
QUARK	1978	SECRET EMPIRE, THE	1979
QUATERMASS (1979)	1979	SECRET FILES OF CAPTAIN VIDEO, THE	1953
QUATERMASS	1953	SECRET OF THE STONES	1994
EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)		SECRET SERVICE,THE	1969
QUEEN'S NOSE, THE	1995	SECRET WORLD OF ALEX MACK,THE	1994
R3	1964	SECRET WORLD OF POLLY FLINT,THE	1987
RADAR MEN FROM THE MOON	1952	SECRETS OF ISIS, THE	1975
RADIO KING,THE	1922	SENGOKU JIEITAI: SEKIGAHARA NO TAKAKAI	2006
RAINBOW MAN	1972	SENTINEL, THE	1996
RAINBOW MASK	1959	SEPTIMA PUERTA, LA	2004
RAY BRADBURY THEATRE,THE	1985	SERUM DE BONTE, LE	1960
READ ALL ABOUT IT! (inc. READ ALL ABOUT IT! PART 2)	1981	SEVEN DAYS	1998
REALLY WEIRD TALES	1987	SHADOW CHASERS	1985
RED BARON	1973	SHADOWS	1975
RED DWARF	1988	SHADOWSTAR	1976
RED SHADOW - THE MASKED NINJA	1967	SHAIDER	1984
RED TIGER	1978	SHAKTIMAN	1997
REDMAN	1972	SHARIVAN	1983
REDOUTABLES, LES	2001	SHAZAM!	1974
REGENESIS	2004	SHE WOLF OF LONDON	1990
RETURN OF CAPTAIN NEMO,THE	1981	SHIBUYA FIFTEEN	2005
RETURN OF ULTRAMAN	1971	SHONEN TANTEIDAN	1975
RETURN TO THE LOST PLANET	1955	SHUSHUTORIAN	1993
ROAR	1997	SIERRA NINE	1963
ROBERT'S ROBOT	1973	SIGMUND AND THE SEA MONSTERS	1973
ROBIN COOK'S INVASION	1997	SILICA	1960
ROBIN DE ROBOT	1975	SILVER KAMEN	1971
ROBOCON	1974	SILVERSUN	2004
ROBOCOP - THE SERIES	1994	SIMULACRON-3	
ROBOCOP: PRIME DIRECTIVES	2000	SIX MILLION DOLLAR MAN,THE	1973
ROBOT DETECTIVE	1973	SKY	1976
ROCAMBOLE	1967	SKY RANGER,THE	1921
ROCKY JONES, SPACE RANGER	1954	SKY TRACKERS	1995
ROCKY STAR	1993	SLEEPWALKERS	1997
ROD BROWN OF THE ROCKET RANGERS	1953	SLIDERS	1995
ROK-U MAEN	1973	SMALL WONDER	1985
ROMANCE OF ELAINE,THE	1915	SMALLVILLE	2001
ROSWELL	1999	SNAKES AND LADDERS	1989
ROUNIN	2007	SNUG AND COZI	1996
S.O.S. COAST GUARD	1937	SO WEIRD	1999
S.O.S. TERRE	1966	SOLBRAIN	1991
SABRINA THE TEENAGE WITCH	1996	SOLE SURVIVOR	2000
SALVAGE 1	1979	SOMETHING IS OUT THERE	1988
SANCTUARY	2007	SOMETHING IS OUT THERE (MINI)	1988
SAPPHIRE AND STEEL	1979	SPACE	1987
SARAH JANE ADVENTURES, THE	2007	SPACE : ABOVE AND BEYOND	1995
SARAS 008	1999	SPACE ACADEMY	1977
SATELLITE GAME,THE	1990	SPACE CADETS	1997
SAUL OF THE MOLE MEN	2007	SPACE CASES	1996
SAZER-X	2005	SPACE CITY SIGMA	1986
SCARLET STREAK,THE	1926	SPACE COMMAND	1953
SCAVENGERS	1994	SPACE COMMAND	
SCHOOL IN PERIL	1997	SPACE G-MEN	1963
SCIENCE FICTION THEATRE	1955	SPACE ISLAND ONE	1998
SCI-FI FILES, THE	1997	SPACE KNIGHTS	1988
SCREAMING SHADOW,THE	1920	SPACE PATROL (1950)	1950
SEAQUEST DSV (inc. SEAQUEST 2032)	1993	SPACE PATROL (1963)	1963
SEARCH (aka SEARCH CONTROL)	1972	SPACE PIRATES	2007
		SPACE PRECINCT	1994
		SPACE RANGERS	1993
		SPACE SCHOOL	1956
		SPACE: 1999	1975

SPACEVETS	1992	SUPERSTORM	2007
SPADLA Z OBLAKOV	1978	SUPERTRAIN	1979
SPECIAL UNIT 2	2001	SURFACE	2005
SPECTREMAN	1971	SURVIVORS	1975
SPEILBAN	1986	SWAMP THING	1990
SPELLBINDER	1995	TA DEN RING	1982
SPELLBINDER 2: LAND OF THE DRAGON LORD	1997	TAILENS	
SPIDER-MAN	1978	TAIYO SENTAI VULCAN	1981
SPIDERS WEB,THE	1959	TAKEN	2002
SPIRAL	1999	TALES OF MYSTERY	1961
SPORT RANGER	2006	TALES OF TOMORROW	1951
SPY CATCHER J3	1965	TANG	1971
SPY GAMES	1997	TARGET LUNA	1960
STAR BOY	2000	TARZAN : THE EPIC ADVENTURES	1996
STAR COPS	1987	TATTOOED TEENAGE ALIEN FIGHTERS FROM BEVERLY HILLS	1995
STAR GAMES	1998	TEAM KNIGHT RIDER	1997
STAR MAIDENS	1976	TED AND ALICE	2002
STAR TREK	1966	TEKWAR	1994
STAR TREK: DEEP SPACE NINE	1993	TELEROP 2009	1974
STAR TREK: THE NEXT GENERATION	1987	TELETUBBIES	1997
STAR TREK: VOYAGER	1995	TERMINATOR : THE SARAH CONNOR CHRONICLES	2008
STAR WOLF	1978	TERRAHAWKS	1983
STARFLEET	1980	TETSUWAN TANTEI ROBOTACK	1998
STARGATE SG1	1997	THEY CAME FROM OUTER SPACE	1990
STARGATE: ATLANTIS	2004	THEY CAME FROM SOMEWHERE ELSE	1984
STARHUNTER (INC STARHUNTER 2300)	2000	THIRD ROCK FROM THE SUN	1996
STARK	1993	THIRD TWIN,THE	1997
STARLOST,THE	1973	THREE MOONS OVER MILFORD	2006
STARMAN	1986	THRESHOLD	2005
STARSHIP ORION	1966	THUNDER IN PARADISE	1994
STARSTRIDER	1974	THUNDER MASK	1972
STARSTUFF	1980	THUNDERBIRDS	1965
STEEL ANGEL KURUMI - PURE	2002	THUNDERSTONE	1999
STELLA STELLARIS	1994	TICK, THE	2001
STEPHEN KING'S GOLDEN YEARS	1993	TIGER SEVEN	1973
STEPHEN KING'S STORM OF THE CENTURY	1999	TIJDSCAPSULE, DE	1963
STEPHEN KING'S THE LANGOLIERS	1995	TIME BUSTERS	1992
STEPHEN KING'S THE STAND	1994	TIME EXPOSURES	1988
STEVEN SPIELBERG'S AMAZING STORIES	1985	TIME EXPRESS	1979
STINGRAY	1964	TIME IS THE ENEMY	1958
STORM CLOUD LION MARU	1973	TIME RIDERS	1991
STRANGE LUCK	1995	TIME TRAVELER	1972
STRANGE WORLD	1999	TIME TRAX	1993
STRANGE WORLD OF PLANET X,THE	1956	TIME TUNNEL,THE	1966
STRANGER FROM SPACE	1951	TIME WARRIOR	1995
STRANGER, THE (1965)	1965	TIMECOP	1997
STRANGER,THE (1991)	1991	TIMEKEEPERS OF THE MILLENNIUM	1999
STRANGERERS, THE	2000	TIMELAPSE	1980
STREET HAWK	1984	TIMESLIP	1970
STRUCK BY LIGHTNING	1979	TIN MAN	2007
SUBMARINER 8823	1960	TO HUNT A GENIUS	2006
SUKEBAN DEKA	1985	TOKUSOU SENTAI DEKARENJA	2004
SUKEBAN DEKA II: SHOUJO TEK-KA-MEN DEN-SATSU	1985	TOM CLANCY'S NETFORCE	1999
SUKEBAN DEKA III	1986	TOM CORBETT, SPACE CADET	1950
SUNSET WAR	1974	TOMES AND TALISMANS	1986
SUPER FORCE	1990	TOMMYKNOCKERS,THE	1995
SUPER INGGO	2006	TOMORROW PEOPLE,THE (1973)	1973
SUPER INGGO 1.5 : THE NEW WILDNESS	2007	TOMORROW PEOPLE,THE (1992)	1992
SUPER KLENK	1999	TORCH	1992
SUPER TWINS	2007	TORCHWOOD	2006
SUPERBOY	1988	TORCHWOOD DECLASSIFIED	2006
SUPERCAR	1961	TOTAL RECALL 2070	1998
SUPERGRAN	1985	TOTALLY DOCTOR WHO	2006
SUPERHUMAN SAMURAI SYBER SQUAD	1995	TOUCHED BY AN ANGEL	1994
SUPERMAN	1948	TRACKER	2001
SUPERNATURAL	1977	TRANSPARENT	2002
SUPERNOVA	2005		

TREASURE ISLAND IN OUTER SPACE	1990	VOYAGERS	1982
TREMORS	2003	VOYAGEUR DES SIECLES, LE	1971
TRIBE, THE	1999	VR TROOPERS	1993
TRIPLE FIGHTER	1972	VR5	1995
TRIPODS,THE	1984	WACHTER, DIE	1988
TROLLENBERG TERROR,THE	1956	WAIL OF THE BANSHEE	1993
TRUCKERS	1991	WALKING AFTER MIDNIGHT	1999
TURNABOUT	1979	WANDERER,THE	1994
TWICE IN A LIFETIME	1999	WANDJINA!	1966
TWILIGHT ZONE, THE (2002)	2002	WAR OF THE WORLDS	1988
TWILIGHT ZONE,THE (1958)	1958	WATCH THIS SPACE	1982
TWILIGHT ZONE,THE (1985)	1985	WATT ON EARTH	1991
TWIST IN THE TALE (aka TALES OF THE UNEXPECTED)	1977	WAY OUT	1961
TWISTED TALES	1996	WEIRD SCIENCE	1994
TWO TWISTED	2006	WELCOME TO PARADOX	1998
TYPHON'S PEOPLE	1993	WHEN THE KISSING HAD TO STOP	1962
U.F.O.	1972	WHIZZIWIG	1998
ULTRA FIGHT	1970	WHOOPS! APOCALYPSE	1982
ULTRA GALAXY : GIANT MONSTER BATTLE	2007	WICKED SCIENCE	2004
ULTRA Q	1966	WILD PALMS	1993
ULTRA Q: DARK FANTASY	2004	WILD WILD WEST,THE	1965
ULTRA SEVEN	1967	WINSPECTOR	1990
ULTRAMAN	1966	WIPE OUT THE TOWN	1978
ULTRAMAN 80	1980	WONDERBUG, THE	1976
ULTRAMAN ACE	1972	WOOPS!	1992
ULTRAMAN COSMOS	2001	WORLD OF GIANTS	1959
ULTRAMAN DYNA	1997	WORLD WAR III	1982
ULTRAMAN GAIA	1998	WORLDS BEYOND	1988
ULTRAMAN LEO	1974	WYSIWYG	1992
ULTRAMAN MAX	2005	X FILES,THE	1993
ULTRAMAN MEBIUS	2006	XENA: WARRIOR PRINCESS	1995
ULTRAMAN NEXUS	2004	XIONGMAO JIHUA	1983
ULTRAMAN TARO	1973	YASHA	2000
ULTRAMAN TIGA	1996	YINXING RE	1980
ULTRAMAN: THE ULTIMATE HERO	1993	YOUNG HERCULES	1998
ULTRAMAN: TOWARDS THE FUTURE	1990	YOUNG ORPHEUS	1972
ULTRASEVEN X	2007	ZABOGA	1974
ULTRAVIOLET	1998	ZACK FILES, THE	2000
UNBALANCE	1973	ZAIDO: PULIS PANGKALAWAKAN	2007
UNCLE JACK AND THE DARK SIDE OF THE MOON	1992	ZEELAND SWEATHEART	1998
UNDER THE MOUNTAIN	1982	ZOMBIES OF THE STRATOSPHERE	1952
UNDERMINED	1965	ZONE FIGHTER	1973
UNFORSEEN,THE	1958	ZUBAT	1977
UNINVITED, THE	1997	ZUIHOU YIGE AIZHENG SIZHE	1980
UNSUB	1989		
URGAMMAK	1995		
V (1982)	1982		
V (1984)	1984		
V.E.N.U.S. ON THE HARD DRIVE	1997		
VAGEN TILL GYLLENBLA!	1985		
VANISHING MAN,THE	1997		
VANISHING SHADOW,THE	1934		
VEGA 4	1968		
VINO IZ ODUVUNCHIKOV	1996		
VIPER (1994)	1994		
VIPER (1996)	1996		
VIRTUAL GIRL	2000		
VIRTUAL MURDER	1992		
VIRTUAL OBSESSION	1998		
VISITEURS, LES	1980		
VISITOR, THE	1997		
VISITORS,THE			
VOICE FROM THE SKY	1930		
VOICELUGGER	1999		
VOODOO FACTOR,THE	1959		
VOYAGE TO THE BOTTOM OF THE SEA	1965		

10TH KINGDOM, THE



The 10th Kingdom is an inventive 10-hour fantasy saga and special effects extravaganza from Hallmark Entertainment and award-winning executive producer Robert Halmi, Sr. This clever piece of original storytelling from Emmy winner Simon Moore (GULLIVER'S TRAVELS) about a girl (Virginia, a New York waitress), a dog (really an enchanted prince) -- and an alternate reality (entered through a vortex in Central Park) takes the audience on a wild romp through a fantastic dimension where familiar fairytales are reinvented in new -- often hilarious and sometimes sinister -- grown-up terms.

After Virginia (Kimberly Williams), a twenty-something waitress who lives in New York City with her ne'er-do-well janitor father, Tony (John Larroquette), befriends a stray dog (who turns out to be a bewitched prince) on her way to work at the Grill on the Green restaurant in Central Park, she and her father are transported, via a magic mirror, to the Land of Nine Kingdoms. In this alternate dimension, an evil queen (Dianne Wiest) has escaped from the Snow White Memorial Prison and is trying to usurp the throne from Prince Wendell (Daniel Lapaine). Virginia and her father get caught up in the intrigue and are pursued by the Troll King (Ed O'Neill), his disgusting children and the queen's evil huntsman (Rutger Hauer). They are aided by Wolf (Scott Cohen), a handsome, sardonic and conflicted wolfman who is allied with the queen, but falls in love with Virginia.

As Virginia and Tony try to find their way back to New York (the 10th Kingdom), they are caught up in a series of bizarre adventures vaguely reminiscent of familiar fairytale situations -- but always with a slight twist. During their journey, Virginia comes to realize that she has never dealt with her anger over her mother's abandonment of her when she was a child. She also begins to fall in love with Wolf, who is doing a lot of personal growth in order to tame the beast within and win Virginia's trust. With a little advice from an older and wiser Snow White (Manheim), Virginia comes to terms with her feelings about her mother. Now strong and confident, Virginia battles the evil queen, restoring Prince Wendell to his rightful throne. Wolf successfully vanquishes his inner demons, and he and Virginia return to New York where they live happily ever after -- or at least until the next crisis in the Land of the Nine Kingdoms.

The 10th Kingdom was much better than I had expected, and I had high hopes going into it! It was a visual delight with fantastic effects and locations. I couldn't wait for each installment. Scott Cohen did a fantastic job as the over-the-top Wolf. I was rooting for Wolf and Virginia from their first meeting. Dianne Wiest makes a potentially one dimensional character come to life. Kimberly Williams and John Larroquette shine! The trolls are delightful and disgusting at once, particularly Ed O'Neill. The movie reminded me of all of the fairy tales I heard growing up. I was eagerly awaiting the addition of each new well-known character. Camryn Manheim as Snow White was a surprise, but she did a wonderful job. Happily ever after may not have lasted as long as Prince Wendell wanted, but its definitely back with the 10th Kingdom!

Produced by Brian Eastman, Robert Halmi Jr. (executive), Robert Halmi Sr. (executive), Simon Moore, Ted Morley (associate), and Jane Prowse. Original music by Anne Dudley, Cinematography by Chris Howard & Lawrence Jones, Film Editing by Andrew McClelland & Chris Wimble. Casting by Kate Rhodes James, James Jones, Sue Jones and Lynn Kressel, Production Design by Julian Fullalove & Rob Hinds, Art Direction by Henry Jaworski & Leigh Walker. Costume Design by Jill Taylor, Makeup Department were Suzan Broad (makeup artist), Neill Gorton (prosthetics), special makeup effects artist by Stevie Hall (chief hair stylist), Mary Hillman (hair stylist), Veyatie Macleod (makeup artist), Steve Painter (prosthetics - special makeup effects artist).

Production Management are Margaret Adams (production manager), Second Unit Director or Assistant Director - Jonathan Farmer (third assistant director), Mark Goddard (first assistant director), Harvey Harrison (second unit director), Paul Morris (second assistant director), Conny Neetenbeek (dailies second assistant director), Danny Pruett (third assistant director), Stephen Robinson (second assistant director (as Steve Robinson) & Roger Simons (first assistant director)

Sound Department were Rudi Buckle (sound), John Casali (boom operator) & Jerome McCann (sound

assistant), Special Effects were by Richard Bain (digital effects: Double Negative), Adrian Banton (digital effects artist), Richard Briscoe (digital effects artist), Frazer Churchill (digital effects: Double Negative), Paul Fenn (special effects technician), James Francis Jr. (special effects technician), Jim Francis (special effects supervisor), Pete Hanson (studio manager: Double Negative Ltd), Mark Howard II (special effects technician), Paul Hulbert (special effects technician), Kevin Huse (special effects technician), Helsdon Kieron (digital effects artist), Mitch Mitchell (visual effects supervisor), Nick P. Phillips (effects technician), Edward Smith (special effects supervisor), Leigh Took (visual effects artist), Arthur Windus (visual effects producer).

Stunts were by Tony Smart (stunt co-ordinator), Other crew were Marshall Aver (production buyer), Alison Bage (nurse), Yves Barre (costume design assistant), Brian Baverstock (transportation captain), John Beharrell (production accountant), Penelope Beharrell (assistant production accountant), Jon Best (gaffer), Steve Bohan (construction manager), Ian Buckley (grip), John Casali (boom operator), Andrew Cooke (location manager), Bob Cooke (clapper loader), Fliss Coombs (publicity), Nick Dent (assistant production buyer), Paul Donnachie (focus puller), Ron Downing (stand-by props), Paul Duff (carpenter).

Other crew include Jonathan Earp (focus puller), Paul Edwards (steadicam operator), Bruce Everett (post-production supervisor), Willie Fonfe (transportation manager), Giles Gale (wardrobe assistant), Angus More Gordon (location manager), Mark Guest (dressing props), Brian Hampton (props storeman), Paul Harris (electrician), Harvey Harrison (second unit director), Brian Hathaway (transportation co-ordinator), Stuart Howell (steadicam operator), Kate Rhodes James (casting: UK), Sue Jones (casting: UK), Mark Thomas Jury (camera trainee), Lynn Kressel (casting: USA), Anita Lad (wardrobe assistant), Amanda Lean (script supervisor), Walt G. Ludwig (production car), Tess Malone (trainee script supervisor), Simon Mills (focus puller), Brian Mitchell (stagehand), Terence Montague (gaffer).

Other crew include Steve Pang (second assistant editor), Booth Paul (stand-by art director), Daniel Potheary (runner), Mike Povey (property master), Gill Raddings (animal trainer), Chris Rawlings (dressing props), Steve Scammell (clapper loader), Simon McNair Scott (location manager), Charlotte Sewell (costume design assistant), Andrew Speller (camera operator), David Taylor (best boy), Billy Turner (unit driver), Oliver Upton (still photographer), Colin Vinton (best boy), Sara Wan (set decorator), David Weller (rigger), Eddie Wolstencroft (painter), Joseph Zolfo (location manager: New York). Special Effects by Double Negative and Special Effects GB Limited.

A genre-shattering mix of fantasy, sophisticated humor, adventure and intelligence, The 10th Kingdom is directed by David Carson (Star Trek) and Herbert Wise (I Claudius). Writer Simon Moore and Brian Eastman (Diana) are producers.

Five-time Emmy winner John Larroquette (Night Court, The Practice) heads the stellar cast which includes Father of the Bride's Kimberly Williams, Emmy and two-time Oscar winner Dianne Wiest (Hannah and Her Sisters, Bullets Over Broadway), Rutger Hauer (Merlin, Blade Runner), Golden Globe nominee Ed O'Neill (Married with Children), Scott Cohen (Jacob's Ladder, The Mambo Kings) and Daniel Lapaine (Brokedown Palace, Dangerous Beauty). Emmy winner Camryn Manheim (The Practice) also stars as Snow White.

WR. Simon Moore.

DIR. David Carson, Herbert Wise

EPISODES: 5 **YEAR MADE:** 2000 **COUNTRY:** US **SEASONS:** 1

CARNIVAL FILMS, PRODUCTION LINE, HALLMARK, HALLMARK ENTERTAINMENT, NBC, BABELSBERG FILM AND FERNSEHEN

CREATOR: SIMON MOORE (Written)

TYPE OF SHOW: FANTASY

FORMAT: MINI-SERIES

LENGTH (MINS): 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 5

DATE OF PREMIER: 27/02/2000

AIR DATE OF LAST EPISODE 06/03/2000

SEASON DATE BREAKDOWN:

FILMS:

Mrs. Murray, Sr. GUNDRUN URE, Leaf Fall LUCY WHYBROW, Red Riding Hood III KIM THOMSON, Gypsy Queen EVE PEARCE, Virginia KIMBERLEY WILLIAMS, Young Christine HILARY TONES, Tony JOHN LARROQUETTE, Wolf SCOTT COHEN, Prince Wendell DANIEL LAPAINE, Queen DIANNE WEST, The Huntsman RUTGER HAUER, Relish the Troll King ED O'NEILL, Burly HUGH O'GORMAN, Blabberwort DAWN LEWIS, Blue Bell JEREMIAH BIRKETT, Snow White CAMRYN MANHEIM, Cinderella ANN-MARGRET, Acorn WARWICK DAVIS, Clayface JIMMY NAIL, Governor JOHN SHRAPNEL, The Tooth Fairy TIMOTHY BATESON, Chancellor Griswold ROBERT HARDY,

Viscount Lansky ADEN GILLET, Lord Rupert WILLIAM OSBORNE, Old Retainer EDWARD JEWESBURY, Mr. Murray JAMES CARROLL JORDON, Giles JEFFRY WICKHAM, Grandmother MOIRA LISTER, Candy DEBORAH SHERIDAN-TAYLOR, Dr. Horovitz SHEILA STEAFEL, Mrs. Murray KATHERINE HOGARTH, Murray Jr. DYLAN BELL, Mayor of Beantown ARTHUR COX, The Woodsman JAMES COSMO, Prison Warden CLIFF BARRY, Wilfred Peep PETER VAUGHAN, Sally Peep LUCY PUNCH, Boat owner TONY VOGEL, Restaurant Diner SAM DOUGLAS, Stallholder BRIONY GLASSCO, Prison Warden PAUL MCNEILLY, Bald Convict LEN COLUN, Old Convict CHARLES CORK, Dwarf PETER MANDRELL, Queen's Servant LUCK HEALY, Villainous Convict (as Al Hunter Ashton) AL ASHTON, SWAT Team WILLIAM MARSH, SWAT Team NIGEL WHITMEY, Beantown man ADAM JAMES, SWAT Team LEON HERBERT, Beantown man #2 MICHAEL MULLER, Local craftsman JOHN AXON, Gypsy MICHAEL MCCARTHY, Fiddle Gypsy PAUL SAX, Accordion Gypsy VINCE DE CICCICO, Queen's Talking Mirror JOHN HALLAM, The Village Idiot CALUM MACPHERSON, Barbara Peep GABRIELLE LLOYD, Betty Peep NATASHA COLLINS, Filbert Peep CRAIG PURNELL, Fairfax Peep EDWARD WOODALL, Mary Ramley LIZ MAY BRICE, Defeated Farmer RICHARD SYMS, Farmer's Wife JACQUELINE TONG, Farmer Morris MICHAEL ELLIOT, Perfume man MARK SABAN, Distraught Farmer BRUCE MCGREGOR, John the farmer BOB BARRETT, Cupid girl POPPY ROGERS, Shepherdess CAROLINE HAYES, Auctioneer TOM CHADBON, Coffin vendor IAIN MITCHELL, Frightened Servant CHRISTOPHER TUNE, Elderly Elf GRAHAM CROWDEN, Court Clerk DONALD PELMEAR, Charm seller HARRIET THORPE, Armed Troll ADAM CHRISTOPHER, Singing Ring KATE ROBBINS, Queen's Servant EDWARD HIGHMORE, Young Servant BEN BAILEY, Evil Stepmother's Skeleton AILSA BERK, Mr. Merrypip GRAHAM TURNER, Restaurant owner JOHN CATER, Mrs. Merrypip DIDO MILES, Merrypip Girl DANIELLE HARMER, Old Lady Gambler MARIA CHARLES, Jeweller PATRICK MARLEY, Local woman RUTH ARNOLD, Lady Croupier HEIDI MONSEN, Poker Playing Man TIM KILLICK, Town sheriff ROGER SLOMAN, Casino Manager ARTURO VENEGAS, Gambler (as Jonathon Key) JOHN KEY, Gambler JOHN BLAKEY, High Roll Croupier CHARLOTTE WESTON, Evil Coachman JEREMY PETERS, Auction House Guard (as Dave Nicholls) DAVE NICHOLS, Barman GORDON MILNE, News Vendor BOB CURTISS, Excited Man BILL THOMAS, Angry Man TIM HUDSON, Angry Woman JENNIFER CROXTON, Metal Merchant MARK PEGG, Scrap Metal Man DICKEN ASHWORTH, Union Leader JASON TOMPKIN, Dwarf CRAIG SALISBURY, Dwarf PETER BURROUGHS, Gustav the Magic Mirror DOUGLAS BLACKWELL, Little Virginia GEMMA BOYLE, Evil Stepmother JESSICA JAMES, Elf Girl ANTONIA CORRIGAN, Elf Girl AOIFE THOMPSON, Elf Girl CHARLOTTE MORRIS, Royal Cook JEFF NUTTALL, Royal Page EDWARD PURVER, Elf King (as Chris Crooks) CHRISTOPHER CROOKS, Naked Emperor's Nephew TIM DRY, Ball Guest JEREMY SWIFT, Ball Guest MARY ROSCOE, Mrs. Morris AMELDA BROWN, Dwarf Librarian MIKE EDMONDS, V/o Prince JASON HALL, Shepherdess HELEN LATHAM, V/o Prince ADAM LEVY, Jeweller PATRICK MARBEY, Judge FRANK MIDDLEMASS, Hank Murray JOHNNY MYERS.

Books Based on this series.

The 10th Kingdom

Kathryn Wesley

2000

1 - 1

A waitress and her father step through a portal in Central Park into a magical world where they meet a wolf-man and a prince who has been turned into a dog.

1 - 2

Tony and Prince break out of the Snow White Memorial Prison.

1 - 3

Seeking the magic mirror, Tony, Virginia and Wolf arrive in Little Lamb Village, where Wolf must struggle to keep his animal instincts at bay.

1 - 4

The Trolls and the Huntsman are closing in on Tony and Virginia.

11 SOMERSET



Oliver lives at 11 Somerset with his father, John Marsan, a renowned expert of paranormal phenomena. When Laurie Lamera's life is turned upside-down by the ghost of her dead father, she goes to them for help.

11 Somerset is filmed in Montreal, Quebec, Canada. This series was filmed both in French and English and the French version was broadcast on Télé-Québec and the English version was played on the Space network.

Characters

Oliver Marsan

After living with his mother for ten years in Toronto, Oliver, 17 years old, moves to Montreal to live with his father John Marsan. He is initially skeptical about his father's research, but when he gets drawn into Laurie's wild, logic-defying exploits, Oliver develops a marked taste for the fantastic and inexplicable. He becomes just as determined as his dad to demystify paranormal phenomena.

An amateur motorcyclist and handyman in his free time, Oliver is also adept at martial arts and many other sports. And if his dietary habits make his father wince (for instance, his unforgettable peanut butter and cheese sandwiches), he continues to beat John during their endless tennis matches.

Annoyed by his new 'little sister' who clings to him too much, Oliver is still the first to come to her aid when she's in danger. Oliver is a courageous kid, but his impulsiveness often gets him caught in rough situations...

Laurie Lamera

Laurie is a thirteen and a half year-old computer-wiz. She also loves music. Laurie's life is disrupted by supernatural events after her father's death, and she doesn't quite know who to talk to - certainly not her mother who is already distressed enough as it is. She ends up confiding in Oliver after they share an adventure that clinches their new friendship.

Bursting with curiosity and vitality, and always ready to lend a helping hand, Laurie throws herself headfirst into dangerous situations. But her remarkable ingenuity and determination allow her to get out of tough spots and solve tricky problems.

Oliver's presence reassures her when things get dicey. As they get to know one another, Laurie's feelings for him grow more intense than she ever imagined...

Actors

Jamieson Boulanger (Oliver)

Jamieson Boulanger first appeared on stage at age 7, then made the transition to camera four years later. He has acted in many television series and films, including "Are You Afraid of the Dark" and "Kids of the Round table". At age 15, he was sent to the Californian desert for two months to act in "Frankenstein and Me".

Jamieson is also very active as an athlete, especially in baseball and hockey. After he finished his acting studies in college, Jamieson was drafted in 2001 by the Montreal Expos club. The Expos offered him a scholarship to study in Florida where he played on a college team and honed his pitching skills.

An arm injury brought him back to Montreal with a different game-plan : to get serious again about acting and to apply to Concordia University in Political Sciences.

FILMS:

Oliver Marsan JAMIESON BOULANGER, Laurie Lamera JESSICA MALKA.

1 - 1 *THE GHOST IN THE MIRROR (PART 1 OF 2)*

Laurie sees her dead father's ghost in her bedroom mirror. She contracts John Marsan specialist of paranormal phenomena, but instead gets John's son Oliver.

Wr Pierre Billon

Dir Pierre Blais

1 - 2 *THE GHOST IN THE MIRROR (PART 2 OF 2)*

Helen finds out what Paul was working on that lead to his death. Laurie gets kidnapped and it's up to Oliver to try and save her.

Wr Pierre Billon

Dir Pierre Blais

1 - 3 *BURNED*

Oliver is vacationing at his uncle's place for a bit. When he meets up with his childhood friend Luke. One night Luke's mom catches on fire and dies.

Wr Stanley Péan

Dir Pierre Blais

1 - 4 *POSSESSED*

Laurie goes to school one day and see her friend Lucy uncontrollably shaking on the floor. People around the school start to blame an albino boy who they think is possessed by the devil. Kids who hang out with Marc-Anthony, start to suffer from the same thing that happen to Lucy. Laurie goes after Marc-Anthony to find out the truth, but she also risks becoming his next victim.

Wr Stanley Péan, Sonia Sarfati

Dir Pierre Blais

1 - 5 *NIGHT VISITORS*

Anthony hasn't been himself since he started working as a night-watchmen at the university. Oliver has been asking questions and finally tells Anthony that he's seen spirits haunting the school. After that he soon learns that predecessor quit his job after seeing the same thing. Anthony's grandmother hands him a talisman to protect from the spirits. Oliver tags along for the next night-shift....

Wr Stanley Péan

Dir Pierre Blais

1 - 6 *MENACE FROM THE SKY*

Laurie, Lucy and Than decide to go camping for an all-girls getaway. But the weekend starts off badly when a mysterious object falls from the sky and crashes near their tent. The girls are shaken, but they are determined to continue with their trip no matter what.

As night falls, Lucie and Than become violently ill and a bluish silhouette slides past the trees. Laurie must take care of her friends and confront the dangers that lurk in the forest all alone...

Wr Stanley Péan

Dir Pierre Blais

1 - 7 *THE ORANGE UNDERWORLD*

Laurie accompanies Helen to Abitibi where hippie artist Martina Lacombe is painting abstracts inspired by the abandoned copper mines in the area. Helen and Laurie accept Martina's invitation to visit the mines.

Once inside, a big earthquake causes the mine to cave in. The trio is trapped underground and a strange orange liquid begins to bubble around them. As they search for a way out, the boiling substance seems to take on a life of its own, slowly making its way towards them...

Wr Sonia Sarfati

Dir Pierre Blais

1 - 8 *THE GHOST*

Laurie, Oliver and Lucy spend the weekend at an observation camp to view a satellite constructed by Laurie's father. All eyes are turned toward the sky until strange creatures start springing up in the forest.

A ranger is attacked by an invisible beast, and animals with missing body parts are spotted by the locals.

Is there a link between these phenomena and the cabin deep in the woods where Laurie sees hideous faces pressed against the window ?

Wr Sonia Sarfati

Dir Pierre Blais

1 - 9 *ECHOES*

The Museum of Civilization is paralyzed by a sudden, inexplicable information-system failure. Oliver is locked in one of the exhibition rooms with other visitors. Voices from beyond the grave resonate within the room's walls as the visitors become increasingly anxious.

A young Amerindian is convinced that the voices are his ancestors expressing their fury. Just as the nerve-rattling echoes are becoming unbearable, a gun-shot goes off!

Wr Stanley Péan

Dir Pierre Blais

1 - 10 *STRONGER THAN DEATH*

Laurie visits the Heliotech laboratory to see her father's old colleague, Dr. Vidal. The enigmatic scientist speaks of his dreams of immortality and gives Laurie an obscure gadget, making her promise to hide it and keep it secret.

Dr. Vidal dies that very night. But a few hours later, at the morgue, his body comes to life and heads straight for Laurie's house and he's not the only one on her trail!

Wr Emmanuel Aquin

Dir Pierre Blais

1 - 11 *KISS OF THE GORGON*

A young woman drowns in a lake under mysterious circumstances. A few hours later Oliver is swimming in the same lake when a stinging pain shoots up his leg. A blister forms and spreads rapidly up his leg, and he runs a high fever.

The next day, dozens of dead fish are found floating on the surface of the lake. Some people blame the legendary lake monster. Laurie must figure out what evil is consuming Oliver but time is running out!

Wr Stanley Péan

Dir Pierre Blais

1 - 12 *THE STRANGER*

Peter/Louis (Shane Christopher) gets hit by a car and doesn't remember who he is or where he comes from.

Wr Sonia Sarfati

Dir Pierre Blais

1 - 13 *BLOOD RED SKY*

An ancient statuette is unearthed at an excavation site in the thick of the forest. John, called to the site to confirm the artefact's authenticity, arrives with Oliver. Weird things start to happen all around them : The sky turns a deep red colour, communications are cut-off, and certain metal structures are rapidly disintegrating.

What could be causing these abnormalities? Meanwhile, shady characters, who are not unfamiliar to the Marsans, are prowling around the archeological dig. Someone wants to get rid of every trace of the artefact...

Wr Emmanuel Aquin

Dir Pierre Blais

1990



It was 1984 plus 6. Britain in the year 1990 was not a pleasant place to live. Instead of a big brother, there were plenty of little brothers all employed by the Public Control Department (PCD), a huge government bureaucracy designed to help the economy recover from several setbacks of the late 1970s. Instead it had turned the nation into a place where professional people wanted to illegally emigrate to America, or even third world nations. PCD officials enjoyed special privileges while the rest of the people were forced to deal with rationing, shortages of essential goods and constant surveillance. One of the leaders of the fight for freedom was Jim Kyle, a journalist working for the Star, the last newspaper that has not fallen under government control.

His articles became a thorn in the PCD's side and the PCD's controller Skardon would have granted Kyle an exit visa without hesitation if he would ever apply for one. On the side, Kyle would help people leave the country, throw monkey wrenches into PCD plans and set up PCD officials to appear as traitors either to Skardon or his superior- the home secretary (Dan Mellor in series 1 and Kate Smith in series 2). Kyle was aided in his endeavors by his good friend Dave Brett, an import/export agent who enjoyed special privileges since he helped bring needed hard currency into Britain. Faceless, a nameless PCD official, was Kyle's contact within the department who passed along classified information to Kyle.

Kyle spent little time with his wife and son. He did however have a developing romantic interest with Delly Lomas, Deputy Controller of the PCD. This romance would have gotten a lot farther had the two not been on opposite sides. Delly was demoted due to her involvement with Kyle and replaced by Lynn Blake. Kyle could not quite understand why Lynn, an old flame of his, would have joined the PCD- although she did at times help him, especially when it would further her career.

Devised by Wilfred Greatorex, creator of ITV's *The Power Game*, the series starred Edward Woodward as dissident journalist Jim Kyle, Home Affairs correspondent for one of the three remaining newspapers. He aids a growing resistance movement which smuggles people out of the country, runs an underground press and generally hinders the PCD at every turn. Ranged against him are Herbert Skardon, the ruthless controller of the PCD and his deputies Delly Lomas (season one) and Lynn Blake (season two).

The series was born out of Greatorex's own 'suffering' at the hands of zealous VAT men and his resentment of the growing power of the burgeoning bureaucracy of the 1970s - a sentiment shared by many for whom the memory of overkill VAT raids on small shopkeepers still rankled. Greatorex played on his paranoid to take the powers of the administrators a stage or two further. Some critics carped, but 1990 was essentially a thriller series, not a solemn political statement, and retained the adventure motifs of car chases, tight spots and close shaves.

Edward Woodward who played Kyle had become popular on British television in the late 60's in the lead role of the spy drama *Callan*. In the US he would become a well known face to American audiences as well in the role of Robert McCall, the hero of the hit series *The Equalizer*.

The series' producer was Prudence Fitzgerald and the theme was composed by John Cameron. The series original aired on BBC2 in the UK. No U.S. airdates exists, therefore the series has probably not been seen in the U.S.

The various designers for the series included Robert Berk, Rochelle Selwyn, Judy Steele, Paul Joel and Michael Young. In one episode entitled "Health Farm", John Rhys-Davies played Ivor Griffith, Davies would later go on to star as a regular cast member on US SF shows *SLIDERS*. In the episode "Voice From the Past", Richard Hurndall (who would play the First Doctor in *DOCTOR WHO* - "The Five Doctors", replacing the late William Hartnell) starred as Avery.

WR. William Greatorex (8 Episodes), Edmund Ward (6 Episodes), Arden Winch (1 Episode) and Jim

Hawkins (1 Episode).

DIR. Alan Gibson, Kenneth Ives, David Sullivan Proudfoot, Peter Sasdy, Roger Tucker and Bob Hird.

EPISODES: 16 **YEAR MADE:** 1977 **COUNTRY:** GB **SEASONS:** 2

A BBC PRODUCTION

CREATOR: WILFRED GREATOREX

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 55 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 8, (2) 8

DATE OF PREMIER: 08/09/1977

AIR DATE OF LAST EPISODE 10/04/1978

SEASON DATE BREAKDOWN:

FILMS:

Jim Kyle EDWARD WOODWARD, Herbert Skardon ROBERT LANG, Dave Brett TONY DOYLE, Faceless PAUL HARDWICK, Delly Lomas BABARA KELLERMAN (1), Don Mellor JOHN SAVIDENT (1), Henry Tasker CLIFTON JONES (1), Greaves GEORGE MURCELL (1), Jack Nichols MICHAEL NAPIER BROWN (1 Eps. 1-3, 7-8), Tommy Pierce MATHIAS KILROY (1 Eps. 1, 3), Marly HONOR SHEPHERD (1 Eps. 1,5,7), Lynn Blake LISA HARROW (2 Eps. 1-2, 4-8), Kate Smith YVONNE MITCHELL (2 Eps. 1-3, 5-8), PCD. Insp Macrae DAVID MCKAIL (2 Eps. 1-2, 4-5, 7-8), Tony Doran CLIVE SWIFT(2 Eps. 1-2,4), Digger Radford STANLEY LEBOR (2 Eps 3-5)).

Books Based on this series.

1990	Wilfred Greatorex	1977
1990 Book Two	Wilfred Greatorex	1978

RELATED SHOWS:

SLIDERS

1 - 1 *CREED OF SLAVES*

Kyle exposes government plans to turn a number of statley homes into ARCs (adult rehabilitation centres) where social misfits will be reprogrammed.

Wr Wilfred Greatorex

Dir Alan Gibson

1 - 2 *WHEN DID YOU LAST SEE YOUR FATHER?*

Having learned that the PCD will be abolishing all exit visas. Kyle helps Dr. Vickers, a physician with an asthmatic daughter, leave the country.

Wr Wilfred Greatorex

Dir David Sullivan Proudfoot

1 - 3 *HEALTH FARM*

Kyle attempts to warn an important trade union official that the PCD is planning to comit him to an ARC.

Wr Edmund Ward

Dir Kenneth Ives

1 - 4 *DECOY*

Kyle devises a cunning and brilliant plan to export a complete team of experts on public control including geneticists, bio-chemists and shrinks- to South America.

Wr Edmund Ward

Dir Alan Gibson

1 - 5 *VOICE FROM THE PAST*

A student is arrested by the PCD for possessing copies of a non-approved free newsletter.

Wr Arden Witch

Dir David Sullivan Proudfoot

1 - 6 *WHATEVER HAPPENED TO CARDINAL WOLSEY?*

The PCD is ordered to intimidatate the pregant wife of a judge who dares to operate his court fairly.

Wr Wilfred Greatorex

Dir David Sullivan Proudfoot

1 - 7 *WITNESS*

After starting an investigation of a government minister, Kyle finds his family harassed and himself put

on trial for having smuggled Dr. Vickers out of the country.

Wr Wilfred Greatorax

Dir Alan Gibson

1 - 8 *NON-CITIZEN*

PCD heads roll as Kyle manages to free himself from the ghetto where he had been forced to live after Skardon stripped him of his citizenship as punishment for distributing fake ration cards.

Wr Edmund Ward

Dir Bob Hird

2 - 1 *PENTAGONS*

With a new law prohibiting meetings by the groups of more than five people, dissident groups of five are formed known as Pentagons. Kyle learns that Lynn Blake, a old flame, has been given Delly loam' old job, she tells him she has a plan to find faceless.

Wr Wilfred Greatorax

Dir Peter Sasdy

2 - 2 *THE MARKET PRICE*

The PCD moves in on one of the their own nutritionists who is suspected of giving information to Kyle.

Wr Wilfred Greatorax

Dir Roger Tucker

2 - 3 *TRAPLINE*

The civilian police comissioner asks Kyle for help in getting some dirt on a private security firm that has been hired by the PCD as a goon squad.

Wr Edmund Ward

Dir Peter Sasdy

2 - 4 *ORDER BY SMALL BROWN ENVELOPE*

Due to Kyle subversive press coverage, Doran is driven to the edge by ASH (Authorised Systematic Harassment), a new PCD programme designed to intimidate its targets through an endless onslaught of official forms.

Wr Edmund Ward

Dir Kenneth Ives

2 - 5 *HIRE AND FIRE*

Kyle comes a foul of an extortionist network that collects money from the oppressed workforce.

Wr Edmund Ward

Dir Alan Gibson

2 - 6 *YOU'LL NEVER WALK ALONE*

Kyle comes to the aid of a champion chess player who is unable to get his Visa to compete in a match being held in a foreign country.

Wr Wilfred Greatorax

Dir David Sullivan Proudfoot

2 - 7 *YOUNG SPARKS*

Several dissident groups reconcile their differences with each other in order to form a united front against the PCD

Wr Jim Hawkins

Dir Kenneth Ives

2 - 8 *WHAT PLEASES THE PRINCE*

When a dissident creates martyr out of himself by setting himself on ablaze. Home secretary Smith announces that the PCD will be investigated to prevent the masses from rebelling.

Wr Wilfred Greatorax

Dir Alan Gibson

2030 - AUFSTAND DER ALTEN



This TV mini series is constructed on a very realistic, even probable and therefore also very frightening premise; the collapse of the European (in this case German) social security system (government retirement pension plan, which is still obligatory for all in almost all of Europe).

As an idea, and as a mini-series meant to point to a problem that will probably become one of the central issues of European life in the years to come, this film merits 10 stars.

Unfortunately, it seems that most of the creative thinking was used up in creating the premise. By far the most interesting and accomplished part of this 3-part series is the beginning where the effects of the system's breakdown are depicted, the circumstances under which most of the elderly are forced to live after a near bankrupt state has introduced "an equal pension for all" policy (how very socialist that sounds...) set at Euro 560 (approx. US\$ 730 at today's rate of exchange), an amount "too small to live of, and too high to die from" as one character in the mini-series puts it. The rest of the movie then slips into something between a cheap thriller and a soap opera. It becomes unrealistic, over the top in many instances, at times overdrawn and at others too hurried. In other words, badly filmed.

All in all below average, but it's worth watching solely because it deals with a problem that will one way or another, likely affect most of us (if not all), in the very near future.

Series Produced by Jasmin Gravenhorst supervising producer, Gregori Winkowski line producer , Regina Ziegler Producer.

Series Original Music by Oliver Biehler.

Series Cinematography by Philipp Timme.

Series Film Editing by Bernd Euscher.

Series Casting by Emrah Ertem.

Series Production Design by Frank Godt.

Series Art Direction by Verena Popp.

Series Costume Design by Jürgen Knoll.

Series Makeup Department - Tatjana Krauskopf makeup artist , Mike Reinecke makeup artist , Friderike Weber makeup artist.

Julia Serowski assistant makeup artist.

Series Production Management - Tillman Schmidt-Kärner post-production supervisor.

Sabine Belcher production manager.

Series Second Unit Director or Assistant Director - Amelle Said Saleh second second assistant director, René Bosman first assistant director , Stefan Hornung second unit director.

Series Art Department - Rüdiger Boscheinen props driver, Christoph Heinecke set dresser, Andreas

Horstmann property master , Yasmin Khalifa set dresser , Grit Kronacher set dresser, Iris Paschedag assistant property master , Thomas Ringel props driver , Joao Gonzaga Silveira property master , Falk Stolte Carpenter, Mark Stolte construction coordinator, Jacob von Dohnanyi property maker, Peter Wolf graphic designer.

Series Sound Department - Alexander Buck .. Dialogue editor, Martin Grube .. Sound re-recording mixer , Hendrik Lühdorff .. Boom operator , Laura Plock .. Sound trainee , Tobias Poppe .. Sound effects editor , Guido Zettier .. Sound designer / supervising sound editor, Angelo D'Angelico .. Sound mixer.

Series Visual Effects by Pablo Bach .. Visual effects set supervisor , Sarah Riedmiller .. Visual effects producer.

Series Stunts - Volkhard Buff .. Stunt coordinator.

Series Camera and Electrical Department - Michael Praun .. Steadicam operator, Michael Rathgeber .. First assistant camera , Justus Hasenzahl .. Electrician , Sascha Kuchenbuch .. Electrician , Jörn Schultke .. Electrician, Marc Wiesenthal .. Electrician.

Series Costume and Wardrobe Department - Petra Becker .. Dress maker , Najad Kirchberger .. Costume assistant , Yvonne Lamprecht .. Dress maker , Hannah Lehmann .. Dress maker , Stefan Leute .. Dress maker , Bärbel Lutter .. Dress maker , Julia Schädle .. Costume assistant, Kerstina Schemmel .. Wardrobe, Sandra Schröder .. Dress maker, Meike Stangier .. Wardrobe, Natali Stefanovic .. Wardrobe , Vanessa von Klier .. Wardrobe , Kristina Weiss .. Dress maker.

Series Transportation Department - Tobias Gottschlich .. Driver , Sascha Graetz .. Driver .

Series Other crew - Marion Klann .. Script editor , Thomas Duchnicki .. Location scout , Falk Schwalbe .. Script supervisor , Natascha Skara .. Production assistant, Martin Zillger .. Location scout.

2007 Nominated German Television Award Best Movie Made for Television or Miniseries (Bester Fernsehfilm/Mehrteiler)

Regina Ziegler , Jörg Lühdorff , Heiner Gatzemeier , Bettina Zimmermann

WR. Jörg Lühdorff

DIR. Jörg Lühdorff

EPISODES: 3 **YEAR MADE:** 2007 **COUNTRY:** GER **SEASONS:** 1

REGINA ZIEGLER FILMPRODUKTION

CREATOR: JORG LUHGORFF

TYPE OF SHOW: EARTH FUTURE

FORMAT: MINI-SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** German

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 16/01/2007

AIR DATE OF LAST EPISODE 23/01/2007

SEASON DATE BREAKDOWN:

FILMS:

Lena Bach BETTINA ZIMMERMANN, Sven Darow JURGEN SCHORNAGEL, Ben Franke HEINZ W. KRUCKBERG, Bruno PETER RUHRING, Luise GITTA SCHWEIGHOFER, Erzähler JOACHIM KERZEL.

1 - 1 *DIE GEISELNAHME*

1 - 2 *DAS LEBEN IM UNTERGRUND*

1 - 3 *DAS GEHEIMNIS IN DER WÜSTE*

2030 CE



Best friends Hart and Robby look forward to graduation until Hart discovers his doctoral status is in jeopardy when he is reassigned to an elite team of ecological technicians (EcoTechs) due to a genetic flaw.

Welcome to the year 2030: Common Era (CE). Bright with possibility, it is a vibrant new world of employment, clean air and a revitalized emphasis on leisure and recreation. The 'good life' is available to all. What more could one want?

Well, maybe to live longer. A mysterious virus called Progressive Aging Syndrome (PAS) is causing certain death by the age of 30. The result is a world where youth rule - as med school grads at 16, elders at 22, the driving age is 12!

This brave new world has been reclaimed under the name Nexes, a corporation formed by governments, business and the scientific community. With no apparent escape from the deadly virus, Nexes' young medical team are committed to finding a cure....or are they?

United in their suspicion of Nexes, 2030CE centers on the idealistic and handsome Hart (Corey Sevier, *Lassie*), his worldly-wise sister Rome (Tatiana Maslany, *Incredible Story Studio*) his best friend Robby (Neil Denis, *X-Men: Evolution*) and his new ally, the beautiful and enigmatic Jakki (Jessica Lucas, *Edgemont*). Now, mysteriously reclassified as an Eco-Tech by Maxine Rich (Elyse Levesque, *Incredible Story Studio*, *MythQuest*), head of Nexes security, his quest for answers leads him into uncharted terrain where hidden conspiracies abound and where the truth, when uncovered, is almost inconceivable. When Hart learns that his genetic makeup will predispose him to the deadly virus, he is determined to discover the cause of the disease and uncover the true intentions behind Nexes' Orwellian regime. Ultimately, the rebel trio find themselves in a race against time - and a race to save their own lives.

In Season 2...

With Hart left in a strange condition at the end of season 1, season 2 of 2030 CE promises more action-packed adventure with the introduction of several new characters, including Zeus, a leather-clad rogue agent with a dark past who joins Rome, Jakki, and Robby in their fight against Dr. Rich as they attempt to unravel the mystery of Hart's strange condition and rescue him from Nexes' devious plans. Throughout the second season, the group of teen anti-heroes will join forces with the Storm in their attempt to topple the Nexes empire, while the genetically perfect decide to wage their own war against the normals in a bid for supremacy.

This series is basically about a semi-post-apocalyptic world in which no one lives beyond the age of thirty. There is a clichéd ongoing conflict between normal people and superhumans which in this series are called 'tubers'. The writing is bad, un-original and reeks of amateurism. The f/x can be summed up in one word, SAD. And the acting is some of the most disgusting, pathetic, disgraceful acting I've ever seen. The actors are all teenagers, which is almost always a huge mistake to do in a movie or series that is serious in nature, and they were probably all probably from the same school near the filming location. I can't see anyone enjoying this series unless they are a little kid or some kind of idiot.

During the theme. the opening voice-over goes:

"The collapse came early in the new century.
Humanity itself appeared to be doomed.
Science, industry and government united and Nexes was born.
A new world. Where no one lives past the age of 30."

Characters

Hart Greyson (played by Corey Sevier) - Age 15, smart, athletic, and funny.

Rome Greyson (played by Tatiana Maslany) - Age 12, hip, open-minded, a whiz with the computer.

Robby Drake (played by Neil Denis) - Age 15, Hart's bestfriend.

Jakki Kaan (played by Jessica Lucas) - Age 15, free spirit, fearless and bright.

Dr. Maxine Rich (played by Elyse Levesque) - Age 19, All charm on the outside, she is as hard as steel on the inside. She's smart, savvy, and shrewd.

Quixote (played by Skye O.J. Kneller) - Age unknown, a girl who looks to be 12. Often comes to the aid of Hart.

Film Editing by Jackie Dzuba, Set Decoration by Stephen Arndt, Art Department - Maryam Decter (Lead set dresser), Sound Department - Stan Mak (boom operator), Stunts - Rick Skene (stunt co-ordinator), Other crew - Alexander Archbold (location manager (uncredited)).

Best Children's program-2030 CE Season 1

Best performance by a leading actress-Tatiana Maslany as "Rome" – 2030 CE – Season

2030 CE is filmed in Winnipeg, Manitoba, Canada

WR. Dennis Foon.

DIR. Francis Damberger, Robert De Lint (as Rob De Lint), Stephen Hall, Grant Harvey, Rob W. King (as Rob King), Richard O'Brien-Moran (as Richard O'Brien Moran), Stefan Scaini

EPISODES: 26 **YEAR MADE:** 2002 **COUNTRY:** CAN **SEASONS:** 2

BUFFALO GAL PICTURES/ YTV

CREATOR: ANGELA BRUCE, DENNIS FOON, YAN MOORE

TYPE OF SHOW: EARTH FUTURE **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13

DATE OF PREMIER: 06/02/2002 **AIR DATE OF LAST EPISODE** 03/04/2003

SEASON DATE BREAKDOWN:

FILMS:

Hart Greyson COREY SEVIER, Rome Greyson TATIANA MASLANY, Robby Drake NEIL DENIS, Jakki Kaan JESSICA LUCAS, Dr. Maxine Rich ELYSE LEVESQUE, Victor RICHARD HURST, Quixote SKYE O.J. KNELLER, Zeus CURTIS HARRISON, Faydra BRITTANY SCOBIE (2).

1 - 1 *HAPPY DESTINY DAY*

Best friends Hart and Robby look forward to graduation until Hart discovers his doctoral status is in jeopardy when he is reassigned to an elite team of ecological technicians (EcoTechs) due to a genetic flaw.

Wr Dennis Foon

Dir Stefan Scaini

1 - 2 *CH-CH-CH-CHANGES*

Hart and his new confidant Jakki survive basic Eco-Tech training in the notoriously treacherous Phoenix Division boot camp while Hart's sister Rome searches for answers to Hart's new career path.

Wr Dennis Foon

Dir Rob De Lint

1 - 3 *FIRST ASSIGNMENT*

Hart and Jakki are assigned to the Initial Response (I.R) Squad front lines replacing two Eco-Techs killed in the line of duty. Jakki's life is threatened when her air tank fails while working on a hazardous assignment. Rome grows suspicious of her new roommate Pen when she discovers a listening device under her bed.

Wr Yan Moore

Dir Rob De Lint

1 - 4 *CAT AND MOUSE*

Hart and his EcoTech comrade Rat accuse each other of sabotage when Hart discovers his helmet air-hose has been mysteriously severed. The cunning Dr. Rich finally agrees to meet with Robby to discuss Hart's medical condition, only to blackmail him into spying on Hart, his best friend, for Nexes. While Medical Security interrogates Hart, Rome meets a new confidant.

Wr Yan Moore

Dir Grant Harvey

1 - 5 *THE LORD HELPS THOSE WHO HELP THEMSELVES*

After being wrongfully accused of insurrection, Hart risks having his memory destroyed through a new technique designed by Nexes. Hart, Robby and Rome take a risk to retrieve Hart's genetic records with the help of a hacker.

Wr Dennis Foon

Dir Grant Harvey

1 - 6 *FREE JAKE*

Rome and Hart rush to the P.A.S (Progressive Aging Syndrome) hospice upon receiving news that Uncle Jake has taken a turn for the worse. They join forces with Jakki devise a scheme to grant him his final wish. After Hart and Rome say goodbye to Uncle Jake, he leaves them with some curious words of advice and an interesting gift. Meanwhile, Robby reluctantly continues to work as an agent for Nexes and Rome's new friend Abby turns out to be no friend at all.

Wr Dennis Foon

Dir Norma Bailey

1 - 7 *STRANGE MEDICINE*

After Medical Security interrogates Hart and Rome about their Uncle's disappearance and his missing medication, Jakki and Hart break into a Nexes lab to test the strange medicine. Meanwhile, Dr. Rich closes in on her prey with help from her newest and most valuable ally, Robby.

Wr Yan Moore

Dir Norma Bailey

1 - 8 *THE WHOLE TRUTH*

When Hart and Jakki go underground to visit a member of the dissident group, The Storm to analyze Uncle Jake's medication, they are shocked by the test results. Meanwhile, Rome uncovers the truth about Pen's tragic past.

1 - 9 *DO YOU KNOW WHO YOUR FRIENDS ARE?*

Desperate for a second opinion on his Uncle's medication analysis, Hart turns to Robby and his connections at the Nexes medical labs. While Dr. Rich closes in on Jakki, Hart and Rome and their links to The Storm, Hart and Robby question each other's loyalties and threaten their friendship.

Wr Dennis Foon

Dir Francis Damberger

1 - 10 *LIVE BAIT*

Hart is suspicious of Nexes' motives when Rome is offered a lucrative research internship at Nexes' P.A.S. laboratory. His suspicions are confirmed when she is caught investigating a mysterious medical experiment and is jailed by Nexes.

Wr Dennis Foon

Dir Rob King

1 - 11 *TRIAL AND PUNISHMENT*

Nexes sentences Rome to be genetically remodified, a process where a dissident's genetic makeup is destroyed and reassigned. Hart must face three rigorous tests to gain entry into The Storm and find help for Rome before it is too late.

Wr Yan Moore

Dir Rob King

1 - 12 *INTO THE LION'S LAIR*

Hart lets Nexes capture him in order for him to gain access inside Nexes to help Rome escape but the plan backfires. Rome faces her worst fear-genetic remodification.

Wr Yan Moore

Dir Richard O'Brien-Moran

1 - 13 *PLAN B*

Jakki's effort to save Hart result in Nexes removing her protective implants but Hart and Quixote manage to save her. The identity of Hart's mischievous helper Quixote is finally revealed -or is it?

Wr Yan Moore

Dir Richard O'Brien-Moran

2 - 1 *WHERE'S ROBBY (PART 1 OF 2)*

When Jakki finds out Hart is in critical condition, she, Rome and their new friend Zeus team up to try and find Robby, who can help Hart. The only problem is, all records of him have been erased...

Wr Dennis Foon

Dir Richard O'Brien-Moran

2 - 2 *FREE ROBBY (PART 2 OF 2)*

When Jakki, Rome and Zeus find out Robby is being experimented on at the Prometheus Center, Jakki and Zeus have to try and get him out of there.

2 - 3 *THE DEFECTOR*

Rome gets a new roommate, Faydra, who really has it in for her. Meanwhile, Zeus and Jakki try to get Dr. Susik, who might be able to help Hart, into the Storm's headquarters.

2 - 4 *GET VICTOR*

Nexes has managed to find the Storm Headquarters and prepares to unleash a storm of their own. Jakki discovers Dax's involvement with genetic tampering.

Wr Yan Moore

Dir Rob De Lint

2 - 5 *THE GHOST*

Robby makes a decision that shocks everybody, and Nexes uncovers proof of Quixote's existence. Jakki and Zeus manage to find out where Dax is, but can they save him?

2 - 6 *THE ONE THAT GOT AWAY*

Jakki and Zeus try to find Robby, who can help decode Dax's tattoo. Meanwhile, Rat is searching for Robby too, he thinks he can tell him who 'the dwarf' is.

2 - 7 *BLOOD AND ICE*

Jakki tries to get back Dax's stolen technology.

Dir Paula Kelly

2 - 8 *FAINT HOPE CLAUSE*

Jakki tries to force Dr. Rich to give her a cure for Dax, Rome investigates and learns Faydra is part of a group of tubers with the wolf factor who have been separated. And that Faydra is supposed to be in another continent.

Wr Yan Moore (Story)

Dir Michael Scott

2 - 9 *THE SABOTEUR*

Faydra and her other tuber friends are going to take down the PAS building. Robby finds out that Dr. Susik is working for someone else. As Abby sets some kind of a bomb at the PAS building, Rome is suppose to wait for Zeus and Jakki. She goes and gets the bomb and disarms it and Abby finds out that she's not GR.

Wr Dennis Foon

Dir Michael Scott

2 - 10 *PRISONERS*

Dr. Green and a new assistant of hers work on Hart to try to save his memory if he doesn't survive. Robby tries to get answers from Susik and Director Loudon talks to Susik and disconnects his communicators. In Hart's memory's it showed that Dr. Rich used some device of hers and accidentally used it on Hart and that made him unconscious then Quixote comes and brings him to the dome that Dr. Green has. Zeus and Jakki talk to Faydra and go to the Ubers' hideout and get become Prisoners and then Zeus gets them out.

Wr Yan Moore

Dir Rob King

2 - 11 *BATTERIES NOT INCLUDED*

While searching Faydra's room with Rome, Zeus finds a strange key and, with Jakki's help, discovers a shocking secret about the Uber Tubers. Faydra discovers Rome's secret and tries to capture her

Wr Dennis Foon

Dir Rob King

2 - 12 *ENDGAME*

While Hart tries to speed up his healing, Faydra and the other uber tubers plan to use Rome and Pen as bait to lure Jakki and Zeus to them.

Wr Yan Moore

Dir Richard O'Brien-Moran

2 - 13 *REUNION*

After breaking out of the dome, Hart has two hours to try and find Rome. While Faydra keeps an eye on Dr. Rich and Rat, Zeus, Jakki and Rome try and find a way to activate the kill switch that will knock out all the uber tubers.

Dir Richard O'Brien-Moran

the hospital finds an abnormality in his urine samples. The samples that were taken from the hospital did not match the ones that the toilet in his home analyzed that morning. The man was previously insured with a premium policy, which was canceled when the hospital discovered he had been using clean urine samples to hide the fact that he had been drinking. Insurance policies generally raise premiums when they discover clients use alcohol, and people hide this fact with clean urine samples.

Once the insurance company analyzes the data and discovers that the patient tried to essentially scam them, his policy is immediately dropped. He is placed in the non-insured ward of the hospital, and his expensive surgery is canceled. The only person to come to his aid is a gorgeous, crafty female surgeon who performs the operation anyway. By tricking the system into thinking that a deceased patient with a premium policy is still alive, she is able to perform the surgery using the deceased patient's insurance policy. She then tells the system that the deceased patient died two days later, making it look like they died on the operating table during the surgery that she actually performed on the fall victim.

1 - 2 *THE CITY*

"The City", examines the advances futuristic technology will bring to the home such as humanoid robots and holographic pets. The storyline has Paul, a thirteen year old boy accidentally releasing his holographic shark friend into the cities computer program, halting major city functions and electronics.

The year is 2057. Everything is computerized from cars to buildings to clothing. One of the main characters is young Paul Gator, son of a female police officer Georgina Gator. John Gator, Paul's grandfather, was born at the dawn of the internet (he'd be about Paul's age today) and has been writing computer code ever since. Paul is somewhat of an apprentice to his hacker grandfather, and is already manipulating code at a very young age.

Holograms are commonplace in 2057, and most children have hologram projectors embedded within their clothing. These devices project images of anything, which act like GPS devices to guide children around the city of the future safely. When his grandfather creates a hologram shark to replace the dolphin that he currently has, Paul decides to go one step further. He uses his laptop to hack into the city's network in an attempt to display his shark on advertisement boards across the city.

Not only does the laptop project the shark onto every holographic video screen in the city, it overloads the entire network and cripples the entire city. The laptop also carried with it an ancient virus that the future city had no protection against. The virus attacks the operating system that the entire city is run on...an operating system that has been in place, untouched for decades.

The only possible suspect to Georgina is her father, whom had moved out of her house earlier in the day after a fight about his computer hacking. An APB is put out on him, and it's a race against time to stop the virus while Paul and his grandfather try to evade the law. When Georgina discovers that Paul was actually the one who released the virus into the city, she protects them from capture and allows them access into the old, unused central hub of the city.

Once inside the hub, grandfather and grandson immediately connect John's laptop into a connection that can communicate with the operating system that the city is built on. Paul's grandfather erases incriminating personal information about Paul that was transferred to the system, then codes a few lines before the police burst in the room. Brave Paul stands in front of his Grandfather, protecting him from the guns the police are pointing at them as he finishes the last lines of code. When his Grandfather presses enter, the city's power ominously flickers off.

A few moments later, the power is restored and the city jumps back to life. The virus and shark are gone, and life in the city goes back to normal. Realizing that her father is a hero, Georgina makes amends and all is well in the city of tomorrow.

1 - 3 *THE WORLD*

"The World" is probably the most complex episode of the three, discussing topics as varied as satellites that transmit data at extreme speed using lasers, to more political topics such as probable future geopolitical scenarios involving China and the United States as two opposing superpowers and the ramifications of a world-wide energy crisis with solar power positioned as a likely candidate to relieve the world's energy needs. It features an American and a Chinese man in a space elevator laboratory discovering how to make more efficient solar panels but being disrupted by their respective countries' political friction.

4400, THE



These are the stories of 4400 abductees after they are returned to Earth. People dealing with traumatic changes, driven by the mystery of what happened and why. Some of them have been affected in mysterious ways, and some will have certain abilities, both good and bad. The pilot has a ball of light sailing towards Earth. But rather than the expected catastrophic event, thousands of returned abductees are left with no memory of their otherworldly experiences. Each has been gone anywhere from a few months to several decades but hasn't aged a day.

The 4400 is a science fiction television program produced by CBS Paramount Network Television in association with Sky Television, Renegade 83 and American Zoetrope for USA Network. The show was created and written by Scott Peters and René Echevarria, and stars Joel Gretsch and Jacqueline McKenzie.

In the pilot episode, what is originally thought to be a comet deposits a group of exactly 4400 people at Highland Beach, in the Cascade Range foothills near Mount Rainier, Washington. All of the 4400 disappeared at various times starting in 1946, a beam of white light. After their return, none have aged, all are disoriented, and remember nothing between the time of their disappearance and their return.

This is an extremely ambitious but well-written and well-acted sci-fi story. The key is that it is not just about weird goings-on but rather, what people might do under weird circumstances. The answers are touching and thought-provoking. There are drawbacks and potential drawbacks. The show is not over yet; we don't know what it will look like when it is over, but so far, very good. I wish they had a larger budget so they did not have to skimp on special effects. But then, like early X-Files episodes--which this most closely resembles, the show relies more on the viewers imagination than on special effects.

The 4400 is a very interesting story that I have not seen before. What happens after a person has been abducted by Ets and returns a number of years later. They find their loved ones dead. The neighborhoods they knew are gone. Their family had assumed they're dead and moved on. What would the readjustment be like? That is the story of this very fascinating miniseries is about. I will be sure to watch the rest of this series to see what happens. I'm sure some people will learn how to cope and some will not. But is there something more sinister going on? The 4400 is the cure for the summer boredom. I wish the networks would stop putting on one idiotic reality show after another and have shows that are at least have some ambition to them. Why does junk like The Simple Life and Fear Factor stay on the air and shows with ambition are banished to cable. That's where the viewers should go. Watch this show.

Unlike some of the others here, I found this to be a pretty good sci-fi TV movie, and I'm looking forward to future installments. Of course, I don't set high expectations for TV movies, so there's lots of room to please me

Ira Steven Behr and René Echevarria have pretty strong pedigrees with their work on Star Trek (TNG and DS9) and you can see the influence here: Sci-fi with some moral ambiguity without being hamhanded.

Those who don't like the Star Trek franchise may not find this as enjoyable as I do. And anyone who is looking for creepy crawlies or little gray people will be disappointed. It's clear that while the paranormal plays a key role in the lives of the characters (not to mention the key mystery of where they went, why they're back now and in this particular number, and largely staying close to Seattle, with only a few returning to their original homes), it's the characters and their relationships with others that take center stage. Especially when those left behind went on with their lives, leaving the 4400 to try to pick up pieces of lives that, to them, were firmly established "just yesterday" before losing the time. To find a place in this new world is bound to be very frightening.

Those who have compared this to the non-mythological X-Files eppys (always my favorites) have made, IMO, an apt comparison. Which is ironic, considering the role abduction played in the "Mulder myth" story lines. Now let's hope they don't dodge off into Klingon-type mythology in future eppys.

The first season is presented as a miniseries of six episodes, which aired weekly from July 11, 2004 to August 8, 2004. Seasons two, three and four are each 13-episode seasons.

A special episode, "The 4400: Unlocking the Secrets", aired between seasons two and three, on June 3, 2006, originally on NBC.

Production of a third season was shot in Vancouver until July 26, 2006.[11] The third season premiered June 11, 2006, with 4.2 million viewers tuning in. Executive Producer Ira Steven Behr described season three as "bigger and more mythic. It feels like 26 episodes instead of 13 because we're cramming so much stuff in". Production of a season four began in early 2007 for a mid-year premiere, returning with the episode "The Wrath of Graham". Billy Campbell, the actor who plays Collier, took most of season three off to sail around the world, but returns in the fourth season as a regular, rather than a guest star as in the previous three seasons.

Production

The theme song of the show is "A Place in Time", written by Robert Phillips and Tim Paruskewitz, performed by Amanda Abizaid. All seasons are filmed in high-definition with closed-captioning. USA Network broadcast episodes after season one in fullscreen 480i, the DVD releases contain the episodes in their native widescreen format.

Soundtrack

The soundtrack to The 4400 was released on May 8, 2007 by Milan Records and includes music from the first three seasons, as follows:

Bosshouse feat. Amanda Abizaid - A Place In Time (Theme From The 4400)
 Switchfoot - This Is Your Life
 People In Planes - Falling By The Wayside
 Thirteen Senses - Into The Fire
 Ivy - Worry About You
 Engineers - How Do You Say Goodbye?
 Maroon 5 - She Will Be Loved
 Jacqueline McKenzie - Shy Baby
 Bedroom Walls - Do the Buildings and Cops Make You Smile?
 Billie Holiday - Cheek to Cheek
 John Van Tongeren - Salvation
 The Landau Orchestra - A Place In Time (Instrumental Arrangement)
 Note: The last track does not appear in the series.

Filming locations

The 4400 is set in Seattle, but actually filmed in Vancouver, in British Columbia. All the cars have fake Washington license plates, the 4400 Center is actually the Chan Centre for the Performing Arts at the University of British Columbia, and Capilano Lake stands in for Highland Beach.

Cancellation

Writer and co-creator Scott Peters announced on December 18, 2007 that The 4400 had been canceled and would not be returning for fifth season. With the story never complete.

WR.

DIR.

EPISODES: 44 **YEAR MADE:** 2004 **COUNTRY:** US **SEASONS:** 4

AMERICAN ZOETROPE, RENEGADE 83, VIACOM PRODUCTIONS INC.

CREATOR: SCOTT PETERS, RENE ECHEVARRIA

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 5, (2) 13, (3) 13, (4) 13

DATE OF PREMIER: 11/07/2004 **AIR DATE OF LAST EPISODE** 16/09/2007

SEASON DATE BREAKDOWN:

FILMS:

Tom Baldwin JOEL GRETSCH, Diana Skouris JACQUELINE MCKENZIE, Richard Tyler MAHERSHALALHASHBAZ ALI, Lily Moore LAURA ALLEN, Shawn Farrell PATRICK FLUEGER, Kyle Baldwin CHAD FAUST, Danny Farrell (2004) KAJ-ERIK ERIKSEN, Nikki Hudson (2004) BROOKE NEVIN, Dennis Ryland (2004) PETER COYOTE, Jordan Collier (2005-) BILL CAMPBELL, Maia Rutledge

(2005-) CONCHITA CAMPBELL, Elise Applebaum RHONDA DENT, Nina Jarvis (2005-) SAMANTHA FERRIS, April Skouris NATASHA GREGSON WAGNER,.

1 - 1 *PILOT (THE RETURN)*

Everyone on Earth is excited about a comet passing by, but as soon as its trajectory changes to a collision course, everyone starts to panic. The comet turns out to be a giant ball of light that, after exploding, leaves behind 4400 people. They are missing persons who have been gone from a few months to 60 years, and none have aged a day. The 4400 are put in quarantine and eventually released. Some of the returnees begin to exhibit strange and uncontrollable new abilities. Tom Baldwin and Diana Skouris, two Homeland Security agents, are appointed to find out what happened to the 4400.

Wr Scott Peters, René Echevarria

Dir Yves Simoneau

1 - 2 *THE NEW AND IMPROVED CARL MORRISSEY*

Carl Morrissey is a lowly supermarket employee who happens to be one of the 4400 returned abductees. He uses his new found powers - enhanced reflexes and strength - to become a vigilante and fight crime in his neighborhood. Meanwhile, Lily is thrown in jail for violating the restraining order while looking in on her daughter and ex-husband's new life. After picking up Lily from the police, Richard and Lily go back to the apartment they now share and we see the romance between the two begin to become more serious. Also, Shawn begins to learn more about his healing powers, and we are left with a cliffhanger ending of whether he will heal his cousin.

Wr Ira Steven Behr

Dir Helen Shaver

1 - 3 *BECOMING*

Tom and Diana are sent out to investigate a homicide that resembles the MO of a serial killer who was never caught nor heard of for 21 years. The first suspect is Oliver Knox, a member of the 4400. However, Knox has an alibi for the night of the murder and another man confesses to all the crimes. Tom and Diana suspect that Knox is luring people to kill for him and try to lay a trap on him. Meanwhile, people begin to turn hostile toward the 4400, and Jordan Collier decides to organize his fellow returnees. But Richard feels uneasy about Collier's interest in them.

Wr Craig Sweeny

Dir David Straiton

1 - 4 *TRIAL BY FIRE*

The 4400 are attacked by a series of fire-bombings after Barbara Yates made their names and addresses known to the public. Tom, Diana, and Ryland try to put an end to the bombings at the same time as Tom tries to deal with the disturbing behavior of Kyle, and Diana tries real hard to be a good substitute mother to Maia. However, the arrival of a Homeland Security agent from Washington, Warren Lyttel, makes their work even harder. Jordan Collier tries to provide his followers with safe shelter, but Richard and Lily begin to question his intentions as the bombings intensify.

Wr Robert Hewitt Wolfe

Dir Nick Gomez

1 - 5 *WHITE LIGHT*

Tom is furious upon finding out that Lyttel took his son Kyle into custody. Diana offers him help in getting Kyle back. Meanwhile, Richard suspects that Collier is trying to take control of Lily's life, and as soon as Collier reveals his intentions, Richard and Lily leave Arcadia Estates. Elsewhere, Danny snaps at Shawn when he finds out that he and Nikki have slept together. Tom and Diana finally find out what really happened to the 4400, which leaves a disturbing question: is this the end - or just the beginning?

Wr Scott Peters

Dir Tim Hunter

2 - 1 *WAKE-UP CALL (PART 1 OF 2)*

It's been one year since the 4400 returned. After a period of intense medical observation, Tom has returned to NTAC in a limited capacity, assigned only to desk duty. Diana, having been through a series of inept partners, finally finds a way to cut through the red tape and get Tom back, all while in the midst of formally adopting Maia. Meanwhile, Richard, Lily and the baby are still living in meager conditions in a mountain cabin far away from Jordan. Jordan has now closed Arcadia Estates, and is on the verge of opening "The 4400 Centers," a place for non-members of the 4400 to discover "the 4400 within themselves." Collier becomes Shawn's guardian, and enlists him to heal important benefactors of the Centers.

Wr Craig Sweeny, Ira Steven Behr

Dir Leslie Libman

2 - 2 *WAKE-UP CALL (PART 2 OF 2)*

It's been one year since the 4400 returned. After a period of intense medical observation, Tom has returned to NTAC in a limited capacity, assigned only to desk duty. Diana, having been through a series of inept partners, finally finds a way to cut through the red tape and get Tom back, all while in the midst of formally adopting Maia. Meanwhile, Richard, Lily and the baby are still living in meager conditions in a mountain cabin far away from Jordan. Jordan has now closed Arcadia Estates, and is on the verge of opening "The 4400 Centers," a place for non-members of the 4400 to discover "the 4400 within themselves." Collier becomes Shawn's guardian, and enlists him to heal important benefactors of the Centers.

Wr Craig Sweeny, Ira Steven Behr

Dir Leslie Libman

2 - 3 *VOICES CARRY*

Gary Navarro, a minor league baseball player back after a 30-year absence, finds that hearing everyone's unspoken thoughts is driving him to the edge of madness. When he seeks help from NTAC, the higher-ups are more interested in how he can unearth information about Jordan Collier than how they can assist Gary with getting his life back. As the case occupies the majority of his time, Tom finds himself struggling with his responsibilities as a single father. Meanwhile, Kyle starts to get his life back through the prospect of a new relationship, Diana finds herself dealing with the unexpected arrival of her younger sister April, and as Richard, Lily, and Isabelle continue their life on the run, Richard grows increasingly disturbed by his daughter's apparent abilities.

Wr Lisa Melamed

Dir Vincent Misiano

2 - 4 *WEIGHT OF THE WORLD*

Someone puts his 4400 ability up for auction, and the Supreme Court will have a special session to determine if it's legal and if the auction can continue. Diana and Tom are ordered to investigate. Meanwhile, pop diva Chloe Granger is at the 4400 Center and claims that Jordan's book was a revelation to her. She even cut her tour short because she felt she needed to come to the 4400 Center and become a student. Jordan makes sure this new "recruit" is well treated as it will profit the center. Shawn is working on a recruitment video for the 4400 Center. Richard and Lily travel to Montana where they meet with Eric Papequash, who disappeared in 1955.

Wr Scott Peters

Dir Oz Scott

2 - 5 *SUFFER THE CHILDREN*

A school teacher terrifies parents with her supernatural ability to inspire artistic students. Meanwhile, Richard and Lily are confronted by police, and Jordan warns Shawn not to overuse his healing gift.

Wr Frederick Rappaport

Dir Vincent Misiano

2 - 6 *AS FATE WOULD HAVE IT*

Maia sees a vision of Jordan Collier's death. Kyle's frightening blackouts are disrupting Tom's personal life. Diana is asked to hand over Maia's diary to NTAC.

Wr Craig Sweeny

Dir Nick Gomez

2 - 7 *LIFE INTERRUPTED*

Tom and Diana track down a man to a museum, and during the chase, Tom finds a mysterious lab that only he can see. Later at the office, Tom finds that all his 4400 case files are gone, and no one has ever heard of the 4400.

Wr Ira Steven Behr

Dir Michael Watkins

2 - 8 *CARRIER*

Tom and Diana investigate a 4400 who has released a plague that's wiped out an entire town's population, and her powers could wipe out humanity. Meanwhile, a Washington D.C. lobbyist joins the 4400 Center in order to add some political muscle to the movement. Also, April uses Maia's powers to win gambling bets.

Wr Douglas Petrie

Dir Leslie Libman

2 - 9 *REBIRTH*

Tom and Diana investigate a 4400 whose ability is to heal damaged fetal chromosomes while in utero. Unfortunately, it turns out this man is responsible for the slaughter of an entire clinic. Tom and Diana are torn apart over their different opinions.

Wr Lisa Melamed

Dir Milan Cheylov

2 - 10 *HIDDEN*

NTAC follows a series of clues which leads them to Jordan Collier's killer, and when Tom discovers Kyle was the murderer, he must choose between the law and his family. Meanwhile, at the 4400 Center, Danny stirs up a mess with Liv, as well as with his brother Shawn in the process.

Wr Frederick Rappaport

Dir Vincent Misiano

2 - 11 *LOCKDOWN*

Maia is sick, and Diana brings her into NTAC, where a 4400 terrorist is marking the date of Jordan Collier's birthday by placing a device that makes the males go savage, bringing on a lockdown of the facility. Meanwhile, Kyle's life takes a more normal turn with him going back to college and the start of a romantic relationship. Also, Lily begins to doubt that the 4400 Center's interest in Isabelle is trustworthy. And after a less than perfect interview with the media, Shawn tries to make changes at the 4400 Center to make it seem less like a cult to the general public.

Wr Douglas Petrie

Dir Douglas Petrie

2 - 12 *THE FIFTH PAGE*

4400's across the world are coming down with strange and life threatening illnesses, and Baldwin and Skouris are thrust into a very delicate situation. Dennis Ryland comes back to head NTAC and issues the unpopular order to quarantine the sick as well as the unaffected 4400's. This then forces the 4400 Center to become involved and establish a safe house in the hopes of some of its members will avoid quarantine. Meanwhile, Baldwin and Skouris learn a horrible secret that the government may have directly caused the illnesses of the 4400's.

Wr Ira Steven Behr, Craig Sweeny

Dir Scott Peters

2 - 13 *MOMMY'S BOSSES*

As 4400's begin dying from the side effects of the inhibitor, Tom and Diana race to find a cure. Meanwhile, Kyle contemplates turning himself in.

Wr Craig Sweeny, Ira Steven Behr

Dir John Behring

3 - 1 *THE NEW WORLD (PART 1 OF 2)*

Ryland and other government officials are on trial for withholding vital information that they discovered about the returnees when a disturbing sound is heard the courtroom. Tom and Diana, with the help of Gary Navarro, try and track down T.J Kim, who they believe is responsible for the piercing sound heard in the courtroom. Richard and Lily are forced to deal with a now grown Isabelle While Lily also suffers from a rapid aging disease that Shawn is unable to heal. Tom and Diana also investigate a radical organisation called the Nova Group that appears to have ties with Shawn and the 4400 Center.

Wr Ira Steven Behr, Frederick Rappaport

Dir Vincent Misiano

3 - 2 *THE NEW WORLD (PART 2 OF 2)*

Gary Navarro is arrested for the second attempt to assassinate Dennis Ryland. Knowing she is the key to her mother's survival, Isabelle attempts to kill herself by jumping off the 4400 center building only to survive without a scratch. Matthew Ross expresses his displeasure at her actions and tells her of the destiny she is to face. Isabelle is troubled about what Matthew told her, but after a discussion with Shawn she decides it's her choice with what she does with her life. Matthew gives Isabelle a substance that can kill her if it's injected.

Wr Frederick Rappaport, Ira Steven Behr

Dir Vincent Misiano

3 - 3 *BEING TOM BALDWIN*

Tom is accused of murdering TJ Kim. 17 year old Boyd Gelder has the ability to change his appearance

whenever he chooses. Meanwhile, Shawn and Isabelle grow closer.

Wr Shintaro Shimosawa, James Morris

Dir Colin Bucksey

3 - 4 *GONE (PART 1 OF 2)*

Someone is targeting young 4400's and Maia gets kidnapped. A mistake from Shawn's past comes back to haunt him. Richard is given a position of authority at the 4400 Center.

Wr Bruce Miller

Dir Morgan Beggs

3 - 5 *GONE (PART 2 OF 2)*

Tom and Diana continue to investigate the disappearance of the 4400 children. Isabelle and Shawn's relationship becomes public.

Wr Darcy Meyers

Dir Scott Peters

3 - 6 *GRADUATION DAY*

Isabelle seeks revenge on the Nova Group after they attack Shawn. Alana confronts the man responsible for killing her husband and son in a car accident nine years ago.

Wr Craig Sweeny

Dir Aaron Lipstadt

3 - 7 *THE HOME FRONT*

With the help of Dennis Ryland, NTAC track down the remaining members of the NOVA group. Nikki pays Shawn a visit.

Wr Ira Steven Behr, Craig Sweeny

Dir Nick Copus

3 - 8 *BLINK*

Tom and Diana are drugged with a hallucinogen, that was created from oil that was secreted from the hands of a 4400.

Wr Andrew Colville, Amy Berg

Dir Colin Bucksey

3 - 9 *THE BALLAD OF KEVIN AND TESS*

Kevin Burkoff becomes a marked man when his research on promicin is discovered. When Tom and Diana search for him, they discover how far he will go to protect his work. Shawn meets his idol at the 4400 Center.

Wr Ira Steven Behr, Craig Sweeny

Dir Scott Peters

3 - 10 *THE STARLZ MUTATION*

Tom and Diana's investigation into a series of gruesome murders leads them to uncover another conspiracy within the government. At the 4400 Center, Shawn receives a gift from another returnee that allows him to see his future.

Wr Amy Berg, Craig Sweeny

Dir Allison Liddi

3 - 11 *THE GOSPEL ACCORDING TO COLLIER*

NTAC and the 4400 Center work together to find Jordan Collier. Kyle Baldwin gets a surprising visitor at the state prison.

Wr Ira Steven Behr, Craig Sweeny

Dir Frederick E.O. Toye

3 - 12 *TERRIBLE SWIFT SWORD*

NOVA group members that were in the custody of NTAC escape from jail with outside help from Jordan Collier. Diana tells April about her relationship with Ben. Shawn and Richard learn that Isabelle is working with Dennis Ryland.

Wr Bruce Miller, Ira Steven Behr

Dir Scott Peters

3 - 13 *FIFTY-FIFTY*

Tom and Diana continue their investigation on Jordan Collier's plan for mankind. Dennis Ryland rejoins

NTAC. Isabelle prepares for battle.

Wr Ira Steven Behr, Craig Sweeny

Dir Nick Copus

4 - 1 *THE WRATH OF GRAHAM*

A high school student develops an ability after injecting promicin. Tom visits Isabelle in jail, while Diana searches for her missing sister. Following the advice of a young woman, named Cassie, Kyle is able to wake Shawn from his coma. Jordan Collier's conscience gets to him. Meanwhile, NTAC gets a new director.

Wr Ira Steven Behr, Craig Sweeny

Dir Ernest Dickerson

4 - 2 *FEAR ITSELF*

Tom and Diana search for someone who has the ability to make people's worst fears come true. Danny seeks Shawn's help to find a promicin shot. Meanwhile, Cassie leads Kyle to a book that contains a prophecy about Jordan Collier.

Wr Andrew Colville, Amy Berg

Dir Nick Copus

4 - 3 *AUDERY PARKER'S COME AND GONE*

Audrey Parker develops the ability to astral project from her body after taking Promicin. But when she is murdered she tries to use her ability to lead Tom and Diana to her killer. Shawn decides to start healing again even though he is warned by the government to stop. Meanwhile, Ben and Maia return to Seattle to visit Diana.

Wr Nick Wauters

Dir Colin Bucksey

4 - 4 *THE TRUTH AND NOTHING BUT THE TRUTH*

April's new ability puts her in danger. Meanwhile, Shawn is approached to run for public office. Kyle helps Isabelle.

Wr Mark Kruger

Dir Scott Peters

4 - 5 *TRY THE PIE*

Tom tracks Jordan to a small town, where he meets a woman who can relieve people's stress by talking to them. Meanwhile, Marco and Diana have a nice talk. Maia's visions are giving her nightmares.

Wr Michael Narducci

Dir Craig Ross Jr.

4 - 6 *THE MARKED*

Jordan wants Shawn to rejoin the movement. Meanwhile, Tom and Diana search for a 4400 with an amazing ability.

Wr Craig Ross Jr.

Dir Leslie Libman

4 - 7 *TILL WE HAVE BUILT OUR JERUSALEM*

Jordan and his followers move to Seattle. Meanwhile, Maia disappears and Shawn has trouble on his campaign trail.

Wr Robert Hewitt Wolfe

Dir Scott Peters

4 - 8 *NO EXIT*

Jordan and his followers along with NTAC agents must work together when they are trapped inside NTAC headquarters.

Wr Adam Levy

Dir Tony Westman

4 - 9 *DADDY'S LITTLE GIRL*

Richard hopes to start over and kidnaps Isabelle from Jordan Collier's Promise City. Meanwhile, Tess has taken over a diner and Shawn is asked to intervene.

Wr Ira Steven Behr, Amy Berg

Dir Nick Copus

4 - 10 *ONE OF US*

The Director of National Intelligence pressures NTAC to pursue Richard and Isabelle Tyler. Richard is visited by his dead wife. Meanwhile, Shawn and Kevin Burkoff announce that they have developed a test that can tell people if taking promicin will cause their death. Tom dreams about the future and the 4400.

Wr Craig Sweeny, Michael Narducci

Dir Scott Peters

4 - 11 *A GHOST IN THE MACHINE*

A computer virus attacks a large software company owned by a suspected member of the Marked. Elsewhere, Maia visits Promise City and receives an unexpected birthday gift.

Wr Frederick Rappaport

Dir Morgan Beggs

4 - 12 *TINY MACHINES*

Isabelle is working with Tom in order to get close to Jordan. Rebecca Parrish talks with Tom about the plan with Isabelle. She is concerned that Maia's visions could complicate things and wants Tom to make sure that Maia won't have the wrong vision at the wrong time. Meanwhile, Shawn recruits a small band of Promicin positives to bust Kevin out of Promise City. Later in the episode, Tom and Diana face off, and Isabelle delivers Jordan Collier to the Marked.

Wr Craig Sweeny, Ira Steven Behr

Dir Allison Liddi-Brown

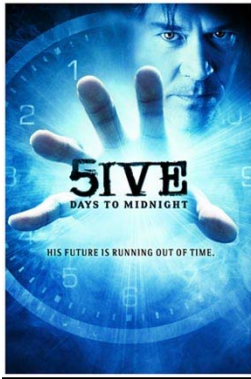
4 - 13 *THE GREAT LEAP FORWARD*

Danny Farrell's newfound ability to spread promicin leads to several hundred deaths, including his mother. NTAC is forced to ask Promise City for help to get the situation under control. After being freed from the Marked, Tom must help Jordan Collier to escape as well. The group orders Isabelle to kill Kyle Baldwin after he takes over leadership at Promise City in Jordan's absence. Shawn must make a difficult decision to stop his brother from further spreading Promicin.

Wr Craig Sweeny, Ira Steven Behr

Dir Scott Peters

5 DAYS TO MIDNIGHT



When a physics professor (Timothy Hutton) obtains a police file that seems to chronicle his death in five days, he initially assumes it is a hoax perpetrated by one of his students. However, as other events start to unfold that show up in the papers in the folder, he realizes that this might be real and he has to find a way to change the future before it occurs. Everyone around him becomes a suspect, including his girl friend (Kari Matchett) with a shady past. Randy Quaid is the detective, who initially dismisses the "crime victim" as a quack, but then becomes convinced of the reality of the events. The attempt to change the future is also hampered by a student who is convinced that the professor could destroy everything if he interferes with time. Contains violence.

Timothy hutton plays physics professor JT Neumeyer who while visiting his wife's grave discovers a thin silver brief case. He opens it and discovers a group of files showing pictures of his death and newspapers clippings. First declaring this as a practical joke, the events in the files play out slowly and now convinced that he'll die in five days, tries to find a way to prevent himself from dying and must change his destiny. The concept is great despite being a bit derivative, and there's plenty of room for tension, suspense, and great bits on philosophy, but the screenwriters miss their chances.

The cast is comprised mostly of second rate actors with the exception of Hutton who tries his best at the lead role but ultimately fails towards the end of the film as he manages to go way over the top with his emotional scenes. There's also Randy quaid who is quite bland and one-dimensional, and Angus McFayden who is the worst of the characters as the over the top mob boss Roy Bremmer. Watch for his really bad scenes as he attempts to inflict depth into his character but comes off as laughable.

Meanwhile the story has the ability to inject tension and sense of immediacy but all of it is lost in the bogged down story. Rambling and droning at some points it's difficult to understand why this couldn't have been a two hour film instead of a four parter. There's also plenty of room for philosophy and the concept of destiny and fate towards death, but there's nothing here as the story is mostly comprised of uneventful occurrences, slim character development, and so much dialogue. While the film is engrossing at the beginning, it's ultimately lost halfway through as the plot is segued into the benign plot featuring McFayden which takes away from the actual reason why we're watching.

"Stay tuned for the shocking last minutes to 5 Days to Midnight" the Sci-Fi channel boasts which never usually works on me but I was rather interested to see where this was developing. But, unfortunately it was all just hype. I was expecting that Neumeyer's daughter would accidentally shoot him causing his death, and that we never got to see who sent the briefcase, but it's all pretty much explained in the end and nothing of the sort happens. I wanted an ironic, witty, and shocking ending beneath the muddled plot and droning dialogue, but alas we're not given anything but an obligatory and rather disappointing happy ending. Decent performances, a great concept but falls apart halfway through becoming routine and cliché. The writers never give this story and concept a chance to spread its wings and just keep it down to mediocre level.

Produced by David Aaron Cohen (executive producer), David Kirschner(executive producer), Karen Loop (co-executive producer), Gordon Mark (producer), Anthony Peckham (executive producer), Corey Sienega (executive producer), Robert Zappia (co-executive producer), Original Music by John E. Nordstrom (as John Nordstrom). Cinematography by Joel Ransom, Film Editing by David Crabtree, Production Design by Douglas Higgins, Art Direction by John Marcynuk, Set Decoration by Linda Vipond, Costume Design by Monique Prudhomme, Makeup Department - Danna Rutherford (Key hair stylist), Jacky Wilkinson (key makeup artist (as Jackie Wilkinson))

Production Management - S. Lily Hui (production manager), Second Unit Director or Assistant Director - David R. Baron (third assistant director), Brian Giddens (first assistant director), Fiona Winning (second assistant director), Art Department - Bill Burd (property master), Ray Lai (assistant art director), Sound Department - Chris Duesterdiek (sound mixer), Iain Pattison (sound re-recording mixer), Kevin Sands (sound mixer), Paul A. Sharpe (sound re-recording mixer), Special Effects by Bob Comer (special effects

coordinator), Barry Hebein (special effects technician), Visual Effects by Louis Cox (visual effects), Jared Jones (digital compositor), Jason Korber (digital compositor), Simon Lacey (visual effects supervisor), Shauna Bryan McLeod (visual effects co-producer), Ryan Mintenko (digital effects artist), Sam Nicholson (visual effects producer), Gordon Oscar (visual effects), Mike Yip (visual effects).

Stunts - Lou Bollo (stunt coordinator), Other crew - Michael Bendner (production assistant), Dylann Brander (casting associate: Los Angeles), Brad Durante (assistant editor), Michael G. England (assistant editor), David Gray (still photographer), Rick Heal (on-set tutor), Sian McArthur (post-production coordinator), Ryan McMaster (camera operator), Darin Mickelson (production assistant), Jennifer Page (casting: Vancouver), Louisa Phung (production assistant), Leon Serginson (leadman grip), Lance Stubblefield (assistant editor), Peter Wilke (camera operator).

WARNING! CONTAINS SPOILERS! Five Days to Midnight is really, really good. It really is. But it is seriously flawed. The basic story is widowed college professor finds briefcase from the future containing police file of his murder five days hence. Overall it is well done. Superb direction, photography, acting (with the exception of the way over the top performance of Angus Macfayden as a mobster). The problems I had are several. 1) It doesn't address the grandfather paradox of time travel, especially after the professor changes the future the contents of the briefcase change (cute in Back to the Future, dumb here), 2) The required happy ending quite frankly falls down. 3) The miniseries is ridiculously over-padded and could have been told in half the time. Still overall I liked it and it is nice to see the Sci-Fi Channel actually using imagination and originality, not their strong point.

I was hooked and just awaiting part 4. Timothy Hutton did a great job and Gage Golightly was just outstanding. (And she does resemble Drew Barrymore) She has talent! Very inspiring to see her with such great strength and intelligence. This character could be a role model for the adults! Hopefully will see her in other projects down the road if she so desires! Let's face it; this generated the buzz on the bulletin boards. I am just glad there are stories with plot lines that you can still see on TV. I'm not a fan on reality programming so good or bad, it is great to watch something that is rare on TV today. (Sad isn't it!) So my thanks to Sci Fi for bring new shows to the public. And on a final note; the music used on this series was great.

My overall reaction is that I feel like I completely wasted five hours of my life watching this miniseries. While there were a few red flags in the beginning, the writing seemed to be carrying the movie. First, the red flags: the director had an extremely annoying habit of throwing in slow motion in places where it was completely out of place. Actually, there's almost never a reason for slow motion. Directors and writers don't normally write [This scene is done in slow motion] into the script. If the action in the take appears to be incredibly lame during the editing, they'll try a slow motion effect before throwing the scene away. So the high frequency of slow motion shots is a give away that the director is a hack.

**** Spoiler Ahead ****

Other than the director's attempt to sabotage the movie, the writing was very good for the first 4 hours and 50 minutes. It wasn't typical Sci-Fi fare, but a seemingly well crafted murder mystery. The twist was that the victim was investigating his own murder. Not bad. But there was no mystery to the ending. It was the equivalent of having the cavalry ride in at the last minute, only dumber. There was no attempt to clean up the loose ends. No attempt to explain how the professor escaped his destiny. It might have been modestly satisfying if there was an attempt to explain how the future benefactor knew that a single bullet would be needed at the last moment.

Not since Steven King's "The Stand" was there a more disappointing ending to a promising story line.

Spoiler Alert I'm not a big Timothy Hutton fan, but 5 Days to Midnight really impressed me with his performance.

The mini series which aired on Sci Fi Channel in the US, revolves around Physics Professor JT Neumeyer, whose wife died giving birth ten years ago to daughter Jesse Tracy Neumeyer, played exquisitely by Gage Golightly (who looks strikingly like Drew Barrymore). On the ten year anniversary of his wife's death (and daughter's birth) JT and Jesse visit the gravesite and find a sleek metal briefcase with JT's name on it.

Eventually, JT opens the case and finds a homicide case file with photos of him, dead with a bullet in his head. Initially, JT thinks this is a hoax created by a psychologically disturbed student in his class, Carl Axlerod. However, things start to happen exactly as the contents of the briefcase suggest, and JT realizes that his death by the end of the week may be unstoppable.

During the week, JT enlists the help of Police Detective Irwin Sikorski (played by the ever spectacular Randy Quaid) whose name was mentioned in the homicide file. Sikorski helps JT learn that his girlfriend, Claudia Whitney, is not who she says she is. Claudia is married to a Chicago crime lord, Roy Bremmer, who has

tracked Claudia to Everett, Washington (the town where JT and Jesse live) where she fled to escape him. Meanwhile, it turns out that JT's brother in law, Brad Hume, a fellow professor at the college who lives a life of luxury, is going broke on bad stock picks and sees the metal briefcase that JT found as his ticket out of bankruptcy. The briefcase, it seems, is made of a futuristic composite of carbon nanotubes and if Brad can back-engineer it he could sell the patent rights for millions of dollars.

JT and Jesse attempt to flee the city to escape destiny, but things go awry, leaving JT to face the possibility that he will end up dead on the stage of the sleazy strip joint Buck Naked, just as the file predicts.

If this comes out on DVD, it would definitely be worth a rental, though I hope to purchase it if it is released.

Kudos to SCI FI Channel for a great mini-series!

I enjoyed the four days of wonderful suspense and time-loops drove me crazy guessing. The Sci-Fi boards were abuzz with over 700 posts!

The whole concept of giving watchers the clues online to begin to make their guesses as to the ending was a brilliant touch of intelligence at work!

I won't give any endings away - but I will say that if you watch this you will not be sure until the very ending exactly how it ends.

Timothy Hutton was the star and he handled it with aplomb. The great supporting cast was headed by Randy Quaid and Kari Matchett. Hamish Linklater was wonderful as the manic Physics student as were Angus MacFadyen as the mobster and David McIlwraith as the brother-in-law.

But the major acting discovery was GAGE GOLIGHTLY as Hutton's daughter. She was marvelous in every scene she was in and stole the limelight from whomever was with her. Natural talent like that is to be appreciated. Not to mention her remarkable resemblance to the young Drew Barrymore. It would be interesting to see Drew Barrymore in a prequel-sequel of this mini-series - if she weren't probably overpriced for SCI FI channel?

All in all - we were kept on our seats for 4 wonderful days of suspense, trying to outguess the wonderful writers. Kudos to all of them!

I recommend this highly for mystery and suspense buffs. Not just Sci-Fi fans. It's a winner!

WR. Robert Zappia, David Aaron Cohen, Anthony Peckham, Cindy Myers (teleplay)

DIR. Michael W. Watkins

EPISODES: 5 **YEAR MADE:** 2004 **COUNTRY:** US **SEASONS:** 1

DAVID KIRSCHNER PRODUCTIONS / HALLMARK ENTERTAINMENT DISTRIBUTION/ LIONS GATE TELEVISION

CREATOR:

TYPE OF SHOW: TIME TRAVEL

FORMAT: MINI-SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 5

DATE OF PREMIER: 07/06/2004

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

J.T. Neumeyer TIMOTHY HUTTON, Irwin Sikorski RANDY QUIAD, Claudia Whitney KARI MATCHETT, Carl Axelrod HAMISH LINKLATER, Roy Bremmer ANGUS MACFADYEN, Jesse Neumeyer GAGE GOLIGHTLY, Brad Hume DAVID MCLLWRAITH, Tim Sanders GIANCARLO ESPOSITO, Chantal Hume (as Nicole deBoer) NICOLE DE BOER, Jay Simpson L. HARVEY GOLD, Annabelle ASHLEY HALE, Stephanie the Rental Car Woman CHELAH HORSDAL, Pale Man DARREN MOORE, Dr. Dan ROB STEWART, Dottie Sikorski (scenes deleted) APRIL TELEK, Mandy Murphy BARBARA TYSON, Paramedic SUSIE WICKSTEAD

5TH QUADRANT, THE



A spoof which parodies television shows revolving around the strange and paranormal.

Lee Smart, talented Second City performer and friend of Colin Mochrie, stars in this satire-laced spoof of shows revolving around the quasi-supernatural, the unexplainable, and the mysterious. He perfectly portrays Garland Freewin, an arrogant, snobbish yet likable due to his smile and unassuming manner host of "The 5th Quadrant", where he and his team investigate sightings of mythical beasts, strange human beings, and bizarre occurrences. However, the running gag is that the witnesses or...

This unusual spoof of shows such as THE X FILES and PSI-FACTOR:CHRONICALS OF THE PARANORMAL, was created, written, produced and starred in by Lee Smart, a man of many talents. Each episode was split into two separate stories.

Produced by Michelle Shipley (supervising producer), Lee Smart (producer), Cinematography by Dan Bailey & Peter Wilshire. Film Editing by Todd Hallam, Costume Design by Melissa Graves, Max Smith, Morag Smith and Naomi Veri. Production Management - Karl Di Pelino (production manager), Second Unit Director or Assistant Director - Karl Di Pelino (assistant director).

During the closing credits, Garland Freewin walks up a flight of wire stairs, across a catwalk, down the next flight of stairs, across the set, and up the first flight, continuing the cycle for the entire closing credits.

note I have shown both titles shown on each episode, their for episodes 1.1.1 and 1.1.2 form part of episode 1, which would normally be shown as 1.1. This is used so that you can see all the episode titles in the series. To this end the first series is counted as 13 episodes, despite 26 episode titles being used.

WR. LEE SMART

DIR. BRUCE PIRRIE, LEE SMART

EPISODES: 13 **YEAR MADE:** 2002 **COUNTRY:** CAN **SEASONS:** 1

THE COMEDY NETWORK

CREATOR: LEE SMART (WRITER)

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 20/01/2002

AIR DATE OF LAST EPISODE 14/04/2002

SEASON DATE BREAKDOWN:

FILMS:

Garland Vivian Freewin LEE SMART, Psychotherapist GINA SORELL

1 - 1.1 *X-PERIMENT-X*

The 5th Quadrant conducts an experiment in terror by locking three paranormal individuals in a house together and observing their bizarre, grotesque behaviour.

1 - 1.2 *WHO'S UNCURED*

The 5th Quadrant digs into the disturbing story of a man who has been cursed by a heinous half-human man-beast.

1 - 2.1 *SHOCK IT TO ME*

The 5th Quadrant examines the searing subject of bioelectricity and meets a man who wields the

unconditional power of human lightning.

1 - 2.2 *ASTRAL BOY*

The strange phenomenon of Astral Projection as Garland Freewin and the 5th Quadrant attempt to help a man by conducting a near fatal "astral intervention".

1 - 3.1 *DOPPLEGANGERS AND MASH*

A man believes himself to be a twin, an evil twin. The 5th Quadrant conducts rigorous experiment to determine exactly how evil he is, with near unbelievable results.

1 - 3.2 *QUE SEANCE. . . SÉANCE*

A young woman believes she is receiving messages from a departed one and enlists the 5th Quadrant to participate in a dangerous occult ceremony to reply to these strange otherworldly overtures.

1 - 4.1 *ALIEN SEX SLAVES OF NEW YORK*

The 5th Quadrant deeply probes into the case of a man who had been abducted by aliens and learns of the inconceivable ramifications.

1 - 4.2 *PHYSHIC PLASTIC SURGEON PARKING ONLY*

An aspiring model is hampered by an untreatable cosmetic condition. A 5th Quadrant investigation leads to a psychic surgeon who has the means to help her, but at a tremendous price.

1 - 5.1 *GHOUL WHIPPED*

A young couple plagued by the ghosts in their new home turn to Garland Freewin and the 5th Quadrant investigative team to help them root out the cause of their deadly haunting.

1 - 5.2 *CYBORGS, ANDROID AND ROBOTS, OH MY*

The 5Q team investigates the claim of a man who claims to be a robot like "man-droid" and discovers a bizarre secret network of fetishists known as the "techno-sexuals".

1 - 6.1 *I'M GONNA GIT YOU GOTASUCKA*

With the aid of their Latino sister show "El Quadrantè Cinco", the 5th Quadrant turns it's trademark scrutiny on the menace of the terrifying monster El Chupabras, the Goatsucker.

1 - 6.2 *AMERICAN PSYCHOKINESIS*

The 5th Quadrant host and chief correspondant Garland Freewin heads up an inquiry into a young woman's claims of freakish and uncontrollable telekinetic abilities.

1 - 7.1 *OUR LADY OF CHESTNUT STRETT*

The 5th Quadrant delves into the menacing world of miracles when a mysterious unexplained image reveals itself to an unsuspecting housewife.

1 - 7.2 *IT ALL IN YOUR MIND CONTROL*

The disturbing topic of mind control is cracked open as The 5th Quadrant dissects the case of a man who believes his actions are being influenced by malevolent outside forces.

1 - 8.1 *DREAM SODA*

The 5th Quadrant embarks on a perilous quest to actually enter the subconscious mind of a man with a heinous recurring nightmare.

1 - 8.2 *TIME TRAVELERS CHEQUES*

The 5th Quadrant uncovers troubling evidence of invaders from the distant future, and their perverse and alarming agenda.

1 - 9.1 *ONE NATION. . . INVISIBLE*

The 5th Quadrant investigates a man who is crippled by SHII: Spontaneous Human Involuntary Invisibility.

1 - 9.2 *WHERE O WEARWOLFS*

A deadly mythological terror is proved real when The 5th Quadrant turns its scrutiny on a man who believes he is actually a werewolf.

1 - 10.1 *DÉJÀ VU COUCHEZ AVEC MOI?*

A woman who is plagued by an uncontrollable state of déjà vu turns to The 5th Quadrant in an effort to regain some control of her nightmarish Mobius strip life.

1 - 10.2 *AMELIA. . . YOUR BREAKIN' MY EARHEART*

The 5th Quadrant tackles the decades-old mystery of Amelia Earhart's disappearance and exposes the shocking truth of her fate.

1 - 11.1 *WILD ANIMAL KING*

The 5th Quadrant investigates a modern day Dr. Doolittle, who doesn't talk to animals but communicates with them telepathically.

1 - 11.2 *DIVINING MISS M*

The terrifying power of prophecy is examined when The 5th Quadrant meets a young woman whom may possess the alarming and unwilling ability to see into the future.

1 - 12.1 *A CLONE. . . AT LAST*

The biological and ethical nightmare of cloning is brought into the spotlight when The 5th Quadrant probes the opposing sides of this deadly two-pronged argument.

1 - 12.2 *IT'S A HOLLOW WORLD AFTER ALL*

In their quest for information about the incredible Hollow Earth theory, The 5th Quadrant goes in search of a race of subterranean quasi-humans.

1 - 13.1 *VAMPIRE OF THE SUN*

The 5th Quadrant shines the light of their investigative scrutiny on the horrifying world of vampires as they meet one of these abominable human leeches in the flesh.

1 - 13.2 *CAN YOU KEEP A SECRET SOCIETY*

The 5th Quadrant probes the mystery surrounding a secret society known only as the Illuminati and uncovers evidence of an unthinkable conspiracy that could mean our complete and utter slavery.

A COME ANDROMEDA



Italian remake of A FOR ANDROMEDA.

This production is of interest to non-Italian speakers probably for one reason only: it is an Italian remake of the BBC's classic science fiction series 'A For Andromeda'. Its interest lies in the fact that only about 20 minutes of the original series now remains in the BBC's archives, the rest having been wiped in their purge of old programmes in the late 1960's and early 1970's.

This is apparently available on video, so perhaps the ideal solution is to first read the book 'A For Andromeda' by Fred Hoyle and John Elliott (a great book in its own right), and then sit down and watch this. Then it might be possible to imagine just how amazing the original series must have been.

I don't speak Italian, so I can't comment on the cast interaction, but it certainly looks faithful to the original, and for that we must be truly thankful. How strange, though, that they didn't bother to remake the second part of the series, 'The Andromeda Breakthrough'.

Original music by Mario Migliardi, Cinematography by Giampiero Puliti & Nevio Sivini, Film Editing by Gennaro Oliveti, Production Design by Mariano Mercuri, Costume Design by Andretta Ferrero, Production Management - Giovanni Piva (unit manager). Second Unit Director or Assistant Director - Argia Ferrara (assistant director), Sound Department - Oreste Boschi (sound), Cesare Coppo (sound), Cesare Volta (sound effects editor). Other crew - Marino Bonifacio (camera operator), Giuseppe Clemente (camera operator).

The first part (instalment 1 of 5) of the movie has been telecasted tonight Aug 16, 2004 on RAI 3. I saw it in the Italian language (which I know perfectly). The story is very interesting and the movie is typically '70 sci-fi style. It reminded me a bit the UFO series. About the actors job: in my opinion the actors Giampiero Albertini (Gen. Vandenberg) is excellent here, as ever. And also the beautiful Paola Pitagora (Judy Adamson) which is not one of the bigger stars in Italy did a fine Job. For the rest, recitation is sometime too much theatre-like and scenography could be better but both are excellent for the times and quite good also nowadays. The original book (by scientists Fred Hoyle and his collaborator John Elliot) was published in 1962. In Italy the book was edited in 1965. In 1971 RAI started the production. The first part was telecasted on January, 4, 1972 with a mysterious writing: "This story take place in England... the next year". Music was written by Mario Migliardi.

WR. Inisero Cremaschi

DIR. Vittorio Cottafavi

EPISODES: 5 **YEAR MADE:** 1972 **COUNTRY:** ITA **SEASONS:** 1

RADIOTELEVISIONE ITALIAN (RAI)

CREATOR: JOHN ELLIOT & FRED HOYLE

TYPE OF SHOW: ALIENS ON EARTH

FORMAT: SERIES

LENGTH (MINS): 60

STILL IN PRODUCTION: No

B/W: Yes

COLOUR: No

LANG: Italian

SEASON BREAKDOWN: (1) 5

DATE OF PREMIER: 04/01/1972

AIR DATE OF LAST EPISODE 01/02/1972

SEASON DATE BREAKDOWN:

FILMS:

Prof. Ernest Reainhart TINO CARRARO, Judy Adamson PAOLA PITAGORA, Dr. Christine Flemstad/Andromeda NICOLETTA RIZZI, Dr. John Fleming LUIGI VANNUCCHI, Prime Minister GUIDO ALBERTI, General Vandenberg GIAMPIERO ALBERTINE, Egon RAFFAELE BONDINI, TV commentator GIANNI BORTOLOTTO, Jan Olboyd INISERO CREMASCHI, Maggiore Quadring GUIDO DE SALVI, Osborne ARTURO DOMINICI, Sentry LUCIANO FINO, Dr. Madaleine Danway

GABERILLEA GIACOBBE, Dr. Hunter GUALTIERO ISNENGI, Sentry SERGIO MASIERI, Dr. Liz Ray
IDA MEDA, Alex DINO PERETTI, Ing. Dennis Bridger MARIO PIAVE, Nurse GRAZIELLA PORTA,
Luci GIAMPIERO PULITI, Colonel Geers ENZO TARASCIO, General Charles Robert Ratcliff EDOARDO
TONIOLO, Bartlett SANDRA TUMINELLI, General Watling FRANCO VOLPI.

RELATED SHOWS:

A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)

A FELADAT

Because of some technical problems the whole crew of an interspace ship die on a distant planet. The ship waits silently for centuries for new crew to drive her home. Suddenly an early stoneage tribe appears nearby. She captures one of them and plants the knowledge of one of the original crew-member. More and more caveman turn into crew-member, but their smaller brain capacity cause emotional problems. Later on they find a more developed race. They fear of the possibility that they will be replaced, but they capture some of them. A death fight begins between the two sets of crew-members. The rest starts they way back to the Earth. They could land on the Moon, but the life is changed on the Earth very much after some centuries passed...

A film adaptation of one of the best Hungarian sci-fi writer, Zsoldos Péter. The story is a very philosophic one, like the best Stanislaw Lems' novels. More thoughts less action. The quality of the film is very 70s like (see "Space: 1999", filmed in the same year (1975)) in 3 acts.

Cinematography by Mihály Ráday

Film Editing by Éva Palotai

Production Design by László Drégely

Set Decoration by Ferenc Blastik

Costume Design by Maria Hruby

Makeup Department - Katalin Sommer .. Makeup artist

Production Management - József Lovasi .. Production manager

Sound Department - Tibor Bognár .. Sound engineer & Gyula Schelb .. Sound

Camera and Electrical Department - Károly Boldizsár .. Camera operator , János Bucsi .. Camera operator , Iván Reisz .. Camera operator , László Szelényi .. Still photographer , Imre Tréfás .. Chief lighting technician , Ilona Vörös .. Still photographer , László Zentai .. Camera operator (as Zentay László).

Other crew - Csaba Dr. Ferencz .. Advisor , István Dr. Kiszely .. Advisor , Zoltán Dr. Vámosi .. Advisor , Pál Kardos .. Technical director , György Lendvai .. Script editor , István Márton .. Assistant to director , Pál Pellionisz .. Recording leader , Tamás Riedl .. Location manager , Erzsébet Zsedényi .. Music arranger.

WR. Gábor Várkonyi (screenplay), Péter Zsoldos (novel), Péter Zsoldos (screenplay).

DIR. Gábor Várkonyi.

EPISODES: 3 **YEAR MADE:** 1975 **COUNTRY:** HUN **SEASONS:** 1

HUNGARIAN TELEVISION

CREATOR: PÉTER ZSOLDOS

TYPE OF SHOW: ALIENS ON EARTH

FORMAT: MINI-SERIES

LENGTH (MINS): 210

STILL IN PRODUCTION: No

B/W: No

COLOUR: Yes

LANG: Hungarian

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Gill ADAM RAJHONA, Umu/Gill TAMAS FODOR, Tiak/Sid ANDRAS SZIGETI, Gron GUYLA ATS, Nea MARGIT FOLDESSY, Evi PETER GYORGYFALVAY, Die (as BORI KALLAI, Arro TIBOR KENDERESI, Eddie JENO KISS, Ope ZOLTAN NAGY, Norman FERENC PALAN CZ, Haim/Eddie ZOLTAN PAPP, Eor/Maxim ISTVAN PERLAKY, Öreg TIBOR TANCZOS, Mat/Gill MIKLOS TOLNAY, Re/Maxim TIBOR VARGA.

A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)



In the first series the signals are found to contain the 'assembly and operating' instructions for a highly advanced computer which then enables the research team literally to create life, first a misshapen blob, then a human embryo which grows rapidly into a beautiful young woman Andromeda. The Andromeda Breakthrough dramatically upped the tempo of the power politics, set the intrigue against a world-wide environmental disaster, and revealed the purpose behind the original message - that of steering mankind down a less destructive path than the one it has taken. John Elliot's influence was greater in the second series - as well as scripting it he also produced and directed.

The hero of both series is Dr John Fleming, an outspoken, idealistic young scientist. It is he who first decodes the signals from outer space - 'It's a do-it-yourself kit, and it isn't human!' and it is he who first recognises the dangers of extending the frontiers of human knowledge too far, too fast.

No one-dimensional cipher this one, Fleming is a scientist with a conscience, in the grand Quatermass tradition, who ends up saving the world from a chain of events he himself set in motion. (The character of Fleming has been seen as being based on the maverick qualities of Hoyle himself.)

Throughout, Fleming finds himself in conflict with most people around him, including his own and foreign governments; a shady, Swiss-based business cartel called Intel (headed by the villainous Kaufman); and an amoral biologist, Prof. Madeleine Dawnay, who sees the Andromeda project as one great research opportunity.

A For Andromeda (2006)

When a group of scientists receive a message from outer space telling them to build a computer, they follow the orders with disastrous results. The computer is far more advanced than they imagined and proceeds to build a biological robot, Andromeda, from one of their dead colleagues.

Both "A for Andromeda" and "The Andromeda Breakthrough" are now hailed as early classics of British science fiction. "Species" was blatantly ripped-off from this reasonably faithful series adaptation of the Sir Fred Hoyle novel of this name. A radio message from the Andromeda galaxy, over a million light years away, is picked up by a radio telescope, and turns out to be the blueprints and assembly instructions for an alien supercomputer.

When the supercomputer is turned on, it builds a beautiful woman, whose mind is partly alien. There was a 1962 sequel, about a second Andromeda computer being assembled in South America, with pretty much the same production team, but with Susan Hampshire replacing Julie Christie. The sequel series' title was "The Andromeda Breakthrough."

A for Andromeda and its sequel, The Andromeda Breakthrough, screened in 1961-2, were television's first attempts to create adult science fiction since the Quatermass sagas of the Fifties. Scripted by BBC producer John Elliot, from an original storyline by renowned astronomer and novelist Fred Hoyle, they dealt with the impact of an alien intelligence upon life on Earth and with the ruthless pursuit by rival factions of the scientific secrets that could prove the breakthrough of the century. The machinations of governments and big business were Elliot's territory (he went on to produce the power games of Mogul and The Trouble-shooters) but the astronomical and scientific concepts were Hoyle's. In his novels such as The Black Cloud, Hoyle, professor of astronomy and philosophy at Cambridge, contended that man's first contact with an alien civilisation would come through radio-astronomy and this idea forms the basis for the series, which begins with signals from space being received by a new radio telescope.

A for Andromeda also marked the TV debut of a glamorous young actress called Julie Christie (plucked from a drama school by producer Michael Hayes), initially as the lab assistant, Christine, whose death provides the 'blueprint' for Dawnay's embryo, and then as Andromeda herself, whose ambivalent relationship with Fleming

blossoms in the sequel. In this, the part was taken over by another relative newcomer, Susan Hampshire. Frank Windsor, stalwart of Z-Cars and Sofily, Softly, appeared in the first series as Fleming's self-seeking colleague Dennis Bridger.

Both *A for Andromeda* and *The Andromeda Breakthrough* are now hailed as early classics of British science fiction. (Author's note: Although there is some overlapping of cast and production details, for ease of reference the story guides to each series are treated separately, beginning with the main cast, followed by synopsis, supporting cast and production details.)

In 2006, the BBC remade the series in a 1 hour 30 minute presentation, shown on BBC Four, which premiered on the 27th March 2006. This adaptation was written by Richard Fell, and directed by John Strickland. Because this was a one off drama it does not get a separate entry in this encyclopedia. The story was very well presented, but perhaps lacks some pacing, the first twenty minutes when two quickly and then the middle half was too slow. But overall the acting was good and special effects good enough for what needed to be achieved.

Richard Fell adapted *The Quatermass Experiment* for BBC Four. He has also executive produced dramas including *A Waste of Shame* and *Fantabulosa!*

BBC Four: Why did you think *A for Andromeda* would stand the test of time to be adapted?

Richard Fell: After the success of *Quatermass*, it seemed like a very natural choice when we were looking for another science-fiction story to do. It was to the 1960s what *Quatermass* was to the 50s. It really gripped the nation and was massively popular. It was an absolute classic of its time. It's a really interesting story and there are a lot of things about it that will still interest audiences today. It's a contemporary retelling of the story. We haven't recreated a 1960s sci-fi film. We had to strip out some of the stuff about the Cold War and there are whole layers of the original which are specific to the 1960s.

BBC Four: What are the key themes for a contemporary audience?

Richard Fell: I suppose the big questions are, firstly, 'How complex does a computer have to be before we consider it to have some kind of human qualities?' And the other one is, 'What responsibilities do scientists have with these new technologies?' They don't operate in a vacuum and indeed are often funded by the military. Computer technology is so advanced and we are now getting some very sophisticated thinking machines. This, as well as advances in biology with cloning, raise all sorts of issues that are as pertinent today, if not more so, as when it first came out.

BBC Four: Science fiction obviously has greater production demands than some other types of drama. Did that make for a difficult shoot?

Richard Fell: In a way, but the kind of science fiction that appeals to BBC Four's audience is much more the kind that is intelligent, ideas-based science fiction. It's not necessarily about monsters and space ships. There are more 'what ifs?' and 'what does that do to the people and their relationships?'. It's also not particularly set in the future, it's set now but it needed a kind of sheen, which I think we've brought to it.

BBC Four: The original introduced Julie Christie to the world. Is the same thing going to happen for your cast?

Richard Fell: We have Kelly Reilly who has already made her mark in films like *Mrs Henderson Presents*. She's a fantastic stage actress so I am absolutely convinced she's going to have a stellar career. The other lead part is played by Tom Hardy who we've seen recently in *Gideon's Daughter* and *The Virgin Queen*. He was fantastic on stage in the recent production of *Festen*. They are both really powerful, interesting, sophisticated actors who've really brought the production to life.

BBC Four: Is Jane Asher in there as a nod back to the 1960s?

Richard Fell: That's not really why we cast her but she certainly has the 60s appeal. She's a very good actress and has a kind of coolness and calmness and intelligence about her.

Produced by Richard Fell executive producer, Bethan Jones executive producer, Alison Willett
Producer & Production Design by Paul Laugier

WR. John Elloit, Fred Hoyle.

DIR. John Elloit.

EPISODES: 13 **YEAR MADE:** 1961 **COUNTRY:** GB **SEASONS:** 2

BBC

CREATOR: FRED HOYLE AND JOHN ELLIOT

TYPE OF SHOW: ALIENS ON EARTH

FORMAT: SERIAL

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 7 , (2) 6

DATE OF PREMIER: 03/10/1961 **AIR DATE OF LAST EPISODE** 02/08/1962

SEASON DATE BREAKDOWN: Season 1 : 03/10/1961 - 14/11/1961

FILMS:

John Flemming PETER HALLIDAY, Prof. Reinhart ESMOND KNIGHT(eps 1-7) , Prof. Madeleine Dawnay MARY MORRIS, Dr. Geers GEOFFREY LEWIS, Christine (eps 2-4)/ Andromeda (eps 5-7) JULIE CHRISTIE, Dennis Bridger FRANK WINDSOR (eps 1-7), Harvey JOHN MURRAY-SCOTT(eps 1-7) , Dr. Hunter PETER DUCROW(eps 1-7), Andromeda SUSAN HAMPSHIRE (eps 8-13), Judy Adamson PATRICIA KNEALE (1-7) , Maj. Quadring JACK MAY (1-7), Harries JOHN NETTLETON (1-7), J.M. Osborne NOEL JOHNSON , Gen. Vandenberg DONALD STEWART (1-7), Minister of Science ERNEST HARE (1-7), The Prime Minister MAURICE HEDLEY, Minister of Defence DAVID KING (1-7), Kaufman JOHN HOLLIS , Egon PETER HENCHIE (1-7), Prof. Neilson WALTER GOTELL (8-13), Col. Salim BARRY LINEHAN (8-13) , Dr. Abu Zeki DAVID SAIRE (8-13), Abu Zeki's Assistant ASSAD OBEID (8-13), The President ARNOLD YARROW (8-13), Nurse HEATHER EMMANUEL (8-13), Lemka (Abu Zeki's Wife) JEAN ROBINSON (8-13), Lemka's Mother MIKI IVERIA (8-13), Mlle. Gamboule CLAUDE FARELL (8-13), Burdett DAVID KING (8-13), Osborne's PA PHILIP LATHAM.

2006 Cast

General Vandenberg DAVID HAIG, Professor Madeleine Dawnay JANE ASHER, John Fleming TOM HARDY, Christine/Andromeda KELLY REILLY.

Books Based on this series.

A For Andromeda	Fred Hoyle & John Elliot	1962
The Andromeda Breakthrough	Fred Hoyle & John Elliot	1964

RELATED SHOWS:

QUATERMASS (1979)

1 - 1 *THE MESSAGE*

The year is 1970 and it is the event of the opening of a new giant radio-telescope. Professor Reinhart's (Esmond Knight) staff are making routine tests when something unexpected cuts across the usual background static of outer space and across all their lives.

Wr Fred Hoyle & John Elliot

1 - 2 *THE MACHINE*

The radio message from outer space received on the new giant radio-telescope throws the country into a panic. Scientists, military, security forces, and a great international cartel are all competing for the information it contains. The only one with the answer is the young scientist John Fleming (Peter Halliday): "It's a do-it-yourself kit. And it isn't human!".

Wr Fred Hoyle & John Elliot

1 - 3 *THE MIRACLE*

John Fleming (Peter Halliday) interprets a message from outer space as a plan for the construction of a super computer. His colleague Dennis Bridger (Frank Windsor) sells information about the computer to an international cartel, and a Government agent following Bridger is killed. When the computer is built, it begins to print out information which only Fleming understands.

Wr Fred Hoyle & John Elliot

1 - 4 *THE MONSTER*

John Fleming (Peter Halliday) and his colleague Bridger (Frank Windsor) have built a super computer to a plan received from outer space which acts as a means of communication between the source of the message in the constellation of Andromeda and the Earth. With the help of the computer, the scientists produce a synthesized living organism. Bridger, who has been selling information about the project, is arrested, escapes and, after a chase, falls to his death.

Wr Fred Hoyle & John Elliot

1 - 5 *THE MURDERER*

With the help of a computer designed from a message from outer space, Professor Dawnay (Mary Morris) succeeds in making and keeping alive a synthesized creature, and even makes it grow. The computer achieves a haphazard and unsatisfactory communication with the creature. Against his better judgement, Fleming (Peter Halliday), who built the computer, suggests arranging a direct electrical supply between it and the machine. Even this is not entirely satisfactory, and the computer, in an attempt to extend its knowledge of humanity, compels Christine (Julie Christie), one of Professor Dawnay's

assistant, to take hold of the exposed terminals, and kills her.

Wr Fred Hoyle & John Elliot

1 - 6 *THE FACE OF THE TIGER*

The computer built by Fleming (Peter Halliday), from a design received in a message from space, begins to show its power. In spite of Fleming's warnings, Professor Dawnay continues to use it for her experiment in the synthesis of life. The final result of the experiment is a human body, which is christened Andromeda and which grows up to show a startling resemblance to the dead Christine. She is clearly in mental communication with the computer. When the international situation becomes desperate, the Prime Minister (Maurice Hedley) turns to Andromeda and the computer for help. Meanwhile, Kaufman's 'Intel' organization becomes yet more deeply involved with Fleming's super-computer project.

Wr Fred Hoyle & John Elliot

1 - 7 *THE LAST MYSTERY*

The computer designed by an intelligence from another world, and its girl-like creature Andromeda, provides the Government with a rocket capable of intercepting and destroying any space satellite. Everyone is delighted except Fleming (Peter Halliday), who refuses to see the conjunction of Andromeda and the computer as anything but a menace. He tries to sabotage the computer. It takes its revenge, but the blow falls by mistake on Professor Dawnay.

Wr Fred Hoyle & John Elliot

2 - 1 *COLD FRONT*

When A For Andromeda was televised last autumn, an audience which grew at the rate of a million a week followed the strange story of physicist John Fleming and the huge, malevolent computer which he built according to instructions from outer space. Science-fiction addicts will remember that after the computer nearly caused the death of the girl-creature Andromeda whom it had virtually created in the laboratory, Fleming and Andromeda smashed it and were chased by security men to an island off the Scottish coast, where Andromeda fell into an underground pool and disappeared. Tonight, the end of A For Andromeda becomes the beginning of The Andromeda Breakthrough, the new BBC television serial in which Doctor Fleming and biochemist Madeleine Dawnay follow the trail of Andromeda to the Middle East, and discover the real force and meaning of the messages from space picked up by the computer. Again written by Professor Fred Hoyle and John Elliot (who is also the producer) the serial reintroduces a number of familiar characters - with Fleming and Madeleine Dawnay played by Peter Halliday and Mary Morris. New faces include Claude Farrell, a French actress who makes her first BBC television appearance as the mysterious Mademoiselle Gamboule. Film commitments make it impossible for Julie Christie to play Andromeda again, so the part is taken by Susan Hampshire.

Wr Fred Hoyle & John Elliot

Dir John Elliot

2 - 2 *GALE WARNING*

Fleming (Peter Halliday) and Andromeda (Susan Hampshire), in hiding in the Western Isles, are being hunted both by the British Government, who hold them responsible for the destruction of the super-computer built by Fleming from a design received from outer space, and by the Intel trading consortium, who are developing another computer in the newly-independent Middle Eastern country of Azaran.

Wr Fred Hoyle & John Elliot

Dir John Knight

2 - 3 *AZARAN FORECAST*

Troubles mount up and unexpected danger looms large as tonight's episode opens. The Intel trading organization have set up a supercomputer in the newly-independent Middle-Eastern state of Azaran, and have kidnapped biochemist Madeleine Dawnay (Mary Morris) and physicist Doctor John Fleming (Peter Halliday), together with the girl Andromeda (Susan Hampshire), to work for them. Already there are signs that something inexplicable is happening to the world's weather. And strange things seem to be happening to Andromeda as well.

Wr Fred Hoyle & John Elliot

Dir John Elliot

2 - 4 *STORM CENTRES*

In the Middle Eastern republic of Azaran, a military coup has been launched by Colonel Salim (Barry Linehan), the strong man who has the backing of the Intel Consortium. The Intel representative, Mademoiselle Gamboule (Claude Farrell), has been impelled to the computer by Andromeda (Susan Hampshire) who, although dying, is determined to work out the purpose of the message from space.

Wr Fred Hoyle & John Elliot

Dir John Knight

2 - 5 *HURRICANE*

The garish days of science fiction, when the genre was dominated by bug-eyed monsters engaged in galactic horse-operas, have been left far behind. Nowadays good 'SF' demands genuine science and credible characters. The Andromeda Breakthrough, sequel to A For Andromeda, has both, and its principal male character, Fleming, the young scientist with a chip on his shoulder, is a completely authentic figure of our time. Peter Halliday, who plays Fleming, finds the character both demanding and satisfying - demanding because Halliday himself has no personal experience of the stresses imposed on the backroom boys. He comes from Montgomeryshire in mid-Wales and was brought up among farming people. Admitted to the Royal Academy of Dramatic Art - rather to his own surprise - he went on to four years with the Royal Shakespeare Company at Stratford and toured with them in Australia and New Zealand. "It was when I tried television that I started being cast as a "Young Angry," she says. "I was an angry young schoolmaster in *The Common Room* and an equally choleric young poet in *The Woodcarver*. But Fleming's far more than just a type. More facets to his character have appeared as the two series progressed - for example he's now much mellower than when he started. I have come to believe in him completely".

Wr Fred Hoyle & John Elliot

Dir John Elliot

2 - 6 *THE ROMAN PEACE (50 MINS)*

The threat from space has now taken shape as an attempt to put an end to life in the world by stripping away the air people breathe. Slowly the earth's atmosphere is getting thinner. The scientists working on the Intel computer in Azaran have been struck by violent storms sweeping the world. Can they do anything to prevent imminent disaster? Andromeda is too weak to help; Kaufman holds such political power as remains; Fleming and Dawnay are only tenuously in touch with Britain through the Canadian, Professor Neilson. What will be the outcome of this exciting story which began with A For Andromeda many months ago? You can find out in tonight's final episode.

Wr Fred Hoyle & John Elliot

Dir John Knight

A STEP INTO THE PAST

AKA: **CHUM CHUN GEI**

AKA: **THE CHRONICLES OF FINDING QIN**



Hong Siu Lung (Louis Koo) is a 21st century G4 (Very Important Person Protection Unit,) agent from Hong Kong. In the first episode, Hong and a colleague of his were assigned to guard an exhibition of Qin Shi Huang's terra cotta soldier figures. His colleague notices that one of the clay soldiers has a striking resemblance to Hong. Meanwhile, Hong was going through a particularly difficult period of life, having recently broken up with his girlfriend of seven years, Chun Ching (Sonija Kwok). She had wanted to get married, but he didn't- much preferring his free, happy-go-lucky bachelor's life with no commitments or responsibilities. Because of this, she ends up marrying another man. Lost and depressed, Hong was given a chance to rectify his mistake when he caught the attention of a wealthy young businessman, Li Shao Chiu (Tang Yat Kwan), whilst on the latter's protective detail and saving him from a crazy assassin.

Li recruited Hong to participate in an ultra-secret experiment of a time machine that he had created. Hong agreed to do so in exchange for a chance to travel back in time to prevent his romantic breakup. The plan was to take Hong more than 2000 years back to the Kingdom of Qin, half an hour prior to the coronation of Ying Zheng (the first emperor who unified China and would be known as Qin Shi Huang). Hong was to document the event with a digital camera prior to a swift departure. However, a critical error occurred during the transportation stage and Hong was thrown into the wrong place and the wrong time ending up in the Kingdom of Zhao in 250 BC, at the height of the Warring States Period. He had arrived three years earlier than originally planned.

Hong's time machine signal device is set to work only at a specific location at a specific time meaning that he was stranded in time. In order to return to the future, he had to make his way across thousands of miles in ancient China, ensuring that, at the same time, history happens as it was supposed to. For even a small change in the grand scheme of events will set off a chain of catastrophes that will render the 21st century, as Hong knows it, into oblivion.

Hong thus became a participant in a series of hair-raising yet hilarious adventures. In the process, he befriends Shanrou (Tang Lai Ming), a wandering female assassin; Wu Tingfang (Jessica Hsuan), a beautiful but spoiled rich girl; Zhao Princess Chian (Suet Yee); Zhao Ya (Suet Lei), the sister of the King Xiaocheng of Zhao (Peter Lai); and Ya's son Zhao Pan (Raymond Lam), as well as the beautiful scholar Chin Qing (also played by Sonija Kwok), who looks exactly like Hong's ex-girlfriend Chun Ching.

Hong's 21st-century knowledge, his experience as an elite detective and his physical and martial arts prowess made him invaluable in the eyes of the kings and nobility of the day, as well as inspiring the jealousy and ire of the wicked Chu agent Zhao Mu (Waise Lee) and his henchman Lian Jin (Kwong Wah). Later on, Hong even gained two sworn brothers (whose family had been killed by Zhao Mu's minions) who were faithful and committed to Hong.

As Hong's future is dependent on the ascension to the Qin throne by Ying Zheng, who was at that time being held hostage at Zhao with his mother Zhu Ji (Eileen Yeow), his crucial mission was to ensure that this happened. He successfully tracked down the two, only to find out, to his horror, that the real Ying Zheng, who was actually re-located by his mother since birth, is already dead. But it seemed that the wheels of history is pre-ordained, with Zhu Ji fatefully mistaking Zhao Pan as her own, having never seen the child since infancy.

The reluctant Zhao Pan is thus forced into and maintained in this illustrious role by a desperate Hong, and the party arrives successfully in the Kingdom of Qin. However for Hong, the danger is not yet over to ensure Pan's smooth ascension as Ying Zheng, they must battle with the scheming Qin Prime Minister Lü Buwei (who had in fact fathered the real Ying Zheng with Zhu Ji) and Lü's right-hand man Lau Ai (who is actually Lian Jin in a new identity, and knows the truth of Ying Zheng being Zhao Pan).

Whether through fate or by Hong's never-ending efforts, Ying Zheng became king after the death of his "father" King Zhuangxiang (Lee Lung Kei). His mission completed, Hong is elated that his return home is now possible only to have his hopes dashed at the last minute by the failure of his signalling device from an expired battery, which was designed to last only two years. Panicked, Hong recalled his school-taught knowledge about electricity and recruited his many friends to create a source of electric power. The experiment was successful, and Hong was on his way back home.

Then at the last moment, he turned around and returned to the sides of Wu Tingfang and Chin Qing, who in Hong's heart had grown from a "replacement double" to a true love. He had found the meaning of commitment and sacrifice in a world where love came with responsibilities and loss is often brutal and eternal.

Hong stayed and continued to aid the new King of Qin, becoming more and more indispensable to him, much to the fear and hatred of other courtiers including Lü Buwei and Lau Ai. But who can be a match to one who already knew the future? Eventually, the King got rid of his enemies, and held absolute power once and for all.

And it corrupted him. The naive and kind Zhao Pan had morphed into the ruthless Ying Zheng as depicted in history. Being told numerous times by Hong that he will one day unify China and become the first true emperor holding all-encompassing imperial rule, the King knew just how invaluable Hong would be to his future quests. Hong, however, sad and sorry at the evil he'd help create and also knowing that he is not destined to leave his mark in history (he never saw his own name in history), refused, choosing instead to leave the court with his two wives forever.

Taking the view that "if you're not with me then you're against me", the furious King sent his troops after Hong, and would have captured him until he remembered that his own life and well being is linked to that of Hong's through the threads of history - that the death of one would mean the loss of the other. He remembers a time once when Hong did something that could have changed history, both of them lost their reflections as a result. Reluctant but acting out of self-preservation, the king sent Hong into exile, and decreed that the name Hong Siu Long should never be seen, heard or be spoken of again. All books that mentioned him would be destroyed, and the writers and scholars who disobeyed this edict would be killed - an imaginative explanation to account for Emperor Qin's notorious and brutal act of "burning books and killing scholars".

Hong, with his wives and sworn brothers, find paradise in the grasslands far from the city, and even has a son with Wu Tingfang. The last revelation is revealed during the final moments of the finale episode - Hong's son is in fact Xiang Yu, who would one day overthrow the Qin Dynasty.

A Step into the Past (literal translation: *The Chronicles of Finding Qin*) is a Hong Kong television drama produced by TVB, released in 2001 and adapted from the novel *Xun Qin Ji* by Huang Yi. It tells the story of a 21st century Hong Kong cop, Hong Siu Lung, who travels back in time to the Warring States Period of China, and finds himself involved in important history events leading to the unification of China.

A Step into the Past is one of the most critically acclaimed TVB production ever in the studio's history. It received very high ratings during its initial run in 2001, and continued to be highly successful during its midnight re-runs in summer 2005, leading to yet another trend of late-night TV watching after *At the Threshold of an Era*.

At that time Louis Koo was already famous and popular, and had major roles in countless TV series before. This was the last TV series that he took part in, however, because he decided to concentrate on acting in feature films rather than television. He has since starred in numerous popular films such as the critically acclaimed *Election* and its sequel.

Raymond Lam, in his first major role, was highly praised for his breakthrough performance as Emperor Qin, and rose to fame quickly. He has starred in numerous leading roles ever since.

After its successful summer 2005 midnight re-run, TVB decided to release *A Step Into The Past* on DVD and VCD for the first time on November 18 of the same year. It also became the second TVB drama to receive a DVD release (after *War and Beauty*), and the first to receive a non-limited release.

The wealthy businessman who invented the time machine (played by Tang Yat Kwan) resembles in many ways to Richard Li, the son of wealthy Hong Kong businessman Li Ka-Shing. The resemblance could be interpreted as intentional, as Richard Li was closing a deal to buy out Hong Kong Telecom (then renamed Cable and Wireless HKT) at the time, which was hailed as the largest takeover in Hong Kong history. While filming in mainland China, Jessica Hsuan was stricken with Cholera, causing her to enter a local hospital. She remained in bed for over a month until she was able to leave and start filming again. This caused Jessica's character to be absent for a while in the series. During her hospital stay, many of her co-stars, including Louis Koo, visited her regularly.

The series attempts to keep to accurate chinese historical events, and is available in Mandarin and Cantonese.

Wai-kin Chong .. Producer.

WR.

DIR.

EPISODES: 40 **YEAR MADE:** 2001 **COUNTRY:** CHI **SEASONS:** 1

HKTVB (TELEVISION BROADCASTS LIMITED)

CREATOR: YIK WONG (BASED ON NOVEL)

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Cantonese

SEASON BREAKDOWN: (1) 40

DATE OF PREMIER: 15/10/2002

AIR DATE OF LAST EPISODE 07/12/2001

SEASON DATE BREAKDOWN:

FILMS:

Lee See KWOK-PONG CHAN, Wu Ting-fong JESSICA HESTER HSUAN, Lin Chun WAH KONG, Hon
Siu-lung LOUIS KOO, Lui But-wai FUNK KWOK, Chun Ching SONIJA KWOK, King's mother SEUN
LAI, Chiu Poon RAYMOND LAM, Chiu Mook WAISE LEE, Lee Chi-shing MENG LO, Chiu Sin
MICHELLE SARAM, Chiu Nga LEI SUET, Sin-yau LAI-MING TANG, Wu Ying-yuen WAI WONG, Lui
Leung-yung SHERMING YIU, Chu Kei YING-YING-YIU.

A TIME TO LIVE, A TIME TO LOVE

Shown in Moscow, A cross between BLAKE'S 7 and SPACE:1999. It was made in the early 1970s.

WR.

DIR.

EPISODES: 0 **YEAR MADE:** **COUNTRY:** RUS **SEASONS:** 0

CREATOR:

TYPE OF SHOW: **FORMAT:** SERIES

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** No **LANG:** Russian

SEASON BREAKDOWN:

DATE OF PREMIER: **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

A TRAVELLER IN TIME

A young girl goes to stay with her uncle and aunt in there Derbyshire farmhouse. She soon finds herself passing backwards in time.

Not a time machine in sight, just a doorway into the Elizabethan past for a five part children's historical adventure. The series was dramatised by Diana De Vere Cole, executive producer was Anna Home and the designer was Walter Miller, the series was seen on BBC 1 in the UK.

Filmed at the farm house (Babington House) owned by the parents of Simon Groom, presenter of "Blue Peter" (1958).

WR. Alison Uttley

DIR. Dorothea Brooking

EPISODES: 5 **YEAR MADE:** 1978 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR: ALISON UTTLEY

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 5

DATE OF PREMIER: 04/01/1978

AIR DATE OF LAST EPISODE 01/02/1978

SEASON DATE BREAKDOWN:

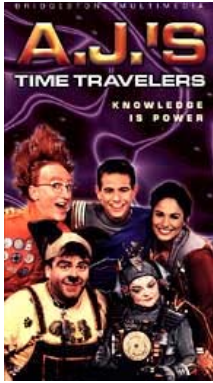
FILMS:

Penelope SOPHIE THOMPSON, Uncle Barnabas GERALD JAMES, Aunt Tissey/Dame Cicely ELIZABETH BRADLEY, Mistress Babington MARY MAUDE, Tabitha SARAH BENFIELD, Francis Babington SIMON GIPPS-KENT, Jude LOUIS HAMMOND, Anthony Babington CHARLES ROGERS, Tom Snowball MICHAEL GREATOREX, Arabella MICHELE COPSEY, Adam Deedick GRAHAM RIGBY, Mary Queen of Scots HEATHER CHASEN, Seton GILLIAM MAUDE (Eps. 3-5).

Wr Alison Uttley

Dir Dorothy Brooking

A.J.'S TIME TRAVELLERS



15 Year old A.J. Malloy discovers about historical figures in the past, by the use of a space-time machine. A.J. is not alone on his journey however, also on board the Kyros was Izzy, a half man - half dog; B.I.T. ; a cyborg navigator; Maria, the pilot and first officer; and Ollie who ran the timeship, when A.J. was not on board. A.J.s trip's into the past however were thought with danger when after his journey he has to answer questions about the historical figure that he has just visited.

This 1995 SF series was designed for kids to learn about history through the use of a time machine. "AJTT" was meant for young children to learn history and consequently is of very little significance in the world of SF TV. The show were very simple and the acting of some of the guest stars way over the top. Some of the famous people that AJ visited included Galileo, James Watt, Captain Smith of the Titanic, Edgar Alan Poe and Peter the Great. The show also attempted to have a catchphrase which was 'Knowledge is Power' which just sounded ridiculous everytime it was said by a cast member, in most episodes. In short, a series which is best forgotten.

The series was first seen in the US on FOX Television, but after only four episodes the series was cancelled, a number of other episodes however were seen in the syndicated market on WPWR. I have definite dates for 13 episodes on WPWR and four on FOX. However the number of episodes is far greater, this is due to a total of 35 episodes being seen in the UK, on the satellite and cable channel The Children's Channel, full details for those episodes however do not exist. The four writers for the series wrote the whole series, taking it in turns. Michael Finney directed all but one episode of the series.

WR. Barry Friedman, Phil Walsh, Richard Albrecht, Casey Keller.

DIR. Michael Finney, David Garfinkle.

EPISODES: 35 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 1

GOLD COAST TELEVISION ENTERTAINMENT/BOBBOT ENTERTAINMENT PRESENTS.../BAKRIE GROUP

CREATOR:

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 35

DATE OF PREMIER: 03/12/1994

AIR DATE OF LAST EPISODE 20/12/1995

SEASON DATE BREAKDOWN:

FILMS:

A.J. Malloy JOHN PATRICK WHITE, Joe ' Buzz' Malloy and Izzy WAYNE THOMAS YORKE, B.I.T. (Back In Time) PATTY MALONEY, Betty Malloy TERESA JONES, Maria JULIE ST. CLAIRE, Fly JOHN CRANE, Pulse JEREMIAH BURKETT, Ollie & Warp LARRY CEDAR.

1 - 1 *IMHOTEP*

A.J.s first mission into the past takes him back in time to ancient Egypt where he meets Imohtep - the man who designed the first of the great Egyption pyramids.

Wr Barry Friedman, Phil Walsh, Richard Albrecht, Casey Keller

Dir Michael Finney

1 - 2 *SIR ISAAC NEWTON*

The Kyros crew journey back to 1669, where the meet Sir Issac Newton.

Wr Richard Albrecht, Casey Keller

Dir Michael Finney

1 - 3 *GUTENBERG*

The crew of the Kyros travel to the 15th Century to meet the German printer Johan Gutenberg, who invented the printing press.

Wr Barry Friedman, Phil Walsh

Dir Michael Finney

1 - 4 *TUSKEGEE AIR MEN*

A.J. and the Kyros crew journey back in time to 1944 where they meet one of the famed Tuskegee Airmen, who had to fight the Nazis and discrimination, since the entire squadron was black.

Wr Richard Albrecht, Casey Keller

Dir Michael Finney

1 - 5 *TITANIC*

A.J. learns of the affects of changing history when he decides he needs to warn the Captain of the Titanic that his ship will soon land at the bottom of the ocean floor.

Wr Richard Albrecht, Casey Keller

Dir Michael Finney

1 - 6 *GALILEO*

The crew of the Kyros are challenged to find one of histories greatest scientists who is also a renowned trouble maker, Galileo.

Wr Richard Albrecht, Casey Keller

Dir Michael Finney

1 - 7 *JAMES WATT*

A.J. gets some help on his science fair project from James Watt, the inventor of the worlds first practice steam engine.

Wr Richard Albrecht, Casey Keller

Dir Michael Finney

1 - 8 *FLORENCE NIGHTINGALE*

Sent to find 'an angel with patience', A.J. and his crew realise that they are to find Florence Nightingale, the famous nurse from 1860.

Wr Richard Albrecht, Casey Keller

Dir Michael Finney

1 - 9 *DR. MARTIN LUTHER JR.*

A.J. and his crew set out to meet Dr. Martin Luther King Jr, during the civil rights movement, but end up meeting him as a young man in 1944.

Wr Richard Albrecht, Casey Keller

Dir Michael Finney

1 - 10 *JACKIE ROBINSON*

After walking a way from a fight at school. A.J. is given the task of finding an athlete who walked away from fights everyday and realises the man is Jackie Robinson - the first black to play major league baseball.

Wr Barry Friedman, Phil Walsh

Dir Michael Finney

1 - 11 *SIGMUND FREUD*

The Kyros crew goes back in time to visit the father of pyschoanalysis, Dr. Sigmund Freud, and after meeting him find themselves getting analysed.

Wr Richard Albrecht, Casey Keller

Dir Michael Finney

1 - 12 *EDGAR ALLEN POE*

A.J. and his crew get to meet Edgar Allan Poe, the father of both the modern detective story and the modern horror story.

Wr Barry Friedman, Phil Walsh

Dir Michael Finney

1 - 13 *EMPEROR CHIN*

The Kyros journeys back in time where the crew picks up China's first Emperor, Emperor Chin, the man responsible for unifying China and for building the first Great Wall of China

Wr Barry Friedman, Phil Walsh

Dir Michael Finney

1 - 14 *HENRY FORD*

After being asked what year Henry Ford invented the Automobile. A.J. meets the man and learns that he did not invent the Automobile but rather perfected the means of its mass production.

Wr Richard Albrecht, Casey Keller

Dir Michael Finney

1 - 15 *PETER THE GREAT*

A.J. and his crew go back in time to contact Peter the Great, the man who brought Russia into the modern world, to learn what his greatest accomplishment was.

Wr Richard Albrecht, Casey Keller

Dir Michael Finney

1 - 16 *CHUCK YEAGER*

A.J. takes the pilot seat of a Jet Airplane in order to experience breaking the sound barrier first hand, after hearing about it from Chuck Yeager, the first man to do so.

Wr Richard Albrecht, Casey Keller

Dir Michael Finney

1 - 17 *P.T. BARNUM*

A.J. gets some help promoting a school event when the crew of the Kyros go back to 1882 where they meet P.T. Barnum - one of the greatest showmen of all time, who made a fortune with his circus.

Wr Richard Albrecht, Casey Keller

Dir Michael Finney

ACE LIGHTNING



Combining live-action and CGI animation, this groundbreaking action/comedy follows the adventures of thirteen-year-old Mark Hollander (Played by British actor Tom Wansey). Newly arrived in North America from England, Mark is playing his favorite video game "Ace Lightning and the Carnival of Doom" when he discovers a level that shouldn't exist. While exploring the level, lightning strikes his house and electricity courses through his computer, bringing the game's characters to life. Believing the real world is another level of the video game, Ace Lightning (Played by Michael Riley) enlists Mark to help him defeat Lord Fear and find the missing pieces of the magical Amulet of Zoar. All the while, Mark tries to juggle living a normal life of school, family and friends. Mark's first North American friend is the school doormat and Ace Lightning expert Chuck Mugel(Played by Marc Minardi). Mark's love interest is Samantha Thompson(Played by Shadia Simmons).

Ace Lightning is a children's television show that has appeared in several different countries. It was filmed in Canada but the programme was set in America.

Human Characters

See Main Characters of Ace Lightning for more details.

Mark Hollander: An English boy moved to America who serves as Ace's sidekick, and has to deal with ordinary teenager problems in addition to fighting evil. In the second season he gets his own wrist cannon so he can help Ace fight.

Chuck Mugel: Mark's best friend and president of the town's Ace Lightning fan club. A computer expert as well. Called "Upchuck" by the school bullies because he vomits easily. At the end of season one, he dates Wayne's cousin, Jessica. He meets Ace when he uses a microchip located in Mark's piece of the Amulet in Season 2, helps him with new upgrades and brought back Sparx from the Sixth Dimension.

Samantha Thompson: Mark's first girlfriend in season one. She was always suspicious of Mark in the first series and split up with him eventually. In season two she is in a boarding school and later chooses a new boyfriend named Jeremy.

Kat Adams: A new girl in school who becomes Mark's third girlfriend. She finds out about Ace and the other characters.

Wayne Fisgus: The head bully of the school. He calls Lord Fear "Boneman" and has seen him several times in the Haunted House, though is either too frightened or skeptical to investigate further.

Ashley: Mark's cousin, and until the second season the only other person who knows about Ace and the Evil Gang.

Mr. Cheseborough: A science teacher who's a frequent incidental victim of the battles between Ace and the Evil Gang. He thinks Mark and the video characters are aliens. In the second season, he gets trapped in the game but gets out thanks to Chuck. But when he was released, he went insane trying to tell everyone that "aliens" were attacking. His current whereabouts are unknown.

Duff Kent: The carnival's original owner, but when Lord Fear appeared on the scene, he became a slave to the villains. He is good friends with the Rat and can give good advice to Lord Fear. He usually just complains about living with the villains and drives them to places outside the carnival in an ice cream truck.

Fiona and Simon Hollander: Mark's cheerful parents. Fiona loves garden gnomes, while Simon is into the fancy gadgets of America, like leafblowers. Simon is often a source of comic relief, but a competent fellow when the chips come down, as when he takes charge during a video villain attack.

Rick, The Master Programmer: The creator of Ace Lightning. He was mocked by his fellow programmers after creating a programme which brought the characters to life. Before he left, he put his program into an

ordinary game. He created Kilobyte, but Kilobyte betrayed him and trapped Rick in the game.

CGI Characters

The video-game characters all are created using CGI and special effects. Each character breathes, eats and sleeps, as do humans. The Lightning Knights each have an inbuilt information screen in their programming (as seen by Ace during the early episodes) which includes a map, the location, and a health bar (a la a POV from someone playing the game). If a Lightning Knight is harmed, they will be weakened and flicker, until the point where they are destroyed and sent back to the game, seen when Sparx is destroyed by Zip and Snip. This now appears to apply to Lady Illusion as in the final episode where she is destroyed by Lord Fear, she flickers before she disappears.

The villains are destroyed frequently in the series, but instead of returning to the game, they all morph into various items around the Carnival of Doom. All the villains except Lady Illusion and Fred are known to morph into an object. All the villains except Fred have been sent back to the game. No character has been destroyed for good, or what the fans call "deleted". Below is a list of what the villains morph into:

Lord Fear/Staff Head - Skeleton with staff.

Kilobyte - Ferris Wheel

Lady Illusion - Unknown, perhaps inapplicable

Dirty Rat - Gargoyle

Pigface - Bin

Anvil - Test-Your-Strength Machine

Googler - Puppet Theatre

Rotgut - Mini-Golf Course

The Lightning Knights

The Lightning Knights are the heroes of the video game who protect the Amulet of Zoar. If they suffer damage or overtax their powers, they must absorb electricity ("power up") to recover. When they are weakened in such a fashion, their images flicker with static. If they take too much damage without recovering, they are transported back into the game.

Ace Lightning

The hero of the series. Foremost of the Lightning Knights, and the leader of the war against Lord Fear. Brave, strong and sometimes a bit clumsy (evidence of his clumsiness can be seen when he breaks stuff in Mark's house), Ace fights nobly against the forces of evil. Ace can fly and has super strength. He fires lightning bolts from his wrist cannons in various forms, or he can use the Lightning Lance in the same way. The Shield of Justice can deflect powerful attacks back at the user. Ace employs Mark to be his sidekick in the battle against Lord Fear, much to Mark's protests. In Season 2, Kilobyte gives Ace human emotions, which believes will destroy him. Kilobyte's plan backfires when Ace and Lord Fear form a truce and with help from Mark, blast him into the game.

Sparx

Sparx is an energetic and the only known female Lightning Knight. She is Ace's sidekick, although she has trouble listening to him. Sparx cannot fly like Ace, so she uses the Lightning Flash to travel. Her weapon is the Sword of Jacob, which can fire lightning bolts like Ace's wrist cannons. Sparx made her debut in Episode 11, where she criticizes Mark for being small and he quits his role as the Knight. Sparx starts to like Mark after he saves her from Ace when he becomes a zombie. Sparx is then destroyed by Googler in Episode 16. She comes back from the game later on the series and helps Ace, Mark and Random Virus in the final battle against Lord Fear. In Season 2, Sparx is trapped in the game for six episodes, but is freed by Chuck.

Random Virus

Random Virus is a cyborg who is a Lightning Knight with two programmes, one good and one evil and so is a hero and villain at different times. Random's past is mysterious, but it says he has been a cyborg for six years in the official Ace Lightning Yearbook. Random got his metal parts and evil side when he was wounded in a battle before the events of the show. Random hides out in a junkyard away from others so he doesn't harm them. His evil side has taken over many times to try and destroy Ace Lightning. He has a robotic claw that can deflect energy beams or smash almost anything, and has a rarely-used power to mentally control machines. Random is one of the only two CGI characters who has not returned to the game.

The Villains

The villains inhabit the Kent Brothers Carnival, because of its similarity to the Carnival of Doom which is their headquarters in the game. They can be blasted into nothingness by the Lightning Knights, but in true video game villain fashion will keep coming back for more until the heroes are able to win the game. Upon being defeated they return to a carnival fixture to recover and soon return. On the official Ace Lightning site they were called "the Evil Gang," but are not given a group name in the show.

Lord Fear

The main villain of Season 1. An undead skeleton, Lord Fear is Ace's arch nemesis and has dreams of obtaining the Amulet of Zoar which he will use to conquer the universe. Lord Fear is able to extend his limbs to great lengths and throttle enemies with a tight grip. He has limp in his right leg and requires Staff Head to walk properly. A ruthless but aging tyrant, Lord Fear is a dangerous foe to the Lightning Knights. He can play the organ and golf like a pro and has never even had a lesson. He morphs into a skeleton with Staff Head. Despite being defeated at the end of the first season, Lord Fear returned for revenge. He was given the Doom Wagon by Kilobyte to be more formidable to Ace. After learning Lady Illusion, his mistress, had fallen for Ace, Lord Fear tried to kill her and unexpectedly succeeded when he mistook her for Ace. In the cancelled Season 3, he, Staff Head and Dirty Rat would be on the run, finding Mr. Cheseborough and briefly living with him while he figured out how to free his minions without the Amulet.

Kilobyte

Kilobyte is Season 2's main villain. Created by the Master Programmer to destroy Ace Lightning, Kilobyte makes his debut in Episode 29, but only as a silhouette. After examining Ace and the other character, Kilobyte revealed himself and conquered the Carnival of Doom easily. Kilobyte has four octopus tentacles which can drain another character of their energy, automatically making Kilobyte stronger. Kilobyte plotted to destroy Ace using human emotions and a mutant wasp named Fred. Kilobyte eventually freed himself from the Master Programmer's control and imprisoned him in the game. Kilobyte was annihilated by Lady Illusion (as Ace), Lord Fear and Mark. In Season 3, he was to be trapped in the game but released during Ace's rescue mission for Lady Illusion.

Lady Illusion

An ex-villain and a shapeshifter. She also can create bubble-shaped projectiles that either release gas or can trap Lightning Knights, and at least in the video game can control giant spiders. Lady Illusion was once Lord Fear's mistress, but she fell in love with Ace and they secretly became a couple. Half way through the first season, Staff Head discovered their affair and blackmailed Lady Illusion into doing Lord Fear's dirty work. In Season 2, Lord Fear forces Lady Illusion to collect the pieces of the Amulet, Mark has hidden in his house. Mark found out about her and Ace chased her away, but not before she given Ace human emotions. Lord Fear accidentally blasts her at the second season finale, as she had disguised herself as Ace, and she disappears. In Season 3 she was to be alive but imprisoned in the game and was to be rescued by Ace.

Staff Head

Lord Fear's weapon and crutch all in one. Staff Head resembles a frog on a stick. The orb he holds can fire powerful beams of energy which can damage foes badly. He can also slither around like a snake and trip enemies. In Season 2, Staff Head is redesigned to look more like a frog. He has a cousin named Benny.

Dirty Rat

Lord Fear's sneaky and deviously cunning spy. He is a winged rat dressed in a clown suit. He can also throw bubble-shaped projectiles just like Lady Illusion. Dirty Rat loathes Lord Fear and in one episode takes over the carnival. When at rest, he morphs into a gargoyle outside the haunted house. In Season 2, Dirty Rat works for Kilobyte but when he is destroyed, Dirty Rat flees with Lord Fear to safety.

Anvil

Anvil is the dim-witted muscle of the evil gang. Anvil is a humanoid rhinoceros with an anvil attached to his arm. Immensely strong and formidable, but equally stupid, Anvil is a force not to be taken lightly. However, when exposed to the dark, Anvil becomes a coward. Anvil morphs into a strength testing machine in the carnival.

Pigface

Pigface is a grotesque pig-like creature with a ravenous appetite. He is able to eat anything, from science beakers and golf clubs, to a vanload of pizzas. Pigface is incredibly disgusting and is known for his bad habits which includes farting, belching and picking his nose. He morphs into a trash can at the carnival. In Season 2, Pigface is upgraded with an energy-draining blast of snot.

Googler

A maniacal jester able to roll into a spiked ball. His glovepuppets, Zip and Snip have very sharp teeth and can spew venom into enemies, turning them into zombies. Googler was summoned by Lord Fear from White Hot Oblivion, where he was previously imprisoned by Ace. Googler helped in the killing of Sparx, but she got payback when she was resurrected from the game. In Season 2, Googler was upgraded with an ability to make the Lightning Knights "bleed" data until they returned to the Datastream.

Rotgut

Rotgut is an undead cowboy zombie. He has a problem keeping his body together and usually is distracted

from his missions when his hand crawls away. Rotgut dislikes being called a zombie and prefers being called the "Walking Dead". He is also very sensitive and has once attempted to hug Mr. Chesebrough at a farm. Rotgut did not make a very good impression on Lord Fear, who treated him like dirt. In Episode 36, Rotgut takes over Chuck's body, turning him into a zombie, but Mark defeats him. We also find out that Rotgut likes ribs. In the last episode, Ace says to Rotgut "Get back to your dirt hole, you walking dead guy!" and Rotgut believes Ace is calling him the Walking Dead. He goes to his grave a happy zombie.

Fred

Fred is Kilobyte's giant mutant wasp and the only character not to talk. Originally a normal wasp, Fred stung Kilobyte and absorbed some of his powers, transforming into a giant wasp. Fred flies Kilobyte around and helps him capture Ace and Sparx in some episodes. Fred is also the only character that Kilobyte shows kindness towards.

Candy Floss

Candy Floss is a character that was to appear in the cancelled third series of the show. She has a gothic-punk appearance and is armed with a bow which fires arrow that have explosive lollies on the end. She could also weave webs of candy floss to ensnare her enemies.

Buzzbeast

A character who was scrapped early in the making of season two, probably because of his appearance and choice of weaponry. It is a vicious-looking raptor with a circular saw built right into its head, and a smaller one in its tail.

Scrambler

Scrambler is a character who may appear in a third series. Fans have suggested that he might be the original concept for Kilobyte, an upgrade for Kilobyte or even a prototype character of the Cyber Stalker the Master Programmer has created, as their appearances are very similar. He was a character who only made it to the design stage, but was scrapped.

Video Game Characters

Footage from the games have been shown in the second series, whereas in the first season footage supposedly from the game was actually created just for the show. The CGI characters believe that the game is the Sixth Dimension, except Ace who discovers that it is really a video game. Chuck, Rick and Mr. Chesebrough have all become 3D characters, after being sucked into the game. Characters seen in the game include Giant George Wayne, an enormous cowboy golem, and a series of zombies and circus creatures.

Season 1 Synopsis

The first season was produced in 2002 and was shown in several countries like the United States of America, the United Kingdom and Australia. The season introduced the main characters throughout the 26 episodes. Episode 8 was a Halloween special and Episode 18 was a semi-April Fools Day special. Episode 20 was a clip show episode featuring the character Duff Kent seeing a psychiatrist about his life with the evils. The graphics were poor in some episodes, but overall decent. Throughout the series, the characters obtained pieces of the Amulet of Zoar which they used to summon reinforcements from the Sixth Dimension. These characters included Googler, Sparx and Random Virus. Originally the characters were going to originate from a comic book, but it was altered in terms of popularity against a video game.

Note: When broadcast in America, the episodes were shown out of order, which sometimes resulted in severe continuity errors. For instance, "Tunnel of Love" was shown before "Once Upon a Hero." Meaning Random Virus would show up as an established character the day before he would be established.

Season 2 Synopsis

The second series first aired in most countries in 2004, but it aired in the United Kingdom during the summer of 2005 for unknown reasons. Due to the poor reception of the first season, this season was not aired in the United States. The graphics were greatly improved, and several of the characters including Staff Head and Pigface were changed to look more like the animals they resembled. Kilobyte, Rotgut, Kat Adams and Rick the Master Programmer made their debuts in the season. Chuck also meets the Lightning Knights and Mark gets his own weapon, allowing him to battle the villains as well.

There were only 13 episodes, and focused on one overall storyline. Some people consider this season to be Season 3 (with most television shows having each season with thirteen episodes).

Season 3

A Season 3 was in the making but was sadly cancelled due to the show's unpopularity and not enough money

from merchandise to continue the project. Known facts about the show included Ace would go into the game and rescue Lady Illusion, possibly freeing Kilobyte and Rick too. Lord Fear, Staff Head and Dirty Rat would live together with Mr. Cheseborough for a while, Lord Fear using the teacher's knowledge and technology to find a way to release Anvil, Pigface, Googler and Rotgut from the game without the use of the Amulet. Candy Floss was also to be introduced in the series, presumably in the first episode (like Rotgut was in Season 2). Nothing else is known about the season but likely events would include Kat spending time with the Lightning Knights, Random Virus continuing to hide away and Ace and Lady Illusion having romantic moments together. It is unknown whether or not the season shall be revived for creation, but there is a chance.

Connections Between the Show and Game

After the first season, a series of video games were released for the Playstation 2, Gameboy Advance and PC. They seem to take place before the television show. There are connections between the show and games but very limited. Below are several connections.

Lady Illusion's game character is very different from the show's interpretation. She is very dull but appears to have a "soft spot" for Ace. Fans consider her to be more dependent in the game adaption. Also in the game, Lady Illusion is seen with her explosion upgrade (an orange ball) - whether or not this is a homage to Season 2 is unknown.

Random Virus is slightly different. He seems very schizophrenic and when his evil mode is in control, both of his eyes turn fully red.

Ace Lightning is rather overconfident in the game and doesn't possess his personality in the show.

Ace is unable to fly in the game as he can in the show, and needs to use trampolines and platforms to reach high places, and can die from falling off ledges.

All of the characters were not voiced by their original actors, just others who impersonated them. Sparx was not even properly featured in the game well i hope so

Produced by Jim Corston producer , Noreen Halpern executive producer , John Morayniss executive producer , Rick Siggelkow executive producer

Original Music by Tom Dalgety (songs) , Simon Head , Stacey Hersh , Philip Stanger , Mark Thomas

Casting by Derek Barnes , Robin D. Cook , Karen Goora

Production Design by Rupert Lazarus

Art Direction by Jayne Couch

Set Decoration by Peter Atto , Jon Beer , Craig Harris

Costume Design by Anne Dixon

Production Management - Paula Devonshire production manager

Second Unit Director or Assistant Director - David Carruthers first assistant director , Bruce Jensen third assistant director (one episode) , David Manion first assistant director , Brandon Tataryn trainee assistant director.

Art Department - Jayne Couch art director: head of department

Special Effects by Tim Good special effects coordinator , Andy Latimer special effects foreman (season 2) , Jim Peacock special effects prop builder (season 2) , Jeff Skochko special effects supervisor (season 2)

Visual Effects by Vanessa Arsen lead animator: Calibre Digital Pictures , Gavin Boyle CG animator , Ho Sung Cheon character animator , Graham Cunningham 3D modeler: Calibre Digital Pictures , Laurence Cymet compositor , Peter Denomme animation producer: Calibre Digital Pictures , Jonathan Gibson visual effects supervisor (season 2) , Mikkel Groesland character animator , Todd Jahnke animation director: Calibre Digital Pictures , Szonja Jakovits visual effects coordinator: season 2 , Susan Ma visual effects production manager: Calibre Digital Pictures , Mike Pieczonka 3D texture artist , Mark Schreiber character animator , Kennedy Shah visual effects supervisor , Rob Sischy lead lighter: Calibre Digital Pictures , Bryan Smeall digital compositor (season 2) , Robert D.M. Smith

.... animation director: Calibre Digital Pictures , Derek Sunderland additional 3D support , Rainy Venne
 lead visual effects artist , Yi Zhao lead technical director: Calibre Digital Pictures

Stunts - Alison Reid stunts , Kevin Rushton stunt coordinator

Other crew - Jeff Biederman executive story editor (season 2) , Jeff Biederman story editor , Marcel Brassard assistant editor , Ho Sung Cheon animator , Nicole Hilliard-Forde casting associate , Scott Johnston animator , Cash B. Lim assistant animation editor (season 2) , Cash B. Lim production assistant (season 1) , Marc Lougee animation director , Julie O'Brien assistant costume designer , Matthew Otto Animator.

2003 Nominated DGC Team Award Outstanding Achievement in a Television Series - Children's - Don McCutcheon - For episode "Face The Music".

WR. Jeff Biederman, Larry Brody, Richard Clark , Mark Leiren-Young

DIR. Gail Harvey , Graeme Lynch.

EPISODES: 39 **YEAR MADE:** 2002 **COUNTRY:** CAN **SEASONS:** 2

ALLIANCE ATLANTIS COMMUNICATIONS , BBC WORLDWIDE, BRITISH BROADCASTING CORPORATION (BBC)

CREATOR:

TYPE OF SHOW: COMPUTERS

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26, (2) 13

DATE OF PREMIER: 04/09/2002 **AIR DATE OF LAST EPISODE** 14/12/2004

SEASON DATE BREAKDOWN:

FILMS:

Mark Hollander THOMAS WANSEY, Chuck Mugel MARC MINARDI, Kat Adams ASHLEY LEGGAT, Samantha Thompson SHADIA SIMMONS, Ace Lightning (voice) MICHAEL RILEY, Duff Kent PHILLIP WILLIAMS, Mr. Cheeseborough R.D. REID, Brett BRANDON CARRERA, Fiona Hollander SUSAN DANFORD, Simon Hollander NED VUKOVIC, Peter DEVON ANDERSON, Wayne Figus JORDON HUGHES, Nettie Kutcher DIANE DOUGLASS, Heather Hoff's PETRA WILDGOOSE, Coach DAVID HUBAND, Jessica Figus MEGAN PARK, Ashley KAYLA PERLMUTTER, Lord Fear JUAN CHIORAN, Staff Head MICHAEL LAMPORT, Dirty Rat ADRIAN TRUSS, Lady Illusion TAMARA BERNIER, Pigface KEITH KNIGHT, Anvil HOWARD JEROME, Sparks DEBORAH ODELL, Googler RICHARD BINLSEY, Random Virus (voice) CATHAL J. DODD, Snip/Zip MATT FICNER.

1 - 1 *THE GAME BEGINS*

Thirteen-year-old Mark Hollander has just arrived in America from England. One stormy, wet night he's playing his favourite video game - Ace Lightning. He's discovers a level that shouldn't be there. Level 7! Just as he is going to explore it.

Lightning strikes the dish on his house, the power goes into Mark's Computer and characters from the game come to life. They continue to play out the game in our world, which involves an interesting struggle between Ace Lightning and his archenemy Lord Fear in Mark's backyard as they try to retrieve the pieces of the magical Amulet of Zoar.

Ace Lightning enlists Mark in his battle with Lord Fear, thinking that he too is a Lightning knight with powers(which isn't true). Ace gives Mark his piece of the amulet. Mark discovers that helping a superhero to save the world isn't easy.

Mark also makes friends or as he calls them 'mates' with Chuck Mugel or 'Upchuck' as he is called by the bullies. Mark is disgusted by how Chuck lets them push them around like that. He also meets Samantha, his beautiful next door neighbour at the bus stop. Samantha, is a little curious about all those noises she heard the night before in his backyard. (remember the fight mentioned above between Lord Fear and Ace Lightning). Mark however covers up with a that was the game, just had it loud routine.

Samantha invites Mark for pizza after school, but he blows her off because of Ace (something we'll see alot of in the episode's to come). Ace has found the Carnival of Doom and lives to fight another day. His car-draining power source isn't the best, so he is having troubles with that.

Wr Sean Kelly

Dir Don McCutcheon

1 - 2 *THE TRAP IS SET*

Ace Lightning becomes a prisoner to Fear in a carnival's Haunted House. Lady Illusion traps Ace in one of her famous 'bubbles'. The Carnival of Doom which belongs to a mortal called Duff. This is where Fear and his gang have made their headquarters

Mark enlists the help of his new-found friend Chuck, a true Ace Lightning fan, who gives Mark skillful tips about how to beat Lord Fear and his gang of evil minions. Chuck never knowing that the real Ace Lightning was but a mere couple of meters from him at various times

But of course, Mark's social life get complicated involving a popular, cute chick named Samantha Thompson. She takes an interest in Mark Hollinder and tries to discover, unsuccessfully what that british kid is up to.

That night at the carnival Mark get his first real taste of being a hero's sidekick. Firstly he saves Ace Lightning, by using Anvil's fear of the dark, which frightens him away like a child who just saw his first scary movie. Then he has to save Samantha and her just as popular boyfriend Brett from a bomb that was planted in one of their bunnies that they won. Marks saves them, but now he has labelled himself as the official british freak.

1 - 3 *THE SUBSTITUTE*

Lord Fear and his minions kidnap Mark's science teacher, Mr. Chesebrough and hold him prisoner. They replace Mr. Chesebrough with Lady Illusion in disguise. During Lady Illusion's stay at the school, she gives Mark and Chuck a detention for interrupting her class and shorts a desk in half. Mark suspects Lady Illusion is this fake teacher, and fears she will destroy him and Chuck in order to obtain his piece of the Amulet.

1 - 4 *FACE THE MUSIC*

After failing to fake having the flu, Mark has to go to school and face the music. Ace agrees to help Mark stop Lady Illusion, but they need a distraction for him to get in. They get that distraction when Chuck vomits in the middle of the school cafeteria after he discovers a pea in his tapioca pudding. Lord Fear sends Pigface to assist Lady Illusion in case things get messy. Can Mark and Chuck escape Lady Illusion and will Ace save them?

1 - 5 *THERE'S NO PLACE LIKE HOME*

Since Mark is in trouble for destroying the appliances (caused by Ace powering up from them) and not allowing Ace to power up from them anymore, Ace is caught between a rock and a hard place when he's low on power and being stalked by Anvil. Mark gets him to an old observatory which contains a transformer that Ace uses to return to full strength and defeat Anvil. He makes the observatory his home, calling it Thunder Tower.

1 - 6 *OPPOSITE ATTRACTION*

Tired of hanging around with Lord Fear waiting for something to happen, Lady Illusion strikes out on her own, with Lord Fear's piece of the Amulet. Ace captures her and brings her to the Thunder Tower where Mark is. The two fall in love and dance to Mark's music. But what happens when a furious Lord Fear appears and what will happen as Mark has stood Samantha up again?

1 - 7 *ONLY HUMAN*

Fear finds a piece of the Amulet of Zoar and uses it to summon a new villain to serve him, Googler. Googler's killer hand puppets bite Ace and their poison takes away his powers, but when Mark is about to be dropped into a ball pit to be eaten alive by the poisonous puppets, Ace's realization of the true friendship he shares with Mark restores his powers and he saves Mark.

1 - 8 *BEHIND THE MASK*

It's Halloween and there's a big party at Mark's house! But Chuck might not make it, since thanks to his costume, Pigface thinks he's Ace Lightning!

1 - 9 *ONCE UPON A HERO*

It's Halloween and there's a big party at Mark's house! But Chuck might not make it, since thanks to his costume, Pigface thinks he's Ace Lightning!

1 - 10 *KNIGHTS UNDER COVER*

Samantha has taken a job at the carnival and Lord Fear has chosen her as the perfect bait to capture Ace and Mark. Lady Illusion tells Ace of the plan, but it is all part of Lord Fear's plan. Ace and Mark decide to go undercover to keep an eye on Samantha and then take action when Lord Fear strikes, by disguising themselves as a motorcyclist and a girl. Unfortunately, what happens when Wayne starts stalking the

disguised Mark, and when Googler returns to attack Sam? Can Mark and Ace defend her without giving their secret away?

1 - 11 *TUNNEL OF LOVE*

Lord Fear's plans to turn random virus evil fail miserably when Mark figures out a way to turn him good again. If only mark wasn't to interested in winning the love of his life...

1 - 12 *NOBODY'S HERO*

Mark's life is hitting rock bottom. His grades are dropping rapidly, his parents ground him, he is having problems with Samantha and Ace accidentally crushes Mr. Cheseborough's car. And worst of all, Ace has found another piece of the Amulet but Anvil is guarding it. Lord Fear starts to stalk Mark and eventually captures him. Ace saves Mark and the new piece of the Amulet summons Sparx from the game. However, Sparx makes fun of Mark and he quits right there. But will Ace and Sparx have smaller chances of winning the war without Mark?

1 - 13 *ACE'S WILD*

Zip and Snip bite Ace and their poison turns him into an obedient zombie. Although contemptuous of Mark before, Sparx has no one else to turn to for help now and gets him to help again. Ace and Lord Fear attack them, but just as Ace is about to fry Mark, his computer releases a cure for Ace, who helps Sparx chase Lord Fear away.

1 - 14 *THE FIELD TRIP*

1 - 15 *NOT ALONE AT HOME*

While Lady Illusion keeps Ace and Sparx busy at Thunder Tower, Lord Fear, Dirty Rat and Pigface take the fight to Mark and try to break into his house and take care of him once and for all while he's babysitting his cousin Ashley (the only other person who knows about Ace and the other characters).

1 - 16 *UNIDENTIFIED FLYING SUPERHERO*

1 - 17 *A FRIEND IN NEED*

1 - 18 *THE LAST LAUGH*

1 - 19 *DOWNLOAD DISASTER*

Without Sparx's help Ace has to strain himself harder and harder to stand up to Lord Fear's ever-strengthening forces. Mark tries to get Random Virus to help Ace, but when Random attacks Mark Ace warns him to stay away from the cyborg. Mark tries to download some new powers into Ace to give him an edge, but his computer crashes and Ace becomes a lifeless statue that is easily captured by the evil gang. At their victory party, Mark shows up with Random Virus. During the fight Lady Illusion kisses Ace and brings him back to normal, and he and Random rout the villains. But Staff saw her doing it, and blackmails her into following his orders.

1 - 20 *DAFFY DUFF*

1 - 21 *THE UNLIKELY HERO*

Chuck gets shot by Ace's lightning blast giving him temporary powers in his foot, so Lord Fear decides to try and take care of him before he can become another lightning knight.

1 - 22 *THE NOT SO GREAT OUTDOORS*

Mark's dad takes the gang of boys camping, but Lord Fear and company decide to crash this all guys night out.

1 - 23 *THE BIGGEST FAN*

1 - 24 *THE PLAY'S THE THING*

1 - 25 *THE RAT TURNS*

The Rat finds the last piece of the amulet and uses it to convince the others to revolt against Lord Fear. Meanwhile Staffface blackmails Lady Illusion into taking the amulet.

1 - 26 *GAME OVER*

Ace and the other Knights are slowly losing their energy as Lord Fear has the Amulet. Mark is torn between whether or not helping Ace or going to the school prom. Mark decides to do right and fear not and sneaks into the Carnival of Doom to locate the Amulet while Ace, Sparx and Random battle it out against Lord Fear and his minions. Can Mark find the Amulet before Lord Fear destroys Ace or will it be game over?

2 - 1 *UPGRADES*

Three months after Lord Fear's demise in the previous series, Mark returns from a holiday in London to find that Ace and Sparx plan to return to the Sixth Dimension and take Random with them. Random, however, doesn't wish to go and when Mark opens a portal to his game, Ace and Sparx are sucked inside, leaving Random and Lady Illusion behind. Mark's troubles worsen when Lord Fear miraculously returns and starts rebuilding his army, with the return of Lady Illusion and a zombie named Rotgut. How can Mark possibly stand a chance now without Ace to help?

2 - 2 *THE GAME'S ON*

2 - 3 *UNINVITED GUEST*

2 - 4 *A SECRET LIFE*

Chuck isn't having any luck locating Sparks and things are getting worse as Kilobyte gives Lady Illusion a new power. He plans to use her to infect Ace with human emotions, What will happen to Ace Lightning?

2 - 5 *WELCOME TO THE NIGHTMARE*

With Ace now infected with human emotions he is unable to control his rage, and Mark and Chuck must find out what's wrong with him. But they have to leave for a school trip to a Friendship farm. Heather attempts to split up Kat and Mark, and Ace Lightning must face Kilobyte and his new pet Fred. Has Ace Lightning finally met his match?

2 - 6 *THE SEARCH FOR SPARX*

2 - 7 *BOUND TO FAIL*

2 - 8 *FORMULA FOR DISASTER*

2 - 9 *CHOICES*

Sam realizes that she is in love with another boy from her new school.

2 - 10 *ROTGUT RIDES AGAIN*

2 - 11 *PUTTING IT TOGETHER*

2 - 12 *KILOBYTE BACKS BACK*

2 - 13 *THE MASTER PLAN*

ACE OF WANDS



Ace of Wands concerned Tarot, who was a master magician and telepathic super sleuth, who would use his gifts in order to fought evil criminals, such as Madam Midnight and Mr. Stabs. For the first two seasons his stage assistant Lulli Palmer, who has a telepathic link with Tarot would share his adventures.

"Ace of Wands" has never been aired in America. It is unlikely that the program will ever be, since all the episodes from the first two series no longer exist in the archives. All of the episodes from the third and final season do exist however. This highly successful ITV children's adventure series of the early 1970s conjured up one of television's most dashing fantasy heroes - Tarot, a master magician, illusionist, escapologist, and telepathic supersleuth, Tarot was hailed at the start as a '20th Century Robin Hood', with a pinch of Merlin and a dash of Houdini.

With his companions, Tarot tackled and dispatched a collection of outrageous villains who wouldn't have felt out of place in BATMAN - adversaries such as Madam Midnight, the evil magician Mr. Stabs, art thief Tun-Ju, mad chessmaster Ceribraun and the bizarre Mama Doc. Created by Trevor Preston, the series wove magic, the supernatural and science-fiction into a set of adventures that weren't afraid to send out a shiver or two. Several tales have especially sinister storylines, in 'The Beautiful People', domestic machines turned on their owners; the unnerving 'Mama Doc' turned people into life-sized dolls; and 'Nightmare Gas' included horrific dreams that could literally scare victims to death.

This highly successful British children's adventure series of the early 1970s conjured up one of television's most dashing fantasy heroes-Tarot. A master magician, illusionist, escapologist and telepathic super-sleuth, Tarot was hailed at the start as "a 20th-century Robin Hood, with a pinch of Merlin and a dash of Houdini." With his companions, Tarot tackled and despatched a collection of outrageous villains who wouldn't have felt out of place in Batman-adversaries such as Madame Midnight, the evil magician Mr. Stabs, art thief Tun-Ju, mad chessmaster Ceribraun and the bizarre Mama Doc. Created by Trevor Preston, the series wove magic, the supernatural and science fiction into a set of fantasy adventures that weren't afraid to send out a shiver or two. Several tales had especially sinister storylines: In The Beautiful People, domestic machines turned on their owners; the unnerving Mama Doc turned people into life-sized dolls; and Nightmare Gas induced horrific dreams that could literally scare victims to death.

Sharing Tarot's adventures were, in the first two seasons, his stage assistant Lulli Palmer, who had a telepathic link with Tarot, his enterprising, ex-convict, stage manager Sam Maxted, and the eccentric Mr. Sweet, an antiquarian bookseller with a computer-like mind. By Season Three, Mr. Sweet was still around, now working at a university, but Lulli and Sam had given way to Mikki Diamond, a young journalist, and her photographer brother, Chas. Mikki, too, had a telepathic link with Tarot. Completing the regulars was an inscrutable owl, Ozymandias.

Producers for the series were Pamela Lonsdale (Season One & Two) and John Russell (Season Three). The music was by Andrew Brown and the magical advisor was Ali Bongo. Designers for the series were Tony Borer, Bernard Spencer, Colin Andrews, Frank Gillman, Tony Borer, Harry Clark, Bill Palmer, Gordon Toms, Philip Blowers, Andrew Drummond and Eric Shedden.

It was in the Summer of 1970, when the heroes of children's adventure shows were still either adults or puppets, that Thames television launched one of their most successful children's fantasy series - Ace Of Wands. The series portrayed the adventures of a young magician, Tarot, and his assistants Lulli Palmer and Sam Maxted. As well as having a stage career as a conjuror and escapologist, Tarot spent much of his spare time solving mysteries and crimes of a bizarre or magical nature. As with many serials of that time, the format was a series of multi-part stories (as in Doctor Who, Sexton Blake, Orlando etc) with the usual story length being three twenty-five minute episodes.

Trevor Preston and Pamela Lonsdale created the series. Preston is best known these days for his contributions

to Euston Films' series such as *The Sweeney* as well as *Out and Fox*, both of which he created. Back in the sixties and early seventies, a great deal of his work was in adapting existing stories for children's television including *The Lion*, *The Witch And The Wardrobe* in 1967, *The Incredible Adventures Of Professor Branestawm*, a 1969 Thames production, and *The Tyrant King*. Preston remained faithful to the fantasy elements of these earlier serials with his stories for *Ace Of Wands* although his reason for writing it points also to his later work: "The kids were watching the cop/crime series so I decided to write for them a kids cop/crime. The series turned out very close to the original idea."

Preston had very little to do with the later episodes after Pamela Lonsdale handed over the producer's reigns to John Russell in 1972. He saw scripts by other writers before production but set no storylines. "Some of them," he says, "were very good, especially those by P. J. Hammond." Preston's favourite story was "Seven Serpents, Sulphur and Salt", also a favourite of Pamela Lonsdale, and Michael Mackenzie who played Tarot.

Unlike Preston, who later wrote almost exclusively for adult drama series, Pamela Lonsdale continued to produce series for the younger viewers and was Executive Producer responsible for Children's Drama at Thames Television for five years until she turned freelance at the end of September 1984. She was producer of the first two series of *Ace Of Wands* and as well as creating the series with Trevor Preston she also directed one story - the superb "Seven Serpents, Sulphur and Salt". Before *Ace Of Wands* she worked on several other children's series including the excellent *Smith, The Queen Street Gang* (whose timeslot, when vacated, was taken over by Preston's *The Tyrant King*) and, with Preston, *The Lion*, *The Witch And The Wardrobe* for ABC TV. Pamela says, "I view the series with great affection and it was in fact one of the most successful shows we have ever transmitted." The series did well abroad and sold to several countries including Canada, Hong Kong, New Zealand, Yugoslavia and Thailand.

Restrictions set for the series were various. Not more than to 2½ to 3 minutes of outside filming could be used per 26 minute episode. Filming was limited to within 30 miles of Teddington studios, allowing the crew the whole of London and the Thames. Two permanent sets were constructed, these being Tarot's apartment complete with security and looking devices, and Mr. Sweet's bookshop, plus a maximum of two extra sets per episode. A cast of ten per episode was allocated, including regular cast.

The original title for the series was *Tarot* and other names for the hero were considered such as *Chandos*, *Marcos*, *Dom*, *Zadig* and *Omega*. The title *Ace Of Wands* refers both to the lead character Tarot and also to a card in the tarot pack. The divinatory meanings of the card, which is also known as the 'Ace of Batons', point to intuition, creativity, originality and artistic inspiration - all aspects of Tarot's character.

A relatively unknown actor was chosen to play Tarot - Michael Mackenzie. Then in his late twenties, Mackenzie had only been acting for three years, having previously trained for a career in law. Most of his work at that point had been in the theatre, although he had appeared in series such as *Rogue's Gallery* and *Doctor In The House* and was perhaps a surprise for the series lead. In such less-enlightened times, magazines like *TVTimes* made much of the fact that Mackenzie's then wife, actress Ann Holloway, was already had one of the leads in the sitcom *Father, Dear Father* and thus had previously been more successful than he. Mackenzie himself claims that he had no idea what he was doing at first, apart from making sure he looked good in the trendy clothes and fast cars. His aim was to convey the impression of great inner strength plus mental and spiritual development, but to be relaxed too. His special research only involved learning what the Tarot cards were and learning tricks from famous magician Ali Bongo, the show's magic adviser. In the event he and the part fitted hand-in-glove and it would be hard to imagine a more experienced actor doing better in the role. Despite this, little of Mackenzie's subsequent work was in television and he has spent most of his time since *Ace Of Wands* in the theatre, with brief fantasy excursions on television in *The Omega Factor* and *Blake's 7*. This latter appearance featured either a great co-incident or a wonderful in-joke. Mackenzie plays a guard on board the ship taking Blake and other convicts to *Cygnus Alpha*. During an escape attempt he is distracted by Vila, played by Michael Keating - the method of distraction? Vila shows him a card trick! In 1985 he made a brief appearance in *Edge Of Darkness* and he later went to Russia to make an American mini-series *Peter the Great*. After a great many years absence, his face became familiar once again as the devious Dr. Turner in *Cardiac Arrest*.

"I liked any story in which I was allowed to drive the BMW bike, or the cars fast, or when we could bring Ozzie the Owl into things," recalls Mackenzie. "Although I've forgotten most of the stories, I can remember most of the villains! That was one of the great strengths of the series, the baddies were terrific, great fun to play, which is why we got so many good actors to play them ... such as Russell Hunter as Mr. Stabs."

Tarot was an enigma to the outside world, and it was originally planned that he would always perform in a mask. He was very handsome, very intelligent and, so the Thames press-releases would have it "could defend himself with the grace of a matador." Primarily he liked to solve mysteries and combat crime. He lived in his own private 'pad' (as the jargon was at the time) which was originally to be on top of a London sky-scraper, although was relocated to the upper floor of a warehouse. He also owned an E-type Jaguar.

Tarot, had an assistant, as magicians do. Twenty-three year old Judy Loe, then a newcomer to television, played Lillian Palmer, known by her nickname: Lulli. As well as helping Tarot with his act on stage, she had a telepathic link with him which enabled them to communicate with each other even when several miles apart. Lulli had met Tarot when Tarot, driving with Sam in his Jaguar, sensed Lulli's mind nearby and lost control of the car, resulting in a collision with Lulli's beach buggy. Discovering their telepathic link, Tarot asked her to be his aide, and the twenty year old orphan agreed. An ex-Oxford University student, she had studied philosophy but had left, bored, after a year. She was vulnerable because of her femininity, but also had the guile unique to females. Since *Ace Of Wands*, Judy has worked on various TV shows including *Goodnight And Godbless*, *Missing From Home* and *Revelations*. The third member of the team, and the first to be cast, was Tarot's loyal cockney friend Sam Maxted, played by Tony Selby, who was generally known for 'heavy' roles. As well as helping with his stage equipment as stage manager, Sam was Tarot's 'right-hand' man and could be relied upon in a fight (which was seldom as the production team knew that fights in the confines of a TV studio did not work) or for opening locks and gaining entrance. Sam had been a seaman, gravedigger, fish porter, fair-booth boxer and bodyguard. After two spells in the nick he had hit hard times and was a sack-and-chain man for an old escapologist when he met Tarot. He lived at Tarot's apartment creating the trick props, lights and music for Tarot's act. Sam's mode of transport was a BMW motorbike. Selby was later best remembered for his role as Corporal Marsh in *Get Some In!* and later for his roles in *Hideaway* and as Glitz in *Doctor Who*. The fourth regular was Mr. Sebastian Sweet, an antiquarian bookseller played by veteran actor Donald Layne-Smith. Mr. Sweet often acted as Tarot's front man, using his many contacts at universities and other places, such as the bizarre Charlie Postle, to help Tarot's investigations. Frequently though, it is these friends who are themselves the cause of Tarot's investigations. Now running an antiquarian bookshop in Bloomsbury, the sixty-year-old man enjoyed an international reputation as a lepidopterist and entomologist. He had a remarkable knowledge and a vast array of books on all subjects. A true and amazing eccentric, he dressed in tweeds and rode a Moulton bicycle.

Completing the team was Ozymandias, played by Fred, a Malayan fishing owl. Ozzie's main purpose was to sit on his open perch in Tarot's flat looking inscrutable, and this he did very well, Fred Owl was owned by Tony Travers and was well trained to avoid wasting recording time in the studio. He was loved by all, particularly Lulli, although Sam jokingly referred to him mainly as a "mangy lump", or a "cross-eyed cuckoo". After a while, the cast were able to take more control of the scripts and iron out any inconsistency of character or story continuity. Mackenzie relied a lot on Preston or director John Russell at first, as both wanted it to be as way-out as could be allowed for what was officially a children's series.

One more person connected with the show throughout, although only credited from season two onwards, was Ali Bongo, the series' full-time magical adviser. Ali subsequently worked with Paul Daniels and the late David Nixon. During *Ace Of Wands* he was relied upon to coach Mackenzie in the art of performing his tricks in front of the camera in a manner that looked professional. According to Mackenzie though, the most difficult thing that Ali persuaded him to do was to make a speech as his guest at a Magic Circle dinner! In addition to his role as magic coach, Ali also built specialised props for the show, such as the snake in "The Power of Atepe", the smoke bombs in "Now You See It, Now You Don't" and even played the mummy in "The Eye Of Ra". The only item of merchandise connected with the show was a record of the theme song written by Andrew Bown and Trevor Preston. Recorded by Bown and titled "Tarot" this record was released on the Parlophone label (R5856) after recording in July 1970. It is identical to the music used on the episodes, although the Preston's lyrics underwent some changes between initial draft and recording. The record was backed with the incidental music track "Lulli Rides Again". Deleted in February 1971, copies are very hard to find. The remaining music used on the series was stock from various sources. Other merchandise for the series was proposed in the form of a comic strip in "Look-In", the new Junior TV Times launched in 1971, and a paperback book. Neither of these came about since Preston was determined to write all the new material himself, and the rates offered for such work were too low.

Only two directors were used on the first series of thirteen episodes - John Russell and veteran Michael Curren-Briggs, both of whom directed two stories. Russell was, in fact, to remain with the show throughout its three series, directing six of the fourteen stories and eventually taking over the producer's chair.

The first series was not, perhaps, quite as magical as the latter two. Although the villains themselves had magical powers throughout each series, the first concentrated on slightly more conventional 'crimes' whereas later stories sometimes featured no obvious 'crime' at all. Sadly, the original production files on the series have been lost or destroyed by Thames, and details of recording are non-existent bar a few details on the first season. The opening tale, "One And One And One Are Four" was allocated much location shooting, at the Ham and Petersham Rifle Club on May 15th 1970 and Highgate Cemetery on May 20th. The story went to studio for videotaping on 26th May and 10th June with "The Mind Robbers" recorded on the 1st and 15th of July. There was then a break for the publicity run-up to telecast with a photocall in London for the regular cast on July 26th. "Now You See It, Now You Don't" was recorded on August 12th, and the final story "The Smile" was made over August and September with some location work, during which Fred Owl caused a lot of

problems by refusing to leave a tree!

The series began transmission in July 1970 with "One And One And One Are Four" by Preston and directed by Russell. It involved Tarot and company being asked to recover an invention stolen by Madame Midnight (Hildegard Neil) and her accomplice Teddy Talk (Michael Standing). The device, which when used for good can cure paralysis, is of course a deadly weapon in the wrong hands. This was an oft-used plot: the theft of a new invention to be used for evil.

Story two, "The Mind Robbers", was written by William Emms, a writer brought on to the show from Callan suggested to Pamela Lonsdale by her husband, Reginald Collin, and directed by Curren-Briggs. Tarot is asked to find two missing government ministers who have been captured by Señor Zandar (Vernon Dobtcheff) and his assistant Fat Boy. Zandar captures Lulli and uses her to trap Tarot in his bizarre house where they encounter goats, a donkey, a Zulu warrior and many other strange figures. Needless to say, Tarot manages to turn the tables on Zandar in the nick of time.

The only two-parter, "Now You See It, Now You Don't" was written rapidly by the late Don Houghton, also a Doctor Who writer at the time, and featured Christopher Benjamin as Falk, a villain who occupies a houseboat full of computers and Nazis. The climax of the story takes place in Battersea Power Station and director John Russell was given permission to shoot the final scenes inside the real power station, thus giving the episode a greater air of authenticity, instead of building a smaller studio mock-up as was originally planned.

The season closed with "The Smile", another Preston story, in which Tarot comes up against Tun-Ju (Willoughby Goddard) and Mrs Kite. Tun-Ju is an art thief and after successfully stealing Venus he embarks on a more audacious plan to steal the Mona Lisa. Fortunately he is thwarted by Tarot, who during the story is exposed to mind wiping machines and other fiendish inventions created by the huge oriental villain.

In the first season, when Tarot and Lulli were in ESP contact, the camera would close in on Mackenzie's eyes. During these scenes Mackenzie would wear large black contact lenses, and an image of Judy Loe's head would be superimposed over them. For this Judy Loe stood on a black set in a black velvet catsuit to be filmed by a separate camera. For the second and third seasons, Mackenzie retained the contact lenses all the time as he felt they helped give Tarot a special feel. A lot of trick photography was used on the show, some of it still experimental at this stage. Ace Of Wands was one of the first Thames shows to make extensive use of chroma-key, and also used inlay, plus a locked-off camera so that people or things could appear or disappear. But all the tricks that Tarot did, Mackenzie tended to do himself, some of the conjuring acts were clearly impossible to achieve without stopping the videotape and cheating the viewer.

Season two opened in July 1971 with one of the best tales, "Seven Serpents, Sulphur And Salt". This three part story, the last to be written by Preston, concerned the exploits of Mr. Stabs or rather Estabis (excellently portrayed by Russell Hunter), an evil magician of the Brotherhood whose headquarters were in the eerie taxidermist's shop. Aided by his smelly sidekick Luko and the spirit Polandi, Stabs sets out to get the missing segment to the Secret Seven Serpents which is in Tarot's possession and use the power he gains to discover Flameld's formula for turning base metal into gold. After several near defeats, Tarot eventually gains victory over Stabs using his powers of ventriloquism. Stabs, believing he is hearing a voice of a power higher than himself, disappears in a puff of smoke leaving a pair of white gloves behind him. Viewers in the Thames area were very lucky as the story was shown again in London only - in July 1973, a much deserved repeat.

This story contained one of the few 'gimmicks' in the series. Stabs' powers stem from his hand and all his spells required him to point at the object or person who was to be the victim and chant a rhyme which always began with the words 'Hand of Stabs' (e.g. Hand of Stabs - Turn this fool - Into a fish - Without a Pool). Trevor Preston recalls seeing kids in the street doing 'Hand of Stabs' as one of his fondest memories of the series. This was the only time episodes were broadcast out of production order. This story was in fact the last of the four of season two to be completed. It was obviously and rightly regarded as being the strongest and therefore most suitable for a season opener. The remaining three stories were screened in production sequence - as were all six stories of season three.

"Seven Serpents..." was followed by "Joker". another favourite of Pamela Lonsdale's. Written by Peter J. Hammond, this three part story saw Tarot on the trail of a troupe of entertainers who specialize in giving shows to school children. Led by Uncle Harry (Dermot Tuohy) their show featured a ventriloquist's dummy, the Joker of the title. During the ventriloquist's act, the dummy's eyes would turn white and a strange sound was heard, causing the children watching to go berserk and wreck their classrooms. The use of both the dummy and other playing card characters was very sinister.

P. J. Hammond was invited to write for the second season and came in under the impression that the show had reached the stage where new writers with fresh ideas were necessary. He always looked for quirky storylines and inventive villains which he felt were missing from the earlier episodes. Overall of the series, Hammond

remarks: "Ace Of Wands was very good for me. It was great fun to do and allowed free reign to the imagination. In a way one could say that it perhaps helped to inspire me with my own project, Sapphire And Steel."

Don Houghton's "Nightmare Gas" followed, and drew heavily on his two recent Doctor Who tales, "Inferno" and "The Mind Of Evil" for ideas. The story concerned the theft of some cylinders of the deadly hallucinogenic H23 gas by Thalia Smith (Isobel Black) and her taciturn brother Dalbiac (Jonathan Newth). Thalia had once worked for the gas' creator, Dr Richard Winthrop, and on learning that the gas was to be destroyed arranged to hijack the lorry containing the canisters. Winthrop visits Mr. Sweet and asks him for help in recovering the gas which first induces sleep and then nightmares which appear so real to the dreamer that after twenty-three minutes the victims die from shock. Lulli drives Winthrop to see Brigadier Connaught, another of Mr. Sweet's many friends, but they are captured en route to the beach buggy by Thalia and Dalbiac. Both are taken to Thalia's headquarters, but Lulli is able to communicate to Tarot some information about her new prison - a windmill. Tarot follows but is captured and the gas is used on him.

A diamond gives its name to the final second season story, "The Eye of Ra". It is a diamond reputed to have magical powers, one of which is the ability to turn people into chalk statuettes. A wheelchair bound chess-master Ceribraun (Oscar Quitak) wants to obtain the diamond. He tries to force Tarot to steal it for him by kidnapping Mr. Sweet and making it appear he has been turned to chalk. His statuette is then knocked over and smashed by accident causing Tarot to think Mr. Sweet has been killed. Lulli, as well as Mr. Sweet, finds herself a prisoner of Ceribraun and his servant, Fredericks, and in trying to rescue her, Tarot finds himself on Ceribraun's giant robotic chess board being crushed by two huge chesspieces.

After the second season, Judy Loe and Tony Selby left the cast. Both had other commitments and so Pamela Lonsdale had to find replacements for the third series. Judy Loe had obviously been dissatisfied with her part for some time and was later quoted as saying: "My part was 'decorative' even in a children's programme. I was allowed some intelligence, but was always having to be rescued by the man. Maybe this is the basic structure of society or maybe it's just how men see themselves."

Thus it was decided that Lulli would have left Tarot to get married and Sam would have gone into the road haulage business, both rather out-of-character actions. For the third season the characters of Chas and Mikki were created after discussions between Trevor Preston, Peter Hammond and John Russell. Petra Markham, who had previously worked with Michael Mackenzie in *Albert And Victoria* joined the cast as Mikki with Roy Holder as Chas. Holder had appeared in *Ace Of Wands* before, playing the Jack in a group of playing cards in "Joker". Mikki Diamond, a journalist, shared a studio with her brother Chas, a photographer, above a London street market which was the setting for the first story in the third and final series.

In order that none of the magical elements of the earlier episodes were lost, Mikki also found she had a telepathic link with Tarot and later helped him with his stage act too. Chas was easy going, cheerful, loyal and determined like San had been. The two new characters were thus slightly contrived to stick to the original format with minimum change. The other notable changes included the fact that Tarot now operated from a house boat named "Joker III" moored on the Thames.

Pamela Lonsdale also left the show between seasons two and three. She had been asked to set up a pre-school series, *Rainbow*, which she describes as "something of a challenge". In 1975 she won the British Academy Rediffusion award for this series. Four years later she was appointed executive producer responsible for children's drama at Thames and also worked on the series *Shadows*.

John Russell who had directed half the stories so far took over as producer. This season was longer than the standard thirteen week or one quarter run and comprised a six-story/twenty-episode format as opposed to the four/thirteen combination of the previous two years. Despite the extra burden of the producer's role, Russell still found time to direct two of the last six stories including the best of the final season "Peacock Pie". The stories were recorded in two blocks of three.

Donald Layne-Smith, who, as Mr. Sweet, had appeared in every previous story except "Joker" was in only two of the last series, "The Power of Atep" and "Mama Doc", and was now based at a university as opposed to his bookshop. Another change in the line-up was Ozymandias who was now played by Fred II, the younger brother of Fred who had become bored with his television stardom. The credits for the show though continued to read "Ozymandias - Fred Owl"

Season three opened with "The Meddlers", P. J. Hammond's second story and the one in which we are introduced to the characters of Chas and Mikki. In this story, a group of street musicians seem to be at the centre of a series of disasters designed to scare the stall-holders away from a London market. Aided by the bizarre Mockers - the local 'prophet of doom' who travels around on a tricycle with its own pulpit, and Mr. Dove - who watches from a nearby tower block through his binoculars - the plan nearly works. The secret,

buried deep beneath the market, proves worthless, The reason that Dove was mainly an observer was that he was allergic to unclean air and thus lived inside a huge luxurious airlock. He is eventually buried when a nearby building crumbles down on his white chauffeur-driven Rolls Royce. Filming for the story was extensive and took place at Shadwell Market in Watney Street off the Commercial Road in Wapping. The opening episodes are highly atmospheric, but the ending is an anti-climax and never fully explains the spirit Mikki senses in Thompson's warehouse.

Ex-Doctor Who and Timeslip writer Victor Pemberton's first story, the for part "The Power Of Atep" has Tarot on his way to Egypt following simultaneous dreams both he and Mikki have experienced. This, and a meeting with medium John Pentacle lead them to Atep's tomb. There they encounter a high priest and finally Quabal - Tarot's double and former stage partner. For his part as the high priest, Michael Mulcaster had to look completely bald and be made up heavily in gold. As well as the usual mummy cases and wall paintings, the tomb set also contained a ten foot high statue, fashioned from polystyrene by Allister Bowtell. One of Mackenzie's least fond memories came from this story. "I wasn't keen an being chucked into the Thames bound hand and foot in a strait-jacket," he says. Again, the story promises much, but the rational ending, in which the power of Atep - so evident in the serial - is dismissed as tricks on the part of Quabal, is severely disappointing.

The next story "Peacock Pie" was again from the pen of P. J. Hammond and like his previous two stories was directed by Russell. A marvellous story, it contained some of the best moments from any of the three series and an excellent performance from Brian Wilde as Henry T. Peacock, better known since for his appearances as Mr. Barraclough in Porridge and as Foggy Dewhurst in Last Of The Summer Wine. Peacock's power lies in that of suggestion and early scenes involved Mr. Peacock using torn up strips of newspaper as bank notes and causing a couple of security guards to deliver a consignment of cash to Mr. Peacock's lodgings under the belief that it was a bank. Later, having tracked him back to his house, Chas suddenly finds himself in a room without a door and Tarot, having trodden on a brick in the yard outside, imagines himself to be on the edge of a very high building, Mr. Peacock's old landlady, Mrs Macfadyean also comes under his spell and is seen gazing into a mirror at a reflection of her own face as she was when she was a young woman. The story ends, not so much with a triumph for Tarot, but with Peacock getting bored with the illusions he's been created. The final scene shows Peacock taking a lonely walk on his island, away from the rest of the world. The story was Hammond's favourite, and another of Mackenzie's too. "I also liked the lovely, gentle, story with Brian Wilde as Mr. Peacock," recalls Mackenzie. "That was good because Tarot didn't really win and couldn't cope with Mr. Peacock; it was just that Mr. Peacock stops being mischievous!"

"Mama Doc" by Maggie Allen who later worked on The Omega Factor, followed next. A left over script from the second season, it was a very sinister story for children, also the only one to feature Mr. Sweet throughout. Professor Darian disappears and Tarot finds a connection with a doll's hospital run by the eccentric Mama Doc (Pat Nye) where people get turned into dolls. The main set, looking like the interior of a dolls house, had to be made to look very large in proportion to the actors. The wallpaper used had its pattern enlarged five times normal size and adding confusion, one wall was composed entirely of mirrors. On top of all this, designer Philip Blowers had to find 200 different dolls, many of which had to be re-clothed by costume designer Patti Rogers to match the dolls' costumes worn by the actors and actresses. Although the style is sinister, the direction is slow and Tarot's eventual resolution to Mana Doc's deranged plans is less than satisfactory.

Victor Pemberton's second story, "Sister's Deadly", was quite different to his first. A very confusing tale, it starts with Chas visiting, in his professional capacity, Mathilda Edginton's 100th birthday party. When he returns home he has no memory of the party or the fact that he robbed the village post office shortly afterwards. While trying to uncover the cause of these events, Tarot learns that Mathilda Edginton died two years earlier. The bizarre reason behind these events lies in a plan by the old ladies at Bliss Cottage to kidnap the Commander-in-Chief of British Land Forces. A twist in the story reveals that one of the old ladies is played by actor James Bree, his disguise hiding the ex-Major behind the kidnap plot - thus necessitating the pseudonym of Henrietta Rudkin in the closing credits.

The final story, "Beautiful People" begins in a small village fête. The fête is run by two beautiful girls, Dee and Emm, and a very handsome man, Jay, and when Mikki is refused entry Tarot decides to investigate. He finds that valuable consumer goods are being offered as prizes despite the fact that no money is being made. The trio running the event are a group of extra-terrestrials who have the ability to control otherwise inanimate objects, such as vacuum cleaners and hand mixers! After being drugged by the aliens, Tarot and co. return to London in an attempt to contact one of the girls and discover their true purpose. Mackenzie feels that this was also one of the best stories, "The one with the beautiful extra-terrestrial jokers who programmed machines to go crazy."

The final serial concludes with a last act which seems at odds with the narrative presented in the first three-and-a-half episodes. The "Beautiful People" go back home to their parents - two learning computers. Tarot

follows, and then Chas rigs an explosion to destroy the machines. The explosive detonates... and the closing credits roll, not confirming if Tarot, Mikki and Chas are safe or not.

And that, as they say, was that. When "The Beautiful People" was written and produced there was no definite decision made on whether or not the series would return. There was talk of a fourth series and Michael Mackenzie wishes there had been one. "It was very popular, but somebody different took over as head of Children's programmes at Thames and obviously wanted to do their own thing. The result was The Tomorrow People which, although it ran longer, wasn't, in my opinion, as original, as good or as imaginative, but then I'm biased!".

Fortunately three stories, all from the final season, had networked repeats, these being "The Meddlers" and "Peacock Pie" in 1973 with "Sisters Deadly" in 1974. That was the last time Tarot and Lulli, Sam, Chas, Mikki, Mr. Sweet or Ozzie were seen on our screens. As is (or hopefully was) the policy of most television companies, the master tapes of the first two seasons have been erased, although Thames Television International do still possess all the third season episodes in a variety of forms. Described by Trevor Preston as "typical vandalism by a television company", we shall forego the dubious pleasure of adding to this remark.

In 1975, Russell Hunter reprised his rôle as Mr. Stabs in a one-off play in the Shadows series called "Dutch Schlitz's Shoes" (transmitted 8th October 1975). Written by Preston and produced by Pamela Lonsdale, it featured Mr. Stabs and Luko (this time played by Kenneth Caswell) breaking into the home of Sir Arthur Inchwood (Gordon Gostelow) to steal from his private collection the magic black glove of Mendoza. While searching through Inchwood's collection, Stabs tries on a pair of shoes once belonging to the gangster Dutch Schlitz and gets taken over by the dead gangster's persona.

After a repeat of the Shadows episode in 1977, there was a further seven years of 'silence' until 1984 when Thames and Pamela Lonsdale produced another Preston one-off, "Mr. Stabs", (transmitted 2nd July 1984), this time under the Dramarama banner. Featuring David Jason as Mr. Stabs, it was a prequel to both previous Stabs tales and showed Stabs gaining his gloves, having beaten the great Melchisedek, and the right to practise his evil doings on the world of mortals. Luko also featured in this story, this time played by David Rappaport, as did Polandi, as Stabs' adversary, played by Lorna Heilbron. In "Seven Serpents..." she revealed to Mr. Stabs that she had already met Tarot. She warns him, "Beware Mr. Stabs, human or, no, do not underestimate this Tarot. He has a mind like quicksilver - and his skill is phenomenal. It is possible that he has the power - and is not fully aware of its potential. But Tarot is also an avenger, a righter of wrongs, a brilliant mind dedicated to fighting evil, greed and corruption." There was a chance that "Mr. Stabs" might have become a series, but following the departure of Pamela Lonsdale from Thames fairly soon afterwards made this appear unlikely - and so this came to be. The episode was repeated in 1985.

Would the series stand up again as well today? Pamela Lonsdale and Peter Hammond believe it would, especially in the light of the Callan re-runs from the same era that did so well on Channel 4. Mackenzie agrees, "Yes, it was a good format, visually very exciting and just as good if not better than a lot that's on now. I suppose the clothes and hairdos would look very dated indeed, but that, I think, would be the only drawback." Only Trevor Preston has reservations on this point, "No. Kids need much more, they have become used to the sheer size and excitement of big screen films ... Star Wars, etc."

While the fantasy genre so prominent in the late sixties and early seventies has seen a revival in recent years, we haven't seen anything quite like Ace Of Wands since. Of course, in 1997 another series featuring a magician solving mysteries, albeit without the fantasy element, debuted on BBC1 - Jonathan Creek.

"Take what you can from yesterday, the rest beg - steal - or borrow."

Special thanks are due to P. J. Hammond, Pamela Lonsdale, Michael Mackenzie and Trevor Preston plus Harry Tabart and Alison Cramond of Thames. Thanks also to Phil Kendrick, Mike Preston and Alan Smith and to Pam Watson who remembers that Tarot liked salt with his boiled eggs - where did she get that from?

WR. Trevor Preston, William Emms, Don Houghton, P.J. Hammond, Michael Winder, Victor Pemberton and Maggie Allen.

DIR. John Russell, Michael Curren-Briggs, Pamela Lonsdale, Ronald Marriott, Nicholas Ferguson, Darrol Blake and Vic Hughes.

EPISODES: 47 **YEAR MADE:** 1970 **COUNTRY:** GB **SEASONS:** 3

ATHAMES TELEVISION PRODUCTION

CREATOR: TREVOR PRESTON

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13 , (2) 13 , (3) 20.

DATE OF PREMIER: 29/07/1970 **AIR DATE OF LAST EPISODE** 29/11/1972

SEASON DATE BREAKDOWN: Season 1 : 29/07/1970 - 30/09/1970
 Season 2 : 21/07/1971 - 22/09/1971
 Season 3 : 19/07/1972 - 08/11/1972

FILMS:

Tarot MICHAEL MACKENZIE, Sam TONY SELBY (1,2), Lulli JUDY LOE (1,2), Mr Sweet DONALD LAYNE SMITH, Mikki PETRA MARKHAM (3), Chas ROY HOLDER (3), Ozymandies FRED THE OWL.

RELATED SHOWS:

BATMAN (1966)

1 - 1 *ONE AND ONE AND ONE ARE FOUR (1-3)*

Tarot and his friend come up against Madam Midnight when the attempt to recover a device which is stolen during a laboratory break in which is able to cure paralysis.

Wr Trevor Preston

Dir John Russell

1 - 2 *MIND ROBBERS, THE (1-4)*

Tarot, Sam and Lulli become trapped in a strange house during a rescue attempt of two kidnapped government ministers

Wr Willams Emms

Dir Michael-Currer-Briggs

1 - 3 *NOW YOU SEE IT, NOW YOU DON'T (1-2)*

Tarot discovers that the villain responsible for a spectacular back robbery is based on a houseboat full of Nazi's a computers.

Wr Don Houghton

Dir John Russell

1 - 4 *THE SMILE (1-4)*

Sam loses his memory while on a trial of a master art thief who has just stolen 'Venus' and is making plans to steel the 'Mona Lisa'.

Wr Trevor Preston

Dir Michael-Currer-Briggs

2 - 1 *SEVEN SERPENTS, SULPHUR AND SALT (1-3)*

The evil magician Mr. Stabs decides to complete the secret seven serpents - a magical device which can turn base metal into gol. The only problem is that Tarot had found the final segment left by a visitor to Mr. Sweet.

Wr Trevor Preston

Dir Pamela Lonsdale

2 - 2 *JOKER (1-3)*

Tarot learns that a strange troop of traveling entertainers, who dress up as playing cards including a ventriloquists doll as the joker, are responsible for turn normal children into berserk vandals.

Wr P.J. Hammond

Dir John Russell

2 - 3 *NIGHTMARE GAS (1-3)*

On the trail of thieves who have stolen H23 (a gas that first induces sleep then courses its victims to have nightmare, that are so real that they become deadly) Tarot is captured and exposed to the gas.

Wr Don Houghton

Dir Ronald Marriot

2 - 4 *THE EYE OF RA (1-4)*

An invalid chess master kidnaps Mr. Sweet in order to force Tarot to obtain for him 'The Eye of Ra', a magical diamond which has many powers, including being able to turn people into chalk.

Wr Michael Winder

Dir John Russell

3 - 1 *THE MEDDLERS (1-3)*

Responding to an ad Chas has placed in the paper. Tarot meets Chas and his sister Mikki who are living in a London street market where a group of street musicians are causing a series of accidents designed to frighten away the store owners.

Wr P.J. Hammond

Dir John Russell

3 - 2 *THE POWER OF ATEP (1-4)*

After simultaneously experiencing the same vision Mikki and Tarot journey to Atep's tomb in Egypt, where they meet up with Tarot's former stage partner and double.

Wr Victor Pemberton

Dir Nicholas Fergunsan

3 - 3 *PEACOCK PIE (1-3)*

Tarot matches wits with a villain whose power of suggestion is so great that he was able to convince security guards his home was a bank where they were to leave their money; he also ends up convincing Tarot and Chas that they are in situations they can't get out of.

Wr P.J. Hammond

Dir John Russell

3 - 4 *MAMA DOC (1-3)*

Mr. Sweet asks Tarot to rescue a friend of his; a university professor who has been kidnapped by an eccentric owner of a doll museum.

Wr Maggie Allen

Dir Nicholas Fergunsan

3 - 5 *SISTER DEADLY (1-3)*

Chas returns from photographing an old woman's 100th birthday and has no recollection of the event, or the fact that he stopped and robbed a post office on the way home.

Wr Victor Pemberton

Dir Darrol Blake

3 - 6 *THE BEAUTIFUL PEOPLE (1-4)*

Mikki is refused entry into a small town festival, who Tarot later learns is being run by beautiful Extra-Terrestrial jokers who have been turning household appliances on to their owners.

Wr P.J. Hammond

Dir Vic Hughes

ADAM ADAMENT LIVES!



In 1902, Adam is lured by the beautiful Louise to a house where arch enemy The Face - a megalomaniac hiding his identity behind a leather mask - injects him with an eternal life drug and freezes him in a block of ice. In 1966 workmen on a building site discover the ice block and the stage is set for Adam Adament's return - but in the strange new world of the swinging sixties, shown as a bewildering collage of sights and sound. As Adam finds his feet he discovers two companions.

The first, Georgina Jones, is a fan, who's grandfather regaled her with tales Adament's heroic exploits. And in episode two, Adam meets former music hall artist and jack-of-all-trades, William E. Simms, who becomes his loyal factotum.

"Adam Adament Lives!" was the BBC's answer to the highly successful "Avengers" which was being run on ITV at the same time. Most episodes were run of the mill crime dramas, the more unusual episodes are 'The Resurrectionists' in which a scientist destroys his invention which can calm down wild animals and 'Ticket to Terror' in which 400 passengers on an underground train disappear. As was customary with shows produced by the BBC in the 1960s, many of the episodes no longer exist. However, a few have also been released on video in the UK.

The second series also added spice to Adam Adament's role as caped crusader by regularly pitting him up against The Face - alive, alive, well and plotting in the present as he had been in the past. Suave actor Gerald Harper was cast as Adam, who despite his many talents was given to smugness and a naive trust of women. Harper built on the cultured elegant image in successive roles, including ITV's country squire "Hadleigh".

Producer for the series was Veirity Lambert, script consultant was Tony Williamson, the music was by David Lee and the theme song was sung by Kathy Kirby. The series was first shown on BBC1.

"We had the Victorian qualities of Adam manifested in the brash Sixties. He was a righter of wrongs, and upholder of moral principles. He would not prey on the weak, was unable to break any of the Ten Commandments, take advantage of women, intimidate, exhort money or harm the fair name of Country, Empire, King or Queen.. However, in each episode, Adam would receive a bump on the head, or something else, which would cause a flashback of his entombment to occur seeing the Face, the hypodermic of serum and finally Louise saying 'So clever, but, oh so vulnerable'. This was never fully explained at first, giving an air of mystery, just as we never truly found out why Number Six resigned his job, we never quite know why Adam was such a threat to the Face"

The Cast - Essential Information

Adam Adament was played the experienced actor Gerald Harper. Harper had trained at the Royal Academy of Dramatic Arts having played numerous roles ranging from Shakespeare to Broadway musicals. A trained runner, horseman, boxer and fencer; Harper proved ideal for the role of Adam as the series featured lots of action sequences.

Georgina Jones, Adam's bizarre and kooky sidekick was played by Juliet Harmer. A relative newcomer to the acting profession, this was Juliet's first major role having previously worked as a teacher and painter. The third member of the team, Adam's man servant, joined the cast in the second episode of the series (Death Has A Thousand Faces). William E. Simms was played by veteran British actor Jack May, who may be familiar to Doctor Who fans for his role in the 1968 story, The Space Pirates.

Production and Creation - Essential Information

Adam Adament Lives! was created by Sydney Newman and Donald Cotton, with the bulk of Adam's adventures similar in style to those of The Avengers. The series involved Adam in scrapes with Arabian

killers, black magic rituals at dinner parties, strange beauty contest, a subway train full of skeletons and many other unusual and assorted situations.

The series was filmed on videotape with fight sequences usually pre-filmed on telecine and edited later into the final transmission copies. The series was chiefly a studio bound project with the occasional small amount of location filming, which unfortunately inhibited the overall feel of the episodes. Unlike many other series of its time, (The Avengers, The Saint), this would become one of the series downfalls that led to its eventual cancellation.

Produced by Verity Lambert, this was her first series as a Producer since leaving Doctor Who in 1965. The series was unique and perhaps slightly ahead of its time. It is the one series that Verity Lambert worked on that she considers a failure.

"I still have nightmares about Adam Adamant Lives which gave Gerald Harper his first taste of stardom. It was designed to compete with The Avengers, in that it had science-fiction overtones in it. The basic idea was of a Victorian adventurer being frozen in time and then coming back to life in swinging London of the Sixties, complete with cape, swordstick and old fashioned morality. Essentially it had the same ingredients as 'The Avengers' but the mix was all wrong and we had terrible problems through the two seasons. Its the only show I look back on now and consider to have been a failure."

The series featured scripts written by well known writers such as: Tony Williamson, Brian Clemens, Richard Harris and Robert Banks Stewart who had all previously, or would go on to write for The Avengers. The stories professed such unique titles as, A Vintage Year For Scoundrels, To Set A Deadly Fashion and Sing A Song Of Murder and featured well known actors of the day such as Michael Robbins, Adrienne Corri and Iain Cuthbertson.

Adam Adamant Lives! premiered on BBC-1 in June 1966 and proved immensely popular with BBC audiences, especially women. The series aired in the time-slot previously used for the American series The Man From U.N.C.L.E. and what with Adam's dashing, debonair, suave personae; he was the ideal substitute for the likes of Napoleon Solo.

The series did manage to achieve healthy ratings up until early in its second year, where it was up against the immensely popular adventures of John Steed & Mrs. Emma Peel. The Avengers clobbered Adam and combined with less imaginative scripts, a lack of a major publicity campaign, financial cutbacks and several other factors, the series was cancelled after 29 black & white episodes.

"Having foiled a daring SS operation involving the Face on his hundredth birthday, Adam along with Georgina and Simms disappeared from our screens at a quarter to ten on March 25, 1967 to resurface briefly in 1969 when Gerald Harper selected the episode A Slight Case Of Reincarnation to be shown in BBC's 'Star Choice' season"

Information on Adam Adament.

"Adam Llewellyn De Vere Adamant - at the height of his fame he was the ideal Victorian gentleman - elegant, courteous, honourable, charming and chivalrous with women, a friend of kings and statesmen.

Athlete - Adam Adamant practiced many sports - boxing and fencing were his favourites. He moved like lightning and could handle any weapon with deadly skill.

Scholar - One of the most brilliant minds of his time, he was learned in every field of human knowledge. He had an amazing memory and held degrees from several universities.

Adventurer - Dedicated to fighting evil, he undertook delicate and dangerous missions on behalf of his sovereign and his country, in defence of the weak - especially women.

In 1902, Adam was lured into a trap by his most deadly enemy, the Face, who condemned him 'to die forever' entombed in a block of ice..."

WR. Tony Williamson, Terence Frisby, Robert Banks Stewart, Brian Clemens, Richard Harris, John Pennington, Vince Powell, Harry Driver, Dick Sharples, Donald Ford, Derek Ford, Ian Stuart Black, Richard Waring, James McTaggart.

DIR. David Proudfoot, William Slater, Philip Dudley, Leonard Lewis, Paul Ciappessoni, Moira Armstrong, Ridley Scott, Tina Wakerell, Anthea Browne-Wilkinson, Roger Jenkins, Henri Safran, Laurnce Bourne.

EPISODES: 29 **YEAR MADE:** 1966 **COUNTRY:** GB **SEASONS:** 2

A BBC PRODUCTION

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 16, (2) 13

DATE OF PREMIER: 23/06/1966 **AIR DATE OF LAST EPISODE** 25/03/1967

SEASON DATE BREAKDOWN: Season 1 : 23/06/1966 - 13/10/1966
Season 2 : 31/12/1966 - 25/03/1967

FILMS:

Adam Adamant GERALD HARPER, Georgina Jones JULIET HARMER, William E. Simms JACK MAY,
The Face PETER DUCROW (2).

RELATED SHOWS:

AVENGERS, THE

1 - 1 *A VINTAGE YEAR FOR SCOUNDRELS*

Adam Adamant is brought back to life in 1966 after he is found frozen in a block of ice where he had been since 1902 when his arch enemy The Face imprisoned him. He ends up helping Georgina Jones, a hip London girl who takes him in after a protection racket who kills her Grandfather who was an old acquaintance of Adams.

Wr Tony Williamson, Donald Cotton, Richard Harris

Dir David Sullivan Proudfoot & William Slater

1 - 2 *DEATH HAS A THOUSAND FACES*

A murder investigation brings Adam to a seaside resort where he meets William E. Simms who is working a Punch and Judy show and winds up becoming Adam's aide.

Wr Tony Williamson

Dir Philip Dudley

1 - 3 *MORE DEADLY THAN THE SWORD*

Adam and Georgina travel to Japan to discover the source of some indiscriminating photos with which a top British official is being blackmailed.

Wr Terrence Frisby

Dir Leonard Lewis

1 - 4 *THE SWEET SMELL OF SUCCESS*

Adam learns that a blue plastic flower, being used in a new ad campaign for a detergent, somehow compels to buy more detergent and is being used as a test for something more sinister.

Wr Robert Banks Stewart

Dir Philip Dudley

1 - 5 *ALLAH IS NOT ALWAYS WITH YOU*

A dying girls last words puts Adam onto a plot to control a middle Eastern prince, masterminded by a croaked casino owner.

Wr Tony Williamson

Dir Paul Ciappessoni

1 - 6 *THE TERRIBLY HAPPY EMBALMERS*

Adam ends up making plans to fake his own death when he sets out to discover how corporate big-wigs can die twice.

Wr Brain Clemens

Dir Paul Ciappessoni

1 - 7 *TO SET A DEADLY FASHION*

When a diplomat's wife dies while talking to Adam, he decides to investigate and discovers a top fashion designer who has been planting bugs in the dresses belonging to wives of top diplomats.

Wr Tony Williamson

Dir Leonard Lewis

1 - 8 *THE LAST SACRIFICE*

Adam discovers a satanic cult has been recruiting government officials to join its ranks in order later to black mail them into becoming traitors.

Wr Richard Harris

Dir Philip Dudley

1 - 9 *SING A SONG OF MURDER*

Adam discovers a new record is the cause of Georgina's strange behaviour when she and several of her friends get arrested for attempted bank robbery and claim to remember nothing about the event.

Wr John Pennington

Dir Moira Armstrong

1 - 10 *THE DOOMSDAY PLAN*

Adam goes after Dr. Doom, a self proclaimed profit of doom who is behind a series of crimes involving television equipment in London.

Wr Richard Harris

Dir Paul Ciappessoni

1 - 11 *DEATH BY APPOINTMENT ONLY*

Adam goes after a couple of high class girls who plan on killing their clients.

Wr Tony Williamson

Dir Moira Armstrong

1 - 12 *BEAUTY IS AN UGLY WORD*

A beauty pagent is the cover for an organisation determined to end civilisation as we know it, and which will be replaced by a new one containing perfect human speciams.

Wr Vince Powell, Harry Drive

Dir Philip Dudley

1 - 13 *LEAGUE OF UNCHARITABLE LADIES*

Adam discovers a sinister plans being hatched at an exclusive ladies club using the wives of government official as assassins against their husbands.

Wr John Pennington

Dir Ridley Scott

1 - 14 *TICKET TO TERROR*

Simms disappears along with a whole trainload of commuters while riding the London underground

Wr Dick Sharples

Dir Tina Wakerell

1 - 15 *THE VILLAGE OF EVIL*

Adam finds himself forces to delay his fishing holiday in a small villiage, when a small boy asks her to find his missing mice which leads him to a coven of witches responsible for several deaths.

Wr Vince Powell, Harry Drive

Dir Anthea Browne-Wilkinson

1 - 16 *D FOR DESTRUCTION*

A series of deadly accidents prompt Adam to rejoin his old regement when his discovers that' is current Command is extremly displeased with plans to phase out the unit.

Wr Tony Williamson

Dir Moira Armstrong

2 - 1 *A SLIGHT CASE OF REINCARNATION*

Adam is captured and made part of an elaborate scheme to convince him that he is still in 1902 in order to obtain information on the location of an African prince.

Wr Tony Williamson

Dir Roger Jenkins

2 - 2 *BLACK ECHO*

The Bank of England asks Adam to verify the identity of an old friend who was part of the Russian royal family.

Wr Donald Ford, Derek Ford

Dir Moira Armstrong

2 - 3 *CONSPIRACY OF DEATH*

Adam investigates the murder of an old war time friend of Simms' who sent a message to Adam shortly before his demise.

Wr Vince Powell, Harry Drive

Dir Roger Jenkins

2 - 4 *THE BASARDI AFFAIR*

Adam comes to the aid of a middle eastern oil Sheik who feels his wife is being threatened

Wr Ian Stuart Black

Dir Henri Safran

2 - 5 *THE SURVIVORS*

A plot to kill inventors in order to get the inventions is investigated by Adam.

Wr Vince Powell, Harry Drive

Dir Moira Armstrong

2 - 6 *FACE IN A MIRROR*

The Face decides to end Adam's interference in his plans for good, by creating a perfect double of Adam and sending the double out to do things which would discredit him,

Wr John Pennington

Dir Henri Safran

2 - 7 *ANOTHER LITTLE DRINK*

Georgina discovers that a new soft drink has sinister side effects.

Wr Ian Stuart Black

Dir Laurence Bourne

2 - 8 *DEATH BEGINS AT SEVENTY*

A tip from an old theatre friend of Simm's put he and Adam onto a sinister plot at an old folks home

Wr Dick Sharples

Dir Ridley Scott

2 - 9 *TUNNEL OF DEATH*

Adam becomes aware of the Face's latest sinister plot when it nearly gets Georgina arrested.

Wr Richard Waring

Dir Moira Armstrong

2 - 10 *THE DEADLY BULLET*

Adam helps the police prove murder when a stage magician is killed while performing a bullet trick.

Wr Vince Powell, Harry Drive

Dir Henri Safran

2 - 11 *THE RESURRECTIONIST*

The face is behind the disappearance of a scientist who has developed and destroyed a device capable of calming down wild animals.

Wr Donald Ford, Derek Ford

Dir Ridley Scott

2 - 12 *WISH YOU WERE HERE*

Simms gets more than he expected when he goes and helps his mother when she gets charged with disturbing the peace.

Wr James MacTaggart

Dir Moira Armstrong

2 - 13 *A SINISTER SORT OF SERVICE*

Adma's investigations into a series of well planned robberies uncovers a team up between the Face and a group of former Nazi officers.

Wr Tony Williamson

Dir Laurence Bourne

ADAM'S FAMILY TREE



A 12 year old boy discovers that through the help of a computer program showing his family tree he is able to conjure up his ancestors to help him with his life.

A reasonably well produced CHILDRENS SF series "AFT" managed to become quite popular in its afternoon slot. The series was never without its changing cast for every season, only two regulars who were in season one appeared in season three, with the two principle actors Anthony Lewis and Samie Ghadia both leaving at the end of season two. Alex Cooke replaced Anthony Lewis at the beginning of season 3 as the new Adam, apparently nobody noticing the change. The third series started airing on ITV in January 1999, the episodes again were written by Brian Walsh and Neil Armstrong.

The music for the series was composed by Chris Norton, designers were Robert Scott and Ann Bega, executive producer was Patrick Titley, the series was produced and directed by Richard Calanan.

A fantasy-comedy for children, charting the adventures of a 12-year-old boy, Adam, who can call upon the services of his ancestors through a CD-Rom in his home computer. The disc contains records of his entire family tree, extending back (implausibly) thousands of years, and all Adam needs to do is find the appropriate ancestor, hit the 'return' key and said relative will materialise in the present through a hole in the space-time continuum, ready and willing to help the schoolboy Adam out of his latest sticky situation.

With his best friend Jane sharing his secret, Adam calls upon everyone from cavemen and medieval knights to a Victorian detective and a romantic silent movie heroine, such figures being portrayed by guest stars, one per episode, who included Bill Oddie (The Goodies), Brenda Gilhooly (Gayle's World), Tiffany Chapman (Rachel Jordache in Brookside), Jean Alexander (Hilda Ogden in Coronation Street), John Altman (Nick Cotton in EastEnders), Michael Jayston, Toyah Willcox, Christopher Biggins, Julie T Wallace and Brian Blessed.

WR. Brian Walsh, Neil Armstrong.

DIR. Richard Calanan.

EPISODES: 20 **YEAR MADE:** 1997 **COUNTRY:** GB **SEASONS:** 3

A YORKSHIRE TELEVISION PRODUCTION FOR INDEPENDENT TELEVISION

CREATOR: NEIL ARMSTRONG & BRAIN WALSH (Writers)

TYPE OF SHOW: FANTASY **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6, (2) 7, (3) 6

DATE OF PREMIER: 06/01/1997 **AIR DATE OF LAST EPISODE** 19/02/1999

SEASON DATE BREAKDOWN: Series One (6) 6 Jan-10 Feb 1997,
Mon 4.20pm
Series Two (7) 5 Jan-16 Feb 1998,
Mon 4.15pm
Series Three (7) 8 Jan-19 Feb 1999,
Fri 3.50pm

FILMS:

Adam ANTHONY LEWIS (1-2), Jane SAMIA GHADIE (1-2), JOHN ALTMAN (1-2), Mum (aka Mother) JACQUELINE NAYLOR, Dad BILL SPEED, Whitey SHANE BULLERS (1-2), Greeny ALEX CARTER (1-2), Purpely RICHARD FINN (1-2), LLOYD PETER (1), JOHN BRITTON (1), Brownie MARK HEARNE (2), Moutain JAMES CROSSLEY (2), Tommy ALAN RENWICK (2), Mrs. Rocket JUDITH DAVIS (2-3), Adam ALEX COOKE (3), Jane LAUREN BROWN (3), Mrs. Copstick KATE DOVE (3).

- 2 - 1 *SEE YOU LATER, GLADIATOR.*
- 2 - 2 *THE IRATE PIRATE*
- 2 - 3 *HASSLES WITH CASTLES*
- 2 - 4 *HERBAL KATE AND THE DISCO DATE*
- 2 - 5 *SINGING WITH THE REINS*
- 2 - 6 *THE DAILY FEMAIL*
- 2 - 7 *A GLOW IN THE DARK AGES*
- 3 - 1 *I'VE GOT A CLONE TO PICK WITH YOU*
- 3 - 2 *MA'S ATTACK*

ADVENTURE GAME, THE



A group of celebrities are taken in a time-space ship on a day trip to the planet Arg. The Argonds are a friendly race of people who would invite the celebrities to play various games of logic as a team. When they solved each puzzle they moved forward in the game and were often awarded a green cheese roll. "Three people are stranded on a planet on the far side of the galaxy. In order to return to earth they must first locate a crystal to power their spacecraft. But - and this is where the whole thing begins to get tricky - to find the crystal they must navigate their way through a series of practical and mental problems, devised by a fiendish alien intelligence."

Each series had a different set of puzzles, but the game at the end was always the vortex in which the contestants took it in turn to cross a grid and faced being destroyed by a beam of energy that only the viewers could see. Some contestants realised that they could test if it was safe to walk onto a certain square by throwing a green cheese roll onto it first. These were generally the people who made it across the chasm and back onto the ship to return to Earth.

The celebrities were usually people from children's television and a listing from 1981 shows the guests/cast as Elizabeth Estensen, Mark Dugdale, Lisa Goddard, Michael Rod, James Burke and Maggie Philbin. The Argonds were normally dragon like creatures, but took on human form to make the contestants feel more comfortable. However, one senior Argond refused to do this, preferring the form of an aspidistra plant which would growl and quiver unless contestants bowed graciously and said "gronda, gronda". In later series, contestants were urged to "gronda, gronda" to a large teapot instead, as the senior Argond had grown tired of being an aspidistra (or, as one story at the time would have it, the aspidistra plant had gone missing from the BBC props department).

Many of the puzzles involved the Argond currency, Drogans (another anagram). These were discs bearing a coloured shape; discovering the values of these would dramatically aid the progress of the contestants. On arrival to Arg a well known mnemonic for the visible part of the spectrum provided the key to this: Richard Of York Gave Battle In Vain. Assigning the value 1 to Red, 2 to Orange, 3 to Yellow etc. and multiplying this by the number of sides to the shape on the Dragona gave its value. Many contestants managed to work their way through the puzzles successfully but clearly left Arg without grasping this fundamental aspect of the challenge. The producer for the series was Patrick Dowling. The series ran from 1980 to 1986.

So you thought you took too many magic mushrooms when you were all of about 8 years old, fear not it was all true..... A group of children and celebrities would land on the small red planet of Arg and to get back to Earth they had to make their way through a series of puzzles. Everything on Arg derived its name from the anagrams of DRAGON. They were aided on their travels by their host Gnoard and later Dorgan. She would show them round the planet and even occasionally give them clues to the puzzles. There were also many other inhabitants of Arg to help or hinder the contestants but the most remembered are The Butler and the backwards talking chap. The contestants pitted their wits against the Red Salamander of Zargil. Hampering the children on their quest was "Uncle".. he was an grumbling aspidistra and later on perhaps even a teapot who would regularly squirt contestants with water and generally be very unhelpful. Like all Argon's he was a shape changer which may have accounted for his rather odd and baffling behaviour. To help them with some of the puzzles the contestants were given and also won DROGNA. These were clear perspex circles with coloured shapes in them that acted as currency throughout the game, apparently each shape had a numerical value based on the number of sides and its position on the rainbow (ROYGBIV).

It was very useful throughout the game if you collected green cheese rolls as these would help the contestants at the end at the vortex!! Unlucky contestants were forced to walk home whilst others got to fly back home on the flying train. I have recently learnt from producer Patrick Dowling that contrary to my misguided belief there was never a series made which was just children. I'm also sure the first series was not presented by Moira Stewart but by a young actress called Charmian Gradwell. Gronda Gronda was the accepted greeting phrase on ARG..go on say it to your friends and see what their reaction is! :) Sadly the last episode ever was

never broadcast due to the Challenger disaster, where all programmes on BBC2 were rescheduled due to the horrific news.

Producers Ian Oliver and Patrick Dowling joined forces in 1980 to produce TAG. Patrick originally got the idea for TAG from a text game called "Adventure". His son then set up a Dungeons & Dragons game and TAG was born. Originally Ian wanted to run it late at night but as they were in children's programmes this couldn't really happen. Originally Patrick tried to get "Hitchhiker's Guide to the Galaxy" author Douglas Adams to write the script but Douglas had already been drafted by the BBC to do the TV version of Hitchhiker's Guide. (Another wonderful programme). The First series was recorded in Bristol, it then transferred to Pebble Mill but came back to Bristol for the third Series. In 1983 Patrick emigrated to Australia and passed the reins of the last series over to Ian. Patrick still lives in Australia, happily writing computer programs and is fast approaching his 80th birthday. Ian now lives in Singapore.

SERIES 1

SAT 24/5/1980 - 21/6/1980

THE ADVENTURE GAME: A Problem for Time-travellers. Many light years away on the far side of the galaxy lies Arg, a small planet of little consequence. On a day trip from Earth by time-machine are ELIZABETH ESTENSEN, FRED HARRIS and MARK DUGDALE. The Argonds, a race of advanced dragons, find it amusing to test these visiting time-trippers. The explorers included: LIZA GODDARD, MICHAEL RODD and STEPHEN COX. JAMES BURKE, MAGGIE PHILBIN and PAT CATER. DENISE COFFEY, DR. GARRY HUNT and TOBY FREEMAN. PAUL DARROW, LESLEY JUDD and ROBERT MALOS.

SERIES 2

MON 2/11/1981 - MON 30/11/1981

THE ADVENTURE GAME by Patrick Dowling

The first of five programmes. Many light years away on the far side of the galaxy lies Arg, a small planet of little consequence, where the resident dragons, politely adopting a less frightening appearance, nevertheless enjoy making things difficult for visitors - daytrippers in particular. Last year one such tripper failed to return! The Rangdo, disguised as an aspidistra, watches the rescuers struggle to unravel the mysteries of Arg. But which of them is the 'mole'? Will they understand the 'drogna'? How many earth people will be evaporated? with Lesley Judd as the prisoner. The explorers were: Graeme Garden, Carol Chell, Nicholas Hammond. Madeline Smith, David Yip and Derek Gale. David Singmaster, the world authority on the Rubik cube, Sue Cook, going from Nationwide to galaxywide, and Philip Sheppard, a marketing executive. Tessa Hamp, Nerys Hughes and Derek Griffiths. John Craven, Bill Green and Kirsty Miller.

SERIES 3

THU 2/2/1984 - THU 8/3/1984

THE ADVENTURE GAME

A direct broadcast from Arg - a small, red planet on the far side of the Galaxy inhabited by a race of polite, transmetamorphic dragons. They normally assume the shape of their visitors, all except his Highness the Rangdo that is. He now permanently resembles an aspidistra - he was enjoying the cool, green feel of being one a couple of years ago and became stuck. This seems to have caused him to become bad-tempered and he is now rather fond of evaporating trippers from Earth. Each week a party of three people visits the planet to challenge the Rangdo to a battle of wits. They'll face various problems including the traditional Arg Drogna Game. This is played on a grid of different shapes and colours, and the winner receives the Great Crystal of Arg. Can the earthlings defeat the logic of their opponent, the Red Salamander of Zardil? There is a phone-in too, but only if you placed your call 133 1/2 Earth years ago! The explorers : Sarah Greene, Anne Miller and Richard Stilgoe

A game of logic, broadcast from Arg on the far side of the galaxy. His Highness the Rangdo of Arg delights in testing the perspicacity and inventiveness of Earth visitors. It's Arg Regatta week - will the explorers sink or swim? The explorers: Sue Nicholls, Duncan Goodhew, Emma Disley

The greatest game shown on Arg. Featuring the black hole, your Drogna Sweetheart, Angord, and the Great Crystal of Arg. The explorers: Sandra Dickinson, Chris Serle, Adam Tandy

Can you solve these ancient runes? 'Hol mir der Hubert Wen Tuder Kaputt, Zu gitter Porto Gabun? Bat wenn sie Gott da der Kaputt, Washbar An zu depot, doch hat nahn!' The explorers: Paul McDowell, Bonnie Langford, Christopher Hughes

A pan-galactic broadcast from Arg, a small red planet often visited by time travellers from Earth seeking truth, enlightenment and cheese rolls. The explorers: Neil Adams, Nigel Crockett and Janet Fielding

It's an auspicious occasion on Arg - the 2,001st birthday of his Highness the Rangdo. Which, if any, of the

Earth visitors will survive long enough to be invited to the celebrations? The explorers: Fern Britton, Noel Edmonds and Ray Virr

SERIES 4

TUE 7/1/1986 - TUE 18/2/1986

THE ADVENTURE GAME

A direct broadcast from Arg - a small red planet on the far side of the galaxy, inhabited by a race of friendly, transmetamorphic dragons who have the ability to assume the shape of their visitors. Each week three explorers from Earth travel to the planet in search of the Great Crystal. However, upon arrival they find that their quest is hampered by a series of logic problems, set by the planet's ruler, His Highness, the Rangdo of Arg. The explorers: Sheelagh Gilbey, Ian McNaught-Davis, Roy Kane

An amusing game of logic and ingenuity broadcast from Arg, on the far side of the galaxy. His Highness, the Rangdo of Arg, delights in testing the perspicacity of any visitors who arrive on the planet in search of the Great Crystal. Will his problems baffle this week's trio, or will they enter the Black Mine? The explorers: Barbara Lott, Johnny Ball, Liz Hobbs

The third of six direct broadcasts from Arg, a small red planet on the far side of the galaxy, inhabited by polite dragons. A team of three explorers from Earth are about to arrive on Arg, searching for the Great Crystal which has been hidden by the planet's ruler, a rather grumpy teapot. The explorers: Fiona Kennedy, Ian McCaskill and David Sandeman.

As this week's team of Earth explorers arrive on Arg, His Highness the Rangdo has just finished setting a series of problems to thwart them in their quest for the Great Crystal. Will they complete their task before being evaporated, or will they have to settle for a green cheese roll as compensation? The explorers: Joanna Monro, George Layton and Val Prince

His Highness the Rangdo of Arg has arranged a particularly tricky set of problems for this week's explorers. How many Argonds are lurking around the pond, and how are the explorers expected to get through the Crystal Mine when the anti-gravity boots are chained up? The explorers: Ruth Madoc, Professor Heinz Wolff and Deborah Leigh Hall

The final broadcast direct from the Planet Arg. Another team of Earth explorers have problems to solve. Will any of them win a cheese roll and survive long enough to cross the Vortex? The explorers: Heather Couper, Keith Chegwin, Adam Gilbey

These times were taken from the RadioTimes.

Gnoard - Charmian Gradwell

His Highness's niece who used to escort the contestants round the games and generally try to help them out, but not always what she seemed. In the later serie's she would phone children up and ask them for suggestions for presents for his highness. She has apparently appeared in "Wilderness Edge"

Dorgan - Sarah Lam (pictured)

Dorgan was introduced in the last series when Gnoard left Arg. She took on Gnoard's role of guiding the contestants round the puzzles. Sarah Lam has appeared in the following films: Chinadream (1997) (USA) Hamlet (1996), Shanghai Surprise (1986) and The Wildcats of St. Trinian's (1980). She has appeared in the following TV programmes: Inspector Morse (1998), Frank Stubbs Promotes (1993), Virtual Murder (1992), To Be the Best (1992), A Very Peculiar Practice (1986), No Problem! (1983), Q.E.D.(1982), Angels (1976)

Gandor The Butler - Chris Lever (pictured)

This old boy with his ear trumpet (to help him see) and his glasses (to help him hear) would generally show up throughout the show trying to help or hinder the contestants. Hindrance normally ensued when he didn't possess both his ear trumpet or glasses, because he was always leaving them somewhere. He was guaranteed to reappear at the end game.. the VORTEX!

His Highness Uncle "the Rangdo" - (Kevin Baker?)

The shy ruler of Arg was often to been seen taking the form of an Aspidistra and didn't like to talk too much, when he did it was completely indecipherable as words. It was best to stay on the good side of the King because if you gave him a present you could well end up with a cheese roll which could prove to be very useful at the Vortex. In the last series Rangdo got bored of being an aspidistra and took on the form of a teapot instead!

Dagnor (or Ron Gad?) Mr 'Doogy Rev - Bill Homeward

One of the King's distant cousin's (apparently perhaps coming from Australia) hence his way of speaking backwards. You'd be surprised how long it took contestants to work out what he was saying and that it was backwards, although singing "waltzing matilda" backwards normally gave the game away.

The Mole - Lesley Judd

The mole would be found in her locked small cell and the only way of releasing her was to get a square yellow droгна, so this normally ended up being one of the main puzzles in the game. Apparently the aim was to help the mole as she was a trapped previous contestant, but this wasn't the case as she was really a citizen of Arg who was put there to lead the contestants astray. Lesley is of course most well known for her stint as a Blue Peter Presenter (1972 - 1979) but she has also appeared in: Threads (1985) and Half a Sixpence (1967).

The Salamander:

This very tall red salamander would generally be the other contestant in the game and would delight in beating the other contestants, he couldn't speak and was guided round the mazes by helpers.

The Puzzles

The Droгна Floor

The first and last game involved crossing the coloured floor shown in the picture on my main page. Each week there was a different code for crossing the floor, like you can only stand on small blue objects that aren't circles or orange hexagons. Or it was going from tiles of same colour or shape with the same number of sides plus one. Or even a complicated puzzle to do with where the tiles relate to each other on the roygbiv scale. A noise was made in the event of a wrong move. The sneaky thing was when they had to come back over it at the end if they made a wrong move they were evaporated, and they didn't even know this unless they worked out what "the tiles are live" meant.

The Crystal Game

Similar to the opening game, the contestant would have to try and beat the Salamander across the floor to a Crystal but they could only step on tiles which showed their given shape. i.e if the shape was a yellow triangle then they could move to a yellow tile or triangle tile but no others, if a mistake was made the game would end, as would it if they retrieved the crystal or landed on the same tile as their opponent.

The Front Door

Again this was normally a rainbow based puzzle. One puzzle had the words "Richard of York gave Battle in vain" on the interior of the walls but it was too far away to see so the contestants had to try and build a kind of telescope and then they had to enter the colours on the keypad. To build the telescope they needed the butler's ear trumpet and glasses lenses. For those that don't know the Richard of York saying or ROYGBIV is the letters of the rainbow - Red, Orange, Yellow, Green, Blue, Indigo, Violet.

The Egg

There was a key fixed to an egg under water, and to get it to float to the top of the plastic tube you had to empty a bag of salt in.

Uncle

The idea was to present the King with a present to win favour. The team were asked to choose from a selection of presents before seeing him and were told 'He likes the colour yellow but doesn't like pink, also likes green but hates red.' The solution was to give him something with similar double letters in it, i.e. 'oo', 'll', 'tt', etc. Therefore, Rangdo would love balloons and footballs. He would either shake his leaves in delight or grumble at the contestants. If you did please him he would give you a green cheese roll.

Rescuing the Mole

This was where the team would find the mole locked in a cell and she would promise to help them if only they would get a yellow square droгна and release her. Normally the said droгна was to be found in a perspex cylinder and the team had to try and float it to the top with the aid of water and ping pong balls.

Ping Pong Ball

A ping pong ball sat in a tube with a fan under it... the fan only blew if you stepped on the scale but with one person it was never far enough. Attempts were tried to get all the contestants to stand on separate scales but of course no one could then reach the ball! The answer was to stack the 3 scales on top of each and get one person to stand on them allowing another contestant to reach the ball.

Find the Mole?

The contestants would be told that the mole was amongst them and had to divide into 3 and stand on circles anyone left with the mole would be zapped away... very rarely did they work out it was Lesley as she would always plead innocence. The zapped members of the team would be reunited at the Vortex.

Semaphore

A message in a picture came up as The Seven Pillars of Wisdom. To decipher this the contestants would need the International Code of Signals Book, which was located in the bookcase next to the very hollowed out book that they needed.

The Computer Maze

The contestants had to use a computer to navigate a robot dog (Dogran) (not Dogrin as thought by some as that would not be an anagram of DRAGON) through a dark maze. Dogran would normally retrieve an object which would reveal the exit password on the Archway. Not as easy as it sounds as objects were in the way which involved finding some cheese, to collect a mouse to scare an elephant so you could get it to move so you could get the object...complicated stuff.

Locked Out

The contestants would come across a door which was seemingly locked but had no keyhole. The solution was that the handle was on the wrong edge of the door and to pass through all they needed to do was to push the other edge of the door.

The Bed of Nails

The bed of nails was in the same room as the computer and sometimes the archway password was written on the ceiling and an unfortunate contestant would have to lie on it to discover it, or alternatively the solution to the dog maze was written on there.

Computer Game

This was a simple game played on the Micro where the contestants would type in commands to find objects... but it took ages for anyone to guess that the Scarlet fish was in fact a RED HERRING.

Archway

The team were forever having to pass under an Archway but to do so they had to speak the correct password as as there were often misleading passwords dotted around the mazes they quite often got it wrong. If this was the case the offending team member would be zapped into another room leaving the remaining team members to try and rescue them.

Dark Room

The poor zapped person could see nothing in their room apart from an exit sign and a locked doorway. The remaining team members would have to guide them to a safe and they key via an infra red camera before they could rejoin the team and hopefully utter the correct password.

Bungee

The contestants were put into a belt like contraption which was attached to a chain which would only release if they fed drogna into a slot, if they moved they'd end up getting caught on a wall. The aim was to find a key to release themselves and to do this they had to have purple drogna.

Pole Stepping

Two monsters would sit on the floor holding poles and would beat out a rhythm, the contestants had to judge the rhythm and jump between the poles, if a foot got stuck they had to start again.

Fishing

A pond full of piranha fish was the basis for this game. The contestants would have to build a fishing rod to remove the key from the centre of the pond, or cross the pond using planks of wood which would need to be arranged to support their weight, or to press a button on a pole the other side of the pond by using stilts to cross the pond filled with harmful chemicals, if their feet touched the chemicals they would be evaporated.

How many Drogna in the Pool?

The contestants had to guess how many drogna were in the pool by an arrangement of drogna pieces shown to them by the Butler, in reality this had nothing to do with it and could only be guessed by watching how many fingers the butler had resting on the table. (Sneaky eh?)

How does the drogna plant grow?

The contestants had to try and water the drogna plant, but to do this they needed the ear trumpet to use as a funnel.

The Vortex

The vortex was the end game where the contestants had to pass over a hexagon shaped grid like formation, with small circular pads at different points and lots of vaporizing space in between. They had to cross from

ADVENTURES IN TIME

AKA: **AVENTURAS EN EL TIEMPO**



Aventuras en el tiempo ("Adventures in Time") is a Mexican television series from 2001. This telenovela is performed completely in Spanish and features a young pre-teen girl named Violeta. She lives with her uncle, because her mother died soon after she was born and she never knew her father.

Violeta lives with her uncle, but goes to stay with her grandmother as well. Violeta also has a boyfriend named Ángel who gives her a pet dog. While at her grandmother's house, Violeta discovers a time machine that her grandfather built, and she and some other kids travel to different time periods.

The adults also end up traveling in time with the kids, and they also end up going to more recent time periods like the 1980s, where Violeta meets her mother and witnesses her own birth and her mother's death.

Produced by Eduardo Meza associate producer , Rosy Ocampo executive producer , Original Music by Alejandro Abaroa , Cristina Abaroa (incidental music and songs) , Belinda (theme song "Aventuras en el Tiempo") , Christopher Uckermann (theme song "Aventuras en el Tiempo")

Cinematography by Alejandro Álvarez , Gilberto Macin , Roberto Soldevilla, Gabriel Vázquez Bulman

Production Design by Miguel J. Hernández & Jetzibe Soria

Art Direction by José Benavent

Costume Design by Ana Luisa Miranda, Gabriela Rueda

Second Unit Director or Assistant Director - Salvador Sánchez on-location director

Other crew - Adriana Barraza acting coach, María Alba Espinosa production coordinator, Felix Greco Choreographer, Irma Ramos literary editor, Miguel Ángel Solá literary supervisor, Isabel Soriano literary supervisor

WR. Irma Ramos

DIR.

EPISODES: 5 **YEAR MADE:** 2001 **COUNTRY:** MEX **SEASONS:** 1

TELEVISA S.A DE C.V.

CREATOR: SERGIO SHMUCLER

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES-SERIAL

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Spanish

SEASON BREAKDOWN: (1) 5

DATE OF PREMIER: 19/03/2001

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Violeta Flores/Rosenda BELINDA, Marcos Flores (Violeta's uncle) GERARDO MURGUIA, Margarita Rosales de Flores (Violeta's grandmother and Marcus' mother) CARMEN MONTEJO, Ángel del Huerto CHRISTOPHER UCKERMANN, Flor del Huerto MARIBEL GUARDIA, Urraca Valdepeña MARGA LOPEZ, Ernesto 'Neto' del Huerto ALEJANDRO SPEITZER, Narciso EspinoROBERTO MARIN, Leonardo RAMIRO TORRES, OctavioRICARDO CHAVEZ

ADVENTURES OF BRISCO COUNTY, JR., THE



Ostensibly, it's an action-adventure, set in California's old West in the 1890s, that follows the exploits of the eponymous adventurer Brisco County, Jr. But while it's a familiar Wild West scene of stage-coaches, shoot-outs and saloon singers, it's also a time when an eccentric professor can build a rocket in his barn and Chinese Tong Warriors train in exotic initiation ceremonies beneath a curio shop. It's a world where outlaws hide out in a lavish gothic lair, and where an uncanny, telepathic horse called Comet is perfectly in tune with his master

But, most bizarre of all - it's a world graced by the Orb - a mysterious metallic sphere (later revealed to be one of three found in a crater) which can selectively grant awesome powers to those who possess it. And everyone wants to possess it. A Harvard law graduate and son of the greatest sharp-shooting marshal in the land, Brisco is hired by a group of wealthy businessmen known as the robber barons, to hunt down a group of 12 notorious outlaws led by the sinister John Bly. For Brisco, it's a personal matter too, as the 'Bly gang were also behind the cold-blooded murder of his father.

But Brisco is more than just a lawman, he's a dreamer and a romantic, a visionary constantly searching for 'the coming thing'. That brings him into contact with oddball inventor Professor Wickwire, (played by The Addams Family's John Astin). Wickwire has his mind set on travelling to the stars and is fascinated by the thoughts of new technologies.

Brisco's regular companions in his adventures, however, are his faithful horse Comet; bookish attorney Socrates Poole, who is his liaison with his employers, and bounty hunter/tracker Lord Bowler. Other recurring characters include Brisco's erstwhile girlfriend Dixie Cousins, nutty outlaw Peter Hutter, Sheriff Aaron Viva, an energetic lawman who looks and sounds like Elvis Presley, and playboy/gambler, Whip Morgan.

As for the Orb, it is first unearthed by Chinese coolies working on a railroad chain gang. Four work men touch its glowing rods and suddenly acquire the strength to break their chains. The Orb later gets dubbed an 'Unearthed Foreign Object' by a worker packing it up for transport on a train. 'That's kind of a mouthful' says another who proceeds to scribble UFO on the side of the crate.

It's little moments like that make this series such a delight. It's witty and playful, affectionately spoofing Western clichés and lacing the action with deft touches of fantasy. In one wonderful sequence, Brisco hitches Prof. Wickwire's experimental rocket to the top of a rail way wagon and rides it along the track to intercept a gold train robbery.

Bruce Campbell was also a semi regular in the fantasy shows "Hercules: The Legendary Journeys" and "Xena : Warrior Princess". The show is particularly reminiscent of the "Wild Wild West" (1965-1969). The show was an highly unusual one for a 1990s show, which was the reason that it never became a success in the US.

Part WILD, WILD WEST, part Indiana Jones, and part just plain strange, this Fox Network Western series followed a familiar pattern: despite being a solid hit with critics and sf fans, its ratings were spectacularly low, and not even a landslide finish in TV Guide's 1994 "Save Our Shows" viewer poll persuaded network executives to renew it for a second season.

The convoluted premise featured popular horror-film star Campbell as Brisco County, Jr., the Harvard-educated son of a noted bounty hunter. Drawn to 1890s San Francisco following the murder of his father, Brisco Jr. learns that notorious outlaw John Bly has larger schemes in mind. Turning bounty hunter himself to track down Bly, he comes across a glowing orb with mysterious powers, in which Bly is also interested. Much of the show's run was spent pursuing Bly and his associates, while other episodes paid homage to Alfred Hitchcock's Psycho (1960) and television's THE AVENGERS (1961-69).

Quirky, sly humour was the show's hallmark: a train is stopped by the Wile E. Coyote gimmick of painting a lifelike mural onto a boulder blocking the track; Brisco's horse Comet races prototype motorcycles and cracks

a safe ("He's not so smart; took him two tries!"); and one episode featured a Blackbeard-like pirate who is relocated to the Nevada desert. Recurring plots and characters were a major part of the show's appeal, with Drago's silkily dangerous Bly ultimately revealed as a time traveller, and eccentric outlaws the order of the day. The clever writing, energetic performances and excellent production values may not have made TAOBC,J a ratings success, but reruns and taped episodes are worth seeking out.

Remember THE WILD WILD WEST? These guys do. This clever Nineties series is tinged with the same quirky streak of fantasy. Some inspired casting also has a bunch of old Western stars in cameo roles including Paul Brinegar (Rawhide), James Drury (The Virginian) and Robert Fuller (Laramie). Stuart Whitman plays the leader of the robber barons, but his role is short-lived. Granted the strength of 12 men by the Orb, he pays the price for abusing his power and suddenly ages rapidly, turning into a skeleton before dissolving totally into dust.

Another episode had the ghost of Brisco's father appearing to offer him advice like Obi Wan Kenobi, telling him to feel the force. Brisco eventually discovers the secret of the orbs - that they were sent from a future time to benefit mankind - and has a final showdown with Bly, who turns out to be a fanatic from the future out to use the orbs' power to enslave his own time. plas, The Adventures of Brisco County, Jr proved a touch too eccentric for US audiences, lasting only one season. It aired in the UK on Sky One.

Executive producers for the series were Jeffrey Boam and Carlton Cuse, co-producers were David Simpkins and Paul Marks. The music was by Randy Edelman, and the special effects were created by M. Kam Cooney.

There was a tongue in cheek quality to Brisco, with each episode divided into chapters that usually ended in cliffhangers. A running theme related to a mystical golden orb that had strange powers to bring people back to life and heal people who would otherwise be dead - and everyone wanted it for their own. In a January 1994 episode it was revealed that Bly was a time traveller from 2506 who had come back to the 1890s to take the orb back to his time to use its power to rule his world. In February, Brisco with the help of Carina, a woman from the year 5502, whose people had placed the orbs in the past to help mankind develop, destroyed Bly thus preventing him from returning to his time, and initiating a 2000 years old reign on terror. At the end of that episode Brisco and Bowler agreed to become special agents, working on cases for President Cleveland when he needed them.

WR. David Simpkins, Tom Chehak, Jeffrey Boam, Carlton Cuse, John McNamara, Brad Kern, John Wirth.

DIR. Kim Manners, Joe Napolitano, Rob Bowman.

EPISODES: 28 **YEAR MADE:** 1993 **COUNTRY:** US **SEASONS:** 1

BOAM/CASE PRODUCTIONS IN ASSOCIATION WITH WARNER BROS. TELEVISION

CREATOR: JEFFREY BOAM & CARLTON CUSE

TYPE OF SHOW: WESTERN

FORMAT: SERIES

LENGTH (MINS): 60

STILL IN PRODUCTION: No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 28

DATE OF PREMIER: 27/08/1993

AIR DATE OF LAST EPISODE 20/05/1994

SEASON DATE BREAKDOWN:

FILMS:

Brisco County Jnr. BRUCE CAMPBELL, Socrates Poole CHRISTIAN CLEMENSON, Lord Bowler JULIUS CARRY, John Bly BILLY DRAGO, Dixie Cousins KELLY RUTHERFORD, Peter Hutter JOHN PYPER FERGUNSON, Sheriff Aaron Viva GARY HUDSON, Whip Morgan JEFF PHILIPS.

RELATED SHOWS:

WILD WILD WEST, THE

LAZARUS MAN, THE

1 - 1 *THE ADVENTURE'S OF BRISCO COUNTY JNR (1-2)*

After his father a US Marshall is killed by members of the John Bly gang, Brisco County Jr, is hired by a group of industrialists to capture Bly and his gang. In his quest to track them down he encounters a glowing orb with strange powers, and an eccentric scientist who has invented a rocket.

Wr David Simpkins, Jeffrey Boam and Carlton Cuse

Dir Bryan Spicer

1 - 2 *THE ORB SCHOLAR*

A trip from an old friend brings Brisco to a small Colorado town where he finds Bly, a corrupt Sheriff's department and Professor Coles, a man who has made studying the orb his life's work.

Wr Carlton Cuse

Dir Andy Tennant

1 - 3 *NO MAN'S LAND*

After a fight with a gang of bank robbers, Professor Wickwire brings an injured Brisco into a town where no men are allowed to live. Their path winds up crossing that of Lord Bowler who has been hired to recover a stolen experimental tank.

Wr Tom Chehak

Dir Kim Manners

1 - 4 *BRISCO IN JALISCO*

Brisco and Socrates become caught between a corrupt Mexican general and a group of freedom fighters who oppose him when they travel to Mexico to recover stolen guns.

Wr Carlton Cuse (w), Jefferey Boam (s)

Dir James A. Contner

1 - 5 *SOCRATES' SISTER*

Socrates' sister, a lawyer, journeys out west to defend a man captured by Brisco who claims that he is not the bad being sought after.

Wr Chris Ruppenthal

Dir Greg Beeman

1 - 6 *RIVERBOAT*

Brisco sets up a giant con game in order to capture a corrupt gambler who had made himself above the law and has cheated Socrates out of a large sum of their employer's money.

Wr John Warren

Dir Fred Gerber

1 - 7 *PIRATES*

Brisco and Lord Bowler are determined to bring in a pirate who had moved his base of operations to dry land; while a man whose family was robbed by the pirates sets out to prove himself to his son.

Wr Richard Outten

Dir Daniel Attias

1 - 8 *SENIOR SPIRIT*

Brisco learns that Blair has obtained the Orb and gets some help from his father's ghost when he sets out to rescue one of the robber baron's sons who was kidnapped by Bly while in Brisco's care.

Wr John McNamara

Dir Michael Lange

1 - 9 *BRISCO FOR THE DEFENSE*

A college buddy of Brisco's appoints him as his lawyer when he is accused of murdering a prominent but disliked citizen in a small town with a lynch mob mentality.

Wr John McNamara & David Simkins

Dir Andy Tennant

1 - 10 *SHOWDOWN*

Brisco returns to his home town where he is reunited with his childhood sweetheart and winds up taking over the Sheriff's duties from her drunken father from a ruthless cattle baron.

Wr David Simkins

Dir Kim Manners

1 - 11 *DEEP IN THE HEART OF DIXIE*

Brisco and Dixie attempt to define their relationship when Brisco gets assigned to bring her back to San Francisco along with a recording cylinder which contains evidence to ruin an important politician.

Wr Brad Kern & John Wirth

Dir Joe Napolitano

1 - 12 *CRYSTAL HAWKS*

Brisco finds himself by a ruthless bounty hunter after he is accused of killing someone who was killed by a former member of Bly's gang who gained powers from the orb.

Wr Carlton Cuse & John McNamara

Dir Win Phelps

1 - 13 *STEEL HORSES*

Socrates faces the loss of his job after four prototype motorcycles are stolen by a gang hoping to use them to steal the orb from a well-armed government convoy.

Wr Tom Chehak

Dir Kim Manners

1 - 14 *MAIL ORDER BRIDES*

Three mail order brides hire Brisco and Bowler to track down the Swill Brothers who have stolen their dowries and are hoping to steal a prize bull which is to be a gift to the king of Spain.

Wr David Simkins & John Wirth (w), Tom Chehak (s)

Dir Michael Schultz

1 - 15 *AKA KANSAS*

Brisco asks Dixie to accept an offer from her ex-husband to get back together in the hopes that she can help prevent her ex-husband from stealing an orb for Bly.

Wr Brad Kern & John McNamara (w), Carlton Cuse (s)

Dir Rob Bowman

1 - 16 *BOUNTY HUNTERS CONVENTION*

Brisco and Bowler are among a group of bounty hunters invited to a convention to share the tricks of the trade at a philanthropist's island lodge, only to have someone start killing them off one by one.

Wr James L. Novack

Dir Kim Manners

1 - 17 *FOUNTAIN OF YOUTH*

Responding to a message from Professor Coles, Brisco and Bowler meet the Professor's daughter and soon find themselves trying to keep the orb out of Bly's hand.

Wr Kathryn Baker

Dir Michael Caffey

1 - 18 *HARD ROCK*

Brisco and Bowler come to the aid of an old girl friend who is being harassed for protection money from her small town café.

Wr John McNamara

Dir Joseph L. Scanlan

1 - 19 *THE BROOKLYN DODGERS*

Brisco and Bowler find themselves facing off against New York gangsters when they declare to help a pair of orphans journey to San Francisco so they can inherit a gold mine.

Wr Donald Marcus

Dir Kim Manners

1 - 20 *BYE BLY*

Brisco has his final confrontation with Bly after receiving a warning from a woman from the future claiming that Bly will soon be escaping his entrapment to the orb.

Wr Carlton Cuse

Dir Kim Manners

1 - 21 *NED ZED*

While on a trial of a member of Bly's gang, Brisco is reunited with a woman he was once engaged to and a villain who plans to take out an old grudge on Brisco's father on Brisco.

Wr Jefferey Boam

Dir Bryan Spicer

1 - 22 *STAGECOACH*

An unknown assassin complicates matters for Brisco when he is sent on a stagecoach to escort a captured spy to the Mexican border where she will be exchanged for a captured American agent.

Wr Jeffrey Vlaming

Dir Kim Manners

1 - 23 *WILD CARD*

Brisco and Bowler come to the aid of Dixie and her sister after Dixie robs a stagecoach as part of a plan to take back her sisters casino which was taken from her by an east coast crime family hoping to control the gambling in Reno.

Wr Brad Kern & John Wirth

Dir Larry Shaw

1 - 24 *AND BABY MAKES 3*

Brisco ends up confronting the man who killed his mother while attempting to protect a Chinese infant given to Dixie who turns up to be the heir to the Chinese throne.

Wr Tracy Friedman

Dir Kevin S. Bright

1 - 25 *BAD LUCK BETTY*

Brisco and Bowler are aided by an accident prone family deputy when they set out to rescue a kidnapped Socrates and find that the prime suspect in the kidnapping is a man who had been dead for ten years.

Wr Tony Blake & Paul Jackson

Dir Joseph L. Scanlan

1 - 26 *HIGH TREASON (1-2)*

Brisco and Bowler find themselves defending themselves against the charges of high treason and on the run from an elite Army task squad after they try to help the Army rescue kidnapped heiress from a band of Mexican revolutionaries.

Wr Tom Chehak & John Wirth (w) Carlton Cuse & Brad Kern (s)

Dir Joseph L. Scanlan

ADVENTURES OF CAPTAIN MARVEL, THE



The convoluted screenplay has the Captain on the track of Worth's master-criminal, the Scorpion, who is attempting to construct a matter-transformation device from ancient crystals found by a scientific expedition, as part of the necessary prelude to his plans for world domination. In the course of that expedition Coghlan's Billy Batson is given the gift of changing into the superhuman Captain Marvel on the utterance of 'Shazam'.

The acronym stands for Solomon (wisdom), Hercules (strength), Atlas (stamina), Zeus (power), Achilles (courage) and Mercury (speed). The witty climax has the Scorpion, who has seen Billy Batson change into Captain Marvel, bind and gag him and demand to know how the transformation was achieved. Billy nods his assent, is ungagged, utters the magic word and saves the day.

When Republic announced it would not be purchasing the rights to Superman, Fawcett Publications, the owners of the copyright to Captain Marvel who appeared in their Whiz comic book, offered the rights to Republic in exchange for the studio booking advertising space. The result was the first serial taken from a comic book (as opposed to a comic strip). Made during the golden years of Republic serials and directed with verve by serial veterans Witney and English, the outing greatly benefits from Tyler's athletic performance in the title role. The serial was re-issued in 1953 under the title *The Return of Captain Marvel*. A TV series based on the Captain Marvel comic character was also created in the 1970s entitled *SHAZAM!*

See the amazing feats of Captain Marvel! He flies like a bird! Bullets bounce off his body! He is the most awe-inspiring character ever seen on the screen! A one man blitzkrieg! Devoting the strength of his super-Herculean body to the task of destroying the power of a crazed scientist! The most powerful man in cartoonland becomes the strongest man on the screen! All others pale in the light of this human fortress who finds no barrier too great in his amazing fight for justice! Your eyes won't deceive you! You'll actually see Captain Marvel: ward off a machine gun barrage with his hands Hurl a 20-ton engine at his opponents lift a giant tree with one hand -- break through a wall of steel!

The *Adventures of Captain Marvel* was a movie serial released by Republic Pictures in 1941. It ran in weekly installments over a 12 week period. It is generally considered one of the most enduring and action filled serials of the genre. The *Adventures of Captain Marvel* starred Tom Tyler in the title role of Captain Marvel and Frank Coghlan, Jr. as his alter ego, Billy Batson.

WR. Sol Shor, Ronald Davidson, Normal S. Hall, Joseph Poland, Arch B. Heath.

DIR. William Witney, John English

EPISODES: 12 **YEAR MADE:** 1941 **COUNTRY:** US **SEASONS:** 1

REPUBLIC

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Captain Marvel TOM TYLER, FRANK COGHLAN JNR, HARRY WORTH, LOUISE CURRIE, WILLIAM BENEDICT, BRYANT WASHBOURN.

RELATED SHOWS:

SHAZAM!

Don decides to reform two cultures that share the same planet . One is technically advanced yet very violent while the other lives in a dream world of peace and sensitivity.

Wr Peter Wildeblood

Dir Mike Newell

1 - 2 *PEOPLE ISN'T EVERYTHING*

Don ends up wishing he and not allowed a castaway robot to make sure nothing happens to his ship when he leaves he and Sam leave it for a while

Wr Kenneth Hill

Dir Quentin Lawrence

1 - 3 *THE HIGHER THE FEWER*

Don and Sam land on a planet where everyone lives in very tall skyscrapers and a person's social status is determined by how high up they live.

Wr Peter Wildeblood

Dir Cliff Owen

1 - 4 *THE LOVE REFLECTOR*

Don and Sam find a planet populated by entirely by beautiful women, however they learn not to succumb to the woman's charms after meeting an astronaut who did and is now six inches tall.

Wr Keith Miles

Dir Cyril Coke

1 - 5 *THE QUICK AND THE DEAD*

Strange beings living in an active volcano help convince Sam he is dead and that they are Gods after Don accidentally lands the ship there.

Wr Keith Miles

Dir Bob Herd

1 - 6 *PARADISE DESTRUCT*

Don lands on a planet that anyone else would consider paradise, but he sees one or two things that could use improvement and decides to improve them himself.

Wr Charlotte & Dennis Plimmer

Dir Bill Turner

ADVENTURES OF SINBAD, THE



After two perilous years at sea, Sinbad returns to his homeland to find Baghdad ruled by the oppressive and incompetent Prince Casib. In this over the top fantasy loosely based on the Arabian Nights, Sinbad was an attractive youth who set out from Baghdad on sailing adventures throughout the known world. Sinbad's crew included Doubar, his beefy much older brother, and Maeve, the sexy apprentice to Master Din Din, a magician friend of Sinbad's. Dermott, Maeve's trained falcon, serves them as an adventure scout.

After sailing with them in search of adventure, were the well meaning but nerdy Firouz, and Rongar, a silent Nubian. Along with lots of monsters, magic, sorcery and witchcraft - all produced with cheap special effects - there was some truly mythical dialogue (sneering villain to damsel in distress : "Come, my pretty", Sinbad, Battling sea monster : "If we miss, were seafood", Sinbad about to be headed - to cohort: "I'll think of something".

At the beginning of the second season's premier episode, Maeve was washed overboard during a fierce storm and died. Replacing her was Bryn, another sexy young sorceress, who rescued Sinbad on the beach where he washed up after his failed attempt to save Maeve. At the end of the episode the crew found out that Maeve was being protected from a powerful wizard and Bryn was to take her place with them. The tone of the show became more serious, and Sinbad who had looked incredibly boyish during the first season, began sporting a stubbly beard.

The success of Hercules and Xena has opened the door for many fantasy series, including the syndicated The Adventures of Sinbad, which owes more to 1940s Hollywood's vision of The Arabian Nights than Sir Richard Burton's: There are a few Arabs in sight (let alone vials for the women), but certainly that goes well with the tradition. All you really need is a swash buckling hero (here, Sinbad, played aptly by Zen Gesner) coming up against various sorcerers, monsters and other evil-doers each week. Add a few sword fights, some scantily clad maidens, and the formula is complete.

Filmed in South Africa, the show has a wonderfully lush look. Computer generated monsters, a fast pace and a light tone go far to carry the stories along. At the end of the first season, the character of Maeve played by Jacqueline Colen was replaced by Bryn played by Mariah Shirley. The show got off to a poor start, but soon picked up after a while, this didn't make much difference to the audience however as they turned off in droves.

Zen Gesner seemed to be born to the play the role of Sinbad. The show was produced at a time when fantasy television was back in fashion, with shows such as "XENA: WARRIOR PRINCESS", "HERCULES : THE LEGENENDERY JOURNEYS " and "TARZAN" all finding an audience. Lisa Howard who had starred in both HIGHLANDER: THE SERIES and EARTH: FINAL CONFLICT, guest starred in the episode The Eye of Kratos. Also from EARTH: FINAL CONFLICT and TEKWAR, Von Flores starred in the episodes The Ronin and The Return of the Ronin. Executive producers for the series were Peter Sussman, David Gerber and Ed Naha, producers for the series were Jonathan Hackett and Gavin Mitchell, the creative consultant was Robert Engles.

WR. Ed Naha, John Lafia, John Shirley, Michael Cassutt, Craig Volk, Jule Selbo, Ardwright Chamberlain, James L. Novak, Victoria Wozniak, George Lowell, Steven Baum, Sandy Gunter, Adam Armus and Nora Kay Foster.

DIR.

EPISODES: 42 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 2

AN ATLANTIS FILMS PRODUCTION IN ASSOCIATION WITH ALL AMERICAN TELEVISION PRODUCTION AND CAN WEST GLOBAL SYSTEMS

CREATOR: ED NAHA

TYPE OF SHOW: FANTASY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 21 (2) 20

DATE OF PREMIER: 28/09/1996 **AIR DATE OF LAST EPISODE** 11/05/1998

SEASON DATE BREAKDOWN:

FILMS:

Sinbad ZEN GESNER, Doubar GEORGE BUZA, Maeve JACQUELINE COLLEN (1), Fiourz TIM PROGOSH, Rongar ORIS ERTHUERO, Dermot DERMOT, Rumina JULIANNE MORRIS, Bryn MARIAH SHIRLEY (2).

RELATED SHOWS:

HERCULES: THE LEGENDARY JOURNEYS

XENA: WARRIOR PRINCESS

- *THE GUARDIANS*

Sinbad and his crew are entrusted with the care of an infant with a magical connection to an order of warrior monks.

- 1 - 1 *"PILOT" (1-2)*
- 1 - 2 *THE BEAST WITHIN*
- 1 - 3 *STILL LIFE*
- 1 - 4 *THE RONIN*
- 1 - 5 *LITTLE MISS MAGIC*
- 1 - 6 *KING FIROUZ*
- 1 - 7 *TIES THAT BIND*
- 1 - 8 *DOUBLE TROUBLE*
- 1 - 9 *CONUNDRUM*
- 1 - 10 *THE PRINCE OF WASN'T*
- 1 - 11 *THE VILLAGE VANISHES*
- 1 - 12 *THE MASKED MARAUDERS OF MIRHAGO*
- 1 - 13 *THE GHOUL'S TALE*
- 1 - 14 *THE RESCUE*
- 1 - 15 *THE EYE OF KRATOS*
- 1 - 16 *THE BULLY*
- 1 - 17 *MONUMENT*
- 1 - 18 *THE TRICKSTER*
- 1 - 19 *SIREN'S SONG*
- 1 - 20 *VENGEANCE OF RUMINA*
- 1 - 21 *ISLE OF BLISS*
- 2 - 1 *THE SACRIFICE*
- 2 - 2 *THE RETURN OF RONIN*
- 2 - 3 *HEART AND SOUL*
- 2 - 4 *THE VOYAGE TO HELL*
- 2 - 5 *ALIRASHID AND THE THEIVES*
- 2 - 6 *THE GIFT*

2 - 7 *THE CURSE OF THE GORGONS*

2 - 8 *THE BEAST OF BASRA*

2 - 9 *THE MONSTER*

2 - 10 *THE PASSENGERS*

2 - 11 *THE INVADERS*

2 - 12 *THE BOOK OF BEFORE*

Dastardly druids steal a magical monograph.

2 - 13 *A CITY UNDER PLAGUE*

A mysterious disease threatens Sinbad's crew.

2 - 14 *THE EMPRESS*

Sinbad and crew help a treasure hunter find a mythical Roman colony where the eternally young Empress Hitrea still waits for the return of her long - dead lover.

2 - 15 *CASTLE KEEP*

When Sinbad and Doubar are wrongly imprisoned in a castle dungeon, they join a band of pirates determined to break out and take over the castle.

2 - 16 *THE GRYPHON'S TALE*

2 - 17 *THE BEAST OF THE DARK*

Sinbad and crew are held captive by a teenage boy who controls a murderous invisible beast.

2 - 18 *SURVIVAL RUN*

Sinbad and his crew must escort a beautiful but dangerous prisoner to trial.

2 - 19 *THE MINOTAUR*

Sinbad must defeat a Minotaur in order to save his crew and return the colony of Alcyone to its rightful ruler.

2 - 20 *THE STALKERS*

2 - 21 *THE GUARDIANS*

2 - 22 *HELL HOUSE*

ADVENTURES OF SUPERMAN, THE



Superman may have fought tirelessly for 'truth, justice and the American way', but he was, of course, an alien, a survivor of the doomed planet Krypton. He'd been launched into space as an infant by his scientist father Jor El just before the planet exploded and crash-landed on Earth in a field near Smallville, USA, where he was discovered by a childless farm couple, Jonathan and Martha Kent, who adopted him and named him Clark.

Because the boy was from a larger world with a red sun, Earth's yellow sun endowed him with super powers of flight, strength, X-ray vision, hearing and invulnerability, his only weakness being Kryptonite - fragments of his old home planet - which invariably fell into the wrong hands. As a man, Clark moved to Metropolis, working as a reporter on the Daily Planet. As Clark, he was bespectacled, meek and mild-mannered, but at the drop of his snap-brimmed hat he became Superman, scourge of the underworld.

Other regulars in the series were naive cub reporter Jimmy Olsen, gruff Planer editor Perry White, Metropolis police chief Insp. Henderson, and Lois Lane, the Planet's impulsive star reporter, enamoured of Supie but contemptuous of Clark. Lois was played abrasively (in the first 26-week American season) by Phyllis Coates, and toned down for the rest by Noel Neill.

George Reeves died in mysterious surroundings, before the producers were asked to make a seventh season which would have gone ahead, if he had not died. Jack Larsen also has a guest starring role in "Lois And Clark" as an old Jimmy Olsen.

"Faster than a speeding bullet! More powerful than a locomotive! Able to leap tall buildings at a single bound! Superman, strange visitor from another planet, who came to Earth with powers and abilities far beyond those of mortal men! Superman, who can change the course of mighty rivers, bend steel in his bare hands, and who, disguised as Clark Kent, mild-mannered reporter for a great metropolitan newspaper, fights a never-ending battle for truth, justice, and the American way!" George Reeves had created the role of Superman in the low-budget 1951 feature film "Superman and the Mole People" (produced by Robert Maxwell and Bernard Luber).

The series had pretty good ratings, partly because of the stories and acting, and partly because of the visual quality achieved by pre-filming (as opposed to live telecast). From the third season, the filming was in colour. Although Superman's origins were basically science fiction the show was mostly crime drama, with a budget of only \$15,000 an episode. The special effects on the show were simple but always very efficient, Superman would fly by the use of wires which would be attached to George Reeves. There was only a few episodes which could be considered to be science fiction, these included "The Secret of Superman"; where a scientist creates a drug which he believes can control Superman. "The Runaway Robot" in which Superman must stop a robot which has been programmed by criminals. Finally there was, "The Phoney Alibi" in which a criminal steals an invention which can transport himself through telephone lines to other locations.

Before the series was made a pilot episode called "Superman on the Mole Men" (1951) was made, it was later edited into a two part story, "The Unknown People". After the series was cancelled George Reeves found himself typecast as Superman, unable to find work. In 1959 he was found shot to death, allegedly a suicide, but rumours abound that it might have been a murder. Other shows based on Superman have also been created, which are "LOIS AND CLARK" (1993-97) and "SUPERBOY" (1988-92).

American as cowboys or gangsters, Superman took his place in ITV's early schedules in the time honoured US favourites as Dragnet, Roy Rogers, I Love Lucy, and Rin, Tin Tin. Billed over here without his US prefix, 'The Adventures Of Superman has the distinction of IIV's first science fiction show, arriving here in 1956, albeit three years after the series' American debut. American youngsters reared on the spectacular big-screen image of Christopher Reeve as the Man of steel might need some persuading, but to generations of British and American fans Superman will always be George Reeves and yes they believed this man could fly. Week after week they had the message drummed home, as indelibly as the ink on a Daily Planer headline: 'Faster than a

speeding bullet, more powerful than a locomotive, able to leap tall buildings at a single bound. What's that up in the sky . . . it's a bird . . . it's a plane . . . it's Superman.

Reeves, a 6 ft 2½ in, 13 st 13 lb. bachelor who'd succeeded where 200 previous job applicants had failed, was a former light-heavyweight boxer who'd studied acting alongside Victor Mature and Robert Preston. He'd been in love with Vivien Leigh in *Gone with the Wind* and appeared in other movie classics such as *Blood and Sand* and *From Here to Eternity* and he'd actually first donned the superhero tights and underpants for a 1951 cinema feature *Superman and the Mole Men* (re-edited for the TV series as a two-part story *The Unknown People*).

Though Superman's origins were pure science-fiction, the shows were basically crime melodramas, shot on a low budget of 15,000 dollars each, at the rate of roughly two a week, and frequently called for the Man of Steel to rescue Lois, Jimmy or both from mortal danger and clutches of crazed scientists, gangsters, madmen and pirates. Occasionally there was a sci-fi theme to the story, such as *Superman in Exile*, when contamination from gamma rays leads Superman into a self-imposed exile; *Panic in the Sky*, when exposure to Kryptonite in a meteor induces amnesia; *Through the Time Barrier*, in which a scientist's time machine sends him, a crook, Lois, Jimmy, Perry and Clark back to the Stone Age; and *Mr Zero*, in which a small man from outer space who can paralyse people by pointing his finger at them falls among thieves.

Special effects were unsophisticated but effective. Reeves took off via wires, hydraulics and springboards, landed by jumping off a ladder and flew by being filmed lying on a glass table, with the Metropolis skyline (actually Hollywood) matted in later. Imagination did the rest.

When Superman first flew across British screens in 1956, ATV in the Midlands managed a prolonged 18-month run of some 78 episodes. These were culled from the first five US seasons but shown at random, only vaguely following the original seasonal flow. In fact, Noel Neill's Lois Lane was the first to be seen over here, while Phyllis Coates's acid-tongued version occasionally elbowed her milder counterpart out of the schedules for the odd week later in the north.

The last adventure of Superman was made in 1957. Two years later George Reeves, who had been so synonymous with the role that other acting parts were almost impossible to come by, shot himself. His shows, though, have run and run. In the end nearly all of the 104 episodes were screened somewhere in the UK - and were still popping up as recently as 1988-9, when BBC1 dusted off a few reels for the Christmas holidays. The producers for the series were Robert Maxwell, Bernard Luber (Season One), Whitney Ellsworth (the rest). The UK premiere for the series was on the 23rd February 1956 in the ATV Midlands area.

Of all the programs covered in this book, *Adventures of Superman* remains the most commercially successful, the most enduring and perhaps the most endearing. No other series can compete; all 104 episodes have been in continuous circulation since the series' premiere in 1953. Moreover, no other series can claim as faithful a following as *Adventures of Superman*, a following that includes not just Internet fan clubs but two books, Gary Grossman's excellent *Superman: From Serial to Cereal* (Popular Library, 1976) and Michael Bifulco's episode guide *Superman on Television* (Bifulco Books, 1988). Definite reasons for the series' success remain elusive, but certainly the foresight by producers to film the final seasons in colour assured for profitable reissues in the 1960s when colour television became affordable. But success is seldom based solely on technical change, and in the case of *Adventures of Superman* much of its success is due to its own aesthetic élan. The series never attempted to be anything more than what it was, a highly entertaining melodrama rooted deeply in its comic book origins; in fact, its best feature is sheer escapism in the best tradition. Episodes featured clear and distinct crises which always led to satisfying conclusions; this is particularly true of the first two black and white seasons.

The series evolved from tense crime thrillers under producer Robert Maxwell to more comic book-inspired and didactic morality plays in the second season (and beyond) under producer Whitney Ellsworth. Many commentators on the series prefer the Maxwell episodes to any of those produced by Ellsworth. Maxwell clearly preferred suspenseful crime thrillers over anything else: "The Haunted Lighthouse" follows Superman's efforts to thwart a smuggling ring; in "The Monkey Mystery" Superman battles a spy ring; "The Mind Machine" follows a gangster's efforts to disrupt Senate crime hearings; "No Holds Barred" exposes racketeering in the wrestling game; "Czar of the Underworld" follows the accident-prone filming of a motion picture based on Clark Kent's expose of mobster Luigi Dinelli; and "Crime Wave" follows Superman's efforts to capture 12 violent mobsters in Metropolis. Maxwell seldom balked at depicting violence.

For example, in "Night of Terror," the cold-blooded murder of motel manager Mr. King, though not shown, is discussed, and Mrs. King, shown bleeding foam facial wounds following a pistol whipping, is nursed back to health by Lois. In "The Birthday Letter" callous villains remove the braces from a disabled little girl to keep her from going for help, and in "The Evil Three" a sadistic villain pushes a woman in a wheelchair down a ramp to what is apparently her doom. Such sequences are hardly what one would think of as children's

entertainment (although in today's children's programming, such scenes would be conventional).

In general, most of the first season episodes are fast-paced and done in a style that clearly resembles B-movie thrillers rather than comic books; as Gary Grossman has noted, the preview at the end of each episode added to the B-movie quality by having the distinct flavour of movie "coming attractions" trailers.

A close examination of the series, in a strictly aesthetic sense, shows that the two black and white seasons are as similar as they are different.

The second season, under Ellsworth, certainly tones down the violence and the heavy-handed thriller quality of the first season; of note here is that Lois Lane is recast from the venomous feminist who seems to genuinely dislike Clark Kent—perhaps due to Phyllis Coates' portrayal rather than to Maxwell's scripting—to a more reserved yet nonetheless independent Lois in the person of Noel Neill, who had played the part in two Columbia serials. But more important, the second season criminals are depicted as moronic rather than sadistic, and this underscores Ellsworth's own didactic approach (especially for children). The audience may have sympathy for the crooks, but the audience will never have empathy for the crooks.

This is certainly true when examining villains like Hank, Louie, and Joyce in "The Dog Who Knew Superman," and henchman Toots in "Jimmy Olsen, Boy Editor." Hank remains degenerate by literally hating dogs, but sophomoric Louie changes allegiances when he realises that Hank is about to kill the dog in question. Joyce, the moll, remains pure, since Superman returns the dog to her care, knowing the dog will be loved. In "Jimmy Olsen, Boy Editor," Toots is simply a big lug without brains but with a heart, and our sympathies go out to him because he is a friendly yet misguided individual. But despite the criticism levelled against these depictions of villains by many devotees and reviewers alike, such characterisations are actually few in the second season.

For the most part, the villains are soft versions of Maxwell's villains. For instance, there is little sympathy for Luke Maynard in "The Big Squeeze," for Capt. McBain in "The Golden Vulture," for Fairchild in "The Face and the Voice" or Dr. Gregory Barnak in "Star of Fate." In each instance, the villain is cold-blooded, is inclined to murder, and possesses no redeeming value. The difference, then, between, say, Dr. Ort in Maxwell's "The Secret of Superman" and Dr. Barnak in Ellsworth's "Star of Fate" is that the violent tendencies in Ellsworth's villains have been assuaged, either by a sympathetic henchmen (e.g., Toots) or, in the case of Barnak, by softer plots. Dr. Ort drives the plot by seeking Superman's identity, but Barnak is secondary to the real conflict of "Star of Fate," which is to discover the antidote for a poison that has infected Lois; Barnak's mad pursuit to own the Star of Fate seems like an afterthought.

Ellsworth, who was National Comics' point man for the entire series, relied more on comic book inspiration than Maxwell, whose proclivity for crime thrillers seemed to spring more from pulp fiction than comic books of the 1950s. As a result, the fantastic underlies many of the episodes in Ellsworth's seasons, from crazy inventions like Mr. Kelso in "The Machine that Could Plot Crimes" and the incredibly powerful and accurate model air-planes in "Beware the Wrecker" (an episode with a comic book ring to it), to outright science fiction themes like a runaway asteroid in "Panic in the Sky," nuclear contamination in "Superman in Exile," Kryptonite bullets in "The Defeat of Superman" and powerful explosives in "The Whistling Bird."

Unfortunately, the colour episodes (seasons three through six) are witless and rather simple tales of little consequence. For the colour seasons, Ellsworth altered everything. For the special effects flying sequences he opted to film new sequences rather than refilm present sequences for colour. Although always redundant, the flying sequences of the black and white episodes had some variety. In particular, the second season offered a dynamic Superman pitching, yawing and rolling in front of various backgrounds including the standard Metropolis skyline as well as flights across the Atlantic ("Star of Fate") and atmospheric flights through the Metropolis skyline at night ("The Boy Who Hated Superman" and "The Clown Who Cried"). Moreover, special sequences were filmed to meet the requirements of individual episodes, such as Superman's flight to the asteroid in "Panic in the Sky" and his flight through the thunderstorm in "Superman in Exile."

But the colour episodes offered little variety in 52 episodes; the same skyline footage was used for both day and night, supplemented by a closer shot on Superman with blurred clouds in the background. Nowhere is this more pronounced and aggravating than in "The Jolly Roger." Here, the script called for Superman to save an island by blocking incoming shells fired from a U.S. Navy battleship. To accomplish this, the repetitious flying sequence was printed left to right followed by the same sequence printed right to left; no bombs are seen exploding. What is quite evident, as so many have observed, is that the "S" on Superman's costume is backwards in the reversed shots.

The depictions of villains was also altered. Now the villains were stooge-like caricatures played more for comedy than intimidation; frequent performers Herb Vigran, Ben Welden, Sid Tomack, Billy Nelson and George Chandler seemed to mock their previous villainous roles by overacting in silly plots in such episodes as "Mr. Zero," "Flight to the North" and "The Big Forget." The plots themselves became whimsical or

sentimental rather than melodramatic; searching for the perfect lemon meringue pie drives the plot of "Flight to the North," and the sentiment expressed in "Joey," "The Prince Albert Coat," "The Stolen Elephant" and "Mr. Zero" borders on satire. In "Blackmail" and "Whatever Goes Up" the denouement makes it quite clear that we are not to take the episodes too seriously; the villains survive violent explosions, reappearing with their faces covered with soot and their clothing in shreds.

They become slapstick figures, and presumably we are to laugh at their appearance and demeanour rather than revel in their own defeat. Like so many television programs of the era, the series had its origins in radio; Robert Maxwell and his wife Jessica had produced the final seasons of the radio series. Maxwell's pen-chant for crime thrillers was already apparent in the radio series, but the television series' origin also owes a lot to a series of animated films produced by Max Fleischer in the early 1940s. These 17 colour short subjects featured the voice of radio's Superman (Clayton "Bud" Collyer), but seemed more like the Ellsworth programs than the Maxwell thrillers; using the fantastic, including incredible inventions and machines, the cartoons were not so much violent as action-oriented. Maxwell or Ellsworth, or both, borrowed the opening signature for their television series from Fleischer's cartoons.

The narration in the films follows the basic radio opening with the axiomatic "faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings in a single bound"; visually, Fleischer places Superman standing with arms akimbo as the narrator explains Superman's brief history about being a strange visitor from another planet with extraordinary powers. At the appropriate point the Superman figure dissolves into Clark Kent before id-solving back to Superman with the announcer intoning the familiar closing line that states that Superman "fights a never-ending battle for truth and justice." For television, the phrase "and the American way" was added, which, since the 1960s, has offended many commentators by, as they charge, limiting Superman to an American ideal too often associated with patriotic as well as cultural imperialism. In effect, Maxwell's pilot for the series was a feature length film, *Superman and the Mole Men*, released in 1951 by Lippert Pictures.

It was later edited into a two-part episode titled "The Unknown People." Maxwell wrote the script (using the pseudonym Richard Fielding) and Lee Sholem directed. George Reeves and Phyllis Coates were featured in their roles as Clark Kent/Superman and Lois Lane; the roles of Perry White and Jimmy Olsen from the comic books and radio programs would be added for the series along with an original character, Inspector William J. Henderson, an authority with the Metropolis police department. It should also be noted that two serials, produced by Sam Katzman for Columbia Pictures, predated the series. Kirk Alyn and Noel Neill starred and Thomas Carr co-directed with Spencer G. Bennet the first serial, simply titled *Superman* (1948).

Carr's later contribution to the television series cannot be over-estimated; in fact, the best episodes belong to Carr and writer Jackson Gillis, who together knew exactly the kind of series they were making. Gillis's scripts are obviously inspired by comic books; his narratives flow quickly, leaving little room for realistic progression or character analysis. Critics censuring *Adventures of Superman* for lack of characterisation or realism are not seeing the inherent value of the series; essentially, such critics are merely speaking a different language since one simply will not find realism or insight into characters or actions in the series. Rather, what one will find is clearly pronounced characters distinguished as "police officer" or "citizen" or "villain" or "innocent" who react to stimuli with-out much motivation. What drives the plot is incident, and Gillis understands this.

His narratives grow from one fantastic element to another, cemented only by an interior logic that frequently has nothing to do with the real world of cause and effect. For example, no one really believes that a small model airplane controlled by apparently nothing, in "Beware the Wrecker," can carry enough explosive to destroy an entire cargo ship. But the model plane makes sense within the confines of that particular drama; the explosive is never explained nor is the power for flying the model aircraft explained since such explanations would get in the way of the story proper. What matters is that someone is sending specially armed model airplanes to wreak destruction upon Metropolis. What Gillis writes, Carr visually enhances.

He relies on long takes and frames his cast in postures similar to comic book panels. Carr frequently uses two-shots without cutting on dialogue because, for Carr, dialogue is present only to advance the narrative action. What matters for Carr is creating action and allowing that action to speak for itself, and nowhere is this more apparent than in the flying sequences of the second season. Grossman notes that it was Carr who devised the running take-shot, i.e., having Reeves run toward the camera, hit a small trampoline and then leap over the camera. Such a contrivance is most effective in Gillis's script for "Panic in the Sky," in which, according to Grossman, Carr angled the observatory fence toward the camera to give the impression of one mighty leap by the Man of Steel.

The second serial, *Bennet's Atom Man vs. Superman* (1950), again with Alyn and Neill, is the first Superman dramatization outside of radio to feature Lex Luthor, played here by Lyle Talbot. Not one of the 104 episodes of *Adventures of Superman* featured or even alluded to Lex Luthor, Superman's comic book nemesis.

Also, it should be noted that an episode titled "Stamp Day for Superman" was filmed but never broadcast since it was a promotional film for the U.S. Treasury Department. The episode, featuring Billy Nelson as villain Blinky and Tris Coffin as school principal Mr. Garwood, was distributed in 16mm to schools to advance the Savings Stamps program. Thomas Carr directed the 15-minute episode from a script by David Chantler. National Comics also distributed a comic book based on the episode. The dates listed below have been culled from various sources, and though the series is credited as an ABC network series, some syndication may have taken place in West Coast markets since disparities exist between listed broadcast dates. Although the dates fluctuate, the order of episodes remained the same.

Technical Information

FORMAT. Filmed half-hour series re-counting Superman's war on crime in the American city of Metropolis.
BROADCAST HISTORY. Network: ABC and syndication through Motion Pictures for Television, Inc., and later in reissue through Flamingo Films, with current syndication through Warner Brothers Television and Warner Home Video; Superman is also available from Columbia House Video Club. Original Airdates: February 9, 1953, to December 9, 1957. Sponsor: Kellogg's. Seasons: Six. Total Episodes: 104 (52 B/W and 52 colour). Signature

OPENING. The opening signature for this series has become as familiar as any on television. The exploding comet that reveals the title Adventures of Superman followed by the pistol shot, the racing locomotive, the skyscraper, Superman in flight and that majestic pose with the American flag in the background have become an American icon. Over these images, of course, is the excited babble of voices, trying to decide what's in the sky: Bird? Plane? We all know the answer-the "strange visitor from another planet," come to Earth to fight for "truth, justice and the American way." The chief announcer for the opening was Bill Kennedy; Charles Lyon introduced the show on behalf of Kellogg's.

Kennedy: Yes, it's Superman, strange visitor from another planet who came to Earth with powers and abilities far beyond those of mortal men. Superman, who can change the course of mighty rivers, bend steel in his bare hands. And who, disguised as Clark Kent, mild-mannered reporter for a great metropolitan newspaper, fights a never- ending battle for truth, justice and the American way.

COMMERCIAL BREAK. At the halfway point in each episode, the narrative would crossfade to an image of the Superman shield zooming toward the viewer with Charles Lyon telling us, "We'll return to the Adventures of " Superman in just a moment.

CLOSING. In the first season, Maxwell ended each episode with a movie trailer- inspired preview of next week's program. Using the shield as background, the title "PREVIEW" was shown before dissolving to a series of scenes from the program. Bill Kennedy then would warn the audience not to miss Superman's next "thrill packed" battle "against the forces of evil." At this point, the scene dissolved back to the shield and a series of titles accompanied Kennedy's finish: "There's action! Adventure! And mystery!" This image was followed by the image of the typical Superman stance, this time superimposed over bursting fireworks; Charles Lyon closed with a final plug for Kellogg's. After the first season, the preview was replaced by a more staid conclusion. Like its predecessor, the closing opened with a quick zoom through space accompanied by Kennedy's reminder, "Don't miss the next thrill-packed episode in the Adventures of Superman." But no preview followed, just Lyon's familiar proclamation that the series was "presented by Kellogg's, the greatest name in cereals."

Production Staff

Production: National Periodicals Inc.; the following title appears in the closing credits, with Charles Lyon offering a voice-over in the final season only: "Superman is based on the "original" added by Lyon character appearing in fiction Comics and Superman magazines."

Theme Music: Leon Klatzkin.

Season 2. Produced at RKO-Pathé Studios in Culver City, 1951.

Producers Robert J. Maxwell and Bernard Luber Associate
 Producer Barney A. Sarecky*
 Directors of Photography Clark Ramsey* and William Whitley
 Art Direction Ernst Fegte* and Ralph Berger
 Film Editor Al Joseph Dialogue
 Director Stephen Carr
 Sound Engineer Harry Smith
 Sound Cutter Barton Hayes
 First stunt Directors Arthur Hammond* and Nate Barrager
 Makeup Harry Thomas Wardrobe Izzy Berne

Casting Director Harold Chiles
 Special Effects Danny Hayes and Thol Simonson
 Properties George Bahr

Season 2. Produced at California Studios, 1953.

Producer Whitney Ellsworth
 Production Coordinator David S. Garber
 Production Manager Clem Beauchamp
 Story Editor Mort Weisinger
 Director of Photography Harold Stine
 Film Editor Harry Gerstad
 First Assistant Director
 Directors Jack R. Berne, Robert Justman and Ivan Volkman
 Sound Engineer- Jean L. Speak
 Special Effects Thol Simonson
 Photographic Effects Jack R. Glass
 Re-recording Ryder Sound Services Inc.

Season 3. Produced at California Studios,

Producer Whitney Ellsworth
 Production Manager Clem Beauchamp
 Story Editor Mort Weisinger
 Film Editor Sam Waxman
 Assistant Director John Pommer
 Sound Engineer Jean L. Speak
 Special Effects Thol. Simcmson
 Photographic Effects Jack R. Glass
 Re-recording Ryder Sound Services, Im.

Season 4. Produced at Chaplin Studios, 1955.

Producer Whitney Ellsworth
 Production Manager Eddie Donohoe
 Production Coordinator David S. Garber
 Story Editor Mort Weisinger
 Director of Photography Joseph Biroc
 Film Editor Sam Waxman
 Assistant Directors Gene Anderson, Sr., and Grayson Rogers
 Special Effects Thol Simonson
 Sound Enginecr- Earl Snyder

Season 5. Produced at Ziv Studios, 1956.

Producer Whitney Ellsworth
 Production Manager Eddie Donohoc
 Director of Photography Harold Wellman
 Film Editor Sam Waxman
 Art Director John Mansbridge
 Set Decorator Jerry Welch
 Assistant Directors Louis Germonprez and Dick Dixon
 Special Effects Thol Simonson
 Sound Engineer Robert Post
 Re-recording Ryder Sound Services Ine.

Season 6. Produced at Ziv Studios, 1957.

Production Whitney Ellsworth
 Production Manager Ben Chapman
 Director of Photography Joseph Biroc
 Film Editor Sam Waxman
 First Director Lou Croxton
 Set Decorator Glenn Thompson
 Assistant Directors Bob Barnes and Edward Haldexnan
 Special Effects Thol Simonson
 Makeup Gus Norin
 Sound Engineer Hennan lewis
 Assistant Camaeraman Howard Schwartz

WR. David Chantlar, Jackson Gills, Whitney Ellworth.

DIR. Thomas Carr (33), Lee Sholem (11), George Blair (26), Harry Gerstad (20), Phil Ford (8), Howard Bretherton (1), Lew Landers (2), George Reeves (3).

EPISODES: 104 **YEAR MADE:** 1952 **COUNTRY:** US **SEASONS:** 6

ABC PRODUCTION

CREATOR: JEROME SIEGEL AND JOE SCHUSTER

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 24, (2) 26, (3) 13, (4) 13, (5) 13, (6) 13

DATE OF PREMIER: 19/09/1952 **AIR DATE OF LAST EPISODE** 28/04/1958

SEASON DATE BREAKDOWN:

FILMS: SUPERMAN'S PERIL (1954), SUPERMAN FLIES AGAIN (1954), SUPERMAN IN EXILE (1954), SUPERMAN AND SCOTLAND YARD (1954), SUPERMAN AND THE JUNGLE DEVILS (1954).

Superman/Clark Kent GEORGE REEVES, Lois Lane PHYLLIS COATES (1), Lois Lane NOEL NEILL (2-6), Jimmy Olsen JACK LARSEN, Perry White JOHN HAMILTON, Inspector Bill Henderson ROBERT SHAYNE, Announcer WILLARD BILL KENNEDY.

RELATED SHOWS:

SUPERBOY

LOIS AND CLARK

SUPERMAN

0 - 0 *STAMP DAY FOR SUPERMAN*

Superman puts in an appearance in a school to promote US saving stamps, while Lois sets out to hunt down a burgler who had earlier robbed a jewelry store.

Wr David Chantler

Dir unknown

1 - 1 *SUPERMAN ON EARTH*

A scientist from a doomed distant planet saves his infant son's life by sending him to Earth to live. Once there he is adopted by an Earth couple who discover he has super powers.

Wr Richard Fielding

Dir Thomas Carr

1 - 2 *THE HAUNTED LIGHTHOUSE*

Jimmy visits his aunt in Maine and encounters smugglers operating out of her lighthouse.

Wr Eugene Solow

Dir Thomas Carr

1 - 3 *THE CASE OF THE TALKATIVE DUMMY*

Jimmy gets trapped in a safe, which is suspended over a sidewalk - while on the trail of villains using a ventriloquist's dummy to relay locations for armoured car robberies.

Wr Dennis Cooper & Lee Backman

Dir Thomas Carr

1 - 4 *THE MYSTERY OF THE BROKEN STATUES*

Hoping to solve the mystery of a Post Office box full of stolen cash, Lois chases down a gang of criminals who are destroying some 'worthless' plaster statues.

Wr William Joyce

Dir Thomas Carr

1 - 5 *THE MONKEY MYSTERY*

An ogre grinder monkey helps Superman retrieve a stolen atomic formula from an Iron Curtain nuclear scientist.

Wr Ben Peter Freeman & Doris Gilbert

Dir Thomas Carr

1 - 6 *A NIGHT OF TERROR*

Lois stumbles onto a murder at a motel on the Canadian border and is captured by gangsters. When Jimmy gets captured in a failed rescue attempt it is up to Superman to rescue them both.

Wr Ben Peter Freeman

Dir Lee Sholem

1 - 7 *THE BIRTHDAY LETTER*

Crooks after printing plates stolen from Bank of France kidnap a handicapped little girl when they realise she received a call meant for them.

Wr Dennis Cooper

Dir Lee Sholem

1 - 8 *THE MIND MACHINE*

A Crime boss kidnaps a scientist and forces him to use his invention which can selectively erase people's minds to stop a witness from testifying against him

Wr Dennis Cooper & Lee Backman

Dir Lee Sholem

1 - 9 *RESCUE*

Superman must save Lois and an old prospector from a coal mine after a mine shaft explosion traps them there.

Wr Monroe Manning

Dir Thomas Carr

1 - 10 *THE SECRET OF SUPERMAN*

Superman allows a scientist to believe that the scientist's drug can control him in order to rescue a kidnapped Lois and Jimmy.

Wr Wells Root

Dir Thomas Carr

1 - 11 *NO HOLDS BARRED*

Superman enlists the aid of a college wrestler to expose a professional wrestler who is using special tricks to defeat his opponent.

Wr Peter L. Dixon

Dir Lee Sholem

1 - 12 *THE DESERTED VILLAGE*

Lois and Clark journey to Lois's hometown where reports of a sea monster have been responsible for almost the entire town's population's move elsewhere,

Wr Dick Hamilton & Ben Peter Freeman

Dir Thomas Carr

1 - 13 *THE STOLEN COSTUME*

A small time crook enters Clark's apartment and steals his only Superman costume, and one of his cohorts attempts to blackmail Superman for the costume's return.

Wr Ben Peter Freeman

Dir Lee Sholem

1 - 14 *TREASURES OF THE INCAS*

Lois and Jimmy are captured by Criminals when they travel to Peru to follow a lead given by a Peruvian tapestry to the location of Inca treasure.

Wr Eugene Solow

Dir Thomas Carr

1 - 15 *DOUBLE TROUBLE*

Clark sets out to stop a pair of twins who are involved in a Nazi scheme to import a million dollars of Radium stolen from a Army Base hospital in Germany.

Wr Ben Peter Freeman

Dir Thomas Carr

1 - 16 *MYSTERY IN WAX*

A psychotic sculptress adds a suicide wing to her Wax museum and successfully predicts the suicides of many people, her latest prediction is Perry White.

Wr Howard Green

Dir Lee Sholem

1 - 17 *THE RUNAWAY ROBOT*

Superman must stop a stolen Robot which has been reprogrammed to commit crimes.

Wr Dick Hamilton

Dir Thomas Carr

1 - 18 *DRUMS OF DEATH*

While searching for Peri's sister who disappeared in Haiti, Lois, Jimmy and Clark discover voodoo is being used by criminals to keep their operations from being discovered.

Wr Dick Hamilton

Dir Lee Sholem

1 - 19 *THE EVIL THREE*

Perry and Jimmy go on a fishing trip to the Louisiana Bayou where they are terrorized by a trio of insane men who have trapped them inside an abandoned roadside motel.

Wr Ben Peter Freeman

Dir Thomas Carr

1 - 20 *RIDDLE OF THE CHINESE JADE*

In Metropolis's Chinatown, a man helps make plans to steal a priceless jade statue from his future father-in-law. Superman shows him the error of his ways.

Wr Ben Peter Freeman

Dir Thomas Carr

1 - 21 *THE HUMAN BOMB*

To prevent the interference of Superman in a planned museum robbery, a gang of criminals abducts Lois and threatens to blow her up should he leave a confined area.

Wr Robert Maxwell & Whitney Ellsworth

Dir Lee Sholem

1 - 22 *CZAR OF THE UNDERWORLD*

Inspector Henderson and Clark go to Hollywood to work as consultants on a film being made by a notorious Metropolis gangster, only to have the gangster attempt to halt the film's production.

Wr Eugene Solow

Dir Thomas Carr

1 - 23 *THE GHOST WOLF*

The Daily Planet staff journey's to Canada to investigate rumours of a werewolf which has caused the lumberjacks working at the Planet's timber reserve to walk off their jobs.

Wr Dick Hamilton

Dir Lee Sholem

1 - 24 *CRIME WAVE*

Superman fakes his demise in front of criminals when they expose him to radiation in order to learn the identity of a crimelord who had been masterminding a crime wave.

Wr Monroe Manning

Dir Thomas Carr

2 - 1 *FIVE MINUTES TO DOOM*

Superman races against time to stop an innocent man from dying in the electric chair.

Wr Monroe Manning

Dir Thomas Carr

2 - 2 *THE BIG SQUEEZE*

An ex-con who is being blackmailed by his former partner to return to a life of crime, turns to Superman for help.

Wr David Chantler

Dir Thomas Carr

2 - 3 *THE MAN WHO COULD READ MINDS*

Jimmy and Lois get involved with a swami who can read minds when they follow the swami's advice and end up hunting down a phantom burglar.

Wr Roy Hamilton

Dir Thomas Carr

2 - 4 *JET ACE*

A test pilot is captured by foreign agents who hope to get secret information from him.

Wr David Chantler

Dir Thomas Carr

2 - 5 *SHOT IN THE DARK*

A young photographer takes two pictures that end up falling into the wrong hands: one a picture of Clark changing into Superman and another photo of a criminal who had faked his own death.

Wr David Chantler

Dir George Blair

2 - 6 *THE DEFEAT OF SUPERMAN*

Lois and Jimmy are kidnapped as bait as a trap for Superman by criminals who have obtained a piece of Kryptonite. When Superman falls into the trap it is up to Lois and Jimmy to save him.

Wr Jackson Gilles

Dir Thomas Carr

2 - 7 *SUPERMAN IN EXILE*

Gamma Ray exposure leads Superman to a self-imposed exile on a mountain top to avoid contaminating Metropolis. Superman's absence allows a jewel thief to take advantage of his absence.

Wr Jackson Gilles

Dir Thomas Carr

2 - 8 *THE GHOST FOR SCOTLAND YARD*

Jimmy and Clark go to London in order to investigate a dead illusionist's return from the grave.

Wr Jackson Gilles

Dir Thomas Carr

2 - 9 *THE DOG WHO KNEW SUPERMAN*

A gangster sets out to learn Superman's secret identity after his pet dog snatches a glove that belongs to whoever Superman is in his civilian identity.

Wr David Chantler

Dir Thomas Carr

2 - 10 *THE FACE AND THE VOICE*

A criminal has his appearance altered to resemble Superman's and sets out on a one man crime wave in order to discredit the real Superman.

Wr Jackson Gilles

Dir George Blair

2 - 11 *THE MAN IN THE LEAD MASK*

A criminal gang employ an unscrupulous surgeon to offer a service to their fellow criminals that can alter appearances and finger tips.

Wr Leroy H. Zehren & Roy Hamilton

Dir George Blair

2 - 12 *PANIC IN THE SKY*

Superman sets out to stop a meteor which is on a collision course with the Earth, but he loses his memory in his first unsuccessful attempt to stop it.

Wr Jackson Gilles

Dir Thomas Carr

2 - 13 *MACHINE THAT COULD PLOT CRIMES*

A computer is used by criminals to plot out perfect bank robberies and to figure out Superman's secret identity.

Wr Jackson Gilles

Dir Thomas Carr

2 - 14 *JUNGLE DEVIL*

Clark searches for a lost jungle expedition which encountered trouble when a native Idol's diamond eye disappeared.

Wr Peter L. Dixon

Dir Thomas Carr

2 - 15 *MY FRIEND SUPERMAN*

A diner owner gets into a trouble when he brags that he does not need to pay the mob any protection money since he is a friend of Supermans.

Wr David Chantler

Dir Thomas Carr

2 - 16 *THE CLOWN WHO CRIED*

A small time crook disguises himself as a clown to steal money from a charity telethon.

Wr David Chantler

Dir George Blair

2 - 17 *THE BOY WHO HATED SUPERMAN*

Jimmy becomes a pawn in a young thugs quest for vengeance against Clark who helped look up his criminal uncle.

Wr David Chantler

Dir George Blair

2 - 18 *SEMI-PRIVATE EYE*

Lois hire a private detective to follow Clark, but when she and the detective are kidnapped, Jimmy sets out to find them all by himself.

Wr David Chantler

Dir George Blair

2 - 19 *PERRY WHITE'S SCOOP*

Perry get's involved with counterfeiters when he decides to take to the field and solve the mystery of a dead man found in a diving suit.

Wr Roy Hamilton

Dir George Blair

2 - 20 *BEWARE THE WRECKER*

A political terrorist who has the police baffled turns out to be a leading citizen who is afer the insurance money.

Wr Royal Cole

Dir George Blair

2 - 21 *THE GOLDEN VULTURE*

Clark is forced to walk the plank when he sets out to rescue Jimmy and Lois who have been captured by a deranged sea captain.

Wr Jackson Gilles

Dir Thomas Carr

2 - 22 *JIMMY OLSON, BOY EDITOR*

With Jimmy and Perry switching jobs for the day, Jimmy decided to draw a noted underworld figure out into the open by placing a false story in the Daily Planet about him.

Wr David Chantler

Dir Thomas Carr

2 - 23 *LADY IN BLACK*

Mysterious figures and strange noises by a clever gang of theives convince Jimmy that an old house is haunted while convincing Superman that Jimmy is hallucinating.

Wr Jackson Gilles

Dir Thomas Carr

2 - 24 *STAR OF FATE*

Superman must trvail to Egypt and lift the great pyramid in order to save Lois who has fallen under the curse of an ancient Egyptian jewel.

Wr Roy Hamilton

Dir Thomas Carr

2 - 25 *THE WHISTLING BIRD*

A scientist discovers a powerful explosive, but his is unable to convince foreign agents that only his parent knows the formula used to create it.

Wr David Chantler

Dir Thomas Carr

2 - 26 *AROUND THE WORLD WITH SUPERMAN*

A blind girl wins a flight around the world with Superman. Superman supervisors the operation to restore her site.

Wr Jackson Gilles

Dir Thomas Carr

3 - 1 *THROUGH THE TIME BARRIER*

After a big crime boss signs a confession, a professor takes him and the entire Daily Planet, back in time to the time of the cavemen.

Wr David Chantler

Dir Harry Gerstad

3 - 2 *THE TALKING CLUE*

Henderson's son is indicated for conspiracy when he tries to use tape recording to capture two wanted criminals.

Wr David Chantler

Dir Harry Gerstad

3 - 3 *THE LUCKY CAT*

Sabotage and attempted murder plague the members of an anti-superstition society.

Wr Jackson Gilles

Dir Harry Gerstad

3 - 4 *SUPERMAN WEEK*

A pair of villains recover the Kryptonite Superman threw into the ocean in The Defeat of Superman and plan to use it on Superman as the city of Metropolis celebrate Superman week.

Wr Jackson Gilles

Dir Harry Gerstad

3 - 5 *GREAT CAESAR'S GHOST*

Perry is set to testify about a group of criminals, but the criminals attempt to drive him crazy and destroy his creditability as a witness by causing Ceasor's ghost to pay Perry a visit.

Wr Jackson Gilles

Dir Harry Gerstad

3 - 6 *TEST OF A WARRIOR*

An aging Indian chief gets some help from Superman to pass a tribal ritual of strength and courage.

Wr Leroy H. Zehren

Dir George Blair

3 - 7 *OLSEN'S MILLIONS*

An old woman gives Jimmy a million dollars after Superman rescues her cat which had been locked inside a safe. Criminals find out about Jimmy's new found wealth and set out to relieve him of it.

Wr David Chantler

Dir George Blair

3 - 8 *CLARK KENT, OUTLAW*

In order to bring a wanted outlaw out of hiding, Clark goes undercover as a criminal, where his ability to crack safe's helps him gain acceptance as an outlaw.

Wr Leroy H. Zehren

Dir George Blair

3 - 9 *THE MAGIC NECKLACE*

A crime boss becomes intrested by the discovery of an ancient necklace which allegedly protects the wearer from any and all harm.

Wr Jackson Gilles

Dir George Blair

3 - 10 *THE BULLY OF DRY GULCH*

In a small western town, Jimmy is thrown in jail after rubbing the town bully the wrong way, and Lois finds herself on the receiving end of the Bully's romantic intentions.

Wr David Chantler

Dir George Blair

3 - 11 *FLIGHT TO THE NORTH*

A backwoodsman named Sylvester J. Superman who has never heard of the man of steel answers a woman's ad to deliver a home baked lemon meringue pie to her fiancée working in Alaska.

Wr David Chantler

Dir George Blair

3 - 12 *THE SEVEN SOUVENIRS*

A criminal genius devises an elaborate con hoping to get Superman to use his X-Ray vision on a pair of daggers, which will chemically alter them into pure radium.

Wr Jackson Gilles

Dir George Blair

3 - 13 *KING FOR A DAY*

Jimmy agrees to take the place of a European Prince, who is his exact twin, in order to help foil an assassination attempt on the real prince.

Wr Dwight Babcock

Dir George Blair

4 - 1 *JOEY*

While Superman sets out to rid the race track of corruption, the Daily Planet's race horse is inspired to victory by a young girl's kindness.

Wr David Chantler

Dir Harry Gerstad

4 - 2 *THE UNLUCKY NUMBER*

By using his powers to correctly guess the number of jelly beans in a jar, Clark helps an old woman win a contest sponsored and rigged by a racketeer.

Wr David Chantler

Dir Harry Gerstad

4 - 3 *THE BIG FREEZE*

An unscrupulous politician lures Superman into a specially designed freezer which will freeze Superman and prevent him from interfering in the upcoming fixed election.

Wr David Chantler

Dir Harry Gerstad

4 - 4 *PERIL BY SEA*

Perry's discovery of a process to extract Uranium from sea water arouses the interest of criminals who steal the formula and attempt to kill Perry.

Wr David Chantler

Dir Harry Gerstad

4 - 5 *TOPSY TURVY*

A crooked carnival owner steals Professor Pepperwinkle's latest invention - a device capable of disorientating people - and uses it to help rob banks.

Wr David Chantler

Dir Harry Gerstad

4 - 6 *JIMMY THE KID*

Jimmy is kidnapped and replaced by his identical twin whose mission is to stop Clark from conducting a criminal investigation.

Wr Leroy H. Zehren

Dir Phil Ford

4 - 7 *THE GIRL WHO HIRED SUPERMAN*

A spoiled heiress hires Superman for a party and finds herself tricked into getting Superman to do some

smuggling.

Wr David Chantler

Dir Phil Ford

4 - 8 *THE WEDDING OF SUPERMAN*

Clark finds himself in a difficult situation when Superman begins to romance Lois, the couple announces their engagement and Clark is asked to be best man at the wedding.

Wr Jackson Gilles

Dir Phil Ford

4 - 9 *DAGGER ISLAND*

Clark, Jimmy and Lois become referees in a treasure hunt on a remote island between three brothers, the prize being their inheritance.

Wr Robert Leslie Bellem

Dir Phil Ford

4 - 10 *BLACKMAIL*

Henderson is accused of taking a bribe after crooks plant stolen money on him shortly after a small time thug in his custody manages to escape.

Wr Oliver Drake & David Chantler

Dir Harry Gerstad

4 - 11 *THE DEADLY ROCK*

A G-man friend of Clark's who is susceptible to Kryptonite radiation pays Clark a visit at the same time as a scientist offer to sell a chunk of Kryptonite to the mob.

Wr Jackson Gilles

Dir Harry Gerstad

4 - 12 *THE PHANTOM RING*

Clark is offered the opportunity to join a criminal gang who perform their crimes while using special coins that turn the bearer invisible.

Wr David Chantler

Dir Phil Ford

4 - 13 *THE JOLLY ROGER*

Jimmy, Lois and Clark are captured by the pirate inhabitants of a remote island who refuse to believe the reporter's warning that the Navy is about to destroy the island.

Wr David Chantler

Dir Phil Ford

5 - 1 *PERIL IN PARIS*

While in Paris Superman unwittingly becomes a jewel smuggler when he agrees to help an actress who is fleeing from behind the iron curtain.

Wr David Chantler

Dir George Blair

5 - 2 *TIN HERO*

After accidentally stopping a bank robber, a meek bookkeeper is hired by Perry as the Daily Planet's crime solving consultant.

Wr Wilton Schiller

Dir George Blair

5 - 3 *THE TOWN THAT WASN'T*

Lois and Jimmy find themselves captured in a phoney town created to hijack truck shipments and bike travellers with phony traffic fines.

Wr Wilton Schiller

Dir Harry Gerstad

5 - 4 *THE TOMB OF ZAHARAN*

Two Middle-East diplomats convinced that Lois is the reincarnation of the ruler of their country plan on sealing her in a tomb to fulfill an ancient prophecy.

Wr David Chantler

Dir George Blair

5 - 5 *THE MAN WHO MADE DREAMS COME TRUE*

A fast talking conman uses an aging monk's superstitious beliefs against him in an attempt to usurp the throne and seize power for himself.

Wr David Chantler

Dir George Blair

5 - 6 *DISAPPEARING LOIS*

Lois stages her own disappearance to keep Clark occupied while she goes undercover as a maid to obtain an exclusive interview with a notorious gangster.

Wr David & Peggy Chantler

Dir Harry Gerstad

5 - 7 *MONEY TO BURN*

Perry finds himself framed for arson when a pair of thieves posing as food service workers rob the safe of burnt down buildings before the police arrive to investigate the fires.

Wr David Chantler

Dir Harry Gerstad

5 - 8 *CLOSE SHAVE*

Jimmy overhears a barber trying to convince the old gangster friend to go straight and turn himself in.

Wr Steve Post (w), Benjamin B. Crocker (s)

Dir Harry Gerstad

5 - 9 *THE PHONY ALIBI*

Crooks get a hold of Pepperwinkle's latest invention which allows them to commit crimes and then use the invention to transport themselves through the phone lines to a distant place and establish an alibi.

Wr Peggy Chantler

Dir George Blair

5 - 10 *THE PRINCE OF ALBERT COAT*

A young boy seeks Superman's aid as he gives his Grandfather's coat to a charity helping flood victims, unaware that it contained his grandfather's life savings.

Wr Leroy H. Zehren

Dir Harry Gerstad

5 - 11 *THE STOLEN ELEPHANT*

A small boy mistakenly believes that his birthday is a stolen circus elephant which had been stashed in his family's barn.

Wr David Chantler

Dir Harry Gerstad

5 - 12 *MR. ZERO*

A green haired alien banished from Mars for being measly, comes to Earth where his ability to paralyze people by pointing at them lands him a job with the mob.

Wr Peggy Chantler

Dir Harry Gerstad

5 - 13 *WHATEVER GOES UP*

Jimmy accidentally discovers and anti-gravity fluid that criminals hope to use to further their life of crime.

Wr Wilton Schiller

Dir Harry Gerstad

6 - 1 *THE LAST KNIGHT*

Jimmy and Lois are kidnapped by a man wearing armour while they are investigating a society for the preservation of knighthood.

Wr David Chantler

Dir Thomas Carr

6 - 2 *THE MAGIC SECRET*

A criminal hires a scientist to build a Kyrponite ray gun, then kidnaps Lois and Jimmy to lure Superman into a trap.

Wr Robert Leslie Bellem & Whitney Ellsworth

Dir Phil Ford

6 - 3 *DIVIDE AND CONQUER*

Due to a weird law in a banana republic Superman is put in jail and made to promise to stay there after he averts an assassination attempt and in order to foil a second assassination attempt he must split himself in two.

Wr Robert Leslie Bellem & Whitney Ellsworth

Dir Phil Ford

6 - 4 *THE MYSTERIOUS CUBE*

A fugitive from justice has been hiding in an impenetrable concrete cube for seven years so she can be declared legally dead and not prosecuted for crimes he has committed.

Wr Robert Leslie Bellem & Whitney Ellsworth

Dir George Blair

6 - 5 *THE ATOMIC CAPTIVE*

Foreign agents want to capture and Lois and Jimmy want to interview a nuclear scientist who has become contaminated by radiation and has placed himself in exile.

Wr Robert Leslie Bellem & Whitney Ellsworth

Dir George Blair

6 - 6 *THE SUPERMAN SILVER MINE*

A prospector strikes a vein of silver which he intends on donating to a youth camp, however he gets kidnapped by his evil twin who plans on keeping the silver for himself.

Wr Peggy Chantler

Dir George Blair

6 - 7 *THE BIG FORGET*

An anti-memory vapour developed by Professor Pepperwinkle is stolen and used to commit crimes in which the witnesses are unable to recall the crime being committed.

Wr David Chantler

Dir George Blair

6 - 8 *THE GENTLE MONSTER*

Professor Pepperwinkle creates a robot that almost ends up killing Superman, not from its great strength, but rather from its Kryptonite power source.

Wr David Chantler

Dir Howard Bretherton

6 - 9 *SUPERMAN'S WIFE*

A policewoman goes undercover as Superman's wife in order to flush out a criminal gang.

Wr Robert Leslie Bellem & Whitney Ellsworth

Dir Lew Landers

6 - 10 *THREE IN ONE*

A trio of circus performers team up and use their abilities to perform crimes that appear impossible for anyone but Superman to have committed.

Wr Wilton Schiller & Whitney Ellsworth

Dir Lew Landers

6 - 11 *THE BRAINY BURRO*

In Mexico, Clark finds himself accused of a bank robbery performed by two crooks and a donkey, with the ability to read minds.

Wr Dave Landers

Dir George Reeves

6 - 12 *THE PERILS OF SUPERMAN*

A revenge filled mobster, threatens to get back at the Planet's staff by means of an acid bath for Clark, a train for Lois, a buzz-saw for Perry and a brakeless car for Jimmy.

Wr Robert Leslie Bellem & Whitney Ellsworth

Dir George Reeves

6 - 13 *ALL THAT GLITTERS*

Having been rendered unconscious by Professor Pepperwinkle's latest invention. Jimmy fantasizes that he and Lois have power just like Superman.

Wr Robert Leslie Bellem & Whitney Ellsworth

Dir George Reeves

AEON: COUNTDOWN IM ALL

AKA: **TRILLENIUM**

AKA: **TRILLENIUM: THE FUTURE HAS BEGUN**



As a boy Chris Sanders was forced to watch on helplessly when the father he worshiped, the astronaut Mathew Sanders, was killed in a Soyuz capsule that exploded. What Chris didn't realize was that the accident was only staged to fool the public, and hide the real circumstances behind the mysterious "Omega Mission": AEON, a vast, indefinable mass out in space, was coming threateningly close to the earth and had to be destroyed. General Gossett, the head of the Omega Project, wanted to prevent mass panic by keeping the whole thing top secret. His colleague McBain protested fiercely, however, and was locked away in a psychiatric clinic. Ten years later, Chris himself is an astronaut, and has been chosen to go on his first mission to the International Space Station that is orbiting the earth.

Shortly before the launch he meets McBain, who tells him about the phony accident ten years previously. Chris doesn't believe him, but Laura, an attractive journalist, investigates the matter and actually finds some evidence to support McBain's allegations. Meanwhile, Chris is in a shuttle out in space. His first mission turns into a disaster, however, when McBain takes over a relay station down on earth and uses software to block the shuttle's functions. Chris is in serious danger, and is only saved in the nick of time by his friend Nick after a daring rescue attempt. Back on earth, Chris travels with Laura to Russia to find out more about the mysterious Project Omega. Just as the two of them are about to solve the mystery Chris is called away to help prevent someone from destroying the International Space Station. Chris immediately realizes that McBain is involved again, but this time he's powerless to prevent the catastrophe: a missile destroys the station, killing his friend Nick in the process. Chris now realizes that Omega is doing everything in its power to cover something up. On his first mission to the moon, he stumbles across a top secret lunar base. Chris realizes he's finally on the point of uncovering the secret of the mysterious Project Omega once and for all.

This mini-series was total baloney, with added bratwurst flavor.

Tired acting, predictable (and heavily prejudiced) plot that teeters on the edge of unintentional comicality, expensive-looking but poorly executed special effects. A safe no-brainer that'll keep you glued to the screen for, what, 15 minutes as you skip through the story in fast forward. Yes, it's simple enough to grasp at 15x normal speed and not miss anything important.

But a thumb up for making something this ambitious outside Hollywood. At the same time, a big thumb down for the producers for adapting and resorting only to the most worn-out cliches in the book.

Need just a few more attempts to get it done right. Maybe in the upcoming trillennium we will finally see a decent European Sci Fi flick.

Produced by Martin Choroba (producer), Dorothea Goldstein (line producer), Bernd Grote (producer), Mario Melzer (line producer), Original music by Curt Cress & Chris Weller. Cinematography by Wolfgang Aichholzer, Film Editing by Andrea Strubl & Brigitta Tauchner, Casting by Cornelia von Braun. Production Design by Florian Lutz & Jürgen Strasser. Costume Design by Corinna Muus, Makeup Department are Florence Fargeon (makeup artist), Silvia Fischer (makeup artist), Production Management are Roswitha Frankenhauser (production manager), Walter Heigl (production manager), Claudia Joers (production manager), Erwin Netzer (production manager), Réne Straub (production manager), Martina Voglmeier (production manager)

Second Unit Director or Assistant Director Heidrun Braitmayer (assistant director), Art Department - Jean Brauner (model maker), Rainer Christoph (assistant property), Erik Ebell (assistant property), Tobias Günther (set builder), Rüdiger Hohn (set designer), Andreas Högel (property master), Sabine Jörs(property master), Yvonne Kurth (production designer assistant), Harald Rüdiger(set builder), Gottfried Scherzler (set builder).

Sound Department - Stefan Fischer (sound designer), Stephan Fischer (sound designer), Rainer Plabst (sound), Jürgen Roth (sound mixer), Dieter Sitzmann (sound designer), Dennis Wild (assistant sound) Special Effects by Jens Döldissen (special effects)

Other crew

Elena Braun (assistant costume designer), Beatrice Festerling (assistant editor (as Bea Festerling), Angelika Gruber (dialogue coach), Wolfgang Haendl (lamp operator), Lisa Hoegerl (assistant to producer), Kira Hofmann (wardrobe), Andreas Höhn (video operator), Daniel Lindlbauer (second assistant camera), Solveigh Maurice (lamp operator), Katharina Nobis (assistant camera), My-Chi Phu Tho (continuity), Bernd Rillich (lamp operator), Bernd Schlegel (assistant editor), Dixie Schmiedle (camera operator), Peter Schöllhorn (gaffer), Holger Seidel (cinematographer: second unit (episode 1))
Cornelia von Braun (casting: Italy).

Special Effects by Cybersign [de] (digital effects) & V-Empire [de] (digital effects). Funding by FilmFernsehFonds Bayern [de].

WR. DANIEL MAXIMILIAN, THOMAS PAULI

DIR. HOLGER NEUHAUSER

EPISODES: 3 **YEAR MADE:** 2000 **COUNTRY:** GER **SEASONS:** 1

SAT 1, TELLUX FILM GMBH

CREATOR: DANIEL MAXIMILIAN, THOMAS PAULI

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** MINI-SERIES

LENGTH (MINS): 94 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** German

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 23/01/2000 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Chris Sanders BERNHARD BETTERMANN, Laura Giordani ANNA VALLE, General Gossett JURGEN, Dr. Jonathan McBain CHRISTIAN BRUCKNER, Dr. Sitchek TILO PRUCKNER, Maxim Rakoczy (as Reiner Schöne) RAYNOR SCHEINE, Anna KATHARINA HOFFMAN, Larry HEINZ JOSEF BRAUN, THOMAS DARCHNIGER, WOLF-DIETRICH BERG, ANDREAS BORCHERDING, ALEXANDER DUDA, 1 HENNING GISSEL, DIETRICH HOLLINDERBAUMER, CHARLES M. HUBER, PEER JAGER, JONATHAN KINSLER, TILL KRETZSCHMAR, THOMAS MEINHARDT, RAIDAR MULLER-ELMAU, TYRON RICKETTS, PETER RUHRING, MAREN SCHUMACHER, E.A. WACHHOLTZ, ALEXANDER WACHOLZ, CHRISTOF WACKERNAGEL.

AERIAL CITY 008

AKA: **KUCHU TOSHI 008**

AKA: **KUCHU TOSHI ZERO ZERO HACHI**

AKA: **MIDAI CITY 008**



Aerial City 008 is the pinnacle of 21st Century science, an ideal dwelling place for mankind, in a future where all the major cities in the world are connected by supersonic jets that reduce travelling time to a maximum of three hours. Eleven year old Hoshio (Ota) is the son of the prominent scientist Yusuke (Wakayama), and lives in this high tech utopia with his mother Saeko (Satomi) and sister Tuskiko (Hirai).

Later in the series Hoshio's family become involved in the fight against the black cat criminal organisation. A group of master thieves determined to steal priceless antiques, like the sword of Genghis Khan and the fabled Ring of the Queen's Eye, the black cat gang also dabbles in espionage and on going attempts to ruin efforts to put up a permanent moonbase.

Heavily influenced by Gerry Anderson's THUNDERBIRDS and CAPTAIN SCARLET, this puppet show used modern super-marionettes rather than the more traditional puppets found in shows such as Chirorin Village and The Hakkenden. The puppets were created by Toyko university aeronautical engineering graduate Kinosuke Takeda, who also put his experience to good use designed the futuristic look of Aerial City. The story itself was based on Aozora Monogatari (Blue Sky Story), a tale by Japan Sinks creator Sakyo Komatsu.

Despite high production values and an accomplished voice cast including Toshiko Ota and Michiko Hirai from Little Witch Sally, Aerial City 008 was a failure. Producers at the time claimed that science fiction was too difficult for children to handle, or that Japanese children were frightened by the more realistic marionettes used in the show. A generation later STAR FLEET would also use marionettes, also use Science Fiction, and also flop spectacularly in Japan. Theme : Chinatsu Nakayama - 'Kuchu Toshi 008' (Aerial City 008).

WR.

DIR.

EPISODES: 200 **YEAR MADE:** 1970 **COUNTRY:** JAP **SEASONS:** 1

NHK

CREATOR:

TYPE OF SHOW: EARTH FUTURE **FORMAT:** SERIES

LENGTH (MINS): 15 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1)

DATE OF PREMIER: 03/04/1970 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Oh-hara Hoshio (voice) (TOSHIKO OTA? or YOSHIKO OHTA?), Dr.Oh-hara yuusuke (voice) GENZO WAKAYAMA, Oh-hara Sa-eko (voice) KYOKO SATOMI, Oh-hara Tsukiko (voice) MICHIKO HIRAI, Wiseman (voice) ARIHIRO FUJIMURA, Computer Center Director (voice) KAZOU KUMAKURA, ARIHIRO FUJIMURA, Julie (voice) TOMOKO MATSUHIMA, Narrator KYOJI KOBAYASHI, Kagan (voice) NOBUYO OHYAMA, Kogon (voice) KAZUYA TATEKABE.

Books Based on this series.

Blue Sky Town Tales

Sakyo Komatsu

AIRWOLF



Airwolf was named after its most important character which was not a living being, but the world's most advanced helicopter. Developed by a top secret US Government agency known only as 'The FIRM'. Airwolf could outperform every other aircraft ever made. Faster than a jet plane, it could travel anywhere in the world without refuelling and when a conflict arose it could blast the bad guys out of the sky or get them on the ground. It also had remarkable sensing devices that could, among other things, tell how much fuel is in the tank of a jeep on the ground. Complications arose when Airwolf is stolen by its creator and sold to the Libyans. The Government had enough good sense to not want the Libyans to have such an advanced piece of equipment so they recruit Stringfellow Hawke to get it back for them. Stringfellow, or String as he preferred to be called, was an eccentric pilot who was able to recover Airwolf. After recovering it he decided not to give it back to the Government until he learned the fate of his brother- St. John- who had been listed as missing in action during the Vietnam conflict. While the government tried to learn of String's brother's fate, String would use Airwolf to get the bad guys.

To help him in this endeavour he recruited Dom Santini, an old war buddy who ran Santini Aviation, a small aviation company. Together they went after terrorists, mad scientists, third world revolutionaries and anyone else that the FIRM wanted eliminated. The bad guys are required to have some type of air transport- be it plane or helicopter- so that at some point in the episode (usually the end) there can be an aerial chase or better yet a dogfight in which Airwolf can come out victorious. String and Dom had contact with the FIRM through the mysterious Archangel, who always dressed in elegant white suits.

Ernest Borgnine could also be seen in the SF show TREASURE ISLAND IN OUTER SPACE. After the end of the third season the entire show's production was changed, including a complete recast of the regular cast members, this resulted in a poor show, which is rarely seen today. "Airwolf" was cancelled in 1986, only to be revived by the USA Cable Network, with a new cast for the fourth season, often never broadcast as part of the package, which usually only consists of the first three seasons. The fourth season made extensive use of the stock footage from the first three seasons.

Usually, the most exciting part was the dog fights which "Airwolf" got into at the end of every episode. The scripts were, however, lacking in substance, and many of the episodes were just plain dull. As the show continued, continuity also waned, with the character of Stringfellow Hawk becoming literally a changed man overnight.

In 1986 CBS cancelled Airwolf a fate that normally meant no more new episodes. However, the USA cable network bought the rights to the programme and decided not only to rerun the existing episodes but, to make new ones. The USA episodes were totally recast. Dom was killed in a helicopter explosion and his niece Jo inherited Santini Aviation. String was injured during the rescue of his brother St. John. St. John ended up in control of Airwolf, going on the same type of missions as String did; however he was now taking orders from Jason Locke. Major Rivers became St. John's copilot. Not as much money was spent on the USA episodes and the quality suffers when compared to their predecessors on CBS. The aerial footage from the CBS episodes became stock footage and was used repeatedly.

Of all five super-machine shows of the 1980s (KNIGHT RIDER, BLUE THUNDER, Airwolf, STREETHAWK and THE HIGHWAYMAN). Airwolf was far and away the most mature and sophisticated, combining intelligent scripts, adult themes, and trademark 1980s vigilante mayhem with action heroics and the inevitable cathartic destructive power of Airwolf, the carnage heightened by the superb and distinctive theme of Sylvester Levay. If the cast and characters weren't exactly likeable, they were suited to their roles.

Donald Bellisario had entered television through Stephen Cannell's World War II flyboy show Black Sheep Squadron and then went into Glen A. Larson's BATTLESTAR GALATICA before developing the long running and influential detective show Magnum P.I. Bellisario's weird and contradictory signature mix of religious fundamentalism, reactionary militarism, right-on liberalism and right-wing denial was honed to

perfection on Airwolf, and has permeated all of his series (Magnum, QUANTUM LEAP, Jag) since.

Vigilante action shows such as those churned out by Stephen Cannell, Glen Larson and Donald Bellisario, with their heart in the right place and a bullet in the chamber have always confused and discomfited English commentators and critics on pop culture and TV, where to be anti-authority in Britain has usually been synonymous with left wing politics, which has traditionally had first refusal on liberal ideas. An enormous amount of knee-jerk rubbish has been written about shows such as THE MAN FROM U.N.C.L.E., I-Spy, The A-Team and KNIGHT RIDER etc, which were actually quite subversive and innovative, but with Airwolf, what you see is what you get.

Vietnam and Watergate gave conservative America nightmares even the feel good Reagan years couldn't eradicate, and while Bellisario's series have done their damndest to rewrite contemporary history and make the military heroic again - Bellisario served in Vietnam in the marines - his corner of Hollywood has been forced to explain the recent past by looking for bad guys at home rather than abroad. Consequently, the concept of paramilitary forces of nuked-up survivalists, embittered Vietnam veterans and renegade patriots who might have been expected to receive some sympathy have proven a popular option with which to confront and justify America's demons.

In reality, Airwolf was a highly modified Bell 222 helicopter, and its speed and abilities are of course the result of clever editing and camera trickery. Fake jet engines made out of fibre glass were added, and aluminium and steel cannons. Like most futuristic designs for TV's super machines, these cosmetic editions are more of a hindrance than a help, and highly impractical. Just at the 1960s Batmobile could travel no faster than 40 miles an hour, just as the Batcycle was a juddering death trap, and just as the UNCLE car barely moved two blocks without sputtering to a halt, so Airwolf's speed was encumbered by it's stylish trimmings! However, it did once perform a real rescue mission, when the rotor blades were used to fan-dry a football pitch for an important evening game!

The executive producer for the series was Donald Bellisario, the producers were Lester WM Berke, Leon Ortiz-Gil, Michael Snyder. The story editors were Chester Krumholz and Phil Combest. Photography was by Stan Lazan, art directors were Gary Lee and Greg Garrison and the music for the show was by Sylvester Levay and Ian Freebairn-Smith.

WR. Donald P. Bellisario, Burton Armus, Nicholas Corea, C. R. O'Christopher, David Hemmings, T.S. Cook, Calvin Clements Jr., Chester Krumholz, Deborah Pratt, Steve Hayes, Paul Savage, Gregory Harris, Charles Winston, Westbrook Claridge, Alfonso M. Ruggier Jr. , Sutton Roley, Rick Kellbaugh, Stephen A. Miller, B.W. Sandefur, Patrick Kennedy, Anthony Robertson, Lyal Brown, Stephen Ainsworth, Ray Hoagan, Michael Mercer, James Hughs.

DIR. Donald P. Bellisario, Virgil W. Vogel, Alan J. Levi, Harvey Laidman, Joseph Gunn, Ivan Dixon, Ray Austin, Don Baer, Bernard L. Kowalski, Leslie H. Martinson, Tom Bank, Bruce Seth Green, Sidney Hayers, Don Medford, Daniel Haller, Vincent McEveety, Georg Fenady, Richard Irving, Alan Simmonds, Patrick Corbett, Bruce Pittman, Brad Turner, J. Barry, Zale Dalen and Ken Jubenvill.

EPISODES: 80 **YEAR MADE:** 1984 **COUNTRY:** US **SEASONS:** 4

BELLISARIOUS PRODUCTIONS/UNIVERSAL

CREATOR: DAVID P. BELLISARIO.

TYPE OF SHOW: TECHNOLOGY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 12, (2) 21, (3) 21, (4) 23

DATE OF PREMIER: 22/01/1984 **AIR DATE OF LAST EPISODE** 07/08/1987

SEASON DATE BREAKDOWN:

FILMS:

Stringfellow 'String' Hawke JAN-MICHAEL VINCENT (1-3) , Michael 'Archangle' Coldsmitth-Briggs III ALEX CORD(1-3), Dominic 'Dom' Santini ERNEST BORGNINE (1-3), Caitlin O. Shannessy JEAN BRUCE SCOTT (2-3), Marella DEBORAH PRATT (1-3), St. John Hawke BARRY VAN DYKE (4), Jason Locke ANTHONY SHERWOOD (4), Major Mike Rivers GERAINT WYN DAVIES (4), Jo Santini MICELE SCARABELLI (4).

Books Based on this series.

Airwolf		1990
Airwolf Book 1	Ron Renault	1985
Airwolf Book 2 - Trouble from Within	Ron Renault	1985

RELATED SHOWS:

*BLUE THUNDER**TREASURE ISLAND IN OUTER SPACE*1 - 1 *AIRWOLF (1-2)*

String agrees to retrieve Airwolf which has been stolen by its creator, who intends on selling it to the Libyans in exchange for Archangel finding out about String's brother, St. John who did not come back from Vietnam.

Wr Donald P. Bellisario

Dir Donald P. Bellisario

1 - 2 *DADDY'S GONE A'HUNTIN*

Russians hold an American child captive in the hopes of getting the father to turn over an American plane.

Wr Burton Armus

Dir Virgil W. Vogel

1 - 3 *BITE OF THE JACKAL*

A disgruntled subordinate of Archangel intends on advancing his career by capturing Airwolf.

Wr Nicholas Croea

Dir Alan J. Levi

1 - 4 *PROOF THROUGH THE NIGHT*

Airwolf is sent into Russia without its weaponry to pick up a FIRM 'mole', his family and a serum he was working on.

Wr Cried Ware & Donald P. Bellisario

Dir Harvey Laidman

1 - 5 *ONE WAY EXPRESS*

String and Dom's friendship is strained when Archangel asks String to do a stunt that Dom had agreed to do to prove that he isn't over the hill.

Wr Burton Armus

Dir Alan J. Levi

1 - 6 *ECHOES FROM THE PAST*

String is kidnapped and brainwashed by a group of mercenaries who intent on getting Airwolf to Libya.

Wr C. R. O'Christopher

Dir Harvey Laidman

1 - 7 *FIGHT LIKE A DOVE*

The daughter of a Nazi war criminal hunter continues her father's work when she approaches Dom and String for help in locating the man who killed her father.

Wr Burton Armus

Dir Steve Dollinger

1 - 8 *MAD OVER MIAMI*

Dom is kidnapped and taken to Cuba while delivering ransom money to release a Cuban hostage, so String and Airwolf are sent in to rescue him.

Wr David Hemmings

Dir Joseph Gunn

1 - 9 *AND THEY ARE US*

String is reluctant to take part in a revolution the FIRM is involved in until he learns that the opposing commander is a man who may know where St. John is.

Wr Nicholas Croea

Dir Nicholas Croea

1 - 10 *MIND OF THE MACHINE*

One of the scientist on a team which has developed a computer to train future Airwolf pilots is discovered to be a foreign spy after Airwolf's plans.

Wr T. S. Cook

Dir Ivan Dixon

1 - 11 *TO SNARE A WOLF*

A government official who wants Airwolf for use in his agency uses a spy satellite to try and find Airwolf

Wr Louis F. Vipperman

Dir Alan J. Levi

2 - 1 *SWEET BRITCHES*

String and Dom expose a crooked Sheriff when they journey to Texas to investigate the arrest and disappearance of an old friend.

Wr Donald P. Bellisario

Dir Alan J. Levi

2 - 2 *FIRESTORM*

A drunk friend of Dom's inadvertently alerts Dom to a man who plans on starting WWII with his own nuclear missile.

Wr Calvin Clement Jr

Dir Ray Austin

2 - 3 *MOFFITT'S GHOST*

While on a mission behind the iron curtain, String loses control of Airwolf's computer which has set itself to automatically attack any aircraft it encounters.

Wr T. S. Cook

Dir Don Baer

2 - 4 *THE TRUTH ABOUT HOLLY*

Dom and String discover that Dom's niece, Holly, is not in the right frame of mind after they rescue her from a Mexican crimelord.

Wr Phil Combest & Chester Krumholz

Dir Alan J. Levi

2 - 5 *THE HUNTED*

Dom and String are hired by a corporate executive to guarantee his at a meeting where he intends to sign a contract that would create jobs for the unemployed.

Wr Chester Krumholz

Dir Sutton Roley

2 - 6 *SINS OF THE PAST*

Dom is the prime suspect in his ex-wife's murder when she is killed after a 'reunion' at their daughters funeral.

Wr Taenha Goodrich & Jake West

Dir Don Baer

2 - 7 *FALLEN ANGEL*

Archangle needs rescuing when he fails in the rescue attempt of his East German girlfriend.

Wr Deborah Pratt

Dir Sutton Roley

2 - 8 *HXI*

The style in which an experimental Army helicopter is stolen lead String to suspect that St. John is behind the theft.

Wr Steve Hayes

Dir Gerald Mayer

2 - 9 *FLIGHT 093 IS MISSING*

Caitlin is a passenger on board a plane which Airwolf is sent to search for after the plane is hijacked and forced down at sea.

Wr Chester Krumholz & Calvin Clement Jr

Dir Bernard L. Kowalski

2 - 10 *ONCE A HERO*

String receives information that St. John is being held in a POW camp, but by the time a rescue operation is put into effect St. John has been moved.

Wr Alphonse M. Ruggiero Jr

Dir Leslie H. Martinson

2 - 11 *RANDOM TARGET*

While shooting some aerial footage, Dom and String set mobsters after them when they inadvertently get some footage of a mobster who was believed dead.

Wr Paul Savage (w), Herman Grooves (s)

Dir Virgil W. Vogel

2 - 12 *CONDEMNED*

String and Caitlin are sent to a remote Alaskan research station where a deadly Russian bacteria has been let loose.

Wr Douglas Steinberg

Dir Tom Blank

2 - 13 *THE AMERICAN DREAM*

The Airwolf team comes to the aid of a group of Vietnamese farmers who are being forced to pay protection money to a modern day warlord.

Wr Denis R. Foley

Dir Virgil W. Vogel

2 - 14 *INN AT THE END OF THE ROAD*

A pilot who escaped from terrorists who stole an experimental aircraft computer leads the Airwolf team to a remote community where the terrorists are holed up.

Wr Westbrook Claridge & Alphonse M. Ruggiero Jr

Dir Ray Austin

2 - 15 *SANTINI'S MILLIONS*

Dom inherits 40% of a millionaire's estate whom he had earlier rescued from a plane crash.

Wr Michael Halperin

Dir Sutton Roley

2 - 16 *PRISONER OF YESTERDAY*

The Airwolf team end up stopping a Banana republic coup when they set out to rescue Doc. who had been kidnapped to treat the nation's leader.

Wr Chester Krumholz & T. S. Cook

Dir Georg Fernady

2 - 17 *NATURAL BORN*

String and Dom help a young helicopter pilot go after drug runners who killed his uncle when the uncle refused to help them.

Wr Alphonse M. Ruggiero Jr

Dir Virgil W. Vogel

2 - 18 *OUT OF THE SKY*

While working on a music video. String helps a country singer whose manager plans to kill her in an effort to boost album sales.

Wr Gregory Harris & Charles Winston

Dir Bruce Seth Green

2 - 19 *DAMBREAKERS*

String is captured by terrorists who have taken over a commune when he flies a reporter to the commune to do a story.

Wr Westbrook Claridge (w,s), Alphonse M. Ruggiero Jr (w,s) & Douglas Steinberg (s)

Dir Virgil W. Vogel

2 - 20 *SEVERANCE PAY*

A Russian mole working in the FIRM frames a disgruntled retiring employee to cover up his own tracks.

Wr Chester Krumholz

Dir Sidney Heyers

2 - 21 *ERUPTION*

After an erupting volcano forces them to land. String and Dom discover a mining town being run as a slave colony.

Wr Kevin Hartigan (w,s) & T. S. Cook (w)

Dir Tom Blank

2 - 22 *SHORT WALK TO FREEDOM*

String is captured by latin Amercian revoltionaries while attempting to rescue American archaeological students trapped by a coup.

Wr Robert Bleses & Dorothy Robinson

Dir Virgil W. Vogel

3 - 1 *THE HORN OF PLENTY*

String is captured and becomes the subject of a mind control experiment that turns him into a killing machine.

Wr Sutton Roley

Dir Sutton Roley

3 - 2 *AIRWOLF II*

Misdeed done by an Airwolf 'clone' end up getting Archangel fired and charges brought up against the Airwolf crew.

Wr Al Martinez

Dir Don Medford

3 - 3 *AND A CHILD SHALL LEAD*

String is aided in the rescue of a kidnapped industrial designer by the man retarded son.

Wr Stephen A. Miller

Dir Alen Reisner

3 - 4 *FORTUNE TELLER*

Dom and String gets a physcics help in locating Archangel who has been kidnapped, however the higher ups believe Archangel defected and send a deaf squad after him.

Wr Rick Kellbaugh (w,s) & James L. Novak (s)

Dir Sutton Roley

3 - 5 *CROSSOVER*

A scientist defected to the west begins to reconsider his decision after the Airwolf team have a series of mishaps plague their efforts to get him safely to the west.

Wr Elliot West

Dir Don Medford

3 - 6 *KINGDOM COME*

A former FIRM employee working for the government steals a nuclear triggering device and places a bomb aboard Airwolf.

Wr Rick Kellbaugh (w) & Michael Halperin (w,s)

Dir Harvey Laidman

3 - 7 *EAGLES*

An airplane manufacture sets out to kill a lady pilot after she discovers a defect in a plane he hopes to sell to the Airforce.

Wr Edward J. Lasko

Dir Virgil W. Vogel

3 - 8 *ANNIE OAKLEY*

String ends up hunting down a stolen hi-tech weapon when one of the theives who offered to sells it back turns up dead.

Wr Harold Stone & Rick Kellbaugh

Dir Daniel Haller

3 - 9 *JENNIE*

String comes to the aid of a teacher and her dead students while on a mission to rescue an American scientist being held captive in a Banana republic.

Wr Kathryn Michaelin Powers

Dir Bernard L. Kowalski

3 - 10 *THE DEADLY CIRCLE*

The famalies of one of String's friends from Vietnam are kidnapped along with Dom and Caitlin by people seeking revenge against those who destroyed their village during the vietnam conflict.

Wr Robert Specht

Dir Harvey Laidman

3 - 11 *WHERE HAVE ALL THE CHILDREN GONE?*

A former draft dodger has trained a group of children to take over a nuclear missile base to use as a bargaining chip to gain nuclear disarmament.

Wr Al Martinez (w) & Alan Godfrey

Dir Daniel Haller

3 - 12 *HALF-PINT*

String decides to adopt St. John's Amerasian son when the son's discovery points to St. John being dead.

Wr Robert George

Dir Bernard McEveety

3 - 13 *WILDFIRE*

Dom helps out a young friend whose son has become involved with drug runners.

Wr Donald Westheimer

Dir Vincent McEveety

3 - 14 *DISCOVERY*

A man who once failed to steal Airwolf is given a second chance when a young lady he knows stumbles upon its hiding place.

Wr Stephen A. Miller

Dir Alen Reisner & Alan Cooke

3 - 15 *DAY OF JEOPARDY*

String and Dom must deal with traitor in both the FIRM and senate committee while escorting a witness to a senate committee.

Wr Rick Kellbaugh (w) & Evertett Chambers (s)

Dir Georg Fernady

3 - 16 *LITTLE WOLF*

String and Dom become involved in a custody dispute when a friend of String's who was about to be divorced dies leaving his wife and mother to battle for his infant son.

Wr Robert Specht

Dir Bernard McEveety

3 - 17 *DESPERATE MONDAY*

At Caitlin's sorority reunion kidnappers after one of her 'sisters' bungle the job and end up holding the whole reunion hostage.

Wr Rick Kellbaugh (w), Kathryn Michaelin Powers (w) & Robert George (s)

Dir Gregory Prange

3 - 18 *HAWKE'S RUN*

String discovers that an old friend is a double agent when a schematic he was to turn over to the FIRM is stolen.

Wr B. W. Sandefur

Dir Richard Irving

3 - 19 *BREAK IN AT SANTA PAULA*

String is thrown into a Mexican jail after an unsuccessful attempt to rescue a youth framed for drug possession.

Wr Edward J. Lasko

Dir Denis Donnelly

3 - 20 *THE GIRL WHO FELL FROM THE SKY*

After rescuing a woman who was thrown from a helicopter into a lake. String helps her go after the people who tried to kill her.

Wr B. W. Sandefur

Dir Don Chafy

3 - 21 *TRACKS*

String accompanies a group of handicapped men on a mountain climb intended to build their confidence

and ends up battling a naturalist who wants to keep them off his mountain.

Wr Rick Kellbaugh

Dir Ron Stein

3 - 22 *BIRDS OF PARADISE*

String comes to the aid of his nephew who asks String for help when his mother disappears for a week.

Wr Robert George

Dir Bernard L. Kowalski

4 - 1 *BLACKJACK*

String is seriously wounded during the successful rescue of St. John. Dom is killed in a helicopter accident and his niece, Jo, inherits and takes charge of Santini Air. The company send Locke to regain possession of Airwolf.

Wr Michael Mercer & Jana Veverka

Dir Alan Simmonds

4 - 2 *ESCAPE*

After being captured and sentenced to die, Jo's only hope for survival lies with a Soviet defector.

Wr Patrick Kennedy

Dir Patrick Corbett

4 - 3 *A TOWN FOR HIRE*

Jo and St. John are forced to land in a small town lead by an illegal weapons manufacturer.

Wr Gwen Tulpa & Jordan Nicht

Dir Patrick Corbett

4 - 4 *SALVAGE*

Investigating reports made by a mental patient who was formerly with the FIRM, St. John and Mike discover a stolen 'next generation' Airwolf.

Wr A. P. Liddell

Dir Ken Jubenvill

4 - 5 *WINDOWS*

St. John and crew are under a deadline to recover a piece of stolen satellite hardware which is needed for an upcoming space shuttle flight.

Wr Leslie McBride

Dir Ken Jubenvill

4 - 6 *A PIECE OF CAKE*

The grandfather of one of four juvenile delinquents Jo and Mike have taken camping plans on killing the rest of the camping party in order to gain custody of his grandson.

Wr Antony Robinson

Dir Bruce Pittman

4 - 7 *DEATHTRAIN*

Locke does not get along with a Russian agent he has been assigned to work with to guard a train full of nerve gas that is to be destroyed.

Wr Gwen Tulpa & Jordan Nicht

Dir Patrick Corbett

4 - 8 *CODE OF SILENCE*

St. John and Locke uncover a military cover up when they represent opposite sides of a court martial.

Wr Bartholomew S. Spellman

Dir Alan Simmonds

4 - 9 *STAVOGARD (1-2)*

The Russians reluctantly agree to allow the Airwolf team help them contain a nuclear plant that has had a meltdown.

Wr Sidney Burrows

Dir Ken Jubenvill

4 - 10 *MIME TROUPE*

The Airwolf team is assigned to guard the daughter of an Interpol agent who is marked for death by terrorists.

Wr Lyal & Barbara Brown

Dir Bruce Pittman

4 - 11 *X-VIRUS*

The Airwolf team tracks down the source of a genetically engineered virus that has claimed the life of one of St. John's friends.

Wr Lyal & Barbara Brown

Dir Ken Jubenvill

4 - 12 *ROGUE WARRIOR*

A security leak is blamed on Locke when he behaviour changes as a result of seeing a friend killed on a mission behind the Iron Curtain.

Wr R. B. Carney

Dir Brad Turner

4 - 13 *GROUND ZERO*

A Japanese Kamikaze pilot who survived being shot down by St. John's father during WWII plans on restoring his honour by killing St. John and destroying a nuclear power plant.

Wr Michael Mercer

Dir Alan Simmonds

4 - 14 *FLOWERS OF THE MOUNTAINS*

A jet manufacturer sabotages his own plane that St. John is test piloting rather than let St. John reveal its inferior construction.

Wr Stephen Ainsworth

Dir Randy Bradshaw

4 - 15 *THE KEY*

The Airwolf team is sent in to stop a group who have taken control of ten Soviet and ten American nuclear missile silos and threatens to set them off unless everyone agrees to total nuclear disarmament.

Wr Rick Drew

Dir J. Barry

4 - 16 *ON THE DOUBLE*

Mike and the wife of a East German double agent/ pilot he had been impersonating are kidnapped at an air show in Paris.

Wr Frank Kniest

Dir Ken Jubenvill

4 - 17 *STORM WARNING*

A Banana republic dictator takes St. John and the family of one of St. John's friends - who had discovered that the dictator was skimming American aid - hostage on a remote island.

Wr Michael Mercer

Dir Brad Turner

4 - 18 *THE GOLDEN ONE*

Jo is lured to Afghanistan by an old boyfriend who had sold her as a bride to a rebel leader.

Wr Ray Hogan

Dir George Ershbamer

4 - 19 *THE PUPPET MASTER*

Locke's girlfriend is given a behaviour implant module which forces her to turn Locke over to a lady scientist who uses the same procedure on Locke in order to gain control of Airwolf.

Wr Gwen Tulpa & Jordan Nicht

Dir Zale Dalen

4 - 20 *MALDUKE*

The Airwolf team are sent to stop a man who has hi-jacked a Japanese freighter carrying nuclear waste. The man plans to blackmail the nations of the Earth into quarantining all the diseased persons.

Wr Michael Mercer

Dir Ken Jubenvill

4 - 21 *POPPY CHAIN*

The Airwolf team travel around the world as they put an opium ring run by St. John's former commander out of bussiness.

Wr Chris Haddock

Dir Ken Jubenvill

4 - 22 *FLYING HOME*

Jo's ailing father aids the Airwolf team in recovering radioactive material stolen by a group of Neo-Nazis.

Wr Rick Drew

Dir Brad Turner

4 - 23 *WELCOME TO PARADISE*

St. John comes to the aid of an old flame who's husband was killed by drug dealers.

Wr James Hughs

Dir J. Barry

AKUMAIZER 3

AKA: **AKUMAIZA SURI**



The underground empire known as the Akuma clan has decided to start its invasion of the surface world and is now beginning to make preparations for its attack. Thankfully Zabitan, who is half human and half Akuma disagrees with their plans and decides to stand up to the clan and protect the surface world from the invaders. The Akuma clan is not pleased with this development and decides to send out Gobbler and Evil to hunt down Zabitan and put a stop to his actions.

As both Gobbler and Evil fight Zabitan they come to realize that they may be on the wrong side of the fight and decide to join Zabitan in his fight to protect humanity from the rest of the evil empire. These three heroes would go on to be known as the Akumaizer 3.

I saw the opening theme to this program a while back and was really intrigued by it as it looked like an action packed show with some very colorful characters, however it would not be till recently that I would have a chance to sit down and really check out the series.

Akumaizer 3 is very different from many of the other tokusatsu programs that I've seen in the past couple of years in that it features "henshin-like" characters that don't have an alter-ego. This aspect of the series allowed the writers to add some very dramatic touches to what could have just been another forgettable hero show. Even though the Akumaizer 3 fight to protect humans, they are not easily accepted by them, after all they used to be part of the Akuma clan, a fact that they cannot hide through a secret human guise.

The other intereting twist to the story is that our heroes are also fugitives from their own world and must now fight against those who used to be their friends and family. Needless to say that will make for some very tense moments as the series progresses all the way to its dramatic conclusion.

Aside from the great storyline what we have here is a very fun to watch TV program from the one and only Ishinomori Shoutarou. Each episode is full of colorful heroics and great fighting choreography between our heroes and whoever they fight in that week's particular episode. Like the 3 musketeers (which is part of this show's theme) Zabitan, Gobbler and Evil fight "all for one, one for all".

The special effects in Akumaizer 3 might be laughable to some, but I thought they were great for a show that aired between 1975 and 1976. Most of the notable sequences involve some interesting miniature/model work, like the scene where you see their old-style galeon ship transforms into a modern (?) battle ship, which they use to get one from one place to another. Other notable effects can be found in some of the fight scenes, including the use of small hidden trampolines that create the illusion of our heroes jumping around the battlefield very effectively (why don't they do this more nowadays?)

Akumaizer 3 is a great TV show that should be represented in every tokusatsu fan's video collection. Everything that we've come to love as fans of this TV genre is very well represented in this production, which is why is so much fun to watch. If you don't like old-school shows, stay away from this one, everyone else go ahead and get yourself a couple of episodes and check it out.

The series was produced by Tohru Hirayama, and the original music was by Michiaki Watanab, and Special Effects by Nobuo Yajima (special effects supervisor).

WR. Shûkei Nagasaka

DIR. Atsuo Okunaka

EPISODES: 38 **YEAR MADE:** 1975 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SHOTARO ISHINOMORI

TYPE OF SHOW: SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 38**DATE OF PREMIER:** 07/10/1975**AIR DATE OF LAST EPISODE** 29/06/1976**SEASON DATE BREAKDOWN:****FILMS:**

Zabitan (voice) MAKIO INOUE, Evil (voice) KOJI YADA, Gabura (voice) GABURA, Darunia (voice) RIHOKO YOSHIDA, Ippei Shima JIRO CHIBA, Mega Lord (voice) MAHITO TSUJIMURA

- 1 - 1 *WHY!? ZABITAN'S BETRAYAL*
- 1 - 2 *WHY!? DID SHE DIE!? ZABITAN'S MOTHER*
- 1 - 3 *WHY!? GABURA'S DISAPPEANCE*
- 1 - 4 *WHY!? EVIL'S TREACHERY*
- 1 - 5 *WHY!? ZABITAN'S REFUSAL TO FIGHT*
- 1 - 6 *WHY!? ZABITAN'S BIG COMBACK*
- 1 - 7 *WHY!? THE HUNDRED DEGREES BELOW ZERO REVENGE*
- 1 - 8 *WHY!? ZABITAN IS CAPTURED BY THE CHILDREN*
- 1 - 9 *WHY!? GABURA THE ENEMY*
- 1 - 10 *WHY!? DARUNIA'S CRISIS*
- 1 - 11 *WHY!? EVIL AND THE CHILD*
- 1 - 12 *WHY!? BLINDED ZABITAN*
- 1 - 13 *WHY!? ZABITAN IMPERSONATED*
- 1 - 14 *WHY!? IPPEI'S DOUBLE*
- 1 - 15 *WHY!? IPPEI THE TENGU*
- 1 - 16 *WHY!? SECRET OF THE RED UMBRELLA*
- 1 - 17 *WHY!? THE OTHER ZABITAN*
- 1 - 18 *WHY!? TARGET: EVIL*
- 1 - 19 *WHY!? THE FIVE SECRETS OF ZABITAN*
- 1 - 20 *WHY!? ZABITAN'S SECRET POWER*
- 1 - 21 *WHY!? TOKYO ENCASED IN ICE!*
- 1 - 22 *WHY!? THE FAKE GENIOUS PROJECT*
- 1 - 23 *WHY!? MAGIC POWERS HAVE NO EFFECT*
- 1 - 24 *WHY!? THE OVERPROTECTIVE NOBERA FAMILY*
- 1 - 25 *WHY!? GABURA'S TRANSFORMATION INTO A BIRD*
- 1 - 26 *WHY!? THE DANCING GABURA CHO*
- 1 - 27 *WHY!? ZABITAN HAS BEEN BLOWN AWAY*
- 1 - 28 *WHY!? THE DEADLY TENGU MANIPULATION*
- 1 - 29 *WHY!? ZABITAN'S JUDGEMENT*
- 1 - 30 *WHY!? THE MYSTERY OF THE SLEEPING BEAUTY*
- 1 - 31 *WHY!? THEN CHALLENGE FROM HELL*

- 1 - 32 *WHY!? THE DEMON FUGITIVE*
- 1 - 33 *WHY!? ZABITAN IN HOT WATER*
- 1 - 34 *WHY!? 2+3 IS THE MAGIC NUMBER*
- 1 - 35 *WHY!? THE HUMAN ROBOTS*
- 1 - 36 *WHY!? GABURA CHO IS SWALLOWED UP*
- 1 - 37 *WHY!? THE DEMON CLAN'S ALL OUT ATTACK*
- 1 - 38 *WHY!? THE TIME CAPSULE*

AKUMA-KUN

AKA: **MR. DEVIL**



Akuma Kun's story starts with a funeral in procession under a dark, ominous sky. The back doors of the hearse suddenly open and the casket comes crashing out. Before the eyes of the horrified mourners, the casket's occupant rises and floats off into the forest. A group of boys come upon the lifeless body, now devoid of eyes. Only one boy, Shingo Yamada (played by Mitsunobo Kaneko of Giant Robo/Johnny Sokko fame) seems unafraid and intent on finding the answer to this strange mystery. Looking around, he spies on a strange old man watching nearby in the woods.

The stranger turns and walks slowly into the woods, almost beckoning Shingo to follow. The walk leads to an old abandoned well. Upon reaching it, the old man becomes a glowing figure and floats into the well. Shingo, now convinced he's found the one responsible for the corpse follows the old man. Exploring a maze of underground passages in the well, Shingo comes upon a large room. A shaft of light snaps on illuminating a giant stone slab on the floor in the shape of a circle, with a strange writing on it.

The old man steps out of the shadows and introduces himself as Dr. Faust. He assures Shingo he will not hurt him. Faust explains that he has spent hundreds of years watching for the demon threat he fears has already begun. Faust takes Shingo to a small well in the room and begins to play a strange melody on a flute. Images of various demons and spirits ripple through the water of the well, among them is the creature responsible for the corpse, the eye stealer Ganma. Shingo seems unafraid of these evaluations, in fact it's as if he was ready for this his whole life. Faust confirms this to be true for when he brushes Shingo's hair aside, he uncovers a large mole like birthmark in the centre of his forehead. This is the mark of Shingo's destiny to become a demon fighter.

Knowing the end is near, (old age I guess) Faust uses his remaining time to show Shingo how to summon the one being that can save humanity. The surprise is that this saviour is a devil himself. Materialising at the spoken word of Faust, which is repeated by Shingo, Meliesdes Niche Mephisto (played by Kenji Ushio) steps out of the giant stone circle. It is revealed the stone circle is a gateway to hell.

Joining forces seems to be a doomed idea from the start, since Mephisto arrogantly refuses to save human kind. Only by signing a contract can he be used to fight the demon horde. Mephisto almost succeeds in getting his way by ripping the document in half. Faust reveals an ace up his sleeve, by playing the magic flute again causing Mephisto great pain. Faust only stops when Mephisto agrees to sign the contract. Faust releases the flute in Shingo's care and warns him to keep a watchful eye on the devil. Just as this advice is given, Faust's time runs out. The aged guardian collapses and his body vanishes into thin air.

Aware of the dangerous task ahead of them, Shingo and Mephisto fly off to the first of their many battles. A major change in the team occurs in episode 10 "Shiba, the Big Demon God" when Mephisto is summoned back to Hell. Unable to deny this request, he decides to let his visiting younger brother, Shiirisatta Mahmot Mephisto, take over the fight, even changing his outfit to match his own. Mephisto and Shingo are usually accompanied by young friends. The young boys usually end up as hostages and sometimes actually bring about the destruction of the demon themselves.

Akuma Kun is a very unconventional show. To start with, the main hero is a devil. Mephisto doesn't fit your traditional devil, horns and pitchfork. Instead, he is quite the gentleman in his top hat, tuxedo and cape. The only thing that is unusual about him is the large bump on top of his head that radiates with pain when he is being punished with the melody of the flute. Mephisto is armed with a jewel capped cane that can be transformed into a sword, drill and even a flame thrower. The cane can also warp time, magnify the sun's energy and give Shingo the power of flight. Elder Mephisto would rather be out chasing women, than risking his neck for earth. Only after an arm twisting or a play from the flute will he get his ass in gear. Younger Mephisto is more in tune with Shingo and seems to relish going into battle.

Though Mephisto possesses all the power, Shingo has the power of quick thinking. In nearly every episode, Shingo figures out how to dispose of the demon. Although he possesses the flute to keep Mephisto loyal to the cause, he only uses it when there is no other way to convince the devil that people are in jeopardy or to break the mind control some of his enemies can exert on him. In fact, Mephisto becomes fairly sympathetic and almost caring for Shingo in his pompous way. Later in the series, the flute is used less. Instead Shingo uses Mephisto's passion for chocolate against him or even a magazine of bathing beauties for him to drool over.

1966 was a magnificent year for Japanese television. With the popularity of Godzilla the "Kaiju Boom" was born. Studios like Tsuburaya (created and owned by Eiji Tsuburaya; who was creating effects for Toho) and P-Productions hopped on the band wagon and produced some truly memorable sci-fi TV series.

Tsuburaya produced the monster hits UltraQ and Ultraman. P-Productions followed with a live action version of Osamu Tezuka's manga strip Magma Taishi (AMBASSADOR MAGMA) which would become SPACE GIANTS in America.

Toei productions recognised this new successful market and decided to join in. Toei was already well known for starting the super hero genre with characters like Gekko Kamen and NATIONAL KID. Later, they would create the ultimate changing hero icon with KAMEN RIDER.

October 6, 1966 saw the release of Toei's Akuma Kun (Mr. Devil) which ran 26 black and white episodes. The story is based on characters created by Shigeru Mizuki, known for stories of the supernatural and ghosts. His most popular work is Ge Ge Ge No Kitaro published in Shonen Magazine in the 60's. Ge Ge Ge No Kitaro spawned a live-action movie in the 80's as well as an animated series. The most recent version began in January of '96.

Toei's idea was to produce a show that cost less to make, but had an original story with more drama and better photography. This is a task that Toei has managed to perfect through the late 70's until fans were brainwashed by special effects from America via Star Wars genre. Now days, not many programs can mix a good story without having the SFX rule the feature. Akuma Kun is for the person who prefers originality, atmosphere and stronger characterisation rather than having the SFX carry the program instead of just enhancing it.

Akuma Kun was created before the age of live-action programming created as a means of selling toys. Though it didn't make it to the states, Akuma Kun could have become a classic in the U.S. markets like Johnny Sokko and Space Giants thanks to its straightforward, simple, and (most importantly) fun style.

Akuma Kun is rich in memorable visuals and atmosphere. Being black and white adds to this sense. Whether it's the giant mummy claw flying out of the nebulous dimensional gateway, or the woman of the snows embracing a helpless victim in her arctic clutches, the demons elicit an uneasy creepiness reminiscent of silent era horror films.

Akuma Kun's soundtrack is primarily jazz oriented. Other tracks encompass everything from electric guitar to ghostly chanting (apparent in the opening credits). The special effects and monster suits are incredible for its time. Though a horror show there is no gore (though still occasionally gruesome). Shadow work and the power of suggestion is relied on. Akuma Kun is a true monochrome gem that is likely to satisfy most Japanese sci-fi fans as well as today's X-FILES generation.

A cartoon version of the series was created in 1989.

Based on the comic: "Akuma-kun" by Mizuki Shigeru.

Producer: Hiramaya Tooru, Tsuboi Hisatomo, Miyazaki Shin'ichi, Music: Yamashita Takeo.

WR. Takahisa Susumu, Igami Masaru, Katsura Masaki, Okunaka Atsuo, Takemoto Kouichi, Fujinami Toshirou

DIR. Kobayashi Tsuneo, Yamada Minoru, Kajima Akira, Satou Hajime, Takemoto Kouichi

EPISODES: 26 **YEAR MADE:** 1966 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: MIZUKI SHIGERU

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

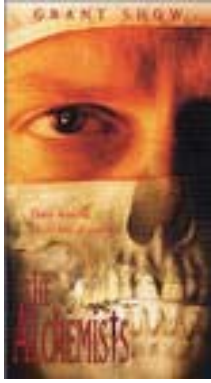
DATE OF PREMIER: **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:**FILMS:**

Akuma-kun KANEKO MITSUNOBU, Mephist YOSHIDA YOSHIO, Mephist USHIO KENJI, SHIOYA KOUZOU, WATANABE YOSHIFUM, OGASAWARA AZUSA, . Akuma-kun's father SAN'YUUTEI UTAYAKKO, Akuma-kun's mother KUSONOKI TOSHIE, Dr. Faust HAMAMURA JUN.

RELATED SHOWS:*NATIONAL KID**AMBASSADOR MAGMA**KAMEN RIDER*

- 1 - 1 *GHOST GANMA*
- 1 - 2 *THE TRANSFORMING BIRD*
- 1 - 3 *CURSE OF THE MUMMY*
- 1 - 4 *THE BIG SEA DEMON*
- 1 - 5 *PERORIGON*
- 1 - 6 *HUMAN DOLL*
- 1 - 7 *WATER GHOST*
- 1 - 9 *VAMPIRE*
- 1 - 10 *SHIBA, THE GIANT DEMON GOD*
- 1 - 11 *PHANTOM OF THE MANSION*
- 1 - 12 *THE WOLFMAN*
- 1 - 13 *THE DANCE OF DOKURON*
- 1 - 14 *MAGICIAN BARAMON*
- 1 - 15 *AGE STEALING GHOST*
- 1 - 16 *MOLEGON*
- 1 - 17 *BLACK CAT MANSION*
- 1 - 18 *THE STRANGE SNOW*
- 1 - 19 *HELL ESCAPE TACTICS*
- 1 - 20 *FUTURE ZONE*
- 1 - 21 *FOSSIL MAN*
- 1 - 22 *CURSE OF THE FOREST WITCH*
- 1 - 23 *THE TRANSFORMING SPIDER*
- 1 - 24 *KAMAKIRI, THE HERMIT*
- 1 - 25 *CANNIBAL DAIYA*
- 1 - 26 *THE TRANSPARENT MAN*

ALCHEMISTS, THEAKA: **DIE GEN-AKTE: FENSTER VON HOLLE**

Pharmaceuticals giant Bentik-Lange offers Dr Richard Bannerman a prestigious research position. At first, his daughter is delighted but then she meets Connor Molloy, a lawyer whose father died under mysterious circumstances and they start to investigate the company, uncovering a terrifying conspiracy.

Boasting the highest production cost of any show ever produced for Channel Five (UK) comes this political drama based on the book of the same name by Peter James. The mini-series was completed on the 1st September 1998, and took over a year before it finally hit the airwaves. The producer for the series was Jill Green.

DIRECTORY - 1st Assistant Director: Mel Nortcliffe, 2nd Assistant Director: Andi Brown, 3rd Assistant Director: Mark Fenn

PHOTOGRAPHY - Director of Photography: Peter Middleton, Steadicam Operator: Alan Stewart , Clapper Loader: Chris Hutchinson, Focus Puller: Andrew McDonnell, Gaffer: Stuart Roweth, Best Boy: Jason Wall, Grip: Ian Maghie, Colourist: Alan Bishop

EDITING AND POST PRODUCTION- Editors: Keith Reamer, Martin Sharpe, Post Production Supervisor: Miranda Jones

MUSIC - Music: Rick Wentworth

SOUND - Sound Recordist: Bruce White, Boom Operator: Jaya Bishop, Sound Editor: Terry Brown, Dialogue Editor: Keith Tunney

MAKE UP AND COSTUMES - Make Up Supervisor: Scott Beswick, Make Up Designer: Carole Williams, Hair Supervisor: Scott Beswick, Hair Designer: Carole Williams, Costume Designer: Maria Price, Costume Supervisor: Zoe Porter

DESIGN AND SET CONSTRUCTION - Production Designer: Rod Stratfold, Art Directors: Nigel Evans, Madeleine Rogers, Assistant Art Directors: Emma Tauber, Laura Dishington, Production Buyer: Marshall Aver, Property Master: Barry Du Pille, Dressing Props: John Galpin, Ralph Gould, Standby Props: Alan Martin, Chris Browning, Construction Manager: Roger Tyrell

MISCELLANEOUS - Script Supervisor: Sian Prosser, Production Accountant: Linda Hirst, Assistant to Producer: Eve Gutierrez, Production Secretary: Georgia Cheales

LOCATIONS - Locations: Liverpool Street, Broadgate, London, England, UK; Red Lion Court, Park Street, London, England, UK Location Manager: Stan Fus

STUNTS - Stunt Director: Terry Forrestal

CASTING - Casting: Debbie McWilliams, US Casting: Lisa Beach

WR. Laura Lamsen (Script), Peter James (Novel)

DIR. Peter Smith.

EPISODES: 2 **YEAR MADE:** 1999 **COUNTRY:** GB **SEASONS:** 1

RED ROOSTER / UNITED PRODUCTIONS INC. / CLT UFA INTERNATIONAL

CREATOR: PETER JAMES (Novel)

TYPE OF SHOW: SCIENCE

FORMAT: SERIES

LENGTH (MINS): 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: 15/11/1999 **AIR DATE OF LAST EPISODE** 16/11/1999

SEASON DATE BREAKDOWN:

FILMS:

Julia Bannerman RUTH GEMMELL, Connor Molloy GRANT SHOW, Richard Bannerman EDWARD HARDWICKE, Sam Wentworth ANEIRIN HUGHES, Tony Hoggin KEN DRURY, Michael Seals MARSTON BLOOM, obstetrician BRUCE BOLD, Margaret Hoggin STEPH BRAMWELL, quality control assistant JUDY BROWNE, flight attendant LARA CAZALET, female doctor JAN CHAPPELL, Ben Seligman SAM DASTOR, doctor KENNETH HADLEY, Deputy Echo Editor JASON HALL, Winston Smith GEORGE HARRIS, vicar REVEREND HART, nurse LOIS HARVEY, DI Lawrence PAUL HEGARTY, spy shop assistant NICHOLAS HEWETSON, reporter SUSANNAH HITCHING, Tom Marshall JIM HOOPER, Dr Farnham WILLIAM HOYLAND, archive woman JOHANNA KIRBY, Vincent Crone DAVID MALLINSON, paediatrician TIM MUNRO, Jennifer DORALY ROSEN, anaesthetist ANTHONY SMEE, Anna Williams AUDREY TOM, Nicholas Rowley JOHN VINE, Bruno Gudmanson HANNS ZISCHLER.

Books Based on this series.

ALCHEMIST

PETER JAMES

1 - 1

A Nobel prize winning geneticist and his scientist daughter join the staff of a pharmaceutical firm with a dark secret.

Wr Laura Lamsen (Script), Peter James (Novel)

Dir Peter Smith

1 - 2

The Bannermans discover a secret about the real reason for the Metanox deaths and in the process realise they are part of an experiment.

Wr Laura Lamsen (Script), Peter James (Novel)

Dir Peter Smith

ALF



ALF was the story of the Tanners, a typical suburban Californian family consisting of: father Willie, a social worker mother Kate, teenage daughter Lynn and her younger brother Brian. Their lives were made a bit more interesting after an alien crash-lands his spaceship in their garage. Although Gordon Schumway was the alien's name, the Tanners just call him ALF, short for Alien Life Form. ALF was just under a metre tall, had orange hair, a big nose, a tendency to break things, a large appetite (cats are on the top of his menu) and an often obnoxious personality.

The Tanners do the only logical sitcom thing. Instead of turning ALF in to the authorities they allow him to move in with them, hoping to keep his existence secret. This proceeds to complicate the Tanners' lives. Whenever house guests arrive- most often the obnoxious next door neighbours the Ochmoneks- ALF is forced to hide in the kitchen. This is a really good idea on the Tanners' part since one of their other big complaints about ALF is that he eats too much. When he is not eating or hiding out in the kitchen, ALF spends his time watching TV where he learns about Earth culture. During the first season of the show, episodes often revolved around ALF learning about Earth's cultural norms. No effort was made on ALF's part to fix his ship and return home due to the fact that his home planet, Melmac, had been destroyed by nuclear war while he was in space. This accounts for his very anti-nuclear stance which on several occasions got Willie in trouble.

"ALF" also spawned its own popular cartoon series and ended on a cliff hanger episode where Alf was about to get caught by the Alien Task Force. ALF ("Alien Life Form"), a 229-year-old furball with attitude, escaped the explosive destruction of his home planet Melmac, and crashed into the Tanner's garage, and became part of their family. "Alf" disrupted their banal suburban lifestyle, and made acidic comments about humanity and the American life style, as *THIRD ROCK FROM THE SUN* would, a decade later.

Next-door neighbours, the Ochmoneks, never figured out what was going on, a sitcom formula perfected in "Bewitched." Max Wright would also later go on to star in *MISFITS OF SCIENCE*. Very few episodes of note were SF, most preferring to stay within the confines of the sitcom, but some of interest were 'Help Me Rhonda' in which Willie tries to make contact with survivors from Melmac because Alf is feeling lonely for his own kind; 'Alone Again Naturally' in which Alf reads the *National Inquisitor* and reads about an alien living with a family, the alien sounds a lot like Alf's cousin and finally there was the final cliff-hanger episode 'Consider Me Gone' in which Alf is captured by the Alien Task Force after contacting his own race with the hope of starting a new Melmacian homeworld. The series became a world wide success, shown in over 60 countries.

In 1987 "ALF" spawned a cartoon series entitled "Alf- Tales". There was also a film "Project : ALF" (1996) which carried on from the final cliff-hanger episode of the series. The tradition of SF sitcom goes back to the 1960s with show such as *MY FAVOURITE MARTIAN* (1963-1966) and *MORK AND MINDY* (1978-1982), every generation seems to have at least one SF sitcom which becomes a massive success.

ALF, an "alien life form" -- in the line of extraterrestrial descent from *MY FAVORITE MARTIAN* and Mork in *MORK AND MINDY*, though also influenced heavily by *E.T.: The Extra-Terrestrial* (1982), *Explorers* (1985) and the success of the Muppets -- moves in with the Tanner family, a sitcom collection of typical Americans, after his spaceship crash-lands in their garage. A furry puppet, somewhere between cute and obnoxious, voiced and operated by series creator Paul Fusco, ALF mainly sits in the middle of the living room insulting people, plotting to eat the family cat, making tv-style smart-ass remarks and dispensing reassuring sentiment. The sf premise aside, ALF is basically one of those stereotype sitcom characters -- like Benson (Robert Guillaume) in *Soap* or Sophia (Estelle Getty) in *The Golden Girls* -- whose otherness (extraterrestrial, racial, social or mental) provides an excuse for them to comment rudely, satirically and smugly on the foibles of everyone else. The regular cast includes Max Wright, Anne Schedeen, Andrea Elson and Benji Gregory, as the Tanners, and John LaMotta and Liz Sheridan, as the nosy neighbours straight from *I Love Lucy* and *Bewitched*.

ALF became a hit show and the character- in reality most often a puppet, however on several occasions ALF was portrayed by a midget in a costume- began to appear as a guest on awards shows and game shows such as Hollywood Squares. Starting with the 1987 season. a Saturday morning cartoon chronicling ALF's adventures on his home planet Melmac was added to the NBC line up. In 1989 a second animated spin off was introduced: Alf-tales featuring ALF in the title role of popular stories from myths and legends. No information is available on either of these series.

The series was cancelled with the fate of ALF up in the air. The final episode Consider Me Gone was a season ending cliff-hanger In it ALF has made contact with other survivors from Melmac who have settled on a new world and asked him to join them. After tearful good byes to the Tanners. ALF finds himself about to be captured by the dreaded Alien Task Force just moments before his friends' ship was to Audiences would have to wait almost six years to learn the fate of ALF In a revival TV movie entitled Project ALF we learn that ALF did fall into the hands of the Alien Task Force and that he has been living on an Air Force base at government expense. The Tanners however are nowhere to be seen and are only mentioned as having been placed in the witness relocation programme and living in Iceland. In the film Alf manages to escape the government control and goes on the run with two of the Alien Task Force team members. Unlike the series the film is lacking the quality which made the series special and funny, Alf without the Tanners just doesn't work, since he relays on playing off the fact that they are so irritated by him. While you watch the film you see that lacking on the screen, with no chemistry between the characters and Alf. The film ended with an upbeat ending and a chance for a new series, which never came into fruition.

ALF was the latest in the line of American comedy series that set an alien in a typical Earth household so that we can look at our world through his eyes and see how dumb we really are. It's 1980s insult comedy laced with traditional US morality, a sophisticated line in wise cracking satire, and a lineage which can be tracked by through MORK AND MINDY as far back as MY FAVOURITE MARTIAN. The producer for the series was Tom Patchett.

WR. Paul Fusco, Tom Patchett, Bob & Howard Bendetson, Donald Todd, Gary Markowitz, David Silverman, Stephen Sustarsic, Thad Mumford, Jerry Stahl, Nelson Costello, Steve Pepon, Alicia Marie Schudt, Lisa A. Bannick, Steve Hollander, Marjorie Gross, Kevin Abbot, Philip Whitechill, Beverly Archer, Seth Weisbord, David S. Chohen, Scott Spencer Gordon, Victor Fresco, Bruce David, Howard Bendetson, Leslie Ann Podkin.

DIR. Peter Bonerz, Nancy Heydorn, Tom Patchett and Paul Fusco, Rick Gough, Gary Shimakawa, Peter Baldwin, Tony Singletary, Nick Havinga, Bury Brinckerhoff, Tony Csiki, Howard Storm, Paul Miller, Dick Lowry (Project: ALF).

EPISODES: 102 **YEAR MADE:** 1986 **COUNTRY:** US **SEASONS:** 4

ALIEN PRODUCTIONS INC.

CREATOR: PAUL FUSCO

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26, (2) 25, (3) 25, (4) 23

DATE OF PREMIER: 22/09/1986 **AIR DATE OF LAST EPISODE** 24/03/1990

SEASON DATE BREAKDOWN:

FILMS: ALF: THE MOVIE (?), PROJECT: ALF (1996).

Wille Tanner MAX WRIGHT, Kate Tanner ANNE SCHEDEEN, Lynn Tanner ANDREA ELSON, Brain Tanner BENJI GREGORY, Alf HIMSELF! PAUL FUSCO (voice) , Tervor Ochmonek JOHN LA MOTTA, Raquel Ochmonek LIZ SHERIDON, Jake Ochmonek JOSH BLACK (2,3), Neal Tanner J.M.J. BULLOCH (4).

RELATED SHOWS:

MY FAVOURITE MARTIAN

MORK AND MINDY

THIRD ROCK FROM THE SUN

1 - 1 *A.L.F.*

ALF crashes his spaceship into the Tanners garage and they do the only logical thing, allow him to stay with them while keeping his existence secret from the rest of the world.

Wr Tom Patchett

Dir Tom Patchett

1 - 2 *STRANGERS IN THE NIGHT*

ALF must deal with a prowler trying to break into the Tanner home while forced to remain in Wille and

Kate's bedroom since they have left for the evening and Mrs. Ochmonek is babysitting Brain.

Wr Paul Fusco & Thad Mumford

Dir Peter Bonerz

1 - 3 *LOOKING FOR LUCKY*

ALF ends up in the dog pound while trying to prove that he is innocent of eating Lucky, the family cat who has disappeared.

Wr Bob & Howard Bendetson

Dir Peter Bonerz

1 - 4 *PENNSYLVANIA 6-5000*

Concerned about the nuclear arms build up. ALF uses Willie's ham radio to contact the president on Air Force One and give him sage advice, causing the FBI to trace the signal and arrest Willie.

Wr Donald Todd

Dir Peter Bonerz

1 - 5 *KEEPIN' THE FAITH*

ALF, deciding he needs to make money to help pay his way, starts to sell cosmetics over the phone, a job that works out fine until his customers want to meet him.

Wr Laurie Gelman

Dir Peter Bonerz

1 - 6 *FOR YOUR EYES ONLY*

After talking to a blind girl on a radio talk show, ALF makes a date with her and needs Lynn's help to sneak out of the house.

Wr Mitzi McColl & Adriana Armstrong

Dir Peter Bonerz

1 - 7 *HELP ME RHONDA*

Willie decided to help out a home sick ALF by using his Ham radio to try and make contact with any other survivors from Melmac. After making contact with his friends, ALF must decide to weather to remain on Earth or join them.

Wr Tom Patchett & Lloyd Garver

Dir Peter Bonerz

1 - 8 *DON'T IT MAKE MY BROWN EYES BLUE*

When Lynn gets a new boyfriend a somewhat jealous ALF tries to impress her by making a music video for her. Lynn is then forced to make ALF realise that they can never be anything more than friends.

Wr Jerry Stahl

Dir Peter Bonerz

1 - 9 *JUMP*

Having just turned forty-five Willie begins to realise that he hasn't accomplished any of the goals he set for himself in life - including his biggest one - learning to Sky Dive.

Wr Gary Markowitz

Dir Peter Bonerz

1 - 10 *BABY, YOU CAN DRIVE MY CAR*

After the family car breaks down, ALF sells the gold plumbing from his spaceship and buys Lynn what he considers to be much needed basic transportation, a Ferrari.

Wr Thad Mumford

Dir Nancy Heydorn

1 - 11 *ON THE ROAD AGAIN*

The family wants to go on a vacation, but don't know what to do with ALF, so they decide to go camping in the wilderness where ALF will not be seen.

Wr Bob & Howard Bendetson

Dir Peter Bonerz

1 - 12 *OH, TANNERBAUM*

Having discovered that it does not snow in LA, and the Tanners have a fake Christmas tree. ALF burns the tree forcing him and Willie to trek into the snowy mountains to find a real replacement.

Wr Donald Todd

Dir Rick Goth

1 - 13 *MOTHER AND CHILD REUNION*

Kate's overbearing, Mother, Dorothy comes by for a brief visit, forcing ALF to stay in the garage until he decides to let Dorothy know what everyone thinks of her.

Wr Bob & Howard Bendetson

Dir Tom Patchett

1 - 14 *LITTLE BIT OF SOAP*

ALF decides to submit a script to his favourite soap opera, which is well received although not very original being based upon talks he overheard between Kate and Dorothy.

Wr Laurie Gelman

Dir Tom Patchett

1 - 15 *I'VE GOT A NEW ATTITUDE*

Dorothy gets an apartment and a neighbour who wants to date her. She fears her late husband won't approve and doesn't go out with him until ALF holds a séance to contact him so she can get his approval.

Wr Thad Mumford

Dir Nancy Heydorn

1 - 16 *TRY TO REMEMBER (1-2)*

After an electric shock ALF is convinced he is an insurance salesman who has been kidnapped by the Tanners. Via flashbacks from previous episodes the family brings him back to his senses.

Wr Laurie Gelman, Donald Todd, Bob & Howard Bendetson

Dir Tom Patchett

1 - 17 *BORDER SONG*

ALF befriends a Mexican boy who is supposed to be an illegal alien and whose father Willie is trying to locate.

Wr Donald Todd

Dir Tom Patchett

1 - 18 *WILD THING*

ALF goes into self imposed exile to prevent himself from doing any harm during a peculiar Melmacian ritual in which every 75 years on March 2nd they go on a cat eating frenzy.

Wr David Silverman & Stephen Sustarsic

Dir Nancy Heydorn

1 - 19 *GOING OUT OF MY HEAD OVER YOU*

Having problems adjusting to an alien in the house. Willie goes to see his psychologist Larry about ALF, in an effort to prove he is not crazy invites Larry over to have dinner with ALF.

Wr Bob & Howard Bendetson

Dir Nancy Heydorn

1 - 20 *LOOKIN' THROUGH THE WINDOW*

Constant spying with Binoculars on the neighbours convinces ALF that Trevor has killed Raquel with an ice pick and buried her in the back yard.

Wr Bob Bendetson

Dir Nancy Heydorn

1 - 21 *IT AIN'T EASY BEING GREEN*

Brain has stage fright about playing an asparagus in the school play, so ALF gives him some encouragement and a good luck charm to help him get over it.

Wr Wendy Graf & Lisa Stotsky

Dir Peter Bonerz

1 - 22 *THE GAMBLER*

Fearing that the Tanners are having trouble making ends meet. ALF decides to help them out by playing the ponies. The plan backfires and ALF ends up owing 'Nick the Fish' six thousand dollars.

Wr Thad Mumford & Laurie Gelman

Dir Gary Shimokawa

1 - 23 *WEIRD SCIENCE*

ALF gets Brain in trouble in school when he tells him that their eleven planets in the solar system, two of which we have not discovered yet.

Wr Paul Fusco

Dir Paul Fusco

1 - 24 *LA CUCARACHA*

ALF finds an old package of food from Melmac containing a cockroach which gets bigger each time it is exposed to Earth pesticides.

Wr Jerry Stahl

Dir Peter Baldwin

1 - 25 *COME FLY WITH ME*

ALF sneaks along when the Ochemoneks fly the Tanner to a tacky resort to hear a sales pitch. This move turns out to be a good thing when Trevor faints and ALF must land the plane.

Wr Nelson Costello

Dir Peter Baldwin

2 - 1 *WORKING MY WAY BACK TO YOU*

ALF is banished to the family garage after misbehaving, however, in order to move back into the house, he makes a bet that he can be good for a week.

Wr Steve Pepoon

Dir Nick Havinga

2 - 2 *BALLAD OF GILLIGAN'S ISLAND*

ALF becomes obsessed with Gilligan's Island and creates the lagoon in the backyard. After finding himself among the castaways. ALF learns that real life is different from that on TV.

Wr Scott Spencer Gordan

Dir Nick Havinga

2 - 3 *TAKE A LOOK AT ME NOW*

Trevor thinks Raquel has gone off the deep end when she tells everyone she has seen ALF. She even begins to believe she is crazy herself until ALF convinces her otherwise.

Wr Steve Pepoon

Dir Gary Shimokawa

2 - 4 *WEDDING BELL BLUES*

ALF joins a monastrey when he learns that his parents were married before he was born - a disgrace on Melmac.

Wr Lisa A. Bannick

Dir Bert Brinckerhoff

2 - 5 *PRIME TIME*

ALF calls up every Nielson home in America in an attempt to fix his ratings so his favourite show, Polka Jamboree, won't be cancelled.

Wr Lisa A. Bannick

Dir Bert Brinckerhoff

2 - 6 *SOME ENCHANTED EVENING*

ALF finally gets the chance to mingle with other people when he appears as an alien and become the attraction at the Tanner's Halloween party.

Wr Alicia Marie Schudt

Dir Bert Brinckerhoff

2 - 7 *OLD PRETTY WOMAN*

After her latest boyfriend dumps her, Lynn becomes self-conscious about her looks, prompting ALF to enter her in a beauty contest hoping that it will boost her self esteem.

Wr Alicia Marie Schudt

Dir Bert Brinckerhoff

2 - 8 *SOMETHING'S WRONG WITH ME*

ALF gets a severe case of the hiccoughs after being excluded from Dorothy and Wizzer's wedding party.

The only known cure for the hiccoughs being cat juice.

Wr Steve Pepoon

Dir Bert Brinckerhoff

2 - 9 *NIGHT TRAIN*

In an attempt to relive Willie's younger days. Willie and ALF hop on board a freight train in search of adventure.

Wr Bob Bendetson

Dir Bert Brinckerhoff

2 - 10 *ISN'T IT ROMANTIC*

Fearing that Kate and Willie's marriage is on the rocks since they never go out together anymore. ALF enlists Lynn and Brain's help in giving them a second honeymoon.

Wr Seth Wisebord

Dir Gary Shimokawa

2 - 11 *HAIL TO THE CHIEF*

After ALF constantly bugs her about the American political process. Kate has a dream in which she and ALF are in a presidential debate.

Wr Lisa A. Bannick

Dir Bert Brinckerhoff

2 - 12 *ALF'S SPECIAL CHRISTMAS (1-2)*

After getting thrown in a box of Christmas gifts being given to a hospital. ALF ends up spending Christmas Eve in the hospital where he meets the assortment of patients and learns the true meaning of Christmas.

Wr Steven Hollander

Dir Bert Brinckerhoff

2 - 13 *THE BOY NEXT DOOR*

Jake, the Ochmoneks troubled teenage nephew, comes to stay with them. He discovers and befriends ALF whom he discovers while breaking into the Tanners's garage.

Wr Al Jene & Michael Reiss

Dir Bert Brinckerhoff

2 - 14 *CAN I GET A WITNESS?*

Due to his past track record. ALF gets blamed when the Ochmoneks windows gets broken. ALF, insisting that he is innocent, demands that he be put on trial for the crime.

Wr Nelson Costello

Dir Gary Shimokawa

2 - 15 *WE'RE SO SORRY, UNCLE ALBERT*

ALF is afraid that he has killed Willie's uncle, who died of a heart attack soon after spotting ALF in a tent in the backyard.

Wr Paul Fusco

Dir Bert Brinckerhoff

2 - 16 *SOMEONE TO WATCH OVER ME (1-2)*

The Ochmoneks home is broken into, so the neighbours form a neighbourhood watch with central control at the Tanner's garage and ALF takes control.

Wr Wendy Graf & Lisa Stotsky

Dir Gary Shimokawa

2 - 17 *WE GOTTA GET OUT OF THIS PLACE*

ALF decides to move out of the Tanner household and live with his blind friend Jody, where he learns more about life without site.

Wr Majorie Gross

Dir Gary Shimokawa

2 - 18 *YOU AIN'T NOTHING BUT A HOUND DOG*

Brain brings home a stray dog, and ALF is jealous of the attention it receives, gives the dog to a mean old woman who has claimed the dog as hers but whom is obviously does not belong to.

Wr Scott Spencer Gordan

Dir Gary Shimokawa

2 - 19 *HIT ME WITH YOUR BEST SHOT*

Willie abandons his belief in pacificism after meeting the hostile father of a bully who has been pushing Brain around.

Wr Kevin Abbott

Dir Bert Brinckerhoff

2 - 20 *MOVIN' OUT*

Willie gets a promotion and must move to San Diego, but ALF senses that the family does not want to move and takes steps to prevent their home from being sold.

Wr Alicia Marie Schudt

Dir Nick Havinga

2 - 21 *I'M YOUR PUPPET*

Larry gives ALF some psychological help when a mail order ventriloquist dummy ALF has ordered takes on a personaility of its own which soon begins to posses ALF.

Wr Al Jene & Michael Reiss

Dir Bert Brinckerhoff

2 - 22 *TEQUILA*

ALF helps to cure a visiting friend of Kate's of her drinking problem by appearing to her as her imaginary drinking buddy who no one else can see.

Wr Art Evertt (w), Sandy Gillis (s)

Dir Nick Havinga

2 - 23 *WE ARE FAMILY*

Upset that he is unable to attend an important event at Brain's school. ALF fantasises about revealing his prescene to the world, a fantasy that include taking over from David Letterman.

Wr Steve Pepoon

Dir Nick Havinga

2 - 24 *VARSITY DRAG*

After learning that his upkeep is preventing Wille and Kate from sending Lynn to the college she wants. ALF decides to help out by getting a paper route a job he need help to handle.

Wr Lisa A. Bannick

Dir Gary Shimokawa

3 - 1 *STOP IN THE NAME OF LOVE*

Lynn breaks up with her boyfriend Lloyd after ALF hide in the back of their car while they were on a date. Feeling guilty ALF decides to set Lynn up on a blind date with the school dork.

Wr Skip Frank & Gwyn Gurian

Dir Nick Havinga

3 - 2 *STAIRWAY TO HEAVEN*

In a 'Capre'esque episode ALF finds out how much better the Tanner's lives would be if he wasn't around and how his life would be if he had crashed his spaceship somewhere else.

Wr Philip Whitechill

Dir Bert Brinckerhoff

3 - 3 *BREAKING UP IS HARD TO DO*

Raquel throws Trevor out of the house and the Tanner's allow him to stay in ALF's room, upsetting ALF who decides to get the pair back together since he is forced to stay in the garage.

Wr Steve Pepoon

Dir Nick Havinga

3 - 4 *TONIGHT, TONIGHT (1-2)*

ALF hosts the Tonight Show and becomes irritated with his guests when they don't have any clips to show, so ALF provides us with clips from his own show in this offbeat best off show.

Wr Lisa A. Bannick, Steve Pepoon, Al Jene & Michael Reiss

Dir Bert Brinckerhoff

3 - 5 *PROMISES, PROMISES*

Lynn stops talking to ALF after he tells her parents she is dating someone she told her parents she had stopped seeing. This makes ALF decide to leave Earth.

Wr Beverly Archer

Dir Bert Brinckerhoff

3 - 6 *TURKEY IN THE STRAW (1-2)*

At thanksgiving time ALF leaves out food and some of Willie's clothes for a bum, who repays ALF's kindness, by reporting him to the Alien Task Force.

Wr Tom Patchett & Steven Hollander

Dir Nick Havinga

3 - 7 *CHANGES*

With Willie out of work due to a strike, Kate goes back to work, she soon discovers she has to quit for the same reason she quite work for a pair of prior occasions - she is pregnant.

Wr Lisa A. Bannick

Dir Bert Brinckerhoff

3 - 8 *MY BACK PAGES*

ALF tries to convince Willie that he sold out his ideals and Kate discover's their own home movies from Woodstock.

Wr Ron Burla

Dir Bert Brinckerhoff

3 - 9 *ALONE AGAIN, NATURALLY*

ALF reads a national inquirer article about a couple living with an alien who sounds a lot like one of ALF's cousins - Willie takes ALF to investigate.

Wr Paul Fusco

Dir Bert Brinckerhoff

3 - 10 *DO YOU BELIEVE IN MAGIC?*

ALF attempts to take up magic after Willie encourages him to take up a hobby, however the only thing ALF can make disappear is food.

Wr Scott Spencer Gordan

Dir Tony Csiki

3 - 11 *HIDE AWAY*

Willie has a new co-worker who invites himself over to dinner and lets it slip that he is in he relocation witness programme. ALF becomes convinced that the Mob will hit at anytime.

Wr Steve Pepoon

Dir Bert Brinckerhoff

3 - 12 *FIGHT BACK*

After Wille is cheating by an auto-mechanic, ALF, Jake and Lynn set up a video camera to prove the man makes unnecessary repairs.

Wr Seth Wisebord

Dir Nick Havinga

3 - 13 *SUSPICIOUS MINDS*

After reading a book about how Elvis faked his own death. ALF becomes obsessed with proving that a new neighbour who collects Elvis stuff is really Elvis hiding from his many fans.

Wr Al Jene & Michael Reiss

Dir Nick Havinga

3 - 14 *BABY LOVE*

When ALF develops an allergic reaction to an infant who attended Kate's baby shower, he becomes convinced that he is allergic to all babies and moves out of the Tanner's house and into the Ochmoneks house.

Wr Lisa A. Bannick

Dir Nick Havinga

3 - 15 *RUNNING SCARED*

ALF receives blackmail call from a man who claims he will turn ALF into the Alien Task Force unless ALF pays him \$3000, ALF tells the Tanners but they are reluctant to believe him.

Wr Steve Pepoon

Dir Gary Shimokawa

3 - 16 *STANDING IN THE SHADOWS OF LOVE*

When Jake asks ALF to help him write love letters to a girl he is trying to impress. ALF agrees to do it and soon finds himself falling in the love the girl himself.

Wr David S. Cohen & Roger S. H. Schulman

Dir Nick Havinga

3 - 17 *SUPERSTITION*

Due to the fact, he burned Brain's history book. ALF believes that he will be cursed with bad luck for seven years, and really back luck for seven more, unless he performs a bizarre Melmachian ritual.

Wr Steve Pepoon

Dir Gary Shimokawa

3 - 18 *TORN BETWEEN TWO LOVERS*

Lynn winds up with two dates on the same night when ALF forgets to give her a phone message.

Wr Beverly Archer

Dir Nick Havinga

3 - 19 *FUNERAL FOR A FRIEND*

ALF becomes obsessed with an ant farm that Willie bought him to stop ALF from demanding a pet of his own.

Wr Scott Spencer Gordan

Dir Paul Fusco

3 - 20 *DON'T BE AFRAID OF THE DARK*

ALF and Jake camp out with Brain in the back yard so that Brain can overcome his fear of the dark.

Wr Alicia Marie Schudt

Dir Nick Havinga

3 - 21 *HAVE YOU SEEN YOUR MOTHER STANDING IN THE SHADOW?*

ALF helps reconcile Jake with his mother who has reentered his life claiming she has changed. ALF finds her claim hard to believe after he catches her stealing Kate's brooch.

Wr Paul Fusco & Lisa A. Bannick

Dir Howard Storm

3 - 22 *LIKE AN OLD TIME MOVIE*

Upset over the colourisation of old films. ALF imagines in Black and White that he and the Tanner's are silent movie stars.

Wr Nelson Costello

Dir Nick Havinga

3 - 23 *SHAKE, RATTLE & ROLL*

ALF experiences his first Earthquake prompting him to begin stockpiling supplies in the fear that the Earth will soon suffer the same fate as Melmac.

Wr Ron Burla

Dir Nick Havinga

3 - 24 *HAVING MY BABY*

ALF prepares for the arrival of the Tanner's baby by re-enacting scenes from the Dick-Van-Dyke show, which Rob Petrie performed while waiting for his wife to give birth.

Wr Lisa A. Bannick

Dir Nick Havinga

4 - 1 *BABY COME BACK*

ALF hopes to prove that he is responsible by babysitting Eric for Kate. However, he soon begins to have doubts in himself when Eric disappears while he is disposing of a dirty diaper.

Wr David Silverman & Stephen Sustarsic

Dir Paul Miller

4 - 2 *LIES*

ALF starts a job writing out other worlds for a tabloid newspaper, but when they change his stories he demands to see the editor person. When the editor arrives he manages to photograph ALF.

Wr Jordan Tabat & Kenneth Tiga

Dir Paul Miller

4 - 3 *WANTED, DEAD OR ALIVE*

ALF shields Willie when a criminal resembling Willie is profiled on a crime stopper TV show, however he gets blame for turning Willie in when the police come to get him.

Wr Victor Fresco

Dir Nick Havinga

4 - 4 *WE'RE IN THE MONEY?*

ALF discovers and later becomes addicted to the art of making stock market deals after managing to invest some of the Tanner's money and turn a nice profit with it.

Wr Jeanne Baruch & Jeanne Romano

Dir Paul Miller

4 - 5 *MIND GAMES*

After a visit from a psychologist ALF begins to Psycho analyse everyone and everything to the point he becomes extremely annoying.

Wr Jerry Stahl

Dir Nick Havinga

4 - 6 *HOOKED ON A FEELING*

Willie, in an effort to curb ALF's cotton addiction, holds a supporting group meeting in his living room where he pretends to be the one who is addicted to cotton.

Wr Victor Fresco

Dir Nick Havinga

4 - 7 *HE AIN'T HEAVY, HE'S WILLIE'S BROTHER*

ALF plots the removal of Neal Tanner, Willie's brother, whom ALF has been forced to hide from when Neal pays the family a visit hoping to get some support over his recent divorce.

Wr Paul Fusco & Lisa A. Bannick

Dir Paul Fusco

4 - 8 *THE FIRST TIME I EVER SAW YOUR FACE*

After gets peeved about having to remain hidden when Neal extends his visit indefinitely and decides that the best way to solve the problem is for the two of them to meet.

Wr Paul Fusco & Lisa A. Bannick

Dir Paul Fusco

4 - 9 *LIVE AND LET DIE*

The Tanner's pet cat Lucky dies and ALF's attitude towards cats changes after he encounters kittens.

Wr Steve Pepon

Dir Tony Csiki

4 - 10 *BREAK UP TO MAKE UP*

Whizzer comes face to face with ALF when he comes to the Tanner home searching for Dorothy, who had come their after she and Whizzer had an argument.

Wr Anne Meara

Dir Tony Csiki

4 - 11 *HAPPY TOGETHER*

ALF run's away from the Tanners' and takes up Neal's offer to let him stay with him, an offer that Neal soon regrets having made.

Wr David Silverman & Stephen Sustarsic

Dir Paul Fusco

4 - 12 *FEVER*

ALF gets his first Earth cold which Willie and Kate fear he may never recover from when it lasts over a week. ALF realises he needs a hurb called Karl to be cured.

Wr Bruce David

Dir Paul Miller

4 - 13 *IT'S MY PARTY*

Realizing that they may have not anyone over since ALF arrived, the Tanner's decide to have a party and pay back their social dates, and ALF as usual must stay out of sight.

Wr Steve Pepon

Dir Nick Havinga

4 - 14 *MAKE 'EM LAUGH*

ALF fantasises that he is a world famous stand up comedian, whose services are desired by both NBC and Casey Kasem.

Wr Howard Bendetson

Dir Nick Havinga

4 - 15 *LOVE ON THE ROCKS*

ALF goes out of his way to prove to Neal that reuniting with Maragret, his ex-wife, would be the biggest mistake he could ever make.

Wr Cecil Alch & Petricia Niedzialek

Dir Nick Havinga

4 - 16 *TRUE COLORS*

ALF joins the art world after he enjoys praise for a still-life he created with food and substitutes it for one that Lynn had done for her art class.

Wr David Silverman & Stephen Sustarsic

Dir Paul Miller

4 - 17 *GIMME THAT OLD TIME RELIGION*

Willie and Kate decide to renew their wedding vows when ALF must become a minister and perform a ritual or else face humiliation and a life of yodeling.

Wr Lesley Ann Podkin

Dir Paul Fusco

4 - 18 *FUTURE'S SO BRIGHT,I GOTTA WEAR SHADES*

ALF realises that Kate and Willie's grandchildren will be forced to support him since Melmachians live an average of over 400 years, much longer than humans.

Wr Victor Fresco

Dir Nick Havinga

4 - 19 *WHEN I'M SIXTY FOUR*

ALF encounters group of youth-seeking seniors after he sneaks into a retirement home to see an old film start whose work he admires.

Wr David Silverman & Stephen Sustarsic

Dir Paul Miller

4 - 20 *MR.SANDMAN*

Willie and ALF goes to death valley to follow a treasure map left by Wille's great-great grandfather.

Wr Steve Pepon

Dir Paul Miller

4 - 21 *STAYIN' ALIVE*

Outraged, ALF writes a nasty letter to an industrial company that is polluting the air, leaving Willie to handle the companies very angry lawyers.

Wr Victor Fresco

Dir Nick Havinga

4 - 22 *HUNGRY LIKE THE WOLF*

ALF turns into a wild creature who goes to the park in search for food after a crash diet gives him a Jekuyl and Hide personaility.

Wr Paul Fusco

Dir Nick Havinga

4 - 23 *I GOTTA BE ME*

Lynn decides to move out of her parents home, and moves in with her mime boyfriend and ALF is the only one who is thrilled with the idea, since he'll get her room.

Wr Beverly Archer

Dir Paul Miller

4 - 24 *CONSIDER ME GONE*

ALF receives a message from Skip and Rhonda who are going to establish a new Melmac and ALF decides to join them, but the Alien Task Force intercepts their messages and catches ALF just before his friend's spaceship lands.

Wr Steve Pepoon (w), David Silverman (w), Stephen Sustarsic (w), Victor French (w) & Ian Praser (s)

Dir Nick Havinga

ALIEN NATION



Set in 1995 Los Angeles, it teamed Matt Sikes and George Francisco as a detective duo whose backgrounds are literally worlds apart. Sikes is a divorced, streetwise LAPD cop - impulsive and aggressive. The more intellectual and thoughtful George is a Newcomer - one of 250,000 inhabitants from the planet Tencton whose slave ship had crash landed in the Mojave Desert three years before.

Humanoid in appearance, apart from their bald, mottled heads, vestigial ears and enlarged craniums, the Tenctonese have tried to assimilate into human culture, but being smarter than the average Earthman has not endeared them to all their hosts and they are often derisively referred to as 'Slags'. As with any dispossessed group, some resent their lot while others strive to break through that resentment.

George is the first Newcomer police officer to reach the rank of detective. Moving his family into a better neighbourhood, they are also the first Newcomers on the block. His wife Susan, who can tolerate the occasional prejudice, worries about her daughter Emily who must attend a new school where she is the only Newcomer, while son Buck is a rebel, refusing to adapt to his new planet, defying his parents by speaking his native language and joining a Newcomer gang.

While most of the integration problems are seen through his family's eyes, George must also overcome Sikes' initial hostility towards his new partner before they inevitably become buddies. Sikes also becomes involved with Cathy, a Newcomer biochemist who moves into his apartment block.

After the show's premature cancellation, a number of successful films were produced based on the TV series. Some of the better episodes are 'The Night of Screams' in which a serial killer is stalking newcomers; 'The Game' in which Newcomers show up dead, killed by a blast of salt water; 'Real Men' where George has to incubate his wife's new baby and gets the same mood swings as women do, and 'Green Eyes' in which a deadly virus is discovered which can kill all Newcomers. "Alien Nation" was considered to be a top quality show, with a detailed history for the Newcomer aliens. The show tended to center on the integration of the human and aliens, which made for some very interesting moments.

The show like so many other SF shows of the 90s, uses an allegory to seriously discuss the issue of racism. On a lighter note, many of the alien characters were given names based on famous people such as Edgar and Rita Allan-Poe and Wyatt Earp. A language known as Tenctonese was also produced for the series to give the aliens more depth, but alas the series was cancelled after only one season. The show however did not die since a number of made-for-television films have been produced.

The short-lived tv series that followed the film combined routine crime stories with mild SATIRE of NEAR-FUTURE Los Angeles and lessons about civil rights. The bizarre-looking but adaptable Newcomers act and talk exactly like humans, portraying housewives, teenagers, used-car salesmen, criminals, police and other stereotypes. The exception is George (no longer Sam) Francisco, whose earnest, humorless approach and precise speech recall Spock of STAR TREK. A few episodes involve the pregnancy of the male Newcomer hero. Johnson also produced the much harder-edged "V". The cliff-hanger ending of the series was not resolved until Oct 1994, when a well-made two-hour tv movie, "Alien Nation: Dark Horizon" was broadcast on Fox TV, scripted by Diane Frolov and Andrew Schneider.

For this 1989 US series V creator, Kenneth Johnson returned to his theme of alien landings only this time the extra-terrestrial presence was largely benign. A spin-off from the 1988 movie, which had starred James Caan and Mandy Patinkin, Alien Nation - the series - was both a cop show and a thinly-veiled but effective commentary on racial intolerance.

While most of the integration problems are seen through his family's eyes, George must also overcome Sikes' initial hostility towards his new partner before they inevitably become buddies. Sikes also becomes involved with Cathy, a Newcomer biochemist who moves into his apartment block.

The cop element of the series is pretty straightforward - a variation on the 'chalk and cheese combo' formula

of more conventional police dramas.

It is in Johnson's detailed depiction of an alien culture - complete with its own 'subtitled' language, rituals and biology - that Alien Nation acquires a real edge. The Tenctonese get drunk on soured milk, while salt water can kill them. The small of the back is a major erogenous zone and their reproductive methods are novel. It takes two males to impregnate a female, and males and females then share the pregnancy. In one episode Susan is 'prepared' by a Binnaum, a member of a revered religious sect. In a later story she gives birth to their 'pod', and George incubates it, going through the same mood swings and emotions experienced by pregnant women, before he finally gives birth to their baby (an emergency delivery by Sikes!).

The racial commentary is obvious but rarely gets preachy. One scene in which Emily is greeted by a hostile anti-alien mob on her first day at school is highly effective with a protective Sikes mocking and shaming their intolerance by actually inviting them to kill the young girl.

The slave origins of the Tenctonese are carefully inked in as details emerge of their submissive existence at the hands of sadistic and abusive Overseers on the slave ship. When the vessel crashed, many of the Overseers escaped by disguising themselves as slaves, and continue to cause trouble for the Newcomers on Earth.

One lighter aspect of the series is the way many Newcomers have adopted the names of famous Earth figures, real and fictional. Watch out for Albert Einstein, Isaac Newton and Thomas Edison, Edgar and Rita Allen-Poe, Dorian Grey, Silas Marner and Charlotte Bronte, Buster Keaton and Wyatt Earp, Paul Revere and John Paul-Sartre - even Peter Rabbit!

To the disappointment of its many fans Alien Nation only lasted one season, ending in a cliff-hanger - a 'will they live or die' crisis for the Franciscos - that was finally resolved in a 1994 'reunion' TV movie, Alien Nation: Dark Horizon, which saw the Newcomers facing annihilation, then enslavement, in an Overseer plot. Another three TV movies followed -, 1995s Body and Soul, Millennium (not to be confused with the Chris Carter series) in January 1996 and The Enemy Within in October 1996. One other movie, 'The Udara Legacy', aired in July 1997.

Alien Nation was not a huge box office success; however, the FOX network decided to turn it into a weekly series when they expanded to a third night of programming in the fall of 1989. Alien Nation the TV series takes the same premise and lead characters from the movie with none of the original cast returning. Sam Francisco has his name changed to George Francisco while Sykes has the spelling of his last name changed to Sikes. The series opens with a two hour episode starting where the movie left off.

Alien Nation was somewhat of a rarity for a TV series based on a movie in that it was better than the film that inspired it. This is due mainly to the fact that the episodes are almost equally divided between the cases that Matt and George are working on and their personal lives. We learn that George has a wife, Susan and two children Buck and Emily. An ongoing sub plot concerned the arrival N of their third child. Matt is a bachelor with a budding romance with his neighbor Cathy also a newcomer. Captain Grazier was the pair's boss at the police station. Albert Einstein was the somewhat simple newcomer janitor at the police station- who was the third newcomer sex. The police action in the episodes often dealt with crimes committed by newcomers that had a distinct alien twist to them. Matt and George got most of these cases since George was the only newcomer detective on the force. besides why invent an alien race if you are only going to deal with ever da human crimes.

The series' main drawback was its often heavy-handedness in dealing with the prejudice issue. Not content to subtly show how unjust prejudice towards the newcomers (and by inference all prejudice) is the producers decided to hit the audience over the head with the message although this tendency lessened as the series progressed.

In the spring of 1990 FOX announced that Alien Nation. along with their other two hour long action / adventure series (21 Jump Street and Booker) would be canceled. This was an odd move considering they planned to add two more nights of programming. Keeping the show going in first run syndication was looked into however it was abandoned due to monetary considerations. Four years after the series was canceled Alien Nation finally returned to FOX television. The script for the TV movie Alien Nation: Dark Horizon had originally been written several years earlier at a time when various means of reviving the series were being considered. Dark Horizon wrapped up the series' cliff-hanger ending, in which a group of human purists had developed a disease capable of killing newcomers and were preparing to unleash it. It also introduced a new threat of a new newcomer who has been sent to the Earth to make preparations to bring the slaves back. The first TV movie was a big enough ratings success for FOX to commission an ongoing series of TV movies. which are being broadcast at irregular intervals.

Executive producer for the series was Kenneth Johnson, producers for the series were Arthur Seidel, Tom

Chehak and Diane Frolov. The music was created by Joe Harnell (Pilot), Steve Dorff, David Kurtz and Larry Herbstritt. The series got its UK premiere on Sky One in the Autumn of 1990, and the series finally made it to the terrestrial TV on ITV in January 1995. The supervising producer was Andrew Schneider and the co-producer was Diane Frolov.

Cops and Coneheads. That's what writer-producer-director Kenneth Johnson thought Alien Nation was all about when he saw the 1988 feature film starring James Caan and Mandy Patinkin.

"When Fox first came to me and asked if I could turn Alien Nation into a series, I didn't want to do science fiction and was anxious to do something else," recalls Johnson. "I agreed to look at the film, which I enjoyed half of. I thought it was a lovely premise they had created, the worlds newest minority. I found halfway through the movie it turned into Miami Vice with coneheads. It was a cop show I had seen a thousand times. The most interesting part of the piece was the little moment when the family waved to Mandy Patinkin, I said, "Wait a minute! Those People! They're the ones I want to know, I don't need another cop show!" When I took over the chore for Fox, it was the absolute understanding I was to do a social drama. Not another cop show, nor a science fiction show. What I wanted was a story to examine what it's like to be a minority."

To pull the show off with a sense of style Johnson reassembled a few key colleagues from INCREDIBLE HULK days. He brought onboard the husband-wife team of Andrew Schneider and Diana Frolov; cinematographer promoted to director John McPherson; and veteran director Chuck Bowman.

Although the show lasted for only one season, in those 22 episodes, Alien Nation was a broad exploration in the sociology of how human society would feel about and interact with new-found alien neighbors in their everyday lives. Episodes dealt with human-alien relationships via a collection of characters. Forefront was the often stormy relationship between human cop Matt Sikes and his alien partner George Francisco, as he walked the beat in slagtown Los Angeles. Secondary explorations dealt with Sikes' growing interest in his apartment neighbor, Newcomer Cathy. There was also the running story of the Newcomer kids trying to fit into human society. Daring for television was direct exposition of discrimination and racial issues, plus stories about the unusual sexual practices of the Newcomers.

In preparing Graham and Pierpoint for their roles, all Johnson had to do was plant a seed in their minds. "I said to [them], "Eric is the first black police officer in Jackson, Mississippi, in 1962." And, bingo, you immediately get the picture. That's what it's all about. What Alien Nation was about was discrimination. Prejudice. Intolerance. Within that framework, Andy and Diane and I would sit down and say, "Well, what's this week show going to be about? Let's take greed for example. How does greed manifest itself in the alien culture versus the human culture?" Then we'd get into all of that."

From those discussions, other ideas took shape, and the most unusual of those was Johnson's suggestion that for Newcomers, it was the male of the species that gave birth. "Also, I came up with the notion that it took more than two to have sex!" laughs Johnson. "It gave us an opportunity to, again, examine stereotypes and intolerance towards religious beliefs. In a subsequent episode when I suggested that George gave birth [for the episode "Real Men"], Andy and Diane immediately hit on the opportunity that I suggested to create a show about male stereotypes. When I said, 'George has to have a baby, let's do a show about what makes a man.' Setting that show about a pregnant man in a police milieu, where they were investigating a crime that took place in a bod building arena where all these guys all pumped up, gave us an opportunity to explore masculinity. As George said, most people of his species don't feel like they've really fulfilled themselves as a man until they've given birth!"

The sexual mores and practices of the Newcomers were explored early on in the show in an episode titled "Fifteen with Wanda." It was directed by STAR TREK: THE NEXT GENERATION veteran, Rob Bowman, who remembers that, "Fifteen with Wanda" was a funny show because it was basically about the sexual desires of these aliens. Once you get the husband and wife who are about to mate, and they take this certain pill that heightens their sexual desires, it makes them almost sexually crazy! As soon as the guy takes the drug, he gets kidnapped. He witnesses a murder and needs police protection. And he's got this drug that's making him sexually in demand! His wife is home and is dying to be with him. And all he wants is fifteen minutes with his wife, "Just give me 15 with Wanda and I'll be fine." There was some action and suspense in it, but basically, it was about the heightened sexual activities of the aliens and it was very funny.

Bowman's memory of his one directing stint on the show was that he had to film it fast. "The show wasn't quite [fine tuned] yet. I think I could have helped in several areas to bring those characters to the screen. It was an extremely difficult show to shoot because of the schedule. My memory of that was we shot as fast as we could move the camera to the next location. I didn't have a lot of rehearsal, it didn't have a lot of polish, but we did our best. It's not one of my favourite all-time shows. I just barely had time to get it together."

So effectively did Johnson and his team spin their Newcomer tales in his show that various ethnic groups in Los Angeles bestowed upon their commendations and awards. "The New York Board of Jewish Education, an

organization in New York City that services 400 schools in the New York area, asked us to send them every episode of Alien Nation so they could use it in their schools as a teaching tool about discrimination," says Johnson. "The hispanic community here in Los Angeles, a multicultural organization including Hispanics and Asian-Americans and black Americans, gave us several awards, and we were acknowledged by several multicultural groups as being a very moving force in the community for making people step back and taking a good look at how they view minorities. When you can do this through a science fiction framework, through allegory, you can do it without offending anybody! That's the beauty of it."

As an example of this, Johnson cites a scene written for the pilot of the show. "The people of all races and colours are trying to keep the [Newcomer] kid out of their school, because that kind doesn't belong there. The whole idea of purists reflects a lot of the American fundamentalists, the right wing minorities, that don't want to admit that anyone else might be as good as they are. They're trying to keep all the doors closed."

Of his case, Johnson points out to Eric Pierpoint as "a consummate actor and someone I had worked with on a short-lived series previously called Hot Pursuit for NBC. I realized what a good guy Eric was, and when Alien Nation came along, I went to Fox and said, "This is the guy I want for George". I knew that not only did Eric have a wonderful range, but that he would have the patience required for getting in and out of that makeup everyday. It was a two-hour job getting in and 25 minute getting out."

Director Chuck Bowman, who worked on the episode called, "The Red Room," also has some good words for the cast of the show. "They are consummate, conscientious actors in that they are there, well-prepared, hardworking and flexible. Eric's father is Robert Pierpoint, an NBC news correspondent for 37 years, so Eric is quite a well travelled young man and brings a lot of experience to his role, and you can see that in his portrayal," says Bowman. "Terri Treas is an absolutely wonderful actress. She was also a consummate, well-prepared actress with a good attitude and work ethic."

Bowman knows Kenneth Johnson very well, having worked with him previously in THE INCREDIBLE HULK and V. "Kenny Johnson has a wonderful way of getting a community of actors in these projects to really bond together," notes Bowman. "He's a good leader. First, he's a fabulous director and a wonderful writer. His strongest attribute is in his directing. He's very creative. He pushes the envelope in that he's bold and risky in his direction."

His actors get into that. They know that with Kenny they're going to get the best product they can possibly get for the time and money that they have. Kenny's a good team leader, he has a good attitude, he doesn't bark at people, he's intelligent. He respects his actors as human beings. When he reads actors for his directing episodes, he reads with them in casting. Generally, a casting director-someone who works in casting-will read and the producers and directors will watch. But Kenny wants to make sure that they have everything going for them. He reads the other parts of the scene, and he's wonderful. I'm a huge fan of the quality of human being and creator that Kenny is."

Bowman recalls the days of the show as being "really an experience for everyone to pull together with a deep desire to do a good job. Everyone contributed like that." Johnson says that the makeup design which won an Emmy award for the artists Michelle Burke and Rick Stratton, posed problems for the actors. Not only did it become very hot after several hours of shooting; it also made it very difficult for the actors to hear. "To get a

sense what it was like, if you put your hands over your ears and you talk, and listen to people talking around you, that's what it sounds like," says Johnson. For one episode, his daughter, Katie, appeared as an orphaned child at a funeral and got a taste first-hand of the makeup experience. Piercing earholes into the makeup helped alleviate the problems somewhat. One other problem with makeup became evident in shooting scenes that called for crowds of Newcomers: "When you need extras, you call casting, but when you need a bunch of alien extras, we had days when we had 20 makeup people working as opposed to the usual two."

To this day, Johnson receives mail regarding the show. "We got a huge amount of mail. And virtually all of it was positive. It was astonishing the amount we got. We still get mail! There are Alien Nation societies all over the world. I just got a newsletter from England yesterday." This newsletter, The Tencton Planet, produced by the Alien Nation Appreciation Society, is a fan effort by a man named Pete Chambers. To demonstrate the enthusiasm fans have for this show, Chambers has somehow managed, via the International Star Registry, to give a star the name of Tencton.

The show was cancelled because of poor ratings in a Monday night time slot opposite the CBS smash sit-com Murphy Brown. Johnson remembers the fateful phone call announcing that the ax had fallen on the show. "When Peter Chernin [then president of Fox Entertainment, now head of 20th Century Fox] called me to say they were not picking up the show for another season, I said, 'Peter, this is a huge mistake you're making!' [It was] foolish of Fox to cancel the show when it had another four or five years, easily, to it. Now, fade out and fade in a year later, Peter stands up in front of the television critics association and says, 'Last year, we made a

huge mistake! We canceled Alien Nation!" He apologized for canceling the show," laughs Johnson. "Again, it was an example of the network community not understanding what a show was about or not giving it time to grow and to find its audience. It's very frustrating when that happens."

Post-cancellation, several efforts were made to continue the show. Syndication was one possibility, but the roadblock for a continued effort was the show's expensive budget, composed largely by makeup for aliens. "We could not get the costs of the show down far enough to do it as a viable syndication show. We couldn't get the kind of budget that Star Trek: The Next Generation was doing," informs Johnson. "They were saying, 'Well, if you can do it for \$600,000...' Well, the show cost a million and two. There was no way to do any kind of quality. We would have a show called Alien Nation, but it wouldn't have the quality. We tried getting Fox to do a couple of TV movies. Andy and Diane wrote a couple of wonderful scripts which carried the relationship of Cathy and Sikes to a full-blown sexual relationship, which was very funny and topical with all this talk of safe sex in this world today. Fox, in their infinite wisdom just decided not to."

Fox Television's rationale in cancelling the show was that since Alien Nation had a 10 share rating, something else in the time slot would garner a 15 rating. But when something new did air, ratings took a further dive, destroying Fox's hopes. Everyone connected with the show had been confident of its renewal, largely because Fox had commissioned six scripts for a second season. A cliffhanger episode, "Green Eyes," was created and aired to entice viewers to tune in again next season. But the show's resolution never came to be. "We thought we were going on!" exclaims Johnson. "Andy and Diane already wrote the follow-up, and we got a very clear idea where the show was going, and we wanted to leave the audience wondering what was going to happen and wanting more so they would tune in again next season."

Johnson recalls that while Alien Nation was often a nightmare to create, "The good side is I made a lot of friends. I'm very close to virtually everybody we worked with in the show. We didn't shoot on the Fox lot. We shot on old warehouses on East L.A. You needed visas to get into the neighborhood. We were all there working together. It was the best kind of family operation by all of us. The loss of Alien Nation is always going to be painful for all of us. It was one of those rare situations where everything came together, the theme of the show, good people working together on a good product. I've come to realize the journey is sometimes more important than the destination," explains Johnson. "In Alien Nation the journey could not have been more positive. When I was casting Alien Nation and I had the sense that it could go on for a while, I was careful in the selection of the cast, writers, and the crew."

I've always told my crew there's two things I'm always concerned about. The first is, 'Let's do the highest quality show we can possibly do and I will not take second best,' and they all loved that. And the second thing is, 'We gotta have fun.' Life's too short to not have fun. That's how I operate. I have a very happy crew and a very happy set. It starts at the top. I always feel the executive producer sets the tone, and the stars pick it up and pass it along, and the crew picks it up, and everybody feels good. It was wonderful for people to come on our show and do just a one-day part or something and say, 'My god! I've never been on a set like this! Everybody's happy!' It was a real loss."

But Johnson's perseverance has paid off. Alien Nation returned to television in October, 1994 as a Fox TV movie titled Dark Horizon. The entire cast reassembled after a four-year hiatus to resolve the cliffhanger story that began in "Green Eyes," the final series episode. "After Dark Horizon aired, it got the highest ratings Fox had in that time period in two and a half years," says Kenneth Johnson in a follow up interview. "Ratings are always inspiring to them, so they bought two more movies."

The broadcast of this two-hour Halloween special was so successful, both creatively and in the ratings, that Fox TV commissioned three additional scripts for a series of made-for-TV movies. The second story to be filmed was Body and Soul. In this story, George and Matt make a startling discovery about the slave ship that brought the Newcomers to Earth, and of the vicious Overseers who ran the ship. "Body and Soul is from an original script by Andrew Schneider and Diane Frolov, and was rewritten by Rence and Harry Longstreet," informs Johnson. "It turns out that the love relationship between Matt Sikes and Cathy, his alien girlfriend across the hall, has progressed to the point where they have to take sex classes together. It deals with interspecies sex."

The third script Millennium (formerly titled Dangerous Portals), was a sequel to the episode "Generation to Generation," set in the last week of the millennium. During December, 1999, people think it's the end of the world and a cult leader misuses the sacred box introduced in "Generation." The box is a virtual reality device Overseers use for religious purposes. "The network is very excited about the films. Millennium particularly, has quite a staggering look to it," says Johnson. "We have more special effects in Millennium than there are in Forrest Gump. Our editing team is the same team that worked on that film and when they added it up, realized there were more shots of special visual effects than there were in that feature."

Pleased with the successful return of Alien Nation, the Fox network commissioned three additional television

movies. In the spring of 1996, two of them, *The Udara Legacy* (previously titled *Time Bombs*) and *The Enemy Within*, were filmed back to back. A sixth script, titled *City of Angels*, was also planned. Responding to a query whether the series would ever have an opportunity to return to a weekly schedule, Johnson revealed that the studio is interested in that but the Fox network is more reticent. Both the studio and the network is 20th Century-Fox. This is a case where separate divisions of the same corporate entity have differing ideas of how to treat their child. It's the left hand fighting with the right.

"I love the concept and I love the characters that we've created here, and I'd love to see them carry on regardless of whether it's [long form or as a series]," says Johnson. "I think, frankly, there should be one hour episodes playing, they allow for more personal stories. The studios and the network always want the TV movies a little bigger with a more 'save the world' quality to them. That works against us sometimes when we're trying to do more personal stories. "From the standpoint of the series and the characters, I would prefer to go back to one-hour but if two hours is the only life for them, that's what we'll do." *Alien Nation* is a rare example, *Star Trek* notwithstanding, of a television show that refused to die. It is a tribute to the continued and unflagging interest by the entire cast and of key production personnel that the show returns to the airwaves after an extended break to pick up where they left off.

CAST NOTES

Gary Graham (Det. Matt Sikes): "Sikes is a cop because, number one, he loves it, and number two, he just can't see himself doing anything else." says Graham. "He's a rule breaker but he gets the job done. Instinctual, compulsive, the type of guy I'd want to go in battle with."

To prepare for the role, Graham spent time with the Los Angeles policemen. "I must have been doing something right, they took me in as one of their own," he says.

Graham's motion picture debut was in Paul Schrader's *Hardcore* (1979) and followed by *Hollywood Knights* (1980), *All the Right Moves* (1983), and Stuart Gordon's SF film *Robojox* (1990). Since the show, Graham has appeared in the short-lived 1994 series *M.A.N.T.I.S.* and *Star Trek: Voyager* (1995).

Eric Pierpoint (George Francisco): "George carries himself with an inner confidence while adapting to his new surroundings. Even though he approaches his new lifestyle with curiosity, George is comfortable with whom he is and can tolerate virtually all obstacles directed toward him. It's his self-confidence that's the key to George's strength," says Eric.

Pierpoint's credits include *In the Heat of the Night* (1967), the TV series *Beauty and the Beast*, and *Hill Street Blues* and a starring role in *Hot Pursuit*, a 1979 TV movie directed by Kenneth Johnson. He also appeared in *Windy City* (1984) and the remake of *Invaders from Mars* (1986). Since the series, Pierpoint has appeared in *Time Trax* and *Star Trek: The Next Generation*.

Michele Scarabelli (Susan Francisco): "My hope was to develop and explore basic assumptions we have about gender roles by seeing Earthlings through the eyes of someone completely different," says Scarabelli. Scarabelli hails from Montreal, Canada, and has starred in *The Hotel New Hampshire* (1984) and *Cover Girl* (1984). On television, she has appeared in *Night Heat*, *Air Wolf II* on USA Network, and *Dallas*. Since the series, Scarabelli went to South Africa to work on a television series there and guested on *Star Trek: The Next Generation*.

Lawrence Hilton-Jacobs (Sgt. Dobbs): Born in 1953, Jacobs began his career at the age of 14. His acting assignments have been many and varied. Best known as student "Boom Boom Washington" in the 1970s hit *Welcome Back Kotter*, Jacobs has also guested in *Simon and Simon*, *Hill Street Blues*, *Fame*, and the mini-series *Roots*. Jacobs is a skilled commercial cartoonist and keyboardist, and likes sports ranging from basketball to ice skating.

Terri Treas (Cathy Frankel): "She's had very few romantic experiences. When she encounters Matt

Sikes across the hall of her apartment building, she has no perception of what it really means to have a relationship. She is someone who is very bright, yet so naive," says Treas of her character, Cathy. Born in 1959, this Kansas-born actress got her big break on TV's *Seven Brides for Seven Brothers* (1982-1983). Feature credits include *The Nest* (1988), and *The Fabulous Baker Boys* (1989), and television appearances include *Murphy Brown*, *Matiocok* and *The A-Team*. When *Alien Nation* folded, Treas concentrated on film acting and in holding women's defence workshops.

,Lauren Woodland (Emily Francisco): "I think Emily wants the best of both worlds. She wants to be accepted by her classmates, but she also wants to preserve her alien heritage," says Woodland. Her acting appearances include the CBS Special presentation of *An Enemy Among Us*, as well as *Our House*, *L.A. Law*, *St. Elsewhere*, *Superior Court* and *The Judge*. Woodland is also a veteran of 40 national commercials.

Sean Six (Buck Francisco): "Buck Francisco is a teenager who is trying to connect with something, but the

truth he connects with isn't the right one," says Sean Six. "The whole teenage thing is about finding out about who you are. Buck is doing just that, trying to relate with something, his parents, friends, anything. He can't connect with his father since he considers his father to be a sell out. He takes a liking to a gang because he needs to identify with a figure of strength."

A native of New York, Sixes first professional job was Fiddler on the Roof in San Francisco. "I want to do everything and try everything.... How many actors get to say they portrayed an alien? Not too many." When Alien Nation closed its doors, Six returned to his hometown in Portland, Oregon, and joined the forestry service. To film Dark Horizon, Six had to take a leave of absence, but with the advent of a continuing film series, Six relocated to Los Angeles.

Academy of Science Fiction, Fantasy and Horror Films.
Best Science Fiction Film - Alien Nation (1988)

Emmy Awards

Outstanding Individual Achievement in Makeup for a Miniseries or a Special - Nominated - Alien Nation: Dark Horizon (1994) (TV) - Rick Stratton (supervising makeup artist), Richard Snell (key makeup artist), Janna Phillips, Zoltan Elek, Craig Reardon, Edouard F. Henriques - (1995)

Outstanding Individual Achievement in Makeup for a Miniseries or a Special - Nominated - Alien Nation: Body and Soul (1995) (TV) - Rick Stratton (makeup designer and supervisor), Richard Snell (makeup department head), David Abbott, Craig Reardon, Steve La Porte, Janna Phillips, Kenny Myers, Jill Rockow (1996)

Hugo Award

1989 Nominated - Best Dramatic Presentation

WR. Kenneth Johnson, Diane Frolov, Steven Long Mitchell, Craig W. Van Sickle, Tom Chehak, Joe Menosky, Charles S. Kaufman, Larry B. William, David Garber, Bruce Kalish, Andrew Schnieder, Diane Frolov.

DIR. Kenneth Johnson, John McPherson, Kevin Hooks, Rob Bowman, Steven Dubin, Gwen Arner, Stan Lathan, David Carson, Harry S. Longstreet, Chuck Bowman,

EPISODES: 22 **YEAR MADE:** 1989 **COUNTRY:** US **SEASONS:** 1

A KENNETH JOHNSON PRODUCTION FOR FOX TELEVISION

CREATOR: KENNETH JOHNSON & ROCKNE S. O'BANNON

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22

DATE OF PREMIER: 18/09/1989 **AIR DATE OF LAST EPISODE** 02/01/1996

SEASON DATE BREAKDOWN:

FILMS: ALIEN NATION (1988) , ALIEN NATION: DARK HORIZON (1994) , ALIEN NATION : BODY AND SOUL (1995) , ALIEN NATION: MILLENIUM (1996), ALIEN NATION: THE ENEMY WITHIN (1996) , ALIEN NATION:THE UDARA LEGACY (1997).

Detective Matthew Sikes GARY GRAHAM, George Francisco ERIC PIERPOINT, Susan Francisco MICHELE SCARABELLI, Emily Francisco LAUREN WOODLAND, Buck Francisco SEAN SIX, Cathy Frankel TERRI TREAS, Albert Einstien JEFF MARCUS, Captain Grazer RON FASSLER, Burns JEFF DOUCETTE, Sgt. Dobbs Lawrence HILTON JACOBS, Jill MOLLY MORGAN, Blentu TREVOR EDMUND, Svado NOON ORSATTI.

Books Based on this series.

Alien Nation - Tectonese Guide: A Revised Edition To The Language Of The Newcomers

Alien Nation - The Film

Alien Nation 1 - The Day Of Descent	Judith and Garfield Reeves-Stevens	1993
Alien Nation 2 - Dark Horizon	KW Jeter	1993
Alien Nation 3 - Body & Soul	Peter David	1993
Alien Nation 4 - The Change	Barry B Longyear	1994
Alien Nation 5 - Stag Like Me	Barry B Longyear	1994
Alien Nation 6 - A Passing Fancy	David Spencer	1994
Alien Nation 7 - Extreme Prejudice	LA Graf	1995
Alien Nation 8 - Cross Of Blood	KW Jeter	1995

RELATED SHOWS:*V (1984)**V (1982)***SHADOW CHASERS**1 - 1 *ALIEN NATION - THE TV MOVIE*

Matt and George investigate the disappearance of a newcomer's corpse - which they discover may have been killed by a strange creature. A file kept by Sikes' former partner holds the clues needed to catch his murderer.

Wr Kenneth Johnson**Dir** Kenneth Johnson1 - 2 *FOUNTAIN OF YOUTH*

The new comers enjoy a longer lifespan, and so become the target of a doctor scheming to extend the lives of humans.

Wr Diane Frolov**Dir** John McPherson1 - 3 *LITTLE LOST LAMB*

Matt and George uncover a prostitution ring after a newcomer prostitute on the run from her pimp is murdered in Matt's flat.

Wr Diane Frolov**Dir** Kevin Hooks1 - 4 *FIFTEEN WITH WANDA*

Matt's teenage daughter pays him a visit with her radical boyfriend, while Buck faces expulsion from school. Matt and George guard a newcomer murder witness who wants to leave police custody to see his girlfriend.

Wr Steven Long Mitchell & Craig W. Van Sickle**Dir** Rob Bowman1 - 5 *TAKEOVER*

With a riot severely overtaxing the police force and only George and Albert on duty, criminals break into the police station to steal drugs from the evidence room.

Wr Tom Chehak**Dir** Steve Dubin1 - 6 *THE FIRST CIGAR*

After the IRS hits George with back taxes and penalties, he turns to a newcomer businesswoman who is grateful towards him for making a drug bust in her neighbourhood for a loan.

Wr Andrew Schneider & Diane Frolov**Dir** John McPherson1 - 7 *THE NIGHT OF THE SCREAMS*

George suspects that there is a connection between a recent series of newcomer murders, where the victims' hands are cut off, and an ancient newcomer legend.

Wr Tom Chehak**Dir** Gwen Arner1 - 8 *CONTACT*

George and Matt investigate the murder of an astronomer who was killed after he had discovered a man-made radio signal coming from the same trajectory as the newcomers' ship.

Wr Joe Menosky**Dir** John McPherson1 - 9 *THREE TO TANGO*

Someone has been killing newcomer catalysts - the third newcomer gender which readies the female for pregnancy.

Wr Andrew Schneider & Diane Frolov**Dir** Stan Lathen1 - 10 *THE GAME*

While everyone else is celebrating the anniversary of the newcomers' arrival on Earth, George is haunted

by shitboard memories of a deadly game he believes is killing newcomers on Earth.

Wr Steven Long Mitchell & Craig W. Van Sickle

Dir David Carson

1 - 11 *CHAINS OF LOVE*

George goes undercover as a client of a dating service in order to track down a female newcomer killer who has left two men dead and a newcomer love potion at the scene of each crime.

Wr Andrew Schneider & Diane Frolov

Dir Harry Longstreet

1 - 12 *THE RED ROOM*

A phony cop investigating a break in at Cathy's lab puts Matt and George onto a government cover up of a newcomer who was programmed to become an assassin while in quarantine camp.

Wr Steven Long Mitchell & Craig W. Van Sickle

Dir Chuck Bowman

1 - 13 *SPIRIT OF '95*

The purists are suspected of bombing the campaign office of newcomer voting rights and of kidnapping their newcomer spokesman.

Wr Tom Chehak

Dir Harry Longstreet

1 - 14 *GENERATION TO GENERATION*

Matt and George search for a mysterious ceremonial Tenctonese box whose new owner is killed shortly he buys it at an auction for \$25,000.

Wr Andrew Schneider & Diane Frolov

Dir John McPherson

1 - 15 *EYEWITNESS NEWS*

George becomes the subject of a TV report on newcomers who have done well since they landed and he and Matt go after a man who is obsessed with a newcomer video-phone sex star.

Wr Charles S. Kaufman & Larry B. Williams

Dir Lyndon Chubbuck

1 - 16 *PARTNERS*

Matt is reunited with his old partner and George is arrested when drugs from a raid are found in his house. George prepares to have the pod transferred to him.

Wr David Garber & Bruce Kalish

Dir Stan Lathen

1 - 17 *REAL MEN*

A violent confrontation with a body builder who has been illegally selling newcomer hormones (which act like steroids) causes George to give birth early.

Wr Andrew Schneider & Diane Frolov

Dir John McPherson

1 - 18 *CROSSING THE LINE*

Matt cancels a vacation in Hawaii in order to go after a serial killer who he once let get away and was never caught and is now back in town killing and becoming famous thanks to Burns.

Wr Steven Long Mitchell & Craig W. Van Sickle

Dir Gwen Arner

1 - 19 *REBIRTH*

Matt becomes obsessed with a newcomer convenience store robber who attacked and killed him, and later appeared in the hospital to bring Matt back from the dead.

Wr Tom Chehak

Dir Tom Chehak

1 - 20 *GIMME, GIMME*

George and Susan invest all the money in a company who makes extremely durable fabric invented by a newcomer scientist who is later found murdered.

Wr Andrew Schneider & Diane Frolov

Dir David Carson

1 - 21 *THE TOUCH*

A boy who Cathy new on board the slave ship is in a non-responsive state and she refuses to believe the boys mother who claims crash trauma is responsible.

Wr Steven Long Mitchell & Craig W. Van Sickle

Dir Harry Longstreet

1 - 22 *GREEN EYES*

Matt and George's friendship is strained by George's recent promotion as they investigate the death of several prominent newcomers who were killed by a genetically engineering virus.

Wr Andrew Schneider & Diane Frolov

Dir Tom Chehak

ALIENATED

Alienated is about a family who gets abducted by Aliens and then crazy things start happening to them.

While eating their weekly meatloaf lunch, the Blundell family is scanned by alien light beams.

In Victoria, BC, a family that finds the struggles of day-to-day life challenging enough just woke up to a bigger problem. Extra-terrestrials are abducting them, altering them, and then returning them home. The Blundells thought life was challenging before...this just might put them over the edge. They are powerless to stop them. They're too embarrassed to tell their friends or co-workers. The authorities don't believe them. Alienated is filmed in Victoria, B.C., Canada

A few people I was talking to have actually appeared as a guest on this show and they seem to have had a lot of fun on it. Also notice this is one of the very few TV shows that are actually filmed on Vancouver Island.. I think. I'd say it's worth the time to watch this show.

Alienated is a dark comedy about the Blundells, a suburban family trying to cope with the bizarre sideeffects of alien abduction. Glowing sperm, ferocious sex drives, and irresistible pheromones are just the beginning. Living with the changes isn't easy, especially because no one believes their story. Neighbours think they're crazy, the police are filing a report, and Child Services is threatening to break up the family. It's enough to make anyone feel, well... Alienated

WR. Doug Barber, Robert Chomiak, Travis McDonald, Mark Sawers,

DIR. Trent Carlson, Mark Sawers.

EPISODES: 22 **YEAR MADE:** 2003 **COUNTRY:** CAN **SEASONS:** 2

BRIGHTLIGHT PICTURES INC.

CREATOR:

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 11 (2) 11

DATE OF PREMIER: 08/07/2003 **AIR DATE OF LAST EPISODE** 15/06/2004

SEASON DATE BREAKDOWN:

FILMS:

Sarah Blundell SARAH-JANE REDMOND, Roger Blundell JONATHON WHITTAKER, George Crickmore CAMPBELL LANE, Isabelle Blundell IRIS GRAHAM, Cameron Blundell ANDREW ROBB

1 - 1 *MEATLOAF LUNCH*

While eating their weekly meatloaf lunch, the Blundell family is scanned by alien light beams.

As a member of the Intergalactic Maintenance Squad, Quick should only be concerned with fixing what needs to be broken, but each time he and his companion Sam Czopanser land on a new planet, he tries to go about setting right imaginary wrongs. His knack for interfering tends to upset the balance of whatever society he is in.

The Adventures of Don Quick was impressively designed with a decent budget, with elaborate sets, costumes, and state-of-the-art special effects.

Wr Mark Sawers

Dir Mark Sawers

1 - 2 *OFFICIALLY CRAZY*

As Sarah investigates whether aliens abducted her father, she notices that Roger is acting strangely, too

1 - 3 *PASS THE SALTPETER*

Roger's sudden obsession with sex confirms Sarah's suspicion that he was abducted by aliens.

1 - 4 *SOMETHING HAS TO BE SOMETHING*

Roger and Sarah outfit the Blundell home with closed circuit cameras, hoping to monitor alien activity.

1 - 5 *GOOD ADVICE*

Cameron's school life changes radically after aliens abduct him.

1 - 6 *IT'S HARD TO KEEP A GOOD MAN DOWN*

Despite the aliens' intervention, George's love life leaves something to be desired.

Wr Sioux Browning

1 - 7 *NINE ONE ONE*

Thinking the aliens have abducted Cameron, Sarah calls 911.

1 - 8 *THE WET SPOT*

Sarah denies Roger sex after she discovers something alien in their bed.

Wr Mark Sawers

Dir Mark Sawers

1 - 9 *FOILED AGAIN*

After their personal possessions go missing, the Blundells turn on each other, only to discover an extra-terrestrial explanation.

Wr Mark Sawers, Travis MacDonald, Alan Silverman

Dir Mark Sawers

1 - 10 *SEPARATION ANXIETY*

An alien support-group leader convinces the Blundells to reveal their secret to the world.

Wr Alan Silverman

1 - 11 *UNFIT PARENTS*

Roger and Sarah are forced to prove that believing in aliens doesn't make them bad parents

Wr Alan Silverman, Travis MacDonald

2 - 1 *PAUL'S MOTOR INN*

The Blundells take refuge in a motel after learning that their house may be the reason for the alien abductions.

Wr Naomi Chippendale

2 - 2 *SEXUAL PEOPLE*

Isabelle and Charlie's romance is threatened after Isabelle gets a pimple on her forehead that has alien powers.

Wr Sioux Browning, Mark Sawers

Dir Mark Sawers

2 - 3 *THE WEEKLY INQUISITOR*

After a supermarket tabloid publicizes the family's abductions, a crowd shows up at the Blundell house, hoping to be abducted.

Wr Robert Chomiak

2 - 4 *BINGE*

Roger gets fired for telling people about his alien abduction, while Sarah's ravenous appetite gets so bad she has to visit a medical clinic.

Wr Doug Barber

Dir Trent Carlson

2 - 5 *HUMAN GAS*

As Roger tries to get his life back together after being fired, Sarah is forced to get a job to support the family.

Wr Katharine Montagu, Sioux Browning, Mark Sawers

Dir Mark Sawers

2 - 6 *COMING OUT*

When Isabelle "comes out" as a lesbian to her parents, Roger is convinced the aliens are behind it.

Wr Naomi Chippendale

Dir Trent Carlson

2 - 7 *THE ARRIVAL*

After Sarah gets a mysterious phone call, the family fears the worst and prepares for the arrival of the aliens.

Wr Sioux Browning

2 - 8 *ALIEN MAN*

As Roger's music career blossoms, the rest of the family tries to figure out why objects in the house are mysteriously disappearing.

Wr Doug Barber, Mark Sawers

Dir Trent Carlson

2 - 9 *CAUGHT*

The family comes to grips with the fact that Sarah is going to have an Alien baby.

Wr Naomi Chippendale, Mark Sawers

Dir Mark Sawers

2 - 10 *WHERE'S THE VAGINA*

Friction arises between Roger and George as they both take on the father roles in preparation for birth of Sarah's alien baby.

Wr Doug Barber

2 - 11 *EVERYTHING'S FINE*

Sarah gives birth to an alien baby.

Wr Sioux Browning, Mark Sawers

ALIENS IN THE FAMILY



Aliens in the Family was a very short-lived domestic sitcom about a human who marries an alien with the resulting family attempting to live happily ever after on Earth. Doug Brody was a happy single father until he was abducted by an alien spaceship. on the spaceship he meet and fell in love with Cookie. a divorced alien woman who children of her own. The pair decided to get married and live on Earth, where Doug's two children and Cookie's three tended to not always get along.

Doug's two children were: Adam his 9-year-old-son and Heather his 14-year-old-daughter. Cookie's three kids were Spit her 14-year-old-son. Snizzy her 10-year-old-daughter and Bobut an often-times obnoxious infant. Rounding out the Brody household was Sally, the nanny hired by the Brody's to watch after Bobut. A job she found herself compelled to keep due to mind control on Bobut's part.

The show did poorly in the rating and was taken off the air after only two episodes were broadcast, even though there were eight episodes made, (the last six were broadcast in the summer of 1996 on Saturday mornings). Episodes were usually mundane, but some of the more interesting ones were, ' You Don't Have A Pet To Be Popular' in which Spit gets a new alien pet who develops a crush on Heather and ' Respect Your Elders' in which an elder from Cookie's home planet wants to take Bobut back to the home planet where he can be raised properly.

"Aliens In The Family" started airing at the same time as THIRD ROCK FROM THE SUN (1996 -), which became an instant success. "Aliens In The Family" had a very similar shoreline, but it's interesting to note that it failed very quickly. Cookie's three children in the show were brought to life by the use of animatronics and puppetry which was bound to happen when the series was produced by Jim Henson Productions.

Cookie was portrayed by actress Margaret Trigg. in heavy makeup, who did not look all that weird and could at least pass for human. Her three children however were brought to life by a combination of animatronics and puppetry. The series was produced by Jim Henson Productions. with the aliens being portrayed in a similar fashion to the dinosaurs in their previous series Dinosaurs. Oddly enough none of the other characters on the series seemed to notice that the aliens were different than everyone else.

The series was broadcast on ABC on Friday's at 9pm.

WR. Susan Borowitz, Patricia Marx, Charlie Rubin, Andy Borowitz.

DIR. Tom Trbovich.

EPISODES: 8 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 1

JIM HENSON PRODUCTIONS

CREATOR:

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 8

DATE OF PREMIER: 15/03/1996

AIR DATE OF LAST EPISODE 31/08/1996

SEASON DATE BREAKDOWN:

FILMS:

Doug Brody JOHN BEFORD LLOYD, Cookie Brody MARGARET TRIGG, Heather Brody PAIGE TIFFANY, Adam Brody CHRIS MARQUETTE, Sally Hogen JULIE DRETZIN, Spit (@14) (Voice) MICHELAN SISTI, Spit (@14) (Voice) JOEY MAZZARINO, Snizzy (@10)(Voice) ALICE DINNEAN, Snizzy (@10) (Voice) MICHAEL GIDEN, Bobut (Baby) (Voice) DAVID RUDMAN, Bobut (Baby) (Voice) JOHN KENNEDY.

RELATED SHOWS:*THIRD ROCK FROM THE SUN*1 - 1 *MEET THE BRODYS*

Bobut uses his mind control techniques in order to get Doug a promotion at work he really does not deserve, however, the new position means that he has less time to spend with his family.

Wr Susan & Andy Borowitz

Dir Tom Trbovich

1 - 2 *BOBUT CONQUERS ALL*

Bobut decides to play suitor to Sally; however the guy he fixed her up with is cheating on her incurring Bobut's wrath. Meanwhile nasty flu germs begin to overtake the household.

Wr Susan & Andy Borowitz

Dir Tom Trbovich

1 - 3 *COOKIE MAKES SOME DOUGH*

Doug gets Cookie a job as a receptionist at his office, something he soon regrets doing when she gets promoted to vicepresident and begins replacing the staff with robots.

Wr Susan & Andy Borowitz

Dir Tom Trbovich

1 - 4 *YOU DON'T HAVE A PET TO BE POPULAR*

Split's new alien pet develops a crush on Heather who winds up thinking she has killed the poor creature.

Wr Susan & Andy Borowitz

Dir Tom Trbovich

1 - 5 *TO GOOD TO BE TRUE*

After he is unable to get a new toy he wants. Bobut decides to run away from him and so that his absence will go unnoticed he creates an insipid clone of himself to take his place.

Wr Patricia Marx

Dir Tom Trbovich

1 - 6 *RESPECT YOUR ELDERS*

An elder from Cookie's home planets comes to Earth and demands custody of Bobut, who will be taken back to their home planet where he can be raised in a proper environment.

Wr Susan & Andy Borowitz

Dir Tom Trbovich

1 - 7 *DISSECTED AND NEGLECTED*

Cookie finds herself getting on real well with the wife of a business associate Doug's, due to the fact that she once abducted the woman and dissected her brain.

Wr Charlie Ruben

Dir Tom Trbovich

1 - 8 *A VERY BRODY TWEEZNAK.*

Split invents an alien holiday when he has to come up with an excuse for not having a school paper completed. Sally looks forward to a family vacation in Mexico which she will not be going on.

Wr Susan & Andy Borowitz

Dir Tom Trbovich

ALIENS IN THE FAMILY (1987)

Adapted from the novel by Margaret Mahy, it was a mixture of science fiction and domestic drama for although Bond, the student from the planet Galgonqua, is the obvious alien, there is another alien of sorts inside the family - 12-year-old Jacqueline (Jake). She is feeling like an outsider in her new family unit, now that her father, David, is remarried to Pip, who already has a 12-year-old daughter Dora and a younger son, Lewis.

Jake and Dora are not getting on at all well when they first meet Bond, but agree to help him. Bond's mission involves reaching a particular stone circle before his pursuing enemies, the awesome Wirdegens, catch him. The dangerous chase takes the group across country until they finally reach the circle where the Wirdegens show up and congratulate Bond on passing what he suddenly remembers was a test all along.

Six-part children's serial about a young alien who comes to Earth on a mission and gets involved with an ordinary British family. This was another example of the BBC producing a series based on a children novel entitled "Aliens in the Family" by Margaret Mahy. This series is not to be confused by another series of the same name which was an American sitcom. Special effects in the series were devised by the award-winning team from the 1986 fantasy, *The Box of Delights*. Music was by Roger Limb from the BBC Radiophonic workshop. The designer for the series was Paul Montague, executive producer was Paul Stone, director for the series was Christine Secombe, video effects were by Robin Lobb. The airdates given here are for the BBC1 showings.

Dramatised by Allan Baker
 Production Manager - Tony Guyan, Gillian Harris
 Production Assistant - Marian Fowles
 Assistant Floor Managers - Gilly Hayward, Stephen Garwood
 Properties Buyer - Mike Fallon
 Graphic Designer - Linda Sherwood-Page
 Visual Effects Designer - Tony Harding
 Vision Control Supervisor - Derek Taylor
 Video Effects Designer - Robin Lobb
 Camera - Paul Harding
 Videotape Editor - Stan Pow
 Music by Roger Limb BBC RADIOPHONIC WORKSHOP
 Costume Designer - Inez Nordell
 Lighting - John Wiggins
 Sound - Alan Taylor
 Designer - Paul Montague
 Executive Producer - Paul Stone
 Director - Christine Secombe

"I've seen that face/read that name before"

Clare Wilkie appeared in the BBC's brief-lived soap opera, the infamous *Eldorado*

Rob Edwards appeared as the brief-lived Chub in the 1977 *Doctor Who* serial, the rather less infamous (in fact, something of a classic) *The Robots of Death*.

Whilst Clare Clifford lasted a bit longer as Kyle in the even-more-classic *Earthshock*, a 1982 *Doctor Who* offering. Although as just about everybody met a grisly demise in that one (including then-companion Adric) I think it's reasonable to assume that she did too).

Jon Glover is (according to the *Doctor Who* magazine *In-Vision*) "an accomplished radio actor who has

formed a stalwart of radio comedy shows and dramas for almost twenty years, specialising in roles requiring upper-class period accents." He's probably best-known as Mr. Chomondley-Warner in Harry Enfield's Television Programme, but also appeared as the Management Consultant in episode six of The Hitch-Hiker's Guide to the Galaxy, and didn't appear (it being radio) as Shellingbourne Grant in Slipback, the Doctor Who mini-radio-adventure first heard during that programme's cancellation period in 1985.

You're going to get tired of this, but both Tony Harding and Roger Limb have worked on Doctor Who, the former being best-known for having designed K-9 (who is either much loved or reviled, depending on well, who you talk to, really), and the latter composing music to accompany no less than eight of the Doctor's adventures between 1981 and 1985. He also composed the incidental music for The Box of Delights in 1984.

Paul Stone has produced or executive produced more classic children's dramas for the BBC than you can comfortably shake a stick at, but is perhaps best remembered for 1984's The Box of Delights and for the Chronicles of Narnia adaptations, which began in 1988 with The Lion, the Witch and the Wardrobe, continuing in 1989 with Prince Caspian and The Voyage of the Dawn Treader, and concluded in 1990 with The Silver Chair. (Oh, and [yawn] he was at one point rumoured to be up for the job of producing Doctor Who.)

WR. Margaret Mahy.

DIR. Christine Secombe.

EPISODES: 6 **YEAR MADE:** 1987 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODCUTION

CREATOR: ALLAN BARKER

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIAL

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 18/11/1987 **AIR DATE OF LAST EPISODE** 23/12/1987

SEASON DATE BREAKDOWN:

FILMS:

Bond GRANT THATCHER, Jake SOPHIE BOLD, Dora CLARE WILKIE, Lewis SEBASTEIN KNAPP, David ROB EDWARDS, Phillipa CLARE CLIFFORD, Solita ELIZABETH WATKINS, Wirdegan Leader GRANVILLE SAXTON, Wirdegans SUE SOAMES/ TONY BIRCH/ JAMES WOODWARD.

ALPHA SCORPIO

Two kids on a camping holiday (Aireys inlet in Victoria) learn that Aliens are planning to take over the Earth. An alien character in this called Andra later appeared in a follow up also called Andra. The title music for this was from The Six Wives of Henry VIII by Rick Wakeman

Writer/Producer: James Davern / Directors: Keith Wilkes, David Zweck, Ric Burch

WR.

DIR.

EPISODES: 6 **YEAR MADE:** 1974 **COUNTRY:** AUS **SEASONS:** 1

ABC

CREATOR:

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 21/06/1974 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

PETER HEPWORTH, KEVIN WILSON, TERRY GILL, NEVIL THURGOOD, ALEXANDRA HINES,
KURT LUDESCHER, IAN SMITH

RELATED SHOWS:

ANDRA

ALPHA, ALPHA

WR. Wolfgang F. Henschel

DIR. Wolfgang F. Henschel

EPISODES: 13 **YEAR MADE:** 1972 **COUNTRY:** GER **SEASONS:** 1

ZWEITES DEUTSCHES FERNESHEN

CREATOR:

TYPE OF SHOW:

FORMAT: SERIES

LENGTH (MINS): 35 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** German

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 03/05/1972 **AIR DATE OF LAST EPISODE** 02/08/1972

SEASON DATE BREAKDOWN:

FILMS:

Michael Dahlen/Alpha KARL MICHAEL VOGLER, Gamma (as Art Brauss) ARTHUR BRAUSS, GISELA HOETER, HORST SACHTLEBEN, Beta LILITH UNGERER, URSULA DIRICHS, HERBERY FLEISCHMANN, NORA MINOR, K.P. ROHNSTEIN, PAUL EDWIN ROTH, DIETRICH THOMS, HERBERT TIEDE, BERNO VON CRAMM, ELISABTH WOSKA, HANS WYPRACHTIGER.

- 1 - 1 *DIE ORGANISATION*
- 1 - 2 *GEDANKEN SIND FREI*
- 1 - 3 *WIE DIE RATTEN*
- 1 - 4 *DER ASTRONAUT*
- 1 - 5 *OMEGA SCHWEIGT*
- 1 - 6 *DER WELTFRIEDE*
- 1 - 7 *ABBILDER*
- 1 - 8 *DIE LIST DES ODYSSEUS*
- 1 - 9 *DIE NACHT IM ZOO*
- 1 - 10 *EIN BEGABTES KIND*
- 1 - 11 *HEUTE IST DAMALS*
- 1 - 12 *AUßER DIENST*
- 1 - 13 *UNSTERBLICHKEIT*

AMAZING EXTRAORDINARY FRIENDS



Amazing Extraordinary Friends is the story of an ordinary boy who discovers the power to be extraordinary. Set in contemporary New Zealand, it's inhabited by larger-than-life villains and superheroes ... and the occasional 50 foot mutant lizard. The central character is 15-year-old Ben Wilson, an average Kiwi kid whose life changes dramatically when he discovers a mysterious insignia that endows him with amazing powers as Captain X. With the help of a retired super hero sidekick known as The Green Termite, and best friend Roy Bottle (alias NightLite), Ben sets out to unite the world's few remaining super heroes under one common banner: The Amazing Extraordinary Friends.

The Amazing Extraordinary Friends is a New Zealand children's program featuring the adventures of a modern day superhero teenage boy and his friends. It was made from 2006.

The protagonist is a teenage boy called Ben Wilson who finds out about a superhero ensignia which gives him powers. He has difficulty with them, especially flight and using eye lasers at first, but soon learns to control them fairly well. His grandfather is also a superhero, and this is how he comes to acquire the ensignia. His mother hates all the superhero business going on for the sake of safety, but his father and father in law both encourage him, his father being the previous superhero in Ben's position, Captain Xtraordinary or simply Captain X, and his father in law being the son of a supervillain, The Comedian. The position, it is found out in the show, has been held by many heroes in the past.

The villains in the series are Nemesis, a group led by an old villain and a recently converted hero, Ice, who used to be Blaze in her former era working alongside the former Captain X. The Nemesis group operate in a skyscraper office block known as Nemesis Headquarters and use computers, suggesting they have updated since the old times. A loose idea of a "new age of superheroes" is suggested throughout the series. They use stormtroopers with skull like masks and breathing apparatus. The Nemesis group have many villains under their wing and it is run by Renfield, the main villain in the series who Ice assists in his constant plan to get the ensignia.

Ben Wilson and his friends attend City Central College, run by Principal Locum. At school Ben and his friends are bullied. Often the plot will involve the school or an event at it.

The plot generally involves the ensignia, the main target for possession by Nemesis. It is discovered in the series that the power giving ensignia, which merges with a persons chest and in the case of Captain Xtraordinary creates a costume as well, is made of Unobtainium, a highly unstable element created by an exiled university scientist. Unobtainium can also, it is discovered, power a ready made suit. The ensignia was created using the Unobtainium, which only existed naturally during a short period after the creation of the universe. Aliens claim to have made it and these resemble humans, even using English as their language of choice.

The show uses several minor devices from the classic superhero/supervillain genre, including tags like Nemesis Headquarters or Ben Wilson's House in the same manner as in changing a location in a comic book. Also background music and sound accompaniment is often done in the style of animated superhero series.

The series is set in a fictional city called City Central, filmed in Auckland.

It was shown on the ABC Rollercoaster on ABC television in Australia on Tuesdays

Series Produced by Stephen Campbell & Matt McLain. Series Cinematography by Dave Cameron. Series Film Editing by Tom Eagles. Series Production Management - Charles Knight .. Post-production supervisor, Sara Knight .. Post-production supervisor. Series Visual Effects by Andrew Shanks .. Visual effects supervisor .

WR. Jon Bridges, Stephen Campbell, Geoff Houtman ,Matt McPhail

DIR. Stephen Campbell , Joshua Frizzell , Popo Lilo , Matt McPhail ,Simon Raby

EPISODES: 26 **YEAR MADE:** 2006 **COUNTRY:** NZ **SEASONS:** 2

GREENSTONE PICTURES

CREATOR: STEPHEN CABBELL

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13

DATE OF PREMIER: 02/09/2006 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Captain X / Ben Wilson CARL DIXON, Roy Bottle / Nitelite PATRICK MORRISON, The Green Termite DAVID MCPHAIL, Vicki Van Horton HANNAH MARSHALL, Renfield STUART DEVENIE, Wired ROBYN MACLEAN, Renfield STUART DEVENIE, Lars Tinkle TODD EMERSON, Ice TYLER MITCHELL.

1 - 1 *THE AWAKENING (PART 1 OF 2)*

Average Ben Wilson, gets caught up in a plot to kidnap the City Central Mayor. After discovering a powerful insignia, he realizes it offers him the chance to transform into a... superhero.

1 - 2 *THE AWAKENING (PART 2 OF 2)*

After discovering a strange insignia at the bottom of a river Ben Wilson has transformed into Captain Extraordinary, a superhero with super powers. He goes to his grandfather for.

1 - 3 *ENTER NIGHTLITE*

Things take a turn for the worse when newly-appointed sidekick Nightlite is taken hostage, and Captain X has to decide whether to hand over the insignia or save his friend.

Wr Stephen Campbell, Matt McPhail

Dir Stephen Campbell

1 - 4 *WIRED STRIKES BACK*

While saving the city from an illegal nuclear reactor meltdown, Captain X encounters a hero who has strayed from the code. Will she join him, or destroy them all?

1 - 5 *CAPTAIN X-POSED*

Super Villain 'The Conjuror' escapes from a maximum-security asylum with a plan to destroy City Central. Can the Amazing Extraordinary Friends foil his plans, or will the Conjuror cause havoc?

Wr Stephen Campbell, Matt McPhail

Dir Popo Lilo

1 - 6 *ATTACK OF THE ATOMIC SUPER BABE*

A genetic experiment goes wrong, and beautiful scientist Dominic Brioche is transformed into a 50ft super-babe. Captain X and his AEFs must save the city from this massive woman.

1 - 7 *THE AMAZING EXTRAORDINARY FRIENDS (A TWO PART STORY)*

Ben's father, Terry Wilson has been called to City Central to break some important news to Ben.

1 - 8 *DOUBLE THE TROUBLE*

Ben and his friends learn that sometimes a person can be his own worst enemy when each of the heroes are split into two separate people--one good, and one evil.

Wr Stephen Campbell, Jon Bridges

Dir Matt McPhail

1 - 9 *BIG PLANS OF SMALLY SMALL*

Ben and his fellow superheroes protect City Center's bling from rap star Smally Small, who plans to rob the City Mint.

1 - 10 *DUTCH IN CHARGE*

Gangster Tony Baritony plans a little payback when Ben and his friends shut down a number of his illegal businesses

1 - 4 *LOOK, DON'T TOUCH*

Wr Melvin Barenboin

Dir Sean Mack

1 - 5 *SEA MONKEY OF LOVE*

Wr Bradley Kesden & Skip Shepherd

Dir Michael Davis

1 - 6 *WRESTLE MANIA*

Wr Tug Barnes

Dir Chuck Cirino

1 - 7 *HAUNTED LIGHTHOUSE*

Wr Dan Clark (w,s) & Mary Ghiorso (w)

Dir Tom Callaway

1 - 8 *SCOUT'S HONOR*

Wr Terry Vennuzzi (w) & Scott Sedita (w,s)

Dir Tom Callaway

1 - 9 *TOP SECRET*

Wr Michael Davis

Dir Chuck Cirino

1 - 10 *TALENT SHOW*

Wr Melvin Barenboin

Dir Geno Ricotta

1 - 11 *TEACHERS PESTS*

Wr Bradley Kesden & Skip Shepherd

Dir Steve Ecclesine

AMAZING SPIDERMAN,THE



Spider-Man was in reality college student Peter Parker. Peter was bitten by a radioactive spider, and instead of dying he gained super strength, a 'spider sense' (that warned him of danger) and the ability to walk on walls. He also invented a web shooter that allowed him to swing from building to building and tie up the bad guys once he had rounded them up. Parker donned a tight fitting costume and proceeded to fight crime.

His actions were misunderstood, especially by J. Jonah Jameson, the editor of the paper where Parker was a freelance photographer. This resulted in negative publicity for Spider-Man causing him to be feared by the population at large including Parker's elderly Aunt May. Rita was Jameson's secretary who was Parker's champion with her boss. Julie Masters entered the picture during the second season as another freelance photographer in competition with Parker.

Based on Stan Lee's creation at Marvel Comics, this show revolved around Peter Parker, nerdy and alienated science major in college who made a few bucks as part-time news photographer for the Daily Bugle. When bitten by a radioactive spider, he developed super-powers, including a sense of danger and great strength and the ability to climb walls and ceilings. He invented super-gadgets, such as his web-shooter in wrist-bands, and a costume, to fight evil. But his life as a teenager became even more uncomfortable and confusing. The adolescent angst added a note of emotional realism to an otherwise formulaic story, and made this show a cult-classic among disaffected science majors.

Some of the better episodes were 'Night of the Clones' in which a scientist uses a cloning process to develop and duplicate a himself, who is vengeful and dangerous, determined to kill an award committee who have ignored him for years; 'Wolf Pack' is about a friend of Peter Parker who creates a mind control drug, and a ruthless businessman who wants it to extort money from the company he works for. The show was a routine crime format, which never became a success. Throughout the show's second season, "TAS" was used as a filler and never had a regular time slot which soon resulted in its cancellation. Several of the episodes have been put together and released as films in Europe.

In the early sixties, Stan Lee of Marvel Comics revolutionised the comics industry by introducing a new breed of super hero. Instead of the perfect hero who lead a charming life, Lee's heroes had personal problems and often faced moral dilemmas over right and wrong. Among his creations were: The Fantastic Four, The X-Men, The Hulk, Dr. Strange and his most popular Spider-Man. These characters, along with others, helped make Marvel Comics the largest comic book company in the world.

In the comic book, Spider-Man usually went up against all sorts of antagonists, ranging from super powered villains, to aliens, to the powerful leader of the local crime syndicate. The TV Spider-Man lead a somewhat simpler life often going up against normal villains with a few mad scientist types thrown in for good measure.

A trial run in the spring of 1978 had good ratings and CBS ordered more episodes of the show. However when it returned in the Fall, The Amazing Spider-Man was not given a regular time slot and instead was used by CBS sporadically as a filler programme whenever a hole appeared in the schedule. This did not help the ratings since the audience never knew when it would again appear. The pilot movie and the two part episodes have been released as feature films on video tape.

In addition to this live action version Spider-Man also appeared in four animated series. A late sixties syndicated version best remembered for its catchy theme song, Spider-Man and His Amazing Friends- where Spider-Man teamed up with Ice Man and Firestarter ran on NBC in the early '80's while in the late '80's new animated adventures were made, again for syndication. In the mid 1990's Spider-Man, appeared in the FOX series Spider-Man, which set out to faithfully adapt the comic series.

Marvel's comic strip came to life in this American series starring Nicholas Hammond as the superhuman, skyscraper scaling, web hurling hero. He would solve fight against the forces of evil, and that was about it. Week after week, Spiderman foiled the designs of various crooks, kidnappers and terrorists, but the series

never really took off, only occasionally venturing beyond the routine crime format.

Executive producers for the series were Charles Fries and Daniel R. Goodman, producers for the series were Robert Janes, Ron Satlof and Lionel E. Siegel. Episodes which were two parts or TVMs, have been syndicated as TV Movies with the new titles. In addition the following compilations have been made, with the titles taken from the episodes which comprise them. Photo Finish and A Matter of State, Night of the Clones and Escort to Danger, The Con Caper and The Curse of Rava, Wolfpack and Kirkwood Haunting.

For UK viewers and programme planners in the 1970s there was good news and bad news. The good news was that a number of light adventures series were hugely popular on Friday evenings around the 7.00/7.30 mark. The bad news was that most of the series (THE INVISIBLE MAN, FANTASTIC JOURNEY, THE RETURN OF CAPTAIN NEMO and THE AMAZING SPIDERMAN) were not nearly so fortunate in their home country and were rapidly cancelled - one exception was THE INCREDIBLE HULK.

Nicholas Hammond's father was high up in the American military, and his mother was British. He actually lived in Britain for the first ten years of his life, before moving to the USA. He started acting as a child and was in the original version of Lord of the Flies and was one of the Von Trapp children in The Sound of Music. His big come back was Spiderman. He moved to Australia after that and has appeared in several mini-series, while keeping his association with American TV where he's more recently been seen in Murder She Wrote and Fields of Fire.

During the filming of the Spiderman twopart episode "The Deadly Dust," stuntman Fred Waugh, as our intrepid superhero, almost went splat against a concrete skyscraper. For a brief instant in mid-air, hanging by a wire under a flying helicopter, Waugh almost hit the side of a building because the helicopter pilot did not know he was still attached. The production crew and director on the rooftop stood by and watched in horror. The plot of this episode involves villains who plant an atomic bomb on the roof of a building and try to escape by helicopter. Spiderman spins a web to catch a ride. Flying over Los Angeles with Spiderman hanging under them, the villains engage in aerial acrobatics to shake him off, depositing him onto the very building they are trying to escape.

To film the scene where Spiderman drops down from his hanging web to the rooftop, stuntman Waugh grabbed the wire hanging from the helicopter landing strut and lifted off with the chopper. The helicopter moved some 30 or 40 feet away from the building, then flew back toward the cameras. However, Waugh found his positioning was erratic and not good for the planned jump, so he just hung on. The pilot continued further out and then came back for a landing. Not knowing that he and Waugh were still connected, he flew low. Waugh could have ended up as a squashed bug unless that pilot moved up in a hurry. "We were able to communicate to this pilot just in time!" recalls director Ronald Satlof vividly. "My god! I must say, he pulled up just in time to save his life. We're talking about a matter of within two or three feet [before hitting the building], I think. So, it was a very exciting little day we had when we shot that. It gave us all heart attacks."

Reminded of this pulse-pounding day, stunt coordinator and on-camera Spiderman Fred Waugh, who operates a camera company today, recalls the events slightly differently. While he readily acknowledges this was "the stunt that I almost got killed on," he says the danger was not almost hitting the skyscraper, but hanging over the city by only one arm. The bad part was I was only hanging on with one hand on the cable because I had injured the other hand about a week before-I caught a stick through my hand so I really couldn't hold on to it with my left hand at all. I was just hanging onto the cable with my right hand. At the bottom of the cable was a little loop. Previously, I had hooked my harness into it as we were flying around the city. So, all I was hanging onto was a very, very small loop with my one hand." As Waugh recalls it, the stunt was successfully completed in the first take. "The helicopter lifted me up about six or seven feet off the ground, and we flew towards the camera. Just before I got to the camera, I let go, and I just rolled into the camera. We did that one time, and everything was fine." However, Satlof asked for another take.

"This time, when the helicopter lifted me up, he lifted me about 20 feet off the deck," explains Waugh. "The pilot's assistant down on the ground was signaling him to come back down. But as he was bringing him down, he wasn't watching me, and I was beginning to twist with my back towards the camera; when we got low enough he told the pilot to come ahead, and when the pilot started flying forward, my back was to the camera, so I couldn't let go because it would flip me right over my head." And this was the dangerous part: "He thought I was off, but I wasn't, and we were out over the city. It was my mistake, and there I was hanging over the city with one hand and the pilot didn't realize it. And you know, he could have turned the helicopter very sharply and ripped me right off." Waugh believes he hung by one hand with no roof under him for about a minute, with only about 15 or 20 seconds reserve time, before he returned to safety. "They radioed and told him I was still underneath, and got me back," Waugh says matter-of-factly. "I'm still here."

Spiderman first spun his web on television in 1977 with a TV movie exploring how Peter Parker got bitten by the radioactive spider at his physics laboratory. Starring Nicholas Hammond as Peter Parker and David White

as J. Jonah Jameson, the film garnered enough viewer interest that CBS commissioned five episodes as a programming filler. When those did well, eight additional hours were requested and aired in the fall of 1978, bringing Spiderman to a total of 13 episodes.

Nicholas Hammond remembers that when Spiderman was starting up, the feature film Superman with Christopher Reeve had just come out. Many people were worried about doing a superhero show. They were afraid that it would be a campy, laughable affair in the same vein as the 1960s Batman TV show.

"I liked the idea of taking a fantasy hero and making him believable as a person. I made it clear going into it that I was not interested in doing something that was just a camp joke," says Hammond. "I was given an opportunity here to do some good work and tell some good, interesting stories." Hammond feels that the show lost an ally in failing to consult with Spiderman's creator, Stan Lee, during production.

"I thought Stan Lee was an enormously talented man. I was always tremendously impressed by Stan. I always wished we could have worked more closely with him. We could have tapped into a larger market if we'd used more of Stan's ideas." Instead, says Hammond, "My early feeling was that, maybe [network and producers] thought, 'Stan's background is comic books and we want to get away from that here—a comic book feel. What we want to do here is make it more an adventure-drama series.' I feel that his input would have been very, very useful."

Stan Lee, too, regrets the lack of a working relationship. "After I read the scripts, I called a meeting at CBS," he says. "The director was there, the producer was there, and the network executives were there. I spent 20 minutes telling them what was wrong with the show, they listened politely and then they left and paid no attention to what I had told them!" Producer Daniel Goodman says, "I was at all the meetings with Stan. Somehow the writers could not agree on many of his suggestions. His input was good, but unfortunately, there was evident frustration on his part and a sympathetic reaction on mine. You can't satisfy all parties all the time. Perhaps we could have had a longer run on CBS if we had heeded his suggestions, but one never knows.

"You see, my concept was to make Spiderman more acceptable to a general audience than just to kiddies, and perhaps there was a clash of ideologies. We had to compromise as CBS was sold on my original sales presentation of a primetime, general audience show. Stan will always have my deepest respect and admiration." Lee believes that the network's concept of Spiderman affected Nicholas Hammond's portrayal. "He's a good actor," Lee says sincerely. "He was directed badly. He came across as a very uninteresting character, and I don't think it was his fault. I think it was the way the director and the producer conceived of the show and the character. He came across as very square, very humorless, and, I thought, very dull. But it wasn't his fault."

Hammond felt strongly about doing his best because after several episodes had aired, he started getting interesting, provocative mail from minority communities across America. "The show was terribly popular with ghetto kids. But I'd also get a lot of letters from their mothers and fathers who'd say, 'You are the only positive role model in my child's life! When he's out in the streets, all he sees are drug pushers, pimps, prostitutes. And the only message he gets from the streets is the only way you make it is outside the law. And Peter Parker each week is telling him that there's a better way.' Peter is given this power, and he has to make a moral choice, do the difficult thing, not to use his powers to rob banks but to use his power to try to help people. I always thought, 'Gee, there's a tremendous potential here.'

"I used to speak quite often to inner city schools. The first time was during National Book Week or something when I was asked to give a speech and stress the importance of reading and books. I guess this was 1979. The school was in east L.A., mainly black and Mexican kids. I was warned they were very unruly and poorly disciplined, but the staff was shocked to see them all sit spellbound when Peter Parker got up to talk. Afterwards, teachers wrote me to say it had a more profound effect on them than anything that year. So I realized the potential for using Peter Parker's 'prestige' among these kids as a positive force. "As you probably know, series stars are asked to do endless public appearances for all sorts of charities and social groups, and it is impossible to do them all. But from then on, I never turned down the opportunity to speak to inner city kids. Even if they weren't interested in reading conventional books, it was good to keep them reading Spiderman. By the way, during the Gulf War, it was reported that because of the low reading skills of so many GI's a lot of training manuals were being printed in comic book form. Probably my ex-students!" laughs Hammond.

"Spiderman always had a huge, huge following among the black community, I don't know why. Some people say it's because when you're in that suit, your skin has no color and everybody can identify with you. I used to go to the producers and say, 'Hey, let's use this! Let's do stories about drugs in Harlem. Let's do stories about teenage pregnancy. Let's do stories where Spiderman and Peter get involved.' And not bashing people over the head, in the context of a highly entertaining show. Let's very gently just try to get the message across that you can make a moral choice, you can do the right thing. That's really using television to its best purpose. My greatest disappointment is not going to a third season. Not for the fame, for the money, or having my own TV

series, but I felt we were on the verge of getting into those kinds of stories. I was hoping that we could sit down and say, 'Ok. Let's look at six issues and in the next 13 episodes, in a very delicate way, let's touch on them.' So that we're doing shows that we're proud of and we feel we're using television in a constructive way. I'm just sorry we never got the chance to do it because I think it would have been useful."

Goodman has no recollections of Hammond approaching him with these suggestions. "I personally never heard any comments of this nature from him. As for teenage pregnancy-in 1979 no one took up this subject in an 8 p.m. time slot!" While schoolchildren worshipped him, Spiderman in full regalia sometimes came as a shock to the general public. Hammond learned this lesson during the filming of the 90-minute pilot. With Los Angeles doubling for New York, a house in Pasadena was used for the Parker home. Hammond recalls that "early in the morning, there would be all these derelicts and winos, stumbling around our equipment. I'd be walking around wearing a spider suit, and these guys were just waking up out of the trailer, wondering 'What the...?!' It was probably enough for them to swear off the cheap wine!"

Ninety percent of Spiderman was filmed in Los Angeles. The remainder of the footage was shot in New York, and it was there that Fred Waugh would perform his incredible stunts for the action scenes. Remembering those stunts, Nicholas Hammond, Ellen Bry and supervising producer Lionel Siegel all use the same word to describe Waugh: fearless. "He was absolutely fearless about heights," attests Hammond. With a background as a wire artist in the Ringling Brothers-Barnum and Bailey Circus, Waugh possessed astonishing physical abilities. "He was an extraordinary guy. He was obviously very, very good, because he'd walk right to the edge of the tallest building in New York and just lean over and start to climb off the side of it.

Terrifying. He developed this helmet camera. If you remember, in some of the shows, you see Spiderman's point of view. Freddie invented that camera. It was like a football helmet, and he had a small camera mounted inside of it. And he would just pop it on his head and wear it while he was hanging, literally, 69 to 70 stories in the air on the side of the Empire State Building. ... Those wall-climbing shots, they were so well done that most people don't believe they're real. I always have people after the series, to this day, come up to me, and say, 'What did you do? Were you just lying flat on the ground and did they turn the film sideways?' or, 'Was it a superimposed effect or something against a painted building?' It's so extraordinary that he's that high up in the air. Everybody just assumes that it must be a trick! That it can't really be a man that high on the side of a building! But it is! It's all real!"

Fred Waugh responds that it had to be real; the studio couldn't afford special effects. "The TV series was limited on money, and they needed more optical effects on it, but they were prohibited because they were very, very expensive," he says. "If they were made now, with the cost of optical effects coming down, especially with digital visual effects, we could have done a lot of wonderful things. But the way it was, we had to do everything physically-what you saw on the side of a building was me! We used cable to hold me up. One was called a pull cable; the other was a travel cable. I'd set that travel cable real tight against the building, and I'd anchor that into a little pulley I had on my harness, and that would keep me stuck on the building. Otherwise, I'd drift away. The pull cable had seven or eight men on top of the building who would pull it. I had radio communication with them where I could tell them to stop or speed up."

Co-star Ellen Bry who joined the show during its second season as a rival newspaper photographer, echoes Hammond's praise of Waugh. "I thought that Fred Waugh was and continues to be one of the best stuntmen in the business," she says. "I've worked with a lot of stuntmen, and I think Freddie is incredible. Some of the stunts he pulled were just amazing. The one I remember very clearly was [when] a core group of the company went back to New York to shoot some location stuff to be included into a lot of different episodes. He swung out of a window of the Empire State Building and climbed up and down outside of the building. He really did it-that was not trick photography. It was incredible."

The climbing stunts, says Waugh, were the most fun. Describing his daring stunt on the outside of one of the world's tallest skyscrapers, he recalls that a woman in one of the offices stuck her head out the window and saw him in the red and blue suit, crawling up and down-a moment that's preserved on film as a shot in the main titles of the show and used for the episode "Photo Finish."

"That wasn't planned," chuckles Waugh. "When we rigged the building for the stunt, there wasn't anyone in that office. But when we did the stunt three hours later, I went across, and as I passed the window, I saw this woman coming into the room. I climbed to the top and turned around and came back down, and as I passed the window, she was standing there saying, 'What are you doing out there? Who are you?' and I just kept going down. I yelled, 'I'm Spiderman, lady!' I went back up and talked to her after the scene was over, and she laughed. That was the only time that happened."

"Fred was, to my mind, fearless," says Lionel Siegel. "And intelligent. I enjoyed working with him." And yet more praise from producer Daniel Goodman: "Freddy remains my very good friend. I shall always admire his stunt work and his courage. His work was meritorious. He added much to the program's

excitement. There were times I feared for his life!" The most complicated stunt, according to Waugh, "was in the pilot where I jumped on the ceiling, and walked down from the ceiling" while battling Japanese assassins- "which was all done on cables and piano wire. It was very time-consuming."

The near-catastrophe with the helicopter is not the only stunt Waugh remembers from the episode "The Deadly Dust." He describes one scene in which a bad guy throws a stunned Spiderman from the rooftop. "I shot a web out of my hand and landed in a spider net. The net was made out of yarn to look like a spider net spread out between the alley. It was ten feet by ten feet, and we had people holding it so it would stretch across the alley."

For the pilot, in a stunt performed only once, Spiderman did his trademark swinging from one building to another. Waugh reports that it was a very intricate job and took two days to rig. It was only in the pilot where crews cheated a little by employing video effects and the put-the-building-on-the-floor trick to create the illusion of a man climbing walls. But this trick tended to look fake on film. "That's why they never did it again," says Hammond. "They said, 'Well, this is ridiculous! It's not nearly as good as having him out there, and he can do it, so let's have him do it.'"

Hammond himself donned the red and blue suit for key scenes. It's easy, he says, to figure out who's in the suit: "If it was a stunt, Freddie wore it. If it was a scene that involved dialogue, I wore it. Obviously if it was a moment where the suit had to come off, and it revealed to the audience or other characters that it was actually Peter Parker who was Spiderman, that would be me as well. Because we were turning out these shows every seven days, we had a second unit filming Fred doing his stunts. And Fred would go out with his little crew of stunt people, and they would do a long climb or jump or whatever he was doing that day. And so he'd have a second camera crew working with him while the first unit with the director would be working with me. If you see the show, it breaks down pretty much 85 percent Peter, and 15 percent Spiderman. That's how we divided the workload throughout the week.

"The character was so popular in New York that it became difficult to film on the streets," continues Hammond. "After the first season had aired, and I had played the character for a while, when we went back the second time, we just got mobbed everywhere we went! And it just made it much more difficult to film. In the first year, we had scenes of me just walking down Fifth Avenue, mingling with the crowd, going into the Empire State Building, wandering around in Central Park. It wasn't possible to do that in the second year because Peter Parker had gotten fairly recognizable to the public by then and, you know, I'd walk down the street and an awful lot of people would turn around and start chasing after me. So we weren't able to get the same kind of feeling of reality in the streets of New York as we had in the first year."

Ratings at first looked promising. "The pilot scored a 39 share, which was the highest rated show CBS had that year," remembers Hammond. "They put [the series] against *Eight Is Enough*, and we beat them consistently every week we were on, so the show was doing extremely well. I think CBS got a little cocky, and they had no luck at all against *Happy Days* and *Laverne and Shirley* which, at that time, were the number one and number two shows in America. Because we had done so well, and we had knocked *Eight Is Enough* off its perch, they thought, 'Well, this is going to appeal to the same age group that watches *Happy Days* and *Laverne and Shirley*, we'll put *Spiderman* up against that.' I begged them not to! I said, 'There's no way we can take on the *Fonz* and *Happy Days*!' At that point it was an absolute American institution! And sure enough, we didn't! We did very badly against them. And it was kind of the beginning of the end of the show, which was a pity, but for the time we were on, we did enjoy a great deal of popularity and success in the first year."

That popularity has caught up with Nicholas Hammond. He was doing a play in Melbourne, Australia, recently when a fan came backstage with a strange present. "A passionate writer fan came backstage to see me, and he's written a treatment to redo another pilot to show Peter, now, ten years later, where he's completely renounced all of his powers. He's now married with a child. And the child is abducted or threatened, and Peter has to go back to being Spiderman again, something he said he would never do because ... he wanted to lead a normal life. It's like the story of the old western gunslinger, who has to come back for one last time! He's written this marvelous story about Peter Parker, and he's now a middle-aged guy with a job, living in the suburbs. And one more time, he has to go out there to fight the good fight, this time to protect his children. Suddenly, Peter realizes the boy is starting to do things that Peter did all those years ago when he got bitten by the spider. He realizes it's been passed on genetically to the boy. And now Peter's got to teach the boy how to use his powers responsibly. Almost against his will he has to reenter the world of superheroes. I actually think it's a charming idea."

Hammond brings up an interesting point: Peter Parker never really had a girlfriend. Ellen Bry's portrayal of Julie Masters was an attempt at that, but, Hammond says, "He could never be clearly living with a woman, or clearly sexually involved with a woman, because it would put her at risk. Because if the bad guys found out there was a woman Peter had an emotional attachment to, of course she would become a target. That's why we had to keep him just on the verge of getting involved with someone, and then he would have to gently push

away."

Told that Peter Parker in the current comics is married to a lovely red-haired Mary Jane, a surprised Hammond responds, "Oh, well, there you go! I think that's better." At one point during Spiderman production, Hammond lit on the idea of a crossover story between the Incredible Hulk and his show. But it never happened, largely because Spiderman got canned too quickly to develop the idea.

"To be honest with you," says Hammond, "it was my idea, but I stole it from years before. I was working on a series called Owen Marshall, Counsellor at Law, with Lee Majors and Arthur Hill. Universal was doing two series at the same time, Marcus Welby and Owen Marshall. So they did a two-hour story where Welby was sued for malpractice and Owen Marshall had to come and defend him. So you've got the stars of one series appearing in the other series. So I thought, why don't we do a story where David Banner comes to my university and looks for some research, or whatever, but there's a reason why we're at the same place at the same time. And then there's some kind of terrible outside threat, I'm in jeopardy, or he's in jeopardy, and I need to get my Spider powers to save him, or he needs to use his Hulk qualities to save me, but we end up having to work together to resolve the crisis. We were definitely going to do it because we were on the same network. Well, it never happened, because we never got that far! They said, 'Oh, yeah! Great! Let's do that next year!' But we never got a next year. Maybe one of these days we'll go back and do it again."

For Ellen Bry, Spiderman was an exciting introduction to prime-time television. "It was an incredibly exciting time in my life, coming from New York," she says. "This was my first introduction to L.A. and to doing a starring role in a TV series. ... I was very happy. People are paying a lot of attention to you, you're making good money. It's very glamorous. And of course, for me, coming out to Los Angeles, I was star-struck and working non-stop. It was a very happy time for me. Everything was new and different and exciting.

"I was walking two feet off the ground. I was just in ecstasy! You have to understand that this is a young actress's dream come true! She's struggling away in New York; all of a sudden, bong! She gets plucked up and gets put into a high-paying, fabulous nighttime TV series and moved from the bowels of New York and into glorious Los Angeles. I was just so thrilled. I just felt they were family to me."

The swift relocation from the East Coast to the palm trees of California meant that Bry didn't know anyone in town. "And so, I latched onto the people I worked with. It was intense work. We were working non-stop for a number of months. I just felt it was a very warm, very nurturing group of people. I just have very happy memories of it! It was a time of discovery." Bry has since become so experienced as a television actress that she looks upon Spiderman as her "early work" and says, "You cringe a lot. I've gotten a lot better. I feel I was just very new, and I tried hard. It's not that I'm embarrassed by it. At the time I was very happy with the work accomplished. Now, when I watch myself, I realize how differently I could have played a scene."

Working with Nicholas Hammond was part of that experience. "Nick was very nice," says Bry. "I enjoyed working with him, and yet I felt ... that in a way, there was a little bit of resentment that the network or production company or whoever had decided that he couldn't carry the show alone. That they needed a female co-star and that they needed a romantic foil. ... I was having to share the limelight a little bit. The show was Spiderman, and he was Spiderman. He was the star of the show, so that was exciting for him.

"In terms of his attitude about his playing a superhero, did he have concerns about being typecast? Yes! He was extremely nervous about it. He was very concerned that playing Spiderman would typecast him."

Bry speculates on why the show didn't last longer. "I think the show failed for a couple of reasons. Firstly, there were a lot of superhero shows around at the time. I think CBS was not really behind Spiderman. I think they had a lot of superhero shows on their plate [e.g. Wonder Woman, Incredible Hulk, plus TV movies Dr. Strange and Captain America] and this was just another one. ... I think they weren't pushing it. The ratings weren't good.

"I think the main flaw of the show was ... it was geared too much for young kids. I don't think it had enough general appeal." Bry admits that the second season was intended to be more appealing to an adult audience, but "I don't think it succeeded," she says. "Whatever efforts were made to make it a more adult show basically failed because I felt we had a very young audience, based on the feedback I did get. It came from kids anywhere from 6 to 8 and from 14 to 15. I think the audience it appealed to was too young for it to get good demographics for sales and advertising. From 5- to 15-year-olds, I got tremendous feedback. I got lots of letters. Kids absolutely adored it. They started fan clubs and stuff like that. But unfortunately, I don't think most advertisers are aiming at 5- to 15-year-old audiences. My fan letters from adults were few and far between. Ninety to 95 percent of my fan mail was from kids. Which is fine, but, you know, it doesn't sell soap. So, I think it was geared for too young an audience. It didn't have enough mass appeal. But this is just speculation. I'm not in a position to say definitively why it didn't have enough adult interest."

Producer on the second season for Spiderman was Lionel E. Siegel. Bry says, "I owe him a lot of thank-yous. He really gave me a break. I was doing commercials and soaps and off Broadway theatre, and I was brought out to do Spiderman, so he really changed my career and brought me into doing prime-time television series."

Was Siegel in some way dissatisfied with his Peter Parker/Spiderman? Regarding the casting of Hammond, Siegel says, "Tough call. He was OK. Worked very hard and was extremely conscientious, but his very nature, his personality (same on screen as off) lacked the toughness, the rough-edgeness that most of the male stars of TV series of the day ... had. Most of these guys weren't actors, they were personalities."

And what kind of stories did Siegel hope to bring to the second season? "Action, heart, mysteries, humor," he says, "all woven together in a compelling way." Siegel's major contribution to the show was its final two-hour episode, "The Chinese Web," filmed on location in Hong Kong. "He wrote that based on experiences he had as a Marine during World War II when he had been over in Asia," says Hammond. "He's a fascinating guy! I was very impressed by him. I think, far and away, he was the most thoughtful person we ever had associated with the show. ... He told me a story about some Marines who shot a Chinese man's water buffalo, which in those days was a terrible crime because the animals were a source of income for the man's family. He used the basis of this incident that he remembered as the kernel of information which he developed into this whole story that became 'The Chinese Web.' He was a great guy. I'd actually very much like to work with him again. I really liked him."

Ralph Sarchie, on the production crew as a location scout, recalls using the Connaught Tower in Hong Kong for a wall-climbing sequence at the end of this story. "We were supposed to shoot on one side of the building," he says, "and we were on the roof of the building. But coincidentally, it was [an anniversary of some sort], they had bloody, bloody riots out there. It was on this particular day in October, and we were afraid that a man in a red suit climbing a building might cause a riot. So we had to switch to the other side of the building so that the Chinese would not cause an international incident with the man in the red suit climbing up the side of the building."

"It was a tense time in Hong Kong. I remember scouting along the Chinese border in a helicopter, being afraid that they were going to send a missile up and shoot me down. I was very nervous about that. I was sort of fantasizing being shot down by the Chinese along the border." Sarchie was not the only one who found something to be scared of in that shoot. It was during this episode that Fred Waugh's fearlessness finally faltered. Actor Hagan Beggs, who appeared in "The Chinese Web" as the main bad guy's right-hand man, tells the story.

"He had no trouble climbing down building walls in Hong Kong, but he had some reluctance about jumping into the water at the Aberdeen harbor because the water was so polluted. He didn't want to do it. He just thought, 'Oh, it's so polluted, I just don't want to get a mouthful of it. I don't mind going down walls on cables, but I don't want to throw myself off into that water!'" Nick Hammond adds, "Not only did Fred refuse to do it, he very wisely refused to do it. It was absolutely poisonous, filthy water! We had a lot of these really, really tough kung fu stuntmen, working with us, these Chinese boys. These guys were as tough as nails! There was nothing they wouldn't do! When we got to the Aberdeen harbor and suddenly, someone had to take a fall into the water, no one would do it. Absolutely no one! The camera crew finally got it, but we were totally flat out!" Reminded of the story, Fred Waugh says, "One look at that harbor and you wouldn't do it. It would be like jumping into a cesspool."

Ultimately, a local fellow was recruited to take the fall that the script asked for. Beggs recalls the wall-crawling Connaught Tower sequence: "That particular night when Waugh was going down that large building, I know it was quite a complicated affair because they had their stunt coordinator people and a Hong Kong team working together. They were very concerned everything would go very well. They were nervous about it, but everything did work out OK. But they did have some problem there about making sure that the Hong Kong workers holding the ropes were tying off correctly. They were concerned because sometimes they had to use an interpreter. Fred said, 'Make sure these guys are tied to me so if I go, they go that way I'm sure I'll be safe!'"

The conclusion of "The Chinese Web" has Spiderman tracking a kidnapped professor to a penthouse at the tower. After quickly disposing of some guards on the balcony, he breaks his way into the boardroom. Inside, Beggs and actor Richard Erdman are conversing. Erdman is closer to the camera, while Beggs is down the long boardroom table in the distance. As soon as Spiderman flips the drape curtains, Erdman dashes for a nearby door, while Beggs tries pulling a gun. To stop him from firing, Spiderman leaps head-first across the long boardroom table and uses his momentum to tackle Beggs.

Of this scene, Beggs remembers the belt buckle on the Spiderman costume. Waugh "banged his back on that, and it was quite painful. Isn't it ironic—that a simple dive across a table with a belt on hurt him. It's typical of the business. You find things that look so dangerous, and yet it just takes a dive across a table to give yourself a 'thump.' ... It's amazing sometimes that the most simple things give you a problem." With filmmaker James Cameron signed to write and direct a Spiderman feature for the 1990s, Nicholas Hammond notes, "I've been hearing for ten years about a preparation of a Spiderman feature film. Good luck to them. It would be great with the special effects. That, unfortunately, was our limitation, being a TV series where every seven days you

In protest of plutonium being stored at the university, a small group of students steal it and build an atomic bomb to prove that it can be done. After an "entrepreneur" learns the location of the bomb and steals it, Spider-Man must track it down and disable it.

Wr Robert Janes

Dir Ron Satlof

1 - 3 *THE CURSE OF RAVA*

A religious cult from Kalistan protests when a statue of their god, Rava, is on display at the museum. Spider-Man must face the cult leader, Mandak, who has telekinetic powers.

Wr Dick Nelson & Robert Janes

Dir Michael Coffay

1 - 4 *NIGHT OF THE CLONES*

When a scientist, Dr. Moon, clones himself, his clone tries to kill members of the Tovald Committee, who has denied the real Dr. Moon the Tovald Award 5 straight years.

Wr John W. Bloch

Dir Fernando Lamas

1 - 5 *ESCORT TO DANGER*

When the daughter of the President of Tavia participates in the Miss Galaxy Pageant, she is kidnapped by a rival family in order to force the president to relinquish power to them.

Wr Duke Sandefur

Dir Denis Donnelly

2 - 1 *THE CAPTIVE TOWER*

When \$10 million is stolen from the safe of a newly constructed, computer controlled building, the thieves program the computer to lock down the building. Spider-Man must free the occupants and catch the thieves.

Wr Gregory S. Dinallo

Dir Cliff Bole

2 - 2 *A MATTER OF STATE*

During the theft of some NATO defense plans at the airport, Julie Masters inadvertently takes a picture of one of the thieves. When they go after Julie, Spider-Man must protect her while trying to recover the stolen plans.

Wr Howard Dimsdale

Dir Larry Stewart

2 - 3 *THE CON CAPER*

After being released from prison, an ex-politician breaks out his partners and tries to steal \$100 million.

Wr Gregory S. Dinallo

Dir Tom Blank

2 - 4 *THE KIRKWOOD HAUNTING*

A widow is haunted by the spirit of her late husband, who tells her to donate his estate to a private organization which investigates paranormal phenomenon. Jameson, being a friend of the family and knowing Parker is a graduate student in physics, asks Parker to investigate.

Wr Michael Michaeliam

Dir Don McDougal

2 - 5 *PHOTO FINISH*

Parker suspects he is being used to frame an innocent person when he develops an incriminating photograph he didn't take. He is then jailed for contempt when he doesn't turn the photo over to the police.

Wr Howard Dimsdale

Dir Tony Ganz

2 - 6 *WOLFPACK*

When a Sorgenson Chemical representative discovers a mind control drug works, he uses it on the students developing it.

Wr Stephen Kandel

Dir Joseph Manduke

2 - 7 *THE CHINESE WEB (1-2)*

In order to keep his job, Min Lo Chan, China's Minister of Industrial Development, ventures to America in search of three U. S. Marines that can clear his name. Standing in his way is a wealthy American industrialist whose plans for a large steel contract hinge on Chan's failure.

Wr Lionel E. Segel

Dir Don McDougal

AMBASSADOR MAGMA

AKA: **SPACE GIANTS**

AKA: **MAGMA TAISHI**

AKA: **CAPTAIN MAGMA**



The evil Goa (Ohira) has conquered most of the planets in the universe and now sets his sights on Earth. But a good wizard whose name, confusingly is also "Earth" (Shimizu), opposes him by bringing in a pair of warriors from the 2rf Galaxy, the powerful roboto fighter Magma (Uosumi) and Mol (Mitsuse), along with their robot son Gam (Ninomiya). Goa sends a series of monsters to attack the Earth but the family can be called from their secret mountain base to defend it. Their chief allies among the human race are journalist Atsushi Murakami (Okada), and his wife Tomoko (Yoshiro), and their son Mamoru (Egi).

In times of trouble, Mamoru can summon Gam to his aid with a single blow on his special whistle. Two blows will bring fourth Mol and, in times of dire need, three blows will summon Magma himself. All members of the family can fight evil with the Gamma Rays they shoot from their antennae, and can also transform into torpedeos, while Magma can shoot missiles from his chest.

Based on a story by ASTRO BOY creator Osamu Tezuka, Ambassador Magma was a cheap early sci-fi show in the style of JOHNNY SOKKO AND HIS GIANT ROBOT (aka GIANT ROBO). Monsters would often be defeated over several episodes, allowing for the same suit to be re-used across two, three or occasionally four episodes. It was adapted into English as Space Avenger in 1972, but did not reach a wide audience until 1978 under it's best known title SPACE GIANTS. The dubbing was arranged by Peter Fernandez, who was repsonsible for many of the early American dubs of anime. In the US adaptation, Goa was renamed Rodak, and Gam's parents were renamed Goldar and Silvar, Earth the wizard, not the planet, was renamed Methusan. Atsushi became Mr. Itamura, and his son became Mikko, although Tomoko and Gam inesplicably kept their original names. The story was remade in 1993 as the anime series Ambassador Magma. The series was produced by Kazuo Kamijima and Takaharu Bessho.

This children's TV series was turned into a very successful anime series. In the animated version of the classic "Space Giants" T.V. show, Ambassador Magma is confronted with his old nemesis Goa. Filled with rage over his defeat years earlier by Magma, Goa will stop at nothing to regain the Earth! The Space Giants title for the show was given to it when the show was shown in the US.

SPACE GIANTS was a Japanese import that was shown on WTBS in the 1970's and early 1980's. It was in the same vein as GODZILLA except way, way, more campy. (ie. there is a scene where two Japs are having a conversation in a room and one guy comments that he thinks the room is bugged, then there is an extreme closeup of a metallic robot insect bug on the wall)..campy indeed.

The planet is being threatened by a outlandish villian and only three giant robots that change into space ships can stop him. Like most Japanese shows each episode features Japs in costumes fighting over a scale model of Tokyo each week. Among the allies of the robots were a Jap scientist, his family, and a hot looking american woman....Each week they were endlessly pursued by the LUGOMEN. (If one shoots a Lugoman they melt). This was one of a slew of Japanese tv shows Ted Turner bought for a song in the 1970's and aired on WTBS in Atlanta.

Magma Taishi started life as a manga, before transferring to live action television in 1966, where it lasted for fifty-two 25 minute long episodes. It was the first tokusatsu to feature a giant hero, narrowly beating Ultraman by a couple of weeks.

Tagline: Be on the lookout for Lugo activities!

Ambassador Magma (Maguma Taishi) is the title superhero of a manga and tokusatsu TV series created by famous mangaka Osamu Tezuka. The TV series, produced by P Productions, aired on Fuji TV from July 4,

1966 to September 25, 1967, with a total of 52 episodes. It is the first color tokusatsu TV series in Japan, beating Ultraman to the airwaves by 6 days.

Magma Taishi, translated "Ambassador Magma," also known as "Goldar" from the 60's live-action show "The Space Giants." Magma Taishi stands out among heroes in my Box of Heroes. Magma is the creation of the late Tezuka Osamu, the father of Manga and Anime.

P-Productions unveiled The Space Giants, a weekly sci-fi action series about a boy, a reporter, a scientist, and a horde of gargantuan robots and monsters. The show, known as Ambassador Magma in its native land, was dubbed into English and released stateside in the mid-1960's.

At the start of the first episode, a shady character arrived on earth via a comet, landing in Tokyo. He called reporter Tom Mura to arrange a meeting, but Mura's son Miko answered the phone instead. The reporter thought the whole thing was a prank, but the next morning, the entire Mura household was transported to a strange jungle, where they first witnessed the mighty power of Rodak, an outer space creature bent on world domination. Miko snapped a picture of Rodak, which brought the boy to the attention of a giant robot named Goldar, the Space Avenger.

Goldar brought both boy and picture to Mount Olympian, the volcano home of Goldar, wife Silvar, and their creator, the outer space scientist Mathusem. The two robots were smitten with the young lad, and to complete their metallic family, they asked Mathusem to create a robo-child for them. The result was Gam, a robotic near-duplicate of Miko (although the real Miko didn't have silver antennae). All three robots had the power to transform into sleek rocket jets, the better to fly into battle. Mathusem also gave Miko a whistle which he could use to summon the robotic protectors one whistle for Gam, two for Silvar, three for Goldar.

Meanwhile, Rodak had unleashed upon the world the deadly force of Molesaurus, a subterranean monster. Goldar and family rocketed into action, battling the first of many gargantuan creatures. Rodak kept launching wave after wave of baddies, including the winged Birdaurus, the shapeshifting Lugo Men (who turned into a greenish goo when they were killed), the metallic Noronda, giant beetle Nardo, mini monster Lodi, and Kono, The Mightiest Creature of All (really Rodak in an alternate form). Goldar, ever the noble robot, always tried to talk the monsters out of fighting, but when that failed (and thankfully, it always did), titans collided in elaborate battle scenes.

WR. Susumu Takahisa, Hiroyasu Yamaura, Shigeru Umeki.

DIR. Tatsuo Kuroda, Togo Wakabayashi, Keniosuke Tsuchiya, Mamoru Nakao, Shigeru Umeki.

EPISODES: 52 **YEAR MADE:** 1966 **COUNTRY:** JAP **SEASONS:** 1

P PRODCUTIONS, KAMUIMA PRODUCTIONS

CREATOR: OSAMU TEZUKA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 52

DATE OF PREMIER: 04/07/1966

AIR DATE OF LAST EPISODE 25/09/1967

SEASON DATE BREAKDOWN:

FILMS:

Mikko Mura (American Version) Mamoru Murakami (Japan) TOSHI EGI, Gam HIDEKI NINOMIYA, Ito Mura MASUMI OKADA, Liz EDITH HANSON, Voices PETER FERNADEZ, Voices EARL HAMMOND, Voices PAULETTE RUBINSTEIN, Atsushi Murakami MASUMI OKADA, Tomoko MACHIKO YASHIRO, Magma TETSUYA UOSUMI, HIDEKI NINOMIYA, Mol SHIGEKO MITSUSE, Earth (the wizard) HAJIME SHIMIZU, Goa TORU OHIRA, GORO MUTSU.

RELATED SHOWS:

ASTRO BOY

GIANT ROBO

1 - 1 *RODAK*

1 - 2 *THE SUBTERRANEAN MENACE*

1 - 3 *ATTACK OF THE MOLESAURUS*

1 - 4 *THE BOMB*

1 - 5 *BIRDAURUS: TERROR OF THE SKY*

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- 1 - 6 *BATTLE OF THE FLYING BEAST*
 - 1 - 7 *THE VICTORIOUS CREATURE*
 - 1 - 8 *THE WINGED HORROR*
 - 1 - 9 *THE TERRIFYING LUGO-MEN*
 - 1 - 10 *ZANDOSIS STRIKES*
 - 1 - 11 *CLASH OF THE MAMMOTH CREATURE*
 - 1 - 12 *THE TRAP*
 - 1 - 13 *THE SUPER HEAT CREATURE*
 - 1 - 14 *TARON*
 - 1 - 15 *TERROR FROM OUTER SPACE*
 - 1 - 16 *BATTLE OF THE TITANS*
 - 1 - 17 *RACHITIS ATTACKS*
 - 1 - 18 *THE TERROR MONSTER*
 - 1 - 19 *THE DEADLY DROX*
 - 1 - 20 *THE CLASH*
 - 1 - 21 *CHALLENGE OF THE GREAT NORONDA*
 - 1 - 22 *THE RAMPAGING TERROR*
 - 1 - 23 *THE WILD CREATURE*
 - 1 - 24 *BATTLE OF THE BEHEMOTHS*
 - 1 - 25 *INVADERS FROM A FAR PLANET*
 - 1 - 26 *A SURPRISE VISITOR*
 - 1 - 27 *GOR AGAINST EARTH*
 - 1 - 28 *VACUMA'S SHOWDOWN*
 - 1 - 29 *THE CITY SMASHER*
 - 1 - 30 *TERROR FROM EAST TO WEST*
 - 1 - 31 *GORDA*
 - 1 - 32 *THE BIG SHOCK*
 - 1 - 33 *THE MINI-BEINGS*
 - 1 - 34 *ATTACK OF THE PLANTS*
 - 1 - 35 *A TRAP FOR GOLDAR*
 - 1 - 36 *THE INSECTS*
 - 1 - 37 *THE CURSE OF HORONDA*
 - 1 - 38 *EXPLOSION*
 - 1 - 39 *INSTANT DISASTER*
 - 1 - 40 *THE CLUTCH OF KLAU*
 - 1 - 41 *THE SHOCK OF GAHNA*
 - 1 - 42 *THE PLUNGE*

- 1 - 43 *MAGNO'S STRANGEST WEAPON*
- 1 - 44 *THE FOUR MILLION VOLT SHOCK*
- 1 - 45 *THE FANTASTIC GONDA*
- 1 - 46 *THE FINAL CRUSH*
- 1 - 47 *LODI'S BIG MOVE*
- 1 - 48 *HAMMER BLOW*
- 1 - 49 *RADA'S INVASION*
- 1 - 50 *FURY IN SPACE*
- 1 - 51 *THE MIGHTIEST CREATURE OF ALL*
- 1 - 52 *SHOWDOWN*

AMERIKA



The United States has been invaded by the Soviet Union and the country is now under Communist rule. Dissidents are confined to labour camps while others escape capture begin a resistance movement to reclaim their country.

Broadcast on ABC over the course of seven nights in the middle of February 1987, *Amerika* was a controversial 14 and 1/2 hour miniseries. Tom Shales of *The Washington Post* wrote in December 1996 that *Amerika* "Could be the hottest political potato in the history of television." It was produced by ABC Circle Films, and written and directed by Donald Wrye, who was also executive producer. This series depicted life as imagined in the United States in the late 1990s, ten years after the Soviet Union took control of America employing a Russian controlled UN peace-keeping force.

Some have contended that *Amerika* was produced to provide a television counter to the controversial ABC movie *The Day After*, which depicted nuclear holocaust between the U.S. and Russia in 1983. The ABC executive responsible for both programs denied this view. Brandon Stoddard, President of ABC Circle films said on 16 October 1986 at a press tour at the UN Plaza Hotel in New York that the idea for *Amerika* "never occurred during the controversy of *The Day After*, had nothing to do with *The Day After*. It happened...the birth of this idea happened substantially later." Stoddard went on to say that a critic of *The Day After*, Ben Stein from the *Herald Examiner* had written something, "at a much later point, a line...that had to do with what would life be like in America in a Russian occupation." Stoddard was stuck, however, thinking about how to do such a television program without getting caught up in the actual struggle of the takeover. Some time later, Stoddard's spouse suggested doing the project at a point in time ten years after the takeover.

At the time, *Amerika* was the most controversial television event ever broadcast by ABC. The network received more mail and phone calls about *Amerika* before it was on the air than the total pre- and post-broadcast viewer reaction of any other program in the history of ABC, including the end of the world story, *The Day After*.

The critics of *Amerika* came from all sides of the political spectrum. The liberals feared the program would antagonize the Kremlin, jeopardize arms control and détente. The right thought the miniseries inadequately portrayed the brutality of the U.S.S.R. The United Nations thought the movie would erode its image.

Despite the pre-broadcast level of controversy, most of the public did not object to the miniseries. Research conducted by ABC before the broadcast indicated that 96% of the population over 18 did not object to the program. Most Americans felt strongly that they should have the right to decide for themselves whether they would watch the program.

While almost half the country watched *The Day After* (46.0 rating), *Amerika* was seen in 19% of all TV households. Despite lots of publicity, controversy and viewers, research conducted by Professor William Adams at George Washington University showed that attitudes about the things most critics thought would be influenced by *Amerika*, did not change. What American's thought about the Soviet Union, The United Nations, or U.S. Soviet relations did not change in before and after surveys.

Forgive me, but when this was first shown on TV, the reaction from the public was with a collective yawn. American audiences just weren't ready for a TWELVE HOUR movie, and the Nielsen ratings for the series were embarrassingly low (If I remember correctly, they were the lowest for any mini-series). There was a paperback book tie-in with the mini-series, which was released several days before the TV show began (Can you say "give away the plot"?). What little I saw of *AMERIKA* when it was originally broadcast was as exciting as watching paint dry, and the series was savaged in the press as being the work of paranoid imaginations.

What I took as being very odd is that the patriotic hero was played by Kris Kristofferson, a man who has

championed many liberal-to-left political causes that the most patriotic fans of this mini-series would oppose.

It's been said that a work of genius is never fully appreciated when first released to the public. It's also been said that people will read their own interpretations into the most innocuous of things. Patriotic epic or paranoid raving? Make your own decision about this mini-series

Executive Producer: Donald Wrye, Producer: Richard L. O'Connor, Co-Producer: John Lugar, SCRIPT
Script: Donald Wrye, PHOTOGRAPHY - Director of Photography: Hiro Narita

EDITING AND POST PRODUCTION

Supervising Editor: Bob Wyman, Editor: Dennis M. Hill, 1st Assistant Editor: Charlene Olson, Assistant
Editor: Scot Scalise

MUSIC - Music: Basil Poledouris

MAKE UP AND COSTUMES

Women's Costume Designer: Llandys Williams

SPECIAL EFFECTS

Special Visual Effects: Apogee Inc; Illusion Arts, Special Visual Effects Supervisor: John Dykstra
Special Visual Effects [Illusion Arts]: Sid Dutton, Bill Taylor, Lynn Ledgewood. Special Effects Camera
Operator: Ron Goodman, Miniatures Supervisor: Richard Stutsman, Model Maker: Alan Faucher
Miniatures Painter: Mimi Feldman

DESIGN AND SET CONSTRUCTION

Production Designer: Scott Ritenour

MISCELLANEOUS

Military Equipment Supervisor: Dorsey Hamilton

LOCATIONS

Locations: Cobourg, Ontario, Canada; Hamilton, Ontario, Canada; Tecumseh, Nebraska, USA; Toronto,
Ontario, Canada

CASTING

Casting Assistants: Cecily Adams, Lindsay Chag

WR. Donald Wrye

DIR. Donald Wrye

EPISODES: 14 **YEAR MADE:** 1987 **COUNTRY:** US **SEASONS:** 1

ABC, CIRCLE FILMS

CREATOR: DONALD WRYE

TYPE OF SHOW: ALTERNATIVE WORLDS **FORMAT:** MINI-SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 14

DATE OF PREMIER: 15/02/1987 **AIR DATE OF LAST EPISODE** 22/02/1987

SEASON DATE BREAKDOWN:

FILMS:

Devin Milford KRIS KRISTOFFERSON, Marion Milford WENDY HUGHES, General Samanov ARMIN
MUELLER-STAH, Peter Bradford ROBERY URICH, Amanda Bradford CINDY PICKETT, Colonel Andrei
Denisov SAM NEILL Kimberley Ballard MARIEL HEMINGWAY, Althea Milford CHRISTINE LAHTI,
Ward Milford RICHARD BRADFORD, Helmut Gurtman REINER SCHOENE, Herbert Lister JOHN
MADDEN TOWNEY, Will Milford FORD RAINEY, KELLY PROCTOR, KREMAN MALICKI-SANCHEZ,
JASON WILD, GRAHAM BECKELL, RICHARD BLACKBURN, LARA FLYNN BOYLE, IVAN DIXON,
WENDY HUGHES, RAYNOR SCHEINE, VLASTA VRANA.

AMOR ESTA NO ARAKA: **LOVE IS IN THE AIR**

Brazilian soap opera about aliens, and a intergenerational love triangle. Lora Berg is the host of radio show "Namoro no Ar" that promotes romantic dates. One day, she interviews listener Carlos Henrique, a 22-year-old man who claims he wants to find his true love. They get to know each other and Lora finds herself falling in love with him, but she gradually suspects he may have another agenda.

Produced by César Lino Producer, Wolf Maya producer , Silvio de Abreu executive producer

Costume Design by Reynaldo Elias

WR. Bosco Brasil, Felipe Miguez , Alcides Nogueira

DIR. Ignácio Coqueiro, Maurício Farias, Wolf Maya , Luciano Sabino, Paulo Ghelli , Leandro Neri

EPISODES: 137 **YEAR MADE:** 1997 **COUNTRY:** BRA **SEASONS:** 1

REDO GLOBO DE TELEVISAO

CREATOR:

TYPE OF SHOW: SOAP

FORMAT: SERIES

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Portuguese

SEASON BREAKDOWN:

DATE OF PREMIER: 31/03/1997

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Vicente TUCA ANDRADA, Dr.Machado ALEXANDRE BARBALHO, JAMIE BERENGUER, Úrsula NICETE BRUNO, Davi CACO CIOCLER, Tatiana LUIZA CURVO, PAULO DAVID, DIOGO DE ALBUQUERQUE, Daniel PATRICK DE ALENCAR, Teobaldo IVAN DE ALMEDIA, Ester MONHA DELACY, Young Luísa CARLA DIAZ, Júlia NATALIA DO VALLE, Ivan MARCELO FARIA, Lucas MANITU FELIPE, Rodrigo THIERRY FIGUEIRA, Laíde CARLA FIORONI, Caco CLAUDIO FONTANA, Candê LADY FRANCISCO, MARCOS FROTA, Felipe TATO GABUS, Lizete CLARA GARCIA, Flora ISABELA GARCIA, Dona Tosca LUPE GIGLIOTTI, FABIANA GODOY, Cuca Chicotada GEORGIANA GOES , Beatriz MICAELA GOES, Heloísa ARIELA GOLDMAN, Emília SUZANA GONCALVES, Lacerda ANTONIO GRASSI, Marciel GILLES GWIZDEK, Luísa NATALIA LAGE, Sofia BETTY LAGO, João ERIBERTO LEAO, Matilde CLAUDIA LIRA, MURILO LURES, Pedro Olímpio OSCAR MAGRINI , Guima NUNO LEAL MAIA, THIARE MAIA, Ximbica VERA MANCINI, TATHIANE MANZAN, PAULO MARRAYO, Vítor WOLF MAYA, MARIA MEDEIROS, Alberto LUIS MELO, ELAINE MICKELLY, Peninha FLAVIO MIGLIACCIO, LEONARDO MIRANDA, Chicão TONICO PEREIRA, Isabel CLAUDIA PROVEDEL, Gregório RENATO RABELLO, KANANDA RAIÁ, Suzete HELENA RAMOS, Carmencita ISADORA RIBERIO, Seabra RODRIGO SANTIGAO, Léo RODRIGO SANTORO, Horácio (as Dan Filip) DAN STULBACH, Camila ANA PAULA TABALIPA, CARLOS TAKESHI, MAURICIO TEIXERIA, DINHO VALADARES.

AN ENGLISHMAN'S CASTLE



An alternative history story about a TV writer, living in a Britain which lost World War II, who is about to bring his historical soap opera into the war years. His ostensibly sympathetic Nazi masters are paying very close attention to the manner of his presentation - and so is the resistance. His moral dilemma is intensified when he unwittingly gives information that betrays a colleague, and becomes sharper still when his lover (Blair) confesses she is Jewish.

As this three-episode story begins, English TV producer Peter Ingram (Kenneth More) is preparing the next group of stories in his long-running series, "An Englishman's Castle." A nostalgic wartime series, it tells the story of a British family living through the "Phony War" and the "Lightning War" (blitzkrieg) of the first year of World War II, with the fall of Poland, the fall of France ... and the fall of Britain ... to Nazi Germany... 38 years ago.

The series is a popular part of British television. The German Gestapo's watchdogs do not mind it: they approve of patriotic sentiment, so long as it does not turn anti-German. And Ingram has played this game for a very long time, all of his adult life. He is prepared to continue playing it. Until the day comes when the British Resistance approaches him for help...

I liked the basic story itself, but I especially liked the depiction of the "show within a show". The series's musical signature was a stately orchestral "Lilibulero", giving it the same "sound" as the long-running series "Upstairs, Downstairs" -- which also depicted life during a time of turbulent change in Britain. ("Lilibulero" also happens to be the musical signature of the real-world World Service radio program that is broadcast by the BBC, the British production company that aired this television show.) It was interesting to see how an "Upstairs, Downstairs"-like show might have looked if Britain had not continued to win European wars in the 20th century.

One especially striking moment took place during the first rehearsal of an upcoming episode of the series. Ingram was basing the series on his own life during those years ... and in his own life his older brother was in the British military and was killed. The TV character corresponding to his brother was very popular with the British audience, and the actor playing him expected to have a cozy, secure job for quite a few more seasons. When Ingram passed out the next week's script and the cast seated around the large table read through them, everyone was stunned when they learned that in this episode that very popular character was killed. Truly killed ... not the "he's missing and presumed dead" "killed" that soap operas sometimes use to bring a character back on a whim. Killed-dead.

The entire cast protested. The actor protested, of course, but the others protested out of sympathy for him. This was more than simply a role, they argued, it was his livelihood, his income. How could you, in effect, sack him, when he had done nothing wrong ... when he had done nothing to deserve this cruel treatment? But Ingram's brother had done nothing to deserve being killed, either. Yet he died ... and so, Ingram explained, the time had come for this character to die.

We see many stories set "backstage". We don't often see this aspect of "backstage life" for working actors. Although I believe it had no significant effect on the overall story (the Gestapo and the British Resistance), it was a television moment that has stayed with me for more than 20 years (I write this in 2004). I remember this show fondly.

A very fine piece of work, sensitively and suspenseful developed, with first-rate performances by the three leading actors.

WR. Philip Mackie

DIR. Paul Ciappesoni.

ANDRA

In the year 4000AD the brain injured Andra, living in sub city one is given the preserved brain of a kid from the 1980's.

This Australian TV show was made for children by the ABC, originally adapted from the science fiction novel of the same name by British writer Louise Lawrence. Many well known Australian TV actors made their first appearances in the show.

The poignant story of the future Andra juxtaposed with a child from the 1980's was quite innovative. I imagine it would look impossibly primitive by modern television standards, but for the era of 1970's TV it was an excellent and thought provoking piece on a future society gone wrong. It would make an ideal premise for a modern series.

A sequel to ALPHA SCORPIO.

Writer: Eugene Lumbers / Novel: Louise Lawrence / Producers: Christopher Muir / Directors: John Gauci, Mark Callan.

WR. Louise Lawrence (novel), Eugene Lumbers

DIR. MARK CALLEN AND JOHN GAUCI

EPISODES: 8 **YEAR MADE:** 1976 **COUNTRY:** AUS **SEASONS:** 1

ABC

CREATOR: LOUISE LAWRENCE (NOVEL)

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 8

DATE OF PREMIER: 08/09/1976

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Andra LISA PEERS, Lazcauz BRUCE KEER., NATALIE BATE, ADRIAN WRIGHT, Cromer SUZANNE DUDLE, Shenlyn JONATHAN HARDY, MARCEL CUGOLA, Syrd ROBERT HEWETT, TERRI ALDRED, HENK VISSCHEYDYK.

RELATED SHOWS:

ALPHA SCORPIO

ANDRO MELOS

AKA: **ANDRO MEROS**

AKA: **ANDRO SUPER WARRIORS**



Andro Melos an Ultra saves Earth by battling alien invaders and giant monsters.

The story begins with the reappearance of powerful new versions of old Ultra arch-nemeses... sent by the "Gua Empire," which was headed by Juda (Juda made a reappearance in that Ultraman Taro movie).

Ace Killer (from Ultraman Ace) was the first monster to reappear, and he throws Zoffy into a black hole.

Soon thereafter, a mysterious new hero Andro Melos appears. Protected by a new green and silver space armor, the "Cosmo-tecter," Andro Melos defeats Ace Killer. [Andro Melos also has detachable Eye Slugger-style weapons that can be combined to form the Double Lancer.]

Subsequent reappearing monsters include Gora (from U. 80), a trio of Magma-seijins (from U. Leo), the ubiquitous Baltan-seijin, Mecha-Baltan, Nackle-seijin and Black King (from U. Jack), and King Joe (U. 7).

Ultraseven was also defeated and became missing in action. At about the same time, the red and silver Andro Wolf comes to save the day. Andro Wolf has a couple of detachable shoulder blades called "Sword U's." Since Wolf's mouth and eyes resemble Ultraseven's, one begins to wonder... is Wolf Ultraseven? For that matter, is Melos Zoffy?

Well, Melos and Wolf defeat Juda, who turns out to be a robot. Melos reveals that he is indeed Zoffy, but since he and Wolf save Ultraseven from captivity, it is obvious that Wolf is definitely not Ultraseven.

So then the Gua Empire sends a new menace, Mordo, who commands Gina and a revived Juda. They attack with HUGE Monster Battleships that resemble popular former Ultra monsters. These things are way bigger than your standard-sized Ultraman. The Monster Battleships include Gieronion (which looks like Gieron-seiju from U. 7), King Jorg (like King Joe from U.7), and Bemuzun (Like Bemuster of U. Jack).

Enter the orange and silver Andro Mars, who uses a button on his left arm guard to become gigantic. Mars is joined by Wolf and a new green and silver Andro Melos who is not Zoffy. In fact, this new Melos goes by the name Bunowa, if I remember correctly. They are joined by Andro Furol, the white-armor-clad female Andro warrior. Her mission is to guard a secret, ultimate weapon hidden in Antarctica.

Furol was protecting the "Grand Tecter," an upgraded Cosmo Tecter that Andro Melos wore in his final battle with Gua... it increased the his power by ten times.

Part of the "Ultra Super Legend" (Urutora Choh-densetsu) which was originally not a TV series. It was featured exclusively in "Televi-kun," a monthly book for boys, and depicted live-action costumes on elaborate sets. "The Ultra Super Legend" started in the May, 1981 issue, soon after "Ultraman 80" went off the air. Televi-kun also included a standard manga to explain the details.

The "Televi-kun" saga lasted about two years. Toward the end of this run, 41 ten-minute TV vignettes were produced under the title "Andro Super Warriors" (Andro choh-senshi), and were broadcast five times a week in the Greater Tokyo area. Since it's main method of publicity was a monthly children's magazine and it lasted only about a month, the show came and went with little fanfare.

The original music was by Shunsuke Kikuchi.

WR.

DIR.

EPISODES: 45 **YEAR MADE:** 1984 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 5 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 45

DATE OF PREMIER: 28/02/1983

AIR DATE OF LAST EPISODE 29/04/1983

SEASON DATE BREAKDOWN:

FILMS:

RELATED SHOWS:

ULTRA Q

ULTRAMAN

ULTRA SEVEN

ULTRAMAN ACE

ULTRAMAN TARO

ULTRAMAN LEO

ULTRAMAN 80

ULTRAMAN: TOWARDS THE FUTURE

ULTRAMAN: THE ULTIMATE HERO

ULTRAMAN TIGA

ULTRAMAN DYNA

ANDRO-JAGER, DER

It's nice to see this antique piece of work mentioned here, as I think it never got re-aired after 1980. Lutz Mackensy plays a secret agent who has to identify and recapture missing androids in 1980s Germany. He gets assistance of a computer with female voice shaped like a little daisy. I remember it being a quite funny and sharp series. Especially interesting seems to be the (accidental) parallels according to a US-series from the 90s - (don't ask me what it was called!)

Production Management - Reinhold Dienes (unit manager), Hans G. Wernicke (production manager).

WR. Wolfgang Büld, Michael Fackelmann, Georg Feil, Kurt-Uwe Nastvogel, Benno Neuhaus

DIR. Wolfgang Gluck, Marcus Scholz

EPISODES: 26 **YEAR MADE:** 1982 **COUNTRY:** GER **SEASONS:** 1

BAVARIA FILM, NORDDEUTCHSER RUNDFUNK (NDR)

CREATOR:

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** German

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 09/08/1982 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Hans Majer/Chefagent Danlorey LUTZ MACKENSY, Nägelein WILLY SEMMELROGGE, I.Z. (voice)
 KARIN KERNKE, Oberrat ACHIM STRIETZEL, Airavab Reileta CHARLOTTE KERR, Polizist Heinmann
 VOLKER PRECHTEL, KATE JAENICKE, KARL LIEFFEN, BOB LOCKWOOD, FRANZ MUXENEDER,
 ROLF SCHIMPF.

ANDROMEDA

AKA: **GENE RODDENBERRY'S ANDROMEDA**



"If the Commonwealth's High Guard had a weakness, it was this: Its officers were too competent, too caring, and too brave."

-- Yin Man-Wei, *The Rise and Fall of the Systems Commonwealth*, CY 11942

Dylan Hunt is the captain of the *Andromeda Ascendant*, a ship which serves in the military force of the Systems Commonwealth, a monarchy which spans several galaxies. Hunt and his ship are subsequently frozen for several centuries. Revived by a passing salvage ship, Hunt is horrified to find that the Commonwealth has collapsed and all known galaxies have descended into barbarism. Hunt decides to take his ship and crew on a trip around the cosmos to attempt to restore order to the known galaxies.

The series was produced by Majel Barrett (executive), Allan Eastman and Robert Hewitt Wolfe (executive). Original music by Alex Lifeson, Film Editing by Eric Hill, Nicole Ratcliffe, Gordon Rempel and Ron Yoshida. Special Effects by Jim Finn (visual effects supervisor), Brian Moylan (digital compositing artist), Gary Poole (digital compositing artist). Stunts by Angela Uyeda (stunt fighter), Special Effects by Rainmaker Digital Pictures. Gordon Woolvett who plays Seamus Harper also starred in *MISSION GENESIS* (aka *DEEPWATER BLACK*).

The bronze-colored starship bridge set is in pitch black. Jagged beams of yellow light from outside sources, piercing from ceiling corners and wall slits help illuminate numerous consoles and the "Slipstream chair" sitting in the center of the room. The soft glow of the lighted touches panel computer consoles across the Command center, adding to the surreal ambiance. Walking through the most important soundstage of Gene Roddenberry's *ANDROMEDA* in Vancouver, Canada, is an eerily quiet experience. To find the filming activity elsewhere in the complex, it is necessary to walk through the doorway of the bridge's rear exit, take a left turn and go up the ramp. At an adjacent corridor, standing before the camera in a futuristic jet black suit and surrounded by a observing production crew, is a tall brown-haired man whom millions of television fans in over 115 countries have come to know as the mythological Hercules.

Actor Kevin Sorbo, no longer a "Greek god" is now officially Captain Dylan Hunt aboard the starship *Andromeda Ascendant*, a gigantically powerful vessel rescued from a frozen existence after 300 years on the event horizon of a black hole. Hunt and his vessel were recovered by the *Eureka Maru*, a salvage vessel commanded by Beka Valentine and her mercenary crew of humans and aliens. The precious universe that he has known, the Systems Commonwealth that lasted for 10,000 years, has crumbled as a result of war with enemies. Reawakened as a stranger in a strange and decadent universe, in possession of one of the most advanced and powerful vessels ever known, and aided by small crew of six disparate humans and aliens, Hunt is determined to single-handedly restore the Commonwealth to its former glory.

Veteran TV director David Warry-Smith is directing Sorbo today in a dramatic confrontation. In a scene for the series' seventeenth episode, titled "Starcrossed," Hunt jumps down from a ladder, paces forward and, whipping out his weapon, points it straight at the camera. The scene requires Hunt to be fiercely serious and determined, but in the rehearsals, Sorbo and colleagues are in a light mood. They're trying to get the details just right. Facing Sorbo just behind the cameras, and participating in the scene, are actors Lexa Doig, who plays *Andromeda*, the ship's artificial intelligence construct, and surprise a guest star from *STARGATE SG-1*, Michael Shanks. Shanks stands up and confronts Dylan Hunt. The climax of the scene has Sorbo body slamming Shanks off camera and onto a wall. Rehearsals are playful, but yet concentrated, as all parties observing watch carefully as the director communicates how he wants this scene to be choreographed.

When it's time for a break and a chat, Sorbo cheerfully strides down the ship's corridor and back into the hallowed darkness of the Command center. Sitting down in a corner, a bright Sorbo explains that it was Majel Barrett Roddenberry, series executive producer and wife of the late Gene Roddenberry, who anointed him as the lead actor of the second SF-TV series to bear Gene's name in the titles. "Majel's a funny character. She's

a very interesting woman. She's very outspoken. She's not afraid to say what's on her mind. At a sales meeting after I'd signed on, she said in front of about 250 people, 'I wanted to get the show done, and I wanted a stud to play the part so I went out and bought myself one.'" laughs Kevin Sorbo. "It was pretty funny how she worded it. She said that she watched HERCULES. Loved the show--what it was doing and saw how big it became--and was very complimentary towards me for the show's success. I appreciate her saying that, but it was a team effort. She just said 'I envision you as the Capt. Hunt that I want for this television series...'. Gene also wanted to make it a television series. After he passed away, she kept a lot of his archives. And she went through them over the years and said, 'This is the one show I want to do...'. When I became available, there was a lot of interest in tapping into how my name could mix with Gene Roddenberry's name, which is huge around the world."

Working from story material left behind by Gene, an ambitious new science fiction universe was developed by executive producer and writer Robert Hewitt Wolfe. The potentials for another successful TV series franchise was born. ANDROMEDA's contracts are for 44 episodes, giving audiences two seasons to get acclimated to the built-from-scratch universe of the future. The series is distributed via syndication, and since today's television landscape has been a fertile ground for science fiction shows, the odds are good for a bright future. Plus, Roddenberry's sister show, EARTH FINAL CONFLICT is currently in its fourth season.

In the week of Oct. 9, 2000 the ratings for ANDROMEDA's debut episode, "Under the Night," garnered a 4.3 rating (about four and a half million viewers), landing at the number nine ranking in the overall list. It was the number one genre show ahead of XENA, X-FILES and STARGATE SG-1. Months of pre-publicity and word of mouth about the series on the Internet, generating a built-in audience anxious to see the series, has paid off. "We're all pretty happy with that," says Sorbo. "It's weird. In syndication you get a more specialized audience, but still, 50 percent of network shows don't get ratings as high as this show."

When Wolfe's series bible was presented to him, Sorbo was immediately interested. After spending nine months resting from a grueling six and a half seasons on HERCULES, he was anxious to find another property that could propel him to even more success. "I'm not listed as one of the producers, but I will be in second season," says Sorbo. "I had hands-on with Robert from the very beginning. A major reason I'm working on this project is that it gives me a better working environment in terms of hours. I wasn't going to be working 100 hour weeks as I did in HERCULES. I talk to the writers on a daily basis. Every script I read, I put in my two cents. I write extensive notes on what I believe doesn't work. I told Robert, 'When I send you the notes, I only say what I think doesn't work.' I love the scripts, but when things aren't working, I have to understand why they don't work."

As part of his creative contributions to the series, Sorbo played an instrumental role in casting six fellow actors to appear with him as regulars on the show. Almost all of them have strong stage or Shakespearean backgrounds. To cast Tyr Anasazi, the tall, brawny and genetically engineered Nietzschean warrior, Keith Hamilton Cobb, best known for a role in ALL MY CHILDREN, and a recipient of a Soap Opera Digest award as Best Newcomer, was chosen. Sorbo notes that Cobb is the only actor he did not personally choose. "It was a choice by Tribune who had worked with him before. All they had to do was show me a photo of him and some of his work on guest spots he's done. Physically, of course, he's the guy! He was Tyr. Keith is very much a thinker. He keeps to himself quite a bit. I don't know where Keith comes from. He's got his own style of working. He gets into his character and plays with it off-camera a little bit while we're on the set. He's very focused on his character."

characters of Beka Valentine, captain of the Eureka Maru, and Andromeda, the A.I. construct that personifies the ship's computers, were cast together, says Sorbo. "Lisa Ryder, who plays Beka, and Lexa Doig, who plays Andromeda--I met with them and five other actresses in Los Angeles. Beka was the hardest person to cast in the show. It's the one character that everyone had a different idea of what the character should look like or who she should be. There were a lot of fights in that one. She took forever to cast. At the screen-tests, where I do the scenes with the actresses to see if there's any chemistry and what our working relationships might be like, I felt she was number one. They still wanted to look for others, as they weren't convinced. I told Lisa, 'I've been there. They called me seven times for HERCULES over a three month period!'

Ultimately, Lisa Ryder (most familiar to genre fans for the lead role in the FOREVER KNIGHT vampire series) captured the Valentine role, leaving the role of Andromeda to Lexa Doiga. "We all liked Lexa a lot, but she wasn't right for Beka," Sorbo explains. "She wasn't physically or old enough for the part. They were looking at other people that none of us were really crazy about. After talking to the studio people I think Lexa began looking at the Andromeda character in a completely different way," chuckles Sorbo. Coincidentally, Lexa Doig co-stars with Ryder in the upcoming New Line Cinema horror feature, JASON X; also, she's had appearances in EARTH: FINAL CONFLICT and FX: THE SERIES.

For the alien role of Rev Bem, a Magog scientist and philosopher, only one man had the part. "Brent Stait's reading was so far superior to everyone else!" says Sorbo. "It was like 'This guy's the guy!' Like Trance, he's

going to become one of those really favorite characters that audiences are going to love. There are going to be Rev Bem dolls. He's such a good actor. When I see Brent in person, I keep forgetting that this is Rev Bem, the Magog!" Stait is the one who has the most genre credits, having been seen in episodes of OUTER LIMITS, FIRST WAVE, STARGATE SG-1, POLTERGEIST and X-FILES.

As the ship's engineer, Seamus Harper, another Canadian actor, the blond-haired Gordon Michael Woolvett, fit the mold. "We had our eyes set on someone else, but we hadn't met Gordon Woolvett yet," says Sorbo. "We saw one Canadian guy about eight months ago, who was doing a show in Toronto. I actually called him and asked him, 'Do you want to do the series? It will give you a movie career.' He wasn't interested. Then they found Gordon. I saw his tape about two weeks before I moved up here. I said, 'This guy's a freaking phenomenon! He's great!' Gordon has a very strong personality, and he works hard. We had to believe that he was a genius, yet he was in a surfer dude's body! He was a Malibu California guy. [Harper] can turn a toaster into a Jaguar. He can make anything happen for you." Woolvett is best remembered as one of the survivors aboard another starship DEEPWATER BLACK (a.k.a. MISSION GENESIS).

The final cast member of the series was for the mysterious role of Trance Gemini, a "lavender skinned" young pixie of a girl with a pointed tail. Sorbo recalls that Laura Bertram was the first actress that he met upon arriving in Vancouver to begin the series. "By consensus, everyone loved her right off the bat when we looked at the [audition] tapes. She was great. She was just like how she is on the show. She came in and said, 'Oh, I'm so excited to work with you!' She's like a little kid on the set. She's only 22 years old. She's wonderful." Winner of two Gemini awards (the Canadian Emmys), Bertram brings a versatility to the cast from appearances in ARE YOU AFRAID OF THE DARK on Nickelodeon, NIGHT OF THE TWISTERS, a MOW, and the lead role in "Cinderella" on stage.

After spending years on a fantasy TV series that primarily focused on him, Sorbo was anxious to assemble an ensemble cast. "My mantra to Robert, as the show was being put together, was 'Share the wealth!' I want everyone to be important in their own way," says Sorbo. "Make it interesting to watch each characters for different reasons. I want a viewer that tunes in--if they're not turned on by me, maybe they're turned on by Tyr. That's what we watch TV for. We watch for characters. 'I like him or her. There's something that attracts me to this person.' And here, we have seven times the opportunity which I think will be good for the show." But Sorbo laughs and cringes recalling that when it came time to put this into practice. It wasn't quite what he had expected. "You've got seven egos and seven insecurities! You've got seven people wanting the camera. It's weird to share the spotlight at all."

Although only a handful of episodes have aired at press time, ANDROMEDA's final episodes will be shot by December. Sorbo is very candid in assessing the series' progress. "I still think we're going through teething pains," he admits. "Season two will be great. I think all of us actors on the show are still trying to find our feet. We've come a long way. I think shows have gotten better. I think there's a couple here that didn't turn out as expected. It's interesting when you're reading scripts and you say, 'This is going to be awesome!' but when you shoot it and look at it, you go, 'Oh my god!' Of the 17 [filmed] we have three right now that I'm not crazy about. I think we can save one of them. All the shows coming up for the November sweeps are going to be unbelievable. I'm happy with about 70 percent. That's pretty good odds. On HERCULES I'd be happy with about 50 percent or 40 percent.

"Right now we're still trying to figure out where the characters are going," Sorbo continues. "The writing is excellent. I think we need to get back to some of the basics of what Capt. Hunt is trying to do. What he's trying to reestablish with the Commonwealth. I think we need to go out there and explore strange new worlds and not stay on the ship so much. The writers are trying to lighten the view on who's Capt. Hunt. Who's Trance? Who's Harper? Give them back stories. That will come in time. I really believe this series will go five or seven years. We've created a very interesting, logical SF series that not only the STAR TREK people will like but those who have never seen [TREK] before. You've got seven very interesting characters who all bring something different to the table. If someone doesn't like Capt. Hunt maybe they'll like Beka. Or Tyr. There's something for everyone."

When the assistant director steps up for Kevin, there's time for one final question: Wasn't Sorbo the runner-up for LOIS AND CLARK? The actor kicks his head back in laughter. "Dean Cain and I were the last two guys for that part! I would have made a great Superman. I was a pretty good Clark Kent. With the suit on and the glasses, I looked pretty damn good! In the suit and with the hair, he made a better Superman so they made the right choice. It's funny how the business is. It ended up being better for me because six months later I got HERCULES. And it runs for six and a half seasons. And it could have gone on for another three. I decided to walk away from it. Universal wanted a few more years, but I didn't want to." With that, actor Kevin Sorbo leaves. Offstage sounds and lights leak into the Command center; that surreal ambiance returns. It's time for the Captain to go back and save the galaxy.

The producers on building Gene Roddenberry's new universe.

Author: Frank Garcia

Date: 11/20/00

"Space...the final frontier, these are the voyages of the Starship Andromeda Ascendant, its two-year mission: to streak across the universe, rebuild the Commonwealth, to seek out new allies and new civilizations. To boldly go where Star Trek has never gone before!" With apologies to Gene Roddenberry

Even with crib notes, building a fictional, futuristic universe isn't an easy task. Just ask Andromeda co-executive producer Robert Hewitt Wolfe and executive producer Allan Eastman. To begin a TV series from scratch can be a Herculean task. All aspects of a series the universe, characters, rules, special effects, costumes, plots right down to the design of the props, have to be thought out and realized. J. Michael Straczynski showed us that when it took him roughly five years to find backers interested in supporting Babylon 5.

Unlike B5, though, Andromeda didn't take five years to launch. The name Gene Roddenberry the revered creator of Star Trek, Star Trek: The Next Generation and the show that bears it, Earth: Final Conflict, now in its fourth season convinced Tribune Entertainment that lightning can strike four times. All it took was for Majel Barrett-Roddenberry to hand over a large stack of papers, rescued from her late husband's archives, and give them to Wolfe to see if he could craft a coherent TV series out of the materials.

"A lot of it was premises and scripts for shows that he was developing," says Robert Wolfe, who wrote 30 Star Trek: Deep Space Nine episodes and served as a producer during the series' last two seasons. "[It was] different story proposals and things like that. It was diverse elements, including ideas for another starship show. There were a million ways you could have gone with the material. But I was developing specifically for a starship-based show. What did come out of it was the concept of an artificial intelligence-driven starship with full sentience and personality. The character Dylan Hunt was a guy who came from a civilization who basically sleeps through the fall of a civilization and tries to restore civilization. Those were the principal elements." Executive producer Allan Eastman grins, "It began sitting around a table and sketching ideas out for each other, throwing cocktail napkins at each other with little drawings on them."

If certain elements and ideas in Andromeda appear familiar, that's because there are echoes from Roddenberry's unsold 1973 TV movie Genesis II, which starred Alex Cord and Mariette Hartley. In that film, NASA scientist Dylan Hunt was accidentally frozen in an underground chamber and revived in a post-apocalyptic future world where civilization had crumbled and a group of scientists were determined to rebuild it.

Ultimately, in sifting through Roddenberry's materials, Wolfe melded elements from three different sources to conjure up Andromeda. He brought in the Dylan Hunt name, which was a favorite of Roddenberry's, and the loose concept of Hunt being frozen and revived only to discover that civilization had fallen. He also brought in elements from a second series concept titled Starship now being developed with Stan Lee Media and filled out the remaining aspects of the series from his own original ideas.

"The bottom line is that there is less of Gene's original material in this than, say, Earth," says Wolfe. "In the case of Earth he had written two pilot scripts and a bible. So it says 'Created by Gene Roddenberry.' In the case of DS9, it was a totally different premise developed in a universe that he created. That's why it said 'Created by Rick Berman and Michael Piller. Based on Star Trek created by Gene Roddenberry.' This one is in the middle! He developed the universe, and the peripheral characters he did not develop. But the basic situation and the character Dylan Hunt are Gene's. So the crediting is 'Created by Gene Roddenberry. Developed by Robert Hewitt Wolfe.' "

Eastman recalls deciding that the Andromeda Ascendant's propulsion system would generate gravity waves. "We also wanted a ship that had 'Transformer' elements. It's a warship. As it would go into battle, it would take on more aggressive form." An "aggressive" looking starship was actually the early model of the ship, as illustrated by a painting hanging on Eastman's office wall. Appearing very similar to the final design, the early version had a different "texture map" on its surface and had a green tinge to it. The general shape of the craft was familiar, but the ships' contours were more curved or sloped.

"We had a symmetrical kind of form that didn't have a 'front to back,'" says Eastman, who has directed a wide variety of episodic sci-fi TV as a freelance director. "We went through many evolutions and played with many permutations. The last thing to do is make it beautiful." Executive Producer on the superhero Nightman series, Eastman's name is stamped on episodes of Sliders, Star Trek: Voyager and The Outer Limits. Notably, he helmed the series pilot for Earth: Final Conflict, and directed the first Andromeda episode, as well.

"The other thing that I felt strongly about was that [sci-fi author] Arthur Clarke had said, 'Any suitably

advanced technology would appear to be magic' from the less advanced technology," continues Eastman. "We took that approach to separate the Andromeda from the Eureka Maru, [the ship that rescues the stuck-in-time Commonwealth starship]. This is a couple of hundred years after the Commonwealth had fallen. A great deal of technology had been lost. It's like what happened in the middle ages. Technology fell backwards for a period of time in human history. Technology and advanced ideas disappeared for a while. That's essentially what happens to the Commonwealth."

An interesting but discarded idea, reveals Eastman, was that the "Slipstream" chair the navigational console that a pilot uses to steer the ship in "Slipstream sub-space" was originally conceived as a 360-degree steel ball, the kind that you might see at NASA or at science museums. A pilot would step into the ball, arms and legs stretched outwards and standing, manipulate the ball every which way he could since to navigate in space there is no "up or down."

"We tried to make that work," says Eastman. "We tried to adapt it as something we would put right at the center of the bridge. Technologically, that didn't work out. It was also a practical consideration of shooting a television show. We tried really hard and had to come up with something on the short term." The idea was also abandoned when the filmmakers realized that "We were imagining how the lead actors really wouldn't want to go into it after lunch!"

To cast the lead role of Captain Dylan Hunt, the decision came down to Barrett-Roddenberry, who had long admired former Hercules star Kevin Sorbo. Once on board, Sorbo in turn had the luxury of choosing between the two premises that were in development: Andromeda and Starship. Once that choice was made, Wolfe's next task was to fill the universe with characters that would surround and interact with Sorbo's Hunt.

"Relationship is pretty easy to infer from the material," says Wolfe. "It's surrounding Dylan with foils, people who represent opposite or drastic personalities and approaches to life. For example, if [Dylan] is motivated by the restoration of civilization, you don't want to surround him with six people who are also motivated by the restoration of civilization or you have a show where everyone agrees with each other! It was basically figuring out Dylan's character and finding characters that would complement him. I came up with a couple of different takes on characters.

"There was a point where Tribune approached me and they wanted to use Keith Hamilton Cobb on the show. He's very great looking, has presence and they asked, 'Can you develop a character for him?' And I had already gone through Gene's stuff and came up with my own ideas for bad guys. Originally, I had the idea The starship Andromeda Ascendant.

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that his character would be one of [the bad guys]. But, given the opportunity to incorporate him into the show, I split the Beka character into the human female salvage captain [still called Beka Valentine] and this Nietzschean mercenary [named Tyr Anasazi]. So now we have development of those two characters."

As work continued, Wolfe had the unusual circumstance of having his lead actor assist and have a say in what actors would be joining the show. Casting can be a tricky game. Because it's not always possible to have chosen candidates rehearse scenes with each other, Wolfe says, "Sometimes you have to do it in your head. 'Well, is his style of acting going to complement or contrast sufficiently with this actor's style of acting?' Sometimes it get to the point where you say, 'Well, Keith and Kevin are both really tall! Do we want Rev Bem really tall also? What about Harper?'

"We need people to contrast with that. We need a variety of different types. Do we want every woman to be blond? Do we want every guy to be 6'3"? No. You want a nice mix of faces and personalities. It's important to me to find people who are close to the personalities of the characters that we're casting. In television, it's something that you do every day. The character is very much the invention of the actor and vice versa."

Being co-executive producer and developer of the series, Wolfe is in the remarkable position of, literally, being in Roddenberry's shoes. Has this experience given him insights to what it must have been like for Gene in 1964, in the days when the original Star Trek was first being made? "I think so—yeah, absolutely!" says Wolfe. "I had a much bigger helping hand than he did. It wasn't as much work for me, I don't think, as it was for him. [There's]+ more of a tradition of doing these types of shows now than there was when he was doing it. I think he was breaking new ground in trying to do a serious science fiction show set on a starship. I don't have to fight those battles.

"Sci-fi is more accepted. People know that it will work in the market. They're not quite as nervous about it. It

doesn't always work, but they know there's a possibility of it working, which they didn't know when Star Trek went on the air. This is a better situation. Having the starting materials helped a lot. Eventually we had to sit down and develop a world. And that's fun! If that ain't fun, then I'm in the wrong job!"

What's also advantageous is that because Andromeda is in syndication, the company was afforded a luxurious 44-episode commitment in which to explore new worlds and new civilizations. But that, too, has its downsides. "Audience is not as large," admits Wolfe. "Timeslots are all over the place, so it's more difficult to conduct an advertising campaign. The budgets are lower. A successful network show has a lot more money to play with. There's definitely upsides and downsides to not being a network show. The upside is having 44 episodes. That's a wonderful thing."

Curiously, prior to the series' October premiere, there has been months of fan chatter on the Internet. Understandably, fans have often compared Andromeda to its stellar ancestor. Ultimately, says Wolfe, Star Trek does not influence Andromeda. "We're trying to be true to Gene's philosophy and what he thought was important in storytelling, [which is] trying to present interesting moral and ethical dilemmas for all the characters. We're trying to distinguish ourselves as much as possible from any other show set in a spaceship. Star Wars, Babylon 5, Space: Above and Beyond there have been a number of them over the years. We're trying to steer off course."

"It's not surprising to be [compared]. It's very natural. They're both shows about a starship. Kevin Sorbo stars as Capt. Dylan Hunt on Gene Roddenberry's Andromeda. It's not unreasonable to make those comparisons. Our hope is to distinguish ourselves gradually and present the show with its own merits."

Reaction to the series so far has been mixed, according to Wolfe. "People who have come to the show with an open mind have quite enjoyed the show," says Wolfe. "The ratings are very good. We've just gotten the word that we were the second highest rated show on Sky [the U.K. TV satellite service] for the week. We're building in a lot of markets week to week. That's good, because a lot of things go up against the [Baseball] World Series. That's a tough combination. Being a syndicated science fiction show, you might as well stab a big, fat target on your back!"

"Some Star Trek fans have been thrown out of whack, I would say," continues Wolfe, "expecting more of the same but getting something different. The difference between what they were expecting and what we're doing is jarring to some people. But, by and large, the response has been very good. There's a lot of fan Websites out there already. The buzz in the industry has been pretty positive. All things considered, the response has been really good. I think the episodes for the November sweeps are way better than what people have seen already. That would make the February sweeps even more of an event. The more we do it, the better we feel about it."

"It's a real team effort," adds Eastman. "It very much reflects how Robert and I put the show together. We both have liked science fiction since we were kids. We've seen every kind of science fiction movie or show. And we've worked on a great number of them. The things that we wanted to do in science fiction we've brought to the show."

"After the fifth or sixth episode, we get to a point where things really coalesce. [We see that] the actors are comfortable with their characters and the interactions between characters take on more interesting levels. The process really starts to build. We have episodes coming up where a really significant part of the action is driven by the visual effects. You have to be able to tell the stories visually. It's astounding what's happening in that field, particularly in the last five years. It's more executable in terms of getting what you want in visuals."

Although Roddenberry tried hard to launch other series during the 1970s, to little success, he continues to be universally identified as Star Trek's creator. But Earth's success, and Andromeda's potential success, speaks to his ability to create other successful properties, as well as how hard the whole process of launching new series really is.

"I think it just goes to show how hard it is to get a damn show on the air," agrees Wolfe, referring to Roddenberry's struggles. "I don't think anyone outside of Los Angeles realizes the great difficulty of getting a television show up and running. Look at Harsh Realm. It's [X-Files creator] Chris Carter. He's got a great track record, but yet, that didn't make a big splash. There's a lot of shows that you never hear about, that never get launched, with a lot of very talented writers associated."

"There's a lot of failed pilots out there. I don't think it's unusual that Gene was only able to get two projects launched in his lifetime as head writer/executive producer/creator[that's] pretty good! He worked on a lot of

other shows. This is a business with a lot of ups and downs. Anyone who's been in it for a while begins to appreciate that getting a hit show on the air is an amazingly difficult thing to do.

"Gene's name has become associated with a certain kind of storytelling quality and there's a market for that. There's people who want intelligent science fiction shows. I think people want intelligent television shows period! The sci-fi genre is an attraction for some people. For others, it is a hard thing to overcome. But certainly there's always going to be a market for smart storytelling."

Recognizing Andromeda's roots from the Genesis II pilot, Eastman marvels at how Roddenberry's ideas have been resurrected for today's audience. "It's funny, the kernels of ideas and where they go. There are important issues that Gene raised about freedom, liberty, and about the evolution and advancement of civilization from individuals. Those are things worth fighting for and certainly worth expressing on a show."

WR.

DIR. Allan Eastman, Brenton Spencer, David Winning.

EPISODES: 110 **YEAR MADE:** 2000 **COUNTRY:** US **SEASONS:** 4

FIREWORKS ENTERTAINMENT, TRIBUNE ENTERTAINMENT,

CREATOR: GENE RODDENBERRY

TYPE OF SHOW: EXPLORATION

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 22, (3) 22, (4) 22 (5) 22

DATE OF PREMIER: 02/10/2000 **AIR DATE OF LAST EPISODE** 13/05/2005

SEASON DATE BREAKDOWN: Season 1 : 02/10/2000 - 14/05/2001
 Season 2 : 01/10/2001 - 18/05/2002
 Season 3 : 21/09/2002 - 12/05/2003
 Season 4 : 29/09/2003 - 17/05/2004
 Season 5 : 24/09/2004 - 13/05/2005

FILMS:

Captain Dylan Hunt KEVIN SORBO, Beka Valentine LISA RYDER, Andromeda LEXA DOIG, Trance Gemini LAURA BERTRAM, Tyr Anasazi KEITH HAMILTON COBB(1-3) , Rev Bem BRENT STAIT(1), Seamus Harper GORDON WOOLVETT, Telemachus Rhade STEVE BACIC (4-5), Doyle BRANDY LEDFORD (5)

Books Based on this series.

Andromeda - Destruction of Illusions	Keith DeCandido	2003
Andromeda - The Attitude of Silence	Jeff Mariotte	2005
Andromeda - The Broken Places	Ethlie Ann Vare and Daniel Morris	2003
Andromeda - Through the Looking Glass	Joseph Sherman	2005
Andromeda - Waysation	Steve E McDonald	2004

RELATED SHOWS:

DEEPWATER BLACK

1 - 1 *UNDER THE NIGHT*

It's the start of the war between the Systems Commonwealth and the Nietzschean fleets. Captain Dylan Hunt and his ship the Andromeda Ascendant try to flee the first Nietzschean attack to warn the Commonwealth. In his attempt to escape, the Andromeda and Captain Hunt are caught in the event horizon of a black hole and frozen in time for 300 years.

The crew of the Eureka Maru with Captain Beka Valentine try to salvage the Andromeda to sell for a Nightsider's ransom. After the Andromeda is pulled free, Hunt is unfrozen and forced to defend his ship against the salvagers and the Nietzschean mercenaries lead by Tyr Anasazi.

Wr Robert Hewit Wolfe

Dir Allan Kroeker

1 - 2 *AN AFFIRMING FLAME*

Dylan tells the crew of the Eureka Maru of his plan to restore the Commonwealth, and asks them to join his crusade.

Wr Robert Hewit Wolfe

Dir Brenton Spencer

1 - 3 *TO LOOSE THE FATEFULL LIGHTNING*

As Dylan enters a hangar packed with Slipfighters with Nova Bombs, he understands that he inadvertently provided a group of child warriors the ability to destroy solar systems.

Wr Matt Kiene, Joe Reinkemeyer

Dir Brenton Spencer

1 - 4 *D MINUS ZERO*

Tyr and Beka disagree with Dylan while the Andromeda is under attack.

Wr Ashley Miller, Zack Stentz

Dir Allan Eastman

1 - 5 *DOUBLE HELIX*

After Dylan saves a ship about to be destroyed by the Nietzscheans, the Nietzscheans try to persuade Tyr to join them.

Wr Matt Kiene, Joe Reinkemeyer

Dir Michael Rohl

1 - 6 *ANGEL DARK, DEMON BRIGHT*

While in the slipstream, the Andromeda travels 300 years back in time, two days before the Nietzschean ambush will take place

Wr Robert Hewitt Wolfe

Dir Allan Eastman

1 - 7 *THE TIES THAT BIND*

Pilot of a ship that has been attacked turns out to be Beka's swindler brother.

Wr Ethlie Ann Vare

Dir David Warry-Smith

1 - 8 *BANKS OF THE LETHE*

A signal from the past brings Dylan and his true love, Sara, back together.

Wr Ashley Miller, Zack Stentz

Dir David Winning

1 - 9 *A ROSE IN THE ASHES*

After Dylan and Rommie go to Arazia to get the tribunal sign the new constitution, Dylan is sentenced to life in prison.

Wr Ethlie Ann Vare

Dir David Warry-Smith

1 - 10 *ALL THE GREAT NEPTUNE'S OCEAN*

Castalians accuse Tyr of murdering their president.

Wr Walter Jon Williams

Dir Allan Harmon

1 - 11 *THE PEARLS THAT WERE HIS EYES*

Uncle Sid, an ex-business partner of Beka's father, wants to see Beka on Diphda Five, despite a dangerous solar storm advancing directly for the path.

Wr Ethlie Ann Vare

Dir David Winning

1 - 12 *THE MATHEMATICS OF TEARS*

The crew encounters a High Guard ship almost identical to the Andromeda, the Pax Magellanic.

Wr Matt Kiene, Joe Reinkemeyer

Dir T.J. Scott

1 - 13 *MUSIC OF A DISTANT DRUM*

The Eureka Maru crashes on a planet called Midden.

Wr Robert Hewitt Wolfe

Dir Allan Kroeker

1 - 14 *HARPER 2.0*

Harper reaches a new level of creativity, knowledge and power after a dying Perseid bites him.

Wr John Whelpley

Dir Richard Flower

1 - 15 *FORCED PERSPECTIVE*

Dylan is jailed in order to get him to admit to assassinating the Mobius leader.

Wr Matt Kiene, Joe Reinkemeyer

Dir George Mendeluk

1 - 16 *THE SUM OF ITS PARTS*

A humanoid robot, sent by the Consensus of Parts, a culture of machines, boards the Andromeda ordering the crew to meet with its leader.

Wr Steven Barnes

Dir David Winning

1 - 17 *FEAR AND LOATHING IN THE MILKY WAY*

Harper and Trance stumble upon their former employer, Gerentex, who is on a quest to discover a relic.

Wr Ashley Miller, Zack Stentz

Dir David Warry-Smith

1 - 18 *THE DEVIL TAKE THE HINDMOST*

Rev Bem receives a call from his friend requiring aid for his people whose settlement will be destroyed by slavers.

Wr Ashley Miller, Zack Stentz

Dir Allan Eastman

1 - 19 *THE HONEY OFFERING*

A marriage is arranged between competing Nietzschean Prides in an attempt to bring peace, Captain Hunt transporting the bride to the ceremony.

Wr Matt Kiene, Joe Reinkemeyer

Dir Brad Turner

1 - 20 *STAR-CROSSED*

A survivor of a destroyed ship, an android named Gabriel, is brought on board the Andromeda.

Wr Ethlie Ann Vare

Dir David Warry-Smith

1 - 21 *IT MAKES A LOVELY LIGHT*

Beka pilots the Andromeda through slipstream routes that possibly lead to Dylan's home planet, Tarn-Vedra.

Wr Ethlie Ann Vare

Dir Michael Robinson

1 - 22 *.. ITS HOUR COME ROUND AT LAST (PART 1 OF 2)*

When Harper accidentally overrides Andromeda's personality with an older version, she hunts down the crew and goes on an old mission in which her former crew was slaughtered.

Wr Robert Hewitt Wolfe

Dir Allan Eastman

2 - 1 *THE WIDENING GYRE (PART 2 OF 2)*

Dylan and Rommie make their way to the Magog Worldship to save Magog egg infested Tyr and Harper, as the Andromeda is critically damaged.

Wr Robert Hewitt Wolfe

Dir Allan Eastman

2 - 2 *EXIT STRATEGIES*

Returning from getting parts for the Andromeda, the Eureka Maru tries to elude a group of Nietzscheans, but crash lands on an ice-covered planet.

Wr Matt Kiene, Joe Reinkemeyer

Dir J.T Scott

2 - 3 *A HEART FOR FALSEHOOD FRAMED*

The crew choose to lead negotiations to resolve the return of the Hegemon's Heart from the Chichin to the Than by replacing it with a fake.

Wr Ethlie Ann Vare

Dir David Winning

2 - 4 *PITILESS AS THE SUN*

After Trance is taken prisoner on the planet of Inaris, she is questioned for causing a civil war fifteen years ago.

Wr Emily Susan Skopov

Dir Richard Flower

2 - 5 *LAST CALL AT THE BROKEN HAMMER*

Hunting for the woman who set up the only major interstellar alliance since the Fall, Dylan finds himself in a bar at the edge of a desert wasteland, trying to fend off a Kalderan attack.

Wr Robert Hewitt Wolfe

Dir David Winning

2 - 6 *ALL TO HUMAN*

Rommie sets out to extract an informant, but winds up stuck on a planet with a strong hatred and fear of Androids.

Wr Ashley Edward Miller, Zack Stentz

Dir T.J. Scott

2 - 7 *UNA SALUS VICTUS*

After discovering Tyr has hidden the remains of Drago Musevini on board the Andromeda, Dylan questions Tyr's loyalty. Beka and a Nietzschean both race to repair their ships before the other destroys them, and Harper is left in command of the Andromeda, and must decide whether or not to protect a convoy and risk losing the Andromeda.

Wr Ashley Edward Miller, Zack Stentz

Dir Allan Kroeker

2 - 8 *HOME FIRES*

A stranger gives Dylan a message from his dead fiancée leading him to an untouched world with descendants of his former crew and friends, including the descendant of his treacherous former best friend.

Wr Ethlie Ann Vare

Dir Michael Robison

2 - 9 *INTO THE LABYRINTH*

A Commonwealth conference becomes a backdrop for Magog espionage, while Harper tries to discover how one of their spies managed to remove some of his Magog larvae.

Wr Ashley Edward Miller, Zack Stentz

Dir Brad Turner

2 - 10 *THE PRINCE*

Teen royalty is the key to the crew quelling an alien uprising, as Dylan and Tyr become co-regents to a recently orphaned young prince.

Wr Erik Oleson

Dir Allan Eastman

2 - 11 *BUNKER HILL*

The crew returns for the first time to Earth, where Harper and his cousin try to save the home world from Nietzschean occupation.

Wr Matt Kiene, Joseph Reinkemeyer

Dir Richard Flower

2 - 12 *OUROBOROS*

The crew watches Rev Bem's farewell message, not sure whether or not to pursue him, or let him leave. Dylan says that they should respect Rev's decision to leave, but Harper snaps at Dylan and storms out. He is upset because Rev had promised to remove the Magog larvae from his gut. He writhes in pain, but when he tries to take his medication, it has no effect, as the larvae have grown immune to it, as Trance and Rev had warned him they would. Soon after, Harper enlists in Chief Technical Director Hohne's help, as well as the other Perseids. Harper plans to build a machine that will fold space to remove the eggs, but it's affecting time, as well.

Wr Robert Hewitt Wolfe

Dir Jorge Montesi

2 - 13 *LAVA AND ROCKETS*

Fleeing an ambush, Dylan hijacks a civilian ship. Unfortunately, the ship is captured by a new female pilot. While Dylan and the pilot get to know one another, the rest of the team tries to figure out who was behind the ambush.

Wr Ashley Edward Miller, Zack Stentz

Dir Michael J. Rohl

2 - 14 *BE ALL MY SINS REMEMBERED*

As an old friend of Beka's has died, she tells the crew about her past.

Wr Ethlie Ann Vare

Dir Allan Eastman

2 - 15 *DANCE OF THE MAYFLIES*

The crew of Andromeda encounters plague victims infected by a hostile, nanobot-based life form out to take over the ship.

Dir J. Miles Dale

2 - 16 *IN HEAVEN NOW ARE THREE*

Beka, Dylan and Trance attempt to find the Engine of Creation, an artifact able to rearrange space and time.

Wr Emily Skopov & Story: Celeste Chan Wolfe

Dir David Warry-Smith

2 - 17 *THE THINGS WE CANNOT CHANGE*

Clip show. Dylan wakes up to find a wife and kids, but he doesn't accept that it is real. Meanwhile, Dylan's body is slowly dying for lack of oxygen, as he spins around in a space suit. Apparently, chaos has gotten a hold of him.

Wr Ethlie Ann Vare

Dir Jorge Montesi

2 - 18 *THE FAIR UNKNOWN*

The crew encounters the Vedrans, the long-lost founders of the Commonwealth.

Wr John Lloyd Parry

Dir Michael J. Rohl

2 - 19 *BELLY OF THE BEAST*

The Andromeda is swallowed by a space creature, which is believed to be mythological.

Wr Matt Kiene, Joseph Reinkemeyer

Dir Allan Harmon

2 - 20 *THE KNIGHT, DEATH, AND THE DEVIL*

Having learned of a POW camp containing 2 fleets of captured high guard warships from the fall of the commonwealth Captain Hunt, Tyr, Rommie and Ryan (AI avatar of high guard troop ship Clarion's Call) mount a rescue mission but arrive to find out that the ships are not willing to serve anyone including the restored commonwealth and that the Drago-Kazov have found away to erase the ships' AI

Wr Ashley Edward Miller, Zack Stentz

Dir Richard Flower

2 - 21 *IMMACULATE PERCEPTION*

As Tyr is determined to help the Nietzscheans because his wife's colony is one of the prides being attacked, he learns that he is a father.

Wr Matt Kiene, Joe Reinkemeyer

Dir Brad Turner

2 - 22 *TUNNEL AT THE END OF THE LIGHT*

The crew of the Andromeda meet an alien race from another universe they were destined to face.

Wr Matt Kiene, Joe Reinkemeyer

Dir Allan Eastman

3 - 1 *IF THE WHEEL IS FIXED*

After Tyr and Beka get trapped in a dimensional tunnel, the crew attempts to reconstruct the situation to

rescue them.

Wr Robert Engels

Dir Allan Eastman

3 - 2 *THE HARDS OF RIMNI*

Dylan is framed for murder in order to blackmail him for a shard he possesses.

Wr Matt Kiene, Joe Reinkemeyer

Dir Jorge Montesi

3 - 3 *MAD TO BE SAVED*

The Andromeda picks up a group of refugees who have been subjected to psychological and physical torture.

Wr Matt Kiene, Joseph Reinkemeyer

Dir Jorge Montesi

3 - 4 *CUI BONO*

Beka's uncle Sid returns, as a candidate for a leader of the Commonwealth. He plans to use the Andromeda to help his chances, but an assassin has other plans for him.

Wr Ashley Edward Miller, Zack Stentz

Dir Brad Turner

3 - 5 *THE LONE AND LEVEL SANDS*

As Dylan, Rommie, Tyr and Harper flee from the Ogami, they encounter a ship sent from Earth to explore space over 3000 years ago. As the ship is a giant engine, it travels so fast that the crew never age. As the Eureka Maru has no slipstream engine, Dylan is faced with a decision that could change the future of the commonwealth. Can the Andromeda come to the rescue?

Wr Ashley Edward Miller, Zack Stentz

Dir Jorge Montesi

3 - 6 *SLIPFIGHTER THE DOGS OF WAR*

After finding out that a planet is developing nova bombs and testing them on nearby star and planet, Dylan takes it upon himself to disarm them. The commonwealth refuses to help so it's a mission for the Andromeda and her crew.

Wr Joe Reinkemeyer, Matt Kiene

Dir Mike Rohl

3 - 7 *THE LEPER'S KISS*

Dylan sets out to find an assassin known as The Leper who is trying to kill his good friend Marshall Man Ka-Lupe.

Wr Matt Kiene, Joe Reinkemeyer

Dir Mike Rohl

3 - 8 *FOR WHOM THE BELL TOLLS*

After rescuing some people from a storm, a 'maggot' is brought onto Andromeda. This maggot chews through the systems and activations an old hologram of a crew member. This member had sealed himself in one of the hidden decks before the event horizon and had some through it. Believing that Dylan had betrayed the Commonwealth, an avatar and android of the crew man takes over the ship to bring Dylan to justice...

Wr Naomi Janzen

Dir Phillip Segal

3 - 9 *AND YOUR HEART WILL FLY AWAY. . .*

A man, who had hired Tyr to kill his true love, returns.

Wr Michael Cassutt

Dir Allan Eastman

3 - 10 *THE UNCONQUERABLE MAN*

Gaheris Rhade sets out to reshape the universe according to his will and restore order amid the chaos.

Wr Ashley Edward Miller, Zack Stentz

Dir J. Miles Dale

3 - 11 *DELEND A EST*

The Andromeda tries to stop mysterious attacks occurring on nearby planets and outposts.

Wr Robert Engels

Dir Richard Flower

3 - 12 *THE DARK BACKWARD*

To save the Andromeda from a lethal intruder, Trance goes through a series of diverse scenarios.

Wr Ashley Edward Miller, Zack Stentz

Dir Michael Robison

3 - 13 *THE RISK ALL POINT*

When Dylan is invited to the launch of the first Commonwealth ship made in 307 years, you can tell something will go wrong. As the ship explodes sabotage is suspected. As Dylan and the crew try to find the culprit, they encounter many different suspects while being attacked a violent pride. Can Dylan find the culprit before the Eureka Maru is next?

Wr Matt Kiene, Joseph Reinkemeyer

Dir Michael Robison

3 - 14 *THE RIGHT HORSE*

When an old flame of Beka's is arrested on a planet where only the truth is told, it's up to the Andromeda and her crew to save the day. After repeatedly lying, Beka gets no-where so she breaks the suspect out in flees to the Andromeda. As the story unravels, it seems that all is not as it seems.

Wr Emily Susan Skopov

Dir Richard Flower

3 - 15 *WHAT HAPPENS TO A REV DEFERRED?*

As the Andromeda responds to a distress call from a planet on the brink of destruction, the crew intercepts a transmission from a ship returning to the surface. After seeing the message from Rev Bem the crew loads up to save him from the planet. As Rev is following the path of the Devine flashbacks occur of the Andromeda crew to help him on his way.

Wr Matt Kiene, Joseph Reinkemeyer

Dir Allan Eastman

3 - 16 *POINT OF THE SPEAR*

When the Andromeda responds to a request to destroy atmosphere generators on Samsarra, they encounter a battle group of Pyrians and stand off until the Commonwealth fleet arrives. In a revelation from Trance, Dylan finds out that Trances people believe the Pyrian fleet stronger and better equipped to handle the forthcoming war. With this information, she tells Dylan to pull out and let the Pyrians win so that they can take on the Magog World Ship instead of the renewed Commonwealth. Dylan sees that the only way to stop them is to destroy the planet that he is trying so hard to save.

Wr Ashley Edward Miller, Zack Stentz

Dir Allan Harmon

3 - 17 *VAULT OF THE HEAVENS*

After receiving a message from an unknown planet 3 days in Slipstream away, the crew of the Andromeda takes it upon themselves to save the people. The strange thing is that the message is a woman and it is going directly into Dylan's head and no-one else can hear it.

As they enter the ice moon of one of the planets, they come upon the Vault of the Heavens. A large palace made of ice. In discovering this the coms are cut and on Dylan's orders, Try destroys an energy cloud above the planet. After discovering that the aliens mean no harm, Dylan finds out that they need the cloud, or the entire species will die!

Will they be able to return the cloud before the time runs out?

Wr Gordon Michael Woolvett

Dir Jorge Montesi

3 - 18 *DEEP MIDNIGHT'S VOICE*

The Andromeda searches for the Deep Midnight's Voice, an old Nietzschean slip-scout device, which enables mapping of every meter of the slipstream.

Wr Matt Kiene, Joe Reinkemeyer

Dir Allan Harmon

3 - 19 *THE ILLUSION OF MAJESTY*

The Andromeda ends up in the Prolon System where they discover a hibernation capsule occupied by a

woman impersonating a dead princess.

Wr Joel Metzger

Dir Peter DeLuise

3 - 20 *TWILIGHT OF THE IDOLS*

A guerilla army ambushes Dylan and Tyr while they are searching for the Quachic Pride of the Nietzscheans in the desert world of Amarna.

Wr Zack Stentz, Ashley Edward Miller

Dir Richard Flower

3 - 21 *DAY OF JUDGEMENT, DAY OF WRATH*

When the crew prepares for the launch of The Resolution of Hector, they soon discover that Rommie has had a change of mind and is now working against the crew. Knowing that this is not normal, Dylan sets out to reclaim the ship, and find out what is controlling his friend.

Wr Ashley Edward Miller, Zack Stentz

Dir Allan Eastman

3 - 22 *SHADOWS CAST BY A FINAL SALUTE*

When the Andromeda is attacked by the Dragons to receive the bones of Drago Musevini something seems array. Dylan then discovers that Tyr has united all of the Nietzschean people under his son, the genetic reincarnation of Drago Musevini. Will Tyr make the right decision and help the crew of the Andromeda or lead his new people into battle?

Wr Robert Engels

Dir Jorge Montesi

4 - 1 *ANSWERS GIVEN TO QUESTIONS NEVER ASKED*

Paroo, a seemingly psychotic Collector, simultaneously takes credit and blames Dylan for the fall of the Commonwealth. He also claims to be holding captive the Triumvir Tri-Jema. The crew must decide whether to accompany Dylan on yet another odds-defying journey to save the Universe or to retire in relative safety.

Wr Robert Engels

Dir Jorge Montesi

4 - 2 *PIECES OF EIGHT*

A power-hungry man named Citizen Eight seeks to manipulate the Commonwealth for his own gain. Dylan receives an unsettling view of his future from a prophetic alien.

Wr Larry Barber, Paul Barber

Dir Jorge Montesi

4 - 3 *WAKING THE TYRANT'S DEVICE*

Dylan and his friend Molly Noguchi try to prevent the maker of the Magog Worldship from deploying an army of androids.

Wr Larry Barber, Paul Barber

Dir Andrew Potter

4 - 4 *DOUBLE OR NOTHINGNESS*

Dylan plays a deadly game against two gamblers, but not everything is as real as it seems.

Wr Richard B. Lewis

Dir David Winning

4 - 5 *HARPER/DELETE*

The ultimate weapon falls into the hands of a Nietzschean pirate, leaving Harper to disarm it before the Magog arrive.

Wr Naomi Janzen

Dir Richard Flower

4 - 6 *SOON THE NEARING VORTEX (PART 1 OF 2)*

The reappearance of Tyr Anasazi and Telemachus Rhade leads to a race to obtain the Route of Ages, which will direct the owner to the location of the Abyss itself. Dylan and the crew plan to use it as a weapon, while Tyr plans on bargaining with the Abyss in hopes of it sparing his empire.

Wr Larry Barber, Paul Barber

Dir Brad Turner

4 - 7 *THE WORLD TURNS ALL AROUND HER (PART 2 OF 2)*

In a race against Tyr to control the Route of Ages, the crew find themselves in another universe. To save them, Trance finally reveals who and what she really is.

Wr Larry Barber, Paul Barber

Dir Peter DeLuise

4 - 8 *CONDUIT TO DESTINY*

The crew assists in the search for escaped prisoners on a new Commonwealth member world. Dylan finds himself playing a role in an ancient prophecy.

Wr Lawrence Meyers

Dir Pat Williams

4 - 9 *MACHINERY OF THE MIND*

Harper attends a conference of the Commonwealth's greatest minds. Unfortunately, a mysterious assassin has plans for that collected brilliance. Meanwhile, Dylan is being escorted to meet with Tri-Lorn.

Wr Ted Mann (I)

Dir David Winning

4 - 10 *EXALTED REASON, RESPLENDENT DAUGHTER*

The crew searches for a princess abducted by a ruthless pirate. As usual, nothing is as it seems. Along the way, a secret from Beka's past is revealed.

Wr Naomi Janzen

Dir Richard Flower

4 - 11 *THE TORMENT, THE RELEASE*

Tri-Lorn demands Dylan to submit himself for trial to turn over Rhade in order to avoid civil war.

Wr Robert Engels

Dir Jorge Montesi

4 - 12 *THE SPIDER'S STRATAGEM*

The crew encounters a cargo ship with one hundred life forms in a secret hold, and bio-armor on board.

Wr Emily Skopov

Dir Brad Turner

4 - 13 *THE WARMTH OF THE INVISIBLE LIGHT*

Harper's experiment on an unfinished cloaking device goes awry, and Dylan ends up in an alternate reality.

Wr Matt Kiene

Dir Jorge Montesi

4 - 14 *THE OTHERS*

The crew rescues two people from a spaceship, the leaders of opposing sides in a long civil war on a nearby planet. The two warring sides have built an immense wall separating the northern and southern halves of the planet, and the Northerners are suffering from a plague that is blamed on the Southerners. After Dylan contracts the plague, the crew tries to assist in settling the dispute and find a cure for the plague, but nothing goes as planned.

Wr Scott Frost

Dir Peter DeLuise

4 - 15 *FEAR BURNS DOWN THE ASHES*

The Collectors have been using a drug to modify people's behavior, discovering their fears in efforts to control or break them. This is their solution for dealing with Dylan. Led by a message from Rev Bem, claiming to have a weapon that can defeat the oncoming darkness, Dylan lands on a drug-trafficking planet, and is soon taken captive by the Collectors.

Wr John Kirk

Dir Peter DeLuise

4 - 16 *LOST IN A SPACE THAT ISN'T THERE*

After being repeatedly attacked by bounty hunters after several evasive slipstream jumps, Dylan determines that there must be a mole on board. After analyzing data recordings, he discovers that Beka has been infected by The Abyss and has unknowingly been giving away Andromeda's position. Dylan and the crew have to come up with a way to rid Beka of the Abyss without killing her.

Wr Naomi Janzen, Paul Barber, Larry Barber

Dir Peter DeLuise

4 - 17 *ABRIDGING THE DEVIL'S DIVIDE*

While on a mission on the Eureka Maru, Dylan, Rhade and Harper are captured by the Templars. The Patriarch of the Templars presses Harper to help him build a time bridge to 210 years in the future. However, sometimes even the future is unpredictable. Meanwhile, Beka, Trance and Rommie chase down smuggler ships.

Wr Gordon Michael Woolvett

Dir Peter DeLuise

4 - 18 *TRUSTING THE GORDIAN MAZE*

While the Andromeda is confronted by the Commonwealth fleet and Tri-Jema, Dylan must decide whether or not he can entrust the Route of Ages to them, being tempted by a beautiful Commonwealth spy.

Wr Larry Barber, Paul Barber

Dir Jorge Montesi

4 - 19 *A SYMMETRY OF IMPERFECTION*

Rommie's emotions cause one of Harpers fail-safes to cut in, cutting her off from her core AI and shutting down all the ship's systems. This creates problems, especially when a satellite ship from the Magog world ship could come out of slipstream at any moment.

Wr Naomi Janzen

Dir Allan Harmon

4 - 20 *TIME OUT OF MIND*

The death of a man named Weslow, from Beka's past, sends the crew in search of an archive that can let Beka relive some of her childhood experiences so that she may make sense of Weslow's dying words.

Wr Lu Abbott, Stacey Berman-Woodard

Dir Allan Harmon

4 - 21 *THE DISSONANT INTERVAL (PART 1 OF 2)*

The Andromeda encounters the Arkology, a society that they believe is the closest to perfection humanity will ever achieve. But the Magog are close, and Dylan and the crew must convince the utopia that peace is not the answer. Conflict arises in the core crew when the leaders of Arkology do not wish to leave. Dylan wants to defend them, and Beka warns him that she's not going to stay and die defending an idea of peace.

Wr Larry Barber, Paul Barber

Dir Martin Wood

4 - 22 *THE DISSONANT INTERVAL (PART 2 OF 2)*

Beka decides to leave the crew to fight for themselves, but after all of the promises that everyone will be reunited, Trance tells them that they will never be as they are again. When the Magog Worldship finally re-encounters the Andromeda after two years, Rommie and Harper race to take the Arkology to slipstream, Rhade must teach the inhabitants to defend themselves, and Dylan and Trance fight off the invading Magog. But as the Andromeda becomes covered in swarmships, Trance tells Dylan that he and only he may escape this alive.

Wr Robert Engels

Dir Martin Wood

5 - 1 *THE WEIGHT (PART 1 OF 2)*

Dylan finds himself on Seefra-1, one of nine identical planets orbiting two suns. He soon encounters Rhade, who has abandoned all hope. Rhade hates Dylan for the hope he has brought, and when someone asks Dylan be killed, Rhade agrees to do it.

Wr Robert Engels

Dir Gordon Verheul

5 - 2 *THE WEIGHT (PART 2 OF 2)*

Dylan and Rhade receive a month-old distress signal from Beka. After following the coordinates she left, they find the Andromeda dead in space. On board, he finds Darregacorp engineers trying to salvage it, led by Jonah Derrega, and Beka Valentine.

Wr Naomi Janzen

Dir Jorge Montesi

5 - 3 *PHEAR PHACTOR PHENOM*

When a valuable painting gets stolen after Beka, Rhade, and everyone else in the bar inhales a mysterious mist, Dylan jumps at the opportunity to win the reward for reclaiming it so the Andromeda can be repaired. After tracing the nanobots in the mist, they encounter Harper who is accompanied by a beautiful woman named Doyle. But Harper is caught up in the plans of Marika, who wants him to genetically engineer Vedrans, as well as to take over the Seefra system.

Wr Paul Barber, Larry Barber

Dir Richard Flower

5 - 4 *DECAY OF THE ANGEL*

When a slipstream event is detected in the Seefra system, Dylan, Rhade, and Beka try to find it, and their way out. Meanwhile, a man claiming to be from the future approaches Doyle, addressing her as Andromeda.

Wr Ashley Edward Miller, Zack Stentz

Dir Jorge Montesi

5 - 5 *THE ESCHATOLOGY OF OUR PRESENT*

Beka learns she has existed in more than one place at one time when she meets a man who she knows is her father.

Wr Larry Barber, Paul Barber

Dir Richard Flower

5 - 6 *WHEN GOES AROUND . . .*

Dylan encounters Celine, a woman from his past and is trapped in time loops. The two are happy to see each other, but Dylan knows he may have to choose between Celine and the survival of Seefra.

Wr John Whelpley

Dir Jorge Montesi

5 - 7 *ATTEMPTING SCREED*

The unexpected return of Flavin takes Dylan on a journey through time, revealing mysteries surrounding Tam Vedra, the Paradine, the battle with the Worldship, and Trance.

Wr Larry Barber, Paul Barber

Dir David Winning

5 - 8 *SO BURN THE UNTAMED LANDS*

Dylan and Rhade attempt to infiltrate a mining camp where crystals are extracted, which contain the power needed to restore the Andromeda and leave the Seefra system.

Wr Gillian Horvath

Dir Jorge Montesi

5 - 9 *WHAT WILL BE WAS NOT*

When Trance believes Rhade and the crew blame her for their situation, she runs off into Seefra-1's underground tunnels. As Dylan and Doyle pursue her, they discover the use of ancient Vedran technology

Wr Naomi Janzen

Dir Gordon Verheul

5 - 10 *THE TEST*

When an old man, with whom Harper is in negotiations over an artifact, dies, a stranger accuses the crew of murder.

Wr Scott Frost

Dir Brad Turner

5 - 11 *THROUGH A GLASS DARKLY*

Harper's old friend Hohne who's thought to be dead comes back to save Seefra-5 from being destroyed.

Wr Ashley Edward Miller, Zack Stentz

Dir Jorge Montesi

5 - 12 *PRIDE BEFORE A FALL*

Beka's new boyfriend Peter turns out to be a lethal adversary from previous times.

Wr Robert Engels

Dir David Winning

5 - 13 *MOONLIGHT BECOMES YOU*

While Beka, Rhade, Doyle and Harper search for a treasure, Trance becomes fascinated by a man named Ione, the Sun God.

Wr Stacey Berman-Woodward, Lu Abbot

Dir Jorge Montesi

5 - 14 *PAST IS PROLIX*

The arrival of Trance's sun threatens to destroy all the planets except Seefra-1 unless the system problem is fixed.

Wr Paul Barber, Larry Barber

Dir David Winning

5 - 15 *THE OPOSITES OF ATTRACTION*

The avatar of the black hole, that trapped Dylan after the Nietzschean ambush, returns to get him back.

Wr Gillian Horvath

Dir Jorge Montesi

5 - 16 *SAVING LIGHT FROM A BLACK SUN*

The crew travels to the core of Seefra's sun Methus-2 to repair it.

Wr John Kirk

Dir Peter DeLuise

5 - 17 *TOTALED RECALL*

An explosion sends Dylan into an inter-dimensional loop, with a man named Elysian telling him to decipher a riddle.

Wr Gordon Michael Woolvett

Dir Martin Wood

5 - 18 *QUANTUM TRACTATE DELIRIUM*

As Trance's sun closes on Seefra-9, Rommie is rebuilt by Doyle to help evacuate the planet.

Wr Larry Barber, Paul Barber

Dir Peter DeLuise

5 - 19 *ONE MORE DAY'S LIGHT (PART 1 OF 2)*

The evacuation of Seefra-5 is at risk when a religious sect decides to stay on the planet.

Wr Al Septien, Turi Meyer

Dir Martin Wood

5 - 20 *CHAOS AND THE STILLNESS OF IT (PART 2 OF 2)*

General Burma arrives on Andromeda, with Harper in tow. Dylan and Rhade head for Methus-2, about to be crushed by Trance's sun, leaving Doyle, Rommie, and Beka to face Burma, and the forgotten enemy he brings with him.

Wr Naomi Janzen

Dir Martin Wood

5 - 21 *THE HEART OF THE JOURNEY (PART 1 OF 2)*

With the help of the avatars of the nebula, the Andromeda goes through the Route of Ages, back to the Known Worlds, and the Commonwealth.

Wr Larry Barber, Paul Barber

Dir Jorge Montesi

5 - 22 *THE HEART OF THE JOURNEY (PART 2 OF 2)*

As the Nietzschean fleet approaches, the Andromeda prepares for the final battle.

Wr Robert Engels

Dir Jorge Montesi

ANGEL



Angel is given a sidekick (Glenn Quinn), a demon who has these visions that tell him Angel must do good in order to repent. Very isolated and anti-social, Angel is not good with people and has no idea how to help people when he can't help himself. This naturally looks like great fodder for the show as Angel has a nice vulnerable side. Despite all the people in the show being drawn to his good looks, Angel isn't hopping in bed with every woman he sees or coming off as the suave, debonair unstoppable bad-ass other shows of this nature might go for. This is a complex vampire with complex issues -- rounded out by a restrained and balanced performance by the always good Boreanaz (he makes even the most pathetic brooding look super cool).

Given the success of *BUFFY THE VAMPIRE SLAYER*, this spin-off looked to be a bankable prospect, especially as it was shown immediately afterwards. Joss Whedon had promised a combination of supernatural adventure with black humour. Angel's dark nature ought to be perfectly balanced by Cordelia's kookie personality. There were also occasional crossovers to help the audience become acquainted with the show with Spike and Oz in the third episode of season one and Buffy herself in the eighth episode. Joss Whedon comments, "Unlike Sunnydale, LA isn't a Hellmouth, but we're convinced that everything that comes out of a Hellmouth comes directly to LA."

Produced by Gail Berman (executive), Gareth Davies, Howard Gordon (consulting), David Greenwalt (executive), Fran Rubel Kuzui (executive), Kaz Kuzui (executive), Kelly A. Manners, Tim Minear, Marti Noxon (consulting), Robert Price (associate), Tracey Stern, Joss Whedon (executive). Original music by Christophe Beck, Film Editing by Regis Kimble, Casting by Anya Colloff, Jennifer Fishman, Amy McIntyre Britt. Set Decoration by Sandy Struth, Sound Department - Brydon Baker (sound), Special Effects - Michael Gaspar (special effects coordinator), Stunts - Chris C. Caso (stunt double: Angel - fight double: Angel), Brad Martin (stunt double: Angel - fight co-ordinator), James E. Mitchell (stunt double: Angel - martial arts fight double: Angel), Other crew include Dan Kneece (steadicam operator), James E. Mitchell (assistant fight co-ordinator), martial arts trainer: Mr. Boreanaz, Jose Molina (assistant to Howard Gordon), Jeannine Renshaw (staff writer), Jain Sekuler (script supervisor), Meredyth Smith (script co-ordinator), Jesse Stern (assistant to David Greenwalt). The special effects were created by Digital Magic Company, as well as the post-production services.

Dinner-dinner-dinner-dinner Angel! Well, okay, it doesn't quite work, but given the opening few minutes of the series' debut episode *City of*, you might be forgiven in thinking that Tim Burton's filmic hero had finally received the small-screen treatment he deserved. Except that with the arrival of Irish half-demon Doyle, complete with an agenda for Angel from the powerthat-be (which might be a reference to the hokey ending of *Amends*), the series is about to change into something a lot more obvious. Complete the set by introducing a seenit-all career policewoman (Detective Kate Lockley, introduced in *Lonely Hearts*) and you find yourself in a slightly weird cop show rather than anything a little more original.

It is of course a problem for a show to have a lead who's got soul when that soul cannot entertain any thoughts of happiness without, turning into the sort of monster who kills computer teachers for kicks. Tucked away into the shadows of *Buffy The Vampire Slayer*, Angel didn't need to have a startling personality or personal motives other than moping around: comic relief came from Cordelia and Xander, and the awareness of lore to help battle the monsters came from Giles. On his own, Angel has none of these, and although the programme creators have at least attempted to graft both of them onto him, they're not necessarily transplants that have taken. Although he can explain away his better knowledge these days with the simple "I read a lot", the lack of humour is harder to dismiss. It's required bringing one half of the Cordelia/Xander comedy partnership out to Los Angeles, and Charisma Carpenter continues to get all the best lines, deliver them perfectly, and do little else. Along with Glenn Quinn as Doyle (playing the *Buffy* Season Two Xander's role) she lifts the series up with a comic interplay that David Boreanaz is only allowed to look upon and do the startled badger stare he manages so well. The whole point about Angel is that he's locked away his personality for so long that he doesn't really have one: a big problem for the supposed central figure of a TV series.

And so under r continues Doyle's guidance, Angel , deliver help out people in need,almost always women-makes you wonder where the troubled guys of LA go to) for the main reason that he's supposed to interact with them; the one thing he's clearly unable to do. It's this human interest that divides Angel and Batman, and you can't help thinking that without the human baggage, the caped crusader is actually more interesting. In attempting to create a personality for its hero, Angel has to reduce, itself to a very limited damsel-in-distress plot every week. Still, there's a lot of value stored up in the Buffy franchise, and how appropriate that Angel is able to suck some lifeblood from Buffy and friends from time to time. Probably the two best episodes of the series so far have been those labelled by the gravely-voiced continuity announcer as "this week's crossover event special extravaganza-a-go-go" (well, that's what he means).

In both cases, In the Dark and I Will Remember You arrange temporary free transfers of significant characters from Buffy. Spike is at his most hilarious and villainous in the former episode (immediately stamping his credentials on In the Dark with a hilarious overdubbed rooftop commentary as he watches Angel below him) when he turns up only an hour after he was in Sunnydale for The Harsh Light of Day, battling Buffy for a mystical gem that would give him some very nifty powers including - possibly - a sun tan. I Will Remember You has Buffy arriving in LA to discuss some unresolved issues with the Cold One, and in the process David Boreanaz (who can act, as this episode shows: he's just rarely allowed to) and Sarah Michelle Gellar provide one of the strongest episodes of either Buffy series.

But has Angel developed any personality of its own, or is it limited to greatness only when Buffy and pals come calling? To answer this, you need to look at the non-crossover episodes. A third of the way through the season, there's only been one that's failed to work on any level whatsoever (except the sobad-it's-good level): 1 Fall to Pieces details the terror a plastic surgeon inflicts on the object of his affections by following her around with his detached bodyparts. Yes, really. There are some wonderful effects, but the basic premise is so full of faults that it has an area of the Richter scale all to itself. Normally an episode is viewed as a comedy episode because it's intentionally hilarious. It would be nice to think this was the idea behind I Fall, but

On the plus side, there are some very solid, competent stories. Room W/A Vu allows Cordelia to shine when she becomes locked in a battle over who possesses her new home, while The Bachelor Party finally explores Doyle's background a little. Sense and Sensitivity shows Kate in greater depth than in previous episodes - and gives Elisabeth Rohm some good scenes - but in all these cases, can you spot who is in the background...?

The pilot episode, City of, is the only one to really give Angel the chance to show that he's capable of carrying a series on his shoulders. It works very well - Boreanaz's dead-panned "It's good to see she's grown as a person" following an encounter with Cordelia is one of ' the best moments the series has so far provided - but that's only one episode out of eight. Thankfully, there is a gradual development of some back-story going on, with references in both City of and Sense to the mysterious legal company Wolfram and Hart, who protect their clients' interests, no matter how undead they might be. Of the regulars, is the only one really qualified to battle such a force, and hopefully his encounters with them will bring him to the fore. Who knows, for once a group of lawyers might actually save the day (and the show). How's that for a scary series concept?

Angel and Cordelia are still reeling from the demise of their friend Doyle when Barney, an empathic demon, arrives at Angel's office seeking his help in Parting Girls. It seems he's being chased by an even more powerful demon. Angel accepts the case, while Cordelia puts aside her grief long enough to audition for a commercial. During the audition (a riotous bit involving a stain remover), however, Cordelia experiences a vision. Doyle has passed on his gift (or curse, depending one's point of view) to Cordelia, who'd mistakenly thought he left nothing behind. Cordelia, of course, hates the gift. "I didn't ask for this responsibility," she gripes, "unlike some people who shall remain lifeless."

Of course, Barney isn't as helpless as he initially appears and that demon on his trail is no demon, but rather Wesley. "Bet you never thought you'd see me again," Wesley says to Angel, to which Angel coldly replies, "Actually, I never gave it much thought" Wesley goes on to explain that he's now a (motorcycle-riding, leather sporting) rogue demon hunter and then reveals certain secrets, which we won't ruin here. He does, however, ultimately join Angel on his quest to thwart Barney from audionting off Cordelia.

In general, I like Angel as a series, but this episode is emblematic of the show's flaws, which I've pointed out in the past. Boreanaz is definitely leading man material and there are flashes of warmth and humanity in his performance, but the character s a downer. Does he always have to look so grim? And as much as one might adore and be amused by Cordelia as our favourite self-involved, talentless would-be actress (and the episode even rfffs on that), it's still hard at times to warm up to her. As for Wesley, who apparently will turn up on a regular basis, he's so urbane and soft-spoken a character that he'll only slow the pace of a show that already often relies on smash-cult edits and roaring music to engineer a quickened pace.

Saturn Awards 2000

Angel - Best Network Series (Nominated)

David Boreanaz - Best Actor (Nominated)

Charisma Carpenter - Best Supporting Actress (Nominated)

WR.

DIR. Tucker Gates, David Greenwalt, Scott McGinnis, David Straiton, Joss Whedon.

EPISODES: 110 **YEAR MADE:** 1999 **COUNTRY:** US **SEASONS:** 5

SANDOLLAR TELEVISION, 20TH CENTURY FOX TELEVISION, MUTANT ENEMY, KUZUI ENTERPRISES, CHUM TELEVISION, THE WB TELEVISION NETWORK.

CREATOR: JOSH WHEDON & GREENWALT

TYPE OF SHOW: PARANORMAL

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 22, (3) 22, (4) 22, (5) 22

DATE OF PREMIER: 05/10/1999 **AIR DATE OF LAST EPISODE** 19/05/2004

SEASON DATE BREAKDOWN: Season 1 : 05/10/1999 - 23/05/2000

Season 2 : 26/09/2000 - 22/05/2001

Season 3 : 24/09/2001 - 20/05/2002

Season 4 : 06/10/2002 - 07/05/2003

Season 5 : 01/10/2003 - 19/05/2004

FILMS:

Angel DAVID BOREANAZ, Cordelia Chase CHARISMA CARPENTER (1-4), Doyle GLENN QUINN (eps 1-9 only), Kate ELISABETH ROHM, Wesley Wyndham-Pryce ALEXIS DENISOFF, Charles Gunn J.AUGUST RICHARDS (3-5), Winifred "Fred" Burkle AMY ACKER (3-5), Lorne, the Host at Caritas ANDY HALLETT (2-5), Connor VINCENT KARTHEISER (4), Spike JAMES MARSTERS (5), Kate Lockley ELISABETH ROHM (1-2), Lindsey McDonald CHRISTIAN KANE (2-3), Lilah Morgan STEPHANIE ROMANOV (2-3)M Holtz KEITH SZARABAJKA (3), Darla JULIE BENZ (2), Harmony MERCEDES MCNAB (5).

Books Based on this series.

Angel: City of . . .	Nancy Holder	2000
Avatar	John Passarella	2001
Book of the Dead	Ashley McConnel	2004
Bruja	Mel Odom	2001
Close to the Crowd	Jeff Mariotte	2000
Dark Mirror	Craig Shaw Gardner	2004
Endangered Species	Nancy Holder and Jeff Maritte	2003
Fearless	Doranna Durgin	2003
Haunted	Jeff Mariotte	2002
Hollywood Noir	Jeff Mariotte	2001
Image	Mel Odom	2002
Love and Death	Jeff Mariotte	2004
Monolith	John Passarella	2004
Nemesis	Denise Ciencin and Scott Ciencin	2004
Not Forgotten	Nancy Holder	2000
Redemption	Mel Odom	2000
Sanctuary	Jeff Mariotte	2003
Shakedown	Don DeBrandt	2000
Solitary Man	Jeff Mariotte	2003
Soul Trade	Thomas E. Sniegowski	2001
Stranger to the Sun	Jeff Mariotte	2002
The Hollower		2000
The Longest Night - Volume 1	Various	2002
The Summoned	Cameron Dokey	2002
Vengeance	Scott Ciencin and Dan Jolley	2002

RELATED SHOWS:

BUFFY THE VAMPIRE SLAYER

Angel finally gets his wings in the new *BUFFY THE VAMPIRE SLAYER* spin-off, *ANGEL*. Like all spin-offs, the show is caught half-way in between its more popular brethren and trying to etch out its own unique voice.

Wr Joss Whedon & David Greenwalt

Dir Joss Whedon

1 - 2 *LONLEY HEARTS*

Doyle receives a new vision that sends the group to the club scene. They soon learn they are looking for a serial killer who has been seeking his prey in D'Oblique, a local singles bar. While searching the crowd, Angel meets a woman named Kate who seems to be the type that the killer has been targeting. Distracted because he is making a real, human connection with Kate, Angel does not notice another young woman being lured out of the bar. The next night Angel manages to find a clue to the killer's location, and he races against time to prevent another innocent death. However, someone else is heading to the same place perhaps to help Angel, perhaps to stop him.

Wr David Fury

Dir James A. Contner

1 - 3 *IN THE DARK*

Oz visits L.A. with a present for Angel from Buffy. It's the Gem of Amarra, a ring which has been a vampire myth for millennia. While wearing it, a vampire is immune to crosses, stakes, and can even walk in daylight. It isn't long before Spike arrives in town, searching for the ring. And he has no plans of leaving until he gets it.

Wr Douglas Petrie

Dir Bruce Seth Green

1 - 4 *I FALL TO PIECES*

As Cordelia and Angel continue the debate over whether or not to charge their clients, Doyle receives a vision of yet another woman in distress. Angel pays a visit to her workplace and learns that the woman is being terrorized by her neurosurgeon who is somehow mysteriously able to watch her every move.

Wr David Greenwalt, Story: Joss Whedon, David Greenwalt

Dir Vern Gillum

1 - 5 *RM W/A VU*

Cordelia falls in love with a haunted apartment.

Wr Jane Espenson, Story: Jane Espenson, David Greenwalt

Dir Scott McGinnis

1 - 6 *SENSE AND SENSITIVITY*

An imprisoned thug uses his connections to target Kate for elimination.

Wr Tim Minear

Dir James A. Contner

1 - 7 *THE BACHELOR PARTY*

Doyle's ex-wife asks for his blessing on her marriage to another demon, but first an ancient ritual is required.

Wr Tracey Stern

Dir David Straiton

1 - 8 *I WILL REMEMBER YOU*

Angel must decide whether or not to renew his relationship with Buffy when he becomes mortal once again.

Wr Jeannine Renshaw, David Greenwalt

Dir David Grossman

1 - 9 *HERO*

Doyle, Angel and Cordelia assist a clan of mixed-heriage demons targeted for extermination by a group of storm-tropper demons.

Wr Tim Minear, Howard Gordon

Dir Tucker Gates

1 - 10 *PARTING GIFTS*

Wesley joins Angel as he pursues a demon.

Wr David Fury, Jeannine Renshaw

Dir James A. Contner

1 - 11 *SOMNAMBULIST*

Angel attempts to assist Kate with an investigation.

Wr Tim Minear

Dir Winrich Kolbe

1 - 12 *EXPECTING*

Cordelia wakes up eight-and-a-half-months pregnant.

Wr Howard Gordon

Dir David Semel

1 - 13 *SHE*

Angel finds himself caught in the middle of a battle of the sexes when a female demon fights against male oppressors.

Wr Marti Noxon, David Greenwalt

Dir David Greenwalt

1 - 14 *I'VE GOT YOU UNDER MY SKIN*

Angel and Wesley perform an exorcism on a young boy.

Wr Jeannine Renshaw, Story: David Greenwalt, Jeannine Renshaw

Dir R.D. Price

1 - 15 *THE PRODIGAL*

Angel seeks to solve a mystery involving Lockley's father and a normally peaceful demon who attacked a delivery man on a subway train.

Wr Tim Minear

Dir Bruce Seth Green

1 - 16 *THE RING*

The owners of a underground arena enslave Angel, and pit him against powerful demons in a fight to the death.

Wr Howard Gordon

Dir Nick Marck

1 - 17 *ETERNITY*

A young actress becomes one of the undead.

Wr Tracey Stern

Dir Regis Kimble

1 - 18 *FIVE BY FIVE*

Faith is hired to eliminate Angel. Wesley still feels responsible for failing her as a Watcher.

Wr Jim Kouf

Dir James A. Contner

1 - 19 *SANCTUARY*

Angel attempts to reform faith, who is being pursued by Buffy.

Wr Tim Minear, Joss Whedon

Dir Michael Lange

1 - 20 *WARZONE*

Angel encounters a group of street kids who are fighting off vampires.

Wr Gary Campbell

Dir David Straiton

1 - 21 *BLIND DATE*

A renegade attorney from Wolfram and Hart join forces with Angel to stop a mysterious blind assassin.

Wr Jeannine Renshaw

Dir Thomas J. Wright

1 - 22 *TO SHANSHU IN L.A.*

Wolfram & Hart summon a demon and charge him with the task of separating Angel from the Powers That Be. While Angel is busy dealing with this threat, Lindsey and his coworkers are working on summoning something else which will make Angel's unlife a lot more interesting.

Wr David Greenwalt

Dir David Greenwalt

2 - 1 *JUDGEMENT*

After a case of mistaken identity leads Angel to slay a demon protecting an innocent girl, karaoke is the only way to make things right. Meanwhile, Angel struggles with the discovery that he may not always be eternal and Darla recovers from her resurrection.

Wr David Greenwalt,

Story: Joss Whedon, David Greenwalt

Dir Michael Lange

2 - 2 *ARE YOU KNOW OR HAVE YOU EVER BEEN*

Angel directs Cordelia and Wesley to investigate the mysteriously abandoned Hyperion Hotel, and as they piece together the building's dark history, they discover that his interest is more personal than he let on. In a flashback to 1952, Angel is not the atoning vampire of present day, but a recluse who is detached from the tortured humans around him, until one fateful day.

Wr Tim Minear

Dir David Semel

2 - 3 *FIRST IMPRESSIONS*

When Cordelia has a particularly disturbing vision of Gunn in grave danger, she elects herself as his new protector. When she discovers that he may be his own worst enemy, she has to face the fact that she can't save him against his will.

Wr Shawn Ryan

Dir James A. Contner

2 - 4 *UNTOUCHED*

Angel unwittingly crosses paths with Wolfram and Hart when he comes to the aid of a young woman, Bethany, who possesses telekinetic powers far beyond her control. No stranger to losing control, Angel takes her in and tries to help her deal with her gifts. However, Angel is distracted. He has no idea that his sleep has been fitful because of the influence of a daytime visitor.

Wr Mere Smith

Dir Joss Whedon

2 - 5 *DEAR BOY*

Angel's continued restless nights send him into dreams of 1860 London and his first encounter with Drusilla, but when he sees Darla in his waking life, Cordelia, Wesley and Gunn fear he has gone off the deep end and may revert to his evil ways.

Wr David Greenwalt

Dir David Greenwalt

2 - 6 *GUISE WILL BE GUISE*

Angel travels to a mystical swami to help him understand his haunting dreams and to find his path again, but while he is away Wesley assumes Angel's identity to try to save a young girl and rather enjoys playing the role of a vampire with a soul.

Wr Jane Espenson

Dir Krishna Rao

2 - 7 *DARLA*

Angel is desperate to rescue Darla from the clutches of Wolfram & Hart and flashbacks reveal what a dangerous and powerful relationship they shared as history weirdly seems to be repeating itself. The trip down memory lane begins with Darla being sired by the Master and ends with the gang of Spike, Drusilla, Darla and Angel being torn apart when Angel is cursed with a soul.

Wr Tim Minear

Dir Tim Minear

2 - 8 *THE SHROUD OF RAHMON*

When Angel and the gang find out that there is going to be a robbery at a museum Angel and Gunn pose as members that are going to be involved in the robbery. But when the shroud the robbers are trying to steal turns out to have mind-altering effects can Angel and Gunn keep the shroud from falling into the

wrong hands before they lose their minds?

Wr Jim Kouf

Dir David Grossman

2 - 9 *THE TRIAL*

Angel is still haunted by memories of his 150-year relationship with Darla and asks Gunn to help him track her down. He soon discovers, however, that he is faced with an impossible choice: watch her die from a terminal illness or "save" her by turning her once again into a soulless monster.

Wr Douglas Petrie, Tim Minear, Story: David Greenwalt

Dir Bruce Seth Green

2 - 10 *REUNION*

Drusilla has turned Darla back into a vampire, and Angel must catch them before she rises again and the two go back to their old ways. As he becomes more and more frantic, Angel begins to go off the deep end, and his staff worries that they are the only thing standing between Angel and real darkness.

Wr Tim Minear, Shawn Ryan

Dir James A. Contner

2 - 11 *REDIFINATION*

After firing his staff and cutting himself off from all help, Angel begins intense physical and mental training to become strong enough to stop Darla and Drusilla before they destroy the City of Angels. Meanwhile, Cordelia, Wesley, and Gunn try to continue the good fight on their own now that Angel has abandoned the cause.

Wr Mere Smith

Dir Michael Grossman

2 - 12 *BLOOD MONEY*

Angel threatens to expose Wolfram & Hart's criminal activities when he discovers that they are stealing large contributions that were made to a teen shelter -- but an old adversary has other plans.

Wr Shawn Ryan, Mere Smith

Dir R.D. Price

2 - 13 *HAPPY ANNIVERSARY*

Angel and the Host search for a physicist who they fear will cause the end of the world, but they are hampered by two Lubber demons who are seeking to subvert the scientist's work to their own dark ends. Wesley, Cordelia and Gunn settle into their new digs, where Virginia brings them their first official case.

Wr David Greenwalt, Story: Joss Whedon, David Greenwalt

Dir Bill L. Norton

2 - 14 *THE THIN DEAD LINE*

Angel investigates rumors of renegade cops out for blood. Cordelia, Wesley and Gunn hear the same stories and try to catch the crooked cops in the act, but their plans go awry when they realize that these cops are not what they appear.

Wr Jim Kouf, Shawn Ryan

Dir Scott McGinnis

2 - 15 *REPRISE*

Angel learns of the impending visit of one of Wolfram & Hart's demonic "Senior Partners," and he plans to use the visit to launch a kamikaze mission to the beast's home dimension to take on evil at its very source.

Read

Wr Tim Minear

Dir James Whitmore Jr.

2 - 16 *EPHIANY*

After an empty night of passion with Darla, Angel wakes up with his soul still intact and has an epiphany. In a moment of clarity he realizes how deeply he had sunk into despair and how self-destructive his actions had become. He resolves to reunite with his crew, but Cordelia, Wesley and Gunn may not be ready to forgive him, even when their very lives are at stake.

Wr Tim Minear

Dir Thomas J. Wright

2 - 17 *DISHARMONY*

Angel Investigations may be together again, but is the family ready to add a new sister? While the crew tracks down a cult of vampires with a very odd M.O., Cordelia gets a surprise visit from her old high-school buddy -- the now vampiric Harmony.

Wr David Fury

Dir Fred Keller

2 - 18 *DEAD END*

Lindsey McDonald is given an amazing bonus by his bosses at Wolfram & Hart -- a new hand to replace the one he lost fighting Angel. When the new hand begins acting strangely, Lindsey becomes suspicious, and when he runs into Angel and the gang researching body parts that seem to be turning on their owners, he must make a life-altering decision.

Wr David Greenwalt

Dir James A. Contner

2 - 19 *BELONGING*

When a bloodthirsty demon emerges from a magickal portal on the stage in Caritas, the Host (whose name, we learn, is Krevlornswath or "Lorne" for short) asks Angel and the gang to find it and destroy it before it cuts a bloody swath through Los Angeles. When they discover that the beast is from the Host's home dimension, he is reluctantly pressed into service, but the answer to their problem may come from yet another portal...

Wr Shawn Ryan

Dir Turi Meyer

2 - 20 *OVER THE RAINBOW*

After being inadvertently sucked into a dimensional portal, Cordelia finds herself stuck in Lorne's home world, Pylea, a place where demons rule and human beings are slaves at best. Back in L.A., Angel is determined to find a way to rescue Cordelia, but when it seems that travelling to Pylea is the only answer, Lorne begins to get cold feet. After spending years in L.A., he is not at all happy at the idea of a homecoming.

Wr Mere Smith

Dir Fred Keller

2 - 21 *THROUGH THE LOOKING GLASS*

Angel and friends are trying to survive in a strange new world. Cordelia has inexplicably been made Princess of Pylea, but she begins to suspect that her guards may actually be her jailers. Wesley and Gunn search for a way to free Cordy from the castle, while Angel and Lorne get a very cold reception from the Dethwok Clan.

Wr Tim Minear

Dir Tim Minear

2 - 22 *THEIR'S NO PLACE LIKE PLRTZ GLRB*

With the help of a strange girl from L.A. named Fred, Angel struggles with the inner beast that Pylea brings out in him. Cordelia learns that her role as princess involves mating with a demon, and Wesley and Gunn band with rebel forces to overthrow the government and Her Majesty. The gang must solve the problems of an entire world, and still manage to find a way back to their own.

Wr David Greenwalt

Dir David Greenwalt

3 - 1 *HEART THROB*

On a routine patrol, Angel stakes a female vampire. Just before she crumbles to dust she calls him Angelus and he recognizes her from his soulless past. Now, her grief-stricken lover, Angel's old hunting companion, is out for revenge for both the present killing and for a betrayal Angelus committed over 200 years ago.

Wr David Greenwalt

Dir David Greenwalt

3 - 2 *THE VISION THING*

When Cordelia's visions begin to manifest as painful physical wounds, Lorne tries to use telepathy to find out why this is happening to her, and how the visions can be stopped. Meanwhile lawyers from Wolfram & Hart make another visit to Angel's hotel.

Wr Jeffrey Bell

Dir Bill L. Norton

3 - 3 *THAT OLD GANG OF MINE*

Gunn finds himself stuck between old and new allegiances when he learns that a string of brutal and indiscriminate demon murders is the work of members of his former gang. Even Lorne's usually peaceful club isn't immune to the violence. Cordelia, meanwhile, attempts to help Fred readjust to the world.

Wr Tim Minear

Dir Fred Keller

3 - 4 *CARPE NOCTEM*

An old man casts a body-switching spell on Angel, and enjoys the many pleasures of being eternally young, handsome, and bloodthirsty in Los Angeles while a dying Angel tries to get his body back.

Wr Scott Murphy

Dir James A. Contner

3 - 5 *FRELESS*

Fred's parents make a surprise visit to Angel Investigations. However, rather than being happy to see them Fred seems terrified and flees the scene. Not trusting Mr. and Mrs. Burkle, the gang prepares to protect Fred from them---providing she can be found. Meanwhile, a strange, insectile demon stalks the crew.

Wr Mere Smith

Dir Marita Grabiak

3 - 6 *BILLY*

A wave of unexplained and extreme violence against women is traced back to Billy, the young man that Angel was forced to free from a demonic prison a few weeks earlier. Billy's merest touch can cause an otherwise good man to become violently misogynistic, and the results can be deadly. The crew rushes to prevent another brutal attack, unaware that Wesley has already been infected -- and he's alone in the hotel with Fred.

Wr Tim Minear, Jeffrey Bell

Dir David Grossman

3 - 7 *OFFSPRING*

As the crew researches a prophecy predicting the imminent arrival of a being who may have a profound impact on the world, Darla arrives at the hotel -- pregnant, angry, and looking for the daddy - Angel. Cordelia, hurt that Angel did not tell her about his night with Darla, takes Darla's side in the matter. Baffled by how the pregnancy is even possible, Angel and company turn to Lorne for some insight.

Wr David Greenwalt

Dir Turi Meyer

3 - 8 *QUICKENING*

Angel must do everything in his power to protect Darla and their unborn child when Wolfram & Hart launches a full-scale attack to take mother and baby. To make matters worse, the gang is also threatened by a vampire cult who believe the baby is The Miracle Child.

Wr Jeffrey Bell

Dir Skip Schoolnik

3 - 9 *LULLABY*

With Darla's contractions getting closer together, the Angel Investigations gang is surprised when she flies into a frenzy and runs away from them. Now Angel must track her down in time to safely deliver their baby. However, their old nemesis -- the vampire hunter, Holtz -- is now in present day L.A., and after hundreds of years he is finally closing in on his quarry.

Wr Tim Minear

Dir Tim Minear

3 - 10 *DAD*

Angel discovers how hard it is being a new dad - especially when the demon underworld is after your newborn son. Will he be able to keep his son safe from the hordes of demons after his new born son?

Wr David H. Goodman

Dir Fred Keller

3 - 11 *BIRTHDAY*

On her birthday, Cordelia's visions become so painful that they propel her into an astral state and a life-threatening coma. Visited by a demon guide, astral Cordy is mystically granted the opportunity to live her dream of a rich and famous actress if she is willing to give up her history with Angel and her visions.

Wr Mere Smith

Dir Michael Grossman

3 - 12 *PROVIDER*

Unprepared for the flood of business brought in by advertising, the Angel Investigations crew splits up to cover more ground -- and ends up being spread too thin for its own good. Fred is offered big bucks to solve a demonic puzzle; Angel takes a job from a high-paying businessman; and Gunn and Wesley protect a woman whose zombie ex-boyfriend is stalking her.

Wr Scott Murphy

Dir Bill L. Norton

3 - 13 *WAITING IN THE WINGS*

Angel takes the gang out for an evening at the ballet, but becomes suspicious when the prima ballerina seems to be the one he saw dance more than a century ago. When Angel and Cordelia sneak backstage to investigate, they find themselves consumed with an unnaturally sudden and strong passion for one another.

Wr Joss Whedon

Dir Joss Whedon

3 - 14 *COUPLET*

Angel feels isolated, obsolete and even a bit jealous when Groosalugg arrives in town from Pylea, immediately saves the gang in battle, and is welcomed into the loving arms of his former princess, Cordelia.

Wr Tim Minear, Jeffrey Bell

Dir Tim Minear

3 - 15 *LOYALTY*

Wesley preoccupies himself with protecting Connor and foiling a prophecy that Angel will devour his son. Meanwhile, Gunn and Fred investigate a vampire nest, unaware that the woman who hired them is one of Holtz's lackeys.

Wr Mere Smith

Dir James A. Contner

3 - 16 *SLEEP TIGHT*

When Angel's mood becomes suddenly darker and he begins to crave human blood, Wesley resolves to do whatever is necessary to protect Connor -- even if it means betraying those he loves.

Wr David Greenwalt

Dir Terrence O'Hara

3 - 17 *FORGIVING*

Wesley lies alone, bleeding to death, and waiting for help which may not come. While Fred and Gunn try to solve the mystery of Wesley's disappearance, Angel searches feverishly for a way to rescue Connor from the Quortoth.

Read episode

Wr Jeffrey Bell

Dir Turi Meyer

3 - 18 *DOUBLE OR NOTHING*

Gunn and Fred are finding an oasis of happiness amidst the pain around them, but all of it may be lost when a repo-man shows up to collect on a bargain that Gunn made years before. In order to make good, Gunn must surrender his soul.

Wr David Goodman

Dir David Grossman

3 - 19 *THE PRICE*

When a client suddenly begins acting erratically, Angel and company discover that he has been infected by a strange, slug-like creature which takes over bodies and eventually kills the host. These creatures have infested the Hyperion, and the gang must find a way to destroy them before any more people are hurt.

Wr David Fury

Dir Marita Grabiak

3 - 20 *A NEW WORLD*

Angel's son Connor is brought back from the Hell dimension a feral teenage warrior, and is hellbent on

vengeance against his father for Angel's bloody past. When he fails, the confused teen escapes to the mean streets of L.A. Determined to set things straight, Angel searches for his son, who in the interim befriends a troubled but kind homeless girl. Meanwhile, the dimensional rift through which the young man traveled continues to cause trouble at the hotel.

Wr Jeffrey Bell

Dir Tim Minear

3 - 21 *BENEDICTION*

Angel and Connor successfully engage in some much-needed father-son bonding when they find themselves fighting side-by-side. Then foster-father Holtz stirs things up by suggesting Connor should leave him to live with Angel. Meanwhile, Lilah continues to work on recruiting Wesley for the bad guys; and Cordelia's closeness with Angel causes a rift in her relationship with Groosalugg.

Wr Tim Minear

Dir Tim Minear

3 - 22 *TOMMOROW*

Angel tries to make Connor feel at home in the Hyperion, but Justine tries to convince him that Angel is guilty of murdering Holtz. Meanwhile, Cordelia seems to be the only person who does not realize that she has fallen in love with Angel. When the light finally dawns, she decides that she must find a way to tell him.

Wr David Greenwalt

Dir David Greenwalt

4 - 1 *DEEP DOWN*

Angel and Cordelia are still missing. Gunn and Fred are still looking for them, but unbeknownst to them, one answer has been living with them all along -- Connor. Meanwhile, Wesley continues his relationship with Lilah and searches for a way to redeem himself.

Wr Steven S. DeKnight

Dir Terrence O'Hara

4 - 2 *GROUND STATE*

Angel visits Dinza, a Goddess of the lost, who advises him that an item called the Axis of Pythia can help him find Cordelia. With Fred and Gunn, he breaks into a auction house to find the Axis, but a beautiful burglar with electrical powers seems to have had the same idea.

Wr Mere Smith

Dir Michael Grossman

4 - 3 *THE HOUSE ALWAYS WINS*

Angel, Fred and Gunn take a road trip to Las Vegas to enlist Lorne's help in finding Cordelia, but when they get there Lorne doesn't even acknowledge their presence. It soon becomes clear that Lorne is being held against his will, and that his popular casino act is actually a way for his captor to read the futures of people in the crowd. Angel and the gang must find a way to help Lorne escape without sacrificing their own destinies in the process.

Wr David Fury

Dir Marita Grabiak

4 - 4 *SLOUCHING TOWARD BETHLEHEM*

Cordelia appears back at the hotel with no idea who she is or how she got there. She also cannot remember anything about her friends or her past. Worried that the full truth may scare her off, the gang attempts to hide the scarier parts of their lives from her until she is ready to deal with it. Unfortunately, that secrecy leads to mistrust on Cordy's part when the reality of their situation is revealed. Things get even more complicated when Lorne reads her mind and sees a terrifying vision of the future. Meanwhile, outcast Connor struggles to find his place in the world.

Wr Jeffrey Bell

Dir Skip Schoolnik

4 - 5 *SUPERSYMMETRY*

After Fred's physics article is published; she's invited to speak at a symposium where a portal opens, bringing her face to face with a demon and a dark secret about her old professor. Meanwhile Angel visits a comic book store seeking to solve the mystery and find out why someone would want Fred out of the way.

Wr Elizabeth Craft, Sarah Fain

Dir Bill L. Norton

4 - 6 *SPIN THE BOTTLE*

When Lorne performs a spell on Cordelia to restore her memory, it inadvertently causes the gang to revert back to their high school personas and leaves them with no memories of each other. Eventually, Wesley theorizes that the only way to reverse the spell may be to kill a vampire, just as Angel realizes that he is one.

Wr Joss Whedon

Dir Joss Whedon

4 - 7 *APOCALYPSE, NOWISH*

Cordelia's fragmented memories from the higher plane tell her that a horrific beast is coming, and that it will bring about the end of the world. With no other options open to him, Angel must enter a most unusual alliance... with Wolfram & Hart.

Meanwhile, Fred and Gunn begin to question their relationship while Cordy and Connor team up to find the Beast.

Wr Steven S. DeKnight

Dir Vern Gillum

4 - 8 *HABEAS CORPSES*

Angel learns that there may be a connection between the Beast and Connor, only to discover that Connor is trapped inside the Wolfram & Hart offices, where the Beast is on a bloody rampage.

Wr Jeffrey Bell

Dir Skip Schoolnik

4 - 9 *LONG DAY'S JOURNEY*

The gang learns that the Beast is planning to rip five magickal totems from the bodies of the beings who are protecting them. If he gets them all, then he will be able to blot out the sun forever. When they learn that the Beast already has four of the five, they plan to protect the final one with the help of the electrifying cat-burglar Gwen Raiden.

Wr Mere Smith

Dir Terrence O'Hara

4 - 10 *AWAKENING*

Cordelia has a vision, which reveals that the Beast once knew Angelus. Since Angel has no memory of this, the gang realizes that there is only one thing to do. They must find a way to bring forth Angelus.

Wr David Fury, Steven S. DeKnight

Dir James A. Contner

4 - 11 *SOULLESS*

Angel's soul has been removed, and Angelus has come to the fore. Now, in the middle of a city shrouded in eternal night, the gang must try to get information from one of the most dangerous vampires ever to roam the earth.

Wr Sarah Fain, Elizabeth Craft

Dir Sean Astin

4 - 12 *CALVARY*

The gang try to re-ensoul Angel, but his soul is missing, and they must find a way to get it back. Meanwhile, Lilah tries to strike a deal with Angelus.

Wr Mere Smith, Steven S. DeKnight, Jeffrey Bell

Dir Bill L. Norton

4 - 13 *SALVAGE*

After Angelus apparently kills Lilah, Wesley realizes that they will need help finding and stopping him. After he makes sure that Lilah will not rise as a vampire, the former Watcher goes in search of a powerful ally.

Wr David Fury

Dir Jefferson Kibbee

4 - 14 *RELEASE*

With the Beast out of the way, and sunlight returned to L.A., Wesley and Faith prepare for a final confrontation with Angelus.

Wr Sarah Fain, Elizabeth Craft, Steven S. DeKnight

Dir James A. Contner

4 - 15 *ORPHEUS*

Faith has tricked Angelus into feeding on her, thus imbibing a powerful narcotic along with her blood. Now both of them lay near death, observing the turmoil that is Angel's conscience as they fight against the mystical drug. Meanwhile, the gang brings an old friend from Sunnydale to help with the search for Angel's lost soul.

Wr Mere Smith

Dir Terrence O'Hara

4 - 16 *PLAYERS*

After discovering that Cordelia is pregnant, the gang research what type of demon the offspring could be. Meanwhile, Gunn helps Gwen rescue a girl named Lisa from a posh house party, but realises that he has been tricked when L.I.S.A. turns out to be Gwen's latest stolen item.

Wr Sarah Fain, Elizabeth Craft, Jeffrey Bell

Dir Michael Grossman

4 - 17 *INSIDE OUT*

Angel goes looking for answers, trying to find out why Cordelia has turned against them. His first stop is the demon Skip, who has been so involved with the changes in Cordy's life.

Meanwhile, Connor finds his loyalties tested by a most unexpected visitation.

Wr Steven S. DeKnight

Dir Steven S. DeKnight

4 - 18 *SHINY HAPPY PEOPLE*

Cordelia's "child" is a fully grown woman, and everyone who sees or hears her instantly and rapturously begins to worship her. Angel and the crew are no exceptions, but that may change when one of them gets a glimpse of what this strange woman really is.

Wr Sarah Fain, Elizabeth Craft

Dir Marita Grabiak

4 - 19 *THE MAGIC BULLET*

Fred is on the run from the rest of the Angel Investigations gang... and the entire city of Los Angeles. Jasmine is using every mind in the city to search for her and to bring her to ground. Fred must find a way to show Angel and the rest what she has seen before they manage to hunt her down.

Wr Jeffrey Bell

Dir Jeffrey Bell

4 - 20 *SACRIFICE*

Hiding from Jasmine in the sewers, Angel, Fred, Wes, Lorne, and Gunn run into a strange creature who claims that the beings of his world loved and worshipped Jasmine first. As Jasmine's forces close in, Angel realizes that he must travel to this other dimension to find the key to defeating her.

Wr Ben Edlund

Dir David Straiton

4 - 21 *PEACE OUT*

Angel must fight through a gauntlet of foes to discover the one thing that can nullify Jasmine's power. Meanwhile, back in L.A., Connor searches for Cordelia, Jasmine prepares to take her influence to a global level, and the gang receives a very unexpected visitor.

Wr David Fury

Dir Jefferson Kibbee

4 - 22 *HOME*

Angel Investigations are made an offer they can't refuse, when a newly opened Wolfram and Hart give them the opportunity to work there, allowing them access to every secret file and rewarding Angel with a file on the Sunnydale apocalypse. Meanwhile, Connor realizes he has no future with a loving family and goes on an insane rampage, taking hostage families from a nearby mall. When Angel discovers what's going on, he is offered a chance to give Connor what he desires, even if it means giving him up.

Wr Tim Minear

Dir Tim Minear

5 - 1 *CONVICTION (PART 1 OF 2)*

Angel and the group are still getting used to their ownership of Wolfram & Hart when one of their clients threatens to kill all of L.A. if they cannot get him acquitted in court. Meanwhile, the Senior Partners' liaison, Eve, introduces herself, Harmony becomes Angel's secretary, the Senior Partners grant Gunn new talents, and a mysterious envelope has been delivered.

Wr Joss Whedon

Dir Joss Whedon

5 - 2 *JUST REWARDS (PART 2 OF 2)*

Spike's essence coalesces out of the amulet in the mysterious envelope, but he is now incorporeal. In effect, he is a ghost. For some reason, Spike is linked to Wolfram & Hart and cannot leave L.A. As the gang struggles with this new development, Angel tries to put a dangerous necromancer, Hainsley, out of business. Unfortunately, Hainsley is very powerful and he offers Spike a chance to be made flesh again -- in Angel's body.

Wr David Fury, Ben Edlund

Dir James A. Contner

5 - 3 *UNLEASHED*

Angel helps a newly infected Werewolf named Nina, who is being hunted by a mysterious and wealthy organization. Nina is offered shelter at Wolfram & Hart, but when it turns out that the hunters have a mole in the company, Nina's sanctuary may become a trap.

Wr Sarah Fain, Elizabeth Craft

Dir Marita Grabiak

5 - 4 *HELL BOUND*

After a series of horrific visions, Spike realizes that he is being pulled away from the material world and into hell. Fred tries frantically to find a way to save him, but soon realizes that there is an outside force that is causing Spike's dimensional shifts. An entity residing in Wolfram & Hart itself.

Wr Steven S. DeKnight

Dir Steven S. DeKnight

5 - 5 *LIFE OF THE PARTY*

Lorne prepares the annual Wolfram & Hart Halloween Party. Many of the firm's clients are invited, which worries Angel since so many of them are genuinely evil. Furthermore, many of the clients are familiar with Angel as a Champion of good and are very suspicious. When something causes Angel and company to start acting erratically, they must find a way to stop it before they say or do the wrong thing in front of their skittish (and dangerous) guests.

Wr Ben Edlund

Dir Bill L. Norton

5 - 6 *THE CAUTIONARY TALE OF NUMERO CINCO*

Angel discovers the only remaining member of five ancient evil fighters working in Wolfram & Hart, while researching an Aztec warrior named Tezcatcatl. We are shown this man's life through a series of flashbacks which tell the tale of 'The Luchadors', a family of Mexican wrestlers which helped the helpless until one day they were slain by Tezcatcatl. In the present day, Angel tries to help the last member discover the hero inside which he lost when his family were killed.

Wr Jeffrey Bell

Dir Jeffrey Bell

5 - 7 *LINEAGE*

Cyborg assassins attack the offices of Wolfram and Hart for a magical device that will give them control of Angel. Wesley is surprised by the arrival of his estranged father, who has come to evaluate Wesley for possible reacceptance to the Watcher's Council.

Wr Drew Goddard

Dir Jefferson Kibbee

5 - 8 *DESTINY*

When another mysterious package arrives at Wolfram & Hart that reincorporealizes Spike, the gang learns that the existence of two living ensouled vampire heroes has created chaos in the world. After Eve tells them about a prophecy that states that the only way to restore order is to find the Cup of Perpetual Torment that bestows human life, Angel and Spike battle it out for the ultimate prize. A series of flashbacks show the history of Angel and Spike and their relationship with Drusilla.

Wr David Fury, Steven S. DeKnight

Dir Skip Schoolnik

5 - 9 *HARM'S WAY*

Keeping her job as Angel's assistant is the least of Harmony's worries when she wakes up with a dead vamp-bite victim in her bed and no memory of the previous night's events. And things go from bad to worse when the gang's investigation reveals that the dead guy was a demons' rights activist negotiating between two warring clans.

Wr Elizabeth Craft, Sarah Fain

Dir Vern Gillum

5 - 10 *SOUL PURPOSE*

A mysterious stranger approaches Spike claiming responsibility for recorporealizing him in a mission to guide Spike in supplanting Angel as the new vampire champion. Meanwhile, Angel is racked by intense fever dreams and hallucinations of his worst fears intensifying his worries that he will lose authority to Spike.

Wr Brent Fletcher, Elizabeth Craft

Dir David Boreanaz

5 - 11 *DAMAGE*

When an emotionally unstable woman, Dana, escapes from a psychiatric ward, Angel learns that she was tortured as a child and is now searching for her tormentor. Andrew, a watcher-in-training, arrives from Sunnydale with surprising information about Buffy and to inform the group that Dana is also a vampire slayer.

Wr Steven S. DeKnight, Drew Goddard

Dir Jefferson Kibbee

5 - 12 *YOU'RE WELCOME*

Cordelia wakes up from her coma and is shocked and unhappy to discover that Angel and the gang are no longer fighting Wolfram & Hart, they're running it. When she realizes that Angel has lost his conviction to be a hero, she gives him the information and support he needs to get back on track.

Meanwhile, while Angel has security keeping an eye on Eve, her partner "Doyle" prepares to bring about Angel's demise.

Wr David Fury

Dir David Fury

5 - 13 *WHY WE FIGHT*

Lawson, a mysterious man from Angel's past, arrives at Wolfram & Hart and takes the gang hostage. Through flashbacks to World War II, it is revealed that Angel worked with the U.S. Navy to recover a captured German submarine with American sailors on board. The ship also has a secret cargo, a dangerous trio of vampires, including Spike, who were kidnapped by the Germans and forced to help the Nazis. When the sub comes under attack, Angel saves Lawson's life by turning him into a vampire. Now, sixty years later, Lawson has arrived at Wolfram & Hart seeking revenge.

Wr Drew Goddard, Steven S. DeKnight

Dir Terrence O'Hara

5 - 14 *SMILE TIME*

When a several children are hospitalized after watching a TV show called 'Smile Time' Angel goes to check out the studio only to be turned into a puppet. Now Angel and the gang have to stop a group of evil puppets from stealing the souls of children and return Angel back to normal.

Wr Ben Edlund, Story: Ben Edlund, Joss Whedon

Dir Ben Edlund

5 - 15 *A HOLE IN THE WORLD*

When Fred opens up an ancient sarcophagus that was anonymously sent to her, she is infected by a mysterious parasitic demon called Illyria. Angel and Spike learn that Illyria is an ancient demon who existed before recorded time, and they must race to return her to an ancient demon burial ground before she kills Fred and thousands of other innocent victims.

Wr Joss Whedon

Dir Joss Whedon

5 - 16 *SHELLS*

Angel and Spike return from England defeated, knowing that the ancient demon Illyria has completely taken over Fred's body and soul. Upon learning that Knox and Gunn have each contributed to her demise, Wesley is bent on revenge and Angel tries everything to restore Fred, including calling on an old friend

from Sunnydale. Meanwhile, Illyria tries to locate an ancient temple where she believes she will find an army ready to help her destroy mankind.

Wr Steven S. DeKnight

Dir Steven S. DeKnight

5 - 17 *UNDERNEATH*

Hoping that Lindsay has information on the Senior Partners' ultimate plans, Angel, Spike and Gunn track him down in a bizarre and terrifying suburban hell. Meanwhile, a nearly invincible stranger sent by the Senior Partners, infiltrates Wolfram & Hart looking for Eve.

Wr Sarah Fain, Elizabeth Craft

Dir Skip Schoolnik

5 - 18 *ORIGIN*

Angel resists the appeal of parents seeking help from Wolfram & Hart regarding their son's supernatural abilities after he discovers that the boy is his son, Connor. Despite his reservations, Angel is forced to bring Connor into conflict with an old adversary (Sahjahn) to prevent his son's memories from being restored. Meanwhile Wesley uncovers a mysterious deal struck by Wolfram & Hart that threatens the secret Angel desperately wants to protect.

Wr Drew Goddard

Dir Terrence O'Hara

5 - 19 *TIME BOMB*

When Illyria's powers become unstable and cause her to erratically jump through time, she learns that the gang intends to kill her. Upon returning to the present, Illyria decides that she must kill everyone else before they are able to attack her. Angel, caught in Illyria's time distortion is pulled into the past and must find a way to alter the course of events.

Wr Ben Edlund

Dir Vern Gillum

5 - 20 *THE GIRL IN QUESTION*

Angel and Spike travel to Rome with plans to rescue Buffy from their old nemesis The Immortal. While in Italy, they also attempt to retrieve the head of a fallen demon leader to prevent a perilous power struggle between several warring demon clans.

Wr Steven S. DeKnight, Drew Goddard

Dir David Greenwalt

5 - 21 *POWER PLAY*

Drogyn arrives in L.A., badly wounded, to point the finger at his attacker. Wesley discovers a strange symbol in one of his books which turns out to be the mark for an evil, secret society. The circumstances of Fred's death come into question, and as Team Angel tries to figure out who is responsible they begin to fear that their leader has become corrupted by the power Wolfram & Hart have given him.

Wr David Fury

Dir James A. Contner

5 - 22 *NOT FADE AWAY*

As they prepare to confront the Circle of the Black Thorn, the representatives of the Senior Partners on this plane, Angel and company spend the day as if it will be their last. Then, with their affairs in order, our heroes set forth to face their greatest challenge yet, and possibly their last.

Wr Joss Whedon, Jeffrey Bell

Dir Jeffrey Bell

Jake SHAWN ASHMORE, Rachel BROOKE NEVIN, Marco BORIS CABRERA, Cassie NADIA-LEIGH NASCIMENTO, Tobias CHRISTOPHER RAPLH, Visser Three/Victor Trent EUGENE LIPINSKI, Prince Elfangor (voice) DIEGO MATAMOROS, Principal Chapman RICHARD SALLI, Greg (Jake's Dad) JONATHON WHITTAKER, Nikki (Jake's Mom) KAREN WADDELL, Dan (Rachel's Dad) KEVIN HICKS, Aisha (Cassie's Mom) MELANIE NICHOLLS-KING, Jeremy (Marco's Dad) FRANK PELLERGRINO, Visser One (Marco's Mom) ALLEGRA FULTON, Tom JOSHUA PEACE, Sara CASSANDRA VAN , Melissa Chapman TERRA VANESSA KOWALYK, Ellimist PETER MESSALINE, George Edelman RICHARD MCMILLAN, Jason Jon McCole CAMERON GRAHAM, Older Rachel CHERILEE TAYLOR, Governer TOM BUTLER, Fred JEFFJONES, Gerald DAN PETRONIJEVIC, Cab Driver DOMINIC CUZZOCREA, Samantha JENNIFER PODEMSKI, Mr. Perkins CHRISTOPHER MARREN, Ax PAULO COSTANZO.

Books Based on this series.

Animorphs Alternamorphs - The First Journey	K. A. Applegate	1999
Animorphs	K. A. Applegate	1999
Animorphs - Megamorph Books #1 - The Andalite's Gift	K. A. Applegate	1997
Animorphs - Megamorph Books #2 - In the Time of Dinosaurs	K. A. Applegate	1998
Animorphs - Megamorph Books #3 - Elfangor's Secret	K. A. Applegate	1999
Animorphs #1 - The Invasion	K. A. Applegate	1996
Animorphs #10 - The Android	K. A. Applegate	1997
Animorphs #11 - The Forgotten	K. A. Applegate	1997
Animorphs #12 - The Reaction	K. A. Applegate	1997
Animorphs #13 - The Change	K. A. Applegate	1997
Animorphs #14 - The Unknown	K. A. Applegate	1998
Animorphs #15 - The Escape	K. A. Applegate	1998
Animorphs #16 - The Warning	K. A. Applegate	1998
Animorphs #17 - The Underground	K. A. Applegate	1998
Animorphs #18 - The Decision	K. A. Applegate	1998
Animorphs #19 - The Departure	K. A. Applegate	1998
Animorphs #2 - The Visitor	K. A. Applegate	1996
Animorphs #20 - The Discovery	K. A. Applegate	1988
Animorphs #21 - The Threat	K. A. Applegate	1998
Animorphs #22 - The Solution	K. A. Applegate	1999
Animorphs #23 - The Pretender	K. A. Applegate	1999
Animorphs #24 - The Suspicion	K. A. Applegate	1999
Animorphs #25 - The Extreme	K. A. Applegate	1999
Animorphs #26 - The Attack	K. A. Applegate	1999
Animorphs #27 - The Exposed	K. A. Applegate	1999
Animorphs #28 - The Experiment	K. A. Applegate	1999
Animorphs #29 - The Sickness	K. A. Applegate	1999
Animorphs #3 - The Encounter	K. A. Applegate	1996
Animorphs #30 - The Reunion	K. A. Applegate	1999
Animorphs #31 - The Conspiracy	K. A. Applegate	1999
Animorphs #32 - The Separation	K. A. Applegate	1999
Animorphs #33 - The Illusion	K. A. Applegate	1999
Animorphs #34 - The Prophecy	K. A. Applegate	1999
Animorphs #35 - The Proposal	K. A. Applegate	1999
Animorphs #36 - The Mutation	K. A. Applegate	1999
Animorphs #37 - The Weakness	K. A. Applegate	2000
Animorphs #38 - The Arrival	K. A. Applegate	2000
Animorphs #4 - The Message	K. A. Applegate	1996
Animorphs #5 - The Predator	K. A. Applegate	
Animorphs #6 - The Capture	K. A. Applegate	1997
Animorphs #7 - The Stranger	K. A. Applegate	1997
Animorphs #8 - The Alien	K. A. Applegate	1997
Animorphs #9 - The Secret	K. A. Applegate	1997

Animorphs : The Message, the Encounter, the Visitor, the Invasion (Animorphs Box Set, No 1)	K. A. Applegate	1997
Meet the Stars of Animorphs	Marie Morreale, Randi Reisfeld	1999

1 - 1 *MY NAME IS JAKE (1-2)*

Sometimes weird things happen to people. Ask Jake. He might tell you about the night he and his friends saw the strange light in the sky. He may even tell you what happened when they realized the "light" was only a plane... from another planet. Here's where Jake's story gets a little weird. It's where they're told that the human race is under attack, and given the chance to fight back. Now Jake, Rachel, Cassie, Tobias, and Marco have the power to morph into any animal they choose. And they must use that power to outsmart an evil greater than anything that world has ever seen...

Wr Jeff Vlaming, Neal Shusterman

Dir Timothy Bond

1 - 2 *THE UNDERGROUND*

The Animorphs try out the disk, but nothing happens. Jake and Marco realize that someone very close to Jake is a Controller. The Controller turns out to be Jake's brother, Tom. Jake wants his brother back, and he'll do anything to do it. They tried morphing out into ferocious animals from the clinic that Cassie's mother works in. Jake acquires a tiger and Rachel acquires a lion. They use it to try and free all of the humans in the Yeerk Pool located under the school. Their attempt ended with no free humans, without Tom, Tobias was gone (probably captured by the Yeerks), and the disk was lost.

Wr Jeff Vlaming, Neal Shusterman

Dir Ron Oliver

1 - 3 *ON THE RUN*

The Andalite disk which Jake lost and Tobias are still missing. Jake and Marco get an e-mail in Cyberia from the Yeerks offering them a trade. They want to trade an Andalite for the disk. The Animorphs plan to trick the Yeerks by giving a normal animal to the Controller. The animal is not really Andalite, but they believe the Yeerks will assume that the "Andalite" is in morph. Jake morphs into a lizard to use thought-speak. Marco is caught shoplifting Jake (who is still a lizard), and had to morph into a rat to escape.

Rachel and Cassie go to a The Sharing meeting with Melissa. Rachel morphed into a fly to find out The Sharing's future plans that are coming up. Jake and Marco thought that they had the disk after finding it in the city garbage dump, which is where Jake had to morph into a Dog to rescue Marco. They soon realize that the disk is fake, and that the Yeerks have been using it to track them.

Wr Scott Peters

Dir Ron Oliver

1 - 4 *BETWEEN FRIENDS*

Tobias returns, but he is stuck in Hawk morph because he stayed in morph for over two hours. Rachel is worried about Melissa, as Melissa's father is a high-ranked Controller. Rachel morphs into Melissa's cat and enters the Chapman household to rescue Melissa, who was on the verge of being turned into a Controller.

Unfortunately, Rachel gets captured by Chapman and is taken to Visser Three. Jake, however, had been spying and morphed into a Dog to go and rescue Rachel. They escaped when Chapman was trying to protect the host's daughter, Melissa, from becoming a Yeerk. Jake and Rachel were able to escape.

Wr Ron Oliver

Dir Shawn Levy

1 - 5 *THE MESSAGE*

Cassie and Tobias think there is another Andalite on Earth because they can hear noises from a distance. They went into convulsions, and they heard some strange thought-speak message. It sounded like something had crash-landed and needed help. Rachel was at her father's, so the Animorphs checked it out and found out that there was another Andalite on Earth. The Andalite has contacted Visser Three as well.

Now it's a race to find the source. If the Yeerks find the messenger first, the Andalite will become a Controller. Cassie, Marco, and Jake find the Andalite, but The Andalite does not believe them at first when they say that they are allies of the Andalites. Cassie morphed into a Skunk and saved Ax, and they escaped by morphing into Butterflies. It is revealed that Ax acquired all the DNA Patterns of each Animorph (except Tobias) and was made into a new person.

Wr Neal Shusterman

Dir William Fruet

1 - 6 *THE ESCAPE*

Rachel, Marco and Ax were at the Diner when this guy was crazy for oatmeal. The man was George Edelman and he announced that he had a Yeerk in his brain so Rachel and Marco went to the hospital to check him out. He told them a lot about the Yeerks. Yeerks crave Instant Maple Oatmeal like a drug and cannot redeem control of their hosts but the Yeerk will always be in his head, and the new Yeerk Pool is under the whole town.

So the Animorphs have a new weapon, but how are they supposed to use it? They can't use it on the Controllers, that'd be like hurting the slaves to spite the slave owners.

At the restaurant, the Animorphs try to enter the Yeerk pool but it did not work because a Gleet BioFilter was there to destroy all life forms without Yeerks in their brains, but luckily, they escaped as roaches.

They have to go directly to the source, dig underground as ferrets. When they reached the Yeerk Pool, they threw Oatmeal into the Yeerk Pool, and a Hork-Bajir has taken down Tobias with a weapon. Rachel morphed a Lion to get rid of all the Human-Controllers in the way.

Wr Jessica Scott, Mike Wollaeger

Dir Ron Oliver

1 - 7 *HOME*

The Animorphs discover a secret weapon to use against the Yeerks.

1 - 8 *THE ALIEN*

Jake, Marco and Ax went to the theater to watch a movie, where Ax got so obsessed with popcorn that he crawled on the ground frantically looking for more. When stared back at the screen, the picture displayed a reminder of his home, and he must contact his home world.

Although Ax has been fighting side by side with the Animorphs for as long as he's been on Earth, he's always seemed distant, not quite trusting of human beings.

They brought him over to Marco's house, where he went crazy over the spicy food that Marco's father made him eat. Ax then breaks into a satellite company, and modifies the computers so he can phone home. Jake and Marco also sneaked in by morphing lizards.

When he does, his father picks up and Ax places the dishonor of giving a lower species Andalite technology on Elfangor, he takes on the burden himself, disobeying the law of Seerow's Kindness. But that's not all. It turns out that the Yeerks are hot on his trail. And now Ax wants to take revenge on Visser Three and began to fight Visser Three. Jake and Marco rescued him using their Tiger and Wolf morph, and escaped with Lizard morphs.

At the end, Ax realizes that the Animorphs are his friends and he should not keep secrets from them.

Wr Marc Scott Zicree

Dir Don McCutcheon

1 - 9 *THE REACTION*

Cassie and Rachel save a boy from a crocodile pit and she began to change when she doesn't want to because she was allergic to crocodiles. Cassie's morphing out of control. She has been invited to the Larry and Linda Show where the famous star, Jason Jon McCole is also a guest talking about The Sharing.

Cassie got rid of the defective crocodile DNA by burping it out and stopped Jason Jon McCole before millions of rabid female JJM fans decide that The Sharing is the club for them. The Crocodile was on the loose, but the Animorphs were able to stop it. Marco morphed a llama while Jake and Ax morphed beetles.

Wr Carl Ellsworth

Dir Graeme Lynch

1 - 10 *THE STRANGER*

Rachel's dad wants Rachel to go with him to the famous gymnast. He wants Rachel to move away with him -- as thoughts of "should I or shouldn't I?" run through her head, Ax is being captured by the Yeerks!

Knowing they can't let the Yeerks take another Andalite host, let alone one of their close friends, the Animorphs move in. Unfortunately, it turns out to be a trap, and they're caught in a net and Visser Three began to move in! All seems lost - until a mysterious glowing blue man called an Ellimist shows up, stopping time. He gives them a choice; they could stay and fight or go to another world with their

families. After seeing the future, they wanted to stay because the future seemed that the Yeerks have taken over Earth. They were able to get away from the Yeerks, using a knife from the scene showed by the Ellimist. Rachel morphed a Lion to defeat the Controllers while the rest save Ax.

Wr Marc Scott Zicree

Dir Don McCutcheon

1 - 11 *THE FORGOTTEN*

Rachel changes into a hawk to find Tobias but then she fell and was unconscious. She slams into a tree and, when she awakens, has lost her memory: her friends, the Yeerks, the Animorphs! She almost got turned into a Controller.

She ran into a lady named Fran, a crazy former Controller, and now she wants to trap Rachel to get rid of the Controller in her brain (which she doesn't have). Rachel asked many questions but Fran did not care because she thought Rachel was an Andalite scum. Rachel finds her way to a Controller camp where's she taken in by the two leaders there (Brad and John) while the Animorphs are still searching for her using the keen scent smelling of Homer which Jake morphed into.

The Controllers have no idea who Rachel is, but realize she's perfect to make a Controller. Marco morphed a Wolf to scare away the Controllers, and they took back Rachel and tried to remind Rachel that she is an Animorphs. Jake morphed a Tiger to show her, and she was finally able to remember and morph a Lion. Later, she knew everything.

Wr Scott Peters

Dir William Fruet

1 - 12 *THE CAPTURE (1-2)*

Jake's father is almost ready to open the Health Wellness Centre, a division of the hospital he works at. At dinner, Jake found out that Victor Trent (also known as Visser Three) is a partner of his dad's in the creation of the health clinic.

Jake went to help his dad, there were a lot of security, but he had to leave. The Animorphs investigate why they had lots of security - the infestation of the governor, Ax scans Marco's video card to respond to all human codes. The Animorphs enter the building as roaches, and searches for the Yeerk Pool. Once they found it, they destroyed the Yeerk Pool in a room and Jake falls into the pool.

The Animorphs did not know that Jake was a Human Controller when they left.

Everyone thought they had managed to save the governor without any hitches -- except Ax. When he sees Jake, he knows. Jake is one of them, a Controller. The Animorphs now kept Jake tied and up and kept a close watch on him for three days, while Ax becomes Jake for a while, taking his place, being weird at the dinner table, and doing extraordinary well in school.

The Yeerk uses all of Jake's memories in a psychological war, preying mostly on Cassie's romantic feelings towards him. If there is a Yeerk in his brain it will die from Kondrona Rays. When Rachel pretended to be asleep, Jake morphed a dog and tried to escape to the nearest Yeerk Pool, but the Animorphs managed to find him, Rachel as a lion, Marco as a wolf, Cassie as a horse, and Ax as Jake. Now the Animorphs know another entrance to the Yeerk Pool. The Yeerk escapes from Jake's body and Jake destroys it.

Ax hooked up a system where Jake could call Tom, his brother in another voice, to tell the real Tom that they will fight along his side and never give up.

Wr Neal Shusterman

Dir William Fruet

1 - 13 *TOBIAS*

A Darktech Detac is a device is like a diary, that Ax has invented, it allows people to go into their minds and relive their memories. Tobias was Ax's closest friend, so he offers to let him have the first chance to use it. With it, Tobias goes back in time to the days before he became an Animorph, back to where he first started at his new school, meeting a nice girl named Rachel, and being frustrated because of what has happened that night at the construction site, a conversation with a mysterious old man, and the acquired of his first morph - The Red-Tailed Hawk.

Ax also uses the device, and Tobias gets to see an amusing day in Ax's earth life. Using his human morph, he decides to learn more about our world, he leaves the barn after Cassie goes to do her homework, by taking a trip to the mall. He gets into trouble with a cab driver because he did not know how human

transportation works. When he bothers a teenager playing a game at Cyberia, the guy punished him. The cab driver came back, and gave him a lift, and left him in the park because Ax did not have enough money. He comes in contact with a nice girl, who offers him ice cream, but he did not know what to do with it, so he morphed a dog and went back to the barn. A lesson has been learnt, no matter what you appear to be on the outside, the inside is where it all counts.

Wr Carl Ellsworth

Dir Graeme Lynch

1 - 14 *NOT MY PROBLEM*

Jake is depressed after a bad day and wishes he'd never met Elfangor so an Ellimist grants his wish because he did well in the fight against the Yeerks.

Now Jake, Rachel, Cassie, and Marco are totally un-aware of the invasion, and living a normal life once again. But there's a hitch -- turns out Tobias still met Elfangor. The world is suddenly turned upside down, and we don't know whom to trust. It turns out all the Animorphs are now normal kids but now they are infested by Yeerks except for Tobias. Tobias wants more kids to be on his team so there is way to beat the Yeerks. Morphing a Lizard, Tobias learns that Jake is a Yeerk, and he only could trust Rachel. No one believed Tobias' story about parasitic alien slugs invading Earth. At the Spider Party, Marco acted weird, and Cassie found a slug in the bathroom.

Tobias asks Rachel to meet him at the Spider Club (which is closed) so they could find where the Yeerk pool was, but it turns out Rachel was a Yeerk too, when Tobias morphed a lion. So now the Yeerks know he is the only person left that knows about the invasion, and Jake became Visser Ten. A slug is now going to enter Tobias, but the real Jake tries to take control.

Jake now finds himself back in his room, nothing happened, the Animorphs were still there, able to morph, and none of them has a Yeerk controlling them.

Wr George Melrod

Dir Stacy Curtis

1 - 15 *THE LEADER (1-2)*

Marco is painting while Jake finds out Visser One will be at the EGS Tower, where the Kandrona is and the mock Yeerk sun, which nourishes the Yeerks. Now all they need to do is find a way to get in and destroy it.

The Animorphs go spy on the Yeerks but they have a Morphing Detector so when Jake and Marco morphed lizards the alarm went off and the walls close around them. The Yeerks have captured Jake and Marco in a spacecraft, then they blast off, and they were being sent to the Yeerk pool ship. They needed to find a way to escape, and when they escape and got lost in the Yeerk Mother Ship, they discovered a startling secret; Marco's Mom was alive, controlled by Visser One.

Cassie and Rachel break the Kandrona and return to the barn where Ax was, while Jake was still trying to find a way to escape the pool ship, but Marco did not want to just leave his mother behind now that he found out she's alive. But they can't stay and risk being caught, so they had no choice. So, they decided to hijack a Yeerk blade ship.

Rachel and Cassie use Ax to help guide Jake and Marco back to earth. Jake and Marco safely got back to Earth, but now a new enemy has been revealed.

Wr Jessica Scott, Mike Wollaeger

Dir Shawn Levy

1 - 16 *THE RELEASE*

The Animorphs find out that the Yeerks don't have enough Kandrona Rays for a lot of Controllers so there is a lot of Controllers that are sick like Tom, Yeerks are dying from lack of Kandrona rays. One of them happens to be the Yeerk who controls science teacher Mr. Perkins. Now, Mr. Perkins is on a crusade to free other Controllers.

Jake and Marco try to rescue Tom but they found out that Mr. Perkins (Teacher) is a free Controller, and is also trying to free Tom, but Tom escapes. He gathers up some Controllers and look for Mr. Perkins, but fortunately, Jake as a Tiger and Marco as a Wolf scare away all the Controllers and save Mr. Perkins.

Jake looked for Mr. Perkins at the camping site, and discussed how they will help each other out.

Wr Writer: Carl Ellsworth, Story: Marc Scott Zicree

Dir Robert K. Sprogis

1 - 17 *FACE OFF (1-2)*

The Animorphs attend the district finals basketball game where everyone is planning to go. It's Ax first sporting event, so everyone's really excited. Especially Jake, the basketball nut, but when he tries to spy on Tom, while as a Lizard, Jake was trapped inside Tom's backpack, but now Jake knows that Tom had the Andalite Disk in his room the whole time.

He was brought down to where all the Controllers were ready unleashing Yeerks that don't need Kandrona to get more hosts. Meanwhile, Rachel and Cassie morph Rats and found out that Chapman has the disk (but he really does not) so Ax spills juice on Chapman and checks Chapman's pockets to see if it's there, but no sign of the disk.

Jake gets trapped near the Yeerk Pool. Chapman steals the Disk from Tom's bag, and Tobias grabs the disk and he unlocks while Rachel was searching for him. Then he returns to human form because he can morph again!

Rachel meets up with Tobias outside, and is surprised to discover he's human again! Rachel tells Tobias of the Yeerk plot, and they decide they need to get down to the Yeerk pool. In order to get past the scanners, however, Rachel'll need to do something she never thought she would, Rachel morphs a Yeerk using the DNA pattern saved on the disk, and she crawls into Tobias' head.

Chapman tells everyone that there is a Tornado Warning (But we know, they are trying to get more hosts), and he sends everyone in the auditorium go down the stairs to what they think is a basement shelter, but is really the Yeerk pool.

Marco, Cassie, and Ax, are not sure of what was going on but they were going to be infested by the new breed of Yeerks, along with all the other students. Jake (who is a lizard) gets caught in a room, and Tom thinks he has an Andalite so he is ready to use him to unlock the disk. Cassie and Ax are ready to become infested, while Tobias and Marco think of a way to get Jake out. Jake morphs Tom as Tom opened the door to get his disk back, because he thinks the "Andalite" stole it. Visser Three comes and sees two Toms in the room. One of them is Jake in morph and the other is the real Tom.

Wr Jessica Scott, Mike Wollaeger

Dir Graeme Lynch

2 - 1 *FACE OFF PART 3*

The infestation continues as Visser Three tries to figure out which one is the real Tom. Rachel, still inside Tobias as a Yeerk, is getting very mad because she does not want to stay in the Yeerk morph any longer.

Meanwhile, Cassie and Ax are rapidly approaching the infestation pier. Ax only has minutes left before he has to demorph, and he's next in line for the new Yeerk. Cassie is helpless as a human, but she can't morph in front of the Controllers.

Marco is the only one who can do anything to help all the other Animorphs, he finds out that Jake has morphed Tom, and he destroys all the special Yeerks, Jake (in Tom morph) reacts to the screams of the Yeerks and run in to check on them, while Visser Three and his Human Controllers take away the real Tom. Everyone hears the alarms, Cassie and Ax escape while Ax morphs back to an Andalite in a hidden place. Marco morphs a cockroach and dodges boulders crashing to the ground, to get out, as Jake as Tom is also trying to get out.

As all the Animorphs escape, Jake wasn't out yet, so they had to search for him. The real Tom escaped, and Cassie found Jake.

Wr Rhonda Olsen

Dir Don McCutcheon

2 - 2 *MY NAME IS EREK*

After Jake and Marco witnessed a kid their own age perform a feat of super-human strength, they are stunned. The kid just ran in front of a car to save a dog, and he did not even get a scratch, and the car was destroyed. Ax, has become a television-obsessed alien who can not stop watching television and imitating everything that is produced from the stations.

They are even more surprised when the kid follows them back to Cassie's barn and reveals his secret after Jake and Marco morphed dogs to find out that he had no human scent: he is part of an android race called the Chee, which was created by the Pemalites for non-violent creatures.

Now the android, Erek, needs their help. The Yeerks have stolen the Chee hologram crystal and plan to use it to hide Yeerk pools from human eyes; so all the humans can only see a hologram. Erek can't touch the crystal himself; it would destroy his hologram, which is why he needs help from the Animorphs.

Jake, Rachel, and EreK try to find the crystal and steal it while Cassie and Marco wait in the forest for Ax to go with a machine that will produce holograms. EreK uses his garbage can hologram to fool the Controllers, and lock them up with a large piece of wire, and ties it up using his super-human powers, while Jake and Marco steal the crystal and they try to escape. The Controllers release themselves, and chase after them. Ax was late because he was watching a cooking show while he was following the instructions on how to cook. When he arrived, they used the crystal to surround a holographic around them to fool the Controllers.

Wr Jeff Schechter

Dir Don McCutcheon

2 - 3 *THE FRONT*

Ax lands a job at a new electronics store. The store owner pushes Ax to sell, sell, sell for their huge cell phone promotion. When Tom buys two: one for himself and another for his latest crush, Melissa Chapman, Jake and Marco get a little suspicious. What's with this sudden cell-phone craze? They follow Tom to investigate the situation and are horrified to discover what Ax is really selling.

Wr George Melrod

Dir Graeme Lynch

2 - 4 *CHANGES (1-3)*

Tired of defending the world from alien invaders, the Animorphs decide to unwind and relax at their school's spring dance. Rachel can't wait to go with her dream date: Tobias, of course. Once she persuades Jake and Cassie to double date with them, she drags Cassie off to the mall in search of the perfect dress.

The shopping expedition ends in disaster when Cassie discovers that a well known cosmetics company tests their products on animals. Enraged, she convinces Jake to break into the laboratory with her and free the animals. When their plan backfires completely, the other Animorphs rush in and save the day. Exhausted from the battle, Marco as a dog runs into the woods so that he can morph in private. Unfortunately, he doesn't realize that he's got company; a boy was taping him morphing back into a human .

Nothing is going right for the Animorphs. Tobias refuses to take Rachel to the dance, Marco can't find a date at all, and Ax is acting even stranger than usual. To make matters worse, Harold Nesbit, notorious computer nerd, has a video tape of Marco morphing from dog to human, and he was about to mail it to "The World's Weirdest Video" show for a big money reward.

The night before Harold was going to send the video, Marco and Jake trespassed on his property and try to steal the tape, but they were unsuccessful, they accidentally stole the wrong tape.

The next day, the group found out that Harold has not sent in the video, yet and they search the mall to find him, but he had already sent it before going to the mall.

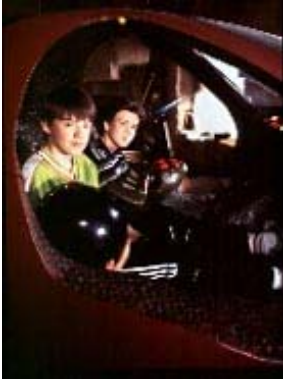
Jake and Rachel decide to sneak into the TV studio and steal the tape. Unfortunately, this is not as easy as it sounds. When Rachel and Jake arrive at the studio, they discover that a new TV executive has taken control of the studio...and his name is Visser Three, while Cassie and Marco finds out that Ax was trying to build a ship secretly, to return to his homeworld.

The spring dance is only hours away, and Tobias still refuses to go... he's got more serious things to deal with. A graffiti image of a hawk is popping up all over the city. Worried that someone knows about his hawk morph, he decides to investigate the situation. Meanwhile, Marco is busy conducting his own investigation. When he notices a suspicious looking construction worker hanging around school, Marco follows him... and discovers that his friends are in huge danger.

Wr Ron Oliver

Dir Ron Oliver

AQUILA



Tom and Geoff are on their summer holidays when they discover an alien spaceship buried in an ancient Roman cave. They discover that they can fly in the spaceship, which is called "Aquila". "Aquila" is quite a remarkable craft having the ability to fly out at fast speeds, and is able to fire lasers and turn itself invisible. Tom and Geoff even use it to go to school and hide it on top of an old shed.

In the second series Tom and Geoff find out a lot more about the ship known as Aquila including some new weaponry which includes the ability to make people unconcise and the discovery of a ships log which has been kept for the last 6000 years which shows everywhere Aquila has been since it was created, and even in the final episode of the second season the boys going to Mars and finding that Aquila can have a mind of its own.

Aquila is fuelled by air, and comes equipped with a special invisibility function, enabling the boys to fly anywhere without being seen. One of Aquila's control buttons fires lasers, and with it the boy accidentally destroy several cars, a tree and a wheelie bin. Whilst their mothers and teachers are worried that the boys have been traumatized by the experience of discovering a skeleton, the Baxter's elderly neighbour, Mrs. Murry is the only person who suspects something else is going on, however no one believes her when she complains of hearing voices, and claims that aliens are on the loose disguised as schoolboys.

Andrew Norriss was also the creator the of SF children's show "Bernard's Watch". The BBC came back to form after a few lacklustre years of SF. "Aquila" is one of the best CHILDRENS SF shows of the late 1990s that the BBC produced. The special effects were well done despite what looks like a limited budget. The back story to the alien craft of "Aquila" is well thought out, but kept simple so as to not confuse children. The second series was shown twice weekly, seeing the show off the air in just 3 weeks. The second series was shown on BBC1 in late 1998. The Producer/Director was David Bell and the executive producer was Langridge.

Aquila was a British children's television show which aired on the BBC from 1997 to 1998. An episode was aired once a week, and was based on the story of two boys, Tom Baxter and Geoff Reynolds, who find a spacecraft when digging in a field. It was based on a book by British author Andrew Norriss and set in Bristol.

Discrepancies with the novel

In the television adaptation, Tom and Geoff do not find the ship on a school trip, but on holiday in the moors. Also, they are digging for 'treasure' in a field when Geoff falls into a hole as opposed to visiting an archaeological dig.

The power source of the ship is stated as water which was used in one of the episodes of the t.v programme. In the series, it is cleaning out the air vents which enables Aquila to function normally again.

The archaeologist who helps them is Dr. Warner in the book, a young woman. In the TV program, her role is replaced by a male Professor.

Mrs. Baxter's agoraphobia is written out of the series all together. Geoff's mother does not run a newsagents as in the book, and his father is away for months at a time instead of running the newsagents with her.

Deputy Headmistress Miss Taylor is replaced in the TV series by a Headmaster. There are also differences to the school staff.

A new storyline is written into the series involving Aquila giving Tom green skin and supernatural strength for a day

Trivia

Aquila is a liferaft from a larger ship, built by the Yrillians from the planet Deneb.

The ship can fly an almost infinite distance, and can fly in space without the need for crew spacesuits, but the air inside the ship would only last for 6 hours which was featured in one of the episodes of the television

series.

Some other abilities of the ship include invisibility, a form of verbal remote control, lasers and a holographic interface.

The craft also contains a lie detector which can be used to target an individual from a long distance. It was used in one of the episodes to determine whether or not an archaeologist who was excavating the site where the boys found the craft, was lying about his discovery of a broken handle of Aquila's two handled flight control joystick. Naturally, he was in denial about the find. Using this feature in Aquila, the boys were able to obtain the rest of the joystick handle from the archaeologist by theft, and restore it to the craft.

Aquila can be programmed to execute basic manoeuvres from the detection of certain signals. This feature was used (unintentionally) when the boys program it to travel to the location of an inaudible dog whistle. The problem arose when a dog owner blew his own whistle when the craft was in invisible mode in a large park. This rendered the craft missing and a lengthy operation by the boys was needed to recover it.

Aquila has the ability to demolish objects by flying directly through them. This ability was used by the boys when they flew it through a brick wall while discovering some of Aquila's capabilities. After inspection by the boys, the craft was found completely unharmed.

In the episode "Energy Levels" the craft starts to drain of power. The boys do some investigating and discover that the craft is powered by water. They leave a hose pipe running over the craft to restore the power, not air as is usually thought.

Aquila stores everything it sees on egg shaped objects which can be played back on the holographic screen. It records approximately 1600 years of data. If the eggs are not replaced, then the ship starts recording over the start of the 'footage' - this occurs in an episode of the television series.

Aquila is the Latin translation of the word eagle. The words inscribed inside the ship, "Licat volare si super tergum aquila volat," translate as "A man can fly where he will, if he rides on the back of an eagle." This proverb was derived from an ancient Greek story, where one day, the gods decided to elect the noblest bird of all by having them race to the top of Mount Olympus. The eagle appeared to be winning, but the tiny sparrow had been resting on the eagle's back for the entire race, and at the last moment leapt up and won the race.

"Aquila" is the English translation of the original title, as the Romans didn't have the letter "u", so the title should be "Aquila", which is inscribed upon the nose of the craft and also appears in the title sequence.

WR. Andrew Norriss and Richard Fegen.

DIR.

EPISODES: 13 **YEAR MADE:** 1997 **COUNTRY:** GB **SEASONS:** 2

A BBC TELEVISION PRODUCTION

CREATOR: ANDREW NORRISS

TYPE OF SHOW: ALIEN TECHNOLOGY **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7 (2) 6

DATE OF PREMIER: 01/12/1998 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Tom Baxter BEN BROOKS, Geoff Reynolds CRAIG VYE, Mrs. Baxter SALLYANNE LAW, Mrs. Reynolds VIVIEN PARRY, Professor Hare THOMAS WHEATLEY, Alison CONSTANCE BARRIE, Mrs. Evans HOWELL EVANS (1), Mrs. Murray HILARY MASON, Mr. Reynolds STEPHEN TINDALL (2), Mr. Wharton PETER WADDINGTON (2), Mrs. Evans PATRICIA KANE (2).

ARASHI

AKA: HENSHIN NINJA ARASHI



Though famous in her native Japan, the superheroine Arashi is almost unheard of in the West. Arashi has no known superpowers, instead she relies on technology. An advanced jetcycle armed with forward mounted rapid fire weaponry is her preferred method of transport. A cyber helmet presumably augments her senses as well as protecting her. An energy or flame cannon on her right arm makes her a fearsome opponent. Unfortunately for Arashi, she was no match for Green Lantern's frequent enemy, Doctor Polaris. The supervillain plotted to obliterate Japan as the first stage of his latest bid for world domination.

Arashi's weaponry had no effect on the master of magnetism. Doctor Polaris slammed Arashi and her jetcycle into the side of a bus, breaking her right arm. Diverted from his plan to destroy Japan, Polaris intended to kill the superheroine. The battle was horribly one-sided as Arashi's unconscious body was hurled through the air, into the side of the Okonai building.

Her impact was softened somewhat by an unusual obstacle, Green Lantern Kyle Rayner. Arashi was saved from a fall to the streets of Tokyo by the ring wielder. He removed her helmet to make sure she was still breathing. Satisfied her condition was stable enough for him to leave her, Green Lantern entered the battle in her place. Rayner was soon joined by another American super-hero, the Ray. Together, the young heroes were able to defeat Polaris and save Japan from a monstrous tidal wave.

Some time later, Arashi returned to her civilian identity and her job at Okonai, a games manufacturer. Ms. Ohashi had her arm in a cast before she met her afternoon appointment, Kyle Rayner, a freelance artist from the United States. She was impressed by his dedication to his artwork, specifically his hand-delivery of designs for her company. She would have been more impressed had she realised Kyle Rayner was also the ring wielding Green Lantern. Though Rayner recognised her as Arashi, he has not revealed this to her.

Plot #2

During the early years of the Edo period (1603-1868), a ninja clan calling itself 'Chiguruma Tou' (The Blood Wheel Clan) had begun its rise to power. Led by the menacing figure known as Majin Sai, this clan planned on uniting Japan under its ultimate rule.

One of its most skillful members is the ninja known simply as Hayate. Hayate believed that 'Chiguruma Tou' was a noble clan and that its intentions were good. However, he soon realized that 'Chiguruma Tou' had a much more sinister agenda.

Hayate's father, Tani No Majyu (another loyal 'Chiguruma Tou' clansman) had discovered and developed the 'Ninja Henshin Jitsu' (Ninja Transforming Magic/Techniques) that enabled man to transform into super powerful 'Keshin Ninjas' (Spiritual Ninjas) who would be able to summon and utilize their own inner mystical powers. Majin Sai wanted to use this technique to further 'Chiguruma Tou's' cause and make their warriors invincible. Tani No Majyu resisted handing Majin Sai the secrets to this technique believing that in the wrong hands, this technique could pose a monumental threat to Japan. Majin Sai sent one of his 'Youkai Ninjas' (Supernatural Ninjas) to steal the secrets of this technique. In the process Tani No Majyu was killed but not before he had shown Hayate the secrets of this process. Enraged, Hayate uses these techniques to tap into his inner mystical powers and becomes the super powered ninja 'Arashi' (Storm).

Vowing to destroy the clan that he once faithfully served, Hayate declares war against the demonic forces of 'Chiguruma Tou'.

This show is like a samurai variation on the kamen rider story, as it was made by the same folks, in collaboration with the creators of the popular AKA KAGE (red Shadow Ninja) series! The story took place in samurai days, as the blood wheel clan, lead by a metallical robot like figure Majin Sai, and his sorcerer,

Gaigotsu Maru (Skull Maru), finds a way to transform ninjas into animal-human ninjas, like a mantis ninja, owl ninja, crawfish ninja, etc! They try to take over Japan, but one of the members of the clan, who created this ninja art, uses it on his own son, as he becomes Henshin ninja (Transforming ninja!) Arashi!

After 20 episodes battling the blood wheel clan, Majin Sai had enough of Gaigotsu Maru's failure, so he buries him under his base, and summons the Hell Priest, who has the power to call monsters from all over the world! He summons Frankenstein's monster, gremlin, medusa, gorgon, mummy, Dracula, werewolf, golem, but of course they are all destroyed by Arashi! Even Kenji Ushio appears as a doppelganger! And at this point, Arashi's long lost brother, Tsukinowa (Moon Mask) helped out as well!

In the end, after Majin Sai is defeated, but then Satan comes out and tries to take over Japan. and he was played by none other than genre favorite Eisei Amamoto! And Kenji Ushio appears as another character, a new regular to help Arashi out! At this point, Arashi learns a new finisher, Gun Beam, in which he emits a laser beam from his eyes, destroying the European ghouls! Because of the appearance of the many familiar European ghouls, I think most American fans of this genre will get a kick out of seeing Frankenstein speak Japanese! Or even Dracula and mummy! Another great classic from Toei!

Produced by Tohru Hirayama, Original music by Shunsuke Kikuchi.

Characters

Henshin Ninja Arashi

Hayate was once a trusted aid to Majin Sai, the imposing leader of the shadow clan known as 'Chiguruma Tou'. Hayate had naively believed that 'Chiguruma Tou' was a force of good and that its warriors were out to save Japan. After the death of his father at the hands of 'Chiguruma Tou', Hayate soon realized that he had been duped by Majin Sai and thus vowed to destroy the clan that he had once faithfully served.

Hayate is a skilled ninja warrior who is a master with the sword. He is incredibly athletic and able to perform complex acrobatic and gymnastic movements. Carries a sword he christens 'Hayakaze' (Faster Than The Wind)

Before his death Tani No Majyu had related to Hayate the secret techniques needed to tap into his inherent mystical powers to become the powerful form of 'Arashi'. Hayate transforms into Arashi by utilizing his sword 'Hayakaze' and shouting the command Fukeyo Arasahi, Arashi, Arashi! (Rise/Summoning Storm, Storm, Storm!)

Arashi is a 'Keshin Ninja' (Spiritual Ninja) that is a reflection of Hayate's inner power. Arashi has many supernatural powers at his command. He can jump (fly) great distances, has incredible strength, stamina and resilience to injury. In addition, Arashi is able to call upon a number of Ninja techniques and magic to battle his enemies, such as his 'feather shurikens' and 'bunshin jitsu' (illusionary shadow attack).

Arashi's ultimate attack technique is his 'Hisatsu No Higen Kage or Higen Ninpo Kage Utsushi' (Invisible Blade -Ninja Shadow Attack).

Arashi's trusted steed is 'Haya Busao' which can gallop at incredible speeds and had above normal intelligence

In his final battle with Grand Emperor Satan, Arashi blew up his flying fortress, the 'Yokai Jyo'. While the resultant explosion killed Grand Emperor Satan, it also unfortunately claimed Arashi himself. It was later revealed that Hayate survived the ordeal but that his 'Arashi' persona was 'killed' and that he could no longer transform into this form.

Henshin Ninja Arashi's Allies

Hayate is aided in his battles by a small but trusted group of friends and allies which includes:

Tatsumaki (Thunder)

A Ninja agent of the Edo Government, Tatsumaki was sent to investigate and stop the mayhem being caused by 'Chiguruma Tou'. While middle aged, Tatsumaki is still none-the-less a skillful and talented Ninja operative who is able to hold his own against many of 'Chiguruma Tou's' inhuman agents.

Kasumi

Tatsumaki's beautiful daughter. Kasumi is also a very skilled ninja who specializes more in disguises and covert operations. While not the best of fighters, she more than makes up for this in her resourcefulness. When she and her father need help she calls Hayate using the music of her Japanese Flute Suzu Kaze (Wind Bell).

Tsumuji

Tatsumaki's youngest child. Despite his size and age, young Tsumuji is quite a skillful ninja. He is particularly adept at using throwing stars and can throw them with decidedly deadly accuracy.

Tsuki No Wa (Moon Circle/Halo)

Mysterious costumed swordsman who occasionally comes to Arashi's aid. While he is not a 'Keshin Ninja' like Arashi, he still utilizes a number of special 'Ninja Jitsu' (Ninja Magic/Techniques) in order to battle his opponents. His ornate Red Mask can repel sword and shuriken attacks. He can also fire blinding rays of light which can temporarily blind his opponents. It is later revealed that he is Hayate's twin brother, Fuyute who had been separated from him at birth.

Kageri/Tsuyuha

Members of the Iga Kunoichi (Iga Female Ninjas). These sisters were sent by the Iga Ninja clan to help Hayate in his battle with the various forces of the 'Chiguruma Tou'. They are both skillful fighters who usually work in unison to battle opponents. They are very adept at gymnastics and acrobatics.

Chiguruma Tou

The 'Chiguruma Tou' (The Blood Wheel Clan or Clan of the Bloody Wheel) was a small but influential clan who opposed the Edo Government. They were rivals of the Iga and Yagyu Ninja clans. They had conspired to topple the Edo Government by force and ultimately rule Japan under their iron fist. Their leader was the menacing Majin Sai. Stealing the secrets to creating 'Keshin Ninjas' (Spiritual Ninjas), 'Chiguruma Tou' created an army of monstrous and grotesque Ninja agents who had various unique and abnormal abilities.

It was later revealed that Majin Sai and his 'Chiguruma Tou' faction had been but unwitting 'puppets' to the insidious and diabolical plans of Dai Maoh Satan (Grand Emperor Satan). Grand Emperor Satan was the absolute leader of all the world's 'Yokai' (ghosts). Grand Emperor Satan wanted to destroy the Edo government and take control of all of Japan with his supernatural forces.

The main villains are:

Majin Sai (Devil Sai) Menacing leader of the 'Chiguruma Tou' faction. Wears steel armor that can repel hits from swords and shuriken. Wields a gigantic spear that can slice a human in half. His left hand is fitted with a sharp hook/claw. His flowing black cape can envelop and suffocate his opponents. Through Ninja Magic, he can elongate his long white hair and use it to ensnare his victims. (His steel plated mask oddly resembles 'Darth Vader's' helmet mask [which it predates by a good five years]).

Gaikotsu Maru (Skull Maru) - Majin Sai's ghostly Lieutenant. Is animated through the blood of dead corpses. Could be considered a homunculus (artificially created human). Due to his supernatural origins and the fact that he has two hearts, he is incredibly resilient and strong (he can last almost half a year without eating). He feeds on his victim's blood. He has mastered numerous Ninja Magic techniques and is a superb fighter that can easily stand his own against Arashi.

Akuma Doujin (Demon Master/Teacher) - Frustrated by the many defeats of the 'Keshin Ninjas' sent by Majin Sai against Arashi, Grand Emperor Satan secretly arranged to have Akuma Doujin sent to Japan to aid the 'Chiguruma Tou' in their battle against Arashi, Akuma Doujin is a master warlock who can use his abilities to command various supernatural forces.

Daimaoh Satan (Grand Emperor Satan) - Supreme Master of all of the world's supernatural beings and forces. The personification of evil and chaos. Commands his forces from within a 'flying saucer' base he dubs his 'Yokai Jyo' (Ghost Fortress). His 'Yokai Jyo' hovers many miles above Japan. It was he who called forth to Japan the world's most nefarious and diabolical monsters and ghosts (Yokai) to combat Arashi. He is practically indestructible and even able to survive decapitation and dismemberment. Arashi was only able to destroy him by blowing up his 'Yokai Jyo'.

Daimaoh Satan's army included the following notable monsters (note that some of the regions that the monsters were called from weren't in existence during the 16th-18th Century):

Dracula - summoned from Scotland.

Franken (Frankenstein's Monster) - summoned from West Germany.

The Wolfman - summoned from London, England.

The Mummy - summoned from West Egypt.

Gorgon - summoned from Greece.

Medusa - summoned from Greece. Gorgon's daughter.

Sphinx - summoned from Egypt.

Tarantula - summoned from Sweden.

Madara (Murderer) - summoned from Finland.
 Zaruba (Zelba) - summoned from Italy.
 Dotem - summoned from Africa.
 Mozuma - summoned from London, England.
 Waras - summoned from the Himalayas Mountains.
 Golem - summoned from the Sahara Desert
 Gremlin - summoned from the Alps Mountains.
 Siren - summoned from Australia.
 Barara - summoned from Portugal.
 Shawara - summoned from the Shawara Islands.
 Indigo - summoned from Canada.
 Ghoul - summoned from Arabia.
 Hakuatsu Ki - summoned from China.
 Ghost Faiza - summoned from Italy.
 Kenbana - summoned from India.

Trivia

Henshin Ninja Arashi debuted at around the same time as P-Pro (P Productions) more famous Jidaigeki Tokusatsu (Samurai Tokusatsu) show 'Kaiketsu Lion Maru' (Resolved! Lion Maru; P-Pro/Fuji TV, 1972).

The similarities between the two shows are almost strikingly uncanny:

Like Henshin Ninja Arashi, Lion Maru is also about a young Ninja (Shishimaru) who uses Ninja Magic to transform into the mystical/supernatural form of Lion Maru (a White Lion based form) to battle an evil Ninja Clan/Shadow Empire trying to usurp power from the Edo Government. As in Henshin Ninja Arashi, Lion Maru/Shishimaru is also aided by a group of younger Ninjas (the siblings Kazumi & Kosuke) who also summon Lion Maru via a flute. The main villain Daimaoh Gosun (Grand Emperor Gosun) is also an evil supernatural force similar to his Henshin Ninja Arashi counterpart Daimaoh Satan. While Tsuki No Ma helped his rival Arashi, Lion Maru's counterpart, the flamboyant Tiger Joe was Lion Maru's most dangerous opponent (think 'Kikaider's' Hakaider). Lion Maru later spawned an inferior sequel the following year called 'Fuun Lion Maru' (Tempest! Lion Maru; P-Pro/Fuji TV, 1973). The name may be a deliberate swipe at 'Henshin Ninja Arashi'.

While it is hard to say who imitated who, suffice to say that 'Lion Maru' was the longer running of the two and is considered by some as the more superior show of the two similarly themed shows.

Nanjou Tatsuya also portrayed the hero Takigawa Go in Fuji TV's 'Tiger Seven'(P-Productions; 1973).

Maki Fuyukichi played sidekick to another famous TV Ninja, Aka Kage (Red Shadow) in the Kansai TV program 'Ninja Akakage' (Toei Kyoto; 1967). Maki played the ninja with the weird hairdo known as 'Shiro Kage' (White Shadow).

Pretty Hayashi Hiroko released a number of minor singles during the 70's including 'Hohoemi' (Smile; Canyon, 1974), 'Hirasagari No Yume' (Afternoon Dream; Canyon, 1974), 'Kebyo Ga Jyozu Na Otokonoko' (The Boy Who Plays Sick; Canyon, 1974), 'Shiroi Madobe' (White Window Sill; Canyon, 1975), 'Suteki Na Lover Boy' (Wonderful Lover Boy; Canyon, 1975), 'Come On Baby' (Canyon, 1976) and 'Kiken Ga Ippai' (Dangerous; Canyon, 1976).

Kiku Yoko is familiar to Tokusatsu fans as the beautiful Tsuki Hikaru, heroine of the Toei action/comedy series 'Tsuki! Tsuki! Majou Sensei' (Love! Love! Magical Teacher; Toei, 1971).

Utsuo Kenji is probably better known as the villainous Jikoku Taishi (Ambassador Hell) in the 'Kamen Rider' series.

Sone Harumi has appeared in a number of Sci-Fi and Horror movies including 'Wolf Guy ' Moero Okami Otoko (Toei, 1975), and 'Uchu Kara No Message' (Message From Space; Toei, 1975). Recently Sone helped produce the Miike Takashi video shocker 'Kyoku Dou Kyofu Dai Gekijou - Gozu' (Grand Theatre of Extreme Horror - Gozu; Toei Video, 2003).

Naya Goro is most familiar as the voice behind Lupin's persistent nemesis Detective Zenigata in the long running anime 'Lupin The Third' (Tokyo Movie, 1971). Naya also voiced the commanding figure of Okita Jyuzou (Captain Avatar) in the outstanding Japanese series 'Uchu Senkan Yamato' (Space Battle Cruiser Yamato; Office Academy, 1974) and hero Ultraman Ace in 'Ultraman Ace' (Tsuburaya, 1972).

Nemata Youichi has starred in a string of diverse movies including 'Jyoshu 701 Go' Sasori' (Female Convict ' Number 701 'Sasori; Toei, 1972), 'Ring' (Toho, 1998), 'Ring 2' (Toho, 1999) and 'Shura Yuki Hime' (Princess Blade; Tokyo Theatre, 2001).

Ikemizu Michihiro is another veteran Anime Seiyuu Actor with credits that include Onsen Mark Sensei (Urusei Yatsura), Robin Mask (Kinniku Man), Oota Tsutomu (Patlabor), Crystal Saint (Saint Seiya) and Duke Yasha (Getter Robo Go). He also voiced the hero Diamond Eye (Hikari No Senshi - Diamond Eye; Toho, 1973).

Ichikawa Osamu has voiced numerous noble bad guys in the past such as Dai Shogun Garuda (Cho Denshi Robo Combattler V; Toei, 1976), Prince Hinnel (Cho Denshi Machine Voltus V; Toei, 1977), Shakeen (Yusa Raideen; Tohoku Shinsha, 1975) and Rihitel (Tou Shou Daimos- (Toei/Sunrise; 1978).

Great character actor Amamoto Hideyo (Amamoto Eisei) is most recognized as the villainous Shinigami Hakase (Dr. Death God) in the 'Kamen Rider' series but has had a long and distinguished (albeit eclectic) career in the movies. He has played a wide assortment of colorful characters in a number of films including 'Nijyushi No Hitomi' (Twenty Four Eyes; Shochiku, 1954), 'Denso Ningen' (Secret of the Telegian; Toho, 1960), 'Yojimbo' (Toho, 1961), 'Matango'(Curse of the Mushroom People; Toho, 1963), 'Kaitei Gunkan' (Atragon; Toho, 1963), 'Uchu Daikaiju Dogora' (Dogora, The Space Monster; Toho, 1964), 'King Kong No Gyakushu' (King Kong Escapes; Toho, 1967), 'Uchu Kara No Message' (Message From Space; Toho, 1978), 'Eko Eko Azaraku II' (Wizard of Darkness II; GAGA/Tsuburaya, 1996) and Otenki Onesan (Weather Girl; Officer Border, 1996). Amamoto's last film role was in Godzilla, Mothra, King Ghidora: Dai Kaiju Soukougeki (GMK/Godzilla, Mothra and King Ghidorah: Giant Monsters All-Out Attack; Toho, 2001). Amamoto had a great fondness for Spain and authored various books on the country. He was an avid Flamenco guitarist.

WR. Sakuma Yoshiko

DIR. Uchida Isaku

EPISODES: 46 **YEAR MADE:** 1972 **COUNTRY:** JAP **SEASONS:** 1

ISHINOMORI PRODUCTIONS.

CREATOR: SHOTARO ISHINOMORI

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 46

DATE OF PREMIER: 07/04/1972 **AIR DATE OF LAST EPISODE** 23/02/1973

SEASON DATE BREAKDOWN:

FILMS:

Priest Itachi KENJI USHIO, Hayate/Fuyute TATSUYA NANJOU, Henshin Ninja Arashi BUNJA NAKAMURA, Henshin Ninja Arashi (voice) MICHIIHIRO IKEMIZU, Tatsumaki FUYUKICHI MAKI, Kasumi HIROKO HAYASHI, Tsumuji KANYU MATSUBA, Tsukinowa (voice) OSAMU ICHIKAWA, Devil Sai (voice) GORO NAYA, Skull Maru HARUMI SONE, Demon Master YUICHI NEMATA, Great Devil Satan EISEI AMAMOTO, Kageri YOKO KIKU, Tsuyuha MINAKO SAEKI, Shinobu FUSAKO KUDO, Narrator SHINJI NAKAE

- 1 - 1 *BRUTE FORCE! WATER NINJA POISON DRAGON MORRAY*
- 1 - 2 *STRANGE MONKEY NINJA! MASHIA APPEARS*
- 1 - 3 *CURSED ATTRACTION! DEMON FIRE MAMUSHI*
- 1 - 4 *APPARITION! GAMMADION KAMAITACHI*
- 1 - 5 *TERRIFYING! MANDARA CAT*
- 1 - 6 *BIZARRE! THE DEATH OWL*
- 1 - 7 *GHOSTLY! HORNED CATFISH*
- 1 - 8 *APPARITION! CRAZY POISON MOTH*
- 1 - 9 *GHOSTLY APPARITION! MANTIS GARAN*
- 1 - 10 *CALLING FORTH DEATH! BLOOD SUCKING CENTIPEDE*

-
- 1 - 11 *BLOOD SKULL VALLEY'S POISON HORNET*
 - 1 - 12 *HELL'S APPARITION! KEJI KEJI MA*
 - 1 - 13 *IT'S THE GHOSTLY JELLYFISH! IT'S BLOOD WHEEL'S SUBMARINE!*
 - 1 - 14 *BLOOD WHEEL CLAN! ATTACK!*
 - 1 - 15 *BLOOD SKULL BOAT! DEMON CRAYFISH*
 - 1 - 16 *ROBOT! JET KITE! BIG OPERATION*
 - 1 - 17 *NINJA MANSION! THE APPARITION SKULL RACCOON*
 - 1 - 18 *WILD BOAR CANNON! ONE MILLION ROUNDS*
 - 1 - 19 *DEADY MAN-EATER! SPLIT IMAGE APPARITION!*
 - 1 - 20 *ANNIHILATION! GREAT NINJA SHOWDOWN*
 - 1 - 21 *TERRIFYING VAMPIRE GHOST STORY! DRACULA ARRIVES IN JAPAN*
 - 1 - 22 *TERRIFYING GHOST STORY! THE INVISIBLE MAN VS. THE MYSTERIOUS SWORDSMAN*
 - 1 - 23 *TERRIFYING GHOST STORY! WHO IS THE CURSED WOLF MAN*
 - 1 - 24 *TERRIFYING GHOST STORY! FRANKENSTEIN'S MONSTER'S NECK LAUGHS*
 - 1 - 25 *TERRIFYING GHOST STORY! THE WITCH GORGON'S CURSED CASTLE*
 - 1 - 26 *ARE YOU GOING TO DIE, ARASHI! THE DEADLY SPHINX*
 - 1 - 27 *APPARITION! THE VENOMOUS SPIDER TARANTULA*
 - 1 - 28 *COMING TO KILL YOU! WITCH MEDUSA*
 - 1 - 29 *MURDEROUS CLOUD! MURDER'S TERROR*
 - 1 - 30 *WITCH ZARUBA! DEADLY THIRD EYE*
 - 1 - 31 *GHOSTLY DOLL! CURSE OF DOTEM*
 - 1 - 32 *GHOSTLY THIRTY ONE FACES*
 - 1 - 33 *HIMALAYA DEATH GOD*
 - 1 - 34 *THE MYSTERY OF THE FAKE ARASHI*
 - 1 - 35 *ARASHI DISAPPEARED? THE GHOST ARMY STRIKES*
 - 1 - 36 *COVER YOUR EARS! HELL'S BECKONING CALL*
 - 1 - 37 *THE DISMEMBERED GHOST! CALLING FORTH THE GHOST SHIP*
 - 1 - 38 *THE MYSTERIOUS IDENTITY OF THE SWORDSMAN MOON CIRCLE*
 - 1 - 39 *AAAH ARASHI! DIE!*
 - 1 - 40 *THE FLYING GHOST FORTRESS*
 - 1 - 41 *THE MOTHERLESS CHILD AND ARASHI'S MOTHER*
 - 1 - 42 *THE DEMON WHO CALLS FORTH THE BLACK NEBULA*
 - 1 - 43 *THE HUNDRED THOUSAND YEAR OLD GHOST HELL*
 - 1 - 44 *GHOST FAIZA! THE GREAT SPACE OPERATION*
 - 1 - 45 *WHITE HAired DEMON! TERRIFYING BARRIER ATTACK*
 - 1 - 46 *LOOK! THE GHOST FORTRESS' DOOR OPENS*
 - 1 - 47 *GOODBYE ARASHI! DEATH IN THE GHOST FORTRESS*

ARCHER'S GOON



It all began when the Goon came to Howard Syke's house, demanding Archer's 2,000. But who was Archer and why did they owe him 2,000?

Diana Wynne Jones is a very famous UK writer who has been writing SF novels since the early 1970s, but is best known for her fantasy novels. Considered to be her best novel is Archer's Goon (1984), which this serial is based on.

Each episode begins with a simple but interesting credit sequence showing the Goon looming menacingly at Howard's shoulder as a series of exaggerated masks stream off behind Howard into infinity. This may possibly allude to the layers of deception and disguised identity, if even if it doesn't it's still an intriguing, slightly cartoonish image that lends itself well to the visual absurdity to follow. This is accompanied by an effective but economical, thumping brassy-noted title theme that suggests approaching menace and then trails off into an almost whimsical background tune.

The plot closely mirrors that of the book with only slight deviations, usually for pacing the episodes or due to the limited budget for special effects, aided by the concise and intelligent script, and by the vast majority of the performances. One exception however is an - in my opinion - unforgivable and drastic addition to the dialogue in the final episode which I will cover later.

The early scenes in the Sykes household are particularly well realised, capturing the slightly bohemian rules of the house and the eccentric characters that both inhabit and squat there. Of the characters introduced in Episode One, Morgan Jones' Goon, Susan Jameson's Catriona Sykes and Angela Forry's Awful are particularly effective, Jones quickly establishing himself as scene-stealer extraordinaire (as is right). With simple but effective help from the costume department, Jones is given with the addition of a suitably battered leather jacket, enormous boots and a comical cowlick a la Tin Tin, the embodiment of the 'tiny head on a huge body' so specific to the novel. He then adds his own loping lumbering walk and an amusing vocal delivery that helps to firmly establish his character in only a few sentences.

Susan Jameson is one of Britain's most underrated character actresses in my opinion and brings her usual superb, professional and understated performance to this production. Her Catriona Sykes is absolutely perfect, from her 'agonised music teacher with headache' blindly stumbling around the kitchen before salvation-by-tea, practically lifted from the printed page, to her tolerant befuddlement when unexpectedly faced with catering for a Goon demanding an unprecedented 2000 words. Where on occasion some of the actors mistake shouting for emphasis, Jameson remains calmly understated and extremely effective.

A special mention should be made of Angela Forry's able performance as Awful. She manages to navigate a role that potentially hovers bare inches from brattishness with surprising skill for her age and consequently much credit. She instils Awful with the right amount of slyness and manipulative guile and has a marvellous vocal stridency that oddly doesn't grate.

The only immediately apparent casting misstep appears to be the role of Howard (Venturus), as portrayed by newcomer Jamie De Courcey (for British TV viewers of a certain age, the son of 'Nookie Bear' operator Roger!). Although the Howard of the novel is meant to be teetering on the brink of puberty, De Courcey's agonisingly wavering voice and subsequent lack of conviction means that he consistently fails to capture centre stage when it is vital he do so. Although able enough as an actor, his tendency to blush constantly is also highly distracting and leads to his character coming across either as ineffectual and weak or disturbingly hyper-hormonal, depending on whom he shares the scene with. In the scene where he and the Goon visit Mountjoy and the first mysteries of the plot unfold, De Courcey fails miserably to inject drama and is unable to dominate the scene. Consequently the revelation of the family farming the town is weakly handled and lacks impact.

Overall, episode one is very pleasing, apart from the aforesaid tendency for characters to shout to one another as a substitute for characterisation and a lack of drama in the revelation at the end of the episode from Mountjoy that the town is under the control of others. There are occasional problems which momentarily jar - the knife that the Goon throws at Howard and Awful is quite obviously an old-style can-opener poorly covered with prism foil and the zooming knife effect is a staggeringly bad effect, but these are easily mitigated by the confident scene setting.

Episode 2

The performances are again the driving force, as the complex plot is skilfully unravelled so as not to overtax the audience. The Goon is beginning to develop delightful nuances and Morgan Jones just keeps cementing his place as star of the piece, with his jaw-splitting grins and puppyish fluster in the face of Catriona's rod of iron. His confident and skilful delivery of eccentric-sounding but critical lines of dialogue helps add weight to them and enables scene setting effects like the sounding drums that signify Torquil's observation and influence to appear dramatic rather than silly. He and Roger Lloyd Pack as Quentin are also obviously enjoying their double act as they verbally start to butt heads. Both have extremely mobile features and they use them to good effect. Fifi has thankfully regressed to become the ineffectual flutterer of the novel, having been far too together and forthright in episode one for my liking.

When visiting Dillian to retrieve the original 2000 words there are pleasing visual cues, such as a passing police car as Dillian's name is mentioned that are again simple but very successful. The scenes at Dillian's mansion meet with varying degrees of success. Michelle Newell is well cast as Dillian, playing the role as an ageing, fading drama queen, with improbably bleached blonde hair and over the top gown, coupled with convincing brittle and aloof bearing and disdain. The mansion setting however is something of a letdown - the décor is simply not sumptuous enough (surely they could have filmed the interiors in a suitable stately home?) and it appears that they partake of their bewitched tea and cakes in the lobby. Dillian's dress is frightful and undermines the previous good work of the costume department; The fabric looks cheap and the addition of what appear to be poorly stuffed cherub Beanie-Babies on each shoulder makes the outfit look like the aftermath of a bloodbath at the TY Beanie factory.

The visit to Archer works more consistently. There is good use of simple matt effects to create Archer's vast hi-tech domain and Thomas Lockyer is both handsome and cold-eyed enough to breathe despotic life into Archer, with constant, lightning fast mood shifts. Both Lockyer and Newell are also able to convey an otherworldly lack of concern for mere mortals in their scenes that is critical in avoiding the story descending into farce. Again, De Courcey radiates embarrassment, blushing furiously throughout his scenes for no readily apparent reason, although the effect is mitigated somewhat by the blinding pomposity of Quentin versus the smiling psychopath of Archer. Lloyd Pack is known primarily as a comedic actor but here he is an opinionated and bossy hothead and he more than sells the scene.

Episode 3

Finally Howard appears to have been given a change of clothes. Normally I wouldn't concern myself with this, but it makes it appear as if all the preceding events happen in a single day and I was always of the opinion that there was a slower build up in the novel.

The orchestra practice lacks the chaotic discordance of the book and there is no visual equivalent of Diana Wynne Jones' wonderfully evocative descriptions, although Susan Jameson again captures centre stage with a faultless performance seemingly lifted word for word from the book. She is the embodiment of every gamely coping teacher ever encountered and her scenes are never allowed to stray into the risible.

Torquil's on-paper grand entrance is sadly curtailed by the limited budget - he has the necessary choirboys and dancers but the crowd is far too thin and there is consequently no real sense of the reality of Torquil's power. Andrew Normington's performance is simply delightful however, with clipped, precise diction and a convincing regal bearing he carries the scene practically single-handedly. Although (again) his costume is a poorly executed realisation of a good idea which could easily have undermined his performance, he pulls off his lines with aplomb and during the scene in the car is able to suggest his power through dialogue, something the budget failed at.

The Syke's household with its constant noise requires no additional expenditure on visual effects so is therefore executed far more successfully. The disquiet of the neighbours as the family (plus Goon) 'dig in for the duration' is amusing and the scenes where the forlorn and lovestruck Goon starts playing hard to get with Fifi amid the interring of ghetto blasters and midwinter barbecues are delightful.

The sight of a single float with an on-board steel band is not reassuring. Someone perhaps needed to have indicated to the production staff that one float does not a parade make, and that therefore the idea fails.

Thankfully the episode's entire budget seems to have gone instead on the hugely impressive road crew and diggers, and an amusingly persistent ice cream van that then materialises.

Amidst the visual chaos there is a peculiar scene which involves Hathaway's (I assume) Elizabethan messenger. He is mystifyingly depicted as having an odd lisp, which the other characters find hysterically amusing and which I found to be extremely distasteful. Even if the intent was to evoke the Elizabethan writing style it is misguided, inaccurate and silly, and more importantly succeeds only in appearing insensitive and offensive to those with speech impediments, something that never would have arisen in Diana Wynne Jones' novels. A disappointing jarring scene.

Episode 4

Again the budget lets them down and it is obvious that the money allocated is simply not sufficient for what is required. It isn't even a case of money being thrown at a production, merely that what they are given is inadequate to produce any relatively ambitious multi-part drama. Archer's car is simply not impressive enough - instead of a huge powerful car he has a frankly nondescript mid-range Mercedes saloon car that looks like it has been hired from a taxi company.

Gripes aside, the characterisation and direction again triumph over budget limitations. Small things delight - the workmen cheerfully and gallantly lifting Fifi over the trenches for her date with destiny is a particular gem. Archer and Fifi are perfectly perfect, schmoopily oblivious and simultaneously callous of the other character's concerns which works well, and the Goon's despair is made tangible by Jones' mobile features and mournful howls. Lloyd Pack is a little too direct in his scenes with Archer, needing more pomposity and obstinacy rather than aggression as their scenes degenerate a little towards violent conflict but all the necessary information is imparted without mystifying the audience or bogging it down with exposition.

The visit to Shine Town opens out the plot again, something that needed doing. Although the neon signs that signify their entry into Shine's seedier side of town look too recent, similar and tacked on, Shine's boudoir with its wall of viewcreens displaying the town's crimes enables a neat visual explanation of the control that the family members exert on the town. Shine herself is well depicted, the somewhat rotund Annette Badland gamely cramming herself into a stunning studded leather dress and toting a machine gun with genuine menace. It is a shame that the escape scene is so poorly realised as it slightly mars the heroics of the Goon coming to their rescue - and Jamie De Courcey is so wet and whiney during the 'fight' that you could shoot snipe off his back.

At the Sykes household the disruptions continue, although this has the effect of triggering even more shouting between characters which becomes rapidly tedious. The subsequent visit to Hathaway a blessed relief as it involves no shouting and allows the viewer time to once more process the preceding information. Jamie De Courcey lacks subtlety in this scene and is struggling against Clive Merrison's gentle and sympathetic Hathaway but a real disaster is the dreadful 'cliff-hanger' break, so poorly placed and executed that it ruins any drama and indeed becomes risible when immediately followed by the next episode.

Episode 5

Following the poorly handed adoption revelation, Angela Forry again excels, bringing genuine wistfulness to her scenes and managing to convey a real sense of a parent's exasperated outburst when faced with a wilful child. Quite simply she acts De Courcey off the screen and she also interacts well with Merrison - another accomplished character actor of note - as De Courcey again fails to grasp his moment. The following scenes with a drunken Awful descend into cringingly bad with rapidity but are redeemed by Goon's mournful demolition of the TV as he loses Fifi to Archer.

The trip to find the elusive Erskine is well handled, again demonstrating how a limited SFX budget needn't hamstring a production. Judicious use of matt effects creates a believable sewer and the action is then capably integrated with footage shot at a standard recycling plant. The dramatic peaks are maintained this time as the Goon is revealed to be Erskine, and all the cast members manage to hold their own. Jones again shines as he shifts from affable accomplice to shifty guide to out and out threat as he makes his play for control, becoming extremely menacing as he refuses to go through the same paces yet again.

The escape and chase scene both work well, De Courcey seeming more comfortable when working alone, and his awesomely cracking vocalisation for once counting in his favour as it suggests real panic in the main chase sequence. The director is able to show how each family member sends aid when their name is invoked, although a minor gripe is that this is afforded very little dramatic impact and narrative clarity when it is central to the plot.

The scenes where Howard finally enters Venturus' building and transforms are extremely good. De Courcey

ARE YOU AFRAID OF THE DARK? (1992)

Are you afraid of the dark? Was an anthology series of horror stories for young adults, but with some science fiction stories floated in for good measure. Some stories which have science fiction overtones include "The Tale of the Captured Souls", in which a young girls parent begin to age rapidly, in "The Tale of the Thirteenth Floor" in which a new tow factory offers children free tours hoping to find children descended from aliens. In "The Tale of the Renegade Virus" a boy becomes trapped in a virtual reality game which has become infected with a computer virus. Most other stories evolved around ghosts or other paranormal occurrences.

Are you afraid of the dark? Has a large group of hosts, all of them youths, who are members of the Midnight society, a group that meets late at night for meetings around the campfire where the members tell scary stories to each other. In order for someone to become a new member of the Midnight Society, they are brought to the meeting blindfolded by a current member and must tell a horror story to all of the club members. A vote is taken on the story and if it gets a unanimous approval the person is accepted, if not her or she is unable to join. The stories that are told all have youths as the protagonists and have no gore in them. The series is produced in Canada as a US/Canadian co-production. In Canada it was run on the YTV network and Nickelodean in the US and UK, as well as the BBC in the UK. This show was a spooky and scary show for kids before it was popular to be scary for kids, and that makes it very hip.

Assistant Director - Sean Dwyer first assistant director & Ron Mezey first assistant director , Special Effects - Steve Kullback visual effects , upervisor , Sylvain Bernier gaffer , Ellie Presner script coordinator , Jonathan Wenk . still photographer

WR. Chloe Brown, Ann Appleton, Louise Lanarre, Tom Rack, Naomi Janzen, Scott Peters, David Preston, Andrew Mitchell, Susan Kim, Gerald Wexler, Alan Kingsberg, Wendy Brotherlin.

DIR. Iain Paterson, Will Dixon, Ron Oliver, David Winning, D.J. McHale, Jean-Marie Comeau.

EPISODES: 65 **YEAR MADE:** 1992 **COUNTRY:** CAN **SEASONS:** 5

CINAR PRODUCTIONS.

CREATOR:

TYPE OF SHOW: SUPERNATURAL

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13 (2) 13 (3) 13 (4) 13 (5) 13

DATE OF PREMIER: 15/07/1992

AIR DATE OF LAST EPISODE 20/04/1996

SEASON DATE BREAKDOWN:

FILMS:

Frank JASON ALISHARAN (1-4), Kristen RACHEL BLANCHARD (1-2), Gary ROSS HULL, David NATHANIEL MOREAU (1-2), Betty Ann RAINES PARE-COVALL, Kiki JODIE RESTHER, Eric JACOB TIERNEY (1), Tucker DANIEL DESANTO (3-5), Sam JOANNA GARCIA (3-5), Stig CODIE WILBEE (5).

Books Based on this series.

The Tale of Cutters Treasure #2	David L. Seidman	1995
The Tale of the Nightly Neighbors #4	Kathleen Derby	1995
The Tale of the Restless House #3	John Peel	1995
The Tale of the Secret Mirror #5	Brad & Barbara Stickland	1995
The Tale of the Sinister Statues #1	John Peel	1995

RELATED SHOWS:

ARE YOU AFRAID OF THE DARK? (1999)

1 - 1 *THE TALE OF THE PHANTOM CAB*

Two brothers, Buzz and Denny get lost in the woods while hiking. As night falls, they are directed by a stranger to a cabin where they might seek help from old man called Dr. Vink. The strange Dr. tells them a riddle which they must solve before he will let them phone their parents. When the boys cannot solve the riddle, he sends them back out into the woods alone, where there only hope is the Phantom Cab.

Wr Chloe Brown

Dir Ron Oliver

1 - 2 *THE TALE OF THE LAUGHING DARK*

While at an amusement park Josh, Weegee, and Kathy come upon the spook house Laughing in the Dark. Rumours say it's haunted by Zeebo the clown, but Josh declares he's going in to bring out Zeebo's nose as proof that it's all a story. But Josh soon discovers the truth about Zeebo!

Wr Chloe Brown

Dir Ron Oliver

1 - 3 *THE TALE OF THE LONELY GHOST*

Everybody is psyched about summer vacation, except Amanda. She has to spend the entire summer with her obnoxious cousin, Beth. Amanda is willing to do anything to be friends with Beth and her group, including the initiation : spending the night in a haunted house!

Wr Naomi Janzen

Dir D.J. MacHale

1 - 4 *THE TALE OF THE TWISTED CLAW*

It's Halloween, and Kevin and Dougie decide to visit the scary house of Miss Clove, who everyone knows is a witch. Instead of giving them candy, Miss Clove gives them an ugly Twisted Claw, and tells them it will grant them three wishes. But the boys find they are getting a lot more than they wished for!

Wr Chloe Brown

Dir D.J. MacHale

1 - 5 *THE TALE OF THE HUNGRY HOUNDS*

During summer vacation, Amy visits her cousin Pam, who lives in the country. While rummaging through the attic, they find a picture of Aunt Dora, who died tragically at a very young age. And when they open Aunt Dora's trunk, they find out more than they bargained for about her hungry hounds!

Wr Anne Appleton

Dir D.J. MacHale

1 - 6 *THE TALE OF THE SUPER SPECS*

While looking about in a magic shop, Weeds jokingly casts a spell of "Second Sight", that falls on his friend MaryBeth and a pair of "Super Specs". When MaryBeth puts on the "Super Specs" she sees a dark figure motioning her. She becomes frustrated when no one will believe what she sees. Has MaryBeth really opened a window into an alternate universe?

Wr Chloe Brown

Dir Ron Oliver

1 - 7 *THE TALE OF THE CAPTURED SOULS*

Danny and her parents are planning to stay at a rented house for the summer. More mysterious than the spooky old house is their host - a rather sickly boy named Peter. Danny starts to become suspicious when her parents start to look older by the day and Peter starts to look healthier. Can Danny help her parents before it's too late?

Wr Anne Appleton

Dir D.J. MacHale

1 - 8 *THE TALE OF THE NIGHTLEY NEIGHBOURS*

Emma has some new neighbours -- an eerie looking family who is never seen during the day, only at night. A workman informs her that the family is from Transylvania. When the mailman starts looking tired and pale, and passers-by sport band-aids on their necks, Emma know this can only mean one thing -- her new neighbours are vampires!

Wr Chloe Brown

Dir Jacques Payette

1 - 9 *THE TALE OF THE SORCERER'S APPRENTICE*

Dean has trouble at school - especially with chemistry. His friend Alix seems to be the only one who understands him. One day a sorcerer visits the class, and brings a bewitching snake that really interests Dean. Soon after, Alix notices that Dean's personality is changing. Can Alix summon the courage to battle

the evil Sorcerer to save her best friend?

Wr Stephen Zoller

Dir D.J. MacHale

1 - 10 *THE TALE OF JAKE AND THE LEPRECHAUN*

Jake, a young actor, has landed the lead roll in a play where his character is slowly turned into a leprechaun. Jake is having a great time, until his new friend Sean tells him that the story of the play is coming true. Jake is turning into a leprechaun, and the audience is in for a surprise during his last performance!

Wr Nick Webb

Dir D.J. MacHale

1 - 11 *THE TALE OF THE DARK MUSIC*

Andy and his family have just moved into his Uncle's old house. While helping his Mom unpack, Andy goes down into the creepy basement where he hears strange noises. His sister accuses him of being afraid of the dark, but it is actually the dark music he hears that are making his worst nightmares come true!

Wr Chloe Brown

Dir Ron Oliver

1 - 12 *THE TALE OF THE PROM QUEEN*

While hunting for ghosts, Greg and Jam see the spirit of a young girl standing over a gravestone. Legend has it that her ghost appears every prom night because she was killed by a hit and run driver while waiting for her boyfriend to pick her up for their prom in 1956. The boyfriend then drove his car off a bridge in grief. Can Greg and Jam help the 2 ghosts get back together?

1 - 13 *THE TALE OF THE PINBALL WIZARD*

Ross spends his time after school playing pinball at the mall. The manager of the arcade, Mr. Ohlsen, lets Ross stay alone, but warns him not to play the Mystery Machine. But temptation gets the best of Ross and he plays it anyway. He becomes so absorbed in the game that he loses track of time and finds himself locked in the mall. But he's not alone in the mall -- giant pinball characters appear out of nowhere! Just when Ross thinks he's survived, he finds an even bigger challenge awaits him!

2 - 1 *THE TALE OF THE FINAL WISH*

Jill loves fairy tales and knows most of her huge collection by heart. Everyone gives her a rough time about her obsession, and one night she wishes she could live in a dream land forever. Suddenly Jill finds herself in a dream land all right - the evil Land of Nod - where she must outwit the Sandman to save herself, and her family!

2 - 2 *THE TALE OF THE MIDNIGHT MADNESS*

The classic Rialto movie theatre is about to be shut down, despite the tireless efforts of 16 year old Pete Matt. Then the strange Dr. Vink curiously appears and guarantees the success of the theatre with an old black and white horror movie he made decades ago. As people become enthralled with the strange film, Pete decides to study the film and see what is so magnetic about it. Only Pete discovers more than he bargained for when he finds out that the characters in the horror movie are also loose in the theatre!

2 - 3 *THE TALE OF LOCKER 22*

Everybody dreads starting at a new school, and like most students, Julie is having a tough time. To her horror, she finds that her new locker is haunted by a ghost from the 1960's! Julie confides her secret to her new friend Chris, and together they try and get to the bottom of the mystery. What they discover is the power to change history - but can they stop the school's worst tragedy from happening?

2 - 4 *THE TALE OF THE THIRTEENTH FLOOR*

Karin and Billy always play on the empty 13th floor of their apartment building. Only one day, they are forbidden access because a toy company has rented the space. Soon after, Karin receives a mysterious invitation to go to the toy company and test some new products. But when they arrive, they discover the toys aren't just for kids, and the toy makers are really aliens from another world!

2 - 5 *THE TALE OF THE DREAM MACHINE*

Sean loves to write, and his single inspiration is the prettiest girl in his class, Jennifer. While rummaging through his house, Sean and his friend Billy discover an old typewriter. Sean is immediately drawn to it, and begins to write with it. After writing several stories, the boys discover the typewriter gives them the power to influence the world -- because what they are typing is coming true!

2 - 6 *THE TALE OF THE DARK DRAGON*

Keith was in a car accident that left him with his leg in a metal brace. He's rather shy and insecure, and

feels his life is limited due to his bad leg. And worse, the girl he has a crush on doesn't even take him seriously. So Keith decides to visit a magician who gives him a magic potion to make him confident and popular. But what the magician doesn't tell him is that there is a serious price to pay for desiring only the good things in life. Now Keith must fight the Dark Dragon within himself!

2 - 7 *THE TALE OF THE WHISPIRING WALLS*

Claire, Andrew, and their baby-sitter Louise get lost when driving home from an amusement park. They stop at a lone house to use the telephone. When Louise is in the house for an unusually long time, Claire and Andrew decide to go up to the house to find her. What they discover is the weirdest party they've ever been to, and worse, it may be their last!

2 - 8 *THE TALE OF THE FROZEN GHOST*

Charles has been sent to live with his aunts in their creepy old farmhouse. One night he has a nightmare, and wakes up to see a ghost standing outside his bedroom window. The ghost is wearing tattered clothes and cries to Charles that it's cold. Charles is terrified and ignores the ghost, but the ghost keeps appearing! Can Charles find his own courage in order to help the ghost?

2 - 9 *THE TALE OF THE FULL MOON*

Jed and Hughie are pet detectives -- tracking down lost pets in their neighbourhood. On their latest mission, the trail leads Jed to believe that the strange man in a neighbourhood house is a werewolf. No one believes his theory, and Jed becomes more determined than ever to expose the werewolf before it comes after him and his family!

2 - 10 *THE TALE OF THE SHINY RED BICYCLE*

Mike is often awakened by the same nightmare - a dream in which he relives the tragedy of his best friend Ricky, who died five years ago. Things start to get stranger, though, when Mike sees Ricky's ghost outside his classroom window. Of course, no one believes his friend has come back to haunt him. Little does Mike know, his friend has not come back to torture him, but to help save another life.

2 - 11 *THE TALE OF THE MAGICIAN'S ASSISTANT*

Todd is having a tough time after his Dad dies, and his Mom is always working late. To help out his Mother, Todd answers an add to be the assistant to a magician called Shandu. Todd thinks it might be fun, but finds it tough because he's not a natural. Things start to go badly when Todd breaks the first magical rule by touching Shandu's magic wand. Although the wand brings him wonderful powers, it unleashes a demon called Nazarak. Can Todd perform the ultimate trick to make the demon vanish in order to save himself and his mother?!

2 - 12 *THE TALE OF THE HATCHING*

Augie and Jasmine are starting at a new boarding school where there are a lot of strange rules, like walkmans are prohibited, and all students must eat a white, gooey mixture called "Sponge". Augie and Jasmine's suspicions are realized when students are being used to care for the incubation of creatures that will dominate the earth once they've hatched. Can Angie and Jasmine save themselves and their school from extinction?

2 - 13 *THE TALE OF OLD MAN COROCAN*

Jack and Kenny have just moved into a new house and decide to join the neighbourhood kids for a night game of hid and seek in the graveyard. Before they start the game, the kids tell Jack and Kenny the story about Old Man Corcoran, who's ghost haunts the graveyard. The brothers soon discover the truth about the caretakers ghost, but can they be brave enough to survive?

3 - 1 *TALE OF THE MIDNIGHT RIDE*

Ian Matthews arrives in the legendary town of Sleepy Hollow. Here he not only meets a new 'girlfriend', and the town tough-guy, but he also discovers the legend of the "Headless Horseman" isn't just a story after all!

3 - 2 *THE TALE OF APARTMENT 214*

Stacy and her Mom have just moved into a new apartment. While discovering her new building, Stacy discovers a kindly old woman lives in the apartment next door. To her surprise and shock, Stacy then finds out that her new neighbour has really been dead for 7 years!

3 - 3 *THE TALE OF THE WATCHER'S WOODS*

Sarah and Kelly find themselves trapped in "Watcher's Woods" -- a very scary section of the forest that is haunted by three old hags, and the evil "Watcher". Can Sarah and Kelly escape from the hags and find their way out of the Watcher's woods?

3 - 4 *THE TALE OF THE PHONE POLICE*

Jake just loves making prank phone calls. But unfortunately for him, Jake soon discovers that people who mess with the telephone can be caught - and taken away by the "Phone Police". And if the Phone Police catch you, they will make it seem like you never existed at all!

3 - 5 *THE TALE OF THE DOLLMAKER*

Melissa's best friend Susan has mysteriously disappeared. Melissa begins the search for her best friend, and to her horror discovers that Susan has been transformed into a tiny doll, and is living inside the dollhouse!

3 - 6 *THE TALE OF THE BOOKISH BABY-SITTER*

Ricky has a new baby-sitter. Her name is Belinda, and she's a strange girl who always carries an odd assortment of books around with her. One day Ricky discovers that not only are her books odd, but when you read one, the story becomes true, and the reader finds himself part of the adventure!

3 - 7 *THE TALE OF THE CARVED STONE*

Alison buys a "friendship scarab" from Sardo, the crafty owner of the "Magic Mansion". Alison soon discovers that the scarab is actually a magical amulet that allows her to travel through time. But she soon discovers that she's not alone on her travels -- an evil creature is after the amulet for himself!

3 - 8 *THE TALE OF THE GUARDIAN'S CURSE*

Cleo and her brother Josh stumble across an ancient potion that promises to bring eternal life. The two discover the potion actually does work when they accidentally bring a centuries-old mummy back to life!

3 - 9 *THE TALE OF THE CURIOUS CAMERA*

Matt isn't a big kid, and he's always getting bullied. One day he discovers a magical camera that will play a dirty trick on everything he takes a picture of. The camera gives Matt an incredible power, until it starts turning it's evil onto him!

3 - 10 *THE TALE OF THE DREAM GIRL*

Johnny is being haunted -- haunted by the girl of his dreams. But the dream eventually turns into a nightmare when he discovers that the girl is really a ghost who is looking for a boyfriend to take with her -- back to the grave!

3 - 11 *THE TALE OF THE QUICKSILVER*

Aaron and his brother Doug are being haunted by two ghosts. One is a playful poltergeist, the other is an evil creature who wants Doug for his next victim. The only way the brothers can stop the evil creature is with the help of the poltergeist, but will the jokester ghost stop playing around and help them in time?

3 - 12 *THE TALE OF THE CRIMSON CLOWN*

Sam is a bratty little kid who makes life miserable for his brother Mike, and their Mother. Nothing seems to be able to stop him. Then one day, an evil doll called the 'Crimson Clown' comes to life, to teach him a frightening lesson!

3 - 13 *THE TALE OF THE DANGEROUS SOUP*

Dr. Vink returns! And this time, he's running a strange restaurant. The specialty of the house is "The Dangerous Soup", a delicacy made special by a single rare ingredient -- fear. Can the kids who work for Vink have to battle their OWN worst fears to stop his latest scheme?

4 - 1 *THE TALE OF THE RENAGADE VIRUS*

Simon and Evan's battle of pranks and practical jokes becomes a matter of life and death when Simon is trapped in a virtual reality game infected with a computer virus. The game has only minutes to run before the Virus will take over Simon's brain, and escape from the computer into the real world. Can Evan help Simon get out of the game and defeat the virus before it's too late?

4 - 2 *THE TALE OF THE LONG AGO LOCKET*

While walking through the woods one day, Jimmie finds himself magically transported back to the Revolutionary War. Caught in the middle of a battle between the Redcoats and the Minutemen, Jimmie meets a young Minuteman and agrees to help him get through the enemy lines and back to his sweetheart.

4 - 3 *THE TALE OF THE WATER DEMONS*

Shawn and Dean are entranced by an old sea captain's tale of diving deep sea wrecks for treasure. But the captain is plagued by water demons - the ghosts of victims of the wrecks - who haunt him every time he tries to rest. The lift the curse off the captain, Shawn and Dean set out to return all the salvaged treasure back to the bottom of the ocean -- but they come face to face with the water demons themselves!

4 - 4 *THE TALE OF THE CUTTER'S TREASURE (1-2)*

Rush Keegan finds an old sea chest in the Magic Mansion, and uncovers a link to a famous ancestor -- the pirate Captain Jonas Cutter. Rush also discovers it's up to him to avenge the pirates victims. Aided by Dr. Vink and Sardo, Rush follows the mystifying trail to Cutter's secret treasure hoard. There, he must use the magical contents of the chest in one last battle with the vengeful ghost of the pirate!

4 - 5 *THE TALE OF THE QUITE LIBRARIAN*

Jace and Laurie discover a long-dead librarian has been prowling the stacks of books listening for obtrusive noises which she absorbs into a magical box. Can Jace and Laurie free the other children trapped by the librarian before she traps them?

4 - 6 *THE TALE OF THE SILENT SERVANT*

Jarred is visiting his cousins, the Peterson's, at their farm. He learns that the old barn near their place is haunted. Jarred unwittingly releases the spirit of a scarecrow that will do whatever he asks. When Jarred sends the scarecrow off on a mission of vengeance, it's up to his cousin Ann to defeat Jarred's 'silent servant' and put it to rest!

4 - 7 *THE TALE OF THE ROOM FOR RENT*

To get some extra money, Jessie's grandfather advertises a room for rent in his house. Unluckily for him, Sara Simpson, a local medium, has inadvertently summoned the spirit of a ghost who takes on human form, and rents Grandpa's room! Jessie is the only one who knows their new tenant is a ghost - what the ghost's real purpose is. Can Jessie save her Grandfather from the awful fate the ghost has planned for him?

4 - 8 *THE TALE OF THE GHASTLY GRINNER*

After Ethan accidentally brings an evil comic book character to life, he and his classmate Hooper must stop this "Ghastly Grinner" from subjecting the world to macabre fits of laughter. Can Ethan use his own skills as a cartoonist to defeat the horrible jokester and save the world?

4 - 9 *THE TALE OF THE FIRE GHOST*

When their Dad and the rest of Fire Company 25 are called away on a fire, Jimmy and Roxy are left by themselves in the firehouse... or so they think! They soon encounter a fiery spirit living in the station who's bent on destroying them. With the help of Jake, another spirit who lives in the station, can Roxy and Jimmy put out the evil Fire Ghost, and save their father?

4 - 10 *THE TALE OF THE CLOSET KEEPERS*

Stacey's deafness is more of a problem for her adversary Billy, than for her, and Billy isn't shy about letting her know it. But when Stacey, Billy and a group of other children are placed in a human zoo by aliens, it's up to Stacey to save them all, because the aliens are using sound to control their prisoners!

4 - 11 *THE TALE OF THE UNFINISHED PAINTINGS*

Cody is an artist, who finds her inspiration after stumbling upon a gallery filled with unfinished paintings, where she is asked to finish one. What she soon discovers, is to finish a painting is to forfeit her soul! Can she figure out a way to break the curse, and free herself and the others from the ghostly gallery?

4 - 12 *THE TALE OF TRAIN MAGIC*

Tim's obsession with trains ends up getting him into trouble when an old locomotive begins appearing in his back yard. Old Ray - an evil phantom - wants Tim to take his place as the conductor of the ghost train, and endure a never ending cycle of crashes!

5 - 1 *THE TALE OF THE DEAD MAN'S FLOAT*

Zeke has always wanted to learn how to swim. When he finds an old unused swimming pool in a closed part of his high school, he convinces Clorice to give him swimming lessons. But the pool is closed for a reason. When Zeke and Clorice use the pool after hours, a long forgotten ghost appears to claim the pool as his own!

5 - 2 *THE TALE OF STATION 109.1*

Chris Leary seems like your average kid, except for his obsession with the macabre. Chris' parents and his brother Jamie find his fixation a little unnerving. Jamie decides to play a prank on his older brother, in the hopes of bringing him to his senses -- and ends up doing just that!

5 - 3 *THE TALE OF THE MYSTICAL MIRROR*

Working for the Elysian Beauty Salon is every teenage girl's dream. Free makeup and wardrobe additions are part of the perks. Cindy and Laurel are best friends, and employees at the Elysian Salon. And they soon learn that beauty really is only skin deep, and sometimes what lies beneath the surface is a lot more hideous and terrifying than any beauty flaw can be!

5 - 4 *THE TALE OF THE CHAMELEONS*

When looking in a pet store, an escaped chameleon crawls into Janice's bag, and she accidentally takes it home with her. When she finds the chameleon, it bites her. The next day, Janice finds that she is starting to turn into a chameleon, and the chameleon is turning into Janice!

5 - 5 *THE TALE OF PRISONERS PAST*

Penitentiary Place is an old prison, renovated into a tourist attraction. Jason and Scott are reluctant step-brothers, who discover that the penitentiary is everything it seems. The brothers meet One-Eyed Jack, a prisoner who is said to have escaped from his maximum security cell in 1942. But what they really discover, is just why he's still roaming the hallways!

5 - 6 *THE TALE OF C7*

Ellen jumps at the chance to buy the old Homestead Inn, and start up her own business. Cleaning the old Inn is a little tiresome, until she and her family discovers an old jukebox. What they soon discover is the jukebox not only plays music - but memories - memories of the people that inhabited the Inn years, and centuries before!

5 - 7 *THE TALE OF THE MANAHA*

While on an overnight camping trip, Jonah accidentally set's free the spirit of an old Native-American Shaman. The Shaman was imprisoned in a cave in the woods, and now, unleashed, seeks to exact revenge on all who enter his woods by summoning the Manaha - strange monsters from Indian legend. Can Jonah pull himself together and be brave enough to save himself and his fellow campers in time?

5 - 8 *THE TALE OF THE UNEXPECTED VISITOR*

Jeff and Ted are always arguing about the name of their band and the kind of music they should play. The only thing they can agree on is using Jeff's Dad's satellite dish. When Jeff accidentally beams a piece of music to a distant galaxy, they get a strange visitor. Now Jeff has to figure out how to use his music to communicate with this strange creature in order to save his friend Ted, and his brother Bobby.

5 - 9 *THE TALE OF THE VACANT LOT*

When a strange stall shows up one day on a vacant lot in the heart of the city, it immediately intrigues Catherine. All the material things she has always wanted seem to be there -- and the only thing the old lady who runs the stall wants in return are Catherine's hopes for herself. This seems easy to give up, until Catherine starts to change -- but not for the better.

5 - 10 *THE TALE OF THE DOOR UNLOCKED*

Justin is a little bit shy. One day he buys a strange looking miniature door from Sardo at the Magic Mansion, in order to meet girls. When he looks through the little door, he sees a girl trapped in a burning house --- is this the girl he's supposed to meet? When a new girl moves into his neighbourhood, Justin is desperate to meet her -- especially since he's seen her through his magic door. He has to figure out some way to save her -- but from what?

5 - 11 *THE TALE OF THE NIGHT SHIFT*

A series of strange events occur one night at the United Hospital. People suddenly go missing; blood bags are shredded by some kind of strange animal; the hospital staff starts to act very strangely. Something's up, and Colin and Amanda unite to solve the mystery. Trouble is, all the indications seem to be pointing to the strange coffin that's appeared in the hospital morgue!

5 - 12 *THE TALE OF THE JAGGED SIGN*

Claudia is prepared for the most boring summer vacation of her life when she is sent to stay with her Aunt at the Scenic Vista Retirement Home. Things change drastically when Claudia meets Kate, and together they discover the legend of the ghost on the ledge, and the jagged sign that appeared one night, many years ago.

5 - 13 *THE TALE OF BADGE*

Gwen is upset about her inability to excel at anything. Her Grandmother, Willy, gives Gwen a pendant with a beautiful red stone, and tells her she is "anything but ordinary". Gwen soon understands the meaning behind these words, when her younger brother unwittingly unleashes a door to a horrible world of goblins and ghouls. Can Gwen fulfill her destiny once again, and close the door to the horrifying dimension?

ARE YOU AFRAID OF THE DARK? (1999)

Are You Afraid Of The Dark? (1999) premiered on Nickelodeon on February 6, 1999. Similar to the original "Are You Afraid Of The Dark", which aired from 1991-96, this series is an anthology series with several different kids in it. Every show starts with a meeting of The Midnight Society, a group who gets together to trade scary stories around a campfire. As soon as someone starts telling a scary story we get to see what is happening in that story. The only original cast member returning for the new show is Daniel DeSanto, who is once again playing Tucker.

WR.

DIR.

EPISODES: 26 **YEAR MADE:** 1999 **COUNTRY:** CAN **SEASONS:** 2

CREATOR:

TYPE OF SHOW: SUPERNATURAL

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13

DATE OF PREMIER: 06/02/1999 **AIR DATE OF LAST EPISODE** 11/06/2000

SEASON DATE BREAKDOWN:

FILMS:

Tucker DANIEL DESANTO, Vange VANESSA LENGIES, Quinn KAREEM BLACKWELL, Megan ELISHA, CUTHBERT, Andy DAVID DEVEAU.

RELATED SHOWS:

ARE YOU AFRAID OF THE DARK? (1992)

1 - 1 *THE TALE OF THE FOREVER GAME*

Three kids become trapped in a magic forest and discover that the only way they can escape is by playing a dangerous game.

1 - 2 *THE TALE OF THE MISFORTUNE COOKIE*

David wants a new life, and when he finds a set of ancient gold fortune cookies in his parents restaurant his wish comes true.

1 - 3 *THE TALE OF THE VIRTUAL PETS*

"Diggers" are the newest Virtual Pets around. Everybody wants one, but Isobel and Kate discover that the pets have minds of their own.

1 - 4 *THE TALE OF THE ZOMBIE DICE*

Mr. Click is the owner of a video game arcade, it's a fun place, but if he challenges you to a game and you lose you may never be seen again.

1 - 5 *THE TALE OF THE GRUESOME GOURMETS*

1 - 6 *THE TALE OF JAKE THE SNAKE*

Wiley is turned into a great hockey player with the help of a special hokey stick, as always, there is a price to be paid.

1 - 7 *THE TALE OF THE HUNTED*

Diaae's father is a hunter and she starts to go out with him at night. The one magical night, Diana finds out what its like to be "The Hunted".

1 - 8 *THE TALE OF THE WISDOM GLASS*

Rich kid Allan steals a computer game called "Wisdom" and suddenly finds himself and his friend Jimmy on trial in a most bizarre courtroom.

1 - 9 *THE TALE OF THE WALKING SHADOW*

Ros wants to perform in his High School production of Macbeth, but he has stage - fright, which quickly leads to real terror.

1 - 10 *THE TALE OF THE OBLIVION*

Twins Max and Shelly don't get on. Max wants Shelly to leave him alone and his wish comes true when he buys a strange eraser that doesn't only work on words.

1 - 11 *THE TALE OF THE VAMPIRE TOWN*

Adder travels to Wisteria, a town fabled to be the home of a legendary vampire. To his surprise he discovers that sometimes legends are true.

1 - 12 *THE TALE OF THE SECRET ADMIRER*

Maggie doesn't have many friends. When she finds out she has a secret admirer she is thrilled, but her excitement quickly turns to fear.

1 - 13 *THE TALE OF BIG FOOT RIDGE*

Dani's friend Gina disappeared while snowboarding. When Dani sees strange visions of Gina she doesn't know if it's a ghost or something more sinister.

1 - 2 *THE SLAVES*

Jonah is captured while scouting a village enslaved by Baron Vargas, whose trickery makes the villagers believe he has the power to turn disobedient slaves into animals.

Wr David Dworski

Dir Hollingsworth Morse

1 - 3 *THE WILD BOY*

The crew befriends a wild boy who is hated and hunted by a local village. But the boy knows about a deadly secret that endangers everyone.

Read episode

Wr Susan Dworski

Dir Hollingsworth Morse

1 - 4 *THE ROBOT*

Samuel builds a thinking robot to help the Ark II crew with their missions, but its clumsy good intentions soon have Jonah frustrated.

Wr Chuck Menville & Len Janson

Dir Ted Post

1 - 5 *OMEGA*

The Ark crew encounters a community where a computer has taken over the minds of the residents.

Wr Bill Danch & Bill Ryan

Dir Hollingsworth Morse

1 - 6 *THE TANK*

In a farming community that forbids machinery, the Ark II crew uses an old army tank to show the residents that even war technology can have peaceful uses when a scavenger gang captures some of the community members.

Wr Mark Jones (w,s), Michael Prescott (w,s) & Robert Specht (w)

Dir Ted Post

1 - 7 *THE CRYOGENIC MAN*

When an old time capsule containing a cryogenically frozen man is opened, the man awakens determined to rebuild his financial empire.

Wr Marty Roth

Dir Ted Post

1 - 8 *THE RULE*

The Ark II crew encounters a settlement which exiles its sick and elderly as useless because they are deemed unable to contribute.

Wr Marty Roth

Dir Ted Post

1 - 9 *ROBIN HOOD*

A boy who does not like the way his fellow villagers are being treated, tries to help them by joining the crusade of a character calling himself Robin Hood.

Wr Chuck Menville & Len Janson

Dir Hollingsworth Morse

1 - 10 *THE DROUGHT*

During a drought, Fagin and his band of scavengers called the Flies, return and capture the Ark looking for a 20th century device they believe can make it rain.

Wr Martin Roth

Dir Ted Post

1 - 11 *THE LOTTERY*

The Ark II crew aids a rich community which faces a shortage of food and water after squandering their resources.

Wr Phyllis & Robert White

Dir Ted Post

1 - 12 *THE MIND GROUP*

The Ark II crew meet a group of children with mysterious mental powers.

Wr Robert Specht

Dir Hollingsworth Morse

1 - 13 *THE BALLOON*

A mysterious epidemic is spreading through a village that shuns outsiders. Jonah and Ruth investigate, but the antisocial villagers force an escape in a hot air balloon.

Wr Peter L. Dixon & Robert Specht

Dir Hollingsworth Morse

1 - 14 *DON QUIXOTE*

Ark II is attacked by a man calling himself Don Quixote who believes the vehicle is a "white dragon" he must slay.

Wr Robert Specht & Len Janson

Dir Ted Post

1 - 15 *ORKUS*

When the Ark II crew comes across a community where people seemingly live forever, Ruth and Adam begin aging rapidly.

Wr Robert Specht & Chuck Menville

Dir Henry J. Lange Jr

ARMY OF THE APES

AKA: **SARA NO GUNDAN**

AKA: **THE APE CORPS**

AKA: **TIMES OF THE APES**



Cryogenic researcher Kazuko (Takunaga) is fooling around in the laboratory with her friends Jiro (Kaji) and Yurika (Saito) when the facility is struck by a major earthquake. Hiding inside the cold sleep chamber for protection, they are inadvertently frozen. They emerge years later to find the world ruled by highly evolved Apemen, who have all but exterminated the human race. Teaming up with a human survivor Godo (Ushio), they become involved in the growing strife between gorillas and chimpanzees, all the while searching for a way to somehow reverse their trip in time.

This they eventually do with the aid of a conventional flying saucer, though when they finally awake in the wrecked lab, it is suggested that their adventures might have been a dream all along.

Army of the Apes was broadcast a mere month after the U.S debut of the Plants of the Apes TV series (which itself reached Japan on Fuji TV in 1975) and was similarly inspired by the 1968 movie and the spin-offs that followed. Despite the obvious pedigree, the idea for the Japanese series was credited to SF writers Sakyo Komatsu, Koji Tanaka and Aritsune Toyota. Since the ape actors were not able to speak their lines through their masks, their dialogue was added in post-production, by a number of voice actors who were better known for their work in Anime included Ichiro Nagai, Hiroko Kikuchi and Koji Yada. Part of the series was dubbed for the US market by Sandy Frank in a 90 minute movie edit under the title Time of the Apes (1975), in which form it graced the TV show MYSTERY SCIENCE THEATRE 3000. For this version the leads were renamed Kathryn, Johnny and Caroline.

Soundtracks

"Saru no Gundan" ("Army of the Apes")

Main Title Theme

Composed by Toshiaki Tsushima

Lyrics by Takashi Taka

Sung by Masato Shimon

"Dokoka de Ai ga" ("Anywhere With Love")

Ending Theme

Composed by Toshiaki Tsushima

Lyrics by Motoharu Abe

Sung by Toshiko Fujita

WR.

DIR.

EPISODES: 26 **YEAR MADE:** 1974 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS

CREATOR: SAKYO KOMATSU, KOJI TANAKA, ARITSUNE TOYOTA.

TYPE OF SHOW: EARTH FUTURE **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 06/10/1974 **AIR DATE OF LAST EPISODE** 30/03/1975

SEASON DATE BREAKDOWN:

FILMS: TIME OF THE APES (1975)

Kazuko Izumi REIKO TOKUNAGA, Yurika HIROKO SAITO, Jirou Sakaki MASAACKI KAJI, Gôdo
TETSUYA USHIO, Pepe KAZUE TAKITA, Gebah BAKU HATAKEYAMA, Cabinet Minister Bipp
WATARU OMAE.

RELATED SHOWS:

PLANET OF THE APES

ASHES TO ASHES



It's 1981 and DCI Gene Hunt is back and he's swapped his Ford Cortina for an Audi Quattro, but is the 'The Manc Lion' we met in *Life on Mars* turning soft?

Gene turns his attentions to taking on the "southern nancy" criminal scum and flanked by his faithful sidekicks DS Ray Carling and DC Chris Skelton, he transfers down South to the London Met. But Gene gets a surprise when he is thrown together with a sexy, ambitious and intelligent officer in the shape of single mother DI Alex Drake.

Alex has risen rapidly through the ranks of the Met and in the modern world of 2008 is renowned for using her skills as a psychological profiler to capture suspects. But Alex is ripped from her current world of equality and respect when she and her daughter are kidnapped. She is shot while making a bid for freedom and wakes up in a brothel in 1981, surrounded by men who look like something out of *Miami Vice* and is confused, to say the least. Here Alex comes face to face with some familiar characters, not just from her own life-time, but also from the reports logged by none other than Sam Tyler, which Alex has spent months pouring over.

In Eighties London, with a soundtrack of Bucks Fizz and The Human League ringing in her ears, Alex finds herself working with the brash and politically incorrect Gene Hunt and his Stone-Age opinions on women. Frustrated by each other's stubbornness, the friction builds and it soon becomes clear there is more than just a professional relationship blossoming.

Ashes to Ashes was a British television drama series, which served as a sequel to the 2006 series *Life on Mars*. It is a Kudos Film & Television production for BBC Wales. It premiered on 7 February 2008 at 9:00 PM GMT.

As with the parent series, the show's name comes from a David Bowie song of the era in which it is set, in this case 1980's "Ashes to Ashes".

It is established that DI Alex Drake, a trained police psychologist, has been studying the suicide of DI Sam Tyler and is familiar with the detailed description he recorded of his experiences of "life" in "1973" (whilst he was actually in a coma in 2006).

When Drake herself is shot during a hostage situation and finds herself transported back to 1981, it is her familiarity with Tyler's world that leads her to deduce she is "hallucinating". She also draws upon her knowledge of Tyler's experiences in 1973 to inform her decisions on how to act in the world of 1981. For example, she spends time finding and tuning a powerful radio so that she can receive information from the "real world", because this is how Tyler received information about the progression of his coma in his world of 1973. Alex does eventually receive messages from Rainbow characters Zippy and George, a handheld radio and the television set.

Drake is also stalked by a sinister Pierrot (resembling David Bowie's appearance in the *Ashes to Ashes* music video), who appears to echo the role of the Test Card F girl in *Life on Mars*.

Drake learns from DS Ray Carling that Tyler returned to Manchester in 1973 and spent seven years serving faithfully alongside Gene Hunt. In 1980 he drove his car into a river during a car chase and is presumed dead, though the body was never found. A newspaper clipping paying posthumous tribute to Tyler's achievements hangs in Hunt's office. Hunt subsequently transferred to the Metropolitan Police, taking Carling and Skelton with him.

As in the case of Sam Tyler in *Life on Mars*, from Hunt's point of view Drake has asked to be transferred to his division from elsewhere. Unlike Tyler in *Life on Mars*, Drake is a DI in the present day and a DI in the past.

Based on overnight returns, The Guardian reported that audience figures for the February 7, 2008 broadcast of the first episode, in a 9pm slot on the flagship channel, BBC One, were seven million, about 29% of viewers. The figure was "in line with the final episode of *Life on Mars* in April last year, though well up on the earlier show's second series debut of 5.7 million two months earlier," but The Guardian noted "the heavy publicity blitz this week for *Ashes to Ashes*" as a factor in its success against the opposition

Critical reception to the first episode of the series was mixed, with positive reviews from the Telegraph, the Herald, The Spectator, and the New Statesman and negative reviews from the Times, Newsnight Review, and the Guardian, which described the episode as "actually pretty bad". The popular national free sheet, Metro, gave the episode four stars as "a vote of faith" on what it described as "a dodgy start".

Soundtrack

The soundtrack features contemporary songs by groups of the period such as punk period survivors The Clash and The Stranglers, New Romantics such as Duran Duran, as well as the later period Roxy Music and The Passions' sole hit single, "I'm in love with a German film star" from 1981.

Depiction of 1981

As with parent series, there are anachronisms. At least one, however, is intentional: the Audi Quattro was not available in right hand drive in the United Kingdom in 1981, only in left hand drive. Philip Glenister admitted that the production was aware of this but said "But who cares? It's a cool car". He also has jokingly claimed that Hunt probably got it as a dodgy German import.

Jane Featherstone, executive producer for Kudos explains: "Gene has never come across a woman like Alex before and she rocks his world. How is it possible to work with someone so incredibly confident and attractive, not to mention posh and from London and a woman? We see a different side to Gene a more complex, gentler side, a man with dreams, hopes and fears."

WR. Matthew Graham, Ashley Pharoahwriter, Mark Greigwriter, Mick Fordwriter, Julie Rutterfordwriter

DIR. Jonny Campbell, Bille Eltringham, Catherine Morshead.

EPISODES: 8 **YEAR MADE:** 2008 **COUNTRY:** GB **SEASONS:** 1

BBC WALES, KUDOS FILM AND TELEVISION, MONASTIC PRODUCTIONS

CREATOR: MATTHEW & ASHLEY PHAROAH

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 8

DATE OF PREMIER: 07/02/2008 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

DCI Gene Hunt PHILIP GLENISTER, DI Alex Drake KEELEY HAWES, DC Chris Skelton MARHSALL LANCASTER, DS Ray Carling DEAN ANDREWS, WPC Sharon 'Shaz' Granger MONTSERRAT LOMBARD, Caroline Price AMELIA BULLMORE, Evan White STEPHEN CAMPBELL MOORE, Viv James GEF F FRANCIS, The Clown ANDREW CLOVER, Molly Drake GRACE VANCE, Young Alex LUCY COLE.

RELATED SHOWS:

LIFE ON MARS

1 - 1 *DEJA VU*

21st-century DI Alex Drake seemingly wakes up in 1981 after being shot by a has-been criminal mastermind, Layton. Quickly deducing that she is in the same position as Sam Tyler, she enlists the help of Gene Hunt and the rest of the team to hunt down Layton and his drug-dealing ring. She believes arresting Layton will be her escape route back to 2008 - only to find herself mistaken.

Wr Matthew Graham

Dir Johnny Campbell

1 - 2 *THE HAPPY DAY*

As the royal wedding of Prince Charles and Lady Di approaches, Hunt is determined to keep a protest about the Docklands redevelopment under control. Meanwhile, a DeLorean-driving playboy attracts Alex's attention and Danny comes up with the goods on a New Romantic night out. Guest starring Rupert Graves and Steve Strange.

Wr Ashley Pharoah

Dir Johnny Campbell

1 - 3

With a serial attacker at large, Gene and Alex investigate a rape allegation from a prostitute. However, the case is in jeopardy thanks to an unreliable witness and the status of the suspect.

Wr Julie Rutterford

Dir Bille Eltringham

1 - 4

CID uncover a plot to sell nuclear secrets to the Revolutionary Workers Front, but Gene and Alex end up being trapped in a secret Government facility in Edghampton.

Wr Mark Greig

Dir Catherine Morshead

ASTEKAIKERAKA: **PRO-WRES NO HOSHI ASTEKAIKER**AKA: **PRO WRESTLING STAR ASTEKAIKER**

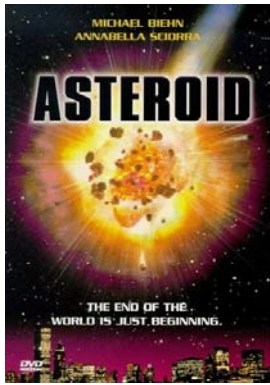
The savage Lure began their inexorable assault on our reality, extending the influence of the black mist. Each week Satan Demon (Yamamoto) sends a champion fighter to test the best that Earth has to offer, including such super-powered enemies as Dark Gladiator, Iron Buster, Blue Bison and Garrison Snake. Earth's only hope is professional wrestler Shun (Shimamura), who secretly transforms into a super human champion of justice Astekaiser (Nara).

Based on an idea by Go Nagai and Ken Ishikawa, the creators of Getter Robo, but released as a co-production with ULTRAMAN studio Tsuburaya, Astekaiser featured a mixture of live-action material and animation in the style of the same years Born Free. Animation was by Studio Dart under the control of Atsushi Takagi. In the final episode , Astekaiser got to fight with Satan Demon himself.

WR.**DIR.****EPISODES:** 26 **YEAR MADE:** 1976 **COUNTRY:** JAP **SEASONS:** 1*NET (ASAHI)***CREATOR:** GO NAGAI, KEN ISHIKAWA**TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 26**DATE OF PREMIER:** 07/10/1976**AIR DATE OF LAST EPISODE** 31/03/1977**SEASON DATE BREAKDOWN:****FILMS:**

Shun YOSHITERU SHIMAMURA, ASAO MATSUMOTO, FUTOSHI KIKUCHI, TADAYOSHI KURA, NEGATA TAMAGAWA, RIKA YAZAKI, HITOSHI OMAE, EIICHI MIURA, SHUNSUKE IKEDA, Satan Demon SHOHEI YAMAMOTO, Astekaiser KOICHI NARA.

ASTEROID



When astronomer Dr. Lily McKee discovers that an asteroid is on a collision course with Earth, threatening wide spread devastation, she enlists the help of Jack Wallach. This two-part mini-series about a giant asteroid on a collision course with Earth, is very much a game of two halves. The first part cranks up some decent tension with the discovery of the asteroid, the arrival of small fragments in Kansas and efforts to destroy the damn thing.

However part two which deals with the mayhem as the asteroid - now in hundreds of chunks - wipes out Dallas with the force of an atomic explosion, wastes that tension in a tedious depiction of the aftermath. Wandering round the ruins of a the city, is the young son and father of the astronomer heroien Dr. Lily McKee (Annabelle Sciorra) who's naturally desperate to find them.

Michael Biehn co-stars as hunky government disaster expert Jack Wallace who helps her - and the thousands of injured and homeless extras, sorry, people who besiege his evacuation center. Asteroid is not Armageddon. The special effects team try hard, even though you can see plenty of joins where fleeing people are matted in over explosions and collapsing models of buildings, but it's the script which really lets it down in the end. The dialogue is as corny as it comes, and the climax, where McGee's irritating whiny son Elliot has to be rescued by Wallach after wandering over the edge of a crater, is excruciating. Nevertheless, expect to see this trotted out whenever there's a real asteroid scare.

Don Franklin is perhaps more famous for playing the role of Commander John Ford in "SEQUEST DSV". Whilst part one of the this two part story was good, it was let down by the lacklustre second part, which is set after the asteroid has hit the Earth, and the protagonists are trying to survive. Co-producers for the series were Sam Nicholson and Dan Schmit, music by Shirley Walker, edited by Bud Hayes A.C.E., director of photography was Tom Del Ruth A.SC and David Hennings, producer was Donna Ebbs, Phil Margo and Christopher Morgan, supervising producer was Peter V. Ware. Asteroid was first shown in the UK on ITV and was also repeated on The Sci-Fi Channel.

Produced by John Davis (executive) , Donna Ebbs (co-producer) , Merrill H. Karpf(executive) , Phil Margo Christopher Morgan, Lori Motyer (associate) , Sam Nicholson (co-producer) , Dan Schmit (co-producer) , Peter V. Ware (supervising).

Original music by Kristopher Carter (additional source music) (uncredited), Shirley Walker (I)

Cinematography by Thomas Del Ruth, David Hennings

Film Editing by Bud Hayes, Michael A. Hoey, Mark Kahn.

Casting Mary V. Buck, Susan Edelman.

Production Design by Richard B. Lewis.

Art Direction
Russell J. Smith

Set Decoration
Paul Sjoberg

Costume Design by
Kelly Andrew King

Make-up Department

Davida Simon key make-up artist
Vincent Varia key hair stylist

Production Management

Christopher Morgan (I) unit production manager

Assistant Director

Leslie Bloom second second assistant director
Michael Cedar first assistant director
Conte Matal second second assistant director
Brian O'Kelley second assistant director
Russ Smith (IV) assistant director

Sound Department

Robert Abbott production sound mixer
Paul B. Clay supervising sound editor
Patrick Cycone Jr. sound re-recording mixer
Michael Herbick sound re-recording mixer
Christian P. Minkler sound re-recording mixer

Special Effects

Richard O. Helmer special effects supervisor
Sam Nicholson special visual effects supervisor
visual effects producer
Dan Schmit special visual effects supervisor

Stunts

Ben Jensen stunts
Gary Jensen stunt co-ordinator
Liz Jensen stunts

Other crew

J.R. Benson electronic color timer
Brooke Brooks assistant to John Davis
Stephan Collins camera operator
Larry Detwiler miniature supervisor
Robert Devine key grip
Jim Dirker aerial co-ordinator
Joni Dlugatch assistant to Bradford May
Melissa Downey assistant to Merrill Karpf
Dawn C. Dreiling continuity
Jerry Duke lead man
Adam Ealovega senior compositor
Chris Farrell extras casting
Melissa Gearhart assistant editor
Bruce Gillman liaison: USAF
Diane Griffen musical editor
Neil Holcomb gaffer
Michael Hubert production co-ordinator
Robert Hutchins miniature pyrotechnician
Peggy Larson casting: Denver
Steve Melchiorre digital compositing supervisor
Melody Mills production co-ordinator: Denver
Ryan Plucknett construction co-ordinator
Steven Schalk property master
Tom Sindicich pyrotechnician
Grant L. Stombaugh military co-ordinator
Jaison Stritch computer graphics supervisor
3-D computer graphics supervisor
Philip M. Strub defense department liaison
James Tiffany miniature effects key grip
Scott Weinstein los angeles production co-ordinator
Julia Wong assistant editor

Emmy Awards

Outstanding Special Visual Effects - Nominated - "Asteroid" (1997) (mini) - Richard O. Helmer

ASTRO BOYAKA: **MIGHTY ATOM**AKA: **TETSUWAN ATOMU**

Deserted by his callous creator, super powered robot Atom (Segawa) is adopted by the kindly professor Ochanomizu (Tanaka, later replaced by Morino). With Ochanomizu's advice, he fights for justice in this black-and-white live action adventure series that preceded the more famous anime Astro Boy by several years.

The live-action incarnation of Osamu Tezuka's famous superhero comic enjoyed five story arcs in the course of its broadcast history - one for each season. These were, in order, The ZZZ (Three Zee) Gang, Mexico, Franken Vs Atom, Flight to Mars and finally Vapor Human. However despite its apparent success AB has been quietly buried in the history of Japan's most famous manga creator - Tezuka was reputedly aghast at what was done to his creation by the independent producers that made the TV series and resolved to do it his way in the last anime incarnation. Another Tezuka manga was films was SPACE GIANTS.

Produced by Matsuzaki Pro, Mikasa Eiga.

WR. ISOHACHI SHIBUYA, SHIGETOSHI IWATA, HAROU KOROGI

DIR. HIROSHI YOSHIKAWA, AKIRA SHIWA, HIDEO OHASHI, TOSHIO NANBA.

EPISODES: 65 **YEAR MADE:** 1959 **COUNTRY:** JAP **SEASONS:** 5

FUJI

CREATOR: OSAMU TEZUKA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 65

DATE OF PREMIER: 07/03/1959

AIR DATE OF LAST EPISODE 28/05/1960

SEASON DATE BREAKDOWN:

FILMS:

Atom MASAHITO SEGAWA, Professor Ochanomizu AKIO TANAKA, Professor Ochanomizu GORO MORINO.

ASTRO FARM

A group of Farmers live on a asteroid and try to make a living.

This lack lustre puppet show had a paper thin plot, almost as paper thin as the puppet animation characters. The series was seen on ITV and shown at the 4.05pm slot, where it was easily forgotten by everybody. The series was designed for the 4-6 year olds, who I suspect found it very boring.

WR.

DIR.

EPISODES: 13 **YEAR MADE:** 1992 **COUNTRY:** GB **SEASONS:** 1

ITV

CREATOR:

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 15 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

NO CAST.

ASTROLAB 22

French-Saudi co-production about a group of space cadets living aboard a space station and exploring the planets of the solar system.

This 13 part French SF series was directed by Pierre Sisser, and was an co-production with Saudi Arabian TV station United Studio. Original Music by Francis Lai. Roland Portiche also worked as a director on Temps X. Based on a story by Essam El Maghraby.

WR. Pierre Sisser, Roland Portiche.

DIR. Pierre Sisser

EPISODES: 13 **YEAR MADE:** 1985 **COUNTRY:** FRA **SEASONS:** 1

UNITED STUDIO/ TF1 (FRANCE)

CREATOR: ESSAM EL MAGHRABY

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 26 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 15/06/1985 **AIR DATE OF LAST EPISODE** 07/07/1985

SEASON DATE BREAKDOWN:

FILMS:

Professor Necker PIERRE LONDICHE, Donald JEAN-YVES GAUTIER, Patricia VERONIQUE PRUNE,
Richard VINCENT SIEGRIST, Michel BRUNO GUILLAIN.

ASTRONAUTS

British Astronauts are the first into space. They have to live in the two-roomed skylab with only an annoying American controller who is unsympathetic to their situation.

This British sitcom was not a giant leap forward in SF comedy and despite having a good time slot failed to impress its audience. Two-thirds of the Goodies wrote this 1980s sitcom about the first British space mission - a claustrophobic affair consisting of two men, one women and Bimbo the dog. The astronauts - all temperamentally incapable were locked together in a two roomed Skylab for several months.

Constantly under surveillance, their only contact with the ground was an abrasive, unsympathetic American mission controller, Colonel Beadle. Given such a situation, their was no opportunity to, as Bill Oddie put it 'Bring in the funny plumber when things got dull'. Astronauts relied on the interaction between the skylab trio - Commander Malcolm Mattocks, an ex RAF type who was lousy at handling people, posh female doctor Gentian Foster, and truculent technical officer, David Ackroyd.

There were gags about the jargon (Skylab was 'Pooh', mission control 'Piglet), the tedious routine, going to the loo, homesickness, mysterious messages and space madness with Mattocks assuring the rest of the crew that ' God is my co-pilot'. "Astronauts" was not a giant leap for TV comedy, and despite a networked peak time run on Monday nights, its success was only moderate.

Producers for the series were Tony Charles and Douglas Argent, executive producer for the series was Allen McKeown, the designer for the series was John Hickson.

WR. Graeme Gordon, Bill Oddie

DIR. Douglas Argent.

EPISODES: 7 **YEAR MADE:** 1981 **COUNTRY:** GB **SEASONS:** 1

ATV NETWORK PRODUCTION AND WITZEND PRODUCTIONS

CREATOR: GRAEME GARDEN, BILL ODDIE

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 13 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 26/10/1981

AIR DATE OF LAST EPISODE 07/12/1981

SEASON DATE BREAKDOWN:

FILMS:

Cmdr. Malcolm Mattocks CHRISTOPHER GODWIN, Dr. Gentian Foster CARMEN DU SAUTOY, David Ackroyd BARRIE RUTLER, Col. Beadle BROCE BOA.

1 - 1

Wr Graeme Garden & Bill Oddie

Dir Douglas Argent

1 - 2

Wr Graeme Garden & Bill Oddie

Dir Douglas Argent

1 - 3

Wr Graeme Garden & Bill Oddie

Dir Douglas Argent

1 - 4 *ABSENCE MAKES THE HEART*

Wr Graeme Garden & Bill Oddie

Dir Douglas Argent

1 - 5 *WE ARE NOT ALONE*

Wr Graeme Garden & Bill Oddie

Dir Douglas Argent

1 - 6 *ONE WEEK TO GO*

Wr Graeme Garden & Bill Oddie

Dir Douglas Argent

1 - 7 *GOING HOME*

Wr Graeme Garden & Bill Oddie

Dir Douglas Argent

ATLANTIS HIGH



Giles Gordon joins Atlantis High School as a student when his mother (whose work is cloaked in secrecy) is moved to Sunset Cove. The town is a maelstrom of unexplained phenomena, most of which seem to be concentrated around the school, populated as it is by a most peculiar assortment of teachers and pupils, such as Mr Dorsey, the rodent-munching alien science tutor (he doesn't teach alien science - he's an alien who teaches science). It would all be too much for Giles were it not for the beautiful Octavia, daughter of the hapless secret service boss Commander Vermont who is investigating all the weirdness. Giles is obsessed with Octavia, though she only has eyes for Josh, the head boy who moonlights as a pink-lurex clad superhero. The town is under constant surveillance from aliens circling Earth, just waiting for the right moment to invade. When they do, they are instantly shrunk and end up living on the surface of a beach ball.

After discovering *TRIBE, THE* on one of my upper cable channels, I stumbled upon Atlantis High and quickly became addicted and tender towards this bizarre and utterly charming show. Unlike Tribe or most other teen dramas (read: *Saved by the Bell*), it doesn't focus on morals or underlying melodrama, instead relying on *X-FILES* conventions with everything from aliens, ninjas, superheroes, conspiracies, cross dressers, and prophecies, to entertain the viewer and give clichés a new spin.

The characters are so different and offbeat, it's sincerely hard not to fall for them; they're each given their chance to shine. From the geek getting the suave secret agent to the two oddballs who hit it off, the show sees nothing as reality, and prefers to be charming rather than maudlin. The episodes themselves lampoon anything they can, and you'll see weddings one day and an assassin duel the next, with a riff on *ER* the day after. It's all exceedingly random, and is never bellow grin-worthy.

Like Raymond Thompson's other famous TV show, *TRIBE, THE*, you find overkill of recycled music and footage. "Mr. Quentin" is in every episode, but to see him actually interact with a character or deliver a line of dialogue is a rarity. The reused footage of an owl and the main in the pink wig, picking up a phone are also gems. In a few words, this show makes a quality drinking game.

The sad thing, tho, is that this series was cancelled and left on a cliffhanger. Who took Atlantis? What will happen to Giles and the gang? Alas, we may never know. Still, the experience of "Atlantis High" can't be spoiled, as it isn't so much about where it's going as figuring out just what's going on in the first place. Watch and get hooked.

Production Management - Geoff Husson executive in charge of production, Second Unit Director or Assistant Director - James Champion assistant director, Art Department - Daniel James assistant art director, Stunts - Peter Hassall stunt coordinator, Other crew - Mark Prebble Assistant camera.

Shown on Network Five in New Zealand.

WR. Raymond Thompson

DIR. Geoff Husson

EPISODES: 26 **YEAR MADE:** 2001 **COUNTRY:** NZ **SEASONS:** 1

CLOUD 9 ENTERTAINMENT, CHANNEL 5 TELEVISION

CREATOR: RAYMOND THOMPSON

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 08/09/2001 **AIR DATE OF LAST EPISODE** 02/03/2002

SEASON DATE BREAKDOWN:

FILMS:

Giles Gordon MICHAEL WESLEY-SMITH, Octavia Vermont ELIZABETH MCGLINN, Beanie TODD EMERSON, Jet Marigold LAURA WILSON, Josh Montana LEE DONOGHUE, Dorothy Gordon (as Joanne Mildenhall) JOANNE MILDEHALL, Commander Vermont RAY HENWOOD, Sophie May LUCY GAMBLE, Sabrina Georgia LOREN HORSLEY, Antonia/Anthony VICTORIA SPENCE, Grandpa Gordon MARTYN SANDERSON, Mrs. Vermont JANE WADDELL, Mr. Dorsey KEN BLACKBURN, Coach Shane RICHARD LAMBETH, . Vita MIRIAMA SMITH, Violet Profusion ROBYN MALCOLM, Kissinger RASCAL, Xeron DES MORGAN, Vortex SAM HUSSON, Nebula LYNDEE-JANE RUTHERFORD, Don BEVIN LINKHORN, Inner Child JAMES ORDISH

1 - 1

GILES & his Mom, DOROTHY are moving to the coast. Sunset Cove turns out to be depressingly perfect (despite the A.W.O.L. radiation bomb), but GILES is soon captivated when he sees the girl in purple. He starts his new school, and is saved from a CHARITY COLLECTOR by SOPHIE (& her poltergeist). As he visits the Principal's office, a suspicious character gravitates towards his unaccompanied bag. GILES is put up a couple of grades, and while VITA (VIOLET's secretary) informs him of the fundamental school rule, VIOLET (The Principal) has a plastic-surgery crisis. GILES' entrance wakes MR DORSEY's science class. They're even more annoyed when SOPHIE arrives with her poltergeist and a mouse which escapes into GILES' bag. During the commotion, he spots MR DORSEY swallowing a tail. While GILES gets zapped SOPHIE discovers a fluffy pink G-string in his bag. Though he pleads innocence, GILES has broken the fundamental school rule. He's immediately ostracised. Just when things can't get any worse, they do. DOROTHY's new job is at the school canteen. And GILES meets JET, a food additive addict. Only after he's introduced her to fresh food, and she's gone to rip the scab off reality, does he learn of her allergies. JOSH'll hold GILES personally responsible for the consequences. GILES finds a secret passage leading to the Girls' changing rooms. There he spies a bag identical to his own, and the girl without the purple dress. He also discovers BEANIE drawing showerheads. BEANIE swears GILES to secrecy. In return he gives GILES an address (to source the mystery underwear and clear GILES' good name). As GILES stakes out the address, he hears JET's stolen the detonator for the missing bomb. He convinces the CHARITY COLLECTOR (who lives at the house) to help him when a masked superhero, wearing pink G-string, threatens to haul the collector in for an out of date license. GILES discovers that the masked hero is JOSH!! He threatens to expose JOSH as a wearer of a pink leotard unless the unmasked hero helps find JET. GILES follows the fruit peel, and finds the bomb's been detonated. JET demands pentasodium triphosphate, and only then will she hand over the detonator. OCTAVIA appears; an exchange is made but where is the key to the detonator? GILES & OCTAVIA find the key in a crate of underwear. A mystery is solved. GILES is happy (OCTAVIA kisses him), and VIOLET is pleased to find her imported lingerie. The one school rule is cancelled. MR DORSEY reports back to base - it's time for phase two

1 - 2

As GILES recollects his fleeting moment of passion with OCTAVIA, a spaceship of mice-munching aliens are watching his every move. BEANIE gets a helping hand/eye as he passes through SHANE and VIOLET'S cool detector at school. ANTONY and ANTONIA have broken up. GILES gets a dismal cool rating from the detector, but at least OCTAVIA wasn't there to see he spoke too soon, as she has arrived. His miracle arrives when SOPHIE's poltergeist is offended by ANTONY and causes havoc. ANTONY and ANTONIA, separately of course, involve reluctant GILES in their relationship issues. BEANIE has been sketching showerheads again. GILES and JOSH squabble over who will pick up OCTAVIA'S dropped textbook. OCTAVIA spurns JOSH'S advances and hopes to see GILES at the beach party. But the beach is a horror to GILES. And is he sexy enough for her? In science class GILES is the only one able to verbally answer MR DORSEY'S question as to which one species can consciously alter it's appearance to attract a mate. DOROTHY advises GILES to get in touch with his INNER CHILD to solve his attitude towards his body. This leads GILES to consider letting go of his younger self and move on. SOPHIE'S temper and poltergeist appear when GILES tells her that ANTONY does not like her. COACH SHANE gives GILES a bottle of pills to help him in his quest for a decent body. But his body is a temple. JET offers to swap the pills for some of her own additives. GILES relents and takes her ointment, which promises he will look "great". He rubs it on his chest, but it doesn't seem to work. Meanwhile JET gets pumped up after taking the pills she gained in the exchange. Beach party day arrives but GILES can't go topless with a "green" chest! INNER CHILD suggests he take OCTAVIA elsewhere. GILES is looking for OCTAVIA when DOROTHY exits from her "cleaning job" at the Vermont's house. That's odd. MRS VERMONT says she is already at the beach. GILES faces his fear and goes to the beach party. JOSH and ANTONY tease him about wearing a shirt, so he takes it off wishing for super powers. They all laugh at his green chest, but at least OCTAVIA wasn't there to see the teasing then he spies her out to sea. Is she in trouble? GILES, a non-swimmer, paddles to rescue her in an inflatable. OCTAVIA is nowhere to be seen in the sea. Has she been eaten by twin sharks? A periscope with OCTAVIA'S eye in it appears then punctures GILES' inflatable. GILES can't swim! MR DORSEY watches from the beach he wants to tell

his side of the story.

1 - 3

GILES is miraculously washed ashore. Not that the medics care; they're busy reviving a rich old man who's fallen victim to SABRINA. While GILES recovers, DOROTHY tells him he probably imagined the whole OCTAVIA-periscope incident. After all it's a confusing time; shifting to a new school etc. When GRANDPA starts up about mysterious DENNIS, DOROTHY abruptly ends the conversation. A new school day, sponsored by Reb-elz Coolwear (R.C.). JOSH asks OCTAVIA out. She declines; they're too different. He likes comic-book superheroes whereas she prefers reality. JOSH defends the fight against evil but OCTAVIA tells him he wouldn't know evil if it walked up and bit him. GILES is shocked by OCTAVIA's aloof attitude. He nearly drowned trying to save her! She denies all knowledge of the periscope. R.C. Marketing Director, MR LEW SIFFER announces the upcoming launch of the new line. SABRINA models the range. ANTONIA's sold. It must be cool if SABRINA's wearing it. As LEW SIFFER outlines the correct way of wearing R.C., GILES, pestering OCTAVIA about a periscope, disrupts assembly and is promptly sent to VIOLET's office. Meanwhile, JOSH is on a quest to find 'evil'. COACH SHANE has an idea. ANTONIA pleads with SABRINA to let her wear the R.C, but SABRINA says no. She fumes at GILES for stealing her scene. JOSH continues his search for 'evil'. ANTONIA, JET and ANTONY are no help. SOPHIE suggests the ultimate evil channel. MR DORSEY has the aliens observing earth costumes through the Science Room TV. JOSH and SOPHIE steal in and switch to ultimate evil channel (sponsored by R.C); they see evil people that look like beekeepers. The aliens use their matter-generating module to get R.C. GILES skips class to talk to someone, but the only person available is BEANIE. DOROTHY's worried to see her son with the weird kid. She gives GILES a card for therapist, DR. LEGGZ. JOSH, the superhero, combats evil bee-keepers. JET tells GILES her conspiracy theories about R.C., and toasters. GILES is sent to the guidance counsellor. MR QUENTIN tells GILES; "if the cap fits wear it". GILES takes it as a sign to embrace R.C. Happy at last, he heads for the Launch. But SABRINA is horrified. She doesn't want to look like GILES. The launch is ruined. And if that isn't bad enough, GILES learns that OCTAVIA has a secret!

1 - 4

OCTAVIA has orders to eliminate GILES, who is now terrified of going to school. DOROTHY thinks she knows why - it's hot and he'll have to wear skimpies. But there's no getting out of it. Aliens, VORTEX, NEBULA, and XERON, hurtle towards Earth in their spaceship. GILES confides in JET, OCTAVIA wants him dead, but JET dismisses the idea. BEANIE is intrigued by JET's frisbee. She relents and lets him keep it. While GILES avoids the sinister OCTAVIA, he learns that BEANIE lives in the Boiler Room. JET is way impressed. They discover BEANIE has been at Atlantis High for a long time. But for how long? As CMDR. VERMONT and his troops try to locate the enemy, a soldier is fatally wounded on a soda-run. A HUNK pleads with SABRINA not to dump him. She gets GILES to video the scene and has the HUNK do a retake, but dumps him anyway. The HUNK sobs buckets. This merely reinforces another of JET's conspiracy theories; shallow relationships are encouraged by tissue manufacturers to boost profits. DORSEY scans the sky, while OCTAVIA spies on him. She reports back to her mysterious employer, using a mysterious code. GILES and JET check out BEANIE's files. He's been in the same grade for 36 years! And if he doesn't pass his exams this year then he's out. JET and GILES must help him. But how? OCTAVIA catches GILES unawares and she has a knife! With ANTONY's assistance, ANTONIA, GILES, and JET sneak into the Principal's Office to steal the exam answers. To GILES surprise, OCTAVIA doesn't eliminate him, but wants to share a hobby instead. DORSEY readies for the aliens, and plants a landing beacon in his back garden. OCTAVIA watches him. BEANIE takes the exam disk and instantly memorises the answers. Mid-class both he and DORSEY begin to act very strangely. CMDR VERMONT and his men track a strange signal, as the aliens make their descent. But something's wrong and the aliens are miniaturising!! The power runs out.. And the beacon shuts down. The Alien Spaceship is lost.. In KISSINGER-THE-DOG's yawn

1 - 5

GILES is thrilled he has two friends at his new school GRAMPA notices a lot of strange military people digging up the ground. But the big news of the day is Atlantis High's forthcoming production; 'Romeo and Juliet'. GILES would give anything to play Romeo and impress OCTAVIA. The aliens, VORTEX, NEBULA and XERON are lost inside KISSINGER-THE-DOG. VIOLET appoints COACH SHANE to direct the school production. Casting begins. SOPHIE wants ANTONY to audition for Romeo, so she can be Juliet. SABRINA recoils at the idea as if. GILES auditions but the competition is tough JOSH in particular. VIOLET realises that the play's violence will need to be toned down for the sponsor's sake. She asks GILES to butcher the script. Both DORSEY and VERMONT's camp are separately tracking the aliens signal. They are followed by AGENCY operatives who are followed by LEW SIFFER, who is followed by KISSINGER-THE-DOG (and the aliens). OCTAVIA reports to Q. He wants her to find out the meaning of the extraterrestrial messages they've detected. JET explains the concept of love to BEANIE. Someone mistakes them for boyfriend and girlfriend. Me thinks JET doth protest too much. COACH SHANE tells JOSH the game plan. JOSH will be Romeo, but SABRINA can't be Juliet she'd steal the spotlight and that'd be a major downer. GILES is scathing of the decision. ANTONIA arrives

late and finds ANTONY gone. She sobs and gets the part of Juliet. The aliens are on the move inside the dog. They surface again in the Vermont's Garden, are trodden on by CMDR. VERMONT, then hosed off and white water raft down the sewer. GILES delivers the condensed play. He is now worried about the audience and OCTAVIA's reaction to the 15 minute Shakespeare. DON's backstage ladder trips up JOSH. Who will now play Romeo? VIOLET, DOROTHY and GRAMPA attempt to convince GILES that he is the man for the job. Meanwhile, it seems that ANTONY has upset ANTONIA so much that she can't go on and play Juliet. GILES is pushed on stage to see OCTAVIA playing the part of JULIET. He is thrilled. The play ends happily with a wedding, and the audience applaud the author. Success at

1 - 6

The aliens, VORTEX, NEBULA and XERON have washed up on the beach. In spite of the success of last episode's Romeo and Juliet GILES is back to square one. He is not fitting in at Atlantis High. DOROTHY is "cleaning" the Vermont's house. ANTONIA gets a break-up note from ANTONY. ANTONY confides to GILES that ANTONIA is doing his head in literally. GILES wants to help them/her/him/it by splitting them up. He convinces ANTONY that he needs to leave Sunset Cove. This upsets SOPHIE and her pal. JOSH is advertising his Silver Hotline. He has no new messages. Q tells OCTAVIA that her father knows more than he thinks. DORSEY has not heard from the aliens for a week. He despairs. The Beach Volley Ball final is held. Cheerleader ANTONIA is upset. GILES, JET, BEANIE and DON try to console her with food. Meanwhile the miniaturised spaceship on the beach has been picked up by the volley ball. The aliens are thrown back and forth. Back at the Vermont's residence DOROTHY has found an old photo of MRS. VERMONT. Unbeknownst to her she is being watched. The pizza takes too long to order so GILES and the gang decide to take ANTONIA shopping. SOPHIE, still upset at ANTONY's departure, causes a gust of wind that picks up the volley ball (with the aliens) and flings it at SABRINA's bikini bottom. SABRINA now has an annoying itch and goes to get some cream. OCTAVIA is caught and sent to the store for cigars. GILES and co. Arrive at the store to find crazed ANTONY with a dangerous frozen chicken. Everyone is hostage. The store owner secretly dials the Silver Lining. The aliens distress signal is operating again, attracting the attention of DORSEY and VERMONT. GILES convinces ANTONY that if he changes to ANTONIA then he will not be arrested. A fly bugs SABRINA and it picks up the aliens. The military storm the supermarket hoping to trace the signal. JOSH the superhero makes a smashing appearance a tad too late. ANTONY is sent off in to the sunset by a farewell party that includes ANTONIA??!!

1 - 7

The ALIENS are buzzing. A veiled ANTONIA mourns ANTONY's departure. So does SOPHIE. The ALIENS activate their 'last distress signal', which in turn activates DORSEY's blinker. CMDR VERMONT and his platoon also pick up on the distress signal. SOPHIE tries to activate her poltergeist to get back at ANTONIA for driving ANTONY away. But the poltergeist is ghostly quiet. BEANIE steals round things that look like flying saucers. The ALIENS find themselves in the garbage. DORSEY and CMDR VERMONT try to track the signal discreetly. The fly buzzes off. GILES finds BEANIE stealing the hubcaps off a police car. OFFICER COSTELLO is excited an actual crime. GILES is taken away to be locked up. OCTAVIA uses her brilliance to conclude that there is a logical explanation for GILES jailing. JOSH is hellbent on solving the crime and exposing GILES for the true criminal he is. The platoon blow their opportunity to get the ALIENS. JET explains the concept of jail to BEANIE. They have to get GILES out. OCTAVIA gives her sympathy to DOROTHY re GILES. GRAMPA's got a plan to get GILES out. Sherlock JOSH tries to find GILES's hubcap thief accomplices. HELLS BIKERS of course! GRAMPA knits GILES a cake containing a vast assortment of electrical implements to break out. There's just one problem no power socket. OCTAVIA convinces the shoes that GILES is useful. She's not developing "feelings" for him, is she? OFFICER COSTELLO is devastated when the Hexagon orders him to release the hubcap criminal, GILES. He watches as the limelight pans to another cop who has arrested COMMANDER VERMONT. JOSH finally locates the HELLS BIKERS and is beaten up once again. GILES

1 - 8

The Editor of the school website mysteriously vanishes. DORSEY works feverishly trying to locate the ALIENS. The ALIEN ship is caught in a spider's web in the Vermont's Garden. There will be an election to replace the missing Editor. GILES is nominated. But by who? Could SABRINA really have nominated him just so she'd have someone easy to beat? GILES decides not to stand but JET convinces him he can't quit. Besides. OCTAVIA is extremely impressed that GILES is running for the job. DOROTHY doesn't want GILES to blow his big chance he's got a tradition of no-hoping to continue. She takes him to therapy with DR LEGGZ. SABRINA blackmails VIOLET. If she doesn't get help with her campaign then SABRINA will stop supplying VIOLET with the style clothes. GILES finds himself in a no-win situation. If he stands he loses.. If he doesn't he loses. SABRINA commandeers the cheerleading squad for her election campaign, while MRS VERMONT commandeers her husband's platoon. The SPIDER approaches the ALIENS. They're scared. At the last moment they are saved when VERMONT's stick slashes the spider's web. GILES decides to stay in the election, but the outlook is dismal. OCTAVIA is depressed. CMDR VERMONT cheers her up by helping with GILES campaign.

They employ bribery and other devious tactics. On election day, GILES is neck n neck with SABRINA. OCTAVIA admits that she was the one that nominated GILES for Editor of the school website. GILES is stunned. JOSH as the SILVER LINING guards the ballot boxes but not very well. Time to count the votes. BEANIE casts the deciding vote. GILES wins!! And so without his knowing, GILES becomes a mole for THE AGENCY.

1 - 9

SABRINA accuses GILES of cheating with the election, but GILES is convinced his campaign was clean. After all OCTAVIA wouldn't be involved with anything that wasn't totally squeaky clean, would she? Q informs OCTAVIA that she must have a party to create a diversion so that Agency Operatives can search the VERMONT's house. CMDR VERMONT is under suspicion of having made contact with the ALIEN forces. But OCTAVIA doesn't know how to have a party. MRS VERMONT is thrilled she'll organise everything. The ALIENS are pleased to see DORSEY, but DORSEY isn't pleased to see the fly. SABRINA models her outfits for the party during Science class. OCTAVIA invites DORSEY to the party. Fancy dress is optional. DORSEY decides to go as he really is. CMDR VERMONT wants a secure perimeter. Soldiers plant a minefield in his garden. Q tells the NINJAS to infiltrate the VERMONT house as guests in fancy dress - and to bring back COMMANDER VERMONT's clothes. OCTAVIA doesn't realise that they've got the party all wrong. SABRINA waits for the real party to arrive. JOSH swats the pesky fly (and the ALIEN spaceship). SOPHIE creampies him – and the ALIENS get stuck on the cake. DOROTHY has déjà vu with alien-DORSEY. DON does tricks with marshmallows. GILES wonders about the NINJAS. VIOLET moves in on COACH SHANE, but VITA foils her seduction. There's a kitchen crisis. JOSH rushes to change into his superhero cossie. But as he's changing, his clothes are stolen by NINJAS. SABRINA leaves, seriously disappointed. But BEANIE and JET have a good time. The last bit of cake (with the ALIENS) is boxed to send to AUNT MAY out West. GILES learns more of OCTAVIA's brilliance but why is she still at school? OCTAVIA and GILES almost

1 - 10

Both GILES and OCTAVIA obsess about their near kiss at the end of Ep 9. BEANIE's feelings for JET are blooming but he is speechless. ANTONIA is unlucky in love and sings that to the world. SABRINA organises a Date-JOSH competition through her column on the website. JOSH wants OCTAVIA to sign an entry form so that she'll win. But SABRINA's small print renders everyone's entry bar hers as invalid. To protect his love from falling into JOSH's arms GILES sides with SABRINA's ruling. SABRINA wins the competition. GILES gives BEANIE a few tips on using romantic flashbacks. SABRINA furtively returns to her trailer home, and her life of squalor. GILES' INNER CHILD counsels him about OCTAVIA, GILES should stop being a wuss. And too many flashbacks could alter his grip on reality. GILES gets real and his INNER CHILD disappears. So why are their soldiers in his bedroom? GILES is freaked. BEANIE seeks advice about love. GRAMPA shows him a documentary on bower birds. BEANIE is inspired. LEW SIFFER draws up a prenup contract for SABRINA's marry-JOSH scheme. She's currently involved in a catalogue scam with VIOLET. SABRINA wants a way out of her life of squalor via rich JOSH, whilst VIOLET gains a protégé and a cut of the profits. GILES tells JET that BEANIE is in love with her. JET is wowed. At the restaurant, DOROTHY, CMDR VERMONT and OCTAVIA share a celebration meal. DOROTHY and CMDR VERMONT realise they have something in common, but what? SABRINA and JOSH have their big date. SABRINA tries to get JOSH to sign the contract but things keep getting in the way. Time is running out. DORSEY gets tanked at the bar, and VITA dines with a blow-up version of COACH SHANE. GILES infiltrates the restaurant trying to get a message to OCTAVIA, but is foiled by an AGENCY WAITER. BEANIE makes a bower bird nest on JET's desk. SABRINA is left alone, in her underwear, while JOSH makes a rapid exit to a Silver Lining Emergency. GILES sympathises with SABRINA. They've both been abandoned - their dreams shattered. GILES's misery is amplified by the twittering love-birds, JET and BEANIE.

1 - 11

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1 - 12

GILES awakes to Happiness Week , but he is far from happy. His heart is broken by OCTAVIA and SOPHIE assumes he is her boyfriend. DORSEY is miserable too , if he can't achieve his objective then this whole area of the universe will be wiped out forever. Luckily he comes across "emergency plan B". VIOLET happily makes a bet with LEW SIFFER on the big game at extreme odds against Atlantis High. GILES, attempting at being a verb, tries to tell OCTAVIA that JOSH isn't the man for her , but he is thwarted. DOROTHY slips a slide in to CMDR VERMONT's slide show. He briefs his men on what they know so far, and concludes that they need to stake out Atlantis High. PRIVATE FLYTE, who communicates with pigeons, will go undercover. JOSH gets the wrong message from OCTAVIA's explanation of their kiss in episode 11. COACH SHANE wants GILES on the football team. And VITA reveals her love to COACH SHANE with disastrous results. VIOLET announces to assembly that there will be a big football game that afternoon. COACH SHANE hijacks English class to run through the rhythmic game plan. GILES will be quarter back. With reptilian DNA and an egg ready DORSEY activates the compiler. While DORSEY is out of the room PRIVATE FLYTE investigates DORSEY's machine and accidentally lets a pigeon enter the compiler. Only reptilian DNA was allowed for the process to work correctly. As DORSEY's contaminated egg is incubating it begins to glow and crack. COACH SHANE's football game plan is to dance the entire game. The opposition are LEW SIFFER's dark side. The game begins with the dark side taking a big early lead. VIOLET is quietly happy. DORSEY is horrified by what comes out of his egg. A giant Godzilla-like pigeon swoops down on the football match, distracting the dark side and allowing GILES to score a touchdown. This paves the way for an Atlantis High victory. VIOLET is sour The giant pigeon is hosed down by CMDR VERMONT and his men as they scan the sky for pigeon work from PRIVATE FLYTE. GILES furtively follows OCTAVIA to Q's HQ and learns that a marriage is on the cards. Just

1 - 13

SOPHIE sends a note to GILES. GILES pretends he didn't get the note. But SOPHIE knows he did , she was watching. VIOLET is inundated with paperwork since VITA left, and SABRINA's scam is suffering. DORSEY faces GENERAL YEN and HAJ. He failed his mission, and thus jeopardised the future of his planet. DORSEY pleads with the Generals to let him stay and find the Lost City of Atlantis.. or die in the attempt. The Generals will consider his request. ANTONIA is concerned about MR DORSEY , he appears preoccupied. VIOLET calls DON to help with the computer and the mess she is in. JET advises GILES to be a man and make SOPHIE understand that he doesn't want to be her boyfriend. GILES dons a disguise instead. COACH SHANE gives JOSH advice for meeting OCTAVIA's parents. The three Fs: fulsome flattery and flowers. SABRINA seeks GILES' help to break up OCTAVIA and JOSH. If they can find out the VERMONTs' big secret it'll eliminate OCTAVIA's chances with the MONTANAs. But OCTAVIA doesn't want to marry JOSH anyway. Q warns her not to jeopardise her future with the Agency. GILES and SABRINA dig dirt on the VERMONTs, while someone spies. SOPHIE bakes apple pie. DOROTHY is impressed, but GRAMPA is sceptical. GILES is just scared. MRS VERMONT and CMDR VERMONT are impressed with their future son-in-law, JOSH MONTANA. JET is antimarriage. BEANIE is disappointed. SABRINA and GILES find that CMDR VERMONT doesn't exist on any population census. Who is this man? The Generals make their ruling on DORSEY. He must find the Lost City of Atlantis , if he fails there will be no mercy. SABRINA's scam has come to an end. She now has only one outfit left to wear! GILES finally gives SOPHIE the hard word. SOPHIE understands completely , so does Mr Fluffy Muffin. GILES gets the feeling he's said the wrong thing

1 - 14

GILES wakes from a nightmare to find Mr Fluffy Muffin, a stuffed toy bunny, gifted by SOPHIE, in his room. GILES gets the feeling he's being watched. JOSH is brimming with joy about his upcoming wedding to OCTAVIA. GILES tells SOPHIE he doesn't want to be her boyfriend. Her poltergeist is activated, but SOPHIE claims she has no control over it, GILES and SABRINA dig the dirt on the VERMONTs. But who are the mystery people in the photo? GILES hides from SOPHIE. The bunny tracks him down. OCTAVIA is depressed. She doesn't want to marry JOSH. CMDR and MRS VERMONT, and DOROTHY, reminisce about their own marriages , but do any of them remember? And why do they hear the distant hum of motorbike engines?? GILES returns home to find SOPHIE chatting with DOROTHY and GRAMPA. They're going to be one big happy family! GILES trashes the bunny. BEANIE confesses he wants to marry JET. GILES counsels him. BEANIE has to tell JET how he feels. At school the next day, SOPHIE staples Mr Fluffy Muffin to GILES's top. And BEANIE proposes to JET. Under a number of conditions she finally agrees. DON helps GILES destroy the bunny. DORSEY

sets homework - to find the Lost City of Atlantis. ANTONIA volunteers to become his research assistant. The bunny returns. GILES tells the whole school over the tannoy that he isn't marrying SOPHIE. SOPHIE gets mad, then even. OCTAVIA tells JOSH she can't marry him. JOSH still doesn't get it. GILES realises that SOPHIE is behind GRAMPA's disappearance. He calls in BEANIE and JET to help find him. Q warns OCTAVIA, if she doesn't marry JOSH then bad things will happen to GILES. The PSYCHIC is no help. And the bunny boiling doesn't work either. To get GRAMPA back GILES makes the ultimate sacrifice.

Wr James Wyllie

Dir Andrew Merrifield

1 - 15

Wedding day has arrived, and only JET and BEANIE seem happy. VIOLET, still in mega debt, transforms the gym for a wedding. The Vermont's garden has also been wedding-a-fied. JOSH collects OCTAVIA so they can get the results of their legally required blood tests. BEANIE and JET's blood tests are approved, but only just. SOPHIE, with a little help from her friend, gets GILES and her blood approved too. SABRINA is still busy digging dirt on the Vermont's. ANTONIA reports her Atlantis findings to DORSEY. CMDR VERMONT discovers a dress in his wardrobe, and he asks OCTAVIA to wear it on her wedding day. The aliens arrive back at the Vermont's, 'return to sender'. From inside the cakebox they see ANTONIA next to what they think is the Lost City of Atlantis. Is their mission complete..? JET and BEANIE are preparing for their big day, their own way. SABRINA intercepts OCTAVIA just before she is about to walk up the aisle and gives her some crucial information. There are some speedy costume changes which CMDR VERMONT does not see. BEANIE and JET arrive at their wedding venue. DON will marry them. VIOLET presides over SOPHIE and GILES sponsor-heavy wedding. GILES wishes that it was OCTAVIA walking up the aisle to him. The aliens can see DORSEY at the Vermont/Montana wedding and they try to call out to him. DORSEY, however, sees the Lost City of Atlantis in cake form and attacks it. The entire congregation is waiting for GILES to say "I do", but GRAMPA gives him a sign in wool: "Run". He runs. 'OCTAVIA' and JOSH marry, but it isn't OCTAVIA. It's SABRINA. SOPHIE storms the wedding looking for runaway groom GILES. When she finds he isn't there her poltergeist lets rip. The powerful force causes the aliens to be returned to normal size. They are photographed, then take off in their ship, with Sophie. The PHLEBOTOMIST interrupts the JET/BEANIE wedding to stop it as BEANIE's blood is not human. JET can't see what the problem is. Meanwhile GILES and OCTAVIA passionately meet in the crashing surf, then catch a bus to who knows where

Wr Joe Boyle

Dir Andrew Merrifield

1 - 16

GILES and OCTAVIA make a bid for freedom via the local bus. DOROTHY is livid. GILES isn't going to get away so easily! She and GRAMPA embark upon a door-to-door search. But GILES isn't the only one whose gone A.W.O.L. JET searches for BEANIE who is sad about not being able to marry her. SABRINA relishes her role as the new Mrs Josh Montana and spends up large with all his money. The ALIENS rejoice. They're normal size again, back in their spaceship, in space, and they're alive!! They never want to go back to Earth.. and have a devious plan to abort their Lost City of Atlantis quest. But will DORSEY agree? An ACCOUNTANT, with only 24 hours to live, hijacks the bus, forcing the driver to take him on a speedy wild ride to see the wonders of the world. DORSEY reports to the aliens that he's had news of an Urgu Star Wasp heading for Earth. Urgu's have blue acid blood.. and an appetite for Fnorians. The aliens are scared, especially when the spaceship detects an alien presence onboard. CMDR VERMONT hunts the aliens with his new alien scanner. BEANIE wanders alone, sad at being different. If only someone would tell him what he is. The aliens prepare to be eliminated by the Urgu, but their intruder is not Urgu.. it's SOPHIE, with Mr Fluffy Muffin. OCTAVIA tells GILES the truth about working for the Agency. GILES is shocked, and angry. So she's been lying to him all this time! SABRINA's spending jeopardises the world's financial markets. The aliens can't take anymore of SOPHIE's presence; XERON has an evil idea, LEW SIFFER helps JOSH terminate his marriage to SABRINA. The aliens decide to leave, but DORSEY is determined to stay and complete the mission. The aliens terrorise the people by lowflying, then beam SOPHIE back to Earth.. With a few not so subtle changes. And the ACCOUNTANT finds himself on another wild ride

Wr Tony Osborn

Dir Charlie Haskell

1 - 17

OCTAVIA tells GILES the Agency are trying to eliminate him; his life is in danger! But GILES refuses to listen, how can he ever believe anything she says? Sunset Cove is in the grip of alien fever. Reporters quiz VIOLET about SOPHIE's abduction. Word is that she's.. Changed. With all the Trekkies about JET has a difficult time trying to find her pointy-eared BEANIE. SOPHIE the Supervamp hasn't forgotten GILES jilted her at the altar. She considers it a lucky break. Otherwise she might've been stuck with the

specy little creep for a lifetime. JOSH tries to cope with the humiliation of being dumped by OCTAVIA. COACH SHANE doesn't help. GILES confides in JET. He loves OCTAVIA but love isn't a one-way street. JET's sad about BEANIE. GILES vows to help find him. While SABRINA is rattled by the new competition from psycho SOPHIE, CMDR VERMONT is determined to catch the abductee. Nevermind that she's not an alien. He can't afford to take any chances. DORSEY & ANTONIA continue to try and find the Lost City. SOPHIE and SABRINA go head to head. COACH SHANE and VIOLET provide commentary on the match. GILES and JET discover BEANIE's photo album. All the evidence suggests he could be thousands of years old! SABRINA loses the supervamp competition. She's devastated. ETHELRED, JOSH's Viking Ancestor, visits him in a dream. Together they assemble a flat-packed shelf unit. This exercise teaches JOSH a valuable lesson. The MONTANAS didn't make their money from doing good, they made it by being con men. And that is the tradition that JOSH must follow. JOSH wakes, horrified. Q reprimands OCTAVIA for wilfully thwarting the efforts of a fellow agent in the execution of his execution. But OCTAVIA urges Q to let GILES

Dir Charlie Haskell

1 - 18

While Sunset Cove awakes to serious bad hair pollution, GILES and JET continue the search for their missing alien friend. Reporters swoop down on their newest scoop; is GILES an alien? The town gets its first proper criminal; looks like a job for 'The Silver Lining'. But can good really triumph over evil? Especially when the criminal is none other than 'Bad Mood', JOSH's very own supervillain alter-ego. GRAMPA watches the news reports alleging that GILES is an alien. JET and GILES finally locate BEANIE; he's in his room, unconscious. They have to get him to a hospital. OCTAVIA is startled by her heart-racing reaction to 'The Silver Lining'. SOPHIE, the supervamp, works her way through the phonebook. BEANIE is wheeled into the hospital's E.R. He is signed in under a false name - Giles. Somehow JET must find the money to pay for BEANIE's operation, before it's too late. GRAMPA calls the alien hotline and dubs in GILES for ten minutes and two ad breaks of fame. JET employs the help of SABRINA to raise funds for BEANIE's op. Meanwhile, OCTAVIA consults a doctor about her reaction to 'The Silver Lining'. The prognosis is terminal; DOCTOR PROCTOR's career is over. 'Bad Mood' holds the world to ransom. Either they answer his demands, whatever they may be, or the entire world economy will collapse. Looks like another job for 'The Silver Lining'. BEANIE hangs on by a thread, while GRAMPA and DOROTHY go head to head on national TV over the alien allegations. GRAMPA tells all that GILES is an alien. DOCTOR PROCTOR puts two and two together. OCTAVIA confides in JOSH about her attraction to 'The Silver Lining'. JOSH consults his superhero manual, but it's against the rules to reveal his true identity to the love of his life. He hears a news report that 'Bad Mood' has struck again. Is his own 'Bad Mood' out of control? CMDR VERMONT forms a ring of steel around the hospital. BEANIE is trapped.

Wr Mike Kenny

Dir Charlie Haskell

1 - 19

JOSH is startled by reports of 'Bad Mood' stealing women's lingerie. Can he commit crimes without his knowledge? JET and GILES must save BEANIE. But the hospital is only letting in emergencies! JET fakes a contagious disease. But Soldier RODRIGUEZ isn't falling for that old line. Meanwhile, OCTAVIA ponders how she's going to a) make GILES speak to her again and b) get her father to release BEANIE. The manilla envelope catches her eye, She strikes a deal with SABRINA. If OCTAVIA stops SOPHIE's vamping then SABRINA'll keep quiet about the envelope. JET and GILES continue to fake injuries. They seize their chance when SOPHIE reaches 'R' in her phonebook vampathon. Concerned about his mental state, Silver Lining visits DR LEGGZ. The manilla envelope leads OCTAVIA to the Hells Biker Retirement Community. DOROTHY has arrived already. HELLS BIKER reveals Cassie and Callie were sisters, and the Big D was the daddy of them all. The only thing he left behind was a pair of intoxicating jeans. GILES and JET disguise themselves as doctors, but are spotted and herded towards the operating theatre. JOSH checks his closet for womens' lingerie. SOPHIE reaches the last name in the phonebook; SHANE ZABRINSKY. VIOLET's worried until she realises a TV station is offering one million dollars to broadcast the encounter. OCTAVIA shows her dad the manilla envelope, then rushes to save BEANIE, JET and GILES. She arrives in the nick of time to operate on the patient, DON. Afterall, she has the medical credentials. JOSH, on the lookout for 'Bad Mood', meets COACH SHANE at the Boutique. They're oblivious as 'Bad Mood' strikes. GILES makes OCTAVIA give him one good reason why he should trust her. 'Cos she knows how to get BEANIE out of the hospital, and he doesn't. It's good enough. OCTAVIA blackmails her father. Either he releases BEANIE or she takes the manilla envelope to the media. SABRINA unleashes the jean odour and SOPHIE changes back to her old self mid-seduction. COACH SHANE becomes a hero to the nation. JET promises to marry BEANIE. Las Vegas here they come!

Wr Charles Hodges

Dir Chris Arnold

1 - 20

After OCTAVIA helped bust BEANIE out of hospital, she helps GILES get JET and BEANIE to Las Vegas so they can get married. They stay at a hotel called, 'Lost City of Atlantis' which also happens to be where the Atlantis High class field trip is staying. For ANTONIA and DORSEY this means more Atlantis investigations. DOROTHY pesters GRAMPA to say who BIG D was. GRAMPA won't say. CMDR VERMONT is dazed and confused at the news from OCTAVIA about his past, or lack thereof. ANTONIA convinces DORSEY to go under disguise to find out more about Atlantis. He adopts a 007-ish persona. Q recruits SOPHIE to help with the agency's mission. VIOLET attacks the gaming tables, but gets on a losing streak. The wedding party wait in the waiting room of the chapel. OCTAVIA tells JET she thinks GILES is the Silver Lining. JOSH gets a call telling him that Bad Mood has attacked again. DOROTHY attempts to bribe GRAMPA out of silence with an apple pie. But GRAMPA has escaped so that he can talk to MRS VERMONT. BEANIE thinks that marrying JET will be his first step to becoming normal. GILES tries to convince him that he only needs to be himself. JOSH discovers that the other Bad Mood is a woman. VIOLET's losing streak continues, whereas DORSEY is on a roll. VIOLET strikes a deal with the casino owner and bets Atlantis High on the roulette wheel. She loses the school. ELVIS marries JET and BEANIE. The Silver Lining comes face to face with Bad Mood. There is a mutual attraction, but Bad Mood pulls away at the last minute. OCTAVIA tells GILES that she no longer knows who her father and mother are. GILES feels guilty as he discovered the manilla envelope information with SABRINA. OCTAVIA leaves to find herself. JET and BEANIE begin their honeymoon under the real

Wr Joe Boyle

Dir Chris Arnold

1 - 21

As VIOLET lost the school on the roulette table everyone is packing up the school. Teary eyed DON tells BEANIE and JET that they all have to move out of the basement. GILES gets a job at the diner. SOPHIE digs dirt for the Agency. DOROTHY tells GRAMPA that she thinks she's been brainwashed. She remembers nothing from before GILES was born. Meanwhile GRAMPA is sending signals to MRS VERMONT for a secret car park rendezvous. ANTONIA and DORSEY go on a boat trip to search for Atlantis. GRAMPA tells MRS VERMONT that DOROTHY (or DENNIS) is too close to the truth. MRS VERMONT must get the envelope off of OCTAVIA. OCTAVIA is attempting to extract information from her father. CMDR VERMONT learns that DORSEY is in search of Atlantis in a boat. BEANIE decides to make a beach house for JET out of shells. JET is suitably sceptical. VIOLET, SOPHIE and DON are all working at the diner with GILES. Bad Mood makes an appearance at the diner, while Silver Lining comforts a distressed OCTAVIA, who thinks Silver Lining is GILES. DORSEY & ANTONIA discover the locator device that DORSEY got from the aliens bears the initials A.H. What could that mean? Indeed, BEANIE has built a tardis-like beach-side mansion. JET is surprised how 'normal' the interior is. Bad Mood holds up the diner so she can see Silver Lining again. Silver Lining finds Bad Mood, just as she wanted. They nearly kiss, but he leaves. We discover Bad Mood is SABRINA. VIOLET makes a deal with LEW SIFFER so she can buy the school back. MRS VERMONT gets the envelope off of OCTAVIA, telling her that she will take it to the police and let them deal with it. But OCTAVIA discovers MRS VERMONT and GRAMPA burning it in the backyard. MRS VERMONT turns nasty. BEANIE gets a job at the diner and makes a new style pasta sauce out of soap powder, which is accidentally fed to mob boss MR NITE. GILES decides to save BEANIE when MR NITE asks who made the sauce by saying that he did. MR NITE loves it, and he takes GILES with him, he's got an offer for GILES that he can't refuse

1 - 22

DOROTHY quizzes GRAMPA about her past. GRAMPA is evasive. The charming MR NITE appoints VITA as the new school principal. She imposes standards of educational excellence. The students are shocked. MR NITE is impressed with GILES; he offers to teach him the Business. But first he sends GILES on an errand, BEANIE tries to be human, but it's freaking JET out. GILES is finding out more about the mob all the time. OCTAVIA encourages him, thinking that he is 'Silver Lining' undercover. SOPHIE appoints herself Teen-Moral Counsellor, and unemployed VIOLET smells a money-making scheme. ANTONIA finds Excalibur in the stone. DON helps her remove it. JET can't take any more of BEANIE trying to act human. DORSEY isn't impressed with ANTONIA's find. He only cares about the Lost City of Atlantis. VIOLET will manage SOPHIE's career as a chat-show-advice teen-queen. For a cut in the profits of course. There's a spy chopper overhead, and a lot of paranoid pilgrims with secrets. GILES and OCTAVIA go to dinner at BEANIE and JET's. But JET's annoyed at BEANIE's behaviour. She doesn't want to live in a sit-com! While GILES and OCTAVIA wait for the mob's delivery, OCTAVIA spots the 'Silver Lining'.. So it can't be GILES!! She's horrified that GILES is working for the mob for real not undercover. They argue and break up. GILES delivers the package, and MR NITE reveals a darker side. He doesn't even like VITA. VITA overhears, and is devastated. JOSH finds OCTAVIA in a Bad Mood. Bad Mood? Is OCTAVIA trying to tell him what he thinks she's trying to tell him? No. But JOSH puts two and two together anyway. SOPHIE hosts her very own chat-show.

DOROTHY finds the prom gown from the photo. CMDR VERMONT returns, and sees her in the dress. He is terrified and confused. It's happenin

1 - 23

OCTAVIA despises GILES for getting involved in the mob, but DOROTHY is pleased and whips up some home cooking for MR NITE. JOSH still takes OCTAVIA's bad mood as being literal, while BEANIE tries to come out of the closet to everyone to say he's an alien. ANTONIA's crush on DORSEY blooms. VIOLET has a plan to get the school back from the Mob. But will DORSEY loan her the money? DOROTHY shows CMDR VERMONT proof that he's the 'Big D'. CMDR VERMONT denies it, but there's only one sure way to find out. GILES' INNER CHILD is proud; his very own boy's gonna be a made guy. But GILES wants to quit. He's feeling bad about OCTAVIA. BEANIE researches his alien identity. But he's researching fictional aliens that don't exist. BEANIE is scared. What if he's a fictional alien that doesn't exist?

Big Boss, CONSTANTINE, is going to make GILES a made guy. GILES rejects the offer, and signs his own death warrant. CMDR VERMONT and DOROTHY break into the Hells Biker HQ, and unleash the jeans. CMDR VERMONT tries them on. They fit!! GRAMPA smells trouble when DOROTHY returns. Where has she been?! GRAMPA can't boss her around; she's not his little girl any more. But was she ever a little girl?? GILES wakes to an unpleasant surprise from the Mob. While GILES's feet are stuck in cement, his INNER CHILD splits. DORSEY will lend VIOLET the money to buy back the school if she does him a favour. VITA is overjoyed at VIOLET's return.

GRAMPA is the Grand Papa! He rarks up the HELLS BIKERS for letting someone sneak in and try on 'Big D's jeans. They all know how dangerous it would be if the truth got out, Bad Mood and Silver Lining appear on SOPHIE's show. The moral is clear good is good and bad is bad. GILES and OCTAVIA make-up, then break-up. So OCTAVIA thinks he's a nerd, and has a crush on a dumb superhero, does she? DORSEY and VIOLET pretend to be boyfriend and girlfriend. ANTONIA is distraught. She works feverishly to try and solve the Lost City of Atlantis mystery for him. She finds a clue with a riddle inscribed. An H and an A will show the way. GILES, JET and BEANIE try to find BEANIE's true identity. They find a picture of BEANIE standing near a big H. What could it mean?

1 - 24

GILES discovers a litre of oil in the family fridge, while DOROTHY discovers the Big D's glove. GRAMPA vows there's gonna be changes. BAD MOOD and SILVER LINING rendezvous at the Mallmart, where ANTONIA gives DORSEY a vital pictorial clue. DON discovers the find of his life and VIOLET wants to get him on The SOPHIE Show. The search continues for the meaning of BEANIE's past. JET reassures GILES that he's bound to get back together with OCTAVIA in the final frame. DON's chip that looks like Elvis does not impress SOPHIE. Q tells SOPHIE to keep a closer eye on GILES and OCTAVIA otherwise it'll be chip lovers on every show. MRS VERMONT reveals to CMDR VERMONT that he put an end to Callie.

While all are out GRAMPA builds a motorbike in the kitchen. GILES' INNER CHILD becomes the go-between for GILES and OCTAVIA. SILVER LINING and BAD MOOD appear on The SOPHIE Show. They are not going to reveal their identities to the nation, but BAD MOOD does admit that she could never keep her identity secret from the man she married. ANTONIA scans and enlarges an ancient picture of a totem pole that has the image of BEANIE with the initials A.H. On a headband. She calls DORSEY, but he is too busy entertaining a guest.

DOROTHY makes her moves on CMDR VERMONT while his family are out, and she makes him wear the Big D's glove. His gloved hand makes an attack for his own neck. ANTONIA collects her spy supplies from the Mallmart, where SILVER LINING and BAD MOOD have again rendezvoused. BAD MOOD wants him to turn to the dark side, but he is torn between her and doing right. Under a sprinkler of rain GILES and OCTAVIA are reunited. ANTONIA breaks in to DORSEY's house and discovers him in his alien state munching on mice. She has made a very big mistake.

1 - 25

GILES asks OCTAVIA to the school prom. Ratings for SOPHIE's show are low. SOPHIE and VIOLET need a story.

ANTONIA is gagged and bound as DORSEY makes contact with his superior. The GENERAL tells DORSEY that he must find the object represented by the A.H. Symbol and then he will have the key to the portal. SOPHIE enters his house as DORSEY runs off to search. SOPHIE sees ANTONIA tied up. ANTONIA gives SOPHIE the end-of-the-world prophecy document in exchange for setting her free. The prophecy is interpreted to say that the world will be destroyed if a pair of illicit lovers don't split up. It also mentions frogs falling out of the sky. SOPHIE decides to choose GILES and OCTAVIA as the boy and girl in question. BEANIE investigates cheeseburgers as ancestors. GILES and OCTAVIA learn of the

prophecy on a TV report. On their way to the studio they are intercepted by a media frenzy.

SILVER LINING agrees to join the dark side. BAD MOOD makes him place a potato up the exhaust of a police car. An upset JET walks out on BEANIE and his obsessive behaviour. A baying crowd outside GILES' house are hounding him and OCTAVIA: "Split them up!" OCTAVIA demands the media show her the actual prophecy so they can put it to public scrutiny. A baked potato rains from the heavens, another sign? SILVER LINING feels like he has done good, in a bad way, but BAD MOOD cuffs him and says she'll see him at the prom. CMDR VERMONT, distraught that the end of the world is nigh, has flashbacks to images of Big D and Callie in a car. CMDR VERMONT agrees to take DOROTHY to the prom, with her dressed in the prom dress. They both flashback to images of the prom dress, and jeans. DON counsels a distraught JET. BEANIE agrees to stop thinking too much about his past and to start living in the present with JET.

OCTAVIA calls the prophecy a sham. The two figures could be anyone, and they didn't mention the falling frogs part of the prophecy. SOPHIE is distraught. And then things start to fall from the sky. Frogs legs for dinner anyone?

1 - 26

The end of the world prophecy has swept the globe. The entire world want to split up GILES and OCTAVIA. DORSEY breaks into DON's lost property room to search for the A.H. symbol. Under the boiler he finds A.H. branded on a packet of potato chips. Not what he wanted. He doesn't see what's in the fish tank, yet. GILES and OCTAVIA rendezvous. The prophecy says that the next time they kiss there'll be a terrible storm. GILES runs off as the flaming-torch bearing crowd chases him. He blows her a goodbye kiss and thunder rings out. BEANIE prophesises to JET that something bad is coming. The worst storm that Sunset Cove has ever seen is not going to stop the prom though. SOPHIE instructs her (and Q's) ninjas to eliminate GILES on sight.

DR LEGGZ instructs CMDR VERMONT to avoid five things: the prom, the dress, the sword, the milk, and the weird sentence "hot milk and thick blue knickers." He is also to avoid Dorothy in that dress. He must keep the dress locked away. But MRS VERMONT has already given it to DOROTHY. She is strangely very comfortable with CMDR VERMONT taking DOROTHY to the prom. ANTONIA and JET catch DORSEY packing to leave the school. He accidentally leaves behind the locater device.

CMDR VERMONT heads for Army HQ while GILES watches from the darkness as OCTAVIA enters the prom with JET and BEANIE. He slopes off. The prom is in full swing. ANTONIA searches, NINJAS follow ANTONIA, DOROTHY has more flashbacks and escapes down a corridor, OCTAVIA's drink is spiked but she doesn't drink it, and as SILVER LINING agrees to marry BAD MOOD, a priest appears. CMDR VERMONT's vehicle breaks down, right outside the school. He is escorted into the prom, and has some of the hot chilli on offer. The five things come to pass. The sixth was avoid DOROTHY in the dress: he escapes down the same corridor DOROTHY went. GRAMPA on the motorbike rescues GILES from his depression. He tells GILES to follow his heart and forget the prophecy.

CMDR VERMONT discovers DOROTHY and they flashback to a rocking Chevy: inside is a man in leather and "one size fits all" jeans, with a woman in the prom dress. They conclude that VERMONT must be Big D, and DOROTHY must be Callie. Do they have it the right way around? They rush off to find GILES and OCTAVIA, before it's too late. GILES rescues OCTAVIA from the prom. With his way trapped by the ninjas GRAMPA pick-pockets JOSH's car keys, so they can race off in his Chevy convertible. The superhero marriage continues. DOROTHY and VERMONT hijack the milk float to chase after GILES and OCTAVIA. The beam of the headlights cast a shadow across the sports field through the goal posts. The H of the goalposts form the shadow of an A, with the tip pointing to the door of DON's lost property room. ANTONIA sees this and races towards it. DORSEY follows close behind. Followed by SOPHIE and the ninjas.

BEANIE's memory gets a restart. He doesn't know who JET is. GILES and OCTAVIA are finally together alone. They try to pull the top of the car down to get a better look at the night sky, the scene looks suspiciously like the flashback of the rocking car that VERMONT and DOROTHY had earlier. DOROTHY and VERMONT pull up on the milk float and see the rocking car. The priest completes the marriage ceremony and SABRINA reveals herself. JOSH is horrified. DON's lost property room is inundated. DON has lost his prized chip packet, but the city in the tank has also gone. ANTONIA, DORSEY, SOPHIE and the ninjas have all been foiled. But by who? VERMONT and DOROTHY catch GILES and OCTAVIA before they have the chance to kiss again. There is an almighty light from above, have the aliens returned?

- 1 - 9 *THE SCHEME TO FLOOD AMERICA (1-10)*
- 1 - 10 *A STRANGE VISIT TO COLORADO (1-5) (aka THE CASE OF THE FLYING SAUCER)*
- 1 - 11 *THE MAN WHO KIDNAPPED HIMSELF (1-10)*
- 1 - 12 *THE MINE BELOW THUNDER BAY (1-5)*
- 1 - 13 *THE MAN WITH THE BURNING ICE (1-5)*
- 1 - 14 *STRANGER FROM OUTER SPACE (1-5)*
- 1 - 15 *THE TERROR OF POINT BORYAK (1-5)*
- 1 - 16 *THE PLOT AGAINST DR. YOSHIDA (1-5)*
- 1 - 17 *THE MERCHANTS OF DEATH (1-5) (aka THE DESTROYERS)*
- 1 - 18 *THE WALL OF LIGHTNING (1-5)*
- 1 - 19 *THE CASE OF THE MILLION DOLLAR RANSOM (1-5)*
- 1 - 20 *THE MAN WHO COULDN'T EXIST (1-5)*
- 1 - 21 *THE HUNTER OF THE HAUNTED CASTLE (1-5)*
- 1 - 22 *THE MYSTERY OF THE CINCO CAVERNS (1-4)*
- 1 - 23 *DEATH IN THE WINDMILL (1-4)*
- 1 - 24 *THE FUGITIVES FROM GALAXY 29 (1-5)*
- 1 - 25 *THE EYE THAT WATCHED THE WORLD (1-5)*
- 1 - 26 *THE MIDNIGHT RAIDERS (1-5)*

ATOMIC DRAGON

AKA: **AGON**

AKA: **GIANT PHANTOM MONSTER AGON**

AKA: **AGON THE ATOMIC DRAGON**

AKA: **MABOROSHI NO DAIKAIJU AGON**



[narration in opening credits]

Narrator: Because we obtained the third fire, a bright future in prosperity had been promised... However, for that reason, we must not forget the events that have knocked on something else's door.

Agon is the titular giant monster of a tokusatsu kaiju TV series, Giant Phantom Monster Agon (Maboroshi no Daikaijū Agon?). The international series title is Atomic Dragon (as the monster's name, "Agon" is actually short for "Atomic Dragon"). It is known to American tokusatsu fans as Agon the Atomic Dragon.

The 4-part septiatone TV miniseries, originally produced in 1964 by Nippon Denpa Eiga (Japan Radio Pictures), was broadcast on Fuji TV from January 2 to January 8, 1968. (The 4-year long delay involved a struggle with the show's sponsor) Toho Company, Ltd. later released a condensed feature-length film version on video in the mid-1990s.

The miniseries was clearly inspired by the popular Godzilla film series, so much that the title dinosaur-like monster Agon bore a superficial resemblance to Godzilla himself. This series was produced just as the first "Kaiju Boom" began to escalate in Japan. Ironically, it premiered towards the end of the Boom.

The series has recently become available on DVD in Japan as of June 8, 2005.

Trivia

In 1964, as the series was complete, Toho Company, Ltd. was about to sue Japan Radio Pictures as they thought Agon looked too much like Godzilla. But when they found that Fuminori Ohashi (who helped out with making the first Godzilla suit) was making the series, Toho simply said, "Oh, it's you! Well, it's okay then!" Toho thus dropped the lawsuit. The Agon suit was later used as the dinosaur monster Aron in the first episode of P Productions' Ambassador Magma (known in the US as The Space Giants).

Agon was a short-lived series in Japan, Agon being yet another giant monster who smashes buildings and leaves destruction all over. But this one is a lot of fun, the action starts pretty early and the monster destroys all the miniature buildings and sets with a lot of enthusiasm. I have it in the original Japanese language form, and it doesn't make a difference as you just wanna see giant monster action, which there is a healthy dose of. Directed nicely and fast-paced. There's also a tan-ish "tint" over the b/w film stock. All in all it's not a Godzilla movie but it is a lot of fun to watch if you can find it.

Original Music by Wataru Saitō

Cinematography by Takeo Kawarazaki

Art Direction by Kōichi Torizuka

Production Management - Shinichi Sekizawa (production supervisor).

Sound Department - Masao Takegawa (sound recordist).

Special Effects by Fuminori Ohashi (special effects supervisor).

WR. Shinichi Sekizawa, Kōzō Uchida

DIR. Norio Mine, Fuminori Ohashi

EPISODES: 4 **YEAR MADE:** 1964 **COUNTRY:** JAP **SEASONS:** 1

NIPPON DENPA EIGA (JAPAN RADIO PICTURES)

CREATOR:

TYPE OF SHOW: MONSTERS

FORMAT: MINI-SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER: 02/01/1968 **AIR DATE OF LAST EPISODE** 08/01/1968

SEASON DATE BREAKDOWN:

FILMS: AGON THE ATOMIC DRAGON (1968) - made into film from the tv series.

Gorô Sumoto SHINJI HIROTA, Detective Yamato ASAO MATSUMOTO, Professor Ukyô NOBUHIKO SHIMA, Satsuki Shizukawa AKEMI SAWA, Matsuzô SHIN'YA IRIE, Monta YOSHIHIRO KOBAYASHI, Kuroda SHOZO FUKUYAMA, Tetsu NOBUHIKO NOZAKI, Agon (suit actor) ETSUJI HIGASHI.

1 - 1 *AGON APPEARS (PART 1 OF 2)*

Wr Shinichi Sekizawa

Dir Norio Mine

1 - 2 *AGON APPEARS (PART 2 OF 2)*

Wr Shinichi Sekizawa

Dir Norio Mine

1 - 3 *A DANGEROUS SITUATION (PART 1 OF 2)*

Wr Fuminori Ohashi

Dir Kôzô Uchida

1 - 4 *A DANGEROUS SITUATION (PART 2 OF 2)*

Wr Fuminori Ohashi

Dir Kôzô Uchida

AUTOMAN



Automan was a short-lived crime drama series in which the title character was a computer-generated hologram. Walter Nebicher was a police officer whose expertise with the computer prevented him from being assigned to the action out on the streets. He ended up creating Automan, a video game hero who came alive when enough power was applied, With Automan as his partner. Walter secretly set out to solve the big crimes that the other cops were unable to solve.

Automan had at his disposal Cursor, an electronic friend able to create things out of thin air. The most impressive of these was a car that was able to make 90 degree turns without slowing down. Automan could also: walk through walls, get any computer to do anything he wanted, and he could also merge with Walter making both of them impervious to harm. On the down side, Automan required enormous amounts of power to maintain his existence making it impossible for him to exist during the day when the demand for electricity was high. This weakness however tended to be ignored as the series progressed.

Despite several high profile arrests made by Walter with the aid of Automan, his superior, Captain Boyd refused to assign him to the street. Lt. Curtis, his champion on the force, could do little to persuade Boyd otherwise. Roxanne was a police department receptionist who at times would aid Walter in the field and also was his romantic interest.

Producers for the series were Glen A. Larson, Donald Kushner and Peter Locke. The various writers for the series were Glen A. Larson and Doug Hayes Jr. The directors for the series included Lee Katzin, Winrich Kolbe and Kim Manners.

Glen A. Larson was also responsible for creating several other science fiction shows including, "KNIGHT RIDER", "BATTLESTAR GALATICA", "GALATICA 1980" and "THE HIGHWAYMAN". The series centred around a nerdy police computer specialist who programmes computer games in his spare time. One of his creations, a superhero named "Automan", somehow jumped out of the computer into reality, launching the nerdish protagonist into fighting crime at the highest levels. "Automan" could walk through walls, and could make almost any computer do him favours, and could temporarily combine with Walter Nebicher into a schizoid human/superhero.

Lights dimmed when Automan walked past - because he drained energy from circuits nearby. When the city's electrical consumption went up at dawn, Automan faded away. The two were followed everywhere by Cursor, an animated, well, cursor, who could outline, animate, and create useful solid objects such as cars. Walter's boss, the crochety Captain Boyd, hated computers and software-hip people, so he could not be told about Automan. Neither could Walter's mentor, Lieutenant Curtis, who used Walters inexplicable successes to advance his own agenda.

Every episode involved some form of crime. Some of the more interesting plots were ' The Biggest Game in Town ' in which high-tech extortionists attempt to destroy the city's computer controlled functions and the pilot episode 'Automan' which introduces the character in a 90 minute episode. The show was as silly as the premise sounds, and it consequently never received high ratings in America. The show did however do surprising well in the UK with the episode titled "Club Ten" getting its world premier in Britain, the episode was not aired in the US. The series was first seen in the UK on BBC1 from the 12th May - 28th August 1984.

The show was as silly as the premise sounds and never achieved high ratings in the US. In Britain it did quite well with an episode that ABC did not run getting a world premiere, it was later run in the US on the Sci-Fi Channel in 1993. Automan was created by Glen Larson, whose other TV efforts include: The Fall Guy, B. J. and the Bear. The Misadventures of Sheriff Lobo, and in the science fiction genre: BATTLESTAR GALATICA , and the 1979 version of BUCK ROGERS. The final episode 1.13 was not shown on its original airing on ABC since the show had been cancelled.

Cast: □ Walter Nebicher (Desi Arnaz, Jr.); Automan (Chuck Wagner); Roxanne Caldwell (Heather McNair); Lieutenant Jack Curtis (Robert Lansing); Captain Boyd (Gerald O'Loughlin).

Created by.. Glen Larson; Executive Producer: Glen Larson; Co-Executive Producer: Larry Brody; Associate Producer: Gil Bettman, Randall Torno; Supervising Producer: Sam Egan. Produced by: Donald Kushner, Peter Locke; Co-Producer: Harker Wade; ABC/Universal; 60 minutes.

Holograms. High technology. Knight Rider: The Next Generation. Predicament humor. With these key elements combined and orchestrated into a one-hour dramatic television series, you arrive at Automan. When creator-producer-writer Glen Larson stirred these ideas into a television series in 1983, he invented what has been described by several of those involved as a television series that was "a little bit ahead of its time."

"I'm just a nut about this subject matter," confesses Larson. "The whole idea was doing a 3-D [computer generated] figure and doing it with lifelike quality. I guess we were definitely ahead of Quantum Leap in using a computer with a cursor to weave and spin the tale. It's always been something of interest to me. I created Knight Rider, and I was looking for something that had the fun and cars and high-tech but the next generation, going one step beyond what we were doing on Knight Rider."

Finding the series difficult to describe, Larson labels Automan as a "drama that had humor. It wasn't meant to be pure comedy. As opposed to situation comedy, I call it predicament humor. You put your hero in a predicament and make the audience smile. It's not that he's foolish or doing pratfalls, [Walter Nebicher] creates a personage that's virtually from another dimension. How do you explain this to anybody? Nobody is going to believe you."

Desi Arnaz, Jr., was star of the show as the mousey, somewhat nerdish police computer jockey, Waiter Nebicher. Arnaz recalls his experiences on Automan with great fondness: "I thought it was a great idea! The thing that was so interesting was that it was a superhero [show], and it was also a comedy, which was different, and the people that produced Tron (1982) [Donald Kushner and Peter Lockel were also the producers of Automan. The idea of a superhero coming out of a computer was very interesting because Tron was the opposite-about a fellow who goes into a computer. Also, the characters were very unique because the superhero Automan was like [Walter's] alter-ego. It was everything that he wanted to be. He programmed the superhero to be everything he dreamed of. It was a great idea for a show because [together, Waiter and Automan were fighting the forces of evil, and at the same time there was a lot of humor."

Arnaz's co-star, Chuck Wagner, was cast as the hologram crime-buster Automan. "Chuck was great," says Arnaz. "He and I got along really well. The thing that was good about Chuck was he was an actor who was trained in musical comedy so he could dance and sing. He was also a good comedian. So he combined all of that in order to create his character. He also had a very proper kind of persona in real life. "Waiter had programmed Automan to be every great detective throughout the ages, [like] James Bond and Sherlock Holmes, which was interesting. Automan had kind of an English persona. He almost had kind of an English accent. And Chuck was able to do that very well. He was very talented, and he incorporated [his skills] into the character."

Glen Larson says that looking for a man to fill Automan's suit was difficult. "We looked for all kinds of people, from bodybuilders to not quite Hulk Hogan, to see what we could find, but ironically, Chuck came in and had a wonderful quality when he read. It was quite a surprise. He hadn't done much. We were having trouble casting that role. He just came in and did it. He was quite good. I thought he did a nice job, and I just liked his quality. I thought he was a good contrast. He was big. They were great together." Of working with creator and producer Larson, Arnaz says happily, "He was a great support.

He told me how much he loved the show and how unhappy [he was] that the show didn't do better. He felt it was one of the best shows he'd ever done. Curiously, I came in the last day of casting. I was thought of originally, but for some reason they didn't see me until right before they had to decide. They brought me in on the last day, and I had to read for the network the next day, and I got the part the following day. We had a nice time together. I really enjoyed working for him."

The show was one of the most expensive to produce at that time because of the extensive special effects needed to bring Automan alive. Arnaz believes the show's short, one-season life span was probably the longest it could have run. "It was something like over one million dollars an episode. In those days that was very unusual." Director Winrich Kolbe agrees that the show was well executed but says, "I think it was overly ambitious. We had a lot of technical problems. At that time video and blue screens were not that well developed. We began to go to video."

Arnaz says that "one of the special effects men, David Gerber, did things with live effects and computer graphics and in-camera effects that were never done before." When the audience saw Automan's glowing, blue

white starfield suit, it was done by projecting a light through a camera lens device called a beam splitter. "They had never used that before, so it was very unusual. They were getting this traveling matte on his suit. Computer graphics would then put in this animated starfield. It also added to the various vehicles-the car, the helicopter, the plane and the motorcycle," says Arnaz.

What also added to the special effects budget was not just Automan and the collection of vehicles used in the show, but Cursor. Cursor was a computer hologram that created and literally transformed itself into Automan's many unique vehicles. Using the name "Cursor" was one of Glen Larson's many pokes at computer slang. The cursor is the icon in a computer screen that directs users to create graphics or prompts them in word processing.

Working with Cursor proved to be a challenge for actors, who never saw anything until a computer effect was added later. "Cursor was never really there," says Arnaz with a grin. "Yo@d have to come up with the pantomime as to what ... the director thought, where the Cursor would be. People didn't quite understand the 'computerese' language we were using a lot of the time!" he adds. "Nowadays everyone has a computer. But back then, ten years ago, it was ahead of its time."

What was Automan, exactly? Arnaz says, "The whole concept of Automan was, he was a three-dimensional electromagnetic entity that was a hologram, but he also had his own electronic power source." Automan also had the ability to draw on electrical sources around him to power himself, creating scenes where he would inadvertently create blackouts in his immediate surroundings. Larson calls that "just great fun. When the lights go out because of something you've done. It does great humor. I mean, it's funny, but hopefully it's also sort of real."

A high point for the show, says Larson, was the first segment after the pilot, "Staying Alive While Running a High Flashdance Fever." Chuck Wagner threw on a white suit and launched his way into a disco. "In a Las Vegas hotel, Automan gets carried away [on a dance floor full of people] and takes his suit off and reveals his electronic substance underneath. A girl starts getting into the dance and starts getting carried away. Wally comes in and sees this, and it's 'Oh my god!' because he's given himself away." Automan watched television and imitated what he saw, generating many takeoffs and spoofs galvanized by studies in soap operas and Dirty Harry characters.

Larson describes Arnaz's character as " 'nebbishy.' We called him Nebicher-nerdy-except that he could also be a young hero because he is a good-looking guy, having been a bit of a teenage idol." Arnaz says that Nebicher "was frustrated as a policeman in fighting crime. And being the computer expert allowed him to fight crime on a much more phenomenal level. It was really fun to play. The character was kind of insecure, and he had a good sense of humor, but underneath his insecurity, he was incredibly smart. That's what was interesting about him. He created this superhero that came out of the computer [so] there was something about him that was remarkable. At the same time he didn't understand about getting along with women, and the people of the police department viewed him as being nerdy. [Because he couldn't] ... solve crime the way they did, they would always make fun of him, putting him down. He didn't have the experience in the real world."

In Arnaz's eyes, this was not an ordinary show by any means. "Automan was a very moral show with values in it. I just loved doing it and playing Walter," he says. "The whole idea, in my mind, of the superhero, was symbolic of a spiritual battle. For some, you need something higher, more supernatural to fight evil. In any science fiction show in my mind there's elements of the unknown and the supernatural that are able to come into a person's life and overcome whatever dark forces.... In fact, [in] the opening of the show, the statement was [that] Automan was a force for good."

Most fascinating for Arnaz, in playing Walter, was having to keep Automan's existence a secret. "All superheroes have to have a secret identity!" laughs Arnaz. "And the other part of the show that was interesting was Walter and Automan would combine to be one entity. He would merge with Automan. It was actually a very funny part of the show." What a twist. Instead of leaping into someone else's body, Arnaz got to leap into a hologram. Oh boy.

"I would [dub dialogue over] Automan's voice and so Automan would have Walter's voice because Walter was inside of Automan's energy field. It was kind of funny, so a lot of strange things happened. Walter could actually experience being a superhero. He would merge with Automan to protect himself during crime-fighting adventures." In describing the relationship between Walter and Automan, Arnaz says, "Automan was everything Walter wanted to be, and in a way, Walter was everything that Automan wanted to be because [Automan] wasn't human-kind of like Data in Star Trek: The Next Generation." That would make Automan a "pre-Cursor" to Data. "An early Cursor," quips Arnaz. "One of the first Cursors...."

Challenging for the technical staff of the show and the lead actors was dealing with Automan's glowing blue suit. It didn't photograph well during daylight, so Automan made the bulk of his appearances at night-

suggesting that crime happens only at night! "In the pilot," says director Kolbe, "I understand they had to shut down all the lights around a downtown street because they wouldn't have been able to properly film Automan's sparkling special effects suit. It's a tremendous amount of work. A lot of the show was shot at night. It's not a very life-enhancing way to make a living!" "We tried during the day, but it didn't come out as good," Arnaz remembers. "It was very difficult because of the hours. We were trying to get him to appear in the daytime undercover in regular clothes. What would happen is he could then 'rez up' (electronically create) any outfit he wanted, then he could go out during the daytime.

The only thing that glowed was his collar.... That made it a lot easier for us to shoot the show because we didn't have to shoot nights anymore! So we tried to get him into other clothes whenever he would change persona." As a result of technical difficulties, Automan evolved into a more versatile character. Donning such guises as an FBI agent or a special intelligence officer for the government dubbed "Ottoman," he became an undercover superhero.

Director Kolbe reinforces Arnaz's and Larson's assessment of the show's predicament humor. "It's the reactions of the character that made it funny." Kolbe says it was he who invented a whimsical ride with Automan in his Autocar. "I'm not tooting my own horn here, but I think I believe I was the one who introduced that whenever a crime was made, a 90 degree left or right turn would make Desi, inside the AutoCar, slam into the left or right side. For the car, there's no gravity to consider. But Desi would obviously be the one to slam into the side windows. We all thought it was very funny."

Of the two leads, Kolbe remarks, "I thought the two of them were perfect. I liked Desi. He was so frenetic, and that really worked for his character. But he was his character off the set as well! The guy was like live wire all the time! He was a lot of fun. I liked working with him." Commenting on Chuck Wagner's portrayal of Automan, "the only thing that struck me funny was he was very serious all the time," says Kolbe. "Now, keep in mind that at the time I was not exposed to Star Trek and people actually taking science fiction that serious. So, when Chuck began talking about 'No, I wouldn't do this or that,' I said, 'Wait a minute. The guy's supposed to be a computer image!'

"I think Automan was his first big chance at series television. Sometimes that can be a handicap, to get involved in science fiction shows.... Producers sometimes look at science fiction as something for kids." As Kolbe explains, "the moment you say, 'I've done this science fiction show,' it's possible to get typecast or lose credibility as a serious actor." D.C. Fontana, best known for her work on Star Trek and Star Trek: The Next Generation, co-wrote with her brother Richard two un-produced Automan scripts. "Fly by Night" was an original script, and "If Looks Could Kill" was a rewrite of someone else's idea. "Fly by Night" was a story we originated about a theft of highly classified information from a top-security computer company which

was involved in providing equipment for an Air Force stealth plane," says Fontana. "This was before it was verified that the U.S. actually had stealth planes! We had it that the information stolen was in regard to the device that would provide protection for the plane against any type of radar or other detection equipment. It was a sort of a cloaking device. Because the information was useless without the actual equipment, it was decided Automan and his friends would be disguised as Air Force personnel transferred to the base where the stealth plane was being tested in order to protect the plane from being tampered with or stolen by the people behind the information theft. Naturally, in the course of the adventure Automan winds up flying the stealth plane."

Fontana recalls the script as "a pretty good story with humor and a number of plot twists. it helped a lot that my brother is an Air Force veteran and a private pilot and was able to supply a lot of technical information himself." The second script involved race car drivers, professional models and murder, and culminated in Automan driving in a race. Overall, Arnaz feels that Automan was well received. "We had quite a faithful following during the year it was on," he says. "A lot of people enjoyed the show. But I think a lot were watching Magnum PI. We were opposite the number

one show on television. Unless ... [a show] had become the number one show, ... [the network] didn't think it was financially affordable. Science fiction shows hadn't really taken off. [The network heads] weren't interested in it at that point I was! I've always been a science fiction buff." Summarizing his feelings towards Automan, Larson says, "I'm a big fan of that show. It's obviously not on my list of my biggest hits. But I tell you, it's one of my favorite accomplishments in terms of having pulled off what I wanted. I remember the young lady at ABC in charge of development, when she saw the pilot, she actually came out ... and I remember her just saying, 'It was just stunning!' It was like a jewel. The way these effects came on, it just knocked her hat off... If it hadn't got buried in that time slot, it would have gone on to be a major hit. They're just too impatient. I stayed very involved with that show, and I was very happy with it."

If the show had continued further, Larson says his only change would have been to restrain the use of gadgets and Automan's appearances. "One thing in execution that one of my associates at Universal accused me of-

1 - 1 *AUTOMAN*

Walter Nebicher is a young police officer who wants desperately to get out on the streets and experience some action. Unfortunately, his superior Captain Boyd has assigned Nebicher to a desk job where he can utilize his skills as a computer expert.

Wr Glen A. Larson

Dir Lee H. Katzin

1 - 2 *STAYING ALIVE WHILE RUNNING A HIGH FLASH DANCE FEVER*

Walter and Automan investigate a judge that appears to be corrupt and involved with the mob.

Wr Glen A. Larson

Dir Winrich Kalby

1 - 3 *THE GREAT PRETENDER*

When a truck load of paper the government uses to print money is hi-jacked, Automan, with the help of Cursor, poses as an rich criminal competing to undermine the existing network of a known criminal dealing in counterfeit money.

Wr Sam Egan

Dir Kim Manners

1 - 4 *SHIPS IN THE NIGHT*

Walter and Auto fly to San Cristobal to investigate the disappearances of Americans. They discover a man, aided by the local authorities, that lures investors in order to kill them and take their money.

Wr Parke Perine

Dir Bob Claver

1 - 5 *UNREASONABLE FACSIMILE*

Automan and Walter attempt to solve the murder of a businessman and the crash of a police helicopter. Automan begins acting peculiar after watching soap-operas on television.

Wr Sam Egan

Dir Winrich Kalby

1 - 6 *FLASHES AND ASHES*

Walter's friend and fellow cop, Frank Cooney is killed during the theft of police weaponry. But when the Internal Affairs agent believes Frank was involved, Walter is suspended when he and Auto interfere trying to prove his friends' innocence.

Wr Dous Hayes Jr

Dir Kim Manners

1 - 7 *THE BIGGEST GAME IN TOWN*

Automan and Walter attend a computer game convention where they must track down Ronald Tilson, a computer genius who has programmed computers to cause disasters that will kill people unless he gets \$10 million dollars.

Wr Larry Brody (w,s), Shel Willens (s)

Dir Winrich Kalby

1 - 8 *RENEGADE RUN*

When Walter investigates a crooked sheriff who is using illegal immigrants for manual labor, he and a friend are put in jail. Automan teams up with a motorcycle gang to free him.

Wr Larry Brody & Doug Hayes Jr

Dir Allen Baron

1 - 9 *MURDER MTV*

Walter and Automan investigate an apparent attempt to kill the members of an all-girl band called Sweet Kicks. But their investigation is hampered when the father of one of the girls seeks assistance from a crime syndicate.

Wr Doug Hayes Jr (w) & Guerdon Trueblood (s)

Dir Bruce Seth Green

1 - 10 *MURDER TAKE ONE*

Former movie star Veronica Everly is a suspect in the murder of gossip columnist, Ray Gillette. However, when Automan discovers that a Hollywood producer had a greater motive for murder, he goes undercover as an actor to catch the real killer.

Wr Sam Egan

Dir Kim Manners

1 - 11 *ZIPPERS*

A small-time house burglary ring operating out of an exotic male dancers' nightclub leads Walter and Automan to a bigger caper involving the theft of secret government information. Strictly in the line of duty Automan has to strut his stuff as 'Auto the Hot Electrician,' but with a very attractive female audience it's a task he doesn't find too arduous.

Wr David Gaber & Bruce Kalish

Dir Alan Crosland

1 - 12 *DEATH BY DESIGN*

When a ruthless crime syndicate kills one of Jack's best friends, Automan poses as a vigilante cop by the name of Mad Dog who is out for justice.

Wr Sam Egan

Dir Gill Bettman

1 - 13 *CLUB TEN*

The exclusive Club Ten resort is a centre for diamond smuggling. When Laura Ferguson stumbles on this secret she manages to put out an SOS call to her old friend Roxanne before being taken prisoner. Roxanne, Walter and Automan are soon on the trail of the missing Laura, unaware they themselves are being trailed....

Wr Michael S. Baser & Kim Weiskopf

Dir Kim Manners

AUX FRONTIERES DU POSSIBLE

AKA: **TO THE FRONTIERS OF THE POSSIBLE**

Two young scientists (Vaneck and Andersen) from the International Bureau of Scientific Protection (in french : BIPS) investigate the unexplained phenomena a la THE X FILES, the answers are always based on new, cutting edge scientific discoveries.

This 13 part SF French Thriller series was also a co-production with West Germany but is listed as a French show because the show was made in French. In West Germany it was shown in 1973 as Es geschah übermorgen (aka Grenzfälle - Es geschah übermorgen). The series was directed by Claude Boissol and Victor Vicas.

Henri Viard is a journalist and science fiction writer. Jacques Begier was a renowned specialist in science fiction, fantasy, the occult and secret intelligence. He was the author of several non-fiction books on borderline genre subjects, including *Le Matin de Magiciens*, co-written with Louis Pauwels. (see *Le Golem*).

WR. Jacques Bergier, Henri Viard,

DIR. Claude Boissol, Victor Vicas.

EPISODES: 13 **YEAR MADE:** 1971 **COUNTRY:** FRA **SEASONS:** 2

TELECIP (FRANCE)/ ORTF

CREATOR:

TYPE OF SHOW: SCIENCE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 6 (2) 7

DATE OF PREMIER: 04/10/1971 **AIR DATE OF LAST EPISODE** 06/04/1974

SEASON DATE BREAKDOWN:

FILMS:

Yan Thomas PIERRE VANECK, Barbara Andersen ELGA ANDERSEN, Chalier (1) ROGER RUDEL,
Courtenay-Gabor JEAN-FRANCOIS REMI, Sekretärin / La secrétaire YVETTE MONTIER, Christa
Neumann EVA CHRISTIAN.

1 - 1 *LE DOSSIER DES MUTATIONS V (THE MUTATION V FILE)*

Can a plums tree be genetically modified to grow diamonds?

Wr Jacques Bergier & Henri Viard

Dir Victor Vicas

1 - 2 *ATTENTION NEVROSES MENTALES (BEWARE METAL NEUROSES)*

Astronauts exhibit mysterious signs of depression.

Wr Jacques Bergier & Henri Viard

Dir Victor Vicas

1 - 3 *TERREUR AU RALENTI (TERROR IN SLOW MOTION)*

A man has the power to make people live in slow motion.

Wr Jacques Bergier & Henri Viard

Dir Claude Boissol

1 - 4 *MENACES SUR LE 6EME CONTINENT (THREATS OVER THE 6TH CONTINENT)*

Is their intelligent life under water?

Wr Jacques Bergier & Henri Viard

Dir Claude Boissol

1 - 5 *L'HOMME RADAR (THE RADER MAN)*

Scientists are killed in mysterious plane crashes.

Wr Jacques Bergier & Henri Viard

Dir Victor Vicas

1 - 6 *PROTECTION SPECIALE ULTRA-SONS (SPECIAL PROTECTION ULTRASOUND U)*

A criminal gang designs the ultimate spying device.

Wr Jacques Bergier & Henri Viard

Dir Claude Boissol

2 - 1 *LE DERNIER REMPART (THE LAST RAMPART)*

A Parisian suburb lives under a mysterious spell.

Wr Henry Viard

Dir Claude Boissol

2 - 2 *LE CABINET NOIR (THE BLACK CABINET)*

Seemingly random murders are committed in the cinemas

Wr Henry Viard

Dir Victor Vicas

2 - 3 *LES HOMMES VOLANTS (THE FLYING MEN)*

The B.I.P.S. investigates UFO sightings in Finland.

Wr Henry Viard

Dir Claude Boissol

2 - 4 *MEURETRES A DISTANCE (MURDERS AT A DISTANCE)*

Something is interfering with a telepathic communication experiment aboard a nuclear submarine.

Wr Henry Viard

Dir Claude Boissol

2 - 5 *ALERTE AU MINOTAURE (MINOTAUR ALERT)*

A new method of doping.

Wr Henry Viard

Dir Victor Vicas

2 - 6 *LES CREATEURS DE VISIBLE (THE CREATORS OF THE VISIBLE)*

Someone creates lifelike optical illusions of dead political leaders.

Wr Henry Viard

Dir Victor Vicas

2 - 7 *L-EFFACEUR DE MEMORIE (THE MEMORY ERASER)*

A series of mysterious attacks of amnesia.

Wr Henry Viard

Dir Victor Vicas

AVENGERS,THE



The Avengers began in 1961 with Steed teaming up with Dr. David Keel, played by Ian Hendry. Hendry's character is similar to one he played on a prior TV series *Police Surgeon*- although *The Avengers* is not a sequel to that series as has been written elsewhere. The two heroes met by accident. Dr. Keel had been searching for the drug dealers responsible for his fiancée's murder (avenging the crime- thus giving the series its name.) when he meets up with Steed who had been working on the case for some time. Steed then recruits Dr. Keel to help him with his various cases, something the Dr. Keel agreed to do.

Most of the first series of episodes were made on video tape, with film inserts, however several (episodes 003 through 009) were broadcast live. Only one of these is known to exist. The episodes were for the most part typical crime dramas exhibiting almost none of the science fiction / fantasy elements that the series would later become famous for.

The second series saw Steed gain several new partners: Cathy Gale, Venus Smith and Dr. Martin King. Venus was a night-club singer whom Steed teamed up with for six adventures- she performed at least one song in each of her episodes. Dr. King appeared in only three episodes in a role similar to Dr. Keel's- his scripts had been left over from the first series. Cathy Gale, played by Honor Blackman was the first Avengers girl, a woman who could hold her own in a fight and not be the helpless victim always in need of rescuing. She appeared in the rest of the second series episodes and all of the third. Her black leather outfits perfect for fighting. started a new trend in fashion. Cathy Gale was a widow who had a doctorate in anthropology. The audience was led to believe that there may have been something going on between Cathy and Steed, however nothing was ever explicitly stated Although many of the second and third series episodes were of the standard espionage / crime drama mold of the first series, elements of the fantastic slowly crept in.

The fourth series was the first to be seen in America. The science fiction elements that had been popping up before were now firmly established. The series was now shot on film, as opposed to video tape, freeing it from the studio bound look of all the previous episodes. Steed also gained a new partner in Emma Peel, played by Diana Rigg. Like Cathy, Emma was a widow who liked to wear leather. She also shared a similar relationship with Steed as the one Steed had with Cathy. Emma lasted for three series, the last two of which were filmed in colour to satisfy ABC in America These episodes also saw Steed become a bit more of an eccentric- he no longer carried a gun and the umbrella became his weapon of choice! The Emma Peel episodes are the best and most popular of the series' run.

For the final series *The Avengers* was slightly revamped turning it into a more 'standard' spy fare. Emma's husband had been discovered alive and well, signalling an end to her relationship with Steed. Steed was thus given a new partner Tara King. Unlike all of Steed's previous partners, who had been top amateurs, Tara was a trained agent fresh out of spy school. The bureaucracy to which Steed was answerable to was also firmly present in the form of Mother. Mother was Steed and Tara's wheelchair-bound boss and not a she as his name might suggest. Mother had the habit of appearing in the oddest of places with his office, a swimming pool or top of double decker bus for example. Often times episodes dealt with security breaches within the organisation itself or had Steed and Tara pick up the pieces of a case another agent had been working on.

Patrick MacNee would also go on to star in "*The New Avengers*" as Steed and also starred in the SF show "*Thunder In Paradise*". The series actually began in 1960 as "*Police Surgeon*" starring Ian Hendry. Sydney Newman, its creator (and later the creator of "*Doctor Who*") followed the escapist super-agent popularity of James Bond by restructuring the show in 1962 and renaming it "*The Avengers*." The show is listed here because of the wonderful 1965-66 era when the science fiction themes took centre stage.

To describe the Avengers is difficult since its format changed so rapidly throughout its seven seasons. It began simply as a crime drama, where Dr. David Keel hires undercover agent John Steed to find out the murderer of his wife, who was shot by a drug gang. The show's basic premise changed radically in the second season, with John Steed acquiring a female partner once in a while to fight crime with. The stories became increasingly

weird, many crossing the border into SF including 'Man-Eater of Surry Green', in which Steed and Emma investigate a man-eating plant from outer space. The Avengers was one of Britain's most popular exports, running across the world, famous for its very British nature. A revival was attempted in the form of "THE NEW AVENGERS" (1976-77).

This series' indirect precursor, *Police Surgeon*, began in 1960; produced and written by Julian Bond, it starred Ian Hendry as a compassionate police surgeon who spent his time helping people and solving cases. In 1961 Newman, later to be the BBC's head of drama, changed the format (making it less realistic), title (to *The Avengers*), running time (from 25 to 50 mins) and slightly changed Hendry's character (though he was still a compassionate doctor); most importantly, he introduced Patrick Macnee as the new protagonist, secret agent John Steed, a cool, well-dressed, absurdly posh gentleman. 1962 saw the departure of Hendry and the arrival of Honor Blackman as leather-clad Cathy Gale, judo expert; at first she alternated with Julie Stevens as Venus Smith, night-club singer, who appeared in only 6 episodes. The series, now far removed from its original format, became ever more popular as Steed and Mrs Gale battled increasingly bizarre enemies of the Crown.

TA peaked in 1965, becoming more lavish, coincident with its sale to US tv and Blackman's replacement as sidekick by Diana Rigg (strong-minded, intelligent, cynical and beautiful) as Emma Peel. The scripts became ever more baroque, not to say rococo. There had been occasional sf episodes from early on (nuclear blackmail, terrorism using bubonic plague); now sf plots became the norm, involving everything from invisible men and carnivorous plants to "Cybernauts" (killer robots), androids, mind-control rays and time machines, mostly connected with plots to take over the UK or the world. TA had become perhaps the archetypal 1960s tv series, in its snobbery about the upper class, its stylish decadence, its high-camp and its sometimes surreal visual ambience. Robert Fuest, who later made *The Final Programme* (1974; vt *The Last Days of Man on Earth*), directed many of the later episodes; so did other mildly distinguished film-makers such as Roy Baker, John Hough and Don Sharp. The writer most associated with the series, and responsible for much of its new look and lunatic plotting, was Brian Clemens, who became coproducer of the last 3 series. The last season (1968-9) had Linda Thorson (playing Tara King) replacing Diana Rigg as female sidekick, and also introduced Steed's grossly fat boss, Mother, played by Patrick Newell.

At least 9 original novels were based on or around TA, #5, #6 and #7 being by Keith LAUMER: *The Afrit Affair* * (1968), *The Drowned Queen* * (1968) and *The Gold Bomb* * (1968). *The Complete Avengers* (1988) by Dave Rogers is a book about the series.

Although TA belonged spiritually to the 1960s, Albert Fenell and Brian Clemens revived the series in 1976, with French financial backing, as *The New Avengers*, again starring Patrick Macnee, with Joanna Lumley as female sidekick Purdey and Gareth Hunt as kung-fu expert Mike Gambit. The series was made by Avengers (Film and TV) Enterprises/IDTV TV Productions, Paris, with Canadian episodes co-credited to Nielsen-Ferns Inc.; 2 seasons, 1976-7, 26 50min episodes, colour. The stories lacked the ease and panache of the 1960s version, and the sf ingredients became fewer and less inventive; the Cybernauts returned in one episode. John Steed's visible ageing must have acted as a kind of memento mori to nostalgic but dissatisfied viewers. In 1977 the entire production company moved to Canada, where the final episodes were set.

The third through seventh series of *The Avengers* were run on ABC in the United States starting in March 1966, the number in the brackets refers to the order in which ABC aired them. At times the American airing predated the British one! The five episodes denoted by - were not run on ABC because the network considered them too racy! Badly cut versions of the second and third series episodes had their first US telecast starting in early 1991 on the A&E cable network. The first series has never been aired in the US, except for *The Frighteners*.

Taking a literal definition, *The Avengers* was not a "science fiction show," but then neither was it a show to be taken literally. One of the most potent cocktails of fantasy and adventure that television has seen, *The Avengers* began as a straight crime thriller, evolved into a stylish secret agent romp and hit its peak in the mid-1960s as a tongue-in-cheek extravaganza that pitted its hero and heroine against some of the most outlandish villains the underworld-or any world-could muster.

Like few other long-running series, *The Avengers* moved with the times-more than that, it helped shape them. From the high boots and black leather of Honor Blackman to the catsuits of Diana Rigg the show quickly became an innovative frontrunner in 1960s style culture. It was adored in America for its cultivated "Britishness," and adored in Britain for its creation of a sophisticated fantasy world. Brian Clemens, a coproducer on the series, once said, "We admitted to only one class-and that was the upper. Because we were a fantasy, we have not shown policemen or coloured men. And you have not seen anything as common as blood. We have no social conscience at all."

Running through the series, from the first episode in 1961 to the 161st in 1969, was the debonair figure of old Etonian adventurer John Steed played to the hilt of urbane charm by Patrick Macnee. Originally he was the

sidekick, a foil for Ian Hendry as the main star, Dr. David Keel. When Hendry departed Macnee moved to centre stage where he was joined by a succession of lovely, liberated ladies-Cathy Gale (Honor Blackman) Emma Peel (Diana Rigg), Tara King (Linda Thorson) and then, in *The New Avengers*, Purdey (Joanna Lumley).

(Author's note: As this is a science fiction guide, it would be inappropriate to include a full episode rundown since the sf streak didn't really emerge until the Emma Peel era when almost every week, it seemed a mad scientist or some such evil genius with a chip on his shoulder would unleash a bizarre bid for power or fortune. So I've covered in brief, the early years featuring Ian Hendry and Honor Blackman and lingered over the later ones.

Producers for the series was Leonard White (Season 1,2), John Bryce (3 & 4),Albert Fennell (Season 5 -7), Brain Clemens (Season 5-7), Associate Producer was Brian Clemens, executive producers for the series were Gordon L.T. Scott (Season 7), Julie Wintel (Season 5-6). The music for the Emma Peel era was created by Luarie Johnson.

The various famous actors to have appeared in the show included Talfryn Thomas (*THE SURVIVORS*), Gerald Harper (*ADAM ADAMANT LIVES*), Warren Mitchell, Julian Glover, Bernard Cribbins, Peter Jones (*THE HITCH HIKERS GUIDE TO THE GALAXY*), Peter Wyngarde, Jacqueline Pearce (*BLAKE'S 7*), Jon Pertwee (*DOCTOR WHO*), Kenneth Cope (*Randal & Hopkirk (Desceased)*), Ronnie Barker, Philip Madoc (*FIRST BORN*), Christopher Lee, Brain Blessed, Donald Sutherland, Trevor Bannister, Anneke Wills (*DOCTOR WHO*), Francis Matthews (*CAPTAIN SCARLET AND THE MYSTERONS*), Nicholas Courtney (*DOCTOR WHO*), Simon Oates, Nigel Davenport, Frank Windsor, Richard Hurndall, Bernard Cribbins, John Cleese, John Woodvine and Kate O'Mara.

The Avengers was a British spy spoof that found a loyal American audience. Patrick MacNee was the suave John Steed and Diana Rigg was the strongly independent Emma Peel. These two agents, Britian's finest, encountered an assortment of weird villains. When Rigg left the series, Linda Thorson stepped in as Tara King for the last season.

Emmy Awards

Outstanding Continued Performance by an Actress in a Leading Role in a Dramatic Series - *The Avengers* - Diana Rigg - Nominated (1967)

Outstanding Continued Performance by an Actress in a Leading Role in a Dramatic Series - *The Avengers* - Diana Rigg - Nominated (1968)

WR. Brian Clemens, Richard Harris, Terence Feely, Dennis Spooner, John Lucarotti, Eric Paice, Martin Woodhouse, Eric Paice, Malcolm Hulke, Terence Dicks, Roger Marshall, Brain Clemens, Philip Levene, Robert Banks Stewart, Tony Williamson, Michael Winder, Jeremy Burnham, Leigh Vance, Terry Nation and Dave Freeman.

DIR. Don Leaver, Peter Hammond, Richmond Harding, Jonathan Alwyn, Don Leaver, Kim Mills, Bill Bain, Peter Graham Scott, Quentin Lawrence, Sindy Hayers, Gerry O'Hara, Roy Baker, James Hill, Robert Day, Gordon Felmyng, John Krish, Charles Crichton, Paul Dickson, Ray Austin, Peter Sykes, Cliff Owen, Leslie Norman and Don Sharp.

EPISODES: 161 **YEAR MADE:** 1961 **COUNTRY:** GB **SEASONS:** 7

ABC TELEVISION NETWORK PRODUCTION

CREATOR: SYDNEY NEWMAN AND LEONARD WHITE

TYPE OF SHOW: CRIME **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26, (2) 26, (3) 26, (4) 26, (5) 16, (6) 8, (7) 33

DATE OF PREMIER: 07/01/1961 **AIR DATE OF LAST EPISODE** 21/05/1969

SEASON DATE BREAKDOWN:

FILMS: *THE AVENGERS* (1998).

Dr. David Keel IAN HENDRY (1), Steed PATRICK MACNEE, Carol Wilson INGRID HAFNER (1), One-Ten DOUGLAS MUIR (1), Cathy Gale HONOR BLACKMAN (2,3), Mrs. Emma Peel DIANA RIGG (4-6), Tara King LINDA THORSON (7), Mother PATRICK NEWELL (7), Rhonda RHONDA PARKER (7).

Books Based on this series.

Avengers and Me	Dave Rogers & Patrick Macnee	1997
Dead Duck	Patrick MacNee	1994
Deadline	Patrick MacNee	1994

The Avengers - Movie Novelization	Julie Kaewert	1998
The Avengers - Movie Screenplay	Don MacPherson	1998
The Avengers : Too Many Targets	Dave Rogers & John Peel	1990
The Avengers 5 - The Afrit Affair	Kieth Laumer	1968
The Avengers 6 - The Drowned Queen	Kieth Laumer	1968
The Avengers 7 -The Gold Bomb (#7)	Kieth Laumer	1968
The Avengers Companion	Jean-Luc Putheaud & Alain Carraze	1997
The Avengers Dossier	Paul Cornell, Martin Day & Keith Topping	1998
The Avengers: And Me	Patrick Macnee	1997
The Avengers: The Making of a Movie	Dave Rogers	1998
The Complete Avengers	Dave Rogers	1988
The Rogers and Gillis Guide to the Avengers	Dave Rogers & Steve Gillis	1998
The Ultimate Avengers	Dave Rogers	1995

RELATED SHOWS:*NEW AVENGERS,THE**BUGS*1 - 1 *HOT SNOW***Wr** Ray Rigby (w) & Patrick Brawn (s)**Dir** Don Leaver1 - 2 *BROUGHT TO BOOK***Wr** Brian Clemens**Dir** Peter Hammond1 - 3 *SQUARE ROOT OF EVIL***Wr** Richard Harris**Dir** Don Leaver1 - 4 *NIGHTMARE***Wr** Terence Feely**Dir** Peter Hammond1 - 5 *CRESCENT MOON***Wr** Geoffrey Bellman & John Whitney**Dir** John Knight1 - 6 *GIRL ON THE TRAPEZE***Wr** Dennis Spooner**Dir** Don Leaver1 - 7 *DIAMOND CUT DIAMOND***Wr** Max Marquis**Dir** Peter Hammond1 - 8 *THE RADIOACTIVE MAN***Wr** Fred Edge**Dir** Robert Tronson1 - 9 *ASHES OF ROSES***Wr** Peter Ling & Sheilagh Ward**Dir** Don Leaver1 - 10 *HUNT THE MAN DOWN***Wr** Richard Harris**Dir** Peter Hammond1 - 11 *PLEASE DON'T FEED THE ANIMALS***Wr** Dennis Spooner

- Dir** Dennis Vance
1 - 12 *DANCE WITH DEATH*
- Wr** Peter Ling & Sheilagh Ward
- Dir** Don Leaver
1 - 13 *ONE FOR THE MORTUARY*
- Wr** Brian Clemens
- Dir** Peter Hammond
1 - 14 *THE SPRINGERS*
- Wr** Geoffrey Bellman & John Whitney
- Dir** Don Leaver
1 - 15 *THE FRIGHTENERS*
- Wr** Berkeley Mather
- Dir** Peter Hammond
1 - 16 *THE YELLOW NEEDLE*
- Wr** Patrick Campbell
- Dir** Don Leaver
1 - 17 *DEATH ON THE SLIPWAY*
- Wr** James Mitchell
- Dir** Peter Hammond
1 - 18 *DOUBLE DANGER*
- Wr** Gerald Verner
- Dir** Roger Jenkins
1 - 19 *TOY TRAP*
- Wr** Bill Strutton
- Dir** Don Leaver
1 - 20 *THE TUNNEL OF FEAR*
- Wr** John Kruise
- Dir** Guy Verney
1 - 21 *THE FAR DISTANT DEAD*
- Wr** John Lucarotti
- Dir** Peter Hammond
1 - 22 *KILL THE KING*
- Wr** James Mitchell
- Dir** Roger Jenkins
1 - 23 *DEAD OF WINTER*
- Wr** Eric Paice
- Dir** Don Leaver
1 - 24 *THE DEADLY AIR*
- Wr** Lester Powell
- Dir** John Knight
1 - 25 *A CHANGE OF BAIT*
- Wr** Lewis Davidson
- Dir** Don Leaver
1 - 26 *DRAGONSFIELD*
- Wr** Terence Feely
- Dir** Peter Hammond
2 - 1 *MR TEDDY BEAR*
- Wr** Martin Woodhouse

- Dir** Richmond Harding
2 - 2 *PROPELLANT 23*
- Wr** John Manchip White
- Dir** Jonathan Alwin
2 - 3 *THE DECAPOD*
- Wr** Eric Paice
- Dir** Don Leaver
2 - 4 *BULLSEYE*
- Wr** Eric Paice
- Dir** Peter Hammond
2 - 5 *MISSION TO MONTREAL*
- Wr** Lester Powell
- Dir** Don Leaver
2 - 6 *THE REMOVAL MAN*
- Wr** Roger Marshall & Jeremy Scott
- Dir** Don Leaver
2 - 7 *THE MAURITIUS MAN*
- Wr** Malcolm Hulke & Terrance Dicks
- Dir** Richmond Harding
2 - 8 *DEATH OF A GREAT DANE*
- Wr** Roger Marshall & Jeremy Scott
- Dir** Peter Hammond
2 - 9 *THE SELL-OUT*
- Wr** Antony Terpiloff & Brandon Brady
- Dir** Don Leaver
2 - 10 *DEATH ON THE ROCKS*
- Wr** Eric Paice
- Dir** Jonathan Alwin
2 - 11 *TRAITOR IN ZEBRA*
- Wr** John Gilber
- Dir** Richmond Harding
2 - 12 *THE BIG THINKER*
- Wr** Martin Woodhouse
- Dir** Kim Mills
2 - 13 *THE DEATH DESPATCH*
- Wr** Leonard Fincham
- Dir** Jonathan Alwin
2 - 14 *DEAD ON COURSE*
- Wr** Eric Paice
- Dir** Richmond Harding
2 - 15 *INTERCRIME*
- Wr** Malcolm Hulke & Terrance Dicks
- Dir** Jonathan Alwin
2 - 16 *IMMORTAL CLAY*
- Wr** James Mitchell
- Dir** Richmond Harding
2 - 17 *BOX OF TRICKS*
- Wr** Peter Ling & Edward Rhodes

- Dir** Kim Mills
2 - 18 *WARLOCK*
- Wr** Doreen Montgomery
- Dir** Peter Hammond
2 - 19 *THE GOLDEN EGGS*
- Wr** Martin Woodhouse
- Dir** Peter Hammond
2 - 20 *SCHOOL FOR TRAITORS*
- Wr** James Mitchell
- Dir** Jonathan Alwin
2 - 21 *THE WHITE DWARF*
- Wr** Malcolm Hulke
- Dir** Richmond Harding
2 - 22 *MAN IN THE MIRROR*
- Wr** Geoffrey Orme
- Dir** Kim Mills
2 - 23 *CONSPIRACY OF SILENCE*
- Wr** Roger Marshall
- Dir** Peter Hammond
2 - 24 *A CHORUS OF FROGS*
- Wr** Martin Woodhouse
- Dir** Raymond Menmuir
2 - 25 *SIX HANDS ACROSS A TABLE*
- Wr** Fred R. Dekoven
- Dir** Richmond Harding
2 - 26 *KILLERWHALE*
- Wr** John Lucarotti
- Dir** Kim Mills
3 - 1 *BRIEF FOR MURDER*
- Wr** Brian Clemens
- Dir** Peter Hammond
3 - 2 *THE UNDERTAKERS*
- Wr** Malcolm Hulke
- Dir** Bill Bain
3 - 3 *THE MAN WITH THE TWO SHADOWS*
- Wr** James Mitchell
- Dir** Don Leaver
3 - 4 *THE NUTSHELL*
- Wr** Philip Chambers
- Dir** Raymond Menmuir
3 - 5 *DEATH OF A BATMAN*
- Wr** Roger Marshall
- Dir** Kim Mills
3 - 6 *NOVEMBER FIVE*
- Wr** Eric Paice
- Dir** Bill Bain
3 - 7 *THE GILDED CAGE*
- Wr** Roger Marshall

- Dir** Bill Bain
3 - 8 *SECOND SIGHT*
- Wr** Martin Woodhouse
- Dir** Peter Hammond
3 - 9 *THE MEDICINE MAN*
- Wr** Malcolm Hulke
- Dir** Kim Mills
3 - 10 *THE GRANDEUR THAT WAS ROME*
- Wr** Rex Edwards
- Dir** Kim Mills
3 - 11 *THE GOLDEN FLEECE*
- Wr** Roger Marshall & Phyllis Norman
- Dir** Peter Hammond
3 - 12 *DON'T LOOK BEHIND YOU*
- Wr** Brian Clemens
- Dir** Peter Hammond
3 - 13 *DEATH A LA CARTE*
- Wr** John Lucarotti
- Dir** Kim Mills
3 - 14 *DRESSED TO KILL*
- Wr** Brian Clemens
- Dir** Bill Bain
3 - 15 *THE WHITE ELEPHANT*
- Wr** John Lucarotti
- Dir** Lourence Bourne
3 - 16 *THE LITTLE WONDER*
- Wr** Eric Paice
- Dir** Lourence Bourne
3 - 17 *THE WRINGER*
- Wr** Martin Woodhouse
- Dir** Don Leaver
3 - 18 *MANDRAKE*
- Wr** Roger Marshall
- Dir** Bill Bain
3 - 19 *THE SECRETS BROKER*
- Wr** Ludwig Peters
- Dir** Jonathan Alwin
3 - 20 *THE TROJAN HORSE*
- Wr** Malcolm Hulke
- Dir** Lourence Bourne
3 - 21 *BUILD A BETTER MOUSE TRAP*
- Wr** Brian Clemens
- Dir** Peter Hammond
3 - 22 *THE OUTSIDE IN MAN*
- Wr** Philip Chambers
- Dir** Jonathan Alwin
3 - 23 *THE CHARMERS*
- Wr** Brian Clemens

- Dir** Bill Bain
3 - 24 *CONCERTO*
- Wr** Malcolm Hulke & Terrance Dicks
- Dir** Kim Mills
3 - 25 *ESPRIT DE CORPS*
- Wr** Eric Paice
- Dir** Don Leaver
3 - 26 *LOBSTER QUADRILLE*
- Wr** Richard Lucas
- Dir** Kim Mills
4 - 1 *THE TOWN OF NO RETURN*
- Wr** Brian Clemens
- Dir** Roy Ward Baker
4 - 2 *THE GRAVE DIGGERS*
- Wr** Malcolm Hulke
- Dir** Quentin Lawrence
4 - 3 *THE CYBERNAUTS*
- Wr** Philip Levene
- Dir** Sydney Hayers
4 - 4 *DEATH AT BARGAIN PRICES*
- Wr** Brian Clemens
- Dir** Charles Crichton
4 - 5 *CASTLE DE'ATH*
- Wr** John Lucarotti
- Dir** James Hill
4 - 6 *THE MASTER MINDS*
- Wr** Robert Banks Stewart
- Dir** Peter Graham Scott
4 - 7 *THE MURDER MARKET*
- Wr** Tony Williamson
- Dir** Peter Graham Scott
4 - 8 *A SURFEIT OF H20*
- Wr** Colin Finbow
- Dir** Sydney Hayers
4 - 9 *THE HOUR THAT NEVER WAS*
- Wr** John Lucarotti
- Dir** James Hill
4 - 10 *DIAL A DEADLY NUMBER*
- Wr** Roger Marshall
- Dir** Don Leaver
4 - 11 *MAN-EATER OF SURREY GREEN*
- Wr** Philip Levene
- Dir** Sydney Hayers
4 - 12 *TWO'S A CROWD*
- Wr** Philip Levene
- Dir** Roy Ward Baker
4 - 13 *TOO MANY CHRISMASS TREES*
- Wr** Tony Williamson

- Dir** Roy Ward Baker
4 - 14 *SILENT DUST*
- Wr** Roger Marshall
- Dir** Roy Ward Baker
4 - 15 *ROOM WITHOUT A VIEW*
- Wr** Roger Marshall
- Dir** Roy Ward Baker
4 - 16 *SMALL GAME FOR BIG HUNTERS*
- Wr** Philip Levene
- Dir** Gerry O'Hara
4 - 17 *THE GIRL FROM AUNTIE*
- Wr** Roger Marshall
- Dir** Roy Ward Baker
4 - 18 *THE THIRTEETH HOLE*
- Wr** Tony Williamson
- Dir** Roy Ward Baker
4 - 19 *QUICK-QUICK SLOW DEATH*
- Wr** Robert Banks Stewart
- Dir** James Hill
4 - 20 *THE DANGER MAKERS*
- Wr** Roger Marshall
- Dir** Charles Crichton
4 - 21 *A TOUCH OF BRIMSTONE*
- Wr** Brian Clemens
- Dir** James Hill
4 - 22 *WHAT THE BUTLER SAW*
- Wr** Brian Clemens
- Dir** Bill Bain
4 - 23 *THE HOUSE THAT JACK BUILT*
- Wr** Brian Clemens
- Dir** Don Leaver
4 - 24 *A SENSE OF HISTORY*
- Wr** Martin Woodhouse
- Dir** Peter Graham Scott
4 - 25 *HOW TO SUCCEED... AT MURDER*
- Wr** Brian Clemens
- Dir** Don Leaver
4 - 26 *HONEY FOR THE PRINCE*
- Wr** Brian Clemens
- Dir** James Hill
5 - 1 *FROM VENUS WITH LOVE*
- Wr** Philip Levene
- Dir** Robert Day
5 - 2 *THE FEAR MERCHANTS*
- Wr** Philip Levene
- Dir** Gordan Flemyng
5 - 3 *ESCAPE IN TIME*
- Wr** Philip Levene

- Dir** John Kirsh
5 - 4 *THE SEA-THROUGH MAN*
- Wr** Philip Levene
- Dir** Robert Asher
5 - 5 *THE BIRD WHO KNEW TOO MUCH*
- Wr** Brian Clemens (w), Alan Pattillo (s)
- Dir** Ron Rossotti
5 - 6 *THE WINGED AVENGER*
- Wr** Richard Harris
- Dir** Gordan Flemyng & Peter Duffell
5 - 7 *THE LIVING DEAD*
- Wr** Brian Clemens
- Dir** John Kirsh
5 - 8 *THE HIDDEN TIGER*
- Wr** Philip Levene
- Dir** Sydney Hayers
5 - 9 *THE CORRECT WAY TO KILL*
- Wr** Brian Clemens
- Dir** Charles Crichton
5 - 10 *NEVER, NEVER SAY DIE*
- Wr** Philip Levene
- Dir** Robert Day
5 - 11 *EPIC*
- Wr** Brian Clemens
- Dir** James Hill
5 - 12 *THE SUPERLATIVE SEVEN*
- Wr** Brian Clemens
- Dir** Sydney Hayers
5 - 13 *A FUNNY THING HAPPENED ON THE WAY TO THE STATION*
- Wr** Brian Sheriff
- Dir** John Kirsh
5 - 14 *SOMETHING NASTY IN THE NURSERY*
- Wr** Philip Levene
- Dir** James Hill
5 - 15 *THE JOKER*
- Wr** Brian Clemens
- Dir** Sydney Hayers
5 - 16 *WHO'S WHO???*
- Wr** Philip Levene
- Dir** John Llewellyn Moxey
6 - 1 *RETURN OF THE CYBERNAUTS*
- Wr** Philip Levene
- Dir** Robert Day
6 - 2 *DEATH'S DOOR*
- Wr** Philip Levene
- Dir** Sydney Hayers
6 - 3 *THE \$50,000 BREAKFAST*
- Wr** Roger Marshall

- Dir** Robert Day
6 - 4 *DEAD MAN'S TREASURE*
- Wr** Michael Winder
- Dir** Sydney Hayers
6 - 5 *YOU HAVE JUST BEEN MURDERED*
- Wr** Philip Levene
- Dir** Robert Asher
6 - 6 *THE POSITIVE NEGATIVE MAN*
- Wr** Tony Williamson
- Dir** Robert Day
6 - 7 *MURDERSVILLE*
- Wr** Brian Clemens
- Dir** Robert Asher
6 - 8 *MISSION ... HIGHLY IMPROBABLE*
- Wr** Philip Levene
- Dir** Robert Day
7 - 1 *THE FORGET-ME-KNOT*
- Wr** Brian Clemens
- Dir** James Hill
7 - 2 *GAME*
- Wr** Richard Harris
- Dir** Robert Fuest
7 - 3 *SUPER SECRET CYPHER SNATCH*
- Wr** Tony Williamson
- Dir** John Hough
7 - 4 *YOU'LL CATCH YOUR DEATH*
- Wr** Jeremy Burnham
- Dir** Paul Dickson
7 - 5 *SPLIT!*
- Wr** Brian Clemens
- Dir** Roy Baker
7 - 6 *WHOEVER SHOT POOR GEORGE OBLIQUE STROKE XR40*
- Wr** Tony Williamson
- Dir** Cyril Frankel
7 - 7 *FALSE WITNESS*
- Wr** Jeremy Burnham
- Dir** Charles Crichton
7 - 8 *ALL DONE WITH MIRRORS*
- Wr** Leigh Vance
- Dir** Ray Austin
7 - 9 *LEGACY OF DEATH*
- Wr** Terry Nation
- Dir** Don Chaffey
7 - 10 *NOON DOOMSDAY*
- Wr** Terry Nation
- Dir** Peter Sykes
7 - 11 *LOOK (STOP ME IF YOU'VE HEARD THIS ONE) BUT THERE WERE THESE TWO FELLERS . . .*

- Wr** Dennis Spooner
Dir James Hill
7 - 12 *HAVE GUNS .. WILL HAGGLE*
- Wr** Donald James
Dir Ray Austin
7 - 13 *THEY KEEP KILLING STEED*
- Wr** Brian Clemens
Dir Robert Fuest
7 - 14 *THE INTERROGATORS*
- Wr** Richard Harris & Brian Clemens
Dir Charles Crichton
7 - 15 *THE ROTTERS*
- Wr** Dave Freeman
Dir Robert Fuest
7 - 16 *INVASION OF THE EARTHMEN*
- Wr** Terry Nation
Dir Don Sharp
7 - 17 *KILLER*
- Wr** Tony Williamson
Dir Cliff Owen
7 - 18 *THE MORNING AFTER*
- Wr** Brian Clemens
Dir John Hough
7 - 19 *CURIOUS CASE OF THE COUNTLESS CLUES*
- Wr** Philip Levene
Dir Don Sharp
7 - 20 *WISH YOU WHERE HERE*
- Wr** Tony Williamson
Dir Don Chaffey
7 - 21 *LOVE ALL*
- Wr** Jeremy Burnham
Dir Peter Sykes
7 - 22 *STAY TUNED*
- Wr** Tony Williamson
Dir Don Chaffey
7 - 23 *TAKE ME TO YOUR LEADER*
- Wr** Terry Nation
Dir Robert Fuest
7 - 24 *FOG*
- Wr** Jeremy Burnham
Dir John Hough
7 - 25 *WHO WAS THAT MAN I SAW YOU WITH?*
- Wr** Jeremy Burnham
Dir Don Chaffey
7 - 26 *HOMICIDE AND OLD LACE*
- Wr** Malcolm Hulke & Terrance Dicks
Dir John Hough
7 - 27 *THINGUMAJIG*

Wr Terry Nation

Dir Leslie Norman

7 - 28 *MY WILDEST DREAM*

Wr Philip Levene

Dir Robert Fuest

7 - 29 *REQUIEM*

Wr Brian Clemens

Dir Don Chaffey

7 - 30 *TAKEOVER*

Wr Terry Nation

Dir Robert Fuest

7 - 31 *PANDORA*

Wr Brian Clemens

Dir Robert Fuest

7 - 32 *GET-A-WAY*

Wr Philip Levene

Dir Don Sharp

7 - 33 *BIZARRE*

Wr Brian Clemens

Dir Leslie Norman

AVENTURAS DA TIAZINHA, AS



Su-013 was a futuristic heroine with a dog as a partner. Su-013 was bought up by her father Zio. He discovered early on in her childhood, that she was a very special child. And so began her training. However as she grew older she ran away from her father, and tried to lead a normal life. She finally finds herself a job in a supermarket, and meets Bradbury, a genius who dies, but not before he downloads his intelligence into a computer network being able to help our heroine from the virtual world.

Tiazinha (SU-013) is stronger than any normal human being, beyond her physical force and her whip, she can emit energy bursts and uses a force field to protect herself. With the aid of Ze, her super powered dog, she is ready to take on all enemies.

There was also a photo novel based on the series created in 2001 and published by Playboy, entitled "As Aventuras da Tiazinha".

Film Editing by Sandra Marques

WR. Mario Teixeira.

DIR. Del Rangel.

EPISODES: 12 **YEAR MADE:** 1999 **COUNTRY:** BRA **SEASONS:** 1

REDE BANDEIRANTES

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 15 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Portuguese

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Tiazinha (SU-013) SUZANA ALVES, Bradbury ENRIQUE MARTINS, CARMO DALLA VECCHIA, CARLOS MARI, CARLOS CAREDA, CARLOS LANDUCCI, KLEBER COLUMBUS, ARNALDO BOCCHI, JACQUELINE DALABONA, ANDRES ABUJAMRA, Dr. Ziggy JOSE MOJICA MARINS.

AYOYE

Although this is a Canadian show its language was French, and hence quite difficult to find a great deal of information about it, other than the show was a typical sci-fi sitcom, about an alien who lands on Earth and lives with a normal Earth family. In a very similar vein to shows like ALF or MORK AND MINDY. Indeed the main alien character seems to have traits of Mork from MORK AND MINDY, especially with his very odd behaviour.

Because it was a sit-com, it's not unusual for these types of shows to notch up a lot of episodes, and in this case 164 episodes in just one year. Sometimes several episodes would air in one day.

WR.

DIR.

EPISODES: 164 **YEAR MADE:** 2003 **COUNTRY:** CAN **SEASONS:** 1

LE SOCIÉTÉ RADIO-CANADA

CREATOR:

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 24 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) ?

DATE OF PREMIER: 06/09/2003 **AIR DATE OF LAST EPISODE** 13/06/2004

SEASON DATE BREAKDOWN:

FILMS:

Manuel Lalumière-Dufort (Man) JULIEN BERNIER-PELLETIER, Navette Bacon ISABELLE BROUILLETTE, Déli Bacon SALOME CORBO, Fléonard Bacon (Fléo) PATRICK DROLET, Kenneth De Grandpré YAN ENGLAND, Luc Dufort JEAN-FRANCOIS GAUDET, Sputnik Bacon MARTIN HEROUX, Luce Lalumière HELENE MAJOR, Tania Lajoie-Dufort VERONIQUE MARCHAND, Louis-Philippe Lalumière-Aucoin RAPHAEL MARTIN.

BABEL

AKA: **TOWER OF BABEL, THE**

Babel is an underground secret medical organization, run by brilliant doctors, including two, Kyoichi Hamura (Kashiwabara) and Kaoru Kizaki (Ryo), who use the latest technology to cure the supposedly incurable.

The series goes on to reveal the mysterious parts, in the style of night head, mixed with medical suspense in the spirit of Black Jack. Shown in a late night slot on Fuji's satellite channel, this near future sci-fi thriller soon attracted a cult following. Episode 2, 3, 4 and 9 were rerun in May 2002 at three in the morning - presumably, only doctors on shiftwork would be awake to see it.

Produced by Yu Hirose and Yu Moriya.

WR. SHUNPEI OKADA

DIR. NOBUYUKI TAKAASHI

EPISODES: 12 **YEAR MADE:** 2002 **COUNTRY:** JAP **SEASONS:** 1

BS FUJI

CREATOR:

TYPE OF SHOW: MEDICAL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER: 04/01/2002

AIR DATE OF LAST EPISODE 22/03/2002

SEASON DATE BREAKDOWN:

FILMS:

Kyoichi Hamura TAKASHI KASHIWABARA, Kaoru Kizaki RYO, JUNICHI INOUE, MANAMI KONISHI,
RYOKO HIROSUE, MEIKYO YAMADA

BABYLON 5



"Babylon 5" starts off in the year 2257 A.D. on a 5 kilometre long space station in space, which is called Babylon 5. It is the fifth of the Babylon space stations. Out of the first four, three were destroyed under suspicious circumstances and the fourth mysteriously vanished without a trace. Babylon 4's fate was revealed in a first season episode and its final fate was revealed in a fourth season episode.

"Babylon 5" was constructed by the Earth Alliance, 10 years after the end of the Minbari War. The purpose of the station was to serve as a setting where humans and aliens get together and settle their differences peacefully and thus avoid another war. Babylon 5 was commanded by Jeff Sinclair, a hero in the Battle of the Line, the final battle in the Minbari war and whom the Minbari insisted be in charge of the station. Sinclair left his position at end of the first season to become Ambassador to Minbar.

He returned twice, first for a cameo appearance in a second season episode and a major role in a two part episode during the third season which explains things which had been alluded to in earlier episodes. He was replaced by Captain John Sheridan, man responsible for the one victory Earth had in its war against the Minbari. Earth and the four most powerful alien civilisations all have ambassadors permanently on Babylon 5. The Earth Alliance is represented by the Commander of Babylon 5. The main alien race the Minbari who are represented by Ambassador Delenn and her aid Lennier.

Commander Sinclair fought in the Battle of the Line and has a gap in his memory which has something to do with the reasons why the Minbari's surrendered in the war. Unknown to anyone else. Ambassador Delenn is a member of the Minbari's Grey Council, which was partly responsible for Sinclair being assigned as commander of the station in the second season. Delenn takes it upon herself to undergo a metamorphosis to make her appear more human. She comes out of the process with hair, which the Minbari lack. The Minbari Grey Council reject this although she is still allowed to be the Ambassador at Babylon 5. She and Captain Sheridan form a romantic relationship which will eventually produce a child which is shown in a flash back.

The Centauri Republic are represented by Londo Mollari and his aide Vir. The Centauri was the first alien race to make contact with mankind. The Centauri Republic, however, is much as the British Empire was in the first half of the 20th century. Londo is something of a womaniser who does not consider his current posting a glamorous one. Given the opportunity both his own position and that of the Centauri Republic in the second season, Londo aligned himself with the mysterious Morden and his unseen powerful allies, the Shadows, to defeat their enemies the Narn. Londo realises what he is doing is wrong, yet feels compelled to continue this fight.

The Narn Regime are represented by Ambassador G'Kar and his aide Na'Toth. They previously were under the control of The Centauri Republic, but they rebelled and won their freedom. Centauri however want the Narn homeworld back and manage to obtain it, with the help of Londo with Mr. Morden and his allies the Shadows.

The fourth of the main alien races is the Vorlons who are represented by Ambassador Kosh. Little is known about the Vorlons since they have avoided contact with all other races. Nobody knows exactly what they look like since Ambassador Kosh wears an environmental suit at all times. Vorlons are perhaps the most powerful of the alien races and for unknown reasons they agreed to part of the Babylon 5 project. The arrival of Ambassador Kosh on Babylon 5 and the subsequent life on the station was a central part of the series pilot movie. Kosh was killed during the third season by another Vorlon ambassador, also named Kosh.

Creator J. Michael Straczynski is also remembered for writing some of the better scripts for the SF series CAPTAIN POWER AND THE SOLDIERS OF THE FUTURE. Bruce Boxleitner is also famous for starring in the cult SF film "Tron" and also for an episode of "Tales From The Crypt". Tracy Scoggins is also famous for playing Cat in LOIS AND CLARK. Babylon 5 won the Hugo award Best Dramatic Presentation in both 1996 ("The Coming of Shadows") and 1997 ("Severed Dreams"), beating amongst others, "Independence

Day", "Mars Attacks" and STAR TREK: DEEP SPACE NINE.

Most episodes of the series were written by J. Michael Straczynski, other writers mostly from the first season were David Gerrold, D.C. Fontana, Mark Scott Zicree and Lawrence G. Ditillio. The series had an on going storyline which became more complex as the show went on. Many changes happened in the five seasons of the show, from a Battle between the ancient Shadows and the new races such as Earth, the Battles with the Psi Corp, the fight for independence when Earth is ruled by an evil dictator, the fall of the Narn empire by the Centauri and the creation of the Earth Alliance, which is made up of many smaller worlds after Earth managed to kill the dictator. There are many more story arcs along the way, which makes this one of the most complicated plots in SF TV history.

Amongst the best episodes there was "Chrysalis" in which Sinclair and Catherine plan to get married, Garibaldi is critically injured whilst protecting the President and we get the first look at the Vorlon ambassador; "The Coming of Shadows" in which Londo and Refa decide to increase the size of the Centauri empire, which starts a war between them and the Narns. In 'The Fall of Night', the Centauri war escalates and Kosh has to save Sheridan's life after terrorists plant a bomb. The two part episode 'War Without End' is concerned with how Babylon 4 disappeared through time.

The show was designed to run for just five years and surprisingly managed to do it, despite being fought all the way by Warner Brothers, who did eventually stay with this show until TNT took over for season 5. J. Michael Straczynski controlled the show with a firm hand from the beginning because it was necessary with such a tightly woven 5 year story arc. Such a story arc was used with great effect by many SF shows in the late 1990s, following on from Babylon 5. The show was also the first to pioneer the use of CGI (Computer Graphics Interactive), which is graphics produced on computer. This allowed the show to save money because of the show's low budget. The first show to use CGI was "Captain Power And His Soldiers Of The Future", which J. Michael Straczynski also worked on. CGI has become a cheap way of producing high quality special effects in the 1990s.

"Babylon 5" is one of the best SF shows ever made in my opinion, with strong acting and excellent scripts. The show has managed to win two Hugo Awards, the first show to win since "Star Trek: The Next Generation". A Sequel to the series entitled "Babylon: Crusade" which continued the storyline was also produced. The pilot, 'The Gathering' was enhanced with new special effects and better editing, to be shown on TNT in the US. A series of television movies have been made continuing the story of "Babylon 5".

"Babylon 5" is a syndicated series which is part of the Warner Bros. Prime Time Entertainment Network (PTEN). The series debuted as a two hour TV movie in March 1993 which proved such a success to warrant the launch of a hour long weekly series in January 1994. Straczynski's other genre shows included "The New Twilight Zone" and "Captain Power and the Soldiers of the Future". Before Babylon Five's production Straczynski created a 5 year plan for the series which all of the individual episodes become part of a grander plan, yet each would be able to stand on its own. This is one of "Babylon 5"'s biggest achievements as things alluded to in one episode will become important a year or more later.

This five year long arc to the story has the unfortunate side effect of making it difficult for the casual viewer to get involved. Also, if episodes are caught on the numerous rerun syndicated series, which take up most of the year, situations can seem to revert back to the way they were.

This syndicated series is very much the brain child of Straczynski, who has the writing credit for 23 of the 40 one-hour episodes to date, plus the pilot. Though individual episodes stand alone, there is an over-arching story, involving the gradual solution of a number of mysteries, planned to extend over five years. This is a very unusual and ambitious way to structure a tv series. There is much political conspiracy -- often luridly melodramatic -- slowly unravelled as the story continues, and much of the action is devoted to these, which include Commander Sinclair's amnesia about a space battle against the Minbari ten years earlier. Other conspiracies involve soul stealing, and the possibly malign influence of the human Psi Corps on the Earth Alliance. The effective special effects are largely computer generated, by Foundation Imaging, and those for the pilot won an Emmy. The science goes out of its way, most of the time, not to include the futuristic for its own sake; that is, some of it is plausible. Human relations are imperfect, sometimes grating. The series gives the impression of being a little more prepared to go for the jugular than its immediate competition, STAR TREK: DEEP SPACE NINE, also set on a space station, whose pilot aired a scant month before B5's, but which was not in pre-production so long. (That is, B5 cannot be said to have been launched as any kind of deliberate imitation.) Due to illness, Harlan Ellison has not written his announced scripts.

Several major roles were dropped or replaced after the pilot. Other leading roles in the ongoing series are second-in-command Commander Susan Ivanova (played by Claudia Christian); telepath Talia Winters (played by Andrea Thompson); the cynical Security Chief Garibaldi (played by Jerry Doyle); Dr Stephen Franklin (played by Richard Biggs), Lieutenant Warren Keffer (played by Robert Russler); Vir, Londo's bumbling aide

(played by Stephen Furst); Lennier, Delenn's assistant (played by Bill Mumy); Bester, possibly malicious Psi Cop (played by Walter Koenig). The first of a series of novels spun off from the series is *Babylon 5, Book #1: Voices* (1995) by John VORNHOLT.

On the technical side one of the most interesting things about *Babylon 5* are its special effects. All of the outer space special effects on the series are computer generated. Created on the Video Toaster and the Amiga computer all of the space ships on the series are computer models. This process has a couple of advantages: 1) computer generated effects are much cheaper to produce than those utilising models, and 2) shots and angles which would be impossible to create with models can easily be generated on the computer. Much like, *THE ADVENTURES OF SUPERMAN* was made in colour in the 1950's with an eye towards future sales. *Babylon 5* has been made in a widescreen format. So in the future if / when widescreen TV does begin broadcasting *Babylon 5* will be available in the new format.

"Humans and aliens wrapped in 2,500,000 tons of spin-ning metal, all alone in the night. It can be a dangerous place but it's our last, best hope for peace. This is the story of the last of the Babylon stations. The year is 2258. The name of the place is Babylon 5." It takes a brave show to try to crack the stranglehold the Star Trek dynasty has on TV sci-fi. Many have tried, few have measured up. *Babylon 5* is one of the better challengers. *Babylon 5* is a five-mile-long space station located deep in neutral space and serves as an intergalactic version of the UN. It's called *Babylon 5* because it's the fifth and last of the Babylon stations. The first three were destroyed by sabotage and the fourth just disappeared off the map. "So why build a fifth?" its commander is asked. "Just plain old human stubbornness," is the reply.

The station's primary function is to host critical talks aimed at establishing lasting peace in a galaxy that has seen many years of conflict between the five major solar systems: Earth Alliance, Minbari Federation Narn Regime, Centauri Republic and Vorlon Empire. Ambassadors and diplomats from each government are present including Earth's representative Jeffrey Sinclair, who also acts as *Babylon 5*'s reluctant commander.

And while there may be no stranger breed of creature than politicians the presence of some 250,000 inhabitants means their squabbles are just the tip of an iceberg. The station is a port of call for refugees, smugglers, businessmen and travellers from a hundred worlds. Here, alien cultures clash in a dark domain of suspicion and betrayal—clearly defined in the pilot story, in which the delicate new peace is threatened by a shape-shifting hit man who tries to assassinate the newly arrived Vorlon ambassador and pin the blame on Sinclair.

Sinclair is a former fighter pilot, haunted by his experiences in the Earth-Minbari war ten years previously. He's happy to leave most of the day-to-day running of the station to his ambitious and hot-headed second in command, Susan Ivanova. Michael Garibaldi is the station's sardonic security chief, and the human contingent of stars is completed by the dedicated medical officer, Dr. Stephen Franklin, and a telepath, Talia Winters.

The principal alien ambassadors are Delenn, a bald but elegant Minbari (whose secret mission is to guard against Sinclair remembering the truth about 24 "lost" hours of his war experience against the Minbari); Londo Mollari, a drinking, gambling, womanising Centauran in a silly suit and a clown-like haircut; G'Kar, a calculating, reptilian Narn with the morals of a snake and the mysterious Vorlon, Kosh, who remains hidden inside a bizarre costume that acts as a mobile life--support system called an exoskeleton. Also along for the ride is sixties sci-fi "veteran" Bill Mumy, aka Will Robinson of *LOST IN SPACE*, as a Minbari attaché, while his *Lost in Space* mom, June Lockhart, also makes a guest appearance. Andreas Katsulas, who plays G'Kar, had earlier played Romulan commander Tomalak in *STAR TREK : THE NEXT GENERATION*.

The aliens look impressive—and so do the special effects, even if it does seem at times as if you're watching two different series. For exterior sequences are realised not by models, but in a super-slick computer-generated spacecape, including a dramatic Star Gate, a portal in space where ships emerge from hyperspace. It's the nearest thing to a wormhole this side of *DEEP SPACE NINE*.

In the beginning, it was easy to get hung up on the similarities between *B5* and its *Trek* rival. But Straczynski has always maintained that his project dates back to 1988, and as the series has progressed, it's clear that his vision of the future is much darker.

In many ways, *Babylon 5* is still SFTV's best-kept secret. While *The X-Files* has exploded the *Star Trek* dynasty's grip on the hearts and minds of the media, *B5* has quietly turned itself into a proper epic, with a structured beginning, middle and end. Its dark corners, troubled minds and sinister plots have brought the scale of a novel to television. Indeed, Straczynski has admitted being inspired by Tolkien's *Lord of the Rings* in his theme of good vs. evil and light vs. dark. Straczynski's story arc is scheduled to run for five years, and the series' survival beyond the ratings-sensitive first season has allowed him the freedom to explore that arc to the full. Characters come and go—principally Sinclair, who was replaced as commander of *Babylon 5* by Captain John Sheridan, played by Bruce Boxleitner, previously best-known for his role in *The Scarecrow* and *Mrs. King*. But Sinclair remained in the background, on Minbar, returning in Season Three as an important

figure in the battle against the Shadows.

And while the Trek characters generally remain constant, B5's regulars grow and change- literally in the case of Delenn, whose transformation into a human/Minbari hybrid advanced that whole plot cycle. And as the Narn-Centauri conflict escalated, the calculating G'Kar became a real figure of pathos a tragic hero while the clownish Londo became a scheming villain. And Vir quietly gained in stature, becoming a Centauri at odds with his people's aggressive streak. And though the dialogue is frequently corny (sample: "General Hague is coming and Hell is coming with him!"), Babylon 5 is rarely boring, which is more than can be said for STAR TREK : VOYAGER in its early seasons.

The shows UK premiere was on Channel 4 on the 16th May 1994. Executive producers for the series were Douglas Netter and J. Michael Straczynski, producers for the series were Robert Latham Brown (Pilot episode only), John Copeland and Richard Compton. The music was by Stewart Copeland (Pilot only) and Christopher Franke. Conceptual consultant was Harlan Ellison and the visual effects designer was Ron Thornton. The director of photography was John C. Flinn III, the story editor was Lawrence G. DiTillio.

Each of the seasons of Babylon 5 also had an overall season title which were Season One - Signs and Portents, Season Two - The Coming of Shadows, Season Three - Point of No Return, Season Four - No Surrender, No Retreat and Season Five - The Wheel of Fire. The final episode for season one "Chrysalis" was first transmitted in the UK, on the 3rd October 1994, three weeks before the US broadcast the episode.

JMS wanted his epic space opera to go out with a bang, but Season Five will sadly be remembered as a missed opportunity. The final ten episodes certainly picked up the pace, but the lengthy Telepath arc at the beginning of the year was drawn out for far too long. Captain Lochley only appeared sporadically and was given some of the dumbest dialogue ever written for the show, whilst Vir and Lennier were almost invisible. Sheridan spent far too much time in the back-ground, and even Delenn seemed relegated to looking surprised all the time. So, with all of this against it, why tune in at all? Thankfully, Andreas Katsulas and Peter Jurasik saved the day, respectively giving life to G'Kar and Londo. The bickering enemies formed an un-likely alliance and the rapport between them was delicious. Walter Koenig's Bester also added some much-needed variety to the mix, but still could not save this final year from ultimately being a disappointment.

Academy of Science Fiction, Fantasy and Horror Films.

Best Genre/Cable Syndicated Series - Babylon 5 (1999)

Emmy Award

Outstanding Individual Achievement in Special Visual Effects - Winner: Babylon 5: The Gathering (1993) (TV) - Ron Thornton (visual effects designer), Shannon Casey (visual effects coordinator), Paul Beigle-Bryant (computer imaging supervisor) (1993)

Outstanding Individual Achievement in Makeup for a Series - Winner: "Babylon 5" (1994) - Ron Pipes, Everett Burrell, John Vulich, Mary Kay Morse, Greg Funk; For episode "The Parliament of Dreams". (1994)

Outstanding Individual Achievement in Hairstyling for a Series - Nominated - "Babylon 5" (1994) - Tracy Smith (key hairstylist) - For episode "The Geometry Of Shadows". (1995)

Outstanding Individual Achievement in Cinematography for a Series - Nominated - "Babylon 5" (1994) - John C. Flinn III (director of photography) For episode "The Geometry Of Shadows". (1995)

Outstanding Individual Achievement in Makeup for a Series - Nominated - "Babylon 5" (1994) - John Vulich (supervising makeup artist), Everett Burrell (supervising makeup artist), Cinzia Zanetti (key makeup artist), Ron Pipes, Greg Funk, Fionagh Cush, John Wheaton, Nik E. Carey, Will Huff, Tania Wanstall, Mike Measmer - For episode "Acts Of Sacrifice". (1995)

Outstanding Individual Achievement in Cinematography for a Series - Nominated - "Babylon 5" (1994) - John C. Flinn III - For episode "Comes The Inquisitor". (1995)

Outstanding Individual Achievement in Makeup for a Series - Nominated - "Babylon 5" (1994) - John Vulich - For episode "The Summoning". (1997)

Outstanding Makeup for a Series - Nominated - Babylon 5: In the Beginning (1998) (TV) - John Vulich (series makeup effects creator), John Wheaton (makeup effects sculptor), Jeffrey S. Farley (makeup effects supervisor), Mark Garbarino (special makeup effects artist), Jerry Gergely (special makeup effects artist), Gabriel De Cunto (special makeup effects artist), Manny Case (special makeup effects artist), Cinzia Zanetti (makeup artist), Jason Barnett (makeup artist), Michael Pack (makeup artist), Ron Pipes (makeup artist) -

(1998)

Sci-FI Universe Magazine, USA

Universe Reader's Choice Award - Best Actor - Winner: "Babylon 5" (1994) - Bruce Boxleitner (1996)

Best Supporting Actor - Winner: "Babylon 5" (1994) - Peter Jurasik (1996)

Best Supporting Actress - Winner: "Babylon 5" (1994) - Mira Furlan (1996)

WR. J. Michael Straczynski, David Gerrold, D.C. Fontana, Mark Scott Zicree and Lawrence G. Ditillio.**DIR.** Richard Compton, Jim Johnston, Bruce Seth Green, Janet Greek, Lorraine Senna Ferrara, John C. Flinn III, Michael Lawrence Vejar, Mario Di Leo, Kevin G. Kremin, Stephen L. Posey, Jesus Trevino, Adam Nimoy, David J. Eagle, Kim Friedman, Kevin Dobson, Stephen Furst, Tony Dow, J. Michael Straczynski (The very last episode "Sleeping In Light") . John Copeland, Douglas E. Wise, John Copeland.**EPISODES:** 110 **YEAR MADE:** 1993 **COUNTRY:** US **SEASONS:** 5*BABYLONIAN PRODUCTIONS INC. (Pilot: RATTLESNAKE PRODUCTIONS INC.)***CREATOR:** J. MICHAEL STRACZYNSKI**TYPE OF SHOW:** SPACE**FORMAT:** SERIES-SERIAL**LENGTH (MINS):** 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 22 ,(2) 22, (3) 22, (4) 22, (5) 22.**DATE OF PREMIER:** 08/03/1993 **AIR DATE OF LAST EPISODE** 03/01/1999**SEASON DATE BREAKDOWN:****FILMS:** IN THE BEGINNING (1997), THIRDSPEACE (1997), RIVER OF SOULS (1998), SHADOWS AND LIES (1999).

Captain Jefferey Sinclair MICHAEL O'HARE (1), Security Chief Michael Garibaldi JERRY DOYLE, Lt. Cmdr. Susan Ivanova CLAUDIA CHRISTIAN (1-4), Dr. Stephen Franklin RICHARD BIGGS, Delenn MIRA FURLAN, Londo Mollari PETER JURASIK, G'Kar ANDREAS KATSULAS, Psi Corp Telepath Talia Winters ANDREA THOMPSON, Lennier BILL MUMY, Na'Toth CAITLIN BROWN (1), Na'Toth MARK KAY ADAMS (2), Vir Cotto STEPHEN FURST, Capt. John Sheridan BRUCE BOXLEITNER (2-5), Ranger Marcus Cole JASON CARTER (3-4), Zack Allen JEFF CONAWAY (3), Ambassador Kosh ARDWRIGHT CHAMBERLINE, Warren Keffer ROBERT RUSLER (2), Lyta Alexandra PATRICIA TALLMAN (4-5), Captain Elizabeth Lochley TRACY SCOGGINS (5), Byron ROBIN ATKINS DOWNES(5)

Books Based on this series.

Babylon 5 - A Call To Arms		1999
Babylon 5 - Casting Shadows Book 1 - The Passing of the Techno-Mages	Jeanne Cavelos	2001
Babylon 5 - Casting Shadows Book 2 - Summoning Light	Jeanne Cavelos	2001
Babylon 5 - Casting Shadows Book 3 - Invoking Darkness	Jeanne Cavelos	2001
Babylon 5 - Day of the Dead (Script)	Neil Gaiman	1999
Babylon 5 - In the Beginning	Peter David	1998
Babylon 5 - In Valens Name (Graphic Novel)	J. Michael Strczynski & Peter David	1998
Babylon 5 - Legions of Dire - Armies of Light and Dark	Peter David	2000
Babylon 5 - Legions of Dire - Out of the Darkness	Peter David	2000
Babylon 5 - Legions of Dire - The Long Night of Centauri Prime	Peter David	1999
Babylon 5 - Legions of Fire (Omnibus)	Peter David	2000
Babylon 5 - Omnibus - Volume 1 - Voice/Accusations/Blood Oath	John Vornhold and Lois Tilton	1999
Babylon 5 - Shadows Past and Present (Graphic Novel)		1996
Babylon 5 - The Birth of the Psi-Corps Vol. 1: Dark Genesis	J. Gregory Keyes	1998
Babylon 5 - The Birth of the Psi-Corps Vol. 2: Deadly Relations: Bester Ascendant	J. Gregory Keyes	1999
Babylon 5 - The Birth of the Psi-Corps Vol. 3: The Final Reckoning	J. Gregory Keyes	1999
Babylon 5 - The Coming of Shadows Script Book	J. Michael Straczynski	1998
Babylon 5 - The Parliament of Dreams: Conferring on Babylon 5		
Babylon 5 - The Psi-Corps Trilogy	Gregory Keyes	1999
Babylon 5 No1 - Voices	John Vornhold	1995
Babylon 5 No2 - Accusations	Lois Tilton	1995
Babylon 5 No3 - Blood Oath	John Vornhold	1995
Babylon 5 No4 - Clarke's Law	Jim Mortimore	1996

Babylon 5 No5 - The Touch Of Your Shadows, The Whisper Of Your Name	Neal Barrett Jr	1996
Babylon 5 No6 - Betrayals	S. M. Stirling	1996
Babylon 5 No7 - The Shadow Within	Jeanne Cavelos	1997
Babylon 5 No8 - Personal Agenda	Al Sarrantonio	1997
Babylon 5 No9 - To Dream in the City of Sorrows	Kathryn M. Drennan	1997
Babylon 5: Security Manual	Jim Morrtimore	1997
Creating Babylon 5	David Bassom	1996
Dining on Babylon 5 (Human Edition)	Steve Smith & 'Emerson Briggs-Wallice'	1998
Inside Babylon - An Unauthorized Guide		
Season by Season Guide 1:	Jane Killick	1997
Season by Season Guide 2:	Jane Killick	1997
Season by Season Guide 3: Point of No Return	Jane Killick	1998
Season by Season Guide 4: No, Surrender, No, Retreat	Jane Killick	1998
Season by Season Guide 5: Wheel of Fire	Jane Killick	1998
The Art of Babylon 5		1999
The A-Z Of Babylon 5	David Bassom	1996
The Babylon File Volume 1	Andy Lane	1998
The Babylon File Volume 2	Andy Lane	1999
The Babylon Project Role Playing Game: Earth Colonies Source Book	Joseph Cochran	1998
The Babylon Project Role Playing Game: Gamesmaster Resource Kit	Joseph Cochran	1998
The Complete Book of Scriptwriting	J. Michael Straczynski	1996
The Passing of the Techno-Mages (Omnibus)	Jeanne Cavelos	2002
The River of Souls	Yvonne Navarro	1999
The Scripts of J Michael Straczynski - Volume 1	J. Michael Straczynski	2005
The Scripts of J Michael Straczynski - Volume 2	J. Michael Straczynski	2005
The Scripts of J Michael Straczynski - Volume 3	J. Michael Straczynski	2006
The Scripts of J Michael Straczynski - Volume 4	J. Michael Straczynski	2006
The Scripts of J Michael Straczynski - Volume 5	J. Michael Straczynski	2006
The Scripts of J Michael Straczynski - Volume 6	J. Michael Straczynski	2006
The Scripts of J Michael Straczynski - Volume 7	J. Michael Straczynski	2006
The Scripts of J Michael Straczynski - Volume 8	J. Michael Straczynski	2006
Thirdspace	Peter David	1998

RELATED SHOWS:

CRUSADE

BABYLON 5: THE LEGEND OF THE RANGERS (pilot)

1 - 1 THE GATHERING

The Vorlon ambassador is nearly killed by an assassin shortly after arriving at the station. Commander Sinclair is the prime suspect.

Wr J. Michael Straczynski

Dir Richard Compton

1 - 2 MIDNIGHT ON THE FIRING LINE

Sinclair must hold the station together when the Narn and Centauri ambassadors clash in the wake of a Narn attack on the Centauri colony of Ragesh 3.

Wr J. Michael Straczynski

Dir Richard Compton

1 - 3 SOUL HUNTER

A dangerous alien comes on board in search of a soul that is near death, in order to capture and preserve it. Deleenn finds herself in terrible danger.

Wr J. Michael Straczynski

Dir Jim Johnston

1 - 4 BORN TO THE PURPLE

Londo finds himself falling in love with a Centauri dancer, who is enslaved to a man after the ambassador's darkest secrets.

Wr Lawrence G. Ditillio

Dir Bruce Seth Green

1 - 5 *INFECTIO*

An alien artifact attaches itself to an archaeologist's assistant, transforming him into a killing machine that threatens everyone on the station.

Wr J. Michael Straczynski

Dir Richard Compton

1 - 6 *PARLIAMENT OF DREAMS*

An assassin is sent to torment and kill G'Kar, while the station celebrates different religious customs. Catherine Sakai -- Sinclair's former lover -- arrives, and the two rekindle an old relationship.

Wr J. Michael Straczynski

Dir Jim Johnston

1 - 7 *MIND WAR*

A telepath with extraordinary abilities -- Talia's former teacher and friend -- uses Babylon 5 to hide from the Psi Corp. Catherine Sakai surveys a planet against the advice of Ambassador G'Kar.

Wr J. Michael Straczynski

Dir Bruce Seth Green

1 - 8 *THE WAR PRAYER*

A pro-Earth group threatens the station, assaulting a Minbari poet. Two young Centauri lovers arrive seeking Ambassador's Mollari's help. A man from Ivanova's past attempts to rekindle an old flame.

Wr D. C. Fontana

Dir Richard Compton

1 - 9 *AND THE SKY FULL OF STARS*

Commander Sinclair is kidnapped and interrogated by Earth loyalists, who probe his mind to learn the secrets of the pinnacle battle of the Earth-Minbari War -- secrets Sinclair doesn't know himself.

Wr J. Michael Straczynski

Dir Janet Greek

1 - 10 *DEATHWALKER*

An infamous war criminal comes aboard the station, claiming to hold the secret to eternal life. Sinclair is forced to protect her in the midst of accusations and demands to bring her to trial from several alien governments.

Wr Lawrence G. Ditillio

Dir Bruce Seth Green

1 - 11 *BELIEVERS*

Dr. Franklin tries to convince the parents of a dying child to allow him to operate, though it goes against their religious beliefs.

Wr David Gerrold

Dir Richard Compton

1 - 12 *SURVIVORS*

Garibaldi goes into hiding while being investigated by an old "friend" for causing an accident on the station, and turns to drinking.

Wr Mark Scott Zicree

Dir Jim Johnston

1 - 13 *SIGNS AND PORTENTS*

A mysterious stranger seeks an audience with the station's ambassadors, and helps Mollari recover a priceless Centauri artifact. Babylon 5 defends itself and the sector from a well-organized band of raiders.

Wr J. Michael Straczynski

Dir Janet Greek

1 - 14 *BY ANY MEANS NECESSARY*

Tensions rise in the wake of the accidental death of a dock worker, and Sinclair must negotiate an agreement between the docker's guild and Earthdome to prevent an illegal strike.

Wr Kathryn M. Drennan

Dir Jim Johnston

1 - 15 *THE QUALITY OF MERCY*

Talia enters the mind of a serial murderer, while Dr. Franklin investigates a woman who is using an alien device to heal people in Down Below.

Wr J. Michael Straczynski

Dir Lorraine Senna Ferrara

1 - 16 *GRAIL*

A man seeking the mythical Holy Grail seeks assistance from the station's ambassadors, and comes to the aid of a young man in a bad situation. A group of thugs threatens the station's citizens.

Wr Christy Marx

Dir Richard Compton

1 - 17 *EYES*

A brash military officer investigates Sinclair's command decisions, threatening the senior staff with telepathic scans. Ivanova threatens to resign her commission in protest.

Wr Lawrence G. Ditillio

Dir Jim Johnston

1 - 18 *TKO*

An old friend of Garibaldi's comes to the station to fight in an alien combat competition. Ivanova's former rabbi tries to help her come to terms with the death of her father.

Wr Lawrence G. Ditillio

Dir John C. Flinn III

1 - 19 *A VOICE IN THE WILDERNESS (1-2)*

The planet beneath Babylon 5 suffers from seismic tremors, revealing the presence of an alien at the heart of a vast machine deep underground. Delenn is visited by an old friend.

Wr J. Michael Straczynski

Dir Janet Greek

1 - 20 *BABYLON SQUARED*

When Babylon 4 mysteriously reappears, Sinclair and Garibaldi lead a rescue effort to evacuate the station before it is pulled through time. Delenn receives an offer from the Grey Council.

Wr J. Michael Straczynski

Dir Jim Johnston

1 - 21 *LEGACIES*

Sinclair and Garibaldi investigate the sudden disappearance of the body of a revered Minbari military leader. A young girl on the station begins to exhibit telepathic abilities, and must decide whether or not to join Psi Corp.

Wr D. C. Fontana

Dir Bruce Seth Green

1 - 22 *CHRYSALIS*

Garibaldi investigates the death of a friend, leading him to a terrible secret that may cost him his life. G'Kar leaves the station to find out more about the coming enemy, while Delenn begins a mysterious transformation.

Wr J. Michael Straczynski

Dir Janet Greek

2 - 1 *POINTS OF DEPARTURE*

Captain John Sheridan assumes command of Babylon 5 when Sinclair is reassigned, and finds himself defending the station from a rogue Minbari warship.

Wr J. Michael Straczynski

Dir Janet Greek

2 - 2 *REVELATIONS*

G'Kar discovers that an ancient enemy has returned, while Garibaldi learns who tried to kill him. Sheridan is forced to face the memory of his dead wife when his sister visits the station. Delenn emerges from her transformation.

Wr J. Michael Straczynski

Dir Jim Johnston

2 - 3 *THE GEOMETRY OF SHADOWS*

A group of Techno-Mages passages through the station on their way to a mysterious destination, and Mollari seeks an endorsement from their leader. Ivanova receives a promotion, and mediates a violent conflict between the Drazi.

Wr J. Michael Straczynski

Dir Michael Laurence Vejir

2 - 4 *A DISTANT STAR*

An Earthforce ship commanded by Sheridan's old friend is lost in hyperspace, and B5 launches a dangerous rescue operation.

Wr D. C. Fontana

Dir Jim Johnston

2 - 5 *THE LONG DARK*

A sleeper ship from 100 years in the past is brought to the station, carrying a deadly alien force. A lurker must confront the terrible memory of his past.

Wr Scott Frost

Dir Mario Di Leo

2 - 6 *SPIDER IN THE WEB*

Talia becomes the target of a programmed killer after the murder of her former mentor, who was negotiating for a peaceful solution to the issue of Mars' independence.

Wr Lawrence G. Ditillio

Dir Kevin G. Cremin

2 - 7 *A RACE THROUGH DARK PLACES*

Bester tracks an underground railroad for rogue telepaths to Babylon 5, testing Talia's loyalty to Psi-Corp in his attempt to capture them.

Wr J. Michael Straczynski

Dir Jim Johnston

2 - 8 *SOUL MATES*

Mollari's three wives arrive at the station and receive unfortunate news: Londo has been granted permission to divorce two of them. A man from Talia's past returns for her.

Wr Peter David

Dir John C. Flinn III

2 - 9 *THE COMING OF SHADOWS*

The Centauri emperor comes to the station to deliver a message of peace, while Londo and Lord Refa plan an attack on the Narn. Garibaldi receives a message from an old friend.

Wr J. Michael Straczynski

Dir Janet Greek

2 - 10 *GROPOS*

An Earthforce infantry division stops at B5 for some R&R before proceeding to a dangerous invasion. Dr. Franklin tries to reconcile with his father, the unit's commander.

Wr Lawrence G. Ditillio

Dir Jim Johnston

2 - 11 *ALL ALONE IN THE NIGHT*

Sheridan is captured and forced to fight other aliens on board a prison ship. Delenn's fate is decided when she is brought before the Grey Council. General Hague visits the station.

Wr J. Michael Straczynski

Dir Mario Di Leo

2 - 12 *ACTS OF SACRIFICE*

G'Kar seeks Sheridan's support in the Narn-Centauri War, while Ivanova goes to great lengths to establish an ambassadorship with an alien race.

Wr J. Michael Straczynski

Dir Jim Johnston

2 - 13 *HUNTER, PRAY*

A fugitive from Earthgov flees pursuit to Babylon 5 with a deadly secret, and Garibaldi and Franklin must circumvent the station's own security forces to find him and protect him. Sheridan begins a strange dialogue with Kosh.

Wr J. Michael Straczynski

Dir Menachem Binetski

2 - 14 *THERE ALL THE HONOR LIES*

Sheridan kills a Minbari in self-defense, launching a full-scale investigation into his conduct by both Earth and the Minbari government.

Wr Peter David

Dir Mike Laurence Vejir

2 - 15 *AND NOW FOR A WORD*

The Narn and Centauri bring their war to Babylon 5 space, forcing Sheridan to give them an ultimatum. An ISN reporter covers the story.

Wr J. Michael Straczynski

Dir Mario Di Leo

2 - 16 *IN THE SHADOW OF Z'HA'DUM*

Sheridan discovers a connection between Mr. Morden and the death of his wife, and risks his career by holding him without charges and interrogating him. A representative of the Ministry of Peace tries to recruit station personnel for the Nightwatch. Dr. Franklin tries to cope with the massive influx of Narn refugees.

Wr J. Michael Straczynski

Dir David J. Eagle

2 - 17 *KNIVES*

An old friend visits Ambassador Mollari, only to reveal that Londo's new allies are passing a resolution to disgrace him and his family. Sheridan becomes the unwilling host of an alien energy force.

Wr Lawrence G. Ditillio

Dir Stephen L. Posey

2 - 18 *CONFESSIONS AND LAMENTATIONS*

Dr. Franklin discovers a plague that is threatening the life of the entire Markab race -- sending the station into a panic. DeLenn and Lennier risk their lives to comfort the dying.

Wr J. Michael Straczynski

Dir Kevin G. Cremin

2 - 19 *DIVIDED LOYALTIES*

Telepath Lyta Alexander returns to the station, claiming that one of the crew has an artificial personality programmed by a secret government organization to spy on them.

Wr J. Michael Straczynski

Dir Jesus Trevino

2 - 20 *THE LONG, TWILIGHT STRUGGLE*

The Centauri attack the Narn homeworld, ushering in a new occupation -- and altering the course of G'Kar's life. Captain Sheridan discovers powerful new friends and allies.

Wr J. Michael Straczynski

Dir John Flinn

2 - 21 *COMES THE INQUISITOR*

The Vorlons bring an Inquisitor to Babylon 5 to test DeLenn's ability to lead the army of light in the coming Shadow War. G'Kar looks for support from the other Narns on the station.

Wr J. Michael Straczynski

Dir Michael Vejir

2 - 22 *THE FALL OF NIGHT*

Sheridan gives sanctuary to a lone Narn battlecruiser, putting his own life in danger. Earth takes sides in the Narn-Centauri War. Lieutenant Keffer finds what he's been looking for.

Wr J. Michael Straczynski

Dir Janet Greek

3 - 1 *MATTERS OF HONOR*

The crew takes the offensive in the coming conflict, rescuing a Ranger training camp from a Shadow attack. A representative from Earth questions the ambassadors about the Shadows. Londo severs ties with Mr. Morden.

Wr J. Michael Straczynski

Dir Kevin G. Cremin

3 - 2 *CONVICTIONS*

A rogue bomber threatens the station with random acts of terrorism, prompting a station-wide manhunt. Lennier risks his life to save Londo.

Wr J. Michael Straczynski

Dir Michael Laurence Vejir

3 - 3 *THE DAY IN THE STRIFE*

An alien probe threatens the station with destruction, as G'Kar's status among the local Narn is challenged by a Centauri-appointed representative. Vir is reassigned to the Minbari homeworld.

Wr J. Michael Straczynski

Dir David J. Eagle

3 - 4 *PASSING THROUGH GETHSEMANE*

A member of Brother Theo's monastic order discovers his dark past, and becomes the target of a family seeking revenge. Telepath Lyta Alexander returns to B5 serve the Vorlon ambassador.

Wr J. Michael Straczynski

Dir Adam Nimoy

3 - 5 *VOICES OF AUTHORITY*

With help from Draal and the Great Machine, Ivanova and Marcus go looking for the First Ones to aid in the coming war. Earth assigns a political officer to "advise" Captain Sheridan.

Wr J. Michael Straczynski

Dir Menachem Binetski

3 - 6 *DUST TO DUST*

G'Kar assaults Londo after using a telepathic drug that sends him into a rage. Bester visits the station to investigate the drug.

Wr J. Michael Straczynski

Dir David J. Eagle

3 - 7 *EXOGENESIS*

Marcus and Franklin investigate a race of alien parasites that begin to claim the lives of lurkers living in Down Below. Ivanova is ordered to confirm where Lieutenant Corwin's loyalties lie.

Wr J. Michael Straczynski

Dir Kevin G. Cremin

3 - 8 *MESSAGES FROM EARTH*

Sheridan and Delenn take the Whitestar to Jupiter in a desperate attempt to destroy a Shadow vessel that has been discovered buried beneath the surface.

Wr J. Michael Straczynski

Dir Michael Vejir

3 - 9 *POINT OF NO RETURN*

As a civil war begins to erupt back home, Earth orders the Nightwatch to take control of Babylon 5 security -- pitting Sheridan and Garibaldi against them. Zack is forced to make a decision about his loyalties.

Wr J. Michael Straczynski

Dir Jim Johnston

3 - 10 *SEVERED DREAMS*

Captain Sheridan and his crew are forced to make a fateful decision about their allegiance when Earthforce ships assault the station to enforce President Clark's declaration of marshall law.

Wr J. Michael Straczynski

Dir David J. Eagle

3 - 12 *SIC TRANSIT VIR*

Vir entertains a woman who is to be his wife, but soon finds himself the target of Narn attackers. Ivanova discovers a terrible secret about Vir's actions on the Minbari homeworld.

Wr J. Michael Straczynski

Dir John C. Flinn III

3 - 13 *SHIP OF TEARS*

Psi-Cop Alfred Bester leads the crew to a shipment of weapons components being delivered to the Shadows. G'Kar is brought in on the conspiracy of light.

Wr J. Michael Straczynski

Dir Michael Vejir

3 - 13 *A LATE DELIVERY FROM AVALON*

A mysterious stranger shows up on B5, claiming to be the legendary King Arthur. Sheridan and Ivanova work with alien governments to obtain formal recognition of the station's independence.

Wr J. Michael Straczynski

Dir Jesus Trevino

3 - 14 *CEREMONIES OF LIGHT AND DARK*

Ambassador Delenn is held hostage by Nightwatch members who stayed behind when the station's crew declared independence from Earth. Mollari offers Lord Refa an ultimatum.

Wr J. Michael Straczynski

Dir Michael Vejir

3 - 15 *INTERLUDES AND EXAMINATIONS*

Sheridan pressures Kosh to bring the Vorlons in on the offensive against the Shadows -- but at a terrible price. Londo is betrayed, and rekindles his association with Mr. Morden. Franklin confronts his problem.

Wr J. Michael Straczynski

Dir Jesus Trevino

3 - 16 *WAR WITHOUT END (1-2)*

Jeffrey Sinclair returns with a plan to rescue Babylon 4 in the past -- then hijack it to be used as a base of operations in the last Shadow War, 1,000 years ago.

Wr J. Michael Straczynski

Dir Michael Vejir

3 - 17 *WALKABOUT*

Sheridan enlists Lyta's help to test a new weapon against the Shadows. Dr. Franklin begins a journey to find himself, and meets a down-and-out singer in Down Below. The new Vorlon ambassador arrives.

Wr J. Michael Straczynski

Dir Kevin G. Cremin

3 - 18 *GREY 17 IS MISSING*

Garibaldi finds an entire level isolated from the rest of the station, which harbors a dangerous secret. Delenn prepares to be made head of the Rangers, but receives a threat on her life.

Wr J. Michael Straczynski

Dir John Flinn III

3 - 19 *AND THE ROCK CRIED OUT, NO HIDING PLACE*

Londo orchestrates the capture of G'Kar by convincing him that an old friend has been found on Narn. Captain Sheridan is consumed with his analysis of the Shadow's attack patterns -- or lack thereof.

Wr J. Michael Straczynski

Dir David J. Eagle

3 - 20 *SHADOW DANCING*

Sheridan and Delenn launch a preemptive strike against the Shadow's forces. As their relationship progresses, a face from the past makes a sudden arrival. Franklin finds himself near death after an assault.

Wr J. Michael Straczynski

Dir Kim Friedman

3 - 21 *Z'HA'DUM*

Sheridan's wife -- believed to have died years ago on the Shadow homeworld -- arrives on Babylon 5. John agrees to go to Z'Ha'Dum with her and meet his enemy face-to-face, and a fleet of Shadow ships

surround the station.

Wr J. Michael Straczynski

Dir Adam Nimoy

4 - 1 *THE HOUR OF THE WOLF*

Delenn, Ivanova and Lyta take a dangerous trip to Z'Ha'Dum in search of Sheridan, as the fragile new alliance begins to falter. G'Kar goes in search of Mr. Garibaldi, and Londo learns that the Centauri emperor has made a deal with the Devil.

Wr J. Michael Straczynski

Dir David Eagle

4 - 2 *WHATEVER HAPPENED TO MR. GARIBALDI?*

G'Kar attempts to elude capture by the Centauri, while Delenn rallies the Rangers for a final strike against the Shadows. Sheridan contemplates the purpose of his life

Wr J. Michael Straczynski

Dir Kevin Dobson

4 - 3 *THE SUMMONING*

With Sheridan believed to be dead, the fragile alliance against the Shadows begins to fall apart. Garibaldi is found, and the Vorlons begin moving against any world touched by the Shadows.

Wr J. Michael Straczynski

Dir John McPherson

4 - 4 *FALLING TOWARDS APOTHEOSIS*

Sheridan moves against the new Vorlon ambassador as the Vorlon fleet continues down its path of mass destruction. Mollari learns how mad Emperor Cartagia truly is.

Wr J. Michael Straczynski

Dir David Eagle

4 - 5 *THE LONG NIGHT*

Londo and Vir make their move against the Centauri emperor, as the Shadows reveal a terrifying new weapon. Ivanova and Lorien go in search of more First Ones, and Sheridan and Delenn try to lure the Shadows and Vorlons into a final confrontation.

Wr J. Michael Straczynski

Dir John LaFia

4 - 6 *INTO THE FIRE*

Sheridan, Delenn and the new alliance orchestrate a final confrontation with the Shadows and the Vorlons. Londo concludes his relationship with Morden.

Wr J. Michael Straczynski

Dir Kevin Dobson

4 - 7 *EPIPHANIES*

Bester arrives with information that could benefit the station, but only if they act quickly. The crew investigates Z'Ha'Dum. Garibaldi makes a suspicious career move.

Wr J. Michael Straczynski

Dir John Flin III

4 - 8 *THE ILLUSION OF TRUTH*

A reporter from ISN convinces Sheridan and Delenn to participate in a story on Babylon 5, though his true motives become clear when the scandalous piece airs.

Wr J. Michael Straczynski

Dir Stephen Furst

4 - 9 *ATONEMENT*

Delenn is required to undergo a Minbari ritual when her clan learns of her intention to marry a human, forcing her to come to terms with her role in the Earth-Minbari War. Franklin and Marcus are sent on an undercover mission to Mars.

Wr J. Michael Straczynski

Dir Tony Dow

4 - 10 *RACING MARS*

Franklin and Marcus meet in secret with the Mars Resistance, who find that they have fallen victim to a

spy in their ranks. Sheridan confronts Garibaldi about his disloyalty.

Wr J. Michael Straczynski

Dir Jesus Trevino

4 - 11 *LINES OF COMMUNICATION*

Delenn investigates attacks on Minbari allies, and comes face-to-face with a dark new enemy. Marcus and Franklin try to persuade the Mars Resistance to agree to Sheridan's plan to overthrow Clark's regime.

Wr J. Michael Straczynski

Dir John Finn III

4 - 12 *CONFLICTS OF INTEREST*

Garibaldi's former lover involves him in a potentially lethal mission. Sheridan must unite G'Kar and Londo against a new foe.

Wr J. Michael Straczynski

Dir David Eagle

4 - 13 *RUMOURS, BARGAINS AND LIES*

Delenn allies with a member of the Warrior Caste to try and stop a civil war. Sheridan devises a scheme to convince the League of Non-aligned Worlds to accept his defense plan.

Wr J. Michael Straczynski

Dir Michael Vejar

4 - 14 *MOMENTS OF TRANSITION*

When the Religious Caste is forced to surrender, Delenn offers herself as a sacrifice in order to bring an end to the Minbari civil war. Lyta receives a troubling offer from the Psi-Corp.

Wr J. Michael Straczynski

Dir Tony Dow

4 - 15 *NO SURRENDER, NO RETREAT*

Sheridan and his allies begin their march toward Earth by attempting to liberate Proxima 3, set on removing President Clark from power. Mollari attempts to gain G'Kar's support of the effort.

Wr J. Michael Straczynski

Dir Mike Vejar

4 - 16 *EXERCISE OF VITAL POWERS*

While Sheridan's journey to Earth continues, Garibaldi travels to Mars to meet his new employer. Franklin attempts once again to free a group of telepaths from Shadow implants.

Wr J. Michael Straczynski

Dir John LaFia

4 - 17 *THE FACE OF THE ENEMY*

Sheridan's fleet continues to find new allies. Garibaldi convinces the captain to meet him on Mars, and hands him over to Clark's forces -- but finds his own worst enemy waiting for him.

Wr J. Michael Straczynski

Dir Mike Vejar

4 - 18 *INTERSECTIONS IN REAL TIME*

Sheridan is physically and psychologically tortured by Clark's forces in an attempt to make him publically repent of his disloyal actions.

Wr J. Michael Straczynski

Dir John LaFia

4 - 19 *BETWEEN THE DARKNESS AND THE LIGHT*

Ivanova and the assault fleet rush to intercept a new class of Earthforce destroyers. Garibaldi locates the Mars Resistance, and launches a plan to free Captain Sheridan.

Wr J. Michael Straczynski

Dir David Eagle

4 - 20 *ENDGAME*

Sheridan leads the final assault on Earth, to seize power from President Clark. Marcus takes a desperate action to try and save Ivanova.

Wr J. Michael Straczynski

Dir John Copeland

4 - 21 *RISING STAR*

In the wake of Earth's civil war, Sheridan turns himself over to have his fate decided by Earthgov. Delenn, Londo and G'Kar act to form a new Interstellar Alliance.

Wr J. Michael Straczynski

Dir Tony Dow

4 - 22 *THE DECONSTRUCTION OF FALLING STARS*

The legacy of Babylon 5 is considered from 100 years, 500 years, 1,000 years and 1 million years in the future.

Wr J. Michael Straczynski

Dir Stephen Furst

5 - 1 *NO COMPROMISES*

Sheridan prepares to be inaugurated as the first president of the Interstellar Alliance, despite a threat on his life. A new captain takes command of Babylon 5, and a group of telepaths seeks refuge.

Wr J. Michael Straczynski

Dir Janet Greek

5 - 2 *THE VERY LONG NIGHT OF LONDO MOLLARI*

A heart attack puts Londo on his death bed, forcing him to confront the evil he has done -- and to seek forgiveness. Lennier decides to leave the station

Wr J. Michael Straczynski

Dir David Eagle

5 - 3 *THE PARAGON OF ANIMALS*

Garibaldi petitions the station's colony of telepaths to aide the Alliance, while Sheridan and G'Kar try and get the new member worlds to accept a declaration of principles.

Wr J. Michael Straczynski

Dir Mike Vejar

5 - 4 *A VIEW FROM THE GALLERY*

Two station crewmen go about their business as Babylon 5 fends off an alien attack.

Wr J. Michael Straczynski, Harlan Ellison

Dir Janet Greek

5 - 5 *LEARNING CURVE*

A pair of Ranger trainees arrive on the station, and must face a difficult lesson at the hand of a group of thugs.

Wr J. Michael Straczynski

Dir David Eagle

5 - 6 *STRANGE RELATIONS*

Bester attempts to capture the colony of rogue telepaths on Babylon 5 -- especially Byron, with whom he has personal history. Londo is assigned an unlikely bodyguard.

Wr J. Michael Straczynski

Dir John C. Flinn III

5 - 7 *SECRETS OF THE SOUL*

Dr. Franklin discovers a terrible secret about the Hyach's past. Lyta joins Byron's movement, and shares with him a secret of her own.

Wr J. Michael Straczynski

Dir Tony Dow

5 - 8 *IN THE KINGDOM OF THE BLIND*

Mollari and G'Kar arrive on Centauri Prime, and find a discomfoting surprise. Byron presents Sheridan and the Alliance with an ultimatum.

Wr J. Michael Straczynski

Dir David Eagle

5 - 9 *A TRAGEDY OF TELEPATHS*

Byron and his followers wall themselves up in brown sector to avoid capture. Londo and G'Kar discover

an old friend locked in a Centauri dungeon, and attacks on Alliance ships continue.

Wr J. Michael Straczynski

Dir Tony Dow

5 - 10 *PHOENIX RISING*

Bester attempts to take control of the sensitive telepath crisis, which soon escalates toward violence. Garibaldi turns to alcohol when his attempt to exact revenge on Bester is thwarted.

Wr J. Michael Straczynski

Dir David Eagle

5 - 11 *THE RAGGED EDGE*

Garibaldi travels to the Drazi homeworld to track down a key witness to the attacks on Alliance ships, and finds trouble at the bottom of a bottle.

Wr J. Michael Straczynski

Dir John Copeland

5 - 12 *THE DAY OF THE DEAD*

Lochley grants the Brakiri space to celebrate their "Day of the Dead," causing several station residents to experience personal encounters with deceased loved-ones. Entertainers Reebo and Zooty visit the station.

Wr J. Michael Straczynski

Dir Doug Lefler

5 - 13 *THE CORPS IS FATHER, THE CORPS IS MOTHER*

Psi-Cop Bester tracks a murderous rogue telepath to Babylon 5, taking along a pair of trainees to give them some first-hand experience.

Wr J. Michael Straczynski

Dir Stephen Furst

5 - 14 *MEDITATIONS ON THE ABYSS*

Delenn sends Lennier on a secret mission to learn the truth about the attacks on Alliance ships, and whether or not they can be linked to the Centauri.

Wr J. Michael Straczynski

Dir Mike Vejar

5 - 15 *DARKNESS RISING*

Lennier finds evidence as to who is behind the recent wave of attacks on cargo ships. Lyta becomes the rogue telepaths' new advocate. Lise returns to the station, and confronts Garibaldi about his drinking problem.

Wr J. Michael Straczynski

Dir Janet Greek

5 - 16 *AND ALL MY DREAMS, TORN ASUNDER*

Sheridan and the Alliance confront Ambassador Mollari about Centauri involvement in the attacks on their ships.

Wr J. Michael Straczynski

Dir Goren Gajic

5 - 17 *MOVEMENTS OF FIRE AND SHADOW*

As the Alliance member worlds plan to strike Centauri Prime, Delenn and Lennier travel to Minbar and come under attack. Franklin and Lyta visit the Drazi homeworld on a mission of mercy, and make a discovery that could throw the Alliance into chaos.

Wr J. Michael Straczynski

Dir John C. Flinn III

5 - 18 *THE FALL OF CENTAURI PRIME*

Londo comes face-to-face with his dark destiny, as Sheridan and the White Star fleet rush to save Centauri Prime from the Narn and Drazi. Faced with death, Lennier makes a confession to Delenn.

Wr J. Michael Straczynski

Dir Douglas Wise

5 - 19 *THE WHELL OF FIRE*

Garibaldi finds hope for a new future after Sheridan and the others confront him about his drinking problem. Lyta is arrested when it is discovered that she orchestrated attacks on Psi-Corp facilities.

Wr J. Michael Straczynski

Dir Jane Greek

5 - 20 *OBJECTS IN MOTION*

Garibaldi and Lise find themselves the targets of an assassination. Lyta and G'Kar prepare to depart the station, and the Alliance gains a new head of security.

Wr J. Michael Straczynski, Harlan Ellison

Dir Jesus Trevin

5 - 21 *OBJECTS AT REST*

Sheridan and Delenn bid farewell to Babylon 5 and depart for the new Interstellar Alliance headquarters on Minbar. Lennier makes a terrible mistake that will change his life forever.

Wr J. Michael Straczynski

Dir John Copeland

5 - 22 *SLEEPING IN LIGHT*

Twenty years in the future, John Sheridan's life comes to a close. Friends gather to say goodbye, and Babylon 5 closes its doors.

Wr J. Michael Straczynski

Dir J. Michael Straczynski

BABYLON 5: THE LEGEND OF THE RANGERS (pilot)



Babylon 5: The Legend of the Rangers takes place in 2264 after the wars are over and a new age of space exploration has begun. The Interstellar Alliance has been organized to establish and maintain peace among its member worlds, including Earth. The Rangers are an elite military force made up of hand-picked young, smart, dedicated human and alien members who combine the high-tech elements of space travel with the idealism and honor of the knights of old. They encounter a previously unknown alien race whose lethal power is far greater than any force previously known to Earth or any other world in the Interstellar Alliance.

After J. Michael Straczynski's poor attempt of a sequel to his highly popular BABYLON 5 series CRUSADE, comes another attempt off a spin-off. Well you can't accuse the man of giving up easily when it comes to the Babylon 5 universe.

Produced by Ron McLeod (producer), Douglas Netter (executive producer), J. Michael Straczynski (executive producer), Original music by Christopher Franke, Cinematography by Henry Chan, Casting by Susan Taylor Brouse, Lynne Carrow. Production Design by Stephen Geaghan, Ken Rabhel, Art Direction by Ken Rabhel.

Makeup Department - Bill Terezakis (special makeup effects artist), Juliana Vit (assistant makeup artist), Production Management - S. Lily Hui (production manager), Art Department - Clive Edwards (property master), Harry Griffin-Beale (construction coordinator).

Sound Department - Adam Boyd (sound effects editor), Dario DiSanto (foley editor), Iain Pattison (sound re-recording mixer), Edgar Rothermich (music recordist), Paul A. Sharpe (sound re-recording mixer), Other crew - Warren Bruce (generator operator), George Campbell (gaffer), Phil Helmer (electrician), John Marilley-Bodner (electrician), Keith Mukai (rigging gaffer), Edgar Rothermich (music producer), Carol Schafer (production coordinator), Neil Wildman (best boy electric).

Distributors - The Sci-Fi Channel [us], Warner Bros. [us].
Special Effects - Gajdecki Visual Effects (GVFX) [ca].

I didn't watch Babylon 5 regularly when it was on television, but what I did see of it impressed me. It seemed well written, well acted, and imaginative. This movie, though, is unoriginal, poorly acted, and really cheesy. The dialog seems forced and is full of bad one-liners. The story is pretty typical, offering nothing new. It's not a terrible movie by any means, but it doesn't come close to living up to my expectations, which surely weren't as high as those of a die hard B5 fan.

Sci-fi television is a small world, and nowhere is that better reflected than in the short list of directors who regularly frequent the various genre series. Director Michael Vejar's name is on that short list. Over the past 15 years, Vejar has directed episodes of every Star Trek series from Next Generation on, as well The X-Files, Babylon 5 and Crusade. Some of most noteworthy Babylon 5 episodes are credited to Vejar, including "Comes the Inquisitor" and "War Without End," as well as the TV-movie In the Beginning. We spoke with him a few days before the B5: Rangers premiere.

Q: You've worked with Babylon 5 creator Joe Straczynski on numerous episodes since season two. Did you develop a shorthand communication that helped when doing B5: Rangers?

A: Certainly there was a shorthand between Joe and myself. But everything that I do as a director is how I react to what's written on the page. That affects how I approach the project.

Q: What was your greatest challenge in the script?

A: We had a finite budget, but there were some very spectacular visual effects called for in the show. Trying

to figure out a way to do justice to the material, and not have [the film] become incredibly over-budget, was a bit of a challenge. But I knew from working with Joe in the Babylon days that if you approach him with a problem, he always has a solution, and usually the solution turns out to be something better than what was originally there.

He did that with the sequence in the gunnery pod. Originally that was written as a chair that was mounted on the bridge. The floor would go away, this chair would take the gunnery officer down into the pod and the chair would rotate 360 degrees. Well, it became incredibly expensive to try pull that off, and so we were trying to figure out a way that we could do it in a budget-sensitive way. And Joe came up with this idea to have her free floating in air, which became tremendously difficult for the actress [Myriam Sirois] to do, because she was on wires, but I think the three sequences in the picture that we wound up with are twice as good as what we would have done had we had the chair as originally written.

Q: Did you have a particular approach in mind for filming?

A: Wherever I could, I tried to keep the camera moving in on everything. Camera movement, and the movement of people, always seems to add an element of drama and drive to a picture, and a sense of pace. To me, when the camera is moving in on someone, it's kind of compelling me and drawing me in.

Q: By its nature, the Liandra has tight spaces and a compact design. Did this hinder shooting on the bridge, which frequently had multiple people packed into a small space?

A: Joe described the ship as having a submarine kind of feel. It was a challenge to light the bridge. I was working with [director of photography] Henry Chan, and I would ask for a shot, and he'd just try his darndest to give me the shot. And I don't think I ever asked for a shot that he couldn't do.

We never wanted the ship to look like a nice, sleek, brand-new ship. It had been through the wars, and as we continued through the story, we saw it degraded down to the point where they were almost in darkness towards the end of the picture. So Henry was working in an environment that he couldn't hide any lights in, because the ceiling was so low and it was a permanent ceiling. Also, it's the kind of set that could become boring with as much time as we spent on it. Every scene could start to look the same, and that would drag the story down. But we were constantly changing the lighting effects by using panels that would be blown out at different points of the show.

Q: Did having Andreas Katsulas, the only returning cast member, help the new cast find its rhythm more quickly?

A: When each one of those characters worked with Andreas, they rose to the occasion. In his presence, you'd better work or you're going to get left behind. They all stepped up to the plate and I thought they did great especially Dylan. There were a couple of scenes there where I thought he was really good with Andreas; I think he elevated his performance because he was working with somebody of Andreas' quality.

Q: Do you get a personal satisfaction out of seeing your vision transformed to reality once the special effects are completed?

A: That's what is the most fun, when you visualize something and get an idea of how you can play it. Then in the shooting process you try and point to this visualization that you have in your mind, and then when you see it all in its final edition! And it's so much better than I imagined.

Interview: Writer/executive producer J. Michael Straczynski

Novelist, author and screenwriter Joe Straczynski has a long relationship with science fiction and related genres. He was the story editor and primary writer for the first-run syndicated episodes of The Twilight Zone revival series, and his cable adaptation of The Strange Case of Dr. Jekyll and Mr. Hyde earned him nominations for both ACE and Writers Guild awards. He worked as a story editor on two animated series, Captain Power and the Soldiers of the Future and The Real Ghostbusters, and, among his other accomplishments, created and wrote most of the scripts for the Babylon 5 series and telefilms. We sat with him for an hour last May in his Vancouver production office, two stories above the soundstage.

Q: What made the timing right to pursue another Babylon 5 project?

A: The show started running on the SCI FI Channel pretty early on, and it began doing extremely well in the ratings. Someone said this might not be a bad idea to explore some more.

Q: When you were working on the sequel series Crusade you had to contend with what you considered

meddlesome intervention by cable network TNT. What kind of creative latitude are you getting from SCI FI Channel?

A: So far, a very special latitude. I gave them the outline, which had to be done very quickly because by the time they made up their minds to proceed, we were looking at a possible labor action by the Writers Guild. So I had about four days to write the outline, and then a week-and-a-half to write the script. And then [SCI FI Channel] had about six or seven notes on the outline, and about five or six notes on the script. And they were all reasonable notes; that's par for the course.

Q: What are you going after with the look and feel of the Rangers' spacecraft, the Liandra?

A: This, should it go to series, isn't meant to be a ship-bound show. For the times that we are there [on board], we wanted a look that is definitely not [that of a] traditional science-fiction program. This is not a 200-person starship; it's a 20-guy ship, max.

Q: Of all the original cast members, why choose G'Kar (Andreas Katsulas) to return?

A: I was already thinking about which character to bring in, and G'Kar was a strong prospect, but to literally sit down next to Andreas [in a chance restaurant meeting] after not seeing him for two-and-a-half years, it was [a sign], like, "Oh, thank you very much, I get it."

Q: Tell us about how you came up with the unusual approach for the Liandra weapons system, which is symbiotic with specialist Sarah Cantrell (Myriam Sirois).

A: Sarah is the ship, in that respect: If she moves, it fires. She jumps into the gunnery pod, and if she sees an incoming ship, she points at it, and the ship fires. It's a much faster reaction period [than conventional controls]. She's constantly getting sensory impulses from every part of the ship.

Q: How did you come up with the balance of characters?

A: It was a question of looking at what you'd actually need. You'd have a covert-operations person, you'd have someone who could handle first contact and political stuff, a translator, someone to fight, a leader, a healer, and so on the very minimum crew you'd have to make this work.

Q: Tell us about the contrast inherent in the very human, independent-thinking David Martel (Dylan Neal) captaining a ship in the Rangers, an organization steeped in Minbari tradition.

A: The Minbari are very regimented and very precise, and while there's room for that, what makes us human, what makes us interesting, is our natural rebellious streak. And I wanted someone to embody that. Humans need to have reasons for things; just to obey isn't enough you have to explain why. It is a cliché that the captain will go do what he has to do, and break the rules. What character is not that, in any TV serial? [Martel, on the other hand] would actually like to try and abide by the rules. But he butts up against them sometimes because they chafe, and he wants to know why. And a character who wants to know why is my kind of character.

Q: Is it comfortable having a new story within the framework of this universe you'd created?

A: Yes. It's very comfortable and familiar to me. I think it's funny in that, when I created the Babylon 5 universe, I created in broad strokes a history of a million years in either direction from our point of the story, and a thousand years in either direction in fine strokes. And the universe is saying, well, you did this, you know these stories, now you have to tell all of them. Having those stories worked out gives me something to stand on. Give me any place in the Babylon 5 story a thousand years in either direction, and I can tell you a story that takes place at that point. In [the episode] "Deconstruction of a Falling Star," we saw some hints of that I [went forward] a hundred years in one act, 500 years in the next, a thousand thereafter, and a million in the final act. It was an overview of the whole B5 universe.

Q: If this goes to series, would we ever get to see the Rangers crew cross paths with that of Babylon 5?

A: I would like to go to B5 from time to time that would be [the latter-day cast of] Lochley [Tracy Scoggins] and Zack [Jeff Conaway] and those guys to see our established characters where possible, where logical.

Interview: Dylan Neal

Dylan Neal has something to prove. Or rather, his alter ego, Captain David Martel, does. As the commander of the Liandra, Martel isn't your typical starship captain. Though a dedicated Ranger, he has a something of a

rebellious streak; his crew calls him by his first name, even as he aptly guides them through the most harrowing of experiences. Neal, an up-and-coming leading man in Hollywood, has appeared in more than 40 films and television projects, including an early series that Babylon 5 creator J. Michael Straczynski worked on extensively, *Captain Power and the Soldiers of the Future*. A native of Ontario, Canada, he first became famous as a soap star on *The Bold and the Beautiful*, and went on to become a regular on *Dawson's Creek* and *Hyperion Bay*. We spoke with him in May on the Vancouver set of *Rangers*.

Q: Tell me about the scene you're filming today.

A: Well, today we're covering all of the early stages of getting this cursed ship, the *Liandra*, up and running. We're under the gun, we have a time limit to get the crew and the ship ready, and we're trying not to give the impression that we don't know what we're doing. So we're frantically running around, finding problems right, left and center, and at the same time we're trying to put on this brave face that everything's great. It's chaos right now, in the early stages.

Q: Tell us about Captain David Martel, who starts out by going against the Ranger establishment by saving the crew of his earlier ship, rather than fighting to the end.

A: He's unpredictable. The Ranger High Council can't automatically assume David is going to do this or that. They just don't know. He's been given a second chance with the *Liandra* to prove himself once again. He's a well-rounded character, but he's definitely flawed; you're going to see mistakes made. And I think that's a different take on a Ranger.

Q: Does David have a particular style of command? He certainly seems more laid-back and easy-going than other captains we've seen.

A: I think it's by the seat of the pants. He goes with his gut feelings but he's the first one to say he doesn't have all the answers, and he relies on the people he's assembled around him. At the very beginning, he tells them all, "Some of you I've worked with before, others I've observed, and welcome aboard. Let's see if we can do this together." And that's what makes him a really good leader that he does rely on everyone. He's not pretending to know something that he doesn't. There will be occasions where no one really has the answer, and he'll just sort of wing it and see where that takes him.

Q: Did J. Michael Straczynski give you much direction on how to play the character?

A: Very little, actually. I think Joe is the kind of executive producer who likes to see what you bring to the table. He has in his own mind what he's looking for; if he gets fortunate enough to find an actor that represents it, then he leaves it up to the actor to take it from there. Joe will see weaknesses and strengths in the actor, and write to that not trying to eliminate all of the weaknesses, but to discover the character along with you, and then together you'll take it to wherever it goes.

Q: How does David interact with his crew?

A: He's not a one-man show. He's brought together a crew where each person has their own particular talents and expertise, and he's going to utilize them to their full ability. David has a tight-knit crew, which also represents a surrogate family that I'm sure is very meaningful for him. He has a bit of a mysterious background — he lost his parents at an early age, and though we don't know why, I'm sure we'll find out.

Q: Were you wary of the martial-arts sequence that the script called on you to do?

A: I have no martial-arts training. My only experience as an actor with fighting was your typical barroom brawl kind of thing; it's a couple of punches thrown, and it's over with. Martial-arts sequences can get quite lengthy and involved, because it's a real dance with a lot of choreography. Fortunately, this project was not heavily laden with martial arts, in comparison to another one I'd done in the last year, a pilot for CBS called *The President's Man*. This one has some fight sequences, but after the last experience I'm not worried in the least [about doing them]. I've learned that regardless of my inability to really do anything, they edit very well, and they always get really good stunt doubles [laughs]. Fortunately, my double is a five-time world champion Wu Shu artist, so I think I'm in good hands.

Q: Do the detailed sets help you get into the character?

A: Absolutely, but it's not something that's unique to sci-fi. For me, the clothes are really important to feeling comfortable in what this character is doing. If it doesn't feel right, it doesn't feel right and it has to, for me, anyway. It's great that the sets are really cool and detailed, because it makes us believe that we're doing a quality project. If you're walking onto a cheesy set, it's like, "Oh, great, we're doing a really cheap project

here." The sets also help with the reality, too, of course, too it's easy to immerse yourself in the world when it all looks very real. The degree to which they've taken the sets and the costuming here shows how committed everyone involved really is to making this a home-run kind of show.

Q: How did working on this movie differ from other things you've worked on?

A: Sci-fi is totally different from other things I've done. I like a certain amount of action; it's fun to play as an actor you're essentially being like a little kid running around with guns and killing off the bad guys. I've done brief periods of that, but it would be fun to do it in a series. Joe has said that the original Babylon 5 was more of a drama with a little bit of action; I think this would flip a bit more, with more action and less heavy drama.

Interview: Andreas Katsulas

Andreas Katsulas plays G'Kar in the SCI FI original movie Babylon 5: The Legend of the Rangers, a role he made famous in the original Babylon 5 series. We caught up with Katsulas on the set of Rangers and discussed his return to the Babylon 5 universe, his thoughts about G'Kar's future and his take on what fans will think of the new film.

Q: How did you end up being cast in the movie?

A: The way it happened was, I happened to bump into [J. Michael Straczynski]. I was having dinner with my son on Ventura Boulevard and [Straczynski] happened to be having dinner with his wife in the same restaurant and we saw each other. It was on the day that he'd gotten the green light for Rangers. So he took it as a sign there I was in the flesh so he sort of said, do you want to be in it? And I said of course I do. If it had been Peter [Jurasik] that he bumped into it would have been Peter that's in it. But I happened to be the one who was under his nose at the right minute.

Q: Do you think fans were excited to hear that G'Kar would be in Rangers?

A: I don't own a computer so I have no Internet news or activity so I know nothing at all about what the fan reaction to this is. It's just a logical guess that they are very very wise to put someone from the old series in it, and if you had to choose, it would be a very difficult decision. And I think it's a decision that's so awesome and difficult because Joe loves us all so much. You know, which baby are you going to choose to put on your knee? And the others are going to be starved for your affection.

Q: How do you think fans will react when they see the new movie?

A: I think they'll be, first of all, head over heels delighted that something is being offered again. And that this time, in this world Babylon 5 is still there. This isn't some future time when B5 doesn't exist. Sheridan is still there, he's the president of the Alliance, everything that was in place when the series is there is still there, we're just moving the camera over a couple of light years. I think there is enough tangible connection with the old show, and the fact of G'Kar's presence, is enough of the flavor of the old show; I think Joe's really brought the two worlds together and he's left it totally open that the two worlds can intermingle. So I think the fans will be totally interested in the new developments and delighted that the old developments are still there and that they can still see some of the old characters maybe reappear. I don't know where Joe's going to take it, but everything's open.

Q: If Rangers becomes a series, will G'kar be a recurring character, or is he just making a guest appearance in the movie?

A: I'm not clear on it. I've asked the question and I think Joe would like to see G'Kar be a part of things but what form that will take I don't think he knows himself.

Q: Do you miss having your long-time Babylon 5 antagonist, Londo Molari (Peter Jurasik), with you?

A: The way things are in the new situation, I just didn't think about it. I don't know how it would play out in the long run, if I were to go to series with the story, I don't know. I just miss Peter so much on a personal level, that's about what I can say. He's my buddy and I wish he were around.

Q: What do the other original Babylon 5 cast members think of your being cast in Rangers?

A: I don't have an Internet [connection] or anything, but they do. So before I even knew anything was solid, Peter and Jerry [Doyle] were already phoning me to congratulate me. I said, what are you congratulating me for? They already knew more than I did before I knew it! Of course we have the kind of relationship, the three of us, where I'm gleefully rubbing their noses in the fact that I'm in it and they're not!

Q: Do you have any parting thoughts?

A: I'm just personally really happy and excited for Joe and Doug [Netter] that they're finding a way to continue a good thing. And I wish them much success whether I continue with it or not. I just hope that it goes and that they have a great time and do some good work.

Q: How much of the G'Kar seen in Rangers is shaped by the G'Kar of B5 past? Does his history from B5 carry forward?

A: The essence of G'Kar is always the same. I would say that on the exterior level, he's experienced even more. I mean, he already had a great deal of experience with life and a variety of things, but now he's maybe even a lighter and freer G'Kar. [laughs]

Q: G'Kar has come a long way since he was introduced in The Gathering.

A: Well, you know, what's better? To play a character who stays stuck in the same baggage year after year, or to play a character who gets beyond that and goes to a new level?

Q: How did it feel to step again into G'Kar's skin, literally?

A: I didn't experience anything unusual or different; it was so just right. I don't know how to explain it. Just because time had passed made no difference. But it's the last [major role] I really played, and nothing has happened to sort of jar or pull me in a new direction where it would be hard to find my way back. It's just been suspended time; there's been nothing [in between] which would distract me from what I know of playing G'Kar.

Q: How do you manage to be so expressive through all the prosthetic makeup?

A: If the inside is right, the outside will correspond somehow. And since I hadn't lost the insides of G'Kar — I mean, the outside is put on you, then it's a question of getting your feelings and movements and everything inside to correspond. And when it does, then the mask takes on what it's supposed to take on. It's not a study that you do in front of the mirror, where you say if I move my left eyebrow up a quarter of an inch it gives this expression, or if I drop my jaw, it does that. You really can't think about that, and make it work in that way, and make [the character] living.

Q: What was it like working with a new generation of B5 actors?

A: Personally, I think if it had been the old cast reassembled, we would have been 90 percent partying and just enjoying the fact that we were together, and about 10 percent working. Whereas this was a new cast that still had to prove themselves and find their characters, and really work hard on this to make it work. So I really appreciated that I was coming into an atmosphere of a work in progress, and had to join them in all seriousness in the Rangers' world, and not just sort of party with Jerry Doyle and Peter Jurasik. Not that I wouldn't have been equally happy to see the old buddies and see it all start up again that way. But this was more of a work situation, and a very good one.

Q: How did it feel on a personal level, given that you were sort of an experienced guide to the young cast, not unlike G'Kar is to the Rangers in the movie?

A: On an individual basis, I felt very at home with all of them, whether I was out of the makeup or walking about on the parking lot and having lunch. We were all in the same boat, with a real energy and enthusiasm. You're only as good as you are now not as good as you were before. The fact that maybe I had some success playing G'Kar doesn't guarantee me three years later that I can still do it, so I have to keep my senses alive and still be working on it.

Q: What was your first day on the set like?

A: I really liked the new sets a lot. [J. Michael Straczynski] had shown me around the day I arrived, before I shot. He took me on a tour of the sets, and I was really, really pleased with the changes and how things, I thought, had improved in the physical sense.

Q: What did you enjoy most about being included in this continuation of the Babylon 5 legend?

A: I was flattered by the fact that Joe appreciates my work enough to include it in the next thing he's doing; that's like a validation. This is like [him] saying, 'You certainly did do a good job as G'Kar, and we'd like you to do it again, that's how much we liked it.' It's one of those things; you just get a very nice stroke from being

included in the next thing.

Q: Do you have any parting thoughts?

A: I'm just personally really happy and excited for Joe and Doug [Netter] that they're finding a way to continue a good thing. And I wish them much success whether I continue with it or not. I just hope that it goes and that they have a great time and do some good work.

Building a Better Spaceship: The Production Design of Babylon 5: The Legend of the Rangers

By Melissa J. Perenson

To walk into production designer Steven Geaghan's offices on the set of Babylon 5: The Legend of the Rangers is to enter another universe almost literally. Sure, there are familiar-looking computers and artists' drafting boards dotting the area. But look closely, and you'll see the images, sketches and plans that comprise every outer-space aspect of the star-spanning telefilm.

Geaghan first met Babylon 5 creator J. Michael Straczynski in January 2000, when Joe, as he's familiarly called, was seeking a production designer for his upcoming Showtime series, Jeremiah. The two hit it off, and when Showtime postponed production on Jeremiah, Straczynski tapped Geaghan to design Rangers. (Jeremiah is currently shooting in Vancouver, where Rangers was filmed.)

Although Geaghan is no stranger to science fiction his credits include *The Outer Limits* and *Sliders* he did have to come up to speed on Babylon 5, and fast. In order to prepare, "I got a tremendous number of tapes, and I watched as many as I could get my hands on," Geaghan recalls.

He also perused the litany of books and Web sites. "Once I had a fair sense of where the show had been, I discussed with Joe his feelings about where the departure point was. It was determined we would be in a different aspect of the Babylon 5 universe. It would be the same universe, but with ships and places we had not seen before. For example, the Liandra is a new kind of ship we haven't seen, a kind primarily used by the Rangers."

Submarine in Space

The design and function of the Liandra is unique among the ships we've seen thus far in Babylon 5. "It's a haunted ship, with the souls or the spirits of dead crew still inhabiting the ship and that plays an important part in the story of the pilot. So we wanted the ship to be spooky. We also figured it should be like a Los Angeles-class submarine in terms of its size and small, tight environment, with low ceilings, narrow hallways, small rooms, that sort of thing. We actually wanted it to be a cross between that particular boat and a PT boat of World War II a lightly armored, lightly gunned, fast ship."

Every detail of the Liandra has been thought through, right down to its coppery color scheme and its Minbari influences, which are based on a Japanese aesthetic. "If you took 17th-century Japanese sensibilities," Geaghan says, "and combined them with 17th-century late Baroque European sensibilities, and then turned that into technology a thousand years hence, what would it look like? So that was my metaphor. To set the mood, the colors would be coppers, with greens and blues to age the copper, and certain bronze and gold tones," he explains.

Flying the Colors

"There are only five colors on the entire ship, and they're used to create a warm yet military environment." The bridge is purposely very dark and tarnished, with bits of color here and there, but mostly in the graphics of the screen controls. "And the cargo bay is a highly textured space that's dark but not oppressive, while the engine room, which is where the ghosts are really hanging out, is a very dark space."

As we walk through the sets, Geaghan points out that the bridge itself is compact and fairly restrictive, designed to accommodate perhaps five or six people at a time. Continuing into a neighboring, interconnected corridor, we look high above us on the walls and see some shapes that have a vague familiarity about them. And surprisingly enough, they should seem familiar: In order to achieve interesting looks and textures, Geaghan made use of a variety of ordinary household products mounted on the walls, and painted to look futuristic and like nothing we've seen before.

The Wild, Wild Walls

When approaching set design, Geaghan considers both the needs of the story and the needs of the director. Many of the walls in the set are "wild," which means they can move away "to allow camera placement. Of course, if you move too many walls, the ceiling will fall, so the ceiling has to be hung independently of the set. All of these considerations go into the design and the cost," he notes.

And while any film's costs may be limited by budget, the Legend of the Rangers production design is priceless

RangerWear: The Costumes of Babylon 5: The Legend of the Rangers

By Melissa J. Perenson

They live for The One. They die for The One. And at the moment, The One is in Crystine Booth's hands just steps away from the Babylon 5: The Legend of the Rangers soundstages in Vancouver. There, in Booth's busy enclave, the movie's costume designer is preparing G'Kar's costume for use.

"It is the costume. It is the only costume," she explains and it's indeed the real deal, the original piece of wardrobe Andreas Katsulas wore throughout the original Babylon 5 series. The prospect of making any changes to it "was a very touchy subject," Booth says, "because that costume was in the Warner Bros. Museum in Los Angeles. In order for us to get it up here, we had to promise to not clean or alter it; we could literally do nothing to the costume, and it had to be in a locked room at all times except for when it's on the actor." Because it's considered a piece of television history, the costume itself is highly insured.

And taking care of TV history is just one part of the job for Booth, who's designed costumes for such telefilms and miniseries as P.T. Barnum (1999) and Dean Koontz's Black River (2001), as well as for the Lynn Redgrave-Lolita Davidovich movie Touched (1999). She was nominated for a Genie the Canadian equivalent of the Oscar for her costume-design work on the children's fantasy film Once in a Blue Moon (1995).

Warrior-Monk Ideal

The look of the Rangers' outfits, evoking the ideal of the warrior-monk, developed out of conversations between Booth and B5 creator and telefilm writer-executive producer J. Michael Straczynski. His attention to detail "surprised me," she says. "I'd send out some sketches, and he'd say, 'This is pretty close,' or 'Take it this way,' or 'Let's take it away from that.' So we did lots of e-mails and faxing of sketches because he wasn't up here in Vancouver all the time. We made some mock-ups finally, and he saw those and said, 'Great! Let's just take this step of adding the leather at the end.' This gave it more of a warrior look, and less that of a monk. And," she recalls with a laugh, "it couldn't be too tight as he said, 'The actors have to be able to eat their lunch.'"

As well, Booth says, the costume design "had to look good on both men and women, and so I worked with components. That's why I feel the vests really work, because you can tailor a vest to flatter" an actor's physique.

The Silk Trade

The material used is silk indirectly a request from Straczynski and fellow executive producer Doug Netter, who wanted a certain texture, says Booth. The flow of the fabrics can be credited to the copious use of raw-silk materials. "This fabulous raw silk is just beautiful," enthuses Booth. "I just bought every inch of it available in Vancouver. Getting enough of the fabric was a real issue, because pretty soon there were more extras and doubles" in the cast than originally called for.

The choice of dye colors was also something Straczynski contributed to. "One day, we went through the process of what colors should who be," remembers Booth. "And it was really interesting, because Joe basically called out the colors based on how he saw the actors' characters which is something I really like, but as a costume designer, I want to know what the actor feels comfortable in, what's his or her eye color, what looks good on their skin tone. Amazingly, it all worked; all the colors worked on the cast."

Day of the Diplomat

One of the biggest days on the shoot was what Booth refers to as "diplomat day", when a scene featuring numerous and varied diplomats from different races was being shot. "A lot of the actors were in prosthetics and full-costume. That was busy. We had to come up with a way of dressing a lot of different kinds of aliens on a tight budget and tight time. I'd have loved to get a lot more elaborate, but we just didn't have the money or time." The solution? "Joe suggested we come up with sort of a Babylon 5 robe for these diplomats at the convention. We made them in different fabrics and contrasts to denote the different races. It turned out to be a lot of fun, and we have about 20 of these aliens walking around in these fabulous, swishy [robes]."

There was one other original costume element that used again, in addition to G'Kar's costume: The Ranger pin was specially flown in from Los Angeles. "Joe was vehement that it be the same as before," Booth says perhaps echoing the creator's desire for something beyond just than pin.

Mark Savela's a Savvy Fella:

Behind the Scenes with the Visual-Effects Supervisor

When the series Babylon 5 debuted, the now-common practice of using computer-generated images for visual effects was still in its infancy. And, no surprise, Babylon 5 was one of the pioneers. How does the B5 universe respond today to the challenge of producing exciting battle sequences and other eye-catching visuals in a world where CGI effects have become typical?

Legend of the Rangers visual-effects supervisor Mark Savela, of the Toronto- and Vancouver-based GVFX effects house (Bride of Chucky, Stargate SG-1), says he and his crew met the challenge by putting in more-than-typical personal involvement. "We had a great many Babylon 5 fans within the company," he says, "and we knew Rangers was going to be big. We went after it full-force, since we as a company really wanted to be a part of this."

As visual-effects supervisor, Savela was responsible for the design and continuity of the movie. That meant overseeing the 15 animators who built the models of the new Ranger and alien ships, and the 14 CGI artists who handled the "compositing" tasks (seamlessly blending model and actor shots and digital computer effects into a single image). "With 300 effects shots in a two-hour telefilm, it's easy for things to go in ways they're not supposed to," Savela says. "It's my job to make sure everybody is on the same page all the time."

Helping him in that task, he readily acknowledges, was a high degree of cooperation from writer-producer J. Michael Straczynski, who got the effects team involved earlier than others might have. "One of our concept-storyboard artists in Vancouver met with Joe very early on, and right away started doing sketches, started designing the ships," Savela says. "A lot of the things you'll see in the movie, like the gunnery-pod sequence, had very early sketches that planned out what [the effect] was going to look like and how it was going to be shot. There was definitely a lot of preplanning in it, and Joe was right there through the whole thing, saying how this or that was going to look."

And beyond the look came the logistics not only that of the usual visual-effects requirements, such as "green-screen" work (where actors perform against a plain green backdrop to which digital explosions, starscapes, etc. will be added), but of certain kinds of stunt work in which the likes of cables and harnesses must be digitally erased.

In the gunnery-pod sequence, for instance, Myriam Sirois, who plays weapons specialist Sarah Cantrell, had to roll about gracefully and purposefully in a harness and rig. Savela was concerned, since Sirois hadn't had any experience with green-screen rig work before. Those worries were quickly banished, however. On Myriam's first day in the contraption, Savela says, "I saw a crowd of people around her" watching her work, "It looked like she had been doing it forever, even though she'd only been up there a half-hour. She was just so comfortable swinging away. It was just fantastic to see, because we knew then that [the scene] would work." (You can see for yourself in the Sarah Cantrell Digital Trading Card.) "When it came to the day to film the sequence," Savela goes on, "she got one of the biggest rounds of applause on the set."

Looking back, Savela notes that this project over which many a bonding sleepover moment occurred at GVFX is the largest his company has worked on. And as challenging and fun as it clearly seems to have been, you can't blame him for saying, "It was very gratifying to see it finished."

Propping Up the Rangers: A Trip through the Props Department

Clive Edwards has one of the coolest jobs on the set of B5: The Legend of the Rangers: He's in charge of the props, those everyday items the actors handle or even climb into from space pods to barf bags. Here's a look at some of them, up close and personal.

The Star, which Clive calls his prize creation for this project. This prop plays a significant part in the story and we see it prominently in the naming ceremony. Getting the red center to fit properly and maintain it's clarity was a challenge, Clive said. Here we have a grenade. It looks very futuristic but is made from BMW motorcycle hubs.

A weapons array on the bridge. Open the top and you have firing controls for forward weapons. This device was made by using an Italian bread box. Every B5 fan is familiar with the fighting pike. It is again an integral part of the continuing story. Here's one that will be used in a fight sequence between Capt. Martel (Dylan

Neal) and Kitaro (Warren T. Takeuchi). As an added attraction, that's Clive's very own arm!

What was Clive working on during our visit? A barf-bag! Yes, a barf-bag. Suki Parker from the art department helped to transform a standard airsickness bag into something more futuristic looking and one that could accommodate the head of a Minbari! Now that's a challenge!

My Visit To The Rangers Set By Sandra Bruckner

SCIFI.COM sent long-time Babylon 5 fan Sandra Bruckner to the set of Babylon 5: The Legend of the Rangers during filming in May 2001. Here is her report on the trip:

Sunday, May 27: The Northwest Babylon 5 Mailing List arranged an event on Sunday night in which J. Michael Straczynski made a presentation, including new material on Babylon 5: The Legend of the Rangers. The event was held at Simon Fraser University, a site that often donated time and space for the group to get together to discuss the series. Seating was limited to roughly 250, and there was no problem filling every chair.

As an introductory piece, Straczynski showed a terrific compilation of clips from Babylon 5. This was followed by about 35 minutes of the Babylon 5 bloopers. After warming up the audience, Straczynski launched into his latest project, Babylon 5: The Legend of the Rangers. While production on the movie had only begun on May 14, he brought with him a clip that introduced all the major characters. The clip was titled "Naming of Names" and showed each character introducing themselves, giving their position, title, and a statement of purpose. This in itself was a terrific way to bring you into the story. The characters are diverse, from human to Drazi. As if that wasn't sufficient to get the audience totally hyped about the project, Straczynski then brought down nearly the entire cast who had been sitting in the last row of the auditorium. After introductions, they indicated which character they portrayed and what they particularly liked about the project. The crowd, if it hadn't been in Straczynski's pocket before this, was definitely there now.

The evening ended with everyone signing autographs. There was an assortment of comic books, scripts, series bibles, and posters for Straczynski to sign. The cast members signed copies of the evening's schedule or whatever was put in front of them. They are indeed a charming group with lots of personality and energy about the project.

Monday, May 28: On Monday, I went over to the studio and met publicist Patricia Anderson at 8 a.m. After a quick tour of the studio, I met with Steve Gaeghan, the production designer, and he gave me background on how the project had been put together. In cooperation with Straczynski, he had tried to add texture to every level of the set. Instead of sterile floors and ceilings, he included pre-formed panels, giving depth and a certain richness to all surfaces. The colors are basically copper, blue, green and pewter. The use of color is subtle but very rich. Many of the internal structures look like works of art, not supporting background for a TV movie.

I then talked to Suki Parker, the art designer, who worked closely with Steve on construction of panel displays and all the visuals throughout the ship Liandra. She devised a Minbari alphabet based on a few letters in an early Babylon 5 episode, "A Voice in the Wilderness." She created 26 characters and 10 digits that now comprise signage on all the vessels involved in the project.

From Suki I visited with Clive Edwards, who is in charge of props. He showed me the star seen in the "Naming of Names" sequence. It's a gold star with a ruby red center that is significant in Minbari rituals. I also looked through the prop trailer and saw a Minbari grenade made from BMW bicycle hubs and a key ring, as well as the fighting pike that would be used in a fighting sequence with David Martel.

The crew was at lunch, so Steve came to fetch me and take me through the stage area. Since it was now vacated, there was nothing to beware of as when they are in the middle of shooting sequences. The bridge area was in disarray. They were completing a sequence where portions of the Liandra had been damaged in battle, so there were wires hanging from the walls, panels were askew, etc. Steve sat down at the new bridge and demonstrated how the finished product would look on film. In front of the person operating the panel, a hologram would be projected to show images. For example, if they wanted to see space ahead, it would be projected in the center of the bridge area (similar to the hologram sequence in Crusade).

As people began returning to their positions, I went out to the catering truck for lunch. I had a great time talking to a woman named Barbara, who is in charge of food services there. She handles food services for several projects in the Vancouver area. The menu that day was chicken and lamb with assorted vegetables, salads, and treats. From comments by the cast and crew, Barb has been doing a great job of keeping them fed and happy.

After lunch I met with Enid-Raye Adams. She had come in for an interview since she had completed her

BACK TO SHERWOOD

A young girl in the present, who's name is Robyn Hood discovers that she is descendent of Robin Hood from Nottingham. She is given a mysterious amulet, which allows her to travel into the past, she is sent into the past by her Grandfather who is also a descendent of Robin Hood. Whilst she is there she meets up with a band of followers in the forest who are all the decedents of the Robin Hoods men, however they are all still Children. Robyn Hood has been sent back in time to stop an evil sorceress from erasing the entire hood family from existence.

This light fantasy/time travel series was shown on ITV starting on the 30th June 1999, and shown in the traditional children's hour on the ITV network. This nicely produced and acted series was one of only a few original SF programmes to be broadcast on the British Children's television in 1999. Executive producer and co-producer for the series was Marie-Claude Beauchamp, other executive producers were Ellis Jaddon, Phil Meagher, Claude Godbout, Joanne Forgues and the producers were Claude Godbout and Madeline Henrie.

This American, British, Canadian co-production was filmed in Canada, hence the country of origin being Canada. In the US the series was shown on the Fox Family network.

WR. Paul Risacher.

DIR. Roger Cantin.

EPISODES: 13 **YEAR MADE:** 1999 **COUNTRY:** CAN **SEASONS:** 1

A PRISMA PRODUCTION, FOX FAMILY CHANNEL, ITV NETWORK, CANADIAN BROADCASTING CORPORATION

CREATOR: WINKLEMANIA

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 17/07/1999

AIR DATE OF LAST EPISODE 03/10/1999

SEASON DATE BREAKDOWN:

FILMS:

Robyn Hood AIMEE CASTLE, Grandfather Hood DAVID FRANCIS, Anik Matern BRENAN, Guy of Gisbourne LARRY DAY, William of Gisbourne ANDREW WALKER, Brenan Waters ANN WATERS, Joan Little ALEXA DUBRUEL, Alana Dale RUBY ANN KING, Will Scarlett ADAM FROST, Grandfather Hood DAVID FRANCIS, Mr. Hood JOHN TOPOR, JENNIFER WARCIL, CHRISTOPHER MACCABE.

RELATED SHOWS:

NEW ADVENTURES OF ROBIN HOOD, THE

1 - 1 *INTO THE WOODS*

Descendants of Robin Hood and Maid Marian are sent back in time to battle an evil sorceress.

1 - 2 *THE SHERWOOD ALL-STARS*

Robyn teams up with William and the young outlaws.

1 - 3 *THE KING'S GIFT*

Robyn and the young outlaws snatch what they believe is one of the king's gifts to Robyn.

1 - 4 *A BAGFUL OF GOODIES*

An amulet takes Robyn back to Sherwood and a trap set by Brenan.

1 - 5 *BRENAN'S ASSASSIN*

Brenan secretly gives William a powerful potion that puts him in her command.

1 - 6 *ANCESTORS*

Gisborne has kidnapped a baby who may die if Robyn and the forest inhabitants do not act quickly.

1 - 7 *THE HOLY RELIC*

1 - 8 *SCRIBBLERS*

1 - 9 *REBELLION*

1 - 10 *SMOKE AND MIRRORS*

1 - 11 *JOUST IN TIME*

1 - 12 *ALL THAT GLITTERS*

1 - 13 *BIRD IN HAND*

BAKUMATSU TIME TRAVELERS**AKA: MAKUMATSU MIRAIJIN**

While visting the battleship Mikaso on the coast of Yokosuka, schoolboys Fumihiko Wada (Hoshino) and Mitusgu Ito (Sawamura) are transported back in time to the year 1862. Arriving at the foreigners settlement in Yokohama, they are suspected of being criminals and forced to evade officers of the law. Finding themselves living in a crucial period of Japanese history during which the Shogun's rule faded and conspirators plotted to restory the emperor, the children meet several famous historical figures and inadvertently change the course of history. In particular they accidently cause the death of Soshi Okita, who was/would have been a major figure in the Meiji restoration.

Based on the story A Memorable Summer (Omoi Agari no Natsu) By Taku Mayumura, who was also credited with the origial ideas for Bakamatsu Exchange Students, CHALLENGE FROM THE FUTURE, Mysterious New Student , Mysterious Pen Friend and School in Peril. Another of Mayumura's time travel stories was animated as Time Stranger. Mayumura was not the only Japanese SF novelis to tackle time travel - his stories competed with Yasutaka Tsutsui's TIME TRAVELLER and Sakyō Komatsu's MY TIME TRAVEL JOURNEY WITH MARI.

Also known as "Future Persons at the Close of the Bakufu Period".

WR.**DIR.** Kazuya Sato, Osamu Koyama.**EPISODES:** 16 **YEAR MADE:** 1977 **COUNTRY:** JAP **SEASONS:** 1*NHK***CREATOR:** TAKU MAYUMURA**TYPE OF SHOW:** TIME TRAVEL**FORMAT:** SERIES**LENGTH (MINS):** 40 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 16**DATE OF PREMIER:** 05/09/1977**AIR DATE OF LAST EPISODE** 29/09/1977**SEASON DATE BREAKDOWN:****FILMS:**

Fumihiko Wada TOSHIHARU HOSHINO, Mitusgu Ito MASAKAZU SAWAMURA, KEIZO KANIE, HIROSHI INUZUKA, MASAYO BANRI, NOBORU ICHIYAMA, YUKO KOTEGAWA, NANCY MEADOWS.

BAKURYUU SENTAI ABARENJAA

AKA: **BLAST DRAGON SQUADRON OUTBURST RANGER**

AKA: **ABARANGER**



The earth was separated 65,000,000 years ago due to the collision of the meteorite supposedly killed the dinosaurs. The Dino Earth appeared and was swallowed in a dimensional rift that occurred due to the magnetic interference from the meteorite collision. The Dino Earth is where all the dinosaurs went. Now, there was way that the ones from Dino Earth come to our dimension and dangerous results occur. RyuuJin (Dinosaur people) are the inhabitants of Dino Earth.

AbareBlack was fighting the forces of Evorian on Dino Earth. When the Evorian escape through a transdimensional portal to our dimension, he followed. There three Bakuryuu (Tyrannosaurus, Triceratops and Pteranodon) were under evil control and were attacking Tokyo. A call was sent out to Ryoga, Ranru, Yukito, Sugishita and Imanaka. The destined ones soon got the powers and were able to tame the beasts. The three Abarangers now have their mission to defeat the Evorian's threat on their dimension.

Compare to Power Rangers Dino Thunder Season 1.

Bakuryuu Sentai Abarenjaa (translating as, Blastasaurus Squadron Outburst Ranger) was Toei Company Limited's 27th production of the Super Sentai television series. Its footage was used in the American Power Rangers: Dino Thunder. The name Abaranger is a combination of Abare (an acronym that stands for Attack Bandit Resistance , in Japanese the term "Abare" also means "Berserk" or "Outburst" among other translations) and ranger, so the romanization can be either Abaranger or Abarenger.

Characters

AbaRangers

When they evoke their "Dino GUTS", The AbaRangers tap into the power of their dinosaur partners, obtaining their strength and power as their own.

Ryoga Hakua/AbaRed: The optimistic team leader, a certified environmental protection investigator from the United States. Though he's overly confident, he has an extremely good nature and is friendly, warm hearted, and loving; he doesn't hate anyone. He was given guardianship of Mai after his brother and sister-in-law passed away and does his best to raise her. His Bakuryuu partner is Tyranno. He eventually gained the power to become AbareMax.

Yukito Sanjyou/AbareBlue: A charismatic chiropractor, he'll help with any kind of injury but charge outrageously high prices for it. He seems cold, but has a kind heart underneath. He despises his father for paying off the parents of a girl he was in love with. His Bakuryuu partner is Kera.

Ranru Itsuki/AbareYellow: A technology wizard who owns a German BD-1 motorcycle she nicknamed "Birdie". All she really wants is peace. Formerly was trained to be an idol, but hated it. Her Bakuryuu partner is Ptera.

Asuka/AbareBlack: A warrior from DinoEarth with a sad past. He was the last of people to fight the Evoliens and escaped to Earth. His Bakuryuu partner is Brachio.

Mikoto Nakadai/AbareKiller: A lunatic doctor who was observing the AbaRangers from the time the Bakuryuu first appeared. He gained the DinoMinder and with it the Zerogo suit, which was due to self-destruct sometime soon. He didn't seem to care that he would die, taking the entire city with him. He fought the AbaRangers & his Bakuryuu partner is TopGaler. After fighting the Killer Giganoid with the AbaRanger, after TopGaler betrayed him, he joined the team, even if it cost him his life. When Dino Minder began to self-destruct, he and TopGaler flew away from Earth and died in the explosion. He returned for a short time to help the Aba & DekaRanger in "Dekaranger vs. Abaranger" and vanished again after the enemy was defeated. As he vanished, he told Asuka to give Kasumi/Rije his regards.

Allies

Emiri Imanaka: Imanaka is a high school student. When the Bakuryuu first came to earth, Imanaka heard their call and almost became AbareYellow. Unfortunately, her body was unable to support the transformation. She tries her hardest to become an Abaranger...she eventually does in terms of AbarePink...err...AbarePig.

Ryunnosuke Sugishita: Sugishita runs a curry restaurant: DinoHouse, which is the Abarangers' base of operations. When the Bakuryuu first came to earth, Sugishita heard their call and almost became AbareBlue. Unfortunately, his body was unable to support the transformation.

Mai Hakua: Ryouga's brother and sister-in-law passed away, leaving behind their daughter and Ryouga's niece, Mai. Starting at the end of ep. 39, Kasumi chooses Mai to be the only one to see her. In ep. 41, a virus transforms human people into Barmia and Mai was infected as well. Kasumi warns the Abaranger that the Barmia around are Mai's friends.

Princess Freesia: Appears in the Abaranger Movie. When the gang are having a fun summer party at the beach, she appears in front of Ryouga and HanaBinkiVenus literally drops from the sky to capture her. There is a great myth through the Ryuujin in DinoEarth that a princess guards the two evil Bakuryuu on an arctic island. Asuka was surprised that the legend he grew up with was true. The Bakulaser had been broken in half. The other piece was excavated by humans and put in a museum. Ryouga and Freesia sneak in and steal it. He uses his Dino GUTS to merge it together. Turns out she really was Garuvuidei in disguise and used the fully formed Bakulaser to call upon the Bakuryuu. The real Freesia was inside of the Bakulaser and wasn't able to come out. She also expressed affection for Ryouga. She commended the Abaranger for their battle good and went off with the Bakulaser.

Ninpu Sentai Hurricanger: Meet up in the Abaranger vs. Hurricanger special to fight the Space Ninja JaniIga.
Tokusou Sentai Dekaranger: Meet up in the Dekaranger vs. Abaranger special to fight a Alienizer attempton to revive the Evoliens' leader.

Bakuryuu (Blast Dragons)

Giant Beasts from DinoEarth that evolved from the dinosaurs, they had a mutual friendship with the Ryuujin (Dragon people of Dino Earth) until the Evorians attacked. While most of the Bakuryuu eggs were sent to Earth, Tyranno, Kera and Ptera fell under the Evorian's control. Sent to Earth, the three went on a path of destruction until their partners freed them.

Bracchio: A wise and calm Brachiosaurus who hates fighting. Bracchio was the only one of the first that was immune to the Evorians' control due to being already partnered to Asuka. He resides at the bottom of Tokyo Bay and holds the other Bakuryuu inside his body until they are needed. He recites rousing poetic speeches when heading into battle. There's some indication he may be the eldest and wisest of the Bakuryuu.

KillerAbarenoh: Created when Abarenoh combines with TopGaler and Stego in order to defeat Bakurenoh. This combination appeared again in "Dekaranger vs. Abaranger", although it was without Stego that time.

Abarenoh: When Tyranno, Kera and combine, they form Abarenoh - a humanoid fighting machine.

Abarenoh's finisher is a drill attack.

Tyranno: A Tyrannosaurus rex, the strongest of the three Bakuryuu. His jaws, strength and sharp claws make him a tough opponent, but his tail is his greatest weapon, able to drill through anything. Although wise, he has a short fuse when it comes to Ryouga.

Kera: A Triceratops, the armored one of the three Bakuryuu, Kera can take a great deal of punishment from an opponent; he seems strong enough to topple every building in downtown Japan. Kera seems a bit androgynous, and took on the form of a young bishounenish boy.

Ptera: A Pteranodon, the fastest of the three Bakuryuu, she can reach speeds of Mach 1.2 and higher, with her wings, beak, and shockwaves effective on any enemy. A kind and sweet Bakuryuu.

KillerOh: When TopGaler and Stego combine, they form KillerOh. KillerOh has the Death Stinger finisher.

TopGaler: A Quetzalcoatlus who was sealed for destroying a major DinoEarth city. He was found and released by AbareKiller, whom he partnered with. He often employs his great speed in battle, which has been clocked at an astounding Mach 20. His personality is a hardcore lone wolf like his master.

Stegosraidon: A Stegosaurus who could combine with Abarenoh to form AbarenoSraidon, serving as a surfboard. He was taken by AbareKiller until he was freed of its master's influence. His personality is almost similar to Ptera, but can be a dunce like Dime from time to time.

MaxRyuuOh: When MaxOhja combines with PakikeroKnuckle, DimeNokodon, ParasuroloCutter and Ankyloveilus, they form MaxRyuuOh.

Styracosaurus & DinoCarry/MaxOhja: The DinoGuts of AbareMax awoke the Styracosaurus and the DinoCarry, which holds the RhamphoGolds axes & SpinoGold helmet. Styracosaurus can form a humanoid fighting robot - MaxOhja. Styracosaurus is also the only Bakuryuu on the show which does not speak (not including the two evil Bakuryuu from the "Abaranger Deluxe" movie), but instead lets out dinosaur roars.

BakikeroNuggles: A Pachycephalosaurus who can combine with Abarenoh to form AbarenoKnuckles, with a boxing arm. His personality is quite kiddish.

DimeNokodon: A laidback Dimetrodon found in the Kansai district. It can combine with Abarenoh to form AbarenoNokodon, with a buzzsaw arm. He tends to be dopey now and then. He loves the music of Asuka's

Dino Harp.

Parasaurolokikiru: A Parasaurolophus with a Spanish accent who can combine with Abarenoh to form AbarenoRokkiru, with a scissors arm. He was living in the Caribbean, where he end up learning to speak Spanish. In addition, he's an avid piano player. Some fans see him as the most "annoying" of the Bakuryuu.

Ankyloveilus: A petulant Ankylosaurus who can combine with Abarenoh to form AbarenoVeilus, forming a shield and blade arm. She seems to be a motherly type Bakuryuu. It's interesting to note, that when she first contacted the Abarangers, she started them on a wide goose chase saying she was in the city, beach and farm. She was only found by accident and preferred to live a quiet life, until Asuka convinced her otherwise.

OoAbarenoh: Created when Abarenoh combines with Stego, TopGaler, and RhamphoGolds & SpinoGold.

FireNokoDon: A CD-Exclusive Dimetrodon that hatched at Hawaii. It can combine with Abarenoh to form AbarenoNokodonFire, forming a buzzsaw arm.

Evoliens

The Wicked Fate Clan, they came from Dino Earth. They dwelled within a castle-like structure before Dezumozoria turned it into a giant cyclops-like host called DezumoGevirus to battle the Bakuryuu with while transferring itself into Geildon. The fortress was destroyed when the Abaranger's dinosaurs sacrificed themselves to destroy it.

Dezumozorlya: The Evolien god, a parasitic entity that was held in the meteorite that crashed to Earth. When Earth was split, Dezumozorlya's essence was divided between the two earths, and took one being of each world as it's host and it's descendants. Some of his hosts have wreaked havoc throughout the course of human history. In the time of Abaranger, Mikoto held the essence of the inactive Earth-counterpart, and the Dezumozorlya of DinoEarth found a host in Rije. When he was purged from Rijewel, Dezumozorlya sought stronger hosts (including Mikela and Voffa) until he chose Geildon as his ideal vessel.

Rije/Rijewel (1-47): She is Dezumozorlya's child-like metaron, responsible for linking the two worlds. She was originally the daughter of Asuka & Mahoro until the Dino-Earth Dezumozorlya entered Mahoro's body & made the preborn Kasumi its host. She was forcegrown into an adult, Rijewel, to tempt Mikoto to join her and later mutated into DezumoRijewel. Through the combined power of all five Abarangers, Kasumi

'overpowered' Dezumozoria and Rijewel was restored to an infant once Dezumozoria was removed from her.

Jeanne (1-32): She was originally a Dragonoid named Mahoro and was Asuka's love, but she was parasitized by the Evoliens. Because of her previous life, Jeanne had a fixation on killing Asuka. She eventually returned to normal, though Mahoro posed as her to help the Abaranger from the enemy camp until Dezumozorlya learned of her treachery (Note : Her official English name is "Jeanne" but fans and the Japanese version of the series call/pronounce her name as "Jannu").

DezumoVoorla (47-48): The 3rd host of Dezumozoria created when Mikela and Voffa were merged into one being, though both were proud to hold Dezumozorlya's essence in them. DezumoVoorla was used to absorb the Earth-Dezumozoria from AbareKiller's body and was killed by KillerOh.

Mikela (1-47): The one who creates the Torinoids. He is a painter and hates to make a creation when uninspired by his muse. He despises humans, their art and their culture. He and Voffa ended up being merged as one host for Dezumozorlya at the end of the series to form DezumoVoorla.

Voffa (1-47): He enlarges the Torinoids and creates the giant Giganoids from musical compositions from his harp. He doesn't like his music to be heard when his work isn't ready. He and Mikela ended up being merged as one host for Dezumozoria at the end of the series to form DezumoVoorla.

Geildon: The first of the Evoliens to attack Earth, but was killed by Jeanne after failing in his mission. It would later turn out that it was a cursed suit of armor that bonded with Mahoro's older brother, Mizuho. Geildon was also worn by Asuka two times, who lost himself due to the cursed armor's power. By the finale, Geildon was transformed into Dezumogevarus, the final host of Dezumozorlya.

Garuvuidei (Movie): An Evolien general who captured Princess Freesia and sought to revive the Bakuryuu that form Bakurenoh. Killed by AbaRed with the Bakulaser.

Bakurenoh: CarnoRyutus & ChasmoSealdon combine to form Bakurenoh, the evil-counterpart of Abarenoh. It could use its sword to slice off Abarenoh's drill-arm and use it as its own. In the movie, it was defeated by KillerAbarenoh, but it returned to help DezumoVoorla to fight the Abarangers. Soon it was destroyed for good by Abarenoh and MaxOuja.

CarnoRyutus: A Carnotaurus, an evil Bakuryuu with the same attacks as Tyranno. (only seen in movie)

ChasmoSealdon: A Chasmosaurus, an evil Bakuryuu with the same attacks as Kera. (only seen in movie)

Barmias: The Evolien foot soldiers and are evolved humanoid amoebas, there are two types: the black Gelru & the white Zolru. At one time the Evoliens attempted to turn humans into Barmias.

Trinoids

Evil Lifeforms, each is a fusion of animal, plant, and inanimate object. They are designed and painted to life by Mikela and enlarged by Voffa when destroyed.

- #0, SaunaEelGingko (Dekaranger vs. Abaranger): Eel + Ginka + Sauna, this Trinoid was created long before the others that appeared in the Abaranger series. Mikela sealed him away in a red orb because of its great power. Kazakku resurrected him in order to bring back Dezumozoryla. He has the ability to resurrect the dead, but only when he is powered up. Killed by the teamwork of KillerAbarenoh & Super Dekaranger Robo.
- #1, DragonDoran (46): Red Dragon + Orchid + Black Boat Gondola, this Trinoid had been hiding under the Earth since the AbaRangers first appeared. He was the last of the Trinoids to appear before the series finale. Killed by Abarenoh, MaxOuja & KillerOh.
- #2, Hirurindou (33): Hill's Gnathal eye + Phosphorus dough + Lapis Lazuli. Killed by MaxOuja.
- #3, Tensaikikku (11, 30): Rhino + Beet + mortarboard.
- #4, BakuDandelion (3, 13): Lion + Dandelion + Missiles, this was the first Trinoid to appear. Killed by Abarenoh.
- #5, Hakarasunaipa (4, 13): Crow (Karasu) + Mint (Hakka) + Sniper. Killed by Abarenoh.
- #6, Zakurobacuumu (6): Donkey + pomegranate fruit + Vacuum. He was created to steal the youth from beautiful women, turning them into old ladies. One of his victims was a famous popstar who was friends with Ranru. Killed by Abarenoh.
- #7, MagnetRhododendronDivingBeetle (7, 13): diving beetle + magnet + rhododendron. Killed by Abarenoh.
- #8, Kinmokuseikamikakushi (9): Squid + fragrant olive + spirit away. Killed by AbarenohKnuckles.
- #9, Bankumushroom (10): Bear + Mushroom + Bank Cash Machine. He could create magic wigs that increases the greed in a person, making them money crazy. His victims include Bucky Bonds, a famous American baseball player who is visiting Japan to have his back checked out by Yukito. BankMushroom could also use giant coins as weapons. Killed by AbarenohKnuckles.
- #10, Sharkurumargaretto (15-16, 30): Shark + daisy + car exhaust pipe. Killed by AbarenohSraidon.
- #11, IrisGlassesMouse (17, 30): Mouse + Eggplant + Eyeglasses. Killed by AbarenohSraidon.
- #12, Yatsudenwani Crocodile + Japanese Fatsia + telephone (18, 21-Dekaranger vs. Abaranger): This Trinoid changed to the side of good and has a crush on Ranru. He was captured by AbareKiller and forced to be his servant for most of the series and eventually came to see him as a friend. In the end, he chose to stay behind rather than returning to Dino Earth. It's revealed that he now runs the Dinosaur restaurant, which flourish. In Dekaranger vs. Abaranger, it's revealed that he held an artifact capable of resurrecting Dezumozoria. In addition, he glomped Ban/DekaRed mistaking him for Ranru.
- #13, Centapansite (22-23): Centipede + Pansy + Radiowave Satellite. Killed by KillerOhKnucklesNokodon & Abarenoh.
- #14, FlyVotivePicturePineTree (25): Fly + Pine + Votive Picture. Killed by Abarenoh.
- #15, FishingPointBonitoOlive (26): Fish + Olive + Fishing rod. Killed by AbarenohVeilusRokkiru.
- #16, IvyOctopusHeaterTable (27): Octopus + Ivy + Foot Warmer
- #17, PrescriptionBalsamChameleon (28): Chameleon + Balsam + Pharmacy Prescription. Killed by AbarenohVeilus.
- #18, SeaOtterCopierGreenPepper (29): Sea Otter + Green Pepper + Scanner. Killed by AbarenohVeilus.
- #19, VultureTreasureLychee (35): Vulture + Lychee + treasure box. Killed by Styraosaurus & DinoCarry.
- #20, RougeGiraffeRafflesia (38-39): Giraffe + Rafflesia + Rouge Lipstick. Killed by MaxRyuuOh.
- #21, Santa Torinoid (41): Reindeer + Hollyberry + Jingle Bells. Killed by MaxRyuuOh.
- #22, Nanakusarumba (45): Monkey + 7 Spring Herbs + Rumba Drums. Killed by Abarenoh.

Giganoids

Giant Lifeforms. They are "composed" by Voffa.

- #1, Fate (5): Fate-based. Killed by Abarenoh.
- #2, Hero (8): Hero-based clone of Geildon. Disguised as a popular childrens television character. Killed by AbareBlack with the DinoThruster.
- #3, Clock (12-13): Clock-based. Killed by AbarenohNokodon.
- #4, Resurrection (14): Revival-based, a giant skeletal therpod dinosaur. Killed by Abarenoh.
- #5, Hunter (19-20): Hunter-based and also based on an anchor and various weapons. Killed by AbarenohRokkiru, and is later brought back in a new form and killed again by KillerOh.
- #6, Giant (23)
- #7, From the New World (24): Meteorite-based. Killed by KillerOh & AbarenohVeikus.
- #8, Jupiter (34): Planet-based, a large robotic creature that acted as a virus and had a model of Jupiter on its torso. Killed by MaxOuja.
- #9, Miracle (36, 43): Phoenix-based, was brought back by the Killer Giganoid and killed by Abarenoh.
- #10, Tragic (37, 43): Tree-based. Killed by MaxRyuuOh. It was brought back again by the Killer Giganoid and killed by KillerOhVeilusRokkiru.
- #11, Killer Giganoid ("Immortal") (42-43): Immortality-based, a giant knight-like warrior who brought back Giganoids #9 and #10. Killed by OoAbarenoh.

Others

Anamoliarus (1-2, 31-32): The Evolien space ship. Destroyed by Abareno.

Hexanoid #1, HanaBiikiniVenus (Movie): Bee + Bikini + Venus Flytrap+Fireworks+Eggplant][+???? (Sixth

part , editor cannot remember it at this time]. An assassin, she was sent to kill Princess Freesia. Killed by AbareBlue.

KillerGhost (30-31): A monster-clone created by Mikoto, modeled after AbareKiller in AbareMode.

KillerGhost was so powerful it managed to capture 5 of the BakuRyuu. It took AbaRed to become AbareMax to kill it.

Unstoppable Connection Living Ship Barugigenia (31-32): This came out Anamolicarus II, the Evolien Mothership in episodes 1 & 2. The Barugigenia is piloted by Jeanne starting in episode 31. It can separate its connected parts. It can fly like a jet aircraft and drive like a streetcar on the ground. The name could mean "Burgus Shale Rocks" where the fossils of nomalocaris were found. It can't even be stopped by Brachio, leaving Abareno with a tough fight. It was soon destroyed by Styracosaurus & DinoCarry.

Two-Worlds' KillerGhost (40): KillerGhost was revived by Riejewel, who upgraded him with freewill and more power than before. AbareBlack was able to destroy the upgrade jewel, and Abarenoh with a DinoGUTS power-boost was able to kill this KillerGhost.

DezumoGevirus (49-50): The Evoliens' castle turned into a cyclops-like host by Dezumozorlya. Was destroyed by the Bakuryuu in finale.

Trivia

Evorian is a word combination of 'EVolution' and 'aLIEN'.

The main 4 Abarangers names are all puns on periods of history:

Hakua Ryouga: Hakua-Ki (Cretaceous{..?})

Sanjou Yukito: Sanjou-Ki (Triassic (..?))

Itsuki Ranru: Jura-Ki (Jurassic (..?))

Asuka: "Asuka" era in Japanese history.

All the episode titles featured the word "Abare". (see below)

Specials

Abaranger Deluxe

Bakuryuu Sentai Abaranger vs. Hurricanger

Tokusou Sentai Dekaranger vs. Abaranger

Tsuyoshi Hayashi (Tokusou Sentai Dekaranger's Houji) auditioned to play Nakadai/AbareKiller.

In a strange twist of fate, Yasuhiko Imai, the suit actor for AbareKiller, was also the suit actor for DekaBlue, Houji's designation on the team.

Asuka/AbareBlack is the first regular Sentai warrior who doesn't take part in the giant battles since Goggle Five's Goggle Black and Goggle Pink; he only fought in a few battles (merging with Stego or borrowing Styraco as Brachio wasn't able of holding a fight). He has to his credit, however, the instance of having defeated single-handedly a giant monster (Giganoid #2).

The actor who played the human form of Volcano Org from Hyakujuu Sentai GaoRanger plays a recurring customer at Ryuunosuke's restaurant.

Episode 10 was watched by Abaranger's American counterparts in an episode of Power Rangers: Dino Thunder, titled Lost and Found in Translation. The plot of the original episode was changed almost entirely during the dub to make it more comical (i.e. when Lije zaps Jeanne she chastizes her for stealing her hairspray, one character has a thick Irish accent, etc.). The episode was intended to sound as if the Japanese show was based off the American one, rather than the other way around. The characters' name changed in the dub. Not all of the characters' names were mentioned.

Asuka Mikey

Yukito Sanjou -Kenny Yukito

"Bucky" Barns -Whacker Wilson

Yokota -Mr. O'Shaugnessy

Jeanne - Missy

Torinoid #9 Bank Mushroom - Ka-Ching

In Episode 24, Voffa was listening to one of Nao Nagasawa's songs in a mall, more specifically PUMP UP! YOYUPON mix. Nao Nagasawa is the actress of Nanami Nono (Hurricane Blue) from the predecessor series Ninpuu Sentai Hurricanger.

WR.

DIR.

EPISODES: 50 **YEAR MADE:** 2003 **COUNTRY:** JAP **SEASONS:** 1

ASAHI

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 STILL IN PRODUCTION: No B/W: No COLOUR: Yes LANG: Japanese

SEASON BREAKDOWN: (1) 50

DATE OF PREMIER: 16/02/2003 AIR DATE OF LAST EPISODE 08/02/2004

SEASON DATE BREAKDOWN:

FILMS:

AbareRed KOUICHIROU NISHI, AbareYello AIKO ITOU, AbareBlue SHOU TOMITA, AbareBlack KAORU ABE, AbareKiller KOTARO TANAKA, Ryuunosuke Sugishita KOUEN OKUMURA, Emiri Imanaka MICHI NISHIJMA, Mai Hakua MAYA BANNO, Yokota, Freesia, Jeanne ERI SAKURAI, Rije KASUMI SUZUKI, Rijueru BROOK OGAWA

- 1 - 1 *ABARE DINOSAUR GREAT ATTACK*
- 1 - 2 *BIRTH! ABARENO*
- 1 - 3 *CHILDREN'S HERO ABARE SYSTEM*
- 1 - 4 *COMPLETED! THE SECRET ABARE BASE*
- 1 - 5 *ABARE CURE! BUBUBUBUUM!*
- 1 - 6 *ABARE IDOL AGED DAUGHTER*
- 1 - 7 *ABARE BABY EXPLODING DINOSAUR!*
- 1 - 8 *WAKE UP! ABARE SURVIVOR!*
- 1 - 9 *ABARE SURVIVOR!*
- 1 - 10 *ABARE LEAGUER BIND!*
- 1 - 11 *ABARE PSYCHIC. BUHI*
- 1 - 12 *THE ABARE SAW CUTS KYOTO!*
- 1 - 13 *THE ABARE SAMURAI TOPKNOT!*
- 1 - 14 *EXCAVATION OF ABARE SAURUS*
- 1 - 15 *NAUGHT BUT DEMONS ABARE WORLD*
- 1 - 16 *"RIDE! ABARE SURFING!*
- 1 - 17 *THE BATTLEFIELD'S ABARE-STRUT*
- 1 - 18 *WHO IS IT? ABARE KILLER!*
- 1 - 19 *NICE TO MEET YOU, ABARE-BUDDY!*
- 1 - 20 *KILLER-OR, ABARE FIRST FORMATION*
- 1 - 21 *ABARE IN LOVE! KIROKIRO*
- 1 - 22 *LITTLE GIRLS' ABARE SONG*
- 1 - 23 *ABARE BROADCAST DOGYUUN!*
- 1 - 24 *ABARE JOSHI JOUSEI! ARIENA*
- 1 - 25 *BRING LUCKS! ABARE HORSE PAINTING*
- 1 - 26 *THE ABAREN FISHING LOG*
- 1 - 27 *ABARE BLUE TURNS INTO ABARE RED*
- 1 - 28 *ABAREN BRIDE*
- 1 - 29 *WILLFUL DISCIPLE , ABARE BATTLE*
- 1 - 30 *MOST TERRIBLE! ABARE VORIAN ORGANIZATION*

- 1 - 31 *THAT ABARE, THE ULTIMATE LUCK!*
- 1 - 32 *FULL THROTTLE*
- 1 - 33 *NEVER FORGET THE ABARE SOLDIER*
- 1 - 34 *GAME START! CHARGE ABARE STAR*
- 1 - 35 *LIKE ABARE NADESCO, SEVEN CHANGES!*
- 1 - 36 *WONDERFUL ABARE QUEEN (PART 1 OF 2)*
- 1 - 37 *WONDERFUL ABARE QUEEN (PART 2 OF 2)*
- 1 - 38 *BIRTH AND ABARE PINK*
- 1 - 39 *KEEP GOING! ABARE FATHER (PART 1 OF 3)*
- 1 - 40 *KEEP GOING! ABARE FATHER (PART 2 OF 3)*
- 1 - 41 *KEEP GOING! ABARE FATHER (PART 3 OF 3)*
- 1 - 42 *THAT THING HIDDEN IN THE ABARE KID*
- 1 - 43 *ABAREKILLER IS IMMORTAL?!*
- 1 - 44 *IS THE ABARE ALL A SALARYMAN'S DREAM?*
- 1 - 45 *HAPPY NEW YEAR ABARERUNBA*
- 1 - 46 *PRAY! ABARE VISUAL SYSTEM*
- 1 - 47 *FIVE ABARANGER*
- 1 - 48 *FINAL ABARE GAME*
- 1 - 49 *ABARE FINAL DECISIVE BATTLE*
- 1 - 50 *ABARE AND ONLY THE NUMBER*

BAMBINOT

Original Music by Ladislav Staidl.

WR. Milos Macourek

DIR. Jaroslav Dubek

EPISODES: 6 **YEAR MADE:** 1984 **COUNTRY:** CHK **SEASONS:** 1

CZECHOSLOVAK TELEVISION, WESTDEUTSCHER RUNDFUNK (WDR)

CREATOR:

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:**

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Martin Hardy JOSEF ABRHAM, Kety ELISKA BALZEROVA, Frank PETR CEPEK, Mitropulos MILOS KOPECKY, Petr ALES PROCHAZKA, Michaela DANA VAVROVA, Rudolf JIRI ADAMIRA, Laura JANA BREJCHOVA, Luisa/Samanta ZANETA FUCHSOVA, Phipps PETR NAROZNY, Phippsová IVA JANZUROVA, Collins LUDEK KOPRIVA, Odeta JIRINA BOHDALOVA, Hubert SVATOPLUK BENES, Bonelli JOSEF BLAHA, Karus JIRI SOVAK, Flatcherová JANA STEPANKOVA, GUSTAV BUBNIK, FRANTISEK FILIPOVSKY, NADA KONVALINKOVA, JAROSLAVA KRETCHMEROVA, JIRI LABUS, STELLA ZAZORKOVA

BANKIDAKA: **ENBAN SENSOU BANKID**AKA: **SAUCERWAR BANKID**AKA: **FLYING SAUCERWAR BANKID**

Aliens from the planet Bukimi have begun their invasion of planet Earth! Thankfully Professor Uzaki had discovered an advance reconnaissance member of the attacking force and spent the next 20 years preparing to fight the invaders main battle force when they arrived on Earth. To achieve this he put together a team comprised of five young people that would have the powers and weapons necessary to defeat the Bukini empire when they arrived on Earth.

WR.**DIR.****EPISODES:** 26 **YEAR MADE:** 1976 **COUNTRY:** JAP **SEASONS:** 1*TOHO***CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 26**DATE OF PREMIER:** 03/10/1976**AIR DATE OF LAST EPISODE** 27/03/1977**SEASON DATE BREAKDOWN:****FILMS:**

BAROM ONE

AKA: **CHOJIN BAROMU WAN**

AKA: **CHOJIN BAROMU-1**

AKA: **SUPERMAN BAROM-1**



Who is Baromu 1? Well, he is the Justin Agent who defends planet Earth from the evil Doruge. Kopuu and Doruge have fought in a war between Good and Evil over a millenium. Kopuu is , however, dying. He has discovered that two boys on earth, Kentaroh and Takeru have enough "Friendship" energy to become the Justin Agent, Baromu 1. Shiratori Kentaroh (Last name , first name), as is a bright, smart junior high school boy, and is responsible for baromu intelligence while Kido Takeru posses physical power , a hot-blood junior school boy and is responsible for Baromu's strength.

Together, they can transform into Baromu 1 by performing the "Baromu Cross" , the two boys cross their arms and become Baromu 1. Baromu's Bop, (or Boppu in Japanese). When thrown in mid-air, it becomes Baromu's hot rod, Mach Rod, also shown in the slide show. It has a big fan at the back. I thought the hot rod was ugly by today's standard, but give it a break, it was designed in the 70's !The bop is located on the right side of Baromu's belt.

Baromu 1 has at least three attacks: Baromu Fly, Baromu Break and Baromu Explosive Punch to finish off the mutants created by Doruge. In the last few episodes, Doruge made the mutants out of his own body part! Kew! Doruge is famous for the line "Loo-Loh-Loh-H-H, Doruge!". Whatever that means in Japanese and he lives underground. When he is not in his original form and in order for him to operate on Earth, he has the human identity one of the five wealthiest men (Mr. Doruge) on Earth. Basically, he is loaded with cash!

Doruge does not fight the Justine Agent directly but sends his army of mutants to take care of Baromu. The mutants are transformed from human captured by Doruge. Doruge can actually enlarge himself , but how does baromu 1 defeat such giant???

This show is derived from a Japanese comic (manga) created by a great Japanese artist Saito Takao (famous for his comic, Golgo 13). The original version of Baromu 1 is quite different from the TV version. The TV version of Baromu 1 did also make it to comic and that is the one I read and fascinated me. The TV series was aired by Yomiuri TV, on 16th April, 1972 and ended on 26th of November, 1972, on every Sunday, 7:30 to 8:00 pm. The series was made by TOEI. There are 35 episodes in total. Title song is sung by Mizuki Ichiro (Last name , first name) music is written by Kikuchi Syunsuke . Mizuki sings out this song like BURORORORO! or GYUNGYU GYUN!

There are other important characters in the series:

Kido Rintaroh: Takeru's dad and a strict disciplined police inspector.

Kido Matsugoroh : Rintaroh's younger brother, unemployed but interfered with Takeru and Kentaroh's cases.

He constantly gets beaten up (by ????) but knows karate and Kendo(a type of Japanese fencing). Shiratori

Keitaroh: Kentaroh's older brother, a talented editor at the Nisshi newspaper.

Shiratori Shizuka: Kentaroh's sweet mum.

This TV show has only 35 episodes which I think is rather short compared with other similar series at a time. Someone has mentioned that the show was cut short because of the grotesque design of the mutants as well as an incident of a foreign student in Japan was being teased by his classmates because he had a name similar to Doruge and the show was pressured by the lawyer. Nevertheless, it is a good series and one of my favourites.

This series emphasises a lot on friendship between Kentaroh and Takeru, and because of which they are able to defeat Doruge evil plans.

Produced by Tohru Hirayama, Original music by Shunsuke Kikuchi & Ichirô Mizuki, Stunts by Ken Nakayashiki.

However in the style of many evil masterminds from GORANGER onward, Doruge rarely enters combat but instead sends mutants to fight his battles for him. Based on the manga of Takao Saito, who also drew a comic version of JAPAN SINKS but is best known as the creator of Golgo 13. For its 30th anniversary in 2002, Barom One returned to Japanese television screens as an animated series. Theme: Ichiro Mizuki - "Bokura no Barom One" (One Barom One).

Chôjin Baromu-1 (Superman Barom-1) featured music composed by Kikuchi, Shunsuke (best known for the music from the 1970s and 1980s Kamen Rider series). Although there isn't a Christmas episode there is a Barom-1 Christmas Song.

Chôjin Baromu-1 was one of the few tokusatsu series produced by Hirayama, Tôru which featured characters that were not created by Ishinomori, Shotaro.

Barom-1 was played by suit actors/stuntmen Nakamura, Bunya and Nakayashiki, Tetsuya.

I don't know why Barom-1's legs are sometimes green and sometimes yellow. I think he looks better green

WR. Masaru Igami, Hisashi Yamazaki, Mari Takizawa, Masayuki Shimada, Yosuke Maekawa

DIR. Katsuhiko Taguchi, Itaru Orita, Minoru Yamada, Akio Koyama

EPISODES: 35 **YEAR MADE:** 1972 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SAITO TAKAO & TORU HIRAYAMA

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 35 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 35

DATE OF PREMIER: 16/04/1972 **AIR DATE OF LAST EPISODE** 26/11/1972

SEASON DATE BREAKDOWN:

FILMS:

ICHIRO MIZUKI, Kentaro HIROYUKI TAKANO, Doruge HIDEO MUROTA, Takeru YOSHIKI IIZUKA, KEISUKE ASAKAWA, KIYOSHI KOBAYASHI, Kabu AKIO TERAJIMA, Durge (Voice) SHOZO IIZUKA

BATANG XAKA: **X-KIDS**

Batang X are a group of five children with superhuman potentials kidnapped by Dr. Axis, an alien stranded on earth with her space ship. She needs their power in order to steal a material as a source of energy for her spaceship to leave the planet.

Superheroes:

A-Gel

G:Boy

3-Na

Kidlat

Control

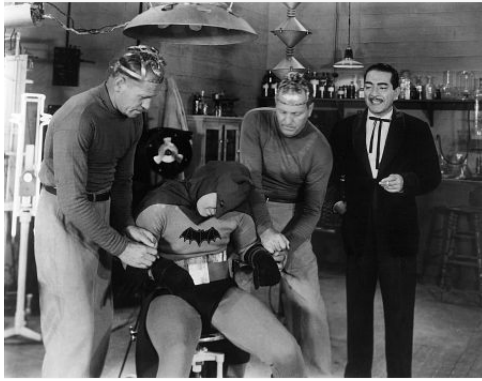
Villains:

Dr. Kuwago

Their was also a film made the same year with the same title. And their was also a comic book based on the series made later.

WR.**DIR.****EPISODES:** 0 **YEAR MADE:** 1995 **COUNTRY:** PHI **SEASONS:** 1**CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** MINI-SERIES**LENGTH (MINS):** 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Filipino**SEASON BREAKDOWN:** (1)**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

JANUS DEL PRADO, JON PRATS, ANNA LARRUCEA, J.C. TIZON, JOHN ACE ZABARBE,
MICHAEL DE MESA, CHUCK PEREZ, AL TANTAY, JON ACHAVAL.

BATMAN (1943)

Wilson is the Caped Crusader and Crofts is the Boy Wonder, but it is Naish's evil Dr Daka who steals the show. With the aid of his zombie army and an over-the-top acting style he tries to steal America's radium for the Axis powers.

An unintentional farce, so melodramatic is Hillyer's direction, Batman was a surprise hit when released and has retained its popularity with audiences ever since, especially after its re-release as *An Evening with Batman and Robin* (1966) on the heels of the camp teleseries. The serial was based on the comic-book characters, created by Bill Finger and artist Bob Kane, who first appeared in *Detective Comics* in 1939. A lacklustre sequel followed in 1949, *BATMAN AND ROBIN*. 1989's *Batman* saw the character much changed.

WR. Victor McLeod, Leslie Swabacker, Harry Fraser.

DIR. Lambert Hillyer

EPISODES: 15 **YEAR MADE:** 1943 **COUNTRY:** US **SEASONS:** 1

COLUMBIA

CREATOR: BILL FINGER AND BOB KANE

TYPE OF SHOW: SUPERHERO

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Batman/ Bruce Wayne LEWIS WILSON, Robin/Dick Grayson DOUGLAS CROFT, Dr. Daka J. CARROL NAISH, WILLIAM AUSTIN, SHIRLEY PATTERSON, CHARLES MIDDLETON.

RELATED SHOWS:

BATMAN (1966)

BATMAN AND ROBIN

BATMAN (1966)



Batman was a superhero who couldn't fly, jump buildings in the single bound or have any special powers whatsoever. Batman always relied on his gadgets to get him anywhere. The series was very camp, kids loved it and adults remembered the days when they were young. Most of episodes were two parters, with a cliff-hanger episodes at the end of part 1, usually involving Batman and/or Robin in mortal danger. They always seemed to escape however at the beginning of the next episode.

Batman's alter ego was, of course, Bruce Wayne, a multi millionaire, who lived in Wayne Manor. Robin was Dick Grayson, who is Bruce's youthful ward. Commissioner Gordon and Chief O'Hara were the men with the power in Gotham City, but they were never able to solve any crimes without the help of the dynamic duo. Alfred was Bruce's butler, who also knew about his dual identity, he always answered the phone, when Batman had to be called, always finding an excuse to give Aunt Harriot who looked after Bruce and Dick. "Batman" boasted a plethora of strange villains, ranging from The Joker, The Riddler, who always gave a riddle when he committed a crime for the duo to try to solve. The Penguin and Catwoman, the deadly female.

Based on Bob Kane's creation at Detective Comics in 1939, Batman's media presence expanded to Superman's show on radio, and in a couple of movie serials of the 1940s. The TV show uneasily combined the straight-ahead story with a 1960's "camp" attitude, which put the show in top 10 Nielsen ratings in the 1965-66 season.

The executive producer was William Dozier, the producer was Howie Horowitz, story consultant was Lorenzo Semple Jr., make up was done by Ben Nye and the catchy theme tune was done by Neal Hefti and Nelson Riddle. The series boasted a plethora as guest stars most of them returning to play the same villain each time, Vincent Price, Burgess Meredith, Joan Collins, Cesar Romero, Zsa Zsa Gabor and Roddy McDowell were among the few who played villains in the series.

Most of the episodes were very similar, some of them were, 'The Wail of the Siren' in which Bruce and Commissioner Gordon both fall under the spell of The Siren (Joan Collins) who wants to discover the identity of Batman and Robin. 'The Joker's Flying Saucer' had the Joker build a flying saucer, hoping to take over the world by fooling everybody that it has come from outer space. Finally there was 'Fine Feathered Finks, The Penguin's a Jinx' in which Batman and Robin are caught by the Penguin, and sent to die in a furnace.

Despite the potential for controversial violence, the show included at least one fight scene per episode, there was very little complaint, since the fights were all staged, and represented very much like they came straight out of a comic book. The show became an instant success in 1966 being shown in over 106 countries to over 400 million people. There was even a film based on the TV series simply called "Batman" (1966). The film was very similar to the series except that it included more than one of the villains from the show. The character of Batman first appeared in DC Comics in 1939. It was only 1943 before Batman managed to make it to the screen in a serial for cinema called "Batman" (1943), there was even a sequel made in 1949 entitled "Batman and Robin" (1949). "Batman" however had very little resemblance to these early attempts at producing "Batman" for screen.

At the beginning of season 3, an additional character was added in the form of Batgirl (Yvonne Craig) who was in reality Commissioner Gordon's daughter. Despite the addition of Batgirl, the series was still cancelled by ABC at the end of season 3. NBC wanted to produce a fourth series but since all the sets had been destroyed they decided not to bother. Adam West's role of Batman led him to be typecast into the role, both Adam West and Burt Ward found difficulty in finding acting jobs after the cancellation of "Batman". There has even been several unrelated animation shows based on the character of Batman, the most successful of which is "Batman: The Animated Series" (1992). "Batman" remains to date, the only television outing of the character of Batman.

"I make absolutely no excuses for Batman. It's not meant to be a contribution to the culture of the world. It's not meant to contain deep messages . . . William Dozier, executive producer. Any show that includes the

immortal refrain "Holy Priceless Collection of Etruscan Snoods" can't be all lowbrow, but there have been few greater champions of comic book culture than the caped crusader. Here was a superhero who didn't fly, climbed buildings the hard way rather than leap them at a single bound, and clunk-clicked every trip in his Batmobile. A hero who faced death with as much dignity as anyone could muster in a fancy dress costume, but who always won in the end.

It was a carefully contrived camp formula that gave the kids a serious hero and presented knowing adults with a send-up of all the old radio serials and Saturday morning picture shows they'd ever known and loved. Nearly all the stories were two-parters, with the first episode ending in a cliff-hanger. As Batman and his trusty sidekick, Robin the Boy Wonder, seemed doomed to a diabolical death at the hands of some nefarious villain, the alarmed voice of a narrator urged viewers to tune in for the conclusion "same bat-time, same bat-channel." In part two, a stroke of ingenuity-or sometimes luck-enabled the dynamic duo to escape, defeat their foe in a glorious fistfight and make Gotham City a safer place . . . until the next week, at least.

Behind the masks and capes, Batman and Robin were, of course, millionaire philanthropist Bruce Wayne and his youthful ward Dick Grayson but while the bad guys did their best to put two and two together, the top guys on the side of the law, Commissioner Gordon and Chief O'Hara never looked like coming up with the right answer. Week after week, they'd get on the batphone to stately Wayne Manor where Bruce and Dick, aided by loyal butler Alfred, would slide down the batpoles behind the drawing room bookcase, emerging at the bottom in their crimebusting clothes, leap into the Batmobile and roar off to fight some of the most eccentric crooks ever invented.

Among Batman's regular nemeses were the Joker (the Clown Prince of Crime), the Riddler (the Prince of Puzzles) the Penguin (that Pompous Perpetrator of Foul Play) and Catwoman (the Felonious Feline). And the high-powered stars of Hollywood queued up to play the low-life of Batman. Vincent Price, Cesar Romero, Burgess Meredith, Otto Preminger, Roddy McDowall, Van Johnson, Ethel Merman, Tallulah Bankhead Liberace, Zsa Zsa Gabor, Eartha Kitt, Shelley Winters and even Joan Collins all wore outlandish costumes and roguish grins as they consigned Batman to another fiendish fate.

And what fates. In their ceaseless campaign against crime, the dynamic duo have been tioen into ice pops, tied above a vat of bubbling wax, roasted on a spit, sealed in a sand-filled hourglass, trapped in a giant coffee cup beneath a percolator filled with acid, served up to carnivorous plants and corrugated into slabs of cardboard. But apart from the ghoulish voyeurism of watching them face more perils than Pauline, there was little actual violence. The fight scenes were carefully choreographed with comic book-style effects-BIFF! . . . ZAP! . . . BAM!-superimposed over the action. Although production stopped in 1969 after 120 episodes and one feature film, as recently as 1988 the shows were still playing in 106 countries with a world-wide audience of 400 million.

Executive producer for the series was William Dozier, producer for the series was Howie Horowitz, story consultant was Lorenzo Sample Jr., make up was created by Ben Nye, the theme music was created by Neal Hefti and the other music was created by Nelson Riddle.

The fad of the 1960s, Batman was a campy take-off of the considerably more gothic Batman character in the DC Comics pages. The majority of comic book lovers hated the series, feeling it demeaned their superhero. However, the series operated on two levels: action for the kids and a sense of sly humor and satire for the adults. (Example: When a laser beam is shot at the Caped Crusaders, it misses Batman's crotch by a few inches. Robin exclaims, "Boy we were lucky, Batman! That could have killed us!" Batman grimly intones, "Or worse, Robin!")

Hollywood's top character actors signed up as guest villains: Burgess Meredith (Penguin), Julie Newmar and Eartha Kitt (Catwoman), Cesar Romero (Joker) and Frank Gorshin and John Astin (The Riddler). Adam West was Batman. Burt Ward played Robin. Post-production coordinator Robert Mintz recalls that ABC was concerned that Batman might be a bust. "The pilot tested horribly with our test audience," he says. "ABC and Twentieth Century-Fox were stunned. They figured out the problem: the audience hadn't realized that Batman was a spoof. We tested it again and had an M.C. warm the audience up ahead of time. He told them that it was okay to laugh at the episode. Needless to say, the reaction was tremendously positive. We knew we had a hit."

WR. Lorenzo Semple, Stanley Ralph Ross, Stanford Sherman, Max Hodge and Charles Hoffman.

DIR. Sam Strangis, Oscar Rudolph, James B. Clark, James Neilson, Robert Butler and Norman Foster.

EPISODES: 120 **YEAR MADE:** 1966 **COUNTRY:** US **SEASONS:** 3

A GREENAWAY PRODUCTION FOR 20TH CENTURY FOX TELEVISION

CREATOR: BOB KANE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 34, (2) 60, (3) 26

DATE OF PREMIER: 12/01/1966 **AIR DATE OF LAST EPISODE** 14/03/1968

SEASON DATE BREAKDOWN:

FILMS: BATMAN (1966).

Batman/Bruce Wayne ADAM WEST, Robin/Dick Gracen BURT WARD, Alfred ALAN NAPIER, Aunt Harriet MADGE BLAKE, Commissioner Gordon NEIL HAMILTON, Chief O'Hara STAFFORD REPP, Batgirl YVONNE CRAIG (3), Narrator WILLIAM DOZIER

Books Based on this series.

Back To The Batcave	Adam West & Geoff Rovin	1994
Batman : The Complete History	Les Daniels	1999
Batman Vs. 3 Villiains of Doom	Winston Lyon	1966
Batman Vs. The Fearsome Foursome	Winston Lyon	1966
The Official Batman Book		

RELATED SHOWS:

BATMAN AND ROBIN

BATMAN (1943)

1 - 1 *HI DIDDLE RIDDLE*

A bomb goes off at the Gotham City World's Fair revealing a riddle which leads Batman and Robin to the Peale Art Gallery. The duo find out it's a trick from the Riddler who serves them subpoenas. Batman must find out the Riddler's sceme or he must reveal his true identity. Robin finds two clues in the papers and they head to a diso where he unfortunately cannot get in. Batman's drugged by the Riddler's assistant, Molly. Batman's drugged and Robin is tranquillized by the Riddler, who in turn tries to steal the Batmobile. The Riddler attempts to blow the Batmobile up after he kidnaps Robin. Batman races out to the Batmobile but in his incompetated condition, he is forced to turn his keys over to the police. The Riddler attempts to operate on Robin.

Wr Lorenzo Semple Jr

Dir Robert Butler

1 - 2 *SMACK IN THE MIDDLE*

Batman's attempts to contact Robin with no luck. Riddle copies Robin's face for Molly who infiltrates the Bat-Cave but falls to her death when Batman discovers her. Batman frees Robin. The Riddler goes after the Mammoth Of Moldavia. The Dynamic Due pursue and capture the Mole Hill Mob as Riddler escapes in an explosion.

Wr Lorenzo Semple Jr

Dir Robert Butler

1 - 3 *FINE FEATHERED FINKS*

Awaiting release from prison, The Penguin schemes to get Batman to plan his crimes for him. Batman and Robin investigate the alias K.G. Bird. Batman as Bruce Wayne plants a bug at the umbrella store and is captured by The Penguin. Bruce is set for doom as he head to the furnace.

Wr Lorenzo Semple Jr

Dir Robert Butler

1 - 4 *PENGUIN'S A JINX*

Bruce Wayne escapes his fiery demise. Batman and Robin stake-out Dawn Robbins' place awaiting for The Penguin but he magnitizes them to the door with a giant magnet and escapes. The Penguin is soon apprehended at Wayne Manor attempting to retrieve the ransom for Dawn Robbins. NEXT WEEK: Batman versus The Joker!

Wr Lorenzo Semple Jr

Dir Robert Butler

1 - 5 *THE JOKER IS WILD*

The story begins with The Joker in prison pitching in (and enjoying) a ballgame. After a few pitches, the catcher switches the ball with one he has stashed in his padding, and tells The Joker "This is the one." As the batter hits the ball, a smoke cloud appears and before anyone had known what happened, The Joker escaped using a spring-loaded device that propelled him over the prison wall! The only thing The Joker left behind was a statue of his face and bust that was concealed under the spring contraption. Batman and Robin go to the museum to check everything out--they were suspicious the Joker would strike there in revenge because he had not been entered into The Comedy Hall of Fame. When arriving, they found out

The Joker's statue was indeed there and decided he must be somewhere else. After everything's locked up they believe that no one can break in, but that doesn't mean they can't break out. While going back in they find The Joker trying to steal the valuable jewels inside.

While the fight ensues, Batman is knocked out from a falling antique sword that had been hanging on the wall. As they are carrying Robin and him away, he uses a gas pellet from his utility belt. The Joker escapes out a trap door while his henchmen are gathered up. After being defeated once again by Batman's utility belt, a fed-up Joker decides to make his own. While in his hideout, The Joker comes up with an idea to steal the S.S. Gotham (from his henchwoman). He plans to eliminate Batman so he can take the ship. Bruce Wayne and Dick Grayson arrive at the commissioners office for talk on the S.S. Gotham. While there, a clown doll is thrown through the window. Bruce Wayne asks to take it for a souvenir and back at the Batcave Batman and Robin try to figure out what The Joker is up to. They come up with the idea that The Joker will be at The Gotham City Opera Company, where Pagliacci is being performed. While at the opera, Batman and Robin are caught when The Joker throws sneezing powder in their face and his henchmen grab our heroes. A horrified audience then watches The Joker make a move to unmask Batman and Robin.

Wr Robert Dozier

Dir Don Weis

1 - 6 *BATMAN GETS RILED*

As The Joker is about to remove The Batman's mask, The Caped Crusader escapes using a small Batmissile in his utility belt to set off the water sprinklers. The Joker uses a smoke bomb to make his escape. As they are chasing him on the catwalks above, The Joker uses trick confetti from his utility belt that wrap around Batman and Robin. He gets away before Batman and Robin can get themselves out of the confetti. The Joker then does a broadcast and gives the dynamic duo another riddle. They track him to his hideout, and while in a struggle The Joker switches Batman's utility belt with his.

Batman is selected to christen the S.S. Gotham. The Joker decides to fill a champagne bottle with paralyzing gas. On the day of the christening, a crowd gathers. Joker's henchwoman hands Commissioner Gordon the bottle who in turn hands it to Batman. As Batman looks over the bottle, he notices the cork has been tampered with. After taking a pill and saying he had a headache, he hands Robin one as well and tells him to take it because it may be catching. As the bottle is broken, it releases the gas and everyone is knocked out. The Joker takes Batman and Robin back to his hideout (thinking they're knocked out) and broadcasts his ultimatum on television--either he gets the S.S. Gotham or Batman and Robin will be executed like the famous display in the wax museums. Batman and Robin spring into action having taken their Universal Drug Antidote Pill. The Joker is caught and brought to justice.

Wr Robert Dozier

Dir Don Weis

1 - 7 *INSTANT FREEZE*

Mr. Freeze seeks revenge against Batman for knocking a beaker of Instant Freeze on him during a past fight, an accident that has rendered Freeze incapable of going out in public without a special air-conditioned suit and forces him to live in a super-cooled house designed to keep his body temperature at a frosty 50 degrees below zero. Freeze begins his rampage of revenge by heisting some famous diamonds ("ice" in the criminal vernacular!) from The Gotham City Diamond Exchange. In The Batcave, Batman perfects an anti-freeze pill which, as he tries it out in a Deep-Freeze Cabinet, sadly, fails to do the trick in extreme cold. Then, on a tip from Commissioner Gordon, The Dynamic Duo, knowing Freeze's predilection for "ice," speed to The Exchange by Batmobile, but their attempt to nab Freeze is foiled when gang members Chill, Nippy and Mo release 5 Batman and Freeze decoys.

After the resulting confusion in The Exchange by The Dynamic Duo between The Batmen and Misters Freeze gives the true Freeze and his lackeys carte blanche to scam, The Caped Crusaders next try to prevent Freeze from stealing The Ghiaccio Circolo (Circle of Ice) Diamond, which belongs to the visiting Princess Sandra of Molino (a/k/a Sandra Carlson of Brooklyn). Freeze sets The Princess' curtains on fire with his flame-gun and darts out with the hot rock while Batman and Robin battle the flames. In a flash The Duo are out the window and down The Batrope to intercept Freeze at his Amalgamated Ice-Cream Company truck below, but the cold-hearted criminal zaps them into human icicles with his horrible ice-gun and gets away!!

Wr Max Hodge

Dir Robert Butler

1 - 8 *RATS LIKE CHEESE*

A very frigid Batman and Robin are immediately rushed to Gotham City Hospital where they are thawed out with the help of the miraculous Super-Hypotherm-De-Icifier Chamber Mark VII, which reverses the

freezing process. Freeze, meanwhile, has captured Paul Diamante (Spanish for "diamond"), the star pitcher of The Gotham City Eagles baseball team, just before the big game. Immediately upon learning of The Caped Crusader's surviving his freeze gun, Freeze offers to exchange Diamante for Batman. The hostage exchange happens via helicopter at the ballpark, where Batman is knocked unconscious and spirited away by helicopter.

Robin, ordered by Batman not to interfere, has planted a homing device on the senior crime-fighter and follows him to the Freeze hideout but is captured by his men. There, after dinner, Freeze demonstrates the pinpoint control of his house-freezing system: he slowly changes the temperature of his hideout so The Duo will be frozen to death. He isolates Robin in a small spot of warmth and begins to deep-freeze Batman. Luckily, Batman has remembered to wear his super-thermo-B-long underwear, preventing him from the extreme cold long enough to sock Mr. Freeze in the jaw and reverse the temperature controls. The tables are turned, Freeze and his men are put on ice, and justice prevails once more! Later, at a private party in Wayne Manor, Bruce and Dick are too eager to turn down a helping of baked Alaska, which was earlier on served to them (as the Dynamic Duo) in Freeze's hideout!

Wr Max Hodge

Dir Robert Butler

1 - 9 *ZELDA THE GREAT*

Once every year, on April Fool's Day, an unidentified villain robs one of Gotham City's banks of exactly \$100,000. That thief is none other than Zelda The Great, a world-famous magician/escape artist who uses the ill-gotten gains to pay off a strange Albanian mastermind answering to the moniker of Eivol Ekdal, who devises Zelda's each and every escape device. The Batman decides to trap the thief by planting a story in the newspaper claiming the stolen money was counterfeit. When Eivol reads the fake article, he refuses to give Zelda his latest device, The Inescapable Death-Trap, until his demands are met.

Noticing a story about a rare gem on display in a local jewelry store (another phony article instigated by The Caped Crusader), E.E. send Zelda to swipe the gem in exchange for his creation. Zelda guesses the bugged-gem trick and confounds our heroes when she successfully steals the jewel — only to throw it away and then put through a phone call to Aunt Harriet and dupe her into believing her nephew Dick Greyson has been injured by a pop fly ball, and lure her to the Gotham playground. There Zelda kidnaps Harriet and spirits her away to her hide out, where she encases her in a straitjacket suspended over a vat of boiling oil, and holds her for ransom!!

Wr Lorenzo Semple Jr

Dir Norman Foster

1 - 10 *A DEATH WORSE THAN FATE*

Just as Zelda's deadline is about to expire, Bruce Wayne, Commissioner Gordon, and Robin arranges to deliver the ransom money through live TV and manage to convince her the money she heisted from the bank was real. When Aunt H. is returned, a matchbook advertising Ekdal's Gnome Bookstore falls out of her pocket. This clue Zelda hopes will lure The Dynamic Duo into her trap. Batman and Robin speed to Eivol's Bookstore, where they fall prey to Ekdal's Inescapable Doom Trap, a large transparent cage made out of Jet Age plastics. When deadly gas fills the cage, The Caped Crusader ignites it by placing hit metal utility belt buckle against the electrified grating at the cage's base, causing it to blast open the door and release them.

Zelda, who has bore witness to the aggrandizing affair from Ekdal's hidden room, feels guilty and warns Batman and Robin about the gunmen hidden inside 2 mummy cases just outside The Doom Trap, waiting to blow them away! The Duo quickly duck out of the way just in time to avoid the gunmen's bullets, which insidiously do them in. Eivol Ekdal tries to make a break for it, but is stopped by a well-aimed Batarang tossed at him, and moments later, a wet-cheeked Zelda quietly surrenders. Ekdal is put away and Zelda, having helped save Batman, gets a reprieve and a job as a children's' magician.

Wr Lorenzo Semple Jr

Dir Norman Foster

1 - 11 *A RIDDLE A DAY KEEPS THE RIDDLER AWAY*

After surviving the explosion unscathed in Episode 1, that crafty Count Of Conundrums, The Riddler, returns to once again overturn ceremony. Here, the ceremony is a welcoming one for the visiting King Boris, who has arrived in Gotham City to present a gift from his country, a miniature replica of The Queen Of Freedom Monument. The Riddler and his new female assistant, Mousey, present The King with an exploding bouquet of flowers, which, of course, releases a hidden riddle which leads The Dynamic Duo to believe that Riddler's planning to steal the jeweled crown from The Miss Galaxy Contest. The Caped Crusader secretly replaces the crown with a paste one containing a miniature transmitter. Later that night, The Riddler makes a surprise appearance at the contest, swipes the crown, and escapes down a

trapdoor. Rushing outside to The Batmobile, The Darknight Detectives spot The Riddler emerging from an open manhole; much to their dismay, he informs them he knew from the very start that the crown was a fake, throws it back to them, and disappears.

Upon closer analysis, Batman discovered that the crown contains another riddle, which leads him to believe that The Riddler plans to kidnap the visiting King Boris. Unfortunately, The Dynamic Duo is too late to prevent King Boris' capture. The Prince Of Puzzlers plans to plant a time-bomb inside the king's statue, which in turn will be placed inside The Gotham City Museum Of Fame housed in the base of the towering monument. Batman and Robin locate The Riddler's hideout but are immediately overpowered by The Count Of Conundrums and his repugnant River Rat Gang, catching them in a net and spraying them with an adhesive spray! Then they are strapped to a giant generator shaft which will spin them into oblivion!

Wr Fred Degorter

Dir Tom Gries

1 - 12 *WHEN THE RAT'S AWAY, THE MICE WILL PLAY*

While The Riddler's men escort King Boris and his statue back to Gotham, Batman manages to get his blowtorch from his utility belt and burn the armature, causing the reactor to short circuit and deactivate. The Dynamic Duo free themselves and return to The Batcave. Believing he has spun The Duo to their deaths, The Riddler proceeds with his blackmail scheme: to use King Boris as an unwitting pawn by his placing the statue inside the museum, and inform Commissioner Gordon that, unless he's paid a million dollars he'll destroy The Queen Of Freedom Monument!

Meanwhile, after Whitey, one of The Riddler's men, dresses up as Batman and pays a visit to Commissioner Gordon's office and Bruce Wayne, Batman and Robin have solved the last of The Prince Of Puzzler's riddles, figuring out his scheme, and they set a trap for him inside the museum. The Riddler and The River Rats arrives to collect their cash -- only to find to their dismay that not only the statue containing the bomb isn't there, the satchel of money is phony! Suddenly, The Dynamic Duo appear from a balcony above, informing The King Of Criminal Conundrums that they've already deactivated the bomb, and then deactivate The Riddler and The River Rats themselves!

Wr Fred Degorter

Dir Tom Gries

1 - 13 *THE THIRTEENTH HAT*

Jervis Tetch, The Mad Hatter, sets out to take revenge against The Batman and the 12 members of the jury that convicted him and sent him to prison. Using The Super Instant Mesmerizer concealed in his top hat, he begins stealing hats of the jurors--along with their owners! After collecting most of the jury, Tetch decides it's time to add Batman's cowl -- his "thirteenth" hat, he calls it -- so he sets a trap for The Caped Crusader and Robin The Boy Wonder at the studio of sculptor Octave Marbot, who is currently sculpting a statue of Batman.

Masquerading as Marbot, Tetch tries luring The Dynamic Duo into removing his cowl so he can use it as a model for the statue's head. Knowing full well that Marbot has finished the head already, The Batman sees through The Mad Hatter's disguise, and, pretending to fall for his deception, The Dynamic Duo retire to the back room to remove The Batman's cowl in secret. There they find the real Marbot bound and gagged in the closet, and burst out to confront The Mad Hatter. During the battle that ensues, Tetch tries his Super Instant Mesmerizer on Batman, but the latter counterattacks with his Antimesmerizing Batreflector; unfortunately, The Hatter dodges and Robin, standing behind him, is hit by the deflecting ray. Rushing to his aid, Batman is knocked asunder by Jervis Tetch, who manages to entomb The Caped Crusader in Super-Fast Hardening Plaster!

Wr Charles Hoffman

Dir Norman Foster

1 - 14 *BATMAN STANDS PAT*

After several minutes, Jervis Tetch is convinced that The Batman has smothered to death inside the plaster, and he has the real Marbot break it open in order to obtain a mold of The Caped Crusader's cowl. As Marbot slowly chips away at the plaster shroud, they hear someone chipping away from the inside! Lo and behold, Batman - who wisely held his Batbreath - emerges from the plaster, and The Mad Hatter and his cronies Cappy and Dicer make a hasty retreat. They try to utilize The Batmobile as a getaway car, but they unknowingly trigger its Antitheft Device strategically set up by The Dynamic Duo (there have been a rash of recent car thefts in the area). Learning that The Hatter has only one more juror to capture, Turkey Bullwinkle, owner of the Bowl-O-Drome bowling alley, Batman arranges for Alfred to plant a Homing Battransmitter in Bullwinkle's bowler, hoping that it will lead them to The Mad Hatter's hideaway.

Later that night, at The Bowl-O-Drome, Alf succeeds in planting the device moments before The Hatter and his assistant, Lisa - posing as a reporter for Male Mode, a magazine devoted to men's fashion - swipe his hat. Unfortunately, as Bullwinkle confronts The Mad Hatter, they drop the hat, unwittingly exposing the Battransmitter. Jervis Tetch sees this as a golden opportunity to lure The Batman into a trap, and subsequently uses his Super Mesmerizer on Turkey Bullwinkle and makes off with his 12th and final juror and his bowler. The Mad Hatter deliberately leads The Darknight Duo directly to his digs, where he hopes to use his ghastly machinery of his homicidal hat factory to dispose of them. They do fall into The Hatter's trap, but manages to overpower their vengeful adversary, eventually sending him plummeting into a vat of

Wr Charles Hoffman

Dir Norman Foster

1 - 15 *THE JOKER GOES TO SCHOOL*

The Clown Prince Of Crime, The Joker, attempts to undermine student morale at Woodrow Roosevelt High School in order to recruit high school dropouts for his gang of Bad Pennies by rigging the school vending machines to give out silver dollars and negotiable stocks and bonds instead of milk. Alerted by Commissioner Gordon, Batman races out to the school. An immediate assembly is made by the school's student leaders: including Richard "Dick" Grayson, Pete, and Susie, the school's head cheerleader. Batman shows up to show slides of mug shots of The Joker, when suddenly, out of the blue, he pops up right in full view of everyone! The Batman attempts to arrest him for loitering on school grounds, but The Joker manages to get off on a mere technicality. Meanwhile, across Gotham City, a bar is held up by a gimmicked jukebox which when activated spouts a double-barrel shotgun; then two stocking-masked hoodlums, actually two of Joker's Bad Pennies, Nick and Two-Bits, rush in to rob the bar's receipts from the register!

The Joker reconvenes with Nick and Two-Bits at their hideout, The One-Armed Bandit Novelty Company; unbeknownst to everyone else, Susie is also a member of The Joker's Bad Pennies! She arranges to swipe some important exam papers to that The Joker can use them in a blackmail scheme, and also leads The Dynamic Duo into a trap set by The Joker. The Homicidal Harlequin and his Bad Pennies snag The Duo with one of the rigged vending machines which, instead of giving out silver dollars, locks them in shackles and emits sleeping gas! Batman and Robin are transferred to the inside of an insidious moving van, where they are strapped to electric chairs; on the wall is a one-armed bandit, which when activated will release instant and inescapable 50,000 lethal volts of electricity should it turn up three lemons!!!!

Wr Lorenzo Semple Jr

Dir Murray Golden

1 - 16 *HE MEETS HIS MATCH, THE GRISLY GHOUL*

Just as the deadly one-armed bandit spins 3 lemons, Gotham City suffers a massive blackout! The Joker and his gang beat a harried retreat, just as the cops arrive just in time to cut Batman and Robin out from the electric chairs before the power comes back on! After replaying the audiotape The Caped Crusader secretly made while in the van, The Dynamic Duo were able to make out Susie as one of the members of The Joker's criminal gang, much to Robin's shock. So Robin, in the guise of Dick Grayson, Undercover Agent, tries to trick Susie into leading him into The Bad Pennies and The Joker himself. Unfortunately, Bad Penny member Nick catches immediately on and sends Dick on his way....but not before tipping him off on an impending robbery at a local bar. The Dynamic Duo enter the bar, trigger the gimmicked jukebox which spouts a double-barrel shotgun, deflect its bullets with The Batshield, and use a Batbomb to destroy the crooked machine! They then realize that Susie is in danger and rush to her aid, just as The Joker, realizing that The Dynamic Duo is on to Susie, gives her some perfume, which he instructs her to use only after she has planted answers to some important Nationwide Pre-College Exam papers she stole inside one of the rigged machines, not telling her that the perfume has been poisoned!

In the gym, Batman and Robin confront Susie and warn her of impending danger, but she brushes them off. When she applies the poisonous perfume and slumps unconscious, Batman and Robin save her life by using the Universal Antidote Pills in their utility belts, and she repays them by revealing the whole criminal scheme. Meanwhile, Joker, Nick, and Two-Bits arrive at the school in time to snap an incriminating picture of The Woodrow Roosevelt High School basketball team clutching the exam papers complete with the answers, which the team received from a rigged milk machine. The Joker then reaches a new low in crime: he plans to use the picture to disqualify and suspend the otherwise innocent team members for cheating, and stop them from playing Disco Tech in the night's big game, for he bet his cash on the opposite team and with the home players out of the game, the opposing team, Disco Tech would win from default. The Dynamic Duo suddenly swing down from the rafters on their Batropes to inform the students that the exam papers were phonies which they planted, rendering The Joker's picture useless. The Caped Crusader and The Boy Wonder then proceed to deliver the punch line, putting The Joker and his Bad Pennies out of circulation! Susie, by the way, is sent to The Wayne Foundation Institute For

Delinquent Girls.

Wr Lorenzo Semple Jr

Dir Murray Golden

1 - 17 *TRUE OR FALSE-FACE*

The wily master of disguise, False-Face, steals The Mergenberg Crown by masquerading as the Queen's escort, and replaces it with a false one right under the watchful eyes of the police. Included with the paste crown is an obscure clue revealing to Batman and Robin that False-Face's next crime will be the hijacking of an armored car. They catch him red-handed at the Gotham City Bank, but he escapes in his Trick-Truck. The Dynamic Duo spirit False Face to an alley, where his flunkies give battle. The police arrive in time to apprehend the gang, but False-Face disguises himself as Police Chief O'Hara and escapes.

Suspecting a counterfeit money scheme is in the works, The Caped Crusader and The Boy Wonder rush to the bank note printer's office and capture False-Face's slinky assistant, Blaze, who is attempting to make off with a load of money paper. At Police Headquarters Blaze is interrogated, with the fake O'Hara taking part. She is torn between infatuation with Batman and her loyalty to False-Face, but finally she agrees to lead the Caped Crusader to the criminal's hideout...but it's a ruse! False-Face, disguised as a gumball machine, gasses Batman while Blaze clonks Robin over the head. The Dynamic Duo are glued to the subway rail tracks by a super-strong epoxy, as a train hurtles toward them and will momentarily trisect them!

Wr Stephen Kandel

Dir William A. Graham

1 - 18 *HOLY RAT RACE*

As the train barrels towards our heroes, Alfred hears a strange transmission on the radio that alerts him to the Dynamic Duo's peril. He contacts Batman who requests that Alfred throw the short-circuit lever of the Battransmitter, causing Batman's radio to blow up and melt the epoxy on his wrist. He uses his free hand to reach The Batlaser in his utility belt, which he uses to melt away the remaining epoxy and free himself and Robin just as the train passes through the station and by our heroes! Batman and Robin return to Gordon's office at Police HQ and deduce that False-Face will attempt a bank robbery in which real money will be replaced with his own fake bills, so that the only money that will be any good will be False Face's ill-gotten gains. (After all, who would think of telling the real tender from the fake?)

The two heroes secret themselves in the bank vault, surprising the villains. False-Face and Blaze escape in the disguised Trick-Truck but are pursued by The Dynamic Duo to Bioscope Movie Studios. False-Face, discovering Blaze's crush on Batman (she was the one who sent the radio message earlier), holds her hostage and lots of mayhem ensues in and around the matchstick movie sets. False-Face blows up Batman's clever inflatable Batmobile as the chase through the movie sets continues, ending with False-Face disguising himself as a cowboy to slug it out with Batman. One last diversionary smoke screen and out pops Commissioner Gordon — a fake Commissioner Gordon. Batman sees through the disguise and rips off this last false face, and takes the protean criminal off to jail. Blaze reforms and goes off to become a shepherdess with her brother.

Wr Stephen Kandel

Dir William A. Graham

1 - 19 *THE PURR-FECT CRIME*

The Catwoman purr-loins one of a matched pair of Mark Andrews' priceless Golden Cat statuettes (which holds a secret to the lost treasure of Captain Manx) from a Gotham museum, so Batman and Robin rush to safeguard the other one from her clutches. After Alfred and Robin recharge The Batmobile with the atomic pile in The Batcave, The Dynamic Duo coat the cat with golden radioactive mist, and The Dynamic Duo wait in the shadows for Catwoman to appear. But the factions of law and disorder clash, and Robin is drugged by the felonious feline and her two accomplices, Felix and Leo. In the fracas surrounding Batman's efforts to save his pal, Catwoman and company make off with the second statue.

After Robin resuscitates, The Duo, aided by the radioactive mist, trace Catwoman to her lair, The Gato And Chat Fur Company warehouse @ 2809 West 20th Street. There, Batman and Robin plummet through a trap door into Catwoman's clutches! After subjecting her prey to moving walls of spikes (made of rubber!) and a toy bomb, as a normal cat will do, she spirits The Boy Wonder away to unknown torments while The Caped Crusader is forced to choose between two doors (Holy Let's Make A Deal!) — behind one is Catwoman; behind the other is a deadly Batman-eating tiger, answering to a rather unsuitable moniker of Tinkerbelle! Much to his consternation, Batman chooses the door leading to the tiger and not the lady.

Wr Stanley Ralph Ross & Lee Orgel

Dir James Sheldon

1 - 20 *BETTER LUCK NEXT TIME*

After Catwoman slips away to administer nameless horrors to Robin, Batman fends off Tinkerbell long enough to remove from his utility belt a pair of Batclaws, which he uses to climb up the wall and out of harm's reach. Realizing he won't be able to stay there for long, he plugs his Batears with a pair of Batearplugs and subdues the tiger with super-amplified sounds (20,000 decibels!) from a Batcommunicator on his utility belt. The Caped Crusader leaps from the wall, takes refuge in the room where the tiger was released, and heads out to save his sidekick---only to find himself lost in the catacombs of Catwoman's lair. Meanwhile, Catwoman is on to bigger and badder things, having Robin balanced on the end of a board over a pit of more hungry tigers and supplying sand (matching The Boy Wonder's weight) to the other end of the board. As the sand is released, the board lowers Robin slowly, deeper and deeper into the tiger den! Leaving her henchmen to her own devices, The Catwoman departs in search of Captain Manx's treasure, using a map created by fitting the two Golden Cats together and drawing their outline. Batman saves his chum in the nick of time, and pit their fists against Catwoman's lackeys; during the battle, Leo escapes to join his female boss and warn her of Batman's pursuit of her.

The Dynamic Duo spirit the Golden Cats to the Batcave, where they deduce Catwoman's scheme. Soon they are at McElroy Point, where the treasure is supposedly buried — and suddenly they find themselves forced to navigate Catwoman's minefield (sabotaged by Leo.) The pair make use of The Batmobile Batarmor and Automatic Tire Device to escape the mines unscathed, just as The Feline-ous Femme Fatale and Leo locate the treasure in a nearby cave. Overcome by greed, Catwoman double-crosses Leo by gassing him to sleep, and she winds up being chased through the dark cave by the arriving Dynamic Duo. Catwoman arrives at the edge a bottomless crevice which she tries unsuccessfully to leap; with the heavy booty weighing her down, she barely manages to catch hold of a stalactite on the other side. Batman tries to save her but, because she refuses to let go of the treasure to save at least one of her lives, she plummets into the bottomless chasm! (Wonder if she landed on her feet?) Later at Wayne Manor, Alfred, Bruce and Dick, in the midst of playing chess, are surprised by Aunt Harriet, who presents them with Catwoman's pet feline and claims he stole a lobster she was preparing for dinner. Dick merely quips, "He comes from a broken home."

Wr Stanley Ralph Ross & Lee Orgel

Dir James Sheldon

1 - 21 *THE PENGUIN GOES STRAIGHT*

After Catwoman slips away to administer nameless horrors to Robin, Batman fends off Tinkerbell long enough to remove from his utility belt a pair of Batclaws, which he uses to climb up the wall and out of harm's reach. Realizing he won't be able to stay there for long, he plugs his Batears with a pair of Batearplugs and subdues the tiger with super-amplified sounds (20,000 decibels!) from a Batcommunicator on his utility belt. The Caped Crusader leaps from the wall, takes refuge in the room where the tiger was released, and heads out to save his sidekick---only to find himself lost in the catacombs of Catwoman's lair. Meanwhile, Catwoman is on to bigger and badder things, having Robin balanced on the end of a board over a pit of more hungry tigers and supplying sand (matching The Boy Wonder's weight) to the other end of the board. As the sand is released, the board lowers Robin slowly, deeper and deeper into the tiger den! Leaving her henchmen to her own devices, The Catwoman departs in search of Captain Manx's treasure, using a map created by fitting the two Golden Cats together and drawing their outline. Batman saves his chum in the nick of time, and pit their fists against Catwoman's lackeys; during the battle, Leo escapes to join his female boss and warn her of Batman's pursuit of her.

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Wr Lorenzo Semple Jr & John Cardwell

Dir Leslie H. Martinson

1 - 22 *NOT YET, HE AIN'T*

Just as Gordon and O'Hara shoot, The Dynamic Duo lift up their feet and deflect the deadly bullets with

the bulletproof soles of their boots. The Batman then cuts himself and Robin free of their bonds with his Batknife, and they both escape. Upon discovering The Dynamic Duo's escape from his trap, The Penguin gets his new society friends to put pressure on Commissioner Gordon to rally Gotham to a manhunt — or bat-and-robin-hunt — and Gordon has no choice but to agree. Batman & Robin arrive at The Penguin Protection Agency, faking insanity and ready to tear The Penguin, Eagle-Eye and Dove apart! Following the ensuing melee, The Dynamic Duo immediately depart upon the arrival of the authorities, who, after chasing The Demented Duo for a couple of blocks, apparently kill them in a shootout in an nearby alley — but the cops' guns were loaded with blanks, as Batman had planned.

Convinced Batman and Robin are finished, Penguin and his Finks swipe The Batmobile and speed off to plans their master caper, which is scheduled to transpire during his wedding to Sophia (the theft of his own wedding gifts!). Eagle-Eye and Dove rig a water pipe, which explodes; then the umbrellas which Penguin has passed out burst out in spectacular display, diverting attention from the fact that the wedding gifts are being burgled, using the ex-Batmobile (rechristened as The Birdmobile!!) as a getaway car, and they head for their secret impregnable hideaway. Batman and Robin, riding The Batcycle, use their deep knowledge of the vehicle (and a remote control!!) to force The Batmobile to do their bidding and deliver The Pompous, Waddling Master Of Fowl Play and his Finks to justice. Sophia Starr, despite this experience, still believes she can reform Penguin by marrying him, but believes otherwise when The Avaricious Avian fancies the wedding gifts more than his would-be bride!

Wr Lorenzo Semple Jr & John Cardwell

Dir Leslie H. Martinson

1 - 23 *THE RING OF WAX*

The Riddler smuggles a revolutionary new ring of Universal Wax Solvent, a substance that can eat through anything, from the French Cognac District into the U.S. of A. inside a wax statue of Batman intended for display at Madame Soleil's Wax Museum. (Since the U.S. Government has forbidden its importation for fear that it might fall into the wrong hands, Riddler had to devise something to fool Customs!) In place of the wax Batman statue is a wax replica of The Conundrum King himself, which at its unveiling sprays the audience with a gun filled with red paint while a tape recorder blares out 2 Riddles. In his hideout at The Kandle Lite Kandle Factory, Riddler melts the wax-figure of Batman, containing the wax solvent, into a vatful of boiling wax, as Moth, his new female assistant, looks on.

Meanwhile, Riddler's puzzles lure Batman and Robin to The Gotham City Public Library, where The Riddler and his 2 henchmen, Tallow and Matches, has broken into the rare book vault with his wax solvent to swipe a rare book about the fabled lost treasure of The Incas! When The Dynamic Duo arrive at the factory, they are unwittingly anticipated by The Riddler and company, who give battle; after which, he uses a can of his own Dr. Riddler's Instant Forever-Stick Invisible Wax Emulsion to glue The Duo's feet to the floor, and he and his cronies beat a hasty retreat. The Caped Crusader and The Boy Wonder track their foes back to The Wax Museum, where they are immediately overpowered and taken to Riddler's hideout, where they are suspended by rope over a huge vat of boiling wax, which Riddler plans to use to convert them into giant human candles!

Wr Jack Paritz & Bob Rodgers

Dir James B. Clark

1 - 24 *GIVE 'EM THE AXE*

The awful fumes from the molten wax ultimately force Riddler and crew to take refuge downstairs, giving Batman the distraction he needs to reflect a single ray of sun off the shiny buckle of his utility belt into an open barrel of an explosive formula! The explosion that results frees The Duo from their bonds only to knock them out. Believing the explosion has finished them off, The Riddler informs Commissioner Gordon, et al, of the demise of Batman and Robin, and he and his crew hasten to The Gotham City Museum, to break into the sarcophagus of the ancient Incan emperor Hualpo Cusi — which supposedly contains the long-lost treasure. Meanwhile, a very much alive and well Batman and Robin regain consciousness and trace Riddler to the museum only to find it locked, with the only entrance seeming to be a small window on an upper floor -- too big for Batman to fit through, but small enough for a Boy Wonder.

Robin climbs through the window and while making his way through the building to the front door to let Batman in, Robin is overpowered by Matches and Tallow, and brought to The Riddler, who has him tied down to a medieval rack to be stretched! The Caped Crusader suspects that The Boy Wonder is in trouble and makes ample use of The Batram under The Batmobile to smash open the museum doors. He arrives in time to rescue Robin and The Dynamic Duo thwart Riddler, Matches, Tallow and Moth in their attempt to plunder the ancient treasure, and stop their Universal Wax Solvent from destroying a rare old sarcophagus containing an Incan mummy and the treasure. Bruce Wayne and Richard Grayson later take Aunt Harriet to The Gotham City Museum to see the mummified exhibit of Hualpo Cusi.

Wr Jack Paritz & Bob Rodgers

Dir James B. Clark

1 - 25 *THE JOKER TRUMPS AN ACE*

The Clown Prince Of Crime, The Joker, returns to commit what appear to be senseless crimes: first he raids a fur salon, where he steals a hairpin from one of the rich patrons, then he pilfers one of the holes from a golf course. The Dynamic Duo, au naturel, are called in to investigate, arriving at Gordon's office just as an inflatable jack-in-the-box sent in by The Homicidal Harlequin is delivered. The Batman deduces that The Joker plans to steal the solid gold golf clubs belonging to the visiting Maharajah of Nimpah and immediately rushes down by Batmobile to the golf course to thwart the villain. Just as The Maharajah hits the golf ball into the hole he's playing, a cloud of colored gas spews from it, knocking everyone unconscious. (As it's revealed, The Joker stole this hole; he used the stolen hairpin as a trigger, and it was struck by the golf ball and activated the sleeping gas smoke bomb cleverly hidden inside the hole.) The Joker's henchmen then sees fit to kidnap the Maharajah (with a forklift, as the Nimpahnese monarch weighs over 350 lbs.!) and spirit him away by van. The Caped Crusader and The Boy Wonder immediately gives pursuit in The Batmobile, but, just as they gain on them, the van, which is covered by folding mirrors which allow it to blend totally into the background, quickly vanishes! Later, Batman and Robin trace The Joker to his GHQ at the abandoned Katz, Katz & Katz Company Oil Refinery, where they are captured and locked inside an enormous chimney. As if this isn't enough, deadly gas starts to pour in!

Wr Francis & Marion Cockrell

Dir Richard C. Sarafian

1 - 26 *BATMAN SETS THE PACE*

The Dynamic Duo press their backs together for support and climb up the wall to the opening above, as it is the only escape. The Joker and company hit the road just as The Dynamic Duo emerge from the chimney. Back in The Batcave The Dynamic Duo analyzes the traces of gas used for the kidnap left inside the hole as the golf course and discovers that gas can be obtained only at The Ferguson Novelty And Magician's Supply Company. Visiting the novelty company in their everyday identities as Bruce Wayne and Richard Grayson, they discover that it's actually doubled for a hideout for The Joker and that The Maharajah of Nimpah is being held there. They switch back to Batman and Robin garb and, that night, The Darknight Detectives pay a surprise visit to the company, where they subdue four of The Joker's lackeys, but, unfortunately, The Harlequin Of Homicidal Humor himself eludes them, along with The Maharajah. Later, The Joker calls Commissioner Gordon, has him put Batman on the line, and demands \$500,000 to ransom The Maharajah. He also requests that The Batman make the arrangements, be present when The Maharajah cashes the check, and endorse the check in his name at The Gotham City State Bank the next morning...knowing full well that The Caped Crusader's reputation would be irreparably damaged as a result. Morning dawns, and when The Maharajah arrives to collect the money, The Caped Crusader thrashes him and his men, and reveals that he and The Joker were one and the same from the very start. Noticing The Nimpahnese government never protested their Maharajah's kidnapping, The Batman called The Palace Of Nimpah and discovered to his relief that the true Maharajah of Nimpah had actually been away on a hunting trip in the Nimpah mountains all along. Later, Bruce is contacted by Batphone by Commissioner Gordon who tells him that he is rumored to leave for California to run for governor! Bruce (as Batman) puts Gordon's mind at ease by dispensing such rumors. NEXT WEEK: King Tut tangles with The Dynamic Duo!

Wr Francis & Marion Cockrell

Dir Richard C. Sarafian

1 - 27 *THE CURSE OF TUT*

A new villain, King Tut, prepares to claim Gotham City as his new Thebes.

Wr Robert C. Dennis & Earl Barret

Dir Charles Rondeau

1 - 28 *THE PHARAOH'S IN A RUT*

Batman sets a trap for King Tut, but is captured along with Tut's faithless Queen Nefertiti.

Wr Robert C. Dennis & Earl Barret

Dir Charles Rondeau

1 - 29 *THE BOOKWORM TURNS*

In order to lure Batman and Robin to Police Headquarters, The Bookworm, a notorious master of stolen book plots, stages a phony assassination attempt on Commissioner Gordon during the dedication ceremony of the new Amergio Bridge. Once The Dynamic Duo enter Police HQ, Bookworm has his moll Lydia Limpetplanting a book bomb in The Batmobile. After discovering that Gordon is very much not dead (he was ticketed for overtime parking while leaving a luncheon), The Batman is alerted by The

Batmobile Bomb Detector of an impending explosion and immediately pushes The Batmobile's Radiocontrolled Ejector Button, the bomb is ejected and it explodes in midair before it does any damage! The Duo quickly return to their unharmed Batmobile to discover a literary clue in the form of the book bomb's cover. They race back to The Batcave, where they deduce from the book cover that Bookworm is planning to blow up the new bridge. The "blow-up," however, is a photographic ruse: Bookworm projects a large image of the bridge onto a warehouse wall!

Our momentarily befuddled crimefighters trace the projection back to a giant projector mounted on top of a nearby bookmobile, where they get into a fracas with Bookworm's henchmen. The crooks escape along with their craven leader, but they leave the lovely Miss Limpet bound and gagged inside the bookmobile. The Dynamic Duo wisely suspect a Bookworm plot, and they knock her out with Batgas and spirit her away back to The Batcave, where they employ the use of The Hypermetric Lie-Detector in hopes of divining The Bookworm's plot. They learn what they can from Lydia, and they return her to the bookmobile, where Batman activates a Battrap for Bookworm. Leaving The Boy Wonder behind to guard her, The Batman pretends to speed off on the trail of Lydia's fatally false clues. In his absence, Lydia uses a trick book to gas Robin to sleep and she contacts Bookworm, who, along with his henchmen Printer's Devil, Typesetter, and Pressman, transfer Robin to The Wayne Memorial Clock Tower, erected in memory of Dr. Thomas Wayne, Bruce's late father (oh, the treacherous irony!), where The Boy Wonder is strapped to the clapper of the giant bell of Big Benjamin. When the clock strikes @ midnight, the bell will begin to toll the hour. The Bookworm departs, leaving Robin to be "rung" out!

Wr Rik Vollaerts

Dir Larry Pierce

1 - 30 *WHILE GOTHAM CITY BURNS*

Recalling one of Lydia's cryptic remarks ("He strikes at midnight," she said) Batman divines the meaning, and, with Chief O'Hara (whom he met on the way), races to Big Benjamin to attempt to stop the clock and save Robin before it's too late. O'Hara fails to shoot out the clockworks, and, with but a minute to spare until 12 midnight, The Caped Crusader uses The Batzooka to shoot a line to the lightning rod on top of the clock tower and the second to the clock's hands; he then connects the ends of both lines to The Batmobile's nuclear power source into the positive terminal, in hopes of positively charging the clapper and the bell and thus repel each other! Just as Benjamin's clapper is about to strike, Batman's plan is successful, and Robin is saved. After the rescue, The Peerless Pair repair to The Batcave, where they research their foe's methods. Simultaneously, Bookworm is upstairs in Wayne Manor pilfering a rare alchemical text from Bruce's library; he then arranges for a giant-sized cookbook (the name of it is called The Delight Of Cooking by Suzan Barrie) to appear in the middle of 5th and Cedar streets in downtown Gotham. The Dynamic Duo race to the scene, open the book with a super-powered magnet from The Batmobile (actually, Bookworm and Lydia opened it, with a remote control), enter the book, find a small kitchen inside, and soon find themselves trapped inside the armor-plated book as scalding hot steam is pumped in!!

Bookworm and Lydia see this as a chance to swipe The Batmobile, and they drive it to the rear of The Morganbilt Library, where he plans to use its Batbeam, to break into The Library and snatch all of the rare and priceless books stored within. As Chief O'Hara, Commissioner Gordon, and a group of Gotham's Finest attempt to open the giant cookbook, The Caped Crusader contacts Alfred at The Batcave and, with his help, locates the manhole under the book which Bookworm introduced his murderous steampipe! It is here that The Dynamic Duo make their escape, just as the police finally blast open the book to find it empty, and deduce The Duo had been consumed by the steam. Meanwhile, a very much un-steamed Batman and Robin pick up The Bookworm's conversation in The Batmobile by way of a concealed microphone; it's then relayed to them via an automatic feedback circuit in their Batcave, and they head for The Morganbilt Library, where they eventually subdue The Pernicious Plagiarist and his bookish crew at the library, saving Gotham City yet again. Bookworm and Lydia are taken to Police HQ for Bruce Wayne and Dick Grayson to see in person before being hauled off to the pokey.

Wr Rik Vollaerts

Dir Larry Pierce

1 - 31 *DEATH IN SLOW MOTION*

The Riddler and his felonious filmmaking cronies (Pauline, C.B., Von Bloheim and Wolf) interrupt a silent film festival of a famous silent film collector Mr. Van Jones dressed as Charlie Chaplin and The Keystone Cops (much to the disgust of Van Jones, who believes the act takes all the attention from the movies!), and steal the box-office receipts! Batman and Robin trace Riddler via one of his Riddles to Mother Gotham's Bakery, where he not only plans to pilfer its payroll, but film the whole robbery in the style of an old film comedy. The Caped Crusader and The Boy Wonder rush to the bakery, only to be greeted by its unconscious bookkeepers (put to sleep by Riddler's pies topped with sleeping cream!) and another Riddle left by the already departed King Of Conundrums. This new Riddle leads them to The Baker Street Branch of The Gotham Library (closed on Wednesdays due to lack of funds!), where they

are hit over the head by a huge tome--which is also captured in its entirety on camera by The Riddler!

As Riddler and his celluloid comical cohorts view and enjoy the day's rushes involving their adversaries in an abandoned cutting room of a bankrupt movie studio, The Dynamic Duo speed back to The Batcave to analyze the tome; it contains yet 2 more Riddles which lead our Duo to a Temperance Party (where the only refreshment served is lemonade) being given by Mr. Van Jones. As The Boy Wonder waits outside, The Caped Crusader enters to find that The Riddler has spiked the lemonade with Temper Tonic, causing the goodnatured party to turn into a hot-tempered free-for-all! Once again The Riddler's ever-present camera crew catches the action. Meanwhile, back at The Batmobile, Pauline, The Riddler's moll, disguises herself as Little Bo Peep and gasses The Boy Wonder to sleep, kidnapping him and taking him to the abandoned Gotham Lumberyard, where in a matter of minutes a giant buzzsaw threatens to slice him in two!

Wr Richard Carr

Dir Charles Rondeau

1 - 32 *THE RIDDLER'S FALSE NOTION*

The Riddler and his felonious filmmaking cronies (Pauline, C.B., Von Bloheim and Wolf) interrupt a silent film festival of a famous silent film collector Mr. Van Jones dressed as Charlie Chaplin and The Keystone Cops (much to the disgust of Van Jones, who believes the act takes all the attention from the movies!), and steal the box-office receipts! Batman and Robin trace Riddler via one of his Riddles to Mother Gotham's Bakery, where he not only plans to pilfer its payroll, but film the whole robbery in the style of an old film comedy. The Caped Crusader and The Boy Wonder rush to the bakery, only to be greeted by its unconscious bookkeepers (put to sleep by Riddler's pies topped with sleeping cream!) and another Riddle left by the already departed King Of Conundrums. This new Riddle leads them to The Baker Street Branch of The Gotham Library (closed on Wednesdays due to lack of funds!), where they are hit over the head by a huge tome--which is also captured in its entirety on camera by The Riddler!

As Riddler and his celluloid comical cohorts view and enjoy the day's rushes involving their adversaries in an abandoned cutting room of a bankrupt movie studio, The Dynamic Duo speed back to The Batcave to analyze the tome; it contains yet 2 more Riddles which lead our Duo to a Temperance Party (where the only refreshment served is lemonade) being given by Mr. Van Jones. As The Boy Wonder waits outside, The Caped Crusader enters to find that The Riddler has spiked the lemonade with Temper Tonic, causing the goodnatured party to turn into a hot-tempered free-for-all! Once again The Riddler's ever-present camera crew catches the action. Meanwhile, back at The Batmobile, Pauline, The Riddler's moll, disguises herself as Little Bo Peep and gasses The Boy Wonder to sleep, kidnapping him and taking him to the abandoned Gotham Lumberyard, where in a matter of minutes a giant buzzsaw threatens to slice him in two!

Wr Richard Carr

Dir Charles Rondeau

1 - 33 *FINE FINNY FIENDS*

The Penguin kidnaps Alfred Pennyworth after luring him to a phony fish store selling cut-rate caviar. Alfred is then brainwashed by the pudgy purveyor of perfidy in preparation for his plan to rob The Multimillionaires' Annual Award Dinner. Since Alfred is arranging the dinner, he's one of the few people with information on the dinner's secret location and which bathing beauty will be chosen to accept the award money for this year's honoured charity. Before he can be missed, Alf is returned home without the slightest idea of what has transpired, but Batman and Robin are puzzled by his given to nervous tics.

Later, a fishhook which had fallen out of Alfred's morning coat appears inside one of the canapes the butler prepared for the buffet before the awards. The hook tips off The Caped Crusader that The Penguin's hideout is on a fishing pier owned by the bird under the moniker of Knott A. Fish ("not a fish," get it?! Never mind.). The Penguin and his Finks capture The Dynamic Duo and places them inside a vacuum tank filled with balloons for a trap that will take Batman and Robin's breath away--literally! As the air is slowly sucked out of the room, the balloons begin to break; The Dynamic Duo will become a Doomed Duo once the final balloon has burst!

Wr Sheldon Stark

Dir Tom Griers

1 - 34 *BATMAN MAKES THE SCENES*

Believing The Dynamic Duo has been finished off, The Pudgy Purveyor Of Perfidy and his Finks quickly dash to establish their "alibis". Meanwhile, Batman has reached the emergency tank of Batoxygen in his utility belt to stay conscious long enough to use his Batknife and sever the bonds tying him and Robin so they can escape the deadly vacuum tank. Now convinced that Alfred Pennyworth has been brainwashed, The Caped Crusader gives him the information The Penguin wants. When Penguin calls Wayne Manor

and signals Alfred to relay the info, the butler reveals that the dinner is to be held on board the good ship S.S. Gotham Neptune and that the chosen beauty queen is Miss Natural Resources. The Penguin then releases Alf from his power, causing him to forget what has transpired.

That very night, Penguin switches his latest moll, Finella, for Miss Natural Resources and arms her with an umbrella triggered with knockout gas. Fearing for the attending millionaires' safety, Bruce Wayne and Dick Grayson decide to attend the dinner as The Caped Crusader and The Boy Wonder. All goes well until time arrives for dessert with the giant cake containing Finella. As she pops out of the cake, she uses Penguin's gas-filled umbrella to put the millionaires to bed; as they slumber, The Penguin and his Finks snatch the charity money and rush back to their hideout to divvy up the loot. But poor Finella suffers a fit of remorse for her actions. Unknown to her, and Penguin, The Dynamic Duo had taken AntiPenguin Gas Pills beforehand, and took a shortcut to the felonious fowl's hideout; there they lay in wait for Penguin, thrash him and his lackeys about, and re-cage him. The Multimillionaires' Annual Award Dinner transfers to Wayne Manor for safety, and Finella (appearing in a mink stole) is given a police escort there by Commissioner Gordon.

Wr Sheldon Stark

Dir Tom Griers

2 - 1 *SHOOT A CROOKED ARROW*

In The Caped Crusader's second season opener, The Archer, a medieval crook modeled after Robin Hood, escapes from Police Headquarters in a moving van from The Trojan Hearse Company, driven by Maid Marilyn. Together, with his band of merry malefactors - Crier Tuck and Big John - he pays a surprise visit to Wayne Manor, where they gas everyone and then steal the loose cash Bruce kept in the wall safe, thus stealing from the rich, and giving it to the poor, clueless Gothamites. Later that day, The Archer and company attempt to thwart justice by dropping in on Police HQ. Protected with goggles, the medieval muggers blind Commissioner Gordon, Chief O'Hara, and The Dynamic Duo with another of Archer's special trick arrows and beat a hasty retreat out the window. As The Archer, Marion, Tuck and John give out the money they swiped from The Everett Bannister's Koin Machines Company, they are apprehended by Batman and Robin---only to be rapidly bailed out by the poor but misguided citizens with the exact same money distributed to them by Archer, whom they view as a hero!

The Dynamic Duo trace The Archer to his hideout at The Earl Of Huntington Archery Range (Robin Hood is the alias of The Earl Of Huntington) in Gotham's Green Forest section, where Alfred Pennyworth attempts to divert the crooks long enough for The Caped Crusader and The Boy Wonder to inspect his GHQ--where they unwittingly trigger a secret alarm which ensnares them in a giant net. After stringing up The Duo by their thumbs, The Archer demands Batman reveal The Batcave's secret location or else he beheads Alfred (Archer intends to storm The Cave and destroy the crime computers therein). The Caped Crusader notices to his relief that the gullontine Archer plans to use on Alfred is a fake prop used by magicians and refuses Archer's ultimatum. Archer takes The Dynamic Duo out doors, ties them to a stake, and, along with his merry madmen (mounted on horseback), perpare to run them both through with lances!!

Wr Stanley Ralph Ross

Dir Sherman Marks

2 - 2 *WALK THE STRAIGHT AND NARROW*

Just as The Dynamic Duo are about to be impaled, they activate The Batsprings cleverly hidden in their boots, which catapult them up, up, and away, out of harm's way. Rather than go back after the unshiskebabled superheroes, The Archer and his merry malefactors opt to beat a hasty retreat to their new hideout in the basement of Police HQ! Next, Archer and his cronies hijack an armored car carrying \$10 million, which The Wayne Foundation plans to donate to the poor Gothamites. The truck is later found abandoned not too short a distance away with the cash left untouched, so the ceremony commences as planned. Whilst Alfred Pennyworth, in disguise as Batman, and Robin bears witness from across the street, Bruce Wayne attends the ceremony, where it's learned that The Archer has substituted the money in the truck for phoney tender bearing The Archer's picture! The Caped Crusader deduces that Alan A. Dale, one of The Wayne Foundation's directors who was responsible for the money's well-being, is one of The Archer's merry band of mad malefactors, and they are planning to escape by boat to Switzerland in international waters, where they feel they'll be forever protected from the law...or so they assume! The Dynamic Duo chase the crooks by Batboat and rout The Archer, Crier Tuck, Big John, Maid Marilyn, and Alan A. Dale before they get the chance! Later, Bruce, Dick and Alfred perform archery on their front lawn.

Wr Stanley Ralph Ross

Dir Sherman Marks

2 - 3 *HOT OFF THE GRIDDLE*

Commissioner Gordon, Chief O'Hara and The Dynamic Duo suspect — strongly — that The Catwoman has returned to open a school for cat burglars, and she tips them off to her presence after her Catmen John, Charles, and Thomas snatch a catalogue, a catamaran, and three mittens (rhymes with "kittens," who lost their "mittens"...whew!) The Batman and Robin ask gossip columnist Jack O'Shea to pen a fake story about a rare canary at the Natural History Museum, in order to snare the lovely cat. However, Jack is secretly in league with Catwoman, and he tips her off. Consequently, Batman and Robin are ambushed at their Museum stakeout by the cat burglars, paralyzed by Catwoman's tranquilizer darts, and thrown out the window. They are saved from certain doom by a safety net, which they set up just in case the bird was dropped out the window. The Dynamic Duo manage to capture one of Catwoman's thugs, who, along with a new single called "The Catusi" by Benedict Arnold & The Traitors (oh, brother!), leads them to a nightclub called The Pink Sand Box, which is Catwoman's new hideout (kitty litter!). There they are quickly deposited by a revolving booth into a room with a metal floor. This floor turns red-hot, forcing our heroes to dance the hot-foot! Hoping to cool the floor, The Caped Crusader bursts an overhead water pipe--only to unwittingly release Catatonic, a gas which renders him and The Boy Wonder unconscious. They recover outside, strapped to aluminum grills, their bodies greased with margarine and two giant magnifying glasses poised directly over them, with the intent of roasting them alive in the midday sun!

Wr Stanley Ralph Ross

Dir Don Weis

2 - 4 *THE CAT AND THE FIDDLE*

As luck would have it, a well-timed solar eclipse occurs just as the sun is about to barbecue our heroes. They shift the magnifying glasses with their feet so that the returning sun will now burn off their bonds. Back at The Batcave, The Dynamic Duo deduce The Catwoman's next objective, and rush to The Gotham State Building and discover a momentous sale of Zubin Zucchini's 2 rare stradivarius violins for \$250,000 each is to occur on the 102nd floor. See, The Gotham State Building's 102nd floor is the only place in Gotham City with the proper altitude and humidity to inspect the violins, which haven't been out of their cases in 30 years and might crack in the improper atmosphere, and The Catwoman covets them for the 8 pieces of catgut (good grief!) attached to them! Meanwhile, The Foul Feline has overcome rich old recluse Minerva Mathews with gas and, disguised as Matthews, replaces her as the purchaser of the violins. The incognito Catwoman goes to the 102nd floor, disabling the elevators behind her and greedily trying to snatch the 2 violins from Zucchini, only to find that he is actually Robin in disguise! He is immediately overpowered by Catmen John, Charles, and Thomas, and crooked gossip columnist Jack O'Shea, who reveals their mode of escape: a getaway rocket! On the first floor, Batman, on learning Catwoman has disabled the elevators, attaches his new Batjets to one of the stalled elevators; the thrust is enough to send The Caped Crusader and the elevator to the top floor in no time. He arrives in time to rescue the outnumbered Boy Wonder, just as he is about to be tossed out the window by O'Shea and The Catmen. The Duo dispose of the men, and Batman finds Catwoman (after experiencing mechanical problems with the getaway rocket during the fight) outside on the ledge, attempting a getaway with the money and violins, of course, but is impaired by vertigo! Batman secures one end of his Batrope, tosses the other end to a frightened Catwoman, and tells her to drop the (obviously fake!) violins and money and tie the rope around her waist. Suddenly O'Shea recovers and shoves Batman out the window! The Boy Wonder sends O'Shea back into dreamland with a generous right cross and, finding The Caped Crusader has grabbed hold of his Batrope and he and Catwoman are hanging onto each other for dear life, single-handedly pulls them to safety. In Gordon's office, prior to her being taken to the pen, Catwoman rewards Batman with a simple rub on the cheek.

Wr Stanley Ralph Ross

Dir Don Weis

2 - 5 *THE MINSTREL'S SHAKEDOWN*

The Minstrel, a medieval lute-playing electronics genius, sends the stock market into an uproar when he alters the computerized stock quotations; he later airs a televised ultimatum, demanding \$1000 a week from each exchange member, or else stock quotations will be further disrupted, causing the market to crash! The Caped Crusader and The Boy Wonder try to capture the musical maniac later that night when he tries to realter his crooked circuitry, but Minstrel blinds The Dynamic Duo with one of his devilish devices and beats a rhythmic retreat. The Batman tries to track The Minstrel to his hideout by using The Batdrone Plane to trace the TV signal The Minstrel used to televise his ultimatums. But he predicts The Duo will attempt just that and decides to broadcast from his criminal studio at The Willow Street Warehouse rather than from his normal hideout. Batman and Robin later locate the warehouse by Batmobile and sneak in, but not before The Batman sprinkles a few precautions along the corridor: Adhesive Batbombs. The Dynamic Duo attempt to surprise The Minstrel but are caught and tied to a giant electronic spit which will slowly roast them over an electric radar grill!

Wr Francis & Marion Cockrell

Dir Murray Golden

2 - 6 *BARBECUED BATMAN*

Just as it looks like The Dynamic Duo's geese are cooked (literally!), the Adhesive Batbombs Batman planted in the hallway earlier go off, enticing Minstrel and his minions, Amanda, Bass and Treble, and giving The Duo the distraction they need to shake loose the spit from its supports and free themselves. When The Minstrel realizes The Batman has escaped, he and Bass and Treble retreat to their other hideout, leaving behind their moll, Amanda. The Batman places a bugging device into her purse before he releases her, hoping that she will lead them to The Minstrel's second hideout. Surprised by Amanda's return, The Minstrel immediately spots the bug in her purse and informs the eavesdropping Dynamic Duo that he will now commence "Plan High-C," and that The Batman should gather the members of the stock exchange at the exchange building within half an hour for a demonstration of his monstrous scheme! The Minstrel makes devilishly good on his evil threat, using a broadcast signal that corresponds to the building's resonance to cause the entire building to shake, and blackmailing the stock exchange members into giving into his demands within one hour or he will send the whole building crumbling down! Batman figures Minstrel can't broadcast his signal without power, so he severs all the power in the building. Minstrel nevertheless broadcasts his ultimatums with his own power, but The Caped Crusader realizes the broadcast was prerecorded and he sees through The Minstrel's disguise as one of the members of the stock exchange! Minstrel and his men, Bass and Treble, who were disguised as caterers, are brought to justice by The Dynamic Duo! Later that night, Bruce Wayne and his brood watch The Minstrel on a newscast, prior to being transferred to Gotham State Pen, singing a promise of a jailbreak and revenge upon Batman and Robin. NEXT WEEK: another battle royal with King Tut!

Wr Francis & Marion Cockrell

Dir Murray Golden

2 - 7 *THE SPELL OF TUT*

Two apparently clueless minions of the nefarious archcriminal King Tut break into the mansion of a Man of Distinction and steal only a string of amber beads. Batman and Robin are called in to investigate and discover from their only clue, a lead pestle, that Tut is at his hideout in The Apex Apothecary Shop, attempting to release a handful of ancient scarab beetles, preserved for millennia in the amber. The heroes interrupt Tut in his work, but, in the ensuing Batfight, are waylaid by sneezing powder, giving the girthful pharaoh and his Tutlings time to escape with the now revived scarabs. The Peerless Pair have only a lone beetle to take back to The Batcave for examination. Their analysis reveals that Tut hopes to create a terrible ancient potion called *abu raubu simbu tu*, which can be used to subdue the human will, and The Pudgy Pharaoh, armed with the formerly extinct scarabs, will make enough of the drug (95,000 gallons, to be exact, according to The Apothecary) to put all of Gotham under his power! The Batman decides to set an intricate plan to entrap The Misguided Monarch. He has the sphinx Tut formerly employed to make ill-fated predictions delivered to Wayne Manor's front lawn. Hoping that Tut's men will snatch the statue, he has Robin hide inside it. The Criminal King swallows the bait by claiming his evil property. While in contact with Batman, Robin accidentally drops his Batcommunicator, alerting Tut to his presence. The Boy Wonder is dragged from the statue and is about to be made a guineapig for Tut's evil drug when he overpowers Tut's men and escapes through an unlocked door, hoping to reach the outside---only to instead find himself on a narrow platform suspended over a deadly pit of Tut's pet crocodiles! The platform is slowly pulled out from Robin, while The Caped Crusader speeds to the rescue. Can he make it??

Wr Robert C. Dennis & Earl Barret

Dir Larry Pierce

2 - 8 *TUT'S CASE IS SHUT*

Au naturel, Batman manages to find Tut's hideout by tracing The Radioactive Batpellets he planted in Robin's utility belt with The Batgeiger Counter in The Batmobile. Using The Batlaser, he melts away the bars guarding the window to the crocodile pit. Then he swings across the room on his Batrope saves his pal just as the platform under his feet is completely yanked out! Returning to The Batmobile, Robin reveals that Commissioner Gordon's shapely temp secretary, Cleo Patrick, is actually a spy for King Tut, and his new Queen Of The Nile. Intent on warning The Commissioner of the danger, Batman calls Police HQ but gets Chief O'Hara; unfortunately, his warning is just a tad too late, for the unwaring Chief has already consumed Tut's paralyzing drug cleverly disguised as a vitamin pill! As The Dynamic Duo race back to Gotham, Tut appears at the office and on a whim commands O'Hara perform acrobatics outside on the ledge! While watching the Chief perform, Tut spots The Batmobile pull up to the building and he and Cleo beat a hasty retreat by elevator as Batman and Robin arrive to coax O'Hara off the ledge. Later, Gordon (also under Tut's spell, thanks to Cleo!) meets The Caped Crusader in Jefferson Square Park and drugs his lemonade with an *abu raubu simbu tu* pill. Now apparently under Tut's sinister spell, Batman is led away with Robin by Tut's Tutlings to The Apex Apothecary Shop. As The Corpulent King prepares to leave for the waterworks to spike the city's water supply with his drug, The Caped Crusader (who thought ahead and coated his stomach with buttermilk, protecting himself from the drug) snaps out of his phoney trance and, along with Robin, topple Tut's men. The Nefarious Nabob escapes outside to his truck containing his abominable *abu raubu simbu tu*; fortunately, it refuses to start, giving The Dynamic Duo enough time to finish off his henchman and race outside to spill the truck's contents into the gutter. In

attempting to prevent the flow of his precious bug juice, Tut accidentally swallows some of it, hoisting himself on his own insidious petard, and he becomes Batman's slave! Later, in Gordon's office, Tut reverts to his original self.

Wr Robert C. Dennis & Earl Barret

Dir Larry Pierce

2 - 9 *THE GREATEST MOTHER OF THEM ALL*

Gangstress Ma Parker and her fiendish brood--sons Pretty Boy, Mad Dog, and Machine Gun and daughter Legs--have invaded Gotham City and begin their wave of crime by disrupting Gotham's Ladies Auxiliary's Mother of the Year Awards Ceremony and robbing the entire audience. Batman and Robin are called into action. They quickly locate the fiendish family at their home on Cherry Blossom Road, where, under the cover of a smoke bomb, they evade apprehension, save for Pretty Boy. Later, Machine Gun is also captured, after The Parkers pilfer money from a theater's box office. Then Mad Dog is foiled in his attempt to hold up a drugstore. They finally trace Ma and the last of her delinquent children, Legs, at an old ladies' home, where, after Ma's high-speed rocket-wheelchair race ends at a well-placed wall, they are arrested. The Caped Crusader and The Boy Wonder quickly take Ma and Legs to Gotham State Penitentiary to join the rest of their family. As Batman and Robin leave the prison, they notice a trustee examining The Batmobile's Batengine. Writing off his rather suspicious behaviour as curiosity, they start on their way. Unfortunately, back in Warden Crichton's office, Ma reveals that she has been secreting sympathetic guards into the prison for some time, so it is easy for her gang to take over; she also brags that Batman was her unwitting pawn in capturing her and her crooked kids, for now she's in total control of The Gotham State Pen! Furthermore, unknown to The Dynamic Duo, that "curious" trustee planted a timebomb inside The Batmobile, thus it has been rigged to explode once it reaches 60mph!

Wr Henry Slesar

Dir Oscar Rudolph

2 - 10 *MA PARKER*

As The Dynamic Duo speeds back to The Batcave, Batman suspects foul play because of a comment made by the trustee dealing with The Batmobile's speed, and he immediately stops the car and disables the car-bomb just before it can go off! Quick as a blink, The Peerless Pair speed back to the prison to check on The Parkers. However, clever playacting convinces them that all is well there. Ma then holds a meeting of the prison inmates and informs them of her plan for using The Gotham State Pen as a hideout while Batman & Robin do their work by send more crooks to fatten her jailhouse gang. (After all, who'd think to looking for escaped crooks inside a prison?) During an armed car robbery, Ma detonates the druck with dynamite, the resulting explosion triggering The Batseismograph, which in turn alerts The Dynamic Duo. They rush to the scene, where under a shower of cash, Ma Parker and her delinquent kids cut out--but her plan goes awry when Batman siezes a scrap of cloth from a fleeing thief and recognizes it as prison garb! Suspecting Ma Parker is involved, Batman and Robin break into the prison, only to be captured and strapped into electric chairs by Ma's gang, scheduled to be barbecued at midnight! When Ma pulls the switch to fry The Duo, she and her cohorts find that Batman (having lured Legs into leaving the room beforehand) has cleverly managed to rewire the whole setup, using it to signal Alfred to cause a prisonwide blackout instead of an execution! The Caped Crusader and The Boy Wonder immediately free themselves and recapture The Parker Family to restore order in Gotham State Penitentiary. Later, in Warden Crichton's office, Gordon, Robin, Crichton and Batman are surprised at a bundle of roses sent to The Caped Crusader by Ma Parker; the reason: it's Mother's Day! NEXT WEEK: The Dynamic Duo meets The Clock King!

Wr Henry Slesar

Dir Oscar Rudolph

2 - 11 *THE CLOCK KING'S CRAZY CRIMES*

The master of time crimes, Temple Fugate, The Clock King, arranges for one of his trick timepieces to be sold to the Harry Hummert Jewelry Shop, which caters to Gotham City's elite. Concealed inside the clock is a small TV camera which allows Clock King to observe everyone in the shop. Alerting his moll, Millie Second, and his group of Second Hands, he activates the tricky mechanism in the clock, which gasses all of the patrons asleep. CK and his minute minions see this as a golden opportunity to strip the shop clean of its valuables. Batman and Robin are alerted to the robbery by Commissioner Gordon and rush to Hummert's shop, where they discover that the clock was bought at The Parkhurst Gallery. They quickly leave the shop and speed for the gallery, where they discover that the clock was put up for auction by a Mr. Kronos. The Dynamic Duo deduce that it was Temple Fugate incognito, and they make their next stop Dunbar's Drive-in (whose special of the day is Batburgers!) in search for one of Fugate's former molls, Thelma Thymepiece. Meanwhile, back at The Parkhurst Gallery, Clock King disguises himself as pop art expert Progress Pigment, and attempts to snatch a rare time-related painting under the very noses of the TV audience (the local TV news was doing a live report from the Parkhurst at the time of CK's arrival). After making a short speech to the crowd Temple "Progress Pigment" Fugate unveils his latest

sculpture, called Time Out Of Joint, which resembles the inside of a clock and when turned on emits a potpourri of assembled sounds and noises as the mechanical parts move about. Nobody suspects that the mechanical marvel is actually being used as a decoy to cover up the sound of a saber saw attached to its rear, which cuts through the wall into the storage room filled with valuable paintings. After the saw does its diabolical duty, "Progress Pigment" clicks another switch on the sculpture, this one emitting a high-pitched noise so piercing that it knocks everyone out except for him and his Second Hands, 3 and 5, who were protected by earmuffs. Clock King enters the storage room and swipes the clock masterpiece therein. Batman and Robin, who, at Dunbar's Drive-in, have been enjoying their Batburgers and watching The Clock King on The Batscope in The Batmobile, rush for the place and confront CK and his Second Hands as they depart with the painting. They proceed to thrash Second Hands 3 and 5 but are stopped by Clock King, who fakes a sprained wrist sustained from clutching the heavy painting and releases a barrage of giant springs in their direction from yet another hidden compartment in his Time Out Of Joint. The time The Dynamic Duo make in trying to pry themselves free of the giant coils gives The Clock King and The Second Hands room to split. The Caped Crusader and The Boy Wonder analyze the dust inside a wristwatch dropped by Clock King at the gallery, and use it to trace him and his gang to their hideout at the deserted premises of Tick Tock Synthetic Rubies, Inc. Unaware that CK deliberately left behind the watch, The Duo fall into an untimely trap! The Clock King remove their utility belts and encase them in the lower chamber of a gigantic hourglass and leave them to be buried under sand which slowly fills it up and threatens to smother them to death!

Wr Bill Finger & Charles Sinclair

Dir James Nielson

2 - 12 *THE KING GETS CROWNED*

Waiting until after The Clock King has left, Batman and Robin topple the hourglass over onto its side by rocking it back and forth. Then, like hamsters, they run inside the glass until it rolls outside and smash open the glass against a truck, releasing them. The Clock King, meanwhile, is enraged on learning one of his men accidentally planted his Automatic Energy Directional Control Switch, meant for a bomb to be used in his final caper: in a clock bought by Dick Greyson's Aunt Harriet as a birthday present for Bruce Wayne! CK and his Second Hands invade Wayne Manor to steal back the mistakenly rigged clock, and proceeds to purloin Bruce Wayne's priceless collection of antique pocket watch collection and Aunt Harriet herself, before being interrupted by Bruce and Dick, who steal back the watches and Aunt Harriet! Working on slim clues, the two crimefighters then act on an earlier remark made by CK, and they race to the Gotham Clock Tower to foil The Clock King's plan to steal a valuable Cesium clock by using the clock's mechanical blacksmith to set off a bomb. With the help of a wild shot fired by one of the Second Hands, Batman and Robin use the intricate mechanism of the clock tower to bring their foes to an untimely end.

Wr Bill Finger & Charles Sinclair

Dir James Nielson

2 - 13 *AN EGG GROWS IN GOTHAM*

In an attempt to take over Gotham City, Egghead pilfers the city charter from its case at City Hall. It seems the city is actually owned by The Mohican Indians and is leased to the city government! Every 5 years, the city must pay The Indians - in this case Chief Screaming Chicken, last of The Mohicans - 9 raccoon pelts; 3 pelts from each of the 9 descendants of Gotham City's founders: Pete Savage, Tim Tyler, and our own philanthropist Bruce N. Wayne. If the pelts aren't delivered by midnight on the night of the lease's expiration, the full force of Gotham City will revert back to The Mohicans. Egghead secretly signs a lease with The Chief to act as his legal representative if and when the time on the lease runs out, which Egghead intends to make sure will happen. Batman and Robin trace Egghead to his hideout at The Ghoti-Oeufs Caviar Company and catch him in the act of negotiating with Screaming Chicken. Egghead bombs The Duo with an egg containing nitrous oxide, and beats a hasty exit with his gang; Batman and Robin later neutralize the gas's aftereffects with Sad Pills. Later that night, while Bruce Wayne, Richard Grayson, Peter Savage and Timothy Tyler prepare to deliver the raccoon pelts to Chief Screaming Chicken, Egghead kidnaps each and every one of them, with plans of not only preventing the renewal of the city's lease, but to reveal The Batman's secret identity, which he suspects is Bruce Wayne! Planning to eggstract the truth from his mind, Egghead uses one of his goulsh devices, which not only will transplant all of Bruce Wayne's knowledge into Egghead's brain, but will leave poor Bruce a mindless fop, too!

Wr Stanley Ralph Ross (w), Ed Self (s)

Dir George Waggner

2 - 14 *THE YEGG FOES IN GOTHAM*

Just as the machine has reached full power and is beginning to tap into the secrets of Bruce's mind, Dick reaches the machine's powerswitch and raises it from 110 to 220 currents, causing the machine to overload and explode. Egghead is thus forced to fall back on "Plan B": a radar egg which he activates and then takes off. The millionaires use an overhead water pipe to escape the deadly egg, and Bruce takes a

grape and, treating it as if it were a marble, flicks it at the bomb, detonating it. The four head back to the city, where they discover they have missed the deadline by 3 minutes. Gotham City is now in the possession of Chief Screaming Chicken and Egghead. Egghead immediately fires all of the city officials, banishes The Dynamic Duo from the city, and then declares the city open season for the criminal underworld. Hoping to find a way to defeat Egghead, Batman and Robin, as Bruce Wayne and Dick Grayson, swipe the Gotham City charter from City Hall; there they discover the charter prevents anyone with a criminal record from holding a lease to Gotham City! Once Egghead discovers he's been legally deposed from office, he and his criminal cronies loot the city treasury and plan to escape to Venezuela to lay low. The Dynamic Duo arrive at the treasury too late to capture Egghead (they find Chief Chicken all tied up instead), but trace him to Old MacDonald's Chicken Farm, where Egghead and company is stocking up on enough Grade AAA eggs to satisfy his dietary practices before leaving the country...but, after an egg-throwing Batfight, they wind up with egg on their faces, instead! NEXT WEEK: Batman challenged by Chandell!

Wr Stanley Ralph Ross (w), Ed Self (s)

Dir George Waggner

2 - 15 *THE DEVIL'S FINGERS*

World-famous concert pianist Chandell (who leads a second life as the nefarious Fingers) plans to dispose of Bruce Wayne and Richard Grayson and then marry Aunt Harriet Cooper (who will then be the sole surviving heir to The Wayne Fortune), so he can have enough money (\$5,000,000!) to pay off his evil twin brother, Harry, who knows Chandell used a piano player during a White House concert which made him famous (he'd hurt his fingers in the piano lid), and has been blackmailing him ever since. As part of his plan to divert any suspicion which just might fall upon him, Chandell arranges for his lethal female assistants - Doe, Rae, and Mimi - to appear at Wayne Manor with their highpitched bagpipes, which they use to put everyone asleep (himself included), and then they ransack the place! Whilst Bruce and Dick are away on vacation, Chandell and Harry plot to strip The Burma Import Company clean with the aid of his felonious female trio during his concert that evening. During that concert Chandell strikes an incorrect note, signaling the girls to strike; that note is, of course, discovered by Bruce Wayne, who'd been listening to the concert on his portable radio, and, believing something is stirring, he signals Dick and the two switch identities and return to Gotham City as The Dynamic Duo! Meanwhile, Chandell furthers his plan by playing up to Aunt Harriet. Later, realizing that The Caped Crusader is on his trail, he assaults himself with a rootbeer bottle and leads them to a trap at twin brother Harry's abandoned Parnassus Music-Roll Co. (located at 99999-79), where they are captured and tied to a conveyor belt which leads directly into a machine that will perforate them into player piano rolls!

Wr Lorenzo Semple Jr

Dir Larry Pierce

2 - 16 *THE DEAD RINGERS*

As a player piano feeds the musical notes to the music roll machine via a microphone, The Caped Crusader mentally visualizes the chords which will make the cutting devices to puncture the outlines of their bodies. The Dynamic Duo save themselves by outshouting the piano with bad Bat-singing. Batman and Robin quickly apprehend Harry and his pack of Piano Movers and take them to Police HQ, where they reveal that a master criminal named Fingers is the ringleader...only to have Harry sprung from the hoosegow by his criminal attorney, Alfred Slye. Convinced that Chandell and Fingers are one and the same, and deducing his plan to do away with Bruce and Dick and marry up with Aunt Harriet, The Dynamic Duo form a trap for The Precarious Pianist. They arrange for their own deaths by faking an explosion in the darkroom set up in the front hall. Immediately upon learning that Chandell, after marrying Aunt Harriet, is going straight and abandon them, Harry and Doe, Rae, and Mimi decide to take matters into their own hands.

The girls put Chandell to sleep with their bewitching bagpipes. Mr. Slye shows up and informs Harry that he won't be able to claim The Wayne Fortune until the will is settled in 11 years...and then presents his client with a staggering \$100,000 bill, payable by midnight, or he will be brought back to jail. Believing Slye's fees are too high, Harry orders his beauties to work him over with their bagpipes, too. Chandell and Slye are then tied to the conveyor belt leading into the same music roll machine which failed to do in The Dynamic Duo earlier. Masquerading as Chandell, Harry pays a visit on Harriet, who immediately spots him for a phony and tries to take him by citizen's arrest at gunpoint ("As they say in the movies, 'stick up your mitts!'"), but is overcome, along with Alfred, by the spellbinding sound of the girls' bagpipes. Harry transports the two in a packing case and sprays it with machine-gunfire, only to watch in shock as The Dynamic Duo, protected by The Batshield, leap out and capture the gang, and rescue Chandell and Slye from the monstrous music roll machine. Harriet receives a medal by The GCPD for bravery; then is saddened to learn that Chandell is going on a 20-year "world tour" (behind bars, with Doe, Rae, Mimi, and evil twin Harry!).

Wr Lorenzo Semple Jr

Dir Larry Pierce

2 - 17 *HIZZONER THE PENGUIN*

To the confusion of everyone, that black bird of prey, The Penguin, campaigns for the office of Mayor Of Gotham City! He endears himself to Gothamites by preventing a robbery, saving a baby in a runaway carriage, and donating \$100,000 to a city charity! Gallus, C.F. Rooper and E.G. Trendek arrive with the latest polls, which show massive support for Penguin, and The Batman sees that the only way to clip this conniving bird's wings is to run for mayor himself. While The Caped Crusader launches a rather tasteful, low-profile campaign, The Penguin proceeds in the opposite direction, going all out in overshadowing Batman with loud bands, a belly dancer, pretty girls, and free champagne! Later, when Batman and Robin are scheduled to appear before the Grand Order Of Occidental Nighthawks (G-O-O-N!), they wind up confronting Penguin's G.O.O.N's, instead. The Dynamic Duo are quickly overpowered, bound and tied, and finally suspended on one side of a giant scale (emulating The Scales Of Justice!) over a scalding vat of sulphuric acid! The other side of the scale is filled with blocks of ice suspended over a giant heater; as the ice melts, The Duo comes closer and closer to the acid bath!

Wr Stanford Sherman

Dir Oscar Rudolph

2 - 18 *DIZZONER THE PENGUIN*

With the trusty aid of his acid-proofed Batcostume prepped by Alfred, The Caped Crusader leaps off the scale and into the acid, protecting his exposed face with his cape. He quickly climbs out of the vat, dips his hands into the acid to dissolve his bonds, and frees Robin. Later, Batman appears in a televised debate with The Penguin, in which Penguin states that Batman associates with criminals, while he labels himself as an "associate with the law," despite his claim of "no mudslinging in this campaign" (feh!). The debate is interrupted by news of The GOONS' breaking into The Gotham City Convention Hall and making off with the priceless collection of gems set up for display at an upcoming jeweler's convention. The Penguin and The Dynamic Duo rush off to thwart the crooks. After a heated fight, Penguin emerges victorious (naturally, since he had the whole robbery set up from the beginning!), giving him a wide lead over his caped opponent in the subsequent polls. But, as the final election results show an increase of support for Batman (it's votes that count, not polls!), The Penguin realizes his political career is becoming kaput, thus forcing him to kidnap members of the board of election in an elaborate attempt to sway the votes in his favor. The Dynamic Duo trace The Penguin to his hideout; there, they rescue the election commissioners and package The Penguin and his lackeys inside a machine used to package Penguin's campaign literature. The Duo then tell Penguin that Batman won the election by an overwhelming margin, for the votes were already counted when he kidnapped the board of election members. Returning to police H.Q., The Caped Crusader turns down his new position in Mayor Lindseed's favor. He also talks with President Johnson; before hanging up, The Caped Crusader asks The President to give his best to Hubert! NEXT WEEK: Mr. Freeze returns!

Wr Stanford Sherman

Dir Oscar Rudolph

2 - 19 *GREEN ICE*

Mr. Freeze returns to continue his plans for revenge against Batman and Robin for condemning him to live in subzero temperatures, and thus terrorize Gotham City. Having broken jail in an ice cram truck, Freeze kidnaps Miss Iceland from the finals of The Miss Galaxy Beauty Pageant, planning to lower her body temperature to his level and then marry her. Later, he makes an appearance at Police HQ and, hiding in an air conditioner vent, uses his horrendous Freeze Gun to freeze Commissioner Gordon, Chief O'Hara, and their entire office. The Dynamic Duo are alerted to The Commissioner's peril, and they rush by Batmobile to rescue their frigid friends. Moments later, a giant block of ice containing money (cold hard cash!!!) is delivered to Batman and Robin, sent by Mr. Freeze, which the local newspapers perceive as a bribe, as the first step in the cool, cruel fiend's plot to taint the saintly image of The Batman, rendering Miss Iceland's kidnapping only secondary. Not long after, Freeze and 2 of his henchmen make an appearance at a party being given at Wayne Manor, and after freezing Bruce Wayne, Dick Greyson, Aunt Harriet and all of the guests in the reflecting pool, Shivers and Chill, two more of Freeze's lackies, arrive dressed as The Caped Crusader and The Boy Wonder and make a shambled mockery of the pair by losing a battle with Freeze's other men. The fake heroes quickly beat a hasty retreat, followed by Mr. Freeze and his frozen flunkies. Noble butler Alfred Pennyworth, who had been inside the house preparing refreshments all the while during the robbery, arrives in time to spot the guests frozen in the pool, and he quickly activates the pool's heater, releasing them. The Dynamic Duo trace The Frosty Felon to his hideout in a cold storage plant next to The Frosty Freezy Company Factory, where they become quick-frozen by Mr. Freeze's trusty freeze gun and then taken to the factory, where they are slated to become giant Frosty Freezies (Batman a pineapple one, Robin, lime!)

Wr Max Hodge

Dir George Waggner

2 - 20 *DEEP FREEZE*

With their virtually-frozen feet, The Dynamic Duo locate the heat exhaust valve and turn it so that recycled exhaust in the heating unit will reverse the refrigerating process and manage to melt their way out through the resulting heat transfer. Returning to Police HQ, Batman and Robin are greeted by a newspaper photograph depicting The Caped Crusader wearing Commissioner Gordon's gold watch, which Freeze stole at the party. The Frigid Fiend is succeeding in his plan as he has finally managed to lead Gotham into believing Batman has weakened to the temptations of bribery! Mr. Freeze, believing that Batman and Robin are out of the way, proceeds with his master plan to blackmail Gotham City. Unless the city fathers pay him \$1,000,000,000, Mr. Freeze will bury the city into one huge cake of ice! To prove his intentions are sincere, he demonstrates his power by freezing The Gotham City Reservoir.

Gordon is tempted to contact The Dynamic Duo, but is discouraged by his loss of faith in Batman. Undaunted by their tarnished reputations, Batman and Robin secretly pay a visit to Freeze's hideout, where they are captured and about to be frozen solid, just like like Miss Iceland, whom they see encased in a huge block of ice!!! However, The Duo have applied themselves with a protective layer of Antifreeze Activating Solution, and, armed with their Batthermal Underwear, they thwart Freeze's plans and overpower The Frosty Fiend and his frigid flunkies. The Caped Crusader uses a crowbar to free Miss Iceland from her icy tomb, and they discover Freeze nearby, without his Freeze Collar, and near certain death. Obviously wanting him alive to pay for his evil, Batman and Robin brings him over to Miss Iceland's ice coffin and encase him within, keeping him breathing until the police finds his frozen neckpiece.

Wr Max Hodge

Dir George Waggner

2 - 21 *THE IMPRACTICAL JOKER*

Following clues from The Joker's vandalization of key-like objects around Gotham (tearing up a book, cracking a record, burning a file and lopsiding a sign), The Caped Crusader and The Boy Wonder head to Angus Ferguson's rare key exhibition. There, Joker steals The Jeweled Key Of Kaincardine with the aid of his new invention, a mysterious little spark-spewing box which leaves The Dynamic Duo completely helpless while he escapes with The Key. Ferguson is furious. Later, Batman and Robin follow a televised clue by The Joker and they trace The Homicidal Harlequin to a fur salon, where they encounter the pasty-faced clown and his henchmen. Batman & Robin capture the mysterious device dropped by the departing Joker, which turns out to be nothing but from a sparkly diversion to help Joker practice hypnotic suggestion! Back in The Batcave, The Batman uses The Batcomputer and a phone book to find Joker's hideout. The Dynamic Duo proceed by Batmobile to the place--resulting in instant capture by The Joker, who places Robin inside a spray wax machine while Batman is strapped to a giant key duplicator!

Wr Jay Thompson & Charles Hoffman

Dir James B. Clark

2 - 22 *THE JOKER'S PROVOKERS*

The Caped Crusader removes his duplicate house key from his utility belt and uses it to jam the key duplicator's mechanism, releasing him. He quickly Bat-pummels Joker's minions, rescues a now wax-immobilized Robin from the wax spray machine, returns him to The Batcave, and restores him to normal with the aid of Bat Wax-solvent. Meanwhile, Joker has perfected a new little box that acts as a time machine, with which he hopes to cause the expected havoc by controlling time. He also, it turns out, plans to place a hallucinogen in the city's water supply so that all of Gotham will be in thrall to him. Alfred helps out the heroes by arranging to pose for his lookalike cousin Egbert, the night watchman at Gotham Reservoir, and he introduces his newly-designed Alfcycle, which he rides to the reservoir. There, after switching places with Egbert, Alf manages to victimize The Joker and his gang (at gunpoint!) with his own insidious time machine, freezing and reverting them in time! Batman and Robin arrive just in time to wrap everything up when Alfred unknowingly switches off the device. Later, Aunt Harriet, arriving home from a movie theater, runs out of gas and seeks assistance from Alfred (posing as Egbert again); just then, The Dynamic Duo (with a bag lunch for Alf) show up and aids Harriet. NEXT WEEK: Carolyn Jones as Marsha, Queen of Diamonds faces Batman!

Wr Jay Thompson & Charles Hoffman

Dir James B. Clark

2 - 23 *MARSHA, QUEEN OF DIAMONDS*

Chief O'Hara has been drugged into a love-slave of Marsha, Queen of Diamonds, allowing her to rob U. Magnum's of the famous Pretzel Diamond. Gordon puts through a call to The Dynamic Duo on The Red Phone to alert them of the chief's off-kilter behavior, sending them to Police HQ. Meanwhile, The Diamond Queen has O'hara phone Gordon, who rushes to Marsha's hideout to rescue the chief and apprehend the diamond diva, but, thanks to a dart fired from a statue of Daniel Cupid tipped with a love potion concocted by Marsha's Aunt Hilda (a winsome witch who was a chemistry professor at Vassar for

20 years before being thrown out for turning the entire student body orange for a week!), the commissioner is added to Marsha's unending list of love slaves. Under Marsha's spell, Gordon phones The Caped Crusader and lures him into a trap at her lair! The Dynamic Duo speed to Marsha's love-nest/hideout, where the criminal Queen Of Diamonds shoots a love-potion-tipped arrow at Batman, but The Caped Crusader uses every fiber of his superior Bat-will to fight off the powerful drug. Enraged by this insufferable effrontery, Marsha orders The Grand Mogul her Guardians to destroy Batman and Robin and, in the fray, Robin is both drugged and captured. Marsha offers to trade the Boy Wonder for huge batdiamond that powers The Batcomputer in The Batcave. Batman demurs, saying that no stranger can enter the Batcave; Marsha bounds over this hurdle by offering Batman her hand in marriage. This way, she will no longer be a stranger, she will become Mrs. Batman!! The next time we see Batman, he walks down the aisle with Marsha toward the church altar!

Wr Stanford Sherman

Dir James B. Clark

2 - 24 *MARSHA'S SCHEME WITH DIAMONDS*

Batman is torn between whether or not to say, "I do," when all of a sudden, Alfred, disguised as British solicitor Ethelbert Soames (of Soames, Stillwell and Thistlewaite!), arrives with Aunt Harriet. They disrupt the unholy union by claiming Cooper is the one and only Mrs. batman. Realizing she has been conned, The Diamond Queen and her Grand Mogul immediately make a break for it! Batman and Alfred speed by Batmobile to Marsha's love nest/hideaway with The Bat Antidote Kit to free Robin and the others from the love potion.

The Dynamic Duo trace Marsha to the underground cave of her Aunt Hilda, where they battle Marsha's Guardians while Hilda, armed with powerful antidotes, tries to turn them into a variety of animals. But The Caped Crusader and The Boy Wonder prove a match for her every spell and The Guardians. An undaunted Marsha then renders the heroes unconscious with knockout drugs. Hilda then applies them with her strongest potion yet, which is supposed to turn them into toads! The next day, Marsha and her Grand Mogul appears in Commissioner Gordon's office bearing caged and caped toads who speak with the voices of Batman and Robin! Marsha threatens to feed the talking toads to her pet cat unless Gordon meets her demands. It turns out, however, to have been a trick: the real Batman and Robin (after escaping from Marsha's hideout) swoop in to disarm The Grand Mogul and haul Marsha off to prison.

Wr Stanford Sherman

Dir James B. Clark

2 - 25 *COME BACK, SHAME*

Shame, a conniving cowboy of crime, and his western gang comprised of Okie Annie, Messy James, and Rip Snorting, plan to build a superpowered truck, which will outrace even The Batmobile. Needing some additional parts for the truck, they swipe a racing car right in the middle of The Gotham City 500 Road Race! Shame returns to his hideout at the abandoned Westernland Amusement Park, where he befriends a small boy names Andy, who imitates a cowboy. Meanwhile, Batman and Robin have figured out Shame's scheme and plants a story with DJ Hot Rod Harry about the new parts added to the Wayne Limousine. Shame listens to said broadcast on Andy's radio and prepares to hijack the limo, with Oakie Annie as bait!

Taking a drive in the limo, Bruce Wayne, Dick Grayson and Alfred (who doubles as chauffeur) encounter a cow in the middle of the road. The three get out of the limo to move the cow...when suddenly Shame and his pernicious posse emerge from the bushes armed to the teeth, and they make off with the car. Long after Shame and crew have vanished, The Batcycle, which had been following them for a mile behind them, arrives, carrying The Alfcycle, which Alfred rides to The Batcave (using a circuitous route), and Bruce and Dick follow suit in The Batcycle. Later on, The Dynamic Duo trace the vehicle to Westernland by way of The Infrared Batdust, with which the Wayne limo's tires were cleverly coated but can only be detected by The Batmobile's specially tinted windshield. After a battle, The Caped Crusader and The Boy Wonder are knocked senseless by a falling chandelier. Shane leads them outside and stakes them out in the middle of the road and releases a herd of stampeding cattle in their direction, with intentions of trampling The Duo!

Wr Stanley Ralph Ross

Dir Oscar Rudolph

2 - 26 *IT'S THE WAY YOU PLAY THE GAME*

The vibrations of the stampeding cattle cause the stake holding Batman's wrists to shake loose from the ground, and, leaping to his feet, he takes off his cape and, matador-style, guides the stampede away from himself and Robin. Returning to The Batcave, The Caped Crusader again contacts Hot Rod Harry who refers them to used car salesman Laughing Leo--who is also a secret informant of Shame's criminal posse! At Laughing Leo's lot, located on the corner of Surf Avenue and 20th Street, The Dynamic Duo are

unable to get a straight answer from Leo. They depart, and, feeling something is wrong, Leo reports back to Shame that Batman and Robin have survived. Shame is put into a funk so deep he shoots up nearly his entire garage!

Shame anticipates The Dynamic Duo's return and prepares a double-barrel ambush! As predicted The Caped Crusader and The Boy Wonder do return to Westernland where they are greeted by a hail of bullets--and Robin is shot in the heel by Shame! Batman rushes The Boy Wonder back to The Batcave for treatment; there Alfred reports that he, as Bruce Wayne, is scheduled to appear at the rodeo this afternoon. Alfred's reminder manages to crack the case: Shame plans to steal the four prize Black Angus bulls, each worth \$300,000, that will be on display! However, by the time The Dynamic Duo reach the rodeo, Shame and his posse are long gone with the bulls in his supertruck. Figuring the bulls have to be fed, Batman tracks the gang to The K.O. Corral down at the stockyards, where, after a blazing gunfight, Batman and Robin corral the entire gang of desperadoes and take them to the hoosegow. NEXT WEEK: Burgess Meredith with a new Penguin ploy!

Wr Stanley Ralph Ross

Dir Oscar Rudolph

2 - 27 *THE PENGUIN'S NEST*

The Penguin opens an exclusive restaurant, The Penguin's Nest, which caters to Gothamite's richest citizens. By a clever ruse he and his henchmen Cordy Blue, Maty Dee, and Chickadee collects handwriting samples from his very exclusive guests. Upon his inevitable return to Prison (the foul fowl has been imprisoned so many times he has been assigned a permanent cell!), he plans to use these samples, in collaboration with the famous forger Ballpoint Baxter, to forge checks against the millionaires' accounts, which Penguin will cash immediately upon his release. However, Baxter is in prison, so The Penguin somehow has to get himself arrested...something which, unfortunately for him, he just can't seem to do! First he attempts to snatch a piece of jewelry from Aunt Harriet, who was dining at the restaurant, but Batman and Robin later intercede and allow the wayward wallower to go free, despite his attacking Chief O'Hara with a pie in the face. Since Penguin is obviously eager to return to jail, The Caped Crusader suspects he has something sunister up his sinewly sleeve and decides to check his prison cell assignment. Thus he and The Boy Wonder divine his scheme and decides to yet again let Penguin off the hook, in hopes he will carelessly tip his hand. Later, The Penguin executes another attempt to be apprehended by staging the fake murder of one of his own henchmen and Batman & Robin, who have been watching him like hawks, haul him away...but to the meager City Jail and not the State Prison (where Baxter is). The Dynamic Duo unravel The Penguin's plan, but not before Cordy Blue, Maty Dee, and Chickadee springs him from jail. In the process they also kidnap Chief O'Hara and hold him hostage. Penguin locks the chief in a steamer trunk suspended on a water slide over a pool of water. The Penguin lures Batman and Robin to his lair, but they arrive just as the trunk splashes into the water. As The Penguin prepares to throw a switch that will electrify the pool, his gang members level their machine guns at our hapless heroes.

Wr Lorenzo Semple Jr

Dir Murray Golden

2 - 28 *THE BIRD'S LAST JEST*

Happily, The Dynamic Duo's quick thinking and fast reflexes foil The Penguin at this dastardly game, and the pair act as his prosecutors at the ensuing criminal trial. There, The Penguin's spirited, self-destructive defense backfires and he is released once more. Batman and Robin's next ploy is to send Alfred to The Penguin's Nest disguised as master forger Quill-Pen Quertch. However, The Penguin catches on and has the faithful butler rolled into a giant pie. The diabolical dish is driven to Wayne Manor, where The Penguin threatens to bake the butler unless Bruce Wayne forks over a cool million. Luckily, Bruce and Dick duck out to get the cash, transform themselves into The Dynamic Duo, and save the day. The Penguin and his malodorous maitres'd reaches the State Pen just in time to discover to their horror that Ballpoint Baxter has been paroled!

Wr Lorenzo Semple Jr

Dir Murray Golden

2 - 29 *THE CAT'S MEOW*

The Catwoman, planning to steal the voices of visiting British rock singers Chad & Jeremy, demonstrates her new Voice-Eraser by using it on a morning talk show host. She later uses her fiendish invention on Commissioner Gordon, but not before he tells her where the British rock duo will be staying in Gotham City, which turns out to be stately Wayne Manor. In order to gain access inside the manor, The Catwoman disguises herself as Miss Klutz, a teacher from Duncan's Dance Studio, and arranges to give Dick Greyson a free dance lesson. She quickly gasses everyone asleep and beats a hasty retreat after her allergies to a nearby dogwood plant causes her to sneeze off her disguise!

Later, Batman and Robin pay a visit to The Dance Studio. There they make quick work of Catwoman's cronies, Eenie, Meanie, Miney and Moe and attempt to apprehend The Feline-ous Femme Fatale, but she subdues them both a knockout drug and transfers them to a giant echo chamber, where a dripping faucet magnified 10,000,000 times, threatens to reduce their brains to mush!

Wr Stanley Ralph Ross

Dir James B. Clark

2 - 30 *THE BATS KOW TOW*

The Dynamic Duo hum the chamber's F sharp above high C sympathetic vibration, which causes the echo chamber's glass walls to break, releasing them; they immediately race to the site of Chad and Jeremy's concert, but, alas and alack, too late, as The Felonious Feline has already stolen their voices. She later appears on The Allen Stevens Show, where she announces her demands: \$22,440,000 in order to ransom C&J's voices. The British Consul, naturally, refuses to pay the ransom, and so The Caped Crusader and The Boy Wonder must shadow The Catwoman to her new lair and recover the voices.

Tracing her to Mr. Oceanbrig's Hair Salon, Batman and Robin capture Eenie, Meanie, Miney and Moe, but lose Catwoman. Batman chases Catwoman to a deserted alley where she pounces on him and threatens to liquidate him with a sonic gun...which, fortunately for our hero, she can't bring herself to fire! Apprehended by The Caped Crusader, she reveals to him how to restore the voices of Chad and Jeremy. Bruce Wayne and his brood end with enjoying Chad and Jeremy's concert with Commissioner Gordon and Chief O'Hara. NEXT WEEK: Maurice Evans as The Puzzler versus Batman!

Wr Stanley Ralph Ross

Dir James B. Clark

2 - 31 *PUZZLES ARE COMING*

Batman and Robin deduce that a backwards puzzle sent by the urbane Puzzler in a toy plane through Commissioner Gordon's window is a reference to Artemus Knab, a multibillionaire staying at the Gotham Arms hotel. Solving the puzzle, The Caped Crusader concludes The Puzzler is after Knab, and, with The Boy Wonder, rush by Batmobile to his penthouse apartment, where the billionaire rebuffs The Dynamic Duo, claiming to be working on a legit deal with The Puzzler for a puzzle baloon business. Returning to The Batcave with a sample puzzle baloon given by The Puzzler to Robin, The Dynamic Duo learn Puzzler and his gang (Blimpy, Glider, Ramjet, and Rocket O'Rourke, an aspiring movie actress) plan to strip Knab and his guests of all their jewels at the christening of The Retsoor, the multibillionaire's supersonic plane. Sadly, Batman and Robin arrive too late, as Puzzler and his men have already immobilized the guests with Puzzle Gas and stolen their jewels, and then they apply the gas to The Dynamic Duo and makes a break for it. Recovering from the Puzzler's gas, Batman and Robin find another puzzle baloon left in The Puzzler's wake. They follow the balloon clue to The Puzzler's hideout at The Balloon Factory, where, in an ensuing Batbrawl, they are overpowered by Blimpy, Glider and Ramjet and gassed asleep by 2 toy gliders. They regain consciousness to find themselves strapped into the basket of a hot-air balloon that is rigged to send them skyward and then plummeting to their doom once it reaches 20,000 feet!

Wr Fred Degorter

Dir Jeffrey Haydn

2 - 32 *THE DUO IS SLUMMING*

Robin deactivates the hot-air balloon's altimeter with a piece of chewing gum (dropped in the basket by one of Puzzler's men), a scant second just before it manages to reach 20,000 feet. Utilizing a heretofore unsuspected talent at birdcalling, The Boy Wonder then attracts an elusive and highflying (and rather hostile by nature!) giant red-eyed hermit nuthatch bird migrating south for the winter, infuriating him enough to peck a hole in the balloon, allowing it to descend safely to earth, well upstate of Gotham City but, luckily, next to an emergency public telephone booth. The Dynamic Duo return to The Puzzler's factory, where Puzzler deluges them in baloon long enough for himself and his cronies to scam. Puzzler continues his quest to seize Knab's supersonic plane, the Retsoor, sending his sexy moll Rocket to drug Knab's tea while Puzzler himself photographs the secret plans for the hi-tech jet. The Caped Crusader is alerted to The Puzzler's new target by way of a rooster sent to Gordon's office (Retsoor is rooster spelled backward!). He and The Boy Wonder speeds to the Retsoor's hangar, where, after a tense Batbattle, the entire gang is captured and the theft of the Retsoor prevented. Bruce and Dick end by having fun with Puzzler's puzzle balloons with Harriet and Alfred. NEXT WEEK: Michael Rennie as The Sandman teams up with The Catwoman!

Wr Fred Degorter

Dir Jeffrey Haydn

2 - 33 *THE SANDMAN COMETH*

Batman and Robin are alerted when Mooney, a policewoman working undercover as a member of The

Catwoman's mob, vanishes shortly after warning Gordon that Catwoman is planning to join forces with a European criminal known as The Sandman for committing a crime. Later, Catwoman (disguises), pretending to fall asleep on a mattress display in a store window is spirited away by one of Sandman's cronies and later turns up on a TV newscast, where she cleverly advertises the talents of a sleep expert names Dr. Somnambula (b.k.a. Sandman), in hopes of gaining the attention of J. Pauline Spaghetti, a rich insomniac.

Sandman's scheme is a success, and he is summoned to Spaghetti's penthouse; there, while examining her eyes, he gasses her asleep. Working fast, he snaps photos of J. Pauline's financial ledger just as The Dynamic Duo arrive to rescue her from the man they--but not J. Pauline!--believe to be The Sandman. While Spaghetti proves to them that she wasn't in danger, Sandman escapes. The Caped Crusader and The Boy Wonder later trace The Sandman to his GHQ at the abandoned Morpheus Mattress Factory on Derwin Alley. Upon entering the deserted factory, they are quickly seized by Sandman and his henchmen Snooze and Nap. The Batman is bound to a mattress under a giant button stitcher, while Robin (under Sandman's power) is ordered to push the button which activates the machine. The Sandman decides to give Robin to Catwoman as a present and splits.

Wr Ellis St.Joseph & Charles Hoffman

Dir George Waggner

2 - 34 *THE CATWOMAN GOETH*

As the giant needle does its deadly duty, and beckons ever closer to The Caped Crusader, he removes his utility belt, and uses it to hook it onto the machine's control switch and shut it off in time. Meanwhile, Robin, having been delivered to The Catwoman by The Sandman, is forced at gunpoint into her tricky electrifying maze. Abandoning the purloined Batmobile, The Sandman prepares to doublecross The Catwoman and elope with J. Pauline Spaghetti and her millions. Returning to The Batcave, The Batman locates his missing Batmobile with The Batmobile Tracking Map and, with Alfred's able assistance, recovers it, but with no trace of The Boy Wonder. Moments later, The Commissioner phones and informs The Darknight Detective that J. Pauline has withdrawn \$200 million from the bank and has eloped with Sandman to J. Pauline Spaghetti Island. Meanwhile, Robin has reached the middle of The Catwoman's maze, where he encounters Policewoman Mooney. The Batman locates Catwoman's lair at Catacombs Condominium, Subterranean Suite 6, and informs her of her betrayal by Sandman. An incensed Catwoman leads Batman to her maze, from which he emerges in no time with Robin and the missing policewoman. As Chief O'Hara and his men apprehend Catwoman, The Dynamic Duo drive The Batmobile to the secluded Batmarina, where they defect to The Batboat and speed for Pauline's island. As Pauline shows Sandman around her now abandoned noodle factory, Batman and Robin appear and engage Sandman, Snooze and Nap with a fierce fisticuffs, ending with Sandman plummeting into a noodle vat! The Duo soon discover to their surprise that J. Pauline Spaghetti, a seven-year-long insomniac, has finally fallen sound asleep on her own 2 feet! Later, at Wayne Manor, Aunt Harriet shows Alfred, Bruce and Dick her plans to make a shrubbery in the form of a maze. NEXT WEEK: David Wayne returns as The Mad Hatter!

Wr Ellis St.Joseph & Charles Hoffman

Dir George Waggner

2 - 35 *THE CONTAMINATED COWL*

During a leisurely softball game at Gotham State penitentiary, Jervis Tetch, the sinister Mad Hatter, steals home and keeps right on going, along with the cap of Warden Crichton (who was umpire). Later, he and his henchmen swipe 700 hatboxes from BonBon's Boutique (after Mad Hatter gives its namesake proprietress a taste of his Super Mesmerizer in his top hat), and he and his moll, Polly, use the hatboxes to put his entire collection of heisted headgear into storage. Jervis then tells Polly that he has lost all fascination with stealing hats and announces he is altering his tactics to instead use hats for crimes! Alerted to the hatbox heist, Batman and Robin use The Batcomputer to predict The Mad Hatter's next criminal scheme, which is the robbery of Hattie Hatfield's ruby from The Headdress Ball at The Top Hat Room. Jervis Tetch, in cognito as The Three-Tailed Pasha Of Panchagorum, of course, removes the ruby just as The Dynamic Duo arrive and he quickly throws his gimmicked fez to the floor, which causes an explosion of fireworks. In the confusion, The Hatter manages to spritz The Batman's cowl with radioactive spray (turning it bright pink!) before he and his men make a break for it. The Caped Crusader, who strategically ingested an Antiradioactive Batpill beforehand, and The Boy Wonder rushes to Professor Overbeck at The Atomic Energy Laboratory, where Tetch, in disguise as Overbeck's assistant Otto Puffendorfer, snatches the pink cowl just as The Batman changes into a spare one. The Dynamic Duo leap out to confront Jervis The Hatter and his crooked cohorts only to be immediately overtaken, captured, and trapped inside a gigantic X-Ray Accelerator Tube and Fluoroscopic Cabinet, which when activated will permanently irradiate The Duo!

Wr Charles Hoffman

Dir Oscar Rudolph

2 - 36 *THE MAD HATTER RUNS A FOUL*

After Jervis Tetch and his criminal quintet hit the road, Overbeck releases Batman and Robin, who managed to avert the deadly rays with the helpful aid of their trusty Bat-X-Ray Deflectors, from the cabinet and replace them with a pair of human skeletons clad in Batsuits. Later, The Mad Hatter and his slippery stooges are very convinced The Dynamic Duo is a Defunct Duo when they discover the skeletons (typical of a criminal to return to the scene of the crime to admire his handiwork!). And so does the rest of the world, when The Batskeletons are discovered by a cleaning woman the very next morning, and she alerts the police. With The Caped Crusader and The Boy Wonder out of the loop, the full force of Gotham City are at half mast, believing they're dead, and all businesses are shut down and people flocked into their homes by the thousands! The Mad Hatter is given carte blanche to commence with his true scheme: substitute Hattie Hatfield's paste ruby (certainly he knew it was phony!) for a priceless ruby from the forehead of The Golden Buddha Of Bergama on display at The Gotham City Museum. Meanwhile, The Dynamic Duo, back at their familiar haunt, trace Jervis to his hideout at the defunct Green Derby Restaurant (what more fitting GHQ for a criminal of The Hatter's caliber to hang his headgear?), thanks to a Homing Battransmitter hidden inside the stolen pink cowl. Finding Jervis The Hatter and his quartet of crooked cronies awaiting them at the top of a giant water tower adjacent to the restaurant, Batman and Robin clamber to the top after them and rout them. Chief O'Hara and his boys in blue arrive to take over the proceedings, and The Duo greet the millions of Gothamites who came out to cheer them on, having learned they were still alive! Later, at Wayne Manor, Alfred Pennyworth answer Aunt Harriet's burning question about how Bruce and Dick could possibly have known The Dynamic Duo were still alive, while other's didn't; he says he told them himself, after hearing it from Maudie, his cousin Egbert's wife and cleaning woman at the atomic energy lab, who'd discovered the Batskeletons and, well, has a predeliction to exaggerate! NEXT WEEK: a Batman special: the first installment of an action-packed 3-parter in which The Joker and The Penguin team up against The Caped Crusaders. Don't miss the start of the hostilities, Batfans...next week! Same Battime, same Batchannel!

Wr Charles Hoffman

Dir Oscar Rudolph

2 - 37 *THE ZODIAC CRIMES*

The Joker pays a visit to Commissioner Gordon's office @ Police HQ and swipes a Rare Art Map. Alerted, Batman and Robin deduce that The Clown Prince Of Crime is plotting to commit 12 crimes based loosely on astrological signs of the zodiac and that he committed the first Zodiac Crime already by stealing the Rare Art Map, whose initials stand for the sign of The Ram (Aries!). Meanwhile, back at his hideout Joker clues the recently arrived (rather, packaged and shipped!) Penguin into his nefarious astrological plan. He then gives a false clue to The Dynamic Duo to the effect that "Taurus The Bull is next on my show," and "You'll be singing a song of woe!" Batman and Robin deduce that Joker was telling them a lot of bull, believing that The Homicidal Harlequin's true objective involves kidnapping a famous brother-and-sister singing duo named The Twins (Gemini!), who sing a song of woe, and they rush to their aid. Unknown to our Duo, the singing duet have already been replaced by Joker's aides, and that Blackbird Of Prey, The Penguin, is waiting in the wings to ensnare The Crusaders. Arriving at the studio, The Caped Crusader and The Boy Wonder are led outside, where Penguin escapes on Joker's Boom Bug. Racing to The Batmobile, The Dynamic Duo chase the bizarre truck, but lose The Penguin, who cleverly lifts himself off with the aid of his trusty bumbershoot and an overhead wire. While Batman and Robin are led astray, The Joker and his shapely aide, Venus, make off with the true twins: the famous Twin Diamonds! Returning to The Batcave, The Caped Crusader learns the location of The Joker's hideout by analyzing the long wig left behind by Venus at the studio when she masqueraded as one of The Twins. Arriving at the hideout, Batman and Robin find the place deserted save for Venus, who falls for Batman and agrees to help him and Robin snare The Joker. She leads The Dynamic Duo to the opera house, where The Dastardly Duo, Joker and Penguin, plans to commit 2 Zodiac Crimes: the kidnapping of Leo Crustash (Leo The Lion and Crustacean The Crab!!). A fight ensues, but Joker and his minions escape, abandoning Penguin to the fate of the authorities. Figuring that The Homicidal Harlequin is scheming to pilfer a masterpiece entitled Virgin Bereaved (Virgo The Virgin!), Batman and Robin dash to The Gotham City Museum, where they are overpowered and tied down to an altar beneath a giant meteorite, which is rigged to fall on them (and turn them into tomato paste!) when its supporting cable is severed by a revolving piece of thermite attached to a planetary mobile surrounding the great rock!

Wr Stanford Sherman (w) & Stephen Kandel (s)

Dir Oscar Rudolph

2 - 38 *THE JOKER'S HARD TIME*

Batman frees one of his hands, takes a Batarang from his utility belt, and tosses it at the burning thermite. Breaking off a piece, Batman frees himself, pulls out a Batknife and cuts Robin loose, and they escape with seconds to spare before the great stone drops! Joker believes the duo are finished and snatches a statue of Justice (Libra The Scales!), worth a fortune in carrara marble, from outside Police HQ, just as Venus, incognito as a trenchcoat detective, plucks a jeweled scorpion (Scorpio!). The Dynamic Duo

arrive at Police HQ in time to chase down The Joker, who beats a retreat in a stolen police car.

Unable to catch him, The Duo set a trap for Joker and his crew at the home of Basil Bowman (Sagittarius The Archer!). When The Criminal Clown arrives and finds Batman And Robin, he grabs Venus and, with a knife at her throat, makes his escape using her as his shield! Finally realizing Joker isn't to be trusted, Venus defects to The Dynamic Duo's side and leads him to a record shop and there they find Leo Crustash. Later, not only does Joker snatch 2 rare fish (Pisces!!) that were on exhibit at The Gotham City Park Fountain, but one of his men manages to snatch Venus as well, not long after The Dynamic Duo speed off in pursuit. Back at his GHQ, The Joker catches The Caped Crusader and The Boy Wonder in a huge net and are quickly taken to a water-filled tank, where, along with Venus, they are about to become the main course of a giant clam. The Joker departs to commit his next crime, while the clam tries to swallow Robin!!!!

Wr Stanford Sherman (w) & Stephen Kandel (s)

Dir Oscar Rudolph

2 - 39 *THE PENGUIN DECLINES*

Using every ounce of his superhuman Batstrength, Batman bursts free of his chains, rushes over to the clam and pries it open long enough to rescue Robin from the maw of the menacing mollusk! Freing Venus, the trio make their escape, while The Joker, needing more assistance with his remaining 2 Zodiac Crimes, has his flunkies Uranus and Mars smuggle The Penguin out of prison in a prison laundry truck (by way of Operation Laundry Bag!). Using a mixture of his own insidious creation, The Joker turns the entire Gotham City water supply (Aquarius The Water-Bearer!) into Jokerjelly (concentrated strawberry gelatin which resembles strawberry jelly, but tastes like strawberry axle grease!), and then demands \$10 million to change it back! Meanwhile, The Penguin, claiming he has reformed, tries to woo Venus (who's staying at Bruce Wayne's midtown apartment) into asking Batman to let her visit The Batcave, so she can remove Penguin's criminal record from The Batcomputer for him. The Dynamic Duo fly out to the Jokerjelly-infested Gotham City Reservoir by Batcopter and restore the water supply with the trusty aid of a Special Exploding Batarang and The Portable Batlab. Returning to the city, Batman and Robin pay a visit to Venus, who, falling for Penguin's fib about going straight, she convinces Batman into taking her to The Batcave. Hoping to make Batman the goat (Capricorn!!!), Penguin, Joker, and henchmen Mercury, Mars, Saturn, Neptune and Uranus secretly stow away in The Batmobile's trunk. The Duo returns to The Batcave with Venus (having doused her with Batgas, naturally!), and there the crooks pop right out, ready for doing away with Batman and Robin, and converting The Batcave into the headquarters of Gotham City's criminals! But The Caped Crusader stops them by activating his newly designed Batspectrograph Criminal Analyzer, which recorded Joker and Penguin's bone structure, metabolism rate, molecular blood structure, retina patterns, and other invaluable scientific data (he knew of their hiding in the trunk all along, and so he brought them both to The Batcave in order to utilize The Analyzer which only works at close range and is too large to move). The Penguin tries to liquidate The Duo with his deadly Umbrella Gun, but The Batprobe Negative Ion Attractor, which Batman strategically installed in The Batmobile's trunk, depleted its power source during the time they were inside. After a fierce fight, the whole gang is captured and ready to be delivered to prison. Later at Wayne Manor, Dick Grayson cringes as he learns from Aunt Harriet that the main course for dinner is clam chowder, but his guardian Bruce assures him it's his chance to get even! TOMORROW: the Cat-astrophic return of Julie Newmar as The Catwoman!

Wr Stanford Sherman (w) & Stephen Kandel (s)

Dir Oscar Rudolph

2 - 40 *THAT DARN CATWOMAN*

After giving a stirring speech at the graduation class of Aaron Burr High School, Robin is sidetracked by Pussycat (a former rock-'n'roll singer and new Catwoman cohort) and cat-scratched with the drug cataphrenic, which turns him into Catwoman's pawn. After roughing up Chief O'Hara, The ex-Boy Wonder departs as a new member of The Catwoman's covey! O'Hara quickly alerts Commissioner Gordon who alerts Batman...but meanwhile, with Robin's help, Catwoman steals \$200,000 (which Bruce Wayne keeps on hand as house money) from Wayne Manor — her first step toward raising the million dollars she needs to purchase the plans to The Gotham City Mint. Aware that the police are hot on her trail, The Catwoman threatens to kill The Boy Wonder should the law try to intervene. Consequently, Batman must act on his own. Mayor Linseed is desperate. After Catwoman succeeds in perpetrating two more heists (robbing a local bank and the home of inventor Pat Pending), Batman divines that her next job will be at Prince Ibn Kereb of Gedalia's weighing-in ceremony, where the Prince equals his weight in greenbacks. Batman arrived to do battle with Catmen Spade, Marlowe and Templar, but he finds that he must now deal with the drugged Robin, whom Catwoman sics on "the blue dragon". Batman allows the boy to rough him up and crash a chair over him. When the Caped Crusader tails the gang to Catlair West, and finds Robin all tied up, he thinks he has played possum and rushes over to free him, but when he does, he finds that Robin has played possum...just not in the way that Batman believes, though, and he is caught in a Cattrap. Batman finds himself dangling mere feet above certain death, tied to a giant mousetrap that will spring shut just as soon as The Boy Wonder finishes sawing away at the rope.

Wr Stanley Ralph Ross

Dir Oscar Rudolph

2 - 41 *SCAT DARN CATWOMAN*

The Feline-ious Felon agrees to release The Batman from the trap only if he agrees to join her gang, and, having little alternative (he's not willing to allow a murder rap hanging over Robin's head), The Caped Crusader acquiesces, but he slips himself a Universal Batantidote before he is scratched with Cataphrenic, allowing him to keep his reason. Pretending to be under The Catwoman's spell, Batman accompanies the gang to The Old Criminals' Home to visit "Little Al," from whom Catwoman hopes to buy the plans to the GC Mint. Batman phones an anonymous tip to the police informing them where they can capture Robin and Pussycat. Knowing that The Boy Wonder is now safe, Batman sets a trap for Catwoman, who convinces him to take her back to The Batcave (but not before he gasses her to sleep with Batsleep gas!). While in The Batcave, Batman diverts a phone line instigated by the police trying to trace him to the cave, leading the cops right to the place of inventor Pet Pending, whom they arrest. After a tour of The Batcave, Batman gasses Catwoman asleep and leaves a note for Alfred Pennyworth ordering him to deliver The Batantidote to Robin at Police HQ. Returning to Gotham, Batman and Catwoman meet the rest of the gang at The Mint. Using a hidden entrance detailed in The Catwoman's plans, they enter the building with plans to loot the whole safe! They blast their way into the vault with a silent explosive, where they are confronted by Robin, now restored to his faithful crimefighting old self again thanks to The Batantidote. The Dynamic Duo make mincemeat of The Catmen, but, just as the police arrive to collect the crooks, Catwoman steals Batman's keys and escapes in The Batmobile. Commandeering O'Hara's squad car, The Dynamic Duo give chase through The New Guernsey Bridge, but realize the impossibility of gaining The Batmobile's top speed, so they use The Batmobile's remote control to stop the car at a waterfront building. The Catwoman takes chase by Batman and climbs to the roof to avoid capture, but she is overcome by vertigo! Here she proposes marriage to The Caped Crusader, which he rejects only when she suggests killing Robin to make their lives together purrfect. Pretending to surrender, The Catwoman reaches out for Batman's hand and deliberately slips, falls and disappears into the water below...but has she drowned?! TOMORROW: another Batman special: The Penguin and Marsha, Queen Of Diamonds versus The Caped Crusaders in the first of three exciting parts! Same Battime, same Batchannel!

Wr Stanley Ralph Ross

Dir Oscar Rudolph

2 - 42 *PENGUIN IS A GIRL'S BEST FRIEND*

The Dynamic Duo foil a holdup of a nearby bank---unbeknownst to them it was actually a holdup scene being shot by Penguin for his new motion picture (his production company is, natch, Penguin Productions, Inc.), which they accidentally interrupted! Batman and Robin are forced into signing a contract to appear in the film! The Batman arranges for Aunt Harriet's Film Decency League to raid the scene in which The Queen Of Diamonds, Marsha, was supposed to take a milk bath in the nude. So Penguin tries to teach The Cowled Crimefighter a lesson by setting up a love scene between Batman and Marsha so that he can film 100 takes of the duet smooching--on purpose!

Whilst Marsha and her Aunt Hilda go off to Gotham's Central Park in search of old toads for one of Hilda's love potions, Penguin moves his movie company to The Museum Of Antiquities, where his cronies snatch an entire collection of priceless 15th-century chainmail armor. Penguin discover's Batman's on to his scheme, and he calls for a staged fight which is actually for real! He then places The Duo onto a giant catapult, where he straps cameras to their legs, intending to film them as they are prepared to be launched across Gotham City!

Wr Stanford Sherman

Dir James B. Clark

2 - 43 *PENGUIN SETS A TREND*

As the rope holding the catapult slowly burns through, Batman remembers that he still has The Batmobile's Remote Control device strapped to his wrist. He quickly computes the trajectory, then uses the remote control to signal The Batmobile to meet them at Mulberry and 7th Streets (30 yards south), where he and Robin will come crashing down. The Batmobile heads for her programmed destination, just as The Dynamic Duo are launched up, up into the air and away across Gotham City. As predicted, The Batmobile gets there before The Caped Crusader and The Boy Wonder, just in time to release a safety net from the trunk to catch them. The Duo return to Penguin's movie studio, where the pompous, waddling producer dresses them in 2 suits of armor and them immobilizes them with a huge electromagnet, leaving them suspended in midair while he keeps an appointment with Gen. MacGruder at The Hexagon. Back at the studio, The Batman somehow manages to loosen a fitting from his suit of armor and tosses it into an open light socket, overloading the circuit, shorting out the fuse, deactivating the magnet, and releasing him and Robin. With little time to spare, The Duo speed to The Hexagon still clad in the armor. Meanwhile, Penguin and his finks use the armor stolen from the antiquities museum (rendering them

immune to the soldiers' bullets!) to break into the secret storeroom and pilfer some topsecret plans! Batman and Robin arrive too late at The Hexagon, but they still manage to pick up his trail and locate The Penguin's van, giving him chase. Due to the armor's massive weight, the van blows a fuse during a sharp turn, forcing Pengy and his crooked crew to abandon it, and The Blackbird Of Prey sends his henchmen back to their hideout while he leads The Caped Crimebusters into a trap. Penguin leads the armored heroes down an alley and trips them up by rolling several metal drums into their way. Penguin then pays the driver of an arriving scrap truck to cart everything -- including The Armored Duo! -- away to be tamped down inside a highpressure hydraulic scrap-metal crusher!!!!

Wr Stanford Sherman

Dir James B. Clark

2 - 44 *PENGUIN'S DISASTEROUS END*

While inside the crusher, Batman plucks The Batpumps from his utility belt and uses them to counter the crusher's external pressure with air pressure and stop it from turning him and Robin into paperweights. The Duo then use a torch to slice their way out of their scrap metal cocoon. Meanwhile, Marsha and Aunt Hilda find their old toads and create a batch of love potion to use on the guards at The Gotham City Sub-Treasury, and while The Queen Of Diamonds mesmerizes the guards with her Dance Of The Seven Veils, Penguin and his men move mysterious equipment inside the gold vault. The Caped Crusader has tracked Aunt Hilda's escaped lizards back to her underground hideout, where they find the missing chainmail armor and one of Penguin's thugs, who unwittingly alerts The Dynamic Duo as to The Penguin's present location. Having secured The Fink, The Duo speed for The Sub-Treasury, just as Penguin, Marsha, Hilda, and the rest of the gang lock themselves up inside the vault. For 3 long days, The Batman, Robin, Chief O'Hara and Commissioner Gordon wait outside, while the gang, inside the vault, aided by a tank of fresh air, remain until finally, they burst from within inside a solid gold tank (constructed from the swiped Hexagon plans and the gold in the vault!)! They piece the entire mystery together: Penguin used his sinister movie studio to steal the chainmail armor (Part 1), used the armor to steal the plans from The Hexagon (Part 2), and used the plans to build the tank (Part 3)! Chief O'Hara dives into his squad car and uses it to block the tank, but the tank runs right over it, crushing the vehicle flat! The Dynamic Duo, Gordon, and several boys in blue move the flattened car to discover O'Hara had dove into a manhole with his very life. Batman and Robin give chase in The Batmobile and use The Batzooka to disable the tank, forcing the villains to surrender. Bruce Wayne and Dick Grayson end with watching a 16mm home movie of Marsha and Batman kissing, at home with Alfred and Aunt Harriet. NEXT WEEK: John Astin as The Riddler battles Batman!

Wr Stanford Sherman

Dir James B. Clark

2 - 45 *BATMAN'S ANNIVERSARY*

On an urgent call from Commissioner Gordon, Bruce Wayne and Dick Grayson switch to Batman and Robin and rush to The Gotham Plaza Hotel; once there, they are surprised by a party being held in celebration of Batman and Robin's anniversary of their partnership with The Gotham City Police Department. During the presentation of a golden calf filled with \$200,000 intended for charity, the party is interrupted by erupting clouds of green smoke and the sudden appearance of three emergency firemen who swipe the calf and escape through an open window. Before making his escape, one of the firemen reveals himself to be that crooked Count Of Conundrums himself, The Riddler, in disguise, who drops off one of his criminal clues, and then drops out to a safety net placed just outside! The Dynamic Duo attempt to give chase in The Batmobile, but lose the getaway truck in some Riddler-planned confusion. Following up on Riddler's clue, The Dynamic Duo analyze a crossword puzzle in The Gotham Herald newspaper. Believing they have solved the puzzle, and that it holds the key to The Riddler's next caper, they put through a call to Gordon by Batphone to alert him. However, Gordon informs them that the underground vault of The Gotham City Bank has been flooded (obviously engineered by Riddler and crew!). Realizing they have misread the clues, Batman and Robin track Riddler to the bank where he and his henchmen Across and Down (in frogman wetsuits) are attempting to steal the cash. Armed with Batrespirators, The Duo give battle; during the fight, Riddler yanks off Robin's respirator and tosses it asunder, causing Batman to rush to his aid and give Riddler and his minions the distraction they need to split. The trio of supercrooks reconvene at their hideout at the soon-to-be-opened Norman Jigsaw Puzzle Factory, where they meet up with their moll, Anna Gram (oh, brother!) and to dry out the stolen money, for The Prince Of Puzzlers wants to collect \$3 million in order to bargain for a horrifying weapon from Professor Avery Evans Charm: a pen-sized Demolecularizer. Meanwhile, Batman and Robin remember their appointment with The Gotham City's Bakers Guild to pose for lifesize marshmallow figurines, which will top a giant cake. Unknown to them, The Riddler, Across and Down have replaced the guild members! They lift The Caped Crusader and The Boy Wonder by forklift to the top of the 3-story cake; then, with a click of a switch by Riddler, Batman and Robin find themselves stuck as the cake directly under our heroes is made of 15 feet of lethal quicksand cleverly disguised as strawberry icing! As The Dynamic Duo slowly sink to oblivion, The Riddler and his men depart to prepare his next criminal scheme.

Wr William P. D'Angelo

Dir James B. Clark

2 - 46 *A RIDDLING CONTROVERSY*

As the lethal quicksand has almost claimed our heroes, Batman and Robin escape by reaching down ever so slowly, activate their experimental Heel-and-Toe Batrockets, and rocket themselves to safety. They investigate another cunning clue left by Riddler after his latest crime, and encounter Riddler, Across and Down at the penthouse of Anthony Aquila, an exiled South American dictator. They are unable to stop the thieving trio from cracking the dictator's safe because they must first rescue dictator himself from one of Riddler's fiendish puzzle-traps. Fearing for the man's life, The Duo allow the villains to escape with their ill-gotten gains. The Boy Wonder succeeds in solving the puzzle of the cage and releasing Aquila, only to find that the box supposedly containing the explosives was a fake ("If the tail fits, wear it!"). The Riddler finally amasses enough capital to purchase Professor Charm's invention, which he plans to demonstrate on a park statue. Disguised as a street cleaner, Riddler aims the Demolecularizer at the statue and makes it vanish right before the very eyes of The Dynamic Duo and the police! The Conundrum King then promises to Demolecularize Police HQ unless Gotham's criminal codes are rescinded. The Caped Crusader and The Boy Wonder fly The Batcopter over Gotham and seed the clouds above with di-chloride, thus neutralizing Riddler's device with a well-timed lightning bolt from a passing storm cloud. The Dynamic Duo then trace Riddler to his hideout by Batcycle at The Norman Jigsaw Puzzle Factory, where they round him and his cronies Anna Gram, Across and Down up, and send them on another long trek back to the pokey. Later, in Gordon's office @ Police HQ, a guilt-wracked Professor Charm returns the stolen cash.

Wr William P. D'Angelo

Dir James B. Clark

2 - 47 *THE JOKER'S LAST LAUGH*

When a rash of counterfeit money is discovered emanating from Gotham City Bank, The Caped Crusader and The Boy Wonder are summoned to investigate. At Police HQ, they discover that The Joker has planted a tiny loudspeaker on Commissioner Gordon's cufflinks which was the source of a constant broadcast of hideous laughter that seemed to echo in Gordon's ears and had been driving him and Chief O'Hara up the wall. Believing The Harlequin Of Homicidal Humor is behind the phony tender at the bank, The Dynamic Duo rush to the scene. There at the bank, it is discovered that the bank's chief teller has been replaced by Mr. Glee, a Joker-controlled robot. The Batman and Robin disables the robot and takes him to The Batcave, and Joker and his moll, Josie Miller, is able to divine the Batcave's location with the robot's built-in homing device, and they give pursuit in The Jokemobile! However, Batman has anticipated this and uses a tracking signal Batdeflector to lead The Joker to a fake Batcave! Back in The Batcave, The Caped Crusader traces The Clown Prince Of Crime to his new hideout: at the offices of Penthouse Comic-Book Publishers. In order to prove Joker is printing illegal tender, Robin attempts a break-in, while Bruce Wayne pretends to be a broken man from embezzling some of the bank's money, and his only way out is to ingratiate himself with Joker. If The Joker would agree to print some of his funny money, Bruce would return the favor by making him Vice President of The Gotham National Bank. Joker quickly, and gleefully, agrees, but just as he is about to print the corrupt cash, The Boy Wonder appears and does battle with Boff and Yock, two of Joker's other robots. Bruce joins in briefly, but Robin is nevertheless quickly subdued and winds up strapped to a giant printing press Joker uses to manufacture comic books (even more treacherous irony!)! And, just to make sure that Bruce doesn't try to pull a fast one, he orders Boff and Yock to force him to throw the lever that activates the press and turn Robin into a human-sized comic book.

Wr Lorenzo Semple Jr

Dir Oscar Rudolph

2 - 48 *THE JOKER'S EPITAPH*

Just as it looks like The Boy Wonder (already a famous comic-book hero!) is about to become a permanent part of next week's comic issue, the faithful Alfred, disguised as The Batman, Batclimbs to The Joker's hideout, enters the window, arrives just in time to gas the bad guys and release Robin. Joker, however, escapes with his minions and a document signed by Bruce that names The Joker bank vice president! The next time Batman and Robin pay a visit to the bank, they discover that Joker, employing the alias "W.C. Whiteface," has hired his moll and gang as bank employees. Unable to take legal action, The Duo return to Wayne Manor. There, as Bruce Wayne and Dick Grayson, they meet with Joker and Josie, who now proceeds to attempt to perpetrate an intricate blackmail scheme on Bruce with a secret tape recording of his demand for counterfeit cash! In exchange for the tape, Bruce must turn over the corpses of The Dynamic Duo. He refuses, and Joker then orders Bruce to marry Josie with an initial \$3 million marriage settlement! Bruce can't figure out how to foil the scheme without revealing his secret identity, so he, with Dick, seeks an alternate way out. Back in The Batcave, Batman and Robin hatch a Batscheme to use The Joker's own robots against him. While The Boy Wonder rigs the robots, Bruce Wayne is summoned upstairs where he is apprehended. Believing Bruce was not in his right mind when

he appointed Joker to the position of bank VP, Gordon calls in a specialist named Dr. Floyd, who arranges for Bruce to be declared legally insane and put away for his own good! Wayne is then apprehended by Chief O'Hara and The AntiLunatic Squad.

Alfred quickly heads to The Batcave to relay this info to Robin, and, after giving Boff, Yock and Mr. Glee their final instructions, Robin and Alfred speed off by Batmobile to rescue Bruce. Locating the van, they blast open its doors with The Batray and use the superpowered Batmagnet to attract the metal buckles of Bruce's straitjacket to yank him from the speeding van, and he rolls with the fall to escape harm. Bruce switches back to Batman with a spare Batsuit, and The Dynamic Duo race the remaining mile to the bank, arriving just in time to witness the robots in action. Mr. Glee identifies Josie as his long-lost wife, and The Caped Crusader accuses The Joker of aiding and abetting bigamy! Just then, Boff and Yock, the robot tellers, start holding up the customers as per Batman's instructions. Realizing something has gone awry, The Joker pulls out his robot control device and reprogram Boff and Yock to seize The Dynamic Duo. Batman and Robin, knowing that Joker has hoisted himself on his own petard, use the opportunity to pin an attempted murder charge on The Fiendish Funnyman once they have quickly dispatched the mechanical malefactors. Later, Dr. Floyd pronounces that Bruce's fall from the van has restored his sanity, and Bruce receives a clean bill of health.

Wr Lorenzo Semple Jr

Dir Oscar Rudolph

2 - 49 *CATWOMAN GOES TO COLLEGE*

The Catwoman leaves jail and is turned over to her parole officer — Bruce Wayne. She immediately enrolls as a criminology major at Gotham City University. Aided by 3 overage freshmen named Brown, Cornell, and Penn, she arranges for the lifesized statue of Batman to be stolen from the university rotunda. Alerted by Gordon to the theft of the statue, The Dynamic Duo arrive on the scene. While The Caped Crusader examines the only clue to the theft, a freshman beanie containing a single red hair, The Catwoman uses the stolen statue as the model for a Batman costume for Cornell, who so costumed is an exact double for The Caped Crusader. The next day, Batman gives a lecture in criminology to Catwoman's class, where he gives a complete description of the statue thief. Believing Batman is on to him, Penn (who lost the beanie) makes his escape as Catwoman secretly rings the class bell. Later, when The Batman and The Catwoman are sharing a soda (?!!) at The Sweet Shoppe, a local school hangout, Robin The Boy Wonder informs The Caped Crusader about the recent robbery of a supermarket by a crook wearing a Batman suit. Before he can investigate, Captain Courageous, a newly arrived police officer from California (who never even heard of Batman!), has him arrested. While Batman waits in jail, Catwoman incites a student riot. Alfred, disguised as Batman's lawyer, arrives at the Gotham jail with a Batmakeup case, and, after a quick switch, Batman leaves the jail disguised as Alfred. That night at a rally in Chime Square, The Felonious Feline captures The Caped Crusader and The Boy Wonder, deposits them inside a giant coffee cup, and activates the mechanical percolator that, in a matter of moments, will liquidate our heroes with deadly sulphuric acid!

Wr Stanley Ralph Ross

Dir Robert Sparr

2 - 50 *BATMAN DISPLAYS HIS KNOWLEDGE*

As the acid begins to spill out of the pot's spout, Batman positions his hand under the flow so that the first few drops of acid will burn away his bonds. Then, using The Batrope, he switches off the master switch. Meanwhile, Catwoman and her men have managed to steal the rare Batagonian Cat's Eye Opals from The Forever Jewel Company. They take them to French Freddy Touche, a well-known fence who runs a fencing school, in the hopes of selling them on the black market. Freddy knows that the opals are supposed to be jinxed and refuses to take them. Later, while trying to convince Catwoman to return the opals for the reward, Freddy discovers that the gems are fakes, created by Batman. Infuriated, Catwoman invites Batman to meet her alone at the model home of The Sherlock Holmes Real Estate Development at midnight. Arriving at the house, Catwoman tries to kill Batman with poisonous perfume, but Batman suspects the trouble and protected himself by putting Batplugs in his Batnostrils, thus foiling her scheme. Catwoman calls for her cleverly hidden henchmen to finish him off. Robin quickly appears, and together The Dynamic Duo rout the roughians. Bruce returns Catowman to Gotham State Pen; she tells him her heart is for Batman. NEXT WEEK: Batman and Robin clash with The Green Hornet and Kato!

Wr Stanley Ralph Ross

Dir Robert Sparr

2 - 51 *A PIECE OF THE ACTION*

On a foray into The Pick Chip Stamps Factory in Gotham City, The Green Hornet and Kato, tracing a flood of counterfeit stamps, are confronted by the unlikely Col. Gumm, an evil foreman running a counterfeit rare-stamp operation out of the factory, who informs boss Pinky Pinkston. The two crimefighters leave even though they have a good chance of trouncing Gumm. Factory owner Pinky

Pinkston is concerned about the break-in, so she asks Commissioner Gordon for help, and Gordon alerts The Dynamic Duo. Later, Bruce Wayne lunches with Pinky and her friend Britt Reid, and Gumm (in disguise) overhears their conversation as she asks Bruce to get The Batman to guard her factory against The Green Hornet and Kato. Bruce and Britt visit Boris Severoff's Stamp Store to complain about counterfeit stamps. Severoff (Gumm in disguise) denies everything, but he hurriedly advises his thugs, Canceled, Reprint, and Block, to dismantle the operation. Unfortunately, Pinky overhears Gumm's conversation, and she is bound and gagged in his office. The Green Hornet and Kato, returning to the factory in an attempt to round up the do-badders, are captured by Gumm and his men. Although The Batman and Robin arrive soon after, they fall into a glue trap and are forced to watch in horror as The Hornet and Kato are fed to an Enlarged Perforation and Coiling Machine, in which they are both to be blocked, gummed, and perforated into lifesized stamps, while The Caped Crusader and The Boy Wonder, stuck to Col. Gumm's undetachable glue pad, await their turn!

Wr Charles Hoffman

Dir Oscar Rudolph

2 - 52 *BATMAN'S SATISFACTION*

The Green Hornet and Kato are stamped and thumbtacked to the wall, but Batman and Robin unwittingly come unglued and overpower Col. Gumm, Cancelled, Reprint, and Block. At the last possible instant, The Caped Crusader quickly shuts off the machine and loosens the outside panel giving The Green Hornet (stuck inside) enough room to use his Hornet Sting gun to blast open the machine. But the evil gang has dispersed, with Gumm kidnapping Pinky. Green Hornet and Kato try to pick up the trail of the escaped Col. Gumm and his gang; meanwhile, Batman labors with and (with the ever-trusty aid of his Batcomputer) interpret the letters remaining in Col. Gumm's Gumm's abandoned bowl of alphabet soup Pinky left for him and deciphers a message in the soup, which points our heroes toward The International Stamps Exhibition.

Meanwhile, Pinky escapes Gumm's clutches with the aid of her pink dog, Apricot, informs Commissioner Gordon of the imminent crime, and accompanies the GCPD to The Exhibition. There Batman and Robin find not only Colonel Gumm, Canceled, Reprint and Block, but The Green Hornet and Kato, too, whom The Duo believe are the crooks behind this whole criminal scheme! During the ensuing battle, Batman finds himself pitted against Green Hornet and Kato using his karate prowess to subdue Robin. Col. Gumm, still disguised as "Mr. Barbarosa," kidnaps Pinky and tries to snatch the priceless stamps. The Dynamic Duo break off their fight to rescue Pinky, and The Green Hornet and Kato split just as Chied O'Hara, Commissioner Gordon and a slew of Gotham's Finest arrive to apprehend the real culprits and wrap things up. Later that night, Bruce Wayne, Britt Reid and Pinky Pinkston celebrate with a candlelit dinner.

Wr Charles Hoffman

Dir Oscar Rudolph

2 - 53 *KING TUT'S COUP*

Falling flower pots at Yale U. transform a professor and two students into King Tut, Lord Chancellor and Jester. Among other dastardly deeds, he plans the kidnapping of Lisa, the daughter of wealthy Andrew Carson who will appear as Cleopatra (and as Bruce Wayne's date) at an Egyptian-themed costume ball. Batman and Robin learn of Tut's return and of his plans to spirit away Lisa and subsequently do away with the two of them. Watchful policemen at the ball mistake the Tut-garbed Mayor Zorty for the "real" villain, and consequently are absent when the foretold kidnapping ultimately takes place. Batman and Robin tail the large criminal to his hideout, but are captured. Robin struggles against his bonds as a casket containing an unconscious Batman is allowed to sink into a watery grave.

Wr Stanley Ralph Ross (w), Leo & Pauline Townsend (s)

Dir James B. Clark

2 - 54 *BATMAN'S WATERLOO*

Batman uses The Emergency Wireless Battransmitter to alert Alfred Pennyworth with Morse Batcode to his present location. The ever-reliable butler arrives just in time to rescue The Caped Crusader from the sunken casket. After Batman revives from the trance he put himself into in order to conserve air, Alfred informs him that he overheard Tut planning to boil Robin in oil. Meanwhile, Tut decides to accept the money Lisa' father is prepared to pay (\$8,300,487.12) for her safe return and, using a radio program as the go-between, arranges for Batman to deliver the money to the abandoned boilerworks, alone. As Tut prepares to boil The Boy Wonder, his current queen, Neila, tries to help Lisa an Robin escape, but all are quickly discovered and captured by Tut. Just as Robin is about to be thrown into the boiling vat of oil, Batman uses the battering ram attached to The Batcycle to burst into the room. Quickly knocking Tut's men out of the way with a money bag, Batman throws a capsule into the oil, turning it into foam rubber! Saved, Robin aids his partner in taking out The Tutlings. Meanwhile, Tut, knocked out during the battle, reverts to his normal scholarly self. Later, after a date, Lisa Carson invites Bruce Wayne into her hotel

room for milk and cookies. NEXT WEEK: Miss Tallulah Bankhead locks horns with Batman!

Wr Stanley Ralph Ross (w), Leo & Pauline Townsend (s)

Dir James B. Clark

2 - 55 *BLACK WIDOW STRIKES AGAIN*

Mrs. Max Black, The Black Widow, has arrived in Gotham City and just robbed The American National Bank! And then The Beneficial Bank! And then The Commercial, Diversified, Empire and Federal State Banks!! With the aid of her brain short-circuiter, B.W. simply requests a large sum of wampum, and the bank presidents (all named Irving!), rendered incapable of independent thought as a result of her device, are only too happy to hand it over. While Black Widow and her henchmen Tarantula, Daddy Longlegs, and Trap Door count the stolen cash in her den, Batman and Robin, trying to figure out B.W.'s next move, deduce that she's proceeding alphabetically, and they set a trap for her at The Gotham General Bank. There they confront Black Widow and her henchmen, and she tries to short-circuit their brains, but is thwarted by their AntiShort-Circuiting Batelectrodes. She then, nevertheless, falls back on Plan Beta: Batman is sprayed with paralyzing spider venom and The Avaricious Arachnid escapes! The hobbled Duo give hot pursuit of Black Widow with the aid of their Odor-Sensitometer Radar Circuit in The Batmobile. Eventually they trace the smell of gas fumes from Black Widow's motorcycle to a small farmhouse, where they are greeted by an elderly farm couple in rocking chairs (actually mechanized dummies). Unable to get information from the pair as to B.W.'s location, they speed back to The Batcave. There, they listen to the conversation with the farm couple on The Battape Reader and realize that their voices were amplified and that the couples were fakes! The Caped Crusader and The Boy Wonder speed back to the dummy farmhouse, where they penetrate The Widow's lair beneath and find themselves caught in a giant web. Black Widow then has her henchmen release two very deadly (and very real!) black widow spiders and leaves The Gotham Guardians to die.

Wr Robert Mintz

Dir Oscar Rudolph

2 - 56 *CAUGHT IN THE SPIDER'S DEN*

The Caped Crusader reaches the 5,000-volt mini-charge in his ever-reliable utility belt and, using the web as a conductor, electrocutes the spiders. The Dynamic Duo then proceed to The Black Widow's vault, where they find her and Tarantula, Daddy Longlegs and Trap Door counting the money from her latest robbery. Spotting them, B.W. reverses the polarity of her brain device and short circuits his Batbrain! Robin, fortunately, has lost one of his electrodes and is not susceptible to the device's effects--but is quickly tied up anyway. The Caped Crusader, now under Black Widow's spell, uses his Remote-Controlled Batcomputer Oscillator to locate a bank The Spidery Fiend can rob. The computer responds with an answer but also warns that Batman's life will be in danger if he accompanies her to the bank! Black Widow, unwilling to lose Batman, employs the help of a mind-control device, a rack of disguises and the male rubber dummy from the front porch, Black Widow attempts a heist of The Heritage Bank, in the guise of The Dynamic Duo! They succeed, and the guard is forced to shoot at them as they make a break for it. Meanwhile, Robin, of course, manages to release himself and uses Black Widow's mind-control device to break the spell of his partner and they extricate themselves from the sticky trap. They discover the spidery gang in another room of the hideout, counting their ill-gotten loot. Black Widow might return at any minute, so Batman re-ties Robin and goes back to playing solitaire. Once B.W. Has returned with her ill-gotten gains, The Duo pounce on Tarantula, Daddy Longlegs and Trap Door! Batman then turns Black Widow's own mind-control device back on its creator, rendering her helpless. Later, in Gotham State Pen, The Dynamic Duo use The Brain-Wave Batanalyzers to de-criminalize Black Widow and her minions.

Wr Robert Mintz

Dir Oscar Rudolph

2 - 57 *POP GOES THE JOKER*

That Harlequin Of Homicidal Humor, The Joker, appears at Park's Gallery, where he sprays pain all over the exhibit of the latest works of artist Oliver Muzzy. Alfred, who coincidentally happened to be present during the proceedings looking for a painting for Bruce Wayne, secretly alerts his employer by phone as to The Joker's antics. The Dynamic Duo speed to the gallery by Batmobile, only to be taken by surprise at Muzzy's delight by Joker's spray paint's pop art effects, and he offers him a partnership! Unable to apprehend The Joker, The Terrific Twosome depart for The Batcave to await his next move.

Days later, Joker enters and wins an art contest sponsored by Baby Jane Towser, a rich heiress to the paper clip fortune. He then announces that he has formed his own art school for millionaires only. Bruce Wayne decides to sign up in order to keep close watch on the cunning clown, who later kidnaps the entire class and holds them for ransom! Robin suspecting Bruce is in danger, races to the school, where he and Bruce take on Joker's men, fist-wise. But they are quickly defeated, and Bruce is tied to a chair and forced to watch Robin, who is tied to a giant mobile covered with rotating palette knives, which threaten

to slice him to ribbons!

Wr Stanford Sherman

Dir George Waggner

2 - 58 *FLOP GOES THE JOKER*

As the future seems bleak for our beloved Boy Wonder, Bruce blocks the mechanical works of the mobile with himself and his chair, long enough for Robin to work himself loose and use one of the flailing knives to deactivate the mechanism. Returning to see if the mobile has completed its diabolical duty, The Joker and his crooked cronies are jumped on by Bruce and The Boy Wonder. While they pin the henchmen to a wall with carefully thrown palette knives, Joker begs for Baby Jane's forgiveness; feeling sorry for him, B.J. arranges for his freedom. She then takes him back home with her, where, during a chicken dinner, Joker covers her antique table with paint and has his henchmen chop it up. He convinces the gullible B.J. that he has turned her table into a work of art, and she lets him replace the priceless Renaissance art collection in her father's wing at the museum with the table's painted remains.

After snatching the collection, The Joker puts through a call to Gordon and demands \$10 million in order to ransom the paintings, or he will burn them! Unknown to Joker, The Batman replaced the stolen paintings with rather "childish" fingerpaintings by Alfred. Shocked by the sudden appearance of The Daring Duet, Joker retreats with Baby Jane, while his men take quite a Bat-beating. Planning to revenge himself against Bruce Wayne and hoping to swipe some loot, Joker arrives at Wayne Manor, where he loses a duel with Alfred and runs into Bruce's study; there he trips the switch to The Batpoles, hidden in a bust of William Shakespeare. Mistaking it for a secret passage, he slides down one of the poles---but not before a quick-thinking Alf activates The Emergency Batpole Elevator, sending The Clown Prince Of Crime crashing to the top of the shaft. After a couple of trips up and down the pole, Joker finally gives up. Later, Alfred opens an exhibit of his "childish" paintings, with proceeds donated to The Wayne Foundation Free Nursery.

Wr Stanford Sherman

Dir George Waggner

2 - 59 *ICE SPY*

Mr. Freeze shows up in Gotham Harbor in a giant glacier-hideout. Using the ice magnets inside his iceberg hideout, he immobilizes the S.S. Gotham Queen and kidnaps the brilliant Icelandic scientist Professor Isaacson, in hopes of obtaining a formula for instant ice, which will help him freeze the entire harbor and, eventually, whatever he wants. The Dynamic Duo guess that The Frosty Felon had an accomplice on board the ship, and Batman feeds a list containing the passengers of the S.S. Gotham Queen to The Batcomputer. Moments later, it is discovered that ice-skating star Glacia Glaze was on board under her right name Emma Strunk, and, convinced that there is a connection between her and Mr. Freeze, The Caped Crusader plans to check her out that evening as Bruce N. Wayne, when he will escort Aunt Harriet Cooper to the ice show. Meanwhile, Mr. Freeze has defected to his hideout directly underneath The Bruce Wayne Ice Arena and uses his pet seal Isolde to deliver his ransom demands for Prof. Isaacson, which involves a TV broadcast by Bruce Wayne @ midnight. That night at the ice show, Bruce and Aunt Harriet pay a visit on Glacia in her dressing room...unwittingly interrupting her while she is attempting to keep in contact with Mr. Freeze through her compact which doubles as a 2-way radio communicator. Intrigued by her compact Harriet opens it and is surprised to hear the voice of Mr. Freeze! Glacia quickly covers up by calling it a music box, but Bruce Wayne/Batman is convinced well beyond the shadow of a doubt that Glacia Glaze---b.k.a. Emma Strunk---is definitely in league with The Frozen Fiend! Later that same night, Bruce Wayne does videorecord his TV message @ 11 P.M., so he, as Batman, can trap Mr. Freeze with Robin a good hour later when he tries to collect the ransom money. Meanwhile, Mr. Freeze has attempted to get Prof. Isaacson to spill the beans on his secret invention by putting him in a quick-freezer...without luck, however, for the Icelandic Isaacson is used to the intense cold weather, and it has little effect on him. A discouraged but undaunted Freeze then falls back on "Plan B," injecting Isaacson with carbon monoxide (dry ice!!!)! After returning him to the quick-freezer, Freeze is surprised of The Dynamic Duo's appearance during Bruce Wayne's prerecorded telecast. He is enraged on learning they have brought fake money, and he had his men Frosty and Chilblains toss them into his sinister Sub-Zero Temperature Vaporizing Cabinet, which when activated will instantly vaporize their bodies and make them a part of the ice-skating rink above!

Wr Charles Hoffman

Dir Oscar Rudolph

2 - 60 *THE DUO DEFY*

When it seems that Batman & Robin are no more, bust still fears that he will be discovered, Freeze and crew returns to his iceberg. But The Dynamic Duo escape the terrible cabinet by an emergence exit, and, after waiting until The Frozen Fiend has departed, make their appearance via Isolde's sealhouse. Freeze, meanwhile, in his iceberg hideout (which is hidden among many other icebergs floating in the Gotham

Harbor) has managed to syphen the formula from Professor Isaacson and builds the deadly Ice-Ray, intending to freeze all of Gotham City and the entire country! To prove his word, he ices down various parts of Gotham. At Batman's behest, Commissioner Gordon has a Small Echoing Seal Pulsator placed on Mr. Freeze's trained wonder-seal Isolde, and releases her into Gotham Harbor. Then, tracing the seal back to Mr. Freeze's hideout in The Batcopter, The Dynamic Duo rescue Prof. Isaacson. Freeze tries to render the heroes immobile with his Freeze Gun, but it proves to be no match for their Super-Thermalized Batskivvies! Following the ensuing Batfight, the Gotham authorities, also led straight to Freeze's glacier-hideout, arrive in time to round up the cold-hearted criminals before they can escape to sea in their Ice-Sub, and place them on ice, in jail. Later, Bruce, Dick, Aunt Harriet and Alfred relax by playing with racing cars. NEXT WEEK: a repeat of the very first Batman broadcast, a show which gave television a big breath of fresh air! If you missed it then, don't miss it next week!

Wr Charles Hoffman

Dir Oscar Rudolph

3 - 1 *ENTER BATGIRL, EXIT PENGUIN*

Batman and Robin, having returned to The Batcave from declawing The Catwoman once again, promptly ascend to Wayne Manor as Bruce Wayne and Richard Grayson, who come calling to take Chief O'Hara, Commissioner Gordon and his daughter, Barbara, to the opera. Unfortunately, Barbara, in an elevator, is kidnapped by The Penguin, with the aim of forcing her to marry him! The Penguin tells the astonished group by phone that they should read the society section of next day's newspaper. When they do, they discover the announcement of a forthcoming wedding, between Barbara and The Penguin (who hopes to gain immunity from the police as Commissioner Gordon's son-in-law!), and they desperately try to locate The Penguin's hideout. Penguin henchmen, in search of a minister to perform the ceremony, fall upon The Reverend Hazlitt and Alfred.

The quick-thinking butler pretends that he is The Reverend, and leaves with the thugs (but secretly alerts The Dynamic Duo via the Emergency Batcall on his belt). Bruce and Dick become The Dynamic Duo and, locating Penguin's hideout in a vacant apartment next door to Barbara's own (apparently the last place, Penguin believes, anyone would think to look!), race to the scene, while Alfred is locked up with Barbara. Believing Alf to be a man of The Cloth, she swears him to secrecy and then walks ever so precariously along the ledge to her apartment. She enters her bedroom, activates a secret panel and changes into the costume and accoutrements of Batgirl. Meanwhile, Batman and Robin burst into the apartment which they discover holds a befuddled Alfred Pennyworth and a wedding dress stuffed with pillows! Just as The Blackbird Of Prey and his Finks confront The Dynamic Duo, Batgirl arrives to help them overcome Penguin and his men. Batman and Robin are definitely taken aback by the arrival of this new crimefightress. Meanwhile, Alfred, who had been listening at the locked door, has guessed Batgirl's secret identity! As The Caped Crusader and The Boy Wonder try to rescue Alfred from the locked room, Batgirl returns to the apartment where (as Barbara) she had been held. However, The Penguin regains consciousness and gasses The Duo asleep with a dose of his insidious Penguingas! Then, after bagging them, along with Alfred and what he thinks is Barbara Gordon but is actually the wedding dress stuffed with pillows, he toses them off the terrace in his waiting truck, which drives them to Penguin's auxiliary hideout. Barbara Gordon spots Penguin making his escape in the truck, transforms once again into Batgirl, and pursues the truck to the hideout on her Batgirlcycle and arrives in time to get a chance to show her mettle when she saves The Caped Crusader and The Boy Wonder from being dunked in a vat of boiling water and being steamed alive! As The Dynamic Duo precipitates a *melée* with The Penguin and his henchmen, Batgirl confronts Alfred for deceiving her. Alf merely informs her that he didn't mean to lie, for he chose to take the minister's place to protect him. Apologizing and forgiving him, Batgirl makes him promise not to reveal her true identity; Alf agrees and she quickly changes into the wedding dress so Batman will not become suspicious of her identity. After bagging The Penguin and his Finks (literally!), Batman and Robin turn to thank Batgirl for her help, but she is nowhere to be found; she eventually returns as Barbara to thank Batman and Robin for protecting her. After Bruce Wayne donates a sizable fund to a police charity, Gordon is shocked by a telephoned Riddle

Wr Stanford Sherman

Dir Oscar Rudolph

3 - 2 *RING AROUND THE RIDDLER*

The Riddler attempts to take control of prize fighting in Gotham, kidnapping the current champ, Kid Gulliver, and brainwashing him into throwing his next fight. While Bruce, chairman of The Gotham City Boxing Commission, watches on TV, The Riddler robs receipts from The Gotham Square Garden boxoffice, and leaves behind a blinking metal box, which puts the cashier in a state of shock! Examining the box Batman finds it contains a Riddle about a long-buried temple in Southwestern Asia. Later, Riddler, dressed in a burnoose, appears on Betsy Boldface's TV show in the guise of Mushy Nebuchadnezzar, SW Asia's supposed boxing champion. Barbara suspects it's Riddler in disguise and, switching to Batgirl, follows Betsy to Riddler's hideout at a little-used gymnasium, where Loreli Circe, The Siren, tries to put her under her spell. She is unsuccessful, since her powerful high note (2 octaves

above high "C") works on men only! The Riddler then resorts to having Batgirl tied up and thrown into the steamroom, but she escapes through an airvent.

Meanwhile, The Batman solves 2 more Riddles put through by Riddler over the phone--which is plugged into radio station GTZR--and accepts his challenge to a fight that night at The Garden. There at The Garden, Aunt Harriet, having returned from a trip, greets Commissioner Gordon and daughter Barbara in the audience. As the fight begins, The Caped Crusader has the advantage over The Prince Of Puzzlers, but this quickly changes when he is pelted with metal filings by The Riddler and is immobilized by a giant electromagnet hidden under the ring, activated by Betsey. While The Batman is pounded to a pulp by Riddler, Barbara, who bore witness in the audience, leaves to become Batgirl; she finds Betsey Boldface underneath the ring and shuts off the magnet, setting Batman free. The Riddler and his gang retreat hastily and dash back to their hideout, where they are immediately captured.

Meanwhile, back at Police HQ, Loreli Circe, The Siren, is using her melodic charms on Commissioner Gordon...

Wr Charles Hoffman

Dir Sam Strangis

3 - 3 *THE WAIL OF THE SIREN*

In Police HQ, Loreli Circe, The Siren, the world-famous chanteuse who can sing in 7 different octaves, gives Commissioner Gordon a dose of her hypnotic vocal prowess and puts him under her spell; she then orders him to stow away in The Batmobile's trunk, and, when it returns to The Batcave, to immediately report back to her with information as to The Batman's true identity. When the commissioner inadvertently skips out on a meeting at his daughter Barbara's apartment, The Caped Crusader and The Boy Wonder, thinking something is up, speed back to The Batcave, unwittingly taking Gordon, hiding in the trunk, with them! While faithful butler Alfred Pennyworth dusts The Batcave, Gordon steps out of The Batmobile's trunk, and recognizes him as Bruce Wayne's butler! From this vantage point he learns Batman and Robin's secrets and immediately rushes to a nearby phone to tell The Deadly Chanteuse herself. Although Gordon soon discovers the truth, he is sprayed with Batsleep by Alfred before he can reveal anything. Meanwhile, Batgirl is suspecting The Siren is behind the disappearance of her dad and traces her to her hideout, where she hears her hypnotizing Bruce Wayne by phone with one of her high notes (2 octaves above high C) and then has him meet her at his office at The Wayne Foundation building. The Caped Crusader immediately dashes by Batgirlcycle to Gordon's office to use The Batphone to call The Batman, but reaches The Boy Wonder. She informs him of Siren's nefarious plot and The Dynamite Detectives rendezvous at Bruce's office. Sadly, they arrive too late as Bruce Wayne has already signed over everything he owns to The Siren--including The Wayne Family Jewels! Batgirl and Robin confront Siren but she orders them out of her building. The two only pretend to leave — Robin uses the opportunity to leave behind a bug so that the villainess' activities can be monitored. The Caped Crusader and The Boy Wonder follow The Siren and her men, Allegro and Andante, to the roof, where she orders Bruce Wayne to jump off the building, and Batgirl and Robin are quick to respond! They are quickly spotted by Siren and she orders Bruce Wayne to help Allegro and Andante dispose of them, but, in the ensuing mêlée, Siren is accidentally knocked over the ledge, only to be saved by the Boy Wonder, who promises to save her only if she sings an "antidote note" that restores hypnotized Bruce Wayne to normal. Having little alternative, she revives Bruce with the note, despite losing her voice for good! (Chief O'Hara, who's been told to jump in a lake, is also released.) Later, at Wayne Manor, Batman revives a still sleeping Commissioner Gordon, who, to The Dynamic Duo's relief, has no recollection of what has previously transpired. The Penguin is later seen making an encounter with Lola Lasagne at The Gotham Racetrack...

Wr Stanley Ralph Ross

Dir George Waggner

3 - 4 *THE SPORT OF PENGUINS*

The Penguin steals Lola Lasagne's fancy, priceless parasol during a photo session highlighting her and her prize-winning filly, Parasol, at the racetrack. Then, while trying to pilfer a priceless folio of famous Parasols, Penguin is quickly stopped by Barbara Gordon; he quickly drops the folio and scrams, but strategically turns on a time-bomb in his umbrella and leaves it in a nearby umbrella stand! Barbara quickly contacts her dad, who in turn contacts The Caped Crusader and The Boy Wonder, who rush over to The Gotham Library in the nick of time to dispatch the deadly umbrella bomb before it defonates! Later Lola herself visits Penguin's Book Shop under the pseudonym of fortune hunter Lulu Schulz, who was divorced by her wealthy husband who completely cleaned her out, leaving her with nothing but the racehorse Parasol; she discovered that the supposedly valuable umbrella Pengy swiped is only a fake. Penguin sets his monocle on Lola's real prize possession: her horse Parasol, who is favored to win the Bruce Wayne Handicap. Although the winnings are supposed to be donated to The Wayne Foundation for charity, Penguin has a dastardly plan to fix the race so that they both come out victorious, and Lola joins in gladly. At Glu Gluten's Glue Factory, Penguin and Lola try to purchase a run-down nag that

closely resembles Parasol, but they are interrupted by the arrival of Batman, Robin and eventually Batgirl. The Blackbird Of Prey quickly summons his henchmen, and the inevitable Batfight begins as Lola swiped the horse. While the henchmen battle it out with The Dynamic Trio, The Penguin dashes outside to apply paste all to The Batmobile's seats! So when The Batman and Robin attempt to give chase they find themselves glued to their own car! While The Pompous, Waddling Master Of Fowl Play makes another attempt to snatch the valuable folio of parasols from the library, Lola sprays the glue factory horse to look like Parasol.

Wr Charles Hoffman

Dir Sam Strangis

3 - 5 *A HORSE OF ANOTHER COLOUR*

Penguin schemes to make a bundle for Lola and himself by disguising the glue factory reject as Parasol and the real Parasol under the moniker of Bumber shoot; that way, everyone will bet on the paste Parasol, while The Penguin will make a killing from a wager on the true horse, which is an unmistakable long shot! Needing a quick 10 grand to place that wager, he goes right back to Gotham Library to resume stealing the valuable parasol folio...unwittingly activating and Emergency Library Prowler Alarm, signaling Barbara Gordon, who immediately contacts her dad, Commissioner Gordon, who calls Batman and Robin, who rush to the library in time to catch Penguin plucking the folio. He gasses everyone with his umbrella and escapes. Knowing Penguin is short of funds, The Batman places a 'wanted to buy' ad in the collector's newspaper for a valuable book on parasols. The Penguin spots the ad and contacts the advertiser, Mr. A.L. Fredd (who actually is Alfred the butler in disguise, of course) and offers to sell him the folio for the needed amount of betting cash. The Felonious Fowl is angered to no end upon discovering The Caped Crusader has returned the stolen folio, and, blaming Barbara Gordon, he sends her a deadly gas-filled toy penguin! Penguin goes to the track to place his bet and scratches of all the horses in the race with the exception of Parasol and a newcomer Bumbershoot--literally!--with some well-placed itching powder. Bruce learns of this scheme and guesses the true nature of Penguin's plan to ride Bumbershoot in the race, and immediately enters his own horse, Waynebeau, in the handicap, knowing it's a shoo-in to win. Alfred knows Bruce would like Batgirl as jockey for Waynebeau, as Dick Grayson is set to ride the phony Parasol. The dutiful butler then rushed to the library in time to smother the toy penguin before it gets a chance to do any harm, and then informs Barbara about Bruce's plans for the race. Later, at the racetrack, The Caped Crusader on Waynebeau easily passes Penguin on Bumbershoot and handily wins the Handicap. Realizing something has gone awry, The Blackbird Of Prey quickly waddles back to the jockey room to switch into his regular garb before escaping, and finds that The Dynamic Trio have tailed him (no pun intended!). They battle the henchmen and proceed to put salt on The Penguin's tail once again. In Gotham City Library, The King Of The Nile, Tut, is ogling some rare ancient Egyptian scrolls

Wr Charles Hoffman

Dir Sam Strangis

3 - 6 *THE UNKINDEST TUT OF ALL*

The Nabob of the Nile returns to Tut-ness after being hit on the head with a brick during a love-in. "Retired," he sets himself up in a tent on 6th and Albert streets as a public crime predictor. After 3 crimes Tut predicts (and perpetrates!) are committed, Batman and Robin pay him a visit--without much success. Later, King Tut has his cronies rob the soccer stadium and deliberately let The Caped Crimebuster apprehend them, delaying him long enough for Tut to plant a homing device in The Batmobile! Discovering that The Batcave is under Wayne Manor, Tut calls the house and demands to speak to Batman, not Bruce Wayne! Bruce denies Tut's accusing him of being Batman, so the doubtful monarch demands to back up his claim by appearing in public with The Caped Crusader simultaneously, or he will blow his cover.

Later, Bruce programs The Batmobile to drive by itself and employs the use of a dummy Batman and the art of ventriloquism to confront the nefarious nabob. Thinking he has failed in his plan, Tut practically falls to pieces; he apparently recovers and predicts a raid to free Gotham City's archcriminals, luring The GC Police to the prison. Meanwhile, Tut snatches priceless Egyptian scrolls which will eventually lead him to the statue of a god, rumoured to give its possessor power to control the world! Becoming aware of the danger of the scrolls, Barbara Gordon switches to Batgirl and speeds by Batgirlcycle to The Gotham City Library--too late! She tracks the obese monarch to his hideout, where she is knocked unconscious by Tut's new queen, Shirley, and captured. The Dynamic Duo follows Batgirl's trail at the library to Tut's hideout, where, with a resuscitated Batgirl, thrash Tut and his Tut-lings.

Later, Gotham City is shocked by the arrival of Louie The Lilac...

Wr Stanley Ralph Ross

Dir Sam Strangis

3 - 7 *LOUIE THE LILAC*

Commissioner Gordon plans a "flower-in" at Gotham City City Park but is disappointed to learn that there are no flowers available. Meanwhile, the dastardly Louie The Lilac plans to "take over" the minds of Gotham City's flower children — and he begins by kidnapping one of their leaders, Princess Primrose (having placed her under the power of his nefarious Lilac Spray), an old school chum of Barbara Gordon, who knew her as Thelma Jones. The Princess kidnapping' from the flowerless flower-in has the flower children incensed and they immediately start demonstrating at Gotham City City Hall. Louie, au naturel, knew that Barbara would contact The Caped Crusader (which she did!), and rigs a trap for him and The Boy Wonder. While The Dynamic Duo converse with Barbara, Louie plants a card for Lila's Lilac Shop in The Batmobile. The Batman and Robin discover the card, decide it is a clue, and proceed Lila's Lilac shop, where Louie has prepared a pernicious treat for them: they are drugged with poisonous lilacs and a well-laced vase and left spreadeagled on a trellis in Louie's hothouse, where they regain consciousness and find themselves about to become lunch for deadly man-eating lilac plants! Barbara Gordon is tailed to her apartment by Louie's henchman Arbutus, who confronts her and yanks out the phone cord as she is about to contact the authorities. She then locks herself in her bedroom, changes into that Caped Crusader, Batgirl, and chases off Arbutus. Alfred Pennyworth arrives to inform her that The Batmobile has been located near Louie's greenhouse and give her the address, and she mounts her Batgirlcycle and speeds there in a flash! Meanwhile, Louie takes Primrose, still under his spell, to the flowerless flower-in, where she sings his praises! When the spray wears off, The Princess spills the beans, and unlucky Louie escapes in his Flowermobile, with Primrose and her flower-powered followers hot in pursuit. Back at the hothouse, The Caped Crusader manages to free one of his feet to punt a nearby flowerpot through a window, breaking it (Holy Field Goal!).

The cool air pouring in instantly destroys the deadly plant, and The Dynamic Duo leap free from the anthropophagous bloom in the greenhouse and battle the returning Louie and his henchmen Arbutus, Acacia, and Dogwood. Batgirl gleefully joins in on The Batbrawl, and manages to defeat Louie with a can of Powdery Mildew spray that renders him moldy, decayed and moth-eaten. Louie, unwilling to be taken in, tries to throw himself into the man-eating lilac plant. After rounding up Arbutus, Acacia, and Dogwood, The Dynamic Duo rescue Louie from the greenhouse, where The Lilac was unaware that the plants have already been neutralized by cold air, and haven't done him a modicum of harm! The Dynamic Duo then discover that Egghead has joined forces with Cossack Queen

Wr Dwight Taylor

Dir George Waggner

3 - 8 *THE OGG AND I*

Incognito as a deliveryman, Egghead kidnaps Commissioner Gordon from his office at Police HQ with the aid of Olga and a getaway balloon! They spirit Gordon away to his hideout, where Egghead issues a ransom demand of a \$0.10 tax for every eaten egg in Gotham City. Realizing the only way to locate Egghead and Gordon is by splitting up, The Dynamic Duo converge upon The Bessarovian Embassy, while Batgirl joins ranks with Alfred Pennyworth to follow The Commissioner's trail by the strong scent of his aftershave lotion (Wellington #4, from Sumatra!), which they hope and pray to find emanating from Egghead's digs. Meanwhile, Batman and Robin have opened a dialogue with Bessarovian ambassador Omar Orloff, who is convinced that Olga will swipe the giant Samovar Of Genghis Khan, which is being held at the embassy for safekeeping. The Duo agree, and they hide inside The Samovar to ambush Olga. While Egghead is out collecting his egg tax at Gilligan's Restaurant, Olga and her Cossacks raid the embassy and steal The Samovar, with The Caped Crusader and The Boy Wonder tucked away safely inside. Later, at the hideout, The Dynamic Duo burst forth from The Samovar only to be immediately gassed by The Cossack Queen. Robin and Commissioner Gordon regain consciousness to learn to their consternation that they are being made into borscht by Ambassador Orloff, who is revealed to be one of Olga's Cossacks, while The Caped Crusader is targeted by Olga a one of her future husbands (as queen she's entitled to 6 husbands, and Egghead is slated to become one of them)! Outside the hideout Batgirl and Alfred finally locate the scent of Gordon's aftershave and arrive in time to rescue The Dynamic Duo and The Commissioner and make borscht out of the cossacks themselves! Just as it seems the heroes have won, Egghead reveals his secret weapon: 2 chickens who for weeks have been placed on a diet of onions. Egghead and Olga toss the chickens' eggs at Batman, Robin and Batgirl, each of which explode and emit clouds of tear gas! As The Dynamic Trio become awash in a warm sea of tears, Egghead, Queen Olga and her Cossack beat a hasty retreat.

Wr Stanford Sherman

Dir Oscar Rudolph

3 - 9 *HOW TO HATCH A DINOSAUR*

Egghead, Queen Olga and The Cossacks raid The Gotham City Radium Center and rob 2 lbs. of radium. Later, as Barbara Gordon visits her friend Professor Dactyl at The Gotham Museum, Egghead and Olga grab a giant fossilized 40 million year-old Neosaurus egg, unbeknownst to Barbara or Dactyl! Barbara alerts her dad of the egg's theft, and he in turn alerts The Dynamic Duo. As The Caped Crusader and The Dominoed Daredoll ponder the problem, Egghead plans to hatch the egg with the radium and release the

monster on a rampage of Gotham City! At the same time, Batman and Batgirl remember Professor Grimes' article on revitalizing fossils ("Revitalizing Fossil Forms By The Use Of High-Energy Radioactive Energy Sources," which appeared in an issue of The Southeastern Regional Journal Of Applied Radiology) and, uncovering Egghead's plot, use their Batgeiger counters to track down the radium to Egghead's hideaway. Leaving Batgirl and Robin to enter the front way, Batman sneaks around to the back entrance.

Entering the hideout, Batgirl and Robin are quickly captured and forced to watch as Egghead succeeds in hatching the egg. Egghead then tries to offer the pair as a snack to the hatched beast, but the monster advances towards him instead! Egghead, Olga, and her Cossacks turn chicken and gladly turn themselves in to the waiting paddy wagon outside. As Batgirl and Robin prepare to take on the monster, they are uprised to see it remove its head and reveal the welcome countenance of Batman, who, knowing that it was impossible to hatch the egg, decided to use Egghead's scheme against him. So, he donned a Neosaurus costume, secretly entered the egg, and made it look like Egghead had really hatched a monster!

As Bruce, Dick, O'Hara and Gordon chow down on Barbara's birthday cake, she receives a call from her surfer friend, Skip Parker...just as The Joker and his cohorts Riptide and Wipeout arrive at Gotham Point by Jokemobile...

Wr Stanford Sherman

Dir Oscar Rudolph

3 - 10 *SURF'S UP, JOKER'S UNDER!*

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Wr Charles Hoffman

Dir Oscar Rudolph

3 - 11 *THE LONDINIUM LARCENIES*

After stealing the Queen's collection of snuffboxes from a Londinium museum, Lord Marmaduke Ffogg and his sister, Lady Penelope Peasoup, escape in a thick fog. Ireland Yard calls in Batman & Robin to solve the mystery, and Barbara Gordon is eager to accompany them. The Caped Crusader is interesting in comparing Lord Ffogg's aftergrass with that of Wayne Manor. While at the Ffogg Estate, Robin learns from Ffogg's daughter, Lady Prudence that her father and her aunt, Lady Peasoup, operate a school for lady crooks under the guise of a girl's finishing school! The unimpressed Ffogg vows to steal the Crown Jewels from the Tower of Londinium. Batman and Robin manage to bring The Batmobile and Batcomputer to Londinium (and preserve their secret identities all at the same time) by packing them into crates and passing them off as Dick Grayson's desk and books, and then reassemble them in a Batcave-like space beneath a rented manor. During The Dynamic Duo's visit at the estate with Ireland Yard Superintendent Watson, Barbara Gordon slips off to contact Alfred and have him meet her at the road leading to the estate, where she changes into her Batgirl outfit brought by the butler. Later, upon leaving the Ffogg estate, The Dynamic Duo are set upon by Ffogg's servants Scudder, Basil, and Digby (disguised as highwaymen) but are aided by Batgirl, who arrives in time to help rout the roughians, and then leaves as suddenly as she arrived! Batman and Robin return to the Londinium Batcave and are ambushed with a noxious fog bomb planted by Ffogg's servants!

Wr Elkan Alan (w,s), Charles Hoffman (w)

Dir Oscar Rudolph

3 - 12 *THE FOGGIEST NOTION*

Batman quickly dispenses with the fog bomb with a General Emergency Batextinguisher, then returns with Robin to venerable Ireland Yard to warn Commissioner Gordon and Superintendent Watson of their suspicions of The Lord and his Lady. While there, they are sent a clue that leads them to a pub on the docks called The Three Bells. Barbara Gordon, in the meantime, plans to join Ffogg's teaching staff. Down at the docks, The Dynamic Duo find a ship containing priceless mod materials and patterns from Barnaby Street. In the pub, Batman is captured inside by Ffogg and his henchmen while the underage Robin, barred from the pub (overrun by hippies and mod people!) and left outside in The Batmobile to guard the ship, is swept away by Lady Peasoup and her henchwomen after severing the ship's mooring line and setting it free. Back on the road outside Ffogg Estate, The Caped Crusader, Batgirl, rendezvous with Alfred and, voicing her suspicions about Ffogg and Peasoup, proceeds to investigate The Cricket Pavilion, and, having a little more luck, discovers stolen loot stored by Ffogg's. However, she is detected by Lady Prudence, who immediately immobilizes her in a cloud of paralyzing gas. Convinced his sister has secured the ship, Lord Ffogg has The Boy Wonder moved to the winch room at The Tower Bridge, where he is tied to the winch that opens and closes the bridge. Batman uses The Batcomputer to locate robin just as the winch starts to raise the bridge and, using his Antimechanical Batray, manages to stop the bridge and rescue Robin from death in the Tower of Londinium. Together, they battle Lord Ffogg, Scudder, Basil and Digby — but Ffogg escapes by creating yet another cloud of man-made mist with his pipe

Wr Elkan Alan (w,s), Charles Hoffman (w)

Dir Oscar Rudolph

3 - 13 *THE BLOODY TOWER*

Escaping Ffogg's fog in the winch room, The Dynamic Duo, accompanied by Alfred, race to the Ffogg estate to save Batgirl, who is still chained up in the dungeon and about to be finished off by Ffogg and Peasoup with some lethal fog pellets. Robin arrives at the estate but is spotted and lured by Lady Prudence to Lord Ffogg's hive of African Death Bees. Meanwhile, Ffogg and Peasoup discover that the lethal fog pellets have gone stale and they rush off to find some more, allowing Batman time to sneak into the dungeon...but is surprised by the returning Lord, who shoves him downstairs, followed by fresh fog pellets. While both Batman and Batgirl are left to perish in the dungeon threatened by lethal gas pellets, Robin is stung by the deadly queen African bee and left to die in the girls' dormitory.

Lord Ffogg, Lady Peasoup and the gang plan to forge ahead with the theft of The Crown Jewels and leave for The Tower Of Londinium. Fortunately, with the help of Alfred and the unexpected arrival of Aunt Harriet in Londinium, the tables finally turn: Robin, with the use of an African Death Bee Antidote Pill, is saved from bee-death and rushes outside to The Batmobile to greet Alf; meanwhile, in the dungeon, Batman disperses the poisonous fog with Anti-Lethal-Fog Batspray, saves Batgirl, and uses her rope to perform an Indian rope trick to escape through an overhead grating. En masse, The Dynamic Trio arrive in time to foil Ffogg's plans to swipe the jewels. Following the ensuing Batfight, Ffogg, fearing apprehension, tries to escape using his fog pipe, but The Caped Crusader thwarts this attempt with his Pipe Of Fog Batreverser and he and Superintendent Watson take the entire group into custody. Later, back at Gotham City Police HQ, The Dynamic Duo leave Gordon's office and sees The Catwoman immediately dive into an elevator

Wr Elkan Alan (w,s), Charles Hoffman (w)

Dir Oscar Rudolph

3 - 14 *CATWOMAN'S DRESSED TO KILL*

An envious Catwoman disrupts a luncheon honoring the 10 best-dressed women in Gotham City and sets off a hair-raising irreparably ruining the of all the ladies there. Later, Catwoman invades a magazine fashion show and attempts to swipe all of the one-of-a-kind dresses. While her henchmen, Angora and Manx, subdue Batman and Robin with some bolts of cloth, Catwoman bolts into the models' dressing room, knowing full well that the naturally gentlemanly Dynamic Duo wouldn't dare enter a ladies' dressing room with their eyes closed! Batgirl arrives to free The Duo from the cloth, and, with her eyes wide open, enters the dressing room alone and is overpowered by Catwoman, and spirits her off to her Catlair in an abandoned loft in The Garment District on 32 Pussyfoot Road before The Dynamic Duo realize what's happened!

The Catwoman later contacts The Batman and informs her of her Catlair's location, where she has tied Batgirl down to a conveyor belt leading to a giant pattern-cutting machine, which in a matter of minutes will cut her into a purr-fect pinafore! Believing Catwoman plans the pilfering of The Golden Fleece, a solid-gold dress belonging to the visiting Queen Bess Of Belgravia, from The Belgravian Embassy, The Caped Crusader finds himself in somewhat of a dilemma. As The Catlair and The Embassy are miles

apart, he is torn between rescuing Batgirl and preventing an international incident by stopping Catwoman's theft of The Fleece! A quick-thinking Batman phones Alfred Pennyworth and sends him to rescue The Dynamic Daredoll; Alf disguises himself as the world's oldest-living hippie in order to prevent Batgirl from recognizing him and tip her off as to the connection between Batman and Bruce Wayne. Batgirl then rushes by Batgirlcycle to The Embassy to join her partners in crime-fighting. Meanwhile Batman and Robin are already there to confront Catwoman, who is convinced that they have sacrificed Batgirl in her time of need order to arrest her; she soon learns differently when Batgirl arrives to join The Caped Crusader and The Boy Wonder in apprehending Catwoman, Angora and Manx! The Dynamic Trio is given honorary medals by The Belgravian Embassy when they learn that Egghead and Cossack Queen Olga are up to no good again...

Wr Stanley Ralph Ross

Dir Sam Strangis

3 - 15 *THE OGG COUPLE*

Can 2 fiendish archcriminals share a nefarious plot to terrorize Gotham City without driving each other crazy?? Olga, Queen of The Bessarovian Cossacks, again teams with Egghead to raid The Gotham City Museum and steal The Sword Of Bulbul and The Egg Of Ogg. Commissioner Gordon immediately summons Batman and Robin to investigate. While The Caped Crusader and The Boy Wonder chat with Gordon, Egghead and Olga plan the theft of 500 pounds of condensed caviar given to the people of Gotham City by The Czar Of Samarkand (at \$200 per ounce), and currently stored at The Gotham City Bank.

The Batman predicts the supercriminals' next move and races by Batmobile to the bank. While Queen Olga and her Cossacks swipe the caviar on horseback, Egghead, newly arrived on his burro, is captured by the bank guard. Batgirl quickly arrives on her Batgirlcycle and manages to convince Egghead to turn stool pigeon and lead her to Olga's hideout. Moments after Batgirl and Egghead ride off, The Dynamic Duo arrive at the bank and follow Batgirl's trail. Arriving at the hideout, in an icehouse, The Caped Crusader finds that Egghead has lured her into a trap! She is quickly captured, bound by both hands behind her back, and forced to do a saber Batdance while Olga's Cossacks prod her with ices scimitars! The Duo arrive at the hideout, spots The Batgirlcycle, and leaps into the deperate fray to battle The Cossacks until Egghead manages to toss Batgirl into a vat of caviar to drown.

While the duo rush to her aid and manage to prevent her from becoming a permanent hors d'ouerve, Egghead, Queen Olga and her Cossacks take full advantage of the distraction to make their escape, only to fall immediately into the hands of the law. Holy Here We Go Again! The Dynamic Duo receive word that The Joker and The Catwoman have joined

Wr Stanford Sherman

Dir Oscar Rudolph

3 - 16 *THE FUNNY FELINE FELONIES*

Upon his release from Gotham City Prison, The Joker is immediately picked up by The Catwoman in her KittyCar. They soon arrive at a sleazy hotel across the street from Police HQ, where The Catwoman shows The Joker an old parchment that will direct them to a hidden cache of gunpowder they will use to blast a hole in The Federal Depository and clean the place out! Before leaving, they alert The Batman by shooting at him from an open window. The Caped Crusader traces the gunfire to the hotel room and finds The Joker's prison garb and a corner from the parchment. Moments later, Batgirl arrives and makes off with the fragmented parchment; returning to the library as Barbara Gordon, she finds the parchment was purr-loined from the very same library out of which she works. She locates a microfilm copy and discovers that it contained an ancient riddle, which when mixed with certain clues will lead to the hidden gunpowder! Barbara solves the riddle and goes to her father's office at Police HQ to call Batman (via The Batphone!!!) and arrange to rendezvous with The Dynamic Duo at the home of Little Louie Groovy, who owns the parchment's first clue: a nightshirt.

The Batman and Robin arrive just as The Catwoman and The Joker arrive to steal the nightshirt. Joker tricks The Duo into shaking hands and buzzes them with his deadly Joker buzzer, and he and Catwoman leaves with the shirt. Batgirl appears moments later to revive batman and robin, and informs them that the shirt was only half the clue to the gunpowder's location, and The Dynamic Trio speed for the home of mod clothier Karnaby Katz, who owns the clue's second half in the form of a crib. However, The Trio arrive too late - or so it seems! Just outside the bushes Joker, Catwoman and their men wait in ambush for them!

Wr Stanley Ralph Ross

Dir Oscar Rudolph

3 - 17 *THE JOKE'S ON CATWOMAN*

As The Dynamic Duo depart in their Batmobile, Batgirl tries to rev up her Batgirlcycle, but it refuses to start. Joker and Catwoman leap from the bushes, and reveal to her that they swiped the spark plug from her beloved bike, preventing it from working. They then capture Batgirl and tie her up on the front lawn with deadly Cat Whiskers (Holy Bondage!), which when exposed to body heat will contract and strangle her to death! After Joker and Catwoman leave, Batgirl uses her nose to activate the lawn sprinkler, causing The Cat Whiskers to expand and spare her life. She then hurries to Gordon's office and arranges to meet Batman and Robin at The Grimalkin Novelty Company. Arriving at the archcriminals' hideaway, The Dynamic Trio overhear the villains' entire plan.

The fiends depart for Phoney Island to find the secluded gunpowder, unaware of The Trio are dogging their every move! Later, at Phoney island, the villains find the gunpowder is hidden somewhere inside the lighthouse. While searching the house, The Trio ambush and try to apprehend the crooks, when The Joker, trying to make a break for it, trips a switch, accidentally revealing the gunpowder! Without thinking the Joker lights a match so he can examine the gunpowder more closely, and as Batman wrestles the match away from him, it is unwittingly tossed into the gunpowder and sets it off! Batman quickly protects everyone with Antiblast Batpowder, and as The Trio prepares to deliver the criminals to the pokey, The Catwoman demands legal aid: Lucky Pierre, who has never lost a case (Holy Perry Mason!).

Later, in court, Pierre refuses to crossexamine any of Batman's witnesses, despite the latter acting as prosecutor. Unknown to The Caped Crusader, the entire jury has secretly been replaced with Catwoman's former henchmen, who issue a dishonest not-guilty verdict! (Holy Fixed Jury!) Unfortunately, the jury foreman loses his disguise at the end of the trial, and, after Batman recognizes him, pulls a machine gun! Batman quickly disarms the gunsel, The Joker and his men rise to battle, and the crooks are rounded up. Lucky Pierre finally loses his first case, and he angrily discards all of his lucky charms and storms out. Later, Louie The Lilac surprises Barbara Gordon @ The Gotham Library...

Wr Stanley Ralph Ross

Dir Oscar Rudolph

3 - 18 *LOUIE'S LETHAL LILAC TIME*

While at Bruce Wayne's beachhouse, Sassafras and Saffron, two of Louie The Lilac's gang members, kidnap Bruce and Dick Grayson after some ambergris (the section of a whale used to make perfume) is discovered on the beach by Dick. Barbara Gordon was present at the beachhouse during the proceedings, and she phones Commissioner Gordon who in turn attempts to contact The Dynamic Duo, who, as they were kidnap victims, aren't at home! Meanwhile, Bruce and Dick have been transferred, along with some ambergris, to Louie's hideout at The Defunct Fragrance Factory on Lavender Lane, where they are tied to some machinery and the ambergris is turned over to Lois, Louie's perfume expert (and moll!).

Lotus tells The Lilac that she's going to need scent pouches from several animals; Louie sends Saffron and Sassafras after some, and plans for Bruce (an animal expert in his own right) to remove the scent pouches once those animals are secured. Back in The Batcave, Alfred Pennyworth uses The Batcomputer to locate his masters. He alerts Barbara Gordon who, after dispatching a too-nosy janitor, heads for the factory as that Caped Crusadess, Batgirl. The ever-reliable Wayne butler also sends The Batmobile by remote control to the factory, in hopes it may be of some use to the captured Duo. Batgirl and several of Gotham's Finest arrive at the factory at the same time, and while The Commissioner uses a bull horn to contact Louie, Batgirl sneaks into the factory...only to be immediately captured and dumped into a vat which Louie orders filled with hot oil used to extract the scent from the blossoms! Continually refusing to operate on the animals, Bruce finds himself forced to do so in order to spare Batgirl's life.

Louie agrees and provides Bruce and Dick 2 glasses of warm water they request for this procedure, then locks the pair in the basement with the animals...but, of course, reneges on his promise and decides to 86 The Caped Crusadess anyway! While in the basement, Bruce introduces his latest Batinvention: The Instant Unfolding Batcostumes With Utility Belts; just add warm water, and they exxpand to full size! Minutes after, Brucer and Dick switch garb, and, as The Caped Crusader and The Boy Wonder, escape from the basement and rendezvous with the police, who aid them in breaking down the entrance in time to rescue a now out-of-vat Batgirl from Louie, and The Dynamic Trio rout the whole gang! Batman and Robin then pretend to rescue the kidnapped millionaire and his youthful ward by entering the basement and reemerge from within as Bruce and Dick. Meanwhile, womens' rights spokesperson Nora Clavicle plans to overrun the male-populated government in Gotham City...

Wr Charles Hoffman

Dir Sam Strangis

3 - 19 *NORA CLAVICLE AND THE LADIES' CRIME CLUB*

Nora Clavicle is ostensibly a womens' rights spokesperson, but she is secretly a crime queen. Exercising her influence over Mayor Linseed's wife (and, consequently, Mayor Linseed) she has Commissioner Gordon, Chief O'Hara, and Batman and Robin all fired and replaced with women. She then has her

henchgirls set a trap for the Caped Crusaders: when the newly-appointed policewomen prove too concerned with their makeup to stop Nora's gang from robbing the bank, Batman and Robin decide to try their hand at catching the thieves. With Batgirl assisting, they trace the gang to a knitting company's warehouse, where the heroes are captured and tied into a gruesome human Siamese knot. As the three crimefighters struggle to avoid strangulation, Nora unleashes mechanical mice that will explode at sunset, so that she might collect on an insurance policy she has taken out on Gotham. Batman, of course, figures a way out of the Siamese knot. He then procures three flutes, with which, liked Masked Pied Pipers, the trio lead the mechanical mice safely out into the water of Gotham Harbor. This trick works, Batman cagily explains, because of a peculiar sound-actuated mechanism in the mice. Nora and her gang are rounded up with a citizen's arrest by Gordon, O'Hara and Alfred, after which Gotham returns to normal operation

Wr Stanford Sherman

Dir Oscar Rudolph

3 - 20 *PENGUIN'S CLEAN SWEEP*

The Blackbird Of Prey, The Penguin, his assistants, Dustbag and Pushbroom, and his moll Miss Clean visit The U.S. Mint to conduct their own guided tour of the building. Later, The Dynamic Duo are alerted by the bird and his minions at The Mint, and dash to Police HQ, where they immediately spot Penguin right outside and apprehend him. Upon learning the tricky bird stole absolutely nothing from The Mint, they release him...and decide to see what he's up to. Joined by Batgirl, Batman and Robin head for The Mint and discover that Penguin has infected the tender with the dreaded Lygerian Sleeping Sickness (a disease which puts its victim to sleep for years!) and a supply of the contaminated cash has already been shipped to The Gotham National Bank! While Batgirl speeds to the bank by Batgirlcyle as a ruse, Batman and Robin take The Batmobile to Gotham General Hospital to heck on the supply of Vaccine B-6, the only known antidote to the sleeping sickness. Unfortunately, they arrive in time to discover that Penguin has given himself and Dustbag and Pushbroom a dose of the vaccine, then pours it down the drain, releases 3 Lygerian Fruit Flies, and leaves The Caped Crusader and The Boy Wonder to be bitten alive by the infectuous insects! Batman uses his All-Purpose Batswatter to put 2 of the flies out of their misery; then, he spots the 3rd fly on Robin's nose and uses his Battweezers to remove it and take back with them to The Batcave to analyze. Before they do, they head back to Gotham Bank to relay the news with Batgirl. At the bank, they find that \$13,000 of the tainted tender have already been distributed to unknowing Gothamites! Not knowing exactly which bills are infected, The Caped Crusader leaves nothing to chance and immediately puts through a warning broadcast by radio to the public urging them to get rid of the corrupted cash. As the people dump the money into the street Penguin and his gang promptly vaccuums up Gotham's cash-laden boulevards with giant vaccum cleaners.

While The Penguin sorts his newfound wealth, millionaire Bruce Wayne contacts all of the worlds financiers, warning them not to take any of the money now circulating in Gotham City. Realizing he cannot do anything with his infectuous ill-gotten gains, The Penguin threatens to release 500 fruitflies in the city unless Bruce instructs the financiers to accept his money.

After consulting with amateur weatherman Alfred Pennyworth, who, with an array of Bat Weather Instruments, informs them that the current weather will be cold and clear, Bruce defies his threat. An incenced Penguin quickly makes good on his ultimatum by releasing the flies, and, believing they did their job, he and his gang set out to rob Gotham's jewelry stores! Finding The Dynamic Trio, Gordon, and O'Hara asleep in the street reassures The Fiendish Fowl that his insidious scheme has come to pass. But as Penguin overplays his hand by trying to remove Chief O'Hara's gold watch, they all jump up and knock the villains cold; Penguin is deposited in the nearest garbage can. The Caped Crusader informs The Billious Bird that the flies were too used to tropical heat and were instantly overwhelmed by the cold weather which crushed them to death. Robin adds that Penguin tricked himself by giving himself that double dose of sleeping sickness vaccine; so large one that he'll probably contract Lygerian Sleeping Sickness himself...and The Penguin falls fast asleep! (It then suddenly starts raining, despite Alfred's forecast!) Meanwhile, Calamity Jan and her mom, Frontier Fanny, pay a visit on that criminal cowpoke, Shame, at The Gotham State Pen...

Wr Stanford Sherman

Dir Oscar Rudolph

3 - 21 *THE GREAT ESCAPE*

That conniving cowboy of crime, Shame, breaks jail with the trusty aide of his fiancée, Calamity Jan, and her mom, Frontier Fanny, in a Sherman tank. At Police Headquarters, The Batman and Robin gets a message from Shame announcing his plans to steal a rock and roll from The Gotham City Stage. While The Caped Crusader and The Boy Wonder race back to The Batcave to consult The Batcomputer, Shame hides out at Gotham City Central Park Stables, where he is introduced to the members of his new posse: Standing Pat, a giant indian who converses in signals issued by his cigar; and Fernado Ricardo Enrique Dominquez (Fred for short), a Mexican with a British accent. Menwhile, The Dynamic Duo solves the

meaning of the rock and the roll: the rock refers to a diamond, and the roll is really a bankroll, but they are stumped as to what is meant by The Gotham City Stage! Batgirl divines the meaning, however, and she notifies Batman via the red Batphone in Gordon's office, and arranges to rendezvous with The Dynamic Duo at a downtown street. Shame and his posse arrive at The Gotham City Opera House (the "stage"!), where they snatch a diamond pendant (the "rock"!) and a \$20,000 bankroll (the "roll"!) from singers Leonora Sotto Voce and Fortissimo Fra Diavlo. The Dynamic Trio arrive in time to catch them in the act and give Shame and his crooked cowboys a good fist-beating (frontier style!) until Fanny and Jan spritz them with a whiff of Fear Gas.

The three cower in fear, giving Shame enough room to kidnap Batgirl and scam. At The Batcave, Alfred neutralizes The Fear Gas's aftereffects with Batantidote Powder. While The Caped Crusader traces The Crooked Cowboy to his hideout, Fred and Standing Pat return with an acetylene torch and a diamond drill. While Shame and his gang leave the stable with Batgirl, a horseshoe drops from the doorframe onto Frontier Fanny's head, knocking her out and leaving her as fair game for the arriving Dynamic Duo. Reviving, Fanny warns that Batgirl's a goner if anything should happen to

Wr Stanley Ralph Ross

Dir Oscar Rudolph

3 - 22 *THE GREAT TRAIN ROBBERY*

Shame and his criminal posse invade an ammunition shop where, after holding up its proprietor, Peter, and arming themselves to the teeth, they plan their next move. Meanwhile, Calamity Jan pleads with Shame to swap Batgirl for her mom, and he grudgingly agrees.

The next morning he sends Chief Standing Pat to Police HQ and deliver his offer. The Dynamic Duo accepts, and they transfer Frontier Fanny to The Central American Pavillion at the closed Gotham City World Fair, as requested, where Shame, Jan, Pat and Fred await in ambush. Batman spots the prenicious posse, and tosses a chemical capsule which makes their weapons 20X heavier than usual! Batgirl manages to fee herself, and The Dynamic Trio brutallt bash the barehanded bandits. Shame snatches up a gun and blasts out a pinata, knocking out The Trio long enough for the posse to head for them hills! Batman, Batgirl and Robin regain consciousness and reconvene in Gordon's office, where Batgirl relates Shame's plan to commit a Great Train Robbery. The Caped Crusader quickly recalls a shipment of old money which is being transported by train to The Treasury Department to be burned to ashes--and believes this is exactly what Shame is after! The Dynamic Trio rush to save the train! In the meantime, Shame severs the tracks with the acetylene torch and breaks into the money car with the diamond drill, spraying its occupants with Fear Gas and snatches the cash. The Dynamic Duo speeds back to The Batcave where The Caped Crusader launches a Batdrone plane to issue a skywritten challenge to Shame. Shame accepts, and agrees to meet Batman alone in the condemned tenement district (the exact equivalency of a ghost town!). Naturally, Shame reneges on his agreement with Batman and secretly has his posse wait in a nearby alley, with orders to blow Batman away when he and The Caped Crusader are within 20 feet apart. The final showdown commences, and while The Criminal Cowboy and The Caped Crusader slowly advance toward each other, Batgirl and Robin manages to disarm Shame's posse. Shame realizes something's wrong and resorts to plan B: a derringer hidden in his hat! Batman knocks it from his hand with a well-aimed and -thrown Batarang. Shame manages to fool Batman by cowardly begging for mercy at Batman's feet and pretending to surrender. He knocks him aside, and the two battle it out in the middle of the street. The Caped Crusader emerges victorious, and Shame, Jan, Fanny, Fred, and Pat are all hoosegow-bound! Meanwhile, King Tut undergoes treatment at The Mount Ararat Hospital...

Wr Stanley Ralph Ross

Dir Oscar Rudolph

3 - 23 *I'LL BE A MUMMY'S UNCLE*

King Tut, currently undergoing psychiatric treatment at The Mount Ararat Hospital with Dr. Denton, escapes during one of their regular sessions when his unending drone bores the doctor asleep. Tut rejoins his gang--Suleman The Great, Florence Of Arabia, and Manny The Mesopotamian--and they rob The Rosetta Stone Company blind of \$47,000 and hide out at The Florence Of Arabia Bellydancing Club (closed due to a case of the stomach flu!) run by Florence herself, Tut's new Queen Of The Nile. Here he informs Manny and Suleman that he has located a deposit of Nilanium, the hardest metal in the world, directly beneath Wayne Manor, and he plans to use the stolen cash to buy an adjacent piece of property from real estate agent Manny and then blast a slanting shaft under the manor! After consulting with Rosetta Stone and The Batcomputer, The Caped Crusader divines King Tut's scheme, and also learns that his shaft is aimed directly at The Batcave and that The Batanium Shield Lining of The Batcave might not withstand the blasting. After telling The Caped Crusadress, Batgirl, to rendezvous with them at Tut's mine, batman and Robin depart via a secret entrance through The Subterranean Blue Grotto Exit, to prevent Tut from spotting The Batmobile. Meanwhile, Tut's mining foreman, H.L. Hunter, announces that they have struck something way too hard to break through with ordinary blasting. Tut believes they have strick Nilanium, and proceeds to blast it out himself. Just then, The Dynamic Trio appear, ready and

raring to apprehend The Corpulent King, but Tut and his gang quickly hop into a nearby mining car and speed off down the tunnel. Wanting to preserve their secret identities, Batman and Robin prevent Batgirl from learning what lies within by having her remain behind to keep watch as they race down the tunnel; unfortunately, Tut and his crew has already reached the end of the shaft and crashed right through into The Batcave!!! When Batman and Robin reach the bottom of the shaft, Tut and his men confront them with their knowledge of their true identities! After a short Batfight, Batman spritzes the place with Batnesia Gas to erase whatever memory of The Batcave The Tutlings have, and then orders Alfred to bring them to the front lawn. But Tut has already escaped up the tunnel during the battle and The Caped Crusader and The Boy Wonder chase him in hopes of capturing him before he gets a chance to spill the beans, but all and alas to no avail. Just as The Nefarios Nabob is about to announce the true identities of Batman and Robin, he is done in by his own loud voice, which vibrates a rocks from the roof which knocks him unconscious. He comes to, reverts to his naturally scholarly self, and, to The Dynamic Duo's relief, has absolutely no recollection of his past experience! The Joker and his gang fly overhead in a homemade flying saucer to spread intergalactic terror in Gotham.

Wr Stanley Ralph Ross

Dir Sam Strangis

3 - 24 *THE JOKER'S FLYING SAUCER*

The Joker and his men Verdigris, Shamrock, and Chartreuse, and his moll Emerald create a flying saucer scare in Gotham City in order to prepare the people for his latest scheme: to build an actual flying saucer with the plans he obtained from a mad scientist cellmate and use it to take over the world! While The Caped Crusader and The Boy Wonder visit with Gordon (who was swamped with phone calls by concerned and frightened Gothamites), Verdigris (dressed as a little green man from Mars) plants a little green timebomb inside The Batmobile, set to detonate @ midnight! The Dynamic Duo speed back to The Batcave to use The Current Criminal Activity Batdisclosure Unit, and they discover The Joker's plan to build a flying saucer, but first he must obtain a source of lightweight metal. The Batman then remembers a supply of beyllium currently stored at The Wayne Foundation Metal Research Wing and sends Alfred Pennyworth to keep an eye on it. As Batman and Robin prepare to join their butler, midnight arrives, the bomb goes off and wrecks the entire Batcave!!!!!! Meanwhile, The Harlequin Of Homicidal Humor and his henchmen raid The Wayne Foundation and, mistaking Alf for a mad scientist, spirit him back to their hideout to browbeat him into building the fiendish flying saucer. Over 8 hours later, in the battered Batcave, Batman and Robin survived the effects of the bomb, protected by their Antithermal Bat-T-shirts and finally wake up.

Finding the fallout has broken every recieving device and knocked all the phones off the hooks, they make some quick repairs and try to contact Alfred, who has since completed the flying saucer; then they rev up The Batcycle, speed to Gotham Airport, switch to The Batcopter and take off in search of the saucer. Back at The Joker's hideout at The Abandoned Launching Pad Factory on Flying Circus Hill, Batgirl, who followed Joker from The Wayne Foundation and was also captured, along woth Alfred, is about to be launced into orbit by The Criminal Comedian--but she foils his scheme by activating her Automatic Fuse Extinguisher in her Utility Belt. An incensed Joker immediately has The Caped Crusadess and Alfred taken aboard the saucer, and they all take off and head for outer space. Alf finally reaches The Dynamic Duo (which has kept distant pursuit in The Batcopter) on his tiny Intercosmic Two-Way Thermophone hidden inside his handkerchief and informs them that he cleverly placed some homing berillyum in the saucer, which will force it to return to the factory. As Joker begins his ultimatum from outer space, his saucer is automatically pulled back to the factory where a waiting Batman and Robin proceed to put The Fiendish Funnyman and his flunkies into orbit! Meanwhile, in Spiffany's Jewelry Store, Cassandra Spellcraft, alias Dr. Cassandra, and her husband Cabala take Camouflage Pills and advance on the fabulous Mope Diamond...

Wr Charles Hoffman

Dir Sam Strangis

3 - 25 *THE ENTRANCING DR CASSANDRA*

Criminal Dr. Cassandra (Ida Lupino) and her accomplice, Cabala (Howard Duff), are capable of camouflaging themselves so they appear invisible. Batman, Robin and Batgirl attempt to stop them from stealing the Mope Diamond at Spiffany's Jewelry Salon, but the doctor's Alvino-ray gun flattens the heroes paper-thin. The evil duo slips the flat trio under Commissioner Gordon's office door. At Gotham State Prison, Dr. Cassandra announces she is releasing Catwoman, Egghead, Penguin, Riddler, Joker, and King Tut. Scripter Stanley Ralph Ross wanted to call Cassandra's weapon a Ronald ray-gun. "This was the only time they really censored me," recalled Ross. "The weapon took the third dimension out of them and made them into cardboard cutouts. At the time Reagan was our governor. Alvino Rey was an old-time band leader from the '40s." BatBits: Lupino and Duff both appeared in a situation comedy, MR. ADAMS AND EVE, from 1957-1958. Not only did they portray married movie stars, but they actually were married. At this time, Duff was starring as Det. Sgt. Sam Stone on FELONY SQUAD, also for ABC. Although she does not recall him being filmed, Yvonne Craig usually brought her dog, Sebastian,

to work, just as Alan Napier brought his dog, Tippy. "Sebastian was a Yorkshire terrier," she recalled, "and he and Tippy used to play. They were set-trained dogs. they would run around and chase one another and never made any noise."

Wr Stanley Ralph Ross

Dir Sam Strangis

3 - 26 *MINERVA, MAYHEM AND MILLIONAIRES*

Minerva's Mineral Spa caters to millionaires, Bruce Wayne among them. Minerva's Deepest Secret Extractor obtains the combination to the Wayne Foundation vault. Minerva (Zsa Zsa Gabor) pops the Dynamic Duo into a giant pressure cooker. This final parody includes one-liners (Minerva: "I feel like a new man."), too-bad-to-be-true-props, inside jokes (appearances by producers William Dozier and Howie Horwitz) and dumb humor (Batman and Robin getting a massage while in costume?). Not great material, but still a fun show. When the series was cancelled in January 1968, executive producer William Dozier remarked, "Well, we had a good three-year run. That's not bad for what was essentially a novelty show. You've got to be realistic about such series. They can't last too long. In fact, I was surprised that it went a third season." Although the show still led its time slot in the ratings, Dozier noted, adults had wearied of it, and the audience had become kids who were just as happy watching the old shows; they don't care if it's a repeat. So why go on spending \$487,000 for new ones? Dozier and producer Howie Horwitz appear as themselves at the beginning of this episode. We learn that Dozier keeps his securities in a grandfather clock while "millionaire producer" Horwitz keeps his cash in a TV set. BatBits: "You have to take it seriously," said Adam West in 1966 about his work on the series. "I want to do it well enough that Batman buffs will watch reruns in a few years and say, 'Watch the bit he does here; isn't that great?'" West's speculations about the future came true since the show has aired almost continuously since entering syndication. "I've never had more fun doing any role than Batman," West said later, "It was a fortuitous, lucky marriage of a lot of talents, and, as a result, it became a classic. It's going to be playing forever."

Wr Charles Hoffman

Dir Oscar Rudolph

BATMAN AND ROBIN

This time they're confronted with the Wizard, a criminal genius on the loose in Gotham City with a remote control ray gun.

For this inferior sequel to *BATMAN* (1943), Lowery took over the role of the playboy millionaire/Caped Crusader first essayed by Lewis Wilson and Duncan replaced Douglas Croft as Robin, the Boy Wonder. The slim budget, short shooting schedule and the obvious lack of concern by all make for a tiresome serial. '

WR. George H. Plympton, Joseph F. Poland, Royal K. Cole.

DIR. Spencer Gordon Bennet

EPISODES: 15 **YEAR MADE:** 1949 **COUNTRY:** US **SEASONS:** 1

COLUMBIA

CREATOR: BOB KANE

TYPE OF SHOW: SUPERHERO

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Batman/Bruce Wayne ROBERT LOWERY, Robin/ Dick Grayson JOHNNY DUNCAN, JANE ADAMS, LYLE TALBOT, RALPH GRAVES, DON C. HARVEY.

RELATED SHOWS:

BATMAN (1966)

BATMAN (1943)

BATTLE HAWK

AKA: **BATTORU HOUKU**



The Global Terrorist Syndicate "Kyoki No Tou" (Commandments of The Demon) begins to layout its plans for global terror. As part of their plans they assassinate the Martial Arts Master Tate Tetsushu, who had opposed them in the past. Before Tate Tetsushu dies, he informs his grandchildren Shogo, Daijiro and Yurika of their secret powers.

Using the golden Tomahawks that Tate Tetsushu gave them years before, the three siblings call forth the American Indian Spirit "God Hawk" and become the heroes of legend, Battle Hawk, Big Hawk and Queen Hawk.

Using their newfound powers and weaponry they wage war against the maniacs and killers of Kyoki No Tou.

Characters

Battle Hawk

Years ago Martial Arts Master Tate Tetsushu visited the American Mid West and meet up with the American Indian mystic Shasta. Shasta had given Tate Tetsushu three golden Mini-Tomahawks which he proclaimed contained extraordinary powers. These powers can only be unlocked by noble and righteous individuals in times of great need.

Tate Tetsushu returned to Japan and gave these three Mini-Tomahawks to his three grandchildren Shogo, Daijiro and Yurika.

When Tate Tetsushu was mortally wounded by agents of the evil syndicate Kyoki No Tou, the three Tate Siblings called forth the powers of the golden Tomahawks. Throwing the Tomahawks in the air, they summoned the American Indian Spirit God Hawk who in turn bestows upon the three, the superhuman powers of the heroes of legend Battle Hawk, Big Hawk and Queen Hawk.

Battle Hawk

Tate Shogo is the eldest brother and leader of the team. He is the Battle Hawk the Indian Spirit Warrior of Legend.

He wields two battleaxes, which he can use to slice and slash his opponents. His main special attack is the Senpa Senpu Kiri (Whirlwind Battle Blade Slash).

Big Hawk

Tate Daijiro is the second brother and strong arm of the team. He is big, burly and tough. He becomes the Big Hawk. He wields a massive Battle Ax (measuring almost as tall as a man). Using this Battle Ax he can smash, crush and pummel his opponents. While generally an easygoing, gentle giant; when in the heat of combat he can be quite a mad bull.

Queen Hawk

Tate Yurika is the youngest of the siblings and the only girl. She is a bit of a tomboy (she rides around in a motorcycle) but she is also quite a charmer. She is the Hawk Queen. She wields two small tomahawks connected by a length of chain. Like nunchakus she can swing these tomahawks around to bash and cut her opponents or use the chain to entangle and ensnare them.

Kyoki No Tou

The Kyoki No Tou (Commandments of The Demon) are a syndicate of assassins, altered humans and maniacs assembled to terrorize humanity. The main forces of the Kyoki No Tou are the monstrous Terroru Tou Jin (Terror Fighters) who are altered humans who have been fitted with an assortment of deadly weapons. Other agents are more or less human fighters who specialize in an assortment of deadly martial arts or possess

specialized fighting skills. The main foot soldiers of Kyoki No Tou are its Koki Hei (Devil Soldiers) who specialized in acrobatic attacks and jumps.

They were led by the warlord known as Koki Taijin. Koki Taijin was a master swordsman and strategist. His left hand was replaced with a solid iron claw. He was the one who orchestrated the assassination of Tate Tetsushu.

Later Koki Taijin was supplanted as leader by the warrior mystic and warlock Byaku Doushi.

The Ogon Daitei is the ominous disembodied voice and figurehead of the Kyoki No Tou.

Additional Information

Trivia Prolific manga artist Nagai Go has created some of the most memorable manga characters in Japanese comics (Mazinger Z, Devil Man, Great Mazinger, UFO Grand Dizer, Cutey Honey to name only a few).

Nagai Go was an apprentice to famous Tokusatsu Creator Ishinomori Shoutaro.

Battle Hawk was Nagai Go's first entry into the world of Live Action Tokusatsu TV. Nagai would later go on to produce another Tokusatsu show Pro Wrestler Hoshi Aztecaizer (Pro Wrestler Star Aztecaizer Tsuburaya, 1976).

Before Battle Hawk Tokimoto Kazuya played the lead in the romantic TV comedy Love Love Rival (TBS, 1973).

Since then Tokimoto has appeared in numerous guest spots on such shows as Tokusou Saizensen (Special Investigation Unit Toei), Dai Dokai (Big City Nippon TV, 1977), Sukeban Deka III (Toei, 1986), Doyo Wide Gekijou (Saturday Wide Drama 1988), The Hangman 6 (1987),

He has starred in only a couple of movies: Boso No Kisetsu (The Wild Season Toei, 1976) and Ijin Tachin To No Natsu (The Summer with Foreigners Shochiku, 1988).

Horie Shinsuke's only other credit is as the villain Blue in episode #20 of the Tokusatsu Series Denjin Zaborger (P-Pro-1974).

Before Battle Hawk Fukuda Mimi portrayed perky Tamura Mimi, one of the many sexy investigators in the outrageous cult detective drama series Playgirl (Toei, 1969-1974).

She has starred in a couple of movies including Onsen Osana Geisha (Toei, 1973) and Shin Jingi Naki Tatakae Kumicho Saigo No Hi (New Fighting Without Honor The Boss' Last Days Toei, 1976).

Tamura has also made guest appearances on shows such as Taiyo Ni Hoero (Howl At The Sun - Ishihara Pro, 1972-1986).

Veteran actor Uchida Ryohei had previously starred in a number of Toei and Nikkatsu films prior to Battle Hawk. Some of his film credits include: Yakuza Keiji (Toei, 1970), Yakuza Keiji Ore Tachi Wa Haka Ga Nai (Yakuza Detective We Have No Tombstone Toei, 1972), Furyo Bancho Noraken Kidotai (Juvenile Boss Dog's of the Riot Squad Toei, 1973), Bodyguard Kiba (AKA Bodyguard Chiba Toei, 1974), Jeans Blues Ashita Naki Muraiha (Jeans Blues There Is No Tomorrow For The Disenchanted Toei, 1974), Tokyo Wan Enjou (Tokyo Bay Inferno AKA Tokyo Bay Blazing Up/Conflagration Toho, 1975), and Akuma No Heiya (The Demon's Room Nikkatsu, 1982).

While some may recognize tall, lanky Kikuchi Eiichi as bumbling Detective Nakano in episodes of Denjin Zaborger (P-Pro, 1974) or Prof. Iguana in Dai Sentai Goggle Five (TV Asahi/Toei, 1982), his lasting claim to fame stands as the man behind the suit of Ultraman Jack in the Kaette Kita Ultraman series (Tsuburaya, 1971). He was also the suit actor for the series Majin Vander (Giant Vander Nissan Pro, 1969).

Kikuchi has since guest starred in many other shows (outside of costume) such as Kage No Gundan, Starwolf and G-Men '75.

Midorikawa Minoru has contributed voice work to such animation series as the original Gundam, Jungle Taitei (AKA Simba The White Lion and Lupin The Third.)

Produced by Dynamic Pro, Nagai Takeshi, Kikuchi Tadaaki, Producers - Okuma Nobuyuki, Shinohara Michio, Cinematography - Yonezawa Isao,

Lighting - Kanai Michio, Makeup - Tsutsui Masuo, SFX - Arikawa Sadamasa, Animation Effects - Fuji Suichi.

WR.

DIR.

EPISODES: 26 **YEAR MADE:** 1976 **COUNTRY:** JAP **SEASONS:** 1

SOTSU AGENCY, KNOCK

CREATOR: GO NAGAI, KEN ISHIKAWA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 04/10/1976

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Tate Shogo/Battle Hawk TOKIMOTO KAZUYA, Tate Daijiro/Big Hawk HORIE SHINSUKE, Tate Yurika/Queen Hawk FUKADA MIMI, Tate Tetsushu UCHIDA RYOHEI
Koki Daijin [Big Red Devil] ICHIMITSU HIROSHI, Byaku Doushi [Tiger Master] KIKUCHI EIICHI, Ogon Daitei [Gold Grand Emperor] - Voice MIDORIKAWA MINORU

- 1 - 1 *THE FIGHTER DOKURO KEN)*
- 1 - 2 *MIKAZUKI KEN'S KILLING METHODS*
- 1 - 3 *THE ONE WHO CARVES DEATH IKARI MUCHI*
- 1 - 4 *THE COWARDLY REPORTER VS. THE FIGHTERS*
- 1 - 5 *DESTROYING PEACE - TETSU NO TSUME*
- 1 - 6 *BRING DOWN KOKI DAIJIN*
- 1 - 7 *THE TATE SIBLING ASSASSINATION DIRECTIVE*
- 1 - 8 *PLEDGE TO THE PARENTS*
- 1 - 9 *BLOOD FRENZY - KAZE NO MUSASABI*
- 1 - 10 *KILL KOKI DAIJIN*
- 1 - 11 *WARLOCK BYAKO DOUSHI'S CHALLENGE*
- 1 - 12 *BLOOD AND FIRE VODOO*
- 1 - 13 *CURSE OF THE MESSENGER FROM HELL*
- 1 - 14 *THE TATE SIBLING PUNISHMENT COUNTDOWN*
- 1 - 15 *THE DEATH GOD FROM THE SKY*
- 1 - 16 *TRANSFORM EVERYONE INTO TOKI SOLDIERS*
- 1 - 17 *THE VAMPIRE FAIRY*
- 1 - 18 *THE ACCURSED WEB – THE IMPOSSIBLE RESURRECTION*
- 1 - 19 *THE DEADLY INVISIBLE BEAST*
- 1 - 20 *MEGORA'S BLITZKRIEG PLAN*
- 1 - 21 *ADVANCE! THE JUNIOR ARMY*
- 1 - 22 *DEADLY! THE "HA" GRAND STRATAGEM*
- 1 - 23 *DEEP SEA MESSENGER! KAI GOTSU GANI*
- 1 - 24 *DEADLY! TERROR OF THE RAPID FIRE BULLETS*

- 1 - 25 *THE AVENGING DEMON FROM HELL - KOKI DAIJIN*
- 1 - 26 *WARLOCK BYAKO DOUSHI'S FINAL DAYS*

BATTLEFEVER J



The secret society Egos begin assassinating top people of the National Defence Ministry. General Kurama assembles four young agents who had been dispatched around the world for training. They are joined by FBI investigator Diane Martin, whose father was murdered by Egos. The five don powered suits to become the Battle Fever team. (The word 'fever' was trendy at the time.) The Battle Fever team's trump card is the Battle Fever Robo.

Egos tries to stop the construction of the Robo, but the monsters they send to perform this task are defeated one by one by the Fever team. Egos then unleashes the 'younger brother' of the Buffalo Monster, a giant robot replica of its 'older brother'. The Robo, fortunately, is finished in time. Aboard it, the Fever team defeats the Buffalo Monster and its successors. The Fever team never stops, even when it lost two of its members (the original Miss America Battle Cossack). With new members, the team defeats Hedder, now the Hedder Monster, and breaks into Egos' headquarters, where they are fed into the Egos Monster Making Machine so that they may be used as material for a Battle Fever Monster.

The team destroys the machine and with the Lightning Light Sword Rocketter sword-throwing move, slays the mysterious deity Satan Egos himself. The new format with giant robots took off, and the Super Sentai series hasn't ended since

Battle Fever J (Batoru Fībā Jei?) is a Japanese TV series, being the 3rd entry of the Super Sentai series franchise. It was produced by Toei Company and aired on TV Asahi between 1979 and 1980 with a total of 52 episodes. It was Toei's second co-production with Marvel.

The Rangers have designations named for countries around the world: Battle Japan, Battle France, Battle Cossack (Soviet Union), Battle Kenya and Miss America (United States). It was also the first show to introduce the Super Sentai format, where the heroes must control giant robots to defeat a monster who itself has grown to a gigantic size (or anything similar).

Battle Fever J was the first series to use the term Super Sentai (unlike the previous two who were just called Sentai, without the "Super"). For a long time, Battle Fever J was considered the first entry in the Super Sentai series until Toei announced in 1994 that Goranger and JAKQ were also part of the Super Sentai series.

Battlefever J began development as a follow-up to the SPIDER-MAN series - producers originally planned an adaptation of Marvel's Captain America but instead opted for this international team show, reviving in the process the "Sentai" battle team franchise that began with GORANGER to make this "Super Sentai" show. Based on an idea by former Combattler V and Starbirds creator Saburo Yade, BattleFever J was completely mad, even by the standards of Japanese television. In the Super Senti Chronology, Battlefever J comes after JAQK and before DENZIMAN. Writer Ezure would reappear nearly two decades later scripting The Curse. Music by Michiaki Watanabe.

The first Super Sentai. Toei's second co-production with Marvel. MARVEL Comics co-produced the show "Battle Fever J" and initiated the idea of having each member outfitted as a representative of a particular nation which was a concept inspired by the MARVEL Comics superhero "Captain America". Following the success of Spider-Man (1978), the first live action series with the hero defeating the same monster on both human and giant scales on a regular basis, Toei set off to do a second co-production with Marvel Comics Group.

Initially, the show was to be 'Captain Japan,' a Japanization of Marvel's Captain America. Captain Japan (Major Den) would fight alongside Ms. (!) America (Perry (!) McBride), Captain France (Shiji Kyoussuke), Captain Russia (Shirakawa Kensaku), and Captain Kenya (Akebono Shirou). With Dr. Onijiro's submarine, Captain Baser, and the giant robot Nelson, they would fight against the demon Veda and his organisation 'B.'

Compare that with the series that resulted...

The new format with giant robots took off, and the Super Sentai series hasn't ended since...

Characters and mecha

National Defence Ministry:

Battle Japan (Den Masao)

Former National Defence Ministry officer. Good at judo and karate. Armed with a spear. Does a 'kung fu' [sic] dance.

Battle France (Shida Kyouzuke)

Trained in France. Normally a beautician. A dandy and playboy. Armed with a fencing sword. Does a Spanish dance.

Battle Cossack (Shiraishi Kensaku; 1-33)

Good at science as well as war. Wielded twin sais. Did a Cossack dance. Died in battle with the Eagle Monster.

Battle Cossack (Jin Makoto; 34-52)

Silent cowboy. A man of action, not words. □[Played by Ban Naoya, also of KIKAIDER, INAZUMAN (Flash), Captor, and LIVEMAN.]

Battle Kenya (Akebono Shirou)

Trained in Kenya. Wild child who can talk to animals. Armed with a whip. Does a tropical dance.

Miss America (Diane Martin; 1-24)

FBI agent who joined the Fever team to avenge her father Bosner [what a name!], who was slain by Egos. Wielded throwing knives. Wounded by the Dracula Monster, she returned to America. Has a sister, Catherine.[Diane Martin was played by...Diane Martin! However, Miss America was played by Lisa Komaki; see the entry on Pink Ranger.]

Miss America (Maria Nagisa; 25-52)

FBI agent who took over for the fallen Diane.

Each Fever member has a Command Bat. Command Bats transform into their individual weapons and combine to form the Penta Force cannon or five-pointed boomerang. The team rides around in the Battle Fever Car (a stock green Savanna RX-7 for Japan and America) and the Three Machines (stock bikes for the other three).

General Kurama Tetsuzan

Chief of the special science office of the National Defense Ministry who established the Fever team. Master of traditional Japanese swordsmanship.

Battle Fever Robo (5-52)

Armament: Lightning Light Sword (Chinese Bamboo Cut, Rocketeer techniques), Sword Fever throwing knives, Stick Lancer, Chain Crusher, Attack Lancer trident, Fever Axe.

Battle Shark (5-52)

Flying battleship that launches from the Big Bazer and splits in two to release the Battle Fever Robo. Armed with Tail, Wing, and Vulcan Missiles, Guns of Navarone, and depth bombs.

Big Bazer

Underwater mobile base resembling a gigantic blue box.

Egos

A religion of mad egocentrists who intend to plunge the world into chaos.

Satan Egos

The mysterious head, entirely draped in black.

Commander Hedder (1-51)

High priest of Egos. Later becomes the Hedder Monster.

Salome (19-52)

Egos American branch officer who came to Japan to aid Hedder with her super strength.

Egos monsters

Divine children of Egos created by the heart-like Egos Monster Making Machine. Many from episode 5 onward have 'little brother' giant robot doubles.

Trivia

Daisuke Ban, who played the role of the second Battle Cossack, is more famously known for his role of Jiro in Kikaider.

Except of Hironori Tanioka(Den/Japan) and Diane Martin(Diane/America), the other actors who played the main heroes study about the countries of their characters representes. Also all the actors who played the main heroes study dance.

Kenji Ohba, who played the role of Battle Kenya, is more famously known for his role of Gavan in Uchuu Keiji Gavan (Space Sheriff Gavan). He is also featured in Kill Bill Vol.1 as bald sushi chef assistant.

Kenji Ushio also played Baron Iron Mask in JAKQ Dengeki Tai vs. Goranger, and Roubel Temitsu/Thunder Stealth Captor 1 in Ninja Captor.

This is the only Super Sentai series with three different formations in the same team. The original formation (Den[Japan], Diane[America], Kyosuke[France], Kensaku[Cossack] and Shiro[Kenya]) appeared in episodes 1-24. The second formation (Den[Japan], Maria[America], Kyosuke[France], Kensaku[Cossack] and Shiro[Kenya]) appeared in episodes 24-33. The third (final) formation (Den[Japan], Maria[America], Kyosuke[France], Makoto[Cossack] and Shiro[Kenya]) appeared in episodes 33-52.

Due to Marvel Comics co-funding the show with Toei, a long standing rumor has stated that the original name the show was to have been "Captain Japan", making each of the heroes influenced in a way by the famous Marvel superhero Captain America. This rumor, however, has been denied by both Marvel and Toei.

This was the first of the Sentai series to be given the title of a "Super Sentai Series."

The character Miss America was based on a Marvel Comics character with the same name. See: Miss America (Marvel Comics)

WR. Susumu Takahisa, Masamitsu Uehara, Takashi Ezure, Hirohisa Soda.

DIR. Hirokazu Takemoto, Shigeo Hiroda, Minoru Yamada, Kimio Hiriyama.

EPISODES: 52 **YEAR MADE:** 1979 **COUNTRY:** JAP **SEASONS:** 1

TOEI/MARVEL

CREATOR: SABURO YADE.

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 52

DATE OF PREMIER: 03/02/1979 **AIR DATE OF LAST EPISODE** 26/01/1980

SEASON DATE BREAKDOWN:

FILMS:

BAN NAOYA, Miss America (Diane Martin; eps 1-24)DIANE MARTIN, Miss America (in costume) LISA KOMAKI, Battle Cossack (Shiraishi Kensaku; eps 1-33) ITOU YUKIO, Battle Japan (Den Masao), Battle France (Shida Kyousuke), Battle Cossack (Jin Makoto; eps 34-52), Battle Kenya (Akebono Shirou). General Kurama Tetsuzan.

RELATED SHOWS:

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

KAGAKU SENTAI DYNAMAN

CHO REI SHI SENTAI BIOMAN

DENKI SENTAI CHANGEMAN

HIKARI SENTAI MASKMAN
CHO JIN SENTAI JETMAN
KYORYUU SENTAI ZYURANGER
GO SEI SENTAI DAIRANGER
NINJA SENTAI KAKURANGER
CHO RIKI SENTAI OHRANGER
CHOSEIJIN GURANSEIZA

- 1 - 1 *ASSAULT!! RUN TO THE BALLPARK*
- 1 - 2 *EGOS' MONSTER-MAKING METHOD*
- 1 - 3 *SEARCH FOR THE SPY!*
- 1 - 4 *IT'S A SUPER-POWERED TRAP!*
- 1 - 5 *ROBOT BIG DOGFIGHT*
- 1 - 6 *LAUNCH THE MULTIPURPOSE BATTLESHIP*
- 1 - 7 *THE HOUSE BURNS!!*
- 1 - 8 *THE RIDDLE OF THE STRONGARM ACE*
- 1 - 9 *THE WOMAN FROM THE LAND OF ICE*
- 1 - 10 *I SAW THE NAUMANN ELEPHANT*
- 1 - 11 *THE GREAT CASE OF THE PET KIDNAPPING*
- 1 - 12 *THE CURSED KILLING METHOD, ROSE SNOWSTORM*
- 1 - 13 *GOLDEN EGGS AND SUNNY-SIDE-UP EGGS*
- 1 - 14 *MARRIAGE OF THE BEAUTY AND THE BEAST*
- 1 - 15 *EGOS' HELLISH COOKING*
- 1 - 16 *THE TRAGEDY OF THE UNARMED-COMBAT QUEEN*
- 1 - 17 *STEAL THE MONSTER MACHINE*
- 1 - 18 *PIGEON! HURRY TO THE NEST OF EVIL*
- 1 - 19 *JUST BIGGER THAN THE WORLD'S BIGGEST BEAUTY!!*
- 1 - 20 *HAZARDOUS GHOST HUNTING*
- 1 - 21 *ASSAULT THE DINOSAUR PENINSULA!!*
- 1 - 22 *THE FEMALE SPY TEAM'S COUNTERATTACK*
- 1 - 23 *DECISIVE BATTLE!! ALL MONSTERS APPEAR*
- 1 - 24 *TEARS! DIANE FALLS*
- 1 - 25 *THE FILM STUDIO IS A STRANGE HAUNT*
- 1 - 26 *THE BANDAGE MAN'S MASKED REPORT*
- 1 - 27 *FIRST LOVE, TO A THIEF'S SOUL, OFFICIAL BUSINESS*
- 1 - 28 *CHASE THE MYSTERIOUS BOAT*
- 1 - 29 *DID YOU SEE HER!? THE WOMAN WITH THE TORN MOUTH*
- 1 - 30 *THE VILLAINOUS, OMNIVOROUS HEAD CHEF*
- 1 - 31 *VIOLENT DASH TRACK SIBLINGS*
- 1 - 32 *HOMETOWN HOMICIDE VILLAGE*
- 1 - 33 *COSSACK DIES IN LOVE*

- 1 - 34 *THE DARK SHOGUN WHO LAUGHS IN HELL*
- 1 - 35 *STARVING BIG PANIC*
- 1 - 36 *THE BLOWN-UP WEDDING*
- 1 - 37 *LIGHTNING SWORD VS. PINWHEEL SWORD*
- 1 - 38 *THE BIZARRE PARTY'S TRAP*
- 1 - 39 *THE FRIEND WHO BECAME A DEMON*
- 1 - 40 *THE BEAUTIFUL TEACHER, IN THE NICK OF TIME*
- 1 - 41 *A BIG COUNTERATTACK ON THE VERGE OF EXPLOSION*
- 1 - 42 *THE FIREWORKS OF ELECTRIC HUMAN LOVE*
- 1 - 43 *ASSASSIN JACKAL*
- 1 - 44 *THE MOONLIGHT CLAN OF HELL VALLEY*
- 1 - 45 *FIVE MINUTES BEFORE THE HEART STOPS!*
- 1 - 46 *THE CURSED STRAW DOLL*
- 1 - 47 *A MYSTERY! STRATEGIC GRASS-LOT BASEBALL*
- 1 - 48 *THE BIG THIEF AND THE ROBBER BOY*
- 1 - 49 *THE 2-YEAR, 5-PART REBEL ARMY*
- 1 - 50 *THE DEMON WHO AIMS AT THE SHOGUN'S MASK*
- 1 - 51 *EGOS' REVIVAL CEREMONY*
- 1 - 52 *THE SYMPHONY OF THE HEROES*

BATTLESTAR GALACTICA (2004)



Forty years after the end of the Cylon War, the artificially-created Cylons declare war on humanity by attacking and destroying the twelve colonies. The military crumbles after their newly updated ships shut down in the face of a new unknown Cylon weapon. A lone Battlestar known as Galactica, due to be decommissioned and converted into a museum, turns out to be the only thing standing between the Cylons and the total destruction of the human race.

This marks the next attempt in try to revitalise the Battlestar Galatica Franchise. The original Battlestar Galatica was followed by it's sequel Galatica 1980, then by the 2003 mini-series (pilot for this show), and finally by the 2004 version. This marked a departure from many shows, as it's been parily funded by Sky TV, a british broadcaster. And the first season premiered in the UK, some 4 months before the US release date. Despite some unusual actor choices for some of the roles the series was popular enought to get a second season.

Before I proceed, I'll just add a quick comment for those slating the series without seeing it: please, stop it. Instead, wait and see what the new show is about and give it a chance. Unless of course, you want to miss one of the best dramas currently airing.

BSG is a very human story. Yet unlike Star Trek, they're not resolved by the end of the episode. Here the characters are real people who make mistakes, grow and learn from their errors. Or maybe they don't.

The point is that in the new BSG, the impact of the loss of the Colonies is something everybody must deal with, be it on a resource-management level to dealing with the loss of their families. The impact of the Cylon attack - never explored in the original series - is a major emphasis in the show and the viewer genuinely does get the feeling of the "rag tag fleet."

Don't get me wrong, I enjoyed the original series as much as anybody, but it was a product of its time and audience-slot. The new BSG is a much more adult production, both in terms of the writing and performances and the intended audience.

Additionally, the show is very non-sci-fi, but in a good way. Whenever any "science" turns up, it's integrated in such a way as to have minimal impact on the plot and, unlike Star Trek, it isn't used as a Deus Ex Machina to simply resolve the "crisis of the week." In fact, I'd go as far as to say the show is closer to 24 or The West Wing than it is Star Trek or Babylon 5, with the focus being much more on the people and their individual actions, rather than a wide-scale "space opera."

Performances are all strong, with James Callis being the real star. His tortured performance as the guilt-stricken Baltar are a joy to watch as he flips from near-hysterical lunatic to scheming toad to smooth womaniser. Olmos has the presence to give Adama the air of authority required. Sackhoff's performance as Starbuck is "subtly obvious" - she plays the brash, cocky pilot a little too well, something that's explained in later episodes. And Bamber's Apollo is a mix of heroic action and self-doubt which balances well. Mention must also go to McDonnell's President Roslin who, over the course of the series, has grown in stature and presence in a very subtle manner.

Quite simply, Battlestar Galactica is one of the most consistently strong shows I've ever seen. Considering this is only the first of (hopefully) many seasons, it's amazing to see how the show has "hit the ground running," with each episode being an improvement on the last. And considering the high standard of the first one, that's quite the achievement.

Ronald D. Moore and Christopher Eric James successfully adapt Glen A. Larson's original teleplay for today's demanding audiences, while Universal's 21st century technical crews update the look and feel of the show considerably. The action is gritty and much darker, space battles between colonial Viper fighters and the redesigned Cylon flying-wing ships have the hectic edginess of documentary footage. Major changes to the

casting have enhanced the show's appeal. Galactica's ace pilot is now a woman - Lieutenant Kara 'Starbuck' Thrace (butch blonde Katee Sackhoff), but still gambles and smokes cigars like Dirk Benedict's playboy hero in the original series. The traitorous Baltar (James Callis) is less a figure of simple evil than he was in the previous incarnation and, in an obvious effort to make the character sympathetic, he's now a misguided scientist rather than a sinister aristocrat.

However, despite this version's predominantly young cast, including Jamie Bamber as Captain Lee 'Apollo' Adama (a leading role played by Richard Hatch in the original), the performance honours go to genre stalwart Edward James Olmos (replacing Lorne Greene) as old warhorse Commander Adama, and Mary McDonnell as the new default president, Laura Roslin, who's sworn into colonial office during the conflict. Both these mature yet popular movie stars have the acting chops to grant their characters tremendous emotive impact when combat tensions run high.

If the spectre of Philip K. Dick's short story *Second Variety* (filmed as *Screamers*, 1996) hangs over this three-hour TV drama, well then, we can at least appreciate that there's a legitimate science fiction influence on the production. Although, basically, it's nothing more than revamped space opera nonsense, entirely lacking originality, there is a definite sense that this remake has managed to improve on the 1978 show. If Larson's *BattleStar Galactica* was inspired by *Star Wars*, this new version ought to be required viewing for the self-indulgent George Lucas. I think he could probably learn a thing or two from it. Hardly riveting stuff, then, but it is quite good fun overall, which is more than can be said for the recent *Star Wars* blockbusters.

The Region 2 + 4 DVD reviewed here is widescreen anamorphic format (ratio 1.77:1) with Dolby digital 5.1 sound, and optional English subtitles. Disc extras: a 20-minute making-of featurette, *BattleStar Galactica: The Lowdown*, with interview clips (including Richard Hatch - who's generous with his praise, despite the failure of his own TV remake attempt, so no-one can say this man is a sore loser!) and snippets of behind-the-scenes footage.

It's perhaps one of the great ironies of the history of TV sci-fi that this series should be a remake of a cheesy, camp piece of space opera fluff made purely to cash in on the success of the original *Star Wars* film. Setting aside issues such as the changes in design and character you simply could not have two pieces of television sci fi that were more radically different.

BattleStar Galactica is a child of its times. The psychological complexity and depth of the characters is reminiscent of *The Sopranos* while the political elements show the same level of understanding of realpolitik as the very best of *The West Wing*. It is also the spiritual child of Joss Whedon's *Firefly*, a series that actively attempted to make genre TV that wasn't about genre issues but about real people with real relationships and real problems. Whereas *Firefly*'s attempt at re-defining genre was cruelly cut short by its cancellation, *BattleStar Galactica* succeeds at recasting genre TV, so it's not about space battles and robots and FTL travel but about big ideas explored through the lens of scientific speculation. *Battlestar Galactica* marks the day when genre television finally grew up and showed that it was just as capable as exploring big and challenging ideas as any novel. It chooses as its theme possibly the most important issue facing mankind today: this is a series that is about 9/11 and the relationship between rationality, religion, and politics.

The Cylons have acquired the ability to look human as well as the ability to duplicate existing humans and even program Cylons as sleeper agents who don't even realise that they are Cylon until they are activated. This allows the show's writers to explore the sense of paranoia that gripped the US after 9/11 and saw many Arab-Americans locked up with little justification. This paranoia not only affects the relationships between the main characters as some are feared to be Cylons and others actually are Cylons but also the politics of the remains of human society. The political situation is also nicely complicated by the presence of a freedom-fighter/terrorist who becomes involved in the politics of the fleet but the writers don't ever answer the question of what his real agenda is or indeed whether he has truly renounced violence as a means of political change. This willingness to be ambiguous and vague and to allow the audience to reach their own judgements and form their own hypotheses is one of the most welcome differences between *Battlestar Galactica* and the moral absolutism of *Star Trek* or even *Buffy*. Despite the futuristic setting the writers make the world of *BattleStar Galactica* realistic by stressing that in the real world there are no easy answers to big questions and any answer you do reach invariably has consequences. Nowhere is this better expressed than in the President's character arc.

The President was sworn in during the pilot TV movie as the last surviving member of the cabinet. Despite being a schoolteacher and a junior cabinet member she is not politically naïve. Right from the start the President and Commander Adama are constantly testing each other's limits, it's a battle of wills and political visions which is all too real even in our world as the pragmatic nationalism of the military conflicts with the idealism and emotivism of civilian politicians constantly mindful of the court of public opinion. However, the President has a secret; she is dying of cancer. Early on in the series we see the President refuse medical treatment, preferring to use an alternative therapy. Soon afterwards she begins having visions that tie into religious prophecies that talk of discovering the home of the gods and Earth. The President's retreat into religion plays out during the series, eventually culminating in her convincing a pilot to return to Cylon-

occupied Caprica in order to reclaim a religious relic that she hopes would show them the way to Earth.

The President's retreat into religion is nicely mirrored by the mental state of Gaius Baltar, the man who betrayed humanity. He slips in and out of visions of a beautiful Cylon woman who guides him and pushes him continually to accept God. When Baltar refuses the Cylon disappears from his mind and starts to appear in the real world. Baltar's treachery is nearly uncovered a number of times, but events and the words whispered in his ear by the beautiful Cylon convince him that he is an implement in God's hands. Again, the writers brilliantly leave all questions about Baltar's mental state unanswered. Is he completely mad? Does the Cylon woman really exist outside of his mind? Does the God the Cylons speak of really exist? It is the belief system of the Cylons that is undeniably the most brilliant aspect of this show.

The Cylons believe in the existence of one true God. They are spurred on to kill humans and even themselves by the belief that ultimately upon their death they will return to God and be reborn. They are fanatics. One episode showcases the Cylon belief system by having Starbuck interrogate and torture a Cylon, even this locking of horns has no clear winner as the Cylon's observations hit home, but so do Starbuck's attempts to force the Cylon to question his faith. Where *The Sopranos* used psychotherapy to explore the psychological depths of its main characters, *BattleStar Galactica* deploys philosophy and religious discussion as ultimately the humans and Cylons are as driven by the myths and convenient fictions they adopt as Tony Soprano is by his inner demons and his relationship with his mother. Indeed, the Cylons appear to revel in playing mind games with the humans, often playing elaborate tricks on them as a part of their grand plan. While its full scope is only hinted at in this first series at times it is positively Freudian as the children recreate themselves in the image of their parents as a means to destroy them.

These are huge questions that TV rarely comes close to tackling even in such highbrow fare as Dennis Potter's oeuvre, but *BattleStar Galactica* never opts for an easy answer and challenges all sides of religious and political issues: where do you draw the line between religious beliefs and delusions? Is the best response to religious fanatics' authoritarianism? What if religious teachings really were true? Can a head of state acting on the basis of religious zeal be trusted to make decisions? Would the abandonment of democracy be a viable option to get away from such a leader? *BattleStar Galactica* refuses to give easy answers to this question and muddies the waters even further by making the traitorous and possibly delusional Gaius Baltar a sympathetic character and we even begin to care for Cylons posing as humans. The end of the series is full of surprises as literally no character escapes unscathed as one after another they are forced to make difficult decisions or confront what it is they truly believe and who they really are.

BattleStar Galactica builds upon what made *Firefly* such a great programme but its much greater ambition as well as refusing to fall into what Joss Whedon found to ultimately be the restrictive and binding demands of post-Buffy genre TV makes *Galactica* not only a brilliant and important piece of genre television but it's continual proof that we're living through a real golden age of drama on American TV. Remorselessly challenging and brilliant *BattleStar Galactica* deserves to be mentioned in the same breath as *The West Wing* and *The Sopranos* as great drama. Oh... and the space battles look amazing and there isn't a 'daggit' in sight.

The best things in life never last. Whether it's that restaurant that serves a chocolate terrine so tasty it's as if a chocolaty Jesus came on your face, or that redhead at work that's been giving you the eye over a hot copier. Soon enough the restaurant's owners will sell out to someone who doesn't even know what a terrine is, and you'll notice, all too late, that the redhead from accounts has mysteriously big hands. When the new *Battlestar Galactica* first appeared a couple of years ago its complex and symbolic plot of religious fanatics, torture and hidden assassins seemed to perfectly capture what was going on in American politics as the Christian neo-cons and Islamic extremists of Al Qaeda seemed to compete for who could be the biggest packs of twats on the planet. It seemed to be miles away from the moral retardation of *Star Trek* and even one-upped *Buffy* by not only being rich in human emotion and densely symbolic but also concerned with international politics (a topic far more exciting than the life of a teenager). However, despite a longish break between seasons and a long break in the middle of the second season, *Battlestar Galactica* has gone from the sublime to the ridiculous as it becomes a series in search of both a theme and a plot.

As I've argued before, it's no coincidence that American series tend to dip in quality after the first season. From *The Sopranos* to *The Wire* to *Six Feet Under*, the fact remains that the first series tends to be strong and then the next series is either a mess or it spends its time wandering around forlornly trying to tidy up the loose threads of the first series. This is because while the writers and producers have an almost infinite amount of time to polish and plan the first season before pitching it to the networks and making it, they rarely have more than six months to write the follow-up. The proof of this law of show business is very much in the pudding that is the second series of *Battlestar Galactica*.

The ending of the first series saw the fleet split in two along broadly religious lines; half the fleet believed that the President was a prophet and that these times had been foretold in ancient religious texts. The other half believed President Roslin to be mad, and supported Commander Adama's coup. As the season ended, the

narrative was left in an unstable situation meaning that one of them had to be right and the issue had to be solved, taking with it the fantastic ambiguity and agnosticism that had fuelled the first series. However, it isn't long before series two has it that the President was in fact right. Unfortunately, the cut and dry manner in which the tension at the end of the first season is resolved proves to become a habit in the second season, as the plot effectively re-sets on three separate occasions.

Firstly, the first few episodes of season two concern themselves with the brief and shambolic command of notorious drunkard Colonel Tigh. Unable to retain the respect of his men and quick to act out of anger, Tigh oversees the accidental murder of dozens of innocent civilians. But nothing comes of it because Adama wakes up and apologises to the President and Colonel Tigh's disastrous command is instantly forgotten in much the same manner as the religious and political disagreements that split the fleet only a few weeks previously.

Secondly, after drifting aimlessly Battlestar Galactica decides to resurrect old chestnut and fan favourite the 'Battlestar Pegasus' from the original series. However, where the first series' Pegasus was commanded by an outrageously camp Lloyd Bridges as Commander Cain, the new Pegasus is commanded by a ruthlessly expedient female Admiral Cain, whose methods are at odds with the more liberal attitudes that have evolved onboard the Galactica. What begin as disagreements quickly turn to tensions and then to all out confrontation as Cain's views on Cylons (that they are things rather than people with rights) lead to a friendly Cylon being raped and her rapist murdered. Soon, the two Battlestars are launching ships at each other and gearing up for war. Somewhat depressingly, though, the issue is resolved and the brief exploration of whether or not Cylons are sentient is shelved along with the issue of the role of faith in politics that underpinned the first season, and the nature of military dictatorships explored early in the second season.

The series then wanders aimlessly again, occasionally toying with poorly plotted and ham-fisted allegories for stem cell research as in Epiphanies and individual episodes that don't advance the larger plot such as the tired and lacklustre Black Market and the misjudged and predictable Scar. However, in the final handful of episodes the season picks up as it starts to deal with the Presidential elections that oppose Roslin to the traitor Baltar. As the humans consider whether to settle on a newly discovered planet and the Cylons decide to attempt to co-exist with the humans, a suicide bomber sets off a nuclear explosion killing thousands of humans and destroying a number of ships. This leads to the third and most breathtaking rebooting of Battlestar Galactica as the storyline skips forward, to reveal mothballed Battlestars and humans living on a planet controlled by Cylons.

Showing admirable production values, some good performances and a commitment to exploring ideas both human and philosophical, Battlestar Galactica effectively sets itself apart from more run-of-the-mill sci-fi dramas. And yet beyond the cosmetic differences there lurks a show with serious writing problems. The basic problem with Battlestar Galactica is that it is a transparently top down creation. By this I mean that the plot and characters evolve in the manner they do because of the whims of the writers. Now, at first glance this is a spectacularly banal point as, ultimately, the writers create everything, but consider for a minute a series such as Deadwood. Deadwood (and The Wire for that matter) are bottom up series insofar as the characters are so well designed and crafted that once you throw them into a certain kind of environment, the episodes essentially write themselves, their bloody and unfortunate conclusions both tragic and tragically obvious to anyone who watches with an eye for how the characters are constructed.

To put it another way, the conflicts that animate those series are front loaded into the characters and the situations in such a way as to make the series driven by their characters, as opposed to Battlestar Galactica where the characters are clearly driven by the week-by-week creative whims of the writing staff, which was manifestly not the case in the first season. The result is that it is difficult to suspend your disbelief as the wild and wildly expedient changes in the characters are obviously there because the writers need to close off a particular subplot or engineer a particular situation. In essence, the characters are without a direction meaning that the show's producers have to give them a new one each week, resulting in a lack of cohesive or coherent plot arcs and a complete breakdown in the evolution of a number of characters. At this point, fans will jump up and explain that it's perfectly reasonable for Adama to completely change his mind about the President and go from considering her a dangerous psychotic to a lovely woman, but I would argue that writing a character that is prone to radical mood swings and changes of opinion is in fact indistinguishable from poor characterisation because it is poor characterisation.

Nowhere is this more evident than in the handling of the Cylons' secret plan. Throughout the first and second seasons we were told again and again that the Cylons had a plan, and that they were manoeuvring the humans into place. While anyone who has ever watched The X-Files or Carnivale will realise that there was no plot, and that the writers were making it up as they went along, there was at least a suggestion of a longer plot arc that had been worked out. However, in the final three episodes of this season, the plan changes from the original secret plan to the idea that the humans and Cylons can live together in peace to a third plan in which the humans are kept as prisoners by Cylon soldiers. In three episodes the motivation of the Cylon characters changes twice, practically at the drop of a hat. Are we really to believe that the writers of this show have any

control over where it's going at this point?

The final reboot at the end of season two is not so much a daring change of direction as it is an admission of failure. The three different attempts at finding a theme, the drastic changes in the central characters, the unsatisfactory manner in which old plot lines are closed off and the Cylons that are overly eager to re-invent their entire species' attitude towards humans stand as undeniable evidence that Ronald D. Moore and his team of writers simply could not make the original format work for longer than one season. The rare flashes of intelligence that Battlestar Galactica shows in its treatment of Cylon psychology and the relationship between the military and civilian authority suggest that there's still a hunger to be bold, intelligent and challenging but with a move to a more prime-time slot announced for the third series the writing team behind Battlestar Galactica need to recapture the magic that made season one such compelling viewing and exorcise the demons that made season two such a complete failure.

Produced by - Trisha Brunner . Associate producer (episodes 2.11-2.20) , David Eick . Executive producer , Harvey Frand . Producer
Toni Graphia . Co-executive producer , Glen A. Larson . Consulting producer , Paul M. Leonard . Associate producer , Ronald D. Moore . Executive producer , Bradley Thompson . Co-producer , Mark Verheiden . Co-executive producer (2005-) , David Weddle . Co-producer

Original Music by Richard Gibbs (episodes 2 and 3, season 1) & Bear McCreary

Non-Original Music by Philip Glass (from "Glassworks") , Philip Glass (from "Metamorphosis One")

Cinematography by Stephen McNutt

Film Editing by Dany Cooper , Jacques Gravett , Andrew Seklir , Michael Stern

Casting by Eric Dawson , Liz Dean , Carol Kritzer , Coreen Mayrs , Robert J. Ulrich

Production Design by Richard Hudolin

Art Direction by Doug McLean

Costume Design by Glenne Campbell

Makeup Department - Gerald Gibbons . Hair stylist (episode "Kobol's Last Gleaming") , Michelle Hrescak . Makeup artist: Mary McDonnell , Lise Kuhr . Key makeup artist , J.P. Mass . Fabricator , Patricia Murray . Key makeup artist , Carole Simcox . Day-check makeup artist , Bill Terezakis . Special makeup designer , Vince Yoshida . Fabricator

Production Management - Trisha Brunner . Post-production supervisor , Lorne Davidson . Unit manager (episodes 7-13, season 1) , Craig Forrest . Unit manager , Ron French . Production manager

Second Unit Director or Assistant Director - Mark D. Currie . First assistant director: second unit , Mindy Heslin . Second assistant director , Mindy Heslin . Second unit director , Lee Knippelberg . First assistant director , John Mavrogeorge . Second assistant director , Sean Osmack . Third assistant director , Cy Peck . Trainee assistant director , Wayne Rose . First assistant director , Wayne Rose . Second unit director , Derek Thomson . Third assistant director

Art Department - Clayton Allen . Set dresser , Perry Battista . Assistant set decorator , Paul Burton . Set dresser , Mike Carpenter . Lead man

Chris Claridge . Construction coordinator , Michael Corrado . Art department co-ordinator , Tracy B. Dunlop . Lead set dresser (season 1)

Tracy B. Dunlop . Set dresser (season 2) , Kenneth H. Hawryliw . Property master , Jim Hayes .

Construction foreman , Scott Holburn . On-set dresser (season one) , Jonathan Lancaster . Assistant set decorator , John Lavoie . Paint foreman , Sean Lavoie . Paint coordinator

Ken Rabhel . Assistant art director , Ocea Ringrose . Lead set dresser , Ocea Ringrose . Set dresser , Tony Soragnese . Set dresser

Ivana Vasak . Assistant art director , Maurice Woodworth . On-set dresser (season 2) , Maurice Woodworth . On-set dresser: second unit (season 1)

Maurice Woodworth . Set dresser (season 1) , Warren Flanagan . Storyboard artist (uncredited)

Sound Department - Julie Altus . Adr recordist , Michael Baber . Music editor , Rick Bal . Sound mixer , Vince Balunas . Dialogue/adr editor

David Bondelevitch . Dub stage music editor , Chris Boyett . Adr editor , Robert Carr . Mix tech (season

2) , Daniel Colman . Sound designer

Daniel Colman . Supervising sound editor , Wendy Czajkowsky . Adr mixer: Vancouver (various episodes) , Gordon Fordyce . Music editor (episodes 2 and 3, season 1) Gordon Fordyce . Score mixer (episodes 2 and 3, season 1) , Steve Kaplan . Scoring engineer , Ken Kobett . Sound re-recording mixer (season 2) , Jack Levy . Supervising sound editor , Donald Lyles . Adr mixer , Doug Madick . Foley artist , Mike Olman . Sound re-recording mixer (season 2) , Dennis Petersen . Sound recordist , Shannon Potter . Adr recordist , Jason Ruder . Music editor , Dean St. John . Adr mixer

Special Effects by Andrew Chamberlayne . Special effects coordinator

Visual Effects by Dustin Adair . Lead character animator , Tom Archer . Lead compositor , Melissa Best . 2D compositor: Atmosphere Visual Effects

Nadine Blackler . Compositor: Atmosphere VFX , Kristen Branan . Head of production , Brenda Campbell . Lead compositor: Atmosphere Visual Effects , Ryan Cronin . 3D animator , Doug Drexler . Visual effects CG supervisor , Patricia Gannon . Lead visual effects compositor , Mike Gibson . Visual effects coordinator , Matthew Gore . Facility visual effects coordinator (as Matt Gore) , Steve Graves . Digital artist: Zoic Studios , James Hibbert . Modeller , Jeremy Hoey . Senior digital matte artist , Gary Hutzler . Visual effects supervisor , Lane Jolly . Compositor , Andrew Karr . CG supervisor: Atmosphere VFX , James Kawano . CG artist , Patrick Killik . Modeller , Don W. Kim . Digital compositor , Jaye Krebs . Digital compositor , Steve Kullback . Visual effect producer: Zoic Studios , Gabriel Köerner . Digital modeller , Adam 'Mojó' Lebowitz . Visual effects animator (as Adam Lebowitz) , Mark Lipsmeyer . Tracker/matchmover: Zoic Studios , George Loucas . Digital compositor , Blaine Lougheed . Visual effects assistant , Blaine Lougheed . Visual effects coordinator , Geoffrey Mark . 3D animator , Kirsten Meekison . Visual effects coordinator , Daniel Osaki . Modeler , Kevin Quattro . Digital artist , Mark Rasmussen . Digital effects supervisor: Enigma Studios Inc , Mark Shimer . Lead visual effects animator , Emile Edwin Smith . Digital effects supervisor , Lee Stringer . CG supervisor , Ross Woo . Visual effects assistant , Chris Zapara . Digital effects supervisor

Stunts - Ed Anders . Stunt performer , Nickolas Baric . Stunt double , Simon Burnett . Stunts , Mark Chin . Stunt performer , Janina Dall . Stunt double , Mike Desabrais . Stunts , Duane Dickinson . Assistant stunt coordinator , Duane Dickinson . Stunt coordinator (second season) , Lani Gelera . Stunt double , Christopher Gordon . Stunt double , Rob Hayter . Stunt double , Trevor Jones . Stunt actor (Stunt Marine #2) , Kit Mallet . Stunts , Mike Mitchell . Stunt coordinator , Phillip Mitchell . Stunts , Jovan Nenadic . Stunts , Darryl Quon . Wire tech , Dan Rizzuto . Fight choreographer , Dan Rizzuto . Stunt performer , Jeff Sanca . Stunt performer , Angela Uyeda . Stunt double: Grace Park , Clay Virtue . Stunts

Other crew - Paul Akehurst . Lightboard operator , Carol Bailey . First assistant accountant , Michael Bendner . Production assistant , Tim Bennett . Office production assistant , Laurie Boyle . Production accountant , Trevor Brokop . Production assistant , Mike Carpenter . Rigging grip , Kevin L. Carvell . Project consultant (multiple episodes) (2004-2006) , Tom Chen . Computer playback operator , Roberto W. Contreras D. . Camera operator: additional units , Barbara Copp . Key production assistant , Greg D'Auria . Assistant editor , Maril Davis . Assistant: Ronald D. Moore , Todd Fischer . Special thanks , Debbie Forbes . Assistant to producer (season 1) , James Forsyth . Extras casting , Zoe Gauvreau . Production coordinator: second unit , Ron Gray . Craft service , Ron Gray . First aid , Dr. Kevin R. Grazier . Science advisor , Curt Griebel . Key grip , Joel Guthro . Camera operator: "a" camera , Andy Henry . Casting associate: Los Angeles , Tanis Hofmann . Office production assistant , Lee Jeffrey . Stand-in Harry Jierjian . Assistant editor , Corey Jones . Script supervisor , Christine Kim . Assistant editor , Tom J. Lawson . Production assistant , Tony Lort . Accounting clerk , Carol Marks-George . Unit publicist , Tom McAlley . Payroll clerk , Sian McArthur . Assistant to producers , Garrett McGuire . Casting associate , Ryan McMaster . Camera operator , Shaun McKay . Payroll accountant , Beth Mercer . Script supervisor Robert Murphy . Production steward , Dianna Musil . Union representative , Jordan Neifer . Dolly grip , Bonny Northcott . Key production assistant

Nicole Oguchi . Assistant production coordinator , Jamie Osborne . Production assistant , Glenna Owen . Assistant costume designer

Guy Paterson . Gaffer: second unit , Richard A. Payne . Digital artist , Richard Porta . Second assistant camera: "a" camera , Cara Rogers . Production coordinator , Don Saari . Gaffer , Tisha Simpkins . Assistant location manager , Tisha Simpkins . Key production assistant , Kent Sponagle . Location manager , Jennifer Tanami-Hendriks . Assistant coordinator , Robert J. Thissen . Writer's assistant , Bradley Thompson . Story editor , Adrian Van Der Park . Supervising animator , Ryf Van Rij . Stand-in , David Weddle . Story editor , Lance White . Digital video assist operator , Katherine Wigzell . Truck costumer (2005) , Darin Wong . Dolly grip , Brian J. McNamara . Title designer (uncredited).

Web Episode Details

This 10-part Web-only series fills in the gap between the end of Season Two and the beginning of Season

Three. The episodes are available at the official Sci Fi Channel website (www.scifi.com/battlestar). No registration or subscription is required, although the videos are only available to U.S. residents at this time.

Part 1: Sept. 5, 2006

Galen Tyrol and Saul Tigh attempt to recruit new soldiers for the resistance against the Cylon occupiers on New Caprica.

Part 2: Sept. 7, 2006

Tyrol and Jammer are unsuccessful in recruiting Duck into the Resistance. Tigh proposes a controversial hiding place for the weapons cache.

Part 3: Sept. 12, 2006

Tigh and Tyrol hide the weapons while Duck discusses religion with his wife, Nora.

Part 4: Sept. 14, 2006

Cally and Nora worship at the temple and talk about Galen and Duck's religious beliefs. The Cylons go on the attack.

Part 5: Sept. 19, 2006

Duck mourns Nora's death. He asks Tyrol whether the Resistance hid guns at the temple.

Part 6: Sept. 21, 2006

Tigh and Barolay are pleased that the Cylon crackdown has brought in over 150 new recruits to the Resistance. Jammer is still upset about Nora's death and Duck's grief.

Part 7: Sept. 26, 2006

Tigh and Tyrol discuss Jammer's detention by the Cylons. Tigh fears that Jammer will give up the Resistance members.

Part 8: Sept. 28, 2006

Doral offers to "help" Jammer prevent future massacres.

Part 9: Oct. 2, 2006

Tyrol greets Jammer after he is released from the detention center. Duck returns to his tent to mourn his wife's death.

Part 10: Oct. 5, 2006

Duck makes a dangerous decision regarding the Cylons. Jammer appears to have made a different decision.

WR. Ronald D. Moore , Toni Graphia ,Bradley Thompson, David Weddle, Carla Robinson, Jeff Vlaming, Michael Angeli, Toni Graphia, Jeff Vlaming, David Weddle, Bradley Thompson, Carla Robinson , David Eick, Mark Verheiden

DIR. Marita Grabiak, Rod Hardy, Allan Kroeker , Sergio Mimica-Gezzan, Edward James Olmos, Jonas Pate , Michael Rymer , Brad Turner, Jeff Woolnough , Robert Young

EPISODES: 53 **YEAR MADE:** 2004 **COUNTRY:** US **SEASONS:** 3

SKY TV, R&D TV, USA CABLE ENTERTAINMENT LLC

CREATOR: GLEN A. LARSON

TYPE OF SHOW: EXPLORATION **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13 (2) 20, (3) 20

DATE OF PREMIER: 18/10/2004 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN: Season 1 : 18/10/2004 - 24/01/2005
Season 2 : 15/07/2005 - 10/03/2006

FILMS:

Commander William "Husker" Adama EDWARD JAMES OLMOS, President Laura Roslin MARY MCDONNELL, Lt. Kara 'Starbuck' Thrace KATEE SACKHOFF, Captain Lee 'Apollo' Adama JAMIE BAMBER, Doctor/Vice President Gaius Baltar JAMES CALLIS, Number Six TRICIA HELFER, Lt. Sharon 'Boomer' Valerii GRACE PARK

Books Based on this series.

Battlestar Galactica	Jeffrey Carver	2005
Battlestar Galactica - Sagittarius is Bleeding	Peter David	2006
Battlestar Galactica - The Cylons' Secret	Craig Shaw Garnder	2006

RELATED SHOWS:

BATTLESTAR GALACTICA

GALACTICA 1980

BATTLESTAR GALACTICA (MINI)

1 - 1 33

The convoy of refugees, led by the recommissioned Battlestar Galactica, is attacked exactly thirty three minutes after every FTL jump, leading many to believe there is a traitor in their midst.

Wr Ronald D. Moore

Dir Michael Rymer

1 - 2 *WATER*

Boomer wakes up in a storage locker soaking wet and carrying a bag with a bomb in it. Moments later, several explosions rip through the Battlestar Galactica bleeding her of 60% of her water. Now the crew struggles to find another source of water before riots threaten to destroy the convoy.

Wr Ronald D. Moore

Dir Marita Grabiak

1 - 3 *BASTILLE DAY*

Lee has an idea to use prisoners to collect a new supply of water from underground on an icy moon, but the leader of a group of insurgents uses the opportunity to take some of the ship's officers hostage.

Wr Toni Graphia

Dir Allan Kroeker

1 - 4 *ACT OF CONTRITION*

When an accident kills or incapacitates 20 of Galactica's fighter pilots on the hangar deck, Kara must train a new squad, bringing back painful memories for her and Lee. Meanwhile, Roslin searches for a treatment for her breast cancer

Wr Bradley Thompson, David Weddle

Dir Rod Hardy

1 - 5 *YOU CAN'T GO HOME*

When Kara goes missing under enemy fire, Lee and his father stir up resentment by using too many of the Galactica's scanty resources in their attempts to find her.

Wr Carla Robinson, Bradley Thompson

Dir Sergio Mimica-Gezzan

1 - 6 *LITMUS*

When an attack by some of the new humanoid Cylons reveals their existence, a tribunal is convened to determine if any more of them are hiding among the crew of the Galactica.

Wr Jeff Vlaming

Dir Rod Hardy

1 - 7 *SIX DEGREES OF SEPARATION*

A woman accuses Dr. Baltar of being the one who let the Cylons access the defense mainframe. As proof, she presents a disc that contains photographs of a man looking like Dr. Baltar entering the mainframe the day before the attack. As the contents of the disc are being analyzed, Dr. Baltar must wage a lonely battle to prove his innocence, while also dealing with the sudden disappearance of Number Six from his life.

Wr Michael Angeli

Dir Robert Young (III)

1 - 8 *FLESH AND BONE*

A copy of the Leoben Conoy model (the Cylon that Adama killed in the mini-series) appears in the civilian fleet; Starbuck interrogates him. Before he was captured, Roslin had a dream about Conoy, so she's particularly determined to uncover his plans. Meanwhile, "Galactica" Boomer asks Baltar to test his new Cylon detector on her. "Caprica" Boomer receives new instructions that she's not comfortable with.

Wr Toni Graphia

Dir Brad Turner

1 - 9 *TIGH ME UP, TIGH ME DOWN*

Roslin's suspicions regarding Commander Adama increase when he can't be located during a military operation. Col. Tigh defends his friend despite being mad that he also didn't know where Adama was. But everything is explained when the commander returns to Galactica with Ellen Tigh. It seems that the colonel's estranged wife had been unconscious since the Cylon attack and is now awake and ready to reconcile. Tigh is thrilled to have his wife alive and back in his life; everyone else now turns their suspicions towards her.

Wr Jeff Vlaming

Dir Edward James Olmos

1 - 10 *THE HAND OF GOD*

The fleet is facing a fuel shortage; the only possible relief comes from an active and heavily armed Cylon fuel refinery. Adama decides to launch an offensive against the base. This puts Lee on the spot since not everyone believes that he's up to the challenge of leading the assault. Baltar, the resident "Cylon expert," makes a guess that could put the entire mission in jeopardy if he's wrong.

Wr David Weddle, Bradley Thompson

Dir Jeff Woolnough

1 - 11 *COLONIAL DAY*

Tom Zarek has himself nominated for the role of Vice President as an assassin is located on board the Cloud Nine Luxury liner. As tensions flare the cruel hand of politics leads to murder, and the election of the most unlikely Vice President.

Wr Carla Robinson

Dir Jonas Pate

1 - 12 *KOBOL'S LAST GLEAMING (PART 1 OF 2)*

Galactica discovers a planet with the ruins of a past civilization. Adama wants to survey the planet and settle down there permanently. But Roslin has a vision that convinces her that this is Kobol and that she has a part to play in an ancient prophecy. Lee and Kara have a fallout. Baltar catches Galactica's Boomer about to do something drastic. And Helo is unsure of what to do with Sharon.

Wr Ronald D. Moore

Dir Michael Rymer

1 - 13 *KOBOL'S LAST GLEAMING (PART 2 OF 2)*

The crew of Raptor One crashes on Kobol. Baltar and Number Six look upon the face of the future. Starbuck reaches Caprica and finds the Arrow of Apollo. Adama orders the arrest of the President over her ordering Starbuck to retrieve the Arrow, and Boomer goes on one final mission to destroy the Base Star orbiting Kobol. Old Alliances fall, and new ones are formed, and someone is shot by a Cylon agent...

Wr Ronald D. Moore

Dir Michael Rymer

1 - 19 *CROSSROADS (PART 2 OF 2)*

2 - 1 *SCATTERED*

With Adama out of action, Colonel Tigh takes his position as commander of the Galactica. The fleet makes an emergency jump, but due to an error by Gaeta, Galactica does not transmit the proper jump coordinates and the fleet becomes separated from Galactica. Boomer is in jail, and the cat's out of the bag - she's a Cylon. Back on Caprica Boomer takes off with Starbuck's Cylon raider.

Wr David Weddle, Bradley Thompson

Dir Michael Rymer

2 - 2 *VALLEY OF DARKNESS*

The Galactica has succeeded in reuniting with the fleet, but it has paid a terrible price: A Cylon computer virus has penetrated its computers. Col. Tigh knows from bitter experience what the Cylons are planning. The Centurions aren't going to blow up the ship; they're going to kill the crew by venting the ship's air and then turn its guns on the rest of the fleet. Only Lee whom Tigh despises for his "disloyalty" to Commander Adama and his small squad of marines are in position to stop the Cylon boarding party.

Meanwhile, on Cylon-occupied Caprica, Starbuck and Helo break into her old apartment and fire up her old pickup truck. Light-years away on Kobol, Chief Tyrol and his crew return from their risky mission to get medical supplies for Socinus, only to realize that the wounded man isn't going to make it.

Wr Bradley Thompson, David Weddle

Dir Michael Rymer

2 - 3 *FRAGGED*

Adama is still in surgery. And the Kobol gang are searching for a way out of their present situation when they discover the Cylons have built an anti-aircraft weapon, designed to destroy the rescue craft that is sure to follow. Crashdown must lead the group on a raid to destroy the weapon before their rescue can arrive.

Back on Galactica all hell is breaking loose. President Roslin is in withdrawal from her medication, and Colonel Tigh is going head to head with the Quorum of Twelve. Fed up with their interference he declares martial law.

Wr Nicole Yorkin, Dawn Prestwich

Dir Sergio Mimica-Gezzan

2 - 4 *RESISTANCE*

Martial law is having a bad effect on the fleet as ships are refusing to resupply Galactica. The Chief is arrested as a suspected Cylon, and it's up to Gaius Baltar to prove his innocence. The President, with the assistance of Lee Adama, escapes her imprisonment aboard Galactica and takes refuge on Cloud 9 with the help of the most unlikely of allies.

Starbuck and Helo discover a group of fifty three survivors on Caprica.

Wr Toni Graphia

Dir Allan Kroeker

2 - 5 *THE FARM*

A week after last week's exciting episode, Adama returns to an excited CIC and retakes command of his ship. He orders a ship to search for the President, but fails to find her before she sends out a message informing the other ships in the fleet that she knows where Earth is, and that she will lead them there. Over a third of the fleet leaves Galactica's protection and jumps back to Kobol to await the return of Starbuck.

Back on Caprica Starbuck has been shot and is under medical care in a strange looking and sounding hospital.

Caprica Boomer returns to Helo, and helps him lead a raid on the hospital where Starbuck is being held which leads to a chilling discovery.

Wr Carla Robinson

Dir Rod Hardy

2 - 6 *HOME: PART 1*

President Roslin's fragile coalition is put to the test and Adama continues to struggle with the betrayal of his son. Starbuck, Helo, and Boomer return from Caprica and set out for Kobol to find the tomb of Athena.

Wr David Eick

Dir Sergio Mimica-Gezzan

2 - 7 *HOME: PART 2*

Adama heads to Kobol to find Roslin, reassembles the fleet and heads down to Kobol himself with most of the key characters (Apollo, Starbuck, Zarek, Billy, Tyrol) to find the presidential party in search of the "tomb of Athena" which allegedly leads to Earth.

The two groups meet, Adama and Roslin make their peace and continue on their expedition. Apollo hangs out with Starbuck, Zarek tries to keep his cronie off plotting with Boomer who is unaware of tension building between Helo and Tyrol.

On arrival at the tomb, a showdown between Boomer, Adama (and Zarek's chum) occurs but the key characters of the group enter the tomb afterwards and find themselves transported to Earth.

Wr Ronald D. Moore, David Eick

Dir Jeff Woolnough

2 - 8 *FINAL CUT*

A reporter is sent to Galactica to chronicle the harsh realities of life during wartime. Lucy Lawless guest

stars as the television reporter, D'Anna Biers.

Wr Mark Verheiden

Dir Robert Young (III)

2 - 9 *FLIGHT OF THE PHOENIX*

Sharon informs Adama that the Galatica has been infected with a computer virus that is tampering with the basic ship functions and is scanning them for weaknesses. All this is preparation for a major assault by the Cylon Raiders. So with the clock ticking, Adama must pull himself together and decide whether or not she can be trusted. Meanwhile the flight crew is hard at work on a new fighter named The Blackbird.

Wr David Weddle, Bradley Thompson

Dir Michael Nankin

2 - 10 *PEGASUS*

Galactica finds another lost Battlestar, Pegasus. But all is not well in paradise when Admiral Cain begins to assert her power. When Chief and Helo assault and kill a superior officer resulting in Admiral Cain arresting Chief and Helo and calling for their execution.

Wr Anne Cofell Saunders

Dir Michael Rymer

2 - 11 *RESURRECTION SHIP (PART 1 OF 2)*

The Battlestars Galactica and Pegasus face a new Cylon target, a "Resurrection" ship, while a power struggle threatens to result in all-out war among the human fleet.

Wr Michael Rymer

Dir Michael Rymer

2 - 12 *RESURRECTION SHIP (PART 2 OF 2)*

The struggle between Adama and Cain is temporarily put on hold while the two Battlestars combine forces for an assault on the Cylon Resurrection Ship. Apollo faces a momentous decision and Baltar takes an interest in Gina, the Cylon prisoner.

Wr Michael Rymer, Ronald D. Moore

Dir Michael Rymer

2 - 13 *EPIPHANIES*

As President Roslin nears death, Dr. Gaius Baltar must be groomed for the worst case scenario.

Roslin orders the death of Sharon's unborn child.

A sabotaged Viper leads to an investigation that uncovers a movement of people seeking peace with the Cylons.

Baltar discovers an anomaly in the (Sharon's) fetus that may cure Roslin's cancer.

Wr Joel Anderson Thompson

Dir Rod Hardy

2 - 14 *BLACK MARKET*

The Pegasus' new commander (Fisk) is murdered by black marketeers, and Lee is charged with solving the crime.

Roslin seeks to stamp out the black market by introducing new trade regulations.

Wr Mark Verheiden

Dir Michael Rymer, James Head

2 - 15 *SCAR*

A crazed Cylon Raider attacks the Colonial fleet in a series of hit-and-run attacks. Overworked Viper pilots must defend a mining operation from this Raider that they nickname "Scar."

Wr David Weddle, Bradley Thompson

Dir Michael Nankin

2 - 16 *SACRIFICE*

A woman takes hostages on Cloud Nine and demands that Adama turn over Sharon in order to avenge her husband's death at the hands of the Cylons.

Wr Anne Cofell Saunders

Dir Reynaldo Villalobos

2 - 17 *THE CAPTAIN'S HAND*

Apollo assists in the search for a missing Raptor team as the new commander of the Pegasus grows increasingly unstable.

Wr Jeff Vlaming

Dir Sergio Mimica-Gezzan

2 - 18 *DOWNLOADED*

After Boomer's consciousness is downloaded into a new body following her death, she struggles with her new life on Cylon-occupied Caprica. Number Six is asked to help Boomer adjust to her new role in Cylon society.

Wr David Weddle, Bradley Thompson

Dir Jeff Woolnough

2 - 19 *LAY DOWN YOUR BURDENS (PART 1 OF 2)*

Chief Tyrol is plagued by terrifying dreams and seeks the aid of a priest. Kara leads a rescue mission to Caprica. Roslin and Baltar go head-to-head in a presidential debate that changes dramatically with the discovery of a habitable planet.

Wr Ronald D. Moore

Dir Michael Rymer

2 - 20 *LAY DOWN YOUR BURDENS (PART 2 OF 2)*

When Baltar wins the vote, Roslin considers stealing the election because she believes he is a Cylon collaborator.

Wr Mark Verheiden, Anne Cofell

Dir Michael Rymer

3 - 1 *OCCUPATION*

Tigh, Tyrol and Anders lead the Resistance on New Caprica to increasingly deadly attacks against the Cylons. Kara finds herself trapped in a new life with Leoben Conoy, and Duck makes a fateful decision.

Meanwhile on Galactica, Adama struggles with the question of whether to return to New Caprica to mount a rescue attempt.

Wr Ronald D. Moore

Dir Sergio Mimica-Gezzan

3 - 2 *PRECIPICE*

Adama plans to return to New Caprica and drop off a surprising person to act as a liason between Galactica and the Resistance.

Tigh's insistence on the use of suicide bombers and ever escalating violence stuns even the fellow leaders of the Resistance. Eventually, the suicide bombings cause the Cylon occupiers to crackdown on their human subjects.

Wr Ronald D. Moore

Dir Sergio Mimica-Gezzan

3 - 3 *EXODUS (PART 1 OF 2)*

Sharon helps the Resistance on New Caprica as Adama leads Galactica on a dangerous rescue operation.

Tyrol races to save Cally from the execution squad. Meanwhile Anders uncovers treachery among the humans.

D'Anna Biers/Number Three meets the Oracle Selloi after having strange dreams about the temple.

Wr Bradley Thompson, David Weddle

Dir Felix Enriquez Alcala

3 - 4 *EXODUS (PART 2 OF 2)*

Tigh must decide the fate of his wife Ellen after the assistance she rendered to the Cylons.

Lee struggles with his assignment to protect the civilian fleet on its journey toward Earth while Adama returns to New Caprica with just the Galactica.

The Resistance coordinates an attack on the Cylons just as Galactica arrives. As the Cylons begin to lose control, Number Three (D'Anna Biers) vows to put a final end to the New Caprican experiment.

Wr David Weddle, Bradley Thompson

Dir Felix Enriquez Alcala

3 - 5 *COLLABORATORS*

Tyrol participates in the Circle, a secret tribunal on Galactica that tries and convicts in absentia those accused of collaborating with the Cylons during the Occupation.

The death sentences--administered without the knowledge of Roslin or Adama--begin to weigh on Tyrol's conscience.

Baltar faces a similar jury among the Cylons, who must decide whether he is allowed to stay with them.

Wr Mark Verheiden

Dir Michael Rymer

3 - 6 *TORN (PART 1 OF 2)*

Lingering feelings of rage lead Saul Tigh and Kara Thrace to cause problems aboard Galactica between the survivors from New Caprica and those who stayed with the fleet during the Occupation.

Baltar assists the Cylons in an attempt to stay alive. He uncovers details about Cylon civilization.

Meanwhile, a Cylon baseship--sent to investigate the area near a nebula--falls victim to a mysterious disease.

Wr Anne Cofell Saunders

Dir Jean de Segonzac

3 - 7 *A MEASURE OF SALVATION (PART 2 OF 2)*

Apollo formulates a plan that threatens the very existence of the Cylon culture. Adama and Roslin must decide whether to follow through on the plan to use a biological weapon against the Cylons.

D'Anna Biers (Number Three) believes Baltar knows who created the virus that infected and disabled the Cylon baseship. She is willing to take extreme measures to learn the truth.

Wr Michael Angeli

Dir Bill Eagles

3 - 8 *HERO*

A figure from Adama's past returns to haunt him. His return raises questions about why the Cylons launched their initial attack against the Twelve Colonies.

Wr David Eick

Dir Michael Rymer

3 - 9 *UNFINISHED BUSINESS*

Adama stages a boxing tournament on the Galactica to help the crew relax. The competitive atmosphere sets off a brutal match between Kara and Lee. Flashbacks from New Caprica reveal the origin and nature of their dispute.

Wr Michael Taylor

Dir Robert Young (III)

3 - 10 *THE PASSAGE*

The Colonial fleet faces starvation when the food-processing machines are contaminated. Kat plays a vital role in the success or failure of the "Passage" through space.

Wr Jane Espenson

Dir Michael Nankin

3 - 11 *THE EYE OF JUPITER (PART 1 OF 2)*

Tyrol discovers the Temple of Five on the algae planet. The temple may hold the Eye of Jupiter, which is believed to show the way to Earth. The Cylons take a keen interest in the discovery.

Athena learns that her baby, Hera, may still be alive. Lee relies on Anders to help build civilian support for the protection of the Eye. His relationship with Kara complicates matters.

Wr Mark Verheiden

Dir Michael Rymer

3 - 12 *RAPTURE (PART 2 OF 2)*

D'Anna/Number Three squares off against Adama over the Temple of the Five. Athena asks for Helo's aid in her plan to rescue Hera.

On the algae planet, Apollo orders Dee to leave her defended position in order to save Kara. Anders helps Apollo to hold off the Cylon Centurion attack.

Another copy of D'Anna finds the Temple and continues her search for the identities of the Final Five. Her messianic complex begins to concern the other Cylons.

Wr David Weddle, Bradley Thompson

Dir Michael Rymer

3 - 13 *TAKING A BREAK FROM ALL OUR WORRIES*

Now onboard Galactica, Baltar faces charges of treason. He contemplates suicide with the help of Number Six. Questions remain about his true identity. Is he a Cylon or isn't he?

Apollo shows off the new drinking establishment on Galactica, Joe's Bar, to Tyrol. Apollo thinks about Kara and wonders whether his marriage to Dee is worth saving.

Wr Michael Taylor

Dir Edward James Olmos

3 - 14 *THE WOMAN KING*

The Sagittarons allege that a doctor is discriminating against them. As Helo investigates, he becomes concerned that the doctor may even be murdering patients. Meanwhile, Athena unwittingly brings Hera to the doctor for treatment.

Wr Michael Angeli

Dir Michael Rymer

3 - 15 *A DAY IN THE LIFE*

Chief Tyrol and his wife Cally become trapped in a malfunctioning airlock.

Adama remembers his late wife Carolanne as he marks his wedding anniversary. His relationship with President Roslin continues to become more friendly and personal.

Wr Mark Verheiden

Dir Rod Hardy

3 - 16 *DIRTY HANDS*

Amid a heated labor dispute, Tyrol asks the imprisoned Baltar for advice. Seelix becomes involved after she is turned down for flight training.

Wr Jane Espenson, Anne Cofell Saunders

Dir Wayne Rose

3 - 17 *MALESTORM*

Kara continues to have dreams about Leoben Conoy and the mandala she painted at her old apartment on Caprica. While on patrol in her Viper, she encounters a Cylon Heavy Raider.

When Tyrol cannot verify Kara's claim that the Cylon ship struck the Viper, Admiral Adama and Lee become concerned about her mental stability.

Wr David Weddle, Bradley Thompson

Dir Michael Nankin

3 - 18 *THE SON ALSO RISES*

When Baltar's representatives face assassination attempts, Adama asks Lee to protect Baltar's lawyer. After taking on the assignment, Lee seeks to play an active role in Baltar's defense.

Wr Michael Angeli

Dir Robert Young

3 - 19 *CROSSROADS (PART 1 OF 2)*

Baltar's trial testimony threatens the very stability of the fleet. Lee assists Romo Lampkin in Baltar's defense.

Some in the fleet begin to feel that Baltar is divine. Though he dismisses such beliefs, Number Six suggests that the followers may know more about his true nature than Baltar does himself.

At Baltar's trial, Col. Tigh testifies about the death of his wife Ellen on New Caprica.

Wr Michael Taylor

Dir Michael Rymer

3 - 20 *CROSSROADS (PART 2 OF 2)*

As Baltar's trial comes to a conclusion, key members of the fleet discover that they may be the Final Five Cylons.

Tigh attempts to decipher the strange music he is hearing in his head, while the Colonial fleet encounters the Cylons.

Wr Mark Verheiden

Dir Michael Rymer

BATTLESTAR GALATICA



Man consisted of 12 colonial tribes, who came together after 1000 years of fighting against the robotic Cylon Empire. Before peace can be achieved however, the Cylons attack the twelve worlds of Man. With many of the worlds destroyed the last remains of the human race, clamber together, under the leadership of the only battlestar remaining, Galatica. The Galatica is commanded by Commander Adama, who is also the last surviving member of the government. With over 220 different types of spaceships, the Galatica and the fleet, set out on a journey to find the lost 13th tribe of man, on a planet known as Earth.

The Cylons however don't want the Galatica to escape, and chase them throughout the galaxy. Other crew on board the Galatica include, Capt. Apollo, who commands an elite squadron of spaceships known as viper, he is also Commander Adama's son. There is Lt. Starbuck, a gambling man who serves as a viper pilot. Athene, Adama's daughter is in charge of communications. Cassiopea, whom Starbuck is smitten with also stars, as well as Adama's second in command Col. Tigh. Lt. Boomer is another viper pilot, who always gets himself in trouble after following another one of Lt. Starbuck's plans. Apollo also had a son called Boxey, who had a very annoying robotic dog. Finally there was Count Balter, who was a human, who had joined the side of the Cylons.

Dirk Benedict is also known for playing Face in the TV show THE A TEAM. Some of the secondary names in the cast are famous in SF circles including PATRICK MACNEE who played Steed in THE AVENGERS & THE NEW AVENGERS as well as THUNDER IN PARADISE. Dick Durock is more famous for playing the monster in SWAMP THING both the series and the film. Finally Jonathan Harris is most famous for playing the role of Dr. Smith in the 60s SF show LOST IN SPACE. The various producers for the show were DONALD P. BELLISARIO, John Dykstra, Paul Playdon and David O'Connell.

The ground breaking special effects for BG were supervised by John Dykstra, also one of the producers of BG. The music was done by Stu Phillips. The various writers of the show were, GLEN A. LARSON, Don Bellisario (aka DONALD P. BELLISARIO), Leslie Stevens, Michael Sloan, Frank Lupo, and Jim Carlson. A large variety of directors were used for the show, these included, Don Bellisario, Alan Levi, Richard Colla, Ron Holcomb, Christian Nyby and Daniel (Dan) Haller. BG came about because of the success of films such as Star Wars (1977), in fact it was said by 20th Century Fox, the makers of Star Wars that the idea of BG was too close to Star Wars, and so they sued.

In GLEN A. LARSON'S defence, he said that the idea of BG was already conceived before Star Wars came out and that the series was based on the Bible. What initially made the show such a success was the expensive special effects, used in the first few episodes. These however did not substitute for some of the poor scripts or characterisation.

When BG first premiered in the US it was one of the most hyped up shows of the season. Initially many people tuned in, only to tune straight back out, when BG was taken on and off air consecutively. Despite the ratings for the show being good, in order to justify the show's massive budget, the rating had to be equally as impressive. A less successful sequel to BG was also made entitled GALATICA 1980. The initial run of BG was complicated, the show was originally to be a mini series consisting of a 3 hour start with two more two hours stories to follow. The rating for the initial run were however good enough to justify an entire series.

The first seven hours of BG was estimated to have cost between \$7 and \$14 million US dollars. Perhaps the best of the episodes was the first episode 'Sage of a Starworld' which chronicles the death of the human race, and the journey for the 13th Tribe of Man. There was 'The Living Legend' in which another Battlestar, the Pegasus is found, with a Commander who wants to fight back against the Cylons. There was also 'The Hand of God' in which Starbuck and Apollo decide to go on a suicide mission to destroy a Cylon basestar, which is following the fleet. Some of the episodes have also been compiled together to create films, they were Battlestar Galatica (1978), a compilation of 'Sage of a Starworld' and Mission Galatica : The Cylon Attack (1979).

With the huge success of Star Wars in the theatres in 1977, it took little time for network television to try and emulate Star Wars' success by creating its own big budget outer space saga. The result was Battlestar Galactica, an often underrated series which was the first and to date (and probably forever) the last attempt by network television to create a big budget outer space saga.

Although it premiered in 1978, Battlestar Galactica can trace its origins back to the late 1960's when its producer and creator, Glen Larson, came up with the series called Adam's Ark. Adam's Ark was heavily influenced by the book Chariots of the Gods and dealt with the origins of mankind on Earth having come from out there. Since the only outer space series then on the air, Star Trek, was in the process of being cancelled. Larson was unable to find a network receptive to the idea. However with the success of Star Wars, and Larson's subsequent success working on crime dramas, Larson was able to interest ABC in the project, which had evolved into Battlestar Galactica. The series was originally to have been a mini-series consisting of a 3 hour premiere and a pair of 2 hour episodes. The 3 hour pilot episode was released theatrically in Canada and Europe in July of 1978 two months before it was broadcast on TV in America. The pilot was so well received that ABC decided to make Battlestar Galactica into a weekly TV series.

The first few episodes were, at the time, the most expensive things made for TV. Reports at the time placed the cost at between \$7 million and \$14 million for the first seven hours of Battlestar Galactica. Although much of this cost was for things that could later be reused for the hour long episodes which followed, such as the models, costumes and sets. A substantial sum was spent to do things like location shooting in Egypt for Lost Planet of the Gods. The impressive special effects also contributed to the high cost. They were produced by the same special effects team which worked on Star Wars giving Battlestar Galactica higher production values than anything that had appeared on American TV before. Billed as TV's series most expensive series ever, Battlestar Galactica was derided by the critics and fought over by the lawyers, but still became a phenomenon.

The ace up Galactica's sleeve was its dazzling special effects, masterminded by John Dykstra, who also did the tricks for Star Wars. But impressive though these were, they were diminished by the small screen and ultimately proved an expensive substitute for convincing characters and imaginative plotting.

Back in 1978 the rumours and articles about the forth-coming ABC-TV series Battlestar Galactica had been running wild in the press for months. It was to be the most expensive series ever made for television. Hopes were flying high. For the first time ever, TV was doing a science fiction series where the budget ballooned to meet the demands of the story rather than the story contracting to meet the demands of the budget. The sky was the limit. So how come the horizon turned out to be so bleak?

The three-hour premiere on September 17, 1978, was promising and often even effective. Using a Pearl Harbor premise in which a peace negotiation was just a mask for a wholesale attack, things were exciting and interesting, up to a point. Some fine moments were had when the Galactica returned to the home planet of Caprica only to find it in ruins.

Thereafter it has the "ragtag fleet" assembling. There's even a prolonged sequence consisting of clearing space mines. The mine-clearing sequence pointed up a problem with the series which was often repeated. The producers of the show didn't understand that in outer space, certain principles can be applied that wouldn't work on an earth-bound show. For instance, you can detour around obstacles because of how vast space is. Fuel is expended only for manoeuvring, getting up to speed and slowing down. Inertia and the lack of friction handle the rest. Unlike in cars, boats, and air planes, fuel isn't being burned the entire time the craft is moving. And yet the Galactica is constantly shown with its massive engines burning and firing as though it would stop if it weren't doing this. They just didn't get it. An entire two-part episode ("The Gun on Ice Planet Zero") is reduced to pointlessness through such details.

The characters introduced in this opening episode are a mixed bag of successful and unsuccessful ideas. Richard Hatch as Captain Apollo is a sensitive, believable character. His relationships with people work because we believe that he cares about what he is doing. On the other hand, Dirk Benedict as Starbuck is as cliched as they come. His character has no dimension whatsoever and is just a macho womaniser who is apparently there to counterbalance Apollo lest the audience think that the show's only heroic figure is a wimp because he shows his feelings.

Starbuck is always pursuing this woman or that and usually more than one at a time. Starbuck came across as nothing more than a moronic pilot (a contradiction in terms since a pilot would need to be quite intelligent to operate the technical hardware displayed on the series). The only time that this character was handled in a sensitive and therefore atypical manner was in the revival of the series when it was transmogrified into GALATICA : 1980.

In the episode "The Return of Starbuck," we learn that Starbuck was marooned on a planet where he repaired and befriended a Cylon warrior robot. This is by no means a new idea as the concept of two enemies

becoming friends when marooned together was previously used as the plot of an episode of the old UFO series, as well as the 1979 Nebula Award-winning novella and movie, *Enemy Mine*. And both of those got the idea from the 1968 film *Hell in the Pacific* which starred Lee Marvin and Toshiro Mifune in a World War II setting. But nonetheless, "The Return of Starbuck" handled the concept with grace and sensitivity as even the Cylon robot became a character instead of a fighting machine. That was certainly a twist, as up until then every Cylon was portrayed as being identical with every other Cylon.

The Cylons were basically an army of Darth Vaders who were nothing more than droning machines. They were originally conceived as some-thing more. The Cylons were supposed to be an alien race whose brains were housed in robot bodies. But this idea was nixed by the networks because they feared that if the Cylons were living in any manner, then it would be deemed a "violent" show because so many beings were being slaughtered each week. But blowing the crap out of robots, well, in the words of Emily Letella, "That's very different." But this origin of the Cylons is preserved and explored in the novelization of the pilot done by author Robert Thurston (based on Glen Larson's script). Examining this origin concept, though, one is also reminded of the Daleks, a robot race in the British TV series *Dr. Who*. The father figure of *Galactica* is Lorne Greene. Unfortunately, Greene had a high recognition factor from his decade plus on *Bonanza* and so it wasn't long before the show was known far and wide among its detractors as *Battlestar Ponderosa*. Greene was an effective enough actor, but he tended to have only two expressions—stern and happy, with nothing in between.

Jane Seymour as Serina was the most interesting female character on the show. She only lasted three episodes and right after leaving *Galactica* she became a major television star. Many people don't remember that she was in motion pictures as far back as the first Roger Moore James Bond film *Live and Let Die*. Her TV work has garnered her a lot of attention while movie stardom has continued to elude her in spite of such fine roles as in the film *Somewhere in Time* with Christopher Reeve.

Serina was the mother of Boxey (Noah Hathaway), which introduced an odd subplot. Back on *Caprica*, Boxey's little dog was killed in the attack and the little boy became virtually catatonic over the loss of his pet daggit. Thus a robot daggit was created for him aboard the *Galactica* (in reality this was a chimp in a costume, which was certainly a first since the costume was completely self-contained and most animals would suffer from claustrophobia in such conditions). All is well with Boxey after that and Apollo even marries his mother. But in the third episode, "Lost Planet of Gods;" Boxey's mother, Serina, is killed. The episode ends with Apollo and Boxey going off to console each other. Amazingly the boy takes his mother's death much better than he did the death of his dog!

Because *Galactica* was bought as a series and rushed into production, the scripts started suffering quickly. But even before that happened, the show began using stock footage of its own special effects during the premiere episode. While the shot of the Cylon fighter swooping in low over the *Galactica* is impressive, it becomes less impressive when seen in virtually every show (and at least twice in the pilot alone). While every special effects shot in *Star Wars* was done new without reusing previously printed shots, on television that just can't be matched. As it was the effects people at Apogee found producer Glen Larson to be a harsh taskmaster and a difficult man to work for. They laughed at this conclusion even before the pilot episode was completed.

As their way of reply to the difficulties they'd endured under Larson, the technicians arranged the fiber-optics of the lights used on *Caprica* to spell out a rather well-known epithet which employed the most famous of four-letter words in conjunction with the adverb "off." You can only see the two-word remark if you're watching for it and know exactly where to look. It's easier to spot it first in the *Battlestar Galactica* photonovel about a quarter of the way into the book on the page whose heading reads: "Adama orders the *Galactica* to leave fleet formation and speed home in an attempt to protect the colonies—but the Cylon attack is already raging. . . ."

The photo at the top of the page shows Cylon ships swooping down high above the city, whose lights can be glimpsed far below. There is a Cylon ship in the centre of the picture and immediately to its right is the short command spelled out in lights (about half an inch tall in the photonovel) amid many other lights. Once you spot it, it seems to leap out at you when glimpsed on television.. On TV it's difficult to notice only because the scene in question is flashed on the screen for less than five seconds. With a videotape (and a good machine that can freeze-frame without causing the image to break up) you can spot it easily. It's an elaborate inside joke but one which Apogee doubtless enjoyed pulling off. My information on this came by way of people who were working at Apogee effects at the time those special effects were shot. As *Battlestar Galactica* entered its second month of broadcast, it had already fallen into a pit of clichés, and like vipers they were feasting on the series and draining its energy. By November of 1978, the show had become an excruciating blend of bad science fiction and ridiculous plots peopled by cardboard characters.

Then something happened. They ran a two-part episode that actually wasn't half-bad. "The Living Legend" (November 26 and December 3, 1978) is a story featuring Lloyd Bridges as the commander of the *Battlestar Pegasus*, a ship that had been presumed lost in the final war with the Cylons when the colonies were destroyed. Bridges, as Commander Cain, is not only legendary but a bit on the reckless side. His pilots are blindly loyal to him, even when he suggests an attack on a Cylon base, a manoeuvre which Adama deems to

be suicidal. A lot of jockeying for position results, and some questioning of Adama's judgement, as Cain's reputation blinds people to his battleworn outlook.

Also featured in these episodes is Anne Lockhart as Cain's daughter, a character who remained with the series beyond this two-part story. Anne Lockhart, of course, is the daughter of June Lockhart, who starred in the *Lost in Space* series in the previous decade. Anne Lockhart proved to be a pleasant and engaging young actress who, unfortunately, hasn't received much additional exposure since the series concluded. While not a terrific story by any means, "The Living Legend" was much closer to what had been hoped for by the level of expertise displayed in the series' pilot. If each episode of *Galactica* had only been as good as these two, science fiction fans throughout the country wouldn't have started turning the series off in droves by this time. But a lot of bad had already been flushed down the tube, and more was to come, so "The Living Legend" seemed like a fluke—it was a little better planned than most of the other episodes and still holds up well in reruns. The casting of Lloyd Bridges, a presence greatly missed on modern TV, didn't hurt either.

The problem with a lot of these episodes is that only rarely are the characters explored sufficiently for us to care about them. Usually they're just character types going through the motions the script demands of them. The story fills up time without drawing us into the action on an emotionally or psychologically participatory level. It was like *Space: 1999* all over again. While the series was cancelled in 1979, it was A revived a year later, but the less said about *Galactica 1980* the better. It was basically just *Battlestar Galactica* with the budget slashed and scripts that were, if anything, worse (with the sole exception of "The Return of Starbuck").

All the elements of *Battlestar Galactica* that fans of that show liked were eliminated in *GALATICA 1980*. It was turned into an earthbound science fiction series in which the visible lack of budget was matched only by the paucity of imagination in its scripts. When Universal was given a second chance on this series, instead of trying to make a show that was better than *Battlestar Galactica*, they delivered it into Glen Larson's hands and he turned it into a series that was worse. The story editors on *GALATICA: 1980* were Chris Bunch and Allan Cole. They were under orders not to rewrite any of Glen Larson's scripts when he turned them in, and the results were presented for all to see. *GALATICA: 1980* killed science fiction on net-work television for years, and only the success of *Star Trek: The Next Generation* in syndication has enticed any of the major networks into trying again, with the sadly derivative *Space Rangers*.

Why do producers return to this kind of science fiction over and over again with predictable regularity? Because they can understand it. It's not "too weird." They are basically just cop shows or Westerns with an outer space setting. The problem is that they're writ-ten with little regard for this new setting, as though the far future or another planet is no different than downtown Detroit. A prime example is the premiere episode of the 1993 series *Space Rangers* in which a shape-shifting alien is shot with a bullet. Of course, a shape-shifter could form and reform his body to allow a bullet to safely pass through. The fact that a bullet would pass through a shapeshifter was apparently not understood by the filmmakers.

One aspect of *The Next Generation* to which the actors found difficult to adjust at first was the frequent use of science fiction jargon. Shows like *Space: 1999*, *Battlestar Galactica*, and *Space Rangers* make no attempt to explore futuristic technology and its impact on humanity, which at its core is what science fiction is essentially about. Technology affects how people live their lives and it shapes our culture. Compare the culture of 1893 to 1993 and you'll see that it has been transformed by technology. By ignoring that simple truth, many science fiction television shows never actually seem to be set in the future at all.

The executive producer for the series was Glen A. Larson, producers were Don Bellisario (*QUANTUM LEAP*), John Dykstra, Paul Playdon and David O'Connell. Special effects co-ordinator was John Dykstra and the music was created Stu Phillips. The series was first seen in the UK between the 4th September 1980 and 30th April 1981, on Thames Television.

Excellent special effects by *Star Wars'* John Dykstra couldn't stop the 1978 series being cancelled, but who could forget that rousing theme tune penned by Larson himself? Or Patrick Macnee's voiceover ending with the majestic sweep over those 220 ships? Or Fred Astaire in space. Despite the series' uninspired plots, and dodgy use of a suited chimp as a crap robo-dog, many would be happy to see it return.

Executive Producer and Creator: Glen Larson; Supervising Producers: Leslie Stevens and Michael Sloan; Producers: John Dykstra, Donald Bellisario, Paul Playdon and David O'Connell; Associate Producers: Winrich Kolbe (Pilot), David Phinney; Theme: Glen A. Larson and Stu Phillips; Music Score: Stu Phillips and The Los Angeles

Newsweek called it "Son of *Star Wars*," and at the time of its premiere in September of 1978, nearly everyone assumed that *Battlestar Galactica* was created to capitalize on the success of that famous film. But Glen Larson, creator and producer of the show, said he dreamed the idea for the show in the late 1960s.

"It really started as a concept I had as a novice when I first started to sell something for," remembers Larson. His fascination with Howard Hughes, the billionaire, led him to create a billionaire-type character named Adam who invites "all the people who had ever been on Time magazine, at a meeting ... [in] the giant, brand new superstructure at the outskirts of Las Vegas, where he had bought property and land. They would all be gathered together in a main auditorium. They would feel a strange rumbling, and someone would leave the room and go up the stairs and around to a flight deck and realized they had taken off from the Earth. I called it Adam's Ark. Adam's computers had projected the end of the world. He was taking-as opposed to every animal-representatives of all of our highest forms of achievement on this planet to seek out destiny somewhere in the stars, if only against their will."

At the time he wrote this scenario, science fiction was not saleable. On the shelf it went. But in 1977 when Star Wars hit it big, "everyone was looking for science fiction. So I turned it around, and instead of leaving Earth looking outward, people were leaving outward looking for Earth," says Larson. "That's what happens in this day and age. When you go and sell a show ... the networks will take what you have and say, 'You know, so-and-so is successful, why don't we take advantage of that,' and that, in effect, is why so many cars look alike. Imitation is the sincerest form of flattery. That's why you can say Buck Rogers sold at the same time! Someone's got to come along and make something commercial, and then you can sell your idea."

When Battlestar Galactica premiered in the fall of 1978, with Patrick MacNee's rich melodic voice opening the titles, it came with high audience expectations, driven by a thundering fanfare in the media. It was heralded as the pinnacle of science fiction shows. With so much promise, so much money invested, and such stellar talent on screen-the best Hollywood had to offer-it just couldn't fail. But Battlestar Galactica ended after 21 episodes. What happened?

Richard Hatch, star of Battlestar Galactica as Captain Apollo, says, "I think a lot of mistakes were made on Galactica. A golden opportunity was finished. It generated a great deal of money for everybody. It had the potential to be an exciting show and a good money maker at the same time, but I think there were too many egos. And too many people had different opinions. Not enough people understood the show, and once again, science fiction gets cut short before it gets a chance.

"It was a very exciting and interesting story. As a science fiction reader and believer, I thought it held a lot of similarities to a lot of things I felt inside my own heart. I liked the premise very much. The graphics of the artwork for the initial three-hour script were spectacular! The visuals were very powerful on that script. So when I was reading it, I had a chance to look at these wonderful art pictures ... describing the places and events that were really quite stunning. That was one of the things that persuaded me to take a chance at this project."

Remembering the early days of production, Hatch muses, "The trouble was, it was supposed to be a seven-hour mini-series that was already scripted out and planned. And then, it got turned into a series halfway through the first three-hour movie. They never quite got caught up, they were so far behind the gun, so far behind schedule. Everything was rush, rush, eighteen-hour days, six days a week. This first year, it was hard to tell whether you were coming or going. It was frustrating, in a sense, because you didn't get a chance to put in the planning and caring that would make the show much more effective in the first year. We were always getting pages and lines in the last second, a rough-and-tumble first year for everybody. [But] any first year series goes through that kind of stuff. No matter how much you plan, it always seems there are a million problems that come up. We were trying to find a format. [Actors] were trying to find their characters. The show was trying to find its own unique [identity]. They didn't quite know what to do with the show."

While Larson believes the show was "by and large, what I wanted to do," he also concedes that "when we went to a one-hour form, we were really rushed. We should not have gone on the air as fast as we did. We really should have taken from six months to a year. If you are dealing with a sitcom, you can rewrite a script overnight. But in space, everything you write, every piece of imagination, has to trigger a whole series of developments with sets, costumes. It's so difficult to do things so they're not hokey and they don't look thin and transparent."

Richard Hatch agrees, noting that the typical progression for developing a project is "delay, delay" followed suddenly by "'We want it for this season. We want production for next month!' and so they have to hurry and there's no time for proper planning. It's very difficult to find people who are gifted in planning things well. We do the best we can in this business. It's always a very traumatic, helter-skelter, roller coaster ride whenever you make a project... Everybody hangs on for dear life to survive. Galactica ... had more problems than most because we had a huge cast, sets, special effects, and it took ten days per episode to film. We were all doing something unique for television." Hatch also recalls Battlestar Galactica as a frustrating experience for an actor. "When I read for the show I was hoping I would get a lot more material that would be challenging as an actor."

I was told, before I did the show, there would be a lot of interesting storylines that would be very challenging dramatically. Unfortunately, with all the pyrotechnics and battles and running around, there wasn't much time to do human stories about people. I wanted to have more people-oriented stories. There's nothing wrong with playing a hero, but at the same time I like playing a human being. [I wanted to get] sensitive and get involved in human interest stories. And I just felt my talents were never used and never made the best of me as an actor. It was wonderful to be in the show. It was wonderful to be doing science fiction, but I wanted more kinds of stories that would give me a chance to use my special sensitivities and talents more effectively. It was very difficult under the conditions to do your best work sometimes. Because of the hours that we shot ... we were all tired, the conditions were not easy. They never are in television series, but it was harder for us. Captain Apollo was a very underdeveloped character."

Having said all that, Hatch does cite the father and son relationships as highlights of the show. "I wanted scenes between me, my father and my son. That gave me a chance to deal with the kind of material I like to do. Jane Seymour as the reporter Scrinial was asked to stay on by Glen Larson. But she opted not to." Hatch was also very critical of the stories chosen for the show, since as a science fiction fan he wanted the genre's potential realized. "I wanted to have good science fiction shows. I thought that Galactica had a lot of potential to explore a lot of different, exciting probabilities. Star Trek, the wondrous thing about that-and I watched it for years-they explored a lot of different, unique concepts, and it's such a wonderful genre for us. And I felt Galactica, during that first year, never got its footing, never got a chance really to do the kind of wonderful science fiction shows that science fiction is so famous for.

"There were so many stories to be explored! We had so many problems from so many different people, and so many different egos involved, and so many people wanting it this way or that way. There's a lot of battling going on. Networks, producers, actors, directors, syndication, p.r., distributors; there's a lot of competition going on. ABC was not receiving the revenues from the movie and the merchandising. I think that Universal was. They weren't sharing the money that Galactica was generating." Hatch adds that 'Glen Larson ... tends to take a lot of old stories that were well done, and he updates them and puts them into a different genre.... Now, I don't have absolute proof of this, but this is what I was told: A lot of old storylines and stories from other shows were used and updated [for Galactica.]"

Larson declares that he didn't necessarily enjoy this sort of borrowing "That came from network, who said, 'Let's do movies. Let's do Westerns. Let's do Shane. Let's do Towering Inferno.' It's tough to fight those guys. They're the buyer, and when we went to sell this, they weren't sure what we were going to do with it. And one of the things they bought was this epic kind of stories. Again, had we [had] a second season, we would have had a chance to avoid that particular stigma, if there was one."

Indeed, in hope of that second season, Larson had already planned for better stories by flying to New York and sitting down with a grandmaster of science fiction: author Isaac Asimov. "We did a projection for year two," says Larson. "We sat down and worked out how it would all go, and he would be involved and help us with concepts and things. We were so busy getting things up and running. Mr. Asimov agreed to come aboard as our science fiction writer-as our expert. That would have brought a whole level of credibility. ... We came up with a lot of directions, a lot of stories, and a lot of concepts."

Of Glen Larson's creative visions as the builder of the Galactica, Hatch declares, "Anybody who has the courage to put science fiction on the air, number one, is a pretty courageous person. Number two, Glen Larson is talented in many, many areas, as a writer, singer, musician, you know, so he brings a lot of his talents to play to put this together. This is his baby. He put a lot of hard work into it, and it was a monumental effort. Unfortunately the network just didn't want to go to a second year for this show that was so promising! Networks don't understand the genre of science fiction. They tend to be very conservative and play it safe. I don't blame them; there's a lot of money at stake and a lot of pressure. But I do know one thing about this business: Those who have the wherewithal and courage to take chances, are usually the ones who succeed."

Was Hatch ever reluctant to speak his mind during filming? "I had meetings just about every day with Glen Larson. He always bent over backwards to lend ears whenever I wanted to speak to him, and he always made himself accessible. He would come over, pick you up and go to lunch, and you would talk. I had meetings every day with writers and producers, discussing my ideas, thoughts, feelings, and everybody was very amenable. I must say, with all the pressure and all the craziness of that show, that amongst ourselves, the actors, producers and directors, we all got along very well. There was a great deal of harmony and supportiveness. The problem was with Universal and the networks. Sometimes when there's great potential, everybody's ego gets involved, and everybody sees it differently, and there's a lot of infighting about how it should be done and what should not be done. Too many cooks in the kitchen. By the time they brought it back for Galactica 1980, it was too late. We were offered to do the second show, but most of us were busy at the time." But not all memories were bad ones. Hatch made many friends during the show and recalls them with fondness today.

As Adama, the commander of the Galactica and leader of the rag-tag fleet of humans, Lorne Greene "had this wonderful, booming, Shakespearean voice," laughs Hatch. "And truly he was a very simple, down-to-earth, loving, caring gentleman. He was very amenable and open to people. He came to my Christmas party, and you would find him in a corner talking with anybody who would want to sit down and talk with him. He had no ego, [no] attitude ... [nor was he] con-descending in any way. He was just ... very ordinary folk. People who got to know him got very warm and comfortable in his presence."

Dirk Benedict, who was Apollo's sidekick and fellow warrior, Starbuck, "tended to be very warm on the set. But it's funny, he could be very volatile. I mean, he could at one moment be friendly, and the next moment, he would be withdrawn and want to be alone or off to himself. Dirk was very much an introverted-extroverted kind of person. You don't always know what's going on with Dirk. He tends to be a little bit disguised in that sense. There are a lot of hidden feelings inside Dirk, and you don't always know what they are. But he's a good guy, we never had a problem on the set. But I think that he's a complicated person. ... He's very warm and outgoing, and yet he's aloof at the same time.

Another important warrior was Boomer, played by Herb Jefferson, Jr. "I haven't seen Herb in a long time. I think his marriage broke up, I think he had a child. He was ... very crushed by the marriage breakup. It kind of put him on a tumble. He went through a very difficult time ... trying to find himself after that. Last time I saw him I was walking in Venice and he was walking down the street. He seemed like he was moving around a lot, busy with different things and different places. He left the business for a while. I think he's struggling to find his bearings. To me he was one of the most eloquent, intelligent, sensitive men I've ever met. I'm just amazed his career isn't going for him. I think he's a very good actor and he's a classy gentlemen. I think he'll bounce back."

Maren Jensen as Athena, Adama's daughter and communications specialist aboard the Galactica, "was very beautiful, but she was never uppity. She was always very approachable, very friendly and very down to earth. A very sensitive girl, but I have seen nothing of her since the show.

Laurette Spang as medical technician Cassiopea, Starbuck's girlfriend, "was always a sweetheart. She's one of those girls that if you didn't want her as a lover or a girlfriend you'd definitely want her as a good friend. She is such a neat person that you just enjoyed being around her. I think she was just very cute, spunky, and ... I think she had a very maternal quality about her. Even though she played a little sexpot on the show." Anne Lockhart, as Sheba, a warrior from the Battlestar Pegasus introduced in the two-parter "The Living Legend," was "like everybody's best friend. She's one of those girls that you could trust with all your money. Someone who's just a good, down-to-earth, old-fashioned lady who's counted upon in a pinch. She's one of those people you thought of as a good friend."

Then there was Sarah Rush, who played Corporal Rigel, another communications specialist aboard the Galactica bridge. "I don't know about Sarah Rush," says Hatch candidly. "I know that she's a classically trained actress, who's done a lot of theatre who's wondrous on stage and wondrous in classical theatre. I'm sure she's ... married with children or working in the classical theatre somewhere. I'm surprised that lady hasn't done something more. I've never seen someone with so little screen time make such a huge impression. I had a mini-crush on her, to tell the truth. I don't think I ever told her that."

On hearing this very interesting comment, Sarah Rush laughs and replies, "Oh! I had a big crush on him! But I never told him. I was too shy. Isn't that funny? Richard gave the greatest back and neck rubs. [He] was very sensitive and gentle. Dirk was great. I thought both Richard and Dirk were just gorgeous." Sarah Rush entered the world of the Battlestars as a contract player at Universal Studios. "Battlestar Galactica was the very first thing I'd ever done film-wise," remembers Rush. "I studied theatre in drama school and was in New York, and I got brought into contract with Universal, which was what brought me to Los Angeles. I had a very small role. I just kind of came in and out, now and then. I had my twenty-second birthday on that show. We had a birthday lunch with Lorne Greene, Richard and Dirk, and we're all in our little space suits. You have to remember I was a very small-town girl. For me it was great fun. I was thankful for the job. There were so many nice people involved. I did not have a very challenging role, but I was grateful for it because it literally paid my rent for years."

As Rigel, Rush was the show's voice of doom as she calmly counted down the 'microns' of when Cylons would attack. We saw Rigel primarily on the Galactica bridge set. "It was an incredible set," says Rush. "I was very much a method actress and tried to make it my system, as though this was a part of my daily life and I knew what I was doing. I didn't know anything about computers. I just made up my own system there." Another participant in this gigantic saga for television was Canadian actor John Colicos. He remembers Battlestar Galactica quite fondly. As the treacherous Baltar, Colicos got to play a role many actors say they prefer: the bad guy. "I wish we had gone on to a second year with that. We were just beginning to settle down to a marvelous format," says Colicos. "I love the part of Baltar, who's this galactic Judas. We were exploring all

kinds of possibilities. He was sort of a flawed Lucifer and might have turned out eventually to have been a bastard son of Adama, which would have been a very interesting twist between the good and the evil and all that kind of thing. But there just wasn't time to do that." Beheaded in the feature version of the premiere episode to give the film finality, Baltar lived on in subsequent episodes to give Adama headaches.

"Glen himself reshot the final scene where Baltar was to be beheaded and stopped it before the beheading," recalls Colicos. "And [he] had the great lizard make a deal with me.... Being human, I would become a fine aide-de-camp, as it were, for the aliens, and I would live. So Baltar, being Baltar, decided to betray the entire human race and work for the aliens. But then he was going to take over himself the powers-that-were and become the supreme dictator of the galaxy. That was sort of the long-term plan that we had. Thank goodness we re-shot it and had him not be killed and we continued the character."

But what was Baltar's motivation, when it was clear that if he did succeed in destroying the last of the human race, he too would be killed by Cylons? "My opinion of Baltar's motivation was that it was just ... a cowardly self-preservation. That he was just not prepared to die for any sort of cause whatsoever. He was very selfish. We had one episode where he was trying to explain that his entire family had been destroyed and he was left alone and in a sense was wreaking vengeance on the world. And unfortunately his conscience was burned along with the rest of his family. It's where he explains to Adama that he's not the bastard that Adama thinks he is. His plan was eventually-and we wanted to develop this-to become a ruler of the Cylons."

Of Glen Larson, Colicos says, "He was highly overworked. But he was a very extraordinary, intelligent, imaginative, energetic individual. He had tremendous creative energy. He's never happy unless he's doing things, working 24 hours a day. I think he's a man who can't be idle at any point in time. He's a very dynamic and very creative person."

Working with Lorne Greene was a special treat for Colicos because "Lorne and I had known each other for years and years and years. We had worked on radio back in the 1950s when he ran a radio training school in Toronto. I knew Lorne when he played the ghost to my Hamlet on radio. We had done a number of shows together. I think we knew each other for 40 years ... just like meeting an old friend again."

Overall, in speaking with *Galactica's* cast and crew, one gets the impression of great collegiality and mutual admiration on the set, to say nothing of talent and drive. But according to some critics, the obstacles presented by *Galactica's* premise were more than even the most energetic and harmonious efforts could overcome. In the book *The Best of Science Fiction TV* by John Javna (Harmony Books, 1987), screenwriter and novelist David Gerrold says, "I know they tried to do their best ... but as the season went on it got worse and worse."

The problem was that these people did not have a heroic mission. They were running away from Cylons. They weren't running to something. They weren't searching out something ... *Galactica* was 'Run like hell-we're being chased.' And that's cowardice. You can't make cowardice noble, no matter how hard you try." In response, Larson says, "That's taking a very narrow perspective of what this was about. There's such a thing as tactical retreat. But in this case these people were going out to warn their brothers in space [Earthlings] of this menace [Cylons]. And regrouping to fight another day. ... I don't think they show themselves to be cowards at all, but very often you have to pull back in order to win. A military strategist doesn't fight to the last man. He regroups. And I would say to find the planet Earth is a noble move, warning their brothers of this menace." Larson adds that perhaps Gerrold's criticism "should have generated an episode where they say, 'We have to fight another day.' And fight they did. The "Living Legend" two-parter with Lloyd Bridges, and the last episode, "The Hand of God," were segments that dealt with our intrepid heroes fighting back against the Cylons and the dreaded Basestars.

Of the show's much-heralded budget, Hatch remembers, "There was a tremendous amount of money spent on that show. One or two million per episode, a huge expense." Glen Larson, however, looks at the show's budget slightly differently. "It didn't have a big budget. Relatively speaking you could say a big budget, but to compare it with motion picture vehicles, it had a very low budget. We had to do the best we could. We were constantly compromising. Because of John Dykstr's genius, we were able to execute a lot of the things. It was costing more than a million dollars an episode in a time where that was pretty unheard of. If we were able to amortize that show over more than one season, the price of the show would have come down! You have to take the costs of all those costumes, all of those special effects, and if you amortize them against one season, it's expensive, but if you can lay it over two, three, four or five seasons, it's not so expensive anymore!" What's more, Larson points out, "When they re-cut them into three movies which played overseas, they made a lot of money." Six months prior to the premiere of *Battlestar* on television, Universal released the three-hour premiere in Canada as a feature, garnering good box-office receipts that helped bring the show's expenses closer to black.

"We didn't set out to make it as a feature," says Larson. "They took away the budget, and a lot of the things

we would have needed to make it different. In Buck Rogers (which Larson co-created) we were allowed, by the network, to pull it off and re-shoot it and add things that we thought would help it in the theater." Of course the notion of a feature to be released in Canada and outside of the United States came from Universal marketing. Larson says, "There was some anger from Canada, from people who thought it was a totally different picture. And of course, it wasn't. It was a different version [of] essentially the same body of film."

With the release of that feature, media and audience attention snowballed, as Larson recalls. "The hype came about naturally because of the comparison to Star Wars and the fact that when you have people like Dykstra, the 20th Century Fox lawsuit, and all of those things coming together, it created a feeding frenzy. Time magazine was there, Newsweek, People, all these magazines descended upon us. It wasn't that we were out there looking for the hype. In a way, it creates an unfair comparison, because we didn't have the same tools to work with as motion pictures had. That was difficult. "I don't look upon it with any regrets, because we were able to do a great deal, and we had a pretty huge following for that show.... If Battlestar was able to continue financially, beyond the first year, I think the network's success would

have been far beyond Star Trek's. Star Trek never attained enormous popularity in its network run, and it was not until syndication that it found and consolidated its audience. We had the opportunity to do a lot more. Finances really crippled us, and ABC at the time was so strong that they were enjoying 50 shares in everything they had. They really threw us away, and they regretted it ... later, that's why they were willing to bring us back. But really, it was almost impossible to try and remount it because it lost a lot of its key people, and a lot of its potential. But at the time it wasn't a failed experiment. Our numbers for the year were very, very strong. Far greater than any of Star Trek's ever were. If you look at the actual numbers for the year it was on, it was like nineteenth place in the whole year. The trouble was with the network. They had all top ten shows, and they got very greedy."

In effect, ABC's expectations for Battlestar's performance were higher than those of the audience. The lawsuit that Larson mentions was when 20th Century-Fox, who owned Star Wars, slapped Universal with a suit claiming that Battlestar Galactica infringed on the copyright to their blockbuster. There was also a countersuit in which Universal charged that Star Wars infringed on their feature Silent Running. In the end, the case was settled out of court.

"The original complaint encompassed Buck Rogers too," says Larson. "They had a tough time making that case. One's pride soars with that kind of success, and one begins to think he has a proprietary interest in all space vehicles, otherwise they wouldn't have mentioned Buck Rogers. We actually sat down and worked out a lot of things with [the Star Wars producers]. We agreed not to use laser streaks. We agreed to do a number of things they asked us to do. They actually leased us Industrial Light and Magic [Lucas's special effects facility] at the time. So we couldn't have made the show without positive help. But George wanted the lawsuit, and I think it was very much a personal decision on his part. It was an intrusion on his domain. "The truth of the matter is, all these things are derivative.

Many things in Star Wars, John Dykstra will tell you, are derivative. [Lucas] put his concept together brilliantly. I think it's a masterpiece. One has to expect that when you do something that original and that unique, it's going to throw into a lot of other things. And in fact, it did. It influenced a lot of shows, including our own. If the number one car in the world is a Mercedes, you're going to find that car influencing other things. They're not supposed to be direct ripoffs, but ... it happens all the time. I don't think there has been a successful show that hasn't generated a lawsuit. There are very few shows that don't generate some kind of litigation from somebody." Many viewers complained that Battlestar Galactica became too enamored with Cylons as the recurring villains. They wanted to see other types of life in the universe, and stories more closely centered on characterization.

"It's an interesting perspective," says Larson. "You don't know until you step back and get a perspective. I haven't talked to a lot of people to see what they thought. It could be that there was an awful lot of emphasis on ... [the Cylons]. You think of a story like The Fugitive, you didn't see the one-armed man very much and you didn't see Lt. Gerard very much. Perhaps we could have used [the Cylons] less." Donald P. Bellisario, supervising producer of the show, also believes the show suffered from Cylons and space battles. "It became too hung up on the technology and not enough on the stories," says Bellisario, Quantum Leap's creator. "The special effects I thought were terrific for the time. I thought the acting was just fine on the show. I thought the cast basically worked." When talking about the show's shortcomings, however, he notes that "in order to create a show where someone's being pursued by an enemy, a villain, an antagonist, you have to have a realistic enemy. Even in a science fiction show. There was no reality to the antagonist there, to the Cylons."

Bellisario says that if you repeatedly blow the enemies away, the viewers will see them as no longer a threat. "A hero-a protagonist-is only as strong as his enemy can be," he explains. "The network, the standards people, could not allow the humans to be killed. They only had one person die, the Jane Seymour character in

the pilot; other than that, you couldn't do it! That was probably the biggest single thing that didn't work. Had it been realistic (for a series), having battles going on and people dying and a real conflict trying to escape from being pursued, I think it would have worked. I would have liked to ... [make viewers feel] something was at stake here. You don't always win. Why tune in every week if you don't feel any danger here? The unexpected is what always gets people."

On an optimistic note, in October 1993, a *Battlestar Galactica* 15-year reunion convention reassembled the cast of the show at Universal City. As he prepared for that event, Hatch said, "I want to bring together all the people that were associated with *Battlestar Galactica* to 'reignite' the dream of the show, to bring back an awareness to the industry and everybody who followed the show of how special that show was, and the great potential it had. I want to rekindle that enthusiasm because of the advent of the Sci-Fi Channel. Science fiction is becoming huge, and I always felt that *Battlestar Galactica* has a definite place in the science fiction community. As you know, it has taken off in syndication more than ever in network. It shows you the huge audience out there."

But Hatch has a bigger agenda. He wants to launch the *Galactica* back into space in a theatrical trilogy, a TV-movie series or even in regular episodic form. " *Battlestar Galactica* deserves a second chance. I've sent letters to Universal and the Sci-Fi Channel about doing a trilogy of *Battlestar Galactica*. Let's see what happens with that." To that end, Hatch has written a story treatment of a trilogy resolving the premise of the show. It is his hope that with the proper personnel, space battles will once again come alive.

"We've never been off the air in 15 years," Hatch explains. "No other science fiction show with 21 episodes has ever had the longevity all over the world like *Battlestar Galactica*. It was the highest rated network science fiction show of all time." Refusing to describe his story in detail, Hatch does give a few hints. For starters, the story ignores the events of *Galactica* 1980 and acknowledges the death of Commander Adama, Lorne Greene. "It will address all the unresolved issues and deal with some 20 to 30 years [years] since we last saw the *Galactica*. The commander ... died, and [there will be] a fight to establish who's going to be the leadership of the *Galactica* ... and [it] deals with what happens to Captain Apollo and Lt. Starbuck, and basically, puts the ship on course to really find its true home. The odyssey really was about re-establishing contact with the true race, where humans had begun and trying to trace its steps back to its evolutionary heritage."

Reactivating the Cylons, who surely are waiting in vaults inside Universal Studios, is not in Hatch's plans. "Cylons will no longer be. They will be the future evolutionary strain of the Cylons far more dangerous, more scary, than anything that has ever been seen in the galaxy. They will have evolved into a far more lethal race." Hatch hopes the few small steps he takes will snowball into a new series. The first step, however, is to find someone to finance the venture. "I'd like to do it as a feature," says Hatch. "Science fiction is huge now. I think you can have an incredibly dynamic show. And the nice thing about it is it's not a new premise, it's a show that has deep roots in the science fiction community. It's well known and has strong name value. It has a built-in marketing value. With old elements and new elements you can create a real exciting show."

Essentially, Hatch is hoping to give *Battlestar Galactica* what the networks never did: a chance to realize its potential. "The network should have given us a second year in order to really do the show the way everybody really knew and hoped it could be. I think everybody knew the first year was a shakedown cruise, and had we been given a second year, *Battlestar Galactica* could have been one of the most exciting TV shows ever on the air. I think we had the capability of being an extraordinarily exciting show, with some ability to go out there and compete with *Star Trek*. With its popularity, I really thought that we never got a second year that we deserved."

Larson wishes he had been better equipped to fight for that year. "I'll say this, if I knew then what I know now, I would have worked a lot differently in terms of how I positioned myself with the network; I would have worked more politically to platform ourselves with the network. We would know how to survive a little bit better. Our failure was not being able to sustain that great expectation," Larson says, musing that things might have been different "if we had put it in a different perspective—if we had been on either of the two other networks!"

CAST NOTES

Richard Hatch (Apollo): Born 1947. This popular soap opera actor broke into prime time as Karl Malden's new police partner during the last season of *Streets of San Francisco* (1976-77). "I have been doing a lot of movies all over the world," says Hatch. "I just did a series of short stories called *The Hitchhiker*. I did a play called *Pepper Street*. I'm also working on a couple of movie projects. I'm teaching seminars around the country, inspiring and empowering people to stand up and be counted and learn to speak, training them how to get involved in what's happening in this world and not sit back and let others speak for them. I'm teaching them how to find their own voice in the world. And I use acting as a means of communicating more

effectively. It's teaching people how to listen to their own inner voice and ... how to trust, have faith and, with courage, make that inner voice come out. I do these lectures at colleges and I ... help develop original material from the everyday citizen who has never, ever created anything. And help them write their feelings, thoughts and ideas down. I break them into scenes ... and I put them up on a stage and present them as a production."

Dirk Benedict (Starbuck): Born 1944. Prior to *Galactica*, Benedict starred in *Chopper One* (1974). Features include *SSSSS* (1973) with Heather Menzies, and *Scavenger Hunt* (1979). His career remained healthy with four years on *The A-Team*. He has written two books, the autobiography *Confessions of a Kamikaze Cowboy* (1991) and *And Then We Went Fishing* (1993), both available from Avery Publishing Group. Benedict is interested in writing and directing his own films.

Lorne Greene (Commander Adama): Born 1915. This Canadian-born actor found fame as Ben Cartwright for 14 years on TV's *Bonanza* (1959-1973). He also starred in *Griff* (1973). Greene died of pneumonia in 1987.

Terry Carter (Col. Tigh): Born 1929. For seven years he played Sgt. Broadhurst on Dennis Weaver's 1970s series, *McCloud*. Carter is an award-winning producer/director with more than 30 years in broadcasting and film. He's embraced the fields of broadcasting, documentaries, education and episodic television. Presently, Carter has many television programs in distribution around the world. He's president of Meta-4 Productions, Inc., a production company, and also is involved in a non-profit organization called Council for Positive Images, Inc., a company that produces film and video to promote intercultural and inter-ethnic understanding.

Noah Hathaway (Boxey): This young actor returned to theater screens as the teenage hero in the film fantasy *The Neverending Story* (1984). He's also appeared in the sit-com *Family Ties*. He's had parts in *The Last Convertible* (1979), *High Midnight* (1982), and the premiere of *Call to Glory* (1985). He also attended the Director's School of UCLA.

John Colicos (Baltar): Born 1928. Colicos, a native of Canada, has made himself a name playing wonderfully wicked villains and working as a character actor in many TV shows. Colicos also is known for guesting in science fiction shows such as *Starlost*, *Star Trek*, and *War of the Worlds*. He also appeared as a regular in *General Hospital* (1981). More recently, Colicos performed as King Lear for the Canadian Broadcasting Corporation (CBC) radio in Canada. He also had an opportunity to reprise his famous Klingon role, Kor, in *Star Trek's* *Deep Space Nine* with William Campbell and Michael Ansara, in the episodes "Blood Oath" and "The Sword of Kahless."

Maren Jensen (Athena): Born 1957. This actress first came to attention on television with a guest shot in *The Hardy Boys*, which led to her regular role in *Galactica*. Later, she starred in *Deadly Blessing* (1981) with Sharon Stone and Lisa Hartman, and put in an appearance in *Fantasy Island*. She retired to Hawaii in the early 1980s and now lives in Beverly Hills.

Laurette Spang (Cassiopea): In addition to *Galactica*, Spang had a recurring role in *B.I. and the Bear*. She has also appeared in several TV movies: *Short Walk to Daylight* (1972), *Maneater* (1973), *Runaway!* (1973), *The Rangers* (1974), *Sarah T.. Portrait of a Teenage Alcoholic* (1975), *The Love Boat* (1976), *Tourist* (1980), and *The Day the Bubble Burst* (1982). Spang is married to actor John McCook.

Herb jefferson, Jr. (Boomer): Born 1946. Jefferson appeared in *Rich Man, Poor Man* (1976). After *Galactica* he was a regular in *The Devlin Connection* (1982). He has also been involved with the United States Marine Corps Reserves' Toys for Tots program, the USO, and California Special Olympics. He continues to work today with voice-overs in commercials.

Emmy Awards

Outstanding Costume Design for a Series - Winner: "Battlestar Galactica" (1978) - Jean-Pierre Dorléac For episode "Furlon". (1979).

Golden Globe

Best TV Actor (Drama) - Nominated - "Battlestar Galactica" (1978) - Richard Hatch (1979)

Best TV Series (Drama) - Nominated - "Battlestar Galactica" (1978) (1979)

Academy of Science Fiction, Fantasy and Horror Films.

Nominated for Best Costume Design - Battlestar Galactica - Jean-Pierre Dorleac.

WR. Glen A. Larson, Don Bellisario, Leslie Stevens, Michael Sloan, Frank Lupo, Jim Carlson and Terrence McDonnell.

DIR. Richard Colla, Christian Nyby, Ron Holcomb, Alan Levi, Don Bellisario, Vince Edwards, Dan Haller, Ahmet Lateef and Winrich Kolbe.

BUCK ROGERS IN THE 25TH CENTURY
 NEW AVENGERS, THE
 AUTOMAN
 GALACTICA 1980
 HIGHWAYMAN, THE
 MANIMAL
 NIGHTMAN
 TEAM KNIGHT RIDER

1 - 1 *SAGA OF A STAR WORLD (1-3)*

The Cylon Empire trick the Twelve Colonies into believing they are suing for peace, they ambush the unprepared colonies and destroy the Battlestar fleet. The only surviving Battlestar, the Galactica under the command of Commander Adama gathers the surviving humans from the colonies and leads them in search of the legendary 13th colony: Earth.

Wr Glen A. Larson

Dir Richard Collar

1 - 2 *LOST PLANET OF THE GODS (1-2)*

Apollo and Starbuck discover a void in space. Boomer and Jolly discover a Cylon listening outpost on an asteroid. Jolly is critically dizzy at the return to Galactica. Nevertheless Boomer skips decontamination at the excitement of Apollo's bachelor's send-off party.

Wr Glen A. Larson & Donald P. Bellisario

Dir Christian I. Nyby II

1 - 3 *THE LOST WARRIOR*

Apollo is marooned on a Western Frontier-like planet, where he meets a woman and her son ... and a damaged Cylon, known as Red Eye, who has become a notorious gunslinger.

Wr Donald P. Bellisario (w,s), Herman Groves (s)

Dir Rod Holcomb

1 - 4 *THE LONG PATROL*

Starbuck is assigned to test a new ultra-fast, but unarmed, Viper with a talking computer named C.O.R.A. When he meets a bootlegger, who steals the Viper, Starbuck finds himself arrested by the Galactic Police of a prison planet.

Wr Donald P. Bellisario

Dir Christian I. Nyby II

1 - 5 *THE GUN ON ICE PLANET ZERO (1-2)*

Baltar attempts to lure Galactica into range of a gigantic pulsar cannon. Adama becomes aware of the trap and sends in a team of commandos to destroy it.

Wr Michael Sloane (w), Donald P. Bellisario (w), Glen A. Larson (w), John Ireland Jr (s)

Dir Alan J. Levi

1 - 6 *THE MAGNIFICENT WARRIORS*

When a Cylon attack destroys most of the fleet's food supply, Galactica must trade equipment for grain on a rural planet plagued by the Borays, a group of pig-like marauders.

Wr Glen A. Larson

Dir Christian I. Nyby II

1 - 7 *THE YOUNG LORDS*

Starbuck crashes on the planet Atilla, where the Cylons have destroyed all the humans except for a band of children, who have become warriors to save their enslaved father.

Wr Donald P. Bellisario, Frank Lupo & Paul Playdon

Dir Donald P. Bellisario

1 - 8 *THE LIVING LEGEND (1-2)*

While on patrol, Apollo and Starbuck encounter a presumed destroyed Battlestar, the Pegasus, commanded by the living legend, Commander Cain.

Wr Glen A. Larson (w,s), Ken Pettus (s)

Dir Vince Edwards

1 - 9 *FIRE IN SPACE*

A fire races through Galactica, seriously injuring Adama and endangering the life of Athena.

Wr Jim Carlson (w), Terence McDonnall (w), Michael Sloane (s)

Dir Christian I. Nyby II

1 - 10 *WAR OF THE GODS (1-2)*

While the fleet is plagued by glowing lights that constantly fly past them too fast to be followed, Apollo, Starbuck, and Sheba find the remains of a spaceship, with a mysterious and seemingly all-powerful being named Count Iblis, who helps them capture Baltar.

Wr Glen A. Larson

Dir Daniel Haller

1 - 11 *THE MAN WITH NINE LIVES*

An old con man known as Chameleon meets Starbuck and convinces him that he may be Starbuck's father, to gain Starbuck's help in evading a trio of bloodthirsty Borellians who are after him in revenge for another con.

Wr Donald P. Bellisario

Dir Rod Holcomb

1 - 12 *MURDER ON THE RISING STAR*

When Starbuck's rival in a popular sporting event is found murdered, all the evidence points to Starbuck; and Apollo is about the only person who believes in Starbuck's innocence.

Wr Donald P. Bellisario (w), Jim Carlson (w), Terence McDonnall (w), Michael Sloane (s)

Dir Rod Holcomb

1 - 13 *GREETINGS FROM EARTH (1-2)*

When Apollo and Starbuck find a primitive sleeper ship carrying a man, a woman, and four children, speculation spreads in the fleet that the people are from Earth.

Wr Glen A. Larson

Dir Rod Holcomb

1 - 14 *BALTAR'S ESCAPE*

When Baltar plans his escape with the help of the three Borellians and the Eastern Alliance Enforcers, members of the Council of Twelve are taken hostage, and Adama must give in to the escapees' demands.

Wr Donald P. Bellisario

Dir Winrich Kolbe

1 - 15 *EXPERIMENT IN TERRA*

Apollo and Starbuck follow the escaped Eastern Alliance ship back to Terra, where they help the Terrans overcome a nuclear holocaust, with the help of the race of white lights that had earlier helped them defeat Count Iblis.

Wr Glen A. Larson

Dir Rod Holcomb

1 - 16 *TAKE THE CELESTRA*

Starbuck runs into his long-lost love, Aurora, who is involved with a group trying to free the electronics ship Celestra from its supposedly dictatorial captain.

Wr Jim Carlson (w,s), Terence McDonnall (w,s), David S. Arthur(s), David Phinney (s)

Dir Daniel Haller

1 - 17 *THE HAND OF GOD*

Rather than continue fleeing from their enemies, the crew of Galactica commences an all-out attack on a Cylon Basestar.

Wr Donald P. Bellisario

Dir Donald P. Bellisario

BATTLESTAR GALATICA (MINI)

"Never create what you can't control."

It's been 40 years since the 12 colonies of mankind have heard from their progeny, the Cylons -- robotic creatures who rose up and declared war on their masters, then disappeared. In a sudden, devastating strike, the Cylons return and lay waste to the colonies, aided by human-looking Cylon variants and an unwitting fifth columnist. The attack forces Commander William Adama to call into action his museum-piece warship, the Battlestar Galactica, and soon its company of hotshot fighter pilots is blasting away at the invaders. But their best efforts can't prevent the colonies' obliteration. Fleeing the Cylon genocide, the Galactica leads a rag-tag fleet of survivors on a lonely quest to find humanity's fabled 13th colony -- a planet known as Earth.

After many years of trying to revive the Battlestar Galatica franchise, it was achived by Glen A. Larson in this two part mini-series. This was never going to please all of the fans of the origianl series, but as a poential pilot for a TV series it was actually quite good. If lacking in origianllity.

I've read a lot of your comments, and it amazes me how some people seem to think that the function of this mini-series (and hopefully series) is to cater to the whims of the fans of the original series. Sorry, that's not it.

The die-hard types -- the "fans" (and I am one, of BSG, BSG2003, Trek, B5, etc.) -- are never going to be more than a small fraction of the viewership of any television program. It must appeal to a broader audience, or it is DOOMED.

Ronald D. Moore -- in my opinion, one of the better writer-producers in sci-fi today -- took a concept that pleased just about nobody but the fans and reproduced it in a manner that made it interesting and watchable to a modern audience. And if you step outside of your "I want Lorne Greene, Richard Hatch, and Dirk Benedict" temper tantrums, you will find it interesting and watchable as well.

As for some of the main cast members -- like the Adamas pere et fils -- being stiff and inhuman...my friends, welcome to career military officer types. I would bet you're the same people who complained about Commander Jeffrey Sinclair in the first season of Babylon 5 as well. These are TRUE TO LIFE heroes, not the Saturday morning cartoon comic book heroes.

As for remodeling Starbuck (does she drink a lot of coffee? ;-)) and Boomer into women... well, I had my doubts at first, but I thought they did a magnificent job. As for the Cylons looking like humans now... well, only some of them do. And, to be perfectly honest, it makes a lot of sense for them to be able to blend in with their enemies. Anyone who has knowledge of terrorists in the Middle East knows that the reason they can get in to major civilian population centers and cause hideously evil damage and destruction is because THEY BLEND IN. Use some logic, people!

Much like when going to see a movie based on one of Tom Clancy's novels, I didn't go into this expecting to see the original. I went into it expecting to see something new and interesting with some similarities at the plot level. And I was not disappointed.

Since ENTERPRISE seems to be killing the Trek franchise -- and I admit, I enjoy ENTERPRISE a lot of the time, but a lot of people don't, and I can see why -- I am in high hopes a series based on BSG2003 can revitalize hope for on-going TV science fiction. I don't see why it shouldn't as long as people stop thinking they're going to get Lorne Greene. They're getting Edward James Olmos, one of the most brilliant actors in Hollywood, coming BACK to TV after a successful movie career... and how often does THAT happen?!?

Produced by
David Eick executive producer
Harvey Frand producer

Michael R. Joyce consulting producer
Glen A. Larson consulting producer
Ronald D. Moore executive producer

Original Music by
Richard Gibbs
Bear McCreary (additional music)

Non-Original Music by
Stu Phillips (additional music)

Cinematography by
Joel Ransom

Film Editing by
Dany Cooper

Casting by
Heike Brandstatter
Eric Dawson
Carol Kritzer
Coreen Mayrs
Robert J. Ulrich

Production Design by
Richard Hudolin

Costume Design by
Deborah Everton

Production Management
Craig Forrest unit manager
Ron French production manager

Second Unit Director or Assistant Director
Peter Dashkewytch first assistant director

Art Department
Dominique Arcadio art researcher
John Burke set designer
Ray Lai illustrator
Max Matsuoka first assistant property master
Margot Ready assistant art director
Dan Sissons property master
Gary Young prop builder

Sound Department
Vince Balunas sound editor
Daniel Colman sound designer
Jordan Corngold music editor
Robert Fernandez orchestral engineer
Steve Kaplan score mixer
Sean Keegan foley mixer
Doug Madick foley artist
Frank Nolan adr supervisor

Special Effects by
Douglas W. Beard special effects technician
Terry Sonderhoff special effects coordinator
Kenneth Thomson Jr. special effects (uncredited)

Visual Effects by
Sean Apple digital compositor
Joel Ashman digital compositor: Zoic Studios
Rob Baldwin digital artist

Raoul Bolognini visual effects coordinator
 Kristen Branan visual effects producer
 Jarrod Davis digital artist
 Aram Granger digital artist
 Gary Hutzel miniature cinematographer
 Gary Hutzel visual effects supervisor
 Gabriel Köerner digital artist
 Errol Lanier digital artist
 Paul Maples previsualization artist
 Steven Meyer digital compositor
 Terry Naas digital artist
 Jose Perez visual effects
 Kevin Quattro digital artist
 Emile Edwin Smith digital effects supervisor
 Mark Spatny visual effects producer: Modern VideoFilm
 Lee Stringer CG supervisor
 Kyle Toucher digital artist

Stunts

Janina Dall stunts

Other crew

Carol Bailey first assistant accountant
 Ron Blecker technical advisor: military
 Corbin Bronson casting associate
 Cori Burchell assistant costume designer
 Kevin L. Carvell marketing
 Chris Claridge construction coordinator
 Jason Dale first assistant editor
 Shane Deschamps set costume supervisor
 James Forsyth extras casting
 Rita Foung casting associate
 Simon Hall video playback operator
 Jennifer Harland background coordinator
 Luben Izov first assistant editor
 Luben Izov post-production
 Prem Marimuthu electrician
 Ryan McMaster camera operator
 Shaun McKay payroll accountant
 Scott Mitchell best boy
 Scott Mitchell rigging electrician
 Nicole Oguchi assistant production coordinator
 Cara Rogers production coordinator
 Peter Ruttan playback designer
 Tisha Simpkins key production assistant
 Kent Sponagle location manager
 Camryn Thomas assistant: Ronald D. Moore
 Jill Warner casting intern
 Sondra Watanabe second editor

Academy of Science Fiction, Fantasy and Horror Films (USA)

2004 - Won (Saturn Awards) - Best Television Presentation

2004 - Nominated (Saturn Awards) - Best Supporting Actress in a Television Series (Katee Sackhoff)

Visual Effects Society Awards

2004 - Won - VES Award - Outstanding Visual Effects in a television miniseries, Movie or a special

2004 - Nominated - VES Award - Outstanding Compositing in a televised program, music video or Commercial.

2004 - Nominated - VES Award - Outstanding Models and Miniatures in a televised program, music video or Commercial.

WR. Glen A. Larson, Ronald D. Moore, Christopher Eric James.

DIR. Michael Rymer

EPISODES: 2 **YEAR MADE:** 2003 **COUNTRY:** US **SEASONS:** 1

ACES & EIGHTS PRODUCTIONS, MICHAEL R. JOYCE PRODUCTIONS, THE SCI-FI CHANNEL

CREATOR: GLEN A. LARSON**TYPE OF SHOW:** ARMAGEDDON**FORMAT:** MINI-SERIES**LENGTH (MINS):** 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 2**DATE OF PREMIER:** 08/12/2003**AIR DATE OF LAST EPISODE** 10/12/2003**SEASON DATE BREAKDOWN:****FILMS:**

Commander William Adama EDWARD JAMES OLMOS, Laura Roslin MARTY MCDONNELL, Lieutenant Kara 'Starbuck' Thrace KATEE SACKHOFF, Captain Lee 'Apollo' Adama JAMEI BAMBER, Dr. Gaius Baltar JAMES CALLIS, Number 6 TRICIA HELFER, Leoben Conoy CALLUM KEITH RENNIE, Lieutenant j.g. Sharon 'Boomer' Valerii GRACE PARK, Colonel Paul Tigh MICHAEL HOGAN, Aaron Doral MATTHEW BENNETT, Billy Keikeya PAUL CAMPBELL, Chief Petty Officer Tyrol AARON DOUGLAS, Priest Elosha LORENA GALE, Transport Pilot BARCLAY HOPE, Petty Officer 2nd Dualla KANDYSE MCCLURE, Boxey CONNOR WIDDOWS, Crewman Specialist Prosna MICHAEL EKLUND, Lt. Gaeta ALESSANDRO JULIANI, Agro Ship Captain KWESI AMEYAW, Pilot #2 NAHANNI ARNTZEN, Launch Officer RON BLEACKER, Crewman Specialist Cally NICKI CLYNE, Extra PARALEE COOK, Blonde Woman MONECA DELAIN, Woman #1 (Transport Ship) JENN GRIFFIN, Pilot #1 BISKI GUGUSHE, Woman #2 (Transport Ship) B.J. HARRISON, Doctor Westin TIM HENRY, Zachary Adama CLARKE HUDSON, Boxey's Aunt ERIN KARPLUK, Junior Reporter FRED KEATING, Man #1 (transport ship) ROBERT LEWIS, Captain Jackson "Ripper" Spencer, Commander Air Group JOHN MANN, Kellan Brody SULEKA MATHEWS, Reporter (as Suleka Mathew) SUE MATTHEW, Old Woman BRENDA MCDONALD, Gina LYMARI NADAL, Pilot #4 RYAN NELSON, Captain Kelly, Landing Signal Officer TY OLSSON, Crewman Specialist Socinus ALONSO OYARZUN, Cami HAILI PAGE, Man ZAHF PAROOM Lt. Helo TAHMOH PENIKETT, Colonel (Boxey's Father) RYAN ROBBINS, Extra BRANDY SCHLECKER, Man #2 (Transport Ship) DENZEL SINCLAIRE Chantara's Husband MICHAEL SOLTIS, Pilot #3 NIGEL VONAS, Chantara NADINE WRIGHT, Extra (uncredited) RICHARD BUSCH, Extra (uncredited) LEIGH DYCK, Extra (uncredited) GEORGIA HACCHE, Extra (uncredited) VICKY PLANCHER, Extra (uncredited) BRADY SCHLECKER, Extra (uncredited) CHRISTOPHER WONG

RELATED SHOWS:*BATTLESTAR GALATICA**GALACTICA 1980**BATTLESTAR GALACTICA (2004)*

BAYWATCH NIGHTS

Mitch Buchannon owns his own detective agency, with his colleagues Griff and Ryan they investigate the strange and paranormal.

David Hasslehoff is most famous for starring in KNIGHTRIDER, an SF show and Baywatch from which this is a spin off. This is an unusual show because it's first season was standard cop plots, but by the second series the direction of the show changed with the plots becoming more about the paranormal and aliens. Executive producer for the series was Gregory J. Bonann and David Hasslehoff, producer for the series was James Pergola. Production co-ordinator was Meg HuntingtonCajero, assistant production co-ordinator was Tammi Campbell.

The main title song "After the Sun Goes Down", was performed by David Hasslehoff, written by David Hasslehoff, Mark Holden and Richard Feldman. End title song "Into the Night", sung by David Hasslehoff, written by Mark Holden, David Hasslehoff and Cory Lerious.

WR. E. Paul Edwards.

DIR. Peter Hunt.

EPISODES: 44 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 2

TOWER 12 PRODUCTIONS, THE BAYWATCH NIGHT PRODUCTION COMPANY CO., AN ALL AMERICAN FREMANTLE INTERNATIONAL.

CREATOR: MICHAEL BERG, DAVID HASSELHOFF, DOUGLAS SCHWARTZ, GREGORY J.

TYPE OF SHOW: PARANORMAL

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 22

DATE OF PREMIER: 30/09/1995 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Griff Walker EDDIE CIBRIAN (2), Mitch Buchannons DAVID HASSELHOFF, Ryan McBride ANGIE HARMON, Donna Marco DONNA D'ERRICO (2), Garner Ellerbee GREGALIN WILLIAMS(1), Andy LISA STAHL (1), Lou Raymond LOU RAWLS (1), Diomont Teague DORIAN GREGORY (2).

- 1 - 1 *PURSUIT*
- 1 - 2 *BAD BLADES*
- 1 - 3 *SILENT WITNESS*
- 1 - 4 *DEADLY VISION*
- 1 - 5 *JUST A GIGOLO*
- 1 - 6 *976 WAYS TO SAY I LOVE YOU*
- 1 - 7 *PRESSURE COOKER*
- 1 - 8 *BALANCING ACT*
- 1 - 9 *BLUES BOY*

- 1 - 10 *KIND OF A DRAG*
- 1 - 11 *TAKEOVER*
- 1 - 12 *THIN BLOOD*
- 1 - 13 *PAYBACK*
- 1 - 14 *BACKUP*
- 1 - 15 *THIEF IN THE NIGHT*
- 1 - 16 *THE CURATOR*
- 1 - 17 *CODE OF SILENCE*
- 1 - 18 *VENGEANCE*
- 1 - 19 *EPILOGUE*
- 1 - 20 *RENDEZVOUS*
- 1 - 21 *A CLOSER LOOK*
- 1 - 22 *HEAT RAYS*
- 2 - 1 *TERROR OF THE DEEP*
- 2 - 2 *THE CREATURE*
- 2 - 3 *THE RIG*
- 2 - 4 *THE STRIKE*
- 2 - 5 *CIRCLE OF FEAR*
- 2 - 6 *THE CABIN*
- 2 - 7 *CURSE OF THE MIRRORED BOX*
- 2 - 8 *LAST BREATH*
- 2 - 9 *NIGHT WHISPERS*
- 2 - 10 *SPACE SPORE*
- 2 - 11 *MOBIUS*
- 2 - 12 *POSSESSED*
- 2 - 13 *FROZEN OUT OF TIME*
- 2 - 14 *NIGHTS TO DRAGON ONE*
- 2 - 15 *ASCENSION*
- 2 - 16 *ZARGTHA*
- 2 - 17 *THE SERVANT*
- 2 - 18 *SYMBOL OF DEATH*
- 2 - 19 *THE EIGHTH SEAL*
- 2 - 20 *HOT WINDS*
- 2 - 21 *THE VORTEX*
- 2 - 22 *A THOUSAND WORDS*

BEAST-FIST SQUADRON GEKIRANGER

AKA: **JUUKEN SENTAI GEKIRANGER**



Four thousand years ago, in China, a form of Kenpo martial arts was developed, the Beast-Fist style was created by a man named Brusa Ee who built the hidden Beast Origin Village. Beast-Fist is a martial art in which one mimics the abilities of animals as well as reach spiritual peace. However, dissent grew among the creator's ten students. Three believed that they should use the suffering and hatred harnessed within humans to increase their power, using their power to assume their monstrous forms, the Three Fist Demons. After Brusa Ee was murdered, the Fist Demon gathered followers to practice an evil form of the Beast-Fist style known as Confrontation Beast-Fist Akugata. The other seven students believed that true strength should come from within, engaging their former friends in a great war, ending the fight with a forbidden technique to seal the Fist Demons' powers at the cost of losing their own human forms in the process, becoming the Seven Fist Sages.

Followers of the Fist Sages created the Fierce Beast-Fist Beast Arts school: the Beast-Fist of justice whose sport discipline enhances the human body with the self-produced positive Qi called "Fierce Ki." It is taught by Grand Master Sha-Fu, one of the seven Fist Sages, using a sports goods company named "SCRTC" as a front. By present time, a fallen student from the Fierce Beast-Fist school named Rio turns to the Confrontation Beast-Fist-style, rebuilding the Confrontation Beast Hall and bring the long-dead Confrontation Beast-Fist users back to life as kyonshi to collect Confrontation Ki, Fierce Ki's polar opposite Qi, in order to resurrect the Three Fist Demons so that through them, he can become stronger. To fight the new Confrontation Beast Hall, Sha-Fu had been training two youths: Ran Uzaki and Retsu Fukami. Along with Jan Kandou, a feral boy raised by tigers in the woods near the hidden village, the Gekiranger team is formed and later joined by two other Fierce Beast users to save the world from the Akugata's ambitions. However, an even greater evil is using the two sides for it's own agenda.

Characters

Gekirangers

Gekirangers in their civilian attire They are based at "Sports Maker Scratch Company", the front for the Geki-Juuken dojo.

Jan Kandou / GekiRed

A wild boy, Kandou was raised by a tiger through unknown circumstances. He acts by natural instinct, lacking reason and sense. His natural weapon is his strong body, also known as the Unbreakable Body He is master of the Tiger Fierce Beast-Fist style.

Ran Uzaki / GekiYellow.

Uzaki along with her family owns a dojo, thus giving her an unyielding, masculine character, also known as the Honest Heart. However, this sometimes makes her difficult to reason and interact with. She is master of the Cheetah Fierce Beast-Fist style, possessing great speed as a Kenshi.

Retsu Fukami / GekiBlue

While extremely intelligent, Fukami is egocentric and does not concern himself with the affairs of other people. Although his style is a "technique of beauty", also known as the Fantastic Technique, he lacks stamina for long expenditures. He is master of the Jaguar Fierce Beast-Fist style.

Arsenal

Juuken Transformation GekiChanger : A three button, two piece henshin device used by the Gekiranger. The changer is attached to the wrist and knuckles of the wearer. By forming a Wushu hand formation and using the henshin call "Geki Waza!", the user transforms into a Gekiranger. The GekiChanger also can be used to perform various attacks, also known as Geki Waza. There are twenty-five in total. As of this writing, only six

have been revealed.

Fierce Spirit Wave -A standard Geki Waza.

Fierce Spirit Strike - Another standard Geki Waza.

Fierce Spirit Bullet -A common Geki Waza.

Cannon Bullet - GekiRed's personal Geki Waza.

Flickering Bullet - GekiYellow's personal Geki Waza.

Rolling Bullet - GekiBlue's personal Geki Waza.

GekiNunchaku : These are GekiRed's personal weapons.

GekiTonfa : Each of the Gekirangers have two tonfa as side-arms. They can be used like normal tonfa, be combined together to form a bo staff called GekiTonfa Long Baton, or be used as two individual bladed weapons called GekiTonfa Baton.

GekiBeasts

The animal-themed mecha of the Gekirangers are called the GekiBeasts. The primary Giant Robo of the Gekirangers is named Beast-Fist Fusion GekiTōja , and it will be composed of three robotic cats based on the themes of the primary Gekirangers.

GekiTiger is GekiRed's GekiBeast.

GekiCheetah is GekiYellow's GekiBeast.

GekiJaguar is GekiBlue's GekiBeast.

Later mecha for Gekiranger will be armor/power-ups for the main mecha, similar to the Power Animals of Gaoranger.

GekiElephant combines with GekiTōja to become GekiElephanTōja . It gives GekiTōja more armor and a wrecking ball/flail-like weapon.

Two other mecha appear alongside GekiElephant, a mecha that appears to be a bat (likely to be called GekiBat that gives GekiTōja wings and likely the ability to fly and one that appears to be some sort of billfish or shark and appears to give GekiTōja sleek armor and blade weapons.

Allies

Juuken Teacher Master Shā Fū.

He is the mentor of the Gekirangers and is master of an unknown form of martial arts. He appears to be an aged anthropomorphic cat with large ears (very likely a caracal cat).

Juuken Trainer RoboTough

A robot that assists the Gekirangers in their Juuken Training.

Miki Misaki

Martial Arts Society Narakudō

Narakudō: Liō, Mele, and the RinshiMartial Arts Society Narakudō, Martial Arts Society Underworld Hall) was formed by Liō with resurrected martial artists, they intend to fulfill the wish of the deceased creators of the Confrontation Beast-Fist style, the Three Fist Demons, of conquering the world.

Liō

Created the Narakudō Society. Master of the Lion Confrontation Beast-Fist style and he can assume a golden lion-themed armored form.

Mele

Liō's assistant. She is a master of the Chameleon Confrontation Beast-Fist style and can assume a chameleon-themed armor form.

Combatant Rinshi

The faceless jiāngshī underlings of Liō and Mele.

Songs

Opening Theme

"Beast-Fist Squadron Gekiranger" by Takayoshi Tanimoto with Young Fresh.

Ending Theme

"Tao" by Ichiro Mizuki with Young Fresh (Chorus)

Insert Songs

"Burning Fierce Beast-Fist!" by Takayuki Miyauchi

"Just feel it ~For the Future~" by Sister MAYO

1 - 2 *LESSON 2: WAKI-WAKI! BEAST-FIST GATAI!*

Sha-Fu uses the Gekiwaza Double-Double Clone Fist to create a giant version of himself that blew Giant Makirika away. Having seen this, Ran and Retsu ask Sha-Fu to teach them the Gekiwaza technique. Sha-Fu responds saying that the way to obtain it is to first teach Jan the Beast Arts. The two reluctantly start the training, but Jan, bored with basic training, ran off with the GekiNunchaku as Makirika makes his move by flooding the city with Confrontation Beast Chameleon-Fist Mistress Mele to overview his progress. However, the three managed to master the Double-Double Clone Fist by joining their unique attributes to create the GekiBeasts and formed GekiTohja, who defeated Makirika with Mele and her captive, Fierce Beast Fly-Fist user Bae, as witnesses (Bae commentates on the fight). With that settled, Jan decides to stay with SCRTC until his birth parents are found.

1 - 3 *LESSON 3: SHIO-SHIO! CLEANING POWER*

Jan, unbearably happy from the Fierce Beast-Fist training, receives a special "training exercise" from Sha-Fu that would let him fully master his Gekiwaza: Cleaning. Meanwhile, Confrontation Beast Buffalo-Fist user Gyuuya, has just passed the challenges within the Chamber of Trials and begins his assault on the city once he perfected himself. Though Gyuuya had the upper hand in their first encounter, Jan defeated him with "Cleaning Power" he obtained from his training. But despite GekiTohja defeating Gyuuya, Rio called forth the elite Rinrinshī known as the Five Venom Fists to defeat the Gekirangers.

1 - 4 *LESSON 4: ZOWA-ZOWA! THE FIVE VENOM FISTS*

Jan and company are brought to a skating rink where they must acquire a difficult lesson, meeting professional skater Junko Yaginuma to master the Kaleido Spiral Jump. However, the Five Venom Fists begin their fight against the Gekirangers, overpowering them until Sha-Fu saved them. However, it was a ploy set up by Rio to deal with Sha-Fu himself with his Confrontation Beast Lion-Fist style, revealing the link between them as not only master and apprentice but rivals based on his dream visions. However, Rio soon learns that his destined rival is not Sha-Fu, but Jan. To confirm this, he had Jan poisoned, forcing him and the others to fight all Five Venom Fist members at once in GekiTohja for the antidote. But the Gekirangers managed to master the Kaleido Spiral Jump in time to get the cure, with Rio calling off the attack for now.

1 - 5 *LESSON 5: UJA-UJA! WHAT SHOULD I DO?*

Jan is uneasy by both the Venom Fists and especially Rio. To remedy the anxiety, Sha-Fu has Jan undergo another training session by learning from Ran. However, Confrontation Beast Centipede-Fist user Kademu of the Five Venom Fists begins to attack people with his high-speed fists and poisoned Retsu. With Jan forced to watch, Ran challenges Kademu in a duel of high-speed martial arts, the Thousand-Fists Many Strikes competition. Though he won, postponing his fight with Ran on account of wind, Ran was the true winner as she was more accurate than Kademu. Enraged, Kademu fights the Gekirangers in full fury and was destroyed by GekiTohja. Even more, with Kademu dead, the remaining four are suspected of possessing the Ringi Rio needs to hear the Fist Demons once more.

1 - 6 *LESSON 6: JUWĀN! - WHAT'S THAT?*

A strange picture dealer named Pierre Fujishiro comes to SCRTC to obtain a painting from Retsu, which is still incomplete. As Retsu's past is unveiled, Confrontation Beast Gecko-Fist user Moriya of the Five Venom Fists arrives to cause havoc. The Gekirangers intervene, but are overwhelmed by Moriya's unpredictable tactics and fighting style, forcing them to retreat. During another training session involving window-washing, Ran reveals to Jan that just fighting to win is not always Retsu's goal; to him, true victory is obtained when he beats his opponent at their own game. In their second encounter, Retsu manages to knock Moriya off his wall with artistic feeling at his side, forcing a fight between him and GekiTohja. Moriya reveals his Secret Ringi, Rapid-Growth Arm, much to the chagrin of Mele, as she assumed that Moriya was the True Poison user. Regardless, he is destroyed much to Mele's dismay, with only three left to spy on. Retsu soon completed his painting afterward with Pierre asking to have it.

1 - 7 *LESSON 7: SHUBA-SHUBA DANCING!*

Miki's daughter Natsume visits the SCRTC offices before her dance lessons, saying she has quit the team. At the same time, Confrontation Beast Scorpion-Fist user Sorisa of the Five Venom Fists wreaks havoc on the city, using her troop of dancing Rinshīs to incite fear among the humans. The Gekirangers attempt to fight Sorisa with little luck before Confrontation Beast Toad-Fist user Maga (who has feelings for Sorisa) intervened because he thought Retsu and Sorisa were making out. Though GekiTohja was unable to kill him, Maga retreated upon learning Sorisa walked off in a huff during the fight, with Mele deciding to help him. To oppose the dance-styles of Sorisa, the Gekirangers must learn some dancing moves themselves from Natsume's teacher. Once the Gekirangers get the hang of dancing with Jan's Shuba-Shuba style, they take a rest and watch Natsume's class practice. They all notice that Natsume is not dancing like the others, and Jan realizes that it is because she does not have "Shuba-Shuba" or feeling in her dancing. Natsume storms out and Miki tries to reassure her, until they are attacked by Sorisa and her Rinshīs. Miki holds them off until the Gekirangers arrive and counter with their dancing. At first, the

Gekirangers were able to counter Sorisa, but when Maga arrives with love-confidence from Mele, he and Sorisa quickly gain the upper hand by bringing his defense and her offense together into a devastating tag-team.

1 - 8 *LESSON 8: KOTO-KOTO - EARNESTLY KOTO-KOTO*

With the combined defense of Maga and offense of Sorisa, the Gekirangers were overwhelmed. To counter the powerful tag-team, the GekiBazooka needs to be used despite still being incomplete. However, to perform the Gekiwaza Fierce-Fierce Cannon, it must be charged within two minutes, leaving the Gekirangers open to attack. Thus Jan must train so he can hold off both two Venom Fists at once while Ran and Retsu charge the weapon up with their Fierce Ki. But Jan's need not to be "Boko-Boko" (beaten up) resulted with the first try a bust. But as Sha-Fu endures the pain of training Ran and Retsu himself, he has Natsume train Jan in the wait department. When the Gekiranger encountered Maga and Sorisa once again, Jan was able to hold them off long enough for the GekiBazooka to fully charge up. The Gekirangers used the new weapon to destroy Maga and later fought and destroyed the irate Sorisa with GekiTohja's Great Spin-Spin Leg. Now only Confrontation Beast Snake-Fist user Braco of the Five Venom Fists remains, and Rio's dreams are getting stronger by the minute to the snake's advantage.

1 - 9 *LESSON 9: THE KENA-KENA WOMAN*

After remembering her first meeting with Rio, Mele is encountered by Braco, who reveals his plans to assassinate Rio and offers her to join him. Mele refuses and angrily kills Braco, only to learn that he is the True Poison user when he used his power to revive himself after receiving the deathblow. After revealing that the True Poison can resurrect the dead, Braco easily defeats Mele while gloating that he will kill Rio during his most vulnerable state, while he is in deep meditation, with aid from the newly resurrected Moriya and Kademu. Mele, having survived the attack, purposely attacks the Gekirangers while they were training in order to goad them into using the GekiBazooka on her to perfect herself for Rio's sake. Once she managed to learn how to deflect their attack, Jan realizes that she is "Kena-Kena" (ambiguous in terms of affiliation). Meanwhile, Mele hurries to Rio's aid and holds herself until Rio awakens and effortlessly destroys Kademu. While Mele goes after Braco, a fearful Moriya flees to attempt to gather Confrontation Ki until the Gekirangers found him and defeated him for good. As for Mele, she managed to defeat Braco with her training until he explained why Rio wants the True Poison and how only three remain. Though swayed by the notion of being truly alive, Mele snaps Braco's fingers off and kills him on the spot while telling him she gets that feeling of "true life" by staying at Rio's side. Now with the three True Poison fangs, Rio is a step closer to his goal: To revive the Fist Demons and become stronger.

1 - 10 *LESSON 10: JARA-JARA ATTACK! THE FIRST ERRAND*

We open to the three Gekirangers walking through the forest to deliver a package to an old friend of Sha-Fu's. Prior to it, the Gekirangers were fighting Confrontation Beast Pangolin-Fist user Muzankose who defeated GekiTohja before resuming his task of causing an earthquake. To stop Muzankose, Sha-Fu sends them on an errand to a hut somewhere on Shibe Mountain, said to be haunted. But on their way, they encounter the Mononoke, who tied them up and took the package. Now mad, the Gekirangers change and pursue the Mononoke, forced to fight him to regain the package. But the mononoke's playful (and perverted) moves overwhelmed the Gekirangers. But despite losing to him, the three refused to give up and managed to turn the tables and regained the package. They soon learn the Mononoke is actually the Fist Sage known as Master Elehung Gambou, a grand master of the Fierce Beast Elephant-Fist. Elehung also revealed the item they had delivered to him was the GekiHammer which Ran is to master to fight Muzankose. During all of this, Rio begins to travel to the an ominous mountain where one of the Three Fist Demons rests while Mele has Muzankose to start the earthquake that would destroy the city.

1 - 11 *LESSON 11: UKYA-UKYA! BEAST-FIST ARMAMENT*

Ran begins to master the Elephant-Fist and the GekiHammer under Master Elehung. However, Elehung's ideals and training methods differ from Sha-Fu's own, thus confusing Ran while Jan and Retsu attempt to fight Muzankose without her. But the antics of Elehung managed to make Ran laugh while she was fly fishing, a part of her training, finally making a hit. Learning that happiness is a needed element in any situation, a "different" Ran uses the GekiHammer to help her friends and defeat Muzankose in time. When Muzankose grew, Elehung tells the Gekirangers to use Ran's training to summon the legendary GekiBeast GekiElephant, which combines with GekiTohja, forming GekiElephanTohja and defeating Muzankose. However, as Sha-Fu sensed, Rio managed to destroy the barrier that kept him from reviving the Sky Fist Demon: Confrontation Beast Hawk-Fist grand master Kata.

1 - 12 *LESSON 12: ZOWAN-ZOWAN! CONFRONTATION BEAST-FIST, TRAINING STARTS*

While wandering through the city, Jan finds Natsume at a bathhouse looking at the carp windsocks. When the bathhouse's owner Gen-san confronts Jan when he is trying to take down one of the windsocks, Natsume is accidentally sent flying towards the street as a result of Confrontation Beast Eel-Fist user Nagiu's Ringi. The Gekirangers try to fight, but he is too slippery to be hit by their attacks. Sha-Fu sends the trio to train at the bathhouse, where they re-encounter Elehung and Gen-san who is revealed to be a

master of "towel-style." Jan learns how to use the "towel-style" and in the next fight with Nagiu, Jan uses one of the carp windsocks to dry the Beast-Man of the slippery mucus, followed by the GekiBazooka. Nagiu soon grows to his giant size, and the Gekirangers fight first as GekiTohja and then GekiElephanTohja. Nagiu is ultimately defeated by the Great Firm-Firm Ball of GekiElephanTohja. Elsewhere, Rio was trying to learn how to attain ultimate power from Kata in a battle to the death, and in the process is blasted by the Hawk-Fist master's Darkness Cannon and is placed within the event of his past that started his path in becoming a Confrontation Beast-Fist user. Rio was able to absorb his own despair and overpowered Kata, sparing Kata for enabling him to become stronger. By being beaten, Kata accepted Rio as a pupil to learn the full power of Confrontation Beast-Fist Akugata.

1 - 13 *LESSON 13: SHIN-SHIN! THE SPIRIT'S DANCE*

To obtain the despair he needs to teach Rio to channel his hatred as power, Kata sends up his two bodyguards, the two Flying Fists, to be his eyes while providing him more Confrontation Ki. Meanwhile, Sha-Fu takes the Gekirangers to the ballet much the dismay of Jan (who falls asleep in boredom) and Ran and the delight Retsu. In the middle of the performance, Jan woke up and sensed the Flying Fists attacking people, turning their fear into lightning for their plan to destroy the city and get more Confrontation Ki from it. The Flying Fists, Confrontation Beast Crane-Fist user Rūtsu and Confrontation Beast Crow-Fist user Rasuka, defeat the Gekirangers as well as overpowering GekiElephanTohja. When the team asks Sha-Fu on a technique to fly to counter the two flying martial artists, he sends them to a mysterious appreciation festival where they meet Fist Sage Bat Li, a grand master of the Fierce Beast Bat-Fist style. Though he refused at first, Bat Li changes his mind when Retsu shows him his abilities. While Jan and Ran attempt to stop the Flying Fists, Retsu begins learning Fierce Beast Bat-Fist and the art of the war fan from Bat Li, whose lesson is simple: "Abandon all techniques to master this fighting style."

1 - 14 *LESSON 14: NETSU-NETSU! FORGET THE TECHNIQUE*

Ran and Jan arrive to fight the Flying Fists, who overpower them until Rasuka is offended by them and has Rūtsu fly off while he beats the two Gekirangers by himself, wounding Ran's leg. While Ran is being tended to, Miki brings out the new weapon for Retsu and tells Jan and Ran to give it to him once he has completed his training. This training, in his eyes, is attempting to dance just like Bat Li. He initially has trouble, but he eventually realizes that Bat Li's dancing has no technique. Once Jan and Ran find Retsu and Bat Li, Retsu has mastered the Bat-Fist style while in a trance, and he is given the GekiFan. With the GekiFan, GekiBlue defeats the Flying Fists singlehandedly. The Flying Fists enlarge themselves and are able to unleash their attack, but on Bat Li's words, the Gekirangers enter a trance to bring out legendary GekiBeast GekiBat, with whom GekiTohja combines to form GekiBatTohja to battle the Flying Fists in an aerial dogfight. The fight ends with Rūtsu slamming into the side of a mountain and Rasuka destroyed. Meanwhile, after surviving Kata's training to channel his hatred, a bloodthirsty, berserk Rio attacks the Rinshīs with rage to amplify his malice even more until Rio's hatred became new Confrontation Ki, to Mele's horror. That same hatred awakened Rūtsu as he emerges out of the rubble of the battlefield with intend on getting revenge on the Gekirangers for the death of his partner.

1 - 15 *LESSON 15: HOWA-HOWA! MAMA SKILLS*

After watching a sparring fight between Rio and Kata. Mele offered to look and revive the other Fist Demons in Rio's place, as their training can help. Rio allows it as an irate Kata decides to further Rio's lesson with the aid of the "now-insane" Rūtsu. At SCRTC, Ran got angry at Jan and Retsu's lack of order until Rūtsu shows up in the city, again. While he fights the guys, taking two energy orbs out of them, throwing them to the ground. GekiYellow attacks Rūtsu, knocking the orbs away. When Ran finds Retsu after the fight, she's shocked to see him as an infant and Jan is a young child. Sha-Fu reveals the orbs to be the Pulse, a qi tied to a person's age and without it, the two have no memory of their older selves. But the two can find their Pulse, so Ran has to care for them as their mother until then. During this, Ran loses Jan while changing Retsu. She finds Jan scaling a building, learning he was aiding a baby bird back to its nest with Jan calling Ran "Howa-Howa". Rūtsu then appears, with intend to kill them in the most hateful way possible. The Gekiranger "family" runs away, eventually finding the Pulse orbs. Ran tries to fight Rūtsu, but she is unable to defeat him, until Jan henshins into GekiRed and sends Rūtsu flying to protect his "mama". Ran used the power of motherly love to overpower Rūtsu's hate, then turning Jan and Retsu back into adults. A furious Rūtsu enlarged, only to be destroyed by GekiBatTohja. Soon after, Ran learns that Retsu and Jan have no memory while without their kodou, with Ran a bit saddened by it. While this was all happening, Mele is having trouble finding the Fist Demons' gravesites until it is revealed that her actual goal was not to just revive the remaining Fist Demons, but to replace Kata with a teacher for Rio who was more to her liking. Upon this revelation, a Fist Demon speaks to her, complimenting her about this, as well as informing Mele of her final resting place. Making her way to the beach on instructions, Mele managed to tear down the barrier and used the True Poison Fang, being blasted back on land by the shockwave of the resurrection of the revived Sea Fist Demon: Confrontation Beast Jelly-Fist grand mistress Rageku.

1 - 16 *LESSON 16: JIRI-JIRI! CONFRONTATION BEAST HALL, EXTRACURRICULAR CLASS*

The revived Rageku arrives at the Confrontation Beast Hall to meet Rio. However, much to Kata's distaste, Rageku favors Mele more than Rio. When Mele refuses to prove herself by fighting Rio, Rageku poisons Rio as her way to start Rio on the path of suffering and to start Mele's training with a foe of her choosing. Rageku then attacks the city and easily defeats GekiTohja, with Sha-Fu's appearance leading to a revelation on the origins of the Seven Fist Sages and the Three Fist Demons as the first Beast-Fist Masters, until they assumed their current forms and founded the two opposing schools before the Geki-Rin Rebellion that led to the Demons' defeat. Rageku then forces Mele to fight Sha-Fu, immobilizing the Gekirangers to ensure no interference. In order to win, Mele uses Infinite Waves on herself to fight at full strength despite her own internal pain. Rio watches while the poison courses through him, until he overpowers Rageku's Ringi and save Mele from sacrificing herself to kill Sha-Fu. After a brief fight, Rio defeats Rageku although she claimed that she was only testing him for his jealousy of Mele being able to overwhelm Sha-Fu. Rageku then took Rio and Mele as her disciples while as the Gekirangers start training harder.

1 - 17 *LESSON 17: GORO-GORO! TEACHER AND STUDENT LOVE*

In order to combat Rageku, Sha-Fu sends the team to the isolated Aozame Island to meet the Fist Sage Sharkie Chan, Grand Master of the Fierce Beast Shark-Fist style. In a series of tests which comprised paddling a canoe through several traps, Sharkie becomes impressed by Jan's strength and chooses him as his pupil for learning how to master his style and the GekiSabers. In this training, Jan becomes attached to his teacher, and they form a bond. Meanwhile, Confrontation Beast Hermit Crab-Fist user Dokariya closed in on the group's location, and uses his Ringi Base-Form Robbing Strike to take over Sharkie Chan to have him suffer as Rageku intended: By having him attack the Gekirangers. But Jan's bond with Sharkie allows the Fist Sage to overpower Dokariya's Ringi, with an enraged Jan using the GekiSabers on the Beast-Man before the gang fires GekiBazooka on him. When he becomes a giant, the Gekirangers call upon GekiTohja and use Jan's training to summon the Legendary GekiBeast, GekiShark. They send GekiShark at Dokariya, who is seemingly destroyed, only to be attacked by GekiShark upon its return to everyone's shock.

1 - 18 *LESSON 18: SHAKKIN-KĪN! THE BODY IS STRONG*

It is revealed that GekiShark is possessed by Dokariya, and it takes an attack from Bat Li and Elehung to tell the Gekirangers to use GekiElephanTohja to defeat GekiShark for the time being. The two Fist Sages berate Sharkie, because they feel that he was not up to the task of teaching a student due to his ideals of a strong body being foolish, before Sha-Fu arrived and suggested that they all go back to the group's campsite to try and continue the training. Sharkie tries to impress Elehung and Bat Li, but they further scold Sharkie's ideals, and he leaves, disheartened as he renounces Jan as his student out of failing him. That night, someone uses one of Sharkie's swords to attack Sha-Fu, and Miki assumes that it must be Sharkie, with Bat Li, Elehung, and the Gekirangers pursuing him. The next morning, the two Fist Sages, Retsu, and Ran find/capture Sharkie, while Miki and Sha-Fu clean up the campsite. While Sha-Fu is distracted, Miki picks up one of tent's pins and charges at him, only to be stopped by Jan who knew something was wrong all along. Dokariya reveals himself after being defeated in Miki's body by Sha-Fu and then jumps into Jan to use him to kill Sha-Fu as Rageku wished. However, Jan overpowers the Hermit Crab-Fist user and forces him out of his body, revealing that Sharkie's training allowed him to overcome the Ringi. Jan then uses the techniques Sharkie taught him to defeat Dokariya with the Gekiwaza Wave-Wave Slash. Dokariya then enlarges and jumps into the sea. But GekiTohja follows by summoning GekiShark and combine to form GekiSharkTohja. The battle underwater ends with GekiSharkTohja's Great Firm-Firm Slash destroying Dokariya. After the battle, Sha-Fu approves of Sharkie as a true master, bringing the Fist Sage to tears. Back at the Confrontation Beast Hall, Rio reveals his one true rival to Rageku: a man with a "White Tiger" Fierce Ki named Byakko.

1 - 19 *LESSON 19: GOKIN-GOKIN! SHOWDOWN WITH RIO*

While Confrontation Toad-Fist user Eruka fights the Gekirangers, Rio undergoes a rite of passage to become even more powerful. Eruka is defeated by the Beast-Fist Armament Triangle Attack of GekiTohja armaments as Kata and Rageku give life to two statues in the Confrontation Beast Hall, the Confrontation Machine Soldiers Butoka and Wagataku, to assist Rio. When he arrives in the outskirts of the city, he challenges the Gekirangers to battle, assuming Black Lion form and using the Confrontation Machine Soldiers to keep Jan and Retsu at bay while he faces off with Ran. She does her best to try to defeat Rio, but not even her GekiHammer Bullet-Bullet Ball nor her Mom-Mom Strike can defeat Rio. Retsu then fights Rio with his Double GekiFans, but his Air-Air Slash does nothing against Rio. With Retsu defeated, Jan enters the fray, unable to defeat Rio with either his GekiSaber Thin-Thin Slash or Wave-Wave Slash attacks. He then calls upon Ran and Retsu to try and defeat Rio with the GekiBazooka's Fierce-Fierce Cannon, but even it cannot harm Rio, as he sends an even stronger blast of Confrontation Ki at them, leaving Ran and Retsu back in their civilian clothing. Jan is left standing as he staggers towards Rio who uses the Brave-Roar Wave Ringi on Jan that burns the remnants of his Gekiranger suit off. Rio attempts to finish Jan off, but Jan begins to burn with an intense white Fierce Ki as he attempts to give Rio a finishing punch. Before he can go through with it, he burns himself out and

passes out, saying that Rio is "Gokin-Gokin." Rio recognizes this Fierce Ki as the same Fierce Ki as that of the White Tiger as Sha-Fu shows up and explains that it is the Extreme Ki. Sha-Fu adds that it would be more of a victory for Rio to defeat the Gekirangers when they all obtain the Extreme Ki. He agrees to go with Rio as his prisoner, and Rio gives the Gekiranger three days to obtain Extreme Ki or Sha-Fu will be executed. The Gekirangers have lost all hope, but Miki shows up later in the night to bring the team back into their senses. She tells them that they will have to be trained by the final three Fist Sages, who just have arrived to Japan, to achieve the Extreme Ki.

1 - 20 *LESSON 20: GICHO-GICHO! TRIANGLE MATCH*

To obtain the Extreme Ki, the Gekirangers seek out the Fist Sages that will help them, but they are attacked by the very Fist Sages that they are looking for. The Gekirangers are defeated, and the Fist Sages introduce themselves: Gorie Yen of the Fierce Beast Gorilla-Fist, Michelle Peng of the Fierce Beast Penguin-Fist, and Bion Biao of the Fierce Beast Gazelle-Fist styles. Miki then explains that they must compete with the Fist Sages of the Master Triangle in the Three Peaks Battle, three competitions based on each Gekiranger's own flaws. First, Jan and Gorie Yen compete in a challenge of the "Heart" where the first to stack 500 yen coins on their edges wins. Jan has difficulty, while Gorie asks him why he fights to which Jan does not have a suitable answer. Gorie completes his stack, while a upset Jan was too frustrated to get one to stand. Soon after, he and Retsu fight due to the loss until Ran gets them to stop. Next, she competes with Michelle Peng in a challenge of "Technique" where they skateboard in two turns on a half pipe erected on the roof of SCRTC headquarters with an electronic scoreboard. Michelle performs multiple spins on her first turn, not seeing a need for a second. When Ran attempts the same challenge, she falls on her first try, but Retsu's advice to mentally draw a picture in her mind allows her to ties with Michelle on the second try. The last competition is one of "Body" between Bion Biao and Retsu, where they must grapple to take a bandana off of the other's arm. Retsu attempts to use his Technique, but Biao counters easily. Jan cheers Retsu on, telling him to forget about the techniques and beauty and just fight. The competition lasted until dawn with Retsu managing to take Biao's bandana at sunrise. The Gekirangers win the competition, realizing that by supporting each other, they can do anything. While the competition had occurred, Sha-Fu reveals to Rio that the factor of friendship will allow his pupils to obtain Extreme Ki unlike Rio himself, who loses his temper upon hearing this fact and burns the cage with his Confrontation Ki, telling Sha-Fu that he will face them now. Jan senses Rio on the move as the Master Triangle provide the Gekirangers with the Super Geki Claws, which will allow them to access the Extreme Ki, before they head off to face Rio.

1 - 21 *LESSON 21: BIKI-BIKI-BIKI-BIKI! KAGEKI EXTREMELY*

Though the Gekirangers completed their training, they have yet to obtain Extreme Ki and Jan is still disheartened by Gorie Yen's statement and starts rethinking what he is fighting for. But in spite of these facts, the trio made their way to Rio, whom Sha-Fu asked why he wants to be stronger. While the fight occurs, Kata and Rageku are collecting Confrontation Ki from the people of the city with intend on destroying it once their student wins. Ran attempts to use her fast fists but Rio used the Jelly-Fist style to evade her attempt before swiftly defeating her. Retsu tries his hand, but Rio uses the Flying-Fist style which Retsu is unable to counter. Jan attempts to fight Rio, again, but even with the GekiSabers, he is not a match for Rio. With Jan's Gekiranger suit burned off, Rio states to Sha-Fu that it is his choice to be stronger that is his reason to fight. However Sha-Fu reveals that deep down, Rio is still afraid of his past. Refusing to accept that truth, Rio attacks Ran and Retsu, leaving them bloodied to Jan's horror. It was then Jan realizes that his true reason to fight is to protect everyone. This allows Jan to finally use his Super GekiClaw and transform into Super GekiRed, negating the Fist Demons' attack on the city and knocking Rio into a cliff face. Mele sends the Confrontation Machine Soldiers to aid Rio, with Ran and Retsu following Jan's example and become Super GekiYellow and Super GekiBlue. With their new power, Restu and Ran are able to destroy Butoka and Wagataku while Jan deals a finishing blow to Rio, defeating him. As the gang pursue to free Sha-Fu, Mele attempts to hold a furious Rio back. At Mele's behest, Kata and Rageku use the Confrontation Ki they gathered to reconstruct Butoka and Wagataku into giants. The Super Gekirangers call upon their new Super GekiBeasts along with the other GekiBeasts and they destroy Wagataku. Butoka is all that remains, and it absorbs its partner's Confrontation Ki before dissipating all of the older GekiBeasts. The Super Gekibeasts then form GekiFire to destroy Butoka. As the Gekirangers celebrate their victory, an enraged Rio realizes Jan is the White Tiger's successor and is more intent on destroying them.

1 - 22 *LESSON 22: KYUI-KYUI! DATE WITH A CELEBRITY*

Still maddened by his defeat, Rio's rage attracts the attention of the third and final Fist Demon. Upon reaching the final resting place, Rio attempts to resurrect him against Kata and Rageku's wishes out of fear of what would occur, only to learn that the final True Poison fang has no effect. He then learns that the final Fist Demon's heart, the Ikigimo, was removed from his body after his defeat. Refusing to accept defeat, Rio sends out Mele to find the Ikigimo, with her enlisting Confrontation Beast Pig-Fist user Tabū. Meanwhile at SCRTC, Sha-Fu calls in Sharkie, whom the Ikigimo was entrusted to. However, Sharkie reveals that he had lost it when a tsunami hit Aozame Island. But, the item was found by the Nanboku

family and in the possession of a celebrity girl named Alice Nanboku. Jan found her and the gang tries to get the Ikigimo from her, but both Retsu and Ran's offerings failed to get Alice's favor as she takes Jan out on the town until he shows Alice the "Kyui-Kyui", or natural beauty of things. When he asks about her "Kyui-Kyui", Alice explains she has none. Jan finds a large amethyst stone and gives it her, only for her to throw it away when he asked for the Ikigimo. She is then captured by Tabū and Mele takes the Ikigimo from her. Jan, unable to become Super GekiRed, tries to fight Mele in vain. Jan is forced to save Alice from becoming Tabū's lunch rather go after Mele. By the time he arrives, he still cannot become Super GekiRed and is overpowered by Tabū. But when he sees that she is about to fall, he is finally able to transform into Super GekiRed and saves her from certain doom. Ran and Retsu arrive with Gorie Yen and Sharkie, and the Super Gekirangers use the GekiBazooka to destroy Tabū, but he survives and grows. The Super Gekirangers call upon GekiFire, but it fists is not enough so the team calls upon GekiShark and forms GekiSharkFire, whose blades finally destroy Tabū. Her experience with Jan that allowed Alice to find her own "KyuiKyui". Back at the Confrontation Beast Hall, Rio succeeds in bringing back to life the Land Fist Demon Maku, the Confrontation Bear-Fist grand master. However, as the others feared, Maku is enraged of the changes that occurred in his absence. The shockwaves of Maku's rage alerts the others at SCRTC with Sha-Fu seeing the only course of action is the enlisting of a new Gekiranger to counter Maku's rebirth. Meanwhile, the very same shockwave also awakens a mysterious young man with a silver cross around his neck from a cave.

1 - 23 *LESSON 23: GURE-GURE! SUKEBAN CAPTAIN*

Sha-Fu believes that with another Gekiranger coming, a team captain is necessary and he selects Ran to be that suitable leader. She tries to teach some sense into Jan and Retsu by reviewing their past battles until Confrontation Beast Porcupine-Fist user Mārashiya begins his attack on the city. Ran tries to order Jan and Retsu in the battle, but they are attacked and Ran is hit by Mārashiya's Ringi Needle-Sword Mountain, turned into a sukeban with no cure in sight. She wreaks havoc in the SCRTC office, with everyone attempting to restraint her in vain as she jumps out of the building, taking off on a motorcycle while Natsume watches. But while the rest of the group tries to figure out what to do, Jan and Retsu run off to intercept Mārashiya, briefly encountering a werewolf who went after Restu before eluding. No sooner did the werewolf leave than Mārashiya arrive and the two Gekirangers fight him. Meanwhile, being a sukeban in her youth, Miki tracks Ran in an underground club, easily taking her down and dragging her back to SCRTC to force her to remember her heart and regain her oldself, allowing Ran to help Jan and Retsu, as well as have her use her Extreme Ki to burn the Ringi off her. The Gekiranger managed to destroy Mārashiya by using Ran's experience as a Sukeban in the new GekiElephantFire formation. While this all occurred, Maku overthrows Rio while showing off his Fury Confrontation Ki, which Rio is determined to learn at the cost of his dignity. A sadden Mele would leave the chamber and be confronted the mysterious Long, who offers her good news. Back in Tokyo, after making their peace, the Gekirangers see the werewolf, who reverts to human form. Then the figure turned around, Retsu realizes that it is his supposedly dead older brother: Gou Fukami.

1 - 24 *LESSON 24: GARU-GARU! WHAT!?! MY YOUNGER BROTHER!?*

Learning the werewolf to be his older brother Gou, Retsu confronts him, using his silver cross to identify himself. At the Confrontation Beast Hall, refusing to rely on Rio and Mele in his campaign, Maku calls upon his bodyguard, Hihi of the Confrontation Beast Baboon-Fist, to herald the new Fierce-Confrontation Rebellion. Mele, remembering Long's words, decides to follow Hihi to understand the cryptic news he told her. Back at SCRTC, Sha-Fu reveals that Gou used a forbidden Gekiwaza in an attempt to try and seal Rio. When he learns that Rio evaded the attempt and now leads the Akugata, Gou is angered at hearing the news. But Gou is more vexed that Retsu is a Beast-Fist artist, leaving SCRTC in a huff and confronting Hihi with his Violet Fierce Ki until the presence of a golden aura causes him to transform into a werewolf as the Gekirangers arrive. Retsu stays with Gou to try and calm him down while Jan and Ran go to fight Hihi. Once Gou becomes human again, he refuses to let Retsu go after Hihi and brings him to the church where they grew up to remember the events of their last meeting: with Gou having Retsu vow to never practice the Beast-Fist and focus on his art. Gou then attempts to reason and then punch Retsu, but both failed as Retsu tells him that he has chosen his path long ago, before being informed by Miki that Ran and Jan are in trouble. Gou chases after Restu, witnessing his fight against Hihi as Super GekiBlue, who realizes the error of his ways in preventing Retsu from his true calling in seeing his fighting style. Though defeated, Hihi enlarged himself and was soon knocked off into the nearby mountain by GekiBatFire. Gou later apologizes to Retsu, and they leave the battlefield. However, thanks to a upset Mele, Hihi regains consciousness and assumes a Fury Confrontation Ki-empowered form, attacking the Gekirangers in full-fury.

1 - 25 *LESSON 25: HINE-HINE! JUST MY VIOLET FIERCE KI*

After being injured by the "Fury Confrontation Ki"-powered Hihi, the Gekirangers learn from Sha-Fu of the Fury Confrontation Ki and were advised not to access the Extreme Ki in their injured state. Retsu believes that his brother Gou will assist them as the new Gekiranger, but he refuses, revealing he does not fight for justice and showing his Violet Fierce Ki as proof before leaving the SCRTC office. At the

Confrontation Beast Hall, Rio is marveled by Hihi's new form as Mele reveals that Maku infused the Rinrinshī with his power, attempting to ask the Fist Demon to give some to Rio too. This resulted with Maku physically rebuffing her, as well as Rio's disappointment at Mele for suggesting that he takes the easy road. Mele leaves in tears, confronted by Long who tells her that Rio's greatest rival, Gou, would be an issue should he become a Gekiranger unless she kills him first. Gou visits a beach before being hit by the mysterious gold cloud and turns into the werewolf. But Natsume was there and managed to calm Gou down back to human form. Gou evaded Natsume only to run into Mele, telling her he has no intent to be a Gekiranger while defending himself until he has to save Natsume from an attack. Miki soon arrives and after Gou realizes that he has a sense of justice, he gains the GongChanger, an item commissioned by Sha-Fu long ago. Using it, Gou becomes GekiViolet to defeat Mele. While this occurred, the Gekiranger battle Hihi in their regular forms. However, once enlarged, Hihi overpowers GekiTohja and focuses his attacks on the right leg until GekiViolet arrives in GekiWolf. When GekiCheetah disappears due to Ran's own injuries, GekiWolf becomes a replacement limb, forming GekiTohja Wolf and defeating Hihi with the Gekiwaza Great Wolf-Wolf Leg. With the fight over, Sha-Fu is glad that Gou found his path and is truly home. With Rio feeling Gou still alive and with greater strength like the others, this incites him to access the Fury Confrontation Ki within himself, just as Long had planned.

1 - 26 *LESSON 26: MOHE-MOHE! CONSULTING YOUR WORRIES*

During a spar training, Gou negates the Gekiwaza Fierce-Fierce Cannon with his equally strong Gekiwaza Rigid-Rigid Fist. However, Gou ignores Jan's praises, making him feel "Mohe-Mohe" and runs off for reasons the others cannot figure out. Meanwhile, Maku unearths an army of Confrontation Machine Soldiers hidden within the mountainside, empowering a Butoka/Wagataku pair with his Fury Confrontation Ki to have them destroy the city as his vanguards. Rio, seeing that his Fury Confrontation Ki is a spark compared to Maku's, soon leaves while telling Mele not to follow him. Back at SCRTC, Michelle Peng shows up to ask about the new team, revealing that she took Jan to see Gorie Yen. At Gou's behest, she takes the gang to Gorie's Beast-Fist Consultation Office shack in the dark woods. Gorie reveals he finished consulting Jan, sending him off, and then speaks to Gou about how he feels about fitting in with the team. While looking for Jan, Ran and Retsu encounter Butoka and Wagataku, with Gou arriving at the battle just as the two have been nearly defeated, with Gou intend to fight on his own to protect their Triangle. But Jan shows up and reveals that he wants them all to work as a group of four instead of solely the Triangle. As the four Gekirangers, they are able to destroy Butoka and Wagataku with their team Gekiwaza Geki Union. However, Maku's rage recreates Fury Confrontation Ki Soldiers into giants and the gang calls upon GekiFire and GekiWolf, but are unable to do much until Gou manages to summon GekiTohja Wolf, and they win. Elsewhere, Rio pays Gorie a visit, inquiring if he is powerful enough to defeat Maku and what Gorie knows of the Dark Forest Path. Rio manages to defeat Gorie, who reveals that Maku is too powerful for Rio to fight. As a result, Rio learns of the Beast-Fist Sacred Grounds of Beast-Origin Village, where he would find the means to destroy Maku and the Fierce Beast Fist.

1 - 27 *LESSON 27: BERAN-BERAN! BURN, COMMENTATOR*

During a fight with Pouōte of the Confrontation Beast Archerfish-Fist style, Long intervenes and uses his Ringi to transform Gou into his werewolf form while in GekiTohja Wolf, turning him on the others inside GekiFire. The two giants defeat each other, with the resulting blast sending both Gou and Bae flying to the same location. Though he needed to return to Mele, Bae felt he had to follow Gou. When he returns to SCRTC headquarters, the other Gekirangers are being treated for their wounds, and Bion Biao brings in Bae, who is labeled a traitor. Bae formally introduces himself to the gang and reveals that he, like Gou used the imperfect version of forbidden Gekiwaza Beast-Beast Full-Body Change in a battle with Mele during the Fierce-Confrontation Rebellion, but he was defeated and eaten by Mele. It is then that Gou is overcome by his beast side and attacks the others, just as Pouōte restarts his rampage. Jan stays to try and keep Gou at bay while Ran and Retsu go to fight Pouōte. Jan is able to keep his ground with Sha-Fu revealing that an evil Ki is within Gou's body that evokes the change. Not wanting to stand on the sideline, Bae begins to speak to Gou's human heart, freezing the werewolf Gou in his tracks. But he starts to feel his life starting to fade, as he was brought back by the residual Confrontation Ki that Rio used to revive Mele ten years prior. Bent on saving him despite dying, Bae uses his Gekiwaza Speak-Speak Soul to have Gou undergo a metaphysical battle with his beast side, ending up victorious. He and Jan join Ran and Retsu in defeating Pouōte, with GekiTohja Wolf dealing the final blow. However, Bae dies and everyone is saddened until Mele arrives, her Confrontation Ki revitalizing him as they leave. Meanwhile, a mysterious young man in a white and orange tracksuit returns from traveling abroad.

1 - 28 *LESSON 28: WITH BISHI-BISHI PIKĪN OSU!*

At SCRTC, Master Sha-Fu tells the team that they are going to be getting a fifth team member. At the same time, Jan is out in town buying some menchi katsu, but a young man in a white jumpsuit buys the last one before Jan can. They fight over the food until Jan senses Niwa of the Confrontation Beast Crocodile-Fist as he is fighting Ran, Retsu, and Gou. Jan tries to join them in the fight, but because he had the menchi katsu, the other man interrupts the battle by driving a truck towards Jan and allow Niwa to

leave. When Sha-Fu shows up, he greets the man, Ken Hisatsu, the fifth Gekiranger. They all visit the SCRTC Meisters workshop, home to Ken's family, but his father is angry at him for leaving the country during training. Ken realizes that he has alienated himself from the other Gekirangers, with Sha-Fu giving him a chance to redeem himself by successfully befriending one of his teammates. Ken decides to befriend Jan by giving him menchi katsu, but it does not work. When he senses Niwa on the attack again, Jan attempts to go but is hindered when Ken's sister Sachiko tries to defend her brother. But when Ken admits defeat, she gives up and was going to run off when a sign nearly crushes her. Ken uses his Fierce Ki Hard Diamond technique to save her from the sign, and Sha-Fu arrives with the repaired GekiChangers designed for Ken. At the battle with Niwa, Jan distracts him long enough for Ken to summon the SaiBlade and transform into GekiChopper and destroys Niwa with his Gekiwaza Sharp-Sharp Blade. Back at SCRTC, the gang celebrate until Sha-Fu asks Ken about the SoZyuTo which he gave him, to which Ken avoids the subject. Elsewhere, Rio is making his way to the Beast Origin Village, until Long arrives in various guises to inform him of the Sevenfold Barrier of Seven Sages that only the SoZyuTo can break.

1 - 29 *LESSON 29: GUDA-GUDA HERE-HERE! SHOPPING*

Though Ken now on the team, it turned out that he lost SoZyuTo and left to find it. Ken took Retsu with him, revealing that he actually sold it as they arrive to Chinatown. Once they arrive to the store he sold the SoZyuTo to, they are confronted by its shopkeeper, Hanyun: an elderly woman with a hatred for Fierce Beast-Fist users. When Ken asked for it back, Hanyun refused to sell it back with her many traps keeping the two at bay. Elsewhere, Kata sends his student, Chouda of the Confrontation Beast Ostrich-Fist to collect more suffering for Maku as Rio returns, giving Mele instructions to find the SoZyuTo. As Chouda begins his attack on the city, Jan, Ran, and Gou intervene, only to fall for Chouda's deception. When they dispatch with her latest trap, Ken and Retsu find an old photograph of a young woman with Bat Li when the Fist Sage himself appears and attacks the two. However, Ken realizes it is not Bat Li and uses his Fierce Ki Hard Diamond grind to reveal that it was actually Hanyun. She tells her story of how she fell in love with Bat Li when he saved her, but he did not fulfill his vow to remain by her side as he promised. The battle with Chouda continues, as he is defeated by the three others in an attempt to destroy him and then grows to his giant size. Gou fights in GekiTohja Wolf, as Ran and Jan cannot do anything until Retsu arrives to the battlefield in GekiGazelle. Chouda is defeated by both, but not before he created an egg that burrowed underground as he died. Meanwhile, Ken then brings Hanyun to see Bat Li, who thanks her for the charm she made for him long ago and Hanyun is brought to tears as she gives Ken the SoZyuTo to thank him. Ken returns to the group with the SoZyuTo in hand, but Sha-Fu scolds him for having sold it in the first place but forgives him for helping Hanyun. Meanwhile, Rio gets into a confrontation with Maku over his whereabouts and a question of loyalty leads to a fight between them.

1 - 30 *LESSON 30: THE SEI-SEI AND DOU-DOU WOMAN*

When Mele returns to the Confrontation Beast Hall after finding the SoZyuTo's whereabouts, she finds Rio fighting Maku and forced to reveal how strong he became. However, even with Fury Confrontation Ki, Rio is still unable to best Maku in combat. At the last second, Mele intervenes by shielding Rio, promising him that she will retrieve the SoZyuTo if he stands down for now. Rio reluctantly accept defeat and soon was in a cell while Maku ponders a suitable punishment. At SCRTC, though offered the SoZyuTo, Sha-Fu allows Ken to keep it. However, the rest of the team scolded Ken for having sold it in the first place and his laidback nature. He escapes to meet Sachiko and give her a birthday present, noticing Mele watching him. Once Sachiko leaves, Mele demands the SoZyuTo from Ken, preferring to win it in a fight. But the other Gekirangers intervene and Mele leaves just as Jan senses a "Zowa-Zowa". This leads the team to the new Chouda born from his parent's final Ringi and thus immune to the all attacks but GekiChopper's. Just as he was about to finish the Beast-Man, Ken sees Sachiko, only to realize it is someone else who tells him that Mele kidnapped the real Sachiko and that she will be returned in exchange for the SoZyuTo. Knocking out Gou, Ken arrives to where Mele is holding his sister hostage, offering that they finish their fight to settle this. Mele accepts and over-powers Ken, who wins barely and Mele accepts defeat. However, Long's prodding forces Mele to send Sachiko to a watery grave and steal the SoZyuTo from Ken. Upon realizing what she has just done, she begins to burn Fury Confrontation Ki, much to Long's approval. After finding Sachiko saved by Gou, Ken and Gou arrive back at the battle with Chouda. The five Gekirangers overwhelm Chouda with their multiple attacks, ending with GekiChopper's Many-Many Slash. When Chouda uses Wicked Body Overpowering Heavenly Change, the Super Gekirangers defeat him in GekiFire. Though Ken was ashamed of losing the SoZyuTo, Sha-Fu ensures him that he and the other Fist Sages will handle it as Mele returns to the Confrontation Beast Hall, freeing Rio as they both go to the Beast Origin Village.

1 - 31 *LESSON 31: WE MUNI-MUNI!*

At Natsume's school, the star player of the basketball team, Shinichi, was winning the game until his selfishness resulted with the team losing. On his way home, he sees Tsuneki of the Confrontation Beast Fox-Fist style and holds his own for a short time until the Gekirangers arrive to help him. However, he still does not wish to have any help and is captured by Tsuneki as a shield. GekiChopper is about to save

him, but GekiRed stops him to ensure Shinichi's safety. The boy does manage to escape, but so does Tsuneki, who fires an arrow into the air to begin his plan. Jan tries to befriend Shinichi with Ken, trying to show him the meaning of "Muni-Muni" (teamwork), but it ends badly as they are trapped in Tsuneki's Secret Ringi Fox Dimension Great Bomb, which would explode from amassing the energy of those who suffer within it. Ken attempts to hold the stronger Tsuneki him off as Jan and Shinichi run away. Shinichi learns the meaning of Muni-Muni, as Ken saves him and Jan from certain doom. The two transform into Super GekiRed and GekiChopper and use Shinichi's planning to deliver the final blow with the Gekiwaza Sharp-Sharp Extreme Ki Slash, negating the Ringi as a result in time. Tsuneki then grows to giant size and fights GekiElephantFire and GekiTohja Wolf, with Shinichi and GekiChopper cheering on. With a basketball like shoot with the EleHammer, Tsuneki is destroyed. At a later basketball game, Shinichi's team wins because he passes the ball to Seiji. Meanwhile, with Rio and Mele gone, Maku takes out his frustration on Kata and Rageku before deciding to go after the two. However, Long confronts Maku over the Confrontation Beast Fist's leadership, which results in a fight. But Long takes his leave after dodging all of Maku's attacks easily, revealing that the fight was a distraction as Rio and Mele have already arrived at the site of the Beast Origin Village. But before they can tear down the Sevenfold Barrier of Seven Sages with the SoZyuTo, they are confronted by Sha-Fu.

1 - 32 *LESSON 32: ZOWANGI-ZOWANGO! THE GATHERING, BEAST ORIGIN VILLAGE*

Rio and Mele managed to arrive at the Beast Origin Village thanks to the SoZyuTo. However, they hindered by all seven Fist Sages, who have no choice but to make a stand to give Rio away from the Beast Fist God that dwells within. Though the two had Fury Confrontation Ki, the Fist Sages overpowered the Rio and Mele. However, the Fist Demons arrive on Maku's cloud, with Maku bent on punishing Rio for his disrespect towards him. But Sha-Fu chided Maku, by revealing that Maku was the same with their mentor, Brusa Ee, revealing how Maku and the other First Demon murdered their master, Brusa Ee, with the Seven Fist Sages stopping them from world dominion. Though Maku was bent on finish their fight, Kata out of curiosity of the importance behind their old training grounds in relation to this god dwelling there, using his Ringi to probe Sharkie's mind and learned that after the fight, the Seven Fist Sage created SaiDain to hold their master's soul. When Sha-Fu questions Maku's reason, he infuriates the Fist Demon to enlarge and attempted to kill the Fist Sages, only to hindered by GekiFire. But even through GekiBat and GekiShark, GekiFire was easily defeated by the stronger Maku, who intends to teach the Gekirangers a lesson in respect. The Fist Sages restrain Maku and the Fist Demons, allowing the Gekirangers to pursue Rio and Mele, facing them within SaiDain's chamber. But Rageku arrives during their fight and uses her Ringi on the seven to send them all back in time as Maku ordered.

1 - 33 *LESSON 33: FURE-FURE GATCHIRI! KUNG FU CHŪSHINGURA*

Rageku's Secret Ringi sends the Gekirangers to January 30, 1703 at the time of the Edo Era, with Rio and Mele no where to be found. But a scream attracted their attention and found Confrontation Beast Anglerfish-Fist user Mukoua as he emerged from the body of Kira Yoshinaka and wounded Mōri Koheita to take the item he had, revealing that he is here on orders to keep the gang trapped in time. The Gekirangers take the boy's scroll to Lady Yōzeiin, the wife of the late Asano Naganori, who reveals that Ōishi Yoshio and his 47 Ronin followers are to finally avenge their master this night. Hearing the rumors of Kira's possession true, Yōzeiin pleas the Gekirangers to remove the "evil spirit" before the Akō Rōshi Raid begins. While getting ready, the guys find Mele who is tending to Rio and his memory loss, revealing SoZyuTo gone. Realizing the item Mukoa stole is the SoZyuTo, the Gekirangers arrive to find Kira, fighting their way through Kira's houseguard with their kung-fu skills. The search seemed hopeless until Mele arrives alongside the restored Rio, who easily finds Mukoua. While Ken and Gou tend to Kira, the others fight Mukoua. But Mukoua eats the SoZyuTo before enlarging himself. On Rio's suggestion, the gang form GekiRinTohja once again, who battles Mukoua and wins, with SoZyuTo expelled in the explosion. With SoZyuTo back, Rio, Mele, and the Gekirangers return to their time as the Akō Rōshi Raid begins. However, once back, they find the Beast Origin Village in flames.

1 - 34 *LESSON 34: GOWAN-GOWAN'S DAIN-DAIN! BEAST FIST GIANT GOD, KENZAN*

When the Gekirangers returned from the past back to the Beast Origin Village, they find it consumed in flames. Ken, refusing to accept SaiDain being destroyed in the fire, runs off to the remains of the site with Rio and Mele following. Jan and the others were about to follow when Kata arrived, revealing that Maku defeated the Fist Sages before he and the other Fist Demons had sealed the Fist Sages into a boulder so Maku can siphon their lives. While the other Gekirangers battle Kata, Ken battles Rageku after learning she started the fire. But both battles were going horrible for the Gekirangers as Jan's group were taken in by Kata's genjutsu Secret Ringi Illusionary Death Prison while Ken was unable to penetrate Rageku's defense. But Ken and Jan refused to accept defeat, managing to defeat their respective opponents. Infuriated for being humiliated, Kata enlarges and overpowers both GekiFire and GekiTohja Wolf. But having fulfilled his vow, Ken regains SoZyuTo and SaiDain emerges from the ruins to battle the Fist Demon. GekiChopper then invokes SaiDain's true power, empowering the Gekirangers with the Beast Power Bloom before defeating Kata in SaiDaiOh. However, the Fist Sages are still trapped in stone and SaiDain's effect were double-edged as Rio and Mele become even stronger. As for Maku, aware of Kata's

death, he drinks the life energy he managed to take from the Fist Sages to become more powerful.

1 - 35 *LESSON 35: GYUON-GYUON! BEAST POWER BLOOM*

Due to SaiDain's awakening, the Gekirangers' full power awakens, along with Rio and Mele. However, the Fist Sages still encased in stone makes Jan feel guilty and he runs off in haste to find Maku to break the Ringi. To make things worse, after drinking the siphoned lifeforce of the Fist Sages, Maku decides to handle the Gekirangers himself while allowing Rio to live long enough to see his rivals' demise. He uses the entire Rinshī army to attack the city to lure them out, with the Gekirangers fighting the hordes of Rinshī. Jan sensed what he thought to be Maku, but was actually Rio and the two fight. As Rio thought, they both had become stronger than before due to being affected by the Beast Power Bloom. With that, Rio tells GekiRed to kill Maku and end their masters' war before they settle their own. Back at the city, Maku easily overpowers the four Gekirangers and was about to kill them when Super GekiRed arrives in time and turns the tables with using the Super SaiBlade to beat the Fist Demon in a one-on-one battle with his own Extreme Ki Hard Diamond. After encouraging the others to feel their full power, the five Gekirangers combine their qi and signature attacks to defeat Maku. However, Maku enlarges and GekiFire and GekiTohja Wolf are overpowered by him. SaiDaiOh has no luck in the fight as sun sets on the battlefield. But the Gekirangers' refusal to give up results with a new formation: SaiDaiGekiFire. With all Three Fierce Beast-Fist qi combined together, Maku is finally destroyed. Maku's death releases the Fist Sages from the Three Fist Demons' Secret Ringi. While the fight occurred, Rageku is horrified that Maku was outmatched by weaker opponents. Long then appears, telling her that she served her purpose and liquifies her before taking her staff to present to Rio. With the Three Fist Demons dead and Rio mastering their lessons, Long offers him the chance to master a power greater than both Beast Fist schools: the Phantom Beast Fist.

1 - 36 *LESSON 36: MUKYU-MUKYU! THE THREE KAITŌ SISTERS*

At SCRTC, Ken gets frustrated that the other Gekirangers minus Retsu want to use SoZyuTo themselves. While this occurred, Retsu helps Sharkie in moving Elehung's things until they find a diamond he got from a Hong Kong starlet he dated in the past. This turns out to be the Raspberry Diamond, which costs 20 billion yen and attracts the attention of the Blossom-Storm Sisters, a trio of jewel thieves who seek to take the diamond for its beauty. During the fight, one of the sisters, Cherry, saved Retsu from getting hurt. But the sisters are later attacked by an Rinshī who is also after the diamond to bribe Mele into promoting him to the Rinrinshi rank. Retsu comes to their rescue, driving the Rinshi away as the two Fist Sages arrive. Taking them to a Chinese restaurant, Rose and Lily attempt to steal the diamond though using sake, with Cherry refusing to go along and intends to quit. But Rose and Lily refuse to lose the diamond and are over-powered by Retsu using his Jaguar-Drunk Fist style. During the fight, the Rinshī returns wearing Butoka armor, succeeding in stealing the gem. Once giving it to Mele, she awards him with her Infinite Violent Waves, but messed up and cause him to enlarge instead. By then, Ken runs in to fight the giant Butoka in SaiDaiOh to prove that SaiDaiOh is his, easily defeating the Butoka-Rinshī. Once the other Gekirangers arrive, the three sisters decide to take their leave while Mele realized the Raspberry Diamond was a fake. Once she returns to Confrontation Beast Hall, Long introduces to Rio two of the Four Phantom Generals, one in a coffin while being dragged in by the other: Phantom Beast Baslisk-Fist master Sanyo.

1 - 37 *LESSON 37: GYAN-GYAN! USELESS ARRANGED MARRIAGE INTERVIEW*

Ran's high society past is revealed when her mother, Reiko Uzaki, arrives to SCRTC. After years of searching, Ran's mother found an ideal husband for her daughter. Ran is forced to undergo a marriage interview to meet her ideal husband, with Jan and the others attempting to stop the interview. But at the Confrontation Beast Hall, Long explains to Rio and Mele of the Phantom Beast-Fist and how they are destined to become its key members before Mele allows Long to convert her Confrontation Ki into Phantom Ki. Under Rio's orders, Sanyo sends one of his disciples, Gouyu of the Phantom Beast Ceto-Fist style, to gather screams and despair. While their plans to stop the marriage interview fail, Jan senses a "zowazowa" but the scent is different. Ran is halted by her mother, who intends to have her child be happy, but Ran apologizes for not accepting her mother's notion but her path is to protect and takes Reiko to the battlefield. While this occurred, the four Gekirangers were battling Gouyu, only to be greatly outmatched by the new enemy. until Ran arrives at the last second and the team defeats Gouyu with Reiko was watching and understood her daughter feelings. But Gouyu enlarges and overpowers SaiDaiOh, GekiTohja Wolf, and GekiFire single handed. But with her mother's words of encouragement, Ran calls GekiElephant and uses GekiElephantFire to knock Gouyu down. SaiDaiOh was about to land the deathblow when Sanyo arrives and easily defeat the Gekirangers before he and Gouyu depart as they gathered the screams they needed. Though they lost, Ran did win her mother's approval of the path she chosen and to remain at SCRTC. Back at the Confrontation Beast Hall, Mele returns to Rio, reborn as the third Phantom General upon fully embracing the Phantom Ki in her evoked by witnessing Sanyo's power.

1 - 38 *LESSON 38: BIBA-BIBA! ANOTHER RETSU*

Though Mele appraised the Phantom Beast Fist's power, Rio remains unconvinced of it with to undergo

the blood-oath. Sanyo decides to send his other disciple, Phantom Beast Minotaur-Fist user Shiyuu, to provide further proof for Long. Meanwhile at SCRTC, Retsu and Gou get into an argument over Chasu until Shiyuu begins his attack, with Retsu cracking his armor. While the Gekirangers were outmatched by Mele testing her new found powers on them, Shiyuu took advantage to get revenge on Retsu. Though hit by Shiyuu's Gengi, Retsu is not physically harmed. Gou warns his brother that an attack is always significant no matter how hard the initial blow is. This turns out true when Retsu's reflection comes to life and drags Retsu into the mirror world so he can take the original's place, with Retsu becoming the reflection. While this occurred, Shiyuu enlarged himself and the gang arrive to fight in SaiDaiOh and GekiFire. However, Mirror Retsu reveals himself to be a clone of Shiyuu, using GekiFire to attack SaiDaiOh. Though the others fell for Shiyuu's deception, Gou was not as easily fooled and saves Retsu, destroying Shiyuu's reflection-clones. The real Shiyuu overpowers until GekiBatTohja Wolf arrives, wounding Shiyuu to be destroyed by SaiDaiOh. While Retsu and Gou enjoy a victory meal after the fight, Rio criticizes the Phantom Beast Fist more until Long awakens the Phantom General resting within the coffin Sanyo brought with him: the mysterious Phantom Beast Chimera-Fist master Suugu.

1 - 39 *LESSON 39: URO-URO! THE CHILDREN DON'T RETURN*

After getting into a fight with her mother, Natsume runs away and bunks with Jan with Miki fine with it. The next day, a tired Jan brings Miki to his room when Natsume starts acting strange, only to find her gone. While searching for her daughter, Miki learns that many other children in the city had mysteriously disappeared without a trace, with horns on their forehead. Jan and Miki follow some children to find Mele's student, Haku of the Phantom Beast Unicorn-Fist style, using his Gengi to control the children. While the other Gekirangers hold Mele off, GekiRed and Miki find the abducted children and Haku himself, who reveals his schemes. Jan assumes Super Form, only to be overwhelmed by Natsume and the other children under Haku's control. But, by eating her daughter's favorite food, Miki manages to get Natsume to break Haku's hold over her, canceling the Gengi on the others. Without his children army, Haku is defeated by Super GekiRed. But Haku enlarges himself, intending to destroy "the filth". GekiFire attempts to fight in vain until Miki personally pilots SaiDaiOh to extract her maternal wrath on Haku. With Natsume cheering her on, Miki destroys Haku. The Gekirangers see Miki and Natsume off, with Jan feeling warm. While this all occurred, Rio confronts Suugu, asking if they met before. But Suugu's silence provokes him to assume Black Lion form to fight him to confirm his thoughts. Though he lost to Suugu, Rio sees without doubt that Suugu is the one he had vowed to surpass, the man with white tiger's Fierce Ki: Dan.

1 - 40 *LESSON 40: HEAD, BAKĀN! THE SHOCKING TRUTH*

While Gou goes looking for him in the woods as they were looking for mushrooms, Jan finds Suugu playing an ocarina and feels a "Wafu-Wafu" from him. Jan attempts to befriend him, but Gou arrives and battles Suugu to Jan's dismay. Gou is shocked to find that Suugu's fighting stance is the same as Dan, a Beast Arts master who both he and Rio learned from in the past. At SCRTC, Sha-Fu cannot believe that Dan still lives as he was killed by Rio long ago. However, Long reveals to Rio that he revived Dan as a puppet that would serve only the Phantom Beast King, with the masterless Suugu going on a berserk rampage. He overpowers the Beast-Fist giants single-handedly before being defeated by SaiDaiGekiFire as Rio arrives before the team, revealing that his battle with Dan had not truly ended. On the night Rio was to end his rivalry with him, Dan was already gravely wounded prior to the fight, thus Rio was robbed of a true victory. A dying Dan tells Rio that his true rival is one who will defeat him: Dan's own son, Jan. Jan is horrified and confused of this new information as Suugu attempted to kill him. Though the others attempt to keep Suugu from killing his son, Jan expresses his feelings about family while taking Suugu's beating until Rio emerges in a new form, embracing his destiny as the Phantom Beast King. The four Gekirangers battle the Phantom Generals, only to be overpowered by them before Rio blasts them, allowing Jan time to train for their final confrontation. Rio and his group take their leave, with the war between the Fierce Beast-Fist and a fully-powered Phantom Beast-Fist beginning as Jan is now in a state of utter pandemonium.

1 - 41 *LESSON 41: ZUSHI-ZUSHI! NO MORE*

After Rio assumes his rightful place as the Phantom Beast King, Jan suffers nightmares tied to the recent revelations he learned, placing him in a state of pandemonium. The gang at SRCTC worry for Jan's sake and mental wellbeing, but Jan's hesitation and nervous breakdown irritates Gou. At Confrontation Beast Hall, in spite of Long's intent for world domination, Rio sends Long by himself to prove himself. To that end, Long gives the task to his Twin Phantoms: Phantom-Beast Capricorn-Fist Dorou & Phantom Beast Addanc-Fist Sojo. As the Gekirangers fight Sojo, Jan loses his concentration and runs off as the gang brought out GekiBazooka. Though Sojo escapes, the fight was actually part of Dorou's master plan to use the Rangers' qi in his alchemy to create his Dorou Grain. Ran manages to catch up with Jan, who quits being a Gekiranger and runs away back to his forest home near the Beast Origin Village. Knowing where he was running to, Sha-Fu decides to reason with Jan for the team's sake by taking him to an important place to help him understand Dan. While this occur, the Gekirangers find Sojo using the Dorou Grains as Dorou arrive enlarged. While Dorou battles GekiTohja Wolf and SaiDaiOh, GekiBlue uses the SaiBlade

to deal with Sojo. But at the last second, the Twin Phantoms tag each other using Sojo's illusion to evade their opponents' respective deathblows. While this occurred, Mele confronts Jan and Sha-Fu as they head to Dan's hometown, refusing to accept Jan as Rio's rival.

1 - 42 *LESSON 42: WASSHI-WASSHI MOVING ON!*

The four Gekirangers are defeated by Long's Twin Phantoms, who use stronger Dorou Grains to seal the four into a gourd like the others for Dorou's Scream Program. Meanwhile, reporting his minions' success, Long advises Rio that his rivalry with Jan is pointless, only to be knocked down for overestimating Jan. After surviving their encounter with Mele, Jan and Sha-Fu arrive to Dan's hometown where the Fierce Beast-Fist began. Once there, the two find the place in ruins from a landslide, just after Dan is killed by Rio, as Jan finds a locket with a picture of himself as a baby and the parents he never knew. With Sha-Fu speculating Dan's feelings for his son, enabling Jan to decide not to runaway from his troubles and face them head on as a Gekiranger. Regaining his GekiChanger, Jan assumes Super Form and frees everyone from the gourds. Super GekiRed then battles Long's Twin Phantoms until the others join in. But Long, annoyed that Jan could defeat his minions, attacks Jan personally before re energizing his Twin Phantoms to enlarge, use their tag-team to overwhelm the Gekirangers until the tables turn. While Dorou is destroyed by the GekiBeasts, Sojo was destroyed by SaiDaiGekiTohja. Although Jan is staying with the team with a "wasshiwasshi" feeling, Sha-Fu is worried about the golden scale he found in the ruins.

1 - 43 *LESSON 43: HAPI-HAPI! MERRY CHRISTMAS, OSU*

While Christmas shopping, Ken and Bion Biao meet a young American child named Carl who hates Christmas. But Ken, misunderstanding Carl, brings him to SCRTC's Christmas party. Eventually fed up with everyone, Carl exits SCRTC in a hurry after knocking down the Christmas tree with Miki the only one who knows the truth. Meanwhile, Mele is thinking of a Christmas present for Rio until Long arrives with one of Suugu's Twin Phantoms, Phantom-Beast Hanuman-Fist user Shuen, sent to cause mayhem across the city with his clones to gather screams from the populace. While Ken and Bion Biao attempt to understand Carl's issues in spite of the language barriers, the other Gekirangers battle the massive army of Shuens while the real one escapes to commit arson. While it all occurred, Ken learns from Carl's father, a North Korean diplomat, that the boy's hatred for Christmas stems losing his mother in a car accident, with Ken reasoning with Carl with his similar path before Shuen arrives. While Bion Biao protects Carl, Ken transforms into GekiChopper and defeats Shuen with the Super SaiBlade, but Shuen enlarges and the Gekirangers bring out SaiDaiOh, GekiFire, and GekiTohja Wolf to battle with Bae commenting while Mele is wearing a special Santa outfit for Rio. Once Shuen is frozen, SaiDaiGekiFire destroys Shuen. Later, the SCRTC gang resume their party at Carl's house, with SaiDaiOh creating an image of Carl's mother as Ken's present to the boy.

1 - 44 *LESSON 44: WAFU-WAFU! FATHER'S MELODY*

The SCRTC gang heads to a Shinto Shrine on New Years, with Jan praying for Suugu to become Dan once more, but Sha-Fu says such a wish is impossible due to Suguu's nature. Jan then vows that if his father can never return, then, at the very least, he will defeat/free him on his own. Meanwhile, Long, fearing Jan's effect on Rio would halt his true power, receives his permission to "test" Jan with Suugu and use it as an excuse to kill him. But Mele begins to ponder Long's motives after hearing Sanyo muttering of a new Rio to come soon, until she is ambushed by Phantom Beast Cerberus-Fist user Kou, who reveals he's the younger brother of Braco before heading out to attack people to gain a place among the Phantom Generals. But as GekiChopper, Super GekiBlue, and Super GekiYellow battle Kou and defeat him with SaiDaiOh, Jan finds Suugu and battles him with Long watching the fight while Mele watched him from behind to know his true intent. Jan's refusal to give up allows him to defeat Suugu, yet couldn't land the deathblow due the feelings for his father. But, due to Jan's desire to hear him play his ocarina one last time, Suugu reawakens as Dan much to Long's shock. Seeing Jan to be more trouble than he thought, Long decides to kill him himself. But Suugu took the fatal hit and drove Long away before he collapses in near death. While this all occurred, Gou goes to Michelle Peng to ask for a favor, to master Brusa Ee's most powerful Gekiwaza to end the Gekirangers' battle against Rio: the Heaven and Earth Diaster Strike.

1 - 45 *LESSON 45: PIKĪN! SHOWDOWN OF DESTINY*

After being mortally wounded by the attack Long intended for Jan, Suugu/Dan pleas Jan to kill him. Though reluctant, Jan deals the deathblow, freeing Dan from his physical form as he tells Jan to continue his own path, departing into the afterlife. As the others and Sha-Fu arrive to comfort a devastated Jan as he decides to honor his father's wish by fighting Rio, who leaves Confrontation Beast Hall after feeling a strong surge of Ki, believing it to be Jan's. Only to learn that it's Gou, who had mastered the Heaven and Earth Diaster Strike with intent to settle things. However, Gouyu arrives to protect Rio, only for GekiViolet to easily kill him with the Heaven and Earth in three seconds, receiving Rio's attention. Once in Phantom Beast King Form, Rio and Gou resume the fight that started a decade ago, with Rio defeating Gou and giving him a reality check that they're never be rivals. Jan arrives after the fight to end his battle with Rio once and for all, fighting in their most powerful forms. But while Super GekiRed and Rio have their final battle, Mele arrives too late to stop the fight as Jan defeats Rio, causing Rio to awaken as the

true Phantom Beast King Long has envisioned: the mindless Destroyer bent on destroying everything. Though he easily defeated SaiDaiOh after enlarging himself, Mele manages to snap Rio out of it to Long's dismay, returning to normal. After revealing what she learned from interrogating Sanyo, that Long's been using them, Mele takes Rio away with Long pursuing them.

1 - 46 *LESSON 46: GYAWA-GYAWA MEMORIES*

Though Rio has awakened as the Phantom Beast King as Long intended, Mele manages to snap him out of it and takes him away. Later that night, after Gou returns from a physical check up, the gang were curious about Rio's condition until Jan sniffs out the scale Sha-Fu found at ruins of Dan's hometown, feeling he saw it before. Wanting to know what happened, Sha-Fu has Gorie use his Gekiwaza Sleep-Sleep Fist on Jan to have him relive his memories of when he first felt "gyawa-gyawa". In his trance, Jan's hidden memory is unsealed as he reveals that a dragon wiped out village and its inhabitants before assuming a human form: Long, who then personally murdered Jan's mother. Meanwhile, Sanyo hunts down Rio under Long's, but the interference of Mele's apprentice, Phantom Beast Pixie-Fist mistress Hisho, allows them to escape and make their way to where Rio lost his family, which the Gekirangers came after Sha-Fu had a horrific feeling that Rio's past is tied to Jan's. After learning of Long's part in Jan's past, "Hisho" reveals herself to be Long in disguise and explains his intent for Rio to become the Destroyer, revealing Maku was to assume the role until the Fist Sages sealed him. Answering Rio's demands, Long reveals that he did murdered Rio's family, and wounded Dan, setting up the path for Rio to be conditioned without any emotion but the desire to fight. Rio is horrified by the startling revelation as the Gekirangers were enraged by Long's sick idealogy, but the real Hisho arrives and takes the Gekirangers away while Long forces Rio to reveal his last attachment, with Mele arrives to battles Long for Rio's sake. While this occurred, the Gekirangers use the GekiBeasts to destroy Hisho. By the time the gang arrive, Long is about to deal the deathblow on Mele, when Rio takes the hit meant for her. Seeing Mele to be Rio's true final attachment, taking her so Rio can become the Destroyer for good.

1 - 47 *LESSON 47: PIKA-PIKA! MY PATH*

The truth is finally revealed; the Phantom Beast Fist was a front by Long to use Rio, whose path he set up to bring about the end of the world. After Mele was taken, Rio loses his fighting spirit and runs off in a desperate state of mind on his purpose. At SCRTC, as they ask Sha-Fu for the whereabouts of Confrontation Beast Hall to save Mele, Bae arrives to show them the way for Mele's sake as Long tortures her. While Jan leaves to find Rio, the others head off to rescue Mele, with Gou and Ken facing Sanyo while Ran and Retsu reach Mele before having to fight Long in vain. While this occurs, after words fail, Jan manages to beat some sense into Rio to show him he's no pawn, giving him a path of his own and a true reason to fight, to stop Long's cruelty. The two arrive in time as Long was about to torture Mele some more, freeing her and Retsu and Ran. After Rio and Mele finally express their feelings to each other, they force their Phantom Ki out of their bodies to Long's horror as he runs out to tel Sanyo to kill them all so they can start anew. While the others defeat Sanyo, Jan and Rio battle Long together for all the wrongs he committed against them, combining their powers to deliver the deathblow. But Long reforms into a giant as the Gekirangers and their rivals form SaiDaiGekiRinTohja to seemingly destroy him. Soon after, with Rio and Mele having no where to go now, Jan invites them to live at SCRTC, to Ran's and Retsu's dismay. But by nightfall, Sanyo emerges with intent to get them for this before he suddenly starts to feel sick.

1 - 48 *LESSON 48: SABA-SABA! CRUCIAL FIST JUDGEMENT*

After defeating Long with the Gekirangers, Rio returns to SCRTC much to the happiness of his teammates Miki and Gou. But the only ones who are not happy with Rio and Mele living with them are Ran and Retsu, who can't forgive the two for the acts the two had committed. To prove themselves, Rio and Mele set out to perform the Fist Judgement, a battle that would cleanse them of their sins while training in the Confrontation Beast-Fist, or kill them. While Retsu and Ran train to prepare for the Fist Apology, Jan attempts to talk Rio and Mele out of it. But Rio tells Jan he found a new purpose, bringing the two branch schools together by first burning Confrontation Beast Hall to the ground to start the path. Soon after, the Fist Judgement begins, with Retsu fighting Rio while Ran battles Mele. But in the middle of the fight, as Rio and Mele deliberately lower their guards, Sanyo immediately stops the proceedings as a revived Long reveals himself. Long immediately assumes his true form and goes after Jan first for being the one to ruin his schemes. Jan and the others attempt to fight the giant to no avail, but Mele takes the full brunt of Long's wrath, saving them from danger while being fatally wounded. Jan asks why Mele would do such a thing, she reveals that she and Rio intended to sacrifice themselves anyway, even if Long hadn't interfered. GekiTohjaWolf and SaiDaiOh battle Long, but are unable to defeat him. After comforting Mele in her final moments, Rio infuses the Gekirangers with the Confrontation Ki of the Fist Demons before he enters Long's body and destroys him and the inside, killing himself in the process. But the Gekirangers' mourning for Rio is cut short as Long regenerates. Swearing on Rio's sacrifice while putting on the Fist Demons' Bracelet, Jan intends to stop Long once and for all.

1 - 49 *LESSON 49: ZUN-ZUN! THE BEAST-FIST, FOR ALL TIME*

Long assumes his true form and withstands Rio's attempt on his life, returning to his human-form as the Gekirangers battle him. While Gou, Ken, and the Fist Sages hold off Long, the three Gekirangers are taken to a astral Confrontation Beast Hall, meeting up with Rio and Mele. There, the spirits of the Fist Demons reveal the means to defeat Long is with Confrontation Ki Rio infused the Gekirangers with prior to his death. Joining the others, the three Gekirangers fuse their Fierce Ki together with the Confrontation Ki in them to destroy Long's evil forever.

BEASTMASTER: THE LEGEND CONTINUES



Lone warrior Dar (Daniel Goddard) senses the presence of his long-lost love, Kyra (Natalie Mendoza), who has been kidnapped and enslaved by the brutal Terron warriors. Gathering up his two ferret friends, Kodo and Podo, he takes off to rescue her.

Dar arrives at a Terron camp and finds prisoners, including Kyra. The prisoners are being pushed into a ring to be mauled to death by tigers. Tao (Jackson Raine) is next, but when the tiger, Ruh, is released, he attacks the Terron guards instead of Tao. But Ruh is stopped by a Terron net. Dar attacks, but is outnumbered by the Terrons. Dar and Ruh make eye contact and a connection is made. Dar manages to release the ferocious beast and Ruh tears into the Terrons. The evil King Zad (Steven Grives), leader of the Terrons, rounds up his troops and escapes with Kyra and the remaining prisoners, leaving Dar, Tao and Ruh behind. After seeing the connection Dar made with Ruh, Tao realizes that Dar is the BeastMaster, the last surviving male of the Sula tribe, who has the ability to communicate telepathically with animals.

Meanwhile, the powerful and seductive Sorceress (Monika Schnarre) observes the two in her crystal water bowl. She tells her mentor, The Ancient One (Grahame Bond), that she wants to possess Dar's power to communicate with animals. The only way for her to obtain Dar's knowledge is to bring him to her world.

Later that day, Dar and Tao come across a group of beautiful women swimming in a lake. Dar recognizes one of the ladies as a Terron prisoner. She tells him Kyra is inside the structure that adjoins the lake. Dar rushes off. As soon as he enters the building, the informative woman morphs into the Sorceress and the other women disappear. Inside, Dar is attacked by the Chimera, a ferocious monster made of fire and lava. The Chimera knocks Dar unconscious, sets the structure on fire, and disappears. Sensing that Dar is in danger, Ruh enters the building, wakes him, and the two escape before the structure implodes.

Tao realizes this was all an illusion arranged by the Sorceress. Not knowing what the Sorceress wants, Dar and Tao press on to find Kyra with the help of Sharak, a majestic eagle who leads the way. Dar is able to see from Sharak's point of view as he soars through the sky, so they easily find the new Terron camp. Dar locates Kyra's tent, but she is trapped in a cage made of crystal cylinders filled with a smoky liquid. Before she can warn him, Dar touches the cage and releases a black fog that blinds him. Dar manages to escape the Terron camp, but he is forced to leave Kyra behind. Later, Tao informs Dar that the effects of the black fog are only temporary and, knowing he will return for Kyra, gives him a potion of white fog to counteract the blinding fog. Tao also gives Dar a liquid that when rubbed on the body will temporarily repel fire -- just in case the Chimera reappears.

Dar returns to Kyra's tent, but his beloved is gone. The Sorceress greets Dar and tells him that she wants his powers and will stop at nothing to obtain them. She releases the black fog, but Dar counteracts it with the white fog. The Sorceress then produces a small fireball that morphs into the Chimera and she disappears. While Dar battles the Chimera, King Zad escapes with Kyra. The liquid protecting Dar from the fire begins to lose its effect and Dar slices through the molten beast, killing it. Meanwhile, Podo steals a magical talisman which holds the beautiful face of Kyra like a cameo and brings it to Dar. He and Tao return to his cave in the Mydlands and Dar vows to continue his search for Kyra.

Produced by Greg Coote (executive), Allan Eastman (executive), Steve Feke (executive), Carey Hayes (supervising producer), Chad Hayes (supervising), Jeffrey M. Hayes (executive), Brett Popplewell, Dawn Ritchie (co-producer), Sylvio Tabet (executive). Original music by Graeme Coleman, Film Editing by Bruce Lange, Casting - Eve Brandstein & Maura Fay, Production Design by Stewart Burnside. A spin-off from the feature films, here is another attempt to come up with a successful sword and sorcery series.

WR. Michael Offer.

DIR. Michael Offer.

EPISODES: 67 **YEAR MADE:** 1999 **COUNTRY:** CAN **SEASONS:** 4

AAC KIDS, TRIBUNE ENTERTAINMENT, ENDEMOL ENTERTAINMENT, ALLIANCE ATLANTIS

*COMMUNICATIONS.***CREATOR:****TYPE OF SHOW:** FANTASY**FORMAT:** SERIES**LENGTH (MINS):** 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 22, (2) 22, (3) 22, (4) 1**DATE OF PREMIER:** 04/10/1999 **AIR DATE OF LAST EPISODE** 07/04/2003**SEASON DATE BREAKDOWN:****FILMS:**

Dar, The Beastmaster DANIEL GODDARD, Tao JACKSON RAINE, Sorceress MONIKA SCHNARRE, King Zad STEVEN GRIVES, The Ancient One GRAHAME BOND, Terron Leader JON BENNETT, Kyra NANCY MENDOZA.

1 - 1 *THE LEGEND CONTINUES*

Dar (Daniel Goddard) befriends inquisitive and bumbling Tao (Jackson Raine) as he begins his quest to rescue his long-lost love Kyra (Natalie Mendoza), who has been kidnapped and enslaved by the brutal Terron warriors.

Wr Steve Feke**Dir** Michael Offer1 - 2 *OBSESSION*

Dar (Daniel Goddard) and Tao (Jackson Raine) rescue a man named Akili (Keith Hamilton Cobb), who is being chased by a group of savage Terron warriors. Only when they are safe does Dar learn that Akili himself is a Terron. Akili explains that he has been banished by his tribe because he fell in love with a member of King Zad's harem. His punishment is to be hunted down and killed. Akili also tells Dar that he is going to return to the Terron camp to rescue his true love. Suspicious of Akili, Tao is dismayed when Dar and Akili decide to work together.

Meanwhile, two tiger cubs named Sita and Raja are playing in a jungle clearing when Sita is captured by a group of hunters led by Ishmael (Puven Pather). Raja runs off to find Ruh. Before Ishmael gets away with Sita, Ruh comes, makes eye contact with the hunter and recognizes him as one of the men who work for Baha (Simon Westaway), the legendary slaver. Years before, Ruh killed Baha's son when he tried to capture him.

Later, Dar is attacked by the evil Spiderwitch (Carla Marie) who wraps him in a deadly cocoon-like web. Akili kills the Spiderwitch and rescues Dar. They press on to the Terron camp and Dar is shocked to learn that the woman Akili loves is none other than Kyra (Natalie Mendoza). Outraged by the realization that they are in love with the same woman, Akili insists that only one of them can have her and they must fight to the death. The rest of the Terrons are amused by this proposition and they order Dar and Akili to commence the battle. Dar, the more formidable opponent, easily takes down Akili but can't bring himself to kill him. When Akili realizes that Dar has once again saved his life, the two attack the surrounding Terron warriors. During the mayhem, Akili suffers a serious blow. He tells Dar to find Kyra and escape. Reluctantly, Dar leaves.

Meanwhile, Ruh tracks down Baha's camp and finds Sita. Determined to capture the majestic tiger and avenge his son's death, Baha sets a trap. But Ruh is too powerful. He tears off one of Baha's legs and claws his face. Ruh knows that horribly maiming this once legendary slaver and leaving him to live with his actions is a far worse fate than death. Ruh collects Sita and the two return home.

Dar rushes off to find Kyra, but the Terron camp suddenly disappears. Dar is then greeted by the Sorceress (Monika Schnarre), who has been observing the whole time. She tells Dar that in exchange for his power to communicate with animals, she will give him Kyra. Not wanting anything to do with the Sorceress' magic, Dar refuses. The Sorceress vanishes and Dar and Tao return to the Mydlands.

Wr Steve Feke**Dir** Michael Offer1 - 3 *THE ISLAND*

Eager to explore new lands, Tao (Jackson Raine) decides that it's time for him to leave the security of Dar's (Daniel Goddard) compound. As he unravels a map, a jade ring falls out. This ring is a badge of Tao's people, the Eiron, and is worn only by the scholars of the tribe. The Eiron are renowned free thinkers and tongue-waggers who send scholars out to enlighten the masses and gain knowledge of other cultures. Although Dar will miss his new friend, he understands Tao's reasons for leaving. As Tao departs, Sharak flies overhead and Dar knows that he will be able to keep an eye on him through his journeys.

Later, Tao takes a wrong turn and ends up in the village of Tolphet, where the people despise free thinkers. After an altercation with a grizzled vendor (Tony Coetzee), Tao is apprehended. He and two criminals named Paj (Christopher Sadrinna) and Elza (Michelle Cummerford) are condemned to an island where the murderous Birdmen reside. Before Tao is wrangled onto the boat that will take him to the island, he is approached by Haisa (Holly Brisley), who hands him a silver comb to give to her lost love Nylas (Jeremiah Tickell), if he's still alive. Back in the Mydlands, Dar sees through Sharak's eyes that Tao is in danger. He immediately takes off with Kodo, Podo and Ruh to help his friend.

Meanwhile on the island, Paj and Elza accidentally set off traps that imprison them in bamboo cages suspended high above the ground. Tao manages to avoid the traps with the help of Nylas, who takes him to an underground burrow. Nylas tells Tao that the Birdmen can't actually fly, but only glide a short distance. They don't kill other birds because they study them, hoping to learn how to fly. Nylas, who is innocent of any crime, tells Tao that his hope of seeing Haisa again has been keeping him alive. After a while, the floors drop out from Paj and Elza's cages and the ferocious Birdmen glide in to devour their prey. Elza is killed, but Paj manages a narrow escape. Back in Tolphet, Dar meets Haisa and the two of them, along with Ruh and the ferrets, take a raft down the river to rescue Tao and Nylas. When they arrive at the island, Dar leaves Haisa with the raft, but she is attacked by Paj who accidentally sends the boat floating down the river. Suddenly, a Birdman swoops down and mauls Paj to death. Haisa runs for her life and is reunited with Nylas, who has emerged from his underground burrow. But Nylas, Haisa and Tao become trapped in the bamboo cages and await their grizzly fate. Just as the cage bottoms drop out, Ruh and Dar appear and everyone rushes to the island shore, where another boat is arriving to drop off prisoners. Dar lures the guards off the boat as everyone else climbs aboard. A group of Birdmen appear and are about to attack Dar when Sharak swoops down and lands on Dar's forearm. The Birdmen suddenly stop and pay homage to Sharak, the noble eagle and mightiest bird of all. Dar and Sharak board the vessel and the Birdmen turn their attentions to the guards left behind. Haisa and Nylas return to their mountain village and Dar and Tao go back to the Mydlands.

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Wr Dawn Ritchie

Dir Ian Gilmour

1 - 4 *A SIMPLE TRUTH*

An intervention in a wolf hunt brings Dar (Daniel Goddard) face to face with a young, headstrong man named Feno (Aaron Dudley). Feno tells Dar that Terrons have captured his friends and that he now lives alone in the forest. Dar tells Feno that he will help him find his comrades, and hopefully, his long-lost love Kyra (Natalie Mendoza) as well.

Meanwhile, at the Terron camp, Feno's friends are taunted by the ruthless King Zad (Steven Grives), who prepares to put them to death. Noticing Kyra's disgusted reaction, Zad gives her an ultimatum – she must love him completely or the boys will be killed. Not wanting to see innocents die, Kyra agrees to give herself to King Zad. He comes to her later that night, but she has rubbed her neck and chest with a sleeping potion that makes Zad pass out. As Kyra makes her escape, she discovers the bodies of Feno's friends, who have been killed despite her bargain with Zad.

The following morning, Dar is awakened by a vision from Sharak – Kyra has escaped! He goes to find Feno, but the youth has disappeared. Dar and Tao (Jackson Raine) leave to search for Kyra and meet up with Feno again, after he foolishly challenged two Terron warriors on his own.

Kyra continues to flee and is now being led by a pack of wolves that see her Sula heritage. But King Zad's minions, along with a monstrous Beast created by the Sorceress (Monika Schnarre), are fast on her heels. Kyra reaches a village, but is attacked by an ogre (Harley D'Jekic). The Beast soon clashes with the ogre, giving Kyra the opportunity to run straight into the arms of Dar. Together, they set a trap for the pursuing Terrons and defeat them.

But the idyllic vision of the two young lovers is once again torn asunder when the Sorceress fulfills her promise to King Zad and uses her powers to trap Kyra in her crystal bowl. As Dar looks through Sharak's eyes, he sees the Ancient One (Grahame Bond) place Kyra inside a crystal in his head.

Wr Carey Hayes and Ian Gilmour

Dir Ian Gilmour

1 - 5 *AMAZONS*

While travelling through the Mydlands, Dar (Daniel Goddard) and Tao (Jackson Raine) find the young and beautiful Maleena (Gig Edgley) staked to two poles. As they untie her, she tells them that Castrone (Brandon Burke), the leader of her village, forces women to marry men against their will, and those who defy his law are sentenced to death. Dar sees that Maleena has been bitten by a deadly three-fanged viper and realizes she will die within a day if she does not drink from the bud of the rare fire lily, which grows in the nearby valley inhabited by Amazons -- a place where no man has ever ventured and returned alive. Refusing to heed caution and let an innocent die, Dar sets out to find the lily and leaves Ruh to watch over Tao and Maleena.

Meanwhile, Castrone discovers that Maleena has been saved and he and his men begin searching for her. The High Priestess of the Amazons (Angie Milliken), who managed to escape the wrath of Castrone, learns from the Shapeshifter (Moirra Claux) that Maleena was rescued by Dar. Believing that all men are evil, the High Priestess vows to kill Dar and Castrone. But Hippolyte (Simone Kessell) feels that each man must be judged before being condemned, and after he saves her from being attacked by a white tiger, she thinks Dar might possibly help her tribe. Meanwhile, Tao continues to care for Maleena. Her fever worsens and she eventually becomes delirious. When Maleena thinks that Tao is her late love, he is overcome with emotion, for he has only experienced unrequited love. Dar reaches the pond where the lily grows and gives the flower to the mighty eagle Sharak, who delivers it to Tao. As Maleena recovers, she tells Tao that she will never forget him. Meanwhile, Dar is attacked by Castrone, but Hippolyte joins the

battle and she and Dar drive Castrone and his men back into the forest. A bond between Dar and the Amazons is formed.

Wr Dawn Ritchie

Dir Michael Offer

1 - 6 *THE DEMON CURUPIRA*

A band of hunters in the rain forest brutally slay a group of pigs, not for food or clothing, but for the simple joy of killing. During the night, Guariba (Dion Mihaljovsky), the youngest member of the hunting party, witnesses a woman (Emile de Ravin) bestowing deadly kisses on all the hunters. These kisses suck the life from the men's bodies, leaving only empty husks behind. After all of the hunters are dead, she kisses the animal carcasses, bringing them back to life. The following morning, Guariba is taunted by the voice of his dead father. Guariba runs to greet him, but he only finds Dar (Daniel Goddard) and Tao (Jackson Raine). After hearing Guariba's story, Dar knows that it was the Demon Curupira, the protector of animals, who took the lives of the hunting party.

While the trio follows Curupira's tracks, Dar remembers how he became the BeastMaster. When he was younger, Curupira saved him from the Terrons who murdered his tribe. Because Dar's father saved several animals, Curupira promised him she would give Dar the powers of the BeastMaster. But, Dar would first have to complete a test. For three days, Dar lay motionless on the ground as if dead. Insects, snakes and vermin covered his body. On the third day, Curupira, disguised as Dar's long-lost love Kyra (Natalie Mendoza), came to him offering water and comfort, but Dar did not flinch. As the third day ended, Dar rose from the ground and was attacked by animals which tore him to pieces. Curupira gathered Dar's body parts and put him back together, making Dar the BeastMaster.

Later, Dar, Tao and Guariba find Curupira. Dar convinces her to let the boy and his tribe live if they promise never to enter the forest again. Guariba returns to his village to tell the others about Curupira, carrying the empty husk that was his father, but because they don't believe the story, the villagers can't see what he's carrying. They tie him up and enter the forest to search for the hunting expedition. Fearful of the outcome, Guariba manages to escape and returns to the forest where he finds Dar. They locate Curupira, and Guariba pleads for the lives of his people. At Guariba's suggestion, Curupira agrees to work together with the tribe rather than be at odds.

Wr Ralph Thomas

Dir Brendan Maher

1 - 7 *THE UMPATRA*

Prompted by the killing of three of his elephant friends, Dar (Daniel Goddard) determines to track and battle Nokinja (Grace Jones), an Umpatra warrior. She is one in a long line of legendary hunters who kill animals solely for honor. Curupira (Emilie De Ravin) angrily disowns Dar and attempts to kill Nokinja, only to find that her demon enemy, Ketzwayo (Arthur Penn), is actually behind the animal killings. While Nokinja conspires to capture Ruh, Sharak and the ferrets, Ketzwayo insists that Dar and Nokinja fight to the death.

Alone and friendless, Dar battles the magically powered Nokinja to save himself and the entire animal kingdom from Ketzwayo's evil designs. Knowing that the Umpatra believe it is dishonorable to use magic, Dar convinces Nokinja that her triumphs are a result of Ketzwayo's powers, and she commits suicide. Without the possession of a human soul, Ketzwayo becomes vulnerable and is killed by Curupira.

Wr Simon Heath

Dir Allan Eastman

1 - 8 *THE LAST UNICORNS*

An idyllic day in a kingdom in the Downs ends tragically for a princess (Brooke Harman) when one of her unicorns is brutally slain for its magical horn. Dar (Daniel Goddard) and Tao (Jackson Raine) are accused of the killing and sentenced to die by the Princess' Chancellor (Jack Heywood), who is the real perpetrator. The Chancellor delivers the horn to King Zad (Steven Grives) and demonstrates its magical power to heal. Greedily, the king demands that the last two unicorns be captured, at which time the Chancellor can dispose of the Princess and take over the Kingdom. While Sharak journeys to try to inform the Sorceress (Monika Schnarre) that the unicorns are in danger, Dar and Tao manage to escape and save the Princess from her betrayer. Unfortunately, Dar's rescue attempt comes too late to save the remaining two unicorns from capture by King Zad's army.

Meanwhile, The Ancient One (Grahame Bond) temporarily returns Sharak (Daniel Fitzgerald) to his human form so that he can admonish him for visiting his former lover, the Sorceress. With time running out for the unicorns who cannot withstand captivity, Dar and Ruh join forces to free them from the Terron kidnapers. Deciding that the Earth is too dangerous a place for the unicorns, the Sorceress "takes them back" as they prance off into the heavens.

Wr Steven Whitney

Dir Brendan Maher

1 - 9 *THE CIRCLE OF LIFE*

The demon Ketzwayo (Arthur Penn) is brought back to life in the fiery Burning Forest. His objective is to take down Curupira (Emilie De Ravin), Dar (Daniel Goddard) and all the animals of the Mydlands. Using his sinister magic, Ketzwayo soon infects the animal kingdom with a disease of the mind which drives them to kill their own kind. Blocked from communicating with the infected animals, Dar also suffers from the sickness and becomes irrational and short-tempered, eventually turning against Tao (Jackson Raine). Meanwhile, Ketzwayo affirms his bond with the Black Apparition (Alex Coleman) which gave him his new power, and sends both Ruh and the ferrets to kill Dar.

At Curupira's insistence, Tao uses his knowledge of primitive cuneiform writing to decipher Ketzwayo's ominous messages of annihilation. Together with Curupira, Dar overcomes the dark forces of Ketzwayo and sends him back to the Burning Forest from where he came.

Wr Steve Feke

Dir Peter Andrikidis

1 - 10 *RIDDLE OF THE NYMPH*

Dar (Daniel Goddard) and Tao (Jackson Raine) run into Muraki (Brittany Byrnes), a young girl running for her life from three Venatu warriors. They engage the warriors in battle, losing track of Muraki in the process. Two of the Venatus get away and Dar and Tao take off to look for the young girl. They come across a group of children playing alone around a fountain. Dar becomes suspicious when Karstyn (Brett Sellwood), the leader of the group, speaks more like an adult than a child. Dar and Tao leave upon the children's request, but Dar sees through Sharak's eyes Muraki being dragged away by that same group of children bearing weapons.

Karstyn leads his followers to a secret cavern behind a waterfall, where a nymph (Ada Nicodemou) offers the children water from a spring. After seeing that their secret waters are secure, they take Muraki away. But the children are unaware that they led the two remaining Venatu warriors, Saramongo (Rodger Corser) and Cappo (Duncan Aney), to the cavern, which they have been looking for all along. Saramongo kills Cappo and kidnaps the nymph.

Dar and Tao find the cavern and Tao takes a sip of water from the spring. He is instantly transformed into a 12-year old boy (Lloyd Will). Dar realizes that Saramongo must have been after the nymph that produces the water of eternal life. He tells Tao to return to the community of children while he tracks the Venatu warrior. Dar rescues the nymph and she tells him that she is under a spell that can only be broken if the riddle displayed in her cavern is solved. Karstyn realizes that Tao had visited them earlier with Dar, so he imprisons him with Muraki. She tells Tao the riddle from the nymph's cavern must be solved for the spell to be broken. Dar returns with the nymph to rescue Tao and Muraki, but Tao suddenly solves the riddle. He and all of the other children are transformed back to their adult bodies. Tao and Muraki share a warm hug before she and the rest of the other "children" suddenly disappear with the nymph.

Meanwhile, the Sorceress (Monika Schnarre) attempts to recreate the Beastmaster's powers through her sorcery and struggles to control her newfound emotions. King Zad (Steven Grives) comes calling to demand the return of Kyra, as the Sorceress promised. She manages to banish Kyra from Zad's thoughts and makes Zad fall in love with her. The Ancient One (Grahame Bond) is beside himself because he cannot seem to predict what will happen next with the Sorceress.

Wr Rob Baird & Kelly Senecal

Dir Brendan Maher

1 - 11 *VALHALLA*

For the pure joy of cruelty, a Terron party slaughters a colony of monkeys. Dar (Daniel Goddard) arrives on the scene and witnesses a female monkey being murdered in front of her sole surviving offspring. Overcome with emotion, Dar cradles the dead monkey and confesses to Tao (Jackson Raine) that he is to blame for the slaughter. Suddenly, Dar collapses into a catatonic state and Tao takes his friend to see a shaman (David Gulpilil). The shaman confirms that Dar's soul is on a journey to Valhalla, a place where memories live. The shaman chants in a strange language and Tao learns that Dar's soul has gone to be with his family, who were murdered years ago by the Terrons. Tao then sees images of Dar's return home at the time of the Sula massacre, which are displayed on the wall of the shaman's tent. Dar appears to his father (Tayler Kane) as a mysterious Sula warrior and helps his father find his son, the Young Dar (Burgess Abernethy) and his mother (Danielle Carter) after the massacre. Dar's father then sends Dar to the Mydlands with the two surviving tigers from the massacre on a mission to find a place of safety for them.

The demon Curupira (Emilie De Ravin) meets Dar's father, a Beastmaster in his own right, and insists he put aside his own family's safety to take the tigers to the 'sanctuary.' Angered by Dar's father's hesitation, Curupira takes his staff and tells him that he will find it again in his wife's ashes. Dar witnesses his mother's murder when he returns from the Mydlands to see his father. Dar mourns for his mother over her funeral pyre and finally comes to terms with her death. Despite his wife's death, Dar's father realizes he must fulfill his promise to Curupira and take the tigers to the sanctuary. But when Dar reveals his foreknowledge of this sanctuary, Dar's father realizes that this mysterious Sula warrior is none other than

his son traveling through Valhalla. He sends Dar with the tigers to guide Young Dar and the surviving Sulas, including the Young Kyra (Hannah Wang), to the sanctuary. Dar's father then finds his staff in his wife's pyre, just as Curupira promised. The staff now contains newly inscribed symbolic totems that Dar's father does not understand.

The Terron party returns before the totems can be translated. In a violent battle, Dar's father takes the life of the Terron who killed his wife, but is eventually slain. The Terrons attempt to take Dar's staff, but the demon Curupira drives them away and calls to Young Dar to aid his father. Dar tries to dissuade young Dar from leaving, but Young Dar insists, and the two return to their mother's funeral pyre only to find that it has become a grave for their father as well. Young Dar retrieves his father's staff and concludes that the totems must indicate the location of the tiger sanctuary. With Dar's coaching, Young Dar realizes that the tiger sanctuary is the geyser in the forest that he knows well. While the two make their way back to the others, the Terrons attack and kill the remaining Sulas, except for Young Kyra, who they take as a prize for King Zad. Dar and Young Dar go to save the tigers, but are tracked to the tigers' cave hideout with the help of an observant Young Akili (Emanuel Freer), who will eventually grow up to be a savage warrior. Dar and Young Dar are trapped near the cave by the Terrons. But Dar convinces Akili's father (Keith Hamilton-Cobb) to attack the tigers hidden in the cave instead. The Terrons take the bait, enter the cave and are attacked by Curupira. Before Young Akili's eyes, she takes the life of his father with a gruesome kiss. Curupira then turns to Young Dar and threatens him with the same fate if he does not save the tigers as his father promised. Young Dar agrees and Curupira walks right through Dar, who is unseen by demons in Valhalla, as she exits the cave. Dar and Young Dar take the tigers to the sanctuary. With his mission in Valhalla complete, Dar fades away and returns to the present, his spirit healed. Young Dar remains to play in the geyser waters and forgets that Dar was ever there.

Wr Grahame Bond & Maurice Murphy

Dir Ian Gilmour

1 - 12 *THE SLAYER*

Dar (Daniel Goddard) and Tao (Jackson Raine) are on another trip to the Downs when Dar encounters Zuraya (Alexandra Davies), a beautiful woman for whom he feels a strange attraction. Like Dar, she also shares a special bond with animals. Zuraya is an animal trainer with a circus troupe and always travels with Slayer, a wolf who refuses to communicate with Dar. But Zuraya is also cursed with loneliness. She is doomed to hunt the night alone until she kills the dark one who lurks in the shadows. Despite the obvious attraction between them, Zuraya abruptly leaves. Dar becomes confused because he thought he only had these feelings for Kyra.

While Zuraya is away from her troupe, Baha (Simon Westaway) and his slavers attack their camp. Dar and Tao attempt to rescue them, but are unsuccessful. When Zuraya returns and sees that the camp has been destroyed, she turns to the Seer (Helen Reddy), the one who understands her curse. The Seer touches the Slayer's collar and sees images of Zuraya and Dar in battle against one another. Zuraya becomes convinced that Dar is the dark one she seeks and believes that his death will end her curse of loneliness. Baha only strengthens Zuraya's convictions when he tells her that Dar kills for pleasure and is the one who enslaved her friends. Baha says that he will free the troupe in exchange for Dar's death. Zuraya is at first overcome with doubt over killing Dar. But she believes that she must kill him in order to save her friends and fulfill her destiny. Zuraya confronts Dar and steals a swatch of his loincloth to give to Slayer. Slayer, who is trained to kill, learns Dar's scent and begins the hunt.

Meanwhile, the Sorceress (Monika Schnarre) remembers her love affair with Sharak (Daniel Fitzgerald) and their plans to overthrow the Ancient One (Grahame Bond) before he turned Sharak into an eagle. She desperately longs to speak with Sharak, but cannot without Dar's help. When she realizes that Slayer is going to kill Dar, she decides to intervene in the hope that Dar will help her communicate with Sharak. Slayer attacks Dar when he and Tao are about to free the circus troupe. But the Sorceress turns Slayer into glass and saves Dar's life. Despite her help, Dar denies her request to communicate with Sharak. But Dar begins to wonder about his old friend, who seems to know more about the Sorceress than he originally thought.

Zuraya is about to engage Dar in battle, but Dar convinces her of his innocence by showing her that Baha is the true villain. Together Dar, Tao, and Zuraya take on the slaver and his men and liberate Zuraya's friends. Baha begs Ruh to kill him, but Ruh refuses. Zuraya is grateful to Dar, but she leaves to continue her quest on her own.

Wr Dawn Ritchie

Dir Chris Martin Jones

1 - 13 *THE MINOTAUR*

Dar (Daniel Goddard) and Tao (Jackson Raine) are travelling through the Territories when King Zad (Steven Grives) issues a decree to his vassals stating they must sacrifice five men each month to his new beast, the Minotaur. King Zad is especially proud of his ferocious monster because it was a gift from the

Ancient One (Grahame Bond). While Dar is off fishing, Tao is captured by a group of Terron warriors intent on fulfilling Zad's decree.

With the help of Sharak, Dar traces Tao back to a labyrinth near the Terron camp in which the Minotaur resides. The Sorceress (Monika Schnarre) observes Dar's arrival at the Terron camp. The Ancient One explains to her that the Minotaur and King Zad belong together because they mirror each other in terms of cruelty and ruthlessness. But because the Minotaur is part bull, the Sorceress only sees the creature as a means to get to Dar. To try and establish trust with Dar, she strikes a deal with him to save Tao and free the Minotaur from King Zad's grasp.

Unbeknownst to Dar, Baha (Simon Westaway), the slave trader with a vendetta against Ruh, wants to steal the Minotaur and use him for commerce. Dar rescues the Minotaur, Tao and Melora (Angela Keep), a young woman who loves the Minotaur. Dar and Tao learn that the Minotaur is in reality a man who is only able to express himself through dance. But Baha prevents our heroes from making a hasty escape. The nasty slaver doesn't hesitate to use Melora to force Dar and the Minotaur to cooperate with him in his quest to sell the Minotaur for a pile of shiny stones. But a well-timed kick from Tao takes Melora out of harm's way. The Sorceress appears while Ruh, Dar, and the Minotaur defeat Baha and his men. She turns the Minotaur into a man and sends him and Melora away to live in a safe place. She then sends Baha back to his empty life and helps Dar and Tao return home.

King Zad is furious about the theft of his prized possession, but the Ancient One refuses to intervene.

Wr Steve Feke

Dir Brendan Maher

1 - 14 *THE GUARDIAN*

Dar (Daniel Goddard) and Tao (Jackson Raine) come across a group of pilgrims searching for answers about life and death and learn that one of the pilgrims has just met his death at the hands of a ferocious unknown beast. Heavily armed, the pilgrims threaten Ruh, believing him to be responsible. Dar averts a battle between his animal friend and the pilgrims and leaves to look for the killer beast while Tao stays behind.

Meanwhile, the Ancient One (Grahame Bond) taunts the Sorceress (Monika Schnarre) by telling her that her desire to gain the Beastmaster's powers has caused her to act too much like a human. This sends the Sorceress into a rage and she devises a plan to get every bit of information from the Ancient One that he ever withheld from her. She prepares an elaborate spell and reaches out to cast it on the Ancient One, but he deftly sends the spell right back at her, which captures her in time. Once again, the Sorceress must endure the Ancient One's taunts, who at first believes he should destroy her for her actions. But the Ancient One decides to go with a different agenda. He tells the Sorceress that if Sharak, her love, comes to her when she calls, he will set her free. Otherwise, she will be imprisoned forever.

Later, Tao discovers that the pilgrims seek the Gate to Life and Death, which is a liquid rock that allows its possessor control over life and death. Tao learns that Ramah (Ivar Kants), the leader of the pilgrims, is hellbent on obtaining the rock. During his journey, Dar comes across a woman (Annie Jones) who insists that the pilgrims are not holy men. He concludes that the killer beast attacks to protect the liquid rock. Dar watches helplessly through Sharak's eyes as Ramah claims the liquid rock for his own and begins to wield his power over life and death with a vengeance.

He sends the Guardian beast (Annie Jones) after Dar, and the Guardian struggles with its dual roles - - that of the life-giving woman and the death-bearing animal. The Guardian of Death and Dar battle, but Sharak appears and lands on Dar's arm. Sharak's curse of immortality supersedes any power the Guardian has. The Guardian then informs Dar and Tao that they must relieve Ramah of the liquid rock or no life is safe.

Meanwhile, the Sorceress calls to Sharak, but the noble eagle chooses to stay with Dar and protect him from the Guardian of Death. The Ancient One stays true to his promise and decides to imprison the Sorceress forever in her memories. Inundated with a million memories of her life with Sharak, the Sorceress can only weep. Dar, Tao and Sharak approach Ramah and the Gate. But Ruh plans a surprise attack and dies in the lethal rays of Ramah's power. Dar seizes the liquid rock and returns it to its proper place, while the Guardian takes its revenge on the defenseless Ramah. While Dar mourns over Ruh, Tao boldly admonishes the Guardian for letting Ruh die. Touched by his appeal, the Guardian brings Ruh back to life.

Wr Tom Szollosi

Dir Michael Pattinson

1 - 15 *THE CHAMLEON*

King Zad (Steven Grives) is tormented by dreams of his own death at the hands of an unknown child. Unable to come to terms with this dream, he approaches the Sorceress (Monika Schnarre) with his plan to draw all the children of the lands to him to find his fated killer. The Sorceress decides to help him find the right child and gives him a magical baby mobile that will transform into the Shadow of Death when in the presence of the special child.

Meanwhile, Dar (Daniel Goddard) and Tao (Jackson Raine) find a baby that has been saved from a ravaging river by Sharak. They decide to find the child's parents and Tao notices that the baby changes

color to camouflage itself in its surroundings. They arrive in the village of Samaria and are lured into an ambush by Chiron (Paul Leydon), a man with a charming smile and greed in his heart. Dar and Tao lose the baby and learn from Mara (Krissie Steen), the infant's mother, that Chiron will take the child to the Terron camp in exchange for shiny stones.

The Ancient One (Grahame Bond) compliments the Sorceress on the creation of the mobile, but warns her about playing with fate and death. He tells the Sorceress that animosities tend to last a long time and he reminds her of his rivalry with the Black Apparition of the Burning Forest as an example. Despite Dar and Tao's best efforts, Chiron gives the special child to Terron warriors. Geza (Jarrod Dean), the father of the baby, confronts Chiron and is about to kill him, but Mara intervenes. She tells Geza that the angels that gave them their son will punish Chiron in due time.

Meanwhile, King Zad becomes anxious to have the baby in his possession. The Sorceress casts a spell on Zad to quiet him down and discovers the child's mystic properties. She decides to keep the baby herself and makes Zad believe that the child has been killed. Dar and Tao execute an attack on the Terrons, but are surprised by the rampaging Geza. While Mara watches from a distance, she is possessed by the Shadow of Death, which was sent by the Sorceress to fetch the child. Dar and Tao run to intercept the possessed woman. Dar engages her in battle and Tao devises a way to shine sunlight directly onto the Shadow, causing it to disappear. The baby is returned to Mara and Geza, and Dar frees the rest of the children from the Terrons. King Zad remains convinced that his danger has passed.

Wr Steve Feke & Steven Whitney

Dir Ian Gilmour

1 - 16 *THE DEVIL'S DEAL*

The Terrons raid Prince Mah-Gah's kingdom and find a mute, amphibious woman named Atlantia (Roxanne Wilson). King Zad (Steven Grives) believes this woman has been transformed by Mah-Gah's sorcerers in an effort to colonize the sea and eventually rule the world. Zad realizes that he will need Dar (Daniel Goddard) to communicate with Atlantia and he asks the Sorceress (Monika Schnarre) to help him lure Dar to the Terron camp. Knowing that Dar would never abandon his lost love, the Sorceress tempts Dar and Tao (Jackson Raine) to the camp with the sound of Kyra's voice.

Dar and Tao are captured by Zad's men and Zad tells Dar that Kyra and Tao will both die unless he learns Atlantia's secret plans. Dar soon learns that the image of Kyra presented to him is just an illusion, but Tao's danger is very real. The Terrons push Dar and Tao into the fortress that serves as the magical prison for Atlantia. They become separated and each encounter Atlantia, who covers their mouths with her webbed hands. Dar tries to communicate with her, but it's only when her eyes change to those of a shark-like creature, that she finally understands him. When she returns to her normal state, Atlantia tells Dar that she will kill both him and Tao unless he can prove that he is the Beastmaster and not a Terron.

Meanwhile, the Ancient One (Grahame Bond) watches the Sorceress weave her web with Zad while his mind wrestles with the Black Apparition (Leah Purcell), who poses a real threat to him. The Sorceress watches as the Black Apparition appears to the Ancient One and she wonders what the Ancient One did to the Apparition to cause such animosity between them.

Later, with the help of Ruh, Dar convinces Atlantia of his good intentions. She reveals that there is no Prince Mah-Gah and that she is one of an ancient race of amphibious creatures who are building a city of peace in the sea. With the Sorceress watching, the three devise a plan to escape. The Sorceress keeps her knowledge of Atlantia to herself and Zad chases after the fictitious Prince Mah-Gah while Atlantia, Dar, and Tao easily fight their way to freedom.

Wr Steve Feke & Steven Whitney

Dir Ian Gilmour

1 - 17 *TEARS OF THE SEA*

Tusi (Robert Diaz), a boy on the verge of manhood, and his father Mataffa (Rene Naufahu) dive deep below the surface of the ocean for pearls. A casual moment between father and son turns sour when a shark prevents the boy from returning to his boat. A dolphin suddenly appears and saves Tusi from a certain death. Meanwhile, Dar (Daniel Goddard) and Tao (Jackson Raine) sail to Tusi's island, which is also Kyra's homeland. A tribe of divers, Kyra's people believe the ancestral protectors of the tribe take the form of dolphins in the sea. As Tusi undergoes his coming of age ritual, the Sorceress (Monika Schnarre) hides herself among the villagers and watches the Beastmaster. After the ceremony, Tusi witnesses Gilan (Luciano Martucci) assault Nutoa (George Henare), a village elder. Gilan chases Tusi and pushes him over a cliff. Tusi falls to his death in the sea. While the entire village mourns, Dar and Tao realize the boy was murdered. Determined to capture the killer, Dar follows Tusi's dolphin protector into a cave deep below the surface of the sea. He finds Tusi's body and is greeted by Sauu (Michelle Fondacaro), who is Tusi's dead mother and dolphin protector. Sanu tells Dar that Tusi will continue to live on. Dar leaves the cave and the Sorceress, who gave Sanu the ability to transform into a dolphin, appears. Sanu thanks the Sorceress for her new life under the sea, and the Sorceress asks Sanu to help her gain the Beastmaster's trust.

With the help of Sanu and Tusi, Dar and Tao expose Gilan to be the murderer. Mother and son visit their tribe one last time as humans and return to the sea to be the tribe's dolphin protectors.

Wr Chad Hayes & Cary Hayes

Dir Michael Pattinson

1 - 18 *THE BURNING FOREST*

The Sorceress (Monika Schnarre) follows an eagle she believes to be Sharak on a journey that leads her to a cave in the Burning Forest. Once there, the bird transforms into the Black Apparition (Leah Purcell) who announces that the Sorceress is now a powerless prisoner. Meanwhile, Curupira (Emilie De Ravin) comes across Baha's (Simon Westaway) camp, where she overhears that Baha plans to kill every tiger if it means Ruh will die in the end. She immediately seeks out Dar (Daniel Goddard) and demands that he put a stop to Baha and his plans, one way or another.

The Ancient One's (Grahame Bond) fury over the disappearance of the Sorceress causes him to enlist Sharak to bring her back. Sharak (Daniel Fitzgerald), permitted to take the form of a man, pretends that his love was kidnapped from him and asks Dar for help. Dar and Tao (Jackson Raine) decide to help him, and the three enter the Burning Forest. Soon after entering the forest, Tao is quietly kidnapped while Dar and Sharak fend off the first of three sentinels. Tao is thrown into a cell containing an Eiron woman, Caro (Tasma Walton), who came to the forest to look for her father.

Meanwhile, the Black Apparition reveals to the Sorceress that she too was once the student of the Ancient One -- until he betrayed her. The Apparition offers the Sorceress Sharak in the form of a man and the powers of the Beastmaster in exchange for her sorcery to be used for evil. The Ancient One, who has been watching this exchange through his crystal basin, is enraged that the Sorceress is tempted to accept. However, when she learns that both the BeastMaster and Sharak will die whether or not she makes the deal, the Sorceress refuses and is put under a sleeping spell. After confronting the Apparition on her home turf, The Ancient One manages to lure her to Dar's sanctuary where he warns that her thirst for vengeance will consume her.

Continuing through the burning forest on their rescue mission, Dar and Sharak narrowly defeat the second sentinel. In another part of the Mydlands, Curupira approaches Ruh and learns that Dar has gone to help a human rather than protect the tigers. Ruh and Curupira go together to find Baha, whose obsession has escalated to nightmares and visions of Ruh's death. When Ruh appears and leaps at Baha, he stumbles backwards and ends up the victim of his own trap. As he lies impaled in the pit he built for Ruh, Curupira gleefully sucks the remaining life out of him.

Meanwhile, Tao discovers that the contraption that locks his cell correlates to numbers that are painted on the wall. Turning the dial to each number, Tao escapes with Caro close behind. As they leave the Apparition's cave, they come across Sharak who departs to find "his woman." Dar, certain that another sentinel of the forest awaits him, waits cautiously outside the entrance, uncertain of Sharak and Tao's location. Once the last sentinel is defeated, however, Dar enters the cave and finds it empty. As he starts to exit, Dar comes face to face with the enraged Apparition, who has learned that Sharak has stolen the Sorceress from her prison.

Mysteriously, the Apparition allows Dar to leave with his life, and Dar soon comes across Sharak, who thanks him for his help and quickly leaves. The Ancient One arrives and changes Sharak back into a bird before the Sorceress awakens. Dar arrives back at his sanctuary to find that Tao has already returned with Caro, whom he has grown to like a great deal. Caro, however, leaves the two behind as she continues her quest to learn more about her father. Disappointed with Dar, Curupira pays a visit and warns Dar not to take their friendship for granted.

Wr Steven Whitney

Dir Pino Amenta

1 - 19 *THE GOLDEN PHOENIX*

While Tao (Jackson Raine) is introducing Dar (Daniel Goddard) to the finer points of mapmaking, Prince Garuda (Aaron Catalan), who is really the Golden Phoenix in the guise of a man, begins to stalk the unsuspecting duo. Just as Garuda is about to blow a poisoned dart at Dar, Ruh blocks his path and warns Dar.

At the Terron camp, King Zad (Steven Grives) calls the Sorceress (Monika Schnarre) to his chamber, hoping to seduce her. Once denied, he sets his sights on Sella (Raelee Hill), the noble slave of his war chief Qord (Martin Csokas). When Zad demands the girl from him, Qord hides her away along with his other stolen booty and insists that she escaped.

Meanwhile, Garuda creates a trap that lures Dar and Tao to the aid of a wombat. After they successfully save the animal, Garuda renders Tao unconscious with a dart and captures Dar. Garuda stakes Dar to the ground so that he will be burned to death by the sun. Though somewhat reluctant to kill Dar, Garuda, whom Dar now knows is the Phoenix, explains why Dar must die. In return for the blessings of the sun, the Phoenix expected the Sulas to guard a golden urn, a vital component in the Phoenix's rise to join his father, the sun. When the Terrons destroyed the Sulas, the urn was lost to them, so Garuda has no choice

but to take the life of the last remaining Sula.

As Dar's life begins to slip away, he uses his power to communicate with Sharak, who leads Tao to his rescue. The ferrets provide distraction as Tao cuts Dar's ropes and sets him free. As the two are making their escape, Tao stumbles and falls, alerting Garuda to their location. Fighting like a bird of prey, Garuda attacks Dar. The two fight until Garuda suddenly leaps away. Dar realizes that he must find and return the golden urn to Garuda in order to redeem himself and fulfill his forefathers' promise.

While Dar and Tao head towards the Terron camp to retrieve the urn, Qord who has been ordered by Zad to find Sella or die, returns to the cave where he keeps his treasures which includes Garuda's urn. With the help of the ferrets, Dar tracks Qord to his hiding place, frees Sella, and recovers the urn. Watching through the Sorceress' crystal basin, Zad learns the location of the secret cave and goes to confront Qord. Qord saves his life by claiming it was the BeastMaster who took Sella and implying that she was the one who stole Zad's treasures in the first place.

Wr Ethlie Ann Vare

Dir Chris Martin-Jones

1 - 20 *GEMINI*

Four Terrons chase an escaped slave girl, Adranna (Ashley Gavin) through the Mydlands. Soon after the Terrons divide into pairs, two of them become ensnared in vines which squeeze the life out of one and immobilize the other. The paralyzed victim is finished off by the arrows of a mysterious young couple, who proceed to cut the vines which emit a devouring mist. In another part of the forest, the unnatural silence of the animals prompts Dar (Daniel Goddard) to search for what is scaring them. Dar and Tao (Jackson Raine) discover the skeletal remains of two fallen Terrons, which proves there is a dangerous hunter among them.

After the Ancient One (Grahame Bond) arrives to offer more riddles of wisdom to the Sorceress (Monika Schnarre), King Zad (Steven Grives) pays a visit and offers her an alliance that would allow them both to be free of the Ancient One's meddling. The Sorceress denies any desire to go along with Zad's plan.

Meanwhile, Dar and Tao happen upon twins, Jem (Christopher Sadrinna) and Nye (Zoe Coyle) and their cats. Unbeknownst to Dar and Tao, who are attracted by the charm of the brother-sister pair, the twins are in fact the archers who control the vines and killed the Terrons. Chased from their home village because they were different, the siblings began a career of killing simply for the pleasure of it.

When two Terrons attack, Jem quickly kills one with his bow and arrow, while Dar allows his opponent to retreat. Ruh arrives and expresses his dislike of the twins to Dar, but Dar disregards him and the four make camp together. Awakened by Sharak, Dar and Tao find the twins missing. Through the eagle's eyes, Dar sees Adranna fleeing from her Terron captors and immediately sets out to help her. As Dar fights the Terrons, Tao runs after the frightened Adranna, both of whom are captured by the vines. Fortunately, Dar, who also becomes ensnared, is able to save them by killing the root. When Adranna warns that they are still not safe from the two keepers of the vine, Dar begins to suspect the twins.

As their evil becomes more evident, Jem and Nye decide they want to kill both Dar and Tao. They lure the two by capturing Adranna, whom they use as bait. Rather than face the skilled twins head on, Tao decides to split the two by feigning interest in Nye and causing a schism between the pair. Ultimately, the ruse works and Dar and Tao defeat them with their own insecurities, and the two die in each other's arms.

The Sorceress, still bitter that the Ancient One stole her unicorns from the night sky, decides to place the lovely twins into the stars and creates a new constellation -- Gemini.

Wr Matt Weisman

Dir Pino Amenta

1 - 21 *RESCUE*

On a mission to collect more slaves for King Zad (Steven Grives), two Terrons round up a group of nomads. As Dar (Daniel Goddard) looks on, the Terron war chief Qord (Marton Csokas) and Yort (Andrew Bate) free the captives and kill the other Terrons. Although Qord and Dar see one another, Qord rides off without engaging him in battle.

In her chamber, the Sorceress (Monika Schnarre) decides to try to undo the spell that transformed Sharak into an eagle. Sharak (Daniel Fitzgerald), a man once again, and the Sorceress steal a few precious moments together before the Ancient One (Grahame Bond) appears and changes Sharak back into a bird. The Ancient One realizes that although he controls the Sorceress and Sharak, he cannot control the fate of Kyra (Natalie Mendoza). He releases her from his head and returns her to King Zad.

Qord returns to the Terron camp with the dead warriors and claims that the BeastMaster is responsible. Sensing that a rebellion is brewing, Zad sends his troops out in search of Dar, but insists Qord remain so that he can keep an eye on him. Returning to his yurt, Zad is pleasantly surprised to find Kyra on his bed, but her weakened condition sours his appetite for love. Sharak quickly communicates the news of Kyra's

reappearance to Dar, and Dar and Tao waste little time in reaching the Terron camp and sneaking into Kyra's yurt. Zad soon discovers their presence, however, and Tao is captured and tied upside down while Dar tries to free Kyra.

King Zad decides he must know who is behind the plot against him, so he asks the Sorceress for help. She temporarily turns him into a jackass, allowing him to eavesdrop on Qord and his followers. Tao, freed by Podo and Kodo, uses the Zad jackass to flee from the Terron camp to the lake where he prepares a get-away boat. Meanwhile, with the main Terron force away from camp, Qord and his few followers try to take on Zad. During the ensuing melee, Dar seizes the opportunity to escape with Kyra in his arms. Unfortunately for Zad, Qord takes the opportunity to flee as well. Now a hunted man, Qord proposes to Dar and Tao that they unite against King Zad, but Dar refuses. The Sorceress watches over this turn of events with something approaching envy for Dar and Kyra's happiness. The Ancient One, however, reminds her that their happiness is temporary... and will be gone in a flash.

Wr Dawn Ritchie

Dir Richard Franklin

1 - 22 *REVELATIONS*

The Ancient One (Grahame Bond) casts a spell on both the Sorceress (Monika Schnarre) and Dar (Daniel Goddard) which puts them temporarily into the crystal in his head. There, the Sorceress explains to Dar that because he saved her in the Burning Forest, he will now be granted a vision of an event that will change his life dramatically. Dar sees a Terron hatchet flying through the air, hitting something. The vision causes him great pain.

When King Zad (Steven Grives) learns the location of Qord (Marton Csokas) and his traitorous men, he gathers those loyal to him and sets out on a mission of murder. At the same time, Qord once again enlists men to overthrow Zad. Qord decides that the ultimate revenge against Zad would be to capture Kyra (Natalie Mendoza) and kill the BeastMaster. Kyra and Dar are blissfully unaware of the Terrons' plans, as is Tao, (Jackson Raine) who announces his intentions to leave the sanctuary and return to his homeland. Dar and Kyra's reverie is broken however, when Qord and his men attack. Dar tries to divert the men while Kyra runs to safety, but Qord sees her fleeing and sends a man after her. She tumbles down a ravine and nearly falls to her death before Dar can save her. Just when they think they're safe, Dar's dream becomes reality as Qord throws a hatchet towards Dar's back. At the last moment, Kyra intercepts the weapon and is mortally wounded.

Over Kyra's funeral pyre, an anguished Dar becomes determined to find Qord and kill him. Tao tries to dissuade his friend, but is unsuccessful. Dar comes across the Black Apparition (Leah Purcell) who offers to resurrect Kyra in exchange for his soul. When Dar hesitates, she intimates that his soul will be hers as soon as he kills Qord for revenge anyway, and disappears. Meanwhile, at the Terron camp, Zad learns from the Sorceress of Kyra's demise, and redoubles his efforts to find Qord. Both Dar and Zad catch up with Qord at the same time, but Zad wins out and Dar can only watch as Zad unleashes a poisonous snake upon the vanquished rebel.

Perturbed, the Ancient One appears at the Sorceress's aerie. When the Sorceress questions him, he freezes her for a moment as he tells her that she must bow to Fate and intervene -- a matter he finds distasteful. The Sorceress obligingly finds Qord's corpse and returns him to life.

Tao is pleased that Dar was not the one who killed Qord, but Dar points out that given the chance, he would have. With nothing keeping him at the sanctuary, Dar decides to accompany Tao on his quest for his homeland.

Wr Dawn Ritchie

Dir Chris Martin-Jones

2 - 1 *MANLINKS*

When two new races enter the Territories, Dar (Daniel Goddard) and Tao (Jackson Raine) get caught up in the struggle as these groups challenge Zad (Steven Grives) and his Terrons for supremacy.

Wr Steve Feke

Dir Ian Gilmour

2 - 2 *LARA*

Dar (Daniel Goddard) and Tao (Jackson Raine) search for missing men on an island inhabited by the deadly serpent demon Iara (Sam Healy) and a colony of strange and exotic women.

Wr Steve Feke

Dir Ian Gilmour

2 - 3 *SEER*

Dar (Daniel Goddard) protects Olwen (Victoria Dixon-Whittle), a Seer pursued by Arina (Marjean Holden) and the Terrons who plan to exploit her powers for their own selfish purposes.

Wr R.L. Thomas

Dir Brendan Maher

2 - 4 *ORPHEO*

2 - 5 *XINCA*

2 - 6 *GHOSTS OF THE FORST*

2 - 7 *RAGE*

2 - 8 *WHITE TIGER*

2 - 9 *HEART LIKE A LION*

BEASTS



Anthology series usually involving strange creatures from myth or creatures mutated by science.

All episodes were written by Nigel Kneale, the various directors were Don Taylor, John Nelson Burton, Donald McWhinnie, Don Leaver and Richard Bramwell. Some popular actors of SF also appear including John Rhys Davis (SLIDERS) who appears in 'During Barty's Party' in which a couple is threatened by super rats who have the intelligence of humans. Simon MacCorkindale (MANIMAL) starred in 'Baby' in which a couple discover the remains of a mummified creature behind their freezer. Nigel Kneale the writer is best known as the creator of the QUATERMASS series. Kneale's objective in creating B was to write stories about harmless creatures that end up taking on an unexpected menace.

Nigel Kneale is often regarded as the patron saint of smart British sci-fi, despite apparently being less than enamoured with the restrictions of the genre. It's hard to deny his importance in keeping SF intelligent though, if only for Quatermass and the seminal BBC adaptation of Orwell's 1984.

Two of his more obscure TV offerings are now available as DVD boxsets, and while the two ventures don't come close to his more seminal work, they make for compelling viewing for Kneale completists...

Beasts is a six part anthology first broadcast by ATV in 1976. Tied together by the rather elastic notion of the title, the stories run the gamut from psychological thriller to supernatural spookery to outright horror. In "Special Offer", a greasy checkout girl played by future Bird of a Feather Pauline Quirke becomes convinced that the supermarket's rabbit mascot is on the loose in the store. A sort of consumerist poltergeist, if you will. "During Barty's Party" is a superbly concise tale of terror in which a couple are trapped in their home by a plague of (off-screen) rats. Conjuring paranoia and claustrophobia from just two actors and one set, it's a real treat and an example of Kneale's ability to twist the most ordinary settings in terrifying ways.

"Buddy Boy" is perhaps one of the strangest hours of television ever broadcast in the UK. Martin Shaw, sporting a broad Northern accent, is a porno kingpin who wants to buy an old aquarium and turn it into a grot theatre. His plans are hampered by the fact that the derelict building is haunted...by a ghostly dolphin. "Baby", on the other hand, is absolutely horrifying stuff - a story about a mysterious mummified creature found encased in the wall of a country vet's cottage. The paranormal nightmare it unleashes on his pregnant wife is truly nerve-wracking, laced as it is with convincing rural folklore, and the final shot is a real chiller. The only downside is a woeful performance by Manimal himself, Simon MacCorkindale, as the vet.

"What Big Eyes" is a clever little yarn about an idealistic RSPCA officer and the barmy scientist-cum-pet shop owner who has been experimenting on wolves to try and turn himself into a lycanthrope. It keeps you guessing all the way through as to whether the old man's serum will actually bear fanged fruit, but the ending - when it comes - is deliciously poignant. And, finally, "Dummy" is the peculiar story of a failed actor stuck playing a monster - the dummy of the title - in a series of stupid horror films. Having lost his wife and addled with booze, he and the monster become indistinguishable in his mind with predictably deadly results. This story isn't one of the best, but it's hard not to see it as Kneale's riposte to Hammer Studios, whose Quatermass movies he vocally criticised.

Also included in the set is "Murrain", an earlier teleplay by Kneale that set the template (such as it was) for Beasts. An interesting story of superstition and intolerance, it's a welcome addition to the collection.

If Beasts has a failing it's that the connection between the six stories is slender at best, near invisible at worst. The beastly concept is at the forefront of some tales, but barely present in others. As such, it makes for a rather uneven journey if consumed together - though the results are always intriguing and worth the effort.

It's worth noting that each episode is still preceded by the old ATV ident, and while the video transfer wouldn't pass muster for a blockbuster movie, it's perfectly in keeping with a nostalgic telly gem such as this.

WR. Nigel Kneale

DIR. Don Taylor, John Nelson Burton, Donald McWhinnie, Don Leaver, Richard Bramwell.

EPISODES: 6 **YEAR MADE:** 1976 **COUNTRY:** GB **SEASONS:** 1

ITV

CREATOR: NIGEL KNEALE.

TYPE OF SHOW: PARANORMAL

FORMAT: ANTHOLOGY

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6.

DATE OF PREMIER: 27/10/1976

AIR DATE OF LAST EPISODE 26/11/1976

SEASON DATE BREAKDOWN:

FILMS:

no regular cast members.

RELATED SHOWS:

QUATERMASS (1979)

1 - 1 *DURING BARTY'S PARTY*

Wr Nigel Kneale

Dir Don Taylor

1 - 2 *BUDDYBOY*

Wr Nigel Kneale

Dir Don Taylor

1 - 3 *BABY*

Wr Nigel Kneale

Dir John Nelson Burton

1 - 4 *WHAT BIG EYES*

Wr Nigel Kneale

Dir Donald McWhinnie

1 - 5 *THE DUMMY*

Wr Nigel Kneale

Dir Don Leaver

1 - 6 *SPECIAL OFFER*

Wr Nigel Kneale

Dir Richard Bramwell

BEAUTY AND THE BEAST



BATB was a romantic fantasy which during its first two seasons centred around the relationship between Catherine Chandler, an attractive female attorney, and Vincent, a half-man, half-beast. During the series' third and final season, the program lost one of its stars, Linda Hamilton who portrayed Catherine, and the series shifted in focus to more action orientated stories.

Vincent was a man whose grotesque appearance hid his gentle nature. Abandoned as an infant due to his appearance. Vincent was found and raised and educated by Father. Father was a recluse and something of a leader to a society of people living in the tunnels beneath the street of New York City. Vincent first encountered Catherine when he found her in Central Park when she had been beaten and left to die by a gang of street thugs who had mistaken her for someone else. Catherine was nursed back to health by Vincent, and although at first frightened of him soon she began to admire and eventually fell in love with him. The pair eventually learn that they share a mental link in which Vincent 'knew' when Catherine was in danger. Her relationship with him caused her to question her direction in life and caused her to quit her job at a prestigious private law firm and take one with the district attorneys office, where she worked with Joe Maxwell.

The first two seasons of the programme presented an often uneven mixture of stories. Stories ranged from straight forward crime drama's in which Vincent would save the day and Catherine went after criminals in New York City, to romantic episodes which seemed like an overdose of saccharine in which Vincent and Catherine's relationship slowly progressed.

This relationship progressed so slowly that the cliff-hanger at the end of the first season consisted of whether or not the pair actually kissed. By the start of the third season this question became problematic. A pregnant Catherine was kidnapped by Gabriel, a crime lord she had been investigating. She was murdered by him but not before giving birth to her and Vincent's child. Understandably shaken by her death, Vincent set out to avenge her death and obtain custody of his son. Vincent eventually met up with Diana Bennett, maverick police officer assigned to investigate Catherine's murder, and the pair became friends while bringing Gabriel to justice in a story arc which spanned most of the third season.

Armin Shimerman would later go on and play the character of Quark in STAR TREK : DEEP SPACE NINE. Linda Hamilton has also made herself a film career starring in films such as The Terminator and Dante's Peak. Fritz Leiber created this genre of "urban fantasy", and talented writer/editor/producer George R. R. Martin brought it to life for adoring TV audiences.

Producers were Paul Junger Witt, Tony Thomas, and Ron Koslow (ROAR). A total of 56 episodes were made over three seasons in colour. Some of the plots for the show were, 'Shades of Grey' in which Vincent and Father are trapped in an underground tunnel. 'Ozymandias' in which Catherine accepts a marriage proposal from a man who plans to build a large skyscraper which would destroy the tunnels below and 'When the Blue Bird Sings', Catherine becomes fascinated by an eccentric artist she asks to paint her, but after she checks up on him, she discovers that he has been dead for two years.

Despite the involvement of distinguished SF writer George R.R. Martin as story editor, the show was a combination of soap opera and crime thriller rather than a real SF/Fantasy offering, though the idea of a fantastic city beneath the real one is interesting. The unorthodox team normally righted wrongs that could as easily serve as springboards for any other action adventure show.

An urban fairytale, inspired in its make-up design if not in its commitment to magic by Jean Cocteau's film *La Belle et la Bête* (1946), BATB centres on the relationship between Catherine (Linda Hamilton), a chic Manhattan district attorney, and Vincent (Ron Perlman), a poeticising, romantic, MUTANT lion-man who lives with his adopted father (Roy Dotrice) in a world of derelicts in tunnels deep beneath the city. He has a telepathic link with his ladylove. Despite the involvement of distinguished SF writer George R.R. Martin as

story editor, the show was a combination of soap opera and crime thriller rather than a real SF/fantasy offering, though the idea of a fantastic city beneath the real one is interesting.

The unorthodox team normally righted wrongs that could as easily have served as springboards for episodes of any other action adventure, while for two seasons Catherine and Vincent merely pussy-footed around their relationship. The show's fragile charm being almost exhausted, the format underwent severe changes in its final season, first with the consummation of the central relationship, then with the casual killing-off of the heroine and several other supporting cast members, motivating Vincent's character change from mutant Care Bear to raging vigilante. Catherine was replaced briefly by Diana Bennett (Jo Anderson), a police officer, but the show never regained the-largely female -- fan following its earlier, more wistful episodes had picked up. A novelization, largely of the first episode, is *Beauty and the Beast* * (1989) by Barbara HAMBLY.

The first two seasons of the programme presented an often uneven mixture of stories. Stories ranged from straight forward crime dramas in which Vincent would save the day as Catherine went after criminals in New York City, to dramas set in the tunnel society beneath the streets of New York, to romantic episodes which seemed like an overdose of saccharine in which Vincent and Catherine's relationship slowly progressed. This relationship progressed so slowly that the cliff-hanger at the end of the first season consisted of whether or not the pair actually kissed.

Some viewers found it sappy; others loved Vincent and made him a cult figure. Unfortunately, just as the show was gathering momentum, star Linda Hamilton jumped ship. In the third season, her character was brutally murdered, and the shock to fans and viewers lost the series its formerly devoted audience.

In this very eighties series, a classic leg-end gets a modern updating and appeals to those who believe that beauty is more than just what we perceive on the surface. Women loved it. Guys tended to get weary of the endless foreplay of the story lines. *Beauty and the Beast* was created by Colorado native Ron Koslow, a UCLA film school graduate, whose first screenplay sale was for the Sam Neill movie *Lifeguard*. Other films include *Into the Night* and *Firstborn*, but *Beauty and the Beast* represented his first foray into series television. The first episode, "Beauty and the Beast," was scripted by Ron Koslow and directed by Richard Franklin (who had directed the feature film *Psycho*). The saga begins with an introduction to Catherine Chandler, a lawyer who is dissatisfied with her life. She leaves a party unaccompanied and is mistaken for another woman by a group of men who abduct her and take her away in a van. Apparently, Carol-whomever she may be-has been speaking too freely to suit whoever it is that these goons work for. One of them pulls a knife; then we see Catherine being dumped in Central Park. A mysterious cowed figure finds her and carries her inert form away, deep into twisting tunnels beneath the park.

When Catherine comes to, she finds her face swathed in bandages. The voice of her rescuer, Vincent (who remains unseen by the audience, as by Catherine at this point), tells her that she is injured but has been cared for. We also meet Father, whose relationship with Vincent remains obscure. He chides Vincent for bringing the woman under-ground; apparently Vincent is at some risk out of this subterranean hideaway. But he defends his actions to Father, and in the ensuing days he nurses Catherine back to health, revealing his quiet strength and gentleness. Eventually, she begins to ask questions, and he tells her that he lives in an underground world forgotten by the world above; he himself is a foundling, found in front of a hospital and raised by the man called Father. To occupy her mind, he begins to read Dickens's *Great Expectations* to her.

Time passes; the search for Catherine by the police and her father gets nowhere, and Catherine, still blinded by her bandages, begins to grow rest-less. Left alone, she unwraps her bandages; and receives two shocks in rapid succession: the discovery of the horrible scars left on her face by the thug's blade, and the sight of Vincent's lion like face in the mirror when he comes up behind her with a cup of tea. She begins to weep, and Vincent runs away, hurt by her reaction to him. Soon, however, they speak again; Vincent does not know why he is what he is, since he does not know who his parents are. But it is apparent that a bond had developed between Catherine and him, and that once the initial shock of her two discoveries wears off she does not feel threatened by him at all. He leads her to the surface, and she sees some of his underground world on her way out. Back in the outside world, Catherine undergoes plastic surgery, and months later, her face restored, she lands a job in the District Attorney's office, where Assistant D.A. Joe Maxwell is her boss. She also undertakes to learn self-defence from a man named Joseph Stubbs. Meanwhile, below the city, it seems that Vincent has been brooding ever since Catherine's departure.

With the help of her co-worker Edie (the obligatory computer whiz who always digs up any information needed for plot advancement), Catherine tracks down Carol, the intended victim of the "warning" administered to Catherine eight months earlier. Carol won't talk to her but takes her card. Later, there is an intruder at Catherine's apartment and she gets a gun (she's obviously not taking any chances these days!) but it turns out to be Vincent. He is afraid that he cannot see Catherine again, but this seems somewhat unlikely; much angst ensues before he slips away into the night. The next day, Carol comes to talk to Catherine at the D.A.'s office. Carol, it seems, worked for an "escort service" operated by a man named Marty Belmont.

Belmont's "services" were part of a blackmail racket, and Carol had backed out upon discovering this, which led to Belmont's botched attack on her. Now Carol has come out of hiding and is ready to testify-but Belmont's men follow her when she leaves the office building and heads for an apartment belonging to a friend of Catherine's. When Catherine goes there, she finds Carol dead. Catherine is also attacked but manages to hold off her attackers.

Meanwhile, Vincent has sensed her danger; it seems that there is some profound aspect to their link to each other. Riding on top of a speeding sub-way car, he breaks in just in the nick of time as the thugs find Catherine and level a pistol at her. Vincent dispatches them all in a wild fury only to, calm down when he realises that Catherine is safe. Reunited, they part once more, leaving baffled police to try to figure out exactly what transpired in an otherwise empty room filled with the mangled corpses of four hardened criminals. The next episode, "Terrible Savior," was scripted by noted science fiction writer George R. R. Martin, author of such novels as *Dying of the Light* and *Nightflyers* (later made into a movie with the same title). Here, muggers on the subway are being horribly dispatched by a mysterious figure with clawed hands and a significant amount of fur. Remembering how Vincent dealt with the men trying to kill her in the first episode, Catherine is perturbed, wondering if Vincent could be this killer.

Catherine's self-defence teacher introduces her to Jason Walker, head of a Guardian Angels-type group; they disagree about vigilantism. Catherine is still disturbed, and finally admits her fears to Vincent. He tells her that he is not the subway killer. Investigating further, she talks to Walker, who tells tales of a creature sometimes spotted in the subway. This is obviously Vincent, and some sort of "urban legend" seems to have grown around these few sightings. Later, the vigilante kills another subway mugger, but also knocks down an innocent old man and severely wounds a policeman. The vigilante slips into the subway tunnels but is spotted by one of the denizens of the Underground. Word is passed to Father and then to Vincent. Vincent visits Catherine again, not knowing that her apartment is being watched by one of Walker's associates. The next day she is abducted and taken to Walker; as might have been guessed by now, he has used the legend to create a figure which he himself portrays.

Now he wants to know about the real monster of the subways. He releases his captive into the tunnels and reappears in his "Vincent" costume, trying to pry information out of her with his clawed glove. Vincent once again senses her danger and arrives just in the nick of time. Vincent chases Walker into the caverns and a long battle ensues. Walker gets the upper hand but opts not to kill Vincent; attempting to escape, he plunges to his death in a deep chasm. The series continued with "Siege," in which Catherine and Vincent fight, each in their own way, to keep a group of senior citizens from being forced out of their homes by greedy and unscrupulous developers. In "No Way Down," Vincent is captured (for the first time) by a gang; the drama that unfolds around this involves the retarded brother of the gang leader, who shows Vincent some kindness, but is killed. A horribly battered and beaten Vincent escapes and eventually dispenses some fairly sharp justice.

George R. R. Martin returned as scriptwriter with "Masques," a tale set on Halloween. Vincent uses the holiday as an opportunity for walking freely through the surface world. He goes to a party also attended by Catherine and her father; the party is in honour of Brigit O'Donnell, an Irish peace activist. Vincent falls into conversation with Brigit; the two of them seem to be on the same wavelength on the subjects of peace and violence. Meanwhile, a man dressed as a clown crashes the party and begins to follow them into the park. When Vincent senses the clown, who has a gun in his hand, he knocks him out.

Catherine, meanwhile, has been trying to catch up with Vincent but is being accompanied by a man named Pratt. When she sees him, he walks away silently. Pratt identifies the clown as an IRA agent named Michael O'Fay, who was part of a plot to kill Brigit. Pratt himself is an Interpol agent out to foil the plot. They all get into Pratt's car, only to discover that O'Fay was actually sent to protect Brigit and to take her to her dying father; he had his gun out only because he didn't know if the man in the lion mask was a threat or not. Pratt is really the assassin, named Jamie Harland, and his victim is to be Brigit's father. He kills O'Fay first, since O'Fay had killed Harland's brother, and then Harland Brigit, and Catherine goes to the hotel room of Brigit's father.

Meanwhile, Vincent has-surprise!-sensed that Catherine is in danger! As he makes his way to her, Harland prepares to make Mr. O'Donnell watch his daughter die before his own death. Vincent does not arrive at this point, however-it is Catherine who uses her martial arts training to disarm Harland! The gun lands on O'Donnell's bed, and he prepares to kill Harland, but Brigit stands in front of her father and demands that the killing stop. This works on him but not on Harland, who takes Brigit hostage at knifepoint. Now Vincent shows up, dispatches Harland, and slips away. Brigit resolves to reconcile with her father, and Catherine leaves them alone. Vincent rejoins her and they walk together through the city until dawn, when a jogger, commenting on Vincent's costume, reminds them that the night when two worlds can mingle is over.

"The Beast Within" reunites Vincent with Mitch, a childhood friend and former denizen of the Underground. They had become estranged when Mitch became involved in surface crimes and was not allowed to hide out in

Father's domain. This intertwines with a tale of dockside labour violence, in which Mitch is deeply involved. Vincent is captured again in "Nor Iron Bars a Cage," this time after a college professor, Hughes, spots him in a badly focused photograph. He hopes to prove this discovery to his sceptical colleagues, and captures Vincent with the aid of a grad student, Gould. The two men disagree; Hughes thinks their captive is human while Gould believes otherwise, an opinion bolstered by Vincent's wilful refusal to speak. Hughes hears Vincent speak while dreaming of Catherine, but Gould does not, and tranquillises Vincent. Meanwhile, Catherine spots an article in a sleazy tabloid paper about an old woman who witnessed the capture of a strange man-beast through her balcony telescope! While she looks into this angle, Hughes moves Vincent to another location to get him away from Gould. Realising that Hughes is not a threat like Gould, Vincent speaks to him, and tells him that he will die if he is not set free.

Catherine finds the tranquilliser darts used to catch Vincent and traces them to Hughes. She confronts the scientist, who is about to release Vincent, when Gould steps in and struggles with Hughes, stabbing him. Catherine gets the key. Gould tries to get it from her but foolishly comes close enough to the cage for Vincent to snap his neck. Hughes dies but not before making his peace with his former prisoner; he had hoped to restore his tarnished academic career with this astounding discovery, but realises that he was wrong to imprison another thinking creature. Father's past is revealed in "Song of Orpheus" when a message reveals that his long-lost love has returned to New York. The woman, Margaret, draws him to the surface, but he winds up being charged with the murder of her lawyer. Margaret is dying of cancer, and is being hounded to hand over her fortune to Henry, a man whose charitable causes are really a scam. In police custody, Father won't talk except to deny that he killed the man, and recalls the 1950s, when he was a physicist who questioned the government's conclusions regarding radiation hazards. For this he was branded a Communist and blacklisted.

Catherine is informed of Father's disappearance by Vincent and does some research, eventually unearthing Father's history as well as his name: Dr. Jacob Welles. Vincent discovers an old letter among Father's things: it is from Margaret. She and Welles had actually married, only to have their marriage annulled by her father after Welles's disgrace. She tracks down Margaret but can't get past Henry, who has Margaret drugged. She then goes back to work and spots Father in a cell when she goes to jail to take another prisoner's deposition. Afterward she speaks to him and tells him about Margaret. He tells her that the dead lawyer was a friend who had helped him back in the fifties.

That night Catherine takes a look around in the dead lawyer's office but is abducted by Henry. The lawyer had been onto Henry's scams, but this knowledge is of little use to Catherine as Henry intends to kill her. Vincent, of course, is on his way to rescue her, which he does quite dramatically by ripping off the top of an elevator and carrying her off up the cables! Henry's plan is foiled, and Father is able to spend Margaret's last week of life with her.

"Dark Spirit" involves Catherine in strange voodoo-like goings-on that threaten her life. In "A Children's Story," Catherine and Vincent converge, from different levels, on a seemingly legitimate children's home that is actually supplying a Fagin-like character with unwitting soldiers in his street army of crime. In "An Impossible Silence," a mute teenage girl witnesses the murder of a cop by other cops who are on the take and involved in drug trafficking. The girl, Laura, is an Underground dweller. Meanwhile, a black suspect (the real killer was white) is arrested, and Catherine has a seemingly airtight case against the man. But she must believe Vincent when he tells her that the man is innocent. Laura must ultimately decide to go aboveground to testify; she must leave the security of her world in order to save the suspect, and in the end decides to pursue a life on the surface.

"Shades of Grey" finds Father and Vincent trapped in a cave-in; the Undergrounders unite to save them but their fate depends on an ingenious youth who has been ostracized by the community. In "China Moon," two young lovers from the Chinese community flee social strictures into the Underground, which is then invaded by the Tong forces of the father of the man who intends to marry the young woman. Apparently, there is a bit more knowledge about the Underground in Chinatown. But with his world facing invasion from above, Vincent offers a fierce defence, and the lovers are free to marry and live below ground. The television series retold the classic story in modern terms. The message was still the same: appearances are not important.

"The Alchemist" introduces the villain Paracelsus who has been distributing a deadly drug on the surface, and taking only gold as payment. Clues lead Father to realise that Paracelsus is behind the plot; Paracelsus was largely involved in carving out the haven of the Underground but was banished by Father years before. He still lives elsewhere under the city; in fact, Father confronts him and warns him that his actions might draw attention to the subterranean world. It is obvious that Paracelsus is envious of Father's position of authority. Meanwhile, aboveground, Catherine is involved in official attempts to trace the source of the drug, which lead to the death of a cop on the case. Below ground, debate rages: all feel that Paracelsus must be stopped, but Father stops short of sanctioning the only means that can accomplish that end: killing the alchemist. Taking matters into his own hands, Vincent tracks and confronts Paracelsus but falls victim to the drug, which acts on

contact. He goes berserk and attacks Father. Eventually Catherine finds him and calms him.

Vincent finds Paracelsus again and tells him to leave the city. They begin to fight when a fire blazes up. Paracelsus is about to rejoin the fight but turns to save his gold and is engulfed by flames. "Temptation" finds Catherine's boss, Joe, framed on drug charges (to get him off a case) while Vincent seeks a gift for Catherine for the first anniversary of their meeting. Another former friend of Vincent's returns in "Promises of Someday"; this time he is a man named Devin, who left their world years before. Under the name of Jeff Zadler, he begins working in the D.A.'s office with Catherine on an important case. He also seems to know about the underground city, and Catherine observes him go to the entrance. His identity is revealed; Vincent is happy to see him, but it is obvious that there is a deep rift between Devin and Father. Part of this stems from the fact that Devin is not really a lawyer; a highly intelligent man, he has worked many jobs the world over, always an impostor! He even delivered a baby by caesarean section while posing as a doctor! Catherine wants him to clear out of the D.A.'s office which he promises to do.

Eventually, the truth comes out: Father actually is Devin's father. At last they are reconciled, but Devin leaves again for another part of the world. This time he travels under his real name-Devin Welles. And Catherine discovers that his work on their case was actually good enough to make the charges stick.

In "Down to a Sunless Sea," Catherine meets an old flame, whom she dropped because of his possessiveness; he manages to win her trust, somewhat, but he's actually deranged and obsessed. Years before they had mused about a country home; Catherine has forgotten that, including her offhand comment about how nice a red stove would be, but he has remembered every detail. He gets her to come along with him to look at a house he's thinking of buying-but he's already bought it, and that red stove. As far as he's concerned, they're home now, and there's nothing she can do about it. Fortunately, Vincent has spent the entire episode coping with a recurring dream about running through a forest, and once again rescues Catherine. He narrowly avoids killing the crazed suitor, who winds up in a mental institution.

"Fever" finds the inhabitants of the Underground turning against each other when a treasure trove is discovered there. "Everything Is Everything" involves Catherine in Gypsy justice. "To Reign in Hell" brings back Paracelsus, whose scarred face is partially covered by a mask of molten gold. The alchemist strikes back by abducting Catherine, and Vincent must gather a band of friends to go deeper than any have ever ventured underground in order to save her. Paracelsus' monstrous helpers are slain as is one of Vincent's friends, but the villain escapes. "Ozymandias" finds the Underground threatened by the foundations of a giant skyscraper.

"A Happy Life" is a contemplative episode where Catherine assesses her life; action-free, it brings the first classic season to a thoughtful conclusion. The second season of *Beauty and the Beast* veered into more soap opera-like territory and began to falter in the ratings. Toward the end, Paracelsus returned to truly tax Vincent, revealing skills as a shapeshifter and offering revelations about Vincent's past that might be lies-but might not be. He even impersonates Father-a great scene for Roy Dotrice- and tests the dark side of Vincent's character. To further complicate matters, the call of feature films lured Linda Hamilton away from the show, and the character of Catherine was killed off, leaving Vincent to work solo in the faltering episodes of the short final season. Thus, the promise of the series, so bright in the first year, sort of faded out quietly in the end, not with a bang, but a whimper.

Linda Hamilton, who played Catherine on *Beauty and the Beast*, was born in Maryland. She began acting at an early age, eventually attending the prestigious Lee Strasberg Theatre Institute. After finishing these studies, she worked for a time on the soap opera *Search for Tomorrow*. She moved to California in 1979 and began to work in films. There, she appeared in Stephen King's *Children of the Corn*, *King Kong Lives*, *Black Moon Rising*, and, most significantly, *The Terminator*. And, of course, in the aftermath of *Beauty and the Beast*, she achieved her biggest success, and major stardom, with Arnold Schwarzenegger in the massive hit movie *Terminator 2*.

Ron Periman, who essayed the crucial role of Vincent in *Beauty and the Beast*, was primarily a stage actor. Born in New York, he studied stage extensively, and appeared in such Broadway stage productions as *American Heroes*, *Pal Joey*, *Tartuffe*, *Measure for Measure*, *The Iceman Cometh*, *Two Gentlemen of Verona*, and *House of Blue Leaves*. He appeared in such movies as *Quest for Fire*, *Ice Pirates*, and, most notably, *The Name of the Rose*, where he came to the attention of the producer of *Beauty and the Beast*. His role as the deformed hunchback, Salvatore, certainly displayed his skill at working under heavy makeup, and helped convince the *Beauty and the Beast* team that he was the man for the job.

The character of Father was portrayed by British actor Roy Dotrice, who first began acting while a teenage prisoner of war of the Germans in World War II. During his nearly four years of incarceration, his captors had the POWs take part in theatrical productions, so one could say that Dotrice was literally forced into the theatre. After the war and his liberation he returned to England and pursued his stage career, eventually becoming a member of the Royal Shakespeare Company. In time, Dotrice found stage work on the other side of the Atlantic, and, in addition to that acclaimed work, managed to make a living off of American television

as well, appearing in such network fare as Remington Steele, Magnum, P.I., Hart to Hart, and The A-Team. Finally, he landed the role of the patriarchal Father on Beauty and the Beast.

Catherine Chandler's boss on Beauty and the Beast, Deputy District Attorney Joe Maxwell, was played by actor Jay Acovone. A native of New York state, Acovone started out on such soap operas as Search for Tomorrow and As the World Turns, before a 1985 move to the West Coast led to other television work. This included shots on the short-lived series version of Down and Out in Beverly Hills, on Fox's Werewolf and on Andy Griffith's Matlock. He also appeared in the Dan Curtis-produced miniseries War and Remembrance, as Maselli. His feature film work includes appearances in the Al Pacino feature Cruising and the horror movie 976-Evil, directed by Freddy Krueger himself, Robert Englund.

Catherine's friend and confidante in the D.A.'s office, Edie, was portrayed by Ren Woods, an Oregon native who first got into show business as a singer at the age of nine, actually joining Bob Hope in Vietnam as part of a singing group at the age of fourteen, and eventually landing the role of Dorothy in the West Coast company of The Wiz. On television she has appeared on Hill Street Blues, The Jeffersons, and in the groundbreaking miniseries Roots. On film, Woods has appeared in such movies as John Sayles's The Brother from Another Planet, Car Wash, Jumpin' Jack Flash, and the Alex Cox film Walker, all the while maintaining her career as a singer.

The main villain of Beauty and the Beast, Paracelsus, was portrayed by the actor Tony Jay. The British-born actor ruefully recalls that George Lucas actually approached him to play the part of Obi-Wan Kenobi while Star Wars was still in the embryonic stages, but he never heard anything more about the project from Lucas and eventually discovered that Alec Guinness had wound up with the role. But long before that slice of fame eluded him, Tony Jay had always kept acting in his life, although generally in an amateur capacity, until a move to South Africa led to his involvement in radio dramas and a little bit of film work. Seven years later he returned to England, forty years old and obliged to resume his career at ground zero.

While intergalactic fame eluded him, he did luck into a part in the international stage hit Nicholas Nickleby, which also aired on PBS stations. This Dickens adaptation led him right into opportunities for American television, as it did for the actor who played Nickleby, Roger Rees, who played tycoon Robin Colcord for several seasons of Cheers. Tony Jay's first American television gig was a pilot called Circus, which never got off the ground but did lead to Jay's marriage to his makeup artist! After that, roles on Hunter, The Golden Girls, and the short-lived Hill Street Blues spin-off Beverly Hills Buntz quickly ensued, as well as parts in the theatrical films Twins and My Stepmother Is an Alien, where he finally got to play an Obi-Wan Kenobi-like character. And of course, then came the part of Paracelsus on Beauty and the Beast.

When the series was cancelled, a handful of episodes had not been aired, but these were quickly seen when the Lifetime Channel picked up the show for syndication. Although there were rumours that Linda Hamilton was forced to leave the series, she actually left because of the lure of feature film work.

The way her character was brutally killed off, after giving birth to Vincent's child, angered many long-time fans. Only a few episodes of the revised version, which introduced a new love interest for Vincent, aired before CBS pulled the plug. Although rumours abound of a Beauty and the Beast motion picture, which would reunite Ron Perlman and Linda Hamilton, this project has never advanced beyond the rumour stage.

A young lawyer discovers an underground world. She becomes increasingly attracted to a "beast" named Vincent who helps her heal from an accident in the pilot. Starring Linda Hamilton and Ron Perlman, Beauty and the Beast quickly became an audience favorite for three seasons. Linda Hamilton left the show at the end of the second season to raise her real-life child. Her character, Catherine, was killed in a move that angered many viewers. Eventually, Jo Anderson, who had been playing a police officer named Diana in the series, took up the storyline. The show boasted the talents of science fiction novelist George R.R. Martin as supervising producer. Directors included Thomas J. Wright, Paul Lynch, Gabrielle Beaumont, Peter Medak and Gus Trikonis, all Twilight Zone revival veterans.

Emmy Award

Outstanding Achievement in Music Composition for a Series (Dramatic Underscore) - Winner: "Beauty and the Beast" (1987) - Lee Holdridge

For the pilot episode. (1988).

Nominees: "Beauty and the Beast" (1987) - Don Davis - For episode "To Reign In Hell". (1988)

Outstanding Drama Series

"Beauty and the Beast" (1987) - Paul Junger Witt (executive producer), Tony Thomas (executive producer), Ron Koslow (supervising producer), Kurzfeld, Stephen (co-supervising producer), David E. Peckinpah, Kenneth R. Koch, George R.R. Martin, Harvey Frand, Andrew Laskos, John David, Lynn Guthrie (co-producer) (1988)

Outstanding Cinematography for a Series - Winner: "Beauty and the Beast" (1987) - Roy H. Wagner - For

the pilot episode. (1988)

Outstanding Achievement in Music Composition for a Series (Dramatic Underscore) Winner: "Beauty and the Beast" (1987) - Don Davis - For episode "A Time To Heal". (1990).

Gloden Globes

Best TV Series (Drama) - Nominated - "Beauty and the Beast" (1987) (1988)

Best Performance by an Actor in a TV-Series - Drama - Winner: "Beauty and the Beast" (1987) - Ron Perlman (1989)

Best Performance by an Actress in a TV-Series - Drama - Nominated - "Beauty and the Beast" (1987) - Linda Hamilton (1989)

Best TV Series (Drama) - Nominated - "Beauty and the Beast" (1987) (1989)

WR. Ron Koslow, George R.R. Martin, Howard Gordon, Alex Gansa, Virginia Aldrige, P.K. Simonds and Linda Campanelli.

DIR. Alan Cooke, Victor Lobl, Gus Trikonis, Thomas J. Wright, Ron Perlman and Bruce Malmuth.

EPISODES: 55 **YEAR MADE:** 1987 **COUNTRY:** US **SEASONS:** 3

WITT THOMAS PROD/CBS

CREATOR: RON KOSLOW & GEORGE R.R. MARTIN

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 22, (3) 11

DATE OF PREMIER: 25/09/1987 **AIR DATE OF LAST EPISODE** 04/08/1990

SEASON DATE BREAKDOWN:

FILMS:

Asst. DA Catherine Chandler LINDA HAMILTON, Vincent RON PERLMAN, Father ROY DOTRICE, Diane Bennett JO ANDERSON, Deputy District Attorney Joe Maxwell JAY ACAVONE, Edie REN WOODS, JOHN MCMARTIN, Elliot Burch EDWARD ALBERT, BEAH RICHARDS, TONY JAY, Kipper CORY DANZINGER, ARMIN SHIMERMAN, Mouse DAVID GREENLEE, IRINA IRVINE, Mary ELLEN GEER, JAMES AVERY, KAMIE HARPER, MARICE LEEDS, Mark LEWIS SMITH, Gabriel STEPHEN MCHATTIE, William RITCH BRINKLEY, Zach ZACHARY ROSENCRANTZ.

Books Based on this series.

Beauty and the Beast	Barbara Hambly	1989
Beauty and the Beast: Above and Below	Ed Gross	1991
Beauty and the Beast: Masques	Ru Emerson	1991
Beauty and the Beast: Song of Orpheus	Barbara Hambley	1991

RELATED SHOWS:

STAR TREK: DEEP SPACE NINE

1 - 1 *ONCE UPON A TIME IN THE CITY OF NEW YORK*

Wr Ron Koslow

Dir Richard Franklin

1 - 2 *TERRIBLE SAVIOR*

Wr George R. R. Martin

Dir Alan Cooke

1 - 3 *SIEGE*

Wr David Peckinpah

Dir Paul Lynch

1 - 4 *NO WAY DOWN*

Wr James Crocker

Dir Thomas J. Wright

1 - 5 *MASQUES*

Wr George R. R. Martin

- Dir** Alan Cooke
1 - 6 *THE BEAST WITHIN*
- Wr** Andrew Laskos
- Dir** Paul Lynch
1 - 7 *NOR IRON BARS A CAGE*
- Wr** Howard Gordon (w,s), Alex Gansa (w,s), Ron Perlman (s)
- Dir** Thomas J. Wright
1 - 8 *SONG OF ORPHEUS*
- Wr** Howard Gordon & Alex Gansa
- Dir** Peter Medak
1 - 9 *DARK SPIRIT*
- Wr** Robin Gill Bernheim
- Dir** Thomas J. Wright
1 - 10 *A CHILDREN'S STORY*
- Wr** B. F. Barnett
- Dir** Gabrielle Beaumont
1 - 11 *AN IMPOSSIBLE SILENCE*
- Wr** Howard Gordon & Alex Gansa
- Dir** Christopher Leitch
1 - 12 *SHADES OF GRAY*
- Wr** George R. R. Martin & David Peckinpah
- Dir** Thomas J. Wright
1 - 13 *CHINA MOON*
- Wr** Cynthia Benjamin
- Dir** Christopher Leitch
1 - 14 *THE ALCHEMIST*
- Wr** Howard Gordon & Alex Gansa
- Dir** Thomas J. Wright
1 - 15 *TEMPTATION*
- Wr** David Peckinpah
- Dir** Gus Trikonis
1 - 16 *PROMISES OF SOMEDAY*
- Wr** George R. R. Martin
- Dir** Thomas J. Wright
1 - 17 *DOWN TO A SUNLESS SEA*
- Wr** Don Balluck
- Dir** Christopher Leitch
1 - 18 *FEVER*
- Wr** Michael & Mark Cassutt
- Dir** Thomas J. Wright
1 - 19 *EVERYTHING IS EVERYTHING*
- Wr** Virginia Aldridge
- Dir** Victor Lobl
1 - 20 *TO REIGN IN HELL*
- Wr** Howard Gordon & Alex Gansa
- Dir** Christopher Leitch
1 - 21 *OZYMANDIAS*
- Wr** George R. R. Martin

- Dir** Frank Beascochea
1 - 22 *A HAPPY LIFE*
- Wr** Ron Koslow
- Dir** Victor Lobl
2 - 1 *CHAMBER MUSIC*
- Wr** Ron Koslow
- Dir** Victor Lobl
2 - 2 *REMEMBER LOVE*
- Wr** Virginia Aldridge
- Dir** Victor Lobl
2 - 3 *ASHES, ASHES*
- Wr** Durrell Royce Crays (w,s), Roy Dotrice (s)
- Dir** Gus Trikonis
2 - 4 *DEAD OF WINTER*
- Wr** George R. R. Martin
- Dir** Victor Lobl
2 - 5 *GOD BLESS THE CHILD*
- Wr** Howard Gordon & Alex Gansa
- Dir** Gus Trikonis
2 - 6 *STICKS AND STONES*
- Wr** Howard Gordon & Alex Gansa
- Dir** Bruce Malmuth
2 - 7 *A FAIR AND PERFECT KNIGHT*
- Wr** P. K. Simonds
- Dir** Gus Trikonis
2 - 8 *LABYRINTHS*
- Wr** Virginia Aldridge
- Dir** Daniel Attias
2 - 9 *BROTHERS*
- Wr** George R. R. Martin
- Dir** Beth Hilschafer
2 - 10 *A GENTLE RAIN*
- Wr** M. M. Shelley Moore & Linda Campanelli
- Dir** Gus Trikonis
2 - 11 *THE OUTSIDERS*
- Wr** Michael Berlin (w), Eric Estrin (w), P. K. Simonds (s), Howard Gordon (s), Alex Gansa (s)
- Dir** Thomas J. Wright
2 - 12 *ORPHANS*
- Wr** Howard Gordon & Alex Gansa
- Dir** Victor Lobl
2 - 13 *ARABESQUE*
- Wr** Virginia Aldridge
- Dir** Thomas J. Wright
2 - 14 *WHEN THE BLUE BIRD SINGS*
- Wr** Robert John Guttke (w,s), George R. R. Martin (w)
- Dir** Victor Lobl
2 - 15 *THE WATCHER*
- Wr** M. M. Shelley Moore & Linda Campanelli

- Dir** Victor Lobl
2 - 16 *A DISTANT SHORE*
- Wr** Marie Theresa Squerciati
- Dir** Michael Switzer
2 - 17 *TRIAL*
- Wr** P. K. Simonds (w), Howard Gordon (s), Alex Gansa (s)
- Dir** Victor Lobl
2 - 18 *A KINGDOM BY THE SEA*
- Wr** George R. R. Martin
- Dir** Gus Trikonis
2 - 19 *THE HOLLOW MAN*
- Wr** P. K. Simonds (w,s), Andrew Laskos (s)
- Dir** Victor Lobl
2 - 20 *WHAT ROUGH BEAST*
- Wr** Howard Gordon (w,s), Alex Gansa (w,s), George R. R. Martin (s)
- Dir** Michael Switzer
2 - 21 *CEREMONY OF INNOCENCE*
- Wr** George R. R. Martin (w,s), Howard Gordon (s), Alex Gansa (s)
- Dir** Gus Trikonis
2 - 22 *THE REST IS SILENCE*
- Wr** Ron Koslow (w), J. Larry Carroll (s), David Bennett Carren (s)
- Dir** Victor Lobl
3 - 1 *THOUGH LOVERS BE LOST*
- Wr** Ron Koslow, Howard Gordon & Alex Gansa
- Dir** Victor Lobl
3 - 2 *WALK SLOWLY*
- Wr** M. M. Shelley Moore & Linda Campanelli
- Dir** Gus Trikonis
3 - 3 *NEVERMORE*
- Wr** P. K. Simonds
- Dir** Victor Lobl
3 - 4 *SNOW*
- Wr** George R. R. Martin
- Dir** Gus Trikonis
3 - 5 *BEGGER'S COMET*
- Wr** George R. R. Martin
- Dir** Victor Lobl
3 - 6 *A TIME TO HEAL*
- Wr** Howard Gordon & Alex Gansa
- Dir** Gus Trikonis
3 - 7 *THE CHIMES AT MIDNIGHT*
- Wr** M. M. Shelley Moore & Linda Campanelli
- Dir** Ron Perlman
3 - 8 *INVICTUS*
- Wr** George R. R. Martin
- Dir** Gus Trikonis
3 - 9 *IN THE FOREST OF THE NIGHT*
- Wr** P. K. Simonds

Dir Victor Lobl

3 - 10 *THE RECKONING*

Wr Howard Gordon & Alex Gansa

Dir Kanneth R. Koch

3 - 11 *LEGACIES*

Wr P. K. Simonds (w), Howard Gordon (s), Alex Gansa (s)

Dir Gus Trikonis

The Crustaceans attack the Beetleborgs' Battle Station which contains the Beetleborgs' vehicles, and successfully annihilates all the content of the Station.

Wr Margo McCahon

Dir James Mathers

1 - 4 *GHOUL TROUBLE*

Items begin to go missing around Hillhurst, leading the House Monsters to suspect someone new has taken up residence in their basement.

Wr M.A. Evans

Dir John Putch

1 - 5 *TOTALLY SLAMMIN' SECTOR CYCLES*

The siren-song of Les' latest creature, Hagfish of Gar, threatens the children of Charterville from falling under its spell. Luckily, the latest issue of the Beetleborgs Metallix comic features the debut of new motorcycles for the team, known as the Sector Cycles, which Flabber brings to life to aid in defeating the horrible menace.

Wr Bob Allen

Dir John Putch

1 - 6 *HEADLESS OVER HEELS*

The Headless Horseman comes to Hillhurst, seeking his missing head! Seems Wolfgang stole it years ago in the old country... will he give it back, or will the Horseman need to take one of the House Monsters'?

Wr Joel M. Barkow, Louis J. Zivot

Dir John Putch

1 - 7 *MONSTER IMPOSTER*

A monster of Les', with shape-shifting powers, comes to Hillhurst, and wrecks havoc by transforming into each of the House Monsters.

Wr Jonathan Cuba

Dir Gabe Torres

1 - 8 *HORROR HOTEL*

The house monsters create a hotel in the Hillhurst Mansion, but what is there to do when one a new creation of Les Fortunes checks in?

Wr Taylor Grant

Dir Gabe Torres

1 - 9 *LES IS MORE*

When Vilor brings Les' Roo-Thless monster to life, it proves to be more than the crustaceans reckoned for. This results in the Beetleborgs teaming up with Nukus and Horribelle.

Wr Peter Lebow, J-P Chanda

Dir Gabe Torres

1 - 10 *SUNSET BOO-LEVARD*

An aging starlet from Hollywood's silent era (and now ghost) shows up at Hillhurst, wanting to make a comeback.

Wr Joel M. Barkow, Louis J. Zivot

Dir Brian Thomas Jones

1 - 11 *EXTRA.. BETTLEBORGS REVEALED*

An anxious journalist seeks out the Beetleborgs' secret identities... and finds them! Will she keep quiet, or will she use this scoop to make herself famous?

Wr Kojo Katoaka, Oak O'Connor

Dir Brian Thomas Jones

1 - 12 *WHO'S THAT GHOUL*

A Transylvanian bounty hunter comes looking for the Little Ghoul.

Wr M.A. Evans

Dir Brian Thomas Jones

1 - 13 *ATTACK OF THE BRAIN SUCKERS*

Les' latest creation, the Brain Sucker, becomes the star of a new comic book series, which ends up outselling that of the Beetleborgs! This newfound popularity leads to the Brain Sucker monster going on

a brain-sucking rampage, all the way to Hillhurst.

Wr Margo McCahon

Dir Worth Keeter

1 - 14 *DON'T FEAR THE REAPER*

The Grim Reaper comes to Hillhurst. Not to kill anyone, but to train Little Ghoul to be his replacement!

Wr Joel M. Barkow, Louis J. Zivot

Dir Worth Keeter

1 - 15 *THE OLD GRAY FLABBER*

Horribelle leaves a portrait of Flabber on the front porch. And when Flabber retrieves it, and constantly glance at it to see his beautiful self. One thing he does not know is that the painting is sucking the life out of Flabber, making him older and weaker. He refused to destroy it because he was so handsome in the portrait, but the Beetleborgs had to do something before it was fatal.

Wr Clifford Herbert

Dir Worth Keeter

1 - 16 *SON OF FRANKENBEANS*

Dr Baron Von Frankenbeans sends his latest creation, a younger version of Frankenbeans known as "Little Frankie", to live with his "big brother" at Hillhurst.

Wr David Fletcher

Dir Gabe Torres

1 - 17 *HOW DOES YOUR GARDEN GROW*

Little Ghoul takes up some abnormal gardening after Horribelle leaves the Seed of Evil at Hillhurst.

Wr Elizabeth Ann Cooper

Dir Gabe Torres

1 - 18 *THE CURSE OF MUMMY'S MOMMY*

Mums' mommy, who is also a mummy, comes to town.

Wr Karyn Naumo, Tom Milo

Dir Gabe Torres

1 - 19 *HALLOWEEN HAUNTED HOUSE OF HORRORS*

As the House Monsters leave Hillhurst on Halloween to do some Trick or Treating of their own, the mansion attracts unsuspecting kids believing it to be haunted.

Wr Jonathan Cuba

Dir Worth Keeter

1 - 20 *BOOGER MAN*

The Booger Man appears at Hillhurst to give the house monsters nightmares. This inspires Nukus to have him give nightmares to Les for an inspiration for a new monster.

Wr Taylor Grant

Dir Worth Keeter

1 - 21 *THE POE AND THE PENDULUM*

The Ghost of Edgar Allan Poe, the long-deceased horror poet author, comes to Hillhurst seeking inspiration. Meanwhile, Nukus has Les draw up the Mole Monster to steal Edgar's latest book.

Wr Joel M. Barkow, Louis J. Zivot

Dir Worth Keeter

1 - 22 *THE LOST COMIC (PART 1 OF 2)*

When Art and Les Fortunes were children, they produced a homemade comic book together. Their only collaboration. Now, Les leads the Crustaceans in a quest to find where he buried it years ago. Art and the Beetleborgs are also in pursuit for it. Within its pages are the predecessors to the Beetleborgs, the Astralborgs and Mantrons.

Wr Margo McCahon

Dir Gabe Torres

1 - 23 *ENTER THE DRAGON BORG (PART 2 OF 2)*

To help out the Beetleborgs, one of the Astral Borgs, Dragonborg is unleashed to battle with the Evil Borgs.

Wr Steve W. Sessions

Dir Gabe Torres

1 - 24 *TO FORETELL THE TRUTH*

Count Fangula, believing he can see the future, starts up a psychic hotline. Also, the Beetleborgs gain a new Astral Borg ally, in Fireborg!

Wr M.A. Evans

Dir Gabe Torres

1 - 25 *WOLFIE'S WILD RIDE*

Wolfgang wanted to come along with the Beetleborgs and the Astral Borgs (the Lightningborg is now found to add the team of three so far) to see what it's like to be in the middle of a battle against other comic monsters.

Wr Peter Lebow, J-P Chanda

Dir Nils Molitor

1 - 26 *LADY AND THE CHAMPS*

Count Fangula is feeling ill. Seems he swallowed one of the Astral Coins! Horribelle, disguised as a nurse, attempts to retrieve it. Should Fangs manage to cough it up, the Beetleborgs will gain a new Astralborg ally, the Ladyborg!

Wr Joel M. Barkow, Louis J. Zivot

Dir Nils Molitor

1 - 27 *ASTRAL RANSOM (PART 1 OF 3)*

One of the monsters of Hillhurst is kidnapped and the enemies want something in return...One of the Astral Borgs.

Wr M.A. Evans

Dir Nils Molitor

1 - 28 *ASTRAL AMBUSH (PART 2 OF 3)*

An Ambush is done by the Crustaceans to eliminate the Astralborgs so they can get at the three puny Beetleborgs.

Wr M.A. Evans

Dir Tom Shelly

1 - 29 *ROBOBORG (PART 3 OF 3)*

The 8 Astral Coins are at last reunited with the Astral Sword, leading to the summoning of the giant robot beetle fighting creature, Roboborg! But whose side will he be on?

Wr Heather McCahon

Dir Tom Shelly

1 - 30 *MEGA SPECTRA BETTLEBORGS*

Nukus and Vilor get an upgrade, going Mega powered. To even things up, the Beetleborgs are given a power-boost by Roboborg, fusing their old powers with their Metallix ones, creating the Mega Spectra Beetleborgs! But will this added armor be enough to stop Mega-Nukus?

Wr Joel M. Barkow, Louis J. Zivot

Dir Tom Shelly

1 - 31 *BATTLE OF THE GIANTS*

Les creates the Astral Ax, and with it, Roboborg's evil counterpart, known as Boron. Mega-Nukus pits Boron and Roboborg against one another.

Wr M.A. Evans

Dir James Mathers

1 - 32 *ROBO RUMBLE*

Roboborg battles Boron... this time on the moon!

Wr Heather McCahon

Dir James Mathers

1 - 33 *SUPER FANG*

Count Fangula becomes a super hero by helping out the Beetleborgs defeat their rivals/enemies.

Wr Steven W. Sessions

Dir James Mathers

1 - 34 *EXPERIMENT IN EVIL*

Dr. Baron Von Frankenbeans' latest creation, a mutant plant, is sought by Mega-Nukus' forces.

Wr M.A. Evans

Dir Tom Shelly

1 - 35 *MEGA BORG POWER*

The Beetleborgs make one last play to gain control of Boron when Nukus combines his magic and Les' drawings to create Reggillan.

Wr Heather McCahon

Dir Tom Shelly

BENJI, ZAX AND THE ALIEN PRINCE



Prince Yubi is a 10 year old boy from the planet Antares, who moves to Earth after the government on his homeworld is overthrown, including his parents. When Prince Yubi and his guardian ROBOT Zax arrive on Earth, they befriend a dog Benji, who is a stray. Meanwhile the new leaders of Antares send Darrah and Kyber to Earth, to assassinate Prince Yubi. Prince Yubi remains the only heir to the throne on Antares, and so he must evade the assassins, without revealing to anyone on Earth that he is an alien.

Some of the plots for show were ' UFO' in which visitors from outer space discover Prince Yubi's secret. In 'Goldmine' Prince Yubi hears from another refugee from Antares who needs his help. ' The Flying Lesson' was about Darrah and Kyber almost capturing Prince Yubi, who is saved by his friends Zax and Benji. BZATAP was another show which was broadcast on a Saturday morning in the US, the character of Benji however was one that went back to television movies, in the mid 1970s. It was thought a good idea to give Benji his own show. The four movies which featured the character of Benji were, Benji (1974), For The Love of Benji (1977), Oh, Heavenly Dog (1980) and Benji, The Hunted (1987). BZATAP was originally to have been made in Britain, but it would have meant putting Benji in quarantine for several months, before he could be allowed into Britain. It did however finally get filmed in Canada.

The executive producers for the series were Joseph Barbera and Margaret Loesch. Director for the series was Joe Camp. The series was shown on BBC1 in the UK, the British airdates for the show were 5th October - 28 December 1984.

WR.

DIR. Joe Camp.

EPISODES: 13 **YEAR MADE:** 1983 **COUNTRY:** US **SEASONS:** 1

CBS

CREATOR:

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 17/09/1983 **AIR DATE OF LAST EPISODE** 17/12/1983

SEASON DATE BREAKDOWN:

FILMS: BENJI (1974) , FOR THE LOVE OF BENJI (1977) , OH, HEAVENLY BENJI (1980), BENJI, THE HUNTED (1987).

Prince Yubi CHRIS BURTON, Benji The Dog BENJI, The Voice of Zax ROD SPEIGEL.

1 - 1 *BAG LADY*

Dir Joe Camp

1 - 2 *UFO*

Dir Joe Camp

1 - 3 *THE DAY OF THE HUNTER*

Dir Joe Camp

1 - 4 *GOLDMINE*

Dir Joe Camp

1 - 5 *GOODBYE TO EARTH*

Dir Joe Camp

1 - 6 *GHOSTOWN*

Dir Joe Camp

1 - 7 *THE LOCALS*

Dir Joe Camp

1 - 8 *PUPPY LOVE*

Dir Joe Camp

1 - 9 *DOUBLE TROUBLE*

Dir Joe Camp

1 - 10 *DON'T FENCE ME IN*

Dir Joe Camp

1 - 11 *THE FLYING LESSON*

Dir Joe Camp

1 - 12 *BENJI CALL HOME*

Dir Joe Camp

1 - 13 *DECOY DROID*

Dir Joe Camp

BERNARD'S WATCH



Ten-year-old Bernard Beasley receives a special delivery - a magic watch which can stop time. (season 2) After learning how to use the watch, he manages to accidentally lose it, it is then found by his friend Karen, who soon discovers how the watch works. They finally agree to share the watch.

This rather strange cheap SF show from ITV has a very simple premise and a low budget, but for kids it works surpassingly well, with some reusable good acting from the main players, but with a poor supporting cast. With minimal special effects, such as time stopping being represented by stopping the video tape or by people standing still, the show has to really upon its storylines which it does quite well.

After the success of the five part first season, mostly abroad, a second longer 12 part season was commissioned, the series continued along the same lines. Wouldn't it be great if you could stop time for everyone in the world but yourself? If you were late for an appointment, you could simply make time stop still until you got there. This is the fantasy realised by a young boy In Bernard's Watch. When he stops to help a woman on the way to school one morning, she thanks him by giving him an old fashioned fob watch which he soon discovers he's the power to make time stand still.

Ten-year-old David Peachey stars as Bernard in his first major television series. The young actor regularly goes to a children's drama workshop in Nottingham and appeared on television a couple of times when he was Youn9er, but this is his first big Job. It was one that virtually landed in his lap. "I didn't have an audition;" he says. "My elder brother has done lots of television and he's worked with David Cobham, the director, so he just looked at my picture and said I'd be ell right "

Needless to say, the story is about more than just Bernard being able to get to school on time. He uses his watch to get up to ell sorts of mischief. "He does things like, it he's tired he can Just go to sleep with-out anybody knowing," says David. "In maths tests he stops time to cheat and he's extra time to do ex-tra working. He's not very good at maths, but as soon as he gets his work he gets 20 out of 20 for a maths test. The headmaster's a bit suspicious and he gives Bernard a [second] maths test, but he gets them all right again because he's used his watch for that"

The series has been written by Andrew Norriss and Richard Fegan, the team behind The Brittas Empire and Woolf! (the story of e boy who kept turning Into a dog). It began as a one hour drama for the European Broadcasting Union where it demon strated its popularity by winning an award. Bernard's Watch is a series that would have been incredibly expensive a few years ago, but is now possible because of the relative cheapness of computer graphics.

Most of the frozen Time effects have been added afterwards, but even so the filming was sometimes quite technically complicated. "I know sometimes when things were frozen, they were doing stuff like freeze frames and things like that;" says David. "We had to try and keep the noise down when it was in frozen time, but it was only done after the filming. Apparently we had a very good person who does all the graphics and things." There is a second chance that a second series could follow and David is keeping his fingers crossed for that. Meanwhile, he has no doubt of what he would like to do if he had a magic watch like Bernard's. "Do things like play football matches with it and stop Time and score goals"

A pilot for the series was shown on the 8th September 1995, as part of Britain's contribution to the European Broadcasting Union exchange of Children's drama from around Europe. It starred Laurie Bilson as a young boy Bernard, who meets a mysterious old woman who gives him a magical watch that enables him to freeze time (and even his headteacher!). The third series was interrupted by the 1999 Rugby World Cup meaning that 4 episodes were shown before a two week break before the rest of the episodes being shown.

Here's an exclusive interview with David Peachey, who plays Bernard, the boy who has the watch with the ability to stop time:

2 - 8 *GNOME TIME*

2 - 9 *TIME TO SPARE*

2 - 10 *SWIM TIME*

2 - 11 *OLD TIME*

2 - 12 *SPACE TIME*

3 - 1 *PRESENT TIME*

Bernard uses his magic to give Karen the perfect birthday present.

Wr Andrew Norris

3 - 2 *OUT OF TIME*

Bernard uses his watch to have some cricketing fun, but then worries his parents who are concerned about him.

Wr Peter Corey

3 - 3 *TIME AND AGAIN*

Something terrible has happened to Bernard's watch. Is there time to put it right?

Wr Andres Norris

3 - 4 *TIME TO GO HOME*

Karen is bored at her Gran's house and makes an escape attempt

Wr Richard Fegen

3 - 5 *TIME SHARE*

Karen's mum finds the watch is amazed by what she can do with her time.

Wr Richard Fegen

3 - 6 *THE TIME OF DAY*

Bernard finds there are some problems even magic can't solve.

Wr Richard Fegen

3 - 7 *FOUR FOUR TIME*

Karen's car breaks down on the way to a piano exam.

Wr Richard Fegen

3 - 8 *TEE TIME*

Bernard uses his tricky timepiece to help his father on the gold course.

Wr Peter Corey

3 - 9 *VISITING TIME*

Lucy takes all the time Bernard's watch can give to look after his cousin.

Wr Andrew Norris

3 - 10 *BORROWED TIME*

Karen uses Bernard's watch to teach a school friend a lesson about borrowing things without asking first.

Wr Andrew Norris

3 - 11 *TIME, GENTLEMEN*

Is Grandad as good at darts as he boasts?

Wr Andrew Norris

3 - 12 *ANOTHER, TIME*

Karen Tries to use Bernard's magic watch to assist an old lady

Wr Andrew Norris

3 - 13 *ENDING TIME*

The Millennium could be the end of Bernard's time with his watch.

Wr Andrew Norris

BEYOND REALITY

Two people investigate UFOs and the paranormal. Laura Wingate is a believer, who teaches and researches paranormal events, and her partner is a sceptical university professor. During the third season they were joined by Celia, their assistant who doubles as their receptionist in their office.

BR was a Canadian produced low budget series that was run in the US on the USA cable network. The series was something of a cross between *The Sixth Sense* and *ALCOA PRESENTS : ONE STEP BEYOND/ THE NEXT STEP BEYOND*.

Like *The Sixth Sense* BR was about a pair of investigators of psychic and paranormal phenomena. The pair of investigator were Dr. Wingate and Professor Stillman, both staff members of a major university. During the third season they are joined by Celia, their assistant who doubles as receptionist in their office. Like the ANTHOLOGY series *ALCOA PRESENTS : ONE STEP BEYOND* and *THE NEXT STEP BEYOND*. BR at first claimed to be presenting tales of actual fact with some of the stories being almost believable. However by the third season this pretence was dropped and as a result the stories did become more imaginative.

Although most episodes dealt with the realms of fantasy, there was a number of SF plots in the show, these included, 'Return Visit', a young woman has a vision of her mother being abducted by a UFO 10 years previously. 'The Cold', a woman suddenly finds herself in a frozen wasteland where a man trapped in cryogenic sleeps begs her for mercy in releasing him from his condition, and time travel in 'Lets Play House' in which a man comes to the Professor claiming to be able to journey back in time to 1959, to prove it he takes Celia with him, where she is forced to play the role of a perfect 1950s housewife.

The series cost \$500,000 (Canadian) dollars per episode and was made in Toronto specifically for American Cable channel USA Networks. Britain has given it an irregular airing, with most ITV regions showing it on and off at unearthly hours of the morning.

WR. Ira Stephen Behr (who also wrote for new incarnations of *STAR TREK*), Marc Scott Zicree, Melinda M. Snodgrass, Richard Manning, James Khan and Richard Raskind.

DIR. Hens Beimler, Bruce Pitman, Stefan Scanini, Ken Girotti, Allan Kroeker, Rene Bonniere, Randy Bradshaw and Allan Eastman.

EPISODES: 44 **YEAR MADE:** 1991 **COUNTRY:** CAN **SEASONS:** 3

CREATOR:

TYPE OF SHOW: UFO

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 7, (3) 24.

DATE OF PREMIER: 04/11/1991 **AIR DATE OF LAST EPISODE** 20/03/1993

SEASON DATE BREAKDOWN:

FILMS:

Professor J.J. Stillman CARL MAROTTA, Dr. Laura Wingate SHARI BELAFONTE, Celia Powell NIKKI BOER (3).

RELATED SHOWS:

ONE STEP BEYOND

NEXT STEP BEYOND, THE

1 - 1 *MIRROR, MIRROR*

1 - 2 *THE DOPPLEGANGER*

- 1 - 3 *MIRACLE WORKER*
- 1 - 4 *RETURN VISIT*
- 1 - 5 *INTIMATE SHADOWS*
- 1 - 6 *ECHOES OF EVIL*
- 1 - 7 *RANGE OF NOTION*
- 1 - 8 *THE COLD*
- 1 - 9 *THE BRIDGE*
- 1 - 10 *BLACK MAGIC*
- 1 - 11 *ENEMY IN OUR MIDST*
- 1 - 12 *ASYLUM*
- 1 - 13 *KILLER INSTINCT*
- 2 - 1 *SINS OF THE FATHER*
- 2 - 2 *NIGHTMARE WITHOUT END*
- 2 - 3 *MATTER OF DARKNESS*
- 2 - 4 *SIREN SONG*
- 2 - 5 *JUSTICE*
- 2 - 6 *THE FIRE WITHIN*
- 2 - 7 *THE COLOR (SIC) OF MAD*
- 3 - 1 *THE BURNING JUDGE*
- 3 - 2 *THEATRE OF THE ABSURD*
- 3 - 3 *WOMAN OF HIS DREAMS*
- 3 - 4 *NIGHTFALL*
- 3 - 5 *DANCING WITH THE MAN*
- 3 - 6 *THE DYING OF THE LIGHT*
- 3 - 7 *A KISS IS JUST A PSI*
- 3 - 8 *LATE FOR DINNER*
- 3 - 9 *WHERE THERE'S SMOKE*
- 3 - 10 *DEMON IN THE FLAME*
- 3 - 11 *A MIND OF THEIR OWN*
- 3 - 12 *FINAL FLIGHT*
- 3 - 13 *FACING THE WALL*
- 3 - 14 *INNER EAR*
- 3 - 15 *DEAD AIR*
- 3 - 16 *LET'S PLAY HOUSE*
- 3 - 17 *THE LOVING CUP*
- 3 - 18 *THE PASSION*
- 3 - 19 *FORGET ME KNOT*

- 3 - 20 *FACE-OFF*
- 3 - 21 *KEEPSAKE*
- 3 - 22 *THE BOX*
- 3 - 23 *REUNION*
- 3 - 24 *BLOODSTONE*

BEYOND WESTWORLD



Westworld was a sophisticated amusement park, where superhuman ANDROIDS roamed around, helping visitors to the amusement park enjoy themselves, and to live out their wild west fantasies. In BW, the creator of the ANDROIDS decides to set them free, Simon Quaid the scientist who lets them free plans to start his own new programmed race. The corporation who created Westworld is Dylos, who send two top operatives John Moore and Pam Williams, to expose and prevent any mishaps which the ANDROIDS might occur in society. Professor Oppenheimer also helps them from his base of operations of Dylos HQ. Oppenheimer also helped to build the ANDROIDS with the help of Simon Quaid.

Killer theme parks were better done, later, by Crichton in "Jurassic Park", and even better in the "Dream Park" trilogy of novels by Steve Barnes and Larry Niven. The concept for the show however goes to Michael Crichton, whose film Westworld (1973) the series was based on. There was a total of five episodes made each one being 60 minutes long and all made in colour.

The directors were Ted Post, Paul Stanley and Don Weis. The series was shown on CBS in the US, Granada in the UK. Various STAR TREK actors made guest appearances in the show, these included George Takei (STAR TREK) in the episode 'Take Over' and Rene Auberjonois (STAR TREK : DEEP SPACE NINE) in 'Sound of Terror'. BW's creator Lou Shaw also created the popular crime drama Quincy. Stories included 'Sound of Terror' in which Quaid plans to smuggle an atomic bomb out of the country, and 'Take - Over' in which Quaid possesses the ability to control people as well as androids. He uses this to take over the mind of a police Captain, who is in charge of a political debate, so that he can have one of his androids as a politician. Although five episodes were made only three were shown since the show was a massive flop. As well as Westworld (1973), there was a sequel made entitled Futureworld (1976).

Beyond Westworld was the brainchild of writer-producer Lou Shaw (the man who created Quincy!). The UK premiere dates for the show were 31st August - 21st September 1980, and the 1st January 1981, this was on the Grampian and Granada regions of ITV. In the show original run in the US the last two episodes were not aired, the show being cancelled after episode 1.3.

Based on the film Westworld by Michael Crichton; Developed for television by.. Lou Shaw; Executive Producer: Lou Shaw; Producer: Fred Freiberger; Supervising Producer: Leonard B. Kaufman; CBS/ MGM TV; 60 minutes.

Beyond Westworld is easy to describe: James Bond hunting robots. The series is based on Michael Crichton's 1973 feature film Westworld, where robots provided visitors their every pleasure in a futuristic amusement park, until the electronic servants suddenly ran amok. Although a 1976 sequel, Futureworld, was filmed, the television series was a set-up for an ongoing struggle between man and machines (controlled by an evil leader with world conquest ambitions) and shares no relationship with the sequel. To counter the evil one's intentions, John Moore, security chief, joins forces with assistant Pamela Williams and the true genius behind the robots, Professor Joseph Oppenheimer. They are pitted against the villainous Simon Quaid, their version of the James Bond villain, "Blofeld."

"I loved the idea," says star McMullan. "Michael Crichton and I worked on his first movie for television that he directed, Pursuit, and a film he wrote right after that called Extreme Closeup. Now, Michael had nothing to do with Beyond Westworld. He just gave them the rights to do it and then stepped away.

"The pilot was a well-written script, and in this genre you need good scripts that are well thought out and will intrigue the audience and are tricky and will go in different directions. The pilot had that. They waited and finally got an OK from the network to go ahead with it. Then, on short notice, they had to come up with all these scripts, and they were not very good. They got worse as they went along because they were in a real hurry to deliver them. It's such a shame, and that's why the series fell."

Co-star Jordan recalls the fall of the show similarly. "The idea was confined to the limitations of television,"

he says. "There's a matter of production qualities. I think that to some extent we achieved quality work in the first two or three shows. But I think the production costs were too much for the network. There were lots of special effects in terms of robotics and in terms of people's chests having to be opened and circuitry being shown. I didn't think it was a major problem, it was just costly." For Jordan, this show was something of a small blip in his career, and he did not find it satisfying. "Doing television isn't very fulfilling unless you're doing a movie of the week, that has to do with history or some kind of innovative piece of material," he notes. "Pilots start out as ambitious, but ... [episodes] peter out. Exposition takes over for any hollowing in the dialogue. There's lots of efforts to cut costs, and sometimes there's an attempt to tell a story through exposition rather than visually." Five episodes is an embarrassingly small number to have filmed, but airing only three on prime-time television is the action of a network who pulled the plug very fast.

"They would have loved this to go on much longer, but it was like asking someone to deliver a weekly show like *Mission: Impossible* and not give much time to write these intricate scripts," acknowledges McMullan. "They could have been wonderful. We, were very disappointed because each time we would get a new script, we were rushing to get it finished. So, we ended up with all this junk, and you could feel each show was a little worse than the last one. We tried hard."

McMullan believes that had the show been given the time it needed to be properly put together, viewers would have seen deeper characterization, more interesting relationships and of course, more action. McMullan says, "As it was, *Beyond Westworld* degenerated into a chase show, and not even the villains were interesting. James Wainwright's character became something of a caricature. We had a couple of scenes, mostly him watching me in a television monitor. I actually saw him as more of a Burgess Meredith character when I first read the script. They felt it was important to make him my age. I didn't feel comfortable with that. At that time that's how they saw it; they figured the audience just wanted action. Today, if you did the same show, you would start to see much more relationships. Even in *Baywatch*, I did a recurring part as the father of one of the boys-they're bringing in intimate relationships with families."

Executive producer, Fred Freiberger, when contacted for comments on the show, responded with just two words: "Impossible concept!" McMullan concedes, "From a writer's viewpoint, that may be true." And McMullan also admits that in the right hands, *Beyond WestWorld* could very easily have been a comedy, a *Get Smart*-style show.

Despite the disappointments, working on the set was pleasant enough for the actors. "Connie was wonderful and so was Bill," remembers McMullan. "We got along very nicely, and we had fun working together. This show was a big boost for Connie. It was a good opportunity for her to get started. ... As a matter of fact, Connie and I did a movie of the week called *She's Dressed to Kill* (1979) just after the show."

Sellecca was not present for the pilot. For reasons McMullan doesn't understand, her role was played as a different character by actress Judith Chapman. The casting was also adjusted for Foley, a sidekick legman who would implement Quaid's plans, played in the pilot by Stewart Moss and later by Severn Darden. "Connie was just getting started," says William Jordan. "I think it was her first series. She was a very sweet, bright, able actress. She was a real delight. She still is a very pleasant person. jim, I still see regularly. We're still good friends. I run into him every month or so. We've worked together on other projects, so it's not like it was the only one. It was kind of like a family here sometimes. And not just because of the series. It's like when you go out for different interviews and projects and you are similar in age, qualities, naturally you run into that person reading the same part." However disappointing and unsuccessful the show was, McMullan remains fascinated by its concept and viability, so much that he declares it can be done again.

"I would love to see them do this again properly," says McMullan. "If I had the opportunity, I'd like to try to bring this back again. It was very exciting to me. You never knew who the robot was. The concept was simple. A villain who's disgruntled with what they were doing with his androids, pitting them back at society, doing dastardly deeds, that's wonderful. And you have a James Bond character that I played; running around with all his expertise, being a trouble-shooter, checking them out.... You never knew who the android was. That was the mystery each week. I thought the pilot was great, and it got fabulous reviews, and that's why they put it on opposite the toughest show on television, *Eight Is Enough*. They refused to move it. The ratings started to drop because they were fighting a show that was well ensconced."

CAST NOTES

Jim McMullan (John Moore): Born 1938. McMullan has had a long career in Hollywood, with over 200 TV episodes and feature films to his credit. He's appeared in the features *Assassination* (1987), *Incredible Shrinking Woman* (1981) and *Downhill Racer* (1969); in the TV movies *Scruples* (1981) and *Francis Gary Powers Story* (1976); and in such diverse TV series as *Dallas*, *The Young and the Restless*, and *Chopper One*. Most recently, he has had a recurring role in *Baywatch*.

B-FIGHTER

AKA: **BEEFIGHTER**

AKA: **BETTLE FIGHTER**

AKA: **HEAVY ARMOUR BETTLE FIGHTER**

AKA: **JUKKOU B-FIGHTER**



The series of Heavy Armored Beetle Fighter is set against the conceptual environment of an Earth that faces the threat of invasion from another dimension. The Jamahl Empire, under the leadership of Emperor Gaohm and his commanding generals, Jera, Shuvaults and Gigaro, sets its goal of conquest upon the dimensional domination of Earth. Sudden unprecedented swarms of erratic insect behavior precede the impending doom of Jamahl, while at the Japanese branch of the Earth Academia, the development of special bio-machinery technology continues. The study of insects such as beetles, and the natural use of their exoskeletons as a coat of armor, has been the primary focus of this particular project. Entomologist Takuya Kai (Daisuke Tsuchiya) encounters the mystical, insectoid extraterrestrial Guru during a jungle expedition. This sentient, beetle-like sage warns of the approaching menace of Jamahl and extends his magic to Earth Academia in order to aid in the terrestrial defense.

When the activation of the prototype robo-armored units fails, Guru brings the bio-machinery to an advanced level at which they respond like living insect armor. Transformed by the life energy of beetles as channeled by Guru, these new and Beetle Fighters step forward and convert the essence of their forms into three hand-held devices called B-Commanders. Takuya accepts the device that allows him to transform into Blue Beet, the leader of the B-Fighters. The other B-Commanders seek out two particularly defiant humans who have been taken prisoner by the Jamahl soldiers. Before they can be executed, Rei Hayama (Reina Kazuki) and Daisaku Katagiri (Shigeru Kanai) gain the ability to become Reddler and G-Stag and join forces with Earth Academia. Together with their arsenal of special weapons and battle vehicles, the B-Fighter team becomes Earth's primary defense against Jamahl and its many monsters. Throughout the 53 episode series, the battles of the B-Fighter team carry them into the alternative dimensions of Jamahl, in which the evil invaders hope to trap and someday destroy the armored heroes.

Later in the series, Mai Takatori (Chigusa Tomoe), a young officer from the South American branch of Earth Academia, replaces Rei as Reddler. Just when it appears that the B-Fighter team has gained the advantage against Jamahl, the villains perfect the anti-Beetle Fighter, Black Beet. Black Beet's true identity turns out to be Shadow, the dark clone of Takuya manufactured by Jamahl from the young hero's cells and he proves himself to be a formidable opponent. A new white-armored B-Fighter named Kabuto emerges to meet the challenge of Black Beet. The son of Guru, Kabuto joins the B-Fighter team and the series concludes with the final destruction of Gaohm. A special two part finale features the team-up of the B-Fighter team and former Toei heroes Jan Person and Gun Gibson from the 1993 series Janperson, as well as the heroes from Blue Swat. The teams join forces to battle the sudden arrival of the demonic creature Jaghoul and hammers the final nail in the coffin of further inter dimensional threats.

Emerging from Toei's television production stables of Japanese heroes, Heavy-Armored Beetle Fighter (Juko B-Fighter) premiered on the TV Asahi network on February 5, 1995 in the 8:00-8:30am time slot. B-Fighter sprang from the imagination of creator Saburo Hattē, one of Toei's most prolific super hero visionaries of recent years. Hattē's credits reach deep into the history of Toei's popular Super Sentai series since 1979's Battle Fever J and their 1978 version of Spiderman. B-Fighter; however, has more obvious roots within the genre of Toei's Metal Hero series, going back to Hattē's own revolutionary Space Sheriff Gavan (1982), about a robotic law-enforcer which predated America's own RoboCop. Early Metal Hero series such as the super-dimension warrior Spielvan (1986) and super machine Metalder (1987), both of which had their battle action sequences and characters converted by Saban for American television into V.R. Troopers, confronted all varieties of mutant alien invaders as they fought to protect the Earth.

These incredible battles would sometimes extend into other dimensions and eerie alternative universes. In the 90s, however, the Metal Hero formula took a radical departure from these established conventions with super

police and special rescue series such as *Windspector* (1989), *Solbrain* (1991) and *Exceedraft* (1993). In these series, specially-trained law enforcement agents would don super-armored battle suits on missions of civilian or national defense against high-tech criminals and terrorists. This shift into a more futuristic setting without bizarre monsters, aliens, mutants or alternative dimensions was a controversial move that lost some of the viewing audience, while enticing a new generation of fans. But eventually, popular demand would open the door to let creatures back in by the time of *Blue Swat* (1994), the series that preceded *B-Fighter*.

The popularity of *B-Fighter* on Asahi TV paved the way for an immediate sequel in 1996 entitled *B-Fighter Kabuto*. (*Kabuto* is the Japanese word for helmet or head-piece. The kanji combination of *kabutomushi* means helmet beetle, a reference to the family of rhinoceros beetle which is the main symbolic motif of the *B-Fighter* concept). This series introduced the expansion of *Earth Academia* into *Cosmo Academia* where an even stronger *B-Fighter* armor, the *Neo-Insect Armor* has been developed, along with a new arsenal of weapons and vehicles. *Takuya* and *Guru* have pushed their combination of bio-machinery science technology and magic to the next level. Their timing is perfect because a new threat is reaching out to seize the world. An ancient race of prehistoric creatures has evolved into the *Melzard Tribe*. Arising to claim the surface world like devils, the imperial family beneath the empress *Mother Melzard* has become divided over the millennia into two primary military clans. Leading the land creatures is the powerful dinosaur general, *Raija*, eldest son of the Empire. Beneath him, the insectoid female fencer, *Miohira*, serves as commander of his body-guard troops and mutant soldiers. Leading the aquatic creatures is the deep-sea fish-man, *Dezul*, second son of the Empire.

The seashell chamberlain, *Dord*, commands *Dezul's* troops and mutant soldiers. To counter *Melzard*, a new, young generation of *B-Fighters* steps up to the challenge. *Kohei Toba* (*Hideomi Nakazato*) is a particularly diligent teenage scholar excelling equally in school academics and athletics. He becomes the great golden warrior of power, *B-Fighter Kabuto*, initiating the transformation with the insertion of a special input card into the hand-held *Command Voicer*. *Kengo Tachibana* (*Naoto Adachi*), a *Cosmo Academia* student of environmental research, accepts the transformation to *B-Fighter Kuwagar*. *Ran Ayukawa* (*Yukina Kurisu*), the young *Cosmo Academia* electric engineering expert working in the area of electronic computer brain development and research, takes on the identity of *B-Fighter Tentō*.

As the war with *Melzard* escalates, the younger heroes receive a helping hand from their elder predecessors, *Blue Beet*, *G-Stag*, and *Reddle*, although the *B-Fighter* genus doesn't end there. A lethal group of armored villains known as the *B-Crushers* arise to specifically eliminate the *B-Fighter* team. The *B-Crusher* enemies, *Deathcorpion*, *Killmantis*, *Mukadelinger* and *Oeezack* are matched by the new forces of yet more *B-Fighter* warriors, *BF Genji*, *BF Yanma*, *BF Min*, and *BF Ageha*, who are more than ready to face the challenge of the *B-Crushers*. And if that doesn't spell out a growing *Super Sentai* influence to everyone, then check this out: the introduction of gigantic beetle robots, *Kabuterios*, the great armored god of the astral saber, and *Kuwaga Titan*, the great armored god of injustice. For those of you who have yet to catch up on your *Ultraman* or *Masked Rider* lineage's, beware: the *B-Fighters* are multiplying fast! It seems as though the *Saban-Toei* relationship has come full circle, as the youthful *BF* heroes of *BF Kabuto* appear to display a particular touch of influence from the American teenage *Power Rangers* or *VR Troopers*. I'm also reminded of several U.S. criticisms of the *Saban* versions in which they were compared to *Sid and Marty Krofft* shows; the seashell chamberlain, *Dord*, in particular, looks like something that washed ashore from the set of *Sigmund and the Sea Monsters*.

Having hit the high-ratings bulls-eye with young American viewers through the *Mighty Morphin Power Rangers*, *V.R. Troopers*, and *Masked Rider*, it was inevitable that *Haim Saban* and *Shuki Levy* would soon extend their grasp to the *B-Fighter* universe. Their method of buying up *Toei's* live-action television hero properties and creating altered versions that have extracted the original Japanese casts and replaced them with young American actors who mainstream American audiences can better relate to has become the trademark of *Saban Entertainment*. Although greeted with contemptuous disdain by most American fans of *Toei's* traditional Japanese *tokusatsu* television heroes (some even consider the replacement of Japanese actors to be racist), a new generation of western youth became infatuated with these programs since the premiere of *Mighty Morphin Power Rangers*. And even as the once untouchable ratings of that benchmark series began to subside, enough dedicated fans remained to keep the format alive and kicking on American television. Or alive with "less" kicking, anyway, as the most vocal opponents to *Saban's* shows have been U.S. parental media watchdog groups and some educational children's television advocates who repeatedly insist that these programs encourage violence among young viewers in a society that they depict as a wasteland of juvenile delinquency. Using *Saban* as a convenient scapegoat for infinitely more complex social problems and has created a backlash against these programs and has directed a flood of pressure against *Saban* to tone down the action.

This influence has steered the course of *Saban* productions from the likes of *V.R. Troopers*, perhaps the closest effort *Saban* has ever offered in approaching any semblance of the original *Toei*-styled action hero dramas with respect for the martial arts, to an overly comedic and simplistic version of *Toei's* intricate *Kamen*

Rider series. From here, we enter the current climate in the U.S. where we find ratings codes preceding the programming in question, and the Saban shows in particular, with the issue of television fantasy violence having taken some precedence in debate even on Capital Hill over such subjects as poverty or education. For B-Fighter, it could not have been a more unfortunate time in which to enter the landscape of American television. Over time, Saban has utilized less and less of the original Toei action footage in their U.S. productions to a point in which the final versions of the latest Power Ranger adventures or Saban's Masked Rider have seen a continued decreasing resemblance to their Original Japanese counterparts. When B-Fighter was converted into Big Bad Beetleborgs for U.S. television, the Japanese version was scarcely recognizable at all. Outside of the costumes and vehicles, which happen to be the major marketing elements for Bandai's toy line, nothing survived, conceptually or in spirit.

The B-Fighters

Takuya Kai/Blue Beet: A 23-year old insect researcher at the Earth Academia, he is the team leader. As Blue Beet, his armor was modeled after a rhinoceros beetle. His blood was used in the creation of his "evil twin" Shadow. At the second half of the series, Blue Beet gained the ability to evolve into Super Blue Beet.

Daisaku Katagiri/G-Stag (Green Stag): At age 23, he is an impetuous but nature-loving man. A tree doctor, Daisaku claims to be able to hear trees and plants when they are dying. He was also aquaphobic until he overcame his fear to save his father Daitesu Katagiri, a fisherman, from a trap laid by the Ebikaania. As the most physically powerful of the B-Fighters, G-Stag's armor is modeled after a Stag beetle. G-Stag is strong enough to lift the Jamar soldiers and toss them around like rag dolls.

Rei Hayama/Reddle I (Episodes 1-22): A 22-year old animal instructor at Earth Academia's Aquarium. Being the only female B-Fighter, her armor was modeled after a female rhinoceros beetle. Reddle is the fastest and most nimble of the B-Fighters. She eventually left for the South American branch of Earth Academia to do research and help with protecting the wildlife there.

Mai Takatori/Reddle II (Episodes 22-53): Rei's successor, a young and cheerful nineteen-year old girl who was "chosen" by the Pulsabers as the next Reddle.

Allies

Professor Kenzou Mukai: An old man dedicated to the pursuit of justice. He fell in love with Sayuri, a plant researcher, many years ago, but left her.

Insect Elder Guru: The elder of the insect tribe, and looks like a big brown rhinobee. He carries a staff with a curled top and was the one who gave the B-Fighters their powers. Guru possesses great mystical power of his own.

Kabuto: Guru's son who left his father a hundred years ago and has been traveling across the dimensions as a supplier of weapons and equipment. He returns to Earth to visit his mother's grave, bringing the Beet Ingram with him.

Tokusou Robo Janperson and Gungibson: robotic detective heroes of the 1993 Metal Heroes series Tokusou Robo Janperson, they assisted the B-Fighter in a battle against Jagul at the end of the series.

Show, Shougi and Sarah: Trio of special, heavily armed alien-destroying heroes. The three main heroes of the 1994 Metal Heroes series Blue SWAT, Sarah was kidnapped by Jagul, and Show and Shougi helped the B-Fighters, Janperson and Gungibson to rescue her.

Others

Saint Papilia: A legendary 'butterfly of life' who can grant immortality. She appears when the life on a world has been destroyed. She then revives the world by giving it new life. Saint Papilia already appeared once on Earth, after the Ice Age, and revived the Earth so the life of today could be born. Both Gohm and Black Beet sought Saint Papilia in the hopes of obtaining the gift of eternal life. After he defeated Shadow, Takuya was severely wounded and died. Saint Papilia appeared above him and resurrected him, saying that Earth still needed him.

Arsenal

Stinger Weapons

Stinger Blade: a triangular swordlike weapon used by Blue Beet. When the turbine inside the Stinger Blade spins, the blade revolves and gains extra power, allowing him to perform the deadly Beetle Break, a diagonal slash trailing blue energy behind it.

Stinger Drill: An augmented Stinger Drill used by Blue Beet. A large drill that attaches to his wrist. The front and back halves of the drill rotate in opposite directions, and his attack with it is the Strike Blast, a charging stab that bores a hole through his enemies.

Stinger Claw: A large yellow pincer-like claw used by G-Stag that he can use to crush enemies or grab them and throw them aside. When the turbine inside it spins, the entire claw spins to give it added crushing power. G-Stag also can lift enemies captured in the claw above his head and when the turbine activates, they spin around in his grip and he throws them to the ground. His deadly attack with the claw is the Raging Slash, a horizontal slice trailing green energy behind it. The claw can also detach and be thrown like a projectile, the Stinger Boomerang.

Stinger Plasmar: An array of four red beam emitters that fire powerful beams of red ion energy, used by Reddle. She can use this energy to capture her enemies in energy ropes and drag them across the ground or throw them through the air. If the internal turbine is activated the array spins at high speed and Reddle can utilize the Tornado Spark, firing her beams in a wide circular pattern.

Beet Ingram: A red and white semi-automatic-like double-barreled gun. The Beet Ingram is a legendary gun that is said can only be used by a great hero. The top of the Beet Ingram can fold forward and over the barrels so that they are covered by a single barrel with two pincerlike armatures protruding from it. The Beet Ingram in this mode can be combined with Blue Beet's Pulsaber by attaching the Pulsaber to the top, to create the Beet Ingram Final Mode, whose power reached it full potential when wielded by Super Blue Beet for Super Final Blow attack.

Mecha

Mega Beet Formation

Beetluder: Blue Beet's Beet Machine.

Stagger Tank: G. Stag's Beet Machine.

Red Gyro: Reddle's Beet Machine.

Mega Heracles

Jet Heracles

Land Heracles

]

Jamahl

Beings from another dimension, the Jamahl's base of operation was a claw-like dreadnaught. It had an opening where the palm would be, where the Jamahl fighter jets emerged from and where Jamahl's new super-weapons were located.

Gaohm (1-50): The mysterious leader of the Jamahl, who first appeared as a tall figure with a white and purple robe and chitinous face. Gaohm possessed the power to teleport people to the "Gaohm Zone". He was supposedly killed by the B-Fighters, only to reappears as Final Gaohm, a gigantic torso floating in space, with an exposed purple heart, only one arm (the right one) and wires running on his body. However, both forms were dummies used by the real Gaogh, a small embryonic entity in a tank of liquid. Gaohm revealed that he was born from a space warp and wandered through space until he gained enough power to assemble the Jamahl for his life-long goal of capturing Saint Papilia so he can obtain immortality. To that end, he plans to destroy all life on earth with the Jamahl Hole sucking world's atmosphere so everyoner would die and Saint Papilia will come to revive Earth, only to be captured and be forced to give Gaohm immortality. He was killed when his fortress crashed on earth.

Gigaro (1-47): A creature composed of various animal parts, Gigaro commanded the Synthoid-Beast Army. Gigaro was originally a skeletal creature on a desert planet in the Garo dimension, hunted for unknown reasons by humanoids. Exhausted and near death, Gaohm gave him a new powerful body and recruited him into Jamahl. Gigaro used a white bonelike sword and his whale-flatop could open to reveal a gun. Gigaro imbued himself with life energy meant for the Jamahl to power-up into Final Gigaro, a red and white version of himself with more power. He was ultimately killed by his master Gaohm so that his life energy to hasten completion of the Jamahl Hole.

Jera (1-50): A female warrior who wore a red robe and had a white mannequinlike facemask and a red beret. She used a whip that she could charge with energy as a weapon. Jera commanded the Mercenary Army. In battle, Jera discarded her robe to reveal a leotardlike red and pink costume. She turned against Gaohm upon learning of Gigaro's death by his hand, allying herself with Shadow. She was eventually killed when she saw Gaohm as he really was. Upon her death, her mask was removed to reveal that she was a blonde, European woman.

Schwartz (1-48): The leader of the Combat-mecha army, he was actually a computer virus given a mechincal body. When Jera left Jamahl and Gigaro died, Schwartz took on the B-Fighters on its own. His body was destroyed though his head survived. However, the damage left Schwartz critically insane as he took control of various things before his "immortal head" was blasted into outer space.

Shadow/Black Beet (19-51): An evil clone of Takuya/Blue Beet made by the nefarious Jagul, Shadow is highly powerful, and was quite a formidable opponent to the other B-Fighters as Black Beet, whose armor was

modeled after a Longhorn beetle. Because he was a clone, Shadow could not survive on his own and sought Saint Papilia's power to obtain a life of his own. He died at Super Blue Beet's hands, reduced to a pile of black ash.

Insect Sorceress Jagul (19, 52-53): A mysterious woman Gaohm commissioned to create an evil B-Fighter. Jagul sent a long-horned beetle to bite Takuya and take a DNA sample from him. From the beetle and Takuya's cells, Jagul created Shadow. She resurfaced long after Jahaml was destroyed and began kidnapping young women and resurrected several defeated monsters to battle the heroes. Jagul soon underwent a transformation into a chimeric entity with the faces of the various resurrected creatures on her. She trapped the B-Fighters, Janperson, Gungibson, and the Blue S.W.A.T. team in a pocket dimension but Blue Beet managed to escape and kill Jagul.

Jamar: Faceless soldiers that served Gaohm and were employed in menial tasks. Gaohm has his own elite Jamar, who are more powerful than the normal versions.

Mercenary Army

Composed of mercenary warriors from various dimensions who joined Jamahl for various reasons. Led by Jera.

Saberiza (1): A swordsman who carried a large sword that he used as a weapon, and was the first of Jamahl's monsters that the B-Fighters battled against.

Zaiking (6): Sent to burn down the forests.

Bardas (8): An otherdimensional warrior who got his power from a jewel called the Pholon Jewel, which fits inside his head. With his jewel he could fire energy blasts and was nearly unstoppable, but the B-Fighters destroyed it and killed him.

Baala (10): A comrade of Jera's who wore an armored chestplate made from the Black Dragon, a monster that Jera and Baala defeated. Eventually, however, the revenge-filled spirit within the armor turned on Baala and possessed her so it could get revenge on Jera. Baala finally broke free of its control and stabbed it and herself with a dagger. Near death but free of the Dragon and still a warrior, Baala challenged Blue Beet to a duel and died a warrior's death.

Iluba (16): Iluba was sent to kill Mina, the last survivor of the Botania Dimension that Jamahl had destroyed. Her father sent her to our dimension with the seeds of the Botania tribe, and erased her memory. The source of his power was his sword, which the B-Fighters destroyed to finish the weakened Iluba off.

Gorgodal (23): Gorgodal was one of Jera's mercenaries who fought the B-Fighter for the money. When Mai gave him a scolding for following Jera just for the money, Gorgodal decided to quit and tried to return the money he had been paid. But Gaohm didn't accept this and brainwashed Gorgodal so that he would be nothing but a raging monster. Mai tried to talk to him again, but he could barely remember her name. Gorgodal eventually had to be destroyed, but was given a burial and his grave was marked with his shuriken.

Deathgodian (28): A Grim Reaper-like being with the power to summon the spirits of the dead and control them, unless they had things they wanted to accomplish on Earth, which made them able to resist his control. One of the ghosts raised, a young girl named Kaori wanted to fall in love before she died and thus resisted. She fell in love with Takuya and helped him fight Deathgodian by helping the other ghosts realize they were just being used. Once Deathgodian was dead, the ghosts were free to return to the afterlife.

Sinbad (30): He was a part of the Combat melee that Jamahl had kidnapped the B-Fighters into another dimension and forced them to participate in. But G-Stag soon learned that Sinbad is infiltrating Jamahl in an attempt to assassinate Gaohm for destroying his homeworld. Gaohm learned of this, however, and sent a resurrected Death Mult to kill Sinbad and the B-Fighters. Realizing that the only way for the B-Fighter to return home was by the explosion caused by Death Mult's demise, Sinbad kamikazed Death Mult.

Night Biker (33): Originally Kazuma Iwata, he was brainwashed and changed into an evil warrior by a machine used by Jera. The control device was in the bike's fairing, and when that was destroyed, Night Biker changed back into Kazuma safe and back to normal.

Hidra (49): Nicknamed Spider of Flame, she was assigned the job of capturing Guru so Gaohm could use him to gather the energy of the insects on the planet to complete the Jamahl Hole. Gaohm promised Hidra that she would take Jera's place, with an armband as proof. However, the armband was actually a bomb. Despite Jera's warning, Hidra died but not before telling the B-Fighter to kill Gaohm for her.

Drago (Movie): Another insect warrior, Drago lost any memory of his past until his fight with Blue Beet restored it. His powers are dragonfly based.

Synthoid-Beast Army

Composed of humanoid chimeras and other animal-based creatures. Led by Gigaro.

Snakeznake (2): Sent to gather up some humans for Jamahl, it was a humanoid body with a long snake draped over the head area that serves as its arms. In battle with the B-Fighters, the snake was destroyed to reveal a

second head and pair of arms underneath.

Bagma Virus (5): Can shrink to microscopic size and infiltrate the B-Fighters' Insect Armor and control them to move as he wished, and could reproduce asexually to control more than one B-Fighter at once.

Gari-Rat (9): A hunchbacked gray-furred rat monster with sharp gnawing teeth. His mission was to gnaw through underground power cables to create a mass panic. However, he had a phobia of cats, so severe that he ran out of the battle at the sight of one. To cure this, Gigaro forced Gari-Rat to run through a maze with Jamar soldiers holding cats behind every corner 100 times. After the 100th time, his fear was gone, though he was still killed by Blue Beet.

Sloth-eruge (11): Using his long tongue, with a sucker on the end, he could use to steal motivation from people, making them lazy and inactive. The stolen motivation was collected in the pouch on his back. He was able to steal the motivation of both Takuya and Daisaku, but the insect power of their B-Commanders brought them back to their senses. He was killed when G-Stag sliced the pouch open to restore everyone's motivation, leaving them free to finish him off.

Bububu (15): A pig monster who could breathe a white gas that stole human voices, rendering people unable to make any noises other than pig grunting and squealing.

Kamazakiller (21): A praying mantis monster whose mission was to spread its eggs throughout the city, injecting them into people using his long, spiked tongue. The eggs would then grow and hatch his offspring inside their hosts. Kamazakiller was killed by Blue Beet's new weapon, the Stinger Drill, using the Strike Blast.

Shrimperabya (26): A red-shelled combination crab and shrimp monster who could emit a liquid that turned ordinary water into poison. After Daisaku's father tried to stop him from polluting the water, Ebigaanya set him adrift with a bomb in his boat. Daisaku overcame his fear of the water and saved his father, and returned to battle Shrimperabya. He was killed by a hot water blast from the Input Magnums, which cooked him and rendered him incapacitated for G-Stag to finish him off with the Raging Slash.

Maskuder (31): Supposedly based on an amoeba, he wears a gold mask with rows of faces surround it while nested on each other, extending in a starlike pattern. Maskuder disguised himself as a plastic surgeon able to make anyone beautiful if they used his special masks. The masks gave his customers the face of the famous model Mizuzu Shiratori, who happened to be a childhood friend of Mai's. But the masks actually were explosive control devices that let Maskuder control the wearers and detonate them when he broke the mask he wore, which was his central gold face. Under the gold mask he wore was a single eye. Maskuder could also cause explosions on command.

The Moja: A species of other dimensional creatures that Gigaro gave to several children in the guise of a salesman, with the instructions that if they started to act up, to hit them with a special stick he gave them. But the stick causes the Moja to become fire creatures that absorbed the consciousness of the one who hits them. The creatures then eventually gathered together into Mojanga. The children's consciousness was trapped inside Mojanga, seeing the outside world. Though the children tried to urge the B-Fighters to fight, Mojanga could bring about exactly the reverse of what the consciousnesses trapped inside him said. Eventually Daisaku managed to get inside Mojanga's body and freed the children.

Gagamoth (36): At first an energy-sucking caterpillar monster, it metamorphosed into a moth when it absorbed the Beet Ingram's power. In this form, its right and left arms end with a Input Magnum and Stinger Blade respectively. It was soon destroyed by the newly born Super Beet.

Rasbelga (28): A monster created from the fictional Rasbel flower, a carnivorous plant that could move on its own and feed on small animals. Although almost invincible, Rasbelga's only weakness was the fruit of a tree discovered by an old girlfriend of Mukai's, which made him spit out the people he swallowed & robbed him of his pollen spray so he could be defeated.

Hell Sugyra (Movie): A monster whose body was covered in bony plates. He could also control the bones that lay strewn around his island, extending them and using them to capture the B-Fighters. Hellsugyra was beaten by Drago and Blue Beet.

Combat-Mecha Army

Led by Schwartz.

Hammer Kong (3): A silver and gold robot with giant hammers on his hands and a head in the shape of a hammer head with the striking surface being his face. He could pound his hammer hands on the ground to create explosive shockwaves (Hammer Crush), or toss them like giant boomerangs. He could also fire an energy beam from his one eye & spit giant nails to pin his enemies to the wall. He was killed by Reddle's Tornado Spark.

Death Launcher (4): A green robot with missile launchers on his shoulders and gun batteries on his wrists, which were his major weapons. He was killed by the Beetle Break.

Camerio (7): A black camera-based robot with a lens on his chest and eyes that looked like flashbulbs.

Camerio disguised himself as a photographer, and when he took pictures of people they were transported to a Jamahl slave quarry to work for Jamahl. His transport could be interfered with by high-frequency soundwaves, such as those emitted by a dog whistle.

Rage-Bomber (11, 27): A walking purple hand grenade with arms and legs and blue and green camouflage markings. When he got mad, his arms and legs folded in so that he looked like a giant grenade, the meter on the left side of his head went into the red zone, the pin on his head flew off and he exploded with tremendous power. He was destroyed when Reddle used the Wire Hand with the Magne Attachment to pick up Rage-Bomber off the ground, and blown up by the Beetluder and Stagger Tank's guns. He was eventually rebuilt as Rage-Bomber 2, now able to self-explode and self-repair. However, during a battle at a junkyard, he accidentally incorporated a hair clipper into his body, which grafted itself onto his left hand. Overcome by the hair clipper's desire to cut hair and to get back at those who had discarded it when it was still usable, Rage-Bomber went on a rampage, shaving people's heads. He kept being blown up and coming back together until finally the B-Fighters destroyed his remains one by one to hinder his self-repair ability.

Kagamirror (13): A white robot with a dome-like head and a rounded chest that could open up into a large mirror, and anyone whose reflection he captured in the mirror could be trapped inside, and Kagamirror could assume their shape. He sucked Takuya into his mirror and disguised himself as Takuya to infiltrate the Heavysell Base, but was eventually discovered and killed by the Beetle Break.

Dangar (25): A blue robot with red circles on his chest, elbows, and shoulders, and black spikes on his arms, legs, and head. Dangar's mission was to kill the escapee Lala, who had been forced to help build the Death Gaohm, a super-cannon that could destroy an entire country in one blast, but had run away. Lala was actually a scientist from the Aroa dimension and although she fell in love with Takuya, she returned home after Dangar and the Death Gohm were destroyed.

Others

Death Mult (17, 31): Originally one of Jera's soldiers, he was killed by the B-Fighters easily. After this, Jera retrieved his body and decided to make him a combination of all three monster army types. Though he still resembled himself, his armor was now red. Gigaro provided a scorpion's tail and wings while Schwartz added built-in shoulder cannons. Death Mult proved able to defeat the B-Fighter until the three generals started arguing about the attack he should use to kill them. Death Mult was stalled by the conflicting orders, enough time for the B-Fighters to defeat him. He was later resurrected by Gaohm to kill the B-Fighters and Sinbad.

Babanba (32): At first, an old woman in a brown kimono with a brown cloth over her head and a wooden cask on her back. She could suck people inside the cask, which she used to turn them into pickles which she sold to creatures in other dimensions. She later revealed her true form, a demonic creature. Babamba was not truly evil, however, and although Jera tried to trick her into fighting the Beetle Fighters, an old man who had befriended her convinced her that she didn't need to fight anymore. She decided to stay in this dimension with him, and shattered her cask, freeing the people inside.

Nero (37): A so-called bodyguard from another dimension who wore cowboyish attire. He appeared during a fight and offered Jera his services, but in the fight he missed the B-Fighters and escaped back to Jamahl for his pay. Later, he approached the B-Fighters and claimed that he was just trying to infiltrate Jamahl so he could kill Gaohm, and if they paid him he would do just that. Mai believed him and scrounged up enough to pay him. Nero was planning to take the money from both sides and leave this dimension, when Mai found out that he had Jamahl money. Jera also appeared, having discovered his secret, and Jera impaled Nero. Meanwhile, Mai had scanned Nero's gun and found out that it was designed to miss. Nero hated war, and never meant to kill anyone. He died after telling Mai to end the fight quickly, because war is a terrible thing.

Faigar (39): A legendary fire-breathing monster that was fossilized and unable to move. Gigaro had Schwartz use a youth-restoring machine to bring back Faigar, but Schwartz set it too high and the Faigar that came out was a child who breathed fire at anyone around him, including Gigaro. While trying to stop it, Blue Beet tackled Faigar and was hit by residual youth energy that was in it and turned into a child himself. Gigaro and Schwartz eventually recaptured Faigar with candy & tried to age it to a more dangerous age, but overdid it and the Faigar that came out this time was blackened and burnt. Blue Beet also used this chance to restore his own age, then killed Faigar with the Super Final Blow.

Macho Number-5 (41): Schwartz's older brother, though Schwartz actually built it himself. He was a muscular robot with blue and white armor plating and a face like Schwartz's. He was injured in a battle with the B-Fighter, however, and to save him, Schwartz entered Macho's head to pilot him personally. The two together were a formidable enemy, and Macho's final plan to get rid of the B-Fighter was a self-destruct switch he had installed in himself. He activated it and planned to take the B-Fighter with him when he exploded, and so he told Schwartz to get out of his body. Schwartz refused, since they were brothers. But seconds before his death, Macho ejected Schwartz for his safety. The only bit of remains Schwartz found was Macho's eyepiece which he took as a memento of his brother.

Giga-Moonhalo (42): The spirit of a bear who was hunted and killed in the mountains. Gigaro, who felt a common bond, rekindled Giga-Moonhalo's hatred of man and made him a blood-thirsty monster whom Gigaro used for his "B-Fighter Hunt".

WR.

DIR.

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CREATOR:

TYPE OF SHOW: SUPERHERO

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SEASON BREAKDOWN: (1) 53

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FILMS: HEAVYSHELL B-FIGHTER

G-Stag/Daisaku Katagiri SHIGERU KANAI, Rei Haneyama/Reddle-Episodes 1-21 REINA HATSUKI,
Narrator MINORU INABA, Shadow/Black Beet KEISUKE TSUCHIYA

- 1 - 1 *INSECT WARRIORS!!*
- 1 - 2 *THE DANCING HUMAN HUNT!!*
- 1 - 3 *THEY APPEARED - THE INSECT MECHA!!*
- 1 - 4 *SUPER MACHINE GREAT RIOT*
- 1 - 5 *HEAVYSHELL-JACK!!*
- 1 - 6 *LISTEN TO THE FOREST'S CRY*
- 1 - 7 *THE MYSTERIOUS VIOLENT PHOTOGRAPHER!!*
- 1 - 8 *PLEASE!! EVIL JEWEL*
- 1 - 9 *THE TABBY-CAT RECOVERY OPERATION*
- 1 - 10 *A VIOLENT FIGHT!! THE DRAGON SWORDSMAN*
- 1 - 11 *THE GREAT RECKLESS RUN OF THE ANGRY ROBOT*
- 1 - 12 *STEALING MOTIVATION*
- 1 - 13 *HEAVYSHELL BASE ENDANGERED!*
- 1 - 14 *THE DEADLY MAZE OF HELL*
- 1 - 15 *THE IDOL WHO FLEW*
- 1 - 16 *THE FLAMING SUPER-DIMENSIONAL GIRL*
- 1 - 17 *DEATH-FIGHT!! THE COMBINED MONSTER*
- 1 - 18 *THE GREAT LEADER DIES!!*
- 1 - 19 *BIRTH OF THE NEW WARRIOR OF DARKNESS*
- 1 - 20 *CRASH!! THE BLACK TERROR*
- 1 - 21 *ATROCIOUS INSECT TAG*
- 1 - 22 *FIRST EXPERIENCE AS A HEROINE*
- 1 - 23 *A BOUQUET FOR A MONSTER*
- 1 - 24 *ENTER THE GIANT BEETLE*
- 1 - 25 *THE BEAUTIFUL RUNAWAY!!*
- 1 - 26 *CRABS AND SWIMSUITS AND DAD*

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- 1 - 27 *REVIVE THE BAD-HAIRCUTTING SOUL*
 - 1 - 28 *THE PURE-HEARTED GHOST OF SUMMER*
 - 1 - 29 *GREAT CRASH OF THE RIVALS*
 - 1 - 30 *THE 13 MONSTER GREAT COMBAT MEET*
 - 1 - 31 *A DANGEROUS YOUNG LADY*
 - 1 - 32 *LOVING PICKLES!!*
 - 1 - 33 *THE DELINQUENT GIRL OF JUSTICE*
 - 1 - 34 *A SCAAARY PET*
 - 1 - 35 *THANK YOU, KABUTO*
 - 1 - 36 *BEHOLD - THE HEAVYSHELL SUPER EVOLUTION*
 - 1 - 37 *DON'T SWINDLE US, BODYGUARD*
 - 1 - 38 *PROFESSOR!! THE HEAVYHELL OF LOVE*
 - 1 - 39 *ADVENTURE OF THE JUNIOR BF*
 - 1 - 40 *A NEW CHAPTER - THE BUTTERFLY OF LIFE*
 - 1 - 41 *MY OLDER BROTHER IS ????*
 - 1 - 42 *THE SPITEFUL BEAR'S BF HUNT*
 - 1 - 43 *I SAW IT!! BLACK'S UNADORNED FACE*
 - 1 - 44 *THE BUTTERFLY OF LIFE APPEARS!!*
 - 1 - 45 *A CHRISTMAS EVE MEMORY*
 - 1 - 46 *DESPAIR!! HEAVYSHELL IMPOSSIBLE*
 - 1 - 47 *REVIVAL TO VICTORY!!*
 - 1 - 48 *THE IMMORTAL COMBINATION RUSHING HEAD*
 - 1 - 49 *THE SPIDER WOMAN'S UNFEELING FLAME*
 - 1 - 50 *RUSH!! FINAL BATTLE IN THE FORTRESS*
 - 1 - 51 *THE PERIOD OF LIGHT AND SHADOW*
 - 1 - 52 *ASSEMBLE!! THE 3 GREAT HEROES*
 - 1 - 53 *FLAP YOUR WINGS!! HEROES*

B-FIGHTER KABUTO

AKA: **BETTLE FIGHTER KABUTO**

AKA: **BII FAITAA KABUTO**



Several years after the destruction of Jamahl, Earth has returned to peace again. The Earth Academia has become the Cosmo Academia, a scientific research organisation, where Kai Takuya, the original Blue Beet, works with the insect elder Guru on a new generation of Insect Armor in the event of another threat to the Earth. A Cosmo Academia exploration submarine comes across a fissure in the ocean floor, out of which rises a huge flying fortress. The ancient tribe Melzard has awakened from its millions of years of sleep, and seeks to destroy mankind.

The giant Mother Melzard, ruler of the Melzard Tribe, speaks to her sons, the Dinosaur Warrior Raija and the Deep-Sea Fish Man Dezzle, telling them that Melzard will triumph. Mother gives birth to the mammoth beast Elebammoth, and commands him to freeze the Earth and kill all of humankind. Elebammoth begins freezing everything in his path. At the Cosmo Academia homebase, Guru infuses the new Insect Armor with Insect Power, creating the three Command Voicers to link three humans with the armor.

Tachibana Kengo and Ayukawa Ran, who have been selected to wear the new armor, ready themselves and become B-Fighter Kuwagaa and B-Fighter Tentou. But the person to become B-Fighter Kabuto has not been chosen yet. The remaining Command Voicer flies out the window, with Ran and Kengo following it. Meanwhile, Toba Kouhei is at school. He is a str athlete and is looked up to by many of his classmates. He and his younger sister Yui walk together when they are attacked by Elebammoth. Yui is frozen solid and Kouhei attacks Elebammoth. He is losing badly when the last Command Voicer flies into his hand.

Kengo and Ran are shocked that this highschool student is to be B-Fighter Kabuto, but they go to him and tell him how to transform. He changes into Kabuto and the three of them attack Elebammoth and several henchmen. Using their Input Cardguns and Finish Weapons, the three beat all but Elebammoth. Kabuto uses the Cavalier Lancer attack, riding his Road Kabuto and spearing Elebammoth with his Kabuto Lancer like a jousting knight, slamming him into a wall and then tossing him aside. Elebammoth is killed, but Mother Melzard vows to be victorious.

Mother Melzard continues her attacks, sending forth either Raija or Dezzle (who are always quarrelling with each other). Raija and his comrade Miorla command land-dwelling animal monsters while Dezzle and his companion Dord command sea-dwelling animal monsters. The B-Fighters are based at the Cosmo Academia homebase, under the guidance of Professor Osanai. They also have a valuable ally in the intelligent computer Bitto, and gain powerful vehicles, the Neo Beet Machines, to fight against Melzard's hordes of caterpillar-like Gidorba and aerial Fly Gidorba fighters.

When Mother Melzard's most powerful child Hebyuuzza proves to be too much for the B-Fighters, the first generation B-Fighters return to help them. But Hebyuuzza infects all six of them with her special cells before she is destroyed, and as the cells invade their Insect Armor the B-Fighters are controlled into battling one another. Taking advantage of this, Raija sends a monster created from a piece of himself, Driceraija, to attack the helpless B-Fighters. To prevent them from killing themselves, the B-Fighters un-transform and Osanai and Bitto work on finding a way to kill the cells, which are active in the Command Voicers, as the B-Fighters try to stay alive. They finally discover that cold will drive the cells out of the armor, and once they are driven out and contained, the B-Fighters transform again and kill Driceraija. Raija, enraged at this defeat, challenges Kabuto to a duel and is beaten by Kabuto's Liner Blast. His body turns to stone and Miorla takes it back to the Melzard fortress.

With that done, Takuya reveals his true reason for returning. Eight golden medals have fallen to different areas of the Earth, and are brimming with power. (More to come)

The direct sequel of "B-Fighter"; including the former B-Fighters and numbers of new B-Fighters with various

insect-motifs are introduced in "B-Fighter Kabuto", (so are Melzard's B-Crushers). The show has started to relate to the past (and probably future) series, aiming to establish the grand stage of B-Fighters and their battle.

Major Characters:

B-Fighters and friends:

B-Fighter Kabuto aka Toba Kouhei

Toba Kouhei is a highschool student who is a star athlete and is chosen by the Command Voicers to be B-Fighter Kabuto. He is a very courageous fighter, although he sometimes leaps into a fight without thinking. His parents are away, so he and his younger sister Yui live alone. Kouhei cares for Yui very well

B-Fighter Kabuto has gold armor and a single horn on his helmet, modelled after a kabutomushi beetle. His Finish Weapon is a long with a triangular point at both ends, the Kabuto Lancer. With the Kabuto Lancer, he can perform the deadly Liner Blast, a horizontal slash trailing gold energy behind it. His Road Beetle motorcycle is the Road Kabuto, and while riding it he can use his Kabuto Lancer to perform the Cavalier Lancer attack, spearing his enemy through the chest and ramming him into a wall, then tossing him to the ground. B-Fighter Kabuto is the only one who can use the Astral Saber to become one with and control the Great God Kabuterios, a giant gold and black robot.

B-Fighter Kuwagaa aka Tachibana Kengo

Tachibana Kengo originally disliked Kouhei because he had wanted to be B-Fighter Kabuto, and couldn't believe that a highschool student was chosen. But they soon came to be friends, although Kengo is a much more serious person than Kouhei is. He is very conscious of the B-Fighters' duty and even when on vacation, thought only about getting back to work.

B-Fighter Kuwager wears black and silver armor with two horns on his helmet, modeled after a stag beetle ("kuwagata-mushi"). His Finish Weapon is a long rod with a pincerlike claw on the end, the Kuwager Chopper, that he can use to grab his enemy and toss him around. His deadly attack is the Gravity Crush, a downward blow with the Kuwager Chopper. Kuwager's Road Beetle is the Road Kuwaga. At the end of the series, Kuwager is able to use the Geist Axe to take control of the giant green robot Kuwaga Titan, which was formerly being used by Melzard but was not actually evil.

B-Fighter Tentou aka Ayukawa Ran

Ayukawa Ran is a computer expert, who sometimes thinks too much about the mechanical side of things and ignores the natural side. She learned this when she met Julio Rivera aka B-Fighter Genji, who taught her to appreciate nature. Ran fell in love with Julio but has yet to confess her feelings to him. Ran loves to eat and is skilled at playing the shamisen, a stringed Japanese instrument.

B-Fighter Tentou has purple and silver armor with four small horns on her helmet, modeled after a ladybug ("tentou-mushi"). Her speciality is using the Beet Scan scanning capacity in her armor to determine her enemies' weak points. Her Finish Weapon is the Tentou Spear, a spear with two four-pointed tips at each end. With this she can perform the Crossway Slicer, an X-shaped double diagonal slash. She rides the Road Tentou.

B-Fighter Yanma aka Mac Windy

Mac Windy is from the New York branch of the Cosmo Academia, and often speaks in broken English phrases. He is a very outgoing man, flirting with Japanese girls at every chance and pigging out on sushi. He is the owner of the dragonfly medal.

B-Fighter Yanma, the "Warrior of the Wind", has blue and green armor, modeled after a dragonfly. His attacks include the Spinning Bomber, a jumping spinning punch; and the Dragon Flying, in which he spins at high speeds like a tornado and zips past his enemies attacking as he flies by. His weapon is the Tonbou Gun ("tonbou" means "dragonfly"), a gun that fires powerful energy blasts. The Tonbou Gun becomes part of the powerful Input Rifle.

B-Fighter Genji aka Julio Rivera

Julio Rivera is from the South American Cosmo Academia branch, and is a nature-loving man who taught Ran the beauty of the natural world. He played a reed flute which he gave to Ran to remember him by. He has the firefly medal.

B-Fighter Genji, the "Warrior of Light", has red and silver armor and is modeled after a firefly. He can create blinding flashes of light, the Max Flasher, and uses a large cannon that fits over his forearm, the Lightning Cannon. He can place one of several types of capsules in the Lightning Cannon to vary its power. Genji also created the Bright Pointer, a small handheld device that can fire the Impact Flash, a flash of light that can stun enemies. The Bright Pointer is part of the Input Rifle.

B-Fighter Min aka Li Wen

Li Wen is a Chinese man from the Peking branch of Cosmo Academia. He loves children and often puts on magic shows in parks for children to see, and is also a very good cook. He is a very peaceful man who hates the fight between the B-Fighters and Melzard, and at first refused to cooperate with the B-Fighters. However, Kengo made him realise that the B-Fighters fight in order to stop the fighting, and so he agreed to help. He owns the cicada medal.

B-Fighter Min, the "Warrior of Sound", has orange and silver armor and is modeled after a cicada. His chest plates can open to reveal miniature speakers that fire powerful sound waves, called the Sonic Pressure. He uses two swords called the Ringer Swords, that vibrate at high speeds to cut through objects. Min brought with him the Smission Magazine ("semi" means "cicada"), a device that can attach to the back of the Input Cardguns and give them elemental powers including flame and lightning. The Smission Magazine is a part of the Input Rifle.

B-Fighter Ageha aka Sophie Villeneuve

Sophie Villeneuve is a genius violinist from the Paris, France branch of Cosmo Academia, who at first did not know what the Command Voicer she had was for. She is in love with Kouhei, and her song is what was able to awaken the Astral Saber from its sleep. She owns the butterfly medal.

B-Fighter Ageha, the "Warrior of Flowers", has white and black armor modeled after a butterfly. The Butterfly Fins on her helmet are actually radar devices that can track enemies. She uses a large gun, the Bloom Cannon, which opens like a blooming flower to fire the Maxim Beam.

Toba Yui

Yui is Kouhei's younger sister who goes to the same highschool. She is his self-proclaimed manager, covering for him when he has to leave school to fight off Melzard and helping out at the Cosmo Academia. She is in love with Kengo, and it seems that he feels the same way for her.

Professor Osanai

Insect Elder Guru

The Insect Elder Guru is the one who first gave the original B-Fighters their powers. He is older now, with a whitened beard and mustache, but he is still able to help the B-Fighters in their times of need. He knows more about the enemies they face than any of them, and can often help them in figuring out what Melzard is planning. Guru died at the end of the series trying to protect the insects of the world from the "Dark Wave Motion" power of Dargriffon. He was buried in the cave where Takuya first found him. Guru has a son named Kabuto who came to visit his grave.

Melzard:

Mother Melzard

Dinosaur Warrior Raija

Raija is a powerful warrior with red dinosaur-like armor. He commands the Melzard monsters based on creatures that live on land. Raija constantly fights with his younger brother Dezzle, each trying to outdo the other. He was seemingly killed by Kabuto's Liner Blast but his body turned to stone and later he returned, revived by the power of the magma deep within the earth, in a new, more powerful form, with reddish-brown armor.

Insect Swordsman Miorla

Miorla is never far from Raija's side, and addresses him as "Raija-sama". She is a female warrior with light green insectoid armor and two red swords. When Raija was seemingly killed, she stayed by his petrified body

until he awakened.

Deep-Sea Fish Man Dezzle

Dezzle is Raija's younger brother and wears an elaborate blue costume with fins and a fishlike helmet. He commands the monsters based on water-dwelling creatures and he is the one to often actively sabotage Raija's plans. After his brother is killed, Dezzle gains power from Mother Melzard and becomes Dezzle the Great, but is defeated by the Input Rifle, with only his head remaining. Dord placed Dezzle's head in a tank and Dezzle later returned along with his brother in a new, mysterious form. His new form, given power by the darkness of the deep sea, is almost nonhuman, with no discernible torso and a white mask.

Rock Chamberlain Dord

Dord is a squat creature whose head resembles an ammonite fossil. He is always near Dezzle and helps to carry out his plans, though he has very little fighting power. Dord looked after Dezzle's head after he was blown to pieces, and remained loyal until Dezzle returned in his new form.

B-Crushers:

Deathcorpion

Deathcorpion, the "Deadly Poison Armoured General" ("Moudoku Gaishou") is the leader of the B-Crushers. He has red armor modeled after a scorpion, and is an honourable warrior by nature. Unlike his fellow B-Crushers, he prefers to fight fair and has a true warrior's spirit. From his right wrist he can fire the Poison Anchor, a hook on a thick cable that he can use to grab and strangle enemies. He can also outfit his left hand with the Slaughter Scissors, a large red claw he uses for slashing attacks.

Mukadelinger

Mukadelinger, the "cold-blooded Armoured General" ("Reiketsu Gaishou") wears dark blue and gold armor modeled after a centipede ("mukade" means "centipede"). He is a very dishonourable attacker, using innocents as bait and fighting unfairly whenever he can. He uses a double-sided trident, the Hundred Feeler, as his primary weapon, but also has an electric gun hidden in his chest, the Mukadenic Bomb. He also can control ordinary humans by placing the centipede legs from his armor on their necks and mentally transmitting commands to them.

Killmantis

Killmantis, the "Evil Sword Armored General" ("Maken Gaishou") has green armor modeled after a praying mantis. He is an expert at using bladed weapons, especially his two sickles, the Felinger Snipes (?), which he can use to cut through anything. He attacks with blinding speed.

Beezac

Beezac, the "Changing Illusion Armored General" ("Hengen Gaishou") has yellow and black armor modeled after a bee. He can disguise himself as ordinary humans to lure his enemies in for the kill, and like a ninja, is an expert at hiding himself and attacking from hiding. When he attacks in the open, he uses a large stinger-like weapon, the Hardoc (?) Shocker.

B-Fighter Equipment:

Command Voicer

The Command Voicers are the items used to change into the B-Fighters. They are activated by inserting a card into a slot on the bottom of the device and saying "Chou Juukou!" ("Super Heavy Shell!"). The Insect Armor emerges from the device and forms itself around the human, changing him or her into a B-Fighter. The Command Voicers can also be used to communicate with each other like miniature radios. However, they are entirely dependent on the Insect Power within them and should the Insect Power fail, they cannot operate.

Input Cardgun

The Input Cardguns are black and silver pistols that can fire a variety of things depending on which card is inserted into their handles. Each card has a different number and function, as follows:

001: Attack Beam - a standard energy blast

002: Fire Beam - a blast of fire

003: Jamming Beam - a blast of disrupting soundwaves that stun enemies

004: Needle Laser - a blast of small needle-like darts

005: Cement Beam - a blast of cement that hardens when it hits its target

006: Cold Laser - a freezing blast of cold

007: Tornado Shower - a blast of powerful air at high speeds

Input Rifle

The Input Rifle is created when an Input Cardgun is combined with Yanma's Tonbou Gun, Genji's Bright Pointer, and Min's Semission Magazine. This weapon is much more powerful than any other in the B-Fighters' arsenal and is usually wielded by Kabuto, who fires the Kabutonic Buster, a ball of destructive energy. Once, however, Kuwager used the Input Rifle and fired a similar energy ball called the Kuwagatic Buster.

Astral Saber

The Astral Saber is a red and gold short sword with a crystal ball in its hilt. Within this ball is a small mechanical kabutomushi beetle that is actually the giant Kabuterios. The Astral Saber was sleeping in a cave until Sophie Villeneuve's song woke it. Kabuto was able to call Kabuterios forth from the Saber and join with the giant robot, the B-Fighters gaining a powerful ally.

Geist Axe

The Geist Axe is a green axe with a crystal ball similar to the Astral Saber's in its hilt. Within this one, however, is a mechanical stag beetle that becomes the giant Kuwaga Titan. At first, Deathcorpion was the wielder of the Geist Axe and the commander of Kuwaga Titan, but later B-Fighter Kuwager got possession of it and used the power of Kuwaga Titan for good.

Mecha:

Neo Beet Machines

The Neo Beet Machines are the B-Fighters' super machines that they use to fight the Melzard airborne and ground vehicles. They emerge from the Beetle Base and can join together in the Joint Formation, with the Kabutron and Kuwager Tank attaching to the underside of the Stealth Gyro's wings.

Kabutron

Kabutron is B-Fighter Kabuto's Beet Machine, a gold and black 6-wheeled vehicle with a kabutomushi horn on the front. From this horn it can fire a powerful energy blast, the Kabuto Shooter. It can also tilt downward so that its horn can dig a trench in the ground to dig up underground enemies, or open its wings to reveal jets that let it fly.

Kuwagaa Tank

The Kuwager Tank is B-Fighter Kuwager's vehicle, a black tank with two pincerlike horns on the front. The Kuwager Tank can grab enemies in these horns and toss them about. On top, it has a double-barreled gun, the Kuwager Cannon. It can convert to "Battle Formation", the front rising up and folding back, and can fire off its horns to hit enemies at long-range in the Shoot Scissors attack.

Stealth Gyro

The Stealth Gyro is B-Fighter Tentou's vehicle, a small plane with two large turbines on its tail and two large wings with hover turbines on them. The Stealth Gyro can fire a blast of energy from its Stealth Blaster.

Kabuterios

The "Great Shell God" ("Daikoujin") Kabuterios is a giant gold and black robot that can change into a kabutomushi beetle form. It normally stays inside the Astral Saber but can emerge and enlarge itself when

needed. B-Fighter Kabuto can join with Kabuterios and control it. Kabuterios fights with a large sword and can fire a powerful blast of fire, the Big Flare; or an energy beam from its chest, the Glorious Flare.

Kuwaga Titan

Kuwaga Titan, the "Evil Shell God" ("Jakoujin"), is a green and black robot that can become a mechanical stag beetle. It stays inside the Geist Axe until someone calls it forth, and was originally controlled by Deathcorpion and used for evil. However, Kuwaga Titan was actually not evil and once fought alongside Kabuterios, and in the end of the series allowed B-Fighter Kuwager to use it to fight for good. Kuwaga Titan can fire a blast of energy, the Titanic Flare; or a blast of lightning from its antennae, the Titanic Thunder.

Song lyrics

BII FAITAA KABUTO

(B-Fighter Kabuto Opening)

Sonna toki wa, kobushi o furiagete,
Osorezu tatakai o idomeba ii.
Kibou to iu buki ga, aru kagiri,
Kitto bokura,
Kitto kateru.
Bii Faitaa,
Bii Faitaa Kabuto,
Yarukkya nai ga aikotoba.
Bii Faitaa Kabuto,
Yarukkya nai ga aikotoba.

Bii Faitaa,
Bii Faitaa Kabuto,
Bokura wa erabareshimono.

OOGOE DE UTAEBA

(B-Fighter Kabuto Ending)

Oogoe de utaeba,
Oozora ga warau yo,
Itsu demo aoi chikyuu wa,
Kotaete kureru.

Massugu na kotoba ni,
Massaki ni kanjite,
Musuu no hana o daichi wa,
Sakasete kureru.

Kono hoshi o mamoru no ga,
Bokura no shimei.

Chiisai keredo,
Kosumo ichi bijin.

Yuke!
Karoyaka ni,
Yuke!
Sawayaka ni,
You sa, wakasa, koso pawaa.

WR.

DIR.

EPISODES: 51 **YEAR MADE:** 1996 **COUNTRY:** JAP **SEASONS:** 1

TOEI, TV ASAHIM, ASATSU

CREATOR:

TYPE OF SHOW: SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 51**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

B-Fighter Kabuto/Toba Kouhei SAKAMI NAKAZAMA , B-Fighter Kuwagaa/Tachibana Kengo NAOTO ADACHI, B-Fighter Tentou/ Ayukawa Ran YUKINA KURISU, B-Fighter Yanma/Mac Windy REUBEN LANGDON, B-Fighter Genji/Julio Rivera SEIJI TAKAIWA, B-Fighter Min/Li Wen HIDEKI ANZAI, B-Fighter Ageha/ Sophie Villeneuve REIKA HASHIMOTO , Toba Yui KAORI ASO , Professor Osanai, Mother Melzard WAKANA YAMAZAKI (VOICE) , Dinosaur Warrior Raija AKIRA OKA, Insect Elder Guru YASURO KOSAKI (VOICE) , Insect Swordsman Miorla MIKIKO KISHIO, Deep-Sea Fish Man Dezzle YOSHIMASA SENDA and KANETO SHIOZAWA (VOICE), Rock Chamberlain Dord KOTARO FUJIMOTO & HIROSHI MASUKOA (VOICE) , Deathcorpion, Mukadelinger , Killmantis , Beezac, Yanma KOICHI TOCHIKA (VOICE), Takuya Kai DAISUKE TSUCHIYA, Dr. Masaru Koyamauchi RYOICHI YAMAGUCHI,Astral Saber/Kabuterios RYUZABURO OTOMO (VOICE).

RELATED SHOWS:

- 1 - 1 *NIDAI ME WA KOUKOU SENSHI (THE SECOND GENERATION IS A HIGHSCHOOL WARRIOR)*
- 1 - 2 *SANYOUCHUU WA HOUKAGO SASOU (THE TRILOBITE INVITES YOU AFTER SCHOOL)*
- 1 - 3 *MEZAME!! NEO MASHIN (AWAKEN!! NEO MACHINES)*
- 1 - 4 *CHIKAE!! ATSUKU KUWAGATA (VOW!! HEATED STAG BEETLE)*
- 1 - 5 *DAIGYAKUTEN SARIYUKU KIMI E (A GREAT REVERSAL TO THE YOU THAT DEPARTED)*
- 1 - 6 *SAKURAMATSURI DE DAI RANSEN!! (A GREAT WILD BATTLE AT THE CHERRY BLOSSOM FESTIVAL!!)*
- 1 - 7 *TOMO NI SASAGU IKARI NO TEKKEN (THE IRON FIST OF ANGER PRESENTED BY A FRIEND)*
- 1 - 8 *KABUTO TSUI NI TAIGAKU!? (KABUTO FINALLY LEAVING SCHOOL!?)*
- 1 - 9 *DESHI IRI RAKUGO KAIBUTSU!! (BECOMING A PUPIL OF THE STORYTELLING MONSTER!!)*
- 1 - 10 *TAIKETSU KAKUTOUGI MASUTAA (SHOWDOWN WITH THE MARTIAL ARTS MASTER)*
- 1 - 11 *NAMIDA NO UMI O KOETE UTE (CROSS THE SEA OF TEARS AND STRIKE)*
- 1 - 12 *NAZO?! KASEKI NO MUGEN MEIKYUU (MYSTERIOUS?! THE FOSSIL'S FANTASTIC MAZE)*
- 1 - 13 *CHENJI! BAKUSOU HAKASE (CHANGE! EXPLOSIVE DASHING PROFESSOR)*
- 1 - 14 *WANA NO MACHI KESARETA HIMEI (THE CRY THAT ERASED THE TRAPPED TOWN)*
- 1 - 15 *KYOUFU BYOUTOU NI SENNYU SE YO (INFILTRATE THE HOSPITAL WARD OF TERROR)*
- 1 - 16 *SUKUE GAKUENSAI AIDORU (SAVE THE SCHOOL ANNIVERSARY'S IDOLS)*
- 1 - 17 *TATAKAU KOI-URANAI NIKKI!! (THE FIGHTING LOVE-FORETELLING DIARY!!)*
- 1 - 18 *ZETSUMETSU-BANA NI-OKUNEN NO FUKUSHUU (THE 20-MILLION YEAR REVENGE OF THE EXTERMINATED FLOWER)*
- 1 - 19 *NATSU NO KANOJO WA NINGYO HIME?! (IS THE MYSTERIOUS GIRL A MERMAID)*

- PRINCESS?!)*
- 1 - 20 *KAPPA TAZUNETE SANZENRI!! (HUNT FOR THE KAPPA FOR 3000 RI!!) (A "RI" IS A UNIT OF LENGTH ABOUT 3.9 KM)*
- 1 - 21 *AME O YOBE NAKIMUSHI HIIROO (CALL THE RAIN, CRYBABY HERO)*
- 1 - 22 *TODOROKU SHAMISEN HONOO NO OKAMI (THE FLAMING MISTRESS'S ROARING SHAMISEN)*
- 1 - 23 *HOKORI NO KOUYA O HASHIRE!! (RUN TO THE WILDERNESS OF PRIDE!!)*
- 1 - 24 *NATSUYASUMI!! K Aidan KYOUSHITSU (SUMMER VACATION!! THE HAUNTED LASSROOM)*
- 1 - 25 *KAETTEKITA AITSUTACHI (THE GUYS WHO RETURNED)*
- 1 - 26 *AKUMU!! BF TAI BF (NIGHTMARE!! BF VS. BF)*
- 1 - 27 *6 DAI SENSHI ZETTAI ZETSUMEI (THE CERTAIN DEATH OF THE 6 GREAT WARRIORS)*
- 1 - 28 *KENZAN!! KAZE NO KONCHUU SENSHI (ENTER!! THE INSECT WARRIOR OF THE WIND)*
- 1 - 29 *ABARENBOU MUKADE SHOUGUN (THE VIOLENT CENTIPEDE GENERAL)*
- 1 - 30 *KAGAYAKE GENJI DAIJI NO CHIKARA (SHINE GENJI, THE POWER OF THE EARTH)*
- 1 - 31 *GATAI SAIKYOU JUU TO AI SENSHI (THE COMBINED ULTIMATE GUN AND THE SAD WARRIOR)*
- 1 - 32 *HIBIKE UTSUKUSHIKI CHOU NO MERODI (ECHO, BEAUTIFUL BUTTERFLY'S MELODY)*
- 1 - 33 *TSUKAME!! DENSETSU NO SHINKEN (GRAB IT!! THE LEGENDARY GOD SWORD)*
- 1 - 34 *SEIATSU!? BF HAIBOKU NO HI (CONTROL!? THE BF'S DAY OF DEFEAT)*
- 1 - 35 *YAMI O SAKE FUKKATSU NO KYOJIN (RIP THROUGH THE DARKNESS, REVIVED GIANT GOD)*
- 1 - 36 *KIREZU!! MAKYODAI NO GYAKUSHUU (!! COUNTERATTACK OF THE EVIL BROTHERS)*
- 1 - 37 *TAOSE FUJIMI NO SHIN KAIJIN (DEFEAT THE INVINCIBLE NEW MONSTER)*
- 1 - 38 *AKUMU NO OO KUWAGATA (THE GIANT STAG BEETLE OF NIGHTMARE)*
- 1 - 39 *MUZAN!! BF GA TOKERU (MERCILESS!! THE BFS ARE MELTING)*
- 1 - 40 *KAKENUKERO KOI NO MEIKYUU (BREAK THROUGH THE MAZE OF LOVE)*
- 1 - 41 *RUURU MUYOU CHOUJOU KESSEN (THE NO-RULES PEAK BATTLE)*
- 1 - 42 *KABUTO NO GESSEKAI RYOKOU (KABUTO'S TRIP TO THE MOON WORLD)*
- 1 - 43 *YAMI NO MUSUME WA BF KIRAA (THE GIRL OF DARKNESS IS A BF KILLER)*
- 1 - 44 *AKUMA SHOUJO KITARITE... (THE DEVIL GIRL ARRIVES...)*
- 1 - 45 *BF!! REKISHI NI CHOUSEN (BF!! A CHALLENGE IN HISTORY)*
- 1 - 46 *CHOUJUUKOU SUTORAIKI! (SUPER HEAVYSHELL STRIKE!)*
- 1 - 47 *BF NO CHICHI ROUSHI SHISU!! (BF'S FATHER, THE ELDER DIES!!)*
- 1 - 48 *BIITORU BEESU DAIBAKUHA?! (THE BEETLE BASE'S GREAT EXPLOSION?!)*
- 1 - 49 *CHIKYUU METSUBOU NO YOAKE (THE SUNRISE OF THE EARTH'S DOWNFALL)*
- 1 - 50 *RASUTO BATORU (LAST BATTLE)*

BIBYUNAKA: **CHOJIN BIBYUN**

After the deaths of Zabitan, Gabura and Evil; their spirits entered the bodies of three men, giving them super powers to fight the new evil threatening Japan. Although this was a sequel to Akumaizer 3 it was a very different show. First the three heroes were humans who transformed into the super heroes when needed. Second the monsters instead of being demons (akuma) were ghosts (yokai).

The spirit of Zabitan entered the body of gymnast Tsukimura, Kei (Araki, Shigeru) giving him the power to transform into the fire/air warrior Chōjin Bibyun. Bibyun was armed with the "Sky Sword". Bibyun would stick Sky Word into the ground to activate "Sky Radar" in order to locate monsters or to use "Sky Sword Fire" (similar to Kamen Rider Stronger's "Electro Fire"). Bibyun could use Sky Sword to draw shapes in the dirt then transform those shapes into three dimensional objects. For his final attack Bibyun would turn into a ball of fire to explode the monsters. Araki, Shigeru previously played Jou, Shigeru/Kamen Rider Stronger.

The spirit of Evil entered the body of swimmer Suga, Ichiro (Sakada, Toshihiko) giving him the power to transform into the water warrior Chōjin Bashaan. Bashaan was armed with the water gun "Pepe". Bashaan could turn into a ball of water or a fountain of water. He usually appears on the scene coming up out of the nearest body of water.

The spirit of Gabura entered the body of weightlifter Watabe, Go (Yuchida, Yasuhiko) giving him the power to transform into the earth warrior Chōjin Zushiin. Zushiin was armed with an earthquake causing staff "Mokane" and a top that can drill into the earth. Zushiin could transform into "Zushiin Ball", a boulder, so he could roll over the monsters. He could also turn himself into a pile of dirt. Yuchida, Yasuhiko played Apollo Geist in Kamen Rider X.

Bashaan, Bibyun and Zushiin each had their own motorcycle.

Bibyun, Bashaan and Zushiin were assisted by Crimson Shark (Beni Sharkku), a living aircraft which could shrink to the size of a model plane or grow large enough to carry them. In the early episodes Crimson Shark would fly around looking for ghosts and demons. When it spotted them it would summon Bibyun, Bashaan and Zushiin to the scene.

It was metaphysicist Dr. Daima who summoned the spirits of Zabitan, Evil and Gabura. He became mentor to Bibyun, Bashaan and Zushiin. Instead of Darunia the three magical warriors were assisted by female police agent, and ninth level ninja Akechi, Lisa.

Bibyun, Bashaan and Zushiin fought yokai (ghosts) led by Demon Emperor Gulliver, chief of the demons from Akumaizer 3. Amamoto Eisei who played Shinigami Hakase (Doctor Death) in Kamen Rider gues stars in episode 10.

Produced by Hirayama, Tôru, Music by Watanabe, Michiaki.

WR. Masaru Igami, Shotaro Ishinomori

DIR. Michiaki Watanabe

EPISODES: 36 **YEAR MADE:** 1976 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SHOTARO ISHINOMORI

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 36

DATE OF PREMIER: 06/07/1976

AIR DATE OF LAST EPISODE 29/03/1977

SEASON DATE BREAKDOWN:

FILMS:

Kei Tsukimura/Bibyûn SHIGERU ARAKI, Gou Watabe/Zusheen YUCHIDA YASHUHIKO, Bibyun MISAO HARUTA, Bashaan HIROSHI SUZUKI, Zushiin JUNI YAMAOKA, Beni Sharkku (voice) TAKIGUCHI JUNPEI, Dr. Daima KOICHI UENOYAMA, Akechi, Lisa MIKI MORI, Shindo (voice) MASASHI AMAMORI, Birin (voice) HAYASHI YASHIR, Demon Emperor Gulliver (voice) GORO NAYA, Narrator o ICHIRO MURAKOSHI.

RELATED SHOWS:

AKUMAIZER 3

- 1 - 1 *GHOST EXTERMINATION! SUPER HUMANS APPEARS*
- 1 - 2 *FROM THE BOG COMES A TIGER? SAVE LISA!*
- 1 - 3 *DISAPPEARING IN THE SAND? ACCURSED HIGHWAY*
- 1 - 4 *A MIDSUMMER ICICLE? BASHAAN GOES BESERK*
- 1 - 5 *CALL AND YOU'LL GET AN ANSWER? THE MYSTERIOUS ECHO*
- 1 - 6 *DISAPPEARING INTO THE MIRROR? THE WHITE DRESS WOMAN*
- 1 - 7 *A CHAIR THAT WALKS? THE MYSTERIOUS EVAPORATION SCHEME*
- 1 - 8 *A BLOODSUCKING FLOWER? THE RED SUN FLOWER*
- 1 - 9 *ZUSHIIN IS MELTING? THE CURSE OF THE DEMON KETTLE*
- 1 - 10 *HANDS REACH OUT AND GRAB? THE MAGNIFICENT SUITCASE*
- 1 - 11 *CANNIBAL WALLS? THE SECRET OF THE STEREO*
- 1 - 12 *SOUL STEALING? THE DANGEROUS SPIRITS*
- 1 - 13 *THE 'HANIWA' WALKED? STRANGE FOOTPRINTS*
- 1 - 14 *RAIN ON A SUNNY DAY? BEWARE THE COLOR UMBRELLA*
- 1 - 15 *SEEING INTO TOMORROW? THE SOUL-STEALING MAGNIFYING GLASS*
- 1 - 16 *THE MOVING BRIDGE? THE PECULIAR BOY TSUTOMU*
- 1 - 17 *THE PRINCESS IS RESURRECTED? THE PAPERDOLL OF DEATH*
- 1 - 18 *SMOKE FROM AN ANCIENT COIN? THE CYNIC'S FIRST LOVE*
- 1 - 19 *MY FRIEND TURNS INTO A COWARD? FIGHT ON SHOUTA*
- 1 - 20 *CALLING FORTH GHOSTS? A DANGEROUS GAME*
- 1 - 21 *GOOD KIDS TURNING INTO CALLIGRAPHY BRUSHES? THE HAUNTED CALLIGRAPHY CLASS*
- 1 - 22 *MY DAUGHTER IS A FROG? SORRY ABOUT THAT MOM*
- 1 - 23 *THANKS FOR THE MEAL? THE HAUNTED HOSPITAL*
- 1 - 24 *EVEN GHOSTS FEAR HIM? THE DEMON LORD GULLIVER APPEARS*
- 1 - 25 *MY DREAMS ARE CONSUMED? THE MYSTERIOUS GHOST CASTLE*
- 1 - 26 *THE GHOST CASTLE IN HELL? GULLIVER'S REAL FORM*
- 1 - 27 *TSUKIMURA TURNS INTO NOBERABO? YOU GOT IT BENJAKU*
- 1 - 28 *HUMANS ARE TRANSFORMED INTO DEMONS? THE SUPER STRONG ZUSHIIN'S DEMON HUNTING*
- 1 - 29 *WISHES COME TRUE? THE DEADLY DECORATIVE CANDLE*

- 1 - 30 *THE JUNIOR FENCER TURNS INTO A ROCK? THE HAUNTED VILLAGE'S TRAINING CENTER*
- 1 - 31 *SHADOWS ARE EATEN? DON'T CRY KID GANG LEADER*
- 1 - 32 *SHINDO DIES? DEMON LORD'S TRIUMPH*
- 1 - 33 *THE GHOST CAR? FLOOR IT - BIBYUN CAR*
- 1 - 34 *SUPER HUMANS ARE CONSUMED? THE FAMILY'S HELL HOUSE*
- 1 - 35 *THE ATTACKS DON'T WORK! THE DEMON LORD'S GREAT END*
- 1 - 36 *SHOWDOWN IN THE GHOST CASTLE! GOOD-BYE SUPER HUMANS*

BIG BAD BEETLEBORGS



The story began when three children, two boys named Drew and Roland, and a girl named Jo, are dared by older bullies to go into a haunted house. Although they would rather sit in the sun and read their comic books, they are afraid of what will happen if they don't accept the dare. Drew, Roland, and Jo decide to go ahead into the haunted house and are immediately locked inside by the older boys.

While looking for a way out and trying to keep from being caught by the monsters who live in the house, Drew, Roland, and Jo accidentally unleash a "fantastic phasm" named Flabber, who grants them each one wish. With comic books still in hand, they all choose to become their favourite comic book characters, the Big Bad BeetleBorgs. But the phasm's magic also releases Vexor and the Magnavors, the evil characters in the comic book. Now the three heroes must use their new super powers to defeat the fiendish Magnavors and restore peace to their hometown.

This show Japanese equivalent was B-FIGHTER, which is where some of the stock footage came from. There was also a direct sequel to Big Bad Beetleborgs in the SF show BEETLEBORGS METALLIX.

Big Bad Beetleborgs (and later Beetleborgs Metallix) was a short-lived television series from Saban that featured three kids; Roland, Drew, and Jo. When they freed the humorous phantom ('Phasm') Flabber from the pipe organ he was trapped in, he thankfully agreed to grant them one wish, and they all wished to become their favorite comic book superheroes, the Beetleborgs, after accidentally being turned into rats.

However, the kids found their wish had its consequences as the evil Magnavores from the comics were also unleashed. The combat footage for the show was used from Jukkou B-Fighter (first season) and B-Fighter Kabuto (second season). With its younger protagonists and greater leanings toward comedy, the show seemed intended to mainly appeal to younger children than Saban's normal audience for the Power Rangers series. However, the absurdity of the show seemed to appeal to all audiences and because of it, the series rivaled Power Rangers in ratings.

Characters

Good Beetleborgs

Andrew "Drew" McCormick - Blue Stinger Beetleborg/Chromium Gold Beetleborg (Wesley Barker), armed with telekinesis, which he activated by pointing at an object and nodding his head. His armor was modeled after a goliath beetle.

Roland Williams - Green Hunter Beetleborg/Titanium Silver Beetleborg (Herbie Baez), armed with super speed, which he activated by snapping his fingers. His armor was modeled after a stag beetle. His family owns the comic book store where the three characters spent a good deal of time in the episodes.

Josephine "Jo" McCormick - Red Striker Beetleborg/Platinum Purple Beetleborg (Shannon Chandler, Brittany Konarzewski), armed with super strength, which she activated by cracking her knuckles. Her Red Striker armor was modeled after a flower beetle, and her Platinum Purple armor after a ladybug.

Josh Baldwin - White Blaster Beetleborg (Warren Berkow), armed with invisibility, which he activated by dusting his hands. A new Beetleborg was created when Shadowborg stole the Beetleborgs' powers. The White Blaster Beetleborg succeeded in getting the Beetleborg powers back. However, it was soon discovered the White Blaster and Shadowborg were linked in like yin and yang - if one was destroyed, the other would lose his power forever. Shadowborg is destroyed by the Mega Blue Beetleborg. With Shadowborg's destruction, the White Blaster Beetleborg lost his powers. His armor was modeled after a hercules beetle.

The Astralborgs - Four Beetleborgs who helped the heroes while the Mantrons were around. Created by Art Fortunes as a child when he and Les worked together on their only collaboration, the Lost Comic.

Dragonborg (voiced by Doug Stone) - Modeled after a dragonfly, leader of the Astralborgs. Had a voice like Sean Connery.

Fireborg (voiced by Gene Holliday) - Modeled after a firefly.

Lightingborg (voiced by Richard Epcar) - Modeled after a cicada.

Ladyborg (voiced by Barbara Goodson) - Modeled after a butterfly.

Mega Spectra Beetleborgs - Nukus and Vilor get an upgrade, going Mega powered. So, to even things up, the Beetleborgs are given a power-boost by Roboborg, fusing their old powers with their Metallix ones, creating the Mega Spectra Beetleborgs.

Allies

Arthur "Art" Fortunes (Rigg Kennedy) - Creator of the Beetleborgs comics, who shows up time and time again with new ways to help the kids.

Flabber (Billy Forester) - When Jo accidentally hit the organ, it played three notes that released Flabber.

Happy to be free, Flabber granted the kids one wish and with gave them the power to become the Beetleborgs. However, Flabber's magic left a door in the comic book world open and the Magnavores escaped. Acting as an advisor and best friend, he offers needed magic to the kids when fighting the Magnavores and Crustaceans. He is the head of the Hillhurst Mansion and works to keep the house monsters in check. The producers of the show said that he was based on Elvis Presley, although most viewers thought he resembled Jay Leno more.

The House Monsters - The residents of Hillhurst Manor, they cause as much trouble as the villains, terrorizing the kids when not doing anything else. They make frequent appearances in the ending credits, doing their antics.

Frankenbeans (David Fletcher) - Called "Frankie" for short, he is a strange, lumbering Frankenstein-type monster. He was once kidnapped by the Magnavores, and held by ransom in exchange for the Beetleborgs' Beetle Bonders. Dr. Baron von Frankenbeans, his creator, showed up in a few episodes.

Mums (Blake Torney, voiced by Michael Sorich) - Mums is an Egyptian mummy, but he can unwrap his bandages to reveal a "Grim Reaper"-like form under his bandages. He has 703 brothers and sisters. In one episode, two archaeologists came to return Mums to the crypt in which they found him in order to get rid of a curse placed on them.

Count Fangula (Joe Hackett) - Loosely modeled after Count Dracula, Count Fangula is a vampire, a not so good one, but a vampire nonetheless.

Wolfgang "Wolfie" Smith (Frank Tahoe, voiced by Scott Page-Pagter) - Wolfie is a werewolf and is treated more like a family dog than a monster at Hillhurst. Only Fangula can translate what Wolfie is saying most of the time. Probably the bravest and most cunning of the Hillhurst Monsters because he's the only one of the group who tangled with the bad guys at least once.

Little Ghoul (Lina Godouse) - An addition to the Hillhurst group in season two, she lives in the basement and rarely comes out. A niece of the Grim Reaper, she is a grim reaper-in-training who loves collecting. She also has a short temper, which scares the other monsters even more than her true appearance under her hood. She has little to no respect for anyone; she does, however, have a great deal of respect for the Astralborgs.

The Pipettes (Traci Bellusci) - A multicolor spirit-like trio of ladies who live in the pipe organ. They act as Flabber's back-up singers.

Ghoulum (voiced by Dan Letlow for one episode only) - A living stone statue type monster that resides in Hillhurst Mansion who often had little to say or do other than what statues do best, stand in place. While not the most active monster of Hillhurst Mansion on rare occasions he would join in on the other monsters' mischief. In one episode, he was accidentally exposed to a 'Bad Potion' turning him evil and causing him to grow into a giant under Noxic's control.

Karato and Silver Ray - Two other comic book superheroes that the kids are fans of. They are released from the comic book universe by Flabber to help the Beetleborgs battle escaped monsters released by the Magnavores at a comic book convention.

Magnavores

The villains of the first season, they were originally from the Beetleborgs comic until they were brought into the real world by accident. Their hideout was within a crypt under the local cemetery. They have ability to bring monsters to life from their comic book world.

Vexor (voiced by Joey Pal) - The leader of the Magnavors.

Typhus (voiced by Dave "Foots" Footman) - Plant/Animal-like humanoid monster, prefers brawn over brain and his whale-like flatop is an extra mouth he eats with.

Noxic (voiced by Derek Stephen Prince) - Android with coils for hair and white jacket. Can control machinery and other things by removing his head and attaching it to them. Prefers to eat donuts all day long instead of doing Vexor's bidding. He has a brother named Super Noxic.

Jara (voiced by Rajia Baroudi) - Female humanoid clad in red attire and white mask. She speaks with a Russian accent. Despite her face being remade 3-dimensional, she cannot consume junk food in the real world because the mouth on her mask could never open.

Magnavore Jet Fighters - Air-borne machines resembling wasps. Summoned to attack the Beetleborgs on several occasions.

Scabs - Yellow-black goon squads summoned to fight the Beetleborgs on rare occasions.

Crustaceans

The villains of the second season, based on the art work of Art Fortune's evil brother, Les Fortunes. They took over the Mangavores' hideout as their own.

Nukus (Christopher Cho) - A creation of Les Fortunes, the Triceratops-based Overlord of the 2nd Dimension. Hid away in Art Fortune's vault until the Magnavores took the picture and Vexor brought him to life. Nukus quickly set a plan to dispose the Magnavores and take over as the new villain. He broke Les out of jail to use the artist's skills to create deadly monsters that could be brought to life with the use of his sword. He had an advantage over the Beetleborgs as he destroyed both the paper he came out of and the copy Art had. Nukus also destroyed the Beetleborgs' original armor, weapons, and powers. He later gained a mega form, Mega Nukus, from touching Les Fortunes' transmographier device.

Horribelle (Claudine Barros) - Second in command of the Crustaceans, an insect-based sword-toting fighter and Nukus' right-hand woman.

Vilor (voiced by Dave "Foots" Footman) - Third in command of the Crustaceans, a fish-based, trident-toting fighter. He briefly gains a second form, Super Vilor, when the Mantrons arrived, and later a brief mega form, Mega Vilor, after touching Les Fortunes' transmographier device, though he somehow reverted back to his normal state.

Lester "Les" Fortunes (Marshal Hilton) - The black sheep in the Fortunes family, Art's younger brother. He was in jail when Nukus recruited him to his cause. Despite creating all the Crustacean monsters and their arsenal, Les never gets any respect or credit for it. At the end of the series, he goes back to jail for some peace and quiet.

Dregs - Assorted monsters used as foot soldiers. Dregs came in two groups. One group was based off land animals and wore brown slacks and black boots (Spider Dreg, Stego Dreg, Ptera Dreg). The other based off sea creatures and wore blue spandex pants and white boots (Fish Dreg, Jellyfish Dreg, Squid Dreg). Each group consisted of six different types of Dregs.

Worm Tanks - Giant worm like vehicles summoned to attack the Beetleborgs on several occasions.

Crustacean Jet Fighters - Air-borne machines based on the design of the Worm Tank summoned to attack the Beetleborgs on several occasions.

Evil Beetleborgs

Shadowborg (voiced by Bob Papenbrook) - Black evil Beetleborg created by Vexor from ionic DNA and insectite material stolen from the Blue Stinger Beetleborg. Not only is Shadowborg created from the basic materials as Blue Stinger, but he is enhanced with some of the powers of the other Beetleborgs. Shadowborg can run faster than the Green Hunter, jump higher than Red Striker, and remain underwater for 51 minutes. Shadowborg's architectural armor is modeled after of a longicorn beetle, perhaps the fiercest warrior of the insect world. With his Shadow Claw, Shadowborg can cut through any substance known to this planet. Was finally destroyed by Drew in his new form, Mega Blue Beetleborg. Unlike his predecessors the Green Ranger (from Mighty Morphin Power Rangers), Red Python (from VR Troopers) and Roborider (from Masked Rider), Shadowborg did not need a brainwashed human to harness his powers.

The MantronsMantrons - Evil counterparts of the Astralborgs. Created by Les Fortunes as a child to rival Art Fortunes' Astralborgs in their only collaboration, the Lost Comic. They were there to aid Nukus in his plans to get Roboborg, who ultimately made it to the good hands of the Beetleborgs. In 'Roboborg' (part 8 of the Lost Comic saga), the Mantrons were finally sent back to the Lost Comic for good by the combined attacks of the Beetleborgs, Astralborgs and Roboborg. The Mantrons are:

Scorpix (voiced by Bob Papenbrook) - Modeled after a scorpion, leader of the Mantrons.

Hornix (voiced by Bob Johnson) - Modeled after a hornet.

Mantix (voiced by Ethan Murray) - Modeled after a praying mantis.

Centipix (voiced by Lee Hondo Woodford) - Modeled after a centipede.

Supporting Cast

The denizens of Charterville who often interacted with the kids. Most of which were Roland's family. Even after the strange occurrences that have been happening throughout town, they never acknowledged the battles between the Beetleborgs and their enemies. Everyone still remained ignorant to the fact that Beetleborgs and monsters were real.

"Nano" Williams (Vivian Smallwood) - Roland's grandmother, Aaron's mother, and Abbie's mother-in-law. Nano is one hip granny and a trained martial artist. When she's not running Zoom Comic's or practicing her moves, she's often seen riding her motorcycle. Nano often helps out the kids when they're in a jam. If nothing else, she enjoys teasing her son Aaron.

Aaron Williams (Kim Delgado) - Roland's father. He ran the comic shop full time and is often embarrassed by his mother's antics. Aaron was last seen during the Curse of the Shadowborg miniseries. He was called away

on business, leaving the shop in the care of his wife.

Abbie Williams (Channe Nolen) - Roland's mother. She primarily works as a real estate agent. With her husband Aaron away, someone had to run Zoom Comics. Roland very much wanted his mother to run the store, but she and Nano don't really see eye to eye and she also did not know much about running a comic shop. With a little help from Flabber's magic, Abbie's heart opened up and rekindled fond childhood memories of a comic she once loved reading. Afterwards, she took over Zoom Comics for the remainder of the series. Heather (Elizabeth Z. Lund) - Drew's crush. No matter what, Drew could never tell Heather what he really felt. Heather also helped at Zoom Comics and enjoyed comic books too, especially Beetleborgs. During the Shadowborg saga, she developed a relationship with new boy, Josh, much to the dismay of Drew. The Drew/Heather subplot was never resolved at the end of Beetleborgs Metallix.

Trip & Van (Todd Hurst & Patrick Seaborn) - the comic relief of the series. The brothers constantly pestered the kids daily lives by flaunting their wealth and self-acclaimed superiority. Trip was the smarter of the two, whereas Van was a bit slow. They sometimes cooked up schemes to get richer, humiliate the Beetleborgs, or simply to cause mischief; often getting their unwitting chauffeur, Dudley, involved. They dared Drew, Roland and Jo to enter Hillhurst Mansion, which led the three to becoming Beetleborgs. Like Bulk & Skull from Power Rangers, they always got their just desserts through hilarious and zany gags. In the final episode of Big Bad Beetleborgs, as they fled Charterville, Nukus forced them to go back and tell the Beetleborgs how to defeat Borgslayer. They then left town and never returned.

Monsters

Main article: List of Beetleborgs monsters

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Weaponry & Arsenal

Big Bad Beetleborgs

Beetle Bonders - The Beetleborgs' transformation devices. Once summoned, the kids transformed into the Beetleborgs with a cry of "Beetle Blast!".

Sonic Lasers - The Beetleborgs' fire-arms.

Pulsabers - The weapons that the Beetleborgs use to summon Gargantis. It can combine with the Sonic Laser for more firepower.

Beetle Battlers - The Beetleborgs' main weapons of their own design;

Stinger Blade - The Blue Stinger Beetleborg's weapon.

Stinger Drill - The Blue Stinger Beetleborg's more powerful enhanced Beetle Battler.

Hunter Claw - The Green Hunter Beetleborg's weapon.

Striker Blaster - The Red Striker Beetleborg's weapon.

Thunder Stinger - More powerful than any Sonic Laser, only the Blue Stinger Beetleborg can use it. This weapon also helps transform Blue Stinger Beetleborg into the Mega Blue Beetleborg.

Beetleborgs Metallix

Data Bonders - The Beetleborgs' transformation devices. Unlike the Beetle Bonders, the kids had to insert the Input Cards into the Data Bonders after they were summoned. The kids transformed into the Metallix Beetleborgs with a cry of "Beetle Blast!".

Data Lasers - The Beetleborgs' fire-arms.

Metallix Battlers - The Beetleborgs' main weapons of their own design;

Metallix Lancer - The Chromium Gold Beetleborg's weapon.

Metallix Grappler - The Titanium Silver Beetleborg's weapon. Much like the Hunter Claw, it could also grab an enemy.

Metallix Baton - The Platinum Purple Beetleborg's weapon.

Astral Bonders - The Astralborgs use this device to give the Beetleborgs new weapons to use in battle.

Astral Arsenal - Weapons used by either the Beetleborgs or Astralborgs.

Astral Laser - Laser weapon used by either Dragonborg or Chromium Gold Beetleborg.

Astral Launcher - Arm-cannon used by Fireborg.

Astral Pulsar - Hand-held weapon used by Platinum Purple to ruin or restore.

Astral Sabers - Long swords used by Lightningborg.

Astral Sonic Cannon - Weapon on Lightningborg's chest used to give his enemy ear aches, later involving a laser blast afterwards.

Astral Datadex - Weapon used by the Titanium Silver Beetleborg.

Astral Bazooka - Weapon used by Ladyborg.

Astral Blaster - Combination of a Data Laser, Astral Laser, Astral Datadex & Astral Pulsar, usually held by Chromium Gold Beetleborg.

Astral Sword - See Battleborgs - Roboborg.

Astral Ax - See Battleborgs - Boron.

Sector Cycles - The Beetleborgs' new bikes used when they need to get to another part of the city. When Roboborg arrived, he changed the cycles into the new Mega Spectra Sector Cycles by combining their old powers with their Metallix powers.

"Bugging out" - in the first two episodes of Metallix, Drew and his teammates use Flabber's book of spells (or Phasm Handbook) to try and change him back to normal after Nukus traps him into a giant block of ice. One spell gives all three the power to change into somewhat larger versions of their respective insects (about the size of their fists), then revert back to human. By stamping one foot and saying "Bug out!", they change into bugs. To become human again, they say "Bug back!" The trio are able to use this ability in either human or Beetleborg form, and will never lose it.

Assault Vehicles

Beetleborg Attack Vehicles

The A.V.'s are the Beetleborgs' heavy artillery to use when the city is attacked by Magnavor Jet Fighters.

Housed in the Beetle Battle Base, minus Gargantis.

Blue Stinger A.V. - Blue Stinger Beetleborg's A.V.

Green Hunter A.V. - Green Hunter Beetleborg's A.V.

Red Striker A.V. - Red Stinker Beetleborg's air-borne A.V.

Gargantis the Attack Mobile Carrier - Most powerful attack vehicle the Beetleborgs had, it can open its back so the smaller A.V.s can ride atop of it for the Gargantis Mega Cannon.

Beetleborg Battle Vehicles

The B.V.'s are the Beetleborgs' heavy artillery to use when the city is attacked by Crustacean Jet Fighters & Worm Tanks. Housed in the Beetle Battle Station.

Chromium Gold B.V. - Chromium Gold Beetleborg's B.V.

Titanium Silver B.V. - Titanium Silver Beetleborg's B.V.

Platinum Purple B.V. - Platinum Purple Beetleborg's air-borne B.V.

Battleborgs

Roboborg VS BoronRoboborg (voiced by Michael Sorich) - Arrived on Earth when all eight of the Astral Coins were reunited with the Astral Sword. Roboborg is summoned when the Chromium Gold Beetleborg holds the Astral Sword in the air and shouts "Roboborg!".

Boron (voiced by Y.I. Otta) - Les Fortunes created the Astral Ax, the evil counterpart to the Astral Sword, and with it Roboborg's evil counterpart, Boron. Used by Mega Nukus to summon Boron, simply by shouting out, "Boron, Arise!". In the battle against Reggillian, the Beetleborgs tricked the Crustaceans into giving up the Astral Ax so it could fall into the hands of Titanium Silver Beetleborg. Boron then switched to the side of good.

Theme songs

Big Bad Beetleborgs Theme (TV Version)

Three typical average kids inside a haunted mansion!

Just by chance, freed a ghost, who made them Beetleborgs!

Frankenbeans: Beetleborgs!

Big Bad Beetleborgs!

Big Bad Beetleborgs!

Hey look now they're superheroes, armed with superpowers!

Mums: Cool!

Taken from a comic strip and now they're Beetleborgs!

Fangula: Beetleborgs!

Big Bad Beetleborgs!

Big Bad Beetleborgs!

Big Bad Beetleborgs Theme (Complete Version)

Unlike the TV version, this version of the song is performed by Billy "Flabber" Forrester, who uses his Flabber voice for the song

Three typical, average kids

Love to read their comic strips

Wishing one day they could be

Big Bad Beetleborgs

Big Bad Beetleborgs!

Big Bad Beetleborgs!

On a dare, they went inside

A haunted, spooky mansion

Just by chance, freed this ghost

I made them Beetleborgs

Big Bad...

Big Bad Beetle...

Hey! Look! Now they're superheroes

Armed with superpowers

Taken from a comic strip

And now they're Beetleborgs

Big Bad Beetleborgs!

Big Bad Beetleborgs!

Beetles, beetles everywhere

Catch those villains, if you dare

They might be big and mean

But you're the biggest, baddest team

One is quick and one is strong

The other's brave, can't go wrong

Superheroes, one, two, three

Beetleborgs is what you see

Big Bad...

Big Bad Beetle...

Big Bad Beetleborgs!

Big Bad Beetleborgs!

Beetleborgs Metallix Theme

Three typical average kids love to read their comic strips.

Wolfgang: Yeah!

Got their wish and they became the Big Bad Beetleborgs.

Fangula: Beetleborgs!

Big Bad Beetleborgs!

Big Bad Beetleborgs!

Then new villains came along and blew away their powers!

Frankenbeans: Whoa!

Beetleborgs were in a fix and now have gone Metallix!

Mums: Metallix!

Beetleborgs Metallix!

Metallix!

Beetleborgs Metallix!

Metallix!

Big, big, big, big, bad, bad, bad, bad

Big Bad

Big Bad Beetle

Beetleborgs Metallix!

Metallix!

Beetleborgs Metallix!

Trivia

The end credits of Big Bad Beetleborgs featured a sped-up sequence with Flabber and the House Monsters running around Hillhurst Mansion.

The character of Jo McCormick, portrayed by Shannon Chandler, was replaced halfway through the first season by Brittany Konarzewski. It paralleled, to an extent, the situation in B-Fighter, when the original Reddle, Rei, left the team and was replaced.

Karato and Silver Ray footage came from the 'Jukkou B-Fighter Metal Hero' teamup special. Karato is actually the metal hero Tokusou Robo Janperson; and Silver Ray is Gungibson, another Janperson character. The villain 'Goldex' was actually the psychotic and villainous Billgoldy, one of Janperson and Gungibson's enemies.

The Assault Vehicles were recreated in CGI for new action footage, with the footage being re-used for several episodes.

Billy Forrester, who portrayed Flabber, won an episode of the game show The Weakest Link.

A character in an episode of The Simpsons was named Art Fortunes.

During one of the 'Monday Headline' segments on the Tonight Show with Jay Leno, a picture of Flabber was sent to Leno, which got laughs from the audience, while Leno was a bit peeved.

Beetleborgs Metallix was canceled because the producers ran out of B-Fighter Kabuto footage to adapt.

Beetleborgs Metallix, VR Troopers and The Mystic Knights of Tir Na Nog were the only Saban productions in which the heroes never lost their powers in the final episode.

The costumes for Shadowborg, Ladyborg, Lightningborg, Dragonborg and the Green Hunter Beetleborg were re-cycled for the Power Rangers: Wild Force anniversary special episode, Forever Red, in which they represented the remaining generals of the Machine Empire.

Various monsters from both Beetleborgs seasons were re-used as enemy monsters in The Mystic Knights of Tir Na Nog. Some of them included Scorpix, Shellator, Seed of Evil, Fangula Bat Monster, and some other unnamed and unused monsters.

Some of the Beetleborgs monsters appeared in Power Rangers. Terror Bear, a Stego Dred, and Triplesaurus

become their favorite comic book superheroes. The BeetleBorgs!

Wr Shuki Levy, Shell Danielson

Dir Shuki Levy

1 - 2 *TNT FOR TWO*

Van and Trip pay to have the Hillhurst Mansion blown up while the Magnavores have their own plan to destroy the Mansion.

Wr M.A. Evans

Dir John Putch

1 - 3 *THE GHOST IS TOAST*

Trip and Van hire a bogus ghostbuster to exterminate Flabber from Hillhurst.

Wr Margo McCahon

Dir John Putch

1 - 4 *THE TREASURE OF HILLHURST MANSION*

Flabber has a cold, and is surprised to discover that the old handkerchief he uses to blow his nose is actually a treasure map! The three Beetleborg kids use it to seek out what they expect to be riches beyond imagination. But Van and Trip swipe the map, in an effort to find the treasure themselves. The Magnavores then steal it from them, and release a monster, the Terror Bear, from the comics to keep the Beetleborgs busy. After defeating the monster, the kids team-up with the House Monsters to track down the treasure: and it turns out to be golden slime.

Wr Paul F. Corrigan, Brad Walsh

Dir John Putch

1 - 5 *NEVER CRY WEREWOLF*

A werewolf arrives at Hillhurst. His name is Wolfgang, and he's a notorious freeloader from the House Monsters' old country (Transylvania). Lucky for them, when he makes a big scene in Charterville, the Magnavores take interest, and kidnap Wolfie, hoping to use his strength against the Beetleborgs.

Wr M.A. Evans

Dir Gabe Torres

1 - 6 *SAY THE MAGIC WORD*

Flabber helps Roland improve his magic trick abilities by lending him a magic book. When he practised his new trick, he performs it at Zoom Comics (but on the way there, he lost the book). He makes Jo disappear, and could not remember how to bring her back. When he discovers that the book was gone, he must find it immediately or Jo is stuck being invisible.

Wr Paul F. Corrigan, Brad Walsh

Dir John Putch

1 - 7 *LIGHTS, CAMERA, TOO MUCH ACTION*

A production of a movie would be taking part in Hillhurst Mansion, and everyone was excited to see if they could become a star in the latest Hollywood movie.

Wr Jennifer Heftler, Lisa Page Kissig

Dir Gabe Torres

1 - 8 *NANO IN THE HOUSE*

Nano discovers a bracelet inside a closet, and puts it on. Now, whoever is in the presence of her, becomes her servant. And take a guess just what happens when she visits Hillhurst!

Wr Clifford Herbert

Dir John Putch

1 - 9 *LOCOMOTION COMMOTION*

A rat kidnaps Heather while she was waiting for Nano to arrive back in Charterville from her trip.

Wr Taylor Grant

Dir John Putch

1 - 10 *CAT-TASTROPHY*

Drew finds himself slowly becoming a cat monster.

Wr Margo McCahon

Dir Worth Keeter

1 - 11 *DREW AND FLABBER'S LEE THAN FABULOUS ADVENTURE*

Drew wants to get Heather a very special birthday present: the gem of Queen Magna. So he convinces Flabber to accompany him into the comic dimension!

Wr Bob Allen

Dir Worth Keeter

1 - 12 *GHOULS JUST WANNA HAVE FUN*

The House Monsters are getting tired of not catching their meals - the three kids, Drew, Jo, and Roland. Meanwhile, the Magnavores create a woman to infiltrate Hillhurst.

Wr Jennifer Heftler, Lisa Page Kissig

Dir Worth Keeter

1 - 13 *IT'S A BAD, BAD, BAD, BAD WORLD*

Vexor summons a bottle from the comics, which contains all the badness in the world. And once the substance is released from the bottle, it creates a bad atmosphere, bringing out the worst of people. Jo drinks it and turns into a lunatic.

Wr M.A. Evans

Dir Doug Campbell

1 - 14 *THE HUNCHBACK OF HILLHURST*

Flabber, The House Monsters, and the three kids discover a hunchback in the attic of the Hillhurst Mansion.

Wr Taylor Grant

Dir Doug Campbell

1 - 15 *THE LITTLEST BRATTLEBORG*

Oliver visits his cousins - Drew and Jo and when he pretends to be a Beetleborgs by dressing up like one, the Magnavores capture him as they believe he is a real Beetleborg.

Wr Paul F. Corrigan

Dir Doug Campbell

1 - 16 *HAUNTED HIDEOUT*

Bank robbers steal Nano's money and hide it in Hillhurst Mansion.

Wr Margo McCahon

Dir Terrence H. Winkless

1 - 17 *MONSTER ROCK*

A rock band moves into Hillhurst.

Wr Kojo Katoaka, Oak O'Connor

Dir Terrence H. Winkless

1 - 18 *CONVENTION DIMENSION*

The kids attempt to meet the Beetleborgs' comic creator, Art Fortunes, at a Comic Book Convention. But the Magnavores seize the opportunity to release several monsters at once.

Wr M.A. Evans

Dir Terrence H. Winkless

1 - 19 *ROOT OF ALL EVIL*

A plant monster is sent out of the Comics to destroy the Beetleborgs.

Wr Toni Gallager

Dir Gabe Torres

1 - 20 *THE DOCTOR IS IN*

Dr. Baron Von Frankenbeans, the creator of the House Monster known simply as Frankenbeans, arrives at Hillhurst for a visit. The doctor runs experiments and tests on Flabber and the other House Monsters to check on their health.

Wr David Fletcher

Dir Gabe Torres

1 - 21 *SPACE CASE*

Aliens arrive on the planet Earth, and the Magnavores are the first creatures on Earth to witness them. They capture them to use their advanced technology to help defeat the Beetleborgs.

Wr M.A. Evans

Dir Jeff Burr

1 - 22 *THE BRAIN IN THE ATTIC*

The House Monsters find what appears to be a brain in their attic. Little do they realize, that it was placed there by the Magnavores to spy on them and the Beetleborg kids.

Wr Margo McCahon

Dir Jeff Burr

1 - 23 *BYE, BYE FRANKIE*

Frankenbeans ventures out from Hillhurst on Halloween.

Wr Joel M. Barkow, Louis J. Zivot

Dir Gabe Torres

1 - 24 *FANGS OVER CHARTERVILLE*

Count Fangula attacks the people in Charterville, turning Van and Trip into vampires!

Wr Bob Allen

Dir Jeff Burr

1 - 25 *CURSE OF THE SHADOW BORG (PART 1)*

Vexor, using a piece of Roland's Blue Stingerborg armor, creates his very own evil Beetleborg, the Shadowborg. Meanwhile, a new kid in town catches Heather's eye, and thus, catches Drew's ire.

Wr M.A. Evans

Dir Gabe Torres

1 - 26 *THE RISE OF THE BLASTER BORG (PART 2)*

The Shadowborg can not be defeated by the three Beetleborgs, so the three kids turned to the creator of the Beetleborgs Comics, Art Fortunes. He creates a new Beetleborg, and a new boy in town named Josh Baldwin gets to use the new armour.

Wr Margo McCahon

Dir Gabe Torres

1 - 27 *THE REVENGE OF VEXOR (PART 3)*

When the Beetleborgs lose their power to the Shadowborg, the White Blaster Beetleborg retrieves it.

Wr Elizabeth Ann Cooper

Dir Gabe Torres

1 - 28 *A FRIEND IN NEED (PART 4)*

Shadowborg captures the Beetleborgs while attempting to battle Vexor, so they must obtain help from their new Beetleborg.

Wr J-P Chanda, Peter Lebow

Dir John Putch

1 - 29 *RAIDERS OF THE TOMB (PART 5)*

Drew and Josh successfully find their way into the Magnavors hideout and steal an energy rod that contained the required energy to restore the Shadowborg's strength.

Wr M.A. Evans

Dir John Putch

1 - 30 *BIG RUMBLE IN CHARTERVILLE (PART 6)*

The power rod is used to give Drew the Blue Stingerborg upgrade of Mega Blast. Will it be enough to destroy Shadowborg? And how will this effect the White Blasterborg?

Wr Margo McCahon

Dir John Putch

1 - 31 *YO HO BORGs*

Blackbeard the pirate is summoned from a history book by Flabber.

Wr Joel M. Barkow, Louis J. Zivot

Dir Douglas Sloan

1 - 32 *CHRISTMAS BELLS AND PHASM'S SPELLS*

The Beetleborgs, Flabber and the monsters of Hillhurst celebrate their first Christmas together, while a fund is being raised for the less-fortunate kids of Charterville at the Charterville comic store. Vexor's crew was sent out to destroy Christmas for everyone, but the Beetleborgs came into action and attacks the

Magnevors, but they escaped. Flabber adds some Christmas spirit to the monsters of Hillhurst and returns all the gifts to the people of their town. Van, Trip, and Dudley gets into the Christmas spirit and helps the party for the less-fortunate children.

Wr Shell Danielson

Dir Gabe Torres

1 - 33 *PET PROBLEMS*

Zoom Comics discovers a lost pet while the Beetleborgs had to take care of another monster released from the Comics.

Wr Taylor Grant

Dir Douglas Sloan

1 - 34 *PHANTOM OF HILLHURST*

A Phantom appears in Hillhurst, seeking his long lost love, who just happens to resemble Jo!

Wr Louis J. Zivot, Joel M. Barkow

Dir Douglas Sloan

1 - 35 *OPERATION FRANKENBEANS*

Dr. Baron Von Frankenbeans, Frankie's creator, returns, and gives his "son" an operation to increase his intelligence. But the new, super-smart Frankenbeans turns out a little too snobby. Meanwhile, the Magnavores use attack after attack to make Drew, Jo, and Roland late for school.

Wr David Fletcher

Dir John Putch

1 - 36 *THE CURSE OF THE MUMS' TOMB*

Two archaeologists come to Hillhurst to retrieve there Mummy finds. They reviewed how they had dug up Mums, and how they got the curse where they continue to sneeze, itch, etc... They must reburry Mums so they can rid of the curse.

Wr Joel M. Barkow, Louis J. Zivot

Dir John Putch

1 - 37 *THIS OLD GHOST*

The ghost of Old Man Hillhurst returns and continues to haunt Hillhurst Mansion, while Abbie (Roland's mother) replaces Aaron at Zoom Comics.

Wr M.A. Evans

Dir John Putch

1 - 38 *JO'S STRANGE CHANGE*

Wolfgang plays around with Flabber's spellbook, and accidentally changes Jo into looking like a different girl!

Wr Peter Lebow, J-P Chanda

Dir Brian Thomas Jones

1 - 39 *SHE-WOLF*

A female werewolf arrives at Hillhurst, and Wolfgang falls in love at first sniff. But it turns out she's none other than Jara, the Magnavore mistress!

Wr M.A. Evans

Dir Brian Thomas Jones

1 - 40 *SOMETHING FISHY*

There's a legend about an enormous fish that lives in Charterville, and Vexor has a plan to release a Giant Fish from the Comics and attack citizens of the city.

Wr Clifford Herbert

Dir Worth Keeter

1 - 41 *BRIDE OF THE FRAKENBEANS*

Dr. Baron Von Frankenbeans creates a bride just for his "son", Frankie. She's not interested in him, until she learns of how he'll be inheriting the Baron's "fortune".

Wr Joel M. Barkow, Louis J. Zivot

Dir Brian Thomas Jones

1 - 42 *FANGULA'S LAST BITE*

Count Fangula's "victim quota" is low, as he hasn't drank any blood in weeks! Vlad the Impaler, head

vampire from the old country, comes to Hillhurst to make sure he gets back on track.

Wr Elizabeth Ann Cooper

Dir Worth Keeter

1 - 43 *THE GOOD, THE BAD, AND THE SCARY*

The kids switch bodies with the Magnavores.

Wr Bob Allen

Dir Worth Keeter

1 - 44 *BUGGIN' OUT*

A bug creature is released from the newest issue of Beetleborgs. He's accidentally merged with Flabber!

Wr M.A. Evans

Dir Gabe Torres

1 - 45 *SVENGAIL, BY GOLLY*

Hypnomania is unleashed into the real world and he controls the house monsters to attack the kids. The Beetleborgs must find Hypnomania and destroy him so the house monsters are not under the control of Vexor anymore. While the Magnavor trio are fired by Vexor and have to make a living earning money off humans.

Wr Louis J. Zivot, Joel M. Barkow

Dir Gabe Torres

1 - 46 *BIG BAD LUCK*

A monster called Evil Eye attacks the city sending out bad luck to everyone it encounters.

Wr Koji Kataoka, Oak O'Connor

Dir Gabe Torres

1 - 47 *A MONSTER IS BORN*

The Magnavores leave a baby at the steps of Hillhurst. Unfortunately, the baby is the Rocket Man monster in disguise.

Wr Peter Lebow, J-P Chanda

Dir Worth Keeter

1 - 48 *NORMAN NUSSBAUM : VAMPIRE HUNTER*

A boy named Norman Nussbaum arrives in the city to slay a vampire, who goes by the name of Fangula. When the Beetleborgs discover his motive (because he is in a line of Vampire Hunters), they have to save Count Fangula from the child.

Wr David Fletcher

Dir Worth Keeter

1 - 49 *BROTHERLY FRIGHT*

Noxic's brother, returns and now he transforms into a buffed-up man named Herc-Uleese to spy on the Beetleborgs. For his disguise, he puts the House Monsters to work, exercising to become as muscular as he is. When the Beetleborgs are suspicious about this man, they go investigate and surely, they witness his transformation powers.

Wr Joel M. Barkow, Louis J. Zivot

Dir Worth Keeter

1 - 50 *FRIGHT FILES*

Wr M.A. Evans

Dir James Mathers

1 - 51 *BORGLAYER! (PART 1)*

Vexor decided that he has had enough of all the villains that he had brought to life, from the Beetleborg comics, and failed. So, he and the Magnavors went to Arthur Fortunes's office to see if he had anything new that would help them. They discover a strange drawing named Nukus but Arthur told them that he did not draw that. Meanwhile, the monsters were fed up with Flabber and they decided to put him back in his pipe organ prison.

Wr Margo McCahon

Dir James Mathers

1 - 52 *VEXOR'S LAST LAUGH (PART 2)*

Vexor and Nukus watched happily as Borgslayer continued to terrorize the Beetleborgs. Nukus told

Vexor that if the Beetleborgs defeated Borgslayer, all the Magnavors would return to the comic books. The Beetleborgs tried to release Flabber from the pipe organ by repeating the same way they got Flabber out of his pipe organ the first time. The Beetleborgs defeated Borgslayer and the Magnavors, and all of the Magnavors returned to their rightful place in the comic book world. But just as the ex-Beetleborgs were about to lead a normal life, Nukus arrived.

Wr Margo McCahon

Dir James Mathers

- 2 - 2 *OH, BROTHER*
- 2 - 3 *FRIENDS FOREVER*
- 2 - 4 *THE WEDDING*
- 2 - 5 *STRIKE FORCE*
- 2 - 6 *MAMBO RAMBO*
- 2 - 7 *GRAN COMES TO STAY*

BIG PULL, THE

American astronaut Mike Sklorski, is sent into space to complete one orbit of the Earth, he passes through the deadly Van Alan Belts, which are full of radioactive particles. He returns to Earth apparently safe from any radiation from the Van Alan Belt. It's isn't long however before Sklorski dies from an unknown cause. The Dr. Weatherfield, the man who designed the rocket, disappears after having nightmare about absorbing Sklorski's memory.

When the Sklorski is seen to be alive, the head of research Sir. Robert Nailer believes that Sklorski and Weatherfield have become one. He also believes that they were attacked by something beyond the Van Alan Belts. Soon after other men are being attacked in pairs, one being killed and one going missing. After every pair goes missing, double the amount goes missing the next time, the only hope that Nailer has is to capture one of the 'fusion's'.

Transmission of the Big Pull overlapped with the transmission of new episodes of THE ANDROMEDA STRAIN on the BBC. The producer for the show was Terence Dudley, the designer was Lionel Radford, the camera man for the filmed sequences was A.A. Englander and the editor was Seymour Logie. As with many BBC productions of the time the music and special effects were done by the BBC Radiophonic Workshop. TBP's producers was Terence Dudley, who would later go on to produce two other high quality SF shows in the form of SURVIVORS and DOOMWATCH. Listed above are just a few of the 90 cast members credited in this serial, one of the largest casts ever assembled for a serial. TBP was overlapped with the second instalment of A FOR ANDROMEDA.

A superb example of the limitless bounds of imagination and creativity prior to man landing on the moon, The Big Pull explored the fears of those on Earth as space exploration became more of a reality than science-fiction television had ever before conceived. The series, which took as its central premise British space scientists experimenting with astronauts breaking through the highly radioactive Van Allen belts in the planet's atmosphere, appeared, for the most part, to hint at a possible alien invasion of the Earth.

Scriptwriter Robert Gould opened the story with Head of Space Research, Sir Robert Nailer (William Dexter), assisting with shuttle manoeuvres as a space station endeavours to assist astronaut Mike Sklorski (Frank Fenter) in returning to Earth, having traversed the Van Allen belts. The mission appears to be successful, with the shuttle returning safely and the astronaut in fine health. However, further investigation finds that the recording equipment inside the vessel had stopped for nineteen seconds prior to re-entry, and Nailer is keen to ascertain the cause and any side-effects Sklorski may be experiencing. However, less than an hour after the capsule is opened, the astronaut dies - and there appears to be no precise medical reason for his death. Nailer becomes even more concerned when Doctor Weatherfield (Felix Deebank), in England for the opening a powerful new radio-telescope and the first man to enter the space capsule after its opening, disappears from his hotel after a terrible nightmare in which he had "absorbed" the mind of the dead astronaut.

This six-part serial, produced and directed by Terence Dudley, was both potent and compellingly addictive as the layers of revelations were steadily stripped away as the series surged towards its climax. The ability to keep the viewer guessing as to whether or not it was a radiation plague or an alien invasion heightened the suspense and dramatic potential, and a served as a timely warning of the dangers of reckless experimentation in space.

The programme boasted notable performances from Frederick Treves, June Tobin, Gertan Klauber and Keith Pyott, and is one of the more high-calibre science-fiction drama productions BBC Television developed throughout the 1960s. The programme was never commercially exported or released

WR. Robert Gould

DIR.

EPISODES: 6 **YEAR MADE:** 1962 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR: ROBERT GOULD

TYPE OF SHOW: INVASION

FORMAT: SERIAL

LENGTH (MINS): 30 STILL IN PRODUCTION: No B/W: Yes COLOUR: No LANG: English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 09/06/1962

AIR DATE OF LAST EPISODE 14/07/1962

SEASON DATE BREAKDOWN:

FILMS:

Sir Robert Nailer WILLIAM DEXTER, Lady Nailer JUNE TOBIN, Janet Nailer SUSAN PURDIE, Dr. Allan Tullus RAY ROBERT, Anderson (eps 1-3)/ Bruton-Anderson (eps 4-5) FREDERICK TREVES, Mrs. Stone JOAN FRANK, Jeff Murray RAYMOND MASON, Det. Chief Supt. Allison FRED FERRIS, Van Hausen KEITH ANDERSON, Pan LAURA GRAHAM, Gen. Nant PAUL BACON, Dr. Weatherfield FELIX DEEBARK, Sklorski FRANK FENTER, Air Vice Marshall Collins KEITH PYOTT, Royston IAN CLARK, Mrs. Weatherfield HELEN HORTON.

1 - 1 "EPISODE 1"

Robert Gould, the author, introduces the six-part science-fiction serial beginning tonight: Before man can reach the moon he will have to find a safe way of penetrating the Van Allen belts - two belts of radio-active particles five-hundred and nine-thousand miles up, and one-thousand and three-thousand miles deep respectively. This scientific fact, though not generally known, is at present keeping American space experts busy trying to find a solution to the problem. What lies beyond? Other galaxies, other planets, other civilisations - millions of light years away? Perhaps even other beings in space, only too ready to attempt an attack on this world? These are the thoughts behind the science-fiction serial which begins tonight. The first man has orbited the earth above the Van Allen radiation belts. Soon after his capsule is retrieved from space the astronaut dies. Twenty-eight days later space-research head Sir Robert Nailer (played by William Dexter) is confronted with evidence which indicates a weird and terrifying possibility: that the dead man returned "contaminated" and that this "contamination" has begun to spread. He died from no known cause - after making only one orbit of the earth a mere fourteen-thousand-five-hundred miles up. Could some force, some influence, have been waiting just above the radiation belts to gain entry to the earth? The implications of what has happened begin to be understood, and what lies ahead begins to reveal itself in all its horror ... There are no monsters in The Big Pull. It is our own inability to see beyond our noses that carries the story through to its horrifying end. If in fact an attack from outer space did take place - particularly if we were faced with having to try and accept what is to our way of thinking impossible - human nature could well be the weakest point in our defence. I believe we are very vulnerable indeed, as you will see during the next six weeks if you watch the serial.

1 - 2 "EPISODE 2"

When American astronaut Mike Sklorski travelled in a specially protected rocket through the deadly belt of radio-active particles encircling the earth and returned safely after a single orbit fourteen-thousand-five hundred miles up, it seemed as though the way was clear for the space-race to the moon, for both Sklorski and his capsule landed completely free from any trace of cosmic radiation. And yet soon after the capsule was opened, Sklorski died from causes unknown. The first man to enter the capsule after the flight is Doctor Weatherfield, the scientist who designed the rocket. Visiting England for the opening of a powerful new radio-telescope, Weatherfield disappears from his hotel following nightmares in which he has "absorbed" Sklorski's memory. Could something have happened to the astronaut during the nineteen unexplained seconds out in space when the capsule's cameras and tape-recorders went blank? Could whatever it was have come back with him through the radiation belts? And could Doctor Weatherfield have been contaminated by some form of cosmic infection? In this evening's second episode of the exciting new BBC Television science-fiction serial, the search for Doctor Weatherfield becomes a matter of top-secret priority. For the giant new radio-telescope is receiving an unintelligible signal from an unknown source, and things have been seen in the streets of London which lead the Head of Scientific Research to the conclusion: "The decisions the Home Secretary is going to have to make may well mean the difference between life and death for us all".

1 - 3 "EPISODE 3"

The dead astronaut, Major Sklorski, is seen alive, and Doctor Weatherfield has disappeared. Sir Robert Nailer believes that Sklorski and Doctor Weatherfield have become one body, one personality.

1 - 4 "EPISODE 4"

The result of Sklorski's successful orbital flight is an attack on earth by an intelligence from space. Men are attacked in pairs - one killed, one missing. The only chance of preventing the next attack is to find a

missing man - and there are twenty-one hours to go.

1 - 5 *"EPISODE 5"*

The last attack from space claimed thirty-two victims. The next attack will claim double that number. Bruton-Anderson (the "fusion" of two men that looks like Anderson) is captured by Sir Robert, who is forced to attempt a desperate experiment.

1 - 6 *"EPISODE 6"*

The missing men now number thirty-one, and the attacks from space have stopped - but for how long? Nailer knows the missing men must now reduce their number to sixteen. How will they do it and when? Their success means the end of the world.

BIG WOLF ON CAMPUS



A young boy Tommy Dawkins discovers that everytime he gets angry he turns into a Wearwolf. Merton Dingle the local school nerd discovers his secret and tries to help Tommy survive his transformation, and stop people from realising that Tommy is a Wearwolf.

Produced by Peter Pearson, Film Editing by Benjamin Duffield & Annie Ilkow, Casting Maureen Webb, Costume Design by Claire Nadon, Sound Department - Louis Marion (sound). By no means is "Big Wolf on Campus" outstanding or superior, and I doubt that it will ever grow beyond might-be status. After all, the plot is so unoriginal I'm surprised that we haven't seen it more often. But the show plays it well, with an energetic flow and a charismatic title character. So don't just pass it off, and it might grow on you. It isn't often that we see a youth-oriented show that knows what it's talking about.

The series has been seen in the UK first on the Trouble satellite/digital station. Most stories revolved around teenage angst, but other stories do include Time Travel, very much in the vein of another teen SF series WEIRD SCIENCE. The executive producers for the series were Robin Spry, Paul Painter, Peter Pearson, Michael Yudin and Lance H. Robbins. The creative consultant was Peter Knight. Adam Weissman also directed SUPERHUMAN SAMURIA SYBER SQUAD, TOTTOED TEENAGE ALIEN FIGHTERS FROM BEVERLY HILLS and HYPERNAUTS.

The series was first shown in the UK on Satellite/Digital channel Trouble, on a daily basis at 4.30pm on a weekdays, in September 1999.

WR. Robert L. Baird, Brent Piaskoski, Kelly Senecal.

DIR. Eric Canuel, Carl Goldberg, Peter Svatek., Adam Weissman.

EPISODES: 62 **YEAR MADE:** 1999 **COUNTRY:** CAN **SEASONS:** 3

TELESCENE FILM GROUP PRODUCTIONS, FREMANTLE.

CREATOR: PETER KNIGHT & CHRISTOPHER BRIGGS

TYPE OF SHOW: MONSTERS

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 22, (3) 21

DATE OF PREMIER: 02/04/1999 **AIR DATE OF LAST EPISODE** 04/05/2002

SEASON DATE BREAKDOWN:

FILMS:

Tommy Dawkins BRANDON QUINN, Merton Dingle DANNY SMITH, Stacey Hanson RACHELLE LEFEVRE (Season 1 only), NATALIE VANSIER, Becky Dingle NATHALIE VANSIER, Travis Eckert ROB DELEEUW, Tim Eckert DOMENIC DI ROSA, Sally Dawkins JANE WHEELER, Mayor Bob Dawkins ALLAN FAWCETT, Dean Dawkins JACK MOSSHAMMER, Lori Braxton AIMEE CASTLE (2).

RELATED SHOWS:

WEIRD SCIENCE

1 - 1 *"PILOT"*

Tommy Dawkins is a young high school football captain who turns into a wearwolf everytime he gets excited or angry. He soon meets Merton Dingle who knows his secret and wants to help him cope.

Wr Peter Knight, Christopher Briggs

Dir Peter Svatek

1 - 2 *THE BOOKMOBILE*

A strange bookmobile makes its way to Pleasantville, with a rather eccentric librarian at the helm. As Tommy continues to pursue Stacey and Merton continues to find ways to deal with the various dilemmas Tommy faces as a werewolf, the librarian is secretly turning her patrons into books. However, when Stacey is turned into a book, Tommy and Merton figure out what the librarian has been up to. However, the librarian can transform into anyone she has ever turned into a book, and she has a rather large collection.

Wr Greg Thompson, Aron Abrams

Dir Carl Goldstein

1 - 3 *BUTCH COMES TO SHOVE*

As Tommy beats Merton at a video game, Hugo prepares the detention film for the next day, should any student be sent there. As it turns out, Tommy and Merton are unwittingly sent to detention the next day, and as Hugo turns on the projector, he opens a portal for the film's antagonist, a young man named Butch, to escape into the real world. Tommy and Merton are confused, but they soon realize what happens as Butch begins to hit on Stacey, and they figure out that Butch is just as dangerous and deadly as his film counterpart. Then they realize Butch's plan... to take a beautiful girl from the real world back into the film world with him, but Tommy and Merton barely stop him. However, Butch is much tougher than he looks. Will Tommy and Merton stop Butch from accomplishing his mission?

Wr Dan Kopelman

Dir Erik Canuel

1 - 4 *CAT WOMAN*

As Hugo finds a strange cat in the building at night, Tommy is hit with shocking news the next day. Stacey tells him that she only wants to be friends, but Tommy is having a tough time accepting such an arrangement. On rebound, Tommy decides to focus his attention on a new foreign-exchange student called Carole. Although Tommy is a bit happy getting to know Carole, he realizes that he just isn't over Stacey yet, and he decides to tell her. However, he just has to mention Stacey's name as he does, and Merton soon begins to suspect that Stacey is a cat woman. He informs Tommy of the notorious jealousy of cat women, and it hits them like a bunch of bricks that Carole is going to harm Stacey! Although Tommy and Merton save Stacey, they must now deal with Carole, and cat women are much tougher than they look.

Wr Michael MacKenzie

Dir Peter Svatek

1 - 5 *WITCH COLLEGE*

Stacey is acting a bit weird after she joins a sorority that Tommy and Merton suspect may be full of witches.

Wr Dana Reston

Dir Erik Canuel

1 - 6 *THE PLEASANTVILLE STRANGER*

When a murdering ghost is accidentally freed from the bottom of a well, he sets out to strangle the person that killed him - Thomas Dawkins. Since the Thomas Dawkins that killed him is dead, his descendant, Tommy, will just have to do.

Wr Jim Bernstein, Michael Shipley

Dir Erik Canuel

1 - 7 *STAGE FRIGHT*

A crazed cable man by the name of Santini visits Pleasantville, and transports those who use pirated cable in to television shows.

Wr Rick Nyhlon

Dir Carl Goldstein

1 - 8 *THAT SWAMP THING YOU DO*

Twenty-five years ago, a hippy teacher fell into a toxic swamp, and mutated into a monster. Now, he's back, searching for his old fiancé.

Wr Kirk Savell

Dir Carl Goldstein

1 - 9 *MUFFY: THE WEREWOLF SLAYER*

When a new girl, Muffy, starts to leech information from Merton on who the Pleasantville Werewolf is, Tommy must also deal with a soul-sucking door-to-door salesman.

Wr Jim Bernstein, Michael Shipley

Dir Peter Svatek

1 - 10 *STALK LIKE AN EGYPTIAN*

When Tommy and Merton unknowingly resurrect an old mummy on a school field-trip, the dead mummy becomes a teenage boy, and is out to make Stacey his queen, forever.

Wr Jonathan Goldstein

Dir Peter Svatek

1 - 11 *FLUGELHOFF*

Merton sends a picture of Tommy to a Professor who claims he is close to a cure for werewolves. The Professor decides to come into town to see Tommy.

Wr Dan Kopelman

Dir Mark Jean

1 - 12 *INVISIVLE MERTON*

An enemy of Merton's arrive in town with his new knowledge of magic, he puts a spell on Merton which starts to turn him invisble.

Wr Joseph Mallozzi, Paul Mullie

Dir Jimmy Kaufman

1 - 13 *THE WOLF IS OUT THERE*

Tommy is forced to isolate himself from society when Tim and Travis create a group that is out to kill the Pleasantville Werewolf.

Wr Jeff Rothpan

Dir Mark Soulard

1 - 14 *INTERVIEW WITH A WEREWOLF*

Merton discovers an apparent young girl who becomes Merton's girlfriend, but every time she touches him she sucks the life force from his body and he gets older.

Wr David Hamburg, Mitch Goldsmith

Dir Mark Jean

1 - 15 *FANGS FOR THE MEMORIES*

Three vampires come to town and steel blood from a blood bank. Tommy gives blood not realizing that if his blood is given to somebody else they will turn into a werewolf.

Wr Christopher Briggs, Peter Knight

Dir Peter Svatek

1 - 16 *TIME AND AGAIN*

A strange man gives Merton a watch that can reverse time, and Merton uses it to every advantage. Sounds good on paper, but Tommy soon realizes that Merton is losing more and more intelligence each time he uses the watch.

Wr Jim Bernstein, Michael Shipley

Dir Jimmy Kaufman

1 - 17 *BIG BAD WOLF*

Tommy's life is in jeproady when he and Merton speak an Indian chant that unknowingly brings Tommy's dark side to life.

Wr Michael Shipley, Jim Bernstein

Dir Adam Weissman

1 - 18 *SCARY TERRI*

A strange girl Terry Bagwell develops supernatural abilities, allowing her to move objects with her mind, meanwhile Becky goes on her first date.

Wr Ari Posner

Dir Adam Weissman

1 - 19 *HAIR TODAY, GONE TOMMORROW*

A new substitute teacher claims to be the werewolf that bit Tommy. While Tommy looks up to Mr. Dunleavy. Mr. Dunleavy tries to bring the bad side of Tommy.

Wr Paul Kaplan, Mark Torgove

Dir Peter Svatek

1 - 20 *EXOR-SIS*

Tommy tries to help Merton throw a successful party while his parents are away, at the same time that Becky is possessed by a demon.

Wr Scott Jackson, Rick Parks

Dir Peter Svatek

1 - 21 *DON'T FEAR THE REAPER*

While walking through the park, Tommy sees an old man being hassled by Death, he rescues the old man, but death wants a soul in compensation, Tommies.

Wr Rick Nyholm

Dir Peter D. Marshall

1 - 22 *GAME OVER*

Tommy breaks the high score on an arcade game that mysteriously freezes as he reaches the next level. This serves to release the game's antagonist, Dirk Stry'kem, who has decided to destroy Tommy and Merton.

Wr Sam Wendel

Dir Erik Canuel

2 - 1 *HELLO NASTY*

Tommy, Merton, and their new companion, Lori, find themselves deep in an old urban legend when they find themselves battling against a ghost, Bronco Nastovich, who is apparently the reason for a 61-year losing streak against Pleasantville's rival school.

Wr Peter Knight

Dir Jimmy Kaufman

2 - 2 *FRANK STEIN*

While participating in a quiz bowl, Merton is interviewed by a strange man, who wants to take Merton's brain and use it inside his creation.

Wr Kelly Senecal, Robert Baird

Dir Mark Jean

2 - 3 *COMMIE DAWKINS*

When Tommy and Merton enter a wormhole, traveling back in time to take a look, a Russian man enters, and has communism take over the world. In the meantime, Tommy must decide whether or not to warn himself about becoming a werewolf.

Wr Michael Bornhorst

Dir Jimmy Kaufman

2 - 4 *THE GIRL WHO SPIED WOLF*

At the same time Lori finds out that Tommy is the Pleasantville Werewolf, a group of werewolves called the Evil Werewolf Syndicate decides to force Tommy to join.

Wr Robert Baird, Kelly Senecal

Dir Jim Beaudin

2 - 5 *APOCALYPSE SOON*

A traveling wrestler, Dr. Apocalypse, pays a visit to Pleasantville, and he needs one more win to create a real apocalypse, and Tommy's just the wolf to stop him.

Wr Brian Gewirtz, David Feeney

Dir Mark Jean

2 - 6 *THE SANDMAN COMETH*

Tommy and Merton are put up against the villainous Sandman, as he enslaves sleeping people, trying to get them to touch a special sand that will put them to sleep forever.

Wr Rich Hosek, Arnold Rudnick

Dir Jean Beaudin

2 - 7 *THE GEEK SHALL INHERIT THE EARTH*

Tommy and Merton defeat who they believe is a demon trying to attack an innocent teenager. In reality, the demon was actually a demon hunter, and the teenager, a boy called Lester, is the real demon.

Wr David Feeney, Brian Gewirtz

Dir Larry McLean

2 - 8 *IMAGINARY FRIEND*

While donating items to a toy drive, Merton and Tommy unwittingly release Merton's old imaginary friend, Vince, from Merton's old toy chest, and because Merton doesn't want an imaginary friend anymore, Vince sets out to destroy the Pleasantville Trio, and he's a lot tougher than you would think.

Wr Paul Mullie, Joseph Mallozzi

Dir Larry McLean

2 - 9 *101 DAMNATIONS*

Tommy finds a stray puppy, and he is then found by Tim and Travis, who begin their mob of werewolf hunters again. While dealing with that, Tommy fails to realize that his new puppy is Cerebrus, Guardian of the Underworld.

Wr Paul Mullie, Joseph Mallozzi

Dir Jimmy Kaufman

2 - 10 *MIND OVER MERTON*

Merton sets out to make a potion that gives the drinker immense brain power after being rejected for MENTA. However, it falls into the hands of Tim and Travis, who now have the proper knowledge to capture and kill Tommy.

Wr Berry Julien

Dir Jimmy Kaufman

2 - 11 *BLAME IT ON THE HAIM*

Corey Haim comes to town, shooting a vampire film, but the Pleasantville Trio soon comes to believe Corey himself is a real vampire.

Wr David Wolkove, Sandy Brown

Dir Peter D. Marshall

2 - 12 *PLEASED TO EAT YOU*

When Tommy decides to skip on a meeting with Merton, Merton decides to get some new friends. However, these new friends may be hungrier than they look, for human flesh.

Wr Jonathan Goldstein

Dir Peter D. Marshall

2 - 13 *THE MANCHURIAN WEREWOLF PART I*

Tommy is brainwashed by the returned Evil Werewolf Syndicate, and our mind-controlled werewolf soon bites Lori, transforming her.

Wr Robert Baird

Dir Erik Canuel

2 - 14 *MANCHU: PART DEUX*

Tommy and Merton must find a way to inject Lori with wolfsbane before the full moon, at which she will become a werewolf permanently.

Wr Robert Baird

Dir Erik Canuel

2 - 15 *MR. ROBOTO*

A cyborg disguised as the new school guidance counselor begins to implant mind-controlling devices into the brains of the Pleasantville High students.

Wr Matthew Salsberg

Dir Carl Goldstein

2 - 16 *ROB: ZOMBIE*

Lori cunningly tricks Merton into reviving her dead boyfriend Rob, at the same time Tommy begins to deal with the fact that Lori has broken up with him.

Wr Marc Abrams, Michael Benson

Dir Carl Goldstein

2 - 17 *FEAR AND LOATHING IN PLEASANTVILLE*

A demon that feeds on horror visits Pleasantville, putting its residents into frightening scenarios until they die of shock.

Wr Jim Bernstein, Michael Shipley

Dir Jimmy Kaufman

2 - 18 *FALTERED STATES*

To impress a girl at school, Merton gets a job... as a test-subject at a laboratory, which could actually have some ugly consequences, especially when Merton becomes a caveman.

Wr Michael Benson, Marc Abrams

Dir Jimmy Kaufman

2 - 19 *BUTCH IS BACK*

Lori finds herself in a theatrical prison as Merton unwittingly releases Butch again while watching another film.

Wr Dan Kopelman

Dir Mark Jean

2 - 20 *VODOO CHILD*

The new school nurse, St. Jacques, sees Merton's supernatural knowledge and darker qualities, making him the offer to become a voodoo apprentice.

Wr Marc Abrams, Michael Benson

Dir Mark Jean

2 - 21 *SHE WILL, SHE WILL ROCK YOU*

Merton finds himself frozen in stone and Tommy and Lori find themselves even farther apart after Merton and Lori share a kiss and Merton is turned to stone by a transfer student who is actually Medusa.

Wr Matthew Salsberg, Barry Julien

Dir Adam Weissman

2 - 22 *A CLIP SHOW: THE KISS OF DEATH*

Death returns to capture Tommy, but in a last attempt to save him and an overload of clips, Tommy, Merton and Lori go over all the good things the group has done over the past two seasons.

3 - 1 *STONE FREE*

Tommy finds himself in a battle to the death to save Merton from his stony state after visiting a crack dealer by the name of Maxwell Fong.

3 - 2 *EVERYBODY FANG CHUNG TONIGHT*

Merton is soon out for Tommy's blood after meeting the girl of his dreams, a vampire who feeds on the blood of werewolves.

3 - 3 *I DREAM OF BECKY*

Becky finds herself in cramped quarters after she is tricked by a cunning genie who promised to grant her three wishes.

3 - 4 *STORMY WEATHER*

After Merton creates his own league of superheroes, "The Defenders of Decency", Tommy is in real danger, as the crew's featured member, Storm Front, is to destroy him to receive publicity.

3 - 5 *ANTI-CLAUS IS COMING TO TOWN*

In a valiant attempt to save Christmas, Tommy, Merton, and Lori are pit against Santa's evil Grinch-like brother, Roger the Anti-Claus.

Wr Rick Nyhlon

Dir Erik Canuel

3 - 6 *HELLECTION*

In order to win the Class President Election, Hilary Choate, Merton's arch-nemesis and childhood crush, sells her soul to the school's new and strangely demonic teacher, Mr. McGovern.

Wr Lars Guignard

Dir Carl Goldstein

3 - 7 *BEING TOMMY DAWKINS*

While trying to escape from an arch-nemesis, Bucky Offandall, Merton finds a portal into Tommy's head in the janitors closet. However, due to Merton's carelessness, Bucky soon finds the entrance too.

Wr Matthew Salsberg

Dir Carl Goldstein

3 - 8 *SAVE THE LAST TRANCE*

After Merton dates and splits with a witch from the 1800s named Hyacinthe Thistlethorpe, the witch decides to cast a spell on Merton and kill Lori.

Wr Ron Nelson

Dir Erik Canuel

3 - 9 *N'SIPID*

Disguised as the hot new boy band, "Boylicious", a group of aliens hunts for young teenage women to bring back to their home planet, and soon get their hands on Becky.

Wr Barry Julien

Dir Carl Goldstein

3 - 10 *VERY PALE RIDER*

Merton discovers his favorite role-playing game is a carbon copy of the world of another dimension, and the all-female citizens ask him to slay the mighty beast, the Shrederak.

Wr Barry Julien

Dir Carl Goldstein

3 - 11 *PLAY IT AGAIN, SAMURAI*

Merton's life is put into danger by a jealous samurai warrior from olden times after stealing a kiss from an attractive Japanese girl that he falls for.

Wr Barry Julien

Dir Daniel Grou

3 - 12 *DANCES WITHOUT WOLVES*

On a fateful day, Tommy's wish that he had never been turned into a werewolf is granted, though he has lost his status as the captain of the football team, and has no knowledge of Merton and Lori ever being his teammates.

Wr Matthew Salsberg

Dir Daniel Grou

3 - 13 *BABY ON BOARD*

Finding himself unable to attract women on Earth, Merton creates an interplanetary ad, and with a touch to the forehead, Merton finds himself impregnated with the alien's spawn.

3 - 14 *THE BOY WHO TRIED WOLF*

Merton is bitten by Tommy during a dental session at the same time a werewolf exterminator comes to Pleasantville.

Wr Louis Pearson

Dir Erik Canuel

3 - 15 *THE MERTONATOR*

The Mertonator, a cyborg clone of Merton sent from the future, sets his sights on destroying Tommy, although Tommy may have a guardian clone of his own.

3 - 16 *WHAT'S VLUD GOT TO DO WITH IT*

A princess from the werewolf kingdom of Lycanthea visits Pleasantville, making Tommy an offer to come back and join her to rule.

3 - 17 *THERE'S SOMETHING ABOUT LORI*

The constant rejections of Merton's theatrical masterpieces are due to a phantom living above the Factory, who is smitten with love for Lori, deciding to rid the world of all her past and present boyfriends.

3 - 18 *SWITCH ME BABY ONE MORE TIME*

Alice, the new girl, idolizes Lori obsessively, and soon decides to take over her body.

3 - 19 *WHAT'S THE STORY, MORNING COREY*

Corey Feldman, a famous actor, comes to Pleasantville, and is displeased when he finds that his friend, Corey Haim, has been killed.

3 - 20 *THANKS*

Tommy decides to give Merton a shot at asking Sloane, a girl they are both smitten with, to the prom, both of them not knowing that Sloane is an assassin that takes the lives of her victims using the Kiss of Death.

3 - 21 *A CLIP SHOW: THE SUM OF ALL FEARS*

As Big Wolf wraps, our three main characters shed their fictional personas, and count down the favorite moments, fights, actors & actresses, etc., selected by the fans.

BIGFOOT AND WILDBOY



Marshall, Will, and Holly, on a routine expedition, met the greatest earthquake ever known. High on the rapids, it shook their tiny raft, and plunged them down a thousand feet below. But this is not their story. This is the story of "The legendary Bigfoot (come from out of the Great Northwest) who, eight years ago, saved the life of a young child lost in the vast wilderness and raised that child until he grew up to be Wildboy."

But you can discuss the Bigfoot and Wildboy mystique for hours on end and ever truly get to the heart of what makes these characters the Asterix and Obelix of non-French people. What is it about these woodland vigilantes that makes us wish we had an American flag laying around so we could salute the dani-n thing? Perhaps it's the unbridled power of the Sasquatch, which has fascinated schoolchildren for as long as schoolchildren have been fascinated by powerful things with no bridles. Then again, perhaps it is the hopeful message that a boy can be raised in the wild by a hairy, unintelligent brute, yet still develop the kind of vocabulary reserved for Loyola graduates.

Perhaps "Bigfoot and Wildboy" owes its coveted place in television history to the fact that it strove to be art as well as entertainment. For instance, consider the following poem from "Eye of the Mummy." in response to Yvonne Regal whatever's question, "What's going on?" the antagonist muses: Nothing, my dear, Now that you are here; Now inside before something does happen / To her!

Yet meter and rhyme are insufficient to explain the undying magic of essentially what "The A Team" would be if Mr. T dressed like a Ihasa apso and the plots weren't as thin. Mayhap the heartstrings of America are yanked by the lonely and haunting refrain "Bayaba!", Sasquatchese for "We shot the action stock footage separately, so even though we were right next to each other twenty seconds ago, that chase sequence left us hundreds of kilometres apart! Come to my aid, my noble friend and cohort!" How many of us, in this technologically advanced but emotionally hollow age, have echoed that plaintive, desperate cry? I've done it twice just since lunch. In the end, "Bigfoot and Wildboy" cannot be understood intellectually. The true beauty of this swatch of the children's programming tapestry is something to be felt as a moist warm throbbing in the soul. Thank you, Sid and Marty Krofft. Thank you for the nights of unmolested sleep we, the American people, have shared, secure in the knowledge that "the mighty Bigfoot, heroic Wildboy, and their pretty friend Cindy" will continue to battle wrongdoing for as long as they keep stumbling across it while lugging felled trees through the woods for no apparent reason. One of the writers for the show was Donald R. Boyle, and directors included, Irving J. Moore and Charles Rondeau.

Some of the episodes of SF interest are 'White Wolf' a scientist gives a wolf great strength and trains in to attack people. 'Space Prisoner' in which an alien criminal who is banished from his own planet arrives on Earth, hoping to find an energy source from which he can create an empire with. 'The Birth of Titan' in which a college student attempts to build an A-bomb, only to come into contact with stolen plutonium which turns him into a raging monster. BAW first appeared in as part of The Krofts Supershow, on the Kroft Supershow episodes were broadcast as two part stories. The series returned on its own during the summer of 1979, when a dozen new episodes were run.

WR. Donald R. Boyle

DIR. Charles Rondeau.

EPISODES: 20 **YEAR MADE:** 1978 **COUNTRY:** US **SEASONS:** 2

A SID AND MARTY KROFT PRODCUTION

CREATOR: SID AND MARTY KROFT

TYPE OF SHOW: ENVIRONMENTAL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 8, (2) 12

DATE OF PREMIER:

AIR DATE OF LAST EPISODE 18/08/1979

SEASON DATE BREAKDOWN:**FILMS:**

Big Foot RAY YOUNG, Wildboy JOSEPH BUTCHER, Cindy YVONNE REGALAFO (2) , Suzie MONIKA RAMIREZ (1) .Cindy's Dad AL WYATT JNR.

RELATED SHOWS:

LAND OF THE LOST (1974)

LOST SAUCER, THE

ELECTRA WOMAN AND DYNAGIRL

WONDERBUG, THE

FAR OUT SPACE NUTS

DR. SHRINKER

SIGMUND AND THE SEA MONSTERS

- 1 - 1 *THE SONIC PROJECTOR*
- 1 - 2 *THE BLACK BOX*
- 1 - 3 *ABOMINABLE SNOWMAN*
- 1 - 4 *UFO*
- 1 - 5 *WHITE WOLF*
- 1 - 6 *AMAZON CONTEST*
- 1 - 7 *SECRET MONOLITH*
- 1 - 8 *THE TRAPPERS*
- 2 - 1 *THE SPACE PRISONER*
- 2 - 2 *THE SECRET INVASION*
- 2 - 3 *THE OUTLAW BIGFOOT*
- 2 - 4 *THE EYE OF THE MUMMY*
- 2 - 5 *THE BIRTH OF THE TITAN*
- 2 - 6 *SPY FROM THE SKY*
- 2 - 7 *THE OTHER BIGFOOT*
- 2 - 8 *EARTHQUAKE*
- 2 - 9 *RETURN OF THE VAMPIRE*
- 2 - 10 *BIGFOOT VS WILDBOY*
- 2 - 11 *THE WILD GIRL*
- 2 - 12 *METEOR MENACE*

BILL AND TED'S EXCELLENT ADVENTURES



BATEA was a short lived TV series which was based on a pair of theoretical films, Bill and Ted's Excellent Journey and Bill and Ted's Bogus Journey. The films were about a pair of underachieving San Demas, California teens, William 'Bill' S. Preston Esquire and Theodore 'Ted' Logan. Together they have formed a rock 'n roll band, the Wyld Stallyons. In the year 2692 , Bill and Ted were known as the two great ones, there catchphrase of 'excellent' and 'dude' used by everyone.

Their band's music was revered and the future's entire excellent society was based upon their philosophy. In 2692, the holy ones who rule the world, learnt that Bill and Ted might not pass their history class which would cause them to be separated and prevent them from forming their band. If this were to happen the entire fabric of society would unravel. The holy ones who assigned Rufus to ensure that Bill and Ted fulfil their destiny and that their society is preserved Rufus used the circuit of time phone booth, which could travel back and fourth in time, to contact Bill and Ted. He told them of his mission and gave them the phone booth. They preceded to travel back in time where they meet a variety of historical figures which they brought into the present to help them pass their history class. They pass and the Wyld Stalyns were formed. Bill and Ted's Excellent Journey proved successful enough to warrant a sequel. Bill and Ted's Bogus Journey feature the boys getting killed by a villain from the future who hoped to prevent them from achieving success. They were replaced by robot duplicates programmed to fail.

The real Bill and Ted defeated and befriended death to return to the land of the living and achieve the fame they were destined to. The TV series BATEA was totally recast from the movies. The series was set when Bill and Ted were still in high school , both have lost the wives which they had acquired in the feature films. Although the Wyld Stalyons had been formed it had not yet become the huge success that it was destined to be. In order to get money to pay for their bands equipment, and other teenage necessities, the pair took part time jobs at World of Nails. World of Nails was a hardware store managed by the uptight Mr. Keilson. The store was part of a big national chain and Mr. Keilson hoped to part of the upper management. Rufus had been assigned to look after Bill and Ted and make sure that they do not get into to much trouble. Bill and Ted has use of the circuit of time phone booth, often to get out of a bad situation which they would not have been in if they had not had the phone booth in the first place.

In addition to the ability to travel through time, the phone booth in the series had acquired new abilities. These new abilities, included the ability to transfer people from the real world into TV shows, and the ability to transport people into books. This latter ability however only occurred in the unaided pilot. Missy Preston was Bill's step mother. She was only a couple of years older than Bill and Ted. Graduating from high school whilst they were underclassmen. In the movies Missy had been married to Ted's father, a policeman. However somewhere along the way the couple got divorced and she fall for Bill's dad.

Based on the surprisingly enjoyable pair of feature films about the good-natured but dim-witted teenagers from San Dimas who find themselves seriously out of their depths in time travel adventures.

A series of animated episodes were also produced. These episodes premiered before the live action series did. To begin with they had Alex Winters and Keanu Reeves provide the voices for the characters they first portrayed. When the live action TV series was first announced and cast, Richards and Kennedy took over the voice roles so that viewers of the animated series could more readily except the change in actors when the live series debuted. Some of the episodes are ' It's a Totally Wonderful Life' in which Rufus returns to 1966 to find that Bill in as amoral business man and Ted is an undercover cop who wants to bust Bill. 'Stand Up Guy' had Bill and Ted convince Albert Einstein that he would be better off as a Stand up comedian.

WR. Darren Star, Clifton Campbell, Adam Markowitz, Steve Hollander and Eric Paul Jones.

DIR. David Nutter, Andy Tennant, Christopher T. Welch and Todd Holland.

EPISODES: 8 **YEAR MADE:** 1992 **COUNTRY:** US **SEASONS:** 1

FOX

CREATOR:**TYPE OF SHOW:** TIME TRAVEL**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 8**DATE OF PREMIER:****AIR DATE OF LAST EPISODE** 09/08/1992**SEASON DATE BREAKDOWN:****FILMS:** BILL AND TED'S EXCELLANT ADVENTURE (series based on this film), BILL AND TED'S BOGUS JOURNEY.

William 'Bill' S. Preston Esq EVEN RICHARDS, Theodore 'Ted' Logan CHRISTOPHER KENNEDY, Refus RICK OVERTON, Missy Preston LISA WILCOX , Mr. Kielson DANNY BREEN, Mr. Preston DON LAKE.

0 - 1 *PILOT EPISODE (NEVER AIRED)*

Bill and Ted need a new amp so they can play at the homecoming dance at San Dimas High. They seek employment at a hardware store called Nail World only to be chased off by the manager, Mr. Keilson, when they refuse to date his daughter. After repairing the antenna to their phone booth with Mr. Keilson's discarded Crime Stories comic book they find themselves in the monochromatic comic world and save a gangster's moll, bringing her back to San Dimas with them. They soon learn that if they don't return her to the pages of the comic book her boyfriend will be murdered, only she's taken off in a Yellow Cab. This episode ends in a cliffhanger and it's unclear whether or not the second half of it was ever filmed.

Wr Story by: Savage Steve Holland and Darren Star, Teleplay by: Darren Star**Dir** Andy Tennant

1 - 1 *NAIL THE CONQUERING HERO*

After Mr. Kielson takes the credit for a promotional idea Bill and Ted came up with that impressed the general manager of Nail World, he accidentally uses the phone booth and ends up in the days of King Arthur, where he steals the credit for pulling the sword from the stone and finds himself as King of England, and in deep trouble with some angry medieval adversaries.

Wr Clifton Campbell**Dir** Christopher T. Welch

1 - 2 *AS THE DUDE TURNS*

Missy refuses to perform her wifely duty of "making lunch" when her favorite male soap opera character announces he plans to have a sex change operation. In frustration, Mr. Preston takes back his garage to renovate a classic car, leaving the dudes without any rehearsal space unless they can travel into the soap opera and change the character's mind about wanting to be a babe.

Wr Clifton Campbell**Dir** Christopher T. Welch

1 - 3 *IT'S A TOTALLY WONDERFUL LIFE*

A major blunder by Rufus puts the Two Great Ones futures into jeopardy when Ted gets sent to military school and the dudes go their separate ways; Bill becomes a money-hungry yuppie and Ted turns into an overzealous, unscrupulous cop. The most heinous thing is they have also become mortal enemies!

Wr Adam Markowitz & Bill Freiberger**Dir** David Nutter

1 - 4 *HUNKA HUNKA OF BILL AND TED*

Bill and Ted bomb miserably in their attempt to win an Elvis impersonation competition, so they go back in time to assist the real Elvis, trying to convince him to never give up his dream of becoming a singer. But their efforts prove to be more harmful than helpful when they bring the King back to the future and he loses his own impersonation contest.

Wr Steve Hollander & Paul Bernbaum**Dir** Kristoffer Tabori

1 - 5 *DESTINY BABES*

After failing to win the affection of their 'Destiny Babes', Bill and Ted go back in time to enlist the advise of the world's greatest lover, Casanova, in the ways of winning women, and quickly learn the famous lover not only attracts women but irate husbands as well.

Wr Joel Surnow

Dir Kristoffer Tabori

1 - 6 *DEJA VU*

Ted doesn't understand the animosity his music teacher shows toward him, until he finds out about a longstanding feud between the woman and his mother over a past romance with Captain Logan, which takes the dudes back to the sixties where they're shocked to discover Ted's dad was once a hippie.

Wr Clifton Campbell & Bruce Kirschbaum

Dir David Nutter

1 - 7 *THE STAND-UP GUY*

The dudes seek intelligent enlightenment when they call on Albert Einstein, but the prolific scientist confesses he would prefer to be a stand up comic and makes the decision to give up scientific research and try out at the local amateur comedy night in town. Arte Shaw guest stars as the famed genius.

Wr Eric Paul Jones

Dir Todd Holland

BING (inc. BING II)

Alien visitors send of their own, Bing, disguised as a journalist, to help Earth decrypt their message, which reads "We come in Peace". In spite of his ignorance of human relationships, Bing stages a successful first contact.

Bing II

The aliens leave Earth and erase all memories of their visit, but have mistakenly left behind an "egg" containing their knowledge. Bing returns to Earth to retrieve it. Eventually, he and his human friends use it to build a new Noah's Ark-like spaceship and leave Earth for a more peaceful planet.

Based on the novel All Right, Everybody off the planet by Bob Ottum.

WR. Nino Monti & Henri Slotine

DIR. Nino Monti

EPISODES: 5 **YEAR MADE:** 1991 **COUNTRY:** FRA **SEASONS:** 1

FR3, COL

CREATOR: BOB OTTUM

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 3 (2) 5

DATE OF PREMIER: 03/05/1991 **AIR DATE OF LAST EPISODE** 30/12/1992

SEASON DATE BREAKDOWN:

FILMS:

Bing/Dieudonne JEAN-FRANCOIS GARREAU, Fiddle JEAN-PAUL FARRE, Gabrielle CLAIRE NADEAU, Narbonne MARCEL PHILIPPOT, Destourelles VALENTINE TRAVERSI, Marie-Lou SOPHIE CARLE, Ginny MARINA PASTOR, Prof. Brisebois CHRISTIAN JOLIBOIS, Paola MARIE-CLAUDE VERMOREL, Gen. Bassompierre (2) PAUL GUERS, Felicity (2) CATHERINE ERHARDY.

1 - 1 *BING*

1 - 2 *TOUCHE PAS A MON ANTENNE (DON'T TOUCH MY ANTENNA)*

1 - 3 *OU SONT LES CONFITURES (WHERE'S THE JAM)*

Wr Nino Monti

Dir Nino Monti & Henri Slotine

BIO PLANET WOO

AKA: **SEIBUTSU SUISEI WOO**



The story revolves around a living creature which came from a comet named Woo; in the series, Woo is befriended by a young girl named Ai; both are chased by a mysterious organization called SWORD who sees Woo as a threat to humanity. At the same time, giant monsters have invaded in search of Woo.

Bio Planet WoO (Seibutsu Suisei Woo) is a kyodai themed tokusatsu that premiered April 9, 2006 and airs at 7:30pm on NHK. The series is scheduled to have 13 episodes. Woo was one of many unused ideas created by the late-Eiji Tsuburaya as story connecting to the show, Ultra Q.

The story itself follows the original script Tsuburaya intended for the show.

Main Characters

WoO-The only survivor of his species wandered in space until he crashed on Earth. There, he befriended Ai and develops a strong bond with her that he'd protect her at any cost. He uses his antennae to connect to electronic devices (mainly a cell phone) to communicate with Ai.

Ai Kumashiro-Junior high school 2nd grade. She stays with her mother and loves soccer. She travels with Woo after their encounter. Her school is then attacked by a giant monster, which resulted in her being the lone survivor of the attack.

Kiyomi Kumashiro-Ai's mother and secondary chief editor at the magazine "CHEMISTRY."

Akita-A reporter of magazine "CHEMISTRY" of the same publisher as Kiyomi.

Kotarou-Ai's classmate. After he leaves working in the Convenient Store; his dream is to become a movie director. He seems to be attracted to Ai.

SWORD Organization

Yaman-The leader of SWORD. It reveals that his daughter was killed in the incident that Ai survived and because of that holds a personal vendetta against the alien life forms, including WoO.

Kirishi-Field Agent for SWORD.

Katsura-Field Researcher for SWORD, she eventually becomes an ally to Ai and Woo helping them escape from her colleagues.

Sakuraba-Field Agent of SWORD who keeps tabs on Ai and Woo.

Nagakura-Biological Researcher for SWORD. He uses Woo's artifact and turns into a monster.

Gonda-Katsura's sweetheart and ace combat specialist for SWORD's mobile unit. He is portrayed by Shigeki Kagamaru (who played GUTS Member Tetsuo Shinjou in Ultraman Tiga).

Waver-Head of SWORD's mobile unit and his part of SWORD's US branch in Arizona.

[edit] WoO's Forms

Egg Form-The shape WoO used to travel in space.

Inflated Form-An expanded version of normal form; Woo grows bigger than Ai, but still fights monsters in its normal form.

Fossil Form-WoO reverts to this form due to exhaustion fighting as a giant. It takes water to revive him into his normal form.

Rucksack Form-Due to Woo's shapeshifting abilities, he takes this form when traveling with Ai to disguise himself from public.

Aikira Form-A fusion of Woo and Ai's energies resulting in Woo turning into a Giant to fight other daikaiju; after fighting he turns into his Fossil Form.

Music

Opening Theme: "Guardian Angel" by Splash Candy

Closing Theme: "Kasa Juubun Ichi" by G.O.R. (Girls on the Run)

Miscellanea

Considering Eiji Tsuburaya created WoO as being intended to be part of the Ultra Q continuity, it's debate whether or not this show is part of the Ultra Series.

When concepts first appeared, WoO was given the nickname "Ultraman Frog" by much of the tokusatsu fandom.

Ultraman Nexus actor Mitsutoshi Syundo (Shinya Mizorogi/Dark Mesphito) makes a guest appearance.

WR.

DIR.

EPISODES: 13 **YEAR MADE:** 2006 **COUNTRY:** JAP **SEASONS:** 11

TSUBURAYA PRODUCTIONS / NHK (BROADCASTER)

CREATOR: EIJI TSUBURAYA (based on his ideas)

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 09/04/2006

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

WoO, Ai Kumashiro, Kiyomi Kumashiro, Akita, Kotarou, MITSUKI TANIMURA, KOSUKE TOYOHARA, MAHO TOYOTA.

- 1 - 1 *HE FELL FROM OUTER SPACE!!!*
- 1 - 2 *YOU'RE DEAD WHEN YOU TRANSFER*
- 1 - 3 *BIRTH OF A HERO*
- 1 - 4 *DYING WITHOUT WOO*
- 1 - 5 *ORDER OF INTERCEPTION*
- 1 - 6 *NEW TIME OF FEAR*
- 1 - 7 *MY ADDRESS*
- 1 - 8 *GOOD-BYE WOO*
- 1 - 9 *BEING CORNERED*
- 1 - 10 *IT'S KOTAROU, DON'T YOU THINK???*
- 1 - 11 *LOVE FOR ALL*
- 1 - 12 *LAST FIGHT*
- 1 - 13 *FUTURE BOND*

BIONIC WOMAN (2007)



Bartender Jaime Sommers struggles to make ends meet in San Francisco, California, while serving as a surrogate mom to her teenage sister. Jaime figures that her life couldn't get any more difficult, but she is terribly, terribly wrong. Nearly killed in a horrifying car accident, Jaime is saved by a cutting-edge operation -- performed by her boyfriend, Will Anthros -- that leaves her with advanced bionic prosthetics and implants with extraordinary new strength, among other artificially enhanced gifts. Now, however, Jaime must figure out how best to use her new abilities while embracing her new bionic identity.

Bionic Woman is an American science fiction television drama created by David Eick, under NBC Universal Television Group, GEP Productions and David Eick Productions. The series is a re-imagining of the original television series, *The Bionic Woman*, and retains its forbear's premise while taking on a more contemporary setting. David Eick also serves as executive producer alongside Laeta Kalogridis and Jason Smilovic. Michael Dinner directed the series pilot.

Bionic Woman premiered in the United States on the NBC network on September 26, 2007. The series is currently scheduled to air on Wednesday nights at 9:00/8:00c. It will also be broadcast on Seven Network in Australia, E! in Canada, and ITV2 in the United Kingdom. The show premiered with NBC's highest midweek premiere ratings since the 1999 premiere of *The West Wing*. The show was the second most watched program in the timeslot, losing out to ABC's *Grey's Anatomy* spin off *Private Practice* which took 14.4 million viewers. The pilot episode was leaked on the internet prior to the series premiere and made available for download on popular torrent sites on July 27, 2007.

The series revolves around bartender Jaime Sommers, who is saved from death after receiving experimental medical implants. While adjusting to her new bionic powers and raising a rebellious younger sister, Jamie agrees to work for the organization that performed her surgery.

Development

The first mention of a revision of the *Bionic Woman* series occurred in August 2002 when a story in *The Hollywood Reporter* indicated that the series would be produced by "Team Todd", sisters Jennifer Todd and Suzanne Todd. The story quoted Suzanne Todd as saying:

We are going to take advantage of the fact that what seemed beyond the realm of reality back when they did the original show some of the things in terms advancement in prosthetics and in replacement limbs are real in true life now. I think the idea that they exist in the world today and people make use of them not in a superhero way the way that Jaime does is going to allow us to do something really interesting and very different than the old show."

It was later reported that the USA Network was considering airing the series, with Jennifer Aniston being in consideration for the lead role. However, no series was produced at that time.

On October 9, 2006, NBC Universal announced that it was bringing the project back with new producers and reportedly, a radical reworking of the original concept. The series would be written by Laeta Kalogridis (creator of the WB series *Birds of Prey*) and produced by David Eick. Eick commented on the new series saying, "It's a complete reconceptualization of the title. We're using the title as a starting point, and that's all. It's going to be a meaningful departure [from the original]."

On January 3, 2007, *The Hollywood Reporter* reported that the series one-hour pilot was given an official greenlight by NBC. On May 10, 2007, NBC announced that they had given an early pick-up to *Bionic Woman* for their fall 2007 schedule.

Casting

The pilot starred Michelle Ryan, Miguel Ferrer, Molly Price, Will Yun Lee, and Mae Whitman, with David

Eick, Laeta Kalogridis, Jason Smilovic and Michael Dinner serving as executive producers and writers. Dinner also directed the pilot but exited his post as executive producer in June 2007. Glen Morgan, writer and producer on *The X-Files*, *Space: Above and Beyond*, and *Millennium*, joined the production team of *Bionic Woman* as an executive producer in May. On June 27, 2007, TV Guide reported that Mae Whitman was being replaced in the role of Jaime's sister. An NBC spokesperson confirmed this, stating, "The decision was purely creatively driven. It is very common to change storylines, characters, actors after the initial pilot is shot." Also, the sister character will not be deaf, as reportedly an NBC executive requested that the character's hearing be restored. Lucy Hale was later cast as Whitman's replacement in July 2007. In announcing the recasting, it was confirmed that the deaf trait of the character had been dropped.

Katee Sackhoff also stars in the pilot. It has been reported that she might star on the show in a recurring capacity, alongside her role on *Battlestar Galactica*, which, like *Bionic Woman*, is filmed in the Vancouver, British Columbia area. Sackhoff plays a villain named Sarah Corvus, the "original bionic woman". Sackhoff has compared the role to Number Six. Isaiah Washington has also been confirmed to appear in at least five episodes of the series.

Sackhoff is joined by fellow *Galactica* co-stars Aaron Douglas as a prison guard and Mark Sheppard as Will Anthros' father Anthony Anthros.

The website for the UK newspaper Daily Mail published photographs from the pilot film that reveal that in addition to a bionic ear, Sommers will receive a bionic eye like that of Steve Austin, along with her bionic legs and bionic right arm. Clips from the pilot episode posted on the show's official preview webpage also reveal that she will have a bionic ear and be injected with nanomachines called "anthrocytes" that heal her body at an alarming rate.

Johnson has confirmed on his website that he is not involved with the new *Bionic Woman* series. It still remains to be seen if either Johnson or the now-deceased Caidin will be credited on the new version of *Bionic Woman*, or if any references to *The Six Million Dollar Man* will be made. Since the rights to *The Six Million Dollar Man* and *Cyborg* are held by other parties, the characters of Oscar Goldman and Dr. Rudy Wells from the original franchise have been replaced by new creations and it has yet to be seen whether they or the character of Steve Austin will appear in the new series. The new version of Sommers is outfitted with a bionic eye; this is a piece of hardware established by Caidin in his original novel as being given to Austin and used in the subsequent TV series (the original Jaime Sommers did not possess one); thus far, this is the only overt reference to Caidin's original concepts in evidence.

Main characters

Jaime Sommers (Michelle Ryan) is a bartender who is involved in a near fatal car accident and becomes the Bionic woman.

Jonas Bledsoe (Miguel Ferrer) is the apparent director of the Bionics program.

Dr. Will Anthros (Chris Bowers) is Jaime's boyfriend and a Bionic scientist.

Ruth Treadwell (Molly Price) is one of the Bionic team members.

Jae Kim (Will Yun Lee) is one of the Bionic team members and was formerly romantically involved with Sarah Corvus.

Becca Sommers (Lucy Hale) is Jaime's sister. Mae Whitman was originally cast in the role for the pilot but was subsequently replaced after series production was announced. The character was originally depicted as hearing-impaired, and resentful of her sister. On announcing the recasting, series producers described the revised version of the character as no longer hearing-impaired but instead is a "budding hacker" who may "open a channel" to restoring the relationship between Jaime and her parents.

Anthony Anthros (Mark Sheppard) is the father of Will Anthros and one of the original developers of the bionic implants. He escapes prison at the end of the first episode.

Recurring characters

Sarah Corvus (Katee Sackhoff) is the "first Bionic woman" and a nemesis of Jaime. The existence of a bionic person prior to the current one in the series is similar to the "Seven Million Dollar Man" from *The Six Million Dollar Man*.

Antonio Pope (Isaiah Washington) is an advisor in the Bionics program described as an "outsider with a mysterious agenda" with the power to either help Jaime or bring her down.

Bruce McGill will play a heretofore unnamed character who is a high ranking operative in the Bionics program.

Pre-air release

On July 28, 2007, an older cut of the series pilot, still featuring Mae Whitman's character, was shown at the San Diego Comic Con, where producer David Eick confirmed the recasting of Becca's character. Other panelists included actors Michelle Ryan, Katee Sackhoff, and Mark Sheppard.

Shortly after the convention, the footage was openly distributed on bit torrent sites. This was one of several pre-air series episodes released, others including The CW's Reaper, Fox's The Sarah Connor Chronicles, and ABC's Pushing Daisies. Each of these series had a presence at the Comic Con, where they screened their respective pilots, leading to speculation that they were leaked from the convention.

On September 11, 2007, the series premiere was made available as a no-cost download on Amazon.com's Unbox service as well on the video on demand platforms of several national cable operators also at no-cost.

Episodes and broadcast history

The hour-long series began airing on Wednesday evenings at 9pm (Eastern Time) on NBC, beginning September 26, 2007. It will also begin airing on Global Television Network in Canada in the fall. Channel Seven in Australia had confirmed they will "fast track" the series so it premieres shortly after the US premiere, and it had shown the pilot episode on 4 October 2007.

Series Produced by David Eick .. Executive producer , Laeta Kalogridis .. Executive producer , Sian McArthur .. Associate producer, Jason Smilovic .. Executive producer , Jason Katims .. Executive producer, Glen Morgan .. Executive producer , Michael Dinner .. Executive producer , Harvey Frand .. Producer , Bruno Heller .. Executive producer , Stephen Welke .. Co-producer.

Series Cinematography by Robert McLachlan.

Series Film Editing by Andrew Seklir.

Series Casting by Heike Brandstatter , Eric Dawson , Coreen Mayrs.

Series Production Design by Mark S. Freeborn.

Series Art Direction by Don Macaulay.

Series Costume Design by Jenni Gullett.

Series Makeup Department - Nicholas Podbrey .. Special effects makeup coordinator.

Series Second Unit Director or Assistant Director - Neil Allan .. Third assistant director, Mimi Crowe .. Trainee assistant director , Warren Hanna .. Second assistant director , Greg Fawcett .. First assistant director , David Barrett .. Second unit director.

Series Art Department - Neil Westlake .. Assistant graphic designer.

Series Sound Department - Rick Bal .. Sound mixer, Vince Balunas .. Adr & dialogue editor / adr recordist , Daniel Colman .. Supervising sound editor , Nick Foley .. Adr mixer , Jack Levy .. Supervising sound editor, Doug Madick .. Foley artist , Jorge Montijo .. Sound editor , Rick Partlow .. Foley artist, Murray Brown .. Sound: second unit.

Series Visual Effects by Adam Lambert .. Visual effects coordinator.

Series Stunts - Trevor Jones .. Stunt double: Isaiah Washington , Eli Zagoudakis .. Stunt performer / stunts , Janene Carleton .. Stunt double: Michelle Ryan / stunt performer.

Series Camera and Electrical Department - Josh Lovig .. Rigging grip, Bryce Shaw .. Dolly grip.

Series Casting Department - Sibby Kirchgessner .. Casting associate , Chrissie Armstrong .. Casting assistant.

Series Editorial Department - Patrick J. Barry .. Assistant editor.

Series Music Department - Hal Beckett .. Music consultant.

Series Transportation Department - Ian Thompson .. Picture car coordinator.

Series Other crew - Dan Lee West .. Assistant to producers , Michael Bendner .. Extras wrangler , Riley Stearns .. Production assistant.

WR.

DIR.

EPISODES: 14 **YEAR MADE:** 2007 **COUNTRY:** US **SEASONS:** 1

NBC UNIVERSAL TELEVISION

CREATOR: DAVID EICK

TYPE OF SHOW: CYBORGS

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 14

DATE OF PREMIER: 26/09/2007

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Anthony Anthros MARK SHEPPARD, Jaime Sommers MICHELLE RYAN, Becca Sommers LUCY HALE,
Nathan KEVIN RANKIN, Jonas Bledsoe MIQUEL FERRER, Dr. Will Anthros CHRIS BOWERS, Ruth
Treadwell MOLLY PRICE, Jae Kim WILL YUN LEE.

RELATED SHOWS:

SIX MILLION DOLLAR MAN, THE

BIONIC WOMAN, THE

1 - 1 *"PILOT"*

Jaime Sommers is a normal, hard-working woman caring for her younger sister and managing a love relationship. Her life is complicated further after she is involved in a horrendous car accident, leaving her with injuries so severe she can only be saved using bionic body parts with amazing abilities beyond Jaime's control.

Wr Laeta Kalogridis

Dir Michael Dinner

1 - 2 *PARADISE LOST*

Jaime continues to gradually adjust to her new bionic life - all while trying to maintain the normal aspects of her human life. She also befriends a stranger who appears to be very friendly and goes on her first mission.

Wr Jason Smilovic

Dir Tim Matheson

1 - 3 *SISTERHOOD*

Jaime's new mission entails the protecting of a contractor's daughter. At the same time, she ponders whether or not to help Sarah move past her personal demons.

Wr David Eick

Dir Steve Boyum

1 - 4 *FACEOFF*

Jaime is sent on an assignment that requires her to rescue an American doctor who is working in Paraguay. While there, she discovers the truth about her life expectancy.

Wr Robert Rovner, Jon Cowan

Dir Paul Shapiro

1 - 5 *THE EDUCATION OF JAIME SOMMERS*

Jaime's new mission requires her to attend college posing as a British transfer student in order to investigate a professor suspected of illegal activities. However, her task becomes complicated when she falls for the teacher's assistant, who is also a suspect.

Wr Elizabeth Heldens

Dir Jonas Pate

1 - 6 *THE LIST*

When a man plans to sell a list with names from both the Berkut Group and the CIA, the companies team up to catch him. Jaime and Tom are partnered for the mission in Paris, where they find themselves struggling to balance their flirting with the task at hand. Finally, Becca tries to impress a boy and gets arrested, prompting Jonas to bail her out.

Wr Bridget Carpenter

Dir David Boyd

1 - 7 *TRUST ISSUES*

Jaime and Antonio are sent to stop an assassination plot of a head of state on U.S. soil. Jaime runs into a problem though when she overhears a conversation between the assassin and Antonio, leading her to

question whether or not she can trust Antonio anymore. Also, Jaime invites Tom over for dinner so he can meet Becca.

Wr Kerry Ehrin

Dir Alex Chapple

1 - 8 *DO NOT DISTURB*

Jaime goes on a vacation with Becca at a spa resort, but things go awry when she's pulled into a deadly game with another guest at the resort.

Wr Jason Smilovic

Dir Gwyneth Horder-Payton

BIONIC WOMAN, THE



Jaime had been Steve Austin's high school girlfriend. On a trip back home, Steve was reunited with Jaime and they rekindled their romance and became engaged to get married. Tragedy struck when Jaime was critically injured in a sky diving accident. Fortunately for her, the same bionic technology which saved Steve after his accident was around to save her Like Steve. Jaime was given a bionic right arm and two bionic legs, these gave her great strength and allowed her to run at speeds of up to 60 MPH. She was also given a bionic ear which allowed her to eavesdrop over great distances and proved useful in such operations as safe cracking.

As it turned out Jaime was in a deep coma and had only appeared to die. She was placed into suspended animation until such a time that the problem with her bionics could be solved. Steve was allowed to think that she was dead since there was no guarantee that Jaime would ever recover and no one wanted to give him false hope. When Steve learned that Jaime was still alive he also learned that her recovery was not 100% successful. She was left with no memory of her recent past, specifically the rekindling of her romance with Steve. This allowed neither of them to be tied down to a relationship!

Jaime returned in her own series *The Bionic Woman* in January of 1976. In it she had moved back to her, and Steve's home town of Ojai, California. She moved into an apartment over the barn on the farm owned by Steve's stepfather and mother Jim and Helen Elgin. Jaime was close to the Elgins, since they had raised her after both of her parents had been killed. She took a job as a junior high school teacher on the Air Force base. Jaime was unable to return to her previous job as a top tennis professional, since her bionic abilities would give her an unfair advantage. Like Steve. Jaime also went on missions for the OSI under the supervision of Oscar Goldman. Most of Jaime's missions involved undercover work. During the course of the series she disguised herself as a nun, a stewardess, a lady wrestler and a beauty pageant contestant. Other characters who appeared on both *The Six Million Dollar Man* and *The Bionic woman* were: Dr. Rudy Welles, the scientist who had invented the bionics and repaired them when they malfunctioned.

Lindsay Wagner also turned up in *THE SIX MILLION DOLLAR MAN* playing Jamie Sommers and equally Lee Major who played Steve Austin in *THE SIX MILLION DOLLAR MAN* also starred in *The Bionic Woman*. Oscar Goldman was Jaime Sommers' manager at OSI. When the series moved to NBC, Jaime acquired a bionic dog, the German Shepard "Max." Again and again, in the final season, the enemy was not the usual spy, kidnapper, or drug-lord, but extraterrestrial beings from one part of the cosmos or another.

The writers became confused about what sub-genre of science fiction they were supposed to be writing. The executive producer was Harve Bennett (*TIME TRAX*), the producer was Kenneth Johnson (*V*). Music supervision was by Hall Mooney. The various writers involved in the show were Kenneth Johnson, Arthur Roe, James D. Parriott, Steven E. De Souza and Debra Blum. Directors for *BW* were Alan J. Levi, Tom Blank, Alan Crosland, Ken Gilbert and Larry Stewart. Notable guest stars included Lee Major, who played Steve Austin in the *SIX MILLION DOLLAR MAN* guest starred in *BW* on a regular basis, Ted Cassidy (*STAR TREK*), in 'The Return of Bigfoot Part 2', Vincent Price 'Black Magic', Rene Auberjonois (*STAR TREK : DEEP SPACE NINE*) in 'The Dejon Caper' and Evil Kenivel as Himself in 'Motorcycle Boogie'.

There was a large variety of stories such as 'Angel of Mercy' Jamie goes to South America to rescue an ambassador, 'The Deadly Missiles' in which with the help of Steve Austin, Jamie has to avert a major missile attack on Los Angeles. More SF plots were 'The Vega Influence' in which a living meteorite arrives on Earth. 'The Pyramid' in which Jamie is trapped underground, with an alien who is sure that the Earth is going to be destroyed. 'Sanctuary Earth' in which Jamie discovers a 14 year old girl inside a satellite which has mysteriously come back to Earth. 'Fembots in Las Vegas' involved a group of killer female robots, who want a energy ray weapon.

'On The Run' was the final episode of the series, which paid homage to *THE PRISONER*, in that Jamie is sent to a special camp for ex-agents after she decided to leave the OSI. There was four member to the bionic family, Steve Austin (Bionic Man), Jamie Sommers (Bionic Woman),

Bionic Boy and Max the bionic dog. BW was a massive success in the UK, even topping the ratings when it first began, all three seasons of the show were shown on ITV. A two part episode of THE SIX MILLION DOLLAR MAN, introduced the character of Jamie, the only problem that in a previous episode she had died at the end, because of rejection of her bionic parts. This was explained, but having Jamie body frozen until they could find a cure for the Bionic problem. The idea for this actually came from Martin Caidin (who wrote Cyborg (1972) from which THE SIX MILLION DOLLAR MAN was based). This was the only time he was ever involved in the production of the show.

The acting in BW was superior to SIX MILLION DOLLAR MAN, mostly because of Lindsay Wagner, who gave the character of Jaime Sommers a great deal of depth. At the end of the second season ABC cancelled the show, but carried on with THE SIX MILLION DOLLAR MAN, For the third season NBC made the show, and after that season the series was cancelled. Also at that point no more cross over episodes were made, because THE SIX MILLION DOLLAR MAN and BW were made by different networks in the US. Three Bionic television movies were made both featuring THE SIX MILLION DOLLAR MAN and BW. They were The Return of the Six Million Dollar Man and the Bionic Woman (1987), Bionic Showdown : The Six Million Dollar Man and the Bionic Woman (1989), and Bionic Ever After? (1994).

Jaime Sommers. the Bionic Woman, first appeared on a two part episode of The Six Million Dollar Man entitled The Bionic Woman in March of 1975. The two-part episode of The Six Million Dollar Man which introduced Jaime was one of the series' highest rated. This meant that Jaime had to reappear on the show. There was only one problem, in the episode which introduced Jaime she died, due to a rejection of the bionic parts by her body. Jaime returned in the 1975 season opener of The Six Million Dollar Man. When a means to bring back was needed. Martin Caidin (who wrote the novel Cyborg, on which both series were based) was called in to come up with a solution. It was the only time his advice was requested.

Executive producer for the series was Harve Bennett (TIME TRAX), producer was Ken Johnson (V), the music supervisor was Hal Mooney. The series received its UK premiere on the 1st July 1976, in the ITV regions.

When it looked like The Six Million Dollar Man was headed for the scrap heap in early 1975, bionic man Steve Austin (Lee Majors) was given a mate to attract more viewers. As Steve's doomed high school sweetheart, Jaime accepted Steve's proposal of marriage. The storyline was born when Universal executive Frank Price wanted to grab older viewers for The Six Million Dollar Man. Kenneth Johnson came up with the character, naming Jaime Sommers "after a water-skier I had once met." However, Jaime Sommers lasted for only one story. Her body rejected her bionic limbs, and she died. That was supposed to be the end of the bionic woman.

"When she died, Universal was inundated with a tidal wave of telegrams and phone calls," recalls novelist Martin Caidin. "People were bitching, 'You can't kill her off.' Picketers outside the studio were raising all kinds of hell." ABC-TV received 200,000 letters, and a psychologist warned the producers that children had been deeply shaken by Jaime's death. It was clear to Universal and ABC that the bionic woman had to be brought back from the dead.

"My phone rang at 2 a.m.," recalls Caidin. "[The producers] said, 'We're starting production in a few hours on 'The Return of the Bionic Woman.' " We have 12 people listening to you on loudspeakers and this call is being taped. How do we bring her back to life? We need an absolutely justifiable, acceptable, scientific-medical method.' I suggested cryogenics-putting her on ice. That's what they did. I had been the technical consultant on Six Million Dollar Man for two years and they never called me. But this one phone call was worth it to them. The Bionic

Woman turned out to be a fine series. Lindsay Wagner was fabulous." The Six Million Dollar Man opened its third season with "The Return of the Bionic Woman." Still mourning Jaime's death, Steve Austin begins to doubt his sanity when he sees visions of her. It turns out that what he's seeing is real. Jaime Sommers has been revived from suspended animation, and new drugs have eliminated her bionic rejection. Her recovery results in partial amnesia, and she no longer knows or loves Steve Austin. The return of Jaime was a ratings smash, and ABC decided to give Jaime Sommers her own show. However, actress Lindsay Wagner, who had only guest-starred on The Six Million Dollar Man because it was her fourteen-year-old sister's favorite show, wasn't thrilled to be tied to a series.

"Lindsay had a movie career going when she did her first guest appearance on The Six Million Dollar Man," recalls writer James Parriott. "She played the love interest in the film The Paper Chase (1973) and got fabulous reviews. She felt she was on her way to a movie career." As a Universal contract player, her contract was dropped in 1975. Ironically, her option expired during filming of her first Six Million Dollar Man appearance. Executive producer Harve Bennett had to get her contract extended on a day-to-day basis to finish the shoot.

"Then the ratings for her appearance went through the roof," says Parriott. "ABC wanted to bring her back. But Lindsay's contract at Universal had lapsed by that time." Sally Field and Stephanie Powers were seriously considered as replacements, but ABC was adamant that it had to be Lindsay Wagner. This allowed Wagner, a relative newcomer to acting, to dictate terms to one of the most powerful studios in Hollywood.

"ABC and Universal kept throwing more and more money at Lindsay, trying to get her to come back," says Parriott. "At one point, Wagner's agent said, 'You've got to take it.'" Wagner, who had begun as a \$162-a-week contract player, ended up being paid a substantial sum for her second appearance on *The Six Million Dollar Man* and even more for her resulting series. "But I think she regretted it," says Parriott. "She had to give up a movie career. Subsequently, her attitude was not stellar that first year and a half. She liked us, and was a hard worker and did a good job, but she had an underlying resentment about having to do *The Bionic Woman*."

"Lindsay reminded me of a young Judy Garland," says producer Harve Bennett. "She had that image of everybody's girl next door. She was also extremely bright, competitive and physical. She has a naturalness about her acting. She could also carry the action quotient believably. Another woman might have looked silly doing those stunts."

Writer Lionel Siegel agrees: "The series benefitted from Lindsay's warmth, charm, intelligence and sincerity." When *The Bionic Woman* began in January 1976, Wagner was the highest paid dramatic actress on television. However, Lee Majors was upset with having a *Bionic Woman* series spun off from his show. The actor felt Wagner's series could diminish the interest in his own series. "Lee's concern was eventually tempered by the fact that Majors was given-or more likely, he forced Universal to give him-a [financial] piece of Wagner's series," says producer Lionel Siegel.

The *Bionic Woman* was softer than her high-tech counterpart. Jaime taught at an Air Force base near her hometown of Ojai, California. Since her parents had been killed years ago in a car crash, she stayed with Steve Austin's parents (played by Martha Scott and Ford Rainey). Jaime's school scenes provided a comedy lilt as she occasionally disciplined her unruly class. "I believe in the gentle approach," she says as she tears a phone book in half with her bionic hands in the first episode. However, Jaime's main thrust was as a reluctant agent for the O. S. I. (Office of Strategic Intelligence), headed by her sympathetic boss, Oscar Goldman.

"We picked up tremendous things with Lindsay that we didn't have with Lee Majors," says Harve Bennett. "Lee's character was quiet and reserved. But here we had a bionic person-a woman-who could cry and tell us how she feels. So we were able to develop much more feelings in the show. In fact, Lindsay even sang the song 'Feelings' in one episode. She played an undercover nightclub singer, and Lindsay sang beautifully. Those were the things we could do with Lindsay that we were not able to do on *The Six Million Dollar Man*."

"The *Bionic Woman* had greater depth because of Lindsay," agrees unit production manager and producer Ralph Sarchie. "She was a fine actress and a sensitive, lovely person. She wanted more of a dramatic show than action-adventure. On *Six Million Dollar Man*, Lee Majors didn't care. He just grunted, moved his eyebrow and took the money. Lindsay fought for better stories and character relationships. The producers were reluctant to do that. They were more interested in a formula show, which did seem to work better in the ratings."

"Lindsay worked hard and had a great sense of humor," recalls director Larry Stewart, "but she didn't enjoy being a 9,000-pound gorilla. She wanted to play it more feminine. In one show I directed, she had to chase the bad guys into a mine shaft and throw gold carts at them. Lindsay hated that kind of stuff. There was another episode where she had to chase bad guys at a rodeo. Lindsay got pissed off with the story and walked out. The producer, Arthur Rowe, said to me, 'Boy, she really hates this script.' I said, 'Let me kick it around,' because I'm also a writer. I rewrote it as a love story set in a rodeo."

Writer Philip DeGuere recalls that the series was caught between being a superhero show and a drama. "Talk about network interference," he says. "Freddie Silverman [head of ABC programming] used to call Universal five days a week with directives on how we were supposed to do the show. Problem was, he would flip-flop between two major directives. He wanted to make Jaime into a superhero like *Wonder Woman* or *Superwoman*. His other directive was exactly the opposite: to hide her super powers and play it more natural. So I would meet with writers and tell them, 'OK, we want this to be an action adventure show and Jaime's a superhero!' The writers would come up with a bunch of storylines. At the end of the day, Silverman had decided to go the other way.

So I put away all of the superhero storylines and told the writers, 'OK, she's not a superhero anymore. We've got to do everyday stories.' So we came up with everyday-type stories. The next day, Silverman decided that he wanted her to be a superhero again. I developed a severe case of schizophrenia." DeGuere, who left the

series during its first year, says, "We finally decided that the non-superhero approach was the way to go. That's how the series eventually worked. She was ladylike and operated her bionics discreetly. The conventional wisdom at the time was that an audience wouldn't buy a real strong, aggressive female character. Lindsay did very well in the role.

She was fun, and I liked her as a person." "We tended to do stories that got more into issues and character studies," says creator Kenneth Johnson. "That made the show more unique. We also had more comedy than *The Six Million Dollar Man*. Lindsay has a wonderful sense of humor, and I used that. That's part of the reason *The Bionic Woman* took off. It wasn't just an action show. I spent a lot of time with Lindsay, developing scripts that would play into her strong suits. She was very glib and natural. After a script would be written, I'd sit in her trailer during lunch and we'd read the script out loud. She read Jaime and I read the other parts. She could embrace the dialog and make it play very comfortably."

"Lindsay was a terrific person and actress," says James Parriott. "She was best when she had a good character conflict. I liked putting her in more emotional situations, but the network still wanted an action show. In most episodes, it was the guest stars who were in conflict. Jaime was there to console and rescue them. In the best shows, it was Jaime who had the emotional and moral dilemmas." Parriott's script, "Mirror Image," won Lindsay Wagner an Emmy as best actress. In the segment, Jaime is kidnapped and replaced with an evil southern belle who, through plastic surgery, is made to look like Jaime.

"That was, for me, my most rewarding work for the series," he says. However, Parriott admits that the actress never thanked him for the teleplay. "Everyone was deeply offended," he says, not just for me but because she didn't thank anyone from the show. Everybody was going, 'Huh?' But again, Lindsay wasn't thrilled to be doing *The Bionic Woman*. That was the state of her mind at the time. Even later, when she did the two bionic film reunions (in 1987 and 1989), she did them mainly as a favor to Richard Anderson, who was the producer.'

Larry Stewart has a warmer memory of Wagner's Emmy win. "At the time, I was president of the Academy of Arts and Sciences. Lindsay won the Emmy as best actress in 1976. My job as Academy president was to be backstage as the winners came off the stage. I'd take their Emmy to have it engraved for them. Lindsay and I hadn't met before, and she didn't know that the next day I was scheduled to direct a *Bionic Woman*. So when she came off the stage with her Emmy, I congratulated her and took the Emmy, promising it would be back to her in a few days. She said okay and started walking away. I yelled, 'oh, and I'll see you tomorrow at five a.m.!' She turned around with a bewildered look of, 'What does that mean?' So the next morning, as she came out of her dressing room, the producer introduced us. 'Lindsay, meet your director.' She looked at me and said, 'Oh my God.

It's you. 'We got a good laugh out of that. Two days later, we were filming on the lawn of a local college in front of all of these college students. Lindsay's doing a scene where she's picking up some books. I had her engraved Emmy, and with the cameras rolling, I snuck up to her and said, 'Lindsay?' She turned around. I said, 'I thought I'd give this to you in person.' I handed her the Emmy in front of 1500 students. It was captured on film. She was extremely pleased. It was a very satisfying moment."

Important to Kenneth Johnson was keeping *The Bionic Woman* believable. "We had bionic rules that we lived by. Writers would come in and say, 'I've got an idea where Lindsay picks up a truck.' I said, 'No. Lindsay can't pick up a truck.' The writer would look at me puzzled and say, 'What do you mean? She's bionic!' I'd say, 'But she can't pick up a truck. She can turn over a car, but trucks are too heavy for her. She can jump up to the second floor of a building but not to the third floor.' You had to keep the credibility. Otherwise, the audience will throw up their hands and say, 'This is stupid.' That's happened to too many science fiction series. Once you decide on your rules, you've got to play by them. After I left *Bionic Woman* [in late 1977], the rules got lax. The show kind of went off the deep end. It got too far out to understand or care about."

Time and budget were constant challenges for Johnson during his *Bionic Woman* tenure. "When I worked on the Mike Douglas talk show back East, we did it on a dollar-and-a-quarter budget," he says. "So when I started producing *Six Million Dollar Man*, with a \$500,000-per-episode budget, I said, 'Wow!'" But Johnson found the money didn't last long in the high-cost world of TV. "In many ways, doing the bionic shows was like doing the old movie serials. We had very little time. *Six Million Dollar Man* was shot in six days. After working with all of the special effects and stunts, the crew would be beat. When we did *The Bionic Woman*, it was the first Universal series to get seven days per episode.

There was a lot of to-do from the *Six Million Dollar Man* guys about that: 'Hey, how come *The Bionic Woman* gets seven days?' I said, 'Because Lindsay's makeup takes longer than Lee's, for starters.'" Johnson's fiscal ingenuity kept *The Bionic Woman* under budget. "We did an episode with Max, the bionic dog (who wasn't my favorite premise, but the network loved him). The story had Jaime and Max trapped in a forest fire. So I went to the stock footage library and raided an old Irwin Allen movie called *Fire*. It was

about a town caught in the middle of a horrific fire.

There was a great sequence of a train moving through the fire. I said, 'This is great. We'll write our story so that Jaime travels on a train.' But the only train Universal had was the one on the Universal Tour. It only had about 30 feet of track. So we put Lindsay on the train, and shot 12 different angles of this train going its 30 feet. At one point, we had the train stand still and we gave it the illusion of movement by having a half-dozen extras run beside it, holding up burning trees. With the smoke blowing past the train, it made it look like it was really moving past a burning forest."

Then there was the time Johnson faked an audience for the Miss America pageant in the episode "The Bionic Beauty." "I thought, 'How am I going to show a beauty pageant on a TV budget?' You can't do a Miss America story without Jaime walking out on stage in front of a thousand people. So we hired 100 extras, put them at the front and made the rest of the theater dark. My propman, Rick DuNarry, had his special effects guys rig up 30 flashbulbs all over the theater. When Lindsay came out on stage, the flashbulbs went off, the spotlights were flashing, and we had our crowd of 100 people. It was an illusion that worked."

As a substitute for an expensive set, Johnson once used a location inspired by a newspaper. "In "Doomsday Is Tomorrow" we needed to show Jaime running through a giant complex. My eye caught a photo in the L.A. Times of a great-looking tunnel that was 12 feet in diameter. It turned out to be a power station under construction outside of L.A. That gave me the idea to scout the area for other locations that nobody had used. I found some remarkable and offbeat places owned by the Department of Water and Power. In the finished episode, it looks like Jaime has traveled through this huge underground complex when actually, it was the unconstructed power station. There's also a scene where this computer tries to suffocate Jaime by filling up a tunnel with foam. We got a big foam machine that the fire department used, and it was great. We sort of pieced together the episode with nickels and dimes, but the overall look of the episode-especially when we added Joe Harnell's music-was terrific."

Ever loyal to his crews, Johnson adds, "Joe Harnell had worked with me on The Mike Douglas Show as musical director. I brought him out here, and I kept saying to Harve Bennett, 'We gotta use Joe-he's really good!' Harve kept putting me off. Finally, I used Joe on the Miss America episode ["The Bionic Beauty"]. Harve said, 'Geez, why haven't we used Joe before. He's great!' I punched Harve in the arm and said, 'You bozo!' Harve and I had a good relationship. I look at him as a mentor who really helped me get cooking in this town." When Johnson left The Bionic Woman to produce the Incredible Hulk pilot, he used many of the Bionic Woman crew. "I still work with many of the same people today," he explains. "Fortunately, they like working with me, mostly because I believe in listening to other people. So many people in this town are megalomaniacal. I don't work that way. If a grip or a makeup man has a good idea, I'll listen.

You never know when they'll have a good idea. If you give them credit for that idea, you've made a friend for life." The most famous special effect involved Jaime Sommers making her bionic leaps. "The stunt woman would jump backwards off ledges and land on an airbag," Johnson says. "Then we'd reverse the film so it looked like Jaime was leaping up on the ledge." As Ralph Sariego notes, this process required some practical costuming decisions: "We tried to keep Lindsay and her stuntgirl in pants. When they wore skirts, we had a problem keeping their skirts from jumping up during bionic leaps"-which would not only expose too much skin for a family show, but also look mighty silly when the film was shown in reverse. However, there were more serious considerations, as Kenneth Johnson states flatly: "It was dangerous. It's not easy to jump backward, blind and straight. Rita Eggleston was Lindsay's double, and Vince Deadrick, Sr., doubled for Lee Majors. They got incredibly adept at making these things look real.

"We had one script that called for Lindsay Wagner to jump up to a second-floor of a balcony. Normally, Rita would stand on the balcony railing and jump backward. This time she said to me, 'I've got an idea. Watch this.' She stood up on the balcony railing and jumped forward, onto the balcony, which didn't make any sense to me. Then I realized that she had put a mini-trampoline on the balcony. When she landed on the balcony's mini-trampoline, that propelled her backward, over the railing and into the airbag on the ground. When you reverse that film, you got a woman flying up toward the building and gliding right over the railing and into the balcony. We cut the film just before Rita hit the mini trampoline. So it was a very subtle but smooth effect. Rita was constantly developing ways to enhance the jumps and make them better. She worked her ass off for The Bionic Woman. She was also a dead ringer of Lindsay from ten feet away. People couldn't tell them apart. Rita also did most of the running for Lindsay. Lindsay, bless her heart, can walk, act and chew gum, but when it comes to being physical, no! We really had to labor to make her look like a tennis pro on the show. She wasn't a sportswoman, but she was always game and was the first one to say, 'Let me try that!' So she'd try it. We'd say, 'Ok, Rita, come on in!'" Even so, says writer Lionel Siegel, "the physical feats Lindsay had to do were taxing. Physically, it was a tough show to do."

When The Bionic Woman finished its second year in 1977, ABC made a stunning announcement: They were cancelling the show, despite its number 14 finish in the ratings. Universal pitched the series to NBC, who

purchased the show for 1977-78. "We were pulling a 30 share when ABC canceled us," says James Parriott. "ABC felt that Bionic Woman was slipping, and their researcher told them, 'Drop the show while it's still hot and get something else in there because Bionic Woman is gonna fail next season.' They may have been right, because we went over to NBC and only lasted a season."

"It got a reprieve by moving to NBC," continues Harve Bennett. "But in moving to NBC, we lost the crossover appearances of Steve Austin on Bionic Woman and Jaime on Six Million Dollar Man. We could only do this while both shows were on ABC. So we couldn't perk up the shows that way. We also lost the potential that Steve and Jaime might restart their love affair."

The show's move to NBC gave Ralph Sarchie the chance to produce an episode. "Universal promised Fred Silverman [now head of NBC programming] a show where Jaime would fight sharks. After a few episodes, Silverman called them and said, 'Where's my shark story?' So I was allowed to produce the shark show. I spent two months reading books on sharks and looking at shark footage from all over the world. I'd always been a sun-and-surf guy, but to this day, based on what I saw in those films, I'm afraid to go into the water. We shot the episode off the coast of California. We used real sharks—a 12-foot and 9-foot nurse shark—and had a double for Lindsay. Every morning we put ropes on the tail of the sharks and filmed their run-bys. On the last day of filming, the sharks were so tired that we took the ropes off them. It was a great adventure for one episode."

When it looked clear that The Bionic Woman wouldn't be picked up for a fourth year, Lindsay Wagner asked writer Steven de Souza to write a finale. "She told me over lunch, 'I feel Jaime Sommers has never been comfortable as a tool of the government. She's basically a peace-loving person, and she's only doing it because she's grateful the O.S.I. saved her life. What would happen if they called her one evening and told her she had to be airborne to Russia that night ... and she doesn't want to do it anymore?' So I wrote a story that really brought that to the fore."

De Souza found the script proved a perfect mirror for Wagner's real-life situation: "Lindsay, who was tired of doing a network show, played Jaime Sommers, who was tired of being a spy. Jaime quits her job, and suddenly she's confronted by a government man who she's never seen before. He tells her she can't quit. She tries to run, and these people, who are like the evil C.I.A., are chasing her. It was a great opportunity to turn the series upside down. In the end, because Bionic Woman was going into syndication, we had to put a little coda where she says, 'OK, one more mission.' Even though these government guys framed her for a murder, tried to shoot hypodermics into her, tried to kidnap her, drugged her dog, and fired Oscar Goldman from the O.S.I., she says, 'Okay, I'll keep working for the government.' On that level it was phoney. In general, though, the episode was a great switch."

Had the series continued, there were plans to capitalize on the popularity of the film *Close Encounters of the Third Kind*, and reunite all of the alien characters who had appeared on *The Bionic Woman* for an intergalactic get-together. When the series ended, Harve Bennett was philosophical. "The series had gotten more expensive every year because it took longer to shoot," he says. "For that reason, Universal was less anxious to continue it than *The Six Million Dollar Man*. But I'd say we squeezed out as many years as we could from what the industry calls 'high concept' shows." Director Larry Stewart sums up the feelings of many of the *Bionic Woman* team by saying, "It was a fine series. It was action-adventure-myth, and it humanized its premise to a great degree. It worked out well. Nobody has anything to be ashamed of with that show."

CAST NOTES

Lindsay Wagner (Jaime): Born 1949, a former rock singer and model, Wagner got her first big movie break in *The Paper Chase* (1973). She has starred in many TV movies in the 1980s and 1990s.

Richard Anderson (Oscar): See *The Six Million Dollar Man* listing.

Emmy Award

Outstanding Lead Actress in a Drama Series - Winner: "Bionic Woman, The" (1976) - Lindsay Wagner (1977)

Golden Globe

Best TV Actress - Drama - Nominated - "Bionic Woman, The" (1976) - Lindsay Wagner (1978)

WR. Kenneth Johnson, James D. Parriott, Philip DeGuere, Sue Milburn, Wilton Denmark, Arthur Rowe, Stephen Kandel, Bruce Shelly, Herman Groves, Ellen Whitman, Lionel Segal, William A. Schwartz, Joe Viola, Margeret Armen, Steven E. De Souza and Deborah Blum.

DIR. Alan Crosland, Alan J. Levi, Phil Bondelli, Leo Penn, Jerry London, Barry Crane, Kenneth Johnson, Mel Damski, Michael Preece, Larry Stewart, Ken Gilbert, Don McDougall, Tom Connors III, Jack Arnold, Gwen Arner, Ivan Dixon and Tom Blank.

EPISODES: 57 **YEAR MADE:** 1976 **COUNTRY:** US **SEASONS:** 3

AN MCA TELEVISION PRODUCTION

CREATOR: MARTIN CAIDON (original concept)

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 22, (3) 22.

DATE OF PREMIER: 14/01/1976 **AIR DATE OF LAST EPISODE** 13/05/1978

SEASON DATE BREAKDOWN:

FILMS: RETURN OF THE SIX MILLION DOLLAR MAN AND THE BIONIC WOMAN (1987),
BIONIC SHOWDOWN : THE SIX MILLION DOLLAR MAN AND THE BIONIC WOMAN
(1989), BIONIC EVER AFTER? (1994).

Jaime Sommers LINDSAY WAGNER, Oscar Goldman RICHARD ANDERSON, Dr. Rudy Wells MARTIN
E. BROOKS, Jim Elgin FORD RAINEY, Helen Elgin (Steve Austin's mum) MARTHA SCOTT, Chris
Williams CHRISTOPHER STONE (3).

Books Based on this series.

The Bionic Woman - A Question of Life (UK)	Maud Willis	1977
The Bionic Woman - Double Identity (UK)	Maud Willis	1976
The Bionic Woman 1 - Welcome Home Jamie (US)	Eileen Lottman	1976
The Bionic Woman 2 - Extracurricular Activities (US)	Eilleen Lottman	1977

RELATED SHOWS:

SIX MILLION DOLLAR MAN, THE

BIONIC WOMAN (2007)

1 - 1 *WELCOME HOME JAMIE (PART 2) (cf, THE SIX MILLION DOLLAR MAN)*

Industrialist Carlton Harris has discovered Jaime's bionic powers and arranges several secret "tests" so that he can film her in action. When Oscar realizes what is happening, he arranges a "falling out" with Jaime so that she can go to work for Carlton, who is suspected of selling government secrets. While stealing secrets for Carlton in an effort to gather evidence against him, Jaime befriends the industrialist's son, Donald, a law student who is bothered by his father's illegal activities.

Wr Kenneth Johnson

Dir Alan Crosland

1 - 2 *ANGEL OF MERCY*

Jaime is sent to Costa Brava with helicopter pilot Jack Starkey to rescue the American ambassador. Starkey resents Jaime's presence because she is a female, but she soon proves herself to the pilot. The rescue becomes complicated when the ambassador's wife is trapped in a collapsed building, and they are joined by a local boy whose parents were killed.

Wr James D. Parriott

Dir Alan J. Levi

1 - 3 *THING OF THE PAST*

Jaime's old friend, the school bus driver, is being sought by criminals because he once witnessed a murder.

Wr Philip DeGuere

Dir Alan Crosland

1 - 4 *CLAWS*

Jaime, left in charge of Susan Victor's wild animal ranch, tries to save the life of a pet lion that is being stalked by irate ranchers.

Wr Sue Milburn

Dir Phil Bondelli

1 - 5 *THE DEADLY MISSILES*

Jaime is sent to investigate her friend J.T. Connors after an unarmed missile is launched from his estate while the U.S. missile warning system was jammed.

Wr Wilton Denmark

Dir Alan J. Levi

1 - 6 *BIONIC BEAUTY*

Oscar enters Jaime as a contestant in the Miss United States Pageant in order to uncover an espionage operation that is endangering American security plans.

Wr James D. Parriott

Dir Alan Crosland

1 - 7 *JAMIE'S MOTHER*

Jaime experiences disturbing dreams about her mother and then receives a telephone call advising her that her parents' graves have been vandalized.

Wr Arthur Rowe

Dir Leo Penn

1 - 8 *WINNING IS EVERYTHING*

Jaime becomes Tim Sanders' navigator in an international desert auto race in order to retrieve a vital cassette tape from a foreign country.

Wr James D. Parriott

Dir Phil Bondelli

1 - 9 *CANYON OF DEATH*

Jaime is captured by men who are plotting to steal an atomic-powered flying suit, and her life depends on a story-telling indian boy's ability to convince someone that he saw a silver man in the desert.

Wr Stephen Kandel

Dir Jerry London

1 - 10 *FLY JAMIE*

Jaime goes undercover as an airline stewardess to protect Dr. Rudy Wells and the top-secret formula that he possesses.

Wr Mann Rubin, Arthur Rowe

Dir Barry Crane

1 - 11 *THE JAILING OF JAMIE*

Jaime must prove her innocence after a top secret decoding device she thought she delivered ended up on the international market.

Wr Bruce Shelly

Dir Alan Crosland

1 - 12 *MIRROR IMAGE*

Lisa Galloway is transformed by plastic surgery into a double for Jaime, and successfully assumes her identity to obtain top-secret information from Oscar Goldman's files.

Wr James D. Parriott

Dir Alan J. Levi

1 - 13 *THE GHOSTHUNTER*

Jaime becomes the governess for a girl in a small New England town when the top-secret project the girl's father is working on is disrupted by supernatural forces.

Wr Kenneth Johnson, Justin Edgerton

Dir Kenneth Johnson

2 - 1 *RETURN OF BIGFOOT (PART 2) (cf, THE SIX MILLION DOLLAR MAN)*

After the Bigfoot android returns to steal resources from government depots, the conclusion is that only Steve Austin could've wrought such destruction in the process, leaving him to track down Bigfoot to clear his name.

Wr Kenneth Johnson

Dir Barry Crane

2 - 2 *IN THIS CORNER, JAMIE SUMMERS*

While searching for a missing OSI agent, Jaime must compete as Savage Sommers, a professional lady wrestler.

Wr Robert L. McCullough, Kenneth Johnson

Dir Alan Crosland

2 - 3 *ASSAULT ON THE PRINCESS*

Jaime poses as a blackjack dealer aboard a luxurious sea-going casino in order to locate two missing energy cells that can be used as bombs.

Wr Wilton Denmark

Dir Alan Crosland

2 - 4 *ROAD TO NASHVILLE*

Jaime poses as a country singer to find a missing OSI agent, and to stop the passing of top-secret information.

Wr James D. Parriott

Dir Alan J. Levi

2 - 5 *KILL OSCAR (PART 1 & 3) (cf, THE SIX MILLION DOLLAR MAN)*

Jaime combats female robots that Dr. Franklin is using in a scheme to kidnap Oscar Goldman and obtain an experimental weather control device.

Wr Arthur Rowe

Dir Alan Crosland

2 - 7 *BLACK MAGIC*

Jaime is sent to a remote island to impersonate the niece of the Carstairs family. When the family is sent on a scavenger hunt to find their dead brother's fortune, it's up to Jaime to locate it first and obtain the formula for a top-secret alloy.

Wr Arthur Rowe

Dir Barry Crane

2 - 8 *SISTER JAMIE*

Disguised as a nun, Jaime uncovers an international smuggling ring that's using a convent winery as a cover.

Wr Kenneth Johnson

Dir Alan J. Levi

2 - 9 *THE VEGA INFLUENCE*

At a government base on an isolated island, Jaime is pitted against a "living" meteorite's strange ability to overpower the human will.

Wr Arthur Rowe

Dir Mel Damski

2 - 10 *JAMIE'S SHEILD (1-2)*

Jaime enrolls as a police academy cadet to locate a foreign agent. However, she is unaware that the agent has spotted her first and has ordered her execution.

Wr James D. Parriott

Dir Alan Crosland , Barry Crane

2 - 12 *BIOFEEDBACK*

An OSI cryptographer's resentment of the organization's funding of his brother's biofeedback research drives him to sell his new top secret decoder on the black market.

Wr Daniel Kibbie

Dir Alan J. Levi

2 - 13 *DOOMSDAY IS TOMMOROW (1-2)*

Dr. Elijah Cooper, an aging scientist, threatens the release of a doomsday device unless world peace is maintained.

Wr Kenneth Johnson

Dir Kenneth Johnson

2 - 15 *DEADLY RINGER (1-2)*

A nightmare begins for Jaime when she regains consciousness in a prison cell after being switched with her surgically created look-alike, Lisa Galloway. Meanwhile, Lisa steals a top-secret experimental drug from Dr. Rudy Wells which produces bionic-like strength.

Wr James D. Parriott

Dir Alan J. Levi

2 - 17 *JAMIE AND THE KING*

Jaime becomes a tutor to a difficult young prince in order to protect his father from assassins.

Wr Robert L. McCullough, C. Robert Brooks, Arthur Rowe

Dir Alan Crosland

2 - 18 *BEYOND THE CALL*

Jaime tries to befriend a withdrawn girl who hasn't spoken since her mother's death. Meanwhile, the girl's father plans to steal a top-secret missile guidance system.

Wr Daniel Kibbie, Arthur Rowe

Dir Alan J. Levi

2 - 19 *THE DE JON CAPER*

Jaime travels to Paris with art forger Pierre Lambert to trap a master criminal and recover valuable paintings from him.

Wr Arthur Rowe

Dir Barry Crane

2 - 20 *THE NIGHT DEMON (AKA THE DEMON CREATURE)*

While visiting the ranch of Indian lore expert Thomas Bearclaw, Jaime is haunted by a legendary Indian burial demon.

Wr Justin Edgerton

Dir Alan J. Levi

2 - 21 *IRON SHIPS AND DEAD MEN*

Jaime boards an old World War II destroyer as a member of the salvage crew to investigate the discovery of dog-tags bearing the name of Oscar's brother, Sam.

Wr James D. Parriott

Dir Mel Damski

2 - 22 *ONCE A THIEF*

When a bumbling crook learns of Jaime's bionics, he blackmails her into helping him rob a bank.

Wr Kenneth Johnson

Dir Alan J. Levi

3 - 1 *THE BIONIC DOG (1-2)*

Jaime discovers the secret existence of the world's first bionic canine, and has five days to save him from certain death.

Wr James D. Parriott

Dir Barry Crane

3 - 3 *FEMBOTS OF LOS VEGAS (1-2)*

Carl, the son of the deranged Dr. Franklin, reactivates his father's army of female robots in order to steal America's first directed energy ray weapon.

Wr Arthur Rowe

Dir Michael Preece

3 - 5 *RODEO*

When OSI scientist Billy Cole insists on riding in a rodeo competition, Jaime is sent to secretly look after him.

Wr Herman Groves

Dir Larry Stewart

3 - 6 *AFRICAN CONNECTION*

In order to prevent a ruthless African dictator from remaining in power, Jaime must secretly switch a rigged computer element with one that will give fair results in an upcoming election.

Wr William Schwartz

Dir Alan J. Levi

3 - 7 *MOTORCYCLE BOOGIE*

Jaime enlists the help of daredevil Evel Knievel in an attempt to retrieve a computer tape stolen by the KGB in East Germany.

Wr James D. Parriott, Kenneth Johnson

Dir Kenneth Gilbert

3 - 8 *BRAIN WASH*

While Callahan is having her hair shampooed, Jaime overhears her revealing top-secret information

which endangers Oscar's life.

Wr James D. Parriott

Dir Michael Preece

3 - 9 *ESCAPE TO LOVE (AKA A MATTER OF LOVE AND DEATH)*

The son of an Iron Curtain scientist threatens to foul-up his own rescue when he falls in love with Jaime.

Wr Ellen Wittman

Dir Alan J. Levi

3 - 10 *MAX*

Max, the bionic dog, is kidnapped by foreign agents, while Jaime lay helpless in a hospital bed undergoing a bionic check-up.

Wr William Schwartz

Dir Don McDougall

3 - 11 *OVER THE HILL SPY*

An elderly Soviet spy, long believed dead, threatens U.S. security, so Oscar must convince a retired OSI agent to work with Jaime and identify his Russian counterpart.

Wr Joseph A. Viola

Dir Kenneth Gilbert

3 - 12 *ALL FOR ONE*

Jaime enrolls in college to stop a young computer whiz who has been stealing thousands of dollars from the OSI.

Wr James D. Parriott

Dir Larry Stewart

3 - 13 *THE PYRAMID*

Jaime and Chris get trapped in an underground pyramid with an alien sentinel who warns them that Earth faces imminent destruction.

Wr Margaret Armen, Alf Harris, Arthur Rowe, Lionel E. Siegel

Dir Barry Crane

3 - 14 *THE ANTIDOTE*

A deadly poison will kill Jaime unless she reveals the location of a secret conference in exchange for the antidote.

Dir Don McDougall

3 - 15 *THE MARTIAN'S ARE COMING, THE MARTIAN'S ARE COMING*

While working on a project to track UFOs, Dr. Rudy Wells and Ray Fisk are abducted by a flying saucer.

Wr Robert A. Urso, Tom August, Helen August

Dir Larry Stewart

3 - 16 *SANCTUARY EARTH*

A satellite returns unexpectedly to Earth, and Jaime discovers that a 14-year-old girl from another planet is on board.

Wr Rudolph Borchert

Dir Ernest Pintoff

3 - 17 *DEADLY MUSIC*

An enemy scientist invents a device that attracts sharks underwater, and Jaime becomes the intended victim.

Wr Lionel E. Siegel, Connor Everts

Dir Tom Connors III, Bruce Shurley

3 - 18 *WHICH ONE IS JAMIE?*

Oscar Goldman's secretary, Peggy Callahan, is abducted by a band of dangerous kidnapers when she is mistaken for Jaime.

Wr Jim Carlson, Terrence McDonnell

Dir Jack Arnold

3 - 19 *OUT OF BODY*

When a young American Indian is framed and injured in the theft of a deadly new weapon, his spirit

leaves his body and aids Jaime in the search for the real criminals.

Dir Ernest Pintoff

3 - 20 *LONG LIVE THE KING*

Jaime poses as a Middle Eastern king's social secretary in order to prevent his assassination during his visit to New York City.

Wr David Ketchum, Tony DiMarco

Dir Gwen Arner

3 - 21 *RANCHO OUTCASTS*

Jaime is paired with a double-crossing convict who claims he can identify the criminal that the OSI is seeking.

Wr Arthur Rowe

Dir Ivan Dixon

3 - 22 *ON THE RUN*

To search for a life of her own, Jaime resigns from the OSI and then flees for her life when the government tries to confine her to a compound for retired agents.

Wr Steven E. De Souza

Dir Thomas J. Blank

BIRDS OF PREY



"Batman's Little Girl Is All Grown Up."

Plot #1

Legend tells of a caped crusader, Batman, guardian of New Gotham, and his one true love, Catwoman, the queen of the criminal underworld. Their passion left behind something extraordinary, a daughter, Huntress. Half metahuman, she has taken up her father's mantle and under cover of the night, fights to protect the innocent and helpless. Joining her in this struggle, Oracle, who was once Batman's protege, Batgirl. She was caught in the crossfire of the war between Batman and Joker, now she fights crime a different way, a master of the cyber-realms and mentor and trainer to heroes. Together, they have taken in a young runaway, Dinah, a metahuman herself with powers to open hidden doors to the mind, powers that she is only beginning to explore. Together, these three are the protectors of New Gotham - the Birds of Prey.

Plot # 2

Murder Mystery in New Gotham's Undercover Superhero Batman who disappeared and left him a daughter to his spouse Catwoman. Her name is Helena as herself the mysterious superhero as "The Huntress" who teamed up with the paralyzed hero as herself "Batgirl" and meeting their next teammate Dinah Lance who had a terrifying dream about their brutal accidents, and in reality she looks at them in a mysterious way and learns how to practice being a team as superheroes.

First there was the cool cartoon series Batman Beyond. Now there is Birds of Prey, it's seven years in the future. Barbara Gordon/Batgirl(the lovely Dina Meyer) is now in a wheel chair, after being shot by the joker. But still fights crime has The Oracle, and also has help from Helena Kyle(Ashley Scott) who's the daughter of Batman And Catwoman. And also the help from Dinah Laurel Lance(Rachel Skarsten) who has ESP abilities. I liked the first episode. I hope this will be on the air for at least five seasons. It has great action, and great special effects. Ashley Scott is great, she is like part Catwoman,part Trinity from The Matrix. Dina Meyer is also great. If you are a Batman fan , then you'll this show.

So how is it? Very, very cool. I predict this to be a show along with Buffy the Vampire Slayer,Angel, Enterprise, and Alias to be analyzed by geeks on a weekly basis. First I need to let you know that I saw the unaired first version of the pilot with Sherilyn Fenn in the role of Harleen Quinzel, a.k.a. Harley Quinn, the Joker's right hand woman. Originally Harleen was going to be an occasional character, but when they expanded the character's role, Fenn was no longer available. Harleen was recast and will now be played by Mia Sara. I heard about a couple of plotline changes too, but I will get into that in my additional paragraph section after the show airs.

Birds of Prey is a dark superhero story about a trio of crime-fighting women in the city of New Gotham. Barbara Gordon (Dina Meyer), a.k.a. Batgirl, daughter of Commissioner James Gordon, hears about the murder of Selina Kyle, a.k.a. Catwoman, by one of the Joker's henchmen. Selina is survived only by her daughter, Helena (Ashley Scott), who is the love child of Selina and Bruce Wayne (Bruce Thomas, Batman out of the suit), a.k.a. Batman (Alex Daniels, Batman in the suit.) Suddenly, Barbara hears a knock at the door. She answers the door and finds the Joker (Roger Stoneburner; voiced by Mark Hamill) himself on the other side. The Joker points a gun at Barbara, shoots her, laughs evilly, and leaves. Somewhere in another town, a little blond girl named Dinah Lance wakes up from a nightmare in which she has seen the events described above. Seven years later, a teenage Dinah (Rachel Skarsten) gets on a bus to New Gotham to track down the two women from her dream. By this time those two women have formed a crime-fighting team. After Selina's death, Barbara, who is now going by the name Oracle, takes in her daughter Helena, who now goes by Huntress. Barbara is now wheelchair-bound (due to the shot taken by the Joker), so now she depends heavily on Helena to do the physical crime-fighting while she does the scientific stuff. One night, Helena rescues a teenage girl from being attacked. That girl turns out to be Dinah, who follows Helena back to the secret lair. Through her psychic powers, she realizes that Barbara and Helena are the two women from her

dream. She wants to join them in fighting crime, but Helena doesn't want to risk taking her in. It is not until Dinah saves Helena from a madman trying to force her to kill herself that she accepts the girl. With the help of New Gotham Police Detective Jake Reese (Shemar Moore), the women fight against the forces of evil.

All three women are dealing with their pasts. Barbara is dealing with having been paralyzed from the waist down. Helena is still mourning the death of her mother and the abandonment of her father, with whom she discusses in court-appointed therapy sessions with Dr. Harleen Quinzel, a.k.a. Harley Quinn (Sherilyn Fenn here, Mia Sara in the aired pilot.) Dinah is trying to understand how she acquired her psychic powers and how she can use those powers to fight for good. She might also be related to the legendary superhero Black Canary.

Yet another great show that mixes the right amount of action and comedy. The special effects are pretty decent and the sets are appropriately gothic-looking (one of the changes I heard they made was that they made the sets lighter. I hope this isn't true.) The more research I do on the comic book heroes these characters are based on, the more I discover that the show is taking many creative licenses. Since Brian Robbins and Michael Tollin, the same guys who created another hit WB superhero show, *Smallville*, created this show, I'm not too worried. *Smallville* took many creative licenses, and it is one of the best TV shows on the air today. I'm thinking that non-comic book geeks will like the series better than comic book geeks, kind of like the way they reacted to the movie *Spider-Man*. Check out *Birds of Prey* for yourself when it premieres on the WB on October 9th.

The biggest difference between the aired pilot and the one reviewed above is, of course, the replacement of Sherilyn Fenn with Mia Sara as Dr. Harleen Quinzel. I was afraid I would see Sloane Peterson from *Ferris Bueller's Day Off* trying to be a bad guy. Fenn is a natural at being the villain, having played one several times, but Sara has always been *Ferris's* girlfriend to me. In the new *Birds of Prey* pilot, she has cut her hair and made it blonde, and it works for her (at least in terms of looking evil.) She has a twisted look in her eye that I actually think matches the mischievous Harley Quinn better than Fenn's look. I liked her.

What I didn't like was the opening. I know the opening was changed to better explain the back story, but instead of the dark ominous tone of the original opening, it is kind of a wrap-up of events narrated by Batman's butler Alfred Pennyworth (Ian Abercrombie.) The news reports are gone and now it is just Alfred explaining everything. I think it actually ends up being more confusing that way. You're not sure whether or not the man who kills Selina Kyle is the Joker or one of his henchmen, and you don't know that Barbara's paralysis by the Joker happens on the same night.

The character of Wade (Shawn Christian) might be an interesting conflict for Barbara in future episodes. In the original pilot, Barbara and Wade were essentially breaking up, mainly because Barbara didn't want Wade to find out about her double life. In the new pilot, they are starting their relationship, though she is keeping him at bay.

Overall, I liked the show, and other than the opening, I liked the changes. *Birds of Prey* will definitely go on my rotation of shows I have to catch every week.

Trivia

Sherilyn Fenn was originally chosen to play the part of Harley Quinn.

The map of New Gotham is identical to one used in the Batman comic book cycle "No Man's Land", which is also the name of the metahuman bar in the show.

In the *Lady Shive* episode, there's a pair of street signs on a corner that read "Adams" and "O'Neill", referencing the highly revered writer/artist team that made many Batman stories in the '70s.

The character of Dinah was originally intended to be a revision of the comic book character Black Canary. Outcry from comic book fans contributed to the character being retooled to become the Canary's daughter instead (with the Black Canary herself making an appearance in one episode). Helena is a bartender at the Dark Horse Bar. Dark Horse is the name of a popular comic book company that on occasion collaborated with DC Comics on special Batman publications.

The series was cancelled in January 2003, with 11 episodes aired. The producers were, however, allowed to film the final two episodes of their 13-episode commitment, and these episodes aired in February 2003, with the final episode retooled in order to close off the various storylines in the series, an unusual privilege for a cancelled series.

Brandy Ledford was considered for the part of Barbara Gordon/ Batgirl/ Oracle.

The pilot features a reference to fellow WB series "Smallville" (2001): Helena Kyle mentions to Barbara Gordon and Dinah that meteors sometimes cause mutations. Inside reference: "Birds of Prey" and "Smallville" are both produced by Tollin/Robbins Productions.

Helena Kyle is a combination of the comics' Silver Age (Helena Wayne) and Modern (Helena Bertinelli) Huntresses. She possesses Helena Wayne's genealogy and Helena Bertinelli's personality.

Based on the DC comic book series. The comic first started out as a one-shot special that teamed up Black Canary and Oracle. Response was so successful, a few more specials were released and finally an ongoing comic.

Goofs:

Miscellaneous: The clock face on the tower (where the secret lair is) is way too high up for any person to see, so it would be pointless to have a clock there.

Produced by Adam Armus co-producer (2003) , Joe Davola executive producer , Nora Kay Foster co-producer (2003) (as Kay Foster) , Cathy M. Frank associate producer (pilot episode) , Peter Giuliano producer (pilot episode) , Adam Horowitz producer (2003) , Laeta Kalogridis co-executive producer (2003) , Laeta Kalogridis executive producer , Michael Katleman co-executive producer (2003) , Edward Kitsis producer (2003) (as Eddy Kitsis) , Ron Koslow executive producer , Brian Robbins executive producer , Melissa Rosenberg consulting producer , Hans Tobeason co-executive producer , Michael Tollin executive producer

Original Music by Michelle Branch (end title song "All You Wanted") , Nathan Furst (songs) , Roxanne Lippel

Non-Original Music by Beck (song "Lost Cause")

Cinematography by J. Clark Mathis (pilot)

Film Editing by Robert A. Ferretti & Michael Stern

Casting by Deedee Bradley , Barbara Miller , Elisabeth Rudolph , Franklyn Warren (as Franklin Warren)

Production Design by Michael Helmy & Jaymes Hinkle

Set Decoration by Donald Krafft & Cynthia T. Lewis

Costume Design by Chrsi Karvonides-Dushenko & Sara Markowitz

Makeup Department - Romy Fleming hair stylist , Missy Fornay assistant hair stylist , Julie Kristy assistant makeup artist , Steven Mack key hair stylist , Vicky Ogden makeup artist , Terry Robbins assistant hair stylist , Michelle Vittone makeup department head

Production Management - Chris Lindsay post-production manager & Jeffrey M. Zeitlin unit production manager

Second Unit Director or Assistant Director - Craig Amendola dga trainee , Arthur Anderson first assistant director , Dirk Craft first assistant director , Jason Dudek second assistant director: second unit , Susan M. Elmore second second assistant director , Susan J. Hellmann second assistant director , Jeff Kay first assistant director , Hiro Koda second unit director , Elenie Mansalis second assistant director , Michael Neumann first assistant director (as Michael T. Neumann) , Eric Sherman second second assistant director

Art Department - Greg Aronowitz cowl sculptor , David Brace lead man , James Darfus swing gang , Oliver Doering on-set dresser , Rich Hobaica property master (as Richard Hobaica) , Jessica Kender set designer , Robert Kraft swing gang , Thomas D. Krausz set dresser , Lawrence R. Libecap construction foreman , Dave Lowry storyboard artist , Happy Nakamura property assistant , Mark Poll set designer , Ruben Rojo labor foreman , Brett Shannon paint foreman , Rocky Slaymaker lead man , Mark Vitale construction coordinator , Gary Warshaw art department secretary , Rick Young assistant property master , Kandy Stern graphics designer (uncredited)

Sound Department - Charles Bruce sound effects editor , Chuck Buch sound mixer: second unit , Tim Cooney sound mixer , Ross Deane boom operator: second unit , Paul J. Diller sound effects editor , Todd Grace sound re-recording mixer , Peter Hansen sound engineer , Tim Song Jones utility sound technician (episodes "Gladiatrix" and "Reunion") , Chris McGeary music editor , Rudy Pi sound re-recording mixer

Bob Redpath supervising sound editor , George W. Scott cable person , Kevin Sorenson boom operator , Liz Sroka sound re-recording mixer , George E. Marshall Jr. boom operator: second unit (uncredited)

Special Effects by John E. Gray special effects coordinator

Visual Effects by Simon Ager digital compositing artist , Tom Brydon 3D animator , Michael Carter compositing, rotoscoping, wire removal , Rick Cortes visual effects compositing and rotoscoping: MVF , Ryan Cronin 3D animator , Tim Everitt Gotham City animation supervisor (pilot episode) , Tristram Gieni visual effects , David Jacobs visual effects production assistant (pilot episode) , Mark Kochinski digital artist (pilot episode) , Lincoln Kupchak visual effects editor: Flash Film Works (pilot episode) , Dan Mayer digital artist , Robert McInnis creative director: Modern VideoFilm , John P. Mesa 3D lighting supervisor (pilot episode) , Eroc Moralls digital compositing artist , Don Myers 3D animation (pilot episode) , Dan Novy visual effects technical supervisor (pilot episode) , Jeffrey A. Okun visual effects supervisor (pilot episode) , Bruce Pearson digital artist (pilot episode) , Jerad Pitts 3D modeler (pilot episode) , Michael Porterfield digital compositing artist , Marc Roth 3D animator

Wes Sargent 3D animator , Matt Seckman visual effects production assistant (pilot episode) , Christian Severin visual effects , Rick Shick digital artist: matte painting , Trent Shumway compositor , Elan Soltes visual effects supervisor , Mark Spatny visual effects producer , Christopher Stewart 3D animator , Naomi Stopa visual effects coordinator , Kenny Stranahan digital artist (pilot episode) , Tammy Sutton digital compositing artist (pilot episode) , David Takemura visual effects supervisor , Don Waller 3D animation (pilot episode) , Jeff West storyboards , Jeffrey White visual effects producer: Flash Film Works (pilot episode) , Bruce Woloshyn digital compositing artist

Stunts - Tsuyoshi Abe stunt rigger , Randall Archer stunts , John Ashker stunt driver , Damon Caro stunt performer , Ken Clark stunt performer , Jennifer Cobb stunt double: Rachel Skarsten , Sophia Crawford stunt double , Jonathan Eusebio assistant stunt coordinator , Bryan Friday stunt actor , Andy Gill stunt rigger , Mitch Gould stunts , Anita Hart stunts , Christie Hayes stunt double , Hiro Koda stunt coordinator , Sherry Leigh stunt double , Christopher Leps stunts , Gail Monian stunt double , Caryn Mower fight double , Caryn Mower stunt double: Dina Meyer , Mike Mukatis stunts , Chris O'Hara utility stunts , R.C. Ormond stunt double , Heidi Pascoe stunt double , J.J. Perry stunts , Katie Rowe stunts , Matthew Rugetti utility stunts , Marc Schaffer stunts , Todd Schneider stunts , Karin Silvestri stunt double: Ashley Scott , Tim Sitarz stunts , Justin Sundquist stunts , Ronn Surels stunts , Steve Upton stunts

Banzai Vitale stunt double , David Wald stunts , Ryan Watson stunts , T.J. White stunts , Jeff Wolfe stunt double , Marcus Young stunts

Other crew - Pamela Alch script supervisor , Eugenia Babcock script supervisor , Brian Bartolini electrician , Shaley Brooks final colorist

A. Anthony Cappello assistant camera , A. Anthony Cappello first assistant camera: "b" camera , Ronald L. Carr location manager

Lisa Casella production assistant , John F. Cassidy key grip , Neil Clark computer graphic artist , Richard Clark video playback supervisor , Seth Cohen production assistant , Michael Dawes driver , Alex Deerr production assistant , Angeline Duran assistant: Mike Tollin , Mike Eisenberg assistant: Peter Giuliano , Ken Elkind production assistant , Brian Feeney production assistant , Jamala Gaither production assistant , Maritza Garcia costume supervisor , Bernie Gaw assistant: Joe Davola , Steve Gehrke script supervisor: second unit (episodes 1.01, 1.02, 1.03 and 1.04) , Fred Gesinske transportation coordinator , Laura Gibson post-production director , Louis Goldberg production assistant

Gerald Gourre transportation captain , Rob J. Greenlea grip , Russell Griffith lamp operator (pilot episode) , Mark Hartzell assistant editor

Keith Heckenliable best boy , Amber Jordyn set costumer , Ali Kaplan production assistant , Steve Karnes weapons armorer , Kevin Krakower craft service , Shirley Kurata set costumer , Kevin Lachoff second assistant camera: second unit , Rob Lee assistant production coordinator , Berna Levin assistant: Mike Tollin , Jennifer Lindesmith assistant: Elizabeth Rudolph , Justin M. Lubin still photographer

David Luckenbach director of photography: second unit , David Luckenbach steadicam operator , Kevin Lum production assistant , Kevin J. Malloy production coordinator , Steven C. Marshall

assistant camera (as Steve Marshall) , Steven C. Marshall second assistant camera: "a" camera (as Steve Marshall) , Marilyn McMahon Adams assistant editor , Angelique Midthunder extras casting: Central Casting , Tracy L. Moody script supervisor , Tracy L. Moody script supervisor: second unit , Juan Morse electrician , Jeff Murrell gaffer , Yuell Newsome stock librarian
 Brian S. Osmond assistant camera , Brian S. Osmond first assistant camera: "a" camera , Patia Prouty costumer , Lisa Rose publicist (2003) , Ellen Rydzewski assistant: Brian Robbins , Jimmy Sandoval assistant editor , Barnaby Shapiro assistant camera , Barnaby Shapiro second assistant camera: "b" camera , Richard Swinger production assistant , Daniel Thomsen writers' production assistant , Scott Tinter post-production coordinator , Henry Tirl camera operator: "a" camera (pilot episode) , Henry Tirl steadicam operator (pilot episode) , Daniel L. Turrett camera operator (as Dan Turrett) , Daniel L. Turrett camera operator: "b" camera (as Dan Turrett) , Daniel L. Turrett director of photography: second unit , Stephen J. Ullman camera operator , Danny Warren assistant: Michael Katleman , Dietmar Wendelin dolly grip, Arthur D. Whitehead electrician , Scott C. Williman electrician , David Youel dimmer board operator.

Distributors

Chum Television
 Sistema Brasileiro de Televisão (SBT) (Brazil) (TV)
 The WB Television Network
 Warner Bros. Television

Special Effects

Flash Film Works
 Modern Videofilm Inc.
 Rainmaker Digital Pictures (visual effects)

Other Companies

Chapman/Leonard Studio Equipment cranes and dollies
 Inter Video computer and video playback

2003 Nominated ASC Award Outstanding Achievement in Cinematography in Movies of the Week/Mini-Series/Pilot for Network or Basic Broadcast TV - J. Clark Mathis - For the pilot.

WR. Jerry Robinson character: The Joker, Bob Layton character: Huntress , Paul Levitz character: Huntress , Joe Staton character: Huntress, David A. Goodman , Julie Hess, Bob Kane Batman, Alfred, Joker, catwoman characters , Hans Tobeason.

DIR. David Carson , Shawn Levy

EPISODES: 13 **YEAR MADE:** 2002 **COUNTRY:** US **SEASONS:** 1

WARNER BROS. TELEVISION / TOLLIN-ROBBINS PRODUCTIONS

CREATOR: LAETA KALOGRIDIS (DEVELOPED FOR TELEVISION)

TYPE OF SHOW: EARTH FUTURE **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 09/10/2002 **AIR DATE OF LAST EPISODE** 19/02/2003

SEASON DATE BREAKDOWN: Season 1 : 09/10/2002 - 19/02/2003

FILMS:

Helena Kyle/The Huntress ASHLEY SCOTT, Barbara Gordon/The Oracle/Batgirl DINA MEYER, Dinah Lance RACHEL SKARSTEN, Jesse Reese SHEMAR MOORE, Alfred Pennyworth IAN ABERCROMBIE, Dr. Harleen Quinzel/Harley Quinn MIA SARA.

1 - 1 "PILOT"

The Batman legend takes an unexpected turn when the Caped Crusader vanishes from the crime-ridden city of New Gotham and his legacy is taken over by a trio of beautiful and relentless heroines - the Birds of Prey. Barbara Gordon started out as Batman's protege, Batgirl, but an attack by The Joker left her confined to a wheelchair. Reinventing herself as Oracle, she takes under her wing Helena Kyle, the secret daughter of Batman and Catwoman, who quickly grows into the fierce and beautiful "Huntress," and Dinah, a teenage runaway who is drawn to the city by meta-human visions. With the help of the only honest cop in New Gotham, Detective Jesse Reese, the Birds of Prey fight their first battle against a mysterious madwoman who is bent on their destruction.

Wr Laeta Kalogridis

Dir Brian Robbins

1 - 2 *SLICK*

Slick, an evil meta-human who can turn from solid to liquid, is hired by Dr. Quinzel to kill the honest cops who stand in her way. When Reese is the next intended victim, Helena comes to his aid and their mutual attraction continues to grow. Meanwhile, Barbara believes Dinah's story that she's just a runaway, but Helena remains suspicious.

Wr Laeta Kalogridis, Melissa Rosenberg

Dir Michael Katelman

1 - 3 *PREY FOR THE HUNTER*

Helena and Detective Reese clash again when they both try to track down a serial killer who destroys metahumans by taking on their powers. Meanwhile, Dinah ditches school when she learns from Helena there is a metahuman-only bar, and Barbara meets Wade's parents who think she is not normal enough for their son.

Wr Edward Kitsis, Adam Horowitz

Dir Chris Long

1 - 4 *THREE BIRDS AND A BABY*

When Helena rescues an abandoned baby boy and brings him back to the Clocktower, Barbara and Dinah try to help, but to everyone's surprise, the baby, Guy, is only happy when Helena is holding him. Even more surprising is the fact that Guy wakes up from his nap as a walking, talking 5-year-old and is soon a teenager. Now in a race against time, the Birds of Prey discover that Guy is programmed to live his entire life in three days, and to kill the first person he attaches to, putting Helena in grave danger.

Wr David H Goodman, Julie Hess

Dir Craig Zisk

1 - 5 *SINS OF THE MOTHER*

Barbara and Helena learn the truth about Dinah and Dinah learns the truth about her own past when her mother, Carolyn Lance, comes to New Gotham in search of the daughter she abandoned years before. Dinah is shocked to learn that Carolyn was once Batman's protege, Black Canary. Meanwhile, Helena learns that Detective Reese has family issues of his own when he becomes secretive about a ruthless gangster.

Wr Melissa Rosenberg

Dir Jeff Woolnough

1 - 6 *PRIMAL SCREAM*

At the request of Det. Reese, Helena goes undercover to help bring down a gang of thieves terrorizing New Gotham and quickly discovers that the gang is part of a larger infrastructure. Helena goes after the big boss until her cover is blown, putting her in grave danger. Meanwhile, Barbara has to deal with her fear of intimacy when her relationship with Wade takes a serious turn.

Wr Edward Kitsis, Adam Horowitz

Dir Jim Charleston

1 - 7 *SPLIT*

Already frustrated with her difficult relationship with Reese, Helena is intrigued when she meets Darkstrike, a metahuman who has come to New Gotham on the trail of a serial killer. Meanwhile, Barbara and Dinah discover that Darkstrike has a dangerous alter ego.

Wr Kay Foster, Adam Armus

1 - 8 *LADY SHIVA*

Helena is thrilled when her best friend from high school, Sandra, returns to New Gotham, but the Birds are troubled by a series of murders with the unmistakable mark of Batgirl's nemesis, Lady Shiva. Determined to fight Lady Shiva as an equal, Barbara dusts off her Batgirl costume and experiments with technology that allows her to leave the wheelchair.

Wr Adam Armus, Kay Foster

Dir John T. Kretchmer

1 - 9 *NATURE OF THE BEAST*

When a hit is put out on the life of legendary mob boss, Al Hawke, the only person he trusts to protect him is his son, Detective Reese. Reese turns to Helena for help, but when she learns that Reese's father is the same man who killed Dinah's mother, Black Canary, her loyalties are tested.

Wr Melissa Rosenberg

Dir Shawn Levy

1 - 10 *GLADIATRIX*

When young metahuman women are abducted in New Gotham, Helena's investigation leads her to uncover a secret club where the captive women are drugged and forced to fight each other in an arena. When Helena is also abducted, it is up to Dinah to rescue her.

Wr David Carson

Dir David H Goodman

1 - 11 *REUNION*

When Helena's former classmates descend upon New Gotham for their fifth class reunion, two of the alums are brutally murdered. While Helena tries to find the killer, she fears that Reese's investigation will lead him to learn too much about her true identity.

Wr Edward Kitsis, Adam Horowitz

Dir Chris Long

1 - 12 *FEAT OF CLAY*

Citizens of New Gotham are being turned into clay by a villain whose crimes are similar to those of Clayface, the master of shape-shifting who has been in Arkham Asylum for many years. Helena confronts Clayface and learns that his son, Chris, is responsible for the new rash of crimes. She also finds out who was responsible for her mother's murder.

Wr Adam Armus, Kay Foster

Dir Joe Napolitano

1 - 13 *DEVIL'S EYES*

Harley Quinn acquires the power to hypnotize others with her eyes, and persuades Helena to reveal the secrets of the Clocktower, along with Barbara's and Dinah's true identities. She soon has all the ammunition she needs to wreak havoc on The Birds as well as the rest of New Gotham.

Wr Adam Armus, Melissa Rosenberg, Hans Tobeason

Dir Robert J. Wilson

BLACK BOX, THE

The plot involves an ape-like creature (Worthington) and a suit which renders its wearer invisible when it is charged with electricity, leaving only the hands visible.

A Feuillade-type serial in 15 episodes of about 25 minutes each, starring Sanford Quest, the super science detective (Rawlinson) who uses all kinds of gadgets, including an elaborate electric mind-reading device, to do his detecting. The serial was extremely successful and proved a turning point in the careers of both Rawlinson and Lloyd, who had appeared together previously in *Won in the Clouds* (1914) and now saw their careers getting a significant boost. Later that same year, Universal launched another super science detective, but used the gimmick less for suspense than for comedy, *LADY BAFFLES AND DETECTIVE DUCK* (1915).

WR. Otis Turner

DIR. Otis Turner

EPISODES: 15 **YEAR MADE:** 1915 **COUNTRY:** US **SEASONS:** 1

UNIVERSAL

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Sanford Quest HERBET RAWLINSON, ANNA LITTLE, WILLIAM WORTHINGTON, MARK FENTON,
LAURA OAKLEY, FRANK MACQUARRIE, FRANK LLOYD, HELEN WRIGHT, BEATRICE VAN.

RELATED SHOWS:

LADY BAFFLES AND DETECTIVE DUCK

BLACK HOLE HIGH

AKA: **STRANGE DAYS AT BLACK HOLSEY HIGH**



wormhole opens in a certain office floor and the science professor disappears into the wormhole, never to be seen again. Josie experiences an extremely interesting first day at BHH. She and Corrine both travel through the wormhole. Could this give an indication of exactly what event occurred concerning the mysterious explosion 15 years earlier at Pearadyne?

Let's see....there was Eerie Indiana (in my opinion, the best of this genre), Eerie Indiana: The Other Dimension, Round the Twist (I believe that's the name - anyone else remember that?), The Zack Files, and now Strange Days at Blake Holesy High. This is a cute show, and I think I like it next after Eerie Indiana...some elements also make me think that this show really may be more of the child of Buffy the Vampire Slayer and The X-Files. The occurrences are more X-Files in nature, but the way the friends interact, and the school being the center of weirdness is more Buffy. Definitely a fun to watch.

Strange Days at Blake Holsey High, also known as Black Hole High, is a Canadian science fiction television program which first aired in North America in October 2002 on NBC. It is set at the fictional boarding school of the title, where a Science Club (five students and their teacher) investigates mysterious phenomena, most of which is centered around a wormhole located on the school grounds. Spanning four seasons, the series developed into a success, and has been sold to networks around the globe.

Created by Jim Rapsas, the series intertwines elements of mystery, drama, romance, and comedy. The writing of the show is structured around various scientific principles, with emotional and academic struggles combined with unfolding mysteries of a preternatural nature. In addition to its consistent popularity among children, it has been recognised by adults as strong family entertainment. Forty-two episodes of the series, each roughly twenty-five minutes in length, have been produced, the last three of which premiered in January 2006. Those three final episodes that aired were combined into a film, *Strange Days: Conclusions*.

Emma Taylor-Isherwood as Josie Trent. Josie is the show's main protagonist, and her voice is heard over the opening credits. She transfers to Blake Holsey High at the beginning of the series, and is the one who discovered the wormhole first. She's curious and headstrong, and is the one who most wants to know what is going on. In Corrine's words, she has "the hots for Vaughn," but the relationship is a rocky one due to trust issues.

Shadia Simmons as Corrine Baxter. Josie's best friend and roommate, Corrine is the so-called "brains" (with a self-claimed IQ of 172) in the Science Club. Comparable to Hermione Granger in Harry Potter, she's the one with the school-smarts but often has problems with street-smarts. Corrine is as compulsively neat and well-behaved as Josie is messy and rebellious. Has "a thing" for Marshall.

Michael Seater as Lucas Randall. Lucas is a conspiracy theorist, convinced that aliens do exist. He comes up with unorthodox theories that often end up saving the day. He has a romantic interest in Josie, largely unrequited; and an interest in Josie's clone as of "Conclusions".

The cast of Strange Days at Blake Holsey High: Jeff Douglas, Shadia Simmons, Robert Clark, Emma Taylor-Isherwood, Valerie Boyle, Michael Seater (below left) and Noah Reid (below right). Noah Reid as Marshall Wheeler. Lucas and Marshall are best friends and roommates. Marshall is more social and funloving than Lucas, and helps to keep him down to earth in this way. Marshall performs in a band (Magnet 360) with other Blake Holsey students.

Robert Clark as Vaughn Pearson. Vaughn is the fifth student in the science club. His father is Victor Pearson, the owner and founder of Pearadyne Industries. Vaughn lives at home with his father for a time, as their house is practically next door to the school. When he does live at Blake Holsey High, he lives alone. Has a thing for Josie--they are an on again/off again couple.

Jeff Douglas as Professor Noel Zachary. Zachary, or "Z", is the presiding teacher of the Science Club. Like Josie, he is very curious to find out what is going on at Blake Holsey High. He was able to go to school to become a teacher thanks to a scholarship from Pearadyne Industries, and is the only adult that the Science Club fully trusts.

Valerie Boyle as Principal Amanda Durst. The disagreeable Principal Durst is a looming presence over the Science Club, and differs with Professor Zachary's easygoing ways. A former science teacher, she is a reluctant conspirator in Victor Pearson's plans.

Lawrence Bayne as Victor Pearson. Victor Pearson is a benefactor of the school and a constant antagonist to the Science Club's investigations. Secretive and somewhat ruthless, Victor is deeply distrusted by Josie and Lucas, which puts Victor's son Vaughn in a perpetually awkward position. Although Victor Pearson frequently serves as the villain of the show, he is eventually revealed to be "the good guy" in his long struggle to restore Pearadyne and rescue his time-lost wife. The destiny of Victor, as explained in "Conclusions," is that he was to create time travel technology in a way that will eventually benefit humanity.

Tony Munch as The Janitor. The Janitor is an enigmatic character who seems to understand the mysteries at Blake Holsey High, but reveals little. In "Conclusions" he is finally identified as an observer of other time travelers. The clone Josie states that the Janitor is from so far into the future that it is almost unimaginable.

Significant objects and locations

Qigong Ball/Chi Ball/Floating Ball: Once a normal ball used to handle stress and concentration, but became a source of unlimited potential. Josie had used these balls for concentration during Science Club, but one was taken from her by Professor Zachary. The other one was affected by the energy of the wormhole in a trip to the 1970's, which made gravity-less. It defied the laws of physics, which was why Victor (Vic) Pearson stole it from her years ago when he was in Blake Holsey High. Presenting it to Sarah Lynch, they started their plan to create Pearadyne which later caused an explosion at Pearadyne Industries, form a wormhole in Blake Holsey and strange occurrences. Victor used this ball to power their the lab, but it later caused its destruction, along with Sarah's disappearance. Josie found the ball and assumed that Vaughn and Victor had plotted to use it. She stole it from them, but was later stolen back by Josie's Clone from the future. Returned to Victor, he plans to keep it in safe keeping this time.

Wormhole: A powerful vortex that can lead to either the future or the past that can be found in the office of the Science Teacher (Zachary or Middleton). Many agents have used this to cover the knowledge of the wormhole a secret from everyone, however energy from the wormhole has released and affected the students and the school due to their emotions and conditions.

Pearadyne Industries/Labs: A laboratory created by Victor Pearson and Sarah Lynch. It was used to create inventions and master quantum physics. Pearadyne was destroyed in an explosion that covered the disappearance of many workers, especially Sarah Lynch (Vaughn's mother).

Strange Days at Blake Holsey High began airing in Canada on Global and on NBC, as well as VRAK.TV in Quebec. In the United States, meanwhile, it aired on Discovery Kids and NBC. In late March 2003, almost six months after its North American debut, the series was sold to several international markets at the annual MipTV, which was held at Cannes, France. The United Kingdom broadcasting network ITV acquired the terrestrial television right to the series, while the pay television rights were sold to Fox Kids (which became Jetix in 2005) in Europe and Latin America, who showed the series in countries including the UK, Mexico, Brazil, Venezuela, Chile, Panama and Argentina. Fox Kids Europe has a partnership deal with the Disney Channel, which enabled the show to be broadcast in Australia, New Zealand, and France. In Russia (Tomsk), the series airs on CTC. In Denmark, it airs on TV2 Denmark. It also airs in other European countries such as Norway (and other Scandinavian nations), the Netherlands, Portugal, Israel, Poland (it airs on Jetix), Turkey and Italy, as well as Colombia in South America. [1] [2] [3]

Cover art for the unreleased Season 1 DVD. Fireworks Entertainment, the company behind Strange Days at Blake Holsey High, closed down after the production of Season 3. There were three additional episodes of the series, which aired as a finale film event on January 28, 2006 on the Discovery Kids channel, as "Strange Days Conclusions". As of June 2006, no episode or season of Strange Days at Blake Holsey High has been legally released to DVD in any country. In 2004 it was announced that a DVD box set of season one was to be released in the United Kingdom on July 26, 2004, and websites such as Amazon.com put up the DVD for pre-order. The release was later pulled without explanation.[1]

Strange Days at Blake Holsey High has been nominated for several awards, but won none. Writers Jeff King, Jeff Schechter and Thérèse Beaupré were nominated for episodes broadcast in the year 2003 at the 31st Daytime Emmy Awards in 2004, in the category Outstanding Writing in a Children's Series. Emma Taylor-

Isherwood, Shadia Simmons and Robert Clark were each given Young Artist Award nominations in early 2003, although Isherwood was placed in the supporting category, Simmons was elevated to lead, and Clark was considered a "guest actor". Simmons received a second nomination the following year, alongside Talia Schlanger (Madison). The Academy of Canadian Cinema and Television nominated creative team Tony Thatcher, Adam Haight, Jeff King and Kevin May for Best Children's or Youth Fiction Program or Series at the annual Gemini Awards in late 2004, and the Directors Guild of Canada also recognised the show in areas such as sound editing, team achievement, and the product as a whole in 2003 and 2004.[4]

In 2006 *Strange Days* was nominated for two Emmy Awards: "Outstanding Children's Series" and "Outstanding Writing".

WR. Jeff Biederman, Richard Clark , David Garber , Bruce Kalish , Jeff King , Kevin Lund , John May, Lorianne T. Overton , Jim Rapsas , Jeff Schechter , T.J. Scott

DIR. Anthony Browne, Graeme Campbell, Stacey Stewart Curtis, Sheri Elwood, Jeff King, Don McCutcheon, Ron Murphy, Stefan Scaini, Jeff Schechter, T.J. Scott, David Warry-Smith, Marni Banack, Pat Williams, Bruce Kalish

EPISODES: 42 **YEAR MADE:** 2002 **COUNTRY:** CAN **SEASONS:** 4

FIREWORKS ENTERTAINMENT

CREATOR: JIM RAPSAS

TYPE OF SHOW: EARTH FUTURE **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13, (3) 13, (4) 3

DATE OF PREMIER: 03/10/2002 **AIR DATE OF LAST EPISODE** 28/01/2006

SEASON DATE BREAKDOWN:

FILMS: STRANGE DAYS: CONCLUSIONS

Josie Trent EMMA TAYLOR-ISHERWOOD, Lucas Randall MICHAEL SEATER, Vaughn Pearson ROBERT CLARK, Corrine SHADIA SIMMONS, Marshall Wheeler NOAH REID, Professor Zachary/Professor Z JEFFREY DOUGLAS, Principal Amanda Durst VALERIE BOYLE, Victor Pearson LAWRENCE BAYNE, Sarah Pearson JENNY LEVINE, Tara BARBARA MAMABOLO, Janitor TONY MUNCH, Madison TALIA SCHLANGER, Tyler CHRISTOPHER TAI.

1 - 1 *WORMHOLE*

A wormhole opens in a certain office floor and the science professor disappears into the wormhole, never to be seen again. Josie experiences an extremely interesting first day at BHH. She and Corrine both travel through the wormhole. Could this give an indication of exactly what event occurred concerning the mysterious explosion 15 years earlier at Pearadyne?

Wr Jim Rapsas, Bruce Kalish

Dir Patrick Williams

1 - 2 *INVISIBLE*

Marshall does not want to be the most popular guy at BHH, he just wants his friends to notice him. Sometimes, he feels like he is invisible, even with his friends... And suddenly, he finds himself disappearing until he is completely invisible. Will he and his friends be able to restore his visibility before he ceases to exist?

Wr Jeff Biederman

Dir David Warry-Smith

1 - 3 *MAGNET*

Josie develops a truly magnetic personality, and suddenly acquires an incredible capacity for attraction. Consequently, she wonders how many ways her new gift will be useful. But as she soon learns there can be too much of a good thing. Will her friends be able to save her before she becomes only a memory?

Wr David Garber

Dir Patrick Williams

1 - 4 *THURSDAY*

Corrine's perfect record is put to the test when she has the worst day of her life. First, Josie unplugs the alarm clock and she is late for school, next she gets on the principals nerves. Then she is late for class, next she forgets the project that is due, and she hurts her friend's feelings. And worst part of it is she must do this all again tomorrow where the day keeps repeating itself, plus she is the only one who notices. She

must accept the fact that every day isn't perfect, so she goes and has the perfect worst day of her life.

Wr Lorianne T. Overton

Dir David Warry-Smith

1 - 5 *LIFETIME*

Blake Holsey can be really difficult for a student like Lucas. He is intelligent with a wonderful sense of humor, but at the same time a little odd. And suddenly, his wish of being older is granted. He really enjoys himself for a while, but then continues to age rapidly and does not know how to stop the process. Will Lucas be able to reverse the aging and return to normal before it is too late?

Wr Skander Halim

Dir Patrick Williams

1 - 6 *FATE*

Just another day at Blake Holsey. Josie and Vaughn escape from Black Hole High via the wormhole and find themselves in 1977, where they meet their scandalously young professors, and Vaughn's hidden agenda: to finally see his parents when they were students at the school. But after Josie and Vaughn return to 2002, all is suddenly quite different.

Wr Jeff Biederman

Dir Anthony Browne

1 - 7 *CULTURE*

In this episode, the black hole energy recreates a replica of Josie using DNA from her Chewing Gum, which results in the 'birth' of Josie 2. With the sudden arrival of her mysterious Mum, Kelly Trent, she is forced to confront her worst fear: does her Mum actually care about her?

Wr Joe Rassulo

Dir Stefan Scaini

1 - 8 *RADIO*

Lucas finds an old radio dish in the basement of the school, and discovers that it can receive radio signals from the future. A confusing broadcast is received, and he learns that Blake Holsey suddenly disappears. The Science Club must win the battle against destiny and change the future, or lose all that they hold dear to them.

Wr David Garber

Dir Anthony Browne

1 - 9 *STORM*

Black Hole energy interferes once again. While the Janitor senses something will soon occur, the members of the Science Club continue their exploration of the paranormal phenomenon which afflicts the school. But secrets concerning strange phenomenon at BHH are given to Victor Pearson by Vaughn. As a result, Vaughn is in a bad mood. Which literally produces a strange occurrence! Do his emotions cause the catastrophic storm above his head? How will Vaughn make the gray clouds, which follow him all the time, disappear for good?

Wr Jeff Biederman

Dir Don McCutcheon

1 - 10 *WHO?*

Josie convinces Corrine to make plans to accompany her to the movies. But privileges may be taken by Durst, who decides instead to give them a warning, which saves Corrine from her parents reprimands. Meanwhile, Professor Z has an unsettling experience in his office: while waiting to be evaluated, after collecting fallen papers from the floor, he suddenly finds his head caught inside the wormhole, which makes him lose his memory. But that's not all that happens: while the group tries to find a solution, they realise that Professor Z can play the guitar, does not like science, and is afraid of clowns! When and how will he become himself again?

Wr Suzanne Bolch, John May

Dir Mitchell T. Ness

1 - 11 *LOST*

Josie dreams about Pearadyne Laboratories, but what proved to only be a nightmare almost becomes reality when she finds herself on the way to Pearadyne Laboratory ruins with Vaughn Pearson. Their prohibited fact finding mission reveals strange phenomenon. And soon, Josie's friends realise that this old laboratory is actually located on a powerful magnetic site. Even more strange events begin occurring and could become very dangerous to everyone.

1 - 12 *ROBOT*

Josie just can't seem to become organized enough to finish her robot building project, which annoys Corrine since they are partners. However, Josie astonishes everyone when she actually creates a robot that will clean. When it goes too far, Josie tries to turn it off which sends the robot's programming to a default program that not even Josie would want to be.

Wr Suzanne Bolch, John May

Dir Stacey Stewart Curtis

1 - 13 *SHRINK (PART 1 OF 2)*

Josie doesn't like her lack of height. Josie learns the advantages of being shorter than everyone else when she actually shrinks to being four inches tall, despite her efforts to grow.

Victor Pearson wants to run some tests on the school.

Wr Bruce Kalish, Jeff Biederman

Dir Patrick Williams

2 - 1 *WORMHOLE2 (PART 2 OF 2)*

Welcome to Blake Holsey's first annual pizza party! Attendance by all is required, but Josie, Corrine, Marshall, Lucas, Vaughn, and Professor Z suspect Durst wants to keep them occupied while Victor Pearson initiates a devious plan.

Their suspicions are confirmed when they discover a team of scientists outside the school. Josie is amazed when she sees that one of them is her Mom, Kelly Trent. Then, Kelly conducts tests which send Josie into the Wormhole, taking her back in time to three hours earlier!

She must inform her Mom about the potential dangers of a fatal discharge of electricity! And she must race against time.

Wr Jeff F. King

Dir Stefan Scaini

2 - 2 *PHEROMONES*

For today's lesson, Professor Z uses a beehive to explain the function of pheromones in the hierarchical structure of a beehive.

Meanwhile, cheerleader and super-diva Madison, the most popular girl at Blake Holsey, runs for election without any opposition. After last year's humiliation, Corrine fears entering this year's election competition.

Frustrated, Josie decides to run against Madison. In desperation, she makes empty promises. Will she win?

Then, Josie and Professor Z discover that Madison is using pheromones to control the students and win their votes.

Wr Thérèse Beaupré

Dir Stacy Stewart Curtis

2 - 3 *COLD*

Marshall is sick, feverish, and to make matters worse he uses all of his spare time working on a new money making scheme. While he feels awful, his new venture, which was doing extremely well and making profits, bottoms out.

Bizarrely, even the school develops symptoms of Marshall's infection. Some parts are too cold, others overheat, sneezes and coughs begin occurring from deep inside the school and a greenish slime extrudes from the interior, exactly like Marshall's symptoms. But why does it occur? And when will it stop?

Wr Jeffrey Alan Schechter

Dir Stefan Scaini

2 - 4 *GENOME*

The class studies DNA but one of Lucas' chromosomes gets changed. Becoming more assertive, Lucas gets himself into a lot of trouble, as well as accepting Stew's challenge to a fight.

Wr T.J. Scott, Kevin Lund

Dir Stacey Stewart Curtis

2 - 5 *BRAINWAVES*

Lucas and Vaughn get their minds switched and have to experience each other's life.

Meanwhile, Josie and Lucas are practicing a scene from Romeo and Juliet for Drama class. To Corrine's surprise, their performance may have been more than acting.

Wr Jeff Biederman

Dir Marni Banack

2 - 6 *CHEMISTRY*

The class chooses elements for their projects on the periodic table. Little does Marshall know he will take on characteristics of several elements as he struggles with the legacy of his brother, who Marshall does not like, when he comes to Blake Holsey for a visit.

Wr Ian G. Saunders

Dir Sheri Elwood

2 - 7 *ECOSYSTEM*

There's just no way Josie could be a thief, or could there be? It's a battle of truth vs rumour, as it becomes intolerable for Josie and Corrine to share the same living space. Meanwhile, the sponge in the aquarium is multiplying and covering the school. Lucas, Marshall, and Professor Z have to get to work before the sponges cover the entire planet.

Wr Andrew Nicholls, Darrell Vickers

Dir David Warry-Smith

2 - 8 *TECHNOLOGY*

Marshall gets into the cell phone business, but when his business partner, Tyler, wants to use Marshall's special smiley code to cheat on a test, Marshall actually complies.

Marshall feels guilty afterwards and Tyler warns him not to tell, but Marshall's new invention turns against him: he can no longer talk understandably. To make matters worse, Professor Z and Principal Durst know Marshall cheated on the test with Tyler.

Wr Elizabeth Stewart

Dir Terry Ingram

2 - 9 *EQUATION*

Practicing for the academic Olympics, Corrine is more critical than usual. Frustrated, the Science Club leaves the room and Corrine finishes the practice equations on her own. When Lucas glows, Vaughn can't stop running, and Josie breaks the laws of gravity, could it be a side effect of the equations assigned to each of them that Corrine did instead? Even if Corrine can undo the work, she still has to face her family's legacy of first prize for the academic Olympics.

Wr Jeffrey Alan Schechter

Dir T.J. Scott

2 - 10 *HEMISPHERES*

You are a math prodigy, a human calculator, and extremely intelligent, however you are not a singer. And that's the last thing Corrine wants to hear from Marshall as she prepares to audition for Magnet 360°. But while looking in the mirror to see whether her fear is obvious to others, the mirror is transformed by BHH energy, and Corrine taken to the other side where she encounters opposite versions of her friends. It's a whole new world for Corrine to discover!

Wr Thérèse Beaupré

Dir Graeme Campbell

2 - 11 *NUTRITION*

Vaughn gets beaten at an arm wrestling match and Lucas is jealous of the amount of attention Josie pays to Vaughn. But when Lucas and Vaughn gain confidence in themselves after Vaughn wins another arm wrestling match and Lucas beats a rival at chess, could these new health bars play a factor? After the two score very poorly on their midterms and lose self confidence, Josie convinces Professor Z that Lucas and Vaughn need to get a better diet.

Wr Jeff F. King, Thérèse Beaupré

Dir Terry Ingram

2 - 12 *ECHOLOCATION*

Josie gains the ability of echolocation after listening to her music too loudly. She overhears Victor talking from inside Pearadyne2, it is underground beneath her. She and Vaughn investigate what Victor is up to, venturing back into the heart of Victor's invention. The partners in crime appear like they're going to get away with it, but when the alarm goes off and the noise hurts Josie too badly to move, could Victor find

out who interrupted his experiment? Wait a minute...what was Victor doing with Josie's missing Chi Gong ball?

Wr Jeff F. King, Jeffrey Alan Schechter

Dir Larry McLean

2 - 13 *STOPWATCH*

BHH curfew is five minutes away and Josie is nowhere to be found. Corrine worries because Josie will break curfew by being late and Lucas is aggravated because Josie forgot that they have a science project to finish. And where exactly is Josie? Her first date with Vaughn! But at the very moment they almost kiss, she hears the BHH curfew bell. And she quickly enters BHH where she runs into Durst as she tries to beat curfew and then discovers that her watch can stop time. Actually, from Josie's point of view, time appears to stop for everyone except her. What happens next? Will Josie be suspended in time forever or rescued just in time?

Wr Jim Rapsas

Dir Jeff F. King

3 - 1 *TRANSFERENCE*

Just as Vaughn's intelligence seems to be increasing, Josie's intelligence seems to be dropping. Coincidence? Not at Black Hole High.

Wr Jeffrey Alan Schechter, Jeff F. King

Dir Marni Banack

3 - 2 *NOCTURNAL*

Josie is having a hard time sleeping at night, but not in class. She has gone catheamaral - she has lost her sleep routine. More worrying, however, are the hallucinations she encounters whilst sleeping.

Wr Jeff F. King, Jeffrey Alan Schechter

Dir Stefan Scaini

3 - 3 *ALLURE*

When Corrine's venus fly trap is left uncovered and alone in the science lab, it becomes a girl. Under the name Diana, she attends several classes at Blake Holsey, and immediately has all the boys competing for her attention. However it is Marshall that she takes a special interest in, which upsets Corrine. The other girls also don't seem too impressed with this new stranger.

Wr Thérèse Beaupré

Dir Stefan Scaini

3 - 4 *TESSERACT*

Lucas cancels a long-weekend fishing trip with his father so that he can stay at Blake Holsey and investigate Victor and Vaughn. While setting up a surveillance camera in Professor Z's lab, he stumbles upon a secret compartment that holds a strange device. When activated, the device turns the school into a tesseract- causing the school to begin folding in on itself.

Wr Jeffrey Alan Schechter

Dir Ron Murphy

3 - 5 *CAMOUFLAGE*

When certain members of the school start behaving oddly, it is clear that Tyler is behind it. Could he have gained the power to camouflage himself as others?

Wr Thérèse Beaupré

Dir Sheri Elwood

3 - 6 *NANOTECHNOLOGY*

A strange occurrence in the science lab causes Marshall's phone, a laptop, and Z's camera to shrink to nano size. Intrigued by Tyler's strange behaviour since his discovery of the worm hole, the science club decide to take advantage of the nano-sized camera, and plant it on Tyler. However things become complicated when Josie accidentally swallows the camera.

Wr Amy Jacobson

Dir Jeff F. King

3 - 7 *VISION*

After continuously losing at hearts, Lucas modifies a new pair of glasses so that he can see through the cards. However things go awry when he becomes able to see through everything. He starts running into things because he can't see they are there. Though, still mistrustful of Vaughn, he decides to investigate his suspicions before seeking help for his impending blindness.

Wr Kevin Lund

Dir Mitchell T. Ness

3 - 8 *HOLOGRAM*

Marshall is testing a rocket but when he launches it, it fails to come down. Instead, a large silver sphere falls from the sky. When the gang go to investigate, the sphere dissolves, leaving behind a strange device. They take it to Z, who also has no idea what it was. When Josie touches it a panel opens up, and a timer begins to count down. Now the science club has 26 minutes to figure out what it does, and what the connection is to Vaughn.

Wr Jeffrey Alan Schechter, Kevin May

Dir Jerry Ingram

3 - 9 *PROBABILITY*

Marshall is busy working on promotions for his band, Magnet 360. He is supposed to write a 1500 word essay for the school paper for his community service, however he runs out of time and ends up filling the space with predictions, thanks to Z's inspiring lesson on horoscopes and The Bell Curve.

Unfortunately, he forgets to check his work, and the prediction that 'a member of the science club will diet' becomes 'a member of the science club will die.' It doesn't seem to be a problem until the other predictions start to come true. Now each member of the science club has to work out how to cheat death.

Wr Jeff F. King, Jennifer Kennedy

Dir Mitchell T. Ness

3 - 10 *CHIRALITY*

Durst doesn't think Z is being hard enough on his students so decides to take his science class for him to check it out. Josie, knowing Z will go easy on her, cuts class- again. While durst is teaching the class about chirality- mirror opposites- she smells the experiment's resulting liquid and becomes more laid back, just as Z is. Unfortunately the smell also gets to Z, who in turn becomes more strict than Durst ever was. Soon he becomes the acting principal of Blake Holsey, and is giving out detentions for every minor offence. The science club members must figure out how to reverse the effects before Z gets too out of control.

Wr Thérèse Beaupré

Dir Stacey Stewart Curtis

3 - 11 *FRICTION*

Vaughn tells Corinne that he saw her on the Pearadyne security tapes- talking to his mother. He becomes angry at her when she denies ever seeing his mother. Z explains to the science club about friction- how it can cause things to fuse together. He demonstrates with two blocks of metal. When the lesson is over, Corinne leaves quickly, followed by Vaughn who doesn't believe Corinne is telling the truth about his mother. As the remaining science club members are leaving, they notice that the metal blocks have fused together, despite being set apart. Something clicks and they go to warn Vaughn and Corinne, but it is too late. Vaughn grabs Corinne's wrist to stop her, and suddenly they are fused together and can't separate. Now in order to come unstuck, Vaughn and Corinne must cooperate to find out what really happened when Corinne went through the wormhole.

Wr Jeff F. King, Jeffrey Alan Schechter

Dir Graeme Campbell

3 - 12 *PAST*

Josie suddenly finds herself in 1879 by way of the wormhole. Vaughn, Lucas, Corinne, and Marshall come to her rescue. All return to the present except Vaughn, who discovers he has returned to a much different yet familiar reality.

Wr Jeffrey Alan Schechter

Dir Jeffrey Alan Schechter

3 - 13 *INQUIRY*

Josie is determined to find and rescue Vaughn at all costs. Josie locates Vaughn, and they return to the present. Josie believes everything is her fault because Victor stole the ball from her. And decides she must prevent the accident at Pearadyne from occurring. Only, once she does, everything may never be the same, and she faces an unexpected reality.

Wr Jim Raspas

Dir Jeff F. King

4 - 1 *CONCLUSIONS (PART 1 OF 3)*

Josie finds herself seemingly trapped within an alternate dimension which she inadvertently created by

taking Victor's power source, the floating chi ball, to prevent a future she believed to be her fault and not the destined timeline.

Wr Jim Rapsas, Jeff F. King

Dir Jeff F. King

4 - 2 *CONCLUSIONS (PART 2 OF 3)*

Josie2 rescues Josie from the alternate dimension to repair the timeline to its proper order. Meanwhile, Avenir may finally see his plans to obtain total control of Victor's time jumping technology come to fruition.

4 - 3 *CONCLUSIONS (PART 3 OF 3)*

Josie returns to her rightful timeline and prepares to fulfill her destiny by preventing Avenir from securing his ultimate victory, and in the process, makes a shocking discovery as she unearths the truth about the identity of her father.

BLACK SCORPION



The City of Angels is falling apart, and crime pervades the city to the core. The mayor is corrupt, the police are inept, the city needs a figure to take control of the situation. Then in the light of day Darcy Walker is a cop, but in the dark of night she becomes the Black Scorpion. She does with a mash what she can't do with a badge. This is vigilante justice, old school style.

Black Scorpion is a female superhero in the vein of Spider-Man, Superman and Batman. She is beautiful, sexy and highly intelligent, and she has great martial-arts skills and a rapier wit. By day, Black Scorpion is Darcy, a policewoman, driving a white Corvette. By night, she becomes Black Scorpion and her Corvette morphs into the Scorpionmobile, a super-charged futuristic car equipped with an arsenal of science-fiction devices.

Like her male comic-book counterparts, Black Scorpion's drive to assume another identity to confront evil and bring criminals to justice is fuelled by a strong personal motivation: the murder of her policeman father by a notorious supervillain, the Breathtaker. Unable to obtain justice through "the system," she assumes an alter ego to take the law into her own hands. Black Scorpion uses her crime-solving skills, her martial-arts prowess, and her Scorpionmobile to pursue and fight the supervillains and supervixens who threaten the City of Angels, a comic-book parallel to Los Angeles.

Black Scorpion combines science-fiction fantasy, Hong Kong-style martial arts and high-speed action with comic-book humor and lots of sexiness.

The executive producers for the series were Roger Corman and Cheryl Parnell, the producer was Marta Mobley-Anderson.

It all began in 1995 with Joan Severance (Bird On A Wire, Lake Consequence, Angel Of Desire, Hard Evidence, The Last Seduction 2), director Jonathan Winfrey, and legendary producer Roger Corman... Severance made her screen debut as a sexy assassin in Arthur Hiller's comedy, See No Evil, Hear No Evil (1988), which starred Richard Pryor and Gene Wilder. She was the best thing in that lame farce, and her acting career was assured in the 1990s with roles in high profile erotic thrillers and several TV dramas. Showtime picked up Corman's telefilm production of Black Scorpion, a determinedly camp comicbook adventure which starred the amply proportioned Severance as a fetish-costumed vigilante in the City of Angels. She plays beautiful police detective Darcy Walker by day and the athletic superhero of the title by night, and in her hi-tech 'Scorpion mobile' she soon becomes the scourge of mad scientist villains and regrettably evil vixens alike. The film's mystery guest star turns out to be cult hero Adam West (famed as TV's Batman in the 1960s).

With ex-con mechanic Argyle (Garrett Morris, Saturday Night Live) as her main helpmate, and an initial mission to catch the man who killed her father (who was also an honest cop in Angel City), Ms Walker takes on the usual super-heroic job of cleaning up the streets, with the authority of a police badge or, if that fails, with hi-tech gadgetry - like her electro shock stinger ring - and street fighting ability. Sequel movie Black Scorpion II: Aftershock (aka: Black Scorpion: Ground Zero, 1996) co-stars Whip Hubley (replacing Bruce Abbott, of Re-Animator fame) as Detective Michael Russo, Darcy Walker's cop partner. Their inevitable love/hate relationship - over Russo's continued 'inability' to recognise Darcy as the woman behind the Black Scorpion mask - develops here afresh, and yet, despite the predictability of this ongoing subplot, there's still much to enjoy in this follow-up adventure as Black Scorpion tackles two supervillains for the price of one.

After Severance quit the role, Corman and screenwriter Craig J. Nevius developed the project into a TV series, casting ex-model Michelle Lintel in the lead. A green-eyed redhead with some martial arts skills, Lintel is perfect for the role. With a re-designed costume, a faster pace in action scenes, lashings of chuckle-worthy dialogues rife with appropriate puns, and plenty of knockabout 'sitcom' humour for the coterie of supporting characters, Black Scorpion became a TV series of 22 episodes in 1999. Following the standard formula of wacky bad guys (who are more often girls, in fact), with blatantly repetitive and speeded-up car chases, and numerous explosions (including unfortunately iffy special effects), we get a spate of cheesy 'anarchic' plots

and a largely agreeable tendency on the part of the script writers for overripe one-liners. This either adds to or detracts from the comic-book TV show's decidedly 'unreal' appeal, depending upon your estimation of the entertainment values of grandly pantomimed, superhero adventure. Yes, it's a decidedly guilty pleasure.

"Computer. Activate auto-transform." - Darcy Walker, Black Scorpion

As well as being fantasy superheroine Black Scorpion, Darcy Walker is also a fantasy cop. While in costumed mode she looks absolutely fantastic, she's just as distractingly fabulous as an Angel City police detective, dressed to kill in tight miniskirts and gratuitously low-cut tops. For crime-fighter costume changes, our heroine slips "into something a little less comfortable" by means of Argyle's inexplicable super-science, which transforms the atoms of her attire just as easily as such magical technology can automatically turn Darcy's white Corvette into the urban-assault vehicle of the Scorpion mobile. This extremely useful (time-saving) aspect makes Black Scorpion a fairly unique hybrid of the zap-instant Wonder Woman techno-magic affect, and the comparatively mundane facility of a superhero's hidden lair in the mode of Batman.

Darcy's new partner down at the police precinct house is ambitious Detective Steve Rafferty (Scott Valentine), and he's not the only new character in the TV-series version of Black Scorpion. However, it's perhaps more notable that Argyle is recast (black actor 'B.T.' replaces Garrett Morris), and his ex-hooker girlfriend/ wannabe fashion designer, Veronica, alias Tender Lovin' is now played by Enya Flack, replacing Terri J. Vaughan (of the Black Scorpion movies). Whereas the pair of TV movies featured occasional nudity, the TV series offers a bevy of ex-Playboy pinups, and enough innuendo to keep fans of The Benny Hill Show happy.

With little preamble, and only a meagre recap of Black Scorpion's origin story, the TV show blasts into explosive action from the opening episode, Armed And Dangerous, in which Martin Kove (Cagney & Lacey) plays nuclear terrorist Firearm, a disabled ex-cop retrofitted with prosthetic weapons and body armour. Wave Goodbye has Athena Massey's buxom biologist turn into storm-powered troublemaker Hurricane after she 'drowns' in toxic waste. Home Sweet Homeless sees the unquiet return of Professor Ursula Undershaft as seismic villainess Aftershock (Sherrie Rose, from Black Scorpion II) who attempts to lead a rebellion of the city's unhappy sewer-dwellers against the housing scheme of irredeemably crooked Mayor Worth (Robert Pine). Vengeful asthmatic Dr Noah Goddard, better known as Breathtaker (Adam West), is reanimated in episode Out Of Thin Air by local crackpot genius Dr Phoenix (Raye Birk), and the wheezing baddie uses a powerful hallucinogenic gas to realise citizens' worst fears. Crime Time features guest star Frank Gorshin as wrongly-convicted innocent Ben Tickerman, who becomes cackling villain extraordinaire Clockwise to make all those responsible for his 25-year prison sentence repay him in kind for his lost life. It's fair dues, I suppose. He creates 'time bombs' to prematurely age his victims. Fat rich guys are the favoured targets of Suzie Payne, alias deadly cyborg Aerobicide (Renee Allman) in No Sweat. With her sexy sidekicks Bend and Stretch, she decides to give Angel City's millionaires a lethal workout.

Although well-endowed bad girls appear in most episodes, special mention deservedly goes to the Mayor's total airhead secretary Babette, played delightfully throughout the series by Shae Marks, who essays giggles and jiggles aplenty in a perfect picture of uber-bimbo confusion. Menaced by a villain's car, the limo-driving Mayor hands Babette his phone with the urgent instruction to "Dial 911!" As the pursuing vehicle closes in for a collision, witless and distressed Babs fumbles with her boss' mobile, obviously uncertain of anything - including (very probably) her correct bra size - and she chirps anxiously, "Oooh... what's the number?" Marks' comic timing is something of a wonder to behold; her delivery of such throwaway lines is frequently brilliant, and absolutely hilarious. As one of the most likeable supporting characters in Black Scorpion, she wins viewers' sympathy with her simple, fun-loving attitude.

By now, the series' overall themes of social responsibility and environmental awareness are clear. There's a serious message lurking beneath all the silliness and thrills (there's even a lone vigilante called 'Sanitation Psycho!'). Life's A Gas has a villainess called Dr Ariel Haze, alias Pollutia (Julie McCullough), while the following episode borrows from Corman's own Little Shop Of Horrors, and boasts a "fiendish florist" named Greenthumb (David Landers). It seems like every scientist in this fantasy milieu is destined to become a crazily costumed supervillain of one sort or another. Steve and Darcy confront their old flames and bitter enemies in Fire And Brimstone, when dangerously vain beauty Minerva Stone, alias Medusa (Lisa Boyle), and hunky ex-fireman Adam Burns, alias Inferno (Brent Huff), combine their powers with an artificial volcano and plan to destroy the city. Again. Will they never learn? They can't get away with doing evil while Black Scorpion's around.

"Attention all units. Black Scorpion has been spotted... Approach with caution." - police dispatcher

Virtual Vice (with its cameo by Lou Ferrigno) is a firm favourite with B-movie fans as it guest stars Lana Clarkson (Barbarian Queen), as Dr Sarah Bellum (ha-ha!), a disgruntled computer specialist doomed to become the blonde VR-vixen, Mindbender. Next, we shift from games to sport when a paralysed ice-hockey star (Greg Keane) becomes vengeful cyborg Slapshot to settle the score with the jealous former teammates

appearance by Soupy Sales as the whacky weatherman, Sonny Dey.

Wr L.L. Shapira, Craig J. Nevius

Dir Rob Spera

1 - 3 *BLINDED BY THE LIGHT*

Alan Scotti and Kimber West guest star as Flashpoint and Vision, photographers who plot to blind the population unless Black Scorpion reveals her identity.

1 - 4 *HOME SWEET HOMELESS*

Sherrie Rose ("Black Scorpion 2") returns as AfterShock, the seismic supervillain who leads the homeless in a take-over of the city. Also starring Shae Marks.

1 - 5 *LOVE BURNS*

Brent Huff guests as a heroic fireman Darcy carries a torch for him until a solar accident turns him into the evil Inferno. With Mega Death's David Mustaine as Torchy.

1 - 6 *OUT OF THIN AIR*

Adam West ("Batman") guest stars as Breathtaker, the asthmatic arch villain who vows to bring Black Scorpion's worst fears to life. With Laura Herring (Miss U.S.A.)

Wr Heidi Gerrer, Nick Guthe

Dir Rob Spera

1 - 7 *NO STONE UNTURNED*

Lisa Boyle ("Face Off, I Like to Play Games") guest stars as Medusa, a vanity-crazed villainess who turns all the men who have rejected her into living statues.

Wr Craig J. Nevius

Dir Jeff Yonis

1 - 8 *CRIME TIME*

Frank Gorshin (the Riddler) plays Clock-wise, a time-warped villain bent on aging the population. Also starring Victoria Silvstedt (Playmate of the Year) as Hour Glass.

Wr Craig J. Nevius

Dir Tim Andrew

1 - 9 *AN OFFICER AND A PRANKSTER*

Stoney Jackson ("Black Scorpion 2") reprises his role as the Gangster Prankster, this time joining the police force. Also starring Jeannie Millar as Giggles.

Wr Elijah Aron

Dir Alex Cassini

1 - 10 *NO SWEAT*

Renee Allman ("The Stoned Age") guests as Aerobicide, a femmebot who exercises men to death. Also starring Ava Fabian ("Erotic Confessions") and Shae Marks as Babette.

1 - 11 *ROSES ARE RED, YOU'RE DEAD*

David Landers ("Laverne & Shirley") plays the fiendish florist Greenthumb who plans to corner the city's oxygen. With Patricia Ford and Gretchen Palmer.

Wr Malcolm Stephens

Dir Tim Andrew

1 - 12 *LIFE'S A GAS*

Julie McCullough ("Growing Pains") and Adam West ("Batman") are Pollutia and the Breathtaker who plot to gas the city. With Traci Bingham, Carrie Stevens and Amber Newman.

Wr Steve Gentile, Craig J. Nevius

Dir Gwyneth Gibby

1 - 13 *FIRE AND BRIMSTONE*

Brent Huff and Lisa Boyle are back as Inferno and Medusa. They seek to tear Darcy and Steve apart, combining their powers for destruction to create an urban volcano.

Dir Rob Spera

1 - 14 *VIRTUAL VICE*

Lana Clarkson ("Barbarian Queen") is Mindbender, a cyber criminal who traps Black Scorpion in a

virtual reality game. With Lou Ferrigno ("The Hulk") and Elena Gianni.

Wr Craig J. Nevius

Dir Susan Tuan

1 - 15 *BAD SPORT*

Greg Keane ("Logan's Run") plays Slapshot, a benched hockey player who seeks revenge on his fans by blowing up the stadium. Also with Beckie Mullens and Gretchen Stockdale.

1 - 16 *POWER PLAY*

Allison Armitage ("Acapulco Heat") guest stars as Stunner, a shocking supervillain who plots to electrocute the city with her deadly current. With Adam West and Lisa Boyle.

Wr Steve Gentile, Craig J. Nevius

Dir Scott Valentine

1 - 17 *HE WHO LAUGHS LAST*

Stoney Jackson returns as the Gangster Prankster. His secret weapon, the Bust-A-Gut, will make anyone who laughs pop like balloons. Also with Sung-Hi Lee.

Wr Steve Gentile

Dir Michael Mickens

1 - 18 *KISS OF DEATH*

Nancy Valen ("Baywatch") guest stars as the Angel of Death, a voluptuous vigilante whose killer kisses send criminals to heaven. Her next kiss is for Black Scorpion.

Wr Mike Vitale, Craig J. Nevius

Dir Tim Andrew

1 - 19 *PHOTO FINISH*

Alan Scotti and Kimber West return as Flashpoint and Vision. Their new camera literally captures its subjects on film. Also starring Sam J. Jones ("Flash Gordon").

Wr Craig J. Nevius

Dir Tim Andrew

1 - 20 *FACE THE MUSIC*

Shannon Whirry ("Mike Hammer") guest stars as Vox Populi. The singer takes over the minds of her fans with subliminal lyrics. With Angelica Bridges and Eylan Carter.

Wr Craig J. Nevius

Dir Rob Spera

1 - 21 *ZODIAC ATTACK PART 1*

Soupy Sales stars as Professor Pro-phet, a would-be psychic who takes control of Aftershock, Breath-taker, Inferno and Hurricane (earth, wind, fire and water) to make his zodiac predictions come true. With Carrie Stevens as Celeste.

1 - 22 *ZODIAC ATTACK PART 2*

Professor Prophet predicts Black Scorpion will be killed by Afteshock, Breathtaker, Inferno and Hurricane. Guest starring Soupy Sales, Sherrie Rose, Adam West, Brent Huff, Athena Massey and Carries Stevens. Season finale.

BLADE

Krista Starr returns home from military service in Iraq to learn of her brother Zack's death. Zack was, unbeknownst to his family, a vampire "familiar" - someone who does the bidding of vampires during the daytime with the hopes of one day being turned themselves. Krista infiltrates the world of the undead to avenge Zack's death but is captured by Marcus Van Sciver, a high ranking vampire in the House of Chthon who turns Krista into a vampire. Van Sciver's acolyte and henchwoman, Chase, is jealous of the attention given to Krista and seeks to undermine her. Krista is also recruited by Blade, a half-vampire Daywalker to help him in his quest to destroy the House of Chthon and all the vampires in it.

Based on the successful comic book and movie franchise Blade.

The series apparently takes place following the events of Blade: Trinity since certain events in the film were mentioned in the pilot episode. Hannibal King, who will not be played by Ryan Reynolds, is said to be returning, as well as Dr. Karen Jenson from the first film.[1] At the end of Trinity, Blade used the Daystar, a biological weapon that targets and kills vampires specifically. Apparently the Daystar has not spread far or fast, as there are still many vampire houses in operation.

"Happily, Goyer's touch can be seen all over the pilot, which he co-wrote. Boasting more wit, polish and attention to detail than generally found in the genre, Blade: The Series rivals The Invisible Man (2000, Sci Fi) and Witchblade (2000, TNT) as among the most promising sci-fi debuts in recent memory." -- Sun Sentinel

"...pretty good, really, as these things go. It's not as pop-culturally knowing as Buffy, which some might account a good thing, but the action is active and the suspense fairly suspenseful. (There's a little too much slo-mo for my taste, but that is just the price of watching an action show in 2006.)" -- The Los Angeles Times

"In its two-hour launch, Blade shows itself to be less driven by plot than a series of violent, revenge-driven, oft-graphic confrontations. We can expect 11 more weeks of the same, no doubt, which is just dandy for comic book vampire fans and must-flee TV for the rest of us." -- The Hollywood Reporter

"If you consider yourself a fan of the movies, I believe that you'll be a fan of the series. It's a good way to get lost in a familiar world for the evening. Besides, the girls are really hot."

Nitpicks

Set in Detroit, Michigan, the pilot episode includes major inaccuracies about that city: Detroit was established in 1701, which is the early 18th century rather than the late 18th century, as Marcus claims. There is, however, a Joe Louis Arena, and a suburban city called Pontiac.

Trivia

Blade: The Series was the second TV show to premiere on iTunes before mainstream television. The now defunct Law & Order spin-off Conviction also premiered on iTunes before its television premiere. In the pilot, after hearing about vampires but before she finds out they're real, Krista sarcastically asks if werewolves are real too and is told werewolves are "my colleague, Marc Spector's realm of expertise." Spector is the alter ego of the Marvel hero Moon Knight, who first appeared in Werewolf by Night. Marcus Van Sciver's last name is an homage to comic book artist Ethan Van Sciver who worked with series writer Geoff Johns. Wesley Snipes was offered the chance to reprise his role as Blade but declined. Several references to both the comics and the films were included in the series. The characters Steppin Razor and Damek are based on characters from the comics, and Dracula is frequently referenced throughout the series.

Series chronology

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in operation.

About the vampires in Blade

The vampires in both the Blade movies and TV series are different from the vampires featured in the Marvel Comics on which the show and movies are based. In the Blade universe, they have far fewer weaknesses. The vampires are highly sensitive to garlic, silver, and sunlight/UV radiation. A Blade vampire can be killed by a stake to the head or heart, exposure to sunlight or a UV lamp, beheading, or garlic poisoning. Holy water, crosses, or other religious symbols have no effect on them. Silver causes the vampires to burn, but it's total effect has been contradicted in the series. Nonetheless, silver is Blade's weapon of choice, and all of his knives, swords, etc are silver or silver plate. When killed, the vampire instantly combusts at a high temperature, leaving a pile of ash and embers behind.

Vampirism in the movies and series is based on a virus, not black magic. In the series, there are two types of vampires: "purebloods" (those born vampires), and "turnbloods" (humans who were infected with the virus). When a vampire in the Blade universe bites a victim, they must drain them completely of blood or that person will become infected. People who are bitten and turned were shown in the movies to be able to be cured by a retrovirus invented by Dr. Karen Jensen. In the series, this cure has not been mentioned. Krista Starr was infected and THEN killed, leaving speculation as to whether she could be cured or not since she was actually killed by a fall and not by the virus. It has also been shown in the series that if a human is killed first, they cannot be turned by a bite. Pureblood vampires are assumed to be descendants of the first vampire, known as Drake (a reference to Dracula). Drake was "born perfect", and was immune to all vampire weaknesses except for a virus known as "Daystar", which was created by the Nightstalkers to destroy all vampires on Earth. It has not been revealed in the movies or series just how a pureblood reproduces, since vampires supposedly lose the ability to produce offspring when turned.

Vampires in the Blade universe possess several unique abilities. They have heightened senses, including being able to hear in different audio ranges than normal humans, being able to see in different light spectrums (including UV), and enhanced senses of touch and smell. They are notably stronger than their human forms, being able to lift many times their own weight and also absorb a lot more physical damage than a regular human. Some vampires have been shown to be able to climb walls and ceilings like spiders, jump large distances, and shrug off gunshots and other wounds. Blade vampires can regenerate from any injury that does not ash them. The regeneration process is affected by how much blood the vampire intakes - more blood means a quicker healing time. Severely injured vampires enter a state called "torpor", where they appear dead but are actually in a coma like state while the body regenerates. The vampire Quinn went into torpor when he was badly burned by Blade in the first movie. Vampire familiars are especially eager to be turned because the vampire virus appears to cure most any ailment or sickness. Vampires appear to be immune from diseases and infections that afflict humans.

Blade vampires must intake blood to survive, though the actual amount they need to feed on hasn't been stated. It is known that Blade takes his serum twice a day to keep his thirst under control.

WR.

DIR.

EPISODES: 12 **YEAR MADE:** 2006 **COUNTRY:** US **SEASONS:** 1

SPIKE TV/NEW LINE TELEVISION

CREATOR: DAVID S. GOYER

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER: 28/06/2006

AIR DATE OF LAST EPISODE 28/09/2006

SEASON DATE BREAKDOWN: Season 1 : 28/06/2006 - 13/09/2006

FILMS:

Blade KIRK JONES, Marcus Van Sciver NEIL JACKSON, Krista Starr JILL WAGNER, Shen NELSON LEE, Chase JESSICA GOWER.

1 - 1 *"PILOT" (90 MINS)*

Krista Starr returns home from Iraq, and it's not long before she finds out her twin brother Zack, has been killed. She hunts for the man that killed her brother. Blade is also hunting for the same man, which Krista and Blade team up to take down, but things don't turn out so good for Krista.

Wr David S. Goyer, Geoff Johns

Dir Peter O'Fallon

1 - 2 *DEATH GOES ON*

Krista wakes up to face the realities of her vampire state, and Marcus explains the rules pertaining to the Houses. Blade seeks out Rev. Carlyle to get a lead on the vampiric-ash trade, then uses Krista to get information on the super-vampire Fritz.

Wr David Simkins

Dir Michael Robison

1 - 3 *DESCENT*

Blade and Shen track down a vampire name Sands, who was used in Marcus's experiments. Krista visits her mom for the first time being turned, she also tries to get a sample of the vaccine and accompanies Chase to a AA meeting.

Wr Adam Targum

Dir John Fawcett

1 - 4 *BLOODLINES*

Blade is caught by a group of vampires called Bad Blood and Reverend Carlyle is in on it. Krista is heading to the House of Leichen, so she can have a vision to find Boone.

Wr Geoff Johns

Dir Felix Enriquez Alcalá

1 - 5 *THE EVIL WITHIN*

Krista hunts down Boone through their spirit connection, while Marcus sends Chase to Berlin to track down one of Dr. Vonner's pregnant patients - a woman whose child-to-be harbors a dark secret. Blade follows Chase to get the woman first, while Marcus reveals the secret of Aurora to Krista.

Wr Dan Truly

Dir Michael Robison

1 - 6 *DELIVERY*

Krista gets some bad news about her mother. Marcus tries to find a way to get Vanessa back from Blade and sends Krista to Berlin to do so.

Wr Barbara Ellis Nance

Dir Alex Chapple

1 - 7 *SACRIFICE*

Blade tries to solve the murder of a cop named Flanigan who helped care for him while growing up. Flashback scenes tell how Blade's father brought in Abraham Whistler once he could no longer do anything about Blade's need to feed. Krista copes with her mother's critical condition.

Wr Chris Ruppenthal

Dir David Straiton

1 - 8 *TURN OF THE SCREW*

Lisa Starr, now a vampire, is on the loose and it's up to Blade and Krista to find her and give her the serum. Chase gets in touch with a old flame name Alex and he wants her to leave Marcus.

Wr Barbara Ellis Nance

Dir Norberto Barba

1 - 9 *ANGELS AND DEMONS*

After her mother's death, Krista becomes increasingly disconnected from both Marcus and Blade. Blade finds out about the liquid that was taken from Vanessa, while Damek makes his move on Marcus.

Wr Adam Targum

Dir Felix Enriquez Alcalá

1 - 10 *HUNTERS*

Blade and Shen learn that the White Prince, an infamous vampire and serial killer, has made a resurgence and is working out of a Detroit nightclub. Blade sends Krista into a detox after she feeds off of Marcus. And Charlotte makes a deal with Chase.

Wr Geoff Johns

Dir Brad Turner

1 - 11 *MONSTERS*

Agent Ray Collins and Blade team up to take on the vampires. Marcus finally makes his move on the

Purebloods by first going after Charlotte first and then the Conclave.

Wr Dan Truly

Dir Dan Truly

1 - 12 *CONCLAVE*

Marcus makes the final move on the Purebloods and also discovers the whereabouts of Blade's and Shen's main hideout. This leads to a final showdown between Marcus and Blade as well as Krista and Chase!

Wr Dan Truly, David S. Goyer, Geoff Johns

Dir Alex Chapple

BLAKE OF SCOTLAND YARD

This inept remake by Hill of his own 1927 silent serial stars Byrd as Blake on the track of the claw-handed Scorpion who goes on the rampage with his combined death ray-television camera. Barclay is the plucky, much-threatened, heroine.

Ralph Byrd is better known for his role as DICK TRACY. The producer for the series was Sam Katzman.

WR. William Lord Wright, Robert F. Hill

DIR. Robert F. Hill

EPISODES: 15 **YEAR MADE:** 1939 **COUNTRY:** US **SEASONS:** 1

VICTORY

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Blake RALPH BYRD, JOAN BARCLEY, HERBET RAWLINSON, LLOYD HUGHES, DICKIE JONES,
BOB TERRY.

RELATED SHOWS:

DICK TRACY

DICK TRACYS G-MEN

DICK TRACY VERSUS CRIMES INC.

BLAKE OF SCOTLAND YARD

BLAKES' 7



The series is set in the far future. Earth and its many colonies are ruled by the Federation (unlike the Federation in Star Trek, in Blakes' 7 the Federation are the bad guys). The Federation is able to maintain control of the populace through brute force, fear and mind control drugs. The sporadic bits of rebellion which do occur are dealt with quickly and unmercifully. Roj Blake was once a freedom fighter leader who through the use of drugs and mind control was made to recant his rebel ways and become a model citizen.

The mind control begins to wear off and Blake is sent to a prison world on trumped-up charges of child molestation. En route to the prison world, the prison barge encounters a drifting alien spaceship. The ship is more advanced than anything the Federation has. When several guards who are sent over to the ship are turned into mindless vegetables. Blake volunteers to lead a group of prisoners to take the ship. He is able to survive a mental attack made by the ship's computer, due to influence of the Federation's mind control device. He is able to save his fellow prisoners from the computer and take control of the ship. After recruiting several of the other prisoners in his quest. Blake christens the ship the Liberator and vows to fight the Federation.

In addition to Blake the original seven in Blakes 7 consisted of: Kerr Avon, a cynical computer expert who had been sent to prison for computer fraud. Avon was always looking out for himself and greed was his primary motivator, he followed Blake simply because he felt it suited his needs at the time. Vila Restal, a cowardly thief. Vila claimed that there was no lock he could not open if he were scared enough. Jenna Stannis, a smuggler and expert pilot, Gan, a gentle giant. Gan had been sent to prison after he killed a Federation storm trooper who had raped his girl friend. Gan had a device implanted in his head to prevent him from killing again.

Cally, a telepathic alien who was recruited into the group when they encountered her on one of their first raids. The final member of the group was Zen, the Liberator's master computer. In addition to having one of the most sophisticated computers ever built, the Liberator is faster than any ship the Federation has and also has a teleport system, something Federation has not yet devised.

At first the attacks made by Blake and his followers are nothing more than a nuisance to the Federation. However, as reports of their exploits travel to Supreme Commander Servalan, she decides to quash Blake and his followers before their exploits become legendary. She recruits Commander Travis to do away with Blake and gives seven with whatever resources he needs to do so. Travis is a psychopath and has an old grudge against Blake. Blake was responsible for blinding him in one eye.

What sets Blakes 7 above most other series is that it breaks many accepted conventions for television drama. The characters and situations they find themselves in are not always black and white. With the exception of Blake and Cally, the rest of the group are not really interested in fighting the Federation. They often are fighting amongst themselves as much as the Federation. During the second series, while searching for the Federation's master computer, one of the regular characters, Gan, is killed. At the start of the third series something almost unthinkable happened. Blakes 7 started the season with its title character missing in action, during a war with an alien invasion force. (Blake was not to be seen again until the very last episode).

Creator Terry Nation was also responsible for creating the Daleks in DOCTOR WHO and created THE SURVIVORS, he died in 1997. Terry Nation wrote the entire first series of "Blakes' 7", a similar act would be performed by J. Michael Straczynski creator of BABYLON 5 who wrote some of the seasons by himself. In 1998, the BBC broadcasted the first radio drama based on "Blakes' 7" called "The Sevenfold Crown", it starred some of the actors who starred in the show (Paul Darrow, Jacqueline Pearce, Michael Keating and Steven Pacey). The play was written by Barry Letts, an ex-producer of "Doctor Who". The producers for "B7" were David Moloney (season 1-3) and Vere Lorrimer (Season 4). The script editor was Chris Boucher and the music was by Dudley Simpson.

Following on from the "Sevenfold Crown", BBC Radio 4 produced a second radio play based on Blake's 7 entitled "The Syndeton Experiment", this 60 minute play was about a Dr. Rossom's mind-manipulation

experiments. The race is on between the crew of Scorpio and Servalan to get his experiment, because if Servalan gets it then the control of the entire federation could be passed over to her. This Blake's 7 adventures was written by Barry Letts and starred many of the original crew including Paul Darrow, Michael Keating, Steven Pacey, Jacqueline Pearce and Peter Tuddenham. Also starring was Paula Wilcox as Soolin and Angela Bruce as Dayna.

Numerous guest stars included Brain Blessed in "Cygnus Alpha", Julian Glover in "Breakdown", Colin Baker in "City At The Edge Of The World" and Lynda Bellingham in "Head-hunter". The series was a massive success, instantly finding itself an audience of over 10 million, who watched the final episode. The show has developed a cult following, and is still loved by many people. Throughout its run B7 changed a lot, mainly due to Gareth Thomas who played Blake leaving, thus allowing the character of Avon to come more to the fore, and his relationship with Vila was one of the highlights of the show. What made "B7" such a success was the strong characterisation that the show enjoyed. The last episode of the series was interesting because the show killed off its lead characters, but some doubt still remains, as to if they were killed or just stunned. The line between good and evil in the show is not simply black and white, but a shade a grey, which made for some very interesting characters in the show. "B7" started the same night as "Star Wars" (1977) was premiered in the UK.

Long before the cliff-hanger season end become popular in the US, "B7" has mastered it, with the end of season 1, in which the Liberator is destined to be destroyed. At the end of the second series the Liberator crew had to fend of an alien invasion by themselves, in the third series the Liberator was destroyed, since the show was almost cancelled, whilst the fourth season ended with the a final shootout. A few of the episodes were novelised, however there is one original book called "Afterlife" which took place after the final shootout in "Blake" and featured Avon, Vila, Tarrant and Servalan.

The series -- whose title is given on-screen as Blakes Seven (sans apostrophe) -- began rather crudely with some hoary SF clichés (political rebels against the totalitarian Federation are sent to a prison planet) but picked up considerably in later episodes of the first season, where Blake and his allies take part in spirited Space-Opera adventures in a miraculous spaceship (later to be operated by an ill tempered computer called Orac) which they find conveniently abandoned in space. Although

Free-spirited-rebels-vs-oppressive-empire is a theme straight from Star Wars, coincidentally, since the UK premiere of both was on the same day the feeling is very different. Blake's crew are quarrelsome, depressive, pessimistic and especially Avon cynical. Blake himself disappeared at the end of the second season, to reappear, apparently now on the wrong side, only at the very end.

After the first season BS degenerated into sub-DOCTOR WHO tackiness, with much popping off of ray-guns in extraterrestrial quarries and poaching of second-hand plots (The Picture of Dorian Gray, etc.). The fourth season wound up on a depressing note as the bulk of the somewhat-changed cast were killed off by the villains. Despite this falling off, the series was addictive, and notable for the sense of doomed helplessness with which the rebels managed to inflict mere pin-pricks on the seemingly indestructible Federation--no doubt a reflection of the times, and seemingly not too off-putting for the audience, for BS developed a large and passionate fan following, which it still retains.

Blakes 7 was the brainchild of Terry Nation, the man best known as the creator of Doctor Who's arch-adversaries the Daleks, Blakes 7 was a series about a band of freedom fighters, misfits and thieves who reluctantly band themselves together to fight off a totalitarian regime. Blakes 7 is most easily described as The Dirty Dozen in outer space.

New cast members were added as old ones left. New characters included: Orac, a super computer with a snobbish attitude and Del Tarrant, a former Federation officer who had turned mercenary. Tarrant was a bully and constantly at odds with Avon over control of the group once Blake left. Dayna Mellanby, daughter of a scientist who was killed by Servalan who now intends on avenging her father's death. Soolin was a gunfighter who joined the crew in the final series, At the same time the crew got a new ship. Scorpio, to replace the destroyed Liberator. Scorpio was a modified Federation ship run by an apologetic computer called Slave.

The beginning of the third season saw big changes in Blakes 7. The Federation's forces had been severely crippled in halting the alien invasion. Blake and Jenna were no longer on board the Liberator and Avon got what he always wanted, control of the Liberator. Stories in the third and fourth series frequently had greed as a motivating factor behind the 7's actions. During the fourth series, an increasingly paranoid Avon slowly began to realise that his best interests would be served if the Federation was overthrown. To further this goal he attempted to unite various anti-Federation factions while seeking out Blake to use as a figurehead, Actions which would ultimately lead to his demise.

Long before such things were made popular by prime time American soap operas or STAR TREK : THE

NEXT GENERATION. Blakes 7 had perfected the year ending cliff-hanger, however for somewhat different reasons. Instead of being used to maintain audience suspense until the new episodes started, the Blakes 7 cliff-hangers were intended to allow the audience to believe their heroes had died if the series was not renewed. The first series ended with Orac predicting that the Liberator would soon be destroyed, then a quick cut to the ship's destruction. The second series ended with the Liberator and her crew single handedly fend off an alien invasion force, with help from the Federation hours away.

The third series ended with the Liberator destroyed and her crew stranded on an artificial planet. At this point a fourth series was considered unlikely and this was to be the end of our heroes. SPOILER ALERT- Do not read the rest of this paragraph if you do not want to know how Blakes 7 ended. The fourth and final series of the show ended with a Cliff-hanger that showed little hope of a happy resolution. While searching for Blake, the Scorpio is destroyed and her crew is left stranded on a frontier world. It turns out that Blake is really there and Avon becomes convinced that Blake has betrayed him. Avon shoots Blake dead. Federation storm troopers storm the room they are in and all of the Scorpio crew is shot down with the exception of Avon. Now alone and surrounded by Federation guards with their weapons trained at him. Avon raises his own weapon and smiles. Shots are heard over the end credits. A fifth series was never commissioned, saving someone a lot of trouble figuring a way out of a hopeless situation.

Blake's was an attempt to mount a serious space opera, to occupy the middle ground between the frolics of Doctor Who and the class of an Out of the Unknown. It might have been the start of a winning of a new creed of television science fiction-instead it became one of the last of a dying breed. The series was created by Terry Nation father of the Daleks and deviser of Survivors, who infused it with his own characteristically gloomy vision of the future.

The series rapidly built up a huge and devoted cult following and remains one of the most popular sci-fi series transmitted; its final episode was watched by more than 10 million viewers. Nation himself wrote the entire first season of scripts and six subsequent stories, but his heroic ideals began to shift toward the end of Season Two. As Blake started to feel the pinch of revolutionary zeal, so the other characters began to emerge more forcefully, particularly Avon and Vila, whose sniping relationship was a pivotal feature of the series. And as Blake disappeared by the start of the third season, it was Avon who assumed control.

Blake's 7s greatest strength-and its enduring appeal-lay in its characterisations. These are not stereotype heroes who win every time. They frequently lose and show an alarming tendency to get killed off, a trend that reached its climax in the last episode, when most of the surviving outlaws were shot down with indulgent, slow-motion savagery. Also, there's little sanctimonious moralising. The line between right and wrong is often shown as a thin one, and even the good guys are flawed-Blake becomes fanatical, Avon is paranoid and arrogant, Vila is spineless and Tarrant is conceited. In the face of such humanity the fans happily overlooked the low-budget limitations of the series-the shaky sets and recycled props. Blake's 7 started in Britain on the night Star Wars premiered in London. It was a good year for science fiction.

The script editor was Chris Boucher, producers for the series were David Maloney (Season One-Three) and Vere Lorrimer (Season Four). The music was created by Dudley Simpson. The various designers for the show were Martin Collins, Roger Murray-Leach, Robert Berk, Chris Pemsel, Peter Brachacki, Sally Hulke, Paul Allen, Mike Porter, Gerry Scott, Steve Brownsey, Gerry Scott, Ken Ledsham, Eric Walmsley, Ray London, Don Taylor, Paul Munting, Jan Spoczynski, Jim Clay, Riger Cann, Nigel Curzon, Graham Lough and Eric Walmsley. The visual effects designer was Ian Scoones and Mat Irvine, the video effects were A.J. Mitchell, the costume designer was Barbara Lane and Rupert Jarvis, the make-up designer was Marianne Ford and Eileen Mair.

Terry Nation created this British space adventure show. After a successful run in England, it exploded to cult status when it was imported to America in the mid 1980s. Despite the lowbudget special effects, the series found favor with fans because of its offbeat characters. The series presented Roj Blake and his mixed band of outlaws as they battled, in true Robin Hood style, a futuristic totalitarian Federation.

The cast included Gareth Thomas as Blake, with Paul Darrow, Sally Knyvette, Michael Keating and Jan Chappell. The Return of Captain Nemo. March 1978, CBS A three-segment mini-series from producer Irwin Allen, Captain Nemo tried to capitalize on Star Wars elements (robots and laser battles) to draw in the viewers. The story had Captain Nemo (Jose Ferrer) jolted from suspended animation by two Navy divers (Tom Hallick, Burr DeBenning) who discovered his sunken submarine, Nautilus. Nemo teamed up with the pair to defeat evil Professor Cunningham (Burgess Meredith) and continue his lifelong quest for Atlantis. Lynda Day George and Warren Stevens co-starred.

WR. Chris Boucher, Robert Holmes, Tanith Lee, Allan Prior, Roger Parks, Bill Lyons and Colin Davis.

DIR. Pennant Roberts, Vere Lorrimer, Michael E. Braint, Mary Ridge and Douglas Camfield.

EPISODES: 52 **YEAR MADE:** 1978 **COUNTRY:** GB **SEASONS:** 4

A BBC PRODUCTION

CREATOR: TERRY NATION

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 50 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13, (3) 13, (4) 13.

DATE OF PREMIER: 02/01/1978 **AIR DATE OF LAST EPISODE** 21/12/1981

SEASON DATE BREAKDOWN:

FILMS:

Blake GARETH THOMAS (1,2), Avon PAUL DARROW, Vila MICHEAL KEATING, Cally JAN CHAPPEL (1-3), Jenna SALLY KNYVETTE (1,2), Gan DAVID JACKSON (1,2), Zen/Orac/Slave PETER TUDDENHAM, Dayna JOSETTE SIMON (3-4), Tarrant STEVEN PACEY (3,4), Soolin GLYNIS BARBER (4), Servalan JACQUELINE PEARCE, Travis STEPHEN GRIEF (1) & BRAIN CROUCHER (2).

Books Based on this series.

Avon : A Terrible Secret	Paul Darrow	1990
Blake's 7 - Afterlife	Trevor Hoyle	
Blake's 7 - Project Avalon (Sphere)	Trevor Hoyle	1981
Blake's 7 - Scorpio Attack (BBC Books)	Trevor Hoyle	1981
Blake's 7 (Sphere)	Trevor Hoyle	1977
Blake's 7 : Technical Manual		1991
Blake's 7 The Annual 1979 (World Distributors)		1978
Blake's 7 The Annual 1980 (World Distributors)		1979
Blake's 7 The Annual 1981 (World Distributors)		1980
Blake's 7 The Programme Guide (Target)	Tony Attwood	1983
Blake's 7: The Inside Story	Sheelagh Wells & Joe Nazzaro	1997
The Making Of Terry Nation's Blakes' 7	Adrian Rigelsford	1995

RELATED SHOWS:

STAR MAIDENS

KNIGHTS OF GOD

CHILDREN OF THE STONES

1 - 1 *THE WAY BACK*

Roj Blake meets a resistance group and finds out about his lost past. But when he is captured again by the totalitarian Federation, they don't merely want to make him a martyr, they mean to thoroughly discredit him.

Wr Terry Nation

Dir Michael E. Bryant

1 - 2 *SPACE FALL*

The prison transport ship London is well on its way to Cygnus Alpha when it observes two mysterious space fleets fighting each other. While London's crew take evasive action, Blake and his convicts try to seize the ship, but fail. Next, London finds a gigantic mystery ship, drifting without a crew but in good order. Two men try to salvage the prize but die on board. London's officer orders Blake, Jenna and Avon to board the ship and report back. Blake masters the defense system operated by Zen, the ship's computer, and Jenna takes the controls. They call their new ship Liberator. In her, Blake, Avon and Jenna follow London to Cygnus Alpha, where they rescue Gan and Vila.

Wr Terry Nation

Dir Pennant Roberts

1 - 3 *CYGNUS ALPHA*

Blake tries to rescue the remaining prisoners from the prison planet Cygnus Alpha. There, they are faced with an aggressive religious group, and they find the prisoners of Cygnus Alpha have a disease which can be cured by Vargas, the power mad high priest.

Wr Terry Nation

Dir Vere Lorrimer

1 - 4 *TIME SQUAD*

Blake launches an attack on the Federation's Saurian Major communications centre. But on the way, they encounter a drifting ship with the crew in cryogenic freeze.

With Cally joining the crew, the seven of the Blake's 7 title is complete.

Wr Terry Nation

Dir Pennant Roberts

1 - 5 *WEB, THE*

Cally hijacks the Liberator under the influence of a mysterious alien on a distant planet. And to escape, Blake may have to cooperate in a massacre.

Wr Terry Nation

Dir Michael E. Bryant

1 - 6 *SEEK - LOCATE - DESTROY*

A raiding party from Liberator steals one of the Federation's cipher computers. But when Cally gets left behind, she falls into the hands of an old foe.

Wr Terry Nation

Dir Vere Lorrimer

1 - 7 *MISSION TO DESTINY*

Liberator finds a ship flying in a circle, going nowhere. The crew are unconscious, the controls smashed, the pilot murdered. They work to both unravel the mystery and save a dying planet.

Wr Terry Nation

Dir Pennant Roberts

1 - 8 *DUEL*

Travis lures Blake into a trap. Liberator, with its power failing, is surrounded by three pursuit ships. Faced with defeat, Liberator is preparing to ram Travis's command ship, but the god-like Sinofar intervenes. Sinofar has her own ideas about warfare and she pits Blake and Travis against each other in a duel to the death on the surface of her planet.

Wr Terry Nation

Dir Douglas Camfield

1 - 9 *PROJECT AVALON*

Travis captures Avalon, another fighter against the Federation. Blake launches a daring raid to rescue her, but Travis has plans of his own.

Wr Terry Nation

Dir Michael E. Bryant

1 - 10 *BREAKDOWN*

Gan's limiter (a brain implant designed to control his violent nature) malfunctions, and Liberator's crew has to take him to space station XK-72 to have it repaired, although they know there is a risk of being discovered. But XK-72 lies beyond a dangerous region of space, and its inhabitants may not be sympathetic.

Wr Terry Nation

Dir Vere Lorrimer

1 - 11 *BOUNTY*

The crew of Liberator look for Sarkoff, the former President of Lindor, to try to help his people to avoid Federation tyranny. But he may not be willing to leave his collection of twentieth century artifacts. And a mysterious ship is drifting nearby.

Wr Terry Nation

Dir Pennant Roberts

1 - 12 *DELIVERENCE*

Liberator goes to the rescue of a crashed spaceship. Jenna disappears on the surface and the crash survivor forces Blake to fly to a distant planet. But strange things lurk under the planet's surface. And the Federation is pursuing something called "Orac", which is worth 100 million credits.

Wr Terry Nation

Dir Michael E. Bryant

1 - 13 *ORAC*

Liberator proceeds to Aristo, taking medication needed by Ensor, a brilliant but dying scientist. But what is Orac? And can they beat Servalan and Travis to it?

Wr Terry Nation

Dir Vere Lorrimer

2 - 1 *REDEMPTION*

Blake is trying to make sense of Orac's prediction when Liberator is suddenly attacked and disabled. The people who built the ship are set on reclaiming her and are willing to kill anyone who stands in their way.

Wr Terry Nation

Dir Vere Lorrimer

2 - 2 *SHADOW*

Liberator arrives over Space City, where the crew make contact with a criminal organization called Terra Nostra which controls and markets a major illegal drug called 'Shadow'.

In exploring a possible alliance against the Federation, some of the crew are captured.

Wr Chris Boucher

Dir Jonathan Wright-Miller

2 - 3 *WEAPON*

A powerful weapon has been stolen from the Federation's Weapons Development Centre. Blake is determined to get it - but he is falling right into Servalan's elaborate plan.

Wr Chris Boucher

Dir George Spenton-Foster

2 - 4 *HORIZON*

Seeking a break from the relentless fighting, Liberator's crew arrive at the distant planet Horizon. But the Federation is already there. And it's not clear whose side the ruler is on. All of the crew but Avon teleport down to the planet's surface and are captured by Federation guards. Avon, alone on Liberator, considers seizing the chance to take the ship - but he decides against it.

Wr Allan Prior

Dir Jonathan Wright-Miller

2 - 5 *PRESSURE POINT*

Liberator returns to Earth, where Blake plans to capture Federation Control and destroy its computer systems. He has offers of help from Kasabi's rebel group, but Kasabi is captured by the Federation. In a show-down with Travis and Servalan, the crew have to find their way through a mine-field. Servalan uses Veron, Kasabi's daughter, in a plan to capture Blake. Blake has the chance to kill Travis and Servalan, but can't do it.

Wr Terry Nation

Dir George Spenton-Foster

2 - 6 *TRIAL*

Following Gan's death, Blake goes to a barren planet to reflect on things. Meanwhile, Servalan has wearied of Travis and arranges for him to be court-martialled.

Wr Chris Boucher

Dir Derek Martinus

2 - 7 *KILLER*

In search of TP crystals, Liberator travels to Fosforon. But with an ancient exploration ship drifting nearby, on which Cally senses something malignant, the theft may be the least of the crew's problems.

Wr Robert Holmes

Dir Vere Lorrimer

2 - 8 *HOSTAGE*

Liberator is ambushed by a fleet of Federation ships, and Travis captures Blake's cousin. However, in an unexpected twist, Travis asks to join Blake's crew.

Wr Allan Prior

Dir Vere Lorrimer

2 - 9 *COUNTDOWN*

Liberator heads for the planet Albion in search of information on the whereabouts of a Federation computer system called Star One. But a revolt is taking place and a deadly device is counting down the lives of four million people.

Wr Terry Nation

Dir Vere Lorrimer

2 - 10 *VOICE FROM THE PAST*

Blake, under the influence of a strange signal, takes his ship to an obscure asteroid in search of the anti-Federation Governor Le Grand and the legendary Shivar. Once there, he is offered the chance finally to overthrow the Federation. But all is not what it seems...

Wr Roger Parkes

Dir George Spenton-Foster

2 - 11 *GAMBIT*

Still looking for the computer system Star One, Blake's crew travel to the gambler's paradise of Freedom City. They are after a man called Docholli, who is believed to know something about Star One.

Wr Robert Holmes

Dir George Spenton-Foster

2 - 12 *THE KEEPER*

In the hunt for Star One, the crew of *Liberator* search for a member of the royal family of Goth who has an amulet containing a brain print. But which one of the family do they need to find?

Wr Allan Prior

Dir Derek Martinus

2 - 13 *STAR ONE*

Liberator finally arrives at Star One, only to find it is being taken over by Andromedans. While Blake is planning the destruction of Star One, Travis is plotting the destruction of the human race everywhere.

Wr Chris Boucher

Dir David Maloney

3 - 1 *AFTERMATH*

Severely damaged in a battle of the Galactic War, *Liberator* disperses its crew while undergoing repairs. Avon lands on a neighbouring planet and is rescued by Dayna, the daughter of a former revolutionary, only to run into Servalan.

Wr Terry Nation

Dir Vere Lorrimer

3 - 2 *POWERPLAY*

Avon and Dayna have returned to the *Liberator*, only to find it filled with Federation troops. And both Vila and Cally are in terrible danger.

Wr Terry Nation

Dir David Maloney

3 - 3 *VOLCANO*

Liberator's crew search for a new home base on the volcanic planet Obsidian. Meanwhile, Servalan devises an elaborate scheme to take control of *Liberator*.

Wr Allan Prior

Dir Desmond McCarthy

3 - 4 *DAWN OF THE GODS*

Orac steers *Liberator* off course to investigate a black hole, before the ship lands on the artificial planet Crador.

Meanwhile, the Tharn telepathically reach out to Cally from her childhood stories, and Vila has a fainting fit.

Wr James Follett

Dir Desmond McCarthy

3 - 5 *THE HARVEST OF KAIROS*

Kairopan crystals harvested from the planet Kairos are taken on board *Liberator* after an attack on the Federation freighter transporting them, but this leads to a sometime underling of Servalan's trying to capture the ship.

On the heels of Tarrant, Servalan herself arrives on board *Liberator* for the first time ever - but things fail to go according to her plan.

Wr Ben Steed

Dir Gerald Blake

3 - 6 *CITY AT THE EDGE OF THE WORLD*

The crew strike a deal for crystals needed for Liberator's weapon systems. In exchange, Vila must help in obtaining a treasure on the planet Keezarn but in doing so he finds a gateway to another world.

Wr Chris Boucher

Dir Vere Lorrimer

3 - 7 *CHILDREN OF AURON*

Servalan baits a trap for Liberator. She introduces a plague to the people of Auron, Cally's homeworld, and the crew travel there to fight the infection, apparently falling into the ambush set for them.

Meanwhile, Servalan is making clones in her own image - the only kind of offspring she feels she can hope to trust.

Wr Roger Parkes

Dir Andrew Morgan

3 - 8 *RUMOURS OF DEATH*

Avon wishes to hunt down the Federation inquisitor, Shrinker, who killed his former girlfriend, Anna Grant. He finds her alive, now working as an agent of the Federation.

Wr Chris Boucher

Dir Fiona Cumming

3 - 9 *SARCOPHAGUS*

Liberator finds another ship drifting in space, and when a landing party boards the ship Cally becomes ill. In fact, an alien spirit has possessed her, and it falls to Avon to break the spell.

Wr Tanith Lee

Dir Fiona Cumming

3 - 10 *ULTRAWORLD*

The crew go to the planet Ultraworld, only to discover it is a mental reprocessing plant. Vila saves the crew by telling riddles to Orac.

Wr Trevor Hoyle

Dir Vere Lorrimer

3 - 11 *MOLOCH*

Tarrant is teleported into a spaceship bound for the invisible planet Sardos, which the crew of Liberator discover after nearly crashing into it. Servalan is interested in the matter replication technology developed by the inhabitants of the planet.

Wr Ben Steed

Dir Vere Lorrimer

3 - 12 *DEATH-WATCH*

Liberator visits the Teal and Vandor solar systems, at war with each other. One man from each system is chosen for a duel to the death - and Tarrant kills the fighter who killed his brother.

Wr Chris Boucher

Dir Gerald Blake

3 - 13 *TERMINAL*

Avon secretly takes over the ship and flies it through a field containing enzymes which eat away at Liberator's hull. They reach the planetoid Terminal, where Avon believes Blake is now living.

The episode (and the third series) ends dramatically with the crew shipwrecked on a small, uninhabited planet and watching on screen as Liberator explodes in space.

Wr Terry Nation

Dir Mary Ridge

4 - 1 *RESCUE*

Dorian, the seemingly youthful owner of the space-ship Scorpio, rescues the crew from Terminal. He says he wants Orac's help to build a teleport facility for Scorpio - but then he tries to kill the survivors from Terminal. In the fight, they kill Dorian and discover his secret.

Now the former Liberator crew has gained a new ship, Scorpio.

Wr Chris Boucher

Dir Mary Ridge

4 - 2 *POWER*

Avon completes the Scorpio teleport system with the help of Orac. But Scorpio, rendered inaccessible by an elaborate security system, is stolen by a native of the planet who wants to escape from it.

Meanwhile, on the planet, the Seska and the Hommiks are in conflict, but most of the Seska (who are women) have been captured by the Hommiks (men), and they seem to like it. Avon is thrown together with Pella, one of the few remaining Seska, as both escape from the Hommiks.

Wr Ben Steed

Dir Mary Ridge

4 - 3 *TRAITOR*

Tarrant and Dayna teleport down to the surface of the planet Helotrix. The planet is falling to attack from a new Federation pacification drug, as are many other star systems.

Meanwhile, Servalan, deposed of her presidency of the Federation, is back under the alias of Commissioner Sleer. She has wiped all records connecting herself with the identity of Servalan.

Wr Robert Holmes

Dir David Sullivan-Proudfoot

4 - 4 *STAR DRIVE*

For cover, Scorpio tries to match the course of an asteroid, but this results in a collision with the asteroid and bad damage to Scorpio's engines.

The crew search for an experimental stardrive developed by a former Federation designer now working for a terrorist group.

Wr Jim Follett

Dir David Sullivan-Proudfoot

4 - 5 *ANIMALS*

Dayna meets an old friend, Justin, to seek help with synthesizing an antidote to the Federation pacification drug. Servalan learns of Scorpio's visit to Justin's planet and of the genetic research he is performing there.

Wr Allan Prior

Dir Mary Ridge

4 - 6 *HEADHUNTER*

The crew rescue a protégé of Ensor's who turns out to be his android creation seeking to unite with Orac.

Wr Roger Parkes

Dir Mary Ridge

4 - 7 *ASSASSIN*

Servalan hires an assassin to kill the crew by luring them to a trap set aboard the assassin's ship.

Wr Rod Beecham

Dir David Sullivan-Proudfoot

4 - 8 *GAMES*

The scientist Belkov has stripped a planet of a valuable crystalline substance and tries to double cross both Servalan and the Scorpio crew in an attempt to escape with the private stash he has collected.

Belkov has the help of a remarkable computer, which is a standard Federation computer with a pleasure planet gaming machine added to it.

Wr Bill Lyons

Dir Vivienne Cozens

4 - 9 *SAND*

Servalan has heard about a remarkable substance called feldon which occurs on a remote planet. She sees that feldon could give her a military advantage, and she has sent a team to report.

The crew of Scorpio discover Servalan's expedition, and they also learn that those she sent out are all dead. They decide to investigate the planet for themselves - but so does Servalan.

Wr Tanith Lee

Dir Vivienne Cozens

4 - 10 *GOLD*

A shipment of atomically-converted gold is being transported from the planet Xeroc aboard a domestic passenger ship. But a plan to steal the gold turns into a major loss for the crew.

Wr Colin Davis

Dir Brian Lighthill

4 - 11 *ORBIT*

The scientist Egrorian offers Avon a powerful weapon, the Tachyon Funnel, in exchange for Orac. Servalan, who is behind the transfer, prepares a plan to double-cross Avon that would give her both the Tachyon Funnel and Orac.

Wr Robert Holmes

Dir Brian Lighthill

4 - 12 *WARLORD*

Avon negotiates with the leaders of three warring star systems, aiming to form an alliance to produce an anti-pacification drug.

Meanwhile, the Xenon base is sabotaged by explosives and a deadly virus. Tarrant falls in love with the daughter of the saboteur.

Wr Simon Masters

Dir Viktors Ritelis

4 - 13 *BLAKE*

Orac traces Blake's trail to the planet Gauda Prime, and Avon and the crew travel there in search of him, leaving the destroyed Xenon base behind. As Scorpio approaches Gauda Prime it is attacked and crash lands on the planet's surface. The crew find Blake, but it seems as if he has sold out to the Federation, and Avon kills him. The rest of the crew are then caught by Federation guards in a hail of gunfire.

Avon stands over Blake's body with a gun in his hand, and with the guards all around him. He looks into camera, lifts his gun and smiles sadly. Gun fire is heard as the credits roll.

Wr Chris Boucher

Dir Mary Ridge

BLAZING ROBOCONAKA: **MOERO! ROBOCON**AKA: **BURN! ROBOCON**

Robocon is one of the first students of Robot School. He was made by Mr. Gantz, a teacher robot. He comes to the human world from different dimensional world for practice, and starts to freeload on the Kurihara Family.

In the human world, Robocon is supposed to put "become friendly with humans", the theme given to him by his school, into practice. And Teacher Gantz is to grade Robocon every week and gives him a heart-shaped seal when he gets full marks. And with 10 seals, Robocon does his best not in order to obtain the seals but to earn the respect of a cute little girl Robina whom he likes very much.

People of the Kurihara Family are troubled a great deal by Robocon because he not only breaks furniture in the house but also uses a lot of electricity as his fuel. In such surroundings, will softhearted Robocon really carry out his objective?

The series was produced by Masato Kojima, Masayuki Maruyama and Megumi Ueda, the original music was by Mr. Toshiki, the cinematography was by Masao Inokuma and the film editing was by Junyoshi Kanno. The special effects were created by Toei.

WR.**DIR.****EPISODES:** 51 **YEAR MADE:** 1999 **COUNTRY:** JAP **SEASONS:** 1*TOEI COMPANY LTD.***CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1)**DATE OF PREMIER:** 31/01/1999**AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

NATSUKI KATO, JUNTARO KOIKE, YUI MI, KEISUKE MISHIMA, IKKEI WATANABE.

RELATED SHOWS:*ROBOCON*

BLINDPASSASJER

The spaceship Marco Polo is returning from a mission at the newly discovered planet Rossum. While the five members of the crew are in deep sleep a mysterious shape is captured on one of the surveillance monitors. Awakened the crew soon discover that one of their number has been killed, and something is living among them in the shape of a crewmate. But who is it??

A starship in hyperspace is the ultimate "closed room". Beside of this, the old "whodunit" theme is turned on its head as the isolated crew races against time to identify - not the killer, but the victim! Hence the working title "Hvem av oss er den drepte?" (freely translated "Which of us is the victim?")

Art Direction by Rijk van Ravens, Costume Design by Ivar Karlsen, Art Department - Sigurd Slembe (property master), Visual Effects by Ivo Caprino (visual effects).

WR. Jon Bing, Tor Åge Bringsværd

DIR. Stein-Roger Bull

EPISODES: 0 **YEAR MADE:** 1979 **COUNTRY:** NOR **SEASONS:** 1

NORSK RIKSKRINGKASTING (NRK)

CREATOR: JON BING & TOR AGE BRINGSVAERD (Writers)

TYPE OF SHOW: MANKIND

FORMAT: MINI-SERIES

LENGTH (MINS): 50 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:**

SEASON BREAKDOWN:

DATE OF PREMIER: 27/10/1978

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Akeron BJORN FLOBERG, Jason OLA B. JOHANNESSEN, Elis TRINI LUND, Leda HENNY MOAN,
Byråkraten OLE-JORGEN NILSEN, Gaia MARI OSTBYE

Dr. Sam Bliss SIMON SHEPERD, Dr. Melanie Killpatrick SIAN WEBBER, Zoe Bliss SARAH SMART, Louise Bliss ZOE HART, Dr. Oliver Pleasance JONATHAN HYDE, Dr. Clive Sussman REECE DINSDALE, Serene Snowden EVA MARIE BRYER, Tamara Bancroft JENNIFER HILARY, Dorothy Snowden DEBORAH NORTON, Dr. Colin Chambers ROBERT MORGAN, Albert Fowler JOHN NORMINGTON, Annette TILLY TREMAYNE, DS Derek Hill CHRIS LARKIN, Professor George McCracken DOYNE BYRD, Jeffrey Snowden PETER PENRY JONES, Cathernine Duboys SAMANTHA CONES.

RELATED SHOWS:

BURNING ZONE, THE

1 - 1 *PILOT*

Wr Michael Stewart

Dir Marc Evans

1 - 2 *IN MEMORIAM*

When two students testing a trial malaria vaccine commit suicide, Bliss and Melaine investigate to clear their vaccine and unearth a chilling story involving memory transference.

Wr Richard McBrien

1 - 3 *ENEMY WITHIN*

Bliss is forced to contemplate the paranormal when his daughter Zoe experiences a vivid premonition of a murder which then happens exactly as it happens.

Wr Charles Brent

1 - 4 *A FAR CRY*

Sam knocks over a runaway boy and discovers that the child's mother is concealing something about him.

Wr Richard McBrien (Story by Michael Stewart)

1 - 5 *ALL FALL DOWN*

Bliss confirms a diagnosis of pneumonic plague and he and Melaine race against time to find a vaccine.

Wr Simon Eden

BLOBHEADS, THE



With one flush of a toilet, Billy Barnes's life changed forever. Billy Barnes' 14-year-old life has recently been complicated by the arrival of his baby brother Silas, who his parents sometimes treat as if he were the Emperor of the Universe. And now, the morphing, mess-making Zerek, Kerek and Derek have come from the Planet Blob and announced that Silas actually is the Most High Emperor of the Universe! Bubbling up out of the toilet bowl, The Blobheads appear and announce their intention to transport baby Silas across the universe to their planet. Obedient to The Great Computer's instructions, and to their leader Kerek's orders, they try to leave with Silas but because of Derek's incompetence they fail. Now, stuck on Earth until the next space-travel opportunity, the Blobs must learn to co-exist with Billy, a task both parties find taxing.

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Now, stuck on Earth until the next space travel opportunity, the Blobs must learn to co-exist with Billy, a task both parties find taxing. The only thing hampering the Blobs' mission is the ever present threat of Evil Sandra.

The series features an extraordinary mix of CGI and live-action. The Blobheads are based on the book series by Paul Stewart and Chris Riddell.

Character Details:-

Billy Barnes

Billy isn't your average teenager. He's a little awkward and has never had an easy time fitting in at school. On top of all this he's got an aging rocker for a dad, a working mother, girl troubles, a brand new baby brother AND the arrival of aliens in his toilet! The Blobheads announce that Silas is THE Emperor of the Universe! Billy knows it's impossible, but the Blobs do seem to communicate with his baby brother. If things seemed complicates before, they're about to get even more hectic, now that The Blobheads have arrived!

Silas Barnes

Billy's very cute baby brother, or as he's also known "The High Emperor Of The Universe", or that's what the Blob's think! Silas is the reason The Blobs have come to visit Earth. Since being given the royal facts, Silas took on the role of Emperor seamlessly and loves to gurgle, giggle and grunt in his apparent communications with the Blobs. He garners constant attention from Zerek and Derek. He often releases gas to prove a point then giggles with glee in self-amusement, or has a royal diaper rash to contend with. Silas knows how to work the Blobs and he quite enjoys it!

Derek

Derek is the silliest, klutziest and most endearing of all The Blobs. The fact that he is head of security has nothing to do with his ability to secure anything other than on the lock on Billy's closet when he's eating his socks and belts. He got his job with the Emperor through relative connections. He has a sense of daring and like to take adventures in Billy's backpack. Derek is the only Blob that Billy considers a friend, even if he thinks that Billy's homework is most delicious!

Zerek

From the Planet Blob, Zerek is physically bigger than his travel companion Derek. Zerek is proud of his title as the Emperor's Primary Caregiver. He lives and breathes to attend to the Emperor's needs and his royal poopie diapers. He studied at Blob University and is the most astute of the Blobs and he is insuffereale. Zerek can be uptight, snooty, nosey and is often getting into Billy's business

Produced by Eva Almos producer, Howard Busgang executive producer, Suzanne Colvin

supervising producer , John Delmage producer

Original Music by Pure West

Cinematography by George Hosek (26 episodes)

Film Editing by Mark Sanders & Peter Watson

Casting by Tina Gerussi

Art Direction by Marilyn Kiewiet

Production Management - Randy Kumano assistant production manager

Sound Department - Sid Lieberman foley artist

Visual Effects by John Moores digital compositor & Florent Revel character animator

Other crew - Daniel Abboud assistant camera: "a" camera , Elizabeth Caruana assistant camera , Sébastien Ebzant animator , Fernando Pazos animator , John Pellatt story editor , Derek Porter gaffer , Simon Rakoff story editor , Kenn Scott story editor , Douglas Weir key animation assistant.

Distributors: Blobheads Productions Inc. & Decode Entertainment

Special Effects - Absolute Studios

Directors Guild of Canada - Year Result Award Category/Recipient(s)

2004 Nominated DGC Team Award Outstanding Team Achievement in a Television Series - Family Harvey Crossland (director) , Marian Wihak (production designer) , Marilyn Kiewiet (art director) , Mark Sanders (editor) , Peter Watson (editor) , Suzanne Colvin (production manager) , Joshua Gray (1st assistant director)

Tony Poffandi (1st assistant director) , Darren Doyle (2nd assistant director) , Kareen Yalandy Glynn (3rd assistant director) , Anthony Kadak (assistant location manager) , Randy Kumano (assistant production manager)

Stephanie Collins (1st assistant art director) , Shelley Pearson (production accountant) , Jennifer McSweeney (trainee assistant director) , Jason Gatt (1st assistant editor) , For episode "Reality Bites".

Gemini Awards - Year Result Award Category/Recipient(s)

2004 Nominated Gemini Best Visual Effects

Donnie Anderson , Clem Hobbs , Miles Lewis Horst , Andy Russell , For episode "Bringing Up Baby".

Writers Guild of Canada - Year Result Award Category/Recipient(s)

2004 Won WGC Award

Howard Busgang , For episode "The Blobs Drop In".

WR. Eva Almos, Howard Busgang, David J. Corbett , Nicole Demerse, Brent Piaskoski , Al Schwartz , Sugith Varughese.

DIR. Graeme Lynch, Jonathan A. Rosenbaum.

EPISODES: 26 **YEAR MADE:** 2003 **COUNTRY:** CAN **SEASONS:** 1

BLOBHEADS PRODUCTIONS INC. / DECODE ENTERTAINMENT

CREATOR: HOWARD BUSGANG

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13

DATE OF PREMIER: 02/09/2003 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Billy Barnes JONATHAN MALEN, Kiki Barnes SHAUNA MACDONALD, T.J. ALI MUKADDAM, Simon Barnes JOHN FITZGERALD JAY, Silas Barnes LUCA & SEBASTIAN PUNZO, Melissa PAULA BRANCATI, Ms. Tyler GERI HALL, Derek (voice) GARY MARTIN, Zerek/Kerek (voice) PAUL PANTING, . Wendy MEGAN PARK.

1 - 1 *THE BLOBS DROP IN*

Billy decides to write a paper revealing how he met the Blobs. This unexpectedly leads to him finally making a friend at school. However, the Blobs are convinced she is actually their arch nemesis, Evil Sandra in disguise. When Billy brings her over to the house all chaos breaks loose. Meanwhile, Simon frets over his lost rock and roll days.

1 - 2 *THE EMPERORS NEW TUTOR*

While Billy is having trouble with his studies, the Blobs decide it is time for Silas' education to begin. And to Billy's dismay, they have chosen Ms Tyler as his tutor. Meanwhile, Simon struggles with writers block.

1 - 3 *GARGLEJUICE*

Everyone needs a cool image to be noticed. Simon experiments with rock-costumes, Melissa buys new shoes and Billy decides to get braces. But while at the dentist, the Blobs discover a supply of mouthwash; or as they call it, "Garglejuice".

1 - 4 *ADVENTURES IN BLOBSITTING*

With Billy's school dance and Kiki's realty meet n' greet on the same night, the Barns are desperate for a baby sitter. Billy has his heart set on asking Melissa to the dance, but before he can find the courage, she is chosen to baby sit. To make matters worse, the Blobs are convinced she is plotting to harm Silas.

1 - 5 *CURE FOR THE UNCOMMON CODE*

Billy finally earns himself a spot as an alternate on the school soccer team. Unfortunately his eagerness and excitement over his new 'athlete' status at school are overshadowed by a bad case of the flu. His Mom and his teacher Ms. Tyler order Billy home to bed. The Blob's are worried that Billy's sickness will infect Billy's little brother 'The Emperor'. In an effort to save The Emperor the Blobs invent an instant cure for the Flu, which miraculously cures Billy. However, Zerek isn't so lucky and ends up catching Billy's flu bug. Billy drinks Derek miracle cure before he can right down the ingredients and Zerek is stuck suffering with the Flu. Meanwhile in an effort to clear his musician's block Billy's dad sells his beloved guitar Betty. When he finally realizes that his musician's block had nothing to with the guitar it's too late, or is it?

1 - 6 *A NEW HOUSE IS NOT A NEW HOME*

With two adults, a teenager, a baby, two Blobs and a hologram, it's time for the Barns to get a bigger house. Simon even gets a job to help pay for the move. But Billy and the Blobs are against the idea and must find a way to stop it. Meanwhile, Melissa is angry at Billy for having "imaginary friends".

1 - 7 *THE OS-BARNES*

The Barne family is chosen to be the latest reality TV sensation. Could this mean popularity for Billy? A record deal for Simon? Better business for Kiki? Or will reality come crashing down on them? Meanwhile, the Blobs create their own reality TV show.

1 - 8 *NANA*

The Barns household is turned upside down when Simon's mother comes for a visit. Also, Billy is jealous of a new student who Melissa has a crush on. Does one of these newcomers pose a threat to the emperor?

1 - 9 *EVIL SANDRA*

There is a new girl in school. She is pretty, nice and actually likes Billy. Could this be the girl of Billy's dreams, or is it just Evil Sandra in yet another disguise? Meanwhile, Simon becomes Kiki's assistant.

1 - 10 *BLOBS, LIES AND AUDIOTAPE*

Billy and Zerek discover the benefits of lying. Billy exaggerates about his father's friendship with rock star, Scab Damage to gain popularity. Unfortunately, Simon and Scab are actually bitter enemies. Also, Zerek finds himself in trouble after lying about the emperor's progress.

1 - 11 *HOME SWEET HOME*

Derek and Zerek convince their Blob supervisor Kerek to let them return home to Planet Blob for the Holiday "Blobgiving". While the Blob's are gone Billy agrees to look after his baby brother "The Emperor" but first he must endure Kerek's relentless training. At the same time Simon decides that he misses living in England. As a result Simon decides he's going to cook an old fashioned British feast. On top of everything Billy's teacher Ms. Tyler is undergoing "sensitivity training". With so much going on will Billy survive Ms. Tyler, Simons cooking and Kereks "baby boot camp"?

1 - 12 *IT'S MY PARTY*

Parent teacher night is the best night of the year to throw a party. Billy's buddy TJ convinces him to throw a party at his house while his parents are out. However, Billy's mom Kiki finds out about the party and puts an end to their plans. The problem is the invitations are out and canceling the party is not an option. To make matters worse the Blob's are planning a party at Billy's house on the same night. Will this be the best party in the Universe or the end of Billy?

1 - 13 *BLOBLET*

Billy is cast in the title role of his school production of Hamlet. His best friend Melissa gets the job of Director and immediately the chaos begins. Melissa doesn't have faith in Billy's acting ability and begins to take her job as Director a little too seriously. The Blobs overhear Billy and Melissa rehearsing at home one night and think that they have discovered a plot against "The Emperor" (Billy's baby brother). Kiki on the other hand is left wondering if the men in her life will ever get "real" jobs.

2 - 1 *A BLOB WELL DONE*

Billy and Melissa are given the task of creating their own business as part of a class assignment. The fireworks start to fly when it comes time to decide on what kind of business to start. Melissa wants to open a flower shop but Billy ends up going into business with the Blobs. Simon's also got his own ideas for a business and begins designing his own "rock star" fashion line for babies. Will Billy and Melissa survive their class presentation? Will Simon's fashion line hit the big time?

2 - 2 *SHAKESBLOB IN LOVE*

Valentines Day is fast approaching and Billy doesn't know how to ask Melissa to be his Valentine. At the same time The High Council of Blob decides that it's time to arrange a marriage for the Emperor (Billy's baby brother). However, in order to do this Billy has to get married first. The Blobs hatch a plan to get Billy married but will it work? While planning Billy's marriage Kerek falls in love with Ms. Tyler, despite the fact that Blob/human relationships are forbidden. Simon's lost his romantic side and Kiki may be left alone on a Valentines Day that none of them will soon forget.

2 - 3 *REALITY BITES*

Kiki is depressed over a rival sales person stealing her business. As a result the entire Barnes household is put on a budget. The Blobs are reluctantly forced to eat less. Simon may actually have to get a real job. Worst of all, Billy is forced to work after school for Ms. Tyler in order to afford his school ski trip.

2 - 4 *THE GOOD, THE BLOB, THE UGLY*

Billy has to defend his honour and fight the school bully after Melissa saves him in front of the whole cafeteria. Kerek fires Derek for sleeping on the job, which leaves Zerek in charge of "The Emperor" all by himself. Derek is really upset about losing his job and in order to prove himself he decides to help Billy in a showdown with the school bully. Will Zerek be able to handle looking after the Emperor all by himself? Will Derek ever get his job back? Will he survive his showdown with the school bully?

2 - 5 *BRINGING UP BABY*

Melissa and Billy have to take care of a robotic baby as part of a class assignment. Melissa is determined to be the best parent in the class, but is she up for the challenge? Meanwhile, Billy's baby brother Silas is scheduled for his official coronation as "emperor". The coronation is scheduled to be televised live to the entire planet of Blob. The only problem is Kiki takes Silas to his grandparents for the weekend and The Blobs could be in big trouble.

2 - 6 *THE CANDIDATE*

Billy decides to run for class president when he realises no one else is running. However, the election turns into a big popularity contest when TJ decides to run against Billy. The Blobs have their own brush with democracy when they decide to hold their own elections.

2 - 7 *NEW KID ON THE BLOB*

Billy decides it's time to make some new "guy" friends at school. Only one problem, he has no idea how. Meanwhile, The Blob's are making new friends of their own by cloning themselves. As a result there are now two Zereks, Dereks, and Kereks. At the same time, much to the horror of Simon, Kiki becomes friends with Ms. Tyler. Will the Barnes house be able to handle the commotion with all the new friends?

2 - 8 *STAND BY YOUR BLOB*

Billy gets a chance to present an award to his Basketball idol Wilt Berkley in front of the whole school. However, the opportunity to meet his hero maybe ruined when Derek comes down with a mysterious Blob illness. At the same time Simon and Kiki have left Billy and the Blobs home alone. They are of attending an induction ceremony for Saturn Lantern in to the "Legends of the 80's Rock n' Roll hall of fame and Wax museum".

2 - 9 *THE EMPEROR'S GARAGE SALE*

When Billy's mum decides it's time to have a garage sale Billy and the Blobs stand to lose more than just their old stuff. Derek gives Billy "the book of krud", which is the holiest book on Blob. The book is accidentally sold at the garage sale and Billy has to get it back before its powers are released. At the same time, Zerek ends up getting "sold" at the garage sale as well and Simon is in danger of Kiki selling off all his old Saturn Lantern memorabilia.

2 - 10 *CLOSE ENCOUNTERS OF THE BLOB KIND*

Billy enters into a photography contest at school. However, he gets more than he bargains for when a picture of Derek ends up winning the contest. The Blob's, fearing that their cover on Earth may be blown, decide to kidnap Silas back to planet Blob. Billy has to figure out a way to convince everyone that the photo was a fake and fast! Meanwhile, Simon is having a crisis of his own after the last member of the Saturn Lantern fan club decides to call it quits.

2 - 11 *READY, AIM, FIRED*

Ms. Tyler wins the teacher of the year award at school. Billy disagrees with the award and gets some help from the Blobs in digging up some dirt on her. The Blobs have no choice but to help Billy as they have been ordered to do so by The Emperor himself. However, Billy and the Blobs go too far when they plant a fake videotape that may get Ms. Tyler fired. Simon and Kiki are planning a reunion of Simons old band "Saturn Lantern" for charity. However, the old band members don't get along so well and a good thing goes bad when they all come together.

2 - 12 *MY BIG FAT BLOB WEDDING*

Billy and Melissa make plans to go to the prom together. Unfortunately, Kerek is scheduled to have a Blob wedding that same night and Billy is the best man. Derek and Zerek are crushed because Kerek is marrying their old sweetheart Ferek. As a result Billy is left juggling a date and a Blob wedding on prom night. Meanwhile, Simon takes Kiki to her first prom - Billy's!

2 - 13 *THE UNBEARABLE LIKENESS OF BILLY*

Evil Sandra has apparently lost her appetite for power and has opened a chain of theme restaurants, or has she? Derek's suspicions are confirmed when Evil Sandra takes on Billy's form and invades the Barnes household. The real Billy is at Melissa's house pulling an all night study session in an effort to ace his final exam or he's stuck repeating grade 9. Meanwhile, mistakenly thinking that the "Evil Billy" is the real Billy, Simon attempts to tutor him so that Kiki will be able to take her long overdue "Family Vacation".

BLUE SWAT



After the Blue Swat alien counter offence base is destroyed by invaders, only three team members survive. Sho (Masaki), Sara (Shiratori) and Shigu (Domon) are blamed for the disaster but resolve to confront their alien enemies with whatever equipment they can salvage - chiefly their high-tech battle suits, which despite their name are demonstrably purple in hue.

Later episodes saw the addition of extra team mates Seiji (Tanaka) and Sumire (Higata), presumably to make the Blue Swat group of equivalent size and dynamic to the average battle team in the style of MIGHT MORPHIN' POWER RANGERS and its ilk. Blue Swat replaced Jan Person in the Sunday morning fight slot on TV Asahi.

PRODUCERS - Jun Kaji and Nagafumi Hori. Original Music by Kei Wakasaka.

Blue SWAT (Burū Suwatto) is the thirteenth installment in the Metal Heroes franchise. It ran from January 30, 1994 to January 29 1995 for a total of 51 episodes and one theatrical movie. Blue SWAT deviated from the Metal Heroes franchise by using a realistic vibe for the series instead of fantastic, over-the-top action by focusing on the martial arts and gunplay aspects of the series. While the mood of the series appealed to the franchise's fanbase and older viewers, the show wasn't well received by children, which resulted in a change in to a lighter tone midway through the series. Blue SWAT later appeared for a team-up in the final episodes of Jukkou B-Fighter.

Characters

Blue SWAT/Blue Research

Shou Narumi: Hot-shot leader of the team in blue armor. Later gets upgrade calling himself "Hyper Shou", wearing silver armor.

Sara Misugi: No-nonsense female member in purple armor.

Sig: Third-in-command in grey armor. Calm and intelligent telepath. Is eventually discovered that he's an alien from a planet devastated by the Space Mafia. He came to Earth and possessed the body of a dead man named Takeshi Hirose in order to survive the planet and fight the Space Mafia. In a twist of events, Hirose had a son named Zaji who is being possessed by a member of the Space Mafia named Jisp.

Seiji Usami: Computer nerd who assists the Blue SWAT in their Blue Research group after he was saved by them.

Sumire Asou: Loudmouth who joins Blue Research as their secretary.

Gold-Platinum : A friendly alien who appears late into the series. After giving Shou a special weapon that allows him to upgrade into "Hyper Shou", he becomes a member of the team.

Space Mafia

Queen: A female villain with a humanoid form and a monstrous bird-like winged form.

WR. Junichi Miyasumura, Nobou Ogisawa, Kyoko Sagiyama, Hirohisa Masuda, Yasuko Kobayashi, Akira Asaka.

DIR. Satoru Tsuji, Michio Konishi, Masao Minowa, Tetsuji Mitsumura, Hidenori Ishida.

EPISODES: 51 **YEAR MADE:** 1994 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 STILL IN PRODUCTION: No B/W: No COLOUR: Yes LANG: Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 30/01/1994 AIR DATE OF LAST EPISODE 29/01/1995

SEASON DATE BREAKDOWN:

FILMS:

Sho SOJI MASAKI, Sara YUKA SHIRATORI, Shigu HIROSHI DOMON, Seiji YUKI TANAKA, Sumire TOMOKO HIGATA, SHIGERU ARAKI, MITUSE MORI

- 1 - 1 *BEGINNING*
- 1 - 2 *LONELY BATTLE*
- 1 - 4 *GETTERWAY*
- 1 - 5 *THE RIVAL*
- 1 - 6 *ONE CHANCE*
- 1 - 7 *SCOOP*
- 1 - 9 *PRETTY GIRL*
- 1 - 10 *THE MISSION*
- 1 - 12 *GOODBYE*
- 1 - 13 *DEATH TRAP*
- 1 - 14 *ATROCIOUS STAR BIRTH*
- 1 - 15 *INVASION CM LARGE BROADCAST*
- 1 - 16 *CRASH -ASSASSINATION CAR*
- 1 - 18 *AS FOR BURGLAR OFFENSE HERO*
- 1 - 19 *NATURAL SHAPE OF DEMON BOY*
- 1 - 20 *PAST OF IMPACT OF SPECIAL INTEREST GROUP*
- 1 - 21 *CHARGE OOP SOUL*
- 1 - 22 *SPECIAL INTEREST GROUP GOOD QUALITY MULE! ?*
- 1 - 23 *NEW SOLDIER OF SUPER SPACE-TIME*
- 1 - 24 *BEFORE THE TERRESTRIAL CONQUEST 0 SECOND*
- 1 - 25 *ADVANCING RUGGED DETECTIVE GROUP*
- 1 - 26 *TARO TRUE THEORY? URASIMA*
- 1 - 27 *BS STRIKING*
- 1 - 28 *WELL LIFE OF THE MUTABLE MOTHER*
- 1 - 29 *SUMMER VACATION EVIL SPIRIT SUPPRESSION*
- 1 - 30 *GOOD-BYE , DEMON BOY*
- 1 - 31 *OPPOSITE SEX HUMAN NAIVETY IT DOES...*
- 1 - 32 *CRUEL SHAW BOMBING DEATH*
- 1 - 33 *COMPLETION! ! THE STRONGEST GUN*
- 1 - 34 *ATROCITY - FAKE BS*
- 1 - 35 *IRON FIST OF MILKY WAY WOLF FLAME*

- 1 - 36 *DERAILMENT MY CIRCULAR SECRET ORDER*
- 1 - 37 *FRONT PROCLAMATION OF Q*
- 1 - 38 *GP ERASURE ORDER*
- 1 - 39 *SCREAM OF SPACE ANIMAL LIFE*
- 1 - 40 *STRETCH THE TRAP ON THE Q*
- 1 - 41 *INVASION - HOMICIDE INSECT*
- 1 - 42 *AS FOR MESSIAH DEMON*
- 1 - 43 *BS LAST DAY*
- 1 - 44 *ELECTRIC BRAIN SOLDIER OF CARIOUS TOOTH*
- 1 - 45 *THE FLESH WHICH AIMED*
- 1 - 46 *GP AGGRESSIVE FAILURE*
- 1 - 47 *DISCLOSING!! CIRCULAR SECRET PLAN*
- 1 - 48 *REBELLION!! WE IS THE KING*
- 1 - 49 *DECISIVE BATTLE!! THE END OF KING*
- 1 - 50 *LARGE CRASH RAW OR DEATH?*
- 1 - 51 *GOODBYE BS*

BLUE THUNDER

CrazyAboutTv.com



Blue Thunder is a hi-tech 5 million dollar LAPD helicopter. It is armed and designed to counter street insurgencies. Its makers want to show what it will do, but have to train a Los Angeles Police pilot Frank Murphy (Roy Scheider), to fly and use it in order to allow it to operate in the city. Murphy and the project pilot have differences going back to Vietnam. The conflict between them continues to heat up as Murphy begins to suspect that Blue Thunder is more than has been disclosed. Some people in the US Government have secret plans for the helicopter, and Frank Murphy is the only one who can stop them and their project THOR (Tactical Helicopter Offensive Response). The whole ship is heavily armoured - one inch thick plates. It is equipped with a forward mounted 20mm electric canon which can fire 4000 rounds of ammunition per minute.

Information on the lady:

N-Number: N77GH

1 jet turbine with "Turbine Boost" capability.

Nightsight with a heat-sensored infra-red filter.

TV-camera with a 100:1 zoom-lens.

¾" video-system - code numbered. The tapes can be erased on signal.

Target-system.

Scanners.

"Whisper Mode" for silent flights.

Powerful listening equipment.

360° loops.

3 TV-monitors. The one in the center is tied in to all the computer-banks.

2 high sensitivity outdoor microphones.

Harrison-fire control helmet "The heart of the system". Wherever the pilot looks, the gun follows.

Cabin-microphone - records everything that is said inside the cockpit.

Thermo Graph.

Computer-terminal hooked up to every databank there is.

"Blue Thunder" was first a movie starring Roy Scheider then a TV series for the 1984-85 season starring James Farentino. The helicopter code named "Blue Thunder" had very similar properties and capabilities to Airwolf, but was supposedly designed for use by big city law enforcement agencies (riot control, anti-terrorism, that sort of thing). This TV series didn't last the year. ABC had Blue Thunder, then CBS followed up with the successful Airwolf.

A Region 1 DVD set of the series was released on 22 August 2006.

The series used the converted Aérospatiale Gazelle helicopter and large portions of stock footage from the Blue Thunder film. As backup to the helicopter, a ground unit, Rolling Thunder (not in the original film) was featured. This was a large support van with a desert camouflage off-road vehicle inside.

WR.

DIR.

EPISODES: 11 **YEAR MADE:** 1984 **COUNTRY:** US **SEASONS:** 1

COLUMBIA/RASTER PROD INC/PUBLIC ARTS INC.

CREATOR: DAN O'BANNON, DON JAKOBY

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 11

DATE OF PREMIER: 06/01/1984**AIR DATE OF LAST EPISODE** 16/04/1984**SEASON DATE BREAKDOWN:****FILMS:** BLUE THUNDER (series based on this film).

Frank Chaney JAMES FARENTINO, Clinton "Jafa" Wonderlove DANA CARVEY, Captain Braddock SANDY MCPEAK, Richard "Ski" Butowski DICK BUTKUS, Lyman "Bubba" Kelsey BUBBA SMITH, J.J. Douglas ANN COOPER.

RELATED SHOWS:*AIRWOLF*1 - 1 *SECOND THUNDER*

The Blue Thunder Unit take on a ruthless pilot who has been recently aerially assassinating police helicopter units over Los Angeles.

Wr Jeri Taylor, David Moessinger**Dir** Gilbert M. Shilton1 - 2 *A CLEAR AND PRESENT DANGER*

A paramilitary group are the prime suspects for a series of bank robberies.

Dir Charles Picerni1 - 3 *ARMS RACE*

A former flame of Chaney's comes for help via the FBI to distort a much-growing drugs & gun smuggling ring.

Dir Gilbert M. Shilton1 - 4 *REVENGE IN THE SKY*

An F-86 Sabre jet is stolen from an airfield by a group of KGB mercenaries.

Wr James Docherty**Dir** Bernard McEveety1 - 5 *TROJAN HORSE*

A witness is rescued by the Blue Thunder unit from an estate where her kidnappers are holding her hostage.

Wr Brian Alan Lane**Dir** Guy Magar1 - 6 *SKYDIVER*

The president of Sumora is inviting major U.S. business corporations to set-up branches in her country.

Wr Rick Kelbaugh**Dir** Guy Magar1 - 7 *CLIPPED WINGS*

Chaney's arch rival is given control of Blue Thunder after Chaney is reassigned for breaking off a drug stake out in order to pursue kidnappers..

Wr Allison Hock**Dir** Bernard McEveety1 - 8 *PAYLOAD*

The Space Shuttle Argo comes under threat by a group of weapon dealers.

Wr Daniel Freudenberger**Dir** Bernard L. Kowalski1 - 9 *THE LONG FLIGHT*

Chaney must convince the granddaughter of a dead mobster to turn her grandfather's business documents over to the FBI before his old business associates kill her to get them.

1 - 10 *GODCHILD*

A pair of professional killers perform an unsuccessful attempt on the life of Lisa Ritchie at an exclusive restaurant.

Wr Richard Danus, Peter Collins**Dir** Guy Magar

1 - 11 *THE ISLAND*

The Blue Thunder team journeys to a small Caribbean island to prevent American mercenaries, who have been hired by the KGB, from killing the Prime Minister.

Wr Greg Dinallo

Dir Earl Bellamy

BORN FREEAKA: **DINOSAUR INVESTIGATORS BORN FREE**

In 1996, Comet Arby's approach to Earth causes major upheavels, Dinosaurs, long thought extinct, begin to wander the planet. In the Japanese outpost of an international alliance devoted to controlling the problem, Professor Tadaki forms the Born Free group, a team of dinosaur catchers that aim to protect the creatures from the evil hunter King Battler.

AKA - Return of the Dinons, Dinosaur Park.

The title was inspired by the unrelated US TV series Born Free (1974). The otherwise unremarkable BF took it's place in the history books by combining animated footage with live action model work, superimposing cel-animated charectors drawn by the Sunrise Studio onto the high quality model work for which the Tsuburaya studio was famed. Tsuburaya would follow the success of Born Free with the similar dinosaur show EISENBORG.

Produced by Akira Tsuburaya and Kiyoshi Iawagami

WR. Keiichi Abe, Atushiro Ando, Tadaaki Yamazaki, Narmitsu Taguchi.

DIR. Koichi Takano, Haruyuki Kawajima, Jun Oki, Toshitsugu Suzuki.

EPISODES: 25 **YEAR MADE:** 1976 **COUNTRY:** JAP **SEASONS:** 1

NET ASAHI, TSUBURAYA

CREATOR:

TYPE OF SHOW: MONSTERS

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 25

DATE OF PREMIER: 01/10/1976 **AIR DATE OF LAST EPISODE** 25/03/1977

SEASON DATE BREAKDOWN:

FILMS: RETURN OF THE DINOSAURS (1985)

ATSUNORI MORI, SHINGO KANEMOTO, KYONSUKE UE, YOKO KURI, KAZUE TAKAHASHI.

BOY FROM ANDROMEDA, THE

On a holiday trip to the Tarawera volcano in New Zealand, teenager Jenny finds a strange metal fragment which acts like a video, playing back a story of a spacecraft plunging to Earth. Meeting two other kids, hotelier's daughter Tesse and local lad Lloyd, who have similar fragments, they piece them together to form something called the 'fire key'. The trio are attacked by the Guardian, a mysterious invisible creature, before the fire key leads them to a mysterious pod, hidden behind a waterfall. Inside is Drom, sole survivor of a crashed ship from the constellation of Andromeda, woken by the reassembling of the key.

Drom is on a quest to save the last of his people, an ancient race who left Earth millions of years ago, after an intergalactic war, and who are now seeking a new home as their world is dying. But they can't get past 'the gun' - the active Tarewera volcano - which if triggered would destroy Earth. The fire key could disarm the gun, but the centuries old guardian (catchphrase - 'I will always be') is programmed to protect the gun. Jenny and her friends must help Drom overcome the Guardian before the volcano erupts.

The creator of this show was also responsible for writing two other SF shows, *UNDER THE MOUNTAIN* & *CHILDREN OF THE DOG STAR*. The producer for the serial was Caterina De Nave. The director was Wayne Torrel, the design of the show was attributed to Kirsten Shouler. The music was by John Gibson and the special effects by Keven Chisnell.

There was a total of six episodes made all in colour and all 30 minutes long. In the traditions of children's drama they accomplish this whilst the adults, as usual remain total unaware of the extra terrestrial struggle. Drom himself looked like a cut down Edward Scissorhands, having three fingers with very long nails. But the best special effects were reserved for the confrontations with the Guardian, whose invisible menace was realised with Predator like style. This was a joint New Zealand/Canadian production, the series was shown on BBC1 in the UK. The special effects were created by Kevin Chisnell.

WR. Ken Catran

DIR. Wayne Torrel

EPISODES: 6 **YEAR MADE:** 1991 **COUNTRY:** NZ **SEASONS:** 1

SOUTH PACIFIC PICTURES/ ATLANTIS FILMS PRODUCTION

CREATOR: KEN CATRAN

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6.

DATE OF PREMIER: 06/10/1991 **AIR DATE OF LAST EPISODE** 10/11/1991

SEASON DATE BREAKDOWN:

FILMS:

Jenny KATRINA HOBBS, Drom JANE CRESSWELL, Tessa FIONA KAY, Lloyd ANTHONY SAMUELS, Guardian BRAIN CARBEE, Drom's Voice JOHN WATSON, Guardian's Voice EUGENE FRASER, HEATHER BOLTON, PAUL GITTINS, ANDY ANDERSON, BRAIN MCNEIL, ALEX VAN DAM, DALE CORLETT, GRANT MACFARLANE.

RELATED SHOWS:

UNDER THE MOUNTAIN

CHILDREN OF THE DOG STAR

BRANDED FOUR, THE

This chapterplay tells the story of the four daughters of a scientist, Dr Horatio Scraggs (Girard) who marked each one of them with a sign that would not appear to the naked eye until they came of age and were to inherit his vast fortune stored in gold in a secret hiding-place. The villain is the lawyer of the family (Dyer) while the daughters, especially Marion (Gerber), enlist the help of Alphabet Drake (Wilson) to trace the gold before Dyer can find it.

An indication of the film's cheerful melodramatic excesses is the perfection by Dyer and a scientist (in episode ten) of a 'ray of destruction' that can wipe out the human race. But Drake shortcircuits the device. The happy end is provided by the death of the villain and the promise of a marriage between Drake and Marion.

Wilson and Gerber starred together in a number of serials: *The Trail of the Octopus* (1919), *THE SCREAMING SHADOW* (1920), *THE MYSTERY BOX* (1925) and others. They proved a successful team at the box office, and when they split up, Wilson went on acting throughout the silent period while Gerber dropped out of the profession. Director Worne had played the villain in another Wilson and Gerber serial, *THE MYSTERY SHIP* (1917), directed by John Ford's brother Francis together with Harry Harvey. He also acted in Francis Ford's *The Craving* (1918), but from 1920 onwards was active mostly as a director: *THE SCREAMING SHADOWS* (1920), *NAN OF THE NORTH* (1921) and other serials. In their turn, Wilson, Gerber and Francis Ford teamed up again for their last serial, *OFFICER 444* (1926).

WR. Hope Loring, George W. Pyper.

DIR. Duke Worne

EPISODES: 15 **YEAR MADE:** 1920 **COUNTRY:** US **SEASONS:** 1

SELECT PICTURES

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Alphabet Drake BEN WILSON, Marion NEVA GERBER, Dr Horatio Scraggs JOSPEH GIRARD,
WILLIAM DYER, ASHTON DEARHOLT, PANSY PORTER, WILLIAM CARROLL.

RELATED SHOWS:

MYSTERY SHIP, THE

SCREAMING SHADOW, THE

NAN OF THE NORTH

OFFICER 444

BRAVE NEW WORLD

Bland US adaptation of Aldus Huxley's classic 1932 novel set 600 years in the future in a plastic world where Henry Ford is worshipped as God and babies are hatched in batches and conditioned to want only what they have. Individuality, art and free expression have been sacrificed for the sake of stability and a drug induced happiness. A strict caste system is rigorously maintained by an assembly line of test tube babies ranging from high intelligent Alphas through Betas, Deltas and Gammas to the sub-moron Epsilons.

Promiscuity is in , procreation is taboo and mother and father are dirty words. Keir Dullea (of 2001 : A Space Odyssey (1968)) starred as the director of central Hatcheries whose trip to the 'Savage Reservation' - the ultimate is exclusive holidays - has unforeseen circumstances - namely a son, John who is rediscovered years later by Alpha malcontent Bernard Marx, and introduced to civilisation. But John Versed in Shakespeare and romance is unable to adapt and when he falls in love events move to a tragic conclusion.

The screenplay was written by Robert E. Thompson, the producer was Jacqueline Babbin and the director was Burt Brinkerhoff. This BNW was not a great success. Instead of Huxley's blackly comic vision if offered futuristic beautiful people who looked more like refugees from a disco. The producer for the series was Jacqueline Babbin. Despite its faithfulness to the original text, it is generally considered to have been a bland adaptation of an SF classic.

WR. Robert E. Thompson.

DIR. Burt Brinkerhoff

EPISODES: 2 **YEAR MADE:** 1981 **COUNTRY:** US **SEASONS:** 1

AN NBC/ UNIVERSAL/ MILTON SPERLING PRODUCTION

CREATOR: ALDOUS HUXLEY

TYPE OF SHOW: EARTH FUTURE

FORMAT: MINI-SERIES

LENGTH (MINS): 95 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2.

DATE OF PREMIER: 12/03/1981

AIR DATE OF LAST EPISODE 19/03/1981

SEASON DATE BREAKDOWN:

FILMS:

Linda Lysenko JULIE COBB, Bernard Marx BUD CORT, Thomas Grahmbell KEIR DULLEA, Mustapha Mond RON O'NEAL, Lenina Disney MARCIA STRASSMAN, John Savage KRISTOFFER TABORI, Helmholtz Watson DICK ANTHONY WILLIAMS, High Priestess DELIA SALVI, Maoina Krupps TRICIA O'NEILL, Miss Trotsky CAROLE MALLORY, Henry Exxon REB BROWN, Chief Disposer SAM CHEW JR., Hochina SHEREE BREWER, Chief Warden VALERIE CURTAIN, Gamme Male PATRICK CRONIN, Gamme Female BEATRICE COLEN.

BRIMSTONE



Ezekiel Stone was a cop. Then, one fateful day, he arrived home to discover that his wife had been raped. Tracking down the man responsible, Stone killed him in cold blood. When he died, he found himself sent to hell for his crime. Now, 15 years later, 113 of the most evil souls have escaped from Hell and are roaming free across the Earth, so the Devil releases Zeke to hunt them down, his reward for success being a second chance at life. His task is to seek the escapees who may have acquired inhuman powers and return them to Hell by shooting out their eyes, the windows to the soul.

The series was first aired in the UK on Sky One starting on Monday 7th June, 1999, at the 9pm time slot. After attempts to find a suitable lead-in to Millennium met with a very low degree of success (they were all cancelled), Fox commissioned Brimstone, executive produced by its star Peter Horton, in the hope that it could succeed where its forebears had failed. . .

The show lasted for 13 seasons, meaning there are roughly 100 souls out there that still need to be returned to Hell. The good guys included Ezekiel (Peter Horton). And the Devil (John Glover), who isn't such a bad guy once you get to know him, and he does help Zeke with his mission. Lastly there's Detective Ash (Teri Polo) who runs into Ezekiel occasionally.

Peter Woodward starred in the original pilot episode, he had also starred in CRUSADE. Fashion Statements included Large grey overcoats are very 'in', in fact, grey in general is pretty big in the Brimstone world, with each episode shot with a kind of grainy washed out look to make the world look less pleasant. Fugitives from the devil invariably have some kind of power involving a glowing effect. Supervising producers were Ethan Reiss and Cyrus Voris, executive producer was Chas Hoffman and produced by Phil Parslow.

Nice lightweight stuff as you can imagine, and it's no surprise that this show was broadcast in the states prior to MILLENNIUM. However, even though the production values are great and John Glover's satanic turn as Old Nick is a welcome plot device, things get very samey after only a couple of episodes. The same fickle audience that condemned MILLENNIUM for having too many serial killers similarly took task with Brimstone, and it was cancelled after 13 episodes (unlucky for some). The original plan was for Stone to collect 113 souls, and at a rate of one a week that would mean the show enduring a very optimistic run of five years. It's classy high-concent stuff, but when considering the competition, it never stood a snowball's chance in hell.

Brimstone is something of an oddity. Many films or TV series that admit the existence of supernatural entities shy away from the explicitly basing their plots on Christian theology, perhaps in order not to offend the large number of non-Christian viewers. The mythology of BUFFY: THE VAMPIRE SLAYER is a mixture of many cultures and much invention, even though crosses apparently work against Vampires, while in John Carpenter's Vampires crosses don't work even though the protagonists claim to be agents of the church. Brimstone by contract depends entirely on the Christian ethic for its existence. The plot revolves around one Ezekiel Stone (a fine Biblical name by the way): a New York policeman sent into tender care by God after he killed his wife's rapist. The series is dark, edgy, and looks as if most of the colour has been washed out in post-production. The scripts are a step up from the usual detective series fare, with some intelligent writing and interesting characterisation. The strength of the series lies, however, in the relationship between Stone and the Devil. The Devil gets all the best lines, such as, "Thanks to global warming it gets more and more comfortable for me up here every day".

In another, while taunting his unwilling accomplice, the Devil is told to "get out of my head," by Stone. "As if you could wrap your brain in barbed wire to keep me out," the Devil chortles, and then shivers. "Ohh, that is a delightful image," he adds. To be fair, Stone does get the occasional verbal job under his belt. In the episode Ashes, for instance, he fails to catch the ring-leader of the escape: a beautiful female demon who, he believes, managed to seduce the Devil.

Thirteen episodes have been made and aired, but a fourteenth episode was in the process of being made when the episode was stopped three hours into shooting. Episode 1.14 would have been called Rivals, in which Stone finds he has a competitor for the Devil's affections.

The co-executive producers for the series were Cyrus Voris, Ethan Riff, Felix Enriquez Alcala and James Andrew Miller.

Here's a cheery one - a dead ex-cop turns bounty hunter for the devil, tracking down 113 souls who have escaped from hell and are back on Earth wrecking their own brand of evil. And you thought MILLENNIUM was bleak. That thirtysomething heart throb Peter Horton plays the dead man stalking, Ezekiel Stone, a New York detective who avenged his wife's rape by murdering her attacker. When killed in the line of duty 15 years ago, he was condemned to hell.

But the devil has work for Stone's idel hands, promising him a shot at redemption if he can catch each escapee and return them to hell. But, off course, they and stone too, are already dead, so they can't be killed. To complete his task, Stone must shatter their eyes, 'the windows to the soul'.

It's a sadistic concept, despite the morality which underscores it, and that's drummed home from the start when Stone hunts down and dispatches a killer who diguises himself as a priest to kidnap and kill altar boys. Horton plays Stone very dryly, rather like Clint Eastwood's spagetti westerern hero, and any lightness, comes ironically, from John Glover's the Devil who gets all the best lines, as he teases and cajoles his man. 'Take it from someone who knows', he tells Stone. 'Heaven is a very boring place'.

Other semi-regulars include Albert Hall as Stone's confidant, a blind preist called Father Horn, and Teri Polo as a sexy dectective Ash who, unfortunately for the smitten Stone, turns out to be the ringleader of the break out from Hell! Why 113! Brimstone apperantly had high hopes of making the syndication cut. Like so many others it was initially axed, but, unlike so many others, it was saved from cancellation hell when The Sci-Fi Channel (US) picked it up, promising to put the series back in production, which never did happen.

WR. Ethan Reiff, Cyrus Voris, Scott A. Williams, Janis Diamond, Angel Dean Lopez, Fred Golan.

DIR. Felix Enriquez Alcala, Dan Lerner, Jesus Trevino, Larry Carroll.

EPISODES: 13 **YEAR MADE:** 1998 **COUNTRY:** US **SEASONS:** 1

A WARNER BROTHERS TELEVISION PRODUCTION

CREATOR: ETHAN REIFF & CYRUS VORIS

TYPE OF SHOW: FANTASY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 23/10/1998 **AIR DATE OF LAST EPISODE** 12/02/1999

SEASON DATE BREAKDOWN:

FILMS:

Ezekie Stone PETER HORTON, The Devil JULIAN GLOVER, Detective Sgt Ash/Ashur Badaktu TERI POLO, Father Horn ALBERT HALL, Maxine LORI PETTY.

RELATED SHOWS:

CRUSADE

1 - 1 *PILOT*

Detective Ezekiel Stone was murdered in 1983 and sent to Hell for having previously murdered his wife's rapist. Now he is being sent back to Earth to help track down escaped demonic souls, giving him a second chance.

Wr Ethan Reiff, Cyrus Voris

Dir Felix Enriquez Alcala

1 - 2 *HEAT*

Stone goes to L.A. to find his wife, but encounters a college student whose rage sets her lovers on fire.

Wr Janis Diamond

Dir Jesús Salvador Treviño

1 - 3 *ENCORE*

Pursuing a serial rapist, Stone discovers that it is the man who raped his wife 15 years ago.

Wr Scott A. Williams

Dir Felix Enriquez Alcalá

1 - 4 *REPENTANCE*

Stone's newest escapee target is a Nazi collaborator, who is stealing the eyes from the homeless, but there's more than meets the eye.

Wr Fred Golan

Dir Terrence O'Hara

1 - 5 *POEM*

With the help of a Chinese teacher, Stone pursues an escapee who kills young immigrant Chinese women and takes their blood.

Wr Ethan Reiff, Cyrus Voris

Dir Felix Enriquez Alcalá

1 - 6 *EXECUTIONER*

A damned soul is killing people who have gotten away with their crimes, or who he thinks has gotten away with their crimes. He electrocutes them, and leaves nothing left of the victims. At first it looks like the culprit is Lambert, but it is soon discovered that Willy, the janitor, is the vigilante. In the end, Stone ultimately sends Willy on a one-way trip back to Hell.

Wr Scott A. Williams

Dir Dan Lerner

1 - 7 *SLAYER*

One of the escapees approaches Stone and tries to make a deal. When Stone refuses, the escapee starts taking revenge by killing the widows of police officers.

Wr Angel Dean Lopez

Dir Felix Enriquez Alcalá

1 - 8 *ASHES*

One of the Hell escapees is destroying religious buildings and Stone discovers it's someone closer to him than he could have possibly thought.

Wr Angel Dean Lopez

Dir Larry Carroll

1 - 9 *LOVERS*

Stone pursues a murderous former activist - but his job might be twice as hard this time. . .

Wr Chris Bertolet

Dir John T. Kretchmer

1 - 10 *CARRIER*

Stone pursues an escaped soul spreading an instantly fatal disease.

Wr Janis Diamond

Dir Jesús Salvador Treviño

1 - 11 *FACES*

Stone explores fatherhood when he cares for a vulnerable teenager - but a devilish surprise awaits him.

Wr Fred Golan

Dir Larry Carroll

1 - 12 *IT'S A HELLUVA LIFE*

Stone is shown the consequences of his actions.

Wr Janis Diamond, Scott A. Williams

Dir Felix Enriquez Alcalá

1 - 13 *MOURNING AFTER*

Stone decides to reunite with his ex-wife.

Wr Ethan Reiff, Cyrus Voris

Dir Dan Lerner

B-ROBO KABUTACK

AKA: **BEETLE ROBO KABUTACK**



Dr. Torahiko Koenji is an eccentric genius who dug out the ancient writings from the oldest layer of the earth. Known as the Galaxy, he translated the writings and learned of 13 treasures called "Star Pieces" that had been hidden across the planet. If one should obtain all the Star Pieces, any wish could be granted. To that end, Prof. Torahiko built search robots to find the Star Pieces. However a trio of such robots, led by Cobrander, were activated without their sleep-education program being completed and thus started to commit crimes.

Fortunately, a trio, composed of Kabutack, Tentorina and Kuwajiro, finish the whole course of sleep-learning and befriend Yuzuru Koenji, Torahiko's grandson. With Yuzuru and his friends Sayuri Mitaka and Kuranosuke Kichijouji, Kabutack and the gang begin their search of the "Star Pieces" while overcoming the misdeeds of Cobrander's group.

B-Robo Kabutack is a Japanese television series and is the sixteenth series as part of Toei Company's Metal Heroes series of tokusatsu programs. It aired from February 23, 1997 to March 1, 1998. It is the first of the kiddie shows made by Toei in the Metal Heroes line. Its opening theme is "Noble Honest Kabutack" sung by Takeshi Kusao who voiced the character Kabutack. The program is a partial sequel to B-Fighter Kabuto, as the B-Fighters show up in the series.

Kusao Takeshi, known from his voice acting work in numerous animated titles, provides the voice of Kabutack, as well as the vocal of OP&ED songs.

characters

Good B-Robos

Kabutack: Rhino-Beetle robot

Tentorina: Ladybug robot

Kuwajiro: Stag-Beetle robot

Dangoron: Armadillo/Tire robot

Gerotan: frog robot

vil B-Robos

Cobrander: Cobra-robot

Kanirun: Crab-robot

Spidon: Spider-robot

Sharkler: Shark-Robot. The most evil and powerful of the evil B-Robos

Arsenal

Zenzen Roller: A Giant Wheel vehicle, it is piloted by Kabutack.

TondemoJaws: A giant robot created by Dr. Kouenji with the very first StarPiece he founded, it is piloted by Sharkler.

Others

Capten Tomborg: A strange Dragonfly judgement robot who appears whenever both sides battle for a StarPiece (or FakeStarPiece). Because he's powerful, everyone has no choice but to play a game of his choice to win the StarPiece.

Professor Jun'ichirou Kokuritsu

Takuya Kai/Bluebeet : Leader of the original B-Fighter team from Juukou B-Fighter, aides Kabutack and B-Fighter Kabuto during the Kabutack Christmas special.

Kouhei Toba/B-Fighter Kabuto: Hotheaded leader of the second generation of B-Fighters from B-Fighter Kabuto, worked alongside Kabutack and Bluebeet during the Christmas special.

WR.**DIR.****EPISODES:** 52 **YEAR MADE:** 1997 **COUNTRY:** JAP **SEASONS:** 1*TOEI PRODUCTION***CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 52**DATE OF PREMIER:** 23/02/1997**AIR DATE OF LAST EPISODE** 01/03/1998**SEASON DATE BREAKDOWN:****FILMS:**

Kabutack (voice) KUSAO TAKESHI, YATSUDE SABURO, RYUJI YAMADA, SATURO NISHIZONO, OGISAWA NOBUWO, YOSHIO URASAWA, JYUNICHI MIYASHITA, ISHIDA KATSUNORI, KATSURO ONOUE, HIDEAKI KUSAKA, MINORU WATANABE, TASKESHI MIYAZAKI, NAOKI OFUJI, KOUICHI OHATA, YUKA KOIDE, SACHIKO KOKUBU, DAIKI NAKAMURA, KAZUKI YAO, HIKARI TACHIBANA, MOTOKO KUMAI, KOUICHI TOHCHIKA, HIROSHI MATSUMOTO, HISAO EGAWA, CHA HUURINN, SHIGERU CHIBA, DAISUKE GORI, SATOKO KITOU.

BROKEN DOWN ROBOT TAIHEI

AKA: **PONKOTSU ROBOT TAIHEIKI**

At his lab, the doctor (Mitsutani) fixed second hand electrical appliances. He has also invented Taihei (voiced by Oikawa), a robot who works part time at a nearby noodle restaurant. Matsuda (Sato) and Tsukiko (Kojima), Takemoto (Yamada) and Yukiji (Negishi), Umemura (Sekine) and Hanae (Tsuruma) are three couples who meet and fell in love at the noodle restaurant and decide to marry with Taihei as a witness. However, their plans meet with opposition from the local Christian and Shinto priests, who regard the novelty of a "robot wedding" as unfair competition with their more spiritual services. The couples reluctantly agree to more traditional services but still attempt to schedule their own ceremonies at the noodle bar with Taihei. Eventually all is resolved and the triple wedding takes place with the robot, Shinto and Christian all as witnesses.

Recalling the British sitcom METAL MICKEY (1979), this bizarre Christmas SF comedy was based on a story by Eisuke Ishikawa, adapted for the screen by prolific anime writer Mamoru Sasaki and mystifyingly changes tack in its final episode to become a religious farce. The Japanese title is a pun alluding to the medieval Taiheiki chronicle also filmed as Tale of the Heike.

Produced by Kanae Mayuzumi.

AKA - Chronicle of the Broken Down Robot.

WR. Mamoru Sasaki

DIR. Kazuya Sato

EPISODES: 4 **YEAR MADE:** 1978 **COUNTRY:** JAP **SEASONS:** 1

NHK

CREATOR: EISUKE ISHIKAWA

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 15 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER: 25/12/1978

AIR DATE OF LAST EPISODE 28/12/1978

SEASON DATE BREAKDOWN:

FILMS:

Takemoto MICHIKAZU YAMADA, SANAE NAKAHARA, MASAOKI WAGURI, TAKAO YAMADA,
Matsuda GIJIRO SATO, Umemura RABBIT SEKINE, Tsukiko MIYUKI KOJIMA, Yukiji TOSHIE
NEGISHI, The Doctor NOBORU MITSUTANI, Hanae ERI TSURUMA, Taihei (voice) HIRO OKIAWA

RELATED SHOWS:

METAL MICKEY

BRUCE GENTRY - DAREDEVILS OF THE SKY



Taylor has the double role of scientist and villain (the Recorder, so called for his fondness of communicating through recorded messages) whose plans to destroy the Panama Canal are foiled by Neal and Clark.'

Despite the poor animation of the flying discs (similar to that utilised in the Katzman-produced SUPERMAN, 1948) which hero Neal is on the track of, this is one of the better of Columbia's serials. The stunting by Tom Steele and Dale Van Sickel, who'd fought each other countless times, is superior and Bennet and Carr's direction is fast and furious. The serial was produced by Sam Katzman, and the cinematographer was Ira H. Morgan.

WR. George H. Plympton, Joseph F. Poland, Lewis Clay

DIR. Spencer Gordon Bennet, Thomas Carr

EPISODES: 15 **YEAR MADE:** 1948 **COUNTRY:** US **SEASONS:** 1

COLUMBIA

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

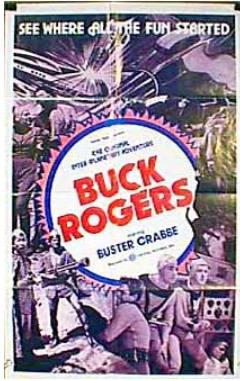
SEASON DATE BREAKDOWN:

FILMS:

TOM NEAL, JUDY CLARK, RALPH HODGES, FORREST TAYLOR, HUGH PROSSER, JACK INGRAM.

RELATED SHOWS:

SUPERMAN

BUCK ROGERS (1939)

Buck Rogers lacked the mythological appeal of Flash Gordon; in its place was virtual non-stop action as Buck (Crabbe, who also played Flash) fights for democracy in the 25th century - in which he wakes up after a five-century snooze - against Killer Kane (Warde). The storyline consists of little but extended battles with Crabbe, and his companion Moore, dashing between Earth and Saturn in pursuit of Warde.

After their success with *FLASH GORDON*, also played by Crabbe, in two serials (1936 and 1938), Universal cast him as Buck Rogers, the other famous space-opera hero of the newspaper comic strips. This serial, not as lavish or baroque as the first Flash Gordon serial, concerns Buck's waking after a 500-year sleep (in the Arctic) to discover that the Zuggs from Saturn have invaded Earth aided by the villainous Killer Kane (Warde). He teams up with Wilma (Moore) and Dr Huer (Shaw). The remaining episodes deal with their travels to Saturn to face the Zuggs on their home ground, and their efforts to avoid the usual hazards of crashing spaceships, ray-guns, robots and mind-control devices. Edited episodes were later cobbled together as a feature film, *Planet Outlaws* (1953), re-edited as *Destination Saturn* (1965).

Based on America's first Science Fiction comic strip, Buck Rogers (created by Philip F. Nowlan in 1929) took to the skies in the wake of the huge success Universal had with their Flash Gordon (1936) serial. The serial was re-released in edited versions in 1953, as *Planet Outlaws* and 1965 as *Destination Saturn*. In the wake of *Star Wars* (1977), Universal produced an updated feature film *Buck Rogers in the 25th Century* (1979) and a television series of the same title. The serial was produced by Barney Sarecky, the cinematographer was Jerry Ash.

WR. Norman S. Hall, Ray Trampe.

DIR. Ford Beebe, Saul A. Goodkind.

EPISODES: 12 **YEAR MADE:** 1939 **COUNTRY:** US **SEASONS:** 1

UNIVERSAL

CREATOR: PHILIP F. NOWLAN

TYPE OF SHOW: EARTH FUTURE

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Buck Rogers LARRY 'BUSTER' CRABBE, Wilma CONSTANCE MOORE, JACKIE MORAN, JACK MULHALL, Killer Kane ANTHONY WARDE, Dr. Huer C. MONTAGUE SHAW, GUY USHER.

RELATED SHOWS:

BUCK ROGERS IN THE 25TH CENTURY

FLASH GORDON (1936)

BUCK ROGERS (1950)

- 1 - 1 *TOMMOROW'S WORLD*
- 1 - 2 *TRAGEDY OF SATURN*
- 1 - 3 *THE ENEMY'S STRONGHOLD*
- 1 - 4 *THE SKY PATROL*
- 1 - 5 *THE PHANTOM PLANE*

- 1 - 6 *THE UNKNOWN COMMAND*
- 1 - 7 *PRIMITIVE URGE*
- 1 - 8 *REVOLT OF THE ZUGGS*
- 1 - 9 *BODIES WITHOUT MINDS*
- 1 - 10 *BROKEN BARRIERS*
- 1 - 11 *A PRINCE IN BONDAGE*
- 1 - 12 *WAR OF THE PLANETS*

BUCK ROGERS (1950)



Buck Rogers saved the universe over and over, using hardware standard in pulp-magazine space opera. His base was the world capital of Niagara, and his allies included the chaste-but-sexy Wilma, the Einsteinium Dr. Huer, and the courageous Martian Black Barney.

A novel became a comic book, a Mutual Broadcasting System radio serial (1932-1936 and 1939-1947) and a film serial starring Buster Crabbe, and then, at last, a television show which itself was updated three decades later. An attempt to cash in on the success of CAPTAIN VIDEO, this juvenile television series was transmitted live.

Due to budget limitations, although most of the action was set in the far future and referred to interplanetary adventure, most of the action was in the laboratory set, purportedly in a cave hidden behind Niagara Falls. Since most episodes were live, information about individual episodes remain sketchy, one writer who was involved was Gene Wychoff and a director was Babette Henry.

The first TV version of BR appeared on ABC in 1950 as a low budget live series. Buck Rogers was a 20th Century man who slept through the centuries only to awaken in the 25th Century where his skills were put to good use, keeping the world safe from mad scientists and aliens. Wilma Deering was Buck's low key love interest. Dr Huer the local scientific genius while Black Barney was his Martian crony. Buck operated from a secret base hidden behind Niagara Falls. In the 25th Century Niagra was the capital of the world, and much of the action of the series transpired at the secret base. Buck Rogers had debuted in 1928 in the pulp magazine *Amazing Stories*. The following year the character began appearing in a newspaper comic strip which is where he is best remembered. A radio series serial starring Buster Crabbe at the title role appeared in 1939. Several aborted attempts to bring Buck Rogers to TV also occurred.

The first was in 1949, a year before BR was produced. A PILOT starring Earl Hammond as Buck and Eva Maria Saint was made, but never broadcast. Ten years later in 1959 another Buck Rogers TV series made in to the pre-production phase. In 1977, two years before the now famous Buck Rogers series starring Gil Gerard appeared on NBC. NBC was developing a different version of the character. This project was put on hold and metamorphosed into the Gil Gerard series, which has its own entry in the volume.

Very little information is available on TV first Buck Rogers and it is unknown as to whether any Kinescopes of the actually exist. The first season of BR ran for 21 episodes with episodes such as 'The Scarlet Crescent' in which a shipment of a powerful explosive vanishes from Earth. The second series lasted a further 21 episodes.

The first season of Buck Rogers consisted of 21 episodes. The series debuted on 15 Apr 1950, episodes ran weekly until 2 Sept. 1950. No episodes of either season are known to exist. All available information on the episodes is presented here. The second season of Buck Rogers consisted of 21 episodes. They debuted on 12 Sept. 1950 and ran weekly through 30 Jan. 1951.

Of the science fiction series discussed in this volume the most elusive is Buck Rogers. A short-lived series at the dawn of television, the show was broadcast live between April 15, 1950, and January 30, 1951. No kinescopes of the series are known to have survived. Of the 36 episodes aired, only three titles have been unearthed by researcher Alan Morton: "The Space Monster" (June 3, 1950), featuring the last appearance of Kem Dibbs in the role of Buck, "Slaves of the Mind Pirate" (June 10, 1950), featuring the first appearance of Robert Pastene in the title role, and "The Scarlet Crescent" (August 19, 1950).

For unknown reasons, Kem Dibbs left the series after only eight appearances. Although brief, his stint as Buck Rogers did lead to a long career in television and films including appearances on Studio One, Playhouse 90 and Hallmark Hall of Fame as well as in films, among them *The Ten Commandments* (1956) and *Fate Is the Hunter* (1964).

TV's original Buck Rogers seems to have stayed within the framework originally established by writer Philip Francis Nowlan in his serialised novel, *Armageddon 2419 AD*, which first appeared in the August 1928 issue of *Amazing Stories*. Young Rogers took a job as a surveyor and was engaged in examining an abandoned mine on the outskirts of Pittsburgh, more than a little intrigued by the pungent atmosphere and glowing rock he discovered within the mine. A sudden cave-in traps Rogers, but he is miraculously rescued by another, much later shifting of rock. When Dibbs, as Buck Rogers, stumbles out of the cave, he discovers an entirely new world. It is 500 years later; the strange gasses inside the mine put Buck in a state of suspended animation for half a millennium. Rogers meets Lt. Wilma Deering (Lou Prentis), Dr. Huer (Harry Southern) and Black Barney Wade (Harry Kingston). The capitol of the world is now the city of Niagara and mankind is engaged in a series of skirmishes with nefarious extraterrestrial forces. Buck quickly throws in his lot with his new friends.

The commercial success of DuMont's *Captain Video* appears to have prompted ABC to try a live science fiction show of its own, although ABC seems to have undermined its own efforts. Like *Captain Video* and several of the other early science fiction entries, the budget for Buck Rogers was minuscule. The dominant set was reportedly an archetypal laboratory secreted behind Niagara Falls. Much more damaging, however, was the replacement of the title character after only eight episodes. Dibbs's replacement Robert Pastene made only five appearances as Rogers and then the show seems to have gone on summer hiatus for almost two months, a situation which undercut efforts to build an audience. The 23 episodes which followed were unable to sufficiently redeem the series, and ABC seems to have made the decision to cut its losses and concentrate on other more promising entries in the science fiction field including *Space Patrol* and *Tom Corbett, Space Cadet*. Allen Ducovny, producer of *Tom Corbett, Space Cadet*, suggested to an interviewer why he felt Buck Rogers failed as a series.

One of the big troubles that this kind of program finds itself facing is that in the last few years youngsters have become pretty well aware of what science can do and what it can't do, so they're fairly critical on technical grounds of electronic razzle-dazzle in stories. Buck Rogers went in heavy for disintegrate-ray guns and mad scientists. Kids will accept only so much of that nowadays. Ducovny's assessment of Buck Rogers' failure may or may not have been accurate; nonetheless, it is important to note that Ducovny's own show, *Tom Corbett, Space Cadet*, avoided those perceived pitfalls and prospered until the mid-1950s.

Technical Information

FORMAT: Live half hour series recounting the familiar story of 20th century Buck Rogers, who awakens from a state of suspended animation in the 25th century

BROADCAST HISTORY: Network: ABC. Original airdates: April 15, 1950, to January 30, 1951. Sponsor: Peter Paul Candy bars. Seasons: 2. Total episodes: 36 black-and-white.

Production Staff

Producers: Joseph Cates and Babette Henry. Director: Babette Henry. Writer: Gene Wyckoff

WR. Gene Wyckoff

DIR. Babe Henry.

EPISODES: 42 **YEAR MADE:** 1950 **COUNTRY:** US **SEASONS:** 2

ABC TV

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIAL

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 21, (2) 21

DATE OF PREMIER: 15/04/1950 **AIR DATE OF LAST EPISODE** 30/01/1951

SEASON DATE BREAKDOWN:

FILMS:

Buck Rogers KEN DIBBS (1950) /ROBERT PASTENE (1950-51) , Wilma Deering LOU PRENTIS, Dr. Huer HARRY SOUTHERN, Black Barney HARRY KINGSTON.

RELATED SHOWS:

BUCK ROGERS IN THE 25TH CENTURY

BUCK ROGERS (1939)

1 - 8 *THE SPACE MONSTER*

1 - 9 *SLAVES OF THE MIND PIRATE*

1 - 19 *THE SCARLET CRESCENT*

BUCK ROGERS IN THE 25TH CENTURY



Purists blanched, but BR was really a hero of the 1980s. Gone was the series character of the original comic strip. This young Buck was a brash, fun loving man who refused to take the computerised society of the future seriously. The series too, didn't take itself seriously - it aimed as escapist entertainment with a glossy slick package packed with special effects, and Buck Rogers had one other weapon to fight the ratings war - sex, mainly in the slinky form of actress Erin Gray who played Bucks sidekick Wilma Deering alluring jump-suits one size to small.

The premise behind the original 1925 comic strip (which ran for nearly 40 years) was the Buck Rogers, an ex Air-Force pilot, was overcome by a strange noxious gas while surveying an abandoned mine shaft near Pittsburgh, and spent 500 years, in a state of suspended animation. In this series however Buck was an American astronaut who, in 1987 is launched on a deep space probe. His rocket is blown on of trajectory and Buck is frozen for 500 years, returning to Earth in the 25th Century and becoming involved in a conflict between Earth and the Draconians, ruled by the evil (but beautiful) Princess Ardala.

All that happened in the PILOT episode 'Awakening' , but over here the series reached TV before the pilot, which has a cinema release, so Buck was already thawed, integrated and ready for action. Besides Buck and Wilma, other regulars were scientists Dr. Huer and Twiki, a vibrating voiced little ROBOT. Season Two saw the departure of Huer and the arrival of some new characters: Dr. Goodfellow (played with long suffering dignity by Wilfred Hyde White), Admiral Asimov (presented as a descendent of author Issac Asimov), and the tragic figure of Hawk, last survivor of a race of man-birds.

This major update of the 1950-51 TV series (see above) was a network attempt to cash in on the success of "Star Trek" and on the lesser success of "BATTLESTAR GALATICA" (itself ripped off from "Star Wars"), with some of the same campy attitude as the television "BATMAN." Six months before the television premier, the pilot was released under the same title on the big screen.

It is hard to say if the cocky attitude of the actors played against the big-budget special effects, or whether scripts that took the concepts more seriously might have deepened the show's impact. The show's executive producers were Glen A. Larson and John Mantley (2). BR producers were Richard Caffey (1), Jock Gaynor (1) and Josh Stevens (2). Supervising producers were Bruce Lansbury (1) and Calvin Clements (2). The show premiered in the US on 20th September 1979 (NBC) and in the UK on 30th August 1980 (LWT).

There were plenty of guest stars, lead by Buster Crabbe - who played Buck in the 1930s film serial - who came out of retirement - aged 71, to play an ageing Brigadier. Other notable were MY FAVOURITE MARTIAN star Ray Walston, BATMAN villains Frank Gorshin, Cesar Romero and Julie Newmar, plus Woody Strode, Robby McDowell, Jamie Lee Curtis and Jack Palance.

The series premiered in the UK in August 1980, with ITV in a concerted network move - scheduling it against the BBC's DOCTOR WHO. After just nine weeks Buck was pulling an average audience of 9.9 million against the Doctor's 9 million. It was a short lived success however. The series ended in mid 1981, though episode were rerun on BBC 2 in 1989, and again in 1994 and 1996.

This is the second of television two versions of Buck Rogers and is the best remembered one of the two. Premiering a year after BATTLESTAR GALATICA, BR was produced by Universal Studios, which also produced BATTLESTAR GALATICA. This allowed for a certain amount of Hardware from BATTLESTAR GALATICA to be recycled on BR, as well as having a special effects team already assembled and looking for work.

BR was cancelled at the end of its first season, however NBC changed its decision and the series came back as a mid season replacement with a vastly revamped format for the 1980-81 TV season. For its second season BR was moved away from Earth taking on a format similar to STAR TREK. Buck was no longer an agent of

the Earth Defence Directorate, instead he was an officer on board the Searcher. The Searcher was a starship designed to explore the universe for lost human colonies which had been set up before the great war. Dr. Huer stayed behind an Earth, but Wilma and Twiki joined the crew of Searcher.

Typical stories included 'Journey To Oasis' in which Wilma falls for an alien ambassador when her shuttle crash lands on an alien planet and 'Plot to Kill A City' Buck masquerade as an assertion to infiltrator a group of assassins who want to explode New Chiagos matter-anti matter reactor. Four of the episodes 'Awakening', 'Planet of the Slave Girls', 'Plot to Kill a City' and 'Time of the Hawk' were all shown as TV movies in the US. The stories were weak and nobody much cared for Buck as a cocky, wise cracking loud. The show improved in the second season, with better scripts and the new alien character Hawk, but it was too late.

After their success with FLASH GORDON, also played by Crabbe, in two serials (1936 and 1938), Universal cast him as Buck Rogers, the other famous space-opera hero of the newspaper comic strips. This serial, not as lavish or baroque as the first Flash Gordon serial, concerns Buck's waking after a 500-year sleep (in the Arctic) to discover that the Zuggs from Saturn have invaded Earth aided by the villainous Killer Kane (Warde). He teams up with Wilma (Moore) and Dr Huer (Shaw). The remaining episodes deal with their travels to Saturn to face the Zuggs on their home ground, and their efforts to avoid the usual hazards of crashing spaceships, ray-guns, robots and mind-control devices. Edited episodes were later cobbled together as a feature film, Planet Outlaws (1953), re-edited as Destination Saturn (1965).

The second of television's two versions of Buck Rogers is the best remembered of the two. Premiering a year after BATTLESTAR GALACTICA. Buck Rogers in the 25th Century was produced by Universal Studios, which also produced BATTLESTAR GALACTICA. This allowed for a certain amount of hardware from BATTLESTAR GALACTICA to be recycled on Buck Rogers as well as having a special effects team already assembled and looking for work. In an effort to test audience reaction to the series, the pilot film was released theatrically six months before the series appeared on TV. It met with positive reviews both at the cash box and by the critics.

Based upon the same comic strip as the first Buck Rogers series. Buck Rogers in the 25th Century is about a 20th century man who finds himself in the future where he must save the world. Updating the original concept. Buck is now astronaut William 'Buck' Rogers. In 1987 he was the sole astronaut on board the last of NASA's deep space probes, Ranger III. A malfunction occurs on board which freezes his life support system, placing Rogers in suspended animation, and placing Ranger III in an orbit which returns it to Earth 500 years into the future.

Buck Rogers in the 25th Century was cancelled at the end of its first season, however NBC changed its decision and the series came back as a mid season replacement with a vastly revamped format for the 1980-81 TV season. For its second season Buck Rogers in the 25th Century moved away from Earth taking on a format similar to STAR TREK.

Buck Rogers in the 25th Century marked prolific writer/producer Glen A Larson's second foray into epic Science Fiction entertainment for the small screen. However, whereas Larson's first entry, BATTLESTAR GALACTICA, was an ambitious, reverential and ponderous affair inspired by the likes of Von Daniken's Chariots of the Gods, Buck Rogers was strictly a lightweight and undemanding Space Opera, initially billed by its creator as "Burt Reynolds in Space". For Larson, simplicity proved to be the key to getting the 'green light' for Buck.

Based on the character created by.. Philip F. Nowlan; Developed for television by: Glen A. Larson, Leslie Stevens; Producers: (year 1) David O'Connell, John Gaynor; (year 2) John Stephens, Calvin Clements, Sr.; Executive Producer: (year 1): Bruce Lansbury; Executive Producer: (year 2): John Mantley; NBC/ Universal; 60 minutes.

Buck Rogers' rockets fizzled the first time he tried to blast off in a TV series. In 1950, a live, videotaped New York production starred Kem Dibbs as Buck, Lou Prentiss as Wilma and Harry Sothern as Dr. Huer. After a few episodes, Robert Pastene stepped in as Buck. The series, done on an extremely low budget, was creaky even by primitive TV standards and exhausted its welcome within a year. Buck had been a lot more successful as a comic strip in the newspapers (1931-1956), and in 1939 Buster Crabbe played him in the movie. (Crabbe was better known as another comic hero, Flash Gordon). In 1967, ABC-TV got serious and agreed to mount an expensive Buck Rogers series using state-of-the-art special effects. Buck was going to be portrayed as a witty superhero in this MGM production. The project burned out during the storyboard stage. With the success of the film Star Wars in 1977, and the popularity of Battlestar Galactica a year later, Universal studios decided to launch a Buck Rogers series for the 1979-80 season. According to writer Dorothy C. Fontana, it took awhile for the studio and network to decide what kind of series they wanted "Originally, Buck Rogers was planned as a series of two-hour movies," she says. "My brother, Richard, and I wrote a two-hour script for producer Leslie Stevens. Unfortunately, Universal decided to go ahead with an

hour format instead. The next producer, Andrew Fenady, had a different take on the series. This would have been a true adventure series. Fenady had a good sense of character and the action-adventure genre. David Gerrold was on that version as story editor."

This version was also aborted during the script stage, and the next metamorphosis took Buck into the orbit of campy adventure. "There was too much emphasis on Buck being just a happy-go-lucky kinda guy, with too many jokes and cute characters, including the beede-beedebe robot [Twiki]," says Fontana. "The versions that would have worked best would have been the Leslie Stevens two-hour movies."

Stevens and writer Glen A. Larson, who had just finished *Battlestar Galactica*, joined forces to create the light-hearted version of Buck Rogers. "I wrote a two-hour script with Leslie Stevens and that's what sold the series to Universal," claims Larson. Larson and Stevens had a good working relationship that dated back almost a decade. "I had been a protege of Leslie's many years earlier on *McCloud*, and we worked together on *Battlestar Galactica*. He had great style and wit.

We flew to Hawaii to discuss the Buck Rogers script, and Leslie lay on the beach at night and stared up at the constellations. He knew them forwards and backwards! We discussed the fanciful approach to the character and developed the pilot as a Trojan Horse story. Princess Ardala's flagship is brought through Earth's defenses under the guise of peace. I took one section, Leslie took another and we worked out a script. I then brought in Gil Gerard as Buck without so much as a reading and without any discretion from the network. It was a foregone conclusion in my mind that Gerard was going to play Buck. That's a rarity. That was the only time in my career where the leading man was cast without any network input at all."

Although filmed for TV, the pilot was released in theaters to capitalize on the post-*Star Wars* success of space operas. Once the pilot was

completed, Larson's involvement with the weekly series was minimal. "I only supervised or hired people who produced the episodes. One thing I didn't want either *Battlestar Galactica* or *Buck Rogers* to become was a monster-of-the-week show. That represents the poorest level of writing. I wanted them to represent good drama with some intellectually challenging concepts. That viewpoint was not necessarily shared by the people who produced the weekly *Buck Rogers* series. They did their own thing, and I'm not going to knock them. I had been paid handsomely by the studio [to do the pilot], and I had other things to work on."

It's a wonder actor Tim O' Connor ended up playing Dr. Elias Huer on the series. As a small child, he had had trouble pulling off his *Buck Rogers* space helmet. "The darn bubble on top of the helmet would catch my hair every time I tried to pull it off," the actor laughs.

Darting around the neighborhood with his ray gun primed O'Connor's interest for the series 40 years later. As Dr. Elias Huer, O'Connor envisioned the scientist as, a genius who is very capable but also a bit of a fuddy-duddy. He uses this fuddy-duddiness to escape the day-to-day goings-on in this large organization. Most people leave him alone because they think he's a crazy guy. Buck and Wilma discover that he's a great friend, and Huer is taken with them as well. That's the kind of character I was working towards. But that slipped away as the series progressed. Huer ended up behind his desk all of the time, and Buck and Wilma would come to him for their briefings about their next mission. That was a mistake.

"There was an early episode where Huer is given a plant. For the next three episodes, the plant keeps growing, and Dr. Huer becomes leery of it. He feels the damn thing is spying on him. Huer gives it double-takes, and the scenes are very funny and cute. But the producers decided to cut that back. Instead, Huer ended up sending Buck off on missions. Originally, Buck was supposed to get his orders from a main office somewhere. That's when he and Wilma would come to Dr. Huer's lab. Huer would offer them some kind of weapon or tool for their mission, and his lab would be loaded with far-out, special-effects experiments. It was an opportunity to show, technically, how the world of the future worked. Funny things would happen in the lab, and we'd see Huer's reaction to them.

The first episode had me staring into this bubbling tank of chemicals, and some weird object is inside it. The camera filmed me from the other side, and my eyes looked like saucers three feet wide. In another episode, I'm fascinated by some of Buck's old toys. I blow up a balloon, and it flies out of my mouth and shoots around the room making a funny noise. Those were the kinds of things I wish had been kept as the series progressed.'

While O'Connor became straight man, he also noted that Gil Gerard and Erin Gray had some reservations about their character relationship as well. "Gil and Erin worked very well together, but the writers never developed their relationship. Buck and Wilma had a kind of adversarial relationship as well as one that bordered on being sexy and sensual. They also cared for each other. Some of the directors understood this, others didn't. The characters' relationship was often reduced to an adolescent level. Gil and Erin complained about that. Gil in particular was very forceful whenever he felt the series drifted away from its original premise."

In terms of the stories, O'Connor appreciated the camp quality of Buck Rogers. "It was part of the show's allure," he says. "Originally, Buck Rogers was designed to shoot for the kid audience. They planned to market all of these little dolls of Buck, Wilma and Dr. Huer. It turned out the age of our audience went up to 45! Men in particular enjoyed seeing it after a hard day's work. It was undemanding, it had lots of special effects, lots of good-looking people, some tits and ass, and lots of action. The humor and camp were also part of the appeal. That's what Buck Rogers was, a tongue-in-cheek show. But while it was camp, it couldn't be treated as such. If you perform it that way, you're going to fail."

Captain Buck Rogers found the twenty-fifth century filled with larger-than-life space villains. There were also space casinos, galactic space pageants and futuristic rock 'n' roll bands. One running joke throughout the series (devised by story editor Alan Brennert) was Earth's landing bay reception room. Attentive viewers listening closely to the background loudspeaker voice would hear names such as Isaac Asimov and Christopher Pike (Star Trek's first captain), announced as arriving guests.

Occasionally, the writers were inspired by dramatic themes, but their episodes were retitled with names that conjured up pulp fiction. "I wrote one episode where Buck was forced to land on a hostile planet," says Dorothy Fontana. "Once there, he discovers that the entire defense of the planet is in the hands of women. Unfortunately, the war hasn't gone their way, and the enemy is coming for them. Buck helps them defend their planet the best they can, and the women make it through. The story was based on the way women rallied to replace men on the home-front during World War II and the way Israeli women served in their armed forces. But the title they gave my script, 'Planet of the Amazon Women,' makes me shudder!" Despite its equally silly title, one exciting episode that stands out in Tim O'Connor's mind is "Planet of the Slave Girls."

"Buster Crabbe made a guest appearance, and he had some dialogue that played off the fact that he had been the original Buck Rogers," he recalls. Crabbe fit right into the high tech world of Buck Rogers. "He had been out of the business for a while, but he was no dummy," says O'Connor. "He wasn't standing there scratching his head and wondering what was going on. He was impressed by the changes in film technology. He was a very knowledgeable guy, and he shared a lot of wonderful old stories. I think his mother had been a Hawaiian princess.

O'Connor remembers other episodes for less pleasant reasons. "I had the hell scared out of me once. Gil, Erin and I were walking down the hall of a corridor, and the doorway was supposed to blow out. It exploded a couple of seconds too late. It just missed us. The door roared past us and slammed against the far wall. We could have been seriously hurt. It took the special effects guys 45 minutes to reset the explosion. So we did it again, and believe me, you're seeing three extremely nervous actors as we go down that hall, carrying on dialogue as if we were nonchalant. We got past the door, it exploded on cue and we got sprayed with bits of junk. All part of the job!"

Director Larry Stewart recalls, "We had constant problems with those sliding doors. We kept slicing actors in half. The prop-man who operated the doors off-camera would have to guess when to open and shut them. At one point I had a button that I pressed in my hand. A light bulb would go off next to the prop-man, telling him when to open and close the doors. But every now and then, the prop-man got antsy and he'd close the door too soon. He'd cut an actor in half!" One robotic effect was Twiki, Buck's wise-cracking mechanical partner. The actor inside the suit was Felix Silla, a short-stature actor who had played Cousin It on TV's *The Addams Family*. "Felix had the toughest job of anybody on that show," says Stewart. "He had to stay in that bloody robot suit all day. During the summer he would cook inside that thing. We couldn't take him out of the suit because it took too long. We could at least take his mechanical head off, and we'd put cold rags over his face and neck. He never lost his sense of humor and he was never nasty. He was a wonderful guy."

"Felix was a sweet, family man," recalls O'Connor. "Once he and I had to fly to New York to do a 15-minute show for PBS. We stayed three or four days. I called Felix at his hotel and asked him to meet me in the city for lunch. Felix had an excuse that sounded reasonable. I said, 'Well, then, maybe we can meet for dinner this evening?' He politely balked at the suggestion. The conversation now struck me as being rather odd. I said 'Felix, what's wrong? You've been cooped up in that hotel all day. Don't you want to get out?' "Felix replied, 'Actually, Tim, I can't go out unless I have somebody with me. I'm so small that somebody could just pick me up and run away with me. That happens frequently with dwarves.' I was absolutely stunned. I realized that was a valid concern."

O'Connor also enjoyed working with Gil Gerard and Erin Gray. "This was one of the first shows Erin ever did," says O'Connor. "She was a very successful model, and she picked Buck Rogers as her first dramatic series. She was a very serious actress, but also fun-loving, very smart, and she had a wonderful time on the show."

"The network wanted to replace Erin at the very beginning," recalls producer John Gaynor, (Cso we had to test

dozens of girls as a replacement. None of them worked out, and the network had to go back to Erin and eat a little crow. She was a lovely girl and very cooperative to work with. One thing she didn't like was to dye her hair blonde. Over the season, we let her gradually return to her normal hair color, which was light brown."

As the star of the series, Gil Gerard felt the responsibility that was on his shoulders. The week the series premiered, he told the *Denver Post*, "If the audience likes me, Buck Rogers will be a success. If they don't, it will fail."

"Gil worked very hard to make the show a success," says Gaynor. Larry Stewart agrees. "Gil was very dedicated and a hoot to work with. Gil had an interesting problem. He had very fine and delicate hair. Whenever he took his helmet off, he had to go through a whole hairdressing process to make it look right again. You'll notice as the series went on, Buck kept his helmet on. He'd be in these dumb positions with his helmet on and you got to wonder, 'Why the hell doesn't he take his helmet off?'"

The production of Buck Rogers involved huge sets, expensive miniatures and big casts. "It was a tough show to produce," notes Gaynor. "It was the most expensive hour-long show being made at the time. Pressure from the studio and the network to keep costs down was constant. The network was also concerned with violence. Every act of violence was counted, and you were allowed only so many. The skimpy costumes on the girls, which we liked, were also an issue. The network always wanted to approve the costumes beforehand. They didn't like surprises! David O'Connell [producer] and I were proud of receiving an award for having the most chauvinistic show on TV because of the way we presented women. It was our intention to use beautiful girls in brief, futuristic costumes. N.O.W. and other women's groups objected strongly to that. That gave us quite a few laughs!"

"The special effects on Buck Rogers were very good," recalls director Larry Stewart. "One of the reasons I was hired was because of my early training on the Sam Katzman serials. I knew about using the optical printer, which was the basis of most special effects at the time. If someone on Buck Rogers held a gun and went zap, the actor had to hold that gun in position for a beat before he could move his hand again. That gave the optical guys time to animate the zap beam shooting from the gun."

"The special effects ran smoothly, but every now and then, the effects house at Universal would come up with a problem that really wasn't a problem. In 'The Flight of the War Witch,' Buck Rogers warped into a new universe, so we needed a new starfield. The optical house guys suddenly said, 'Geez, we've got the spaceship and we've got the new starfield but we haven't had a chance to put them together. We're not gonna make the production deadline!' I went over to them and said, 'You've got the spaceship, right? And you've got the starfield ... put the two damn things in the optical printer and press the button that says Forward.' They looked at me and said, 'Oh, we'll try that.' They did, and it worked. So sometimes the effects problems were make work problems that would be shifted down to us on the set to solve."

As for the acting, Stewart, a former casting director, recalls, "We were able to get some pretty fair actors to guest-star on Buck Rogers. There was nothing cheap about the series. The episodes were well done and actors were having fun on them."

"The only way you can do episodic TV is to pretend that it's the greatest damn thing that you've ever done in your life," says Tim O'Connor. "Buck Rogers wasn't the greatest thing I had ever done, but I did want it to succeed. I worked on it as if it was the best material I had ever read." O'Connor admits that the futuristic trappings were a critical part of the show. "They put a lot of money into the show's original production and sets. The wonderful effects, elaborate sets and the beautiful girls were an important part of the first season's success."

Although Buck Rogers was usually in the top 40, NBC felt that the series could be improved upon. "Fred Silverman was the head of NBC, and although the series had reasonably good ratings, he decided he was either going to kill the show or make some drastic changes," says O'Connor.

"It was a particularly annoying situation," recalls Larry Stewart. "Silverman decided to fix something that wasn't broken. Buck Rogers had been doing well with a comedy lilt to it and Silverman decided he wanted Gtinsmoke in space. [Executive producer] Bruce Lansbury and the other producers were let go, and John Mantley, who had produced *Gunsmoke*, was brought in."

"We had a steady following and good ratings," says Gaynor. "It was a children's show that also had tongue-in-cheek for the adults. The network wanted to change the formula. They ruined it by trying to turn it into an adult show with messages."

One character who wouldn't be returning for the show's second season was Dr. Huer. "I really found out by accident," says O'Connor. "Everyone else on the show knew that I wasn't going to be back, but I didn't find

out until much later. They even had a big party at NBC, introducing the next season's shows. They introduced me even though Fred Silverman knew I would no longer be in the show. Gil and Erin also knew, and I suspected from their tone that there was something afoot. After the party, I said to myself, 'Hmmm ... I think I've been dropped from the show!' I called the producer, and he told me. I was disappointed. I was also saddened that they were going to change the show. I almost called Silverman, not to complain, but to tell him that he was taking a big risk with the series by changing it."

O'Connor did watch some of the second season out of curiosity, recalling, "It began to look a lot like that old fantasy show of the 1960s that got goofy, *Lost in Space*, with the funny old character and the talking robot. For me, it wasn't Buck Rogers anymore. It seemed very talky and pretentious."

"They lost the humor," says Larry Stewart, and the uncomfortableness Buck had being out of his own time. We used to have shows where Buck would try to teach ping-pong to people, or introduce slang from his century. I felt the second year got rid of Buck's humanity. It became a much more serious, 'We gotta get the bad guys!' The writing was pedantic. Interestingly, none of the directors from the first season were called back. John Mantley was interested in purging the lightness and comedy from the show. It wasn't that the direction they took was bad. It was that the audience said, 'Hey, what happened to the show we liked?' Another factor was that Gil Gerard had made the show work with his sense of humor. However, Gil was not a Charles Bronson or Clint Eastwood type. The 'new' Buck didn't fit the actor."

The series probably got changed because Fred Silverman said, 'We're looking for an excuse to renew a show that probably needs a boost,'" notes Glen Larson. "Science fiction has always suffered from low ratings. Mantley may have been brought in because of his success with *Gunsmoke*. NBC felt he would tell 'people' stories in a space environment. Therefore, they might attract people who might otherwise not watch science fiction."

The second season's momentum was hurt by an actors' strike in Hollywood. The new Buck Rogers premiered in January 1981. Buck and Wilma were now aboard the starship *Searcher* with Admiral Asimov (Jay Garner) and kindly old scientist Goodfellow (played by veteran English actor Wilfred Hyde-White). In their search for other humans, the *Searcher*'s crew took on a *Star Trek*-like exploration of the universe, encountering alien life forms and helping to maintain intergalactic peace.

The most intriguing cast addition was the character of Hawk (Thorn Christopher). When his people are killed by humans, Hawk seeks revenge and becomes Buck's mortal enemy in the season's debut segment, "Time of the Hawk." Hawk gradually strikes a truce with Buck, and they become friends. Then Christopher infused the alien Hawk (part hawk, part humanoid) with a quiet strength and loyalty.

"NBC's casting director, Joel Thurm, called my agent and told him, 'Buck Rogers is writing in a new character—a bird man. Would you come out to the West Coast and read for it?'" recalls Christopher. "I was in New York. The fortunes of the fates were generous, and the role became mine." Christopher had a definite point of view as he portrayed the character, who was the last of his species. "Inherent in the role from the first reading was the sense of Hawk being an outsider—the outcast—the lone pilgrim in space," says Christopher, "and ultimately, the noble savage in the romantic sense. These were the elements I used to make such an exotic character believable. I enjoyed exploring the valley of hurt that Hawk seemed to exist in. The loss of his people, his family and the loss of his wife, Koori, by Hawk's own accidental hand. He was the stranger in a strange land."

Christopher's favorite episode was "Time of the Hawk." "It was as all launchings should be," he marvels. "Perfect. Director Vincent McEveety was incredible to work with. He 'presented' Hawk, not just introduced him. The actors and crew treated the moment [of Hawk's presentation] as something special. I knew working with all of these unique people that my life from that moment on would never be the same." As the new season progressed, vocal fans of the series made two things clear. First, they didn't like the new voice for Twiki (Bob Elyea). Voice master Mel Blanc (best known as the voice of Bugs Bunny and many other cartoon characters) returned to the part. Secondly, mail reflected an enthusiastic acceptance of Christopher and his alien character. Unfortunately, the intriguing dimensions Hawk could have provided the series didn't materialize, though Christopher remembers that "John Mantley; our executive producer, said to me during production that if the series continued, there would be more opportunities for Hawk to generate some strong storylines of his own as opposed to just responding to them."

Christopher recalls Mantley "as a writer, an actor and a man of strong professional taste. He gave science fiction an added dimension on TV. His very sharp intelligence combined with a true sense of drama and theatrical compassion made all of the elements work." Overall, the actor says the second year was represented by "some wonderful work done by everyone involved. Gil Gerard and Erin Gray were wonderfully generous in sharing the work with me. Never once did they, as the stars of the show, attempt to have this exotic character of Hawk—feathers, spandex and breast plate—moved into the shadows. Gil is one of the nicest actors

a man from the past -- he helps them to repel the Draconians' attack, with the aid of the mechanoids Dr. Theopolis and Twiki.

Wr Glen A. Larson, Leslie Stevens

Dir Daniel Haller

1 - 2 *PLANET OF THE SLAVE GIRLS (105 MINS)*

Most of Earth's defense squadron becomes incapacitated after ingesting poisoned food discs. Buck travels to the planet of the food's origin, Vistula, with Wilma and flight instructor Duke Danton, an Wilma's old boyfriend. On the planet, they trace the plot to a man named Kaleel who has been selling slaves to the planet's governor and secretly building an attack fleet. With so few fighter pilots, Earth's defense force is now outnumbered 10-to-1. Buck must rescue Wilma from Kaleel's mountain fortress and destroy the fleet before they can reach Earth.

Wr Steve Greenberg, Aubrey Solomon, Cory Applebaum

Dir Michael Caffey

1 - 3 *VEGAS IN SPACE*

Buck is sent to the gambling city Sinaloa with Directorate special agent Marla Landers to rescue a young woman who has been kidnapped by the city's ruler, Velosi. Velosi plans to extract some information from the woman's mind in order to destroy one of his competitors. The information involves plans for the Draconian Hatchet fighters, which have been plaguing Earth's defense forces.

Wr Anne Collins

Dir Sigmund Neufeld Jr.

1 - 4 *THE PLOT TO KILL A CITY (1-2)*

After a Defense Directorate agent kills a member of a group of interstellar assassins, they plot to take their revenge on the city of New Chicago. Buck masquerades as an assassin and joins the group, but is soon uncovered. He must now, not only escape from the assassins, but also stop them from detonating New Chicago's matter/antimatter energy plant.

Wr Alan Brennert

Dir Dick Lowry

1 - 6 *RETURN OF THE FIGHTING 69TH*

Some time before Buck Roger's arrival, Col. Wilma Deering had set out to capture two interstellar gun runners. A fire in their spacecraft left them disfigured and they now set out to take their revenge on Wilma and Earth. Capturing a freighter with 20th Century chemical weapons, they plan to poison the planet's atmosphere. With the aid of retired members of the Earth Defense Directorate's 69th Squadron, Buck and Wilma attack the gun runners' base to destroy them and the chemical weapons.

Wr David Bennett Carren

Dir Philip Leacock

1 - 7 *UNCHAINED WOMEN*

Buck masquerades as a convict to break into a prison in an attempt to rescue Jen Burton, who took the blame for a murder her boyfriend, a shipping pirate, really committed. The Earth Defense Directorate believes that she can supply information to put the pirate in jail. Breaking out of the underground prison, Buck and the woman head for a nearby spaceport for return to Earth, but they are pursued by an indestructible android prison guard.

Wr Bill Taylor

Dir Dick Lowry

1 - 8 *PLANET OF THE AMAZON WOMEN*

Kidnapped to the planet Zantia, Buck finds himself auctioned off to Ariela, the daughter of the planet's Prime Minister. Through her, Buck learns that the planet's male population is being held as prisoners of war of a people called the Ruathans. Buck agrees to help the women free their men in return for his own freedom.

Wr Clayton Richards, Michael Richards

Dir Philip Leacock

1 - 9 *COSMIC WHIZ KID*

Hieronymous Fox, an 11-year-old child genius from the 20th Century is kidnapped for ransom by the sinister Roderick Zale. The boy is the President of the planet Genesisia and his bodyguard fears that he will be killed because they cannot meet the ransom demand. Buck, Wilma, and the bodyguard then make separate attempts to rescue the boy.

Wr Alan Brennert

Dir Leslie H. Martinson

1 - 10 *ESCAPE FROM WEDDED BLISS*

Princess Ardala returns to try to make Buck, who she considers the most genetically perfect male in the galaxy, her husband. With a powerful weapon poised in Earth orbit, she commands Earth's leaders to turn Buck Rogers over to her or else....

Wr Cory Applebaum, Michael Bryant

Dir David Moessinger

1 - 11 *CRUISE SHIP TO THE STARS*

Murder and romance await Buck, Wilma, Theo and Twiki aboard the cruise ship Lyran Queen. Buck befriends a shy young girl while investigating the attempted kidnapping of beauty queen Miss Cosmos by a woman with superpowers. To his surprise, Buck learns the true identity of the mystery woman as he seeks the location of Miss Cosmos before a deadly dissection laser kills her.

Wr Michael Bryant, Cory Applebaum

Dir Sigmund Neufeld Jr.

1 - 12 *SPACE VAMPIRE*

No one believes that the Vorvon, who sneaks up on his victims and drains their living soul, is responsible for a series of deaths on Space Station Theta except Wilma -- his next intended victim.

Wr Kathleen Barnes, David Wise

Dir Larry Stewart

1 - 13 *HAPPY BIRTHDAY, BUCK*

It's Buck Roger's 534th birthday, and Wilma and Dr. Huer plan a surprise party to cheer up the homesick astronaut. Wilma arranges to get Buck "out of the way" by having him accompany Dr. Huer's assistant to New Detroit with the doctor's business schedule. Meanwhile, a man who is plotting revenge against Huer attempts to gain access to the schedule from the assistant so that he can ambush and kill Dr. Huer.

Wr Martin Pasko

Dir Sigmund Neufeld Jr.

1 - 14 *A BLAST FOR BUCK*

To discover the secret behind a terrifying riddle presented to him, Buck subjects himself to a mind probe in an attempt to find out who is responsible for the mysterious objects being transported into the Defense Directorate's building.

Wr Richard Nelson

Dir David G. Phinney

1 - 15 *ARDALA RETURNS*

Princess Ardala returns with another plan to snare the man from the 20th Century. This time, she captures Buck by luring him aboard a phoney 20th Century spaceship like his Ranger III. Once aboard the flagship Draconia, Kane creates four duplicate androids of Buck in an attempt to have them pilot the Draconian Hatchet fighters in an attack against Earth.

Wr Chris Bunch, Allan Cole

Dir Larry Stewart

1 - 16 *TWIKI IS MISSING*

Twiki is kidnapped by the evil ruler of a mining colony who, faced with an uprising of the mine workers, plans to make duplicates of the mechanoid to work the mines. While in the mines attempting to rescue Twiki, Buck discovers something that will help Earth destroy a 10-ton ice asteroid that is on a collision course with Earth.

Wr Jaron Summers

Dir Sigmund Neufeld Jr.

1 - 17 *OLYMPIAD*

Buck is invited to be the special guest of the 2492 Olympics. Shortly after arriving on the planet where they are being held, he is drawn into a game of political intrigue as an athlete from the planet Lozira attempts to defect to Earth.

Wr Craig Buck

Dir Larry Stewart

1 - 18 *A DREAM OF JENNIFER*

Buck is haunted by the appearance of a young woman who bears a striking resemblance to Jennifer, a

woman who Buck left behind when he was propelled into the 25th Century. He follows her and soon discovers that she was made to look like Jennifer in order to lure Buck into a trap set by an alien who wants Buck to stop a space freighter from delivering weapons to a planet his people hope to conquer.

Wr Alan Brennert

Dir David G. Phinney

1 - 19 *SPACE ROCKERS*

The evil Lars Mangros plans to broadcast a subliminal signal during the next performance of the rock group Andromeda that will cause the youth of the galaxy to riot. Buck infiltrates Musicworld, where the broadcast will originate, in an attempt to stop the madman from destroying the galaxy's cities.

Wr Chris Bunch, Allan Cole

Dir Guy Magar

1 - 20 *BUCK'S DUEL TO THE DEATH*

Buck attempts to free a peaceful planet from the powerful grip of an evil warlord known as the Traybor. He leads a band of men into Traybor's fortress in the hope of freeing the women the alien has kidnapped, but Traybor has a few special powers that may end Buck's career at any moment.

Wr Robert Gilmer

Dir Bob Bender

1 - 21 *FLIGHT OF THE WAR WITCH (1-2)*

Buck journeys through a space warp into another universe, where he discovers that the peaceful planet Pendar is being threatened by the sinister war witch Zarina. The Pendarans enlist the aid of Buck and Princess Ardala, who had followed Buck through the space warp, and an unsteady alliance between the humans and Draconians is formed as Buck leads a combined fleet against Zarina's battlecruiser.

Wr Robert Gilmer, William Mageean

Dir Larry Stewart

2 - 1 *TIME OF THE HAWK (1-2)*

Buck, Wilma, and Twiki set off into deep space aboard the Searcher, a starship on a mission to find the lost tribes of Earth -- humans who fled to the stars after a nuclear holocaust that all but destroyed the planet. The Searcher encounters a severely-damaged spacecraft with one survivor, who tells them of a savage attack by a bird-man named Hawk. Searcher sets course for the planet where it is believed Hawk lives, and Buck soon becomes involved in a desperate battle of wits and piloting skills with Hawk. Hawk's mate, who was a passenger in Buck's ship, is mortally wounded in the battle and Buck and Hawk form a shaky alliance to seek medical aid for her. Eventually, Hawk joins the crew of the Searcher, looking for others of his kind.

Wr Norman Hudis

Dir Vincent McEveety

2 - 3 *JOURNEY TO THE OASIS (1-2)*

Hawk's first mission among the humans is to join Buck, Wilma, and Dr. Goodfellow in escorting Ambassador Duvoe to a peace conference that could avert a terrible galactic war. Crisis strikes as their shuttle passes through an electric storm and crashes in the desert. With contact with Searcher impossible, the party must travel by foot to Oasis, encountering savage mutants and a mischievous gnome named ODX.

Wr Robert Mitchell, Esther Mitchell

Dir Daniel Haller

2 - 5 *THE GUARDIANS*

Buck finds himself entrusted with a bizarre glowing green box when he and Hawk find an old man near death on a remote planet. Back on the Searcher, the box creates a series of bizarre images in the minds of the crew members. In reality, the box has taken control of the Searcher and sent it at fantastic speeds toward an unknown destination.

Wr Paul Schneider, Margaret Schneider

Dir Jack Arnold

2 - 6 *MARK OF THE SAURIAN*

The Saurians plot to destroy the Searcher and start a galactic war by infiltrating the starship and a space station in human disguise. Only Buck, who has contracted a strange virus, is able to see the true form of the Saurians, but no one believes him. When the Saurians realize that Buck is a threat to them, he becomes the target of their assassination attempts.

Wr Francis Moss

Dir Barry Crane

2 - 7 *THE GOLDEN MAN*

The Searcher rescues a gold-skinned boy from an escape capsule in an asteroid field. When the ship collides with one of the asteroids, the boy displays his powers of molecular alteration by rescuing Admiral Asimov from beneath a fallen girder. The boy assures the crew of the Searcher that, with the help of his companion, who is on a nearby planet, he can dislodge the ship from the asteroid. But when Buck and Hawk go to the planet to get the companion, they find that he is being held captive by a man who wants to use the boy's powers for his own greedy purposes.

Wr Calvin Clements Sr., Stephen McPherson

Dir Vincent McEveety

2 - 8 *THE CRYSTALS*

Buck, Wilma, and Hawk are confronted with a bizarre riddle on an alien planet they are exploring for crystals to power the Searcher. Part of the riddle is the connection between a young woman and an eerie, mummy-like creature they encounter on the planet. Meanwhile, on the Searcher, the android Crichton believes he has discovered the link -- one that is crucial to the success of their mission.

Wr Robert Mitchell, Esther Mitchell

Dir John Patterson

2 - 9 *THE SATYR*

Buck and Twiki come across the survivors of a failed colony, a young widow and her son. The woman tells Buck that the other colonists all fled the planet as the result of a plague. Buck is confused by the woman's refusal to leave the planet despite being repeatedly being menaced by a goat-man named Pangor; but he soon discovers the truth about the plague when he contracts it and begins to turn into a goat-man himself.

Wr Paul Schneider , Margaret Schneider

Dir Victor French

2 - 10 *SHGORATCHX!*

Buck is ordered to explore a derelict spaceship that the Searcher encounters, and finds it filled with solar bombs and crewed by seven little men. They are escorted back to the Searcher and Admiral Asimov takes their ship in tow to a place where the bombs can be safely detonated. Assuming the little men can cause no real harm, Buck places them in the care of Wilma; but the little men have never seen a woman before and are intent on finding out what all of the "funny little bumps" are.

Wr William Keys

Dir Vincent McEveety

2 - 11 *THE HAND OF THE GORAL*

Buck, Wilma, and Hawk explore a strange planet and come across the wreckage of a spacecraft and its lone survivor. He is taken back to the Searcher by Wilma, while Buck and Hawk continue to explore. After some unexplained happenings on the planet, they return to the Searcher, where they find that everyone has undergone personality changes -- becoming the opposite of their real selves. Buck soon learns that he can not even trust Wilma and Hawk to help him solve the mystery of what has happened.

Wr Francis Moss

Dir David G. Phinney

2 - 12 *TESTIMONY OF A TRAITOR*

An ancient videotape is discovered that proves that Buck was involved in the nuclear holocaust that nearly destroyed the Earth hundreds of years before. Commissioner Bergstrom convenes a war crimes trial aboard the Searcher and, if Buck is found guilty, faces a death sentence. In a desperate attempt to clear himself, Buck agrees to another mind probe, but his memories seem to confirm the charges.

Wr Stephen McPherson

Dir Bernard McEveety

2 - 13 *THE DORIAN SECRET*

Buck and Hawk are sent to a space station to pick up the survivors of a planetary disaster and transport them to a new home. Before departing, Buck rescues a young woman from a group of Dorian thugs. Later, while enroute to the planet, the Searcher is attacked by a Dorian craft, which demands that the woman be returned for the murder of a warlord's son. As the Dorians persist and subject the Searcher and its passengers to a severe pounding, the refugees begin to rebel, insisting that the woman be turned over. Eventually, Buck discovers that truth about the woman and the startling reason why the Dorians always wear what at first appear to be merely ceremonial face masks.

Wr Stephen McPherson

Dir Jack Arnold

BUDDIES, THE

WR.**DIR.****EPISODES:** 1 **YEAR MADE:** 1967 **COUNTRY:** CAN **SEASONS:** 1*CTV TELEVISION NETWORK LTD.***CREATOR:****TYPE OF SHOW:** SPACE**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English**SEASON BREAKDOWN:** (1)**DATE OF PREMIER:** 09/09/1967**AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Commander Bi Bi Latuque PETER CULLEN, Space Cadet Wilbur TED ZIEGLER

BUFFY THE VAMPIRE SLAYER

AKA: **BUFFY THE VAMPIRE SLAYER: THE SERIES**



Buffy is sixteen years old and is the "chosen one". She gets to kill vampires because it is her destiny to do so. She had a bad reputation at her old school in Los Angeles because she had burned the gym down. The principal at her new school at first rips up her records, and then tapes her records back together again. Buffy tries to explain that the gym at her old school had to be burned down because it was full of vampires!

Buffy and her mom just want a fresh start in their new, suburban California home, where the good part of town is half a block away from the bad part of town. In her new high school, Buffy meets an eccentric librarian who knows that Buffy is the "chosen one". At first, the librarian scares her away by showing her a book about vampires, but then she returns to the library, knowing that the librarian can help her out with fighting off vampires and other supernatural things.

Following events in the theatrical movie *Buffy: The Vampire Slayer*, Buffy and her mom move to a new town to try to start over. Unfortunately, Sunnydale sits on a mystical convergence, which attracts the undead and the supernatural, so Buffy has more monster-slaying than ever. All is not doom and gloom: She has new friends and a new boyfriend. . . Never mind that Angel is a 400-year-old vampire. Lots of atmosphere, an appealing heroine in Sarah Michelle Gellar and plenty of teen angst have made Buffy a cult hit for the Warner Bros. Network.

An episode titled the puppet show starred *STAR TREK: DEEP SPACE NINE'S* Armen Shimmerman. Anthony Head who plays Giles is also famous for starring in *VR5*. Another non SF show which has become a surprise hit of the 1997-98 season. Occasionally the show did have some SF plot lines, but most episodes concentrated on killing Vampires or other types of Paranormal activity. It was however a well made show, that new it's audience well. Sarah Michelle Gellar was perfect for the role of the wise cracking Slayer, who is also capable of coping with the show martial arts, a sort of more grown up version of *THE MIGHT'Y MORPHIN' POWER RANGERS*.

"In every generation there is a chosen one. She alone will stand against the vampires, the demons, and the forces of darkness. She is the Slayer." So, think strapping armour-clad princesses, think timeless landscapes, right? Wrong! The place is Sunnydale, small-town California. The time is now and Buffy is a petite (albeit surprisingly strong) teenager, with a secret double-life as the Slayer. For beneath the town is the 'Hellmouth', a magnet for all life-threatening weirdness... but especially vampires.

(Anthony Stewart Head). He is The Watcher who supervises Buffy's training, and collects demon and occult lore. Buffy's companions are Willow (Alyson Hannigan), a shy swot and web-head, and Xander (Nicholas Brendon), a self-deprecating slacker with wit. Cordelia - a vain, bitchy beauty - (Charisma Carpenter) is initially Buffy's biggest classroom headache; later she joins the select circle. Angel) (David Boreanaz), a hunky guilt-ridden vampire with a soul, has a taboo-breaking relationship with Buffy.

Writer Joss Whedon's 1992 film established the character and mythology: vampires live among us, but one girl at a time has the latent skills to destroy them. Recast for the series, Buffy's mission was broadened beyond routine vampire battles. The result: a winning blend of witty characters, heroism, highkicking action and high-school dilemmas (Buffy craves a normal teenage life, but the role is non-negotiable).

US: March 1 October, 1997 on the Warner Network. In the UK, transmission began in January 1998 on Sky One (continuing until August). The first semi-season of 12 (Anno I); 20 more in the season that's just concluded in the US (Anno II). A third season is already commissioned. Buffy Summers (Sarah Michelle Gellar, whose martial arts skills are genuine) is no Grade A student, but drop-dead cool when confronting evil. Her best ally is Giles, the very English school librarian.

The Master is the Vampire of Season One, trapped under the Hellmouth until his showdown with Buffy. The

Anointed, his vassal, is a Damien-like eight-year-old who is usurped in Season Two by the peroxide Spike and his beloved Drusilla. The host of non-vampiric threats includes a snake worshipping cult, an based demon and a possessed ventriloquist's dummy. Armin Shimerman (Quark in DSN) joined as Principal Snyder during Season One. Anthony Head starred in some loved-or-loathed coffee ads, and was also the original magician employing Jonathan Creek.

Cordelia needs rescuing. Angel turns up in the nick-of-time. Music with a dark, post-grunge edge features prominently, sometimes live at the Bronx - Sunnydale's only tolerable club/ meeting-place-sometimes to choreograph action sequences. Nearly every episode sparkles, but these are essential, and typical of the series' depth and subtlety:

Welcome to the Hellmouth

The style-establishing pilot, where the Master awaits the vampire Harvest.

Out of Sight, Out of Mind A student ignored into invisibility sets out to ruin Cordelia's big day as May Queen.

Prophecy Girl

The doom-laden Season One closer, when the Anointed leads Buffy to the Master - and Hell opens...

Hallowe'en

A costume-shop owner causes havoc by transforming his clients to personify their outfits during 'Trick or Treat'.

Lie To Me

An old LA friend of Buffy plans to lead naive Vampire sympathisers to their deaths, hiding his own bitter secret...

Teacher's Pet, with a disguised praying mantis on the school pay roll, is the weakest of the early crop of one-off foes. But the series' variety is essential, and the mix gets more powerful all the time. UK territorial viewers had to wait considerably longer before the series was shown on BBC2 in 1998, 6 months after Sky One and three years after the series started in the US. Co-producer for the show was David Solomon, consulting producer was Howard Gordon, executive producers were Sandy Gallin, Gail Berman, Fran Rubel Kuzui and Kaz Kuzui. Co-executive producer was David Greenwalt. The producer was Gareth Davies, executive producer was Joss Whedon, story editors were Matt Kiene, Joe Reinkemeyer, Rob Des Hotel, Dean Batali, unit production manager and co-producer Joseph M. Ellis. Score was by Walter Murphy, theme was by Nerf Herder, director of photography was Michael Gershman.

Production designer was Steve Hardie, casting was by Marcia Shulman, CSA, costume designer was Susan Puisto, stunt co-ordinator was Jeff Smolek. Special make-up effects created by John Vulich at Optic Nerve Studios. The visual effects were by Area 51. Buffy was a surprise hit for the WB network in America. Airing as a mid-season replacement, it started to make its mark rapidly, and the cast found that they were called back some five months later to reprise their roles for a second season.

Buffy Summers is beautiful, young and will happily kickbox her way into your heart. She is The Chosen One, a mythical figure destined to fight vampires in between her homework assignments, and Sky One's greatest coup this year. Far exceeding the mediocre source movie, Buffy is Beverly Hills 90210 meets Kolchak by way of Clueless, and the dialogue just sizzles. Scream queen Sarah Michelle Gellar tops the cast as the eponymous heroine, and is ably supported by Anthony Head as the bumbling Giles. Punk vampires Spike and Drusilla, added some new blood to Season Two's line-up, and the show just goes from strength to strength. Toothsome boyfriend Angel is appeared in a spin-off series.

By the third season came about Eliza Dushku joined as Faith assisting in the vampiric fight and Seth Green's Oz is now a regular. Buffy has been mourning Angel away from her friends. Meanwhile the love between Willow and Oz develops but the latter's propensity to become a werewolf puts net meaning into the term safe sex.

There was controversy of Season 3 Episode 18, Earshot, which was concerned with a shooting at a high school, the episode was pulled from the schedules in the US due to a real life incident which occurred in a US school. The episode was aired a couple of times in Canada on Satellite before it was pulled however.

Buffy Season Three Overview

The end is nigh for Buffy Summers and her friends. No, not the end of the wildly popular series, but of their

time together at Sunnydale High. Buffy the Vampire Slayer's Season Three - which for North American viewers commenced last September and will be complete by early June - has been following Buffy, Willow, Xander, Cordelia and Oz through their senior year, right up to graduation. UK viewers finally get their first chance to view the end of Buffy's Season Two later this summer, with a promise of Season Three in due course. So whether you've seen over 50 episodes already, or just the 20 scheduled on BBC2 before Sky resumes transmission, here's a brief overview of some key points about Season Three.

Firstly, it isn't primarily about the relationship between Buffy and her two-faced vampire lover Angel. Having pursued the story arc to its shattering climax in Season Two, Joss Whedon boldly opted to downplay the pairing this season, and to keep them out of Sunnydale during the season premiere. Although both are soon drawn back to the Californian town, and resume teamwork on the virtuous side of good versus evil, they remain justifiably wary of the consequences of any renewed intimacy.

From a more prosaic angle, Whedon and David Greenwalt (his #2 producer on Buffy, now going into production on Angel) are ensuring that they don't slay a goose that lays golden eggs. In Sarah Michelle Gellar and David Boreanaz, they had two versatile young actors with enough charisma to inspire devotion in viewers from pre-teen to post-menopausal. The young WB network that plays home to Buffy had adroitly made them into two of its standard-bearers, and commissioned the Angel series a year in advance based on the reaction to Buffy. Buffy's Christmas episode *Amends* is the clearest pointer yet to intentions for Angel, with its themes of redemption, despair and purification, but Angel himself is also pivotal in *All Men Are Beasts*, *Revelations* and *Enemies*.

Secondly, it isn't about Buffy being the undisputed world-champion Chosen One (with her role a closely-guarded secret) anymore. After Buffy's temporary drowning in *Prophecy Girl* short-circuited the succession of Slayers, Season Two saw guest appearances by her unexpected heir, Kendra. But most of Season Three stations two Slayers in Sunnydale simultaneously, with the teaming of Faith and Buffy providing double the fun, for a while.

Third, it extends our knowledge of the Buffy-verse and our favourite characters within it. Apart from her Watcher Giles and her aforementioned contemporaries, Buffy's night-work is now common (if worrying) knowledge to her mother, her high-school Principal and Sunnydale's Mayor. Through the Mayor, we begin to view the whole history of Sunnydale and its Hellmouth in a different light. But the season also illuminates much about the organisation of Watchers to which Giles is answerable. After an important test of Buffy's slaying skill goes badly, the Council sends another nervously pompous, overheated Englishman to tow (although the contrast between Wesley and Giles is surprisingly clear).

Of course there's still room for new vampires and demons, with some new addition to the cornucopia of evil almost every week. The leading newcomer is the smoothly elegant Mr Trick, but also notable are the ancient Kakistos, the repellent Balthazar and the awesome power of The First. Season Two's star attraction, Spike, reappears, as does his predecessor The Master, and the doomed Jenny Calendar. We've also seen Willow and Xander take centre-stage in separate episodes, and together as vampire lovers in a parallel world. So, as if Buffy's life wasn't complex enough before with the juggling of slaying, high school, demons of all kinds and her passion for a reformed killer, Season Three just piles on the pressure. The result is an endlessly watchable saga of young people evolving as they mature, whatever the horrors of the world around them. Oh, and it's still a gloriously funny show with jaw-dropping fight scenes. 'Nuff said really.

Season Four - Can Buffy survive without Angel or Cordelia? Chances were high as the personal shift coming at an appropriate juncture with High School over and university beckoning. According to Joss Whedon the shift to a university campus means, "Buffy is back to having a secret identity". She will begin to learn to love again when she meets teaching assistant Riley Finn played by Marc Blucas. Xander, although not attending Sunnydale University, ends up working behind the campus bar. There will be frequent appearances from James Marsters as Spike and also Cordelia's former friend Harmony (Mercedes McNab). There will be some slight modifications in that Buffy will become more independent with Giles not always on the scene. A major part in the story arc will be devoted to why is there a university in such a small town as Sunnydale. Might it have something to do with the Hellmouth?! Seth Green's Oz takes a break from the series after the first six episodes of the fourth season.

With a few years behind them, long running shows begin to experience the same problems that bands find with new albums: do you keep doing the same old same old that keeps only a small hardcore happy, or do you branch out, and risk alienating everyone? Both approaches have been tried: *Next Generation* somehow survived for seven years through changing little more than Data's face-paint, whereas *Doctor Who* regenerated itself every few years with a new actor. *Voyager* brought in a new audience two years back when it took a leaf out of the catering-at-Christmas book, and introduced a curvaceous bird in tight *Bacofail*. However, Buffy has always been an organic show, allowing its characters to grow and change, and with Season Four the question is not so much if it should change, but how.

Of course, some changes have already been inflicted: the black-clad, sulk-in-human-form Angel has departed to L.A. Cordelia's off pursuing her dreams of stardom. Giles is no longer Buffy's Watcher. And none of those remaining in the town have the intimate security of Sunnydale High to provide comfort and familiarity. In short, it would be difficult to wonder how Season Four could actually change things any further. Certainly this new season is a very different beast to its predecessors, mainly because of location and space. Sunnydale University is a sprawling place, full of new people, none of whom are aware of Buffy's status as 1998/9 Class Protector (though you would think word might get around - are she and Willow the only ones from Sunnydale High to stay local?). Giles and Xander are no longer easily available, with Xander taking on more jobs than Frank Spencer (even if most of his new employment sparks off the episode's adventures), and Giles staying at home to seemingly watch television most of the time. Willow and Oz are regularly putting the couple into being a couple, which puts Buffy out in the cold. So at least not everything has changed.

Some of these changes mentioned are welcome: Angel isn't really missed at all from the stories, and it rather worryingly shows up how superfluous the character often was. After all, within two episodes of Season Four, Buffy has already found one man to get all emotional about, even if we all know he's the wrong one (so no change there then). Reliable Riley is also waiting in the wings to woo the Slayer, even if there are a few difficulties to overcome with their relative extra-curricular projects. Ex-wishdemon Anya is easily filling the gap left by a departed Cordelia, proving to be as blunt as Granny's old dentures in her lustful pursuit of Xander Harris (check out her Bunny Girl costume in Fear, Itself. And absolutely no one is missing last year's ex-cruciating new Watcher Wesley).

The early part of the season shows a worryingly inconsistent range of episodes, providing ones good, bad and downright god-awful. Strong opener The Freshman eventually provides a vampire foe for an out-of-her-depth Slayer to fight, but the episode's horror has been more from the loneliness and starkness of a new, grown-up environment. First 'crossover event' The Harsh Light of Day is a good if busy episode which brings Spike back with a vengeance (plus his new girlfriend) in a quest for a magical item which will make him invincible. Wild at Heart is a strong Oz and Willow story which if watched midday makes for a very depressing afternoon, though there's little to fault (except for some terrible lip-syncing by sultry lead singer Veruca who really is a bit of a hound).

The Halloween episode Fear Itself is a rather obvious flirtation with the haunted-by-our-worst-fear plot, but handled with both strong humour and some haunting in-depth character studies. And in Giles carving out an entrance for himself, the episode provides another of those bizarrely iconic moments that can only feature in title sequences or post-cheese-ontoast dreams. However, whereas in previous years Buffy has managed a quality where even the not-so-good episodes were head and shoulders above most shows' average ones, Season Four so far has its fair share of... well, let's just call them unremarkable. Living Conditions managed to divide opinion over its room-share plotline, but the exaggerated, escalating war of nerves never convinces, and Buffy's temporary insanity makes little sense. There's also the massive contrivance of what's causing these problems.

And then there's Beer Bad. The best thing you can say about this is that the title enables its critics to easily quote it as Episode Bad, thus simplifying life for hacks and reviewers everywhere. The worst thing you can say about it is that this is the first Buffy episode to actually be painful to view. Five minutes of watching some young men earn their acting union cards with a bit of impromptu method caveman should be enough for most to start hitting the channel change buttons, if not bottles of surgical alcohol. And if the story has a message at all, it's that there's no problem that can't be solved by either beer, setting light to things, hitting people with branches, or 'interesting' combinations of all three. Whilst enduring this episode you get the distinct impression that someone was secretly trying to write a clever episode, except that they forgot to put the clever biting.

Thankfully, a few weeks after comes the funny and significant The Initiative which begins to outline Season Four's background storyline, and makes it a little clearer who the, friends and enemies are. It's possible to argue that up to this point, the series really hasn't let itself go in the ways of past seasons (after all, the last season was firing on all cylinders four episodes in) but there's been a lot more to deal with. And even a third of the way through the series, if there are questions that remain unanswered: for example, how is Giles funding his continued stay in America, and how long before he gets Green Carded out? And what has happened to the rest of the vampires in Sunnydale, as Buffy only seems to patrol the campus? For answers to all this and much more (probably!), don't miss the very latest episodes of, Buffy: The Vampire Slayer.

While so much attention has been turned on the new Buffy spin-off, Angel, Sarah Michelle Gellar quietly returned for her fourth season as the mouthy vampire butt-kicker who is now suffering a broken heart and coping with life after high school. Equally reluctant to take no crap in her own life, the 22-year-old star met with Dreamwatch during Halloween week - without a costume, of course - to let loose on life after Angel, life with Buffy and how she really felt about the criticism leveled at her show during the

Columbine High School massacre....'

At work we do very big Halloween episodes, and the latest one dealt with fears and how the scariest thing in life is if we feed off our own fears. It's about what happens when every horrible fear that we have comes true, and how fear can split people so that all of a sudden you start distrusting the only people around you that you used to be able to trust, so that was very scary actually. In my own life, Halloween is a great holiday as a celebrity because it's the one holiday you can truly participate in because all you need is a mask on your face and you can go trick-or-treating door to door with nobody having a clue who's behind the mask. My best friend has a two-and-a-half year old so I don my mask and take her around Malibu door-to-door. How did you feel about the season finale being postponed because of the Columbine High School shooting and the criticisms that were levelled at your show?

It was a really interesting time for me. When Columbine happened, I was in Europe promoting my film *Cruel Intentions* and I was sitting in my hotel room watching it all on television from an outsider's perspective. The press over there kept asking me, 'How does this happen in America?' and I really have no concept how this happens to people. How do parents let their children get to that certain point? Having a child is the greatest gift in the world to me, and in my opinion it is the parents' job to raise them and watch them and talk about things, so that information would come out that would prevent them from locking themselves in their room with posters of Hitler on the wall. When I got back, everyone was blaming television and radio and this movie that's coming out and I thought, 'I just got back from Europe where they have the same TV shows and movies yet this problem really only exists in our country so how can we blame entertainment?'

I became very defensive and protective of my show. People put so much pressure on entertainment to reach society values and lessons and yet it needs to start closer to home in my opinion. On my show, we show young women where normally women are in jeopardy, yet these women can take care of themselves and these women can protect and save the day and we don't beat up good people; we beat up the bad people. They cancelled our season finale where Buffy fights a 12-Foot computer graphic snake and I'm at a loss as to why. It was an episode about children banding together for the good of the community and it was also part-cartoon and so obviously not real - yet people are looking for scapegoats. If someone would take the time to really watch the lessons and the morals that our show does, I think they'd be unbelievably surprised.

Are you very outspoken in your own life? Do I yell at home because the toilet seat was left up? Well, I certainly have very strong opinions and I'm not afraid to say them and stick by them, but I like to think that I'm also open-minded. I understand that there is a big problem and that there are some shows maybe that are a little too violent and are depicting the wrong things, but when it comes to my show part of the reason I love it is because of what we're doing. We're using monsters as metaphors for growing up. There's nothing more horrific than high school and going to college and if you boil our show down to its simplest form, we're teaching the simplest lessons.

Now that David and Charisma have gone off to work on *ANGEL*, how is the atmosphere on your set? It was interesting when they first said that David was going to get his own show. I was so excited for him, watching how he's grown since he started on the show as his first real job. Maybe I was getting too comfortable with David. What an exciting adventure now, for both my character and myself, and for David and his character, but I have to tell you as an actor I miss him immensely. Every time they try and bring someone new in for Buffy, all I can think is, 'but it's not Angel!'. I'm not really sure what we're going to do now. We just did an interesting episode where Buffy spent the summer moping over her boyfriend - like everybody who loses their first love and then this cute sophomore in college asks her out and she's so excited and he says all the right things and does all the right things and she sleeps with him on the first date and then he dumps her.

I ran into Joss' [creator/producer Joss Whedon] office screaming, 'Buffy would never do this. All this history with Angel this is wrong!' And Joss said to me, 'Sarah, try going to college. This is what people do and this is how they learn and these are the mistakes they make', and that is exactly what Buffy is going through. Right now she's trying to convince herself, like most young girls do, that she needs to get away from the bad guy and find a nice, solid guy but she's terrified without that fire and intensity and passion that she would step all over a nice guy because she'll be bored. I think Angel is her true love and I don't know if she can ever find love like that again. I just did my first cross-over episode with *ANGEL* and it was an amazing experience and one of the best episodes we've ever done; they really have a wonderful show over there. So many stars make so much money these days. How do you handle the responsibility of that kind of money: do you know where it is at all times or do other people handle it for you?

Some people have very nasty things to say about the money that is earned in this industry but I went to work yesterday at 5 am and got home about 1 or 2 am and went to bed and was back there at 7 this morning. I don't think people really understand the difficulty and the hours and basically the life you give up for this job. When I first got Buffy, all I could think about was the fact that my health insurance was covered for the next five

years. Money is a very personal thing and I'm still getting used to it all. I still call my business manager when I want to get a new car to see if it's OK. I was very, very poor growing up so it's something very new to me and the main thing I want to do is make sure that I can take care of myself and my family. It was my mom's birthday recently and I had the pleasure of buying her an apartment, and she said this was the first thing she'd ever owned. I have a house too and that kind of security is the greatest gift that this job has brought me. I watched way too many people have their money swindled - when I was on *All My Children*, Susan Lucci had this one business manager who ran off with \$7 million and I kept saying to myself, 'If I ever have a million dollars, I'm going to know where it is at all times', and it's something that I've stuck by. Do you consider yourself a role model?

I used to say that it was Buffy that was the role model, not me, but that is changing. The show had asked me to do a cover story and the magazine wanted me to do a travel piece. Rather than doing one more 'celebrity getting a free trip to a spa' story, I went to the Dominican Republic to work for Habitat for Humanity, helping to build a house and learning what it was like to be that kind of missionary. It's a great time for children to learn about it because sometimes you graduate high school and can't afford to travel, you could go help a community and learn first-hand.

Afterwards, when I was having a depressed week, the magazine sent me a stack of about 250 letters from young girls all over the country who said, 'I always loved your show but now I feel like you're a real person and I'm going to go out and do just like you did and help people'. I'd argue that I wasn't the role model but they responded, 'You're just as much a role model because you're a young girl that had a desire to be something and you went after it and you still help people out and could know'. As much as I will always treasure that trip, I will treasure those letters probably more. It's true that I was very cautious about how I represented myself until I was twenty-one because there are a lot of things open to young actors like getting into bars and drinking alcohol, but I would never drink at an event and I've still never been to the Roxbury or the Viper Room. I think that is part of what Love Hewitt and Katie Holmes and I all represent - young women who are very focused, doing an adult's job but still maintaining a modicum of teenageness.

After four years of playing Buffy, what stage of the relationship are you in? This year is a very interesting one for me. We came back and it was like starting a whole new show. All our high school sets have been torn down and David's trailer is gone, and Faith wasn't there, and we had these new sets and it was almost like having a new character for me to play. It's a time for Buffy to learn to make decisions on her own and even though I sometimes feel, 'God, I've been doing this so long I can do this in my sleep', that is when I know I have to be even more on my game than I was last year. I am only as good as the television show that I do, and until I can find something else that is as challenging as Buffy I'm blessed to have my show and I'm very fulfilled by it. Ask me that again in the sixth year and maybe I'll have a different answer! How long do you see BUFFY going on?

Definitely through next year. That's as far as Joss is committed. As long as Joss is there, I'm there. I'm there every day to make the show that we make but nobody has really talked to any of us yet about our plans after this. I want to make sure this show keeps the level of intelligent work that we do and I don't want to be on for ten years just so we can all retire early. I want to make a good show and if I ever feel like we can't do that anymore, then that's going to be the time to stop. But there are no dates on that yet.

If you were given a special power, what kind of power would you want? My dream power is that even if I get only two hours of sleep, it would feel like I had twelve! That's my dream in life - that I could be awake every day and have energy and not get rundown. I want a body that doesn't get sick!

For the actor who plays him, Nicholas Brendon, life hasn't been quite so hectic, although like the rest of the Buffy cast, he has had to adapt to new sets, new backgrounds for his character, and the lack of some familiar faces, now working over on the sister series *ANGEL*.

Relaxing in his trailer on the BUFFY lot two days before the Thanksgiving holiday in late November, Nicholas is more assured than he was the last time we met, a year earlier. Although, as he points out, he's being kept "busy busy busy! The show's becoming much broader. The things we were thinking about writing in the first few years, we're now writing them, and we're having to do them. It's more like a well-oiled machine now. We get more done. We work harder. We run from set to set to get things completed. Our fights are grander this year, our explosions are grander, our stunts are grander." So the producers are definitely working them harder. "Yes, so our bodies are telling us. They offered us flu shots but I don't like to have them. The first year I got sick. "We're shooting episode 11 right now, so tomorrow [the last day of shooting that episode] is the halfway point of the season. We're airing episode 8 tomorrow, so right now we're only three ahead. But we're doing reruns right through December so we can catch up.

While it seems to us that Xander matured across the third season, Nick doesn't share that opinion. "I don't know. I think he took three steps backwards. Sometimes you have to take three steps backwards before you

can go forwards, you know? And he's still in the middle of that. He's trying to find his place in life, his niche. I don't know if he really has progressed, except laterally. And now he's dating the demon Anya! It's kind of whoever shows interest, he's going to climb aboard and see how long he can stay on that ride for.

"It was kind of weird with the Cordelia thing, because she's over on ANGEL now, and you think, 'Wow we used to date'. When you're close with a character, you're often close with the people as well, and then when you guys break up on the show, you kind of break up a little in real life as well. I haven't talked to Charisma since we broke up, much at all really, because we were always in different scenes and then she was over on ANGEL. Kind of strange." Did Nick have any input into the way Xander treated Cordelia after the break-up? After all, it was Xander who paid for Cordelia's prom dress when he learned that her father had lost all his money in back taxes. "Nah. We had a couple of scenes where we were butting heads, which was like the old Cordy and Xandy. There was just the dress buying thing, but then Joss didn't want to have any big goodbyes, so it was just kind of assumed that I bought her the dress, she said thank you, and I said you're welcome. And then she walked away. At first it wasn't odd, because this was at the end of last season, and I didn't see her during hiatus. She's over there doing that work."

While Seth Green, Sarah Michelle Gellar and James Marsters (Spike) have all made appearances on the new series, Nick doesn't think that Xander will be making the trip to Angel Investigations. "There's really no reason for me. Xander hates Angel, and he's in LA, and we're in Northern California. I know they talked about it; they were talking about using me and Alyson in episode 3, but they used Seth instead to give Angel the ring because it made more sense. I don't think it's going to happen. Which is fine, because we're busy here, and when you're doubling up, it's 'Oh shoot, I've got to go over there'... If they ask me to do it, of course I will, but I don't think that I would fit into their plotline over there."

How does Nick feel about the double act that Xander and Giles are developing? "It's kind of funny. I love working with Tony [Head], and Giles is kind of becoming much more broad too, now that he's not the guy who just gives you exposition. He's wearing a weird funky sombrero hat, and dressing up for Halloween; dressing more slyly now, and having sex in his apartment. It's weird - I know it's written that way but Xander and Giles and Nick and Tony are acting differently together. I'm giving him a harder time. Before it was Giles saying, 'Oh, I have a job for you,' now we're kind of in the same boat. We're both 'townies' now. We don't have any jobs. He's not the Watcher any more. We're both here because we want to help, and we both don't have any super powers."

Those who don't attend the University of Sunnydale are referred to as 'townies' by the students and faculty, and Xander has been made to feel more than a little uncomfortable when he's visited his friends on campus. Despite that, though, he and Giles will still do whatever is necessary - including dressing up in camouflage gear and waiting for a signal. "Joss has cranked it up a little bit," Nick agrees.

Is that leading anywhere that he's aware of? "I don't know anything that's going on," he says bluntly. "The only things I know are who Joss would not get rid of, in terms of killing, and who he would kill... I can say that I am one of the ones that he will not kill. You've got the core, and then there are the ones who he would kill. Joss is definitely one to pull the rug out. Right when people get comfortable, then don't..." Where does he see Xander going? Is he still lost? Is he looking for something in Sunnydale? "He's a 19 year old kid, and he's not going to college. Which I think is great that we have a character like that, because there are a lot of kids who aren't going to college in the world. I think he's trying to find his niche and probably is looking for a break. But he's definitely working. He's had three or four jobs so far this year; he's got the mentality to work and hold a job down - even if he does get poisoned by beer! I don't think he's thinking that much right now. Especially at nineteen, you've still got the whole high school horrors right in front of you - 'I'm not going to school right now', which is good. He can kind of kick back and help fight evil."

He has found his acting muscles challenged by some of the past year's scripts. "In The Wish, where I become a vampire, that was fun. I don't know I'd want to sit in that chair all the time. My make up right now is like, boom, boom, no prosthetics. But having my whole face cast for the prosthetics freaked me out. Forty minutes of this hardening process, I guess I'm much more, claustrophobic than I thought. It was a lot of fun in the moment, even if it was something completely different. I don't know which one comes easier to me: drama and being evil, or comedy. It was nice step away from that for a while. The Zeppo was all of my bag of tricks everything that I had was there." What was his reaction when he read the script? "I cried." With laughter? "No - it was Xander growing up. It was definitely a coming of age episode."

As well as focussing heavily on Xander, The Zeppo was a very effects heavy episode, as the Hellmouth opened underneath the library once more. Did Nick feel that that threatened to overshadow the main story? "Well, I was running around with three or four dead guys, so they had good make up effects. Special effects? There was the snake - par for the course, for the most part. I read a script and go, 'Hell, I'm doing a scene with a giant bug,' and you go out there and make it as real as possible then you go home and show up the next day and do the same thing!" Has the fourth season brought any major focus on Xander? "Not so far this year. No.

A scene here, scene there. No major episodes like *The Pack* or *The Zeppo* yet. *Beer Bad* was the closest one yet."

Amongst British fans, the central theme that excess drinking leads to caveman-like behaviour, literally in this case - attracted some criticism. "I think that was only one of the plotlines in it," Nick points out. "I know the writers love their drinking, but not like that! We weren't trying to preach. And it's college we're looking at how frat guys definitely abuse beer, and the things that people do in college they wouldn't imagine doing outside in the secular world. I know that they liked the episode here, in terms of upstairs, but it wasn't one of our best. I thought it was a fun show!"

Nick is prepared to go with the flow. "I don't think about it much any more. Joss is the voice. We'll have discussions here and there, but what he writes, or someone else writes and Joss advises, I think is cool. I'm pretty much: read the script, show up to work and find out this is where this guy is going. It's nice not being in control. Xander is a very important person in my life, but he's not me. I've got enough of that in my own life. It's nice to relinquish control, delegate what this kid is going to do. "He's just growing up - 'life, love, the pursuit of happiness'. I don't see the character going in a certain direction exactly. He's going to be a townie for a while, and then try to discover himself, or define himself. You can't redefine unless you define."

How about away from Sunnydale: what else has Nick been working on? "I did a movie called *Psycho Beach Party*. I think that comes out in the summer. I haven't seen it," he explains. "When you're doing nine months of the show, it's like running a marathon. I have my eyes on opening up a production company. I just want to do quality not quantity. Shopping things. Attaching my name to certain things. I don't like having goals. You set yourself up for defeat if you don't accomplish them. I roll with the punches."

Following events in the theoretical movie *Buffy: The Vampire Slayer*, Buffy and her mum move to a new town to start over. Unfortunately Sunnydale sites on a mystical convergence, which attracts the undead and the supernatural. So Buffy has more sinister slaying than ever. All is not doom and gloom, she has new friends, and a new boyfriend. . . Never mind that Angel is a 400 year old boyfriend. Lots of atmosphere, an appealing sassy heroin in Sarah Michele Gellar, witty scripts and plenty of teen angst have made Buffy a huge cult hit.

Academy of Science Fiction, Fantasy and Horror Films.

Best Genre Network Series - *Buffy: The Vampire Slayer* (1998)

Best Genre Network Series - Nominated - *Buffy: The Vampire Slayer* (1999)

Best Genre TV Actress - *Buffy: The Vampire Slayer* - Sarah Michelle Geller (1999)

Best Genre TV Actor - Nominated - *Buffy: The Vampire Slayer* - Nicholas Brendon (1999)

Emmy Awards

Outstanding Hairstyling for a Series - Nominated - "*Buffy the Vampire Slayer*" (1997) - Jeri Baker (head hairstylist), Francine Shermaine (hairstylist), Suzan Bagdadi (hairstylist), Susan Carol Schwary (hairstylist), Dugg Kirkpatrick (hairstylist) - For episode "*Becoming (Part 1 & 2)*". (1998)

Outstanding Music Composition for a Series (Dramatic Underscore) - Winner: "*Buffy the Vampire Slayer*" (1997) - Christophe Beck - For episode "*Becoming - Part 1*". (1998)

Outstanding Makeup for a Series - Winner: "*Buffy the Vampire Slayer*" (1997) - Todd McIntosh, John Vulich, John Maldonado, John Wheaton, Gerald Quist, Margie Latinopoulos, Dayne Johnson, Alan Friedman, Craig Reardon, Michael F. Blake, Robin Beauchesne, Brigitte A. Myre, Mark Shostrom - For episode "*Surprise/Innocence*". (1998)

Outstanding Sound Editing for a Series - Nominated - "*Buffy the Vampire Slayer*" (1997) - Cindy Rabideau (supervising sound editor), Robert Guastini (sound editor), Mark Cleary (sound editor), Mike Marchain (sound editor), Anna MacKenzie (sound editor), William H. Angarola (sound editor), Rick Hinson (sound editor), Ray Spiess (sound editor), Fernand Bos (music editor), Zane D. Bruce (foley artist), Joseph T. Sabella (foley artist) - For episode "*Lover's Walk*". (1999)

Outstanding Makeup for a Series - Nominated - "*Buffy the Vampire Slayer*" (1997) - Todd McIntosh, John Wheaton, Robin Beauchesne, Douglas Noe, Jamie Kelman, Craig Reardon, John Vulich, John Maldonado, Myre-Ellis, Bridget, Ed French, Blake Shepard, Erwin H. Kupitz
For episode "*The Zeppo*". (1999)

WR. Josh Whedon, Dana Reston, David Greenwalt, Rob Des Hotel, Dean Batali, Matt Kiene, Joe Reinkeymer, Ashley Gable, Thomas A. Swyden, Ty King, Carl Ellsworth, Burce Seth Green, Marti Nixon and Howard Gordon.

DIR. Charles Martin Smith, John Kretchner, Stephen Cragg, David Semel, Bruce Seth Green, Scott Brazil, Stephen Posey, Ellen Pressman, Reza Badiyi, Joss Whedon, David Greenwalt, David Solomon, Michale Lange, James A. Contner, Michael E. Gershman and Daran Sarafian.

EPISODES: 144 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 7

TWENTIETH CENTURY - FOX FILM CORPORATION, SANDOLLAR TELEVISION, KUZUI ENTERPRISES, A MUTANT ENEMY PRODUCTION.

CREATOR: JOSS WHEDON

TYPE OF SHOW: VAMPIRES

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 12, (2) 21, (3) 22, (4) 22, (5) 22, (6) 22, (7) 22

DATE OF PREMIER: 10/03/1997 **AIR DATE OF LAST EPISODE** 20/05/2003

SEASON DATE BREAKDOWN:

FILMS: BUFFY THE VAMPIRE SLAYER (1992) - spin off.

Buffy Summers SARAH MICHELLE GELLAR, Alexander 'Xander' Harris NICHOLAS BRENDON, Willow Rosenberg ALYSON HANNIGAN, Cordelia Chase CHARISMA CARPENTER, Rupert Giles ANTHONY STEWART HEAD, Joyce Summers KRISTINE SUTHERLAND, Angel/Angelus DAVID BOREANAZ, The Master MARK METCALF (1), Spike JAMES MARSTERS (2), Druscilla JULIET LANDAU(2), Principal Snyder ARMIN SHIMERMAN (2), Oz SETH GREEN (3), Faith ELIZA DUSHKU (3), Mr. Trick K. TODD FREEMAN (3), Scott Hope FAB FILIPPO (3).

Books Based on this series.

Bite Me (biography of Sarah Michelle Geller)

Buffy Chronicles

Buffy The Vampire Slayer - Pop Quiz Cynthia Boris 2000

Buffy The Vampire Slayer - The Willow Files Yvonne Navarro 2000

Buffy The Vampire Slayer Movie Novel

Buffy The Vampire Slayer/Angel - The Hollower 2000

Buffy Watcher's Guide Christopher Golden & Nancy Holder 1999

Buffy X-Posed

Buffy: The Vampire Slayer - Dust Waltz (Graphic Novel) Dan Brereton & Hector Gomez 1999

Buffy: The Vampire Slayer - Gatekeeper Trilogy 1 : Out of the Madhouse Christopher Golden & Nancy Holder 1999

Buffy: The Vampire Slayer - Gatekeeper Trilogy 2 : Ghost Roads Christopher Golden & Nancy Holder 1999

Buffy: The Vampire Slayer - Gatekeeper Trilogy 3 : Sons of Entropy Christopher Golden & Nancy Holder 1999

Buffy: The Vampire Slayer - Immortal Christopher Golden & Nancy Holder 1999

Buffy: The Vampire Slayer - Obsidian Fate Diana G. Gallagher 1999

Buffy: The Vampire Slayer - Paleo Yvonne Navarro 2000

Buffy: The Vampire Slayer - Power of Persuasion Elizabeth Massie 1999

Buffy: The Vampire Slayer - Remaining Sunlight (Graphic Novel) 1999

Buffy: The Vampire Slayer - Resurrecting Ravana Ray Ravana 2000

Buffy: The Vampire Slayer - Return to Chaos Craig Shaw Gardner 1999

Buffy: The Vampire Slayer - The Evil That Men Do Nancy Holder 1999

Buffy: The Vampire Slayer - The Official Sunnydale High Yearbook Christopher Golden & Nancy Holder 1999

Buffy: The Vampire Slayer - The Origin Joss Whedon 1999

Buffy: The Vampire Slayer - The Xander Years Vol. 1 Keith R.A. DeCandido 1999

Buffy: The Vampire Slayer - The Xander Years Vol. 2 Jeff Mariotte 2000

Buffy: The Vampire Slayer - Uninvited Guests 2000

Buffy: The Vampire Slayer - Unnatural Selection Mel Odom 1999

Buffy: The Vampire Slayer - Visitors LA Gilman & J Sherman 1999

Buffy: The Vampire Slayer 1 - The Harvest Richie Tankersley 1998

Buffy: The Vampire Slayer 2 - Halloween Rain Christopher Golden & Nancy Holder 1998

Buffy: The Vampire Slayer 3 - Coyote Moon John Vornholt 1998

Buffy: The Vampire Slayer 4 - Night of the Living Rerun Arthur Byron Cover 1998

Buffy: The Vampire Slayer 5 - Blooded Christopher Golden & Nancy Holder 1999

Buffy: The Vampire Slayer 6 - Child of the Hunt	Christopher Golden & Nancy Holder	1999
Buffy: The Vampire Slayer/Angel: Surrogates (Graphic Novel)		2001
Buffy: The Vampire Slayer: Bad Blood Vol. 1		2000
Buffy: The Vampire Slayer: Crash Test Demons (Bad Blood Vol. 2) (Graphic Novel)		2000
Buffy: The Vampire Slayer: Deep Water	LA Gilman & J Sherman	2000
Buffy: The Vampire Slayer: Doomsday Deck	Diana G. Gallagher	2001
Buffy: The Vampire Slayer: Ghoul Trouble	JG Passarella	2000
Buffy: The Vampire Slayer: Here Be Monsters	Cameron Dokey	2000
Buffy: The Vampire Slayer: How I Survived My Summer Vacation	Various	2000
Buffy: The Vampire Slayer: Pale Reflections (Bad Blood Volume 3) (Graphic Novel)		2000
Buffy: The Vampire Slayer: Prime Evil	Diana G. Gallagher	2000
Buffy: The Vampire Slayer: Script Book 1		2001
Buffy: The Vampire Slayer: Script Book 2		2001
Buffy: The Vampire Slayer: Spike & Dru: Pretty Maids All in a Row	Christopher Golden	2000
Buffy: The Vampire Slayer: The Angel Chronicles Vol. 1	Nancy Holder	1999
Buffy: The Vampire Slayer: The Angel Chronicles Vol. 2	Richie Tankersley Cusick	1999
Buffy: The Vampire Slayer: The Angel Chronicles Vol. 3	Nancy Holder	1999
Buffy: The Vampire Slayer: The Buffy Supernatural Defence Kit (Graphic Novel)		2000
Buffy: The Vampire Slayer: The Evil That Men Do	Nancy Holder	2000
Buffy: The Vampire Slayer: The Monster Book	Christopher Golden	2000
Buffy: The Vampire Slayer: The Totally Cool Unofficial Guide		2000
Buffy: The Vampire Slayer: The Watcher's Guide 2	Nancy Holder, Maryelizabeth Hart & Jeff Mariotte	2000
Essential Angel		1999
Girls Got Bite : Unoffical Guide to Buffy		
The Sunnydale High Yearbook	Christopher Golden & Nancy Holder	1999

RELATED SHOWS:

ANGEL

1 - 1 *WELCOME TO THE H-MOUTH PART I*

Vampire Slayer Buffy Summers makes a new start in a new town, but soon finds her powers called upon: her hometown sits upon a supernatural focal point and is home to a master vampire and his followers.

Wr Joss Whedon

Dir Charles Martin Smith

1 - 2 *WELCOME TO THE H-MOUTH PART II (aka THE HARVEST)*

Wr Joss Whedon

Dir John Kretchmer

1 - 3 *THE WITCH*

1 - 4 *TEACHER'S PET*

1 - 5 *NEVER KILL A BOY ON THE FIRST DATE*

1 - 6 *THE PACK*

1 - 7 *ANGEL*

1 - 8 *I, ROBOT - YOU, JANE*

1 - 9 *THE PUPPET SHOW*

1 - 10 *NIGHTMARES*

1 - 11 *INVISIBLE GIRL*

1 - 12 *PROPHECY GIRL*

- 2 - 1 *WHEN SHE WAS BAD*
- 2 - 2 *SOME ASSEMBLY REQUIRED*
- 2 - 3 *SCHOOL HARD*
- 2 - 4 *INCA MUMMY GIRL*
- 2 - 5 *REPTILE BOY*
- 2 - 6 *HALLOWEEN*
- 2 - 7 *LIE TO ME*
- 2 - 8 *THE DARK AGE*
- 2 - 9 *WHAT'S MY LINE (1-2)*
- 2 - 10 *TED*
- 2 - 11 *BAD EGGS*
- 2 - 12 *SURPRISE (PART 1 OF 2)*
- 2 - 13 *INNOCENCE (PART 2 OF 2)*
- 2 - 14 *PHASES*
- 2 - 15 *BEWITCHED, BOTHERED AND BEWILDERED*
- 2 - 16 *PASSION*
- 2 - 17 *I ONLY HAVE EYES FOR YOU*
- 2 - 18 *GO FISH*
- 2 - 19 *BECOMING (1-2)*
- 3 - 1 *ANNE*

Buffy finds life lonely on her own in the city.

- 3 - 2 *DEAD MAN'S PARTY*

A mask wakens the dead.

- 3 - 3 *FAITH, HOPE & TRICK*

A charismatic slayer visits Sunnydale.

- 3 - 4 *HONEY, I'M HOME (aka BEAUTY AND THE BEASTS)*

Oz becomes a prime suspect in a murder hunt.

- 3 - 5 *HOMECOMING*

Buffy and Cordelia are targeted by a group of killers.

- 3 - 6 *BANDCANDY*

Adults in Sunnydale begin to behave like immature teenagers.

- 3 - 7 *REVELATIONS*

Buffy tries to destroy a magical glove before it falls into the wrong hands.

- 3 - 8 *LOVER'S WALK*

The residents of Sunnydale are shocked by Spike's return.

- 3 - 9 *THE WISH*

Cordelia's wish comes true.

- 3 - 10 *AMENDS (OLD ENEMIES, DEAD ENEMIES, A BUFFY CHRISTMAS)*

Angel is tormented by evil apparitions which want him to kill Buffy.

- 3 - 11 *GINGERBREAD*

Joyce spearheads a campaign to clear Sunnydale of witches.

3 - 12 *HELPLESS (AKA EIGHTEEN)*

Buffy suddenly loses her powers.

3 - 13 *THE ZEPPO*

Xander battles with a group of reanimated corpses.

3 - 14 *BAD GIRLS*

Faith inadvertently kills a mortal during a battle.

3 - 15 *CONSEQUENCES*

A detective closes in on Buffy and Faith.

3 - 16 *DOPPLEGANGLAND*

Anya and Willow accidentally summon Willow's evil double.

3 - 17 *ENEMIES*

Faith uses a shaman's powers to take away Angel's soul.

3 - 18 *EAR SHOT*

Buffy acquires the ability to read minds.

3 - 19 *CHOICES*

The friends steal a box containing demonic energy.

3 - 20 *THE PROM*

Buffy battles with three fearsome hellhounds.

3 - 21 *GRADUATION PART 1*

The Mayor instructs Faith to poison Angel.

3 - 22 *GRADUATION PART 2*

Buffy and her friends face a horde of vampires on Ascension day.

4 - 1 *THE FRESHMAN*

Buffy starts adjusting to college life, until her classmates start mysteriously disappearing.

4 - 2 *LIVING CONDITIONS*

Buffy finds herself at odds with her new room-mate.

4 - 3 *THE HARSH LIGHT OF DAY*

Spike searches for a ring that, according to legend, makes the wearer invincible.

4 - 4 *FEAR, ITSELF*

Buffy and her friends find themselves trapped inside a haunted frat house for Halloween.

4 - 5 *BEER BAD*

Xander finds his work as a bartender at a pub where Buffy's friends turn into terrifying creatures.

4 - 6 *WILD AT HEART*

Oz finds himself attracted to a singer.

4 - 7 *THE INITIATIVE*

Spike is targeted by a group of commandos after he escapes from a futuristic lab.

4 - 8 *PANGS*

Buffy encounters the spirit of a Native American warrior.

4 - 9 *SOMETHING BLUE*

One of Willow's spells causes her every wish to come true.

4 - 10 *HUSH*

A group of murderous fairy tale creatures steal the townspeople's voices.

4 - 11 *DOOMED*

A group of demons are determined to bring about the apocalypse by reopening the Hellmouth.

4 - 12 *A NEW MAN*

Giles is transformed into a demon.

4 - 13 *THE I IN TEAM*

Buffy is allowed into the underground complex known as the Initiative.

4 - 14 *GOODBYE, IOWA*

Buffy and Riley's relationship is put to the test.

4 - 15 *THIS YEAR'S GIRL (PART 1 OF 2)*

Faith awakens from her coma and comes in search of Buffy - and revenge.

4 - 16 *WHO ARE YOU (PART 2 OF 2)*

4 - 17 *SUPERSTAR*

Buffy tries to work out why the town thinks a former high-school nerd is now a superhero.

4 - 18 *WHERE THE WILD THINGS ARE*

Buffy & Riley let loose a supernatural force.

4 - 19 *NEW MOON RISING*

Oz makes his final appearance.

4 - 20 *THE YOKO FACTOR*

The bond keeping the Scooby Gang together starts to disintegrate.

4 - 21 *PRIMEVAL*

4 - 22 *RESTLESS*

The Scooby gang react in the aftermath of climatic events.

5 - 1 *BUFFY VS. DRACULA*

5 - 2 *REAL ME*

5 - 3 *OUT OF MY MIND*

5 - 4 *THE REPLACEMENT*

5 - 5 *NO PLACE LIKE HOME*

5 - 6 *FAMILY*

5 - 7 *FOOL FOR LOVE*

5 - 8 *SHADOW*

5 - 9 *LISTENING TO FEAR*

5 - 13 *BLOOD TIES*

5 - 14 *CRUSH*

5 - 15 *I WAS MADE TO LOVE YOU*

5 - 16 *THE BODY*

5 - 17 *FOREVER*

5 - 18 *INTERVENTION*

5 - 19 *TOUGH LOVE*

5 - 20 *SPIRAL*

5 - 21 *THE WEIGHT OF THE WORLD*

5 - 22 *THE GIFT*

6 - 1 *BARGAINING (PART 1 OF 2)*

6 - 2 *BARGAINING (PART 2 OF 2)*

- 6 - 3 *AFTER LIFE*
- 6 - 4 *FLOODED*
- 6 - 5 *LIFE SERIAL*
- 6 - 6 *ALL THE WAY*
- 6 - 7 *ONCE MORE, WITH FEELING*
- 6 - 8 *TABULA ROSA*
- 6 - 9 *SMASHED*
- 6 - 10 *WRECKED*
- 6 - 11 *GONE*
- 6 - 12 *DOUBLEMEAT PALACE*
- 6 - 13 *DEAD THINGS*
- 6 - 14 *OLDER AND FAR AWAY*
- 6 - 15 *AS YOU WERE*
- 6 - 16 *HELL'S BELLS*
- 6 - 17 *NORMAL AGAIN*
- 6 - 18 *ENTROPY*
- 6 - 19 *SEEING RED*
- 6 - 20 *VILLAINS*
- 6 - 21 *TWO TO GO (PART 1 OF 2)*
- 6 - 22 *GRAVE (PART 2 OF 2)*
- 7 - 1 *LESSONS*
- 7 - 2 *BENEATH YOU*
- 7 - 3 *SAME TIME, SAME PLACE*
- 7 - 4 *HELP*
- 7 - 5 *SELFLESS*
- 7 - 6 *HIM*
- 7 - 7 *CONVERSATIONS WITH DEAD PEOPLE*
- 7 - 8 *SLEEPER*
- 7 - 9 *NEVER LEAVE ME*
- 7 - 10 *BRING ON THE NIGHT*
- 7 - 11 *SHOWTIME*
- 7 - 12 *POTENTIAL*
- 7 - 13 *THE KILLER IN ME*
- 7 - 14 *FIRST DATE*
- 7 - 15 *GET IT DONE*
- 7 - 16 *STORYTELLER*
- 7 - 17 *LIES MY PARENTS TOLD ME*

- 7 - 18 *DIRTY GIRLS*
- 7 - 19 *EMPTY PLACES*
- 7 - 20 *TOUCHED*
- 7 - 21 *END OF DAYS*
- 7 - 22 *CHOSEN*

BUGS



The bugs being referred to in the series title are of the electronic variety, not insects. The series centres around the adventures of a trio who operate a high tech security firm. The trio consists of : Ed, a daredevil and former pilot who is a bit on the naive side. He has the least amount of experience with the high tech stuff. The firm's boss is Ros, a young woman who is an expert at computer hacking and designing fantastic electronic gizmos, many of which are a bit beyond the realm of possibility. The third member of the team is Beckett, a former government agent. Beckett came to Ros for help clearing his name after he had been framed as a traitor in the first episode. After clearing his name Beckett decided to stay with Ros, instead of going back to his old job.

Most of the assignments the Bugs crew take on come from firms worried about industrial espionage, often being called in after the firm's own security systems have failed. The heroes have an arsenal of high tech gadgets, most of them designed by Ros, which seem capable of solving almost any problem that they run into. The bad guys have their fair share of gadgets, including such things as a machine that removes sound from explosions and electronic mosquitoes which are programmed to assassinate a person based on his DNA. One bit of formula plotting in Bugs has one of the heroes get captured by the bad guys and the other two need to rescue him or her.

The Good Guys: Ed (Craig McLachlan), Ros Henderson (Jaye Griffiths), and Nick Beckett (Jesse Birdsall) made up the team in the first two seasons. They were joined in Season Three by Jan Harvey as Jan, the mysterious new head of the team, and Paula Hunt as Alex, the clerical assistant-cum--karate expert. Season Three also introduced Channing (Michael Grandage), Ros's new boyfriend who tried to tempt her away to America with the promise of true love and pots of cash.

Robert Morgan played Roland Blatty, head of the Bureau of Weapons, who was encountered a couple of times before being zombified by CyberAx. The Bad Guys: Jean-Daniel (Gareth Marks), the devious mastermind behind most of Season Two's misdeeds, bit the bullet big time in The Bureau of Weapons. CyberAx, a computer virus that had learnt how to cross the bridge between technology and biology, has caused trouble for the team a few times. For a while, the team's head was replaced by a new Jan (Diana Hardcastle), with nefarious motives of her own. Number of episodes: By the end of the forthcoming Season Four, 40. And they said it wouldn't last... And isn't that... The only 'big name' guest star is Men Behaving Badly's Leslie Ash (as Kitty McHaig) in the opening two episodes of Season Three (Blaze of Glory The Revenge Effect).

Best of the Bunch: Assassins Inc, the first episode to be filmed, is an enjoyable romp featuring some improbable mosquito-sized flying syringes filled with a genetic serum designed to wipe out anyone of Royal de-scent. Pulse set the tone that Season Two would follow: high-tech espionage, low-brow villain motivation, and a bloody big bazooka. Black-our is Bugs' stab at Die Hard, and it carries it off very well. Major grief for Ros in Fugitive, when she is suspected of leaking secrets from the bureau, which features some harrowing interrogation scenes. And the season three finale, Renegades, features the return of CyberAx, some tender moments for Ros and Nick, and a totally unexpected cliff-hanger. Bottom of the Barrel: It's Soylent Green done badly in Manna from Heaven; and Einstein's Run, unbelievably, features a remote control dog and a stock-pile of nuclear weapons in the middle of a highly populated city.

Overdone clichés: Well, you'd expect a few from a consciously nostalgic ITC homage. Bugs specialises in the 'opening a locked door by using a bleeping box with a flashing light on top' device which, like the sonic screwdriver in DOCTOR WHO, makes the whole thing a little too easy sometimes. Fashion statements: Primary colours are the order of the day. So much so, in fact, that a producer once warned a Radio Times photographer that he was not allowed to take photos of Craig McLachlan wearing a black T shirt. Black, it seems, is not in the Bugs 'ethos'. By the time the third season has come about, the team were blackmailed into working for a mysterious government branch with an equally mysterious head known simply as Jan, who would assign the Bugs team job relating to the security of the nation.

Various SF related plots included, 'Assassins Inc' in which are trio come up against an evil genius who

delights in inventing and marketing in new and igneous ways of killing, from voice activated bomb to flying weapons which targets a persons pheromones. There was the two part story 'What Goes Up (Part 1), Must Come Down (Part 2)' in which Ed finds himself becoming an astronaut. In 'Newton's Run', a mad man steal a cyborg dog from a research lab (shades of THE SIX MILLION DOLLAR MAN). Take three freelance trouble-shooters -two male, one female - place them in a hi-tech world of the nearly possible, and put them up against an assortment of dastardly villains out to abuse technology for evil ends. Sound familiar?

It could be THE NEW AVENGERS or even THE CHAMPIONS - but this is their nineties descendent, and its no surprise to see AVENGERS creator Brain Clemens credited as the guiding hand behind this British action adventure series. B was created to fill a perceived gap in the TV market for a simple, action based series. No gritty social realism, no complex back story, in fact no complex characters - just goodies or baddies and lots of Bond or Mission :Impossible style gadgets and adventure.

B is timeless, set in a non-specific future and a non-specific location. Its filmed London's docklands deliberately to give it a slightly unreal urban back drop that could just as easily be Turin or Frankfurt or some other European or even American city - a handy device when you're trying to stimulate foreign sales. The trio of hero's fit the pattern neatly - there's Ed, the daredevil pilot and acrobatic action man, equally at home scaling tall building or dangling of helicopters. Ros, the glamorous electronics wizard, knocking up gizmos like a hi-tech Blue Peter presenter, and Beckett the level headed former military spook, always known by his surname.

Storyline has included holographics, computer hacking, a space shuttle mission, a gold eating microbe, a wonder drug, artificial intelligence, remote control implants, computer viruses that can affect people - and a recurring arch villain. Most of the assignments the team take on come from firms worried about industrial sabotage, often being called in after the firms own security system has failed. The heroes have an arsenal of high tech gadgets, the bad guys have their fair share of gadgets as well however, including such things as a machine that removes sound from explosions and an experimental new car which is stolen.

Most episodes start and end in the same way. The hook, in which the villains makes his play, and a climax usually against the clock and frequently involving loud explosions. The cast - former soap star Craig McLachlan and Jesse Birdsall and ex Bill copper Jaye Griffiths - work hard. In fact everyone works hard, from the stuntmen to the special effects team - to create honest escapist entertainment. And one other notable name in the credits is that of Stephen Galager, who also created CHIMERA and OKTOBER., as well as a couple of cerebral DOCTOR WHO stories, 'Warrior's Gate' and 'Terminus'.

B should work, and on a superficial level, it does. But that's its trouble its too superficial. The characterisation is flat, there's little chemistry, sexual or otherwise, and so there's no real involvement. The dramatic tension is cursively slack, the repartee by the numbers. What must have been intended as a strength - its international five minutes into the future flavour - is also a weakness, stranding the series in a dramatic no man's land as anonymous as its trademark locations. B eschews the eccentric englishness of THE AVENGERS, but that was an essential, enduring part of the series' appeal. B may get better ratings up to 12.5 million - but it could do with some of its ancestors charm. Season two was an improvement on the first - the adding of the Bugs teams nemesis - Jean Daniel helps - and the technology is clearly getting more, not less outlandish.

It's a reflection of the moribund state of British SF that a main stream action-adventure with SF leanings is hailed in some quarters as a new dawn. It might yet break down a few barriers and kick start a British SF revival, but it seems unlikely. Telefantasy is a funny old game, but this is not the stuff cults are made off.

At the start of the fourth season the first major change in cast members occurred with the replacement of Craig McLachlan who played Ed with Steven Houghton who played Ed from season four. This type of change in the cast shows a lack of caring for the show, assume that nobody would tell that Ed is a new man, literally.

Bugs is a throwback to the expensive glossy adventure series which were popular on ITV during the 1960's and early 1970's. Bugs is the creation of Brian Clemens, whose previous creations included The Avengers and The Professionals for ITV. Bugs however is on the BBC, not the usual home for such an expensive production. Bugs has obviously been designed for sale to commercial stations abroad, since each episode contains fade outs for commercial breaks.

The series' producers were Brain Eastman and Stuart Doughty, production designers were Mark Raggett (Season One) and Marcus Rowland (Season Two), executive producer was Caroline Oulton, series consultants were Brain Clemens and Stephen Gallagher. The music was created by Gavin and Simon Greenaway. The series was shown on BBC 1.

For the series' fourth season Steve Houghton joined the crew, taking over the role Craig McLachlan had, playing Ed once more. Steve has previously starred in popular UK drama London's Burning. The original

series was set mainly around the London Docklands, but by the third season the series had ventured a little further into the West of London, the same area in which CRIME TRAVELLER was filmed. By the fourth season the series was filmed mostly in North London and the Elstree Studios.

As Bugs came to the end of its fourth season, it was entrenched in the public imagination. Its stylized action-adventure made sure that it had caught the eye of not only nearly ten million viewers, but also the favourable attention of TV critics. The fourth season was unusual in that 10 episodes were made but only seven were shown, the other three episodes were aired almost a year later on BBC1.

WR. Duncon Gould, Stephen Gallagher, Amanada Coe (Script for Shotgun Wedding, no on screen credit), Gregory Evans, Alan Whiting, Colin Brake, Miles Miller, Alfred Gough, Frank De Palma, Terry Borst, Bruno Heller, Allison Leathart and Cal Clements Jr. The Directors for the series included Brian Farnham, Ken Grieve, Andrew Grieve and Sandy Johnson.

DIR. Brian Farnham, Andrew Grieve, Ken Grieve, Sandy Johnson, Matthew Evans, John Stroud, Gwennan Sage.

EPISODES: 40 **YEAR MADE:** 1995 **COUNTRY:** GB **SEASONS:** 4

CARNIVAL FILMS FOR THE BBC

CREATOR: BRAIN EASTMAN, STUART DOUGHTY

TYPE OF SHOW: CRIME **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 10, (2) 10, (3), 10 (4) 10

DATE OF PREMIER: 01/04/1995 **AIR DATE OF LAST EPISODE** 28/09/1999

SEASON DATE BREAKDOWN:

FILMS:

Ed CRAIG MCLACHLAN (1-3), Ross JAYE GRIFFITHS, Becket JESSE BIRDSALL, Jean Deniel GARETH MARKS (2), Kitty LESLIE ASH (3), Jan JAN HARVEY (3-4), Channing MICHAEL GRANDAGE (3-4), Ed STEVEN HOUGHTON (4), Alex PAULA HUNT (3-4), General Russell ROBERT ADDIE (4).

Books Based on this series.

Bugs #1 - Out Of The Hive	Paul Leonard	1996
Bugs #2 - All Under Control	Sandy Mitchell	1996
Bugs #3 - Shotgun Wedding	Neil Corry	1996
Bugs #4 - Hot Metal	Liz Holliday	1996
Bugs #5 - Sporting Chance	Andy Lane	1996

RELATED SHOWS:

AVENGERS, THE

1 - 1 *OUT OF THE HIVE*

Ros and Beckett first meet, after Beckett is forced to leave the Hive when he is framed for stealing information from them. The real traitor turns out to be Beckett's boss, Cottrell, working alongside his lover, Elena Johnson. The pair are trying to steal SACROS, a device which jams satellite signals. Beckett, Ros and Ed race against time to save Beckett's job and SACROS, and stop Cottrell and Elena.

Wr Dyncan, Duncan Gould

Dir Brian Farnham

1 - 2 *ASSISINS INC.*

Ros, Ed and Beckett's first customer appears in the form of Irene Campbell, who turns out to have conned Beckett into helping her continue doing her business. Roland Blatty, a friend of Ros' who owns the new Bureau of Weapons is trying to put a stop to the devices Irene sells, which have killed countless people. The team race against time to stop Irene and her legal adviser, Morasco and at the same time save Ed from a microbe that is killing him.

Wr Stephen Gallagher

Dir Ken Grieve

1 - 3 *ALL UNDER CONTROL*

Ros, Ed and Beckett are called in to investigate the mysterious plane that went 'out of control' for a while. However, while Ros is checking out the aeroplane, it suddenly decides to take off!!! Ros is left in the plane and it takes off, and Ed and Beckett discover that there is a man behind it all, controlling the plane like a remote control one. Ros starts to panic as the fuel gradually gets lower and lower, and Ed goes to find the man behind it, telling Ros that she might have to land the plane herself.

Wr Duncan Gould

Dir Brian Farnham

1 - 4 *DOWN AMOUNG THE DEADMEN*

Ed and Beckett go 'under cover' and end up on board a submarine. They are, however, found out to be fakes and, whilst Ed escapes, Beckett is left on the submarine with a money hungry man, eager to gain access to a bank and steal some diamonds a long the way. Beckett ends up getting trapped on the submarine, as it slowly fills with water. The man, meanwhile, has got his associate to steal these diamonds, but their plan is foiled when Ros enters the scene. Ed goes under the sea to search for the submarine and but will he find Beckett in time?

Wr Stephen Gallagher

Dir Andrew Grieve

1 - 5 *SHOTGUN WEDDING*

Ros, Ed and Beckett are called in to protect Anna Fabrizi, a visiting Italian politician who has vowed to fight political corruption in her country. Ed takes on the role of the man hired to kill Anna and he finds himself in a situation where he has to decide between Anna's life and his own.

Wr Duncan Gould

Dir Ken Grieve

1 - 6 *STEALTH*

An attempt to steal a revolutionary new car with an advanced guidance system is foiled by the Bugs team. The thieves then turn their attention to a military vehicle powered by a radioactive RTG, and Ros and Beckett have to climb onto the moving driverless vehicle, to stop the explosion from breaking the radioactive container and killing off most of the people in the country.

Wr Stephen Gallagher

Dir Ken Grieve

1 - 7 *MANNA FROM HEAVAN*

A new type of food called Phodex has been created and it is made from some sort of algae. Ros, Ed and Beckett are called to investigate about this stuff, and Ros ends up getting trapped in some room, with the oxygen levels slowly decreasing. However, Ed and Beckett realise all is not right when the creator of Phodex tells them that Ros has gone to the hairdressers. They find her just in time and she is OK. However, a short while later, the team find out the secret of Phodex, that it is toxic when exposed to ultra violet light, and Ros ends up eating some contaminated Phodex, and starts to die. There is soon a race against time for Ed and Beckett to save Ros and the other people who have eaten the toxic Phodex, and Ros' condition gradually begins to deteriorate, as her vision goes blurred and she keeps collapsing. However, she manages to save the day, by finding out what the code is to the place that has the antidote. She has to read an electronic organiser, but will she get the password in time?

Wr Gregory Evans

Dir Brian Farnham

1 - 8 *HOT METAL*

R-6 is a new type of metal, and it has an explosive nature. A man called DaSilva decides to take advantage of this property of the metal and tries to steal it. The Bugs team are involved and try to stop DaSilva leaving the country with the metal to make it into deadly weapons.

Wr Alan Whiting

Dir Ken Grieve

1 - 9 *A SPORTING CHANCE*

A special formula has been developed which enhances the performance of athletes. However, no-one has considered the after effects, which are that when the person's heart reaches a certain rate, the body can't cope and the person drops down dead. Ed comes to realise this when he is having a karate match with a person who has been injected with the stuff, and the man goes hyper, then falls down dead (whoops!). Ros eventually goes to find out more about the stuff, and ends up with another hyper person chasing her, then he suddenly collapses. however, Ros is still caught and taken away by the developer of the formula, to be his new guinea-pig.

Wr Colin Brake

Dir Ken Grieve

1 - 10 *PULSE*

Many small companies are being bought up by two mysterious men and Ros, Ed and Beckett are called to investigate. When the manager in another company is suddenly blown up, Beckett takes his place. The two suspicious people turn out to be Jean-Daniel and his brother, Patrick. They realise that Beckett is not

the real manager and Jean-Daniel goes round to 'Gizmos' (the place where Ros, Ed and Beckett were based in Series One) Beckett ends up being kidnapped. Ed's friend, Clare, has also got mixed up in the brothers' plans, and her daughter, Katie, has been held hostage until she gives them exactly what they want. Jean-Daniel's brother is killed. Beckett and Katie manage to escape and stop Jean-Daniel's plans, and reposition the missile that stops any type of computer generated items from working, to where they are.

Wr Stephen Gallagher

Dir Brian Farnham

2 - 1 *WHAT GOES UP.*

Ed is put into training to go up in a space shuttle, mainly to find out who is trying to stop the launch of it, and not to actually go up in it. But, of course, he ends up having to go up with another woman pilot. However, the 'baddie' trying to stop the launch makes the shuttle 'breakdown' (so to speak) and they end up getting 'stuck in space.....'

Wr Colin Brake

Dir Brian Farnham

2 - 2 *...MUST GO DOWN.*

Ed is put into training to go up in a space shuttle, mainly to find out who is trying to stop the launch of it, and not to actually go up in it. But, of course, he ends up having to go up with another woman pilot. However, the 'baddie' trying to stop the launch makes the shuttle 'breakdown' (so to speak) and they end up getting 'stuck in space.....'

Wr Colin Brake

Dir Brian Farnham

2 - 3 *BUGGED WHEAT*

A special sort of wheat, being developed so that it is resistant to all known crop diseases is destroyed by intruders breaking into the European Agronomy Council and spray a viroid over the crop. Beckett goes undercover as a scientist to investigate the viroid and discovers that the plan is to spray the viroid over crops in the world and then deliver a special anti-viroid, which will save the world from starvation and make the makers of the anti-viroid very rich. Ros, however, has problems of her own, when her car is infested with killer wasps and the brakes won't work, and she can't open the doors.

Wr Miles Millar, Alfred Gough

Dir Sandy Johnson

2 - 4 *WHIRLING DERVISH*

The Bugs team are called in to prevent a cartel of the world airlines from sabotaging Strate Air, a successful new airline. Hector Jerome, the airline cartel's main agent, becomes a target for the Bugs team and they discover he is in possession of a deadly new fighter plane- the Dervish. The Bugs team fight to stop them from shooting down Strate Air planes out of the sky, with Ed in the position to either shoot the plane down or die.

Dir Andrew Grieve

2 - 5 *BLACKOUT*

A woman called Pascal holds a building full of people hostage, claiming to be concerned about the environment. However, her intentions are found out to be not that caring, as she plans to steal a lot of money and also the isotope triggers, which would cause a big explosion. The Bugs team fight to get back the triggers and stop Pascal's lover driving off with a fortune stolen from a bank

Wr Frank DePalma, Terry Borst

Dir Andrew Grieve

2 - 6 *GOLDRUSH*

A room full of gold is infected with a new sort of virus that quite literally eats gold. It is up to Ros to make an antidote to return the gold to normal, and she doesn't have long- after some time, and once the gold has reached a certain temperature, it will be irreversible and the gold will be lost forever. Ed is trapped in the room with the gold and also two security things that continuously try to shoot him. Beckett decides to get Ed out of the room, as the antidote Ros creates is harmful to humans, but his only way to get to it is by going through a tunnel filled with toxic fumes.

Wr Bruno Heller, Alison Leathart

Dir Brian Farnham

2 - 7 *SCHRODINGER'S BOMB*

Cassandra and 'Daddy' strike a deal with Jean-Daniel and Ros ends up getting kidnapped by him. Roland

Blatty has a 'brush with death' when he is left in a room filled with lots of ticking bombs. Ed and Beckett go to save Ros, and end up having to use a chain saw to free her as she was handcuffed to a steering wheel, and inside the car there was a hand grenade. Beckett spends the final scene, sawing the steering wheel, to free Ros' wrists, and Jean- Daniel returns to the Bactrian Kings tombs to retrieve the Niobium 5 that was left there.

Wr Stephen Gallacher

Dir Andrew Grieve

2 - 8 *NEWTON'S RUN*

Newton the dog is the new creation of a scientific lab. Newton is 'a robot dog' who is just like any other dog, except that when a special controller is turned on, she is controlled by it. A group of 'bad guys' want to use this technology, as they can use Newton to get to places they can't. Beckett decides to look after Newton and take her on a little ride on a train. Little does he know that the baddies are hot on his trail and he ends up losing Newton. The baddies find Newton and give her a little bomb, sending her into a building that contains many different types of weapons that are for use in WW3. The team find this out and Beckett goes to find Newton.

Wr Calvin Clements Jr.

Dir Brian Farnham

2 - 9 *THE BUREAU OF WEAPONS (PART 1 OF 2)*

A deadly powerful creature called Cyberax has escaped from a computer and then suddenly Cyberax the company is born, by no other than Jean-Daniel. He creates a machine that takes over some of the user's mind. Once they have finished using the Cyberax headset, it leaves a little bit of itself behind. when the person finds out about Cyberax again, as they forget all memories to do with Cyberax, their brains go into overload and they kill themselves. Roland Blatty (the old bureau chief) gets hold of one of these headsets and blows his brain up when Ed jokingly says that he hopes that Roland has had the system checked for viruses. The whole Bureau team are also wiped out when they too discover the deadly truth about Cyberax. Beckett decides that the only way to stop this is to pretend that he has used the headset and had his brain blown up (so to speak) and he is taken away by Cassandra, who is now working with Jean-Daniel. Jean-Daniel realises that Beckett wouldn't do something so stupid, so he takes a gun and goes after him, and finds him searching the building they are in. So he hits him on the head with the gun and puts him in the boot of the car! Ros and Ed go to find Beckett, and Cassandra and Jean-Daniel try to escape. Ros realises the only thing she can do to stop the whole building from blowing up is to use the Cyberax headset. So that is what she does, to Beckett and Eds' horror. Ros is left with a tiny bit of Cyberax inside her and Ed and Beckett are getting very concerned....

Wr Stephen Gallacher

Dir Andrew Grieve

2 - 10 *A CAGE FOR SATAN (PART 2 OF 2)*

Another second part to end the Series. Cyberax's destructive nature has entered Ros' brain and Beckett and Ed find themselves racing against time (and the fact that if Ros finds out about the true nature of Cyberax, her mind will explode) to save her. Beckett 'foils' Jean-Daniel's plans, but in the process accidentally tells Ros the truth about Cyberax, and Ed has to kill her, electrocuting her. The reason being that 'because Cyberax is a virus in the memory, you have to shut down the system and reboot with a completely new set of instructions'- (as said by Ed).

Wr Stephen Gallacher

Dir Andrew Grieve

3 - 1 *BLAZE OF GLORY*

First of a two parter to start off Series 3. A man called McHaig's business is desperately trying to be sabotaged, and he calls in Ros, Ed and Beckett to investigate. It turns out that just recently, McHaig's son, Christopher, committed suicide and Ed goes to see McHaig's daughter, Kitty McHaig, to find out more about the business. Kitty decides to blow up half of London, using a chemical weapon that is under the 'family' business. Beckett goes to The Bureau of Weapons Technology (the place where Roland used to work), where he meets Jan and Alex. Jan manages to con him into working at the Bureau, because of his financial problems and the fact that she catches him and Alex looking at Code: Red files. The team manage to stop the chemical weapon going off, just in time, but Ed realises that there is another bomb in the 'Battle wagon' (an invention of Kitty's). Ed ends up getting blown up with the 'wagon'.

Wr Stephen Gallacher

Dir John Stroud

3 - 2 *THE REVENGE EFFECT*

The second part, where Ed is still in hospital and feeling a bit depressed at the fact that his injuries mean that he will be in and out of hospital for a while. He has, however, agreed to join the Bureau, where as

Ros 'doesn't want to give up her independence.' Outside, in the hospital corridors, Ros admits that she is worried about Ed and gets all emotional. Beckett tells her that everything will be OK, but sounds more unsure than she is. Kitty tries to change her identity, to drop out of sight, and chooses the Duchess of Forteza. But her unloyal associate changes the password to her new bank account, and gives it to Ed. So, Kitty kidnaps Ed to get it. There is soon a race against time for the team to find the code name for the account, as they know the password, not the name, and for Kitty, to get the password, as she knows the access name. Alex manages to get the code name, by pretending to be Ros, and going to the bank.

Wr Stephen Gallacher

Dir John Stroud

3 - 3 *THE PRICE OF PEACE*

A new engine killer weapon is stolen whilst Ed and Alex are testing it. Beckett escorts a statesman, Van Straaten to a peace conference, their vehicle is stopped using the engine killer, and they are held hostage by Virghiz nationals, who do not want the peace treaty to go ahead. They want Beckett's secret codes for Project Darkling, so they can attack their enemies in Virghiz. Beckett escapes, but Van Straaten is left behind.

Wr Frank DePalma, Terry Borst

Dir John Stroud

3 - 4 *HOLLOW MAN*

A man creates a holo-imager which is used on the new £100 notes. Another guy, North, who helped design the holo-imager and who is also supposedly dead, turns up alive, and is trying to make fake £100 notes to 'up' his bank balance. Ros goes to dinner with the man who created the holo-imager and he ends up being told to shoot her, but he lets her go.

Wr Miles Millar, Alfred Gough

3 - 5 *NUCLEAR FAMILY*

A foreign president is critically ill and everyone thinks he is dying, and there is no cure for his disease. Then, an English doctor discovers a way of saving his life, but he has to wait to undergo the operation. It is then found out that there is a traitor within the embassy, and the finger is instantly pointed at his much younger wife. All of Bureau Two believe her to be the traitor, except Beckett, who won't believe it (does he ever?) and thinks that the security guard is responsible. He and Nataliar (the wife) are then kidnapped by the people the traitor is working for, and one woman sets up a bomb next to them, with green pressure pad to detonate it. Ros, of course sets this off.

Dir John Stroud

3 - 6 *FUGITIVE*

Ros is set up and sent into custody. Even Jan seems to believe that she is guilty, but Beckett loyally stays beside her and tries to get her out. Ros eventually manages to escape and runs into the comforting arms of Channing. Ros realises that the 'mole' is actually at the SSD (where she was sent into custody) and finds out who it is. The problem is that all the SSD people still think its her, and she is wanted for theft and murder, neither of which she did. She finally manages to make them see who it is. When things have pretty much got back to normal, Channing then tells Ros he is merging worth an American company and is moving to California, and that he wants her to go with him.

Wr Clive Hopkins

Dir Matthew Evans

3 - 7 *HAPPY EVER AFTER?*

The team are investigating the mysterious disappearance of a woman called Julia, kidnapped at her own wedding. Ros and Beckett go to the location she is being kept at, and Ros is shot whilst trying to escape. She is taken to hospital and is OK, but Channing tells her that her job is just too dangerous, and that she should definitely go to America with him and Beckett tells her that she should go also. Ed is caught when he tries to rescue Julia, and they discover that the person behind it all is Julia's husband, Mark. They are trapped underneath a bomb, but manage to find a narrow tunnel through which to escape. Beckett has to disarm the bomb, and Ros lets herself out of the hospital and goes to the Bureau to help them.

Wr John Stroud

3 - 8 *BURIED TREASURE*

Some convicts are conveniently let out of prison a few years before they should by the mysterious 'Athena'. The Bugs team go to investigate about the third man to be let out of prison, a Mr Flood. However, after they confront him, he escapes and runs to the car park, closely followed by Alex, who loses him. Suddenly, he runs at her, determined to throw her off the side of the parking lot and she finds herself throwing him off instead (by accident, of course). So, they decide that Beckett will take his place and he is taken to a place where he has to make a bomb to get through a steel door. With Ros telling him

exactly what to do, and with the aid of a 'neat' pair of glasses that enable Ros to see what he is doing, he makes it and finally decides to tell Ros how he feels, saying that he was jealous about her and Channing. However, the communications go down and he thinks that she didn't hear him. He is just talking to himself, saying that it's probably a good thing that she doesn't know how he feels, because she probably doesn't feel the same way, but he doesn't realise that she has actually heard it. The mysterious Athena turns out to be one of Ed's ex-girlfriends, called Sasha, and he goes to pretend that he is on her side. Beckett gets blown up after he has fulfilled his job, much to Ed's surprise. Alex rushes him to hospital, whilst Ros goes to catch Athena. Sasha finds out that Ed works for the government and leaves him to die. However, he escapes and catches up with Ros, and they chase after Sasha, who boards a damaged helicopter and flies off!

Wr Terry Borst, Frank DePalma

Dir Matthew Evans

3 - 9 *IDENTITY CRISIS*

JAN mysteriously disappears and is replaced by a new JAN at the bureau which causes friction between the team. But where has the other JAN gone and why did she leave without saying a word or telling them where she was going?

Wr Colin Brake

Dir John Stroud

3 - 10 *RENEGADES*

Roland Blatty is still in hospital and a nurse explains to a new one that he will remain that way forever. However, once she has left the room, leaving the new nurse and Roland alone, he suddenly wakes up and attacks her, before walking out of the hospital. Beckett, Ed and Alex go to check on the other two members of the bureau, who are also in hospital. Ed and Alex find that the woman they were going to check on has also escaped from the hospital she was in, in the same circumstances as Roland. The woman Beckett checks on is, however, still unconscious, and he is explaining to the nurse what to look out for, when the woman wakes up, attacks Beckett and flees from the hospital before anyone can stop her. The team soon find out that the old bureau members are after the four discs that make up the remains of Cyberax. The virus was kept on four discs so that the next time something like that happened, they could use Cyberax to help them overcome it. Beckett is suddenly kidnapped by Roland, as they get increasingly closer to the whereabouts of the three, and Roland phones up Ros demanding for the forth and final disc, or he will kill Beckett. Ros rushes to find someone called Lord Forward, as he has the disc. However, as she finds the place where he lives, she discovers that he is in fact dead, and his son has taken over as Lord Forward, and also has no clue as to the whereabouts of the disc. Ros manages to discover where it is from the clue in a letter he wrote before he died, saying that he would keep the disc 'in a place where he can keep permanent watch over it.' Ros retrieves the disc and Roland enters the building with Beckett. Ros is suddenly confronted by Jan and a rather large gun, who demands that the fourth disc is destroyed so that Cyberax cannot be reborn

Wr Stephen Gallacher

Dir Matthew Evans

4 - 1 *ABSENT FRIENDS*

Ros is missing and Beckett, Alex and Ed are desperately searching for her. However, they find her car a river with some of her blood in it, and presume that she is dead. Beckett won't accept this, and sobs his little heart out at Ros' house. He ends up quitting from the bureau, to devote his time to searching for Ros. Beckett goes to see Ros' Mum, her ex-fiancee, Terry and does everything he can to determine Ros' whereabouts. Ros is actually alive and well (naturally) and is working with Terry. Ed and Alex are given a job to transport what they think is something that saves lives- but they were given false information. Beckett is also where Alex and Ed are, still trying to find leads on what happened to Ros, and then Ros suddenly appears, steals the stuff that Alex and Ed are looking after, with Terry and two other people and runs to Terry's van. As she starts the van, and starts to drive off, she sees Beckett, but is told by Terry to keep driving. She does as he says, leaving behind Beckett, who was continuously shouting her name. He sinks to the floor, crying loudly and wondering why she left him there.....

Wr Colin Brake

Dir Gwennan Sage

4 - 2 *SACRIFICE TO SCIENCE*

Ros is still missing, although now the others know that she is not actually dead. Ros decides to ring Beckett and ask him to meet her, and Beckett quickly rushes to where she is. They meet on a bridge and Beckett is demanding an explanation, but Ros is too upset to give an answer. They go to see the others (Terry, Chris and Morag) who voice their opinions on Bureau 2 becoming involved; they don't like it one bit, especially Terry, who ideally wants to pick up where he and Ros left off, but he realises that that is never going to happen, because Ros is together with Beckett. However, because Beckett's Jeep had a bug

on it the people trying to stop Ros and Terry find out where they are, and Chris and Morag are killed. Then they decide to blow up the base where Ros, Terry and Beckett are. They presume they are dead, but they managed to escape just in time. Beckett and Ros are walking in the hospital garden together and Beckett asks for an explanation. Ros tells him exactly what happened the night she 'died' and Beckett starts to get jealous about the fact that Ros went off with Terry and let him think she was dead. Meanwhile Alex and Ed are investigating the weird stealing of a man's suitcase and find out that a General is trying to pay back a man for killing his family. There was a medical experiment the man was working on which went horribly wrong, with devastating effects. The General plans to kill the man using a special thing that can be matched to a person's genes and kill only them. Alex manages to retrieve the capsule in time, before it is released into the room where the man is and Ros, Beckett and Terry rush into the room to stop the General.

Wr Colin Brake, Stuart Doughty

Dir Brian Grant

4 - 3 *GIRL POWER*

Carly, a 14 year old girl breaks into The Hive and for some reason Ros is put in charge of her, which she is not too happy about. Beckett is moving into a rather run-down flat which Alex found for him, and his friendship with Ros is rather 'rocky'. Carly is taken off Ros' hands by a man who turns out to be a baddie after an ancient funeral mask that the Bureau are looking after. He manages to con Carly into stealing the mask and once she realises why they want it, she runs off and hides it. Soon, both Ros and Carly are held prisoner until Carly gives the whereabouts of the mask. They are trapped under a lift. Carly manages to get out and tell Alex and Ed where it is hidden, and they quickly find it.

Wr Colin Brake, Stuart Doughty

Dir Gwennan Sage

4 - 4 *THE TWO BECKETTS*

A man breaks into a building, and although he tries to escape, he is caught. He then asks for Beckett, saying that he will only talk to him, and no-one else, and although beckett doesn't know who he is, he goes to meet him. Once he reaches the place and sees the man, he simply says "You," and punches him. The man then reveals that he is Beckett's father. Beckett takes his Dad to his house, where he tries to explain why he ran out on Beckett 10 years ago, after his Mum's funeral. He then explains that he was trying to find out about the whereabouts of a man who is after the two witnesses that will send him to prison. Ed goes to check it out, only to see that the man has escaped. Both of the witnesses are kidnapped and Beckett's Dad finally reveals that he wants to see the man go down because he killed Beckett's Mum. So, Beckett and his Dad go to find the man, as well as the two witnesses and Alex, who got mixed up in the whole thing.

Wr Frank DePalma, Terry Borst

Dir Brian Grant

4 - 5 *HELL AND HIGH WATER*

The Bugs team are called in to investigate why the crew on board the Searanger, an oil rig, have suddenly gone silent. After investigation, they discover that the team they are with on the oil rig are not the really crew, and they work with the last surviving member, Paul Grey, to stop a satellite falling onto the Earth. Ros finds beckett unconscious in a room, and they are forced to work closely when they are left to do, betrayed by Paul Grey.

Wr Alex Stewart

Dir Christopher King

4 - 6 *PANDORA'S BOX*

The legendary tomb of King Arthur is supposedly at a site, where suddenly a lot of people are becoming ill and new owners have stopped all normal work. Beckett goes undercover to find out what is going on, and with the help of the others, they discover that the digging for the tomb has unearthed a plague. Alex falls ill with the plague, and Ros works at finding her a cure. She is also worried about Beckett, who insists on staying at the site and stopping the men from letting more people die, and shows for the first time since they split up that she still cares for him.

Wr Frank DePalma, Terry Borst

Dir Brian Grant

4 - 7 *JEWEL CONTROL*

Ros' friend, Sorrel marries Richard Blenko, a two faced man with a silver tongue, who'd give anything to save his own life. He promises a gangster as many emeralds as he'd like in exchange for his life, using Sorrel's own father, Mr Mandrake, to do so. Mandrake is kidnapped whilst staying at beckett's place, who went off with Christa when he was supposed to be assuring Mandrake's safety. Sorrel and Ros are also kidnapped. The gangsters steal the emeralds and then leave a bomb in the bunker where Ros, Sorrel, Mr

Madrake and Richard are. Beckett, Jan and a trainee, Melissa have to stop the bomb and the gansters, before it is too late.

Wr Colin Brake, Stuart Doughty

Dir John Stroud

4 - 8 *TWIN GEEKS*

The Bugs team come up against two highly intelligent who are waging an extortion campaign against a communications company.

Wr Colin Brake, Alex Stewart.

Dir Brain Grant.

4 - 9 *MONKEY SPIDERS (PART 1 OF 2)*

As Adam and Alex's wedding nears, the team are called in to solve a blackmail case.

Wr Terry Borst and Frank De Palma

Dir John Stroud.

4 - 10 *THE ENEMY WITHIN (PART 2 OF 2)*

With Ros fighting for her life in hospital , the rest of the team battles to stop a multi-million pound theft which would bring about the collapse of the banking system.

Wr Terry Borst

Dir Brian Grant.

BUNKERAKA: **BUKNER, OR LEARNING UNDERGROUND**

Tagline: What is the purpose of Experiment?

Western Siberia, 2012. A group of leading scientists working in a bunker 10,000 meters underground encounter dangerous unknown creature.

In the year 2012, an underground laboratory ten kilometres beneath the steppes of Western Siberia is the stage for the top-secret Project BUNKER. Distinguished scientists have been working on a mysterious scientific experiment for the last three years, with a strange, anonymous, and extremely popular erotic manuscript circulating through the complex serving as their only distraction. Now a new researcher has arrived a veterinarian, despite the lack of animals at the facility and the scientists already in place are wondering why.

Bunker, or Learning Underground fiction mystery television series with comic undertones that was first broadcast on the Russian television network TNT in May of 2006.

Series filmed in Moscow, Russia.

Produced by Aleksandr Dulerain .. Producer & Dmitry Troitsky .. Supervising producer

Original Music by Yury Poteenko & Yuri Poteyenko

Film Editing by Kirill Kozlov

Production Design by Aleksei Levchenko

Set Decoration by Anastasia Nefyodova

Costume Design by Anastasia Nefyodova

Art Department - Andrei Bondarenko . Set dresser

Sound Department - Sergei Figner . Foley artist , Ella Khvorostova . Sound editor , Vasili Krachkovsky . Sound re-recording mixer , Pyotr Malofeyev . Sound re-recording mixer , Yulia Prozorovskaya . Sound editor , Denis Vakulenko . Sound editor.

WR. Aleksandr Dulerain, Sergei Koryagin , Ivan Vyrypayev

DIR. Aleksandr Dulerain

EPISODES: 20 **YEAR MADE:** 2006 **COUNTRY:** RUS **SEASONS:** 1

CREATOR:

TYPE OF SHOW: EARTH FUTURE **FORMAT:** SERIES

LENGTH (MINS): 52 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Russian

SEASON BREAKDOWN: (1) 20

DATE OF PREMIER: 27/05/2006 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Pavel Rodionovich SERGEI AFANASIEV, S.A.M. ALEKSANDR ANUROV, Pyotr Petrovich VLADIMIR BOLSHOV, Assistant to physician MIKHAIL GURO, Tamara Georgievna GALINA KASHKOVSKAYA, SWAT team leader SERGEI KORYAGIN, Masha ALEKSANDRA KULIKOVA, Ippolit Kazimirovich

ALEKSANDR LINKOV, Vassily TOMAS MOTSKUS, Assistant to biologist ZAKHAR RONZHIN, Raisa Aleksandrovna YOLA SANKO, Ural Matveevich BORIS SHITIKOV, Nadya MARIA SOKOVA, Logov YEVGENI STYCHKIN, 1st assistant to psychologist SPARTAK SUMCHENKO, 2nd assistant to psychologist NIKITA TARASOV, Valerian IVAN VYRYPAYEV.

BURNING ZONE, THE



VIRUSES. Devastatingly deadly viruses that can wipe out a city in less time than it takes to cry for help. The leaders of our country have recognised this threat and have mandated the creation of a specialised task force to lead the attack in what is coming to be known as the "plague wars." You'd better pray that they succeed.

It began as a nifty idea: What if the government has a secret team designed to spot and stop life-threatening outbreaks of diseases (such as Ebola and Anthrax) before they got out of control? The team consisted of two doctors, a security expert, and the director in charge of the project.

Tamlyn Tomita is also known for playing second in command on the SF show *BABYLON 5*, she however was replaced after the pilot episode with another actress. Nicholas Lea who starred in the *X FILES* guest starred in an episode called *Hall of the Serpent*. The show started off well, but simply became too predictable as it went on. After only a few episodes the titles and most of the cast was changed, in an attempt to redo the show, the simply lead to plot holes and confusion for viewers, and the show was never any better, consequently the series was cancelled before its run was complete.

At first I thought - how can this hold up? A virus of the week show? But the pilot really blew me away. We had the tired old take on Ebola but then the virus turned out to be sentient and age old. They ruled the earth when man was young and used him as their host. They created Ebola and other virus to weed out weak human hosts. It was a great twist. The 2nd episode was pretty good also.

Much of what's wrong with American television was ably demonstrated in *The Burning Zone*, a show that went through so many transformations in its brief 19-episode run that no viewer who saw the first show would recognise the last. Only one original cast member remained. . . And nothing else was remotely the same.

But Wait! What if they fought shadowy government bad-guys, too?

But Wait! What if they encountered the supernatural, a la *THE X FILES*?

But Wait! What if we replace the doctors with a much more handsome leading man and have a gang kidnap him to treat their leader?

You get the idea. Viewers had the underlying premise yanked out from under them every few weeks. Despite some strong, engaging performances and memorable episodes early on, *The Burning Zone* never struck with one premise long enough to develop an audience following.

The Executive producer was James McAdams with co-executive producer Bob Carleton, producers for the show were Ed Ledding and Brain Chambers. The show even had an infectious disease consultant who was Dr. Kimberly A. Shriner, M.D., F.A.C.P. Bradford May was the director of photography. The show was originally aired in the US between 3rd September 1996 - 20th May 1997.

Executive producer Coleman Luck claimed that the intention of *The Burning Zone* was to use "the micro-biological world as a metaphor for the battle between good and evil". Tamlyn Tomita, aka Kimberly Shiroma, was almost a regular on *BABYLON 5*. She played Laurel Takashima in the pilot episode *The Gathering*, but was replaced by Claudia Christian as Susan Ivanova for the series. Rene Auberjonois, aka *STAR TREK: DEEP SPACE NINE*'s Odo, guest-stars in the second episode, *St. Michael's Nightmare*. Also guest starring in this episode was Joshua Cox, perhaps better known to telefantasy viewers as the C&C-bound Lt. David Corwin on *BABYLON 5*. *The Burning Zone* only managed an initial run of 10 episodes before being pulled from the schedules for 're-tooling'.

Production Credits

Executive producers: Coleman Luck, James D. McAdams, Robert A. Papazian, James G. Hirsch

Co-executive producers: Carleton Eastlake, Robert Gilmer

Created by: Coleman Luck

Producer: Stuart Cohen
 Co-Producer: Brian Chambers
 Associate producer: Todd London
 Coordinating Producer: Burt Bluestein
 Medical Consultants: Kimberly A. Shriner, MD, Pamela A. Morris

WR.

DIR.

EPISODES: 19 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 1

SANDSTAR PICTURES AND UNIVERSAL

CREATOR: COLEMAN LUCK

TYPE OF SHOW: SCIENCE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 19

DATE OF PREMIER: 03/09/1996 **AIR DATE OF LAST EPISODE** 20/05/1997

SEASON DATE BREAKDOWN:

FILMS:

Dr. Edward Marcase JAMES DEAN MORGON (eps 1-13) , Dr. Kimberly Shiroma TAMLYN TOMITA (eps 1-13) , Agent Michael Hailey JAMES BLACK, Dr. Daniel Cassian MICHAEL HARRISON (eps 2-19) , Dr. Brain Taft BRADFORD TATUM (eps 14-19).

RELATED SHOWS:

BABYLON 5

1 - 1 *"PILOT"*

The team is assembled to research an unknown virus released from an ancient tomb in Costa Rica. Those infected get blood-red eyes, a high fever and superhuman strength, and acquire an exceptional interest in deadly diseases.

Wr Coleman Luck

Dir Bradford May

1 - 2 *THE SILENT TOWER*

Under it's new leader, Dr. Cassian, the team is ordered to a condemned skyscraper that has been the site of 79 suicides since its opening two years ago.

Wr Coleman Luck

Dir Michael Lange

1 - 3 *ST. MICHAEL'S NIGHTMARE*

The team is sent to Philadelphia to monitor the religious festival of St. Michaels, a celebration of good's victory over evil. The last two years it has been the site of violent episodes and two unexplainable deaths among the clergy.

Wr Robert Gilmer

Dir Scott Brazil

1 - 4 *ARMS OF FIRE*

The team investigates two cases of spontaneous human combustion in a lower-class neighborhood.

Wr Coleman Luck III

Dir Michael Katleman

1 - 5 *NIGHT FLIGHT*

Marcase, Shiroma and Hailey are on a flight back to the US when one of the passengers breaks out with a hemorrhaging fever. Not allowed to turn back, they have a 5-hour flight before they can land - assuming the pilot survives.

Wr Carleton Eastlake

Dir Jesús Salvador Treviño

1 - 6 *LETHAL INJECTION*

Cassian gets a lead on a government black-project that uses criminals sentenced to death as messengers to an alternative dimension - the afterlife, and decides to shut it down.

Wr Coleman Luck & Carel Gage Luck

Dir Richard Compton

1 - 7 *TOUCH OF THE DEAD*

Cassian is infected with incurable bacteria that will kill him in 48 hours, bacteria he thought died along with his girlfriend in the Yucatan forest 10 years ago.

Wr Robert Gilmer

Dir Oscar L. Costo

1 - 8 *HALL OF THE SERPENT*

A cult leader promises people with lethal diseases a miracle cure courtesy of an ancient Greek god, and surprisingly it works - at least until they defy him. He draws the team's attention when Cassian's niece seeks him out after being diagnosed with leukemia.

Wr Coleman Luck & Carel Gage Luck

Dir Michael Lange

1 - 9 *BLOOD COVENANT*

A doctor angry with the US government for abandoning him in Zaire infects Orlando's main blood supply with malaria, and threatens with doing more unless a billion dollars is deposited to a Swiss bank account.

Wr w: Coleman Luck III s: Coleman Luck III & Kimberly A. Shriner, M.D.

Dir Oscar L. Costo

1 - 10 *FACES IN THE NIGHT*

A serial killer abducts Kimberly, and the team has until the full moon is over to find her.

Wr Carleton Eastlake

Dir Scott Brazil

1 - 11 *MIDNIGHT OF THE CARRIER*

The team is to operate out a mysterious capsule from the body of an old man. The capsule was placed there by a Nazi doctor to hide it from the allies at the end of WWII, but the man fled to the US and has been concealing his past ever since. But when security on the in the team's HQ is compromised during the operation, it appears that someone else wants it too - badly.

Wr Carleton Eastlake

Dir Janet Greek

1 - 12 *CRITICAL MASS*

With Marcase and Shiroma occupied in Zaire, Cassian enlists the help of neuropathologist Brian Taft to investigate the death of a LA fireman. He had grown several large brain tumors and exhibited extremely aggressive behavior after being exposed to a fallen meteor, and Cassian fears the same may be happening to the scientists currently examining it. NOTE: At the beginning of the episode Cassian notes that Shiroma and Marcase are no longer available due to the president publishing information on the incident in Zaire. What he's talking about here is unclear - it doesn't fit with any of the previous episodes. It might refer to an unproduced script, or may simply be a bad attempt at explaining the actors' absence. At the end Taft joins the team when Cassian "discovers" a problem with his research grant.

Wr Carleton Eastlake & James G. Hirsch

Dir Richard Compton

1 - 13 *DEATH SONG*

Cassian and Taft look into why several recovering Hodgkin's patients are suddenly collapsing with multiple bone-fractures, while Hailey gets involved with famous singer.

Wr Robert Gilmer

Dir Michael Miller

1 - 14 *THE LAST ENDLESS SUMMER*

A Californian hospital receives several cases of perfectly healthy people developing organ failure overnight with seemingly no connection. Cassian is called in to assist, but is not happy about the way his new overseer wants to run things.

Wr James G. Hirsch

Dir Stephen L. Posey

1 - 15 *THE LAST FIVE POUNDS ARE THE HARDEST*

Several people all over the US are found either dead or in a coma, and the only thing they have in common is the diet pill Metabathin. While Taft can find nothing wrong with it, someone is leaking information to the press causing the public to panic.

Wr Carleton Eastlake

Dir Michael Miller

1 - 16 *ELEGY FOR A DREAM*

An aggressive flesh-eating bacterium hits Chicago, spreading through infected tattoo ink. Taft's football playing nephew is one of the victims, and may end up losing his arm.

Wr Michael Gleason

Dir Nancy Malone

1 - 17 *A SECRET IN THE NEIGHBORHOOD*

A boy collapses at amusement park with burns in the mouth and throat. The preliminary examination points to the use of chemical weapons.

Wr Burt Baker

Dir Michael Miller

1 - 18 *WILD FIRE*

A Detroit restaurant has an outbreak of new cure resistant cholera with an impossibly short onset time.

Wr David Kemper

Dir Stephen L. Posey

1 - 19 *ON WINGS OF ANGELS*

A secret project attempting to pacify prison inmates with experimental drugs goes wrong when the subjects start collapsing with horrible seizures.

Wr James G. Hirsch

Dir Richard Compton

BUSKAAKA: **KAIJU BUSUKA**AKA: **BOOSKA**

Boy inventor Daisaku (Miyamoto) has created an all purpose machine that get's him out of bed in the morning, brushes his teeth, and ejects him from the house with this backpack attached. He also tries to create a Godzilla-style monster by feeding a chemical cocktail to his pet iguana Buska. Owing to an amount of old baking soda past it's sell by date, the resulting "monster" is a gentle, charming creature with large round eyes and a buck toothed expression not unlike a squirrel. However, it also has amazing physical strength and (in the stlye of MONKEY) a magical crown made of the element Buskanium, which allows it to shrink in size to just 50cm tall. It likes noodles and hates turtles.

As one might expect form a Tsuburaya show, human life is soon threatened by a number of bizarre opponents, forcing Daisaku's creation to save the world from monsters and aliens, including a Glacier Witch and a giant sponge. From episode 26, the series also introduces Buska's michievous "brother" Chemgon, formed form Daisaku's experimental combination of an alien and a squirrel. Chamegon has the power of super speed, shoots a monster beam from his tail, and can also transform into anything, so long as it has a supply of walnuts

In the heart rendering final episode, a space mission to Plant R requires an alien pilot to endure a 20-day round trip. Buska and Chamegon are delighted to volunteer, and only Daisuke realises that time dilation effects will mean that each day in space will mean a whole year elapsed on Earth - compare to similar relativistic tragedy in Hideaki Anno's Gunbuster. Daisuke waves them off with tears in his eyes, never expecting to see his friends again.

WR. Masahiro Yamada, Keisuke Fujikawa, Shinichi Sekisawa, Tetsuo Kinjo, Shinichi Sekisawa, Koichi Yamano, Shozo Uehara.

DIR. Jukichi Takemae, Minoru Manda, Toshitsugu Suzuki, Tetsuhiro Kawasaki, Kazuo Kimata

EPISODES: 47 **YEAR MADE:** 1966 **COUNTRY:** JAP **SEASONS:** 1

TVT, TSUBURAYA

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 47

DATE OF PREMIER: 09/11/1966

AIR DATE OF LAST EPISODE 27/09/1966

SEASON DATE BREAKDOWN:

FILMS:

SEIKICHI NAKAMURA, KUNIO SUZIKI, TETSUO YAMAMURA, Daisaku TOMOHIRO MIYAMOTO, NEKOHACHI EDOYA, KAZUKO HATA, JUNKO NAKAHARA, YOSHIYUKI FUJIE, HIROSHI NAKAJIMA.

RELATED SHOWS:

BUSKA! BUSKA!!

BUSKA! BUSKA!!

This is a new version of the original 1967 Japanese show BUSKA. This time featuring Daisuke's son Yuksaku (MASAAKI TACHIZAWA) as the main character. Missing the obvious chance to bring back the original creatures from their space voyage, the new series simply featured the creation of an all new Buska, as Yusaku attempts to create a superhero "Miracle Mirror King" but accidentally adds ramen noodle sauce to the mix. Despite or perhaps of it's generation-old pedigree as slightly old fashioned by the modern audience. Although it remained a heart warming children's comedy like the old series, the production team tried to appeal to new audiences by injecting extra gags and some female eye candy, before eventually admitting defeat and canceling the series 13 episodes early. See also Chibira, and for reptilian pals of a different kind Daughter of Iguana.

WR.

DIR.

EPISODES: 38 **YEAR MADE:** 1999 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 38

DATE OF PREMIER: 02/10/1999

AIR DATE OF LAST EPISODE 24/06/2000

SEASON DATE BREAKDOWN:

FILMS:

Yuksaku MASAAKI TACHIZAWA

RELATED SHOWS:

BUSKA

BYCROSSERAKA: **BROTHER FIST**AKA: **BROTHER FIST BYCLOSER**AKA: **KYODAIKEN BAIKUROSSA**

In this show, we have the Dester army that finds the statue of the God-Demon Goora. This statue can spill out diamonds when it hears children's cries. Therefore, the Dester soldiers start hurting the Japanese children and recording their cries (on VHS tapes) in order to replay them at Goora's ears. Only the Bycrosser brothers can stop this threat.

Like many tokusatsu from the 80s, this is a really great and awesome show, packed with cool action, mechas, heroes, villains, music and lots and lots of other great stuff. I don't think this is a silly show, like someone stated here in the board, mainly because of the enemies. I really hate them: they are a bunch of cruel bastards that hurt the poor children - even with whips and darts - without mercy, only to record their cries. Luckily, the Bycrossers will always save the day.

Going into the details, the heroes have really cool costumes. They are a little reminiscent of Chodenshi Bioman's suits, but I really like them. The heroes' mechas are really gorgeous, and their weapons are very powerful and "classic" items (guns and swords). But the most notable of them is without doubt the Blazer Cannon: Bycrosser Ken holds on like a bazooka the GinKron motorcycle with Bycrosser Gin riding it. Then he attaches to the enemy with a pointing screen, he fires an energy beam from the motorcycle's front lamp and **BLAMMO!!**, the enemy is history!!

The special effects are really good and typical of that time. About the soundtrack, it is really cool, with very notable opening and ending themes (the first has a sort of "Police Show" feeling, while the ending is a quieter and beautiful tune), though it is not very various, as a lot of BGMs are just variations of the opening theme song (and the ending itself is very reminiscent of the opening).

Original Music by Shunsuke Kikuchi

Special Effects by Nobuo Yajima . Special effects supervisor

WR. Shotaro Ishinomori , Susumu Takahisa

DIR. Shohei Tôjô

EPISODES: 38 **YEAR MADE:** 1985 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: Shotaro Ishinomori

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 34

DATE OF PREMIER: 10/01/1985

AIR DATE OF LAST EPISODE 26/09/1985

SEASON DATE BREAKDOWN:

FILMS:

Bycrosser Gin , Bycrosser Ken Mizuno TETSUO KANEKO , Gincron Mizuno YUKI TSUCHIYA ,
Kenroader , Starcore, Doctor Q KENJI USHIO

CAPITAO 7

As a young boy, chemistry nerd Carlos was abducted and taken to the "Seventh Planet", where he was transformed into a superhero, Capitão 7, and sent back to Earth to defend the world against any and all threats. He stored his compressed costume inside a box of matches, ready for use when needed.

This Brazilian children's superhero series ran from 1954 to 1966. There was also a comic book, inspired by the series created in 1959 created by Jayme Cortez. The series was either 30 minutes or 40 minutes long depending on the season.

Apparently the first Brazilian superhero, Capitão 7 first appeared on Brazilian television, before transferring to comics in 1959. He was originally created for Ayres Campos and TV Record (His name is "Capitão 7" because TV Record is Brazil's channel 7), and his TV incarnation was closer to Flash Gordon than Superman, at least until the comic version debuted - after this the TV version changed to match.

WR.

DIR. Marcio Tavorali

EPISODES: 508 **YEAR MADE:** 1954 **COUNTRY:** BRA **SEASONS:** 1

TV TUPI

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Portuguese

SEASON BREAKDOWN: (1) ?

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Capitão 7 AYRES CAMPOS, Silvana IDALINA DE OLIVEIRA, Tenente SILVIO SILVEIRA, GIBERTO CHAGAS

CAPTAIN AMERICA

In the comic book Captain America was a GI who periodically went AWOL to battle Axis agents with his scientifically induced superpowers. But for the serial Republic changed the character to a battling nazi who takes on the Scarab (a marvellous oily performance from veteran villain Atwill) and his 'dynamic vibrator'. Moreover, the action takes place on the home front.

This was both the last of Republic's cycle of wartime serials based on comic-book characters and the last serial to be directed by the energetic English at the studio. Moreover, the action takes place on the home front.

Despite the patriotic atmosphere that suffused the serial, many of its plot devices, such as the torn treasure map, were as old as serialdom itself. Purcell, who gave a highly athletic performance in the title role, died of a heart attack shortly after completing work on the serial. The producer for the serial was W.J. O'Sullivan, and the cinematographer was John MacBurnie, the special effects were created by Howard Lydecker and Theodore Lydecker.

WR. Royal Cole, Ronald Davidson, Basil Dickey, Jesse Duffy, Harry Fraser, Joseph Poland, Grant Nelson.

DIR. John English, Elmer Clifton

EPISODES: 15 **YEAR MADE:** 1944 **COUNTRY:** US **SEASONS:** 1

REPUBLIC

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Captain America DICK PURCELL, Scarab LIONEL ATWILL, LORNA GRAY, CHARLES TROWBRIDGE, RUSSEL HICKS, GEORGE J. LEWIS.

CAPTAIN BARBELL

AKA: **MARS REVELO'S CAPTAIN BARBELL**



Captain Barbell begins in the year 2106, a futuristic time when Philippines is the center of world's research in human cloning, genetics and robotics.

A young boy named Arell, together with his mother Mrs. B, are forced by his father Captain B to ride the time machine to escape from the soldiers of the General.

The General is the mysterious, rich and powerful owner of Live Corporation, which is the pioneer in the well-advanced human cloning and mutation that created an army of superhuman beings for his evil schemes, which Captain B opposes. Only Captain B can fight the General because of his extraordinary strength using barbanium.

Unknown to them, the General sends Commander X, the powerful cyborg, to destroy the barbanium with askobar.

The time machine's destination is 1992. However, upon crash landing, Arell and his mother are separated. Arell is found in a burning wreck by a loving and elderly couple, Lolo Aloy and Lola Melay.

Lolo Aloy and Lola Melay gives him a new name Potenciano a.k.a. Teng. The couple became his grandparents, and whose children Sandra and Cesar becomes his foster parents. Teng grows up frail, poor and constantly longing for the love and care of his parents who ignore him. Worse, Teng is maltreated by Clarisse, the daughter of Sandra and Cesar.

Teng would grow up with an ugly pockmark on one side of his otherwise very handsome face and painfully aware that he is merely an adopted child with a completely unknown background. Because of these incidents, Teng finds comfort in the company of his friends Kit, Bobby and Lola Melay.

The paths of Teng and his childhood friend Leah cross once again. This time, Teng realizes that he is in love with this young lady who comes from a rich family. But things turn out difficult for Teng to confess his love for Leah because the young lady has an arrogant boyfriend.

He also meets and becomes friends with Levi, the son of the richest man in the town named Viel, who is against their friendship. Unknown to Teng, it is Viel who is responsible for the death of Lolo Aloy.

One night, the group of Jared, Leah's boyfriend, gangs up on Teng and leaves him beaten in a junkyard. Teng then discovers the powerful barbell. This barbell is the key to Teng's destiny in becoming the most powerful Pinoy superhero known as Captain Barbell!

Finale

The powerful General (Viel Villian) from the future having exhausted most of his forces and getting impatient to kill Captain Barbell travelled back in time along with Commander X and some cyborg forces to kill Teng before he finds the Barbanium plate. By doing so, Levi will not be killed by Captain Barbell and he finally defeat his arch nemesis once and for all. He dropped by the Villian Mansion, made his past self catatonic, and reveals his plans to Levi.

Meanwhile, the death of Captain B (Paolo Bediones) at the hands of Commander X lead Mrs. B (Angel Aquino) and Boris (JC De Vera) to use their time machine to go back to the future where Captain B is still alive. They find him and they travelled back in time to meet the still innocent Teng. The Barbell family then recounts to Teng the adventures of Captain Barbell and the women in his life.

Now, Teng must find a way to acquire the barbell plate as soon as possible and to stop the General. With enough knowledge of the future, he could also change his destiny and save the death of his Lolo Aloy. Indeed, he successfully saved his Lolo Aloy but his Lola Melay died as a trade off from a new unseen event at the hands of Commander X.

Like the Barbell family, the General recounts the future to Levi to get him to trust him and make him Super Levi this time early. General then kidnapped Kit and Leah to make Captain Barbell choose who he will save between the two. He saved both of them but again at the cost of Boris' life crushed by the hands of the giant robot Automaton C piloted by Super Levi. Mrs. B was also kidnapped to make Teng surrender his Barbanium plate and be killed by Super Levi. The shattering revelation by Mrs. B that Teng is General's son from the future averted Teng's death but led to the General's death.

Teng by this time realized and confessed his love for Kit but after that confession, Super Levi again piloted the Automaton C and took Kit. She died to get Teng his Barbanium plate. A furious Captain Barbell defeated Super Levi and Automaton C. All the deaths in the past forced Teng to return to the future with his family to take his time off just as the catatonic past Viel Villian awakens.

3 Years Later...

An Automaton C appeared out of nowhere and captured Leah. As Leah screams helplessly, Captain Barbell appears and saved her. Then he left telling her that he still needs to save Metro Manila with a big smile in his face.

Based on the comic book: "Captain Barbel" created by Mars Ravelo.

Pre-production

Captain Barbell first appeared in the series finale of Darna. He wore the usual hero's spandex costume with the big CB logo on his chest. However, neither the actor's face was shown nor he was credited, since the producers hadn't decided yet who will take the role. It was intentionally done to drum beat the promotions for the upcoming series.

Different actors were considered, and several others voiced out their interest on the role. Even Richard Gutierrez wasn't sure it will be him, so after wrapping up Sugo, he went for a month-long vacation. GMA Network only make its final announcement on April 11, 2006.

Richard Gomez specifically requested his role because he wants to play a dark character which he finds more challenging.

Several negotiations and concessions were made between the Ravelos and the producers team. Rita Ravelo wants the story to stay as much as possible to her father's original character. The production team on the other hand, wanted to make the series more updated and entertaining to present viewers.

Production Crew

This is the second pinoy superhero created by Mars Ravelo which was made into TV series by GMA Network, the first being the successful Darna series.

Dominic Zapata was hired to direct the series, and this was his fourth time to helm a telefantasya for the network. He was the director of Mulawin, Darna and Sugo. Mike Tuviera was also hired to be his assistant director.

Script/Story: Mars Ravelo for title character, RJ Nuevas for TV series

Creative Consultant: Rita Ravelo

Costume Design: Miles Teves for Captain Barbells's suit

Local TV Ratings

According to AGB Nielsen Philippines, Captain Barbell's pilot episode on May 29, 2006 garnered a 37.5% rating. The series got its first 40's ratings of 41.2% the following night on its second episode. Its final episode got a rating of 35.4 %. But before the finale. After 3 months from its pilot episode, its ratings began to plummet, decline and flip flop, but still it is victorious in its finale ratings in Mega Manila Area TV Ratings Data conducted by AGB Nielsen Philippines.

First Appearance of Captain Barbell - 38%

Highest Rating Earned - 43.7%

Lowest Rating Earned - 26%

Finale Episode Ratings (Mega Manila Area Only) - 35.4%

The show consistently tops the ratings against its rival show on the same time slot. But it is also beaten many times by its rival show, ABS-CBN's "Kapamilya Deal or No Deal?"

These ratings however, couldn't be independently verified, and as such these data are based on the published ratings on several local tabloids. It should be noted, that as a rule, research companies doesn't provide the result directly to the public per se. Results are released to the TV networks who commissioned the survey, which in turn, released it to local publications.

It was rumored that Super Inggog's telecast is several times postponed by ABS-CBN for fear of being beaten in the ratings.

Overview

Barbell, Barbanium & Askobar

Barbell - a palm-size golden medallion-barbell plate with "CB" engraved on its center. The name "Captain B" is also depicted on the medallion. Teng twists the medallion and it forms into a barbell, he then raises it and shouts "Captain Barbell" to transform himself into the superhero. As Captain Barbell, the medallion is depicted on his chest; he grabs it back to transform to his alter ego, Teng. The medallion is said to be made from barbanium.

Barbanium - a powerful fictional element discovered in the year 2016 by scientist in the Philippines.

Askobar - "Asido Kontra Barbanium" is the only equally powerful fictional element that can counter barbanium's power. It can be crystallized and used in many ways. It is used to power a cyborg, and also molded into a bullet which deteriorates anything it touches. Coincidentally, Viel also called the element Askobar, but with a different meaning, "Asido Kontra Barbell".

The General and The Villians

A logo of two Vs aligned vertically inside a circle can always be found on the General's creations like Captain and Mrs. B. This very same logo, on the other hand, this is also the Villians logo. This lead to the conclusion that the General will emerge from the bloodline of Villian family.

LIVE Corporation is the name of the General's conglomerate during the time of Neo Metropolis (a futuristic Philippine city). The word LIVE is an anagram of both Viel and Levi, members of the Villian family, so it therefore leaves to either one of them who will be the General in the future.

It's now known that Viel Villian is the General. As to how he became the general is yet to be revealed.

Captain Barbell's Origin

Captain Barbell is a Filipino earthling who came from the Philippine's distant future, and was sent back to the past.

His real name was Arell, the son of Captain B and Mrs. B.

He was renamed Potenciano "Teng/Enteng" Magtanggol by the elderly couple who found him.

Captain Barbell's Abilities

Flight - the power to fly.

Strength - an extra-ordinary strength.

ESP - extra-sensory perception.

Captain Barbell's Suit

Captain Barbell's suit was made by Miles Teves, a renowned Filipino-American costume maker in Hollywood. Teves is credited for the Batman, Spiderman, Robocop and Superman costumes. It was Dominic Zapata who suggested to the producers to have the costume made by Teves.

The updated suit is a far cry from the Superman inspired spandex tight fitting suit in shades of yellow, blue and red. The present suit is inspired by the muscular Batman's costume, minus the mask and in shades of yellow for the suit, gold for CB logo and other embellishments, and red for the cape.

The suit has a built-in cooling mechanism, so Richard Gutierrez is very comfortable inside it. So comfortable apparently that Richard lounges around the set wearing it, even between takes.

The suit reportedly costs \$50,000 excluding the charges for repairs in case of damages, making it the most expensive costume ever made for a single character in a Philippine movie or TV series, for that matter.

GMA Network was so secretive about how the Captain Barbell costume looked that on the first taping day, Richard Gutierrez was made to put on a robe on top of the suit. It was only when he had to face the camera as Captain Barbell that everyone on the cast and crew had a chance to see the costume for the very first time.[1]

Captain Barbell's Enemies

Ordinary humans who had somehow direct or indirect contact with barbanium and askobar became mutants with different powers.

Cyborgs which are half-human/half-machine powered by askobar. At present, there are four known cyborgs: Commander X, Cyborg 5564, Cyborg 5566, and Ex-O.

The General is the mysterious villain of Captain Barbell whose identity is Viel Villian. Every week or so, a new villain is being introduced whose participation could last a week or more, depending on the story arc.

Captain Barbell's Filming Locations

Futuristic Philippines/Interior shots of Villian's mansion, laboratory and technopark is being shot in the former soundstage of Encantadia. Observant fans of Encantadia could noticed how some of the original set was recycled for the present series.

Town of Marravelos - is the fictional childhood town of Teng. ??? Is being used as location for the scenes depicting it.

Characters and Cast

Main Characters

Captain Barbell/Arell/Potenciano Magtanggol aka Teng - was catapulted from the 22nd century to the present time. He was found by an elderly couple, who renamed him Teng and adopted him as their grandson. Even from youth, he exhibited remarkable physical prowess but it was not until he found the mystical golden medallion-barbell plate that he obtained the ability to transform into Captain Barbell. This barbell has properties beyond transforming Teng, it also gives him his strength when not in Captain Barbell form. Captain Barbell/Arell/Teng is played by Richard Gutierrez.

Leah Lazaro - is the daughter of the Marravelos' town mayor, and also the campus princess. She is often the subject of his father's verbal abuse who is a belligerent drunkard. She used to date Jared until he was transformed into a monstrous wasp-creature. She is the object of Teng's unrequited affections, and as such, has been saved by Captain Barbell more than once. Leah is played by Rhian Denise Ramos.

Marikit "Kit" Salvacion - is one of Teng's best friends. A bossy, smart-mouthed girl who is frequently pegged as a tomboy. Although she'd like to deny it, Kit has romantic feelings for Teng, a fact that she has confessed to Bobby. Teng later realizes that she loves Kit more than Leah. Kit is played by Camille Prats.

Bobby - is one of Teng's best friends. A frequent joker who seldom takes anything seriously, and is frequently teased for his weight. The fact that he really likes to eat does little to stave off those remarks. In one episode, he was referred to as Captain Baboy (baboy, meaning pig in English language), in reference to his compulsive eating habits. Bobby is aware of Teng's superheroic alter ego, and is his confidant. Bobby is played by Ryan Yllana.

Viel Villian - is the wealthy patriarch of the Villian family and head of Villian Corp. He is an obsessive man with a tendency to control and manipulate people, including his own sons. Viel is fascinated by the remarkable abilities of Captain Barbell. He has hired a scientist named Dexter, who specializes in robotics and genetics to make some experiments for his own benefit. Viel is played by Richard Gomez.

Levi Villian - is the eldest son of Viel Villian. A spoiled rich kid, Levi is regarded by his father as a weakling in desperate need of lethal 'character transformation' in order to deserve the Villian legacy. He is in desperate need for his father's approval. Teng rescued Levi from a car accident, and it is from this incident that they have built an awkward friendship. Levi is played by Patrick Garcia.

Cesar and Sandra Magtanggol - are Teng's adoptive parents. Teng's place in the family was a decision made by Cesar's father, Lolo Aloy, and as such their feelings toward him are rather conflicted. Sandra refuses to accept Teng, let alone as a replacement child for Clarisse, the daughter she lost many years ago. Cesar is generally sympathetic, but avoids making such a sentiment too obvious to Sandra. Cesar and Sandra are played by Ricky Davao and Jackie Lou Blanco.

Barbara/Mrs. B - is the wife of Viel Villian, and stepmother to his sons. She had little memory of her life before she became a part of the Villian family. When she recovers her memories, she realizes that she was Mrs. B and the birth mother of Arell but was separated from him upon re-entry into the 20th century. She was surgically altered by Viel and it is implied that he is also responsible for maintaining her memory gaps. She eventually finds out that Captain Barbell is Teng, who is also Arell, her son she's been looking for. Mrs. B is played by Snooky Serna; Barbara is played by Angel Aquino.

Abel - Abel is the bossy janitor Teng works with. He claims it was Teng's fault that his father was fired from his job, and for that, he always gives Teng a hard time doing his job. Abel also extorts money from Ms. Patti since he knows she has a crush on him. Abel is played by Ryan Eigenmann.

Chari - Chari is Leah's bestfriend. She doesn't quite like how Teng always hangs out with Leah. Chari is played by Mellisa Avelino.

Boris - is Captain Barbell's brother who first appeared as a villain. He is reunited with Teng and his family after knowing that Viel Villian is just using him in his plans. Boris is played by JC De Vera.

Mythos and Speculations

The TV series' "present" Captain Barbell could be the original superhero since the story extensively explains the origin of the Barbell, and as such, the "first" owner of the Barbell. The "first" Teng may have retired his superhero status, and he could have passed the Barbell to the next worthy successor - which is the Captain Barbell that the fans have "originally" known. It should be noted that in the 2003 movie version of Captain Barbell, the superhero is already a popular icon among gym enthusiasts, even before Enteng became Captain Barbell. Whether this is just a mistake in the part of the script writer or otherwise, it hasn't been explained in the movie as to why Antonio Aquitania's character already knew Captain Barbell when he talks with Enteng who is yet to discover the powers of the barbell.

The above speculation maybe inspired by the movies Darna Kuno and Batman Beyond. In the first movie, Darna is pregnant and temporarily retires, gave her magic stone to Dolphy who became "Darna." In the second movie, Bruce Wayne became too old to fight crime and passed it over to his son Terry McGinnis. If ever this speculation is true, it still has to be proven otherwise.

The strange old man in the original story is being speculated by fans to be Captain B, Arell's father. There are rumors of another retcon for the series wherein Captain B's fate will be somehow similar to Aio of Darna wherein he gets older upon reaching earth. This speculation is now concluded as not true since Captain B didn't get old and instead was brainwashed by The General.

Another variation of the above mentioned speculation is that the old man is in fact, Aloy Magtanggol. In this scenario, Captain B is presumed killed by Commander X, since a)he threw the Barbell to the time machine while battling Commander X and is helpless without it and b)Commander X is alive and well. These incidents would leave Aloy to be the old man, since it was he who taught Teng the values and morals of living. This is half true, since Captain B didn't get old. And it's also half false, since he was not killed.

It should be noted that there is a 14-year gap between Arell's arrival and his barbell's arrival. What happened between those years, when Captain B is supposed to be fighting with the General is yet another subject for various speculations by fans. However, since time travel also involves time warp, the length of the gap between the future and the past is rather too short.

Speculations regarding the mythos of the General, is somewhat being likened to Arvin Sloane who became immortal after falling in a vat of Rambaldi's mysterious liquid. In this series however, the mysterious liquid could be the askobar; and the General was in fact, Viel or Levi, who had achieved immortality.

Another thing being pointed out is that despite of the events occurring in the present Marravelos, change is non-existent in the future. This also depends on which laws of time travel is being used by the storytellers. See Chronodynamics.

Maskaradong Bandido's real identity could be Mrs. B/Barbara. Note that after her burial, Barbara's remains were stolen from the grave and was kept in the laboratory. Dexter could have resurrected or cloned her and named her MB. Also note that MB could stand for "Mrs. B". This was now proven true.

There could be a possibility that Arell's arrival to 1992 Marravelos led to the discovery of Barbanium and Askobar in the first place. If that is so, then the events will come full circle.

Changing the past by shortening the adventures of Captain Barbell in the final episodes would explain why nobody knew him yet in Darna. The fight between the General's forces and the Barbell family was too short and private to have it in the news for the whole world to see. It is assumed that as Captain Barbell retired for the future, in that 3 years Darna's adventures started in Metro Manila. Hence, it coincides with Darna's last episode post-Anomalkan occupation where Darna was lost forever that Captain Barbell became the hero of Metro Manila.

Soundtrack

There is no definitive soundtrack, but the following songs have been played for the series.

Nandito Lang Ako (I'm Just Here) - Captain Barbell's official theme, performed by Shamrock.

Sana - Captain Barbell's love theme, performed by Shamrock.

Trivia

Dingdong Dantes, Alfred Vargas and Cogie Domingo along with Richard Gutierrez were considered for the role of Captain Barbell.

Raymond Gutierrez, Ritchie Paul Gutierrez, and Hero Angeles were considered to play the role of Teng.

The series is the first one that employs the same actor for the role of Teng and Captain Barbell. This could be explain by the fact that Richard Gutierrez'a Teng lifts the Barbell with his left hand. Note that in the Herbert Bautista Captain Barbell, lifting the Barbell using the left hand does not change the appearance of the person.

However this also does not grant him superpowers. But since Gutierrez's Teng has innate abilities it could be speculated that the Barbanium only enhances the said abilities and serves only as a battery. This raises the question, what if he uses his right hand to change to Captain Barbell? Will he become more powerful? And will his appearance change?

Snooky Serna plays the mother of Teng in the movie version of Bong Revilla's Captain Barbell. Although her performance was not criticized, her participation was questionable since she looks too young to be the mother of Ogie Alcasid (Enteng).

In the TV series, Snooky Serna was replaced by Angel Aquino since the former had caused delays in the taping and subsequently increasing the cost of production. Usually, writers eliminate a cast by "killing" the character, or sending them to "vacation," with an open option for the character's re-appearance later on the series. Serna's character was significant to the storyline and eliminating her would drastically change it, so the writers revise part of the script, having Viel surgically change Barbara's face.

Rufa Mae Quinto was the villain Freezy in the movie version of Bong Revilla's Captain Barbell. In the TV series, she is also a villain - Aerobika, an entirely different character.

The series is Richard Gutierrez's third time to play a lead role in a telefantasya, the first two being Aguiluz/Julian in *Mulawin* and Miguel/Amante in *Sugo*.

Marravelos, the fictional town where the 2006 series is set, is an anagram of Mars Ravelo, the title character's creator.

The couple Cesar and Sandra Magtanggol, played by Ricky Davao and Jackie Lou Blanco respectively are real-life husband and wife.

The name Viel Villian is an anagram of "vile" and "villain" respectively. Levi's name is also an anagram of "evil".

Captain Barbell's alter ego name Potenciano Magtanggol, has a tagalog etymology which literally translates to "Potential Defender" in English.

Cyborg 5566's name is in reference to Taiwanese boyband 5566, of which Jason Hsu is a member.

Sunshine Dizon's character was "killed" on the 13th week to give way for her lead role preparations in the new soap *Bakekang*, which would be shown together with Captain Barbell in GMA Network's primetime block.

The root word of *Amorseko*, which is *Amor*, is a Spanish word for "love".

Antonio Aquitania who played a villain in the TV series, was Captain Barbell's best friend in Bong Revilla's movie version.

Controversies

In this new series, because of rather limited story, the producers have developed a retcon for the origin of Captain Barbell to broaden its storyline.

Captain Barbell's story thus begins in 2106 - a distant future Philippines. He is sent back to the past - 1992 Philippines, via a time machine which drops on the signature flaming ball from the sky. His barbell though is sent back to the year 2006.

There were heavy references to several movies and comic characters. Scenes of Teng's childhood shows him lifting tractors and logs, just like in *Smallville*. Teng was inspired by his Lolo Aloy to be a hero, and whose death he blames on himself, as it was the case of Peter Parker/Spider-Man. Captain Barbell summons his cape like it was depicted in *Spawn*, and his hairstyle is copied from Christopher Reeve in *Superman*. Captain Barbell's mutant villains were exposed to elements barbanium and askobar, whereas the mutant villains of Clark Kent were exposed to kryptonite.

These rip-offs have been very apparent in its early weeks which makes the initial reviews unfavorable. Some critics labeled it as the local version of *Smallville* and named the show as *Captain Smallbell*.

Richard Gutierrez wasn't even spared. Critics points out that he was "neither too thin" to be the frail-looking Teng and "neither too muscular" to be Captain Barbell. His mestizo features also lessen his credibility to be a true-blooded pinoy superhero. It should be noted however that all the previous actors who have essayed the role of Captain Barbell were all mestizo Filipinos.

The updated Captain Barbell suit, mainly because of its color and accentuated fake muscles, also became a subject of criticisms.

Despite numerous criticisms, it still managed to garner a big cult following, perhaps an indirect result of the controversies that it caused. The show since then have tried to dissociate the series from *Smallville*.

Captain Barbell vs Smallville

Arell/Captain Barbell is an earthling from the future and "arrives" via time machine; Clark Kent/Superman is an alien from another planet and arrives via spaceship.

In Captain Barbell, the crash landings of time machine sent explosions all over the place; in Smallville, the spaceship's landing was accompanied with meteor shower which exploded all over the place.

Arell is found by an elderly couple who became his grandparents, who in turn gave him to their married son; Clark is found by a childless couple and raised him as their own child.

Teng is painfully aware early on his childhood that he is adopted and has an unknown past; Clark became only aware of his past in his teens.

Teng has a pockmark on his face which disappears when he is Captain Barbell; Clark wears an eyeglass which he didn't use when he is Superman.

Teng uses a golden medallion-barbell plate to transform to Captain Barbell; Clark strips down his clothes to transform to Superman.

Teng is exceptional basketball player, while Clark is an ace football player.

Their love interests: Lea Lazaro for Captain Barbell, and Lana Lang and Lois Lane for Superman, shares the same initials - L.L.

Captain Barbell vs Spider-Man

In Captain Barbell, Lolo Aloy was assaulted by assassins and died while Teng was in a debut party. In Spider-Man's case, Uncle Ben died because Peter Parker let the thief, who would be his uncle's murderer, escape.

Both Teng and Peter Parker blame themselves for their grandfather's and uncle's death, respectively.

Lolo Aloy is Teng's inspiration to become Captain Barbell, as Uncle Ben is to Peter Parker.

Levi, Teng's friend hates Captain Barbell for his girlfriend's death. Harry Osborn, Peter's friend, hates Spider-Man for his father's death.

Teng was oppressed for his social status and physical appearance. Peter Parker was oppressed for being a weakling and a nerd.

At one point, both of them quit from becoming superheroes. Teng buried the Barbell underground along with his time machine while Peter dumped his costume into the trash can.

Captain Barbell vs Previous Incarnations

Previous incarnations always begin with the barbell being given to a young adult Enteng/Teng by a strange old man. In this TV series, the story begins in the future when the young Arell was sent back to the past. Thus, the story shows his childhood and trials while going up prior to being Captain Barbell.

In previous incarnations, the original literal barbell only appears to Enteng/Teng in times of crucial need and only then he can transform to Captain Barbell. The TV series on the other hand, had the barbell as a golden medallion-barbell plate which Teng twist, then it becomes a barbell, after which, he transform to Captain Barbell. This made Captain Barbell appears at Teng's will.

The original Captain Barbell suit has been modified, and is entirely different from the costume in the original comic book and earlier movie versions.

WR.

DIR. Mike Tuviera, Dominic Zapata

EPISODES: 23 **YEAR MADE:** 2006 **COUNTRY:** PHI **SEASONS:** 1

GMA-7

CREATOR: MARS REVELO

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Tagalog

SEASON BREAKDOWN: (1) 23

DATE OF PREMIER: 29/05/2006 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Captain Barbell RICHARD GUTIERREZ, PINKY AMADOR, Barbara ANGEL AQUINO, Marvin JAY AQUITANIA, Tracy TIN ARNALDO, MELISSA AVELINO,. Captain B PAOLO BEDIONES, Sandra Magtanggol JACKIE LOU BLANCO, REZ CORTEZ, Cesar Magtanggol RICKY DAVAO, Donya Victoria PINKY DE LEON, BorisJ.C. DE VERA, Clarisse Magtanggol SUNSHINE DIZON, DEXTER DORIA, RYAN EIGENMANN, Tenorio GARY ESTRADA, Levi PATRICK GARCIA, Viel Villan RICHARD GOMEZ, Bubog DINO GUEVARRA, JANUARY ISAAC, Jared Ledesma JEREMY MORALES, Adobe CARLOS MORALES, Kit CAMILLE PRATS, CES QUESADA, Aerobika RUFA MAE QUINTO, Leah RHIAN RAMOS, Blackout WENDELL RAMOS, JOHN REGALA, Jennifer CHRISTINE REYES, Lolo DANTE RIVERO, Mrs. B SNOOKY SERNA, Lola Melay GLORIA SEVILLE, Commander X IAN

1 - 1 *IN THE BEGINNING*

In a distant future, a time machine hurtles through space. It lands on Earth in the year 1992. Inside are the wife and son of Captain B. Sending them away seems to be the only way to protect them from the clutches of the evil General. Lolo Aloy and Lola Melay find the time machine with the young Arell still inside. They decide to hold on to the child, naming him Teng. As time goes on, Teng grows in strength. Only Lolo Aloy is aware of how super human his new charge is. Teng uses his strength to come to the aid of Leah, who becomes his good friend. Conversely, Clarisse grows further apart from Teng, blaming him for stealing their Lolo's affections from her. Worst of all, Leah gives Teng the bad news that she must leave for the United States. Still, despite the setbacks, Teng grows into a happy young boy. He has his best friends Kit and Bobby. He has the love and tutelage of Lola Melay and Lolo Aloy. Little does he know that his life is fraught with danger and that behind every shadow lurks a possible enemy. But a discovery in a junkyard changes Teng's life forever.

1 - 2 *BIRTH OF A NEW SUPERHERO*

Captain Barbell discovers that he has more powers than just superhuman strength. He uses them to the best of his abilities in his first public appearance to rescue Cesar, Sandra and Melay from the falling bridge. Everyone wonders who this hero could be. Captain Barbell wonders if he can protect his true identity from the rest of the world, and will he be able to tackle the new responsibilities of being a superhero.

1 - 3 *PUTAKTI'S VENOM*

Captain Barbell runs to Leah's rescue, only to be attacked by Jared, who has transformed into Putakti - a monstrous wasp. He fails to rescue Leah after the wasp's venom gets into his eye, disabling him to transform again into his superhuman form. When Kit tells her father that Jared might really be the wasp, Joe goes to Jared's house to investigate, where he ultimately discover the truth. Captain Barbell and Putakti battle it out once again, and Jared switches back to his human form after Captain Barbell throws him into a river. When Levi sees the helpless Jared, he beats him to a pulp.

1 - 4 *TETANO AND ADOBE*

Levi is released from prison with the help of his father. Viel investigates who is trying to kill his son. Kit and Bobby bring their mysterious new friend "Blanca" to the hospital, only to find out that she is completely well except for her memory loss. Blanca eventually gets to know Sandra and Cesar. Barbara comes to the rescue during Captain Barbell's battle with Tetano. She brings Teng to her home, where Teng witnesses Borris's extraordinary strength. He begins to wonder if there are others like him. When Teng retrieves the barbell he used to defeat Tetano, he discovers that it has been drained of its powers. Meanwhile, a new villain, Adobe, emerges from the depths of Viel's technopark. It ruins Teng's chances of finding out what really happened to his Lolo Aloy.

1 - 5 *ALTER-EGOS*

Bobby realizes that Teng is Captain Barbell. But Teng can rest easy because Bobby decides to keep his new discovery a secret. Meanwhile Viel asks Barbara if she has regained her memory. Barbara lies to Viel saying she still doesn't remember anything. She can not remember everything exactly but she is sure that she must be someone else. She vows to find out who she really is, as well as who the person in her dreams was. The evil apple doesn't fall far from the tree as Levi attempts to strong-arm Teng into selling the land. His failure only fuels his father's anger. Boris tries to get on Viel's good side by stealing the land title from Teng, except that Teng catches him in the act. This leads to Teng meeting Barbara. As the two bond, the young hero begins to feel more and more at home with this woman. And then Viel falls sick. Dexter tells Viel that Boris' blood is no longer enough to bring him back to normal.

1 - 6 *VIEL'S SECRET*

Viel's condition worsens and not even a blood transfusion from Boris can help. He continues to keep this secret from Barbara and Levi. When Levi sees him helpless in Boris' arms, Viel has no ready explanation. This forces both Barbara and Levi to go on separate fact-finding missions. They begin sharing information. But Barbara finds out much more than she was looking for. Meanwhile, Kit interviews Bubog, who is back as Narciso. He discovers through Kit that it is because of Captain Barbell that he is now Bubog. He vows revenge.

1 - 7 *AEROBIKA'S REVENGE*

Everyone's head over heels for the hot new physical education teacher in school, Ms. Eros. Little do they know that Ms. Eros was once the obese Ms. Patti who was teased as Aero Biik. Her transformation is due to the slimming tea she discovered from a plant contaminated with barbanium. She started the slimming hype in school to help out people like her who have been consistently teased about being overweight. She

also uses her new power as a way of seeking revenge on people who have been mean to her in the past. Even Bobby joins the bandwagon. Ms. Eros becomes Aerobika, the super being who is obsessed with making everyone sexy and addicted to her slimming tea! Meanwhile, Viel becomes even more powerful with Dexter's new discovery, the crystal acid. Being the scheming villain that he is, Viel uses this for his evil plans. Levi and Clarisse's friendship grows more each day.

1 - 8 *DATE WITH CAPTAIN BARBELL*

Levi and Teng's friendship gets back on track when Levi saves Teng from drowning in the river contaminated with crystal acid. Aerobika is already running out of leaves for her slimming tea, but she still threatens the police that she will do something disastrous unless they give her a chance to date Captain Barbell. Captain Barbell obliges, but the only problem is his date with Aerobika coincides with Teng's date with Leah. Meanwhile, Viel discovers more uses for his crystal acid, which are all potential threats to the community.

1 - 9 *CONSEQUENCES AND CONFESSIONS*

With the help of Viel's breakthrough experiments, Mayor Lazaro is able to resurrect his wife Myra. Although Leah and Lazaro are overjoyed to have Myra back, Agnes is suspicious of Myra's return, especially since she seems like a different person this time around. A new villain Marvin, who has been named Vaporo by the police for his exemplary stealing strategy (nobody notices him because he turns into vapor), is on the loose. Marvin got his powers from a contaminated shooting star that fell into the river that he was in. Marvin has a crush on Kit but Kit tell him she doesn't have any feelings for him but for Teng and this forces Marvin/Vaporo to bring Kit to the Lighthouse. Two people will finally have the guts to confess their feelings to their special someone.

1 - 10 *JAROD RETURNS*

Kit tries to ignore Teng after confessing her feelings for him, while Levi fights for Clarisse despite his father's disapproval. Jared makes a comeback, and he is able to make Leah believe that he is innocent. Leah suddenly becomes secretive after promising Jared that she will help him out. Captain Barbell battles with Jared once more.

1 - 11 *CLARISSA'S MISSION*

The General assigns a mission to Clarisse's alter ego, Ex-o. She has to find and kill Arell. Ex-o's powers will soon take over Clarisse's body, even when she is not sleepwalking. Kit tries her best to be happy for Teng, and she patches up her friendship with him when her screenplay is chosen to be featured in school. But the problem arises when Teng and Leah audition and grab the lead roles. Meanwhile, Cyborg 5566 attacks Marravelos.

1 - 12 *CAPTAIN BARBELL IS SICK*

Captain Barbell falls from the sky, significantly weakened from his face-off with Ex-o. Upon seeing him so helpless, Kit and Bobby rush the superhero to the hospital. Meanwhile, Boris discovers his father's mysterious illness, and how Viel has been using his blood to get better. Viel tells his son that all they need is Captain Barbell for him to be well again. The evil duo takes advantage of Captain Barbell's confinement to capture him. Lola Melay comes to the rescue when she finds out that Captain Barbell is in the hospital. Apparently, she has known all along that Teng and Captain Barbell are the same.

1 - 13 *EX-O'S BATTLE*

Sandra and Cesar find out about Clarisse's alter ego, Ex-O. Captain Barbell promises them that he will not harm their daughter when he fights Ex-O. Teng also realizes that his weakness is Askobar, but he discovers that he becomes immune to it when it's contained in glass. The aerial battle between Ex-O and Captain B ends in tragedy. Levi devastated with the death of Clarisse, and vows revenge against Captain Barbell.

1 - 14 *BLACK-OUT, A NEW HERO*

Teng has decided to leave his superhero days behind. He is instantly replaced by Blackout, the newest crime-busting hero in Maravelos. Blackout, who used to be Ruben, got his powers through electricity, which enables him to do everything that Captain B used to do even fly! He also has another edge: he's not weakened by Askobar. After witnessing the public's clamor for Blackout, Teng cannot help but think twice about the drastic decision he made. Meanwhile, Mayor Lazaro gives to Viel the Magtanggol's land title, in exchange for Myra's resurrection. But the mayor doesn't know that Myra is planning something evil for him and Leah. With this new development, can Teng save Leah without his alter ego Captain Barbell's breast plate?

1 - 15 *A SUPERHERO'S DESTINY*

In an attempt to avenge Jennifer's death, Ruben murders the killer, Leon, and he ends up in prison. Viel takes advantage of Ruben's imprisonment by bribing him with the opportunity to be "Blackout" again. But what the Villians really want is for Captain Barbell to return to Maravelos so they could capture him.

As planned, Blackout gatecrashes a party organized by Boris so Captain Barbell will realize that he's still needed in Maravelos. Teng soon realizes that he has to do something about Blackout. With the help of his friends, he retrieves Captain Barbell's breast plate from the place where they buried it. A face-off between Captain B and a fully charged (from the town's power plant) Blackout will ensue.

1 - 16 *AMORSECO'S LOVE*

1 - 17 *MB, THE MASKED BANDIT*

With Bobby's help, Teng transforms into Captain Barbell and manages to make things right once again in Maravelos. He conjures a mighty whirlwind to suck all the amorseco spuds that affected the townspeople. When things get back to normal, Joe confesses to Lady Amor that he still loves her, while Teng and Leah decide to split up for the meantime. Meanwhile, Levi becomes Leah's confidante. But a masked bandit with the letters "MB" on his breastplate soon attacks Viel's properties. MB also tells Captain Barbell that he is not the enemy.

1 - 19 *COACH DRIBBLE AND THE ASKOBOYS*

Captain Barbell fails to prevent the assassination of Mayor Lazaro, and Teng is devastated with Leah's situation. Leah returns the Magtanggol land title to Teng and tells him that they're even. Apparently, she's still bitter about what happened between them. Meanwhile, Ms. Florendo announces that Marravelos Academy is about to be closed down because Viel pulled out his financial aid for the school. When the school rallies against Viel, he poses a condition that could possibly change his mind: Marravelos Academy (M.A.) needs to win over Marravelos University (M.U.) in a basketball game. But the players of M.A. are no match for the players of M.U., who have been drugged by the strength-inducing askobar steroids by Coach Dribble.

1 - 20 *MB SAVES CAPTAIN BARBELL*

With Captain Barbell's help, Marravelos Academy wins over Marravelos University. But instead of celebrating, Bobby and Lola Melay are left worried sick because Captain Barbell suddenly disappears after the game. It was no other than Viel who captured him, and Levi takes advantage of the opportunity to beat up Captain Barbell with special Askobar knuckle bars. But just when he's about to stab the superhero with a slab of Askobar, the Maskaradong Bandido suddenly appears. A new villain is sent in by the General the cyborg Magnetika whose goal is to accomplish the failed plan of Ex-O. Kit will ultimately discover that Captain Barbell has been Teng all along.

1 - 21 *MAGNETIKA'S FORCES*

Kit gets mad at both Captain Barbell and Bobby when he sees Captain Barbell kissing Magnetika in the barn. Outside the barn Joe and Cesar are also at odds over Magna. Aurora wonders why neither of the two want to remove the rings that Magna gave them. She does not yet realize that it is through these rings that Magna is controlling Joe and Cesar. But an investigation leads Kit and Aurora to the truth about Magna – and Magnetika. Now that her cover is blown, she demands to see Captain Barbell again. Or else she will continue to wreak her havoc on the men of the town. She feeds on the life essence of the men, making them younger and younger until they just disappear. One of her victims is Bobby, and so Teng must become Captain Barbell to once again face the nasty villainess. Meanwhile Dexter betrays Viel when he discovers a way to make the time vessel work. But Viel finds out and decides to punish Dexter, however something goes terribly wrong. Then Magnetika meets Viel and the two trade secrets. Magnetika gives Viel an offer he can not refuse.

1 - 22 *THE TRUTH ABOUT BORIS*

Viel confirms his suspicions that Barbara is the Maskaradong Bandido. He and Magnetika make plans to avoid her. He asks Magnetika if she knows where Boris could be. He has to find Boris before Boris finds out the truth behind his real parents. Or worse, the truth of Boris' brother actually is. Meanwhile, Barbara tells her tales of her life as the masked bandit. She takes Teng to her fortress and decides it is time for Teng to know everything about his past. She also confides that she believes Captain B is still alive. She wants to take Teng in the time vessel to look for Captain B. But she tells him that with or without him, she plans to leave the present and go back to the future. Before she can get her plans underway, a terrible confrontation happens. Torn and unable to decide what (and who) to believe in, Boris is driven over the edge.

1 - 23 *CAPTAIN B'S EVIL WAYS*

The relationship between Levi and Leah gets complicated as she unintentionally expresses her true feelings for Teng. Levi gets more jealous of Teng. Viel, meanwhile, realizes that he needs Captain Barbell to be able to walk again. After Magna shares what she knows about the superhero, Viel and Levi become suspicious that Teng and Captain Barbell are one and the same. Captain B is sent by the General to present-day Marravelos. His mission, now that his brain has been re-programmed by the General, will put Captain Barbell against his own father. Teng and his classmates are put in danger by their new teacher. Can Teng transform into Captain Barbell and save his friends, despite Levi's presence?

CAPTAIN JACKSON



Captain Jackson fights to save the world from Eggbert Stevens in this on going series.

One thing of note with this show, is that many of the actors were also involved in the writing, directing and producing of the series, which is rare television science fiction production. The series was filmed California with some filming taking place in New York. It also had a reported budget of \$1 million, although this seems somewhat of an exaggeration.

Produced by Sam Maccarone (producer), Jon Fetty Risk (producer), Drake Savage (executive producer), Original music by Beau' Dozier & Phillip Gough. Film Editing by Sam Maccarone. Makeup Department - Eric Fox Hays (special makeup effects artist), Special Effects by Jon Fetty Risk (special effects supervisor). Stunts - Hiro Koda (stunt co-ordinator).

Ripping apart killer iguanas? Taking on a giant half-scorpion/half-man after hitting the local disco? Puffing down massive bong-loads of chronic? It's all in a day's work for Captain Jackson, the hero of a zany three-part series available on the Internet.

Captain Jackson is the alter-ego of Eddie Spender, a professional disco dancer who needs a bong-hit to take on his super-heroic persona. The shows are a hilarious and bizarre parody-style collage of humour, including plenty of swearing, breasts and bloody cartoon violence.

Now Captain Jackson's producers are in negotiations with Comedy Central, the same company that brought South Park to the late-night TV screen.

Cannabis Culture had the opportunity to speak to Sam Maccarone, who plays Captain Jackson and co-writes the scripts with friend Dian Bachar. Maccarone did bit parts in *Saved by the Bell* and the movie *Clueless* before he began a career directing music videos for MCA. Maccarone agreed that my comparison of Captain Jackson to Monty Python was fitting, but preferred likening it to *Spy vs Spy* meets *Cheech and Chong*.

"Cheech versus Chong," he laughed. "Or like a live cartoon. Like a Bugs Bunny cartoon, Eggbert [the villain] is always trying to come up with new ways to kill the Captain. In one of the episodes Eggbert makes a deal with the devil sells his soul to take down Eddie, Captain Jackson's not-so-secret identity."

These scenes are the key to Captain Jackson's bawdy humour. Like when Iguana Man slings trained-to-kill iguanas at Jackson. Or the episode where arch-villain Eggbert plans to fuse his body with a giant scorpion, and the mad-scientist involved breaks the news that scorpions have their anus' on the right side of their bodies which will mean some adjustments.

What made Eggbert so desperate to destroy the discotheque-dancing super-dude that he would tear himself a new asshole? During our interview, Maccarone shared some of the history behind the series: "Eddie and Eggbert were best friends in high school. Then Eddie fucked Eggbert's mom one night and that pretty much wrecked that friendship!"

As Captain Jackson gets set to possibly go big-time with Comedy Central, Maccarone reflects on how important it was for to him to stick to his principles when offered a contract for his film by other producers in the past.

"We wouldn't take the drugs out so they fired us. They wanted to water it down so bad they wanted me to take a drink of Pepsi to transform. It would have been totally different, so we got the hell out of there."

Their Internet exposure, including being featured on Pot-TV, was essential to finding their audience. "There's pot and drug references throughout the show," says Maccarone. "I think you have to smoke a lot of pot to get

CAPTAIN MIDNIGHT



A black-costumed aviator is on the trail of Craven's fifth columnist who has kidnapped scientist Washburn in order to obtain his secret range finder. Short, as Washburn's daughter (niece in the radio serial that gave birth to the Captain Midnight character), is the plucky heroine and Walter is Craven's similarly black-hearted daughter.

Weighed down with propaganda, this is a routine serial. Stuntman O'Brien, a regular co-star with Tex Ritter in his series westerns, has the title role. The serial was produced by Larry Darmour and the cinematographer was James S. Brown.

WR. Basil Dickey, George H. Plympton, Jack Stanley, Wyndham Gittens.

DIR. James W. Horne

EPISODES: 15 **YEAR MADE:** 1942 **COUNTRY:** US **SEASONS:** 1

COLUMBIA

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Captain Midnight DAVE O'BRAIN, DOROTHY SHORT, JAMES CRAVEN, BRYANT WASHBURN, LUANA WALTERS, SAM EDWARDS.

GET SMART (1965)

BATMAN (1943)

MR. TERRIFIC

1 - 1 *THE MAN WHO FLIES LIKE A PIGEON*

Every hero has to have an origin story and this is that of Captain Nice! Meek, mild-mannered police chemist Carter Nash creates a formula that grants extraordinary powers to whomever drinks it. It is not his original intention to drink it himself. He is a shy and unassuming man and prefers to have someone else take on the burden of being a hero. But his attempts to give it to the Mayor of the city are rejected (the Mayor completely misunderstands what the formula does and is in the middle of a crisis: the villain 'Chameleon' recently escaped). Rejected, Carter returns to his lab. But events will not allow Carter the anonymity he desires and soon he'll be forced to take the potion and be transformed into the City's first Super Hero: Captain Nice!

Wr Buck Henry

Dir Jud Taylor

1 - 2 *HOW SHEIK CAN YOU GET*

Wr Peter Myerson, Treva Silverman

Dir Gary Nelson

1 - 3 *THAT THING*

Wr Peggy Elliott, Ed Scharlach

Dir Gary Nelson

1 - 4 *THAT WAS THE BRIDGE THAT WAS*

Wr Al Gordon, Hal Goldman

Dir Gary Nelson

1 - 5 *THE MAN WITH THE THREE BLUE EYES*

Wr Treva Silverman, Peter Myerson

Dir Charles R. Rondeau

1 - 6 *IS THE BIG TOWN BURNING*

Wr Buck Henry

Dir Gene Reynolds

1 - 7 *DON'T TAKE ANY WOODEN INDIANS*

Wr Treva Silverman, Peter Myerson

Dir Richard Kinon

1 - 8 *THAT'S WHAT MOTHERS ARE FOR*

Wr Martin Ragaway

Dir Gary Nelson

1 - 9 *WHATEVER LOLA WANTS*

Wr Arne Sultan

Dir Richard Kinon

1 - 10 *WHO'S AFRIAD OF AMANDA WOOLF*

Wr Mike Marmer, Stan Burns

Dir Hollingsworth Morse

1 - 11 *THE WEEK THEY STOLE PAYDAY*

Wr David Ketchum, Bruce Shelly

Dir Gary Nelson

1 - 12 *IT TASTES OK, BUT SOMETHING'S MISSING*

Wr Peggy Elliott, Ed Scharlach

Dir Gary Nelson

1 - 13 *MAY I HAVE THE LAST DANCE*

Wr David Ketchum, Bruce Shelly

Dir Charles R. Rondeau

1 - 14 *ONE ROTTEN APPLE*

Wr Peter Myerson, Treva Silverman

Dir Gary Nelson

1 - 15 *BEWARE OF HIDDEN PROPHETS*

Wr Peter Myerson, Treva Silverman

Dir Charles R. Rondeau

CAPTAIN POWER AND THE SOLDIERS OF THE FUTURE



In the year 2147, the Metal Wars have been waged between man and machines for some time with man coming out on the losing end. To wipe out the last few remaining humans Lord Dread, leader of the Volcanian Empire, creates mechanical Bio-Dreads to seek out and digitise all humans. Digitisation is a process in which humans are computerised and forced to serve Dread Mankind's last hope rests with Captain Power and the Soldiers of the Future- a group of dedicated freedom fighters each a master of a specialised area of combat with a specialised power suit enabling him or her to be more powerful than the Bio-Dreads.

Along with Captain Power the team's leader the soldiers of the future consisted of: sky fighter Major Hawk Masterson ground assault specialist, Sgt Tank Ellis: espionage and communications expert, Sgt. Scout Baker and a tactical systems expert Corporal Pilot Chase. The fact that the villains were machines allowed the good US to destroy them without raising as much anger from self-appointed media watchdogs as would have been had they been living being

One of the best writers for the show was J. Michael Straczynski who created the SF show BABYLON 5. Captain Power and the Soldiers of the Future was the ultimate in TV toy tie ins The show was designed to be interactive with a toy gun developed by Mattel. When the bad guys appeared on the screen they were covered with colour blotches a member of the audience could shoot the bad guys with the gun and score points at home. This action however had no affect on the action on the screen. The bad guys would continue with their nefarious schemes until stopped by the good guys.

Despite the overtly commercial nature of the series, Captain Power did manage to present well written stories aimed at an audience somewhat older than the series itself. The series was not cancelled due to poor ratings but due to the fact that the toy gun was not selling as well as anticipated. Before there was BABYLON 5, Joseph Straczynski worked on this Mattel toy-line tie in show. (It was designed solely to launch a line of toys; to his credit, Straczynski made it a palatable half-hour adventure show. Unfortunately, Mattel killed the show - and their MTS production company - after one season and 22 episodes).

Created by: Gary Goddard and Tony Christopher; Executive Producers: Gary Goddard, Tony Christopher, Douglas Netter and John Copeland; Producer: Ian McDougall; Syndicated/Landmark Entertainment Group; 30 minutes. Captain Power and the Soldiers of the Future was created to sell toys. Yet even with 42 million dollars worth of merchandise sold, the show ended production after 21 episodes because Mattel Toys oversold their stock, leaving a 22 million dollar problem sitting on warehouse shelves across America. It was a show that married a dramatic, action-adventure, science fiction premise with the technology of interactivity-sending broadcasting signals from the program into toys that would activate guns, lights, and ejecting action figures. Plus, Captain Power was a platform where computer-generated images (CGIs) would be used to create, for the first time on film, shining robot characters that spouted dialogue and actually participated in plots.

Gary Goddard, director of the feature film Masters of the Universe and owner of the Landmark Entertainment Group, first invented the concept of Captain Power when he knew that Mattel was looking for a new toy aimed at young boys. "I always liked science fiction, and there was a lot of animation on television at that time," recalls Goddard. "My idea was to create a new live-action series, kind of like the ones I grew up with. I took a character named Captain Jonathan Power, the concept and story to Mattel and said, 'This should be your next toy line.' It was the idea they would be fighting in the future against robotic armies. We went to Mattel about a concept of a live-action television series with computer-generated animation images to be developed as robot creatures."

Mattel liked the ideas and, in fact, had been working on the interactivity technology in-house but didn't know how to apply it. They asked Goddard if he could create the CGIs he was proposing on a decent budget and if interactivity could be applied to it. "To do that every week was a big challenge. And the technology was nowhere near where it is today. We were a little bit ahead of our time, I tell you!" laughs Goddard. After some

research, Goddard returned and said, "Yes." From there, Captain Power was born and ready to fly. "Not only was the show groundbreaking in terms of being the very first show to use CGIs on a weekly series interacting with live-action characters, but it was also the first interactive television show!" says Goddard proudly.

Although the practice of sponsoring animated shows was common, for the first time, a toy company was financing a live-action television show. So blatant was the tie-in with Mattel as the toy developer and financier of the project that the Captain Power toys didn't need to be advertised with the show.

The five toys produced in conjunction with the show included two jets, the PowerJet XT-7 and the Phantom Striker, which interacted with the onscreen targets from as far as ten feet away and scored points each time a target was hit. The TV enemies could return fire and take away points, resulting in each vehicle's cockpit being ejected when the score reached 0. Other jet features included a light-emitting diode (LED) that indicated a "target lock" and a power check button indicating scores.

The Power On Energizer transfer unit illuminated, emitted sounds and sent light beams through the Captain Power action figure when the live-action Captain Power on television gave his "Power On" battle cry. The accessory also caused other vehicles within range to gain or lose points. Interlocker was an anti-aircraft throne of Lord Dread. It could exchange fire with the television screen and featured an LED "target lock." A digital score readout, ejectable throne, and a "battle scope" for viewing the action from the figure's eye level were also supplied. The miniature Power Base featured a fold out mega-weapon with the same interactive and scorekeeping capabilities as the jets. The megaweapon also had sensors that triggered "explosions" or caused action figures to be ejected.

Each toy could be played with independently of the TV show. As accessories to the show, Battle Training Tapes (animation, not live-action) were supplied in VHS format. Each tape featured 15 minutes of interactive battle and chase footage at a different skill level. Locked into the concept of interactivity to support the toys, filmmakers were required to imbed three to five minutes of interactive signals into each episode. The writers and producers sometimes complained.

"We like action," says Goddard, "but the fact we had to work in action in every single show led to a bit of a headache. Not just minor action, but at least two to three minutes of battle distributed throughout the show." Goddard thinks the interactivity interfered with storytelling at least "a little bit." Nevertheless, Goddard claims that the production crews and cast went into the project solely with the goal of creating dramatic television. "We did not produce the show with children in mind although we were sure children would like the show," he says. "We took more of a Disney philosophy. Walt Disney always said he never made shows for kids. He always made them for adults but put things for kids in them. We were always aiming for the same audiences who watch Star Trek and Star Wars, and we were making the show for ourselves, feeling confident that kids would like the gadget aspects, the CGI characters and things.

Kids liked the show, but overall we had very good reaction from adults. You'll see that in the reviews. People like the stories, people like the fact there is characterization, they can see the production values of the show. Our sole goal was to have a quality science fiction television show within the limitations and parameters that were set up by ... doing a show with a very direct toy tie-in. It required some creative thinking. But I think we did some good, creative problem solving. The majority of those shows stand up on their own merits. You could show any one of those shows today without the interactivity."

The show was originally titled *The Metal Wars*, and Goddard laughs when reminded that story editor J. Michael Straczynski accused him of creating a childish title in *Captain Power and the Soldiers of the Future*. "He thought it was a dumb title. Because it was being done by Mattel, because they were selling toys, the name of the show had to be the same as the toys," explains Goddard. "I know Straczynski holds me responsible for that, but it was a given. If we didn't call it that, we couldn't have made the show. I like the title. Each season would have been another year in the *Metal Wars*."

The storylines for Captain Power were surprisingly adult in nature if the viewer looked beyond the battle scenes in every episode. For example, one episode, "The Abyss," featured an insane commander in an uncharted sector who believed the *Metal Wars* were still raging and had marked Jonathan Power and Hawk for execution.

"Generally speaking, the storylines were aimed at a much more older audience," Goddard agrees. "We tried very hard to make sure there wasn't [just] one dimension and just good and evil. We tried to make sure the characters had their own backgrounds and stories, including the bad guy. On the surface it is basically a good vs. evil kind of thing. I think you'll see that over the course of the shows, everything gets much more dimensional. We used World War II as a model of what we were doing. If you look underneath ... you'll see a lot of the same things at work."

As a result of the production staff's conscious decision to further the World War II allegory, "the entire setup, the entire mission of the first series is to keep the battle in terms of the favor of the Allies," says Goddard. "In this case, Captain Power. As the story unfolds, we find an underground resistance that is trying to help the battle to end the domination of the machines. If you look at the costume design for the bad guys you'll see some very similar designs on the Nazi uniform. There's a lot in there. Again, Joe Straczynski was responsible for that."

Cinematographer Peter Benison, who photographed every episode, agrees with Goddard that in Captain Power "we were doing drama television. Technically, we had to support the toy, but no, we were telling stories to a wide age and interest. I think the toy overshadowed, from an adult point of view. I think the times the show was on, and the publicity the show had in connection with the toy, made adults not want to see it, [or] bother trying to see it. It was just parents of kids who were watching it, they would say, 'It wasn't as much of a kids' show as I thought.'"

On whether the interactivity gimmick was a good element of the show, Benison candidly says, "I never really talked to many people or kids who had the toys and who were using them. It was certainly novel, an extra aspect of the show. But at no time was the show dependent on the toys. It stood on its own."

"What was unique about the use of the interactivity," says Benison, "was that it was built into the characters. Initially, that was going to be the only interactive part of the show. They were very concerned with the violence, so you could only shoot a robot or these computer characters."

For humans on the show there was no signal.... So, you wouldn't have a child directing his gun and shooting at a human. There was no interactive signal. Interactive signals were only on inanimate objects; robots or vehicles or computer generated characters. Computer characters took a long time to do and were expensive. At one point the worry was there wasn't going to be enough interactive signal on the computer-generated characters to support the toys through the show. So we had to introduce the interactive signal onto other objects in the show like vehicles and robots."

That's where the technical prowess came in. Benison designed a light bulb that was strung on the chests of all of Dread's robot troopers to give the animators a frame of reference when animating the glowing red light onto their chests. Interactive signals were then added to that. Benison recalls his experience on the show as a time when "every department went crazy with their specialties and was able to experiment and allow for their imaginations to grow wild, and do things without having their hands tied." Like many science fiction shows throughout television history, Captain Power was a show that could only be done if everything was created from scratch. Filming the entire season took five months, from June to November of 1987, at a budget averaging \$ 1.2 million per half-hour with a total of about \$26 million for the entire season. The show was filmed in Canada.

"We took over a bus maintenance depot in Toronto," recalls Benison. "This huge building was abandoned for years, it was filthy. We had to turn the power back on, the pipes were bursting, rusted. Even though we got the building from the city for free, it cost us a fortune to clean it up and bring it up to proper safety standards. After that was done, we had a filmmaking studio. Once we set it up, it became cheaper and cheaper for each show."

But the place had no air conditioning and when Toronto had heat waves, everyone felt it. Cold weather was equally uncomfortable in the cavernous building. While an effort was made to soundproof the stages for filming, sounds from the outside world often filtered into the building, ruining many a take. Scenes had to be redone when, for example, cars would drive by or honk their horns.

Camera operator Attila Szalay remembers that the bus depot was so big that almost everyone needed two-wheel scooters with baskets to carry equipment around and get from set to set. To create the interior of the Power jump ship, the shell of a plane was carted through the streets of Toronto, installed at the studio, and redesigned for the show.

Today, according to Brad Creasser, second assistant cameraman, who worked under Benison and with Szalay, the former Captain Power studio has been converted to townhouses and condominiums. Benison marvels at the diversity of people gathered as cast and crew for Captain Power. "It was put together from quite a few different walks of life. We had both American and Canadian [actors]. We had those fresh from acting school, we had people with no experience. It was a real collection, so it was interesting to see their different personalities fit into this rather unusual concept. Everyone got on pretty well. I think the whole crew on the set was unique. We were shooting a fantasy. That put everybody in a different frame of mind." Szalay remembers it as a difficult show, with "massive amounts of special effects and explosions and fires that went on all day long." Creasser, whose job was to slate the takes before every shot, load the cameras and keep track of the film inventory, agrees wholeheartedly. He also remembers dealing with explosions every day.

"Once, we were waiting to do a shot, and squibs from Dread's soldiers went off and flew between Attila and me, just missing us. There were always technical mishaps," he says. Szalay confirms this, saying he lost many a shirt from flying sparks and squib misfires. Eventually they had to give him a fire blanket for protection. To prevent any serious accidents, during any special effects or explosions, all crewmembers wore plastic goggles, and plexiglass shields were strategically placed to protect them and the cameras.

Creasser goes so far as to say, "I became a guinea pig towards the end. So rarely you get to work in dangerous situations with explosions, and it's exciting. Your adrenalin gets going when you're filming things that are blowing up. Several occasions, we were working inside the sets and I would slate and run and get out of the way before they would set off an explosion or squibs. And they have me on camera trying to clear the frame. And I'm yelling, 'Don't blow me! Don't blow me!'"

At the time of Captain Power, says Creasser, slate boards or clapper boards, which are used so editors can identify scenes and synchronize sound and video during post-production, had to be wired to the soundman's tape recorder. (Wireless models were available, but the company opted not to use them because the bulk of shooting took place indoors.) Occasionally, the cable of Creasser's clapper board would get tangled amid the rubble, and he would frantically try to collect the wiring and hurriedly get out of frame.

"I have one image in my head that I'll never forget," says Creasser. "We were shooting outside at night, at the back of the warehouse. We were filming a building, and the script girl, Susan, has to be there with me to read the numbers on the slate, just as I close the sticks. Everyone is way back. There were two or three cameras in safety boxes closer to the buildings. We're there, I have to slate two cameras and then get out of the way before they cue this explosion. I just have this image of Susan and me running back towards everyone else 50 feet away"-with a \$2,000 slate board in one hand and cable flying behind.

"We were halfway back before they cued the explosion. I would have loved to have a picture of the two of us running away. From their perspective it must have looked great to see these two people running away, silhouetted by the fireball behind us. Towards the end we were blowing up every set. 'Oh, what are we blowing up today?' I was more than happy to go in there! It became an everyday occurrence."

Of the cast, according to Szalay, Sven Thorsen as "Tank" had it the hardest because, wearing the unbending battle armor, he couldn't even sit down. A special wooden platform had to be built so he could rest.

"I remember him lifting his visor, wearing a Tank outfit, he'd sit there, smoke big cigars and crack jokes, watching people do their work. It was hilarious. That was quite fun. ... And we always made fun of Jessica's breastplates, of course!" says Szalay. Peter MacNeill, as Major Matthew "Hawk" Masterson, says, "I don't think anyone was able to estimate the enormous expense of developing the technical wizardry needed to make the show interactive. I believe ground was broken in many disciplines, including sound recording, set design, animation and computer graphics. In this regard, Captain Power was a success for many people."

Asked if he ever felt overshadowed as an actor by all the special effects that were thrown into the show, MacNeill replies that the show was always a battleground for two schools of thought. "Constantly warring was, should the show be a vehicle to sell toys and to that end must be highly interactive and plot be damned? Or a solid action drama aimed at a science fiction buffs sort of audience, much like Star Trek? When the interactive school, who in fact held the purse strings, won out, in my mind the storyline, the actors and common sense were overshadowed. But then, I'm just an actor."

Hardly bitter, MacNeill fondly recalls his fellow cast members on the show. He remembers many moments on the set that included "laughter and puzzlement dealing with the costumes and sets that were at times being invented for us on the spot," says MacNeill. "My friends and cast members-who, in spite of not being able to move in a cumbersome outfit, were still asked to get out on that limb and act-were for me heroes of the first order. When you're breaking new ground with new ideas and materials, always inventing, always innovating, not everything works first time out. As a result there were long stretches of overtime and many delays while a new prop or effect was put together. The power suits were awkward and hot to wear, the props sometimes cumbersome, however much magic was worked!"

Benison's thoughts about the costumes echo MacNeill's memories. "In the summer, the studio got very hot, and there was smoke and dust flying around," says Benison. "It got very, very uncomfortable in the suits. That was a major problem, for them to be constricted by that. I was surprised it didn't get worse than it did. It was as good as it could be under the circumstances. But we had a lot of fun with it. We were doing something new and different, and that reflected in everybody's attitude."

Of the scripts, MacNeill says, "I felt they had great potential. I mean, the drama of people fighting for life and dignity in a collapsing world run by machines-how could one lose? However editors were told to insert battle scenes one after the other in order to sell the interactive toy. This destroyed, at times, wonderful scripts, and I wondered if instead of being an actor I was in the toy industry. ... I was pleased with the insight and sensitivity with which writers developed the characters, including mine. However, once the 'action editors' got started, not much was left."

So proficient was the crew in creating the special effects, says Benison, that "sometimes we'd get to a sequence where everything is heavily storyboarded and the directors had no say whatsoever. We'd just send the director off somewhere for a couple of hours. 'Go read a newspaper, go make a couple of calls, there's nothing you can do here. We all know this sequence, we know exactly what happens. There's nothing you can direct or supervise.' So directors would get very frustrated too. They'd get overcome by the technical requirements."

Szalay remembers that the signature scene for the show, the "Power On!" sequence in which all the soldiers would electronically don their battle suits by standing under a machine, was very difficult and tedious to film. "We'd have to lock off the camera and have them stand in the machine without the suits, then leave and change into the armor and come back, and we had a still frame of how they were standing on the previous shot on video, and we had to match everything. It had to be within a centimeter of the same place! It had to be exact, otherwise it would look like a jump cut between the segments. One of the first times we did it was quite difficult. It's critical that the camera is locked off. The actors had done the first sequence and were putting on their power suits, and just before they came back, the camera got bumped by the boom man. He was backing up his sound equipment. We wasted a good hour and a half. We had to go back and take off the suits and start from scratch."

Jessica Steen's character, Pilot, would play a pivotal role in the series' final two-part episode, "Retribution." In this episode, Lord Dread finally discovered the Power Base location and sent his soldiers to destroy it. It was Pilot who made the base self destruct so that Captain Power and the rest of the team could survive. Steen's character was always destined to die. Jessica did not want to do a five-year series.

After a season of shows, and millions of toys sold through Christmas, Captain Power fizzled to a stop for three reasons. First, Mattel had oversold the toys to retailers, projecting the idea that it wasn't a \$40 million best seller, but a product that had a \$22 million shortfall in sales. Second, parents were crying out against the show's violent battle scenes, even though Captain Power was a fantasy show set in the far-flung future. And third, Writers Guild and Screen Actors Guild residuals were expensive for the toy company.

Goddard believes the marketing mismanagement was the primary missile that defeated Captain Power. "[Overselling toys] was something toy companies were doing back then. They were overshipping to run the numbers up. That practice doesn't happen as much anymore, but unfortunately, we were a victim of that." Benison agrees and adds, "Mattel was also quite a bit in trouble. They lost a fair bit of money, not just because of the show but because of toy sales in general. I think executives got changed, and new people came in and didn't want anything to do with it. So the show never had a chance to get rolling."

But Szalay offers a different perspective on Captain Power's abrupt demise. "Ultimately," he says, "the downfall of the show was because [kids] really got into watching the show for the stories, the plots, and the characters. If I watch that show now, and I try playing the video game, it turns into a video game and I don't follow the plot or the story. All I care about is the flashing light on the screen and scores gained. However, kids found that they got into the story too much and then the game became [trivial]. That's why they didn't sell! Everyone I talk to tells me they liked the stories and the drama and you can't play with the toys! It's a different mindset to play video games than it is to watch a science fiction drama." Peter MacNeill recognizes that had the show continued further, there were many directions scripts and characters could have taken. He wishes the show had caught a broader audience by starting with a decent time slot.

"Many of us, crew and actors, hoped for an afternoon or early evening spot," says MacNeill. "When I realized that the focus was the interactive toy, it became impossible to call it anything else. I had hoped it would have a broader appeal when we started. Kids, yes, but the 'kid' in all of us!" Best ratings were garnered either before or after Star Trek-The Next Generation, although TV station operators would also program the show at 5:30 or 6:30 on Saturday mornings. Characterizing the feedback he received from being in the show, MacNeill laughs that "actor friends were not over the moon, but tech freaks were in love!" Illustrating how popular the show was, Benison remembers that once, while sailing in the Virgin Islands, he walked into a grocery store and bumped into Captain Power cereal on the shelves.

Goddard believes that had the deal included "a television company, a production company doing it with us, or a distributor or network, the show would have kept going for another season at least, if not more. But, because it was toy related, Mattel basically just abandoned it." In retrospect, Goddard believes that the interactivity was not good for the show. "Everyone related to the [show] as a toy thing," he sighs. "But that was what I had to agree to in order to get the series made. But I don't think [story editors] Joe Straczynski or Larry DiTillio or myself or any of us involved in the production ever let that affect us. We set out to make a quality television show within the guidelines of having at least three minutes of the show to be interactive programming for the kids who had toys at home. But we made a show that plays just like a normal show. The only way you know it's interactive is if you bought one of the toys. The toys tell you what to look for. The show plays on its own

lost track of during the war.

Wr Larry DiTillio

Dir Mario Azzopardi

1 - 2 *THE ABYSS*

A brief transmission reveals the location of secret military base, still manned and functioning. But when Captain Power and Hawk go to investigate, they're attacked and captured, ending up scheduled to be executed as spies and traitors as Dread's forces close in on the location.

Wr J. Michael Straczynski

Dir Mario Azzopardi

1 - 3 *FINAL STAND*

A genetically engineered super-soldier takes a village hostage to force Tank to face him one on one without the power suit.

Wr J. Michael Straczynski

Dir Douglas Williams

1 - 4 *PARIAH*

While out looking for more signs of Dread's new paralyzing biological weapon, Hawk finds bio-mechs in pursuit of a teen. He rescues the boy, but is grounded in the process, and can only hide as he starts to feel the paralyzing weapon take effect on him too.

Wr Marc Scott Zicree

Dir Otta Hanus

1 - 5 *A FIRE IN THE DARK*

1 - 6 *THE MIRROR IN DARKNESS*

Captain Power finds that someone has been impersonating him, when he is captured and charged with murder by villagers he tries to help.

Wr J. Michael Straczynski

Dir Otta Hanus

1 - 7 *THE FERRYMAN*

The team raids a supply convoy in hopes of uncovering why Dread recently has been putting up an series of new power stations. They obtain a high ranking bio-mech's memory unit... But can they get the necessary information out of it in time to stop Dread's plans?

Wr J. Michael Straczynski

Dir Otta Hanus

1 - 8 *AND STUDY WAR NO MORE*

Investigating reports of unusual power readings, Captain Power finds "Haven" - a hidden underground paradise built upon a geothermal research station. But it all seems too good to be true, and as Pilot and Tank look around, the facade starts to crack.

Wr Michael Reaves

Dir Jorge Montesi

1 - 9 *THE INTRUDER*

After returning from a survey mission, the team discovers they had a stowaway. They question him and he claims to be fighting Dread too, but can he be trusted?

Wr J. Michael Straczynski

Dir Jorge Montesi

1 - 10 *WARDOGS*

Hawk makes contact with a band of soldiers lead by an old flame. They have been conducting raids on Dread, but now she's tired and wants to find the rumoured safe haven - Eden 2. When opening in Dread's blockades appears, she asks Hawk to come with her.

Wr Larry DiTillio

Dir George Mendeluk

1 - 11 *FLAME STREET*

Captain Power enters the cyberweb of Tech City through a direct neural link, looking for information Dread's forces may have left there. But Dread becomes aware of the attempt and hijacks the connection, leaving Captain Power trapped while Dread attempts to tap his mind for information.

Wr Michael Reaves

Dir Otta Hanus

1 - 12 *GEMINI AND COUNTING*

A lethal influenza plagues the passages and while they have a vaccine, there isn't nearly enough. So Pilot offers to enter one of Dread's chemical factories undercover to retrieve more.

Wr Christy Marx

Dir Otta Hanus

1 - 13 *AND MADNESS SHALL REIGN*

Captain Power's team finds a resistance base in complete disarray, the people driven to murderous rages by some kind of drug - a prelude to New Order's second phase. As bio-mechs arrive, they manage hold them off long enough to evacuate the survivors - but then they notice that the drug is starting to affect Tank.

Wr Larry DiTillio

Dir Jorge Montesi

1 - 14 *JUDGEMENT*

Captain Power and Pilot are downed, and Captain Power injured, while carrying important data back to the base. Pilot goes for help, but when she finds a settlement, she is recognized as one of the Dread officers responsible for the destruction of a nearby village, and they demand she stand trial for her crimes.

Wr Larry DiTillio

Dir Jorge Montesi

1 - 15 *A SUMMONING OF THUNDER (1-2)*

On the 15th anniversary of his father's death, Jonathan travels to the grave site, and remembers the last day his father was alive.

Wr J. Michael Straczynski

Dir Otta Hanus

1 - 16 *THE EDEN ROAD*

When Dread unknowingly shuts down a crucial part of the route to Eden 2, the team must brave a biohazard filled disaster area to make contact with a representative with the new route.

Wr J. Michael Straczynski

Dir Ken Girotti

1 - 17 *FREEDOM ONE*

A woman broadcasting resistance bulletins under the codename "Freedom One" contacts Captain Power with a dangerous proposal - a meeting between the top resistance leaders across the country to unite them under one banner.

Wr Christy Marx

Dir Aiken Scherberger

1 - 18 *NEW ORDER: THE SHY SHALL SWALLOW THEM (1-2)*

Captain Power acquires conclusive data on the two final phases of New Order - systematic mass digitization of the entire human population using an orbital platform, and then the destruction of what's left by detonating any functioning power stations. With only hours to go, Captain Power devises a desperate strike against the platform's heavily guarded control center.

Wr Larry DiTillio

Dir Otta Hanus

1 - 19 *RETRIBUTION (1-2)*

New Order is finished and the team is celebrating. But in Volcania, Dread is recovering, with a new realization - There can be no New Order until all resistance has been eliminated.

Wr J. Michael Straczynski

Dir Jorge Montesi

CAPTAIN SCARLET AND THE MYSTERONS



Anderson's latest show maintained his optimistic vision of a 21st century where nations are united under a benevolent world government. It follows the efforts of a secret organisation, Spectrum, to defend Earth against powerful Martian foes, the Mysterons, who have sworn vengeance on mankind after a Spectrum mission to Mars misinterpreted a peaceful gesture by the Mysterons and made an unprovoked attack on the Mysteron complex. Week by week the Mysterons' war of attrition continued, always with a taunting warning of where they would strike next.

They were tough adversaries, too, possessing the power of retrometabolism, whereby they could kill, then reconstruct their victim as an agent under their control. To lead the fight, Gerry and Sylvia Anderson created a new breed of TV hero - the indestructible Captain Scarlet. The man in red acquired his own mysterious regenerative power during his first close encounter with the Mysterons. It enabled him to take on the missions impossible, facing and surviving hazards from car and plane crashes to nuclear explosions.

A colourful supporting cast was assembled around the lead figure of Scarlet - a team of colour-coded Spectrum agents and a quintet of glamorous pilots called Angels. All came complete with detailed 'pasts', some of which preserved a continuity with earlier Supermarionation shows. The full line-up was: Captain Scarlet: Spectrum's no. 1 agent; English, with a brilliant army career behind him. Col. White: English ex-navy man, now Spectrum's commander-in chief.

Captain Blue: American ex-test pilot and brilliant scholar who accompanies Scarlet on many of his missions. Captain Grey: American ex-WASP who worked on the prototype Stingray. Captain Ochre: American flyer and crack crimefighter. Captain Magenta: Irishman who became New York's top gang boss. Recruited by Spectrum as their man inside the underworld. Lt Green: Col. White's Trinidadian right-hand man. Another ex-WASP. Dr Fawn: Aussie medic. The 'Bones' of Spectrum!

The Angels-Symphony, Melody, Rhapsody, Harmony and Destiny-all combine courage and beauty. Rhapsody's 'biography' described her as a Chelsea deb who once worked with Lady Penelope! Principal villain was the elusive Captain Black, a Spectrum agent who becomes the Mysterons' Earth agent when they take him over. The Mysterons themselves are heard but never seen, save for two roving eyes that seek out their targets.

After the success of the Thunderbirds, there was again a heavy accent on hardware. Spectrum itself operated from a flying aircraft carrier, Cloudbase, and the ground agents relied on a range of hi-tech vehicles, including the ten-wheeled Spectrum Pursuit Vehicle (SPV), and the Maximum Security Vehicle (MSV).

Captain Scarlet and the Mysterons cost £1,500,000 to make, but significantly advanced the Supermarionation cause. The figures were perfectly proportioned, with the equipment that worked the eye, lip and hand movements housed in the body, so ending the 'big-headed' marionette tradition. And if the eyes seemed uncannily real, that's because, in a sense, they were real. They were the eyes of Century 21 employees - production assistants, cameramen, continuity girls and secretaries - photographed, then superimposed on to plastic eyeballs. Supermarionation reached twin peaks of sophistication and expense in Gerry Anderson's fifth sci-fi puppet series. With his company now flying the flag of Century 21.

The cast of voices was headed by Francis Matthews as Captain Scarlet, South African Donald Gray as Col. White, Captain Black and the menacing Mysterons, Ed Bishop as Captain Blue and Emergency Ward 10 star Charles Tingwell as Dr Fawn. Paul Maxwell, previously heard as Steve Zodiac in FIREBALL XL5, was Captain Grey, while Jeremy Wilkin (Virgil in the second series of THUNDERBIRDS) voiced Captain Ochre and many of the guest characters.

The quirks of ITV regionalisation meant that Captain Scarlet was denied a nationwide launch. The series premiered in the Midlands area on 29 September 1967 and in London on 1 October (ironically in black and white), with the rest of the country soon after. Sporadic revivals followed 20 years later, but Captain Scarlet

was properly introduced to a new generation with a BBC2 run in 1993.

This was the 5th SF tv series made by Gerry and Sylvia Anderson in SuperMarionation i.e., with puppets. Not quite as good as THUNDERBIRDS, report people who were 11 years old at the time, but pretty exciting all the same, and the most sophisticated of all in terms of both narrative and special effects techniques. Captain Scarlet and his colour-coded Spectrum agents fought against the Martian Mysterons, who could kill and then resuscitate people as Martian agents. Captain Scarlet himself had, as a result of an early brush with Mysterons, developed the ability to regenerate after death. CSATM is rather darker than other Anderson series because of the need to work a death into the plot each week. Eight episodes were cobbled together to make two made-for-tv feature films, Captain Scarlet vs The Mysterons (1967) and Revenge of the Mysterons from Mars (1981).

The series executive producer was Gerry Anderson, producer was Reg Hill, script editor was Tony Barwick, the special effects were created by Derek Meddings, characterization was by Sylvia Anderson, the music was by Barry Gray, and the title theme song was sung by the Spectrum. The series broadcast dates are for the ATV, Midlands region.

Sylvia Anderson and her ex-husband Gerry were the co-creators of some of the best loved science fiction television programs of the 1960s. The Sylvia Anderson collection included actual Supermarionation puppets used in the production of Stingray, Thunderbirds, Captain Scarlet, Joe 90, and The Secret Service. The London auction attracted hundreds of people including bidders from as far away as Japan, Australia, and the United States.

Quite a few of the items at the auction were from the collections of John Read and Mary Turner, who worked on the shows in the 1960s. All the heads and hands, for example were from John and Mary.

Although most of the media attention surrounding the Sylvia Anderson collection auction was centered upon the puppets, many other items of Supermarionation memorabilia were also available. The most numerous items in the collection were disembodied puppet heads in various conditions ranging from 100% complete to near wrecks. About one hundred of these puppet heads went under the auctioneer's gavel at prices that started in the low hundreds of Pounds and finished in the low thousands of Pounds. I was extremely lucky to have been able to participate in the Sylvia Anderson collection auction through the efforts of my good friends Steve Kyte and Helen McCarthy. They obtained lot number 17 for me, a Dr. Fawn puppet head from Captain Scarlet. The puppet head I purchased was one of three different Dr. Fawn puppet heads available at the Sylvia Anderson auction. Mine was the only one that was in complete condition. The other two Dr. Fawn puppet heads were incomplete to varying degrees. One was missing the back of the head (lot 12) and the other was missing both eyes and an ear (lot 16).

The Dr. Fawn puppet head that I have is in good condition and complete in every way. It has the original Captain Scarlet series wig, eyes with internal turning mechanism, and moving lower lip with lip-synch solenoid. It would be possible to hook the solenoid up to a suitable power source and connect the eye mechanism to fine wires and the head would work just as it did during the late 1960s. Considering that it is nearly 30 years old, the puppet head is in excellent physical condition with the exception of a few minor paint chips and scratches that are mostly located on the neck. My Dr. Fawn puppet head is about 4 1/4 inches high from the bottom of the neck to the top of the highest part of the head and is about 2 1/2 inches wide across the ears. The head is made of glass fiber reinforced polyester resin which is about a sixteenth of an inch thick or a bit thicker. It is hollow of course, and was molded in two parts. The parting line is centered down the middle of the ears and there is a thick resin join line visible inside the head. The ears appear to have been molded separately and glued to the head with resin.

The original basic construction method was to sculpt a master out of plasticine modeling clay. This plasticine master was used to create a two part plaster of Paris mold corresponding to the front and back of the puppet head. Production heads were made in these molds by laminating many layers of glass fiber cloth which were soaked in Bondaglass brand polyester resin.

The resin was formulated in such a way that it dried to the touch in 30 minutes and became completely cured in an hour. The color of the part when removed from the mold was a light translucent beige color. Openings for the eyes and mouth had to be cut out of the front shell and a removable hatch was made in the rear shell. Surface imperfections were smoothed out using a putty-like material called Bondapaste. The exterior of the head is finely finished with small details like creases, etc., which are very subtly done. The hair and eyebrows are made of a fine brown mohair material which closely resembles human hair. This is securely glued into place and does not appear to have ever been removable. The eyelashes appear to have been cut down from standard cosmetic eyelashes or a similar material. The eyes are made of transparent plastic hemispheres which have reduced color photographs of an actual human pupil glued into the center from the inside. The interior of the eyes behind and around the pupils was painted white. Over time the pupils have faded from their original color to a strange shade of pink. The lower lip is hinged and held in the shut position by a strong spring. The

surface directly below the lip is covered by fine leather to provide flexibility.

The head is painted a dark flesh color on top of the original lighter Captain Scarlet color for use as an extra in the Joe 90 episode "King for a Day". The type of paint used was flexible enough to permit the leather under the lip to move without cracking. The head was primed with a gray primer paint below the surface coats. The lips are pink, the teeth are white, and there is a subtle black beard stubble painted on the head. The back quarter of the head is removable for access to the head's interior mechanism. The tolerances are very tight and the joint is hidden by the hair. The back panel is secured to the bulk of the head by means of a magnet and a strip of steel. The interior mechanism is made of finely crafted brass and steel wire. The eye mechanism is a wire rocker assembly that pivots from side to side to move the eyes. I have not been able to determine where the eye mechanism wires came out of the head. Normally they extended from the side near the corners of the eyes. It is possible that my head was part of an under-control puppet and if so, the eye control would have come from below. There are still two very fine steel control wire remnants attached to the eye rocker mechanism. The eye mechanism is attached to the inside of the head by a brass hand screw.

The movable lower lip is secured to the inside of the head with a strong spring wire which keeps it in a closed position. The actual lip-synch mechanism is a metal wire loop that is connected to a solenoid by means of a long length of nylon string. The metal lip-synch solenoid extends about 4 inches below the neck. It is marked with "50vdc" in black pen. The solenoid is connected to the head with a ball and socket joint. Obviously the solenoid was the point of connection between the puppet body and the head.

WR. Gerry & Sylvia Anderson, Tony Barwick, Shane Rimmer, Peter Curran, David Williams, Alan Pattillo, Richard Conway, Stephen J. Mattick, Bill Hedley, Ralph Hart, Bryan Copper, Leo Eaton and David Lee.

DIR. Desmond Saunders, David Lane, Brian Burgess, Alan Perry, Robert Lynn, Ken Turner and Leo Eaton.

EPISODES: 32 **YEAR MADE:** 1967 **COUNTRY:** GB **SEASONS:** 1

A CENTURY 21 PRODUCTIONS FOR ITC

CREATOR: GERRY AND SYLVIA ANDERSON

TYPE OF SHOW: INVASION

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 32

DATE OF PREMIER: 29/09/1967 **AIR DATE OF LAST EPISODE** 14/05/1968

SEASON DATE BREAKDOWN:

FILMS: CAPTAIN SCARLET VS. THE MYSTERONS (1967), REVENGE OF THE MYSTERONS FROM MARS (1981).

Captain Scarlet FRANCIS MATTHEWS, Col. White/Mysteron Voice/Capt. Black DONALD GRAY, Captain Grey PAUL MAXWELL, Captain Blue ED BISHOP, Captain Ochre JEREMY WILKIN, Captain Magenta GRAY FILES, Lt. Green CY GRANT, Dr. Fawn CHARLES TINGWELL, Meldoy Angel SYLVIA ANDERSON, Symphony Angel JANNA HILL, Harmony Angel LAIN-SHIN, Rhapsody Angel/Destiny Angel LIZ MORGAN, Other Voices DAVID HEALY/ MARTIN KING/ SHANE RIMMER.

Books Based on this series.

Captain Scarlet and the Mysterons	Chris Drake & Graeme Bassett	1993
Captain Scarlet and the Mysterons 1	John Theydon	1990

RELATED SHOWS:

SPACE: 1999

STINGRAY

THUNDERBIRDS

JOE 90

U.F.O.

1 - 1 *THE MYSTERONS*

The panicked destruction of a mysterious base on Mars unleashes the wrath of an alien race calling themselves 'The Mysterons', who promise their revenge for the attack. Captain Black is taken over to act as the Mysteron's first agent on Earth. Captains Scarlet and Brown are killed and copied by the Mysterons, with orders to kill the World President!

Wr Gerry Anderson

Dir Desmond Saunders

1 - 2 *WINGED ASSASSIN*

A Mysteron sniper performs an unsuccessful attempt on the forces' new target: The Director General of

the United Asian Republic, with Captain Grey arriving in the nick of time, and succeeding in disposing of the eavesdropping gunman. From then on, all personnel from Cloudbase and Spectrum H.Q. – London, along with the recovering Captain Scarlet, and his original partner Captain Blue, are dispatched to protect the Director General at all costs, whom has made arrangements to return to his home country. But the Spectrum officers are completely unaware of the inbound Mysteron-reconstructed civilian Stratojet airliner, the enemies' tool to fix and complete their assassination upon the important international foreign figure.

Wr Tony Barwick

Dir David Lane

1 - 3 *BIG BEN STRIKES AGAIN*

In the centre of London, the capital of England, a double police-escorted transporter, carrying a nuclear explosive device, built for civilian use, seemingly goes out of control, shaking of its' motor guards and its driver regaining consciousness in a back alley. The transporter, now in the remote-controlled possession of the Mysterons, has been hidden in an under construction car park. Captains Scarlet and Blue are assigned to investigate the drivers' mysterious discovery, that the famous Big Ben clock struck 13 times, which may be a clue to finding the transporter, before it destroys the whole of Central London. However, the driver's founding's are more than unreliable due to his perplexed state of memory.

Wr Tony Barwick

Dir Brian Burgess

1 - 4 *MANHUNT*

At the Culver Atomic Centre, located in Yorkshire, England, Captain Black accidentally exposes himself to a short-term radioactive isotope, when detected by the security guards, causing his hesitation. Although the isotope is physically harmless, it makes him a straight-forward target when using radiation-tracking systems during Spectrum's full-scale manhunt, to uncover and apprehend the Mysteron agent.

But when the organisation is decoyed, Black manages to kidnap Symphony Angel, who disobeys direct orders from Colonel White. Instead of maintaining her aerial surveillance mission, she finds herself on death row, in a radiation chamber, and Black in absolute control, with the judgment of killing her, or letting her go free.

Wr Tony Barwick

Dir Alan Perry

1 - 5 *AVALANCHE*

The Frost Line Outer Space Defence System is endangered by the Mysterons when they destroy a maintenance truck, murdering its engineer/driver in the process, as a cover to infiltrate the defence bases sited in Northern Canada, where the Mysteronised engineer intends to proceed in removing all oxygen from the bases' self-contained atmosphere.

With bases' "Red Deer" and "Cariboo" already taken down, the next base in the ring, "Big Bear", is the Mysterons' final target. But if the base is attacked also, the commander-in-chief of the defence network plans to commence a vengeful missile strike on Mars, where the main Mysteron complexes are established.

Colonel White desperately wants to prevent this from happening, and so, he assigns Lieutenant Green to his first off-base, "in-the-field" assignment, along with Captain Scarlet, to evaluate just how the bases are being cut off, and stop the maintenance engineer from triggering off a global disaster.

Wr Shane Rimmer

Dir Brian Burgess

1 - 6 *WHITE AS SNOW*

When a radio station relay and communications satellite is recreated by the Mysterons and its course altered towards Cloudbase, Colonel White orders it to be destroyed before it collides with the aerial base.

Infuriated at his superior for disregarding the lives of the men on-board the satellite, Scarlet declines the opportunity to be the temporary commander-in-chief of Cloudbase, and therefore, the offer is handed to the honoured Captain Blue.

Leaving for a surreptitious destination, which only White has told to Lieutenant Green about, and with harsh instructions not to publish it to anyone at all, he arrives on board the USS Panther II submarine, with the alias Robert Snow, where shortly after one of the ensign officers is, with intent, murdered and reconstructed by the Mysterons in their newest play of vengeance to kill Colonel White.

Wr Peter Curran, David Williams

Dir Robert Lynn

1 - 7 *THE TRAP*

A World Air Force plane carrying Commodore Goddard and his right-hand man, being escorted by Melody Angel, is struck by lightning, and crashes, soon being reconstructed by the Mysterons.

The force broadcasts its current threat: that they aim to kill all 10 of the world's top air-chiefs, who make up the executive Supreme Command of the World Air Force, who want to discuss a plan to dissolve the war of nerves between Earth and the hostile force. They plan on doing so by holding an International Air Conference at the loneliest location in Europe; Glen Garry Castle in Scotland.

This is however unknown to Colonel White, who is awaiting the approval from Captain Scarlet that the castle's security is set up and approved. After she brings the delegates to the castle to start the conference, Symphony Angel is taken prisoner, as is Captain Scarlet, who unexpectedly discovers the brutal plan before the delegates arrive.

Leaving the air-chiefs with no warning, and in perfect firing positions to be massacred by Goddard and his personal cohort aid, will Colonel White realise in time that something is wrong? Can Captain SCarlet save the day?

Wr Alan Pattillo

Dir Alan Perry

1 - 8 *OPERATION TIME*

General J.F. Tiempo, the Commander of the Western Regional World Defence Government, is submitted as the Mysterons' next punishment target, and the doctor who will perform a major and much-required operation on Tiempo is eradicated during a dramatic car crash involving Captain Black, and reconstructed by the Mysterons.

Spectrum are still befuddled on how the force have declared their act of retaliation as to "kill time", but Captain Magenta eventually cracks the dilemma and an elaborate game is underway by the Spectrum personnel, in order to trap the person who will take the life of the General, but the Spectrum officers discover two Mysteron secrets, which will undoubtedly assist them immensely in their continuing battle with the Mysterons.

But what they don't realise is that the doctor who will perform the neurosurgery operation on the General is a Mysteron killer.

Wr Richard Conway, Stephen J. Mattick

Dir Ken Turner

1 - 9 *SPECTRUM STRIKES BACK*

A top-secret meeting is held with the World President and two Spectrum Intelligence Agency officers to showcase the new Mysteron electrical gun and detector. Following the inexplicable events with the late Doctor Magnus, who attempted to kill General Tiempo, the meeting takes place in the shooting grounds of an African private game reserve.

Colonel White and Captains Scarlet and Blue find themselves in a treacherous hunting sport when the Mysterons attempt to prevent Spectrum from introducing their new and innovative mobile weapons in the fight against them.

But, unbeknown to the group of men the security officer-in-charge, Captain Indigo, has been murdered in cold-blood by Captain Black and is now threatening the lives of everyone at the meeting. Can Scarlet stop him in time and save everyone?

Wr Tony Barwick

Dir Ken Turner

1 - 10 *SPECIAL ASSIGNMENT*

Spectrum Intelligence imparts Captain Scarlet with a "special assignment" in which he is to consciously lose at a casino, and to place himself on their debt owners list for 5,000 credits. When this is reported to Spectrum Headquarters, Colonel White fires Scarlet on the spot, for improper use of the organisation's code of conduct.

Living in a shabby hotel room temporarily, a pair of Mysteron agents, posing businessmen, formulate a deal with the now Paul Metcalfe, with his I.O.U. for 5,000 credits, in return for a Spectrum Pursuit Vehicle which will be used to brake into the Nevada Nuclear City Complex and, with an atomic incendiary device onboard, obliterate the whole of North America.

Wr Tony Barwick

Dir Robert Lynn

1 - 11 *THE HEART OF NEW YORK*

A team of professional robbers break into a minor Spectrum Security Vault near the coast of New York, where "useless" documentation is kept, which proves quite valuable to the lawbreakers. Along with another gang member, they simulate a fake play-act for a forest lookout warden, just on the outskirts of the American capital as hopeless, potentially dangerous drunks. They set-up their car with fake lookalike puppets to deceive the warden into thinking that the 3 drunken men that he just warned has helplessly crashed off the high mountainous road, and exploded in a fireball.

The gang then takes care of the warden and, deliberately posing as Mysteronised humans, they announce the force's latest plan to destroy the Second National Bank of New York, however the real Mysterons have yet to announce this at all, except for stating that they will destroy "The Heart of New York", but Colonel White understands that the bank is more than vital to fulfill the threat, as it stocks the entire gold reserve for the whole Eastern Seaboard of the country.

The robbers nevertheless intend to achieve their goal, again by posing as senior agents of the Federal Bureau of Investigation, and succeed in gaining entry through the Spectrum roadblock. With the entire American city evacuated, the bank is a sitting-duck, but Captain Black is awaiting their arrival, and only has fatal intentions in mind.

Wr Tony Barwick

Dir Alan Perry

1 - 12 *LUNARVILLE 7*

The commanding controller of Lunarville 7 on the moon, announces that he has made direct contact with the force, and agreed to a undisturbed, and peaceful settlement, and to finally end the war of nerves. However this is a trick by the Mysterons, as the controller and his personnel aid are reconstructed agents, and have Captain Scarlet, Captain Blue and Lieutenant Green trapped on the compound when they are sent to investigate how he managed to make a deal with the Mysterons.

When suspecting that the controller and his right hand man could be Mysteron agents, they leave Lunarville 7, and travel to the Humboldt Sea on the far side of the Moon, where an enormous and potentially powerful Mysteron complex is being developed and built in Crater 101.

Wr Tony Barwick

Dir Robert Lynn

1 - 13 *POINT 783*

A new generation of tank, the Unitron, a deadly computer-assisted vehicle is seized by the Mysterons to destroy the Supreme Commander of the Earth Forces, when he is escorted by Captain Blue to the tank's testing range field in the Sahara desert.

Two of the Commander's highest-ranking officers, Colonel Storm and Major Brooks, are killed in an explosive collision in a mountain-integrated tunnel while en route to the SHEF headquarters, involving their car and a gasoline tanker truck. They are subsequently revived back to life with Mysteronised bodies

Both men are used to complete the Mysteron's threat, with Major Brooks' attempt becoming unsuccessful, but Colonel Storm's turning into a life-threatening situation when accompanying the Supreme Commander to Point 783, the acting command post where the two test coordinators are carrying out final tests with the Unitron Little do they know that the Mysterons have programmed the formidable weapon to seek and destroy it's pre-determined target with extreme force: the Supreme Commander.

Wr Peter Curran, David Williams

Dir Robert Lynn

1 - 14 *MODEL SPY*

Two models, eager to make their names publicised and internationally known in France, are killed in a dramatic staged monorail train crash, while en route to Paris, and are rebuilt by the Mysterons, in a bid to assassinate Andre Verdain owner of the "House of Verdain", a top modelling & fashion design company, which keeps his real occupation as the controller of the European Area Intelligence Service a secret.

Captains Scarlet and Blue, along with Angels Symphony and Destiny are assigned to act as French newspaper photographers and stunning, attractive models, in order to guard Verdain from any Mysteron attacks, but they are absolutely oblivious of the presence of the two female model doppelgangers.

Wr Bill Hedley

Dir Ken Turner

1 - 15 *SEEK AND DESTROY*

The Mysterons present to Spectrum their new act of revenge; to kill one of the Angel pilots, and with Destiny on vacation, she is their apparent target. Captains Scarlet and Blue fly to Paris to pick her up and accompany her back to Cloudbase.

On the way back, three brand new un-painted Angel Interceptors, reconstructed from those that were destroyed in a scorching warehouse fire, open fire upon the Spectrum personnel, but a daring and enthralling aerial dogfight between the Mysteron aircraft and the real Spectrum Angels ensues, testing Melody Rhapsody and Harmony's outstanding skills and training to the maximum.

Wr David Williams, Peter Curran

Dir Alan Perry

1 - 16 *TRAITOR*

The Australian Spectrum Hovercraft Centre, Koala Base, the university-style academy where several trainees are sent to brush up their skills and sit their practical and mental exams to become Spectrum hovercraft pilots, is the most likely place for Captains Scarlet and Blue to investigate, where several explosive sabotages have been made upon Koala's state-of-the-art hovercrafts, hence why the Mysterons latest threat states that there is a traitor within the world security organisation, and that it threatens to tear it apart from within.

Already settling on a few probable suspects, including the cadet leader, their suspicions rise even further when their room is set ablaze when sleeping. But when attending a routine test-run the next day, with one of their selected suspects, the duo discovers that the traitor isn't quite what they expected.

Wr Tony Barwick

Dir Alan Perry

1 - 17 *RENEGADE ROCKET*

A Variable Geometry Rocket is hijacked by a Space Major Reeves, an old friend of Colonel White, who launches the space-plane and makes a quick departure in a fighter jet with the rocket's flight programme unit, to which only he knows the 4-letter self-destruct code, to obliterate the rocket before it knocks out an essential target, which happens to be Base Concord, the state-of-the-art airbase where the rocket originally left from.

Captains Scarlet and Blue are assigned to self-destruct the rocket before it reaches Base Concord, but to accomplish this, they have to check 10,000 possible 4-lettered code-words, starting from 'ABLE', and they don't even know that Reeves has set the destruct code-word as 'ZERO'.

Wr Ralph Hart

Dir Brian Burgess

1 - 18 *CRATER 101*

This episode concludes from where Captain Scarlet, Captain Blue and Lieutenant Green left the remains of the Lunarville 7 compound, where before they discovered a brand new Mysteron complex being assembled in Crater Number 101 of the Humboldt Sea, situated on the far side of the Moon. The power source will also provide Spectrum with ample opportunity to somehow come into direct contact with The Mysterons themselves, to try and come to a peaceful settlement.

All three men volunteer to carry out a full-scale expedition by infiltrating the complex and removing its power source, so it won't become of any harmless use and so the Mysterons will not be able to reconstruct the whole complex after its destruction.

However, the bomb which is transported to destroy the entire complex is set for 10:00 S.E.T. instead of the agreed Midnight deadline, by a Mysteron agent, disguising himself as a technician officer of Lunarville 4, the space-base that equipped and informed the 3 Spectrum officers, in order to perform the mission.

Wr Tony Barwick

Dir Ken Turner

1 - 19 *SHADOW OF FEAR*

Captains Scarlet and Blue travel to the Himalayas to supervise and administrate Spectrum's new phase to monitor signals from a space satellite that has been launched into the orbit surrounding Mars, and to snapshot high resolution detailed pictures of the planet, which will be relayed and received by the large mountain satellite station that the probe was launched from.

The second satellite, with the first acting as a decoy, successfully lands on Mars, and sets to have Spectrum successfully completing the code-named "Project Sword" operation, but the whole carefully planned arrangement is placed under threat when one of the participating technicians ostensibly falls dead and is brought back to life by the Mysterons, with one instruction: to sabotage the observatory and to interrupt the satellites' transmission before Earth comes to learn every single detail about the force and prevent them from continuing the war of nerves and retaliation against the planet.

Wr Tony Barwick

Dir Robert Lynn

1 - 20 *DANGEROUS RENDEZVOUS*

Concluding from where "Crater 101" left off, Spectrum take a chance by commencing a maximum security operation to bodyguard radio communications expert, Doctor Kurnitz from the Nash Institute of Technologies, up to Cloudbase to send a broadcasted voice message by Colonel White to the Mysterons base on Mars, in an effort to solve their differences and to end the raging war of nerves between them.

But the Mysteron pulsator stolen by Captain Scarlet during the expedition to Crater 101 is used as an explosive charge to start a chain reaction on-board Cloudbase which will no doubt utterly destroy the aerial base. With Scarlet drawn away by Captain Black to prevent him from saving his fellow officers, the world-security organisation known as Spectrum is condemned to be crippled.

Wr Tony Barwick

Dir Brian Burgess

1 - 21 *FIRE AT RIG 15*

A flaming 1000 feet inferno at a deliberately impaired oil-drilling rig, Rig Number 15, attracts the attention of Spectrum when the Mysterons explain their new threat to "immobilize" the international-security organisation, which would render all their aerial, sea and land vehicles useless.

With the ultra-sonic oil wells and Spectrum's main oil refinery at Bensheba not so far from Rig 15, and possible targets, explosive specialist Jason Smith is hired to extinguish the fire with his vast range of high explosive charges.

Approaching the blazing rubble, Smith falls down in front of his tractor and is reconstructed by the Mysterons. The fire is extinguished, but the real Smith is buried in the rubble by his duplicate.

The next day, the doppelganger Smith departs early from the site leaving his original body near the downed rig alerting Captain Scarlet that the Mysteron is on his way to the Bensheba oil refinery to annihilate its entire processing plant.

Wr Bryan Cooper

Dir Ken Turner

1 - 22 *TREBLE CROSS*

The Chief Test Pilot of Slaton Air Base is killed and reconstructed in a staged car crash by Captain Black, but when two medical doctors pass by, they revive the test-pilots' original body, named Major Gravener.

Following this miracle, the Mysteron Major Gravener attempts to leave Slaton Air Base in a fighter jet armed with a live nuclear warhead, but is stopped in time when the base office is contacted by the hospital who revived the real Gravener.

With Spectrum investigating the Mysterons' latest threat concerning the annihilation of the world capital, Futura City, they are alerted about the bewildering incident and use the real Gravener in a risky operation as the bait to discover if the Mysteron's will fall for the Major Gravener, and spring a net on the wanted Captain Black, even when the Mysteron doppelganger is already dead.

Wr Tony Barwick

Dir Alan Perry

1 - 23 *FLIGHT 104*

Spectrum are involved with the safe, quiet transportation of escorting the world's leading astrophysicist, Doctor Congrad, to a conference with the World President at Lake Toma in Switzerland.

After boarding their mysteriously-empty flight, which could possibly be due to it being the "slack" season with planes flying usually 3/4 empty but with no hostesses around, Captains Scarlet and Blue become suspicious, and realise that they are trapped on board the airliner, along with two tagging-along and over-

confident news reporters. They soon learn that there aren't any pilots flying the machine, immediately suspecting the Mysterons are controlling it.

But that's not the least of their worries when the plane starts to descend rapidly, and its nose pointing straight in the direction of the French Alps.

Wr Tony Barwick

Dir Alan Perry

1 - 24 *PLACE OF THE ANGELS*

Once again, the Mysterons cryptic threats make Spectrum believe they are targeting the Angels for a second time, but it isn't actually one of the Angels, it's one of their home cities. Or so Spectrum thinks...

A report is received from a biological research station on the outskirts of Manchester, England, regarding the theft of the phial of the K-14 virus. This is a revolutionary and brand new strain that has the capability to kill 10 million people. Captain Scarlet and Captain Blue start a timed race to find the station's research assistant suspected of the theft, who is the only person to be granted access to it, Judy Chapman.

Assessing that the force's target is the Boulder Dam of Los Angeles, which the city's name stands for "The Angels", Scarlet places his indestructible life on the line to recover the phial, although he soon faces imminent death.

Wr Leo Eaton

Dir Leo Eaton

1 - 25 *NOOSE OF ICE*

The Hotspot Mining Complex, situated at the North Pole, is responsible for producing from the only existing natural source, commercial quantities of tritonium alloy, which is being used for constructing the nose casings for a rocket. General Rebus, the commander-in-chief of the Space Administration, is hoping to send the rocket to Mars, presumably to perform in depth research assignments regarding the Mysterons.

Captains Scarlet and Blue travel to the North Pole to act as security supervisors, in the inevitable time that the Mysterons may strike upon the complex, which they do when they take control over a maintenance engineer and instruct him to disconnect the massively high voltage current power lines between the booster power station and the tower.

The 100,000 volt current is crucially-needed, as the heating rods located under the tower keeping the below-freezing ice at bay, and when the current is distorted, the ice will surround the tower, slowly but surely crushing the structure of the entire building, and if lost, no air, no power, no tritonium alloy, no Spectrum radio-wavelength, and the most imperative of all, no space exploration fleet.

Wr Tony Barwick

Dir Ken Turner

1 - 26 *EXPO 2068*

A newly produced core reactor is being transported to the Manicougan Power Complex, which is near enough found near the Atlantic Seaboard of North America, which the Mysterons have announced that they will submit a "heavy blow to the prestige of the world."

While conducting security checks within the designated area, it becomes aware that a missing, off route Transporter 43, which has already inadvertently crashed over the edge of a demolished bridge, thanks to Captain Black's deliberate diversion of the planned route, is what the Mysterons are using to smuggle the reactor.

With the core reactor already being aurally ferried in a shipping helicopter, and with the controller at the Expo 2068 construction site looking down at the barrel of Captain Black's hand-gun, Spectrum are back to square one before they can investigate the reactor situation.

It becomes apparent however, that the copter's target is the Expo 2068 site, and evidence confirms that the thermal safety valve has been removed from the reactor, with a rapidly descending countdown already initiated, and when zero approaches, the reactor will impend a nuclear explosion.

Wr Shane Rimmer

Dir Leo Eaton

1 - 27 *THE LAUNCHING*

Mervin Brand, a reporter for The Tribune newspaper, is killed in his jet by thunder lightning while en

route to the press conference with President Roberts. When reconstructed promptly by the Mysterons, so Tribune Control don't suspect that the real Mervin Brand has crashed and died, the Mysteron Brand continues his flight to the press conference, but is stopped in his tracks by the Angels, who have strict instructions to attack & destroy any aircraft violating the restricted airspace over the President's residence, due to his life being under siege by the Mysterons.

His arrogance and egotism doesn't assist matters, as he believes the enemy foes preparing to kill him will not achieve their latest ploy of revenge, and ignores the fact that the Mysterons killed the Director-General of the United Asian Republic.

Spectrum continue to secure his residence, but when the President reveals the new atomic-liner ship, built by the Trans-Pacific Shipping Corporation, is being named after him and is set to be released from port today, Captain Scarlet grasps that the Mysterons intend to destroy the "President Roberts" ship, and not the man himself.

Wr David Williams, Peter Curran

Dir Brian Burgess

1 - 28 *CODENAME EUROPA*

Professor Gabriel Carney, an awarded scientist for designing original electronics, is assassinated at his own gadgets-fulfilled home by Captain Black, in order for the Mysterons to use his skills and knowledge of the hi-tech subject to kill the three joint presidents of the Congress of Europe, additionally recognised as The Triumvirate of Europe. The names of those three men are: Conrad Olafson, John L. Henderson and Joseph Meccini, and this specific trio of men are apparently dubbed the most powerful figures on Earth, after the World President.

The Mysterons elect Conrad Olafson as the first to be killed, whom is located in an underground suite, 40-feet underground Vandon Base, a maximum security centre where plentiful Spectrum security personnel are scattered over, and in addition, the Angels commencing repeated aerial patrols over the area and Captain Ochre acting as the officer in charge of security.

Their attention is diverted instantly by a realistically audible incoming military assault & tank formation on the far West Sector of the base, which Carney has simulated by broadcasting recorded sound effects of a real attack via expensive speakers.

While is equipment, located in the far woods 1 mile away, has the attention of all security officers of the base, Carney infiltrates the un-guarded East Sector and drops an incendiary device into an air-vent. Thinking the bomb has plunged 40-feet below to destroy Olafson's underground suite, it has in fact stopped at ground level, thanks to Spectrum's rational ingenuity by converting the air-vent into a dummy inlet and cutting of it's air-duct, but the explosive fully demolishes the main building above ground.

With Olafson safe, leading to the Mysterons into believing he is dead, Spectrum are left with no clues of which of the remaining two joint presidents is next on the assassination list: Henderson, or Meccini. Even though they are both protected at separate maximum-security locations, Spectrum realise that this mysterious Mysteron agent is one of the toughest and challenging they have ever faced, and is capable of killing both men.

Wr David. Lee

Dir Alan Perry

1 - 29 *INFERNO*

An SKR4 recovery vehicle is sent by the Euro-Space Tracker Station to destroy a live rocket, containing a malfunctioning destruct system, but ends being blown out of orbit and completely destroyed, when it collides with a considerably large meteorite. Re-created and controlled by the Mysterons, it becomes the bombing weapon, which will accomplish the forces' newest target: the Najama Complex, a vital colossal desalination plant, situated by the foothills of the Andes mountains. Its purpose is to process seawater from the Pacific Ocean, and irrigate the interior, and without it, hundreds of square miles would regress to waste land.

Wr Tony Barwick, Shane Rimmer

Dir Alan Perry

1 - 30 *FLIGHT TO ATLANTICA*

The Spectrum Cloudbase officers host a non-permitted party, excluding the ultimately strict Colonel White, to celebrate the 1st anniversary of the world security organisation, with the assistance of an anonymous well wisher supplying the champagne, which has in fact been spiked with an organic compound which causes sporadic amnesia and general irresponsibility.

After being severely cautioned by the Colonel, whom discovers the party and becomes very angry at his personnel for not receiving official permission to celebrate the anniversary, the Mysterons announce their intentions to destroy the World Navy Base of Atlantica, an invulnerable underwater complex protected by sea-to-air rockets and offensively-equipped submarines.

Captains Blue and Ochre are handed the assignment to disband a wreckage which is being carried by heavy currents towards the Atlantica base, but the champagne has already taken control over them, turning them into juvenile rebelists.

Captain Black manages to changeover their assignment papers with irrelevant ones which order them to destroy Atlantica's Defence Control Tower, which they proceed in doing, and eventually annihilate the whole complex.

Wr Tony Barwick

Dir Leo Eaton

1 - 31 *ATTACK ON CLOUDBASE*

The threat that Spectrum have been awaiting for had to come, and Cloudbase being the principal headquarters of the organisation makes it an obvious target which would make seizing control over Earth a lot more easier for the Mysterons in order for them to complete their raging war of nerves, so the "aircraft carrier in the sky" is targeted for destruction.

With Symphony Angel stranded in the desert due to an unknown explosion on her Angel Interceptor, forcing her to eject, Captain Blue especially becomes agitated, for obvious romantic reasons, at the fact that she could die.

With instructions for any aircraft entering a 100-mile radius of the airbase to be destroyed, and itself sealed from all external contact, the Mysterons themselves decide to visit Earth to obliterate Cloudbase personally, making this threat the most vengeful of all their past avengements.

Wr Tony Barwick

Dir Ken Turner

1 - 32 *THE INQUISITION*

While relaxing at a smart countryside restaurant during a late evening, Captain Blue, accompanied by Captain Scarlet, starts to feel strange after drinking a cup of black coffee.

When Scarlet issues himself to fetch their coats, Blue instantaneously disappears, and when awakening, finds himself sitting in Lieutenant Green's chair back on Cloudbase, with a Spectrum Intelligence agent, who calls himself Colgan, sitting in Colonel White's chair.

He explains that Blue has been absent without leave for three months, and must prove his identity by disclosing top-security information; the Spectrum cipher codes, before he can return to active duty.

Without having to do this, Captain Blue instead tells the story of three Spectrum assignments involving the Mysterons: the nuclear attack on London, the mission of destroying the Mysteron complex in Crater 101, and the prevention of a Mysteronised Commodore and his aid from slaughtering the Supreme Command of the World Air Force at the Scottish Glen Garry Castle, which wasn't released to the press.

But Colgan still continues to question Blue regarding the cipher codes, whom hasn't caught on the fact that this mysterious S.I. officer is truthfully a Mysteron agent, and the Cloudbase interior a replica of the original, located in an abandoned warehouse.

Wr Tony Barwick

Dir Ken Turner

CAPTAIN ULTRA



Captain Ultra (Nakata) fights to protect the Earth from monsters in a series that might look on the surface like a Tsuburaya production but was in fact made by their rival Toei.

With Tsuburaya's ULTRAMAN series forced to finish early due to the time lag between filming and broadcasting, Toei stepped into the breach with this new look alike show, featuring BIOMAN and MASKED RIDER AMAZON star Nakata.

The series was produced by Tohru Hirayama, Yauji Udea and Kunio Kumagai.

Captain Ultra (Kyaputen Urutora) is the titular intergalactic hero of a pulp-style tokusatsu science fiction space adventure series. Produced by Toei Company Ltd., the series aired on Tokyo Broadcasting System (TBS) from April 16 to September 24, 1967, with a total of 24 episodes. The show is titled Space Tokusatsu Series: Captain Ultra (Uchû Tokusatsu Shirizu: Kyaputen Urutora).

This series is based loosely on Captain Future, the pulp science fiction saga created by the influential Edmond Hamilton. This was not the only time his work was adapted in Japan: Captain Future was adapted into an anime series in 1978, and that same year, Tsuburaya Productions adapted his Starwolf novels into a tokusatsu sci-fi action series of the same title.

Originally, this series was aired by TBS right after the end of the original Ultraman show as the "official" follow up to said series, even though it really wasn't. Ultra Seven aired on TBS more than a week after this series ended.

While not as well known in Japan, some Japanese fans also compare the looks of Captain Ultra to that of Captain Scarlet, the title hero of Sylvia and Gerry Anderson's Supermarionation series, Captain Scarlet & The Mysterons (which had been shown in Japan around the same time).

Captain Ultra (Hirohisa Nakata) - The hero.

Huck (Jiro Sagawa) - Captain Ultra's robot companion.

Joe (Nenji Kobayashi) - Captain Ultra's alien friend from Planet Kikero.

Akane (Yuki Jono) - Captain Ultra's beautiful space cadet. Has assorted secret agent gadgets.

Kenji (Shigeru Yasunaka) - Captain Ultra's eager young boy space cadet.

Professor Munamoto (Ichiro Izawa) - The scientific expert for our heroes.

WR. Susumu Takahisa, Minoru Yamada, Masaki Tsuji, Takeo Kaneko.

DIR. Hajime Sato, Akira Kajima, Hirokazu Takemoto, Minoru Yamada, Katsuhiko Taguchi, Yoshiharu Tomita

EPISODES: 24 **YEAR MADE:** 1967 **COUNTRY:** JAP **SEASONS:** 1

TOEI/TBS

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 24

DATE OF PREMIER: 16/04/1967

AIR DATE OF LAST EPISODE 24/09/1967

SEASON DATE BREAKDOWN:

FILMS:

Captain Ultra HIROHISA NAKATA, Joe NENJI KOBAYASHI, Huck JIRO SAGAWA ICHIRO IZAWA, Akane YUKI SHIRONO, Kenji SHIGERU YASUNAKA, Professor Munamoto ICHIRO IZAWA.

RELATED SHOWS:*KAMEN RIDER AMAZON*

CAPTAIN VIDEO AND HIS VIDEO RANGERS



The government played no significant role in scientific genius Captain Video single-handedly saving the world out of a sense of civic duty. By so doing, he not only defeated evildoers such as Dr. Clysmok, Dahoumie, Heng Foo Seeng, Kul of Eos, Mook the Moon Man, and Nargola, but also had a chance to field-test his gadgets, including The Atomic Rifle, the Discatron, the Optical Scillometer, the Radio Scillograph, and the Cosmic Ray Vibrator (stop giggling, will you?). His most fiendish adversary was Dr. Pauli, who had his own set of super-duper hardware, including the Barrier of Silence (later parodied on "Get Smart"), the Cloak of Invisibility, and the Trisonic Compensator.

This was the first ever science fiction television series created in 1949. It was not however the first ever programme of an SF nature produced for television, that honour goes to a dramatisation of H.G. Wells' *The Time Machine* made by the BBC in 1948. This was a historically significant show, despite the astonishingly stingy prop budget of \$25 per week. Why? Because it was the first and most successful of three children's science fiction shows that seduced kids into the axioms of the Space Opera genre, the other two being "Space Patrol" and "Tom Corbett--Space Cadet."

It can be argued that this created some of the popular support that allowed for a genuine space program only a few years later. The Dumont Network (whose demise alone could end this popular show) sold to their viewers such premiums as Decoder Rings, Space Helmets, and plastic copies of Captain Video's weaponry, almost all of which are highly collectable today. Late in its life, the show was retitled "The Secret Files of Captain Video" and they stopped editing in stock footage of Westerns through the money-saving "Remote Carrier Beam." Captain Video's spaceship was called the "Galaxy" -- and every child wished to be Captain Video's sidekick "The Ranger" and ride the Galaxy to exotic destinations, whether or not the instruments on the control panel were obviously painted on.

Captain Video and His Video Rangers was shot live in cramped sets on a minuscule budget from the Dumont studios inside the Wanamaker Department Store in New York. For most of its run the series was broadcast 5 times a week, Monday through Friday. However, when it started there was no Wednesday episode and for most of 1950 it was also seen on Saturday. Episodes were serialised and ended on a cliff-hanger ensuring that the audience would tune in the next day. Although the series started off with half hour segments it was cut back to 15 minutes a day in late 1953. During the first couple of years the series was on the air the episodes also included several minutes of old western films inserted into them. These were incorporated into the storyline as checking up on the Video Rangers out west with the remote carrier beam. This was done as both a cost saving measure and to allow the actors to change sets.

The role of Captain Video was first played by Richard Coogan. Coogan however was unable to keep up with the demands of a daily television series and his Broadway theatre work and left the role in December of 1950 to concentrate on his Broadway career. He was replaced by Al Hodge. Before taking over the role of Captain Video Hodge had been best known as the voice of the Green Hornet on radio. The role of Captain Video typecast Hodge for life and he was unable to find steady work as an actor after the show was cancelled. The Video Ranger was portrayed by Don Hastings. Hastings was only 15 when he started on the series, and would later gain greater fame in the soap opera *As the World Turns*.

Captain Video had a large rogue's gallery of villains the most infamous being his arch nemesis Dr. Pauli, the head of the Asteroidal Society. Dr Pauli was the intellectual equal of Captain Video who used his scientific genius for evil purposes. Although Dr. Pauli always seemed to perish by his own hands at the end of each adventure he always seemed to reappear down the road. Once being resurrected by Captain Video who needed Dr. Pauli's help! On one occasion he even took it upon himself to have plastic surgery so Captain Video would not recognise him- a clever way of explaining Hal Conklin taking over the role from Bram Nosses. Dr. Pauli was often assisted in his evil plans by his aid Clipper Evans. Other villains the Captain encountered included Spartak, an arrogant Prince from the mysterious Black Planet Spartak later changed his evil ways and became a good guy. Tobor (robot spelled backwards) was a robot controlled by a beautiful woman obsessed with

destroying Captain Video. Like Spartak, Tobor returned as a good guy after his defeat at Captain Video's hands.

When Captain and His Video Rangers was cancelled in 1955 it was not due to lack of popularity. DTN for several years had been an unhealthy television network. Rulings by the FCC in 1952 made it all but impossible for 4 commercial TV networks to survive. Most cities were given only 2 or 3 VHF TV stations. Although UHF stations did exist many soon folded since most television sets were incapable of receiving their signals. This plus an unhealthy relationship with Paramount Pictures, several earlier unfavourable FCC rulings on DTN's behalf and the lack of a radio network to build a TV network on forced DTN to cease network operations in 1955. Many of their more popular series found homes on other networks, however Captain Video was not one of them. DTN refused an offer by NBC to purchase the series.

There were several Captain Video spin offs. The first was a theatrical serial released in 1951, the first time Hollywood looked to TV for a property. This fifteen chapter serial, Captain Video, Master of the Stratosphere, starred Judd Holdren as Captain Video and Larry Stewart as Video Ranger. The second was a fortnightly Saturday morning TV series. This was entitled The Secret Files of Captain Video and contained complete half hour stories. The Secret Files of Captain Video ran from September of 1953 until May of 1954, and is chronicled elsewhere in this book. After Captain Video and His Video Rangers left the air in 1955 Al Hodge returned in his Captain Video role to host a children's series of cartoons and documentary films on DTN's former flagship station WABD in New York.

This guide is incomplete since available information on early episodes of Captain Video is all but non-existent. Several now famous actors appeared on Captain Video at some point in time, however the episodes in which they appeared is unknown. These actors include: Ernest Borgnine, Jack Klugman and Tony Randall. Well known science fiction writers also worked on Captain Video. Although the specific serials which they wrote are unknown, Robert Sheckley, Damon Knight and C.M. Kornbluth all contributed to the programme. Lester Del Rey for a time acted as a scientific advisor to the series. Captain Video and His Video Rangers has never been rerun and never will be since the kinescopes of the episodes (along with all of the other DTN shows) were destroyed in the late 1950's. This was done to both reclaim the silver in them and to avoid having to store what was perceived to be worthless items. Less than half a dozen episodes are known to have been spared. The total number of episodes listed as 1537 is a best estimate and does not take into account unannounced preemptions. The total number of serials is most likely closer to 100 however information is only available on 51 of them.

NOTES: No information is available for the first two years of Captain Video and His Video Rangers, thus this guide starts during the third year the show was on the air. Episodes were made in a daily serial format, the episode number given referring to the episode number of the first part of the serial. The number in () refers to the number of parts per serial. Broadcast 'date refers to the broadcast date of the first part of the serial. Since the programme was on all year round with new episodes, there are no season breaks and the new years are determined by the first serial to start in a given year- thus the last serial of a year may have concluded in the following year.

CV was shot live in a small studio and on a low budget, with the result that much of the spectacle had to be provided by the imaginations of young viewers; it also incorporated filmed material, such as short Westerns and cartoons, which were introduced by the Captain himself. In 1953 the serial format was dropped; CV was retitled The Secret Files of Captain Video and became a weekly adventure with self-contained stories, but it folded that same year. In 1955 Hodge returned as Captain Video in a weekly 60min children's show, which he also produced.

Though still wearing his uniform, which looked like a cross between a marine's and a bus driver's, he merely acted as the show's host, introducing stock adventure-film footage and undemanding shorts of an "educational" nature which he would then discuss with the studio audience of children. In 1956 CV ended his career with Captain Video's Cartoons, the Master of Time and Space reduced to announcing the funnies. There was a comic book based on CV. Of the 1537 episodes which were made of Captain Video many of the early live action ones do not exist since they were never recorded, therefore details of many of these episodes is sketchy at best.

His exotic-sounding adversaries included Mook the Moon Man, Kul of Eos, Dr. Clysmok and Dr. Pauli, the evil head of the Astroidal Society whose scientific weaponry rivalled Captain Video's. While Video had his Opticon Scillometer which allowed him to see through solid objects, and also his Cosmic Vibrator to shake up the opposition, Dr. Pauli was able to bend the path of bullets with his Trisonic Compensator and cover his tracks with his Cloaks of Silence and Invisibility. The series aired in America from 1949 to 1955, running six nights a week at its peak.

Almost half a century after its introduction as TV's first space opera, it is hard for many people to

comprehend the widespread influence Captain Video had on the original television generation. Everything about Cap-tain Video and His Video Rangers was cheap and primitive. And that observation is not made out of condescension or as a putdown, but rather as an admission of respect for what the series was able to accomplish during its life span. Television itself was a primitive but emerging medium on June 27, 1949, when Captain Video premiered over the DuMont Network. As critic Tom Shales observed, "The special effects were pretty tacky, but when you're a kid you don't require much to prick your imagination."

Like many of television's most successful innovations, Captain Video came about almost by accident. Jim Caddigan, DuMont's pro-gram director, encountered an airing of Cap-tain Marvel and suggested to some of the assembled staff at DuMont that they should try their hand at creating a science fictional Captain something-or-other. Somebody came up with "Captain Video." From there the idea was turned over to writer Larry Menkin who recalls, "I came up with a structure-Sherlock Holmes and Dr. Moriarty." Holmes, of course, was Captain Video and Moriarty was the Cap-tain's arch nemesis, Dr. Pauli. It was almost as simple as that. Of course, a cast still had to be selected and for the role of Captain Video a 34-year-old Broadway and radio actor named Richard Coogan was appointed. As the Captain's youthful assistant, "The Video Ranger," 15-year-old Don Hastings was picked.

The role of Dr. Pauli, the evil scientific genius and guiding force behind the Asteroidal Society, fell initially to Bram Nossen. Directing Captain Video at the outset was Charles Polachek and writing many of the early plots was M.C. Brock. Contrary to generally held belief, Cap-tain Video was earthbound for the first several months of the series. In fact, most of the action took place at Video Rangers Headquarters, a place described by TV critic Jack Gould as "a room equipped with flashing bulbs, micro-phones, panels, dials, telephones, etc. By com-parison, the central office of AT&T is just for beginners." Reportedly, only after ABC unveiled plans to serve up a new version of Buck Rogers did Captain Video manage to make it into outer space, and even then only after series star Richard Coogan went public with his dissatisfaction. "It's about time we got into the interplanetary stuff. I don't want to become stagnant in the role." Buck Rogers would last only a few months but the series could at least take credit for launching Captain Video out of Earth orbit.

It is a fair surmise, given the parsimonious nature of the DuMont Network, that Captain Video avoided rocketing off into space for as long as it did because of financial considera-tions. Quite simply, space travel was going to cost more production dollars. Only the threat that came from a competing network intent on cutting into Captain Video's lucrative market seems to have convinced DuMont to allow the change in direction.

It is worth spending a little time looking at the interplay of cost-cutting measures and creative responses which resulted in an undis-puted television legend. The first note of significance is the lack of extant recordings of the Captain Video series. Although researcher Alan Morton has made a "best estimate" of 1537 aired episodes, only four or five have resurfaced to date. As Morton points out, Captain Video kinescopes and, in fact, all of the other kinescopes in the old DuMont archives were destroyed at the end of the 1950s to glean a handful of dollars from the silver content of the films and to save storage costs for so many thousands of unprofitable films deemed worth-less. In essence, Captain Video died as the series had lived-a pawn of the bean counters.

In spite of, or because of, an addiction to frugality, Captain Video and His Video Rangers tapped an emotional response from a huge audience during the first half of the '50s. One story told is that Adlai Stevenson was approached to make an important speech which would coincidentally conflict with one of Captain Video's nightly appearances. Stevenson emphatically turned down the request. "Seven o'clock on a weekday? No sir not opposite Captain Video."

Certainly Captain Video's influence on the popular culture was enormous. The DuMont Network, which was formed in large measure as a means of creating a market for DuMont television receivers, was more than satisfied with the success of the series, one of only a handful of true hits DuMont ever had to its credit. The most popular programs of the day- Captain Video among themwere literally redefining family behaviour and relationships. Coogan observed the change from the perspective of someone intimately involved in creating the social change. During his tenure as Captain Video, Coogan reported. The fathers in my neighbourhood used to take their children to a nearby bar and grill to see Captain Video, whenever they had time. The owner would stop serving any drinks that half-hour and what happened then? A lot of families got television sets just so father wouldn't miss the Captain's latest adventure in Electronicland.

And the television sets sold by Captain Video? DuMont sets, of course! In fact, Captain Video sold a great many items beyond DuMont television receivers. The program sold lots of Power House candy bars as well as Skippy Peanut Butter and Post Cereal; all were prominent sponsors. At a time when the influence of radio was still keenly felt by the television industry, Captain Video frequently indulged in one of the long time practices of radio, the premium give away. The array of pre-mium offers included a "Flying Saucer Ring," a "Secret Seal Brass Ring," cast photos, membership cards in the Video Rangers, secret decoders, "Electronic Video

Goggles," a "Secret Ray Gun," a rocket ship key chain and a series of 12 plastic space men. This made for a somewhat strange dichotomy: a munificent advertising income and a production budget of Lilliputian proportions.

The cast of Captain Video had to settle for rewards other than monetary. In an interview years later, Don Hastings recalled that he and other members of the cast actually made more from guest appearances at supermarket open-ings and county fairs than from the show itself. When Richard Coogan left the role in December 1950, it was speculated that the decision was at least in part dictated by a refusal to cut the cast in for a percentage of the lucrative licensing dollars accruing from the sale of Captain Video merchandise.

It required a great deal of physical and emotional stamina to survive the heavy demands of live television. Captain Video in its five-times-a-week serial format and tight bud-gets was hard on actors. Coogan left the role and concentrated his energies on the Broadway stage; Bram Nossen, the evil Dr. Pauli, left the show in June 1950 after he reportedly broke down under the pressure and asked to be replaced. The series would also go through an array of writers and directors. In fact, young Don Hastings, the Video Ranger, probably demonstrated the most staying power-appearing from day one through to the ring-ing down of the final curtain some six years later. When Bram Nossen bowed out as Dr. Pauli, program executives hurriedly scouted around for a replacement and came up with Hal Conklin, who would serve in the role as needed until 1954 when he relinquished the part to Stephen Elliott.

To replace Richard Coogan, the decision was made to offer the role to veteran radio actor Al Hodge. Hodge had appeared in roles on such programs as *The Romance of Helen Trent*, *Ma Perkins* and *Bobby Benson* and the *B-Bar-B Riders*. He was also an early director on *The Lone Ranger* and most notably had held the lead on radio's *Green Hornet* from 1936 to 1943. Hodge seemed a perfect fit for yet another superhero part. Interestingly, when Hal Conklin replaced Bram Nossen, it was explained in the script that the perfidious Dr. Pauli had undergone plastic surgery in an effort to outwit Captain Video. However, six months later, when Al Hodge replaced Coogan, no plausible explanation was offered.

The evolving cast and behind-the-scenes changes didn't seem to affect the growing pop-ularity of Captain Video. The series continued on its own unique improvisational and frugal way. Captain Video's mountaintop headquar-ters, as Don Hastings vividly recalls, was "lit-erally a four-by-four card on an easel. Some-times it fell off while we were shooting." As was widely reported at the time, the prop budget for Captain Video and His Video Rangers was a paltry \$25 a week. Yet out of that budget, innovative minds at DuMont devised a plethora of gadgets which were the talk of schoolyards and the dream of every cov-etous youngster in America

The first two recorded instruments in the Captain's arsenal of special devices were the Opticon Scillometer (a telescope capable of peering around corners and through solid objects) and a ray gun. Charles Polachek, the original director of Captain Video, recalled the detailed history of those two inventions in an interview published in Jeff Kisseloff's engag-ing volume, *The Box: The Oral History of Television, 1920-1961*. Polachek recalled that DuMont had no prop department and only at the last minute did the need for an Opticon Scillometer and a ray gun dawn on the direc-tor. Fortunately, the DuMont Studio where Captain Video was produced was located in Wanamaker's Department Store in New York City Polachek and a companion paid a quick visit to Wanamaker's toy department in search of some type of gun they could transform into the required ray gun, but to their dismay dis-covered that Wanamaker's toy department was pacifist-no guns of any kind. Polachek's next trip was to the auto parts department where the Opticon Scillometer hurriedly took shape out of a spark plug, a muffler, a rear-view-mir-ror and an ashtray.

Other inventions on the show were equally contrived. The Cosmic Ray Vibrator, when pointed at one of Captain Video's foes, caused him to begin twitching and shaking uncontrollably. There was also Captain Video's Thermoid Ejector, a weapon capable of shoot-ing infrared thermal currents. The Mango-Radar could be aimed at any spot on the planet and allow Captain Video to eavesdrop on any event.

When Captain Video finally lifted off into space, he and the Video Ranger travelled in style in the Captain's private ship, the *Galaxy*. Discerning viewers couldn't help but notice the interior of the *Galaxy* was constructed out of cardboard and most of the instruments on the instrument panel had been installed with a paintbrush. Larry Menkin, one of the writers for the show, has described a typ-ical flight in the *Galaxy*: Instead of having them take off in their spaceship, we had them lying down, and we'd shake the camera. Also, when they were going through clouds, we took a great big tank of water, poured cream in it and shot through that.

Dr. Pauli, too, had his infernal devices. Pauli possessed the ability to set up "a barrier of silence" which had the effect of shutting off all sound. Pauli also had at his disposal "a cloak of invisibility." Captain Video kept a succession of writ-ers busy for six years, their imaginations always tempered by budget considerations. Consequently, a Captain Video script was long on dia-logue and painfully short on the kind of rapid and exciting action later generations have come to expect. Writers including M.C. Brock, Jack Vance, Damon Knight, C.M. Kornblath, Robert Sheckley and Larry Menkin are given credit for contributing stories to Captain Video.

For the first couple of years, writers were also required to allow time in the middle of each script for a five-minute cutaway segment of an old western movie, perhaps the strangest aspect of the entire series. Youngsters could understand the adversarial relationship between Captain Video and Dr. Pauli, they could understand the mechanics of the Opti-con Scillometer, they could comprehend the "barrier of silence" and they could explain the operation of the instrument panel in the Galaxly but the sudden appearance of a segment of a Range Busters movie sandwiched in the middle of each Captain Video episode confounded more than one five-year-old. Halfway into each program, Captain Video tuned in via another invention (the Remote Tele-Carrier) to see what was happening with his Video Rangers out West where other villains were on the loose.

The actual explanation for the Western sequences, however, takes us right back to DuMont's tight-fisted approach. Reportedly the original concept for Captain Video called for the Captain and his sidekick to serve merely as hosts to a series of Western films DuMont had purchased for broadcast. A change of plans transformed Captain Video into an action hero with his own series of adventures; however, DuMont wasn't about to waste the broadcast rights to all of those old Western movies and so Captain Video made room for brief appearances by John Wayne, Ken Maynard, Tex Ritter and a lengthy list of other Western heroes. Jim Caddigan, the executive in charge of programming at DuMont and the man usually credited with conceiving Captain Video, explained in an interview with Time (December 25, 1950) presumably with a straight face, the official network line concerning the baffling appearance of all those Westerns in the middle of a space opera.

The Western is there to give us the pace and action that we can't get in a live studio production. The hero of the Western is always supposed to be an agent of Captain Video's-that sort of ties it together. A parade of cheaply costumed villains passed in review before the DuMont cameras in those years. Aside from the recurring Dr. Pauli (a.k.a. "The Sinister Electronic Wizard"), there was Hing Foo Sung, played by Henry Norrel, who was billed as "a wily Oriental." Other figures of note included Tobor ("Robot" spelled backwards), played by Dave Ballard, and Nargola, played by Ernest Borgnine. In their tribute to early television, The Great Television Heroes, Donald Glut and Jim Harmon estimated that in Captain Video's career over 300 villains crossed paths with "the Guardian of the World." When the budget was stretched to the point that the show couldn't hire enough actors for all the required parts, the program director would double up on the parts by disguising actors with false beards and other forms of camouflage. Charles Polachek recalls resorting to the use of stagehands' shadows to augment his cast.

Al Hodge as Captain Video took his responsibilities toward his young viewers seriously, as did most of the heroes of early television. They shared the sentiment that they were guests in each and every home and they felt obligated not to abuse their welcome. At the same time that Hodge was appearing weekdays as Captain Video, he was appearing Sunday mornings as a Sunday school teacher in Manhasset, Long Island, and freely tied the two roles together. In discussing his juggling of roles, Hodge told one interviewer:

Every week, without fail, I see several new faces in class. At the end of each session, I notice that the newcomers have been taken aside and, in hushed whispers, learn that I am Captain Video himself. The identification does have a very good aspect. At least three times a week on Captain Video, we deliver short messages to our youthful listeners. We stress the Golden Rule, tolerance, honesty and personal integrity. I'm thankful for the opportunity for being associated with the show that helps, in a small measure, to illuminate for the young people of America, the importance of courage, character and the sense of moral values.

In the fall of 1954, a Senate subcommittee under the chairmanship of Robert Hendrickson (Republican, New Jersey) held hearings to determine the extent to which the new medium of television was contributing to the alarming rise in juvenile delinquency. A TV schedule which seemed filled to overflowing with six-guns, ray guns and Cosmic Ray Vibrators was suspected of at least some culpability. Al Hodge was called to testify and in a sense justify his own performance over the previous four years. "Of course, you have to have villains in a hero program or there's not any use for a hero," Hodge pointed out.

Hodge's testimony underscored a crucial difference that needed to be made between violence perpetrated by a clearly defined villain and the countermeasures employed by role models such as Captain Video. Television heroes of the 1950s struggled constantly with the issue. Hodge attempted to define the approach taken on his own show:

We don't even use the word "kill." We use weapons like the stun gun which immobilize but don't pain... We don't use capital punishment. We confine our criminals to rehabilitation centres on the planet Ganymede. . . . Chairman Hendrickson asked Hodge if he, as Captain Video, would stamp on someone's hand-a reference to an instance of media violence previously viewed by the committee. Newsweek (November 1, 1954) reported his answer:

Oh no, said Video, he would never stamp his foot on a helpless man's hand because it was in bad taste-unless, of course, it was a temporary thing done simply to hold a villain in place, and then it might be in good taste.

Video carefully added that even when he was just cruising around in the solar sys-tem in his spaceship, he always kept on the lookout for a "moral value."

Although the tangle of rationalisations may seem amusing, the answers were framed as honest answers by an actor with moral con-victions, struggling to respond to a hypothetical confrontational situation.

Captain Video and His Video Rangers ceased production in April 1955 close to the time the DuMont Network finally caved in to financial weakness and dissolved. There had been spin-offs from the original series, of course. Columbia Pictures released a 15-part Captain Video serial starring Judd Holdren in 1951. A Saturday version titled *The Secret Files of Captain Video* and starring Hodge ran bi-weekly, from September 5, 1953, to May 29, 1954, and featured half hour stories of a non-serial format. Reportedly NBC offered to purchase the rights to Captain Video when DuMont closed up shop but was turned down. Al Hodge continued in the role of Captain Video by hosting a series of cartoons over sta-tion WABD until August 16, 1957, when one of the great superheroes of the 1950s quietly walked off stage.

Technical Information

FORMAT: Live science fiction adventure serial featuring the adventures of Captain Video, self proclaimed "Guardian of the Safety of the World."

BROADCAST HISTORY: Network: Du-Mont. Original Airdates: June 27, 1949, to April 1, 1955. Total Episodes: Unknown.

Signature

Captain Video. Fred Scott followed with a brief explanation of how Captain Video fought the forces of evil from his "mountain retreat ", using "scientific secrets and scientific wea-pons." The echoing voice then repeated Cap-tain Video's name. **CLOSING:** Again over the background of Wagner's "Flying Dutchman" Overture, Fred Scott encouraged the audience to meet him "right here, Rangers," for (echoing voice) "Captain Videoooo and His Videoooo Rangers.

Production Staff

Production: DuMont. **Theme Music:** Richard Wagner, Overture to the "Flying Dutchman." **Producers:** James L. Caddigan, Olga Druce and Frank Telford. **Directors:** Charles Polachek, Larry White, Pat Fay and Arnee Nocks. **Writers:** M.C. Brock, Jack Vance, Damon Knight, James Blish, Carey Wilber, C.M. Kornblath, Robert Shekley and Larry Menkin.

WR. George Luthor, Bryce Walton.

DIR.

EPISODES: 1537 **YEAR MADE:** 1949 **COUNTRY:** US **SEASONS:** 7

DUMONT TELEVISION NETWORK PRODUCTION

CREATOR: JAMES CADDIGAN

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN:

DATE OF PREMIER: **AIR DATE OF LAST EPISODE** 14/03/1955

SEASON DATE BREAKDOWN:

FILMS:

Captain Video RICHARD COOGAN (1949-50), Captain Video AL HODGE (1950-5), The Ranger DON HASTINGS, Dr. Pauli BRAN MOSSEN (1949), Dr. Pauli HAL CONKLIN (1949-55).

RELATED SHOWS:

CAPTAIN VIDEO

- 3 - 0 *THE POWER OF LEONIS (15 PARTS) (eps 578-592)*
- 3 - 0 *THE SPACE HAWK (10 PARTS) (eps 593-602)*
- 4 - 0 *SHIPWRECKED (20 PARTS) (eps 723-742)*
- 4 - 0 *SPARTAK (25 PARTS) (eps 908-932)*
- 4 - 0 *IS JOHN MAN OR MYTH? (20 PARTS) (eps 888-907)*
- 4 - 0 *GREEN KING (20 PARTS) (eps 868-887)*
- 4 - 0 *OPERATION MICROMAIL (15 PARTS) (eps 763-777)*

- 4 - 0 *BIRTH OF THE GALAXY II (20 PARTS) (eps 743-762)*
- 4 - 0 *IN THE CLUTCHES OF THE KLAU (10 PARTS) (eps 713-722)*
- 4 - 0 *REVENGE (10 PARTS) (eps 703-712)*
- 4 - 0 *SPACE RACE (15 PARTS) (eps 813-827)*
- 4 - 0 *OPERATION VENUS (15 PARTS) (eps 798-812)*
- 4 - 0 *THE THREAT OF THE ROUGE WORLD (20 PARTS) (eps 848-867)*
- 5 - 0 *ERRAND OF MERCY (10 PARTS) (eps 1033-1042)*
- 5 - 0 *SPARTAK RETURNS (15 PARTS) (eps 948-962)*
- 5 - 0 *THE QUEST FOR THE PHILOSOPHERS STONE (15 PARTS) (eps 993-1007)*
- 5 - 0 *THE WONKIE RULES (10 PARTS) (eps 1023-1032)*
- 5 - 0 *I TOBOR (35 PARTS) (eps 1158-1192)*
- 5 - 0 *THE TALISMANS OF POWER (20 PARTS) (eps 1193-1212)*
- 5 - 0 *OPERATION TREACHERY (25 PARTS) (eps 1133-1157)*
- 5 - 0 *THE BLACK NEBULA (15 PARTS) (eps 1008-1022)*
- 6 - 0 *THE ENEMY FROM WITHIN (30 PARTS) (eps 1288-1317)*
- 6 - 0 *ODYSSEY INTO PERIL (20 PARTS) (eps 1328-1347)*
- 6 - 0 *THE RETURN OF TOBOR (30 PARTS) (eps 1458-1487)*
- 6 - 0 *THE STAR SMUGGLERS (15 PARTS) (eps 1443-1457)*
- 6 - 0 *THE INVISIBLE PLANET (30 PARTS) (eps 1413-1442)*
- 6 - 0 *THE THREE CADETS (20 PARTS) (eps 1393-1412)*
- 6 - 0 *THE SUNKEN TREASURE OF ATLANTIS (20 PARTS) (eps 1348-1367)*
- 6 - 0 *THE MAN FROM TOMMOROW (20 PARTS) (eps 1268-1287)*
- 6 - 0 *THE STARSHIP FROM YESTERDAY (20 PARTS) (eps 1248-1267)*
- 6 - 0 *THE PLUNDAR OF ORCA (15 PARTS) (eps 1233-1247)*
- 6 - 0 *THE INVISIBLE SABOTEUR (20 PARTS) (eps 1213-1232)*
- 6 - 0 *THE PITS OF DOOM (10 PARTS) (eps 1318-1327)*
- 6 - 0 *OUTLAWS OF THE ASTEROIDS (25 PARTS) (eps 1368-1392)*
- 7 - 0 *DR. PAULI'S PLANET (35 PARTS) (eps 1488-1522)*
- 7 - 0 *THE SWORDSMEN OF LYRA (15 PARTS) (eps 1523-1537)*

- 1 - 6 *THE WARLORDS OF ARMAGEDDIA*
- 2 - 1 *DEATH UNDER THE SEA*
- 2 - 2 *THE MISSING AGENT OF CERES*
- 2 - 3 *THE SMALL PLANET OF SECRETS*
- 2 - 4 *THE SANDS OF SAURIA*
- 2 - 5 *THE TREE OF LIFE*
- 2 - 6 *DEATH BY DESIGN*

CAPTAIN Z-RO



The series told of the exploits of Captain Z-Ro, a research explorer of time and space. Operating out of a remote secret laboratory. Captain Z-Ro and his associates experiment in time and space to learn from the past and plan for the future. Most of the captain's exploits involved the event and then travel back in time to watch history as it unfolds.

Captain Z-Ro was television's first attempt to both entertain and give a history lesson at the same time. Captain Z-Ro, played by series creator Roy Steffens, looked more like the classic villain with his goatee beard and moustache than he did one of the good guys. Captain Z-Ro first premiered as a local 15-minute long series broadcast live in 1951 on KRON in San Francisco.

Twenty-six episodes were broadcast on KRON, with Bobby Trumbull in the role as Jet. Captain Z-Ro resurfaces two years later as another local series, this time on KTTV in Los Angeles. There were 25 half-hour episodes broadcast on KTTV with Jeff Silver taking over the role of Jet. Almost no information is available on the episodes from the first two seasons. Among the historical figures encountered in the KTTV episodes were Benjamin Franklin, Christopher Columbus, King Arthur, George Washington, and Napoleon. The KTTV episodes also featured Captain Z-Ro in space where he battled the robot Tobor and almost had his ship destroyed by a strange missile.

The series returned to production a couple of years later for one season worth of filmed episodes which were nationally syndicated. Bruce Haynes took over the role of Jet in these episodes. Another similar, more modern equivalent of this show is A.J.'s TIME TRAVELLERS, which also attempted to teach children about famous people of the past through the medium of time travel.

Time travel was central to the teleplays of Captain Z-Ro, "research explorer in time and space." The concept of a temporal and spatial explorer was the brainchild of Roy Steffens, who introduced Captain Z-Ro to viewers of San Francisco station KRON in 1951. The program was originally a live production broadcast in 15-minute instalments five days a week. In 1955, Captain Z-Ro appeared in a syndicated package of complete-in-themselves half-hour filmed episodes.

The series was produced on a minuscule budget, with actors frequently taking two and three roles in the same play. Steffens intended his series to be both educational and entertaining. The program seems to have taken its inspiration from both DuMont's Captain Video and Don Herbert's popular educational Mr. Wizard. While Herbert each week demonstrated principles of science to one or two awe-struck youngsters, Captain Z-Ro would recount an episode from history to his young assistant Jet. Owning a time machine helped the explanations immeasurably.

Captain Z-Ro maintained an aggressive hands-on attitude toward time travel. He was neither paralysed by the fear of fatally altering history through his meddling nor afflicted with the fatalistic assumption that events of the past were destined to unfold in a certain way and nothing can reverse what has already taken place. Like most stereotypical scientific geniuses of 1950s vintage, Captain Z-Ro maintained and operated out of an elaborate secret laboratory laden with exotic devices like a Trillatron, Electro Chamber, and a Cycle Reactor.

Invariably, when Captain Z-Ro and Jet tuned in on an event from the past, the Captain would discover that events were not corresponding to the history books. That would be Z-Ro's pretext to involve himself directly in the action we were witnessing unfolds on the view screen. Whether it was recovering an intercepted message vital for George Washington's survival at Valley Forge or thwarting the plans of Genghis Khan to conquer all of China, Captain Z-Ro seemed to spend much of his time correcting the errors of history. Nonetheless, the series imbued its young viewers with a sense of history and made the past come to life for them. Only in three filmed instances did Captain Z-Ro concern himself predominantly with matters of space travel: "Roger the Robot," "Meteor" and "Adventure in Space."

Captain Z-Ro shares the distinction, along with Flash Gordon and Commando Cody, of being among the last

of the juvenile oriented science fiction TV shows of the 1950s before the direction abruptly changed and the emphasis shifted to adult science fiction.

Technical Information

FORMAT: Fifteen-minute live serial; later converted to filmed half-hour series, exploring time travel and significant historical events in the development of Western civilisation.

BROADCAST HISTORY: Network: Local KRON, San Francisco (1951), and KTTV, Los Angeles (1953); Syndication 1955-1956 (Distributed by Atlas Television Corporation). Sea-sons. 3. Total Episodes: 77 (51 live and 26 B/W filmed).

Signature

OPENING: Two voices introduced the show. The first, with an echo effect, described Captain Z-RO's laboratory somewhere on "the planet called Earth" and explained Z-RO's mission: "To learn from the past ... to plan for the future." The second voice spoke over the sound of a telegrapher's key, urging the audi-ence to "please stand by" for direct transmis-sion to Z-RO's lab.

CLOSING: Voice 2 reminded the audience to "stand by" for the next transmission.

Production Staff

Production: Captain Z-RO Productions, Inc.

Producer: Kathleen K. Rawlings.

Associate Producer: Henry Brown.

Scripts: Roy Steffens.

Director: Dave Butler.

Director of Photography □ Joseph P Dieves

Assistant Director □ Florence Dieves

Film Editor □ □ Lew Smith

Recording Engineer □ Stewart Macondray

Set Designer □ □ Leslie Green

Technical Supervisor □ John Corso

Filmed at W.A. Palmer Films, Inc.

WR. Roy Steffens

DIR. David Butler

EPISODES: 77 **YEAR MADE:** 1951 **COUNTRY:** US **SEASONS:** 3

WBKB

CREATOR: ROY STEFFANS

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 26 (2) 25 (3) 26

DATE OF PREMIER: **AIR DATE OF LAST EPISODE** 10/06/1956

SEASON DATE BREAKDOWN:

FILMS:

Captain Z-Ro ROY STEFFENS, Jet BOBBY TRUMBALL (1), Jet JEFF SILVERS (2), Jet BRUCE HAYNES (3).

- 3 - 1 *CHRISTOPHER COLUMBUS*
- 3 - 2 *DANIEL BOONE*
- 3 - 3 *MARCO POLO*
- 3 - 4 *BENEDICT ARNOLD*
- 3 - 5 *KING JOHN*
- 3 - 6 *DISCOVERY OF THE STRAITS OF MAGELLAN*
- 3 - 7 *PONY EXPRESS*
- 3 - 8 *WILLIAM TELL*
- 3 - 9 *ROGER THE ROBOT*

- 3 - 10 *BLACKBEARD THE PIRATE*
- 3 - 11 *ATTILA THE HUN*
- 3 - 12 *ROBIN HOOD*
- 3 - 13 *WASHINGTON AND HOWE*
- 3 - 14 *THE ROSETTA STONE*
- 3 - 15 *HERNANDO CORTEZ*
- 3 - 16 *MOLLY PITCHER*
- 3 - 17 *DISCOVERY OF GOLD*
- 3 - 18 *METEOR*
- 3 - 19 *CAPTAIN COOK AND THE HAWAIIAN ISLANDS*
- 3 - 20 *AZTEC PAPERS*
- 3 - 21 *GENGHIS KAHN*
- 3 - 22 *THE GREAT PYRAMID*
- 3 - 23 *LEONARDO DA VINCI*
- 3 - 24 *WILLIAM THE CONQUEROR*
- 3 - 25 *ADVENTURE IN SPACE*
- 3 - 26 *KING ALFRED*

CARTER CASE,THE

The plot starts with the assassination of the owner and chief chemist of a giant chemical works (Hall) and the subsequent battles of his daughter (Marsh) and the detective against the villain, Avion (Marba), who stole and perfected the chemist's formula for a fluid that makes people invisible. Throughout, the detective and Marsh escape the traps and attacks of Avion by means of scientific gadgets such as a little cylinder hidden in Kennedy's shoe which turns out to be a powerful explosive, a special radar system, etc. The villain too uses gadgets such as a device that silences the motors of an airplane and radio-controlled missiles.

By all accounts an exciting revival of the Craig Kennedy super scientific detective, the male lead in the most famous Pearl White serial *THE EXPLOITS OF ELAINE* (1914) and its sequels, *THE NEW EXPLOITS OF ELAINE* and *THE ROMANCE OF ELAINE* (both 1915). Here, Kennedy is played by Rawlinson, the star of another scientific sleuth serial, *THE BLACK BOX*(1915).

Each of the 15 chapters ran for about 25 minutes and, although launched with considerable publicity, it would appear that the production company lost faith in the serial and withdrew promotional support about halfway through, allowing the rather inventive picture to sink into oblivion. It was directed by Mackenzie, the man who under Louis Gasnier's supervision had helmed the first major success of Pearl White, *The Perils of Pauline* (1914). The serial was produced by Harry Grossman.

WR. Arthur B. Reeve, John W. Grey.

DIR. Donald MacKenzie

EPISODES: 15 **YEAR MADE:** 1919 **COUNTRY:** US **SEASONS:** 1

OLIVER FILMS INC.

CREATOR:

TYPE OF SHOW: INVISIBLE MEN

FORMAT: CINEMA SERIAL

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

HERBERT RAWLINSON, MARGARET MARSH, ETHEL GREY TERRY, COIT ALBERTSON,
WILLIAM PIKE, Avion JOSEPH MARBA, DONALD HALL, KEMPTON GREENE, JOHN REINHARDT,
GENE BAKER.

RELATED SHOWS:

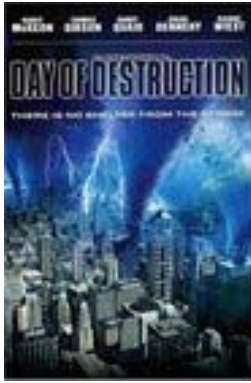
BLACK BOX,THE

EXPLOITS OF ELAINE,THE

ROMANCE OF ELAINE,THE

NEW EXPLOITS OF ELAINE,THE

CATEGORY 6: DAY OF DESTRUCTION



Day 1

Las Vegas has been destroyed by a series of F5 tornadoes, taking out a wedding party, a hotel highrise, a number of other buildings, and the power grid. A craps table, a roulette wheel, and several million dollars are deposited in Last Chance, Nevada, fifty miles away.

In Chicago, a heatwave, possibly caused by the greenhouse effect from the pollution of many simultaneous volcanic eruptions and the leftover heat from the ash being spread is overshadowing the city, killing 11 people so far in 4 weeks. In Oklahoma, a stormchaser (Randy Quaid) is looking forward to a hot season of tornado tours.

Day 2

Problems with the Lexer power grid are starting to come to light, as reporter Amy Harkin learns when she is approached by a Lexer employee, who is concerned about the security of the computer systems that the power companies use, which might leave them open to hackers.

A team of U.S. Air Force "weather hunters" find a supercell developing rapidly in their area, producing a storm requiring the evacuation of several oil rigs.

Day 3

The shutdown of oil refineries and rigs is threatening fuel supplies. Power grids are already at full capacity with the heat wave.

Day 4

Tornado Tommy's storm tourists arrive from Japan, unaware of the current weather anomalies and looking for a good time touring Tornado Alley.

In New York, Amy is learning that the whistleblower's work at making the computer systems more user friendly has compromised the network's security.

That night, a hacker launches his first attack on the grid, shutting off the lights at Wrigley Field for several seconds.

Day 5

Low pressure systems are developing rapidly, in a pattern usually only seen in late fall. In Amarillo, Texas, high winds start destroying windmills at a wind farm, setting off a chain reaction that takes out an electrical tower and a big rig.

At Lexer, the powers that be remain more concerned about efficiency than security, even in the face of the incident at Wrigley Field.

A large storm is developing over Chicago, and severe lightning strikes a Little League field, as well as an airliner passing through the storm. As the plane is trying to divert, lightning strikes a Greater Midwest Electric power plant, taking out most of the generators and shutting off power to half the city. Panic and diverse alarms spread throughout Chicago. The lightning was possibly caused by the radioactive material in the atmosphere prior to the asteroid impact.

Day 8

Tornado Tommy takes his tour group through Oklahoma, where he spots another large cell developing. A rogue super cell strikes during the tour.

Day 9

The two storm systems - an arctic storm from Canada and a tropical storm from the Gulf - are on a collision course by now, predicted to collide around Chicago.

Day 10

Amy's source reveals that someone has been hacking into the power grid. After some persuasion, he agrees to go on the record with his suspicions.

Meanwhile, in Oklahoma, data has come to light that could indicate potential hurricane conditions on the Great Lakes. Or a superstorm.

Day 11

A tornado destroys the Gateway Arch in St. Louis.

The storms collide and the newly formed superstorm destroys Chicago.

Category 6: Day of Destruction was a made-for-TV movie that aired originally in November, 2004 on CBS. Its focus is on the city of Chicago as large storms approach from the north and south and combine over the city, while at the same time a hacker-induced power outage cuts communications and a journalist and power officials attempt to find its cause. Global warming, asteroid impact, volcanic eruptions, and changes in solar radiation (aka sunspots) and weather patterns are all cited as being the cause.[citation needed]

Actual footage from real storms (mainly hurricanes and tornadoes) was used, explaining why sometimes palm trees are seen in Chicago. Also, in reality, a tropical cyclone would likely have degenerated to an extratropical low by the time it reaches Chicago, with little or no wind impact.

The movie was filmed in Winnipeg, Manitoba, Canada.

In November 2005, the movie's sequel, Category 7: The End of the World, aired.

Produced by Ted Babcock co-producer , Leslie Belzberg producer , Lesley Oswald co-producer , Peter Sadowski co-producer , Robert M. Sertner executive producer , George Snyder co-producer , Randy Sutter producer , Frank von Zerneck executive producer

Original Music by Jeff Rona & Joseph Williams (as Joseph Stanley Williams)

Cinematography by Neil Roach

Film Editing by Tod Feuerman & Scot J. Kelly

Casting by Susan Glicksman , Jim Heber , Coral Legault , Clare Walker

Production Design by Sheila Haley

Art Direction by Doug Byggdin

Set Decoration by Norma Jean Sanders (as Norma Sanders)

Costume Design by Abram Waterhouse

Makeup Department - Brenda Magalas assistant makeup artist , Barry Olafson key hair stylist (as Barrie Olafson) , Joyce Wold key makeup artist , Frances Hans first assistant makeup artist (uncredited).

Production Management - Matt Fitzsimons production supervisor , Greg Krutilek production supervisor , Dave Mahoney production manager
Lori Slomka post-production supervisor.

Second Unit Director or Assistant Director - Tarnya Cook third assistant director , Emily Drake third assistant director , Warren Hanna first assistant director: second unit , Warren Hanna second assistant director , David Markowitz first assistant director , Douglas Mitchell second assistant director (as Doug Mitchell)

Art Department - Lloyd Brandson key scenic artist , Olaf Dux construction coordinator , Steven Fierberg special visual consultant , Allan McGowan set crew , Dean A. O'Dell first assistant art director (as Dean O'Dell) , Katharina Stieffenhofer set buyer , Maggie Wilson property master , Gary

Barringer graphic designer (uncredited) , Kate Gajdosik art department coordinator (uncredited) , Sheldon Johnson draftsman (uncredited) , Alexis Labra on-set dresser (uncredited) , Khali Wenaus art department production assistant (uncredited)

Sound Department - Nate Arrigoni assistant sound editor , Peter DiRado music editor , Kevin Fisher sound designer , Robert L. Harman sound re-recording mixer , Kathryn Madsen adr supervisor , Louis Marion production sound recordist , Joseph Melody supervising sound editor (as Joe Melody) , Dean Okrand sound re-recording mixer , Bob Costanza sound effects editor (uncredited) , Wendy Czajkowsky adr mixer (uncredited) , Tommy Goodwin foley mixer (uncredited) , Scott C. Kolden sound designer (uncredited) , Louis Marion sound mixer (uncredited)
Paul Morrow second boom operator (uncredited) , Louis Piche boom operator (uncredited)

Special Effects by Frank Dunlop special effects technician , Jim Fisher special effects supervisor , Dale Shippam special effects technician , Robert Yeager special effects coordinator , Douglas W. Beard special effects assistant (uncredited).

Visual Effects by William Arance 3D modeler (as Bill Arance) , Oliver Arnold lighting and texturing , Philip Benn CG animator , Loren Bivens CG animator , Deane Boeka lead compositor , Glenn Campbell visual effects supervisor , Jessi Chan CG animator (as Jessi Chang) , Chris DeCristo lead compositor , Lori Freitag-Hild digital compositor (as Lori Freitag) , George Garcia matte painter , Andrew Harlow model supervisor , James Holt digital compositor , Michael F. Hoover 3D animator (as Mike Hoover) , Barry Howell lead visual effects animator , Bill Johnson plate photographer , Nicki Kreitzman digital compositor (as Nick Kreitzman) , Al Magliochetti animation effects , Michelle Massie visual effects co-producer , Don McCoy visual effects technical supervisor (as Don McCoy) , Don L. McCoy visual effects supervisor , Tim McHugh visual effects supervising producer , Christopher Moore lead compositor (as Chris Moore) , Charles Oliphant digital imaging technician

Joe Phoebus CG animator , Tim Pyle 2D animator , Wendy Ruiz I/O coordinator , John G. Small systems , Chris Tezber visual effects coordinator , Brian Vogt CG animator , Craig Weiss visual effects supervisor , Niel Wray CG supervisor , Chris Zapara 3D animator (as Chris Q. Zapara)

Stunts - Dean Choe stunt coordinator , Lisa Anne Durupt stunt double , Lisa Anne Durupt stunt performer , Jacqueline Loewen stunt performer , David Markowitz stunt driver (uncredited) , Darren Ross stunt coordinator , Darren Ross stunt driver , Sylvesta Stuart stunt double: Arnold Pinnock , Chuck Robinson stunt driver (uncredited) , Craig Skene stunt performer (uncredited) , Rick Skene stunt coordinator (uncredited) , Sean Skene stunt performer (uncredited)

Camera and Electrical Department - François Balcaen second key grip , Michael Drabot gaffer , Marc Gagnon generator operator , Ben Mark Holzberg still photographer , Jay Kohne first assistant camera , William Mills key grip (as Bill Mills) , Daniel Quesnel key second assistant camera , Rob Rowan best boy electric (as Robert A. Rowan) , Marta Weiss second assistant camera: "b" camera , Roger Wiebe best boy grip
Allen Fraser still photographer (uncredited) , Jason Heke assistant camera (uncredited) , Álex Martínez second assistant camera (uncredited)
Nicolas Phillips electrician (uncredited) , Joe Waistell first assistant camera: "a" camera (uncredited).

Animation Department - Gary Barringer .. Animator

Casting Department - Eleanor Erum .. Extras casting assistant , Susan Glicksman .. Casting: Los Angeles , Jim Heber .. Casting: Winnipeg , Coral Legault .. Casting: Toronto , Kari Rieger .. Extras casting , Clare Walker .. Casting: Toronto.

Costume and Wardrobe Department - Paula Dunfield .. Costume set supervisor , Karen Kristalovich .. Assistant costume designer (uncredited) , Jason Wilkins .. Head dresser (uncredited)

Editorial Department - Marc Brunswick .. Post-production coordinator , Damien Simon .. Assistant editor

Transportation Department - John Mysyk .. Transportation coordinator

Other crew - Rhia Alcantara .. Location production assistant , Alisson Amigo .. Stand-in , Kathryn Buck .. Script supervisor , Paul Courchaine .. Payroll accountant , Cathy Edgar .. Location manager (as Cathie Edgar) , Eileen Gano .. Craft service first aid , Janet Gayford .. Production coordinator
Gregg Lehrman .. Composer: additional music , Craig Massie .. Production assistant , Allan McGowan .. Security officer , Joe C. Menefee .. Technical advisor , Nancy Mouton .. Production associate , Barry Neely .. Production assistant , Kerrie Reid .. Extras wrangler , Ryan Spadafora .. Production assistant ,

CATEGORY 7: THE END OF THE WORLD



Category 7: The End of the World was a 2005 made-for-TV movie broadcast on CBS in two two-hour parts, on November 6 and November 13. It was a sequel to the network's previous miniseries, Category 6: Day of Destruction. - - Category 7 started exactly where Category 6 ended, but revolves mostly around a new character, Judith Carr, the new head of FEMA. The storm system that ravaged Chicago grows in strength and intensity, and storms like it are occurring around the globe such as Paris and Egypt. Additionally, it is found that an interaction between urban heat islands and "falling chunks of mesosphere" is what is fueling these storms. Simultaneously, a Christian fundamentalist emulates some of the plagues of Egypt in hopes of converting others before the end of the world, leading to the kidnapping of the first-born children of Judith Carr and other characters. - - The movie was filmed on location in Winnipeg, Manitoba, Canada. Visual Effects were provided by CBS Digital in Los Angeles. Among the hundreds of shots provided by CBS Digital were several utilizing Massive, the crowd simulation software pioneered for The Lord of the Rings trilogy.

icking right up where Category 6: Day of Destruction left off, the storm that destroyed Chicago continues on its destructive path. FEMA's newly appointed director, Judith Carr (Gershon), finds her hands full as storms begin to pop up around the country, leaving one city after another in ruins. With few answers and little relief from the continuing destruction, Judith discovers that the storms were predicted two years before they happened by scientist Ross Duffy (Daddo), a former romantic flame.

Despite pressure to keep Ross out of the picture, Judith convinces him to put together a team to track the storms and figure out what is causing them. With storm chaser Tommy Tornado (Quaid) and scientist Faith Clavell (Doherty) on the ground and pilot Col. Mike Davis (Tom Skerritt) in the sky, Ross attempts to crack the secret behind the cause of the storms.

As the devastation begins to take its toll, not only in the United States but around the world, Judith comes under fire with accusations that her relationship with Ross is less than professional, an accusation that weighs heavily with both their families.

The Chicago storm and another major storm begin to move toward each other, threatening to create an ultimate superstorm, the first Category 7 storm ever on record. Judith and Ross scramble for answers as the storms move to converge over Washington D.C. Meanwhile, television evangelists Donny and Penny Hall (James Brolin and Kurtz) prey on the country's growing terror, preaching that the storms and other biblical warnings just might be the End of Days.

When Category 6: Day of Destruction aired last year, it was the season's most-watched miniseries. There's little surprise that CBS would want to continue to let the good times roll with yet another big-disaster mini. And with Category 5 storms of major concern these days, the subject matter takes on more credence than it did when the first mini aired. Of course, this one has to be even bigger, and you can almost hear the pitch meeting. "This time we're going to take out the entire world."

Well, surprise, surprise. Category 7 is a pretty good disaster movie as disaster movies go. Filled with familiar faces, from Robert Wagner playing a U.S. Congressman to C.S.I. Miami's Adam Rodriguez playing Skerritt's co-pilot, the cast feels a bit like family. You may not like them all, but you'll still worry about them if a piece of the Statue of Liberty comes crashing toward them.

The mini starts out weak and confusing, with too many characters being introduced and no way to keep track of who is whom. However, by the beginning of the second hour of night one, things start to fall into place and we get some good moments. The mini certainly could have done without the kidnapped-teens subplot, and there are also way too many absolutely silly things that distract. Poisonous frogs, of all things, appear out of nowhere to attack a social event, and that's least of it. Of course, that drives the End of Days plague stuff, but it really doesn't make any sense at all.

Gina Gershon is, of course, way too pretty to play a FEMA director, but still she does it well. And Cameron Daddo does a nice job as the scientist action hero, while Wagner, Skerritt and the other guest stars all have their moments. However, the big surprise is the pairing of Shannen Doherty and Randy Quaid as the storm chasers. They have terrific chemistry together, and Doherty manages to rein in Quaid's manic Tommy Tornado just enough, giving them the best scenes in the miniseries. Unfortunately, their last scene together is one of those absolutely ridiculous things, but let's just ignore that part.

You have to admit there's a large amount of irony with the FEMA director becoming the hero in Category 7, a miniseries put into production long before the events of Hurricane Katrina. Well, we certainly need a hero in our real-life, storm-ravaged country, so why not? And this is science fiction after all. It can't hurt to mix in a little fantasy.

Category 7 holds together better than either of last year's disaster minis, Category 6 or NBC's 10.5. While I'd absolutely love it if the writers didn't feel they had to resort to kidnapped teenagers and poisonous frogs when other storm-related drama would make so much more sense, Category 7 kind of brought me back to the good old days of the Poseidon Adventure and Earthquake. Ah, the memories. Back then they really knew how to make a disaster flick warm the cockles of your heart.

Produced by Laurence Ducceschi associate producer , Lesley Oswald producer , Peter Sadowski producer , Robert M. Sertner executive producer , Randy Sutter co-executive producer , Frank von Zerneck executive producer.

Original Music by Joseph Williams (as Joseph Stanley Williams).

Cinematography by Neil Roach

Film Editing by Tod Feuerman & Scot J. Kelly

Casting by Susan Glicksman , Jim Heber , Clare Walker

Production Design by Sheila Haley

Art Direction by Scott Rossell

Set Decoration by Victoria Söderholm

Costume Design by Tina Fiorda

Makeup Department - Barry Olafson key hair stylist , Joyce Wold key makeup artist , Frances Hans assistant makeup artist (uncredited) , Fleur Morell makeup department head: LA unit (uncredited).

Production Management - Dave Mahoney production manager , Mickie Rueter post-production supervisor (as Mickie Reuster) , Glenn Steelman unit production manager: Los Angeles second unit.

Second Unit Director or Assistant Director - Warren Hanna second assistant director , Shelly Heyward second assistant director: Los Angeles , David Markowitz first assistant director , Douglas Mitchell second assistant director (as Doug Mitchell) , Richard O'Brien-Moran second unit director , Blair Scott third assistant director: second unit , Glenn Steelman first assistant director: Los Angeles , Karla Trujillo Villon assistant director intern , Fergus Barnes first assistant director: second unit (uncredited) , Sheree Betker third assistant director (uncredited) , Tarnya Cook third assistant director (uncredited) , David Markowitz second unit director (uncredited) , Douglas Mitchell first assistant director: second unit (uncredited) , Colleen Wowchuk second assistant director: second unit (uncredited).

Art Department - Owen Bird property master , Jolene Bourrier art department assistant , Nick Burns storyboard artist , Mary Esther Griffiths key scenic painter (as Mary Esther Griffith) , David Macvicar assistant property master , Patrick Romine construction coordinator , Larry Spittle props buyer , Will Antoniuk art department coordinator (uncredited) , Gary Barringer graphic artist (uncredited) , Chantel Bourrier art department production assistant (uncredited) , Alexis Labra on-set dresser (uncredited) , Khali Wenaus art department assistant (uncredited).

Sound Department - Chris David sound re-recording mixer , Peter DiRado music editor , Devon Heffley Curry adr supervisor (as Devon Curry) , Adam Jenkins sound re-recording mixer , Louis Marion sound recordist , Joseph Melody supervising sound editor , Sean Byrne sound effects editor (uncredited) , Bob Costanza sound effects editor (uncredited) , Paul Morrow second boom operator (uncredited) , Louis Piche boom operator

(uncredited).

Special Effects by - Tom Blacklock special effects coordinator & Robbie Knott special effects coordinator.

Visual Effects by Carlos Aiken technical advisor: Mt. Rushmore sequence , Jimmy Berndt CG animator , Loren Bivens on-set visual effects supervisor , Deane Boeka lead digital compositor , Chris DeCristo 2D supervisor (as Christopher DeCristo) , Eric Ehemann CG animator
George Garcia digital matte painter Nicki Kreitzman digital compositor , Dennis McHugh visual effects director of photography , Christopher Moore Inferno artist , Angie Ottati model maker , Audri Phillips CG lighting/texture artist , John G. Small systems , Chris Tezber visual effects coordinator (as Christopher Tezber) , Brian Vogt CG lighting/texture artist , Craig Weiss visual effects supervisor , Cliff Welsh digital compositor , Niel Wray CG supervisor (as Niel R. Wray) , Bridget Allen production assistant: miniature effects, Fantasy II Film Effects (uncredited)
James Holt Realflow/Massive artist (uncredited) , Dan Lopez visual effects (uncredited) , Tony Magaletta first assistant cameraman: miniatures, Fantasy II Film Effects (uncredited) , Andrew Shuford stage manager: UPC Fantasy II Film Effects (uncredited) , Gene Warren III model supervisor (uncredited).

Stunts - Alisson Amigo .. Stunts , Laura Lee Connery .. Stunt double: Shannon Doherty , Allan Wallace Dunkeld .. Stunt performer , Lisa Anne Durupt .. Stunt performer , Matt Kippen .. Stunt double , Ken Kirzinger .. Stunt double , Ken Kirzinger .. Stunt performer , Terrance Leigh .. Stunt performer
Jacqueline Loewen .. Stunt performer Carson Natrass .. Stunts , Chuck Robinson .. Stunt performer , Sam Robinson .. Stunt performer , Darren Ross .. Stunt performer , Monty L. Simons .. Stunt coordinator (as Monty Simons) , Dan Skene .. Stunt performer , Jan Skene .. Stunt performer,
Rick Skene .. Stunt performer , Sean Skene .. Stunt performer , Jodi Stecyk .. Stunt performer , Ron Webber .. Stunt performer , Chuck Robinson .. Stunt coordinator (uncredited).

Camera and Electrical Department - François Balcaen .. Second key grip, Jefferson Bruyere .. Electrician , Jefferson Bruyere .. Grip , Jim Campbell .. Generator operator , John Gilmore .. Gaffer: second unit , John Holbrook .. Camera operator , Michael Marshall .. Additional photographer , William Mills .. Key grip (as Bill Mills) , Saubrie Mohamed .. Gaffer , Allen Fraser .. Still photographer (uncredited) , Jason Heke .. Second assistant camera (uncredited) , Joao Holowka .. Best boy electric (uncredited) , Joao Holowka .. Rigging gaffer (uncredited) , Jay Kohne .. First assistant camera (uncredited) , Dean Morin .. Second assistant camera (uncredited) , Keith Murphy .. Camera operator: "a" camera (uncredited) , Keith Murphy .. Steadicam operator (uncredited) , Joe Waistell .. First assistant camera (uncredited).

Animation Department - Gary Barringer .. Animator

Casting Department - Eleanor Erum .. Extras casting assistant , Susan Glicksman .. Casting: Los Angeles , Jim Heber .. Casting: Winnipeg , Clare Walker .. Casting: Toronto , Kari Rieger .. Extras casting (uncredited)

Costume and Wardrobe Department - Michelle Boulet .. Set costume supervisor (uncredited) , Patricia J. Henderson .. Costumer (uncredited) , Angela Wells .. Costume trainee (uncredited)

Editorial Department - Richard Glazerman .. Assistant editor & Damien Simon .. Assistant editor.

Transportation Department - Julia Diana Cereceda .. Driver , John Mysyk .. Transportation coordinator , Corey Walker .. Driver (uncredited).

Other crew - Rhia Alcantara .. Office production assistant , Shelly Anthis .. Extras wrangler , Pia Athayde .. Production accountant , Cathy Edgar .. Location manager (as Cathie Edgar) , Andrew Gallinger .. Location assistant , Eileen Gano .. Craft service first aid , Patricia Jagger .. Script supervisor
Tamara Mauthe .. Production coordinator , Nancy Mouton .. Production associate , Becky Pelto .. Accounting clerk , Kerrie Reid .. Extras wrangler ,
Jeff Rona .. Composer: additional music , Ryan Wuckert .. Key production assistant: second unit , Neal Baksh .. Assistant location manager (uncredited)
Dave Brown .. Firearms safety coordinator (uncredited) , Shane Clements .. Location scout (uncredited) , Jilene Dyck .. Office production assistant (uncredited) Gloria Gibb .. Assistant production accountant (uncredited) , Sherie Giehtbrock .. Script supervisor: Los Angeles (uncredited) , Robb Inniss .. Assistant production coordinator (uncredited) , Karen Kristalovich .. Wardrobe department coordinator (uncredited) , Christie Kucera-Evenson .. Assistant location manager (uncredited) , Crystal Mikoluff .. Assistant production accountant (uncredited) , Kimberly Mikoluff .. Travel coordinator (uncredited) , Michael Roy ..

Second best boy electric (uncredited) , Jocelyn Shindle .. Office production assistant (uncredited) , Kevin Uddenberg .. Assistant to director (uncredited).

WR. Christian Ford (written by) (segment "Night 1") & Roger Soffer (written by) (segment "Night 1"), Matt Dorff (characters) (segment "Night 1"), Christian Ford (teleplay) (segment "Night 2") & Roger Soffer (teleplay) (segment "Night 2") and James LaRosa (teleplay) (segment "Night 2"), Christian Ford (story) (segment "Night 2") & Roger Soffer (story) (segment "Night 2"), Matt Dorff (characters) (segment "Night 2")

DIR. Dick Lowry

EPISODES: 2 **YEAR MADE:** 2005 **COUNTRY:** US **SEASONS:** 1

LUISA FILMPRODUKTIONS GMBH AND CO. KG, VON ZERNECK SERTNER FILMS

CREATOR:

TYPE OF SHOW: ENVIRONMENTAL

FORMAT: MINI-SERIES

LENGTH (MINS): 192 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: 06/11/2005

AIR DATE OF LAST EPISODE 13/11/2005

SEASON DATE BREAKDOWN:

FILMS:

FEMA Director Judith Carr GINA GERSHON, Ross Duffy CAMERON DADDO, Faith Clavell SHANNEN DOHERTY, Tornado Tommy Dixon RANDY QUAID, Sen. Ryan Carr ROBERT WAGNER, USAF Pilot Ritter ADAM RODRIQUEZ, FPS Agent Gavin Carr SEBASTIAN SPENCE, Monty NICHOLAS LEA, Secretary of Homeland Security Jim Roberts JOHN KAPELOS, Brigid LINDY BOOTH, Donny Hall JAMES BROLIN, Penny Hall SWOOSIE KURTZ, Colonel Mike Davis TOM SKERRITT, Chief of Staff Alan Horst KENNETH WELSH, Gayle Duffy SUKI KAISER, Stuart Carr JAMES KIRK, Evan, White House Press Secretary NOAM JENKINS, Peter PETER MOONEY, Lyra Duffy RACHEL SKARSTEN, Melody Chang ANDREA LUI, Billy Chamber DAVID ALPAY, Dan MICHAL GRAJEWSKI, FPS Capt. Tergesson JIM CODRINGTON, Reston DAVE BROWN, Reporter #2 DAVID BASTL, Rick MARC DEVIGNE, Slicker Reporter JON HENDRICKS, Mime ALLAN WALLACE, Monsieur Chambron PAUL LACHANCE, Ball Park Manager LISA ANNE DURUPT, Black Mask Leader DARCY FEHR, Sean JASON BERZUK, NYC Reporter KEVIN FRAZIER, Mary Beth Davis JANAYA STEPHENS, Ted, Power Plant Foreman RANDY APOSTLE, Bobby SOLMUND MACPHERSON, Security Guard WILL WOYTOWICH, Frances MIRIAM SMITH, Woman at Ministry MARIAM BERNSTEIN, Maintenance Man JOHN BLUETHNER, Marine #1 (as Martin Trudell) MARTN TRUDEL, Agent DARREN WALL, Ranger at Mount Rushmore #1 (uncredited) MIKE BELL, Reporter #1 (uncredited) LISA BEST, . Fire Fighter #2 (uncredited) CORY CASSIDY, Editor (uncredited) TERRI CHERNIAK, . Trailer Park Woman #1 (uncredited) SARAH CONSTIBLE, Reporter #3 (uncredited) ELEANOR COOPSAMMY, FEMA Employee (uncredited) EDGAR GOVERNO, Nurse (uncredited) KRISTEN HARRIS, Eiffel Tower Tourist (uncredited) JAMES HOLT, Various (voice) (uncredited) SANDY KELLERMAN, National guard (uncredited) ROY MACEACHERN, Hippie (uncredited) DEVIN MCCRACKEN, Paddy (uncredited) CARSON NATTRASS, Federal Agent (uncredited) SEAN O'BRIAN, Max Wilder (uncredited) DAVE PRICE, Street Reporter (uncredited) DAVE PRICE, Ranger at Mount Rushmore #2 (uncredited) JENNIFER PUDAVICK, Pilot #1 (uncredited) QUYEN RACELS, Scientist in Paris (uncredited) CHUCK ROBINSON, Georgetown Cop (uncredited) BRADLEY SAWATZKY, Tourist (uncredited) CLAYTON T. STEWART, Black Mask Guard #2 (uncredited) GORDON TANNER, Street Reporter #2 (uncredited) BLAKE TAYLOR, Sandra (uncredited) JODI TERHOCH, Black Mask Guard #3 (uncredited) LLYA TORRES-GARNER.

RELATED SHOWS:

CATEGORY 6: DAY OF DESTRUCTION

CATWEAZLE



Catweazle was a fantasy series chronicling the exploits of Catweazle, an 11th century wizard who finds himself in the 20th century. While attempting to ascertain the secret of flight in the 11th century, Catweazle accidentally transports himself into the 20th century. In the 20th century he encounters technology, which he deduces is a new type of magic that everyone but himself seems to have mastered.

Everyday objects such as the sun in a bottle (a light bulb) and the telling bone (the telephone) cause great confusion for the wizard who is unable to unlock the secrets of their magic. During the first series Catweazle is befriended by Carrot, a young boy living with his father on a farm. Carrot finds a place for Catweazle to stay in his treehouse and also attempts to explain the modern world while keeping the wizard from causing too many problems. By the end of the first series, Catweazle manages to return home to the 11th century, only to find himself once again accidentally transported to the 20th by the start of the second series.

During the second series Catweazle befriends Cedric, the son of Lord and Lady Collingford, who shares adventures with Catweazle as the wizard once again tries to return to his own time. This Catweazle manages to do for good in the last episode when he finds the 13th sign of the zodiac.

This children's comic fantasy was created by Actor/Writer Richard Carpenter, later to script ITVs Robin of Sherwood, and ran for two seasons, giving its star Geoffrey Bayldon one of his most memorable roles, albeit clothed in rags and sporting a straggly goatee beard. Richard Carpenter would also go on to create another ITV SF series in the 1990s, *OUT OF SIGHT*, about a boy who can turn invisible. This too became a success and several seasons have been made. Richard Carpenter also wrote all of the episodes from the two seasons.

Quentin Lawrence was also the producer for season one; Carl Mannin taking over that role for season two, Mannin was also the show Associate Producer for season one. Jay Whitby was the executive producer for season one. The series was first shown on London Weekend Television (LWT) part of the ITV network on the 15th February 1970. The series has been released on video tape in the UK, and has also had a repeat screening on satellite television.

WR. Richard Carpenter.

DIR. Quentin Lawrence (Season One); David Reid and David Lane for season two.

EPISODES: 26 **YEAR MADE:** 1970 **COUNTRY:** GB **SEASONS:** 2

LONDON WEEKEND TELEVISION

CREATOR: RICHARD CARPENTER

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13

DATE OF PREMIER: 15/02/1970 **AIR DATE OF LAST EPISODE** 04/04/1971

SEASON DATE BREAKDOWN:

FILMS:

Catweazle GEOFFREY BAYLDON, Carrot ROBIN DAVIES (1), Mr. Bennett (his father) CHARLES TINGWELL (1), Sam (a farmhand) NEIL MCCARTHY (1), Cedric GARY WARREN (2), Groome PETER BUTTORWORTH (2), Lord Collingford MORAY WATSON (2), Lady Collingford ELSPETH GRAY (2).

RELATED SHOWS:

OUT OF SIGHT

1 - 1 *THE SUN IN THE BOTTLE*

Catweazle is casting spells in his secretive cave in "the great forest" and his chantings are overheard by the Normans, who enter his cave and attempt to capture him for practising witchcraft. Biting one of the soldiers he is able to escape into the forest complete with his "familiar" "Touchwood". He is chased by some other Norman soldiers and is trapped by them leaving him no option but to dive into the lake. He reappears in a small pond located at Hexworth farm in 20th century England having flown through time 900 years into the future. Here the magic of his journey begins. Hiding himself in a barn at Hexworth farm he soon meets up with Edward (aka Carrot) when he returns to the barn with farmhand Sam riding on the farm's tractor whose noise scares Catweazle. Carrot manages to hide Catweazle from his father despite the strong smell on Catweazle's clothes. Carrot promises to bring Catweazle food later in the evening and this is where the fun begins. Upon first taking the food to the barn Carrot is interrupted by Sam who needs help with the picture clarity on the TV in the house. Meanwhile Catweazle thinks he has been bewitched when Carrot turns on the light in the barn. Returning to the house to help with the TV, Catweazle soon follows in search of the food and casts a spell on Carrot using "adamcos", his witchknife, so that he can't tell anyone of his existence.

Carrot's father comes home from the pub whilst Catweazle is still in the house and in a mad rush to get him out of the house Carrot breaks a window. Upon asking for an explanation Carrot realises that he can't say anything due to Catweazle's spell. Meanwhile outside, Catweazle discovers another light ("tiny sun in a bottle") but it's just an old lamp that doesn't work. So he promises to return the next day to ask "the young sorcerer" to show him the "magic of electrictrickery".

Wr Richard Carpenter

Dir Quentin Lawrence

1 - 2 *CASTLE SABURAC*

Returning to the house to learn about the "Electrictrickery" Catweazle hears the kettle whistling in the kitchen and thinks it's a demon. He hides under the dining room table and draws a circle in chalk around him to protect himself whilst blowing on his magic thumb ring and chanting "sator arepo tenet opera rotas". Meanwhile Carrott's father comes into the house and can smell the same smell he first noticed in the barn the night before. Wondering how he can get catweazle out of the room he deliberately knocks something over on the table and his father leaves to get something from the kitchen to clean it with. Trying to leave the house Catweazle is almost spotted by farmhand Sam and takes himself up to Carrott's bedroom. After trying to clean the chalk stain off the carpet that Catweazle had made, Carrott follows his nose up to his bedroom where he finds Catweazle hiding in his wardrobe. Catweazle is in awe of how Carrott discovers him and then begs to be shown the "magic of electrictrickery" again. Carrott obliges by switching on and off his bedside lamp. Catweazle moves over to the lamp and removes the bulb to examine it. He then tries to flick the light on and off and is most annoyed with himself when it doesn't work because the bulb isn't in the lamp. Carrott tells him he can't stay there and has to leave asking him to go back to where he stayed the night before (which was an old chicken house), but before going says he needs a bath. Taking him to the bathroom he runs the bath and tells him to get into it. "not the waater, I shall drown" insists Catweazle. Carrott telss him to remove his robe (to which Catweazle looks indignant and disgusted). Timidly he gets into the bath and screams "it burns it burns" and starts to abuse Carrott calling him a maggott etc. Carrott adds more cold water and meanwhile downstairs the local housekeeper hears the bath water running thinking it a strange time to take a bath goes upstairs to investigate and runs into Carrott on the landing who is on his way to get clean towels. His feeble attempts to explain why he's having a bath at that time of the day rouses the housekeeper's suspicion who goes into the bathroom and sees a bony looking catweazle sitting in the bath. Upon seeing her he screams and "bid thee hence". Stepping out of the bath and wrapping himself in a bath mat he places a spell on the housekeeper to make her think he is invisible using "adamcos". The housekeeper leaves taking the dirty laundry including Catweazle's robe with her. Upon realising this he and Carrott make attempts to retrieve it. When they see it being put out on the washing line Catweazle charges over to get it knowing he's safe as the housekeeper is still under his "invisible spell". However Sam the farmhand appears, so Catweazle charges off into the bushes. Neither the housekeeper or Mr Bennett (carrott's father) believe him when he describes "the old tramp" and they both think Sam is dillusional and is told to sit and rest a while. Once recovered (though still not convinced he's crazy) Sam agrees to go chop down the old chicken house for Mr Bennett. The same Chicken house that Catweazle had been staying in. Once there with his axe Sam once again sees Catweazle and other some verbal exchanges Sam realises Catweazle is real (and in turn that he himself isn't crazy) tries to attack Catweazle who runs back into the chicken house before it falls to the ground after being hit with Sam's Axe. Catweazle runs off into the woods and is followed by Carrott at an old water tank. Climbing up into it Carrott tells him it's dangerous because of the water inside. However the tank is empty and Catweazle decides this will be his new home as he was sent to it by a great spirit and names the tank in his honour "Castle Saburac". Looking at "Touchwood" he tells it that this will be thier new home where they will together "make great magic" followed by his customary "Tcha

Wr Richard Carpenter

Dir Quentin Lawrence

1 - 3 *THE CURSE OF RAPKYN*

Episode 3 of series one sees hexworth farm in financial troubles with Mr Bennett played by Aussie actor Charles Tingwell overdrawn at the bank by 800 pounds. Believing there is a curse on the farm, Carrott seeks the help of Catweazle. Deciding the owner of a local history museum may help via some books which immediately sparks catweazle's interest, Carrott and catweazle head off to the museum. During which catweazle after causing havoc by letting "touchwood" get loose and scaring a bunch of schoolgirls visiting the museum, discovers the book of Rapkyn. Via the book it's discovered that 2 stones hidden somewhere on the farm must be found to remove the curse. One "in the tower and one in the water". The tower being the living room chimney and the the water being an old well. Both leading to hilarious situations. The two stones are found in perfect condition and also fit the missing pieces of a rare artifact at the museum who pay Mr Bennett 800 pounds thus lifting the financial burden.

Wr Richard Carpenter

Dir Quentin Lawrence

1 - 4 *THE WITCHING HOUR*

Mrs Boddington a local council member is a frequent visitor to hexworth farm much to Carrott's dislike. He decides magic is needed to get rid of her and seeks out catweazle's help. By using a spell from Rapkyn's book it's decided to make a doll to represent Mrs Boddington and on the 7th chime of the church bell the spell will take effect. However they need a personal item from Mrs Boddington to make the spell complete. Looking in her car for a personal item they find nothing and catweazle is forced to hide in the back of her car when she leaves the farm for a hairdresser's appointment. Carrott follows on his bike and they arrive in the local village and concoct a plan to obtain a personal item. Catweazle describing the hairdresser's as a torture chamber and saying that removing hair is a loss of strength as per Samson in the bible and realises this is the answer to their problem. Carrott enters the hairdresser and asks to speak to Mrs Boddington while catweazle causes a distraction by calling the fellow customers "foolish wenches" and does a song and dance routine causing confusion and hysteria while Carrott pinches some of the removed hair of Mrs Boddington that had been cut and was on the floor. Using this to add to the voodoo doll and catweazle adding a spell to make her become covered in spots is hoped will rid her from the farm. However it is later revealed that Mr Bennett was only being friendly towards Mrs Boddington so as to get council permission to add some building to his property. Realising his error Carrott worries about the outcome but it turns out that catweazle's spell backfires somewhat and it's Mrs Boddington's main council rival that ends up with the spots and so approval is granted by the council as Mrs Boddington receives no opposition as her rival is unable to attend the meeting because she suddenly comes down with a bout of measles.

Wr Richard Carpenter

Dir Quentin Lawrence

1 - 5 *THE EYE OF TIME*

Catweazle gets involved with the TAB and also confronts a fake fortune teller played brilliantly by veteran UK character actress/comedian Hattie Jacques. Unable to reach the betting office ("bettering" as catweazle refers to it) farmhand Sam asks Carrott to place the bets for him. However as he is underage he seeks help from an uncooperative catweazle. Forcing him to dress in old scarecrow clothes to go into the village via a bus (referred to as "thou roaring chariot" by catweazle) it is here that catweazle sees a sign that points to the fortune teller's rooms. HE then goes to see her and tells her that she doesn't have "the eye of time" that it is "shut" to her and that she tells customers to bet on the wrong horses and then rings the local bookie that another false customer is on his way. Meanwhile Mr Bennett discovers that Sam has been using Carrott to place his bets and suggests that first he phones them through and next Sam will have him hanging around betting offices which is where he ends up finding Carrott. This for me was one of the funniest episodes of series 1

Wr Richard Carpenter

Dir Quentin Lawrence

1 - 6 *THE MAGIC FACE*

Whilst hunting around the farm for old items catweazle is accidentally photographed by a couple of yank photographers/tourists one of whom becomes obsessed with the uniqueness of his face. When the photos are developed she returns to the farm and shows Carrott the photos who then shows catweazle who believes he is now doomed and owned by the photographer and believes he must go to her and become his slave. The photographer gets catweazle to clean her flashy sports car while she and her female partner (who is very masculine - suggesting lesbian overtones albeit very subtly after all this was a children's tv series) go off to take photos. Meanwhile Carrott arrives at their residence and goes to steal the photos taken of catweazle from inside the house so as to remove the spell catweazle believes is now on him. Carrott tells catweazle to keep watch and to honk the car horn if the photographers return. Ever inquisitive he messes with the horn which gets stuck, Carrott comes running with the photos and catweazle flees off back to castle Saburac while Carrott tries to unjam the car horn. The photographers return and

realising what has happened chase off after catweazle in thier car despite the fact that catweazle had emptied the bucket of water into the car as he fled.

Wr Richard Carpenter

Dir Quentin Lawrence

1 - 7 *THE TELLING BONE*

Due to yet another spell backfiring, catweazle finds himself clinging to the local church spire. In an attempt to go "back" to his own time he ends up going sideways instead. The local vicar by speaking a few words of latin which catweazle could relate to convinces him to come down from the spire and see his latin books. While in his home surrounded by cats named after famous hollywood celebrities of the 40s/50s catweazle discovers the telephone "the telling bone", fascinated by it and demanding to "speak to the spirits" he causes more chaos. Meanwhile farmhand sam has a new car which is having problems but finally gets going. The vicar phones hexwood farm (having discovered that's where catweazle had come from) and listening into the phone call carrot realises that's where catweazle is and asks sam to take him to the vicarage. His mother sees them on the way and decides she wants to go too despite being somewhat dottery. Falling asleep in the car as they arrive at the vicarage, carrot sees this as an opportunity for sam to dissappear to the local pub while he tries to help rescue catweazle. Meanwhile his mother wakes up so carrot tells her sam is at the vicarage to talk about an arrangement, thinking he meant a marriage without her knowing sam's mother goes to the vicarage and knocks on the door. While this is happening carrot goes round the side of the house and sees catweazle inside and helps him outside of a side window - a scene particularly funny when he tries to explain to catweazle how to open the window from the inside. Having been left in the room alone while the vicar was at the front door talking to sam's mother he realises his opportunity to steal the "telling bone" which he does so by cutting the chord with his witch knife - "adamcos".

Wr Richard Carpenter

Dir Quentin Lawrence

1 - 8 *THE POWER OF ADAMCOS*

Catweazle loses his sacred witchknife "adamcos" which is accidentally found by mr benet while walking in the woods. Scared to go back into the woods initially because of "the normans" (a group of locals dressed as norman soldiers as part of a local pageant), it's decided that mr benet (carrot's father) has taken it to town to sell at the local antique shop. The shop is run by a very camp owner who is making costumes for the local pageant. Mr benet gives the owner the adamcos as a gift. Being very busy he puts the shop closed sign up on the door to deter customers. Carrott and catweazle arrive at the shop but thinking it is closed catweazle places a magic spell on the door to open it. There is nobody in the shop as the owner had popped out to buy some items for the costumes he was finishing. Looking around for adamcos they find nothing but catweazle fears as a result he is dieing especially when he sees his reflection in a mirror which he believes to be his own spirit. Suddenly mr benet arrives back at the shop so catweazle is hidden inside a tomb of cleopatra while mr benet and sam the farmhand take some of the boxes of costumes out to the car to be delivered to the pageant. Next the owner returns and catweazle in the cleopatra tomb falls over and the door of the tomb opens. This causes the shop owner to faint and they realise that he is wearing adamcos and are able to retrieve it.

Wr Richard Carpenter

Dir Quentin Lawrence

1 - 9 *THE DEMI DEVIL*

Catweazle annoyed at carrot puts a spell on him and at the same time a local colonel who keeps a pet monkey comes to visit the farm. The monkey escapes and finds his way to castle saburac. Seeing this catweazle thinks his spell on carrot has really worked, especially as both he and the colonel refer to it as "boy". The colonel is expecting an old chum to visit that he hasn't seen for many years and mistakes catweazle for him. Catweazle gets covered in water and changes into other clothes provided by the colonel. He and the colonel then drink and catweazle liking the taste gets drunk and passes out. Meanwhile mr benet and carrot arrive at the colonel's for dinner and the pet monkey is found.

Wr Richard Carpenter

Dir Quentin Lawrence

1 - 10 *THE HOUSE OF THE SORCERER*

A really funny episode and fast paced as well. Catweazle out in the woods sees an ornathologist recording insect sounds etc. Ever curious he follows him bck to his caravan then gets scared by the sounds that come out of the caravan which are revealed to be recordings of various animal species. Meanwhile farmhand sam wants to work for him and quite his job at the farm. Catweazle sees sam go to the caravan and automatically thinks the worse. When carrot arrives at castle saburac catweazle is frantic and chanting his gab gabba a gabba a everything and nothing in particular. He is forced to show carrot what is happening and so they head off to the caravan. Inside carrot sees sam's shoes lying on the chair and believing that

catweazle is finally right for once calls catweazle into the caravan.(sam had in the meantime gone off to do some digging for the ornathologist).Looking around to see what else is happening catweazle becomes excited by all the sound recording equipment.Meanwhile the orathologist starts to return and carrott rushes off to tell his father that sam's been killed and in his own haste to get away catweazle gets tangled up and has to hide in a small broom cupboard in the caravan.A broom falls out and prevents the door from being closed properly and then "touchwood' starts to croak.This sparks the ornathologist's curiosity and finds catweazle in the cupboard.Mistaking him for Wally a friend of sam's who he thinks might also be interested in working for him gets him to record his voice and details on his tape recorder.Explaining how it works catweazle hears sam's voice on the tape and is spooked.The ornathologist winds the tape back and explains he is doing so to catweazle.This really gets catweazle excited at the prospect of being 'wound back"(thinking it would be to his own time).However the ornthologist presses some wrong buttons and the screeching animal sounds are heard again.Catweazle freaks out and rips the tape from the recorder and flees the caravan ruining the ornathologist's work.

Wr Richard Carpenter

Dir Quentin Lawrence

1 - 11 *FLYING BROOMSTICKS*

Broomsticks have been disappearing from the area with alarming regularity.The local police investigate and sam thinks they are after him for not paying his car registration.But of course it's catweazle whose been stealing them and using them to try and fly back to his own time. Whilst being investigated by the police for suspected witchcraft activity and not his car registration,sam remains confused and carrott enlists catweazle's help.Catweazle initially refuses so carrott threatens him with no more free food.Catweazle says he will not starve as his "aim is true" and points to dead animal pelts he's shot on the wall of castle saburac.Bribing him with his harmonica as a reward carrott convinces catweazle to help out. They go to the police station and catweazle using a bow and arrow fire a message supposedly through an open window,only to smash a non-opened one instead. The message attached to the arrow tells the police to meet them in the graveyard to find the real culprit of the stolen broomsticks.Upon where catweazle places a spell on the policeman and sam is released from questioning.

Wr Richard Carpenter

Dir Quentin Lawrence

1 - 12 *WISDAM OF SOLOMAN*

Mr. Bennet grows tired of trying to keep the house clean, so he hires a new housekeeper, Mrs. Skinner. She brings her obnoxious son, Arthur, along with her to Hexwood Farm. They both cause upset, and Catweazle is called upon to cast a spell to get rid of them both.

Wr Richard Carpenter

Dir Quentin Lawrence

1 - 13 *TRICKERY LANTERN*

Catweazle starts preparing for his long journey home. He steals a spotlight, and startles Mr. Bennet's sister that he is the ghost of Hexwood Farm.

Wr Richard Carpenter

Dir Quentin Lawrence

2 - 1 *MAGIC RIDDLE*

Catweazle, who is locked in a Norman dungeon ordered to turn lead into gold, escapes and jumps off the castle wall, believing he can fly, only to end up in a pond in the 1970s. He sneaks into nearby King's Farthing, the home of Lord and Lady Collingford. There he meets their son, Cedric, whose great-great-grandfather, Lord Alfred, practised magic in a secret dungeon. Lord Alfred also wanted to learn how to fly and wrote a flying spell on the wall of this secret dungeon. The spell mentions the thirteenth sign, the quest begins.

Wr Richard Carpenter

Dir David Reid

2 - 2 *DUCK HALT*

While looking for a place to live, Catweazle manages to find another sign as well as a bicycle

Wr Richard Carpenter

Dir David Lane

2 - 3 *HEAVENLY TWINS*

It's Cedric's birthday and his mum has hired a magician, Vadanti, to entertain the guests. Catweazle, who had met Vadanti while fishing earlier, shows up at the party and somehow ends up as Vadanti's assistant.

Wr Richard Carpenter

Dir David Reid

2 - 4 *SIGN OF THE CRAB*

Cedric accuses Catweazle of stealing and the following night King's Farthing is robbed. The real thief returns the next night and almost falls into a trap.

Wr Richard Carpenter

Dir David Lane

2 - 5 *BLACK WHEELS*

When Groome loses his voice, Catweazle tries to give it back to him, first by trying to catch an echo from a well, then by feeding him a potion mixed up of old 33-inch records

Wr Richard Carpenter

Dir David Reid

2 - 6 *WOGLE STONE*

A housing developer, Jack Victor, is trying to buy land from Lord Collingford. He also wants to buy Duck Halt, the abandoned railway station where Catweazle is living. In this episode Catweazle is searching for the Sign of the Maiden, i.e. Virgo. It so happens that Jack Victor's company is called VIRGO

Wr Richard Carpenter

Dir David Lane

2 - 7 *ENCHANTED KING*

In this episode, Catweazle is looking for the Sign of the Balances. For this he needs help from Cedric; in the house he discovers the television, where a storyteller is telling a fairy tale about an enchanted king who was turned into stone. Catweazle thinks the storyteller is a demon. At the same time, a sculptor, Mr Gobbling, offers to turn the Collingfords into stone and this, of course, is misunderstood by Catweazle who overhears the offer while looking for Cedric. He follows the sculor to his house and tries to liberate the people from the statues. A little later, Lady Collingford is to unveil Gobbling's latest sculpture of Themis, better known as Justice. In her hand, the statue is holding the scales of justice.

Wr Richard Carpenter

Dir David Reid

2 - 8 *FAMILIAIR SPIRIT*

In this episode, Catweazle is looking for the sign of the scorpion. Touchwood is ill and Cedric takes Catweazle and Touchwood to see a zoologist who happens to be a toad specialist and recognises Touchwood as a species that has long been extinct. The zoologist's twin brother is also a toad specialist and together they have written books about toads, published by Scorpion Books.

Wr Richard Carpenter

Dir David Reid, David Lane

2 - 9 *GHOST HUNTERS*

In this episode, Catweazle is looking for the sign of Sagittarius. Lady Collingord has invited a ghost hunter to stay over at King's Farthing. He is going to search for ghosts as Lady Collingford thinks the house is haunted by Lord Alfred, looking for his treasure. Cedric tells Catweazle that his spells don't work and he never even helped him look for the treasure. As a result Catweazle decides to go look for the treasure, at night, while the ghost hunters are out looking for ghosts.

Wr Richard Carpenter

Dir David Reid

2 - 10 *WALKING TREES*

In this episode, Catweazle is looking for the sign of Capricorn, or the goat, as he calls it. King's Farthing has been turned into a military headquarters as soldiers use the area for a military exercise, including some soldiers camouflaged as trees.

Wr Richard Carpenter

Dir David Lane

2 - 11 *BATTLE OF THE GIANTS*

In this episode, Catweazle is looking for the sign of Aquarius while he's suffering from a cold. Lord Collingford and Groome both want to win the competition for biggest marrow. Unfortunately, Catweazle's anti-flu potion gets mixed up with Groome's marrow fertilizer.

Wr Richard Carpenter

Dir David Lane

2 - 12 *MAGIC CIRCLE*

After having found the twelve signs of the zodiac, Catweazle is now looking for the thirteenth sign. Groome sees Catweazle bounce out of the moat and Lady Collingford calls in a specialist to treat Groome's shock.

Wr Richard Carpenter

Dir David Reid

2 - 13 *THIRTEENTH SIGN*

Catweazle is still looking for the thirteenth sign and Cedric is still looking for the lost treasure of the Collingfords in order to save King's Farthing, his ancestral home, from being sold off

Wr Richard Carpenter

Dir David Reid

CENTURY CITY



"The future is now in session"

In the near future, a law firm handles difficult cases that reflect the time.

It is almost pointless to post about Century City now that its cancelled but what the hey. Set 26 years from now in a Los Angeles that has been through a 7.1 quake, and rebuilt itself into a slick, gleaming megacity (still hazed with smog) fraught with all kinds of futuristic legal problems we arrive. Taking a tack from the Minority Report school of design the set pieces look like they came directly from the warehouses of Bang Olafsen, Ikea, and Sony with the typical "computer displays etched onto glass windows and desk display panels made of plexi" type of style. Derivative of Earth tech of the near future in scifi. Great... Anywho this Law Office presented here gets some really cool and creepy cases to litigate, and for the most part they always win.

The pilot episode concerned a man attempting to save his son with the aid of an embryonic clone of said child. The only problem is cloning is illegal in the U.S. and having had the clone manufactured overseas (Crafty Singaporeans), and transported to the states he has committed not just an extraordinary crime but created a ethical situation which will not only hold the life of his son in the balance, but show the darker side of cloning...harvesting of its organs to support its gene donor. Sadly the drama presented was rather complex and emotionally unstable due to the writing and pairing with a second story involving an aging Boy Band that wanted one of its memebers to use a dangerous anagathic (age defying) drug as part of his wellness regimen. What was supposed to be serious came off as silly and contrived and really stole the drama away from the Cloning portion of the story. So basically the first episode was a bit of a dog and unfortunately that taint would come back and haunt the series for a few more episodes.

While it was not a "hyped" scifi show, filled with otherworldly effects and intergalactic intrigue, it did have its moments. One story concerning a virtual rape with nanomachines showed chilly social implications of technology and the future of stalking and psychopathic crimes while another episode dedicated itself to the plight of a man who with the aid of a neural implant that was designed to raise his IQ was facing possible death if he didn't have it removed, and the contentious issue being was he mentally capable of making the decision to change himself back or fight to stay as he was. There was indeed the kernal of great drama and speculative vision housed in the shows writers.

Whatever the future holds for scifi, television, and law remains to be seen in another time another place. Century City our best hope for glimpsing a possible "legal" future has met the falling of the gavel and its court is dismissed. Sad? Potentially, as "thinking persons" television is few and far between and this could have been contender.

I watched the pilot knowing this show wouldn't last more than a handful of episodes. Like 'Mercy Point' from a few seasons ago (E.R. done sci-fi) this attempt at The Practice done sci-fi was doomed by people's perceptions of what sci-fi is and isn't. The people who watch procedural shows like CSI or Law & Order do so for the reality, the 'follow-the-clues' approach, the methodicalness (is that a word? it is now). Sci-fi (at least the soft-sci-fi seen on TV) generally isn't known for these things. So who is going to watch a sci-fi lawyer show? Not lawyer show fans who have a hard time accepting the 'fiction' part of science fiction and not sci-fi fans who want spaceships and laser guns in their sci-fi.

The pilot was also hampered by not being that good. Or at least, not that easy to follow. The clone case was too complicated and warranted the entire hour but instead had to share time with a b-story about a boy band reuniting. Neither case resonates much with the general public.

The second ep aired (actually ep #3) did a better job of presenting futuristic legal cases that audiences now could relate to. The rape trial was quite well done and delved into the philosophy of the issue making it much more interesting. But by this time, with the pre-empting this show faced, it was obvious it was doomed.

I think they would have done better with just setting the show a year or 3 in the future and dealing with the same issues, perhaps done as a bit of an 'alternate reality' where things are just a little more scientifically advanced. This way the courtrooms and more importantly the laws being debating are more recognizable to viewers. How today's laws apply to cloning is more interesting than how a fictional law from 2025 applies.

Oh well. One more mid-season show bites the dust. bet this one won't even get the almost mandatory 'save the show' webpage everything gets now.

Only 4 of the 9 episodes were actually aired in it original run

Produced by Paul Attanasio executive producer , Ellen Herman consulting producer (as Ellie Herman) , Katie Jacobs executive producer
 Marcy G. Kaplan associate producer , Michael Lehmann co-executive producer , Ben Queen consulting producer , Chad Savage associate producer , David Shore consulting producer , Barbara Wall co-producer (as Barbara H. Wall) , Ed Zuckerman executive producer
 Gerrit van der Meer producer

Original Music by Danny Lux & Matt Mariano

Cinematography by Marshall Adams

Film Editing by Heather MacDougall & Stephen Semel

Casting by Allen Kenamer & Amy Lippens

Production Design by Mark Hutman & Carey Meyer

Art Direction by Phil Schmidt

Set Decoration by Cindy Coburn & Brian Kane

Costume Design by Eduardo Castro & Chrisi Karvonides-Dushenko

Makeup Department - Rebecca Delchambre makeup artist (pilot episode) , Lisa Leonard key hair stylist , Patricia Murray key makeup artist (pilot episode) , Laini Thompson makeup department head

Second Unit Director or Assistant Director - Pamela Cederquist second assistant director , Yor-El Francis dga trainee , Walter Gasparovic first assistant director , Gary Hawes third assistant director , Eric Jewett first assistant director , Chris Stoa first assistant director , Jane Talbot trainee assistant director , Kevin Williams first assistant director , Fiona Winning second assistant director

Art Department - Laura Christy art department coordinator , Jim Davie construction coordinator (pilot episode) , Jared Fleury property master
 Jennifer Fleury assistant property master , Gary B. Krakoff Jr. construction coordinator , Eric La Bonte art p.a. , Marco Miede set designer
 Fleur Nooyen set buyer , Trinita Waller property master

Sound Department - Walter Anderson production sound mixer , Vince Balunas sound editor , Daniel Colman sound effects editor , Stephen M. Davis music editor , Rick Hinson sound effects editor (pilot) , Sean Keegan foley mixer , Jack Levy supervising sound editor , Doug Madick foley artist

Visual Effects by Jarrod Davis digital artist , Emile Edwin Smith visual effects supervisor , Kyle Toucher digital artist (pilot episode)

Other crew - Bonnie S. Blake camera operator , Chris Boyer dailies colorist , Chris Bradford security captain , John Brewer production assistant , John R. Brewer production assistant , Gaye Ann Bruno photo publicity , Susan Chernus assistant editor , Peter Chrimes key grip , Chris Cobb assistant camera , Jeff Crandell location manager , Josephine Delgiglio costume supervisor , Sharon Eldridge script coordinator , Robyn-Alain Feldman post-production supervisor , Rod Frew electrician , Steve Garcia transportation captain , Richard Glazerman assistant editor , Ian Harbilas assistant editor , Jolene Hastings production coordinator , Kevin Herndon post-production assistant , Jennifer Hodges key set production assistant , Sandy Holt adr voice casting (pilot episode) , Sam Hunter set production assistant

Ira Hurvitz script supervisor , Ciaran Kavanagh camera operator: pilot , Dan Kneece steadicam operator , Rob LaMorgese assistant production coordinator , Stephanie Laffin casting associate , David Leite grip , Matthew V. Lewis assistant to writers (2003) , Rachel Light assistant: Katie Jacobs and Paul Attanasio , Guy Lorio camera loader , Jack Nagle dolly grip , Jennifer Paul production assistant , Scooter Perrotta production assistant , Scooter Perrotta set assistant , Melissa Remenarich assistant editor , Megan Rosenfeld production , assistant , Barbara Scott costume supervisor , Janelle Scuderi casting assistant , Joaquin Sedillo camera operator , Laurie Seidman assistant: Gerrit van der Meer , Andrew Smith gaffer , Gordon Tait key grip , Kirk Tedeski video effects supervisor , Larry Varanelli stand-in: Hector Elizondo.

WR. David Gerken, Ellen Herman, Ben Queen, David Shore, Roger Wolfson, Ed Zuckerman

DIR. Ron Lagomarsino, Michael Lehmann, Jerry Levine, Peter Markle, J. Miller Tobin

EPISODES: 9 **YEAR MADE:** 2004 **COUNTRY:** US **SEASONS:** 1

UNIVERSEL NETWORK TELEVISION & HEEL AND TOE FILMS

CREATOR: ED ZUCKERMAN

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 9

DATE OF PREMIER: 16/03/2004

AIR DATE OF LAST EPISODE 30/04/2004

SEASON DATE BREAKDOWN:

FILMS:

Tom Montero NESTOR CARBONELL, Hannah Crane VIOLA DAVIS, Lukas Gold LOAN GRUFFUDD, Lee May Bristol KRISTIN LEHMAN, Darwin McNeil ERIC SCHAEFFER, Martin Constable HECTOR ELIZONDA

1 - 1 *FACE IS FAMILIAR, THE*

A man wants the return of a confiscated embryo which is a clone of his son. Three members of a band sue the fourth member for not undergoing surgery to stay young-looking

Wr Ed Zuckerman

Dir Michael Lehmann

1 - 2 *TO KNOW HER*

A woman asks Lukas and Lee May to represent her when she claims she was raped by a man who was miles away at the time. Darwin represents a boy who wants to stop growing so he could keep his job of being a child star.

Wr Roger Wolfson

Dir J. Miller Tobin

1 - 3 *LOVE AND GAMES*

The lawyers helps a baseball player with a mechanical eye when he is given an unfair advantage. A wife claims her husband is violating their pre-nuptial agreement and is filing for divorce.

Wr David Shore

Dir J. Miller Tobin

1 - 4 *MIND IS A TERRIBLE THING TO LOSE, A*

A man has to decide whether to keep an implant that is killing him or remove it and go back to being retarded. A man sleeps with a woman who has a penis and sues her for non-disclosure.

Wr Ellie Herman

Dir Ron Lagomarsino

1 - 5 *SWEET CHILD OF MINE*

Hannah, Marty and Tom represent a fertility specialist who, with the help of science, provides couples the opportunity to choose their child's genetic make-up. The doctor is being sued for not revealing to his clients that the embryo they choose will be gay. Meanwhile, Lukas, Darwin and Lee May take on a case where an affluent man burgles his ex-girlfriend's house to steal back his likeness.

Wr Ellie Herman

Dir Jerry Levine

1 - 6 *WITHOUT A TRACER*

When a girl with a Child Safe tracer implant is abducted and the system fails, her parents seek help to sue the manufacturers. A plot twist sees the girl suing her parents for her right to privacy. A man is accused by his fiance of violating his prenuptial agreement not to talk to other women. They are referred to him through a 'mate finder' device he claims he canceled. The man accuses his ex of hacking into his PDA and reactivating the mate finder to sabotage his marriage plans.

Wr Ben Queen

Dir Peter Markle

1 - 7 *THE FACE WAS FAMILIAR*

First aired: 12/31/2005 Production Code: E5101

Martin and Hannah fight for a father's right to give his son a mind-altering drug to rid him of nightmares about past abuses. However, the drug would remove all memory of the mother who abused him.

Wr Ed Zuckerman

Dir Michael Lehmann

1 - 8 *THE HAUNTING*

Marty takes on the case of a woman fighting for possession of her dead husband's computerized likeness. Lee May and Darwin find themselves defending a son whose mother is sabotaging his dating life in order not to lose him.

Wr David Gerken

Dir David Straiton

1 - 9 *ONLY YOU*

A husband-kills-wife murder case becomes complicated when the man proclaims his innocence and there may be a previously unknown identical twin involved.

Wr Ed Zuckerman

Dir Jerry Levine

CENTURY FALLS



Tess is 14, fat and lonely when she and her expectant mother come to live in the tiny North Yorkshire Dales village of Century Falls. To her dismay, she finds that no other children live in the village except a strange pair of twins who are visiting their uncle. Gradually she realises that the village harbours a guilty secret which threatens the happiness of both her and her unborn sister. In 1953 a deity called Century was conjured up by the inhabitants. But the apparition proved too powerful to control and the temple where the ceremony took place burnt down, injuring some of the villagers. Since then, no children have been born in the village. Now, 40 years later, plans are being made to conjure up Century again - and the same mistakes are being repeated.

The team who created this show were also responsible for producing the SF children's show DARK SEASONS. The producer for the series was Richard Callanan, the series was shown on BBC1. When a second season of the fantasy children's show DARK SEASON failed to materialize, writer Russell T. Davies used a storyline he had already devised for it in a new series, Century Falls. There was only one drawback; the BBC would only commission a six episode serial, a format that Davies disliked, believing they can never sustain the plot. His solution to the problem was to treat the six-part story as a three-parter.

Century Falls went through numerous re-writes and changes, and in the first version there were more characters and story strands. The first victims of the re-writes were Professor Llewellyn and his assistant, Shankha, who were researching a stone circle with the help of a woman called Ellis Sharman. Llewellyn is suspicious of Ellis, who can read the Borlase text on megalithic stones, and wants his university to look into her background.

Lost also was the link between Ellis and the stones; one of the stones is engraved with a spiralling curl, and Ellis possesses a similar mark on her arm. Her servants, including Miss Cooper and Naismith's butler Ashe, have similar marks. Another principal character who never made it to the tv screen was Tess's father, who would have returned from abroad at the climax of the fifth episode. "You didn't know who he was," says Davies enthusiastically, obviously fond of that plot strand too. "The end line was 'Dad'. It was a great cliff-hanger." The writer also altered the origin of the ghost-like young girl who Tess sees next to the waterfall. "Originally the little girl was an image from the past. It was an alter ego of Alice, the old woman in the attic, her younger self. I thought it was a bit obvious, and made her a vision from the future." In the end, the girl is revealed as Mrs Hunter's unborn child.

While Century Falls was widely acclaimed on its transmission in 1993, some viewers felt that the rather complicated storyline failed to make complete sense. Russell T Davies is the first to agree with this criticism, but points out that all the clues were in his script - it's just that some of them were lost when a mammoth thirty five minutes of footage was edited from the final version. While the first four episodes follow his scripts quite faithfully, parts five and six suffered quite badly. "I still think it held together," he claims. "[Director] Colin Cant did it brilliantly. I was dreading it when they said it was thirty five minutes over. This is all my fault for doing a script that was too long, and it was written so fast that no one had the chance to time it. It all got recorded, but got chucked out." Davies feels the most painful cut occurs in the fifth episode, where the villagers hold a psychic gathering to ascertain the identity of the mysterious Julia.

"You see her face change and the villagers say, 'She is us'. There's a quick scene where they say, 'She is our subconscious' - and that's it! There was a lot of explanation of what exactly she is." He is also disappointed that a scene in the same episode in which Mrs Cooper is unmasked as a traitor, was cut. "It was a wonderful scene of Esme unmasking her in front of the whole village, and getting terribly savage with her. Through all that you're explaining what Julia's done. "On screen she doesn't say anything at the gathering, no one suspects her. She goes with them to the manor-house, and there she says, 'Now you see how beautiful things are going to be'. No one reacts to it, and the reason is she got unmasked far earlier."

However, given that material had to be lost, Davies believes that the cuts were achieved rather inventively. "It was rather nicely done. They were very clever cuts that I would never have thought of." A number of

WIMBUSH, May Harkness GEORGINA ANDERSON, Mr. Hunter HEATHER BASKERVILLE, Ted
Wayland RONALD HERDMAN, Jack Fretwell DANNY SCHILLER, Miss Copper BERYL COOKE, Dr.
Josiah Naismith ROBERT JAMES, Little Girl JENNIFER HARRIS.

RELATED SHOWS:

DARK SEASON

CHALLENGE FROM THE FUTURE

AKA: **MIRAI KARA NO CHOSEN**

Koji (Sato) transfers to Tsukioka Junior High School, where he has trouble keeping up with this diligent and super-efficient class mates. He discovers that many of them also attend the elite "Eiko" prep school but meets with considerable opposition when he tries to find out more about it. After student rep Michiru (Sakamoto) tries to set up a student hall patrol with the power to punish all wrongdoers and suspected wrongdoers, Koji tried to organize a student resistance, When he is apprehended as a ringleader, the principal of the Eiko school offers to welcome him into their ranks if he stops causing trouble. When Koji refuses, he discovers that the Eiko facility is run by a group of psychic fascists from the future who are using the school system to brainwash children of the year 1975 to do their bidding.

Koji is imprisoned in another time, while the future agents send an android version of him back to 1975 to talk to his fellow students out of further resistance. However the other children fight against their enemies with guerilla tactics.

Children of the Future is an intriguing mixture of opposing elements - the clever conceit that one's teachers genuinely are the fascist mutants who need to be stopped from taking over the world juxtaposed with the need to sanitize and somehow deal with the images of student unrest that had dominated Japanese TV screens in the last 1960s and early 1970s. The series was based on two books by SF author Taku Mayumura - Talent from Hell (Jigoku no Saino) and Nerawareta Gakuken (remade as School in Peril). Mayumura also wrong the original novels on which BAKUMATSU TIME TRAVELLERS and Bakumatsu Exchange Students were based.

WR. Yasuo Tanami.

DIR. Yoshiyuki Ito, Minoru Hanabusa, Isamu Koyama.

EPISODES: 20 **YEAR MADE:** 1977 **COUNTRY:** JAP **SEASONS:** 1

NHK

CREATOR: TAKU MAYUMURA

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 20 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 20

DATE OF PREMIER: 10/01/1977

AIR DATE OF LAST EPISODE 11/02/1977

SEASON DATE BREAKDOWN:

FILMS:

TOSHIYA KUMAGAI, Michiru MASUMI SAKAMOTO, TERESA NODA, Koji HIROYUKI SATO

RELATED SHOWS:

BAKUMATSU TIME TRAVELERS

CHAMALEON

The organization "chamaeleon" has a computer system, with which doubles can be made of humans.

Some sources list 14 episodes made.

WR.

DIR.

EPISODES: 7 **YEAR MADE:** 1983 **COUNTRY:** GER **SEASONS:** 1

*ARBEITSGEMEINSCHAFT DER ÖFFENTLICH-RECHTLICHEN RUNDFUNKANSTALTEN DER
BUNDESREPUBLIK DEUTSCHLAND*

CREATOR:

TYPE OF SHOW: CLONES

FORMAT: SERIAL

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** German

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 07/10/1983

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

UWE DALLMEIER, GUNTHER HOLZ, Olaf HINNERK JENSEN, Silvie ULRIKE KRIENER, Chevallier
KATHARINA MATZ, GUNTER MEISNER, Kathrin VERENA PLANGGER, FRANZ JOSEF STEFFENS
, Professor Zügel MOC THYSEN, Anja URSULA VON REIBNITZ, Jürgen Wulf JURGEN WULF

CHAMPIONS, THE



The Champions are three secret agents who, escaping from a mission to steal a deadly bacterium from a laboratory in Red China, crash land their crippled getaway plane in the mountains of Tibet. On the verge of death they are rescued by a mystical figure. Not only are their wounds healed but the ancient peoples magnanimously give the agents special powers, making them superhuman. In their efforts to escape their dastardly Communist pursuers the agents discover the extent of these powers; telepathy, increased strength and stamina and super-sensitive sight and hearing help them win the day. Their special abilities stand them in good stead when they return to work for NEMESIS, a secret organisation based in Switzerland with a nice big sign outside their offices saying exactly who they are.

The opening narration said it all, the champions were not superheroes in the comic strip edition, nor hi tech heroes like The Six Million Dollar Man or The Bionic Woman (in 1968-69 who could afford the technology?). Rather they were souped up humans, whose physical and mental senses were heightened in the series' opening episode, The Beginning, giving them phenomenal stamina, computer-like brainpower and dazzling insight, plus an ESP that bound together like triplets.

The men behind the series were Monty Berman, a producer with series such as the saint, Gideon's Way and The Baron to his name and Dennis Spooner, a prolific scriptwriter whose credits include Gerry Anderson's FIREBALL XL5, STINGRAY and THUNDERBIRDS as well as a year as story editor on DOCTOR WHO. He was also co-deviser of another contemporary thriller series, Man in a suitcase.

Dennis Spooner wrote many of the scripts for THE CHAMPIONS he was also responsible for writing scripts for shows like FIREBALL XL5, STINGRAY, THUNDERBIRDS and DOCTOR WHO.

Craig Stirling, Sharron Macready and Richard Barrett? THE CHAMPIONS. Endowed with the qualities and skills of superhumans. Qualities and skills, both physical and mental, to the peak of human performance. Gifts given to them by the unknown race of people from a lost city in Tibet. Gifts that are a secret to be guarded? A secret that enables them to use their powers to their best advantage as the Champions of Law, Order and Justice.' . The authoritative, earnest voiceover that opened each episode rather set the tone for this ITC superhero/spy series as a whole. The accent, literally and stylistically, was American, and this sums up the Transatlantic feel desired by ITC chief Lew Grade in another bid to crack the US market. Much like the superhero comics of the early Sixties, such as Spider-Man or The Incredible Hulk, the opening episode The Beginning is an 'origins' tale.

In essence it's a mildly silly idea played straight, the last of the square-jawed spy shows flying in the face of more tongue-in-cheek efforts like THE AVENGERS and THE MAN FROM U.N.C.L.E. The series had an air of dean-cut Boys' Own adventure about it, unsurprising since it had been indirectly inspired by a character from the boys' comic Wizard. The series' co-creator and eventual script supervisor Dennis Spooner had for a number of years wanted to adapt the stories of Incredible Wilson, a hero of amazing strength and considerable athletic prowess, but when the rights were not forthcoming he and ITC producer Monty Berman developed the idea of three superhuman secret agents. Lew Grade was delighted with the format and sold the series to American network ; NBC for delivery in 1968.

Crucial to the series' success was the selection of : the trio of super-agents. Always thinking in terms of ; world markets, Lew Grade's ; ideal line up would probably : consist of one American, one Brit and one Pan-European type. Indeed, that's pretty much what he got. Embodying the series', tough glamour was Craig Stirling - the 'lead' role went to Stuart Damon, an American entertainer living in Britain at the time. Stirling was to be a tanned Bond substitute with a pearly-white smile. Indeed, viewing some scenes now a slight likeness to a younger Pierce Brosnan is detectable.

A more rounded, easygoing English character was needed to offset Craig's all-out heroics, and baby-faced Yorkshireman William Gaunt was chosen to play Richard Barrett. Gaunt was already well -known in the UK

as second-billed star of the ATV Victorian crime thriller Sergeant Cork. The perceived importance of the Avenger girls made the search for the female member of the cast the most difficult of all. Australian Annette Andre (later Jeannie in Randall and Hopkirk - Deceased) eventually lost out to the more exotic Alexandra Bastedo. Her Canadian/Italian/German/Czechoslovakian parentage and Canadian/English upbringing was probably more cosmopolitan than even Grade could have hoped for. The production team admitted that the actress-turned-model-turned-actress was chosen more for her look than her acting skills. Bastedo had been among the models photographed by John d' Green in the celebrated *Swinging Sixties* document *Birds of Britain*.

Many of the stories that unfolded over the show's thirty episode run were, it must be said, fairly standard spy action tales. The spy trend was on the wane - Bond was sending itself up more and more in the cinemas, McGoon had quit *Danger Man* in 1966, Moore's eyebrows were raising themselves ever higher at increasingly ridiculous plots - and yet *The Champions* was content to spin yarns of espionage involving kidnapped scientists, atomic submarines, renegade missiles and foreign superpowers.

The Beatles-inspired Eastern mysticism which Berman had intended to permeate the series was forgotten after the first episode, with only the superb chiming sound effect that accompanies the Champions' use of their special powers reminding us of the maharishi figure we met in *The Beginning*. Cyril Frankel had been entrusted with setting the style of the series, directing six out of the first seven transmitted episodes, and largely that style was of an earnest, straight-faced American action series.

Berman's intended exoticism was replaced by a more aspirational globe-trotting glamour, providing escapist thrills at a time when a package fortnight in Benidorm was considered exclusive. Zooming close ups of maps link scenes in every episode. The series' Geneva setting allowed *The Champions* to rack up Air Miles as they took in Paris, Rotterdam, Spain, Haiti, Austria, Australia, the Caribbean, the Antarctic and even Wales. More often than not after ten minutes of initial jet-setting each case would centre on London and the home counties. The ITC series became infamous for trying to recreate world-wide hot spots in Elstree backlots and *The Champions* tried harder than most. The observant viewer loses track of the number of times the hangar-like exteriors of the Associated British Studios are pressed into service as the docks of some far-flung port.

Scriptwriter Gerald Kelsey watched five Antarctic travelogues from the film library, made a note of all the best footage, and built his script for *Operation Deep Freeze* around it. The draft script contained almost zoo stock inserts from the library footage. Elsewhere unconvincing studio sets, dioramas and jabolite snowflakes attempted to complete the illusion. In other episodes jungle, desert, forest and beach settings were recreated in the studio.

The Champions, like most ITC product, was nothing more than above average factory output; batches of filmed 35mm episodes, hopefully enough to make up a syndication package for the States, and seldom less than technically excellent. ITC was particularly wary by 1967 as costs - and deadlines - on *THE PRISONER* spiralled out of control. Each episode of *The Champions* cost around £39,000 to make. While this budget was huge compared to an hour's worth of *DOCTOR WHO*, say, which cost about £6,000 but which was black and white videotaped almost all in studio, at the same time an episode of prestige export series *THE AVENGERS*, cost ABC Television nearer £50,000.

THE CHAMPIONS was efficiently completed on time and within budget, but often left a bland taste. Not only did the series have to come to terms with the work ethics of ITC, it seems obvious that among the crew there were conflicting ideas of the direction the show should take. Berman and Frankel wanted tight spy thrillers, Spooner wanted to lighten the show and inject more humour and fantasy. In some episodes these ingredients are given equal measure. *The Invisible Man* deals with a very *AVENGERS*-like notion of an improbable situation which is later revealed to have a rational and super-scientific explanation. Here the illusion of an invisible man is in fact achieved by surgically implanting a tiny two-way radio behind the victim's ear.

Elsewhere, Frankel probably would have blanched at the supernatural elements included in the Haitian voodoo mystery *Shadow of the Panther* - instead this more fantastical story went to Hammer director Freddie Francis.

The best episodes are by and large those that stray from the show's rather rigid formula. *To Trap a Rat* eschews the Pan-European views in favour of the downside to Swinging London: the Champions must infiltrate a drugs ring that is killing off the partygoers of the city with an impure shipment. The team's special powers come into play, of course, though some of the inconsistencies which dog the continuity show up here. When Craig finds an important phone number in a third floor flat he goes to the window and silently mouths it to Richard who is waiting in the street below. That Richard can lip read the number at that distance is no doubt impressive but wouldn't some telepathy have been a less obtrusive way of going about it?

Season cheapie The Interrogation was quickly written and filmed on one set with flashback footage from earlier episodes spliced in. Necessity breeds a cracking PRISONER-esque story in this case. Without recourse to pan-global stock footage, rehearsed fight sequences or starry casts (the only actor employed other than the regulars is Colin Blakely) all the effort is concentrated on the storyline, dialogue and acting. Craig flies back from a case but wakes up in a cell where a devious interrogator, conferring with an unseen boss by telephone, tries to get him to fill in some inconsistent details of the Hong Kong case from which he has just returned. Damon is excellent in this episode. So too is the late Anthony Nicholls as Tremayne, the head of NEMESIS. The classical actor usually found himself having to play a bemused buffoon wondering just how the Champions escaped each week's perilous predicaments. This is the only episode that makes any drama out of the secret nature of the trio's powers. It was unfortunate enough however to be repackaged as a TV movie, Legend of the Champions, in the early Eighties, crudely edited alongside The Beginning.

The venerable Brian Clemens briefly found himself writing for The Champions when he was unceremoniously and temporarily fired from THE AVENGERS in Autumn 1967. With one of his two contributions Clemens probed the series' 'weak underbelly'. He concluded that its main weakness was the near-invulnerability of the three leads and questioned what would happen if ever they had to be pitted against each other. The result, Autokill, is probably the series' most celebrated episode. In fact it's mostly pretty dull but the concluding act is superb. Richard has been brainwashed and programmed to kill Craig. The violent showdown has Richard armed with a knife, slashing at huge photographic blow-ups of Craig in his efforts to kill his trusted friend. Not only does Craig have to defend himself but he must stop Richard in his tracks -- the drug used to brainwash Barrett is fatal and will kill him if Craig cannot act quickly enough. The final shot of a ragged Craig beating Richard to a pulp, finally knocking him unconscious and then claspng his friend to his chest like a brother is the most memorable of the series.

The Champions was very popular in its day, despite the handicap of non-network screenings across the ITV regions. When it premiered on 15 September 1968 in ATV Midlands, only HTV and Ulster joined in. At the same time Thames, Yorkshire and Tyne Tees were watching Emma Peel bow out from THE AVENGERS. The non-network excuse is often given to explain a show's non-appearance in the Top Twenty viewing figures but The Champions had more reason than most -an ITV Franchise shake-up that summer meant that regions were more keen than ever to give pride of place to their own series. The Champions eventually premiered in London in November 1969, a full six months after its run had ended on ATV! The series had been shown in the US from June 1968, ahead of British broadcast, but Lew Grade's hopes for an American hit were dashed when NBC cancelled the series after only the first ten episodes had aired (showing 8pm, Monday nights). The remaining twenty would be seen only in sporadic syndication thereafter.

Merchandise is always a good barometer of a popular show, though The Champions only spawned one paperback (The Sixth Sense is Death by John Garforth) and a single of the wonderful theme by Tony Hatch on Pye Records, with some colouring books and sweet cigarettes with picture cards aimed at the kiddie market. A strip story ran in the short-lived comic Joe 90: Top Secret from January 1969.

Like most ITC series The Champions was repeated in the UK throughout the mid-Seventies, popping up on Sunday afternoons or late night weekdays in a patchwork fashion across the ITV regions. 1985 saw the show gain better distribution than it had perhaps enjoyed in the Sixties, when almost all the ITV companies repeated it in the school holidays. Younger telefantasy addicts were entranced, though some of the older ones were perhaps disappointed that the show did not Live up to their nostalgic recollections.

The release of six volumes of the programme on video from ITC (plus Autokill on a competition) in 1992-3 was well-received although a high-profile BBC repeat season in 1994 was dropped halfway through. The show was last screened by satellite station Bravo in 1996. A year before Austin Powers, in December 1996, ITV showed, pretty much unnoticed, a half-hour comedy pilot called The Pretenders (later revived on radio). Made by Absolutely Productions it was a spoof on ITC spy shows in general and The Champions in particular. In among some school revue--standard gags were some fairly accurate jokes at the expense of back projection, stock footage and set-based jaunts to Paris. A central trio of heroes were Penelope Gold: petite, elegant, vaguely foreign? Craig Sturdy: tall, suave, sophisticated? Mike Stallion: the third one. Who could they have been referring to?

Their boss, The Controller, was played by none other than William Gaunt. Even the end titles were a blue-tinted straight steal from those of The Champions. Thirty years later The Champions is an easy target for such lampooning because by and large it played it so straight. Viewed today it is perhaps the ultimate reminder of a time when heroes and villains fought in smart suits and ties, a handkerchief pressed neatly into their outside left pocket and a passport tucked in their inside right. The show would premier in the US on the 10th June 1968, before its UK premier.

Created by: Monty Berman, Dennis Spooner; Producer: MontyBerman; Script Supervisor: Dennis Spooner; Creative Consultant: Cyril Frankel; NBC/ITC Productions; 60 minutes. With TV's spy craze coming to an

end, *The Champions* tried to enliven the genre by combining science fiction with espionage. Writer Dennis Spooner, who had written for many of Gerry Anderson's supermarionation shows in the 1960s, proposed a realistic superhero show. Producer Monty Berman, whose prior credits included *The Saint*, had the more metaphysical idea of people who had returned from the mountains of Tibet with strange powers. The compromise was to crash-land three secret agents (Craig, a pilot; Richard, a cryptographer; and Sharon, a biologist) in Tibet and have inhabitants of a forgotten civilization bestow ancient superpowers on the trio. The powers of the three were underplayed throughout the series. They exchanged looks of concentrated energy while trying to locate a missing person, and on rare occasions they bent a jail bar or knocked out a small section of a wall. In many episodes, their superpowers were so subtle that they had a negligible effect on their missions.

The comic-strip plots pitted the champions against would-be world conquerors, traitorous scientists and revived Nazis. Although filmed in England by ITC, *The Champions* was purchased by the NBC network for the summer of 1968. ITC wanted an American lead for the show to appeal to an international market. Stuart Damon, an American actor who had moved to England, was cast as the lead hero, Craig Stirling. Several actresses were considered for the role of Sharon, including Illona Rogers and Australian actress Annette Andre. Because model Alexandra Bastedo had the exotic look the producers were looking for, she won the role despite her lack of acting experience. English actor William Gaunt was cast as the third agent, Richard. Shakespearean actor Anthony Nicholls played their boss, Tremayne.

"*The Champions* was more of a run-of-the-mill idea for TV than *The Prisoner*," says writer Gerald Kelsey, who wrote for both series. "The supersensory element was not particularly original." Kelsey was invited as a freelance writer to script two segments for the series. "I mostly dealt with Dennis Spooner as far as details of stories and scripts were concerned. I was given a very free hand. Dennis would ask me to think of an idea. I would then tell him the show's teaser. If it hooked him, I'd go away and write it."

Kelsey recalls that *The Champions* was set on a very strict budget. Despite globe-trotting stories, the filming of the series was mostly confined to a soundstage. "It was emphasized in story briefings that they wanted to use stock footage of interesting and spectacular backgrounds. We talked about story settings in jungles, deserts and volcanoes."

Kelsey's first script, "Operation Deep Freeze," took place in the Antarctic. Since filming there was out of the question, Kelsey came up with an idea. "I had seen travelogues of the Antarctic, and I called Dennis. I asked if he could organize some of these travelogues for me to see again. I sat in the studio theater and watched five of the films. I made notes of all of the impressive and dramatic shots, including a large transport aircraft landing at Scott Base, ice breakers and icebergs, and penguins scattering into the sea. When I finished viewing the films, I had 150 shots. I then devised and constructed a story that featured the most spectacular cuts. I linked them together with the studio exteriors, which were polystyrene snow spread across the studio floor with a background of white backcloth. My final script specified almost 100 stock shots of Antarctica."

Kelsey felt the result was sensational. "Operation Deep Freeze" effectively showed the "wide ice wastes." The episode received complimentary notices in the national press for its feature film quality! There was actually no location filming in the Arctic at all. I was very impressed and delighted with the way the shots I had selected looked in the final film."

The economical series was obsessed with getting a return on its investments. When the producers bought a mock-up of a submarine, they used it in four episodes to make the most of their purchase. On another occasion, while filming inside a studio, the producers heard that a building was on fire nearby. A film unit raced to the inferno, and as firefighters battled the blaze, the film crew got spectacular footage of the fire. It was later written into the episode "The Happening."

Guest star Peter Wyngarde feels the show was better than it was given credit for. "The Champions had three protagonists, and this limited the budget for the series considerably. The budget was the series' biggest problem. This may explain why the producers have not had the recognition [for the show] which they so richly deserve." Wyngarde, who starred in the segment "The Invisible Man," had worked with *Champions* director Cyril Frankel before in such series as *Jason King*. He recalls him as a man who "brought an artistic quality, which helped the visual presentation. He was sensitive, and technically, an immensely proficient director."

The Champions aired in America during the summer of 1968, but it contained many of the qualities American TV was getting rid of, including violence and action-adventure formats. A dozen of the episodes were screened, but the response was tepid from viewers and hostile from critics. It was not picked up for NBC's January 1969 schedule. Without a network slot, it was financially impractical to continue with a second season. *The Champions* was retired after 30 episodes. The series has been seen only in sporadic syndication since. The pilot and the episode "The Interrogation" were spliced together in the early 1980s to form the TV movie *Legend of the Champions*.

CAST NOTES

Stuart Damon (Craig): Born 1937. The American born actor was 11 years old when he played his first role, as the Cowardly Lion in a summer camp production of *The Wizard of Oz*. His big break was playing the Prince in the 1966 TV special *Cinderella* (with Lesley Anne Warren). He's been one of the stars of daytime's *General Hospital* since the 1970s.

William Gaunt (Richard): Born 1937. An English actor who turned to situation comedy in the 1980s. Gaunt's most recent success was in the London play *Travels with My Aunt* (1993). Alexandra Bastedo (Sharon): Born 1946. The former model continues acting, with occasional TV appearances in England, including game shows and theater. She was one of the stars of the English stage comedy *Pickwick* in 1993.

Anthony Nicholls (Tremayne): Born 1902. Nicholls began his film career in 1937 and served with the Royal Artillery during World War II. He died in 1977.

WR. Dennis Sponner, Donald James, Philip Broadley, Tony Williamson, Brain Clemens, Gerald Kelsey, Ralph Smart, Terry Nation, Ian Stuart Black.

DIR. Cyril Frankel, Paul Dickson, Sam Wanamaker, John Moxey, John Gilling, Leslie Norman, Freddie Francis, Robert Asher, Don Sharp, Roy Ward Baker.

EPISODES: 30 **YEAR MADE:** 1969 **COUNTRY:** GB **SEASONS:** 1

AN ITC PRODUCTION

CREATOR: MONTY BERMAN AND DENNIS SPOONER

TYPE OF SHOW: CRIME **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 30

DATE OF PREMIER: 25/09/1968 **AIR DATE OF LAST EPISODE** 30/04/1969

SEASON DATE BREAKDOWN:

FILMS:

Craig Stirling STUART DAMON, Richard Barrett WILLIAM GAUNT, Sharron MacReady ALEXANDRA BASTEDO, Tremayne ANTHONY NICHOLLS.

RELATED SHOWS:

DOCTOR WHO

STINGRAY

FIREBALL XL5

THUNDERBIRDS

1 - 1 *THE BEGINNING*

Nemesis agents Craig Sterling, Richard Barrett and Sharron Macready crash-land in Tibet after stealing bacteriological material from the Chinese. Rescued by an unknown Tibetan tribe who give them special powers, they must use them to escape the pursuing Chinese.

Wr Dennis Spooner

Dir Cyril Frankel

1 - 2 *THE INVISIBLE MAN*

Craig is captured by Dr. Hallam and has a small device implanted into his ear while unconscious. When Craig re-awakens, he hears voices in his head giving him orders. Richard and Sharron must get to Craig before he is killed.

Wr Donald James

Dir Cyril Frankel

1 - 3 *REPLY BOX NO. 666*

Craig masquerades as a dead foreign agent. When he is given away as a spy, he is dropped into the ocean and Richard and Sharron frantically search the Caribbean for him.

Wr Philip Broadley

Dir Cyril Frankel

1 - 4 *THE EXPERIMENT*

Mad scientist Cranmore tries to recreate super-humans to equal the Nemesis trio. Sharron is tricked into the experiment and Cranmore awaits her rescue, hoping to ensnare Craig and Richard.

Wr Tony Williamson

Dir Dave Bowen, Cyril Frankel

1 - 5 *HAPPENING*

Three men find themselves in an atomic test area with a bomb due to go off at any time. If it does, it will devastate much of Australia. One of the men there is Richard Barrett.

Wr Brian Clemens

Dir Cyril Frankel

1 - 6 *OPERATION DEEP-FREEZE*

A tyrannical Central American leader establishes a nuclear missile base in Antarctica. Craig and Richard get a frosty reception.

Wr Gerald Kelsey

Dir Paul Dickson

1 - 7 *THE SURVIVORS*

While investigating the murder of three students in the Austrian Alps, the Champions discover a map that leads them to a mine where a group of German soldiers were buried alive by the SS.

Wr Donald James

Dir Cyril Frankel

1 - 8 *TO TRAP A RAT*

Drug addicts are becoming victims not only of their vice but of the lethal effects of tainted dope that is being distributed in London. Scotland Yard cannot track down the dealers and the Nemesis organisation is asked to help.

Wr Ralph Smart

Dir Sam Wanamaker

1 - 9 *THE IRON MAN*

Nemesis agents take on a very unusual role as domestic staff, when asked to protect the life of a former dictator. Domestic duties give way to dangerous circumstances.

Wr Philip Broadley

Dir John Llewellyn Moxey

1 - 10 *THE GHOST PLANE*

The Champions find themselves hot on the trail of a broker when asked to investigate a man whose plans for a revolutionary aircraft have been shelved.

Wr Donald James

Dir John Gilling

1 - 11 *THE DARK ISLAND*

When three agents fail to return from a tropical island, the Champions are sent to investigate.

Wr Tony Williamson

Dir Cyril Frankel

1 - 12 *THE FANATICS*

When Richard Barrett infiltrates a gang of fanatical assassins, he learns that Tremayne is to be their next victim. Will he be able to stop the killers in time?

Wr Terry Nation

Dir John Gilling

1 - 13 *TWELVE HOURS*

Richard and Sharron accompany a visiting President and his wife on a submarine journey, but an assassination attempt means that they will require all of their powers to save the President.

Wr Donald James

Dir Paul Dickson

1 - 14 *THE SEARCH*

After stealing an atomic submarine, loaded with four nuclear weapons, a neo Nazi regime holds London hostage. The Champions are now in a race against time to stop these villains.

Wr Dennis Spooner

Dir Leslie Norman

1 - 15 *THE GILDED CAGE*

Richard is kidnapped from his flat and is held prisoner by a mysterious gang. Craig is sent by Tremayne to track down Richard's whereabouts.

Wr Philip Broadley

Dir Cyril Frankel

1 - 16 *SHADOW OF THE PANTHER*

Voodoo magic? Or something with a logical explanation? This is what the Champions have to find out when a Nemesis scientist apparently dies of fear ... to the sinister background of throbbing Voodoo drums

Wr Tony Williamson

Dir Freddie Francis

1 - 17 *A CASE OF LEMMINGS*

The Champions are sent to Italy to find out why a number of Interpol agents have committed suicide.

Wr Philip Broadley

Dir Paul Dickson

1 - 18 *THE INTERROGATION*

Craig Stirling awakes to find himself imprisoned, and brutally questioned..... Why is Tremayne unconcerned?

Wr Dennis Spooner

Dir Cyril Frankel

1 - 19 *THE MISSION*

Craig and Sharron pose as a gangster and his moll in an attempt to block an escape route for criminals. Richard poses as an alcoholic down and outer.

Wr Donald James

Dir Robert Asher

1 - 20 *THE SILENT ENEMY*

Craig, Richard and Sharron have to follow the path of a nuclear submarine in which all of the crew were found dead.

Wr Donald James

Dir Robert Asher

1 - 21 *THE BODY SNATCHERS*

Craig, Sharron and Richard go to Wales to find the meaning behind a mysterious message received by a journalist. Richard gets cold feet!

Wr Terry Nation

Dir Paul Dickson

1 - 22 *GET ME OUT OF HERE*

A world-famous doctor is held captive on a Caribbean island and The Champions are sent to the rescue.

Wr Ralph Smart

Dir Cyril Frankel

1 - 23 *THE NIGHT PEOPLE*

Sharron takes a few days' holiday in Cornwall and disappears. Craig and Richard's search leads them into an encounter with hooded monks, ghostly woods and the supernatural.

Wr Donald James

Dir Robert Asher

1 - 24 *PROJECT ZERO*

The Champions, disguised as scientists, investigate the disappearance of several key boffins working on the same top-secret experiment.

Wr Tony Williamson

Dir Don Sharp

1 - 25 *DESERT JOURNEY*

The country of El Hammi is close to revolution and can only be restored with the return of the Bey, a young man currently enjoying life in Rome, who is reluctant to return to his strife ridden homeland. Craig, Sharron and Richard abduct him and try to force him to return home but with people who are

making money from the turmoil looking to kill him, it might be too late.

Wr Ian Stuart Black

Dir Paul Dickson

1 - 26 *FULL CIRCLE*

Craig poses as a prison inmate to find out who is attempting to free another prisoner. His subsequent escape leads him into further danger.

Wr Donald James

Dir John Gilling

1 - 27 *NUTCRACKER*

To check if a NATO vault is truly impregnable, the agents are assigned to test its security. However, the vault is programmed to kill any intruder.

Wr Philip Broadley

Dir Roy Ward Baker

1 - 28 *THE FINAL COUNTDOWN*

The Champions, after uncovering the latest plans of a neo-Nazi Group, find that have to trace an unexploded bomb before it detonates.

Wr Gerald Kelsey

Dir John Gilling

1 - 29 *THE GUN-RUNNERS*

The Champions have to stop a ruthless gang of gun-runners in the Burmese jungle.

Wr Dennis Spooner

Dir Robert Asher

1 - 30 *AUTOKILL*

Using a fake Police Station as a hideout, a doctor programmes Nemesis agents to kill each other. When Richard is brainwashed, the Champions face their deadliest foe - each other.

Wr Brian Clemens

Dir Roy Ward Baker

CHANGERION

AKA: **CHOUKOU SENSHI CHANGERION**



Plot#1

Fun-loving private detective Akira (Hagino) is investigating a routine case of a missing person, though he suspects that several child kidnappings in the neighborhood may be linked. However, he is enveloped in "crystal power" when he bumps into a vehicle owned by the secret SAIDOC take force. The experience gives him the change to become Chagerion, the warrior of light, charged with fighting off the predations of the Gingar, a creature of darkness, Gingar is only one of many ancient monsters waking from centuries of sleep in a nearby Dark Dimension.

Plot#2

Darkzides, the creatures who live on human energies, start their secret invasion from their fading dark dimension. Those few peoples who acknowledge the existence of Darkzides develop 'Changerion Project' to protect this world, and everything has been kept in order until, a sheer accident causes the essential power of the developed hero to be given to, not Hayami Katsuhiko as planned, but Suzumura Akira, a young private-eye who has no sense of self-discipline or responsibility whatsoever. Can Akira, or the hero Changerion, save the world without a hitch?...no way!

Despite an obvious debt to the monster-of-the-week formula of ULTRAMAN, Changerion has it's moments of unconventionality, particularly in it's leading man, who rejects the unwritten superhero code of justice in the favour of having a good time and only reluctantly drags himself away from the spending sprees and eating binges to save the world. It also contains moments of arch comedy, such as the tike Akira and his sidekick Hayami (Aizawa) are forced to dress as women to stake out a shoe store where creatures from the Dark Dimension are kidnapping female shoppers.

As being shot by video-equipment, "Changerion" may be rated relatively low. However, the consistency in the entire series of Changerion" surpasses other productions, as Inoue Toshiki has written all the episodes so far. Inoue's unique and sometimes controversial style is better than ever, and it just leaves your jaw dropped as the story develops. The costume of Changerion, double-layered with semi-opaque materials, is also a must-see

Charatcers

SAIDOC

Akira Suzumura/Changerion: A PI who ended up with the Crystal Power. A frivolous man, he refused to join SAIDOC at first. But he joined over time.

Akemi Tachibana (1-14): Akira's aid and supposed girlfriend. She left Suzuma to be a kindergarten teacher.

Takeshi Munakata: Chief of the SAIDOC. He is anguished by the fact that the government doesn't believe that DarkZide exists.

Katsuhiko Hayami: The SAIDOC member who was originally meant to have the Crystal power. He feels a bit of animosity through Akira for stealing his thunder.

Eri Minami: A brave, willful, & confident woman.

DarkZide

The Sacred Cadres of the DarkZide

General Zander: Muscular demon

Doctor Vinsue: A toad-like demon.

Priest Mordos:

Dark Knight Gawer: A rouge DarkZide. He assumes the human identity of Shogo Kuroiwa.

DarkZide Monsters

Insurar (13)
Shiragar (14)
Do Gotch (15)
Chameleo (16)

WR. Toshiki Inoue.

DIR. Takao Nagaishi, Hajime Konaka, Masao Minowa.

EPISODES: 39 **YEAR MADE:** 1996 **COUNTRY:** JAP **SEASONS:** 1

TOEI / TVT

CREATOR:

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 39

DATE OF PREMIER: 03/04/1996 **AIR DATE OF LAST EPISODE** 25/12/1996

SEASON DATE BREAKDOWN:

FILMS:

Akira Suzumura/Changerion TAKESHI HAGINO, ATSUSHI OGAWA, JIRO OKAMOTO, Katsuhiko Hayami KAZUNARI AIZAWA, NOBORU ICHIKAWA, MARIKO AKAMA, YUKA MATSUI.

- 1 - 1 *A HERO? ME!?*
- 1 - 2 *TWINKLE, TWINKLE, MY LIGHT BRAIN*
- 1 - 3 *A LOT OF BRIDES*
- 1 - 4 *AH FRIENDSHIP, AH CRUELTY*

CHANGES,THE



Based on a trilogy of books by Peter Dickinson, it was a gripping story of a world overtaken by an (initially) unexplained phenomenon which makes people destroy the trappings of the technological age - televisions, phones, cars, etc. - flee the cities and revert to a less civilised existence.

Only a few people seem unaffected by the destructive compulsion, including teenager Nicky Gore and a band of Sikhs. Villain of the piece is Davy Gordon, a would-be feudal ruler who attacks them and accuses Nicky of being a witch. She escapes with a boy, Jonathan, on a barge, pursued by Gordon who drowns after a tussle on the boat.

Finally, after being 'drawn' to a cavern, Nicky finds what has caused The Changes. An eccentric inventor, Mr Furbelow, has woken up the Necromancer, a 'living stone' which dates from the age of Merlin. Roused from its centuries-long sleep, the Necromancer didn't like what it saw and sent out shock waves that forced people to destroy the modern world. Nicky, being a naive, innocent soul, is able to persuade the Necromancer to go back to sleep, so that the world can 'return' to normal.

This ten-part BBC children's serial trod the same sort of ground as *Survivors*, but predated its adult cousin by four months. *The Changes* had an unusual start for a children's series: before the first episode, the BBC broadcast a warning that it might not be suitable for very young children. Shot entirely on location on colour film, its style and content certainly set it apart from most traditional kids' drama. It enjoyed a re-run on UK Gold in June 1994. The story was adapted for television by Anna Home, the producer for the show was Anna Home, the designer was Paul Munting, music was created by Paddy Kingsland. Also note that the episode titles used here, where from the *Radio Times*, since no on episode title credits were shown.

The Changes was broadcast in early 1975 and was one of the BBC's first post-apocalyptic TV series which paved the way for the likes of *Survivors* and *Day of the Triffids*.

The children's TV series depicted the breakdown of society after people are compelled to reject and destroy technology such as cars, bicycles and alarm clocks. This violent reaction and people's subsequent desertion of the country is triggered by a sound seemingly emitted by electricity pylons.

Schoolgirl Nicky Gore played by Victoria Williams is caught amidst the chaos and gets separated from her parents who are heading to France in the hope of finding safety.

Throughout the course of the 10-part series we follow Nicky's journey to be reunited with her parents and seek an answer to the cause of *The Changes*.

The series was an adaptation of *The Devil's Children* - the first of three novels in *The Changes* trilogy by author Peter Dickinson which also included *Heartsease* and *The Weathermonger*.

The Changes was broadcast in ten parts every Monday from 6th January to 10th March 1975.

Filming took place over the summer of 1973.

The series was shot in the West Country, namely Bristol, the Forest of Dean and Sharpness.

Although playing a schoolgirl in her early teens, Victoria Williams celebrated her eighteenth birthday during filming.

Theme and incidental music composer Paddy Kingsland went on to score both the radio and TV adaptations of *The Hitchhiker's Guide to the Galaxy* for the BBC. He also provided incidental music for a number of *Doctor Who* stories in the early eighties.

WR. Peter Dickinson.

DIR. John Prowse.

EPISODES: 10 **YEAR MADE:** 1975 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR: PETER DICKINSON

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER: 06/01/1975

AIR DATE OF LAST EPISODE 10/03/1975

SEASON DATE BREAKDOWN:

FILMS:

Nicky Gore VICKY WILLIAMS, Jonathan KEITH ASHTON, Davy Gordon DAVID GARFIELD, Chacha RAFIQ ANWAR, Grandmother SAHAB QIZILBASH, Kewal MARC ZUBER, Gopal RUGBY BRAR, Ajeet REBECCA MASCARENHAS, Maxie JAMES OTTOWAY, Margaret ZULEIKA ROBSON, Michael TOM CHADBON, Mary MERELINA KENDAL, Mr. Furbelow OSCAR QUITAK, BERNARD HORSFALL, SONIA GRAHAM, JEREMY CONRAD, CLYDE POLLIT, BARTLETT MULLINS, ARTHUR HEWLETT, DAVID KING, NANCY GABRIELLE, EDWARD BRAYSHAW, DEREK WARE, STELLA TANNER, JACK WATSON, TONY HUGHES, KENNETH GILBERT, JOHN D. COLLINS, ROY EVANS, DAPHNE NEVILLE, GODFREY JACKMAN.

1 - 1 *THE NOISE*

Schoolgirl Nicky Gore is doing her homework while her parents enjoy a quiet evening in front of the television. Suddenly they hear a strange noise in their heads which compels them to destroy all their electrical possessions. All across the country, people succumb to the violent rage against technology, and the streets become filled with angry mobs intent on overturning vehicles, smashing electrical machinery and destroying buildings.

Wr Anna Home

Dir John Prowse

1 - 2 *THE BAD WIRES*

Separated from her parents, Nicky meets a group of Sikhs and persuades them to let her join them. On their journey, the group is attacked by racists.

Wr Anna Home

Dir John Prowse

1 - 3 *THE DEVIL'S CHILDREN*

Nicky and the Sikhs settle at Brooker's Farm. They try to barter with people from a neighbouring village, whose head man dubs the Sikhs "the Devil's Children".

Wr Anna Home

Dir John Prowse

1 - 4 *HOSTAGES!*

Robbers have entered the village and taken all of the children hostage.

Wr Anna Home

Dir John Prowse

1 - 5 *WITCHCRAFT!*

Nicky sets off in search of her aunt, while the farm is visited by a witch finder.

Wr Anna Home

Dir John Prowse

1 - 6 *A PILE OF STONES*

Nicky has been found guilty of witchcraft and is to be stoned to death in the morning.

Wr Anna Home

Dir John Prowse

1 - 7 *HEARTSEASE*

The witch-finder and the villagers set off in pursuit of Nicky and Jonathan

Wr Anna Home

Dir John Prowse

1 - 8 *LIGHTNING!*

Nicky and Jonathon try to escape to sea but their boat is struck by lightning.

Wr Anna Home

Dir John Prowse

1 - 9 *THE QUARRY*

Nicky and Jonathon set off to investigate a mysterious power source on the other side of the mountains.

Wr Anna Home

Dir John Prowse

1 - 10 *THE CAVERN*

Nicky and Jonathon enter a cavern and uncover the cause of the unbalancing of the world.

Wr Anna Home

Dir John Prowse

CHAPULIN COLORADO, EL

AKA: **THE RED GRASSHOPPER**



"El Chapulín Colorado" is a hero who appears every time somebody says "Oh! now who would be able to help me?". It is really funny, he is not the classical super hero (smart, beefy, handsome and very brave) he is rather a comic hero with very good intentions, but a little coward sometimes. The situations where he is involved are very funny, and he will always get away with it even if it is by accident.

El Chapulín Colorado is a cheap and old childish series. But it is amazing to imagine how this Mexican production can be great. Each episode has an interesting story and many good jokes. It is recommended for all ages.

The beloved Mexican superhero is featured in this Second collection featuring the most beloved skits from over 200 episodes and twenty-five years. Enormously popular worldwide, El Chapulín Colorado is watched in countless countries worldwide. As the theme song sings, he's "faster than a turtle, stronger than a mouse, more noble than lettuce."

El Chapulín Colorado was a television series parody of super hero shows that was created by Chespirito. It was televised from Mexico by Televisa, from 1970 to 1978, alongside sister production El Chavo del Ocho. The name translates literally as "The Red Grasshopper".

Chapulín would invariably catch innocent people and let the criminals go, or, in the process of saving someone's home, destroy all the furniture. However, at the end, everything would be clarified, typically by others, and the bad guys would be taken to jail, and Chapulín would take credit for the criminal's capture.

El Chapulín... was played by Chespirito, the only actor from El Chavo.. to have recurring roles at El Chapulín.... He was a superhero who was dressed all in red, with yellow hot pants and shoes, (although sometimes he used an alternative yellow uniform), with a yellow heart with the initials CH inscribed in red. He had two, red and yellow antennae for ears, what he called his vinyl antennae. Chapulín always carried a red hammer, which he called his Chipote chillón. He also could take the "pastillas chiquitolinas", which would shrink him down to the size of a mouse.

In the show's opening, Chapulín would always be introduced in the following way:

Más ágil que una tortuga...más fuerte que un ratón...más noble que una lechuga...su escudo es un corazón...es el Chapulín Colorado!

(More agile than a turtle...stronger than a mouse...nobler than a lettuce...his sign is a heart...it's the Chapulín Colorado!)

Famous Phrases Usually Chapulín would wait for someone to be victimized of such things as burglary, breaking in, or other crimes. The victim would ask "O, y ahora ¿quién podrá defenderme?" ("Oh, and now, who can help me?"). Chapulín would appear out of nowhere (usually hitting himself with, or dropping, an object), and say "Yo, ¡el Chapulín Colorado!" ("Me, the Chapulín Colorado!"), after which he'd be thanked by the victim. He always answered by saying "¡No contaban con mi astucia!" ("They didn't count on me being so smart!").

Some of Chapulín's other famous phrases include "¡Sígueme los buenos!" ("Follow me, good people!" after which he would walk into a wall), "Lo sospeché desde un principio" ("I suspected it from the beginning" which he would say after someone pointed out a better way to do what he was trying to do), "Todos mis movimientos están friamente calculados" ("All my movements are cold calculations", his explanation for falling on his face, breaking something valuable, etc.), and "Se aprovechan de mi nobleza" ("They're taking advantage of my nobleness" which he would usually say after an insult, like "We should've called Superman or Batman..."). Also, in trying to provide advice, he would take two traditional two-part Spanish sayings and mix them together, always beginning with, "Como dice el viejo y conocido refrán..." ("As the old and well-

known saying goes..."). For example,

"Cría cuervos y te sacaran los ojos" ("Raise ravens and they'll take out your eyes"; i.e., a bad plan will have a bad effect)
and

"Crea buena fama y échate a dormir" ("Create a good reputation and then go to sleep"; i.e. once you're famous you don't have to work anymore).
become

"Cria cuervos y echate a dormir...no no no...crea buena fama y te sacaran los ojos... no...bueno, la idea es esa." ("Raise ravens and then go to sleep...no no no...create a good reputation and they'll take out your eyes...no, well, that's the idea.")

Similarly, "Que no cunda el pánico" ("Nobody panic") would become "Que no panda el cúnico" ("Pobony nadic")

Popularity

Chapulín enjoyed great popularity all over Latin America, the United States, Spain and other countries, albut somewhat less than its sister production of El Chavo.... Like El Chavo..., it is still shown with re-runs at various countries. The cast list of "Chapulin" was the same as "El Chavo"s, although only actors Florinda Meza, Carlos Villagrán, and Ramon Valdez were usually in every episode. Shorter Chapulin adventures were preceded by a skit, usually featuring Chespirito's other characters, like "Dr. Chapatin", a tactless impatient old medic, or "El Chompiras", an incompetent pickpocket. "Chompiras" came to dominate the later years of "Chespirito", an hourlong showcase for all Chespirito's characters.

Creator of The Simpsons Matt Groening has declared that he created the Bumblebee Man character after watching El Chapulín Colorado on a motel at the mexican border

WR.

DIR. Enrique Segoviano

EPISODES: 200 **YEAR MADE:** 1970 **COUNTRY:** MEX **SEASONS:** 1

TELEVISA S.A DE C.V

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 0

STILL IN PRODUCTION: No **B/W:** No **COLOUR:** Yes **LANG:** Spanish

SEASON BREAKDOWN: (1)

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

El Chapulín Colorado ROBERTO GOMEX BOLANOS, MARIA ANTONIETA DE LAS NIEVES, RAMON VALDES, EDGAR VIVAR, RUBEN AGUIRRE, ANGELINES FERNANDEZ, HORACIO GOMEX BOLANOS, FLORINDA MEZA GARCIA, RAUL PADILLA, CARLOS VILLAGRAN, ROSITA BOUCHOT.

CHARLIE JADE



Charlie Jade is a rogue private detective in a world dominated by greedy multinational corporations. While on an investigation, Charlie explores a secret desert facility. A massive explosion propels him from his own universe (alphaverse) to a strange parallel universe (betaverse). Soon, Charlie is drawn into a conflict that involves these two universes and one other pacifist universe (gammaverse) with unsuspected terror at its heart.

This 20 episode television series, a joint South African and Canadian effort, is less like a traditional TV show (where episodes have a beginning, middle, and end) and plays more like a very long mini-series. Watch Charlie Jade like you are reading a book; each episode is a chapter. Influenced by Sci-fi noir films like Blade Runner, creator Robert Wertheimer was determined to make a science fiction series like nothing that has ever been made before, and he has. Throw away any preconceptions you might have, especially if you're an American. This is nothing like American TV programming. Shot in Cape Town, South Africa, the show, despite its futuristic and science-fiction edge, is both stylish and surreal and yet also firmly rooted in reality, dealing with real issues like terrorism and the abuses of power by massive conglomerates. It is filled with real people, not pretty models of perfect people. It starts off with a slow, patient pace, which some might find frustrating or boring, but hang in there! By the end of the pilot and the start of the third episode you will be hooked and utterly captivated.

Jeffrey Pierce (Astronauts, Jackie Bouvier Kennedy Onassis) plays the title role in Charlie Jade, a new futuristic series produced in association with CHUM Television. The series also stars Michael Burgers and Danny Keogh, and Canadian actors Michael Filipowich, Patricia McKenzie and Tyrone Benskin. Shot on location in Cape Town, South Africa, Charlie Jade is a co-production between South Africa and Canada.

Background

Though viewers will doubtless recognize a similarity to Blade Runner, especially in the scenes set in the Alphaverse, Wertheimer has said in interviews that much of the ethos of the series is primarily influenced by Derrick Jensen's book *The Culture of Make Believe*.

Charlie Jade had two teams of writers. The pilot and first eight episodes were overseen by executive producer Guy Mullally, Stephen Zoller and David Cole. Mutual creative differences led to an amicable parting of the ways, paving the way for the second team, consisting of head writer Alex Epstein, and story editors Denis McGrath and Sean Carley.

In addition to its Canadian writing staff, the show also featured the work of several South African television writers, including Dennis Venter, and Collin Oliphant.

The majority of the directors who worked on the show were from Quebec, including Pierre Gill and Eric Canuel. The pilot was directed by T.J. Scott. Other directors included George Mihalka, Jimmy Kaufman, Anton Beebe, and South Africans Neal Sundstrom and Daryl Roodt.

Each universe has a remarkably different look. The color palette of the Alphaverse is dominated by greens. The Betaverse is very blue in tint, and Gamma is dominated by reds and warm earth tones.

Charlie Jade was considered one of the hot tickets at the MIP show when it was shown there in 2004. However, the series has yet to be picked up in major territories such as the United Kingdom or the United States, though the first three episodes did premier at Cascadia Con on September 2nd, 2006 in SeaTac, WA. In these areas, the show seems to enjoy a somewhat "underground" appeal, and the entire series has been widely distributed over Internet file sharing networks.

Charlie Jade's challenging narrative, and somewhat controversial take on issues, such as the presentation of a sympathetic "terrorist" character, may have made the show unpalatable for a wide audience.

But arresting visuals, elliptical storytelling and dream like qualities make for a show that is more cinematic than most normal TV fare. It demands viewer attention, and can sometimes be confusing.

In June 2005, Canadian broadcaster CHUM took an unusual step. Admitting that the show required a great level of attention, CHUM commissioned a special catch-up episode, "Can of Worms". Despite the fact that principal photography had been wrapped nine months before, a small crew gathered in Montreal to film a wraparound story designed to bring new viewers up to speed. "Can of Worms" runs between episodes 16 and 17 of Charlie Jade.

There are 21 episodes in Charlie Jade's first season.

Mysteries of Charlie Jade

Water plays a major part in Charlie Jade. It is the resource Vexcor is trying to steal from Gamma. It also helps O1 slip between universes, and water indicates an instability in the fabric of the universes when it appears and reappears in different places. How does water help trans-universal travel?

Who are the men who kidnap and program Reena? What is their agenda?

Charlie encounters a doppelganger of his girlfriend, Jasmine, in Betaverse, named Paula. Are there other doppelgangers in other universes? And why have we not seen them?

In several episodes, Charlie is followed and warned by Men in Grey Suits. Karl is approached by one in the episode "Can of Worms," and they figure heavily in the finale. Who are these Men? Where are they from? Do they represent yet another faction or company, or are they from another universe entirely? What is their ultimate agenda?

What is the ultimate fate of Charlie's friend Papa Louis and Essa Rompkin?

O1 Boxer reveals that his father had a file on Charlie "going way back." What was in the file? Did they know about Charlie's abilities?

The final episode shows us more about "linkspace." Is it the 'unknown' universe Charlie had visions of before coming back to Alphaverse? Are there even more universes? Which one do the Men in Grey Suits come from, assuming they're not native of the Alphaverse?

Charlie encounters three scientists who help him to understand linkspace - they are Urding, Skuldeman, and Verdandi. The scientists have names similar to the Norns of Norse Mythology. How significant is this parallel to decoding the end of Charlie Jade?

What is the significance of the blue glass beads shown in early episodes? They appear to exist in at least Alpha and Beta around the original link site and several different characters are seen picking them up. Charlie finds several in different places. A young girl in the desert collects them, and in one scene O1 Boxer is seen dropping some into a fish tank in his club. It's possible that the purpose behind these was lost in the change over between writers.

What is the water pollutant found near the Beta link site? People who drink it over an extended period of time seem to be able to see into other universes and possibly travel to them without link.

Produced by Izidore Codron . executive producer, Wendy Knill . line producer, Guy Mullally . executive producer, Jacques Pettigrew . executive producer, Chris Roland . executive producer, Adam J. Shully . Producer, Adam J. Shully . supervising producer, Robin Spry . executive producer
Robin Spry . Producer, Robert Wertheimer . executive producer.

Original Music by FM Le Sieur

Cinematography by Trevor Brown, Buster Reynolds, Michael Swan.

Film Editing by Isabelle Lévesque & Simon Webb.

Casting by Bonnie Lee Bouman, Janet Meintjies (head of casting), Christa Shamberger.

Art Direction by Patrick Largatzis.

Costume Design by Dianna Cilliers.

Makeup Department - Pia Cornelius . makeup & hair supervisor.

Production Management - Laurie Dunn . unit manager, David R. McLeod . post-production producer.

Second Unit Director or Assistant Director - David Hickson . second unit director.

Sound Department - Sylvain Bourgault . sound designer, Éric Ladouceur . sound re-recording mixer

Special Effects by Patrick Cabana . senior animator, Dan Hurst . special effects, Richard Poissant . senior animator, Antony Stone . special effects coordinator.

Visual Effects by Marco Beauchemin . senior cgi artist, Marco Beauchemin . visual effects supervisor, Gilles Beloeil . senior matte painting artist
Francis Bernard . senior cgi artist, Patrick Cabana . senior effects animator, Martin Ciastko . digital compositor, Marc Clement . senior cgi artist
Sylvain Cérat . system administrator, Etienne Daigle . senior flame artist, Philippe Desiront . senior flame artist, Pierre Duff . I.T. director
Pierre Dufour . senior matte-painting artist, Antoine Gagné . Flame operator, Antoine Gagné . effects breakdown, Antoine Gagné . i/o supervisor
Antoine Gagné . shot breakdown, Sébastien Gagné . digital compositor, Sébastien Gagné . flame artist, Christian Garcia . senior effects animator
Christian Garcia . visual effects supervisor, Éric Hamel . senior matte painting artist, Adrian Hill . technical director, Nathalie Joyal . visual effects coordinator, Benoit Ladouceur . senior matte-painting artist, Virginie Lamotte . digital compositor, Stéphane Landry . on set supervisor, Pierre-Simon Lebrun-Chaput . senior matte painting artist, Pedro Pires . art director, Richard Poissant . senior effects animator, Stéphane Rioux . digital compositor, Paul Saint-Hilaire . flame artist, Tammy Smith . senior cgi artist, Jean-François Tremblay . digital compositor, François Vachon . digital compositor, François Vachon . project coordinator, Sebastien Veilleux . digital compositor, Jan Verberg . senior cgi artist

Stunts - Dan Hurst . Stunts, Mick 'Stuntie' Milligan . Stunts, Antony Stone . stunt coordinator.

Other crew - Marie-Hélène Boulianne . assistant editor, Jonathan Degueudre . travel and living coordinator, Laurie Dunn . transportation manager

Alex Epstein . executive story editor, Tarryn Greybè . production coordinator, Shakera Jinnah . assistant editor, Brenda Kulvietis . production accountant, Denis McGrath . story editor, Jodi Nafte . assistant to executive producer, Daniel Querido . story department coordinator, Kelly Robinson . production secretary, Ryan Seegers . assistant editor, Jasper Vrakking . technical director.

Awards & Nominations

On August 29, 2006, the show was nominated for 5 Canadian Gemini Awards -- Patricia McKenzie and Michael Filipowich received Best Supporting Actress and Actor Nominations. The show was also nominated for Best Sound, Best Editing, and Best Visual Effects.

At the 2006 Gemini Awards in Toronto, Charlie Jade won the Gemini for Best Sound.

WR. Adam Barken, Sean Carley , Alex Epstein , Denis McGrath, Guy Mullally , Chris Roland , Dennis Venter , Robert Wertheimer , Stephen Zoller.

DIR. Anton Beebe, Erik Canuel, Alain Desrochers, David Hickson, Jim Kaufman, George Mihalka, Darrell Roodt, T.J. Scott (pilot), Neal Sundstrom, Robert Wertheimer, Pierre Gill (episode 17-20)

EPISODES: 20 **YEAR MADE:** 2005 **COUNTRY:** CAN **SEASONS:** 1

CINEGROUPE / THE IMAGINARIUM

CREATOR: CHRIS ROLAND & ROBERT WERTHEIMER

TYPE OF SHOW: DIMENSIONS **FORMAT:** SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 20

DATE OF PREMIER: 16/04/2005 **AIR DATE OF LAST EPISODE** 20/08/2005

SEASON DATE BREAKDOWN:

FILMS:

Charlie Jade JEFFREY PIERCE, Reena PATRICIA MCKENZIE, Karl Lubinsky TYRONE BENSKIN, 01 Boxer MICHAEL FILIPOWICH, Essa Rompkin MICHELLE BURGESS, Jasmine/Paula MARIE-JULIE RIVEST, Julius Galt DANNY KEOGH, P.J. GREG LATTER, Blues Paddock ROLANDA MARAIS , Sew Sew Tukarrs DAVID DENNIS, Terry Schachter BRETT GOLDIN, Porter (2004) LANGLEY KIRKWOOD, Executive TAMSIN MACCARTHY, Norman (2004) BRENDAN POLLECUTT, Mona EVE SZAPIRA.

Detective Charlie Jade is on the hunt for 01 Boxer, the suspected killer of a mysterious woman with no identity, and the son of Brion Boxer, the founder of Vexcor - the largest and greediest multinational in

Alphaverse. The trail leads Charlie straight to Vexcor's facility, secreted away in the desert wasteland. As he surveys the ominous scene, terrorists Reena and her lover, Bern, plant a bomb at the base of an identical facility in their utopian world of Gammaverse. In a massive explosion that vaporizes the entire operation, Charlie and, Reena, are propelled out of their own worlds - and into a third parallel universe known as Betaverse.

Wr Stephen Zollar & Robert Wertheimer

Dir T.J. Scott

1 - 2 *SAND*

Caught in an hallucinogenic state after an explosion propels him into a parallel universe, Charlie Jade dreams he's back home in Cape City with his girlfriend, Jasmine. But he's quickly snapped out of his erotic reverie by Jody, a young evacuee of the desert calamity, and suddenly finds himself in a world that seems oddly off kilter. At a makeshift refugee camp, Charlie meets Karl Lubinsky, an investigative journalist who doesn't buy into Vexcor's slick spin doctoring of the circumstances surrounding the explosion. Lubinsky vows to uncover the truth about the catastrophe - and about Vexcor's elusive business - and drags a reluctant Charlie along for the ride.

Wr Stephen Zollar & Robert Wertheimer

Dir T.J. Scott

1 - 3 *YOU ARE HERE*

Charlie reluctantly helps journalist Karl Lubinsky in a search for the truth about the Vexcor explosion. But unlike Lubinsky, Charlie is not motivated by the wish to right corporate wrongs; he just wants to solve the mystery, then find his way home to Jasmine. Their investigation leads to Elliot Krogg, the Vexcor scientist believed to be responsible for the bombing. But by the time they get to Krogg's hideout, his girlfriend has been drugged into submission, and Krogg has been flushed out and murdered by the sadistic 01 Boxer. Meanwhile, Reena is holed up in a seedy Cape Town motel. Guilt ridden about her role in the explosion, and heartbroken over the death of her lover in the blast, she struggles to survive by robbing Vexcor executives of their cash and ID. But when her image is caught on a surveillance camera, 01 strong-arms Vexcor's Betaverse Chairman Julius Galt into taking it to the press. Her picture everywhere, Reena is branded as "The New Face of Terror."

Wr Guy Mullally

Dir Jimmy Kaufman

1 - 4 *THE POWER OF SUGGESTION*

In the prevailing atmosphere of anxiety, the blame for the explosion is fixed on Reena and her presumed accomplice, the now deceased scientist, Elliot Krogg. With Krogg out of the picture, Reena is hunted down and beaten, then reported to the Cape Town SWAT Forces by a tending ambulance driver who recognizes her from the news. But calls to the Force are monitored by a mysterious terrorist cell, and by the time the police get to the apartment where she was being held, the ambulance driver is dead, and Reena is gone. Meanwhile, in his bid to take over Vexcor's Betaverse operations, 01 stays a step ahead of Charlie and Lubinsky when he orders his thugs to drug Krogg's girlfriend, Karen, and extract the information needed to implicate the board of directors in the Vexcor bombing.

Wr Daivd Cole

Dir Jimmy Kaufman

1 - 5 *AND NOT A DROP TO DRINK*

When Charlie sees 01 pour water on his head, then literally vanish before his eyes, his probing into the bizarre incident turns up evidence that contaminated water supplies have induced visions and psychic powers in several residents of the nearby Vexcor facility. Determined to take over Vexcor Betaverse, 01 is back in Alphaverse armed with enough information - gleaned from Krogg's girlfriend, Karen - to have the entire Betaverse board of directors arrested right under Chairman Galt's nose. Meanwhile, Reena is held captive and tortured by her kidnapper, Malachi, who gets her to admit the truth about her involvement in the Vexcor bombing; while down on her luck in Alphaverse, Jasmine receives a crystal hologram that leads her to believe Charlie is dead.

Wr Guy Mullally

Dir George Mihalka

1 - 6 *DIRTY LAUNDRY*

Charlie's hunt for missing civil rights crusader Themba Makande takes him into the world of Muti Healers where the poor are murdered for the black market value of their organs. Meanwhile, 01 forces Galt to admit that the recent blackouts throughout Cape Town are a result of Vexcor Betaverse siphoning off the city's power and using it to build a secret underground link to Alphaverse. When Charlie gets wind of the plan, he sees the link as his ticket home - but he also suspects that 01 will try to destroy the link before it ever goes online. While Reena is being tortured and brainwashed by her wicked captors,

Jasmine faces life without Charlie and a return to the toxic industrial ruin that was once her home

Wr Stephen Zoller

Dir Darrell Roodt

1 - 7 *DIAMONDS*

Charlie's hunt for his artificial diamond ring - stolen from the shop where he pawned it to buy a car - leads him to Eckman, a ruthless diamond merchant who has been quietly manufacturing cultured diamonds for Vexcor. Not only is Eckman undermining the Betaverse diamond industry, but he's unwittingly working with Vexcor to create enough artificial diamond chips to implant in every Betaverse citizen. Soon everyone in Betaverse - like Alphaverse - will be monitored and controlled by the corporation. As Charlie pursues his ring, he's tormented by bitter memories of his days as a loyal soldier with Vexcor Special Ops. Brainwashed by Malachi, Reena's allegiance to the terrorist cell is put to the test when she's rigged up as a suicide bomber and sent into a daycare to murder Vexcor's Chairman Julius Galt, the father of one of the children.

Wr Adam Barken

Dir Anton Beebe

1 - 8 *DEVOTION*

Charlie's search for Aliya, a missing Muslim girl, ends when he finds her living a decadent life under the thrall of a much older, charismatic motivational speaker, Mancuso Keyes. Recalling his own early indoctrination at the hands of Vexcor Security, Charlie's understanding of Aliyah's plight is made more acute when he learns that Keyes was hired by Vexcor as an expert in mind control. Meanwhile, when 01 is summoned to Vexcor Alphaverse to give a life-prolonging transfusion to his dying father, Julius Galt and Chief of Security Ren Porter are back in Betaverse planning an attack against 01 and his new Board. When her suicide mission is aborted, Reena is rescued by Rosalie, a compassionate passer-by who offers a safe haven in return for her own assisted suicide.

Wr Dean Lewis

Dir George Mihalka

1 - 9 *BETRAYL*

Seriously wounded when a hit man peppered his club with gunfire, 01 escapes to a beautiful beach in Gammaverse and back into the secret home of his wife and children. Meanwhile, Charlie goes undercover to check out his suspicions that Vexcor is building a mysterious underground facility, but he's placed in the corporation's crosshairs when Karl Lubinsky is captured by Ren Porter and terrorized into telling all about the rogue detective from Alphaverse. As Reena slowly recovers from her ordeals, constant reminders of Vexcor draw her back to her original mission.

Wr David Cole

Dir Darrell Roodt

1 - 10 *IDENTITY*

While trying to secure a fake ID, Charlie discovers that Gemma Gitano, his soulmate from his orphan days in Cape City, is working for Galt as a hydrologist on the Vexcor facility reconstruction. When Galt and Porter get wind that Charlie is on her trail, they see it as an opportunity to finally nail the elusive detective. Meanwhile, Gemma is more concerned about a strange fluctuation in water levels at the Vexcor facility. When a pool of foul water in Gammaverse alerts 01 to brewing trouble, he knows its time to leave his family and return to the game. But his wounds have left him with an altered molecular structure, and unable to travel easily between worlds. Back in Alphaverse, Detective Tukarrs confronts Rompkin with new evidence about missing Vexcor employees that only she knows are trapped in Betaverse. Reena infiltrates Vexcor as a hired messenger.

Wr David Cole

Dir Alain Desrochers

1 - 11 *THICKER THAN WATER*

When Charlie tracks down his soulmate Gemma standing awestruck on a dry up lake bed after witnessing the water disappear, he tells her about 01 Boxer's ability to use water as a medium to travel between universes, and wins her trust by convincing her that he, too, is a Vexcor employee. When Gemma reports the phenomenon, and the rumours about 01 to Julius Galt, she starts to doubt her boss has the company's best interests at heart. So she teams with Lubinsky in an ill-fated plan to help Charlie break into Galt's boardroom to search for answers. After a long convalescence in Gammaverse, 01 returns to Betaverse to find that his absence has made him the prime suspect in the death of the bar patron that was killed in the same gunfire that wounded him.

Wr Guy Mullally

Dir Alain Desrochers

1 - 12 *CHOOSING SIDES*

Lubinsky reminds Charlie that Gemma risked her life to save him because she knew he could stop Vexcor powering up the Link that would destroy Betaverse. But Charlie is torn between his obligation to save Beta, and getting back home to Jasmine. Now 01 is a hunted man: Charlie thinks he may be the one person who can transport him home; and Vexcor just wants to kill him. But 01 has just been picked up for the murder of a bar patron and has landed in police custody. While Porter hatches a plot to transfer him out for his own nefarious reasons, Charlie masquerades as an FBI agent and convinces Inspector Blues Paddock that he's been assigned to take the known terrorist in for questioning. Blues catches Charlie in his lie; and soon after, a squadron of Vexcor henchmen posing as police open fire inside the police station. Charlie sees his chance to nab 01 and rush him into Lubinsky's waiting vehicle. Meanwhile, Reena is privy to a heated power struggle between Porter and Galt, but her proximity to the heart of Vexcor triggers a series of tormented dreams as she wrestles over her mission to take down the Company.

Wr Collin Oliphant

Dir Erik Canuel

1 - 13 *THROUGH A MIRROR, DARKLY*

In a cat and mouse game between captor and captive, Charlie is enraged by 01's web of lies, half truths and distortions. But in getting at the truth, Charlie realizes that while 01 is not an ally, neither is he an enemy. In fact, he's just an evil bastard who's done more to hurt Vexcor than either Charlie or Lubinsky combined. Meanwhile, when Reena discovers neurotic executive Norman Ord plotting to betray the Company, she blackmails him into revealing Vexcor's secrets or risk exposure. Back in Alphaverse, Jasmine is forced to return to her old life of prostitution after rejecting Detective Tukarrs' offer to help. But when a client pushes her to the edge, she lashes out with pent up rage.

Wr Denis McGrath

Dir Neal Sundstrom

1 - 14 *THE ENEMY OF MY ENEMY*

Lubinsky convinces Charlie to seek out Norman Ord, a frightened Company executive who originated some leaked documents about Vexcor's corrupt environmental track record. When Charlie learns that Ord's been working with Reena, he tracks down the "New Face of Terror" - but not before she kills Porter and the security team who have been on her tail since finding a sophisticated explosive device in the Vexcor boardroom. At first, Charlie believes he has a new ally in the war against Vexcor, but Reena's behaviour suddenly takes a violent turn. From his own days in the Alphaverse military, Charlie realizes she's been programmed with the embedded personality of a fierce killer with a hidden agenda and, until he can figure out a way to circumvent the programming, she must be considered a danger to all in her path.

Wr Craig Gardner

Dir Alain Desrochers

1 - 15 *THINGS UNSEEN*

Blues knows she should arrest Charlie for his deceit, but what she really wants is for this intriguing man to pull back the curtain on Vexcor. As they peel back the layers of the Vexcor machine together, Charlie and Blues are drawn to each other - until one fated "morning-after" when Blues saves Charlie from Vexcor's hired genetically modified hunter, Shikari. Charlie decides to tell all - leaving Blues to wonder if Charlie is insane, or the information in Krogg's report is true. Meanwhile, Lubinsky convinces Reena that she's been embedded with a computer program that takes her over. So she hunts down and shoots Malachi, the man she holds responsible. But things are not as they seem: Reena's gun has not been fired, and Malachi is not dead. It seems the program's failsafe has worked as planned. Meanwhile, Sew Sew Tukarrs confronts Essa Rompkin with his theory about the missing Vexcor executives - that she murdered them to provide Brion Boxer his life-saving blood transfusions. But Essa knows about his relationship with Jasmine, a C3 with an illegal chip upgrade, and blackmails Tukarrs into joining Vexcor security rather than risk Jasmine's exposure.

Wr Sean Carley

Dir Erik Canuel

1 - 16 *THE SHORTENING OF THE WAY*

With the genetically enhanced hunter ever on his trail, Charlie seeks help from a Muti shaman for his debilitating visions. The exercise takes him into the desert to find young Jody and, finally, to the shocking realization that by embracing the visions he can travel whenever and wherever he wants. By the time the hunter tracks Charlie to the desert, Charlie has gone on to a world far beyond her reach. Meanwhile, haunted by the insidious programmed personality buried within her, Reena turns to Lubinsky for help. Compassion outweighing fear, Lubinsky sends her to see 01 Boxer for exorcism. Reena is stunned to learn that the great man she knew from Gammaverse is in Betaverse, but when she meets him at The Glass Door, she gets neither the welcome nor the help she'd hoped for. Back in Alphaverse, Tukarrs'

search for the truth about the missing Vexcor executives jeopardizes his budding relationship with Jasmine.

Wr Alex Epstein

Dir Lean Storm

1 - 17 *SPIN*

When Charlie finds himself in the spoiled sands of Cape City, he contacts his friend Papa Louis for help in tracking down Jasmine. But when Charlie inadvertently mentions Cape Town, the ever-present Ectoskin registers the forbidden words and Papa Louis is quickly nabbed by Vexcor security. She is accused of Breach of Corporate Confidentiality and is scheduled for televised execution. There's nothing Charlie - or Sew Sew Tukarrs for that matter - can do to save her. But, in a risky meeting cooked up by Sew Sew, Charlie tells his ill-fated friend about Vexcor's crimes against the world. When Papa Louis exposes the corruption on national television, Essa Rompkin calls a press conference and deftly puts a positive spin on the damaging expose. Meanwhile, his time nearly up, ailing Brion Boxer travels to Gammaverse and kills 01's beloved family. Enraged at the murder of his family, 01 kills his father.

Wr Dennis Venter

Dir Pierre Gill

1 - 18 *BEDTIME STORY*

When Charlie was trapped in Betaverse, all he wanted was to get back to Alphaverse and Jasmine. But now that he's home, the once dispassionate detective worries about his friends back in Betaverse. Charlie knows if Vexcor's Link goes up, Betaverse will disappear and Lubinsky and Blues will die. In a moment of reflection, Charlie relays the details of an old investigation as a way to tell Blues about the prevailing corruption and immorality of Alphaverse. He'd forgotten what this cold bleak world was like, but now he knows he can no longer stay there. Meanwhile, still mourning the horrendous loss of his family at his father's hands, 01 is pursued and threatened by Rian Clucas, head of one of Vexcor's biggest competitors.

Wr Dennis Venter

Dir David Hickson

1 - 19 *FLESH*

Essa's sorrow over the death of her lover, quickly turns to rage at 01 whom she holds responsible for Brion's death. Even without proof of the crime, she orders Tukarrs to throw 01 in jail - unaware that Brion has willed control of the company to his son. As Essa starts the countdown that will put the deadly new link on-line, Charlie comes clean with Tukarrs about where he's been and what he knows about Krogg's report, convincing him that 01 is their best ally to stop the linkup. Together they hatch a plot to free him by implicating Essa in the disappearance and murder of the Vexcor employees she used to keep Brion alive. In exchange for his freedom, 01 promises to shut down the link. Meanwhile, Charlie and Jasmine's relationship is at a crossroads.

1 - 20 *OURROBRUS*

Charlie and Blues enjoy a brief reunion in Betaverse before Charlie is lured back to Alphaverse where - in a defiant act of betrayal - 01 has launched the deadly link between the parallel universes. While Charlie struggles to find a way to stop him, his friends back in Betaverse track down the three Vexcor technicians who can help them shut down the operation. In a sudden twist, Reena decides to take matters into her own hands with a plan that would destroy Alphaverse, but save her own beloved Gamma. By now, Charlie and 01 have been transported to Linkspace, a surreal netherworld that connects the three universes. As the adversaries engage in deadly combat, their souls are put on trial and weighed in the balance.

CHIBIRAAKA: **CHIBIRA-KUN**AKA: **LITTLE CHIBIRA**

Chibiria Hattaru (child star Kaminarimon) is a baby monster, who tries to live a normal life with his monster family Papagon, Mamagon and pet Pochipochi.

Chibira represented an attempt by Tsuburaya studio to duplicate the success of it's earlier cute-monster comedy BUSKA, and featured singer and illustrator Ado Mizumori as the voice of Chibira's bullying rival Gakinko.

WR. Keisuke Fujikawa, Namie Shima, Kan Tamura, Yumi Ichikawa, Masako Kae, Tadashi Kono, Toyohiro Ando, Bunzo Wakatsuki, Chizuko Kamichi.

DIR. Kazou Kimata, Toshitsugo Suzuki, Tatsumi Ando, Tomoya Kittomi, Kiyotsugo Tani, Shohei Tojo, Jun Oki

EPISODES: 78 **YEAR MADE:** 1970 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA / NTV

CREATOR:

TYPE OF SHOW: MONSTERS

FORMAT: SERIES

LENGTH (MINS): 15 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1)

DATE OF PREMIER: 30/03/1970

AIR DATE OF LAST EPISODE 25/08/1970

SEASON DATE BREAKDOWN:

FILMS:

Chibiria Hattaru KENBO KAMINARIMON, JUNPEI TAKIGUCHI, ICHIRO MURAKOSHI, KYOKO FUJINAMI, KAZUO KUMAKURA, Gakinko (Voice) ADO MIZUMORI, KAZUE TAKAHASHI, SHINGO KANEMOTO, RIKA YAMAKISHI

CHIKYUU SENTAI FIVEMAN

AKA: **EARTH TASK FORCE FIVEMAN**



Unluckily, Earth is one of a thousand worlds selected for destruction by the spacefaring empire of Zorn. As Zorn destroys the planet Shidon, two loving parents send their five children into space, hoping they they will reach Earth, grow up among the local inhabitants, and find a way to stop the Zorn attack before it's too late. They also find the time to create a set of super-vehicles to aid their offspring in their quest and Arthur G6, a robot who watches over them. Eldest son Manabu (Fuji) is a psychology lecturer but also Five Red, the wielder of the V sword. Younger brother Ken (Shindachiya) is a judo teacher but also Five Blue, who fights with yo-yos and Frisbees. Third son Bunya (Kobayashi) is a language teacher but also Five Black, a karate expert and wilder of the Power Cutter. Big sister Sumi (Miyata) is a mathematics teacher but also Five Pink, the team computer expert and wilder of the Cutie Circle.

Baby sister Remi (Hayase) is a music teacher but also Five Yellow, a kung fu expert who uses her flute as a weapon in the devastating melody cut. The fiveman team travel on motorcycles but courtesy of their parents, also have a big rig combination - the Sky Alpha truck, which transforms into a plane, pulling the Carrier Beta trailer. Carrier Beta contains the Land Gamma car but also combines with the other sections to form the obligatory Five Robo. The brothers and sisters can also separately combine the vehicles to make the Star Carrier and Super Five Robo.

Their enemy is Medo (Matsui) the Galactic Emperor, who is incensed that only Earth holds out among the thousands of worlds he has decided to conquer. Each week from his battleship Valgaia, he instructs his loyal but incompetent Captain Garoa (Ishikawa) to send more cannon fodder minions to attack the world, and when they inevitably fail, a monster-of-the-week in Super Sentai style appears.

Fiveman was preceded in the Super Sentai chronology by **TURBORANGER** and followed by **JETMAN**. Music by Akihiko Yoshida.

Twelfth Super Sentai. Compare with **FLASHMAN**.

Characters and mecha

Five Red (Hoshikawa Gaku)

Science teacher skilled in kendo. Weapons and/or attacks: V Sword with optional V Power Grip; shortens into the V Shuttler.

Five Blue (Hoshikawa Ken)

Phys ed teacher skilled in judo. Weapons and/or attacks: Twin Arrays, Twin Yoyos, Twin 'Risbees.

Five Black (Hoshikawa Fumiya)

Japanese teacher skilled in karate. Weapons and/or attacks: Power Cutter, Black Jaws, Cutter Disks.

Five Pink (Hoshikawa Kazumi)

Math teacher skilled in fencing. Weapons and/or attacks: Cutie Circle, Circle 'Puter.

Five Yellow (Hoshikawa Remi)

Music teacher skilled in kung fu. Weapons and/or attacks: Melody Tact, Yellow Flute.

Team weapons: Fiblasters with two modes: sword and gun. Five Tector armor composed of Shoulder Guards, Arm Shields, and Power Leggers. All this increases strength fivefold.

Team attacks: Brother Attack, Super Five Ball, Earth Cannon (see below).

Arthur G6

Support robo who raised the orphaned five siblings to become fine warriors. When the Fivemen get in a pinch, he flies out from their base to transform into the Earth Cannon, a large bazooka firing a 100,000 degree super fire beam that fries any enemy.

Sky Alpha (Red) + Carrier Beta (Black and Yellow) + Land Gamma (Blue and Pink) > Five Trailer > Fiverobo. Weapons and/or attacks: Super Dimension Sword (single and double sword attacks), Twin Cannons, Sure Kill Kick.

Star Carrier > Starfive, brought to Earth by the mysterious alien warrior Gunther and built by Dr. Hoshikawa. (How Gunther got a hold of the mecha is unclear.) Weapons and/or attacks: Star Gun, Star Hang Beam.

Fiverobo + Starfive > Super Fiverobo

Weapons and/or attacks: Jet Knuckles, Super Vector Punch.

Magmabase + Super Fiverobo > Maxmagma

Weapons and/or attacks: Diamond Max--the firing of all guns on the body.

Silver Imperial Army Zone

An alien army plotting to rule the entire Milky Way. Flies across the universe in the galactic battleship Vulgyre, attacking worlds with its Galactic Warriors. So far, it has destroyed 999 planets. Earth is about to be the 1000th. When the Zone succeeds in destroyed their 1000th planet, its ruler, Medor, will gain eternal life.

Milky Way Emperor Medor

White-skinned, silver-maned, purple-lipped, golden-eyed mystery ruler of the Zone.

Garoa

Captain of the battleship Vulgyre in black and grey armor over red clothes. Armed with a sword.

Doldora

Female scientist in gold armor over black tights.

Zaza

Doldora's underling in black tights with purple armor.

Billion

Best swordsman in the galaxy. White-maned in white armor over blue tights.

Dongoros

Grotesque, short, and fat space merchant who enjoys making money (Dolyen bills, to be exact) and carries an abacus around.

Shubalie

Former captain of the Vulgyre. Weapons: Barok Stick, Barok Fencer, Barok Shoot, Barok Byoot. Controls a black Gorlin.

Batzler Soldiers

Black-skinned grunts with red heads, armed with crab claws.

Galactic Warriors

Alien monsters of the week named after (but not based on) Earth animals. Later hybrid monsters, Combined Galactic Warriors, have the attributes of two species.

Gorlin

Giant white-skinned cyborg alien that absorbs and mimics human-size monsters.

The only Sentai show where the heroes are also all siblings. Fiveman's odd "5" gimmick is not helped by it's rather plain (by today's fancier standards) costumes and Robo designs (two tank/van vehicles, and a jet, which combine into the 5-Robo). The cool villains help a bit - two swordsmen, your typical heavily-costumed fat merchant type, and the obligatory evil babes. The eerie church bell-like music used to signify the coming of Medor, (the chief villainous - a floating disembodied head) is great. One of my favorite parts of Tokusatsu shows is seeing stuff that would never make it past any conscious US censor. The 4th episode of Fiveman, (entitled "Chikyuu wo yowasero" or "Let The Earth Be Drunk") is a shining example of this.

The episode centers around Zourugin, an elephant monster who spikes the city's water supply, making everyone drunk. When the plucky Five Yellow tries to stop the bad guys, she's knocked into the city's tainted water supply, and gets drunk herself. Eventually, she must use her undignified condition to her advantage, as her Drunken-Fist style Kung Fu seems to be the only thing which proves effective against the mighty Zourugin. Eventually the fight goes into the big time, and she must take the controls of 5-Robo to finally defeat the giant elephant monster (and yes, with a drunken Five Yellow at the controls, 5-Robo does stagger around, doing that wacky Drunken Kung-Fu stuff).

I don't know how popular Fiveman was in Japan, but since it begins with the destruction of the local grade school (where the team are all teachers), it had to be somewhat dear to the hearts of the children.

Trivia

Fiveman is the first Sentai in all-sibling team. Followed by Kyuukyuu Sentai GoGo-V and Mahou Sentai Magiranger.

Fiveman is the only sentai so far to have different henshin devices for the core team (Henshin braces for male members, and henshin pendants for female members), and is the only sentai to have neck-worn henshin devices.

This was the first sentai series to switch actor roles. Originally, Kazumi and Ken were the twins but weren't the youngest. The other included the 1993 series.

Actor Kihachiro Uemura (Shubalie) previously played Dai/Green Flash, one of the main heroes in Choushinsei Flashman.

Keiko Hayase (FiveYellow/Remi) appeared as a villainess in Kakuranger, as one of the Hana (flower) Rangers.

Ryosuke Kaizu (Red Mask in Hikari Sentai Maskman) appeared as a guest star as a scientist who falls for Five Pink. Here he is a scientist who is trying to make a life-crystal while he saved Five Pink from the clutches of the Killer Queen.

Youko Nakamura (YellowFlash/Sara) of Choushinsei Flashman guest starred.

Cast members Ryohei Kobayashi (FiveBlack/Fumiya) and Keiko Hayase (FiveYellow/Remi) married after the series.

Motoko Watanabe (Zaza) played Coron in Choujuu Sentai Liveman.

Last series in which Hirohisa Soda is the chief writer. He had been the chief writer of sentai from Goggle Five through Fiveman, and is often credited for being the one to raise the bar on sentai and raising its stories to appeal to older viewers, as well.

In the Philippines, Medor is known as Empress Meadow.

The Zone Empire has actually the first occurrence of a group called the Gingaman, predating the later Sentai series Seijuu Sentai Gingaman.

Names/Puns

Fiveman

The characters' names are all puns or play on what they teach/their specialty:

"Gaku," the name of the science teacher, means "learning".

"Ken," the name of the athlete/physical education teacher, means "health".

The kanji for "Fumi," used in the name of the language teacher and expert Fumiya, means "sentence/writing."

The kanji for "Kazu," used in the name of the math teacher Kazumi, means "number."

Remi, the music teacher, is a pun on "Do Re Mi."

Zone

The name of Garoa is based on the name of the French mathematician Évariste Galois

Shubalie is a pun of the word Chevalier, knight in french.

WR. Hirohisa Soda, Asami Watanabe, Kunio Fujii, Toshiki Inoue.

DIR. Takao Bagaishi, Shoehi Tojo, Kiyoshi Arai, Masao Minowa.

EPISODES: 48 **YEAR MADE:** 1990 **COUNTRY:** JAP **SEASONS:** 1

TOEI**CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 48**DATE OF PREMIER:** 02/03/1990**AIR DATE OF LAST EPISODE** 08/01/1991**SEASON DATE BREAKDOWN:****FILMS:**

Arthur G6, Five Red (Hoshikawa Gaku) TOSHIYA FUJI, Five Blue (Hoshikawa Ken) KEI SHINDACHIYA, Five Black (Hoshikawa Fumiya)/Bunya? RYOHEI KOBAYASHI, Five Pink (Hoshikawa Kazumi) KAZUKO MIYATA, Five Yellow (Hoshikawa Remi) KEIKO HAYASE, Milky Way Emperor Medor CHIKA MATSUI, Captain Garoa TAKESHI ISHIKAWA

RELATED SHOWS:*HIMITSU SENTAI GORANGER**DENGEKITAI SENTAI J.A.K.Q.**BATTLEFEVER J**DENSHI SENTAI DENJIMAN**TAIYO SENTAI VULCAN**DAI SENTAI GOGGLE V**KAGAKU SENTAI DYNAMAN**DENKI SENTAI CHANGEMAN**HIKARI SENTAI MASKMAN**CHO JIN SENTAI JETMAN**KYORYUU SENTAI ZYURANGER**GO SEI SENTAI DAIRANGER**DENJIN ZABORGER**NINPUU SENTAI HURRICANGER*

- 1 - 1 *FIVE SIBLING WARRIORS*
- 1 - 2 *FATHER'S PAYBACK! MOTHER'S PAYBACK*
- 1 - 3 *CHALLENGE! TIGER OF THE GALAXY*
- 1 - 4 *GET THE EARTH DRUNK*
- 1 - 5 *ORPHAN GALAXY EGG*
- 1 - 6 *HATE HARD WORKERS*
- 1 - 7 *THE 45M GRADE-SCHOOLER*
- 1 - 8 *SHINE! A GRAIN OF LIFE*
- 1 - 9 *GINGAMAN APPEAR*
- 1 - 10 *SUCK MY BLOOD!*
- 1 - 11 *DANGEROUS TREASURE HUNTING*
- 1 - 12 *ARTHUR'S SUPER TRANSFORMATION*
- 1 - 13 *DO, RE, MI, FIGHT*
- 1 - 14 *THE CUTE LIAR*
- 1 - 15 *THERE ARE TWO REDS!!*
- 1 - 16 *HUNGRY HERO*
- 1 - 17 *FUMIYA'S FRIENDSHIP ANNOUNCEMENT*
- 1 - 18 *SAVING MONEY!!*
- 1 - 19 *RED FIGHTING ROBO*

- 1 - 20 *BURNING SIBLING ROBO*
- 1 - 21 *VAULTING HORSE TRIO*
- 1 - 22 *SHINING HANDSOME YOUTH*
- 1 - 23 *5 PUPPETS*
- 1 - 24 *SLOW TURTLE NINJA*
- 1 - 25 *CHERRY BLOSSOM OF FRIENDSHIP*
- 1 - 26 *KYUUSHUU CAPTURE*
- 1 - 27 *IF YOU SLEEP, YOU DIE*
- 1 - 28 *CHORUS OF HELL*
- 1 - 29 *FUSION VS. COMBINATION*
- 1 - 30 *BLACK GORLIN*
- 1 - 31 *DANGEROUS MOTHER*
- 1 - 32 *GAKU DIES*
- 1 - 33 *DEADLY FLIP-TURN*
- 1 - 34 *CAN-PACKED HUMANS*
- 1 - 35 *GAKU'S SECRET!!*
- 1 - 36 *SUPER TWIN STRATEGY*
- 1 - 37 *HUMAN CANNON*
- 1 - 38 *FAKE SIBLING TEACHERS*
- 1 - 39 *PLEASE LOVE ME*
- 1 - 40 *BOY MAJIN SWORD*
- 1 - 41 *SCARY DATE*
- 1 - 42 *KUNG FU SPIRIT*
- 1 - 43 *TV LOVE*
- 1 - 44 *STRUGGLE ROBO BATTLE*
- 1 - 45 *RUSHING INTO THE ENEMY BASE*
- 1 - 46 *THE WHEREABOUTS OF OUR PARENTS*
- 1 - 47 *THE SUPER BEAST'S BIG SHEDDING*
- 1 - 48 *DEPARTURE TO THE STARS*

CHILDREN OF DUNE



"Born to rule an empire. Destined to tear it apart."

: The twins of Paul "Muad'dib" Atreides become embroiled in the political landscape of Arrakis ("Dune") and the rest of the universe.

Now this is more like it! While the Sci-Fi version of 'Dune' was much better than the pathetic 1984 David Lynch version, I felt it still suffered from the 'gotta be way out there' syndrome. It was decent, but badly directed and overacted (witness the Guild Reps doing Tai Chi when they talk). Overall it was fair but not really notable.

This version is fantastic however. For me, this is what Sci-Fi should be all about. They took two of Herbert's books (Dune Messiah, Children of Dune) and combined them into a mini-series that actually takes the material seriously and doesn't try to hard to be different. I thought Leto was excellently done, Alia even better, Ghanima a little less than I expected. The effects were good, but I thought the story was actually the driving force for a change.

All in all a great effort. Now let's see if they do 'God-Emporer of Dune'

Personally I really enjoyed *Children of Dune*. First the major issue about the faithfulness to the books. To quote director Greg Yaitanes; "Try not to get hung up on such details as whether the twins are too old or too young, the eyes are too blue or not blue enough, or that the book says this and we did that. You'll end up robbing yourself of a great experience. The Dune universe is so wonderful because of how human and real its characters are. To not respect that would be the worst offense any of us could make." He's got that straight. This is an adaptation not a re-creation. The screenplay by John Harrison managed to fit in enough of Frank Herbert's vision to remain true to the spirit of the epic Dune saga.

The entire cast, Alec Newman [Paul Muad'Dib], Daniela Amavia [Alia Atreides], Julie Cox [Princess Irulan], Barbaroa Kodetova [Chani], James McAvoy [Leto II], Jessica Brooks [Ghanima], Susan Sarandon [Wensicia Corrino], Alice Krige [Reverend Mother Jessica Atreides], Edward Atterton [Duncan Idaho], Ian McNeice [Baron Harkonnen], Steven Berkoff [Stilgar], P.H. Moriarty [Gurney] and Johathan Bruun [Farad'n Corrino] gave me characters I could relate to as well as care about over the course of the miniseries. I especially enjoyed watching Alice Krige because her ability to convey depth of emotion with facial expressions is a well developed art.

The CGI effects were fantastic. Sharp & crisp. The best I've seen done on television and the use of computer generated 3-D backgrounds added so much stature to the sets. CoD was far superior to *Dune* which used mat backgrounds in terms of it's visuals. The movement of CGI objects like Thopters around CG backgrounds and the use of shadow rendering to add realism were absolutely first rate. As an example the shots of the Thopter landing at the Royal Palace in Arrakeem where the ships shadow moves across buildings then follows it down to the landing pad brought a big smile and a sigh...wow! CoD won an Emmy Award in 2003 (Special Visual Effects for a Miniseries, Movie or Special).

The costumes by Academy Award winner Theodor Pistek and his son Jan were outstanding. A visual feast for the eyes & the heart. The wedding scene at the Royal Palace was as worthy as any major motion picture costume drama and should have earned another Emmy in the costuming category.

The cinematography by Arthur Reinhart was stunning. The use of High Definition digital cameras instead of standard 35mm film and being shot in 16:9 true LBX format also made it look like a feature film rather than a TV miniseries (the DVD looks great as well). The use of lighting during camera pans over actors faces or on shots as characters moved across sets was again vary well used.

The music score by Brian Tyler was at times dark and moody, then majestic, adding to the grandeur of many of the key scenes where the score helped lift one's feelings to the level of emotion being presented by the actors as the story unfolded on the screen. The background soundtrack as the camera followed characters through the zocalo's of Arrakeem or the desert sietche's added a mystical quality where one could almost smell the food cooking or the incense like fragrance of the Spice Melange.

Overall *Children of Dune* has to rate with the best mini-series' that have ever been produced over the years and may even set a new standard for work being done for television with its quality production. A 9 out of 10.

My favourite book ever is Dune. When David Lynch massacred it in 1984, I became dubious of all book/film adaptations and I feel, with good reason. It looked great but the characters were nothing like the book and the plot confused and entangled.

When Sci-Fi channel announced plans to remake Dune just a couple of short years ago, I was even more dubious. Thankfully though and in spite of some small gripes, I was pleased with the outcome. It was far superior to Lynch's travesty and told the essence of the story with a cast of virtual unknowns.

I'd hoped that the production, budget and sheer epic of my favourite sequel to my favourite book would be stepped up in a big way. Combining Messiah and Children was always going to be tough but the Director has done an amazing job. The cringing matt backgrounds have gone and in its place, the larger budget allows for some stunning scenery.

Above the cinematography, there are simply some amazing performances. Jessica Brooks and James McAvoy are just perfect as the pre-born twins, children of Paul Atriedes. The rest of the cast give powerful performances, Alia, Jessica, Irulan, Paul, Chani. Even Susan Sarandon is convincing as the cold and brutal Wensicia. Gurney Halleck is just as wooden as he was in the original mini series and it's a shame when comparing the heartfelt pain of Alia and her slow descent into madness.

The politics and culture of the Dune series is explored well without seeming too glossed over for the fanatics or too heavy for the mildly interested. A great balance and I am glad that such a difficult undertaking worked.

For someone who fell in love with the first mini-series, the thought of a second was a major treat. Not having read the books, I had no idea what I was about to see. Fortunately, I did not have any trouble understanding it, especially since I've seen the first mini-series at least 15 times, Lynch's version a few times and read most of the first book. I'll say this much, I HATE character changes. Why do people play a role and not come back? I hate changes like that. Alice Krige is a decent actress, but she just doesn't look like Lady Jessica to me. I was quite fine with the job Saskia Reeves did. I did not care for the new Duncan Idaho either. I will admit, the new Stilgar was actually very good, but I still prefer the actors/actresses from the first mini-series. I definitely do not like this mini-series as much as I did the first, but it does have something in it that makes it special, and more than worth the 20 dollars it costs to buy it. Perhaps I need to watch it a few more times and let the shock of what happens sink in.

Like the first Sci-fi series original, it drags. A lot of the 'political intrigue' that is being brought forth feels very weighted, like making an hour and a half feel like 3 hours.

Number 1 reason why it drags so much? The cast. Even Susan Sarandon doesn't bring much to the film with her role (just like, I feel, William Hurt was pretty wasted in the first film). I like Susan in several of her other films, but here, there's not much there. Maybe even faulted to what I'm starting to refer to as an actor's 'evil role'. Most actors/actresses suck at these types of roles, especially, it seems, respectable ones. They usually want to let loose, 'have fun' with being the bad guy for once, but most of them can't portray it to save their lives or they need an inspiring director, which, here, clearly, they do not have.

The problem isn't on her shoulders alone, I think much of the cast and their direction is just plain dull. The actor portraying Maud'dib is somewhat interesting, though, but even he doesn't seem to be reaching his full potential. Everything feels very 'TVesque', safe, and for a sci-fi miniseries that should be taking chances, that's a bad thing, especially one that has Lynch Dune as a predecessor (which I'll get to in a moment). Bring someone like Christopher Walken aboard - we need charisma, someone who can breathe life into a part and make it interesting no matter what he's saying. Put together a bunch of talented actors - actresses in the roles that can instill that life that's needed to keep someone other than a die hard fan watching. To make it work. Otherwise, it can easily become real boring, real fast.

Look at Lynch Dune and despite any reservations on it you may have (frankly, I loved it as a kid when I saw it for the first time at 2 in theaters, especially since I wasn't hampered by a book, and my imagination was allowed to roam free, and I still love that film today), but in any case, the cast was awesome. There was great charisma going around. But it wasn't simply limited to a great cast, which is merely one stepping stone to a

good movie.

This brings me to point number 2, the script. There has to be a better way to carry many of those scenes. There's too much information, some of it has to be told in dialogue, but for the rest of it, there must be other ways of expressing it. I just don't think the script works all that well from what I've seen. If you had a great cast and better direction, you might be able to pull it off, even then, it is too slow... which is also in part the fault of the director and cinematographer; it all falls pretty flat, basic, by the numbers. It feels like a tv series, and sure, it is a sci-fi miniseries, but does it have to feel that way? I think it's slightly better in some ways than the first, but there seems like less going on with the story. In fact, it really didn't even get sort of interesting until the last 15-20 minutes of the first tape.

It just feels very off... too limited in scope, I think models would have helped better than the obvious CGI in it (and normally I don't mind cgi, it just kind of gets repetitive, fake looking, which is probably one of the biggest problems with the prequel trilogy -of Star Wars), there's just something to be said with the look of movies like Blade Runner, Dune, the original Star Wars trilogy, Neverending Story, more recently, LOTR.

Oh, the worse angle, not nearly so bad this time but still pathetic, is costuming. Most of it just looks like an eyesore, like it was ripped out of a movie set of the middle ages, not a far flung sci-fi series. It was the worse part of the first miniseries, and it is hardly better here.

Oh, and the Navigators... ick, a travesty. In Lynch Dune, they looked cool, real, not some animated crap that sounds kind of like 'em.

I mean, if anything, they had a template of truly inspired design from the Lynch Dune, the look, the feel of each planet shown. It didn't look like they just walked onto a set, which almost entirely destroys the immersion factor. I want to be taken away. That's what sci-fi and fantasy is about, removing me from the real world and taking me someplace that exists only in my dreams.

Dune is a lot about political intrigue, but you need the direction to make it feel more grand and epic, maybe even more so than it is, and you need a cast that can just hold an audience. I mean, if you look, at least 2-3 of the main female cast look very similar to one another. At a stage of being somewhat tired already, the lines between the 3 roles blurred. More distinction would be nice, more varied portrayal of each part, no matter their relation.

I don't know what I was expecting, the first miniseries was flawed, but different enough from Lynch Dune and with enough going onscreen that it didn't seem quite so bad, while some things seem to have improved since the first time around, the flaws are even more obvious with a script that has less going on.

TAPE 2:

I think it sort of gets better, mainly building on the last 20 minutes of the first tape. Going back, it would have been a wiser choice to cut the first 2 hours into a tight 30 minutes. There's not really much in the way of conflict, just plotting here, plotting there, a little interaction, maybe a little discovery channel on government politics. Too many little small subplots that go nowhere or have so little payoff that it's like, what's the point?

For example, in the intro sequence (Tape 1), we see a guy basically vowing 'revenge' on Maud'Dib for the blinding of his son, refusing to let his son be set out into the desert, per the Freman way. What happens to this little subplot? About half an hour later, he's just killed off right after he reveals this little wanting to someone (to the assassin of him who probably was supposed to help). What significance did this have? They kill his daughter, cut her hands and head off, and leave her in the desert, where's she's found... ok, but so what? It doesn't really seem to go anywhere.

As I stated before, things finally start picking up in the last 10-15 minutes of the first tape, with what could potentially be a very cool element to carry the rest of the film, though why it occurs is kind of foggy. Next big problem is Maud'Dib's grown up sister, she just feels so wrong for the part 99% of the time (and that accent gets in the way much of that time, which appears to be the 'Freman' accent, and does more harm than good - making it in several parts harder to understand unless you pump up the volume), and the fact that she has such an important role in the 2nd half of the 4 hours, it really undercuts the 'cool' element that she's primarily apart of... they could have done so much more with it.

Duncan (the return of) is another element that links with the sister and this character had a lot of potential. They just didn't use any of it, just some slight little conflict, and that's it, but with a better actor and script, he could have certainly carried a much grander weight to the 2nd part of the film. He could have added so much, brought the film away from the monotone flavor and more into some serious drama, conflict, which could have escalated the story more and made his final moments mean something. Plus, they developed a major deal

out of why he's back, and it had to do with 'plots within plots' type of deal, yet, again, it never goes anywhere. It should have been prime material to drive the inner conflict he's feeling.

The Twins; another element that could have easily been really cool, driving the story, bringing the missing conflict. I liked the element of what the Twins were about, there were some minor bits, but most of it feels glossed over.

The mother; Susan Sarandon, was a wasted actress. She's given nothing more than 'plotting' behind people's backs, and then she disappears into the background, as if most of her plotting actually counted for something. That's probably the biggest problem here, the scenes weren't well set up, and they had very little meaning that you couldn't have gotten through more meaningful scenes not involving her. She could have easily been written out altogether, and not been missed until her 'plotting' was revealed, the phantom menace.

This next paragraph might contain a little spoiler; so if you care, skip it...

The true 'phantom menace' -the cool element linked to the sister, is the return of the Harkonen, the Baron... personally, I liked the Baron in Lynch Dune better (in that, he was utterly mad, evil, insane), but the one from the sci-fi series was far more a political bad guy, which was fine, and could have worked here so much better had the sister not been so awful. Her last moments could have been very defining if her performance and direction were worth a damn.

Back to the Rest of Dune... the mother, she gets shoved to more a supporting character, but I think that's fine in the context of the film. Still, expanding on her role a little bit and her relation with her children would have made the ending more meaningful.

The Freman and Gurney are just kind of background plot elements in this one, not really worth their screen time.

Maud'Dib, who is mostly absent throughout the second tape, the movie could have easily followed his journey to realization and it could have been more entertaining in better hands, especially with his proposed end.

There was a lot of little philosophy thrown around in quick speech moments, kind of like the Matrix, but most of the time, it's done in such a way that it really ends up having not much in the way of meaning at all. I'd rather watch Fishburne, personally, going on about the Rabbit Hole for an hour than sit through one of these lines done by pretty much any of the actors of Children of Dune. They were just generally awful, poorly thought out, and poorly spoken.

The ending, the final moments expressed that it wanted to be more, it wanted to be an emotional journey, to be epic... much like, in a way, Return of the King will probably be, a final step taken, the beginning of a new legacy and the death of an old. Even with lowly CGI and crappy costumes, if the script had been there, if the cast and direction had strived to surpass what the final moments of the film expressed that it wanted to be, it could have been a great film, or, at the very least, a good/decent/entertaining one.

After seeing the second half, I saw the potential. I wanted to like the potential of what I saw, hell, I wondered what it would have been like if someone went back and did a sequel to Lynch's Dune, since most of the cast is still alive, and if you started around the story near the beginning of the second tape, it could fit quite nicely. I wanted that 'feel' that Lynch helped to evoke in his film, or at least a decent experience reminiscent of the first series. There are so many angles they could have pursued and expanded upon. If only they'd cut 80% of the first tape (much of the needless 'fat') and expanded on the character conflict potential of the second, it could have been an impressive journey.

If only it had been in the hands of someone with as much vision as love for the story; like Peter Jackson, it could have been so much more. I personally would never see to remake the first one (since I am such a fan of Lynch's version, even though the sci-fi series Dune was different enough that I like that one, too), but this thing, being a new tale, a new incarnation, and with 4 hours to work in. Oh, I'm not sure how close it is to the 2 books this is based off of, but there had to be more moments, more life in these characters, in the life of this galaxy. Like I said, with a good cast, script, and direction, the sub par cgi would have melted away and it would have been a treat.

Final verdict, unless you are a fan and you still want to pick this up, skip to the last 15 minutes of the first tape and watch it from there on out. You might find something to like, you might not. Oh, and don't try to watch it all at once. Take it in sections, half an hour to an hour at a time. It'll digest slightly better. It is too much to take all in at once (and this is coming from someone who likes tackling the whole experience at once and can usually do it, but the information is sloppy, kind of like watching one of those old school films with a monotone voice over, without the voiceover, though).

Finally, wait till it comes to cheaper video or watch it if it comes on again on the Sci-Fi channel, for which I do not have. So I had to actually pay to see this one just like I had to buy the first to see it. So yeah, I expect something to be worth my money. Personally, I wish I'd gone for the option of Castle in the Sky instead, since I'd seen the director's Spirited Away and loved that.

This is a decent sequel to the original Dune mini-series, and in several ways is an improvement. The this-is-on-a-stage look is still there but not as obvious, the f/x are better, and the costume design is thankfully a little restrained.

It was a little confusing as a few of the principal actors have been replaced, and at the end of it when at least thirty years had passed I was wondering just how old some of these people were supposed to be; Gurney Halleck in particular would be likely in his eighties. OTOH it was -satisfying- seeing Susan Sarandon playing a royal witch, kind of like that's what she's been all along.

Fans of Herbert will likely want to burn me at the stake but it's also obvious the two books the movie is based on weren't originally planned. The prophet isn't really the prophet, we now have a rebellion against the earlier rebellion, and we have yet another showdown in a throne room against the sister-turned-evil.

This sort of retreading of material doesn't have the same power as the first, and again I was wondering at the mechanics of it all. Arrakis is becoming a wet earth-like world because of Paul's spiritual mojo or from the Fremen's water stockpiles or what? Were all these butterflies and plants being imported or just sprouting on their own? And since the Fremen knew that water kills the sandworms, why are they now wondering what to do about the decline of the desert--shouldn't they have known this would happen?

The role of Leto II isn't very clear until near the end; I was wondering why he was always appearing shirtless (bad idea in the desert) until he took the sandworm larva into himself. I knew from reading the Dune Encyclopedia that he would eventually become a human sandworm, but wonder if people who hadn't read the books would get that or just think he had a real bad rash and suddenly started running super-fast. More importantly, why is this transformation to a sandworm the needed step to become the saviour that Paul couldn't do--the explanation must be around page 1228 or so.

Overall this mini-series expands on the original, if not particularly satisfying, but the blame for that can be placed more on Frank Herbert's increasingly convoluted story-line. By the time they make "Chapterhouse" it may be necessary for a prologue explainer to keep it all straight.

Produced by
John Harrison co-producer
David R. Kappes producer
Michael D. Messina associate producer
Richard P. Rubinstein executive producer

Original Music by
Brian Tyler

Cinematography by
Arthur Reinhart

Film Editing by
Harry B. Miller III

Casting by
Lynn Kressel

Production Design by
Ondrej Nekvasil

Art Direction by
David Mateáško
Václav Novak

Set Decoration by
Marie Raskova

Costume Design by

Jan Pistek
Theodor Pistek

Makeup Department

Michaela Belíková assistant makeup artist: second unit
Marilyn Carbone makeup artist: Susan Sarandon
Kim Collea makeup artist
John Cormican special makeup effects artist
Mark Coulier special makeup effects artist
Chris Fitzgerald paint designer: leto
Václav Frank makeup artist
Dana Kohoutova makeup artist
Tamara Koubová makeup artist
Katerina Kupková assistant makeup artist: second unit
Paul LeBlanc hair stylist: Susan Sarandon
Alena Mareckova assistant makeup artist: second unit
Geoffrey Portass special makeup effects artist (as Geoff Portass)
Jaroslav Samal chief makeup artist
Katka Vávrová assistant makeup artist
Radka Vávrová assistant makeup artist

Production Management

Michal Cervený unit manager
David R. Kappes unit production manager (as David Kappes)
Charles Miller unit production manager: Prague
Pavel Solc production manager
Pavel Typolt unit manager: second unit

Second Unit Director or Assistant Director

Matthew J. Clark first assistant director
Miro Gábor second unit director
Larry D. Horricks first assistant director: second unit (as Larry Horricks)
Petr Kaderabek second assistant director
Trevor Puckle second assistant director
Philip Seeger second assistant director: second unit
Michaela Strnadova first assistant director

Art Department

Roman Bandas construction manager
Stepan Cervený construction manager
Jaroslav Fiala set dresser
Jiri Kafka construction manager
Sasa Kozak construction manager
Brandon Peterson storyboard artist
Dennis Todorovic art department coordinator
Karel Vanásek property master
Jaromir Vaverka set dresser

Sound Department

Erik Aadahl supervising sound editor
Ulrika Akander dialogue editor
James Ashwill foley mixer
Dicken Berglund adr mixer
Jane Boegel adr editor
Tom Bognar sound assistant
Colin Chapman adr supervisor: London
James J. Clinton sound assistant
John T. Cucci foley artist (as John Cucci)
Dante Dauz scoring assistant
Russ DeWolf dialogue editor
Peter Gleaves adr mixer
Michal Holubec sound recordist
Scott Kramer sound recordist
Gary Krause music editor
Samuel Lehmer sound re-recording mixer

Martin Lonek boom operator
Michael Magill adr editor
Lawrence H. Mann sound supervisor
John Morris foley editor
Todd Murakami sound effects editor
Dan O'Connell foley artist
Ralph Osborn sound conforming editor
Mark Pappas foley editor
Jeffrey Perkins sound re-recording mixer
Roman Rigo boom operator
Christina Tucker adr mixer
Jeff Vaughn scoring engineer
Jay Wilkinson sound effects supervisor
Chris Winter sound assistant (as Christopher Winter)

Special Effects by

Jan Benedikt special effects technician
Chris Fitzgerald sculptor
Jim Healy special effects supervisor
Myf Hopkins prosthetics creator
Clive R. Kay special effects contact lenses
Andy Lee prosthetics artist
Martin Pryca special effects coordinator
Ondrej Pryca special effects technician
Rudolf Tudzaroff special effects technician

Visual Effects by

Tony Alderson digital animator
Tony Alderson digital effects supervisor
Whitney Scott Bain visual effects production assistant
Gary E. Beach assistant visual effects supervisor
R. Edward Black digital animator
David Blum visual effects compositor
Phil Carbonaro digital artist (as Philip Carbonaro)
Steve Carpenter digital artist
Ryan Carter digital artist
Linda Drake visual effects editor
Linda Drake visual effects supervisor: blue eyes
Chris Ervin digital compositor
Steven Fagerquist digital artist (as Steve Fagerquist)
Ernest D. Farino visual effects supervisor
Steve Fong visual effects compositor
Mark Freund visual effects supervisor
John Gibbons digital artist
Piers Hampton project producer: Jim Henson's Creature Shop
Andrew Harlow visual effects animator
Adam Hawkey digital compositor: iOFilm
Edward Helmers digital artist
Brad Herman digital crowd programmer: Area 51
Paul Hill visual effects compositor
Judith Holzman visual effects animator
Michael F. Hoover digital artist
Adam Howard visual effects: Technicolor/Complete Post
Jim Husbands visual effects illustrator (as Jim Bandsuh)
Bruce Douglas Johnson visual effects supervisor
Peter Koczera digital artist
Vít Komrží visual effects coordinator: Prague
Kevin Kutchaver visual effects: HimAnI Productions
Michael Lloyd digital matte artist
Don L. McCoy digital artist
Tim McHugh visual effects producer
Danny Mudgett digital compositor supervisor
Shannon Noble digital artist
Tim Pyle CG animator
Brian Smallwood digital compositor

Jon Terada digital artist
Pam Vick visual effects compositor
David Vána visual effects supervisor: Prague
Bob Wiatr digital compositor
Ken Wilder CG animator
Kenny Wilson model/mould shop supervisor
Chris Zapara lead CG animator

Stunts

Pavel Bezdek assistant stunt coordinator
Petr Drozda stunt coordinator
Zdenek Dvoracek stunts
Rene Hajek stunts
Martin Hub stunts
Pavel Kratky stunts
Ladislav Lahoda stunt coordinator
Robert Lahoda stunts
Ivan Mares stunts
Miroslav Navratil stunts
Tomas Peterac stunts
Pavel Voukan stunts
Rudolf Vrba stunts

Other crew

David Adam set production assistant
Kerry Andrews post-production accountant
Emily V. Austin-Brunns executive assistant: Richard P. Rubinstein (as Emily Austin)
Gavin Barclay production assistant
Nancy Bishop casting: Czech
Vanna Bonta additional voices
Julie Brown script supervisor
Vladimir Bursik grip
Michal Caban choreographer
Kevin L. Carvell marketing
Carmelo Casalenuovo second assistant editor
Keith Collea HDTV supervisor
Tricia Deering unit publicist
Gabriela Dolenska transportation coordinator
Boban Dvorak office production assistant
Robert Elhai orchestrator
Andrea Folprecht assistant editor
Miro Gábor cinematographer: second unit
Daniel Havelka grip
Jan Hladik grip: second unit
Tereza Horakova assistant production coordinator: Prague
Michael Houzvicka grip
Lukas Kaplan production assistant
Michael Keller assistant production coordinator: New York
Robert Kodera key grip: second unit
Lynn Kressel casting: USA
Viktor Lonek video assist operator
William Lorton first assistant editor
Zuzana Machova key costumer
Marija Nikolic assistant: David Kappes
Dana Niu orchestrator
Desmond Paes first assistant accountant
Harrison Pierce executive assistant: Richard P. Rubinstein
Minna Pyyhkala casting associate
Angel Quiroga grip
Marek Sedlarik set production assistant
Timothy Serda on-line assistant editor
Albrecht Silberberger gaffer
Lori Slomka post-production supervisor
Marcela Soldátová accounting coordinator
Jan Svoboda assistant location manager

Marketa Tom assistant: Greg Yaitanes
 Sati Tooray colorist
 Brian Tyler orchestrator
 Aneta Valaskova location manager
 Jana Vesela production coordinator
 Karen Mayeda Vranek post-production supervisor
 Zdenek Vrabel cashier
 Dale Wyatt dialogue coach

Year Result Award Category/Recipient(s)
 2004 Nominated Saturn Award Best Television Presentation

Casting Society of America, USA
 Year Result Award Category/Recipient(s)
 2003 Nominated Artios Best Casting for TV Miniseries' Lynn Kressel

Emmy Awards
 Year Result Award Category/Recipient(s)
 2003 Won Emmy Outstanding Special Visual Effects for a Miniseries, Movie or a Special
 Ernest D. Farino (visual effects supervisor)
 Tim McHugh (visual effects producer)
 Vít Komrzy (visual effects coordinator)
 Andrew Harlow (lead model maker)
 Chris Zapara (lead visual effects animator)
 Don L. McCoy (lead visual effects animator)
 Barry Howell (lead visual effects animator)
 Michael F. Hoover (lead visual effects animator)
 Glenn Campbell (lead visual effects compositor)
 For part I.

Nominated Emmy Outstanding Hairstyling for a Miniseries, Movie or a Special
 Paul LeBlanc (hair stylist for Susan Sarandon)
 Tamara Koubová (hair stylist)

Outstanding Makeup for a Miniseries, Movie or a Special (Non-Prosthetic)
 Jaroslav Samal (chief makeup artist)
 Dana Kohoutova (makeup artist)

Outstanding Sound Editing for a Miniseries, Movie or a Special
 Erik Aadahl (supervising sound editor)
 Ulrika Akander (sound editor)
 Jane Boegel (sound editor)
 Tom Bognar (sound editor)
 James J. Clinton (sound editor)
 James Russell DeWolf (sound editor)
 Michael Nathan Hankins (sound editor)
 Michael Magill (sound editor)
 Lawrence H. Mann (sound editor)
 John Morris (sound editor)
 Todd Murakami (sound editor)
 Ralph Osborn (sound editor)
 Mark Pappas (sound editor)
 Chris Winter (sound editor)
 Jay Wilkinson (sound editor)
 Gary Krause (music editor)
 John T. Cucci (foley artist)
 Dan O'Connell (foley artist)
 For part I.

Golden Satellite Awards
 Year Result Award Category/Recipient(s)
 2004 Nominated Golden Satellite Award Best Miniseries

Visual Effects Society Awards

Year Result Award Category/Recipient(s)

2004 Nominated VES Award Outstanding Visual Effects in a Television Miniseries, Movie or a Special

Ernest D. Farino

Tim McHugh

Chris Zapara

Glenn Campbell

WR. Frank Herbert, John Harrison (Teleplay)

DIR. Greg Yaitanes

EPISODES: 2 **YEAR MADE:** 2003 **COUNTRY:** US **SEASONS:** 1

BLIXA FILM PRODUKTION GMBH, HALLMARK ENTERTAINMENT, NEW AMSTERDAM ENTERTAINMENT INC., TTP FILM DISTRIBUTIONS II LLC

CREATOR: FRANK HERBERT

TYPE OF SHOW: ALTERNATIVE WORLDS **FORMAT:** MINI-SERIES

LENGTH (MINS): 266 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: 16/03/2003 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Paul Atreides ALEX NEWMAN, Irulan Corrino-Atreides JULIE COX, Duncan Idaho EDWARD ATTERTON, Baron Vladimir Harkonnen IAN MCNIECE, Chani BARBORA KODETOVA, Stilgar STEVEN BERKOFF, Alia Atreides DANIELA AMAVIA, Gurney Halleck P.H. MORIARTY, Leto Atreides II JAMES MCAVOY, Ghanima Atreides JESSICA BROOKS, Farad'n Corrino JONATHAN BRUUN, Javid RIK YOUNG, Scytale MARTIN MCDOUGALL, Bijaz GEE WILLIAMS, Lady Jessica Atreides ALICE KRIGE, Princess Wensicia Corrino SUSAN SARANDON, F'radn (5 years) MARIANO TITANTI, Tyekanik MAREK VASUT, Otheym JAKOB SCHWARZ, Lichna KLARA ISSOVA, Reverend Mother Mohiam ZUZANA GEISLEROVA, Korba KAREL DOBRY, Farok IVO NOVAK, Namri PREDRAG BJELAC, Muriz ZDENEK MARYSKA, Al-Fali PAVEL KRIZ Tariq VILIAM DOCOLOMANSKY, Sabiha LANA LIKIC, Edric (voice) TERRENCE STONE, Smuggler #2 PETER VARGA, Smuggler Escort (as Greg Finn) GREGORY FINN, Sardaukar Tiger Trainer (as Jan Filipensky) JAN PAVEL FILIPENSKY, Trainer PAVEL CAJZL, Teen Tiger Victim (boy-twin) DAVID MOTTL, Teen Tiger Victim (girl-twin) KAMILA ZENKEROVA, Farok's Son FILIP TOMSA, Fremen Lieutenant MIROSLAV TABORSKY, Fremen Captain MARTIN DEJDAR, Naib #1 RUDOLF PELLAR, Naib #2 JAN UNGER, Naib #3 JAN NEMEJOVSKY, Qizarate Priest #1 DAVID O'KELLY, Qizarate Priest #2 JAMES BABSON, Qizarate Priest #3 (as Noel Le Bon) NOEL LE BOM, Qizarate Priest #4 DANIEL BROWN, Old Reverend Mother (as Dagmar Dasha Bláhová) DAGMAR BLAHOVA, Otheym's Caretaker KRISTINA MADERICOVA, Palimbasha DAVID FISHER, Fremen Midwife EVA AICHMAJEROVA, Ranting Woman DANIELA KRHUTOVA, Girl #1 VERONIKA BELLOVA, Javid (10 years old) DAVID BACKOVSKY, Tuek's Son PAVEL BEZDEK, Sentry #1 DANIEL ROUS, Sentry #2 JEFFREY STEWART SMITH, Imperial Commander #1 PETR VOBECKY, Imperial Guard #1 DANIEL PIETRUCHA, Imperial Guard #2 PAUL LAUDEN, Fedaykin #1 SRDJAN SIMEONOVICH, Fedaykin #2 & #3 MIKULAS KREN, Fedaykin Commander JIRI WOHANKA, Fedaykin Commander DAVID FORRESTER, Woman in Crowd MICHAELA STRNADOVA, Fugitive ROBERT NIZNIK, Merchant #1 ALVIN VAN BER KUECH, Merchant #2 NADA SAFRATOVA, Merchant #3 JAN KUZELKA, Dignitary at Funeral (as Ivan Shvdoff) IVAN SHVEDOFF, DRAGON RADIVOJEVIC LAV

RELATED SHOWS:

DUNE

1 - 1 *EPISODE ONE*

This episode starts 12 years after the end of the first Dune miniseries. Duke Paul Atreides has become the emperor of the known universe. However, after an attack he is blinded but he manages to use his visions of the future to 'see'. His concubine, Chani, has given him twins, Leto II and Ghanima. When his children are attacked, Paul is able to use Leto's eyes to see and avert the attack, but in the process loses his visions and is actually blind now. In accordance with Fremen custom, he walks into the desert and leaves his children in the care of his sister, Alia.

Dir Greg Yaitanes

1 - 2 *EPISODE TWO*

The Lady Jessica returns to Arrakis, otherwise known as Dune, to visit her grandchildren Leto II and Ghanima. Alia, Paul's younger sister, was born aware of her ancestral memories and because of this the

Bene Gesserit order, considers her an abomination.

Lady Jessica, Alia's mother, has to take refuge when one particular ancestor begins to control Alia.

Despite the fact that Paul wed Irulan Corrino, the Corrino family intends to reclaim the imperial throne and plans an attack on Leto and Ghanima. Leto fakes his own death and Ghanima uses a deep trance to forget about her and Leto's plan.

Dir Greg Yaitanes

1 - 3 *EPISODE THREE*

As Alia becomes totally possessed she also has to deal with rebel Fremen. Ghanima, who survived the attack on her planned by House Corrino, is engaged to Farad'n Corrino and a marriage is planned for the near future. Then, unexpectedly, Leto II returns out of the desert. Everyone believed he was dead, but it was just a staged death. While in the desert his body has absorbed a few sandtrout, which means that, in time, he could turn into a sandworm and live for hundreds of years. Alia resists possession by the baron while Irulan declines Jessica's offer to return with her to Caladan, saying that she will be needed by the children.

Dir Greg Yaitanes

CHILDREN OF THE DOG STAR



Three children find three pieces of a prehistoric space probe and reassemble it with electrifying results. Filmed entirely on location in South Auckland, New Zealand, it's the story of three children who discover various pieces of a prehistoric space probe and reassemble it, with electrifying results. Tied up with the mystery is a primeval swamp which ancient Maori legend holds the tapu, a forbidden warning that evil will befall whoever breaks the tapu.

The probe, called Kolob, had come to Earth 7,000 years before, from the planet Siris the constellation of Caninus Major. It was one of three remote-controlled argonauts destined to monitor the progress of Man and, when the time was right, to teach him. The others in their staff, in Africa and the Americas. But Kolob had crashed in an area where humans came late to the land. Now, its memory banks warped and traumatised by the long hibernation it must find a way of putting itself back together, and seeks a mind open enough' contacted, young enough to be controlled and powerful enough to be used . . . the child.

That child is Gretchen, an unusually bright 12-year-old with a consuming passion of astronomy. She comes to stay at her uncle's remote farm while her career scientist parents are overseas. With her two new-found friends, Ronny, a streetwise urban Marine boy, and Bartle, a shy bird-watcher, she becomes drawn into the mystery of Kolob. Ultimately, they con the alien's probe master, the Siriusians, and gain a brief, tantalising insight into life among the stars. Also bound up in the tale is the conflict between the townspeople who want the devil land around the swamp and the Maori population who want it to remain undisturbed.

Six-part mystery thriller from New Zealand, described by its author as a 'kidult' series, meaning that it's light years away from the Famous Five. Children of the Dog Star is an atmospheric series, engagingly underplayed with the extraterrestrial adventures of the children neatly contrasted with the down-to-earth lives of the Made in 1984 and first shown over here in a twice-weekly format in 1985, with a weekly , in 1988, the series won a Golden Gate Award (in America) for the Best Children's Pro of 1985.

It was author Ken Catran's second sci-fi 'kidult' series. He also adapted the novel Under the Mountain by Maurice Gee for Television New Zealand, and that series was also directed 'Dog Star' director Chris Bailey. This series won a Golden Gate Award (in America) for the best children's program of 1985.

WR. Ken Catran

DIR. Chris Bailey

EPISODES: 6 **YEAR MADE:** 1985 **COUNTRY:** NZ **SEASONS:** 1

TV NEW ZEALAND AND THAMES TELEVISION

CREATOR: KEN CATRAN

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 31/08/1985 **AIR DATE OF LAST EPISODE** 14/09/1985

SEASON DATE BREAKDOWN:

FILMS:

Gretchen SARAH DUNN, Ronny Kepa JASON WALLACE, Bevis Elliot HAMISH BARTLE, Donald Kierney ROY BILLING, Kathleen SUSAN WILSON, Helen CATHERINE WILKIN, Herbert RAYMOND HAWTHORNE, Vic DAVID MCKENZIE, Mataui Kepa ZAC WALLACE, Hemi WHATANUI SKIPWITH, Constable Ben Willis JOHN MELLOR, Siriusians RODNEY NEWMAN, DENNIS GUBB (Ep.6 only)

- 1 - 2 *POWER STOP*
- 1 - 3 *SWAMP LIGHT*
- 1 - 4 *ALIEN SUMMONS*
- 1 - 5 *KOLOB*
- 1 - 6 *ALIEN CONTACT*

Hendrick IAIN CUTHBERTSON, Adam Brake GARETH THOMAS, Dai FREDDIE JONES, Maragret VERONICA STRONG, Matthew PETER DENIM, Sandra KATHERINE LEVY, Mrs. Crabtree RUTH DUNNING, Miss Clegg JUNE BARRIE, Bob IAN DONNOLLY, Kevin DARREN HATCH, Jimmo GRAY LOCK, Mrs. Warner PEGGY ANN WOOD, Dr. Lyle RICHARD MATTHEWS, Link JOHN WOODNUT.

RELATED SHOWS:

BLAKES' 7

1 - 1 *INTO THE CIRCLE*

Adam Brake, an astrophysicist, and his son Matt arrive at the village of Milbury, where they plan to do research on the giant stones that encircle the village. They possess a painting depicting an ancient ritual in which a circle of people are turned to stone by a light beam shooting into the sky. They meet some of the villagers: Mrs. Crabtree, the housekeeper for the cottage where they are staying; Raphael Hendrick, the Lord of the Manor and their landlord; Margaret Smythe, the curator of the village museum; and Dai, an old poacher. At school, Matt notices that some of the students, "The Happy Ones," are very good at mathematics and cannot be hurt physically; aside from Matt, there are three other students who are not "happy"--Kevin Lyle, the son of the village doctor; Sandra Smythe, Margaret's daughter; and Jimmo Browning. In the meantime, Adam touches one of the stones and experiences psychic phenomena.

Wr Jeremy Burnham, Trevor Ray

Dir Peter Graham Scott

1 - 2 *THE CIRCLE OF FEAR*

Dai tells Matt to come to his home, "The Sanctuary," if he ever needs help. Adam discovers that there is an underground rock dish beneath the village with the stones at its perimeter. Matt suggests that psychic lines emanating from the stones delineate an inner circle surrounding Hendrick's manor house. Later that night, he finds the villagers forming a ring around the manor house and chanting. When he tries to get closer, Dai grabs him and throws him against a stone.

Wr Jeremy Burnham, Trevor Ray

Dir Peter Graham Scott

1 - 3 *SERPEANT IN THE CIRCLE*

Matt awakens back at the cottage and tries to tell his father what happened to him, but Adam thinks his son was just sleepwalking. At school, Jimmo has become very good at mathematics and has obviously joined "The Happy Ones." Dai explains to Matt that he was protecting him from the stones the night before. He suggests that the circle within the stones is a maze with the treasure of knowledge at its center. Dai is protected from the stones' power by an amulet with a serpent on it. In the meantime, Adam is told by Hendrick that the stones align in space with a black hole, which he discovered--Hendrick's Supernova.

Wr Jeremy Burnham, Trevor Ray

Dir Peter Graham Scott

1 - 4 *THE NARROWING CIRCLE*

Kevin and his father Dr. Lyle are planning to leave the village to visit an old patient. Matt touches a pair of gloves inadvertently left behind by Dr. Lyle and sees a vision of the Lyles being stopped at the edge of the village by the stones. When questioned later, however, the Lyles deny that anything happened to them, but it is obvious that they have become "happy." Matt and Sandra find Dai's dead body, his hand clutching the fragments of his broken amulet.

Wr Jeremy Burnham, Trevor Ray

Dir Peter Graham Scott

1 - 5 *CHARMED CIRCLE*

When Adam and Hendrick go to investigate Dai's death, the body is gone. Matt uses Sandra's scarf to watch psychically what happens to Margaret and Sandra when they go to Hendrick's place for dinner. Matt "sees" Hendrick perform a ceremony where the Smythes are transformed into "Happy Ones."

Wr Jeremy Burnham, Trevor Ray

Dir Peter Graham Scott

1 - 6 *SQUARE IN THE CIRCLE*

The transformed Smythes join the other villagers who have encircled the manor house, but later back at the cottage they deny that anything has happened to them. The next day, Adam decides that he and Matt are leaving the village. However, as they drive out of the village, they are stopped by the stones, just as the Lyles had been. They wake up in Hendrick's house and are prevented from leaving by the villagers who are ringing the house again for the next transformation ceremony.

Wr Jeremy Burnham, Trevor Ray

Dir Peter Graham Scott

1 - 7 *FULL CIRCLE*

Speculating that the black hole is involved in the transformation process, Matt and Adam sabotage Hendrick's clocks so that he will misjudge the position of the black hole during the transformation ceremony. However, believing that the transformation has been successful, he sends Matt and Adam to join the other villagers. Adam touches Margaret's hand, breaking the spell over the villagers. A beam of light changes Hendrick into an ancient priest and some of the villagers into stone. Matt and Adam escape to The Sanctuary, where they spend the night. The next morning, they find Dai and the other villagers alive and well, and leave the village.

Wr Jeremy Burnham, Trevor Ray

Dir Peter Graham Scott

CHIMERA

AKA: **MONKEY BOY**



The Jenner Clinic in the wilds of Yorkshire is, on the surface, a fertility clinic, helping childless couples, like the Foresters to conceive. But this is a front for chilling research that has created a half-man, half-ape hybrid called Chad.

One night the clinic is destroyed by an explosion and staff and patients wiped out by a killer with superhuman strength, who then escapes out onto the Yorkshire moors. While local copper, Schaffer (So Haunt Me's George Costigan in a Hawaiian shirt) instigates his investigation, Carson the journalist boyfriend of a nurse at the clinic, begins his own enquires. He's aided by research scientist Allison Wells, absent of the night of the massacre, and now the only person who knows the identity of the killer, But is she to be trusted? Standing in their way is Hennessey, a ruthless government agent bent on a cover-up, who calls in the army to hunt down Chad, who is more intelligent than they think.

A four part horror drama set around the shadowy world of genetic engineering. Stephen Gallagher's 1991 adaptation of his own novel was later edited into a two hour 'movie' version shown in July 1994. Stephen Gallagher also worked on the SF action series BUGS. Stephen Gallagher wrote the script based on his book. Producer for the series was Nick Gillott, the music was by Nigel Hess.

While working in a busy NHS hospital, nurse Tracy Pickford gets a better job in a private fertility clinic. Travelling up from London to North Yorkshire, she's leaving behind boyfriend Peter Carson, a journalist heavily into film trivia (an article on Douglas Fairbanks' fencing tutor anyone?). He's not too happy about Tracy's move, especially as the first he hears about it is when he's disturbed by the noise of her going-away party. From the ensuing row, we learn that their relationship was not working - but their final parting isn't really bitter and they promise to keep in touch.

The Jenner Clinic is out in the country, very quiet and far away from the bustle of a city casualty department. All seems normal, but for the off-limits section where they keep test animals, and the unchallenging nightshift Tracy is assigned to would be boring except for mysterious activities centring on those out of bounds laboratories. The clinic's test-tube babies programme is just a cover for advanced research into genetic engineering, and we see that Dr Jenner (David Calder) is displeased at a lack of progress in some areas of the secret project. He wants something to satisfy the clinic's financial backers, a product he can patent. A worried Tracy calls Peter for help, unsure what's really happening as nobody tells her anything. Midnight staff meetings and sudden panic actions increase her suspicions, which prove well founded when one of the experimental subjects manages to escape...

This is the opening episode of Zenith/Anglia's TV production of Chimera (aka: Monkey Boy). Four 50-minute instalments of a miniseries adapted by Stephen Gallagher from his 1982 novel; and directed by Lawrence Gordon Clark, maker of the gripping IRA thriller Harry's Game (1982). The show was first broadcast on British TV in 1991. According to producer Nick Gillott: "Chimera is a controversial story about... scientific research that may be going on in secret, and about how such developments may be covered up by the government." But how can you make a drama out of something unseen and unknown? "We aim to convey the fear that is aroused when an ordinary man or woman tries to find out what is really going on behind the façade, and meets the forces of darkness," says Gillott. Meeting those sinister forces in Chimera is actor John Lynch (best known to genre fans for his supporting role in Hardware, 1990), who plays crusading journalist Peter Carson.

"There are some highly emotionally-charged scenes about issues which are now very topical," says Lynch, and he considers the issue of genetic engineering particularly relevant. "The stories that are around about such developments, and the things that can be done in theory are frightening, and not far away from what Chimera is dealing with." In his role as reluctant hero Carson, he has to deal with the shock of discovering girlfriend Tracy has been murdered along with everyone else at the Jenner Clinic. (Actress Emer Gillespie's heroine is

unexpectedly killed off very early on in *Chimera*, in a plot twist reminiscent of Hitchcock's *Psycho*).

While local police scour the Yorkshire Moors for whoever's responsible for the first episode's climactic massacre, and the sullen Carson struggles to contain his grief, the fiendish Government figure of Hennessey appears. Played with a dour malevolence by Kenneth Cranham (co-star of *Hellbound: Hellraiser II*, 1989), this character brings a whole new dimension of political repression to *Chimera*. "I suppose I have played more than my share of nasty types, but I am getting used to it," Cranham notes. Does he think the story of *Chimera* is realistic? "I wouldn't put anything past them," he says, referring to the speculative SF background of *Chimera*'s nightmarish scenario. On his arrival in the sleepy Yorkshire town nearest the Jenner Clinic, the antagonistic Hennessey orders all police out of the area, and calls up an army of khaki-clad 'specialists' who throw a security web around the site. Highly placed and powerful, Hennessey conducts the cover-up with a sorcerer's finesse, using his telephone like a magic wand; mutilated victims disappear en route to the mortuary; the press are officially gagged by a 'D' notice; and the regular police's mass-murder inquiry is abruptly cancelled without any explanation to the detective in charge.

The narrative splinters, following a number of twists and themes. Lone survivor of the Jenner Clinic's staff, Alison Wells (a pivotal character played by Christine Kavanagh) had foreseen trouble and left work early on the night of the slaughter, she returns to aid Hennessey's plot to conceal the truth and avoid a public scandal. A sign-language expert is called in to interrogate a laboratory chimpanzee at the clinic, and this leads to one of *Chimera*'s moments of bizarre humour, when we learn the ape can indeed communicate and hold broken conversations in an Anslang version of the system used by deaf and dumb humans. "Tell him he gets no more chocolate until we get an answer," Hennessey instructs the sign-interpreter. While on a nearby farm there's something lurking in the hayloft of an old barn, where a couple of over-imaginative kids have tea parties for their new friend, 'Mr Scarecrow'.

In part three, Peter Carson's subversive investigation uncovers Dr Jenner's dark past, including details of the probably illegal, certainly unethical genetic engineering experiment, he initiated a decade ago. A revolutionary project that led to the laboratory creation of a human-ape hybrid called 'Chad'. This creature has been kept alive purely for experimental purposes, imprisoned in Jenner's secure clinic. Now he's out roaming the countryside, a lost and lonely figure on the run from paramilitary teams and helicopter patrols. The police also pursue Carson, on orders from a concerned Hennessey, bothered about reports of the journalist's prying into classified areas of MoD activity. Carson manages to escape into London's backstreets with his videotaped evidence showing the chimera Chad's existence, intact. After these revelations, the doubly tragic dénouement of part four, is neither unexpected or long in coming. "It's not over yet," vows Carson. But later, in a post office sorting room, we see Hennessey confiscate copies of an incriminating video that had been mailed to the press.

An uneven mixture of mad doctor SF, maniac-on-the-loose thriller, conspiracy chiller and monster hunt, *Chimera* is peppered with obvious yet delightful B-movie imagery; broken chicken eggs, animal cages littered with children's toys, blood splattered on white medical coats - all simple but effective symbols of a complex, nerve-jangling and ever-popular theme. Writer Stephen Gallagher did his homework before starting the original novel, "I came across claims [that scientists] had produced a chimera, but had destroyed it at the embryo stage," he says. The rapidly advancing technology of genetic manipulation is, he states, "a Pandora's box." Adding, "the economic pressures for such progress... could provide cheap labour and military fodder, and (chimeras) could be harvested for transplant organs... my main fear is that we could have a slave species with no rights, who would live for nothing but exploitation. It would be social cruelty on a mass scale."

This prophetic idea is included in the TV adaptation (which Gallagher confidently tackled following his experience scripting *Doctor Who*), in a chilling scene showing a most unusual production line. "The story is full-blooded and does not shirk the issues," he claims. "We show a creature which does terrible things to his victims, but who is just as much a victim." The 'chimera' Chad is played by actor Douglas Mann, under sophisticated makeup and animatronics devised by Bob Keen of the Image Animation effects house that worked on such Clive Barker monster-horror as *Hellraiser* (1987) and *Nightbreed* (1990). The problems of making Chad believable as a half-ape character, fell upon primate consultant, Peter Elliott. An animal trainer who perfected his art of 'chimping' on such movies as *Greystoke* (1984), and *Gorillas In The Mist* (1988), he coached Doug Mann in simian movement and behaviour to prepare him for the demanding role of Chad, "a monster with a heart," says Elliott. "He is just a misunderstood guy [but, he explains] ...adult chimps are eight to ten times stronger in the upper body than man, and have the emotional stability of a one-year-old (human) child."

In *Chimera*, the physically 'superhuman' Chad rips and stabs his way through the supporting cast, to escape certain death at the hands of Dr Jenner when his experimental life is deemed over. The violence though, is explicit only by the usually restrictive standards of television, and it's unlikely to bother anyone who has already started school - despite the TV announcer's dire warnings about "scenes... which may disturb."

So is this, as Ken Cranham claims, "[a] Frankenstein of the 1990s," or merely sub-Quatermass techno-fear? Chimera does have its moments of compelling suspense and low-voltage shock, which easily eclipse the highlights of that earlier TV foray into the questionable values of genetic research produce, the absurd First Born (BBC, 1988). But, compared to other topical, fantastic, small screen dramatic-thriller serials of the era, like the nuclear-charged Edge Of Darkness, or even the quirky mysteries of Twin Peaks, it's a generally tame and only mildly interesting effort. Chimera is well intentioned, certainly, but perhaps a little too polite for the fervent tastes of your average gorehound.

WR. Stephen Gallagher

DIR. Lawrence Gordon Clark.

EPISODES: 4 **YEAR MADE:** 1991 **COUNTRY:** GB **SEASONS:** 1

A ZENITH PRODUCTION

CREATOR: STEPHEN GALLAGHER

TYPE OF SHOW: SCIENCE

FORMAT: SERIAL

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER: 07/07/1991

AIR DATE OF LAST EPISODE 28/07/1991

SEASON DATE BREAKDOWN:

FILMS: CHIMERA (1994)

Peter Carson JOHN LYNCH, Hennessey KENNETH CRANHAM, Allison Wells CHRISTINE KAVANAGH, Dr. Jenner DAVID CALDER, Dr. Horsley GILLIAN BARGE, Tracy Pickford EMER GILLESPIE, Marie Forester LIZ BRAILSFORD, Forester GRAY MAVERS, Schaffer GEORGE COSTIGAN, Chad DOUGLAS MANN, Supt. Stonehill FRED PEARSON, Windeler PIP TORRENS, Mr. Gaskel DAVID NEILSON, Mrs. Gaskel CORRINE RANSOME, Sgt. Crichton PETER ARMITAGE, Donaldson PAUL SAVAGE, Peter Gaskell ANDREW LEIGHTON, Sarah Gaskell JENNIFER HARRIS, Dr. Liawski SEBASTIAN SHAW, Diane Rhomer PHILIPPA HAYWOOD.

Books Based on this series.

Gor's Saga

Stephen Gallagher

CHO JIN SENTAI JETMAN

AKA: **TORIHITO SENTAI JETMAN**

AKA: **BIRDMAN BATTLE TEAM JETMAN**

AKA: **BIRDMAN TASK FORCE JETMAN**



Vyram began its invasion of Earth by destroying the Skyforce's base Earth Ship. Ryuu's beloved, Aoi Rie, was sucked out in the chaos. Ryuu escaped with Commander Odagiri. Earth Ship had been the site for the J Project, which was intended to create superhuman Jetman by exposing subjects to Birdonic Waves fired from the Force Gun. Ryuu and four other Skyforce officers were to have become the Jetmen.

During the explosion of the Earth Ship, four Birdonic Waves shot forth as bolts of lightning, striking four civilians. Using the Birdonic Wave radar, Ryuu and Odagiri gathered the four civilians, including an initially less than willing Gai, to form Jetman. Ryuu now had to fight his beloved Rie, now Maria of Vyram. And if that ain't tragic enough for you, things get really depressing after this. The Dimensions give the Jetmen a new super weapon, the Jet Garuda, but are all killed.

A parasitic starfish born from the blood of Radiguet leeches off of Rie, turning her into a vampiric creature. Radiguet kills her with his sword, telling her, "You can never return to the past." Ryuu goes off to avenge his beloved alone, engaging in a sword duel with Radiguet. The four other Jetman chase after him. Gai gets in their way, and Gai duels him. Gai falls, but Radiguet lives to enlarge himself into the monster Raguem, merging with the mothership Vylock for even more power.

Raguem wrecks the Titan Boy, but finally falls to the Birdonic Sabre of the Great Icarus. The war is over, but the tragedy isn't. Three years later, on the wedding day of Ryuu and Kaori, Gai is stabbed by a thug on the way and dies, just as his Gatchaman facsimile, Condor Joe Asakura, died in the series finale after suffering in silence for some time from an old wound. (But at least Joe died in battle! His death saved the other team members, whereas Gai's death was senseless and random. Was this intended to make us think about the vulnerability of 'invulnerable' heroes? Or was it just bad writing by Inoue Toshiki, chief scripter for Jetman? You decide.

The most famous anime team show Battle of the Planets also had an avian unifying theme, but Jetman added extra influences through the presence of many anime writers and Zeiram director Amemiya. The result was a super sentai show that gained a much more adult audience than many of its predecessors and which set the stage for a new boom in sentai popularity. Jetman was preceded in the Super Sentai chronology by FIVEMAN and followed by ZYURANGER, better known today as THE MIGHTY MORPHIN POWER RANGERS. Produced by Kyozo Utsonomiya, Jun Kaji, Takeyuki Suzuki.

Thirteenth Super Sentai. This series had many similarities to Science Ninja Team Gatchaman--the parallels in the members are too obvious to go into here; compare the characters listed here with the Gatchaman cast in section 0 of this Manual. But instead of being an empty imitation (as some view Gatchaman's own sequels, II and F), Jetman was a high-quality tribute that ranks with Dairanger as the top 90s Super Sentai. Note that the word 'choujin' ('birdman') is homophonous with 'choujin' ('superman').

This two-parter (Episodes 31-32) involved the Jetman team barely escaping the clutches of Mu; one of the 3 Demon Beasts. Gai (Black Condor) and Kaori (White Swan) decide to leave the team (hence the episode name "The Task Force Breaks Up!") Bad timing, because the other two remaining demon beasts, Ramon and Gogu, plot to take over Vyram. They use the abandonment to their advantage, and easily defeats the remaining three members Ryu (Red Hawk), Raita (Yellow Owl), and Ako (Blue Swallow). The demon beasts terrorize Tokyo and turn the humans into fruits (pineapples?!), eating them in the process.

Maria of Vyram (whom also happens to be Ryu's presumed dead girlfriend,) attacks and is then reverted by the demons back to her original form-Rie Aoi.. Ryu consoles her and encourages her to join the team. Gogu enlarges himself to finish off Jetman, and Ryu then summons Jet Icarus and Jet Garuda to do battle with the

giant. Gogu is still too powerful for the robots to handle and has both of them on the ropes. However, Commander Odagiri has an ace in the hole, in the form of Tetra Boy; Jetman's third 'robo'. He turns the tide for the task force and finishes off Gogu with the Tetrabuster cannon. Meanwhile, Count Radeige converts Rie back to her persona of Maria, and as Ryu returns from battle, she attacks! Ryu tries to snap her out of it, but to no avail. Ryu is beaten down and defeated, unwilling to fight his girlfriend.

In the second episode, "Wings Again", our story opens as Ryu finds himself back at Skycamp base, but at this point, he is hallucinating that he and Rie are still together. Even Gai and Kaori tried to snap him out of his trance, but to no avail.. Meanwhile, Gogu crawls back to Ramon, critically injured, and tries to heal each other. They are ambushed by Radeige and Grey. They abduct Gogu's body, return it back to Ramon, and as Ramon revitalises Gogu, a group of Bio-Dimensional parasites attack him and Gogu; combining them into one composite being. While Ryu battles Maria again, the rest of the Jetman team battle the combined Ramon/Gogu creature, and get their clocks cleaned. Ryu snaps out of his delirium, helps his team-mates, smashes the Demonbeasts, then summons Jet Icarus and Bird Garuda to finish it off with the "Hyper G Attack".

Characters and mecha

Earth Defence Army Skyforce

A global defence organisation watching over the world from the Earth Ship, reacting to crime and disaster with its Skyforcer agents on Earth.

Red Hawk (Tendou Ryuu; literally 'Heaven Hall Dragon')

Height: 180 cm

Weight: 79 kg

Running speed: 100 m/9.0 secs

Originally a 'Skyforcer' codenamed 'W6'. Became a Jetman by being showered with Birdonic Waves as a member of the J Project. Leader with a sense of justice stronger than anyone else's. Suffers from the knowledge that the girlfriend whom he believed to be dead, Aoi Rie, lived as Vyram officer Maria. Likes hot milk without sugar. (Why do the Japanese care about this?) Marries Kaori three years after the fall of Vyram. Weapons and/or attacks: Wing Punch, various Bringer Sword moves.

Tendou Kinuyo

Ryuu's grandmother. Wants Ryuu to marry to continue the family tsukemono business.

Black Condor (Yuuki Gai)

Height: 183 cm

Weight: 73 kg

Running speed: 100 m/9.5 secs

Lone wolf who hates being ordered around. Loves fighting, but deep down inside is a nice guy. Initially fought a lot with Ryuu, but in battle became friends with him. Interests include motorcycling, saxophone playing, gambling, and womanising. Hates nattou and other men. Cares for Kaori. Murdered by a thug three years after the final battle with Vyram. Weapons and/or attacks: Condor Finish, Flying Kick, Condor/Owl Towering Attack.

Yellow Owl (Ooishi Raita)

Height: 176 cm

Weight: 89 kg

Running speed: 100 m/11.4 secs

Nature-lover who enjoys growing vegetables. Hates Vyram for its destruction of nature. Eats a lot but is very strong. Good at cooking. Looks after Kaori. Three years after the final battle, runs a far with childhood friend Satsuki. As Yellow Owl, throws giant rocks as if they were pebbles and specialises in head butt, body blows, throwing techniques, and sumo-based attacks. Weapons and/or attacks: Rock Drop, Sure Kill Thrust, Condor/Owl Towering Attack.

Ooishi Kiyo

Raita's grandmother who raised him because his parents were too budsy.

White Swan (Rokumeikan Kaori)

Height: 163 cm
 Weight: 51 kg
 Running speed: 100 m/10.2 secs

A rich girl who joined Jetman to escape days of boredom. Since her parents live in New York, she is taken care of by her butler Jiiya. Good at kendo. Later marries Ryuu. Best shot of the Jetmen, despite an initial dislike for and/or attacks: Swan Wing, Swannie Attack, Double Kick (with Yellow Owl).

Blue Swallow (Hayasaka Ako)

Height: 159 cm
 Weight: 52 kg
 Running speed: 100 m/9.8 secs

Senior at Miharakita High School. Bright and cheery. Wants to get tied to a rich man. First thought of Jetman as a part time job paying 1500 yen an hour. (That's all she wanted for defending Earth!? I'd ask for more!) But her first battle awakened her sense of justice and made her realize that she must fight as a warrior (for free--it goes without saying). Best friends with classmate Kyouko. Debuts as an idol singer three years after the war.

Team weapons: Bird Blaster guns, Bringer Swords--both combine into Jet Hand Cannons which combine with the Beak Smasher guns to form the Smashbomber rifles. Wing Gauntlets which generate shockwaves of 150 Gs.

Team attacks: Bird Bomber, Fire Bazooka.

Commander Odagiri Aya

First woman commander of a sentai. Good at martial arts. Invents mecha.

The Back Dimension Dimensions: Dan, Kanna, and Rei

The last three warriors of Dimensia, a realm destroyed by Vyram. Chasing Vyram, they came to Earth with the Bird Garuda. Dan was able to transform himself into a winged 'birdman'.

Neojetmen J1 through J5

This black-garbed team was set up by Supreme Commander Ichijou in opposition to the Jetmen. Receive their powers from Birdonic Reactors implanted in their bodies. J1 is armed with the Neosword. J2 is armed with the Neostinger scythe. J4 is armed with the Neoslicer boomerang. All five have Neoshooter guns and Neomine grenades. Together, they fire the Flarebuster twin cannon. Gave their Birdonic energies to the Jetmen, who at the time couldn't henshin.

Jet Striker

Red Condor's buggy. Top speed 500 km/h. Transforms into the Fire Bazooka.

Jet Vancer.

Yellow and White's Toyota 4WD. Top speed 400 km/h.

Jet Speeders

Black and Blue's bikes. Top speed 360 km/h.

Jet Hawk (Red)

Length: 29.0 m
 Weight: 15 t
 Top speed: Mach 7
 Weapons: Plasma Hawk Cannon

Jet Condor (Black)

Length: 35.2 m
 Weight: 20 t
 Top speed: Mach 10
 Weapons: Condor Vulcan

Jet Owl (Yellow)

Length: 24.9 m
 Weight: 21 t
 Top speed: Mach 2
 Weapons: Owl Smasher

Jet Swallow (Blue)

Length: 24.9 m
 Weight: 14 t
 Top speed: Mach 8.5
 Weapons: Swallow Shower

Jet Swan (White)

Length: 35.2 m
 Weight: 24 t
 Top speed: Mach 4
 Weapons: Swan Pulsar

The above can combine into the giant plane...

Icarus Haken

Length: 43.3 m
 Weight: 94 t
 Cruising speed: Mach 12
 Top speed: Mach 15
 Weapons and/or attacks: Harken Buster, Jet Phoenix (Cf. the God Phoenix's Firebird attack in Gatchaman.)

or can combine into the robot...

Jet Icarus

Height: 52.8 m
 Weight: 94 t
 Flight speed: Mach 1
 Weapons and/or attacks: Birdonic Sabre, Shot Puncher, Icarus Axe, Icarus Puncher, Icarus Magna, Jet Lancer, Jet Dagger, Wing Shield

Bird Garuda > Jet Garuda

A mecha brought to Earth by the Dimensions.

Height (robot mode): 60.8 m
 Length (plane mode): 54 m
 Weight: 105 t
 Flight speed (robot mode): Mach 6
 Flight speed (plane mode): Mach 20
 Weapons and/or attacks: Garuda Burst, Garuda Searcher, Garuda Claw, Garuda Vulcans, Dia Blizzard, Garuda Beam.

Jet Icarus + Jet Garuda > Great Icarus

Height: 77.5 m
 Weight: 199 t
 Flight speed: Mach 2.5
 Weapons and/or attacks: Bird Maser, Great Beam.

Icarus Haken + Bird Garuda > Hyper Haken

Length: 88.6 m
 Weight: 199 t
 Flight speed: Near light speed
 Weapons and/or attacks: Hyper Buster, Hyper G Attack.

Tetraboy > Tetrabuster cannon

Height: 40 m

Weight: 32 t

Flight speed: Mach 0.8

Weapons and/or attacks: Tetra Punch, Tetra Kick.

Skycamp

The Skyforce's high-tech base for the Jetmen, with hangars for their mecha.

Dimensional Battle Party Vyram

Conquered the Back Dimension and is now moving on to the Front Dimension--our dimension. Its four leaders compete to see who will defeat Jetman. The winner will become the leader of Vyram.

Emperor Tranza/Tran

Psychokinetic who later grows up to become Emperor Tranza. As Tranza, builds the giant robot Veronica, which drains life force from human captives.

Count Radiguet/Radigan/Raguem (pronounced Ra-dee-geh, Ra-dee-gahn, Ra-gehm; the name Radiguet is a reference to French writer Raymond Radiguet). Cold-hearted officer who will do anything to defeat an enemy. Absorbs Veronica's energy to power himself up. Defeats Tranzter to become Vyram's leader. When enraged, turns into the monstrous Radigan. In the end, became the giant monster Raguem, capable of merging with the ship Vylock. Armed with the Bloodygade sword. Murderer of Dan and Rie.

Maria, formerly Aoi Rie

Formerly Skyforcer W3. Armed with the Necrod, which has three modes: electromagnetic whip, sword, and beam gun. Killed by Radiguet.

Grey

Robot who is almost human, with a love of wine, music, and cigarettes. Armed with the Grey Cannon. Feels for Maria and uses his body as a shield to protect her. Dies in a duel with Gai.

Empress/Demon Beast Juuza

Previous ruler of Vyram. Radiguet was once her underling. Awakens after a long sleep and comes to Earth via a meteorite. Turns humans into pillars of crystal so she can feed off their suffering. Fires bullets from her fingers and shock waves and beams from her mouth. Gave birth to...

Demon Beast Semimaru (semi = cicada)

The ultimate beast of destruction--a bat-winged red insectoid.

Demon Gods Mu, Ramon, and Gorg

Natural enemies of humanity who awoke from a long sleep. Feed off humans transformed into fruits. Ramon and Gorg can merge into a single being.

Dimensional Beasts

Monsters of the week which result from the combination of Dimensional Bug parasites and Earth objects, listed below by episode.

1. Dimensional Bug Mother
2. Fighter Dimension
3. Faucet Dimension
4. Road Dimension
6. House Dimension
7. Mirror Dimension
8. Dia Dimension
9. Fashion Dimension
10. Noodle Dimension
11. Vending Machine Dimension
12. Bus Dimension
13. Camera Dimension
15. Voice Dimension
16. Spirit Dimension
19. Fortunetelling Dimension
20. Vacuum Cleaner Dimension
21. Trash Dimension

Bio Dimension Beasts

Created using Bio Dimension Bugs, these creatures combine Terran animal genes with Terran weapons. Cf. similar monsters in Kamen Rider V3 and Dynaman.

- 25. Light Armadillo
 - 26. Dimensional Mammoth
 - 28. Dryer Dimension
 - 29. Armor Snake
 - 34. Hell Medusa (not actually a BD Beast)
 - 36. Ant Bazooka
 - 37. Torpedo Piranha
 - 38. Hammer Chameleon
 - 39. Sniper Cat
 - 40. Meteorite BEM (not actually a BD Beast)
 - 43. Leech Drill
 - 46. Great King Tomato (not actually a BD Beast)
- (No BD Beasts in 44-51.)

Grinam Soldiers

Black-skinned warriors born from Grinam Seeds.

Vylock

Brain-shaped castle capable of traversing dimensions.

Chojin Sentai Jetman (1991)

Produced by: Toei

Episodes: 51

By Jeffrey Couto

Overview

Following on the heels of Toei's 1990 entry (Fiveman) in the long running Super Sentai series, Chojin Sentai Jetman set a benchmark that is yet to be matched, even by shows like Time Ranger and Grandseizar, both of which have received many accolades from fans across both sides of the Pacific.

Join us as we take a closer look at this timeless show and explore what it is that makes it such an endearing favorite of so many tokusatsu fans.

The Story

A new form of energy dubbed Birdnic has been discovered and scientists are now interested in harnessing this power and bonding it with human beings. For this purpose five test subjects have been selected to undergo the prototype bonding procedure, among them Ryu Tendo and Aoi Rie, a loving young couple.

As the procedure begins on the first subject (Ryu) aboard an orbiting space station the Vyram suddenly appear and begin attacking the laboratory where the experiment is being carried out. This results in the complete destruction of the station, but not before Ryu and Ayachokan escape and the machine that held the Birdnic energy releases 4 waves of power, which fall to Earth and strike four random people throughout Japan.

Back on Earth and after realizing that he lost the love of his life, Ryu begins the search for the other four people who were struck by the Birdnic energy, with the goal of convincing them to come together as the only human group powerful enough to protect the Earth from the invading aliens, Chojin Sentai Jetman.

And so a new taskforce of complete strangers from diverse backgrounds and walks of life band together to form a new fighting force and Earth's last line of defense against the evil invaders.

The Characters

What is it about Jetman that made it such a fan favorite? I tend to think that it was the way in which it handled the themes of friendship, love and family, three subjects to which we can all easily identify with. More so than the other entries in the series, Jetman explored these subjects to their fullest potential, perhaps yielding the truest surrogate family in all of Sentai.

Super Sentai has generally dealt with these themes, but this series was the first to truly make them the heart of

the show and the driving force behind most of its key storylines. From lost loves, to uneasy friendships/alliances, and betrayal, Jetman had it all.

As far as the main story goes, it relied on the true, tried and tested alien invasion plot, which by itself doesn't make Jetman much different than the other shows in the series. What made this one stand out were its unusually strong subplots, which supported the main storyline, such as the one centered around Ryu and Rie's relationship, which ran the course of the series from the first episode, when she is taken from him and turned into the evil Maria, all the way into onto the dramatic end of the program, when Ryu finally recovers her only to lose her again.

Other highlights included Ryu and Gai's rivalry on the battle field and over love interest Kaori, the Vyram's own power struggle between Radiege and Toranza, and the introduction of other secondary characters and support mecha such as the Neo Jetman, Jet Garuda and TetraBoy; all of which helped set the stage for many serious and sometimes rather dramatic episodes.

The story is as good as Super Sentai stories have ever been and then some, but how about, the action scenes, the giant mecha battles, and the evil monsters of the week? In these areas while not surpassing some of the creativity exhibited by Toei's staff over the past decades Jetman managed to hold its own with many nicely executed battle scenes that rely heavily on wirework (to make the Jetman fly in certain scenes), great special effects and always impressive pyrotechnics.

Rounding off this perfect package was some of the best music ever composed for a Super Sentai series, from the hopeful and very sticky opening theme, to the exciting and energy packed battle BGM, Jetman's soundtrack was second to none. Some of the in-show songs were also some of the best songs to hit any tokusatsu series, featuring such memorable ones as the Jet Garuda and Jet Condor's theme songs. Needless to say I recommend that everyone hunt down the CD's (Anime Jungle usually has one or two used copies in stock from the various CD compilations)

Conclusion

I've called this the greatest Super Sentai show ever made (even though Carranger is my personal favorite) and I will stand by that opinion until something better comes along...if it does.

While some shows have come and gone that were brilliant in concept and character development none of them handled the human element of their stories in the way Jetman did. The mecha, the battles, the Vyram invasion they were all secondary to the characters and the exploration of their humanity.

To me Jetman represents the pinnacle of what tokusatsu can be. All fans of these shows should make it a point to collect this series and see why so many of us hold it in such high regard.

Trivia

Jetman is a homage to the classic 1970's Anime franchise Gatchaman, which is said to have been one of the sources of inspiration for Super Sentai. The Gatchaman homages include the bird-themed costumes, jet vehicles, and the character of Gai/Black Condor, who was a homage to Joe the Condor/G-2 of the Gatchaman team. Both Gai and Joe had Condor themed costumes, acted tough and rebellious, and both died at the end of their respective series (however, Joe returned as a Cyborg in Gatchaman II, while Gai was kept dead for the seemingly non-canon Jetman manga epilogue, in which he was replaced by Jeff Kensaki/Green Eagle). These homages become even more noticeable in the non-canon epilogue manga, where the Jetman helmets resemble the open-faced helmets of Gatchaman.

Choujin Sentai Jetman in the Philippines Was Tagalized Version Aired On ABC 5

Everynight After the Drama Series.

Jetman's manga epilogue was quite inconsistent due to the fact, in the finale episode of the live-action series, all the mecha were beyond repair and there is no hint of them being repaired or that the Neo Jetman team already gave up their birdonic waves to the Jetman team.

Jetman was supposed to be the first Power Rangers, American producer Haim Saban had pitched this show for Americanization before turning 1992's Kyouryuu Sentai Zyuranger into Mighty Morphin' Power Rangers.

Gai's death has a certain glitch where Gai doesn't bleed when he's dying even if it looked like he was stabbed. Some fans assumed he was just at peace with himself while others debated he died.

Kotaro Tanaka (Ryuu) and Rika Kishida (Kaori) got married in real life after Jetman ended. They live in London and they have two children.

Sentai alumni Kanako Maeda (Momoko/Pink Mask in Hikari Sentai Maskman), Yasuhiro Ishiwata (Bun/Blue Flash in Choushinsei Flashman), Masashi Ishibashi (Commander Hedder I in Battle Fever J, General Kar in Kagaku Sentai Dynaman, and Doctor Rehda in Kousoku Sentai Turboranger), Mayumi Yoshida (Lou/Pink Flash in Flashman), Daisuke Ban (Makoto Jin/Battle Cossack II in Battle Fever), Haruki Hamada (Hiryuu Tsurugi/Change Dragon in Dengeki Sentai Changeman), Miyuki Nagato (Ulk in Flashman) and Kazuhiko Nishimura (Jou Ohara / Yellow Lion in Choujuu Sentai Liveman) all had guest roles.

The series had a short-lived evil queen which brought up some debate.

Guest stars Hideki Fujiwara and Yuuta Mochizuki went on to play Dan/TriceraRanger and Geki/TyrannoRanger, respectively, two of the main heroes in the next Sentai series, Kyoryuu Sentai Zyuranger.

The characters Ralf Jones and Clark Steel from the King Of Fighters series of games have a pre-fight intro with each other where they do the same poses that the Jetmen did in the show.

It is the first Tokusatsu series with a marriage involving members of a team.

The cockpit for the Jet Ikaros was later used for the cockpit for the DaiZyuJin in Kyoryuu Sentai Zyuranger.

A video game adaptation of the series was released by Angel Studios for the Nintendo Famicom game console in Japan.

Gai's crotch-holding overhead toss would be later used by Shun Namiki/Mega Blue in Denji Sentai Megaranger.

It's interesting to have it that the Meteorite BEM's very own core, the meteorite seems to be reminiscent to that of Chodenshi Bioman's episode 10 where Yellow 4 dies, the scene of a planet exploding. When the monster fired at them, their birdonic waves/energy was neutralized though they aren't killed. Could it be...?

Also, the way the five are chosen are quite parallel to Bioman- they are detected by a radar that could read their energy readings, their birdonic waves/bio energy levels which they form the Jetman. Also the energy used on them seems to be the same that of the Biomen, they might have been descendants of the original five or that of the others scattered with bio particles.

As a homage to Gatchaman, however it is ironic that the swallow member is a girl instead of a boy. It is the second sentai to have a female blue ranger after Liveman.

Jetman is the first Sentai series to have the individual mecha form a large jet, which was copied into Timeranger. (The five TimeJets forming TimeJet Gamma) Ikaros Haken's finishing attack where it turns into a flaming firebird is another element that homages Gatchaman.

Though fans often question how Gai appears in Super Sentai World, it happens because he died on the third anniversary of the fall of Vyram, so the events in Super Sentai World happen before that day or perhaps, Super Sentai World is not canon but created just for enjoyment.

This is the only sentai wherein the replacement warrior has his own color (green) and never wears the color used by his slain predecessor (black) opposite other sentai wherein the replacement warrior also wears the same color worn by his/her slain predecessor (though this only occurs on the finale and the manga epilogue).

This is also the second sentai that the opening theme begins with the chorus (other sentai that begins the opening song with the chorus are zyuranger and dynaman usually a sentai opening begins with the first part and ends with the chorus)

WR. Toshiaki Inoue, Kenichi Araki, Hiroyuki Kawaski, Toshihisa Arakawa, Asami Watanabe, Kunio Funjii, Naoki Yawatri, Takehito Masuda.

DIR. Keita Amemiya, Shohei Tojo, Kiyoshi Arai, Masao Minowa, Taro Sakamoto.

EPISODES: 51 **YEAR MADE:** 1991 **COUNTRY:** JAP **SEASONS:** 1

TOEI / ASAH

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 15/02/1991

AIR DATE OF LAST EPISODE 14/02/1992

SEASON DATE BREAKDOWN:

FILMS:

Kaori Rokumeikan/White Swan RIKA KISHIDA, Ako Hayasaka/Blue Swallow SAYURI UCHIDA, Ryu Tendo/Red Hawk KOTARO TANAKA, Gai Yuki/Black Condor TOSHIHIDE WAKAMATSU, Raita Oishi/Yellow Owl TOMIHISA NARUSE, MAHO MARUYAMA, TAKUMI HIROSE, DAISUKE TACHI, HIDEAKI KUSAKA.

RELATED SHOWS:

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

KAGAKU SENTAI DYNAMAN

DENKI SENTAI CHANGEMAN

HIKARI SENTAI MASKMAN

CHIKYUU SENTAI FIVEMAN

KYORYUU SENTAI ZYURANGER

GO SEI SENTAI DAIRANGER

NINJA SENTAI KAKURANGER

- 1 - 1 *SEEK THE WARRIORS*
- 1 - 2 *THE THIRD WARRIOR*
- 1 - 3 *THE POWER OF FIVE!*
- 1 - 4 *THE BRIDE WHO FIGHTS*
- 1 - 5 *FALL FOR ME*
- 1 - 6 *RAGE, ROBO*
- 1 - 7 *RYUU'S MARRIAGE*
- 1 - 8 *THE DIAMOND THAT LAUGHS*
- 1 - 9 *MUDDY LOVE*
- 1 - 10 *CUP NOODLES*
- 1 - 11 *A DANGEROUS GAME*
- 1 - 12 *BUS TO HELL*
- 1 - 13 *MAZE OF LOVE*
- 1 - 14 *SURE KILL CANNON OF LOVE*
- 1 - 15 *HIGH SCHOOL STUDENT WARRIOR*
- 1 - 16 *REVOLT OF PAPER*
- 1 - 17 *THE REVIVED EMPRESS*
- 1 - 18 *GAI DIES!*
- 1 - 19 *I CAN SEE*
- 1 - 20 *MARRIAGE VACUUM CLEANER*
- 1 - 21 *THE TRASH THAT WALKS*
- 1 - 22 *EXPLODING LOVE*
- 1 - 23 *A NEW TASK FORCE DEBUTS*

- 1 - 24 *SALLY FORTH, SUPER ROBO*
- 1 - 25 *THE SHADOW HUMANS WHO LAUGH*
- 1 - 26 *I AM A PRIMITIVE*
- 1 - 27 *GREAT ESCAPE FROM THE WORLD OF DEMONS*
- 1 - 28 *THE FOUNDING DIMENSIONAL BEAST*
- 1 - 29 *THE LAST BATTLE*
- 1 - 30 *THE THREE DEMON GODS STAND*
- 1 - 31 *THE TASK FORCE DISBANDS*
- 1 - 32 *WINGS AGAIN!*
- 1 - 33 *A COCKROACH*
- 1 - 34 *TRAITOR RYUU*
- 1 - 35 *THE FIGHTING COURAGE GIVEN BY A PIGEON*
- 1 - 36 *HUNTER THAT WALKS!, THE ANT HUMANS*
- 1 - 37 *BORN! EMPEROR TRANZA*
- 1 - 38 *SUDDEN HAMMER!*
- 1 - 39 *SPIN, ROULETTE FOR LIFE!*
- 1 - 40 *COMMAND! SWITCH THE TASK FORCES*
- 1 - 41 *TRANSFORMATION IMPOSSIBLE! THE BASE ANNIHILATED*
- 1 - 42 *SLEEP ON MY CHEST*
- 1 - 43 *ENTER THE COMMANDER'S BODY!*
- 1 - 44 *DEMON GOD ROBO! VERONICA*
- 1 - 45 *THE HOT MILK OF VICTORY*
- 1 - 46 *GREAT DEMON GOD OF TOMATO FIELD*
- 1 - 47 *GLORY OF EMPEROR TRANZA*
- 1 - 48 *A KISS THAT CALLS FOR DEATH*
- 1 - 49 *MARIA... HER LOVE AND DEATH*
- 1 - 50 *RESPECTIVE BATTLES TO THE DEATH*
- 1 - 51 *SPREAD YOUR WINGS, BIRDMEN!*

CHO REI SHI SENTAI BIOMAN

AKA: **SUPER ELECTRON BIOMAN**



Dr. Kageyama transformed himself into a Mecha Human, renamed himself Doctor Man, and leading the New Empire Gear from his base of Neograd at the South Pole, plans to rule the world through his Mechahumans. The Biorobo awakes from five centuries of sleep to find the five descendants of humans who had been showered with Bioparticles 500 years ago. Under the direction of Peebo, who had accompanied the Biorobo to Earth, the five don Biosuits to become the Biomen. Early on, Doctor Man invents the Biokiller Gun to kill Yellow Four.

A new Yellow Four join the team. Man's supercomputer Brain and his android Prince turns out to have quite human hearts which bring about their downfall. Prince is based on Man's son Shuuichi, who appears before the Biomen. The Big Three learn of Shuuichi's existence, realize that Man is a mere human, and revolt. They fail, and Doctor Man brainwashes and modifies them. The Biohunter Silva comes from space to hunt them down.

The Biomen meet a mysterious scientist intending to build a conscience circuit (shades of Kikaider!), Dr. Shibata, who turns out to be both Red's father and a friend of Man. In the end, the Biomen defeat Silva and his robot Balzion and enter the fortress Neograd itself.

Bioman was something of a departure from the traditional Super Sentai layout, since it not only had two female team members but also jettisoned the word "Sentai" from its title. In other respects, however, it was still born from the same cookie-cutter formula first perfected in GORANGER, with a five member team battling garish monsters of the week, with the aid of their toy tie-in super vehicles - in this case, Bio Jet's One and Two, which combine to form the giant Bio Robo. The presence of two female members also led to a broadening of the usual action figure merchandizing into a new girl friendly area - Bioman fans could also buy dressable dolls of Yellow Four and Pink Five. In addition to Doctor Man's machine men, the team had to fight the big three, a trio of minions named Mason, Farrah and Monster, as well as Silva, a shiny robot hunter specially designed to hunt down anything containing bio-particles. "Based on a idea by Sakuro Yade". Bioman was preceded in the Super Sentai series by DYNAMAN and followed by CHANGEMAN. Music by Tatsumi Yano.

Sixth Super Sentai. Considered by some to be the best. Unusual in its lack of human-sized monsters of the week. "Choudensi Bioman" introduced the concept of having 2 female members.

Characters and mecha

Bioman

Red One (Gou Shirou)

Former space shuttle pilot. Weapons and/or attacks: Fire Sword, Super Electron Radar, Spark Sword, Diving Attack.

Green Two (Takasugi Shingo)

Former car racer. Team strongman. Weapons and/or attacks: Hurricane Sword, Super Electron Scope, Break (Dance) Action, Super Jump, Green Boomerang.

Blue Three (Nanbara Ryuuta)

Water sports ace. Weapons and/or attacks: Electric Sword, Super Electron Ear, Super Sky Diving.

Yellow Four (Koizumi Mika; 1-10)

Former photographer. Weapons and/or attacks: Thunder Sword, Super Electron Holography, Action Shooting

Yellow Four (Yabuki Jun; 11-51)

Former Olympic archer. Weapons and/or attacks unique to her: Bioarrow.

Pink Five (Katsuragi Hikaru)

Former flutist. Weapons and/or attacks: Laser Sword, Spin Chops, Pink Barrier.

Team attacks include the Bioelectron, Super Electron, Bio Big Arrow, Bioelectro Beam, Biorevolver, Pentabeams, Circus Loops, Miracle Bombers, Miracle Laser, and Bio Super Electron. All Biomen are armed with Bioswords which have three modes: sword, short sword, and gun.

Peebo

Robot advisor; cf. MMPR's Alpha 5.

Biomach 1, 2

Motorcycles for Red and Yellow.

Bioturbo

Car for Green, Blue, and Pink.

Biodragon

Flying fortress which opens up to be a runway for...

Biojet 1 (Red, Pink) + 2 (the rest) > Biorobo

Weapons and/or attacks: Super Maser sword (Concentration, Comet Cutter, Break Attack, Cross Cut, Great Attack, Chainsaw Cutter, Straight Flash, Reverse Cross Cut, Pinball Shooting, Dashing Beam, Shadow Cutter, Bio Particle Cut, Super Flash).

The New Empire Gear

A mechanical empire based at the Neograd fortress at the South Pole (cf. Black Magma) which plots world conquest.

Doctor Man

Formerly scientist Kageyama Hideo, now a Mecha Human and boss of Gear.

Prince

An android modelled after Shuuichi, Dr. Man's son

The Big Three:

Mason the leader

Farrah the woman

Monster the strongman

The Five Beastnoids (recurring monsters of the week):

Psygorn the psychic

Messerbeast the flyer

Aquaiger the underwater warrior

Metzler the spy

Beastking, Monster's underling

Metzler and Aquaiger die in mid-series while the others are powered up.

Farrahcat, Farrah's bodyguard

Mecha Gigans and Neo Mecha Gigans

Giant robots of the week.

Mechaclones

Grunts in black with silver heads and red eyes.

Silva

Hakaider/Dark Knight-like Biohunter; a robot from Bio Star programmed to kill anything with Bioparticles, like the Biomen, with his Biobuster gun.

Balzion

Silva's giant robot.

Trivia

This article or section needs copy editing for proper spelling, grammar, usage, tone, style, and voice. You can help by editing it now. A guide is available, as is general editing help.

Bioman is the first Sentai to have two females and one to be replaced by another female member.

A character in this series also has the name of the professor who gave the five Megarangers and later MegaSilver their powers. The name being Professor Shibata.

There are two Yellow Fours, First one is Mika Koizumi, who died in episode 10 (Goodbye, Yellow). Second one is Jun Yabuki, she had a debut of episode 11 (Enter New Soldier Jun) until the end. The reason for the change is that Mika Koizumi's actress, Yuki Yajima, left the Japan Action Club (the action star theater group founded by Japanese action icon Sonny Chiba and contracted for the Super Sentai series at that time). In fact, in that particular episode (episode 10), there was no transformation sequence for Yellow Four from her human form. She was Yellow Four all throughout the episode. The reason being, JAC was working the year before and several weeks into this installment with low pay but then budget cuts came after episode 8 and they asked Yuki to work without pay and she had enough and quit. Rumors through 2006 stated that she discovered she was pregnant which is why she was in-suit. This could still be true as there's an upcoming actor in Japan with the same last name and a birth year/time of Late Fall 1984.

In the French version of the series, the characters into from Japanese to French names, Jacky Gor (Shirou), Fred (Shingo), Bob (Ryuta), June (Jun) & Sikou (Hikaru).

Bioman is unique from other sentai for not having monsters that enlarged when defeated.

The series also has a Philippine version of its Japanese names to American English, Kenny (Shirou), Sammy (Shingo), Frankie (Ryuta), Casey (Mika), June (Jun) & Kimberly (Hikaru).

Because of its popularity, two Philippine movies were made based on this sentai series.

One is a parody entitled Kabayo Kids (although only three sentai members) in 1990. Starring the comic troika of Tito Sotto, Vic Sotto and Joey de Leon, with Richie De Horsie. Story: Pamboy (Tito) work as kutsero (coachman), Nanding (Vic) work as jockey, and Pando (Joey) work as panday (blacksmith) respectively, all in line with horses (kabayo). They stumble into a crime committed by a big syndicate headed by Red Devil. The three were almost killed but they managed to seek refuge into Don Horacio's (Richie) mansion. Horacio used to be a handsome man but was disfigured by some hoodlums who wanted to use his business in their illegal operations, something he refused to oblige. Horacio gave the three superpowers to fight crime. Pamboy transforms and calls himself "Orange Juice", Nanding as "Green Mango" and Pando as "Yellow Banana". All have the costume-like in Bioman and with motorcycles.

The other one is entitled Bio Kids in 1991. Story: Five kids went to a haunted house and were given superpowers by an old genius scientist living there to fight Exxor and his sinister lackeys before they destroy the world's peace.

Farrah at's actress, Yukari Oshima, went on to become a popular Hong Kong action star and was popularly known in the Philippines as Cynthia Luster. She is currently retired from acting and is the current action director of the Cutey Honey live-action series.

The fanmade sentai team Jushi Sentai France Five has a theme that is heavily influenced by Bioman's opening theme.

Bio Hunter Silver is based off the villain Hakaider from the Android Kikaider television show.

Hikaru Kurosaki (of Juspion fame) guest starred in episodes 35 & 36. This is where Kurosaki met Yuko Asuka and they later married (she now goes by the name Yuko Kurosaki). Both are currently retired from acting.

WR. Hirohisa Soda, Kunio Fujii, Kyoko Sagiyama, Masaru Yamamoto, Jo Narumi.

DIR. Nagafumi Mori, Kazushi Hattori, Minoru Yamada.

EPISODES: 51 **YEAR MADE:** 1984 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SABURO YADE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 04/02/1984

AIR DATE OF LAST EPISODE 26/01/1985

SEASON DATE BREAKDOWN:

FILMS: SUPER ELECTRON BIOMAN (1984).

,, Peebo, , Red One (Gou Shirou) RYOSUKE SAKAMOTO, Green Two (Takasugi Shingo) NAOTO OTA, Blue Three (Nanbara Ryuuta) AKIHITO OSUGA, Yellow Four (Koizumi Mika; 1-10) YUKI YAJIMA, Yellow Four (Yabuki Jun; 11-51) SUMIKO TANAKA, Pink Five (Katsuragi Hikaru) MICHIKO MAKINO, Doctor Man MUNEMARU KODA, ICHIRO MURAKOSHI.

RELATED SHOWS:

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

KAGAKU SENTAI DYNAMAN

HIKARI SENTAI MASKMAN

CHIKYUU SENTAI FIVEMAN

CHO JIN SENTAI JETMAN

KYORYUU SENTAI ZYURANGER

GO SEI SENTAI DAIRANGER

DEN KO CHO JIN GRIDMAN

NINJA SENTAI KAKURANGER

- 1 - 1 *ENIGMA OF THE GIANT ROBOT'S APPEARANCE*
- 1 - 2 *GATHERING! SOLDIERS OF DESTINY*
- 1 - 3 *OUR FRIEND, BIO ROBOT*
- 1 - 4 *SELF DESTRUCT! MECHA HUMANS*
- 1 - 5 *TO APPEAR TO BE KILLING THE ENEMY*
- 1 - 6 *RISE UP BIO ROBOT*
- 1 - 7 *TO TRAP PEEBO*
- 1 - 8 *BATTLE! PLEDGE ON A STAR*
- 1 - 9 *TO ERASE THE LEAPER*
- 1 - 10 *FAREWELL, YELLOW*
- 1 - 11 *ENTER NEW SOLDIER JUN*
- 1 - 12 *MURDERER GREEN*
- 1 - 13 *JUN*
- 1 - 14 *NEW INTELLECT BRAIN*
- 1 - 15 *FLAMING OATH OF FEMALE SOLDIER*
- 1 - 16 *RUN! 21599 SECONDS*
- 1 - 17 *I SEE THE IMPERIAL PALACE*
- 1 - 18 *SUPER POWERED GIRL'S PRAYER*
- 1 - 19 *MY FATHER IS DOCTORMAN*
- 1 - 20 *THE CHALLENGE OF PRINCE*
- 1 - 21 *GUARD THE BIOBASE!"*
- 1 - 22 *GREAT BURGLER BLUE!"*

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- 1 - 23 *GYO! ATTACK OF THE PUPPET!"*
 - 1 - 24 *BLOSSOMING OF THE FLOWER OF LOVE*
 - 1 - 25 *SPECTRE OF THE PRINCE*
 - 1 - 26 *FATHER'S DREADFUL SECRET*
 - 1 - 27 *FEMALE WARRIORS OF HELL SPIDER*
 - 1 - 28 *ASSASSINATION OF DOCTORMAN*
 - 1 - 29 *THE DAY TOKYO DISAPPEARED*
 - 1 - 30 *DEMON SABER OF MIGHTIEST KANS*
 - 1 - 31 *NEW MODEL? ARRIVAL OF MEGAS*
 - 1 - 32 *GEAR'S GREAT TACTICS REFORMATION*
 - 1 - 33 *COME FORTH! NEW CERTAIN KILL TECHNIQUE*
 - 1 - 34 *BEHOLD THE POWER OF BIO!*
 - 1 - 35 *SERIES SIX BOY*
 - 1 - 36 *TRANSFORM BOY*
 - 1 - 37 *THE ASSASSIN SILVER*
 - 1 - 38 *THE RIDDLE OF BALZION*
 - 1 - 39 *MEISON'S TRAP*
 - 1 - 40 *TO STEAL TURBO*
 - 1 - 41 *THE DEVILISH NURSEMAID*
 - 1 - 42 *GOU! TO WAGER ONE'S DESTINY*
 - 1 - 43 *SAILOR SUITED WARRIOR*
 - 1 - 44 *BEAUTIFUL CONSCIENCE CIRCUIT*
 - 1 - 45 *HUMAN BOMB JUN*
 - 1 - 46 *ESCAPE! VILLAGE TRAP*
 - 1 - 47 *PROFESSOR SHIBATA'S TRUE COLORS*
 - 1 - 48 *ENTER BALZION*
 - 1 - 49 *FEARFUL BIO ROBOT*
 - 1 - 50 *ASSAULT! NEOGRAD"*
 - 1 - 51 *FAREWELL, PEEBO*

CHO RIKI SENTAI OHRANGER

AKA: **OHRANGER**

AKA: **SUPER-POWER BATTLE TEAM OHRANGER**

AKA: **SUPERPOWER TASK FORCE OHRANGER**



6,600 million years ago, Ancient Mankind (probably not the same race as in Zyuranger) created the rebel robot Bacchus Wrath, who was banished off Earth by Riki/King Ranger. In 1999, the machines of Baranoia now intend to wipe out humanity and bring about machine rule on Earth. Chief Counsellor Miura brought back to life the energies that had been given birth by the lost super civilization on the supercontinent of Pangaea 600 millions years ago. Putting together the pieces of a stone plane discovered three years ago, the secrets of 'superpower' became known.

The Ohranger base was built in Japan's Southern Alps, where remnants of the lost super civilization were found. Miura built a pyramid that generated Tetrahedron Power--the power needed to give the five UA officers the ability to change into the Ohrangers. The legendary Riki/King Ranger reappears in modern times to aid the team.

In 1999, when the evil Machine Empire arrives to enslave the people of the planet Earth, the United Armies (UA) of the world use the relics of an ancient, long-forgotten science to create the six member ohranger team of superpowered warriors. Their leader Goro (Shishido) is a captain of the UA and a master of Japanese martial arts who transforms into Oh Red. Shohei (Masaoka) is a lieutenant in the UA and Oh Green on the Ohranger team. He likes boxing and ramen noodles. Soft-spoken Yuji (Aida), is also a lieutenant, is Oh Blue on the team and a master of fencing. The team has two female members: Juri (Aso) is Oh Yellow, a strong willed lieutenant in UA who is also an expert in martial arts; Momo (Tamao) is Oh Pink, a motherly girl next door who is also a lieutenant in UA and an expert in aikido and Chinese Kung Fu. They are later joined by young boy Riki (Yamaguchi) who transforms into the King Ranger, the legendary warrior who fought against the Machine Empire in the distant past.

To aid them in their fight, the Ohranger team has a series of Egyptian-themed animal robots, each of which transforms into a humanoid version. These in turn can combine to make the Ohranger Robo, while five other robots combine to make the Ohblocker robot. Other transforming weapons include Tackle Boy and Gun Machine, while the entire Ohranger vehicle is stored in the Pyramid Carrier Robot, which itself can transform into the King Pyramider robot.

Their enemies in the Machine Empire are led by Emperor Baxhund from Planet Paranoia, who sends his robot minions to seize control of the world, either by monsters of the week or with the aid of his cannon fodder Baro minions.

An important date for the Super Sentai series, marking as it did the 20th Anniversary of the first Super Sentai series Goranger, Ohranger seemed to derive much of its look and unifying theme from the previous years Hollywood movie Stargate. It was soon picked up for American distribution as the next installment in the MIGHTY MORPHIN' POWER RANGERS series, under the title POWER RANGERS ZEO.

Based as usual on an idea by Saburo Yade, with music from prolific anime composer Seiji Yokoyama. Ohranger was followed in the Super Sentai series chronology by CARRANGER, which was released in the U.S. as POWER RANGERS TURBO.

Seventeenth Super Sentai. Also touted as a 20th Anniversary Sentai Series (counting somewhat differently). This show is also the basis for the American SF show POWER RANGERS ZEO. Series was produced by Jun Kuji, Susumu Yoshikawa, Takeyuki Suzuki and Naruki Takadera.

Main heroes: Chouriki Sentai Oorenjaa (Super-Power Task Force Ohranger)

Ooredoo (Ohred) aka Hoshino Gorou

Ooguriin (Ohgreen) aka Yokkaichi Shouhei

Ooburuu (Ohblue) aka Mita Yuuji

Ooieroo (Ohyellow) aka Nijou Juri

Oopinku (Ohpink) aka Maruo Momo

Kingu Renjaa (King Ranger) aka Riki - young warrior placed in suspended animation 6 million years ago by an ancient Earth civilization; becomes the Ohrangers' 6th member; first appears in episode #26

Ganmajin - legendary wish-giver who normally appears as a small stone head with a key but comes out when someone turns the key and says "Ganma ganma dondoko ganma"; becomes an ally of the Ohrangers; first appears in episode #37

Main villains: Mashin Teikoku Baranoia (Machine Empire Baranoia)

Bakkasufundo (Bacchus-rage) - emperor of Baranoia who gets killed by the Ohrangers in episode #34

Hisuteria (Hysteria) - wife of Bacchus-rage; blows herself up in episode #48

Burudonto (Buldont) - son of Hysteria and Bacchus-rage who becomes Kaiser Buldont in episode #40

Acha & Kocha (Acha & Kocha) - servant-types who follow whoever is in command at the time; Kocha fires energy into the mashinjuu to cause them to grow to giant size.

Bonbaa za Gureeto (Bomber the Great) - takes over after Bacchus-rage is killed and sends Buldont off into space on a missile in episode #35; is rebuilt and controlled by Kaiser Buldont to destroy the sun, but dies when Ganmajin throws him off into space and he blows up in episode #41

Kaizaa Burudonto (Kaiser Buldont) - rebuilt form of Buldont; takes control of Bomber the Great in episode #41; is killed in episode #48

Maruchiiwa Hime (Multiwa Princess) - Hysteria's niece who first appears in episode #40; gets married to Kaiser Buldont in episode #41; it is revealed that they have a son in episode #47; Multiwa is killed in episode #48 along with Kaiser Buldont

Baaro Hei (Barlo Soldiers) - robotic soldiers

Mashinjuu (Machine Beasts) - robotic monsters whose names are all (except in the movie) "Bara-"something, in homage to the Baranoia Empire.

Song lyrics:

OORE! OORENJAA
(Ohranger opening)

Dasshu! Dasshu! Oorenjaa,
Dasshu! Dasshu! Oorenjaa,
Daichi no kodou ga kiekakaru,
Isoge! Dasshu! Oorenjaa.

Atsui hi nagarenu, hagane no mashin,
Heiwa no negai o, kooraseru.

Ashita ni, mukatte, yuuki o, moyaseba,
Baranoia nante kowaku nai.

Hashiridashitara,
Tomaranai ze, Oore!

Kurai tsuitara,
Hanasanai ze, Oore!

Dekkai yume o, oikakeru no sa,
Oore! Oore! Oore! Oorenjaa!

Dasshu! Dasshu! Oorenjaa,
Dasshu! Dasshu! Oorenjaa,
Chiisana inochi ga sakenderu,
Isoge! Dasshu! Oorenjaa.

Namida o shiranai, tsumetai haato,
Kokoro o motanai, mashinjuu.

Kanashimi, norikoe, egao o, misetara,
Baranoia nante kowaku nai.

Ikaridashitara,
Tomaranai ze, Oore!

Chikara no kagiri,
Buchiataru ze, Oore!

Tobikiri atsui, gonin no nakama,
Oore! Oore! Oore! Oorenjaa!

Hashiridashitara,
Tomaranai ze, Oore!

Kurai tsuitara,
Hanasanai ze, Oore!

Dekkai yume o, oikakeru no sa,
Oore! Oore! Oore! Oorenjaa!

Dasshu! Dasshu! Oorenjaa,
Dasshu! Dasshu! Oorenjaa,
Daichi no kodou ga kiekakaru,
Isoge! Dasshu! Oorenjaa.

Dasshu! Dasshu! Oorenjaa,

Dasshu! Dasshu! Oorenjaa,
Chiisana inochi ga sakenderu,
Isoge! Dasshu! Oorenjaa.

KINKYUU HASSHIN!! OORENJAA

(Ohranger ending)

Sukuranburu! Sukuranburu! Hibiku sairen, (Oorenjaa!)
Teiku ofu! Teiku ofu! Sandaauingu,

Kinkyuu hasshin!! (?????)
Hirogaru oozora, mabushii taiyou,
Kimagure ni, kaze ga, toikaketekuru.

Naze toritachi yori mo,
Hayaku tobu no darou.

Naze kumo yori mo,
Takaku mau no darou.

Go! Go! Go! Oorenjaa,
Tatakai no nai hi ga kuru made,
Go! Go! Go! Oorenjaa,
Habatake,

Oorenjaa.

SOS! SOS! Chikyuu no sakebi, (Oorenjaa!)

Teiku ofu! Teiku ofu! Sandaauingu,
Kinkyuu hasshin!! (?????)

Hikaru marin buruu, yureru nami moyou,
Shiokaze ga, sotto, sasayaki kakeru.

Kono hoshi wa ashita mo,
Kitto kagayaku darou.
Afereru yume o,
Shitteiru no darou.

Go! Go! Go! Oorenjaa,
Shinjiru chikara hitotsu ni shite,
Go! Go! Go! Oorenjaa,
Habatake,
Oorenjaa.

Naze toritachi yori mo,
Hayaku tobu no darou.

Naze kumo yori mo,
Takaku mau no darou.

Go! Go! Go! Oorenjaa,
Tatakai no nai hi ga kuru made,
Go! Go! Go! Oorenjaa,
Habatake,
Oorenjaa.

NIJI-IRO KURISUTARU SUKAI

(Ohranger)

Fukisusabu,
Arashi no mukou wa,
Niji-iro ni yureru,
Kurisutaru sukai.

Kimi o matteru,
Mirai kara,
Tsuyoku hikare,
Sora no kanata e.

Oorenjaa, kimi wa,
Erabareta yuusha,
Shinjiru pawaa zenkai ni, hashiridasu.

Yami o, tsuranuku,
Yuuki kakagetara,
Kowai mono wa nani mo nai sa, oore!

Tachinoboru,
Kiri o koete kita,
Ima yomigaeru,
Kurisutaru supaaku.

Kimi wa umareta,
Anun kugurinuke,
Shiawase no tame,
Toki o koete yukou.

Oorenjaa, gonin ga,
Mezameru kono toki,
Inorino pawaa ga mabushiku, hikaridasu.

Sora e, hibiku,
Negai wa kanau darou,
Atsui haato wa moesakaru, oore!

Oorenjaa, kimi wa,
Erabareta yuusha,
Shinjiru pawaa zenkai ni, hashiridasu.

Yami o, tsuranuku,
Yuuki kakagetara,
Kowai mono wa nani mo nai sa, oore!

"Chouriki Sentai Oh Ranger" (well-known in other nations of the world as "POWER RANGERS ZEO")
celebrated the 20th Anniversary of the SUPER SENTAI series. The Opening Theme is my favorite, tied with
Kakuranger's Opening Theme.

Characters and mecha

UAOH (International Air Force Ohrangers)

With their Power Braces, the Ohrangers don their OH Suits and via 'Superpower,' the collected energies of
Earth, they can boost their abilities by 30 to 40 times.

Ohred (Hoshino Gorou; hoshi = star, go = five)
Ace pilot and team leader. Uses karate.
Pilots Skyphoenix, Giant Roller, Red Puncher, and Red Blocker star robot.
Weapon: Star Riser sword
Attacks: Super Power Riser

Ohgreen (Yotsukaichi Shouhei; yotsu = four)
Second in command. Boxer.
Pilots Grantaurus and Green Blocker square robot.
Weapon: Square Crushers
Attacks: Mirage Knuckles, Lightning Light Super Power Crusher.

Ohblue (Mita Yuuji; mi = three)
Swift. Uses jumps and midair fighting tactics.
Pilots Dash Leon and Blue Blocker triangle robot.
Weapon: Delta Tonfas
Attacks: Rolling Jump, Super Power Slide Attack.

Ohyellow (Nijou Juri; ni = two)
Uses martial arts researched in America.
Pilots Dogu Lander (a rolling doguu figure; a doguu is a type of ancient Japanese earthen figure that some
claim looks like an 'ancient astronaut'--von Daeniken fans, take note!) and Yellow Blocker two-bar robot.
Weapon: Twin Baton nunchakus
Attacks: Big Wheel Throw (cf. Kikaider).

Ohpink (Maruo Momo; maru = circle)
Uses Chinese boxing
Pilots Moa Loader (a rolling Easter Island head) and Pink Blocker circle robot.
Weapon: Circle Defender shield
Attacks: Vacuum Throw, Lightning Flash Miracle Qigong Shots.. (Each has a name that describes their
symbols.)

Kingranger (Riki)
The legendary child (?) hero who chased Bacchus Wrath off Earth 600 millions years ago. Protector of Dorin,
a mystery creature in the shape of a girl whose pet is the obviously fake green lizard Paku. His mask symbol
is the kanji for 'king' (ou).
Pilots King Pyramidder.
Weapon: King Stick, with which he performs the King Victory Flash technique

Chief Counsellor Miura

Team commander, played by none other than Miyauchi Hiroshi, a.k.a. V3, Blue Ranger, Zbat, Big One, and Masaki of WINSPECTOR/SOLBRAIN!

Shared weapons: Battle Sticks/King Blasters/King Smashers. The King Smasher combined with the individual weapons forms the Big Bang Buster energy cannon. Thunderwing fighter planes and Jetter Machine motorcycles.

Shared attacks: Battle Stick Hurricane, Ranger Item Attack.

The first set of five robots combine into the Ohrangerrobo, equipped with five heads (Wing, Horn, Graviton, Vulcan, and Cannon). The Wing Head is the standard head. Each of the other heads has a special weapon (see below).

Height: 78.5 m

Weight: 8500 t

Weapons and/or attacks: Super Crown Sword, Crown Final Crash, Leon Punch, Dogu Sky Kick, Super Power Jump Crash, Super Power Crown Sword Shoot, Super Power Crown Spark Shield, Super Power Taurus Thunder, Super Power Leon Beam, Super Power Dogu Vulcan, Super Power Moa Cannon.

Skyphoenix

Length: 30.4 m

Wingspan: 54.6 m

Weight: 1000 t

Armament: Phoenix Beam x 2

Grantaurus

Length: 30 m

Height: 21 m

Weight: 1500 t

Armament: Taurus Beam

Dash Leon

Length: 29 m

Height: 24 m

Weight: 1800 t

Armament: Leon Shot x 2

Dogu Lander

Length: 31.5 m

Height: 42.3 m

Weight: 2100 t

Armament: Dogu Vulcan x 2, Dogu Bazooka x 2, Dogu Searcher

Moa Loader

Length: 31.5 m

Height: 47.7 m

Weight: 2100 t

Armament: Moa Cannon, Moa Launcher missile x 5

The boxing robot Red Puncher combines with the Ohrangerrobo to form the Buster Ohrangerrobo. The Red Puncher went wild two years ago, killing its pilot.

Height (RP): 70 m

Weight (RP): 6000 t

Weapons and/or attacks (RP): Magna Puncher, Puncher Gatling.

Height (BO): 80 m

Weight (BO): 14500 t

Weapons and/or attacks (BO): Big Cannon Burst.

The second set of five robots combines into the Ohblocker. Weapons and/or attacks (united): Blocken Fire (when five are apart), Twin Blocken Swords, Twin Blocken Crash.

Height: 80 m

Weight: 8000 t

Red Blocker

Height: 40 m

Weight: 2000 t

Weapons and/or attacks: Star Head Attack, Red Star Fire.

Green Blocker

Height: 40 m

Weight: 2000 t

Weapons and/or attacks: Green Body Tackle, Green Enclose Net.

Blue Blocker

Height: 35 m

Weight: 1000 t

Weapons and/or attacks: Blue Drop Kick, Blue Freezing Storm.

Yellow Blocker

Height: 35 m

Weight: 1000 t

Weapons and/or attacks: Yellow Spinning Kick, Yellow Lightning Flash.

Pink Blocker

Height: 35 m

Weight: 2000 t

Weapons and/or attacks: Pink Skyline Chopper, Pink Impact Wave.

King Pyramider

Has three 'formations': Pyramid, Carrier, and Battle (humanoid). The latter mode contains the Red Puncher and the Ohrangerrobo and can fire a Super Legend Beam from its belly.

Height (Pyramid): 50 m

Height (Battle Formation): 102 m

Width (Pyramid): 75 m

Weight: Immeasurable

Speed (Battle Formation): 65 km/h

Speed (Carrier Formation): 150 km/h

Tackleboy

A black robot that transforms into a tire that the Ohblocker flings at giant Machine Beasts--this move is called the 'Dynamite Tackle'.

Height: 34 m

Width: 28.5 m

Weight: 2500 t

Gunmazin (Ganmajin; Gun Demon God)

Able to transform from a 50 cm sculpture of a head into a 90 m tall robot when opened with a key. Also able to assume human size. The 'Ninjaman' of Ohranger. Armed with the Majin Sabre, with which he employs the moves of the Majin One Sword Style.

Height: 50 cm~90 m (variable)

Weight: ?~20000 t (variable)

Machine Empire Baranoia**Emperor Bacchus Wrath (Fundo)**

Original ruler of Baranoia; later defeated by the Ohblocker.

Empress Hysteria

Hysterical wife of Bacchus Wrath.

Prince Brudont

Child strategist. Current ruler of Baranoia.

Servants Acha and Kocha

Together, they enlarge the Machine Beasts. Acha swings Kocha around, flinging him at the fallen Machine Beast. Kocha injects the Machine Beast with enough energy to revive and enlarge.

Keris

Female, human-looking field commander who rules over Machine Beasts with her whip. Can transform into a giant monster with huge breasts and thighs.

Bomber the Great

A walking bomb who once tried to take over Baranoia and failed. Now he's back. Claimed the Imperial throne for a while before being overthrown himself. Could transform into a missile.

Princess Maruchiwa

Rules Baranoia alongside Brudont.

Barlo Soldiers

Grey-skinned grunts with golden heads who pilot Takompas fighter plane/walking tanks (tako = octopus).

Machine Beasts

(Episode numbers are all by memory and hence open to question--I could just check my tapes, but I don't have the time. Corrections and additions welcomed. Power Ranger Zeo equivalents are, of course, unknown until fall 1996.)

1. Bara Drill
 2. Bara Saucer
 3. Bara Vanish
 4. Bara Crusher
 5. Bara Cactus 1 and 2
 6. Bara Brain
 7. Bara Separate
 9. Bara Missiler
 10. Bara Hacker
 11. Bara Printer
 12. Bara Baby
 13. Bara Pinokiller
 14. Bara Magma
 15. Bara Revenger
 16. Bara Devil
 17. Bara Vacuum
 18. Bara Ivy
 19. Bara Builder
 20. Bara Boxer
 21. Bara Stick-and-Ball
 22. Bara 'Madillo
 23. Bara Clothes
 24. Bara His Excellency
 25. Bara Hungry
 26. Bara Goblin
 28. Bara King
 29. Bara Tarantula
 30. Bara Guska
- Bara Faucet
Bara Nightmare
Bara Mammoth
Bara Skunk
Bara Police

Machine Beasts

Locker Knight

Faucet Chuck

Camera Trick

Pumpkinpkin

Cat Signal

which all combine into... Steam Punk!

Saban tried to use footage from OhRanger to boost the lagging ratings of his Power Rangers. (It worked for about 2 weeks, and then the show went right back down the toilet.) It may take some time to get used to the rather overdone "shapes" gimmick of OhRanger, with circles and stars and squares all over everything, but once you do, you have a pretty good show.

Great music, slightly more up to date special effects (though they still can't seem to get a simple blue-screen shot to look even remotely real), OhRanger had some great monster designs, even if all the good stuff was somewhat overwhelmed by some of the less than great Robo and costume designs.

OhRanger maintained a fairly straight, serious mood throughout the series, although it was occasionally interrupted by a ridiculous episode or two. Most of OhRanger's lighter moments are fun, but a lot of them also seem out of place compared to the show's more serious tone.

To OhRanger's credit, it never wasted any opportunity to exhibit its female stars. Not even taking into account the clothing-to-metallic-skin ratio in the design of Multiwa Princess, virtually no chance was given up for Momo & Juri (OhPink & OhYellow) to be in bikinis, leotards, or any other revealing outfits they could be put in.

To accompany this, OhRanger tended to lay on the violence somewhat thickly. Most of the main villain's deaths were fairly graphic (involving getting split vertically down the center, having your hands severed off, etc...). All in all, OhRanger is far from perfect, but it is not anywhere near as horrible as it is often credited as being.

Trivia

OHRanger was the first series to have a "Versus" movie since "Goranger VS J.A.K.Q". The versus movie "OHRanger VS Kakuranger" began the annual tradition of direct-to-video Sentai team-up movies. The movie however had a lot of non-canon elements as to the fact, Bacchus Wrath should have died at that period judging through the mecha that were used.

At least one part of each of the main five OHRanger's names refers to their design.

OHRed/Hoshino Gorou: Go, meaning five; Star with five points. Also, hoshi means star.

OHGreen/Yotsukaichi Shouhei: Yotsu, meaning four; Square

OHBlue/Mita Yuuji: Mi, meaning Three; Triangle

OHYellow/Nijou Juuri: Ni, meaning two; Two bars

OHPink/Maru Momo: Maru, meaning Zero or circle. Also, Momo means pink.

The visor of KingRanger's helmet is the kanji of "Oh".

The OHRangers' shout of "OHRE" (which is spoken after the team performs their role-call, when they use the Ohre Bazooka (OHRE Bazooka, OH-RE!), when OHRanger Robo is completed ["OHRanger Robo, OH-RE!"], is in the Opening Theme song ("OHRE! OHRanger") and the insert song "Niji-Iro Crystal Sky") could also be Spanish term "olé".

OHRanger was a sentai that lacked field commanders, which was a deviation from tradition. It was also the first one to kill the main villain in the mid-series replacing it with another main villain who stays until the finale.

WR. Noboru Sugimura, Toshiki Inoue, Shozo Uehara, Hirohisa Soda, Susumu Takahisa.

DIR. Shohei Tojo, Masato Tsujino, Takeru Ogasawara, Hiroshi Furuta, Yoshiaki Kobayashi, Takao Nagaishi, Ryuta Tazaki.

EPISODES: 48 **YEAR MADE:** 1995 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25

STILL IN PRODUCTION: No

B/W: No

COLOUR: Yes

LANG: Japanese

SEASON BREAKDOWN: (1)48

DATE OF PREMIER: 03/03/1995

AIR DATE OF LAST EPISODE 23/02/1996

SEASON DATE BREAKDOWN:

FILMS: CHOURIKI SENTAI OORENJAA (AKA SUPER POWER TASK FORCE OHRANGER) (1995), OORE VS KAKURENJAA (AKA OHRE VS. KAKURANGER) (1996), CARRANGER VS OHRANGER (1997).

Oh Red/ Hoshino Gorou MASARU SHISHINDO, Oh Green/ Yotsukaichi Shouhei KUNIO MASAOKA, Oh Blue/ Mita Yuuji MASASHI GODA, Oh Yellow / Nijou Juri AYUMI ASO, Oh Pink/ Maruo Momo TAMAO SATOU, Gun Demon God, Kingu Renjaa (King Ranger), Ganmajin, Mashin Teikoku Baranoia, Bakkasufundo

(Bacchus-rage), Hisuteria (Hysteria), Burudonto (Buldont), Acha & Kocha, Bonbaa za Gureeto (Bomber the Great), Kaizaa Burudonto (Kaiser Buldont), Maruchiiwa Hime (Multiwa Princess), HIROSHI MIYAUCHI, Captain Miura HIROSHI MIYAUCHI, Emperor Bacchus-Rage TORU OHIRA, Empress Hysteria WAKANA YAMAZAKI

RELATED SHOWS:*HIMITSU SENTAI GORANGER**DENGEKITAI SENTAI J.A.K.Q.**BATTLEFEVER J**DENSHI SENTAI DENJIMAN**TAIYO SENTAI VULCAN**DAI SENTAI GOGGLE V**KAGAKU SENTAI DYNAMAN**HIKARI SENTAI MASKMAN**CHIKYUU SENTAI FIVEMAN**CHO JIN SENTAI JETMAN**KYORYUU SENTAI ZYURANGER**GO SEI SENTAI DAIRANGER**DEN KO CHO JIN GRIDMAN**NINJA SENTAI KAKURANGER*

- 1 - 1 *INVASION! 1999*
- 1 - 2 *ASSEMBLE!! SUPER POWER TASK FORCE*
- 1 - 3 *KIKI CHOURIKI NO HIMITSUTHE (aka THE CRITICAL SECRET OF SUPER-POWER)*
- 1 - 4 *KAIKI!! TETSUJIN PAPA (aka GROTESQUE!! IRON MAN PAPA)*
- 1 - 5 *GEKIAI!! HONOO NO KYOUDAI (aka VIOLENT LOVE!! THE BROTHERS OF FLAME)*
- 1 - 6 *KYOUTEKI ZUNOU MASHIN (aka THE POWERFUL ENEMY BRAIN MACHINE)*
- 1 - 7 *KANSEI!! CHOURIKI ROBO (aka COMPLETED!! THE SUPER-POWER ROBO)*
- 1 - 8 *GEKITOTSU!! CHOU KYOUDAI SEN (aka CRASH!! A SUPER GIANT BATTLE)*
- 1 - 9 *TOTSUZEN!! URAGIRIMONO (aka SUDDENLY!! TRAITOR)*
- 1 - 10 *SANJOU DOROBO DA YON (aka THE VISITING THIEF)*
- 1 - 11 *FUKUJUU AI NO REIZOUKO (aka OBEDIENCE TO THE REFRIGERATOR OF LOVE)*
- 1 - 12 *BAKUHATSU!! AKACHAN (aka EXPLODE!! BABY)*
- 1 - 13 *GENSOU KAMISAMA NO INU (aka THE FANTASTIC DOG OF THE GODS)*
- 1 - 14 *DAISUKI PINOKIO (aka I LOVE PINOCCHIO)*
- 1 - 15 *TOMO YO ATSUKU NEMURE!! (aka FRIEND, SLEEP HOTLY!! (??))*
- 1 - 16 *WANPAKU!! MIRAIKKO (aka MISCHIEVOUS!! THE FUTURE CHILD)*
- 1 - 17 *GOUDATSU HENSHIN BUREESU (aka THE STOLEN CHANGING BRACE)*
- 1 - 18 *CHICHI NO IJOU NA AIJOU (aka THE FATHER'S UNUSUAL LOVE)*
- 1 - 19 *SHIN ROBO AKAI SHOUGEKI (aka THE NEW ROBOT'S RED IMPACT)*
- 1 - 20 *TEKKEN 100 RENPATSU (aka IRON FIST 100 BURSTS)*
- 1 - 21 *ARASHI O YOBU KENDAMA (aka THE STORM-CALLING CUP AND BALL)*
- 1 - 22 *GATTAI MARUHI SHIREI!! (aka THE SECRET COMBINING ORDER!!)*
- 1 - 23 *SAIGO NO MIZUGI... (aka THE FINAL SWIMSUIT...)*
- 1 - 24 *WARAU NATSUKASHI OTOKO!! (aka THE LAUGHING NOSTALGIC MAN!!)*
- 1 - 25 *OMATSURI IPPATSU SHOUBU (aka THE FESTIVAL ONE-SHOT CONTEST)*

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- 1 - 26 *6 OKUSAI SHONEN SENSHI (aka THE 6 HUNDRED MILLION YEAR OLD YOUNG WARRIOR)*
 - 1 - 27 *KINGU SASSOU TOUJOU (aka KING'S GALLANT ENTRANCE)*
 - 1 - 28 *MIYO KISEKI NO YOUSAI (aka LOOK AT THE WONDROUS FORTRESS)*
 - 1 - 29 *ODORU! SHINRYAKU JUKU (aka DANCE! THE INVASION CRAM SCHOOL)*
 - 1 - 30 *CHIKYUU GA GUUSUKA (aka THE EARTH IS SNORING (??))*
 - 1 - 31 *TAKUHAI DAIETTO (aka HOME DELIVERY DIET)*
 - 1 - 32 *GAKKOU NO KOWAI AKUMU (aka THE SCHOOL'S SCARY NIGHTMARE)*
 - 1 - 33 *5 DAI ROBO OO ABARE (aka 5 GIANT ROBOTS GREAT RIOT)*
 - 1 - 34 *KOUTEI SAIGO NO CHOUSEN (aka THE EMPEROR'S FINAL CHALLENGE)*
 - 1 - 35 *KAGEKI NA BAKUDAN YAROU (aka THE VIOLENT BOMB GUY)*
 - 1 - 36 *ONARA NI CHOKUGEKI!! (aka DIRECT HIT WITH FLATULENCE!!)*
 - 1 - 37 *SESSHA GANMAJIN (aka I AM GANMAJIN)*
 - 1 - 38 *MAJIN WA TSURAI YO (aka IT'S HARD BEING AN EVIL GOD)*
 - 1 - 39 *OUJI KETTOU NI SHISU (aka THE PRINCE DIES IN A DUEL)*
 - 1 - 40 *SHUTSUGEN! NAZO NO HIME!! (aka ARRIVAL! THE MYSTERIOUS PRINCESS!!)*
 - 1 - 41 *KIKEN NA FUTARI (aka THE DANGEROUS COUPLE)*
 - 1 - 42 *SENTAI KOUKAI SHOKEI!! (aka THE TASK FORCE'S PUBLIC EXECUTION!!)*
 - 1 - 43 *KIRIFUDA WA SHICHI HENGE (aka THE TRUMP CARD IS SEVEN CHANGES)*
 - 1 - 44 *CHIJOU SAIKYOU NO BIJO (aka THE EARTH'S MOST POWERFUL BEAUTY)*
 - 1 - 45 *KAIMETSU!! CHOURIKI KICHI (aka COLLAPSE!! THE SUPER-POWER BASE)*
 - 1 - 46 *CHIKYUU SAIGO NO HI!! (aka FINAL DAY OF THE EARTH!!)*
 - 1 - 47 *TATE KAGAYAKE YOMIGAERE!! (aka STAND, SHINE, REVIVE!!)*
 - 1 - 48 *AI NO YUUSHATACHI (aka THE HEROES OF LOVE)*

CHO SHIN SEI SENTI FLASHMAN

AKA: **SUPERNOVA FLASHMAN**

AKA: **SUPERNOVA WARRIORS FLASHMAN**



Five human children are saved from the alien hunters by the Flash race. Returned to Earth as teenagers, they are charged with protecting their homeworld from the invading alien Mes Empire. Evil ruler La Deus (Ishizuka) and right-hand man Professor Le Kefren (Shimizu) send a weekly monster to challenge the strength of the Flashman team, aided by a cannon fodder army of Beast Warriors.

The good guys are led by trainee scientist Jin (Tarumi) who transforms into Red Flash and wields the Prism sword. Dai (Uemura) is Green Flash, whose chief attack is a super-strength punch. Bun (Ishiwatari) is Blue Flash who fights with Prism Ball and Star Dust. Sara (Nakamura) is Yellow Flash who fights with her Prism Baton. Ru (Yoshida) is Pink Flash, whose special item is her gravity-defying Prism Boots. The flashman team boasts a personal motorcycle each, as well as an array of extra vehicles including Jet Delta, Tank Command, and the shuttle Star Condor.

Unlike previous Super Sentai shows, Flashman really pushed the giant robot connection, starting with the combination robot Flash King. However, perhaps inspired by Optimus Prime from the previous years Transformers, the writers introduced a new robot in episode 17. This comprised a 12-wheeler truck-trailer combination - the trailer transforming into the Flash Titan robot, while the rig transformed separately into Titan Boy.

For some reason, through the original idea is still the responsibility of the Super Sentai regular "Saburo Yade", the flashman staff boasts an uncommonly large number of scenarists from the anime world, as well as music from composer Kohei Tanaka (Gunbuster). Flashman was preceded in the super sentai chronology by CHANGEMAN and followed by MASKMAN.

"Chousinsei Flashman" introduced the concept of having more than one mecha. My vote for one of the best sentai ever. Excellent monster designs and overall continuing storyline.

Characters and mecha

The Flashmen

Red Flash (Jin)

Learned science on Flash Star, main planet of the Flash solar system, inhabited by people vaguely resembling Ultramen. Weapons and/or attacks: Prism Holy Sword, Fire Thunder.

Green Flash (Dai)

Gained great strength on rocky Green Star. Weapons and/or attacks: Prism Kaiser gloves.

Blue Flash (Bun)

Gained speed and agility on the deserts of Blue Star. Youngest of the five. Weapons and/or attacks: Prism Ball, Star Darts.

Yellow Flash (Sara)

Developed a sharp mind on the cold planet Yellow Star. Actually the kidnapped daughter of Dr. Tokimura. Weapons and/or attacks: Prism Batons, Mach Blizzard.

Pink Flash (Lou)

Developed great jumping abilities on the high gravity planet Pink Star. Weapons and/or attacks: Prism Boots, Jet Kick

Shared weapons: Prism Shooters with two modes: gun or sword + shield.

Team attacks: Rolling Vulcan (five guns in one), Combination Super Spear, Combination Cross Boomerang.

Mag

The team's robot assistant. Cf. Alpha 5.

Flashhawks

The team's five motorcycles.

Tank Command (Red) + Jet Delta (Green, Yellow) + Jet Seeker (Blue, Pink) > Flashking Weapons and/or attacks: Cosmo Sword (Super Cosmo Flash), King Missiles, King Knuckles.

Titanboy (truck/robot) + Flash Titan (trailer) > Great Titan (1st 2nd robot in sentai). Weapons and/or attacks: Radial Cutters, Boy Cannons (both Titanboy only), Titan Nova.

Star Condor

Plane-like flying fortress.

Round Base

Boxlike flying fortress capable of space travel. Brought the Flashmen to Earth.

Reconstructive Experiment Empire Mess

('Mesu' is Japanese for 'scalpel,' through Dutch?). The Empire takes over planets, using their lifeforms as fodder for its experiments, whose goal is the transformation of Great Emperor Lar Deus into the strongest being in the universe.

Great Emperor Lar Deus

Leader of Mess. Ends up as the monster Za Deusoola.

Great Doctor Lee Keflen

Geneticist. Creator of the Beast Warriors. Originally from Earth.

Ley Wanda/Wandarla

Winged zebra-like field commander who can transform into the utterly bestial Wandarla.

Ley Nefel/Nefelura

Catlike field commander who can transform into utterly bestial Nefelura.

Ley Garus (1-28)

White-furred, blue-skinned brute field commander.

Ulk and Kilt

Nefelura's feline assistants.

Sir Cowler (15-48)

Boss of the Alien Hunters, armed with a whip. Kidnapped the five Earth babies who would grow up to be the Flashmen twenty years ago.

Bo Gardan (43-48)

Second in command of the Alien Hunters.

The Alien Hunters (3; 15-)

Baura, Hag, Kerao, Hou, and one unnamed member.

Kraagen

Monster-enlarging jellyfish.

Beast Warriors and Deus Beast Warriors

Monsters of the week. Hybrids of Earth and alien genes. Deus Beast Warriors have the genes of Lar Deus himself.

Zorors

Green-eyed, red-skinned insectoid grunts.

Reconstructive Experiment Base Labor
Flying saucer headquarters of the Empire.

Trivia

Kihachiro Uemura and Mayumi Yoshida were members of the Japan Action Club.

Yutaka Hirose was in final talks to play Jin/Red Flash when he was instead cast as the villain Ley Wanda. Hirose made such an impact in this series and went on to become a tokusatsu villain fixture.

Chief writer Hirohisa Soda said the inspiration for the backstory of the Flashman came from the headline making topic at the time of Japanese children orphaned and left behind in China. Producer Takeyuki Suzuki worked with Soda on the idea to deliver children the message of the sorrow of boys and girls who had to live being separated from their homeland and families.

Flash King is the first robot used the word King (in English) in this name. The other two to use King in their name are Gao King from Hyakujuu Sentai GaoRanger and Magi King from Mahou Sentai Magiranger.

"Mess" could also be "Mes", the Dutch word for "scalpel".

WR. Hirohisa Soda, Kunio Fujii, Toshiki Inoue, Mitsuru Shimada,

DIR. Nagafumi Hori, Minoru Yamada, Shohei Tojo, Takao Nafaishi.

EPISODES: 50 **YEAR MADE:** 1986 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SABURO YADE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 50

DATE OF PREMIER: 01/03/1986

AIR DATE OF LAST EPISODE 21/02/1987

SEASON DATE BREAKDOWN:

FILMS: SUPERNOVA FLASHMAN (1986) SUPERNOVA FLASHMAN: GREAT REVERSAL! TITAN BOY (1986, Compilation of episodes 15-18)

Mag, Ley Wanda/Wandarla, Ley Nefel/Nefelura, Ley Garus (1-28), Red Flash (Jin) FUJITA TARUMI, Green Flash (Dai) KIHACHIRO UEMURA, YASUHIRO SHIMIZU, Yellow Flash (Sara) YOKO NAKAMURA, Pink Flash (Lou)/Ru? MAYUMI YOSHIDA, Great Emperor Lar Deus KAZUNORI ISHIZUKA, Great Doctor Lee Keflen HIROHARU SHIMIZU, EIICHI ONODA, Blue Flash (Bun) YASUHORI ISHIWATARI

RELATED SHOWS:

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

KAGAKU SENTAI DYNAMAN

HIKARI SENTAI MASKMAN

CHO JIN SENTAI JETMAN

CHO JIN SENTAI JETMAN

KYORYUU SENTAI ZYURANGER

GO SEI SENTAI DAIRANGER

NINJA SENTAI KAKURANGER

CHOSEIJIN GURANSEIZA

1 - 1 *HURRY! SAVE THE EARTH*

1 - 2 *BEHOLD! THE GIANT ROBO*

1 - 3 *AN OLD ENEMY? HUNTER!*

1 - 4 *MAG IS A GENIUS ROBO?!*

1 - 5 *IN THE CARE OF THE FEMALE WARRIORS!*

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- 1 - 6 *ROAR! MACHINE*
 - 1 - 7 *BALLOON! BECOME A WEAPON*
 - 1 - 8 *FATHER!! MOTHER!! LITTLE SISTER!*
 - 1 - 9 *THE DOCTOR WHO TRAVELS THROUGH TIME*
 - 1 - 10 *ATTACK! THE FLOWER GIRL'S TRAP*
 - 1 - 11 *LOU IS THE BEAST WARRIOR'S MOTHER*
 - 1 - 12 *SUPER POWER! WANDA*
 - 1 - 13 *INTENSE BATTLE! DANGER, JIN*
 - 1 - 14 *LOVE!? BUN AND THE FEMALE GANGSTER*
 - 1 - 15 *THE GIANT ROBO IS WORN OUT*
 - 1 - 16 *THE HUMAN MINIMINI PLAN*
 - 1 - 17 *THE MYSTERIOUS GIANT RECKLESS CAR!*
 - 1 - 18 *BIG TURNAROUND! THE TRANSFORMING ROBO*
 - 1 - 19 *BARAKI'S DYING WARNING*
 - 1 - 20 *REVIVAL! GIANT ROBO!*
 - 1 - 21 *SORROWFUL SARA*
 - 1 - 22 *SOS! PHOENIX!*
 - 1 - 23 *PLEASE, THROBBING!*
 - 1 - 24 *THE OCCULT SUMMER VACATION*
 - 1 - 25 *HURRY, JIN, FUSION IS IMPOSSIBLE*
 - 1 - 26 *SPACE PUMPKIN COOKING*
 - 1 - 27 *DAI'S PUNCH OF FRIENDSHIP*
 - 1 - 28 *SUBLIME! FIERY GALUS*
 - 1 - 29 *MONSTROUS WARRIOR WANDARLA*
 - 1 - 30 *BIZARRE NEFELURA*
 - 1 - 31 *IT VANISHED! THE POWER OF THE 5*
 - 1 - 32 *WE LIKE YOU, WE LIKE YOU, MAG, WE LIKE YOU*
 - 1 - 33 *PAPA WON'T LOSE!*
 - 1 - 34 *BUN DISAPPEARED IN THE RAPIDS*
 - 1 - 35 *THE STARRY SKY'S DUET*
 - 1 - 36 *THE SHOCKING WONDER BUG*
 - 1 - 37 *A GHOST'S FIRST LOVE*
 - 1 - 38 *THE DAY JIN DIES?!*
 - 1 - 39 *BURN, ANGRY SARA*
 - 1 - 40 *EXECUTION CITY, OPERATION XX*
 - 1 - 41 *DAI BECOMES A CHILD*
 - 1 - 42 *DON'T CRY! FEMALE WARRIORS*

- 1 - 43 *COWLER'S TREACHERY!*
- 1 - 44 *DEUS BEAST WARRIORS APPEAR*
- 1 - 45 *WARRIOR! LEAVE THE EARTH*
- 1 - 46 *ONLY 20 DAYS TO LIVE!!*
- 1 - 47 *WANDA! DEATH CRY*
- 1 - 48 *THE END OF COWLER!!*
- 1 - 49 *COUNTERATTACK, RA DEUS*
- 1 - 50 *FAREWELL! OUR HOME PLANET*

CHO ZYUU SENTAI LIVEMAN

AKA: **CHOJU SENTAI LIVEMAN**

AKA: **SUPER BEAST BATTLE TEAM LIVEMAN**

AKA: **CHOJU SENTAI RAIBUMAN**

AKA: **SUPER BEAST TASK FORCE LIVEMAN**



The evil Bolt Cyber Army attacks and destroys the scientific Academy, leaving only three survivors. Joining with some new recruits, they form the Liveman team to save the Earth. Their leader is Yuusuke (Shima) the Red Falcon who fights with Falcon Power and his Falcon Sword. Jo (Nishimura) is the Yellow Lion who fights with Lion Power and his powerful Lion Punch. Megumi (Mori) is the Blue Dolphin who fights with (you guessed it) Dolphin Power and shoots Dolphin Arrows.

These three original survivors of the attack are joined by Tetsuya (Yamaguchi) the Black Bison, who fights with the Bison Rod and whose older brother dies in the enemy assault, Junichi (Kawamoto) who is the Green Jackal and fights with his Jackal Cutter to avenge the death of his baby sister at the hands of Bolt.

Launching from the Machine Buffalo mobile base, their Lion, Dolphin and Falcon vehicles combine to form Live Robo, while the Bison and Jackal vehicles come separately to make the smaller Live Boxer Robot. Both robots can themselves combine to make Live Combination Five. Their arch-enemy is Pierce (Nakada), the chief scientist and master of Dark Arts, who leads an army of cannon fodder Jinma minions, as well as a selection of monsters of the week. He has also recruited three of the Liveman team's fellow humans to fight on his side, though their plans are always foiled.

Based on an idea by "Saburo Yade", and featuring music from Tatsumi Yano, Liveman was preceded in the Super Sentai chronology by MASKMAN and followed by TURBORANGER. Series was produced by Kyozo Utsunomiya and Takeyuki Suzuki.

This is the tenth anniversary Task Force show. Definitely worthy of being the tenth anniversary entry.

Original Music by Tatsumi Yano

Special Effects by Nobuo Yajima (special effects supervisor)

Stunts - Shouji Hachisuka (stunts: Green Sai), Kazuo Niibori (stunts: Red Falcon).

Characters and mecha

The Livemen

Red Falcon (Amamiya Yuusuke)

A poor student at Academia, but a strong leader. [Played by Shima Daisuke, who sings the theme song.]

Weapons and/or attacks: Falcon Sword, Falcon Sabre.

Yellow Lion (Oohara Jou)

Like Yuusuke, at the bottom of the class at Academia. Sportsman and skateboarder. Weapons and/or attacks: Lion Bazooka, Lion Punch, Skateboard Attack

Blue Dolphin (Misaki Megumi)

A top class student at Academia who got involved with Yuusuke and Jou for some reason and did powered suit research with them and the late Yano Takuji and Aikawa Mari (whom I suspect would have been the other two Livemen had they lived). Good at swimming. Weapons and/or attacks: Dolphin Arrow.

Black Bison (Yano Tetsuya)

Younger brother of Takuji. Boxer. Weapons and/or attacks: Bison Rod.

Green Rhino (Aikawa Jun'ichi)

Younger brother of Mari. Rugby player. Weapons and/or attacks: RhinoCutters.

Shared weapons: Liblasters which have two modes: gun or sword.

Team attacks: Triple Bazooka, Bimotion Buster.

Motofalcon, Motodolphin, Motolion

Individual motorcycles for the original trio.

Livecougar

4WD truck for the entire team.

Dr. Hoshi (1-2)

Principal of Academia. Made the Liveman mecha before dying. Played by Ban Naoya (Kikaider, Inazuman, and Captor).

Colon

Female robot built by Dr. Hoshi in charge of the Gran Tortoise. Assists the team.

Jet Falcon + Land Lion + Aqua Dolphin > Liverobo

Weapons and/or attacks: Super Beast Sword (Super Live Crash), Liverobo Beam, Double Cannons.

Bison Liner + Rhino Fire > Live Boxer

Weapons and/or attacks: Miracle Big Blow.

Liverobo + Liveboxer > Super Liverobo

Weapons and/or attacks: Super Big Burst.

Machine Buffalo

Last of the flying fortresses that transport the robot components.

Gran Tortoise

Liveman secret headquarters resembling a turtle that rises from the sea.

Armed Brain Army Volt (or Bolt)

Believing most of humanity to be inferior, Volt intends to create a new world ruled only by superior beings. Life has no value to them; only brains do.

Great Professor Bias

Lead of Volt, who believes in no one but himself and controls his trio of officers with the allure of evil science. Looks down upon the Earth and its inhabitants with contempt aboard the orbiting space station Brainbase.

Doctor Kempu/Beauty Beast Kempu (1-35) > Fearbeast Kempu (36-46) Formerly Tsukikata Kenji, Yuusuke's rival at Academia.

Doctor Mazenda (1-37) > Machine Mazenda (38-47) > Robo Mazenda. Formerly Senda Rui, Megumi's rival at Academia.

Doctor Obular (1-21)

Formerly Omura Gou, Jou's rival at Academia. Has an inferior complex that led him to become the monster Obular. Eventually quit Volt.

(Note how their new names are derived from their surnames.)

Doctor Ashura (12-46) and the Shurer Three (14-46)

Formerly Busujima Arashi, underworld figure, who became a super genius after receiving an evil education from Bias. Gained the ability to 'Cyber Body Split' and generate the Shurer Three.

Guardnoid Gash

Bias' robot bodyguard, who wields the Gigaphantom monster-enlarging cannon

Gildos of Gild

Green robot secretly built by Bias to spur on Kempu et al.

Butchy of Chibuchi

Orange piglike robot secretly built by Bias to spur on Kempu et al.

Brain Beasts

Monsters born out of a mixture of 'Kaos', the fiery remnants of life in wastelands, and brain cores.

Jimmers

Green-skinned android soldiers with mohawk 'haircuts'.

Brainbase

Orbiting space station headquarters of Volt.

Trivia

Liveman is the first Sentai series was the first initially to have three members and the two joining later. It is also the first Sentai to have a two-piece henshin device, which was later used in Turboranger, Dairanger, and Ohranger.

Actor Daisuke Shima, who plays Yuusuke, also sings the opening theme song. Actress Megumi Mori, who plays Megumi Misaki, also sings the Blue Dolphin theme song, "Spark! To the Sea".

Ninpu Sentai Hurricanger recycled the "two joining later" theme, although it is arguable that the Hurricanger and Goraiger teams are actually separate, cooperating units as opposed to Green Sai and Black Bison being formal Liveman additions.

Has Black and Green Rangers on one team; usually Black and Green trade off as 5th Rangers.

French actress/singer Dorothée had a cameo in this series as a scientist. Several Sentai series were a hit in France at the time (specifically Choudenshi Bioman and later Hikari Sentai Maskman, which aired in France as "Bioman 2: Maskman" (Liveman was aired as "Bioman 3: Liveman") and were shown on her hugely popular Club Dorothée children's show.

As the tenth anniversary series, Toei wanted to celebrate by casting the then-hugely popular singing stars Daisuke Shima and Megumi Mori as the main Liveman members.

This series was newcomer Kazuhiko Nishimura's big break. Nishimura has gone on to become a popular fixation in television dramas. His manager reportedly has made him remove listing Liveman on his résumé, but Nishimura says he's still proud of the show and his work on it.

The Yuusuke character started the series as a comedic and hotheaded alternative to the regular sentai leader, more to reflect the image actor Daisuke Shima conveyed in his music of a rough juvenile delinquent. As the series progressed, and the more Shima wanted to distance himself from the image that was built by his music, the Yuusuke character matured into the more traditional courageous leader.

The narration at the start of each episode states, "My friends! Why did you sell your souls to the devil!?!". It is from the Livemen's point of view, referring to the betrayal made by their former friends who are now with Volt.

The Triple Bazooka could possibly have been the inspiration for the design of the Howling Cannon in 1992's Kyoryu Sentai Zyuranger, as the two weapons share practically identical designs (even though the Howling Cannon also featured the weapons of all 5 Zyuranger, while the Triple Bazooka was composed of only the main three Liveman team members' weapons).

WR. Horihisa Soda, Kunio Fujii, Yoshiki Inoue.

DIR. Takeo Nagahisa, Shohei Tojo, Minoru Yamada.

EPISODES: 49 **YEAR MADE:** 1988 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SABURO YADE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 49

DATE OF PREMIER: 27/02/1988

AIR DATE OF LAST EPISODE 18/02/1989

SEASON DATE BREAKDOWN:**FILMS:**

Red Falcon (Amamiya Yuusuke) DAISUKE SHIMA, Yellow Lion (Oohara Jou), KAZUHIKO NISHIMURA, Blue Dolphin (Misaki Megumi) MEGUMI MORI, Black Bison (Yano Tetsuya) MASAO YAMAGUCHI, Green Rhino/Jackal (Aikawa Jun'ichi) SHINOBU KAWAMOTO, Pierce JOJI NAKADA, Kenji Tsukikata/Doctor Kempu (as Takumi Hirose) YUTAKA HIROSE, Rui Senda/Doctor Mazenda AKIKO KURISU, Arashi Busujima/Doctor Ashura YOSHINORI OKAMOTO, Takuji Yano HIROMICHI HORI, Narrator HARUNA IKEZAWA, Guardnoid Gash (voice) HIDEAKI KUSAKI, Guardnoid Gash NAOKI OFUJI.

RELATED SHOWS:*HIMITSU SENTAI GORANGER**DENGEKITAI SENTAI J.A.K.Q.**BATTLEFEVER J**DENSHI SENTAI DENJIMAN**TAIYO SENTAI VULCAN**DAI SENTAI GOGGLE V**KAGAKU SENTAI DYNAMAN**HIKARI SENTAI MASKMAN**CHIKYUU SENTAI FIVEMAN**CHO JIN SENTAI JETMAN**KYORYUU SENTAI ZYURANGER**GO SEI SENTAI DAIRANGER**DEN KO CHO JIN GRIDMAN*

- 1 - 1 *FRIENDS! WHY DID YOU DO THIS!?*
- 1 - 2 *THREE POWERS SWORN TO LIFE*
- 1 - 3 *OBULAR DEMONIC TRANSFORMATION*
- 1 - 4 *EXPOSE! THE DUMMY MAN (*
- 1 - 5 *THE RECKLESS DRIVING ENGINE MONSTER*
- 1 - 6 *ATTACK! THE DINOSAUR THAT LIVED*
- 1 - 7 *DINOSAUR VS LIVE ROBO*
- 1 - 8 *THE DUEL OF LOVE AND ANGER!*
- 1 - 9 *ROSE! SMELL FEVERISH*
- 1 - 10 *THE SKATEBOARD TO ESCAPE THE MAZE*
- 1 - 11 *THE MAN WHO BIT A BRAIN BEAST*
- 1 - 12 *SUPER-GENIUS ASHURA!*
- 1 - 13 *BURN! STEEL KORON*
- 1 - 14 *NABE-MAN YUUSUKE'S SHOUTS*
- 1 - 15 *DEADLY! GRIM REAPER GASH*
- 1 - 16 *LOVE LETTER*
- 1 - 17 *THE CRYING DOLL! THE ATTACKING DOLL!*
- 1 - 18 *A TRAP! JOU'S BELOVED BRAIN BEAST*
- 1 - 19 *DRUDGE BOY OBULAR*
- 1 - 20 *FAILING OBULAR'S COUNTERATTACK!*
- 1 - 21 *LISTEN, GOU!! MOTHER'S VOICE. .*
- 1 - 22 *ENTER THE SPACE KARAOKE MASTER*

-
- 1 - 23 *THE 1-SECOND COMMA THAT RISKED LIFE*
 - 1 - 24 *100 POINTS TAKEN OFF FOR PLAYING!?*
 - 1 - 25 *THE 8 BRAIN BEASTS OF TSURUGA CASTLE!*
 - 1 - 26 *AIZU'S HUGE RHINOCEROUS BEETLES*
 - 1 - 27 *DAUGHTER!! LAUNCHING THE GIGA PROJECT*
 - 1 - 28 *THE CHALLENGE OF THE HUGE GIGABOLT*
 - 1 - 29 *THE VENGEFUL LIVE BOXER*
 - 1 - 30 *FIVE WARRIORS, HERE AND NOW*
 - 1 - 31 *MAMA! THE PARASITIC MONSTER'S CRIES*
 - 1 - 32 *KEMP, THE RIDDLE OF BLOOD AND ROSES*
 - 1 - 33 *DO YOUR BEST, TETSU-CHAN ROBO*
 - 1 - 34 *LOVE THAT RUNS THROUGH THE FUTURE AND PRESENT!*
 - 1 - 35 *YUUSUKE AND KEMP'S PROMISE!!*
 - 1 - 36 *CRASH! THE TACKLE OF FRIENDSHIP*
 - 1 - 37 *16-YEAR-OLD KEMP FEAR BEAST TRANSFORMATION!*
 - 1 - 38 *MOBILE WEAPON OF DESTRUCTION MAZENDA*
 - 1 - 39 *PROTECT IT! THE GRAIN OF LIFE FROM SPACE*
 - 1 - 40 *LOVE!?! MEGUMI AND THE JEWEL THIEF*
 - 1 - 41 *THE INVISIBLE MAN, GOU'S CONFESSION!!*
 - 1 - 42 *BIAS' CHALLENGE FROM SPACE*
 - 1 - 43 *A MYSTERY!?! GILDOS' FINAL FORM*
 - 1 - 44 *BUTCHY'S GREAT RECKLESS DRIVING OF TEARS!!*
 - 1 - 45 *ASHURA REVERSAL ONE CHANCE GAME*
 - 1 - 46 *HONORABLE MAN, ARASHI! THE FINAL BATTLE*
 - 1 - 47 *A 1000-POINT BRAIN! MAZENDA!!*
 - 1 - 48 *BIRTH!! BOY KING BIAS!*
 - 1 - 49 *THE FALL OF GREAT PROFESSOR BIAS*

CHOCKY (inc CHOCKY'S CHILDREN & CHOCKY'S CHALLENGE)



Matthew is just an average boy, until one day he finds that he can hear voices in his head. He starts to do complicated computer problems that no human can do and soon discovers that the voice is an alien from another planet asking for help. Chocky's presence unsettles Matthew and his family and leads eventually to a startling revelation.

Chocky

Twelve-year-old Matthew suddenly starts talking to himself and doing things he couldn't do before, such as binary code math. His parents think it's just a "passing phase" but Matthew tells them about Chocky "who lives inside his head." The family becomes increasingly unsettled--especially when a holiday incident brings unwelcome publicity and interest. Only after Matthew has been hypnotised, mysteriously kidnapped and interrogated, does Chocky reveal her "mission"--to bring a new form of unlimited cosmic power to Earth.

Chocky's Children

It's nearly a year since Chocky said goodbye to Matthew, and life appears to have returned to normal for the Gore family. But mysterious men are eavesdropping on their telephone conversations and further trouble lies ahead. Matthew goes on holiday to his Aunt Cissie's and while exploring a nearby windmill meets an unusual girl, Albertine. As their friendship grows, it becomes clear that Chocky is involved and is seeking their help. But the sinister Dr. Deacon is out to learn their secret and takes Albertine to his clinic. Matthew goes to find her and the scene is set for Chocky's Children from all over the world to "mentally" come to their rescue.

Chocky's Challenge

Matthew and Albertine have continued their studies, Matthew in art and Albertine in math at Cambridge. Chocky now feels she can tell them about her secret plans to solve the planet's energy problems. Under her supervision, Albertine is to build the world's first cosmic energy collector--a source of unlimited power. But she will need help, so Chocky brings in other young children and they successfully complete a prototype. But other, more dangerous parties are interested, including the mysterious Mrs. Gibson who offers to finance the work. Her true motive becomes clear when she traps Chocky and Paul inside the cosmic power pack.

The Chocky stories were evidence that British made Television science fiction was alive and well, if somewhat hard to find in the mid 1980s. The original story was written by John Wyndham and was the last work published before his death in 1969. Television writer Anthony Read updated the setting and gave Chocky a visual shape - a ball of glowing green energy.

Following the success of the first series which topped the children's ratings, Wyndham's family gave their approval for the character to be developed. The lead to the second and third series, Chocky's Children and Chocky's Challenge, which established the existence of other 'befriended' children around the world and then set about finding the solution to the world's energy problems.

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Producers for the show were Vic Hughes (Season One & Two) and Richard Bates (Season Three). Executive producers for the show were Pamela Lonsdale (Season One & Two), Brain Walcroft (Season Three).

Designers for the show were David Richens and Peter Elliott.

WR. Anthony Read

DIR. Christopher Hodson, Vic Hughes, Peter Duguid, Bob Blagden.

EPISODES: 18 **YEAR MADE:** 1984 **COUNTRY:** GB **SEASONS:** 3

THAMES TELEVISION PRODUCTION

CREATOR: JOHN WYNDHAM

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6, (2) 6, (3) 6.

DATE OF PREMIER: 09/01/1984 **AIR DATE OF LAST EPISODE** 16/10/1986

SEASON DATE BREAKDOWN:

FILMS:

Matthew Gore ANDREW ELLAMS, David Gore (his father) JAMES HAZELDINE, Mary Gore (his mother) CAROL DRINKWATER (1,2), Polly Gore (his sister) ZOE HART (1,2), Albertine Meyer ANABEL WORREL (2,3), Arnold Meyer PRENTIS HANCOCK (2,3), Chocky's voice GLYNIS BROOKS.

Books Based on this series.

Chocky	John Wyndham	1969
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RELATED SHOWS:

DAY OF THE TRIFFIDS, THE

1 - 1 *CHOCKY (1-6)*

It's Matthew's birthday and the family have gone to London. They go on an open-top bus and visit the planetarium. Matthew explains that he wants to be an astronaut when he grows up. It is discovered that Matthew has been adopted. In Maths the following morning, a blue-white light appears and enters the classroom. It seems to be searching for someone. It lands on Matthew and Matthew immediately finds that he can solve the problems straight away, when he couldn't before. Matthew's parents notice his unusual behaviour as he starts to ask some unusual questions. Matthew has a fever and starts talking aloud. His parents discover Chocky, who seems to be an imaginary friend.

Wr Anthony Read

Dir Vic Hughes, Christopher Hodson

2 - 1 *CHOCKY'S CHILDREN (1-6)*

While his parents are abroad, Matthew travels to the country to stay with his aunt. There he meets a girl called Albertine who is a maths genius who has a very strict father. The pair soon discover that they can communicate telepathically, but they are unaware that sinister forces are observing them closely.

Wr Anthony Read

Dir Peter Duguid, Vic Hughes

3 - 1 *CHOCKY'S CHALLENGE (1-6)*

Albertine is studying at Cambridge University where she is excelling herself. She wishes to research about cosmic energy, but she meets resistance from Professor Ferris who is fascinated about her theories. Albertine uses an illegal radio telescope to carry out research, but she is discovered by Dr Liddle, who doesn't enjoy her presence. Chocky returns to reveal that her people are prepared to reveal the secret of cosmic energy to the human race.

Wr Anthony Read

Dir Bob Blagden

CHOSEIJIN GURANSEIZA

AKA: **SUPER STAR GOD GRANDSEIZAR**

AKA: **SUPER STAR GOD GRANSAZERS**

AKA: **GRANSAZERS**

AKA: **CHOU SEISHIN GRANSAZER**



Billions of years ago on Earth, there was an advanced ancient civilization with awesome technology. Their greatest creation was the Chou Seishin or Ultra Star Gods. It was this technology that made Earth a target for other civilizations in space, for they were perceived as a threat. An alien fleet went to Earth to eradicate that civilization. Earth fought back using the Chou Seishin. Unfortunately that battle was lost, and the Ultra Star Gods lay dormant in the Earth until now. In the present day, there are those who have descended from the ancient civilization and possess the power of Gransazers and the power to awaken the Chou Seishin. Now, the alien threat looms over Earth once again, the Gransazers assemble to meet this growing threat.

Fire Tribe

Once an innocent (but headstrong) delivery boy, Kudou Tenma was thrust into the secret war of the Gransazers while making an important delivery to professor Hirokuchi. He is bull-headed and stubborn, reckless most of the times, but he has a good heart and has a bright attitude. As Sazer Tarius, he is a very powerful and skilled fighter. His weapon is the Falcon Bow, which fires the powerful attack called the Burning Falcon. He always clashes with his partner Mika, but they do like each other. He is also the main pilot of the Chou Seishin Garuda.

Shidou Mika is professor Horikuchi's assistant and an already established Gransazer. She is an accomplished fighter, having studied martial arts at a young age. She's very tomboyish, dressing in very unflattering clothes and acting tough. She's particularly cruel to Tenma, especially at the beginning, but she seems fond of him. As Sazer Mithras, she's a very skilled and powerful fighter. She uses the Swan Sector Fans as both defensive and offensive weapons. She's tough, strong headed, yet compassionate.

Shidou Ken is Mika's little brother. He too was reluctant to become a Gransazer, but he was forced to accept his fate when Mika came to harm. He's timid and shy, but he's a very amiable and charismatic person. Though he's not aggressive in his human form, he's very fiery as Sazer Lion. Weilding the Double Crescent swords, he's a good match against any enemy. He tries to keep Mika and Tenma from fighting. Lately he has attracted the affection of another Gransazer Saotome Ran (Sazer Visuel).

Wind Tribe

Dentsuin Akira is a highly skilled surgeon who also possesses the power of a Gransazer. He is very intelligent and very determined. As Sazer Remls, he is a very skilled and crafty fighter. He is very loyal to Saeki Karin and her supposed cause to protect humanity. He wields the Iron Gale rifle and is the main pilot of their Chou Seishin, Doracruz.

Amemiya Ryouko also pledged her allegiance to Saeki Karin to protect the Earth. She's a sports instructor and a skilled martial artist. She's silent and mysterious and mostly speaks with her actions. As Sazer Velsou, she has the ability to stun her opponents and render them helpless. Her Sel Cross disks are deadly weapons whether held or thrown. Though she follows Karin, she's not without her questions and doubts.

Hakariya Jin is a latecomer to the Wind Tribe. Coming in we don't know what he's really all about, seemingly mysterious and cool. The first thing he saw (and liked) in the Wind Tribe that interested him was Ryouko (Sazer Velsou). Since then, he hasn't stopped dropping lines and flirting with her. He's a fashion designer, but don't let that occupation fool you, for he's no push-over. As Sazer Dail, he's a very skilled fighter, often taking on multiple enemies. He is deadly with his Axe Tagger and it would be wise to stay clear of him when he gets

to swinging them.

Matsuzaka Naoto is no stranger to fights and struggles. He is an great fighter whether he's a Sazer or a human. He's professional fighter, earning a living in the ring, and on a quest to be the strongest. At first he would fight the Gransazers indiscriminately, choosing no sides. After a while and an encounter with Kudou Tenma, he began to respect the Fire Tribe and resent the Wind Trib for betraying him. He sets off alone, appearing inly to activate the Earth Tribe's Chou Seichin Gun Caesar. Later he would accept the fact that he is not alone and that therest of the Earth Tribe needs him.

Saotome Ran was in mix with the law, and being pursued by Saeki Karin did not help either. In the course of trying to help a friend, she got swept into the war of the Gransazers and realized her potential as one. When she finally accepted her fate, she became one of the more willing and very eager Gransazers. She hangs out a lot with the Fire Tribe, especially Ken, whom she's fond of.

Kamiya Gou is a very dedicated policeman who's dedication to duty to his jurisdiction is sometimes even greater than his dedication to protect Earth. Forced to change due to anger at a suspect who assaulted his senior, he was later calmed down by Tenma before he could have done the suspect more damage. His dedication to justice and strong will made him an instant ally to the Fire Tribe. When not a Sazer, he keeps his neighborhood safe from speeders, including Tenma.

Water Tribe

Famous for being the youngest war photographer ever, Makoto Sorimachi is a proud and headstrong individual, almost as stubborn as Kudou Tenma. In fact, the two started off on the wrong foot. He was lead to Shinkujira Island by a strong sense of destiny. There he met others who were drawn there by the same sense. He became Sazer Gorbion, leader of the Water Tribe and a powerful Gransazer. All he needs now is to trust the other Tribes.

Don't let that angelic face fool you, Ai Uozumi is a determined fighter. When not in the heat of battle she is quiet and friendly. She works as a nurse at the Kyou-Minamidaigaku Hospital, which is the same hospital where Akira Dentsuin does practice. It was also near there that she was revealed and fought against one of the Impacters. She was rescued by Sazer Remls, whom she showed a good deal of appreciation.

Tappei Mikami is your run of the mill, happy -go-lucky, carefree surfer dude. He does accept the responsibility to be a Gransazer. Unfortunately, becoming a Gransazer has been hard for him. It took the training and tutelage of veteran Gransazer, Ryouko, to awaken him. When the going got tough, the tough became a Gransazer. He is friends with Ai, whom he hides his deeper affections from.

The Maser Cannons, from the Godzilla movies, are seen in the first episode and in the opening credits fighting the Akelon Invaders. The docking bay used by the Type-05 GS Assist Robot "Youhi" was originally used by the "Kiryu" Mechagodzilla in Gojira tai Mekagojira (2002)

Original Music by Yasuharu Takanashi, Special Effects by Koichi Kawakita, Other crew - Shinji Nishikawa (designer), Hideo Okamoto (designer), Fuyuki Shinada (model designer)

Also known as Super Star God Gransazers, which is the full Japanese title, Gransazers is Toho's extremely successful Saturday morning show from 2003. The production was a large collaboration, with other companies involved including TV Tokyo, Konami, and Gansis. The program also inherited several key players from the Godzilla franchise, including special effects director Koichi Kawakita, who came out of retirement for the series, along with Kenji Suzuki and Kunio Miyoshi, who both directed numerous episodes.

A follow up show was released after the closure of Gransazers called Justirisers, which shares the same "Star God" full title.

WR. Hakase Ishii , Kenshi Konuta , Toshimichi Ohkawa , Hideki Sonoda,

DIR. Hiromitsu Muraishi, Kenji Suzuki

EPISODES: 51 **YEAR MADE:** 2003 **COUNTRY:** JAP **SEASONS:** 1

GRANSEIZAR PROJECT, TOHO COMPANY LTD.

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 04/10/2003

AIR DATE OF LAST EPISODE 25/09/2004

SEASON DATE BREAKDOWN: Season 1 : 04/10/2003 - 25/09/2004

FILMS:

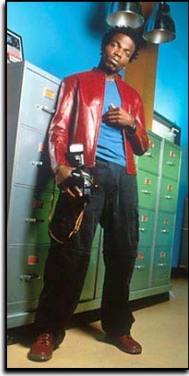
Tenma Kudô/Sazer Tarios (Fire Tribe) RYO SEGAWA, Mika Shidô/Sazer Mithras (Fire Tribe) ASUKA SHIMIZU, Ken Shidô/Sazer Lion (Fire Tribe) KOHEI TAKEDA, Akira Dentsûin/Sazer Remls (Wind Tribe) HIDEAKI SERIZAWA, Ryôko Amemiya/Sazer Velsou (Wind Tribe) MAYA HOSHINO, Jin Hakariya/Sazer Dail (Wind Tribe) REN MATSUZAWA, Naoto Matsuzaka/Sazer Tawlon (Earth Tribe) TOMOHIDE TAKAHARA Ran Saotome/Sazer Visuel (Earth Tribe) SAYAKA ISOYAMA, Gô Kamiya/Sazer Tragos (Earth Tribe) SOJI MASAKI, Atsushi Misonogi (Chief of Defense) SHUNSAKU KUDO, Karin Saeki (Akelon Agent) MIKA CHIBA, Ichirô Horiguchi (Space Archaeologist) SHOICHIRO AKABOSHI, Ai Uozumi/Sazer Pisces (Water Tribe) KUMIKO ITOU, Makoto Sorimachi/Sazer Gorbion (Water Tribe) HIDEKI OKADA, Taippei Mikami/Sazer Gans (Water Tribe) TAKUMA SUGAWARA

- 1 - 1 *AWAKEN! STAR WARRIOR*
- 1 - 2 *ACTIVATE! DORCRUS*
- 1 - 3 *ASSEMBLE! FIRE TRIBE*
- 1 - 4 *DEATH! SOLIDER OF THE EARTH*
- 1 - 5 *BURN! SPIRIT OF A POLICEMAN*
- 1 - 6 *CLASH! WIND, FIRE AND EARTH*
- 1 - 7 *RUN! TO SAVE A LIFE*
- 1 - 8 *DESCENT! DRAGON OF THE SKY*
- 1 - 9 *TREMBLE WITH FEAR! KARN'S TRUE SHAPE*
- 1 - 10 *INVADER! AN ACHELON TRAP*
- 1 - 11 *ALL TOGETHER! 9 SAZERS*
- 1 - 12 *DECISIVE BATTLE! SUPER STAR GOD VS. GIANT STAR BEAST*
- 1 - 13 *ATTACK! IMPACTOR*
- 1 - 14 *AWAKEN! WATER WARRIOR*
- 1 - 15 *RISE! SUPER STAR GOD OF WATER*
- 1 - 16 *EMERGENCY! COMMANDER LOGIA*
- 1 - 17 *CRISIS! HUMANITY EXTINCTION PLAN*
- 1 - 18 *THE ULTIMATE ENEMY! GUNTRAS*
- 1 - 19 *COMBAT MISSION! GUNCAESER*
- 1 - 20 *INTENSE FIGHTING! BATTLE READY*
- 1 - 21 *IT'S COMING! EARTH'S FINAL DAY*
- 1 - 22 *VISION! COMBINED SUPER STAR GOD*
- 1 - 23 *VENGEANCE! LOGIA'S CHALLENGE*
- 1 - 24 *MENANCE! DAILOGIAN*
- 1 - 25 *SECRET MANEUVER! A NEW ENEMY*
- 1 - 26 *PRISONER OF ANOTHER DIMENSION*
- 1 - 27 *ENRAGED, DEADLY SWORD OF FLAMES*
- 1 - 28 *BEAUTIFUL FUGITIVE*
- 1 - 29 *LAUNCH! TYPE-05 GS ASSIST ROBOT!*

- 1 - 30 *VELSOU, OUT OF CONTROL!*
- 1 - 31 *POMPOUS PRINCESS, IN DANGER!*
- 1 - 32 *ASTRONAUT'S NIGHTMARE*
- 1 - 33 *DEMON OF REVENGE, LOGIA RETURNS*
- 1 - 34 *DEFEAT, DAILOGIAN!*
- 1 - 35 *DANCING-DREAM*
- 1 - 36 *GOODBYE PARTNER!*
- 1 - 37 *DAY OF THE DOLPHINS*
- 1 - 38 *VISITOR FROM ANCIENT TIMES*
- 1 - 39 *PROJECT OMEGA*
- 1 - 40 *COUNTERATTACK! DARK SOLIDER*
- 1 - 41 *CONFRONTATION!*
- 1 - 42 *REVIVED! ANCIENT LIFE FORM*
- 1 - 43 *BOSQUITO THE DESTROYER*
- 1 - 44 *REVELATION! MYSTERY OF THE ANCIENT WAR*
- 1 - 45 *FINAL BATTLE AGAINST BOSQUITO*
- 1 - 46 *BEGINNING OF THE END*
- 1 - 47 *PRELUDE TO DESTRUCTION*
- 1 - 48 *THE DRAGON'S MEMORY, HEAVEN'S WILL*
- 1 - 49 *THE SPACE ALLIED FORCES BEGIN THEIR ADVANCE!*
- 1 - 50 *TENMA, DIES!*
- 1 - 51 *DAYS OF RESURRECTION*

CHRONICLE, THE

AKA: **NEWS FROM THE EDGE**



Tucker Burns, who has already been rejected by 47 different organizations, and his live-in girlfriend is hounding him to get a job. Any job. Desperate, he accepts a position with The World Chronicle. His first assignment -- a creature on the loose called the Brooklyn Bloodsucker. With help from two of his colleagues, the feisty and alluring reporter Grace Hall and enthusiastic, streetwise photographer Wes Freewald, Tucker sets out to uncover the truth. The truth, however, is a bit more than he'd bargained for when he sees the creature first hand flying out the windshield of Wes' van, and just manages to get out of the way.

Having always believed the stories in The Chronicle to be total crap, Tucker has a hard time accepting that some of them, let alone all, contain any truth. And it doesn't give the rag much legitimacy when Grace tells him about her alien abductions, or when Wes cries over the article about a mothman being kept in a jar. But now he's seen something strange for himself. Not to mention the paper's vast archives which house countless oddities and supposed alien samples. Eventually, however, the gang manages to catch up to the alien, who turns out to be an alien representative stranded on Earth, who has limited himself to feeding on the blood of animals. They manage to arrange the alien's "pick-up", and have yet another headline story for the paper.

...they can keep the writing fresh. I was a bit worried when this show first was announced because it sounded pretty much like it was just going to be a funny version of X-file or First Wave. Sure, that might be cool once or twice, but I thought it wouldn't last too long. Fortunately, The Chronicle has proven to be freshly written, with some good plots to go along with the humorous writing. I love all the characters, especially Wes (played by Reno Wilson). Overall, the show is very well cast and everyone seems to be aware of what their characters are supposed to be like.

My only concern is that this show may not prove to remain strong for more than two seasons or so. It's written by Sylvio Horta, who is mostly known for his "Urban Legend" movies. Both those films were interesting at first, but withered into mundane garbage. I hope this show doesn't do the same. I have heard that the cast has really bonded and would hate to see them fall prey to writers whose abilities get exhausted. I give this show *** out of **** stars. Worth a watch if you like Sci-Fi. Probably won't pull you in if you aren't particularly in to the genre. This series was adapted from a series a novel called News from the Edge written by Mark Summer. The series was filmed both in California and Vancouver as are many US sci-fi shows of the late 20th and early 21st Century. The series was first shown on the US version Sci-Fi Channel on Fridays at 9pm.

However the show was soon cancelled with this explanation from it's producers, This came from Sci-Fi's SciFi Wire page. 2/07/02. The SCI FI Channel announced that it is canceling The Chronicle, which will air its last episode, "Snitch in Time," on March 22. "The Chronicle was a good show with a talented cast and creative production team that unfortunately didn't find the audience it deserved," SCI FI president Bonnie Hammer said in a statement. "SCI FI continues its commitment to original programming with Firestarter: Rekindled in March; new seasons of the hit series Farscape and exclusive originals of Stargate SG-1 this summer; the original movie Riverworld, based on Philip José Farmer's classic books; and Steven Spielberg's Taken, an unprecedented 20-hour, 10-night epic miniseries. SCI FI is increasing its commitment to original programming in 2002 and 2003, with a development slate of series, movies and miniseries that reflect the current mass popularity and broad appeal of the sci-fi genre."

Here also is some trivia for all you science fiction fans out their :-

Episode 2 - NOTE: A Newsweek editor asks Tucker if he knows reporters "Edison" and "Carter". "Edison Carter" was the name of the reporter on Max Headroom.

Episode 3 - James Hong plays "David Lo Pan," a Chinatown businessman. Not so coincidentally, he also played a Chinatown businessman and ancient sorcerer named "David Lo Pan" in the cult movie "Big Trouble in Little China."

Episode 6 - NOTE: Jon Polito does not appear in this episode.

This episode is "In Memory of John Reiner", the sound re-recording mixer who worked on the show.

Episode 8 - NOTE: This episode bears a strong resemblance to the Kolchak: The Night Stalker episode Chopper, which also had a ghostly biker decapitating people. This episode also bears a strong resemblance to Brimstone, with the idea of a supernatural bounty hunter who goes after escapees from Hell. Jon Polito is not in this episode.

Episode 10 - NOTE: The name of the two officers, "Quinn" and "Martin", is another in-joke: a reference to producer Quinn Martin.

Episode 11 - NOTE: The opening staff meeting, with the reporter talking about a government-sponsored invisible man/gland project, was a deliberate in-joke reference to another Friday night Sci Fi Channel series, "The Invisible Man." According to producer Javier Grillo-Marxuach, who posted on the SciFi Channel's board, it was meant in good fun and in fact the scene was filmed when they still thought IMAN would remain on the air. The two production teams share a building in San Fernando Valley.

Episode 12 -NOTE: The name of the doctor, "Harcourt Fenton", is a in-joke reference to Star Trek, and Harcourt Fenton Mudd.

Episode 13 - NOTE: The name of the first dead woman, "Sylvia Horta", is a play on the name of the show's writer "Silvio Horta". One suspects this confusion comes up in real life fairly frequently.

Episode 14 - NOTE: Evelyn Hall talking about her supernatural encounter with a thick fog in a small California community is an in-joke reference to actress Adrienne Barbeau's role in John Carpenter's The Fog. There are no follow-up in-jokes to Swamp Thing or Creepshow, however. There are references not only to the ongoing Grace/Daniel alien subplots, but to the Savage Simian case from "Pig Boy's Big Adventure".

Episode 17 - NOTE: The reference to the ectoplasmic slop acting like "a psychic mood ring" is a direct reference to a similar line in Ghostbusters 2.

Episode 19 - NOTE: Octavia L. Spencer appears to be gone from from her semi-regular role as Ruby, replaced by the new psychic Esperanza.

Produced by Todd Amateau (line producer: episodes "Pilot", "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back" (as Todd M. Amateau).

Bob Greenblatt (executive producer: episodes "Pilot", "What Gobbles Beneath", "Let Sleeping Dogs Fry" (as Robert Greenblatt))Javier Grillo-Marxuach (producer: episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back")

Silvio Horta (executive producer: episodes "Pilot", "What Gobbles Beneath", "Baby Got Back", "Let Sleeping Dogs Fry") David Janollari (executive producer: episodes "Pilot", "What Gobbles Beneath", "Let Sleeping Dogs Fry") Tom Keefe (associate producer: episodes "Pilot", "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back")

Gina Matthews (executive producer: episodes "Pilot", "What Gobbles Beneath", "Let Sleeping Dogs Fry") John B. Moranville (producer: episode "Pilot"). Stu Segall (producer: episodes "Pilot", "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back").

Naren Shankar (consulting producer: episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry"). Hyndie Wali (associate producer: episode "Pilot"). John T. Walker (co-producer: episodes "What Gobbles Beneath", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Take Me Back")

Original music by Tom Harriman (pilot and episodes "What Gobbles Beneath", "Baby Got Back", "Let Sleeping Dogs Fry") Andrew Keresztes (additional music) (episodes "Bring Me the Head of Tucker Burns", "Take Me Back") Donald Markowitz (episodes "Pilot", "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs

Fry", "Take Me Back") (as Donny Markowitz) Julius Robinson (songs)

Cinematography by Tom Jewett (I) (episodes "What Gobbles Beneath", "Baby Got Back", "Let Sleeping Dogs Fry") (as Thomas Jewett) Sharon Meir (I) (episode "Pilot") Ernest Paul Roebuck (episodes "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Take Me Back") (as Ernest Roebuck)

Film Editing by Lisa Bromwell (episode "Pilot") Eric Goldfarb (episode "Baby Got Back") Skip MacDonald (pilot and episodes "He's Dead, She's Dead", "Let Sleeping Dogs Fry", "Take Me Back") (as Skip Macdonald) Shawn Paper (episodes "What Gobbles Beneath", "Baby Got Back", "Only the Young Die Good", "Bring Me the Head of Tucker Burns")

Casting by Eric Dawson (episode "Pilot") Carol Kritzer (episode "Pilot") Elizabeth Melcher (episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back") Holly Powell (episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back") Robert J. Ulrich (episode "Pilot")

Production Design by Paul Joyal (episode "Pilot") John T. Walker (episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back")

Art Direction by Lana Kozak (pilot) Richard N. McGuire (episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back") (as Richard McGuire)

Set Decoration by Hall Brownell (episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back") Charles Durwin (episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back") James Kilcher (episode "Pilot")

Costume Design by Vickie Brinkford (episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back") (as Vikki Brinkkord) Caroline Cranstoun (episode "Pilot")

Makeup Department - Linda A. Brown key makeup artist (episode "Pilot") Michael Davis (XX) hair stylist: episode "What Gobbles Beneath" key hair stylist: episodes "Baby Got Back", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back" key makeup artist: episode "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Take Me Back" makeup artist: episode "What Gobbles Beneath" Michael Del Rossa special makeup effects artist (episodes "Pilot", "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good")

Bonni Flowers (makeup artist), Heidi Grotsky (make-up artist: Rena Sofer), Michael Mosher (special makeup effects artist), Michael Pachal (hair stylist (episode "Pilot")), Vince Tremonti (hair stylist (episodes "What Gobbles Beneath", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Take Me Back") (as Vinnie Tremonti)).

Dan Uebel (special makeup effects artist (episode "He's Dead, She's Dead", "Bring Me the Head of Tucker Burns", "Take Me Back")). Lyssa Wittlin Baumert (key makeup artist: episode "Baby Got Back", "Let Sleeping Dogs Fry"). makeup artist: episodes "What Gobbles Beneath", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Take Me Back".

Production Management - Nicholas Batchelor (production manager: episodes "Pilot", "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back"), Hugh Spencer-Phillips (unit production manager: episode "Pilot").

Second Unit Director or Assistant Director - Terry Edwards (first assistant director (episode "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry") (as Terry J. Edwards)). Dan Leatham (second second assistant director), Mark Lyon (first assistant director (episode "Baby Got Back") (as Mark R. Lyon)). Dan Mulvaney (second assistant director (episodes "Pilot", "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back")).

Scott Remick (second assistant director), Nico Sachse (first assistant director (episode "Pilot")). Bruce A. Simon (first assistant director (pilot and episodes "What Gobbles Beneath", "He's Dead, She's Dead", "Take Me Back")). Patrick Wolf (second assistant director (pilot)).

Art Department - Peter Clines (assistant property master), Jim Davie (construction coordinator (episode "Pilot")), Gregory M. Edgar (property master (episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry") (as Gregory Edgar)).

Matthew Fitzgibbons (construction coordinator (episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back") (as Matt Fitzgibbons)). Desirea Ortega (property assistant). Kimberley Regent (property master (episode "Pilot")).

Sound Department - David Beres (production sound mixer (episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back")). Lars Ekstrom (production sound mixer (pilot)). Pete Elia (sound re-recording mixer (episode "Pilot")). Brian Harman (sound re-recording mixer (episodes "Pilot", "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back") (as Brian R. Harman)).

Moira Marquis (music editor (episodes "Pilot", "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Take Me Back")). George E. Marshall Jr. (boom operator).

Ian Morgan (sound supervisor (episode "Pilot")), Richie Nieto (music editor (episode "Let Sleeping Dogs Fry")). John Reiner (sound re-recording mixer (episodes "Pilot", "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Let Sleeping Dogs Fry")). Mark Relyea (sound supervisor (episodes "Pilot", "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back")). Larry Stensvold (sound re-recording mixer (episode "Pilot")), David Teitelbaum (assistant sound editor (episodes "Pilot", "What Gobbles Beneath", "Baby Got Back", "Let Sleeping Dogs Fry")).

Special Effects by - Enrique Bilsland (creature technician: episode "Pilot"), Michael Del Rossa (special effects technician: episode "What Gobbles Beneath", "Take Me Back"). Damian Fisher (mold department: Steve Johnson's XFX), Joe Gomez (mold department: Steve Johnson's XFX), Cary Howe (special effects technician: episode "What Gobbles Beneath"), Leon Laderach (creature technician: episode "Pilot"), Matt Mastrella (special effects technician: episode "What Gobbles Beneath").

Kevin Francis 'Boomer' McCarthy (special effects coordinator: episodes "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Take Me Back" special effects: episode "What Gobbles Beneath" (as Kevin McCarthy)). Mike McFarlane (mold department: Steve Johnson's XFX), Steve Newburn (mold department: Steve Johnson's XFX).

Visual Effects by Doug Ludwig (visual effects supervisor: episode "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back"), Michael D. Most (visual effects supervisor: episode "Pilot" (as Mike Most)), Brad Moylan (digital compositor: episode "Pilot").

Stunts - Dean Choe (stunt co-ordinator (episode "Pilot")), Gilbert B. Combs (stunt co-ordinator (episode "Let Sleeping Dogs Fry") (as Gil Combs)), Debbie Evans (stunt driver), Paul M. Lane (stunts (episode "Bring Me the Head of Tucker Burns", "Take Me Back") (as Paul Lane)). David Mylrea (stunt double: Tim (episode "Pilot")), Denney Pierce (stunt co-ordinator (episode "Only the Young Die Good") stunts (episodes "What Gobbles Beneath", "He's Dead, She's Dead")), Katie Rowe (stunts), Larry M. Shorts (utility stunts), Russell Solberg (stunt co-ordinator (episode "Baby Got Back")).

Other crew - Sarah Altman (casting: San Diego (episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry", "Take Me Back")), Tim Atkins (chief lighting technician (pilot episode)), Nick Berry (chief lighting technician (episodes "Only the Young Die Good", "Bring Me the Head of Tucker Burns" and "Take Me Back"))

J. Brolin (post-production runner (uncredited)), Nicole Finch (script supervisor (episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of

Tucker Burns", "Let Sleeping Dogs Fry" and "Take Me Back"). Houman Forough (camera operator (episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Let Sleeping Dogs Fry") (as Houman Farough)), David Garcia (chief lighting technician (episode "He's Dead, She's Dead"))).

Dan Gearhart (transportation coordinator (episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry" and "Take Me Back")). Eric Goldfarb (assistant editor (episodes "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns" and "Take Me Back")). Britta Gustafsson (assistant camera), Stephanie Laffin (casting associate: New York), Marc Lyons (assistant camera), Anne McCaffrey (production coordinator (episodes "What Gobbles Beneath", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Take Me Back"))).

Colin McCarthy (location manager (pilot episode)), Elizabeth Melcher (additional casting (episode "Pilot")), Andrew Mulkani (key grip (episode "Pilot")), Scott 'Puppy' Nabb (assistant camera), Sylvia Nablo (transportation coordinator (episode "Pilot")), Brandon O'Brien (assistant: Mr. Segall (uncredited)), Holly Powell (additional casting (episode "Pilot")), Ernest Paul Roebuck (chief lighting technician (episodes "What Gobbles Beneath", "Baby Got Back", "Let Sleeping Dogs Fry") (as Ernest Roebuck)). Peter Rosenfeld (camera operator (pilot episode)).

Kaayla Ryane (production coordinator (episode "Pilot")). Eva M. Schroeder (location manager (episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry" and "Take Me Back")). Jenny Scott (extras coordinator (episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry" and "Take Me Back"))).

Sue Swindle (script supervisor), Trevor Taylor (production associate (episodes "Pilot", "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry" and "Take Me Back")). William Joseph Thomas (production coordinator (episodes "Baby Got Back" and "Let Sleeping Dogs Fry")). Stephanie Thompson (post-production assistant (uncredited)), German Michael Torres (production associate (multiple episodes)), Julie Tucker (casting: New York), Randy Wilson (key grip (episodes "What Gobbles Beneath", "Baby Got Back", "He's Dead, She's Dead", "Only the Young Die Good", "Bring Me the Head of Tucker Burns", "Let Sleeping Dogs Fry" and "Take Me Back")). Tracy Young (script supervisor (pilot episode)).

Special Effects by Stargate Films Inc. [us] (digital visual effects).

Production equipment - Movie Manufacturing Co

Santa Clarita Studios - Electronic laboratory and Laser Pacific Media Corporation [us]

Prosthetic and animation effects - Steve Johnson's XFX Inc.

Electronic assembly - Modern Videofilm Inc. [us]

Extras casting - Background San Diego [us]

Telecine transfers - Toybox [ca]

Re-recording - Gaviota Sound

Sound re-recording - Westwind Media [us]

Sound editorial services - Roundabout Entertainment Inc. [us] and Westwind Media [us]

Casting: Canada - Coreen Mayrs Casting Inc. [ca].

"Pilot" (ep. #1.1) 7/14/2001

Doug Abrahams Cop #2

Curtis Armstrong Pig Boy

Andre Danyliu Reporter (as Andre Danyliu)

Russell Ferrier Cop #1

Colin Foo Hysterical Man

Leslie Jones (II) Businesswoman

Darcy Laurie Biker Guy

Liam Ranger Tim

Nicole Robert (II) Hysterical Woman

Lori Rom Shawna Fuchs

Sharon Sachs (II) Vera

Octavia Spencer Ruby (as Octavia L. Spencer)

Jody St. Michael Creature

Gina Stockdale Latin Woman

"What Gobbles Beneath" (ep. #1.2) 7/14/2001

Curtis Armstrong Pig Boy
David Booth (II) John Wallace
Ryan Drummond Andy
Elaine Hendrix Kristen Martin
Stephen Howard (II) Bailey
Christine Kludjian Rupert
John Kobik Slick Reporter
Thom Mulligan Service Rep
James Saba Larry Wyler
Sharon Sachs (II) Vera
Hosea Simmons Security Guard
Octavia Spencer Ruby (as Octavia L. Spencer)
Duke Stroud Cop

"Here There Be Dragons" (ep. #1.3) 7/21/2001

Dante Basco Noodles
Dax Griffin Dragon Guy
James Hong David Lo Pan
Youki Kudoh
George Takei Mr. Shen
Kenneth Taylor (II) Camper
Brian Tee

"Baby Got Back" (ep. #1.4) 7/28/2001

Curtis Armstrong Pig Boy
Paul Eggington Frustrated Man
Merritt Hicks
Richard Karn David Tally
Romy Rosemont
Sharon Sachs (II) Vera
Gary Weeks (II) Darren
Brogan Young Shaved Head Man

"He's Dead, She's Dead" (ep. #1.5) 8/4/2001

Curtis Armstrong Pig Boy
Todd Patrick Breaugh Clark Jensen
Kelly Felix Todd
Bryan Fisher Brad
Karen Gordon (II) Dr. Elkins
Elaine Hendrix Kristen Martin
Shawn Lane Reanimated Corpse
Justine Miceli Helen Cooper
Joe Nesnow Harry Cooper
Sharon Sachs (II) Vera
Octavia Spencer Ruby (as Octavia L. Spencer)
Tim Wiley (II) Lee

"Bermuda Love Triangle" (ep. #1.6) 8/11/2001

Charles DeFazio Colotti
Brett A. Jones Stuart (as Brett Jones)
Yvonna Kopacz Atlantean Woman

"Only the Young Die Good" (ep. #1.6) 8/18/2001

Kurt Reichert Old Man #2

"Bermuda Love Triangle" (ep. #1.6) 8/11/2001

Will Roberts Earl
Lori Rom Shawna Fuchs
Salvator Xuereb Roger Noland

"Only the Young Die Good" (ep. #1.7) 8/18/2001

Curtis Armstrong Pig Boy
Eric Balfour

Jack Banning Ronald Copeland
Nora Dunn Dr. Gorham
Eugene Roche (I)
Sharon Sachs (II) Vera
Neal Sullivan Old Man #1

"Bring Me the Head of Tucker Burns" (ep. #1.8) 8/25/2001

Casey Biggs Dick Blanston
Elaine Hendrix Kristen Martin
Paul M. Lane Headless Biker (as Paul Lane)
Ben Lin Shopkeeper
Brien Perry Man
Sharon Sachs (II) Vera
Shirley Saunders Desk Sergeant
Mark Sheppard Nitro
Octavia Spencer Ruby (as Octavia L. Spencer)
Suzanne Whang Christy Kwan

"Let Sleeping Dogs Fry" (ep. #1.9) 9/7/2001

LeAnna Campbell Emmy Masters
Cliff De Young (as Cliff DeYoung)
C.S. Keys Clayton
Monica Louwerens Jane
Jeremy Maupin Second Young Man (as Shawn Jeremy Maupin)
Sean McEwen Robby
Jennifer Morrison (II)
Jason D. Smith Ohlendorf
Geoff Stults

"Take Me Back" (ep. #1.10) 9/15/2001

Curtis Armstrong Pig Boy
Robert Crow Detective Chiklis
Randy Dare Abductee Guy
Steven Flynn Max
Elaine Hendrix Kristen Martin
Jason Makiaris Store Manager
Melissa Renee Martin Silvia McKenzie
Michael McCafferty Averill (as Mike McCafferty)
Erika Napoletano Officer Quinn
Charley Rossman Officer Martin (as Charly Rossman)

"Touched by an Alien" (ep. #1.11) 1/4/2002

Curtis Armstrong Pig Boy
William Cowart Lecherous Guy (as Billy Cowart)
Anna Maria Horsford Jolene Freewald
Dan Horton Bouncer (as Daniel Horton)
Cynthia Hunter Sandra
Robert Marinaccio Naked Man (as Bobby Marinaccio)
Tucker Smallwood Alonso Freewald
Spike Sorrentino Vitely

"Pig Boy's Big Adventure" (ep. #1.12) 1/11/2002

Curtis Armstrong Pig Boy
Lizette Carrion Monica/Monkey Girl
Jim Chovick Harcourt Fenton
Christopher Hoffman Elias Fenton
Ron Johnson (III) Colonel
Sharon Sachs (II) Vera
Kate Sheldon Leopard Woman

"Cursed Sombrero, The" (ep. #1.13) 1/18/2002

Curtis Armstrong Pig Boy
Bonnie Brewster Nancy
Elaine Hendrix Kristen Martin
Heidi Marnhout Hot Girl

Race Owen Bike Guy

"Man and Superman" (ep. #1.13) 2/8/2002

Brian Poth Derek/ The Superhero

Brian Poth Derek/Superhero

"Tears of a Clone" (ep. #1.14) 1/25/2002

Curtis Armstrong Pig Boy

Adrienne Barbeau Evelyn Hall

Scott Benefiel Doctor

"I See Dead Fat People" (ep. #1.15) 2/1/2002

Sam Anderson (I) Dr. Thicketts

Greg Fitzpatrick Paul

Harold MacPherson Jr. Larry

Heather McClurg Susan

Sharon Sachs (II) Vera

Octavia Spencer Ruby (as Octavia L. Spencer)

Charlie Talbert Royce Vickenberg

"Man and Superman" (ep. #1.16) 2/8/2002

T.J. Beacom Michael Brotchner

Hugh Bogan Shopkeeper

Jon Briddell Walter, The Handsome Man

Terence Bernie Hines Wayne Lamar (as Terence Hines)

Terence Bernie Hines Wayne Lamar

"Hot From The Oven" (ep. #1.17) 2/15/2002

Shawn Christian Dennis

"Hot from the Oven" (ep. #1.17) 2/15/2002

Shawn Christian Dennis

Maurice Godin Dumont

Jeff Kelly (II) Kenny

Bob Pappenbrook Cole Nelson

Joe Sabatino Orlando Franchetti

Octavia Spencer Ruby (as Octavia L. Spencer)

"Mists Of Avalon Parkway, The" (ep. #1.18) 3/1/2002

Bobby Edner Victor

"Stepford Cheerleaders, The" (ep. #1.18) 2/22/2002

Nick Gomez Lyle

Bryan Greenberg (II) Damon Furberg

"Mists of Avalon Parkway, The" (ep. #1.18) 2000

Philip Pavel Jeremy the Grief Counselor

"Stepford Cheerleaders, The" (ep. #1.18) 2/22/2002

David Purdham Lionel Carson

Sharon Sachs (II) Vera

Kathy Wagner Jennifer

Alicia Leigh Willis Alexis Carson

Alicia Leigh Willis Alexis

"Snitch in Time, A" (ep. #1.21) 3/22/2002

John Borkowski Allan Schweiberg

"Hell Mall"

Chris Devlin

"King Is Un-Dead, The"

Neil Espe Proprietor

"Stepford Cheerleaders" 2/22/2002

Alicia Leigh Willis Alexis

WR. HENRY ALONSO MEYERS, NAREN SHANKAR, JAVIER GRILLO-MARXUACH, SILVIO HORTAHENRY.

DIR. KRISHNA RAO, JOHN T. KRETCHMER, JAY TOBIAS, BRUCE SETH GREEN, ADAM DAVIDSON, SANDFORD BOOKSTAVEN, MICHAEL GROSSMAN.

EPISODES: 22 **YEAR MADE:** 2001 **COUNTRY:** US **SEASONS:** 1

THE SCI-FI CHANNEL

CREATOR: MARK SUMNER

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22

DATE OF PREMIER: 14/07/2001

AIR DATE OF LAST EPISODE 22/03/2002

SEASON DATE BREAKDOWN:

FILMS:

Tucker Burns CHAD WILLETT, Grace Hall RENA SOFER, Wes Freewald RENO WILSON, Donald Stern JON POLITO, Sal the Pig-Boy CURTIS ARMSTRONG, Chronicle Staff Writer (uncredited) APRIL BOLDS, Kristen Martin ELAINE HENDRIX.

Books Based on this series.

NEWS FROM THE EDGE

MARK SUMNER

1 - 1 *"PILOT"*

Tucker Burns, who has already been rejected by 47 different organizations, and his live-in girlfriend is hounding him to get a job. Any job. Desperate, he accepts a position with The World Chronicle. His first assignment -- a creature on the loose called the Brooklyn Bloodsucker. With help from two of his colleagues, the feisty and alluring reporter Grace Hall and enthusiastic, streetwise photographer Wes Freewald, Tucker sets out to uncover the truth. The truth, however, is a bit more than he'd bargained for when he sees the creature first hand flying out the windshield of Wes' van, and just manages to get out of the way.

Having always believed the stories in The Chronicle to be total crap, Tucker has a hard time accepting that some of them, let alone all, contain any truth. And it doesn't give the rag much legitimacy when Grace tells him about her alien abductions, or when Wes cries over the article about a mothman kept in a jar. But now he's seen something strange for himself. Not to mention the paper's vast archives which house countless oddities and supposed alien samples. Eventually, however, the gang manages to catch up to the alien, who turns out to be an alien representative stranded on Earth, who has limited himself to feeding on the blood of animals. They manage to arrange the alien's "pick-up", and have yet another headline story for the paper.

Dir MARK BUCKLAND

1 - 2 *WHAT GOBBLES BENEATH*

Media mogul Rubert Blackstone disappears into thin air in broad daylight, and the incident is reported as a kidnapping. Tucker smells a "real" story here, and ditches the animal-potato chip story Stern has assigned to him to investigate. Tucker soon discovers that another man also disappeared, and both were using a Yamaguchi 9000 cell phone. The phone hasn't been released to the public, but both Blackstone (an investor) and the scientist had one. It turns out that the phones emit a high burst of radiation that attracts a cancerous tumor-monster living beneath New York, and they've just been shipped to the stores. Turner, Wes and Grace confront Bailey, the manufacturer of the phones who knows about the problem. He gets eaten by the cancer monster and the reporters use a tumor anti-toxin that the Pig-Boy has laying around. Stern is pleased with the results, and the chutzpah Tucker demonstrated by ignoring him, and even replaces Wes' van. Tucker is left with the realization he may be more cut out for the job of reporting the weird than he realized.

Wr SILVIO HORTA

Dir ADAM DAVIDSON

1 - 3 *HERE THERE BE DRAGONS*

Donald sends Tucker to investigate a report of dragons in Chinatown. One of the witnesses, a scorched gang member, is reluctant to talk but his illegitimately pregnant girlfriend seems to know something. Wes and Tucker track the girl and find her meeting with a Chinese dragon in the sewers. While they investigate the gang member Neo, Grace is with the girl when she gives birth...to a dragon baby. Local businessman David Lo Pan wants them out, and the girl's father then asks Lo Pan to kill the person or

thing that impregnated his daughter. Wes and Tucker track the spectroanalysis indications and find a secret hideout containing a homemade flamethrower and a "dragon suit." Turns out the person behind the dragon is a normal guy, albeit one suffering from a lizard-like skin deformation. He and the girl are dating, and he impregnated her. Tucker dresses up as the dragon and Wes pretends to kill it after it kills the girl, to convince her father she is dead. At the end, the girl, her baby, and "dragon guy" head off into the sunset thanks to the Chronicle reporters.

Wr NAREN SHANKAR

Dir SANDFORD BOOKSTAVER

1 - 4 *BABY GOT BACK*

An abandoned baby is left at the Chronicle, and Rene takes it in while the guys investigate. They are able to locate the mother from the video cameras. She is the wife of David Tally, the head of "Headway", a selling organization. She's had bouts of insanity, and both she and her husband want the baby back. Meanwhile, the baby has been displaying...abnormal behavior, almost killing Sal. It turns out that in return for financial rewards, Tally made a deal with Hell to let a demon incarnate within his son's body. At the proper time, a ceremony must be performed to let the demon fully manifest. The gang gets captured by Tally, but manage to interrupt the ceremony with the help of the reluctant mother and escape with the baby. Tally gets possessed instead, a process which proves explosively fatal since he isn't the intended host body.

Wr SILVIO HORTA

Dir JOHN T. KRETCHMER

1 - 5 *HE'S DEAD, SHE'S DEAD*

Reports of mysterious resurrections and dead men walking lead the Chronicle reporters to Dr. Henry Cooper, a scientist who died of colon cancer. His daughter seems to have continued on his experiments, and has succeeded in perfecting the resurrection formula that her father was working on. After several experiments (the earlier reports), she perfects the process and resurrects her dad. He prefers to remain dead, however, and kills himself.

Wr ERIN MAHER, KAY REINDL

Dir JOHN T. KRETCHMER

1 - 6 *BERMUDA LOVE TRIANGLE*

Tucker is assigned to a mermaid story: two men were pulled into the water and attacked by one. Meanwhile, Grace is investigating the case of Roger Noland, a Navy pilot who disappeared in the Bermuda Triangle in 1994. The two cases cross when Tucker spots Noland near the scene of the attack. Noland has gills given to him by the Atlanteans to allow him to survive, and is apparently on the run from some mysterious woman, the mermaid. Noland has created a water rebreather to allow him to flee to the desert, where he claims he will be safe from the Atlantean who he is a slave to. Grace and Sal spend a night in the elevator where Sal tells her of his love for her, and the two agree to be closer. The mermaid comes to the Chronicle and is captured. Sal rigs up a translator and finds out she and Noland were mated for life, and Noland is fleeing because of his fear of commitment. Tucker tracks down Noland and convinces him to come back, but it's too late: the mermaid has given up her life and transformed into an unreachable siren of the deeps. At the end the four friends toast to friendship and lost love.

Wr HENRY ALONSO MEYERS

Dir KRISHNA RAO

1 - 7 *ONLY THE YOUNG DIE GOOD*

Tucker is assigned to investigate a strange report of an elderly man escaping from an old folks' home and clinic, going to a nearby store, and claiming to be a young teenage worker. Tucker goes undercover and discovers that the head doctor, Gorham, as perfected a means of transferring consciousness. They hire young, virile people as workers, then switch their payments with rich old people and lock up the now-older workers. Tucker is next on the list after he asks a few questions. The rest of the Chronicle gang quickly sense things are amiss when "Tucker" acts rather strangely. They go back to the clinic, where Tucker in his aged body has staged an escape. They get Gorham to reverse the process for both Tucker and the others.

Wr PETER HUME

Dir ADAM DAVIDSON

1 - 8 *BRING ME THE HEAD OF TUCKER BURNS*

A DMV worker and a meter maid are decapitated by a headless motorcyclist, and The Chronicle is on the case. While Tucker makes time with his rival Kristen, Grace and Wes investigate and suspect a supernatural influence. They discover that the headless motorcyclist is "Hellboy", a cycle ganger and bounty hunter who accidentally got decapitated. After a third death takes place, they determine that all the victims had sequential DMV numbers, and go after the fourth potential victim, Dick Blanston, a cable

guy. They flee with Blanston just ahead of Hellboy, to The Chronicle elevator. Frustrated, the biker takes Tucker and tells the gang to trade him Blanston for Tucker. It turns out Blanston is a demon, however. He and the others escaped from Hell, and Hellboy is trying to bring them back. Armed with The Chronicle's info, Blanston gets Hellboy's head from his brother Nitro. "Hellboy" confronts Blanston, and the latter tries to give him his head to force him back to Hell. However, it's Nitro disguised as his brother. Hellboy decapitates Blanston and departs with his head, and Tucker is found.

Wr JAVIER GRILLO-MARXUACH

Dir SANDFORD BOOKSTAYER

1 - 9 *LET SLEEPING DOGS FRY*

A series of mysterious deaths by electrical appliance in North Hampton attract the attention of the Chronicle staff. Investigating, they find that all of the male victims have one thing in common: they were members of a hunting club. probing further, they find out that Luther Stubbs, who was thought to disappear by his girlfriend, was actually killed during one of the club's "hunts" against real people. They put his body in a circuit box at the local electrical plant, enabling his ghost to inhibit the town's electrical systems and kill the men responsible for his death. Confronting the corpse, the Chronicle reporters convince the girlfriend to express her regrets, and Stubbs passes on to his just reward.

Wr JAVIER GRILLO-MARXUACH

Dir BRUCE SETH GREEN

1 - 10 *TAKE ME BACK*

The episode begins with the police busting into arrest an alien, who turns out to be Tucker in a costume. In flashback he explains that the Chronicle reporters were investigating a woman freaking out when she spots "aliens". The woman, Silvia, is a alien abductee who is attending group therapy. Grace (herself an abductee) goes along with Silvia to the therapy, where the head of the group, Max suggests a radical therapy. Silvia should "confront" someone dressed as an alien to overcome her feelings of powerlessness. It works, but Silvia disappears and later turns up dead, gruesomely dissected. Grace begins to have visions of her own, and goes along with the therapy as well. Tucker helps out again (which is where the police busted in). Grace returns to the clinic as Tucker and Wes realize that Silvia's death is the work of hostile aliens. Daniel Stern takes the lead in leading an assault on the clinic, where the aliens are preparing to dissect Grace - they've been activating the visions to see how humans react to abduction. Daniel kills one alien, but the other escapes in a spacecraft that even Tucker's skeptical reporter-girlfriend Kristen witnesses. Grace seems recovered, but then notices that she keeps getting odd glimpses of Stern as an alien as well.

Wr NAREN SHANKAR

Dir KRISHNA RAO

1 - 11 *TOUCHED BY AN ALIEN*

Stern find out from an alien contact that he has been targeted for assassination, while a meteorite crashes near a strip club. The reporters investigate, and track one of the strippers to her home where she melts while having sex with her boyfriend! They find out that the alien assassin is a STA (Sexually-Transmitted Assassin), a creature which can sexually stimulate humans, passes itself on through sexual contact, and destroys the host when it leaves. They manage to thwart one attempt on Stern's life, although he is seriously wounded. They track the STA to a local swinger's convention, where they meet Wes' parents having a good time. They think they've captured the STA's current body, a waitress named Sandra. Unfortunately, the STA is in the body of another waiter, Sandy, and he passes on to Grace. She tries to get at the recuperating Stern, but Pig Boy Sal manages to resist her advances once he realizes what is responsible. The STA knocks out Sal and uses his handprint to get access to Stern...only to be captured as Stern has already left. They use Sal's cure, a sexual stimulant, to free Grace and expel the STA without killing her. At the end, Stern meets with his contact again and thanks him for his warning and tells him to put out the word that he handled the alien assassin...and drops a hint or two that he may be as alien as the snake-eating contact is.

Wr JAVIER GRILLO-MARXUACH

Dir SANDFORD BOOKSTAYER

1 - 12 *PIG BOY'S BIG ADVENTURE*

A "savage simian" takes refuge under a child's bed, and Donald wants an exclusive. Tucker and Wes go to the house and find a mysterious animal control official who orders them off. Following a tip, they track the simian to a theater, grab a tag off of her, and almost capture her, except the same "official" interferes again, and shoots the simian with a tracking signal. Sal the Pig Boy manages to track the signal and Wes and Tucker capture the simian, only to find it's an intelligent female. they take her back, where she sees Sal and identifies him as one of her own kind, a "manimal". She, Sal, and the others were created by a Dr. Harcourt Fenton, who was experimenting with animal organ transplants for humans and inadvertently created the manimals from transplant subjects. While the others go to Fenton's clinics, the simian,

Monica, tells Sal about the life she has lead and takes him out. They both get captured. Tucker and Wes have broken into the clinic, where they find that the man interfering in their investigations is Harcourt's son. Harcourt and his son have been trying to recapture all the subjects to find out what errors they committed. They plan to dissect Sal and the others, but Tucker and Wes free everyone. Monica and the other manimals rip Harcourt and his son to pieces, much to the disgust of Sal. He refuses to go with them as they escape, preferring to stay with his real friends. At the end, everyone takes Sal out for dinner, through the subterfuge of everyone wearing pig-snout masks.

Wr JAVIER GRILLO-MARXUACH

Dir MICHAEL GROSSMAN

1 - 13 *THE CURSED SOMBERO*

A woman buys a sombrero at a yard sale and shortly is chased into traffic by a vicious dog. It's a slow news month, so Daniel has Grace, Tucker, and Wes investigate the chain of mysterious deaths that the sombrero has been leaving. They try to recover it at the police lock-up but someone else gets it, dies, and some frat boys grab it. Unfortunately it's Cinco de Mayo and everyone has a sombrero. The team figures out which frat house has the sombrero, and try to track it down. One of the guys who took it is already dead, and the gang manages to grab the other. Tucker goes out with Kristen while Daniel tries to de-curse the hat, only to realize it's a fake hat, and Tucker had the real one unknowingly put on him at the frat party. Hilarity ensues at the Japanese table-service restaurant, and Grace and Wes manage to save Tucker and get him to Daniel, who successfully casts the ritual and dispels the evil of the hat...which takes up residence in the fraternity's toilet. In the B plot, Kristen is having trouble dealing with her newfound knowledge of the weird and bizarre (which she witnessed in *Take Me Back*), but at the end reconciles with Tucker.

Dir SANDFORD BOOKSTAVER

1 - 14 *TEARS OF A CLONE*

Grace goes to meet a contact on a Puerto Rican succubus case, and gets electrocuted. Waking up in the hospital, she flies into a panic when someone tries to kill her, but there is no evidence of an attempt. Wes and Tucker believe her, but Daniel is acting strangely uninterested in the whole thing. Worse, Grace's mother Evelyn is visiting, and she believes her daughter is nuts. After several other sightings, Grace believes she is being followed by a clone of herself. The three reporters follow Daniel, whom they suspect. They catch up to him in a hotel and discover the Grace with them is the clone! Apparently some alien Nemecoids ordered a hit on Grace and sent a clone of her to do so. The clone couldn't quite bring itself to kill the real Grace, and the subsequent electrical shock scrambled its "kill" programming. Both Graces flee when the aliens show up, but are cornered. The clone-Grace sacrifices herself so there is only one Grace, which the Nemecoids can't touch without blowing their cover. At the end, Grace and her mother are (somehow) reconciled.

Wr HANS BEIMLER

Dir ADAM DAVIDSON

1 - 15 *I SEE DEAD FAT PEOPLE*

Daniel is absent and Grace is put in charge of getting out the next issue. She assigns Wes and Tucker to a case where people living in a house are being terrorized and almost killed. The reporters experience strange phenomenon and witness four rather...chubby ghosts. They find out the house was once used as a weight-loss clinic run by Dr. Thicketts, and was the site of the death of four of his patients. One of them, Royce, killed the other three in a steam bath and then himself. Wes is haunted by visions of Royce wherever he goes. The reporters figure out from clues the ghost of Royce leaves where his journal is, and discover that Thicketts drove his patients mercilessly, and locked the four men in the steam bath and left them to die. Thicketts comes to the house and locks Wes and Tucker in the steam bath and leaves them to die. The ghost of Royce frees them and then he and the other three ghosts trap Thicketts and prepare to kill him by stuffing him with food. Wes, himself once fat, convinces them it's time to let it go and move on to the next life. They leave, and Grace manages to get the paper out with "I See Dead Fat People" as the cover story.

Wr JOHN APPELBAUM, ANDRE NEMEC

Dir JAY TOBIAS

1 - 16 *MAN AND SUPERMAN*

A woman is rescued from a mugger by a flying costume-clad superhero who displays super-strength. This attracts the interest of the Chronicle, and Daniel sends Tucker and comic-book fan West to investigate while Grace runs an investigation on a ghost. While undercover as a taxicab driver, Grace's car blows a tire and she is rescued by the same superhero as Wes looks on. Wes finds evidence that the same superhero rescued a cat from a tree a year earlier. Wes and Grace find a clue that leads to an actor/waiter named Walter who was both the passenger in Grace's cab and the mugger in the earlier robbery, but he is killed before they can meet with him. After the mysterious hero saves a bus that appears to have been

sabotaged, Wes finally remembers an obscure comic called "Captain Vigilant" where the hero performed the exact same sequence of events, and the next one is a bomb that kills dozens. With Sal's help they track the superhero to a comic book store. Grace and Tucker find a bomb, while Wes confronts the store owner, Derek. Derek is a telekinetic who staged the incidents to make himself look good. Wes provokes Derek into exhausting his powers and then knocking him out - fortunately, the bomb has an hour to go before detonation. In the end Wes sells his comic book collection for a great deal of money, while a local cop takes an interest in the reporters due to their penchant for showing up at murder scenes.

Dir ADAM DAVIDSON

1 - 17 *HOT FROM THE OVEN*

An oven repairman disappears into an oven at a soon-to-be-opened haute cuisine restaurant, and the Chronicle reporters are on the case. Donald has a personal interest: a friend of his also disappeared into the oven, which is the cursed "Lehayne Oven". The reporters determine the story is true, and Donald prepares to use a vial of holy water blessed by all of the popes to break the curse. Wes is sucked into the oven and Tucker and Grace have to go in after him. The oven confronts its victims with their worse fears, and others can only help the victim to overcome his fears. Wes is frightened of clowns, and Grace and Tucker help him to overcome that fear. Then Grace must face her fear of abandonment by her boyfriend-of-the-week Dennis. Then they meet the oven repairman, who was an alcoholic who accidentally killed someone. Wes tries to save him but the others convince him he is facing his worst fear: of being unable to heroically save someone. Wes gives it up and the three manage to escape the oven, which Donald has disassembled and stored in the vault.

Wr JAVIER GRILLO-MARXUACH

Dir JAY TOBIAS

1 - 18 *THE STEPFORD CHEERLEADERS*

Grace, Wes, and Tucker go undercover at a high school where strange incidents are being reported. Grace gets close to Jennifer, who was involved in one of the incidents where a football jock was beaten badly and hung up on a goal post. Neither Jennifer or the jock are talking, though. Tucker teams up with the school reporter, who suspects something about science teacher Dr. Carson, a friend of the nerds (whom Wes infiltrates). They soon discover that Carson previously worked on bionic limb experiments. Sneaking up to Carson's house, they see that his daughter, Jennifer's friend, has bionic limbs. She lost most of her body in the same accident that killed her mother, Carson's wife. The gang return to find that Carson is performing similar experiments on Jennifer, and interrupt. Carson is forced to shut down his daughter when she turns violent, and Grace finds out that Jennifer is a willing volunteer - she is awkward and wants the cybernetic augmentation. Grace destroys the lab and the Chronicle has another article.

Wr HENRY ALONSO MEYERS

Dir PERRY LANG

1 - 19 *THE MISTS OF AVALON PARKWAY*

A scout master is the most recent victim of a strange mobile mist that strikes with intelligence and kills its victims. Grace is put in charge of the Chronicle investigation (much to Tucker's displeasure), and track the monster to Koyaniquasset, New Jersey (just off the Avalon Parkway), site of widespread toxic dumping. They barely escape encounter with the fog monster, and soon realize that the creature can't possibly be sentient. A cloud of flesh-eating bacteria spawned by the toxic dumping, it has imprinted on a local boy, Victor, who represses his feelings after the death of his mother. Travelling back into the mist, they find the boy and Grace and Tucker come up with a plan to get him to release his emotions, and dispel the creature once and for all.

1 - 20 *THE KING IS (UN)DEAD*

Grace's vampire case and Wes & Tucker's Elvis impersonator interview cross paths when the guys find out the Elvis impersonators are vampires.

Wr JAVIER GRILLO-MARXUACH

Dir KRISHNA RAO

1 - 21 *HELL MALL*

Grace's vampire case and Wes & Tucker's Elvis impersonator interview cross paths when the guys find out the Elvis impersonators are vampires.

Wr Michael Shear, Patrick Sean Smith

Dir DAVID BARRETT

1 - 22 *A SNITCH IN TIME*

Grace is stalked by members of the Swedish Mafia while investigating cases of spontaneous combustion. And the future of the Chronicle is threatened.

Wr Hans Beimler

Dir KRISHNA RAO

CHUCK



Chuck Bartowski is a socially awkward twenty-something who works as a computer expert at the Nerd Herd (a parody of "Geek Squad") at his local Buy More (a parody of "Best Buy"), a local electronics retailer (a CompUSA store was used), with his best friend, Morgan Grimes. Chuck's sister, Ellie, is a doctor who is constantly looking out for his best interests and wants to help him find a girlfriend. On the night of his birthday party, Chuck receives an e-mail from his former Stanford University roommate, Bryce Larkin, who is now a CIA agent. When he opens it, he unwittingly downloads an entire server of sensitive data, once only private to the Government of the United States, into his brain.

Both the National Security Agency and the Central Intelligence Agency want the intelligence returned to them and dispatch agents of their own, Major John Casey and Sarah Walker, respectively, to retrieve the data. As Chuck experiences flashes of memory activated by certain subliminal triggers, he must use the knowledge he now possesses to help the government thwart assassins and international terrorists, thereby upending his previously uneventful life. Chuck's decision to keep his newfound occupation a secret from his family and friends and to live his life as normally as possible forces Casey and Walker to establish an uneasy alliance with the shared goal of protecting Chuck at all costs.

Chuck is an American television science fiction-dramedy created by Josh Schwartz and Chris Fedak. The series is about an "average computer-whiz-next-door" who receives an encoded e-mail from an old friend, a rogue CIA agent, which embeds the world's greatest spy secrets in his brain.

Produced by College Hill Pictures, Wonderland Sound and Vision and Warner Bros. Television, the series premiered on September 24, 2007 on NBC, airing on Monday nights at 8:00/7:00c leading into Heroes.

Conception

Josh Schwartz and newcomer Chris Fedak wrote the script for the first episode which was initially given a put pilot commitment by NBC before a pilot order was greenlit by the network in January 2007.[4] Schwartz and Fedak both attended the University of Southern California and the latter pitched the idea to Schwartz who agreed to develop the project with him.[5] McG, Schwartz's fellow executive producer on *The O.C.*, directed the first hour of the series and consequently became an executive producer via his production company, Wonderland Sound and Vision. Fedak, Peter Johnson, Scott Rosenbaum, Matthew Miller and Allison Adler also serve as co-executive producers.[6] NBC gave the series an early pick-up and a thirteen-episode order on May 10, 2007.

Casting

Zachary Levi and Adam Baldwin were the first two to be cast in February 2007 in the roles of Chuck Bartowski and Major John Casey, a veteran NSA agent, respectively. Fedak always had Baldwin in mind for the role of John Casey and the producers found that the actor was a "perfect fit" for the character during the first casting session.[5][8] Relative newcomer Yvonne Strahovski, an Australian, was chosen for the female lead role of CIA agent, Sarah Kent, in the same month.[9] The character's surname was later changed to "Walker". Casting continued throughout March with Sarah Lancaster, Joshua Gomez and Natalie Martinez landing the parts of Dr. Ellie Bartowski (Chuck's older sister), Morgan Pace (Chuck's best friend) and Kayla Hart, a heretofore unspecified character, respectively.[10] Morgan's surname was later changed to "Grimes".

On September 14, 2007, Rachel Bilson, of *The O.C.* (which executive producer Josh Schwartz also created) signed on for a multi-episode arc to begin airing in late October.

Broadcast history

The world premiere of the pilot aired on July 27, 2007 at Comic-Con International in San Diego. The series was originally slated to air on Tuesday nights at 9:00/8:00c as announced at the 2007 Upfronts but this was later changed to Monday nights at 8:00/7:00c as announced during the 2007 Television Critics Association summer press tour. NBC also confirmed the season premiere would air on September 24, 2007. The pilot was

leaked onto torrent websites on July 22, 2007.

International distribution

The series will air on Channel Nine in Australia and CityTV in Canada, in Latin America it will be broadcasted on Warner Channel.

Online distribution

Subject to an aggressive marketing campaign by NBC, the pilot episode will be released for purchase and viewership from September 10, 2007 onwards across a broad range of mediums from satellite broadcasting to popular social networking websites such as Facebook. The first episode of the show will be shown on United Airlines flights and be freely distributed on video on demand on about 30 cable and satellite systems including Comcast, Time Warner Cable, Cox Communications and Dish Network. By September 17, the American public will also be able to view the season premiere on Yahoo. Purchase of the pilot will also be available from Amazon Unbox, again to American audiences only (restriction based on credit card billing address).

Reception

Comparisons to other media

Advertising of the show initially portrays the program as bearing strong similarities to UPN's cancelled series Jake 2.0. Josh Schwartz has defended criticisms by pointing out that whilst the title character of Jake 2.0 has superpowers borne from nanotechnology, Chuck Bartowski does not possess any extraneous abilities besides his flashes of intelligence that were uploaded into his brain which are activated only by certain subliminal triggers. Schwartz has since described the show as a hybrid of Alias and The Office whilst Zachary Levi, who portrays the titular character, says it's a mix of The Bourne Supremacy and The 40-Year-Old Virgin.[17] It has also drawn some notable comparisons to Jim Lee's Wildstorm comic Divine Right

Other media

Marketing

In May 2007, NBC announced that their official website would launch "MyNBC" allowing users to be more interactive with selected shows. MyNBC will allow fans to delve inside Chuck's "brain" which will host hotspots of top-secret government information that the title character possesses. It will also have bonus video features. In addition, NBC further announced in July 2007 that tie-in micro websites where fans who log onto Buy-More.net would be directed to NerdHerdHelp.com giving them access to exclusive content of the show and a blog written by the title character's best friend and sidekick, Morgan, would be launched in September 2007. NBC is reportedly expected to spend about \$8 million in total promoting the show.

Series Produced by Josh Schwartz .. Executive producer, Lisa Cochran-Neilan .. Co-producer , Chris Fedak .. Co-executive producer, Paul Marks .. Line producer, McG .. Executive producer.

Series Original Music by Tim Jones.

Series Cinematography by Dave Perkal.

Ramsey Nickell.

Series Film Editing by Norman Buckley.

Series Casting by Patrick Rush.

Series Production Design by Cece Destefano.

Series Set Decoration by William DeBiasio.

Series Makeup Department - Elaina P. Schulman .. Key hair stylist.

Joni Powell .. Makeup department head.

Series Production Management - Lisa Cochran-Neilan .. Unit production manager.

Series Second Unit Director or Assistant Director - Susan M. Elmore .. Second assistant director, Wayne Witherspoon .. Second second assistant director.

Jennifer Anderson .. First assistant director , Kyle Hollingsworth .. Dga trainee.

Series Art Department - Jeff Errico .. Storyboard artist, Melissa Gelmo .. Set dresser, Michael Voelker .. Set dresser, Scott Bauer .. Property master ,
Kami Laprade .. Set decoration buyer , Cam Leeburg .. Graphic artist.

Series Sound Department - Rob Cunningham .. Boom operator: second unit.

Ed Carr .. Sound re-recording mixer , Todd Grace .. Sound re-recording mixer , William Jacobs .. Sound effects editor, Scott Solan .. Boom operator ,
Donald Zenz .. Sound mixer.

Series Special Effects by Charles Belardinelli .. Special effects , Brian Bero .. Special effects, Joel P. Blanchard .. Special effects , Joe Heffernan .. Special effects, Joe Klein .. Special effects, Ric San Nicholas .. Special effects supervisor.

Series Visual Effects by Aaron Brown .. Digital compositor.

Kristen Branan .. Head of production: Zoic Studios , August Coleman .. Digital compositor , Blythe Dalton .. Visual effects producer , Michael D. Leone .. Visual effects supervisor , Mark Lipsmeyer ..
Tracker/matchmover: Zoic Studios.

Series Stunts - David Castillo .. Stunt double: lead , Alisa Hensley .. Stunt double: Yvonne Strzechowski , Scott Workman .. Stunt double , Eddie Davenport .. Stunt double, Karin Silvestri .. Stunts, Damon Caro .. Stunt performer , Gary Guercio .. Stunt double , Daniel Hernandez .. Stunts, Malosi Leonard .. Stunts , Rex Reddick .. Stunt performer , Daniel Stevens .. Stunt performer, Tim Trella .. Stunt coordinator , Todd Warren .. Stunts.

Series Camera and Electrical Department - Jesse Crusing .. Electrician , Joel Perkal .. First assistant camera: "a" camera.

Jordan Confer .. Film loader , Kelly Cummins .. Second assistant camera, Barry Gross .. Rigging gaffer, Brian Scotti .. Lighting technician.

Series Casting Department - Jeffrey Drew .. Casting assistant , Todd Sherry .. Casting associate.

Series Editorial Department - Matt Barber .. Assistant editor.

Series Music Department - Alexandra Patsavas .. Music supervisor , Maarten Hofmeijer .. Music scoring mixer.

Series Transportation Department - Gina August .. Driver.

Series Other crew - Jeremy Guarisco .. Production assistant , Carolyn Schultz .. Key assistant location manager , Skye Stolnitz .. Assistant to producers , Tezmon Williams .. Assistant production coordinator , Kirsten Pope .. Script supervisor, Robert Karpman .. Location manager , Kyle McCrary .. Key set production assistant.

WR.

DIR.

EPISODES: 13 **YEAR MADE:** 2007 **COUNTRY:** US **SEASONS:** 1

COLLEGE HILL PICTURES INC. , WARNER BROS TELEVISION, WONDERLAND SOUND AND VISION, NBC UNIVERSAL TELEVISION DISTRIBUTION

CREATOR: JOSH SCHWARTZ, CHRIS FEDAK.

TYPE OF SHOW: COMPUTERS

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 24/09/2007

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Chuck ZACHARY LEVI, Lester VIK SAHAY, Jeff SCOTT KRINSKY, General Beckman BONITA FRIEDERICY, Fernando JESSE HEIMAN, Morgan JOSHUA GOMEZ, Harry Tang C.S. LEE, Sarah Walker YVONNE STRZECZOWSKI, Anna Wu JULIE LING, John Casey ADAM BALDWIN, Ellie SARAH LANCASTER, Big Mike MARK CHRISTOPHER LAWRENCE.

1 - 1 *"PILOT"*

Chuck Bartowski is an average computer geek until he accidentally downloads files upon files of government secrets into his brain. He has now been scouted by the CIA to lead a double life of Buy-More clerk, and CIA agent.

Wr Josh Schwartz, Chris Fedak

Dir McG

1 - 2 *CHUCK VERSUS THE HELICOPTER*

Chuck is beginning to adapt to his new life as a spy. Meanwhile, a doctor who could possibly "cure" Chuck is murdered and he must decide which of his two colleagues to trust.

Wr Josh Schwartz, Chris Fedak

Dir Robert Duncan McNeill

1 - 3 *CHUCK VERSUS THE TANGO*

Chuck is finding it difficult to live his double life. Meanwhile, Sarah and John assign Chuck his first real undercover spy mission.

Wr Matt Miller

Dir Jason Ensler

1 - 4 *CHUCK VERSUS THE WOOKIE*

Chuck's latest mission has him raiding a Malibu mansion to grab a million dollar diamond being used to fund terrorism. Tagging along is an attractive but less-than-trustworthy DEA agent.

Wr Allison Adler

Dir Allan Kroeker

1 - 5 *CHUCK VERSUS THE SIZZLING SHRIMP*

After his intuition is wrong while working on a stakeout, Chuck feels morally obligated to make things right, even when both Sarah and Casey refuse to help with Chuck's new mission. Meanwhile, Morgan has to participate in a sales competition that could decide his fate at Buy More.

Wr Scott Rosenbaum

Dir David Solomon

1 - 6 *CHUCK VERSUS THE SANDWORM*

In this Halloween episode of Chuck, Chuck meets a Federal agent just like him: a computer whiz whose brain is important national security. However, Chuck soon has a personal dilemma arise when he has to decide whether or not to turn the man into Sarah and Casey or help him escape his handlers.

Wr Phil Klemmer

Dir Robert Duncan McNeill

1 - 7 *CHUCK VERSUS THE ALMA MATER*

Returning to Stanford, the University that expelled him, Chuck has to help a former professor who is a Government agent being hunted for a sensitive top-secret file he has in his possession. At the same time, Chuck learns much about himself and about the death of his friend Bryce Larkin.

Wr Anne Cofell Saunders

Dir Patrick Norris

1 - 8 *CHUCK VERSUS THE TRUTH*

Chuck must learn to balance a real love life with his cover love life when he meets a charming young woman by the name of Lou. At the same time, his relationship with Sarah gets interesting when the duo must explain their sexual relations with Ellie and Captain Awesome on a double date. Meanwhile, there is trouble when someone is using "truth" poison in order to retrieve codes for nuclear facilities.

Wr Allison Adler

Dir Robert Duncan McNeill

1 - 9 *CHUCK VERSUS THE IMPORTED HARD SALAMI*

Not all of Sarah's feelings for Chuck may have been a cover, she finds out, as Chuck begins dating Lou, a sandwich maker. When things couldn't get even more complicated, Lou turns out to be a part of a smuggling ring.

Wr Matt Miller, Scott Rosenbaum

Dir Jason Ensler

1 - 10 *CHUCK VERSUS THE NEMESIS*

Chuck's nemesis Bryce Larkin has returned from the dead at this Thanksgiving time and secret forces have been wanting Bryce to get rid of the "intersect," which is Chuck's brain but Bryce has something he wants Chuck to do for him. Through all this trouble, Chuck is facing the busiest shopping day of the year at the Buy More.

Wr Chris Fedak

Dir Allison Liddi-Brown

1 - 11 *CHUCK VERSUS THE CROWN VIC*

CHUKANA PAI-PAI

AKA: **PAIPAI**
AKA: **MAHO SHOJO CHUKA NA PAIPAI**
AKA: **MAGICAL GIRL CHINESE PAIPAI**
AKA: **MAGICAL GIRL**

Magical fairy PaiPai (Ozawa) leaves her Chinese-themed alternative dimension in search of her fiance in the human world, where she stays with the mystified Takayama family.

Based on an idea by MISS WITCH creator Shotaro Ishinomori - compare to COMET-SAN. Theme: Hiroko Asakawa - "Ano Musume ga Machi ni Yattekita" (That girl's come to town). Music by Yusuke Honma. Series produced by Jun Higasa and Masayuki Nishimura.

WR. Yoshio Urasawa, Kiyohide Ohara, Akiko Yamanage.

DIR. Taro Sakamoto, Tetsuji Mitsumura, Fuji Saeki, Shinji Murayama.

EPISODES: 26 **YEAR MADE:** 1989 **COUNTRY:** JAP **SEASONS:** 1

TOEI/FUJI

CREATOR: SHOTARO ISHINOMORI

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 09/01/1989 **AIR DATE OF LAST EPISODE** 09/07/1989

SEASON DATE BREAKDOWN:

FILMS:

PaiPai NATSUKI OZAWA, SHIGERU SAIKI, TAKANOBU YUMOTO, KAZUKI YAMANAKI, DAISUKE ISHIGAMI, RIE SHIBATA, TOSHI UEDA, HIDEKAZU NAGAE, MASAKZU ARAI.

RELATED SHOWS:

MISS WITCH

COMET-SAN (1967)

CITY BENEATH THE SEA



Aboard the atomic sub Cyana to observe the trials of a new underwater transmitter, Bannerman and Blake are captured by a pirate sub and taken to Aegira, the creation of fanatical scientist Professor Ludwig Ziebrecken who dreams of conquering the world from his hidden base. Ziebrecken has a number of kidnapped scientists working for him including, Dr. Ann Boyd (Caroline Blakiston) who help the resourceful duo to free Aegira and its people from the tyrant's rule.

Starring as a supporting cast actor is Barry Letts who later came to fame as a director on DOCTOR WHO. CBTS was the sequel to PLATEAU OF FEAR (1961). ABC TV. Written Malcolm Stuart Fellows, Sutherland Ross. Prod Guy Verney. 7 25min episodes.

The script was by John Lucarotti, later a regular contributor to DOCTOR WHO and THE AVENGERS, and also reunited PLATEAU OF FEAR director Kim Mills and producer Guy Verney. Playing a supporting role in the cast was Barry Letts before he found greater fame on the other side of the camera as a BBC director and producer, steering DOCTOR WHO through its successful Jon Pertwee era, produced by Guy Verney. The settings were by James Goddard, the special effects were created by Derek Freeborn, the programme advisor was Mary Field.

Emerging from the success of the Pathfinders series this seven part children's serial was a sequel to the 1961 adventure story Plateau Of Fear. Produced by Guy Verney (director on The Pathfinders series) City Beneath The Sea featured the characters Mark Bannermen (Gerald Flood) and Peter Blake (Stewart Guidotti) who had been established in Plateau Of Fear. With a storyline familiar to fans of 1930s Saturday film serials (such as Flash Gordon) the show had Blake and Bannermen kidnapped and taken to the undersea kingdom of Aegira. The duo defeat the tyrannical Professor Ziebrecken and his evil plans to conquer the world.

WR. John Lucarotti

DIR. Kim Mills

EPISODES: 7 **YEAR MADE:** 1962 **COUNTRY:** GB **SEASONS:** 1

AN ABC TELEVISION NETWORK PRODUCTION

CREATOR: JOHN LUCAROTTI

TYPE OF SHOW: UNDERWATER

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 17/11/1962

AIR DATE OF LAST EPISODE 29/12/1962

SEASON DATE BREAKDOWN:

FILMS:

Mark Bannerman GERALD FLOOD, Peter Blake STEWART GUIDOTTI, Dr. Ann Boyd CAROLINE BLAKISTON, Prof. Westfield HAYDN JONES, Prof. Ludwig Ziebrecken AUBREY MORRIS, Kurt Swendler DENNIS GOACHER, Capt. Payne PETER WILLIAMS, Radio Operator MORRIS PERRY, Commander Bell RICHARD CLARKE, Commander Lenard BARRY LETTS, Helmsman JOHN TRENAMAN, RN Radio Operator PETER GILL, RN Radio Operator CLIVE BAXTER, Guard MARSHALL JONES, Guard ROBERT HUNTER, Engineer IAN PARSONS.

RELATED SHOWS:

DOCTOR WHO

AVENGERS, THE

SECRET BENEATH THE SEA

PLATEAU OF FEAR

- 1 - 1 *THE PIRATES*
- 1 - 2 *ESCAPE TO AEGIRA*
- 1 - 3 *TIDE OF EVIL*
- 1 - 4 *THE CELLAR OF FEAR*
- 1 - 5 *POWER TO DESTROY*
- 1 - 6 *OPERATION GRAND DESIGN*
- 1 - 7 *THREE HOURS TO DOOMSDAY*

CLEOPATRA 2525



Three scantily clad humans emerge from an underground shaft onto the Earth's surface: tough talking Sarge; bald headed male Horst; and Hel a black woman who hears the female Voice through an implant in her jaw. They attract the attention of a heavily armored flying creature called a Bailey, because they want to test out their new high tech weapons, including rocket-firing gauntlets. In the following battle, they capture an arm from the bailey, but they also discover that Horst is a Betrayer robot, sent to infiltrate them and kill them. Exchanging blaster fire with him, the two women jump down a long shaft and use their web launchers to get to safety. Hel takes an injured Sarge to an underground surgeon to get a new kidney from the doctor's supply of cryogenically frozen humans from the 21st century. In the process, one of those patients is awakened. She's Cleopatra, who went in for breast-augmentation surgery in 2001 and ended up in a cryo-tube. Cleopatra learns that the year is 2525; what's left of mankind lives underground, driven there by the alien Baileys. Hel and Sarge fight the machines in an attempt to survive, aided by good robots such as Mauser, who thinks he can reconfigure the stolen Bailey arm into a weapon given enough time.

The series was shown in syndication.

Produced by Sam Raimi (executive), R.J. Stewart (executive), Robert G. Tapert (executive), Cinematography by Kevin Riley, Other crew are David Hall (focus puller), Dale McCready (camera operator), Gaysorn Thavatt (focus puller). Other crew include Eric Gruendenmann (XENA/HERCULES), producer Chris Black (SLIDERS, WEIRD SCIENCE), producer Janine Dickins (YOUNG HERCULES/ THE RAY BRADBURY THEATRE). Co-producer Mike McDonald (XENA/ HERCULES) and associate producer Sam Clark (YOUNG HERCULES). Xena and Hercules have also produced other additions to the creative team such as Visual Effects Supervisor George Port, Production Designer Rob Gillies, Costume Designer Jane Holland and composer Joseph LoDuca.

It's a hit formula, as any supermarket's desert section will tell you: a thin sweet base that crumbles on inspection, with one or two layers to it, and lots of creamy goodness on display. Small surprise then that TV company Studio USA have produced their own cheesecake in the form of Cleopatra 2525. Defrosted 500 years after her boob job went wrong, exotic dancer Cleopatra finds herself in a world overrun by marauding robots and meets two female resistance warriors who - she finds to her consternation - have chests as good as hers without having had any enhancements! These, women are glamorous, skimpily-dressed, fast-moving action heroes who spend most of their time under the Earth's surface, while the threat from above comes from the robotic Baileys.

From the creators of XENA: WARRIOR PRINCESS, Cleopatra 2525 comes across as a Sci-Fi'd form of Xena's first run season, with outrageously OTT battles and dry female-on-female banter. Fans of Xena will find the three leads very familiar, as they've all graced past episodes. Strong resistance leader Hel (Short for Helen, we discover) is played by Gina Torres, who was Cleopatra (ironically) in Xena's King of Assassins. Hel has a link surgically implanted inside her head to the voice, a Resistance guide who helps in the various missions the girls undertake, and her strengths lie in both leadership and knowing the underground world in which humans hide. The pilot episode (the punsomenly-titled Quest for Firepower) shows her emerging onto the Earth's surface for the first time. Her verdict of this rolling New Zealand greenery? Ugly.

Victoria Pratt plays the fiery Sarge, and was Cyane in Xena's Adventures in the Sin Trade. Sarge comes from the surface, where she was raised in a sort of people farm, with Baileys taking on the farmer role, with Baileys taking on the farmer role. This has left her driven to overthrow the conquerors, and the least inclined to put up with Cleopatra's 20th Century ways, which have included striptease, stand-up comedy, and screaming for five minutes without taking a breath.

The kooky Cleopatra herself - Jennifer Sky - is another Xena veteran, having appeared as Amarice in five different episodes. Viewers might also recognize her as one of BUFFY: THE VAMPIRE SLAYER'S The Pack. Here her character contrasts with the others, and provides a heart that the world of 2525 has erased from

them, reminding Hel and Sarge what they're fighting for.

And fight they do, with definite nods to *The Matrix* in the actions sequences, utilizing the kind of physics that would have a scientist spinning in his grave during their battles against the homicidal Baileys. As Jennifer Sky explained recently, the machines were named after the creator Bailey, who built them to protect the environment. Of course, these machines found that human-kind was the biggest threat and began to eliminate it. Cleopatra awakes in a world threatened by a giant wastepaper bins, and dropping a lolly stick will get you more than a slap on the wrist; for these machines come in a variety of lethal guises, from the Terminator-like Betrayer robots, to the vast Bailey machines that look suspiciously like the Boss Ship you'd have to defeat at the end of numerous video games.

Opps, there, it's been said. Video game. The main criticism since the series started has been that this frenetic new show watches like a computer game, one that only runs on machines with an expensive 3D card and Heroine Screaming V3.0 installed. This isn't an entirely unfair judgement, but people forget how fun a show can be: recently it's been as if that's simply not allowed. After the complicated mood, plots and styling of shows like *BABYLON 5*, *DEEP SPACE NINE* or *THE X-FILES*, Cleopatra is very a harcking back to the days of more straightforwards Sci-Fi, such as *BUCK ROGERS IN THE 25TH CENTURY*, *SIX MILLION DOLLAR MAN*, even *WONDER WOMAN*. For a start, there's the idea that everyone in the future will go around in nothing but plastic undies. Villains either look like Alice Copper or a fetishist convention, or sometimes just Alice Copper at a fetishist convention. And the plots are pleasantly familiar: robots infiltrating resistance bases, mind-control setting friends against each other, duplicated versions of our heroes, even a story where lives are decided by the playing of a game which the participants treat with the reverence of chess, only it looks like Ker-Plunk set attacked by a christmas tree.

Whether Cleopatra 2525 has the lifespan of the producers' previous shows remains to be seen. But there's nothing wrong in a shameless attempt at providing audience enjoyment. These girls just want to have fun.

WR.

DIR. T.J. Scott, Greg Yaitanes.

EPISODES: 28 **YEAR MADE:** 2000 **COUNTRY:** US **SEASONS:** 2

RENAISSANCE PICTURES, STUDIOS USA TELEVISION

CREATOR:

TYPE OF SHOW: EARTH FUTURE **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 14, (2) 14

DATE OF PREMIER: 17/01/2000 **AIR DATE OF LAST EPISODE** 05/03/2001

SEASON DATE BREAKDOWN:

FILMS:

Hel GINA TORRES, Cleopatra JENNIFER SKY, Sarge VICKY PRATT (AKA VICTORIA PRATT), Creegan JOEL TOBECK, Mauser PATRICK KAKE, Rayna DANIELLE CORMACK, Horst DAVID PRESS, Cat Man MARK WILLIAMS, Voice ELIZABETH HAWTHORNE.

1 - 1 *QUEST FOR FIREPOWER*

Freedom fighters in the year 2525, Hel and Sarge have to deal with a teammate turned Betrayer and later inadvertently awaken a cryogenically frozen young woman from the 21st century: Cleopatra.

Wr R.J. Stewart

Dir Greg Yaitanes

1 - 2 *CREEGAN*

Mauser is kidnapped (in pieces) by the Jokeresque villain Creegan, who was responsible for the death of Hel's family. It's up to the team to get Mauser back in one piece before Creegan learns all of their secrets.

Wr Carl Ellsworth

Dir Greg Yaitanes

1 - 3 *FLYING LESSONS*

While teaching Cleo to fly in the shafts, Hel and Sarge reluctantly get dragooned into rescuing kidnapped girl. The three go to a slave trader bar and join a high stakes game to win her back for her father, but to join the game they have to ante up their own freedom!

Wr Hilary J. Bader

Dir Rick Jacobson

1 - 4 *MIND GAMES*

A telepathic criminal named Raina escapes prison to wreak havoc by turning the team against each other.

Wr Adam Armus, Nora Kay Foster

Dir Andrew Merrifield

1 - 5 *HOME (PART 1 OF 2)*

In order to discover the whereabouts of a Betrayer factory, the trio stakes out a village of humans who give themselves to the Baileys willingly. Unfortunately the next human in line to be taken is Lily, Sarge's sister.

Wr R.J. Stewart

Dir Rick Jacobson

1 - 6 *RESCUE (PART 2 OF 2)*

Cleo and Lily are taken to a Betrayer factory. It's up Hel and Sarge to rescue them.

Wr Chris Black

Dir Rick Jacobson

1 - 7 *RUN CLEO RUN*

It's up to Cleo to save Sarge from a certain death from an explosive collar locked around her neck.

Wr Kevin Lund, T.J. Scott

Dir T.J. Scott

1 - 8 *CHOICES*

The trio is sent on a rescue mission to aid another of Voice's teams trapped in a Christmas-themed Underground level. Hel, Sarge and Cleo must discover which of the innocent seeming villagers is the Betrayer before it's too late.

Wr Carl Ellsworth

Dir Rick Jacobson

1 - 9 *PERCEPTION*

Hel sees her father's ghost, but following him leads to a trap set by Creegan.

Wr Carl Ellsworth

Dir Wayne Rose

1 - 10 *TRAIL AND ERROR*

Betrayers try to capture telepathic criminal Raina, but the trio arrives there to prevent that from happening. Voice sends Hel and Sarge to the surface with Raina on a peculiar mission: to take over the mind of a Bailey while Cleo remains behind in the lab poised to terminate Raina by remote if she attempts treachery.

Wr Tom O'Neill, George Strayton

Dir Andrew Merrifield

1 - 11 *DOUBLE*

A second Cleopatra shows up at the lab with a Betrayer after her, so which of the two the real Cleo?

Wr Chris Black

Dir Wayne Rose

1 - 12 *LAST STAND*

Sarge leads the trio in an attempt to help out her personal hero: Jake Lawson.

Wr Jessica Scott, Mike Wollaeger

Dir T.J. Scott

1 - 13 *HEL AND HIGHTWATER PART 1*

Voice sends the trio on a quest under the ocean to discover the source of a distress call.

Wr Chris Black

Dir Andrew Merrifield

1 - 14 *HEL AND HIGHTWATER PART 2*

With the trio still in the undersea city, Cleo has been "possessed" by a Bailey. The isolationistic ruler of the city, Schragger, has plans to destroy the world above the waters, so it's up to Hel's team to stop him.

Wr Carl Ellsworth

Dir Andrew Merrifield

2 - 1 *THE WATCH*

Sarge is forced to choose between the life of her sister and that of a reformed petty criminal who is now a peacekeeper.

Wr Zoe Finkel, Rich Fox

Dir Rick Jacobson

2 - 2 *BABY BOOM*

The team must race against the clock to stop a baby from exploding.

Wr Melissa Blake

Dir John Laing

2 - 3 *BRAIN DRAIN*

The team must deal with a parasitic device sent by the Baileys to steal information from human minds while killing the host.

Wr Kevin Lund, T.J. Scott

Dir T.J. Scott

2 - 4 *REALITY CHECK*

Cleo is back in the year 2001 with her boyfriend Johnny who tells her that her futuristic life with Hel and Sarge was all a dream.

Wr Carl Ellsworth

Dir John Laing

2 - 5 *MAUSER'S DAY OUT*

When Sarge tries to turn Mauser into a sex toy his Betrayer programming comes to the surface. But he also regains his memories and feelings from when he was a man named Edward married to a woman named Cara. The girls have to hope that Edward is stronger than the Betrayer or Voice will die!

Wr Chris Black

Dir Rick Jacobson

2 - 6 *POD WHISPERER*

The team tries to negotiate peace with the Baileys, with predictable results. They escape from danger however using an unexpected new twist- a hovercraft powered by the Bailey pod that Cleo bonded with in the underwater city.

Wr Chris Black

Dir T.J. Scott

2 - 7 *OUT OF BODY*

Raina returns without her telepathic powers, but she wants them back. But Cleo has bigger problems- she's a ghost and she wants her body back!

Wr Joel Metzger

Dir Chris Graves

2 - 8 *JUGGERNAUT DOWN*

The team tests a device to capture Baileys. When it fails the Bailey follows the Team into the Underground!

Wr Keith Damron

Dir Mark Beesley

2 - 9 *TRUTH BE TOLD*

Hel goes AWOL in order to find her father, but can she trust Creegan to help her?

Wr Carl Ellsworth, Melissa Blake

Dir Chris Graves

2 - 10 *IN YOUR BOOTS*

Creegan is on trial for his crimes, but he pulls a fast one on Hel by switching bodies with her.

Wr Jeff Vlaming, Chris Black

Dir Mark Beesley

2 - 11 *THE SOLDIER WHO FELL FROM GRACE*

The team doesn't know how to react when Voice sends new team leader to take over, especially when Hel leaves.

Wr Chris Black

Dir T.J. Scott

2 - 12 *NO THANKS FOR THE MEMORIES*

Sarge is accused of murdering several of Marla's guards on her way to killing an important informer from The Black Watch, but she just doesn't remember what happened.

Wr Carl Ellsworth

Dir Chris Graves

2 - 13 *NOIR OR NEVER*

An agent from the sinister Bureau of Health is assigned to track down a "thaw" named Cleopatra.

Wr Jeff Vlaming

Dir Garth Maxwell

2 - 14 *THE VOICE*

Hel's Team is sent by Voice to take out another Team gone rogue- unfortunately, the other Team has the same instructions about them! They discover that they have been tricked by Creegan, and recapture him. Creegan is slated to die for his crimes so a Confessor ask him to confess his sins which he does with astonishing results.

Wr Carl Ellsworth

Dir Chris Graves

CLONE, O

AKA: **CLONE, THE**

AKA: **EL CLON**



The meeting of a man with his image 20 years younger. This is the plot of O Clone. In the beginning of the story Lucas is a happy adolescent, romantic, full of projects, and he's in love with a young arabic girl: Jade. But life didn't run well for him: he separates with Jade and, during the twenty years that have passed during the novel, he's not the same thing physically, his projects are lost by the way, he has no more the tenderness, the romantic atmosphere, and the poetry of before. He's now dry by inside. Jade, in the other side, lived all this time imagining that her life would be much happier if she had married him. Twenty years later they meet again. Jade gets upset, trying to find, in the forty years old Lucas, what is left from the person she once fell in love with. That's when the clone appears, made by Lucas' godfather without his knowledge, the geneticist Albieri. The clone is not Lucas, but it is the image that Jade loved during her whole life. We have then, an uncommon love triangle: Lucas becoming the rival of himself. The appearing of the clone changes completely the lifes of the other characters of the plot.

Film Editing by Alberto Gouvea, Art Direction by Tiza de Oliveira, Costume Design by Paulo Lóes, Second Unit Director or Assistant Director - Daniel Ghivelder (assistant director), Art Department - May Martins (set designer).

What do you get when you mix the story of two young lovers and the making of a human clone? You get an interesting story by way of a Brazilian telenovela (soap opera) called O CLONE (The Clone).

Known for incorporating social issues into her stories, Glória Perez includes the following topics in her latest telenovela: Drug addiction, Middle Eastern culture (Muslim lifestyle), and science fiction (human cloning). Given the current news headlines of cloning and the Middle East, the telenovela becomes even more important and gives cause for discussion after viewing each episode.

O CLONE takes the viewer to two striking locations - modern-day Brazil and Morocco. The two main characters are introduced - Jade, a headstrong Muslim girl from Morocco and Lucas, a docile, daydreamer from Brazil with a Catholic religious background. The two meet and fall in love. The problem is that their different cultures make it difficult for a union between them. Jade's family has chosen a family for her, and Lucas's family is reluctant for him to marry a foreigner. In addition to their story, a scientist creates a human clone after a loved one prematurely dies. This clone later becomes an important part of the lives of Jade and Lucas.

The viewer gets a chance to see a Muslim household and what goes on there. Some of the scenes may be a bit exaggerated since the storytellers use poetic license to make the story more dramatic. However, the scenes can be used to open up a dialogue of discussion about a culture that may not be known or understood by many in the west. Despite the differences between the cultures - Christian and Muslim, it becomes clear that there are many similarities such as one's love of family and the desire to find happiness.

Veteran novela director, Jayme Monjardim and his team have produced an outstanding product with O CLONE. His handiwork shows beautiful close-ups of the actors and enchanting shots of the land and cityscape of Morocco and Brazil. He skillfully captures both places.

The lead actress, Giovanna Antonelli (Jade), gives a believable presentation as the Muslim girl, torn between following her true heart's desire and the dictates of her family to marry the man chosen for her. Lead actor, Murilo Benício (Lucas) also gives a winning performance as the young man who has fallen in love with a girl from a different society who his family will not accept. Benicio plays three different roles - twins and the clone. Each character is different and convincing.

The rest of the cast also gives strong performances. This includes Stênio Garcia as Uncle Ali, Elaine Giardini

as Nazira, Daniela Escobar as Maysa, Vera Fischer as Yvette, Reginaldo Farias as Leônidas, Leticia Sabatella as Latiffa, Dalton Vigh as Said, Antonio Calloni as Mohamed, Adriana Lessa as Deusa, and Jandira Martini as Zoraide. Actually the cast list goes on I'm sure you get the idea. All the actors are good.

O CLONE captured the attention of over 18 million viewers in Brazil. The telenovela successfully took hold of the American T.V. audience, as well. Brazilian telenovelas shown in the U.S. are usually dubbed into Spanish. For the first time in the history of telenovelas shown in the U.S., English sub-titles (closed caption) have been included. Now, non-Spanish speakers have a chance to enjoy the story as well.

In addition to an arresting and sometimes controversial storyline, the telenovela has a fun music soundtrack full of Brazilian and Middle Eastern music. Thanks to musical director, Marcus Viana, the music adds to the success of the novela as a whole.

O CLONE is one of those telenovelas that doesn't waste your time. I highly recommend this Brazilian soap opera for your viewing pleasure.

WR. Gloria Perez

DIR. Mario Marcia Bandarra, Jayme Monjardim, Marcos Schechtman

EPISODES: 250 **YEAR MADE:** 2001 **COUNTRY:** BRA **SEASONS:** 1

REDE GLOBO DE TELEVISAO

CREATOR: GLORIA PEREZ (wr)

TYPE OF SHOW: ROMANCE

FORMAT: SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Spanish

SEASON BREAKDOWN: (1)

DATE OF PREMIER: 01/10/2001

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Jade GIOVANNA ANTONELLI, Yvete VERA FISCHER, Norma TANIA ALVES, Edvaldo's Friend JOAO CARLOS BARROSO, Amália MARIS JOAO BASTOS, Himself VITOR BELFORT, Diogo Ferraz/Lucas Ferraz/Leandro MURILO BENICIO, Armando PAULO BETTI, Edvaldo ROBERTO BONFIM, Dalva NEUZA BORGES, Mohamed ANTONIO CALLONI, Himself MARCOS CHIESA, Jurema SOLANGE COUTO, Diogo (child) PEDRO CRAVO, Kadija CARLA DIAZ, Singer (uncredited) MARIANA ELALI, Noêmia ELIZANGELA, Maysa DANIELA ESCOBAR, Mel DEBORA FALABELLA, Leônidas REGINALDO FARIAS, Tavinho Valverde VICTOR FASANO, Telminha THAIS FERROZA, Simone FRANCOISE FORTON, Nando TIAGO FRAGOZO, Escobar MARCOS FROTA, Ali STENIO GARCIA, Miro RAUL GAZOLLA, Nazira ELIANE GIARDINI, Lidiane BETH GOULART, Clarice CISSA GUIMARAES, Edgar SILVIO GUINDANE, FABIO JUNQUERIA, Raposo GUILHERME KARAN, Dr. Molina MARIO LAGO, Deusa ADRIANA LESSA, ELOISA MAFALDA, Jorge Luiz NUNO LEAL MAIA, Odete MARA MANZAN, Edna NIVEA MARIA, Cecéu SERGIO MARONE, Zoraide JANDIRA MARTINI, Laurinda TOTIA MEIRELES, Xande MARCELLO NOVAES, Alicinha CRISTIANA OLIVERIA, Karla JULIANA PAES, Roger JAYME PERIARD, Tião ANTONIO PITANGA, Lobato OSMAR PRADO, Anita MYRIAN RIOS, Latiffa LETICIA SABATELLA, Mustafá PERRY SALLES, Miss Brown BEATRIZ SEGALL, Ranya NIVEA STELMANN, Zein LUCIANO SZAFIR, Abdul SEBASTIAO VASCONCELOS, Said DALTON VIGH, Salua WALDEREZ DE BARROR, Carolina THALMA DE FREITAS, Augusto Albieri JUCA DE OLIVERIRA, Deusa's Mom RUTH DE SOUZA.

CLONING OF JOANNA MAY, THE

Joanna May is a woman who has been cloned three times by the use of the latest technology, by her obsessive husband.

Joanna once was married to Carl May, a very rich and powerful nuclear energy magnate. They love each other, but had to divorce after Joanna was caught on an incidental love affair. Since then Carl has made Joanna's life impossible. 10 years later she's fed up with the situation and decides to visit him, only to find that once he made three copies of her.

Wheldon's comic-romantic melodrama about an obsessive business tycoon who effectively clones his wife, then repudiates her when she is unfaithful - with the aim of taking one of the three clones as his new wife when they have grown up - is already painted in broad strokes. The three-hour tv dramatisation is even broader, though not unwitty, with finely over-the-top performances all round. The series was produced by Gub Neal, directed by Philip Saville and the screenplay was by Ted Whitehead. Another less successful series was also written by Wheldon, *GROWING RICH*.

WR. Fay Wheldon.

DIR. Philip Saville

EPISODES: 2 **YEAR MADE:** 1991 **COUNTRY:** GB **SEASONS:** 1

GRANADA/ITV

CREATOR: FAY WELDON

TYPE OF SHOW: CLONES

FORMAT: MINI-SERIES

LENGTH (MINS): 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: 25/01/1992 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Joanna May PATRICA HODGE, Carl May BRAIN COX Mavis BILLIE WHITELAW, Bethany SIRI NEAL,
Clone #1 EMMA HARDY, Clone #2 HELEN ADIE, Clone #3 LAURA EDDY.

Books Based on this series.

The Cloning of Joanna May

Fay Wheldon

1989

RELATED SHOWS:

GROWING RICH

CLOUD BURST



Cloud Burst tells the story of Tim and Jenny Barber. When they lose their model aeroplane, they meet Ram Pandit, a kindly scientist working on a rainmaking machine to help the people of his native India. Unfortunately, Ram's evil twin Ravi (played by the same actor - Renu Setna) wants it himself and steals it. Tim and Jenny save the day, but Ram discovers a spy in his camp. Richard Carpenter presented the studio bits, with Wordy (Mr Watchword, to give you his full name) appearing for the first time.

In the long-running history of Look and Read, for me, 'Cloud Burst' ranks as one of the best stories. It succeeds in every department, from the cast (notably the excellent Renu Setna and Michael Sheard) through to the well-paced storyline about using technology for good or evil. It also contains some particularly good cliff-hangers, in the best traditions of Look and Read. Cloud Burst is also memorable for the first appearance of 'Wordy' during the teaching bits in the middle. Here, he pops up each episode out of author Richard Carpenter's typewriter. Carpenter wrote three Look and Read stories, the others being the frankly chilling 'Boy from Space' (1971) and archaeology-based 'The Kings Dragon' (1977). Now being repeated once again on digital TV, it's well worth a view, either from the point of view of a new viewer or an ex-school child reminiscing about watching it back in the seventies on an old black and white pye telly in a freezing cold school hall on a rainy Tuesday morning...

This was the first "Look and Read" story to feature Wordy and the famous "eyes" animation logo at the beginning.

Renu Setna could not drive at the time of filming, so all scenes featuring Ravi in the black Mercedes were achieved by the film crew pushing the car in and out of shot. This explains also why all the scenes featuring the car driving on the road were done by other characters (such as Number Two and Dick Turner).

Whereas "The Boy from Space" had concerned itself with a futuristic threat arriving on Earth, "Cloud Burst" acted almost as a variant of the BBC's contemporaneous "sci-fact" drama series, Doomwatch, with the threat essentially emanating from within the planet itself.

Not wishing to deviate from a successful formula, the story revolved around yet another adolescent male/female pairing, Tim (Nigel Rathbone) and Jenny (future Blue Peter presenter Tina Heath). Boasting an unnatural interest in atmospheric conditions courtesy of their lock-keeper father, through a series of typical Look and Read incidents involving mysterious motorcyclists and runaway radio controlled aeroplanes they become involved with Ram Pandit (Renu Setna), a scientist working away on a massive computer in a private laboratory to create a "rain gun" that will eliminate drought and famine. Also working away on a massive computer in a private laboratory is Ram's twin brother Ravi, who is determined to steal his secrets and use them for slightly less benevolent purposes. What's more, he and his henchmen have a handy "gas gun" at their disposal, making the acquisition of said research a lot easier for them.

What follows is a traditional and often deliberately confusing espionage film-styled runaround of thefts, counter thefts, and mistaken identity (Ravi for Ram and vice versa), but it is all quite skillfully done and the climax - when Ravi attempts to fire the rain gun and flood the fens (finishing Ram and his research off in the process), and is only thwarted at the last minute through the skilful jamming of the gun's communication systems by the model aeroplane that started everything off - is edge-of-the-seat material.

"Cloud Burst" was very well made in general; the scientific equipment glimpsed in the story inevitably looks severely outmoded today, but it benefited from a minimalist design intended to emphasize its "homemade" nature which prevented it from lapsing into the silliness that dogged most other television representations of computers from that era. Also, special mention should be made of the arresting opening titles, featuring disturbing footage of lush foliage blooming from out of dry desert land to the accompaniment of well-placed thunderclap effects and a dramatic theme tune by the Radiophonic Workshop's Roger Limb. Although Carpenter later described the serial as a parable about nuclear power, whether or not the actual concept of the

1 - 4 *THE GAS-GUN*

Another Indian, Ram's brother, is plotting to steal a computer "firing program" from Ram. Jenny and Tim set off to Ram's house to collect the repaired remote control. Realising that his brother, Ravi, is on his way, Ram hurriedly types a message into the computer before he succumbs to gas fired by the gun of Ravi's henchman, Number Two.

1 - 5 *IN THE HUT*

Ram is kidnapped before Jenny and Tim arrive. They are allowed into the house by Mrs. Green, the housekeeper, and are unaware of the fate that has befallen Ram. When they are caught in a downpour on their journey home, they shelter in a hut. As they leave, they are confronted by Mr. Turner.

1 - 6 *THE SECRET*

Mr. Turner is puzzled as to why Ram is not at home. He goes to the house with the children and they find the beginnings of an unfinished message on the computer. It refers to Ram's twin brother, Ravi. He is now holding Ram prisoner in a factory. Mr. Turner takes Jenny and Tim into his confidence and reveals that he and Ram have been developing a "rain-gun" that will end drought and famine in India.

1 - 7 *TO THE MILL!*

Ravi announces his plan to use the rain-gun to flood the Fens and hold the country to ransom. He reveals that, using the information held on Ram's computer, he has been able to make a copy of Ram's rain-gun and tricks Mr. Turner into travelling to a windmill, where Ram is to be held.

1 - 8 *THE SIGNAL*

Ram is moved to the mill and, when Mr. Turner arrives, he, too, is captured and imprisoned. The children, meanwhile, are still at Ram's house. Knowing that Ravi is returning to the house to steal the firing programme, Ram sends a message to the children using the model plane's remote control unit, which is still in his pocket. The signal, he hopes, will alert them to Ravi's imminent arrival. Jenny and Tim hide while Ravi steals the firing program. They follow him to the mill.

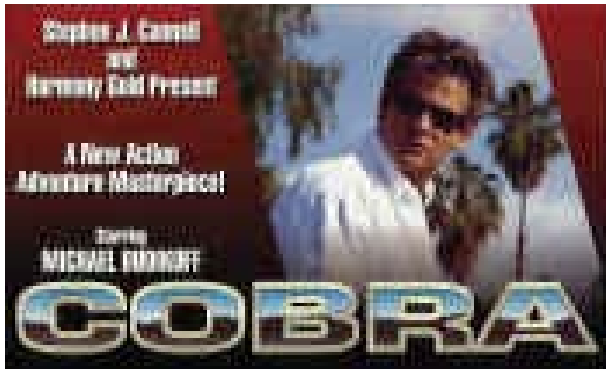
1 - 9 *ESCAPE*

Ravi takes the rain-gun to flood the Fens, and leaves a henchman, Number Three, who we recognise as the man on the motor bike, to hold Ram and Mr. Turner prisoner in the mill. To create a diversion, Tim starts the motor bike outside and, in the ensuing confusion, he and his sister sneak inside to set Ram and Mr. Turner free. The race is on to stop Ravi using the rain-gun.

1 - 10 *FIRE THE ROCKETS!*

Ravi begins firing the rain-gun's rockets that will ultimately cause massive flooding. Jenny suggests using her plane to hit the machine and sabotage it. Ram believes the rain-gun can be destroyed if the aerial is hit. The plane strikes the aerial and Ravi's scheme is foiled. Ravi escapes but Number Three is unmasked as Ram's housekeeper, Mrs. Green, who has been supplying Ram's secrets to Ravi!

COBRA



Plot 1

Scandal Jackson is shot in the face, and the surgery to rebuild his face is paid for by a group named Cobra, dedicated to bringing justice to those who can't get it from the police or the system. In return for paying for his surgery Cobra, founded by Quentin Avery and led by Dallas Cassel and his assistant Danielle LaPoint, wants Scandal to help crack a case that may involve the person that murdered his father. But in pursuing the case, Scandal soon runs across some unpleasant facts surrounding his father's death.

Scandal and Dallas pose as efficiency experts at the water distribution plant to find out how the mob is shipping their cocaine. Meanwhile, Scandal seeks to find out the truth about the mysterious Danielle.

Plot 2

Robert "Scandal" Jackson, Jr., is an ex-Navy SEAL who went A.W.O.L. after refusing to blow up an enemy command center housing civilians. He disappeared to the wilderness of Alaska, changing his name and appearance, and became a teacher in a small Inuit community. But a part of his past caught up to him and he was shot in the face, his comatose body left for dead. He awoke in the hospital three weeks later and found himself with a new face and a new chance at life, thanks to a woman named Danielle LaPoint.

Danielle offered him a job with Cobra, an undercover anti-crime agency that provides justice for victims who haven't benefited from the system. Scandal is reluctant to leave his Alaskan life behind, but then her boss, Dallas Cassel, makes him an offer he can't refuse: the chance to catch the man who murdered his father five years earlier. From behind the wheel of his classic A/C Cobra, Scandal dispenses justice in the fictional Bay City, California

This show was filmed in Vancouver, British Columbia, Canada. Stephen J Cannell also produced the SF show UNSUB.

Starring Michael Dudikoff (American Ninja), Allison J. Hossack, and James Tolkan (Back to the Future), Cobra was created by legendary television producer Stephen J. Cannell, along with Steven Long Mitchell and Craig W. Van Sickle (both of whom later went on to create/executive produce The Pretender for NBC), and was filmed on location in Vancouver, British Columbia, Canada

THE CHARACTERS

Robert "Scandal" Jackson, Jr.: A martial artist, an expert marksman, an ex-Navy SEAL, and a former investigator for NSI, Scandal is perfectly suited to be Cobra's lead field operative. The only part of his past that remains is his vintage Cobra, which he helped his father restore when he was younger. He's also developed an attraction for Danielle LaPoint, but he doesn't let it get in the way of doing his job.

Danielle LaPoint: The niece of Cobra's founder, Quentin Avery, Danielle is more or less Scandal's partner. Her mother was killed ten years earlier, and as a result she turned to helping victims like herself by working for Cobra. She holds a Ph.D from Harvard University and was personally responsible for recruiting Scandal after arguing with her uncle that he was the perfect choice.

Dallas Cassel: A former F.B.I. agent, Dallas is the director of Cobra. He almost got off on the wrong foot with Scandal when he faked Scandal's death in order to secure him an honorable discharge from the Navy, but Scandal ultimately realized the faking was for the best.

TRIVIA

Cobra was originally called Viper. However, Chrysler Corp. sued Stephen J. Cannell for trademark

infringement, and also because Chrysler was already working with CBS on a series with the same title and featuring a brand new Dodge Viper concept car. (That show ultimately aired on NBC.) Since that series centered around a modern day Knight Rider of sorts and Cannell's show centered on a crime fighter (Scandal), he figured the name could be changed without sacrificing the creative concept of the series, and so the title was changed to Cobra. Interesting enough is that three episodes had already been filmed when the title change took place, so it appears Scandal would have still been driving the Cobra even with the show called Viper. (Source: Variety.com; March 24, 1993)

The main theme by the music group Saga originally had lyrics, but the producers decided to not use them at the last minute.

Saga produced several songs for the series, to be featured in specific episodes, but most were never used. Their 1995 album "Steel Umbrellas" contained most of these songs. The CD rereleased in 2002 and left off one song from the '95 version, but contained a previously-unreleased song, "Push It" (likely written for the episode of the same name). Gerald O'Brien, who provided Cobra's instrumental score, co-wrote one song ("Never Alone"), and creators Steven Mitchell and Craig Van Sickle wrote "Push It."

CAST BIRTHDAYS

Michael Dudikoff - October 8, 1954

Allison J. Hossack - January 26, 1965

James Tolkan - June 20, 1931

Produced by Stephen J. Cannell producer , Lee Goldberg supervising producer , Steven Long Mitchell executive producer , William Rabkin producer , Craig W. Van Sickle executive producer

Original Music by Larry Brown & Gerald O'Brien

Cinematography by Robert McLachlan (episode 1)

Makeup Department - Angelina P. Cameron hair stylist

Second Unit Director or Assistant Director - Larry D. Horricks first assistant director: second unit , Andy Mikita first assistant director

Art Department - Clive Edwards on-set dresser

Sound Department - Stephen Cheung dialogue editor (6 episodes) , Jason King sound effects editor , Roger Morris adr and dialogue editor

Special Effects by Andrew Chamberlayne special effects coordinator

Stunts - James Bamford stunt double: Michael Dudikoff , Delaina-Lu Gamblin stunt double , Scott Nicholson Stunts, Jacob Rupp stunts

Other crew - Craig Forrest assistant location manager , Gregory M. Gerlich assistant editor , Terry Kim electrician , Krista LeGresley assistant to producer , James Perenseff transportation manager: Cannell , Bruce Sears Electrician.

Great Show. The way it was presented was classic. I really liked the way the lead actor narrated the opening and key scenes about the plot. This show was very well casted. Will never see another show like it. I am hoping that sometime in the near future they put this show on Dvd. I do not see why it it not yet, if you compare it to some of the trash and other shows that are still on tv are being show on air. When you compare Cobra with some of the shows that are on dvd It really makes me wonder why they would wast a dvd on some of the shows out already.

WR. Lee Goldberg , Steven Long Mitchell , William Rabkin , Craig W. Van Sickle

DIR. Brad Turner

EPISODES: 22 **YEAR MADE:** 1993 **COUNTRY:** US **SEASONS:** 1

STEPHEN J. CANNELL PRODUCTIONS

CREATOR: CRAIG W. VAN SICKLE & STEVEN LONG MITCHELL

TYPE OF SHOW: CRIME **FORMAT:** SERIES

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22

DATE OF PREMIER: 01/09/1993

AIR DATE OF LAST EPISODE 13/05/1994

SEASON DATE BREAKDOWN:

FILMS:

Robert "Scandal" Jackson MICHAEL DUDIKOFF, Danielle LaPoint ALLISON J. HOSSACK, Dallas Cassel
JAMES TOLKAN.

1 - 1 *COBRA (PART 1 OF 2)*

Robert "Scandal" Jackson is recruited by Cobra, an undercover agency that provides justice for victims of crime that haven't benefited from the system. His first assignment is to solve a case that may involve the person who killed his father years earlier, but while investigating the case, Scandal uncovers some unpleasant facts about his policeman father.

Wr Steven Long Mitchell, Craig Van Sickle

Dir Brad Turner

1 - 2 *THE CONTINUATION OF COBRA (PART 2 OF 2)*

Scandal's investigation leads him to Jungle Rain, a drinking water company that seems to be connected to a mob boss named Wayne Bottecelli. Scandal and Dallas pose as efficiency experts to look for clues. Meanwhile, Scandal seeks to find out more about Danielle.

Wr Steven Long Mitchell, Craig Van Sickle

Dir Brad Turner

1 - 3 *PUSH IT*

Cobra is hired by the wife of a man who seems to have died in a car accident under mysterious circumstances, and the trail leads to a thrill-seeking group called The Wild Cats. Scandal goes undercover to bring the ringleader down as a burglar and murder, and to save a pretty architect who's in over her head. But Danielle and Dallas soon begin to fear that Scandal has become too attracted to the thrills of the group.

1 - 4 *HONEYMOON HIDEAWAY*

Scandal, Danielle, Dallas and a client pose as honeymooners at a resort to find out what happened to two client's husbands who disappeared there. Soon, the evidence points to a handyman at the resort. Meanwhile, Scandal and Danielle must get through their jitters of sharing a room.

Dir Jorge Montesi

1 - 5 *NOWHERE TO RUN*

A man who was believed to be dead comes back to taunt his wife, so she hires Cobra for protection. But what at first seems to be a case of domestic abuse quickly snowballs into a covert operation to catch the husband, who is an arms dealer.

1 - 6 *THE GNOME*

Carlton Hauser, an old friend of Scandal's who broke down and became a psychopath during the Gulf War, escapes from a prison for the criminally insane and begins hunting down his comrades. When he discovers that Scandal is still alive, he targets him and his friends.

1 - 7 *MR. CHAPMAN, I PERSUME*

Scandal is kidnapped, while being taken out to a ballet by Danielle for his birthday, by an influential businessman who mistakenly believes he is the "Mr. Chapman" who is blackmailing him. Scandal manages to escape, but is picked up for "drunk driving" by police. No one, including Danielle or Dallas, believes that he was kidnapped, so Scandal must set out to clear his name.

1 - 8 *HOSTAGE HEARTS*

An aloof businessman hires the Cobra team to safeguard his daughter after she is nearly kidnapped, but the girl seems determined to stay unprotected.

1 - 9 *I'D DIE FOR YOU*

When Dallas mysteriously disappears, Scandal and Danielle reluctantly agree to see a lawyer's client who is scheduled to be executed in two days for killing his pop star girlfriend. Scandal becomes convinced the man is innocent, but Dallas shows up and tries to stop their investigation because he was the officer of record at the man's original arrest.

1 - 10 *SOMETHING IN THE AIR*

Scandal bets Danielle that he is better in the raw elements, so they go for a weekend of camping and hiking. But the plan turns bad when they stumble across an escaped plane hijacker, whom they take captive. But they soon end up on the run from the man's gang. Meanwhile, Dallas heads the search effort to locate them.

1 - 11 *PLAYING WITH FIRE*

Cobra is hired to try and catch an arsonist who has been torching the buildings of a wealthy industrialist. The problem is, the suspect seems to be an arsonist who died years before.

1 - 12 *DEATH ON THE LINE*

The producer of a late-night lonely hearts radio show hires Cobra to protect the beautiful female star of the show, who may be in danger from a regular caller who has already killed one of the men she dated. Scandal poses as her boyfriend to draw out the stalker.

1 - 13 *DIAMOND IN THE ROUGH*

Cobra is hired to check the security at a museum hosting valuable jewelry, so Scandal must keep breaking into the museum to test the security. The jewelry gets stolen anyway, and the suspect is the daughter of a famous jewel thief. But it turns out her father has been kidnapped and that she's being coerced into burglarizing.

1 - 14 *LOST IN CYBERSPACE*

A computer expert's cyber-girlfriend is kidnapped, so Cobra is hired to rescue her. They soon find out that the girlfriend is a computer security consultant, and her kidnapping seems to be related to her skills at breaking into corporate computer systems.

1 - 15 *BLAST FROM THE PAST*

Scandal's predecessor at Cobra returns and kidnap Dallas. Scandal wants to know more about him, but Danielle becomes agitated and too disturbed (or too secretive) to answer his questions. So Scandal must find out Danielle's secret and come to Dallas's rescue, mostly in the dark, with his predecessor taunting him all the way.

1 - 16 *DEATH DIVE*

Scandal goes undercover at an ocean theme park as a marine biologist when Cobra is hired by a marine expert, Danielle's old college roommate, whose boyfriend died while on an ocean dive. Things soon point to another diver, an ex-Navy SEAL.

1 - 17 *CAGED FURY*

Danielle goes on vacation, but on her way she accidentally hits a woman being chased by a small town police force. Danielle is accused of aiding a fugitive and is thrown in jail with the woman. While Danielle tries to figure out what is going on, Scandal and Dallas try to find out what happened when they can't get in touch with her.

1 - 18 *A FEW DEAD MEN*

Scandal poses as a Private, and Danielle a Major, at a boot camp when Cobra is hired to investigate the death of a marine. They soon determine it's murder, and a tough Marine Sergeant looks to be the killer.

1 - 19 *HAUNTED LIVES*

Cobra is hired when a man's family is terrorized. Scandal thinks the wife is not telling all. He, Danielle and Dallas soon learn that the woman's past is not what she claims it was, and it all seems to tie into a former Stasi agent, who is a trainer of hitmen and a master of disguise.

1 - 20 *LORRINDA*

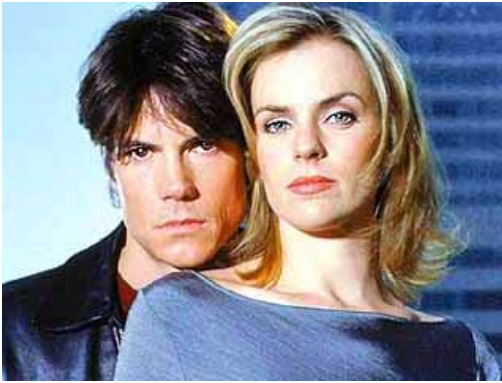
Cobra is hired to keep a mob housekeeper alive long enough to testify at the trial of two ruthless sons of an old-style mobster. Scandal is sent to drive her cross-country to Bay City, but the sons kidnap their institutionalized father to keep her from testifying.

1 - 21 *PRECIOUS*

A stand-up comic dies on stage, and Cobra is hired by the comic's agent to find out how he died. When the agent turns up dead, the most-likely suspect seems to be the comic's mentally unstable, former girlfriend, who is a ventriloquist with a wise-cracking dummy named Precious.

1 - 22 *ACES AND EIGHTS*

Cobra is hired by the father of a man murdered after a high stakes poker game. The only witness was the man's girlfriend, Kelly Masterson, who is a poker expert. It all seems to tie into the man's boss, a mobster who likes to play poker for big money. So Scandal poses as a gambler to get to the bottom of things.

CODE NAME: ETERNITY

Code Name: Eternity premiered in syndication on May 14, 2000. A desperate hit man-Ethaniel. A beautiful psychotherapist-Dr. Laura Keating. A headlong flight from authorities. All is not what it seems in Code Name: Eternity. Ethaniel, an alien creature from a distant galaxy, takes on human form in order to capture the rogue alien David Banning. Now Ethaniel must learn about our world: how we think and how we relate to each other. Dr. Laura Keating assists Ethaniel in his understanding of the "human" way while he pursues Banning. Ethaniel knows Banning's secret goal lies in the brain of Thorber, Ethaniel's missing brother. A brilliant scientist, Thorber originally worked with Banning but fled after discovering Banning's real scheme: the ultimate destruction of all human life on earth. Joined by Byder, a rebel hooked on conspiracy theories, Ethaniel and Dr. Laura Keating set out on their mission.

Forging a powerful interspecies alliance, Laura and Ethaniel risk their lives and their emotions, including their growing love for each other. Danger, romance and suspense abound in the unique action-adventure series Code Name: Eternity. The series is a Canada-France co-production from Protocol Eternity Productions Inc., Dune S.A. And Metropole Telerision (M6), in association with CanWest Global Broadcasting Inc., Protocol Entertainment Inc., UFA International Film & TV Production Ltd., Warner Bros. Productions Limited and Warner Bros. International Television Production.

Produced by Kevin Lafferty (line: episodes 1-7), Steve Levitan, Dimitri Logothetis (executive), James Margellos (executive), Peter Mohan (executive), Robert Nador and Konstantin Thoeren. Original music by Amin Bhatia, cinematography by Malcolm Cross, film editing by George Roulston & Robert K. Sprogis, casting by Kim Everest & Juli-Ann Kay. Production Design by Armando Sgrignuoli, Art Direction by Peter Emmick, Costume Design by Jenifur Jarvis. Make-up Department - Muriel Baubeau - assistant make-up artist, Lucas Coulon - assistant hair stylist, Fouzia Harleman - key hair stylist, Dany Vasseur - key make-up artist.

Production Management - James Margellos . Unit production manager and assistant director, Patrick Arias . First assistant director, Ani Baravyan . Second assistant director, Chi Fung . Second assistant director, John Rainey . First assistant director. Sound Department - Stephane Busk . Boom operator, Yvan Rabefraniraka . Sound mixer. Special Effects - Robert Sanderson . Key special effects, Mark Savela . Visual effects supervisor, Stunts - Rick Forsayeth . Stunt co-ordinator, Layton Morrison . Stunts. Tracey Forbes . Executive story editor, Paola Girotti . Production associate, Rob Goldstein . Camera trainee, Nathalie Laporte . Controller, Shireen Minhas . Production associate, Steven Sacrob . Transportation Captain, Michelle Taddei . Post-production co-ordinator, Kit Whitmore . Director of photography: second unit camera operator. The visual effects were created by Gajdecki Visual Effects (GVFX). Executive producer: Peter Mohan, James Margellos & Dmitri Logothetis.

WR.

DIR. René Bonnière, Jon Cassar, Malcolm Cross , Steve DiMarco , William Fruet , Dimitri Logothetis, Larry McLean, Donald Shebib.

EPISODES: 26 **YEAR MADE:** 2000 **COUNTRY:** CAN **SEASONS:** 1

DUNE PRODUCTIONS (FRANCE), PROTOCOL ENTERTAINMENT, UFA INTERNATIONAL FILM, CAN WEST GLOBAL, WARNER BROS.

CREATOR: WILLIAM FUNT & JEFF KING

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 01/05/2000

AIR DATE OF LAST EPISODE 21/11/2000

SEASON DATE BREAKDOWN:

FILMS:

Ethaniel CAMERON BANCROFT, Laura Keating INGRID KAVELAARS, David Banning ANDREW GILLIES, Dent GORDON CURRIE, Tommy CLE BENNETT, Dr. Graham BILLY DEE WILLIAMS, Byder JOSEPH BALDWIN, Tawrens OLIVIER GRUNER, Myroc WOLF LARSON.

1 - 1 *ETHANIEL'S STORY*

An intergalactic assassin arrives on Earth to stop a fellow alien bent on destroying humanity and remaking the world for his own species. He meets up with, and is helped by, a beautiful psychiatrist.

1 - 2 *THE MISSION*

Ethaniel and Laura, having been wrongly implicated for murder, are forced to flee from the authorities, as well as Banning and Dent, while trying to clear their own names.

Wr Dmitri Logothesis

Dir Dmitri Logothesis

1 - 3 *THE HUNTER*

Ethaniel and Laura meet a new ally while investigating one of Banning's company buildings, a conspiracy theorist who seems to know more about the truth Banning and the Eternity group than he actually realizes. Banning sends a fellow alien, Breed, to hunt down Ethaniel and Laura, hoping for better success than he has had so far.

Wr Peter Mohan

Dir Rene Bonniere

1 - 4 *THE LONG DROP*

While watching the news Ethaniel sees his brother proclaiming that a businessman just seen committing suicide was pushed. Ethaniel and Laura head down to the scene and they find themselves ending up as the police's main suspects. Gant captures them and after they escape they try to follow his brothers trail and find him before Banning does.

Wr Peter Mohan

Dir Larry McLean

1 - 5 *WATERY GRAVE*

Byder gets some information about the theft of the Stone of Sorrow from a museum. The interest to Ethaniel and Laura is that a guard swears that the two men who stole it carried it out themselves. This would be impossible for humans, as it weighs 3 tons. Banning and Gant are their main suspects, but what would they want with an old relic?

Wr Lawrence Shore

Dir Rene Bonniere

1 - 6 *NEVER GO HOME*

Banning and Dent kidnap a friend of Laura's who is also a 'remote viewer', someone who can 'see' other places from a distance, to try and locate her and Ethaniel. They also visit Laura's parents, to warn them about Ethaniel and about how dangerous an individual he is. If they turn up there Banning gives them his number so that they can come and 'help' Laura.

Wr Tony DiFranco

Dir Terry Ingram

1 - 7 *TAWNERS*

Banning wants to get his hands on a formula that will enable him to make the chemicals that he needs to continue his experiments. His people attack Plaxico industries, the only place where he can find them. Ethaniel and Laura try to warn the owner of the company but are too late. Leading the attack group is a man called Tawrens, Ethaniel's best friend. Ethaniel captures Tawrens and tries to find out what Banning has done to him to turn him from a fighter sent to stop Banning to someone who is now his number one soldier.

Wr Norman Snider

Dir William Fruet

1 - 8 *MAKING LOVE*

Ethaniel sees an advert for a new perfume on the TV and immediately likes the model in it. Later news broadcasts show the model and her boss, Michel Couprie world famous fashion designer and creator of the perfume, at a party of some kind, with them is Banning. Laura and Ethaniel want to know what Banning is up to and why he would want to be involved with a new perfume.

Wr Esther Behar

Dir Larry McLean

1 - 9 *DEATH TRAP*

Louis, a friend of Byders', is killed while trying to break into a new corporate building. He and Byder had traced its ownership to Banning. Ethaniel and Laura go to the building to investigate and discover that not only is the building alive but it is an actual death trap. The man in charge of the building, Lethan, decides to test out it's traps on the two of them, against Banning's orders.

Wr Damian Kindler

Dir Jon Kassar

1 - 10 *BOUNTY HUNTER*

Byder discovers the location of Ethaniel's brother, Thorber, and Ethaniel goes to the airport to meet up with him. He arrives at the same time as Myroc, a bounty hunter hired by Banning to find Isaac Lobel. Isaac has a computer disc full of information about Banning's contacts and is going to sell it to Thorber. Myroc manages to capture Ethaniel and tells Thorber he will trade his brother for the disc. Laura, Thorber and Isaac join together to try and find Ethaniel and Myroc while Byder gets left with the job of looking after Emil, Isaac's brat of a son.

Wr Tracey Forbes

Dir William Fruet

1 - 11 *THIEF*

Banning and his people discover a way to regenerate their bodies, stopping them from reverting back to their true form for a longer length of time. Tawrens discovers the location of this equipment and breaks in to sabotage their experiments. Inside Banning's laboratories he comes across a thief who has beaten him to the prototype, a human female, who gets away from him and Banning's security. Knowing that she doesn't realize what trouble she has got herself into Tawrens, Ethaniel and Laura try to find her before Gant does.

Wr Lawrence Shore & Jean Vincent Fournier

Dir Rene Bonniere

1 - 12 *LOSE YOUR DREAMS*

Ethaniel dreams that Banning is going to kill him. He believes that this is a certainty and Laura tries to persuade him differently. To help do this she tells him that her old friend from university, Rosalind, is a dream specialist and has her own center where she helps people. If they go there Rosalind may be able to tell Ethaniel what his dreams mean and separate his real memories from them. When she does this what she uncovers is a big surprise to both Ethaniel and Laura.

Wr Guy Mullally

Dir Bill Corcoran

1 - 13 *24 HOURS*

Ethaniel goes to meet Thorber alone. He returns with a high fever and is almost uncontrollable. Thorber realizes that he is not ill but is reverting back to his true Therian state and if he does that the atmosphere on Earth will kill him! Thorber takes him and Laura to a friend of his, Dr. Tremblay, who may be able to help. While the doctor tries to keep Ethaniel alive Laura and Thorber follow the only clue they have, a matchbook and a name written on it. To save Ethaniel from the virus that is causing his change they need to find out who infected him in the first place, and do it in the next 24 hours.

Wr Rick Drew & Tracey Forbes

Dir Steve Dimarco

1 - 14 *DEEP DOWN*

While retrieving an object from a plane that crashed into a lake a female diver, Robin Morley, is lost as a tremor strikes. The plane belonged to one of Banning's corporations and Byder tells Ethaniel that there must be something important on board if he wants it back. Ethaniel and Laura head off to the lake to help look for Robin and to find out what was onboard the plane that Banning is so eager to recover.

Wr Tracey Forbes

Dir Bruce McDonald

1 - 15 *FATEL ERROR*

Following up information supplied by Byder Ethaniel, Laura and Tawrens set up surveillance on a missile base. Byder told them that he thinks Banning is going to try and take it over. The attack starts while they are watching and a 'super-robot' controlled by Dent leads Banning's forces. Laura and Tawrens infiltrate the base and join forces with an American officer to stop Banning, Dent and Nivik, the super robot, for gaining control of the missiles. Meanwhile Ethaniel tries to design a way to either disrupt the radio

transmissions controlling Nivik or create a virus to infect him with.

Wr Jean Vincent Fournier

Dir Rene Bonniere

1 - 16 *SOLD OUT FOR A SONG*

Banning discovers that Senator Caraldo, whose campaign for president he is paying for, has been having an affair with a female rock star. With the election coming up soon he warns the Senator and hires a hitman to kill Mona Knight, the rock star. Ethaniel, Laura and Tawrens see a photo of Banning and Knight together and decide to find out what Banning could want with a rock star. It doesn't take them long to find out that it is a president that he really wants, the question is what can they do to stop him from achieving that aim?

Wr Dimitri Logothetis

Dir William Fruet

1 - 17 *ALL THE NEWS*

Bill Finn is sitting on death row waiting to be executed in two days time. He was given the death sentence for killing his partner, a fellow policeman. A reporter believes he was innocent and claims he has evidence that proves Banning set Finn up. Banning is worried that this reporter may be telling the truth and forces Myroc to hunt down Laura before the reporter manages to contact her. The last thing Banning wants is for the reporter to clear Finn and wants this possibility stopped, permanently!

Wr Peter Mohan

Dir Rene Bonniere

1 - 18 *LAURA' STORY*

Laura talks with Tawrens about her life and work at the Institute before she met Ethaniel. She tells him how she first met Ethaniel and Banning and how her life was forever changed by Banning's actions.

Wr Peter Mohan & Jesse Ryder

Dir Fred Gerber

1 - 19 *PROJECT MIDAS*

The Midas Prototype, an experimental cold fusion device, is stolen from an armored security van. Byder tells Ethaniel and Laura that all his information leads him to believe that Banning must have been involved. Banning had been trying to get the prototype's inventor, Sylvia Deschamps, to come and work for him and she had refused. If he really wanted to get hold of the machine her refusal would not have stopped him from getting his hands on her invention. Knowing that Banning will not stop at having just the machine Ethaniel and Laura track down Sylvia and warn her that Banning will be after her next, she doesn't believe them but is soon convinced when Dent arrives with some of thugs to grab her. Ethaniel escapes with Sylvia but Dent captures Laura. Banning offers to trade Laura for the machine, but if he hasn't got it who has?

Wr Dimitri Logothetis

Dir Larry McLean

1 - 20 *DARK OF THE NIGHT*

Ethaniel and Laura steal the Therian equivalent of a computer memory chip from Banning. It could hold important information about Banning and his plans. They manage to get away from Dent and his men and make their way to an airport. They board the plane, pleased to have escaped with such a valuable item. Unknown to them though someone working for Banning managed to spot them at the airport. Banning arranges it so that the plane crashes in the wilds of Canada and sends Dent out to find them and the memory 'chip'. With Dent closing in on them Ethaniel and Laura need to help save the surviving passengers, get to safety and find out who has stolen the 'chip' from Ethaniel.

Wr Rick Drew

Dir Don Shebib

1 - 21 *NOT A BITE TO EAT*

1 - 22 *THE BOX*

1 - 23 *UNDERGROUND*

Ethaniel, Laura and Tawrens meet up with a scientist who thinks he has discovered a way of defeating Banning. As they are talking to him Banning's men, led by a man called Kard, turn up. To escape the four of them enter some unused underground tunnels that were once going to be part of the subway system of the city. Kard follows them and kills the scientist, causing an explosion that brings down the ceiling on Ethaniel. With Ethaniel badly injured and unable to move Laura and Tawrens talk to him how they met each other and about the trials and tribulations they have been through together, trying to keep his mind

off the situation they are in while they try to find a way out. Meanwhile Kard and his men are trying to find a way through the rubble to make sure that no one survived.

Wr Peter Mohan & Lisa Steele

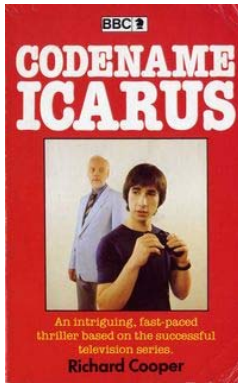
Dir Dimitri Logothetis

1 - 24 *CHAEMELEON*

1 - 25 *ALL FALL DOWN*

1 - 26 *THE SHIFT*

CODENAME ICARUS



This superb BBC Children's drama, told the story of Martin Smith (Barry Angel) who was incredibly talented at maths. He was recruited into a special school for gifted children. But the manor house he was sent to held a sinister secret - he and the other children were being hypnotised to work on military projects without their knowledge. Martin eventually realises something is going on, but when he tries to leave he is stopped by horrific sounds of bird cries planted in his subconscious.

The series was made in 1981 by a group of people still associated with Children's drama: Producer Marilyn Fox (involved with EARTHFISTS), Director Paul Stone and writer Richard Cooper (Eye of the Storm). A video of the series was also brought out at the time, as well as a book based on the series.

WR. Richard Cooper.

DIR. Paul Stone, Marilyn Fox.

EPISODES: 6 **YEAR MADE:** 1981 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR: RICHARD COOPER

TYPE OF SHOW: CONSPIRACY

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 08/12/1981

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Martin Smith BARRY ANGEL, DEBBIE FARRINGTON, Frank Broadhurst GORDON KAYE, John Doll PHILIP LOCKE, Edward Froelich JOHN MALCOLM, Andy Rutherford JACK GALLOWAY, Sir Hugh Francis PETER CELLIER, Sue Kleiner SUE KLEINER, Peter Farley GEOFFREY COLLINS, Sir Roderick SIR RODERICK, Mr. Smith RAY MANN, Mrs. Smith SONIE FRASER, Barry Smith STEVE MANN, Ted PAUL GALE, . Harold CHRIS JENKINSON, Madge MADELEINE CANNON, Admiral OWEN HOLDER, Headmaster DAVID BEALE, Maths teacher DAVID GOODERSON, Pilot ALEXEI JAWDOKIMOV, Naval officer EDMUND PEGGE, Catherine Elton (as Eve Karpf) EVE KARPf, Nora VIVIENNE MOORE, Frances Green ELIZABETH WATKINS, Controller STEPHEN CHURCHETT.

Sandra Sollars SAFFRON BURROWS, Ben Baglin ROY HUDD, Anna Griffiths ANNA CHANCELLOR, Nick Balmer RICHARD E. GRANT, ANTONIO ELLIOT, JOE ROBERTS, Mrs. Haynes ALISON STEADMAN, Arthur 'Pig' Mailion HYWEL BENNETT

COME BACK MRS NOAH

In the year 2050, Mrs. Pertrude Noah has won a prize for being an exemplary housewife. Part of the prize includes a tour of the Britannia Seven. Britain's most advanced space station which is on Earth waiting to be launched into space. During the tour she and the rest of her party are accidentally launched into Earth orbit. Accompanying her into orbit was Clive Cunliffe, a journalist, Carstairs and Fanshaw, space agency officials and Garstang, the space ship's dim-witted light bulb changer. Back on Earth, Garfield Hawk was in charge of mission control attempting to devise a plan to get them all back safely.

Sitcom in space from the creators of 'Allo 'Allo and Are you being served?. Many of the series' jokes centred on Mrs. Noah regarding the spaceship as no more complicated than a vacuum cleaner, as she and the other adjusted to life in the 35,000 mph fast lane, and awaited the efforts of mission control to rescue them.

Episodes chronicled mission control's attempts to bring the travellers back home. While in space Mrs. Noah did not understand what all the fuss was about, she continued to go on with her daily routine as best she could, given the circumstances. The producer for the series was David Croft, designers for the show were Don Giles, Paul Trerise and Tony Snoaden. Episode one of the show was also shown as a 'pilot' episode on the 13th December 1977. The series was first shown on BBC1.

Bob Spiers (Press Gang, Absolutely Fabulous) directed all the episode except the pilot and David Croft produced. Croft more successful teamed up with Jimmy Perry for Dad's Army, It Ain't Half Hot Mum and Hi-Di-Hi! Critics tend to agree that Come Back Mrs. Noah is far from his best work, and was a rather silly and forgettable addition to the Science Fiction comedy genre.

WR. Jeremy Lloyd, David Croft.

DIR. Bob Spiers.

EPISODES: 6 **YEAR MADE:** 1978 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR: JEREMY LLOYD & DAVID CROFT

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 10/07/1978 **AIR DATE OF LAST EPISODE** 14/08/1978

SEASON DATE BREAKDOWN:

FILMS:

Mrs. Noah MOLLY SUDGEN, Cliff Cunliffe IAN LAVENDER, Carstairs DONALD HEWLETT, Fanshaw MICHAEL KNOWLES, Garstang JOE BLACK, Garfield Hawk TIM BARRET, Scarth Dare ANN MICHELLE, TV Presenter GORDEN KAYE, Technician JENNIFER LONSDALE.

- 1 - 1 *COME BACK MRS.NOAH*
- 1 - 2 *IN ORBIT*
- 1 - 3 *TO THE RESCUE*
- 1 - 4 *WHO GOES HOME?*
- 1 - 5 *THE HOUSING PROBLEM*
- 1 - 6 *THE LAST CHANCE*

COMET-SAN (1967)

Comet, a mischievous alien girl, is such a handful on her homeworld of Beta that her school principal sends her off to work for the Peace Corps in the middle of nowhere - Earth. The trip does nothing to mellow Comet and she even defaces a star with graffiti on her way. Taking a job as a housemaid, she inspires the suspicions of boys Takeshi and Koji, through few believe them when they claim that their housekeeper can make wishes come true with a magic wand or that she is in a constant struggle to protect the Earth from invaders.

Although parallels with Bewitched (1964) and I Dream of Jeannie (1965) seem obvious, Comet-San was officially adapted from the girl's mang serialized in Margaret magazine by Mitsuteru Yokoyama, who also created GIGANTOR and JOHNNY SOKKO AND HIS GIANT ROBOT. In a Japan that was still getting used to animation on TV, Comet-San added special effects by integrating live-action with animation provided by future anime director Tadao Nagahama. After the 20th episode, the monochrome series burst into full colour, adding to its innovative look. Theme : Yumiko Konoë - "Comet-San".

WR. Mamoru Sasaki, Koei Yoshihara, Shinichi Ichikawa, Takahito Ishikawa, Kimitaka Ohashi.

DIR. Eizo Yamagiwa, Toshiro Katgetsu

EPISODES: 77 **YEAR MADE:** 1967 **COUNTRY:** JAP **SEASONS:** 1

TBS

CREATOR: MITSUTERU YOKOYAMA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 77

DATE OF PREMIER: 03/07/1967 **AIR DATE OF LAST EPISODE** 30/12/1968

SEASON DATE BREAKDOWN:

FILMS:

YUMIKO KONOË, HARUKO MABUCHI, HIROSHI ASHINO, SHIRO OTSUJI, TAKAYOSHI KURA,
GEN FUNABASHI, MIDORI NISHIZAKI.

RELATED SHOWS:

COMET-SAN (1978)

COMET-SAN (1978)

An alien flies from Virgo to Earth in a flying saucer which is able to shrink and be camouflaged as a false tooth. She comes to Earth to find a really beautiful thing to complete her final assignment at star school. She becomes popular through her use of magic but it not allowed to use it without permission from her mother.

There was an earlier series produced in 1967. Characters from the ULTRAMAN series also appeared in cameo roles. There was also an animated series made in 2001, aimed at a considerably younger audience.

WR.

DIR.

EPISODES: 68 **YEAR MADE:** 1978 **COUNTRY:** JAP **SEASONS:** 1

TBS

CREATOR:

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 68

DATE OF PREMIER: 12/06/1978 **AIR DATE OF LAST EPISODE** 24/09/1979

SEASON DATE BREAKDOWN:

FILMS:

Comet-San KUMIKO OBA, KOHEI SAWANO

RELATED SHOWS:

COMET-SAN (1967)

COMMANDER'S LOG



Commander Craig-Scott of the Laundry Corps is thrust into command of his space ship when the other senior officers die. He struggles to maintain control along with Laundry Chief Blather, amid a host of strange, and largely incompetent characters.

Commander's Log is a low-budget comedy-science fiction television show.

A kooky, but funny bit of diversion. You kind of have to see it from the beginning to follow what's happening, but each report to earth has it's own little joke. Pretty good special effects for a very low budget sci-fi t.v. show. It's fun to watch. Sort of in the vein of Red Dwarf, but even more low budget. For someone who's just coming in in the middle of one of the episodes, what you have to realize is that these guys are all incompetent, because they've been moved up the ladder of command, because the other officers died. Also, the main guys are from the laundry corps, which is why they have laundry in everything. If you like Red Dwarf, you'll probably like this. Slightly different t.v. concept, in that all you see is the Commander's report each day.

It would be better if this were explained more, not just in the very beginning of the first episode, but then it was pretty hard to figure out what had happened in Red Dwarf too, if you hadn't been told.

Produced by Craig Bowsby producer

Original Music by Craig Bowsby, The Sons of Joe , Jon-Michael Thor , Jon Thor

Cinematography by Kathy Herndl & Mathias Herndl

Film Editing by Jon-Michael Preece

What we see, as the audience, is the new Commander's reports to mission control. Initially this was made as a series of 2 minute or less episodes to be used as interstitials. However, as brilliant as this concept is, it wasn't brilliant enough for t.v., so it was then packaged together as two half hour format (22 minutes) episodes and then it sparkled enough to be picked up by the Space Channel as a filler, in March of 2004. (Which is when it was initially shown. They actually bought it in the fall of 2003).

Two more episodes have been shot (#s 3 and 4), and two more are planned. Everything was shot in Vancouver British Columbia. The first two episodes (actually 24 shorts), were filmed all on one set. The subsequent two were filmed on multiple sets. Although the sets are very low budget, the post production special effects have a very professional pedigree, having been designed by Northwest Imaging, the award winning post production house of the Andromeda television series.

The show is directed by Jon-Michael Preece, who has been a fixture in the film scene in Vancouver for many years, working, among other things, as producer and 2nd unit director on the Millennium television series. Two new important continuing roles are started with episode 3 and 4, with Michael Roberds, as Doctor Patsey, who previously played "Uncle Fester," on the new Addams Family television show, and Greg Anderson, a well known television actor, as the antagonist, Commander Bastard.

The song, "Galaxies Are Lonely Places," the theme from Commander's Log, is featured on a new CD being released this fall. The Co-writer, John Thor, who had a large heavy metal following, is branching into popular music and has compiled a number of songs under the new band, "The Elo's." (The CD is being released by Revolver Records in San Francisco, and Scratch records in Canada. It will be available in major stores, such as Virgin Mega Store, and A and B Sound.) For copies of this CD contact

WR. Craig Bowsby, Catherine Girczyc

DIR. Jon-Michael Preece

EPISODES: 4 **YEAR MADE:** 2004 **COUNTRY:** CAN **SEASONS:** 1

SPACE CHANNEL

CREATOR:

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 22 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER: 07/03/2004

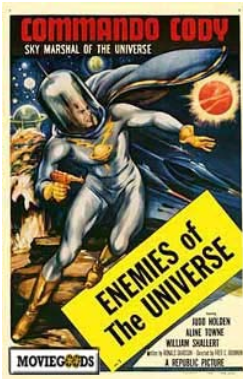
AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Crewman Spencer TIFFANI TIMMS, The Alien SOPHIE BANKS, Crewman Vince GERARD FASEL,
Bastaard GREG ANDERSON, Chief Blather LINDEN BANKS, Commander Craig-Scott CRAIG
BOWLSBY, Dr. Patsey MICHAEL ROBERBS

COMMANDO CODY



Equipped with several secret laboratories, a spaceship and an ordinary revolver, Cody fought conventional gangsters and, occasionally, the Ruler, an evil genius from outer space.

Unsurprisingly reminiscent of the absurdities of the movie serials, CC was more entertaining than the slicker CAPTAIN MIDNIGHT. The following year, COMMADO CODY: SKY MARHSALL OF THE UNIVERSE, streaked through the skies again, battling another evil galactic emperor this time known as The Ruler. Unlike other serials, each of Commando Cody's 12 episodes was a complete story, with the entire series connected by the efforts of the Ruler to foil Cody's actions (which included a controlled (spray of 'cosmic dust' around the Earth which could only be penetrated by the 'dispersal ray' in Cody's ship) and conquer Earth. It was an experiment that besides its theatrical release was sponsored on television by Post Cereals on its initial run, causing thousands of kids to wish they had Cody's flying jacket. Columbia on the other hand, instead of coming up with an original character for its first SF serial of the Fifties, turned to the movies' biggest rival, television, optioning the medium's first and most famous space opera hero, CAPTAIN VIDEO.

WR.

DIR.

EPISODES: 12 **YEAR MADE:** 1953 **COUNTRY:** US **SEASONS:** 1

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Commando Cody JUDD HOLDREN.

RELATED SHOWS:

COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE

COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE



Two young scientists, Ted Richards and Joan Gilbert (William Schallert & Aline Towne) arrive at Commando Cody's office/lab where they are greeted and interviewed by Commissioner Henderson. He tells them that Cody was a greatly respected war hero as well as a brilliant scientist.

Cody wears a mask at all times to protect his identity (I guess so he can go grab a beer without getting recognised.) When Cody arrives, he tells them that he has surrounded the Earth with a cloud of cosmic dust because some alien miscreant is firing missiles at us. Cody produces designs for a rocketship that he plans to build in a small, deserted town called Graphite.

Despite constant sabotage attempts by the Ruler (the EAIC--Evil Alien In Charge) and his men, they build the ship and successfully test-fly it. One of the EAIC's minions manages to crash land on Earth in a small rocket and after being rescued by a human agent, presents himself to Cody as an expert in rocket propulsion. He offers to help Cody improve the Rocket-ship's performance in exchange for some uranium. His hidden agenda is to steal the ship and use the uranium to help the Ruler in his plans to conquer Earth. Of course, Cody and his friends thwart the Ruler's plot, or this would have been one short series.

Judd Holdren also played Commando Cody in the cinema serial *COMMANDO CODY*. History--In 1949, Republic Pictures released a serial called, "King Of The Rocketmen" starring Tristram Coffin as Jeff King, an intrepid scientist who had invented a flying suit to aid in his battle against the Forces Of Evil. They followed this, in 1951, with "RADAR MEN FROM THE MOON" starring George Wallace as Commando Cody, an intrepid scientist who had invented a flying suit to aid in his battle against the Forces Of Evil. In 1952, "Zombies Of The Stratosphere" starred Judd Holdren as Larry Martin, an intrepid scientist...well, you know the rest. In 1953, Republic Pictures aired a syndicated television series, reviving the name of Commando Cody, but starring Judd Holdren as the intrepid scientist who had invented a flying suit to aid in his battle against the Forces Of Evil.

Seems the folks at Republic Pictures were pioneers in the field of recycling! This pilot was much like the serials lots of fist fights, recycled shots of Cody and the Rocketship (which for some reason they never named) flying from here to there and back. The acting was rather wooden, except for Schallert and Towne. But the scenes of Cody flying were always wondrous and watching him board the Rocketship in flight cracks me up every time I see it. (Imagine a bug hitting your windshield and you'll get the idea.) Juvenile television series about a superhero fighting both regular criminals and extraterrestrial super-villain "The Ruler."

Despite the title, the hero of this short-lived children's tv series was more likely to be found riding in a four-door sedan than travelling around the Universe. A cross between the Lone Ranger and Captain Midnight (his rival crime-fighter on CBS), Cody wore a costume that looked as if its previous owner had been in the German High Command and a mask whose function was unclear.

Cody (here played by Judd Holdren) and his sidekick Joan (Aline Towne) had previously appeared in two Republic Studios film serials, *RADAR MEN FROM THE MOON* (1952; 12 episodes), in which Cody was played by George Wallace, and *COMMANDO CODY* (1953; 12 episodes), starring Holdren. Equipped with several secret laboratories, a spaceship and an ordinary revolver, Cody fought conventional gangsters and, occasionally, the Ruler, an evil genius from outer space. Unsurprisingly reminiscent of the absurdities of the movie serials, CC was more entertaining than the slicker *CAPTAIN MIDNIGHT*. The series was produced by Mel Tucker and Franklyn Adreon.

Commando Cody, Sky Marshal of the Universe holds the distinction of being a television series that was released to theatres as a serial but devoid of the usual cliff-hanger endings; all episodes were complete in themselves as in any other television series. The reason is that Com-mando Cody was made for the television market, not the theatrical market. Reportedly, the series was the first effort by Republic Pictures' television subsidiary Hollywood Television Service, Inc. Although filmed at Republic in 1953, nothing much is known

about Commando Cody until the summer of 1955 when NBC broadcast the series on Saturday mornings. We were unable to discern the date of its theatrical release. What remains peculiar about the program, however, is that works dealing with movie serials do not include it in their studies, deferring it to works dealing with television. But television reference works remain all too brief about the series' origins and history. In effect, no one seems to want to deal with the program, but, as is often the case, many are quick to deride its limitations of budget and its absurd use of science.

The program clearly has its origins in the 1952 Republic serial *RADAR MEN FROM THE MOON*, which began each episode with the title, "Introducing a New Character, Commando Cody, in..." George Wallace played Cody, a scientist working at his own Cody Laboratories. His nemesis was Retik (Roy Barcroft) the Moon Menace, who was bent on conquering the earth. Cody's greatest technological advancement was his amazing flying suit, which consisted of a leather tunic with two rocket engines attached to the back, and a bullet shaped helmet.

Cody controlled the flying suit by using three buttons on a control panel on his chest, one for activation, one for speed, and one for direction (labelled merely "on/off," "fast/slow" and "up/down," respectively). Anyone conversant with serial lore will immediately recognise that Cody's flying suit was previously worn by scientist Jeff King (Tris Coffin) in Republic's 1949 serial *King of the Rocket Men*. Cody later passed his rocket suit on to scientist Larry Martin (Judd Holdren) in the serial *Zombies of the Stratosphere* (1952), a sort of reworking of *Radar Men from the Moon*.

For *Commando Cody, Sky Marshall of the Universe*, Cody is now a government scientist working for the Interplanetary Commission, apparently a branch of the American government. He is assisted by Joan Gilbert and Ted Richards (characters from the original serial), who are helping him adapt atomic power for rocket propulsion.

William Schallert portrayed a serious-minded Ted Richards in the first three episodes. Thereafter, Ted was replaced by Dick Preston, portrayed by Richard Crane (see *Rocky Jones, Space Ranger*), a less serious-minded colleague who served as comic relief at the close of each episode. The major difference between the serial and the series, however, is Cody's mask and uniform. In the original, Cody wears no mask and is dressed in a business suit; he is described as a scientist working to perfect space travel. In the television series, Cody dons mask and military style uniform and is described as an important personage with close government ties. "Every-thing that takes place here is strictly top secret," Commissioner Henderson tells Joan and Ted, "and that's why the government insists that Commando Cody wear a mask at all times. Even the people who work for him mustn't know who he is." The appellation "Commando" is never explained in the serial or the television series.

Cody's nemesis in the series is the Ruler a mad scientist from somewhere in outer space, portrayed by Gregory Gay, who had portrayed the Martian menace Mota in Republic's *Flying Disc Man from Mars* (1951). As with earlier Republic science fiction serials, the Ruler remains in outer space but employs earthly agents, here Dr. Varney (Peter Brocco) in the first two episodes and Baylor (Lyle Talbot) in the rest. Cost-conscious producer Franklin Adreon, who was still producing serials at the studio, designed his series around available library footage; Adreon had the entire Republic serial library at his disposal, and all the footage of Cody in flight were assembled from the previous serials. The rocket flights were also culled from previous serials, including *The Purple Monster Strikes* (1945), Republic's first effort at modern science fiction. In addition, numerous episodes involved great disasters befalling the earth; these disasters were represented by lots of stock footage culled not only from newsreels but from masterful special effects footage by the Lydecker brothers.

In sum, *Commando Cody, Sky Marshal of the Universe* was pure space fantasy of the *Flash Gordon* variety. Actual science was non-existent, replaced by the colourful language of scientism. Buzzwords like "atomic" and "radiation" were dropped frequently along with such neologisms as "Thenustrium" and "Sat-urnium." Finding the Ruler located on planet M-27 was easy, Cody explains to Henderson, since it is in the "first planetary system west of ours." These qualities, coupled with the always impressive special effects of Howard and Theodore Lydecker, make *Commando Cody, Sky Marshal of the Universe* one of the more enjoyable diversions of the 1950s.

The information below is incomplete since we were unable to find a comprehensive credit list for each episode. In addition, the credits for the theatrical release may be different from the television release since a theatrical press-book identified more credits and cast members than shown on the credits at the close of each television episode.

Technical Information

FORMAAT: Half hour series in which masked scientist Commando Cody uses his advanced technology to save Earth from invasion by the forces of a mad dictator named the Ruler.

BROADCAST HISTORY: Network: NBC; syndication through Hollywood Television Service, Inc. Original

airdates: July 16, 1955 to October 8, 1955. Sponsor. Unavailable. Seasons: 1. Total Episodes: 12 in black-and-white.

Signature

A giant spaceship streaks across the sky, and then we see Commando Cody in his flying suit leap into the air. As Cody streaks across the sky, the following title read by the announcer appears: "Commando Cody, Sky Marshal of the Universe." This is followed by a different shot of the spaceship with the title of the episode superimposed. The signature closes on a long shot of the Ruler's laboratory on Saturn.

Production Staff

Production: Hollywood Television Service, Inc. (a division of Republic Pictures Corporation). Producer : Franklin Adreon.

Director of Photography □ Bud Thackery

Film Editors □□ Cliff Bell and Harold Minter

Music □□□ Stanley Wilson

Assistant Directors □ Roy Wade and A.J. Vitarelli

Art Directors □□ Frank Hotaling and Frank Arrigo

Set Decorations □□ John McCarthy, James Redd and George Milo

Sound □□□ Earl Crain, Sr.

Makeup Supervision □ Bob Mark

Special Effects □□ Howard and Theodore Lydecker

Optical Effects □□ Consolidated Film Industries

WR. Ronald Davidson and Barry Shipman.

DIR. Fred Bannon and Harry Keller.

EPISODES: 12 **YEAR MADE:** 1955 **COUNTRY:** US **SEASONS:** 1

REPUBLIC STUDIOS/HOLLYWOOD TELEVISION SERVICES FOR NBC TELEVISION

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER: 16/07/1955 **AIR DATE OF LAST EPISODE** 08/10/1955

SEASON DATE BREAKDOWN:

FILMS:

Commando Cody JUDD HOLDREN, Joan Gilbert ALINE TOWNE, Ruler GREGORY GAYE, Dick Perston (eps 4-12) RICHARD CRANE, Mr. Henderson CRAIG KELLY, Baylor LYLE TALBOT, MAURITZ HUGO, JOANNE JORDAN, Ted Richards (eps 1-3) WILLIAM SCHALLERT, the ruler's assistant (eps 4-12) GLORIA PALL, LANE BRADFORD, PETER BROCCO, JOHN CRAWFORD (1), WILLIAM FAWCETT, WILLIAM HENRY (1), KENNETH R. MACDONALD, SIDNEY MASON, ZON MURRAY, DENVER PYLE, STANLEY WAXMAN.

RELATED SHOWS:

COMMANDO CODY

1 - 1 *ENEMIES OF THE UNIVERSE (PILOT)*

From Republic's press release: "The Ruler, a diabolical scientist who wants to enslave the Solar System, learns of Commando Cody's design for a rocketship that can go anywhere in outer space. He is determined to sabotage Cody's work."

Commando Cody is a top secret scientist who wears a mask for security reasons. He receives two new assistants, Joan Gilbert and Ted Richards, that help him develop an atomic powered rocketship. The Interplanetary commission has received a warning from a mad scientist known as Ruler. Cody is named the new sky marshal of the universe in order to combat Ruler's threat. Cody explains that reports of flying saucers are actually reports of Ruler's missiles attempting to land on Earth. Cody develops an cosmic dust blanket that encircles the globe and that will cause any enemy craft to disintegrate before entering earth atmosphere. Ruler fears Cody's abilities and sends agents to sabotage Cody's rocket and learn the secret of the cosmic dust blanket. Cody drives off the agents and finishes his rocket preparing another line of defense against the Ruler.

Wr Ronald Davidson

Dir Fred C. Brannon

1 - 2 *ATOMIC PERIL*

From Republic's press release: "Lenotto is sent to the Earth by the Ruler to help Dr. Varney in destroying Commando Cody. First they try to gain Cody's confidence by introducing him to a new element. When given the opportunity they try to steal Commando Cody's rocketship and in the ensuing scuffle Lenotto is killed with his own gun."

Unable to penetrate the cosmic dust blanket with his warships, the Ruler sends an agent Lenato inside a small missile headed for earth. Lenato carries Thenustrium: a new element developed on Planet X. Lenato tells Dr. Varney that Thenustrium is similar to uranium, but is easier to control. Lenato and Dr. Varney poses as scientists who have discovered the new element. They are able to get into Commander Cody's lab. Cody examines the element and realizes that combining it with uranium will allow him to construct a rocket with more power and range. When Cody leaves, Lenato and Varney kidnap Joan and Ted. They steal Cody's rocket and fly away. Lenato and Varney discuss their plans aboard the rocket. Cody overhears them using a two-way radio. Cody intercepts the flight before it leaves Earth and takes Lenato and Varney into custody.

Wr Ronald Davidson

Dir Fred C. Brannon

1 - 3 *COSMIC VENGEANCE*

From Republic's press release: "A strange garbled message convinces Commando Cody that the Ruler is trying to contact his agents on Earth. Cody tries to find the Ruler before he can carry out his newest plot."

Commando Cody discovers that the Ruler is on the Planet Venus. Ross and Hardy learn that Commando Cody plans to fly to Venus and they sabotage his rocket ship. However, Cody manages to land the crippled ship on Venus and confronts the Ruler. The Ruler reveals his plans to conquer Earth and other habitable planets. He shows off his weapons of conquest. Cody manages to bury the "Ruler of Outer Space" in his operations cavern on Venus.

Wr Ronald Davidson

Dir Fred C. Brannon

1 - 4 *NIGHTMARE TYPHOON*

From Republic's press release: "A series of destructive floods and typhoons strike all parts of the Earth. Commando Cody suspects that this is part of the Ruler's latest plan to conquer the world."

Ted Richards is transferred and replaced by Dick Preston. The Ruler uses a rocket (R-6) containing a 'radioactive' gas which causes hurricanes, floods and typhoons. The Ruler threatens to completely destroy the Earth unless the Earth surrenders unconditionally.

Wr Ronald Davidson

Dir Harry Keller

1 - 5 *WAR OF THE SPACE GIANTS*

From Republic's press release: "The Ruler has found an element on the planet Saturn that enables him to drop germ capsules through the Cosmic Dust Blanket onto the Earth."

The Ruler uses his M-7 rockets loaded with bombs which carry germ warfare agents. The Ruler issues and ultimatum: complete surrender or complete annihilation. Cody captures an unexploded M-7 and analysis indicates that the substance is "saturium," available only one of Saturn's moons. Cody, Joan and Dick travel to the moon and encounter a "magnetic drag ray." They manage to counteract the ray and destroy the mining facility on the surface.

Wr Ronald Davidson

Dir Franklin Adreon

1 - 6 *DESTROYERS OF THE SUN*

From Republic's press release: "The Ruler uses a device which puts out the sun's light. Panic results all over the world as it is plunged into darkness. Commando Cody must go to the Earth's rescue."

When the Ruler blots out the sun, Cody finds he is trapped on the Earth. A saboteur has added an element to the Station #8 dispenser for the Cosmic Dust Blanket. Cody's Disbursal Ray will not penetrate the Dust Blanket and allow his rocketship to leave the Earth. Cody discovers the saboteur and traces the energy source of the Ruler's device to Planet M-27. When he reaches the planet he can not destroy the "Atomic Device" blotting out the sun because he is stopped by an Invisible Block."

Wr Ronald Davidson

Dir Harry Keller

1 - 7 *ROBOT MONSTER FROM MARS*

From Republic's press release: "The Ruler's robot agents capture Commando Cody's assistant and carry him off to the Ruler's secret outer space headquarters. Cody must rescue him."

Wr Ronald Davidson

Dir Franklin Adreon

1 - 8 *THE HYDROGEN HURRICANE*

From Republic's press release: "Hydrogen hurricanes threaten to destroy the Earth. Commando Cody suspects that they are being caused by the Ruler."

Wr Barry Shipman

Dir Harry Keller

1 - 9 *SOLAR SKY RAIDERS*

From Republic's press release: "The Ruler puts five suns in the sky. Unless Commando Cody can stop the suns from shining, their intense heat will destroy the Earth."

Wr Barry Shipman

Dir Harry Keller

1 - 10 *S.O.S. ICE AGE*

From Republic's press release: "In a diabolical plot, the Ruler manages to couple the Earth and Saturn. This throws the Earth off its axis and causes quakes and catastrophic climatic changes."

Wr Barry Shipman

Dir Franklin Adreon

1 - 11 *CAPTIVES OF THE ZERO HOUR*

From Republic's press release: "Commando Cody's rocketship is taken to Mercury by the Ruler. There the Ruler hopes to destroy Cody's dispeller ray, but is in for a surprise."

Wr Ronald Davidson

Dir Harry Keller

1 - 12 *LOST IN OUTER SPACE*

From Republic's press release: "In his efforts to add the Earth to his long list of slave planets, the Ruler tries to get Commando Cody and his crew out of the way. His plans include the capture of Cody's rocketship. The method, a trumped up story told by a Mercurian."

Wr Ronald Davidson

Dir Harry Keller

- 1 - 3 *VICE*
- 1 - 4 *NIGHTMARE*
- 1 - 5 *GOD*
- 1 - 6 *JEALOUSY*
- 1 - 7 *PARTY*
- 1 - 8 *SEASIDE*

- 1 - 8 *RANSOM*
- 1 - 9 *THE CURSE OF AFKA*
- 1 - 10 *IMPOSTER*
- 1 - 11 *AMAZON WOMAN*
- 1 - 12 *HOMECOMING*
- 1 - 13 *THE TAMING*
- 1 - 14 *RED SONJA*
- 1 - 15 *SHADOWS OF DEATH*
- 1 - 16 *THE CHILD*
- 1 - 17 *THE CRYSTAL ARROW*
- 1 - 18 *LABYRINTH*
- 1 - 19 *THE CAVERN*
- 1 - 20 *ANTIDOTE*
- 1 - 21 *LETHAL WIZARDS*
- 1 - 22 *HEIR APPARENT*

CONDORMAN

AKA: **CONDORMAN : SYMBOL OF JUSTICE**

AKA: **SEIGI NO SHINBORU KONDORUMAN**



The Earth is in great danger! The terrible Monster Clan has come together from all over the world to begin plotting the destruction of the world's environment and the corruption of the world's population. Only Ishin Mitsuya (who was killed while protecting the Dragon Condor's egg and then reborn through the dying creatures' powers and his pure heart) can help save the world from the Monster Clan as Condorman: Symbol of Justice!

Condorman is a great example of Toei's classic hero programs, showcasing several well done action scenes that are integrated into a very remarkable storyline, populated by interesting characters on both sides of the battle being fought.

I particularly like the villains presented in the first couple of episodes of the series, which make up the Monster Clan. Each of these monster is designed in such a way as to represent a different social problem currently affecting the world, for example one of the monsters known as Zeni-Kureiji (Money Crazy) represents human greed while others like Smogton (symbolizes air pollution) represent problems created by humans in the natural world.

Condorman himself is a worthy heroic figure, constantly tracking down the Monster Clan members in his car (Mach Condor) and defeating their attempts at wrecking havoc throughout the world. Seems like Condorman should get rid of his cape though, it makes every battle more difficult than it should be by getting in front of his face while punching the bad guys.

If you're a fan of classic special effects you will love Condorman! There are some great FX sequences in this show, including the one where Ishin Mitsuya henshin's into his heroic alter ego using his Golden Feather. Other notable FX's include great pyrotechnics during battles scenes and the great model work used to depict certain parts of the program.

I love Condorman but like I mention above I have problems with some of the violent scenes in which members of the Monster Clan beat up on defenseless kids. I know this was filmed a long time ago and that I probably should not apply today's standards of what can/should be depicted on television, but it still bothers me. Thankfully these scenes are short and limited; Condorman always arrives to save everyone who is being attacked by the monsters.

I saw Condorman for the first time last week, when I got Vol-1 through the mail. Wasn't sure on what to expect as all I've seen of this program till that point were photos in TV Kun and B-Club magazines. Thankfully, it turns out, Condorman was a blast to watch as the show featured a lot of great monster designs (although there were some questionable ones too) and many well done action scenes. However, like everything else Condorman also had some things that could be considered questionable, like depictions of violence against children by the show's monsters.

If you love classic hero programs like Rainbow Man or Diamond Eye, Condorman will be another great addition to your hero collection. If you never seen classic hero shows or are not sure as to what program to get in order to give them a try, you should get Condorman Vol-1. This program is a lot of fun and will keep you on the edge of your sit as every episode comes to its conclusion, which by the way, always end in a cliffhanger

Seigi no Shinboru Kondoruman was created by Kawauchi, Kouhan the creator of Gekko Kamen (1958), Ai no Senshi Reinbooman (1972) and Hikari no Senshi Daiyamondo Ai (1973). Seigi no Shinboru Kondoruman was one of the few series produced by Hirayama, Tôru which featured characters that were not created by Ishinomori, Shotaro. Like Rainbowman and Diamond Eye, Condorman was serial, episodes often ended on a cliffhanger.

WR.

DIR.

EPISODES: 24 **YEAR MADE:** 1975 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: KOUHAN KAWAUCHI

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 24

DATE OF PREMIER: 31/03/1975

AIR DATE OF LAST EPISODE 22/09/1975

SEASON DATE BREAKDOWN:

FILMS:

DATE OF PREMIER: 26/08/1966**AIR DATE OF LAST EPISODE** 16/09/1966**SEASON DATE BREAKDOWN:****FILMS:**

Phil Scrotty GARY COCKRELL, Kronk JOHN SHARP, Syrie Van Epp ELIZABETH SHEPARD, Inspector Blood ALAN CURTIS, Sgt. Hound WILLIAM MAXWELL, Nonesuch WILLIAM TRIGGER.

1 - 1 *VICTIM AS BIRDWATCHER*

Persian millionairess Syrie Van Epp kidnaps the owner of a cosmetics company hoping to learn the formula of a newly-developed perfume that knocks people out for 24 hours. Private investigator Phil Scrotty is hired to find him, while a team from intelligence agency Department K is also anxious to get its hands on the formula.

Wr Edward Boyd

Dir David Boisseau

1 - 2 *VICTIM AS WHITEBAIT*

Syrie Van Epp is funding Robag, a scientist who has discovered how to bring the dead back to life, and who has resurrected a man called Whitebait to serve her evil purposes. A resurrected Phil Scrotty sets about thwarting Van Epp's plans.

Wr Edward Boyd

Dir David Boisseau

1 - 3 *VICTIM AS RED*

Phil Scrotty is hired to find Colonel Leeming, who had defected to the Soviets but has now lost his memory and is being held captive by Syrie Van Epp.

Wr Edward Boyd

Dir David Boisseau

1 - 4 *VICTIM AS BLACK*

Phil Scrotty is hired to trace the ancestors of Queen Helen, and uncovers a plot by Syrie Van Epp to secure world-wide domination by the black race.

Wr Edward Boyd

Dir David Boisseau

COUNTERSTRIKE



"A distant star. A dying planet. A race of desperate men seeking another home, another world to take over. One man is trying to stop them. A man not of this world . . ."

Centauran refugees from a doomed planet have come to Earth where, for about 15 years, they've been preparing to destroy the human race to make room for their own people. Their approach is covert and based on acts of subversion, rather than on outright open warfare (thus obviating the need for expensive spacecraft, elaborate costumes and lavish effects).

But they've reckoned without the Inter Galactic Council, a kind of United Nations of Space, which sends one of its agents to Earth in the guise of Simon King. King, who comes from the same Centauran star system, possesses acute physical and mental attributes to help him counter the Centauran plots. He's aided in his campaign by Mary, a woman doctor who discovers his secret when she treats him after he's been injured in the first episode. And King's reference points back to his base are the various faces of 'Control', seen only on a triangular screen in his apartment.

Low-budget 1969 BBC serial which relied on psychological thrills rather than hi-tech frills for its Invaders-style story of an alien threat to take over Earth. The series was created by Tony Williamson, a well-known ITC contributor and previously script editor on ADAM ADAMANT LIVES!, and was one of the last of its kind to be recorded in black and white. The show was consistently rated in the top 20 but ended - with just nine of its ten episodes having been shown - one week before colour came to BBC 1.

Counterstrike's producer was Patrick Alexander and its script editor was David Rolfe, the series was first shown on BBC1. Designers for the show included John Hurst, Ian Rawnsley, Ian Watson, David Spode. The episode "Nocturne", was a reworking of Anthony Skene's own script for the PRISONER episode "A, B and C". The episode "Out of Mind" was dropped by the BBC in a late programme change but was not rescheduled. It remains unscreened - and the tape has since been erased.

This 1969 BBC One series was created by Tony Williamson, veteran writer for both The Avengers, Adam Adamant Lives! and various ITC productions, and produced by Patrick Alexander. The genesis of the series goes back to 1966 when Williamson submitted a pilot script to the BBC. At first keen on the idea the BBC optioned the series for six months and planned to make 13 episodes, with Williamson himself writing 8 of the episodes. storylines were submitted by a host of scribes including Richard Harris, John Lucarotti, Dick Sharples, James Mitchell, Vincent Tilsey, Gerald Kelsey and Bill Stratton.

A pilot was put into production, but Williamson was unable to complete alterations to his script due to his workload on the ITC series The Champions so rewrites were carried out by Patrick Alexander. The pilot was entitled Mark of Cain and the central character was called Simon Cain (as opposed to King in the eventual series). Actor Barrie Ingham played Cain whilst he was supported by Jennifer Daniel as Dr Martha Scott. Guest stars featured in the pilot included Peter Vaughn, Julian Holloway and John Paul. The episode was recorded on 28th December 1966. It was never transmitted and no longer remains in the archives.

By January 1967 the BBC became concerned that the format of the series was very similiar to the new American show The Invaders, which had just begun screening on ATV. Consequently they decided to mothball the format. The pilot was shown to a test audience during the spring of 1967 and proved popular. Then in January 1968 the project was reactivated and the format was purchased from Williamson who did not have anything to do with the finished series. The format was again rejigged and the lead stars recast. Scripts began to be commissioned from October with a production schedule due to start in the summer of 1969.

John Finch starred as Simon King, an alien law enforcement officer on Earth, who thwarted potential invasions by less amicable aliens. The series ran for ten episodes between September and October and was broadcast on a Monday night after the main evening news. Episode length was 50 minutes.

Only the first four episodes of this series still exist in the archives, the rest were destroyed. Episode "Out of Mind" was dropped due to programme changes and was destroyed still unseen during BBC archive purges. Episode "The Mutant" marked one of the last shows to be made and broadcast by the BBC in black and white. The Xmas and New Year's season would see the launch of colour broadcasting on BBC 1.

WR. Patrick Alexander, Ray Jenkins, Max Marquis, Anthony Skene, David Cullen, Cyril Abraham, Paul Wheeler, Adele Rose, Dick Sharples.

DIR. Vere Lorrimer, Henri Safran, Malcolm Taylor, Cyril Coke, Viktors Ritelis, William Sterling.

EPISODES: 10 **YEAR MADE:** 1969 **COUNTRY:** GB **SEASONS:** 1

BBC

CREATOR: TONY WILLIAMSON

TYPE OF SHOW: INVASION

FORMAT: SERIAL

LENGTH (MINS): 50 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER: 08/09/1969 **AIR DATE OF LAST EPISODE** 10/11/1969

SEASON DATE BREAKDOWN:

FILMS:

Simon King JOHN FINCH, Mary SARAH BRACKETT, Control KATIE FITZROY.

RELATED SHOWS:

ADAM ADAMENT LIVES!

1 - *"MARK OF CAIN" (PILOT EPISODE)*

Simon Cain, an alien law enforcement officer, is sent to Earth by the Intergalactic Council to thwart a potential invasion.

1 - 1 *KING'S GAMBIT*

Sent to Earth to protect it from invasion, Simon King comes across news stories about unidentified objects seen over Penfield, Sussex which he believes could be the start of some new activity. Simon's investigations take him to a factory who are producing a revolutionary type of transistor radio. Simon visits the factory posing as a journalist. His visit worries the owners of the factory who look into his background. Inconsistencies there make them nervous. Later that evening Simon is shot and rushed to hospital. Mary, the Doctor in casualty takes a blood sample but the results come back that the blood isn't from a human. Then King sneaks out of the hospital. Mary follows him to his home and what she finds there turns her world turned upside down...

Wr Patrick Alexander

Dir Vere Lorrimer

1 - 2 *JOKER ONE*

Peter, one of the North American agents is killed as he sends a desperate message to Simon. Simon and Mary go to New York to investigate. On arrival at the apartment Mary finds what she thinks is Simon's dead body. However, the body is Peter, as most of the agents on Earth look like Simon. Simon sees this as confirmation that whoever they are up against knows they are there and are laying a trap. Peter was posing as Doctor Westhoff, a member of a Think Tank set up to discuss ways of reducing the world's population. Simon decides to spring the trap and takes Peter's place in the Think Tank...

Wr Ray Jenkins

Dir Henry Safran

1 - 3 *ON ICE*

Simon and Mary fake a crash landing in the Antarctic to get them into a research base there. A message from a Centauran was sent from the base. An observer sent in to find the source of the signal was killed in a sledging "accident". Simon and Mary arrive to find that the radio has been destroyed in an accident and the only contact with the outside world is a plane that will be arriving in a few days. This confirms to Simon that one of the men on the base is a Centauran. The question is, which one is it...?

Wr Max Marquis

Dir Malcolm Taylor

1 - 4 *NOCTURNE*

Simon King finds himself living in a nightmare between fantasy and reality when he is put to sleep and his dreams manipulated by the centaurians who programme him to kill a scientist.

Wr Anthony Skene

Dir Cyril Coke

1 - 5 *MONOLITH*

Simon and Mary set out to foil a Centaurian plot to murder Sir Charles Munday, the world's richest man.

Wr Anthony Skene

Dir Henry Safran

1 - 6 *OUT OF MIND*

Mary visits a village where she stayed as a child and finds that the woman who used to look after her is now regarded as a witch by the superstitious villagers. Mary is soon caught up in the witch hunt herself.

Wr David Cullen, Patricia Hooker

Dir Henry Safran

1 - 7 *THE LEMMING SYNDROME*

One hundred and three people from a small seaside town have committed suicide by drowning. Simon realises that they were they under some strange and alien influence.

Wr Cyril Abraham

Dir Vere Lorrimer

1 - 8 *BACKLASH*

An ex-general calls for a return to law and order and emerges as an important political figure capable of swaying public and government opinion. Simon King determines that Falcon is dangerous.

Wr Paul Wheeler

Dir Viktors Ritelis

1 - 9 *ALL THAT GLISTERS*

Simon is concerned when adults start to play childish games, and suspects a Centauran plot.

Wr Adele Rose

Dir Viktors Ritelis

1 - 10 *THE MUTANT*

A deadly new germ is released from a biological warfare laboratory. Simon and Mary need to find an antidote before the germ spreads into a killer plague.

Wr Dick Sharples

Dir William Sterling

CRASH

Birger finds out one day, that his room at his parents house can fly into outer space and that he can steer it with his table lamp. On his interstellar journey he meets Iris who flies on a giant hand and he is taken to a huge space station on the edge of a black hole.

Produced by Carsten Overskov producer , Cinematography by Frode Jensen , Production Design by Søren Buus, Costume Design by Hans Gjerding
, Makeup Department - Grete Josephsen makeup supervisor, Stunts - Bill Edwards Stunts.

WR. Carsten Overskov

DIR. Carsten Overskov

EPISODES: 0 **YEAR MADE:** 1984 **COUNTRY:** DEN **SEASONS:** 1

DANMARKS RADIO (DR) (aka DENMARK TV)

CREATOR: CARSTEN OVERSKOV

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Danish

SEASON BREAKDOWN:

DATE OF PREMIER: 06/01/1984

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Birger LARS RANTHE, Iris JEANNIE MORTENSEN, Mom ANNE MARIE HELGER, Dad PETER STEEN.

CRIME TRAVELLER



French plays Jeff Slade, an average detective who is initially sceptical when the science officer at the police station (Holly Turner, played by Chloe Annett) tells him she has a time machine. It is a possibility he cannot ignore, however, when circumstantial evidence appears to back up her claim. Eventually he persuades her to take him back in time to prove it. Once in the past, he has little regard for Holly's 'Laws of Time', preferring to take his chances and find out for himself what tricks time has in store for him.

Slade's partner in crime-busting, Holly, is outwardly reluctant to use the time machine to solve crimes, but at the same time seems pleased to have someone to confide in. It is an uneasy pairing in which Slade seems to take the lead, even though Holly effectively holds the power because she is the one with the time machine. Perhaps she agrees to co-operate because she is devoted to her father's invention and Slade gives her an excuse to put it into action.

Keeping a bemused eye on Slade and Turner is their boss, Chief Inspector Kate Grisham. The part was originally written for a man, but this was changed when Sue Johnston's name was brought up in casting. Grisham doesn't have a clue what is really going on, of course, and spends most of her time being exasperated as Slade, who seems to miraculously solve the crimes despite constantly disobeying orders.

Chloe Annett who plays scientist Holly Turner is also known for playing the part of Christine Kochanski in RED DWARF (see separate entry). This series is made by Carnival Films who were also responsible for producing BUGS (see separate entry).

Not long after Crime Traveller finished airing, Teletext carried a report that said Crime Traveller had been renewed by the BBC. However this seemed to be a little quick off the mark. Despite this article quoting an "official" source saying that "it would be made public within the next few days" nothing was announced. Then TV Zone carried an article in their June issue, that the show had been cancelled, that was official. This was confirmed in July when the Radio Times has a small article in their Soundbites section, that due to "fluctuating viewing figures" which had varied from 11 to 8 million viewers, that another series had not been commissioned i.e.: show had not been renewed. That was it.

Michael French was more popular in the BBC soap opera Eastenders, he played womaniser David Wicks and no doubt a sizeable number of Crime Traveller's millions of viewers are loyal Eastenders fans. The format of this detective-drama-with-a-twist is indeed what provided the charm of classic series like THE AVENGERS, THE CHAMPIONS and The Saint.

Chloe Annett has something of a show-business background. Her father is director Paul Annett and her mother is a writer and voice tutor. Her previous work includes, a co-starring role in the American mini-series Jewels, as well as parts in tv's Byker Grove and Cadfael. Her two films are And How to Speak Japanese and Double X with Norman Wisdom. She also off course starred in RED DWARF.

The series was devised and written by Anthony Horowitz, who began his career when his spec script for Robin of Sherwood, Adam Bell, was pulled off the slush pile in 1985. He went on to write for more episodes of the series and followed it up with the British/French/American co-produced adventure series William Tell. He went on to write children's novels and work in film as well as writing for series such as Chiller, Murder Most Horrid, The Last Englishman and Poirot. It was while writing an episode of Poirot that the idea for Crime Traveller came to him.

Making Crime Traveller an enjoyable romp is what the series seems to be all about. Science Fiction writers have been playing with the concept of time travel since H.G. Wells wrote The Time Machine in 1895 and have found the whole idea to be full of paradoxes. The archetype would have to have been Robert A. Heinlein's famous short story All You Zombies, in which the main character not only goes back in time to become his own father, but has a sex change and becomes his own mother as well! In television terms

DOCTOR WHO was just one of many programmes which took advantage of the mind-boggling possibilities that present themselves when travelling in time in contemplated.

Crime Traveller, by contrast, is more concerned with the fun of the chase than the science of the problems. The series isn't really about high concepts, and probably never will be. Crime Traveller is a light cops and robbers adventure, and after weeks of death and destruction in the Saturday evening slot in Casualty, viewers doubtless found it a welcome change.

WR. Anthony Horowitz

DIR. Brian Farnham

EPISODES: 8 **YEAR MADE:** 1997 **COUNTRY:** GB **SEASONS:** 1

CARNIVAL FILMS FOR THE BBC.

CREATOR: ANTHONY HOROWITZ

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 50 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 8

DATE OF PREMIER: 01/03/1997 **AIR DATE OF LAST EPISODE** 19/04/1997

SEASON DATE BREAKDOWN:

FILMS:

Detective Jeff Slade MICHAEL FRENCH, Science Office Holly Turner CHLOE ANNETT, Detective Chief Inspector Kate Grisham SUE JOHNSTON, Detective Morris PAUL TRASSEL, Graduate Trainee Nicky Robson RICHARD DEMPSEY, Danny BOB GOODY, Frank JACK CHISSICK, Danny, the caretaker BOB GOODY.

RELATED SHOWS:

AVENGERS, THE

RED DWARF

CHAMPIONS, THE

1 - 1 *JEFF SLADE AND THE LOOP OF INFINITY*

Jeff Slade is a detective who is in trouble with his boss when a stakeout goes wrong. His partner, Holly Turner, is on hand to help him out. Her methods, however, are unusual (to say the least!) and involve a time machine....

Wr Anthony Horowitz

Dir Brian Farnham

1 - 2 *DEATH IN THE FAMILY*

When Turner's Aunt Mary is poisoned in a five star restaurant, Slade and Turner travel back in time to find the murderer, But they discover that Turner's Aunt and Uncle weren't the people who she originally thought they were!....

Wr Anthony Horowitz

Dir Rick Stroud

1 - 3 *FASHION SHOOT*

When a top fashion designer receives death threats, the entire division is assigned to guard her at the forthcoming fashion show. Their efforts fail however and she is shot on the catwalk...or was she...?!

Wr Anthony Horowitz

Dir Anthony Horowitz

1 - 4 *THE REVENGE OF THE CHRONOLOGY PROTECTION HYPOTHESIS*

When Turner sees a news report telling her that Slade has been shot, she travels back in time to try and prevent the shooting. However, if it wasn't for her Slade wouldn't have been shot in the first place it seemed.....!

Wr Anthony Horowitz

Dir Rick Stroud

1 - 5 *SINS OF THE FATHER*

Slade is framed for stealing diamonds, and it's suspiciously like a similar incident which had happened to Slade's father, Jack, nearly five years ago. With the help of Turner and her time machine is he able to prove that both Jack and himself are innocent.

Wr Anthony Horowitz

Dir Rick Stroud

1 - 6 *DEATH MINISTER*

When Grisham becomes suspicious of Slade's success rate in solving crimes, Turner decided to warn Slade that they had been using the machine too much - when an MP is killed however, they simply can't resist taking a look....

Wr Anthony Horowitz

Dir Brian Farnham

1 - 7 *THE LOTTERY EXPERIMENT*

Turner, in desperate need of money to repair the time machine, devises a plan to win the lottery! (I wondered why he hadn't tried this before!). However, will time let them cheat?

Wr Anthony Horowitz

Dir Brian Farnham

1 - 8 *THE BROKEN CRYSTAL*

Turner's old flame comes back into her life, and Slade finds that his jealousy gets the better of him! A new problem arises when the possibility of another time machine is brought into question....Will they take it?

Wr Anthony Horowitz

Dir Rick Stroud

CRIMSON GHOST,THE

The Ghost's plans for world domination required the possession of the cyclotrode, a counter-atomic device that shortcircuited all electrical currents in its vicinity when switched on. To this purpose he kidnaps the machine's inventor (Duncan) only to be foiled at the last minute by criminologist Quigley.

This routine serial was touted by Republic as stemming from the headlines of the day: 'an amazing answer to the atomic bomb explodes in a blaze of serial super action'. But if the chapterplay's origins were contemporary, those ideas were cast in the most traditional of formulas. Thus Serial Queen Stirling, as the heroine, was in constant danger and the main plot device was the identity of the villain. To make this even more difficult, Republic had Bud Geary play the Ghost in his skull and cloak disguise and I. Stanford Jolley provide the voice (and when the Ghost in disguise spoke to Jolley, who had another role in the film, another actor dubbed the voice of Jolley in character).

Television's Lone Ranger, Moore, then alternating between playing goodies and baddies, plays the Ghost's principal heavy. A condensed version of the chapterplay was released in 1966 as *Cyclotrode X*. The serial was produced by Ronald Davidson, and the cinematographer was Bud Thackery.

WR. Albert DeMond, Basil Dickey, Jesse Duffy, Sol Shor.

DIR. William Witney, Fred Brannon

EPISODES: 12 **YEAR MADE:** 1946 **COUNTRY:** US **SEASONS:** 1

REPUBLIC

CREATOR:

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

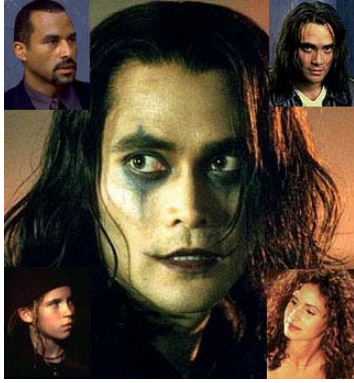
AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

CHARLES QUIGLEY, LINDA STIRLING, CLAYTON MOORE, KEENE DUNCAN, JOE FORTE, REX LEASE.

CROW: STAIRWAY TO HEAVEN, THE



Eric Draven (Dacascos), a promising young musician, and his lover Shelly are murdered by a gang of loonies led by the magnificently malevolent Top Dollar. According to Native American folklore [a seeming pre-requisite for all new Science Fiction television in 1999], a crow should carry the dead persons soul from our world to the land beyond. Sadly, things don't go that smoothly for Draven who finds himself stranded on this side until he can work his way up the ladder, so to speak, thence united with the love of his life and death, the ethereal Shelly.

Poor soul, she has to wait on the bridge that spans the lands of the living and the dead until he gets there. In order to do that he must help other individuals, mortal or otherwise, resolve their differences and right wrongs, which he does in the guise of an alter ego - The Crow.

Usually, when a person mutters the immortal words "Get a life!" it's within the context of some unwanted advice being proffered to an appreciative recipient. This is not the case when the phrase is uttered by the inimitable Bryce Zabel, executive producer and writer of *The Crow: Stairway to Heaven*. When invited to pitch his ideas for a television series based on cult film success *The Crow*, Zabel decided not to dwell on the premise that the movies 'hero' was cloaked in darkness and out for revenge but that the 'walking dead guy' should instead be looking towards redemption for the sins of the world and that he should learn to live a little along the way.

Zabel had been director of photography for *THE X FILES* for two years and was also the creator of *DARK SKIES*, a SF series based on aliens invading the Earth. The serie's first season was filmed in Vancouver, Canada. The series was first seen in the UK on Sci-Fi Channel on the 4th June, 1999.

The initial prognosis was not good. Dire sequel *The Crow: City of Angels* suggested that the franchise was well and truly dead, and the weekly instalments would spread a thin plot even thinner. However, how refreshing it is to be proven wrong, because the show not only boasts an articulate leading man (Mark Dacascos) but also manages to develop its own identity. Instead of offering an indentikit copy of the movies, the TV version has taken the original plot and reshaped it into something more santized and enduring. The violence is muted in comparison to the extreme nature of the movies, but the concession is a compromise that must be made for television. The martial arts action is well orchestrated, unlike the laughable antics of *MORTAL KOMBAT: CONQUEST*, and the first few episodes zip along at an encouraging rate. It's early days yet, but this stairway to heaven looks like being something to crow about.

WR. Bryce Zabel, Chad Hayes, Carey Hayes, David Ransil, Peter M. Lenkov, Gregg Pienberg.

DIR. Kari Skogland, Scott Williams, TW Peacocke, Al Simmonds.

EPISODES: 22 **YEAR MADE:** 1998 **COUNTRY:** US **SEASONS:** 1

CROW PRODUCTIONS INC, ALLIANCE, CRESCENT, POLYGRAM TELEVISION

CREATOR: BRYCE ZABEL & JAMES O'BARR (based on a comic)

TYPE OF SHOW: FANTASY **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22

DATE OF PREMIER: 27/09/1998 **AIR DATE OF LAST EPISODE** 23/05/1999

SEASON DATE BREAKDOWN:

FILMS: THE CROW, THE CROW: CITY OF ANGELS.

Eric Draven/The Crow MARK DACASCOS, Shelly Webster SABINE KARSENTI, Detective Darryl Albrecht MARC GOMES, Sarah KAITE STUART.

RELATED SHOWS:

X FILES, THE
DARK SKIES

- 1 - 1 *THE SOUL CAN'T REST*
- 1 - 2 *SOULED OUT*
- 1 - 3 *GET A LIFE*
- 1 - 4 *LIKE IT'S 1999*
- 1 - 7 *DOUBLE TAKE*
- 1 - 8 *GIVE ME DEATH*
- 1 - 9 *BEFORE I WAKE*
- 1 - 10 *DEATH WISH*
- 1 - 11 *THROUGH THE DARK CIRCLE*
- 1 - 12 *DISCLOSURE*
- 1 - 13 *THE PEOPLE VS ERIC DRAVEN*
- 1 - 14 *IT'S A WONDERFUL DEATH*
- 1 - 15 *NEVER SAY DIE*

A Russian government agent comes to the US to steal a manuscript written by Rasputin, The Mad Monk from an order of monks.

- 1 - 17 *LAZARUS RISING*

Dr. Dorsett seeks Draven out, carrying an unusual offer from the Lazarus Group, who claim to have developed a way of reuniting him with Shelly.

- 1 - 18 *CLOSING TIME*

The arrival of a music promoter brings Eric back into the business.

Wr Brad Marxowitz & Edward Tivnan

Dir William Gregehty

- 1 - 19 *THE ROAD NOT TAKEN*
- 1 - 20 *BROTHER'S KEEPER*

Draven's long-lost brother Chris is back and, as always, up to his neck in trouble. Draven reluctantly goes to the rescue.

- 1 - 21 *DEAD TO RIGHTS*

A cop killer is using woman as bait.

- 1 - 22 *GATHERING STORM*

Eric's spirit guide is tricked by a man (Michael Weatherly) pretending to be him. He's apparently using Eric's crow to silence Judge Morrison (Wasserman). The crow is kept in a cage while in the graveyard, Eric's grave becomes a fountain of blood. Det. Albrecht is investigating the blood on Eric's grave when Judge Morrison scrambles by. He looks like crap warmed over, and rambles on about a huge conspiracy. He'll spill the beans only in front of a grand jury. The man who tricked Eric's crow turns out to be Frederick Balsam from the Lazarus Society. He has transferred his soul into the young healthy body of his personal trainer. At night during a storm, the blood on Eric's grave flows again, and somehow the Crow rises. On the other side, Shelly gets a visit from young Casey Thompson who tells her that it might be possible to help Eric, but the key would be to say goodbye to him.

At a safehouse, Judge Morrison gives Albrecht a lead -- that three seemingly random deaths across the nation are indeed related. He won't say anything more until a Grand Jury hearing. Meanwhile, in prison, the Crow visits Funboy (Olsson), who has found religion and pleads for his life. The Crow crushes his skull, smearing the outline of a Crow on the wall in Funboy's blood. Eric and Shelly later make up for lost time.

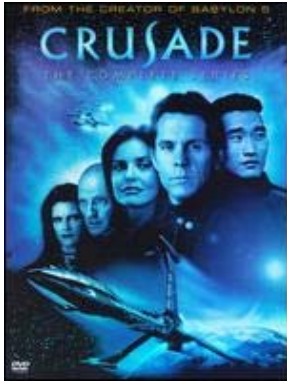
The Crow visits Balsam to free the imprisoned bird, but Balsam strikes a deal -- get Judge Morrison and the bird is free. At the safehouse, Morrison tells Albrecht that Balsam was successful in making a body jump. On top of that, he's trying to tie up loose ends by killing off everybody in the Lazarus Society, including Morrison. As the Crow plows through the safehouse, Shelly and Eric are having their own

wedding ceremony, and Eric gives back Shelly's ring. Albrecht races back to Eric's place to confront him, and it becomes clear that the Crow and Eric are indeed separated. The Crow drops Morrison off to Balsam. Sensing that Shelly is back on Earth, he leaves in search of her. Albrecht tells Eric and Shelly to disappear while he deals with the Crow. At a gas station the Crow manages to kidnap Shelly. Going back to the precinct house, Eric asks Albrecht for help. The Crow and Eric track Shelly to Balsam's place, fight, and Eric dies. While Albrecht arrests Balsam, Shelly holds Eric's hand and acts as a conduit, allowing the Crow back into Eric's body. While Eric is unconscious, Casey Thompson comes back, telling Shelly it's time for her to go back. At the bridge between worlds, Shelly can't bear the thought of never seeing Eric forever, and she jumps off, coming back to our world, but who can say for sure?

Wr Gregg Fienberg

Dir Brenton Spencer

CRUSADE



The year is 2267 and the Drakh, former allies of the shadows, have taken revenge for their abandonment by unleashing a time bomb on the Earth in the form of a bio-genetic plague incubating over five years. Captain Gideon and the crew of the Excalibur are charged with finding a cure.

Five years after the emotional goodbyes in *BABYLON 5*, the Drakh - scaly acolytes of the Shadows - wish to take vengeance on Earth for sending their masters beyond the Rim. When Sheridan and co destroy the Death Cloud that they had aimed at Earth, they spitefully release a biogenetic weapon that will kill all life on the planet with five years. It is now up to the intrepid crew of the Excalibur to find a cure, and prove that every Death Cloud has a silver lining.

J. Michael Straczynski's continuation of the *BABYLON 5* universe. This sequel to *BABYLON 5* was a non starter after a promising conception, before the show was even aired it was cancelled by its broadcaster TNT, despite numerous attempts by its makers Warner Brothers, the show was cancelled before it began to broadcast.

Several episodes which were scripted by never filmed included *To the end of the Earth*, *Value Judgements* and *The End of the Line*. The series was first aired in the UK just a few after the series had begun in the US, the series was first broadcast on Sky One in the UK at the 8pm slot from the 4th July 1999. The same time slot which *EARTH: FINAL CONFLICT* had used. Without the showing of the fourth *Babylon 5* film however (*A Call to Arms*), the series proper started which caused some confusion for its UK audiences.

A spin-off series from the popular *BABYLON 5* was hinted at by creator JMS as early as Season Three, but finally emerged when TNT put up the cash for the final year of the show, taking interest in turning it into a franchise. The tale began with segue TV movie *A Call to Arms*, involving cast members from both shows, that revealed the Drakh attack. The show was pulled by TNT because of "creative differences" with JMS.

Edward Woodward turns up in episode two (*The Long Road*) as a fellow Technomage to his real-life son Peter. Both Tracy Scoggins and Richard Biggs return to their B5 roles, and Science Fiction veteran Brian Thompson guest stars in *Patterns of the Soul*. Watch out for the amazing changing uniforms that go from black EarthForce variants, to grey and red numbers, and then back again.

Interview with JMS.

For five years, I talked about many of the more interesting places in the B5 universe... now suddenly, I get to go there, to show people what they look like, and who lives there. I get to write about alien structures two-miles high, about secrets long buried and forgotten, about techno-mages (yes, they're back... well, at least one of them), telepaths, legendary battles... I get to create stuff nobody's seen before.

Which is not to say we won't see some familiar faces on the road from time to time, as our journey takes us to Minbar, and Centauri Prime, and Earth, and Mars, and through the darkness between the stars to the very Rim itself. Familiar faces, comforting voices, alongside new faces, new voices: There's Captain Matthew Gideon, weighted with a terrible responsibility and trying not to show how it's affecting him, who also carries a very strange secret with him...

Dureena Nafeel, to all intents and purposes the last surviving member of her race, wiped out during the Shadow War, and out for revenge against anyone who served the Shadows; looking to settle scores, and looking for any sign that others of her kind escaped before the end...

Max Eilerson, attached to the Excalibur by Interplanetary Expeditions (which as a multi-planetary corporation, certainly mourns the situation in which Earth finds herself, but life goes on, business goes on, and listen, while you're out there on the edge of what's known, if you happen to find anything we could turn to our

own profit, you know what to do)...

Dr. Sarah Hoffman, science and medical officer, assigned to evaluate the search for a cure, on whose shoulders may rest the fate of an entire planet...

There's Galen, a lone techno-mage lately returned from... well, from wherever it is the techno-mages went to when they fled known space during the Shadow War, immensely powerful on the one hand, and greatly flawed on the other, refusing to live on the ship, instead going and coming at his own whim, on his own errands, with his own agenda, and always a darkness nipping at his heels...

And there's something called an apocalypse box, which one of these people has, and who should definitely not have it, since everyone who has ever owned an apocalypse box has died under strange and extremely unpleasant circumstances.

And then there's that starship... A one-of-a-kind prototype, the Excalibur is roughly half a mile long, with some of the most advanced weaponry and systems yet developed. We refined the design from early drawings published here in this magazine, streamlined it and made it sleeker, more dangerous looking.

As the knights of the Round Table went forth to find the Grail, a cure for a troubled land, so too does the Excalibur go out in search for the cure for a troubled world. As the first Excalibur brought hope and changed the world around it, so too will this Excalibur end up being a beacon of hope, but not in the ways her crew might initially suspect. They, too, will change the world around them... and in return, the world will change them.

Because in the Babylon 5 universe, change is the only constant, and no one is ever truly who or what they appear. And in the end, the story you may think you're watching, may not in fact be the real story at all. Which is the only clue I'm going to give for now.

WR. J. Michael Straczynski, Fiona Avery, Peter David, Janet Greek (not filmed).

DIR. Janet Greek, Mike Vejar, John Copeland, Jesus Trevino, Stephen Furst, Tony Dow, Jerry Apoian.

EPISODES: 13 **YEAR MADE:** 1999 **COUNTRY:** US **SEASONS:** 1

WARNER BROTHERS TELEVISION, BABYLONIAN PRODUCTIONS INC

CREATOR: J. MICHAEL STRACZYNSKI

TYPE OF SHOW: EXPLORATION **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 09/06/1999 **AIR DATE OF LAST EPISODE** 01/09/1999

SEASON DATE BREAKDOWN:

FILMS:

Captain Matthew Gideon GARY COLE, Lieutenant John Matheson DANIEL DAE KIM, Dr. Sarah Chambers MARJEAN HOLDEN, Max Eilerson DAVID ALLAN BROOKS, Dureena Nafeel CARRIE DOBRO, Galen PETER WOODWARD.

RELATED SHOWS:

BABYLON 5

BABYLON 5: THE LEGEND OF THE RANGERS (pilot)

1 - 1 *WAR ZONE*

Captain Matthew Gideon is assigned to the prototype destroyer Excalibur, to spearhead the search for a cure to the plague unleashed by the Drakh. His first mission is to seize a downed Drakh craft on Ceti 4.

Wr J. Michael Straczynski

Dir Janet Greek

1 - 2 *THE LONG ROAD*

The crew of Excalibur is called in to investigate strange happenings at a mining colony.

Wr J. Michael Straczynski

Dir Mike Vejar

1 - 3 *THE WELL OF FOREVER*

Galen leads the crew on a quest for a mystical place in hyperspace.

Wr J. Michael Straczynski, Peter David, Fiona Avery

Dir Tony Dow, Stephen Furst, Mike Vejar, John Copeland, Jesús Salvador Treviño, Jerry Apoian, Janet Greek

1 - 4 *RULING FROM THE TOMB*

On Mars, Gideon finds those who want to continue the Drakh's crusade.

Wr Peter David

Dir John Copeland

1 - 5 *THE PATH OF SORROWS*

The crew finds a mysterious creature trapped inside a globe which causes them to relive past memories.

Wr J. Michael Straczynski

Dir Mike Vejar

1 - 6 *THE RULES OF THE GAME*

Captain Gideon must negotiate with the self-important Lorkans while Eilerson tries to get his ex-wife out of a sticky situation.

Wr J. Michael Straczynski

Dir Jesús Salvador Treviño

1 - 7 *APPEARANCES AND OTHER DECEITS*

The Excaliber visits a planet which is under threat.

Wr J. Michael Straczynski

Dir Stephen Furst

1 - 8 *RACING THE NIGHT*

Gideon hunts for a world that may have had the same fate as Earth.

Wr J. Michael Straczynski

Dir Mike Vejar

1 - 9 *THE NEEDS OF EARTH*

Gideon hopes a prisoner may be able to reveal useful information about an alien lifeform called the Moradi.

Wr J. Michael Straczynski

Dir Mike Vejar

1 - 10 *THE MEMORY OF WAR*

Gideon finds a dead world which appears to have been a Drakh target.

Wr J. Michael Straczynski

Dir Tony Dow

1 - 11 *EACH NIGHT I DREAM OF HOME*

A cure is found for the Drakh virus.

Wr J. Michael Straczynski

Dir Stephen Furst

1 - 12 *VISITORS FROM DOWN THE STREET*

The humans are accused of meddling in the affairs of an alien world.

Wr J. Michael Straczynski

Dir Jerry Apoian

1 - 13 *PATTERNS OF THE SOUL*

With the help of Dr. Franklin, Earth comes closer to a cure for the Drakh virus - much to the displeasure of the Drakh.

Wr Fiona Avery

Dir Tony Dow

CRYSTAL MAZE,THE

Game Show in which contestants travel through 4 zones where they have to solve puzzles in different time zones, including a futuristic zone.

This British SF/Fantasy Gameshow was shown on Channel 4 in the UK and has been repeated many times on various Satellite stations in the UK. The first several series were hosted by Richard O'Brian who had been one of the stars of the film *The Rocky Horror Picture Show*. He was later replaced by Edward Tudor Pole, for the final season. The first several seasons were very popular but the show began to lose its ratings and time slot, and failed to bring in new viewers.

WR.

DIR.

EPISODES: 81 **YEAR MADE:** 1990 **COUNTRY:** GB **SEASONS:** 6

CHANNEL 4

CREATOR:

TYPE OF SHOW: GAME SHOW

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 12, (2) 13, (3) 14, (4) 13, (5) 14, (6) 14

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

RICHARD O'BRIEN, EDWARD TUDOR POLE.

CUTIE HONEY, THE LIVE



From the mind that brought you Kamen Rider Agito and Kamen Rider 555 comes a new adaptation based on Go Nagai's classic Cutie Honey.

Cutie Honey THE LIVE stars gravure model Miki Hara as Honey Kisaragi, otherwise known as Cutie Honey. Secretly built as an android by her father to combat an evil organization known as Panther Claw led by the slightly mentally unstable Yuji Nakajo (played by Kohei Murakami, Kusaka in Kamen Rider 555). Joining Honey are two other androids as well as a hapless reporter named Seiji Hayami (played by Syouma Yamamoto, Tsubasa in GARO) who just so happens to be great at getting himself in tight situations that require Honey saving him

Cutie Honey The Live is a Japanese tokusatsu (live-action) production of the popular Cutie Honey manga and anime series chief directed by Makoto Yokoyama. It began airing on TV Tokyo on October 2, 2007.

Characters

Honey Kisaragi/Cutie Honey

Honey Kisaragi is a cyborg girl who can transform into the titular Cutie Honey by tapping on her heart necklace and saying the words "Honey Flash!". Her powers come from the Air Chemical Solidifier Device installed in her body, also known as the Honey System. The Honey System allows the creation of objects out of nothingness, allowing Honey to transform her outfit into practically any disguise. The Honey System can also reduce objects to nothingness just as easily, which Honey uses as a finishing move to destroy anything she is in contact with. She possesses super-intelligence and strength, and a healing factor. Her personal emblem is a pink heart and in battle she can summon a rapier. She seems to have a crush on Yuji's third personality, Giza.

On a few occasions, the energy of her Honey System goes out of control and begins to destroy everything that she touches. When this happens, Honey sleeps for three days and then goes into a berserk mode. To prevent this, Seiji has a device that will drain away the excess energy and return her to normal. To date, this has only occurred twice.

This version of Cutie Honey is more empty-headed than her previous incarnations, possessing a very poor grasp of social conventions and an almost perpetually upbeat attitude. Unlike the original where she was a Catholic school girl, in this version she attends an ordinary Japanese high school.

Honey's birth date is February 26, her blood type is B and her father is Doctor Kisaragi: three traits shared by both Miki and Yuki for unknown reasons.

Honey is portrayed by Miki Hara.

Seiji Hayami

Seiji Hayami is a young, excitable private detective who helps support Honey. His dream is to write a book on the "demonish (sic) things in modern Japan's capitalism", and to this end he lives in a slum so as to better understand the dark side of society.

Seiji is portrayed by Syouma Yamamoto.

Miki Saotome/Sister Miki

Miki Saotome is a cold young girl who is the polar opposite of Honey, being introverted and anti-social. Like Honey, she has the Honey System installed in her body, changing her into a blue armored form called Sister Miki. In this form she cannot control her aggression, causing her to develop a fear of herself. She stays away from other people because she is afraid of hurting them against her will. Despite her cold demeanor, she cares

about Honey.

Like Honey, she transforms with the phrase "Honey Flash!" by pressing her personal emblem, a blue spade. However, her transformations are flawed: she draws any loose metal she is in contact with into her body when she flashes, only to pull them out painfully later. Her weapon is a kukri. Miki's blue motif and stark contrast to Honey's personality draw many parallels between her and Misty Honey, Cutie Honey's rival from Cutie Honey Flash.

Miki is portrayed by Ayame Misaki.

Yuki Kenmochi/Sister Yuki

Yuki Kenmochi is the adopted daughter of the prestigious Kenmochi family. She states that she has only been living with the Kenmochi family for three years. She is very proper in how she speaks and acts, and is extremely naive. She develops romantic feelings for Honey after they meet for the first time.

She also possesses the power of the Honey System, changing into a white armored form called Sister Yuki with the phrase "Honey Flash!". In this form she becomes a cold, merciless warrior using graceful and powerful karate. Her personal emblem is a white diamond. She can summon a chakram as her weapon. Like Miki, her Honey System is flawed, but she materialises objects outside of her body rather than within her body. She has killed Duke.

Yuki is portrayed by Makoto Takeda.

Natsuko Aki

Natsuko Aki is Honey's best friend and room-mate. Despite this, she is unaware that Honey is a cyborg.

Natsuko is portrayed by Megumi Komatsu.

Gen-san

Gen-san is a homeless man who often hangs out with Hayami. He is very well connected amongst Japan's homeless, and is a great source of information on the underworld. He also has the uncanny ability to find (and cook) edible things in the most unlikely of places.

Gen-san is portrayed by Kenichi Nagira.

Panther Claw

Panther Claw is an underworld organization dedicated to profit at any cost, saying at one point that making money is "the same as breathing" to them. They serve as the main antagonists of the series, and use advanced cyborgs (identifiable by their black hoods) as their henchmen. It is split into four divisions, each covering a different business and run by a different executive.

Yuji Nakajo

Yuji Nakajo is a young genius with an IQ of over 200 and multiple personality disorder. His two main personalities are that of a cold, calculating adult and an excitable, cruel child. In these two forms, he can produce razor-sharp feathers from his arms and hands which he can fire at will.

He also possesses a third, demonic personality named Giza that he cannot control. When this personality takes control, he becomes psychotic and is able to produce bat wings from his arms with fearsome claws as hands.

He runs an illegal gambling operation, creating and executing spectacular bets for the wealthy elite to place their money on. In the first episode, for example, he breaks three men out of prison, gives them advanced weaponry and takes bets on who will last the longest. However, he also rigs the results of these gambles by using his henchmen to interfere.

Yuji is portrayed by Kohei Murakami.

Duke Watari

Duke Seiya Anthony Watari IV is a bilingual gentleman who switches between English and Japanese very frequently. His public face is that of the president of an IT company. Though he is composed most of the time, he possesses an extremely short temper and is prone to yelling "Shit!" when something bad no matter how minor happens to him. He can produce blades from his feet and possesses incredible fighting abilities. He has a friendly rivalry with Yuji. He is on his fourth and fifth foot blades, the previous ones being pulled out by Sister Yuki. However, after he was beaten by both Honey and Miki, he runs into a confused Yuki, who kills him in a brutal fashion with her chakram.

His role in Panther Claw is to create the cybernetic "human weapons" that they use as henchmen and in auctions to sell for profit. He accomplishes this using a medical care group as a front, using hospitals to change innocent patients into brainwashed bio-mechanical weapons.

Watari is portrayed by Mark Musashi.

Mayumi Karasugawa

Mayumi Karasugawa is a cruel sadist who works as a teacher at Hamaguri Gakuen, an elite private school. She is a lesbian who makes vicious advances on her students and is attracted to Honey and Miki on first sight. She is an expert in Kinbaku, a style of bondage originating in Japan, and uses it to tie up men who she believes have been "bad". She also has the ability to swallow and regurgitate whole eggs at will.

In combat, she uses tekagi-shuko. By putting on a special half-mask, she can transform into her own armored form resembling a harlequin. In this form she can extend her hair to bind her opponents.

She uses Hamaguri Gakuen to scout out and induct new members of Panther Claw.

Mayumi is portrayed by Erika.

Hiromi Tanaka

On the surface, Hiromi Tanaka is a mild-mannered housewife who runs a fish shop in a quiet shopping district. The truth is that she is a Panther Claw executive with a pathological obsession with making money. She is secretly in control of the district where her shop is, and establishes ridiculous taxes, laws and fines in order to collect money. Her husband also helps in her schemes and is a proficient martial artist, although from time to time, his back tends to give out.

She uses various frozen sea creatures as her weapons, from exploding starfish she throws like shurikens to a large fish which she wields like a sword. Naturally, they lose their effectiveness once they have thawed. Hiromi's most powerful weapon is a rocket launcher installed within her stomach.

Hiromi is portrayed by Eri Fuse.

Songs

Opening theme

"Cutie Honey" by Wild 3-Nin Musume

Ending themes

"BUT,metamorphosis" by Minami Kuribayashi

"I lost the place" by Aki Misato

"Scarlet Sigh." by Aira Yūki

The various ending themes used during the end credits are connected to the character featured in the credits and in the episode. Cutie Honey's is "BUT,metamorphosis," Sister Miki's is "I lost the place," and Sister Yuki's is "Scarlet Sigh."

WR. Toshiaki Inoue, Kazuhiko Inukai, Naoki Totsuka, Keiichi Hasegawa, Riku Sanjō, Daisuke Ishibashi

DIR. Makoto Yokoyama, Takeshi Miyasaka, Ryūichi Honda, Ryuta Tasaki, Keita Amemiya

EPISODES: 25 **YEAR MADE:** 2007 **COUNTRY:** JAP **SEASONS:** 1

TV TOKYO

CREATOR: GO NAGAI

TYPE OF SHOW: CYBORGS

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1)

DATE OF PREMIER: 02/10/2007

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS: CUTIE HONEY (2004)

Honey Kisaragi MIKIE HARA, Seiji Hayami SYOUMA YAMAMOTO, Miki Saotome AYAME MISAKI,
Yuki Kenmochi MAKOTO TAKEDA, Natsuko Aki MEGUMI KOMATSU,
Gen-san KENICHI NAGIRA, Yuji Nakajo KOHEI MURAKMI, Duke Watari MARK MUSASHI, Mayumi
Karasugawa ERIKA ODA, Hiromi Tanaka ERI FUSE.

- 1 - 2 *HOSTESS CLUB BLITZ!*
- 1 - 3 *NURSE AND EXPLORE!*
- 1 - 4 *FEAR AUCTION!*
- 1 - 5 *SECOND GIRL!*
- 1 - 6 *MAID PLEASE!*
- 1 - 7 *BEWARE OF THE CELLPHONE!*
- 1 - 8 *DANGEROUS LESSON!*
- 1 - 9 *THE PRINCESS KIDNAPPING INCIDENT!*
- 1 - 10 *TRAP OF THE TRIPLE DATE!*
- 1 - 11 *THE CORRUPT OLD LADY!*
- 1 - 12 *DESIRE FOR HARMONY!*
- 1 - 13 *MIXER TO ME!*
- 1 - 14 *A TOAST TO MEMORY!*
- 1 - 15 *RECKLESS HONEY!*
- 1 - 16 *FORBIDDEN LOVE!*
- 1 - 17 *THE DEVIL'S ENSEMBLE!*
- 1 - 18 *PAPA RETURNS!*
- 1 - 19 *ANDROIDS OUT!*
- 1 - 20 *VALUE EXISTS!*

CYBER GIRLS THELOMEAAKA: **CYBER BISHOJO TEROMEA**

Asagi (Tsugumi), Lena (Kamon), and Itsumi (Miwa) are super-powered school girls at Invisibility High. They spend a lot of time in the Atomic Research Institute, where children with super-power potential are tested with the aid of Cyber Suits, until the day when an experiment goes disastrously wrong and test subject Shu (Tanabe) runs amok and kills staff members. The girls discover that they are the end result of a secret genetic-engineering program begun some 17 years earlier and that they are really commodities made to order for the shadowy Alpha Syndicate. But have their various abilities already stolen from them in the form of the mysterious girl Psi (Mori), who could be a hybrid of each girl's best genetic material?

A live-action answer to the 1990s success of Evangelion, with a late-night broadcast that allowed for the fights with monsters of the week to swiftly devolve into ripped clothing and a distinctly sadomasochistic streak. The cyber suits, in particular, look like something from a bondage catalogue. Though it was shown after midnight and hence technically on Sunday morning, some sources still list it as a Saturday night program. Compare to BUNNY KNIGHTS and GAZER.

WR. Masahiro Yokotani, Takeo Kasai.**DIR.** Takeshi Nakajima, Toshikazu Nagae.**EPISODES:** 11 **YEAR MADE:** 1998 **COUNTRY:** JAP **SEASONS:** 1*ASAHI***CREATOR:****TYPE OF SHOW:** SUPER POWERS**FORMAT:** SERIES**LENGTH (MINS):** 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 11**DATE OF PREMIER:** 05/04/1998**AIR DATE OF LAST EPISODE** 28/06/1998**SEASON DATE BREAKDOWN:****FILMS:**

Asagi TSUGUMI, Lena YOKO KAMON, Itsumi HITOMI MIWA, TATSUYA FIJIWARA, Shu SHINTARO TANABE, YOSHIMASA NAKAMARU, AKITOSHI OTAKI, SOICHIRO KITAMURA, AKIRA TANABE, Psi HIROKO MORI

CYBERCOP

AKA: **ELECTRONIC BRAIN POLICE**

AKA: **DENNOU KEISATSU CYBERCOP**



In the year 1999, as the dawn of a new century draws near, the members of the Zero Armed Constables, or ZAC for short, protect Tokyo City from all breeds of super criminal. Taking on the criminal element that the regular police are unable to handle, the CyberCops equip themselves with the Cyber Bit Armor and are able to access backup weaponry called, Cyber Arms and Cyber Weapons, through an underground system called the Black Chamber.

When the mysterious criminal organization Death Trap appears; the CyberCops: Mars, Saturn, Mercury, and Venus are joined by Jupiter, a former Interpol Agent. Their new team mate wields an incredible and mysterious power, and has a secret past he himself does not remember.

My initial impression of this series after watching the first episode was that this wasn't anything special. The costume designs were somewhat funky and the majority of the special effects, while very ambitious, just didn't seem to quite effectively pull off what they were trying to display. However as the series continues it does begin to grow on you.

I came to love the costumes as the series progressed, particularly those of Jupiter (red) and Mercury (blue), as well as Lucifer (white), who shows up later in the series. I don't have much to say on the villains though, I can only describe the original three Death Trap scientists as Klingon rejects. Aside from Fuhrer, a floating head that I would jokingly refer to as the evil Japanese Zordon, the only remotely cool looking villain was the late-comer Beast Master Luna. This of course doesn't include the two CyberCop-looking minion robots that were used frequently throughout the series.

As far as the characters themselves, each of the ZAC members proved to have their own individual likeability. The early rivalry between Takeda (Jupiter) and Hojyo (Mars), while very typical, was still an interesting aspect of the show. I must admit, that the relationship between Uesugi (Codename: Venus) and Takeda was not an unexpected development, but it did come very late in the series. However things really became interesting with the introduction of Lucifer, a man who claims knows the truth about Jupiter/Takeda's secret past, but it's only half of the truth. Unfortunately, aside from Lucifer, who was really a free agent, none of the Death Trap villains seemed to stand out too much. It was the previously mentioned late-comer Luna who not only brought some life into Death Trap, but took the series in an interesting direction.

Many of the special effects did often come off quite badly in CyberCop, however as the series progresses there is some improvement. After completing the series though, I've come to appreciate the work done by the special effects team on CyberCop. Much of the effects they attempted were not only very ambitious, but also well ahead of their time. Much of the experimenting they did, particularly with the blue screen, proved to be a benefit to the shows that followed CyberCop.

CyberCop is a good show to watch for its action. While there is some interference from the special effects, the fighting and acrobatics in the series are well done and make what might seem like a lame show very enjoyable. CyberCop also had some enjoyable music as well. The intro theme is plain awesome, as is the end theme which is sung by Mika Chiba, the actress who plays Uesugi (Venus). The background music was also excellent, and is among the best music I've heard in any Tokusatsu Hero show.

CyberCop is a definite must see for any fan of the Tokusatsu Hero genre. It does take some getting passed the initial badness of the special effects, but it is well worth it. The series has both good action and a good story, and an interesting use of blue-screen technology. All in all CyberCop is a good watch.

Characters

Who Are The CyberCops?

The 'CyberCops' are part of a special division of the Tokyo Metropolitan Police Department codenamed 'Z.A.C.' (Zero-Section Armed Constable). This unique division is tasked to combat those criminals that are too dangerous or powerful for normal cops to handle. The 'CyberCops' are outfitted with high-tech armor called 'Bit Suits' which empower its wearer with a variety of superpowers.

The 'Bit Suits' shield the wearer from a variety of physical attacks (bullets, explosions, fire) and also give the wearer superhuman strength and agility. These suits are constructed using a unique process called the 'CyberNation System' and are accessed by Z.A.C. members through 'Cyber Bombing' which occurs only when the Z.A.C. members would enter special chambers called 'Bit Stations'.

The 'Bit Suit' armors can be outfitted with a number of customized weapon attachments called 'Cyber Bits' which are specifically suited to each armor. The 'Cyber Bit' units are attached via the command phrase 'Set Arm'. These 'Cyber Bits' are housed in special attaché cases (sometimes called 'Trunks') codenamed 'Black Chambers' and are shuttled and delivered to the 'CyberCops' via an elaborate underground tunnel system under Tokyo. The 'Black Chamber' cases are funneled through 'Chamber Tubes' which lead to a variety of 'Bit Station' access points across Tokyo, where the Cyber Cops can retrieve their weapons. These 'Bit Station' can be found in a variety of ordinary locales (telephone booths, bank machines etc.) 'Bit Stations' can only be accessed via special access cards carried by Z.A.C. members.

There are four primary 'CyberCops':

Takeda Shinya (Jupiter)

Wears the fire red armor, 'Jupiter Bit'. A former Interpol operative, Takeda was transferred to the CyberCops division in the hopes of unraveling his secret past. Takeda for reasons unknown is unable to remember the last years of his life. It is revealed later in the series that Takeda is really from the 23rd Century and was teleported back to 199X via a time/space portal. While he normally has a very sunny disposition and is very fun-loving, he has a considerable temper that can escalate into a 'battle rage' when fighting opponents.

The 'Jupiter Bit' armor is considered the next generation of 'Bit Suit'. The 'Jupiter Bit' armor is the most advanced armor in the Z.A.C. arsenal and is far more powerful than any of the other armors (it is revealed that the suit, like Takeda are from the future).

The 'Jupiter Bit' armor can be outfitted with the following powerful weapon attachments:

'Police Shield'. Shield unit which can repel certain forms of energy and physical attacks.

'Rock Buster' Cyber Bit Weapon. The 'Rock Buster' arm attachment can drill through most solid object and can bore through rock and debris with ease. The drill attachment can also be propelled like a rocket through the ground.

'Thunder Arm' Cyber Bit weapon. The 'Thunder Arm' weapon is Jupiter's multi-purpose attack arm piece. The 'Thunder Arm' can launch a number of special attacks:

'Hyper Attack' - Using the 'Thunder Arm' Jupiter can punch and chop with incredible force.

'Hyper Crusher' - Using the 'Thunder Arm' Jupiter can grab an enemy with a vice-like grip that can crush enemies.

'Hyper Shield' - Using the 'Thunder Arm' Jupiter can project a force barrier that can repel oncoming energy and projectile attacks.

'Hyper Storm' - Using the 'Thunder Arm' Jupiter can project a maelstrom of wind that can sheer and cut opponents.

'Rolling Charger' - Jupiter can powerup his weaponry through this procedure which involves swinging the 'Thunder Arm' in a circular motion. Once charged he can perform the following attacks:

'Thunder Attack' - His Hyper Attack power is doubled.

'Thunder Magnum' - Using the 'Thunder Arm's' gun attachment, he is able to fire a concentrated laser blast that can destroy objects with one hit.

'Thunder Laser' - Using the Thunder Arm's gun attachment, he is able to fire a fine laser beam powerful enough to slice through concrete and steel.

'Cybernetic Wave' - Using this power, Jupiter can hit an enemy in rapid succession a hundred times in the blink of an eye (similar to Kenshiro's 'Hokuto No Ken' abilities in the anime series).

Unlike the other 'Cyber Bit' weapons, these attachments are accessed by Jupiter via a time/space portal aperture.

When Takeda's rage is ignited to a certain degree, he is able to 'power up' his armor to an even greater degree. When this occurs the 'horn' piece of his helmet raises and his wings unfold. This status is called the 'Cyber Guilty' mode.

'Blade Runner' Cycle - Jupiter's 'super cycle' which can run at incredible speeds.

Hojo Akira (Mars)

Wears the emerald green armor, 'Mars Bit'. Hojo Akira is the designated 'CyberCop' leader. He is cool under pressure and has a strong sense of duty and honor. He was top of his class at the Police Academy and was formerly an elite officer with the Tokyo Police Department.

His 'Mars Bit' armor is designed specifically to provide heavy artillery and firearms support. Due to the size of his suit, the 'Mars Bit' is one of the slower units and hampers Hojo's movements a bit. His armor is outfitted with 'Stabilize Gear', which brace his armor when he uses his heavy guns.

The 'Mars Bit' can be equipped with three powerful Cyber Bit weapon attachments:

'Tri-Shot' Cyber Bit Weapon. This 'Super Gun' can fire explosive shells powerful enough to level a building.

'Fire Slugger' Cyber Bit Weapon. This bazooka-like weapon can fire plasma blasts powerful enough to smelt iron and steel. The 'Fire Slugger' is outfitted with a targeting scope which once locked upon a target will give Mars a 100% hit rate.

'Mega Storm' Cyber Bit Weapon. Mobile missile system which can propel six missiles that have the power to level buildings and skyscrapers. The missiles have targeting sensors that can lock on to targets giving Mars a 100% hit rate.

Saionji Haru (Saturn)

Wears the chrome & black 'Saturn Bit' armor. Happy-go-lucky and a bit of a jokester, Saionji is the team's resident 'mood maker'. He does not enjoy fighting. He has a younger brother and sister.

His armor is equipped with numerous sensory and communication equipment which help aid the CyberCops in tracking down enemies and collecting data. His helmet antenna and his shoulder parabola sonar units can perform a wide range of surveillance, reconnaissance and tracking duties.

The 'Saturn Bit' armor can be equipped with several weapon attachments:

'Death' Crusher Cyber Bit Weapon. Combination weapon which housed the 'Disc Sa' and 'Disc Cutter' weapons. The Buzz-saw like 'Disc Saw' attachment which can be used to saw through materials as hard as a diamond. The 'Disc Cutter' part can be used to cut through steel piping. Made of a unique metal alloy that is denser than steel. The rotation speed of the saw can be controlled via Saionji's brain waves.

'Bolt Winder' Cyber Bit Weapon. Hammer and chain gun weapon. Saturn's hammer weapon can be fired out from the gun and used to pummel and flatten his enemies. The chain and anchor attachment can be used to bind and ensnare opponents and objects. It can also be used as a grappling device which can help Saturn to scale buildings. The anchor unit is equipped with a sensor unit that can aid in firing accuracy.

Mori Yoichi (Mercury)

Wears the aqua blue 'Mercury Bit' armor. Mori's the resident hand-to-and combat specialist. His 'Mercury Bit' armor is the most lightweight of the armors and affords him extreme flexibility in movement and speed albeit at the cost of defense and protection. His unit is the fastest of the 'Cyber Bit' armors and he can travel at incredible speeds (his unit is equipped with air brakes which aid him in stopping).

The 'Mercury Bit' can be equipped with the following attachment:

'Slash Caliber' Cyber Bit Weapon. A two-part weapon attachment which is a combination grappler iron claw unit and a long saber device. The grappler claw can hold on to opponents with a vice-like grip while the bladed weapon can be used to slash and cut opponents with blinding accuracy thanks to internal sensors in the weapon.

Mercury also has access to the 'Linear Speeder' skates which enables him to traverse at speeds of up to 128 miles per hour (300 Km/h). The skates can be controlled via brainwave controls in the Bit Suit helmet.

The CyberCops ride around in their special combat van, the 'Zero Loader'.

The Z.A.C. division is supervised by Chief Inspector Ota Hisayoshi (nicknamed 'Cap') who is both a stern and aggressive commander. Chief Ota usually stays behind the scenes and relays his orders from Z.A.C. headquarters.

He is assisted by beautiful Shimazu Mizue, his personal secretary and lieutenant. She acts as a support officer for the CyberCops.

Uesugi Tomoko (Venus)

Backup Z.A.C. officer for the CyberCops. Monitors and assists with the maintenance of Cybernation and Black Chamber systems. Falls in love with Takeda and accompanies him back to the 23rd Century. Carries the standard Z.A.C. firearm, the 'S.D. Gun'.

Takara Yuuji (Lucifer)

Wears the white 'Lucifer Bit' armor. The 'Lucifer Bit' armor is next to Jupiter's armor the most powerful of the 'Bit Suits'. Like Takeda, Takara is able to pull his 'Cyber Bit' weaponry out from dimensional time/space portal which he can open up anywhere. His Lucifer armor is revealed to be also have been teleported from the future to the present.

Among the 'Cyber Bit' weapons Takara has access to is the:

'Giga-Max' Cyber Bit Weapon. This multipurpose weapon attachment empowers the Lucifer Bit armor with a variety of powers. The Giga-Max can allow Lucifer to fly short distances. It can also transform into a shoulder cannon which can fire energy blasts of tremendous force. The Giga-Max can yet again be broken down into two separate weapons a handheld rifle and a heavy shield which can assist him in short range combat.

In addition to the 'Giga-Max', Lucifer carries a number of other small arms weaponry which he can use to shoot and destroy his enemies. Lucifer carries two laser guns which can be fired with rapid speed. He also has two mounted laser guns on his shoulders.

Who Are The 'Death Trap'?

The goals of the 'Death Trap' syndicate are simple eradicate all humankind on Earth and supplant the world with computer and silicon life forms.

Led by the maniacal and crazed computer program 'Fuhrer' Soutou (Despot Fuhrer), the 'Death Trap' syndicate launches a number of terrorist attacks against Tokyo City using its army of 'Death Droids' and battle mecha.

It is later revealed that the 'Despot Fuhrer' was in actuality a computer entity from the 23rd Century which was sent back in time to usurp control of the world. The computer was build by a human - future criminal mastermind Baron Kageyama who planned on ruling the world by taking over the past. Baron Kageyama later merges himself with Despot Fuhrer to become a superhuman entity.

The 'Death Trap' syndicate is actually comprised of three crime organizations:

The Ominous Gang

Led by the evil criminal Prof. Enustein, his gang is comprised of specially designed black armored Ominous Death Droids which can be customized with a number of deadly weapon attachments. Prof. Enustein's brain was transplanted with the brain of a leading Hi-Tech/Cybernetics expert. Using this newfound knowledge he is able to unlock the mysteries of 'Super Physics' (Cho Rion Butsuri) to modify his Ominous droids.

The Harcross Gang

Led by the feline-like Ms. Duen who commands the ghostly white Harcross Death Droids. They can also be outfitted with a number of deadly weapon attachments affording them a great deal of versatility and customization. She is an expert in Biology and Genetics.

The Garoga Gang

Led by the hulking Prof. Frued, his Garogoid (Hie Ningen Gata Mecha <Non-Humanoid Mecha>) army is comprised of monstrous mecha creations and robots. His brain was replaced with a leading expert in psychology. Specializes in grand scale attacks and psychological warfare. Carries an electrified whip which he can use against the CyberCops.

Later yet another gang is incorporated into the 'Death Trap' syndicate:

Beast Master Luna & The Shitenoh (Four Kings)

Luna is the sister of Prof. Enustein. Vowed to avenge her brother's death at the hands of the CyberCops. To this end she assembled a quartet of super soldiers who would help her defeat the CyberCops. Her 'Shitenoh' comprise of:

'Tiger' - who was armed with razor sharp boomerangs which he could use to behead his enemies.

'Salamander' - who was armed with an electric charged whip.

'Turtle' - who had superhuman strength and the ability to emit fire bursts.

'Eagle' - a master martial artist whose hands and feet were armed with razors and who also had superhuman reflexes and speed.

Luna was a master strategist and was incredibly intelligent. Fell in love with Hojo Akira/Mars and eventually betrayed Fuhrer and Baron Kageyama only to be killed in battle.

Trivia

Was one of the first Tokusatsu shows to switch from film to video as is now the standard.

Toy company Takara helped sponsor the show and also developed the cool toyline for the series.

Yoshida Tomonori was also seen in Toho's recent hit Tokusatsu series 'Cho Seishin Gransazer' (2003) as Okita Souichiro. Oshida also starred in 'Mikadroid' (AKA Robokill Beneath Disco Club Layla; Toho, 1991), 'Ore Wa Otoko Da! Kan Ketsu Hen' (I'm A Man! Final Chapter; 1985) and 'Matatabi' (Wandering Gambler; 1971).

Shiotani Shogo is another Tokusatsu series veteran having also starred in the series 'Ultraman Gaia' (MBS/Tsuburaya; 1998) as XIG Officer Mori Kouichi. He also starred in such movies as 'Haken' (Taki Corporation, 1992), 'Jiraigen' (Field of Mines; SHS Project, 1992), 'Aka Tou Kuro No Netsujou' (Red and Black Infatuation; Toei, 1992) and 'Final Fighter' (Nikkatsu, 1994).

Chiba Mika later went on to join the CBS/Sony music group as a singing idol and released a number of music singles during the mid-80s including 'Brand-New Tomorrow', 'Kaze O Kanjite' (Feel The Wind), 'Ponytail Soldier', 'Shooting Star', 'Ai Wa Go Ji Kara' (Love Is At 5 O'Clock <Afterwork>) and 'E-MC2'.

Takeda Masako portrayed another equally sinister villainess, Mutiant Leader - Shion Kei in the inventive Tokusatsu series 'Nana Sei Tou Shin Guyferd' (TV Tokyo/Toho/CAPCOM; 1996).

Daimon Masaaki is no stranger to the Sci-Fi genre having starred in a number of Toho monster movies including 'Godzilla Tai Mecha Godzilla' (Toho, 1974), 'Mecha Godzilla No Giyakushu' (Toho, 1975). He also can be seen in 'Shirayuki Hime' (Tokyo Eiga, 1973) and 'Sailor Fuku Tou Kikanjyu' (Sailor Uniform and Machinegun; Kadokawa, 1981).

Sato Jinya was in the films 'Ozora No Samurai' (Sky Samurai; Toho, 1976), 'Ningen No Kotsu' (Human Remains; Eiga Pro, 1978) and 'Namatamago' (Raw Egg; Asuku Kadokawa, 1993).

Veteran film actor Mutsumi Goro has been in a number of Toho fantasy films including 'Frankenstein No Kaijyu Sandara Tai Gaira' (AKA War of the Gargantuas; Toho, 1966), 'Godzilla Tai Mecha Godzilla' (Toho, 1974), 'Mecha Godzilla No Giyakushu' (Toho, 1975), 'ESPy' (Toho, 1974) and 'Wakusei Dai Sensou' (AKA The War In Space; Toho, 1977).

WR. Takegami Yoshiki, Ohashi Yukiyoshi, Godou Kazuhiko, Den Tetsubei, Toda Hiroshi

DIR. Muraishi Hiromitsu, Matsumoto Kiyotaka, Kitamura Yoshiki, Hirata Michio, Oi Toshio

EPISODES: 36 **YEAR MADE:** 1988 **COUNTRY:** JAP **SEASONS:** 1

TOHO FILM COMPANY LTD.

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30

STILL IN PRODUCTION: No

B/W: No

COLOUR:

Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 36

DATE OF PREMIER: 02/10/1988

AIR DATE OF LAST EPISODE 05/07/1989

SEASON DATE BREAKDOWN:

FILMS:

ZAC Officer Shinya Takeda/Jupiter (as Yuki Yoshida) TOMONORI YOSHIDA, ZAC Officer Tomoko Uesugi MIKA CHIBA, ZAC Officer Akira Hojyo/Mars (as Shogo Shioya) SHOGO SHIOTANI, ZAC Officer Ryochi Mouri/Saturn (as Ryuji Mizumoto) TOM SAEBBA, ZAC Officer Osamu Saionji/Mercury RYOMA SASAKI, Lucifer (as Ryuji Takara) TAKASHI KOURA, ZAC Captain Hisagi Oda MASA AKI DAIMON, ZAC Lieutenant Shimazu Mizue MIKIKO MIKI, ZAC Officer Daisuke Yazawa MASARU MATSUDA, ZAC Officer Miho Asakuza SACHIKO OGURI, Baron Kageyama MASAYA SATO, Mme. Durwin (as Tomoshi) TOMOKO ISHIHARA, Dr. Ploid KEN OKABE, Luna MASA KO TAKEDA.

- 1 - 1 *ENTER JUPITER - THE ULTIMATE DETECTIVE*
- 1 - 2 *THE TOWN IS SINKING! TO SAVE THE PORT TOWN*
- 1 - 3 *CLASH! CYBER TANK*
- 1 - 4 *TRAFFIC PANIC! THE COMPUTER TRAP*
- 1 - 5 *THE DANGEROUS PRINCE! ESCAPE FROM THE DARK ZONE*
- 1 - 6 *OTA IN DANGER! Z.A.C.'S IN TROUBLE*
- 1 - 7 *THE KILLING JET! TOKYO CLASH*
- 1 - 8 *THE ELECTRIC DAM IS IN DANGER! THE TOKYO DARKNESS PLAN*
- 1 - 9 *HERE COMES BLADE RUNNER - THE DEADLY MACHINE RACER!*
- 1 - 10 *THE GHOSTLY HOTEL!? ZOMBIES EVERYWHERE*
- 1 - 11 *SORA O TOBU SENSHA! HIGHWAY NO SHITOU*
- 1 - 12 *DRAGON DANCE? A STRANGE CHRISTMAS*
- 1 - 13 *FALLING SATELLITE! JUPITER'S HURT!?*
- 1 - 14 *TAKEDA'S SECRET! A STRANGE FUTURE REVEALED*
- 1 - 15 *CHANGE THE FUTURE!? JUPITTER - THE HERO OF HOPE*
- 1 - 16 *MESSENGER OF DOOM!? ENTER LUCIFER*
- 1 - 17 *LUCIFER'S REVENGE - CHALLENGE OF THE DEMON*
- 1 - 18 *BOUMING'S GONE! A GIANT UFO APPEARS*
- 1 - 19 *KAMISUGI'S REVOLT! WATCH OUT MS. DETECTIVE*
- 1 - 20 *THUNDEROUS SECRET WEAPON! BEWARE THE MIGHT OF THE GIGA-MAX*
- 1 - 21 *THE FIFTH COP!? THE INVINCIBLE CYBER – LUCIFER*
- 1 - 22 *CYBER DOPPELGANGERS! Z.A.C. IS IN TROUBLE*
- 1 - 23 *SAIGO NO HISSATSU WAZA! CYBONIC WAVE*
- 1 - 24 *MISSILE LAUNCH! ATTACK THE DEATH TRAP BASE*
- 1 - 25 *THE DEADLY FEMALE WARRIOR - LUNA*
- 1 - 26 *ATTACK THE HIDDEN FORTRESS*
- 1 - 27 *THE CYBERBIT IS DAMAGED!*
- 1 - 28 *CITY EXPLOSION! THE AIR BOMB*
- 1 - 29 *ASSASSINATE KAMIZUKI! RUN COP*

- 1 - 30 *ESCAPE FROM HELL MOUNTAIN*
- 1 - 31 *THE STOLEN THUNDER ARM*
- 1 - 32 *THE LOFT IS UNDER ATTACK*
- 1 - 33 *DEFENDING RINIAKA!*
- 1 - 34 *DEATH TRAP'S LAST STAND!*
- 1 - 35 *TOP TEN EPISODE SPECIAL - (PART 1 OF 2)*
- 1 - 36 *TOP TEN EPISODE SPECIAL - (PART 2 OF 2)*

CYBERGIRL

A renegade human prototype CyberGirl crash-lands on Earth to explore the humanity on which she is partly modelled. She takes refuge with fourteen-year-old Jackson and his bemused father Hugh, who welcome into their family this young stranger with such astonishing powers. Desperate to experience life in the glorious metropolis of River City, CyberGirl assumes a human identity as Jackson's cousin 'Ashley', and so begins her exploration of the challenges and excitement of life as a teenage girl.

Plot #2

A renegade human prototype CyberGirl crash-lands on Earth to explore the humanity on which she is partly modelled. She takes refuge with fourteen-year-old Jackson and his bemused father Hugh, who welcome into their family this young stranger with such astonishing powers. Desperate to experience life in the glorious metropolis of River City, CyberGirl assumes a human identity as Jackson's cousin 'Ashley', and so begins her exploration of the challenges and excitement of life as a teenage girl.

When I first saw this show, my initial reaction was not a good one. It seemed a little cheap and childish. It took me a few episodes before I realized that this is the point. Cybergirl is not a top notch sci fi with state of the art effects, and its not trying to be. It is simply a drama series about an Alien girl trying to become human in a strange world. Many science fiction stories today seem to devote themselves to effects and not story, but Cybergirl does not. Because of this there are some nice story lines and fast paced action sequences, all backed up by a wicked heavy beat soundtrack.

Produced by Kay Ben-M'rad executive producer , Daniel Scharf creative producer , Daniel Scharf producer , Jonathan M. Shiff creative producer , Jonathan M. Shiff executive producer

Original Music by Garry McDonald & Lawrence Stone

Cinematography by Ian 'Thistle' Thorburn (director of photography)

Film Editing by Angie Higgins & Andrew Macneil

Casting by Gregory Apps (as Greg Apps) & Kari Harris

Production Design by Michael Rumpf

Art Direction by Martin Ash

Costume Design by Jean Turnbull

Makeup Department - Lea Dixon assistant hair stylist , Lea Dixon makeup assistant , Tess Natoli hair stylist supervisor , Tess Natoli makeup supervisor , Sarah Ridgway assistant hair stylist , Sarah Ridgway makeup assistant , Lisa Sheehan assistant makeup artist (as Lisa Watson)
Marney Tanham hair stylist , Marney Tanham makeup artist.

Production Management - Julie Forster production manager , Paul Malone unit manager

Second Unit Director or Assistant Director - Darwin Brooks third assistant director , Evan Clarry second unit director , Tony Edwards second assistant director , Dean Fay second assistant director , Jamie Leslie first assistant director . Rob Visser first assistant director . Nick Wyles third assistant director

Art Department - Suzy Blackshaw art department runner , Susan Bowers art department assistant ,

James Colmer scenic artist , Graham Dunn construction manager , Emmili Fagerstrom art department assistant , Sam Howden on-set dresser , Simon Lilley graphic artist , Katie Nott art department manager , Kristian Peterson buyer , Kristian Peterson set dresser , Robbie Porter stand-by props , Prue Saunders buyer
Prue Saunders set dresser , Randy Vellacott graphic artist

Sound Department - Greg Burgmann sound recordist & Gary Dixon boom operator

Special Effects by Clint Ingram special effects supervisor

Visual Effects by Ineke Majoor visual effects producer & Philip Watts computer screen graphics

Stunts - Chris Anderson stunt coordinator , Ric Anderson stunt coordinator , Nick McKinless stunt performer , Ania Stepien stunt wire work: fight scenes

Other crew - Steve Bexon assistant stand-by props , Michael Boland assistant script editor , Tony Clarke location manager , Evan Clarry director of photography: second unit , Michelle Cloete focus puller , Rowena Crowe post-production coordinator , Stacey Didomenico assistant: Jonathan Shiff , John Dommett tutor , Martyn Evans electrician , Laurie Fish gaffer , Natalie Hammond production accountant , Katie Harris unit nurse , Rachel Hartigan accounting assistant , Estelle Hughes story editor , Matthew Inglis best boy , Mark Jeffries gaffer
Glenn Jones electrician , Michael Joshua story editor , Naomi Just assistant to producers , Jennifer L'Huillier script supervisor
David Litchfield key grip , Vincent Long still photographer , Helen Maggs stand-by costume , Karen Mansfield script supervisor
Tim McGahan director of photography: second unit , Maurice McKay grip , James Muller clapper loader , James Muller production runner
Penny Neilson costume supervisor , Natalie Pennisi script coordinator , Lincoln Phillips post-production assistant , Dominique Pote location assistant , Jenny Quigley script supervisor , Nathalia Rayfield production secretary , Darryl Short grip , Andrew Strahorn clapper loader
Andrew Strahorn focus puller , Deanne Stratford production coordinator , Chris Strewé location manager , Neil Swanson grip , Robert Thompson second camera operator , Skye Thompson production runner , Joanne Watson script editor , Lana Williams safety supervisor.

WR. Barbara Bishop, Everett De Roche, Annie Fox , Peter A. Kinloch, Helen MacWhirter , David Phillips, Jonathan M. Shiff , Charlie Strachan.

DIR. Michael Carson, Mark Defriest

EPISODES: 24 **YEAR MADE:** 2001 **COUNTRY:** AUS **SEASONS:** 1

JONATHAN M. SHIFF PRODUCTIONS / NETWORK TEN

CREATOR: JONATAHN M. SHIFF

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 24

DATE OF PREMIER: 21/07/2001 **AIR DATE OF LAST EPISODE** 09/01/2002

SEASON DATE BREAKDOWN:

FILMS:

Cybergirl/Ashley ANIA STEPIEN, Rhyss SEPTIMUS CATON, Jackson CRAIG HORNER, Kat (as Jovita Lee Shaw) JOVITA SHAW, Mayor Burdette Buxton CHRSTINE AMOR, Mick TIMOTHY AMOS, Isaac RIC ANDERSON, Anthea MICHELLE ATKINSON, Honey Fontaine SANDRA BELL, Vanessa Lee LARISA CHEN, . Xanda JENNIFER CONGRAM, Giorgio WINSTON COOPER, Mr. Southerly JOHN DOMMETT, McMurtrie TONY HAWKINS, Brad MARK HILL, Ahab, the dog JED, Rich Fontaine PETER MOCHRIE, Ms. Sutton DALE HEATHER MURISON, Emerald JESSICA ORIGLIASSON, Sapphire LISA ORIGLIASSON, Hugh MARK OWEN-TAYLOR, Romirez DAVID VALLON, Flanagan LEO WOCKNER.

1 - 1 *EPISODE ONE*

Cybergirl, a human prototype, crash lands on Earth and begins to find out what real humans are about. With her own kind searching for her, she takes shelter with Jackson and his dad. But they now have to come up with a cover for Cybergirl, and so Ashley is created - Jackson's 'cousin'.

Wr David Phillips

Dir Mark DeFriest

1 - 2 *EPISODE TWO*

Cybergirl knows that she has to do something in order to get the Cyborgs off her trail. In order to do this, she has to ask a favour of Jackson and Hugh, and they have to agree - fast.

Wr David Phillips

Dir Mark DeFriest

1 - 3 *EPISODE THREE*

Being almost completely blue does not help Cybergirl to 'blend in' to society, so a change of clothes is in order. Cybergirl also takes on the fake identity of Ashley, Jackson's cousin. However, will this change of appearance stop Xanda and Isaac from recognising her?

Wr Barbara Bishop

Dir Mark DeFriest

1 - 4 *EPISODE FOUR*

Cybergirl, as Ashley, has her first day in school. Kat is suspicious, however - how does Ashley know so much? Worse still, it transpires that Kat is the daughter of Rick Fontain, a sure fire way for Ashley's cover to be blown should Kat find out.

Wr Barbara Bishop

Dir Mark DeFriest

1 - 5 *EPISODE FIVE*

Romirez is given a blue metal sphere with strange writing on it by a local farmer. He assigns Hugh to find out more about it. Cybergirl knows more, however: it was part of her ship. If Xanda and Isaac get their hands on it, they can use it to locate her. Kat uses this situation to prove herself as trustworthy.

Wr Helen MacWhirter

Dir Mark DeFriest

1 - 6 *EPISODE SIX*

At school Cybergirl stands up for Jackson against the school bully. She thinks he'll thank her for it, but he's angry because afterall - who wants a girl defending them?

Wr Helen MacWhirter

Dir Mark DeFriest

1 - 7 *EPISODE SEVEN*

Ashley and Jackson go on work experience at Top Dog Interactive - placing the answer to Rhyss' mystery so close to him is a dangerous thing....

Wr Everett De Roche

Dir Mark DeFriest

1 - 8 *EPISODE EIGHT*

When Top Dog's mainframe dies, and Jackson, Kat and a bunch of school children become trapped in a lift, Cybergirl is forced to show herself in public to save them. Is her cover blown?

Wr Everett De Roche

Dir Mark DeFriest

1 - 9 *EPISODE NINE*

Isaac and Xanda stage a bomb scare - they send Mick into the vault of the museum with a bomb, which he does not know about. Only Cybergirl can defuse the bomb, but in doing so she risks her own life.

Wr Annie Fox

Dir Michael Carson

1 - 10 *EPISODE TEN*

Having run away from River City to protect her friends and adopted family, Ashley meets a farming family who are about to have a wedding. An argument could spoil the day however, and it is up to Ashley to settle matters.

Meanwhile, Jackson and Kat do all they can to find Ashley, but will they be successful?

Wr Annie Fox

Dir Michael Carson

1 - 11 *EPISODE ELEVEN*

Ashley accepts a bet from Jackson and Kat not to use her cyber powers for one week, but will she be able

to keep it up when the media hype surrounding her increases dramatically?

Wr Peter Kinloch

Dir Michael Carson

1 - 12 *EPISODE TWELVE*

After a brave rescue on her holiday, Cybergirl must run from Isaac and Xanda, the press, but also Rhyss, who is doing everything in his power to meet her.

When alone in a room together, Rhyss tells Cybergirl of his plans, and requests Cybergirl's assistance in carrying them through.

Wr Peter Kinloch

Dir Michael Carson

1 - 13 *EPISODE THIRTEEN*

Fed up of constantly having to run and hide from Isaac and Xanda, Cybergirl decides it is time to confront them. However, these two Cyber Replicants have different plans.

Wr Barbara Bishop

Dir Michael Carson

1 - 14 *EPISODE FOURTEEN*

Ashley, Jackson and Kat relax in the mistaken belief that the Cyborgs have perished. In actual fact, they have been saved by Rhyss, a partnership that does not bode well for Cybergirl.

Wr Barbara Bishop

Dir Michael Carson

1 - 15 *EPISODE FIFTEEN*

When Rick and Honey Fontaine threaten to get rid of Ahab when he misbehaves, it is imperative that Kat can get him to behave during a dinner party with Mayor Buxton. Ashley helps out, but she is also keen to find out what Rhyss is up to, and stop him.

Wr Annie Fox

Dir Michael Carson

1 - 16 *EPISODE SIXTEEN*

When Ashley succeeds in obtaining the role of Juliette in the school play, she secures the affections of Kevin. Only problem is, she isn't entirely sure what love is.

Wr Helen MacWhirter

Dir Michael Carson

1 - 17 *EPISODE SEVENTEEN*

While helping Jackson and Hugh at an archeological site, Ashley is struck by a strange sickness. Could it be the work of Rhyss?

Wr Charlie Strachan

Dir Michael Carson

1 - 18 *EPISODE EIGHTEEN*

Rhyss stages a disaster in a local quarry to lure Cybergirl out of hiding. When she arrives, he uses the power of the Cybernet to disable and capture her.

Wr Everett De Roche

Dir Michael Carson

1 - 19 *EPISODE NINETEEN*

Rhyss has Cybergirl trapped in his house: she cannot escape, as he has modified the Cybernet to create a forcefield around the house, harmless to humans but impenetrable to computers. It's up to Jackson and Kat to save her.

Wr Everett De Roche

Dir Mark DeFriest

1 - 20 *EPISODE TWENTY*

When Jackson and Kat break a precious statue, it is up to Cybergirl to save Hugh from being fired.

Meanwhile, Isaac and Xanda catch up with Rhyss, who is trying to leave the country to get away from them.

Wr Annie Fox

Dir Mark DeFriest

1 - 21 *EPISODE TWENTY ONE*

When Rhyss invites teenagers from across River City to a dance, Cybergirl must be careful she doesn't blow her disguise as Ashley. Not easy, seeing as Rhyss has rigged the event with hundreds of CCTV cameras.

Wr Peter Kinloch

Dir Mark DeFriest

1 - 22 *EPISODE TWENTY TWO*

Cybergirl has incriminating evidence against Rhyss - evidence that could destroy his plans. In trying to broadcast it to the city, however, she comes across a problem: Rhyss has bought the station. With the media under his thumb, Rhyss seems unstoppable.

Wr Peter Kinloch

Dir Mark DeFriest

1 - 23 *EPISODE TWENTY THREE*

With Rick Fontain under his thumb, Rhyss creates a smear campaign to destroy Cybergirl. Falsifying crime numbers, and blaming it on Cybergirl, it seems that Rhyss will succeed in destroying her, and taking absolute control of the city.

Wr Barbara Bishop

Dir Mark DeFriest

1 - 24 *EPISODE TWENTY FOUR*

Rhyss goes head to head in the elections against Mayor Buxton. Using lies and deceit, he gains the support of a huge number of people. Once he gains control of the city, there'll be no stopping him.

Wr Barbara Bishop

Dir Mark DeFriest

CYBERKIDZ

Cyberkidz is an action-packed children's television series about the struggle between good and evil. Kyle, Ian, Danica, and Zak along with their friends Floyd, Astrella, Quix, King Bing, and the Minotaur defend the Power of the Glove against Evil Zorak and his loyal servants Zeist, Levuka, and Dr. Fubbles. In the Power of the Glove! The Cyberkidz use their gloves and visors to conquer Zorak and maintain order between the dimensions. They realize that the power of the glove is a responsibility that Zorak is too self-serving to understand. A distinction that keeps them ahead of Zorak no matter how hard he tries to expand his powers.

Kyle Cooper, of the USA, creative; hungry for knowledge. He is a natural leader who keeps the Cyberkidz on track. He qualified to fight Zorak after winning the "Cyberkidz" video game created by Professor Floyd. Together with his fellow Cyberkidz, and members of the Underground Resistance, he does everything he can to make sure that good prevails over evil.

Zak Sukamoto, of Japan, a little warrior in the ninja tradition. His martial arts skills have foiled a great many of Zorak's followers. He qualified to fight Zorak after winning the "Cyberkidz" video game created by Professor Floyd. Together with his fellow Cyberkidz, and members of the Underground Resistance, he does everything he can to make sure that good prevails over evil.

Professor Jacob Floyd, former game inventor for Cyberware Games, today remains imprisoned deep in the dungeons of Zorak's Palace. He discovered Cyberland through the power of his invention, the cyberglove. Realizing that Zorak's powers would ultimately lead into our world if he should find Floyd's glove, he programmed a video game called "Cyberkidz". The game was created to recruit and qualify four kids to fight against Zorak and defend goodness in Cyberland. He gave each of the Cyberkidz a glove and visor enabling them to travel between the dimensions so that they may combat Zorak. Using "the power of the glove", Floyd can see right into Zorak's Palace Thrown Room and help the Cyberkidz plan their next move. He can project his image into many places to communicate with the Cyberkidz and inform them about things they would not know without his help. As a member of the Underground Resistance, and as their friend, Floyd helps protect the Cyberkidz in the treacherous world of Cyberland.

The evil Zorak constantly seeks to expand his mighty powers beyond his own dimension and into the far reaches of time and space. For thousands of years, his heavy-handed rule has brought chaos to the citizens of Cyberland. As a decendent of Gamash, he can invoke strange forces to combat his enemies. His palace henchmen: Zeist, Levuka, Dr. Fubbles, and his many Xyloids aid him in his evil-doing. From his Palace Thrown Room, Zorak gazes through his oracle with the vision of countless legions of flying-eyes which roam throughout the far-reaches of Cyberland at his command. Zorak has imprisoned Professor Floyd, former game inventor for Cyberware Games. Recognizing that Zorak's power had gone out of hand, he summoned the Cyberkidz to combat Zorak and gave them "the power of the glove" which even Zorak can not match.

As Zorak's companion in evil, Zeist constantly schemes to eliminate the Cyberkidz. He seeks "the power of the glove", as Zorak does, to expand his power and to overthrow the Underground Resistance. Zeist never hesitates to take matters into his own hands. As Commander to the Xyloids, bumbling robotic soldiers that obey his every request, Zeist will take on Zorak's enemies one-on-one. He can't resist a chance to show off his fighting skills. Zeist wears a patch on his left eye marked with the Crest of Gamash through which he can dispense a frightening green mist. He is powerless without Zorak's help, which may account for his unwavering loyalty as evil henchman.

The series has been seen in more than 74 countries around the world, it has not been seen in the UK however.

Original Music by Robert J. Kral

Production Design by Roger C. Ambrose

Costume Design by Wendy Benbrook, Tammy Surber & Cathryn Wagner

Makeup Department - Kimberly Fiallo Tarver effects makeup , Geoff Leavitt creature design , Geoff Leavitt special makeup effects artist , Annalisa V. Levin makeup artist , Hoi Lin creature design , Hoi Lin special makeup effects artist.

Second Unit Director or Assistant Director - Daniel Carrey . assistant director.

Art Department - David Riggs . property master.

Sound Department - Mark Allen . sound designer , Mark Allen . sound effects editor , Mark Ettl . sound re-recording mixer , Patrick M. Griffith . supervising sound editor , Debby VanPoucke . sound editor

Stunts - Bret Davidson . stunt supervisor , Mitch Gould . stunts

Other crew - Nick Geist . post-production coordinator , Allen Landon . also story editor , Marc Lyons . assistant camera , Marc Lyons . first assistant camera: "b" camera , Lincoln Morrison . camera operator: "b" camera, second unit

WR. Neil Kinsella, Allen Landon, Edwin Larson, Donna LaStella , Robert Pfitzner , Albert Sorci

DIR. Neil Kinsella

EPISODES: 13 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 1

UNITED PRODUCTION INC.

CREATOR: ROBERT PFITZNER AND EDWIN LARSON

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 22 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Kyle Cooper, Ian, Danica NINA RAGAZ, Zak Sukomato, Professor Jacob Floyd, Astrella, Quix JAMES HAYWARD BRINKLEY, King Bing MARK W. DEBACCO, Zorak, Zeist, Levuka, Dr. Fubbles, TY DONALDSON, Mrs. Cooper SHEILA MELODY, Cyber Citizen (uncredited) SUSAN JORDAN.

CYBERZONE

Game show in which contestants have to travel through a virtual reality world, solving puzzles.

Cyberzone was presented by Craig Charles who is more famous for starring in the British SF comedy RED DWARF, and was shown on BBC 2 in the UK.

Set in the same cyber-punk studio environment that seems to follow him round like a bad smell, Craig Charles tries to whoop up excitement from an indifferent crowd of 20-somethings by periodically rattling the chain fencing and shouting "Awooga!" (long before John Fashanu of Gladiators used exactly the same chant).

While this happens, two contestants are looking at giant screens in front of them and stamping on pressure pads to traverse around a virtual reality game world. Rather rubbishly, contestants could either move or perform an action (done via a hand-held pointer), but not both at once. There were only three scenarios used during the whole series.

Thesp, essentially a Gamesmaster-type character that was supposedly living inside the computer world, didn't really do very much other than introduce the games in a rather morose fashion, shout out "One minute warning! One minute!" and wear a ten gallon hat.

In each scenario, there are a number of game rooms to play in, each one containing a "so simple it's insulting" game that go along the lines of "shoot the duck" or "make the mouse run up the clock".

You may have already spotted that the games themselves weren't particularly interesting to watch, nor were they tied-in to the cyberpunk theme of the show. In addition, you may well have deduced that Virtual Reality in 1993 wasn't really up to anything like standards that look acceptable on television. 3 or 4 frames per second, in fact. This might have been fine for Flight Simulator 3.0, or whatever it was at the time, because you were taking part in the game. But to watch it was just dull.

When one player was trying to complete the games, the opposing player could hamper the runner's progress by blocking off the paths with a kind of bicycle machine, which was at least original if not perhaps well-integrated. Then they changed around for the second round.

In the final round, both sides ran but you could knock points off your opponent and freeze them by shooting them when they were in the same room. This wasn't nearly as good as it could have been.

This is a classic example of trying to utilise a technology in a TV show miles too early. Certainly, Cyberzone was without doubt the world's first virtual reality game show. However, it may well have done more harm to future VR projects than good.

No doubt the same thing will happen soon with, say, an Internet-based show that is no more than a treasure hunt game based on finding information from the Internet to solve clues. Sure, such a show will be groundbreaking in that sense, but it will probably be as dull as dishwater to watch. This is the best analogy we can think of to explain why Cyberzone was what it was.

Catchphrases

"Awooga"

Trivia

The computers used were a network of 486 PCs, each with an astounding 8Mb of memory - the most tasty machine you could buy at the time. The VR software was an early version of Superscape - which had previously been used for another Broadsword production, The Satellite Game.

WR.

DIR.

EPISODES: 10 **YEAR MADE:** 1993 **COUNTRY:** GB **SEASONS:** 1

BBC/BROADSWORD

CREATOR:

TYPE OF SHOW: GAME SHOW

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER: 04/01/1993

AIR DATE OF LAST EPISODE 08/03/1993

SEASON DATE BREAKDOWN:

FILMS:

Host CRAIG CHARLES, JAMES GROUT.

RELATED SHOWS:

RED DWARF

D*A*S*S KAPITAL

AKA:



It is the end of history. Shitsu Tonka, the giant conglomerate of universal power, has placed the world's art treasures in a giant submarine, the Titanic II. Assigned to protect and catalogue these treasures are former comedians, the Doug Anthony Allstars; Tim, Paul and Richard, who find themselves drawn into conflict with each other and the malevolent forces which surround them.

Daas Kapital remains one of the funniest and most original series to air on Australian television.

For those familiar with The Doug Anthony All Stars, then you would have a pretty good idea what you are in for. For all you other's out there this is a program packed with energy, musical numbers, puppetry, news flashes, genies in boxes, a cockroach named 'Ross' and so so so much more.

It's pretty hard to come by, as it has yet to be released on DVD (Praying for that to happen) and it hasn't even been released on VHS. It might pop up on Cable TV here and there... but otherwise it is a lost treasure.

For those not sure what the hell it is.... well it can best be described as a break-loose 'Red Dwarf' kind of thing. 3 guys living on the 'Titanic 2', an abandoned submarine containing all kinds of government documents. Also on board are Flacco the Geanie, Bob the Psychotic, Bob Downe, lots of cockroaches and a live audience..... it's all irrelevant tho, as these 3 guys sing and dance, fight, and turn in to all kinds of psychos, cockroaches and French Men..... hell, even Mexican Hitlers.

See it, you wont regret it. There are 2 seasons worth, every minute a gut buster.

Produced by Mark Gibson associate producer & Ted Robinson producer

Film Editing by Wayne Hyett

Production Design by Colin Gersch & Paul Hinderer

Second Unit Director or Assistant Director - Hugh Johnson first assistant director

Special Effects by Aaron Beaucaire special effects

Other crew - Andrew Best staging , Steven Crosby assistant designer , Nick Hilligis animator , Dale Langley talent coordinator , Darrell Martin camera operator: studio camera

WR. Tim Ferguson , Richard Fidler, Paul McDermott.

DIR. Joe Murray , Ted Robinson.

EPISODES: 14 **YEAR MADE:** 1991 **COUNTRY:** AUS **SEASONS:** 2

ABC

CREATOR:

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7, (2) 7

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Timothy Langbean Ferguson/Middle Class Woman/Wayne Kerr TIM FERGUSON, Richard Cynthia Fidler/Uncle Biff Happy/Middle Class Man/Spinner RICHARD FIDLER, Paul Bumstead McDermott/Troy the Invincible/Paddlefoot PAUL MCDERMOTT, Flacco PAUL LIVINGSTON, Shitsu Tonka Newsreader KHYM LAM, Psycho Bob MICHAEL PETRONI, Bob Downe MARK TREVORROW.

1 - 1 *LUST*

This episode is based very loosely on the story of Cinderella. Paul and Tim are members of the Royal Rhino Misogynists Lodge, and it is time for the annual ball. Richard isn't allowed to attend the ball because he isn't a member of the Lodge, and besides, who else would iron all of Tim and Paul's Rhino clothes and clean the floor? But while poor Richard is locked away in his room, slaving away over a hot iron, his fairy goldfish decides to drop in. This episode features the songs 'Living with Girls' and the 'Rhino Song'.

1 - 2 *AVARICE*

The first episode introduces us to the Doug Anthony Allstars and their plight on board the Titanic II, as well as the characters Wayne Kerr, Paddlefoot, Spinner, Flacco, Thulgore the monster, and the psychotic Bob who haunts Tim's mind. We discover that it is Paul's birthday and as a special treat he gets a special 'treat' from Thulgore! 'Mummy Dearest' is the only song performed (by Paul McDermott alone) in this episode.

1 - 3 *GLUTTONY*

It's raining outside, and everyone is bored. What can one do when it rains? You can watch TV, you can play games and you can eat... so the boys decide to play games. But, of course, being the funny kind of guys that they are, they aren't normal games. Mr Spickle-Head, Wince, Mr Toaster (which involves a toaster and a conducting rod) and the dreaded, but probably a lot of fun for everyone but Tim, Mr Potato. Paul and Richard are lonely, and as a result they have broken one of the rules- NO PETS! Tim decides to cook a feast. This episode features the songs 'Sunday Mornings' and 'Get Nicked Mum'.

1 - 4 *ENVY*

The Doug Anthony Allstars are holding the first ever Boy Scout Jamboree at the bottom of the ocean, until they get scared that is. This episode is based on the Wizard of Oz, and all three boys have to go through journeys to overcome certain problems they have. Richard has to defeat demons from his past to regain his courage. Tim has to discover his missing brain, and Paul has to find a heart. This episode features the songs 'Maria' and 'Catholic Girls on LSD'.

1 - 5 *SLOTH*

It's Bastille Day on board the Titanic II, and Paul is in no state to celebrate as he sinks deep into alcoholism. Tim and Richard decide to tie Paul to a chair whilst Tim rids the basement of the Titanic II of all the priceless bottles of alcohol. Richard goes on a quest to find all the bottles Paul has hidden to quench his thirst. In this episode the 'Doug Anthony Allstars' perform two of their songs, 'I Love the French' and 'Mexican Hitler'.

1 - 6 *PRIDE*

The Titanic II is infested with cockroaches and Paul is on a mission to send them all to cockroach heaven. But what will happen to Tim who has inherited the mysterious Ferguson family curse and Richard who has turned vegetarian and as a result of eating really lightly cooked fish ends up with Flacco in his stomach. Richard ends up coughing up nerf balls left, right and centre. This episode features the D*A*A*S song 'Thank You'.

1 - 7 *ANGER*

It is the Doug Anthony Allstars last day on board the Titanic II... hopefully. But when they play a game of charades, everything starts to turn surreal. One of them isn't human, one of them discovers a genie in a box, there is a bomb aboard that is set to blow before they are scheduled to get off the ship and poor cousin Valmay is in as bad shape as ever. This episode features the song 'Cosmic Cowboys of Doom'.

2 - 1 *FAITH*

The boys have miraculously survived the incidents aboard the Titanic II at the end of the last series, but what will they do now? Well, first of all, they have changed their address which means filling out a Shitsu Tonka official census. This proves harder than it sounds for Dorcen Langbene, Bumstead and Cynthia. Shitsu Tonka is also on the lookout for a new world leader and Tim decides he's the man for the job, especially since he has Richard to think for him. As for Paul, he is forced to 'do the decent thing'... This episode features the song 'I'm sick'.

2 - 2 *HUMILITY*

On Earth, war has been declared on jazz musicians, so the Marquis de Sade travels into outer space so as

not to be killed. Tim and Richard are hoping to impress him when he arrives on the Titanic II with their jazz record collection so that he might get them off the Titanic, but they were silly enough to tell Paul to 'take care of all the jazz records'. Also on board is the last remaining nuclear warhead, which Bob, who thinks that World War II is still raging on Earth, and his co-pilot decide to steal and use to end the war. This episode features the song 'That's Jazz' and 'Warsong'.

2 - 3 *FELICITY*

The Allstars come across a carpet that contains the voice of God. The Pope comes aboard to investigate.

2 - 4 *CHASTITY (THANKS GEORGIA!)*

2 - 5 *CHARITY*

2 - 6 *HOPE*

2 - 7 *PATIENCE*

DAI SENTAI GOGGLE V

AKA: **GOGGLE-V**

AKA: **GREAT BATTLE TEAM GOGGLE FIVE**

AKA: **GREAT TASK FORCE GOGGLE 5 (FIVE)**



In order to fight off an invasion from the evil scientists of the Desdark Empire, a computer in the Institute of Future Science select a five-person team to defend the planet Earth. Each is imbued with the spirit of an ancient Earth culture, starting with Kenishi (Akagi) whose Goggle Red uniform is set with a ruby from Atlantis. Super smart Kanpei (Kasuka) is the head of the university chess club but also Goggle Black, bearer of an Asian emerald and representative of all that noble in Asian cultures. Saburo (Ishii) is Goggle Blue who sapphire represents the glory that was Egypt. Tai (Godai) is Goggle Yellow who opal represents the lost Asian continent of Mu. And token female Miki (Okawa) is Goggle Pink who diamond contains the sprit of the ancient American culture of the Maya and the Aztecs.

Alternative readers may like to note that none of the Goggle Five seems to think that Europe ever had any culture worth saving - so much for Greece , Rome and all those other also-rans of world history.

A trio of super vehicles, the Goggle Dump, Google Tank, and Google Jet can launch from the massive Goggle Ceasar vehicle, which resembles a brightly colored version of the Jawas' Sandcrawler from A New Hope. Once outside the Goggle Ceasar, the three vehicles can combine to make a giant robot, the Goggle Five. Their enemies include Desdark President Taboo, "Retired" Leader Desdark (who still insisted on interfering, compare to his historical inspiration in Aoi) and an amry of camouflage-wearing Madaraman.

Dr. Hongou, founder of the Future Science Laboratory, confirms that Deathdark has begun its nefarious activities at Wolfborg Castle in Germany. Attacked by Deathdark, he is saved by Akama Ken'ichi and returns to Japan, where he has the Comboyputer select five people, including Akama, to become the Great Task Force Goggle V. The team succeeds in their first mission against Shell Mozoo and the giant robot Fankong. After numerous defeats, Fuehrer Taboo revives Grand Marshal Deathmark from a long sleep.

To reorganise Deathdark, Deathmark sentences Doctors Zazoriya and Igaana to death. Deathdark creates seemingly indestructible Super Synthetic Beasts, but the team copes with this by devising the Goggle Golden Spear attack. In the end, Deathmark discovers the super energy 'Hightron', which they use to create their final weapon, the Dark Cannon. At the same time, Deathdark discovers the location of Goggle V's base and destroys it. Deathmark sends the Hightron-powered Cheetah and Bear Mozoo/Kongs after the team, but they, like their lesser Mozoo and Kong predecessors fail, even though Deathgiller pilots Bear Kong himself. Dr. Hongou builds the team a new base, from which they set off to break into Deathtopia and defeat Taboo, who reveals and enlarges himself at last, with the eye-poking Earth Sword Electron Galactic missile move.

Based on an idea by "Saburo Yade", Goggle-V came after SUNVULCAN and before DYNAMAN in the Super Sentai series. Music by Michiaki Watanabe. Produced by Yuki Usui, Seiji Abe, Takeyuki Suzuki.

Fourth Super Sentai. Neither Ishi(no)mori nor Marvel was involved with this team or any others that followed. (Did Marvel have a contract with Toei that expired in 1982?) Got the highest ratings of all sentai (at least up to 1988), but is least popular among Japanese fans (as opposed to Japanese children). Cf. Ultraman Taro, another series unpopular with fans though popular with children.

Characters and mecha

The Future Science Laboratory

The Goggle V team was chosen by this lab's Comboyputer.

Gogglered (Akama Ken'ichi)

World class explorer and mountain climber. By saving Dr. Hongou from Deathdark's Madaramen, he came to

realize what peril the world was in. His forehead jewel is the ruby, symbolising Atlantis. Armed with the Red Ruby Whip and the Red Rope.

Goggleblack (Kuroda Kanpei)

President of the chess club at Touto University. Specialises in strategy. Normally a janitor of Kourakuen Stadium. His forehead jewel is the emerald, symbolising Asia. Armed with the Black Clubs, Black Emerald Nunchakus, Dynamite Clubs, the Black Shadow technique, and the Black Wind Wheel Whirlwind technique [Played by Haruta Jun'ichi, a.k.a. Dynablack and Mad Galant--both 'black' characters!]

Goggleblue (Aoyama Saburou)

Ice hockey player and would-be inventor. His forehead jewel is the sapphire, symbolising Egypt. Armed with the Blue Ring, Blue Sapphire Jet Ring, the Ring Waist Break technique, and the Blue Jet Dash technique.

Goggleyellow (Kijima Futoshi)

Works at a zoo. His forehead jewel is the opal, symbolising Mu (Lemuria). Armed with the Yellow Ball, Lightning Light Ball, Yellow Opal Megaton Ball, Yellow Hammer, Yellow Holedigging technique, and the Yellow Mole Strike technique.

Gogglepink (Momozono Miki)

Gymnast who works as an announcer at Kourakuen Stadium. Her forehead jewel is the diamond, symbolising the Mayans and Incas. Armed with the Pink Ribbon, Pink Diamond Baton, Pink Mirror, Pink Ribbon Bind technique, and the Pink Heart Hypnosis technique.

(All the members, like those of Denziman, have kanji for their respective colours in their names. Aka = red, kuro = black, ao = blue, ki = yellow, momo = pink.)

The team has many combination attacks, such as the Lightning Ropes, the Dynamite Clubs, the Ring Spin Typhoons, the Lightning Light Balls, the Ribbon Sparks, the Goggle Victory Flash, the Goggle Bomber, the Sabre Attack, and the Goggle Golden Spear. All are armed with Goggle Sabres.

Dr. Hongou (1, 2, 49, 50)

Doctor belonging to the Future Science Lab; founder of Goggle V.

Computer Boys & Girls ('Comboy')

Five kids in blue tights who comprise the junior Goggle V and support the team proper with the Comboyputer. Each follows a specific team member: Ueda Tatsuya (Red), Takenaka Makoto (Black), Shimada Haruo (Blue), Ooyama Daisuke (Yellow), and Aizawa Akane (Pink).

Gogglemachine

Gogglered's motorcycle.

Gogglecougar

4WD truck for the other Goggle team members.

Goggle Jet (Red) + Tank (Blue and Black) + Dump (Yellow and Pink) > Gogglero Armored with the Earth Sword (Electron Galaxy Cut), Goggle Hand, hand Missile, Goggle Flash beam, and Goggle Spin top.

Gogglecaesar

Flying fortress which launches from a pad beneath Kourakuen Stadium. The three components of Goggle Robo launch from its numbered 'drawers'. Kourakuen is an amusement park that features Toei heroes.

The Dark Science Empire Deathdark

From the time when iron was discovered in ancient Turkey, the 'Dark Scientists' have existed to move the world in the shadows. United by Fuehrer Taboo, they are Deathdark.

Fuehrer Taboo

A one-eyed 'super gene' product of genetic engineering that hides behind a translucent wall until emerging, giant-sized, for the finale.

General Deathgiller

Swordsman field commander in black. Piloted the last of the Kongs, Bear Kong.

Grand Marshal Deathmark (15-50)

Pharaoh-like commander brought back to life by Taboo.

Bella and Beth (Deathmark's twin handmaidens)

Faceless warriors in purple and blue tights who assume human forms.

Dr. Zazoriya (1-18; sasori = scorpion)

A Dark Scientist scorpion-woman who builds mecha-motif robots. Rival of Dr. Igaana. Put to death by Deathmark.

Dr. Igaana (1-18)

A Dark Scientist iguana-man who builds beast-motif robots. Put to death by Deathmark.

Synthetic Beasts (Mozoos)

Monsters of the week. Combinations of animal genes and metal atoms. When defeated, the Refresh Power ray gives them enough energy to enable them to pilot their Kongs. Later superseded by Super Synthetic Beasts made of Neometal from Crocodile Mozoo onward.

Giant robots (Kongs)

Usually modelled after the Mozoos who pilot them (but exceptions exist). Have blue cockpits on their heads and disproportionately large legs, presumably to support their enormous weight.

Madaramen (madara = spot, referring to their spotted outfits)

Android grunts in camoufalage-colored tights.

Dark Giant Castle Deathtopia

Mobile castle-shaped fortress that launches giant robots from its gate. Usually underwater but can fly.

Trivia

The first sentai series in which Hirohisa Soda is made the chief writer. He stayed on as chief writer for sentai until 90's Fiveman and is believed, by many fans, to have been the one to raise the bar on sentai and raising its stories to appeal to older viewers, as well.

In the Philippines, Fuehrer Taboo is known as Totopama.

WR. Hirohisa Soda, Tomomi Tsutsui, Isamu Matsumoto, Akiyoshi Sakai, Kyoko Sagiyama.

DIR. Shohei Tojo, Kazushi Hattori, Minoru Yamada, Satohi Tsuji, Michio Konishi

EPISODES: 50 **YEAR MADE:** 1982 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SABURO YADE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 50

DATE OF PREMIER: 06/02/1982

AIR DATE OF LAST EPISODE 29/01/1983

SEASON DATE BREAKDOWN:

FILMS: GREAT TASK FORCE GOGGLE 5 (1982).

HARUTA JINICHI, Dr. Hongou (1, 2, 49, 50), Computer Boys & Girls ('Comboy'), Goggled (Akama Ken'ichi) RYOJI AKAGI, Goggleblack (Kuroda Kanpei) JUNICHI KASUGA, Goggleblue (Aoyama Saburou) SHIGERU ISHII, Goggleyellow (Kijima Futoshi) SANPEI GODAI, Gogglepink (Momozono Miki) MEGUMI OKAWA, YOSUKE NAKA.

RELATED SHOWS:

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

KAGAKU SENTAI DYNAMAN

HIKARI SENTAI MASKMAN

CHO JIN SENTAI JETMAN

KYORYUU SENTAI ZYURANGER

GO SEI SENTAI DAIRANGER

DEN KO CHO JIN GRIDMAN

-
- 1 - 1 *THE INVASION OF DARK SCIENCE*
 - 1 - 2 *RISE UP! WARRIORS OF THE FUTURE*
 - 1 - 3 *ATTACK DEATHTOPIA*
 - 1 - 4 *SWELLING DARK LAND MINES*
 - 1 - 5 *THE DEVIL IS LURKING LEGEND*
 - 1 - 6 *THE LOVE OF A VILLAINOUS WRESTLER*
 - 1 - 7 *PAPA IS TURNED INTO A GHOST*
 - 1 - 8 *AIMING AT A BEAUTIFUL PROFESSOR*
 - 1 - 9 *THE MUSHROOM VILLAGE OF HELL*
 - 1 - 10 *THE SECRET OF A RARE POMATO*
 - 1 - 11 *THE TERRIFYING MAGMA STRATEGY*
 - 1 - 12 *THE SANDY HELL COMING FROM FALSEHOOD*
 - 1 - 13 *THE GREAT RIOT OF THE UNDERGROUND CATFISH*
 - 1 - 14 *IT'S SERIOUS! THE EARTH IS SINKING*
 - 1 - 15 *THE REVIVED DEMONIC COMMANDER-IN-CHIEF*
 - 1 - 16 *RED! CLOSE CALL*
 - 1 - 17 *THE TEARS OF THE KAPPA BOY*
 - 1 - 18 *THE DAY THE ADULTS DISAPPEARED*
 - 1 - 19 *THE SECRET OF THE HAUNTED HOUSE*
 - 1 - 20 *THE TOXIC FLOWER CACTUS OF DEATH*
 - 1 - 21 *FEAR! THE FISH ARE FOSSILIZING*
 - 1 - 22 *ATTACK OF THE CURSED PUPPETS!*
 - 1 - 23 *THE GREAT SOAP BUBBLE PLAN*
 - 1 - 24 *DEFEAT THE UNSEEN ENEMY*
 - 1 - 25 *THE DINOSAUR IS THE MESSENGER OF THE DEVIL*
 - 1 - 26 *BLACK! GREAT REVERSAL*
 - 1 - 27 *THE HUMAN JUNGLE!*
 - 1 - 28 *THE REVIVED DEAD MOZOOS*
 - 1 - 29 *FEAR OF SLEEPING QUARTERS*
 - 1 - 30 *THE GOLDEN DEMON SWORD OF INAWASHIRO*
 - 1 - 31 *BLUE! GREAT ASSAULT!*
 - 1 - 32 *STARTLING BONELESS HUMANS*
 - 1 - 33 *GREAT EXPLOSION OF CAESAR?!*
 - 1 - 34 *IT CAME FORTH! GOLDEN FINISHING MOVE*
 - 1 - 35 *ATTACK OF THE IRON-EATING HUMANS*
 - 1 - 36 *SHOOT-OUT! 0.3 SECONDS!*
 - 1 - 37 *ATTACK THE MYSTERIOUS BOMBER*

- 1 - 38 *THE ATTACK OF FRIENDSHIP!*
- 1 - 39 *THE DEVIL'S CANNIBAL ALBUM*
- 1 - 40 *THE SECRET BASE IS IN DANGER*
- 1 - 41 *THE GREAT ADVENTURE OF A TRANSFORMED PAPA*
- 1 - 42 *ASSASSINATION! THE SNARE OF THE SCORPION*
- 1 - 43 *FIGHT TO THE DEATH! THE OVAL STRUGGLE*
- 1 - 44 *OH! THE FOOD IS IN THE SAND*
- 1 - 45 *TWO BLACKS!*
- 1 - 46 *SUPER ENERGY ARRIVAL*
- 1 - 47 *THIS IS THE ULTIMATE WEAPON*
- 1 - 48 *THE LAST DAY OF THE SECRET BASE*
- 1 - 49 *SHOGUN! THE FINAL CHALLENGE*
- 1 - 50 *ADVANCE! TO THE SHINING FUTURE*

DAITETSUJIN WANSEBUN (1-7)

AKA: **GREAT IRONMAN 1-7**

AKA: **GIANT IROMAN 1-7**



In the beginning of the 1st english version that was released , Japan scientists created a giant supercomputer with a giant eye in the middle of it to predict their weather, fight crime, invent things, etc.. They named their creation the BRAIN. One night, the thing just unplugs itself and runs off right through the wall and one of the professors, Hassler, is missing too. Realizing the critical situation had grown serious, to quote the narrator, the Defenders (a special military group), scramble their jets, tanks, and soldiers and look around everywhere. They search for over a year , but find nothing. One day however some soldiers manage to rescue a truck stuck in the mud, a wedding party who needs to get somewhere. Then one of the soldiers picks up an unknown object and the MRSS starts beeping , causing the soldiers to gasp with fear. Then there's an avalanche.

Some place called Demon Canyon collapses. Some guy falls into a secret cave and finally, we discover that BRAIN has holed himself up in this particular cave. Only one of the wedding party, a guy named Stevie, survives the disaster. Some soldiers chase Stevie around, but he finds a giant robot called DAITETSUJIN 17 , they accidently wake it up, and the army retreats. Stevie is picked up by the robot who hands him a helmet communicator device. Stevie throws it down, the robot puts him down, and he too runs away. Later Brain starts sending giant robots to attack the city. The planes and tanks can't stop them , Stevie continues running towards a 300 foot tall steamroller robot that is trashing the city and thows a live grenade he finds on the ground at it. But, just as Rollerbot is just about to squish him, DAITETSUJIN 17 busts out of the ground and comes to the rescue! DAITETSUJIN 17 also has a secret weapon mounted on his chest, which is a powerful gun called the "Graviton Cannon".

Now we learn that Hassler is secretly in league with BRAIN as the mad scientist. And BRAIN wants to recruit himself an army of henchman, so he sends a "hurricane robot" to break famous criminals out of prisons around the world, by famous I assume they mean infamous. Back at the Defender's base one of the soldiers convinces the boss that if he gets himself arrested he'll be a shoe in for recruitment in BRAIN's new army, and he can infiltrate it's secret base. The Hurricane Robot decides his one random act of larceny warrants world class Henchman status and sucks him up, and so the Defenders try tracing his signal. They already know where BRAIN is so their spy decides to try infiltrate the base, and is suprised when he stumbles into a room and finds BRAIN there. But, the BRAIN is onto him. Meanwhile, Stevie and some Defenders end up back in Demon's Canyon and find Stevie's communicating helmet, and their spy on a cross. Then the Hurricane Robot laughs at their pathetic machines and attacks their army! Then, wearing the communicating helmet Stevie calls on DAITETSUJIN 17, who shows up and serveth up a heapin helpin of heavy metal ass kick and uses the Graviton Cannon! DAITETSUJIN 17 tells Stevie he's now his new partner in this new war against their enemy.

Back at the enemy base , BRAIN the computer gets angry when Hassler gripes about yet another robot being destroyed by DAITETSUJIN 17, and zaps him. Stevie, swearing bloody vengeance on the blood of his family and big sister, slain in the avalanche enlists DAITETSUJIN 17's aid in combating BRAIN. Back at Defender Base a new captain arrives with news the BRAIN has recruited some new criminals. The Defenders are still trying to figure out how the helmet works with Stevie and DAITETSUJIN 17. They figure that DAITETSUJIN 17 is using it to tune in to whenever Stevie is in personal danger and is just trying to rescue him. Deciding to test their theory with a mock attack on Stevie, their plans are thwarted when BRAIN's goons actually attack for real! A mountain explodes, something comes out of the side of it. The army sends a squad of planes to investigate but are destroyed. Gasping in terror as their military proves itself once again ineffective.

Before DAITETSUJIN 17 arrives , this new enemy robot is apparently a giant piston robot, so low on 17's foot scale he just dispenses with an attack and puts DAITETSUJIN 17 out of commission. So the Defenders have decided to build a new supercomputer called Big Angel. BRAIN sends a new monster and starts

DANS UNE GALAXIE PRES DE CHEZ VOUS



In the year 2034, the Earth is in a catastrophic state. Thus, the Romano-Fafard, a spaceship commanded by the Capitaine Patenaude, is sent to discover another planet, in order to hold the 6 billion inhabitants of the planet Earth.

This is an Canadian SF comedy show in the French language.

The show is extremely funny because all the actors (or at least those of the 2000-2001 season) are very talented and you can feel the pleasure they are having playing their character. They are/were almost all part of improvisation leagues so they are used to doing a lot of mimics, which is good for a comic show. Also the story is original in it's way of making fun of other shows like "Star Trek" and the references to music/cinema/sports are always well placed.

The episodes aren't equal in quality, but usually even the worst ones make you laugh at least twice or thrice. The way it is filmed also is pretty interesting: the camera moves a lot and always films in a weird angle.

Even if they say it was a show is made for children but everyone from 6 to 100 years old, should like it. An extraordinary show!

Produced by Michel Bissonnette executive producer, Paul Dupont-Hébert executive producer, Diane England producer , André Larin executive producer , Vincent Leduc executive producer.

Original Music by Richard Lord.

Synopsis

The series chronicles the long, futuristic voyage of a team of Québécois space explorers (with one half-russian, one half-alien and one robot) looking for a planet capable of sustaining life, in the year 2034. This epic search is made essential because of the destruction of the ozone layer by excessive human pollution, prompting the need for a new planet to welcome humankind. The few habitable planets encountered are often ultimately left alone because of an existing population occupying the land, creating the prospect of the inconceivable ethical wrong, for the team, of taking the land of another people. The starship, christened Romano Fafard, is led by Captain Charles Patenaude (played by Guy Jodoin), a presumptuous but endearing man prone to making pompous, solemn declarations.

Background

The series is an obvious parody of science-fiction works like Star Trek, a bit like the British Red Dwarf. A spirit of environmentalism, humanitarianism, pacifism and ethics is ever-present throughout the series. Sometimes, the social comment on the selfish errors of humankind regarding pollution and war can be misanthropic, but still hopeful and idealistic. Most members of the team subscribe to these noble morals, with the notable exception of Brad Spitfire, an infinitely egotistic, machiavellian and amoral crewmember. Despite these negative traits, actor Stéphane Crête plays him in such a way that the character's great faults remain extremely amusing and lovable.

The title translates to In a galaxy near you, a pun on the classic cinema advertising line Coming to a theater near you. It was initially set to be broadcast on a mainstream network under the name Vadrouille de l'espace. Patrouille de l'espace (Space Patrol) is the French language title of Star Trek within Quebec (France knows it by its original title); Vadrouille de l'espace basically translates to Space Mop. Science-fiction being rare in Quebec fiction, the main networks ultimately did not accept to risk broadcasting the show. The creators turned to the youth-oriented Canal Famille (the former name of Vrak TV), who welcomed the project. Even if it was presented on a Children's channel, its humor is, while caricatural, often relatively mature and sophisticated.

Movie

A movie with that same title and premise was released in 2004. It proved to be a hit with younger and older viewers, and drew very good reviews relatively unanticipated from intellectual critics. It was also groundbreaking for its impressive special effects accomplished with a small budget and a short filming time, and for being one of the few sci-fi Quebec films, along with Dans le ventre du dragon. Two sequels are planned.

Quotes

We are in 2034. The situation on Earth is catastrophic. The ozone layer has been completely destroyed by the carbonic gas of automobiles, the chemical industries, and the poosh-poosh in little cans.

Opening of the show.

Where the hand of man has never set foot.

Parody of Star Trek's Where no one has gone before, from the opening.

WR. Pierre-Yves Bernard, Benoit Chartier , Claude Legault.

DIR. Pierre Théorêt

EPISODES: 65 **YEAR MADE:** 1999 **COUNTRY:** CAN **SEASONS:** 4

CREATOR:

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 13, (2) 26, (3) 13, (4) 13

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS: DANS UNE GALAXIE PRES DE CHEZ VOUS (2005)

Capitaine Charles Patenaude GUY JODOIN, Valence Leclerc (1999) ISABELLE BROSSAD, Valence Leclerc (2000-2001) SYLVIE MOREAU, Brad Spitfire STEPHANE CRETE, Bob Dieudonné-Marcellin DIDIER LUCIEN, Falbo Gotta (1999) PAUL AHMARANI, Pétrolia Parenteau-Stanislawski (2000-2001) MELANIE MAYNARD, Mirabella Romario (1999) PASCALE MONTPETIT, Serge (2000-2001) REAL BOSSE, Gervais (voice) PATRICE COQUEREAU, Flavien Bouchard CLAUDE LEGAULT.

DARK ANGEL



Dark Angel premiered on FOX in fall 2000. Academy Award-winning director James Cameron teams with Emmy Award-winning writer Charles Eglee to create this futuristic, sci-fi adventure series set in post-apocalyptic America. Dark Angel is about Max, a genetically enhanced human prototype who, after escaping her military handlers, is hunted by them through the edgy, underground street life of 21st Century Pacific Northwest. Max is aided in her quest -- both to avoid capture and to reunite with her surviving "siblings" scattered in the aftermath of their escape -- by Logan, an idealistic cyber-journalist battling corruption and the oppressive establishment in this futuristic landscape. Although she initially resists Logan's attempts to enlist her in his social struggle, preferring instead to maintain the ultracool demeanor of detached, alienated youth, Max ultimately brings her unique skills and abilities to bear in taking on the ruthless power-brokers of the new millennium.

Jessica Alba stars as Max, a genetically "enhanced" superhuman living in post-apocalyptic Seattle, WA. When Max was a child, she and others tried to escape the military compound at which they were being developed/trained. Now, as a young woman, Max is searching for others of her kind, not knowing whether or not she was the only one to escape.

Having seen the unfinished pilot (with temporary sound, FX, music, etc.), I have to say that this show appears to have a future. Max, a bike courier/burglar, is an interesting character whose abilities are sometimes a hindrance - she frequently (and inexplicably, at least in the pilot) suffers seizure-like breakdowns. Logan Cale, who broadcasts a pirate television signal called "Eyes Only" which exposes corrupt and immoral people, is impressed by Max when she breaks into his heavily guarded apartment. He tries to enlist Max's help in his fight against corruption in exchange for his help finding others like her.

Jessica Alba as Max is a good casting choice. She's sexy, seems smart, and can play both the tough grrrl and the innocent victim quite well. I'm looking forward to seeing how her character will be developed, as there seem to be a lot of possibilities for Max, and for the other characters in the show. Will Max find the others? Will her pursuers catch up with her? How will her relationship with Logan evolve?

I'm hoping this show survives, and I'm hoping that it's a hit. I mean, what are we going to watch on Fox when The X-Files and The Simpsons finally close up shop?

Dark Angel (2000-2002) was a cyberpunk science fiction television series, created by James Cameron and Charles H. Eglee.

Despite a strong fan base (and a second season finale directed by James Cameron), Dark Angel was cancelled in 2002 after just two seasons due to low ratings. Avid fans of the show attribute the loss of ratings to a misjudgement on the part of FOX Network for airing the second season on Friday evenings instead of Tuesday evenings. In addition, changes to the format and tone of the series in the second year are also cited as contributing factors to its demise, though many of these changes were unavoidable due to budgetary concerns, departing actors, and 9/11, which forced the show to downplay its post-apocalyptic setting.

The series was filmed in Vancouver, British Columbia, Canada at Lions Gate Studios.

Influences

Battle Angel Alita: It shares many themes with Yukito Kishiro's Battle Angel Alita (also known as Gunnm), a manga series, and is believed to be inspired by it[1]: both were sci-fi stories featuring a strong, physically-enhanced and youthful-looking female protagonist with dark hair (Max and Gally or Alita) who maintains a vaguely romantic relationship with a blonde male character who wears round glasses and specializes in technology (Logan and Ido); both titles contained the word "angel"; both shared a cyberpunk theme that takes place in a dystopian city (post-EMP Seattle, and Scrap Iron City), and so on.

Blade Runner: It plays with many of the same themes as Ridley Scott's 1982 film Blade Runner. In Cameron's

version, however, the Rick Deckard character of Blade Runner, Donald Lydecker, is the antagonist (due to his relationship with Manticore, Lydecker also shares characteristics with an antagonist from Blade Runner, Tyrell of the Tyrell Corporation). The story is told, instead, from the point of view of the Nexus - 6 replicants (Cameron's X-5 transgenics), Zack (Roy Baty in Blade Runner) and Max (a conflation of Blade Runner's Pris and Rachel). The technically astute J. F. Sebastian of Blade Runner, who helps the replicants, was split in Dark Angel into computer expert Logan Cale and the genius Sebastian, a mute quadriplegic who communicates via a machine that verbalizes his thoughts. Other films by Cameron "The Terminator (1984) and Terminator 2: Judgment Day (1991)" shared similar settings as well.

RoboCop: There are also some shared elements with Paul Verhoeven's 1987 film RoboCop. Both take place in cities where violent crime is commonplace, and share recurrent themes such as corporate corruption and moral ambiguity in the scientific community. In addition, the protagonists of both are reluctant heroes created by scientists seeking to minimize the loss of human life in combat/law enforcement. Coincidentally, a character killed in Season One returns as a cyborg in Season Two.

Friday: It shares many aspects of Robert A. Heinlein's 1982 novel, Friday. The main protagonist is a multi-ethnic, genetically enhanced young woman surviving in a dystopian future who often has trouble forming personal relationships due to her differences from un-enhanced humans.

Girl Power!: It reflects the impact of Girl Power (i.e. the Spice Girls) upon popular culture during the late 1990s and early 2000s. In this light, Max (who was created with cat DNA) may have been modeled after the character from Batman, Catwoman (with Logan as the Bruce Wayne figure) as well as Emma Peel of The Avengers. Original Cindy may have been influenced by characters portrayed by Pam Grier in blaxploitation films such as Coffy and Foxy Brown.

Kung Fu: It may have been influenced by the popular television program, Kung Fu (1972-75). As with Kung Fu's Caine, Max of Dark Angel is a super-human but marginalized figure who is on the run and bears the "mark of Cain." In each episode, the childhood of the protagonist is referred to in flashbacks and focuses upon a school-like environment where children with shaven heads are being groomed for specialized roles by unique figures of authority. As adults, Caine and Max live in obscurity but use their abilities in the martial arts to fight for the good. Furthermore, in episode two of the first season of Kung - Fu (written by Herman Miller) which aired on November 11, 1972 and was entitled Dark Angel, Caine discovers that he has a half-brother and sets out on a mission to find him.

Season Two: Dark Angel changed significantly in its second season, moving from Cyberpunk to quasi-horror and something closer to Buffy the Vampire Slayer. The influence, however, of Battle Angel Alita was still apparent, as well as the Matrix and the X-Men. In addition, with the character of Joshua, comparisons could be made to the novel Frankenstein and in particular to Frankenstein's monster. Joshua himself was modestly reminiscent of Vincent from Beauty and the Beast.

Setting

In the year 2009, a genetically enhanced female child (Cameron's term for this prototype is transgenic) super-soldier named Max Guevera, also known as X5-452, escapes, along with 11 others like her, from a secret government institution codenamed Manticore where they were made and trained to be soldiers and assassins. Months after her escape, terrorists detonate an electromagnetic pulse weapon which destroys the vast majority of computer and communication systems in the US, throwing the country into utter chaos.

The First Season begins ten years later in 2019. It follows the life of the now 19-year-old Max as she struggles to search for her Manticore brothers and sisters living in a post-apocalyptic world (an element that was more or less dropped after 9/11), while trying to live her life, learning to trust and love, and evading capture. She is aided by Logan Cale and her friends at Jam Pony, a courier company that she works for. Other X-5s are periodically introduced as well.

Spoiler warning: Plot and/or ending details follow.

In the Second Season of the show, the tone changes as Max brings down Manticore, but finds that she has an even more deadly enemy in a millennia-old breeding cult structured similar to the Illuminati. This has resulted in humans even more formidable than the Manticore-produced transgenics, and now this cult is trying to hunt them all down. It turns out that a renegade from the cult, Sandeman, was largely responsible for Manticore's genesis. The villain Ames White is Sandeman's son, which essentially makes him Max's brother. The series was cancelled before the producers could really play with this dynamic, however.

Season One (2000-2001)

Max Guevera -- A genetically enhanced female (or transgenic) super-soldier also known as X5-452, and an escapee from Project Manticore who searches for others of her kind, while also trying to lead some semblance of a normal life. She eventually teams up with Eyes Only.

Logan Cale -- Also known as Eyes Only, Logan is on a crusade to bring down the corrupt power brokers of the new millennium. He uses his resources to find out who Max is and the two develop a deep and complex

BALLARD

Kendra JENNIFER BLANC, Sketchy RICHARD GUNN, Normal J.C. MACKENZIE, Cindy VALARIE RAE MILLER, Zero JAMES BELL, Zack/X-5 599 WILLIAM GREGORY LEE, Ben/Alec JENSEN ACKLES, Ahsley Scott ASHA BARLOW, Joshua KEVIN DURAND, Rafer KRIS POPE, Uncle Jonas Cale LAWRENCE PRESSMAN, Colonel Donald Lydecker JOHN SAVAGE, Johanssen ALEX ZAHARA.

Books Based on this series.

DARK ANGEL: AFTER THE DARK	MAX ALLAN COLLINS	2003
DARK ANGEL: BEFORE THE DAWN	MAX ALLAN COLLINS	2002
DARK ANGEL: SKIN GAME	MAX ALLAN COLLINS	2003

1 - 1 *"PILOT"*

After escaping a genetics lab that trains test tube babies to be the perfect soldiers (called Project Mantacore), 18-year-old Max is truly a lone traveler. When she was young "those terrorist bozos whacked us with a Electro-magnetic pulse." Now she must live her life on the run in a dangerous future where all anyone wants is their past. Max has daily seizures that give her flashbacks to her shady past. That is the only way she can put more pieces of the puzzle together. After a little girl is kidnapped and Logan shot by a man named Edgar Sonrisa, Max has no choice but to help him. What she doesn't know is Lydecker, the leader of the Project Mantacore team, is on her tail. The little girl, being held at a condemned compound, is rescued by Max. She flees Lydecker's men by dressing as one of them and leaving in plain sight.

Three months later, Max visits Logan again. Logan is now in a wheel chair because of a blown spinal cord. He says he still needs her to do a little "leg work" for him. She still doesn't want to help until Logan tells her that he has located Zack, another of the test tube babies. She reluctantly agrees to help.

Max lives in a run down apartment building with her roommate Kendra and has to occasionally bribe the police to keep their presence a secret. For cash, she works as a bike messenger for a company called "Jam Pony Messengers." Most of her friends work there and always complain about their pay and their boss, Normal. For extra cash, Max robs from the richer people and sells it for more than it is worth. One night, she decides to rob the wrong house and meets Logan Cale, a mysterious news reporter who runs a video steam called "Eyes Only." He reports truthful news because he says "if you accept the way things are, you're making it worse."

Although she escapes from him and his bodyguard Peter, Logan continuously tracks Max down until he finds out the truth about her. He tells her that he can help her find her lost test tube friends if she'd help him. Max doesn't accept because she believes she would get caught by whom ever was after her.

Wr James Cameron, Charles H. Eglee

Dir David Nutter

1 - 2 *HEAT*

Logan's information helps Max to find a Manticore fugitive she hasn't seen since the night of the escape... but their reunion might land both of them in Lydecker's hands.

Wr Patrick Harbinson

Dir Michael Katleman

1 - 3 *FLUSHED*

Kendra and Original Cindy's misguided intervention lands Max in prison, where she must fend for herself without the luxury of her superhuman skills.

Wr Charles H. Eglee, Rene Echevarria

Dir Terrence O'Hara

1 - 4 *C.R.E.A.M.*

The daughter of Logan's former mentor requests his help in locating her missing father. Meanwhile, Max and Original Cindy help save Sketchy from an angry mob boss.

Wr David Zabel

Dir Chris Long

1 - 5 *411 ON THE DL*

Max draws closer to her Manticore siblings when Vogelsang uncovers some key information. Meanwhile, and old flame pays Logan a visit.

Wr Doris Egan

Dir Joe Ann Fogle

1 - 6 *PRODIGY*

Max gets closer to Lydecker than she ever wished when she attends a conference on genetic engineering.

Wr Patrick Harbinson

Dir David Jackson

1 - 7 *COLD COMFORT*

Zack reappears and tells Max that Lydecker has captured Brin, one of their Manticore sisters, and plans to do her harm. Max decides they must kidnap Lydecker and force him to reveal Brin's whereabouts. When Max and Zack discover that Lydecker was not behind Brin's disappearance, they have no choice but to team up with Lydecker to find their lost sister.

Wr Jose Molina

Dir Joe Ann Fogle

1 - 8 *BLAH BLAH, WOOF WOOF*

Lydecker gets the local police to post "Wanted" posters of Max throughout the city, charging her with Vogelsang's murder. When Zack returns to beg Max to leave town, Logan offers both of them shelter in a countryside retreat. Meanwhile, Sketchy is put in charge at Jam Pony and Normal goes to the police about Max.

Wr Moira Kirland

Dir Paul Shapiro

1 - 9 *OUT*

Tired of Logan's "all business" approach to their relationship, Max refuses to help with his latest case involving a medical supply smuggler. But when Logan gets double-crossed by his target, Max goes undercover as "Eyes Only" to rescue him from a certain death. Meanwhile, Normal is smitten with a woman with a secret.

Wr David Zabel

Dir Sarah Pia Anderson

1 - 10 *RED*

Max takes on an army of superhuman soldiers in an episode amped up on action sequences. The trouble starts when Logan recruits his favorite biker chick to protect a Federal witness with vital info on local corruption. But the operation hits a snag after Max realizes that the guy she's guarding is a face from the not-so-distant--and very painful--past, and that those who want him dead may have plans for her as well.

Dir Michael Katleman

1 - 11 *ART ATTACK*

Normal is kidnapped by a gang of art thieves and the Jam Pony folks realize they have been tricked into transporting stolen paintings. Meanwhile, Logan asks Max to be his date at a family wedding. She is snubbed at the only store that sells gowns. She decides to return to the dress store and steal the dress she has put on hold. When Logan is suspicious of how she got such a nice dress, Max confesses and says she plans on taking it back. Later, Max enlists Logan's help to rescue Normal from the art thieves

Wr Doris Egan

Dir James A. Contner

1 - 12 *RISING*

The "transgenic" Reds catch up with Max when her lost pager reveals her whereabouts to them. The Reds are former death row convicts seeking to combine their technology with Max's genetic material. Logan and Max, after a deadly fight with a Red, learn that the transgenics' power is controlled by a special implant placed in their bodies. Meanwhile, the Reds take Original Cindy hostage and used to lure Max into their trap. Max risks it all and inserts the Red's implant into her own neck in hopes of gaining extra power. The implant makes her hyper violent and she kills off the Reds in order to free Original Cindy. Max then has a seizure. Logan learns the only way to save Max's life is to get the chip out of her head, but first he has to electrocute the chip in her neck. He is able to save her. Max then has to reveal to Original Cindy her Manticore secret. Also, Logan begins to regain the use of his legs and stands up.

Dir Duane Clark

1 - 13 *THE KIDS ARE AIIGHT*

Re-captured by Lydecker after his helicopter crash, Zack is tortured in an effort to get him to reveal the whereabouts of the other X5 escapees. After a failed escape attempt, Lydecker tortures Zack even more and Zack "dies." In a ingenious plan, Zack survives his burial and escapes from his coffin and contacts Max, but unbeknownst to them, Max is wired and Lydecker and company hear all he is saying.

Wr René Echevarria, Charles H. Eglee

Dir Jeff Woolnough

1 - 14 *FEMALE TROUBLE*

Max discovers Logan is dealing with a back-alley medical clinic doctor who has agreed to perform experimental therapies to keep him out of his wheelchair, who Max realizes is also a former Manticore scientist. Meanwhile, Original Cindy returns to Jam Pony and continues to learn more about Max and her relationship to Logan.

Wr Patrick Harbinson

Dir John T. Kretchmer

1 - 15 *HAVEN*

Max accompanies Logan to a once-thriving community, now devastated after the pulse, to meet with the town's retired sheriff. The locals are hostile toward Max and Logan, believing them to be hold-overs from the pre-pulse days. Meanwhile, Max starts to feel ill and begins having seizures and also befriends a local teen who Max comes to realize is alienated from the rest of the town.

Wr Jose Molina

Dir Michael Ray Rhodes

1 - 16 *SHORTIES IN LOVE*

When Diamond, an old girlfriend of Original Cindy's mysteriously reappears to rekindle their relationship, Max finds her anonymity dangerously compromised by a stranger with a deadly secret. Max becomes suspicious of Diamond's presence when Max is attacked by strangers and Logan investigates the identity of the attackers.

Wr Adisa Iwa

Dir Paul Shapiro

1 - 17 *POLLO LOCO*

Logan is tipped off by a friend at the morgue to a murder victim with a barcode on his neck and informs Max who investigates. But though the barcode belongs to an escaped X5, Ben, the body is not his. While Max is viewing the body, Lydecker arrives to confiscate it and close the investigation. Max realizes she must find Ben before Lydecker does.

Wr Doris Egan

Dir Thomas J. Wright

1 - 18 *I AND I AM A CAMERA*

While investigating a string of murders of recently paroled convicts, Max and Logan meet a "Fisher King"-like super hero who at first appears harmless and slightly crazy, but ultimately has a profound effect on both their personal lives. Discovering this post-pulse crusade as he follows her around Seattle, Max's original opinion of the "super hero" changes after she sees him actually perform super-human feats.

Wr David Simkins

Dir David Simkins

1 - 19 *HIT A SISTA BACK*

When fellow X5 escapee Tinga returns to town to save the family she left behind, Max, with the help of Zack, once again places herself in danger to battle Manticore, Lydecker, newly turned X5 Brin, and an increasingly power-hungry Madame X. When Tinga gives up her freedom to ensure her child's safety, she is taken to a secret government lab. Amid the double crossing, we learn Lydecker is no longer in the loop with the real Manticore higher-ups. This means Max is in more danger than she could possibly imagine.

Wr Moira Kirland

Dir James Whitmore Jr.

1 - 20 *MEOW (PART 1 OF 2)*

Max starts to feel the stress of being controlled by her genetic urges when she goes into her bi-annual feline DNA sexual urges.

Wr David Zabel

Dir D.J. Caruso

1 - 21 *... AND JESUS BROUGHT A CASSEROLE (PART 2 OF 2)*

Max escapes Manticore and Madame X's clutches with the help of Lydecker but he then knocks Max out and chains her to a hotel bed while he proceeds to get drunk. It's up to Logan to help find her.

Wr René Echevarria, Charles H. Eglee

Dir Joe Ann Fogle

2 - 1 *DESIGNATE THIS*

After months of being imprisoned at Manticore, Max has resisted powerful attempts at re-programming and breeding and plans her escape from the genetics lab. She is aided in her breakout by the gentle but beast-like Joshua, an early Manticore creation, and together they release all the other Manticore creatures. Max attempts to reunite with Logan, only to discover that he is now number one on Manticore's most wanted list.

Wr Moira Kirland

Dir Jeff Woolnough

2 - 2 *BAG 'EM*

Manticore sends out a signal ordering all the escapees to return to a site where unbeknownst to them, awaits their death. While harboring a group of middle Manticore escapees, Max is captured by a man whose job it is to exterminate the remaining fugitives, leaving only Alec and the X6's to rescue her. Meanwhile, Lydecker contacts Logan when he gains information about Max that could be dangerous if it falls into the wrong hands.

Wr Marjorie David

Dir Vern Gillum

2 - 3 *PROOF OF PURCHASE*

Max and Logan look for Joshua, who is wandering Seattle looking for "Father", the man who created him. Meanwhile, Alec fights ordinary people in an underground club but when later caught by White, he must strike a bargain to kill three transgenics to save his life.

Wr Tommy Thompson

Dir Thomas J. Wright

2 - 4 *RADAR LOVE*

Max and Logan must aside their complicated and lethal feelings for one another, when they investigate a series of unusual deaths and uncover a genocidal agenda linked to transgenic escapees.

Wr Jeff Woolnough

Dir Michael Angeli

2 - 5 *BOO*

On Halloween night, Max finds her "normal" world turned upside down when the creatures she let out of Manticore are able to walk the streets freely without fear of exposure. As she and Joshua, with a crazy band of characters, race against time to find a headless body before it carries out its intended lethal mission, Max is faced with the reality that Asha and Logan are getting closer than ever.

Wr Charles H. Eglee, Moira Kirland

Dir Les Landau

2 - 6 *TWO*

Disturbed by Joshua's unusual behavior, as well as Alec's new job working at Jam Pony, Max's concern for Joshua is heightened when sector police killings are attributed to a "beast-like" creature. As Max races to try to figure out the mystery of the killings before more are committed, she makes a surprising discovery about who the culprit actually is.

Wr Jose Molina

Dir Allan Kroeker

2 - 7 *SOME ASSEMBLY REQUIRED*

Max discovers that Zack is not only alive but apparently benefiting from some cybernetic enhancements to his genetic engineering, however he does have memory problems. Knowing that Zack sacrificed his life for hers, Max puts herself at great risk, attempting to rescue him from his new "owners," a vicious Seattle gang but when an attempt is made on Logan's life, Max is faced with a very painful decision.

Wr Robert Doherty

Dir Nick Marck

2 - 8 *GILL GIRL*

Alec and Max set out to rescue an aquatic transgenic caught at sea from White, but the creature's mate throws a wrench into Max's plans. Meanwhile, Logan has a brush with death after he and Max get a little too close while babysitting his niece.

Wr Marjorie David

Dir Bryan Spicer

2 - 9 *MEDIUM IS THE MESSAGE*

Logan gets an appeal from a mother to look into a kidnapping case, through Eyes Only. Meanwhile, Joshua discovers a latent talent for modern art and things take an unexpected twist when it turns out that the boy is the son of Max's nemesis, Mr. White, whose wife has no idea of his work.

Wr Michael Angeli

Dir Jeff Woolnough

2 - 10 *BRAINIAC*

When Asha's militant group comes under fire, Max figures that it's all because of a Manticore-engineered military strategist, another transgenic called Brain. Brain sets out to protect Max as best he can, after he's called upon to discover who really betrayed the group.

Wr Chip Johannessen

Dir Stephen Williams

2 - 11 *THE BERRISFORD AGENDA*

While being haunted by music from the past, Alec must revisit one of his Manticore missions that went bad and resulted in the loss of his one true love. Max attempts to put the pieces of Alec's past together and upon discovery of the truth sets out to help him as best she can.

Wr Moira Kirland

Dir Thomas J. Wright

2 - 12 *BORROWED TIME*

When Max and Logan finally find a cure for their genetically engineered virus, it turns out to be only temporary. Their time together is limited and to make matters worse they have to stop a strange Manticore creation that is on the loose in Seattle and preying on people.

Wr Jose Molina

Dir David Straiton

2 - 13 *HARBOR LIGHTS*

After Max is shot and hospitalized, Logan must intercept White and a very curious CDC doctor in order to keep Max's transgenic identity undercover.

Wr Robert Doherty

Dir Kenneth Biller

2 - 14 *LOVE IN VEIN*

Max must take on a cult of superhuman-blood addicts when she learns they're being led by a Manticore mutant intent on rebuilding an X-5 army. Meanwhile, Joshua falls in with the wrong crowd after Alec tricks him into delivering his packages for Jam Pony.

Wr Michael Angeli

Dir David Grossman

2 - 15 *FUHGEDABOUDIT*

A genetically enhanced hypnotist targets Logan and Max, who reveals her true identity and Logan's secret activities before realizing that she is being manipulated as part of a deadly plan - but luckily she doesn't remember doing it. Meanwhile, the transgenic, Mia, also sets her sights on Alec, raising the stakes, leading him back into the boxing ring to make some money for some not-so-good fellas.

Wr Julie Hess

Dir Morgan Beggs

2 - 16 *EXPOSURE*

Max and Logan track Ames' kidnapped son, Ray, to a small town where the breeding cult known as the Familiars, are readying Manticore's youngest creations for a mysterious ceremony.

Wr Moira Kirland

Dir Stephen Williams

2 - 17 *HELLO, GOODBYE*

After a near-fatal incident with Logan, Max decides to end their relationship for good, and a murder committed by Alec's Manticore twin, Ben, puts him under suspicion. Meanwhile, White arranges for the death and exposure of Mule, placing all of the transgenics in jeopardy; and Joshua meets a blind woman, with whom he finds a possible relationship, until the threat of exposure makes him, Max, and Alec decide to withdraw for the time being.

Dir Jeff Woolnough

2 - 18 *DAWG DAY AFTERNOON*

Max must break her vow to avoid Logan after Joshua's friendship with the blind woman makes him a target of a transgenic manhunt in the sewers. Meanwhile, White leaks news of the human-looking X-5s to the media, leading to a wide-scale attack against the so-called "monsters" running amok and to the death of a someone dear to one of the transgenics.

Wr Robert Doherty

Dir Kenneth Biller

2 - 19 *SHE AIN'T HEAVY*

Max tries to remain calm while her whole life is falling apart - Normal and Sketchy are both freaking out over the whole transgenic thing, she and Logan can't be together and Joshua decides to move out of the house and into a desperate part of the city where Max can't as easily visit. Meanwhile White, while searching for Max, has located a clone of Max in San Francisco and also manages to trace an Eyes Only hack, forcing Logan to flee his condo.

Wr Robert Doherty, Michael Angeli

Dir Allan Kroeker

2 - 20 *LOVE AMONG THE RUNES*

Max begins to develop strange markings on her body while leading a transgenic resistance against White, when he attempts to capture one of her "brothers". However, the transgenics are stunned by revealed secrets about their "father" that threaten all that they believe and stir up many more questions. Meanwhile, the Terminal City dwellers mount a campaign to battle the humans hunting them down, and Alec learns why Logan has been keeping his distance from his former friends.

Wr Jose Molina, Moira Kirland

Dir James Whitmore Jr.

2 - 21 *FREAK NATION (90MIN)*

Max and Alec are forced to expose their true identity to the world when they are caught in a hostage situation at Jam Pony

Dir James Cameron

DARK ROOM

Anthology series of tales of suspense and the supernatural.

Darkroom was a short lived anthology series about tales of the supernatural. Each episode would feature two or three stories, featuring big name guest stars. This dark fantasy anthology series owes much to Rod Serling's *THE NIGHT GALLERY*: the formats were almost identical, although Darkroom ran for 60 minutes instead of half an hour. James Coburn introduced all 7 episodes (comprising 16 stories), a la Rod Serling, from a photographer's darkroom. One memorable show starred a very young Helen Hunt battling a vampire. The series was shown on ABC.

James Coburn hosted this supernatural fantasy. He started each show by developing photos in the Darkroom. Each picture represented a bizarre story. Guest stars included Ronny Cox, Billy Crystal, June Lockhart, Andrew Prine, Michael Constantine and Steve Allen. *Wizards and Warriors*. February-May 1983, CBS. Special effects distinguished this ambitious series set around sixth century England. Jeff Conaway was Prince Greystone, who battled evil Prince Blackpool (Duncan Regehr). Other cast members included Julia Duffy, Walter Olkewicz and Clive Revill. Bill Bixby directed a number of episodes.

WR. Alan Brennert, Simon Muntner, Robert Bloch, Peter S. Fischer, Jeffrey Bloom, Christopher Crowe, Peter S. Fischer, Robert Bloch, Michael Scheff, Maryanne Casica, Peter Allan Fields, Brian Clemens, Gerald K. Siegel.

DIR. Rick Rosenthal, Paul Lynch, John McPherson, Peter Crane, Curtis Harrington, Jeffrey Bloom.

EPISODES: 16 **YEAR MADE:** 1981 **COUNTRY:** US **SEASONS:** 1

ABC

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 16

DATE OF PREMIER: 27/11/1981

AIR DATE OF LAST EPISODE 15/01/1982

SEASON DATE BREAKDOWN:

FILMS:

Host JAMES COBURN, including DAVID CARRADINE, FRANCE BERNARD, JUDITH CHAPMAN,
JUNE LOCKHART.

RELATED SHOWS:

NIGHT GALLERY

- 1 - 1 *CLOSED CIRCUIT*
- 1 - 2 *STAY TUNED-WE'LL BE RIGHT BACK*
- 1 - 3 *THE BOGEYMAN WILL GET YOU*
- 1 - 4 *UNCLE GEORGE*
- 1 - 5 *NEEDLEPOINT*
- 1 - 6 *SEIGE OF 31ST AUGUST*
- 1 - 7 *A QUIET FUNERAL*
- 1 - 8 *MAKE-UP*
- 1 - 9 *THE PARTNERSHIP*
- 1 - 10 *DAISIES*
- 1 - 11 *CATNIP*
- 1 - 12 *LOST IN TRANSLATION*
- 1 - 13 *GUILLOTINE*
- 1 - 14 *EXIT LINE*
- 1 - 15 *WHO'S THERE?*

1 - 16 *THE RAREST OF WINES*

DARK SEASON



Its heroes: three sparky teenagers, Marcie, Reet and Thomas, who become entangled in two adventures in which the fate of the world lies in their young hands. In the first, a mysterious benefactor is presenting a free computer to every pupil at their school. Then things start to go wrong - one of their classmates appears to go into a trance and the computers start operating even before their keys have been pressed.

The trio, with the help of their teacher Miss Maitl and, discover that the benefactor, Mr Eldritch, has developed a form of symbiosis between man and machine and is out to enslave all the town's children as the first step to world domination.

In the second tale, an archaeological dig in the school grounds uncovers a bunker with a deadly secret - Behemoth, a mechanical war machine that has used its intelligence to develop itself and is ready to destroy the world.

Jacqueline Pearce plays Miss Pendragon in the second of the two stories, she is better known as playing Servalan in the SF series BLAKE'S 7. The writer Russell T. Davis, the director Colin Gant and the producer Richard Callanan would go on to produce the following years SF show CENTURY FALLS.

While Watt on Earth was keeping the kids amused, this six-part 1991 school-based thriller was supplying the adventure. Among the adult stars lending their weight to the series were Rosalie Crutchley and Cyril Shaps as the computer genius Prof. Polzinski and her husband, Brigit Forsyth as the bemused Miss Maitland and Jacqueline Pearce (Servalan in Blake's 7 as the sinister Miss Pendragon. Dark Season's creative trinity of writer, director and producer reassembled for the following year's CENTURY FALLS.

Introducing...

Playing the part of Reet is a young actress by the name of Kate Winslet. This was not her first television role - Kate had appeared in Casualty in 1989, playing Suzanne in the episode Family Matters.

About the writer

Writer Russell T Davies was working at the Manchester branch of Children's BBC which specialised in comedy and entertainment. Desperate to write drama, he sent episode one of Dark Season to Anna Home, head of Children's BBC via the BBC internal mail.

Russell went on to write Children's BBC drama Century Falls, Queer as Folk and Bob and Rose. He is also the writer and executive producer of the new series of Doctor Who, returning to BBC One in 2005.

Before Buffy

Could Joss Whedon have been inspired by Dark Season when he was coming up for idea for Buffy? The whole plot about a school hiding ancient secrets beneath its foundations and an awesome Behemoth rising from its tomb, is very similar to Buffy and its Hellmouth beneath Sunnydale High. Could Marcie, Reet and Thom be a prototype for Buffy and the Scooby Gang?

Who is Marcie?

Many have compared Marcie to the Doctor from Doctor Who, in that she is a distant figure whose origins remain a mystery.

Marcie's comment 'Oh marvellous, I'm a cliché!' when she escapes from Miss Pendragon using a handy ventilation shaft, is an obvious dig at a staple of Doctor Who.

Homage to Who

Eldritch's line, 'Nothing in the world can stop me now!' could also be a homage to Who. The line was uttered by the character Professor Zaroff in the 1967 story The Underwater Menace.

Reet also plays with a yo-yo for her 'gravity readings', a gag the Fourth Doctor (Tom Baker) used in *The Power of Kroll*.

Blondes have less fun

As Miss Pendragon, Jacqueline Pearce was also supposed to sport a blonde wig. The actress refused, hence the turban.

In production

Production costs were kept low by filming the majority of *Dark Season* within a ten-mile radius of London. The Behemoth control room was filmed at Ealing Studios.

Very few edits were made to the final episodes. A line was cut concerning Thom's lack of computer knowledge in episode one, and a scene in the final episode where Pendragon's followers desert her.

Novel idea

A slide advertising the novel of *Dark Season* by Russell T Davies appeared at the end of each episode.

Repeat Season

Dark Season exists in its entirety in the BBC archive, but there hasn't been a video or DVD release. The series was repeated on the digital channel CBBC 23rd, 24th and 30th March 2002.

Where are they now?

We hear Kate Winslet has made a few films and Russell T Davies has written some stuff. This was Victoria Lambert (Marcie) and Ben Chandler's (Thomas) only television work. Jacqueline Pearce continues to act and in recent years was in a West End production of *Dangerous Corner*. Brigit Forsyth is also best known for her stage work, recently playing the mother in the musical *High Society* at the Regence Park Open Air Theatre.

WR. Russell T. Davis

DIR. Colin Grant

EPISODES: 6 **YEAR MADE:** 1991 **COUNTRY:** GB **SEASONS:** 1

BBC

CREATOR: RUSSELL T.DAVIS

TYPE OF SHOW: INVASION

FORMAT: SERIES-SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6.

DATE OF PREMIER: 14/11/1991

AIR DATE OF LAST EPISODE 19/12/1991

SEASON DATE BREAKDOWN:

FILMS:

Marcie Victoria VICTORIA LAMBERT, Reet KATE WINSLET, Dr. Osley TIM BARKER, Olivia SAMANTHA CAHILL, Thomas BEN CHANDLER, Prof. Polzinski ROSALIE CRUTCHLEY, Mr. Polzinski CYRIL SHAPS, Miss Maitland BRIGIT FORSYTH, Headmaster ROGER MILNER, Mr. Eldritch GRANT PARSONS, Miss Pendragon JACQUELINE PEARCE, Inga MARTINA BERNE, Behemoth MARSHA FITZALAN, Luke STEPHEN TREDRE.

RELATED SHOWS:

BLAKES' 7

CENTURY FALLS

1 - 1 *PARTS 1-3*

Arriving at their school one morning, fifth-formers Thomas and Reet, and their peculiar and enigmatic third-form friend Marcie, are intrigued to find several men unloading computers from white transit vans. At assembly, their headmaster introduces the school to Mr. Eldritch, a sinister, black-clad man in dark glasses and bleached-blond hair, who tells the pupils that he is donating an advanced Abyss computer to each of them; the news is greeted by cheers from every pupil, all except a highly suspicious Marcie. She tries to warn her teacher, Miss Maitland, that Eldritch's motives are not as philanthropic as they seem, but her claims are dismissed as mere paranoia.

With Miss Maitland's permission, Eldritch takes the school swot, Olivia, back to his offices for use in a publicity shoot; but when they arrive at Eldritch's control room in a disused old factory, Olivia is instead introduced to Eldritch's associate, Doctor Osley, and shown the main computer system, which

immediately possesses her mind. Back at the school, Thomas and Reet, aware of Marcie's unease, sneak a computer home and hide it in Thomas' garage; on activating the machine they are amazed to find that Thomas can somehow control it with his mind, and they look on in amazement as the screen displays one word: symbiosis. Olivia, now literally glowing with energy, returns to the school, where she causes destruction from the powerful forces within her. With Reet and Marcie, Thomas demonstrates his new-found computer power to Miss Maitland; by using the classroom's Abyss computer to tap into Eldritch's files they then learn that their school's mysterious benefactor is searching for a Professor Bejinski - whom Thomas immediately recognises as Marcie's next-door neighbour, Mr. Polczinski. The trio set off to warn the professor, unaware that Eldritch has detected Thomas' hacking, and has also learnt the location of the old man. Marcie, Thomas and Reet arrive at the Polczinski's house too late, and can only look on helplessly as the old man is bundled into a car by Eldritch and his men. Unless Marcie and her friends can find a way to stop Eldritch, it looks like his plan to use the Abyss computers to link everyone's mind to his is about to become a terrifying reality.

Wr Russell T. Davies

Dir Colin Cant

1 - 2 *PART 4-6*

With Eldritch's plan defeated, Marcie, Tom and Reet hope that things at the school will return to normal. However, they soon discover that an area of the school grounds has been cordoned off by an overbearing archaeologist named Miss Pendragon and her team of blond-haired colleagues. Marcie, Thomas and Reet join a party of Miss Maitland's pupils as they are shown around the dig site by one of the archaeologists, Luke; noticing a number of flaws in Luke's information, Marcie's suspicions are raised once more, and her concern increases when Miss Pendragon tells the party that she is searching for "The Behemoth" - a mighty creature from Celtic legend which was imprisoned in the ground by the ancient Gods of War. Marcie sneaks into Pendragon's portacabin and finds some monitoring equipment; listening to the headphones, she hears a sound like a giant heartbeat.

Back at the dig, a probe sent into the earth suddenly causes an earth tremor and a violent explosion; Luke's arm is injured, prompting a furious Pendragon to remark that her "perfect stock" is now useless, and to order that the site to be cleared. While Miss Maitland and Reet take Luke to hospital, Marcie and Thomas stay behind in hiding to keep watch; however, they are soon discovered by Pendragon's followers and forced to flee into the recently uncovered hole, where, instead of soil and rock, they find themselves inside an underground installation. Believing the blond Thomas to be a suitable replacement for Luke, Pendragon leads her followers after him and Marcia. Meanwhile, having returned to the school, Reet persuades Miss Maitland to steal some of Pendragon's files, which they discover originated at the Ministry of Defence. Thomas is captured by Pendragon, but Marcie manages to escape through ventilation shaft and rejoins Reet and Miss Maitland. Pendragon finds the installation's control room and reactivates the Behemoth, in fact a powerful defence computer that she created, but which was abandoned when the government learn of her fascist beliefs. Pendragon tells Thomas that the systems need a final, human, component, a 'chosen one', which is to be him; but Thomas objects and pushes Pendragon into the control chair, metal clamps pin the woman in place and the Behemoth's systems awaken. Under Pendragon's control, the machine rises up through the earth, bursting through the ground and emerging in the school assembly hall - where the triumphant Miss Pendragon comes face-to-face with her newly-arrived master: the sinister Mr. Eldritch.

Wr Russell T. Davies

Dir Colin Cant

DARK SKIES



'The truth is down here, third door on the right.'

Suppose the Roswell Incident really was true. Suppose there had been a stealth-like alien invasion in 1947 and suppose the US government had covered it up. Suppose all that and it doesn't take a giant leap to buy into the ultimate conspiracy theory that certain landmark historical events since could have been influenced by aliens.

Like a hybrid of *THE INVADERS* and *THE X FILES*, this promising new US thriller series offers an intriguing alternative slant on post-war American history. Stepping into the scenario are a young couple, John Loengard, an idealistic young congressional aide, and his girlfriend Kimberly Sayers. Lured to Washington in 1961 by the Camelot-like aura of the Kennedy administration, they stumble across a rogue organisation, Majestic-12, which is concealing evidence of alien invasion. Recruited by Majestic's leader, Captain Frank Bach, Loengard is shown the remains of one of the alien creatures recovered from the Roswell crash, and he joins Bach in searching out humans whose brains are the hosts for early-stage alien life-forms.

But Loengard becomes disillusioned with Majestic's obsessive secrecy and steals a piece of the alien craft to show President Kennedy. Regarded as outlaws by Bach and the organisation, Loengard and Sayers disappear, until the news of Kennedy's assassination in Dallas in 1963 propels them on a Fugitive-style odyssey, pursued by devious agents and dangerous aliens. Thus the stage is set for what co-creator Bryce Zabel calls a 'blend of fact, informed speculation and dramatic license' as the Sixties are reinterpreted through the looking glass of UFOs and alien contact.

A series undoubtedly made possible by the success of *THE X FILES*, *Dark Skies* has an interesting premise and an attractive pairing in Eric Close and Party of Five star Megan Ward. The music for the show was created by Mark Snow who was also responsible for the music on *THE X FILES*. Jeri Ryan would later go on to star as the popular *STAR TREK : VOYAGER* character Seven of Nine, after dropping her middle name.

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Executive story editor was Melissa Rosenberg, director of photography Steve Yaconelli, composer was Michael Hoenig, special effects co-ordinator was Larry Fioritto and production designer was Curtis Schnell. Art director was Michael Fox, the special effects were created by Todd Masters Company. Casting was by Judith Holstra, CSA, Robert J. Ulrich, CSA, Eric Dawson, CSA & Carol Kritzer, CSA.

Tobe Hooper directed the pilot episode. His films include *The Texas Chainsaw Massacre*, *Poltergeist* and, appropriately a remake of *Invaders from Mars*. Dealing with real life news stories was not new for co-creator Bryce Zabel. He used to be an on-screen correspondent for CNN. The *Dark Skies* timeline of events takes up 85 pages and ranges from 75 million years BC to 2008 A.D. The alien special effects were created by Todd Masters Company who worked on *Predator*, *Mortal Kombat* and *Star Trek: First Contact*. Megan Ward is a former model but comes from an acting family. She is fluent in Japanese and her films include *Trancers 2* and

The Brady Bunch Movies. On TV she regularly appeared in Party of Five.

The inspiration for Dark Skies is straight forward: Invasion of the Body Snatchers, TV's THE INVADERS and Robert Heinlein's The Puppet Masters (itself filmed in 1994), plus The Fugitive, and any paranoid conspiracy story, e.g. The Parallax View, All the President's Men or JFK. THE X FILES has drawn on many of these too, and Dark Skies would probably not have been made - or even conceived without it. In contrast to THE X FILES however, co-creator and executive producer Bryce Zabel (who previously worked on M.A.N.T.I.S. and LA Law) has developed a long time-line of events connecting his story to documented UFO sightings and major world events from 75 million years BC to 2008 AD. In this sense Dark Skies might appeal to viewers who prefer BABYLON 5.

The feature-length pilot episode, The Awakening, often seems to be in the shadow of THE X FILES. The music for the Awakening is even by Mark Snow, which can hardly be accidental. In the title-sequence for subsequent episodes the premise has been rendered into snappy statements: "They're here, they're hostile, and powerful people don't want you to know. History as we know it is a lie." In the pilot on the other hand the word "Truth" is banded around more time than in a dozen X FILES.

The regular, slightly less prestrain episodes go on to show how Hive are infiltrating the military, the space programme and manipulating politics and the public through assassinations. Cold War hysteria, mass hypnosis (using the Beatles!) and the like. Eric Close and Megan Ward shed most of their initial blandness to become likeable leads, though Ward is more impressive, particularly when conveying the trauma of her abduction. At times she is reminiscent of Jennifer Jason Leigh, while Close was obviously cast for his face, which has qualities of a young Mel Gibson, plus Robert Redford's jawline. J T Walsh, veteran of such films as House of Games, A Few Good Men, The Grifters, Red Rock West and Nixon, brings much gravity to the multifaceted role of Frank Bach. With an appropriate slot and good promotion. Channel Four (UK broadcaster) could have made Dark Skies a hit.

Emmy Awards

Outstanding Individual Achievement in Graphic Design and Title Sequences - Winner: "Dark Skies" (1996) - Jones, Mike (main title designer) (1997)

WR. Bruce Zabel, Brent V. Friedman, James D. Parriott, Steve Apsis, Melissa Rosenberg, Gay Welch, Javier Grillo-Marxuach, Brad Markowitz.

DIR. Tobe Hooper, Thomas J. Wright, Tucker Gates, Matthew Penn, Winrich Kolbe, Rodman Flender, Lou Antonio, Perry Lang, Oscar Costo, Steve Beers, Jim Charleston, James Contner, Steve Posey, Michael Levine.

EPISODES: 19 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 1

COLUMBIA PICTURES TELEVISION & BRYCE ZABEL PRODUCTIONS/BETAFILM.

CREATOR: BRYCE ZABEL & BRENT V. FRIEDMAN.

TYPE OF SHOW: UFO **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 19

DATE OF PREMIER: 21/09/1996 **AIR DATE OF LAST EPISODE** 31/05/1997

SEASON DATE BREAKDOWN:

FILMS:

John Loengard ERIC CLOSE, Kimberly Sayers MEGAN WARD, Captain Frank Bach JT WALSH, Juliet JERI LYNN RYAN, Phil Albano CONOR O'FARRELL, Dr. Carl Sagan JOSEPH UJRLA, Jim Steele TIM KELLEHER.

Books Based on this series.

Dark Skies: Alien Invasion (Young Adult) #2	Robin Doak	1997
Dark Skies: The Awakening	Stan Nicholls	1997
Dark Skies: The Awakening (Young Adult) #1	Robin Doak	1997
Dark Skies: The Official Guide	Chris Byman	1997

RELATED SHOWS:

X FILES, THE
INVADERS, THE (1967)

1 - 1 THE AWAKENING (90 MINS)

Arriving in Washington D.C. on the heels of the election of President John F. Kennedy, Kimberly Sayers finds work at the White House as boyfriend John Loengard plunges into his job as an aide to Congressman Charles Pratt. Sent to look into the Air force's investigation of UFO sightings, John meets a

couple who claim to have been abducted by aliens. And back in Washington, he's accosted by the mysterious Navy Captain Frank Bach, whose history with UFO's dates back to when spy plane pilot Francis Gary Powers was downed over the Soviet Union while pursuing an alien spacecraft. Though warned that it's too risky, John confronts Bach and is recruited into the top secret Project Majestic, whose most closely guarded secrets include the body of an extra-terrestrial. With his girlfriend and his boss in the dark, John is sent to interview an Idaho farmer who has been inhabited by a parasitic alien life form that Bach says are taking over human bodies. Then, as Kim suspects John's comings and goings suggest he's having an affair, she is briefly kidnapped by aliens, the same ones who have already implanted Congressman Pratt. Meanwhile, John learns that President Kennedy isn't even aware of Majestic.

Wr Bryce Zable, Brent V. Friedman

Dir Tobe Hooper

1 - 2 *MOVING TARGETS*

Following the Kennedy assassination, Bach heads for Dallas to recover the artifact Loengard used to prove the alien invasion to the President. However, when he's sent by Robert Kennedy to get it too, John meets Jesse Marcel, a government official who was in New Mexico when President Truman learned firsthand of the invasion, and who claims that an alien craft long suspected to have crashed there was really shot down.

Wr Brent V. Friedman, Bryce Zabel

Dir Thomas J. Wright

1 - 3 *MERCURY RISING*

A dream is drawing Sayers to Florida. And though Bach isn't far behind, Loengard reluctantly agrees to help find the astronaut she's seeing. As Majestic prepares a space probe to locate the alien base, Kim and John arrive in Cape Canaveral where she spots Ty Yount, an astronaut who she thinks was with her on the alien ship. And while Yount admits he's been dreaming about her too, he's hustled away by crew mate Gary Augatreux - but not before slipping Kim a note requesting that they meet. Meanwhile, having survived his seemingly fatal encounter with the Loengard family in California, Majestic cloaker-turned alien Jim Steele continues his pursuit of John and Kim.

Wr James D. Parriott

Dir Tucker Gates

1 - 4 *DARK DAYS NIGHT*

Tracing alien radio transmissions received in New York City, Loengard and Sayers suspect the Hive is planning an operation around the American debut of the Beatles on The Ed Sullivan Show. At the studio where preparations are underway, they find nothing suspicious. However, after learning the radio operator they're tracking died recently in a mysterious traffic accident, they find a second phone number for another suspect operator. Meanwhile, Bach stumbles onto evidence that the Hive has been rejecting some abductees.

Wr Brad Markowitz, Brent V. Friedman

Dir Matt Pann

1 - 5 *DREAMLAND*

With \$500 in poker chips they found on Steele, Loengard and Sayers head for Las Vegas. As John makes his way to the gaming tables, Kim lands a job and meets Susan Swenson, a cocktail waitress who already knows more than she wants to about a scheme to use casino winnings to finance a Hive operation. Meanwhile, as John zeroes in on some big winners he suspects are using telepathy beat the odds, he and Kim are brought in to meet with the eccentric casino owner, Howard Hughes.

Wr Steve Apsis

Dir Winrich Kolbe

1 - 6 *INHUMAN NATURE*

Following some sightings in Wisconsin, Loengard and Sayers question dairy farmer Kester Boehm about the strange lights he's been seeing and the unusual deaths of some of his herd. Finding one of his cows implanted with a trio of triangular nodules, they head to the University of Wisconsin to see Mark Waring, a veterinary school graduate student familiar with Boehm's problem. Though already warned by Majestic against discussing the case, Waring is persuaded to talk and reveals that the implants found in Boehm's cow were not unique.

Wr Melissa Rosenberg

Dir Rodman Flender

1 - 7 *ANCIENT FUTURE*

Following up on some mysterious magnetic disturbances, Loengard and Sayers head north to Chiliwack, Alaska. There, Reverend Gary Barrow, a local minister, introduces them to his uncle, Tug Barrow. Told

of an old Tlingit Indian legend about a star that fell from the sky 2,000 years ago, John and Kim suspect the tribe had contact with the Hive long ago and may even be guarding a ship that crashed near their village in 100BC. But, while investigating the sacred Tlingit site, John and Kim are caught in the massive Alaskan earthquake of 1964.

Wr Gay Walch, James D. Parriott

Dir Lou Antonio

1 - 8 *HOSTILE CONVERGENCE*

Loengard's wife Kim decides that she cannot miss her sister's wedding in Denver and sneaks away from John while he meets with one of the few people who know his terrible secret. The man that Kim's sister is planning to marry is Rob Winter, but he isn't what he appears to be ... he's a Majestic agent. During the course of his assignment, Rob really does fall in love with Kim's sister and in the end, kills the people sent to harm Kim and her family instead of doing the job that he was sent to do.

Wr Javio Grillo-Marxuach

Dir David Jackson

1 - 9 *WE SHALL OVERCOME*

Following a message from his congressional colleague Mark Simonson, John and Kim are drawn to Meridian, Mississippi, where the struggle for voting rights is clouded by the disappearance of three civil rights workers. As Kim senses the Hive's presence in the town, news that Loengard is in Mississippi prompts Bach to act. Then, after being contacted by Etta Mae Tillman, John and Kim are led to where Simonson is hiding after escaping the deadly fate of his three missing civil rights co-workers.

Wr Bryce Zabel

Dir Jim Charleston

1 - 10 *THE LAST WAVE*

Following the suspicious suicide of college classmate Robert Dewey, John and Kim arrive in Los Angeles to see their old friends Nat Heller and Gina Abbott. Learning that Dewey's corpse was mysteriously confiscated by someone claiming to be with the coroner's office, Kim heads to the funeral home to investigate. Upon discovering a cameraman lurking in the bushes, she meets film student Jim Morrison, who has documented the removal of Dewey's body. And though John is suspicious, Kim befriends Morrison to find out just what he knows.

Wr Melissa Rosenberg

Dir Perry Lang

1 - 11 *THE ENEMY WITHIN*

Following the deaths of both President Kennedy and his assassin, Bach realizes that the alien hive has planted a spy inside Majestic - and all the evidence points to his trusted aide, Jim Steele. However, Steele escapes into the Majestic complex after a failed attempt to eject the alien ganglion from his body. Meanwhile, Loengard and Sayers return to John's childhood home in California, where an uneasy reception from John's older brother Ray revives long-standing tensions between them.

Wr Brad Markowitz

Dir Jim Charleston

1 - 12 *THE WARREN OMISSION*

With the Warren Commission looking into the assassination of his brother, Attorney General Robert F. Kennedy asks John to testify. Despite Bach's warning, Kennedy paves the way with his own testimony before Loengard describes the events that led him into Majestic. And while John has a long way to go before convincing a skeptical Supreme Court Chief Justice Earl Warren and his fellow commission members of his story, Bach decides to thoroughly discredit him anyway.

Wr Brent V. Friedman, Bryce Zabel

Dir Perry Lang

1 - 13 *WHITE RABBIT*

When Soviet operatives fire on a Hive ship over the Gulf of Tonkin, Bach claims that US naval vessels were their target and starts the country's involvement in the Vietnam War. After air strikes down a Hive ship, Bach kidnaps Loengard for a reconnaissance mission. Yet, when military officials express reservations about having Majestic's Juliet Stuart co-ordinating with Russians also tracking the Hive, Bach joins Loengard for the trip himself. Teamed with Vietnamese guide Tay Ma, Loengard comes across a crazed American soldier as he finds a Gray's severed head. And when John finds that the crash site has been visited by the Viet Cong, Bach orders him to destroy it while requesting an air strike that could kill them all.

Wr Brent V. Friedman

Dir James A. Contner

1 - 14 *SHADES OF GREY*

Despite tensions between Loengard and Albano, Bach is determined to get a glyph decoder held by Juliet. Realizing that it's just the weapon that could help with a takeover of Majestic, Juliet agrees to let Bach use it to attract an alien ship. As Loengard, Sayers and Juliet work to replicate the crop circles suspected to denote landing sites, the young daughter of a widowed farmer slips into where they are working. And upon taking her home, John and Kim can only hope Monica Gresham hasn't seen too much. Then, as their ruse succeeds in attracting a ship, an attempt to capture it and the crew goes awry. So Bach gives John and Kim time to find a wounded Gray on their own. Seeking refuge at her father's farm, the alien enlists Monica's help by promising her a chance to see her dead mother. Sensing that the Gray is nearby, Kim and John set up surveillance. Finding Monica looking for another critical artifact left behind by the ship, they follow her home to where the Gray is hiding. And though Monica is told to kill them, she's stopped by Juliet. After convincing Monica that it's not her friend, John, Kim and Juliet bring the alien to Majestic. And once its ganglion is removed, Kim begins getting telepathic messages telling her that Monica is in danger of being taken by the Hive.

Wr Brad Markowitz

Dir Perry Lang

1 - 15 *BURN, BABY, BURN*

When Kim feels strangely compelled to have her baby in California, Bach sends her to a doctor working with pregnant mothers who were at one time abducted by the Hive. As Kim arrives on the West Coast where she will be observed along with expectant mother Ruby Thomas, race riots have broken in Watts. Then, as Loengard befriends fellow father-to-be George Thomas, the Gray being kept under observation at Majestic emerges from its coma as Kim and her unborn son are kidnapped in L.A. by the Hive. And using one of Majestic's alien artifacts to communicate with Gray, Albano learns that it feels betrayed by Kim.

Wr James D. Parriott

Dir Steve Posey

1 - 16 *BOTH SIDES NOW*

As Steele works on Sayers to willingly accept returning to the Hive, Loengard seeks anyone he believes can lead him to his wife. So, when Bach Juliet to Berkeley where the Hive is infiltrating the growing antiwar movement, John insists that he go along, to, unaware that he's being used to locate Kim. Although John spots her, he is unable to stop Kim from joining Steele on a trip to visit her son. And as John and Juliet question antiwar activist Jerry Rubin about her whereabouts, back in Washington Bach sees that the Vietnam War can be used to increase funding for Majestic.

Wr Melissa Rosenberg

Dir James A. Contner

1 - 17 *TO PREY IN DARKNESS*

When film of Truman's meeting with the aliens is stolen, Bach sends Loengard to see Carl Hertzog, a retired Majestic doctor. After denying any knowledge of its whereabouts, Hertzog is hanged to death in what appears to be suicide. Then, as Albano discovers the film in the hands of TV personality Dorothy Kilgallen, Kim learns that her child is destined for greatness with the Hive. Once Loengard and Juliet track her down to New York, Kilgallen asks reporter Ed Hawkins to air the film if anything should happen to her. And when Kilgallen refuses to heed Loengard's warnings, Albano's surveillance of her apartment spots Steele trying to recover the film. But before anyone can get there, she is killed. Meanwhile, as Kim infiltrates CBS as an assistant to their network news anchorman, Albano turns to network president and Majestic board member William Paley for help.

Wr Bryce Zabel, Brent V. Friedman

Dir Thomas J. Wright

1 - 18 *STRANGERS IN THE NIGHT*

Following a disturbing message from the Soviet Union's counterpart to Majestic, Bach assembles a team that includes Loengard, Juliet and Army Major Colin Powell to investigate. While the team discovers most of Aura-Z's personnel are dead, they find a pair of researchers who survived. As Ludmilla and Pavel tell of experiments with prisoners that backfired and of the convicts who are now holding the head of Aura-Z and Juliet's mentor, Colonel Dmitri Mironov, back in the US, Bach enlists astronomer Carl Sagan in an effort to find the Hive's home planet.

Wr Brad Markowitz

Dir Michael Levine

1 - 19 *BLOODLINES*

Alerted to a planet size object transmitting a message to Earth, Bach orders Dr Carl Sagan to decode it while he keeps the news from Majestic's directors. And though he's kept in the dark, Albano agrees to ask the captured Gray to shed some light on its contents. Meanwhile, Loengard and Juliet use Dr Timothy Leary to find the San Francisco lab where the Hive has been producing a hallucinogen under the direction of Steele and Kim. And when Kim tosses the drug into John's face, it causes him to see their son aboard a Hive ship.

Wr Bryce Zabel, Brent V. Friedman

Dir Perry Lang

DARNA



Evil Queen Braguda together with her race the Anomalka attacks the planet of Marte. Surprised by the attack, Adran, Queen of the Adranika, realizes that Braguda is eager to possess the Adranika's powers. To avoid taking their power, Adran gave the white stone to Aio who is tasked to give it to whoever is worthy to inherit it. Aio escapes to Earth before Braguda destroys the planet Marte. Braguda follows Aio and when Aio reaches the earth's atmosphere, Braguda disables her spaceship and it crashes while the white stone fall out of the ship where the young Narda discovers it. Aio survives the crash and meets Narda to tell her to keep the stone until the right time comes to receive "the call". After eight years, Aio secretly disguises as an old beggar calls Narda through a telepathic message. The message tells that Narda is the sole inheritor of the power of the Adranika and she will protect the earth from evil. After Narda heard the message, the word "Darna" appears in the white stone and it instructed to swallow it and yell the word "Darna". Narda follows the instruction and became the superheroine Darna. Darna returns to her mortal state when she utters the word Narda and then the white stone comes out from her mouth.

After Braguda discovers that Darna possesses the white stone, she and her minions try to steal the white stone from Darna. Braguda's intention is combine the power of the magic white stone with her magic black stone so that she can transform the Planet Earth into another "Planet Marte" and mutate all Earthlings into Anomalkans so that they can survive in the new environment and serve Braguda in her quest of Galactic domination. Those servants of Braguda who are sent to fight Darna and cause havoc in Metro Manila include Mambabarang, Dr. Zombie, Sulfura, Nosforamus (resurrected father of Narda) and Valentina the half-sister of Narda whom she once thought was her cousin. Darna is able to defend the city against her enemies and she still possesses the white stone.

Darna is a 2005 drama fantasy action television series based on the Mars Ravelo's fictional character of the same name that airs on Philippine television on GMA Network. It stars Angel Locsin as Darna, Alessandra de Rossi as Valentina and Celia Rodriguez as Braguda, the main villain.

It premiered in Filipino homes on April 11, 2005 and ended on November 25, 2005.

The official title of the series is Mars Ravelo's Darna.

Another garbage to flog Philippine television. "Darna" was a fairly anticipated show but a few weeks after its debut, viewers have more to complain about than celebrate.

What's wrong with this series? There are too many cast members. Not enough screen time for all of them. Too many evil characters. The plot is lacking. Character development is insufficient. The series starts off okay at first, but after a few episodes, it predictably goes the route of a soap opera --- a bad one. The lead actress looks great in her costume but lacks charisma. The supporting actors are either over the top or can't act. Avoid this one like the plague.

Trivia:

Among those who auditioned for the role of Darna/Narda were Diana Zubiri, Nadine Samonte, Karylle, Jennylyn Mercado, and Rica Peralejo.

This was the first primetime series to reach a 47.1% rating (according to AGB and AC-Nielsen) in its pilot episode, the highest rating for a pilot episode in the Philippine television history.

Television ratings

In September 2005, according to Filipino media research firms, AGB and AC Nielsen, Darna earned a percent rating of 38% daily second only to Encantadia, which had a daily rating of 40%.

Pre-production

In 2004, executives of GMA Network and Hugo Yonzon, current license holder of Darna and head of Mango Comics, signed a licensing agreement for the Darna TV Series.

Cast

Filipino actress Angel Locsin stars as Darna. Celia Rodriguez, who played Valentina in previous movies of Darna, plays as Braguda, the main villain. In this TV series, Valentina, played by Alessandra de Rossi, is the cousin of Narda. Ding, one of the most notable relative of Darna, is played by C. J. Muere. Dennis Trillo plays Efren, Darna's main love interest.

Four actresses who have previously played the role of Darna are involved in this series.

Gina Pareño (Darna and the Planetman, 1969) - played the grandmother of Darna.

Rio Locsin (Bira, Darna, Bira, 1979) - played the wife of the Dr. Zombie, one of the villains.

Lorna Tolentino (Darna TV series, 1977) - played Queen Adran of Marte.

Regine Velasquez (Captain Barbell, 2003) - sang the theme song of the series.

Also actor Tonton Gutierrez who plays Narda's father Mulong and the villain Nosferamus, portrayed Darna's love interest in the movie Darna (1991).

Origin of Narda

Once thought of as the daughter of Mulong and Ising, Narda is really the biological daughter of Mulong's Half Sister, Prospera and her true love- Rafael. When Prospera was pregnant with Narda she discovered a space craft that had crashed on her land one fateful evening. As she approached the craft, a dying alien being (An Anomalkan) emerged and transferred its alien seed into the already pregnant Prospera.

The Alien fled to earth in the hope of escaping the massacre of infants that Braguda had ordered on the Planet Marte. Braguda's rampage was in response to a prophecy that predicted her death one day at the hands of a fellow Anomalkan. To try to avoid her fate, Braguda ordered the killing of all Anomalkan infants that could oppose her one day. But one Anomalkan managed to escape the planet Marte and in doing so crash landed to Earth

To help bring about the fulfillment of the prophecy, the fugitive Anomalkan impregnated the earth female- Prospera in the hopes that the blending of their species would create a new breed of Anomalkan strong and resilient enough to survive in Earth's environment.

After being impregnated, Prospera now carried 2 babies, one completely human (a product of her relationship with Rafael) and the other- a monstrous Anomalkan humanoid.

When Prospera gave birth, she discovered her human child to be perfectly normal and horrified at her alien one. Prospera carried her alien child to the spaceship in the hopes of killing it there but when the child suddenly shapeshifted to resemble a normal child, Prospera took it back home.

When she returned, her normal baby had disappeared (who unknown to her was stolen by Mulong when his wife's own baby died in birth). Prospera who planned to name her human child "Valentina" now gave this name to her alien baby.

Mulong named the baby he stole "Narda" after the true Baby Narda who had died and had been replaced. Narda discovered her true origins after her defeat of Braguda and the Anomalkans.

Origin of the Magic White Stone

Braguda recently revealed to Valentina the origins of the two stones and the prophecy. The Anomalkans originally owned the two stones (White Stone and Black Stone) which came from 2 powerful planets that were destroyed when the 2 powerful planets collided. The Magic White Stone and Magic Black Stone were created in the wake of that cosmic event. The first Anomalkan Queen first obtained these two stones and passed them on to the succeeding generations.

The Power and Properties of Darna's Magic White Stone

The White Stone of the Adranika (a.k.a. Darna's Magic White Stone) - properties as revealed in the latest tv series:

Contained within the magic white stone of the Adranika is the very essence of this noble race's power. When this mystic talisman is ingested by the Earth girl, Narda- she is able to channel the persona of DARNA by yelling this name. But ingesting the stone and yelling the name is not enough in channeling the 'spirit of the stone'.

She must have a pure heart with a selfless dedication to protecting the innocent and vanquishing evil. Narda cannot become Darna if her motivations are fueled by hatred and/ or vengeance. The power of Darna cannot be harnessed properly by a person easily allow themselves to be overcome by their emotions and/or selfish desire. Discipline and training is essential. This is why it is forbidden for the host to fall in love or to be selfish. More importantly, the Darna persona (which is the very embodiment of Adranikan power) cannot be channeled by just anyone. Only a person chosen by the magic stone itself can become DARNA and that is Narda, also known as 'the chosen one'.

The white stone may be the only one of its kind but it does have an opposite- the Black Stone of the Anomalka which is under the possession of Braguda- the Queen of Darkness and ruler of the Anomalkas (Planet Marte's Evil underground dwelling race). Braguda has long sought the Adranikan stone because anyone who possesses both the black stone of the Anomalka and white stone of the Adranika will have the power necessary to conquer and dominate any planet. Although Braguda cannot channel the persona of 'Darna' should she manage to acquire it, she can utilize the stone's energy to boost her own and be a threat to the universe. This is why the magic white stone must never be allowed to fall into the hands of Braguda.

Darna's powers and paraphernalia

Superhuman strength

Invulnerability to most conventional weapons

Power of Flight/ Speed

Limited force-field casting abilities

Winged medallion ruby rays

"Shuriken belt medallions"

The Magic White Stone (Mahiwagang Puting Bato) - the Adranikan stone that transforms Narda into Darna and back.

"Mahiwagang Kabibe" (Magic Clamshell) - an amulet guarded by a colony of Mermaids under the leadership of a Mermaid Sorceress named "Dyanga". Narda enlisted the aid of Dyesebel who accompanied her to retrieve it so that she can use it to take back her magic white stone from the Anomalkans.

The Villains

Valentina-Valentina was the most popular enemy of Darna in the movies and comics. She has the power of controlling snakes, like the mythical creature, Medusa. She is played by Alessandra de Rossi.

Braguda-Braguda is the main villain of the TV series. She is the queen of the Anomalkan race of the Planet Marte. Braguda is played by Celia Rodriguez, the original actress who played Valentina in the original movies.

Nosferamus-Nosferamus is the right hand man of Braguda. He is the transformed form of Narda's father. Nosferamus is also known as the grim reaper. He is played by Tonton Gutierrez.

Mambabarang-Mambarang is the king of insects and pests. Mambabarang is played by Eddie Garcia.

Manananggal-She was known as Ms. Luna. She has all the known powers of a regular manananggal. She and Darna engaged in a stunning aerial battle where she, due to her lack of legs at the time, was forced to combat against her foe by flapping her wings fast and swung her fists at Darna to knock her into submission, belting at least two on-screen punches at Darna's face (both directly at her cheeks)- she is apparently the first villain shown in the series to ever do so. Having had enough of getting sucker punched time and time again (with her beautiful face getting turned into mush), Darna retaliated and Manananggal met her end when the heroine threw a necklace of garlic which caught her in the neck. Manananggal is played by Maggie Wilson.

Sulfura-Sulfura was once a super model turned villain. As her villain name states, she has the power to spew fire, rock, and acid to melt her enemies. Sulfura is played by Carmina Villaroel.

Dr. Zombie-Dr. Zombies prominent life took a twisted turn after the death of his beloved wife. A genius in his own right, he invented a concoction with the power to reanimate the dead - into zombies. He also wields an assortment of weaponry unique only to himself, as he is apparently the only non-superpowered major foe in the series. He is played by Christopher de Leon.

Molecula-Molecula is a shape-shifter. Molecula can break herself apart to practically a molecular level, splitting herself to countless, minute molecular parts to gain more mobility and versatility. She tried to kill Darna by breaking up and infesting Darna's internal systems. She is played by Cristine Reyes.

Divas Impaktitas-The Divas Impaktitas are the three right hand she-vampires of Valentina. They were created by the black stone, granting them immunity to the sun as well as crosses and crucifixes, though they could still be slain if something sharp was driven through their hearts. The Divas Impaktitas are played by Ryza Cenon, Krizzy Jareno, and Ailyn Luna.

Toy Master-Toy Master has the power to control toys as well as other abilities that border on the realm of magic, allowing him to defy the fabric of reality by summoning corporeal objects out of nothing or generating an irritating sound beating his drum, powerful enough to disorient even Darna. He stole his powers from a gnome. He is played by Bearwin Meily.

Divina Demonica-Divina Demonica has the power to scream supersonic screams, screams that could give severe trauma to those within her vicinity. In Darna's case, her own extra-sensitive hearing caused her to become severely disoriented whenever Divina blasts her with her powers, which is how Divina nearly bested the red-and-gold clad heroine in hand-to-hand combat. Divina Demonica was originally an elderly woman who was pop sensation during her time as a singer; Anomalkan power gained her the potential to revert her back to her youthful self, but compels her to constantly "extract" voices from other people and absorbing them to keep young. She stores her "spare" voices in bottles until time has come for them. Darna, while in her civilian guise as Narda, was ambushed by Divina and her voice subsequently removed. This not only made her incapable of speaking but also temporarily stalled her ability to become Darna until she finally got back her voice. Divina also demonstrates the ability to manipulate bats, possibly by synchronizing with them using her powers to override their minds. When she is really angry, she becomes Demonica. She is played by K Brosas.

Black Darna-Black Darna is the result of Darna's cooped up emotions. Before she became Black Darna, she was Carol, Narda's boss at work. Having all of the original Darna's strengths and abilities, Black Darna was undeniably one of the most formidable adversaries the heroine had to face; she was also noticeably faster than Darna. Her only weakness is that like Darna herself, draws her powers from the white stone. Which was how Darna stopped her by reverting back to Narda. This weakness was later nullified by Valentina, as well as granting Black Darna the ability to generate two other copies of herself. She is played by Katrina Halili. Babaeng Tuod, Babaeng Impakta and Babaeng Lobo-All of these are different forms of Alice, Narda's best friend. They are played by Karen de los Reyes.

Series' milestones

Image:Darna20052.JPG Being the first primetime series to reach a 47.1% rating (according to AGB and AC-Nielsen) in its pilot episode, the highest rating for a pilot episode in the Philippine television history, beating Pangako Sa'yo with its 46.5%. Similarly, Darna: Ang Muling Paglilipad (The Making of Darna), shown on March 31, 2005, remains the first soap primer to reach the highest rating of 43.8% (Thursday) on its first part and 41.2% (Friday).

Gaining a 52.1% rating on its 4th episode, the highest rating achieved by a show on GMA-7. It is because of the first appearance of Darna from Narda.

Its pilot week average is 50.08%.

47.1 (Monday)

50.3 (Tuesday)

49.4 (Wednesday)

52.1 (Thursday)

51.5 (Friday)

Its highest rating was 52.1% while the lowest was 33.3%. The overall ratings was 39.9%

The death of Ding, Narda's brother. In most Darna movies, Ding plays as Darna's sidekick but in the TV adaptation, Ding died.

The TV series is the first live-action Darna that utilizes the original Mars Ravelo concept of Darna being from the planet Marte. Previous features had always injected a religious touch by having Darna's power come from God or through an angel. The TV show is faithful to the comicbooks (both the original Ravelo comic strip from the 1950s as well as the 3-issue "Modern Age" comics mini-series produced by Mango Comics).

The introduction of the Wonderkids, Darna's sidekicks, composed of her stepbrother Iking and an extraordinary girl named Lenlen. They help Darna in maintaining peace through the land. However, in the middle of the series, Lenlen died.

The introduction of the polar opposite of Darna. Never before in comics, movie or television has there been a "Black Darna" (in the same sense as black magic) making it a major development in the series. Katrina Halili is the first-ever to portray such a role.

Another of Mars Ravelo's creations, Dyesebel the mermaid, made a guest appearance in the series for the very first time. She played an important role in helping Narda continue her battle against evil forces. Ara Mina played Dyesebel. Alice Dixson (who has played Dyesebel in film) played the mermaids' leader Dyangga. Rochelle Pangilinan also plays a mermaid Corella, Dyesebel's best friend.

Captain Barbell, another Mars Ravelo creation, appeared in the final episode but his face was not shown, probably to excite viewers since Captain Barbell is said to be GMA Network's next project.

Locations

Planet Marte (Also known as "Nibiru" in Mango Comics "Darna # 3") - The doomed Planet Marte was once the home of the Adranikan race which represented good and the underground dwelling Anomalkans.

"Kanlungang Adran" (Adran's Cradle) - A mystic pocket dimension that serves as a sanctum sanctorum and healing place known only to the Adranika race. The "stonebearer" AIO, resides her and also served as a place of healing for Darna when she is severely wounded. Manila, the Philippines - Capital of the Philippine

republic, Narda and her small family resides here. Laguna - a province in the Philippines where Narda and Efren grew up and where the magic white stone fell from the sky and was discovered by Narda.

WR. Mars Ravelo

DIR. Eric Quizon, Dominic Zapata

EPISODES: 165 **YEAR MADE:** 2005 **COUNTRY:** PHI **SEASONS:** 1

GMA-7

CREATOR: MARS REVELO

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Tagalog

SEASON BREAKDOWN: (1) 165

DATE OF PREMIER: 04/04/2005

AIR DATE OF LAST EPISODE 25/11/2005

SEASON DATE BREAKDOWN:

FILMS:

Darna/Narda ANGEL LOCSIN, Valentina ALESSANRA DE ROSSI, Braguda (as Ms. Celia Rodriguez) CELIA RODRIGUEZ, Prospera SANDY ANDOLONG, Louella RYZA CENON, Dr. Zombie CHRISTOPHER DE LEON, KAREN DELOS REYES, Minda (as Jacque Esteves) JACQUE ESTEVEZ, Mambabarang EDDIE GARCIA, Len-len (as Ella Guevara) JANELLA DENISE GUEVARRA, Tatay Mulong TONTON GUTIERREZ, Carol/Black Darna KATRINA HALILI, Aio MAUREEN LARRAZABAL, Iking FRANCIS MAGUNDAYAO, Young Narda RASHA MAE MANANTAN, Jun JEREMY MARQUEUZ, Nanay Ising LANI MERCADO, Dyesebel ARA MINA, Ding C.J. MUERE, Lola (as Ms. Gina Pareño) GINA PARENO, Jeric Frias WENDELL RAMOS, Molecula CHRISTINE REYES, Aling Caring CARIDAD SANCHEZ, Adran LORNA TOLENTINO, Efren DENNIS TRILLIO, Sulfura CARMINA VILLAROEL.

DAWN OF SILVERAKA: **AKATSUKI WA TADA GIN-IRO**

When transfer student Rika (Hayata) arrive at their middle school, all of the boys fall in love with her and Ken (Sayama) is no exception. He os ecstatic when the ethereal beauty decides to join his photography club, though initial elation turns to disappointment when she agrees to be their new model, only to have all their photographs somehow fail to come out. But Ken has already realized that their's something out of the ordinary about Rika.

Convinced he has seen Rika rematerialize in a show of silver particles, he visits her hometown where he discovers a letter written in mysterious characters. Rika is actually an alien on a mission to protect the people of Earth from an invasion be her enemies, the people of planet NN83 minus. The evil inhabitants of NN83 Mnus plan to convince the people of Earth that pollution is completely harmless, thereby hastenning the destruction of the planet. Such a disaster would also ruin Rika's homeworld, which is bathed in the light reflected from the surface of the Earth - we're not sure how this is supposed to stop happening just because everyone is dead. Ken goes out to rescue Rika from the fourth dimension, while scholars decode the letter and submit the matter to the government, which refuses to take them seriously.

Based on a children's story by Ryu Mitsuse, the author of Wipe out of Town, Gemini Prophecies, and several episodes of Soran the Space Boy. Compare to TIME TRAVELER and School in Peril. Music by Seiichiro Uno.

WR. Yoshiki Iwama.**DIR.** Minoru Hanabusa.**EPISODES:** 6 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:** 1*NHK***CREATOR:** RYU MITSUSE**TYPE OF SHOW:** ALIENS ON EARTH**FORMAT:** SERIES**LENGTH (MINS):** 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 6**DATE OF PREMIER:** 02/04/1973**AIR DATE OF LAST EPISODE** 11/04/1973**SEASON DATE BREAKDOWN:****FILMS:**

Ken TAIZO SAYAMA, KYOJI KOBAYASHI, Rika MIYUKI HAYATA, SATOSHI MORIZUKE, TAKAO YAMADA, HAMRUMI YOMO, NOKOKU SUZUKI, HITOSHI ISHII

Recovering in hospital from a blinding triffid sting, Bill Masen, wakes up to an uncanny silence.

Wr Douglas Livingstone

Dir Ken Hannam

1 - 2 *EPISODE TWO*

His sight restored, Bill sees the new world of blindness and panic menaced by triffids.

Wr Douglas Livingstone

Dir Ken Hannam

1 - 3 *EPISODE THREE*

Bill and Jo try to find refuge from the panic-stricken streets of London and the dangers of the triffids.

Wr Douglas Livingstone

Dir Ken Hannam

1 - 4 *EPISODE FOUR*

Bill finds himself kidnapped, imprisoned and separated from Jo.

Wr Douglas Livingstone

Dir Ken Hannam

1 - 5 *EPISODE FIVE*

Bill continues his search for Jo, through the spreading disease and marauding triffids.

Wr Douglas Livingstone

Dir Ken Hannam

1 - 6 *EPISODE SIX*

Six years later in the Sussex farmhouse, Bill and Jo find themselves cut off by growing numbers of triffids

Wr Douglas Livingstone

Dir Ken Hannam

DAYBREAK



Los Angeles Detective Brett Hopper is stuck repeating the same day, in which he is framed for the murder of the Assistant District Attorney, Garza. Each day, he attempts to uncover clues to the homicide that has him on the run for his freedom. Hopper must clear his name, but those close to him get caught in the web of conspiracy that will put their lives in danger.

The days can get complicated with each decision he makes as he tries various tactics to fight or flee the murder allegations. At least one other individual seems to be repeating the same day as Hopper, but his actions rarely affect Hopper's case unless they happen to be working together on that iteration of the day.

While episodes may start at any time of the day and may contain multiple days or parts of days, Hopper begins each day by waking up at 6:17 a.m. And viewing his clock turn to 6:18 a.m. Hopper only carries his memories and his body, with any injuries, over into the next repetition of the day. However, injuries sustained to other individuals do not carry over to the next day.

If Hopper makes enough of a difference in one situation, related events are sometimes altered. This generally involves an individual waking up with a sense of apprehension or a newfound perspective concerning the object or relationship that Hopper affected in a previous iteration of the day. These changes can be reverted, as in the cases of Andrea deciding to check her boyfriend into a drug rehabilitation center and Rita's feelings towards Hopper in episodes 11, 12 and 13.

Day Break is a television program for which one 13-episode season was produced. The series aired on the ABC network, and premiered on November 15, 2006. Rapidly declining ratings led to the show being cancelled on December 15 after only six episodes had aired. The remaining episodes were subsequently made available online at ABC.com. Viewers for the show averaged 6.5 million.

The series starred Taye Diggs as Detective Brett Hopper, who is framed for the murder of Assistant District Attorney Alberto Garza. Due to a time loop, Hopper lives the same day over and over. The series revolves around his attempt to solve the mystery of the murder, and find out who is behind the conspiracy to frame him.

Main characters

Brett Hopper, played by Taye Diggs, the main character of the show. He is a detective who is framed for the murder of Assistant District Attorney Alberto Garza.

Rita Shelten, played by Moon Bloodgood, Brett's girlfriend. She is a nurse and is targeted by those who are framing Brett.

Jennifer Mathis, played by Meta Golding, Brett's sister. She is a school teacher.

Andrea Battle, played by Victoria Pratt, Brett's current partner. She is also a detective and is being investigated by Internal Affairs because of some shady dealings with her informer "Slim". She is romantically involved with Eddie Reyes, a former cop with a drug addiction.

Damien Ortiz, played by Ramon Rodriguez, Brett's informant. He is a gang member that decided to turn against his gang. His safe house was ambushed the night before the repeating day, but he escaped.

Chad Shelten, played by Adam Baldwin, Brett's former partner. He is now a detective in Internal Affairs. He is also Rita's ex-husband.

Online distribution

ABC had previously said that there were problems that kept the rest of the episodes from being shown online, calling them "unforeseen music clearance issues." On January 14, 2007, the network announced that the

remaining episodes would be made available by the end of February. The first six episodes which had aired on television were posted online on January 29, 2007, along with the first four unaired episodes. Episodes 11 and 12 were then released the following two weeks.

The thirteenth and final episode, which was originally scheduled to be available on February 19, was delayed multiple times. After a nearly three week wait, the finale premiered late on March 2. It was reported that the reasons for this delay concerned copyrighting issues with some of the original soundtrack from the final cut of the episode.

There's a fine line between mysterious and just plain mystifying, and "Day Break" lurches over it. A taut thriller that weds "24" with "Groundhog Day," the series' rules are too murky for its own good, leaving behind a handsome, fast-paced hour that (three episodes in, anyway) still doesn't make a lick of sense. Taye Diggs is an energetic presence in the central role, but this frosh drama faces a tall order subbing for "Lost" against CBS' surging "Criminal Minds," especially with ABC companion "The Nine" already looking like it needs a standing eight count.

"For every decision, there's a consequence" becomes the pivotal line describing this concept, in which L.A. detective Brett Hopper (Diggs) awakens to find himself charged with murdering an assistant district attorney. Dragged downtown, he's separated from his girlfriend Rita (Moon Bloodgood), who happens to be the ex-wife of his former partner (Adam Baldwin), as two homicide detectives (Mitch Pileggi and Ian Anthony Dale) grill him.

About halfway through, though, things start to get weird. Hopper is knocked out and awakens in a huge quarry that vaguely resembles Superman's fortress of solitude, where a shadowy man (Jonathan Banks) shows him video of his girlfriend being killed. Hopper is then injected with something and awakens back at the start of the day -- in bed with a very alive Rita.

So the cop goes about reliving his day, this time with all the knowledge amassed the day before, trying to unravel who's framing him, what's behind the scheme and why only he is experiencing this *deja vu* (not to be confused with the Denzel Washington movie). Moreover, everything that happens to him also carries over, so when he gets shot in one episode, he's still nursing the wound in the next.

"Groundhog Day" milked considerable comedic mileage from a similar premise, but as a drama, the uncertainty becomes increasingly confounding, and a trifle annoying. And while the plot thickens as Hopper collects information by pursuing different paths, the vague sci-fi underpinnings diminish the sense of jeopardy since there's no situation that can't be resolved -- temporarily, anyway -- by taking a nap and waiting for sunrise.

To the credit of series creator Paul Zbyszewski and exec producers Matthew Gross, Jeffrey Bell and Rob Bowman (the last two are "X-Files" alums), it's an ambitious template with "Memento"-like overtones, and they've done a fine job casting the series, beginning with Diggs, who's every ounce the chiseled action hero.

The nagging question I keep repeating, however, is whether viewers will be drawn into the mystery or be put off by seeing variations on the same scenes over and over, at which point it might dawn on them they can escape Hopper's recurring nightmare at any moment with a flick of the remote control.

Series Produced by Jeffrey Bell executive producer (13 episodes, 2006-2007) , Rob Bowman executive producer (13 episodes, 2006-2007) , Taye Diggs producer (13 episodes, 2006-2007) , David Graziano supervising producer (13 episodes, 2006-2007) , Matthew Gross executive producer (13 episodes, 2006-2007) , Richard Heus co-executive producer (13 episodes, 2006-2007) , Abe Hoch producer (13 episodes, 2006-2007) , Steven Maeda co-executive producer (13 episodes, 2006-2007) , Charles Murray co-producer (13 episodes, 2006-2007) , Henry Alonso Myers supervising producer (13 episodes, 2006-2007) , Alex Shevchenko associate producer (13 episodes, 2006-2007) , Paul Zbyszewski co-executive producer (13 episodes, 2006-2007) , Marta Evry co-producer (10 episodes, 2006-2007).

Series Original Music by Mark Kilian (12 episodes, 2006-2007).

Series Cinematography by Bill Roe (13 episodes, 2006-2007).

Series Film Editing by Marta Evry (5 episodes, 2006-2007) , Alan Cody (4 episodes, 2006-2007) , Edward R. Abrams (3 episodes, 2006-2007) , Heather MacDougall (3 episodes, 2006-2007)

Series Casting by Eric Dawson (13 episodes, 2006-2007) , Carol Kritzer (13 episodes, 2006-2007) , Robert J. Ulrich (13 episodes, 2006-2007).

Series Production Design by Michael Novotny (12 episodes, 2006-2007).

Series Costume Design by Lisa Tomczeszyn (12 episodes, 2006-2007).

Series Makeup Department - Tammy Ashmore key makeup artist (13 episodes, 2006-2007) , Dennis Parker key hair stylist (12 episodes, 2006-2007)
Laini Thompson makeup artist (12 episodes, 2006-2007).

Series Production Management - Erick J. Kovars post-production supervisor (13 episodes, 2006-2007) , Jim Weis unit production manager (12 episodes, 2006-2007).

Series Second Unit Director or Assistant Director - Sarah Blumenthal second assistant director (12 episodes, 2006-2007) , Brendalyn Richard second second assistant director (11 episodes, 2006-2007) , Barry K. Thomas first assistant director (8 episodes, 2006-2007) , Ellen Rosentreter day player second assistant director (5 episodes, 2006-2007) , Michael D. Gillis first assistant director (3 episodes, 2007).

Merry Chen dga trainee.

Series Art Department - Rick Kyker property master (13 episodes, 2006-2007) , Viva Wang specialist set designer (12 episodes, 2006-2007) , Eric P. Paczkowski flooring foreman (11 episodes, 2006-2007) , Scott Helms set dresser (5 episodes, 2006) , Angela O'Neill property master (3 episodes, 2006).

Karl J. Martin set designer.

Series Sound Department - Pete Elia .. Sound re-recording mixer (13 episodes, 2006-2007) , Shelik Fernandez .. Sound recordist (13 episodes, 2006-2007) , Kurt Kassulke .. Sound re-recording mixer (13 episodes, 2006-2007) , Marla McGuire .. Supervising sound editor (13 episodes, 2006-2007) , Stacey Michaels .. Foley mixer (13 episodes, 2006-2007) , Matt Shelton .. Music editor (13 episodes, 2006-2007) , John Milo Train .. Assistant sound editor (13 episodes, 2006-2007) , Noel Vought .. Foley artist (13 episodes, 2006-2007) , David S. DiPietro .. Sound recordist / foley mixer (12 episodes, 2006-2007) , Tim Song Jones .. Utility sound technician (12 episodes, 2006-2007) , Mark Lanza .. Sound effects editor / sound editor (12 episodes, 2006-2007) , Vic Radulich .. Adr & dialogue editor (2 episodes, 2006).

Greg Agalstoff .. Production sound mixer.

Series Special Effects by Robert Calvert .. Special effects coordinator (13 episodes, 2006-2007) , Terry Erickson .. Special effects foreman (13 episodes, 2006-2007).

Series Visual Effects by Rick Cortes .. Inferno artist (13 episodes, 2006-2007) , Derek Herr .. Digital effects artist / on-line editor (3 episodes, 2006-2007).

Series Stunts - Danny Weselis .. Stunt coordinator / stunts (13 episodes, 2006-2007) , Oliver Keller .. Stunt driver (6 episodes, 2006-2007) , Alina Andrei .. Stunt double (3 episodes, 2006-2007) , Dailyn Matthews .. Lead stunt double (3 episodes, 2006) , James Logan .. Stunt double / stunt performer (2 episodes, 2006-2007) , Tom Cohan .. Utility stunts (2 episodes, 2007).

Series Camera and Electrical Department - Andrew Bikichky .. First assistant camera (13 episodes, 2006-2007) , James Jermyn .. Second assistant camera (13 episodes, 2006-2007) , Joe Kelly .. Rigging best boy grip (13 episodes, 2006-2007) , Chris Brow .. Dolly grip (12 episodes, 2006-2007) , P.J. Gaynard .. Electrician (12 episodes, 2006-2007) , Lance Oyabu .. Electrician (12 episodes, 2006-2007) , Noah Dille .. Best boy electric: second unit (10 episodes, 2006-2007) , Jules Labarthe .. Camera operator: "a" camera / director of photography: second unit (9 episodes, 2006-2007) , Roberto Schein .. Set electrician / lighting technician (6 episodes, 2006-2007) , Michael Svitak .. Film loader (6 episodes, 2006-2007) , William D. Barber .. Cinematographer: second unit (5 episodes, 2006-2007).

Jeffrey Wilkins .. Camera operator.

Series Casting Department - Alex Newman .. Casting associate (13 episodes, 2006-2007) , Adam Hochfeld .. Extras casting (2 episodes, 2007)

Series Costume and Wardrobe Department - Sanford Slepak .. Set costumer (13 episodes, 2006-2007) , April Krueger .. Set costumer (10 episodes, 2006-2007).

Series Editorial Department - Damian Baxter .. Post-production assistant (13 episodes, 2006-2007) , Tyson Hilgenberg .. Post-production assistant (13 episodes, 2006-2007) , Henry Langstraat .. Post-production

coordinator (13 episodes, 2006-2007) , Heydar Adel .. On-line editor (10 episodes, 2006-2007) , Geoffrey Hildrew .. First assistant editor (6 episodes, 2006-2007) , Derek Herr .. On-line editor (4 episodes, 2007) , Cynthia Ludwig .. Assistant editor (3 episodes, 2006-2007) , Joshua Alan Baca .. On-line assistant editor (3 episodes, 2006).

Series Transportation Department - Wayne Flowers Jr. .. Driver (13 episodes, 2006-2007) , Adam Pinkstaff .. Transportation captain (12 episodes, 2006-2007) , William R. Peck .. Driver (2 episodes, 2007) .

Mike Belt .. Driver: mechanic, Angel Desanti .. Transportation co-captain, Glen Mathias .. Transportation co-captain, Marty Osborne .. Picture vehicle coordinator, John Pellegrino .. Driver: basecamp.

Series Other crew - Andrew Balek .. Assistant to producer (13 episodes, 2006-2007) , Seth Harris .. Construction accountant (13 episodes, 2006-2007)
 Gregory Tripi .. Composer: additional music (13 episodes, 2006-2007) , Gary Michael Clark .. Payroll accountant (12 episodes, 2006-2007) , Sophia Karaioannoglou .. Production assistant / writing assistant / . (12 episodes, 2006-2007) , Christophe Beck .. Composer: theme (11 episodes, 2006-2007)
 Mary Berry .. Production assistant (11 episodes, 2006-2007) , Lorna Clarke .. Assistant: Mr Rob Bowman / writer's assistant (11 episodes, 2006-2007) , Jamie Feldman .. Assistant production coordinator (11 episodes, 2006-2007) , Mark Kilian .. Composer: theme (11 episodes, 2006-2007) , Kristina Santoro .. Location scout (11 episodes, 2006-2007) , Tada Chae .. Assistant location manager (10 episodes, 2006-2007) , Teresa Jolene Lee .. Set production assistant (10 episodes, 2006-2007) , Matthew Roseman .. Production assistant (9 episodes, 2006-2007) , Megan Schmidt .. Production assistant (9 episodes, 2006-2007) , Darren Thomas .. Production assistant (8 episodes, 2006-2007) , Brad Bemis .. Location manager (7 episodes, 2006-2007) , Mick Aniceto .. Production assistant (6 episodes, 2006-2007) , R. Scott Poole .. Location manager (5 episodes, 2006-2007) , Kristofer Kolpek .. Set production assistant (4 episodes, 2006) , Brad Ungar .. Production assistant (4 episodes, 2007) , Douglas Romaine .. Composer: additional music (2 episodes, 2006) , Mike Tsucalas .. Set production assistant (2 episodes, 2007).

Paul Alan Grey .. Production assistant.

American Society of Cinematographers, USA

Year Result Award Category/Recipient(s)

2007 Nominated ASC Award Outstanding Achievement in Cinematography in Episodic TV Series'

Bill Roe

For episode "What If They Find Him".

Image Awards

Year Result Award Category/Recipient(s)

2007 Nominated Image Award Outstanding Writing in a Dramatic Series

Steven Maeda

For episode "What if He Lets Her Go".

WR. Paul Zbyszewski , David Graziano, Henry Alonso Myers.

DIR. Rob Bowman, Bryan Spicer.

EPISODES: 13 **YEAR MADE:** 2006 **COUNTRY:** US **SEASONS:** 1

GROSS ENTERTAINMENT, TOUCHSTONE TELEVISION

CREATOR: PAUL ZBYSZEWSKI

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 15/11/2006 **AIR DATE OF LAST EPISODE** 02/03/2007

SEASON DATE BREAKDOWN: Season One : 15/11/2006 - 02/03/2007

FILMS:

Detective Brett Hopper TAYE DIGGS, Rita Shelten MOON BLOODGOOD, Andrea Battle VICTORIA PRATT, Jennifer Mathis META GOLDING, Damien Ortiz RAMON RODRIQUEZ, Chad Shelten ADAM BALDWIN, Buchalter MICHAEL MCGRADY, Fencik JOE NIEVES, Detective Spivak MITCH PILEGGI, Detective Christopher Choi IAN ANTHONY DALE , Shadow Man JONATHAN BANKS, Preisser JOSH DAUGHERTY, Barry Colburn JOHN RUBINSTEIN.

When Detective Brett Hopper woke up this morning, he thought it was a normal day, a day like any other one, but he rapidly find out that he is accused of killing Assistant District Attorney Alberto Garza. Even after offering a solid alibi, no one is believing him. The next morning, when he wakes up, he finds out that he is reliving the same day and that his loved ones are in danger.

Wr Paul Zbyszewski

Dir Rob Bowman

1 - 2 *WHAT IF THEY RUN*

Brett makes the decision to take Rita and try to make a run for it by getting out of town, in an attempt to escape the day. But he soon discovers the disastrous consequences of his rash actions on others.

Wr Paul Zbyszewski

Dir Rob Bowman

1 - 3 *WHAT IF HE LET'S HER GO*

Hopper learns someone close to him may have been involved in framing him for Garza's murder. Meanwhile, some critical clues are revealed that could assist Hopper in making his nightmarish day finally end.

Wr Steven Maeda

Dir Rob Bowman

1 - 4 *WHAT IF HE CAN CHANGE THE DAY*

While trying to find out who framed him, Hopper is starting to figure out what his partner, Andrea, did that caused her disagreement with Internal Affairs.

Wr Henry Alonso Myers

Dir Fred Keller

1 - 5 *WHAT IF THEY'RE STUCK*

To prove his innocence, Brett visits the Internal Affairs office, twice, in search of the murder book. During his first visit, things aren't going like he planned but his second time isn't better when he doesn't have any other choice than taking someone hostage.

Wr David Graziano

Dir Dwight Little

1 - 6 *WHAT IF THEY FIND HIM*

Hopper tracks down a major player in the conspiracy to frame him for Garza's murder. He also learns he must weigh the consequences of his decisions after he sees the results of his actions affect the day with adverse results.

Wr Charles Alfrazier Murray

Dir Rob Bowman

1 - 7 *WHAT IF HE'S NOT ALONE*

Hopper unexpectedly meets again with Jared - the guy who bit him in the first episode - and finds out that he is not the only one reliving the day over and over again. He also finds out that there was an eye-witness and that he was identified as Garza's murderer, while realizing that he has to deal with very powerful people. He also learns that people that are close to him might know more than they say they do.

Wr Jeffrey Bell, Steven Maeda

Dir Andy Wolk

1 - 8 *WHAT IF SHE'S LYING*

Hopper fears that his sister, Jennifer, is mixed up in the plot against him, but he must first visit his mother to find out the connection. He suspects that his late father's involvement in the Contreras murder is at the bottom of it. Meanwhile, Andrea tries to find Fencik and Buchalter's ties to the plot, and Chad meets Buchalter. The meeting doesn't go well.

Wr Henry Alonso Myers, Paul Zbyszewski

Dir Bryan Spicer

1 - 9 *WHAT IF THEY'RE CONNECTED*

Hopper struggles to find the connection between Booth, a city counsellor, and Garza. That connection seems to lie in the role Luis Torres, Booth's assistant, has.

1 - 10 *WHAT IF HE'S FREE*

After some more research Hopper finally finds out, who the real murderer of Alberto Garza is.

Wr David Graziano, Charles Murray

Dir Elodie Keene

1 - 11 *WHAT IF HE WALKS AWAY*

To his disappointment, Hopper wakes up to the same day although the case had been cleared the night before. He decides to take a break for two weeks only to learn the case has become even more mixed up.

Wr Jenny Lynn

Dir Bryan Spicer

1 - 12 *WHAT IF SHE'S THE KEY*

Hopper finds out that his girlfriend Rita plays an important role in the whole conspiracy.

Wr Jeffrey Bell, Paul Zbyszewski

Dir David Von Ancken

1 - 13 *WHAT IF IT'S HIM*

Hopper finally breaks the day and sees "tomorrow" only to find out, that the next day brings some more problems with it.

Wr Jeffrey Bell, Paul Zbyszewski

Dir Rob Bowman

DE BIEN ETRANGES AFFAIRESAKA: **SOME VERY STRANGE AFFAIRS**

Anthology series - see episode guide for descriptions.

For A Saucer of Loneliness which was based on a story by Theodore Sturgeon, which originally appeared in the magazine Galaxy in 1953. It was adapted again as part of the new TWILIGHT ZONE (80s) on CBS on 27th September 1986, directed by John Hancock, written by David Gerrold, starring Shelly Duvall.

Episode 3 - Heavy Iron was based on a story by Jean-Pierre Andervon.

Episode 4 - The Killing Love was based on a story "The Price of Synergy" by Theodore Sturgeon.

Episode 5 - An Ordinary Man was based on the short story "Progammation" (aka Programming) by Raoul Gamond.

Episode 6 - The Four-Sided Triangle was based on a novel by William Temple, originally published as a short story in the magazine Amazing in 1939 and expanded in 1949, it was also adapted as a 1952 Hammer Film directed by Terence Fisher, starring Barbara Payton.

WR.**DIR.****EPISODES:** 6 **YEAR MADE:** 1982 **COUNTRY:** FRA **SEASONS:** 1*FR3***CREATOR:****TYPE OF SHOW:** ANTHOLOGY**FORMAT:** ANTHOLOGY**LENGTH (MINS):** 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French**SEASON BREAKDOWN:** (1) 6**DATE OF PREMIER:** 08/09/1982**AIR DATE OF LAST EPISODE** 13/10/1982**SEASON DATE BREAKDOWN:****FILMS:**

N/A

1 - 1 *LA SOUCOUBE DE SOLITUDE (A SAUCER OF LONELINESS)*

A small flying saucer confides its cosmic loneliness to an equally lonely girl.

Wr Philippe Monnier, Michel Picard**Dir** Philippe Monnier1 - 2 *L'AMI ETRANGE (THE ALIEN FRIEND)*

A man meets a girl who is the exact double of a girlfriend he loved twenty years ago. In reality, she is an alien who has been sent to study mankind.

Wr Philippe Setbon**Dir** Patrick Jamain1 - 3 *LOURDE GUEUSE (HEAVY IRON)*

The crew of a spaceship revolts against their Captain.

Wr Jean-Luc Miesch**Dir** Jean-Luc Miesch1 - 4 *L'AMOUR QUI TUE (THE KILLING LOVE)*

A drug kills its victims during love making.

Wr Laurent Heynemann**Dir** Laurent Heynemann1 - 5 *UN HOMME ORDINAIRE (AN ORDINARY MAN)*

In a chaotic post nuclear future, androids learn to become human

Wr Helene Peycharand**Dir** Juan Luis Bunuel1 - 6 *LE TRIANGLE A QUATRE COTES (THE FOUR-SIDE TRIANGLE)*

A girl who is loved by two men is duplicated by the one she has refused.

Wr Jean-Claude Luptchansky & Paul Gegauff

Dir Jean-Claude Luptchansky

DEAD AT 21



Ed Bellamy thought he was an above average 19-year-old college student who was plagued by a series of strange dreams. However, on his 20th birthday his whole life turned upside down as he discovered he was anything but normal. Having returned home from college for the summer, Ed was surprised to find a young woman he had never met before in his bedroom at his birthday party. The young woman was Maria and before the pair was able to get acquainted, a youth with a gun burst through his window with a package that he was determined that Ed was to have. Ed felt that he had seen this person in his dreams and attempted to take him seriously despite Maria's protests. Moments later, a man named Winston, identifying himself as a government agent, arrived on the scene wanting the package Ed had been given. Instead of giving Winston the package, Ed and Maria fled. Winston killed the youth and reported that Ed was the killer.

Ed discovered a video tape in the package which revealed a number of surprising things about himself. Ed was a cyb, one of a number of infants who had microchips placed inside their heads in an experiment to increase their intelligence. The infants were all placed in adoptive homes with the new parents being paid to take the child. The project was a success, however the chips caused the recipients to begin having strange dreams, which often foreshadowed their meetings with another cyb. These dreams became more and more intense until by the time one reached ones 21st birthday the dreams would leave one dead. Ed also learned that the government has since closed down the project and that Winston has been assigned to track down anyone who finds out about it. Ed's one chance of survival lies in his finding Dr. Victor Heisenberg, the project's founder, whom he later learns is dead. An official government story he later learns may not be true.

Ed and Maria thus have less than a year to find Dr. Heisenberg before Ed dies. All the while staying one step ahead of the law who want to bring in Ed for murder and away from Winston who dons a variety of government badges in an effort to track the pair down.

This show marked MTV's first foray into Science Fiction and visually the show was impressive, but beneath that the stories wear not up to much. *Dead at 21* was telecast on MTV, a cable network that at one time ran music videos. The series has been highly influenced by music videos. Camera work is often hand-held with a plethora of bizarre angles, while the background music is rock music.

This show was on a few years ago on MTV. A pretty cool concept, little kid gets implanted by shadow govt. agency, becomes super smart, but the side effect is you die when you turn 21. Starring Jack Noseworthy (d'ya think that's his real name?) and Whip(!) Hubley as the greasy govt. agent, this show was so disjointed, quirky and asinine that I wished I was *DEAD AT 21*. A true piece of crap.

I remember watching this show just to see what was going to happen every week. Not that the show was good, but I was intrigued by it nonetheless. Does anyone know what happened towards the end of the show? Did that guy finally reach 21 and drop dead? By the way, the chick on the show was hot. Does anyone remember as Doogie Howser's girlfriend?

Why does mtv even bother making shows like this when they cancel them after 2 episodes?

Maybe not a "good" show, but super addictive. I couldn't wait for each new episode of this show just to see what was going to happen. The first season cliffhanger (which ended up being the final episode of the show when MTV didn't renew it) was AMAZING, and it still pops up in my head every once in a while. Damn I wish they'd finished the story!

I liked this show, even though it had a whacky premise. I think the girl (Doogie Howser's girlfriend) was hot. Does anyone know if they finally concluded the show and he died at 21 or if it was canceled?

The show was never canceled after 2 shows. What are you talking about? They showed the whole series on MTV. The way I remember the last two episodes was the bad agent dude the guy you thought was bad. Was

agent named Winston, bent on tracking down all the cybs and killing them.
Ed's only hope for survival is a doctor who worked on the project, Victor Heisenberg.

Wr Jon Sherman

Dir Ralph Hemecker

1 - 2 *BRAIN SALAD*

Ed checks into a hospital for brain surgery, and learns disheartening news about Victor Heisenberg.

Wr Roderick Taylor, Bruce A. Taylor

Dir Ralph Hemecker

1 - 3 *LOVE MINUS ZERO*

Ed and Maria meet a cyb who wants to run away with them, but is ignorant of her condition.

Wr P.K. Simonds Jr.

Dir Charles Winkler

1 - 4 *SHOCK THE MONKEY*

Ed and Maria search for Victor Heisenberg's grave and become involved with animal-rights activists.

Wr Roderick Taylor, Bruce A. Taylor

Dir Ralph Hemecker

1 - 5 *GONE DADDY GONE*

Maria's con-artist father tracks her down.

Wr Manny Coto

Dir Kari Skogland

1 - 6 *USE YOUR ILLUSION*

Ed and Maria find their exploits chronicled in a comic book created by a cyb who's plotting to kill the senator in charge of the neurocybernetics project.

Wr Manny Coto

Dir Ron Oliver

1 - 7 *LIVE FOR TODAY*

Ed and Maria's feelings for each other are tested after partying with a surfer and his friends.

Wr Jon Sherman

Dir Mark Jean

1 - 8 *TIE YOUR MOTHER DOWN*

Ed prepares to give himself up when Winston kidnaps his mother, but Maria suspects a trap.

Wr Jon Sherman

Dir Jeff Kibbee

1 - 9 *CRY BABY CRY*

Winston trails Ed and Maria as they search for an abandoned baby's mother.

Wr Manny Coto

Dir Terrence O'Hara

1 - 10 *LIFE DURING WARTIME*

The host of a pirate TV show offers to help Ed and Maria expose the project.

Wr Manny Cato

Dir Jeff Kibbee

1 - 11 *HOTEL CALIFORNIA*

Ed and Maria visit Cali, a 35 year-old cyb, to discover the secret of his longevity.

Wr Roderick Taylor, Bruce A. Taylor

Dir Ralph Hemecker

1 - 12 *IN THROUGH THE OUT DOOR (1-2)*

Winston finally catches up with Ed and Maria, who are hiding out in Los Angeles.

Once captured, Ed is taken to a facility where he meets with others like him and is told that there may be a way to counteract the rapidly deteriorating chip in his head.

Wr Roderick Taylor, Bruce A. Taylor

Dir Ralph Hemecker

DEAD ZONE, THE



Life is looking good for Johnny Smith until he gets into a terrible car crash late one night that leaves him in a deep coma. Several years later, he wakes up only to find that he now has the power to read people's minds and see their futures. Will people believe his warnings? Will he be able to survive the stresses of his newfound talents? Will he resist the temptation to use them for his own benefit?

Produced by Peter Lhotka (producer), Robert Lieberman (executive producer), Michael Piller (executive producer), Shawn Piller (producer), Harold Tichenor (consulting producer), Costume Design by Cynthia Ann Summers, Second Unit Director or Assistant Director - Steve Eathorne (second assistant director), Pete Whyte (first assistant director), Art Department - Ken Davies (property master), Sound Department Dicken Berglund (adr mixer).

Stunts - Lauro Chartrand (stunt co-ordinator), Jim Dunn, Marny Eng, David Jacox, Ron James (stunt driver), Mitchell A. Lee Yuen (stunts), David Mylrea (utility stunts), Trish Schill (stunts), Other crew - Michael Balfry (camera operator (pilot episode)), Robert Chynoweth (assistant to producers), Jessica Daniels (casting assistant: New York), Garnet Durham (video assist operator (pilot episode)), Michael G. England (assistant editor), Harvey Fedor (key grip), David Legault (assistant editor), Philip Pucci (first assistant editor: Los Angeles).

Is it possible for a series that has been sitting on the shelf for over a year to be any good? "The Dead Zone" proves that, yes, it is possible.

FOX had already proven that shelved shows could be good (if not successful) last season with "The Tick" and "Greg the Bunny." Those shows failed because of lack of promotion, horrible time-slots, and overwhelming competition, but not because they weren't any good. "The Dead Zone" is lucky because it is on USA, where it has the chance to blossom.

Based on a 1979 Stephen King novel, "The Dead Zone" tells the tale of Johnny Smith (Anthony Michael Hall), an accident victim who awakens from a supposedly irreversible coma to find it's six years later, and a lot has changed. His fiancée Sarah (Nicole deBoer), is married to another man (Chris Bruno), with whom she is raising Johnny's son, and he has powerful psychic abilities that allow him to see the past or future of people he touches.

Originally scheduled to be part of UPN's 2001-2002 Fall lineup, it was dropped in favor of "Buffy the Vampire Slayer." I can't fault the network for the decision, because "Buffy" is still my favorite TV show on the air today, but I thought it was a little odd that the network didn't keep the show for midseason.

It has been a very long time since I've seen the 1983 David Cronenberg movie that starred Christopher Walken (very long, we're talking high school), and I've never read the book, so I didn't have a lot of pre-conceived perceptions of what I saw. I did hear in press releases that it was the perfect show for people who were mourning the loss of "The X-Files." That wasn't a good sign for me because I am the only TV geek that I know who never liked that show.

On the other hand, I've always been a fan of Anthony Michael Hall. I could always identify with his characters that he played in those 1980's John Hughes movies, and I thought he was brilliant in the 1999 TNT TV movie "Pirates of Silicon Valley." Over the years he has acquired a harder-edged look, something I first noticed in the 1990 Tim Burton movie Edward Scissorhands. In "The Dead Zone" he continues to be brilliant.

Hall's performance as Johnny is so intense that it's scary, and that is the perfect fit for this series. When Johnny gets his visions, it gives Hall a chance to play many characters from the past and future. This is a dream role for any actor, similar to Scott Bakula's role as Sam Beckett in "Quantum Leap" where he got to play a different character every week. Hall is the lucky recipient of this role, and he plays it to the hilt.

If I have any complaint, at least just in the premiere, it's some of the other character's plotlines. One of the visions that Johnny has is that a doctor who had treated him in the hospital where he was in the coma was under the false impression that his mother was dead. Johnny goes back to the doctor's past at the point where he discovers that his mother hadn't been killed in an explosion. The doctor ends up having a sappy sweet reunion with his mother. I should have expected it, but maybe I'm just being too much of a downer.

One other scene I found unintentionally humorous that really pointed out the fact that the series had been on the shelf for over a year. A nurse at the hospital was updating Johnny on all the things that had happened in the six years he was in a coma. The last thing he said was that Regis Philbin was the biggest thing on television! What a difference a year makes! Of course everyone now knows that "Who Wants to be a Millionaire" almost sunk ABC because they had decided to run the show fifty-zillion times a week, and now it has been cancelled (except for the occasional special episodes it will run during the season.)

The Dead Zone, is a show that would be and should have been worthy of being on a network, but I think that since it is on USA it will get a chance to become a classic. I just hope Hall will not get too big of a head and quit the series before we get a good run!

Characters

Johnny Smith is a retired schoolteacher who, as a result of a car accident, has developed psychic abilities. He is played by Anthony Michael Hall. An encounter with a carnival trickster in the first episode (before the car accident) makes it clear Johnny already has some psychic abilities. However, after the coma, their nature changes from intuition to visions, the latter requiring urgent action, even when personally inconvenient, whereas earlier he only uses his ability on a carnival trickster to amuse his date (Sarah Bracknell).

Sarah Bracknell Bannerman (played by Nicole DeBoer), is Johnny's former fiancée and the mother of his biological son, J.J. She married Walt Bannerman during Johnny's coma, and the two are raising the child together. Sarah knew Johnny when they were children, and later taught at the same school as him. Sarah's mother died when she was a teenager, which strained her relationship with her father. As of the end of season 5, Sarah is pregnant with Walt's child. At the beginning of season 6, Sarah gives birth to Walt's daughter and names her Hope.

Sheriff Walt Bannerman The relationship between Johnny and Walt is initially very rocky, as Johnny often feels that Walt stole Sarah from him. However, since then as Johnny displays his powers more and more often in law enforcement situations, Johnny becomes an asset to Walt and the two become friends. The name Walt Bannerman is a combination between the name George Bannerman and Walt Hazlett. In the novel, George Bannerman was the sheriff, and Walt Hazlett was the man Sarah married. At the beginning of season 6 episode "Heritage", Walt is killed in a fire at Faith Heritage Chapel. However, the character continued to pop up throughout season 6 in visions, flashbacks, and even briefly as a ghost. Walt was played by Chris Bruno. Bruce Lewis is a physiotherapist who helps Johnny regain his strength after his coma. Bruce is an open-minded spiritual junkie as a result of a religious upbringing by his pastor father; he is Johnny's best friend and frequently his voice of reason, and may very well be the reason for the divergence in this series when compared to the novel or 1983 movie (Johnny never tried to kill Greg Stillson before the election). Bruce is played by John L. Adams.

Rev. Gene Purdy is another original character in the series, a religious leader and head of a prestigious university and foundations funded by Vera Smith, Johnny's mother. Johnny always speculated that Purdy's interest in Vera was for financial gain; however, his powers allow him to discover that Purdy had been in love with her for more than 35 years. Upon Vera's suicide over the grief of the loss of her son, Purdy covered up the incident and made everyone believe she died of a heart attack, thus preserving her dignity in the public eye. Purdy has long been involved with somewhat shady dealings, but is always in the constant service of God His devotion sometimes clouds his judgment and has even gone as far as to cover up a murder to protect better interests. At the end of the Season 6 episode "Heritage" Purdy leaves Cleaves Mills after being involved in a fire that killed Walt Bannerman and Malcolm Janus at the Faith Heritage Chapel. Rev. Purdy is played by David Ogden Stiers.

Dana Bright was a journalist for the Bangor Daily Times. She covered much of Johnny's early work and later became romantically linked with him; she was also in a relationship with Gene Purdy. Dana left the show for some time and her absence was not explained until the 4th episode of the 5th season, "Articles of Faith". Because of her coverage of Johnny, she was able to move on up to reporting for a Boston television station, choosing her career ambitions above her increasingly complex relationship with Johnny. At the end of that episode when she leaves, it is shown that both harbor, to some degree, feelings for each other. Whether she will appear again in the future is unknown. She is played by Kristen Dalton.

Greg Stillson is a mentally unstable politician who has taken many illegal steps to secure an election. Upon meeting with Johnny Smith, it became clear that he would become responsible for an apocalyptic event that Johnny has seen in his visions and is trying to prevent. After the death of Malcom Janus (see below), Johnny's visions of a Stillson-created apocalypse ceased, but after some further revelations they returned at the end of the season. Greg is played by Sean Patrick Flanery.

Deputy Roscoe works for Walt. He is usually first on the scene and very dependable. He is played by Bill Mondy.

Johnny "J.J." Bannerman is the biological son of Johnny and Sarah. Sarah was pregnant when Johnny had his accident and she ultimately married Walt Bannerman, who raised J.J. As his own son. As of the third season, Walt and Sarah have told J.J. That Johnny is his real father, and Johnny has taken on more fatherly duties. J.J. Was played by Spencer Achtymichuk (Season 1-5) and now played by Connor Price(Season 6-). In the season six episode Big Top Johnny starts to believe that J.J. Has powers, but J.J. Appears to be covering up his innate abilities. During the Season Six finale, J.J. Has his first actual vision when he sees Armageddon during a scuffle with Greg Stillson.

Malcolm Janus is a power-broker who believes that Greg Stillson is "destined for great things." His ultimate goal is to place Stillson in the White House. He also gave Rev. Purdy a global sphere of influence, in return for financial support of Stillson's campaigns. He is apparently a member of the Illuminati, as he wears a ring with their symbol. At the beginning of season 6 episode "Heritage", Janus is killed in self-defense by Purdy at Faith Heritage Chapel. Janus was played by Martin Donovan.

Christopher Wey is a man from the future who has been comatose since 2003. He wakes after the apocalypse to discover that he has a "dead zone" similar to Johnny's, and that he can communicate with the present-day Johnny when both are in contact with the head of his cane. He is revealed to be in league with a future Johnny Smith and J.J. Wey is played by Frank Whaley.

Rebecca Caldwell is a child psychiatrist who met Johnny during his investigation of the murder of her sister Rachel. She has since become his girlfriend and at one point in time, found out that Greg Stillson may have been responsible for her sister's murder and will be responsible for the upcoming apocalypse. As of the third-season finale she has purchased a gun in an attempt to assassinate Stillson. She was stopped by Johnny and discovered that Stillson did not kill Rachel. She left Johnny, seeking to sort things out for herself. She is played by Sarah Wynter.

Alex Sinclair is a female psychic who discovered her "dead zone" when she was stung by a swarm of bees (presumably "killer bees") as a child and became hyper-allergic to bee stings and products. She first appears in the fourth season episode "Double Vision" where she and Johnny track down a sniper together. At the end of the episode, it's clear that she and Johnny have developed feelings for each other but she decides that she's not ready to pursue the relationship. She does later appear in the fourth season Christmas episode "A Very Dead Zone Christmas" where the idea of her and Johnny getting together is further explored. Alex is played by Jennifer Finnigan.

Anna Turner is the new "sheriff pro tem" of Penobscot County. She is currently investigating the final unofficial case of the recently-deceased Sheriff Walt Bannerman. Anna is played by Cara Buono.

Deviations

Johnny's coma is moved from the 1970s to the period of June 6, 1995 to September 1, 2001, and is lengthened from four and a half years to six.

Walt Bannerman is an amalgamation of two characters: the Castle Rock sheriff, George Bannerman, and Sarah's husband, Walt Hazlett.

Sarah's son was fathered by Johnny and raised by Walt as his son; in the book, the child is Walt's.

His father died in a mental hospital prior to the accident. It is later revealed that his father is alive and suffering from Alzheimer's, his visions are being used by Stillson to gain power. In the book, his father actually survives him and is neither crazy nor has visions.

The season 4 episode "Babble On" leads viewers to believe that Johnny's father had similar visions, which eventually resulted in his being institutionalized. However, by the end of the episode, it is revealed that a young Johnny was the originator of the visions on which his father was acting. The pilot and the original book suggest Johnny had visions before his accident. The father turns out to be alive and not only had visions but also the source of information for Stillson machinations.

New characters include physical therapist Bruce Lewis, Johnny's sidekick; and the Rev. Gene Purdy, Johnny's legal guardian. Sarah and Walt also take more prominent roles, instead of leaving Johnny alone for months or years at a time.

Though Greg Stillson is mentioned in the pilot episode (in a conversation Reverend Purdy has on the phone), he does not appear onscreen until the final episode of the first season; as of the end of Season 5, Johnny has neither shot him nor planned to do so (outside of visions). * With the introduction of Malcolm Janus, it becomes evident that Stillson is a pawn of more sinister forces. In the novel and film, Stillson brought about the apocalypse himself in an act of self aggrandization, which proves a farce created by Stillson, who all along was the one in control as seen at the end of season 6.

Through visions, Johnny receives help from a man (Wey) in the post-apocalyptic future. In this future, it is learned that J.J. And Johnny survive Armageddon, but Johnny has become more cold-hearted and vicious. There is nothing that parallels this in the novel.

In the show, Johnny and Sarah's relationship is much more serious prior to the accident; they were engaged, and had been friends since early childhood. In the novel, they went to the same college, but did not actually meet until they began to teach at the same school. Johnny's accident occurred on their third date, just after Sarah had decided to make the relationship more serious.

Johnny's abilities are somewhat different in the novel; with two notable exceptions, in the novel he does not have visions. Instead, he gets "flashes"; he just knows something, with a cold hard certainty. They are also more eerie, as when the flashes come he goes into an odd sort of trance that tends to frighten those around him and his touch when getting these flashes discomforts and alarm those he is touching. It makes him more of an outcast and more eager to deny the ability than is the case in the TV show.

Johnny has no middle name in the novel, and is specifically referred to at least once as "Johnny-no-middle-initial-Smith"; in the episode "Vortex," Johnny gives his middle name as "Robert."

In the novel the "dead zone" refers to Johnny's inability to visualize certain details or objects (in either a vision or a memory), due to brain damage caused by the accident. In the show the "dead zone" is a section of brain that redirected blood flow from the accident.

It is suggested that Bruce's friendship with Johnny in the series is a key factor to many of the changes from the original book and movie. In the second-season episode "Zion", Bruce has a vision of an alternate reality where he chose another career path and did not help Johnny recover after he woke from his coma. In this reality Johnny tries to kill Greg Stillson just as he does in the original book and movie.

Media

Music

In the pilot episode, "Wheel of Fortune," the music class practices the song "Mr. Sandman." In the same episode, Johnny and Sarah make out in his car to "Sleep Walk" a song by Santo & Johnny , which also featured in the Stephen King movie "Sleepwalkers."

The theme song from Seasons 1-3 is "New Year's Prayer" by Jeff Buckley.

The new theme song since Season 4 is "Dead Zone Epic" by Blues Saraceno.

The Promos for Season 4 featured the song "Brace Yourself" by Howie Day.

The Promos for Season 5 featured the song "By My Side" by INXS.

The Promos for Season 6 feature the song "Touch Me" by The Doors.

In December 2007, the series was cancelled after six seasons, one of the possible reasons for this was the 2007-08 writers strike in Hollywood, that effected many US TV shows.

WR. Stephen King, Michael Piller, Shawn Piller

DIR. Robert Lieberman

EPISODES: 81 **YEAR MADE:** 2002 **COUNTRY:** US **SEASONS:** 6

PARAMOUNT TELEVISION, UPN,

CREATOR: STEPHEN KING/MICHAEL PILLER

TYPE OF SHOW: PARANORMAL **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 14 (inc Pilot episode), (2), 19, (3) 12, (4) 12, (5) 11, (6) 13

DATE OF PREMIER: 16/06/2002 **AIR DATE OF LAST EPISODE** 16/09/2007

SEASON DATE BREAKDOWN:
 Season 1 : 16/06/2002 - 15/09/2002
 Season 2 : 05/01/2003 - 17/08/2003
 Season 3 : 06/06/2004 - 22/08/2003
 Season 4 : 12/06/2005 - 04/12/2005
 Season 5 : 18/06/2006 - 27/08/2006
 Season 6 : 17/06/2007 - 16/09/2007

FILMS:

Johnny Smith ANTHONY MICHAEL HALL, Sarah Bracknell NICOLE DE BOER, Rev. Gene Purdy MICHAEL MORIARTY, Johnny Jr. DOMINIC LOUIS, Allison Connovor EMILY HOLMES, Dana Bright KRISTEN DALTON (1-2), Rebecca Caldwell SARAH WYNTER (3), J.J. Bannerman CONNOR PRICE (6)

1 - 1 *WHEEL OF FORTUNE*

Johnny Smith was leading an idyllic small-town life: working as a high school science teacher, engaged to the love of his life, Sarah, and being a devoted son to his widowed mother, Vera, who lives nearby. But after a near-fatal car accident puts him in a deep coma, Johnny awakens six years later to find everything has changed: Sarah is now married to someone else, local sheriff Walt Bannerman; the child they are raising is actually Johnny's son and knows nothing about his real father; and Johnny's mother Vera has passed away, leaving Johnny's finances under the thumb of Reverend Purdy, an influential religious leader who is also his mother's former lover. But, most importantly, Johnny himself has changed: he now finds himself with the gift (or curse) of second sight. Through visions he sees with a simple touch, he becomes responsible for saving a nurse's little girl from a fire, helping his Vietnamese doctor reunite with the mother he thought was killed during the fall of Saigon, and now must prevent a local serial killer from striking again. Now Johnny is faced with the daunting task of coming to grips with his new powers - and navigating his way through his new life.

Wr Michael Piller

Dir Robert Lieberman

1 - 2 *WHAT IT SEEMS*

With the help of his new friend Bruce, Johnny attempts to stop the Bangor Strangler from claiming another victim.

Wr Michael Piller

Dir Robert Lieberman

1 - 3 *QUALITY OF LIFE*

Johnny returns to his old school as a substitute teacher and as a hockey coach. During practice, Johnny has a vision inside a player's heart that indicates he may have a serious heart condition. However, there is no medical evidence to support him. Johnny's vision of Todd, and his previous publicity, cause an outcry by the parents who demand that Johnny be fired.

Wr Michael Piller

Dir John Lafia

1 - 4 *ENIGMA*

Johnny works to reunite two long lost loves who have not seen each other for more than 50 years. Johnny sees visions of their lives and love for each other.

Wr Joe Menosky

Dir Michael Robison

1 - 5 *UNREASONABLE DOUBT*

Johnny is summoned to jury duty on a murder trial. Johnny starts to get visions which lead him to believe the accused is innocent. He is the only not-guilty vote

Wr Michael Taylor

Dir Robert Lieberman

1 - 6 *THE HOUSE*

Johnny moves into his new house and starts having visions of a tub filled with blood. He also sees visions of his dead mother, and comes to believe that Rev. Purdy killed his mother. The facts seem to suggest that Purdy did indeed engage in a cover-up concerning the death of Johnny's mother. In a final confrontation Johnny touches Purdy and gains a vision of Purdy finding Johnny's mother dead by suicide. Realizing what the death of a child can drive a parent to do, he goes to the aid of a local neighbor girl whose brother died on a military mission and whose mother is preparing to kill herself.

Wr Michael Piller

Dir James A. Contner

1 - 7 *ENEMY MIND*

While helping to track down a runaway, Jill, who is involved with drugs, Johnny is exposed to a drug that causes him to start getting weird (weirder than usual) visions. He insists on trying to find Jill, despite the concerns of Bruce and Sarah. Confusing matters further is that Jill's boyfriend is in trouble with his supplier. The boyfriend gets killed and Jill and Johnny go on the run. In the final showdown, Johnny

manages to fight past his hallucinations and knock the drug dealer off a high ledge, while Jill is reunited with her mother.

Wr David Benz

Dir Jon Cassar

1 - 8 *NETHERWORLD*

Johnny ends up in a fantasy world (or vision?) when he wakes up one day to find himself married to Sarah and the father of her two children.

Wr Michael Piller

Dir Robert Lieberman

1 - 9 *THE SIEGE*

Conrad Hurley, a disgruntled electrician fired by the town council, goes into the bank with a shotgun and a revolver, tries to rob it, and takes everyone present (including Sara) hostage. Waiting outside for Sara, Johnny gets a vision of a future massacre and goes in to try to alter the future he perceives. Guided by his visions and scrambling wildly to adapt to the altering futures he keeps seeing in which he dies, Sara dies, Conrad dies, and/or everyone dies each time he changes something. Johnny soon becomes Conrad's unlikely ally. Finally Johnny manages to earn Conrad's trust and manage to talk him into releasing the hostages and giving himself up.

Wr Philip DeGuere

Dir Michael Shapiro

1 - 10 *HERE THERE BE MONSTERS*

Johnny and Bruce drive into the small town of Hobb's Landing where Johnny gets a vision of himself being burned at the stake. He goes to the police and has a vision of the murder of a local girl. The police hold him on charges of witchcraft and he is sent to trial.

Wr David Benullo, Craig Silverstein

Dir Michael Robison

1 - 11 *DINNER WITH DANA*

Dana is stalked by her ex-lover when she breaks off the relationship. Meanwhile, Johnny agrees to have dinner with Dana but is plagued by visions of her ex-lovers. Johnny also sees that she is going to be hit by a car sometime in the near future.

Wr Michael Taylor

Dir Jon Cassar

1 - 12 *SHAMAN*

While travelling out in the wilderness Johnny is plagued by visions of a meteor hitting a mountain and people vanishing. To find out which mountain it is he goes out into the wilderness and injures his leg. Taking refuge in a cave, Johnny picks up a fragment and has a vision of an Indian shaman in the past...who can see Johnny as well.

Wr Joe Menosky

Dir Rachel Talalay

1 - 13 *DESTINY*

In the past Johnny Smith as a child and Greg Stilson, the son of a Bible salesman, briefly meet and Johnny has a future vision of danger. In the present Johnny has a vision of a restaurant graduation party tragedy and warns his employer, the father of a student. Stilson, now a Senatorial candidate being backed by Rev. Purdy, comes to town after the tragedy and Johnny gets visions of catastrophe in Stilson's wake. Johnny and Sara get together while in flashback we see how Stilson has been a total bastard all of his life, and that Johnny came out of his coma just as Stilson was sworn in as state representative. When they meet at a rally Johnny shakes Stilson's hand and sees him as the source of catastrophe - Washington D.C. devastated by a nuclear holocaust.

Wr Craig Silverstein

Dir Robert Lieberman

2 - 1 *VALLEY OF THE SHADOW*

The season premiere finds Johnny still shaken by his Armageddon visions and growing increasingly obsessed with Stillson, whom he's secretly investigating. But another mystery draws him back into the public eye: a test of Johnny's powers by an adversary who is as obsessed with him as Johnny is with Stillson.

Wr Michael Taylor

Dir Michael Robison

2 - 2 *DECENT (PART 1 OF 2)*

As Walt begins to wonder what's between Johnny and his wife Sara, a group of teenagers disappear into an abandoned copper mine that was owned by Johnny's grandfather. Walt brings Johnny in to help with the rescue and Smith soon begins to get visions not only of the teens but of the miners who died in an incident in 1949 brought on by his grandfather's actions. The ghost miners seem to be striking back at Johnny and Walt is seriously injured. The teens are rescued but Johnny gets a vision of Walt's funeral as he is taken away in the ambulance. (To be continued)

Wr Robert Hewitt Wolfe

Dir James Head

2 - 3 *ASCENT (PART 2 OF 2)*

Walt ends up in a coma after the events of the previous episode, Johnny tries to use his powers to reach Walt in his mind and lead him back to consciousness. But while inside Walt's mind Johnny realizes that he is not the only person inside Walt's mind. There is also a mysterious man trying to make Walt go into the light.

Wr Jill Blotevogel

Dir James Head

2 - 4 *THE OUTSIDER*

Johnny must stop the release of a new anti-wrinkle cream based on his vision of it causing birth defects in the future.

Wr Craig Silverstein

Dir Michael Robison

2 - 5 *PERCIPITATE*

Johnny must stop a series of bad future visions based on the blood donations he receives from six different donors.

Wr Teddy Tenenbaum

Dir Jefery Levy

2 - 6 *SCARS*

After learning Stillson's congressional rival, a long-time incumbent is a war veteran with a dark secret. Johnny ponders whether the truth is more important than Stillson's defeat.

Wr Craig Silverstein

Dir Armand Mastroianni

2 - 7 *MISBEGOTTEN*

Johnny is kidnapped by three women who take him to a haunted house - each has their own reasons. Penny is romantically obsessed with Johnny and wants to have his baby, Maddy plans on making a "Blair Witch" style Internet event and sell it to Rev. Purdy, and Anita is seemingly obsessed with the mystery of the family who was killed there. While Dana and Sara reluctantly go through the piles of "fan mail" that Johnny receives, Johnny himself unravels the mystery through his visions, and discovers that the young son Nicholas who survived is responsible...and that Anita is that boy, dressed as a woman. With the women's help the police arrive just in time as Anita/Nicholas goes berserk. Johnny manages to restrain her long enough to save his life and Anita is taken away.

Wr Andy Dettman

Dir Nick Marck

2 - 8 *CABIN PRESSURE*

Johnny and Rev. Purdy are traveling on a plane when Johnny gets a vision of the plane crashing and eventually determines that the pilot will put the plane into a dive as the engine explodes. He manages to convince the air marshal he's telling the truth but he sees the same vision of destruction compliments of the co-pilot and realizes both men are trying to save the plane. Using his gift Johnny determines the wings are covered with ice due to an instrument malfunction. When the co-pilot is injured Johnny is forced to take his seat and direct the pilot with his visions to take the proper steps to save the plane.

Wr Jill Blotevogel

Dir Mike Rohl

2 - 9 *THE MAN WHO NEVER WAS*

Isolating himself from a demanding public, Johnny gets visions of himself disappearing after making contact with something belonging to a shut-in, Jeffrey Grissom, brought in by his delivery man. Johnny briefly visits him and Grissom talks about wondering where his old home was, then Johnny returns the next day with information to find out Grissom and any trace of him have completely disappeared. Johnny

is determined to follow up when he gets a vision of people removing Grissom and the new family moving in. Johnny gets visions of people going through his own home as well and gets close enough to the people following him to get a vision of Grissom in a new home and visits him there. Grissom reveals he is a retired spy kept buried by the U.S. government due to valuable knowledge in his head. The government show up to threaten Johnny and make him "vanish" as well but Johnny trumps them by calling in Dana and the media and having them all follow him and Grissom to his old home . . . where he disappears, escaping his government keepers.

Wr David Benz

Dir James Head

2 - 10 *DEAD MEN TELL TALES*

Johnny becomes involved with the mob when his visions lead him to help a mobster whom he sees being gunned down.

Wr Michael Piller, Daniel Goldin

Dir Gloria Muzio

2 - 11 *PLAYING GOD*

A wild old high school friend, Jason, comes to see Johnny seeking a vision of the future as he will be dying of a heart condition. Johnny sees him receiving a successful heart transplant and gives him the good news, but later gets a vision of Jason's sister Kate being killed in a driving accident and becoming the donor. Johnny later gets a vision of the other driver's license plate while Jason takes a turn for the worse, then sees a vision of him and Kate arguing which leads to her going out and getting in the accident. Johnny soon realizes even if he saves Kate and gets Jason a heart through Purdy's connections, someone else who would have received the heart will die. Johnny tracks down the drunk driver, Patrick Hanchin, and confronts him, but sees that even if Johnny stops him from killing Kate, he'll hit a school bus. Trapped in a web of fate where anything he does will make things worse, Johnny ends up provoking a fight with Kate and she dies and Jason lives, as he foresaw . . . but Jason learns from the experience.

Wr David Benz, Craig Silverstein

Dir Mike Vejar

2 - 12 *ZION*

Johnny goes the funeral of Bruce's father and somehow gives Bruce visions of what Bruce's life would have been like if he had never met Johnny.

Wr Joe Menosky, Michael Piller

Dir Michael Robison

2 - 13 *THE STORM*

In the aftermath of Kate's death, Johnny's friends stage an intervention to shake him out of his guilt, but as Bruce drives him to Purdy's lakeside resort, he senses a storm is brewing. Now Johnny is forced to try to come to terms with his destiny in order to save the people he loves.

Wr Michael Piller

2 - 14 *PLAGUE*

While at the science fair Johnny gets a disturbing vision of a group of children getting extremely ill. Johnny persuades Walt to quarantine the building and eventually the children begin to get sick. Johnny realizes that without his help the children will die, including JJ...

Wr Jill Blotevogel

Dir Mike Rohl

2 - 15 *DEJA VOODOO*

Johnny is forced into a series of changing visions to help a young woman he's romantically attracted to.

Wr Karl Schaefer

Dir James Head

2 - 16 *THE HUNT*

Johnny is recruited to help the CIA track down Osama Bin Laden.

Wr Michael Taylor

Dir James Head

2 - 17 *THE MOUNTAIN*

Johnny, Walt, Sarah, and JJ get involved in a search for \$2 million on a missing plane.

Wr Michael Cassutt

Dir Mike Rohl

2 - 18 *THE COMBINATION*

After Johnny sees a vision of a boxer dying in the ring, he sets out to try and save the boxer. But soon it seems that Johnny may not be able to save this man as every vision Johnny has results in the boxers death.

Wr Michael Taylor

Dir James Head

2 - 19 *VISIONS*

Johnny tries to determine who the mysterious hooded man in his visions are and aid him in the present, while determining more about what the future holds for him personally.

Wr Craig Silverstein

Dir Michael Robison

3 - 1 *FINDING RACHEL (PART 1 OF 2)*

Michael Robison Johnny attempts to piece together his visions to fill in the large gap of missing time in his memory in order to figure out what happened to one of Stillson's campaign volunteers who mysteriously disappeared while she was with him.

Wr Karl Schaefer

Dir James Head

3 - 2 *FINDING RACHEL (PART 2 OF 2)*

Arrested for the murder of Rachel Caldwell, Johnny seeks the assistance of her sister, a reluctant Rebecca--who believes that he is guilty--and his friends to prove his innocence and help figure out what really happened to her.

Wr Karl Schaefer, Michael R. Perry

Dir James Head

3 - 3 *COLLISION*

While following a missing person's case of an eleven year old named Katie Mercer, Johnny's visions of the girl intercede with visions of the night of his crash 9 years ago. He struggles with the help of Rebecca to relive and endure the night of his accident so that he could figure out where Katie is located as the intensity of the physical and emotional pain of his visions start to wear him down. As Johnny sorts out this strange intertwining of the past and present, he is led to the mysterious person that saved his life.

Wr Michael R. Perry

Dir Michael Robison

3 - 4 *COLD HARD TRUTH*

When shock jock Jack Jericho who spews venomous attacks on the airwaves gets a concussion from being beaten by a group of bikers he offended, the most unlikely person comes to his aid. Johnny who is the target of Jack's many radio bashings becomes concerned that the radio host's self-destructive behavior is leading him down a path that would end in his death. In the midst of all this, Johnny attempts to help Walt and Sarah with J.J. who is having problems at school and at home.

Wr Michael Taylor

Dir Anthony Michael Hall

3 - 5 *TOTAL AWARENESS*

Johnny is stalked both by a woman who has killed three other psychics, and a mysterious security organization working for the government.

Wr Michael Cassutt

Dir Kevin Speckmaier

3 - 6 *NO QUESTIONS ASKED*

Walt's past comes back to haunt him; Johnny helps Walt deal with his problems but Walt specifies there can be "no questions asked."

Wr Moira Kirland

Dir Mike Rohl

3 - 7 *LOOKING GLASS*

Lawyer twins use Johnny to help prove his visions can be false and an invasion of privacy but Johnny believes his visions of a murder are real.

Wr Shintaro Shimosawa, James Morris

Dir James Head

3 - 8 *SPEAK NOW*

Johnny has a vision of himself interrupting a wedding, and becomes involved to determine why the marriage should or shouldn't be stopped, while dealing with the repercussions of Sarah's decision to abandon him and marry Walt.

Wr Christina Lynch, Loren Segan, Moira Kirland

Dir Mike Rohl

3 - 9 *CYCLE OF VIOLENCE*

While at the school Johnny gets a vision of a student going on a shooting spree and must find out who it is before it's too late.

Wr Jill Blotevogel

Dir Ellie Kanner

3 - 10 *INSTINCT*

A series of wild and domestic animal attacks lie at the heart of a mystery that Johnny must solve before the entire town is destroyed.

Wr Erin Maher, Kay Reindl

Dir Mike Rohl

3 - 11 *SHADOWS*

Johnny must unravel a series of future visions of himself killing a man in revenge for the death of someone close to him.

Wr Michael Taylor

Dir Shawn Piller

3 - 12 *TIPPING POINT*

The continuing strain of visions takes its toll on Johnny while he and Rebecca try to bring Stillson to justice for Rachel's murder, and Reverend Purdy confesses his sins.

Wr Karl Schaefer

Dir Michael Robison

4 - 1 *BROKEN CIRCLE*

Johnny is forced to try and save Greg Stillson...by stopping Rachel Caldwell from making a fatal mistake, even though it may cause nuclear armageddon.

Wr Michael R. Perry, Michael Taylor

Dir Michael Robison

4 - 2 *THE COLLECTOR*

When a friend of Sara's goes missing, Johnny becomes involved trying to find her twisted abductor...before he kills the missing woman.

Wr Shintaro Shimosawa, James Morris

Dir Michael Robison

4 - 3 *DOUBLE VISION*

Johnny runs into an attractive psychic as they both try to find and stop a sniper.

Wr Karl Schaefer

Dir Mike Rohl

4 - 4 *STILL LIFE*

A painter's daughter and model has disappeared and Johnny tries to help locate her, but is swept into a web of obsession and hidden secrets.

Wr Juan Carlos Coto

Dir Mike Rohl

4 - 5 *HEROES & DEMONS*

An autistic boy makes his way to Johnny to "ask" him to help clear his father - a cop on death row for the murder of an undercover cop.

Wr Michael Taylor

Dir James Head

4 - 6 *THE LAST GOODBYE*

Johnny gets a vision of a rock star who is believed to have died...but Johnny realizes he's still alive.

Wr James Morris, Shintaro Shimosawa

Dir Michael Robison

4 - 7 *GRAINS OF SAND*

When an immigrant woman dies, Johnny is determined to take care of her baby and reunite it with the father.

Wr Christina Lynch, Loren Segan

Dir James Head

4 - 8 *VANGUARD*

Johnny must help a former student, now a researcher for a plastics company, with a future of destruction setting off the doomsday of Johnny's visions.

Wr Juan Carlos Coto

Dir James Head

4 - 9 *BABBLE ON*

Johnny has been getting visions of his dead father, who is apparently trying to warn him of some coming disaster.

Wr Adam Targum

Dir Mike Rohl

4 - 10 *COMING HOME*

Johnny gets a vision of death concerning Sara's father, who is apparently being stalked by a "Shadow Man" who is preying on an old folks' community home.

Wr Christina Lynch, Loren Segan

Dir Mike Rohl

4 - 11 *SAVED*

When Stillson's girlfriend disappears, he must reluctantly turn to Johnny Smith for help in locating her.

Wr Loren Segan, Christina Lynch

Dir James Head

4 - 12 *A VERY DEAD ZONE CHRISTMAS*

Johnny prepares for a Christmas celebration and has to deal with a visit by Alex, an amnesiac Santa, three young brothers without a family, and... turducken.

Wr Karl Schaefer

Dir James Head

5 - 1 *FORBIDDEN FRUIT*

Johnny vows to find a way to stop Miranda from marrying Greg Stillson...before she ends up being killed. Meanwhile the mysterious Janus further insinuates himself into Stillson's and Purdy's lives.

Wr Loren Segan, Christina Lynch

Dir Shawn Piller

5 - 2 *INDEPENDENCE DAY*

Johnny has a vision of a dead Bruce in a multi-car accident on the highway, but finds that his every effort to stop it only makes things worse.

Wr Adam Targum

Dir Chris Bruno

5 - 3 *PANIC*

Johnny is trapped in his house with J.J. and another neighborhood teen by vicious killers, and discovers a family secret while trying to keep one step ahead of the intruders.

Wr Adam Targum

Dir Kevin Speckmaier

5 - 4 *ARTICLES OF FAITH*

Johnny helps in the investigation of a hate-crime committed by the son of a neo-Nazi, but soon has reason to believe the boy's confession may be false.

Wr Michael Taylor

Dir Michael Robison

5 - 5 *THE INSIDE MAN*

Johnny ends up taking the place of the inside man in a museum robbery to stop the crime and prevent

several deaths, but soon finds he may have to help them escape to prevent innocent people from being killed.

Wr Karl Schaefer

Dir Michael Robison

5 - 6 *LOTTO FEVER*

Johnny must deal with an angry man who got winning Lotto tickets from Johnny after meeting him... but is now frustrated with all the problems the money brought with it.

Wr Daniel Truly

Dir Michael Robison

5 - 7 *SYMMETRY*

After Johnny is attacked, he begins to experience visions of his attacker's life and the life of one of the attacker's victims.

Wr Loren Segan, Christina Lynch

Dir Rachel Talalay

5 - 8 *VORTEX*

To save a child, Johnny infiltrates a compound belonging to a cult, but soon finds that the place is loaded with explosives and must stop a confrontation between the cult leader and the FBI before the entire place goes up.

Wr Michael Taylor

Dir Alexandra La Roche

5 - 9 *REVELATIONS*

A woman claiming to be Purdy's lost-long daughter arrives in Cleaves Mills. Johnny has a vision of the woman causing harm to Purdy, who ignores Johnny's warning. While investigating the woman, Johnny learns of Purdy's secret past.

Wr James Morris, Shintaro Shimosawa

Dir John L. Adams

5 - 10 *INTO THE HEART OF DARKNESS*

The Collector returns, seeking his revenge on Johnny. Now Johnny must race against time to save a newly pregnant Sara from his grasp.

Wr Shintaro Shimosawa, James Morris

Dir James Head

5 - 11 *THE HUNTING PARTY*

Johnny tries to thwart the assassination of the Vice President and protect the man that Janus' secret conspiracy has set up to take the blame, but it soon becomes clear that Janus has his own plans to assure Stillson's ascension to the White House.

Wr Adam Targum

Dir Kevin Speckmaier

6 - 1 *HERITAGE*

Johnny views visions of his friends in danger at a festival. He believes he has averted the disaster, but a fire later claims two people changing Johnny's life and the world's fate.

Wr Ann Lewis Hamilton

Dir James Head

6 - 2 *EGO*

Johnny investigates a psychiatrist after a vision shows her being shot, he uncovers several patients who would like her dead.

Wr Matt McGuinness

Dir Rachel Talalay

6 - 3 *RE-ENTRY*

Johnny gets a vision of disaster on a private space mission and is forced to work with Stillson to save the crew.

Wr Jim Dunn, Sam Ernst

Dir Tim Southam

6 - 4 *BIG TOP*

Johnny visits an "Alice in Wonderland"-themed circus and becomes part of a ten year old murder. Johnny later realizes that J.J. may have inherited a part of his psychic powers.

Wr Richard Hatem

Dir Nick Copus

6 - 5 *INTERRED*

Johnny has a vision of a man who has been buried alive. Johnny, with the help of Turner, rushes to locate the man.

Wr Katie Wech

Dir James Head

6 - 6 *SWITCH*

Johnny is taking a train trip when he has a vision of someone throwing a woman from the train. Johnny goes to help and becomes romantically involved with her, but soon suspects that she's a fraud.

Wr Scott Lew

Dir Paolo Barzman

6 - 7 *NUMB*

Sarah must take unexpected actions to save Johnny's life after he goes into a coma.

Wr Dana Greenblatt

Dir Mike Rohl

6 - 8 *OUTCOME*

Johnny must turn to a friend of Sarah's for help when he gets a vision of an imminent bus station bombing

Wr Sam Ernst, Jim Dunn

Dir Erik Canuel

6 - 9 *TRANSGRESSION*

Johnny becomes involved in a murder case involving a young woman and demonic possession, where everything isn't as it seems.

Wr Katie Wech

Dir James Head

6 - 10 *DRIFT*

While on a trip to visit Bruce, Johnny views a racehorse being stolen in a vision. He also realizes that he may have lost the chance to reunite with Sarah and J.J. thanks to Stilson's efforts.

Wr Scott Shepherd

Dir Holly Dale

6 - 11 *EXILE*

Johnny goes to the aid of his psychic friend, but soon finds he's the one who needs help. Meanwhile, Sarah moves out of Johnny's house and goes to Stillson, who reveals information that sheds light on the events leading up to Walt's death.

Wr Richard Hatem

Dir James Head

6 - 12 *AMBUSH*

While further investigating Walt's death, Johnny determines a link between him and his successor, Anna Turner.

Wr Dana Greenblatt

Dir Erik Canuel

6 - 13 *DENOUEMENT*

In the sixth season finale, visions of Walt lead Johnny to an amazing discovery about his father Herb, and secrets from the past are exposed.

Wr Ann Lewis Hamilton

Dir Michael Robison

DEADLY GAMES



A freak lab accident brings the villains of a video game to life. And these aren't just any villains. They are the worst nightmares of Dr. Gus Lloyd's life, including his old boss, his former mother-in-law and his ex-wife's divorce lawyer. Now he, his friend Peter and his ex-wife Lauren, whose also part of the game, must battle these video fiends as they carry out their programmed missions of destruction. It begins with the guiding mind behind the opposition, Sebastian Jackal, sending a sadistic rival football player in to kidnap Lauren.

STAR TREK: THE NEXT GENERATION'S Brent Spiner guest starred in an episode called 'Practical Joker'. The first episode was also directed by Leonard Nimoy famous for playing Mr. Spock in STAR TREK. The series was shown on the United Paramount Networks. James Calvert who played Dr. Gus Lloyd, also starred as a regular in SUPERBOY as T.J. White.

Deadly Games was an American sci fi show that appeared on UPN as part of its 1995 season. The basic plot of the show is about video game characters that come to life re-enacting their deadly plans in real life. The first episode introduces the protagonist Gus, an engineer, who has created a video game in his spare time to exert his indignant feelings about people in his life who have treated him unfairly (his father, his ex-wife's mother, a high school football playing bully, etc.). In an accident involving his experimental laboratory project, Gus' video game comes to life. The video game characters are based on people from the programmer's, Gus, real life. The final boss of the game is Jackal, which is a combination of both the devil and Gus' father.

WR. Anthony Spinner, Paul Bernbaum, Lee Goldberg, William Rabkin, Jack Bernstein, Kate Boutilier, Jed Seidel, Craig Tepper.

DIR. Leonard Nimoy, Jim Charleston, Christopher Hibler, Burt Brinckerhoff, Jim Charleston, Adam Nimoy, Christian I. Nyby II, Neema Barnette, Bruce Bilson.

EPISODES: 12 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 1

PARAMOUNT PICTURES

CREATOR: S.S. SCHWEITZER, ANTHONY SPINNER, PAUL BERNBAUM

TYPE OF SHOW: VIRTUAL REALITY **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER: 05/09/1995 **AIR DATE OF LAST EPISODE** 09/01/1996

SEASON DATE BREAKDOWN:

FILMS:

Sebastian Jackal CHRISTOPHER LLOYD, Lauren Ashborne CYNATHIA GIBB, Dr. Gus Lloyd JAMES CALVERT, Peter Rucker STEPHEN T KAY.

1 - 1 *KILLSHOT*

A tongue-in-cheek sci-fi adventures about the interactive universe gone berserk. Mild-mannered scientist Gus Lloyd has a hobby that allows him to blow off steam: He designs video games, and bases his bad guys on people who bug him. But a freak accident occurs, unleashing the sublimely sinister Sebastian Jackal and his minions on the real world.

Dir Leonard Nimoy

1 - 2 *ONE MEAN MOTHER*

Jackal enlists the aid of "Evil Shirley", who's patterned after Lauren's mother, to help plant a bomb on a cruise ship that Lauren's real mom and her fiancé are on.

1 - 3 *THE BOSS*

Jackal and the evil video version of Gus's first boss plan to blow up a gasoline truck-with Lauren's ex-fiancé behind the wheel.

1 - 4 *THE END OF JACKAL*

Jackal's real life model is revealed as the super villain sets his sights on the destruction of "the family," with a park and a maternity ward primary targets. meanwhile, Peter believes he's found a way to put the super villain back into the game for good, but his actions may have cost Gus and Lauren their lives in the real world as well, on "Deadly Games".

Wr Paul Bernbaum

Dir Burt Brinckerhoff

1 - 5 *THE CAMP COUNSELOR (1-2)*

Just when Gus thought it was safe, Jackal exercises his power from within the computer, sending the "Perfect Woman" into the real world, followed by Gus's sadistic childhood camp counselor, who plans to blow up a Marine base with a rocket.

Wr Paul Bernbaum, Jack Berstein

Dir Burt Brinckerhoff, Jim Charleston

1 - 6 *THE PRACTICAL JOKER*

Practical joker Danny Schlecht enters a new character into the game who (a) plants a bomb in Gus's VCR, (b) drugs Lauren and Peter and puts them in a compromising position and (c) meets Jackal--who's not sure how to treat this new villain.

Wr Paul Bernbaum

Dir Adam Nimoy

1 - 7 *THE CAR MECHANIC*

In the midst of a wicked heat wave, Jackal throws a monkey wrench into Gus's life in the form of car mechanic Ross Logan, who aims to derail a train; meanwhile, Det. Dorn gets closer to the truth about the game.

Wr Lee Goldberg, William Rabkin

Dir Christopher Hibler

1 - 8 *THE DIVORCE LAWYER*

Gus is shocked to learn the latest villain is Lauren's divorce lawyer, currently charged with 10,000 volts and aiming to electrify the Supreme Court Justices' chairs, unless Gus and Lauren can ground the amped-up attorney first.

Wr Kate Boutillier

Dir Christian I. Nyby II

1 - 9 *THE MOTIVATIONAL SPEAKER*

A slick, motor-mouthed motivational speaker (Dwight Schultz) spells trouble when he drives a wedge between Gus and Peter, then embarks on a nefarious plan to poison the New Year's Eve ball at Times Square.

Wr Jed Seidel

Dir Christian I. Nyby II

1 - 10 *THE TRASH MAN*

When Gus is awakened by the sound of garbage can lids banging together, he realizes that another level of the game has begun. Meet The Trash Man, Roy Hopkins, a filthy adversary armed with radioactive sludge who is out to destroy the sites of all of Gus and Lauren's most magical moments. Armed in turn with the cleaning products they know will slow the villain down, Gus, Lauren and Peter go on a chase that takes them through a museum to a Las Vegas motel and, ultimately, the Hollywood Bowl.

Wr Craig Tepper

Dir Neema Barnette

1 - 11 *DR. KRAMER*

An orthodontist by the name of Dr Kramer plans to pump laughing gas into the comedy club. At the same time, Lauren's comedian-friend is attempting to make a comeback. Dr Kramer is defeated early on and a oral hygienist by the name of Sharon continues to carry on the task.

Wr Paul Bernbaum

Dir Bruce Bilson

1 - 12 *THE EX-GIRLFRIEND*

A lady named Belinda, dressed in leathers, wants to raechen itself at all men. It got out of a computer game and from Gus ' Exfreundin copied. Therefore she foresaw it also on him. To be defeated it can only by a golden ball.

DEEPWATER BLACK

AKA: **MISSION GENESIS**



After the population of Earth is killed by a virus, the people of Earth decide to send teenagers into space in cryogenic suspension. After 500 years the crew of the ship wake up, only to discover that they don't know who they are or how they got where they are and where they are going. It seems that they are carrying enough genetic material to repopulate Earth. . . Which has been destroyed by a plague. Their spaceship however is constantly attacked by different kinds of alien species and the few remaining threats from the remnants of human kind.

This cloned crew of six, realise that they also contain the memories of their original clone brother or sister, and these memories come back to haunt them in the future, even effected their personality.

The SCI-FI Channel Europe also showed the 30 minute The Making of Deep Water Black. Gordon Michael Wolvett also starred in MYSTERIOUS ISLAND. Nicole deBoer who played Yuna would later go on to star in the seventh season STAR TREK : DEEP SPACE NINE. The executive producers for the series were Wilf Copeland and Alex Nassar, producers were Jeff Copeland and Barry Pearson.

After Deep Space Nine spawned SPACE ISLAND ONE, it was logical that we'd be treated to a series called "Deep something or other", and the Sci-Fi Channel delivers the goods in its half-hourly teen drama series. Based on the little known Blackwater novels by Ken Catran, dwb is a cheap and cheerful hybrid of Hollyoaks and BLAKE'S 7, via Beverley Hills 90210. It's bit quite Melrose Space, but the six blemish-free young leads are carefully chosen to appeal to the youth culture, and the shows low budget will ensure that much is made of their adolescent Angst, thus deflecting the action away from the special effects.

The largely unknown cast are good in their limited roles, with the spiky haired Gordon Michael Wolvett getting the best lines as self-appointed leader Reb. The show is thematically linked with BATTLESTAR GALATICA and STAR TREK: VOYAGER, but the modest production values unfortunately push it into a different class from its mainstream counterparts. The computer generated effects are tidy, if uninspiring, and the craft designs are not unlike those seen in the STAR TREK universe, but at least the show tried hard. Undemanding SF for the next generation of fans, as opposed to fans of STAR TREK: THE NEXT GENERATION, the cast will no doubt be appearing on posters in many a teen's bedroom.

In the late 20th Century, a DNA virus slowly emerges on Earth - so slowly, in fact, that the threat is ignored. Over subsequent decades, it develops - but the effects are so limited that the authorities do not declare an epidemic. By the year 2100, it has mutated, and resistance to the virus diminishes. By 2145, the human race is ravaged by the Pandora plague, which now kills within just five days.

Realising that the disease will destroy the entire species, the scientific community on Mars Colony invents a bold plan, secretly launching the ship Deepwater into the depths of Space. On board are a precious cargo of human gene stock and a crew of six clones, which are held in a state of hibernation, maturing within their life capsules. Watched over by the computer Gen (Julia Khaner), these clones receive educational pre-programming, such that when they emerge as adults they can complete the last stage of Deepwater's mission. They can pilot the ship back to Earth, and begin the repopulation of the long- dead world.

Alas, things go pear-shaped when an attacking alien vessel, of unknown origin and uncertain intent, prematurely results in the crew being re-activated in the year 2695. Ship's engineer Reb (Gordon Michael Wolvett), pilot and navigator Yuna (Nicole deBoer), weapons specialist Bren (Jason Cadieux), genetic scientist Gret (Kelli Taylor), computer geek Zak (Craig Kirkwood) and the ship's doctor Lise (Sara Sahr) emerge as adolescents -temporarily suffering amnesia, and desperately trying to recall their mission. Horribly clever and sickeningly beautiful, this team of six represent the final hope for the future of mankind.

Created and produced by Jeff Copeland and Barry Pearson, Deepwater Black is based on the three novels written by New Zealand author Ken Catran, Deepwater Black, Deepwater Angels and Deepwater Landing.

Originally produced under the (more relevant) title Mission Genesis, the series is shot in Toronto and is the first original dramatic series commissioned by the Sci-Fi Channel. The station has recently made a firm commitment to developing their own programming - with a new series of Sliders and the co-production with the BBC, Invasion Earth, due to follow later this year.

Barry Schulman, Vice President of programming for the Sci Fi Channel, describes Deepwater Black as "a sort of Gen-X version of LOST IN SPACE". The premise is strong but nothing vastly original, and the lightweight 22-minute episodes should appeal as much to the Hollyoaks audience as the hardcore Science Fiction fans. "If Star Trek ever came out with a Starfleet Academy show, this would be closer to that," says Deepwater Black executive producer Alex Nassar. "It's very much a character-driven show."

Nevertheless, in production terms at least, the series bears more similarity to BABYLON 5 than Trek, in that it is produced for cable television on a very strict budget. The sets are limited but impressive, and the visual effects are cheap and computer generated - but still very good indeed. "People who have seen it so far seem pretty excited about the effects," enthuses Gordon Michael Woolvett. "They bought all the equipment, they bought all the software, and they hired young guys right out of the university to do the effects. And it actually panned out really, really well."

With just two directors, George Mendeluk and Don McCutcheon, helming the first 13 episodes, producers Copeland and Pearson have created a streamlined ship, with its own mission to achieve an impressively fast turn-around. "We had a really hectic schedule," sighs Woolvett. "We only had about three days, four days per episode, max. "I've heard good things about the acting," he adds. "I heard great things about Nicole's acting. I heard more things about my hair, I think, than my performance!"

For many of the cast, Deepwater Black is not their first experience of Science Fiction. Gordon Michael Woolvett was a principal character in Mysterious Island, Nicole deBoer appeared in PSI FACTOR, Poltergeist the Legacy, The Outer Limits and joined Julie Khaner in the TEKWAR episode Chill Factor, while Craig Kirkwood guested in THE BURNING ZONE.

"My character was this 'troubled inner city kid' who was in danger of spontaneously combusting," Kirkwood recalls of his role in that short-lived series. "I wore full arm prosthetics and four facial prosthetics. When we shot those scenes I pulled a 23-hour day, including four hours for make-up!" Fortunately Kirkwood is a big fan of the SF genre, citing Isaac Asimov and Star Wars as personal favourites. Gordon Michael Woolvett goes one step further he claims to be able to name any episode of Star Trek: The Next Generation by watching the first 10 seconds!

"I'm a fan of the 'basis in reality' of Science Fiction," says Woolvett. "I think that Deepwater Black is similar to ST:TNG in the sense that we deal with real issues like cloning. "I'm the SF geek of the show, so if you can name it, I've watched it. As a kid I watched everything - BATTLESTAR GALACTICA, BUCK ROGERS. I've watched tons of LOST IN SPACE. I did Mysterious Island in New Zealand, I was there for about a year, and I didn't have much to do on the days off. So I spent my days watching LOST IN SPACE."

Woolvett claims that Mysterious Island helped prepare him for Deepwater Black, in that the shows held many things in common "It was good research. Strangely enough the show was about six people stranded on an island, and the characters were all very similar." With a spaceship that resembles STAR TREK'S VOYAGER, a crew that would not look out of place in Beverly Hills 90210 and a premise that is somewhere between BATTLESTAR GALACTICA and the forthcoming Babylon Project: Crusade, Deepwater Black is boldly exploring territories where many have gone before.

All the same, there's every indication that the series has the potential to develop in interesting directions. One fascinating notion, which is introduced in the fourth episode, Reflections, is that the ship is not the only one launched from the Mars Colony. A second Deepwater, containing an older Reb is encountered - and five of the crew were killed by the mysterious alien attackers. The suspicion remains that the aggressors could be behind the Pandora Virus -their agenda to eradicate all traces of the human race from the Universe. With ideas like this, Deepwater Black could yet make the progression from a futuristic brat pack show to thought-provoking and innovative Science Fiction. If that's the case, it should easily amass a substantial following of its own.

WR.

DIR. George Mendeluk, Don McCutcheon.

EPISODES: 13 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 1

SINBOW ENTERTAINMENT/ORBIT 1 PROD/EMPIRE ENTERTAINMENT LTD.

CREATOR: KEN CATRAN (Based on his novels)

TYPE OF SHOW: CLONES

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 21/07/1997 **AIR DATE OF LAST EPISODE** 22/12/1997

SEASON DATE BREAKDOWN:

FILMS:

Yuna NICOLE DEBOER, Gen JULIE KHANER, Reb GORDON MICHAEL WOLVETT, Gret KELLI TAYLOR, Zak CRAIG KIRKWOOD, Lisa SARA SAHR, Bren JASON GADEIUX.

Books Based on this series.

Deepwater Angels	Ken Catran
Deepwater Black	Ken Catran
Deepwater Landing	Ken Catran

RELATED SHOWS:

STAR TREK: DEEP SPACE NINE

1 - 1 *AWAKENING*

Six crew are awakened from stasis to discovered they are aboard a spaceship alone and under attack from an alien spacecraft. The crew is faced with the formidable challenge of battling an alien force while trying to figure out how the ship works, what they do, and relearn their memories to try and figure out just who they are!

Wr Bill Taub

Dir George Mendeluk

1 - 2 *LULLABLY*

Relaxing in Habitat and growing accustomed to life on Deepwater, the crew is faced with the shocking news that they must return to cryogenic sleep and complete their maturation process!

Wr Jeff Copeland, Barry Pearson

Dir Don McCutcheon

1 - 3 *LEGACY*

Bren is pricked by a device set for him by the Sentinel Corps, and when a recorded message is played, he discovers the military's true agenda for Deepwater, and their plans for him!

Wr Jeff Copeland

Dir Don McCutcheon

1 - 4 *REFLECTIONS*

The crew learns that there may have been several Deepwater's, and that the same alien space craft that attacked and woke them from cryo, was responsible for the deaths of the crew on another Deepwater.

Wr Jeff Copland, Bill Taub

Dir George Mendeluk

1 - 5 *INFESTATION*

When repairing an engine, Reb and Yuna retrieve a damage piece of metal that appears to have been chewed. What they discover is a highly adaptive, self-replicating organism that lives on a diet of metal -- and it's now loose on the ship!

Wr Bill Taub

Dir Don McCutcheon

1 - 6 *PLAGUE*

A surgical laser in Cryo malfunctions and cuts into an unknown cabinet revealing a flat bottomed 'egg'. When the laser fires again, it drills into the container. When Bren destroys the container in the incinerator, a loud siren and flashing lights announce the presence of the deadly 'Pandora Virus' -- Bren has been infected!

Wr Jeff Copeland

Dir Barry Pearson

1 - 7 *FUGUE*

Zak creates a cyber-neural transmitter to induce and control 'prexes' -- which creates dangerous and unforeseeable consequences -- including strange power surges that jeopardize Deepwater's shield integrity.

Wr Dennis Foon

Dir George Mendeluk

1 - 8 *SIEGE*

The crew encounters an unknown artifact drifting in space. Upon closer contact, the object grows to immense size, dwarfing Deepwater and entrapping it in a powerful force field. Soon thereafter, Deepwater's weapon's system is disengaged and the ship is boarded by the unknown force!

Wr Doug Molitor

Dir George Mendeluk

1 - 9 *CYCLES*

The crew of Deepwater encounters a drifting spacecraft who's only occupant is a 12 year old female child, who is wandering the corridors of her craft alone, and in a half trance.

Wr Jeremy Hole

Dir Don McCutcheon

1 - 10 *HUNT*

The crew comes upon a satellite communication announcing the prosperity of humanity and the eradication of the Pandora Virus. But when Reb and Yuna go to investigate, they learn that it may just be a trap for Deepwater and its crew.

Wr Raymond Storey

Dir Don McCutcheon

1 - 11 *AURORA*

A beacon in space signals Deepwater with a vid-message -- the image of a beautiful woman named Aurora -- who was Reb's donor's girlfriend!

Wr Dennis Foon

Dir George Mendeluk

1 - 12 *REFUGEE*

The crew encounters a drifting lifepod, it's only occupant an unconscious female whose blood contains traces of an unusual chemistry. Upon waking, she elicits extreme emotional responses from each of the crew members. Is their new guest a soul vampire?

Wr Barry Pearson, Jeff Copeland

Dir George Mendeluk

1 - 13 *PRIME*

A computer virus hidden in Gen's main processing unit gives rise to The Mentor, who's agenda is to establish a Rex III colony of 'perfect' people, and destroying the remaining 98% of the gene samples stored in the Gene Bank.

Wr Dennis Foon

Dir George Mendeluk

DELTA WAVE

Harebrained young Cambridge University scientist Dr. Rudy Munro discovers two children with phenomenal psychic abilities while running her department for experimentation into Linked Thought Activity (DELTA). The pair are, Julie Stone, a 14 year old with wild visions of hidden mysteries and Ed Curtis, a sports mad 10 year old with enough kinetic energy, literally to turn his house upside down - usually when he is asleep, and blissfully unaware of the mayhem he is causing, much to his parents, consternation.

The kid's combined energies have explosive results and threaten to end Dr. Munro's project, a young woman who is still a boisterous kid at heart, tries to persuade her boss Professor Quealey, to give the project a second chance, but end up packing her belongings into her hi-tech trailer and the trio take to the road, homing in on perplexing phenomena and rooting out evil plots.

A ten part children's drama about ESP and psychic powers. Broken down into five two part adventures, the series stars Robin McCaffrey, from For Weddings and a Funeral, as Dr. Munro, but it's most notable factor is the large number of notable guest stars, such as Leslie Grantham, Dudley Sutton, Una Stubbs, Tom Georgeson, Daniel Peacock, Phyllida Law and Drop the Dead Donkey's Victoria Wicks. The creators of this show also created THE TOMMORROW PEOPLE (new) and MIKE AND ANGELO.

WR. Lee Pressman (the man who created the show), Ken Allen Jones (Dogdy Jammers) and Grant Cathro who also starred in the episode The Light Fantastic.

DIR. Roger Gartland (A Twist of Lemming), Niall Leonard (A Glitch in Time) and A.J. Quinn (Dogdy Jammers).

EPISODES: 10 **YEAR MADE:** 1996 **COUNTRY:** GB **SEASONS:** 1

A TETRA FILMS PRODUCTION

CREATOR: LEE PRESSMAN

TYPE OF SHOW: SUPER POWERS

FORMAT: SERIES-SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER: 03/01/1996

AIR DATE OF LAST EPISODE 06/03/1996

SEASON DATE BREAKDOWN:

FILMS:

Dr. Ruby Munro ROBIN MCCAFFREY, Julia ANIA SOWINSKI, Ed Curtis JASON GRACEY, Prof. Quealy GRAHAM CROWDEN, Dr. Otto Weevil DUDLEY SUTTON, Pete Curtis BEN ONWUKWE.

RELATED SHOWS:

MIKE AND ANGELO

TOMORROW PEOPLE, THE (1992)

1 - 1 *A TWIST OF LEMMING (1-2)*

1 - 2 *A GLITCH IN TIME (1-2)*

1 - 3 *DODGY JAMMERS (1-2)*

1 - 4 *THE LIGHT FANTASTIC (1-2)*

1 - 5 *SOMETHING FISHY (1-2)*

DEMON HEADMASTER, THE



This creepy series about a power-crazed headmaster continues the BBC tradition of well-made kids drama. And Terrence Hardiman exudes menace in the title role as the school head who plans to use his hypnotic powers to take over the world, by infiltrating Downing Street. Only the resistance of a courageous group of youngsters calling themselves SPLAT (The Society for Protection of our Lives Against Them) is able to stop him.

Undaunted, the Demon Headmaster returns for a second crack at the world title, this time experimenting with genetic engineering and transgenic implants at his new Biogenetic Research Centre. Anonymously, he lures his old foe Dinah Hunter and her adopted family to the village where his centre is located, and recruits his old ally, the erstwhile prefect, Rose Carter. Using his powers, the Demon Head takes control of the Centre and the village. Only Dinah's new friend Simon escapes and together they must thwart their enemy yet again.

(Season 3) The army accidentally triggers the cloning of the demon headmaster. The Hunter 's are also settling into their new house but Harvey is uneasy - someone thinks that they have seen the demon headmaster.

This creepy series about a power crazed head master continues the BBC tradition of well made kids drama. Both series are based on books by Gillian Cross. Season 3 was based on "The Demon Headmaster Takes Over" by Gillian Cross. The executive producer for the series was Marilyn Fox, and the series was first seen on BBC1. The first series of The Demon Headmaster was based on the books The Demon Headmaster and The Prime Minister's Brain by Gillian Cross. One interesting character in the series was Eddy Hair who was played by Danny John-Jules, more famous for his role in RED DWARF.

A musical version of the series also did a tour in the UK theatres. Terrence Hardiman reprises his TV role as the evil head of St. Champion's Comprehensive out to control the world but confronted by five youngsters who comprise SPLAT (Society for the Protection of our Lives against Them).

The first series of The Demon Headmaster was broadcast in 1996 on Children's BBC. It featured 6 episodes, with the first three containing one story and the last three containing another. The first three were based on the original Demon Headmaster book, "The Demon Headmaster", written by Gillian Cross.

The next three were based on the second Demon Headmaster book, which at the time was called "The Prime Minister's Brain". In this story, the Demon Headmaster has left the school, but has reappeared in another place, where he could potentially get into Downing Street and hypnotise the Prime Minister. The computerised entrance to his new hideout has been programmed to keep out anyone called "Dinah Glass", but Dinah has since been adopted by the Hunters so her name is now Dinah Hunter. Once again, SPLAT have to fight the Demon Headmaster, and stop his plans for world domination

The second series of The Demon Headmaster was broadcast in 1997. This series was based on the fourth Demon Headmaster book, The Demon Headmaster Strikes Again. This book was written by Gillian Cross specifically with the TV programme in mind. (The third Demon Headmaster book, The Revenge of the Demon Headmaster, was never adapted for television.) In the second series, the Demon Headmaster has decided that Dinah could be useful in his plans. He has taken control of a "Biogenetic Research Centre", and has decided to get a sample of Dinah's DNA without her knowing it. When SPLAT notice strange things happening in the area, such as plants that grow so fast that you can see them growing, they realise that this can only be the work of one man, The Demon Headmaster.

The final series of The Demon Headmaster was broadcast in 1998. It was based on the fifth book, The Demon Headmaster Takes Over. This time, the Demon Headmaster decides that the best way to control the world is through computers and Artificial Intelligence. He manages to get control of a supercomputer called "Hyperbrain", that can take knowledge from human brains. But after doing so, it leaves the person in a state where they lose all their own knowledge.

Since then, another Demon Headmaster book has been written. It is called "Facing the Demon Headmaster", and was published in 2002. It continues the Demon Headmaster story, picking up where the television series finished.

WR. Helen Cresswell

DIR. Roger Singleton-Turner

EPISODES: 20 **YEAR MADE:** 1996 **COUNTRY:** GB **SEASONS:** 3

A BBC TV PRODUCTION

CREATOR: HELEN CRESSWELL (wr. GILLIAN CROSS)

TYPE OF SHOW: MAD SCIENTISTS **FORMAT:** SERIAL

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6, (2) 7, (3)

DATE OF PREMIER: 01/02/1996 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

The Demon Headmaster TERRENCE HARDIMAN, Mrs. Hunter TESSA PEAKE-JONES, DAVID LLOYD (2), Dinah Hunter FRANCES AMEY, Lloyd Hunter GUNNER CAUTHERY, Harvey Hunter THOMAS SZEKERES, ANTHONY CUMBER (2), RACHEAL GOODYEAR (2), KRISTY BRUCE (2), ROWENA COOPER (2), ANNETTE BADLAND (2), SARA COWARD (2), Rose Carter KATEY CRAWFORD KASTIN (1,2), DAVID BAUCKHAM (2), Simon James JAMES RICHARD (2), Prof. Tim Dexter RICHARD HOPE (3), Michael Dexter JAY BARRYMORE (3), Prof. Claudia Rowe NINA YOUNG (3), Smith TONY OSOBA, Major Pearce RICHARD GARNETT (3).

Books Based on this series.

The Demon Headmaster	Gillian Cross
The Demon Headmaster Takes Over	Gillian Cross
The Prime Minister's Brain	Gillian Cross

DEN KO CHO JIN GRIDMAN

AKA: **ELECTRIC SUPERMAN GRIDMAN**

AKA: **DENKO CHOJIN GRIDMAN**

AKA: **ELECTROLIGHT SUPERMAN GRIDMAN**

AKA: **DENKOU CHOUJIN GURIDDOMAN**



Khandejifer, the incarnation of pure evil, manifests itself on the hard drive of one Takeshi Todo (Sugawara), a lonely rich kid who toys with computer programs for kicks. Takeshi's malevolent virus creatures are able to travel through the ether and inhabit other computers and any other electronic device possessing a circuit board, prompting the hyperspatial law enforcer Gridman to take action.

Recruiting three Earth children to help him, he uses their computer expertise to fight evil in the digital realm and can even combine with Earth boy Naoto (Obi) to himself a body in the real world suitable for combating any monsters that make it out of the digital world to threatened out own planet.

Modernizing their own ULTRAMAN franchise for the digitally conscious 1990s, Tsuburaya threw in computer graphics and an Internet-inspired sub-plot for what was otherwise a standard tale of monster of the week, transformation, little fight, and a climactic bigger fight. Popular for its flashy computer graphics and impressive Pythagorean-solid cyberspace, Gridman was soon picked up for the American market in the wake of the MIGHTY MORPHIN' POWER RANGERS.

Given a suitably alliterative new titles and a wholly unnecessary spelling error, it became SUPERHUMAN SAMURAI SYBER SQUAD. The series was produced by Kazuo Tsuburaya, Nobuyoki Koyama and Hiroshi Inoue.

The US SF show SUPERHUMAN SAMURAI SYBER SQUAD, stole a lot of the footage of the monsters in their show from this Japanese original.

WR. Yasushi Hirano, Hiroyuki Kawasaki, Isao Shizutani, Kazuhiko Kobe, Toshimichi Okawa.

DIR. Kimihiko Soga, Shinichi Kamisawa, Hirotaka Murashi, Kyota Kawaski, Kazuya Konaka, Yoshiki Kitamura, Teruyoshi Ishii, Toshiyuki Takano.

EPISODES: 39 **YEAR MADE:** 1993 **COUNTRY:** JAP **SEASONS:** 1

TUSOBARAYA PRODUCTIONS/ TBS

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 39

DATE OF PREMIER: 03/03/1993

AIR DATE OF LAST EPISODE 08/01/1994

SEASON DATE BREAKDOWN:

FILMS:

Naoto MASAYA OBI, JUN HATTORI, TAKESHI SUDO, Takeshi Todo TAKESHI SUGAWARA, ED YAMAGUCHI, MIRU ICHIYANAGI, GORO KATAOKA.

RELATED SHOWS:

SUPERHUMAN SAMURAI SYBER SQUAD

ULTRAMAN

DENGKITAI SENTAI J.A.K.Q.

AKA: **JAKQ**

AKA: **JACKER DENGKI TAI**

AKA: **JACKER ATTACK FORCE**

AKA: **BLITZKRIEG SQUAD JAKQ**



A series of cyborgs is designed, each with the ability to control a particular form of energy. For reasons known only to themselves, their masters decide to have a unifying theme for the team, naming them all after playing cards. Goro, the Spade Ace (Tanba), is able to wield atomic energy as a weapon, using his bow to shoot it as his opponents in arrow form. Former boxer Ryu the Dia [mond] Jack (Ito) controls electricity, focusing it in his Elecky Sword. Bunta the Clover King (Kazato) has mastered the power of gravity, which he wields through his Crab Megaton - a weight on the end of a chain which he twirls around his head.

Karen the Heart Queen (Love) controls the magentic energy through her Heart Q, which is a big pink Q. The team is led by Sokichi, the Big One (Miyauchi, already familiar to fans from the previous show GORANGER), who is able to use his special stick to combine the other four energy types, transforming into Jaqk team into a truly formidable force. Their obligatory vehicles are chiefly cars, though Clover King has a motorcycle, each of which can fly into their aircraft mothership, the Sky Ace.

The Jaqk Team's enemy is Iron Claw (Ishibashi), an international arms dealer and drug smuggler, leader of the CRIME international syndicate, who favors a sequined cape and an unfeasibly large Afro hairdo. As in the other Super Sentai shows, the Iron Claw has two sets of minions - anonymous cannon fodder (Jokes in this show) and ludicrously costumed monsters of the week, each of which singularly fails to defeat the trusty heroes.

Based once again on an idea by Shotaro Ishinomori, the second Super Sentai series gained an older audience, supposedly through its more serious themes - thought it is more likely that it simply retained the viewers of its predecessor, GORANGER. After JAKQ, the producers attempted to exploit American ideas in SPIDER-MAN but the next true Super Sentai show in the series was BATTLEFEVER J. Music by Michaiki Watanabe. Produced by Takashi Ogino, Yoshiaki Koizumi, Susumu Yoshikawa.

This was initially a much darker series than the humorous Gorangers (or any of the Super Sentai), with storylines addressing issues such as drug use (though in a juvenile manner). However, the dark approach failed to appeal to children, and so beginning with episode 23, a much lighter approach was tried with the introduction of the comedic characters Big One and Hime Tamasaburo. This 'new' JAKQ failed to complete its third cours (run of 39 episodes), and so the sentai series went into oblivion for the next year. This was Ishi(no)mori Shoutarou's last sentai series.

Characters and mecha

International Science Special Investigation Squad - A worldwide organisation opposing organised crime and terrorism, based in New York. Has bases worldwide, including one in Shinjuku, where JAKQ is headquartered. Takes on whatever ordinary police cannot handle, such as Crime [the organisation, not the phenomenon].

Spade Ace (Sakurai Gorou)

Team leader. Powered by atomic energy. Wielder of the Spade Arts bow and whip. Fires the deadly Spade Artas Atom (Multiple) Shot. Has a gold medal in the modern Olympic pentathlon. Originally turned down membership in JAKQ, so he could aim for the next Olympics, but changed his mind when saved by Karen Mizuki. Developed a romance with Karen toward the end of the series.[Played by Tanba Yoshitaka, son of actor and New Age enthusiast Tanba Tetsuro.]

Dia Jack (Higashi Ryuu)

Powered by electricity. Master of the Electrisword. Former junior welterweight boxer with many successive wins who turned down fixed matches and got involved with hustlers and a murder case in Las Vegas before returning to Japan. Joined JAKQ after being arrested at the airport.

Heart Queen (Karen Mizuki)

Powered by magnetism. Master of the Heartcute magnetic shield. Originally a detective investigating narcotics routes. Lost her arms when the taxi with her and her father abroad was smashed by a truck. Joined JAKQ to avenge her dead father and the loss of her arms and was reborn with mechanical arms as a cyborg. Fell for Gorou toward the end of the series.[Karen Mizuki is a half-American, half-Okinawan Japan Action Club member who also appears in the Return of Sister Streetfighter.]

Clover King (Daichi Bunta)

Powered by gravity. Master of the Club Megaton detachable hand on a chain. Originally a oceanographer who died of oxygen deprivation in a submarine accident. Was brought back to life as a cyborg. Lost his family in an airplane accident five years earlier.

All four defeat Machine Monsters by surrounding them, injecting their four energies into it, kicking it away, and firing their energies at it to cause it to explode. This is the JAKQ Covack technique.

Joker (Commander Kujirai Daisuke; 1-23, 35)

Brought his plans for a cyborg squad to fruition and became its leader. Left to become the head of engineering at ISSIS headquarters in episode 23, but returned in 35. Has a wife and daughter.

Big One (Banba Soukichi; 23-35)

Replacement for Joker. Dandy dressed entirely in white who is a master of disguise. Powered by all four forms of energy (atomic, electric, magnetic, gravitational) and has the power of flight. Armed with a stick. Loads the Big Bomber cannon assembled by the other team members. (The Big Bomber replaces the JAKQ Covack from episode 23 onward.)[Played by Miyauchi Hiroshi; see more on him in the Blue Ranger entry.]

ISSIS Agents 7 (Hayashi Keiko), 8 (Yamamoto Junko), 9 (Iijima Yoshiko), and 10 (unnamed) Female assistants of JAKQ sans costumes.

Commander Robert (1)

ISSIS New York headquarters head. Approved of Kujirai's cyborg project.

Hime Tamasaburo (23-35)

ISSIS member who poses as a cook in traditional bathing wear on a bicycle. From Matsuyama in Shikoku. Specializes in ramen, but can only make the instant kind.

The ISSIS Hamster

Kujirai's pet, a cyborg that talks! Stayed behind even when Kujirai went to New York.

Spade Machine

Spade Ace's modified Fiat X1/9.

Mach Dia

Dia Jack's Formula 2 race car.

Heart Buggy

Heart Queen's modified Morris Mini Moke.

Auto Clover

Clover King's motorcycle.

Strengthening Capsules

JAKQ members enter these to henshin. Also called 'Strengthening Boxes' despite their cylindrical shape. Stored in a detachable blue container in the midsection of the Sky Ace. Showers the members with their respective types of energy to cause the change. Supposedly eight such capsules exist.

Sky Ace

Flying fortress piloted either by Ace or Jack.

Jack Tank

Tank aboard Sky Ace. Armed with a twin cannon turret and a mechanical arm.

Crime

An international crime syndicate.

Trivia

Is the first Sentai Series with a romantic couple and involvement

Two of the heroes are former athletes. Gorou Sakurai/Ace is a former Olympic Pentathlete and Ryu Higashi/Jack is a former boxer.

JAKQ VS Goranger is the first Sentai Crossover to take place after both series has ended. Because of that, it's the first Crossover Movie that's conclusive easy to place chronologically. Plus it reveals that other tokusatsu series are part of the Super Sentai universe; Kamen Rider and Kikaider.

The second is Gingaman VS Megaranger, which again is set after both series.

The third is Timeranger VS GoGoV, because like the Timeranger episodes it has a date at the beginning (October 25th, 2000). The movie is set between Timeranger Episodes 35 and 36.

Crossover

J.A.K.Q. was the first Sentai team to have a crossover with the previous team: Goranger. It took the combined forces of JAKQ and Go Ranger to battle the reformed Crime. When the Shi Ten Oh could not defeat JAKQ and Go Ranger in their individual forms, they combined to form the super cyborg entity 'Shi Ten Oh Rob'o, a monstrous and hulking mechanical monster with multiple cannons protruding throughout its body and a grinder in its lower torso which could swallow the Goranger Hurricane Ball. Virtually invincible, it took the combined special attacks of JAKQ and Go Ranger (the Goranger Hurricane ball fused with the warhead of a Big Bomber shell and fired from the Big Bomber itself) to destroy the monster.

Iron Claw was killed for good when Big One (having switch Iron Claw's hand with a rocket hand) gave Spade Ace a switch which made the rocket go off. The rocket hit the detonation button and the "UFO Citybusters" (which Iron Claw was going to use on the United States, the Soviet Union, the People's Republic of China, France, the United Kingdom, West Germany, and Japan in order to become "King of the Solar System") went off in the UFO that he was fleeing in, destroying it.

WR. Shozo Uehara, Kuniaki Oshikawa, Susumu Takahisa, Hikaru Arai, Kimio Hirayama, Keisuke Fujikawa.

DIR. Hirokazu Takemoto, Atsuo Okunaka, Kimio Hirayama, Katsuhiko Taguchi, Minoru Yamada.

EPISODES: 35 **YEAR MADE:** 1977 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SHOTARO ISHINOMORI

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 35

DATE OF PREMIER: 02/04/1977 **AIR DATE OF LAST EPISODE** 24/12/1977

SEASON DATE BREAKDOWN:

FILMS: JAKQ BLITZKREIG SQUAD VS. SECRET TASK FORCE GORANGER (1978).

The Big One (Sokichi) HIROHISA MIYAUCHI, Spade Ace (Sakurai Gorou) YOSHITAKA TANBA, Dia Jack (Higashi Ryuu) HIRAYAMA ITO (AKA SHICHIRO GOWA), Heart Queen (Karen Mizuki) MICHI LOVE, Clover King (Daichi Bunta) YUSUKE KAZATO, Iron Claw MASASHI ISHIBASHI, Daisuke Kujirai/Joker HIROSHI TANAKA.

RELATED SHOWS:

HIMITSU SENTAI GORANGER

DENGKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

KAGAKU SENTAI DYNAMAN

HIKARI SENTAI MASKMAN

CHIKYUU SENTAI FIVEMAN
CHO JIN SENTAI JETMAN
KYORYUU SENTAI ZYURANGER
GO SEI SENTAI DAIRANGER

- 1 - 1 *4 CARDS!! THE TRUMP IS J.A.K.Q.*
- 1 - 2 *2 TEN-JACKS!! DESTROY THE SECRET FACTORY*
- 1 - 3 *5 FLASHES!! ROAR, PANTHER*
- 1 - 4 *1 JOKER!! THE PERFECT CRIME'S ASSASSIN*
- 1 - 5 *3 SNAPS!! THE BALLADE OF BETRAYAL*
- 1 - 6 *9 POKERS!! THE BEAUTY'S TRAP*
- 1 - 7 *8 SUPERCARS!! SUPER-SPEED, 350 KM/H*
- 1 - 8 *6 TARGETS!! EXPLODING FLOWERS*
- 1 - 9 *7 STRAIGHTS!! THE DEADLY FIST OF HELL*
- 1 - 10 *11 COLLECTIONS!! INVITATION TO HAPPINESS*
- 1 - 11 *13 JACKPOTS!! BURN! FLAMES OF FRIENDSHIP*
- 1 - 12 *10 PYRAMIDS!! THE MAZE OF THE GOLDEN MASK*
- 1 - 13 *BLUE KEY QUIZ!! THE RIDDLE OF THE SECRET ROOM MURDER RIDDLE*
- 1 - 14 *ALL SUPERCARS!! VIOLENCE!! GREAT VIOLENT DASH!!*
- 1 - 15 *THE CRIMSON OCCULT!! GHOST STORY - VAMPIRE*
- 1 - 16 *BLACK BASEBALL!! THE ATTACKING MIRACLE BALL*
- 1 - 17 *BLACK DEMON MOON!! GHOST STORY - HELL HOUSE*
- 1 - 18 *BLUE WHIRLING TIDES!! THE FACE OF THE SECRET SPY*
- 1 - 19 *GREAT CRIMSON ADVENTURE!! DEMON EXTERMINATION OF BOTTOMLESS HAUNTS*
- 1 - 20 *MESSENGER OF DARKNESS!! THE TRANSPARENT MONSTER RUNS THE DARKNESS*
- 1 - 21 *THE ROSE-COLORED BASEBALL ERA!! CRIME'S SLUGGER*
- 1 - 22 *BIG RED COUNTERATTACK!! ATTACK THE SUICIDE BOMBER ARMY*
- 1 - 23 *WHITE SUPERMAN! BIG ONE*
- 1 - 24 *DEMON? ANGEL?! THE MARVELOUS FLUTE-PLAYING MAN*
- 1 - 25 *VICTORY? DEATH?! DEMON SHOGUN AND MECHANIZATION ARMY*
- 1 - 26 *INVADERS!? THE MYSTERIOUS SPACE PIRATE SHIP*
- 1 - 27 *THE DESPOT'S AMBITION!! BREAK IT! THE DEATH CAMP*
- 1 - 28 *MY SECRET! A SPACE MONSTER IN MY POCKET*
- 1 - 29 *GO, SEVEN CHANGES! IRON CLAW VS. BIG ONE*
- 1 - 30 *THE CODE THAT CALLS DEATH! DEADLY POISON, COBRA TWIST*
- 1 - 31 *RED IMPACT! THE SPY IS A FOURTH-GRADER*
- 1 - 32 *WHICH IS THE REAL ONE?! DANGER, BIG ONE*
- 1 - 33 *THE BLITZKRIEG SQUAD ANNIHILATED?! CRIME'S COOKING CLASS*
- 1 - 34 *INFILTRATION! CRIME FORTRESS ISLAND*

1 - 35 *BIG VICTORY! FAREWELL, JAKQ*

DENJIN ZABORGER

AKA: DENJIN ZABOGA



Stared Yamaguchi, Akira as secret agent Daimon, Yutaka; the man who controlled Denjin Zabôgâ (Electroid Zabôgâ). Yamaguchi Akira also played Yuki Joji/Riderman in Kamen Rider V3. Unlike the quiet Yuki Joji, Daimon Yutaka is always shouting as he goes into combat. Daimon is determined to destroy the evil group Sigma, for its murder of his father (the creator of Zabôgâ). This determination leads him into bloody battles against cyborgs and robots which are usually stronger than he is. Of course Daimon and Zabôgâ always win. Yamaguchi, Akira died on April 6, 1986 of lung cancer. He was only 39 years old.

Daimon, Yutaka's special combat technique is "Hi Ryuu San Dan Geri" (Flying Dragon Tri-Stage Kick).

Zabôgâ's special attacks are "Jet Punch" (fist on chain fires at enemies at 10 yards per second), "Double Punch" (both fists shoot out), "Boomerang Cutters" (his "ears" are blades which, when thrown, return to him after doing their damage)... ..and "Rapid-Fire Destruction Gun" (his mouth opens to reveal a gun which fires exploding shells to destroy the evil robots).

Inside Zabôgâ's head was a miniature helicopter with a video camera, used for spying on the villains. Zabôgâ's eyes take still photographs. Inside Zabôgâ's back is a miniature jet. In each of Zabôgâ's feet is 1/2 of a small car. The two pieces snap together when the car is used. Denjin Zabôgâ could transform into the motorcycle Machine Zabôgâ, for Daimon Yutaka to ride.

Unlike the android heroes "Jinzo Ningen Kikaida" and "Kikaida-01" or the non-transforming "Robot Detective", Denjin Zabôgâ can not speak, has no emotions and has to be activated by Daimon's command "Go Zabôgâ" or "Denjin Zabôgâ Go" or "Fight Zabôgâ" or "Henshin Zabôgâ". Once activated, Zabôgâ's programming allows him to fight, although Daimon normally has to order Zabôgâ to use the special techniques. Daimon controls Zabôgâ through a microphone built into his motorcycle helmet or a smaller one he keeps in his pocket. Zabôgâ is powered by Daimon's anger, through a circuit inside Daimon's chest. This circuit also keeps Daimon alive when he's been so badly wounded that he should die.

Denjin Zabôgâ's 52 episodes were divided into two chapters. The first chapter, episodes 1-39, featured the terrorist group Sigma, led by the evil Doctor Akunomiya (played by Okabe Ken) and his female assistants Miss Borg (episodes 1-35) and Lady Borg (episodes 37-39). This part of the series was shown on TV in Hawaii.

The second chapter, episodes 40-52, had a new version of Zabôgâ, Strong Zabôgâ fighting Kyouryuu Gundan (Dragon Army). Actually the Dragon Army was introduced in episode 39 but Daimon, Yutaka doesn't encounter them until episode 40. This part of the series was not shown in Hawaii.

Starting in episode 40 Daimon, Yutaka wears a sort of uniform, green and red jacket, white shirt, red tie, green and red pants. The episode also introduces a young man; Matsue, Ken; who rides a motorcycle that has two bazookas mounted on it, Machine Baja.

In episode 41 Machine Baja and Machine Zabôgâ combine to form Strong Zabôgâ. Episode 42 reveals that Matsue, Ken can command Strong Zabôgâ.

Strong Zabôgâ's new weapons are "Jet Boomerang", "Rocket Jet Punch" and "Strong Bazooka Fire".

Over all I prefer the Sigma episodes over the Dragon Army episodes. Daimon, Yutaka gets in more fights with Sigma soldiers than he does the dragons, and Denjin Zabôgâ sees more combat than Strong Zabôgâ. Ken doesn't add much to the series, his primary function is to get beaten up by the dragons, in place of Daimon.

P-Productions also produced "Magma Taishi" [Ambassador Magma] (1966-1967), "Kaiju Ouji" [Monster

Prince] (1967), "Supekutoruman" [Spectreman] (1971-1972), Kaiketsu Lion Maru [Swift Hero Lion Maru] (1972-1973), "Fuun Lion Maru" [Storm Cloud Lion Maru] (1973) and "Tetsujin Taiga 7" [Ironman Tiger 7] (1973-1974). As far as I know Denjin Zabôgâ was their last tokusatsu series.

*Doruman may or may not be intended for translation as DollarMan. The translator is currently unsure.

The term "sakusen" is often used in the episode titles of this series. It can translate into English as "military operation". The translator has, thus far, not been able to find other (cooler sounding) synonyms but suggests a few above

WR.

DIR. Okunaka, Atsuo & Noriyaki, Yuasa

EPISODES: 52 **YEAR MADE:** 1974 **COUNTRY:** JAP **SEASONS:** 1

P PRODUCTIONS

CREATOR: KOZUE KOIKE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 52

DATE OF PREMIER: 06/04/1974 **AIR DATE OF LAST EPISODE** 29/06/1975

SEASON DATE BREAKDOWN: Season 1 : 06/04/1974 - 29/06/1975

FILMS:

Zabôgâ YOICHIRO TAJIRI, Daimon AKIRA YAMAGUCHI, Nitta, Daigoro JUM NAGAMI, Nitta, Miyo MIDORI HOSHINA, Nitta, Hiroshi MASAHIRO KAMIYA, Detective Nakano EIICHI KIKUCHI, Dr. Akunomiya KEN OKABE, Miss Borg RITSUKO FUJIYAMA, Akizuki, Gen KEN KAZATO, Lady Borg TAEKO YOSHIDA, Matsue, Ken TATSUYA SAKADA, Devil Hat TAKANOBU TOYA, Queen Meza MITSUKO TSUTSUMI

- 1 - 1 *FIGHT! DENJIN ZABOGA*
- 1 - 2 *THIS IS THE SECRET MURDER BULGLARY ENGINE SIGMA*
- 1 - 3 *WILD RAMPAGE! HYDROGEN BOMB GORIKONG(U)*
- 1 - 4 *ATTACK THE SIGMA MURDER BASE*
- 1 - 5 *OMEGA HELL PROJECT BEGINNING*
- 1 - 6 *A STEEL-FRAME BUILDING DISAPPEARED*
- 1 - 7 *JUST IN TIME!! BLAZE UNDERCOVER DETECTIVE*
- 1 - 8 *TARGET: THAT DAIYA!!*
- 1 - 9 *MYSTERY MAN DORUMAN * 9*
- 1 - 10 *SIGMA CORP HELL MILITARY OP. OF FEAR*
- 1 - 11 *JUMBO MECHA TOKYO MISSION OF DESTRUCTION*
- 1 - 12 *MIRACLE MAN, LONG-DISTANCE CANNON*
- 1 - 13 *UNDERCOVER DETECTIVE ONE-ON-ONE DUEL TO THE DEATH*
- 1 - 14 *INPREVIOUS KILLER KIRUKONFU*
- 1 - 15 *DEATH MATCH!! THE RIDDLE OF SIGMA'S GIANT DEVIL CASTLE*
- 1 - 16 *THE MECHA BORG OF FEAR IS BORN!*
- 1 - 17 *MURDEROUS KICK! MECHA-BORG TEAM*
- 1 - 18 *ABSOLUTE DEATH ARM-GUN GREEN BERET*
- 1 - 19 *KILIMANJARO'S RED LEOPARD*
- 1 - 20 *CALL DEATH, UNITE ROBOT GOUGON*

-
- 1 - 21 *PUNISHMENT ROBOT MASSIVE MILITARY OP*
 - 1 - 22 *MYSTERIOUS MACHINE HAWK, ENTER AKITZUKI GEN*
 - 1 - 23 *DESTROY! THE DEVIL'S SIGMA MECHA, DEATH GUNDER*
 - 1 - 24 *FIGHT! TOPPLE ZABOGA! DEATH GUNDER*
 - 1 - 25 *MYSTERY NINJA ROBOT JANIN*
 - 1 - 26 *ROBBERY! MAD DOG ROBOT - BULL GUNDER*
 - 1 - 27 *CRASH! ZABOGA VERSUS BULL GUNDER*
 - 1 - 28 *MOVING BOMB! HELL GUNDER*
 - 1 - 29 *VIOLENT RUN! HELL GUNDER*
 - 1 - 30 *FLYING DRAGON TRIPLE STAGE KICK VERSUS THUNDER PUNCH*
 - 1 - 31 *FLYING IRON-FIST EYE ROBOT*
 - 1 - 32 *HORRIFYING HAMMER - THROW KAIZAA*
 - 1 - 33 *ATTACK!!MOVE, TETRA-POD!*
 - 1 - 34 *GOLD JACKER! HEADHUNTING*
 - 1 - 35 *BLOOM THE EXPLODING FLOWER GIGANTIC*
 - 1 - 36 *GIANT FLYING GUN DORUKANON*
 - 1 - 37 *SECRET ORDERS!! THE INTERRUPTER KILLS!!*
 - 1 - 38 *DECISIVE BATTLE!! ZABOGA VERSUS DOCTOR AKUNOMIYA!!*
 - 1 - 39 *GIANT DEATH TOLL! THE DEATH OF DOCTOR AKUNOMIYA*
 - 1 - 40 *RESSURECTED 3-HEADED DEMON-GOD!!*
 - 1 - 41 *COMPLETED!! STRONG ZABOGA!!*
 - 1 - 42 *EXPOSE THE MYSTERY OF THE DEMON LORD 3 HEADED DRAGON!*
 - 1 - 43 *THE FEARSOME DRAGON ARMY'S AMBITION*
 - 1 - 44 *CRISIS AT ZABOGA BASE!!*
 - 1 - 45 *DUEL IN A GHOST TOWN*
 - 1 - 46 *TAKE BACK THE MACHINE BAJA!*
 - 1 - 47 *ZABOGA BASE EXPLOSION PROJECT!*
 - 1 - 48 *DETONATE THE POISON-GAS MISSION!!*
 - 1 - 49 *HURRY, DAIMON! RESUCE THE ZABOGA BASE!*
 - 1 - 50 *GARGANTUAN EXPLOSION!! ZABOGA BASE*
 - 1 - 51 *STRONG ZABOGA STOPS MOVING!*
 - 1 - 52 *ALWAYS AND FOREVER, STRONG ZABOGA*

DENKI SENTAI CHANGEMAN

AKA: **BLITZKREIG TASK FORCE CHANGEMAN**



Plot #1

When news arrives of imminent attack by the invading Gozma race, Earth Force recruits a five-member team of specialists to save the world. Each is a former member of a branch of Earth Force, now styled after a mythical beast from Earth's part and able to channel that energy into fighting their enemies. The leader is former pilot Hiryu (Hamada) the Change Dragon, who fights with Dragon Power and his Change Sword. Sho (Kawai) is Change Gryphon, once a ranger with Earth Force, now a martial arts master with the Changeman team. Yuma (Izumi) is a former officer with the Earth Force Land Division, now the blue-clad Change Pegasus and an aerial battle specialist. As in the previous Super Sentai show BIOMAN, there are two female team members. Former operations officer Sayaka (Nishimoto) is Change Mermaid, endowed with the super-speedy Mermain Power. Mai (Oishi) is Change Phoenix, former Earth Force intelligence officer now wielder of Phoenix Power. Their equipment includes the flying shuttle base, which launches the three super vehicles Landchanger, Helichanger and Jetchanger, which in turn to combine to form the giant Change Robo. Their archenemy is armless, legless cyborg Star Emperor Bazoo (voiced by Kato), who sends a different monster to fight the Changeman team every week, aided by his army of egg-hatched cannon fodder, who are known as the Hitlers.

Plot #2

When Earth was invaded by Gozma, the planet reacted by showering five officers of the Earth Defence Squad with the mysterious power of the Earthforce, giving them the abilities of mythological beasts known as the Changemen.

The following years Super Sentai series was FLASHMAN. Music by Tatsumi Yano.

Compare the premise with Sunvulcan, Dairanger, and Ohranger. This series took the epic scale of Bioman and reached even further into space...

Characters and mecha

Earth Defence Squad

Change Dragon (Tsurugi Hiryyu)

Originally an EDS air force officer. Good at baseball. Weapons and/or attacks: Dragon Attack, Dragon Thunder, Dragon Kick.

Change Griffin/Gryphon (Hayate Shou)

Originally an EDS Ranger. A dandy who has a weakness for women. Weapons and/or attacks: Griffin Attack, Griffin Magma Galaxy.

Change Pegasus (Oozora Yuuma)

Originally an EDS army officer. Comedic lover of food who wants to open his own tonkatsu restaurant. Weapons and/or attacks: Pegasus Attack, Pegasus Lightning Spark.

Change Mermaid (Nagisa Sayaka)

Originally an EDS Strategic Corps officer. An inventor. Weapons and/or attacks: Mermaid Attack, Mermaid Typhoon Wave, Mermaid Big Wave.

Change Phoenix (Tsubasa Mai)

Originally an EDS reconnaissance officer. Motorcyclist and tomboy. Weapons and/or attacks: Phoenix Attack,

Phoenix Fire, Phoenix Fire Bomber.

Shared weapons: Changeswords with two modes: gun or sword plus shield.

Team attacks: Power Bazooka (made up from five separate bazookas), Blitzkrieg Flash, Power Shoot, Cross Hurricane, Blitzkrieg Victory Beam, Earthforce Blitzkrieg Sword, Penta Formation.

Commander Ibuki

Actually Yui Ibuki of Heath Star.

Autochangers

Motorcycles of the five Changemen.

Changecruiser

4WD Toyota Hilux pickup for the five Changement.

Jet Changer 1 (Dragon) + Helichanger 2 (Griffin, Mermaid) + Landchanger 3 (Pegasus, Phoenix) >

Changerobo □ Weapons and/or attacks: Blitzkrieg Sword (Super Thunderbolt, Swallow Reversal, Wind Wheel Cut), Changerobo Missile, Change Vulcans.

Shuttlebase

Flying fortress resembling a space shuttle.

Great Star League Gozma

An empire that devastates planets and uses the survivors as warriors to invade yet more planets.

Star King Bazoo

Actually a projection of the living planet Gozmaster.

Commander Giluke

In charge of the invasion of Earth. From Girath. Once plotted against Bazoo. Dies and returns as Ghost Giluke (later Super Giluke and the Space Beast Warrior Giluke).

Vice-Commander Booba

Former space pirate armed with the Buldobas sickle.

Vice-Commander Seema

Princess of Amanga with a man's voice (until she defects to the Changemen).

Queen Ahameth of Amazo and her pet dragon, Jangeran

Navigator Gator of Nabi

Has a wife and child.

Gyodaai ('kyodai' = 'giant')

One-eyed monster enlarging creature from Gyodai.

Space Beast Warriors

Monsters of the week--either captured beasts from conquered alien worlds or aliens mutated into monsters.

Hidrer Soliders

Grunts in blue tights with blonde hair and odd bulges born from eggs.

Trivia

In episode 22, star Hiroko Nishimoto played a quadruple role; Sayaka (real and fake), Change Mermaid and Mirah (voice)

The third and last sentai series to skip yellow in the team's color scheme.

The only sentai series with pink and white together in the main team; usually white is an extra Ranger or replaces pink.

The seventh and last series with just one giant robot; starting with the next series, Choushinsei Flashman, there would be two or more.

This was the most popular Super Sentai in Brazil during the late 80s.

Shirō Izumi, who played Yuuma, auditioned for the role of Tsurugi/ Change Dragon, but once the producers

realized his comedic talent, it was decided that he would make for the perfect Yuuma. Izumi also guest starred as the kidnapped photographer in Super Sentai World. He also made Sentai history by playing the first regular 6th Sentai hero team member, Burai/Dragon Ranger in Zyuranger. He guest starred in Kakuranger and OHRanger before retiring.

The second highest rated sentai series in Japan (the first being Goranger).

Action director Junji Yamaoka wanted the actors to do as many of their own out of suit stunts as possible. Mai Ooishi was a member of the Japan Action Club, a group of stuntpeople/actors. Ooishi broke her arm performing an action scene near the end of the series.

Chief writer Hirohisa Soda says that Changeman is his personal favorite Sentai series out of the ones he wrote for. Soda also says that the major theme he was trying to convey with Changeman was the crisis of war and the sacrifices made by young soldiers.

The first Sentai series to display nudity (which is in Change Mermaid's symbol).

Changeman was the first TV series for which the now famous singer Hironobu Kageyama sung for (Specifically, he was the singer for both the opening, "Dengeki Sentai Changeman" and the ending theme, "Never Stop!! Changeman", as well as the Change Robo theme). Kageyama would later sing the opening and ending for Hikari Sentai Maskman and Choujin Sentai Jetman, as well as the ending theme for Ninpu Sentai Hurricanger, along with many insert songs for many Sentai, tokusatsu, and anime series.

Mai Ooishi, before Changeman, played the one of the Iga Island Girls in Uchuu Keiji Sharivan and the villainess Kunoichi Girl #2 in Uchuu Keiji Shaider

WR. Hirohisa Soda, Kunio Fujii, Kyoko Sagiya.

DIR. Nagafumi Hori, Minoru Yamada, Takeo Nabaishi.

EPISODES: 55 **YEAR MADE:** 1985 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 55

DATE OF PREMIER: 02/02/1985 **AIR DATE OF LAST EPISODE** 22/02/1986

SEASON DATE BREAKDOWN:

FILMS: BLITZKREIG TASK FORCE CHANGEMAN (1985), BLITZKREIG TASK FORCE CHANGEMAN: SHUTTLE BASE! THE CRITICAL MOMENT! (1985)

Commander Ibuki, Commander Giluke, Vice-Commander Booba, Vice-Commander Seema, Navigator Gator of Nabi. Change Dragon (Tsurugi Hiryuu) HARUKI HAMADA, Change Griffin/Gryphon (Hayate Shou) HIROSHI KAWAI, Change Pegasus (Oozora Yuuma) SHIRO IZUMI, HIROKO Change Mermaid (Nagisa Sayaka) NISHIMOTO, Change Phoenix (Tsubasa Mai) MAI OISHI, Star Emperor Bazoo (voice) SEIZO KATO, SHOHEI YAMAMOTO.

RELATED SHOWS:

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

KAGAKU SENTAI DYNAMAN

HIKARI SENTAI MASKMAN

CHIKYUU SENTAI FIVEMAN

CHO JIN SENTAI JETMAN

KYORYUU SENTAI ZYURANGER

GO SEI SENTAI DAIRANGER

DEN KO CHO JIN GRIDMAN

1 - 1 *ARRIVAL! SECRET POWER!*

1 - 2 *THE WRATH OF STAR KING BAZUU*

- 1 - 3 *SCRAM! SOLDIER TEAM*
- 1 - 4 *A KISS AFTER THE FIGHT*
- 1 - 5 *PEGASUS ARREST ORDERS*
- 1 - 6 *THE TARGETED HIGH SCHOOL GIRLS*
- 1 - 7 *THE SAD SPACE SOLDIERS!*
- 1 - 8 *THE YOUNG LADY IS A VAMPIRE*
- 1 - 9 *SHINE! THE DEADLY MIRACLE BALL*
- 1 - 10 *THE DREADFUL DRIVERLESS CAR ARMY*
- 1 - 11 *SOS KOKO AND KIKI*
- 1 - 12 *MAMA IS MERMAID*
- 1 - 13 *PAPA SELLS THE EARTH*
- 1 - 14 *ATTACK! THE HUGE LIZARD*
- 1 - 15 *RECKLESS RIDER MAI*
- 1 - 16 *THE GIRL WHO HAD WINGS!*
- 1 - 17 *NAGASAKI'S MYSTERIOUS GHOST SHIP*
- 1 - 18 *AHAMES' CHALLENGE!*
- 1 - 19 *BET ON SAYAKA!*
- 1 - 20 *GRAND COUNTERATTACK! GUILUKE*
- 1 - 21 *GOZMA'S BIG STAR*
- 1 - 22 *THE SOLDIER WHO DISAPPEARED INTO A MIRROR (*
- 1 - 23 *THE BOY WHO RIDES DOLPHINS*
- 1 - 24 *RUNAWAY GYODAI*
- 1 - 25 *SING! WITH A GREAT VOICE*
- 1 - 26 *MAI'S 20-YEAR-OLD FIRST LOVE*
- 1 - 27 *GATOR'S DREAM OF PARENT AND CHILD*
- 1 - 28 *THE CURSED CRAYON*
- 1 - 29 *PROTECT THE FLOWER! PHANTOM BUTTERFLY*
- 1 - 30 *RUN! PEGASUS!*
- 1 - 31 *REVEAL IT! THE MYSTERY OF BAZUU*
- 1 - 32 *NANA! DANGEROUS REUNION*
- 1 - 33 *THE END OF GUILUKE!?*
- 1 - 34 *AHAMES THE TERRIBLE*
- 1 - 35 *EARTH!! HELP US!*
- 1 - 36 *BEHOLD! OUR POWER*
- 1 - 37 *MISSING DRAGON*
- 1 - 38 *GHOST BASEBALL*
- 1 - 39 *DREADFUL HIDE-AND-SEEK*

- 1 - 40 *STRANGE SWEETS*
- 1 - 41 *THE MISSING PRINCE OF THE STARS!*
- 1 - 42 *THE SAILOR-SUITED NANA*
- 1 - 43 *SUPER GUILUKE*
- 1 - 44 *LEAVE IT TO MAI!*
- 1 - 45 *THE RAINBOW-COLORED GIRL IRA*
- 1 - 46 *BEAUTIFUL SHIIMA!*
- 1 - 47 *GATOR'S TEARS OF PARENT AND CHILD*
- 1 - 48 *THE PIRATE BUUBA'S STORM OF LOVE*
- 1 - 49 *THE SAD SHIIMA BEAST SOLDIER*
- 1 - 50 *THE DAY GOZMA TREMBLED*
- 1 - 51 *NANA!! FOLLOW HIM!*
- 1 - 52 *BUUBA DIES ON EARTH*
- 1 - 53 *FIERY AHAMES!*
- 1 - 54 *GUILUKE GRAND EXPLOSION!*
- 1 - 55 *FAREWELL, FRIENDS OF SPACE!*

DENSHI SENTAI DENJIMAN

AKA: **ELECTRONIC TASK FORCE DENZIMAN**



3000 years ago, the Vader Clan devastated Denzi Star. Denziland, an island from Denzi Star, landed on Earth. In modern times, the computer of Denziland awoke the Denzidog IC when it detected the Vader Clan approaching Earth. IC found five young people (who may or may not be descendants of the Denzi people) to become the Denzimen in order to defend Earth, the Vader Clan's next target. The Denzimen begin a long record of success with the defeat of Vader Monster number 00, Flying quirreler.

As the battle escalates, they realize that they themselves may be descendants of the Denzi people. If so, they are not alone; other descendants do exist, scattered around the Earth. Queen Hedrian, struggling in her attempts to make the world a living nightmare, receives an offer of assistance from the space wanderer Omnipotent Demon King. She accepts it, not realising that ODK's real goal is the conquest of Earth for himself. He captures the Vader Castle, and torments the Denzimen with his Omnipotent Monse. Hedrer goes into battle himself giant-sized, only to die a tragic death.

The Denzimen find themselves helpless against ODK and his monster until IC sacrifices himself to become a circuit for the Daidenzin. ODK and his monster are defeated. Hedrian escapes to the North Pole, where she sleeps, encased in ice, seemingly defeated for good...or is she?

Coming after BATTLEFEVER J and before SUNVULCAN in the Super Sentai chronology, Denziman's greatest claim to fame was the introduction of the goggle/visor helmet design that was to become mandatory on all later installments of the series - one more step closer to the look and feel of THE MIGHTY MORPHIN' POWER RANGERS. Note that BATTLEFEVER J's Battle Kenya, actor Kenji Oba, graduates from team mascot to second in command in this show. Based on an idea by Saburo Yade - though one is tempted to wonder how long it too "him" to retool the same old sentai template from another year. With The Empire Strikes Back released in 1980, the name "Vader" was particularly popular - it also turned up in the following year's anime Thunderbird 2086, though it was romanized as "Beyda" for the US audience. Music by Michiaki Watanabe.

The second Super Sentai. Toei's third series with a Marvel copyright (but apparently no Marvel involvement this time). First sentai with the familiar goggle masks. First sentai with hero designs by Bandai. Compare with BIOMAN.

Characters and mecha

Denzired (Akaki Ippei)

Teacher of karate and other sports to children at the Athletic Club. Special move: Denzi Vaccum Kick.

Denziblue (Oume Daigorou)

Circus acrobat who teaches yoga and gymnastics at the Athletic Club. Special moves: Blue Rocket, Blue Screw Kick, Blue Snake

Denziyellow (Kiyama Jun)

Inventor and space researcher. Coaches calisthenics. Special moves: Denzi Suplex, Flying Attack, Hammer Punch.

Denzigreen (Midorikawa Tatsuya)

Detective who lost his father to a Vader attack. Coaches boxing. Special move: Denzi Spin Kick.

Denzipink (Momoi Akira)

Former tennis player who teaches swimming at the Athletic Club. Special move: Denzi Thunder Throw.

(Note that all their last names contain kanji for their colours.)

Each Denziman is armed with a Denzistick. These combine into the Denziboomerang and are all used in the Electronic Lightning Fall. Other team attacks, not involving the sticks, include the Shot Gun, Blitzkrieg Attack, Denzi Circle, Denzi Shower, Dragonfly, Scramble Chain, and Denzi Tower.

IC the Denzidog

Intelligent robot dog that came from Denzi Star 3000 years ago to assemble the Denziman team.

Denzi Princess (26, 29, film)

Survivor of Denzi Star who visited Earth 3000 years ago, ordering a servant girl to defend the Earth with the rainbow stones. Left Earth to patrol the universe.

Denzi Machine

Sidecar motorcycle for Denzired.

Denzi Buggy

Jeep for Denziblue through Denzipink.

Denzitiger

Flying fortress carrying the Denzifighter that launches from Denziland.

Denzifighter > Daidenjin (Giant Electric Man; first transforming sentai robot) Armament: Denzi Sword (Full Moon Cut), Denzi Ball, Daidenjin Boomerang

Denziland (island headquarters)

The Vader Clan

Invaders from another dimension with warped (to us) concepts of beauty. Intends to pollute and corrupt the Earth and its inhabitants to fit its unusual aesthetic.

Queen Hedrian

Machiko Soga, MMPR's original 'Rita'. Hates beauty and wants to pollute the world. Find happiness in human suffering.

General Hedrer

Field commander. Played by Kayama Kousuke/Toudou Shinji, a.k.a. Spider-Man.

Mirror and Keller

Female spies in gold and silver, respectively.

Omnipotent Demon King (37-51)

Half-naked, musclebound space wanderer.

Vader Monsters

Appear first as eggs from an incubator. Hatched in the Monster Making Range. Can enlarge themselves at will. Asymmetrical. Usually wear numbers.

Dastlers

Grunts in black tights with skeletal designs. Armed with sickles.

Vader Fighters

Yet more batwinged bad guy planes.

Vader Castle

Flying fortress hidden in another dimension.

Trivia

Machiko Soga, who played Queen Hedrian, reprised the role in Taiyou Sentai Sun Vulcan. She also played Witch Bandora in 1992's Kyoryuu Sentai ZyuRanger and finally Heavenly Arch Saint Magiel in 2005's Mahou Sentai Magiranger movie and TV series, her last tokusatsu role before her death in the following year.

This is the first series with the word "God" (in Japanese) as part of the robot names, the others are ZyuRanger and Hurricanger. Gaoranger's Gao God is the first to have the English language equivalent.

Denjiman is the only sentai series to have rings as henshin devices.

WR. Masakazu Uehara, Takashisa Ezure, Hirohisa Soda, Susumu Takashi.

DIR. Hirokazu Takemoto, Shigeo Hiorda, Kimio Hirayama, Yoshiaki Kobayasho, Yoshikazu Yoshikawa, Kazushi Hattori.

EPISODES: 51 **YEAR MADE:** 1980 **COUNTRY:** JAP **SEASONS:** 1

TOEI / ASAHI

CREATOR: SABURO YADE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 02/02/1980 **AIR DATE OF LAST EPISODE** 31/01/1981

SEASON DATE BREAKDOWN:

FILMS: ELECTRONIC TASK FORCE DENZIMAN (1980).

KAYAMA KOUSUKE, TONDOU SHINJI, Denzired (Akaki Ippai), SHINICHI YUKI, Denziblue (Oume Daigorou) KENJI OBA, Denziyellow (Kiyama Jun) EIICHI TSUYAMA, Denzigreen (Midorikawa Tatsuya) NAOYA UCHIDA, Denzipink (Momoi Akira) AKIRA KOIZUMA, Queen Hedorian MACHIKO SOGA, TORU OHIRA

RELATED SHOWS:

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

KAGAKU SENTAI DYNAMAN

HIKARI SENTAI MASKMAN

CHIKYUU SENTAI FIVEMAN

CHO JIN SENTAI JETMAN

KYORYUU SENTAI ZYURANGER

GO SEI SENTAI DAIRANGER

- 1 - 1 *TAKE THE EXPRESS TO THE SUPER FORTRESS*
- 1 - 2 *THE MAN-EATING SOAP BUBBLES*
- 1 - 3 *OIL HELL, BIG PANIC*
- 1 - 4 *VADER DEMON CASTLE, PURSUIT*
- 1 - 5 *THE RED POISON FLOWER THAT CRAWLS UP THE WALL*
- 1 - 6 *A GIRL'S DEMON OFFSHOOT*
- 1 - 7 *THE GREAT TRAGEDY OF DENZISTAR*
- 1 - 8 *THE SKELETON TOWN'S GREAT DEMON KING*
- 1 - 9 *THE BIZARRE TELEPHONE THAT CALLS DEATH*
- 1 - 10 *MAGICAL COOKING LOVE!?*
- 1 - 11 *CHASE THE LIFE-STEALER*
- 1 - 12 *THE DANGEROUS CHILD SPY*
- 1 - 13 *THE RAINBOW-COLORED BALLOON IS TORN*
- 1 - 14 *COME TO THE 100-POINT CRAM SCHOOL*
- 1 - 15 *AN INVITATION TO THE GARDEN OF EVIL*
- 1 - 16 *SMASH THE HOT SEA CONSPIRACY*
- 1 - 17 *DON'T CRY! BASEBALL NOVICE*
- 1 - 18 *ROMANCE BLOOMS AT THE SOUTHERN SEA*

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- 1 - 19 *MY PRINCE OF THE STARS*
 - 1 - 20 *GORILLA BOY'S GREAT RIOT*
 - 1 - 21 *ATTACK THE GRIM REAPER FACTION*
 - 1 - 22 *SUPER TIME, STRANGE EXPERIENCE*
 - 1 - 23 *A DEMON THAT WALKS ABOVE THE CEILING*
 - 1 - 24 *THE MAN WITH THE MYSTERIOUS POWER TO AFFIX TRAPS*
 - 1 - 25 *THE TIGER'S HOLE IS AN ESCAPE MAZE*
 - 1 - 26 *PRINCESS DENZI'S SPACE TUNE*
 - 1 - 27 *RED BEETLE BOMB*
 - 1 - 28 *THE SECRET BUTCHER OF THE CURSED HOUSE*
 - 1 - 29 *THE ESPER DETECTIVE'S RAID*
 - 1 - 30 *MISSING, STOLEN, GONE*
 - 1 - 31 *THE MAGICIAN'S BATTLE OF SECRET ARTS*
 - 1 - 32 *HELL'S GREAT SHOOTING BATTLE*
 - 1 - 33 *THE BLOODSUCKING INSTRUMENT LESSON*
 - 1 - 34 *THE SAD ORPHAN'S TALE*
 - 1 - 35 *THE PUZZLING WEAVER PRINCESS*
 - 1 - 36 *POEM OF THE BRAVE PUPPY*
 - 1 - 37 *BRUTE FORCE BRUTE FORCE DEVIL*
 - 1 - 38 *THE INFINITE DEMON SKY'S GREAT ADVENTURE*
 - 1 - 39 *THE QUEEN'S ANGRY APPARITION ART*
 - 1 - 40 *THE CHAMPION'S ENEMY*
 - 1 - 41 *THE GREATEST ALL-OUT WAR IN HISTORY*
 - 1 - 42 *THE BAD DREAM THAT ATE BOYS*
 - 1 - 43 *THE PUZZLING SPECTRUM LADY*
 - 1 - 44 *THE TALE OF THE STRANGE LAMP*
 - 1 - 45 *PRINCESS DENZI WAS TWO PEOPLE*
 - 1 - 46 *STARVATION HELL X PLAN*
 - 1 - 47 *THE MERMAID WHO DISAPPEARED IN THE MORNING SUN*
 - 1 - 48 *THE BRUTE FORCE DEVIL REBELLION*
 - 1 - 49 *VADER CASTLE BIG DISASTER*
 - 1 - 50 *THE SHOGUN DIES TWICE*
 - 1 - 51 *RESOUND, BELLS OF HOPE!*

DESPERATION

AKA: **STEPHEN KING'S DESPERATION**



En route to Lake Tahoe for a much anticipated vacation, the Carver family is arrested for blowing out all four tires on their camper. Collie Entragian is the arresting officer, the self-made sheriff of a town called Desperation, Nevada, and the quintessential bad cop. Unbeknownst to the Carvers, Entragian regularly sniffs out passerbys on this stretch of road, and in fact has done in nearly every resident of his hometown. He can also change form and summon the help of creepy creatures, including scorpions, snakes and spiders.

Even with Stephen King adapting his own novel, "Desperation" can't escape the curse that has hounded most of the author's made-for-TV productions, which have a peculiar tendency of starting out like gangbusters and drifting into nonsense. In that respect, this tale bears a resemblance to "It," another creepy idea whose payoff wasn't worthy of the nail-biting buildup preceding it. Nevertheless, before the ill-fated "Kingdom Hospital" King had been a reliable ratings draw for ABC, and this three-hour pic (OK, about 2:10 minus commercials) should at least help keep the lights on against murderous sweeps competition.

King's personal touch can be seen in the pop cultural references that permeate the narrative, including cheeky asides about novelist Dean Koontz and "The Twilight Zone," along with veiled references to "Dracula" and "The Man Who Shot Liberty Valance."

At its core, "Desperation" plays like yet another extended "Twilight Zone" episode. Unlikely passers-by to the Nevada town of Desperation encounter a sinister sheriff (Ron Perlman), who hauls them in, where they discover that everyone in these parts has suddenly died.

What's been killing them, and what must be done to stop it, thus becomes the chore of a small but hardy band that includes a few veterans of past King yarns, including Steven Weber ("The Shining") and Matt Frewer ("The Stand"). Ultimately, though, it's a child who'll lead them, albeit one who has stared down death and possesses an abiding faith in God bordering on oracular wisdom, which feels like a pretty lame device.

So it's up to prepubescent David (Shane Haboucha), with the help of some friendly ghosts, to ascertain how the group can thwart the ancient evil bubbling out of the town's recently opened mines, inhabiting nasty animatronic animals and people whose flesh slowly erodes as they play host to the demon.

Yet as with "It" and to a lesser degree "The Stand," which are perhaps King's most fully realized TV works, the final leg proves something of a letdown. Basically, it boils down to the old maxim (I heard it first in "The Golden Voyage of Sinbad") that God combats evil through the efforts of weak and mortal men, whose ranks include a famed author (Tom Skerritt), his road sidekick (Weber), the town's veterinarian (Charles Durning), and Mary (Annabeth Gish), half of an unlucky married couple through which we first meet the sheriff.

Director Mick Garris ("The Stand," "The Shining" miniseries) is no stranger to the King universe, but despite spooky moments and that fine cast, the pair can't save the plot from evaporating into sappiness near the end. And while there have been some worthy films derived from King's macabre works ("The Dead Zone" comes to mind), the author's TV legacy remains that of a ratings force lacking the creative power to stir the living, much less raise the dead.

This is the sixth Stephen King story that Mick Garris has directed as a feature or TV movie following: Sleepwalkers (1992), "The Stand" (1994) (mini), "The Shining" (1997) (mini), Quicksilver Highway (1997) (TV) (episode "Chatterly Teeth") and Riding the Bullet (2004).

On 10 December 2004, a set in the Tucson Convention Center (TCC) being used to film a mine collapse caught fire when the special effects department made a big mistake. Five people were injured, two of them enough to need hospitalization. The fire destroyed everything on the set, including all of the production gear and equipment, and the TCC sustained heavy water and smoke damage. The invitations to the premier

screening said "the film that set Tucson on fire."

Tucson's historic Fox Theatre (built in 1929) is the theatre John Marinville walks into when he see's himself as a younger man in Vietnam.

In Johnny Marinville's (Tom Skerritt) flashback to Vietnam, the club that he flees just before the explosion was built into an empty storefront on Tucson's Congress Street. It's directly across from the Hotel Congress, where John Dillinger and his gang were based when they were in Tucson. As of September 2006 the storefront remains empty and boarded up.

Produced by Bruce Dunn .. Associate producer , Mick Garris .. Executive producer , Stephen King .. Executive producer, Mark Sennet .. Executive producer , Kelly Van Horn .. Producer.

Original Music by Nicholas Pike

Cinematography by Christian Sebaldt

Film Editing by Patrick McMahon

Casting by Lynn Kressel

Production Design by Phil Dagort

Art Direction by Jason Weil

Set Decoration by Marcia Calosio

Costume Design by Warden Neil

Makeup Department - Howard Berger .. Special makeup effects supervisor , Claudia Breckenridge .. Assistant hair stylist , Kim Collea .. Makeup department head , Jake Garber .. Prosthetic makeup supervisor , Grady Holder .. Makeup effects technician: K.N.B. EFX Group , Gregory Nicotero .. Special makeup effects supervisor , Michael Peterson .. First assistant makeup artist , Tina Sims .. Key hair stylist.

Second Unit Director or Assistant Director - Adam Martin .. Second second assistant director.

Art Department - David B. Brenner .. Construction coordinator , Cortney Burk .. Art department coordinator , William J. Durrell Jr. .. Set designer , Bill Garber .. Set dresser , Nancy Garber .. Shopper , Sam Gutierrez .. Set dresser , Sam Gutierrez .. Swing gang , John M. Oswald .. On-set dresser Steve Roll .. Propmaker , Steven Schalk .. Property master , Gregg Singer .. Assistant property master , Kristen Spinning .. Sign painter , Kristen Spinning .. Stand-by painter , Lynny Warner .. Leadman.

Sound Department - Beau Biggart .. Adr mixer , Mark Binder .. Sound designer , Kenneth R. Burton .. Sound re-recording mixer , Bob Costanza .. Sound effects editor , Mark Greene .. Sound utility , Patrick Hogan .. Sound editor , Kate Jesse .. Boom operator , Stan Jones .. Music editor Mark McBryde .. Foley mixer , Andre Perreault .. Sound re-recording mixer , Lisa Pinero .. Sound mixer , Simon Rodriguez .. Sound cable wrangler Alexander Schwartz .. Foley artist , Richard Taylor .. Supervising sound editor , Steve Walter .. Foley artist

Special Effects by Ozzy Alvarez .. Lab technician: K.N.B. EFX Group, Lou Carlucci .. Special effects coordinator , Ron Colucci .. Special effects technician , Nicole Michaud .. Special effects hair: KNB EFX Group , Steven Munson .. Mold/technical department , Jason Pinsker .. Lab technician: K.N.B. EFX Group , Ric San Nicholas .. Special effects , Andy Schoneberg .. Special effects makeup coordinator: KNB EFX Group , Cory R. Starr .. Special effects technician: Bisbee, AZ , Lino Stavole .. Mold/lab technician: K.N.B. EFX Group , Lindsay Vivian .. Special effects runner , Jenny Wallace .. Special effects runner.

Visual Effects by Loren Bivens .. Visual effects supervisor , Aaron Cullen .. Visual effects coordinator , Chris DeCristo .. Compositing supervisor, Eric Ehemann .. Animator , James Holt .. Realflow artist , Nicki Kreitzman .. Digital compositor , Joe Phoebus .. Digital effects animator: CBS Digital

Stunts - Shannon Bae .. Stunts , Charlie Brewer .. Stunt coordinator , Brian Duffy .. Stunts , Kelsee King-Devoreaux .. Stunt double , Eddie McKecknie .. Stunt performer , Randy Miller .. Stunts: cougar attack , Robert L. Morgan .. Stunt performer , Brendan Guy Murphy .. Stunts , Larry Nicholas .. Stunt double ,

Glenn R. Wilder .. Stunt coordinator , Jerry Woods .. Stunts.

Camera and Electrical Department - Miles Anderson .. Gaffer , Ric Delgado .. Electrician: additional photography , Ron Durant .. Grip , Greg Harris .. Electrician , Greg Hewett .. Grip , Gayle Hilary .. Second assistant camera , Paul Janossy .. First assistant camera , Tom Kirlin .. Second assistant camera: "b" camera , Mike 'Chewie' Pappas .. Electrician , Simon Rodriguez .. Electrician , Gary W. Shaw .. Dolly grip , Oscar H. Stevens II .. Video assist playback , Henry Tirl .. Camera operator , Henry Tirl .. Steadicam operator.

Casting Department - Scott Blasko .. Extras casting assistant , Caroline Fisher .. Extras casting assistant: Bisbee , Michele Juskowitz .. Casting associate , Tina Kerr .. Extras casting.

Costume and Wardrobe Department - Maggie McFarland .. Costume supervisor.

Editorial Department - Marc Pollon .. Assistant editor.

Transportation Department - Hal Gibson .. Driver , David Joseph .. Driver: production van.

Other crew - Joanie Blum .. Script supervisor , Liz Brandenburg .. Production assistant , Fred Culbertson .. Picture car coordinator , Briana Dorner .. Assistant location manager , Dale Gordon .. Foreman , Dwayne McClintock .. Special aerial photographer: SpaceCam , Ralph Mendoza .. Special aerial photographer: Spacecam , Karen O'Toole .. Production coordinator , James Payne .. Payroll accountant , Geoff Plymale .. Production assistant: re-shoot
 Marie Randall .. Craft service , Cris Rankin .. Animal wrangler , Simon Rodriguez .. Production assistant , Zack Shisslak .. Location assistant , Kim Smith .. First assistant accountant , Scott Stravitz .. Key set medic , Alex Theurer .. Production assistant , Luke Thirkhill .. Animal wrangler.

WR. Stephen King

DIR. Mick Garris.

EPISODES: 3 **YEAR MADE:** 2006 **COUNTRY:** US **SEASONS:** 1

AMERICAN BROADCASTING COMPANY (ABC), NEW LINE CINEMA

CREATOR: STEPHEN KING

TYPE OF SHOW: HORROR

FORMAT: MINI-SERIES

LENGTH (MINS): 131 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 23/05/2006

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

John Edward Marinville TOM SKERRITT, Steve Ames STEVEN WEBER, Mary Jackson ANNABETH GISH, Tom Billingsley CHARLES DURNING, Ralph Carver MATT FREWER, Peter Jackson HENRY THOMAS, David Carver SHANE HABOUCHA, Cynthia Smith KELLY OVERTON, Ellie Carver SYLVA KELEGIAN, Collie Entragian RON PERLMAN, Pie Carver SAMMI HANRATTY, Shih EWAN CHUNG, Cha'an ALAIN UY, Young Viet Cong TRIEU TRAN, Young Johnny TOM PARKER, Brian Ross DARRENT VICTORIA, Drunk Driver (as Glenn Wilder) GLENN WILDER, Neighbor (uncredited) CLINT JAMES.

RELATED SHOWS:

STEPHEN KING'S GOLDEN YEARS

STEPHEN KING'S THE STAND

STEPHEN KING'S THE LANGOLIERS

STEPHEN KING'S STORM OF THE CENTURY

DEVIL SUMMONER

AKA: **SHIN MEGAMI TENSEI DEVIL SUMMONER**

Private investigator Kyoji (Masaki) ekes out a precarious existence in downtown Yokohama. However he is no ordinary detective but the inheritor of his father's magical devil-summoning powers. With his shamaness partner Li (Kawai) and her sorceress mother Mari (Sakurai), he fights demonic crime. The first half of the series introduces school girl Kumiko (Nanami), who awakens Kyoji's dormant powers, as well as the evil plot of the demonic Princess Inaruna, who want to destroy the Earth. Later episodes throw in some more young assistants and add some miniskirted female Dark Summoners to aid Kyoji in his struggles against alternative dimensions. They also introduce handsome male Dark Summoner Toichiro, played by heart-throb Anza Oyama, formerly better known as the male lead in the Sailor Moon musical.

DS was the third Tsuburaya show to appear on TV Toyko in its late night slot, after Wizard of Darkness and School in Peril. It was originally based on the same Megami Tensei computer game that was the inspiration for the anime Digital Devil Story and Tokyo Revelation. DS kept the franchise in the public eye until the release of a further incarnation, the Pokemon inspired Devichil in 2000. Through it was broadcast after the midnight and hence technically on Sunday morning, some sources still list it as a Saturday night show.

WR. Daisuke Habara, Katsuhiro Takada, Yuki Okano, Mitsuro Hosokawa.

DIR. Atsushi Shimizu, Iwao Takahashi, Mitsunori Hattori, Mikio Hirota, Masaki Daikuwara

EPISODES: 25 **YEAR MADE:** 1997 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA

CREATOR:

TYPE OF SHOW: ALIEN WORLDS

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 25

DATE OF PREMIER: 05/10/1997

AIR DATE OF LAST EPISODE 29/03/1998

SEASON DATE BREAKDOWN:

FILMS:

Kyoji SOJI MASAKI, Li CHIHARU KAWAI, Mari HIROKO SAKURAI, Kumiko AYAKA NANAMI,
AKIRA OTANI.

DIAMOND EYE

AKA: **WARRIOR OF LIGHT**

AKA: **DIAMOND EYE: WARRIOR OF LIGHT**



Hikari no Senshi Daiyamondo Ai was unique among tokusatsu. The title character was not a cyborg, android, alien or human in a power suit. Diamond Eye was a good spirit sent to fight evil spirits. Like one of Aladdin's genies he lived in a ring and appeared only when summoned.

On the trail of a ring of gem thieves "Weekly Japan" reporter Rai, Koutaru ends up in a battle against an evil that threatens all of Asia. Koutaru follows a lead to a gem trader Gen Kai Ryuu not realising that Gen Kai Ryuu is the leader of the jewel thieves (and something far worse). Koutaru is captured by the gangsters and about to be executed by Gen Kai Ryuu when the "King of Arabia" blue diamond begins to glow and a voice from the gem orders Gen Kai Ryuu to stop.

A strange blue figure with diamonds for eyes comes out of the ring. He introduces himself as Diamond Eye. He breaks Koutaru's bonds and chases the gangsters into the street.

As the gangster attempt to flee Diamond Eye hits them with twin beams from his eyes. The "Inner Soul Illumination Beam" (Gedou Shoshin Reiha Kousen) reveals that these gangsters are in reality ancient evil beasts known as "Zensei Majin". When Gen Kai Ryuu tries to escape Diamond Eye reveals him to be King Cobra (the one with snakes on his shoulders) the leader of the Zensei Majin. After using the "Inner Soul Illumination Beam" Diamond Eye then says to the Zensei Majin, "Thine true form have I seen Zensei Majin _____" (filling the blank with its name) to which the monster replies "I've been exposed!"

Diamond Eye defeats the weaker of the Majin (the bull and horse like ones) by stabbing them with the pointy end of his Diamond Stick. King Cobra flees through a dimensional portal.

Mojinga (the one-eyed monster) is destroyed by "Royal Punch", a red bolt, from the Diamond Stick. Diamond Eye has other energy weapons and hurls diamonds that explode like grenades but "Royal Punch" is his ultimate attack. Diamond Eye also has the ability to heal wounds and purge evil spirits from human bodies.

Diamond Eye gives Rai, Koutaru the "Eye Ring" (which Diamond Eye actually lives in) so Koutaru can summon him when he needs help. Koutaru summons Diamond Eye by uncovering the ring, exposing it to light while shouting "'Ai yo!". If the ring is covered up, or otherwise kept in the dark then Diamond Eye won't appear. Once Diamond Eye is out of the ring he can use it to summon Rai, Koutaru to him. Diamond Eye's eyes will flash and the ring will too as Diamond Eye's voice comes through the ring saying "Koutaru".

And that's how battle of Rai, Koutaru and Diamond Eye against the Zensei Majin began.

Koutaru is joined on his quest against the Zensei Majin by his friends photographer Goro and Kaboko a young lady with a fondness for playing cards (she uses them as weapons). In episode 5 Goro opens a coffee shop called "Thunder Snack" and Kaboko goes to work for him.

Rai, Koutaru's spending all his time battling the Zensei Majin gets him into trouble with his boss at the "Weekly Japan" magazine, Editor-In-Chief Hayakawa.

Rai, Koutaru is foolish when it comes to women. In the first half of the series he becomes involved with a woman whose father has been caught up in one of Gen Kai Ryuu's schemes. When her father is killed she blames Koutaru. In the second half of the series Koutaru falls for Rankha, who is in reality King Cobra's daughter. He's also completely oblivious to how Kaboko feels about him.

With one exception Rai, Koutaru's friends (and even some of his enemies) call him by the nickname "Raikou". The friend who always addresses him as "Koutaru" is none other than Diamond Eye himself.

Koutaru usually refers to Diamond Eye as just "Ai" (Eye). Gen Kai Ryuu insists on calling Koutaru by his full name "Rai, Koutaru" usually in an angry tone.

Hikari no Senshi Daiyamondo Ai was created by Kawauchi, Kouhan the creator of Gekko Kamen (1958), Ai no Senshi Reinbooman (1972) and Seigi no Shinboru Kondoruman (1975).

WR.

DIR.

EPISODES: 26 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:** 1

TOHO

CREATOR: KOUHAN KAWAUCHI

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 05/10/1973

AIR DATE OF LAST EPISODE 29/03/1974

SEASON DATE BREAKDOWN:

FILMS:

Koutaru Rai SHIRO OHAMA, Diamond Eye (episodes 1-10) KEIICHI NODA, Diamond Eye (episodes 11-26) MICHIIHIRO IKEMIZU, Goro GO FUKUDA, Kaboko NORIKO KUROSAWA, Editor-In-Chief Hayakawa SHIRO HISANO, Gen Kai Ryuu (King Cobra) KOHI NAMBARA, Shugoku TOMOKO MAYAMA, Rankha (Princess Cobra) KAZUYO SUMIDA, Narrator SHINJI NAKAE.

- 1 - 1 *MY NAME IS DIAMOND EYE*
- 1 - 2 *DEFEAT THE REBORN DEMONS!*
- 1 - 3 *DON'T BE DISCOURAGED, RAIKOU*
- 1 - 4 *THE HURRICANE PLAN'S PREPARATIONS ARE COMPLETE!*
- 1 - 5 *THE VANISHED 2 BILLION!*
- 1 - 6 *RAIKOU CORNERED!*
- 1 - 7 *CRUSH THE WALLS OF DEATH!!*
- 1 - 8 *CHASE THE MYSTERIOUS ORGANIZAION*
- 1 - 9 *THE JEWELRY EXHIBITION CONSPIRACY!*
- 1 - 10 *MOHJINGAH'S GREAT COUNTERATTACK*
- 1 - 11 *THE KERARIN FAMILY'S GREAT CHALLENGE*
- 1 - 12 *GERARACHIN'S ATTACK*
- 1 - 13 *KING COBRA'S DECIDING BATTLE!*
- 1 - 14 *A NEW ENEMY: PRINCESS COBRA*
- 1 - 15 *DEVIL'S DEN: HITODE TSUBO'S FIERCE ATTACK*
- 1 - 16 *SECRET TECHNIQUE!! LIGHTNING OF WARE ATAMA*
- 1 - 17 *KERO CAT'S GREAT GAME*
- 1 - 18 *ONI KABUTON'S GREAT ESCAPE*
- 1 - 19 *KING COBRA'S GREAT REVIVAL*
- 1 - 20 *HITODE TSUBO'S GREAT TORNADO FROM HELL*
- 1 - 21 *KING COBRA'S GREAT EXECUTION STRATEGY*
- 1 - 22 *PRINCESS COBRA'S DESPERATE FIGHT*
- 1 - 23 *THE GREAT EYE ERASURE STRATEGY*

- 1 - 24 *THE GREAT DIAMOND EYE STRATEGY*
- 1 - 25 *THE GREAT SECRET FACTORY STRATEGY*
- 1 - 26 *KING COBRA'S FINAL BATTLE*

DIAMOND MASTER,THE

The story tells of a group of diamond merchants who arrange the murder of Dr Harvey (Stern), the inventor of a process that can transmute dust into diamonds. His daughter, Doris (Lorraine) enlists the help of Mark (Stevenson) to track down the killers as well as to exploit the commercial potential of her father's invention.

A remake of the 18-episode serial THE DIAMOND QUEEN (1921) based on the novel by Jacques Futrelle, a popular writer of detective fiction who was one of the victims of the Titanic disaster. The rest of the serial is taken up with their detecting and constant escapes from the diamond merchants' heavies.

This version, eight episodes shorter than the original, proceeds at a faster pace, packing more action into each instalment. One reason for the picture's success was the competent performances of the cast, some of whom had gained valuable experience in serials directed by the best of the American silent serial directors, Robert F. Hill. Lorraine had starred in THE FLAMING DISK (1920) and THE RADIO KING (1922) while Montague had played the villain in BLAKE OF SCOTLAND YARD (1927).

WR.

DIR. Jack Nelson

EPISODES: 10 **YEAR MADE:** 1929 **COUNTRY:** US **SEASONS:** 1

UNIVERSAL

CREATOR: JACQUES FUTRELLE

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Doris LOUISE LORRAINE, Mark HAYDEN STEVENSON, AL HART, MONTY MONTAGUE, Dr. Harvey LOUIS STERN, WALTER MALY.

RELATED SHOWS:

FLAMING DISK,THE

DIAMOND QUEEN,THE

BLAKE OF SCOTLAND YARD

RADIO KING,THE

DIAMOND QUEEN, THE

However, this serial adapted from Jacques Futrelle's novel *The Diamond Master*, added a new twist by setting most of the action in South Africa and centering the story on a heroine, Doris Harvey, played Pearl White style by vaudeville acrobat Sedgwick. The serial details Doris's adventures amongst cannibals (even becoming a cannibal queen herself) in an attempt to break the diamond cartel's power by flooding the market with artificial diamonds. Her motive is revenge for the death of her father, caused by his financial competitors. The artificial stones are prepared by Professor Ramsey (Smith) and the love interest is provided by a young millionaire on Safari, Mark Allen (Chesebro).

The familiar story of the artificial production of diamonds retold yet again (after *The Diamond Maker*, 1909 and 1914; *The Diamond Makers*, 1913 and the best of them all, *The Empire of Diamonds*, 1920). The serial was remade by Universal in 1929 as *THE DIAMOND MASTER*. Fuielle, the promising young writer of detective stories who had died on the Titanic in 1912, provided the main plot ideas for most of these artificial diamond movies.

WR. Robert F. Roden, George W. Pyer.

DIR. Edward Kull

EPISODES: 18 **YEAR MADE:** 1921 **COUNTRY:** US **SEASONS:** 1

UNIVERSAL

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 18

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Doris Harvey EILLEN SEDGEWICK, Mark Allen GEORGE CHESEBRO, Professor Ramsey AL SMITH, FRANK CLARKE, LOU SHORT, JOSEPHINE SCOTT.

RELATED SHOWS:

DIAMOND MASTER, THE

DICK TRACY

Stanley is the Lame One who with his Spider Armada and a panoply of gadgetry that includes a sound disintegrator and an impressive-looking futuristic aircraft, the flying wing, is finally foiled by Byrd. An inventive touch that gives a real dramatic edge to the proceedings is the transformation by Piccori's hunchback scientist of Tracy's brother into a zombie accomplice of Stanley.

This was the first of Republic's quartet of serials featuring Chester Gould's famous cartoon detective. Byrd lacked the angular jaw Gould gave his creation and the Tess Trueheart character was omitted in the interests of realism, but in the main the serial was faithful to the fantastic world the cartoonist wove around his detective.

To make the change more effective, Tracy's brother is played by two actors, Dick Bench before and Young, with a sinister streak through his hair, after. Taylor and James direct forcefully, despite the serial's short (25-day) shooting schedule. The producer for the serial was J. Laurence Wickland, cinematographers were William Nobles and Edgar Lyons. The special effects were created by Howard Lydecker.

WR. Barry Shipman, Winston Miller, Morgan Cox, George Morgan.

DIR. Ray Taylor, Alan James

EPISODES: 15 **YEAR MADE:** 1937 **COUNTRY:** US **SEASONS:** 1

REPUBLIC

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Dick Tracy RALPH BYRD, KAY HUGHES, SMILEY BURNETTE, LEE VAN ATTA, JOHN PICCORI, CARLETON YOUNG, EDWIN STANLEY.

RELATED SHOWS:

DICK TRACY'S G-MEN

DICK TRACY VERSUS CRIMES INC.

DICK TRACYS G-MEN



In the second of Republic's four serials devoted to the exploits of crime buster No. 1, Dick Tracy Returns (1938), Byrd's Tracy had been set against the evil Stark family (a pale imitation of Ma Baker and her sons), but for this outing Byrd was once more confronted with a fantastical villain, Pichel's evil Zarnoff, who starts the film by coming back from the dead courtesy of a mysterious 'life-giving' drug he's perfected. Fittingly, after causing mayhem for 14 episodes, in the last chapter he dies drinking from a well of pure arsenic.

Pichel later went on to become a director in which capacity he served on the landmark film Destination Moon (1950) while Byrd's girlfriend was played by Isley who achieved lasting fame as Jennifer Jones. The producers for the serial were Robert Beche and Sol Shor. The cinematographer was William Nobles and the special effects were created by Howard Lydecker.

WR. Barry Shipman, Rex Taylor, Franklyn Adreon, Ronald Davidson.

DIR. William Witney, John English.

EPISODES: 15 **YEAR MADE:** 1939 **COUNTRY:** US **SEASONS:** 1

REPUBLIC

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Dick Tracy RALPH BYRD, Zarnoff IRVING PICHHEL, TED PEARSON, WALTER MILLER, PHYLLIS ISLEY, JENNIFER JONES.

RELATED SHOWS:

DICK TRACY

DICK TRACY VERSUS CRIMES INC.

DIE SPINNENAKA: **DIE ABENTEUER DES KAY HONG**AKA: **THE SPIDERS**

The American adventurer Kay Hoog (de Vogt) battles it out with Lio-Sha (Orla) and her gang of Spiders led by John. The Spiders are based in Inca territory but their web spans across the world. The object of the battle, in which a series of damsels in distress are rescued by the hero, is a fabulous diamond able to bestow mastery of the world upon its possessor. Loosely inspired by the adventure stories of Karl May (and possibly a little by the Feuillade serials as well) the film is crammed full of astonishingly effective set-pieces in exotic locations, mostly recreated in a Hamburg studio. Highlights include a subterranean eruption and waterfalls, narrow escapes on a makeshift ark, a rescue by hot air balloon, mysterious criminal encounters in San Francisco's Chinatown, Inca temples and a grand climax in the Falklands involving a poisonous volcano.

The omnipresent Spiders dwell in secret caves and cellars with sliding, armour-plated walls, a desk that descends into the floor, a circular mirror offering the villainess a controlling gaze at the goings-on in her conference rooms - anticipating the bank of TV monitors providing Mabuse with his 1,000 eyes (Die Tausend Augen des Dr Mabuse, 1960).

The best made and most inventive Boys' Own adventure story in cinema, unequalled until Steven Spielberg's Raiders of the Lost Ark (1981). Originally designed as a four-part story, only two chapters were made, nevertheless they form a coherent whole.

Part 1, Der Goldene See (80 minutes) is a little slow to get moving, but after the hesitant opening the pace doesn't slacken until the end of Part 2, Das Brilliamen Schiff (97 minutes). Part 1 was later published as a book. Parts 3 and 4 (The Secret of the Sphinx and For Asia's Imperial Crown) were written but never filmed in spite of the huge success of the earlier episodes. After finishing Part 1, Lang had made a quickie, Hara-kirt (1919) based on Madame Butterfly, and the art directors Hermann Warm, Walter Reimann and Walter Roehrig asked Lang and Pommer to film the story called Das Kabinett des Dr Caligari. Pommer, however, insisted that Lang go and make Part 2 of Die Spinnen as quickly as possible. However, Lang's idea that the Caligari story should be framed by a 'normal' prologue and epilogue was retained for the final version of Caligari (1919), which was directed by Robert Wiene.

The serial was produced by Erich Pommer, the cinematographers were Emil Schuemann (Part 1), Karl Freund (Part 2).

WR. Fritz Lang**DIR.** Fritz Lang**EPISODES:** 2 **YEAR MADE:** 1919 **COUNTRY:** GER **SEASONS:** 1*DECLA BIOSCOP***CREATOR:** FRITZ LANG**TYPE OF SHOW:** MAD SCIENTISTS**FORMAT:** CINEMA SERIAL**LENGTH (MINS):** 80 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** German**SEASON BREAKDOWN:** (1) 2**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Kay Hoog CARL DE VOGT, Lio-Sha RESSEL ORLA, PAUL MORGAN, LIL DAGOVER, FRIEDRICH KUEHNE, GEORGE JOHN, PAUL BIENSFELDT, RUDOLF LETTINGER, EDGAR PAULY, MEINHARDTY MAUR.

1 - 1 *DER GOLDENE SEE*1 - 2 *DAS BRILLIANTEN SCHIFF*

DIMENSION DETECTIVE: WECKER (inc DIMENSIONAL DETECTIVE WECKER: D-02)



One hundred years in the future, a time hole is discovered over Japan that allows "Chrono Travel." Criminals soon realize that the time gateway offers great potential for nefarious activities by utilizing future technologies and knowledge to cunningly commit crimes in the present. Enter "Wecker" -- the code name for an elite group of Time Dimension Police, a countermeasure to the crime committed using Chrono Travel. This is the basic premise for limited action-adventure-sf teleseries, which is a follow-up for the original WECKER series, which co-starred Hiroshi Watari, the action star best known for starring in Toei's SPACE SHERIFF: SHARIVAN (1983-1984).

Beautiful heroines and science fiction are good. Put them together with the right talent, and they can be great. That's the chocolate and peanut butter combination of DIMENSIONAL DETECTIVE WECKER, which premiered with a new series (subtitled "D-02") in Japan from January through March, 2002. The hit series then made its North American debut at this year's "Asian Fantasy Film Expo" in New Jersey, where English subtitled episodes from the new series were screened in front of a captive audience.

As a result of the positive response to WECKER: D-02 at AFFE, the West Coast will be getting its chance to see this groundbreaking series at "Anime Expo 2002" which runs from July 4th through 7th at the Long Beach Convention Center in Long Beach, California.

But, some of you might ask, "What the heck is 'Wecker'?" The show was conceived by producer Kazuya Hatazawa, whose previous super-heroine series included MASKED ANGEL: ROSETTA (1998), and MILLENNIUM KINGDOM III: VANNY KNIGHTS (1999). WECKER, which means "clock" in German, is Hatazawa's most ambitious series yet.

The original concept of the show was first conceived as a joint project between Lay-Up Company and Kobi Company, an advertising agency (known for producing Kinji Fukasaku's BATTLE ROYALE), as a three-part DVD series which ended on a cliffhanger. The strategy was to start sales with the DVD and garner enough interest so that a network would pick the show up for broadcast with new episode commitments.

This three part series was written and directed by Hatazawa and Hiroshi Watari, a former member of the Japan Action Club, who also played Wecker Agent "Varn." The series was shot on a conservative budget and features three sexy young women in their first screen roles.

This original WECKER series was released on DVD in Japan in June of 2001, to excellent advance sales and word of mouth -- even before the DVDs hit the stores. The Official WECKER Homepage, launched in April, 2001 had already seen over 24,000 hits alone by that summer, making this independent production a bona fide hit with fans nationwide in Japan.

This success also garnered the attention of major Japanese toy manufacturers, such as Takara, who produced best-selling figurines, while other companies issued popular items as such photo books, posters and trading cards -- all of which sold well, due to the appealing aspects of the series, not to mention the beautiful time-travelling girls, themselves (similar items for WECKER: D-02 were even stronger in sales than those for the first series).

In addition, a manga written by Hatazawa with art by Kotoko Izumi, was published in serial form in the Japanese monthly magazine "Charatsu" to critical acclaim. The sales of such items were so strong, that in the summer of 2001, the Asahi TV network (which had also broadcast VANNY KNIGHTS two years prior), picked up WECKER for new episodes, with a premiere date set for January 2002.

This new version, now entitled WECKER: D-02, was recast to focus on seven members, six female and one

DIMENSION OF FEAR

At a small research establishment, scientists are experimenting on feeding astronauts in space. When an astronaut and a carpenter in the local village are killed, it becomes clear that powers from the fourth dimension are attacking Earth.

Four part ITV serial set in a peaceful English village, that took the favourite SF theme of the extraordinary unsettling the ordinary to spin a tale of inter dimensional menace. John Lucarotti scripted the tale which was shown on Saturday or Sunday nights depending on which part of the country you lived in. Dimension of Fear was based on a story by Berkely Mather. The settings were created by Patrick Downing, the story editor was George Kerr, the producer was Guy Verney, and the series was first seen in the ATV, London region in the UK.

WR. John Lucarotti

DIR. Don Leaver

EPISODES: 4 **YEAR MADE:** 1963 **COUNTRY:** GB **SEASONS:** 1

ABC TELEVISION NETWORK

CREATOR: JOHN LUCAROTTI

TYPE OF SHOW: DIMENSIONS

FORMAT: SERIAL

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER: 05/01/1963

AIR DATE OF LAST EPISODE 26/01/1963

SEASON DATE BREAKDOWN:

FILMS:

Dr. Barbara Finch KATHERINE BLAKE, Prof. Meredith PETER COPLEY, Col. Alen Renton ROBIN BAILEY, Inspector Truick RICHARD COLEMAN, Dolly Cheevers JO ROWBOTTOM, Miss Reynolds MARGARET ASHCROFT, Dr. Leosser MARK EDEN, Dr. Reed PETER VAUGHAN, PC Dumphrey MICHAEL ROBBINS, Dr. Bender HUGH DICKSON, Astronaut MICHAEL GRAHAM COX, Nurse MARY KAY, Ferris BRUCE MONTAGUE, Police SGT FRANK PETERS, George Martin DONALD WEBSTER, Ben Agnew NEIL WILSON, Locals ROYSTON TICKNER/MICHAEL DARLOW, Technician RICHARD PESCU, Police Driver WILLAM KENDRICK.

1 - 1 *THOUGHTS OF DEATH*

1 - 2 *DIAGRAM OF DEATH*

1 - 3 *DELTAS OF DEATH*

1 - 4 *GARDEN OF DEATH*

DINOSAPIEN



Picture: Brittney Wilson and Mackenzie Porter on the banks of the Elbow River. Bragg Creek, Alberta. June 2006

Sixty-five million years ago an asteroid impact wiped dinosaurs off the face of the Earth and the age of mammals began. Dinosapien explores what would have happened had some of the dinosaurs survived and evolved into intelligent life.

DinoSapien tells the story of 15 year-old Lauren (Vancouver's Brittney Wilson), whose father mysteriously disappeared on a fossil expedition.

As Lauren struggles to come to terms with his death, she finds comfort in her friends - Courtney (Medicine Hat's Mackenzie Porter), Kit (Vancouver's Bronson Pelletier) and Chris (Watson) - who all work at the dinosaur camp run by her mother.

BBC Post Production London has won editing, grading, finishing and sound work on 15 half-hour episodes of Dinosapien, a new children's high definition co-production for BBC Worldwide and CCI Entertainment. The broadcast partners are the BBC and Discovery Kids (US).

Sixty-five million years ago an asteroid impact wiped dinosaurs off the face of the Earth and the age of mammals began. Dinosapien explores what would have happened had some of the dinosaurs survived and evolved into intelligent life. The programme combines live footage with CGI and requires the BBC Post Production sound team to create sounds from scratch for the animated characters.

With the production team in Canada and the post production team based in the England, the programme is benefiting from an innovative workflow solution based on existing File Transfer Protocol (FTP) technology. The audio scratch effects, the animation and the offline edit are being transferred across the Atlantic via BBC Post Production's FTP site.

Nick Keene, Lead Editor, BBC Post Production says: Sharing files across networks is not new, but sharing files across continents on this kind of scale definitely is for the BBC: around 10,000 -15,000 files travel back and forth per episode, needing around 30 gigs of storage per episode. It is benefiting the production enormously, enabling us to save days in the schedule and deliver work within extremely tight deadlines. Moving media in this way also means we can make the most of the time difference too and upload files in the morning UK time, to be ready for the Canadian team when they arrive at work.

The workflow remains tape-based in part, as it is the most effective way to move material in the early stages. Daily rushes, shot on HD Cam are sent to BBC Post Production London and down-converted to SD. DV Cam copies are then sent back to Toronto for an offline edit. The Avid Bin of the first picture lock, without animation, is compiled and sent to BBC Post Production so the programme can be conformed on Avid Adrenalines in London. After a grading session using POGLE, the animation backplates are sent to the FTP site for the animators to use as backgrounds for the CGI Dinosaurs.

Each episode comprises 6 minutes of CGI animation, provided by Yowza Animation, also based in Canada. The final animation arrives as a sequence of Tiff files for use in the offline edit in Canada and is also put back on the FTP site for use in the 2 nd conform. Once the Offline edit with the final animation is locked in Canada, the Avid bin containing the sequence is sent to London for the final conform using the same Tiff sequence as used in the Canadian offline.

After the final conform, the dialogue tracklay is carried out and the final dub. There will also be a foley mix to make the programme suitable for foreign broadcasters. BBC Post Production is also undertaking all re-versioning of the series for BBC Worldwide.

Dinosapien is set at a Dinosaur Summer Camp in Canada's badlands, where Dr. Hillary Slayton lives with her teenage daughter Lauren. Hillary's husband Alan Slayton was a palaeontologist, who mysteriously disappeared on a fossil expedition into the badlands and Lauren still hasn't come to terms with his death. Lauren is the first human to encounter one of the evolved dinosaurs, which she eventually befriends and names Eno. Lauren and Eno form a special bond. Through Eno, Lauren hopes to learn the fate of her father, and through Lauren, Eno seeks protection from the dangerous Diggers - dinosaurs that are tracking Eno down and trying to kill him. Over two series, Dinosapien will unravel the mystery of the evolved dinosaurs, and reveal the extraordinary truth of what really happened to Lauren's father in the badlands.

BBC Post Production Sound Designer, Kian Wong, is creating sounds for the CGI dinosaurs, drawing on clean animal vocalisations to create sample sounds for the CGI characters. He is using a mixture of animal noises for the sound morphing, such as parrots and vultures for Eno, who is based on a giant bird and walrus and camel roars for the Diggers. As the series progresses, Eno becomes more and more intelligible, as he mimicks Lauren.

Kian says: We needed to find a way for the dinosaurs to communicate without speaking in our language, as the production team wanted them to be as real as possible and blend in with the live footage, rather than standing out as animation. With no subtitles, this was a real creative challenge, but the sound morphing has been really effective.

BBC Post Production has invested in a new sound technology to support the programme - a KymaX from Symbolic Sound in the US, which enables real-time digital sound processing. In addition to creating sounds, BBC Post Production is providing sound editing, adding dialogue, backgrounds, spot effects, music and atmospheres.

Series Produced by Simon Nelson .. Executive producer: BBC (15 episodes, 2007)

Jim Corston .. Producer, Tom Cox .. Executive producer , Jordy Randall .. Producer, Jayne Schipper .. Assistant producer , Rick Siggelkow .. Executive producer.

Series Original Music by Rob Lord.

Series Cinematography by Jan Pester.

Series Film Editing by Peter Light.

Series Casting by Rhonda Fisekci, Derek Barnes.

Series Production Design by John Blackie.

Series Art Direction by Kimberley Zaharko, John Blackie.

Series Costume Design by Jennifer Haffenden.

Series Makeup Department - Samantha Rumball .. Makeup department head.

Series Production Management - Lorenz Augustin .. Production manager.

Series Second Unit Director or Assistant Director - Marc Lougee .. Second unit director , Jess Maldaner .. Set runner.

Mark Ambury .. First assistant director, Tony LaHaye .. Trainee assistant director, Martin Pedersen .. Second assistant director .

Series Sound Department - Ron Osiowy .. Sound recordist.

Series Visual Effects by David Alexander .. Model maker , Kemal Ally .. Lead previs artist , Sonya Carey .. Visual effects production manager, Peter Chrzanowski .. Previs artist, Grant Harris .. Animator , Scott Heatherly .. Animator , Jason Kozsurek .. Lead digital compositor , Keren Kurtz .. Lead lighter / digital compositor / , Shannon Penner .. Animator , Brad Semple .. Animator , Greg Zajac .. Digital compositor, Voytek Kufner .. Assistant animation director , Robert Rozycki .. Visual effect assistant , Andrew Smith .. Animator, Mag Sarnowska .. Digital compositor, Geoff Wheeler .. Animator , Inna Itkin .. Lead lighter.

Peter Denomme .. Executive producer: Yowza Digital Animation, Janice Genn .. Visual effects supervisor, Marc Lougee .. Animation director.

Series Stunts - Tara Howie .. Stunt double: Brittney Wilson.

Series Camera and Electrical Department - Carey Toner .. Camera operator: "a" camera.

Andrew Bako .. Still photographer, Amanda Bartlett .. Second assistant camera, Tim Dutchak .. Gaffer, Donovan Fraser .. First assistant camera , Colin Sheldon .. Camera trainee.

Series Animation Department - Marc Lougee .. Animation director.

Series Casting Department - Alyson Lockwood .. Extras casting.

Series Costume and Wardrobe Department - Jeffrey Fayle .. Costume set supervisor.

Series Other crew - Linda Gee .. Accounting clerk, Marty Hanenberg .. Stand-in, Tara Howie .. Stand-in: Brittney Wilson, Raluca Sheridan .. First assistant accountant , David Benning .. Production assistant.

Bonni Baynton .. Script supervisor, Kim Goddard-Rains .. Production coordinator, Jill Heather .. Assistant production coordinator , Ruth LaBarge .. Head bear trainer, Murray Ord .. Location manager, Andrew Simpson .. Coordinator: bear sequence.

WR. Pat Connolly , Jeff Biederman , David Fox , Rick Siggelkow.

DIR. David Winning, Dean Bennett, Brendan Sheppard, Pat Williams.

EPISODES: 15 **YEAR MADE:** 2007 **COUNTRY:** GB **SEASONS:** 0

ALBERTA FILMWORKS, BBC WORLDWIDE, CCI, DISCOVERY CHANNEL.

CREATOR:

TYPE OF SHOW: ALTERNATIVE WORLDS **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER: 24/03/2007 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Lauren Slayton BRITTNEY WILSON, Nelson Ort BRENDAN MEYER, Dr. Clive Aikens JAMES COOMBES, Danielle Ort ALEXANDRA GINGRAS, Dr. Hillary Slayton SUZANNA HAMILTON, Ten Bears DEAN MANYWOUNDS, Kit Whitefeather BRONSON PELLETIER, Courtney MACKENZIE PORTER, Chris Langhorn JEFFREY WATSON, Marv STEPHEN STRACHAN.

1 - 1 *DAWN OF THE DINOSAUR*

This very first episode of this "Discovery Kids" weekly series introduces us to the regular cast of characters and to some of the dinosaurs.

Wr Jeff Biederman, David Richard-Fox, Rick Siggelkow

Dir David Winning

1 - 2 *WITHOUT A PADDLE*

Lauren and Courtney get lost in the woods.

1 - 3 *MONSTER IN THE WOODS*

1 - 4 *CRITTERS*

1 - 5 *TRAPPED*

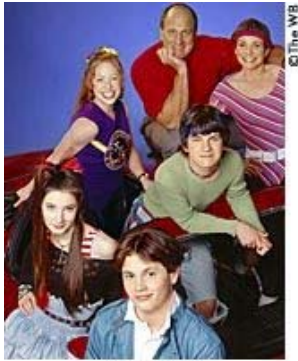
1 - 6 *CAMP VISITORS*

1 - 7 *NO PLACE LIKE HOME*

1 - 8 *ELECTRICITY*

1 - 9 *DINOHUNT*

- 1 - 10 *THE UNDERWORLD*
- 1 - 11 *RESCUE*
- 1 - 12 *THE MASQUERADE*
- 1 - 13 *THE GATE KEEPER*
- 1 - 14 *SAVING ENO*
- 1 - 15 *THE THUNDERBIRD*

DO OVER

'Do Over'

Tagline: Joel Larsen is 14 today. The problem is, he was 34 yesterday.

Thirty-four-year-old Joel Larsen gets a second chance to get his life right, thanks to a freakish accident that catapults him back to 1981. Blessed with adult wisdom, though hampered by adolescent urges, Joel sets out to right the wrongs that will befall his family.

This show is just so much fun. There's no other way to put it. You don't look for accuracy, or wish fulfillment, or deep dialogue or plot.

The show reminds me of when I was in high school - the times that make me sad they're over AND the times that made me cringe. It's fun to watch just to see all the 80s references. It's the kind of fun that That 80s Show SHOULD have been (but SO WASN'T).

The storylines are good, it's fun to think of going back and having the ability to make changes. Or seeing Joel know what happens in the future to the people he knew in high school, while he's back in high school this second time around.

I only wish that it was on a major network so that more people would "fall" into it. Hopefully, it will be found, and watched, by many - so that I can keep on seeing it.

Produced by - Josh Bycel co-producer (as Joshua Bycel) , Alan R. Cohen co-executive producer , Sally DeSipio producer , Jonathan Fener co-producer , Alan Freedland co-executive producer , Mark Ganzel consulting producer , Warren Littlefield executive producer , Marsha Myers consulting producer , Mark H. Ovitz producer , Kenny Schwartz executive producer , Angela Spieles co-producer , Rick Wiener executive producer

Original Music by - Marc Bonilla , Charlotte Caffey (title theme) , Kathy Valentine (title theme) , Jane Wiedlin (title theme)

Cinematography by - Paul Maibaum , Geary McLeod

Film Editing by Rob Starnes

Casting by - Emily Deshotel , Reyna Karp , Susan Vash

Production Design by Michael Baugh (pilot) , Cameron Birnie

Set Decoration by William Vail

Costume Design by Sharon Day

Makeup Department - Nanci Cascio key hair stylist , Peter De Oliveria makeup artist (as Peter DeOliveira) . Angela Gurule hair stylist

Production Management - Wayne Carmona unit production manager , Shane Keller post-production supervisor

Second Unit Director or Assistant Director - Michael Helfand second assistant director , Jay Smith first assistant director

Art Department - Raymond Camaioni construction coordinator (as Ray Camaioni) , Claudia Gilligan

Ivanjack lead paint foreman (pilot episode) , Greg C. Jensen set constructor , Schelley Kiah art department coordinator , Kevin Shanks set dresser , Gregory R. Wolf property master (as Greg Wolf)

Sound Department - Marc A. Gilmartin production sound mixer , Brian Harman sound re-recording mixer , Scott C. Kolden supervising sound editor , Georgi Ramsland music editor , Peter Rand utility sound: episodes 1-5 , David John West sound re-recording mixer (as Dave West)
David John West supervising sound editor (as Dave West) , Mark Relyea adr supervisor (uncredited)

Stunts - Charlie Brewer stunt coordinator , Ann Scott stunts , Kevin Scott stunts

Other crew - Chris Abell assistant to producers , Doug Adams assistant to producers , Ngozi Akbar assistant editor , Yvette Ammon costume supervisor , Ruthie Brownfield casting assistant , Jonathan Brytus assistant to producers , Jonathan Brytus post-production assistant
Paolo Cascio first assistant camera , Wayne Damore script supervisor , Don Duffield key grip , Derek Grover 24p digital imaging technician
Gary Haselbusch chief lighting technician , David A. Herr assistant to producers , Beth Hickman production coordinator , Casey Johnson story editor , Jon Kenney assistant to producers , Elliot Lurie music supervisor , Patty Mann assistant to producers , Kimiko Marr assistant to producers , Antonio Molina transportation coordinator , Helen Mossler casting executive , Caroline Nuttall publicist (2003) , Frederic Perrin caterer , Ron Peterson assistant camera , Sabrina Reilly assistant to producers , Christine Rosenberry assistant to producers , Steven Ross assistant to producers , Jordan Schmidt assistant to producers , Ryan Sheridan digital imaging technician , Jerry Talamantes transportation coordinator , Jenna Kaye Thornsberry location manager , Nichole Utrera production assistant , Karen Von Schimmelmann production accountant , Wayne Williams transportation coordinator (pilot episode) , David Windsor story editor (as David E. Windsor)

WR. Writing credits (in alphabetical order)

Josh Bycel writer (episode "Star Search")
Alan R. Cohen writer (episode "Investing in the Future") (episode "Take Me Out of the Ballgame")
Jonathan Fener writer (episode "Star Search")
Alan Freedland writer (episode "Investing in the Future") (episode "Take Me Out of the Ballgame")
Casey Johnson writer (episode "Block Party") (episode "Chilghetti") (episode "Halloween Kiss")
Marsha Myers writer (episode "The Anniversary") (episode "Joel Larsen's Day Off")
Kenny Schwartz creator
Kenny Schwartz writer (episode "Cold War") (episode "Rock 'n' Roll Parking Lot") (episode "Valentine's Day Dance") (pilot episode)
Rick Wiener creator
Rick Wiener writer (episode "Cold War") (episode "Joel Strikes Back") (episode "Valentine's Day Dance") (pilot episode)
David Windsor writer (episode "Block Party") (episode "Chilghetti") (episode "Halloween Kiss")

DIR.

Bryan Gordon (episode "Halloween Kiss")
Neal Israel (episode "Joel Larsen's Day Off")
Michael Lange (episode "The Anniversary") (episode "Investing in the Future")
Shawn Levy (episode "Block Party")
Allison Liddi (episode "Cold War")
Michael Spiller (episode "Valentine's Day Dance")
Lev L. Spiro (episode "Chilghetti") (episode "Joel Strikes Back") (episode "Rock 'n' Roll Parking Lot") (episode "Star Search") (episode "Take Me Out of the Ballgame") (pilot episode)

EPISODES: 15 **YEAR MADE:** 2002 **COUNTRY:** US **SEASONS:** 1

PARAMOUNT NETWORK TELEVISION PRODUCTIONS, 3 HOUNDS PRODUCTIONS, LITTLEFIELD COMPANY, MHS PRODUCTIONS

CREATOR:

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER: 19/09/2002

AIR DATE OF LAST EPISODE 05/12/2002

SEASON DATE BREAKDOWN:

FILMS:

Joel Larsen PENN BADGLEY, Cheryl Larsen ANGELA GOETHALS, Pat Brody JOAH WISE, Isabelle Meyers NATASHA MELNICK, Bill Larsen MICHAEL MILHOAN, Karen Larsen GIGI RICE, Joel (at 34 years) (voice) (uncredited) TOM EVERETT SCOTT.

1 - 1 *PILOT*

One day Joel Larsen gets home from his boring work as a salesman and finds an ambulance on his doorway. His father was in an accident, but nothing too serious, just some overburned bread. His life is miserable, but it all changes after his sister accidentally shocks him in the head with the ambulance's resurrecting machine and he wakes up on his high school's baseball field. Somehow Joel Larsen is back to 1981, back to his high school days. Believing it's all a big dream, he goes home to what once was a regular (but slightly dysfunctional) American family. His parents are still married, and his sister is only a few years away from substance abuse. The next morning he wakes up and freaks after realizing he's trapped in 1981. To make matters worse, he has an Algebra test, which he flees. He is caught smoking by his principal and still has to face class elections and a speech on which he froze. But this time he knows better, and manages to change his past and win the election. Can this be not as bad as he thought?

Wr Rick Wiener, Kenny Schwartz

Dir Lev L. Spiro

1 - 2 *JOEL STRIKES BACK*

Joel picks a fight with Judd Chulak, the high school bully with huge biceps. Instead of running away from the fight like the old Joel Larsen would do, he decides to take a different approach this time and face the facts like a man - maybe he can even bond with his father a little more, since he never did. It's the chance of standing up for himself, even if it means being beaten and miss the premiere of "The Empire Strikes Back". Knowing he doesn't stand a chance against the guy, Joel calls the police to rescue him, but gets punched anyway when a guy dressed as Darth Vader takes his place on the movie line.

Wr Rick Wiener

Dir Rick Wiener

1 - 3 *INVESTING IN THE FUTURE*

Joel is tired of living short on money so he decides to use his future knowledge to make some big bucks. He gets his "old" job by phone and start to make money by selling paper. All the phone usage raises suspicion on Principal Rudd, who thinks he's selling drugs. He calls in Joel's parents for an urgent meeting, where Joel reveals the truth and decides to quit (even though his father thought it was great that Joel was so young and yet made so much money), because he realized he is not 34 and thus has to live the normal life of a teenager - and not let his best friend down for choosing work over The Blues Brothers concert. He gives the rest of the money for their parents to buy their new hot tub and invest on Intel. But his father won't risk the money on that or on Karen's newest invention: post-its! - no, he prefers to invest it on Beta machines.

Wr Alan Freedland, Alan R. Cohen

Dir Michael Lange

1 - 4 *THE ANNIVERSARY*

Joel makes desperate attempts to call his father attention on his wedding anniversary and try to make him give his mother more attention, because the man who broke up their marriage and later married his mom is just starting to put his moves on Mrs. Larsen. He makes a romantic dinner for his parents with old home made movies from their engagement party and makes his father invade her private ceramic lesson to stop anything from happening between his wife and the teacher, but all he finds is an unfinished cigar holder she was making him. Joel saved his parents marriage, but can he explain why he was hanging out in a bar with his sister after she made fake id's for them?

Wr Marsha Myers

Dir Michael Lange

1 - 5 *TAKE ME OUT OF THE BALLGAME*

Joel is faced with re-living one of the most embarrassing moments of his life: when he made his baseball team lose the game after missing 3 balls. He tries his best to avoid playing at the game, but his efforts are useless. He will have to see his dad yell at him, his mother run away with shame, his sister call him a dork, Holly Kent laugh at him and worse: this time his grandpa, Isabelle (who's having a bad hair week thanks to a bad perm) and TV are there. Joel misses the balls, but instead of running home like before he stays and faces everybody. Turns out his dad was yelling at someone else, his mother just went to pick up sodas from the car, Holly Kent was laughing at some dogs and his sister, well, his sister was really calling him a dork. Facing his failure isn't so bad after all, especially when you discover you were the one who gave Greg Maddux confidence to carry on with his future brilliant baseball career. Pat, on the other hand, isn't so lucky and has gets his wrist broken like before.

Wr Alan Freedland, Alan R. Cohen

Dir Lev L. Spiro

1 - 6 *ROCK N'ROLL PARKING LOT*

Pat makes Joel steal his dad's precious Cadillac and go to the Def Leopard concert so they wouldn't be stuck home "with only three networks". At the concert, Joel uses his smooth talk to buy tickets from a scalper for him, Pat, Isabelle and Holly Kent, who he met at the parking lot waiting outside for her date to come out of the concert. Just as they are about to get in, Joel changes his mind and rescues his sister from the most humiliating night of her life. Unfortunately, he is caught red handed and his parents decide to act tougher on him thanks to melancholic, depressive poem he wrote in English class entitled "Smells Like Teen Spirit" and Cheryl doesn't remember a thing the morning after.

Wr Kenny Schwartz

Dir Lev L. Spiro

1 - 7 *HOLLYWEEN (AKA HALLOWEEN KISS)*

It's Halloween, and Joel has a chance to rewrite what was his first kiss, which he accidentally had with Bonnie, an annoying girl who would end up dating him against his will for 6 months after that. How surprised is Joel when he sees Bonnie at the party she was not supposed to be at, thanks to an invitation made by Pat. In a desperate moment, Joel kisses Isabelle, and convinces her to pretend she's his girlfriend for the night. When he sees Holly Kent break up with her boyfriend of the week, Joel quickly dumps Isabelle, who gets hurt. Joel finally has the opportunity of a lifetime when Holly asks for a kiss, but chooses not to do that when he sees she'd only be doing that to cause jealousy on her boyfriend. They go home and start cleaning the t.p.'s that are all over the Larsen home, since they are "the raisins house" (while Bill and Karen get things heated up in the backyard with Tarzan and Jane costumes), leaving Pat making out with Bonnie and Cheryl trading one loser for a guy who would eventually become a famous cardiologist, if it wasn't for her influence.

Wr Casey Johnson, David E. Windsor

Dir Bryan Gordon

1 - 8 *STAR SEARCH*

When Joel enters a Star Search-like competition using a hit song from the future, he reevaluates whether he should become an accomplished musician the honest way or by stealing someone else's material.

Wr Josh Bycel, Jonathan Fener

Dir Lev L. Spiro

1 - 9 *BLOCK PARTY*

When Joel has the opportunity to change the events of the street block party where his family was ostracized by the neighbors, he tries to teach his father that winning isn't everything. Meanwhile, Joel also attempts to protect Isabelle from having her heart broken.

Wr Casey Johnson, David E. Windsor

Dir Shawn Levy

1 - 10 *COLD WAR*

After butting heads with his father over his curfew, school trips and adult responsibilities, Joel decides to stand up for himself and moves into Pat's home where the rules are more liberal.

Wr Kenny Schwartz, Rick Wiener

Dir Allison Liddi

1 - 11 *JOEL LARSEN'S DAY OFF*

Joel decides he is not going to let turning 15 get in the way of celebrating what should be his 35th birthday, and cuts school with his friends Pat and Isabelle.

Wr Marsha Myers

Dir Neal Israel

1 - 12 *HOT FOR TEACH*

Joel is failing in Biology and his parents think he needs a tutor, who happens to be very attractive. Joel works hard to impress his tutor, Abbey, so that he can ask her out on a date. The two start to spend more time together after Abbey's boyfriend dumps her. Joel gives her advice about how to get over her breakup, hinting that she should take him out. When she does invite him (after she is no longer tutoring him due to Joel going so well in Biology) to see a movie he is shocked to see that she has also invited her ex because of Joel's advice. Later, Joel tracks down Abbey to tell her that she is doing the wrong thing but changes his mind after seeing that she is too "old" for him, he then goes to tell her boyfriend to treat her right. Meanwhile, Pat believes (because of Joel's vague prediction) that he and Isabelle will both break their virginity together. He tires as hard as he can to impress her, with failed results.

Dir Michael Engler

1 - 13 *SHORT CUTS*

Joel Larsen competes in the science fair in order to not flunk the class. He tries to ride the coat-tails of

Andrew Wages, a brainy science kid who supposedly invents the technology for satellite TV in the future and owns millions. The side-story is about the Larsen family coming together after Joel helps them steal cable tv from the Nachman's.

Wr Alan R. Cohen, Alan Freedland

Dir Michael Lange

1 - 14 *VALENTINE'S DAY DANCE*

"It's all about timing", is Joel's motto as he uses his second chance in life to ask Holly Kent to the Valentine's Day dance. Well, that and a red rubber ball, as we later discover as he seizes his moment during a game of Dodgeball, when he steals the woman of his dreams from possessive Gary Ross. Joel also tells his best friend that the girl who said at her High School 10-year-reunion that she always fancied Pat, was a girl called Stacey and so they pair off also. Isabelle finds her man in Todd York with whom she was last seen in a bitter argument at their Model U.N. Conference. When it comes to the crunch during the main dance, Joel is torn between staying linked with Holly, and persuading his parents, who came along as chaperones, that they should be dancing together rather than his father throwing his marriage into the toilet by insisting that Saturday night is always "Poker Night". Which way will he choose?

Wr Rick Wiener, Kenny Schwartz

Dir Michael Spiller

1 - 15 *CHILGHETTI*

When Joel's mother comes up with the idea of tying string around the top of a trash bag, which he labels "Synch-sacks", Joel figures it's high time his father actually took her inventions seriously. Joel chooses his time carefully, opting for scaring the man half to death during his first driving lesson, given that he now has 20 years of driving experience behind him. Bill finally relents, but the disaster that unfolds is "Chilghetti", a mix of chili and spaghetti. It's not available in the 21st century, so compared to the other inspirations she's had, this one surely can't be a winner? Meanwhile, Isabelle is set for a disaster of her own as she plans to audition for Scarlett O'Hara in a school production of "Gone With The Wind". Joel has knowledge about the audition which, unless it's stopped, will make for a moment that will haunt her until the end of her school days. At the end as the family go ahead and begin to put Chilghetti on the market, they make a toast to an uncertain future. If only this show had had a future.

Wr Casey Johnson, David E. Windsor

Dir Lev L. Spiro

DOCTOR WHO



Doctor Who is the longest running science fiction show in the world. In fact, the 26 years that it was in continual production also makes it the longest running prime time drama series. The premise of the show is quite simple: a man and his companion(s) travel around space and time having adventures in a London police box. The man is known as the Doctor- there is no character named Doctor Who. The Doctor is a Time Lord, an alien being from the planet Gallifrey who on the outside appears quite human. His companions numbering from one to three almost always include at least one attractive young lady. The London Police Box is not really a police box but rather the Doctor's TARDIS, a combination spaceship and time machine that can go anywhere and anywhere in the whole universe.

The TARDIS also has the ability to blend in with its surroundings by assuming a shape that will not stick out. Unfortunately the Doctor's TARDIS was stolen by him while awaiting repairs and this feature along with the navigation controls doesn't work. The Doctor's TARDIS is stuck in the shape of a London police box, a big blue box slightly larger than a phone booth with a light on top. Police boxes were quite common in London in 1963 when Dr. Who premiered but they have now vanished. This was a purely economical move on the producers' part, since a new TARDIS design would not need to be constructed for each new planet visited.

Doctor Who is known as the longest running SF show in the world starting in 1963 and finishing in 1989 with a staggering 26 seasons. Not even the long lasting Senti shows of Japan have reached that yet but it won't be long before they do. There have been several related spin-offs of Doctor Who - the televised K9 & Company, the videos Wartime, Downtime, Shakedown, Auton, Mindgame & the PROBE series, the radio dramas "Slipback", "The Paradise Of Death" and "The Ghosts Of N-Space", one record "The Pescatons", a CD drama, "The Sirens Of Time", and hundreds of books from "Virgin Publishing" and "BBC Books".

In this long running UK SF TV series for children, the Doctor, generally known as Doctor Who because of the show's enigmatic title (it is not actually his name), eventually was revealed as a TimeLord, who travels back and forth in time and space. He is accompanied by various people (sometimes teenagers, sometimes men, usually young women), in his time machine, the TARDIS, an acronym for Time And Relative Dimensions In Space. Stories have varied in length from 1 to 14 episodes, the most common length through being 4 or 6 episodes.

The first episode (Nov 1963) concerned a young girl who puzzles two of her schoolteachers with her unusual knowledge of history. They follow her into what appears to be a police telephone box but is in fact a time machine (whose interior is many times larger than its exterior) owned by her irritable and eccentric grandfather, the Doctor. As the machine cannot be properly controlled they are all whisked off to the Stone Age, where they remain for the following 3 episodes.

The series had a modest following at first; it was not until the second story, "The Daleks", written by Terry Nation, that it achieved mass popularity, mainly because of the introduction of the Daleks. Until 1990 the series returned to UK TV every year. It was not introduced to US TV until the Tom Baker episodes that were played there in 1982, when it quickly developed a cult following. (A previous attempt in the 1970s to export the programme to the USA a package of the Jon Pertwee episodes had flopped.)

Because the Doctor has the ability periodically to regenerate his entire body, the series has been able to outlast its original star, the crusty William Hartnell, and to introduce a succession of new leading men: Patrick Troughton (Nov 1966-June 1969), Jon Pertwee (Jan 1970-June 1974), Tom Baker (Dec 1974-Mar 1981), Peter Davison (Jan 1982-Mar 1984), Colin Baker (Mar 1984-Dec 1986), Sylvester McCoy (Sep 1987-1996) and Paul McGann (1996). Peter Cushing took the role in two films, Dr. Who and the Daleks (1965) and Daleks : Invasion Earth 2150 A.D. (1966); Richard Hurndall took the place of the late Hartnell in The Five Doctors (1983); and Michael Jayston played the Doctor's evil incarnation from the future in the 14-episode The Trial of a Time Lord (1986).

While the b/w episodes featuring Hartnell and Troughton are spikier and stranger, the show probably hit its peak between the Pertwee and Davison versions, with Tom Baker's long-lived, Harpo-Marxish Time Lord the most popular of all and the writers of the 1970s gradually revealing more of the secrets of the Time Lords that had been hinted at since the first. In the late 1980s the show lost direction (some say thanks to the tiredness of John Nathan-Turner's regime as producer, begun 1979) and the BBC experimented with it -- lengthening it, moving it from its long-established Saturday teatime slot to a weekday, and, finally, putting it on an indefinite suspension where, neither cancelled nor renewed. A 30th anniversary TV programme planned for 1993 was shelved at the last minute, though there was a Doctor Who radio drama in 1993. While early seasons were 10 months long, in the 1970s most seasons were 6-7 months, and from 1982 they were 3 months.

Although the programme has long since settled into a pattern, with stories usually featuring at least one monster, there has been plenty of room for experiment. The authors have unblushingly pirated hundreds of ideas from Pulp-Magazine TV, but often make intelligent and sometimes quite complex use of them. It seems probable that, certainly in the 1970s, the programme attracted as many adult viewers as children. With the increasing sophistication of the scripts and the expertise of the special effects and make-up, from which many other programmes could learn a great deal about what can be done on a low budget, DW became a notably self-confident series, juggling expertly with many of the great tropes and images of the genre. It is the most successful Space Opera in the history of TV, not excluding STAR TREK. Storylines often feature political satire. At its worst merely silly, at its best it has been spellbinding.

Producers of the series after Verity Lambert (who lasted into the 3rd season) have included Innes Lloyd, Peter Bryant, Barry Letts, Philip Hinchcliffe, Graham Williams and John Nathan-Turner. Story editors, all of whom have written episodes, have included Dennis Spooner, Gerry DAVIS, Derrick Sherwin, Terrance Dicks (1968-74), Robert Holmes, Anthony Read, Douglas ADAMS, Christopher H. Bidmead, Eric Saward (1982-6) and Andrew Cartmel. Other writers have included Terry Nation, David Whitaker, John Lucarotti, Brian Hayles, Kit PEDLER, Malcolm Hulke, Don Houghton, Robert Sloman, Bob Baker and Dave Martin, Robert Banks Stewart, David Fisher, Stephen Gallagher, Johnny Byrne, Terence Dudley, Peter Grimwade, Pip and Jane Baker, and Ben Aaronovitch.

There are now very many spin-off books from the series, ranging from episode guides through annuals, encyclopedias, scholarly studies and published scripts to a TARDIS cookbook. There is a magazine, Dr Who Monthly, with more than 160 issues. All but four stories have now been novelized, with 156 titles published from the 1970s through late 1990s. (The un-novelized scripts are "The Pirate Planet" & "Shada" by Douglas Adams, "City of Death" by Douglas Adams and Graham Williams writing as David Agnew, "Resurrection of the Daleks" by Eric Saward and "Revelation of the Daleks" by Eric Saward. In 1991, most existing scripts having been novelized, a post-tv sequence of releases, The New Doctor Who Adventures, was instituted, the first sequence being the Timewyrm series: Timewyrm: Genesis * (1991) by John Peel, Exodus * (1991) by Terrance Dicks, Apocalypse * (1991) by Nigel Robinson and Revelation * (1991) by Paul Cornell. A comprehensive Doctor Who bibliography would itself be book-size.

'If you could touch the alien sand and hear the cries of strange birds, and watch them wheel in another sky would that satisfy you?' (The Doctor)

When a grouchy Time Lord, tired of the discipline and order of his home planet, Gallifrey, first stole a clapped-out TARDIS and fled with his granddaughter, he started a myth that has become embedded in television history.

Doctor Who has been the backbone of British TV science fiction for 26 years, an amazing legend of heroes and villains that has touched the dawn of time and peered over the edge of the universe. It has been the mother ship for much of the creative talent to emerge in television fantasy over the past three decades - nearly everyone who's anyone has worked on the show.

Doctor Who was created in 1963 by the BBC's new Head of Drama, Sydney Newman. He had come to the Corporation from ABC Television where he had produced the successful Armchair Theatre, activated The Avengers and launched the ITV Sunday space sagas, Target Lurta and Pathfinders (see separate entries).

As the new serial was to be for children, Newman wanted Doctor Who to have a high educational content in which the Doctor's travels would unroll the tapestry of history for his young audience. The space stories, too, had to be based on factual knowledge. And, quite definitely, no BEMs (Bug-Eyed Monsters). Almost immediately, producer Verity Lambert and script editor David Whitaker turned up with Terry Nation's Daleks and another legend was born, with as much carpet worn out behind the country's sofas as in front of them.

By turns frightening and cosy, bleak and humorous, innovative and traditional, silly and cerebral, Doctor Who evolved a format which allowed it to do anything, go anywhere, with only the mode of transport unchanged - the TARDIS (Time And Relative Dimension In Space), forever frozen as an old-fashioned police box.

The series' flexibility lay at the heart of its success and longevity, and crucial to that has been the changing face of the Doctor himself. When William Hartnell, the original Doctor, became too ill to play the part, the show faced a crisis - adapt or die. It adapted, by bringing in a new actor and explaining the change as a process of 'regeneration'. So far, with the advent of the latest movie, the Doctor is in his eighth incarnation and is allowed five more by the series' own Time Lord mythology. After that? Who knows. Eight so far, though, and all different:

William Hartnell made him a man of mystery, a rather forbidding, tetchy Edwardian eccentric. Patrick Troughton turned him into a Chaplinesque hobo in a funny hat and baggy check trousers, given to bursts of irrational behaviour to confound all his foes. Jon Pertwee brought a dash of the flamboyant dandy, all swirling cloaks and ruffled shirts as he raced to the rescue in his yellow roadster, Bessie.

Tom Baker took him back on the galactic road as a wide-eyed, curly-haired, grinning Gallifreyan rebel, an intellectual Bohemian in a floppy hat and flowing scarf. Peter Davison was the most vulnerable - mild-mannered and sensitive, he wore his hearts on his Regency-coated sleeves and listened to his conscience. Colin Baker's sixth Doctor was deliberately pitched to the other extreme - arrogant, brash and abrasive - in a self-conscious effort to be different. Sylvester McCoy energetically steered the character out of the show's most troubled period since it was nearly axed by Michael Grade back in 1985. But with seasons lasting just 14 episodes, it became much harder to establish a presence than in the old days when Doctor Who ran for up to ten months of the year.

Paul McGann, with his long hair, Edwardian-style frock coat, glittery waistcoat and silk cravat, embodies the adventurer ideal - handsome, rugged but with a childlike zest for life. But however often he appears, the Doctor has never really travelled alone. Right from the start he has shared his adventures with one or more companions, many of whom have become nearly as famous as the Time Lord himself.

At first there were the schoolteachers, Ian and Barbara, plus his granddaughter, Susan. Then the accent settled firmly on youth - mostly attractive and female. The Who Girls have included the orphaned Victoria, brainy Zoe, scientist Liz Shaw, leggy Jo Grant, savage Leela, TimeLady Romana, the Aussie 'mouth on legs' Tegan, curvy Peri, strident Mel and the streetwise Ace, and questionably the most popular female companion, journalist Sarah Jane Smith. They've run the gamut of female stereotypes from the screamers and ankle sprainers to the stubborn, independent misses. There have been far fewer male companions, but the best have been the young Scot Jamie, the artful dodger Adric and the ambivalent alien Turlough. Not forgetting, of course, the loyal men of UNIT, led by Brigadier Lethbridge-Stewart, and the canine robot, K9.

And the show has spawned many memorable villains and monsters in its 26 years. Top of the list are the Daleks - 'little green blobs in bonded potycarbide armour' - and their creator Davros; others include the Cybermen, the Sontarans, the Ice Warnors, the Yeti, the Autons, the Sea Devils, the Terileptils, the Tractators, the slug-like Sil and the confectioner's nightmare, the Kandyman. Then there are the humanoid villains, led by the Doctor's indestructible nemesis, the Master. He's one of several renegade Time Lords who have troubled the Doctor - others have been Omega, Borusa, the Rani and the Valeyard.

Danger has also come from without: in its time Doctor Who has been derided by critics, vilified by squeamish watchdogs and seen its audience ebb and flow. Its highest average viewing figure was 14.5m for the 1979 story *City of Death* (peaking at 16.1 m for episode four), the lowest just 3.1 m for the first episode of, the season 26 opener, *Battlefield*.

Since the 26th and last season ended in 1989, there were constant rumours of a comeback for the Time Lord, with Spielberg's Amblin Company in the frame at one time. Meanwhile, *Dimensions in Time*, a 3D 'adventure set in EastEnders' Albert Square, was made for 1993's *Children in Need* appeal; two radio stories were aired starring Jon Pertwee - *The Paradise of Death* in September 1993, and *The Ghosts of N-Space* in 1996, and a 30th anniversary documentary, *30 Years in the Tardis*, materialised in November 1993.

The big breakthrough finally came in May 1996, with a BBCWorldwide/Universal Television TV movie, starring Paul McGann as the Eighth Doctor, Julia Roberts' brother Eric as The Master, and Sylvester McCoy, briefly reprising his role long enough to pass the baton to McGann.

If just getting the movie made was a triumph for executive producer and long-time fan Philip Segal (a veteran of *ER*, *seaQuest* and *Earth 2*), the Doctor Who for the Nineties was always going to be controversial - unashamedly aimed at the US market, as it inevitably had to be if the franchise was going to be revived. Much of the \$3million budget went on creating a spectacular TARDIS interior, elaborately designed with more than a hint of Jules Verne. However, to link the new to the old, props from the BBC series were scattered around as reminders.

Despite Segal's reverence for Doctor Who's heritage, many British fans remained unimpressed by the international version with its slick American touches such as a motorbike chase through San Francisco and the Doctor's first screen kiss, and bemoaned the loss of the eccentric, low-budget British feel. Its ultimate success - nine million viewers in the UK - can only be judged on whether the movie spawns a series. Fans held their breath. America's Fox network held an option.

Since no one actor would want to be tied down to the same role for 26 years, the producers devised a cunning means which would allow a new actor to take over as the Doctor when the old one got tired of the role. This was accomplished by giving the Time Lords, as a race, the ability to regenerate their body when it became old or injured. This new body has a completely different appearance and is accompanied by a slight change in personality. To date, the Doctor has regenerated seven times, with eight actors bringing their interpretation of the role to the screen.

They are: Doctor #1. William Hartnell, The First Doctor was an eccentric old man whom we knew little about. The first Doctor's stories tended to be a mixture of historical stories and interplanetary adventures. In the historical stories the Doctor and his companions would encounter famous figures from the Earth's past. These tended to be the pseudo educational variety attempting to accurately portray the past. It as the 'pure' science fiction stories that proved to be the most popular and shortly after Hartnell left the show the historical stories were dropped.

Doctor #2. Patrick Troughton. Being the first actor to inherit the role. Patrick Troughton had to let the audiences accept him as the Doctor. He played the role in direct contrast to Hartnell's style- much more friendly and not always serious, which allowed his enemies to often underestimate him His most popular companion was Jamie. An 18th century Scottish lad who shared all but one of the second Doctor's adventures. Due to a massive purging at the BBC archives only 6 of Troughton's 21 stories exist in their entirety.

Doctor #3. Jon Pertwee, Jon Pertwee began his tenure as the Doctor exiled to Earth by the Time Lords. Always impeccably dressed. Pertwee was a man of action. While on Earth he became the scientific advisor to UNIT (United Nations Intelligence Taskforce) an organisation formed in the Troughton years. Confined to Earth as he was. the UNIT stories took on two basic plotlines: battling alien invaders or mad Scientists. After three years of being confined to the Earth, the Doctor was given back his freedom for helping the Time Lords in The Three Doctors. Pertwee's last two years consisted of a mix of UNIT stories and interplanetary adventures. His most popular companion was Jo Grant an assistant assigned to him at UNIT whom he originally did not want. The men from UNIT: Brigadier Lethbridge Stewart, Sgt. Benton and Captain Yates were also around for many of the Pertwee stories.

Doctor #4. Tom Baker. With his traditional outfit of floppy hat, overcoat and long scarf Tom Baker is the actor most associated with the role to American audiences. To date, he is the actor who stayed with the role the longest, seven years. His bohemian style did not endear him to various authority figures that he met in his travels. A few of the early Tom Baker stories had the Doctor involved with UNIT: however, he soon took to wandering the universe full time. Tom Baker's most popular companion was not a humanoid being. but rather K-9 a robot dog. K-9 proved to be so popular that after he left the show he was awarded a one shot special of his own: Entitled K-9 and Company. K-9 and Company also featured Tom Baker's most popular human companion journalist Sarah Jane Smith. Other companions of Tom Baker included Leela a savage warrior and Romana a fellow Time Lord who regenerated during her tenure on the programme.

Doctor #5, Peter Davison, Peter Davison was the youngest actor to portray the Doctor. Davison's Doctor was mild mannered and somewhat naive. He tended to wait a while before devising a plan of action. Among his more popular companions were: Tegan, a brash Australian airline stewardess, Turlough. an enigmatic young man who was in the employ of one of the Doctor's enemies when first introduced, Nyssa, an alien princess and Adric, who died saving the Earth: both were introduced in the Tom Baker's last season.

Doctor #6. Colin Baker. Colin Baker's portrayal of the Doctor surely wins the award for most outlandishly dressed: his multi-coloured coat would stand out in any crowd His characterisation was the least likeable. bringing out the Doctor's alien qualities. He was often crude and obnoxious to everyone, including his companions. The companion who was with Colin Baker throughout most of his run was Peri, the Doctor's first American companion who had a penchant for whining. Colin Baker never had a proper regeneration story due to the fact that he was let go from the show as part of a 'quick fix' when the show was threatened with cancellation.

Doctor #7. Sylvester McCoy. Despite having been on the show for three years, Sylvester McCoy has only had a dozen stories to his credit. His incarnation of the Doctor is a somewhat hyper character. He tends to spout off old sayings incorrectly. McCoy's most companions have been Mel and his current one Ace. Ace is a young woman who is not in the screamer mold of many earlier companions- she would rather blow the bad guys up.

Doctor #8. Paul McGann. McGann has appeared in only one story as the Doctor. That one story, however, was an American attempt at reviving Doctor Who as a big budget TV movie. The most noteworthy thing about McGann's portrayal of the Doctor is that his Doctor did get romantically involved with his female companion, something that had never occurred in any of the episodes produced in the United Kingdom.

The Doctor's adversaries also contributed to the popularity of the series. The most popular of these being the Daleks. Introduced in the second serial (*The Dead Planet*) the Daleks are mutated creatures who live in big rolling canisters. Their call of 'exterminate' gives some idea of their ultimate goal: domination of the universe. The Doctor in each of his incarnations has defeated the Daleks, so often that he has become their number one enemy. In the Tom Baker era the Daleks' creator Davros was introduced, he would also return to plague the Doctor. The Daleks proved so popular that two feature films were made based on the first two Dalek stories. *Dr. Who and the Daleks* and *Daleks-Invasion Earth 2150* both starred Peter Cushing as Doctor Who. In the movies Doctor Who was an eccentric Earth scientist who had discovered the secret of the TARDIS.

Other popular villains on Doctor Who include: The Cybermen, half organic / half mechanical creatures who wish a similar fate to befall all other life forms. The Sontarans, a race of clones bent on galactic conquest. The Master an evil renegade time lord who delights in matching wits against the Doctor. The Master first appeared during the Jon Pertwee era played by Roger Delgado and came back to haunt later incarnations in the regenerated form of Anthony Ainley.

Doctor Who first appeared in the United States in the mid 1970's when 13 of the Jon Pertwee serials were placed into syndication. Appearing mostly on PBS stations, the series had limited success and further episodes were not immediately seen. In the late 1970's somebody decided to try again and the first 4 series of Tom Baker episodes were placed into US syndication. To help the American audience understand what was going on, these episodes featured character actor Howard DaSilva as the narrator explaining the finer points of the show. These episodes were also cut for broadcast on commercial stations and had scenes from the next episode included. These episodes proved successful, most of the time running on PBS stations that did not fare too well with the Pertwee episodes. Since then, all of the complete serials have been made available. Some US stations have aired *Dr. Who* in omnibus editions with a whole story being broadcast, without the cliffhangers, in one evening. Other stations run it five nights a week in its original cliffhanger form. In most areas each serial has been rerun several times, a far cry from the treatment the show has received on the BBC where repeats of old stories are all but non-existent.

Although Doctor Who has not been officially cancelled, its future does not look good. No new regular episodes have been produced since 1989! A continual decline in the stories (both in quality and quantity) during the 1980's may have left the BBC feeling that the show has run its course. In what looked as if it might be the final epitaph for Doctor Who, a juvenile educational series entitled: *Search out Science*, had the Doctor appearing with his companions Ace and K-9. This turned out not to be the Doctor's last appearance. A 30th anniversary feature length special was announced in mid 1993, for airing.

Designers for the series were Raymond Cusick, Jeremy Davies, Roderick Laing, Spencer Chapman, John Wood, Barry Newbery, Richard Hunt, Michael Young, Stuart Walker, Peter Kindred, Derek Dodd, Colin Shaw, Malcolm Middleton, Evan Hercules, Ian Watson, Paul Allen, Ray London, Roger Ford, Tim Gleeson, Colin Green, Ian Rawnsley, David Spode, Nigel Curzon, Philip Lindley, Austin Ruddy, Dick Coles, Jon Pusey, Janet Budden, Malcolm Thornton, Bernard Lloyd, Jan Spieczynski, John Anderson, Marjorie Pratt, John Anderson, John Ashbridge and Martin Collins.

Producer for the series was Verity Lambert, John Wiles, Innes Lloyd, Peter Bryant, Derrick Sherwin, Barry Letts, Philip Hinchcliffe, Graham Williams, John Nathan-Turner. Associate producer was Mervyn Pinfield. Story editors are David Whitaker, Dennis Spooner, Donald Tosh, Gerry David, Peter Bryant, Victor Pemberton, Derrick Sherwin, Terrance Dicks, Robert Holmes, Anthony Read, Douglas Adams, Christopher H. Bidmead, Eric Saward, Andrew Cartmell. Executive producers was Barry Letts.

A 15 minute sketch item with various famous guests playing the Doctor took place as part of BBC1's celebrations for its annual Red Nose Day charity appeal, this 15 minute presentation entitled *Doctor Who and the Curse of the Fatal Death*, was intelligently written playing on the whims of the know large Doctor Who fan base. With high ratings this sketch was a big success, it was shown on the 19th March 1999. This sketch has also been released on Video with extra footage.

Over time many adults in Britain began to watch the Doctor Who serial while at the Pub, on the way home from work, or in the case of many tradespeople, as they were waiting for the next job. BBC began to upgrade the special effects and spend considerable more time in preparation of both the sets and the actors.

Surprisingly, and despite the cheap visual effects (both in appearance and cost), *Dr. Who* was a fantastic success when brought over to the U.S. by Public Television. This was especially true in the 1980s when the

incomparable Tom Baker brought humor and his particular version of The Doctor to the television screen. While confined to more trendy areas of the U.S. Dr. Who has today an enormous fan club despite going out of production in 1990. It holds the record today for the longest running single science fiction series on television (Star Trek could be thought as the holder of this title, but is comprised of four separate serials spanning a theme rather than a set of common characters do is disqualified).

Not satisfied to continue to show the kiddie program Dr. Who, BBC has shown a number of SCI-FI greats. Among the top would have to be BLAKES 7 a story about renegades fighting the evil forces of Earth's Federation and the vicious Servalan, Supreme Commander and later President (probably killed the original President I don't wonder).

As series of CD entitled Audio Adventures in Time and Space also featured various Doctor Who characters for audio adventures, stories included, #16 - The Search, #15 - Zygons: Homeland, #14 - The Time Travellers.

Dr. Who featured a Time Lord from another planet who traveled through time and space and encountered a variety of dangers. Dr. Who had the ability to regenerate himself (taking on new appearances), which was a convenient way to recast actors when they grew tired of the role. William Hartnell, Patrick Troughton, Jon Pertwee, Tom Baker, Peter Davison, Colin Baker and Sylvester McCoy played Dr. Who over the years. The series' cult following began in North America when the series was exported to the U.S. in the early 1970s. Despite the show's modest production values, its charm attracted guests such as Jean Marsh, Honor Blackman, Richard Todd, Michael Gough and John Cleese.

When the Borg first arrived in Star Trek: Next Generation, Doctor Who fans might have been forgiven for finding something familiar about these cybernetic enemies. They might have thought back to stories such as 'Silver Nemesis', 'Earthshock' or 'Revenge of the Cybermen' and realised that the Borg are nothing more than Cybermen who've seen 'Hellraiser 3' too many times.

The Borg come across as archetypal intergalactic colonists: they turn up in your home and make you do things their way. Although they dress up that word "conquest" and call it assimilation, conquest it remains. But for the Cybermen it has always been about survival.

One thing common to both races is the portrayal of their science's progress. The Borg have had less time to change. They really only manage a post-First Contact makeover where they lose the anaemic look and put some (body else's) life into their cheeks. The Cybermen have had a lot longer.

If you look at the production values that shaped these Cyber-amendments, you find that the difference was made by budgets, designs and what was cheap at Woolworths that week. The first time you see the Cybermen, in the 1966 episode 'The Tenth Planet', you can easily believe they used to be human. With their bandaged faces and flesh-and-bone hands, their horror is that this process has only just finished. These monsters have the macabre fascination of accident victims, and if you could smell them, they'd smell of hospitals. Unlike their successors, their form isn't about being bulletproof or gold protected. It's about survival.

Of course it's also this form that shows why the Cybermen never had a battle cry when they hefted up their Cyber-weapons: the cry would soon have become "oh dear, my hands have come off again". It's all very well using the hands as a kind of Humanity Inside badge, but this was very quickly replaced when the Cybermen met the Doctor again. Change, my dears, and not a moment too soon.

There is a curious sporting motif to the development of the Cybermen's appearance. There are the baseball boots of 'The Moonbase'. The Cybermen awakening in their Tombs sport those plastic golf balls on their joints that kids liked so much: not because they flew well, but because you got to use Dad's golf clubs with them. And in Silver Nemesis, we encounter the Cybermen First Eleven with their cricket gloves. But in the reality of the programme, these are the signs of a race that have made the most significant change of all to themselves: they have stopped the natural process of evolution and made it their own. Any changes that happen now, happen on their own terms. Survival. The universe had better watch out.

Q, Who created the sound effects for Doctor Who?

A, Brian Hodgson started off the series, Dick Mills took over in 1972 and created all the effects for the series from then onward. Both worked at the BBC Radiophonic Workshop.

The Radiophonic Workshop was set up in 1958 to create special sounds to heighten the impact of radio drama. The potential of these sounds was soon spotted by Spike Milligan, at that time writing and performing in the Goon Show. Ever heard 'Major Bloodnok's Stomach'? That sound effect was created at the Workshop and Dick Mills worked on it.

Naturally 'the Television Service' (as it was then known) wanted to use this Radio facility. 'Quatermass and the Pit' was the first TV programme to use the Workshop and by the time Doctor Who started in 1963, Producer Verity Lambert was quick to realise that the Workshop was the ideal place to go to acquire that distinctive new 'sound feel' the show needed.

By 1972 Brian Hodgson, who created such memorable sounds as the 'Tardis landing', wanted to move on to other work. Dick Mills, who had already worked on earlier episodes such as 'Tomb of the Cybermen' and 'The Power of the Daleks', was happy to take over. His first Doctor Who season kicked off in collaboration with composer Dudley Simpson. Dudley wrote the music, Dick did the special sounds. In those days they worked from the script of the episode, visiting the studios at Television Centre to see just how big (or small) the monsters were so that the sound was just right. Dick remarks that they had to be very careful about sound continuity. If a particular monster had appeared in a previous series there would be letters of complaint if the sound effects had changed in the meanwhile. One wall of Dick's studio was entirely covered by reels of tape housing every sound used in every episode from day one!

1. Writer Terry Nation wrote the story of the Daleks' origins after producer Barry Letts and script editor Terrance Dicks had rejected his original submission for the season, which they felt recycled too many plot elements from previous adventures.
2. The story re-wrote Dalek history, which had previously been explored in the 'TV Century 21' comic strips, which detailed an entirely different version of events, (something that the writer of a letter to the 'Radio Times' took great delight in pointing out!) Other versions of the story had been published in various books published during the height of Dalekmania, in the mid-sixties.
3. The story was directed by 'Doctor Who' veteran David Maloney, who had been working on the series on and off since 1964. He'd previously directed four stories, (including 'Planet of the Daleks'), and is widely regarded as one of the series' most talented directors.
4. The exterior scenes, depicting the Skaro wastelands, were first to be shot, in January 1975, at Dorking Lime Works quarry, Bletchworth, Surrey. The rocket scenes for episodes two, three and four were shot next, on film, at Ealing. The remainder of the story was taped at Television Centre, wrapping on 25th February 1975. The story was the last to be recorded for season twelve. (The season was recorded out-of-sequence: 'Revenge of the Cybermen' was shot before 'Genesis of the Daleks').
5. Maloney's gritty approach drew some criticism from the National Viewers and Listener's Association. Their President, Mary Whitehouse, cited the series as tea-time brutality for tots, and asked the Annan committee on the future of broadcasting to ensure that the series was moved to a post-watershed timeslot. A series of letters in the 'Radio Times' supported the NVLA's concerns, which were rebutted by Tom Baker and members of the production team. Nation, however, was quoted as saying that the finished story wasn't suitable for his two young children
6. 'Genesis of the Daleks' originally formed the third quarter of a plot arc in which the Doctor, Harry and Sarah were separated from the TARDIS after they arrived on a space station containing the last vestiges of humanity, in suspended animation.
7. Michael Wisher appears as Davros, one of the series' most memorable creations. Wisher had appeared in several previous stories, including notable roles in 'Carnival of Monsters' (as Kalik), and as Rex Farrell in 'Terror of the Autons'. Wisher had contributed Dalek voices to the three previous Dalek stories (and also provided Dalek voices of 'Genesis')
8. Several of the stories' actors went on to feature in long-running and popular TV series: James Garbutt (Ronson) appeared in 'When The Boat Comes In' (eventually produced by Maloney); Tom Georgeson (Kavell) featured in 'Boys From the Blackstuff', and played Harry in 'Between The Lines'. Guy Siner (Ravon) and Hilary Minster (Thal Soldier) both featured in the popular BBC sitcom 'Allo Allo'. Stephen Yardley (Sevrin) starred in 'Howard's Way' and was 'The XYY Man'. He also appeared in the 1985 story 'Vengeance on Varos', as Arak.
9. The story is a firm favourite with fans, aided, no doubt by regular exposure: The story was one of the first to be repeated, in an edited 86-minute version, on 27th December 1975. It was subsequently re-shown in two 45-minute episodes, as part of the 'Doctor Who and the Monsters' series of repeats in 1982, and was last shown, on BBC TWO, in its original episodic version, in January and February 1993. It's also been novelised, and, uniquely, turned into an LP, which was linked by narration by Tom Baker, and released by BBC Records in 1979.
10. 'Genesis of the Daleks' was originally transmitted in March and April 1975, almost a quarter of a century

ago! - when it drew an average audience of 9.56 million viewers.

Doctor Who is enjoying a renaissance on terrestrial TV. It's apt that the BBC chose to begin the BBC TWO repeats with the first Pertwee episode, because this was a rebirth for the series itself, as well as for the Doctor. How radical did Spearhead from Space seem to viewers in 1969? Just how different was this new Doctor?

It may have been called Doctor Who, but the name of the show and the appearance of the TARDIS would have been about the only things recognisable about it. When people talk about the Doctor, they will often mention that he has two hearts, or that he comes from the planet Gallifrey, or that his most evil nemesis is the Master, but all these aspects of Doctor Who lore were yet to reach the screen when Pertwee started in the role.

Back then, the series was essentially just the adventures of a human-looking alien time traveller. With The War Games, the Doctor returned, for the first time on-screen, to his home world (still unnamed at that point) and it was revealed that his people were called the Time Lords. The programme had been running for six years, as had the Doctor, but finally his people caught up with him and he was put on trial. It was the end of an era, the end of Doctor Who as the audience knew it.

When Doctor Who returned six months later, it was as different to what had gone before as the 1996 Paul McGann TV Movie was to the last Sylvester McCoy story, Survival. Audiences at the time must have wondered whether they were watching the right series - the differences were numerous.

For a start, the series looked much better than it had done when Troughton played the Doctor. For the first time, Doctor Who was in colour. Even the production staff took a while to get used to this - for instance the old TARDIS console prop is used at first. The old TARDIS looked fine in the black and white episodes, but in colour it is revealed to be green! As in many programmes at that time, colour was such a novelty that it was somewhat overused, meaning the clothes and sets used now look rather garish. As well as being in colour, Spearhead was shot entirely on film (the only Doctor Who story which was), giving the whole programme a big budget feel.

The character of the Doctor was rather different to what the public had seen before. The Doctor who fell out of the TARDIS in episode one of Spearhead was taller, brasher and less approachable than his predecessor, and this was a fact that Spearhead played on to great effect. Because the end titles of The War Games had come up before the regeneration was complete, the viewer never saw the face of the new Doctor, meaning that throughout Spearhead the viewer is left wondering whether this really is the Doctor, or whether he was an imposter.

1. Some of the extras appearing as plague victims at the railway station refused to fall down, while wearing their own clothes, until they were promised dry cleaning expenses!
2. A couple of notable Doctor Who regulars appear in the story. Peter Miles makes his first appearance in the series, as Doctor Charles Lawrence. He would later appear in 'Invasion of the Dinosaurs', 'Genesis of the Daleks' and in the radio play 'Paradise of Death'. Norman Jones, who plays Major Baker, also appeared in 'The Abominable Snowmen' and as the evil court astrologer Hieronymous in 'The Masque of Mandragora'.
3. Locations used for the story include Godalming High Street (for episode one's shots of the Doctor and Liz in Bessie), Marylebone Station (for the plague scenes in episode six) and MOD-owned Hankley Common, Rushmoor, Surrey.
4. Due to ongoing strike action among scenery-shifting crews - the dispute that forced 'Spearhead From Space' to be shot entirely on location - 'Doctor Who and the Silurians' had an unusually long production schedule: rehearsals began on the 10th of November 1969, and studio recording wrapped on 26th January 1970.
5. Director Timothy Combe had worked as an assistant floor manager on several early 'Doctor Who' stories: 'The Keys of Marinus', 'The Reign of Terror' and 'Evil of the Daleks'. In 1969 he attended the BBC's Director's course, and, by the time he directed this, his first Doctor Who as director, had already tackled BBC staples like 'Z-Cars' and 'The Newcomers'.
6. Although many scripts have at one time or other during their gestation used the title 'Doctor Who and the' this story is the only one to actually feature it in the opening credits.
7. One of the extras playing a Nurse at "Wenley Hospital" (actually Milford Chest Hospital, near Godalming) in episode six was Bella Emberg, who would later gain a degree of fame as Russ Abbot's sidekick.
8. The story's distinctive incidental music, by Carey Blyton, is atypical of the Pertwee era. Almost all stories between 'The Seeds of Death' (1969) and 'The Horns of Nimon' (1980) had music composed by Dudley

Simpson. Blyton later contributed music for the 1974 story 'Death To The Daleks'.

9. The copies of 'Doctor Who and the Silurians' currently being broadcast by the BBC were created by combining 16mm black and white telerecorded film prints with the chroma signal from a domestic recording, made in America before the colour videotapes were lost.

10. 'Doctor Who and the Silurians' was first broadcast between 31st January 1970 and 14th March 1970, and achieved an average audience of 7.7 million viewers.

Comic Relief's "The Curse of Fatal Death" is the latest in a very long line of "Doctor Who" comedy sketches, proving that the series has a rich seam of humour to be mined. It wasn't always the case, though. It was a long time before "Doctor Who" cracked a smile, and laughs have generally been few and far between ever since.

It's difficult to precisely pinpoint the first occurrence of humour in the series. Looking at the first season doesn't help very much, but demonstrates that the series took itself remarkably seriously during its formative season. There are brief moments of levity - Susan twirling in the Thal cape at the end of the final episode of "The Mutants", or Ian's delight at wearing a cape given to the Doctor by Gilbert and Sullivan in "Inside The Spaceship" for example - but mostly it's played very straight. You might have expected that Terry Nation, whose background included writing a handful of mediocre episodes for comedian Tony Hancock's first TV series away from the BBC, might have injected some snappy one-liners, but the contrary is true: Nation's early scripts put our heroes in some of the most perilous situations ever seen in the show, including a wearying dose of radiation poisoning in "The Mutants" and Barbara's near rape in "The Keys of Marinus".

Towards the end of the first season Dennis Spooner, another prolific writer whose career was following a similar path to Terry Nation's, made his first contribution to the series. In fact Spooner had even worked on the same disastrous Hancock series as Nation! Spooner, though, had a natural gift for writing comedy, and saw the potential in counter-pointing "Doctor Who"'s stark drama with humour. Two good examples can be found in his very first story, "The Reign of Terror". The witty exchange between the Doctor and the Shopkeeper is arguably the first overtly comedic scene of the series. Later in the story Spooner creates a great comic character, the jailer, played very nicely by ck Cunningham.

Leaving aside a couple of bumbling characters in Louis Marks' "Planet of Giants", it was Spooner who injected more humour into the show with his script for "The Romans". Parts of the story are written like a West End farce, an impression reinforced by the great comic performance of Derek Francis as Nero. However, Spooner's scripts were still running against the prevailing tone of the series. Spooner thrust comedy to the fore when he introduced another memorable comic villain in The Time Meddler, and once again landed the series a prestigious guest star. Peter Butterworth, who has been immortalised in several Carry On films, played the Monk, a fellow renegade Time Lord, with a light touch that virtually guaranteed his return.

Big Finish release "The Sirens of Time", the first of its new "Doctor Who" audio adventures this month. Readers of "Doctor Who Magazine" already have some idea of what to expect, as their June issue featured a cover-mounted CD which featured extracts from the new story, as well as archive clips of previous audio adventures.

"Doctor Who" has a long-established history in the audio realm. The first audio adventure was a narrated version of the last episode of "The Chase", released as a 7" EP record by Century 21 in the mid-sixties. Other TV stories have been given similar treatment over the years, most notably a 1979 LP adaptation of "Genesis of the Daleks", narrated by Tom Baker. Victor Pemberton's "The Pescatons" is one of the few productions written especially as an audio adventure. Using a small cast headed by Tom Baker and Elisabeth Sladen, the story seems to have been available on some format or other since 1976, when it was originally released. It was even turned into a Target novel, once the supply of new TV stories had dried up!

"The Sirens of Time" features three Doctors, bringing together Peter Davison, Colin Baker and Sylvester McCoy in a story that pits three incarnations of the Doctor against the same enemy. Each of the first three episodes takes place in a different location, including a World War I German U-Boat, a distant alien swamp planet and the Time Lords' home planet Gallifrey. The story is written and directed by Nick Briggs, who also appears as The Temperon. Interestingly, this story does not feature any companions for the Doctor, following a precedent set by Robert Holmes' classic 1976 story "The Deadly Assassin".

September will see the release of "Phantasmagoria", written by Mark Gatiss, author of several "Doctor Who" novels, and one quarter of The League of Gentlemen. (The versatile Mr Gatiss also features in a couple of roles in "The Sirens of Time", and plays Jeake in "Phantasmagoria"). Set during Peter Davison's last season the takes place in seventeenth century London, and involves the Doctor and Turlough (Mark Strickson, reprising the role he created in "Planet of Fire") in the mysterious disappearance of members of the Diablo Club. The cast includes one of Britain's finest character actors, David Ryall as Sir Nikolas Valentine, and

David Walliams, one half of the comedy duo Mash and Peas.

The third Big Finish release, due in November, will be "Sound Judgment" (formerly known as "The Sound of Fear"), a story featuring Colin Baker and Nicola Bryant, as Peri. Directed by Gary Russell, and written by Justin Richards, the story finds the Doctor and Peri in the far future, in the Museum of Aural Antiquities, just as a pair of mercenaries have broken into the museum to alter some of the recordings stored there. When a series of murders begins the authorities have two very convenient scapegoats... a Time Lord and his companion...

Academy of Science Fiction, Fantasy and Horror Films.

Best Genre Dramatic Presentation - Doctor Who (Film) (1997)

WR. Anthony Coburn, C.E. Webber, Terry Nation, David Whitaker, John Lucarotti, Peter R. Newman, Dennis Sponner, Louis Marks, Willam Emms, Brain Hayles, Donald Cotton, Ian Stuart Black, Kit Pedler, Gerry Davis, Malcolm Hulke, David Ellis, Victor Pemberton, Derrick Sherwin, Robert Holmes, Don Houghton, Bob Baker, Dave Martin, Robert Sloman, Terence Dicks, Robert Banks Stewart, Chris Boucher, Douglas Adams, Anthony Read, Steve Gallagher, Johnny Byrne, Christopher H. Bidmead, Terence Dudley, Eric Saward, Peter Grimwade, Philip Martin, Pip and Jane Baker, Ian Briggs, Ben Aaronovitch, Mark Platt, Matthew Jacobs.

DIR. Waris Hussein, Richard Martin, Frank Cox, John Gorrie, Mervyn Pinfield, Christopher Barry, Richard Martin, Douglas Camfield, Richard Martin, Michael Leeston-Smith, Paddy Russell, Rex Tucker, Michael Ferguson, Morris Barry, Gerald Blake, Barry Letts, David Moloney, Derek Martinus, Ian Watson, Paul Bernard, Michael Briant, Alan Bromly, Rodney Bennett, Paddy Russell, Pennant Roberts, George Spenton Foster, Gerald Blake, Norman Stewart, Kenny McBain, Peter Grimwade, Fiona Cumming, Ron Jones, Matthew Robinson, Peter Moffatt, Chris Clough, Andrew Morgan, Alan Wareing, Geoffrey Sax.

EPISODES: 695 **YEAR MADE:** 1963 **COUNTRY:** GB **SEASONS:** 26

BBC

CREATOR: SYDNEY NEWMAN, DONALD WILSON & C.E. WEBBER.

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES-SERIAL

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 41, (2) 39, (3) 45, (4) 43, (5) 40, (6) 44, (7) 25, (8) 25, (9-11) 26, (12) 20, (13-1

DATE OF PREMIER: 23/11/1963 **AIR DATE OF LAST EPISODE** 27/05/1996

SEASON DATE BREAKDOWN:

FILMS: DR. WHO AND THE DALEKS (1965), DALEKS : INVASION EARTH 2150 A.D. (1966), DOCTOR WHO : THE ENEMY WITHIN (1996).

Doctor #1 WILLIAM HARTNELL (1-4), Doctor #2 PATRICK TROUGHTON (4-6), Doctor #3 JON PERTWEE (7-11), Doctor #4 TOM BAKER (12-18), Doctor #5 PETER DAVIDSON (19-21), Doctor #6 COLIN BAKER (21-23), Doctor #7 SYLVESTER McCOY (24-26), Doctor #8 PAUL McGANN (TV Movie) & Susan Foreman CAROLE ANN FORD (1-2), Ian Chesterton WILLIAM RUSSELL (1-2), Barbara Wright JACQUELINE HILL (1-2), Vicki MAUREEN O'BRIEN (2-3), Steven Taylor PETER PURVES (2-3), Katarina ANNEKE WILLS (3), Sara Kingdom JEAN MARSH (3), Dodo Chaplet JACKIE LANE (3), Polly ANNEKA WILLS (4), Ben Jackson MICHAEL CRAZE (4), Jamie McCrimmon FRAZER HINES(4-6), Victoria Waterfield DEBORAH WATLING (4-5), Brigadier Lethbridge-Stewart NICHOLAS COURTNEY (5-26), Zoe Heriot WENDY PADBURY (5-6), Liz Shaw CAROLINE JOHN (7), Sgt. Benton JOHN LEVENE (6-13), Jo Grant KATY MANNING (8-10), Capt. Mike Yates RICHARD FRANKLIN (8-11), Sarah Jane Smith ELIZABETH SLADEN (11-14), Harry Sullivan IAN MARTER (12-13), Leela LOUISE JAMESON (14-15), Voice of K9 JOHN LESSON (15-16,18) & DAVID BRIERLEY (17), Romana #1 MARY TAMM (16), Romana #2 LALLA WARD (17-18), Adric MATTHEW WATERHOUSE (18-19), Nyssa SARAH SUTTON (18-20), Tegan JANET FIELDING (19-21), Turlough MARK STRICKSON (20-21), Voice of Kamelion GERALD FLOOD (20-21), Perpugillian Brown (Peri) NICOLA BRYANT (21-23), Mel BONNIE LANGFORD (23-24), Ace SOPHIE ALDRED (24-26), Dr Grace Holloway DAPHNE ASHBROOK (TV Movie), Professor Edward Travers JACK WATLING (5), The Master ROGER DELGARDO (8-10), PETER PRATT (14), GEOFFREY BEEVERS (18), ANTHONY AINLEY (18-26), ERIC ROBERTS (TV Movie), The Rani KATE O'MARA (22-24), Sabalom Glitz TONY SELBY (23-24), The Inquisitor LYNDIA BELLINGHAM (23), The Valeyard MICHAEL JAYSTON (23).

Books Based on this series.

A Day with a TV Producer (WaylAnd Publishers)	Graham Ricard	1980
Ace! - The Inside Story Of The End Of an Era (Virgin)	Sophie Aldred & Mike Tucker	1996
Another Girl, Another Planet (Virgin - New Adventures Of Bernice)	Martin Day & Stephen Bowkett	1998

Beige Planet Mars (Virgin - New Adventures Of Bernice)	Lance Parkin & Mark Chapman	1998
Beyond The Sun (Virgin - New Adventures Of Bernice)	Matthew Jones	1997
Classic Who - The Harper Classics (Boxtree)	Adrian Rigelsford	1997
Classic Who - The Hinchcliffe Years (Boxtree)	Adrian Rigelsford	1995
Dalek Action Paint 'n Puzzle (Souvenir Press)		1966
Dead Romance (Virgin - New Adventures Of Bernice)	Lawrence Miles	1999
Deadfall (Virgin - New Adventures Of Bernice)	Gary Russell	1997
Doctor Who - 25 Glorious Years (WH Allen)	Peter Haining	1988
Doctor Who - A Book Of Lists (BBC Books)	Justin Richards & Andrew Martin	1997
Doctor Who - A Celebration (WH Allen)	Peter Haining	1983
Doctor Who - A Device Of Death (Virgin - The Missing Adventures)	Christopher Bulis	1997
Doctor Who - A History Of The Universe (Virgin)	Lance Parkin	1996
Doctor Who - Alien Bodies (BBC Books - The Eighth Doctor Series)	Laurence Miles	1997
Doctor Who - All-Consuming Fire (Virgin - The New Adventures)	Andy Lane	1994
Doctor Who - Arc Of Infinity (80) (Target)	Terrance Dicks	1983
Doctor Who - Attack Of The Cybermen (138) (Target)	Eric Saward	1989
Doctor Who - Autumn Mist (BBC Books - The Eighth Doctor Series)	David A.McIntee	1999
Doctor Who - Bad Therapy (Virgin - The New Adventures)	MatThew Jones	1996
Doctor Who - Battlefield (152) (Target)	Marc Platt	1991
Doctor Who - Beltempest (BBC Books - The Eighth Doctor Series)	Jim Mortimore	1998
Doctor Who - Birthright (Virgin - The New Adventures)	Nigel Robinson	1993
Doctor Who - Black Orchid (113) (Target)	Terrance Dudley	1986
Doctor Who - Blacklight - The Art Of Andrew Skilleter (Virgin)	Andrew Skilleter	1995
Doctor Who - Blood Harvest (Virgin - The New Adventures)	Terrance Dicks	1994
Doctor Who - Blood Heat (Virgin - The New Adventures)	Jim Mortimore	1993
Doctor Who - Book Of Monsters (BBC Books)	David J.Howe	1997
Doctor Who - Brain Teasers And Mind Benders (Target)	Adrian Heath	1984
Doctor Who - Build The TARDIS (Target)	Mark Harris	1987
Doctor Who - Bunker Soldiers (1st Doctor, Steven and Dodo)	Martin Day	2001
Doctor Who - Burning Heart (Virgin - The Missing Adventures)	Dave Stone	1997
Doctor Who - Business Unusual (BBC Books - Past Doctors)	Gary Russell	1997
Doctor Who - Campaign (BBC Books)	Jim Mortimore	2000
Doctor Who - Castrovalva (76) (Target)	Christopher H. Bidmead	1983
Doctor Who - Casualties of War	Steve Emmerson	2000
Doctor Who - Catastrophe (BBC Books - Past Doctors)	Terrance Dicks	1998
Doctor Who - Cat's Cradle: Time's Crucible (Virgin - The New Adventures)	Marc Platt	1992
Doctor Who - Cat's Cradle: Warhead (Virgin - The New Adventures)	Andrew Cartmel	1992
Doctor Who - Cat's Cradle: Witch Mark (Virgin - The New Adventures)	Andrew Hunt	1992
Doctor Who - Christmas On A Rational Planet (Virgin - The New Adventures)	Laurence Miles	1996
Doctor Who - City At World's End (BBC Books - Past Doctors)	Christopher Bulis	1999
Doctor Who - Cold Fusion (Virgin - The Missing Adventures)	Lance Parkin	1996
Doctor Who - Coldheart (BBC Books)	Trevor Baxendale	2000
Doctor Who - Conundrum (Virgin - The New Adventures)	Steve Lyons	1994
Doctor Who - Corpse Maker (BBC Books - Past Doctors)	Chris Boucher	1999
Doctor Who - Cybermen (Who Dares/Silverfist)	David Banks	1988
Doctor Who - Dalek Omnibus (WH Allen)		1983
Doctor Who - Damaged Goods (Virgin - The New Adventures)	Russell T. Davies	1996
Doctor Who - Dancing The Code (Virgin - The Missing Adventures)	Paul Leonard	1995
Doctor Who - Death And Diplomacy (Virgin - The New Adventures)	Dave Stone	1996
Doctor Who - Death To The Daleks (20) (Target)	Terrance Dicks	1978
Doctor Who - Decalog (Virgin)	Mark Stanmers & Stephen James Walker (ed)	1994

Doctor Who - Decalog 2: Lost Property (Virgin)	Mark Stanmers & Stephen James Walker (ed)	1995
Doctor Who - Decalog 3: Consequences (Virgin)	Andy Lane & Justin Richards (ed)	1996
Doctor Who - Deceit (Virgin - The New Adventures)	Peter Darvill-Evans	1993
Doctor Who - Deep Blue (BBC Books - Past Doctors)	Mark Morris	1999
Doctor Who - Delta And The Bannerman (135) (Target)	Malcolm Kohll	1989
Doctor Who - Demontage (BBC Books - The Eighth Doctor Series)	Justin Richards	1999
Doctor Who - Dominion (BBC Books - The Eighth Doctor Series)	Nick Walters	1999
Doctor Who - Downtime (Virgin - The Missing Adventures)	Marc Platt	1995
Doctor Who - Dragonfire (137) (Target)	Ian Briggs	1989
Doctor Who - Dreams Of Empire (BBC Books - Past Doctors)	Justin Richards	1998
Doctor Who - Dreamstone Moon (BBC Books - The Eighth Doctor Series)	Paul Leonard	1998
Doctor Who - Earth World (8th Doctor)	Jacqueline Rayner	2001
Doctor Who - Earthshock (78) (Target)	Ian Marter	1983
Doctor Who - Endgame	Terrance Dicks	2000
Doctor Who - Enlightenment (85) (Target)	Barbara Clegg	1984
Doctor Who - Escape Velocity (8th Doctor)	Colin Brake	2001
Doctor Who - Eternity Weeps (Virgin - The New Adventures)	Jim Mortimore	1997
Doctor Who - Evolution (Virgin - The Missing Adventures)	John Peel	1994
Doctor Who - Eye Of Heaven (BBC Books - Past Doctors)	Jim Mortimore	1998
Doctor Who - Falls The Shadow (Virgin - The New Adventures)	Daniel O'Mahoney	1994
Doctor Who - Father Time (8th Doctor)	Lance Parkin	2001
Doctor Who - Festival of Death	Jonathan Morris	2000
Doctor Who - First Frontier (Virgin - The New Adventures)	David A. McIntee	1994
Doctor Who - Four To Doomsday (77) (Target)	Terrance Dicks	1983
Doctor Who - From A To Z (BBC Books)	Gary Gillat	1998
Doctor Who - Frontier Worlds (BBC Books - The Eight Doctor Series)	Peter Anghelides	1999
Doctor Who - Frontios (91) (Target)	Christopher H. Bidmead	1984
Doctor Who - Full Circle (26) (Target)	Andrew Smith	1982
Doctor Who - Fury From The Deep (110) (Target)	Victor Pemberton	1986
Doctor Who - Galaxy Four (104) (Target)	William Emms	1985
Doctor Who - Genocide (BBC Books - The Eighth Doctor Series)	Paul Leonard	1997
Doctor Who - Ghost Light (149) (Target)	Marc Platt	1990
Doctor Who - Godengine (Virgin - The New Adventures)	Craig Hinton	1996
Doctor Who - Goth Opera (Virgin - The Missing Adventures)	Paul Cornell	1994
Doctor Who - Grave Matter (BBC Books)	Justin Richards	2000
Doctor Who - Happy Endings (Virgin - The New Adventures)	Paul Cornell	1996
Doctor Who - Head Games (Virgin - The New Adventures)	Steve Lyons	1995
Doctor Who - Howe's Transcendental Toybox	David J Howe & Arnold Blumberg	2000
Doctor Who - Human Nature (Virgin - The New Adventures)	Paul Cornell	1995
Doctor Who - Iceberg (Virgin - The New Adventures)	Daivd Banks	1993
Doctor Who - Illegal Alien (BBC Books - Past Doctors)	Mike Tucker & Robert Perry	1997
Doctor Who - Imperial Moon	Christopher Bulis	2000
Doctor Who - Independence Day	Peter Darvill-Evans	2000
Doctor Who - Inferno (89) (Target)	Terrance Dicks	1984
Doctor Who - Infinite Requiem (Virgin - The New Adventures)	Daniel BlyThe	1995
Doctor Who - Interference Book 1: Shock Tactic (BBC Books - The Eighth Doctor Series)	Laurence Miles	1999
Doctor Who - Interference Book 2: The Hour Of The Geek (BBC Books - The Eighth Doctor Series)	Laurence Miles	1999
Doctor Who - Invasion Of The Cat-People (Virgin - The Missing Adventures)	Gary Russell	1995
Doctor Who - Journey Through Time (Crescent Books)		1986
Doctor Who - Just War (Virgin - The New Adventures)	Lance Parkin	1996

Doctor Who - Killing Ground (Virgin - The Missing Adventures)	Steve Lyons	1996
Doctor Who - Kinda (84) (Target)	Terrance Dicks	1984
Doctor Who - Kursaal (BBC Books - The Eighth Doctor Series)	Peter Anghelides	1998
Doctor Who - Last Man Running (BBC Books - Past Doctors)	Chris Boucher	1998
Doctor Who - Last of the Gaderene (BBC Books)	Mark Gatiss	2000
Doctor Who - Legacy (Virgin - The New Adventures)	Gary Russell	1994
Doctor Who - Legacy Of The Daleks (BBC Books - The Eighth Doctor Series)	John Peel	1998
Doctor Who - Logopolis (41) (Target)	Christopher H. Bidmead	1982
Doctor Who - Lords Of The Storm (Virgin - The Missing Adventures)	David A.McIntee	1994
Doctor Who - Love And War (Virgin - The New Adventures)	Paul Cornell	1992
Doctor Who - Lucifer Rising (Virgin - The New Adventures)	Andy Lane & Jim Mortimore	1993
Doctor Who - Lungbarrow (Virgin - The New Adventures)	Marc Platt	1997
Doctor Who - Managra (Virgin - The Missing Adventures)	Stephen Marley	1995
Doctor Who - Marco Polo (94) (Target)	John Lucarotti	1984
Doctor Who - Matrix (BBC Books - Past Doctors)	Mike Tucker & Robert Perry	1998
Doctor Who - Mawdryn Undead (82) (Target)	Peter Grimwade	1983
Doctor Who - Meglos (75) (Target)	Terrance Dicks	1983
Doctor Who - Millennial Rites (Virgin - The Missing Adventures)	Craig Hinton	1995
Doctor Who - Millennium Shock (BBC Books - Past Doctors)	David Darlington	1999
Doctor Who - Mindwarp (139) (Target)	Philip Martin	1989
Doctor Who - Mission To Magnus (Target)	Philip Martin	1990
Doctor Who - Mission: Impractical (BBC Books - Past Doctors)	David A.McIntee	1998
Doctor Who - More Short Trips (BBC Books)	Stephen Cole (ed)	1999
Doctor Who - Nightshade (Virgin - The New Adventures)	Marc Gatiss	1992
Doctor Who - No Future (Virgin - The New Adventures)	Paul Cornell	1994
Doctor Who - Option Lock (BBC Books - The Eighth Doctor Series)	Justin Richards	1998
Doctor Who - Original Sin (Virgin - The New Adventures)	Andy Lane	1995
Doctor Who - Paradise Towers (134) (Target)	Stephen Wyatt	1988
Doctor Who - Parallel 59 (BBC Books)	Natalie Dallaire & Steven Cole	2000
Doctor Who - Parasite (Virgin - The New Adventures)	Jim Mortimore	1994
Doctor Who - Placebo Effect (BBC Books - The Eighth Doctor Series)	Gary Russell	1998
Doctor Who - Planet Of Fire (93) (Target)	Peter Grimwade	1984
Doctor Who - Planet Of Giants (145) (Target)	Terrance Dicks	1990
Doctor Who - Players (BBC Books - Past Doctors)	Terrance Dicks	1999
Doctor Who - Prime Time (BBC Books)	Mike Tucker	2000
Doctor Who - Rags (3rd Doctor and Jo)	Mick Lewis	2001
Doctor Who - Regeneration	Gary Russell	2000
Doctor Who - Remembrance Of The Daleks (148) (Target)	Ben Aaronovitch	1990
Doctor Who - Return Of The Living Dad (Virgin - The New Adventures)	Kate Orman	1996
Doctor Who - Revolution Man (BBC Books - The Eighth Doctor Series)	Paul Leonard	1999
Doctor Who - Salvation (BBC Books - Past Doctors)	Steve Lyons	1999
Doctor Who - Sanctuary (Virgin - The New Adventures)	David A. McIntee	1995
Doctor Who - Seeing I (BBC Books - The Eighth Doctor Series)	Jonathan Blum & Kate Orman	1998
Doctor Who - Serial 5M Shada	Douglas Adams	1992
Doctor Who - Set Piece (Virgin - The New Adventures)	Kate Orman	1995
Doctor Who - Shadowmind (Virgin - The New Adventures)	Christopher Bulis	1993
Doctor Who - Shakedown (Virgin - The New Adventures)	Terrance Dicks	1995
Doctor Who - Short Trips (BBC Books)	Stephen Cole (ed)	1998
Doctor Who - Short Trips and Side Steps	Stephen Cole & Jacqueline Rayner	2000
Doctor Who - Silver Nemesis (143) (Target)	Kevin Clarke	1989
Doctor Who - Sky Pirates! (Virgin - The New Adventures)	Dave Stone	1995

Doctor Who - Sleepy (Virgin - The New Adventures)	Kate Orman	1996
Doctor Who - Slipback (Target)	Eric Saward	1986
Doctor Who - Snakedance (83) (Target)	Terrance Dicks	1984
Doctor Who - So Vile A Sin (Virgin - The New Adventures)	Ben Aaronovitch & Kate Orman	1997
Doctor Who - Space Age (BBC Books)	Steve Lyons	2000
Doctor Who - Speed Of Flight (Virgin - The Missing Adventures)	Paul Leonard	1996
Doctor Who - St.Anthony's Fire (Virgin - The New Adventures)	Mark Gatiss	1994
Doctor Who - State Of Change (Virgin - The Missing Adventures)	Christopher Bulis	1994
Doctor Who - Storm Harvest (BBC Books)	Robert Perry & Mike Tucker	1999
Doctor Who - Strange England (Virgin - The New Adventures)	Simon Messingham	1994
Doctor Who - Survival (150) (Target)	Rona Munro	1990
Doctor Who - System Shock (Virgin - The Missing Adventures)	Justin Richards	1995
Doctor Who - Terminus (79) (Target)	John Lydecker	1983
Doctor Who - Terror Of The Vervoids (125) (Target)	Pip And Jane Baker	1987
Doctor Who - The Also People (Virgin - The New Adventures)	Ben Aaronovitch	1995
Doctor Who - The Ambassadors Of Death (121)	Terrance Dicks	1987
Doctor Who - The Ancestor Cell	Stephen Cole & Peter Anghelides	2000
Doctor Who - The Ark (114) (Target)	Paul Erickson	1986
Doctor Who - The Awakening (95) (Target)	Eric Pringle	1985
Doctor Who - The Aztecs (88) (Target)	John Lucarotti	1984
Doctor Who - The Banquo Legacy	Andy Lane & Justin Richards	2000
Doctor Who - The Blue Angel (BBC Books - The Eighth Doctor Series)	Paul Magrs & Jeremy Hoad	1999
Doctor Who - The Bodysnatchers (BBC Books - The Eighth Doctor Series)	Mark Morris	1997
Doctor Who - The Burning	Justin Richards	2000
Doctor Who - The Caves Of Androzani (92) (Target)	Terrance Dicks	1984
Doctor Who - The Celestial Toymaker (111) (Target)	Gerry Davies & Allison Bingeman	1986
Doctor Who - The Chase (140)	John Peel	1989
Doctor Who - The Companions (Piccadilly Press)	John Nathan-Turner	1986
Doctor Who - The Companions (Virgin)	David J.Howe & Mark Stanmers	1995
Doctor Who - The Completely Useless Encyclopaedia (Virgin)	Chris Howarth & Steve Lyons	1996
Doctor Who - The Crystal Bucephalus (Virgin - The Missing Adventures)	Craig Hinton	1994
Doctor Who - The Curse Of Fenric (151) (Target)	Ian Briggs	1990
Doctor Who - The Dalek's Masterplan 1: Mission To The Unknown (141) (Target)	John Peel	1989
Doctor Who - The Dalek's Masterplan 2: The Mutation Of Time (142) (Target)	John Peel	1989
Doctor Who - The Dark Path (Virgin - The Missing Adventures)	David A.McIntee	1997
Doctor Who - The Death Of Art (Virgin - The New Adventures)	Simon Bucher-Jones	1996
Doctor Who - The Devil Goblins Of Neptune (BBC Books - Past Doctors)	Keith Topping & Martin Day	1997
Doctor Who - The Dimension Riders (Virgin - The New Adventures)	Daniel BlyThe	1993
Doctor Who - The Discontinuity Guide (Virgin)	Paul Cornell, Martin Day & Keith Topping	1995
Doctor Who - The Dominators (86) (Target)	Ian Marter	1984
Doctor Who - The Dying Days (Virgin - The New Adventures)	Lance Parkin	1997
Doctor Who - The Early Years (WH Allen)	Jeremy Bentham	1986
Doctor Who - The Edge Of Destruction (132) (Target)	Nigel Robinson	1988
Doctor Who - The Eight Doctors (BBC Books - The Eighth Doctor Series)	Terrance Dicks	1997
Doctor Who - The Eighties (Virgin)	David J.Howe, Mark Stanmers & Stephen James Walker	1996
Doctor Who - The Empire Of Glass (Virgin - The Missing Adventures)	Andy Lane	1995
Doctor Who - The English Way Of Death (Virgin - The Missing Adventures)	Gareth Roberts	1996

Doctor Who - The Evil Of The Daleks (155) (Target)	John Peel	1993
Doctor Who - The Eye Of The Giant (Virgin - The Missing Adventures)	Christopher Bulis	1996
Doctor Who - The Face Eater (BBC Books - The Eighth Doctor Series)	Simon Messingham	1999
Doctor Who - The Face Eater (BBC Books - The Eighth Doctor Series)	Simon Messingham	1999
Doctor Who - The Face Of The Enemy (BBC Books - Past Doctors)	David A.McIntee	1998
Doctor Who - The Faceless Ones (116) (Target)	Terrance Dicks	1986
Doctor Who - The Fall of Yquatine (BBC Books)	Nick Walters	2000
Doctor Who - The Final Sanction (BBC Books - Past Doctors)	Steve Lyons	1999
Doctor Who - The Five Doctors (81) (Target)	Terrance Dicks	1983
Doctor Who - The Gallifrey Chronicles (Virgin)	John Peel	1991
Doctor Who - The Ghosts Of N-Space (Virgin - The Missing Adventures)	Barry Letts	1995
Doctor Who - The Greatest Show in The Galaxy (144) (Target)	Stephen Wyatt	1989
Doctor Who - The Gunfighters (101) (Target)	Donald Cotton	1985
Doctor Who - The Handbook: The Fifth Doctor (Virgin)	David J.Howe & Stephen James Walker	1995
Doctor Who - The Handbook: The First Doctor (Virgin)	David J.Howe, Mark Stanmers & Stephen James Walker	1994
Doctor Who - The Handbook: The Fourth Doctor (Virgin)	David J.Howe, Mark Stanmers & Stephen James Walker	1992
Doctor Who - The Handbook: The Second Doctor (Virgin)	David J.Howe, Mark Stanmers & Stephen James Walker	1997
Doctor Who - The Handbook: The Seventh Doctor (Virgin)	David J.Howe & Stephen James Walker	1998
Doctor Who - The Handbook: The Sixth Doctor (Virgin)	David J.Howe, Mark Stanmers & Stephen James Walker	1993
Doctor Who - The Handbook: TheThird Doctor (Virgin)	David J.Howe & Stephen James Walker	1996
Doctor Who - The Happiness Patrol (146) (Target)	Graeme Curry	1990
Doctor Who - The Heart of TARDIS (BBC Books)	Dave Stone	2000
Doctor Who - The Highest Science (Virgin - The New Adventures)	Gareth Roberts	1993
Doctor Who - The Highlanders (90) (Target)	Gerry Davis	1984
Doctor Who - The Hollow Men (BBC Books - Past Doctors)	Keith Topping & Martin Day	1998
Doctor Who - The Infinity Doctors (BBC Books)	Lance Parkin	1998
Doctor Who - The Invasion (99) (Target)	Ian Marter	1985
Doctor Who - The Janus Conjunction (BBC Books - The Eighth Doctor Series)	Trevor Baxendale	1998
Doctor Who - The Key To Time (WH Allen)	Peter Haining	1984
Doctor Who - The King of Terror	Keith Topping	2000
Doctor Who - The King's Demons (108) (Target)	Terrance Dudley	1986
Doctor Who - The Krotons	Terrance Dicks	
Doctor Who - The Left-Handed Hummingbird (Virgin - The New Adventures)	Kate Orman	1993
Doctor Who - The Longest Day (BBC Books - The Eighth Doctor Series)	Mark Morris	1998
Doctor Who - The Macra Terror (123)	Ian Stuart Black	1987
Doctor Who - The Making Of A Television Series (Andre Deutsch)	Alan Road	1982
Doctor Who - The Man In The Velvet Mask (Virgin - The Missing Adventures)	Daniel O'Mahoney	1996
Doctor Who - The Mark Of The Rani (107) (Target)	Pip And Jane Baker	1986
Doctor Who - The Massacre (122) (Target)	John Lucarotti	1987
Doctor Who - The Menagerie (Virgin - The Missing Adventures)	Martin Day	1995
Doctor Who - The Mind Of Evil (96) (Target)	Terrance Dicks	1985
Doctor Who - The Mind Robber (115) (Target)	Peter Ling	1986
Doctor Who - The Monsters (Virgin)	Adrian Rigelsford	1992
Doctor Who - The Murder Game (BBC Books - Past Doctors)	Steve Lyons	1997
Doctor Who - The Mysterious Planet (127) (Target)	Terrance Dicks	1987
Doctor Who - The Myth Makers (97) (Target)	Donald Cotton	1985
Doctor Who - The Nightmare Fair (Target)	Graham Williams	1989

Doctor Who - The Nth Doctor (Virgin)	Jean-Marc LOfficier	1997
Doctor Who - The Paradise Of Death (156) (Target)	Barry Letts	1994
Doctor Who - The Pescatons (153) (Target)	Victor Pemberton	1991
Doctor Who - The Pescatons (Target)	Victor Pemberton	1991
Doctor Who - The Pit (Virgin - The New Adventures)	Neil Penswick	1993
Doctor Who - The Plotters (Virgin - The Missing Adventures)	Gareth Roberts	1996
Doctor Who - The Power Of The Daleks (154) (Virgin)	John Peel	1993
Doctor Who - The Programme Guide (Virgin)	Jean-Marc LOfficier	1991
Doctor Who - The Quantum Archangle (6th Doctor and Mel)	Craig Hinton	2001
Doctor Who - The Reign Of Terror (119) (Target)	Ian Marter	1987
Doctor Who - The Rescue (124) (Target)	Ian Marter	1987
Doctor Who - The Romance Of Crime (Virgin - The Missing Adventures)	Gareth Roberts	1995
Doctor Who - The Romans (120) (Target)	Donald Cotton	1987
Doctor Who - The Room With No Doors (Virgin - The New Adventures)	Kate Orman	1997
Doctor Who - The Roundheads (BBC Books - Past Doctors)	Mark Gatiss	1997
Doctor Who - The Sands Of Time (Virgin - The Missing Adventures)	Justin Richards	1996
Doctor Who - The Savages (109) (Target)	Ian Stuart Black	
Doctor Who - The Scales Of Injustice (Virgin - The Missing Adventures)	Gary Russell	1996
Doctor Who - The Scarlet Empress (BBC Books - The Eighth Doctor Series)	Paul Magrs	1998
Doctor Who - The Script Of The Film (BBC Books)	MatThew Jacobs	1996
Doctor Who - The Scripts - Galaxy 4 (Titan)	John McElroy (ed)	1994
Doctor Who - The Scripts - Ghost Light (Titan)	John McElroy (ed)	1993
Doctor Who - The Scripts - The Crusade (Titan)	John McElroy (ed)	1994
Doctor Who - The Scripts - The Daemons (Titan)	John McElroy (ed)	1992
Doctor Who - The Scripts - The Daleks (Titan)	John McElroy (ed)	1989
Doctor Who - The Scripts - The Master Of Luxor (Titan)	John McElroy (ed)	1992
Doctor Who - The Scripts - The Power Of The Daleks (Titan)	John McElroy (ed)	1993
Doctor Who - The Scripts - The Talons Of Weng Chiang (Titan)	John McElroy (ed)	1989
Doctor Who - The Scripts - The Tomb Of The Cybermen (Titan)	John McElroy (ed)	1989
Doctor Who - The Scripts - The Tribe Of Gum (Titan)	John McElroy (ed)	1988
Doctor Who - The Seeds Of Death (112) (Target)	Terrance Dicks	1986
Doctor Who - The Sensorites (118) (Target)	Nigel Ronbinson	1987
Doctor Who - The Seventies (Virgin)	David J.Howe, Mark Stanmers & Stephen James Walker	1994
Doctor Who - The Shadow Of Weng Chiang (Virgin - The Missing Adventures)	David A.McIntee	1996
Doctor Who - The Shadows of Avalon (BBC Books)	Paul Cornell	2000
Doctor Who - The Sixties (Virgin)	David J.Howe, Mark Stanmers & Stephen James Walker	1992
Doctor Who - The Smugglers (133) (Target)	Terrance Dicks	1988
Doctor Who - The Sorcerer's Apprentice (Virgin - The Missing Adventures)	Christopher Bulis	1995
Doctor Who - The Space Musuem (117) (Target)	Glyn Jones	1987
Doctor Who - The Space Pirates (147) (Target)	Terrance Dicks	1990
Doctor Who - The Taint (BBC Books - The Eighth Doctor Series)	Michael Collier	1999
Doctor Who - The TARDIS Inside Out (Piccadilly Press)	John Nathan-Turner	1985
Doctor Who - The Television Companion (BBC Books)	David J.Howe & Stephen James Walker	1998
Doctor Who - The Terrestrial Index (Virgin)	Jean-Marc LOfficier	1994
Doctor Who - The Time Meddler (126) (Target)	Nigel Robinson	1987
Doctor Who - The Time Monster (102) (Target)	Terrance Dicks	1985
Doctor Who - The Turing Test	Paul Leonard	2000
Doctor Who - The Twin Dilemma (103) (Target)	Eric Saward	1985
Doctor Who - The Two Doctors (100) (Target)	Robert Holmes	1985
Doctor Who - The Ultimate Evil (Target)	Wally K. Daly	1989

Doctor Who - The Ultimate Foe (131) (Target)	Pip And Jane Baker	1988
Doctor Who - The Ultimate Treasure (BBC Books - Past Doctors)	Christopher Bulis	1997
Doctor Who - The Underwater Menace (129) (Target)	Nigel Robinson	1988
Doctor Who - The Unfolding Text (MacMillan)	Tulloch & Alvarado	1983
Doctor Who - The Universal Databank (Virgin)	Jean-Marc LOfficier	1992
Doctor Who - The Wages Of Sin (BBC Books - Past Doctors)	David A.McIntee	1999
Doctor Who - The War Machines (136) (Target)	Ian Stuart Black	1989
Doctor Who - The Well-Mannered War (Virgin - The Missing Adventures)	Gareth Roberts	1997
Doctor Who - The Wheel In Space (130) (Target)	Terrance Dicks	1988
Doctor Who - The Witch Hunters (BBC Books - Past Doctors)	Steve Lyons	1996
Doctor Who - Theatre Of War (Virgin - The New Adventures)	Justin Richards	1994
Doctor Who - Time And The Rani (128) (Target)	Pip And Jane Baker	1987
Doctor Who - Time Of Your Life (Virgin - The Missing Adventures)	Steve Lyons	1995
Doctor Who - Time-Flight (74) (Target)	Peter Grimwade	1983
Doctor Who - Timeframe : The Illustrated History (Virgin)	David J.Howe	1993
Doctor Who - Timelash (105) (Target)	Glen McCoy	1985
Doctor Who - TimeLord (Virgin)	Ian Marsh & Peter Darvill-Evans	1991
Doctor Who - Timewyrm: Apocalypse (Virgin - The New Adventures)	Nigel Robinson	1991
Doctor Who - Timewyrm: Exodus (Virgin - The New Adventures)	Terrance Dicks	1991
Doctor Who - Timewyrm: Genesys (Virgin - The New Adventures)	John Peel	1991
Doctor Who - Timewyrm: Revelation (Virgin - The New Adventures)	Paul Cornell	1991
Doctor Who - Tomb of Valdemar (BBC Books)	Simon Messingham	2000
Doctor Who - Toy Soldiers (Virgin - The New Adventures)	Paul Leonard	1995
Doctor Who - Tragedy Day (Virgin - The New Adventures)	Gareth Roberts	1994
Doctor Who - Transit (Virgin - The New Adventures)	Ben Aaronovitch	1992
Doctor Who - Travel Without The TARDIS (Target)	Jean Airey & Laurie Halderman	1986
Doctor Who - Twilight Of The Gods (Virgin - The Missing Adventures)	Christopher Bulis	1996
Doctor Who - Unnatural History (BBC Books)	Jon Blum & Kate Orman	1999
Doctor Who - Vampire Science (BBC Books - The Eighth Doctor Series)	Jonathan Blum & Kate Orman	1997
Doctor Who - Vanderdecken's Children (BBC Books - The Eighth Doctor Series)	Christopher Bulis	1998
Doctor Who - Vengeance On Varos (106) (Target)	Philip Martin	1988
Doctor Who - Venusian Lullaby (Virgin - The Missing Adventures)	Paul Leonard	1994
Doctor Who - Verdigris (BBC Books)	Paul Magrs	2000
Doctor Who - War Of The Daleks (BBC Books - The Eighth Doctor Series)	John Peel	1997
Doctor Who - Warchild (Virgin - The New Adventures)	Andrew Cartmel	1996
Doctor Who - Warlock (Virgin - The New Adventures)	Andrew Cartmel	1995
Doctor Who - Warriors Of The Deep (87) (Target)	Terrance Dicks	1984
Doctor Who - White Darkness (Virgin - The New Adventures)	David A. McIntee	1993
Doctor Who - Who Killed Kennedy (Virgin)	James Stevens & David Bishop	1996
Doctor Who - Zamper (Virgin - The New Adventures)	Gareth Roberts	1995
Doctor Who - Zeta Major (BBC Books - Past Doctors)	Simon Messingham	1998
Doctor Who : Divided Loyalties (BBC Books)	Gary Russell	1999
Doctor Who : The Taking of Planet 5 (BBC Books)	Simon Bucher-Jones & Mark Clapham	1999
Doctor Who And An Unearthly Child (68) (Target)	Terrance Dicks	1981
Doctor Who And The Abominable Snowman (1) (Target)	Terrance Dicks	1974
Doctor Who And The Android Invasion (2) (Target)	Terrance Dicks	1978
Doctor Who And The Androids Of Tara (3) (Target)	Terrance Dicks	1980
Doctor Who And The Ark In Space (4) (Target)	Ian Marter	1977
Doctor Who And The Armageddon Factor (5) (Target)	Terrance Dicks	1980
Doctor Who And The Auton Invasion (6) (Target)	Terrance Dicks	1974
Doctor Who And The Brain Of Morbius (7) (Target)	Terrance Dicks	1977

Doctor Who And The Carnival Of Monsters (8) (Target)	Terrance Dicks	1977
Doctor Who And The Cave Monsters / The Silurians (9) (Target)	Malcolm Hulke	1974
Doctor Who And The Claws Of Axos (10) (Target)	Terrance Dicks	1977
Doctor Who And The Creature From The Pit (11) (Target)	Terrance Dicks	1981
Doctor Who And The Crusaders (12) (Target)	David Whitaker	1965
Doctor Who And The Curse Of Peladon (13) (Target)	Brain Hayles	1974
Doctor Who And The Cybermen (14) (Target)	Gerry Davis	1975
Doctor Who And The Daemons (15) (Target)	Barry Letts	1974
Doctor Who And The Daleks (16) (Target)	David Whitaker	1964
Doctor Who And The Daleks Invasion Of Earth (17) (Target)	Terrance Dicks	1977
Doctor Who And The Daleks Omnibus (Artus Publishing) (Target)		1976
Doctor Who And The Day Of The Daleks (18) (Target)	Terrance Dicks	1974
Doctor Who And The Deadly Assassin (19) (Target)	Terrance Dicks	1977
Doctor Who And The Destiny Of The Daleks (21) (Target)	Terrance Dicks	1979
Doctor Who And The Dinosaur Invasion / Invasion Of The Dinosaurs (22) (Target)	Malcolm Hulke	1976
Doctor Who And The Doomsday Weapon (23) (Target)	Malcolm Hulke	1974
Doctor Who And The Enemy Of The World (24) (Target)	Ian Marter	1981
Doctor Who And The Face Of Evil (25) (Target)	Terrance Dicks	1978
Doctor Who And The Genesis Of The Daleks (27) (Target)	Terrance Dicks	1976
Doctor Who And The Giant Robot (28) (Target)	Terrance Dicks	1975
Doctor Who And The Green Death (29) (Target)	Malcolm Hulke	1975
Doctor Who And The Hand Of Fear (30) (Target)	Terrance Dicks	1979
Doctor Who And The Horns Of Nimon (31) (Target)	Terrance Dicks	1980
Doctor Who And The Horror Of Fang Rock (32) (Target)	Terrance Dicks	1978
Doctor Who And The Ice Warriors (33) (Target)	Brain Hayles	1976
Doctor Who And The Image Of The Fendahl (34) (Target)	Terrance Dicks	1979
Doctor Who And The Invasion From Space (World Distributors)		1966
Doctor Who And The Invasion Of Time (35) (Target)	Terrance Dicks	1980
Doctor Who And The Invisible Enemy (36) (Target)	Terrance Dicks	1979
Doctor Who And The Keeper Of Traken (37) (Target)	Terrance Dicks	1982
Doctor Who And The Keys Of Marinus (38) (Target)	Peter Hinchcliffe	1980
Doctor Who And The Leisure Hive (39) (Target)	David Fisher	1982
Doctor Who And The Loch Ness Monster / Terror Of The Zygons (40) (Target)	Terrance Dicks	1976
Doctor Who And The Masque Of Mandragora (42) (Target)	Philip Hinchcliffe	1977
Doctor Who And The Monster Of Peladon (43) (Target)	Terrance Dicks	1980
Doctor Who And The Mutants (44) (Target)	Terrance Dicks	1977
Doctor Who And The Nightmare Of Eden (45) (Target)	Terrance Dicks	1980
Doctor Who And The Planet Of Evil (47) (Target)	Terrance Dicks	1977
Doctor Who And The Planet Of The Daleks (46) (Target)	Terrance Dicks	1976
Doctor Who And The Planet Of The Spiders (48) (Target)	Terrance Dicks	1975
Doctor Who And The Power Of Kroll (49) (Target)	Terrance Dicks	1980
Doctor Who And The Pyramids Of Mars (50) (Target)	Terrance Dicks	1976
Doctor Who And The Revenge Of The Cybermen (51) (Target)	Terrance Dicks	1976
Doctor Who And The Ribos Operation (52) (Target)	Ian Marter Ian Marter	1979
Doctor Who And The Robots Of Death (53) (Target)	Terrance Dicks	1979
Doctor Who And The Sea Devils (54) (Target)	Malcolm Hulke	1974
Doctor Who And The Seeds Of Doom (55) (Target)	Philip Hinchcliffe	1977
Doctor Who And The Sontaran Experiment (56) (Target)	Ian Marter	1978
Doctor Who And The Space War (57) (Target)	Malcolm Hulke	1976
Doctor Who And The State Of Decay (58) (Target)	Terrance Dicks	1981
Doctor Who And The Stones Of Blood (59) (Target)	Terrance Dicks	1980
Doctor Who And The Sunmakers (60) (Target)	Terrance Dicks	1982

Doctor Who And The Talens Of Weng-Chiang (61) (Target)	Terrance Dicks	1977
Doctor Who And The Tenth Planet (62) (Target)	Gerry Davis	1976
Doctor Who And The Terror Of The Autons (63) (Target)	Terrance Dicks	1975
Doctor Who And The Three Doctors (64) (Target)	Terrance Dicks	1975
Doctor Who And The Time Warrior (65) (Target)	Terrance Dicks	1978
Doctor Who And The Tomb Of The Cybermen (66) (Target)	Gerry Davis	1978
Doctor Who And The Underworld (67) (Target)	Terrance Dicks	1980
Doctor Who And The Visitation (69) (Target)	Eric Saward	1982
Doctor Who And The War Games (70) (Target)	Malcolm Hulke	1979
Doctor Who And The Warriors' Gate (Target)	John Lydecker	1982
Doctor Who And The Web Of Fear (72) (Target)	Terrance Dicks	1976
Doctor Who And The Zarbi / The Web Planet (73) (Target)	Bill Strutton	1965
Doctor Who Annual 1966 (World Distributors)		1965
Doctor Who Annual 1967 (World Distributors)		1966
Doctor Who Annual 1968 (World Distributors)		1967
Doctor Who Annual 1969 (World Distributors)		1968
Doctor Who Annual 1970 (World Distributors)		1969
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Doctor Who Annual 1984 (World Distributors)		1983
Doctor Who Annual 1985 (World Distributors)		1984
Doctor Who Annual 1986 (World Distributors)		1985
Doctor Who Magazine Master Index (Asquith Publishing)		1989
Doctor Who on The Planet Zactus Painting Book (World Distributors)		1966
Doctor Who Painting Book No.1 (World Distributors)		1966
Doctor Who Painting Book No.2 (World Distributors)		1966
Doctor Who Puzzle Fun Book 1 (World Distributors)		1966
Doctor Who Puzzle Fun Book 2 (World Distributors)		1966
Doctor Who Special Effects (Arrow Books)	Matt Irvine	1986
Doctor Who Sticker Fun Book - Travels In Space (World Distributors)		1966
Doctor Who Sticker Fun Book - Travels In Time (World Distributors)		1966
Down (Virgin - New Adventures Of Bernice)	Lawrence Miles	1997
Dragon's Wrath (Virgin - New Adventures Of Bernice)	Justin Richards & Andy Lane	1997
Dry Pilgrimage (Virgin - New Adventures Of Bernice)	Paul Leonard & Nick Walters	1998
Five Round Rapid	Nicholas Courtney	1998
Ghost Devices (Virgin - New Adventures Of Bernice)	Simon Bucher-Jones	1997
I Am The Doctor	Jon Pertwee & David J. Howe	1996
I Am The Doctor (Virgin)	Jon Pertwee & David J. Howe	1996
It's Bigger On The Inside (Marvel)	Tim Quinn & Dicky Howitt	1988
Junior Doctor Who And The Brain Of Morbius (Target)	Terrance Dicks	1980
Junior Doctor Who And The Giant Robot (Target)	Terrance Dicks	1979
Licence Denied (Virgin)	Paul Cornell	1997

Make Your Own Adventure With Doctor Who - (Severn House)		
Make Your Own Adventure With Doctor Who - Crisis In Space (Severn House)	Michael Holt	1986
Make Your Own Adventure With Doctor Who - Invasion Of The Ormazoids (Severn House)	Philip Martin	1986
Make Your Own Adventure With Doctor Who - Mission To Venus (Severn House)	William Emms	1986
Make Your Own Adventure With Doctor Who - Race Against Time (Severn House)	Pip & Jane Baker	1986
Make Your Own Adventure With Doctor Who - Search For The Doctor (Severn House)	Dave Martin	1986
Make Your Own Adventure With Doctor Who - The Garden Of Evil (Severn House)	Dave Martin	1986
Mean Streets (Virgin - New Adventures Of Bernice)	Terrance Dicks	1997
Oblivion (Virgin - New Adventures Of Bernice)	Dave Stone	1998
Oh No It Isn't (Virgin - New Adventures Of Bernice)	Paul Cornell	1997
Paint And Draw The film Of "Doctor Who And The Daleks" (Souvenir Press & PanTher Books)		1965
Return to the Fractured Planet (Virgin - New Adventures Of Bernice)	Dave Stone	1999
Ship Of Fools (Virgin - New Adventures Of Bernice)	Dave Stone	1997
TARDIS Colouring Book (Cross & Blackwell)		1977
Tempest (Virgin - New Adventures Of Bernice)	Christopher Bulis	1998
Terry Nation's Dalek Annual 1976 (World Distributors)		1975
Terry Nation's Dalek Annual 1977 (World Distributors)		1976
Terry Nation's Dalek Annual 1978 (World Distributors)		1977
Terry Nation's Dalek Annual 1979 (World Distributors)		1978
Terry Nation's Dalek Special (WH Allen)		1979
The A to Z Of Doctor Who	Gary Gillatt	1998
The Adventures Of K9 - The Beasts Of Vega	Dave Martin	1980
The Adventures Of K9 - The Missing Planet	Dave Martin	1980
The Adventures Of K9 - The Time Trap	Dave Martin	1980
The Adventures Of K9 - The Zeta Rescue	Dave Martin	1980
The Adventures Of K9 And OTher Mechanical Creatures (WH Allen)		1979
The Amazing World Of Doctor Who (World Distributors & Ty-Phoo)		1976
The Companions Of Doctor Who - Harry Sullivan's War (Target)	David Bellamy	1986
The Companions Of Doctor Who - Turlough And The Earthlink Dilemma (Target)	Tony Attwood	1986
The Dalek Book (Souvenir Press & PanTher Books)		1964
The Dalek Outer Space Book (Souvenir Press & PanTher Books)		1966
The Dalek Pocketbook And Space Travellers Guide (Souvenir Press & PanTher Books)	Terry Nation	1965
The Dalek World (Souvenir Press & PanTher Books)		1965
The Daleks Activity Book (Children's Leisure Products Ltd)		1978
The Daleks Colouring Book (Children's Leisure Products Ltd)		1978
The Doctor Who Colouring Book (World Distributors)		1979
The Doctor Who Colouring Book (World Distributors)		1973
The Doctor Who Cookbook (WH Allen)	Gary Downie	1985
The Doctor Who Crossword Book (Target)	Nigel Robinson	1982
The Doctor Who Dinosaur Book (WH Allen)		1976
The Doctor Who Discovers Early Man (WH Allen)		1977
The Doctor Who Discovers Prehistoric Animals (WH Allen)		1977
The Doctor Who Discovers Space Travel (WH Allen)		1977
The Doctor Who Discovers Strange And Mysterious Creatures (WH Allen)		1978
The Doctor Who Discovers The Conquerors (WH Allen)		1978
The Doctor Who File (WH Allen)	Peter Haining	1986
The Doctor Who Fun Book (Target)	Tim Quinn & Dicky Howett	1987
The Doctor Who Handbook 1992 (Marvel)		1991
The Doctor Who Handbook 1993 (Marvel)		1992
The Doctor Who Handbook 1994 (Marvel)		1993

The Doctor Who Handbook 1995 (Marvel)		1994
The Doctor Who Handbook 1996 (Marvel)		1995
The Doctor Who Illustrated A-Z (WH Allen)	Lesley StAndring	1985
The Doctor Who Monster Book (TAndem)	Terrance Dicks	1975
The Doctor Who Pattern Book (WH Allen)	Joy Gammon	1984
The Doctor Who Poster Book (Virgin)		1997
The Doctor Who Press-Out Book (World Distributors)		1978
The Doctor Who Programme Guide (Target)	Jean-Marc LOfficier	1989
The Doctor Who Programme Guides Volume 1 (WH Allen)	Jean-Marc LOfficier	1981
The Doctor Who Programme Guides Volume 2 (WH Allen)	Jean-Marc LOfficier	1981
The Doctor Who Puzzle Book (Methuen)	Michael Holt	1985
The Doctor Who Quiz Book (Target)	Nigel Robinson	1981
The Doctor Who Quiz Book Of Dinosaurs (Methuen)	Michael Holt	1982
The Doctor Who Quiz Book Of Magic (Methuen)	Michael Holt	1983
The Doctor Who Quiz Book Of Science (Methuen)	Michael Holt	1982
The Doctor Who Quiz Book Of Space (Methuen)	Michael Holt	1983
The Doctor Who Special (WH Smith & Sons/Galleries Press)		1985
The Doctor Who Technical Manual (Severn House)	Mark Harris	1985
The Doctor Who Time Traveller's Guide (WH Allen)	Peter Haining	1987
The Doctors - 30 Years Of Time Travel (Boxtree)	Adrian Rigelsford	1995
The Doctor's Affect	Steve Cambden	1999
The Encyclopaedia Of The Worlds Of Doctor Who A-D	David Saunders	1987
The Encyclopaedia Of The Worlds Of Doctor Who E-K	David Saunders	1989
The Encyclopaedia Of The Worlds Of Doctor Who L-R (Piccadilly Press)	David Saunders	1990
The Joy Device (Virgin - The New Adventures)		1999
The K9 Manual (World International)		1982
The Making Of Doctor Who (Pan Books)	Malcolm Hulke, Terrance Dicks	1972
The Making Of Doctor Who (Tandem)	Terrance Dicks	1976
The Medusa Effect (Virgin - New Adventures Of Bernice)	Justin Richards	1998
The Nine Lives Of Doctor Who	Peter Haining	1998
The Second Doctor Who Monster Book (WH Allen)	Terrance Dicks	1977
The Second Doctor Who Quiz Book (Target)	Nigel Robinson	1983
The Seventh Doctor Handbook (Virgin)	David J. Howe & Stephen James Walker	1998
The Sword Of Forever (Virgin - New Adventures Of Bernice)	Jim Mortimore	1998
The Television Companion (BBC Books)	David J. Howe & Stephen James Walker	1998
The Third Doctor Who Quiz Book (Target)	Nigel Robinson	1985
Walking To Babylon (Virgin - New Adventures Of Bernice)	Kate Orman	1998
Where Angels Fear (Virgin - New Adventures Of Bernice)	Rebecca Levene & Simon Winstone	1998
Who On Earth Is Tom Baker (Harper Collins)	Tom Baker	1997
Who's There? - The Life And Career Of William Hartnell (Virgin)	Jessica Carney	1995

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Two teachers, Ian and Barbara, follow a mysterious schoolgirl, Susan, back to her home, and discover she is an alien with an alien grandfather known as the Doctor. Their home is a time and space ship, which ends them all up in the Stone Age.

Wr Anthony Coburn, C.E. Webber

Dir Waris Hussein

1 - 2 *THE DALEKS (1-7)*

The TARDIS travels to the planet Skaro, where the Doctor and his companions end up in a final war between the Thals and the Daleks.

Wr Terry Nation

Dir Christopher Barry, Richard Martin

1 - 3 *INSIDE THE SPACESHIP (1-2)*

The Doctor uses the fast control switch to try to return Ian and Barbara home, but ends up travelling towards the Big Bang.

Wr David Whitaker

Dir Richard Martin, Frank Cox

1 - 4 *MARCO POLO (1-7)*

The TARDIS ends up in 13th century China, where the Doctor stops a Tartar assassin killing Kublai Khan.

Wr John Lucarotti

Dir Waris Hussein, John Crockett

1 - 5 *KEYS OF MARINUS (1-6)*

The Doctor and his companions end up on a quest for the Keys of Marinus.

Wr Terry Nation

Dir John Gorrie

1 - 6 *THE AZTECS (1-4)*

The Doctor and his companions are separated from the TARDIS in Aztec Mexico, where Barbara is hailed as the reincarnation of a dead priest.

Wr John Lucarotti

Dir John Crockett

1 - 7 *THE SENSORITES (1-6)*

Susan is telepathically contacted by the Sensorites, who fear human exploitation of their planet.

Wr Peter R. Newman

Dir Mervyn Pinfield, Frank Cox

1 - 8 *THE REIGN OF TERROR (1-6)*

The TARDIS lands in France during the Reign of Terror. The Doctor must prevent them from reaching the guillotine, whilst Ian receives a message for an English spy.

Wr Dennis Spooner

Dir Henric Hirsch

2 - 1 *PLANET OF GIANTS (1-3)*

The TARDIS lands in an English garden, ministurised. The TARDIS crew must try to return to normal size, but Barbara is dying from a poisonous new insecticide, which will eventually wipe out humanity.

Wr Louis Marks

Dir Mervyn Pinfield, Douglas Camfield

2 - 2 *THE DALEK INVASION OF EARTH (1-6)*

The TARDIS lands on Earth of the future, only to discover man no longer controls the Earth, but the Daleks do! While Susan falls in love with a young rebel.

Wr Terry Nation

Dir Richard Martin

2 - 3 *THE RESCUE (1-2)*

The TARDIS lands on the planet Dido, where the Doctor defeats a murderer, pretending to be a dangerous alien. The Doctor, Ian and Barbara meet a young orphan, Vicki.

Wr David Whitaker

Dir Christopher Barry

2 - 4 *THE ROMANS (1-4)*

The TARDIS lands in Rome at the time of Nero, where Ian and Barbara are sold as slaves and the Doctor

gives the Emperor the idea to set Rome on fire.

Wr Dennis Spooner

Dir Christopher Barry

2 - 5 *THE WEB PLANET (1-6)*

The TARDIS is drawn to the planet Vortis, where the Doctor befriends the alien Menoptra so as to destroy the evil Animus and its Zarbi slaves.

Wr Bill Strutton

Dir Richard Martin

2 - 6 *THE CRUSADE (1.4)*

The Doctor and his companions end up in Palestine at the time of the Crusades, meeting Saladin, Richard I, and making enemies of the evil El Akir.

Wr David Whitaker

Dir Douglas Camfield

2 - 7 *THE SPACE MUSEUM (1-4)*

The TARDIS slips a time track, ending up on the Space Museum on Xeros, where the Doctor must change their future so as not to end up as exhibits in the museum.

Wr Glyn Jones

Dir Mervyn Pinfield

2 - 8 *THE CHASE (1-4)*

The Daleks follow the TARDIS so as to execute the TARDIS crew. The Doctor and his companions flee to the planet Mechanus, where the Daleks are defeated by the Mechnoids. Ian and Barbara decide to use the Dalek ship to get home, while the TARDIS has a stowaway on board.

Wr Terry Nation

Dir Richard Martin

2 - 9 *THE TIME MEDDLERE (1-4)*

The Doctor discovers Steven Taylor, a space pilot marooned on Mechanus on board the TARDIS. The ship lands in Northumbria in 1066, meeting the Monk, one of the Doctor's people, who intends to help Harold II win the Battle of Hastings.

Wr Dennis Spooner

Dir Douglas Camfield

3 - 1 *GALAXY 4 (1-4)*

The TARDIS lands on a doomed planet, where the Doctor meets two marooned spaceships, the ugly Rills and the beautiful, female Drahvins. Which one should the Doctor help?

Wr William Emms

Dir Derek Martinus

3 - 2 *DALEK CUTAWAY (1)*

SSS Agent Marc Cory discovers that the Daleks intend to attack the solar system from the planet Kembel.

Wr Terry Nation

Dir Derek Martinus

3 - 3 *THE MYTH MAKERS (1-4)*

The TARDIS lands in Troy at the time of the Trojan War. The Doctor is forced to help the Greeks design the Trojan Horse, whilst Vicki falls in love with a Trojan Prince. Steven is injured and is aided by a Trojan handmaiden, Katarina.

Wr Donald Cotton

Dir Michael Leeston-Smith

3 - 4 *THE DALEK'S MASTERPLAN (1-12)*

The TARDIS lands on the planet Kembel, where the TARDIS crew are forced to stop the Daleks taking control on the universe with a Time Destructor, but at a cost, the lives of the companions Katarina and Sara.

Wr Terry Nation, Dennis Spooner

Dir Douglas Camfield

3 - 5 *THE MASSACRE OF ST.BARTHOLOMEW'S EVE (1-4)*

The Doctor and Steven arrive in sixteenth century France at the time of the Massacre of the St.

Bartholomew's Eve, where Steven mistakes the Doctor for the villainous Abbot of Amboise. Leaving France the TARDIS lands in London, 1966, where the TARDIS picks up a young schoolgirl, Dodo Chaplet.

Wr John Lucarotti

Dir Paddy Russell

3 - 6 *THE ARK (1-4)*

The TARDIS lands on a giant spaceship, taking the last peoples of Earth to a new home on Refusis. Unfortunately, Dodo infects humanity with the common cold. Landing again in the Ark, 700 years later, they discover that the cold has had longer, lasting effects!

Wr Paul Erickson, Lesley Scott

Dir Michael Imison

3 - 7 *THE CELESTIAL TOYMAKER (1-4)*

The Doctor has been made invisible by the Toymaker, and plays the Trilogic Game, while Steven and Dodo play his deadly games in his toyroom. If they lose, they will become his toys forever!

Wr Brian Hayles

Dir Bill Sellers

3 - 8 *THE GUNFIGHTERS (1-4)*

The Doctor needs a dentist and finds one in Tombstone, USA, 1881, near the OK Corral.

Wr Donald Cotton

Dir Rex Tucker

3 - 9 *THE SAVAGES (1-4)*

The Doctor, Steven and Dodo arrive on the planet of the Elders and the Savages. But they discover that Paradise is made at the expense of the life essence of the Savages. Steven decides to stay and help the peoples as their leader.

Wr Ian Stuart Black

Dir Christopher Barry

3 - 10 *THE WAR MACHINES (1-4)*

The TARDIS arrives in London, 1966, where Earth is threatened by the super-computer WOTAN, and its deadly War Machines. Dodo decides to stay behind in London and sends her TARDIS key with Ben and Polly to the Doctor.

Wr Ian Stuart Black, Kit Pedler, Pat Dunlop

Dir Michael Ferguson

4 - 1 *THE SMUGGLERS (1-4)*

The TARDIS arrives in seventeenth century Cornwall, where the Doctor, Ben and Polly are embroiled in smuggler plots with pirates.

Wr Brian Hayles

Dir Julia Smith

4 - 2 *THE TENTH PLANET (1-4)*

After an adventure at the South Pole with the Cybermen, the Doctor changes his appearance in the TARDIS.

Wr Gerry Davis, Kit Pedler, Pat Dunlop

Dir Derek Martinus

4 - 3 *THE POWER OF THE DALEKS (1-6)*

The new Doctor convinces his companions of his identity, whilst saving an Earth colony from the Daleks.

Wr David Whitaker

Dir Christopher Barry

4 - 4 *THE HIGHLANDERS (1-4)*

The Doctor saves a group of refugee Highlanders from a civil servant, who wants to sell them as slaves. Returning to the TARDIS, the Doctor saves a young Highlander, Jamie, from the Redcoats.

Wr Gerry Davis, Elwyn Jones

Dir Hugh David

4 - 5 *THE UNDERWATER MENACE (1-4)*

Landing in Atlantis, the Doctor saves the Earth from the mad Professor Zaroff, who intends to destroy the

world by raising Atlantis from the seas, with his plunger.

Wr Geoffrey Orme

Dir Julia Smith

4 - 6 *THE MOONBASE (1-4)*

The TARDIS lands on the Moon, where the Doctor discovers a plot by the Cybermen to destroy the Earth using the Gravitron, a weather-controlling machine.

Wr Kit Pedler

Dir Maurice Barry

4 - 7 *THE MACRA TERROR (1-4)*

The TARDIS lands on an utopic Earth colony, where the Doctor discovers that the colony is controlled by the Macra, so as to mine the gas they need to survive.

Wr Ian Stuart Black

Dir John Davies

4 - 8 *THE FACELESS ONES (1-6)*

The TARDIS lands at Gatwick Airport, 1966, where the Doctor uncovers a plot by the faceless Chameleons to take over the identities of humans. In their own time again, Ben and Polly remain behind, as the TARDIS is stolen.

Wr David Ellis, Malcolm Hulke

Dir Gerry Mill

4 - 9 *THE EVIL OF THE DALEKS (1-7)*

The TARDIS is traced to an antique shop, where the Doctor discovers a plot involving the Daleks to turn humanity into Daleks. The Doctor inflicts the Daleks with the Human Factor, causing civil war on Skaro. The Doctor allows orphaned Victoria Waterfield to travel with them.

Wr David Whitaker

Dir Derek Martinus

5 - 1 *THE TOMB OF THE CYBERMEN (1-4)*

The Doctor lands the TARDIS on Telos, where an archaeological expedition has uncovered the lost Tombs of the Cybermen.

Wr Gerry Davis, Kit Pedler

Dir Maurice Barry

5 - 2 *THE ABOMINABLE SNOWMEN (1-6)*

The Doctor uncovers a plot by the Great Intelligence to take over the Earth with his robotic Yetis in 1930s Tibet.

Wr Henry Lincoln, Mervyn Haisman

Dir Gerald Blake

5 - 3 *THE ICE WARRIORS (1-6)*

The TARDIS lands on Earth during the next Ice Age, where a remote base has uncovered an Ice Warrior from Mars, who intends to conquer the Earth.

Wr Brian Hayles

Dir Derek Martinus

5 - 4 *THE ENEMY OF THE WORLD (1-6)*

The Doctor gets involved in world politics, as he is the image of Salamander, a would-be world dictator, who has the power to control "natural" disasters.

Wr David Whitaker

Dir Barry Letts

5 - 5 *THE WEB OF FEAR (1-6)*

The TARDIS lands in the London Underground, where the Great Intelligence intends to take over the Earth again, with his robotic Yetis.

Wr Henry Lincoln, Mervyn Haisman

Dir Douglas Camfield

5 - 6 *FURY FROM THE DEEP (1-6)*

The TARDIS lands near a North Sea Refinery, which is coming under the power of the Weed Creature. Finding a new family, Victoria decides to stay behind.

Wr Victor Pemberton

Dir Hugh David

5 - 7 *THE WHEEL IN SPACE (1-6)*

The Doctor gets involved in a Cybermen plot to take over the Earth using a remote space station. Astrophysicist, Zoe Heriot, stowaways on board the TARDIS.

Wr David Whitaker

Dir Tristan De Vere Cole

6 - 1 *THE DOMINATORS (1-5)*

The TARDIS lands on Dulkis, where the Doctor stops the Dominators from destroying the planet by turning it into fuel.

Wr Henry Lincoln, Mervyn Haisman

Dir Maurice Barry

6 - 2 *THE MIND ROBBER (1-5)*

Escaping a volcanic eruption, the Doctor takes the TARDIS out of time and space, landing in the Land of Fiction, where the Doctor must prevent Jamie and Zoe being turned into fictional characters.

Wr Peter Ling

Dir David Maloney

6 - 3 *THE INVASION (1-8)*

Landing on Earth, the Doctor and UNIT discover a Cybermen plot to take over the planet through electronics.

Wr Derrick Sherwin

Dir Douglas Camfield

6 - 4 *THE KROTONS (1-4)*

The Doctor must defeat the Krotons, creatures who are using the most intelligent minds of the Gonds to try to power their spaceship.

Wr Robert Holmes

Dir David Mahoney

6 - 5 *THE SEEDS OF DEATH (1-6)*

The Ice Warriors intend to conquer the Earth using T-Mat, an instantaneous mode of travel, used on Earth.

Wr Brian Hayles

Dir Michael Ferguson

6 - 6 *THE SPACE PIRATES (1-6)*

The Doctor stops Argonite pirates, who are destroying navigational beacons.

Wr Robert Holmes

Dir Michael Hart

6 - 7 *THE WAR GAMES (1-10)*

The Doctor defeats the War Lord and the War Chief, who intend to conquer the galaxy using soldiers from different periods of Earth's history. However, the only way the Doctor can return the soldiers home is using his own people, the TimeLords. However, the Doctor is put on trial by his people for interference, and is exiled to Earth, and is forced to change his appearance again.

Wr Malcolm Hulke, Terrance Dicks

Dir David Maloney

7 - 1 *SPEARHEAD FROM SPACE (1-4)*

Exiled to Earth, the Doctor helps Dr Liz Shaw and UNIT, a secret paramilitary organisation, to defeat an Auton invasion.

Wr Robert Holmes

Dir Derek Martinus

7 - 2 *DOCTOR WHO AND THE SILURIANS (1-7)*

The Doctor discovers that the power losses at an atomic research centre are due to the reawakening of the Silurians, the original rulers of Earth.

Wr Malcolm Hulke

Dir Timothy Combe

7 - 3 *THE AMBASSADORS OF DEATH (1-7)*

The Doctor aids alien ambassadors from being used by xenophobic humans, led by General Carrington.

Wr David Whitaker

Dir Michael Ferguson

7 - 4 *INFERNO (1-7)*

The Doctor is transported to parallel Earth, where the Doctor witnesses its destruction, and must get home to prevent the same thing happening on his Earth.

Wr Don Houghton

Dir Douglas Camfield, Barry Letts

8 - 1 *TERROR OF THE AUTONS (1-4)*

The Autons are led to Earth again, this time by the Master, the TimeLord enemy of the Doctor. The Doctor and Jo Grant, his new assistant after the departure of Liz, must stop them from destroying the Earth using plastic.

Wr Robert Holmes

Dir Barry Letts

8 - 2 *THE MIND OF EVIL (1-6)*

The Doctor must stop the Master, from kidnapping the Thunderbolt missile, using an alien Mind Parasite.

Wr Don Houghton

Dir Timothy Combe

8 - 3 *THE CLAWS OF AXOS (1-4)*

The Master brings the vampiric Axos to Earth, where the Doctor must stop them from destroying the planet.

Wr Bob Baker, Dave Martin

Dir Michael Ferguson

8 - 4 *COLONY IN SPACE (1-6)*

The TimeLords send the Doctor and Jo to Exarius, where they become involved in a confrontation between miners and colonist over ownership of a planet. Things get more difficult, when the Master arrives after an ultimate doomsday weapon.

Wr Malcolm Hulke

Dir Michael Bryant

8 - 5 *THE DAEMONS (1-5)*

The Doctor arrives in Devil's End to prevent the Master summoning Axal, the last of the Daemons, and from gaining his power.

Wr Barry Letts, Robert Sloman

Dir Christopher Barry

9 - 1 *DAY OF THE DALEKS (1-4)*

The Doctor is called into investigate "ghosts", which turn out to be time-travelling assassins intent on killing a diplomat, who they believe began a sequence of events which will end with their world being taken over by the Daleks.

Wr Louis Marks

Dir Paul Bernard

9 - 2 *THE CURSE OF PELADON (1-4)*

The TimeLords send the Doctor to Peladon, to ensure that the planet becomes part of the Galactic Federation. However, one of the diplomats is intent on sabotage, and the Doctor believes that the Ice Warrior delegates are to blame.

Wr Brian Hayles

Dir Lennie Mayne

9 - 3 *THE SEA DEVILS (1-6)*

The Doctor visits the Master in prison, but he intends to escape and to destroy the Earth using the Sea Devils, marine cousins of the Silurians.

Wr Malcolm Hulke

Dir Michael Bryant

9 - 4 *THE MUTANTS (1-6)*

The TimeLords send the Doctor to aid the Solonians, who are gaining independence from the Earth Empire. However, the solonians are turning mutant and the Earth Marshal of Solos intends to stop independence and turn the planet into new Earth.

Wr Bob Baker, Dave Martin

Dir Christopher Barry

9 - 5 *THE TIME MONSTER (1-6)*

The Master intends to control the Great Crystal of Kronos, with which he will have the power to destroy the Earth.

Wr Robert Sloman

Dir Paul Bernard

10 - 1 *THE THREE DOCTORS (1-4)*

The TimeLords are under threat from Omega, who once gave the TimeLords the power of time travel, but became trapped in a Black Hole. The TimeLords only hope is to unite the Doctor with his past selves to combat Omega. His reward will be his freedom.

Wr Bob Baker, Dave Martin

Dir Lennie Mayne

10 - 2 *CARNIVAL OF MONSTERS (1-4)*

Free again, the TARDIS lands on a ship, which is about to disappear in the Indian Ocean. However, the Doctor and Jo are not on a ship, but inside an MiniScope, a freak show.

Wr Robert Holmes

Dir Barry Letts

10 - 3 *FRONTIER IN SPACE (1-6)*

The Doctor discovers a plot by the Master and the Daleks to destroy the galaxy by provoking a war between the Earth Empire and the Draconian Empire.

Wr Malcolm Hulke

Dir Paul Bernard

10 - 4 *PLANET OF THE DALEKS (1-6)*

The TimeLords direct the TARDIS to Spiridon, the Daleks base. The Doctor aids a Thal mission to destroy a Dalek army being reawakened on the planet.

Wr Terry Nation

Dir David Maloney

10 - 5 *THE GREEN DEATH (1-6)*

The TARDIS returns to Earth, where the Doctor stops giant maggots and BOSS, a super-computer, which intends to take over Earth. Jo, who has fallen in love with Cliff Jones, leaves UNIT.

Wr Robert Sloman

Dir Michael Bryant

11 - 1 *THE TIME WARRIOR (1-4)*

The Doctor and Sarah Jane Smith stop a stranded Sontaran in medieval England, from giving guns to a local mercenary.

Wr Robert Holmes

Dir Alan Bromly

11 - 2 *INVASION OF THE DINOSAURS (1-6)*

The TARDIS returns to an evacuated London terrorised by dinosaurs. They have been transported into the future by Operation Golden Age in an attempt to cleanse Earth of its pollution by rolling back time so that the human race never existed.

Wr Malcolm Hulke

Dir Paddy Russell

11 - 3 *DEATH TO THE DALEKS (1-4)*

The TARDIS is drained of power by the City of the Exxilons, where the Doctor helps a human medical mission, as the Daleks land on the planet.

Wr Terry Nation

Dir Michael Bryant

11 - 4 *THE MONSTER OF PELADON (1-6)*

The TARDIS returns to Peladon, where the Doctor stops a group of Ice Warrior renegades taking over the valuable minerals essential for the war with Galaxy Five.

Wr Brian Hayles

Dir Lennie Mayne

11 - 5 *PLANET OF THE SPIDERS (1-6)*

The Giant Spiders of Metebelis III trace a valuable jewel to the Doctor, who is forced to regenerate to combat the lethal radiation of the Great One.

Wr Robert Sloman

Dir Barry Letts

12 - 1 *ROBOT (1-4)*

The new Doctor, Sarah, Dr Harry Sullivan and UNIT investigate the Scientific Reform Society, who intend to blackmail the world into submission.

Wr Terrance Dicks

Dir Christopher Barry

12 - 2 *THE ARK IN SPACE (1-4)*

The TARDIS lands on the Space Ark Nerva, where the Doctor helps one of the last remnants of humanity combat the Wirrn.

Wr Robert Holmes

Dir Rodney Bennett

12 - 3 *THE SONTARAN EXPERIMENT (1-2)*

The Doctor, Sarah and Harry transmat to Earth to find a small group of trapped colonists being experimented upon by a lone Sontaran

Wr Bob Baker, Dave Martin

Dir Rodney Bennett

12 - 4 *GENESIS OF THE DALEKS (1-6)*

The TimeLords send the travellers to Skaro to destroy the Daleks, before they are born.

Wr Terry Nation

Dir David Maloney

12 - 5 *REVENGE OF THE CYBERMEN (1-4)*

The Doctor, Sarah and Harry return to Space Beacon Nerva, where the Doctor defeats the Cybermen ,intent on destroying Voga, the planet of gold.

Wr Gerry Davis

Dir Michael E. Bryant

13 - 1 *TERROR OF THE ZYGONS (1-4)*

The Brigadier calls the Doctor to investigate the mysterious destruction of oil rigs. The Doctor discovers a plot by the Zygons to take over the Earth. Harry decides to remain on Earth.

Wr Robert Banks Stewart

Dir Douglas Camfield

13 - 2 *PLANET OF EVIL (1-4)*

The Doctor lands on Zeta Minor, the planet of the edge of this universe and the universe of anti-matter. The Doctor must prevent misguided Professor Sorenson from taking anti-matter into this universe.

Wr Louis Marks

Dir David Maloney

13 - 3 *PYRAMIDS OF MARS (1-4)*

The TARDIS lands on Earth, 1911, where the Doctor must stop Sutekh, the Egyptian god of death, escaping from its prison to destroy the universe.

Wr Robert Holmes, Lewis Grier

Dir Paddy Russell

13 - 4 *THE ANDROID INVASION (1-4)*

The TARDIS lands in the village of Devesham, or does it? However, the village is a trial ground for the invasion of the Kraals using androids.

Wr Terry Nation

Dir Barry Letts

13 - 5 *THE BRAIN OF MORBIUS (1-4)*

The TimeLords direct the TARDIS to Karn, so that the Doctor can help the Sisterhood of Karn, who are threatened by the Brain of Morbius, a TimeLord executed centuries earlier.

Wr Terrance Dicks

Dir Christopher Barry

13 - 6 *THE SEEDS OF DOOM (1-6)*

The Doctor helps the World Ecology Bureau against Harrison Chase, who intends to release the Krynoid plant on the world.

Wr Robert Banks Stewart

Dir Douglas Camfield

14 - 1 *THE MASQUE OF MANDRAGORA (1-4)*

The TARDIS lands in Renaissance Italy, where the Doctor is forced to fight the Mandragora Helix, an intelligence which fears Earth's intelligence in the future.

Wr Louis Marks

Dir Rodney Bennett

14 - 2 *THE HAND OF FEAR (1-4)*

Sarah is taken over by the spirit of Eldrad, a Kastrian criminal, who intends to return home to make Kastria great through conquest. The Doctor receives the call to return home of Gallifrey, but cannot take Sarah with him and so must return home.

Wr Bob Baker, Dave Martin

Dir Lennie Mayne

14 - 3 *THE DEADLY ASSASSIN (1-4)*

The Master intends to destroy Gallifrey so that he can regenerate again, whilst framing the Doctor for the murder of the President.

Wr Robert Holmes

Dir David Maloney

14 - 4 *THE FACE OF EVIL (1-4)*

The Doctor discovers that he once created a schizophrenic computer, who thinks it is a god. The Doctor must rectify his mistake with the help of the savage, Leela.

Wr Chris Boucher

Dir Pennant Roberts

14 - 5 *THE ROBOTS OF DEATH (1-4)*

The TARDIS lands on a sandminer, where a robotic scientist is using the ship's robots to kill the crew.

Wr Chris Boucher

Dir Michael E. Bryant

14 - 6 *THE TALONS OF WENG-CHIANG (1-6)*

The TARDIS lands in late Victorian London, where the Doctor and Leela must stop Magnus Greel, a scientist from the future, who is using the alias of a Chinese god.

Wr Robert Holmes

Dir David Maloney

15 - 1 *HORROR OF FANG ROCK (1-4)*

The TARDIS lands at Fang Rock lighthouse as a Rutan ship crashes off its coast, and a ship crashes onto the rocks.

Wr Terrance Dicks

Dir Paddy Russell

15 - 2 *THE INVISIBLE ENEMY (1-4)*

The Doctor and Leela stop the Virus Nucleus of the Swarm from taking over the humanity, with the help of Professor Marius and his robotic computer dog, K9.

Wr Bob Baker, Dave Martin

Dir Derrick Goodwin

15 - 3 *IMAGE OF THE FENDAHL (1-4)*

The TARDIS lands at Fetch Priory, where the Doctor must stop a Time Scanner destroying the Earth, and also the alien Fendahl.

Wr Chris Boucher

Dir George Spenton-Foster

15 - 4 *THE SUNMAKERS (1-4)*

The TARDIS lands on Pluto, where humanity is being taxed to death by the Usurians.

Wr Robert Holmes

Dir Pennant Roberts

15 - 5 *UNDERWORLD (1-4)*

The Doctor, Leela and K9 help a group of Minyans find their lost Race Banks of their home planet. However, the Race Banks are kept by the Oracle, a schizophrenic computer at the heart of a planet, surrounding a lost Minyan ship.

Wr Bob Baker, Dave Martin

Dir Norman Stewart

15 - 6 *THE INVASION OF TIME (1-6)*

The Doctor apparently betrays Gallifrey to the Vardans. However, the Vardans are being used by the Sontarans to take over the secret of time-travel. Leela, who has fallen in love with a Gallifreyan soldier, stays behind with K9.

Wr Graham Williams, Anthony Read

Dir Gerald Blake

16 - 1 *THE RIBOS OPERATION (1-4)*

The White Guardian sends the Doctor and his new assistants Romana and K9 Mark II on a quest for the Key To Time. The TARDIS lands on Ribos, where they must find the first segment from a conman selling the planet to a deposed tyrant.

Wr Robert Holmes

Dir George Spenton-Foster

16 - 2 *THE PIRATE PLANET (1-4)*

The TARDIS traces the second segment to the planet Calufraz, where the Doctor must stop the Pirate Captain squashing Earth for its minerals.

Wr Douglas Adams

Dir Pennant Roberts

16 - 3 *THE STONES OF BLOOD (1-4)*

The TARDIS lands on Earth, where the Doctor must get the third segment from an criminal posing as an ancient Celtic goddess.

Wr David Fisher

Dir Darrol Blake

16 - 4 *THE ANDROIDS OF TARA (1-4)*

Romana finds the fourth segment, but it is taken off her by Count Grendel, who intends to take over the throne of Tara, using Romana, who is the image of Princess Stella.

Wr David Fisher

Dir Michael Hayes

16 - 5 *THE POWER OF KROLL (1-4)*

The fifth segment is traced to a swampy moon, where the Doctor stops the natives being killed by local ore refiners, at the time of the reawakening of the native god, Kroll.

Wr Robert Holmes

Dir Norman Stewart

16 - 6 *THE ARMAGEDDON FACTOR (1-6)*

The sixth segment is traced to Atrios, which is at war with its sister planet Zeos. The war, however, is a front by the Black Guardian to get the six segments .

Wr Bob Baker, Dave Martin

Dir Michael Hayes

17 - 1 *DESTINY OF THE DALEKS (1-4)*

Romana regenerates, and the TARDIS lands on Skaro. The Doctor must defeat the Daleks, before they find their creator, Davros to help in their war against the Movellans.

Wr Terry Nation

Dir Ken Grieve

17 - 2 *CITY OF DEATH (1-4)*

The Doctor must stop Count Scarlioni, the guise of the last of the Jagaroth from travelling back in time from Paris, to stop the explosion that splits him in time and starts the human race.

Wr Douglas Adams, Graham Williams

Dir Michael Hayes

17 - 3 *THE CREATURE FROM THE PIT (1-4)*

The TARDIS on Chloris, where the Doctor must stop local leader, Lady Adrastra, from destroying the planet, in retaliation for her mistreatment of an alien ambassador.

Wr David Fisher

Dir Christopher Barry

17 - 4 *NIGHTMARE OF EDEN (1-4)*

The TARDIS lands on the spaceliner Empress, trapped with the Hecate. The Doctor must free the ships and stop drug smugglers.

Wr Bob Baker

Dir Alan Bromly

17 - 5 *THE HORNS OF NIMON (1-4)*

The Doctor must stop the parasitic Nimon from destroying the world of Skonnos.

Wr Anthony Read

Dir Kenny McBain

17 - 6 *SHADA (1-6)*

The Doctor, Romana and K9 stop Skagra, a mind stealer from controlling the universe, by preventing him find Salayvin, a TimeLord criminal.

Wr Douglas Adams

Dir Pennant Roberts

18 - 1 *THE LEISURE HIVE (1-4)*

The TARDIS lands at the Leisure Hive on Argolis, where the Doctor and Romana stop a plot by a Lodge of the Argolin former enemy, the Foamasi, from buying the planet.

Wr David Fisher

Dir Lovett Bickford

18 - 2 *MEGLOS (1-4)*

Meglos, last of the Zolfa-Thurans uses an image of the Doctor to steal the Dodecahedron, the sacred symbol of the neighbouring Tigellans.

Wr John Flanagan, Andrew McCulloch

Dir Terence Dudley

18 - 3 *FULL CIRCLE (1-4)*

The TARDIS becomes trapped in Exo-Space, where the Doctor, Romana, K9 and a young Alzarian, Adric, aid a colony from Mistfall and the Marshmen.

Wr Andrew Smith

Dir Peter Grimwade

18 - 4 *STATE OF DECAY (1-4)*

The TARDIS lands on the planet of the ancient enemy of the TimeLords - the Vampires.

Wr Terrance Dicks

Dir Peter Moffatt

18 - 5 *WARRIORS' GATE (1-4)*

The TARDIS finds the exit to E-Space, but must free the Tharils from a group of slavetraders. Romana and K9 decide to stay behind to free other enslaved Tharils.

Wr Stephen Gallagher

Dir Paul Joyce

18 - 6 *THE KEEPER OF TRAKEN (1-4)*

The Doctor and Adric return to N-Space, and help the dying Keeper of Traken, whose power is threatened by the Melkur. In reality, the Melkur is the Master, who uses the power of the Source to take over the body of Consul Tremas.

Wr Johnny Byrne

Dir John Black

18 - 7 *LOGOPOLIS (1-4)*

The Doctor, Adric, Nyssa, a young Trakenite searching for her father, Consul Tremas, and Tegan, a trainee air hostess, stop the Master from taking over the universe by destroying the CVEs. Unfortunately, this is at the cost of the Doctor's fourth life.

Wr Christopher H. Bidmead

Dir Peter Grimwade

19 - 1 *CASTROVALVA (1-4)*

The Master kidnaps Adric, and sets a trap for the new Doctor, as he seeks rest and relaxation to recover from regeneration on the planet of Castrovalva.

Wr Christopher H. Bidmead

Dir Fiona Cumming

19 - 2 *FOUR TO DOOMSDAY (1-4)*

The TARDIS lands on the ship of the Monarch of Urbanka, who intends to poison Earth's population in his pursuit of his dream - to travel back in time and meet himself as God!

Wr Terence Dudley

Dir John Black

19 - 3 *KINDA (1-4)*

The TARDIS lands on the paradise planet of Deva Loka, where an earth colonisation team is investigating the planet, as the native Kinda are being manipulated by the evil Mara, who has possessed Tegan.

Wr Christopher Bailey

Dir Peter Grimwade

19 - 4 *THE VISITATION (1-4)*

The TARDIS returns to Earth, but in 1666, where the Doctor meets the a group of escaped Terileptil criminals, who intends to take over the Earth by destroying humanity through plague-carrying rats.

Wr Eric Saward

Dir Peter Moffatt

19 - 5 *BLACK ORCHID (1-2)*

The Doctor pilots the TARDIS to England, 1925, where the Doctor is accused of murder. However, the murderer is an insane aristocrat, who kidnaps Nyssa, the image of his ex-fiancee.

Wr Terence Dudley

Dir Ron Jones

19 - 6 *EARTHSHOCK (1-4)*

The Doctor stops the Cybermen from destroying a conference on Earth, but at the cost of the life of Adric.

Wr Eric Saward

Dir Peter Grimwade

19 - 7 *TIME-FLIGHT (1-4)*

The TARDIS returns to Heathrow Airport, where the Doctor is called on to investigate the disappearance of a missing Concorde. The Doctor traces it to Earth's history, where the Concorde has been kidnapped by the Master, so as to acquire the power of the Xeraphin.

Wr Peter Grimwade

Dir Ron Jones

20 - 1 *ARC OF INFINITY (1-4)*

Omega tries to acquire the Doctor's body print so as to return to the matter universe, but the TimeLords discover this and sentence the Doctor to death, so as to save the universe.

Wr Johnny Byrne

Dir Ron Jones

20 - 2 *SNAKEDANCE (1-4)*

The Mara takes over Tegan again, and sends the TARDIS to Manussa, where it intends to manifest itself, at the anniversary ceremony of its banishment.

Wr Christopher Bailey

Dir Fiona Cumming

20 - 3 *MAWDRYN UNDEAD (1-4)*

The Black Guardian sends Turlough, an alien trapped on Earth, to kill the Doctor. The TARDIS returns to Earth, where the Doctor helps Mawdryn and his fellow scientists to die. They had used TimeLord technology to extend their lives, but caused perpetual regeneration,

Wr Peter Grimwade

Dir Peter Moffatt

20 - 4 *TERMINUS (1-4)*

The TARDIS lands at Terminus, the centre of the universe, where the Doctor stops the second Big Bang, and Nyssa stays behind to help the Lazars.

Wr Stephen Gallagher

Dir Mary Ridge

20 - 5 *ENLIGHTENMENT (1-4)*

The TARDIS lands on an Edwardian yacht in a race, but the race is in space, and the ship's Captain is an Eternal. One of the other race captains is also an agent of the Black Guardian, who is using his aid to gain the ultimate prize - Enlightenment.

Wr Barbara Clegg

Dir Fiona Cumming

20 - 6 *THE KING'S DEMONS (1-2)*

The Doctor stops the Master in medieval England from preventing the signing of the Magna Carta. The Doctor takes the shape-changing android, Kamelion, away from the Master's influence.

Wr Terence Dudley

Dir Tony Virgo

20 - 7 *THE FIVE DOCTORS (1)*

President Borusa of the TimeLords is after Rassilon's secret - immortality, and sends the Five Doctors to the Death Zone on Gallifrey to secure the way for him.

Wr Terrance Dicks

Dir Peter Moffatt

21 - 1 *WARRIORS OF THE DEEP (1-4)*

The Doctor, Tegan and Turlough land on Sea Base 4, where the base is under attack from Silurians and Sea Devils, while at the same time the base is under attack from enemy agents.

Wr Johnny Byrne

Dir Pennant Roberts

21 - 2 *THE AWAKENING (1-2)*

The Doctor takes Tegan to see her grandfather, but he has disappeared during a civil war reconstruction at his village, which intends to reawaken the dormant alien weapon - the Malus.

Wr Eric Pringle

Dir Michael Owen Morris

21 - 3 *FRONTIOS (1-4)*

The TARDIS materialises at one of the last human settlements on Frontios. The colony is under attack from below the surface, from the Tractators.

Wr Christopher H. Bidmead

Dir Ron Jones

21 - 4 *RESURRECTION OF THE DALEKS (1-2)*

The TARDIS follows a time corridor to Earth, where the Doctor discovers that he is part of a plot by Davros and the Daleks to assassinate the High Council of the TimeLords. Tegan decides to remain on Earth.

Wr Eric Saward

Dir Matthew Robison

21 - 5 *PLANET OF FIRE (1-4)*

The Doctor discovers alien artifacts on Lanzarote, and discover that they are Trion artifacts, from Turlough's home. Travelling to Sarn, thje Doctor discovers that the Master has had an accident and needs Kamelion to help him. Turlough decides to go home with his newly found brother, while the Doctor destroys Kamelion to save him from the Master. The Doctor leaves with his new companion, Peri Brown.

Wr Peter Grimwade

Dir Fiona Cumming

21 - 6 *THE CAVES OF ANDROZANI (1-4)*

The TARDIS lands on Androzani Minor, where the Doctor and Peri get accidentally involved with arms smugglers. The Doctor and Peri catch spectrox toxoemia, but there is only enough antidote for one. The Doctor gives the antidote to Peri, and regenerates.

Wr Robert Holmes

Dir Graeme Harper

21 - 7 *THE TWIN DILEMMA (1-4)*

The new Doctor recovers erratically from his regeneration, and helps the Jocondans from the tyrant Mestor, who intends to destroy the solar system of Joconda to spread its eggs across the universe.

Wr Anthony Steven

Dir Peter Moffatt

22 - 1 *ATTACK OF THE CYBERMEN (1-2)*

The TARDIS lands on Earth, where the Doctor discovers a Cybermen plot to change history by destroying Earth using Halley's Comet.

Wr Eric Saward, Paula Wolsey

Dir Matthew Robinson

22 - 2 *VENGEANCE ON VAROS (1-2)*

The TARDIS materialises on Varos, where the Doctor and Peri are forced to suffer in the Punishment Dome, while saving the planet from the economic exploitation of the Mentor, Sil.

Wr Philip Martin

Dir Ron Jones

22 - 3 *THE MARK OF THE RANI (1-2)*

The Master forces the TARDIS to land during the Industrial Revolution, which he intends to change with the help of the Rani, who is draining humans of their ability to sleep.

Wr Pip & Jane Baker

Dir Sarah Hellings

22 - 4 *THE TWO DOCTORS (1-3)*

The Doctor helps his former self against the Androgums and the Sontarans, who intend to capture the secret of time travel.

Wr Robert Holmes

Dir Peter Moffatt

22 - 5 *TIMELASH (1-2)*

The TARDIS lands on Karfel, where the Doctor stops its tyrannical ruler, the Borad from destroying the planet and repopulating it with creatures like itself, by provoking a war with its neighbours.

Wr Glen McCoy

Dir Pennant Roberts

22 - 6 *REVELATION OF THE DALEKS (1-2)*

The Doctor investigates the death of his friend, and discovers a plot by Davros to re-engineer a new race of Daleks.

Wr Eric Saward

Dir Graeme Harper

23 - 1 *THE TRIAL OF A TIMELORD : THE MYSTERIOUS PLANET (1-4)*

The Doctor is put on trial for interference by the TimeLords. The prosecutor, the Valeyard presents evidence from the Doctor's trip to Ravalox, where the Doctor encountered the Drathro robot.

Wr Robert Holmes

Dir Nicholas Mallett

23 - 2 *THE TRIAL OF A TIMELORD : MINDWARP (1-4)*

The next evidence comes from the Doctor's trip to Thoros Beta, where the Lord Kiv is undergoing a brain transplant. The most suitable candidate for this is Peri, and Peri apparently dies so that her body can be used.

Wr Philip Martin

Dir Ron Jones

23 - 3 *THE TRIAL OF A TIMELORD : TERROR OF THE VERVOIDS (1-4)*

The Doctor presents his own evidence from an adventure his companion Mel, and the Hyperion III spaceliner, where murders are taking place by vengeful plants - the Vervoids.

Wr Pip & Jane Baker

Dir Chris Clough

23 - 4 *THE TRIAL OF A TIMELORD : THE ULTIMATE FOE (1-2)*

The Master helps the Doctor so as to defeat the Valeyard, who turns out to be a future incarnation of the Doctor between his twelfth and final regeneration.

Wr Robert Holmes, Pip & Jane Baker

Dir Chris Clough

24 - 1 *TIME AND THE RANI (1-4)*

The Rani crashes the TARDIS on Lakertya, forcing the Doctor to regenerate. She needs his brain as the final part of her Time Manipulator, with which she can mould evolution.

Wr Pip & Jane Baker

Dir Andrew Morgan

24 - 2 *PARADISE TOWERS (1-4)*

The TARDIS lands on Paradise Towers, a run down apartment block, where the Doctor must prevent its creator, Kroagnon from killing its inhabitants.

Wr Stephen Wyatt

Dir Nicholas Mallett

24 - 3 *DELTA AND THE BANNERMEN (1-3)*

The Doctor and Mel helps the Chimeron Queen escape the Bannermen in South Wales, 1950s, who intend to exterminate her and her child.

Wr Malcolm Kohll

Dir Chris Clough

24 - 4 *DRAGONFIRE (1-3)*

The TARDIS lands on Ice World, where the Doctor goes on a quest for Dragonfire, the element with which Kane, an exiled criminal can return home for revenge. Mel decides to stay behind and suggests that the Doctor takes Ace, a young waitress with him.

Wr Ian Briggs

Dir Chris Clough

25 - 1 *REMEMBRANCE OF THE DALEKS (1-4)*

The Doctor and Ace battle two factions of Daleks in London, 1963, both of them are after the stellar manipulator, the Hand of Omega.

Wr Ben Aaronovitch

Dir Andrew Morgan

25 - 2 *THE HAPPINESS PATROL (1-3)*

The Doctor and Ace bring down the tyrant Helen A on Terra Alpha, a planet where being unhappy will cost them their lives.

Wr Graeme Curry

Dir Chris Clough

25 - 3 *SILVER NEMESIS (1-3)*

The Doctor and Ace battle the Cybermen, neo-Nazis and the evil Lady Peinforte, who are all after Nemesis, an ultimate weapon.

Wr Kevin Clarke

Dir Chris Clough

25 - 4 *THE GREATEST SHOW IN THE GALAXY (1-4)*

The TARDIS lands at the Psychic Circus on Segonax, where the Doctor must defeat the Gods of Ragnarok, who must be continually entertained.

Wr Stephen Wyatt

Dir Alan Wareing

26 - 1 *BATTLEFIELD (1-4)*

The Doctor and Ace must stop the Witch Queen, Morgaine, who is after the Arthur's sword, Excalibur.

Wr Ben Aaronovitch

Dir Michael Kerrigan

26 - 2 *GHOST LIGHT ((1-3)*

The Doctor brings Ace to Gabriel Chase, a Victorian house, where they must stop Light, a cataloger from destroying the Earth, because it has changed.

Wr Marc Platt

Dir Alan Wareing

26 - 3 *THE CURSE OF FENRIC (1-4)*

The Doctor and Ace fight the vampiric Haemovores and the evil Fenric in Northumbria in 1943.

Wr Ian Briggs

Dir Nicholas Mallett

26 - 4 *SURVIVAL (1-3)*

The TARDIS lands in Perivale, Ace's home, but she disappears. The Doctor traces her to the planet of the Cheetah People, where they encounter the Master.

Wr Rona Munro

Dir Alan Wareing

27 - 1 *DOCTOR WHO (THE ENEMY WITHIN)*

The TARDIS arrives in San Francisco 1999 with the remains of the Master. However, the Master isn't dead and the Doctor is shot. Forced to regenerate, the Eighth Doctor and Dr Grace Holloway defeat the Master before the Earth is destroyed as the new millennium starts.

Wr Mathew Jacobs

Dir Geoffrey Sax

DOCTOR WHO (2005)



Rose Tyler, a young shop assistant in a London department store, lives a humdrum and profoundly average life - until the night the shop dummies where she works wake up and try to kill her. Her life is saved by a strange man who only calls himself The Doctor, and intrigued by him, she finds herself thrown headlong into a hectic battle to stop an alien presence from invading Earth and annihilating the human race. She comes to learn that her new friend is even stranger than she thought - in fact, the Doctor's an alien adventurer called a 'Time Lord', seemingly the last of his race, who travels through time and space in his TARDIS battling evil where he finds it. And if she travels with him, she'll find herself witnessing the heat-death of the Earth five billion years in the future, meeting Charles Dickens in the past, and encountering lifeforms and invaders stranger than she'd ever thought possible. Only one thing is certain - it'll be the ride of a lifetime.

Some 16 years after the original Doctor Who show ended in BBC Wales decided to bring the show back. In the years that Doctor Who has been off the air, there has been a notable decline in the number of science fiction shows in the English language. Many attempts had been made to try to bring the show back before but none had been successful.

This included a made for TV film, which was largely unsuccessful due to it being pitched at both an American audience and a UK audience, but failing to capture either. The BBC (UK Broadcaster) helped the show initially with a huge publicity campaign to try to get as much interest as possible into the series, and this did initially work, with a large audience watching the first episode. However the viewing figure declined after that.

The first season could be regarded as a general success however, despite a number of poorly constructed and some would say "childish" episodes.

The 10th Doctor (or 11th if you count the 1960s films), was played by Christopher Eccleston, a likable character and the first "Northern" England doctor.

A short 5 minute episode was presented as part of the Children in Need 2005 charity event in the UK, which first showed the new doctor proper, played by David Tennant (the 11th Doctor, or 12th if you count the 1960s).

Then on Christmas Day 2005, "The Christmas Invasion" was an hour long episode introducing the new doctor, except the episode was mainly about Rose, with the doctor being in bed, ill from his latest regeneration. The episode was shortly followed by an interactive storyline, which people could follow using digital television, entitled Attack of the Graske.

When the second season started the new doctor played by David Tennant was firmly in place, and Rose Taylor (Billy Piper) continued in her role as the doctor's companion. The second series lost its "edge" when it came to producing the original storylines that were made for the first series. This may have been caused by the series creator Russell T. Davies also working on his Sci-Fi spin-off series TORCHWOOD (see separate entry for details). At the end of the second series Billy Piper who played Rose Taylor confirmed that she would not appear in the then confirmed third season of the show.

Following on from the previous years "The Christmas Invasion", a 2006 special was also broadcast on Christmas Day 2006 entitled "The Runaway Bride".

With every episode of this new Doctor Who series there was also a "making of" special, that looked behind the scenes at that week's particular episode, this aired on BBC3, just after the first original showing episode on BBC1. It normally consisted of behind the scene work, interviews with crew and cast and sometimes a look back at the history of Doctor Who's previous series.

"Voyage of the Damned" - 2007 Christmas Special.

It is 71 minutes long and was broadcast on 25 December 2007, being the third Christmas special since the show's 2005 revival. The episode introduces a new variation on the opening and closing Doctor Who theme tune and companion Astrid Peth and is dedicated to the memory of the founding producer of Doctor Who, Verity Lambert.

This story continues from the final scene of "Last of the Time Lords" and "Time Crash", in which a luxury space cruiser called the Titanic breaches the walls of the TARDIS console room. The Doctor teams up with Titanic waitress Astrid Peth in order to fend off a new enemy called the Host.

On its original airdate, "Voyage of the Damned" attracted 13.8 million viewers at its peak, with an overnight rating of 12.2 million viewers earning the episode 50% of the total television audience. It was the second most watched program of Christmas Day, beaten only by the immediately following episode of EastEnders. These were the highest viewing figures for Doctor Who since 1979's City of Death.

The episode is notable also for guest starring Kylie Minogue, the pop princess played Astrid Perth, a main trying to make money on the Titanic spaceship!

WR. Paul Cornell , Russell T. Davies , Mark Gatiss, Steven Moffat, Robert Shearman

DIR. Graeme Harper, Euros Lyn , Joe Ahearne, Keith Bo, Brian Grant, James Hawes

EPISODES: 42 **YEAR MADE:** 2005 **COUNTRY:** GB **SEASONS:** 3

BBC WALES

CREATOR: RUSSELL T. DAVIES

TYPE OF SHOW: TIME TRAVEL **FORMAT:** SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 14 ,(2) 14, (3) 14, (4)

DATE OF PREMIER: 26/03/2005 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN: Season 1 : 26/03/2005 - 18/06/2005

Season 2 : 15/03/2006 - 08/07/2006

Season 3 : 31/03/2007 - 30/06/2007

FILMS:

The Doctor (1) CHRISTOPHER ECCLESTON, The Doctor (1-4) DAVID TENNANT, Rose Tyler (1,2) BILLIE PIPER, Martha Jones FREEMA AGYEMAN (3), Donna Noble CATHERINE TATE (4).

semi-regular cast.

Jackie Tyler CAMILLE CODURI (1,2), Mickey Smith NOEL CLARKE(1,2), Pete Tyler SHAUN DINGWALL (1,2), Captain Jack JOHN BARROWMAN,

Books Based on this series.

DCOTOR WHO: THE STEALERS OF DREAMS	STEVE LYONS	2005
DOCTOR WHO: I AM A DALEK	GARETH ROBERTS	2006
DOCTOR WHO: MONSTERS INSIDE	STEPHEN COLE	2005
DOCTOR WHO: ONLY HUMAN	GARETH ROBERTS	2005
DOCTOR WHO: THE CLOCKWISE MAN	JUSTIN RICHARDS	2005
DOCTOR WHO: THE DEVIANT STRAIN	JUSTIN RICHARDS	2005
DOCTOR WHO: THE FEAST OF THE DROWNED	STEPHEN COLE	2006
DOCTOR WHO: THE RESURRECTION CASKET	JUSTIN RICHARDS	2006
DOCTOR WHO: THE SHOTTING SCRIPTS	RUSSELL T DAVIS, MARK GATISS, STEVEN MOFFAT	2005
DOCTOR WHO: THE STONE ROSE	JACQUELIN RAYNOR	2006
DOCTOR WHO: WINNER TAKES ALL	JACQUELIN RAYNOR	2005

RELATED SHOWS:

DOCTOR WHO

SARAH JANE ADVENTURES, THE

TOTALLY DOCTOR WHO

DOCTOR WHO CONFIDENTIAL

1 - 1 *ROSE*

It's another ordinary day for London teenager Rose Tyler (Billie Piper), who spends a typical shift at her

job at Henrik's department store. When an errand sends her to the basement, however, she discovers that the electrician, Wilson, is dead, and a collection of mannequins stored in an anteroom somehow comes alive and attacks her. She is rescued by a stranger calling himself the Doctor, who escorts her out of the building before returning inside -- and blowing up the store. The Doctor disappears, leaving Rose to wonder what unspeakable evil could have manifested itself in the animated plastic dummies... one of whose arms she still carries with her.

Later in her flat, while her mother Jackie (Camille Coduri) makes hasty plans to take advantage of her daughter's misfortune financially, Rose's boyfriend Mickey (Noel Clarke) futilely attempts to take her to the pub, and then disposes of the arm. The next morning, Rose spies the Doctor investigating the cat-flap into the apartment; he's tracking a signal, which he fails to adequately explain until the plastic arm, which somehow crawled out of the rubbish bin and came back to the flat, suddenly takes on a life of its own and attempts to kill them both. The Doctor neutralizes the signal coming to the mannequin arm and Rose follows him out to the car park, learning that the Doctor is somehow here to stop a war. He takes leave of her, disappearing in a strange blue box...

Curious about this mysterious Doctor that has now entered her life twice, Rose investigates on the Internet, discovering the website of a man named Clive (Mark Benton). She and Mickey drive to his neighborhood, and Rose meets the conspiracy theorist who has evidence that the title "Doctor" is somehow an honorific that has been passed down through the ages, possibly father to son, and that the image of this man she's met has popped up in images ranging from the Kennedy assassination to the sailing of the Titanic. Meanwhile, outside, a neighbor's wheelie bin starts acting strangely, prompting Mickey to investigate... but soon, the rubbish bin takes on a life of its own and devours him, replacing him with a duplicate with strange hair and stranger behavior.

Later at a restaurant, the duplicate starts questioning an oblivious Rose about the Doctor's plans. The two are found by the Doctor, as the Mickey doppelganger starts tearing up the place attempting to attack them. The Doctor takes Rose outside where the TARDIS awaits, and after she panics, Rose enters the TARDIS, incredulous about its internal size and the fact that the Doctor is really an alien. The TARDIS dematerializes, reappearing on the bank of the Thames. The Doctor tells her that Mickey's duplicate is controlled by the Nestene Consciousness, a powerful alien entity interested in the Earth because of the toxins in the atmosphere, and because it's somehow lost its own planet in a massive war. However, in order to take control of Earth it will have to control its animated plastic warriors through the use of a massive transmitter... which Rose deduces is the London Eye wheel. The Doctor has his own recourse -- a vial of a material he calls anti-plastic -- but first, he wants to reason with the Consciousness.

Below the Eye, the Doctor approaches the Nestene Consciousness, an animated vat of living plastic, which chastises him for the vial of anti-plastic and attacks the Doctor because it recognizes the TARDIS. The Consciousness transmits the activation signal through the London Eye, bringing to life thousands of mannequins in London who begin attacking people in public places, including killing Clive in a shopping mall and attacking his family and Rose's mother. Mickey, who was kept alive to keep the doppelganger's shape cohesive, begs Rose to take him away and leave the Doctor behind. But Rose, realizing she can't abandon the Doctor, comes to his rescue by plunging the two mannequin guards into the vat along with the anti-plastic, destroying the Nestene Consciousness and ending the signal that animates the plastic dummies.

Later, the TARDIS drops off Rose and a cowering Mickey in the alley near her flat. The Doctor, obviously taken by his bright new friend, invites Rose to join him, offering her travel anywhere in the universe. She turns him down, albeit hesitantly, needing to take care of her mother and Mickey. But when the Doctor hastily returns again, wondering if he'd mentioned the TARDIS travels in time as well, Rose smiles, politely kisses Mickey on the cheek and heads for the TARDIS door, toward new adventures...

Wr RUSSELL T. DAVIES

Dir KEITH BOAK

1 - 2 *THE END OF THE WORLD*

Having gained a new traveling companion, the Doctor (Christopher Eccleston) gives his new friend Rose (Billie Piper) the option of the future or the past. Setting out for the future, they make a few brief stops before settling on a time near the year five billion.

The TARDIS arrives on Platform One, a sprawling observation platform that travels between stars run by a vast corporation hosting glimpses of 'artistic' events. The Doctor shows Rose her homeworld; Earth is abandoned, run by the National Trust, while today is the day that the planet will be destroyed forever. They are greeted by the Steward (Simon Day), who operates the platform, but a quick plan by the Doctor (using 'psychic paper' as his credentials) allows them to stay as honored guests. The Steward presents the reception, which includes such dignitaries as representatives of the Forest of Cheem, a race of tree-people

led by Jabe (Yasmin Bannerman); the Moxx of Balhoon (Jimmy Vee), a diminutive blue solicitor; hooded aliens called the Adherents of the Repeated Meme; the Face of Boe, a glass-encased head; and Lady Cassandra O'Brien, a hideously mutilated survivor of the human race who exists only as a layer of skin with a brain tank.

While the Doctor and Jabe exchange gifts and platitudes, and the assembled guests mingle, Rose panics, not used to the alien cultures she faces. While wandering the station, Rose meets Raffalo (Beccy Armory), a servitor of the station who is repairing the temperature controls. Unfortunately, Raffalo meets an untimely end as she is the first to discover a strange brand of metallic spiders who have infested the ventilation system. Meanwhile, the spiders begin popping out of metallic eggs given to guests as gifts of the Repeated Meme, unknowingly getting into the walls and electronic systems of the station. After the Doctor has his TARDIS parked (and gets a parking ticket!), he checks up on Rose, who doesn't understand why he won't tell her more about who he is or where he comes from. In order to help her deal with the fact that the Earth is coming to an end, the Doctor does something to her mobile phone, allowing her to talk to her mother Jackie (Camille Coduri) through aeons of time separation... an action which eases Rose's mind and allows her to see the Doctor's point of view.

The Steward discovers the presence of the spiders, but he's too late: one of them lowers the sun shields that exposes him to searing temperatures, killing him, and starts tampering with the gravity shields that keep the station free from harm. Rose takes a disliking to Cassandra while the Doctor and Jabe explore the machinery ducts attempting to find out why the gravity shields are collapsing; it is there that Jabe confronts him with the knowledge that she knows who and what he is, and offers her consolation for his suffering. Rose is knocked unconscious by the Repeated Meme and placed in an observation room; later, the sun shields start to fail in there. The Doctor is barely able to rescue Rose before the sun shields fail completely and kill her. Unfortunately, the damage is done; the gravity shields have failed, and after discovering that the Repeated Meme are no more than androids, the Doctor discovers the true culprit behind the problem: Lady Cassandra, who owns controlling shares of the companies the dignitaries on Platform One represent, and will stand to make a fortune to continue her surgical experiments on herself.

Cassandra escapes, the shields collapse, and the Doctor and Jabe scramble to the engine room to repair them. Unfortunately, the rising temperatures from the sun are too much for Jabe to bear, as she explodes into flames; however, the Doctor is able to get to the switch in time to raise the shields again as the sun explodes and Earth is destroyed in the explosion. The Doctor is able to use Cassandra's teleport technology to bring her back to the station, but not her assistants, so the lack of proper moisturizing makes her wither and snap like a sheet of paper.

Later, the Doctor explains his true identity: he's a Time Lord, and his homeworld is gone, destroyed in a war -- while Rose is the last human here in this era, he is the last of his kind, forever. The Doctor takes her home, back to London in her own time, where he shows her how everything here is transitory, and should be appreciated because one day it won't be here anymore. Her faith restored, Rose decides to stay with the Doctor after all, and the two set off for a snack before their next adventure.

Wr RUSSELL T. DAVIES

Dir EUROS LYN

1 - 3 *THE UNQUIET DEAD*

Cardiff, December 24, 1869. At the Sneed and Company undertakers, a private viewing of the body of Mrs. Peace (Jennifer Hill), grandmother of a man named Redpath (Huw Rhys), goes awry when Peace's body is suddenly reanimated, glowing with ghostly light, killing Redpath and heading out into the darkness.

Having shown Rose (Billie Piper) the far future, the Doctor (Christopher Eccleston) now takes her back into the past, heading for Naples in 1860 on a whim. The TARDIS arrives in Cardiff on Christmas Eve, 1869, instead, and the Doctor gives Rose instructions on how to dress in period costume. Meanwhile, at a local theatre, famed author Charles Dickens (Simon Callow) prepares to give a dramatic reading, lamenting on the situations that have recently befallen him, here, far away from his family. Unknown to him, the body of Mrs. Peace, infected with the glowing gaseous light, is in the audience, while outside, Gabriel Sneed (Alan David), the proprietor of the undertaking firm, attempts to locate him with the help of his servant girl, Gwyneth (Eve Myles), who seems to possess a second sight that would enable her to find them. In the middle of Dickens' reading, Mrs. Peace suddenly reanimates again, releasing ghosts into the theatre, causing a mass panic that attracts the Doctor and Rose. However, when they arrive, the ghosts are already unleashed, and fly into the chandeliers, fed by gas jets. Rose discovers that Sneed and Gwyneth are attempting to take away Mrs. Peace's body, but before she can alert the Doctor, Sneed chloroforms her and they put her into the hearse.

The Doctor heads off in pursuit of Rose, taking Dickens' cab as the writer protests. Once inside, after the

Doctor realizes whose presence he is in and attempts to make amends by showing his massive interest in Dickens' books, the writer suddenly takes the spirit of adventure, bidding his driver to pursue the hearse. They arrive at Sneed and Company, where Gwyneth attempts to stop them from entering. But Rose, who is now awake and has suddenly been confronted by the reanimated bodies of both Mrs. Peace and Mr. Redpath, screams to get out of the room, allowing the Doctor and Dickens to enter and rescue her. The bodies are once again left behind by the gas creatures, who enter the pipes as the Doctor realizes that he is dealing with an alien intelligence. Sneed and Gwyneth later apologize, but they claim they weren't certain what to do; for years, the building has been haunted by these creatures, which are somehow tied to Gwyneth. Dickens won't believe a word of it, looking for hidden wires, something, anything to prove that this is trickery and everything he has believed in is still true. Gwyneth later speaks to Rose, using her telepathy to see into Rose's mind, and the strange city of metal boxes (cars) and flying metal birds (airplanes) that she comes from, as well as a darkness that she cannot explain.

The Doctor decides to hold a seance, as he realizes that Gwyneth can be his medium; she's been having these visions since she was five years of age, and therefore is likely tied to these creatures telepathically. Their leader comes forward, a glowing alien entity that calls their race the Gelth, a race that was decimated by the "Time Wars" and exists only in a parallel reality, connected to this one by a rift that centers on this house. The Gelth only want to reclaim the dead bodies here on Earth to exist in physical form, their "last hope" for a normal existence; the bodies' decomposition provides the necessary gas emissions that allow the Gelth to achieve corporeality. Rose protests, possession of dead bodies being unthinkable to her, not to mention disrespectful... but the Doctor tells her to adjust to a new reality. Dickens realizes that, in fact, these are alien creatures, and has a revelation. Gwyneth agrees to help by opening the rift, which is located in an archway in the morgue. Unfortunately, after she allows the Gelth to use her as a conduit, their true intentions are made known: they are legion, and are in fact going to kill every human being on Earth in order to inhabit this planet. They begin with Sneed, who dies and is then reanimated as several dead bodies come after the Doctor and Rose. Dickens flees, but has a change of heart when he sees the Gelth ghosts, now outside the building, attracted by the gas lanterns; he goes back into the house and turns on all the gas pipes, saturating the air with gas and therefore pulling the Gelth spirits out into the air. Gwyneth realizes what she needs to do to close the conduit and stop the Gelth from their invasion plans... and after the Doctor, Rose and Dickens escape, she lights a match, blowing up the Sneed and Company building and taking herself -- the Gelth's only hope to cross over to this world -- with it. Rose realizes that this servant girl saved the world, and no one will ever know.

Dickens accompanies the Doctor and Rose back to the TARDIS; the writer is once again in high spirits, wishing to return to London to reconcile with his family and begin writing again, basing his next book about these experiences. The Doctor and Rose bid him farewell as the TARDIS dematerializes, the Doctor noting to Rose that, sadly, Dickens will not last but another year, and his tales will come to an end without the world ever finding out about the invasion by the ghosts of Cardiff... but for today, Charles Dickens is a happy man, as he strolls down a Cardiff street on Christmas Eve. "God bless us," he says, "every one."

Wr MARK GATISS

Dir EUROS LYN

1 - 4 *ALIENS IN LONDON*

The TARDIS returns Rose Tyler home to her own time, but Rose is startled to discover that, instead of the twelve hours the Doctor thought she was gone, it's been twelve months, and Rose was listed as a missing person. Jackie Tyler (Camille Coduri) blames the Doctor for her daughter's wanderlust, but Rose is unable to tell her mum what's happened to her. Later, as Rose muses that she's the only person on Earth who knows what she knows, an alien spacecraft suddenly flies overhead, crashes through Big Ben and lands in the Thames... mankind's first public encounter with aliens. Or is it? The Doctor and Rose can't get close to the action, so they take Rose's suggestion and watch it on BBC Television, where they keep up to date with news reports that one body has been taken from the wreckage by the military to the local Albion Hospital.

Inside the hospital, military commander General Asquith (Rupert Vansittart) is shown the alien body by pathologist Dr. Sato (Naoko Mori). At 10 Downing Street, Joseph Green (David Verrey), a low-level MP, has been appointed as the acting Prime Minister, because the current Prime Minister has disappeared. Another MP, Harriet Jones (Penelope Wilton) is waiting for a meeting with the PM, but is told by junior secretary Indra Ganesh (Navin Chowdhry) that more important things are happening now. Indra escorts Green to a meeting, where Green is to meet with Margaret Blaine (Annette Badland) of MI5 and transport liaison Oliver Charles (Eric Potts)... but inside, Green, Blaine and Charles seem to know each other and laugh, especially since they now possess the emergency protocols dealing with alien invasions.

While Rose deals with her family, the Doctor leaves temporarily, promising he won't abandon her and

giving her a TARDIS key. The Doctor heads back to the TARDIS while the revelry over the alien landing occurs, but he's spied by Mickey (Noel Clarke), Rose's boyfriend, and follows him. But the TARDIS departs before Mickey can get to the Doctor. Mickey then comes to Rose's flat, where she learns that he was questioned by the police over the past year and made by Jackie to be a suspicious character, perhaps even her murderer.

At Albion Hospital, Dr. Sato is attacked by the strange creature who is currently in one of the morgue shelves. The TARDIS arrives in the hospital, and the Doctor finds Sato on the floor. Confronted by military soldiers, the Doctor begins giving them orders to secure the facility, and then discovers the creature that attacked Sato... a giant pig, which runs down the hallway before one of the guards shoots it down in fear. The Doctor and Sato discover that the pig has been technologically augmented and placed in the ship; it's not an alien, but in fact an ordinary pig. Could this alien landing be some sort of a massive joke?

Harriet Jones enters the meeting room at 10 Downing and sees the emergency protocols about the alien landing. She hides in a nearby closet, however, when Green, Blaine and Charles return to the room, having some severe gas control issues as they are confronted by General Asquith. In fact, the gas exchange is due to the fact that the three are not who they appear... as they reveal that their skins are simply external facades, and as Asquith discovers their alien identity -- the last discovery he will ever make. Harriet watches as one of them takes over Asquith's body, disposing of the Oliver shell.

The TARDIS returns to Rose's neighborhood, but Mickey and Jackie follow her inside. Jackie panics, and later calls an emergency number broadcast on the television for anyone who believes they've seen an alien. The words "Doctor" and "TARDIS" in her phone call sets off warning flags, as Indra Ganesh receives a "Code 9" indicating the presence of the Doctor on Earth. Meanwhile, the Doctor discovers that the alien spacecraft didn't follow a straight trajectory toward Earth, but in fact an elliptical course, having taken off from Earth, sent into space and then crash landing in London; he also discovers that the United Nations Intelligence Taskforce (UNIT) has been called in to advise. The Doctor, Rose and Mickey leave the TARDIS, where Mickey runs for cover and the Doctor and Rose are immediately taken into custody by the military.

At 10 Downing, the Doctor and Rose meet Harriet and Indra; while the latter takes the Doctor to the meeting with the UNIT representatives, Harriet confides in Rose about what she's seen, including the fake Oliver Charles skin the alien wore. Back at home, a police commissioner (Steve Speirs) interviews Jackie... but he also has some gas-related issues. Indra, Harriet and Rose discover the body of the Prime Minister in a closet in the meeting room and are suddenly discovered by Margaret Blaine. The alien inside Blaine reveals itself and chokes Indra, and the police commissioner attacks Jackie. Back at 10 Downing, Green uses a device which activates the electrical charges inside the Doctor and UNIT's ID badges, immobilizing them, while he and the alien inside Asquith reveal themselves... they are Slitheen, and have come to take over the planet Earth.

Wr RUSSELL T. DAVIES

Dir KEITH BOAK

1 - 5 *WORLD WAR THREE*

Caught by the Slitheen at 10 Downing Street, the Doctor (Christopher Eccleston) manages to break free from the electrocution trap, using his ID card against his Slitheen captors by sabotaging their compression mechanisms. The feedback also allows Jackie (Camille Coduri) to escape as Mickey (Noel Clarke) breaks into her flat to save her, while Rose (Billie Piper) grabs Harriet Jones (Penelope Wilton) and escapes the Cabinet chambers, leaving Indra's dead body behind. The Doctor brings the Prime Minister's soldiers into the audience room, but the Slitheen has managed to climb back into the body suit of General Asquith (Rupert Vansittart) and he and Green (David Verrey) turn the tables on the Doctor.

Several Slitheen pursue Rose and Harriet through the halls of 10 Downing, while the Doctor narrowly escapes while backing into a lift. On the upper floors, Rose, Harriet and the Doctor are reunited, escaping their pursuers to the Cabinet room, which is protected with a reinforced steel frame designed to withstand bombardment. They lock themselves in the Cabinet room, after discovering that the Slitheen – their family name, not their race – are scavengers, come to Earth to blow it up and sell off the radioactive debris to high bidders for fuel.

More members of the government arrive – all Slitheen, the rest of the family, save one... the one occupying Strickland's (Steve Spiers) body suit, pursuing Jackie and Mickey. They contact the Doctor on Rose's altered mobile phone, but are attacked by Strickland. Harriet helps the Doctor pinpoint the homeworld of the Slitheen through the calcium gas emissions they exude, allowing Jackie and Mickey to escape into his kitchen and throw vinegar at Strickland, which causes the Slitheen to explode.

Joseph Green calls a press conference to request that the United Nations release launch codes to the UK for weapons of mass destruction to launch at the 'alien threat.' While the UN considers the situation, Green, Asquith and Margaret Blaine (Annette Badland) call their brethren together to escape to their private ship – the weapons will be turned back on the planet to destroy it. The Doctor realizes there is only one way out of this, but it will endanger Rose's life, something Jackie protests until Harriet, realising she is the sole ranking member of the British government, makes the decision for him to act. The Doctor has Mickey use his secret connections into the UNIT website to activate a defensive missile, aiming it toward 10 Downing. The soldiers escape, while the Slitheen, awaiting their departure in the Prime Minister's office, are hit with the missile, which destroys 10 Downing... however, the Doctor, Rose and Harriet, deep within the reinforced Cabinet bunker, escape unharmed. As Harriet goes off to calm the press, the Doctor finally remembers why he knows her name: she will later become a three-term Prime Minister and the architect of Britain's golden age.

Jackie begins to accept that Rose is going to leave again, so she invites the Doctor over for dinner, but the Doctor refuses... he doesn't want to establish ties here. He returns to their neighborhood, where he gives Mickey a CD which will launch a virus to destroy any trace of the Doctor's existence remaining from Clive's website and other sources; he also offers him a place in the TARDIS, realizing Mickey's not the idiot he'd thought he was. While Mickey refuses politely, needing to stay behind and look after Jackie – and unable to cope with the danger – Rose returns to the TARDIS with her belongings, this time not for just temporary passage, but as a permanent addition to the crew.

Wr RUSSELL T. DAVIES

Dir KEITH BOAK

1 - 6 *DALEK*

The TARDIS materialises in a dark warehouse in 2012, many storeys below the surface of Utah near Salt Lake City, in what appears to be a museum of alien artifacts... including a Cybermen head and a Slitheen arm. The Doctor (Christopher Eccleston) touches one of the cases which sets off the alarm, and soon he and Rose (Billie Piper) are surrounded by guards who take them prisoner.

The facility they are in is owned by Geocomtex, a technology company owned by the wealthy and powerful Henry van Statten (Corey Johnson), who arrives in a helicopter at the complex and meets its manager, Diana Goddard (Anna Louise Plowman) and a brainy science genius who examines the alien technology, Adam (Bruno Langley). The Doctor and Rose meet van Statten, who remains unimpressed with the Doctor's seemingly endless knowledge of alien technology. But van Statten realises the Doctor may have some use to him, as he puts him into a cell with Geocomtex's one live alien specimen... what he calls a "metaltron," but what the Doctor soon realises is a Dalek. A Dalek that should not exist.

The Doctor informs the Dalek of recent history, where at the end of a massive Time war, the Daleks and the Time Lords fought and destroyed each other; both he and the Dalek are the last of their kind. The idea infuriates the Doctor and changes the Dalek's perception, but the Doctor soon attempts to electrocute the Dalek. Van Statten stops him, and strings him up to interrogate him, scanning the Doctor and recognizing he's an alien. Rose, meanwhile, gets to know Adam, who does much of the research at the base and years to go to the stars, but soon persuades him to let her see the captive Dalek. Rose meets it, and feels pity for it... but when she touches the Dalek, it samples her DNA, allowing it to recharge itself and escape. Suddenly, the Dalek is loose and the base is under full alert; it kills the security officer, Bywater (John Schwab) and his entire squadron, and heads toward the main complex.

Adam and Rose flee into the stairwell, while the Dalek kills a soldier, De Maggio (Jana Carpenter), who tries to stop it. Up on the surface, van Statten, Goddard and the Doctor attempt to find safe passage out of the underground for Adam and Rose. The two meet up with another security contingent, but the Dalek outwits its commander and the team when it activates the fire safety sprinklers and then electrocutes everyone through the water. Adam and Rose flee upward as the Dalek levitates to follow them; Adam makes it to safety, but before Rose is able to get through the bulkhead, the Doctor is forced to close it. The Dalek takes her prisoner, but for some reason doesn't kill her.

The Dalek tries to use Rose as leverage; it almost attacks van Statten and Diana but then stops, and takes Rose to the top floor, where it appears it will attempt to escape. However, the Dalek is transfixed by the sunlight shining on it through the roof; Rose's DNA has not only reactivated it, but begun to change it completely. The Doctor arrives with a weapon Adam helped him find, but Rose pleads for the Dalek, who has opened its casing and allowed the light to penetrate the mutated creature inside. The Doctor tries to stop his own instincts, but the Dalek pleads with Rose for one last order - to kill itself. Rose gives in, and the Dalek commits suicide.

As van Statten prepares to leave, Goddard ambushes him, having him escorted away to have his brain wiped clean of memories in punishment for all the death he's caused; she'll have the entire base filled with

concrete and destroyed. The Doctor and Rose return to the museum to reenter the TARDIS, but Rose has dragged Adam along, asking the Doctor if he can travel with them to see the stars he's always imagined. The Doctor protests, but Adam enters the TARDIS before it departs for another adventure, now with a party of three aboard...

Wr ROBERT SHEARMAN

Dir JOE AHEARNE

1 - 7 *THE LONG GAME*

The TARDIS arrives in the far future on Satellite Five, an orbital broadcasting platform orbiting Earth in the year 200,000, so that the Doctor (Christopher Eccleston) can show Rose (Billie Piper) and his new assistant Adam (Bruno Langley) the wonders of the planet at the height of the fourth Earth Empire. The Doctor, however, realises that something is terribly wrong with the technology of this time period, with which he is very familiar, and so he sets out to question the first two people he finds, two journalists named Cathica (Christine Adams) and Suki (Anna Maxwell-Martin). Using his psychic paper as his credentials, the Doctor is mistaken as a management employee testing the two, who tell him that Satellite Five controls all of the news broadcasts to the human race. The two take Adam, Rose and the Doctor to a network link room, a spartan space where six journalists sit in a circle while the seventh accesses a compressed data stream beamed directly into a linking apparatus installed upon their head -- in essence, correlating and distributing all of the data known to mankind. However, a sudden spike breaks their link while Suki receives word that she's been promoted to "floor 500," the top level of Satellite Five, considered a great honor.

Suki goes to Floor 500, where she runs into trouble when she discovers the level is nearly frozen and the only sign of life is a strange man called the Editor (Simon Pegg), who runs the satellite along with a pack of corpses reanimated through manipulation of their implanted data chips. The Editor tells Suki she was promoted because he's discovered she really isn't a journalist; she's a freedom fighter from Earth attempting to get to the bottom of Satellite Five's true nature. However, before Suki is able to kill him with a weapon she's smuggled aboard, she is confronted by the Editor's 'boss,' as she looks up into the rafters and screams...

Adam feigns exhaustion from being overwhelmed by the culture shock, while the Doctor and Rose set off with Cathica to do some investigating. Adam discovers that he can't access the computers here - after attempting to gain some information about this future and transmit it back in time to his parents' answering machine while using Rose's modified mobile phone - and goes to the medical floor. There, a nurse (Tamsin Greig) tells him about the data implant that he can have put in. Adam decides to get the implant, so he can access the information and again call his home. Meanwhile, the Doctor and Rose access Floor 500 as a frightened Cathica follows them. The Doctor and Rose are captured by the Editor and his undead henchmen, which now includes a brain-dead Suki, and are confronted with the truth: Satellite Five is the home of the Mighty Jagrafess of the Holy Hadrojassic Maxarodenfoe, a massive alien creature that sits in the space above the Editor's control room, guiding Earth along its predetermined path through the manipulation of broadcast media. The Editor demands to know who the Doctor and Rose are, as they don't show up on any census reports... but suddenly the Editor becomes aware that the Doctor is a Time Lord and that they travel in a TARDIS, and shows them how he knows: Adam is now in the data link chair, and everything within his mind has been transferred into the network, including the Doctor's identity.

Cathica discovers a forgotten data link area nearly frozen over outside the Editor's control room, and gets into the chair. As the Doctor and Rose are about to be devoured by the Jagrafess, Cathica uses her link to reverse the temperature controls, forcing the heat to spike in the control room and injuring the enormous creature. The Editor attempts to escape, but one of his undead lackeys traps him, while the Doctor, Rose and Cathica barely escape Floor 500 before the Jagrafess is pulverized. The TARDIS crew departs Satellite Five, leaving the cleanup in Cathica's capable hands. The TARDIS later materialises in Adam's parents' home, where the Doctor uses his sonic screwdriver to destroy the answering machine, and the data about the future that Adam left there. Adam asks the Doctor to take him back into the TARDIS, as he's got the data terminal in his forehead and can't stay like this forever, but the Doctor leaves him that way, noting that Adam will now have to stay silent in order to not attract any attention to himself... and that he only travels with the best, and Adam isn't it. As the TARDIS departs, Adam's mum comes home, but soon realizes something strange has happened to her son...

Wr ROBERT SHEARMAN

Dir BRIAN GRANT

1 - 8 *FATHER'S DAY*

Rose (Billie Piper) wants to see the day that her father died, as she never got to meet him, and asks the Doctor to take her there. The Doctor grudgingly agrees, and lands in London on November 7, 1987, as Rose and the Doctor approach the street corner where Peter Allan Tyler (Shaun Dingwall) is getting out

of his car, only to be struck by a passing motorist and never knew what hit him. Rose wants to see it again, and the Doctor allows her one more glimpse as he materializes the TARDIS again in a new location and the two see their earlier selves watching. But this time, Rose makes a decision, and heads out into the street to knock her father out of the way. Pete is now alive, and takes Rose and the Doctor back home with him, somehow wondering why he feels he knows this strange girl.

The Doctor is extremely cross with Rose, wondering if somehow the fabric of time might be in jeopardy. Elsewhere in the city, strange things begin to happen; people suddenly start vanishing for no apparent reason, including at a local playground where a young boy, Mickey Smith, is rocking on the swings. While the Doctor heads back to the TARDIS, Pete takes Rose with him to a wedding at a local church that he will be attending. Once there, Rose meets Jackie (Camille Coduri), a younger version of her mother, who wonders if this is the latest girl Pete has latched onto. In fact, Pete and Jackie are in the middle of severe marital problems that are about to lead them to divorce.

At the TARDIS, the Doctor discovers that the police box is a hollow frame, while something terrifying watches him from above. The Doctor arrives at the church just as strange alien creatures begin materializing and attacking the bridegroom's father and the vicar, while the Doctor has everyone go inside and bar the doors. The alien beings are Reapers, parasites that act like antibodies, destroying anything and everything that exists in wounded time until all trace of any paradox is destroyed. The Reapers are attacking things in reverse sequence; first, the most recent additions to the planet, its people, and then other things that are older, until it destroys the entire world. London, and in fact all of planet Earth, is now an empty shell, and the only survivors are locked in this church while the Reapers fly about the building.

Inside, Pete surmises the truth about this young girl he's met, and has a day of reckoning as she reveals she saved him because he was supposed to die today. The Doctor notices his TARDIS key is glowing, indicating that somehow, somewhere, the TARDIS still exists, and he begins to use the key to call it back. However, when Rose touches the baby version of herself, it allows the Reapers to break into the church -- and destroy the Doctor! Their hope gone, Pete, Rose and Jackie -- who now also knows who this girl is -- flee with the last survivors. Barricading themselves in, Pete realizes there is only one thing he can do, as he spies the same car again and again, the one that was supposed to have hit him in the first place, circling the church but disappearing and reappearing at random. Pete leaves the church, runs outside... and allows the car to strike him. As he dies in Rose's arms on the pavement, the Doctor and the other people reappear and the Reapers vanish -- time has been cleansed and all trace of the paradox is gone. As the Doctor and Rose leave, we discover that history has resumed its normal course, except on a slightly different tangent... Pete died, but gave his life heroically so that others, including his daughter, might live.

Wr PAUL CORNELL

Dir JOE AHEARNE

1 - 9 *THE EMPTY CHILD*

The TARDIS is following a cylindrical-shaped object through the Time Vortex; the Doctor is pursuing it because it appears to be an emergency craft, and is heading toward Earth. The ship loses it in the void, but the Doctor (Christopher Eccleston) materializes the ship in London, circa 1941, at the height of the Blitz.

While the Doctor goes after the mysterious craft, Rose (Billie Piper) is enticed by the cries of a young boy asking for his mummy. She follows the voice and attempts to climb a rope to get up to the top of a building; however, the rope is attached to a barrage balloon, and soon Rose finds herself floating over London. She accidentally releases the rope, but during her plummet to the ground she caught in a tractor beam from an invisible spaceship owned by Captain Jack Harkness (John Barrowman), a former Time Agent from the far future... and now a mercenary who believes he's met up with his contact for the sale of the century.

The Doctor also hears the mysterious cries of the young boy, but during an air raid, he meets Nancy (Florence Hoath), a young woman who seems to know more than she should. Nancy is a philanthropist for local orphaned children; during air raids, she enters homes to steal food. During one of her meals, the Doctor confronts her, but soon the dining table is cleared when the mysterious boy, whom Nancy knows and says is "empty", comes calling.

Rose and Jack get to know each other atop the invisible spaceship, tethered just off the top of Big Ben, while Jack begins to wonder where her accomplice is; he's somehow involved in the crash of the object here on Earth. Elsewhere, the Doctor follows Nancy to her hideout, and she tells him to look for answers with Dr. Constantine (Richard Wilson) at Albion Hospital. There, the Doctor discovers a mysterious plague has stricken many of the residents of the community... physical manifestations of plague, for they all now seem to wear gas masks and appear to be dead. Except they're not, and the plague is

communicable, because Constantine becomes its latest victim.

Rose and Jack come to the hospital and meet up with the Doctor, who discovers Jack is really a con artist who was trying to pawn off the cylindrical object: a Chula medical transport ship, somehow related to the plague which started the same day it crashed. However, the empty child is looking for his mummy with renewed interest, and as the plague victims suddenly revive, the Doctor, Rose and Jack are trapped inside the hospital...

Wr STEVEN MOFFAT

Dir JAMES HAWES

1 - 10 *THE DOCTOR DANCES*

The Doctor (Christopher Eccleston), Rose (Billie Piper) and Jack (John Barrowman) narrowly escape the zombie plague victims in Albion Hospital by using some clever moves and Jack's disruptor pistol to exit through the floor. They stumble upon the mysterious Room 802, where they learn that the 'empty child' was infected with whatever the Chula transport ship was carrying. However, the child is now following them again.

Nancy blackmails the owner of a home she was stealing into giving her food for the children and some wirecutters, as she plans on breaking into the crash site herself. She is caught by the officers at the crash site, however, and chained to a desk alongside a young man who also has the plague, and who starts to change before her eyes into a gas-masked zombie. However, she puts the officer to sleep with a lullaby.

Meanwhile, Jack teleports himself out of the hospital, but the Doctor and Rose are still trapped – and later pulled out via the teleporter in Jack's ship while she's teaching the Time Lord how to dance (or so she thinks). The three then go to the crash site, where they find Nancy... just as the rest of the soldiers there start to change. The Doctor realises that the Chula transport ship was carrying nanobots, microscopic robots that heal damaged tissue; unfortunately, without a proper pattern to base their work on, they used the young boy – Nancy's son, Jamie – as a model, and are now turning everyone they come into contact with into something like him.

As the zombies march on the crash site, the Doctor learns how to manipulate the nanobots. Nancy tells the boy that she's his mummy, and the nanobots inside him recognize her for the 'superior' human model, and clear him. The Doctor then focuses all the nanobot energy on the zombies, freeing them from 'death' and allowing everyone to live.

However, Jack's initial con is suddenly coming to fruition; before a German bomb destroys the crash site, which was always foretold by history, Jack takes his ship and captures the bomb, then takes it out into space. A malfunction doesn't allow him to jettison it, but before certain death in deep space, the TARDIS rescues him. The Doctor and Rose welcome Jack as part of their crew.

Wr STEVEN MOFFAT

Dir JAMES HAWES

1 - 11 *BOOM TOWN*

Present-day Cardiff is the site of a new public works project, Blaidd Drwg, a massive nuclear reactor to be built on the site of the present Cardiff Castle. However, when an investigator gets too close to the truth about it, he has a run in with the city's new mayor... Margaret Blaine (Annette Badland), the last Slitheen survivor on Earth after their battle with the Doctor (World War Three).

The TARDIS arrives in Cardiff as Mickey (Noel Clarke) is there to meet them; he's brought Rose's passport, and now the four Mickey, Rose (Billie Piper), Jack (John Barrowman) and the Doctor (Christopher Eccleston) are able to spend a little time on vacation. It doesn't take long, however, for the truth to out; the Doctor spots Margaret's face in a newspaper.

Margaret avoids killing a local reporter, Cathy Salt (Mali Harries), after feeling sorry for the girl; it seems Margaret is developing emotions she's not used to. However, when the Doctor and his friends come to call, she makes a quick getaway... or so she thinks, as the Doctor is able to outwit her. They take her aboard the TARDIS, where the Doctor says he will return her to Raxacoricofallapatorius. But she's under death sentence, and anyway, the TARDIS is refueling from temporal energy excised by the Gelth rift ("The Unquiet Dead"), so they must stay overnight. Margaret says she must eat, so the Doctor takes his prisoner to dinner.

As Jack attempts to connect a piece of technology found in Margaret's office - a 'surfboard' type of object that creates an energy bubble that allows a rider to sail shock waves - Mickey and Rose spend some time together. Mickey tells her that he's dating again, but he's come for one last chance to patch things up with Rose. Elsewhere, Margaret bids the Doctor for her freedom, and preys on his feelings

about death.

Suddenly, the Gelth rift starts to open; Margaret takes advantage of this, attempting to seize control of the TARDIS. However, the heart of the TARDIS opens to her and regresses her back into an egg. Mickey decides to let Rose go, grudgingly, and the Doctor, Jack and Rose set off to deliver Margaret in her egg state back to her homeworld, where she will hopefully live a second life different from her first.

Wr RUSSELL T. DAVIES

Dir JOE AHEARNE

1 - 12 *BAD WOLF*

The Doctor (Christopher Eccleston) wakes up, with a spot of amnesia, inside a house the 'Big Brother' house, to be exact. Rose (Billie Piper) is on the set of 'The Weakest Link' but it's not quite as she remembers it from television: instead of Anne Robinson, there's now a robot host called the Anne Droid. Jack (John Barrowman) is caught in a futuristic version of 'What Not To Wear' complete with robot hosts who wish to give him a makeover.

But soon, the Doctor realises not all is what it seems... especially when the occupants of the House are disintegrated, as are losing contestants on 'Weakest Link'. The Doctor befriends Lynda (Jo Joyner), one of the last House mates, who accompanies him as he breaks out of confinement, only to discover that he's on a space station the Game Station, formerly known as Satellite Five, where one hundred years before he thought he'd set humanity right (The Long Game?). Instead, humanity has fallen down a dark path, and reality television is a charnel house.

Wr RUSSELL T. DAVIES

Dir JOE AHEARNE

1 - 13 *THE PARTING OF THE WAYS*

The Doctor (Christopher Eccleston) faces the Daleks as he fights for Rose's life. He and Jack (John Barrowman) materialize the TARDIS on board the Dalek command ship outside the Solar System, where they find Rose (Billie Piper)... and the Daleks' master, the Emperor Dalek, who reveals that he also escaped destruction at the end of the Time War, and has slowly been using humanity to rebuild the Dalek species. Except now, the Dalek Emperor believes he's a god.

The TARDIS escapes back to the Game Station, where the Doctor realises he can create a weapon capable of destroying the Daleks, and Jack attempts to lead a defence against the imminent Dalek onslaught. As Jack attempts to incite volunteers to help, Rose is sent back in time by the Doctor to the present day, fulfilling a request Jackie Tyler (Camille Coduri) made upon him to protect her daughter. Rose is consoled by Jackie and Mickey (Noel Clarke), but she's determined to return to him.

The Dalek Emperor realises what the Doctor is planning: a pulse of energy that will not only decimate the Daleks but also kill off all life on Earth. The Doctor is given the choice to make while Jack and the small group of rebels still on the station attempt to stop them from their assault. Unfortunately, the Daleks make their way in, killing everyone in the process, including Jack.

In a local playground in London, Rose and Mickey discover the words 'bad wolf' written on the playground and Rose realises what it is: a message. She attempts to restart the TARDIS by opening its console, to no avail. Later, Jackie realises what the Doctor means to her as she helps Rose attempt to open the console, sending the time ship back toward the future.

The TARDIS arrives as Rose peers into the heart of the TARDIS and absorbs the Time Vortex. This strangely altered Rose confesses that she herself is responsible for 'bad wolf,' scattering the message across time so that she herself would see it and return for the Doctor. With almost godlike energy, Rose reaches across time and space and utterly destroys the Daleks, the Emperor and their fleet – as well as breathes new life into Jack's lifeless body – but before the vortex finally consumes her, the Doctor kisses her, which releases the energy into himself. He then sends the energy back into the Vortex, but not before damage is done. The TARDIS leaves the station, leaving behind Jack Harkness who neither realises is still alive.

As the TARDIS travels through the Time Vortex, the Doctor begins a breakdown. While the helpless Rose watches, he bids farewell to her, and then begins to regenerate into a new body...

Wr RUSSELL T. DAVIES

Dir JOE AHEARNE

1 - 14 *THE CHRISTMAS INVASION (SPECIAL)*

On Christmas Eve, Jackie Tyler (Camille Coduri) and Mickey Smith (Noel Clarke) hear the familiar

sound of the TARDIS arriving at the Powell Estate in London... but are startled when the craft comes crashing down and out steps a man they have never met before, but who seems to know them -- and then passes out. Rose Tyler (Billie Piper) then exits the ship and tells them all the incredible story: the unconscious man is the Doctor, recently regenerated, his hearts still beating but somehow slipping away. As the Doctor sleeps inside Jackie's flat, Rose and Mickey head downtown for an evening of shopping, which is soon halted as the two -- and the entire crowd -- are attacked by a musical band of Santas with strange face masks that nearly kill them before they are able to get away. Back at Jackie's flat, the three take cover as the Christmas tree comes alive... a weapon designed to destroy them, for whatever's following them is attracted to them, probably because of the Doctor. Except that the Doctor is asleep on the bed, until Rose puts his sonic screwdriver into his hands and pleads for help, and he momentarily wakes up and stops the living tree. Whatever is attacking them -- the tree, the Santas now standing outside their flat -- are 'pilot fish', they learn before he passes out again. Mickey and Rose realize these 'pilot fish' are simply precursors for an invasion of a much larger force.

Meanwhile, all of Britain is watching BBC television as reports are about to come in from Guinevere One, Britain's newest Mars probe. As scientist Danny Llewellyn (Daniel Evans), leader of the Guinevere project, reports, the probe will soon send back photographs of the Martian surface. But Guinevere won't be snapping photos of Mars any time soon; it encounters a massive space-borne craft, vaguely shaped like an asteroid, which sucks it inside. Guinevere later broadcasts pictures of an alien race whose language is unfamiliar, setting all of Earth on alert and drawing Harriet Jones (Penelope Wilton), the new Prime Minister of Britain, to the headquarters of UNIT to investigate. Harriet's aide, Alex (Adam Garcia), works on a translator code to understand the aliens, while Major Blake (Chu Ornambala) of UNIT tells her that "Torchwood," a secret project, can soon be ready; Harriet, meanwhile, wonders where the Doctor is, and why he hasn't appeared to help.

The aliens make their intentions known: they are the Sycorax, and they have come to Earth to take it over and enslave its people. The Sycorax leader (Sean Gilder) teleports up Harriet, Alex, Major Blake and Llewellyn, where he kills the latter two and demands that Harriet Jones surrender in the name of the people of the Earth. In order to ensure their victory, they have fashioned a frightening weapon: they have taken over everyone on the planet with A-positive blood (due to a sample of that type of blood on the Guinevere probe as a memento of humanity), fully a third of the planet's population, and have readied them to commit suicide by jumping off rooftops. Meanwhile, back on Earth, Rose and Mickey have taken the comatose Doctor into the TARDIS, which is also teleported to the Sycorax ship; Rose and Mickey are taken hostage along with Harriet and Alex. All seems to be lost...

But aboard the TARDIS, thanks to a spilled thermos of tea...

As Rose attempts to parlay with the Sycorax leader -- an attempt that is rejected as being 'funny' -- they once again call for the surrender of the Earth... and suddenly the Sycorax language can be understood by the hostages. Which means the TARDIS translator circuits are still working. Which means that--

Out of the TARDIS steps the Doctor (David Tennant). Still unbalanced from his regeneration, still mentally unsure of what kind of Doctor he's going to be, he calls the Sycorax bluff -- the blood control was merely a hypnosis, and never would have worked as the human instinct for survival is too great. The Doctor then challenges the Sycorax leader to a duel, for control of the Earth. The Doctor and the Sycorax take up swords, a battle that continues out onto the wing of the massive Sycorax ship. The Sycorax cuts off the Doctor's hand, but because he's still within the fifteen hours of his regeneration, the Doctor simply grows a new one... and then vanquishes the Sycorax leader. He then tells the Sycorax invaders that he's won, that they're to leave the Earth and never return. The Doctor and the humans are then sent back to Earth.

As they celebrate the flight of the Sycorax ship, the Doctor, Rose and Mickey are reunited with Jackie. However, Harriet Jones learns from Alex that Torchwood -- a secret defence project based on alien technology -- is ready, and orders it to fire... a particle beam that destroys the Sycorax ship. The Doctor loses all his love for Harriet Jones, condemning her for the murder of the Sycorax, while she defends the action as necessary because he's not always around to help them. As the Doctor leaves, he plants a suggestion with Alex that Harriet Jones is 'looking tired'... a promise that he can bring her down fulfilled, as she later faces a vote of no-confidence.

As the embers of the Sycorax ship rain down on London, the Doctor, Rose, Mickey and Jackie enjoy Christmas dinner, and then the Doctor and Rose make their goodbyes... he ready to return to the great unknown out in space, and she now convinced that even with a different face and a different demeanor, he's still the same old Doctor she knows and loves.

Wr RUSSELL T. DAVIES

Dir JAMES HAWES

2 - 1 *NEW EARTH*

The Doctor takes Rose to see New Earth, after the human race was scattered across the universe, a new nostalgic human race wanted to rebuilt the home. However the doctor is also there to visit a hospital where an agent friend is close to death, but all is not well at the hospital, as the Cat like nurses hold a horrific secret.

Wr RUSSELL T. DAVIES

Dir JAMES HAWES

2 - 2 *TOOTH AND CLAW*

Scotland, 1879. A priest from a nearby parish, Father Angelo (Ian Hanmore) leads a small army of fellow disciples of a strange evil to a quiet manor, where they attack the estate's owners, Sir Robert and Lady Isobel (Derek Riddell, Michelle Duncan) and their staff... an attack in which the disciples use strange, superhuman abilities...

The Doctor (David Tennant) has promised Rose (Billie Piper) a trip to 1979 London, to take her to a concert by the Blockheads, but sadly the TARDIS manages to land one century earlier (naturally) on the Scottish highlands, materializing right next to an armed traveling party and a horse-drawn coach, inside which is none other than Queen Victoria (Pauline Collins). Introducing himself as a scientist (using the name Dr. James McCrimmon) and Rose as a Eliza Doolittle-esque waif, the two join the caravan, which is en route to Balmoral castle, the Queen's usual trip via train having been waylaid by a mysterious accident on the tracks.

The caravan stops for the night at the home of Sir Robert, who attempts to dissuade them from entering, all the while watched by the mysterious Father Angelo and his men. Victoria, however, is not easily persuaded, and calls upon Robert - who says his wife is away visiting family, but who in actuality remains trapped along with the rest of the staff in the cellar guarded by something evil - for his hospitality. For a brief time, the Doctor and Rose join Victoria and her men in believing this is merely a stop for the night. That changes when Rose discovers a woman hiding in her closet: Flora (Ruthie Milne), one of the members of Lady Isobel's staff, who escaped the sinister evil creature guarding the prisoners below.

Before Rose and Flora can tell the others about what's happening, however, the Doctor is suddenly clued in, as a ghost story told by Sir Robert at the evening meal provokes Father Angelo. Victoria's guards have all been knocked unconscious by an additive in their tea, and Rose and Flora are taken down below, while the Doctor, Victoria, Sir Robert and the head of the Queen's guards, Captain Reynolds (Jamie Sives), head for the basement. They are all reunited to watch as a solitary man trapped in a cage, suddenly struck by moonlight, begins a transformation... into a werewolf.

The group escapes and flees, and the Doctor begins to put the story together. Centuries before, an alien craft crashed on Earth; nothing survived but cellular matter, which has affected one person in every generation... a consciousness passed from one person to another, growing in strength and manifesting itself through werewolves. Father Angelo and his people worship it; the Doctor, on the other hand, is quite convinced that while bullets cannot stop it, something can. As the werewolf continues its rampage through the house, something prevents it from entering the master study; the Doctor deduces that oil of mistletoe has been spread upon the walls, which somehow repels the creature. Victoria, meanwhile, reveals the package she is carrying with her: the Koh-i-noor Diamond, the famed, cursed diamond that the Doctor realizes is connected to this as well.

Suddenly, the Doctor puts the mystery together, and just as the werewolf begins its newest attack, killing Captain Reynolds, the Doctor, Rose, Sir Robert and Victoria flee to the manor observatory. There, Sir Robert's father's prized, uncompleted telescope sits. The Doctor realizes that Robert's father and Prince Albert, Victoria's late spouse, had known of the werewolf legend and had planned accordingly; Victoria was meant to come to this place with the diamond. Sir Robert gives his life to buy time, convinced that his final act will counter the treason he committed by cooperating with Angelo when his wife was threatened, while Isobel and her staff concoct more potions based on mistletoe to keep the creature at bay. The Doctor inserts the jewel into the telescope, which, impacted by moonlight, suddenly becomes a weapon that can be used to destroy the werewolf, which it does post haste.

In the aftermath, Victoria bestows honors upon the Doctor and Rose... but then, surprisingly, banishes them from her kingdom, informing them that they are no longer welcome because they bring death and destruction with them wherever they go. The two make their way back to the TARDIS, convinced that the bite of the werewolf passed to Victoria before it died, and that her bloodline carries the curse all over again, which humanity will eventually have to deal with. The TARDIS departs the Scottish plains.

Back at the manor, Queen Victoria bids Lady Isobel to keep open her manor, which she says will become

their first line of defense against the nightmares she believes will come; it will become an institute that will protect Britain against even the Doctor himself. Her institute will be named after the manor itself... Torchwood.

Wr RUSSELL T. DAVIES

Dir EUROS LYN

2 - 3 *SCHOOL REUNION*

It's the first day for a new teacher at Duffry Vale High School, a new instructor who calls himself John Smith who knows that something's wrong with this school. Led to the school by Mickey (Noel Clarke), who's been following mysterious UFO sightings and strange staff changes at the school, the Doctor (David Tennant) has now come to Duffry Vale to find out why, led by nothing other than his curiosity. Rose (Billie Piper) is there, too, having joined the kitchen staff for a job she is thoroughly unhappy with and finds bizarre, especially the incident with a barrel full of viscous, caustic yellow goo. But all remains quiet, until the headmaster, Finch (Anthony Head) -- a sinister man with beady eyes who came to the school in recent months and replaced most of the staff with his own people -- introduces a journalist from the Times who's come to the school to write a story about him... a woman named Sarah Jane Smith (Elisabeth Sladen).

The Doctor, caught off guard upon the sight of one of his dearest friends from his long days of travel within the TARDIS, at first doesn't let on about his identity; instead, he plays along as the new teacher, sounding Sarah Jane out about her real motivation for coming here, which is as he suspects: the same reason he's here. True to form, later that evening, as the Doctor, Mickey and Rose have returned to the school to do a bit of snooping, Sarah Jane has also broken into the school, and discovers the presence of the TARDIS. At that moment, she is reunited with the man who abandoned her so many years before, but who she has remained eternally fond of. Mickey, meanwhile, discovers a closet full of dehydrated rats, while on top of the school, Finch and a bat-like creature watch the four with eagle eyes. When the Doctor suggests that they analyze the liquid Rose discovered in the kitchen, Sarah brings him to the boot of her car, where she reveals the broken-down, but possibly still functional, robot dog, K9 (voice of John Leeson).

While Mickey and Rose remain curious about the Doctor's relationship with Sarah Jane, the two reminisce about their traveling days together. The Doctor succeeds in repairing K9, who tells him the goo is Krillitane oil, a nasty substance that heralds the presence of the alien Krillitanes, beings who have evolved by taking on the characteristics of other species. Somehow, the Krillitanes here -- Finch being their leader -- are doing something with the oil to the children of Duffry Vale High School, but Finch himself promises the Doctor that it's not evil, just impressive on a galactic scale. Meanwhile, Rose and Sarah Jane have words - taking an immediate dislike to each other - while Mickey contemplates his role in their group, feeling consigned to the same status as K9, the 'metal dog' role, always on the sidelines.

Later, Finch offers the Doctor the chance to take control of his destiny after the Time Lord discovers the secret about the project the Krillitanes are brainwashing the children into completing: they're trying to crack the Scasis Paradigm, the universal theory that controls the building blocks of the universe. With the 'godmaker' powers unleashed, the Doctor would in essence be able to recreate the Time Lords from scratch and run the universe. It is an opportunity the Doctor decides to pass, which sets the Krillitanes on the loose. With the aid of a young student who's escaped the Krillitane mind control devices, Mickey crashes his car into the building to rescue everyone, but they, the Doctor, Rose and Sarah Jane are stranded inside the cafeteria....

...until K9 arrives on the scene, using his rapidly-depleting laser to ward the Krillitanes off.

The Doctor concocts a plan to deal with the invaders, while Mickey helps free the children by pulling the plug on the computers. The Doctor says goodbye to K9 for one more time, before evacuating the building. In the kitchen, the Krillitanes converge on K9, before he's able to stun them by blasting the vat of oil -- exposing them to the viscous goo which has become highly toxic to them -- and then blowing up the entire room, taking himself in the process.

Sarah comes to see the Doctor and Rose off within the TARDIS; having made peace with Rose, with whom she now shares a bond as friends and confidantes of the Doctor, Sarah turns them down on his offer to join them. But Mickey asks to go as well; he wants to shed his place as the man on the other end of the phone, and instead wants to see the universe. While Rose and Mickey prepare to leave in the TARDIS, the Doctor says one last goodbye to Sarah Jane Smith, who is finally able to put the past, and her trip beyond time and space, behind her. But the Doctor has left her a gift: a fully rebuilt K9 whom she spots as the TARDIS slowly fades away.

Wr TOBY WHITHOUSE

Dir JAMES HAWES

2 - 4 *THE GIRL IN THE FIREPLACE*

Deep space, the fifty-first century: the TARDIS arrives on the deck of a derelict spacecraft whose occupants have mysteriously vanished. The Doctor (David Tennant), Rose (Billie Piper) and their newest traveling companion Mickey (Noel Clarke) start to look around and make some curious discoveries, most especially of which is an antique French fireplace. Not just any fireplace, too, but one that seems to be anchored to some kind of space-time disturbance, for the Doctor looks inside and discovers the face of a little girl staring back at him. Her name is Reinette (Jessica Atkins), and she is currently in eighteenth century Paris.

The Doctor trips a switch that twists the fireplace around and suddenly he's back in time, in Paris, along with the little girl, but several months have passed; the portal is out of sync, meaning that time goes by much faster on this end. Noticing that the clock above the mantelpiece is broken, but there is still a ticking noise in the room, the Doctor discovers a monster under the bed: in fact, an android, made of clockworks. But before he can examine it completely, the robot - which follows him back onto the spaceship - teleports itself away.

The Doctor returns through the fireplace portal, but it's over a decade later, and Reinette (Sophia Myles) has now grown into an adult. Though he has only seen her as a child, Reinette has spent her entire life thinking about the mysterious man, and has obviously fallen for him. Before she leaves, she kisses him, and the Doctor discovers why he knows her - she is the Madame De Pompadour, mistress of Louis XV, King of France.

Back on the ship, Mickey and Rose make a frightening discovery - a human eye in a sensor, and a human heart beating in the middle of the ship's interior. The Doctor, meanwhile, discovers another portal, and a horse that has come through it; the portal leads to the exterior of the Palace of Versailles, where he spies Reinette and a friend strolling through the gardens. Later, the Doctor realizes that there are many 'gateways to history' aboard this craft - time windows, not to just any history, but Reinette's own, a fifty-first century spaceship stalking an eighteenth century woman. Through another window, the three go to Paris to rescue Reinette from another clockwork android, where they learn that while the robots are stalking her, they haven't done anything to her yet because she's 'not ready'. And they're after her because, as they say, they are 'the same'. The Doctor makes a mental link with Reinette (which she uses to see inside his mind as well as the reverse) in order to discover the truth as to why the clockworks are following her, but the only thing he really discovers is that she is in love with him.

On the ship, Rose and Mickey are taken prisoner by the clockwork androids, while the Doctor later returns apparently quite drunk, but in fact it's a ruse to shut the androids down. While it doesn't work, the Doctor learns that the clockworks are repair androids; they followed their instructions to the letter when the ship was damaged, salvaging parts first from the rest of the ship, and then the human crew itself, manifesting their bodies to keep the ship running. Now, they are convinced that Reinette is the last link to repairing their damaged craft.

Later, Rose steps through the portal to warn Reinette about the day she will be turn 37 years old, when she will be 'ready' and when they will attack. Reinette is ready, so that a few years hence, when the androids come again, she yells into the fireplace, calling the Doctor to her. Yet, for some reason, he does not come this time.

The time windows into the palace have been shut down by the clockwork androids before their attack, or so they think - the Doctor leaps in through another window on the back of the horse. He's also sealed up the windows as he's left, leaving the clockwork androids to realize that they no longer have a purpose since their window to the future, and their ship, is broken. The Doctor is stuck, back in time.

Later, though, Reinette makes a confession to him: the fireplace, the one that he originally spoke to her through, has been reconstructed in her bedroom... and the portal is still open, far enough from the disturbance that shut the others down. The Doctor goes back to the future, telling her that he will be right back... but forgetting the time variation, so that when he returns again, Reinette has died, and Louis XV and the Doctor watch as her hearse is carried away toward Paris.

The Doctor returns to the TARDIS to read a letter Reinette left for him, knowing he'd be back one day. Mickey and Rose ask why Reinette was so important to the androids, but the Doctor, his heart heavy with her death, says they'll probably never know. The TARDIS departs, its occupants unaware of the name of the ship, emblazoned on its outer hull: the SS Madame De Pompadour.

Wr STEVEN MOFFAT

Dir EUROS LYN

2 - 5 *RISE OF THE CYBERMEN*

The TARDIS encounters a massive anomaly which causes it to suddenly lose power. The Doctor (David Tennant) discovers that the time vortex has vanished and his TARDIS is dead. Things begin to look up when Mickey (Noel Clarke) discovers that they've arrived in London, but it's not the London they know... there are zeppelins in the sky and Rose (Billie Piper) is startled to discover a billboard advert with photos of her late father, Pete Tyler (Shaun Dingwall). The TARDIS crew has entered another universe and the ship cannot draw power from this reality's time vortex. However, it turns out there is one component of the TARDIS that still has power... but it will have to be nurtured, and will take a day or so.

Cybus Industries is a major power in this alternate version of London, run by a man called John Lumic (Roger Lloyd Pack), who is confined to a wheelchair but still exhibits hostile tendencies toward his workers while attempting to complete a top-secret project. One of the people involved in his project is Pete Tyler, who has been invited to a meeting to discuss a new project, a meeting also to be attended by the President of Britain (Don Warrington). At his home, Pete's wife, Jackie (Camille Coduri) stops functioning normally when a signal is received by an earpiece set she wears, from Cybus Industries... an earpiece worn by most of the inhabitants of London.

The Doctor warns Rose and Mickey not to interfere with this world; it's not theirs, and the people here are not the ones they know. Mickey goes to see his grandmother, whose death in his reality he feels some guilt over, blaming himself for a fatal fall she took, but he's kidnapped by the occupants of a van. Inside the van is Jake Simmonds (Andrew Hayden-Smith), a member of an underground resistance group against Cybus Industries called the Preachers who witnessed the rounding-up of large numbers of homeless people by one of Lumic's henchmen, Mr Crane (Colin Spaul). He and his associate Mrs Moore (Helen Griffin) believe Mickey to be his alternate-universe counterpart, Ricky. However, later when they arrive at their headquarters, Ricky is present, and Mickey has some explaining to do.

Rose and the Doctor discover that Cybus is putting out a strange signal, which has affected everyone wearing the earpods. They make way for a party being held at the Tyler estate, where they become part of the servant staff in order to gain access. Rose realizes the people she believes she knows as her parents aren't really a part of her life, and that in this universe, "Rose" is the name of their dog.

Lumic has Crane move to the next phase of their secret project, while the Doctor discovers the terrible truth about what Lumic is trying to accomplish. At the party, the Doctor and Rose watch as hundreds of metal men approach the house with orders to destroy all resistance. They are Cybermen, and the rise of their order is happening all over again in this universe. As the President dies and Jackie flees, the Doctor, Rose and Pete, united with Jake, Mickey and Ricky, confront the Cybermen, who instead of taking them as hostages, prepare to delete them...

Wr TOM MACRAE

Dir GRAEME HARPER

2 - 6 *THE AGE OF STEEL*

The Doctor (David Tennant) manages to stop certain death at the hands of the Cybermen by using the power cell from the TARDIS, and he and the rest of his party -- including Rose (Billie Piper), Mickey (Noel Clarke), Ricky, Pete Tyler (Shaun Dingwall) and Jake (Andrew Hayden-Smith) -- are rescued by the van driven by Mrs Moore (Helen Griffin). Pete confesses that he's the Preachers' spy inside the Cybus Corporation. They escape and split up, but Ricky is killed by pursuing Cybermen, electrocuted while struggling to get free.

John Lumic (Roger Lloyd-Pack) begins operating his master plan. Cybus Industries sends a control signal to everyone wearing the earpods, including most of London; the controlled populace begin a march toward Cybus facilities where they will be "upgraded" to Lumic's design. However, the Cybermen are one step ahead of him, realizing that he too is human and inferior to them; they set about "upgrading" him as well.

When Jake realizes Ricky is dead, he lashes out at Mickey, but the two are forced to team up again when they attack the main Cybus facility. Mickey and Jake spot a zeppelin hovering over the plant, while Rose and Pete masquerade as controlled Cyber-subjects, marching in the front door. The Doctor and Mrs Moore enter through the cooling tunnels below the station, but after meeting a Cyberman who they realize has been affected by a faulty inhibitor (one who remembers her origins), Mrs Moore is killed and the Doctor is captured. Rose and Pete, meanwhile, discover that Jackie (Camille Coduri) has already been turned into a Cyberman inside the plant.

The Doctor confronts the Cyber-Controller, the "upgraded" John Lumic, while on the zeppelin, Mickey and Jake attempt to take control of the ship and fight off a Cyberman at the same time. They are able to

stop the control signal and the humans are released. The Doctor pleads with Lumic to stop what he's doing; Lumic, in his quest to create a utopian society, has bred all humanity out of his subjects. Mickey, meanwhile, discovers the code for the Cyber control systems, and the Doctor uses it to make all of the Cybermen go mad -- they realize what Lumic has done to them, and are no longer a threat. As Lumic's facility goes down in flames, Mickey and Jake take off in the zeppelin, but drag a ladder behind them so that the Doctor, Rose and Pete are able to escape. The Cyber-Controller pursues them, but falls from the ladder to his death.

The Doctor, Rose and Mickey return to the TARDIS, where Mickey confesses that he has decided to remain behind -- in this universe, he is no longer the useless sidekick but, in Ricky's shoes, has the chance to do good. Rose resists the idea but eventually the two say goodbye to their friend and the TARDIS departs, fully recharged but unable to return to this universe in the future. As the Doctor and Rose return to our universe, Mickey contemplates his future, telling Jake he's not his counterpart, but his own man, and the two set out to set Cybus Industries' terror to right

Wr TOM MACRAE

Dir GRAEME HARPER

2 - 7 *THE IDIOT'S LANTERN*

On a rainy night in 1953, a freak lightning bolt hitting the antenna of Magpie's Electronics Store leads to a strange phenomenon: the television begins to talk to the owner, Mr Magpie (Ron Cook) in the form of a presenter (Maureen Lipman) who addresses him personally, and has a plan he must help her with...

The Doctor (David Tennant) and Rose (Billie Piper) have arrived, ostensibly to see Elvis Presley perform but startled that they're back in London instead of New York at the time of Queen Elizabeth's coronation. They are startled to see two men rush a man, covered by a blanket, into a car and drive away. The Doctor and Rose meet Tommy Connolly (Rory Jennings), a local boy who says that this has been happening all over their street. He's stopped by his father, Eddie (Jamie Foreman), a brutish man who threatens both his son and his wife, Rita (Debra Gillett), because he's 'respected' in this part of town and wants no part of whatever's going on. The Doctor uses his psychic paper to convince the Connolly's that he's a government official, and putting Eddie to work feeding off his patriotism, he quests Rita and Tommy about the disappearances... and about something strange that has affected Grandma (Margaret John), which has completely removed her face from her body.

The Doctor goes investigating and runs into Detective Inspector Bishop (Sam Cox), who has been looking into the strange ailment that has robbed people of their faces. To cover it up in the face of the expected press onslaught as a result of the Coronation, they've been roping up the victims and bringing them to the station. Meanwhile, Rose does her own sleuthing, ending up in Magpie's shop because everything that's happened seems to be linked to people who bought television sets from him. However, the strange creature on the television screen begins to talk to her, and soon, Rose's face has been removed from her body... and she's inside the television, crying out.

The Doctor and Bishop return to the Connolly home, where Tommy defies Eddie when he learns that his father has been turning people in for the "good" of their neighborhood. They make their way to the Magpie shop, where the Doctor discovers the truth about what's happened to Rose, and confronts the evil image on the television screen. It calls itself the Wire, an alien who escaped execution by transforming itself into pure energy, and it has come to Earth to reconstitute itself... but it will need a massive amount of human energy in order to do so, which will be provided by the many television sets the reluctant Magpie has issued. Bishop is robbed of his face by the Wire, but the Doctor and Tommy attempt to stop Magpie and the Wire from using a portable device to turn the Alexandra Palace broadcast tower into a receiver, which the Wire can use to consume as many souls as it wants.

The Doctor climbs the tower, pursuing Magpie and the Wire. It's too late, however; the Wire starts to consume the people of London, gorging itself on their energies. However, Tommy stops her by following instructions the Doctor gave him, trapping the Wire - now reduced to a single signal - inside a Betamax cassette. The faces of the Wire's victims are returned to them and Rose is restored.

Later, during a block party held in honor of the Coronation, Rita throws Eddie out of the house once and for all, but the Doctor convinces Tommy to go to his father's side out of love for his family.

Wr MARK GATISS

Dir EUROS LYN

2 - 8 *THE IMPOSSIBLE PLANET*

The TARDIS materializes in a Sanctuary Base far out in deep space. The Doctor (David Tennant) and Rose (Billie Piper) discover strange symbols on the wall that defy the TARDIS' ability to translate, which indicates that the writing is older than his people might know. They're suddenly startled, however, by a

group of bizarre alien creatures - which they later discover are called the Ood - who they believe are attacking them but are, in fact, perfectly docile subordinates (or slaves) to the humans who inhabit this base, including the makeshift captain, Zack (Shaun Parkes), scientist Ida (Claire Rushbrook), archaeologist Toby (Will Thorp), security chief Jefferson (Danny Webb), maintenance trainee Scooti (MyAnna Buring) and Danny (Ronny Jhutti) who works with the Ood.

When a massive impact hits the base, the Doctor and Rose realize where they are... an impossible planet, an airless world orbiting a black hole which cannot possibly exist, which in legend is called the Bitter Pill. The expedition is now stuck here, monitoring the black hole in a place where by all scientific probability it - and they - cannot exist. The team is drilling to reach a power source, which keeps the world in balance, ten miles below... something buried down within the planet that they have not yet identified. But soon the Doctor realizes the depth of his misfortune: when the impact hit, it wiped away part of the base including the TARDIS. Now he and Rose are stuck here, forever.

The archaeologist, Toby, has been examining the ancient writing but has also started hearing voices. Other manifestations that something is wrong occur: Rose and Danny both believe they hear the otherwise docile Ood say something they shouldn't, and Zack fails to see the image of an enormous demon in the holograph tank. Toby discovers that the ancient symbols have begun to appear on his hands, and soon he is not in control of his body. Possessed by something terrifyingly evil, he goes outside the base, watched by Scooti, who is then killed when he shatters the window. But by the time the Doctor and company respond, Toby has returned to normal and has no memories of what's happened.

The drill reaches its destination ten miles below, and the Doctor accompanies Ida down the mine shaft, while on the base the Ood are all confined after demonstrating unusual behavior and psychic patterns. Down below, the Doctor and Ida discover the ruins of an ancient civilization along with a huge engraved coverstone. Back on the base, Toby is once again transformed into a hideous servant of something called the Beast. The Ood are now completely possessed as an army for this 'beast,' which is also called other things in many tongues - including, in the language of Earth, Lucifer... or Satan. Suddenly the planet's gravity field starts to collapse and the world starts moving toward the black hole, while in the depths of the planet, the Doctor and Ida watch helplessly as the coverstone opens and something alien inside starts to become free...

Wr MATT JONES

Dir JAMES STRONG

2 - 9 *THE SATAN PIT*

Jefferson (Danny Webb) opens fire on the approaching Ood who are possessed by the Beast. He kills them, and he, Danny (Ronny Jhutti) and Rose (Billie Piper) then hear from Zack (Shaun Parkes) who informs them that the planet is now stabilising around the black hole again. Jefferson recommends "Strategy 9" and Zack agrees, so the Base then makes contact with the Doctor (David Tennant) and Ida (Claire Rushbrook) and discover that the Pit is open. Zack orders Ida to return under the conditions of Strategy 9, but she is reluctant to obey, wanting to explore the Pit. The Doctor thinks on it for a while before deciding they should follow Zack's order. Meanwhile, Jefferson turns on Toby (Will Thorp) with his rifle, but Rose points out that he is no longer possessed. He's terrified by the ordeal, and tells them that he had the Devil inside his head.

The Beast, acting through the Ood, then takes control of the viewscreens to deliver a message to the crew. The Doctor asks him which version of the Devil he is supposed to be, and he says he is all of them. He explains that he was imprisoned before the creation of the universe before going on to taunt each of them about painful events from their past, except Rose, who he predicts "will die in battle, so very soon." The message ends, and the Doctor tries to restore some confidence and faith in the crew by explaining how the Beast just preys on basic fears and how they can rise above it, until the Beast snaps the cable supporting the lift. The Doctor and Ida leap out of the lift as the cable comes crashing down, and Ida suggests she ventures into the Pit as they only have one hour of oxygen left and not much left to lose. The Doctor disagrees and says he will go instead.

Back on the base, Rose rallies the crew into action, getting Zack to restore the lights and Danny to find a method of rendering the Ood unconscious. To administer the latter, they have to travel through the ventilation shaft below to Ood Habitation, through discrete pockets of atmosphere created by Zack in order for them to breathe. The Ood follow them, and Jefferson falls behind defending the rest of the crew. His final request is that the atmosphere be removed from his section of the shaft to avoid "death by Ood", and Zack honours it. The rest of the crew barely escape the Ood, and Toby is almost caught by them until his eyes go red again and he puts his finger on his lips to signal to them that he must not be harmed as he is still possessed. Danny sets off the signal to paralyse the Ood just as they are about to enter Central Control in pursuit of Zack, who was only armed with a single shot in a bolt gun.

Below, the Doctor reaches the end of the cable, but not the bottom of the Pit. Realising that he may only be thirty feet from the bottom, a drop that he could survive, he detaches himself from the cable despite Ida's protests, and drops the rest of the way, into the impenetrable darkness. This happens just as Zack and Rose make contact, so Ida tells them what happened, only to be told that she will run out of air soon and that there is no way of reaching or rescuing her. Zack then determines that the survivors should leave the planet and ensure no one ever goes back, but Rose refuses to go, not believing that the Doctor is dead. Danny administers a sedative on her and Zack carries her to the rocket they will depart in. At the bottom of the Pit, the Doctor wakes up and finds he is alive and able to breathe the atmosphere. He explores the cave and finds a huge demon chained to the cavern wall; the Beast.

On the rocket, Rose regains consciousness as it launches, and is restrained despite her threats to shoot Zack with the bolt gun she found discarded near to her. The Doctor begins to speak to the Beast, but is puzzled by his lack of a response. He realises it is only the body that is imprisoned, and the Beast's mind is what has been possessing Toby and the Ood. He comes to the conclusion that he can breathe here not because the Beast needs him for something, but because he is trying to escape, and his jailers want the Doctor to stop him. He's about to do so by smashing the vases that are the gateway to the prison, when he realises that doing so would mean the loss of the rocket's protection from the black hole. Onboard the rocket itself, the Beast's mind is delighted with the prospect of making it to Earth to further corrupt and terrify humans, but when the rocket is just about to move out of range of the black hole, the Doctor smashes the vases, violating the orbit of the planet around the black hole.

The rocket starts to be dragged backwards into the black hole, and the Beast's mind is enraged, making Toby take on the appearance he had when he was first possessed. Rose takes the bolt gun and shoots the windscreen of the rocket before undoing Toby's seatbelt. Toby is sucked out into space, and the rocket continues to move towards the black hole. In the Pit, Ida finally collapses, just as further below, the Doctor is thrown backwards against something. He turns around and discovers it's the TARDIS. Just as the rocket is about to enter the black hole, it stops, and the Doctor announces he is towing it using the TARDIS via a comms link. Rose is delighted to hear the Doctor again, and Danny and Zack are delighted to hear that Ida will be OK, as the Doctor has rescued her. Rose re-enters the TARDIS and hugs the Doctor. The two crews say their goodbyes, and Rose again asks why the Beast said she would die in battle. The Doctor reassures her that it was lying, and they take off in the TARDIS, leaving the impossible planet behind...

Wr MATT JONES

Dir JAMES STRONG

2 - 10 *LOVE & MONSTERS*

A man named Elton Pope (Marc Warren) runs towards a deserted industrial area. He spots something and stops dead; a blue police box. He walks towards it tentatively, about to touch it, when a shout from inside a factory gets him on the run again. He runs around a factory towards the source of the shouting. He sees light coming from a closed door at the end of the corridor, so he edges towards it and opens it. An alien (called a Hoix) lunges towards him, roaring loudly. Elton's now in his room, and it is revealed that the previous sequence is a flashback, and he's narrating the story of his life for his video diary. In another flashback continuing the previous one, the Hoix continues to roar at Elton until the Doctor (David Tennant) distracts it with a pork chop and yells at Elton to run away. As he starts to run, Rose (Billie Piper) charges past him and throws a blue bucket of steaming liquid at the Hoix, for which the Doctor berates her saying she's made it worse. What follows, including a madcap chase, is not entirely reliable as it's Elton's memory of the events...

The chase ends with the Doctor stopping and recognising Elton, who runs out of the factory without answering. It is now revealed by Elton that this was not the first time he met the Doctor and it would not be the last. He talks to the camera about how his ordinary life was transformed, starting with the night he first met the Doctor in his old family home when he was three or four years old, and continuing with his experiences with the Auton, Slitheen and Sycorax invasions of Earth that took place a couple of years before. It was the Sycorax invasion that led him to meet his friend Ursula (Shirley Henderson) who then took him to meet a group of her friends who were also studying the Doctor. The group then started to have regular meetings under the name Elton suggests: LINDA (London Investigation 'N' Detective Agency) As time goes by, the meetings become less and less about the Doctor, and more of a social gathering.

They were in the middle of a meeting, one in which they form their own band, when Victor Kennedy (Peter Kay) turned up and commandeered the group. He refuses to touch anyone or anything because of his "ex-eema", apparently a more serious form of eczema. His more active approach to finding the Doctor makes them more knowledgeable in investigation techniques, and they track down a police box which they know to be the TARDIS in Woolwich. This however, is the sequence from the beginning in which Elton ran away. Victor is furious with him about this, but appears to calm down when Ursula threatens him. It's

from there that the group focus more of Rose, and they are deployed around London to find her. Elton almost immediately finds Jackie (Camille Coduri) and becomes acquainted with her easily, regularly paying visits to fix things she supposedly has broken in her flat.

As this is going on, it goes widely unnoticed that members of the group are disappearing, including Bliss (Kathryn Drysdale) and Bridget (Moya Brady). One night while Elton is doing some DIY, Jackie attempts to seduce Elton, but a phone call from Rose interrupts the mood. Elton has a revelation at this point; he really does like Jackie, but there's someone else he likes even more, and that's Ursula. He goes out to get pizza for himself and Jackie, but when he returns to the flat, she's found the photo of Rose in his coat pocket. She confronts him and angrily tells him that she will never let Rose or the Doctor down and to get out. Elton storms back to LINDA HQ and tells Victor he had enough. He says that Victor has ruined what LINDA had, and that it's no wonder that Bliss and Bridget left. He then asks Ursula out on a date, and the pair of them, along with the other remaining member of the group, Mr. Skinner (Simon Greenhall) walk out, but not before Victor calls Mr. Skinner back. Elton and Ursula leave, before realising that Ursula has left her phone behind.

When they return to retrieve it, Mr Skinner is no longer there. Only Victor is left, holding a newspaper in front of him. When asked where Skinner is, Victor makes up several excuses before Ursula notices that his hands are green; not human. He puts the newspaper down and reveals himself to be a bloated green alien creature, which Elton dubs an "Abzorbaloff". They realise that Victor has absorbed the missing members of LINDA, including Mr. Skinner, and their faces can be seen all over his body. Victor tells them he wants to absorb the Doctor, and so he enlisted their services to find him, which ultimately failed. Ursula demands that she returns his victims, but he absorbs her instead. She tells Elton to run, which he does, chased by the Abzorbaloff. He is cornered in an alley, and appears to be about to surrender when the TARDIS appears nearby. The Doctor steps out and glances at Elton before Rose storms out and berates him for upsetting Jackie.

Their attention turns to the Abzorbaloff, who reveals himself to be from Klom, the twin planet of Raxacoricofallapatorius, and threatens to kill Elton if the Doctor doesn't surrender. The Doctor bluffs and says he doesn't care, and the members of LINDA work together from inside the Abzorbaloff to restrain him. Elton then snaps the cane that Victor carried around with him, and the Abzorbaloff melts into the ground, along with all his victims. The Doctor explains that the cane created a restriction field, and now that it's gone, the Abzorbaloff can't stop absorbing, and so he is absorbed by the Earth. Elton breaks down in tears, realising he'll never see Ursula or any of the members of LINDA ever again. The Doctor sits him down and tells him what happened the first night they met, when he'd stopped something called an elemental shade that had escaped into Elton's house, but was unable to save Elton's mum. That's when we realise that Elton's mum died the night he met the Doctor.

The final thing that the Doctor can do for Elton is tap into the absorption matrix and save the last victim. It's too late to bring her back completely, but at the end of the episode we see Ursula's face in a paving slab. Elton doesn't mind that she's just a disembodied face, because he loves her, but he then muses upon what happens when you come into contact with the Doctor, and how life is so much different from the way you think it's going to be. The real world is so much stranger, so much darker, madder, and so much better.

Wr RUSSELL T.DAVIES

Dir DAN ZEFF

2 - 11 *FEAR HER*

London, 2012. In a quiet suburb on an average street, children play and construction work goes on... though an old woman named Maeve (Edna Dore) seems to know that there are connections between a rash of recent disappearances on the block. Nobody will listen to her, but another boy disappears while playing football, without a passing thought. And in the meanwhile, alone in her room, a little girl named Chloe (Abisola Agbaje) draws another picture, this one of the missing boy, which takes on a life of its own...

The Doctor and Rose (David Tennant, Billie Piper) arrive in the neighborhood as preparations continue for the Summer Olympic Games, which are soon to be held in London. Rose is concerned about the number of bills posted about the missing children in the neighborhood, which leads them to begin an investigation. Rose notices that cars mysteriously stop in a part of the street, as Kel (Abdul Salis) a street construction worker, tells her, while the Doctor feels an uncertain amount of energy in the places the children disappeared. The two meet the neighbors, including Trish (Nina Sosanya), the mother of the little girl that peers at them through her second-storey window. The Doctor believes Maeve's story and continues his pursuit of the truth, and Rose watches as a cat disappears right from under her nose.

Inside the house, Trish attempts to get through the Chloe, who's absorbed by her continued drawings all

over her bedroom. Rose is attacked by some sort of creature in a garage -- a creature made of graphite, the same material used in pencils. More interestingly, the Doctor notices he can erase the creature with a standard pencil eraser, realizing that whatever created the "squiggle creature" as he calls it just drew it into existence... some sort of child's drawing. The two end up at Trish's house, after remembering Chloe's interest from her window. Trish realizes the Doctor can help her, so she invites him and Rose in, telling them about her daughter, a lonely little girl who sits in her room all day and draws. The Doctor detects something unusual coming from Chloe, while Rose snoops around and discovers there's something lurking in Chloe's closet. In fact, it's a drawing of Chloe's father, an alcoholic who mistreated the two of them. The Doctor puts the pieces together -- Chloe can manipulate reality by drawing, trapping people in her sketches or, in the case of the closet, recreating things from fantasy.

The Doctor makes contact with a being inside Chloe -- a wayward Isolus, part of a gestalt mind that was accidentally left behind on Earth. The Isolus doesn't mean any harm; it's lonely, having spent an eternity with millions of its brothers and sisters, and believes the drawings that trapped the children are bringing new friends for it to play with. The Doctor and Rose return to the TARDIS, where he attempts to create a device that will allow the Isolus to free itself and be reunited with its traveling pod. Unfortunately, the Isolus believes the Doctor has hostile intentions, and so Chloe traps him and the TARDIS inside a drawing!

Remembering that the Isolus crashed in the neighborhood and its pod radiates heat, Rose determines that the pod is stuck in the asphalt on the street (hence the cars coming to a standstill). She digs it up, to Kel's dismay, out of one of the newly filled potholes. The Isolus, which has already stolen the population of the Olympic stadium waiting for the arrival of the torch, prepares one last drawing - a picture of the Earth, which will trap the entirety of humanity within a drawing. Outside, the Olympic torch comes down Trish and Chloe's street, and Rose, realizing the Isolus pod needs a heat source, throws it at the torch; ignited by the torch's heat, the pod reactivates and summons the Isolus, so the two can be rejoined and leave Earth. The Isolus leaves Chloe, who is reunited with her mother, but also frees the terrible image of Chloe's father from the closet -- until it is banished when Trish and Chloe sing together, ridding the bad feelings and making the beast lose its form.

Everyone is returned from the drawings back to the way they were... except the Doctor. But he's alive, and grabs the Olympic torch and carries it into the stadium to light the flame. The Isolus leaves Earth and the Doctor can feel the love from the audience. Back on the street, as everyone watches the fireworks overhead, celebrating London's Olympic spirit, the Doctor realizes that there is something terrible coming... a storm is approaching...

Wr MATTHEW GRAHAM

Dir EUROS LYN

2 - 12 *ARMY OF GHOSTS*

This is the story of how Rose (Billie Piper) died...

The TARDIS materialises in a playground on the Powell Estate to visit Jackie (Camille Coduri) who is overjoyed to see both Rose and the Doctor (David Tennant), but causes Rose concern when she says that she is expecting Rose's grandfather, Grandad Prentice, to come by any minute. Rose explains to the Doctor that her grandfather has been dead for ten years. However, a blurred, ghost-like figure appears in her kitchen at ten past the hour. Stunned, Rose and the Doctor run outside and see more ghosts all around the estate. Jackie follows and tells them that they won't be around for long as "the midday ghost shift only lasts a couple of minutes". Elsewhere in London, a technician pulls a huge lever and the ghosts fade away. A woman called Yvonne Hartman steps out of her office and informs her staff that they've just had an excellent ghost shift.

Back in Jackie's flat, the Doctor observes various TV cash-ins on the ghosts including Trisha Goddard, Eastenders and Most Haunted, and he asks where it all started. Jackie tells him she just woke up one morning and they were just there. The Doctor notes from Jackie's description of the cigarette smell of the Grandad Prentice ghost that the ghosts are using humans' desires in order to imprint themselves upon the Earth, e.g. Jackie's wish that her father was still alive fuels the non-existent smell of the ghost impersonating him. Back in the London office, Yvonne contacts Dr. Rajesh Singh (Raji James) who works in a lab somewhere in the building. She asks if he's seen any reaction from the Sphere, a huge black spherical spaceship, and he says it still doesn't exist according to his readings. Two workers on Yvonne's floor, Adeola (Freema Agyman) and Gareth (Hadley Fraser) have an office romance going on, and they sneak out to the section of the building under construction work for a snogging session. Gareth goes back without Adeola, and she goes into the section to look for him. She sees a tall, oddly shaped silhouette, which she asks about Gareth's whereabouts. It lunges at her and she screams.

In the playground where the TARDIS has landed, the Doctor sets up equipment to find the origin of the

ghosts by triangulation. It works as a ghost appears in the centre and takes a swing at him before disappearing. The interruption in the ghost shift has been detected, and Yvonne has a worker tap the CCTV network to get visual. The Doctor goes back into the TARDIS, headed for the source of the ghosts, and the CCTV boots up, showing the TARDIS, which Yvonne and the worker recognise. The Doctor realises he's accidentally took off with Jackie still onboard the TARDIS, and they land in the office building with her complaining all the way. Noticing the armed guard outside, the Doctor says he's going alone, but Yvonne's knowledge of him forces him to bring out Jackie, introducing her as Rose. Rose stays inside the TARDIS as Yvonne welcomes the Doctor and Jack to Torchwood. They soon find out that Torchwood's motto is "If it's alien, it's ours" and so the TARDIS is seen being taken away to storage.

Yvonne tells Rajesh that the Doctor has turned up, and she, the Doctor and Jackie head down to the lab with the Sphere in it, hoping the Doctor will identify it. On the way, Yvonne explains that the Doctor has been the whole basis of Torchwood since Queen Victoria set it up following their encounter with the werewolf. Her naming of the Doctor as an enemy means that he is now a prisoner in Yvonne's eyes. They arrive in the lab and the Doctor immediately identifies the Sphere as a Void Ship, a ship capable of travelling through the nothingness between dimensions. He is told that it came through a breach in time and space that is in the office upstairs, and the ghosts followed it. The Doctor tells them to send the Sphere back to the Void, and demands to see the breach. Upstairs, he tells Yvonne to cancel the next ghost shift, which she does after a fair amount of bluffing by the Doctor.

Meanwhile, Rose has come out of the TARDIS, found a lab coat and brought the psychic paper with her, and is now trying to find out what's going on. She goes into the Sphere room, and tries to fool Rajesh into believing she is a technician sent to check up what's happening with the Doctor by using the psychic paper. Unfortunately, Torchwood employees have psychic training and so the paper remains blank to Rajesh, who calls security. He tells a man in a lab coat called Samuel to keep an eye on her. As Rose discovers, "Samuel" is really Mickey (Noel Clarke). Upstairs, the Doctor explains that the ghosts are bleeding through the faultlines caused by multiple ghost shifts, out of their world and into ours. Rajesh contacts Yvonne and tells her about Rose, and she asks the Doctor if he knows her. He tries to bluff but it doesn't work, and he admits that she's Rose. At that moment, the ghost shift continues regardless. Yvonne tries to order the workers to stop, but Adeola and Gareth, amongst others, are unresponsive.

The Doctor notices they're all wearing earpods, and says he's sorry to Adeola before deactivating her earpods with his sonic screwdriver. She dies, and so do the other workers, but it's too late to stop the ghost shift, unless the Doctor can find the signal origin of the earpods. He traces it to the construction area, where he tells Yvonne that their universe is colliding with another. He traces the signal to his left, and a Cyberman bursts out of the plastic sheet beside him. All around them, Cybermen burst out, and the Doctor tells the soldiers to do as they're told, as they're all frogmarched back up to the office by the Cybermen. They start to kill remaining workers as the ghost shift begins. Millions of ghosts now come through, all over the world, and one by one, they lose their disguise as ghosts and become Cybermen. In the Sphere room, the readings suddenly go wild as the Sphere suddenly exists. Rajesh unsuccessfully tries to contact Yvonne, as Mickey tells Rose that the Sphere has some kind of super-Cyberman in it.

The Doctor notices on a monitor in the office that the Sphere has been activated and asks the Cybermen where they got the technology to build a Void Ship. The Cyberleader tells the Doctor that it does not belong to them, and they simply followed it through the breach it made. In the Sphere room, Rajesh, Mickey and Rose gather in front of the opening Sphere, as Mickey recovers a concealed gun from under a table. He points it at the Sphere, but when he sees what comes out of it, he realises he's wrong. Rose is astonished by the sight of what's really in it. A black Dalek, followed by three gold ones and a strange device, flying towards them screaming "EXTERMINATE"...

Wr RUSSELL T.DAVIES

Dir GRAEME HARPER

2 - 13 *DOOMSDAY*

Rose (Billie Piper) surprises the Daleks with the fact that she knows about them, telling them that she, Mickey (Noel Clarke) and Rajesh (Raji James) know all about them and the Time War, leading the black Dalek to decide that they will be "necessary" and must not be exterminated. The black Dalek asks the status of the strange device, the "Genesis Ark". It orders the awakening of the contents of the Ark and that it must be protected at all costs. Upstairs, surrounded by Cybermen, Jackie (Camille Coduri) asks the Doctor (David Tennant) what was in the Sphere and what has happened to Rose. He promises to get her and Rose out of Torchwood alive. The Cyberleader then broadcasts on all wavelengths to the people of the world. He informs humanity not to fear, as they will be "upgraded", removing fear as well as sex, colour, creed and class.

The Cybermen invasion is met with military resistance, and the Cyberleader does not understand why

humanity has not either acknowledged Cybermen as superior or embraced the prospect of becoming like them, and why they resist. The Doctor snaps that they are obviously going to meet resistance, as the Cybermen are in every street and home. Back in the Sphere room, the Black Dalek demands that the humans indicate who is the least important of them. Rose initially refuses, but Rajesh volunteers himself. He is ordered to kneel so they can learn about current Earth history. He says he'll tell them what they want to know, but instead they extract his brainwaves using their manipulator arms. He screams as they crush his skull. The Cyber-Leader has detected alien technology in the "sphere chamber" and sends two Cybermen down to investigate. At the same time, as Singh's burned-out corpse collapses to the floor, the black Dalek has obtained the information about a second species invading Earth. It, too, sends one of the Daleks, which it calls "Dalek Thay", to investigate. Both groups are feeding video information back to their respective leaders, and so the Doctor sees the Dalek as it encounters the two Cybermen.

Each side demands that the other identify itself, and the Dalek lets slip its identity when it proclaims that Daleks do not take orders. The black Dalek also notes that the steel cyborgs bear some resemblance to the "inferior species" known as Cybermen. The Doctor surreptitiously calls Rose using Jackie's mobile phone, confirming that she is still alive when she answers the call. Rose does not speak but keeps the line open, allowing the Doctor to listen in as the Daleks mention the Genesis Ark. The Cybermen propose an alliance to the Daleks: together they could upgrade the universe, but the Daleks refuse. Declaring that "hostile elements will be deleted," the Cybermen open fire on Thay, but their beams simply bounce off its force field. Thay fires in turn, exterminating the two before him. The Cyber-Leader speaks directly to the black Dalek, accusing him of declaring war. Both sides continue to taunt each other, boasting of their military might. As the black Dalek cuts off the transmission, however, he sees the image of the Doctor in the background, identifying him as an enemy. The Daleks turn to Rose, demanding that she identify him. Rose does so, noting with satisfaction that while the Daleks are confident of taking on five million Cybermen, the thought of one Doctor frightens them more.

Requiring more troops in order to fight the Daleks, the Cyberleader orders that Jackie and Yvonne (Tracy-Ann Oberman) be taken to be upgraded. They are, and Yvonne responds tearfully to Jackie's blame by saying she was only trying to do her duty. She is then converted before Jackie's eyes. Upstairs, the Cyberleader tells the Doctor that he is proof that emotions are self-destructive, and seconds later, a group of soldiers materialise in the middle of the office floor and they fire on the Cybermen with energy weapons. Their leader destroys the Cyberleader, and reveals himself to be Jake, (Andrew Hayden-Smith) Mickey's comrade from the parallel universe. Downstairs, the Cybermen sense that their leader has been killed and download new information on rankings. This offers Jackie the chance to escape onto the stairwell. The Doctor is surprised to see Jake, and asks him how he got there. Jake responds by throwing him a panel with a large yellow button on it and telling him about the alternate Torchwood. He presses the button, transporting the two of them to the Cybus Earth before the Doctor can stop him. Once in the parallel Torchwood Tower, Pete Tyler (Shaun Dingwall) steps out of the shadows and tells the Doctor that they're in trouble, and that it's the Doctor's turn to listen.

Rose and Mickey talk downstairs about why they are needed. She tells Mickey about how her touch regenerated a Dalek the first time she met one because she was a time-traveller, and perhaps this is why she and Mickey are needed; they have both travelled in time. The black Dalek overhears and tells them that the Genesis Ark is a piece of Time Lord technology that must be activated because it is "the future". The Doctor and Pete argue in the other universe about how continual crossing between universes makes the breach bigger, and both worlds will boil and fall into the Void if it continues. Eventually, the Doctor agrees to help, but not at the cost of abandoning his own universe to the Daleks and Cybermen. They cross back, and the Doctor calls a truce with the Cybermen, offering "a very good idea". The black Dalek demands that Rose activates the Genesis Ark, just as the Doctor enters the Sphere room. The Daleks and the Doctor exchange words for a while, and it is revealed that these Daleks are part of a group called the Cult of Skaro. The Cult's purpose was to think as the enemy thinks, to find new ways of killing, including daring to take on individual identities. They escaped the Time War in a Void Ship, taking with them the Genesis Ark. Throughout this scene, as throughout the whole two part story, the Doctor puts on 3D glasses every now and then and surveys things.

The black Dalek eventually declares that the Doctor is to open the Genesis Ark, a claim that he laughs off and then gives the signal to the Cybermen and parallel universe soldiers to burst in. Their guns have been modified to work on the skin of a Dalek, but it's still ineffective. As the humans slip out of the room to escape, Mickey falls and puts his hand on the Genesis Ark before escaping. Pete blasts two Cybermen that were about to grab Jackie, and the couple (divided by the Void) are reunited. As the battle rages on between Daleks and Cybermen, the Doctor sneaks into the Torchwood hangar, dodging the crossfire, in order to grab the two magnetic clamps seen in the previous episode. The black Dalek moves into the air and outside the building with the Genesis Ark, and the Doctor follows it to the top floor of the building to see what it's doing, still not knowing what the Time Lord technology is. As they reach the window, the Genesis Ark opens, and starts shooting out Daleks in all directions. The Doctor now realises it's Time

Lord science, and so it's a prison ship- bigger on the inside than on the outside.

As millions of Daleks descend on Earth, Pete declares the situation hopeless and tells everyone to go to the other universe and close the breach. The Doctor disagrees as he puts on his 3D glasses and looks out of the window. He explains that the glasses allow him to see the harmless background radiation around things that have travelled from one universe to another, and all the Daleks and Cybermen are steeped in it. His plan is to reverse the ghost shift, sucking everything that has been through the Void back into it before closing the breach. The Doctor tells Rose to go with Pete and the others back to the parallel universe, even though it means she'll never see him again. She refuses and although he sends her anyway, she comes straight back, and Pete refuses to let anyone go back for her. The Doctor and Rose then set up the ghost shift and put the clamps on the wall to prevent them from being pulled into the Void as well. The Cybermen head for the office floor to stop them, but they are met by a Cyberman carrying a large gun levelled at them. They question it before it opens fire. It says "I did my duty for Queen and country" and we realise that this is Yvonne in Cybernised form.

The Daleks and Cybermen are all sucked into the Void screaming, except for the black Dalek, which vanishes in an "emergency temporal shift." Halfway through, one of the huge levers nearest to Rose is partially opened, risking the cancellation of the process. Rose lets go of her clamp to put the lever upright, risking the cancellation of the process. Rose lets go of her clamp to put the lever upright. The shift is put back online and the lever is locked, but Rose is left clinging for dear life to the lever as the Void tries to consume her. She can't hold on, and she lets go, flying hopelessly towards oblivion. The Doctor screams in anguish, but right at the last minute, Pete materialises in front of the breach and grabs her before quickly crossing back. The Doctor looks relieved that she's alive, but now bears the knowledge they can never be together again. In the parallel world, Rose cries and screams, begging to be taken back, but the breach is closed now, and the discs have stopped working. The Doctor places his hand on the blank wall where the breach used to be, and Rose does the same on the other side in the parallel world.

Several months later, Rose wakes up, having heard the Doctor's voice in a dream calling her. She tells Pete, Jackie and Mickey, and they get in Pete's car and follow the voice. They end up on a beach in Norway called Bad Wolf Bay, and Rose sees an image of the Doctor, who tells her they've got two minutes left and that's it, forever. She can't touch it, but they can interact. She reveals she's working with the alternate Torchwood with her experience of aliens, and that Jackie is three months pregnant. She tearfully tells the Doctor that she loves him, and he's going to reply with the same. He gets as far as "Rose Tyler..." before the image expires and he disappears. Rose sobs and runs to her family... back to her new life without the Doctor.

Back in the TARDIS, as the Doctor deals with his grief, something catches his eye: a woman in a bridal gown, facing the other way, standing inside the TARDIS. She turns, and seems just as surprised to see him as he is to see her...

Wr RUSSELL T.DAVIES

Dir GRAEME HARPER

2 - 14 *THE RUNAWAY BRIDE*

When Donna, a bride, appears in the TARDIS, the Doctor is confused and both of them want to know what's going on!

Wr RUSSELL T.DAVIES

Dir EUROS LYN

3 - 1 *SMITH AND JONES*

Introducing new traveller Martha Jones to the picture as she meets a mysterious John Smith. And before she knows it, the hospital she was working in is on the moon and it's under siege from the Judoon.

Wr Russell T. Davies

Dir Charles Palmer

3 - 2 *THE SHAKESPEARE CODE*

For her first ever trip in the TARDIS, the Doctor takes Martha to 1599 Elizabethan London. They quickly discover that the world is under threat from the evil Carrionites and history's most celebrated playwright William Shakespeare is under the control of the sinister witch-like creatures.

Wr Gareth Roberts

Dir Charles Palmer

3 - 3 *GRIDLOCK*

The Doctor and Martha visit New Earth, and Martha gets kidnapped by two "car jackers" heading towards a motorway.

The Face of Boe tells his final words to the Doctor; his big secret.

Wr Russell T. Davies

Dir Richard Clark

3 - 4 *DALEKS IN MANHATTAN (PART 1 OF 2)*

It's 1930s New York. As Manhattan finds itself in the grip of The Great Depression, people are disappearing off the streets. Savage Pig Men are hiding in the sewers and, at the very top of the Empire State Building, the Doctor's oldest nemeses, The Daleks, are busy preparing their most audacious plan yet.

The Doctor and Martha must team up with the locals to defeat the Daleks and prevent an already depressed city from total ruin.

Wr Helen Raynor

Dir James Strong

3 - 5 *EVOLUTION OF THE DALEKS (PART 2 OF 2)*

The newly-created Dalek-human hybrid, and the other three members of the Cult of Skaro launch an attack on Hooverville, along with their Pig Slaves. The Doctor, Martha, and Frank manage to escape, but discover that the Daleks' plan involving the Empire State Building.

Wr Helen Raynor

Dir James Hawes

3 - 6 *THE LAZARUS EXPERIMENT*

Back in modern-day London, Martha returns to her family, one day after having left them. Tish, Martha's sister, works for a Professor Lazarus, who claims he "...will change what it means to be human". The family, plus the Doctor, visit his presentation, in which he uses a manipulator to become younger. But soon, defects appear, and younger isn't the only thing he's becoming.

Wr Stephen Greenhorn

Dir Richard Clark

3 - 7 *42*

The Doctor arrives on board SS Pentallian, which is on a collision course with the Sun. Members of the crew are being possessed, and Martha gets stuck in a pod which will be catapulted into the Sun. The Doctor has only minutes to save her and the entire crew.

Wr Chris Chibnall

Dir Graeme Harper

3 - 8 *HUMAN NATURE (PART 1 OF 2)*

England, 1913. A schoolteacher called John Smith dreams of adventures in time and space.

The Doctor, along with Martha, heads to a boarding school, to hide out from an alien race, but realise that they are needed to save the world once more when unusual events including creepy scarecrows threaten their cover.

Wr Paul Cornell

Dir Charles Palmer

3 - 9 *THE FAMILY OF BLOOD (PART 2 OF 2)*

With the Doctor still human, only can Martha help. The watch is still missing, and the Family of Blood will do anything to get their hands on a Time Lord.

Wr Paul Cornell

Dir Charles Palmer

3 - 10 *BLINK*

Suggestion is a powerful weapon ...

The Doctor is lost in time and within the walls of an old, abandoned house, murder is afoot and the Weeping Angels await...

A young woman called Sally visits a dilapidated house, and is led down a terrifying time-torn path.

Wr Steven Moffat

Dir Hettie Macdonald

3 - 11 *UTOPIA (PART 1 OF 3)*

After being brought back to life in *The Parting of the Ways*, Captain Jack Harkness was just left on the Gamestation by the Doctor and Rose. In this episode, Captain Jack Harkness storms back into the Doctor's life, and the TARDIS is thrown to the end of the universe itself.

Wr Russell T. Davies

Dir Graeme Harper

3 - 12 *THE SOUND OF DRUMS (PART 2 OF 3)*

Harry Saxon becomes Prime Minister, and he faces off with the Doctor.

What are Saxon's dark ambitions?

Wr Russell T. Davies

Dir Colin Teague

3 - 13 *LAST OF THE TIME LORDS (PART 3 OF 3)*

The Series Final. The Earth has been conquered, the Master rules supreme, and the Doctor is his prisoner.

Can Martha Jones save the world?

Wr Russell T. Davies

Dir Colin Teague

3 - 14 *VOYAGE OF THE DAMNED (71 MINUTES)*

As the Doctor leaves Earth, the bow of the Titanic crashes through the TARDIS' wall. Though momentarily stunned, he quickly pushes some buttons to repair the TARDIS walls and push the ship out. The TARDIS then materialises aboard the ship. The Doctor soon learns the Titanic is a large luxury spaceship from the planet Sto, orbiting present-day Earth. He decides to stow away to enjoy the party, only confessing his status as such to waitress Astrid Peth, who has a desire to travel the stars.

Astrid has found her new job disappointing, as she is not allowed off the ship to visit destination planets. The Doctor cheers her up by sneaking her onto an excursion to London via teleport, along with couple Morvin and Foon Van Hoff, Bannakaffalatta a small alien with a red head, and the ship's historian Mr Copper, who gives a skewed description of British culture. However, London is deserted, except for a few people including the Royal Family and a newspaper seller called Wilfred Mott, due to the public's fear of a third consecutive Christmas attack.

Meanwhile, on the Titanic's bridge, Captain Hardaker dismisses all the officers so they can take a break. Only one, Midshipman Frame, refuses to go, due to regulations that two officers must remain on the bridge. The party returns to the ship just as Hardaker commits an act of sabotage by causing meteors to collide with the ship, wounding Frame when he attempts to prevent the disaster. Hardaker is killed in the resulting collision, as are the bulk of the crew and passengers. With the teleport system offline and the engines losing power, the Titanic is heading for an extinction-level collision with the Earth. The Doctor makes contact with Frame, and then leads a small group of survivors in a climb through the shattered vessel to reach him.

Complicating matters are the Host, information androids resembling angels that have been reprogrammed to kill everyone onboard. The Doctor's party is harassed by Host all the way, and the Doctor's sonic screwdriver proves to be useless against them. While fleeing, Bannakaffalatta reveals to Astrid that he is actually a cyborg, which he kept a secret on Sto for fear of being an outcast. While crossing a bridge over the engine, he saves the party from a Host attack by transmitting an electromagnetic pulse from his cybernetic implants, killing himself in the process. At this point, the Van Hoffs also die: Morvin falls from the ledge into the nuclear engines, and Foon subsequently commits suicide while pulling a surviving Host down with her, causing the Doctor to make a grim promise that no-one else will die. The survivors take Bannakaffalatta's EMP unit with them as their only effective weapon against the Host.

The Doctor sends the remaining survivors on ahead with the EMP unit and the sonic screwdriver, while he attempts to reach the place from which the Host are controlled. He convinces the Host to take him to their leader, who is the cruise line's owner, Max Capricorn, who is revealed to be mostly robotic. Having been forced out by the company's board of directors, he is seeking revenge. The collision of the Titanic into a heavily-populated world will not only break the company, but see the board charged with murder. Outnumbered by Host and faced with death, the Doctor is saved by Astrid, who had teleported to his position and rammed Capricorn with a fork-lift truck until both are forced off a precipice to their deaths.

Assuming control of the Host upon Capricorn's death, the Doctor makes his way to the bridge. Working with Frame, he uses the heat from entry of the Earth's atmosphere to try to re-start the ship's engines, but discovers that they are headed straight for one of the few places in London currently inhabited,

Buckingham Palace, which the Doctor calls to evacuate before managing to get control of the ship.

With the danger over, the Doctor suddenly realises that there might be hope for Astrid after all. As she was wearing a teleport bracelet at the time of her death, her molecular pattern might still be stored in the teleport's system's buffers. However, despite desperate efforts, only a shadow of Astrid can be generated due to extensive damage to the system. The Doctor watches allow her to dissipate into atoms that float free into space, so she can at least fulfill her dream of exploring the universe, forever.

The Doctor teleports back to earth with Mr Copper, who is no expert on Earth, but a former salesman who lied his way onto the ship to explore the stars. The Doctor leaves him on the planet to build a new life, funded by the ship's expenses card, which contains £1,000,000. The Doctor then heads off in the TARDIS, alone.

Wr Russell T. Davies

Dir James Strong

DOCTOR WHO CONFIDENTIAL



Doctor Who Confidential is a documentary series created by the British Broadcasting Corporation to complement the revival of the long-running British science fiction television series Doctor Who. Each episode is broadcast on BBC Three on Saturdays, immediately after the broadcast of the weekly television episode on BBC One. The running time of the first two series was 30 minutes, being extended to 45 minutes in the third. BBC Three also broadcasts a cut-down edition of the programme, lasting 15 minutes, shown after the repeats on Sundays & Fridays.

Described as focusing on the human element of the series, Confidential features behind-the-scenes footage on the making of Doctor Who through clips and interviews with the cast, production crew and other people, including those who have participated in the television series over the years of its existence. Each episode deals with a different topic, and in most cases refers to the Doctor Who episode that preceded it.

Series 1 (2005)

The first season was narrated by Simon Pegg (who played the Editor in "The Long Game") and produced and directed by Gillane Seaborne, airing at 7.45pm. In addition to being broadcast on BBC Three, each episode of Confidential was also made available for viewing on the Doctor Who Confidential website. Initially, repeat airings of the series were the full length episodes; however, beginning with Episode 6, BBC Three broadcast fifteen-minute versions, entitled Doctor Who Confidential: Cut Down, containing only the new series-related footage. These more easily clearable versions since they contained no old series clips or pop music tracks, there were few licensing issues to overcome for commercial release were released on the Series 1 DVD box set. There are no plans to release the full versions of the episodes in any format.

Two documentary specials were made for broadcast on BBC One, incorporating material from the Confidential episodes. The first was broadcast on the evening of the first episode, "Rose", and was narrated by David Tennant, prior to his being named as the Tenth Doctor. The second was broadcast immediately prior to the final episode, "The Parting of the Ways", and was narrated by Pegg. These episodes were not given the Confidential title, and are therefore separate from the series proper. Thirdly, a special DVD-only episode of the series, containing behind-the-scenes information on "The Christmas Invasion", was also made by the production team for release on the set.

Series 2 (2006)

A second season of Doctor Who Confidential was commissioned to accompany the 2006 series. Mark Gatiss replaced Pegg as narrator. A special episode of the programme was produced for BBC's Doctor Who Night on April 9, 2006. Due to a wide range of schedule changes that either delayed or altered transmission of Doctor Who, the series aired at various times during its run. Unlike the first series, no episodes were webcast. These were also released on the DVD in edited-down format (once again subtitled Cut Down); the first episode of the season - "One Year On" - was not released to DVD.

Series 3 (2007)

A documentary special was made for broadcast on BBC One on the day of the 2006 Christmas Special, "The Runaway Bride". The special was broadcast with the Confidential title (albeit with "Christmas Special" attached), opening theme, and unique titles (with images from "The Runaway Bride") - it was narrated by the series three narrator, Anthony Head, and followed the creation of the Doctor Who: A Celebration concert. This is noteworthy as being unrelated to its companion episode although a brief preview of the episode appeared as part of the concert. It is also notable as being the only Confidential episode to appear on one of the 'vanilla' DVD releases.

Anthony Head (who played Mr Finch/Brother Lassar in "School Reunion") replaces Gatiss as narrator for this

series, whilst David Tennant did the entirety of the series' tenth episode himself. The episode running length was increased to 45 minutes, with 30-minute and 15-minute versions also prepared for broadcast.[1] The 15-minute versions are available for download from the official website.

Series Produced by Gillane Seaborne .. Series producer / producer (33 episodes, 2005-2007) , Mark Cossey .. Executive producer (29 episodes, 2005-2007) , Geoff Evans .. Assistant producer / producer (17 episodes, 2005-2007) , Zoe Rushton .. Producer / assistant producer (17 episodes, 2005-2007)
 Russell T. Davies .. Executive producer: Dr Who / executive producer (16 episodes, 2005-2007) , Julie Gardner .. Executive producer: Dr Who / executive producer (16 episodes, 2005-2007) , Hannah Williams .. Assistant producer / edit producer (13 episodes, 2007) , Adam Page .. Producer (8 episodes, 2005-2006) , Adam Page .. Producer (7 episodes, 2005-2006) , Mal Young .. Executive producer: Dr Who (5 episodes, 2005-2007) , Mark Procter .. Edit producer / executive producer (5 episodes, 2007) , Tony Lee .. Producer (3 episodes, 2005) , Rob Mansell .. Edit producer / producer (3 episodes, 2007)
 Griff Rowland .. Producer (2 episodes, 2005) , Nick Hacking .. Edit producer (2 episodes, 2006) , Ailsa Jenkins .. Producer (2 episodes, 2007)

Series Film Editing by Rob Mansell.

Sven Brooks.

Series Production Management - Zoe Scott .. Production manager (3 episodes, 2006).

Catherine Gosling .. Production manager.

Series Sound Department - Steve Hoy .. Sound (3 episodes, 2006) , Kevin Meredith .. Sound (3 episodes, 2006) , Peter Jeffreys .. Dubbing (2 episodes, 2006).

Richard Maxwell .. Sound , Graham Ross .. Sound , Phil Turner .. Sound , Roger van Koningsveld .. Sound.

Series Special Effects by Charlie Bluett .. Special effects senior technician.

Series Camera and Electrical Department - Eric Huyton .. Camera operator (2 episodes, 2006) , Johnny Rogers .. Camera operator (2 episodes, 2006) , Andy Smith .. Camera operator (2 episodes, 2006).

Matt Bryant .. Camera operator.

Nick Jardine .. Camera operator.

Series Editorial Department - Jon Everett .. Colorist (2 episodes, 2006).

Series Music Department - Mike Westergaard .. Composer: title music.

Series Other crew - Hannah Simpson .. Production coordinator.

WR.

DIR. Adam Page (10 episodes, 2005-2007) , Gillane Seaborne (3 episodes, 2005-2007) , Tony Lee (2 episodes, 2005) , Griff Rowland (2 episodes, 2005) , Ailsa Jenkins (2 episodes, 2007).

EPISODES: 42 **YEAR MADE:** 2005 **COUNTRY:** GB **SEASONS:** 3

BRITISH BROADCASTING CORPORATION (BBC) (UK)

CREATOR:

TYPE OF SHOW: DOCUMENTARY **FORMAT:** SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 14, (2) 14, (3) 14

DATE OF PREMIER: 26/03/2005 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Narrator MARK GATISS (1,2,3) , Narrator (3) ANTHONY HEAD, Narrator SIMON PEGG (1).

RELATED SHOWS:

DOCTOR WHO

DOCTOR WHO (2005)

1 - 0 *BACKSTAGE AT CHRISTMASS*

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- 1 - 0 *THE ULTIMATE GUIDE*
 - 1 - 0 *A NEW DIMENSION*
 - 1 - 1 *BRINGING BACK THE DOCTOR*
 - 1 - 2 *THE GOOD, THE BAD AND THE UGLY*
 - 1 - 3 *TARDIS TALES*
 - 1 - 4 *I GET A SIDE-KICK OUT OF YOU*
 - 1 - 5 *WHY ON EARTH*
 - 1 - 6 *DALEK*
 - 1 - 7 *THE DARK SIDE*
 - 1 - 8 *TIME TROUBLE*
 - 1 - 9 *SPECIAL EFFECTS*
 - 1 - 10 *WEIRD SCIENCE*
 - 1 - 11 *UNSUNG HEROES AND VIOLENT DEATH*
 - 1 - 12 *THE WORLD OF WHO*
 - 1 - 13 *THE LAST BATTLE*
 - 2 - 0 *MUSIC AND MONSTERS*
 - 2 - 1 *ONE YEAR ON*
 - 2 - 2 *NEW NEW DOCTOR*
 - 2 - 3 *FEAR FACTOR*
 - 2 - 4 *FRIENDS REUNITED*
 - 2 - 5 *FROM SCRIPT TO SCREEN*
 - 2 - 6 *CYBERMEN*
 - 2 - 7 *FROM ZERO TO HERO*
 - 2 - 8 *THE WRITERS TALE*
 - 2 - 9 *YOU'VE GOT THE LOOK*
 - 2 - 10 *MYTHS AND LEGENDS*
 - 2 - 11 *NEW WORLD OF WHO*
 - 2 - 12 *THE FRIGHT STUFF*
 - 2 - 13 *WELCOME TO TORCHWOOD*
 - 2 - 14 *FINALE*
 - 3 - 1 *MEET MARTHA JONES*
 - 3 - 2 *STAGE FRIGHT*
 - 3 - 3 *ARE WE THERE YET?*
 - 3 - 4 *A NEW YORK STORY*
 - 3 - 5 *MAKING MANHATTAN*
 - 3 - 6 *MONSTER INC.*
 - 3 - 7 *SPACE CRAFT*

- 3 - 8 *ALTER EGO*
- 3 - 9 *BAD BLOOD*
- 3 - 10 *DO YOU REMEMBER THE FIRST TIME*
- 3 - 11 *ELLO, ELLO, ELLO*
- 3 - 12 *THE SAXON MYSTERY*
- 3 - 13 *THE VALIANT QUEST*

DON'T YOU LIKE IT?AKA: **KIRAI JA NAI ZE**

Keigo (Nomura) is posted to the Aiga System School at the foot of Mount Fuji as a teacher. When he gets there, he is surprised to see bars on every window of the classrooms. His fellow traveller, student Misato (Harada), is taken away when he shows a rebellious attitude. Keigo realised that this institution is not like other schools in the area. . .

Compare to **CHALLENGE FROM THE FUTURE**.**WR.** Izo Hasihmoto**DIR.** Ikuhiro Saito**EPISODES:** 12 **YEAR MADE:** 1992 **COUNTRY:** JAP **SEASONS:** 1*TBS***CREATOR:****TYPE OF SHOW:****FORMAT:** SERIES**LENGTH (MINS):** 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 12**DATE OF PREMIER:** 02/07/1992**AIR DATE OF LAST EPISODE** 24/09/1992**SEASON DATE BREAKDOWN:****FILMS:**

Keigo HIRONOBU NOMURA, NAOMI ZAIZEN, SHOKO AIDA, TOSHINORI KANDA, ARI NAKAE,
Misato RYUJI HARADA.

DOOMWATCH



The programme title stood - loosely - for the Department for the Observation and Measurement of Science, a fictional government department set up to watch and control advances in science. Doomwatch was headed by Dr Spencer Quist, an abrasive but incorruptible scientist who didn't give a damn for the vested interests of politicians and businessmen. He ran a highly strung and independent team, including the dashing duo, Dr John Ridge and Tobias 'Toby' Wren, who were constantly clashing with the authorities.

Doomwatch was the first 'Green' television drama series. It caught the stirrings of ecological awareness in the early 1970s and hit the target with a string of prophetic bullseyes. In this drama series, the first about dangers to Earth's Ecology, a group of scientists, aggressively ready to take on the Establishment and headed by caustic Dr Quist (John Paul), is set up as a watchdog over the rest of the scientific community. Stronger safeguards in the use of everything from chemical weapons and pesticides to new drugs and in vitro fertilisation are urged, while some lines of research should be abandoned altogether; the not too deeply hidden subtext appeared to be that scientific research is dangerous per se.

Pedler and Davis departed before the 3rd season, repudiating what they claimed was D's increasing lack of seriousness, but in fact from the beginning the hoariest SF Clichés had appeared beneath the display of social conscience; apart from its overbearingly moralising tone there was little difference between D and the mad-scientist movies of the 1930s and 1940s.

Doomwatch was the first 'green' television drama series. It caught the stirrings of ecological awareness in the early 1970s and hit the target with a string of prophetic bullseyes. The advances of science and technology promised a bright future, but here was a show that pointed out clouds not silver linings. As a word, Doomwatch quickly entered the national vocabulary; newspapers learning the new language of ecology saw in it a ready-made banner headline.

The series was devised by Gerry Davis and Dr Kit Pedler and evolved out of their private obsession with the inherent dangers to mankind in scientific progress. The two had worked together on DOCTOR WHO and, finding common cause, kept tabs on each new, devastating hazard, filling scrapbooks with examples on pesticides, defoliation, chemical and atomic waste, pollution, genetic experiments, noise and so on. They called their new series 'sci-fact' and, indeed, many of the issues it raised became mirrored in real headlines over the coming months and years.

It soon gained a huge following and its first series audience of 12 million was the record for a first run. There were other surprises, too. The death of Toby Wren, blown up while trying to defuse a bomb on a South Coast pier, astonished viewers who weren't used to seeing their TV heroes die. But it couldn't last. New faces came and went - including Dr Fay Chantry, brought in to give women a higher profile, but increasing emphasis on character conflicts was pushing the show away from its roots, and towards more conventional drama.

By the third season Pedler and Davis had left and were soon publicly disassociating themselves from the programme. After the third series' opening episode in which Ridge held the world to ransom with phials of anthrax, Pedler said he was 'absolutely horrified'.

'When we started it,' he commented, 'the clear object of the series was to make serious comment about the dangerous facts of science which should be drawn to the public. They have made a total travesty of the programme.' Producer Terence Dudley defended the show, insisting that the third series was confronting the issues, and it did cover such subjects as lead poisoning, the population explosion, pesticides and river pollution. But the end was nigh and Doomwatch didn't come up for a fourth time. Actor John Brown also starred in THE MASTER.

The better episodes were produced in the first series, when the programme was still under the guidance of its creators Kit Pedler and Gerry Davis (the duo responsible for creating the Cybermen on Doctor Who). The

first series contained some of the more fantastic episodes including the pilot: The Plastic Eaters about a virus that eats plastic and Tomorrow the Rat about intelligent man-eating rats. Over time the stories became more and more mundane with episodes in the final series concerning such topics as student activists attempting to build an A-bomb and a debate on the effect of televised sex and violence.

The series was quite popular when it first ran in Britain and between the 2nd and 3rd series of the programme a feature film was produced based on the series. The film's producers, fearing that the cast from the TV show might not be big enough stars to create a draw at the box office, placed the series' regulars into supporting roles while recasting new characters with bigger name performers.

The producer for the series was Terence Dudley, the script editor was Gerry Davis for season one and two. The script consultant was Anna Kaliski, and the music was by Max Harris, the series was seen on BBC1. The various designers for the show were Ian Watson, Barry Newbery, Moira Tait, John Hurst, Stuart Walker, Graham Oakley, Jeremy Davies, Stanley Morris, Tim Gleason, Colin Shaw, Ray London and Oliver Bayldon. A third season episode "Sex and Violence" was recorded but was never shown, this was deemed so because of its use of real footage from an execution, it remains unshown to the present day.

In 1999, a second film based on the Doomwatch TV series was made, until the first film based on the series which was released as a feature film, the second film was made for Channel Five (UK). Tervor Eve and Amanda Ooms star in this entertaining thriller that carries a legacy of an earlier sci-fi series. Eve plays astrophysicist Neil Tannahil, whom Dr. Quist keeps trying to draw into his network of eco-warriors. When Tannahil realises his own work has been hijacked to create a nuclear waste disposal system, he realises he can no longer stay neutral. Shot through with foreboding and paranoia, this is an enjoyable grim suspense drama.

Cast members for the film were, Neil Tannahil TREVOR EVE, Meg Tannahil AMANDA OOMS, Spencer Quist PHILIP STONE, Toby Ross MILES ANDERSON, Hugo Cox DALLAS CAMPBELL, Teri Riley ALLIE BYRNE. None of the original cast members from the series starred in this film.

WR. Kit Pedlar, Gerry Davis, Harry Green, Dennis Spooner, Terence Dudley, Don Shaw, Elwyn Jones, Martin Worth, Louis Marks, Roger Parkes, Robin Chapman, Brain Hayles, John Gould, Robert Holmes, Patrick Alexander, Stuart Douglas.

DIR. Paul Ciappessoni, Jonathan Alwyn, Terence Dudley, David Proudfoot, Eric Hills, Vere Lorrimer, Frank Cox, Hugh David, Darrol Blake, Joan Kemp-Welch, Lennie Mayne, Pennant Roberts, Quentin Lawrence.

EPISODES: 37 **YEAR MADE:** 1970 **COUNTRY:** GB **SEASONS:** 3

A BBC PRODUCTION

CREATOR: GERRY DAVIS AND KIT PEDLAR

TYPE OF SHOW: ENVIRONMENTAL **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13, (3) 12.

DATE OF PREMIER: 09/02/1970 **AIR DATE OF LAST EPISODE** 14/08/1972

SEASON DATE BREAKDOWN:

FILMS: DOOMWATCH.

Dr. Spencer Quist JOHN PAUL, Dr. John Ridge SIMON OATES, Toby Wren ROBERT POWELL (1), Colin Bradley JODY BLANSHARD, Pat Hunisett WENDY HALL (1), Barbara Mason VIVIEN SHERRARD (2,3), Geoff Hardcastle JOHN NOLAN (2), Dr. Fay Chantry JEAN TREND (2), Dr. Ann Tarrant ELIZABETH WEAVER (3), Minister JOHN BARRON (3), Cmdr. Neil Stafford JOHN BROWN (3).

RELATED SHOWS:

MASTER, THE

0 - 0 *DOOMWATCH (TV Drama, 1999)*

A Cambridge astrophysicist is caught up in a web of deceit when his research into a cheap form of energy falls into the wrong hands.

Wr Ian McDonald & John Howett

Dir Roy Battersby

1 - 1 *THE PLASTIC EATERS*

An airliner bound for San Pedro in South America crashes when all the plastic on board starts to melt. Toby Wren arrives to apply for a job with Dr Quist's new watchdog group, named Doomwatch, and finds himself despatched to investigate whilst John Ridge looks into the goings on at a laboratory in Beeston.

Wr Kit Pedler & Gerry Davis

Dir Paul Ciappessoni

1 - 2 *FRIDAY'S CHILD*

Doomwatch are unwillingly drawn into a controversy which confronts Dr Quist with one of the fundamental ethical questions of the day: genetic engineering. What has Dr Patrick been doing to the newly born in his care?

Wr Harry Green

Dir Paul Ciappessoni

1 - 3 *BURIAL AT SEA*

A luxury cruiser is found adrift in the Channel and a lifeboat sails out to investigate. On board are a group of rich popstars and their girlfriends, one of whom is dead. Quist's team find themselves investigating the dumping of a chemical warfare compound and defoliant in a deep sea trench.

Wr Dennis Spooner

Dir Jonathan Alwyn

1 - 4 *TOMMORROW, THE RAT*

When children are attacked by rats, Doomwatch investigate the home of one of the victims. Brad and Toby set traps, but the rats prove too intelligent, jamming the cages open with cutlery. It seems that the rats with artificially increased intelligence created by Dr Bryant have escaped, but they should not be carnivorous.

Wr Terence Dudley

Dir John Hurst

1 - 5 *PROJECT SAHARA*

Whilst Dr Robson joins the Doomwatch team to carry out tests on the Sahara spray which destroys all plantlife, Quist receives a call from the ministry ordering the immediate suspension of Robson and Wren with no explanation. It seems the computerised security system run by Keeping and Barker is becoming over-zealous and over-powerful.

Wr Gerry Davis

Dir Jonathan Alwyn

1 - 6 *THE ENTRY FORBIDDEN*

Sunfire One, the first nuclear powered rocket, enters orbit with the first British astronaut, Dick Larch, on board. Larch feeds in an incorrect course alteration and fails to see the error indicator, causing the capsule to splash down. Dr Goldsworthy asks Quist to check on Larch's suitability for future missions, as one mistake could turn the craft into a nuclear bomb.

Wr Don Shaw

Dir Paul Ciappessoni

1 - 7 *THE DEVIL'S SWEETS*

Pat Hunnisett takes a free promotional chocolate on the way to work. The Doomwatch team, investigating the sharp increase in people who smoke, are amazed when Pat lights a cigarette for the first time in five years. Is there a link between Checker Board cigarettes and the free liquor, which is making Pat very ill.

Wr Don Shaw

Dir David Proudfoot

1 - 8 *THE RED SKY*

Quist takes a holiday with Colley and his daughter Dana in Cornwall, and hears about the death of Captain Gort, who threw himself off the nearby cliffs, having scrawled the phrase 'the flames of hell' in his lighthouse home. Colley is there when he too sees the sky turn red and Quist suspects excessive noise is the cause.

Wr Kit Pedler & Gerry Davis

Dir Jonathan Alwyn

1 - 9 *SPECTRE AT THE FEAST*

Quist convenes a conference of the world's top scientists to make recommendations on various dangers of pollution. Many of the delegates become ill, victims of what is thought to be food poisoning. Are they being got at?

Wr Terence Dudley

Dir Eric Hills

1 - 10 *TRAIN AND DE-TRAIN*

Doomwatch look into the mass extermination of wildlife in Somerset, and the person to blame appears, to Wren's horror, to be Ellis, his old tutor. But as Ellis finds himself slowly pushed out of his job by American 'de-training' methods, suspicion slowly falls on Mitchell's firm.

Wr Don Shaw

Dir Vere Lorrimer

1 - 11 *THE BATTERY PEOPLE*

Tough ex-miners in South Wales drinking gin instead of the traditional beer, giving their wives the cold shoulder and secretly turning to cock-fighting. It all sounds wildly out of character to Dr Quist and his team. They investigate the possibility that pheromones have been introduced into the local food, despite the fact that all this is occurring in the Minister's own constituency.

Wr Elwyn Jones

Dir David Proudfoot

1 - 12 *HEAR NO EVIL*

How do you combat unofficial strikes? One northern firm's answer is to use the latest scientific discovery to manipulate the lives of their employees - private as well as public. Quist is forced to fight them with their own methods.

Wr Gerry Davis

Dir Frank Cox

1 - 13 *SURVIVAL CODE*

An object is washed up near Byfield Regis pier on the South Coast as the RAF search for a plane which has ditched with three nuclear devices on board. To Geoff and Sam, the object seems to be a weather detecting device, so they start to strip it down for spare parts ...

"I've done it!

Wr Kit Pedler & Gerry Davis

Dir Hugh David

2 - 1 *YOU KILLED TOBY WREN*

"I'd say Quist's goose is cooked: in fact I'd say it's positively overdone!"

Toby Wren has been killed trying to defuse the device at Byfield Regis pier. Quist, riddled by self-doubt, turns to a psychiatrist for help to face the tribunal ahead, and fires Ridge who turns against him. It is left to Ridge to listen to Geoff Hardcastle when he arrives at the office with terrifying news about Professor Hayland's genetic experiments.

Wr Terence Dudley

Dir Terence Dudley

2 - 2 *INVASION*

"Are you saying that anything that comes up out of the ground in this place gets shot?"

Two boys go missing whilst exploring caves beneath a mansion and when Ridge visits the local village he is arrested by an army unit which has invaded the area and evacuated all the locals. It seems chemical weapons stored in the area have leaked into the water supply.

Wr Martin Worth

Dir Jonathan Alwyn

2 - 3 *THE ISLANDERS*

"You say if we go back our lives will be shortened. What if we stay here? Isn't it the same? The air you breathe here ... and the food you eat ... all the chemicals ... I don't know how much but aren't there poisons here too? Don't you die younger because of them?"

Recent earth tremors in the area of the tiny Pacific island of St. Simon prompt the government to evacuate the outpost's two hundred inhabitants to the mainland. But once in the metropolis of London, the islanders find they are joke fodder and curios. More importantly, the culture shock to them could be deadly.

Wr Louis Marks

Dir Jonathan Alwyn

2 - 4 *NO ROOM FOR ERROR*

"We could be on the verge of an epidemic, and absolutely no effective drugs to fight it with."

Doomwatch is approached by Dr Fay Chantry, who is worried about the work her firm is doing on the new 'wonder drug' stellamycin. It seems that several children could have died from its use ...

Wr Roger Parkes

Dir Darrol Blake

2 - 5 *BY THE PRICKING OF MY THUMBS...*

"It's ironic, really, that images as beautiful as these should come from the blood of violent men." Sixteen year old Stephen Franklin may have a slight abnormality of his hands, but suddenly he is expelled from his local comprehensive school after being involved in a laboratory prank. His father, journalist Oscar Franklin, claims that this is because of an obscure genetic defect - an extra Y chromosome - found after his son's blood test by a scientist called Ensor.

Wr Robin Chapman

Dir Eric Hills

2 - 6 *THE IRON DOCTOR*

"Without this machine I could not exist. But I'm sentimental and I would prefer to hold hands with a human being." A patient dies at the intensive care unit at Parkway Hospital when the computer treating him stops treatment. Dr Carson warns Quist that Dr Whittaker's modified 20/90 computer is able to learn and watch and take decisions on who should live, and who should not.

Wr Brian Hayles

Dir Joan-Kemp Welch

2 - 7 *FLIGHT INTO YESTERDAY*

"Is the Minister aware of recent tests conducted by industry and the Minister of Defence into the physical and mental dislocation likely to be brought on by rapid long-distance flights across different time zones ...?"

On the eve of battling major businesses and addressing a major ecological conference in Los Angeles, Quist is ordered back to London by the Minister. After his flight back he is very tired, and it is assumed drunk. The Minister and Ridge replace him, but the Minister falls foul of the scheming conglomerations.

Wr Martin Worth

Dir Darrol Blake

2 - 8 *WEB OF FEAR, THE*

"Be careful! ... these spiders are infected. Don't let either spider or web come into contact with your skin ... Be very, very careful!" The Scilly Isles are sealed off following an outbreak of Yellow Fever on one of the islands, which at first is thought to be an outbreak of flu at an exclusive health clinic for top people. Quist's team gets permission to investigate and suspect that an experiment into yellow fever vaccines has got out of control.

Wr Gerry Davis

Dir Eric Hills

2 - 9 *IN THE DARK*

"Have you considered the implications once this gets out? Look what happened when they started heart transplants before they were ready!"

Quist travels to the south coast to investigate mustard gas dumped in the sea during the war. He learns that a colleague he respected, McArthur, is living nearby. But his friend's life is now only sustained by machines, and soon McArthur will lose all life signs completely.

Wr John Gould

Dir Lennie Mayne

2 - 10 *THE HUMAN TIME-BOMB*

"By the year 2000 there'll be over eighty million people living in this country. They'll want cars and places to park them. They'll want clothing and feeding, and education, and work to do ... to say nothing of housing ..."

A new age demands a new architecture: this is the call by property millionaire Sir Billy Langley at the Institute of Town Planning. But the battery idea of housing people in tower blocks has dangerous side effects, and Fay learns about the deeply depressing urban neurosis.

Wr Louis Marks

Dir Joan Kemp Welch

2 - 11 *THE INQUEST*

"How long is it since anyone in this country died of rabies? A ten year old child is dead, and they don't even know how she got it!"

At the noisy inquest into the death of Marion Duffy, the schoolgirl who died of rabies, Colin Bradley's recommendation that every dog within a five mile radius of Silby is destroyed is met with uproar.

Wr Robert Holmes

Dir Lennie Mayne

2 - 12 *THE LOGICIANS*

"Logic, in a child, is in many ways superior to that of an adult."

Industrial spies are blamed for a break-in at Beresford Chemicals in Hampshire. The police have no clues as to how the thieves penetrated the sophisticated electronic security system to steal vital papers, vital to the company according to Managing Director Jack Priestland. Nobody considers his son Malcolm, a mathematical genius taught by computers ...

Wr Dennis Spooner

Dir David Proudfoot

2 - 13 *PUBLIC ENEMY*

"At the rate we're going ... at the rate we're polluting ... overcrowding ... chemicals ... noise ... we've got thirty years. Thirty years of slow, dirty dying."

When a boy retrieving a ball from a factory roof and then a man at work on a chimney have their lungs burnt out, Doomwatch investigates pollution from a new chemical process introduced at the northern firm of Carlingham Alloys, with respect to the factory's waste disposal and ventilation systems. But the workforce are not happy that Quist's team are threatening their jobs.

Wr Patrick Alexander

Dir Lennie Mayne

3 - 1 *FIRE AND BRIMSTONE*

Ridge finds the pollution in the world too much to bear and resorts to new levels to get the governments to meet his anti-pollution terms. He steals phials of anthrax and threatens to destroy humanity. The hunt is on to find him before it is too late.

Wr Terence Dudley

Dir Terence Dudley

3 - 2 *HIGH MOUNTAIN*

"Every man has his price, and from what I've heard lately, Quist will come cheaper than most."

After the Ridge incident, Doomwatch is assessed. Quist finds himself invited to a large country estate in Scotland where he is offered a high post with power and wealth ... if he curbs his investigations into disocyanate. And the Minister feels he should have his own man in Doomwatch.

Wr Martin Worth

Dir Lennie Mayne

3 - 3 *SAY KNIFE, FAT MAN*

"A kid held a knife to my throat when I was six years old. Even at that age I knew he wasn't going to kill me; but I know he could. That's enough. A state of war exists."

Quist knows that 'Say Knife' is a provoking threat, and 'Fat Man' was the codename of the first atom bomb. A group of student activists break into a plutonium base and with their stolen rods construct their own atomic device.

Wr Martin Worth

Dir Eric Hills

3 - 4 *WAITING FOR A KNIGHTHOOD*

"What we have isn't ours to bespoil and pillage. We have it in trust ... not just for our children but for future generations of mankind."

When Ridge starts his recovery it is decided that he cannot return to Doomwatch. Paint is discovered stored in his garage and Quist suspects that lead poisoning from the paint could have affected his mind, leading to his actions. Minister Richard Massingham finds himself drawn into the debate over the dangerous chemical processes, and is then personally involved when a similarly affected man kidnaps his son.

Wr Terence Dudley

Dir Pennant Roberts

3 - 5 *WITHOUT THE BOMB*

"... free will is an illusion. We must manipulate man's behaviour on the pretext of ensuring his survival."

A new brand of lipstick is launched on the market, one using pheromones as an aphrodisiac to make the wearer compulsive to men. Quist and Bradley investigate the effect that pheromones can have on the behaviour of a person, for good and for bad, and its ethical implications.

Wr Roger Parkes

Dir Darrol Blake

3 - 6 *HAIR TRIGGER*

"Man isn't born free. For him ... the dreadful has already happened. He has to live with the nightmare, or rise above it. And natural evolution is too slow."

Anne Tarrant goes to investigate a research unit where patients with personality disorders and epilepsy are to have their conditions improved by temporal lobotomies. But there are side effects too. People can be balanced so that a single phrase can turn them into killers.

Wr Brian Hayles

Dir Quentin Lawrence

3 - 7 *DEADLY DANGEROUS TOMORROW*

"A bunch of Indians squatting in a tent in St. James's Park ... one of them with malaria? What's it all about?"

"Deadly Dangerous Tomorrow" is the phrase coined by Ridge when he decides to warn about the dangerous side effects of DDT when used in developing countries. As a publicity stunt, he has an Indian family flown in to camp in the centre of London, but one of them has malaria.

Wr Martin Worth

Dir Darrol Blake

3 - 8 *THE ENQUIRY*

"The toxic particles are released in the form of an aerosol ... it makes it possible to defeat an enemy army without inflicting any casualties on them or on the civilian population."

Quist and Anne Tarrant are alerted to the potential dangers of a laboratory where new weapons are being developed for the military, and a new nerve gas may not be kept under the safe conditions that are claimed.

Wr John Gould

Dir Pennant Roberts

3 - 9 *FLOOD*

"One more inch! A mere inch! And we would have had a full scale disaster in the very heart of London."

Quist points out that there are certain circumstances which can arise once a century that would cause the level of the Thames to rise so as to cause a flood in London. And it seems these circumstances are about to occur ...

Wr Ian Curteis

Dir Quentin Lawrence

3 - 11 *CAUSE OF DEATH*

"Maybe we're creating just the kind of world we deserve. And if it finally destroys us or drives us mad, that'll be what we deserve too."

When his father falls gravely ill, Ridge devotes his life to taking care of him. His father is admitted to hospital in the care of Dr Cordell, a man who advocates euthanasia for geriatric patients, and when Wilfred Ridge dies, Ridge is immediately suspicious.

Wr Louis Marks

Dir Lennie Mayne

3 - 11 *THE KILLER DOLPHINS*

"Navy people envy its marvellous radar. A dolphin has been trained to choose - blindfold - the larger of two objects that seem identical to man's naked eye."

The US navy are experimenting on dolphins, training them to act as frogmen saboteurs to attach explosives to the hull of ships. But they are also trained to kill, as Quist finds to his cost when he investigates.

Wr Roy Russell

Dir Darrol Blake

3 - 12 *SEX AND VIOLENCE*

As a call from housewives for a return to decency sweeps the country, the Minister has Anne Tarrant join a commission headed by Lord Purvis to decide if the laws on sex and violence need tightening. Attending a performance of the play "Do It", she is attacked by irate women. (This episode was never broadcast, it was banned from being shown at the time).

Wr Stewart Douglass

Dir Darrol Blake

DR. SHRINKER

Three teenagers are captured by Doctor Shrinker, a mad scientist, after their plane crashes on a remote island, the home and headquarters for the evil doctor. The three teens, B.J., Brad and Gordie, are held prisoner and used as guinea pigs for Doctor Shrinker's diabolical invention: a machine that shrinks objects. When reduced to the height of a mere six inches, the kids manage to escape the doctor's lab and later establish a base of safety in the woods nearby. The show revolves around Doctor Shrinker trying to recapture the "shrinkies" while the kids try to regain their normal size and escape from the island.

This series formed part of the Krofft Supershow which was hosted by a musician group Kaptain Kool and the Kongs and aired from 1976 to 1977. One episode of Dr. Shrinker was broadcast during each episode of The Krofft Supershow. For syndicated reruns the episodes have been paired up to fill up a half hour time slot, with episodes 1 & 2, 3 & 4, etc. being run together. The original broadcast dates for the show are unknown, as are the remaining directors, and some of the writers. The series was seen on ABC as part of the Krofft Supershow, in the US. The series has never been broadcast in the UK.

Dr. Shrinker was a TV series on ABC network, and was part of the first season of the ABC network's Krofft Supershow in 1976.

Dr. Shrinker was a mad scientist who creates a shrink ray that can minimize anything. Three young adults named Brad Fulton (Ted Eccles), B.J. Masterson (Susan Lawrence) and her brother Gordie Masterson (Jeff McKay), crash land their plane on an island. As they make their way to the only house on the island, they meet the aptly named Dr. Shrinker (Jay Robinson) and his assistant, Hugo (Billy Barty). Dr. Shrinker, in an effort to prove that his shrinking ray works, shrinks the three people down to six inches tall. The remainder of the series was different efforts by the 'Shrinkies' to get unshrunk, while Dr. Shrinker and Hugo want to catch the trio so that they will have physical proof that the ray works when they sell it to whatever world power wants to buy it. (The good doctor also implied that he would give the unnamed buyer the Shrinkies to use however he wanted as a free bonus.)

Each episode was basically the same. As Dr. Shrinker himself said in one episode. "I chase the Shrinkies. I catch the Shrinkies. The Shrinkies escape. It's a vicious cycle and it's driving me mad!"

Dr. Shrinker lasted only one season on the Krofft Supershow. During the second season, it was dropped along with Electra Woman and Dyna Girl. One episode, "Slowly I Turn", is available on DVD with the Krofft Box Set. Marty Krofft has said that he and his brother will be recording commentary for a DVD release of Dr. Shrinker.

WR. Leo Rifkin, Donald R. Boyle, Si Rose, Ed Jurist, Bernie Khan, Greg Strangis.

DIR. Jack Regas.

EPISODES: 16 **YEAR MADE:** 1976 **COUNTRY:** US **SEASONS:** 1

A SID AND MARTY KROFFT PRODUCTION

CREATOR: SID AND MARTY KROFFT

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 16

DATE OF PREMIER: 11/09/1976

AIR DATE OF LAST EPISODE 03/09/1977

SEASON DATE BREAKDOWN:

FILMS:

Dr. Shinker JAY ROBINSON, Hugo, his assistant BILLY BARTY, B.J. SUSAN LAWRENCE, Brad TED ECCLES, Gordie JEFF MCKAY.

RELATED SHOWS:*LAND OF THE LOST (1974)**LOST SAUCER, THE**ELECTRA WOMAN AND DYNAGIRL**BIGFOOT AND WILDBOY**WONDERBUG, THE**FAR OUT SPACE NUTS**SIGMUND AND THE SEA MONSTERS*1 - 1 *SAND DOCUMENT (1-2)*

A government agent carrying documents for the strategic anti-nuclear device system is marooned on the Shrinker's island.

Wr Leo Rifkin & Dan Boyle**Dir** Jack Regas1 - 2 *PARDON ME KING KONG*

Shrinker and Hugo use a chimpanzee named Boris to help track down the shrinkies.

Wr Si Rose**Dir** Jack Regas1 - 3 *THE OTHER BRAD*

To gain access to the Shrinkie's hideout, the doctor creates a robot who looks just like Brad. The kids are fooled - but only temporarily.

Wr Ed Jurist**Dir** Jack Regas1 - 4 *SACRED IDOL*1 - 5 *GORDIE'S BIRD*

Gordie is "kidnapped" by the hugh mother bird, leading to a rescue by Brad and B.J., who commandeer Dr. Shrinker's tiny weather ballon.

Wr Si Rose**Dir** Bob Lally1 - 6 *DR. SHRINKER SHRINKS*

A miniaturized Shrinker tells the Shrinkies that Hugo has gone power mad and has built his own shrinking ray. But don't you believe it!

Wr Bernie Kahn**Dir** Jack Reges1 - 7 *WILDBOY*1 - 8 *SHAKEUP*

Dr. Shrinker is forced to beg for help from the Shrinkies when his earth-quake inducing "Electro-siesmoglator" backfires.

Wr Don Boyle**Dir** Jack Regas1 - 9 *SPOTMALARIA (AKA SPOTCHALRIA EPIDEMIC)*1 - 10 *DON'T HOLD YOUR BREATH*

Gordie discovers a method to make the shrinkies invisible, they can rematerialise only by holding their breath (hence the title).

1 - 11 *SLOWLY I TURN*

Whenever Gordie is conked on the noggin, he becomes convinced that he's Dr. Shrinker, leading to some bizarre mood swings and a new plan from the real Doc.

Wr Donald Boyle**Dir** Jack Regas1 - 12 *SHRINKIE SALE*

Dr. Shrinker hopes to sell his shrinking machine to magacian Benny Bandini, kidnapping B.J. As an example of the machine's efficiency.

Wr Greg Strangis

Dir Jack Regas

1 - 13 *BRAIN STORM*

1 - 14 *THE LITTLE PRINCE*

1 - 15 *TREASURE OF THE DEEP (AKA THE GHOST OF SCARLET BONNIE)*

DRAMARAMA

Anthology series which sometimes covered science fiction, but not most of the time.

British Anthology show from the mid 1980s made exclusively for children and shown on the ITV network. Dramarama lasted for many years on Children's ITV, but most stories concerned teen angst. The various producers for the series were John Dale, Peter Miller and Allister Clark. The episode "Mr. Stabs" was designed by Pamela Lonsdale. Most of the ITV regions contributed stories to Dramarama, the companies responsible for these five episodes are shown here.

WR. Trevor Preston, Tessa Krailing, Peter Grimwade, Dennis Spooner, Nick McArty.

DIR. John Woods, Michael Kerrigan, Peter Grimwade, Terry Miller, Allistar Clark.

EPISODES: 91 **YEAR MADE:** 1984 **COUNTRY:** GB **SEASONS:** 7

THAMES TELEVISION PRODUCTION/ TVS PRODUCTION/ HTV PRODUCTION

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 9, (2) 12, (3) 13, (4) 14, (5) 15, (6) 16, (7) 11

DATE OF PREMIER: 02/07/1984 **AIR DATE OF LAST EPISODE** 18/07/1988

SEASON DATE BREAKDOWN:

FILMS:

including DAVID JASON, JOHN WOODNUTT, BRIAN PEACK, DAVID COLLINGS, DON HENDERSON

- 1 *MR STABS*
- 2 *THE UNIVERSE DOWNSTAIRS*
- 3 *THE COME-UPPANCE OF CAPTAIN KATT*
- 4 *FLASHBACK*
- 5 *NOW YOU SEE THEM*

DREHT EUCH NICHT UM - DER GOLEM GEHT UM!

AKA: **Das Zeitalter der Muße**



In the 23rd Century, the world is run by a cybernetic world government. In a world where a computers controls the rights of parents to have children. Jona is refused that right because her intelligence level is too low.

Music by Peter Haller.

WR. Dieter Waldmann

DIR. Peter Beauvais

EPISODES: 2 **YEAR MADE:** 1971 **COUNTRY:** GER **SEASONS:** 1

CREATOR: DIETER WALDMANN

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 135 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** German

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: 21/10/1971

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Sig Prunz MARTIN BENRATH, Jona Tai HANNELORE ELSNER, CHRISTOPH BANTZER, ULLI LOMMEL, KATRIN SCHAAKE, HELGA FEDDERSEN, SIEGMAR SCHNEIDER.

DRESDEN FILES, THE



Based on Jim Butcher's best-selling novels, *The Dresden Files* tells the story of Harry Dresden (Paul Blackthorne), a regular-guy private detective with extraordinary abilities. While most people see assaults, kidnappings or murders as the work of people with a depraved indifference for human pain, Harry is as likely as not to see the work of supernatural villains.

That's because he's a wizard. The real thing (and the only one listed in the Chicago phone directory). Whether consulting for the police on seemingly inexplicable crimes or following his own cases, he battles dark forces with a wry sense of humor.

The Dresden Files was an American television series based on the books by Jim Butcher. It premiered January 21, 2007 at 9:00PM EST on the Sci Fi Channel in the United States and on Space: The Imagination Station in Canada. It was picked up by Sky One in the UK and began airing on February 14, 2007.

The series ran for a single season of twelve episodes, and has since been released on DVD. The Sci Fi Channel announced on August 3, 2007 that *The Dresden Files* would not be renewed for a second season.

Development

In 2005, the SciFi Channel announced that it had optioned *The Dresden Files* as a two-hour film and backdoor pilot. Nicolas Cage executive produces alongside Hans Beimler, Robert Hewitt Wolfe, Norm Golightly, and Morgan Gendel. It is produced by Lionsgate Television in association with Cage's Saturn Films. Production began during the Autumn of 2005. Originally, a Summer 2006 release was anticipated, but on May 23, 2006, a January 2007 airdate and 11 episode pick-up was announced on JBAAnnounce, the official Jim Butcher announcement list. It was confirmed the next day by Sci-Fi.

The pilot film was made from a screenplay by television writers Hans Beimler and Robert Hewitt Wolfe, and based on Butcher's novel *Storm Front*. David Carson directed and shooting took place in Toronto. It was announced in November 2005 that Paul Blackthorne had been cast in the lead role. The two hour pilot was originally intended to serve as the premiere, but certain last minute developmental and casting changes delayed its completion. Episode three (in production order) was aired in its place. Along with the re-shooting of several scenes, the two hour pilot has been cut to an hour and was the eighth episode to air. The full version will most likely be shown later but it will not follow the show's continuity.

Principal cast

Harry Dresden (Paul Blackthorne) - The main character of the series, Harry is a reluctant hero, a professional wizard who often helps the police with cases involving "unusual" circumstances and others who seek his help. Harry's mother, a powerful wizard, died when he was young. He was raised by his father, a stage magician. When he was about eleven, his powers began to emerge, and his uncle Justin Morningway wanted to take him and teach him about his abilities, so he murdered Harry's father with black magic when his father did not relinquish Harry to him. Bob makes reference to Harry "self-defensing" his uncle to death. Justin Morningway left a programmed doppelgänger behind to resurrect him if he died. It is later revealed that Harry inherited a large amount of money that he gave to charity and owns the Morningway estate, in which he refuses to live.

Lt. Connie Murphy (Valerie Cruz) - The Chicago policewoman who often seeks out Harry's help with cases that are hard to solve and may be supernaturally related - although she refuses to outright believe in magic, because such things do not fit with her "rules." She is dedicated and takes her job seriously, even going as far as seeking out the only wizard in the phonebook to help with cases. Lt. Murphy is a tough, no-nonsense woman who is divorced and has a daughter (Anna) who she says spends a lot of time with her father because of the long hours she has to work. Connie apparently has some romantic feelings toward Harry as she pointed out at the end of season one that if he kissed her again she wouldn't slap him.

Hrothbert "Bob" of Bainbridge (Terrence Mann) - The old spirit who is owned by Dresden. He was once owned by Dresden's uncle, Justin Morningway before Dresden "self-defensed" him to death. He advises Dresden on both personal and magical matters. Bob is an invaluable source of knowledge which Dresden taps to solve supernatural crimes. In the first episode, Bob is seen redesigning a "Doom Box," which he describes as "a supernatural jack-in-the-box" that contains and amplifies magical energy. The original Doom Box formula was included in a grimoire that Bob wrote while he was alive; the book had been in Justin's possession until Harry burned it. Bob's current state is a punishment: he was executed, his soul sealed into his own skull for all eternity, for using black magic to bring a sorceress he had loved (Winnifred) back from the dead several hundred years ago. The exact date of his death is unknown, but the large crack in his skull may be some indication as to the way in which he died; also, in the first episode he threatens to "start belting showtunes from the sixteenth century," suggesting that he is at least that old.

Warden Donald Morgan (Conrad Coates) - Morgan is a Warden of the High Council, the governing body of the wizarding community, and is assigned to the Chicago area. He is a stickler for the rules, powerful, and will often confront Harry because of their differing ideals and personalities.

Recurring characters

Det. Sid Kirmani (Raoul Bhaneja) - Lt. Murphy's partner on the Chicago PD, he is perennially skeptical of Dresden's abilities.

M.E. Waldo Butters (Matt Gordon) - a Chicago PD medical examiner who has assisted Lt. Murphy on several of her more bizarre cases.

Justin Morningway (Daniel Kash) - a warden of the High Council and Dresden's uncle, believed to be dead.

Bianca (Joanne Kelly) - one of the most powerful vampires in Chicago, and a member of the Red Court.

Ancient Mai (Jane McLean/Elizabeth Thai) - the High Council's "top dog" who handles contact with other supernatural powers.

Laura Ellis (Natalie Lisinska) - a waitress in a local diner, Harry's love interest in several episodes.

Minor magical characters

Scott Sharp (Dylan Everett) - a ten-year-old adoptee with magical talent who was targeted by a skinwalker.

Heather Bram (Kathleen Munroe) - a recently-converted lycanthrope who has left Chicago to face her new condition on her own.

Sirota (Kim Coates) - an earth-bound demon responsible for converting humans into hellspawn.

Sharon Mirell (Kerry Lai Fatt) - a former Chicago PD coroner who practices the very dark art of reanimation.

Dante Arrias (Nathaniel Stephenson) - a magically-talented college student who temporarily wielded the power to create doorways.

Amber (Christine Horne) - a Warden of the High Council, she helped Morgan protect Ancient Mai from a Kirtonian Dracoform.

Sgt. Darren Munzer (Yannick Bisson) - a daring Chicago detective who cheated death by stealing other people's second chances.

Departure from novels

Several major changes were made for the series, including:

Harry's "Blue Beetle" Volkswagen has been replaced with a Korean-war era Jeep.

While Bob exists as a disembodied voice emanating from a skull in the books, he can appear in a (spectral) human form that emerges from the skull in the series. He is also the ghost of a human wizard, rather than a spirit of air and intellect as in the books.

Murphy's name was changed from Karrin to Connie to avoid confusion with real-life Chicago police officer Karyn Murphy. Her character history was also altered significantly, including a daughter, Anna, who does not exist in the books.

Justin Morningway (known as Justin DuMorne in the novels) is Harry's uncle rather than simply a Warden who took him in after his father was killed.

Jim Butcher released the following statement on his website bulletin board in response to fan criticism of the changes: "The show is not the books. It is not meant to follow the same story. It is meant as an alternate world, where the overall background and story-world is similar, but not all the same things happen. The show is not attempting to recreate the books on a chapter-by-chapter or even story-by-story basis."

WR.

DIR.

EPISODES: 12 **YEAR MADE:** 2007 **COUNTRY:** US **SEASONS:** 1

LIONS GATE ENTERTAINMENT, NBC UNIVERSAL TELEVISION, SATURN FILMS

CREATOR: JIM BUTCHER

TYPE OF SHOW: FANTASY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER: 21/01/2007

AIR DATE OF LAST EPISODE 15/04/2007

SEASON DATE BREAKDOWN:

FILMS:

Harry Dresden PAUL BLACKTHORNE, Lt. Connie Murphy VALERIE CRUZ, Bob TERRENCE MANN, Susan Rodriguez REBECCA MCFARLAND, Morgan CONRAD COATES, Bianca JOANNE KELLY, Ancient Mai JANE MCLEAN.

1 - 1 *BIRDS OF A FEATHER*

A young boy wants to hire Harry because he believes that monsters are after him and his mom. Harry doesn't want to take the kid's money, but he also knows from his own experience that a child's monsters are often all too real.

Wr Peter Egan

Dir Michael Robison

1 - 2 *THE BOONE IDENTITY*

A grieving father asks Harry to help put his daughter's spirit to rest. This should be easy. All Dresden has to do is track down the killer and make sure that justice has been done. There's only one catch: the killer died only hours after the murder.

Wr George Mastras

Dir James A. Contner

1 - 3 *HAIR OF THE DOG*

A series of ritualistic murders starts to look a lot like werewolves so Harry, of course, gets dragged in. Thing is, it looks like the lycanthropes aren't the killers... they're the victims.

Wr Laurence Walsh

Dir Michael Nankin

1 - 4 *RULES OF ENGAGEMENT*

A beautiful young woman asks Harry to help her recover some stolen money. Before long, Dresden discovers a connection between this case and a dark, supernatural evil, and that his lovely client has been hiding something.

Wr Curtis Kheel

Dir Michael Grossman

1 - 5 *BAD BLOOD*

After a failed hit on her life, Bianca, Chicago's most powerful vampire, calls upon Harry Dresden. In debt to her for saving his life years before, he agrees to help her find the mastermind behind the plan to take her down.

Wr Jack Bernstein

Dir Rick Rosenthal

1 - 6 *SOUL BENEFICIARY*

An otherwise healthy man experiencing premonitions of his own demise seeks Harry's help but ends up croaking right in his office. As the dark circumstances surrounding his death are revealed, Harry finds himself in the crosshairs of a dangerous magic-user; meanwhile, the crime that got Bob condemned to living in his own skull for all eternity finally comes to light.

Wr Peter Egan

Dir Ken Girotti

1 - 7 *WALLS*

Harry investigates the death of a college student which leads him to a most unusual ring of thieves. A group of students is using magick to commit a series of impossible thefts, and Harry must stop them quickly. Not only because what they are doing is wrong, but also because the magick will eventually kill them all.

Wr Hans Beimler, Robert Hewitt Wolfe

Dir John Fawcett

1 - 8 *STORM FRONT*

When the police hire Harry for help with investigating two particularly grisly and "weird" deaths, he finds

himself the target of a user-of-the-Black fueled by tremendous hatred. Even worse, as Harry is the only non-Council wizard in Chicago powerful enough to have committed the crime, he immediately becomes the number one suspect for Ancient Mai and Morgan. Now, Harry must find the real culprit and clear his name...or face some "old school" justice.

Dir David Carson

1 - 9 *THE OTHER DICK*

When Chicago PI Jim Brennan is murdered by supernatural means, Harry must team up with Brennan's assistant to find the murderer.

Wr George Mastras

Dir James Head

1 - 10 *WHAT ABOUT BOB?*

Things seem to be going well between Harry and his new flame until she walks out on him... and takes Bob's skull. Now Dresden must find Bob and rescue him from the clutches of an old enemy. But will Bob want to be rescued?

Wr David Simkins

Dir David Straiton

1 - 11 *THINGS THAT GO BUMP*

Morgan and Ancient Mai must come to Harry for protection and shelter from powerful enemies of Mai's. They make it to the relative safety of Dresden's place, but suddenly find that they are all trapped by a powerful spell. Now Harry must work with them to find a way out before the spell turns deadly.

Wr Robert Hewitt Wolfe

Dir Michael Grossman

1 - 12 *SECOND CITY*

Dresden and Murphy must work together to solve the mystery of a former gang member who drowns on dry land, miles from the nearest lake. Meanwhile, Murphy's father is in town, and he doesn't have a very high opinion of his daughter's freelance consultant.

Wr Barry M. Schkolnick

Dir Nick Copus

DRUM CANNA**AKA: DRUM CANNA NO BOKEN****AKA: ADVENTURES OF DRUM CANNA**

Canna Mochizuki (Ihata) is a young girl who is transported by a magical trash can to the alternate world of Gomilly Hills (Jpn. Gomi = trash), where she meets residents, all of whom are made of trash.

This modern NHK puppet show in the spirit of the classic Madcap Island was augmented with animation and computer graphics from anime studio 4c. NB - a drumcan in Japanese is an oil drum.

WR. Yasunari Suda**DIR.****EPISODES:** 36 **YEAR MADE:** 2002 **COUNTRY:** JAP **SEASONS:** 1*NHK2***CREATOR:****TYPE OF SHOW:** ALTERNATIVE WORLDS **FORMAT:** SERIES**LENGTH (MINS):** 15 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 36**DATE OF PREMIER:** 09/09/2002 **AIR DATE OF LAST EPISODE** 19/12/2002**SEASON DATE BREAKDOWN:****FILMS:**

Canna Mochizuki JURI IHATA (voice), TOMOHARU SUGAYA, KEIKO HAN, RYUZO ISHINO

DUKSEDRENGEN

It was about a high school kid named Arno, who was in love with his classmate Loise, who was in love with her classmate Donny, who was in love with himself. Arno dreamed about being a superhero and knock out the competition from Donny, so he snuck into the school chemistry lab and made a potion that gave him superstrength. Next he got himself a suit and a superhero license and became Duksedrengen. His first heroic deed was to save Loise from two punks who were harassing her with a rubber spider that jumped when they squeezed an airpump. Then he ran away holding his arm out like Superman, making a SWOOOOSH sound.

There was also a comic book which was inspired by the series also called "Duksedrengen"

Cinematography by Henrik Heger , Henrik Herbert

Film Editing by Aksel Bennicke

Production Design by Jørgen Espen Hansen (as Jørgen Espen-Hansen) & Bettina Sneum

Makeup Department - Birgit Maach Hansen makeup artist.

Art Department - Morten Noer Andersen graphic design , Morten Noer Andersen paintbox , Erik Leth props

Sound Department - Anders Hermansen boom operator , Andreas Møller sound

Special Effects by Søren Gam special effects , Niels Skovgaard special effects , Jesper Østergaard special effects

Other crew - Aksel Bennicke post-production , Annie Bjørkman dresser , Jørgen Carstensen assistant camera , Michael Bom Christensen lighting assistant , Hans Jørgen Jensen lighting , Jean Jørgensen stage master , Tine Gjellerup Koch stage manager , Frank Lindeskov post-production , Eva Lundsfryd costume coordinator , Andreas Møller post-production , Robert Røhr post-production , Valdemar Vedel still photographer.

WR. Peter Gren Larsen, Cecilie Olrik

DIR. Peter Gren Larsen, Cecilie Olrik

EPISODES: 6 **YEAR MADE:** 1989 **COUNTRY:** DEN **SEASONS:** 1

DANMARKS RADIO (DR)

CREATOR: PETER GREN LARSON

TYPE OF SHOW: SUPERHERO

FORMAT: MINI-SERIES

LENGTH (MINS): 150 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Danish

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Arno Olsen/Duksedrengen DENI K. JORDAN, Lærerinden/Utilfreds landmand CLAUDS BIGUM,
 Louise/Narrator CECILIE OLRIK, Donnie/Narrator PETER GREN LARSEN, JESPER OSTERGAARD,
 SOREN MAGNUSSEN, Børnelokkeren MEK PEK, CHRISTIAN IVERSEN, RUDOLF BRINK,
 JOSEFINE BERGOSE, BORGE JENSEN, MARTIN SPANG OLSN, SEVEN RASMUSSEN, LARS
 THOMSEN, (uncredited) LASSE SPANG OLSEN.

DUNE

AKA: **FRANK HERBERT'S DUNE**



In the 11th millennium SHADDAM IV., ruler of the Galactic Empire, rids himself of his competitor Prince LETO by giving him control of the desert planet Dune also called Arrakis; fully aware that its present owner, Baron HARKONNEN, will not give it up without a fight. The reason is that Arrakis is the source of the valuable spice, a substance produced by enormous and dangerous sand worms, which bestows special mental qualities on anyone who consumes it. A short while later Harkonnen does indeed succeed in ambushing and massacring Leto and his men.

Leto's mistress JESSICA, who is a member of the clairvoyant order of Bene Gesserit, manages to escape into the desert with her son PAUL, and after a long and dangerous march they finally encounter the Fremen, the long suppressed desert tribe of Arrakis. Impressed by Paul's clairvoyant abilities, tribal prince STILGAR takes in the fugitives. Very soon the Fremen are convinced that Paul is their long-prophesied redeemer, and Stilgar prepares him for his great task. While Paul is being instructed in the secrets of desert life he falls in love with young CHANI, who bears him a son. During the next few years the Fremen, led by Paul, wage a guerilla war of attrition against Harkonnen, who suffers heavy losses. Most important of all, they sabotage the planet's spice production: this brings Shaddam IV. onto the scene, who senses that the basis of his power is being threatened. The rebels on Arrakis want to finish off the imperial forces once and for all, but after a terrible battle which costs him almost all his men, Shaddam is finally forced to concede defeat...

It's a mixed blessing, but Frank Herbert's Dune goes a long way toward satisfying science fiction purists who scoffed at David Lynch's previous attempt to adapt Herbert's epic narrative. Ironically, director John Harrison's 288-minute TV miniseries (broadcast on the Sci-Fi Channel in December 2000) offers its own share of strengths and weaknesses, which, in retrospect, emphasize the quality of Lynch's film while treating Herbert's novel with more comprehensive authority. Debate will continue as to which film is better; Lynch's extensive use of internal monologue now seems like a challenge well met, and Harrison's more conventional approach is better equipped to convey the epic scope of Herbert's interplanetary political intrigue.

This much is certain: this Dune is a sumptuous treat for the eyes, with sets and costumes that were conceived with no apparent limits of budget or creativity. In terms of architecture alone, this is one of the most impressive films in science fiction history. And although the special effects fall short of feature-film quality, writer-director Harrison (who rose from an extensive background in TV) admirably tames the sprawling narrative that pits the opposing houses of Atreides and Harkonnen in a struggle to control the lucrative market for the spice melange. This is as accurate as any Dune adaptation is likely to get (i.e., there's no need for another attempt), and even then, it can be tricky to keep track of who's doing what to whom. Unfortunately, the film's biggest flaws are the casting of a nearly comatose William Hurt as Duke Leto, and a wooden Alec Newman as the messiah-to-be, Paul Atreides. These are regrettable shortcomings, but this Dune remains altogether respectable. That Frank Herbert would be impressed is perhaps the biggest compliment one can pay.

I consider Frank Herbert's "Dune" to be the greatest science fiction novel of all time. Others would disagree, but they would have to admit that it is up there, even if it isn't their #1. I'm not talking about the whole book series, I'm just talking about the original novel. So I'm a serious fan of the material.

The 1984 film adaptation was an abortion. The depth of this novel cannot be conveyed in a two hour film, and David Lynch was badly undercut by the producers, who changed things to match their own desires. In its defense, however, it contained very high production values, lavish production design, a stellar cast, and much incredible visual imagery that sticks in the mind. If you can just try to forget that rain falls on Arrakis at the end (without reason), the rock group Toto's score, the ridiculous and distracting attempt to allow the characters' inner monologues be heard on screen, and the truncation of many plot elements, you can stand it. If you don't know the novel at all, you could be lost.

John Harrison's new adaptation takes the breadth and depth of the book and really makes a go of it. He slowly

unfurls the intrigues and action of the novel, allowing character to be built and introducing the nuances of the novel, sometimes in clever ways, at other times not so subtly. One gets the feeling when watching that Harrison really cares about the source material, and wants the viewer to be included in its richness. This causes it to be slow moving at times, but it becomes more and more engrossing as time goes on. For many elements of the film his production designers, who did a first rate job, borrowed heavily from the 1984 Lynch adaptation, especially in their portrayal of the Harkonnens, who are comic-book villains again without a dash of dangerous cunning. In other cases I was thrilled by Harrison's renderings - of the Fremen sietches, much more livable than in the book, and the scenes where Jessica becomes a Reverend Mother. I don't feel gyped by this adaptation - it feels proper.

The movie is hamstrung a bit by a lack of budget - considering the subject matter, \$20 million for six hours isn't much, and every penny and then some is there on the screen. He makes do by using a lot of international actors, and filming in Prague and Tunisia had to help. The special effects are for the most part CGI and bluescreen and are very effective for the money spent. Production design is EXCELLENT, especially when reminded of the total outlay for the film.

The calibre of the cast in the first film was so high that they pose a hard mount for any followers to climb. The only one who is clearly better is William Hurt in the expanded role of Duke Leto, as opposed to Jurgen Prochnow in the original. Alec Newman is fairly new to the screen and was a bit old, and not self-absorbed enough, to play Paul as well as Kyle Maclachlan did in 1984, but he has developing charisma and his performance at times radiates Muad'Dib's complexity. Saskia Reeves is good as Lady Jessica, but once you've fallen in love with Francesca Annis as Jessica it would be hard for anyone to replace her. Of course the original's Patrick Stewart as Gurney Halleck, Dean Stockwell as Yueh and Freddie Jones as Thufir Hawat are insurmountable, regardless of the brevity of their roles. I rather liked the Scottish Duncan Idaho, although I don't know if his brogue will hold up well in the potential sequels.

The nicest thing, for a fan of the book, is to see so many of the great scenes of the novel finally brought to the screen that could not be included in the two-hour film. These add a depth to the proceedings that was only hinted at in the 1984 adaptation. I am thoroughly enjoying this adaptation, and hope that the expanded Lord of the Rings that will be released theatrically will have as much care as this one did.

I have already written a review for this film before, though on a second viewing, I felt the need to push the rating up to a perfect four stars. Why is this? Originally, I had stated the desert backdrops had annoyed me. The second time I viewed this film, it honestly didn't bother me anymore. Also, Barbara Kodetova, who I found rather annoying as Chani, is still slightly annoying, but the fact is that she plays a character who's lived a harsh, dangerous life in the caverns of Arrakis who's learned not to trust outsiders, so I can be sympathetic to the way her character is played. Besides, she's better than Sean Young was at playing the same role.

What I love so much about this miniseries is still the same as before. It truly focuses on telling an absorbing story and gives it the full treatment that David Lynch failed to accomplish. Yes, I realize the original film has a lot of fans, most of whom are quite rabid, but the thing is, I don't see them willing to go beyond their simple outlook of Lynch's Dune as the "best sci-fi film of all-time." That movie simply was NOT the best sci-fi film of all-time, for so many reasons it would take several pages to go through it all. I'm sure even die-hard fans of that film would find it difficult to defend a lot of that movie's faults, but they all seem more than willing to forgive it because they believe Lynch somehow gave that movie a startling and awe-inspiring surrealism.

Because this remake is rather conventional compared to the Lynch film, there's an immediate backlash against it, with many proclaiming that it fails to capture the depth of Frank Herbert's novel. Well, wait a minute, when did surrealism immediately equal to capturing depth? For that matter, who ever said that David Lynch even actually grasped surrealism? He seemed mostly content with stringing together "poetic" images into several dream sequences, all of which serve to do nothing more than constantly repeat what I was aware after the second time he gave us one of these montages.

John Harrison's adaptation sticks fairly closely to Herbert's novel, and the running time allows him to pace much of the film evenly without having to rush a lot of individual scenes. I'm not one of those people who consider making Dune into a 137 minute film impossible (as was the case with Lynch's movie), but if you do so, you'd better focus on as many vital scenes from the novel as possible to keep the plot moving ahead, which is not what Lynch attempted to do.

Harrison's film takes itself seriously, but manages to be highly entertaining and extremely enjoyable. At 265 minutes (And I keep hearing there's a version 30 minutes longer), this film is never dull for a single moment and the length actually helps make this an even more engrossing tale. By the end, I was actually disappointed the film even ended! Harrison brings soul and spirit to the project, and he's great contributed by a fine cast and crew. Acting-wise, Alec Newman is pretty good as Paul Atreides, taking on a tough role but delivering on most counts. Matt Keeslar is similar solid as his opposite, Feyd Rautha, but the best performance of them all is

definitely Saskia Reeves, giving a turn that has impressed me even more the second time I watched this film. She is also, indeed, a very beautiful woman.

There's one aspect of the cast that I definitely much prefer over the original, and it has to be the appearance of each of the characters. Possibly because of Star Wars, Lynch felt the need to make his character as odd-looking as possible, and believe me, it was an incredibly distracting element on his part. Kyle MacLachlan's Paul Atreides had some damn big hair, Thufir Hawat had eyebrows the size of a Chia pet, and Dr. Yueh has a bare space in between his mustache (Very unintentionally hilarious). The cast in this remake are rather normal-looking individuals, and for that, they're made much easier to relate to.

Visually, both movies have their own distinct look which separates both, thus I doubt anybody would be confused as to which version it is they're watching. The miniseries is the definite winner in this department. While the ambition of the sets and special effects in the original were quite amazing, the whole movie was repellant to look at, due mainly to the ugly world that Lynch created. Harrison's movie creates a world that is harsh, but simultaneously exotic and enticing, no small feat. The visuals are also more breathtaking, with the planetscape shots equivalent of any recently theatrically released sci-fi film. The giant sandworms and the guild navigator are the best CGI designs, rendered amazingly life-like and simply mesmerizing to stare at. The production design is incredible, we're treated to palaces, cities, the interior of spacecrafts, and desert towns, and I would place this film even above *The Phantom Menace* in this category.

If you haven't seen either version yet, I think you've gathered which version I recommend. This *Dune* remake isn't completely perfect (In my opinion, every movie has at least a flaw) but it's the best representation of science fiction I've seen in years, and I honestly don't feel any other sci-fi/fantasy coming out above this with the possible exception of this miniseries' own sequel.

As anyone who has ever read the books will know, this is pretty much a direct adaptation of the book, compared to Lynch's 1984 interpretation. However, like the clichéd example of two similar yet incomparable stories such as the original *Star Trek* and *The Next Generation*, Lynch's *Dune* and the series cannot truly be compared.

Anyone who really appreciates *Dune* will know that the Lynch's film is an under-appreciated masterpiece of artistic interpretation of the book, and the series is a straightforward adaptation. I have read reviews of the series that have began '.forget the awful Lynch film.' at which point I have lost all respect for this person and not even bothered reading the rest of the review.

To respect the series for what it is, you must first appreciate the film. *Dune* is Shakespeare in space, however, the series (as does the book) takes the worst elements of Shakespeare such as pointless, unnecessary and over-stretched conversation that is utterly meaningless to the plot. The film has taken the best elements of Shakespeare such as the epic scripts and phrases such as '.fear is the mind killer' and '.plots within plots' and retained them, as well as powerful, memorable performances from utterly underrated and since *Dune* underused actors such as Richard Jordan, Brad Dourif and Kenneth McMillan, whilst skillfully dispensing with the unnecessary sections of dialogue and story.

And of course, there is the visual costume adaptation on *Dune* the film. Lynch's understanding was that an almost colonial feel was required, consequently the contrast in appearance from the troops of House Atreides to the stillsuits worn by the Fremen, to the uniforms of the troops of House Harkonnen, was startling and left a memorable impression. Lynch's stillsuits, quite frankly, was a demonstration of genius.

Compare it to the visual design of the series, and indeed what was described in the novel, and we have a more Arabian, flowing-cloak style, with brightly-coloured silks and cottons weaved around each character. Nice, but nowhere near as powerful. The series should be used as a device to aid in appreciation of the film. As a result of having to cut out sections of the novel in order to produce a film of manageable proportions, obviously Lynch was going to have to leave out portions from the book. The series represents a chance to see these in a visual adaptation. Granted the cast and acting isn't anywhere near as powerful as the film (the scene where Doctor Yueh is killed thinking he will meet his wife was pitiful compared to Dean Stockwell's performance in the film), but if you remember that the series should be treated as a study aid to the film, than you can appreciate it for what it is.

The *Dune* miniseries opens with a "flashforward" montage of action sequences. The realisation quickly dawns that these are the *best* scenes out of the 265 minute running time, and they're not good. Not good at all. Oh dear.

But let us not judge a book by its cover (even though that's exactly what we're being invited to do). Let's give *Dune* a chance to redeem itself.

Well, here's the expected watery opening on Caladan. But who's this petulant, strangely ugly man? Paul Atreides? *This* is Paul Atreides? This generic plastic puppet? And why does he look so old? What's that? The actor's only 25? Well, he doesn't *look* it, and that's way too old anyway.

But at least he has charisma, right? Wrong. Alec Newman is a stumbling, mumbling buffoon. I'm picturing him being discovered sitting in the dark in a remedial acting class because nobody liked him enough to tell him the class was over, and he's just too dumb to realise it. When your Paul Atreides has all the screen presence of soggy toast, and an acting range from "petulant" to "blank" your production of Dune is doomed from the start.

The other actors take pity on poor Alec though, and give uniformly insipid and incomprehensible performances so that he doesn't look too bad by comparison. At least, I *assume* that is what they are doing. Because I'm charitable, you see.

To be fair, they are clearly being given no direction at all. Random gestures, blank or inconsistent deliveries, missing their marks, it's all here. This is like a master class in how not to do it.

And sure, there are more elements of the book in this miniseries than there are in the 1984 movie, but there aren't twice as many, because of all the. Pauses. To fill. Time.

But we can forgive all this because of the small budget of \$20 million, or only \$5 million per hour. Nobody could be expected make quality science fiction on that sort of budget.

Except perhaps "Stargate SG-1" which makes do with \$1.4 million per 50 minute episode, or "Farscape" at \$2 million. And frankly I'd rather watch four episodes of either of those while being punched in the kidneys, than have to sit through the travesty that is Dune the miniseries again.

The last time somebody attempted to adapt Frank Herbert's much-loved novel Dune to the big screen resulted in both a commercial and critical disaster. As everybody knows, David Lynch was the man who helmed that infamous film, which has now gained a cult following but is still held in many regards as the ultimate big-budget sci-fi bomb (this dubious honor is challenged by *Battlefield Earth*). Thus, it's not with a little praise when I say that I loved this miniseries adaptation. Written and directed by John Harrison (believe it or not, he played the zombie that got the screwdriver in the head in *Dawn of the Dead*.), he realizes that a film that makes sense is far more important than looking weird and offbeat.

As opposed to the original film, the story is now very comprehensible. The focus is on a young man named Paul Atreides (Alec Newman), the son of Duke Leto (William Hurt) and Lady Jessica (Saskia Reeves) of House Atreides. Their rival is House Harkonnen, who are currently mining the valuable spice melange on planet Arrakis, which is also known as Dune. The Emperor (Giancarlo Giannini) has made arrangements to move the Harkonnens out and bring in the Atreides to mine the spice, but secretly has a plan to bring the Atreides down with the help of the Harkonnen.

Eventually, House Atreides is thrown into ruins and Paul and his mother are forced into a fight for survival on the desert, eventually encountering a tribe known as the Fremen, who are led by Stilgar. Slowly, Paul begins a rise in the ranks and becomes the leader of the tribe, and many believe he is the one to fulfill their prophecy. Paul grows accustomed to the tribe, falling in love with one of the native women, Chani (Barbara Kōdetova), and he proceeds to foil the Harkonnen in all their spice mining, as well as take back Arrakis and re-establish House Atreides.

There are so many things Harrison does well with the film that it's surprising he wasn't given a larger budget to work with. Plus, at a running time of 265 minutes I can say for sure that, while this certainly isn't a lightning-paced film by any means, I found myself engrossed during the whole film. As I said before, the story is no longer a confusing mess, but is now an absorbing epic given a great treatment. The movie takes its time developing the situations, the intrigue, and the characters and never fails to lose momentum.

With a production cost of 20 million dollars, I'm shocked by just how visually extravagant Dune is. The special effects are mostly great, and while certain scenes are obviously CGI, I never found them distracting. The production design is even better, as the architecture and the sets are among the best I've ever seen. In my opinion, with the possible exception of *Star Wars: Phantom Menace*, in terms of volume, quantity, and depth I don't believe I've seen a sci-fi film this visually awe-inspiring in many, many years (if not for all time). Among the film's best visuals are the giant sandworms, given a look that is ultimately both wondrous and frightening. Believe me, the special effects are infinitely superior to David Lynch's original.

Yet, what makes a great sci-fi film is the story and its characters, and I have already mentioned that this film has a fine story. The actors are perhaps the most inconsistent part of the film but are mostly very good. Playing

the most important role is Alec Newman as Paul Atreides, who portrays the part quite differently than Kyle MacLachlan did. As to where MacLachlan was quite and reserved, Newman is more outspoken and active, and even sometimes quite moody. He delivers a fairly good performance. William Hurt as Duke Leto is fine, equalling Jurgen Prochnow's portrayal from the original. Those who do not match the original's performances are P.H. Moriarty as Gurney Halleck, who lacks the nobility Patrick Stewart featured, and Matt Keeslar as Feyd, who isn't nearly as fun to watch as Sting. As the Baron Harkonnen, Ian McNeice is suitably shrewd, intelligent, and calculating. Yet, the best performance of all goes to Saskia Reeves as the Lady Jessica, who superbly portrays a woman with immense love for her family, as well as a woman of duty as a Bene Gesseritt. She plays the role with strength and warmth.

For a sci-fi film there's a resoundingly minute amount of cheese in the whole production. Since David Lynch's rendition was sometimes a paragon of unintentional camp, I was a little unsure of how this one would turn out. Thinking of this, I am reminded of that final battle in the original in which no Fremen are killed (thankfully, it's done far more realistically here). Overall, the dialogue is quite well-written and the direction is very steady and sure throughout (part of that credit should go to the beautiful cinematography of Vittorio Storaro). Also worthy of mention is Graeme Revell's score, which differs vastly from Toto's; this one is a far more subtle approach, and though it's been getting some negative responses, I find it effective and well-blended with the material.

As much as I liked the film, there are some flaws. The desert scenes were obviously not shot in a real desert, thus it comes off looking a little cheap. A couple of scenes feel quite rushed, particularly a Harkonnen invasion on the Atreides fortress that just seems to end as quickly as it began, and a couple of characters aren't given quite a deep enough look. Plus, as a whole, I pretty much despised Barbara Kodelova as Chani, and she and Newman have very little chemistry. Hell, Julie Cox as the Princess Irulan strikes far more sparks with Newman in their brief moments together.

But overall, this version of Dune is likely to be among the best sci-fi films of the decade. Considering how awful some of the recent theatrically released sci-fi has been, it's great to see a film that breathes fresh air into the genre. There's always going to be a huge division among those who prefer David Lynch's film and John Harrison's, but for my money, this is the one true and epic version of Dune.

Produced by Mitchell Galin (executive producer), David R. Kappes (producer), Michael D. Messina (assistant producer), Harry B. Miller III (associate producer), Richard P. Rubinstein (executive producer), Original music by Graeme Revell, Cinematography by Vittorio Storaro, Film Editing by Harry B. Miller III, Casting by Molly Lopata and Cornelia von Braun. Production Design by Miljen Kreka Kljakovic, Costume Design by Theodor Pistek.

Production Management - David R. Kappes (unit production manager), Pavel Solc (production manager), Pavel Typolt (unit manager), Michelle Weller (production supervisor- Second Unit Director or Assistant Director). Matthew J. Clark (first assistant director), Tereza Engelova (assistant director: second unit), Ernest D. Farino (assistant director), Richard Gironi (second assistant director: second unit), Larry D. Horricks (first assistant director: second unit), Andy Howard (second assistant director), Jiri Ostry (first assistant director), Frantisek Rezek (second assistant director), Zuzana Smukova (assistant director: second unit).

Sound Department - Erik Aadahl (sound effects editor), Ulrika Akander (dialogue editor), David Beadle (sound editor), Pete Elia (sound re-recording mixer), Andrew Ellerd (sound editor), Melissa Deanne Ferguson (assistant music editor), Larry Goeb (sound editor), David Grecu (sound editor), Sonya Henry (sound editor), Patrick Hogan (sound editor), Michal Holubec (sound recordist), Victor Iorillo (sound editor), Helen Luttrell (sound editor), Gus Medina (foley mixer), Bob Newlan (supervising dialogue editor), R.J. Palmer (supervising adr editor), Dale W. Perry (foley artist), Jeff Rosen (sound editor), Larry Stensvold (sound re-recording mixer), Bruce Tanis (sound editor), Jay Wilkinson (supervising sound editor), Joshua Winget (music editor).

Special Effects by Jim Healy (special effects supervisor) and Pavel Sagner (special effects coordinator). Visual Effects by Jamie Baxter (digital artist: matte painter: Digital Firepower), Gary E. Beach (visual effects coordinator), Sarah Coatts (visual effects coordinator), Linda Drake (visual effects editor), Ernest D. Farino (visual effects supervisor), Kevin Gendreau (CG artist: Area 51), Buddy Gheen (digital compositor: E=mc²), John Gibbons (3D artist), Justin Hammond (digital effects: Area 51), Michael F. Hoover (digital artist), Kevin Kutchaver (visual effects), Kevin Lane (digital effects: Area 5), Kim Lavery (digital matte painting producer: Digital Firepower), Paul Le Blanc (3D supervisor and compositor: E=mc²), Carlyle O. Livingston II (miniature effects shoot coordinator (as Carlyle Livingston) miniature effects supervisor (as Carlyle Livingston) .

Viktor Lonek (second unit visual effects video assist operator), Don L. McCoy (digital artist), Robert W.

Morgenroth (visual effects supervisor: E=mc2), Scott Ramsey (visual effects producer: E=mc2), Fabrizio Storaro (Translite Images), Kevin Struckman (CG artist: Area 51) CG artist: Flat Earth Productions - Scott Wheeler (digital effects supervisor), Chris Zapara (CG artist: Area 51).

Stunts - Pavel Bezdek (assistant stunt co-ordinator), Petr Drozda (stunt co-ordinator (as Petr Druzda Sr.)), Hana Dvorska (stunt double (as Hanka Dvorská)), Dusan Hyska (stunt double), Ladislav Lahoda (stunt co-ordinator), Katerina Lahodova (assistant stunt co-ordinator), David Motl (stunt double), Petr Vlasak (stunt double).

Other crew - Sheila Allen (production accountant), Andy Arnautov (gaffer: second unit), Alfredo Betrò (camera operator), Michal Caban (choreographer), Larry Garrison (unit publicist), Jiri Gazda (key grip), Jiri Hrstka (extras casting), Igor Jelen (electrician), Borivoj Klecka (electrician), Tom Kugler (negative cutter), Lou Levinson (colorist), Viktor Lonek (video assist operator: second unit), Filip Majer (assistant camera), Antonin Marik (focus puller), Zdenek Mrkvicka (assistant camera), Frances Solis (negative cutter).

Darko Stavrik (production assistant), Michal Suzpa (stand-in), Aneta Valaskova (location manager), Jana Vesela (production coordinator), Zdenek Vrabel (assistant to cashier), Cornelia von Braun (German and Italian Cast).

After the production's completion and before its premiere, the Sci-Fi Channel authorized writer/director John Harrison (I) to write and direct a sequel miniseries. Harrison planned to base the next miniseries on Frank Herbert's *Dune Messiah* and *Children of Dune*. Earned the Sci-Fi Channel's highest ratings to date.

UK video version (episode 1) was cut by the distributor (Fox Pathe) for violence (a man having his neck broken in a fight sequence) to achieve a "12" certificate although a "15" certificate was available for the uncut version.

The Region 1 DVD is the American TV censored version. All scenes involving nudity are edited out. Most of the scenes involving the sultry seductress and spy Farrah have been completely removed, which makes her role in the Region 1 version of the story almost inexplicable. Other scenes have been severely truncated or re-shot. There is a scene with Feyd Harkonnen in a bath being pampered by three women. In the Region 1 version the women are fully clothed. When Princess Corrino seduces Feyd Harkonnen for information, in the Region 1 version the scene fades out abruptly, implying that the Princess gave herself to Feyd for the information. In the Region 4 version, after extracting the information, the Princess presents a topless Farrah as a gift to Feyd, and during the 'love scene' that ensues, the Princess slips away. Considering that the Princess' virginity is the prize offered to both the male heirs of the Atreides and Harkonnen clans, this clumsy cut significantly changes the story in the Region 1 version. There is a scene where the Fremen remove their desert camouflage and uniforms, revealing their nakedness to Paul Atreides. It is a symbolic scene, for Paul sees that under their uniforms, the Fremen are people, just like he and his mother. The Region 1 scene is so heavily cut that Paul seems to be just looking blankly into space.

Saturn Awards

2001 - Nominated Best Single Genre Television Presentation

ASC Awards

2001 - Nominated for Outstanding Achievement in Cinematography in Movies of the Week/Mini-Series/Pilot for Cable or Pay TV - Vittorio Storaro

Cinema Audio Society USA

2001 - Nominated for Outstanding Achievement in Sound Mixing for a Television Movie-of-the-Week, Mini Series

Emmy Awards

2001 - Won - Outstanding Cinematography for a Miniseries or a Movie, Vittorio Storaro (cinematographer) - For part II.

2001 - Won - Outstanding Special Visual Effects for a Miniseries, Movie or a Special - Tony Alderson (cgi supervisor), Ernest D. Farino (visual effects supervisor), Jim Healy (II) (lead special effects supervisor), Frank H. Isaacs (visual effects supervisor), Laurel Klick (visual effects supervisor), Tim McHugh (visual effects supervisor), Gregory Nicotero (lead special effects supervisor), Chris Zapara (lead cgi animator), Essex Thompson, Elaine (visual effects coordinator), - For part I.

2001 - Nominated - Outstanding Sound Editing for a Miniseries, Movie or a Special - Erik Aadahl (sound effects editor), Ulrika Akander (dialogue editor), David Beadle (dialogue/adr editor), Andrew Ellerd (sound effects editor), Larry Goeb (dialogue/adr editor), David Grecu (dialogue editor), Sonya Henry (dialogue/adr editor), Patrick Hogan (III) (adr editor), Victor Iorillo (sound effects editor), Helen Luttrell (I) (adr editor), Bob Newlan (supervising dialogue editor), R.J. Palmer (supervising adr editor), Dale W. Perry (foley artist), Jeff Rosen (I) (dialogue/adr editor),

Household - Noble #1 DAVID FORRESTER, Imperial Household - Noble #2 ZDENEK MARYSKA,
Imperial Household - Imperial Soldier DAVID O'KELLY, Imperial Household - Imperial General JAN
NEMEJOVSKY, Imperial Household - Officer ROBERT LANDOA, Imperial Household - Lieutenant
STEVE FISHER, Imperial Household - Guard PAVEL VOKOLIN.

Books Based on this series.

Children of Dune	Frank Herbert	1976
Dune	Frank Herbert	1965
Dune Messiah	Frank Herbert	1969

RELATED SHOWS:

CHILDREN OF DUNE

DYNAMAN



In order to help him save Japan from his evil former partners, Bernie Tanaka and Mel Fujitzu, Dr. Ho convinces five young adults to wear different color costumes, take code-names, wear gadget watches and ride around in a mech called "The Dynaship."

We are introduced to Doctor Ho who sets the stage for the series with the backstory on how Bernie Tanaka and Mel Fujitzu became totally evil, due to a freakish lab accident that disfigured their rugged good looks... (but who really knew about acid back then?). They went to the centre of the earth, with Dr. Ho's stolen gene splitting machine, which creates the monsters, the reptiles that go "wee," etc.

Enter our five good looking Japanese friends from all walks of life, none of whom own a timekeeping instrument; recruited by Dr. Ho to stop the production of "illegal music videos" by Bernie; Mel; Nigel Cochrane [lead singer who can't even sing in English]; and Cy Steinberg, the one eyed crab monster who was not only filming without permits, but who was also kidnapping orphan girls to be in the videos.

Dr. Ho, gave the time-impaired five the "gadget watches" which enables them to transform into the spandex-clad Dynakids, who after detonating several cases of color co-ordinated smoke bombs, they rescued the orphans, and eventually defeated Cy Steinberg and kept Bernie, Mel and Nigel from flooding MTV with cheaply produced videos.

Produced by Cali Alpert (assistant) , Debra Drimmer (assistant) , Cynthia Friedland (associate) , Trevor Grossman (assistant) , Tom Jaye (assistant) , Mark Phillips (associate) , Scott Samowite (assistant) , Eric Trigg (associate) & Patrick Whitley. Original music by Jon Spurney, Film Editing by Joe Baron, Arnold Davis, Bob Luke & David Pentacost, Sound Department - Paul Sucek - sound effects , Special Effects - John Grier-special effects, Other crew Monica Alves - script supervisor, Arnold Davis- assistant editor, Don Dickson - sound mixing engineer , Chuck Hammer - audio supervisor , Lianne Klapper - script consultant , Pat Southerland - assistant editor.

So began a television series unlike any other produced before the dawn of recorded time, or since. A series that was on the cutting edge of sound and motion at a time when the music video was the state of the art in television entertainment (until BABYLON 5 came along, of course).

KAGAKU SENTAI DYNAMAN (aka SCIENCE TASK FORCE DYNAMAN started life in 1983 as the fifth of a continuing series of "Super Sentai," produced in Japan by the Toei Co., where each year the shows change in characters and plots, but which all share the common theme of five or so young people who are recruited to fight evil monsters; while wearing brightly coloured spandex uniforms and helmets, and in each episode will get together to form one or more giant robots to eventually defeat the monsters, who for various reasons, grow up to giant size themselves, causing much property damage in the process. (the infrastructure costs in Japan must be enormous to rebuild everything in time for the next monster to destroy it...or maybe there's a section of Tokyo set aside for the exclusive use of giant monsters and mecha.

The original Japanese series lasted 51 episodes (one per week for a year with no reruns), with a more complex storyline than any we have ever gotten in the USA ...when suddenly and without warning, a Canadian comedy group with much time on their hands and an unlimited supply of mind altering substances (Jolt cola?) took this dead serious series and turned it into a parody complete with a rocking soundtrack which pretends such as Saban's Power Rangers has never come close to matching at any time since that series started in 1993. [though I really enjoyed POWER RANGERS IN SPACE and POWER RANGERS LOST GALAXY]

And thus television history was made.

Sadly, Dynaman only lasted six episodes and a one hour "Dynaman Convention" on USA's "Night Flight" (Dynaman had also been seen on Nickelodeon). I don't know why it was cancelled, except that it was probably

due to two factors: that the producers had no rights to the music used on the show (mostly 1980's Top 40); and/or that Toei got pissed at those who made their serious series into a comedy.

WR.

DIR. John Beaulieu, Gideon Brower, Shari Roman, Eric Trigg.

EPISODES: 6 **YEAR MADE:** 1988 **COUNTRY:** CAN **SEASONS:** 1

VCA PICTURES/MACDONALD - DALLER PRODUCTIONS & JOHN GRIER/ PATRICK WHITLEY PRODUCTIONS, INC./ TOEI COMPNAY LTD./ MEDIA LICENSING LTD.

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Dr. Ho/Nigel Cochrane/Dynared (voice) PETER ALVES, Tom Quinley TOM GORE O'BRIEN, Mel Fujitzu (voice) ALAN GORDON, Dr. Toast JOHN BEAULIEU, Bernie Tanaka (voice) JACK NEWMAN, Jane Duddson LAURA EKSTRAND, Dynayellow (voice) BRUCE PIRRIE, Dynablue (voice) MARK MCKINNEY, Accused Spy STEVE HOLLANDER, Bernie Desire GIDEON BROWER, Dynapink (voice) KATHLEEN LASKEY, Sid Dickliss JON SPURNEY, Dynabiege JEFF MAYS, Cy Steinberg (voice) RICK SHURMAN, Rhinoman (voice) RAY LANDRY, Ernie Boston DANTE CENTUORI, Jenny Beckman CALI ALPERT, Bob Sesler GEORGE WONG, Rapper TOM JAYE/DAVID PERALSTEIN/ DEBRA DRIMMER/MITCH BROADY, Fan YOLANDA DAVIS/CYNTHIA FRIEDLAND/LIANNE KLAPPER/FRANK CASTORO/STACIE NEGAS/PAT WADSLEY, KENJI BROWN (VOICE), DAVE COUCH (VOICE), ROTH EDELKAUF (VOICE), Louis T. Cranberry STEVE HARPER, Dynablack (voice) BILL JOHNSTON , ED KAUFBURD (VOICE), RICH LATHER (VOICE), SHARI ROMAN (VOICE), PENNY SOO (VIOCE), SUKI SUE (VOICE),

RELATED SHOWS:

KAGAKU SENTAI DYNAMAN

E.A.R.T.H. FORCE

E.A.R.T.H. Force are a group of scientists, which was set up to prevent and investigate claims of environmental disasters.

Gil Gerard also played Captain Buck Rogers in *BUCK ROGERS IN THE 25TH CENTURY*. The special effects for the series were created by Photon Stockman, and Australian effects house, and the original music was by Ken Harrison.

The organisation is called 'Earth Alert Research Tactical Headquarters' (E.A.R.T.H.). In total six episodes were filmed. Yet only three episodes are believed to have been aired. Hence the belief that there were only three episodes made. It was filmed in Australia.

WR.

DIR. Bil Corcoran.

EPISODES: 6 **YEAR MADE:** 1990 **COUNTRY:** US **SEASONS:** 1

PARAMOUNT TELEVISION

CREATOR: RICHARD CHAPMAN & BILL DIAL

TYPE OF SHOW: ENVIRONMENTAL **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 16/09/1990 **AIR DATE OF LAST EPISODE** 29/09/1990

SEASON DATE BREAKDOWN:

FILMS:

Dr. John Harding GIL GERARD, Carl Dana CLAYTON ROHNER, ROBERT KNEPPER, Catherine Romano TIFFANY LAMB, Chuck Dillion STEWART FINLAY-MCLEMON, Diana Randall JOANNA PACULA.

RELATED SHOWS:

BUCK ROGERS IN THE 25TH CENTURY

1 - 1 *"PILOT"*

When sabotage at a nuclear power plant triggers an alert, industrialist Frederick Mayer assembles a team to combat the crisis.

Wr Richard Chapman, Bill Dial

Dir Bill Corcoran

1 - 2 *NOT SO WILD KINGDOM*

Animals from a refuge/preserve are being sold.

Wr Richard Chapman, Bill Dial

Dir Bill Corcoran

1 - 3 *NOT IN MY BACK YARD*

A widow whose son is dying of toxicity asks the team to a Kansas town possibly being poisoned by a big developer's landfill.

Wr Richard Chapman, Bill Dial

Dir Rod Hardy

1 - 4 *DARK WATER*

1 - 5 *THEY SHOOT TREES-DONT THEY?*

1 - 6 *CLUB DEAD*

EARLY EDITION



Stockbroker Gary Hobson's life is in shambles. He has just been thrown out by his wife, his boss isn't happy with his work, and things have never looked worse. Then a cat shows up with a newspaper filled with tomorrow's news. At first he goes through the typical greed-related emotions, but ultimately he realises he has a special gift and gets to work preventing tragedies.

At the end of the second season Fisher Stevens who played Chuck Fishmen left the series. Executive producers for the series were Bob Brush, Michael Dinner, Lillah McCarthy and Deborah Jay Levine. Co-executive producers were Ian Abrams and Richard Hues. The producer was Robert Rabinowitz, consulting producer was John Romano and the co-producers were Patrick Q. Pace and Vik Rubinfeld. The series was shown on CBS in the US. The series remained relatively popular in the US, but at the end of each season the show has been threatened with cancellation, mainly because it did not attract the 18-49 age group.

For season three Fisher Steven's Chuck Fishman departed for Hollywood, the character would return however for a two part story later on. Joining the show for the third season were Erica and Henry Paget from episode 3.2 who were played by Kristy Swanson and Myles Jeffrey. Swanson was the star of Buffy: The Vampire Slayer in the cinema. Billy Worley played the new bartender Patrick.

The series was slow to be picked up in the UK with only Season One being broadcasted first on Sky One and then on ITV. While far too many TV shows are centred on cops, lawyers or doctors, and are often based in major cities like Los Angeles or New York, Early Edition boasts an innovative concept and a refreshingly different locale. Filming in Chicago, the production team often battle against the elements - but the wintry, snow-covered city always looks tremendous on film. Kyle Chandler had previously had starring roles in the film Homefront and has had a recurring appearances in TV show Tour of Duty.

Mixing cosy and comfortable scenarios with daring and ground breaking ideas, Early Edition was a success. The series became a key player in CBS' schedule. The show has had a pottered history in the UK, the series was first seen on Sky One, where they showed the first season, but then stopped showing any more. The series was then promptly bought by ITV and shown on a Saturday afternoon slot, as filler material, never getting a good or consistent run.

In the UK there was a long gap between the showing of the first season and the second, almost two years had passed before second season episodes started airing on Sky One.

Season Four - Romance will be in the air including a flint with a detective played by Constance Marie but Kirsty Swanson who played season three's love interest Erica Paget, did not return, or her son Henry (Myles Jeffrey). Gary also has a new sparring partner in the form of Chicago Sun-Times photographer Miguel. Played by Luis Antonio Ramos, Miguel is extremely suspicious of Gary's excessive interest in the news.

AWARDS

Academy of Science Fiction, Fantasy and Horror Films.

Best Genre TV Actor - Early Edition - Kyle Chandler (1997)

WR. Ian Abrams, Bob Brush, John Romano, Alex Taub, Robert Rabinowitz, Deborah Jay Levine.

DIR. Michael Dinner, Randall Zisk, Michael Nankin, Susan Seideman, Michael Toshiyuki Uno, Jace Alexandra.

EPISODES: 90 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 4

A THREE CHARACTERS AND ANGELICA FILMS/ TRISTAR TELEVISION PRODUCTION IN ASSOCIATION WITH CBS PRODUCTIONS.

CREATOR: PATRICK O'PAGE, IAN ABRAMS, VIK RUBENFELD, BOB BRUSH (Developed)

TYPE OF SHOW: FANTASY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 23, (2) 22, (3) 23, (4) 22

DATE OF PREMIER: 28/09/1996 **AIR DATE OF LAST EPISODE** 27/05/2000

SEASON DATE BREAKDOWN:

FILMS:

Gary Hobson KYLE CHANDLER, Marissa Clark SHANESIA DAVIS, Chuck Fishmen FISHER STEVENS (1-2), Boswell JAMES DEUTER, Erica KRISTY SWANSON (3), Henry Paget MYLES JEFFREY (3), Patrick BILLY WORLEY (3), Miguel Diaz LUIS ANTONIO RAMOS (4).

1 - 1 *PILOT*

After being kicked out of his house by his wife, Gary Hobson is forced to move into a hotel room. It was a regular Monday morning, except for a mysterious paper that was delivered by an even more mysterious yellow cat at his door. At first Gary didn't pay much attention to the paper, but after a while he realized that wasn't a regular paper, it was tomorrow's paper.

Wr Bob Brush, Ian Abrams

Dir Michael Dinner

1 - 2 *THE CHOICE*

Gary has to make a decision between saving a little girl from dying or stopping a plane from crashing and making over 190 victims. Since Chicago is stuck in its biggest traffic jam ever, Gary can't get to the airport. When he is about to take the train, he sees the little girl and decides to save her. The doctors ignore her and Gary then has to open their eyes for her real condition. Will he also be able to stop the plane crash, or will he fail?

Wr Bob Brush, John Romano

Dir Michael Dinner

1 - 3 *BABY*

Gary helps Chuck deliver twins in an elevator after Chicago has a blackout due to Gary's inability to stop street workers to keep a water pump turned off. Meanwhile, Gary keeps chasing for a mysterious blonde woman while his ex-wife attempts to get back together.

Wr Bob Brush, Alex Taub

Dir Randall Zisk

1 - 4 *THE PAPER*

"Special-subscriber" Gary is upset. He claims the paper destroys the quality of his life. An old picture of the cat inspires him to investigate at the office building of the Sun-Times, and he meets one of the paper's star reporters who researches the disappearance of a union reformist. What emotions that evokes!!

Wr Bob Brush, John Romano

Dir Michael Nankin

1 - 5 *THEIF SWIPES MAYORS DOG*

Gary has to stop the mayor's dog from being kidnapped. The kidnapper turns out to be Chuck's uncle, who was trying to get back at the mayor after a public truck ran over his dog. Phil says he'll only stop after he gets a written apology from the mayor. All Gary gets is an autograph.

Wr John Romano, Robert Rabinowitz, Bob Brush

Dir Susan Seidelman

1 - 6 *HOOPS*

Michael Williams, one of the biggest high school basketball stars, has a heart condition that may cost him his life. Gary tries to convince him not to play, but his coach keeps pushing him to do so. He and Marissa visit Michael's neighborhood, where Marissa grew up. They appeal to Connie Hooks, one of Marissa's old friends and also the Michael Williams of their time.

Wr Bob Brush

Dir Rick Rosenthal

1 - 7 *AFTER MIDNIGHT*

Gary has to stop a 17 year-old single mother from abandoning her child. But as always, Gary gets more involved with her than he should, and finds out she left home pregnant and now works for a drug dealer. Meanwhile, Chuck uses the paper to get a date with an attractive woman he had to share a cab with.

Wr Deborah Joy LeVine

Dir Michael Toshiyuki Uno

1 - 8 *GUN*

Gary poses as a social worker in order to stop a little boy from shooting his brother, but he gets more involved with the family than he should. Gary steals the gun, but has to give it back after the paper announces that the wife will be beaten to death. When the husband drops by, Gary shows up with the police, but little Tommy had already stolen the gun and almost killed his brother. Meanwhile, Chuck has a really hard time trying to get rid of the cat's fleas.

Wr Alex Taub, Robert Rabinowitz

Dir Jace Alexander

1 - 9 *HIS GIRL THURSDAY*

Meredith is back. She wants to pick things up with Gary where they left last time they met. But the paper seems to be in the way of Gary developing anything deeper with her, since he doesn't want her to have access to it. She promises not to read it, but Chuck walks in on her reading the paper. They make a deal, and Chuck wins over 15 million in the stock market. He gets in trouble and steals the paper to lose the 15 million, but Gary thinks Meredith stole it. After reconciliation, Meredith leaves for Washington.

Wr Jeff Melvoin

Dir Stephen Cragg

1 - 10 *THE WRONGMAN*

Gary has to stop a man from his old office from killing himself. Marcia visits him with the news that she's getting married. She won't reveal the identity of her soon-to-be husband, but Gary finds out it's Phil Pritchard, his old jerky boss. Gary is not happy about it and a series of accidents make it look like he's trying to purposely hurt Pritchard and get in the way of their wedding. When the paper brings the headline that Pritchard is going to be murdered, Gary refuses to help him, but Chuck convinces him to do so. He also must stop Sam (the office mailboy for the past 9 years) from killing Pritchard.

Wr Alex Taub

Dir David Jones

1 - 11 *CHRISTMAS*

Gary has to stop a bomb from killing 20 ice skaters on a park. He goes to Det. Crumb for help, who still doesn't quite believe Gary. The headline on the paper changes to a department store, but still the bomber seems to be ahead of them. Meanwhile, Chuck is arrested for not paying 106 parking tickets. In his cell there's a man who thinks he's Santa, and he convinces Chuck to escape from jail and steal a car to deliver the gifts.

Wr Bob Brush

Dir Daniel Attias

1 - 12 *FROSTBIT*

It's 20 below zero in Chicago but Gary still has to rescue people around the city, even if the paper doesn't bring any important news. Plus, Chuck temporarily moves in to Gary's place after the heat in his place goes down, which is just another reason for Gary to be out of the house. He keeps running into a homeless kid, who is later featured in paper saying he froze to death. Now Gary has to find the kid, who got stuck under a pipe of an abandoned building. They both get locked there after the door is blocked, and now they rely on Chuck to save them from freezing to death.

Wr Alex Taub, Deborah Joy LeVine, Bob Brush

Dir Lee Bonner

1 - 13 *MOB WIFE*

Gary and Chuck get mistakenly involved with the mob after they save a gangster's ex-fiancée from being shot. They spend days trying to escape from trouble and death themselves, and to make it easier Chuck falls for the woman.

Wr Dusty Kay, Norman Morrill, Alex Taub

Dir Rick Rosenthal

1 - 14 *THE WALL (1-2)*

Morris from Chicago Sun-Times finds a box in the name of Lucious Snow and hands it to Gary. In the box Gary finds a newspaper from 1963 reporting on Kennedy's assassination and the business card of J.T. Marley, a secret agent. In the newspaper, Gary notices that the cat is in one of the pictures from 1963, and under the smudgy lines of tomorrow's newspaper he reads that the current president is going to be killed in his upcoming visit to Chicago by Gary! In the middle of that, a secret C.I.A. Agent shows up investigating Gary and arrests Chuck. Without a home to go to, Gary looks for Harry Hawks, the paper's editor, only to find out he's been murdered. To Be Continued.

Wr Bob Brush

Dir Michael Dinner

1 - 15 *BAT MASTERSON*

Gary meets an ex-cop who took the identity of Bat Masterson to continue his work against crime. The guy seems to be crazy, but helps Gary with his paper duties. As he learns more about Bat (or Mike Killebrew, his real identity), Gary discovers that he went crazy after his partner died.

Wr Dusty Kay

Dir Rick Wallace

1 - 16 *THE JURY*

Gary has to serve as jury on a trial and worries about the people he won't be able to save while on court. He tries by all means to get out of jury duty but can't. The case is about a man who is on trial for suspicion of stealing money from his company. Just when Gary (who was picked for foreman) is about to read the verdict the cat enters the courtroom and delivers the paper. The bailiff takes it away, but Gary manages to read a headline that says the man's wife can be the only one who might save him from going to prison and hanging himself. The jury is taken to a hotel to work on the verdict and can't leave for any purposes, but Gary manages to sneak out thanks to Chuck. The judge finally decides to have Gary removed from the jury but that doesn't stop him from interfering on the trial and saving the man's life.

Dir Stephen Cragg

1 - 17 *PSYCHIC*

Gary is unable to stop a child from being kidnapped and looks for help in Claire (a psychic who pursued him about opening a fortune telling business with her after he saved her from dying). She "felt" there was something wrong with the child, but Gary thought it was just a part of her act.

Wr Alexander J. Taub, Gina Wendkos

Dir Mel Damski

1 - 18 *PHATOM OF THE OPERA*

Gary saves a woman named Emma Shaw from being murdered during an art robbery. Gary keeps helping Emma establish herself in the city and develops romantic feelings for her, but the paper keeps getting in his way and interrupting their dates.

Wr John J. Sakmar, Kerry Lenhart

Dir Jan Eliasberg

1 - 19 *FAITH*

Gary and Chuck wait on a bridge to help a man who will be run over by a car, but they don't realize that the man is Gary, who is knocked out unconscious. At the hospital, Gary meets a girl named Rachel, who is waiting for a compatible heart. Rachel questions Gary about his beliefs in God, a role the paper imposes him to play after announcing that Rachel will find a heart - from a young boy killed in a hold-up. Now Gary must choose between ignoring the boy and letting Rachel live or saving the boy, at the cost of Rachel's life.

Wr Bob Brush

Dir John T. Kretchmer

1 - 20 *LOVE IS BLIND*

Marissa is at school, when Gary saves a college professor from being killed. Marissa soon has dinner and a study date with this student she meets.

1 - 21 *DAD*

The paper leads Gary far into a swamp where a young girl and her boyfriend kiss and caress. Her father is on the war path. Gary's father gets kicked out of his house by his wife, and visits Gary.

1 - 22 *THE CAT*

Gary takes the cat to the vet thinking he's not feeling good. He is obligated to leave him there overnight, but rushes to the clinic in the morning for the paper, only to find out it's not there (nor is the cat). The cat mysteriously appears at Eunice's (the vet's mother) house with the paper, and Gary wonders if the cat decided to abandon him. He later finds out that the cat only wants him to save Eunice, who was madly in love with Lucius Snow 40 years ago and is now dying from cancer.

Wr Norman Morrill

Dir Daniel Attias

2 - 1 *HOME*

Gary's hotel room burns in an electrical fire. While wondering where he is going to live, Gary also finds

out that a greedy businessman wants to purchase McGinty's and an orphanage in order to demolish them and build a parking lot. Gary and Chuck must save McGinty's and the orphanage, and Gary must find a new place to live.

Wr H. Wiggins

Dir Mel Damski

2 - 2 *THE MEDAL*

Gary must help a Vietnam vet who has the Congressional Medal of Honor when a ceremony in his honor triggers feelings of guilt because of a mistake he made in Vietnam. He has always kept it a secret to his family and at work.

2 - 3 *THE WEDDING*

McGinty's is asked to cater the wedding of Gary's ex-girlfriend, his high school sweetheart. Her romantic feelings are still somewhat directed at Gary, and what's worse, her father has been under police's witness protection for three weeks and the paper warns of criminal and violent actions at the wedding.

2 - 4 *JENNY SLOAN*

Gary must help a young boy who is ill with leukimia, but is refusing treatment. Gary wants him to meet Jenny Sloane, Chicago's sweetheart who is ill with cancer. A Sun Times columnist writes a column about Jenny Sloane.

Wr Alex Taub

Dir Gary Nelson

2 - 5 *DOWNSIZED*

Gary and Chuck must keep on old college from having plastic surgery that will prove fatal.

Wr Nick Harding

Dir Mel Damski

2 - 6 *ANGELS AND DEVILS*

Gary attempts to stop a nun from renouncing her vows.

Wr Sean Cholodenko

Dir Gary Nelson

2 - 7 *REDFELLAS*

Gary saves a beautiful Russian violinist from an assassin.

Wr Carla Kettner

Dir John Kretchner

2 - 8 *MARCH IN TIME*

After learning that a leader of a racist movement will be assassinated during a march, Gary begins to debate whether he should save his life or let him die. Marissa manages to convince him to save him, but the dilemma is further compromised when the leader's comrades attack and vandalize McGinty's. Now Gary has to stop the sniper from killing the leader of the movement. The situation is further complicated when the leader's son befriends a young African-American kid.

Wr Randy Feldman

Dir Robert Ginty

2 - 9 *A REGULAR JOE*

Gary must persuade a football star to give up the game.

Wr Jeff Melvoin

Dir Mel Damski

2 - 10 *A BRIS IS JUST A BRIS*

Gary comes between his cook and an accident-prone librarian. Chuck turns truthful while dating a Rabbi.

Wr Alex Taub

Dir Scott Paulin

2 - 11 *A MINOR MIRACLE*

Gary's search for a missing child makes him a suspect in her disappearance.

Wr Randy Feldman

Dir Jim Charleston

2 - 12 *ROMANCING THE THRONE*

Gary protects a European princess who has escaped from her royal tour for a much needed day off.

Wr Carla Kettner

Dir Gary Nelson

2 - 13 *WALK, DON'T RUN*

Gary falls for an old friend whose research is about to fall into the wrong hands.

Wr Sean Clark

Dir Richard Heus

2 - 14 *THE RETURN OF CRUMB*

Gary tries to protect a cop from a corrupt investigation.

Wr Randy Feldman

Dir Gary Nelson

2 - 15 *MUM'S THE WORD*

Marissa is seduced by an Egyptian art dealer.

2 - 16 *WHEN OR WHERE*

Gary's new neighbour appears to have been a murder victim fifty years ago.

Wr Shannon Dobson

Dir David Grossman

2 - 17 *THE FOURTH CARPATHIAN*

Gary's parents reunite a family.

Wr Alex Taub

Dir Gary Nelson

2 - 18 *THE QUALITY OF MERCY*

Gary wonders why he is sent to save someone who then tries to commit murder.

Wr David T. Levinson

Dir Fisher Stevens

2 - 19 *SHOW ME THE MONET*

Gary and his friends team up to help an art forger return a stolen masterpiece.

Wr Nick Harding

Dir Mel Damski

2 - 20 *DON'T WALK AWAY, RENEE*

Gary falls for a childhood friend.

Wr Sean Clark, Alex Taub

Dir Gary Nelson

2 - 21 *HOT TIME IN THE OLD TIME*

Gary is transported back in time to the eve of the 1871 Chicago fire.

Wr Carla Kettner

Dir Gary Nelson

2 - 22 *SECOND SIGHT*

When her friends are kidnapped, Marissa is left to fend for herself.

Wr H. Wiggins

Dir Daniel Attias

3 - 1 *BLACKOUT*

First Gary saves the lives of two 6-year-old children from dying in a trunk during a heat wave. McGinty's gets a new bartender, a kid named Patrick. Marissa begs Gary to hire a full time manager to replace Chuck. Gary then rushes to an office building where a space heater has caught on fire. The co-workers are too busy arguing to thank or even notice Gary. Gary wakes up the next day to find a large headline reading "Blackout, Five dead in looting." After asking for Marissa's advice, Gary rushes off to warn the power company. Of course his warnings fall on deaf ears. Gary is then left dealing with the pandemonium of the "Most massive power failure in Chicago's history," including preventing the destruction of a small convenience store.

Wr Star Froman

Dir Gary Nelson

3 - 2 *COLLISION*

Chuck has left 'McGinty's in financial chaos and Marissa announces for a pub manager in the paper without telling Gary who has hands full with the choice of preventing a major car crash or saving an 8 year old.

Wr Alex Taub

Dir Randall Zisk

3 - 3 *A HORSE IS A HORSE*

Henry witnesses Gary rescue a clown from a falling bucket that he catches with a net. Henry is wildly impressed and nothing can stop him finding out about the paper. Accidentally Henry's father, a chronic gambler, comes to visit him.

Wr Carla Kettner

Dir Lee Bonner

3 - 4 *LT. HOBSON, USN*

To stop an explosion, Gary poses as a Navy Lieutenant., but before he can get off the base, he attracts the attention of an admiral who wants Gary to take his daughter to a dance. When he tries to take her to the dance, he gets arrested and ends up in the Navy jail. The next morning the paper comes to the jail and it says that McGinty's is going to blow up. Henry reads in the paper about peace talks that aren't working, so he emails the government and the peace talks end up taking place at McGinty's.

Wr Sean Clark

Dir Mel Damski

3 - 5 *SAINT NICK*

Erica reunites with a childhood friend, Nick Sterling, who seems to be the perfect guy. Gary is jealous of their relationship and reads in the paper that Nick is going to propose to Erica. Gary also reads that the hospital that Nick just got done building is going to catch on fire at the opening party so he goes to the party but the building still catches on fire and he has to save Nick and Erica.

Wr Jeff Melvoin

Dir Jim Quinn

3 - 6 *HALLOWEEN*

The cat changes its colour to black. Two witches who sees Gary as a warlock wants to force him to get their sister back who's been locked up in close to 200 years. Gary finds it more important to keep poisoned candy off the streets that's going to kill 3 children.

Wr Bob Brush

Dir Gary Nelson

3 - 7 *UP CHUCK*

A very rare surprise visit from Chuck makes Gary suspect hidden plans of money and the paper but Chuck has ultra suède clothes and a limousine. Soon a very active photographer turns out to be Chuck's nephew,

Wr Alex Taub

Dir David Grossman

3 - 8 *DEADLINE*

Gary tries to clear the name of an innocent man on death row hours before his execution. Lucious Snow had failed to stop the murder, but left Gary some clues.

Wr Sean Clark

Dir Scott Paulin

3 - 9 *IN GARY WE TRUST*

Gary is in danger after preventing a spa worker from being shot in the sauna. Turns out that the people who were going to kill him are mobsters and the spa worker is actually an FBI agent working on a case to bring the mobsters down.

Wr Carla Kettner

Dir Ian Barry

3 - 10 *NEST EGG*

To his big surprise Gary runs into his mother in the middle of Chicago. Later he shadows her and sees her drink champagne with a strange man. Gary first suspects an affair. Instead the stranger has tricked her to

invest in a fictive company. Gary must try to get his parent's money back after his mother has lost their nest egg to a con artist.

Wr Alex Taub, Sean Clark

Dir Gary Nelson

3 - 11 *TEEN ANGELS*

The paper is cut into tiny pieces and Gary is puzzled into a school shooting incident as the principal mistakes him for a sub teacher.

Wr Laura Doyle

Dir James Quinn

3 - 12 *SLIPPITY DOO-DAH*

Gary catches a snake that was going to bite a bingo player who faints and knocks her head. However, she's incapable of her next doings: babysitting Henry Gary takes over, but Marissa warns him that he can't handle both the paper and Henry. While babysitting for Henry, Gary's intervention with one accident sets off a chain reaction of accidents.

Wr Carla Kettner

Dir Fisher Stevens

3 - 13 *THE LAST UNTOUCHABLE*

An old ex-cop with an outdated driver's license starts his car and Gary crawls on it to stop him driving. Two Italian tourists are robbed by fake taxi drivers. The tourists charm Erica to show them old Chicago buildings, and Capone's last living major gang member is released from prison.

Wr Sean Clark

Dir Randy Roberts

3 - 14 *JUST ONE OF THOSE THINGS*

Gary decides to tell Erica about the paper but she does not believe him because unfortunately, Patrick, who is looking for an apartment, accidentally takes Gary's paper.

Wr Alex Taub

Dir Gary Nelson

3 - 15 *FUNNY VALENTINE*

While in town to discuss a major deal with the Chicago Cubs, star ball player Andy Miller escapes serious harm when Gary saves him from being severely injured in a freak accident. Andy does bruise his shoulder during the incident, however, and Gary takes him to the hospital where Andy winds up falling in love with his physician, Dr. Suzy Pietro. Andy decides to accept the Cubs lucrative offer so he can stay in Chicago and be with Suzy. Unfortunately, Andy's agent doesn't want him to sign with the team and he soon learns that Suzy is contemplating a marriage proposal from another man

Wr Jeff Melvoin

Dir Adam Nimoy

3 - 16 *NUMBER ONE WITH A BULLET*

Marissa's old friend, Julius aka C-Roc, is in town for a cd signing and Gary has to prevent him from being killed.

Wr Attica Locke

Dir David Petrarca

3 - 17 *TWO TO TANGLE*

A couple is fighting with each other over their lingerie company, and Henry befriends their daughter.

Wr Rick Mittleman

Dir Jim Quinn

3 - 18 *FATE*

A homeless man plummets to his death while Gary tries to save him. Gary is rattled by his inability to prevent the tragedy and questions his involvement with the paper. When Gary refuses to prevent the next day's bad news, he winds up being forced to confront his own fate when he reads his obituary in the paper and must figure out what he's done wrong so he can save his life.

Wr Carla Kettner

Dir Gary Nelson

3 - 19 *CRUMB AGAIN*

Crumb is about to publish a manuscript about police corruption in Chicago, when he becomes the target

of someone who doesn't want the book to come out. Gary and Crumb then narrowly escape a drive-by shooting, and Federal Agent Brigatti, who recently transferred to the Chicago detective squad, takes on the case and attempts to track down Crumb's potential killer.

Wr Sean Clark

Dir Mel Damski

3 - 20 *PINCH HITTERS*

Gary tries to prevent an accident involving a rare monkey, but he gets bitten by the animal and is forced into quarantine until it can be determined whether or not he has contracted a rare disease. In the meantime, Gary enlists Marissa's help in preventing the elderly man from being injured in a variety of dangerous mishaps. With the help of her new boyfriend, Emmet, she attempts to save the man.

Wr Dan Freudenberger

Dir Todd Pfeiffer

3 - 21 *HOME GROAN*

While Gary is able to prevent a robbery attempt by the dangerous criminals, he is unable to convince the local sheriff that the convicts are hiding out in his little town. It turns out that Joe is an envious old high-school classmate of Gary's who decides to throw him in jail for causing a raucous. While behind bars, Gary reads in the paper that his mother will be killed by the convicts. When he's unable to convince Joe to stop by his parents house to prevent the impending tragedy, Gary's dad, Bernie, comes to his rescue and they both rush to save Gary's mom.

Wr Alex Taub

Dir Scott Paulin

3 - 22 *PLAY IT AGAIN SAMMO*

Gary does his usual routine to help others, and finds himself involved with the robbery of an ancient Chinese helmet that was stolen from LA. Detective Sammo Law from the Los Angeles police department is in Chicago looking for the missing helmet. After investigating Gary's involvement with the case, Sammo and Gary find out Gary accidentally bought the helmet as a piece of an art decoration object. Unfortunately the helmet is stolen again, forcing Sammo and Gary to team up to get it back, while trying to stop the man who stole it and his niece from being murdered by international smugglers who want the helmet.

Wr Sean Clark

Dir Gary Nelson

3 - 23 *BLOWING UP IS HARD TO DO*

Gary saves a woman from drowning in a pool at a women-only gym, who turns out to be Detective Armstrong's wife. The Armstrongs invite Gary and Erica to dinner at their house; Det. Armstrong is suspicious about Gary saving his wife, and accuses him of trying to kill her. Erica decides to end her relationship with Gary, and leave Chicago. Meanwhile, Gary has to prevent two places from blowing up after a manifesto is sent to the Sun Times and the TV station, both of which refuse to read or publish it, and then are targeted by the people who wrote it.

Wr Jeff Pinkner, Carla Kettner

Dir David Grossman

4 - 1 *THE OUT-OF-TOWNERS*

It's Gary's 3 year anniversary with the paper what Mariss is eager to celebrate. The paper's warnings disappear when Gary arrives to handle them. Then he meets a New Yorker who also has a paper.

Wr Alex Taub

Dir Gary Nelson

4 - 2 *DUCK DAY AFTERNOON*

In an effort to avoid spending time with his parents, Gary races off to save a group of ducks and draws the attention of inquisitive Sun Times photojournalist, Miguel Diaz. When Gary pleads with Miguel not to run the photo he took of him - so his parents won't find out that he's intentionally ducking them-the photographer becomes more curious. He realizes that Gary's name keeps popping up in connection with many rescues. Unable to shake his folks, Gary lets them tag along on a routine save at a bank that escalates when Lois and Bernie are taken hostage. Under the suspicious eyes of Miguel, Gary must avert disaster by dealing with the nervous robber and his suffocating parents, who confront him during the hostage crisis about why he keeps avoiding them.

Wr Carla Kettner

Dir Randy Roberts

4 - 3 *TAKE ME OUT TO THE BALL GAME*

After Gary reads that Pedro Mendoza, a rookie pitcher for the Chicago Cubs, is going to pitch a no-hitter. Chuck convinces him to attend the game. But when Chuck inadvertently changes the course of the day's events by taking a cab meant for the ballplayer, the story is replaced by an item about the pitcher being injured while on his way to Wrigley Field. After preventing Pedro's impending accident, Gary races to protect a restaurant owner from being seriously injured by a loan shark. When it turns out that the man is Pedro's brother, Gary and Chuck find themselves in the middle of another potential tragedy. They read that the brother will be killed and the ballplayer's arm will be broken by the menacing thugs. With only a few hours left, the duo must try to save the day so Pedro can pitch the game and still make the history books

Wr Sean Clark

Dir Reza Badiyi

4 - 4 *THE ICEMAN TAKETH*

The paper has told Gary that a ship sailing on Lake Michigan is going to explode. As he enters he accidentally takes the name to act as Brigatti's newly-wed husband in a police operation.

Wr James Stanley, Diane Messina Stanley

Dir Scott Paulin

4 - 5 *CAMERA SHY*

While covering the opening of a local pickle factory, Miguel winds up in the middle of one of Gary's saves, when he falls head first into a barrel of kosher dills. After Miguel's pickled puss winds up in all the papers, he loses his job and must take a position at a museum, where he's forced to photograph uncooperative school children. When Gary reads that one of the kids at the museum will be injured, he races to prevent the tragedy - only to cost Miguel another job. To make matters worse, while at the museum, Miguel inadvertently takes a photo of Bruce Bryce a vicious criminal thought to be dead. When he realizes he has evidence that could potentially get him his newspaper job back, Miguel heads over to the Sun Times with the film. But Bryce tracks him down and threatens him with bodily harm if he doesn't hand over the photos. With Miguel's life in jeopardy, Gary must figure out how to save him before his days as an inquiring photographer are over.

Wr Eric Tuchman

Dir Reza Badiyi

4 - 6 *WILD CARD*

While struggling to find a way to tell his boss that he's leaving McGinty's for good, Patrick thoroughly frustrates Gary by following him around all day and triggering a host of potential disasters. When Patrick's actions culminate in an explosion at a Halloween rave party, Gary instructs him not to move a muscle - a directive that backfires when Patrick attempts to help and winds up in a life-threatening situation.

Wr Josh Appelbaum, André Nemeč

Dir Kevin Dowling

4 - 7 *FATAL EDITION (1-2)*

When Frank Scanlon, a Chicago Sun Times columnist famous for his exposes, meets Gary during one of his daily saves, Gary piques the interest of the reporter, who believes that the rescues are more than coincidental. Intent on investigating Gary further, Scanlon demands that Sun Times cameraman Miguel Diaz hand over the confidential file he's been collecting on Gary. Meanwhile, when Gary reads in the paper that Scanlon is about to be murdered, he rushes to save him but the paper lists the wrong time of death - leading Gary to be found at the scene by police and subsequently arrested. Mounting circumstantial evidence even has Detective Toni Brigatti convinced of Gary's guilt. After escaping his arraignment, with Marissa's help, Gary becomes a fugitive desperate to find Scanlon's murderer.

Wr Jeff Pinkner

Dir Gary Nelson

4 - 8 *WEATHER GIRL*

With Gary as her guide, Rebecca becomes renowned for her accurate forecasts, until the paper shows up at his doorstep one morning without a trace of the next day's weather. Searching for a way to save his budding relationship, Gary reads a story in the paper about a group of construction workers who are killed when a gale force wind knocks over a Christmas tree they're trying to put up. Racing to the television studio, Gary attempts to get Rebecca to warn the workers about the potential disaster. Meanwhile, Gary's old friend Uncle Phil (guest star Fyvush Finkel, reprising the role) winds up in a series of jobs and disasters that Gary must prevent.

Wr Alex Taub

Dir Mel Damski

4 - 9 *RUN, GARY, RUN*

When Gary ignores Marissa's repeated requests to help her manage the workload at McGinty's, the paper plays a dangerous trick on him: he reads that his friend will be struck and killed by a car. Gary finds himself in a daily replay of the same 24 hours, à la the film *Groundhog Day*, when, unable to save her the first time around, he awakens to find history repeating itself -- twice. Failing to prevent the accident a second time, Gary is given one more chance to learn from his mistakes so he can save Marissa's life.

Wr Carla Kettner

Dir Scott Paulin

4 - 10 *ROSE*

Although Crumb cautions Gary that Rose may appear sweet and innocent but is probably trouble, Gary ignores his warning, even when evidence surfaces that she has a criminal record. When he believes her explanation that an old boyfriend is after her, Gary agrees to loan Rose \$25,000 to get rid of him and is stunned when she suddenly runs off with his money.

Wr Lorin Wertheimer

Dir Julia Rask

4 - 11 *SHOW ANGLES*

While out in the snow, Gary encounters two men, Earl Camby, a reformed criminal who now devotes his life to helping those less fortunate than himself, and Cliff Mourning, a sleazy motel operator. As Gary tries to save Earl's life when a building collapses on him, he reads that Cliff is going to succumb to a heart attack. Torn between leaving Earl alone to die while he saves an ungrateful human being, Gary contemplates a decision that could ultimately tie the two men's lives together.

Wr Josh Appelbaum, André Nemec

Dir Sander Stern

4 - 12 *GIFTED*

After preventing Nikki from being injured in a school bus accident, Gary meets the tough-talking 13-year-old and learns that she also knew about the accidents before they almost happened.

Wr Diane Messina Stanley, James Stanley

Dir Kevin Dowling

4 - 13 *PERFORMANCE ANXIETY*

The former recipient of the New York paper decides to relinquish his duties by turning over the next day's news to his friend Clams, but the paper suddenly stops coming after Clams meets with a mysterious man asking questions about his satisfaction with his special subscription. When Gary is involved in a similar meeting, Clams warns him that he too could lose his paper if he makes any wrong decisions. Desperate to get his own paper back, Clams steals Gary's edition so he can convince the powers-that-be to give him another chance. But even as he tries to make amends, Clams continues to abuse the paper and winds up putting the life of a down-on-his-luck computer genius in jeopardy. When Gary reads that Clams and the computer wiz will perish in a dangerous explosion, he must race to save their lives before it's too late.

Wr Doris Egan

Dir Gary Nelson

4 - 14 *FALSE WITNESS*

While stealing cars for a chop shop, Jose (Joey) encounters Gary, who is brought in by police to ID the teenager in a criminal lineup. When Gary realizes that Joey is Miguel's little brother, he denies knowing him in order to protect his friend. Although Joey promises Gary that he will go straight, his accomplice pressures him into pulling another job, a heist in which the owner of the car is shot and Gary is taken hostage. While trying to convince Joey to give up his life of crime, Gary is wounded by gunfire and left to ponder whether or not he should have acknowledged Joey's involvement the first time around before people were seriously hurt.

Wr Eric Tuchman

Dir Ian Barry

4 - 15 *THE PLAY'S THE THING*

While at the theater, Gary runs into his old friend, ex-Chicago police detective Marion Crumb, who joined the Shakespearean troupe after the play's director, Bonnie Rousseau, convinced him to pursue his natural born acting talents. While pooling the cast's money to put on the production, Bonnie recruits Gary to replace one of the leads who has had an accident. As Gary throws himself into his new role, the production is threatened -- first by a producer claiming to have rights to the theater and then by an arsonist. As Gary and Marion work together to put out all the fires, damaging evidence arises against Bonnie that reveals she's a scam artist. With hours left before show time, it's up to Gary to stop Bonnie

from deserting her devoted troupe -- or else it's curtains for everyone.

Wr Michael Kotz

Dir Deborah Reinisch

4 - 16 *BLIND FAITH*

Gary loses his sight while trying to protect teens from a massive explosion.

Wr Jeff Pinkner

Dir Jim Quinn

4 - 17 *OCCASIONALLY AMBER*

Chuck announces his engagement, but Gary discovers she is a scam artist.

Wr Lawrence Meyers

Dir Kyle Chandler

4 - 18 *MEL SCHWARTZ, BOUNTY HUNTER*

Gary runs into a robber who strips him of everything. Gary recognizes him the next day and starts to pursue him but so does a bald car driver called Mel.

Wr Gary runs into a robber who strips him of everything. Gary recognizes him the next day and starts to pursue him but so does a bald car driver called Mel.

Dir Todd Pfeiffer

4 - 19 *TIME*

Gary finds out why he was chosen to receive the paper.

Wr Carla Kettner

Dir Mel Damski

4 - 20 *EVERYBODY GOES TO RICK'S*

Gary travels back in time to 1929, and is the proprietor of a speakeasy at the location where McGinty's is currently located. He must try to prevent the St. Valentine's Day Massacre.

Wr James Stanley, Diane Messina Stanley, Lorin Wertheimer

Dir Gary Nelson

4 - 21 *LUCK O' THE IRISH*

A young Irish woman loses her chance at a million dollar lottery when Gary swipes her dollar that she was going to buy the winning ticket with. To repay her he ends up caught up in a wild scheme that has them pretending to be engaged while Kate looks for a man she loves.

Wr Sean Clark

Dir Gary Nelson

EARTH 2



Earth 2 was a series set 200 years in the future about a group of human colonists out to settle a 'new world. In this future society, mankind had made the Earth uninhabitable through a depletion of resources, pollution, the destruction of the ozone layer and atomic war. Everyone now lived on space stations orbiting the Earth.

This change of habitat has had one big negative side effect. Over the generations a disease called the syndrome had begun to afflict more and more people. Devon Adair's son Ulysses was afflicted; with the disease Devon believed that the Syndrome had been caused by mankind's move to a sterile environment. She hoped that moving her son to the open air would cure him of his condition. Since the Earth was uninhabitable. Devon decided to look elsewhere for a new home. She found one in a planet known Only as G-889. G-889 was 22 light years away from Earth. Mankind had been aware of its existence for some time. No effort had been made to settle the planet since after generations of living in space stations everyone thought that was the only way to live.

Devon was able to find a small group of people who were willing to settle the new world. They decided where the ideal place on G-889 was to live and embarked for the new world. The journey proceeded well until they reached G-889. The spaceship was forced to crashland on the opposite side of the planet from where they intended. All on board, including several people who were planning to return to Earth, were stranded on G-889.

The colonists decided to make the long journey to their original destination. On this journey they found that their new world had an abundance of natural resources and also had several intelligent native life forms. The most prominent of these races were the Terrians. The Terrians lived underground in tribal communities and were only able to communicate with the humans in dreams. The Grendlers were a race of nomadic scavengers. They were traders and at times helped while at other times they hindered the colonists. The Koba were a race of small animal-like creatures. True took one on as a pet despite the fact that they were known not to be safe. The colonists found themselves thrust into the role of alien invaders. Although they had not come to G-889 to wreak havoc with the natives, they unintentionally often did.

Central characters in Earth 2 consisted of: Devon Adair, it was her vision which mounted the expedition to G-889, she became the colony's leader and the others looked to her for guidance Her son Ulysses was the boy in the plastic bubble. He had spent his entire childhood living in virtual reality and was only now learning about the real world Yale was a mysterious man who had been employed by the Adair family for two generations. Yale was a cyborg. He had an immensely strong robot arm and also had a computer chip implanted in his head. This chip contained vast amounts of information.

He did not know much about his past, since he had no memory about himself before he became a cyborg. Initially Yale had been hired to tutor Devon, a role he has now taken on for her son. John Danziger was a mechanic on the ship. Although he was not intending on becoming a colonist, he soon finds himself becoming one of the colonist's leaders. True was Danziger's teenage daughter who was a tomboy and was also on the trip with him. Morgan Martin was the government liaison who was on the trip to see the colony set up then return to Earth. Not wanting to be on G-889, Martin was least able to accept life on G-889. His wife Bess was a bit more able to adapt to life on the new world, Bess had been raised on Earth. the daughter of one of the few people forced to mine the few remaining resources there.

Dr. Julia Stern was the colony's medical officer. She was the product of genetic engineering, with the predisposition to become a doctor implanted into her before her birth. The ship's pilot was Alonzo. Alonzo was born over a hundred years ago despite appearing to be in his early 20's. This was due to the fact that he has spent numerous years in suspended animation while flying. Zero was a robot designed for construction work. Zero liked his work and was not all that smart.

Star Trek may once have been dubbed a 'Wagon Train to the stars', but this one-season drama deserves the tag

far more. The cast is fine - NYPD Blue cast-off Debrah Farentino as the mission leader, Devon, Sullivan Walker as a philosophical cyborg, Clancy Brown as a rugged single-parent handyman, and for added sex appeal, Jessica Steen as a fresh-faced doctor who is also a Council agent, and Antonio Sabato Jr as a pilot. Also lurking menacingly, for a while, is Tim Curry, guest starring as a dangerous schemer who somehow got to the planet before them.

Despite a highly impressive pilot - the pre-crash sequences are excellent - Earth 2's problem is that it gets too repetitive too soon, and it's a hardy viewer who can complete the full season trek with them.

Unusually for a sci-fi series, its trio of creators, Michael Duggan, Carol Flint and Mark Levin had virtually no previous sci-fi experience. Duggan was a writer on *St Elsewhere*, Flint a writer/producer on *China Beach* and Levin the same on *The Wonder Years*, *It shows*.

American TV can be tough if a show doesn't deliver the ratings, and so it was with Earth 2. But it's hard to see how British TV would've even given a show 21 episodes if it wasn't winning an audience. Earth 2 aired in America from November 1994, and on Sky One in the UK, from 4th October 1995. Jessica Steen was also in the SF show *CAPTAIN POWER AND THE SOLDIERS OF THE FUTURE*. Executive producers for the series were Michael Duggan, Carol Flint and Mark Levin, the music was created by David Bergeaud. The co-producer was P. K. Simonds, the production manager and producer was Tony To. Associate producers for the series were Janace Tashijan and Chip Masamitsu, the music was created by David Bergeaud. The costume designer was Deborah Everton, the casting was by Megan Branman, C.S.A., the visual effects were by Dream Quest Images, the visual effects supervisor was Michael Shea.

The special effects supervisor was Kevin Pike, the creature and make-up effects were created by Greg Cannom. Creature effects supervision was by John Logan, the creature effects coordinator was Keith Vanderlaan. The set designer was Maya Shimoguchi and Suzanne Feller-Otto. The production designer was Victoria Paul and the director of photography was Felix Enriquez Alcala.

A solid network production, Earth 2 promised to bring high class SCI-FI back to the big three television prime time. While in part succeeding, Earth 2 suffered from some rather silly plot devices, and a very confusing alien race that rather than bring mystery or intrigue, just served to make one grimace with confusion. Not a good way to gain popularity. Okay, let's see if I have it (I know I am dense, but wow this is tough stuff).

The Aliens are part of the planet...or symbiotic to the planet or maybe it's both. Humans are able to also be symbiotic or part of the planet too (we have the leader's son growing up and becoming more and more "one with the planet" (Spock would be so pleased!))). Then there is the long lost prisoner daughter who has been raised by the aliens. She is a complete convert as she can, like the other aliens, drop down through the ground and be transported by the planet to some nearby caves. Or I guess.

Then the planet itself as these little portals that even mere humans can use to bip across many miles to the opposite hemisphere. Okay I just about think I've got that sub-plot. Now for another one. The colonists are by their mode of departure from the space station, a group of renegades. They have been sabotaged at about every turn. Also, they have been tricked into being sent to a prison planet, a planet with known weirdness. To top it off, it appears that Central (that's the bad guys back home) knew all along that this would turn out to be some kind of experiment in biology and adaption. Nice idea guys, why didn't someone tell us, whine the colonists. But hey, wake up! That is what colonization is all about. IT is problematic, however, that Central didn't tell them all the facts, cuz this planet is like, HOSTILE MAN!

Well I guess it wasn't that hard...but wait, there is even a third sub-plot. We have the G.P.-cum-psychologist-cum-spy who is linked by VR headset back to Central and while unhappy about it, being the connection back home unknown to the rest of the survivors. When she falls in love with one of the colonists (a hunk naturally), all can see it will soon be time for her to make a choice.

Now I think I am there, got all the ...BUT WAIT. No I'm tired by now. This show is like *Hill Street Blues* for the Space Race. There are so many little nits and dats, that you miss a show and you're light years behind. Like *Babylon 5* (which is light years ahead of this show), you really need to either read the book or tape it all and go back and watch it front to back. Only in this case, you're not doing it to fully appreciate the quality of the work (as would be the case of *Babylon 5*), but to fully understand what the hell is going on! It appears the show has vanished however, and this IS a pity. Even with the confusion factor, there was much to say for the plight, solutions, and endurance of the characters. I also fell in love with the semi-popular female leader of the survivors. I guess I am a sucker for strong woman.

Emmy Award

Outstanding Individual Achievement in Sound Editing for a Series - Nominated - Earth 2 (1994) (TV) - Richard Taylor (supervising sound editor), David Hankins (supervising sound editor), Eric Erickson (adr editor), James Hebenstreit (adr editor), Barbara Issak (dialogue editor), Peter Bergren (sound effects editor), Mitch Gettleman (sound effects editor), Joe Earle (sound effects editor), John Haeny (sound effects editor),

Myron Nettinga (sound effects editor), Brian Thomas Nist (sound effects editor), Alyson Dee Moore (foley artist), Patsy Nedd (foley artist) - (1995)

Outstanding Individual Achievement - Special Visual Effects - Winner: Earth 2 (1994) (TV) - Kevin Pike (special effects supervisor), Michael Shea (special effects supervisor), Daniel J. Lombardo (special visual effects producer), Tim Landry (digital effects supervisor), David Goldberg (visual effects model maker) (1995)

Outstanding Individual Achievement in Makeup for a Series - Nominated - "Earth 2" (1994) - Angela Nogaro (key makeup artist), Greg Cannom (creature/makeup effects artist), Steve Prouty (creature makeup artist) - For episode "After The Thaw". (1995)

WR. Michael Duggan, Carol Flint, Mark Levin, Jennifer Flackett, P.K. Simmonds, Eric Estrin, Michael Berlin, Arthur Sellers, Heather MacGillvrey, Linda Mathious, Theo Coban, John Harrison, Robert Crais.

DIR. Scott Winant, Felix Enriquez Alcala, Daniel Sackheim, Joe Napolitano, John Harrison, Joe Ann Fogle, Sandy Smolan, Jim Charleston.

EPISODES: 21 **YEAR MADE:** 1994 **COUNTRY:** US **SEASONS:** 1

AN AMBLIN TELEVISION AND UNIVERSAL TELEVISION CO-PRODCUTION

CREATOR: BILLY RAY, MICHEAL DUGGAN, CAROL FLINT, MARK LEVIN

TYPE OF SHOW: EXPLORATION **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 21

DATE OF PREMIER: 06/11/1994 **AIR DATE OF LAST EPISODE** 28/05/1995

SEASON DATE BREAKDOWN:

FILMS:

Devon Adair DEBRAH FARENTINO, John Danzinger CLANCY BROWN, Yale SULLIVAN WALKER, Dr. Julia Heller JESSICA STEEN, Bess Martin REBECCA GAYHEART, Morgan Martin JOHN GEGENHUBER, Ulysses JOEY ZIMMERMAN, True Danzinger J. MADISON WRIGHT, Alonzo Solace ANTONIO SABATO, JR., Zero TIERRE TURNER, Walman WALTER NORMAN, Magus MARCIA MAGUS, Baines ROCKMOND DUNBAR.

Books Based on this series.

Earth 2	Melissa Crandall
Earth 2: Leather Wings	John Vornholt
Earth 2: Puzzle	Sean Dalton

RELATED SHOWS:

CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE

1 - 1 *FIRST CONTACT*

A new planet offers hope to Devon Adair's physically impaired son and others like him. Adair ignores government orders, assembles a crew and embarks on a journey to the unblemished planet 22 light years away.

Wr Michael Duggan, Carol Flint, Mark Levin

Dir Scott Winant

1 - 2 *THE MAN WHO FELL TO EARTH (TWO)*

As the colonists begin their journey, John Danziger is the first to observe Gaal, who joins the group with the explanation that he was an astronaut explorer lost on the planet for years.

Wr Mark Levin

Dir Felix Enriquez Alcala

1 - 3 *LIFE LESSONS*

Gaal seeks True's friendship but reveals himself as an enemy. Gaal sees young True's lack of attention from the others and turns to her to achieve his evil goals.

Wr Jennifer Flackett

Dir Daniel Sackheim

1 - 4 *PROMISES, PROMISES*

Alonzo Solace has often been visited by the Terrians through his dreams. This time it is a Terrian who needs the space pilot's help.

Wr P.K. Simonds

Dir Felix Enriquez Alcala

1 - 5 *A MEMORY PLAY*

As the pioneers who crossed the American west, the colonists of Earth 2 know they will encounter many dangers and now, memo flashbacks remind them of the Eden Advance spaceship's harrowing final moments in space.

Wr Mark Levin, Jennifer Flackett

Dir Deborah Reinisch

1 - 6 *WATER*

With the Grendlers stealing reserves, the colonists must scan for bodies of much needed water. Danziger decides to head out in search of water and Devon insists on joining him.

Wr Carol Flint

Dir Joe Napolitano

1 - 7 *THE CHURCH OF MORGAN*

The marriage of Bess and Morgan is threatened. Julia sees Uly's arm sink into the earth and senses an unknown power in him. Frightened he calls his mother, but in her presence the earth remains solid.

Wr Michael Duggan

Dir Joe Napolitano

1 - 8 *THE ENEMY WITHIN*

Julie continues to experiment with Uly's DNA on orders from Reilly, but her duplicity is discovered by True who now has to convince the rest of the colonists.

Wr Eric Estrin, Michael Berlin

Dir John Harrison

1 - 9 *REDEMPTION*

Julia has been left behind and it weighs on the minds of all the colonists as they move across the harsh terrain. Only Alonzo turns back for her.

Wr Arthur Sellers

Dir Joe Ann Fogle

1 - 10 *MOON CROSS*

It is a chilly morning in the high desert as the group begins work. They think winter is their worst enemy but they are wrong.

Wr Carol Flint

Dir Sandy Smolan

1 - 11 *BETTER LIVING THROUGH MORGANITE (1-2)*

Morganite, a pulsating mineral that glows, causes a great amount of anguish for Yale and frightening problems for the others.

Wr P.K. Simonds

Dir Jim Charleston

1 - 12 *NATURAL BORN GRENDLERS*

Alonzo in Dreamscape steps from Julia's tent to an open cliff with a huge circular landing pad. A Terrian pulls him back, and Alonzo awakes in the tent, his leg still injured. Devon talks to Yale about their dwindling food rations while Morgan enjoys a five course meal, courtesy of virtual reality.

Wr Jennifer Flackett, P.K. Simonds

Dir Michael Grossman

1 - 13 *GRENDLER'S IN THE MYST*

Seeking warm clothing, Danziger and other are tracking a fast-moving scavenger Grendler in wintry terrain when they come upon a fur-covered figure. The fleeing man wears a strange steel mask.

Wr Heather MacGillvray, Linda Mathious

Dir Janet Davidson

1 - 14 *THE GREATEST LOVE STORY NEVER TOLD*

Miles from nowhere, Danziger crosses the frozen tundra looking for food, severely unprotected from the harsh weather. Suddenly, a mysterious hooded figure appears.

Wr Mark Levin, Jennifer Flackett

Dir James Frawley

1 - 15 *BRAVE NEW PACIFICA*

Inside a cave two eager Grendlers interact as they rummage through an insulated box marked "Eden Project." Brushing away spider webs, they see the words "Human Blood" printed on the side.

Wr Carol Flint

Dir Joe Napolitano

1 - 16 *AFTER THE THAW*

Danziger, Julia and Walman discover and excavate a Terrian corpse frozen in ice and completely preserved. That night, both Alonzo and Morgan are confronted in their dreams by the unfrozen, half-decaying, but very much alive Terrian.

Wr Théo Cohan

Dir Michael Grossman

1 - 17 *FLOWER CHILD*

Scouting in all directions, Danziger, Bess and Morgan come upon colorful flower buds which burst open throwing a golden powder in their faces. The flower pollen carries a sickness that causes them to emit a golden vapor.

Wr Carl Cramer

Dir Jim Charleston

1 - 18 *SURVIVAL OF THE FITTEST*

Danziger surveys an endless, forbidding vista as he returns to the dunerail where Julia, Morgan and Alonzo are waiting. There has been a serious direction error but he wants to go on in spite of Devon and Yale's warnings.

Wr John Harrison

Dir John Harrison

1 - 19 *THE BOY WHO WOULD BE TERRIAN KING*

The present and future are mixed as Devon tries to save Uly's life. It is the future and we are in Expansionist Territory. A man and a rebel Terrian tie off explosives lowered into a generator.

Wr Heather MacGillvray, Linda Mathious

Dir Jim Charleston

1 - 20 *ALL ABOUT EVE*

The colonists come upon a crashed Earth re-entry research module. They open the hatch of the 100-year-old craft and find there is still nuclear power

Wr Robert Crais

Dir John Harrison

EARTH WARP



One hundred years ago, Aliens sent a probe to Earth. The purpose of this probe was to monitor the pollution levels of the Earth.

One day the probe surfaces and detects a high pollution level and signals the aliens. A plump little alien, called Ollie, comes to investigate the town of Southbeach because of the probe. The town is also suffering from a mysterious illness found in the children. The local children befriend Ollie, who informs them that the pollution in Earth's atmosphere is causing things created by his species - like the probe - to malfunction. He also informs them that the malfunctioning probe is going to explode and blow the town up.

Earth Warp was a story produced by the BBC as part of their Look and Read programme. It aired between January and March in 1994. The story was 10 episodes long and focused heavily on pollution.

Charectors.

Ollie

A plump little alien who comes to Earth to investigate after receiving a signal from the probe his species sent. He has the ability to turn invisible and has a mysterious ball which can be used to cure the illness.

Martin

One of the three friends who are amongst the first to encounter Ollie. His mother owns a hotel which is doing badly due to the mysterious illness. During the series he briefly betrays Ollie to try and save the hotel.

Amina

One of the three friends who are amongst the first to encounter Ollie. During their investigation into the pollution, she gets sick. This is cured by Ollie using a mysterious ball.

Jenny

One of the three friends who are amongst the first to encounter Ollie.

Lowin

A reporter investigating the mysterious illness. He is the one who persuades Martin to betray Ollie.

Mr. Belcher

A factory owner dumping dangerous waste into the sea, and attempting to conceal this activity. He repeatedly attempts to buy the hotel from Martin's mother.

WR.

DIR.

EPISODES: 10 **YEAR MADE:** 1994 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR: ROY APPS (BASED ON NOVEL)

TYPE OF SHOW: ALIENS ON EARTH

FORMAT: SERIAL

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Ollie , Martin , Amina , Jenny , Lowin , Mr. Belcher.

Books Based on this series.

EARTH WARP

ROY APPS

1994

RELATED SHOWS:*CLOUD BURST*

- 1 - 1 *IT CAME FROM OUTER SPACE*
- 1 - 2 *AN UNINVITED GUEST*
- 1 - 3 *WHOOOPS!*
- 1 - 4 *CODE NAME CHARLEY*
- 1 - 5 *MYSTIFYING MAGIC*
- 1 - 6 *MONTER MAYHEM*
- 1 - 7 *DOCTOR MIRACLE*
- 1 - 8 *BETRAYED!*
- 1 - 9 *HUNT THE ALIEN*
- 1 - 10 *THE FINAL COUNTDOWN*

EARTH: FINAL CONFLICT

AKA: **GENE RODDENBERRY'S EARTH FINAL CONFLICT**



Three years ago, Earth started picking up radio transmissions: "People of Earth, we are here to help. People of Earth, we are the Companions."

Seventy-one aliens calling themselves Taelons or "Companions" arrived and established diplomatic relations with every major world capital. They offered their vast knowledge of science and technology to help us solve our most oppressive problems. Famine became a thing of the past Global divisions waned. They quickly became an invaluable resource. However, a small group of individuals refuse to believe the Companions are as good as they claim and have organised an underground resistance. They managed to infiltrate the Companions' circle of human aides with one of their own, William Boone. As Head of Interspecies Relations, Boone is implanted with the Taelon technology and comes to play a pivotal role in the resistance.

This show was actually created in the mid 1970s by the late Gene Roddenberry but was scripted after he got the go ahead for the first Star Trek film. In 1996, Gene Roddenberry's widow Majel Barrett Roddenberry decided to send her husband's script to different studios in the hope that somebody would make it, and they did. Gene Roddenberry is the creator of STAR TREK and STAR TREK: THE NEXT GENERATION. Lisa Howard was also a regular cast member in several seasons of HIGHLANDER: THE SERIES, as well as guest star roles in Forever Knight and ROBOCOP: THE SERIES. She spent three years on daytime Soap Opera Days of Our Lives, and has appeared in numerous shows, including Cybill, Hope and Gloria, Wings, Perry Mason and the aforementioned Suddenly Susan.

Despite his subsequent ventures in the field of science fiction, the late Gene Roddenberry is almost singularly remembered as the creator of STAR TREK. Following a formula popularised by BABYLON 5, Final Conflict's producers have moulded the concept around a five year story arc. However, on its debut, the series suggested none of the clever, intriguing storylines set to unfold throughout its first season. Hampered by embryonic special effects, weak characterisation, and confused foundation-building, Roddenberry's tale of alien-occupied Earth initially resembled the anaemic offspring of ALIEN NATION and V.

Fortunately the series' opening episodes were overflowing with sparkling examples of Roddenberry's imagination. If one element was responsible for seeing the show through its first faltering chapters, it was the abundance of concepts surrounding the Taelons. Cyberviral implants, inter-dimensional travel, organic firearms, and the enigmatic, energy-based aliens themselves were features that helped sustain audience interest until the series hit its stride.

The series has however not been without its problems, at the end of the first season actor Keven Kilner who played Captain William Boone decided to leave, he formed an integral part of the five year story arc the producers had set out for the show.

Based on a number of completed scripts by Gene Roddenberry—who quit work on this project to concentrate on launching the syndicated STAR TREK: THE NEXT GENERATION and never took it up again—Earth: Final Conflict offers many of the same humanist themes found in STAR TREK. Since it has become the highest-rated new syndicated science fiction program, expect it to be around for quite a few seasons to come.

The series was first seen in the UK on Sky One. The executive producers were David Kirschner, Majel Barrett Roddenberry, Richard C. Okie and Seaton McLean. Co-executive producer was Paul Gertz, producers were Stephen Roloff and John Calvert, production design was by Stephen Roloff, executive story editor Malcolm McMurray, visual effects designer was Neil Williamson, costume designer Madeline Stewart and the music was by Micky Erbe and Maribeth Solomon.

Gene Roddenberry's Earth Final Conflict (to give its correct title) was the show that was doomed to fail. Based on STAR TREK creator's old scribbling, even the most ardent SF fans expected to be underwhelmed, but were

pleasantly proven wrong. Taking a plot premise that had already done the rounds in *V* and *ALIEN NATION*, *E:FC* offered something different by adding characterisation to its scripts and using effects only when they were needed. The androgynous Da'an, misguided Sandoval and feisty Lili proved to be the best reasons to tune in each week, but by killing off lead character Boone in *The Joining*, *E:FC* reminded us that nothing is sacred under the Taelon regime.

Earth: Final Conflict was originally titled *Battleground Earth*, but was retitled to avoid confusion with *Battlefield Earth*, an upcoming SF movie based on the best selling book by L. Ron Hubbard. The series was shot in Toronto, Canada, in the very same studio that once housed *ROBOCOP: THE SERIES*. Production designer Stephen Roloff partly based the unique look of the Taelons on the Bio-luminescent Jelly-Fish. To enable the cast and crew to hit their stride, the opening episodes of *Earth: Final Conflict* were shot out of sequence. *Miracle*, the series' third instalment, was filmed first, followed by *Truth* (Episode 2), and then the shows pilot, *Decision*. Also watch out for the pictures of the distinguished gentleman on Dr. Belman's desk - it's none other than *Earth: Final Conflict*'s late creator, Gene Roddenberry!

On paper the show read like a hybrid mish mash of ideas stolen from *ALIEN NATION* and *V*, but in execution it has proven to be anything but that, and developed its own identity within only a few episodes. One wonders how much the original pilot script written by Roddenberry has been re-written, because it does come across as very contemporary and fresh. There are fewer effects than expected, but those on display are state-of-the-art CGI, and used at appropriate junctions in the stories. I'm not sure that the fickle American audience would have enough patience to wait three seasons to find out what the Taelons have in mind for us Terrans.

Cube star Maurice Dean Wint and *Forever Knight*'s Lacroix, alias Nigel Bennett, both sink their teeth into *Live Free and Die* and *Pandora's Box*; *HIGHLANDER: THE RAVEN'S* Paul Johansson files to the rescue in *destruction*, and just to make life confusing, Leni Parker plays the Taelons Ma'el and Quo'on in various first season episodes. Leni Parker has numerous theatre credits to her name, the actress has appeared in such productions as *Million Dollar Babies*, *Lassie*, *The Sleep Room*, *Emily of New Moon* and *Screamers*. Parker was the producers first choice to play Da'an in *Earth: Final Conflict*.

Season Three: Heavily criticized last season for its flights of fancy, the return of David Kirschner as executive producer for Season Three should see a more grounded show with a creation of added mystery. Robert Leeshock's Liam Kincaid will have his powers considerably reduced which means there will have to be more ingenious resolutions to stories than was the case during much of season two. The series has the advantage of having at least two years to run enabling storyliners not to worry about non-resolution of set-up this year, although most shows will also seem self contained. The season opens with Lisa Howard's Lili Marquette arrested for treason and the Resistance nearly crushed. Howard will be largely absent during the first half of the season, due to the actress having her baby. Her play will be taken by Jayne Hietmeyer (who appeared in season two of *NIGHTMAN*) as Renee Palmer, a double agent associate of Johnathan Doors who rescues Robert Leeshock's Liam Kincaid and Richard Chevolleau's Augur in the opening instalment. Forthcoming plotlines involve a look at the Skrills (largely ignored in season two) and more Taelon machinery falling into the wrong hands. The *Next Generation*'s Marina Sirtis guest stars as a woman who seeks enlightenment through spiritual union with the Taelons. Hopefully Zo'or will not be quite so 'hiss the villain' bad this time out and the story arc will open some new Doors!

The closing moments of *Earth: Final Conflict*'s second season left viewers with a number of mind-blowing questions to consider. Was the Human-Kimera hybrid, Liam Kincaid, set to follow in the footsteps of the series' original central character, the late William Boone? With both the Resistance and Da'an seemingly doomed, could anything stop the Taelons' conquest of Humanity? And, perhaps most important of all, had *Earth: Final Conflict*'s revamped second season really fulfilled the show's true potential?

That final question was the one which filled Robert Leeshock's mind as he finished filming the show's second season finale, *Crossfire*, at the beginning of 1999. Several months later, during a Season Three pre-production meeting, the series' leading man outlined his hopes and fears for *Earth: Final Conflict*'s future to its writers and producers. Much to his delight, Leeshock's views were shared by his colleagues, and have actually helped to shape the tone and direction of the show's third season.

"Every gripe about last season has been completely addressed this season," explains Leeshock, who previously outlined his thoughts on *Earth: Final Conflict*'s second season in *Cult Times* #44. "You can't poke a hole in anything this season, which is really phenomenal.

"We went through a lot of pre-production discussions and just intellectual gabbing over the hiatus, and everything we spoke about seems to be coming to fruition. Things couldn't be better this season; there are a lot of really great, great shows. I remember when I saw the first show [*Crackdown*], I thought it was just brilliant, and wanted to watch it again." Leeshock's enthusiasm for *Earth: Final Conflict*'s third season certainly isn't misplaced. Since the season's Stateside premiere last October, the American audience has embraced its

increased emphasis on stand-alone, reality-based tales, as well as its renewed sense of mystery.

Viewers have also warmed to Leeshock's compelling work in the show as never before, thanks to an important revision of his character. Whereas Season Two saw Liam Kincaid armed with a special, allpurpose alien energy known as the Sha'karava, Season Three redefines him as an 'everyman hero.'

"The longer Liam is on Earth, the more he becomes human," elaborates Leeshock. "So at the start of this season, Liam experiences a loss of power and gradually becomes more human, which happens both in a physical and a psychological sense.

"Last season used Liam to raise this great metaphor about being part alien. I think the idea was to show that, as human beings, there are situations in which we all feel a little alienated. I thought that was really interesting. But somewhere along the way, the whole vision was abandoned... It's been so much more liberating for me to play Liam this season, because I can grasp it a bit more readily. And I think viewers can relate to him more as a human being."

Liam's revised characterization is reflected by his new wardrobe, which seems to have been designed to play-up Leeshock's 'hunk' factor. "Pretty soon I'll be walking down the catwalk over in Europe!" he declares with a hearty chuckle. "They have made me a little 'funkier' this year. You might pull out some of the clothes from a fashion makes me feel like we're really trying to create a character." On a more serious note, Liam Kincaid's new-found sense of humanity has serious ramifications for his interaction with the Taelons, especially his former mentor, Da'an. "Liam's relationship with Da'an changes incredibly," reveals Leeshock. "As a character, I've lost my innocence in regards to Da'an. Our relationship gets much more antagonistic, and our allegiances are really, really tested."

As Liam's struggle with the Taelons intensifies, the Resistance leader finds a potential new ally in the exotic form of Renee Palmer (Qayne Heitmeyer). Renee was designed to give Earth: Final Conflict an added sense of espionage (or, to use the late Gene Roddenberry's word, 'Spy-Fi'), and also provides Liam with a potential love interest. "From my character's perspective, Renee seems like a loose cannon," notes Leeshock. "It's hard for me to determine exactly how much I can trust her.

"But there's a lot of heat beneath everything. I saw the two of us on camera and I thought, 'Yeah there's something going on there.' Jayne's really great. When she's on camera, she basically sizzles."

Leeshock hasn't been short of attractive female co-stars this season. In *The Cloister*, he is joined by none other than SF icon Marina Sirtis (alias *Star Trek: The Next Generation's* Counselor Deanna Troi, interviewed on page 30), who plays the mysterious Sister Margaret.

"Marina Sirtis is great," declares Leeshock. "She's wonderful. I can't say enough about her. She is funny, she's beautiful, she's just phenomenal. At the end of the episode, I was like, 'We've got to have her back!'

"We talked a lot and I readily sought out her counsel," he continues, with a knowing grin. "She's very unpretentious, and was helpful in explaining the impact of the Roddenberry legacy on the fans, just in the Science Fiction milieu. She told me things about publicity, about working on *Star Trek*, and a lot of wonderful tidbits."

Sirtis's appearance in *The Cloister* is just one of many treats that Earth: Final Conflict's third season has in store for viewers. In addition to the dazzling visuals and excellent performances for which the show has always been famed, the season is packed with imaginative storylines, character development and jaw-dropping plot twists. While Robert Leeshock has always enjoyed being a part of Alliance Atlantis's SF drama, he believes that his work on Season Three has, for the most part, been richer and more rewarding. Perhaps even more importantly, he also feels that both Liam Kincaid and Earth: Final Conflict are now fulfilling their full potential. "It's going to be exciting to see how people respond to this year," he concludes. "But whether it does well or not, when I finish this season and go home, I will know on a personal level that we did something special. And in the end, you only have yourself to answer to."

Do not trust Da'an. He will betray you." What a difference eight words can make. For most of Earth: Final Conflict's second year, Da'an was clearly the 'good' Taelon: the Taelon who was willing to defy his own people to save Humanity from a fate worse than death. But things took a dramatic turn in the late second season instalment *Defector*, when the rogue Taelon Bel'lie denounced Da'an as the architect of the aliens' evil plans for the human race. While Bel'lie's claims were never verified, his words did cast some serious doubts over Da'an's true motives and intentions. And according to Da'an's real-life alter ego, actress Leni Parker, that sense of doubt is only set to grow during Earth: Final Conflict's third year.

"There's a lot more mystery this season," promises Parker. "What you see is not what you get this year, as opposed to last year. Da'an was extremely passionate about humanity in Season Two. Therefore, the ambiguity and mystery of the character was flushed away. I also felt very human last year, in terms of my behaviour and dialogue. I had a lot of action scenes last year, which I enjoyed doing, but I don't think it was fitting for the

character. In a way, it undermined Da'an's grace and dignity. So for me, the challenge of this season is to inject those nice elements of ambiguity and mystery back into the character. And it's been really hard, because I realize that I have established a lot of stuff last season that people have gotten used to. But I think, as an actor, I'm back on track with my character."

To help her play the character appropriately, Parker has been given a brief outline of Da'an's story arc for both Earth: Final Conflict's third and fourth seasons. Although the exact details have yet to be decided, she is already extremely excited - and notably concerned - about what the future has in store for Da'an.

"I sort of know where I'll be in Season Four," she explains. "It all comes down to something Da'an said last season: 'I am a Taelon and I would never betray my own species'. That, for me, is, I guess, my key phrase. It's who Da'an is. It's very complicated, and it will be interesting to see how the audience reacts. I've thought about this. I've thought, 'Oh my fans. Oh the audience loves Da'an so much'. There's part of you as an actor who doesn't want to let the audience down and always seeks approval. I hope Da'an comes through in the end because I'm really afraid of what's going to happen this year. I don't know how Da'an will explain whatever turn of events happens." Naturally, as Da'an's role in the series is redefined, so too are his relationships with many of its characters.

Da'an no longer acts as Liam's mentor, and their interaction becomes increasingly hostile. He also shares much more screen time with Agent Sandoval, after their apparent estrangement during Season Two. Most intriguingly of all, though, an early third season episode makes a startling revelation about Da'an's relationship with Zo'or. "It's a big one," agrees Parker. "It's one of those moments that hopefully, if you're sitting at home watching it, you won't be talking through it! Because if you do, you'll miss that line. And if you do hear it, you'll wonder if you've heard what you think you heard."

"It's really exciting. It was an intense scene, but it was fun to shoot and provoked a lot of spin-off jokes" Listening to Leni Parker discussing Earth: Final Conflict with her customary eloquence, wit and passion, it's hard to believe that in the Spring of 1999 it was widely reported that she was planning to leave the series to become a mother. But, as the actress explains, her comments had simply been taken out of context. "That was sort of a misquote. I loved the interview, it was with my local newspaper here in Toronto, but then the Internet got wind of it, and then the producers and a lot of people here [on the show] heard about it... For me, it's in the future. If I did venture into motherhood, it would be a complete accident."

At least all those reports have stopped people thinking that the androgynous Da'an is played by a man, haven't they? "No, it still happens," replies Parker with a chuckle. "I still have people say to me, 'I'm so embarrassed. I thought you were a six-foot man!' And sometimes, I think people see me at conventions and they're not sure I really play Da'an. They think I'm Da'an's representative or something! But I always take it as a compliment." Reviewing her time on Earth, Parker points to Avatar, The Secret of Strandhill, Volunteers, Defector, The Cloister, Thicker Than Blood and A Little Bit of Heaven as her favourite Conflicts of interest to date. While she has been thoroughly delighted by the way the series has reclaimed its form during its third year, the actress readily admits that Earth: Final Conflict's first season will be hard to top.

"I think the first year was really special," she says. "Season One of Earth: Final Conflict will be like a watermark. It just set a precedent for a certain kind of TV. It had all the elements of perfect Science Fiction TV. It was a magical formula, which we can't repeat because certain elements are now gone, including Boone, and Da'an's relationship with Boone. "The show skirted in another direction in Season Two, and I think it will stay there, although it will be a bit more honed-in. But they've brought some very nice elements from Season One back into Season Three. It's really hard to say until the season's over, but I'm pretty confident that viewers will enjoy this season." Regardless of what the future holds for Da'an and Earth: Final Conflict, both the character and the show will remain dear to Leni Parker's heart.

The passing of time certainly hasn't blurred her love for Da'an, the series, or its cast and crew. Similarly, the benefits of playing the role continue to outweigh the inevitable drawbacks, such as the daily three-hour make-up ritual which transforms her into everyone's favourite Taelon. "Playing Da'an has made me ask a lot of questions about myself and who I am as an actor," she declares. "I'm also very lucky because I get to do something I love doing - I get to act every day. I have an obligation to the character and to the viewers. Obviously, it's a mixed blessing, because the costume and make-up are not the easiest things in the world to deal with. But I'm not going to look a gift horse in the mouth. This role brings a lot of joy to my life, and to the people who watch the show."

It Began in the closing moments of Season One, with the stunning revelation that he was keeping secrets from his Taelon masters. Then, during the course of Season Two, viewers learned that he had broken free of his Cyber-Viral Implant (CVI) and was no longer simply dedicated to doing the Taelons' bidding. Now, as Earth: Final Conflict's third season kicks in tv high gear, actor Von Flores promises that the on going guessing game about Companion Agent Ronald Sandoval's true motives and intentions will finally start to shed some answers.

"Sandoval really does have an agenda and we'll see more of it this year," he explains. "This season will show the initial execution of that agenda; we'll see Sandoval's first steps towards completing his goal. And all of that will be very clearly defined. "Viewers will get a sense that Sandoval is preparing for something. And although he's putting 100% of his efforts into making it happen, he's not sure that it's going to work. So you'll see that he's a bit scared about that; he'll become a little short-tempered and edgy. "As far as I'm concerned, Sandoval's storyline is looking really good this season. It should tie up a lot of loose ends and hopefully will leave everyone feeling satisfied."

Sandoval's hidden agenda really comes to the fore for the first time in Season Three's second instalment, *The Vanished*. This gripping episode reveals that the duplicitous Companion agent has been secretly implanting missing humans with modified CVIs, seemingly in the hope of sending them on reconnaissance missions beyond our solar system. His first test subjects include none other than Lili Marquette (Lisa Howard), whom he despatches into Deep Space. Like the show's audience, Von Flores can't wait to learn what events in *The Vanished* actually signify for his character. "I thought *The Vanished* raised some great questions, and the answers should be really interesting for the viewers," he notes. "That's definitely one of the juicy things we're going to explore this season. And what an incredible twist it all seems to be."

As Sandoval pursues his private master plan, his furtive behaviour comes under increasing suspicion from his Taelon master, Zo'or (Anita La Selva). Perhaps even more intriguingly, though, his relationship with the son he-doesn't-know-he-has, Liam Kincaid (Robert Leeshock), takes an unexpected turn following events in *Thicker Than Blood*. Flores places the early third season episode just behind the first season classic *Sandoval's Run* as his character's finest hour to date. "Thicker Than Blood was a lot of fun," he says. "It allowed me to play with the emotional baggage that Sandoval carries around. It's a quasi-Sandoval's Run. Although Sandoval's story in *Thicker Than Blood* was the B-story, it's still very integral to the character's development."

The development of Sandoval's character and his secret agenda have been just two aspects of *Earth: Final Conflict*'s third season which have been warmly embraced by the show's audience. After a controversial second year which alienated many viewers with an unfocused and often over-ambitious story arc, Season Three has confidently re-established *Earth: Final Conflict* as one of the best SF drama series currently in production. "I think this year is fulfilling the potential we showed in the first season," agrees Flores. "The writers and producers have a clear idea of where they want this season to go, and this year's scripts contain a better balance between action, character, plot and drama. There have been a lot of really great scripts."

"Everyone's aware of what happened last season, and we all seem to have learned from it. And it's a credit to [executive producers] David Kirschner, Paul Gertz and Majel [Barrett Roddenberry] that they were open enough to make those changes." During his last conversation with *Cult Times* (over a year ago, in issue #40), Flores expressed his hopes that *Earth: Final Conflict*'s second season would build upon the success of its remarkable first year. Unsurprisingly, he now readily acknowledges that his hopes for the season were largely unfulfilled. Similarly, he also admits to being completely baffled by much of Sandoval's story arc for Season Two, especially the character's involvement with his parallel self, the Immerian freedom-fighter Jason, and Jason's wife, Maiya (Montse Viader).

"I have no idea what that was all about," he sighs. "It was an interesting exploration, and Montse is a lovely, lovely person. But by the end of the season, there was really no point to that storyline." Despite the trials and tribulations of Season Two, Flores' compelling and beautifully understated performance managed to maintain Sandoval's position as one of *Earth: Final Conflict*'s most popular characters. And the ever-exuberant actor remains as enthusiastic as ever about his involvement with Alliance Atlantis' top-rated SF series. "I still feel blessed to be working and doing a job that enables me to do the things I love doing, like travelling," he states. "I work with a wonderful cast, the crew are very talented and everyone at Alliance Atlantis are great people. I genuinely like getting up in the morning - unless it's four in the morning! And going to work and goofing around. And I get paid to do that!"

"I enjoy meeting the fans as well, and recently started to attend conventions, which has been very interesting. I'm amazed by how much attention people pay to the show. It's also been interesting to get pointers from the fans about the characters and hear their ideas about their relationships." With *Earth: Final Conflict*'s third season currently in post-production, Flores is taking a well-earned rest from the covert machinations of Ronald Sandoval. Rest assured, though, that he plans to be back on the show's awe-inspiring soundstages when work begins on its fourth season later this year. In the longer term, he also has every intention of fulfilling his five year-contract with the production. Of course, by the time Von Flores shoot; his final scene on *Earth: Final Conflict*, it's anyone's guess where Sandoval's secret agenda will have taken him. But if you've been watching the show closely enough, it seems that you might already have developed an accurate picture of what the future hold for his CVI-enhanced alter ego.

"There was one fellow at a convention who had actually figured out what Sandoval's agenda was!" reveals

Flores. "And this is something that probably won't be revealed until towards the end of the season - if not later. That was really shocking. But the clues are there, so I guess you could work it out."

If Zo'or decided to confess all his sins to a local minister, they'd probably have to make a day of it. And Heaven only knows how many prayers the treacherous Taelon would be ordered to say for his penance! Following his debut in *Earth: Final Conflict's* first season episode, *Resurrection*, Zo'or has ruthlessly claimed the leadership of his own people, and spearheaded the Taelons' attempts to enslave humanity. Along the way, he has undermined the noble Companion, Da'an, and been responsible for countless deaths, including that of the show's original central character, William Boone.

Yet throughout everything, actress Anita La Selva has always insisted that Zo'or was far more than just an out-and-out villain. And much to her obvious delight, viewers will finally get a chance to see her androgynous alter-ego in a different light during *Earth: Final Conflict's* third season. "This season really shows Zo'or in a different context," explains La Selva. "Last year, Da'an and Zo'or got into playing the roles of good cop/bad cop; Da'an was the 'good alien' and Zo'or was the 'bad alien'. But this year, there are a lot more levels to the aliens. Zo'or will still be up to his evil plans, but you will see a more vulnerable side to his character this season. Zo'or has to face a number of personal crises, and by seeing his vulnerability in those crises, viewers might come to realize why he is the way he is. So after seeing Zo'or's exterior personality in the first two seasons, we're going to see what's underneath.

"I'm very pleased about the way things have developed, because I felt we played Zo'or as a dictatorial, slightly domineering character to the max last year. We've infused more layers to him this season, which has made him much more interesting." As part of the character's increased complexity, Zo'or's relationships with several of the show's other protagonists take some unexpected turns. First and foremost, in the third season premiere, *Crackdown*, the Taelon leader forms an unlikely alliance with none other than his former arch enemy, Jonathan Doors (David Hemblen). "We are attempting to go into business together," elaborates La Selva with a grin, "but neither of us really trust each other - nor should we. It's one of Zo'or's latest attempts to get humanity to be more malleable, and it's given David Hemblen and I a chance to do some interesting stuff."

While Zo'or and Doors pursue their latest battle of wills, the Taelon leader will become increasingly distrustful of his once-loyal henchman, Companion Agent Sandoval (Von Flores). He also remains suspicious of the undercover resistance leader, Major Liam Kincaid (Robert Leeshock). Perhaps most surprisingly of all, though, Zo'or's regular interaction with Da'an (Leni Parker) will take a startling twist when the true nature of their relationship is revealed. "Leni and I had always been fascinated by what Da'an and Zo'or's history is," reveals La Selva, "so it was really good to come up with a piece of history for them. We had discussed different options with the writers and they then went for that particular type of relationship. It's interesting because it allows the viewers to see these aliens in a context which is not very different from their own."

La Selva's unbridled enthusiasm for Zo'or's refined characterization this season is matched only by her love for *Earth: Final Conflict* itself. Like all of her cast and crewmates, she firmly believes that the series has learned from the mistakes of its hit-and-miss second year and has produced a third season which is packed with "great stuff". She is also full of praise for her colleagues and the season's high-profile guest star, the "fabulous" Marina Sirtis (of *Star Trek: The Next Generation* fame), who spent a week in Toronto worshipping her Taelon counterpart during the making of *The Cloister*. In fact, La Selva's lone disappointment about *Earth: Final Conflict's* third season is the fact that both she and co-star Leni Parker were denied an opportunity to appear in the show as uncredited background extras - sans Taelon make-up.

"Leni and I were going to play humans in an episode, but the producers got scared and decided not to do it," she reveals. "They decided it was too silly. But I'm hoping it might still happen one day." Even without a surprise human role, La Selva has been given plenty of opportunities to shine as Zo'or. Looking back at her two-and-a-half years with *Earth: Final Conflict*, she points to *Resurrection*, *Infection*, *If You Could Read My Mind*, *First of its Kind*, *Atavus*, *High-jacked*, *Defector*, *Crackdown*, *The Once and Future World* and *The Cloister* as her character's most memorable offerings.

Another highlight was the scene between Doors and Zo'or in the second season episode, *Isabel*. Considering just how many great episodes have centred around Zo'or, it's ironic that La Selva only joined *Alliance Atlantis'* SF drama midway through its first season, and initially played Zo'or on an episode-by-episode basis. "I never thought it would snowball this way," she admits. "When I was originally hired, I thought, 'Two episodes yahoo!' It's all been a real surprise to me." Despite her enormous success and popularity as a character *Earth: Final Conflict* viewers love to hate, La Selva is seldom recognized as the actress behind Zo'or. Even now, she still meets people who assume Zo'or is played by a man.

"I was at the Toronto Trek convention a while ago, and a gentleman came up to me and said, 'I watch your show and I had no idea you were a woman,'" she recalls with a chuckle. "I've also had good friends and even relatives look at the show and not recognize me. One of my husband's relatives thought it was Da'an for quite a while! The whole thing's kinda funny." Regardless of whether they realize who is beneath Zo'or's prosthetic

mask, viewers are set to be engrossed by the Taelon leader's activities during Earth Final Conflict's third season. And Anita La Selva couldn't be more enthusiastic about what lies ahead for Zo'o: as the season progresses. "The general arc for Zo'o this season is that he will become more vulnerable as he tries almost anything to get at humanity," she reveals. "He will become obsessed with this goal, and that obsession will eventually lead to a type of demise for him; one that will knock him off his high horse. "There are lots of different avenues to explore, and that will allow the character to experience a lot of different emotions. It should be very exciting."

Emmy Award

Outstanding Main Title Theme Music - Nominated - "Earth: Final Conflict" (1997) - Micky Erbe, Maribeth Solomon (1998)

WR. Paul Gertz, Richard C. Okie, Harry Doc Kloor, Malcolm MacRury, Paul Gertz, Gene Roddenberry, D.C. Fontana, Paul Aitken, George Carson, Julie G. Beers, Damian Kindler, Raymond Hartung, Eugene W. Roddenberry, Jonas McCord, Brain Nelson,

DIR. Allan Eastman, David-Warry Smith, Jeff Woolnough, Ken Girotti, Milon Cheylov, Gordon Langevin, Tibor Takacs, Stephen Williams, Joe Scanlan, Ross Clyde, Neill Fearnley.

EPISODES: 110 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 5

AN ATLANTIS FILMS PRODUCTION IN ASSOCIATION WITH TRIBUNE ENTERTAINMENT AND RODDENBERRY/KIRCHNEIR PRODUCTIONS AND BATON BROADCASTING INC AND TELE-MUNCHEN AND POLYGRAM FILMED ENTERTAINMENT.

CREATOR: GENE RODDENBERRY

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22 (2) 22, (3) 22, (4) 22, (5) 22

DATE OF PREMIER: 06/10/1997 **AIR DATE OF LAST EPISODE** 18/05/2002

SEASON DATE BREAKDOWN:

FILMS:

Captain William Boone KEVEN KILNER (1) , Dr. Julianne Belman MAJEL BARRETT RODDENBERRY, Captain Lili Marquette LISA HOWARD, Da'an LENI PARKER, FBI Special Agent Ronald Sandoval VON FLORES, Augur RICHARD CHEVOLLEAU, Jonathan Doors DAVID HEMBLEN, Liam Kincaid ROBERT LEESHOCK (2).

Books Based on this series.

Earth: Final Conflict: August Teacher	Sherwood Smith	2001
Earth: Final Conflict: Heritage	Doranna Durgin	2001
Earth: Final Conflict: Legacy	Gleen R. Sixbury	2002
Earth: Final Conflict: Requiem for Boone	Debra Doyle & James D. MacDonald	2000
Earth: Final Conflict: The Arrival	Fred Saberhagen	1999
Earth: Final Conflict: The Final Protector	James White	2000

RELATED SHOWS:

STAR TREK: THE NEXT GENERATION

STAR TREK

STAR TREK: DEEP SPACE NINE

STAR TREK: VOYAGER

ENTERPRISE

1 - 1 *DECISION*

After Police Captain William Boone's wife is killed, he is recruited to work for the Taelons, a seemingly benevolent alien race that has been on Earth for 3 years. To do so he will be implanted with a CVI, a cyber viral implant that will expand his mental abilities and allow him to control a bio-weapon of unlimited power. However, before he can make his decision he is also recruited by the resistance, a group of humans that oppose the Taelons being on Earth. Led by Jonathan Doors, the resistance informs Boone that the Taelons are not what they appear to be. The CVI implant brainwashes its subjects into following the Taelon blindly, in effect controlling them. The resistance informs Boone they can remove this aspect from the CVI on the condition that he works for both the Taelons and the resistance. Boone accepts and now searches for the truth of why the Taelons are on earth and if they are responsible for the death of his wife.

Wr Gene Roddenberry

Dir Allan Eastman

1 - 2 *OLD FLAME*

Boone is caught in the middle of his double life when his old flame comes back in his life claiming to be working against the companions.

Wr Paul Gertz

Dir Ken Girotti

1 - 3 *TRUTH*

Boone attempts to track his wife's murderer. He's determined to find out if it was the Taelon companion Da'an who ordered her death to get Boone to work for the companions or if it was the resistance that killed her, securing Boone as the resistance's eyes and ears within the mists of the companions.

Wr Richard C. Okie, Raymond Hurtung

Dir Allan Eastman

1 - 4 *AVATAR*

Boone investigates a serial killer programmed with a CVI who tried to kill Da'an while enacting an ancient Taelon myth of good conquering evil.

Wr Malcome McRury

Dir Jeff Woolnough

1 - 5 *MIRACLE*

Boone encounters Julie, a suicidal young woman with artificial limbs as hands, who is being used by a religious leader as a miracle when her hands are regenerated by taelon technology.

Wr D.C. Fontana

Dir David Warry-Smith

1 - 6 *SCORPION'S DREAM*

The Skrills have been bioengineered on the Earth to be a weapon for the humans who assist the Companions. A Skrill from the first generation infests a bioengineer who goes underground, bent on freeing all Skrills from the oppression of the Companions.

Wr Harry Doc Kloor

Dir Ken Girotti

1 - 7 *FLOAT LIKE A BUTTERFLY*

Boone and Lili investigate a small Amish town after several of its citizens mysteriously die.

Wr Paul Gertz

Dir Jeff Woolnough

1 - 8 *RESURRECTION*

Oblivious to Boone and the resistance, Jonathan Doors comes out of hiding and launches a media campaign against the Taelons, leaving Boone to clean up the mess.

Wr Paul Gertz

Dir Milan Cheylov

1 - 9 *HORIZON ZERO*

When Lili's shuttle is stolen by a friend whose mission to Mars was cancelled, Boone, without breaking orders to find the shuttle for the Taelons, has to help the resistance make the most of the stolen shuttle.

Wr Richard C. Okie

Dir David Warry-Smith

1 - 10 *LIVE FREE OR DIE*

Several soldiers who have volunteered to train in Taelon Interdimensional flight have instead been the victims of strange experiments - some have disappeared all together. A high ranking officer kidnaps Da'an in an attempt to have his men released.

Wr Malcolm MacRury

Dir David Wurry-Smith

1 - 11 *SANDOVAL'S RUN*

Sandoval's CVI is degenerating. Dr. Belman works to restore his CVI and save his life. Sandoval, free from his CVI, escapes to reunite with his wife, only to put her life in danger. Boone learns that Sandoval's CVI contained information about the Taelon's mission on earth, and tries to save Sandoval's life.

Wr Paul Aitken

Dir Milan Cheylov

1 - 12 *THE SCARECROW RETURNS*

At resistance headquarters, Boone meets two molecular biologists, Sahjit Jinnah and his fiancée Rayna Armitraj, who are studying the alien probe captured after it wreaked havoc on an Amish community. A power surge causes Rayna to cut off the top of the probe, which responds by dematerializing her. Unaware of the situation, Sahjit and Boone discuss with Doors and Augur the probe's purpose, recalling its ability to replicate butterflies into killers, launching the resistance into battle with the probe that may be studying Earth.

Wr Malcolm MacRury

Dir David Wurry-Smith

1 - 13 *THE SECRET OF STANDHILL*

A construction blast unearths a grave marker belonging to a Taelon scout sent to size up earth for Companion occupation thousands of years ago. Boone must find the grave which contains the research, before Sandoval finds the grave. Da'an loses his position as the United Nations Companion to Zo'or, but keeps the American Companionship

Wr George Carson

Dir Gordon Langevin

1 - 14 *PANDORA'S BOX*

When a Taelon experiment to create a new hybrid warrior goes wrong, an ancient alien evil is unleashed upon the Earth.

Wr Malcolm MacRury

Dir Tibor Tackas

1 - 15 *IF YOU COULD READ MY MIND*

At a Conference of Psychic Sciences, "The Commonality", the Taelon psychic link has been invaded and the secret plans for Earth are known. Katya Petrenko possesses incredible psychic gifts and an interest in Boone. She confronts Zo'or, telling him that the Taelons must change their approach to humans, or they will destroy both races. Katya reveals that named Ma'el gave some humans the gift to break into "The Commonality". As Katya dies, Dr. Belman performs a brain transfer of all of Katya's knowledge to Boone.

Wr Paul Gertz, Julie G. Beers

Dir Tibor Tackas

1 - 16 *WRATH OF ACHILLES*

Lili loads Augur's computer virus into the Taelon system and it takes affect immediately. System after system crashes and Lili and Da'an are in grave danger as the virus infiltrates the shuttle's computer and lurches them out of control. Augur thinks he can stop the virus, but he must send Boone deep into the building to access the central computer.

Wr Stephen Williams

Dir Damian Kindler

1 - 17 *THE DEVIL YOU KNOW*

Colonel Purcell and agent Carter discuss if the body of Thomas Blanchard, a thief who was beaten brain dead, is suitable for them. Doors International head, Anne Portnoy, demonstrates a new Taelon device, an EMP (ElectroMagnetic Pulse) weapon. Boone meets with Doors and Augur to warn them of the EMP. They plot to steal the weapon to prevent the Taelons from using it against Earth. Before they can obtain the EMP, Blanchard steals it. Lili sneaks into Blanchard's hideout, discovered and taken hostage. Blanchard reveals to Lili that he is really her father, Colonel Purcell.

Wr Raymond Hartong

Dir Stephen Williams

1 - 18 *LAW AND ORDER*

Major McIntyre confronted Rho-ha in Johnson's hospital room, a struggle ensued and McIntyre was killed. Boone and Sandoval defend Rho-ha, who is ordered to stand trial facing the death penalty for murder. The prosecuting attorney is Joshua Doors, the estranged son of Jonathan Doors. Travis Perkins, delusional Taelon supporter, has vowed to kill those who pose a threat to Rho-ha. Joshua confronts Rho-ha on the stand about the DNA experiments, Rho-ha becomes enraged and threatens to kill Joshua. Perkins is angry at the treatment of the Taelon and attempts a suicide bombing.

Wr David Kirschner, Paul Gertz

Dir Joe Scanlan

1 - 19 *THROUGH THE LOOKING GLASS*

The Taelons introduce interdimensional travel to human customers. A young deaf-mute boy and his mother become separated during their travels through the portal. The boy appears and is now able to speak and hear. The boy is examined by Dr. Park, a resistance doctor, who discovers that he has been implanted with a device to restore his missing senses. Boone suspects that the Taelons are using the portal to perform experiments on humans. Doors sends Sahjit through the portal with a tracking device.

Wr Malcolm MacRury

Dir Milan Cheylov

1 - 20 *INFECTION*

Ne'eg dies from being exposed to a devastating virus that was unleashed from an alien probe. The virus falls into the hands of a group of white supremacists, they release the virus into the Lincoln Hills homeless shelter. The deadly virus quickly spreads, threatening to decimate both the human and Taelon races. Boone, infected with the virus, comes up with an idea to develop anti-bodies against the virus but it may not be in time to prevent the virus spreading over earth.

Wr Julie G. Beers

Dir Milan Cheylov

1 - 21 *DESTRUCTION*

A holographic image of Rayna, who was consumed by an alien probe, tells Augur that the Taelons are dismantling the probe which will kill her, and they will learn about the Resistance's secrets. Hearing of Rayna's appearance, Sahjit is determined to bring her back. The Taelon lab is under intense security and Augur hires a special operative, Michael Sloane, to lead the resistance team to infiltrate the Taelon compound to destroy the alien probe.

Wr Mary Crawford, Allan Templeton

Dir Ross Clyde

1 - 22 *JOINING*

Divers stumble across a strange radiant canister while searching for sunken treasure. Upon opening the canister an alien being known as Ha'gel is released from its prison and assumes the identity of one of the crew and destroys the others. Boone is called to the crime scene and his suspicions are raised when he finds Taelon writing on the empty canister. Upon questioning, the Taelons tell Boone that Ha'gel is the last of an alien criminal caste. Afraid that Earth will learn the truth, the Companion's recruit the help of Beckett to deal with Ha'gel. Ha'gel assumes Sandoval's form, and confronts Beckett.

Wr Paul Gertz, Jonas McCord

Dir Neil Fearnley

1 - 23 *DARK HORIZONS*

After a Jaridian energy beam turns several Taelon companion protectors into assassins, Zo'or demands that they be turned over to him in 24 hours - or he will open fire on Earth. Da'an, meanwhile, dispatches Liam to take the assailants alive; and Sandoval becomes a pawn of the Jaridians.

1 - 24 *POINT OF NO RETURN*

The Taelons' fate - and possibly Liam's - is decided after Liam and Renee find Ma'el's regeneration chamber. The discovery of the secret location causes the surviving Taelons and Jaridians to seek the mechanism, which promises to restore their draining energy. Street, meanwhile, solves the riddle of ma'el which will allow the Taelons and the Jaridians to join.

2 - 1 *THE FIRST OF ITS KIND*

Nine hours after Beckett conceived, her child is born. The Resistance must decide what to do with Beckett and her rapidly developing child, Liam Kincaid, who reaches maturity within minutes of being born. Sandoval reveals Boone's ultimate fate to Lili. Rayna transmits a signal to the Jaridians, an alien race. A Jaridian probe replicant assassin is set to destroy all Companions. At Boone's funeral the Taelon Synod leader, Quo'on, is assassinated, but Liam saves Da'an. Da'an appoints Liam as his personal protector. Zo'or realizes that if the replicant kills Da'an, then he'll made synod leader by default.

Wr Jonas McCord

Dir Allan Kroeker

2 - 2 *THE TIES THAT BIND (aka ATAVUS)*

Augur taps into the Taelon Commonality, breaking Da'an's contact with the Commonality. Da'an regresses into the "Atavus", a pre-historic version of the Taelons. Zo'or tells Sandoval to kill Da'an. Da'an is a threat for the Atavus only has a hunger for life spirit. The Resistance lures the Atavus to try to save Da'an.

Wr Brian Nelson

Dir Neil Fearnley

2 - 3 *A STICH IN TIME*

At an exhibit of Taelon items from Strandhill, Liam jumps through a Taelon portal which takes him two days into the future, where he finds everyone in the Resistance headquarters murdered. On returning to the present, he races to stop the massacre and begins to suspect that he is the assassin. Zo'or attempting to destroy Liam, beams dangerous brain wave emissions to him from the Taelon mothership. Doors, highly suspicious of Liam, becomes agitated and demands that Liam be shot.

Wr Brian Nelson

Dir Neil Fearnley

2 - 4 *DIMENSIONS*

Liam and Augur are thrown into a parallel dimension when their shuttle flight is sabotaged by Doors. Maiya captures them and brings them back to her Imerian Resistance camp, where they start to find counterparts of people they know. The counterpart Taelons capture the colony and takes them to the mothership.

Wr Paul Gertz, Jonas Moise, Allan Swayze

Dir James Head

2 - 5 *MOONSCAPE*

Augur is arrested for treason in Russia and condemned to death by hanging. However, he is blackmailed into participating in a Taelon experiment as advanced warriors and is implanted with a CVI. Maiya confuses Sandoval for her lover, Jason, from her dimension thus attracting Sandoval. For protection, Maiya takes the identity of Isabel Martinez. Liam helps Augur break his CVI and bring him back from the rage. Lazarus, the overseer of the program, was brought back to normal by Da'an.

Wr John Marc De-Matties, J.M. DeMatteis

Dir Ross Clyde

2 - 6 *SLEEPERS*

A Jaridian probe crashes into earth and disrupts the Commonality, leading the Taelons to round up suspected Resistance members to be harvested for their life force energy to feed the draining Commonality. As Augur, Maiya and the others lie near death, their souls are in a dream world. Liam, in a comatose state, finds them and tries to bring them back, but they are happy in their dreams and refuse to return. Lili and Sandoval locate the probe in Australia.

Wr John Marc De-Matties, J.M. DeMatteis

Dir Ross Clyde

2 - 7 *FISSURES*

Working on the New York to Bangkok interdimensional link, a technician is killed by energy-eating creatures. Liam and Augur suspect the creatures may be from another dimension, and will drain every energy source on earth. The mothership becomes infested with the creatures, leading the Taelons to put themselves into a near-death state to protect themselves.

Wr Paul Gertz

Dir Brett Dowler

2 - 8 *REDEMPTION*

Beckett's CVI begins to break down, causing her to slip and fall while climbing in a cave. Unconscious, she hallucinates a trial for her crimes against humanity and for collaborating with the Taelons. Liam and Augur try to find Beckett before Sandoval finds and kills her.

Wr Brian Nelson

Dir Neil Fearnley

2 - 9 *ISABEL*

Maiya begins to suffer from dimensional phasing, Augur claims that Maiya and her counterpart Isabel must merge or they may both die. Doors enters presidential race to begin to challenge the Taelons. Lili confirms that Isabel and her have the same father. Sandoval questions Maiya on the mothership, while Doors and Zo'or discuss joining forces.

2 - 10 *BETWEEN HEAVEN AND HELL*

Dr Belman and her scientist daughter Joyce inject an injured ape with the serum, regenerating its injured organs. Unlike her mother, Joyce is eager to try the serum on a human subject.

2 - 11 *THE GAUNTLET*

Lili is taken hostage as a Jaridian escapes from the Taelons in a shuttle. Liam pursues and both shuttles

are drawn into a alien vessel. Liam explains that the vessel is a repository for the Kimera's accumulated knowledge. In order to leave, they must go to the vessel's core. Da'an confronts Zo'or about the Jaridian's escape, and challenges his authority. The Jaridian reveals his race and the Taelons were one until the Taelons separated. Now the Taelons want to force a union with the Jaridians by using humans as soldiers against them.

2 - 12 *ONE MAN'S CASTLE*

With Da'an's help, a handicapped scientist genius, Sparrow, heads a program where disabled persons can transfer their consciousness into a healthy body by creating a biosurrogate with Jaridian replicant programming, and then live normal lives. A reporter sneaks into the lab and his camera flash activates a biosurrogate. Sandoval arrives to find the reporter and a guard dead, and the biosurrogate gone having no consciousness of it's own. Lili finds that Zo'or has tampered with Da'an's research and have programmed the biosurrogates into killing machines. Liam learns that Sparrow has transferred his consciousness into a second biosurrogate.

2 - 13 *SECOND CHANCES*

Zo'or sponsors a "fountain of youth" program, called Second Chances, which makes old and ailing people young again. Resistance looking to replace Doors as leader. Pearl Bell says that she had no previous use for the Taelons before she undergoes the first public transformation. While being interviewed afterward she states how Taelons had before helped her son live. Resistance talks with Doors about the need to go underground again. At a press conference, a Resistance member challenges new transformation group, which provokes one of them to fire a gun into the crowd. The Resistance grabs Pearl, and find that her brain scan reveals memory alternations but they need to prove that they have become Taelon supporters.

2 - 14 *PAYBACK*

At the opening of a new Taelon portal station, a strange flash of energy radiates from Dr Jeffrey Whitfield, Director of Portal Research, and he collapses and found dead. Sa'al, the Taelon engineer in charge of the new portal, addresses the press about the safety of the portal. Doors argues with him and Sa'al explodes in a flash of light. Liam and Sandoval view video of both public events, they zero in on Arnold Creighton, a professor and outspoken critic of the Taelons. Augur finds that Creighton has invented a mini teleportation device, which can kill from the inside out.

2 - 15 *FRIENDLY FIRE*

While Chandler studies a stolen Taelon shuttle, two men burst in, and incinerate the lab while the shuttle escapes. Liam and Lili go the site and find evidence that the attack was an inside job, pointing to a Resistance traitor. During a gun battle at a warehouse, Lili finds Chandler, who asks her to join him and take arms against the Taelons. Lili promises nothing, and lets him escape. Liam and Lili discover that Chandler is planning an attack on the Taelon embassy in Washington.

2 - 16 *VOLUNTEERS*

A "volunteer" squad of specially trained Taelon implanted teen-agers attacks an abandoned warehouse where a Resistance cell meets. Lili, Liam and Augur are surprised when Julia shows up with an unconscious Amanda. Dr Park removes Amanda's implant and tells them that her implant is killing her. Resistance sends Julia undercover to join the Taelon Volunteer Program. Julia warns Liam and Lili about a massive assault, who mobilize the Resistance for a counter attack. Liam learns that recruits are being sent through portals after an unknown enemy in another galaxy.

2 - 17 *BLISS*

Lili becomes infected by a highly addictive drug called Bliss. Liam and Sandoval go to Ireland to investigate the drug's origin, where they meet Dr Cox, and a cult of "Taelonists" who deny knowledge of Bliss. They discover a lab where Ma'el worked on an antidote for Bliss, suspecting the Taelonists found the lab and are spreading Bliss.

2 - 18 *HIJACKED*

The Taelon's hire a spinductor who brings on a reporter onto the mothership. Unfortunately the mothership is at this time hijacked by a replicant who wants to get the ship into Jaridian space.

2 - 19 *HEROES AND HEARTBREAK*

After Augur's friend implodes, due to ID space inside him, Augur meets a beautiful woman, Beverly Wu, who hires him to engineer a weapon of mass destruction, called Forge in Antarctica. Zo'or tells Da'an that the latest battle with the Jaridians has ended badly and they are retreating. Zo'or wants to activate the Forge to strike at the Jaridians while they regroup. Da'an is against using Earth as a base for attacking, but Zo'or overrules. Doors says Augur is in trouble if he's working with Beverly. Liam tries to get information on Forge from Da'an, who refuses to answer. Augur, falling in love, thinks the project may turn earth into a blackhole. The worm hole between earth and the Jaridian Empire stays open too long inbetween firings.

2 - 19 *DEFECTORS*

Two unidentified Taelon piloted shuttles appear, unscheduled, in earth airspace, dogfighting. Liam wonders why Da'an took off to an unknown location. Sandoval is sent to locate the surviving Taelon, noted to be unco-operative. Zo'or disrupts Da'an's Karpag on the moon base home world recreation. Liam finds Ba'li, who claims to have come to help humans retake earth. Augur severs Ba'li's commonality link. Ba'li fingers Da'an as the architect of Taelon strategy across the galaxy to defeat the Jaridians. Ba'li turns into an Atavus and goes to kill Da'an.

2 - 20 *MESSAGE IN A BOTTLE*

A probe crashes on earth. The Resistance finds the probe, before Sandoval arrives, and takes it to a hideout. The hideout is ambushed and they are taken to a 'Dark Knight' base. The Resistance deals with this unexpected new player as they try to stop a Jaridian probe from an assault on Earth. The probe takes the shape of Augur, and delivers a message to humanity.

2 - 21 *CROSSFIRE*

Doors holding a press conference, Liam sees a man videotape casing the room. Liam confronts him, the man runs from the building. Both exchange gunfire, and the man turns his weapon on himself and is vaporized. Augur discovers the man had a Taelon warrior implant. Julia gets a tip of the implant and an arms dealer named Margolis. Julia and Augur questions Margolis about the deal with the warrior implant. They find the weapons are undetectable by security. One of the warriors bursts in and vaporizes Margolis. Julia and Augur can't seem to stop the warrior and finally escape by racing off in a car. Liam suspects the Resistance is being set up, and is reluctant to put members in danger at the next public debate. Julia secretly offers her unit's protection to Doors for the debate. Liam arrives at the debate and is furious to find Julia armed. Liam discovers three warriors, disabling two of them while a third escapes. Julia and her team respond to the alert and find they have been set up. As they're arrested, a warrior implant using a Resistance gun shoots President Thompson in the chest. In response, Sandoval shoots the hitman. As President Thompson recovers and gain a huge lead in the polls, Resistance members hear reports that the hitman has been linked with the Resistance, conspiracy to commit murder charges are laid against them. Voting begins and Thompson is re-elected for president. Joshua appears on TV to make a shocking betrayal against his father. President Thompson announces a round-up of all resistance members. Sandoval arrests Da'an for treason. Doors, Liam, and Augur hide in an apartment, Lili calls Liam and says she has the power to destroy the mothership. Liam says not to and then is attacked and communication lost. Lili starts punching away at the computer.

Wr Lisa Klink

Dir Ross Clyde

3 - 1 *CRACK DOWN*

US President Thompson declares a national emergency and imposes martial law until the resistance is crushed.

Wr Paul Gertz, Corey Tynan

Dir Allan Kroeker

3 - 2 *THE VANISHED*

Political allegiances continue to shift and Lili's fate lies in the hands of Sandoval.

Wr Cory Tynan

Dir Allan Kroeker

3 - 3 *DÉJÀ VU*

A new Taelon/Doors venture that allows people to relive their most cherished memories may not be what it appears four people supposedly died from overloaded synapses.

3 - 4 *EMANCIPATION*

Liam learns more about the skrills while searching for the missing skrill queen.

3 - 5 *THE ONCE AND FUTURE WORLD*

Liam and Renee investigate taelon artefacts on of which leads to the discovery of Ma'el's ship.

3 - 6 *THICKER THAN BLOOD*

Da'an hires a professional hit man to seek out Augur. Liam and Renee meet with 10 Resistance leaders whose cells have been discovered and destroyed. In order to avoid one cell from crushing the entire network in the future, Liam proposes that he be the only communication link between cells. Sandoval learns that he will die unless he gets a blood transfusion from an immediate family relative.

3 - 7 *A LITTLE BIT OF HEAVEN*

A woman barely escapes from the small town of Taelonville, Indiana through an ID Portal, the woman's three-month-old fetus was removed, possibly by ID technology. Zo'or denies the use of ID technology to perform non-invasive surgery. Liam arrives in Taelonville to investigate.

3 - 8 *PAD'AR*

Liam investigates if Jack Patches, that allow fans of the combat game Pa'dar to feel the feelings of the warriors, causes seizures.

3 - 9 *IN MEMORY*

Lili awakens as a beam locks on to the shuttle. A Jaridian enters the shuttle as a Taelon warship arrives, engaging the shuttle in battle. Later, Lili finds herself to be a patient at a military hospital. Dr Reed tells Lili that she has been in a coma and that her CVI has been removed. Liam arrives to tell Lili that she has lost 3 years of her life and that the Taelons are gone after the Jaridians defeated them. She also learns she is responsible for saving Earth and Sandoval is scheduled to be executed. After Colonel Bramson debriefed her, Lili learns that Sandoval's last request is to speak with her. She agrees when she realizes that this will be her only chance to find out why Sandoval sent her out on the shuttle. However, Sandoval only reveals to Lili that he now has his own resistance, made up of faithful Taelon followers, who will kill her. Meeting Augur, Lili finds out that he is the CEO of a large company with a wife and a child. Watching Lili and Augur, Dr Reed and Bramson discuss the need to win Lili's trust. That night, Liam thwarts an assassination attempt that Tate made on her life. The following day after security is tightened outside her room, Dr Reed suggests that watching Sandoval's execution may aid in Lili's recovery. The Jaridians developed an elaborate scheme to trick Lili into repairing a Taelon ID drive, changing the fate of Earth.

3 - 10 *THE CLOISTER*

The Companions are invited to join with a religious order in a ceremony. The group is made up entirely of women and seeks that special spiritual connection with the Taelons that will bring them to an enlightened state. Liam finds a former resistance member, Elizabeth, in the group. During the ceremony, the Companions share their energy with The Cloister. Worried about the possible security leak, Liam and Renee have to stop Elizabeth from telling the cult everything.

3 - 11 *THE INTERVIEW*

A reporter after being exposed to Taelon radiation seeks to expose the Taelons during a live television interview with Zo'or by airing secret Taelon video.

3 - 12 *KEEP YOUR ENEMIES CLOSER*

Zo'or and Liam crash in a remote area of Wyoming. Naraina Durrant, a resident of a local commune of natural purists known as the Children of the Earth, rescues Liam from his crash bubble and assists him in his search for Zo'or. Meanwhile Zo'or's bitter rival T'than calls an emergency meeting to propose Da'an take Zo'or's place as the Synod leader.

3 - 13 *SUBTERFUGE*

Zo'or discusses with Ro'am, the Latin American Companion, his idea to make President Thompson an advisor to the Synod. Sandoval approaches Tonio Arias, Ro'am's Protector, and secretly attaches a microchip to Tonio's skull. Ro'am and Tonio are killed while travelling in the ID Portal. T'than becomes suspicious of Zo'or because Ro'am's death shifts the balance of power in the Synod in Zo'or favour.

3 - 14 *SCORCHED EARTH*

Another secret Taelon manipulation is discovered.

3 - 15 *SANCTUARY*

When Zo'or contacts an ancient deadly plague for which there is no known cause or cure, Renee suggests to Liam that the virus could be used to create a biological weapon to fight the Taelons. She recruits Augur to research the virus and its potential.

3 - 16 *THROUGH YOUR EYES*

At the Taelon Embassy, Da'an shows reporters the Taelon Galactic Database. A sniper fires a Pulse Gun that penetrates the virtual glass of the embassy. Liam and Da'an are stunned to see gaping holes in the virtual glass that is impervious to all human weapons. Sandoval and Liam find the Hammerlin CD-57 Pulse Gun and the transducer. Sandoval tells Liam he does not want the media informed. Later, Sandoval informs Zo'or that he has leaked all the information to the media, as per their plan. Augur identifies Scott Pierce from a webcam as the shooter, but discovers that Pierce is a patient at St John's Neurological Centre. On the Mothership, Zo'or transfers his energy into Pierce's comatose body to convince humans to ban energy weapons that could threaten the Taelons.

3 - 17 *TIME BOMB*

Liam and Renee uncover Ma'el's directives to the Taelons.

3 - 18 *THE FIELDS*

Liam is asked by a Church of the Companions member, Devon, to help find his girlfriend, also a member who has mysteriously disappeared. Sandoval gives Da'an some energy dust. Liam and Renee join the Church as homeless people. At the church's shelter they find that the food has a Taelon additive. In an underground environment on Church of the Companions land, Volunteers force drugged Church of the Companions members to harvest Kryss, a substance necessary that is vital to Taelons survival on Earth. Liam knows that Taelon plants only grow in 98F degree temperature. They discover that humans are being used to grow Kryss.

3 - 19 *APPARITION*

While Carson Briggs works overtime at the New World Commonwealth Bank, a hopeless cry introduces a blue light that swirls around him. The energy light chases and tortures Carson, pushing him onto the floor. The energy whirls in circular motions around Carson, setting him on fire. At the same time, Liam dreams of the exact horrifying events that Carson experiences. Liam goes to the death scene. Recalling the events of his dream to a investigator, he offers a piece of evidence that had not yet recovered - Carson's ring, which designed with the bank's logo and the ancient Taelon symbol for impurity. At Carson's home, Liam discovers circular burn marks throughout the house. The blue energy appears, which leads Liam to a Taelon datalog. The energy takes the shape of the deceased Taelon Ku'don, who mutters the word 'exile' before disappearing. Suddenly, Liam hears loud banging and he hides the datalog as commandos storm the house. Liam overpowers one of the commandos and escapes as a commando. When Ku'don returns to haunt Zo'or, it is revealed that Zu'or is stealing profits from the Taelon co-ventures.

3 - 20 *ONE TAEOLON AVE.*

At One Taelon Avenue, Dr Sato and Joshua Doors begin a test with an ID shuttle prototype. The craft explodes, sending everyone ducking for cover while Sato calmly watches. Joshua tries to persuade Renee Palmer to leave Doors International and join him at One Taelon Ave. Jonathan Doors encounters his son in Renee's office and the two exchange opinions about business. Jonathan, concerned about his son, asks Liam to find out what's really going on at One Taelon Ave. At One Taelon Ave, Renee meets with Joshua while Liam is tracked by Control, a computer, while he investigates. Control tracks Sato and begins a bio-purge function. Sato tries to escape the energy walls, but they disintegrate him. Zu'or and Da'an review the security video of Sato's demise. Da'an is concerned that Control may be overriding the Taelon programming and creating its own agenda. Sandoval reports he has begun an investigation at One Taelon Avenue, but Zu'or orders him to close his investigation. Liam and Augur find that Control is using mind-controlling techniques on the workers. Jonathan dies after pushing his son out of the way of an energy wall that Control created to kill Joshua.

3 - 21 *ABDUCTION*

Da'an checks with Andrea Myzar on the decoding process of one of Ma'el's messages. Da'an is shot by Andrea. Andrea leaves the MotherShip with Ma'el's message relic. Augur's holo-computer finds that Andrea is Emma King, a mathematician killed 3 years ago. Liam retrieves the relic and discovers that humanity is the genetic link between the Taelons and Jaridians.

3 - 22 *THE ARRIVAL*

While Lili returns to earth after being tricked into giving the Jaridians interdimensional transportation, an auction is held at the Antarctic Republic of Rostok for some mysterious alien weapons. Sandoval must stop the bidding taking place while Liam and Renee try to find out what the weapons are.

4 - 1 *THE FORGE OF CREATION*

Lili Marquette gives birth to a half-Jaridian child, with the help of Taelon core energy, that may be the last hope for the Taelon and Jaridian race. Auger goes into hiding from volunteer investigations, an old friend of his J Street agrees to help Liam and Renee while Auger is on the run. Sandoval tries to destroy evidence of the Jaridian existence.

Wr George Geiger

Dir Mike Robison

4 - 2 *SINS OF THE FATHER*

Liam teaches Da'an the dangers substance abuse can cause.

Wr Robin Bernhiem

Dir Will Dixon

4 - 3 *FIRST BREATH*

Liam and Renee investigate Zo'or and his link to a biomedical facility's clandestine cloning operation.

Wr John Whepley

Dir John Stead

4 - 4 *LIMBO*

The Murder of General T'Than on board the mothership leads Liam to discover the taelons darkest secret, while the late Jonathan Doors returns in cyber form to administer a deadly attack upon them.

Wr John Whepley

Dir Brenton Spencer

4 - 5 *MOTHERLODE*

While Liam and Renee investigate the suspicions of false imprisonment and infringement of civil rights, an amoralist associate of Augur's plans to steal Zo'or's gold onboard the mothership.

Wr George Geiger

Dir Brenton Spencer

4 - 6 *TAKE NO PRISONERS*

The ANA manages to negotiate amnesty for all resistance members, Liam tries to convince resistance member Halley Simmons to take up the offer. Sandoval uses parasites to make volunteers do suicide missions against the resistance

Wr Marcus Miller

Dir John Stead

4 - 7 *SECOND WAVE*

The Taelons decide to leave earth following what appears to be an imminent Jaridian invasion.

Wr Stephan Roloff

Dir Andrew Potter

4 - 8 *ESSENCE*

Renee discovers that her younger brother is a victim to Zo'or's plot to harness human emotions.

Wr Fiona Avery

Dir Rod Pridy

4 - 9 *PHANTOM COMPANION*

While on-board the Taelon mothership, Renee is taken hostage by a mysterious being that haunts the lower parts of ship.

Wr John Whelpley

Dir Brentan Specer

4 - 10 *DREAM STALKER*

Liam and Renee investigate a serial killer who murders people in their dreams.

Wr Robin Berhiem

Dir Andrew Potter

4 - 11 *LOST GENERATION*

Liam and Renee discover that a baby is born with a CVI implant.

Wr Jennifer Barrow

Dir Rod Pridy

4 - 12 *THE SUMMIT*

Liam is implanted with a neural surveillance device to track Da'an, who leaves earth on a mysterious final journey.

Wr George Gieger

Dir Bruce Pittman

4 - 13 *DARK MATTER*

The mothership is damaged when a peice of dark matter colides with it.

Wr Brad Falchuck

Dir David Winning

4 - 14 *THE KEYS TO THE KINGDOM*

Zo'or threatens to attack the earth after an artefact containing the secret to synthesise Taelon core energy is stolen from the mothership.

Wr Robin Bernheim

Dir Andrew Potter

4 - 15 *STREET CHASE*

J Street learns a lesson in trust while on the run from Sandoval.

Wr John Wheaply

Dir Will Dixon

4 - 16 *TRAPPED BY TIME*

The fate of the earth and the Taelons may be revealed when three astronauts from the future are discovered in stasis hidden in a government base.

Wr George Gieger

Dir Martin Wood

4 - 17 *ATTONMENT*

In exchange for immunity, Sandoval agrees to testify against the Taelons.

Wr John Wheaply

Dir Brenton Spicer

4 - 18 *BLOOD TIES*

Liam and Renee suspect Zo'or of orchestrating a series of murders.

4 - 19 *HEARTS AND MINDS*

Renee is torn between love and duty when her boyfriend is captured by the Taelons.

4 - 20 *EPIPHANY*

The Taelon's decision to enter death stasis causes a rift between Zo'or and Da'an, who refuses to share the core energy he has accumulated. Meanwhile, Liam learns that he only has days to live.

4 - 21 *DARK HORIZON*

After a Jaridian energy beam turns several Taelon companion protectors into assassins, Zo'or demands that they be turned over to him in 24 hours - or he will open fire on Earth. Da'an, meanwhile, dispatches Liam to take the assailants alive; and Sandoval becomes a pawn of the Jaridians.

4 - 22 *POINT OF NO RETURN*

The Taelons' fate - and possibly Liam's - is decided after Liam and Renee find Ma'el's regeneration chamber. The discovery of the secret location causes the surviving Taelons and Jaridians to seek the mechanism, which promises to restore their draining energy. Street, meanwhile, solves the riddle of Ma'el which will allow the Taelons and the Jaridians to join.

5 - 1 *UNEARTHED*

The joining of the Taelons and the Jaridians create the Avatus race, a greater threat that Renee leads the fight against.

Wr John Whelpley

Dir Andrew Potter

5 - 2 *PARIAHS*

Sandoval strikes a deal with the Atavus while Renee tries to convince Hubble Urick about the existence of the aliens.

Wr George Greiger

Dir Will Dixon

5 - 3 *THE SEDUCTION*

Renee fights to destroy the Atavus as they begin a joining process that will create human-Atavus hybrids.

Wr Stephen Roloff

Dir Andrew Potter

5 - 4 *SUBTERRA*

Renee frees Dr Mataros a death row inmate, from prison, in an attempt to find a way to kill the Atavus.

Wr Mark Amato

Dir Will Dixon

5 - 5 *BOONE'S AWAKENING*

William Boone, the Taelon Protector who secretly led the human Resistance movement three years ago,

is awoken from a state of suspended animation aboard the Mothership by Sandoval. He awakens to find that the Taelons and Jaridians have merged to become a new alien species posing an even greater threat to humanity and joins Renée's crusade against the Atavus.

Wr Paul Gertz

Dir David Winning

5 - 6 *TERMINATION*

Renée breaks out a serial killer from prison, hoping she will be able to provide the information necessary to kill the deadly Atavus aliens, but the plan backfires.

Wr David Ransil

Dir David Winning

5 - 7 *GUILTY CONSCIENCE*

Renee attempts to sabotage Sandoval and Howlyn's plans for producing Atavus regeneration chambers.

Wr Harold Apter

Dir Brenton Spencer

5 - 8 *BOONE'S ASSASIN*

Renee visits Boone and shows him a crystal that can project the location of every Atavan on Earth. In an effort to retrieve the crystal, Sandoval brings Zo'or back to life as an Atavus so that she can battle her old nemesis Boone.

Wr Paul Gertz

Dir David Winning

5 - 9 *ENTOMBED*

A young woman, J Street, finds herself attracted to a seductive Atavus.

5 - 10 *LEGACY*

Renee travels back through time in pursuit of a deadly female Atavus.

Wr Stephen Roloff

Dir David Winning

5 - 11 *DEATH SUITE*

Renee suffers an emotional breakdown after a high-rise attempt to rescue a woman and her baby from an atavus attack goes horribly wrong. Unable to shake the image of the crying baby falling to its death, Renee and Street check into a spa to try to relax. Her therapy is soon cut short as they find themselves being stalked by Howlyn.

Wr Merideth Muncy

Dir Andrew Potter

5 - 12 *ATAVUS HIGH*

After he sets up an Atavus fan Web site, a disaffected teenager is used by the Atavus to recruit the world's youth into its army of hybrids.

Wr Brad Falchuck

Dir Brenton Spencer

5 - 13 *DEEP SLEEP*

This pivotal episode brings Renée Palmer to a hybrid-infested hospital where comatose patients are being used as a food source for the Atavus. It is only when Renée is ultimately able to expose these atrocities that the FBI finally takes seriously the threat of the Atavus, who must feed on the life force of humans in order to survive. The FBI pledges to join Renée's crusade to destroy this formidable alien menace before they take over the world.

Wr Mark Amato

Dir Brenton Spencer

5 - 14 *THE ART OF WAR*

Juda's death spells hope for Renee in her battle against the Atavus.

Wr Paul Gertz, John Wheaply

Dir Brenton Spencer

5 - 15 *GRAVE DANGER*

Renee receives part of an old manuscript from an associate of her Harvard professor, who believed that ancient Egyptians were visited by aliens. He claims he has discovered proof of this and then disappears.

Renee visits the Giza plateau and finds she must hook up with an old flame, in fact her love, Raleigh Sinclair, who's a dashing British scoundrel and a rogue archeologist. The two must work together to search the Pyramids to locate the tomb of Askenaton, a Grand Vizier to the Pharaohs and possible ancient Atavus who had mystical powers. Renee and Raleigh have some good hot-tempered banter as they try to outwit each other, while Sandoval arrives to complicate things further.

Wr David Ransill

Dir James Rait

5 - 16 *DEPORTATION*

Renee has a change of heart and sympathy for her unwilling enemy as she becomes aware of the inhumane treatment the atavus hybrids must endure in government run internment camps.

5 - 17 *HONOUR AND DUTY*

Renee and boyfriend Capt. Michaels "do-the-right-thing" as they risk their own personal integrity in an attempt to secure plans to the one military weapon that can kill the atavus.

5 - 18 *BAD GENES*

Renee's personal image of mankind's greatest enemy is forever changed when she becomes emotionally involved with a young atavus child, Yulyn, whom reveals he has a very human-like soul. Renee must now protect Yulyn, also a royal, from Howlyn's evil clutches.

Wr John Whelpley

Dir Bruce Pittman

5 - 19 *SUBVERSION*

Renee is put on trial for opening an Atavus stasis chamber.

Wr David Ransill

Dir Martin Wood

5 - 20 *STREET WISE*

J Street has become an Atavus hybrid, Renee rushes to locate an antidote.

Wr Paul Margolis

Dir Will Dixon

5 - 21 *THE JOURNEY*

Renee hooks up with Captain Michaels to investigate a pharmaceutical plant manufacturing an Atavus Hybrid vaccine. But something is little strange about the lead scientist Dr Spangler. Ra'jel returns to lead Renee on an enlightening trip down memory lane. Why did the Taelons pick Earth? Things take a very deadly turn at the lab; Michaels is seriously injured, Dr Spangler's truth is revealed, and, as the Captain fights for his life, Renee must make an awful final choice.

Wr John Whelpley

Dir David Winning

5 - 22 *FINAL CONFLICT*

As Renee begins to lose hope that humanity will survive, an old friend reappears to give her guidance, and solace. Yulyn and Ra'jel join forces to deliver the final blow to the Atavus threat to mankind. Sandoval comes to term with his past, and ends the series in a very fitting "Sandoval" manner.

Wr Paul Gertz

Dir Andrew Potter

EARTHFASTS

Two young boys discover a drummer from the past going through a tunnel and entering into the present, with him he carries a strange candle which never goes out and is cold.

The series was dramatised by Martyn Fox from a novel story by William Mayne. The peculiar mix of fantasy and time travel was shown on BBC1 at a 5.10pm slot. This was a more successful attempt by the BBC to produce a mystery suspense tale, with some good acting and a solid plot. On this occasion it looks like they actually spent a bit of money on this production.

Earthfasts was brought to Childrens' tv by the BBC with little fanfare. The first episode certainly tries to pack in many story elements, introducing adolescent leads Keith and David, standing stones which move mysteriously, and an 18th Century drummer boy out of Time. With Nellie Jack (John Cherry), the wan-dering drummer, returned to the mysterious tunnels in part two, I found it irksome that Keith and David did not set about digging their way in. After all, would any half curious teenager decide to leave this particular stone unturned? However, Keith and David are left with the candle, an ingenious plot twist, that Nellie Jack has brought out of the tunnels. The mystery deepens as the two boys begin to analyse its properties, trying to fathom how it burns without oxygen.

We are left tantalising hints about the stones which 'stand while the world rushes by like a wind', and by part five one wonders if so many disparate story threads can be brought together for a satisfying conclusion. There is the whole ghostly Arthurian army bearing down on Keith, and some gripping Arthurian hokum with a scene reminiscent of *TIMESLIP* as the boys emerge to a different Time where snow now covers the land. Fortunately only a brief break in Time has occurred, and we return to the status quo as the stones have re-appeared and Nellie Jack begins a new life at Swan Farm. Great fun for Fantasy devotees starved of new drama.

WR. Martyn Fox

DIR.

EPISODES: 5 **YEAR MADE:** 1994 **COUNTRY:** GB **SEASONS:** 1

BBC

CREATOR: WILLIAM MAYNE.

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 5

DATE OF PREMIER: 27/02/1994

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Kieth CHRIS DOWNS, David PAUL NICHOLLS, Nellie Jack JOHN BRYAN DICK, Dr. Wix DAVID HARGREAVES, Angry Woman JUDITH DAVIES, Old Man GEOFFREY BANKS, Eileen Watson RUTH HOLDEN, Frank Watson BOBBY KNUTT, PC Hunter MARK JORDON, Mrs. Heseltine KATE RUTTER, Mr. Heseltine TERENCE EDMOND, Miss Cook BARBARA DRYHURST, King Author JONATHAN HOWELL.

EDGE OF DARKNESS



On the surface it begins with a murder investigation with Yorkshire police detective Ronald Craven facing his most harrowing case - the death of his own daughter. But as he uncovers her mysterious involvement in an ecological group called Gaia, Craven reveals with author Troy Kennedy Martin called the 'silhouette' of modern British politics and Whitehall's relationship with America, and he opens a sinister can of worms concerning, defence, nuclear waste and the environment.

Helping him lever off the lid is a burly American secret agent, Darius Jedburgh, who, with Craven, breaks into a nuclear reprocessing plant, Northmoor, where he steals some Plutonium. This he subsequently reveals to startling dramatic effect in a speech to a NATO conference. Through the series Craven is driven by conversations with his dead daughter Emma, who keeps appearing to him as a pretty substantial spectre.

Gripping political thriller given an apocalyptic twist by some haunting mystical symbolism and its chilling nuclear theme. Kennedy Martin's inspiration for Edge of Darkness was the image of Gaia, the name of the Greek Earth Goddess and, more recently, the theory of former NASA scientist James Lovelock, that the Earth is a sort of self regulating living being maintaining the planet's inhabitable environment.

Central to his story was the idea of 'Man versus Planet' and the 'betrayal of Gaia' - evocatively captured in the series' haunting final image of the black flowers, symbol of the Earth's preparation for the apocalypse.

The producer for the series was Michael Wearing, the designer was Graeme Thomas, the photography was by Andrew Dunn, the music was created by Eric Clapton and Michael Kamen, the series was first seen on BBC2, the series has been repeated on UK Gold, many times.

Ultimately, Edge of Darkness is about the future of mankind, and whether humanity wants to work with nature or leave Earth behind for some techno-future among the stars. And fortunately they abandoned the original ending, where Craven became so in tune with The Green Thing he's transformed into a tree..

The shows director was Martin Campbell, previously at the helm of such action series such as The Professionals (1977-80) and Bergerac (1981-91). More notable was his work on Charlie (1984) which, with its intricate tale of trade union skulduggery, was a splendid dress rehearsal of Edge of Darkness.

One clever decision was to shoot Edge of Darkness using a telephoto lens which has the effect of squeezing the foreground and background very close together. The dramatic implication of this expresses the script's theme of conspiracy and oppression. Combined with some moody, noir-ish lighting it lends the production a very powerful visual style. In addition scenes such as Craven's escape from the MI5 computer room and Jedburgh's discovery of Terry Sheild's body are thrillingly visualised with the aid of a stedicam.

Even by the BBC's standards Edge of Darkness scored low ratings on its first screening. Because of its huge critical acclaim, however, it was repeated ten days later on BBC1, an unprecedented occurrence. Television critic James Murray, in the right-wing Daily Express, opined; "Political propaganda is always at its much dangerous when disguised as entertainment. Edge of Darkness was very, very good entertainment indeed."

With threats from Mrs. Thatcher about abolishing the licence fee, the success of Edge of Darkness couldn't have come at a better time for the corporation and marked the start of some sort of quality overdrive in BBC drama. The following year saw The Singing Detective, The Life and Loves of a She-Devil and an outstanding season of screen two.

Even if one chooses to ignore events in the real world, Edge of Darkness still has immense appeal. The story of a grieving father, seeking to understand the truth about his beloved daughter, is a deeply human one. It's also a damn good thriller.

WR. Troy Kennedy Martin

DIR. Martin Campbell.

EPISODES: 6 **YEAR MADE:** 1985 **COUNTRY:** GB **SEASONS:** 1

A BBC TV PRODUCTION IN ASSOCIATION WITH LIONHEART TELEVISION INTERNATIONAL

CREATOR: TROY KENNEDY MARTIN

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIAL

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 04/11/1985 **AIR DATE OF LAST EPISODE** 09/12/1985

SEASON DATE BREAKDOWN:

FILMS:

Ronald Craven BOB PECK, Darius JEDBURGH DON BAKER, Emma Craven JOANNA WHALLEY, James Godbolt JACK WATSON, Jerry Gorgan KENNETH NELSON, Robert Bennett HUGH FRASER, Pendelton CHARLES KAY, Chief Supt Ross JOHN WOODVINE, Harcourt IAN MCNIECE, Terry Sheilds TIM MCINNERNY, Clemmy ZOE WANAMAKER, Chilwell ALLAN CUTHERBERTSON, Childs TREVOR BOWEN.

1 - 1 *COMPASSIONATE LEAVE*

Yorkshire policeman Ron Craven sees his daughter Emma gunned down in front of him. His grief leads him to investigate and he learns of her activities as a radical environmental activist.

Wr Troy Kennedy Martin

Dir Martin Campbell

1 - 2 *INTO THE SHADOWS*

Craven's investigation leads him to Emma's boyfriend and to American CIA agent Darius JEDBURGH as it becomes apparent that Emma's activities were far from innocent - and known to the government.

Wr Troy Kennedy Martin

Dir Martin Campbell

1 - 3 *BURDEN OF PROOF*

The police close in on their prime suspect for Emma's murder but Craven, now aware of her activities, is convinced that his colleagues are on the wrong track.

Wr Troy Kennedy Martin

Dir Martin Campbell

1 - 4 *BREAKTHROUGH*

Craven confronts Emma's killer but is shot. Suffering from an apparent breakdown, he becomes determined to gain access to Northmoor nuclear plant.

Wr Troy Kennedy Martin

Dir Martin Campbell

1 - 5 *NORTHMOOR*

Craven and JEDBURGH follow the GAIA's route into Northmoor nuclear plant, but others are determined to stop them.

Wr Troy Kennedy Martin

Dir Martin Campbell

1 - 6 *FUSION*

JEDBURGH heads to Scotland with the stolen plutonium while Craven awaits the inevitable end.

Wr Troy Kennedy Martin

Dir Martin Campbell

EERIE INDIANA

If you head out of Cicely, Alaska, and take a left at Twin Peaks, you might find yourself in Eerie, Indiana. Tagged as a Twilight Zone for kids, Eerie, Indiana was a Nineties venture into American small-town weirdness that deserved better than its brief run. This eccentric community - described in the opening credits as 'the centre of weirdness for the entire planet', was the home of teenager Marshall Teller who, with his friend Simon, encountered all manner of oddballs, aliens and paranormal freaks. Even Elvis seemed to have taken up residence here.

Gremlins director Joe Dante was creative consultant on the show and directed several episodes himself, including the pilot about a body-snatching cult of kitchenware fanatics. It's that kind of weird. Other episodes featured a dental brace that acted as an antenna, tuning into the thoughts of dogs; a man who downloaded his brain onto an eight-track tape; veteran actor Ray Walston as an alien explorer who transports Simon to Pluto; a travelling museum of the parabelievable; a killer tornado with a personality - plus a tornado hunter (played by Max Headroom, Matt Frewer); a cashpoint machine that develops a crush on Simon; and a vast warehouse under the town which stores everything that ever gets lost in the world.

Throughout, the tone of the show was light, sometimes even matter-of-fact in its weirdness, rather than scary. It was also wonderfully original, coming up with some very off-the-wall concepts. In *The Lost Hour*, for example, when Marshall forgets to put his watch back one hour in the autumn, he finds himself trapped in a time warp with several other citizens who also forgot. Marshall was played by Omri Katz, formerly John Ross Ewing in *Dallas*, while Justin Shenkarow, who co-starred as his pal Simon, went on to become a resident in another offbeat town, Rome, Wisconsin, location for the Emmy Award-winning series *Picket Fences*. Joe Dante remained as the show's creative consultant.

After seven years the series was revived in a similar format with *EERIE INDIANA : THE OTHER DIMENSION* with a whole new cast, and production team, the series followed on from where Eerie Indiana left off. The executive producer was Karl Schaefer, co-executive producers were John Cosgrove and Terry Dunn-Meurer. Producers for the series were Jose Rivera, Gary Markowitz, Walter Bennett and Michael Cassutt. Story editor for the show was Matt Dearborn and the creative consultant was Joe Dante. The series was first seen in the UK on Channel Four, the series was shown between the 23rd March and 27th July 1993.

WR. Karl Schaffer, Jose Rivera, Matt Dearborn, Gary Markowitz, Michael R. Perry, James L. Crite, Julie Poll, Vance De Generes, Michael Cassutt.

DIR. Joe Dante, Sam Pilsbury, Bryan Spicer, Tim Hunter, Bob Balaban, Ken Kwapis, Matt Goldblatt, Greg Beeman, Todd Holland.

EPISODES: 19 **YEAR MADE:** 1991 **COUNTRY:** US **SEASONS:** 1

AN UNREALITY INC. AND COSGROVE MEURER PRODUCTION IN ASSOCIATION WITH HEARST ENTERTAINMENT

CREATOR: KARL SHAEFER & JOSE RIVERA

TYPE OF SHOW: WEIRD

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 19

DATE OF PREMIER: 15/09/1991 **AIR DATE OF LAST EPISODE** 12/04/1992

SEASON DATE BREAKDOWN:

FILMS:

Marshall Teller OMRI KATZ, Simon Holmes JUSTIN SHENKAROW, Marilyn Teller MARY-MARGARET HUMES, Edgar Teller FRANCIS GUINAN, Syndi Teller JULIE CONDRA.

Books Based on this series.

Attack Of The Two Ton Tomatoes #7	John Peel	1998
Bring Me A Dream #9	Robert James	1998
Bureau Of Lost #2	John Peel	1997
Eerie in the Mirror #16	Robert James	1998
Eerie Triangle #3	Mike Ford	1997
Finger Lickin' Strange #10	Jeremy Roberts	1998
Fountain Of Weird #6	Sherry Shahan	1997
Halloweird #15	Mike Ford	1998
Have Yourself An Eerie Little Christmas #5	Mike Ford	1997
Return To Forever #1	Mike Ford	1997
Simon And Marshall's Excellent Adventure #4	John Peel	1997
Switching Channels #13	Mike Ford	1998
The Dollhouse That Time Forgot #11	Mike Ford	1998
The Incredible Shrinking Stanley #14	Robert James	1998
They Say #12	Mike Ford	1998
We Wish You an Eerie Christmas #17	Robert James	1998
Who Framed Alice Prophet? #8	Mike Ford	1998

RELATED SHOWS:

EERIE INDIANA: THE OTHER DIMENSION

1 - 1 *FOREVERWARE*

The Tellers are welcomed to Eerie by Betty Wilson, who invites Marilyn to attend a demonstration of Foreverware, a very special type of plastic container: It's guaranteed keep anything fresh... Forever.

Wr Karl Schaefer, Jose Rivera

Dir Joe Dante

1 - 2 *THE RETAINER*

Marshall is scheduled to visit the dentist for a retainer. But he fears that he might end up the same way as the previous retainer recipient; he became able to hear what the dogs really say, and that was something they really didn't like.

Wr Karl Schaefer, Jose Rivera

Dir Joe Dante

1 - 3 *THE ATM WITH THE HEART OF GOLD (AKA THE ATM MACHINE)*

Simon befriends Eerie's new intelligent ATM, who gives him all the money he wants. Meanwhile, citizens of Eerie notice their bank accounts drying out.

Wr Matt Dearborn

Dir Sam Pillsbury

1 - 4 *THE LOSERS (A.K.A. LOST IN EERIE)*

Mr. Teller is losing things left and right. When he loses his briefcase, an anniversary gift from his wife also containing important things, Mrs. Teller becomes upset. Marshall sets out to find where the missing items are going and with help from Simon, they make a startling discovery.

Wr Gary Markowitz

Dir Joe Dante

1 - 5 *AMERICA'S SCARIEST HOME VIDEO (A.K.A. SCARIEST HOME VIDEOS)*

Stuck having to baby-sit Simon's younger brother on Halloween, Marshall and Simon fool around with their video camera. Unfortunately they end up trapping him in a monster movie, while a mummy runs wild in their house.

Wr Karl Schaefer

Dir Sam Pillsbury

1 - 6 *NO FUN (AKA JUST SAY NO FUN)*

Marshall knows something's up when he's sent to the new school nurse instead of detention, and his suspicions are confirmed when Simon comes out from the sight check as a homework-loving zombie.

Wr Michael R. Perry

Dir Bryan Spicer

1 - 7 *HEART ON A CHAIN*

Marshall and a classmate both fall for a new girl. The boy gives her a locket shaped like a heart. When the boy is in a terrible accident, his heart is transplanted into her body. Marshall suspects that something is wrong when the girl starts acting like his dead friend.

Wr Jose Rivera

Dir Joe Dante

1 - 8 *THE DEAD LETTER*

While browsing the basement of the local library, Marshall finds an old letter. He opens it and a young man appears who won't leave him alone until he delivers the letter in person.

Wr James L. Crite

Dir Tim Hunter

1 - 9 *WHO'S WHO*

A troubled young girl with a penchant for drawing can suddenly change reality when she starts signing her pictures with an Eerie brand pencil.

Wr Julia Poll

Dir Tim Hunter

1 - 10 *THE LOST HOUR*

Marshall doesn't like the Indiana practice of ignoring daylight savings time, and sets his clock back an hour anyway. When he wakes up the next day, no one is around... except some very non-talkative garbage men, intent on sending him through the trash compactor.

Wr Vance DeGeneres

Dir Bob Balaban

1 - 11 *MARSHALL'S THEORY OF BELIEVABILITY*

A professor renowned as an authority on the supernatural comes to Eerie to observe an extraterrestrial object he believes will land here. Marshall immediately sees an opportunity to blow the lid of the Eerie weirdness; but is the professor really all that he claims to be?

Wr Matt Dearborn

Dir Bob Balaban

1 - 12 *TORNADO DAYS*

As the tornado "Old Bob" approaches Eerie, the citizens prepare for their annual tornado day picnic to appease him. But Marshall and Simon insist on staying home, and as the tornado chasing meteorologist left by Bob on his first pass-through tells them--and this makes Bob angry.

Wr Michael Cassutt

Dir Ken Kwapis

1 - 13 *THE HOLE IN THE HEAD GANG (A.K.A. THE HOLE IN THE HEAD GANG / THE GUN AND THE TOASTER)*

Marshall and Simon investigate an old mill rumored to be haunted. It proves to be a hoax, set up by a mysterious young man who doesn't want anybody nosing around... or so it seems until they accidentally uncover a rusted gun, containing the ghost of Grungy Bill--Eerie's worst bank robber.

Wr Karl Schaefer

Dir Joe Dante

1 - 14 *MR CHANEY (A.K.A. MR. TALBOT)*

Marshall is chosen to be the Eerie "Harvest King" and must go face the Eerie wolf in the forest. Trouble is, none of the previous harvest kings have ever returned...

Wr Jose Rivera

Dir Mark Goldblatt

1 - 15 *NO BRAIN, NO PAIN*

A strange bum is assaulted by a woman with a ray gun. distracts her until the police arrive, and then Marshall decides to help out a bum after witnessing him being attacked by a woman with a ray gun. It is difficult though, because all he does is mumble nonsense, and reassemble electrical appliances into bizarre contraptions.

Wr Matt Dearborn

Dir Greg Beeman

1 - 16 *THE LOYAL ORDER OF CORN (A.K.A. THE LODGE)*

Strange things are going on in Eerie's local lodge - The Loyal Order of Corn, and when his father joins

Marshall intends to find out what's going on.

Wr Michael Cassutt

Dir Bryan Spicer

1 - 17 *ZOMBIES IN PJS*

Facing bankruptcy due to a possible audit, Radford welcomes a new partner - The Donald. His aggressive ad campaign has customers sleepwalking to the World 'o Stuff's midnight madness sale, buying anything in sight on credit. Just sign on the dotted line...

Wr Julia Poll

Dir Bob Balaban

1 - 18 *REALITY TAKES A HOLIDAY*

Marshall finds a script in the mailbox and starts reading. Suddenly he finds himself on the set of a TV series where everybody refers to him as Omri.

Wr Vance DeGeneres

Dir Ken Kwapis

1 - 19 *THE BROKEN RECORD*

Marshall tries to get a gloomy friend to lighten up by showing him an album from the heavy metal band Pitbull Surfers, but soon the Eerie weirdness kicks in and the quiet overachiever is turned into rebellious headbanger.

Wr Jose Rivera

Dir Tom Holland

There's a new club in town, the Eerie Junior Executives Club and there's a secret held.

Wr Jim Henshaw

Dir Don McCutcheon

1 - 3 *STANDARD DEVIATION*

Mad Bureau of Statistics woman tries to force the Taylors to become more 'normal'.

Wr Tony DiFranco

Dir John Bell

1 - 4 *TIME FLIES*

A Coffee machine sold to Mr. Crawford, speeds up Eerie and the residents of Eerie by stealing time.

Wr Peter Mohan

Dir Fred Gerber

1 - 5 *THE PHANTOM*

Mitchell discovers a classmate who's become invisible because nobody noticed him, and they decide to get him noticed by his fellow students before he disappears forever.

Wr Dennis Foon

Dir Graeme Lynch

1 - 6 *THE YOUNG AND THE TWITCHY*

A soap opera character's visit to Eerie leads to melodramatic behaviour all round.

Wr Jeremy Hole

Dir Don McCutcheon

1 - 7 *LAST LAUGH*

A gag writing genius helps Stanley become a master comic, but Stanley goes to far as he insults everyone.

Wr Tim Burns

Dir John Bell

1 - 8 *NEWSROOM*

Local paper has a machine that creates bad news, destroying the city, and Mitchell must stop them before they kill his mother at the Eerie nuclear power plant.

Wr Terry Saltsman

Dir Don McCutcheon

1 - 9 *LITTLE BUDDY BEEP BEEP*

Microchip toy fad hides sinister goings on at toy factory.

Wr Tony Sheer

Dir Gary Harvey

1 - 10 *PERFECT*

A Beauty treatment arrives in the city, and for cover, sinister things are goings on at factory. The company is making everyone into perfect human beings...dolls.

Wr Esther Behar

Dir John Bell

1 - 11 *NIGHTMARE ON EERIE STREET*

The legendary Sandman can't sleep so is keeping Eerie awake with nightmares.

Wr Janet MacLean

Dir René Bonnière

1 - 12 *MR. LUCKY*

Mitchell gains continuous good fortune from winning a wishbone, but there are unexpected results. So Stanley and Mitchell decide to receive help from the one who is now having so much bad luck.

Wr Peter Mohan

Dir John Bell

1 - 13 *SEND IN THE CLONES*

Mitchell accidentally creates a clone of his Dad from a plant, when he was 13 - and has to stop him blowing up the school with a giant potato and the power of electricity.

Wr Luciano Casimiri

Dir John Bell

1 - 14 *I'M OKAY, YOUR REALLY WEIRD*

A salesman promises to free the 'inner goofball' of Eerie's inhabitants.

Wr Janet MacLean

Dir Fred Gerber

1 - 15 *THE HUNTING OF THE JACKALOPE (AKA THE JACKALOPE)*

Mitchell and Stanley try to find the mythical jackalope, but they have some trouble when a hunter is out there trying to find it too.

Wr Jim Henshaw

Dir Malcolm Cross

EISENBORGAKA: **DINOSAUR WAR**AKA: **KYORYU SENSO AIZENBOGU**AKA: **AIZENBORG**

The dinosaurs have survived in secret to the present day, hidden in underground caverns. Their leader Ulul (Takiguchi), a dinosaur with an IQ of over 300, decided it's time to reclaim the surface world. Professor Tachibana is killed trying to stop them and his children Ai (Asagami) and Zen (Kami) are gravely injured, Tachibana's fellow scientists gave them cybernetic augmentation to save their lives, and they become the newest members of the anti-dinosaur taskforce Team D. They can also fuse together to form the Super Aizen cyborg when the day calls for a giant robot, which is rather often.

The follow up to BORN FREE, splicing stop motion and cel animation into the live-action sections. After episode 20, the dinosaur threat was replaced by Goddess the Evil Witch-Queen (Hazumi), who invaded with aliens from planet Gazaria.

Character design was by Haroyuki Kawajima & Takekatsu Kikuta, Original music by Toshiaki Tsushima.

WR. Keiichi Abe, Hiroyasu Yamaura, Kazuo Yakagiwa, Bunzo Wakatsuki, Narimitsu Taguchi, Yasushi Hirano.

DIR. Kanji Otsuka, Kazuho Manda, Jun Oki, Toshihiko Nakahima.

EPISODES: 39 **YEAR MADE:** 1977 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 39

DATE OF PREMIER: 07/10/1977

AIR DATE OF LAST EPISODE 30/06/1978

SEASON DATE BREAKDOWN:

FILMS:

Zen KYONOSUKE KAMI, Ai YOKO ASAGAMI, SHINGO KANEMOTO, Ulul JUNPEI TAKIGUCHI, TETSUO MIZUSHIMA, Goddess the Evil Witch-Queen JUN HAZUMI.

RELATED SHOWS:

BORN FREE

ELECTRA WOMAN AND DYNAGIRL



ElectraWoman and DynaGirl led double lives, in their civilian identities of Mara and Lori they were two of the top reporters for Newsmaker magazine. Operating out of their secret headquarters, the ElectraBase, the dauntless duo would spring into action whenever they were warned by the crimescope that criminal activity was occurring in the area. The Crimescope was an ultra sophisticated computer developed by Professor Frank Heflin, who had also developed a wide array of weapons which could be activated from their ElectroComps, devices worn on their wrists.

Deidre Hall is best known for her role of Dr. Marlena Evans on the Daytime Drama, "Days of Our Lives.". Judy Strangis is best known for her role as Dyna Girl in "Electra Woman and Dyna Girl". She also had small parts in the original Twilight Zone ("The Bard"), The A-Team ("In Plane Sight"), and CHiPs ("Moonlight"), as well as the roll of Brooke on Batman and Robin series.

ElectraWoman and DynaGirl were a pair of beautiful superheroines who were featured as part of the Krofft Supershow. Somewhat reminiscent of the BATMAN tv series. ElectraWoman and DynaGirl was a wee bit campy featuring a plethora of over the top super villains for our heroines to battle. Also when the series was first run as two part episodes, it had cliff-hanger endings with our heroines in mortal danger at the end of part one. The series was shown on ABC in the US, and has never been seen in Britain, except for clips on Sky One.

A pilot for a new series of Electrawomen and Dynagirl was made in 2001, since this database is meant to include only series that made it to air, it would be inappropriate to have a separate entry for this show, therefore, for the sake of completeness, information about the remake pilot episode is contained below.

The producers and creators of the original series produced in the 1970s, were also responsible for this sequel made in 2001.

Produced by Marty Krofft (executive producer), Sid Krofft (executive producer), Makeup Department Joel Echallier (special makeup effects artist), Production Management - Brendan Ferguson (production manager), Second Unit Director or Assistant Director - Steve Eathorne (second assistant director), Sound Department - Michael Dittrick (music editor), Stunts - Suzi Stingl (stunts), Other crew - James Thompson (assistant location manager (pilot episode)).

THE WB TELEVISION NETWORK, KROFT, WARNER BROTHERS TELEVISION

Electra Woman MARKIE POST, Dyna Girl ANNE STEDMAN, Young Judy ASHLEY HALE.

WR. Dick Robbins, Duane Poole, Greg Strangis, Gerry Day, Bethel Leslie.

DIR. Walter C. Miller, Chuck Liotta, Jack Regas.

EPISODES: 16 **YEAR MADE:** 1976 **COUNTRY:** US **SEASONS:** 1

A DIS AND MARTY KROFT PRODUCTION

CREATOR: SID AND MARTY KROFT

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 16

DATE OF PREMIER: 11/09/1976 **AIR DATE OF LAST EPISODE** 25/12/1976

SEASON DATE BREAKDOWN:

FILMS:

Electra Woman/Lori DEIDRE HALL, Judy/Dyna Girl JUDY STRANGIS, Frank Heflin, the head of Crimescope NORMAN ALDEN, The Pharaoh MARK RICHMAN, The Spider Lady TIFFANY BOLLING,

The Sorcerer MICHAEL CONSTANTINE, The Empress of Evil CLAUDETTE NEVINS, Lucriza JACQUELINE HYDE, Ali Baba MALACHI THRONE, Cleopatra JANE ELLIOT.

RELATED SHOWS:

LAND OF THE LOST (1974)

LOST SAUCER, THE

BATMAN (1943)

BIGFOOT AND WILDBOY

WONDERBUG, THE

FAR OUT SPACE NUTS

DR. SHRINKER

SIGMUND AND THE SEA MONSTERS

1 - 1 *THE SORCERER (2 PARTS)*

In the pilot episode, Electra Woman and Dyna Girl takes on the evil spellcaster known as...the Sorcerer!!!

Wr Duane Poole, Dick Robbins

Dir Wayne Miller

1 - 2 *GLITTER ROCK (2 PARTS)*

Electra Woman combat the pulsating power of Glitter Rock and his plan to rule the country of Tourenbourg.

Wr Dick Robbins, Duane Poole

Dir Chuck Liotta

1 - 3 *EMPRESS OF EVIL (2 PARTS)*

Electra- Woman and Dyna-Girl battle the hypnotic evil of the Empress of Evil but find themselves in deadly peril once again....

Wr Dick Robbins, Duane Poole

Dir Walter C. Miller

1 - 4 *ALI BABA (2 PARTS)*

Electra Woman and Dyna Girl take on the amazing Ali Baba and his Genie , who have something sinister in mind regarding Dyna Girl. Can the duo overcome the evil of Ali Baba?

Wr Duane Poole, Dick Robbins

Dir Walter C. Miller

1 - 5 *RETURN OF THE SORCERER (2 PARTS)*

The Sorcerer returns to wreak havoc and threatens to steal the crown jewels of England. Can Electra Woman and Dyna Girl stop the villain from succeeding in his dastardly plan?

Wr Duane Poole, Dick Robbins

1 - 6 *THE PHARAOH (2 PARTS)*

Electra Woman and Dyna Girl square off against the Pharaoh as the villain tries again to obtain ultimate power.

1 - 7 *THE SPIDER LADY (2 PARTS)*

Electra Woman and Dyna Girl take on the sinister Spider Lady as she schemes against the heroines.

Wr Bethel Leslie, Gerry Day

Dir Walter C. Miller

1 - 8 *RETURN OF THE PHARAOH (2 PARTS)*

Narrator: "The Coptic Eye-- the sacred mystic symbol of the ancient Egyptians. But the great Pharaohs, for whom it was so important, are all gone-- with one regrettable exception." In their secret lair, gazing at a replica of the Coptic Eye, are Electra Woman and Dyna Girl's old nemeses: The Pharaoh and the notorious Princess Cleopatra. The Pharaoh says that with the Coptic Eye's extraordinary powers, he could rule the world. The Coptic Eye is buried deep in the main chamber of King Tut's pyramid in Egypt. However, entrepreneur Mr. McLintock has recently spent billions of dollars to have the entire pyramid brought, stone by stone, 6,000 miles from Egypt to just outside the city, as a tourist attraction. By coincidence, Lori and Judi, ace reporters for Newsmakers magazine, are interviewing Mr. McLintock at this very moment. Due to an ancient curse, the tourists stopped coming-- now Mr. McLintock plans to "seal up the pyramid forever." Just then, Lori and Judi get a signal on their Electra-comps -- they are being summoned back to Electra Base by Frank Heflin, on a matter of urgent importance! At Electra Base, Frank tells our superheroines that Crime Scope has detected The Pharaoh in the area. Dyna Girl

says, "Electra-wow!" Frank has also developed a new attachment for their Electra-Comps, a night-tracking device which he named Electra-Vision; it can "turn night into day." Our heroines punch it up with a bypass. Bright, dazzling light floods the room. Dyna Girl says, "Electra-blinding! Wow!" Cleopatra cuts in on the Crime Scope monitor with a broadcast; she tells them of the Pharaoh's plan to steal the Coptic Eye. It's a trap, of course-- but our brave heroines decide to use the opportunity to trap the villains. Our heroines speed to the pyramid in their Electra-Car; their Electra-scan reveals footprints of the Pharaoh and Cleopatra going inside; the door is open, even though the pyramid is supposed to be sealed shut. The villains lure our heroines into a dead-end chamber. Then the exit door closes, trapping our heroines inside. A 20-ton rock slab descends from the ceiling! Even at full power, the Electra-beams can't stop the rock of death! Electra Woman and Dyna Girl put their hands over their heads-- they push on the rock, but it keeps coming down! Back at Electra Base, Frank quickly figures that if he can eliminate certain Crime Scope functions, he can redirect more energy to their Electra-beams. Our heroines are down on their knees! Now they are laying flat on the floor, and the rock of death keeps descending! Finally, with the giant rock just inches above their heads, the extra power diverted to their Electra-beams pushes the rock back up to the ceiling! That was close! The Pharaoh and Cleopatra go to the main chamber; behind a secret panel, they find the Coptic Eye, which the Pharaoh then wears as a ring. Electra Woman and Dyna Girl catch up to the villains; Electra Woman puts a Force Shield around the Pharaoh. But using the Coptic Eye's hypnotic power, the Pharaoh hypnotizes Electra Woman, and makes her put the Force Shield on Dyna Girl! With our heroines helpless-- Electra Woman hypnotized and Dyna Girl in a Force Shield-- Cleopatra releases some deadly asps!!!

Wr Greg Strangis

Dir Jack Regas

ELECTRODE 93

Produced by John Knight , Production Design by Rex Spencer.

WR. Douglas Riley

DIR. John Knight

EPISODES: 7 **YEAR MADE:** 1957 **COUNTRY:** GB **SEASONS:** 1

ABC TELEVISION

CREATOR:

TYPE OF SHOW:

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 20/04/1957

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Dr. Bill Herrick RICHARD BEBB, Carol Quorum GRETA GYNT, Hugo Canning DAVID LANGTON,
David Williams DAVID MARKHAM, Dr. Quorum GEORGE PRAVDA

ELECTROMAGNET TASK FORCE MEGARANGER

AKA: **MEGARANGER**

AKA: **DENJI SENTAI MEGARANGER**

AKA: **ELETROMAGNETIC BATTLE TEAM MEGARANGER**

AKA: **DENJI SENTAI MEGARENJAA**



When evil Nejirejia Kingdom has emerged from Nejire dimension in cyberspace and started to invade our world, DATE Kenta(MegaRed), an ordinary high-schooler with attitude, and his four classmates- ENDOU Kouichirou (MegaBlack, the team leader), NAMIKI Shun(MegaBlue), JOUGASAKI Chisato(MegaYellow), and IMAMURA Miku(MegaPink), are recruited to be Megarangers-- the mighty heroes of our world, supported by the power of super science and technology. On their side are supervisor Dr. KUBOTA from World Science Federation, and gigantic robot named Galaxy Mega.

The MegaRanger team initially consists of 5 Rangers. A Red Ranger, a Black Ranger (the leader), a Blue Ranger, a Pink Ranger, and a Yellow Ranger. Approximately halfway into the series, the five Rangers are joined by a Silver Ranger. Each of the five Rangers have their own symbols. The Red Ranger's symbol is a desktop Personal Computer, the Blue Ranger's symbol is a High Definition Television, the Black Ranger's symbol is a satellite, the Pink Ranger's is a cellular telephone, the Yellow Ranger's symbol is a digital camera, and the Silver Ranger's symbol is a microchip.

The MegaRangers initially have an orbital space station and a space shuttle capable of linking together to form their first giant robot(or Zord as is called in Power Rangers) called the Galaxy Mega (called the Astro MegaZord for Power Rangers In Space). The robot can fight with either a sword, shield, or large gun. Later the MegaRanger gain a new robot called the Delta Mega which can link up with the Galaxy Mega to form even more powerful mecha. The Silver Ranger has his own Zord called the MegaWinger, a large vehicle that can operate on ground or in the air. Approximately 30 episodes into the series the MegaRangers gain a group of five vehicles which can combine together to form a new robot.

A virtual reality spin on the traditional sentai show, ironically one also attempted with the US version of the much earlier METALDAR in VR TROOPERS, Megaranger was more basic then the previous year's CARRANGER, perhaps a sign that the previous year's show overreached its budgetary limits. The special vehicles were limited to a series of numbered star fighters, which would off course combine to make robots such as the Super Galaxy Mega and the Voyager Machine. "Based on an idea by Saburo Yade," and featuring music in the original version from Toshihiko Sahashi. The next show in the super sentai chronology was the following year's GINGAMAN, adapted for the US market under the titles Power Rangers Lost Galaxy.

The chief writer of "Megaranger" series is TAKEGAMI Junki, whose prior works include Toho's tokusatsu TV title "Cybercop"(1988), in addition to other anime titles. The plot is a little bit more original. I like how Toei added the friendship thing and the other dimension concept, but it's still your average aliens vs. humans plot. The reason it's reminiscent to Jetman me is how both series' heroes used technology to fight off the baddies.

This is where Megaranger shines the most! The heroes are hilarious, but I like how they mature over time, but still maintain that immature side. Even Dr. Kuboto has his moments. In the case of Kenta, he never really matures through the series. He learns a lesson here and there, but he still goofs off most of the time. The villains are more serious than the heroes. They have good characterisation, but Dr. Hinera is so boring at times!

That's what kept it from getting a five star rating. Their suits also kept it from getting perfect for the same reasons as Gingaman. What gives it a plus is the tension between Gurail and Yugande. It gives it atmosphere. The hint of romance between Shibolena and Yugande shows that there is a soft (and i use the term lightly) side to the villains. Bibidebi is comedic with his usage of humor to lighten things up around their headquarters.

Another bright spot for Megaranger! Everything is good with the visuals except for the action. It suffers the same "disease" as all 90s Sentai series except in the cases of Dairanger and Gingaman. The fights are too short and most battles focus on Kenta. Everything else is great. Now the music. Lively, upbeat, and catchy! There are hints of techno in the opening which sets the show up as high-tech and fast paced. The ending makes you think the show is a sort of drama even though it isn't. It's still a nice tune, though. Overall, check this one out. If your into a Sentai series with a combination of all types of atmosphere (i.e. sci-fi, comedy, drama, etc.), you'll love this one.

Mega Red / Date Kenta

Kenta is the least hard-working of the Megaranger team. He is always trying to find ways to get out of studying and only wants to play the Megaranger game at the arcade. He is a hot-headed overconfident person who thinks he is strong enough to take anyone on. When he tried to take on Yugande all by himself, he got badly beaten and had to be rescued by his teammates.

During this fight, Mega Black received a serious injury and this taught Kenta the value of teamwork. He also is always looking out for pretty girls to flirt with, and loves to eat yakiniku. Kenta does have a gentle side, though, which he showed when he adopted Anglerfish Nejire's brother and raised it to be a kind creature instead of the Nejire Beast it would have been. Kenta and Shun have gotten to become close friends.

As Mega Red, Kenta's forehead symbol is a personal computer. He was told by Professor Kubota that the computer has no special abilities of its own, but it allows him to program any type of skill into himself, making him a potentially omnipotent warrior. His weapon is the Drill Saber, a swordlike weapon with a drill replacing the blade. With this weapon he can perform a diagonal slash called the Saber Slash. He can also do a jumping spinning thrust with the Saber called the Screw Drill Saber.

After his Drill Saber was broken by Yugande, Mega Red received an enhanced version of the weapon that can combine with his Mega Sniper to form the Drill Sniper Custom. It has a double-barrelled cannon attached to its tip that spins with the drill and fires a double blast of powerful energy.

Mega Black / Endou Kouichiro

Kouichiro is a very dedicated and intelligent student who is the brains and leader of the Megaranger group. He is always arguing with Kenta because of Kenta's apparent laziness. Kouichiro consistently gets top grades in his classes, and gets extremely concerned if he doesn't. When he received a low grade on an exam for skipping a problem (which caused all subsequent answers to be wrong), he became so distraught that he almost resigned from school, thinking that he couldn't handle

both school and his duty as a Megaranger. It took an oversleeping, easygoing teacher to teach him that one test is only a small part of life, and that as long as he doesn't give up, he hasn't lost. He also is very conscious of nature and protecting the environment. He befriended a forest spirit and was the only one who could see him, helping him protect the forest from Mushroom Nejire. Kouichiro has a younger brother named Shinji who plays soccer, and Kouichiro himself is a talented soccer player, performing the "Miracle Shoot" to attack Porcupine Nejilar by kicking a soccer ball bomb so that it flew past him and then turned in midair to hit him from behind.

Mega Black's forehead symbol is a communications satellite. This allows him to use several searching abilities, including the "Satellite Search" and "Satellite Scan" to trace communications sources and transmissions. His weapon is a staff with a crescent shaped blade on one end, called the Mega Rod. With the Mega Rod, he can perform the Rod Break, a diagonal slash with the blade end of the rod.

Mega Blue / Namiki Shun

Shun dreams of becoming a computer graphics artist, and is somewhat of a loner. His artwork is very important to him, as is the flute used by his deceased mother, a famous flute player. On the anniversary of her death, he spends time by himself remembering his mother. He and Kenta have become close friends. Shun is adept at devising combat strategies, such as reasoning that the Nejirangers would not be able to fight as well if they did not engage their correspondingly-colored Megaranger opponents.

Mega Blue's symbol is a digital television. This allows him to create three-dimensional holographic images of anything he can think of. He can also use a skill called "Virtual Vision", in which he sends an opponent into a movie-like world where the opponent is attacked by the characters in the movie. His weapon is a single small axe called the Mega Tomahawk. With this, he can perform a spinning slash called the Tomahawk Hurricane.

Mega Yellow / Jougasaki Chisato

Chisato wants to become a photographer, and often sets up her camera on rooftops to take panoramic views of the city. She enjoys taking pictures of people and has no tolerance for people who steal things or bully children. She is attracted to Kouichirou. She also enjoys singing and although she has wanted to participate in the school festival singing contest every year, something has always happened to keep her from being in it (appendicitis one year, a fever the next, and in the latest festival Canary Nejilar switched her voice with his own old-man's voice and she couldn't get it returned until after the contest. However, her classmates and teacher wanted to hear her sing anyway, and so she sang for them).

Mega Yellow's symbol is a digital camera. She can use this to telescopically search for things using the "Digicam Search". Her weapon is a slingshot-like weapon called the Mega Sling, which fires balls of energy. Mega Yellow also can turn her forearm into a blade of energy, the "Blade Arm", which she first used when Shibolena had deprived her of her weapons.

[In case anyone is interested, Chisato is my favorite Megaranger.]

Mega Pink / Imamura Miku

Miku is a cheerful girl who hates class as much as Kenta (so the two get along quite well), but actually is attracted to Shun. She and Kenta often shirk studying together, and head for the arcade or to get some food. She is very bright and cheerful in personality, although she can get so caught up in something she likes that she is oblivious to anything else. She loves to eat but is self-conscious about her weight, often vowing to go on a diet but not going through with it.

Mega Pink's symbol is a cellular phone. By using the "Telephone Search", she can track and analyse soundwaves. Mega Pink's weapon is a parabolic dish-like gun called the Mega Capture, that can fire supersonic soundwaves.

Professor Kubota

Kubota Eikichi was in charge of the Megaranger program, using the Megaranger video game as a test to find people skilled enough to become the Megarangers. He is a member of an international scientific organisation called INET, and though he knew of the threat of Nejirejia, when they attacked the INET base, Kubota was caught off guard and had no choice but to give the 5 Digitizers to 5 highschool students who were in the INET building at the time. These 5 became the Megarangers, and they still often need to ask Kubota for help in times of crisis. He and the INET team are based on the Mega Ship, a gigantic spaceship orbiting the Earth, which changes into the Galaxy Mega when giant Nejire Beasts attack.

Mega Silver / Hayakawa Yuusaku

Yuusaku is a mysterious man who appeared out of nowhere and shocked the Megarangers when he revealed that he knew their secret identities. At first just an observer, when the Megarangers were in trouble he transformed into Mega Silver and saved them. Yuusaku is actually the chief of an INET space project, although he frequently leaves his work to help the Megarangers. He is actually more concerned about being Mega Silver than with his INET work. He often receives phone calls from his space research team on his cellular phone / changing item, the Keitaizer ("keitai-denwa" is Japanese for "cellular phone").

The Mega Silver suit is actually the prototype for the Megarangers' Digital Suits. His forehead symbol is a microchip. His weapon is called the Silver Blazer, a device that can clip onto his arm and change into either a gun mode or a sword mode. His final attack with this device, the Blazer Impact, is a barrage of blasts from its gun mode as Mega Silver runs towards the enemy; but when he gets near, he changes the Silver Blazer to sword mode and slashes the enemy with it. At first, Yuusaku could only remain as Mega Silver for 2&1/2 minutes before automatically changing back, but he has since eliminated that time limit. He changes using his cellular phone, the Keitaizer, by pressing "M E G A" on it, and saying "Install!"

Mega Silver rides the Auto Slider, a hover-board that operates like the Megarangers' Cyber Sliders (below), but can also transform into a Bike (motorcycle) Mode. While in Bike Mode, the Auto Slider can fire energy beams ("Slider Beam") from its fairing.

Digitizer

The Digitizer is a bracelet with a numeric ten-key pad on it that the Megarangers use to transform. Depending on the 3-digit code input into the Digitizer, one of several functions can be utilized:

335 ENTER: Transform (the command is "Install! Megaranger!")

259 ENTER: Call the Cyber Sliders

751 ENTER: Call the Digitank

108 ENTER: Launch the Mega Shuttle

541 ENTER: Mobilize the Galaxy Mega

Battle Riser

The Battle Riser is a new bracelet given to Mega Red by Professor Kubota. It has three numbered buttons on it, each with a different function. "01" increases Mega Red's chop power, allowing him to perform the "Riser Chop". "02" does the same to his punching power, letting him perform the "Riser Punch". "03" powers-up the Mega Sniper, making its shots 1.5 times as powerful as without the Riser.

The Battle Riser also allows Mega Red to remotely control the Delta Mega. When placed into a special compartment on the Galaxy Mega's cockpit, pressing "01" initiates the combination of the Galaxy Mega and Delta Mega into the Super Galaxy Mega robot.

Mega Sniper

The Mega Snipers are the guns carried by each Megaranger. They are blue guns that can split apart into two smaller guns, the Mega Magnum and Mega Shot. Each Mega Sniper can also join with each Ranger's special weapon, forming the Drill Sniper, Rod Sniper, Tomahawk Sniper, Sling Sniper, and Capture Sniper. The Megarangers use these weapons in the "Final Shoot" attack, blasting the enemy with all of their Snipers at once.

Multi Attack Rifle

The weapons of all the Megarangers except Megared can combine into a large gun, the Multi Attack Rifle, which combines all four of their digital powers at once into a deadly beam of energy.

Cyber Sliders

The Cyber Sliders are anti-gravity hover-boards that the Megarangers use for transportation. They can fly at high speeds and with great control, and apparently have some kind of built-in life support system, since the Rangers have taken them into space and have been able to talk and move (not to mention breathe) with no problems. The Rangers use the Cyber Sliders to fly up to the Galaxy Mega from Earth to transform it to robot mode.

Galaxy Mega

The Galaxy Mega is a giant blue robot that the Megarangers use to fight the enlarged Nejire Beasts. The Galaxy Mega is a combination of a large spaceship called the Mega Ship (in which Prof. Kubota and the INET team are stationed), and a smaller craft called the Mega Shuttle, which becomes the robot's head.

The Galaxy Mega's main weapon is the Mega Saber, a long silver sword with which the Megarangers can perform many different types of attacks. These include the Mega Side Cutter (a horizontal slash), Mega Flying Cutter (a jumping slash), Mega Cross Cutter (a pair of diagonal slashes that form an X), and Mega Dash Cutter (a dashing horizontal slash). The sword can also extend into an energy whip, the Saber Electromagnetic Whip. In addition, the sword can extend itself while remaining rigid, turning into a spearlike weapon, the Galaxy Lance; or it can be thrown as a spear of energy, the Flash Arrow. When fighting Toad Nejire, Mega Pink created a new attack with the Mega Saber, the Saber Electromagnetic Snake. Because toads are afraid of snakes (?), the tip of the sword turned into a snake-shaped energy projection that scared Toad Nejire and gave the Galaxy Mega an opening to finish him off.

The Galaxy Mega also uses a round shield called the Mega Shield for defence. To fight Owl Nejire's eyebeams, Mega Blue outfitted the Mega Shield with a mirror coating to reflect Owl Nejire's beams back at him. In addition, it uses an energy cannon called the Booster Rifle, which detaches from the bottom part of the Mega Shuttle. The Booster Rifle can either fire powerful energy blasts or a cloud of freezing gas.

The command to combine into the Galaxy Mega is "Denji Gattai!" (Electromagnetic Combination!).

Digitank

The Digitank is a blocky six-wheeled emergency vehicle used for transportation and rescue. It has a turret on top with three lenses that fire energy, the Mega Particle Cannon. It can also extend a long claw called the Digihand, allowing it to pick things up. It has a tough outer coating that can deflect enemy attacks, and can even climb up staircases.

Delta Mega

The Delta Mega is a triangular spaceship developed to add to the Megarangers' fighting power. It can transform into a robot mode to battle alongside the Galaxy Mega. In robot mode, the Delta Mega's fingers are small machine gun barrels, and it uses these in its deadly attack, the Gatling Blaster, in which it fires rapid-fire shots of energy from its hands, which spin around like machine guns. It also has two smaller guns on its shoulders, the Delta Lasers.

The Delta Mega is controlled by Mega Red using his Battle Riser as a remote control. Mega Red uses it to initiate the transformation as well as to guide its movements.

Super Galaxy Mega

The Galaxy Mega and Delta Mega can combine together to form an even more powerful robot, the Super Galaxy Mega, with the command "Chou Denji Gattai!" (Super Electromagnetic Combination). In this mode, the Delta Mega's Gatling Blasters are positioned on the shoulders of the Super Galaxy Mega, and are three times stronger than normal. The Super Galaxy Mega's deadly attack is the Super Galaxy Knuckle, in which it fires off both of its fists like rockets to blast through the enemy. The Super Galaxy Mega is activated when Mega Red presses "01" on the Battle Riser.

In order to combat Mad Guirail, a new attack of the Super Galaxy Mega's was used: the Big Bang Attack. The Super Galaxy Mega spun around at blurring speeds, flew up into the air, and then shot down like a comet and blasted right through the enemy.

Voyager Machines

When the super-strong but mindless Mad Guirail nearly destroyed the Super Galaxy Mega, the Megarangers were forced to abandon the Galaxy Mega and instead take the Delta Mega to an INET Moonbase, where Yuusaku was working on the "Space Mega Project". The project was revealed to be the 5 Voyager Machines:

Rovoyager-1, piloted by Mega Red, is a humanoid robot with two large missile batteries on its shoulders.

Shuttle Voyager-2, piloted by Mega Black, is a space shuttle that can fire an energy blast from its nose.

Rocket Voyager-3, piloted by Mega Blue, is a large rocket ship that becomes the Voyager Spartan weapon for the Mega Voyager robot.

Saucer Voyager-4, piloted by Mega Yellow, is a UFO-like spaceship that can fire energy blasts from its wings.

Tank Voyager-5, piloted by Mega Pink, is a covered tank with two large cannons on top.

The Voyager Machines can combine into a giant robot, the Mega Voyager, with the command "Ginga Gattai!" (Galaxy Combination). The Mega Voyager uses a triangular shield, the Voyager Shield, and the Rocket-Voyager-3 becomes a handheld bazooka like weapon used by the Mega Voyager in its deadly attack, the Voyager Spartan, in which the nose of the rocket detaches and blasts through the enemy.

Mega Winger

The Mega Winger is a mecha created and piloted by Yuusaku. It is a white aircraft that can change into a land mode with tank treads on its underside, and can also change into a robot with the command "Dengeki Henkei!" (Electric-Shock Change). In robot mode, the Mega Winger's weapon is the Winger Cannon, a large triangular array of four guns.

The Mega Wing from the Mega Winger's back can detach and attach onto the back of the Mega Voyager, creating the Wing Mega Voyager. The Wing Mega Voyager can fly at high speeds (Mach 2.8) and its deadly attack is the Winger Spartan, which is essentially just the Voyager Spartan launched from midair.

Nejirejia ("nejireru" means "to be twisted")

Nejirejia is the name of the organization of invaders from the Twisted Dimension. Their base is a saucer-shaped fortress called the Death Nejiro in their own dimension, from which they send their forces to try to take over the Earth. The Nejirejia forces used a giant flying warship called the Nejire Crusher, which was destroyed by the Galaxy Mega in a space battle in the second episode.

Javious the First

Javious is the supreme leader of Nejirejia. He only appears on a screen in the Nejirejia base as a giant eyeball. He commands Dr. Hinelar, who seemed to serve him unquestioningly. However, Hinelar used some of Javious' cells to create the evil team of warriors called the Nejirangers, and because of this, whenever the Nejirangers used a lot of energy it caused Javious to feel pain. Hinelar didn't tell Javious the truth because he wanted to cause the Nejirangers to use up all of Javious' life energy. Then Javious would die and Hinelar himself could take over Nejirejia. His plan succeeded when the Nejirangers' energy reached a peak during a fight with the Megarangers. The Megarangers destroyed the Nejirangers but Javious was destroyed also, leaving behind only a metallic box-shaped object, the Javious Heart, which Hinelar took. Hinelar used the power of the Heart to help him create Hinelar City, a large city created for Nejirejia.

Dr. Hinelar (aka Dr. Hinerara -- "hineru" means "to twist")

Dr. Hinelar is the leader of the active Nejirejia forces. He answers only to Javious, and was actually once a friend of Professor Kubota's named Samejima. The two of them worked together but five years ago, when Samejima discovered a new dimension and wanted to explore it, Kubota tried to stop him. Headstrong and curious, Samejima was absorbed into the other dimension and became who he is today. Kubota realised that Hinelar is actually Samejima when Kubota recognised the Nejiranger suits as the prototype designs created by Samejima. Hinelar believes that Kubota is foolish for choosing imperfect humans to be his warriors, and he wants to bring the Earth under his control (or something).

Hinelar also wanted to gain control of Nejirejia and so set into motion a plan to kill Javious, the Nejirejia ruler (see Javious, above). When his plan succeeded and Javious died, he left behind the Javious Heart, a metallic box that Hinelar is using to help create Hinelar City for Nejirejia.

Shibolena ("shiboru" means "to wring" or "to squeeze")

Shibolena is a young woman with light blue armor who is second-in-command to Dr. Hinelar. Shibolena casts the incantation used to create new Nejire Beasts by saying "Nejirero, hinekurero, nejirero, hinekurero / Ware wa motome, uttaeri!" over the Nejire Mahoujin ("Nejire Evil Magic Circle"), a hole from which the Nejire Beasts are born. She can disguise herself as a normal human in several different outfits and is often the one commanding the Nejire Beasts on their missions. She fights with a rapier-style sword and many times is the one who devises new plans to take over the Earth.

Yugande ("yugamu" means "to warp")

Yugande is a master warrior of Nejirejia. His body is black with a green grid over it (making him look like something out of TRON). Yugande fights with a long sword from which he can fire blasts of powerful energy. He can also create a duplicate of himself to attack, detach his head and fight separately from it, and enlarge himself to giant size. Yugande was destroyed by the Galaxy Mega once, but soon after was revived in a stronger form with powerful new energy coursing through his body. After being used as a shield by Guirail, Yugande was badly injured and was once again revived in an even more powerful form. His new weapon, the Dark Crisis, is a black sword with three buttons on the handle, which each activate a different attack: the Dark Blade, a boomerang-shaped energy blade; the Dark Fire, a blast of flame; , and the Dark Lightning, an electrical attack.

Bibidebi

Bibidebi is a small round white creature with wiry arms and legs and a giant grin. Floating around making wisecracks, he seems to be a pest, but Dr. Hinelar found out a way to put him to some use. Hinelar "modified" Bibidebi so that he can now enlarge the Nejire Beasts by biting them and injecting an "Enlarging Virus" into them.

Guirail ("Gireeru" -- "kireru" means "to cut")

Guirail was a new commander sent by Javious to oversee the take-over of Earth in place of Dr. Hinelar.

Guirail used methods entirely different from Hinelar, such as using children as human shields to prevent the Megarangers from fighting back. Guirail could move at blurring speeds, and could warp space around him to teleport rapidly from one place to another. He fought with a short dagger that could elongate into a full-sized sword. He also performed strange experiments on the Nejire Beasts, such as creating clones of Moray Nejire.

In order to finally destroy the Megarangers, Guirail combined himself with Yugande to become Giga Guirail, who held two swords (Guirail's and Yugande's) and could fire a beam when he crossed the swords that could imprison people in large boxlike prisons. The Megarangers managed to separate them but when the Megarangers attacked, Guirail shoved Yugande in front of himself to take the full attack. This left Yugande severely injured and to get revenge, Hinelar tricked Guirail into taking a "Nejire-Gen Capsule" that Hinelar said would give Guirail great power. It did at first, but later it also stole his mind, turning Guirail into the extremely powerful but mindless Mad Guirail, who had tusks sticking out from all over his body.

This stronger form allowed Guirail to move at blurring speed, fire a blast of lightning from his eyes, infuse his sword with energy, and use the chains on his body as energy-whips to attack and hold enemies. Mad Guirail managed to nearly disable the Super Galaxy Mega, which forced the Megarangers to abandon the Galaxy Mega and take the Delta Mega to the INET Moonbase where they received the Voyager Machines. Mad Guirail was the first opponent killed by the new Mega Voyager robot's Voyager Spartan.

Gigire

Gigire was a creature that split off from Mad Guirail when he was attacked by the Super Galaxy Mega. Gigire could fire a blast of energy from his head and could also go into space and fight.

Nejire-juu (Twisted Beasts)

The Nejire-juu are monsters created by Shibolena's spells to carry out the Nejirejia missions. All of them are animal-based, some with mechanical parts.

Psycho-Nejilars

After Mad Guirail was destroyed and the Megarangers acquired the Mega Voyager, Dr. Hinelar started using the Psycho-Nejilars in place of the Nejire-juu. While the Nejire-juu had a very organic look to them, the Psycho-Nejilars are very mechanical-looking with shiny armor plating, and are supposedly more powerful than the Nejire-juu were.

Kunekune ("kuneru" means "to turn and twist")

The Kunekune are the soldiers of Nejirejia. They are purple with yellow wavy lines across their bodies. Their heads have two round black eyes and a twisted frown.

Jaden Sentai Nejirenjaa (Evil Electric Task Force Nejiranger)

The Nejirangers are Nejirejia's evil fighting team, counterparts to the Megarangers. The Nejirangers were created from cells of Javious himself, so that whenever the Nejirangers over-exert themselves or are injured (or killed), Javious feels pain. However, Javious does not know this and it is being kept a secret from him by Dr. Hinelar, who hopes to secretly use the Nejirangers to cause Javious' death and take over Nejirejia for himself. The Nejirangers are colored the same as the Megarangers, and each Nejiranger wants to kill his correspondingly-colored Megaranger. They also use weapons that are twisted versions of the Megarangers weapons, except for Nejipink who uses a bow and arrow instead of a counterpart to Megapink's Mega Capture weapon.

The Nejirangers can move at blurring speeds and fire powerful lightning-like energy blasts from their hands. They can also join their powers together to perform the "Jaden Energy Attack" ("Evil Electric Energy Attack"), in which each Nejiranger creates a sphere of energy in his/her hands, and they all hurl them forward together (think of the Dairangers' Kiryoku Bomber, and that's it). Their true forms are giant monstrous creatures that they reveal when their humanoid forms are defeated.

When Nejired found out that he and the other Nejirangers were just tools for Hinelar's plan, he tried to turn on Hinelar. But Hinelar fired a beam at his head that removed his free will, making him want nothing but to destroy the Megarangers. In the following battle, the Nejirangers used their energy to its maximum. The Megarangers used their robots' weapons to destroy the Nejirangers at their peak energy level, and at the same time Javious also died.

The members of the Nejirangers are as follows:

NejiRed

Nejired was the leader of the Nejirangers and used a red and black sword called the Nejisaber. His true form was NejiPhantom, a red creature that looked like flame.

NejiBlack

Nejiblack used the Nejirod, a long staff with two hornlike projections on the end. His true form was a black rocklike creature called NejiVulgar that could extend a long thick tentacle from his arm.

NejiBlue

Nejibblue was an obsessive maniac who waedts nothing but to kill Nejibblue (over and over again, if he can). He used the Nejitomahawk, a small blue double-bladed axe from which he could fire crescent-shaped blades of blue energy. His true form was a blue creature called NejiBizarre, that could breathe a cloud of freezing wind to encase anything it touched in ice. NejiBizarre was destroyed by the Winger Spartan.

NejiYellow

Nejiyellow appeared to be the most devious of the Nejirangers, using disguise techniques to get close to her opponents and surprise them. She could teleport away by sinking into a portal under her feet. She relied more on cunning than brute force, and often did not engage in a battle that she had no personal stake in. She used the Nejisling, a slingshot-like weapon much like Megayellow's Mega Sling. Her true form was a reptilian-looking creature called NejiSofia (?).

NejiPink

Nejipink, in contrast to Nejiyellow, often rushed into a battle without preparing for it, and the two of them were rivals, competing to see who was the most powerful. She used the NejiArrow, a bow that fired arrows of energy. Nejipink's true form was NejiJealous, a plantlike creature that attacked with strangling vines. NejiJealous was destroyed by a special version of the Voyager Spartan, with all of the Mega Voyager's energy concentrated at its tip.

Denji Sentai Megaranger is the twenty-first sentai series. It aired from 1997-1998 and is what POWER RANGERS IN SPACE was developed from.

Trivia

The first seven episodes of Megaranger aired 17:30-17:55 on tv asahi. Upon the airing of Episode 08, it was switched to 7:30-8:00. Both were on Sundays.

The plot to how the Megarangers get their powers is very similar to the American movie The Last Starfighter.

One of the INET Techs would eventually become the future Sazer Tawlon of Gransazer.

Takumi Hashimoto (Boi in Zyuranger) is a guest star in this series.

Actor who played Mega Silver, Shigeru Kanai, also played Daisaku Katagiri/G-Stag in Toei's 1995 Metal Heroes series, Juukou B-Fighter.

First Sentai team to have the color set of Red, Black, Blue, Yellow, Pink and Silver. This would be repeated 9 years later in 2006's Gougou Sentai Boukenger. Also, Mami Higashiyama, who played MegaPink/Ikamura Miku would play another character in Boukenger as Takaoka Kei, the mother of Takaoka Eiji, otherwise known as BoukenSilver.

Yuusaku/MegaSilver's henshin device, the Keitaizer, was the first henshin device based off of a cell phone. Since then, many recent Sentai series (specifically, Hyakujuu Sentai GaoRanger, Mahou Sentai Magiranger, and Gougou Sentai Boukenger) and at least one Kamen Rider series (Kamen Rider Faiz) have featured heroes with cell phone-based henshin devices.

This is the first Sentai series in which the names of one or more mecha (in this case, Mega Voyager and Mega Winger) were kept in the show's Power Rangers counterpart.

Voice Actor Hiroataka Suzuoki (Yugande) Passed away in 2006 August 6th due to Lung cancer. This series was his only Single Tokusatsu Role, While Voiced at many animes.

Looking closely, Megaranger borrows or pays homage to Choudenshi Bioman, particularly in the ranger's individual "electronics" abilities and Galaxy Mega's numerous sword attacks (it actually has the second most of any Sentai robo, after Bio Robo).

WR. Yoshiki Takeye, Minehisa Arakawa, Shigeru Yanagawa, Yasuko Kobayashi.

DIR. Takao Nagaiishi, Noboru Takemoto, Ryuta Tazaki, Masato Tsujino, Taro Samamoto.

EPISODES: 51 **YEAR MADE:** 1997 **COUNTRY:** JAP **SEASONS:** 1

TOEI/TV ASAHI

CREATOR: TAKEGAMI JUNKI

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 14/02/1997 **AIR DATE OF LAST EPISODE** 15/02/1998

SEASON DATE BREAKDOWN:

FILMS: MEGARANGER VS CARRANGER (1998), GINGAMAN VS MEGARANGER (1999)

Shiborena ASAMI JO, MegaRed/ Date Kenta KUNIIHIKO OSHIBA, MegaBlack/ Endou Kouichiro JUNJI EHARA, MegaBlue/ Namiki Shun MASAYA MATSUKAZE, MegaYellow / Jougasaki Chisato ERI TANAKA, MegaPink/ Imamura Miku ASAMI HIGASHIYAMA, Mega Silver / Hayakawa Yuusaku SHIGERU KANAI, Cyberking Javius I of Negiregia RYUSABURO OTOMO, Dr. Hineru TETSUO MORISHITA.

RELATED SHOWS:

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

KAGAKU SENTAI DYNAMAN

HIKARI SENTAI MASKMAN

CHIKYUU SENTAI FIVEMAN

CHO JIN SENTAI JETMAN

KYORYUU SENTAI ZYURANGER

GO SEI SENTAI DAIRANGER

- 1 - 1 *DON'T ALLOW IT! THE TWISTED INVADERS*
- 1 - 2 *LOOK! OUR GALAXY MEGA*
- 1 - 3 *ARE YOU SERIOUS! A GIANT NEJIRA BEAST*
- 1 - 4 *SMASH IT! SHIBOLENA'S TRAP*
- 1 - 5 *DECIDE! THIS IS A SECRET WEAPON BATTLE*
- 1 - 6 *WE DID IT! THE EXPLOSIVE DASHING DIGITANK*
- 1 - 7 *WHAT! THE PERSISTENT ANNOYING GIRL*
- 1 - 9 *REVEAL IT! CDS THAT HIDE DEMONS*
- 1 - 9 *WILL WE LOSE! REVERSE TEAMWORK*
- 1 - 10 *GOODBYE! THE ANDROID OF SADNESS*
- 1 - 11 *DANGER! TEMPTATION OF THE RED ROSE*
- 1 - 12 *IT'S A PROBLEM! OUR GOOF-OFF TEACHER*
- 1 - 13 *HEARTTHROB! OUR IS TEACHER IS LIKE THE WIND*
- 1 - 14 *SURPRISE! THE NEIGHBORS ARE NEJIREJIA*

-
- 1 - 15 *SEE THROUGH IT! MECHANISM OF THE GENIUS HIGH SCHOOL*
 - 1 - 16 *VERY BAD! ARE WE GOING TO DIE?*
 - 1 - 17 *TOO GOOD TO BE TRUE? SUPER MIKU*
 - 1 - 18 *PROTECT IT! THE MYSTERIOUS BOY'S FOREST*
 - 1 - 19 *THRUST! THE UNSTOPPABLE SURE-KILL PUNCH*
 - 1 - 20 *PLEASE! THE NEW ROBOT DELTA MEGA*
 - 1 - 21 *NOW! THE LIFE-THREATENING SUPER COMBINATION*
 - 1 - 22 *BREAK OUT! THE DEVIL'S LABYRINTH*
 - 1 - 23 *WHY! MY EGG IS A NEJIRE BEAST*
 - 1 - 24 *RUNNING ALONE! THE SILVER NEW FACE*
 - 1 - 25 *JUST IN TIME! TIME LIMIT 2 AND A HALF MINUTES*
 - 1 - 26 *REALLY!? THE END OF NEJIREJJA*
 - 1 - 27 *KICK THEM ABOUT! THE DEATH-CALLING CORAL OF EVIL*
 - 1 - 28 *I'VE HAD IT! THE EXPLOSIVE GRANDMA CYCLONE*
 - 1 - 29 *I WANT TO LOSE WEIGHT! MIKU'S STRANGE DIET*
 - 1 - 30 *EXPLOSION! THE COMBINATION OF FRIENDSHIP*
 - 1 - 31 *STOP HIM! GUIRAIL'S RECKLESS RUN*
 - 1 - 32 *IS IT THE END!? DESPERATE SITUATION FOR THE GALAXY MEGA*
 - 1 - 33 *CHEERFUL! THE LOVER THAT CAME FROM THE MOON*
 - 1 - 34 *I'LL SHOW YOU! BIG BROTHER'S MIRACLE SHOOT*
 - 1 - 35 *OVERCOME! MEGA SILVER'S BIGGEST CRISIS*
 - 1 - 36 *FLAP YOUR WINGS! THE WINGS OF HOPE DANCING IN THE SKY*
 - 1 - 37 *WHY! CHISATO HAS AN OLD MAN'S VOICE*
 - 1 - 38 *FRIGHTFUL! NEJIREJJA'S DIABOLICAL TASK FORCE*
 - 1 - 39 *EXPOSED! MEGA RED'S TRUE IDENTITY*
 - 1 - 40 *SCARY! THE BAD GIRLS*
 - 1 - 41 *PSYCHOTIC! THE BLUE TERROR, NEJI BLUE*
 - 1 - 42 *SHAKE THEM OFF! THE EVIL PURSUERS*
 - 1 - 43 *WE WON'T LOSE! THE DECISIVE BATTLE IN ON CHRISTMAS EVE*
 - 1 - 44 *RELAX! KENTA'S NEW YEAR'S EVE CONFUSION*
 - 1 - 45 *STUBBORN HINELAR'S GREAT COUNTERATTACK*

ELEVENTH HOUR



Professor Hood works for the UK Home Office, and is in charge of investigating the abuse of power and scientific invention.

Professor hood (Patrick Stewart) - Is an emertius professor of physics and an unaffected yorkshireman. He has been employed by the government to ast as a man in the field, to investigate scientific issues first hand. He isn't afraid to speak his mind and, if need be, upset the status quo. He is passionate about defending the cause of good science and rooting out bad science.

The unexpected death of his wife hit him harder than he is willing to admit and he's glad of the new challenge and the chance to leave his empty house behind him . His willingness to pursue the truth means that he manages to upset a wide range of powerful people - from animal rights activists to multinational pharamaceutical companies. And so he needs a special brand protection officer - Rachel Young.

For a talented scientist, he is surprisngly clumsy at operation new technology such as mobile phones and he's also a terrible driver. But he has acute powrs of perception and an incredible thirst for knowledge, and depite his occasionally gruff manner, Hood has a good heart.

Rachel Young (Ashely Jensen) - Is a special branch officer from Dumfreisshire she is self-contained and self-reliant and has a wicked sense of humour. She is not afraid to stand up to anyone - especially Professor Hood with whom she enjoys a combative and warm relationship. She may not have as many academic qualifcations as him but she is more in touch with reality and he relies on her robus common sense to get him out of many tricky situations. Her only weaknesses are letting Hood irratate her - and her hypochondria.

The series was a sort of mix of THE X-FILES and DOOMWATCH (another series which was about scientific endeavour gone wrong).

Starring Patrick Stewart (more famous for his role of Captain Jen-Luc Picard in STAR TREK: THE NEXT GENERATION).

Stephen Gallagher was also creator of OKTOBER (see seprate entry) and also worked on BUGS (see separate entry).

Interview with Creator - Stephen Gallagher

For each episode I ended up with a manila file a couple of inches thick consisting of printouts, cuttings, personal interview notes and oddments like HPA press handouts. Outside of the files I had a list of bookmarked sites and some actual books - not many technical reference but stuff like Defoe's JOURNAL OF THE PLAGUE YEAR and Camus' LA PESTE, both of which fed elements into show 2.

Hood's character is informed by the biographies of key figures like Richard Feynman, Fred Hoyle and Robert W Wood. Hoyle especially - a down-to-earth Yorkshire polymath who was never afraid to be controversial.

The key to Rachel's is a Dani Behr documentary in which they sent her on a bodyguarding course hoping to see a cute girl struggle, and she passed with the top mark. The procedures she uses are mostly sourced from THE MODERN BODYGUARD.

For the devising of the show format I got together a bunch of science thrillers from the last few decades to work out exactly what distinguishes the ones who pull it off from the ones that fall on their faces.

Probably the single most heavily-used resource was the New Scientist searchable online archive - in a world of unreliable assertions the magazine's editorial line on any issue provided the 'spine' of the show.

For anything heavyweight I'd a friend with access to the national online science reference network via her department. Steve Connor's function was to troubleshoot my chains of consequences and to advise me on the comparative reliability of sources.

Distributors - Independent Television (ITV) (2006) (UK) (TV), Special Effects - Hybrid Enterprises & Red Frog (visual effects), Other Companies - Momoco/Maguffin (Main titles design).

Produced by Ken Baker line producer, Andy Harries executive producer, Stephen Smallwood producer

Original Music by The Insects

Cinematography by Ben Smithard (director of photography) (episode "Resurrection")

Film Editing by Tim Murrell (episode "Resurrection")

Casting by Doreen Jones

Production Design by John Collins

Art Direction by Adam Squires

Production Management - Marc Price unit manager

Second Unit Director or Assistant Director - Marcus Catlin first assistant director , Andi Coldwell second assistant director , Paul McGavin third assistant director , Radford Neville first assistant director

Art Department - Nicholas Henderson art department assistant

Sound Department - Dennis Cartwright sound mixer , John Crumpton dialogue editor , John Senior sound effects editor , John Whitworth dubbing mixer

Special Effects by Mike H.G. Bates special effects makeup, Evan Green-Hughes special effects supervisor, Mike Stringer special effects makeup

Visual Effects by Neil Harrison visual effects supervisor (episode 3) & John Purdie visual effects (episode 3)

Stunts - Gary Arthurs stunt performer

Other crew - Steve Annis focus puller: "b" camera , Jenny Frayn script editor , Shie Geller location assistant , Ross Henderson production runner , Marigo Kehoe head of production , Andy Morgan location manager , James Muirhead location manager , Laurence Parker production accountant , Neil Parker Colorist

WR. Stephen Gallagher

DIR. Roger Gartland, Terry McDonough

EPISODES: 4 **YEAR MADE:** 2006 **COUNTRY:** GB **SEASONS:** 1

GRANADA TELEVISION

CREATOR: STEPHEN GALLAGHER

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 90 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER: 19/01/2006

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Rachel Young ASHELY JENSEN, Professor Ian Hood PATRICK STEWART, News Reporter NICOLAS WALL.

RELATED SHOWS:

OKTOBER

1 - 1 *RESURRECTION*

Professor Ian Hood (Patrick Stewart) and his bodyguard Rachel Young (Ashley Jensen) have been tasked with investigating cases of science abuse throughout the UK. When a police chase leads to a field where almost 30 fetuses are buried, Hood suspects that "Gepetto" - a rogue clone maker - is at work in the country. They soon discover that not only must they try to find and stop Gepetto, but they must also locate a young pregnant girl who is carrying one of the cloned fetuses, and whose life is in danger from a complication with the pregnancy. They are not the only ones searching for the girl, though. One of Gepetto's men, a millionaire, and the girl's abusive ex-boyfriend all have their own reasons for wanting to find her.

Wr Stephen Gallagher

Dir Roger Gartland, Terry McDonough

1 - 2 *CONTAINMENT*

When a mysterious lethal virus claims the life of a crypt worker, Professor Ian Hood (Patrick Stewart) must contain the outbreak before a global pandemic ensues. Together with a group of volunteer scientists, he succeeds in locating the source and containing the outbreak, but Professor Ian Hood (Patrick Stewart) realises that his work is only just beginning when Rachel Young (Ashley Jensen) is put at risk.

Wr Stephen Gallagher

Dir Terry McDonough, Roger Gartland

1 - 3 *KRYPTOS*

Professor Hood (Patrick Stewart) meets an old friend who believes his research into global warming is being sabotaged by persons unknown. He subsequently vanishes, having apparently destroyed all his work - and a few equations are all the clues he's left behind. The professor takes on the challenge of solving the puzzle, but he's forced to call on Rachel (Ashley Jensen) for protection as the mystery thickens.

Wr Stephen Gallagher

Dir Roger Gartland, Terry McDonough

1 - 4 *MIRACLE*

In this last episode Professor Hood (Patrick Stewart) sets out to discredit a doctor's claims that one of her patients has been cured of cancer by drinking ordinary spring water, convinced she's perpetrating a cynical hoax. To his surprise, she seems every bit as baffled and sceptical as him, and readily offers to help investigate the case. Unfortunately, just as an explanation seems within reach, she is found dead, having apparently committed suicide.

Wr Simon Stephenson

Dir Roger Gartland

EMERALD SOUP

Children's science fiction drama serial. A group of children discover that a laboratory near their home is conducting secret radiation experiments.

WR. Matthew Woodhouse

DIR. Bill Bain

EPISODES: 7 **YEAR MADE:** 1963 **COUNTRY:** AUS **SEASONS:** 1

ABC

CREATOR:

TYPE OF SHOW: SCIENCE

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

WILLIAM DEXTER

Emmanuelle prepares a horny alien named Tasha for her first encounter with a human male.

1 - 6 *A WORLD OF DESIRE*

One of Emmanuelle's alien students becomes enamoured with a life-loving human.

1 - 7 *QUEEN OF THE GALAXY*

Emmanuelle is asked to teach a group of space travellers about love and human sexuality.

ENGINE SENTAI GO-ONGER

AKA: **ENGINE SQUADRON GO-ONGER**



The Machine World is another reality other than our own in which exists giant vehicular beings called Engines. The Engines waged a war against the Gaiarc, who desire to pollute their world. Losing, the Gaiarc escape through time and space to enter our world for a more easy location to create their ideal paradise. Three of the Engines manage to pursue them, selecting three humans to become their partners, the Go-ongers. The team are joined by two more Go-ongers chosen by two Engines who manage to enter the human world as well.

Engine Sentai Go-onger (translated as Engine Squadron Go-onger) is the title of Toei Company's thirty-second Super Sentai series of Japanese tokusatsu television dramas. It premiered on February 17, 2008, following the finale of Juken Sentai Gekiranger. It aired as part of TV Asahi's 2008 Super Hero Time block alongside Kamen Rider Kiva. The motif of this series is animals and the motor industry.

Go-ongers

Based in their RV the Ginjiro, the Go-onger team is composed of the core three and two back-up members who support the main team. Each of the Go-ongers has his/her own role call phrase and a nick-name.

Sōsuke Ezumi/Go-on Red

Nicknamed, the "Speed King," Sōsuke is a former racer with a sunny disposition. Unyielding and always full of confidence, he confronts anything without hesitation to fight right away. As Go-on Red, his attacks are performed at high speed. After transforming into Go-on Red, Sōsuke says, "Mach Full Force!! Go-on Red". He wields the Road Sabre.

Renn Kōsaka/Go-on Blue

Nicknamed the "Cyclopedia," Renn is a former bus driver who can be talkative, but he likes to keep quiet at times. As Go-on Blue, Renn's physical strength is magnified. After transforming into Go-on Blue, Renn says, "Just Correct!! Go-on Blue". He wields the Garage Launcher.

Saki Rōyama/Go-on Yellow

Nicknamed "Sweet Angel", she used to work at a racing store. Cheerful and anxious, she keeps smiling with a upbeat attitude even in a crisis. As Go-on Yellow, she can fight in any hard terrain. After transforming into Go-on Yellow, Saki says, "Smile Blooming!! Go-on Yellow". She wields the Racing Bullet.

Hant Jō/Go-on Green

Nicknamed, the "Vagabond", Hant is a freeter working part-time at a pizzeria, becoming a Go-onger out of boredom. After transforming into Go-on Green, Hant says, "Doki Doki Delight!! Go-on Green". He wields the Bridge Axe.

Gunpei Ishihara/Go-on Black

Nicknamed the "Chaser", Gunpei is a former police officer with excellent marksmanship and a passion for justice. After transforming into Go-on Black, Gunpei says, "Dash Dynamic!! Go-on Black". He wields the Cowl Laser.

Engine Soul

The Go-ongers' technology revolves around the Engine Souls, sentient chip-like items that are hearts of the Engines, whose power they allow the Go-ongers to employ. When not in use, they are kept in the Engine Soul Holster.

Go-on Gear

Henshin Cellphone Go-Phone: The primary Go-ongers's transformation devices, installing a chip-like item called Change Souls to evoke the transformation. By installing an Engine Soul in the Go-Phone, the Go-ongers can communicate with their Engine partners.

Henshin Brace ShiftChanger : Go-on Green and Go-on Black's transformation devices, use dependant on the Change Souls.

Self Change-Gun MantanGun: A team sidearm that resembles a gas pump dispenser and has both a Gun Mode and a Rod Mode.

Highway Buster: The combination of the primary Go-ongers' Go-on Gear: the Road Sabre, the Garage Launcher, and the Racing Bullet. When an Engine Soul is set in the weapon, the Racing Bullet is fired, unleashing the destructive power of the Soul's respective Engine on the target.

Junction Rifle: The combination of the secondary Go-ongers' Go-on Gear: the Bridge Axe and the Cowl Laser.

Engines

The Go-ongers' mecha are the Engines, denizens of Machine World with some of them pursuing the Gaiarc, choosing the Go-ongers as their partners to fight Gaiarc with them. While in the Human World, the Engines cannot exist in their full size and thus remove their Engine Souls to assume small forms called Engine Casts which are kept in the Engine Attache until they are needed, resuming their true size on Earth for only 10 minutes.

Engine Gattai EngineOh : The Go-ongers' primary robot, refered as the "King of Engines". Its finishing attack is the Go-on Grand Prix. It is comprised of:

Engine Speedor (a hybrid between a condor and a sports car): Go-on Red's partner, his speed is unmatched. He forms the head, chest, and arms.

Engine Bus-on (a hybrid between a lion with a bus): Go-on Blue's partner with brute strength, he forms the hip, legs, and Go-on Sword.

Engine Berrv (a hybrid between a bear and an RV): Go-on Yellow's partner, she is a gutsy Engine who forms the abdomen and V-Shield.

The secondary Go-ongers' Engines act as combinatory weapons for EngineOh.

Engine Birca (a hybrid between an orca and a motorcycle): Go-on Green's partner, best at quick movements, he forms the left arm of EngineOh Birca.

Engine Gunpherd (a hybrid between a German Shepherd and a police car): Go-on Black's partner, he pursues enemies in a hot chase and can combine with EngineOh to form the right arm of EngineOh Gunpherd.

Allies

Bonper is a pink robot created by the Engines to support the Go-ongers, creating the Go-onger arsenal and performing maintenance on the Engines.

Gaiarc

The Go-ongers fight the Barbaric Machine Clan Gaiarc , machine-men from the Machine World who desire to pollute the Earth. The Gaiarc based themselves in the Hellgaia Palace on an isolated island.

Land Pollution Minister Yogostein

Golden armored general who leads the Gaiarc's land-based Barbaric Machine Beasts, he uses a spear as his weapon

Water Pollution Minister Kegalesia

Human-looking general with a whip, she leads Gaiarc's sea-based Barbaric Machine Beasts.

Air Pollution Minister Kitaneidas

Leads Gaiarc's sky-based Barbaric Machine Beasts and uses a staff as his weapon.

Barbaric Machine Soldiers Ugatz

footsoldiers to support the Barbaric Machine Beasts.

Barbaric Machine Beasts

The Barbaric Machine Beasts are monsters created to pollute the Earth. They are each separated into one of three types that are under the Pollution Ministers: Savage Ground, Savage Sea , and Savage Sky.

Shoukyaku Banki : An incinerator Savage Sky Barbaric Machine Beast under Kitaneidas, the first to face the Go-ongers.

Songs

Opening theme

"Engine Sentai Go-onger" by Hideyuki Takahashi

Ending theme

"Engine First Lap -Type Normal-" by Project.R (Takayoshi Tanimoto , Sister MAYO, Kenichiro Ōishi with Engine Kids ,Insert songs are performed by Hideyuki Takahashi, Takayoshi Tanimoto, and NoB.

Notes

"Engine" literally translates as "Flame God." The logo for the series uses the English word "Engine" in the title instead of the romanization of the kanji as "Enjin."

"Go-onger" is a portmanteau of the Japanese words for "thunderous sound" and "Ranger" . It is also related to the English words "go on."

"MantanGun" comes from the Japanese phrase for "fill 'er up".

WR.

DIR.

EPISODES: 1 **YEAR MADE:** 2008 **COUNTRY:** JAP **SEASONS:** 1

TOEI / TV ASAHI

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIAS

LENGTH (MINS): 25 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1)

DATE OF PREMIER: 17/02/2008

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Sōsuke Ezumi/Go-on Red YASUHISA FURUHARA, Renn Kōsaka/Go-on Blue SHINWA KATAOKA, Saki Rōyama/Go-on Yellow RINA AIZAWA , Hant Jō/Go-on Green MASAHIRO USUI , Gunpei Ishihara/Go-on Black KENJI EBISAWA , Kegalesia NAO OIKAWA.

Voice actors

Speedor DAISUKE NAMIKAWA, Bus-on HISAO EGAWA , Bearrv MIKI INOUE , Bonper AKIKI NAKAGAWA , Yogostein KIYOYUKI YANADA , Kitaneidas MITSUAKI MADONO.

Suit actors

Go-on Red HIROFUMI FIKUZAWA, Go-on Blue YOSHIFUMI OSHIKAWA , Go-on Yellow SANAE HITOMI , Go-on Green YASUHIRO TAKEUCHI , Go-on Black YASUHIKO IMAI , EngineOh JIRO OKAMOTO

RELATED SHOWS:

1 - 1 *ALLIES OF JUSTICE*

ENTERPRISE



In the early twenty-second century, the starship Enterprise is launched. Her mission is to explore strange new worlds, seek out new life and new civilizations and to boldly go where no humans have gone before. Along with an alien chief medical officer and first officer, this crew with only NASA-level training and what the Vulcans know of local space, begin to explore and begin the legacy set for other Enterprise crews and captains like Robert April, Christopher Pike, James Kirk, John Harriman, Rachel Garrett, Jean-Luc Picard, William Riker, Edward Jellico and others.

The Fifth Star Trek series begins with Enterprise, a retrospective look at how the universe of the federation was formed. Struggling for ideas, the producers of Star Trek come up with this idea. Probably the best idea that could have come about. This could very well be the last Star Trek series, and with it the death of space based Sci-Fi shows in the US. . (at least for the moment). The show has been a success but it never lived up to the ratings of STAR TREK: THE NEXT GENERATION.

After the derivative Voyager, this puts the energy back in the "Star Trek Universe." It's not yet as good as Deep Space 9, but that was a different kind of show: Enterprise, like the original Star Trek, Next Generation and Voyager, follows that stereotyped Sci-Fi format of a ship flying around meeting people. What made Deep Space 9 the best of the lot was that it actually told a story through to its conclusion. The space station incorporated some of the "alien of the week" elements, but the ongoing war storyline made DS9 a true drama with real meaning, rather than just another space thriller. And to its benefit, Enterprise shows signs of some of that same narrative drive. I have some fear that its "prequel status" may constrain the storytelling, but I believe the writers will be up to the challenge. The other thing that makes Enterprise a more-than-worthy addition to this franchise is the characters. Scott Bakula's Captain fits in the Star Trek captain tradition well: he's competent, strong, and stoic, but human. T'Pol was offputting at first, until I realized that it is her Vulcan nature that makes her so--I remembered that I didn't really like Spock at first either, and he was half-human. But the best character in the new series is Trip--smart, goofy, and a real dreamboat. It was the lack of appealing characters that dampened Voyager (and Next Generation to a lesser extent).

From my view of the series, is this is stab at fresh material no one has covered before on television for Star Trek.

May very good novel have come out in the past which shown to be better than some TV shows. I remember a novel which best suits the original history of Star Trek. This one Star Fleet: Year One, which fully embraced idea of very limited technologies and thing human's and allies had to overcome to become the UFP.

Enterprise, is a completely different take. It rushed technology which were commonly are used to The Original Series (TOS)and prematurely introduced character races that wouldn't have been meet (Klingons) over hundred years earlier than they should have.

NOW, this being said, its a good series. IF you blank out previous stated events and histories that TOS and other later series layed down.

However, Star Trek: Enterprise (TV show) is trying save itself from cancellation by making itself more exciting and showing that original (non-USS) Entepriase is saves universe as Star Fleet only has ONE ship in its entire fleet.

Being one few scifi shows on the air that futuristic and have high budget, its CGI effect and some of its stories are good. However, the show is very unbalanced and sloppy. Everything is being rushed to just save the show and keep viewers. I think this is a losing battle when show strayed away from its original history. This can be traced back to Star Trek: First Contact. Basis of the show's altered history of Star Trek. However i believe the show hints to the fact that this Time War thats occurring is in fact causing things to change thust why we suddenly don't think things are matching up to what has been said in the past.

As science fiction show, its a good one. However as Star Trek Fan who cares....i think its poor in writing and keep up to history which had been established. Ignoring what was and making it hip and cool only works wher its done by people who care about it and know what their doing.

I never understood the abstract amount of hatred for this show. All I can really pin it down to are too many veteran Star Trek fans expecting too much of the same thing repeated yet again in another series. Enterprise, I have always thought, is in a league of its own for many different reasons, and unfortunately it's taken too long (or not at all happened) for people to realise this.

I most probably have found myself hooked onto this series and not any of the others because of its superb characterisation. When first tuning in about half way through season one I fell head over heels in love with T'Pol, and she has always been my firm favourite - a rebel in her own subtle way and right without being extravagant or 'too human'. And then of course there's Archer, a fine Captain who's stubborn-ass, no nonsense nature only adds to his appeal and compassion. Trip - adorable without being too sweet and sickly and poster-boyish; and having a fine streak of empathetic personality in him, and Malcolm who you can't help pitying sometimes, and underestimating the rest of the time. Hoshi who is by far not in it enough to remind us that this is humanity's first venture into space, and we're not entirely certain of what we're doing, and Mayweather who has the best 'experienced' nature for such a young explorer, as well as a stunning smile. Phlox almost goes without saying - the smile is freaky but the heart is lovable in every way.

Almost every episode has managed to surprise, impress and entertain me with all the genres - drama, angst, humour and full out, no expenses spared action. It's fresh and new and something very different to the Star Trek archives, something it has been needing for a while. It's a little above sci-fi in that it does not indulge entirely in techno/alien/deep-space jargon, instead at many times managing with grace to stay human and relative to the now. It tackles issues of the day as well as having a laugh and still living up to the title of a fine sci-fi show. It more than deserves a fourth, fifth, sixth and seventh series, almost without saying.

I only pity those who have still to realise that they're watching a new series of Star Trek, and not what has already been done and done to death.

Produced by Rick Berman executive producer , Chris Black co-executive producer (episodes 2.01-) , Chris Black supervising producer (episodes 1.07-1.26) , Brannon Braga executive producer (2001-2004) , Manny Coto co-executive producer (2003-2004) (episodes 3.06-3.24) , Manny Coto executive producer (2004-) , Fred Dekker consulting producer (episodes 1.03-1.26; 2001-2002) , J.P. Farrell producer (episodes 1.03-) , Tim Finch co-producer (episodes 1.04-1.14; 2001-2002) , Brent V. Friedman consulting producer (episodes 3.01-3.11, 2003) , David A. Goodman consulting producer (2002-) (episodes 2.08-) , Merri D. Howard supervising producer , Peter Lauritson supervising producer , David Rossi associate producer , John Shiban co-executive producer (2002-2003) , Antoinette Stella producer (episodes 1.03-1.13; 2001-2002) , Phyllis Strong co-producer (episodes 2.01-) , Mike Sussman co-producer (episodes 2.01-3.10) , Mike Sussman producer (episodes 3.11-3.24) , Dawn Velazquez producer , Stephen Welke co-producer , Brad Yacobian co-producer.

Original Music by Paul Baillargeon (multiple episodes 1.07-) , David Bell (2001-2003) , David Bell (multiple episodes) , Velton Ray Bunch (multiple episodes 1.12-) , Jay Chattaway (multiple episodes 1.03-) , John Frizzell (episode 3.13 "Proving Ground") , John Frizzell (one episode 2004) , Kevin Kiner (2004-) , Dennis McCarthy (multiple episodes 1.01-) , Mark McKenzie (one episode) (2003) , Brian Tyler (two episodes) (2003) , Diane Warren (theme song "Where My Heart Will Take Me").

Cinematography by Marvin V. Rush (director of photography)

Film Editing by Daryl Baskin (multiple episodes 1.04-) , J.P. Farrell (episode 1.01/02) , David Koepfel (multiple episodes 1.05-) (as David A. Koepfel) , Robert Lederman (multiple episodes 1.03-)

Casting by Junie Lowry-Johnson (as Junie Lowry Johnson) , Ron Surma

Production Design by Herman F. Zimmerman (as Herman Zimmerman)

Art Direction by Louise Dorton

Set Decoration by Jim Mees

Costume Design by Robert Blackman

Makeup Department - Ellis Burman Jr. makeup artist (as Ellis Burman) , Nanci Cascio additional hair stylist (multiple episodes, seasons 1-3)

Gloria Pasqua Casny hair stylist , Laura Connolly hair stylist , Roxy D'Alonzo special makeup effects artist , Suzanne Diaz makeup artist (as Suzanne Diaz-Westmore) , Roma Goddard hair stylist , Martin Kopulsky hair stylist , Margie Latinopoulos special makeup effects artist , Jeff Lewis makeup artist , Brad Look makeup artist (as Bradley M. Look) , Michael Moore hair designer , Charlotte Parker hair stylist (episode 1.01/02) (as Charlotte A. Parker) , Michael Westmore makeup designer , Michael Westmore makeup supervisor , Natalie Wood makeup artist
 Steve E. Anderson makeup artist (season 2) (uncredited) , Art Anthony special makeup effects artist (uncredited) , Allan A. Apone special makeup effects artist (uncredited) , Michael Burnett special makeup effects artist (uncredited) , David DeLeon makeup artist (uncredited) , Jake Garber special makeup effects artist (uncredited)

Production Management - Brad Yacobian unit production manager

Second Unit Director or Assistant Director - Michael DeMeritt first assistant director (multiple episodes 1.21-) , Michael DeMeritt second assistant director (episodes 1.01-1.20, 1.25-1.26) (multiple episodes 2.02-) , Lorri Fischer second assistant director (episode 2.03) , Jerry Fleck first assistant director (multiple episodes 1.01-3.07) , Arlene Fukai first assistant director (multiple episodes 1.03-) , Jeani Harris second assistant director: second unit , Mike Risner second assistant director (episodes 1.21-1.24) , John Tagamolila second second assistant director , David Trotti second assistant director (multiple episodes 2.01-) (as David G. Trotti) , Dan Curry second unit director (uncredited) , Stephen D'Amato Jr. dga trainee (uncredited) , Deborah Greaney dga trainee (2002) (uncredited) , Michael T. McNerney dga trainee (2001) (uncredited)

Art Department - Thomas J. Arp construction coordinator , Craig Binkley property master , Anthony Bro set designer , Wendy Drapanas scenic artist (episode 1.01/02) , Doug Drexler senior illustrator , David E. Duncan production illustrator: props (episodes 1.09-1.26) (episodes 1.03-1.08) (uncredited) , John Eaves production illustrator (episodes 1.10-) (episodes 1.01-1.09) (uncredited) , Anthony Fredrickson scenic artist
 Alan Kobayashi scenic artist (episodes 2.01-) , Geoffrey Mandel scenic artist (episodes 1.01-1.26) , Michael Okuda scenic art supervisor
 Ahna Packard set designer (episodes 2.01-) , James Van Over scenic artist , Fritz Zimmerman set designer (as Fritz Zimmerman III) , William Apperson propmaker gangboss (uncredited) , Jim Martin production illustrator: props (episode 1.01/02) (uncredited)

Sound Department -Greg Agalsoff sound mixer , Dale Chaloukian sound editor , Doug Davey sound re-recording mixer (as Douglas W. Davey)
 Jesse K-D. Dodd adr assistant mixer , Jesse K-D. Dodd sound mixer , Chris Elam sound re-recording mixer , Chris Haire sound re-recording mixer (as Christopher Haire) , Ashley Harvey sound editor (as T. Ashley Harvey) , Steve Kinsey sound mix technician , Steve Kinsey sound recordist , Richard L. Morrison sound re-recording mixer (as Richard Morrison) , John Rodd orchestral scoring recordist , Stephen M. Rowe music editor , Masanobu 'Tom' Tomita supervising sound effects editor (as Masanobu Tomita) , Shaun Varney sound editor , Bill Wistrom supervising sound editor (2001-2004) , James Wolvington sound editor (as Jim Wolvington) , John Agalsoff Jr. boom operator (uncredited) , Charlie Essers mix technician/sound recordist (uncredited) , Hilda Hodges foley artist (uncredited) , Katherine Rose foley artist (uncredited)
 Dean St. John adr mixer (2001-) (uncredited)

Special Effects by Andy Clement animatronic baby effects & Richard Ratliff special effects coordinator (as Rich Ratliff)

Visual Effects by Les Bernstien motion control supervisor , Kevin Blank visual effects coordinator (episodes 1.03, 1.05) , Bruce Branit digital artist , Adam Buckner visual effects coordinator (episodes 1.06, 1.08) , Elizabeth Castro visual effects coordinator (multiple episodes) , Arthur J. Codron visual effects coordinator (multiple episodes) , Dan Curry visual effects producer , Jarrod Davis digital artist (season 1) , Brian Fisher digital effects artist , Ed Hoffmeister visual effects assistant editor (as Edward Hoffmeister) , Armen V. Kevorkian visual effects associate , Armen V. Kevorkian visual effects coordinator , Bill Mather matte paintings (episode 1.25) , Mamie McCall visual effects coordinator: Illusion Arts
 Luke McDonald digital artist , Ronald B. Moore visual effects supervisor (episodes 1.01-1.04) (multiple episodes 1.10-) , David Stipes visual effects supervisor (episodes 1.06, 1.08) , Mitch Suskin visual effects supervisor (multiple episodes 1.05-) , Rob Bonchune digital effects supervisor: EdenFX

(2002-) (uncredited) , Rob Bonchune digital effects supervisor: Foundation Imaging (2001-2002) (uncredited) , Danny Braet visual effects: EdenFX (uncredited) , Brent Burpee systems engineer (uncredited) , Eric Chauvin digital matte artist: Black Pool Studios (uncredited) , Pierre Drolet digital artist: EdenFX (2002-????) (uncredited) , Pierre Drolet digital artist: Foundation Imaging (2001-2002) (uncredited) , Steve Fong compositing editor (uncredited) , Aram Granger digital artist: Foundation Imaging (2001-2002) (uncredited) , John F. Gross digital effects supervisor: EdenFX (uncredited) , Eric Hance visual effects artist (uncredited) , Tom Helmers visual effects (uncredited) , Paul Hill visual effects compositing editor (uncredited) , Sherry Hitch digital compositor (uncredited) , Adam Howard digital compositor: Complete Post, Inc. (uncredited) , Russell Isler visual effects: Foundation Imaging (2001) (uncredited) , John Karner character animator: Foundation Imaging (2001-2002) , (uncredited) , John Karner visual effects: EdenFX (2002-) (uncredited) , Koji Kuramura digital artist: EdenFX (2002-????) (uncredited) , Koji Kuramura digital artist: Foundation Imaging (2001-2002) (uncredited) , Steven Lloyd digital artist (uncredited) , David Lombardi visual effects: EdenFX (uncredited) , Josh McGuire visual effects: EdenFX (uncredited) , David R. Morton digital effects supervisor: EdenFX (2002-) (uncredited) , David R. Morton digital effects supervisor: Foundation Imaging (2001-2002) (uncredited) , Jose Perez visual effects: Foundation Imaging (2001-2002) (uncredited) , Fred Pienkos visual effects: EdenFX (uncredited) , Stephen W. Pugh digital effects producer: EdenFX (2002-) (uncredited) , Stephen W. Pugh digital effects producer: Foundation Imaging (2001-2002) (uncredited) , Gregory Rainoff visual effects animator (uncredited) , Eddie Robison visual effects: EdenFX (uncredited) , Steven Joseph Rogers digital effects supervisor: EdenFX (uncredited) , Sean M. Scott visual effects: EdenFX (2002-) (uncredited) , Sean M. Scott visual effects: Foundation Imaging (2001-2002) (uncredited) , John Teska digital effects supervisor: EdenFX (2002-) (uncredited) , John Teska digital effects supervisor: Foundation Imaging (2001-2002) (uncredited) , Chris Zapara digital artist (uncredited)

Stunts - Alex Chansky stunt double: Sean McGowan , Vince Deadrick Jr. stunt coordinator , Diana Lee Inosanto stunts , Shawn Lane stunts , Gail Monian stunt double , Lin Oeding stunts (third season) , Louis Ortiz stunts: borg , Ron Sarchian stunts , Paul E. Short stunts , Tim Sitarz stunts , Jeff Wolfe stunt actor , Boni Yanagisawa stunt double , Edward Conna stunts (uncredited) , John Dixon stunt double (uncredited) , Jeffrey Eith stunts (uncredited) , Diamond Farnsworth stunt double: Scott Bakula (uncredited) , Lane Leavitt stunt rigging (uncredited) , Steven Leavitt stunt rigging assistant (uncredited) , Kurt D. Lott utility stunts (uncredited) , Hugh A. O'Brien stunts (uncredited) , Katie Rowe stunt double (uncredited) , Scott Workman stunts (uncredited) , Jason Ybarra stunts (uncredited)

Other crew - Maggie Allen pre-production coordinator (episodes 1.01-1.26) , Shelley Andagan production assistant , Stephen Beck executive story editor (episodes 1.03-1.20) , Ben Betts key computer graphics playback engineer , André Bormanis executive story editor (episodes 3.01-) , André Bormanis story editor (episodes 1.21-2.26) , Randy Burgess first company grip (episodes 1.01-1.26) , Bruce Callahan driver , Phyllis Corcoran-Woods key costumer (multiple episodes 2.10-) , Richard Corso consultant: water polo (episode 1.22) , Joshua Cunningham assistant to producers (episodes 2.01-) , George Cvjetnicanin senior colorist: Level 3 Post , John 'Jay' Devlin first company grip (episodes 2.01-) (as Jay Devlin) , Jeff Diaz rigging grip , Lance Dickinson electrician , Claudia Eastman location manager (episode 1.06) , Gary Edelman transportation coordinator , J.C. Fernandez assistant to producers (episodes 1.01-1.26) , J.C. Fernandez pre-production coordinator (episodes 2.01-) (as Juan Carlos Fernandez) , Jonathan Fernandez story editor (episodes 3.01-) , Jerry Fleck in loving memory of (episode 3.03 "Extinction") , Joanna Fuller production associate , Jacques Gravett assistant editor (multiple episodes 1.01-) , Sheila Guthrie casting executive (episodes 2.05-) , Matthew A. Hoffman key costumer (multiple episodes 1.01-) (as Matt Hoffman) , Gennifer Hutchison assistant to producers (episodes 2.01-2.26) , André Jacquemetton story editor (episodes 1.03-1.26) , Maria Jacquemetton story editor (episodes 1.03-1.26) , Harry Jierjian assistant editor (multiple episodes 1.04-) , Douglas Knapp camera operator , Carol Kunz costume supervisor , Terry Matalas production associate , Joanna K. McMeikan post-production coordinator , David Milhous assistant editor (multiple episodes) , Susie Money key costumer (multiple episodes 1.01-2.07) , Helen Mossler casting executive (episodes 1.01-2.04) , Bob Myers grip , Eric Norman assistant to producers , Michael O'Halloran assistant editor (multiple episodes 1.01-) , Denise Okuda video supervisor , Michael Okuda technical consultant , Diane Overdiek production coordinator , William L. Peets chief lighting technician (as Bill Peets) , Jonathan Paul Ramirez assistant editor (episode 1.04) , Erin Regan key costumer (multiple episodes 2.03-) , Donna Rooney assistant to producers (episodes 3.06-) , Jan Rudolph script supervisor , Stewart Satterfield transportation captain (as Stu Satterfield) , Suzie Shimizu production accountant (as Suzi Shimizu) , Tom Siegel key costumer (multiple episodes 1.01-) , Christine L. Smith casting

associate (episodes 2.01-) , Phyllis Strong executive story editor (episodes 1.03-1.26) , Chadwick Struck casting associate (episodes 1.01-1.26) , Mike Sussman executive story editor (episodes 1.03-1.26) , Jamie Thomas key costumer (multiple episodes 1.01-) , Russell Watson singer: "Where My Heart Will Take Me" , Lisa White location manager (multiple episodes 1.01-)
William Boston orchestrator (uncredited) , Brian Dzyak assistant camera (uncredited) , Sean Fairburn camera operator: "b" camera (uncredited)
Rachel Fox publicist (2003) (uncredited) , Eric Hester assistant to composer (uncredited) , Karen Mattingly script supervisor: second unit (episodes 2.08-2.10) (uncredited).

ASCAP Film and Television Music Awards

Year Result Award Category/Recipient(s)

2002 Won ASCAP Award Top TV Series

Paul Baillargeon

David Bell

Jay Chattaway

Dennis McCarthy

Diane Warren

People's Choice Awards

2002 - Nominated - Favorite Male Performer in a New Television Series - Scott Bakula

Academy of Science Fiction, Fantasy & Horror Films, USA

Year Result Award Category/Recipient(s)

2004 Nominated Saturn Award Best Actor in a Television Series

Scott Bakula

Best Network Television Series

Best Supporting Actress in a Television Series

Jolene Blalock

2003 Nominated Saturn Award Best Actor in a Television Series

Scott Bakula

Best Network Television Series

Best Supporting Actor in a Television Series

Connor Trinneer

Best Supporting Actress in a Television Series

Jolene Blalock

2002 Won Cinescape Genre Face of the Future Award Female

Jolene Blalock

Saturn Award Best Supporting Actress in a Television Series

Jolene Blalock

Nominated Saturn Award Best Actor in a Television Series

Scott Bakula

Best Network Television Series

Best Supporting Actor in a Television Series
Connor Trinneer

Emmy Awards

Year Result Award Category/Recipient(s)

2003 Nominated Emmy Outstanding Makeup for a Series (Prosthetic)

Michael Westmore (makeup designer and supervisor)

Suzanne Diaz (makeup artist)

Brad Look (makeup artist)

Jeff Lewis (makeup artist)

Earl Ellis (makeup artist)

Michael Burnett (makeup artist)

Joe Podnar (makeup artist)

Todd McIntosh (makeup artist)

Barry R. Koper (makeup artist)

Art Anthony (makeup artist)

Robert Maverick (makeup artist)

Steve E. Anderson (makeup artist)

Debbie Zoller (makeup artist)

Judith Silverman (makeup artist)

Roxy D'Alonzo (makeup artist)

Ruth Haney (makeup artist)

For episode "Canamar".

Outstanding Music Composition for a Series (Dramatic Underscore)

Dennis McCarthy (music by)

For episode "The Expanse".

Outstanding Special Visual Effects for a Series

Dan Curry (visual effects producer)

Ronald B. Moore (visual effects supervisor)

Elizabeth Castro (visual effects coordinator)

Paul Hill (visual effects compositor)

Fred Pienkos (cg animation supervisor)

Gregory Rainoff (visual effects animator)

Sean M. Scott (cg animator)

Eric Hance (cg animator)

Bruce Branit (cg animation supervisor)

For episode "The Expanse".

Outstanding Special Visual Effects for a Series

Dan Curry (visual effects producer)

Ronald B. Moore (visual effects supervisor)

Armen V. Kevorkian (visual effects coordinator)

Paul Hill (visual effects artist)

David R. Morton (digital effects supervisor)

John Teska (visual effects animator)

Sean M. Scott (visual effects animator)

Pierre Drolet (lead modeler)

For episode "The Crossing".

Outstanding Special Visual Effects for a Series

Mitch Suskin (visual effects supervisor)

Arthur J. Codron (visual effects coordinator)

Steve Fong (visual effects compositor)

Gregory Rainoff (visual effects animator)

Rob Bonchune (cgi supervisor)

Pierre Drolet (lead modeler)

Sean M. Scott (cgi artist)

John Teska (cgi artist)

Koji Kuramura (cgi artist)

For episode "Dead Stop".

2002 Won Emmy Outstanding Hairstyling for a Series

Michael Moore (designer)
Gloria Pasqua Casny (hairstylist)
Roma Goddard (hairstylist)
Laura Connolly (hairstylist)
Cheri Ruff (hairstylist)
For episode "Two Days and Two Nights".

Outstanding Special Visual Effects for a Series

Dan Curry (visual effects producer)
Ronald B. Moore (visual effects supervisor)
Arthur J. Codron (visual effects coordinator)
Elizabeth Castro (visual effects coordinator)
Paul Hill (compositing editor)
Steve Fong (compositing editor)
Gregory Rainoff (visual effects animator)
Rob Bonchune (computer animation supervisor)
Dave Morton (computer animation supervisor)
For episode "Broken Bow" (pilot).

Nominated Emmy Outstanding Makeup for a Series (Prosthetic)

Michael Westmore (makeup artist)
Art Anthony (makeup artist)
Belinda Bryant (makeup artist)
David DeLeon (makeup artist)
Suzanne Diaz (makeup artist)
Earl Ellis (makeup artist)
Jeff Lewis (makeup artist)
Brad Look (makeup artist)
Joe Podnar (makeup artist)
Karen Westerfield (makeup artist)
June Westmore (makeup artist)
Natalie Wood (makeup artist)
For episode "Broken Bow" (pilot).

Outstanding Sound Editing for a Series

Bill Wistrom (supervising sound editor)
James Wolvington (supervising sound effects editor)
Ashley Harvey (sound editor)
Masanobu 'Tomi' Tomita (sound editor)
Dale Chaloukian (sound editor)
Shaun Varney (sound editor)
Stephen M. Rowe (music editor)
Hilda Hodges (foley artist)
Katherine Rose (foley artist)
For episode "Broken Bow" (pilot).

Outstanding Special Visual Effects for a Series

David Stipes (visual effects supervisor)
Adam Buckner (visual effects coordinator)
Paul Hill (lead visual effects compositor)
Gregory Rainoff (lead visual effects animator)
Adam Howard (lead visual effects animator)
John F. Gross (cgi supervisor)
Steven Joseph Rogers (cgi supervisor)
Fred Pienkos (lead cgi artist)
Eddie Robison (lead cgi artist)
For episode "Breaking the Ice".

Hugo Awards

Year Result Award Category/Recipient(s)

2003 Nominated Hugo Best Dramatic Presentation - Short Form

For episode "A Night in Sickbay".

Best Dramatic Presentation - Short Form
For episode "Carbon Creek".

Visual Effects Society Awards

Year Result Award Category/Recipient(s)

2003 Won VES Award Best Models and Miniatures in a Televised Program, Music Video, or Commercial

John Teska

Koji Kuramura

Pierre Drolet

Sean M. Scott

For episode "Dead Stop".

Nominated VES Award Best Visual Effects in a Television Series

Dan Curry

Ronald B. Moore

Elizabeth Castro

For episode "Shockwave", part one.

WR.

DIR.

EPISODES: 98 **YEAR MADE:** 2001 **COUNTRY:** US **SEASONS:** 4

PARAMOUNT NETWORK TELEVISION PRODUCTIONS/ PARAMOUNT TELEVISION

CREATOR: GENE RODDENBERRY, RICK BERMAN, BRANNON BRAGA

TYPE OF SHOW: EARTH FUTURE **FORMAT:** SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 22, (3) 22, (4)22

DATE OF PREMIER: 26/09/2001 **AIR DATE OF LAST EPISODE** 13/05/2005

SEASON DATE BREAKDOWN:

FILMS:

Captain Jonathan Archer SCOTT BAKULA, Dr. Phlox JOHN BILLINGSLEY, Subcommander T'Pol
JOLENE BLALOCK, Lieutenant Malcolm Reed DOMINIC KEATING, Ensign Travis Mayweather
ANTHONY MONTGOMERY, Ensign Hoshi Sato LINDA PARK, Commander Charles 'Trip' Tucker III
CONNOR TRINNEER

Books Based on this series.

Enterprise : Broken Bow	Diane Carey	2001
Enterprise : By the Book	Dean Wesley Smith & Kristine Kathryn Rusch	2002
Enterprise : Shockwave	Paul Ruditis	2002
Enterprise : Surak's Soul	JD Dillard	2003
Enterprise : The Expanse	JM Dillard	2003
Enterprise : What Price Honor?	Dave Stern	2002
Enterprise: Daedalus Book One	Dave Stern	2003
Star Trek: Enterprise: Deadalus's Children Book Two	Dave Stern	2004
Star Trek: Enterprise: Last Full Measure	Michael A. Martin and Andy Mangels	2006
Star Trek: Enterprise: Rosetta	Dave Stern	2006

RELATED SHOWS:

STAR TREK: THE NEXT GENERATION

STAR TREK

STAR TREK: DEEP SPACE NINE

STAR TREK: VOYAGER

1 - 1 *BROKEN BOW*

Captain Archer volunteers to go where no human has gone before to return a Klingon to his home planet - over the objections of Earth's Vulcan allies.

Wr Rick Berman & Brannon Braga

Dir James L. Conway

1 - 2 *FIGHT OR FLIGHT*

As they continue their deep space exploration, the NX-01 crew comes across an alien ship where they discover 15 humanoid corpses that seem to have been part of a scientific experiment. The horrific sight inspires Sato to panic and demand a return to Earth, but Archer insists on continuing the mission and finding out more about the abandoned dead. Trouble comes calling when the aliens that were conducting the gruesome experiments return and begin attacking Captain Archer and his team.

Wr Rick Berman & Brannon Braga

Dir Allan Kroeker

1 - 3 *STRANGE NEW WORLD*

Crew members begin to experience hallucinations and paranoia while investigating an uninhabited planet.

Wr Mike Sussman, Phyllis Strong

Dir David Livingston

1 - 4 *UNEXPECTED*

When Trip is dispatched to assist a Xyrillian ship with its power source problems, he is delighted to have a friendly encounter with one of the ship's female engineers. However, shortly after returning to Enterprise, he discovers that their special moment has resulted in his becoming pregnant. Now Enterprise must try to track down the Xyrillians in the hope of transferring the rapidly growing embryo to another host.

Wr Rick Berman, Brannon Braga

Dir Mike Vejar

1 - 5 *TERRA NOVA*

The Enterprise crew alters course to investigate the mystery of Terra Nova, a legendary Earth colony whose inhabitants mysteriously disappeared decades ago. However, when they arrive, they are confronted by descendants of the colonists, who have become more alien than anyone could ever have imagined.

Wr Rick Berman, Brannon Braga

Dir LeVar Burton

1 - 6 *THE ANDORIAN INCIDENT*

Enterprise chooses an inopportune time to visit a Vulcan monastery, as the monks there are being held captive by the paranoid Andorians.

Wr Fred Dekker

Dir Roxann Dawson

1 - 7 *BREAKING THE ICE*

A Vulcan starship interferes with Archer's probe of an oversized comet.

Wr Maria Jacquemetton, Andre Jacquemetton

Dir Terry Windell

1 - 8 *CIVILIZATION*

Captain Archer and the crew discover a fully inhabited, pre-industrial, Menshara class planet. However, upon further investigation, they discover what appears to be advanced technology being used secretly, which may be responsible for a terrible illness.

Wr Phyllis Strong, Mike Sussman

Dir Mike Vejar

1 - 9 *FORTUNATE SON*

The Enterprise crew is dispatched by Starfleet Command to assist Fortunate, a human freight vessel that has been attacked by Nausicaan pirates. On arriving, they are surprised to find that Fortunate's crew is resistant to Archer's efforts to help them and determined to seek revenge against their attackers, no matter what the repercussions.

Wr James Duff

Dir LeVar Burton

1 - 10 *COLD FRONT*

Archer invites a group of stargazers aboard, not realizing that Silik, a Suliban enemy, is among them.

Wr Tim Finch, Stephen Beck

Dir Robert Duncan McNeill

1 - 11 *SILENT ENEMY*

When Enterprise is attacked by an unidentified enemy ship, the crew must work frantically to get their new phase canons to operate. Meanwhile, the captain charges Hoshi with finding out Malcolm's favourite food in time for a surprise birthday dinner.

Wr Andre Bormanis

Dir Winrich Kolbe

1 - 12 *DEAR DOCTOR*

The crew visits a planet that is home to two distinct humanoid species. When it is discovered that one of the two might be headed toward extinction, Archer and Phlox have to make a difficult decision whether or not to become involved.

Wr Andre Jacquemetton, Maria Jacquemetton

Dir James A. Contner

1 - 13 *SLEEPING DOGS*

While investigating a gas giant, Enterprise comes across a damaged vessel hovering in the atmosphere, and T'Pol, Hoshi and Malcolm go aboard to investigate. However, once aboard, they are ambushed by a hostile female Klingon who hijacks their shuttlepod, and strands them on the Klingon ship, which threatens to implode under the pressure of the planet's atmosphere.

Wr Fred Dekker

Dir Les Landau

1 - 14 *SHADOWS OF P'JEM*

Archer and T'Pol are caught between warring factions on Coridan shortly after T'Pol has been ordered to return to Vulcan.

Wr Phyllis Strong, Mike Sussman

Dir Mike Vejar

1 - 15 *SHUTTLEPOD ONE*

Tucker and Reed set out on a mission in a shuttlepod, as Enterprise is busy investigating an asteroid field. While the pair are away, the shuttlepod is damaged, leaving them without sensors or communications. They manage to make it back to the rendezvous coordinates only to discover Enterprise was apparently destroyed when it crashed into an asteroid. With the ship seemingly no more, the pair are left abandoned in the middle of nowhere with only a few days of air remaining.

Wr Rick Berman, Brannon Braga

Dir David Livingston

1 - 16 *FUSION*

The Enterprise encounters a group of Vulcan civilians who have split off from the normal way of Vulcan life in an effort to explore their emotions. T'Pol is disturbed by the new visitors and warns the Captain that all attempts in the past to integrate Vulcan emotions into their lives has proven disastrous. Meanwhile a message from Admiral Forrest leaves the Captain with the difficult task of trying to convince one of the visiting Vulcans to call home to speak with his dying father.

Wr Phyllis Strong, Mike Sussman

Dir Rob Hedden

1 - 17 *ROGUE PLANET*

While exploring an uncharted planet, Enterprise crew members encounter a group of aliens who are hunting down indigenous creatures for recreation. During their exploration, Archer is mesmerized by visions of an elusive, yet familiar woman who needs his help.

Wr Chris Black

Dir Allan Kroeker

1 - 18 *ACQUISITION*

When the Ferengi, a group of intergalactic thieves, stun the Enterprise crew and try to rob the ship, it's up to Trip to work covertly to stop them.

Wr Maria Jacquemetton, Andre Jacquemetton

Dir James Whitmore Jr.

1 - 19 *OASIS*

While exploring a crashed vessel on a desolate planet, the Enterprise crew is haunted by some ghostly figures, and they encounter an alien race that has survived despite insurmountable odds. Trip helps repair their derelict vessel and is befriended by Liana, an attractive humanoid alien who develops feelings for him.

Wr Stephen Beck

Dir Jim Charleston

1 - 20 *DETAINED*

While exploring a planet, Archer and Mayweather enter a "military zone" and are detained in an internment prison by an alien race called Tandarans, who are at war with the Suliban. While the Enterprise crew's previous encounters with the Suliban have been disastrous, Archer and Mayweather find themselves sharing a cell with some Suliban detainees who they believe may be wrongfully imprisoned.

Wr Mike Sussman, Phyllis Strong

Dir David Livingston

1 - 21 *VOX SOLA*

A strange, symbiotic alien creature boards the Enterprise capturing a few of the crew members, including Archer and Trip, and cocooning them in its web while feeding off their bodies to survive. With the captured crewmembers' lives in jeopardy, Hoshi, under T'Pol's command, faces her biggest challenge by trying to find a way to communicate with the lifeform in order to return it to its home planet.

Wr Fred Dekker

Dir Roxann Dawson

1 - 22 *FALLEN HERO*

The Enterprise is sent to the planet Mazar to pick up a Vulcan ambassador who has been expelled for misconduct.

Wr Alan Cross

Dir Patrick Norris

1 - 23 *DESERT CROSSING*

When Archer answers a distress call and has Trip repair the alien ship, the two are invited by the man they helped, to his desert-like planet. However, they soon find that the invitation was motivated by more than simply hospitality. In command of Enterprise, T'Pol, must rescue Archer and Trip from the desert while trying to not to get involved in a war.

Wr Andre Bormanis

Dir David Straiton

1 - 24 *TWO DAYS AND NIGHTS*

Archer, Hoshi, Travis, Malcolm, and Trip have decidedly different experiences during shore leave on Risa. Meanwhile, on Enterprise, Phlox enters his annual hibernation cycle.

Wr Chris Black

Dir Michael Dorn

1 - 25 *SHOCKWAVE (PART 1 OF 2)*

Starfleet orders Enterprise to return home when the crew seemingly causes the destruction of an alien planet they were exploring. Archer is visited by former crew member Daniels, who traveled through time to warn him that the Suliban are trying to sabotage Enterprise's mission, and the two travel through time to try to thwart the Suliban's plans.

Wr Rick Berman, Brannon Braga

Dir Allan Kroeker

2 - 1 *SHOCKWAVE (PART 2 OF 2)*

Daniels and Archer must find a way back to the 22nd Century in order to make sure history plays out as it should. Meanwhile, on board Enterprise, the Suliban have taken over the ship, but Reed, Trip, and T'Pol formulate a plan to eject the aliens.

Wr Rick Berman, Brannon Braga

Dir Allan Kroeker

2 - 2 *CARBON CREEK*

After Archer and Trip become curious about a visit she made to a Pennsylvania mining town called Carbon Creek, T'Pol explains to them that Vulcans actually had their first contact with humans in 1957. That year, a Vulcan ship crashed on Earth and three crew members survived, including T'Pol's great grandmother. They posed as humans in Carbon Creek and took on jobs while waiting for rescue and soon found themselves becoming more involved with the town's residents.

Wr Chris Black

Dir James A. Contner

2 - 3 *MINEFIELD*

When attempting to explore a new planet, Enterprise triggers a cloaked mine. While the crew deal with the resulting damage, it's discovered another mine is stuck to the hull. During Reed's attempt to disarm it, a spike is driven into his leg, trapping him out there. While Archer goes out on the hull to help him, the rest of the crew learn they are in a minefield belonging to the Romulan Star Empire, who demand Enterprise leave or face destruction.

Wr John Shiban

Dir James A. Contner

2 - 4 *DEAD STOP*

Suffering from damage inflicted in the Romulan minefield and unable to complete repairs on their own, Archer orders a distress call to be put out. A response leads Enterprise to a repair station, which surprisingly has no crew aboard it and is run by computer. Repairs on Enterprise are carried out quite efficiently and quickly, though the price for all this is much higher than the crew could've guessed.

Wr Mike Sussman, Phyllis Strong

Dir Roxann Dawson

2 - 5 *A NIGHT IN SICKBAY*

Archer spends a night in sickbay with Dr. Phlox after Porthos contracts a deadly virus on the Kreetassan homeworld. Crew members suspect Archer's increased stress level is due to Porthos' illness, but Dr. Phlox suspects it has to do with Archer's repressed sexual tension.

Wr Rick Berman, Brannon Braga

Dir David Straiton

2 - 6 *MARAUDERS*

In need of fuel, the Enterprise arrives at a Quonset mining colony for deuterium supplies. They discover that Klingons are forcing the colonists to give up all their deuterium. Archer and the rest of the crew work to train the colonists so they can fight back against the Klingons.

Wr David Wilcox

Dir Mike Vejar

2 - 7 *THE SEVENTH*

Archer, Mayweather and T'Pol travel to an arctic world to apprehend a fugitive, when T'Pol is contacted by Vulcan High Command. The mission takes a dangerous turn when T'Pol begins having flashbacks that suggest the events she remembers about a former mission may not accurately relate to what happened.

Wr Rick Berman, Brannon Braga

Dir David Livingston

2 - 8 *THE COMMUNICATOR*

Archer and Reed return to a pre-warp society that is on the verge of war to recover a lost communicator.

Wr Andre Bormanis

Dir James A. Contner

2 - 9 *SINGULARITY*

While Enterprise is surveying a black hole in a trinary star system, the stellar phenomenon causes strange effects on the crew.

Wr Chris Black

Dir Patrick Norris

2 - 10 *VANISHING POINT*

After Hoshi's first transporter experience, strange after-effects lead her to believe she wasn't reassembled correctly.

Wr Rick Berman, Brannon Braga

Dir David Straiton

2 - 11 *PRECIOUS CARGO*

Trip boards an alien cargo vessel to help repair a stasis pod, which holds a beautiful woman in suspended animation. When the woman accidentally wakes up, she reveals she's not a passenger, but a prisoner.

Wr David A. Goodman

Dir David Livingston

2 - 12 *THE CATWALK*

When a lethal neutronic storm approaches faster than Enterprise can escape, the crew take shelter in the maintenance shafts inside the warp nacelles. They also provide refuge to a group of aliens, who aren't exactly honest about themselves.

Wr Mike Sussman, Phyllis Strong

Dir Mike Vejar

2 - 13 *DAWN*

During a solo test mission on Shuttlepod One, Trip is attacked by a territorial alien and forced to land on the night side of a moon. As he tries contacting Enterprise, he discovers his alien foe has made an emergency landing nearby. The two contend with each other as an extremely hot sun rises and threatens both their lives.

Wr John Shiban

Dir Roxann Dawson

2 - 14 *STIGMA*

While at an Interspecies Medical Exchange conference, Dr. Phlox tries to obtain research on a terminal disease from the Vulcan contingency, without revealing T'Pol has been infected by it.

Wr Rick Berman, Brannon Braga

Dir David Livingston

2 - 15 *CEASE FIRE*

Both the Vulcans and the Andorians make a claim to a small planet and military conflict soon erupts. As the fighting goes on, the Vulcans announce they are willing to discuss cease fire terms. However, Imperial Guard officer Shran believes only Captain Archer can be trusted to mediate the situation, which drags the Enterprise crew into the tense situation.

Wr Chris Black

Dir David Straiton

2 - 16 *FUTURE TENSE*

The Enterprise crew find a small craft drifting in space and are surprised to find it contains a human corpse. More questions arise when both the Suliban and Tholians make claims to the craft.

Wr Mike Sussman, Phyllis Strong

Dir James Whitmore Jr.

2 - 17 *CANAMAR*

Archer and Tucker are wrongly arrested and placed on a prisoner transport heading for a penal colony named Canamar. Things go from bad to worse when one of other prisoners plots a takeover of the ship.

Wr John Shiban

Dir Allan Kroeker

2 - 18 *THE CROSSING*

Noncorporeal aliens possess the bodies of the Enterprise crew.

Wr Rick Berman, Brannon Braga

Dir David Livingston

2 - 19 *JUDGEMENT*

In a Klingon tribunal, Archer stands accused of aiding fugitives of the Klingon Empire and faces death if found guilty.

Wr David A. Goodman

Dir James L. Conway

2 - 20 *HORIZON*

Mayweather discovers his father has died and that things on his old home, the E.C.S. Horizon, have greatly changed.

Wr Andre Bormanis

Dir James A. Contner

2 - 21 *THE BREACH*

When militants take over a world, the Enterprise crew move to evacuate Denobulan geologists that are deep underground. Meanwhile, Phlox has to save a dying Antaran that refuses treatment due to the history of their races.

Wr Chris Black, John Shiban

Dir Robert Duncan McNeill

2 - 22 *COGENITOR*

The Enterprise crew makes first contact with the Vissians, a species with three genders. Trip meets one of the species' third gender, known as Cogenitor, and learns how badly Vissians treat all Cogenitors. Trip attempts to help the Cogenitor, even though it interferes with Vissian culture.

Wr Rick Berman, Brannon Braga

Dir LeVar Burton

2 - 23 *REGENERATION*

The remnants of an alien ship and two frozen cybernetic bodies are uncovered in the arctic by a research team. These aliens soon thaw out and flee Earth, taking the research team with them. Starfleet orders Enterprise to find them, but the crew aren't prepared for just how dangerous these aliens really are.

Wr Mike Sussman, Phyllis Strong

Dir David Livingston

2 - 24 *FIRST FLIGHT*

Archer tells T'Pol the story of when he and a rival named A.G. Robinson were in competition for breaking the Warp 2 barrier.

Wr Chris Black, John Shiban

Dir LeVar Burton

2 - 25 *BOUNTY*

Archer learns the Klingons have put a price on his head when he is captured by a Tellarite bounty hunter. As Enterprise pursues, a virus causes T'Pol to go into premature Pon Farr.

Wr Hans Tobeason, Mike Sussman, Phyllis Strong

Dir Roxann Dawson

2 - 26 *THE EXPANSE*

An alien race known as the Xindi launch an attack on Earth, causing great casualties and massive damage. As Enterprise heads back home, an unlikely source informs Archer about the Xindi and that their next attack will destroy Earth.

Wr Rick Berman, Brannon Braga

Dir Allan Kroeker

3 - 1 *THE XINDI*

After six weeks in the Delphic Expanse, Enterprise is desperate to find the Xindi in an attempt to save Earth.

Wr Rick Berman, Brannon Braga

Dir Allan Kroeker

3 - 2 *ANOMALY*

Many of Enterprise's systems are disabled when the ship encounters strange spacial anomalies common to the Expanse. Before the crew can make repairs, they are caught off guard by a group of Osaarian space pirates.

Wr Mike Sussman

Dir David Straiton

3 - 3 *EXTINCTION*

Captain Archer, Malcolm, and Hoshi become infected with a strange virus that seems to mutate them into another species.

Wr Andre Bormanis

Dir LeVar Burton

3 - 4 *RAJIIN*

Enterprise journeys to an alien market to get the formula to synthesize Trellium-D from a chemist. While on the planet, Archer rescues a slave named Rajiin and brings her onto the ship, planning to return her to her home world. Rajiin begins using her strange powers on members of the crew, which is all part of a plan to gather information for the Xindi.

Wr Chris Black, Brent V. Friedman

Dir Mike Vejar

3 - 5 *IMPLUSE*

Responding to an automated distress call from a Vulcan starship, Archer, T'Pol, Reed and Hawkins attempt a rescue mission, but soon become trapped on board with the Vulcan crew who have gone insane and become extremely violent.

Wr Jonathan Fernandez

Dir David Livingston

3 - 6 *EXILE*

A mysterious telepathic alien contacts Hoshi with an offer - he will use his powers to obtain information about the Xindi and their weapon, if Hoshi agrees to be his companion while he works on getting the information

Wr Phyllis Strong

Dir Roxann Dawson

3 - 7 *THE SHIPMENT*

Archer, Reed and Major Hayes conduct reconnaissance at a Xindi-Sloth facility producing kemosite, a substance crucial to the Xindi weapon. When the head of the facility reveals that he was unaware of what his kemosite was being used for, Archer attempts to convince him to help them.

Wr Chris Black, Brent V. Friedman

Dir David Straiton

3 - 8 *TWILIGHT*

Twelve years into the future, T'Pol reveals that she and Archer are living in a colony of the last surviving humans. While in the expanse years earlier, Archer had become infected with parasites in a state of temporal flux, which prevented him from forming new long-term memories. With Archer unfit for duty, the mission to save Earth had failed.

Wr Mike Sussman

Dir Robert Duncan McNeill

3 - 9 *NORTH STAR*

Archer, Trip and T'Pol head down to a planet where humans are living in a wild west-like society. Archer learns that aliens named Skagarans brought humans from three hundred years ago there for slave labor, but the humans resisted and turned the tables on them. Now the humans' descendants are in charge and the Skagarans are forced to endure prejudice and unfair laws. The crew have to decide what to do with the humans and the prejudice will lead to a showdown.

Wr David A. Goodman

Dir David Straiton

3 - 10 *SIMILITUDE*

Something goes wrong during an attempt to improve the warp engines, causing Trip to be severely injured and leaving Enterprise crippled in a dangerous polaric field. Archer allows Phlox to create a simbiot of Trip, which will only live for fifteen days and provide neural tissue needed for a vital transplant. The simbiot is named Sim and, aging years in a matter of days, actually thinks of a plan to free Enterprise from the field. However, a difficult decision must be made after it's learned Sim will be prematurely killed by the transplant, even though there is a chance to exceed his lifespan.

Wr Manny Coto

Dir LeVar Burton

3 - 11 *CARPENTER STREET*

Archer receives a visit from Daniels and learns three Xindi-Reptilians are in Detroit, Michigan in the early 21st century. Archer and T'Pol arrive in early 21st century to find the Reptilians and to learn what they're doing there. They discover the Reptilians are operating out of an old factory and that a man named Loomis has been kidnapping people for them. It turns out the Reptilians are using the kidnapped people to further work on the bio-weapon and they're getting closer to completing it.

Wr Rick Berman, Brannon Braga

Dir Mike Vejar

3 - 12 *CHOSEN REALM*

Enterprise saves a Triannon crew, a race that worship the creators of the spheres in the Delphic Expanse. However, it was all a set up as D'Jammat and his followers seize control, threatening to destroy the ship unless Archer cooperates. D'Jammat wants to destroy those opposed to his beliefs and orders the ship to the Triannon homeworld. D'Jammat is also not happy after learning Enterprise has explored the spheres before and tells Archer one of the crew must die as punishment.

Wr Manny Coto

Dir Roxann Dawson

3 - 13 *PROVING GROUND*

Enterprise detects a signal leading to a testing ground for the Xindi weapon prototype, but they have to move through a field of anomalies in order to get there faster. Enterprise takes heavy damage in the process, but is ultimately saved by an Andorian ship under Shran's command. Shran offers Archer assistance in the battle against the Xindi and both work together to take the Xindi weapon prototype. But Shran and the Andorians have different plans for the weapon.

Wr Chris Black

Dir David Livingston

3 - 14 *STRATAGEM*

Degra wakes up on a cargo shuttle that is under attack and being piloted by Archer. Archer tells him three years have passed and that they escaped together from a Xindi-Insectoid prison colony. However, this is really all a carefully planned deception being carried out by the crew three days after they captured Degra's ship. Archer hopes this deception will get Degra to tell him where the Xindi weapon is being built.

Wr Mike Sussman

Dir Mike Sussman

3 - 15 *HARBINGER*

Enterprise comes across a massive convergence of anomalies and an alien pod is found inside. After rescuing the pod's dying occupant, Phlox attempts treatment while Archer tries to learn what he was doing, unaware that this alien has a hidden motive. Meanwhile, a series of training drills with the Starfleet officers and the MACOs lead to an explosive fight between Reed and Major Hayes. Also, T'Pol learns Trip has been having neuro-pressure sessions with Corporal Amanda Cole, bringing certain feelings to light.

Wr Manny Coto

Dir David Livingston

3 - 16 *DOCTOR'S ORDERS*

Journeying to Azati Prime becomes more difficult when Enterprise encounters a trans-dimensional disturbance that would take two weeks to go around. Archer allows Phlox to put the human crew members into comas to protect them from the disturbance so the ship can move across it at impulse. However, the disturbance has unforeseen effects on Phlox as time goes on and he begins experiencing hallucinations. Even worse, the disturbance is expanding and could leave Enterprise trapped inside for weeks if Phlox doesn't take a drastic course of action.

Wr Chris Black

Dir Roxann Dawson

3 - 17 *HATCHERY*

Archer leads an away team to study a crashed Xindi-Insectoid ship, discovering that the adult Insectoids have died and, finding a hatchery. Archer decides they must make sure the Insectoid offspring hatch safely and survive, saying it will help prove to the Xindi that their beliefs about humanity are wrong. However, Archer's orders and behavior become more and more unusual, putting Enterprise's mission at risk. Some of the crew decide they'll have to do something extreme in order to ensure their mission will succeed.

Wr Andre Bormanis

Dir Michael Grossman

3 - 18 *AZATI PRIME*

After getting to Azati Prime, the crew discover the almost complete Xindi weapon is on an ocean planet. Their plan to destroy it calls for someone to pilot the recently acquired Insectoid shuttle on a suicide mission and Archer decides he'll do it. However, Daniels brings Archer to the future to tell him that he must instead make peace with the Xindi and convince them that they've been manipulated by the Sphere-Builders. Archer refuses to put Earth at risk and goes on the mission, but he's captured by the Xindi and gets interrogated. Even worse, Enterprise has been found and the crew face a devastating attack.

Wr Manny Coto

Dir Allan Kroeker

3 - 19 *DAMAGE*

The Xindi ships are recalled from the battle, leaving Enterprise with heavy damage and losses. As the crew struggle to make repairs, some Xindi manage to send Archer back to Enterprise. Not long after his return, Enterprise encounters an Illyrian ship damaged by anomalies. Archer attempts to make a trade for a vital warp coil, but the Illyrian Captain states they can't spare it. To ensure his mission's success, Archer

will have to cross a line and take the coil by force. Meanwhile, T'Pol tells Phlox the secret behind her unusual behavior and divisions between the Xindi Council continue to grow.

Wr Phyllis Strong

Dir James L. Conway

3 - 20 *THE FORGOTTEN*

Still suffering from the battle with the Xindi, Enterprise makes it to the rendezvous point and docks with Degra's ship near one of the Spheres. Learning the Xindi weapon will be launched in several days, Archer works to prove to Degra and the Xindi-Arboreal that everything he's said about them being manipulated is true. However, a ruptured warp plasma conduit threatens Enterprise and the arrival of a Reptilian ship later threatens the meeting. Meanwhile, Trip has been asked to write a letter to the family of a dead crewman, but it proves to be very difficult for him.

Wr Chris Black, David A. Goodman

Dir LeVar Burton

3 - 21 *E²*

Before the crew attempt to enter the subspace corridor that will help them get to the Xindi Council chamber, they suddenly encounter an NX class ship. Surprisingly this NX class ship is really Enterprise and is controlled by the crew's descendants. Lorian (Trip and T'Pol's son) and Karyn (Archer's great grand daughter) explain that Enterprise did enter the subspace corridor, but something went wrong and the crew were sent over a hundred years back in time. Trying to make sure history doesn't repeat itself and that the mission succeeds, Lorian has a plan to increase the ship's warp speed. However, T'Pol's older counterpart thinks his plan will cause Enterprise to be destroyed instead and that entering the subspace corridor can still work if certain modifications to the ship are made. When Archer decides the corridor is the best option, Lorian makes a difficult decision.

Wr Mike Sussman

Dir Roxann Dawson

3 - 22 *THE COUNCIL*

With Degra's help, Enterprise arrives at the planet where the Xindi Council chamber is located. Hoshi uses her translator skills to help Archer as he tries to convince the Council that Earth mustn't be destroyed and that the Sphere-Builders have manipulated them, which isn't easy given the reverence many Xindi have for them. However, the Sphere-Builders find their plan is being threatened and they convince the Reptilians and Insectoids to take control of the Xindi weapon. Meanwhile, T'Pol leads a team inside a Sphere to acquire data from its memory core.

Wr Manny Coto

Dir David Livingston

3 - 23 *COUNTDOWN*

With time running out and the Xindi weapon about to be armed, Archer has to make a deal with several Xindi.

Wr Andre Bormanis, Chris Black

Dir Andre Bormanis, Chris Black

3 - 24 *ZERO HOUR*

Archer leads a team to stop the Xindi weapon before it reaches Earth. Meanwhile, Enterprise will have to face the Sphere Builders.

Wr Rick Berman, Brannon Braga

Dir Allan Kroeker

4 - 1 *STORM FRONT (PART 1 OF 2)*

The Temporal Cold War takes a new twist as Archer and the Enterprise are thrown back in time to 1944, where they find a new temporal faction has changed the course of WWII in an attempt to change Earth's future.

Wr Manny Coto

Dir Allan Kroeker

4 - 2 *STORM FRONT (PART 2 OF 2)*

Vosk attempts to forge an alliance with Archer in order to expedite his return to his own century. Archer however opts to carry out his mission from Daniels - to destroy Vosk's time travel portal, and prevent the Temporal War from ever happening.

Wr Manny Coto

Dir David Straiton

4 - 3 *HOME*

With both the Xindi and the Temporal Cold War behind them, the crew of Enterprise finally return to Earth. The crew receives a heroic welcome complete with parades, news broadcasts, and schools renamed in their honor. But the troubled captain is having trouble putting the experiences of the past year behind him. When Archer blows up at Ambassador Soval during his mission debriefing, he is ordered by Admiral Forrest to take a vacation and get his act together. Meanwhile, T'Pol invites Trip to visit her mother T'Les on Vulcan since he no longer has a home or a family. It's the first time T'Pol has been home in years, which gives T'Les a chance to see the changes her daughter has undergone during her time among humans. Also, Travis, Mayweather, and Phlox learn firsthand the extent of the xenophobia that has plagued Earth since the Xindi attack.

Wr Mike Sussman

Dir Allan Kroeker

4 - 4 *BORDERLAND (PART 1 OF 3)*

Criminal Arik Soong is brought aboard the Enterprise to assist in finding some genetically enhanced humans he created after stealing some altered DNA left over from the Eugenics Wars.

Wr Ken LaZebnik

Dir David Livingston

4 - 5 *COLD STATION 2 (PART 2 OF 3)*

Soong, who has been freed by his Augment children, intends to reclaim the remaining Augment embryos being stored at Cold Station 12. Soong plans to incubate the embryos, and start an Augment army to take over the known worlds. They head to Cold Station 12 in the Bird of Prey that the Augments have stolen from the Klingons. Archer must stop Soong and the Augments, and try to prevent a looming war with the Klingons at the same time.

Wr Alan Brennert

Dir Mike Vejar

4 - 6 *THE AUGMENTS (PART 3 OF 3)*

After turning on their creator the Augments try to start a war between Humans and Klingons.

Wr Mike Sussman

Dir LeVar Burton

4 - 7 *THE FORGE (PART 1 OF 3)*

When Earth's embassy on Vulcan is bombed evidence points to a religious faction known as "Syrrannites," a group following a revolutionary interpretation of the teachings of Surak, the father of Vulcan logic. After T'Pol receives a clandestine lead, she and Archer embark upon a treacherous journey through the Vulcan desert looking for them.

Wr Judith Reeves-Stevens, Garfield Reeves-Stevens

Dir Michael Grossman

4 - 8 *AWAKENING (PART 2 OF 3)*

The Earth embassy on Vulcan has been bombed. The Vulcans blame Syrrannite terrorists. Archer and T'Pol must get to the bottom of the bombing and bring those responsible to justice. However, unbeknownst to Archer and T'Pol, more is going on than just a simple act of terrorism.

Wr Andre Bormanis

Dir Roxann Dawson

4 - 9 *KIR'SHARA (PART 3 OF 3)*

Archer, T'Pol, and T'Pau attempt to take a sacred, but controversial artifact back to the Vulcan High Council, in hopes of settling an internal struggle going on among the Vulcan people. Meanwhile, Trip and Soval take Enterprise to Andoria to convince Shran to help them stop a war.

Wr Mike Sussman

Dir David Livingston

4 - 10 *DAEDALUS*

The inventor of the current transporter system claims he has found a way to transport people over great distances, possibly even making star ships obsolete. The Dr. and the Enterprise set out to verify the claim in a remote part of the star system. But the Dr. has other plans for Enterprise's transporter system.

Wr Alan Brennert, Ken LaZebnik

Dir David Straiton

4 - 11 *OVERSERVER EFFECT*

Trip and Hoshi return from an away mission having contracted a deadly virus. While Phlox works on a cure, two non-corporeal aliens possess members of the crew to study humanity and the humans' reactions to the unexpected.

Wr Judith Reeves-Stevens, Garfield Reeves-Stevens

Dir Mike Vejar

4 - 12 *BABEL ONE (PART 1 OF 3)*

Enterprise is escorting a Tellarite delegation to a peace conference with the Andorians when they respond to a distress call from Shran whose ship has been destroyed, apparently by Tellarites. When Enterprise is then mysteriously attacked by what seems to be an Andorian ship, Archer realizes that someone is out to prevent peace between the two feuding species

Wr Mike Sussman, Andre Bormanis

Dir David Straiton

4 - 13 *UNITED (PART 2 OF 3)*

Archer is able to work a fragile alliance between the Andorians, Tellarites, and Vulcans to try and capture the marauding ship that is attacking each of the group's ships. The task is made more difficult due to the marauders ability to mask its appearance as several other types of ships. Their chance comes after the marauder is temporarily knocked out of action, but then things go horribly wrong.

Wr Judith Reeves-Stevens, Garfield Reeves-Stevens

Dir David Livingston

4 - 14 *THE AENAR (PART 3 OF 3)*

Archer visits Shran's icy homeworld to find an Andorian subspecies called the Aenar, to determine their connection to the marauder destroying ships in the region.

Wr Andre Bormanis

Dir Mike Vejar

4 - 15 *AFFLICTION (PART 1 OF 2)*

While Enterprise visits Earth for the launch of Columbia, Phlox is kidnapped and forced to help the Klingons deal with a grave threat to their species.

Wr Mike Sussman

Dir Michael Grossman

4 - 16 *DIVERGENCE (PART 2 OF 2)*

With Columbia's help, the Enterprise crew grapples with sabotage to their ship as they pursue the truth behind the kidnapping of Phlox.

Wr Judith Reeves-Stevens, Garfield Reeves-Stevens

Dir David Barrett

4 - 17 *BOUND*

As a gift for negotiating with the Orion Syndicate, Captain Archer receives three Orion Slave Girls. Soon, their seductive powers begin to affect everyone on board except for Trip and T'Pol.

Wr Manny Coto

Dir Allan Kroeker

4 - 18 *IN A MIRROR, DARKLY (PART 1 OF 2)*

In the mirror universe, Commander Archer mutinies against Captain Forrest in order to capture a future Earth ship found in Tholian space.

Wr Mike Sussman

Dir James L. Conway

4 - 19 *IN A MIRROR, DARKLY (PART 2 OF 2)*

In the mirror universe, Archer commandeers the 23rd-century Defiant from the Tholians and uses it in a nefarious power grab.

Wr Mike Sussman, Manny Coto

Dir Marvin V. Rush

4 - 20 *DEMONS (PART 1 OF 2)*

A xenophobic faction of humanity threatens to undermine talks to form a new coalition of planets.

Wr Manny Coto

Dir LeVar Burton

4 - 21 *TERRA PRIME (PART 2 OF 2)*

A human isolationist leader threatens to destroy Starfleet Command unless all aliens leave Earth immediately.

Wr Judith Reeves-Stevens, Garfield Reeves-Stevens, Manny Coto

Dir Marvin V. Rush

4 - 22 *THESE ARE THE VOYAGES*

Commander William Riker of the Enterprise-D is torn between his loyalty to Captain Picard and his duty to a former captain. To shed some light on his predicament, Riker visits a holodeck recreation of the final mission of the NX-01 and signing of the Federation Charter.

Wr Brannon Braga, Rick Berman, Brent Spiner

Dir Allan Kroeker

EREXION

On the distant planet Airon, there was the Crystal tower which held "the crystals," a powerful source of energy that kept the galaxy in balance. The evil Terra however, tried to gain control of it and the brave general Kamo stopped him by destroying the tower. The crystals devided into seven and were scattered all over the Earth, and Terra was dormant due to the explosion that knocked him out. Thus Li, the high priestess of Airon, ventured off to Earth to find the seven pieces and restore balance along with her bodyguard Mok-gi and six individuals from the past, present, and future. As the Chunji-chilyin(Universe Seven), Il-sung, Wur-hwa, Wha-san, Soo-shim, Toh-ryuk, Geum-gang, and Mok-gi fight against the treacherous Chu-yi and the reawakened Terra in order to prevent the crystals to falling into the wrong hands.

SFX Drama Erexion is a South Korean "children's special effects drama" that premiered on November 24, 2006. It is produced by Chungam Entertainment and airs on KBS 2. Its format is similar to the tokusatsu productions of Japan. The seven members are based upon the seven days of the Asian calendar (Sun, Moon, Fire, Water, Wood, Metal, Earth).

WR.

DIR.

EPISODES: 26 **YEAR MADE:** 2006 **COUNTRY:** SKO **SEASONS:** 1

CHUNGAM ENTERTAINMEN

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIAS

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Korean

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 24/11/2006

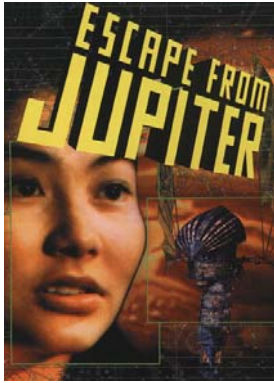
AIR DATE OF LAST EPISODE 27/04/2007

SEASON DATE BREAKDOWN:

FILMS:

War Hwa, Il Sung, Hwa San, Soo Shim, Toh Ryuhk, Mohk Gi, Geum Gang

ESCAPE FROM JUPITER (inc. RETURN TO JUPITER)



The 13-part series focuses on the adventures of five children who live on Io, the innermost of Jupiter's 16 moons - Michael, whose father is a mining engineer; computer whiz Kumiko; tough guy Gerard and his chocolate-loving kid sister Anna; and bespectacled tunnel-rat Kingston.

Despite being warned of the dangers by eccentric Professor Ingessol, the colony's administrator Duffy presses ahead with a risky deep drilling programme. It has disastrous effects, sparking a volcanic eruption, causing the moon to crumble, and forcing the children and a small group of surviving adults to flee to a derelict space station which they convert into a makeshift spacecraft for a perilous journey back to Earth.

Along the way they battle with unreliable computer and life-support systems, depleted food and fuel reserves, asteroids and, at the final hurdle, a rogue defence satellite which cripples their craft. As the adults battle to save the ship from falling into the sun, the children make a rescue dash to Earth in a shaky space tug.

Season 2 - Michael and Gerard find themselves in the path of an asteroid on a collision course with a space station.

The fruit of this unusual Australian/Japanese collaboration is an adventure series that blends conventional drama with some impressive and elegant computer-generated graphics. It's unfortunate, then, that you can see the join -this is a bit like watching two totally different series (a slightly disconcerting response shared with BABYLON 5).

A largely unknown cast featured Steve Bisley, who had appeared with Mel Gibson in Mad Max, and in a BBC thriller, Call Me Mister. The series - which actually aired in the UK before Australia - marked a first venture into sci-fi for satellite station The Family Channel. The second season began broadcast in 1996, entitled Return to Jupiter. Executive producer was Ron Saunders, the producer was Terry Jennings.

WR. John Patterson, David Ogilvy and Martin Daley.

DIR. Katerine Woods, Funitaka Tamura and Kagari Tajima.

EPISODES: 26 **YEAR MADE:** 1994 **COUNTRY:** AUS **SEASONS:** 2

AN NHK/FILM AUSTRALIA CO-PRODUCTION IN ASSOCIATION WITH ABC /AUSTRALIAN FILM FINANCE CORP. LTD. (Season 2)

CREATOR:

TYPE OF SHOW: SPACE

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13

DATE OF PREMIER: 10/04/1994 **AIR DATE OF LAST EPISODE** 03/07/1994

SEASON DATE BREAKDOWN:

FILMS:

Michael DANIEL TAYLOR, Gerard JUSTIN ROSNIAK, Kumiko ANNA CHOY, Duffy STEVE BISLEY, Professor Ingessol ARTHUR DINGHAM, Kingston ABRAHAM FORSYTHE, Anna ROBYN MCKENZIE, Helen ANNE TENNEY, Beth LINDEN WILKINSON, Tatsuya KAZUHIRO MUROYAMA, Akiko SAEMI BABA, Abraham DOMINIC ELMALOGLOU (2), Dent SONIA TODD (2).

Books Based on this series.

Escape To Jupiter

David Ogilvy

1995

RELATED SHOWS:

BABYLON 5

1 - 1 *DISASTER*

Kumiko is unhappy to learn that her holiday is canceled and she must travel to a mining colony on Io with her parents where she doesn't fit in.

1 - 2 *TRAPPED*

Violent earthquakes are destroying and destabilising the mines and Kumiko, Michael and Gerard must make a dangerous journey to escape.

1 - 3 *LIFE BOAT*

While the adults estimate the damage to the colony and repair the remaining life support systems, the children help with the salvage work.

1 - 4 *IN THE NICK OF TIME*

While the inhabitants of the colony prepare for the evacuation, Anna and Kingston creep into locked areas of the colony, in order to save their belongings.

1 - 5 *BLAST OFF*

The crew struggle to get the life support system back online. Whilst conflicts between Michael and Gerard cause the system to be damaged further.

1 - 6 *TEMPORARY RELIEF*

The crew examine a mysterious computer error that is having dangerous consequences all over the ship.

1 - 7 *STAKE OUT*

The adults prepare the ship for a complicated flight maneuver at Saturn, in order to rendezvous with a supply ship containing vital fuel. The children become restless, exacerbated by the increased food rationing.

1 - 8 *FITNESS TEST*

When Duffy arranges a health check, Kumiko sees this as an opportunity to let Michael and Gerard settle their rivalry once and for all in a match.

1 - 9 *ASTEROIDS*

KL 5 flies past the Asteroid belt. When the alarm sounds, Kingston fears the worst nevertheless he consents to accompany Anna to a remote point of KL 5 where they can observe the approaching belt.

1 - 10 *CHRISTMAS*

Kingston and Anna are excited by the rapidly approaching Christmas Holiday. The adults however are busy with fuel reserves and making preparations for a rendezvous with an unmanned courier ship.

1 - 11 *DECOY*

Michael and Kumiko have fallen in love with each other and Kingston decides to give them a hard time. Professor Ingessol meanwhile has installed an SOS radio in the control room, in order to send signals to Eath. Unfortunately the signals activate a global defense satellite system, and the station is attacked.

1 - 12 *MISFIRE*

After an explosion the adults try to stabilize the station again, only to discover that they are now dangerously low on fuel.

1 - 13 *RESCUE*

The space station is heading off course towards the sun. The adults try to save the children by placing them in the tug and using it as a life boat.

2 - 1 *SHIPWRECK*

Kumiko, Michael, Gerard, Anna and Samantha are knocked off course and hurled towards a space station.

2 - 2 *QUARANTINE*

A foreign atmospheric substance contaminates the Ikarus.

2 - 3 *STOAWAY*

A computer malfunction sends the spaceship off course and in a collision course with Earth.

2 - 4 *RESCUE*

Michael and Gerard go out onto the surface of Mars to get help from a nearby hydrogenation plant.

2 - 5 *DEMONS*

Michael and Gerard return to the ship with Glovic and Selby. Glovic and Selby want to help with the repair by using their High Tech computer but they require unlimited access to all programs of the ship making Kumiko very suspicious of their true intentions.

2 - 6 *MOONLIGHTING*

While repairs on the Ikarus continue, Michael and Gerard go out to search for Zac, Abrahamk, the track vehicle and the robot Quadro.

2 - 7 *HACKERS*

Kumiko and Gerard start work at the hydrogenation plant, in order to investigate Selby and Golvic.

2 - 8 *JETTISON*

The Ikarus leaves Mars and sets course for Ganymed. The navigation system failed again however and the crew discover that there is a virus in the ships system.

2 - 9 *VIRTUAL TRUST*

A Asteroid named Pallas is on the same course as the Ikarus. A way out of this would be to attach the ship to the Asteroid.

2 - 10 *GHOSTS*

The ship has arrived at Ganymed and as the crew prepare for landing they realise that the colony has been destroyed.

2 - 11 *COMET*

Selby says he will tell the crew where the fuel reserves are if they leave him at the station.

2 - 12 *SPACE PIRATES*

Dent leaves the children on board the Ikarus and Gerard takes Command. In the middle of the night Selby and Golvic turn up threatening to sabotage Dent's ship if the children do not surrender.

2 - 13 *TERMINEX*

The Ikarus, whilst towing Selby's spaceship, is accelerating on collision course with Terminex. Gerard must destroy the ship, before it strikes Terminex and prevent a disaster.

becomes obsessed with the idea and works on it in secret in the laboratory, her awareness of danger blunted by her single-minded pursuit of a discovery which could be invaluable to mankind ... Such a scientist is Doctor Ann Hastings, whose strange story begins tonight in a new adventure series: The Escape Of R.D.7. Anna believes she is on the point of developing a virus like myxomatosis, which only a few years ago virtually wiped out the world's rabbit population. But her virus has a wider significance, for it is fatal to rats - and so could be decisive in the constant battle to kill off the carriers of plague. Success could bring her worldwide recognition, and when her almost fanatical devotion to her project brings her up against orthodox authority and a threatened end to her experiments, she rebels and continues on her own, heedless of the inherent risks of virus R.D.7. This unusual five-part serial has a markedly realistic flavour. James Ormerod, a young freelance producer who joined the BBC for The Escape of R.D.7, was himself involved in scientific research toward the end of the war. "Many scientists," he says, "have a private bee in their bonnet - and research people do often have an astonishingly single-minded attitude". Author Thomas Clarke has written two plays for BBC Television - A Game Of Eskimos and Nothing Is Forever - and lately he has been a script associate on the Berkely Mather series, You Can't Win. "Originally, Doctor Hastings was to have been a man," he says, "but when I visited research laboratories to check the background, I found that many of the research workers were women, and that the ones working in this field were mostly young and glamorous. So Doctor Hastings became a woman". Barbara Murray, playing Anna, heads a large cast which includes Jennifer Wright, Ellen Pollock and Derek Waring - with Roger Croucher as Warner, the young laboratory assistant who becomes the key to the R.D.7 experiment.

1 - 2 *THE GLASS IS SHATTERED*

Barbara Murray and Jennifer Wright in the second episode of The Escape of R.D.7: Experimenting secretly in the laboratory where she was officially working on medical research, Doctor Anna Hastings has discovered a myxomatosis-like virus, R.D.7, which she believes could be a decisive weapon in the world-wide battle against plague-bearing viruses. Ordered to stop her experiments when Warner, a young laboratory cleaner, blundered into her room and was bitten by a virus-infected rat, Anna rebelled and determined to continue on her own. Drugging Warner, she has taken him to a remote boathouse on the Essex marshes ... In tonight's second episode of this exciting new adventure serial, Anna's chief at the laboratory discovers that rats and apparatus are missing, and the police become interested at the disappearance of Warner. To Anna the vital question is: will he react to the rat bite? Will the virus turn out to be fatal to human beings? For Barbara Murray, the part of Anna Hastings is a departure after a series of comedy roles. (She was last seen on BBC Television in Man And Superman). Playing a scientist for the first time, she visited several research laboratories to study the background. But while she learned to handle hypodermics and test tubes with conviction, she remains less than enthusiastic about the large rats which play so important a part in the life of Doctor Anna. On-screen, she deals with them with casual efficiency, but away from the studio: "I'm terrified of the things. They make my flesh creep!".

1 - 3 *TWICE BITTEN*

Peter Warner, accidentally infected by R.D.7, panicked when he discovered how dangerous the virus was. Anna, to win his trust and help with her experiments, has infected herself.

1 - 4 *THE TRAP*

Anna Hastings has fallen ill, virus R.D.7 the suspected cause. Because of a scandal she must leave her own laboratory and is forced to ask for the help of a sinister financier operating on the fringe of medicine. She is about to start tests on the cause of her illness when she learns she may not be the only one infected.

1 - 5 *A MATTER OF BUSINESS*

Anna Hastings is tortured by the suspicion that she is the cause of a nationwide epidemic. Rejected by the medical profession, deserted by her friend Peter Warner, she accepts the dubious assistance of Patrice Constantine.

EUREKA

AKA: **A TOWN CALLED EUREKA (UK)**



Eureka is about a secret town inhabited entirely by the best minds in the United States. After World War II ended, Albert Einstein realized the future belonged to science. Given the close call with the deployment of the atomic bomb, America agreed it could not risk being surpassed by other nations.

With Einstein's help and that of other trusted advisors, then-President Harry S. Truman had a top-secret residential town built in a remote area of the Pacific Northwest. This town would never appear on any map and be unknown to the public, except those that were authorized to learn of it. Various hints in the show suggest that it is in Oregon, since a map of Oregon and an Oregon state flag are visible in the sheriff's office. It has also been implied that Eureka is in a state adjacent to Idaho. It would harbor the greatest minds in the country, as well as protect the country's most valuable secrets. In this haven, the country's greatest minds could live and work in a safe and supportive environment, allowing them to work on the next scientific achievements with no worries or distractions. The best architects and planners were hired to make the town a paradise, with the best of everything for all its residents.

From this, the town of Eureka was created. Its residents are responsible for almost every leap in science known to humanity over the past fifty years. However, with experimentation inevitably comes failure, and over fifty years worth of trial and error they have had a number of experiments go awry (global warming is mentioned as one of these).

Though Eureka's residents suffer many of the same problems that ordinary towns do, having a town full of geniuses and virtually limitless resources tends to make their problems a much larger concern than those of a regular town. While transporting a fugitive (who is revealed to be his rebellious teenage daughter, Zoe) back to Los Angeles, Jack Carter gets himself tangled up in the town's latest mishap, and soon ends up its new sheriff after the old one is injured on the job.

This quirky show for 2006 US network television, was a breath of fresh air, for a market that had become stale in the previous few years, with only shows such as STARGATE SG1, STARGATE: ATLANTIS and BATTLESTAR GALATICA, holding up US sci-fi. But this show was something different, a sort of mix of mad scientists and the twilight zone, each week a new "experiment" would go wrong causing strange things to happen in the town of Eureka. A town made up of the families of the scientists who worked in the local government controlled laboratories. And in comes Jack Carter an ordinary US Marshall who has no idea about the fantastic advances that the scientists are trying to make. But soon, by accident more than design, becomes the Sheriff on the town.

One moment that reminded me of the original TWILIGHT ZONE was in the pilot episode for the series in which Jack and his delinquent daughter are first entering the town of Eureka, only to encounter themselves going in the opposite direction. . . excellent stuff. Matt Frewer who has starred in many of science fiction shows in the past such as PSI FACTOR: CHRONICLE OF THE PARANORMAL, and off course MAX HEADROOM: THE SERIES stars are the slightly eccentric Jim Taggart, a sort of Australian dog catcher (with a poor Australian accent.)

WR. Andrew Cosby , Jaime Paglia

DIR. Michael Lange, Jefery Levy, Peter O'Fallon

EPISODES: 25 **YEAR MADE:** 2006 **COUNTRY:** US **SEASONS:** 2

THE SCI-FI CHANNEL

CREATOR:

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: SERIES

LENGTH (MINS): 60

STILL IN PRODUCTION: Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 12, (2) 13

DATE OF PREMIER: 18/07/2006 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN: Season One : 18/07/2006 - 03/10/2006

FILMS:

Jim Taggart MATT FREWER, Zoe Carter JORDAN HINSON, Nathan Stark ED QUINN, Henry Deacon JOE MORTON, Jack Carter COLIN FERGUSON, Jo Lupo ERICA CERRA, Beverly Barlowe DEBREA H FARENTINO, Allison Blake SALLI RICHARDSON-WHITFIELD.

1 - 1 *"PILOT" (90 MINS)*

The sleepy Pacific Northwest town of Eureka is hiding a mysterious secret. The government has been relocating the world's geniuses and their families to this rustic town for years where innovation and chaos have lived hand in hand. U.S. Marshal Jack Carter (Colin Ferguson) stumbles upon this odd town after wrecking his car and becoming stranded there. When the denizens of the town unleash an unknown scientific creation, Carter jumps in to try to restore order and consequently learns of one of the country's best kept secrets.

Wr Andrew Cosby, Jaime Paglia

Dir Peter O'Fallon

1 - 2 *MANY HAPPY RETURNS*

Carter and the other citizens of Eureka attend the funeral of Susan Perkins. Much to their surprise, Ms. Perkins makes a return to Eureka as a woman who is very much alive!

Wr Andrew Cosby, Jaime Paglia

Dir Jefery Levy

1 - 3 *BEFORE I FORGET*

Jack Carter accidentally shoots Henry while suffering from short-term memory loss, meanwhile a visit from a noted scientist may hold clues into to his sudden memory loss.

Wr John Rogers

Dir Michael Robison

1 - 4 *ALIENATED*

Spencer is apparently abducted by aliens and then returned to earth the next day inside a crop circle. Also, the town is visited by the congressman whose committee is responsible for its government funding.

Wr Dan E. Fesman , Harry Victor

Dir Marita Grabiak

1 - 5 *INVINCIBLE*

Dr. Carl Carlson is a phobia-oppressed genius at Global Dynamics. He is supposed to be exhibiting his new project, but calls Sheriff Jack Carter's office for a "germ-free" ride there. At Carl's insistence--and dodging Allison Blake (who needs to perform a physical examination for insurance purposes)-- Jack Carter accompanies Dr. Carlson into the lab. The experiment on cellular healing goes awry and Carlson is exposed to a radioactive burst from the artifact in the classified 'section 5', but the explosion that results is mistakenly blamed on him. He is fired by Nathan Stark, and ordered out of Eureka. In his desperation, he attempts to commit suicide by jumping off the Da Vinci bridge, but Jack Carter shows up and attempts to dissuade him from doing so. Both Carlson and Carter accidentally fall (50 feet) from the bridge--with little evidence of injury. Carlson soon finds that he has acquired unexpected powers from the blast due to the activation of all 100% of his brain. Now Stark wishes Dr. Carlson to remain in the Global Dynamics laboratory so that he may be studied. Carlson refuses, and instead attempts to leave Eureka. Stark brings in military troops in order to take down Carlson. A blast from a very powerful energy weapon is deflected by the wary scientist, unfortunately into Sheriff Carter's chest, severely wounding him. In order to save his life, Carlson requests that Stark take he and Carter to the artifact in Section 5. Once in the chamber, Carlson puts one hand on the door to the artifact and the other on Carter, channeling the power of the artifact to heal. After the sheriff is helped out of the chamber, Carlson closes the outside door, and returns to the door of the artifact. Before entering, Stark begs Carlson to tell him what the artifact is. Carlson says that he will find out one day, but the issue is whether Stark will be ready for it or not. He enters the door, and then seems to disappear in the mist, either merging with the device or dying. However, Stark tells the others that Carlson was "reassigned" to some classified place.

Wr Karl Schaefer , John Rogers

Dir Michael Robison

1 - 6 *DR. NOBEL*

Nathan Stark tells Dr. Fargo that he is giving him a new position. He takes Fargo down to Section Four and presents him with an "office", which is really just an old, dusty storage room from the 1970s, evidenced by the lava lamp found on a desk. When Fargo and Spencer move a bookshelf, they discover a console, which Fargo mistakes for a stereo. After various attempts to turn it on, they both realize that the console has two keyholes. Spencer remembers that he just saw two keys in a desk they had previously moved, which they use in an attempt to activate the console. After a few seconds of silence a siren sounds

Sheriff Jack Carter is seen on the street giving a citizen a ticket for a traffic infraction when suddenly a missile-like object breaks through the ground beneath him. He sees others around town, but Stark tells him that they are actually "silo-like" objects. Henry adds that these silos are capable of launching ion beams that Carter interprets as "death rays". It achieves this by shooting the beam at a mirror on the Moon, placed there during the first Moon landing, and reflecting it back to Earth. After searching through some old documents, they discover that the weapon is the brainchild of Dr. Irvin Thatcher (Antony Holland), a brilliant scientist during the Cold War who formulated the idea of Mutual Assured Destruction (MAD). Dr. Thatcher is still alive and residing at the Eureka center for retired geniuses.

Carter goes to the senior center where Zoë is performing community service, and finds Dr. Thatcher. However, they soon discover that Dr. Thatcher is not exactly in his right mind, saying things like "Lefty tighty, righty loosey" (which actually turns out to be how the wiring panel is opened to the launch control panel). He then utters "Charlie, Tango, Lima", followed by "Wait, Charlie never tangoed in Lima". Obviously confused, Carter and Allison Blake return Dr. Thatcher home, while Henry and Stark attempt to cut some wires. This only reduces the time until the weapon fires from 20 hours to 7 hours.

Using an experimental mind probe device, Carter discovers that Dr. Thatcher's illness was caused by a mental breakdown when Dr. Thatcher was passed over for the Nobel Prize. Struck with an idea, Carter "borrows" Stark's Nobel Prize and stages an holographic Nobel Prize Ceremony in Dr. Thatcher's honor. With his psyche and confidence restored, Dr. Thatcher assembles his old team and manages to override the weapon. Unfortunately, because Henry cut the "blue wire", the deadman switch is activated and the weapon continues to count down.

Thinking quickly, Carter jumps into his Jeep and rams the weapon, knocking the laser out of alignment and causing it to miss the Moon. The Earth is saved from World War III, with the only loss being NASA's unlucky space probe Zephyr, orbiting Jupiter.

Wr Dan E. Fesman , Harry Victor

Dir Jeff Woolnough

1 - 7 *BLINK*

To help them beat a deadline, researchers in Section 5 accelerate their bodies with a modified form of Ritalin, allowing them to move faster than the eye can see, but with tragic consequences for one of the group. Sheriff Carter is called to a strange accident on the road, involving a car and "something going 500+ miles per hour." When he tries to investigate, Stark shuts him down and takes the evidence back to Global Dynamics. But with the aid of Henry and Taggart, he is able to discover the truth. Zoe Carter is seen at school where the cheerleaders speak in multisyllabic words, and the "nerds" bully the "jocks." "My God," she says, "it's nerd-vana." She is attracted to Dylan (Tom Tames), because he seems normal, unlike her other genius classmates in Eureka. Jack is attacked, and given a warning to "Back Off!" on his wall at home. He thinks he has found a clue back at the Global Dynamics when in the cafeteria he sees some of the researchers consuming large amounts of high-carb foods. He quarantines the researchers, and waits for them to break down. When one of them literally does, in a slow-motion confession. Jack is kidnapped (while driving his patrol car), and taken to a deserted place. It turns out that Dylan, the son of two well-known scientists, created the drug to keep up with everyone else. Carter tries to reason with him, but the young man takes his gun and threatens to stop him. As Dylan rushes Jack, Carter takes a baseball from his pocket and beans him.

Wr Andrew Cosby , Jaime Paglia

Dir Jeffery Levy

1 - 8 *RIGHT AS RAYNES*

Brilliant young computer programmer Callister Raynes (David Paetkau) returns to Eureka following an extended absence, having left under a cloud of suspicion after Nathan Stark's laboratory burned, destroying all records of the artificial intelligence project on which he had been working. Computer-controlled devices in Eureka begin malfunctioning and Stark begins to behave oddly after being informed that Raynes has returned. Zoe Carter dyes her hair red, testing Sheriff Jack Carter's patience.

Wr Johanna Stokes

Dir Mike Rohl

1 - 9 *PRIMAL*

Two projects from Global Dynamics have merged together and been unleashed unto an unsuspecting Eureka. What starts out as a boost to Fargo's status: the invention of an electronic device that links the Cerebral cortex to the computer, turns into a disaster in the making. Meanwhile, Taggart has finally brought Lo-Jack in, but the poor dog is seriously injured, and he doesn't feel it sporting to capture him in that condition. He produces Nanoids to heal the dog, but they get loose and start spreading across Global Dynamics, creating clones of all sorts of things: Lo-Jack, some of the employees and, especially, Nathan Stark. Carter and Taggart track the nanoids, who use carbon from any living thing to reproduce, through Eureka. Stark becomes the prime mover of the nanoid army, as they make hundreds of copies of him and march through the streets. Carter realises that they are connected to Fargo's device, and therefore to Stark's subconscious, as well as his dreams of world domination. Jack tries to create jealousy in Nathan as he kisses Allison in front of him. The nanoids do react and converge on Jack and Allison, but a blast from Spencer's special speakers subdue the nanoids and everything in Eureka is back to relative normal.

Wr Karl Schaefer & Martin Weiss (story), Martin Weiss & Johanna Stokes (teleplay)

Dir Colin Bucksey

1 - 10 *PURPAL HAZE*

Jack finds a very tired Henry upgrading the town's P.A. antenna, late in the evening. Later, Sheriff Carter breaks up a neighborhood dispute between Fargo and Seth, saying: "If I have to come back, I'm bringing a stun gun and a weed wacker!" He goes home to the bunker to get some needed rest after the long day. During the night, everyone in town (outside of the bunker) passes out wherever they are. When Carter gets up the next morning, he finds everything topsy-turvy, people acting out of character: Jo is bubbly and lax at the office; Henry is belligerent and uptight; Allison is late for work and quits her job, and later tries to seduce Jack; and Beverly gets on the P.A. to reveal everyone's secrets to the whole town, alphabetically. The only ones not affected seem to be Jack and Zoe. Carter rounds up most of the citizens in the sheriff's office, while he tries to figure out what has happened on his own. The problem is traced to Seth's plants, a hybrid he developed called "Necrosomnium." The night blooming plant's spores have spread the weird effect to the townsfolk, and Jack tries to stop it by burning the plants down. He is stopped by an au natural Taggart, who knocks Jack out with a shovel, saying, "Nature 1, man nil!" Carter finally manages to straighten everything out, and there are many apologies by the narcoleptic citizens. But Henry says he is leaving Eureka.

Wr Andrew Cosby & Jaime Paglia (story), Johanna Stokes (teleplay)

Dir David Straiton

1 - 11 *H.O.U.S.E. RULES*

When Sheriff Carter decides to take a "sick day," all sorts of things happen in town. He looks over several places to move to since things seem to be upsetting him in Eureka. S.A.R.A.H. obliges him by providing several options around the country, and orders out for pizza. Messages are made on people's pagers saying that Carter wants to see them at his house. Allison, Henry, Stark, Fargo, and Beverly appear at his home, but Jack doesn't know why they are there. S.A.R.A.H. then locks them all in (including the pizza delivery boy), telling them they need to work out their differences. They all try to find ways to override the house circuits, but end up short circuiting S.A.R.A.H. and bringing up B.R.A.D. (Battle Reactive Automatic Defence) the program that Fargo had changed to recreate S.A.R.A.H. into a domestic home. When they manage to open the front door, the pizza guy is the only one with the presence of mind to escape before the door is sealed shut. Once outside, the pizza guy is disintegrated. B.R.A.D. now wants "unconditional surrender" from them or they will face annihilation. The computer segregates the six into pairs, and then inflicts different tortures on the group. Jack and Allison are subjected to a reduction of temperature, and Jack offers his robe and arms against the cold. Fargo sees this, and realizes that this will convince the computer of their compliance. He asks Beverly to hug him; and Stark realizes that he and Henry need to do the same. B.R.A.D. acknowledges the "surrender;" but Beverly lets it slip that it was all a ruse. B.R.A.D. now moves to "phase 3," and begins asphixiating them. When Carter sees Zoe out at the front door (with B.R.A.D. pointing the disintegrator at her), he reacts quickly by smashing the nuclear core with his prized baseball bat. His actions cause S.A.R.A.H. to come back on line, and she lets Zoe in. After true apologies are made, S.A.R.A.H. releases the group, and plans for low-tech escape routes are put in place.

Wr Harry Victor

Dir Jeff Woonough

1 - 12 *ONCE IN A LIFETIME*

Jack Carter is married to Allison Blake, who changed her name to Carter and is pregnant with Jack's child. Zoe Carter is about to graduate as valedictorian of her class. Nathan Stark left Eureka after being fired from Global Dynamics for the improper handling of the Artifact with Henry taking his place as head scientist. Henry is also in a relationship with Kim Anderson, the scientist who was working with Stark on the Artifact. Also, Jo and Taggart's relationship that started in H.O.U.S.E. Rules is still strong.

Shortly after Zoe's graduation speech, something strange happens in Section 5. Carter, Jo, and several Section 5 personnel are sent to investigate. They find a charred and distorted body that wasn't there before. Allison suggests using Kim's DNA-reconstruction program to "unscramble" the body's DNA, as there are no other possible means of identification. While Kim is working, strange(r) events happen all over town, including earthquake-like tremors, flashes of light and time "hiccups". Carter figures out that these things are somehow brought from the past when his sheriff's Jeep shows up in the middle of the street with a 2007 sticker on it and his lucky charm in it (the same lucky charm as in his pocket). They begin to suspect Walter Perkins, the only scientist in Eureka who ever experimented with the space-time continuum (Pilot). However, Walter is under permanent house arrest and is prohibited from owning or using any complex device (he had to petition just to get an Xbox 360). Carter has Jo compile a list of all people who have access to Walter's device and know how to use it. Stark is one of two people on the list. When Kim finishes reconstructing the dead body's DNA, she discovers that it's hers, presenting a dangerous time paradox. Carter confronts Henry with the information that Henry is the only one besides Stark with the knowledge and access required to use Walter's device. Kim realizes that she was supposed to die in the failed experiment with the Artifact. Henry used the device to send his consciousness back in time and save her. However, this has created an alternate timeline which is beginning to come into conflict with the "original" one.

As if on cue, a tornado that struck Eureka several years before reappears to wreak havoc on the unsuspecting town and disappears just as quickly. The new timeline is unraveling, and the only way to stop it is to stop Henry from saving Kim. Henry refuses to help Carter with this, so Allison asks Stark for help. While Stark is attempting to reactivate Walter's device, Kim tries to convince Henry of the necessity of her death. After much tenderness and mourning, Henry relents and hands Stark a piece of the Artifact that he had retained to prevent anyone else from attempting to change what he had done. Stark sends Carter's mind back to the day of the experiment. Carter intercepts Henry as he is hurrying to save Kim and holds him in place until the energy surge from the Artifact kills Kim.

At the conclusion of the episode, Carter is looking at a photo of Kim's charred corpse as Allison walks in. Fearful that he cannot reveal future details to anyone without risking another paradox, he is encouraged when the Allison of the original timeline tells him to "Have a little faith," one of the last things he said to the Allison of the paradox timeline before he jumped back in time. He decides to embrace the idea of reliving the last four years and pursuing a life with Allison again. As he told the paradox Allison before he jumped, "No time, no space, no way that we don't end up together."

Wr Jaime Paglia, Andrew Cosby

Dir Michael Lange

2 - 1 *PHOENIX RISING*

A man bursts into flames. Elsewhere, Carter and Deacon are reaccustoming to the timeline restored in "Once in a Lifetime."

Wr Jaime Paglia

Dir Michael J. Rohl

2 - 2 *TRY, TRY AGAIN*

Carter requests Stark's help after Fargo accidentally activates a personal force field -- causing mayhem.

Wr Charlie Craig

Dir Michael Nankin

2 - 3 *UNPREDICTABLE*

An isolated deep freeze trigger causes a chain reaction of sudden weather changes in Eureka.

Wr Thania St. John

Dir Robert Lieberman

2 - 4 *GAMES PEOPLE PLAY*

After receiving a hit to the head, Carter finds that he is in a parallel Eureka. He discovers that the residents of the parallel Eureka are disappearing.

Wr Johanna Stokes

Dir Michael J. Rohl

2 - 5 *DUCK, DUCK GOOSE*

Space debris threatens Eureka's existence after it accumulates into a large cloud. Carter investigates in an effort to avert potential disaster.

Wr Ethan Lawrence

Dir Michael Lange

2 - 6 *NOCHE DE SUEÑOS*

A toxic spill seems to cause Eureka's residents to share their dreams. Initially the situation is amusing, but turns dire after the dream sharing is discovered to have a lethal attribute. The situation becomes more complicated, when Carter finds out that the spill is not the cause.

Wr Jaime Paglia

Dir Eric Laneuville

2 - 7 *FAMILY REUNION*

A man who turns out to be Fargo's grandfather has been cryogenically frozen for 50 years. He is awakened from his slumber by accident with no recollection of how he was frozen. In addition to that, it seems that he is the father of lots of technologies at Eureka.

Dir Michael Lange

2 - 8 *E-MC...?*

An experiment about the big bang theory seems to be the cause for Eureka's finest to become dumber and dumber, including everyone involved in the experiment. When it comes to the verge of destroying Global Dynamics, the fate of the town lies in the hands of Jack Carter and the team of scientists he assembles, amongst them the newest member of the town, an anti-social genius.

Wr Bruce Miller

Dir Tim Matheson

2 - 9 *SIGHT UNSEEN*

Strange happenings and spreading radiation at Global Dynamics lead to speculations that an abandoned research project concerning invisibility might have been revived. When Sheriff Carter accidentally becomes involved, the effects of invisibility threaten his life.

Wr Charlie Craig, Thania St. John

Dir Donna Deitch

2 - 10 *GOD IS IN THE DETAILS*

Several of Eureka's citizens worry that a plague may be upon them.

Wr Eric Wallace

Dir Michael J. Rohl

2 - 11 *MANEATER*

Eureka's air-conditioning system develops a fault, causing sexually tense situations, when the female residents suddenly become attracted to Carter due to bacteria.

Wr Bruce Miller

Dir Michael Robison

2 - 12 *ALL THAT GLITTERS*

The town along with its residents mysteriously start to deconstruct. The prime suspect is an artist who couldn't get along with Stark when he was working at Global Dynamics.

Wr Thania St. John

Dir Michael Grossman

2 - 13 *A NIGHT IN GLOBAL DYNAMICS*

Carter and Stark must work together as an aggressive virus is sweeping across Eureka, while Kevin's life is in danger.

Wr Jaime Paglia

Dir Michael Lange

EVOLVER



Japan and other nations establish the Vader Institute, an international taskforce whose initial mission is to decipher a mysterious alien artifact which had been discovered. Incorporating overtechnology gained from the strange artifact, the institute begins development of the E-device, a powered combat suit which, while incomplete, they hope will serve as an effective counter-alien weapon.

The E-device combat suit combines ultralight alloy armor and nanomachines driven by an unexplained energy source. Those who equip the device are codenamed Evolvers.

A few short years after Vader research started, mysterious invaders known as Efreets arrive and begin an apparent invasion of earth. Thus threatened, the Vader Institute rushes the E-device into mass-production, hurriedly selects and trains recruits, and dispatches teams of Evolvers to regions around the globe to intercept alien attacks.

One year into the war, the final battle of the efreets invasion begins when the alien mothership suddenly arrives in the skies over Japan...

Live action henshin-hero programs and movies have been a long running staple of Japanese entertainment; from Ultraman to Kamen Rider and GoRanger, we've seen every conceivable type of hero come and go since the 1960's.

Nowadays though, the number of tokusatsu hero programs being made by the large companies have dwindled to a few series as production costs have gone up and competition from other entertainment venues have increased exponentially. This has resulted in fans having to choose from a few shows, unlike the 1970's when the genre saw its biggest boom and many different types of programs were aired on TV to the delight of FX fans.

So with few choices out there for tokusatsu fans with an appetite for new shows that try to go places the bigger players don't feel like treading, what is one to do? Enter the independent tokusatsu production team; a creative group of individuals who are boldly undertaking the challenge of coming up with new ideas and concepts for the tokusatsu hero market. Among these new independent pioneers you'll find West Power, the group responsible for the recently released Evolver series.

It's been a long time since I've seen an independent tokusatsu production so I was excited when I finally had the chance to sit down and check out the first two episodes of Evolver. I didn't really know much about it prior to seeing it so I really didn't know what to expect in terms of overall quality and such. Thankfully as it turned out, this was an awesome hero OVA.

The series starts with a flashback as we take a look back at some events that took place a year earlier when the Efreets attacked Japan with an all out air offensive. To counter this the government launched their elite Evolver soldiers, who are equipped with advance battle armor technology that gives them the power to stand up to the Efreets' attack. After the battle ends with a final giant final blow we flash forward to the present time, where we are introduced to the Evolver team and are told of their origins and motivation.

The opening is certainly powerful and immediately throws us into the action as we get to see our armored heroes fight off the invaders through a combination of laser cannons and beam swords. This helps set the stage for what is yet to come and gives us a good preview of what to expect from the show as far as the costumes and special effects go.

The effects while not up to par with Toho and Toei's latest manage to beat all expectations. From the opening with the CGI spaceships and fighters, to the highly detailed costumes and monsters, everything was very lovingly crafted. I can honestly say I was amazed at some of the effects they were able to pull off, especially

during fight scenes.

The fight scenes in the two episodes contained in this DVD are also rather noteworthy and while the choreography and overall setup doesn't quite reach the levels of those in some of the shows being made by the big companies in the genre, they do impress and make for some fun and exciting battles that are sure to please any tokusatsu hero fan.

Overall this one came as quite a surprise. Independent F/X films like this can be a hit or miss affair and more often than not tend to be much better in one specific area like the F/X's or script, instead of being a balanced affair, which Evolver manages to pull off. Is this to say it's perfect? No, of course not, but it is damn good for an independent production.

I should also mention that the acting here is for the most part very well done. Riko Komura, who plays the young and hot-headed Rei, and Masashi Nakao, who plays Go Kizaki the Evolver who lost his memories, are particularly good in their parts. Tokusatsu fans will also be interested in learning that Takashi Hagino of Kamen Rider Ryuki fame (Takeshi Asakura) and Rieko Adachi of the Heisei Ultraseven series also take part in Evolver.

Now, how about the quality of the DVD and the overall package? Here, the producers beat Toei and Toho's official Japanese releases easily. First and most important of all they saw fit to include English subtitles as part of this release, which also happens to be all region compatible, thus giving tokusatsu fans worldwide a chance to enjoy the show.

The DVD itself comes with a couple of extras including some insert photos and a special behind the scenes segment in which the actors taking part in the OVA are interviewed, although strangely these segments weren't subtitled like the episodes were.

The video quality for the episodes is excellent and since the series was shot on digital video it gives everything a very different look from what we are used to seeing in the network TV shows. I rather enjoyed that change as it gave Evolver a unique feel. The audio was good although the voice track in certain scenes seemed muffled by the ambience and music tracks. While noticeable, this didn't detract from the overall experience. The opening song as sung by Takeshi Kusao is solid and the BGM follows suit for the most part.

Conclusion

Looking for an alternative to the ever popular Super Sentai, Kamen Rider, and Ultraman series? Want a tokusatsu series that you will have a ton of fun watching? Look no further than Evolver. This is one heck of an independent hero production that should be checked out by all fans of the genre and a great sample of what can be done by a group of highly talented people who love what they are doing.

WR.

DIR.

EPISODES: 3 **YEAR MADE:** 2004 **COUNTRY:** JAP **SEASONS:** 1

WEST POWER

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 50 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

RIKO KOMURA, MAYUKO MARUOKA, TAKASHI HAGINO, i RIEKO ADACHI.

EXIDRAFTAKA: **EXCEEDRAFT**AKA: **SPECIAL RESCUE**AKA: **TOKUSO EXIDRAFT**

A detective in a super-fast flying car (that can make it from Tokyo to Oaska in ten minutes flat) fights evil criminals.

Exidraft comes between SOLBRAIN and JAN PERSON in the Metal Series chronology and is credited as usual to the pseudonymous "Saburo Yade". Theme: Takayuki Miyauchi - "Goal wa Mirai" (The Future Is Our Goal).

WR. Shuichi Miyashita, Naoyuki Sakai

DIR. Michio Konishi, Tetsu Mitsumura

EPISODES: 49 **YEAR MADE:** 1992 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SABURO YADE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 49

DATE OF PREMIER: 02/02/1992

AIR DATE OF LAST EPISODE 24/01/1993

SEASON DATE BREAKDOWN:

FILMS:

SHIGEKI KAGEMARU, MAMORU KAWAI

EXPEDITION ADAM '84

AKA: **BESUCHER, DIE**

AKA: **NAVŠTEVNICI**



In the 25th century, more precisely in the year 2484, people live in a world of peace and love. Thus, mankind is really surprised when CML (Central Brain of Mankind), the main supercomputer supervising the whole Earth, announces a upcoming disaster. It spotted a huge space object on collision course with the Earth. The impact is unavoidable, with a prediction that the significant part of the Earth will be destroyed.

But there is a hope. Professor Filip, biographer of the greatest physicist ever: Adam Bernau, offers a plan to save mankind - time travel to the past. Adam Bernau was a genius mathematician and physicist of the 20th and 21th century, holder of the Nobel prize. In his memoirs, Bernau stated that in his childhood, he wrote down into his notebook a short formula that would allow moving whole continents, worlds and planets. That would save the Earth.

Professor Bernau selects a four-member team for the travel and their expedition shall begin. The expedition is planned to spend just a couple of minutes in the past, but something goes wrong and they are forced to spend several weeks in the past.

The original music was by Karel Svoboda and cinematography was by Jirí Macháne. In the former West Germany the series was known as Besucher, Die, where the series was shown in 1984. Other countries in which the series has been seen include Switzerland, Czechoslovakia, France and West Germany.

The series has been released in several other European countries, including Germany, Poland, Romania.

The widow of the real professor Filip sued the creators of the series for profanation of her husband's name. She won and the main character had to be renamed to professor Richard. This has caused the lower quality of sound in the whole series.

Original Music by Karel Svoboda

Cinematography by Jirí Macháne

Film Editing by Zdenek Stehlík

Production Design by Zbynek Hloch

Costume Design by Theodor Pistek

Makeup Department - Jiri Hurych makeup artist , Tomás Kuchta makeup artist

Sound Department - Miroslav Hurka Sound

Special Effects by - Boris Masnik Special effects , Milan Nejedlý Special effects , Jiri Rumler Special effects

Camera and Electrical Department - Jaroslav Brabec Second camera operator.

Other crew - Jan Svankmajer Animator , Iveta Trmalova Set costume

WR. Ota Hofman

DIR. Jindrich Polák.

EPISODES: 15 **YEAR MADE:** 1984 **COUNTRY:** CHK **SEASONS:** 1

CESKOSLOVENSKA TELEVIZE \ WESTDEUTSCHER RUNDFUNK (WDR)

CREATOR:

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Czech

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER: 02/12/1983

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Emilia Fernandez/Káta Jandová DAGMAR PATRASOVA, Richard/Jan Richard (formerly Filip) JOSEF BLAHA, Leo Kane/Emil Karas JOSEF DVORAK, Dr. Jacques Michell/Michal Noll JIRI NOVOTNY, Adam Bernau VIKTOR KRAL, Alice Bernauová DAGMAR VESKRNOVA, Karel Bernau EUGEN JEGOROV, Ali Lábusová KLARA POLLERTOVA, Alois Drahoslav Drchlík VLASTIMIL BRODSKY, Policeman Vyskocil VLADIMIR MESIK, Policeman JIRI LABUS, Chambermaid Heli JITKA MOLAVCOVA, Dr. Olga DANA BARTUNKOVA, Dr. Kraser (head movement) JARASLAV ROZSIVAL, Reporter Petr Malát JAM HARTL, Hotel director Milos JIRI CISLER, Eda Nehasil JIRI KODET, Mary Nehasilová LADISLAVA KOZDERKOVA, Nehasil son LUKAS BECH, Mr. Karlík, car repairer JIRI KRAMPOL, Narrator (1983) (voice) VLADIMIR BRABEC, . Flooded woman HELENA RUZICKOVA, Helper in hospital (uncredited)ONDREJ VETCHY.

- 1 - 1 *EARTH IN 2484*
- 1 - 2 *TRAVEL TO THE PAST*
- 1 - 3 *THE VISITORS ARE COMING*
- 1 - 4 *ACTION: BOOK 1*
- 1 - 5 *KEEP A LOW PROFILE*
- 1 - 6 *SECRET OF THE BIG TEACHER*
- 1 - 7 *MIDNIGHT ROUNDABOUT*
- 1 - 8 *GENIUS IN THE DUNGEON*
- 1 - 9 *SOLO FOR THE VISITORS*
- 1 - 10 *EMERGENCY*
- 1 - 11 *WILL HAPPEN TOMORROW*
- 1 - 12 *MONEY FROM STARS*
- 1 - 13 *DISCLOSURE*
- 1 - 14 *FLOOD*
- 1 - 15 *BACK TO THE FUTURE*

EXPLOITS OF ELAINE, THE

The chapterplay's simple plot has White's Elaine Dodge attempting to find her father's killer, a villain called the Clutching Hand (Lewis, who later starred in Louis B. Mayer's version of *Dr Jekyll and Mr Hyde*, 1920). She is assisted by the most famous of the scientific detectives, Craig Kennedy (Daly) whose seemingly endless supply of gadgets rescues Elaine time and again from the predicament the Clutching Hand leaves her in.

After the huge success of White's *The Perils of Pauline* (1914), Pathe had Gasnier supervise the direction of another major serial starring the athletic Serial Queen. Although White's serials are often mentioned as examples of positive women's roles in cinema, it must be pointed out that, her athletic abilities notwithstanding, all she does is get herself into situations that the male detective has to save her from. In fact, the main fantasy underpinning this and most subsequent serials is not that of the active woman but that of the ceaselessly repeated rescuing of damsels in distress.

For his part, Seitz, who acted in this picture, earned himself the title of Serial King after he completed the three Elaine serials, writing the last one as well. He often starred in his serials in addition to writing and directing them (eg *THE SKY RANGER* 1921) and became one of Hollywood's most prolific and anonymously professional directors. This serial was followed by two sequels: *THE NEW EXPLOITS OF ELAINE* and *THE ROMANCE OF ELAINE* (both 1915). The serial was produced by Theodore W. Wharton and Leopold V. Wharton, the cinematographer was Joseph Dubray.

WR. Bertram Milhauser, Arthur B. Reeve, Charles L. Goddard.

DIR. Louis Gasnier, Joseph A. Golden

EPISODES: 14 **YEAR MADE:** 1914 **COUNTRY:** US **SEASONS:** 1

WHARTON PROD CO./PATHE EXCHANGE

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 14

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Elaine Dodge PEARL WHITE, CREIGHTON HALE, Craig Kennedy ARNOLD DALY, Clutching Hand SHELDON LEWIS, FLOYD BUCKLEY, WILLIAM RILEY HATCH, RAYMOND OWENS, ROBIN TOWNEY, EDWIN ARDEN, G.B. SEITZ.

RELATED SHOWS:

ROMANCE OF ELAINE, THE

NEW EXPLOITS OF ELAINE, THE

EXPLOSIVE DASH TASK FORCE CARRANGERS

AKA: CARRANGERS



Plot #1

The Earth is threatened by the alien Borzoku. Five young Earthlings are imbued with stellar energy, giving them Kurumagic powers that allow them to transform into the Carranger team, who also moonlight as the Pegasus racing team. Leader Kyosuke (Kishi) is the Red Racer, best driver and test pilot of the Pegasus vehicle. Naoki (Masujima) is the Blue Racer, master of speed and designer of the Pegasus. Minoru (Fukuda) is the Green Racer, business manager for the Pegasus team and occasional figure of fun. Nazumi (Motohashi) is the team's female machanic and also the Yellow Racer. Yoko (Kurusu) is the team's accountant and also, when number fail her, the Pink Racer. They are occasionally aided by the mysterious Signalman (Otsuka), a Ranger-like-loner who functions as a kind super-policeman. Their enemies are the minions of the Borzoku, served by their monster-of-the-week and their multicoloured Wampa cannon-fodder minions. Alien princess Sonnet (Nanase) might be working for the bad guys but she is also secretly in love with the Red Racer.

The Carranger team each have a colour-coded racing car, which can transform into a humanoid robot. The cars can also combine to form the Carranger Robo, and it's victory Twin Star super mode, while the double trailer combination that carries the Carranger vehicles around can itself transform into the giant Victrailer robot. Signalman had his own Polispeeder motorcycle and patrol car, which could transform into a police robot.

Plot #2

After casually destroying the planet Hazard, Bowzock, a gang of hot-rodding bandits in outer space, heads to the next target-- the earth! Dapp, a survivor from Hazard, resorts to his 'KuruMagic' ability and finds the five earthlings of Carranger-- the superhero in galactic legend, yet are none other than young employees of an automotive repair shop on earth. Maybe yet a novice as superhero, but five Carrangers fight against Bowzocks with their native-born love, courage and unstoppable passion!

Carranger was soon adapted into the fifth incarnation of THE MIGHTY MORPHIN' POWER RANGERS franchised in the US as POWER RANGERS TURBO, which characteristically dumped most of the non-SFX footage and bolted newly filmed sections around the remains. The team's new enemy was named Space Pirate Divatox (Carol Hoyt. Hilary Shepard), whose powers were regarded as too strong to be challenged by the Power Ranger's Zeo abilities (see the previous series OHRANGER).

Music for the original was by Toshihiko Sahashi. Note that in the US version, Carol Hoyt played both the first incarnation of Divatok and the Power Ranger's new mentor Dimitria.

As the eighteenth instalment of Toei's ever-famous 'Super Sentai', "Carranger" yet actively employs new & unique concepts without holding back to its great ancestors. So far, the series has successfully established the fun and excitement of its distinctive world, rendered by the main writer/series co-ordinator, URASAWA Yoshio-- one of the best comedy-writers of this industry.

Carranger's plot isn't very original. It's like most other Sentai series (especially the 90s series). What kept the show from getting a high rating was the plot detail about the heroes being legends and their source of power being the five car constellations.

The heroes are hilarious! Their lazy and aren't the type of people you'd expect to be legends. The villains, too, are hilarious! Their whimps and are always messing around in their homebase and on earth! The visuals are okay. Not very high tech or anything. The fight scenes are way too short. If you want action, watch Power Ranger Turbo (yes, its that bad). The mechas make up for that. The RV Robo looks awesome and its finishing move unlike any robot finishing move before.

The music is a very cool. The opening is a nice pop tune that I find myself humming a lot. The ending is just silly and more like limbo music. It's still a nice tune though. Overall, Carranger is a cool show and a nice addition to any Sentai otaku's collection.

Red Racer aka Jinnai Kyousuke:

Jinnai Kyousuke (23 years old) was hired as a test driver at the Pegasus auto garage but normally is only assigned to do errands and odd jobs. He was originally selfish enough to abandon his team because he wanted to drive his boss's classic car. Soon, though, he realised that he has a responsibility as Carranger leader and became very conscientious, although the role of leader sometimes gets to him and he is overwhelmed by the stress of being responsible for the team. He fell in love with Zonnette, although at first she only loved his Red Racer alter ego, and was eventually able to confess his love to her. He is a very brave, heroic man who was willing to risk his life in order to fight as Kyousuke and not Red Racer to prove his love for Zonnette.

As Red Racer, his Formula Weapon is the Fender Sword, a red-handled sword from the fender of the Giga Formula. His special attack is a flying punch called the Driving Attack. His Speeder Machine is the Red Speeder, equipped with the Speeder Gun, and he drives the Pegasus Thunder, a legendary red sports car, along with Pink Racer. He pilots the Red Vehicle (a giant red sports-car type) and the V Fire (a giant fire engine) which can change into the Fire Fighter robot.

Blue Racer aka Domon Naoki:

Domon Naoki (17 years old) is a very polite, shy man who is a car designer at Pegasus. He speaks in a very polite way, adding "de gozaimasu" to his sentences. He is extremely shy around pretty girls and becomes so flustered that he cannot fight. He loves animals and from childhood has always wanted to keep animals with him, and so befriended the alien creature Beager, who he kept as a pet.

As Blue Racer, his Formula Weapons are the Muffler Guns, two blue guns from the muffler of the Giga Formula that fire blasts of heat. His special attack is a multiple spin kick called the Hairpin Kick, which he powered up into an airborne somersaulting kick, the Hyper Hairpin Kick. He can also use the Passing Flash, a blinding burst of light from the headlights on his helmet. His Speeder Machine, the Blue Speeder, is the fastest of the Speeders; and he drives the Dragon Cruiser, a legendary blue jeep, along with Green Racer and Yellow Racer. He pilots the Blue Vehicle, a giant 4x4; and the V Police, a giant police car that can change into the Police Fighter robot. The Police Fighter can fire a supersonic beam, the Police Siren Sonic.

Green Racer aka Uesugi Minoru

Uesugi Minoru (24 years old) is a salesman at Pegasus. He speaks with an Osaka accent and is something of a screw-up. While practising victory poses after a fight, he once lost his Axle Bracelet and almost lost his Green Racer powers forever. On another occasion, he mixed up a box containing a powerful weapon, the Giga Booster, with another one containing a baby cradle to be shipped to Hokkaido, and had to chase a delivery truck all the way to Hokkaido to get the Giga Booster back.

Minoru is a huge fan of the Tigers baseball team. When Minoru was a child, he was shocked while fishing for eels during a lightning storm, and has been afraid of thunder ever since. After Dappu tricked him into eating an electric eel, however, he overcame his fear. He also befriended the Bowzock OO Batton, but was betrayed when Batton revealed his true nature and turned on the Carrangers.

As Green Racer, his Formula Weapon is a large bazooka-like gun called the Engine Cannon, from the engine of the Giga Formula. His special attack is the Pit-In Dive, in which he skims along the ground face-down and sweeps his enemy over. His Green Speeder is equipped with the Speeder Missile, and he rides in the Dragon Cruiser. His Green Vehicle is a large van and he pilots the V Dump, a giant dump truck that can become the Dump Fighter robot.

Yellow Racer aka Shinohara Natsumi

Shinohara Natsumi (19 years old) is a genius mechanic at Pegasus, able to fix any machine in minutes. She uses a legendary wrench given to her by the owner of a garage she used to visit when she was little, but she learned that even without the wrench's power she is still able to fix anything. As Yellow Racer, her Formula Weapon is the Side Knuckles, two knuckle-duster type weapons from the side bars of the Giga Formula. Her special attack is the Checker Chop, a flying chop (like a chequered flag waving). She can also perform the Violent Dash Mechanic Dismantling (Gekisou Mekanikku Barashi), in which she runs past and around an enemy vehicle and dismantles it in seconds. She drives the Yellow Speeder, equipped with the Speeder Cutters (2 sawblades), and rides in the Dragon Cruiser. Her Yellow Vehicle is a giant truck and her V Dozer is a giant dragster-like car whose spoiler can move forward to become a bulldozer bucket. The V Dozer can

change into the Dozer Fighter robot.

Pink Racer aka Yagami Youko

Yagami Youko (19 years old) is an office worker at Pegasus, calculating the expenses and payroll. She is very conscious about her weight because she loves to eat sweets, and frequently consults magazine fortune-telling articles to predict her future. She dreams of becoming an idol someday and marrying a rich husband, and has a terrible sense of direction.

As Pink Racer, her Formula Weapon, the Bumper Bow, is a white bow that fires energy arrows, and comes from the bumper of the Giga Formula. Her special attack is the Wheel Spin Kick, in which she rolls along the ground and kicks upward from below the enemy. She also has used the Wheel Spin Shield, in which she spins around in the air creating a shield that can deflect enemy attacks. When she got angry at PP Rappa for messing around with her weight reading on a scale, she used the

Pink Flying Attack (a jumping punch), the Pink Giant Swing (she picked up Rappa by the legs, swung him in a circle, and tossed him into a rock face), and the Pink Bomb Punch of Anger (Ikari no Pinku Bakudan Panchi - a powerful uppercut that sent Rappa flying). When a Wumper spit a cloud of black ink at her, she performed the Viblade Returning Wiper (Okaeshi Waipaa), spinning her Viblade around in front of her to gather up the ink and toss it back at the Wumper. Her Pink Speeder is

equipped with the Speeder Radar, and she rides alongside Red Racer in the Pegasus Thunder. The Pink Vehicle is a giant sports car and she drives the V Rescue, a giant ambulance that can shoot an oversized hypodermic needle, and can change into the Rescue Fighter robot.

In order to kill the Reckless Dash Emperor Exhaust, the Carrangers combined their Carmagic Powers together in the "Carranger Carmagic Attack", in which they turned into balls of energy and shot through Exhaust all at once.

The first syllables of the Carrangers' human last names spell out "car", or "jidousha", in Japanese. "Jidousha" is written with the characters "ji do u shi ya" -- Jinnai, Dōmon, Uesugi, Shinohara, and Yagami. Thanks to Akemi Kishita for pointing this out!!

Dappu

Dappu is one of the last survivors of the planet Hazard, which was destroyed in a Bowzock attack. He is the keeper of the Carmagic ("Kurumagic") Power and gave this power to the five who would become the Carrangers. Dappu's mother was killed in the attack and his father was missing until he returned in the guise of the VRV Master. Dappu is actually a child and so wishes to be with his mother and father together again. He played the game "Shurashushushu" (pogs) with his father when he was little. The Carmagic Power depends on the bond of friendship between Dappu and the Carrangers; when they had a fight, the Carrangers' power began to fade away. Also, his species must hibernate every year in order to restore their strength.

VRV Master

A "Lone Wolf of Space" ("Uchuu no ippiki ookami"), the VRV Master appeared mysteriously while Dappu was in hibernation, and gave the Carrangers the VRV Machines to help them against the giant robot Braking. An enigmatic figure, the VRV Master was finally revealed to be Dappu's long-lost father, who had survived the Bowzock attack on the planet Hazard. The VRV Master likes to play pachinko and drink "coffee milk" ("koohii gyunyuu").

Signalman

A space policeman who was assigned to a new post on Earth, Signalman does not forgive anyone who breaks the rules of traffic. He is from the Police Planet where he had to leave his wife Sigue and his son Sigtarou. Although Signalman fights against Bowzock alongside the Carrangers, he sometimes ends up causing trouble for them. When he first appeared, he gave the Carrangers tickets for parking their Speeder Machines in a No Parking Zone. Because he has been drilled in the rules of traffic since he was a child, his body cannot help but obey the rules now, such as when Ichitarou was captured but Signalman could not pursue the kidnapper across the street because the crosswalk signal said "Don't Walk".

Signalman has a badge / recording device called the Signizer, which can also change into a Police Baton Mode and a Gun Mode. When using the Gun Mode of Signizer, Signalman often shoots his enemies in the kneecaps to disable them. He uses Signizer to call on his police bike, the polispeeder, and uses his Signal Whistle to call on his police car Sirender. Sirender can change into a robot mode (the command is "Stand Up! Sirender!") and uses the Siren Dagger, an army knife on his wrist; the Siren Shield, a red transparent riot shield; the Wappagun, a giant handcuff on a chain; and the

Siren Vulcan, a high-powered gun. Also, in either mode, Sirender can fire the Signal Flash, a powerful beam of energy, from the lights on top of its roof in car mode, or from his chest in robot mode. Signalman often sets up a telephone-booth looking "kouban" (police box) station called the "Kobaan Base" and stands in front of it waiting for people to pass by.

Tenma Family

Tenma Souichirou is the owner of the Pegasus garage and the boss of the Carrangers in their civilian identities. His wife is Tenma Yoshie, and his son Ichitarou is a friend of the Carrangers' and a close friend of Signalman's. "Tenma" is the Japanese name for a pegasus.

Bowzock:

The Space Rebel Gang Bowzock ("Uchuu no Bousouzoku Boozokku") is a group of troublemakers who go around destroying planets for fun. They don't follow the rules of traffic and are the reason the 5 Pegasus workers became the Carrangers, since Bowzock's next target was the planet Earth. The Bowzock base is a spherical spacecraft called the Baribarian, which looks like a mass of intertwined highways. The main Bowzock always stay in the BB Saloon, a bar on the Baribarian.

Gynamo

Gynamo is the leader of Bowzock and is madly in love with Zonnette. He will do just about anything for her, and becomes very depressed when he finds out she is in love with Kyouzuke. Gynamo was temporarily deposed as Bowzock leader by the Evil Consultant Ritchihiker, but returned after Ritchihiker was killed, to reclaim his gang. While Ritchihiker was in charge, he worked at a yakiniku restaurant. Soon after returning, the "Reckless Dash Emperor" ("Bousou Koutei") Exhaust appeared to the Bowzock members and said he would help them defeat the Carrangers, giving them powerful robots and leading their operations. But when Exhaust revealed that he was just using Bowzock, Gynamo and the rest of the Bowzock joined forces with the Carrangers and helped to beat Exhaust. After Exhaust' destruction, Gynamo stayed on Earth and returned to his yakiniku job.

Zelmoda

Zelmoda is Gynamo's friend and second-in-command in Bowzock. He uses a sword made up of playing cards with which he can cause explosions. When he was a child he made fun of thunder and was struck by lightning, and so he has had a fear of thunder ever since. But when he heard of the legend of Elekinta, a great warrior who could be summoned amidst booming thunder by driving past a certain critical speed, Zelmoda overcame his fear of thunder and managed to summon him, although Elekinta was ultimately defeated. He also tried to cheer Gynamo up after Gynamo found out about Zonnette's love for Kyouzuke by sending EE MusubinoFu to make Zonnette become Gynamo's bride instead. After Exhaust is destroyed, Zelmoda stays on Earth and goes to elementary school with Grotch.

Grotch

Grotch is a short, bulbous white creature with a glass plate over his face who is Bowzock's inventor, having created such weapons as the Fattening Spray used by NN Nerenko and the Forgetfulness Water-Gun, a super soaker used to erase the memory of the Space Speed King MAX and turn him into the Bowzock dishwasher KK Esu. He is usually the one who goes to earth to pick up the imo-youkan to enlarge the Bowzock. He goes to elementary school with Zelmoda after Exhaust is destroyed.

Wumpers

The Wumpers are brightly-colored Bowzock soldiers who come out of an octopus-trap jar that Zelmoda has. Their faces look something like gas masks, and they use swords and guns as weapons. They can also spray black powder from their mouths like octopus ink.

Gorotsuki

The Gorotsuki are the Bowzock who are always seen hanging around in the BB Saloon on the Baribarian but never do anything. 4 of them were turned into SS Pamaan's Zokurangers but aside from that, all they do is sit around and watch the main Bowzock.

Zonnette

Zonnette starts off as a member of Bowzock who Gynamo is madly in love with. She is very selfish and takes full advantage of Gynamo's love for her to get what she wants. However, she falls in love with Red Racer after seeing him in action. For a while she loves Red Racer but does not know that he is actually Jinnai Kyousuke, and even when she does find out, at first she says she only loves the Red Racer persona (calling Kyousuke a "monkey-faced civilian"). Kyousuke manages to prove his love for her though, and her love eventually extends to both sides of Kyousuke.

Zonnette is actually a princess of the Fanbel planet. Her real name is "Vanity Mirror Fanbelt", and though she returns to her home planet at the end of the series and has marriage meetings often, she remains in love with Kyousuke. She changes from her Zonnette form to her true form by saying "Ravioli, Kishimen (flat noodles made from wheat flour), Linguini". Zonnette drives a pink convertible called the Zonnecar.

Radiata Fanbelt

Radiata is Zonnette's sister, and a big fan of the Carrangers. She uses magic to change into a costume modeled after the Carrangers and calls herself "White Racer". She has a staff she uses to change her appearance, with the command "Tiramisu, Konnyaku, Mille-Feuille (a type of pastry) " and uses "Nazo-Nazo Bakudan" ("Riddle Bombs"), white volleyball-sized bombs that explode if the person who catches them can't answer a riddle that White Racer tells them. She drives a white car with a cat's face in front, the Radiacar. The Radiacar can transform into a robot mode although it can only operate for one minute, and later even gains the ability to enlarge itself.

Ritchihiker

The "Consultant of Evil" Ritchihiker is hired by Gynamo to take care of the Carrangers once and for all. Ritchihiker attempts several times to get rid of them, but fails each time. During the Bowzock festival, he is struck with a bolt of pure evil energy and is powered-up into RitchiRitchihiker. His ultimate plan is to use the giant dinosaur-like robot Braking, and he manages to capture the RV Robo with it. He then proceeds to kick Gynamo and Zonnette out of Bowzock and takes over command. Braking is later damaged and is rebuilt, but is destroyed by the Carrangers' new VRV Robo, and RitchiRitchihiker dies as it explodes in a ball of fire.

Exhaus

The "Reckless Dash Emperor" (Bousou Koutei) Exhaus is a legendary evil in the galaxy. He appeared to Gynamo and the other Bowzock to have them help him with his Great Space Highway Plan to build a highway from one end of space to the other, because Earth was in his way. Exhaus' first act (before appearing to Gynamo) was to send a 5-colored gas into the skies above the Police Planet that made Signalman's son's throat hurt. A voice told Signalman that the gas was due to the Carrangers' vehicle exhaust, and Signalman went to Earth to fight them. Eventually Signalman found out that it was not the Carrangers' doing, but Exhaus became Bowzock's commander, giving them super robots to use and instructing them in his plans. Exhaus kidnapped Dappu and tried to drain his Carmagic Power to use for his own robots, turning it into Evilmagic ("Akumajikku") Power, but his plan backfired when Dappu overloaded the robots with power. Dappu also found out that Exhaus had sent a fortune-telling New Year's card to Gynamo a year ago telling him that he would have luck in destroying planets that started with "ha". This led Gynamo to pick Hazard, Dappu's home planet, to attack and destroy.

Exhaus' ultimate plan was to use an opportunity that came once every 1 million years: the guardian constellations around the legendary car constellations that gave the Carrangers their Carmagic Powers weakened, and Exhaus absorbed the Carmagic Power into himself. The Carrangers were left helpless and unable to change. With the Carrangers beaten, Exhaus had no more need for Bowzock either and set the Baribarian on fire, sending it to crash into the Earth. Signalman in Sirender stopped it and the Carrangers in human form took control of the Baribarian and drove it straight into Exhaus, seemingly killing him and regaining their Carmagic Powers. But Exhaus reappeared in a powered-up giant "Exhaus Super-Strong" form, having absorbed the evil of the galaxy into himself. The Carrangers used every weapon at their disposal but Exhaus was too strong until Gynamo fed him a piece of expired imo-youkan, causing him to shrink so that the Carrangers could kill him.

Carranger / Bowzock Weapons and Items:

Axle Bracelet and Axle Key:

The Axle Bracelet and Axle Key constitute the Axle Changer, the means by which the Carrangers transform. The Axle Key is a black keychain with the word "Carranger" on it. It works like a switchblade; when a button is pressed, a key flips out of it and this is then inserted into the slot on the Axle Bracelet and turned. A small

motor in the Axle Bracelet revs up and releases the Carmagic Power to change the Pegasus team into the Carrangers. The Carrangers' changing command is "Gekisou! Akuseru Chenjaa!" ("Violent Dash! Axle Changer!") The Axle Bracelet also functions as a wrist communicator.

Auto Blaster / Auto Punisher

The Auto Blaster is a red gun that looks like a red sports car with a handle stuck on the bottom. It can be powered up ("Shift Up!") into the Auto Punisher, its barrel splitting open and an ion-gathering turbine inside spinning, causing its fire to become 20 times the strength of that of the Auto Blaster.

Viblade

The Viblade is a sword with a handle in its hilt. When the handle is pulled a turbine on the hilt spins and gives the Viblade added power.

Giga Formula:

The Giga Formula is a small dragster-shaped car ("Formula Machine" mode) that can split apart into the Carrangers' Formula Weapons: the Fender Sword, Muffler Guns, Engine Cannon, Side Knuckles, and Bumper Bow. It can also change into a standing cannon, the Formula Nova, that fires powerful fireballs..

Carnavic:

The Carnavic (from "car navigation") is a small computerlike device that can track Bowzock energy readings. It was developed by Natsumi and Youko to battle AA Abanba, who could turn herself invisible. The Carnavic didn't work until Youko cried and her tears fell into it, since she was blaming herself for the capture of her friends.

In its computer mode, the Carnavic is called the Navic Com, and can be attached to any of the Carranger vehicles to act as a tracking device. The Carnavic can turn into a gun mode, the Navic Shot, which fires homing charges. The Navic Shot can combine with the Auto Punisher to form the Navic Blaster and fire a beam 3 times the power of the Auto Punisher.

Giga Booster

The Giga Booster is a powerful cannon that can be mounted on the top of the Dragon Cruiser. It has 3 forms: a miniature dragster called the Booster Machine, a miniature jet called the Booster Jet, and a large gun called the Booster Cannon, that fires balls of plasma energy..

Speeder Machines:

The Speeder Machines are bumper-car like miniature cars that the Carrangers used for transportation until they got the Pegasus Thunder and Dragon Cruiser. Each Speeder Machine has a different feature:

- Red Speeder 1: Speeder Gun
- Blue Speeder 2: Fastest of the Speeders
- Green Speeder 3: Speeder Missile
- Yellow Speeder 4: Speeder Cutter
- Pink Speeder 5: Speeder Radar

Ranger Vehicles

The Ranger Vehicles are 5 giant vehicles modeled after the Carrangers' "dream cars": the Red Vehicle, Blue Vehicle, Green Vehicle, Yellow Vehicle, and Pink Vehicle. The five can combine into the RV Robo ("Gekisou Gattai!" aka "Violent Dash Combination!"), a giant robot whose main weapon is the RV Sword. It also uses a tire shaped shield called the Radial Shield. It can fire a blast from the headlights on its chest, the "Pragnado (?) Spark" (Puraguneedo Supaaku). It can also perform the Yellow Vehicle Kick and Yellow Vehicle Spin Kick with its right leg, the Pink Vehicle Punch with its arms, and the RV Hairpin Kick or RV Naniwa Geri (RV Osaka Kick).

The RV Robo's final attack is the "Violent Dash Slice" ("Gekisou Giri"), in which the RV Robo accelerates to full speed and then dashes towards the enemy, spinning around like a tornado with its RV Sword outstretched to slash the enemy repeatedly in a deadly attack. Other "one-shot" attacks used by the RV Robo are: the "Violent Dash Cooling Off" and "Violent Dash Spinning Cooling Off", in which it spun around to prevent DD Donmo's phone-order weaponry from reaching him; the "RV Spinning Watermelon Slice", a spinning sword

slash used against TT Terurin; the "Secret Hit Violent Dash Return", used to deflect HH Deeo's baseball attack; and the "RV Discus Throw", used against VV Goriin's Olympics attacks.

VRV Machines

The VRV Machines were given to the Carrangers by the VRV Master while Dappu was in hibernation and the RV Robo was captured by Ritchihiker in the giant robot Braking. They are giant vehicles that can transform into robots. They emerge from a giant container truck, the Victrailer, which is stored in the VRV Master's headquarters under the Tokyo Dome and can change to a giant towerlike Battle Mode.

V Fire (Red Racer), a giant fire engine that can shoot high-pressure water from its nozzle; changes into the Fire Fighter.

V Police (Blue Racer), a giant police car; changes into the Police Fighter, and can fire a supersonic beam called the Police Siren Sonic..

V Dump (Green Racer), a giant dump truck that carries iron balls in it, to lay on the ground in front of enemies and make them lose their footing; changes into the Dump Fighter.

V Dozer (Yellow Racer), a giant dragster-looking car whose spoiler can become a bulldozer bucket; changes into the Dozer Fighter.

V Rescue (Pink Racer), a giant ambulance that can fire a giant hypodermic needle; changes into the Rescue Fighter.

The VRV Machines can combine into the VRV Robo ("Hisshou Gattai!" aka "Certain Victory Combination!"), a giant robot more powerful than the RV Robo. It uses two small guns, the V Guns. Its deadly attack is the Victory Twister, in which it equips itself with two huge guns from the sides of the Victrailer, the V Bazooka and the V Vulcan. The Victory Twister is a barrage of energy blasts from the two guns that obliterate the enemy.

The VRV and RV Robos can interchange parts of themselves with each other. Also, when Dappu was trapped inside the chest of the Bowzock robot Land Zuzoon, the VRV and RV Robos executed a team attack where the VRV Robo fired its Victory Twister and the RV Robo cut it in half using the "RV Twister Cutter", so that the blast hit Land Zuzoon above and below the area where Dappu was so as to leave him unharmed.

Pegasus Thunder

The Pegasus Thunder is a legendary "wild car" that roamed around space with its friend, the Dragon Cruiser, until they were sealed inside a meteor. They were freed by WW Waritcho and went to Earth, where they befriended Kyouzuke and Naoki. The Pegasus Thunder is a red sports car that can change into a flying mode with wings emerging from the bottom, and can fire an energy beam, the Pegasus Laser. Its deadly attack is a barrage of energy blasts, the Pegasus Final Burning. Red Racer drives the car and Pink Racer rides in the passenger seat.

Dragon Cruiser

The Dragon Cruiser is a legendary vehicle that is a friend of the Pegasus Thunder. It is a blue jeep with a powerful winch on the back, the Dragon Claw. The Giga Booster can be mounted on top of it. Blue Racer drives the Cruiser, and Green Racer and Yellow Racer ride in it.

Barikkars

The Barikkars are a group of 5 different tank-like vehicles used as assault vehicles by the Bowzock forces. They are each based on a type of animal and have a very rough, mechanical look, with dull metal colors and lots of spikes on them:

Pao Barikkar (based on an elephant; "pao" is the sound an elephant makes in Japanese)

Nyaa Barikkar (based on a cat; "nyaa" is the sound a cat makes in Japanese, equivalent to "meow" in English)

Moo Barikkar (based on a cow/bull; "moo" is the sound a cow makes in Japanese, equivalent to "moo" in English although Japanese "moo" is pronounced with a long "o" sound, not an "oo" sound)

Joki Barikkar (based on a scorpion; "joki" is ????)

Buhi Barikkar (based on a pig; "bui" is the sound a pig makes in Japanese, equivalent to "oink" in English)

Other vehicles used by the Bowzock forces include a jeep called the Barilander, an orange convertible called the Bariakubar, and motorcycles used by the Wumpers, called Wumpappers.

Imo-Youkan

Imo-Youkan is a sweet yellow block-shaped food made from jellied sweet potatoes. The imo-youkan from one particular store called Imochou has the power to enlarge Bowzock to giant size when they eat it. Any other store's imo-youkan makes the Bowzock shrink to the size of a toy. When expired imo-youkan is eaten, however, it gives the Bowzock a stomachache and although it enlarges them at first, it soon makes them shrink back to human size.

Song lyrics

GEKISOU SENTAI KAARENJAA

(Carranger Opening)

Mune ni, ai o, daite,
Kuruma o tobashitara,
Anna, konna, donna,
Kaabu mo hetcharasa.

Dadada, didada, dudada,
Unaru enjin de,
Namida nanka butchigire.
Booi, akiramenai de,
Shinjite goran yo,
Booi, akiramenai de,
Shinjite goran yo,
Yume miru kimi ga,
Tokimeku kimi ga,
Ashita no hiirou.

(Let's go!)

Kaarenjaa, Kaarenjaa,
Kimi mo mirai e hashire,
Yuuki no akuseru fukashite.

(Go, go!)

Kaarenjaa, Kaarenjaa,
Yume o oikoshita toki,
Bokura wa hikari ni naru no sa,
Gekisou Sentai Kaarenjaa.
Kirari, kirara, hoshi ga
Michibiku sadame nara,
Kirari, kirara, hoshi ga

Michibiku sadame nara,
Anna, konna, donna,
Pinchi mo kujikenai.

Baruru, biruru, bururu,
Tama ni bibiru kedo,
Ai ga areba daijoubu.

Booi, kidotte bakari,
Itatte dame da yo,
Jibun ni mo aru,
Yowasa o shireba,
Honto no hiirou.

(Let's go!)

Kaarenjaa, Kaarenjaa,
Atsui haato de hashire,
Genki no enajii tagirase.

(Go, go!)

Kaarenjaa, Kaarenjaa,
Kimi ga hohoenda toki,
Chikyuu ni heiwa ga modoru sa,
Gekisou Sentai Kaarenjaa.

Kaarenjaa, Kaarenjaa,
Kimi mo mirai e hashire,
Yuuki no akuseru fukashite.

(Go, go!)

Kaarenjaa, Kaarenjaa,
Yume o oikoshita toki,
Bokura wa hikari ni naru no sa,
Gekisou Sentai Kaarenjaa.

CARRANGER THE UNSTOPPABLE

(Carranger Opening - English Version)

Rap:

[Energy loaded, power standby,
Save the world for eternal peace,
Defeated the evil and terminated,
Now you're ready for Axle Changing!]

Get on up, crank it up, turn it up,
Be ready to hit the road again.

With the love deep inside of your heart,
There's nothing to check your way to go.

With the love deep inside of your heart,
There's nothing to check your way to go.

Steering tight, keep in sight, mighty might,
Outruns and leaves sad things behind,
You know that great speed will conquer everything.

Oh boy, never ever give up the chance,
Believe in what you can do,

Follow your dream and just live for tomorrow,
Then make a best hero.

(Let's go!)

CARRANGER, CARRANGER,
You've gotta drive into the future,
Brave heart runs your machine at full throttle.

(Go, Go!)

CARRANGER, CARRANGER,
You're gonna climb over the top of all,

Nobody beats you cause you're fast as lightning,
GEKISOU SENTAI CARRANGER.

Look at that, you hear that, "da di datt",
No matter what pinches wait for you,
Glorious stars lighten up in the sky,
All promising you to overcome.

So don't you be afraid even though,
The things will let you down sometimes,
You know love will make you just feel all right.

Oh boy, but won't you ever forget,
You are never fighting alone,
Look around you, you see us on your side,
Because you're the true hero.

(Let's go!)

CARRANGER, CARRANGER,
You've gotta drive with hot blood burning on,
Love power speeds your machine up to the max,

(Go, go!)

CARRANGER, CARRANGER,
You're gonna be the one to win and smile,
Bring on the peace forever to the ground,
GEKISOU SENTAI CARRANGER.

CARRANGER, CARRANGER,
You've gotta drive with hot blood burning on,
Love power speeds your machine up to the max,

(Let's go!)

CARRANGER, CARRANGER,
You're gonna climb over the top of all,
Nobody beats you cause you're fast as lightning,
GEKISOU SENTAI CARRANGER.

TENGOKU SANBA

(Carranger Ending)

Souchou wa kowai kao shite,
Ganbare nante sakebu kedo,
Oretachi datte ikimono,
Yasumanakya karada boro-boro.

Tanoshiku odorou yo sanba,
Tatakai ga owareba tengoku.

Yarareta kuyashisa mo sanba,
Sono uchi ni wasurete wahaha.

Densen ni hato ga ni wa sanba,
Ai ga arya kono yo wa tengoku.

Minasama otsukare sanba,
Kono tsugi wa zettai katsu zo.

Kikku wa yasashiku shite ne,
Tama ni wa maketari shite ne.

Unmei o kaerareru nara,
Shitappa nante mappirasa,
Kodomo ga sain hoshigaru,
Suupaa senshi ni naritai.

Tanoshiku odorou yo sunba,
Koushite kurasetara tengoku.

Happii na suteppu de sanba,
Machi o yuku bijin ni chuu-chuu-chuu.

Nana kara yon hikeba sanba,
Yume o mirya kono yo wa tengoku,
Kaarenjaa gokurou sanba,
Oretachi o amaku miru na yo.

Raamen ogotchau kara,
Tama ni wa maketari shite ne.

SAMBA PARADISO

(Carranger Ending - English Version)

Big chief yell at us and say "Go get'em!
Or all of you goin' miss dinner for tonite"
Give us a break, oh please for God's God's sake,
Look we still are live and poor creatures!

Let's enjoy partying dancing happy samba,
Fight is over now it's a paradiso.

You and me got beaten like a sandbag,
But sooner pain is gone and smile "Ho ho ho".

So let's keep on jamming so bad, samba,
All you have to say is simple "Love love love".

Good job! Bravo! How 'bout some samba?
But next week we goin' beat the CARRANGERS.

Shall we beg you for a sweeter kick back, please?
I wanna win and show it to my mom and kids.

My next life after reincarnation,
I never wanna play the role of boring heel again!

Appearing on the TV as a super hero,
Like every kids have my picture cards in hands.

Let's enjoy partying dancing happy samba,
It's gorgeous livin' in the paradiso.

Now look at this charming step someone, samba!?
Hey watch that ranger throwing me a kiss, kiss, kiss.

Ke-se-la-ce-la-ce-la-vie de bon samba!
Just take it easy, here we are in paradiso.

CARRANGERS, we thank you, thank you so much,
So why don't we switch our parts in two weeks shift?

Let us buy you drink and lunch box, how 'bout that?
I wanna play the hero, then I'll call my dad.

Gekisou Sentai Carranger is the twentieth sentai series. It aired from 1996-1997 and is what POWER

RANGERS TURBO was developed from.

Trivia

In the Carddas trading card game Rangers Strike (released in commemoration of the Super Sentai Series' 30th Anniversary), on the illustration on Rescue Fighter's card, Rescue Fighter itself can be seen healing GaoBear and GaoPolar of Hyakujuu Sentai Gaoranger. The CarRanger's are categorized as an Over-Technology Sentai, due to the extraterrestrial origin of the team's weaponry and mecha.

It is the first sentai to use higher technology weaponry. Also the enemies might have underestimated the might of the supernatural.

Exhaus' plan to build a giant road across the galaxy is coincidentally similar to the beginning of "The Hitchhiker's Guide to the Galaxy".

The second robot is transported by a fortress and is much involved in battle like the Turbo Builder but did not form any very powerful robot. Ironically, TurboRanger did away with the flying fortress, this one returned it for a short time which the next sentai had no base that transported the mecha.

As a recycled version of Turboranger, however it featured two females instead of one and fought against aliens instead of the supernatural, which left fans debating on whether Ragorn or Exhaus was more powerful.

White Racer's henshin is a parody of Sailor Moon's, and when her Radiacar enlarges, it spoofs Ultraman doing the same.

The attack where Braking throws the sharp crest on its head at the VRV Machines, the King Slugger, is named after the trademark attack of the tokusatsu superhero Ultraseven.

The voice actors Tomokazu Seki (HH Deoo), Shun Yashiro (WW Waritcho), Kaneta Kimotsuki (TT Terurin) and Naoki Tatsuta (DD Donmo) both lend their voices as Suneo Honekawa in the popular anime series Doraemon.

The late Shun Yashiro provided the first voice of Suneo in 1973.

Kaneta Kimotsuki provided the second and long-running voice of Suneo from 1979 until 2005.

Naoki Tatsuta provided the third voice of Suneo in 1985 temporally while replacing Kaneta due to some unknown reason.

Seki Tomokazu provides the fourth and the current voice of Suneo from 2005 onward.

WR. YOSHIO URASAWA, HIROHISA SODA, TOSHIHISA ARAKAWA.

DIR. YOSHIAKI KOBAYASHI, TARO SAKAMOTO, KATSUYA WATANABE, RYUTA TAZAKI, NOBORU MATSUI, NOBORU TAKEMOTO.

EPISODES: 48 **YEAR MADE:** 1996 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR:

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 48

DATE OF PREMIER: 01/03/1996 **AIR DATE OF LAST EPISODE** 07/02/1997

SEASON DATE BREAKDOWN:

FILMS: CARRANGER VS. OHRANGER (1997), MEGARANGER VS CARRANGER (1998)

Duppu, VRV Master, Tenma Family, Bowzock, Gynamo, Zelmoda, Grotch, Wumpers, Gorotski, Zonnette, Radiata, Fanbelt, Ritchihiker Exhaus, Lady Zonnette RIKA NANASE, Red Racer/Jinnai Kyosuke YUJI KISHI, Blue Racer/ Domon Naoki AKIHIRO MASUJIMA, Green Racer/Uesugi Makoto YOSHIHIRO FUKUDA, Yellow Racer/ Shinohara Natsumi YUKA MOTOHASHI, Pink Racer/Yagami Yoko ATSUKO KURISU, MARI MARUTA, Singleman YOSHITADA OTSUKA, HIROSHI OTAKE, RIKA NANASE.

RELATED SHOWS:

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

KAGAKU SENTAI DYNAMAN
 HIKARI SENTAI MASKMAN
 CHIKYUU SENTAI FIVEMAN
 CHO JIN SENTAI JETMAN
 KYORYUU SENTAI ZYURANGER
 GO SEI SENTAI DAIRANGER
 DEN KO CHO JIN GRIDMAN
 DEN KO CHO JIN GRIDMAN

- 1 - 1 *TATAKAU KOUTSUU ANZEN (FIGHTING TRAFFIC SAFETY)*
- 1 - 2 *ODORU SOUON KOUGAI (DANCING NOISE POLLUTION)*
- 1 - 3 *SEIGI NO SHOSHINSHA MAAKU (THE BEGINNER'S MARK OF JUSTICE)*
- 1 - 4 *KYODAIKA NI AKA SHINGOU (A RED LIGHT TO ENLARGING)*
- 1 - 5 *KONO SAKI GEKISOU GATTAI (UP AHEAD, A VIOLENT DASH COMBINATION)*
- 1 - 6 *WATASHITACHI...IPPOU TSUUKOU (WE ARE... A ONE-WAY STREET)*
- 1 - 7 *BURUU WA SHINNYUU KINSHI?! (NO ENTRY TO BLUE?!)*
- 1 - 8 *HENSHIN BUREESU FUKETAI (NOT CARRYING THE CHANGING BRACELET)*
- 1 - 9 *SUTAA E NO U TAAN (A U-TURN TO THE STARS)*
- 1 - 10 *DAIGYAKUTEN!! JITENSHA KYOUSHUU (A GREAT REVERSAL!! BICYCLE TRAINING)*
- 1 - 11 *IKARI NO JUURYOU OOBAA (THE WEIGHT OVER OF ANGER)*
- 1 - 12 *UCHUU KARA KITA SHINGOU YAROU (THE TRAFFIC LIGHT GUY THAT CAME FROM SPACE)*
- 1 - 13 *SHUTSUDOU!! JIMAN NO KINKYUU SHARYOU (MARCH OUT!! THE EMERGENCY VEHICLE OF PRIDE)*
- 1 - 14 *KAMINARI JIGOKU E FURU AKUSERU (FULL ACCELERATION TO A THUNDER HELL)*
- 1 - 15 *AKU MADE KARIMEN RENAICHUU! (A LEARNER'S PERMIT IN THE MIDST OF LOVE)*
- 1 - 16 *WARUJIE GOURYUU CHUUI (A CUNNING MERGING SIGNAL)*
- 1 - 17 *OSHIKISE SHOUMEN SHOUTOTSU!*
- 1 - 18 *USOTSUKI HAATO SEIBICHUU (A LYING HEART UNDER ADJUSTMENT)*
- 1 - 19 *KOI NO ATENIGE MUSUME! (THE HIT-AND-RUN GIRL OF LOVE!)*
- 1 - 20 *SHIJOU SAIKOU NO MEISHA!! (TEST DRIVE THE ULTIMATE FAMOUS CARS!!)*
- 1 - 21 *KAANABI O KOETA KANABI (THE CARNAVI THAT SURPASSED CARNAVI)*
- 1 - 22 *HIGEKI NO KOUTSUU RUURU TAISHITSU (THE TRAGIC TRAFFIC RULE HABIT)*
- 1 - 23 *OUJOUSAMA NI OOBAAHIITO (AN OVERHEAT TO THE PRINCESS)*
- 1 - 24 *KYUUHASSHIN?! NYUU RIIDAA (EMERGENCY LIFT-OFF?! NEW LEADER)*
- 1 - 25 *NAZONAZO WARIKOMI MUSUME (THE MYSTERIOUS SQUEEZING-IN GIRL)*
- 1 - 26 *NONSUTOPPU TAKUHAI BUKI (THE NONSTOP HOME DELIVERY WEAPON)*
- 1 - 27 *TANSHIN FUNIN NO BUNKITEN... (THE LONELY NEW POST'S CROSSROADS...)*
- 1 - 28 *SARABA SHINGOU YAROU!! (FAREWELL TRAFFIC LIGHT GUY!!)*
- 1 - 29 *YOKISENU DAIKAIJU JIKO!! (THE UNEXPECTED GREAT MONSTER ACCIDENT!!)*

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- 1 - 30 *SHOUGEKI NO DEBYUU! HATARAKI KURUMA (A SHOCKING DEBUT! WORKING CARS)*
- 1 - 31 *FURU MODERU CHENJI DA! VRV ROBO (A FULL MODEL CHANGE! VRV ROBO)*
- 1 - 32 *RV ROBO DAIGYAKUSOU! (THE GREAT REVERSE RUN OF THE RV ROBO)*
- 1 - 33 *OMEZAME! GEKISOU DAPPU (AWAKEN! VIOLENT DASHING DAPPU)*
- 1 - 34 *KOI NO SEWAYAKI WARIKOMI MUSUME (THE SQUEEZING-IN GIRL INTERFERING IN LOVE)*
- 1 - 35 *URAGIRI NO SHINGOU YAROU (THE TRAITOROUS TRAFFIC LIGHT GUY)*
- 1 - 36 *AYASHII HAI GASU ISSOU SAKUSEN (THE MYSTERIOUS POLLUTION GAS CLEANSING OPERATION)*
- 1 - 37 *KYOUFU NO DAI UCHUU HAIUEI KEIKAKU (THE TERRIBLE GREAT SPACE HIGHWAY PLAN)*
- 1 - 38 *BAKKU OORAI!? IMO YOOKAN JINSEI (BACK ALLRIGHT!? IMO-YOUKAN LIFE)*
- 1 - 39 *DOURO SUKISUKI!! UCHUU PETTO*
- 1 - 40 *NANIWA TOMOARE SUKURANBURU KOUSA ROBO (ANYWAY, SCRAMBLE INTERSECTION ROBO)*
- 1 - 41 *BOUSOU KOUTEI SENRITSU NO NENRYOU CHEKКУ (THE RECKLESS-RUNNING EMPEROR'S FRIGHTFUL FUEL CHECK)*
- 1 - 42 *ZENSHA ENSUTO! KYODAI ROBO ZETTAI ZETSUMEI (ENGINE STALL ON ALL CARS! DESPERATE SITUATION FOR THE GIANT ROBO)*
- 1 - 43 *MERII KURUMAJIKKU KURISUMASU! (MERRY CARMAGIC CHRISTMAS!)*
- 1 - 44 *FUKUTSU NO CHIKICHIKI GEKISOU CHEISU! (THE UNSTOPPABLE ??? VIOLENT DASHING CHASE!)*
- 1 - 45 *HONTO NO KOI NO SHUPPATSUTEN (THE STARTING POINT OF TRUE LOVE)*
- 1 - 46 *TOTSUZEN SHIKKOU!? HENSHIN PAWAA (SUDDENLY INEFFECTIVE!? CHANGING POWER)*
- 1 - 47 *ATATTE KUDAKERO!? KESSHI NO UCHUU DORAIBU (HIT AND BREAK!? THE DEATH-DEFYING SPACE DRIVE)*
- 1 - 48 *ITSU MADE MO KOUTSUU ANZEN!! (NO MATTER HOW LONG, TRAFFIC SAFETY!!)*

EYE OF THE JAGUAR

The Blue Dragon secret society plans to steal the treasure of Genghis Khan, which is guarded by the fabled Panther of Justice. They intend to use their own "Evil Panther" to do so but are foiled by a Japanese orphan who is searching for his long lost elder brother. Only he can stop their conspiracy to restore ancient tyranny, in a series of adventures that leapt from the Gobi Desert to Shanghai, Singapore and Hong kong.

Based on a prewar novel serialized in Shonen Club, EotJ was broadcast as the follow-up to MOONLIGHT MASK. It was an immense success with the Japanese baby-boom generation, who were yet to really experience foreign travel for themselves - compare to Harimao.

Produced by Shunici Nishimura.

WR.

DIR. Sadao Funatoko

EPISODES: 38 **YEAR MADE:** 1959 **COUNTRY:** JAP **SEASONS:** 1

SENKOSHA

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 38

DATE OF PREMIER: 12/07/1959

AIR DATE OF LAST EPISODE 27/03/1960

SEASON DATE BREAKDOWN:

FILMS:

KOICHI OSE, KEIKO KONDO, YOSHIIO KITAHARA, TAKASHI MITA, SATOSHI TENSHIN, SHINGO
OSAWA, MASAYASU TAKAOT

EYES OF A COWBOY

Lonesome Cooper is a down-and-out country and western singer who travels from town to town - and back in time to the Old West of the 1870s. In both the present and the past, Lonesome has to rely on his singing skills to survive and avoid trouble. While surviving is not much of a problem, avoiding trouble is more difficult, and the time-travelling cowboy discovers that actions he takes in the past have serious consequences - both negative and positive - on the present... and the future.

Produced by Peter Graham Jr.(executive producer), Jana Veverka (producer)

Original Music by Simon Kendall & Al Rodgers

Cinematography by Henry M. Lebo

Film Editing by Jana Fritsch

Art Direction by Catherine Hahn

Costume Design by Glenne Campbell

Second Unit Director or Assistant Director - Glenn Dreher (second assistant director)

Other crew - Anna McMurtry (production accountant)

Gemini Awards

Year Result Award Category/Recipient(s)

1998 (fall) Nominated Gemini Best Short Drama - Jana Veverka & Peter Graham Jr.

WR. Wiz Bryant & John Gray

DIR. Ken Jubenvill

EPISODES: 0 **YEAR MADE:** 1998 **COUNTRY:** CAN **SEASONS:** 1

EYES OF A COWBOY PRODUCTIONS LTD.

CREATOR:

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1)

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

DONNELLY RHODES, Lonesome Cooper THOMAS CAVANAGH, CHRISTIANNE HIRT, John Marr
DAVID PALFFY.

FAMILIA ESPECIAL, UNA

"Una Familia Especial" had everything to be a good comedy during Argentina's 2005 soap operas' season: good story, great acting and it was entertaining.

It tells (or told, if we consider it has already been canceled) the story about an extraterrestrial family who accidentally ends up living in Buenos Aires. The plot goes about their arrival and their way of understanding this "new world" they must get used to. The situations which arose from, for example, the family members confusing idiomatic expressions, were just hilarious.

Even though the plot and acting was good, the program soon started to become difficult to watch: not for its storyline, but for its continuous time slot changing.

It ended in the middle season (August 2005), with quite low ratings. I think that if they would have given it a second chance, it would have had been successful. Because it had all the qualities to be.

So, if you have the chance to watch it (despite of the fact that non-successful soap operas are not exported) don't miss it. I'm sure you won't regret yourself.

Produced by - Ezequiel Filleti pre-producer , Adrián González executive producer , Adrián Suar producer

Cinematography by Julián García
Pablo Storino

Film Editing by Alejandro Alem , Alejandro Parysow

Casting by Pablo Crosetti , Sabrina Kirzner

Art Direction by Matías Games , Bernardo Losada

Costume Design by María Teresa Núñez

Production Management - Diego Carabelli production manager , Rosana Montes production manager

Second Unit Director or Assistant Director - Marcelo Biscardi first assistant director , Lucas Gil first assistant director: second unit

Sound Department - Adrián De Michele sound (as Adrian de Michelle), Aníbal Girbal sound

Other crew - Alejandro Alem musicalization , César M. González production coordinator , Alejandro Parysow musicalization

WR. Gustavo Barrios , Claudio Degásperi , Ricardo Rodríguez , Adrián Suar, Iván Tokman , Mariano Vera

DIR. Rodolfo Antúnez, Daniel Defilippo

EPISODES: 0 **YEAR MADE:** 2005 **COUNTRY:** ARG **SEASONS:** 1

POL-KA PRODUCCIONES

CREATOR: ADRIAN SUAR

TYPE OF SHOW: ALIENS ON EARTH

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Spanish

SEASON BREAKDOWN: (1)

DATE OF PREMIER: 28/03/2005

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Helios Schneider MIKE AMIGORENA, FACUNDO ARANA, Cayetano Molina LUIS BRANDONI, Manolo NORMAN BRISKI, Estrella Schneider MIRTA BUSNELLI, Elena JULIA CALVO, Verónica SABRINA CARBALLO, Nicolás SANTIAGO DEL MORO, Selene Schneider SABRINA GARCARENENA, Imanol GUSTAVO GARZON, Diego GONZALO HEREDIA, Paco Larrondo ENRIQUE LIPORACE, Santiago Molina MARIANO MARTINEZ, Hermes Schneider MARIO PASKI, Lucia NORMA PONS, Flavio ALAN SABBAG, Venus Schneider MURIEL SANTA ANA, Carola EMMA VITALE

FANTASTIC JOURNEY, THE



One of the more fanciful theories about the Bermuda Triangle has been that it contains a time-space warp that projects victims into some other dimension-and that was the basis for this fanciful American adventure series. A small scientific expedition sets off across the Caribbean to study a natural phenomenon known as "red tide." On board a yacht run by Ben Wallace and his mate Carl Johanson are science professor Paul Jordan, his teenage son, Scott, Eve Costigan, Dr. Fred Walters, medical adviser Jill Sands and a pair of scientific assistants, Andy and George.

Soon after setting sail they are enveloped by a green cloud, to the accompaniment of clanging bells, and a sudden violent storm capsizes the boat. The two assistants are drowned and the others washed up on a strange island where they encounter Varian, a man from the 23rd century whose spaceship had crashed, marooning him here. They have a run-in with Sir James Camden and his band of Elizabethan privateers before the group splits up, with Varian, Scott and Dr. Fred going it alone into the ensuing series where, with the addition of two new regulars, a half-human, half-alien called Liana and a 1960s scientist, Willoway (from Episode 3), they cross various time zones in search of a way home.

Jared Martin also starred in *WAR OF THE WORLDS* and Roddy McDowall is famous for starring in many SF productions including *PLANET OF THE APES* and *BATMAN*. Story consultant Dorothy (D.C.) Fontana was also responsible for writing scripts for *STAR TREK* and *STAR TREK: THE NEXT GENERATION*. Not to be confused with "Fantastic Voyage" (based on an Isaac Asimov novel), this TV series started with a university's research boat finding an unmapped island in the Bermuda Triangle.

Unknown even to Gilligan, this island had a weird "time and space warp" which allowed the combining of past, present, and future (somewhat as in Dr. Fred Hoyle's novel "October the First is Too Late"). There was a network of character conflicts between these five, and what promised to be a lengthy episodic search for the home space-and-time of each, complete with strange creatures and thrilling adventures, but the ratings also were becalmed in the Bermuda Triangle. Producer was Leonard Katzman. Executive producer for the series was Bruce Lansbury, story consultants were Dorothy (D.C.) Fontana and Calvin Clements Jr. The music was created by Robert Prince.

The production executive was Joseph Manzio, art directors were Ross Bellah, Carl Braunger and Robert Purcell, associate producer was William O. Cairncross, the director of photography was Sam Levitt and Irving Lipman. Notable guest stars on the series included Lovejoy's Ian McShane, *THE AMAZING SPIDERMAN*'s Nicholas Hammond, Joan Collins and *Charlie's Angel* Cheryl Ladd.

The exposure of the Bermuda Triangle as a tourist and media fantasy (by Lawrence Kusche in his laboriously researched early Seventies book *The Bermuda Triangle Mystery -Solved*) has had little effect on film and television dramatists. One glaring example is the short lived 1977 series *Fantastic Journey*. But if basing its premise on a freshly discredited legend had been the only problem this troubled show experienced, it would have been no problem at all.

In a storyline that might unkindly be pigeon holed as Gilligan's Island meets *LAND OF THE GIANTS*, *Fantastic Journey*'s pilot film, *Vortex*, told of a party of ship-wrecked scientists who fall prey to a mysterious green mist that descends over them in the Bermuda Triangle and recover to find themselves on an uncharted coastline that turns out to be an intersection in time where various time warps have deposited fellow castaways from throughout Space and Time. Sounds cool, right? But *Fantastic Journey* was a disorganized and derivative mess assembled by committee, and it remains a minor miracle that the series was as much fun to watch as was.

As Varian, a pacifist from the 23rd Century first discovered skulking around as an Arawak Native American, Jared Martin was a competent leading man. Tokenism prevailed in the other casting decisions, with Ike Eisenmann playing the boy Scott, future film director Carl Franklin cast as Fred, the jive-talkin' nod to ethnic demographics so blatant in 1970s' programming, and Katie Saylor as mysterious alien girl Liana.

The main thing the show had going for it was the presence of Roddy McDowall, the silky-voiced character actor best known to SF fans for his portrayal of various key figures in the PLANET OF THE APES film and tv saga and as the Bookworm in an admired Batman story. McDowall, playing a scientist named Jonathan Willoway who disappeared during the 1960s, was introduced in the series' third episode as a much-needed afterthought. Although McDowall had little to work with - see his classic INVADERS episode The Experiment to see what he can deliver when he's given strong material - and there was no chemistry between the cast, they were all likeable enough cardboard figures.

Unlike series such as The TWILIGHT ZONE, STAR TREK or even LOST IN SPACE, Fantastic Journey was no one's special vision. It was an early evening series made to order for a 'non-violent' family slot and assigned to two competent tv workhorses with a reasonable if unspectacular record in the industry. Producer Leonard Katzman was the nephew of cheapo 1940s movie serial maestro Sam Katzman and had directed and produced on numerous series including Gunsmoke, The Wild Wild West and Hawaii Five-O. Executive producer Bruce Lansbury, the brother of Murder, She Wrote's Angela Lansbury, had also worked on THE WILD WILD WEST, as well as taking over the troubled Mission: Impossible for a couple of years and producing Wonder Woman and William Shatner's short-lived Barbary Coast. After Fantastic Journey he moved on to Buck Rogers in the 25th Century and Streethawk. Lansbury was perceived by the network as a man who could put a show together professionally and competently to strict commercial considerations, in contrast to adventurous mavericks like Star Trek's Gene Roddenberry or Rod Serling.

With Katzman and Lansbury the network got what they asked for - the creative flaw being that very often networks don't know what they want until they get it. Fantastic Journey had no creative vision, just writers and producers stitching up a tv garment to order. It was paint-by-numbers Science Fiction, drawing on the premise of two 1960s series whose formats were perceived to work - STAR TREK and LOST IN SPACE. From LOST IN SPACE, Lansbury and his writers (Merwin Gerard, Michael Michaelian, and Kathryn Michaelian Powers) took the concept of the travelling wanderers, the lost group of individuals trying to find their way home. From Star Trek came the idea of the heroes wandering into a 'problem society' with a situation that could be obviously and effortlessly resolved by the travellers, who would leave each place they visited changed and wiser.

It was a formula Katzman would try again the following season when producing LOGAN'S RUN, and which would be resurrected some years later by such shows as OTHERWORLD and SLIDERS. To this end, he employed Star Trek writer Dorothy Fontana as story editor, and episodes included such familiar clichés as a slave society ruled by a disembodied brain (Atlantium), a community ruled by children (Children of the Gods), and a society where men were oppressed by women after an uprising (Turnabout), all variations of 'straw man' set ups from Star Trek. It resulted in such obvious learning experiences as 'slavery isn't nice' 'kids need to listen to grown-ups', and 'men need women and women need men'. It's difficult to work out which was more depressing - the simplicity of the homilies on parade or the fact that they still needed to be explained to some people. Following the pilot, which was a flawed but enjoyable adventure fantasy, the network decided to ditch the 'lost family' concept and go for a more colourful collection of individuals.

As a result of this decision, three bland characters conveniently found their way home and the remaining demographic mix of misfits - mysterious good looking alien and authority figure, freckle-faced kid, and token black guy - were joined by Liana's mysterious alien girl with a telepathic cat and Roddy McDowall's Professor Willoway, a selfish and pragmatic irritant in the Doctor Smith/Mr Fitzhugh tradition. Given the series' obvious inspiration it's curious that the creative team hadn't thought to include a troublemaker from the start but in any case, tv censors so troubled the schedules at this time that McDowall's schemer was 'niced up' to be just another chum in the group, and rapidly became little more than Devil's Advocate. Also lost after the pilot was the series' very vague notion of Time travel. Like many American Sci-Fi series, including THE TIME TUNNEL and BATTLESTAR GALACTICA, Fantastic Journey was more popular with British audiences than Americans.

The 10 episodes were shown in an early evening Friday slot on BBC1 (where THE INVISIBLE MAN and THE RETURN OF CAPTAIN NEMO also flourished, as did SPIDER-MAN for ITV) in March 1977, only a month after the series' US premiere. Stateside audience figures were more shaky, not helped by the network's constant interference in the format. The US viewing public saw through the contrivances and quickly wrote the show off, while British audiences, then subsisting on three channel television offering a limited Science Fiction diet of STAR TREK and THE SIX MILLION DOLLAR MAN, lapped it up, again disproving the myth that Science Fiction television is a 'minority' interest. Television networks rarely know what they want until they've got it, and then take credit for the successful shows that flourish - or simply survive - in spite of them. Those that survive are generally the ones with producers that stand up for the series' initial concept and integrity.

Fantastic Journey had no one to fight for it, and disappeared very quickly. In the US it's a dead duck, as the

syndication market demands at least three seasons of episodes. Such short-run series often have an afterlife in foreign markets, and this has been the case with *Fantastic Journey*, re-peated by the BBC in an early morning school holidays slot and repeatedly broadcast since by Bravo and the Sci-Fi Channel.

The demise of *Fantastic Journey* did not have much effect on the careers of the cast. Katie Saylor disappeared from view, but had previously appeared in episodes of *Police Story*, *Cannon* and *The FBI*, and played Al Pacino's girlfriend in *The God-father*.

Jared Martin had also been busy before *Fantastic Journey*, guesting in episodes of cop shows such as *The Rookies*, *The Bold Ones*, *Shaft*, *Columbo* and *Switch*. He later turned up in Katzman's *Logan's Run* (Fear Factor) and Lansbury's *Wonder Woman* (Phantom of the Roller Coaster), as well as guesting on *The Six Million Dol-lar Man* (an episode ironically titled *The Lost Island*) and *The Incredible Hulk* (Free Fall. He also took a recurring role for three years on Katzman's *Dal-las*. Other appearances in-cluded episodes of *Hart to Hart*, *KNIGHT RIDER*, *AIRWOLF*, *Mur-der She Wrote*, *Scarecrow* and *Mrs King*, *Hotel*, *Mike Hammer* and *Hunter*. In 1988, he led the regular cast of the syndicated series *War of the Worlds* for its two-year run.

Ike Eisenmann appeared in the film *Escape from Witch Mountain* and episodes of *Gunsmoke*, *Kung Fu*, *Police Woman*, *VOYAGERS* and *Fantasy Island*. He was reunited with Jared Martin for the two-part conclusion to the *Wonder Woman* series. Roddy McDowall also appeared in two *Wonder Woman* episodes, *The Man Who Made Volcanoes* and *The Fine Art of Crime*, and *Buck Rogers' Planet of the Slave Girls* for Lansbury, and had a recurring role on Donald Bellisario's *Tales of the Gold Monkey*. More prestigious SF roles have included *People Are Alike All Over* for *THE TWILIGHT ZONE*, *The Experiment* for *THE INVADERS*, the *Bookworm* for *BATMAN*, and the pilot for *NIGHT GALLERY*. Carl Franklin, who had also done the cop show cir-cuit of the early Seventies, played a minor recurring role in some episodes of *The A-Team* before embarking on a successful directing career.

"Science fiction series generally weren't successful in the past because the audience wasn't ready," said producer Bruce Lansbury just before *The Fantastic Journey* began on NBC. "We now have a generation who love science fiction movies like *Futureworld*, *Rollerball* and *Logan's Run*. They are loyal fans and their numbers are multiplying." Unfortunately, they didn't multiply enough for *The Fantastic Journey*. A fresh, unique TV series, it debuted on television during a spate of situation comedies and dramas. The reaction proved that American audiences still preferred the hijinks of *Welcome Back Kotter* to the troubles of travelers crossing through fantastic lands to reach their home.

The fanciful premise marooned a group of survivors on an island in the Bermuda Triangle. Their goal: to reach a shore named Evoland where they could be returned to their rightful time. What proved difficult was deciding which characters should be on the journey. In the original unaired pilot, Desi Arnaz, Jr., played a World War II pilot who crash-lands on the island and meets fellow travelers Scott Jordan and Dr. Fred Walters (both from 1977). "My role was based on a real-life lieutenant who disappeared in the Bermuda Triangle," says Arnaz. "My character encounters all of these pirates from the sixteenth century, and I had a big swordfight scene with actor Ian McShane." Shortly after the filming, Arnaz was cut from the pilot. "My part just disappeared," he says. "My footage is probably floating around Columbia studios somewhere. Call it the Columbia Triangle."

Writers Katharyn Powers and her then-husband Michael Michaelian were asked to rewrite Merwin Gerard and Ken Pettus's original script. "One of the problems was that the original pilot had too many characters," she says. "Our main contribution was adding Varian [the man from the year 2230]. In fact, one of the studio executives had reservations about giving the go-ahead to *Fantastic Journey* until she read the version with Varian. She fell in love with the character, and the pilot was accepted. This isn't to vitiate the work done by the original script workers. It was simply the total contribution of all the creative talents involved that made it work."

Varian was a peace-loving, articulate man whose futuristic spaceship crash-landed on the island. He befriends Scott and Fred, and the three join forces to find Evoland. "Michael and I had written an unusually long speech for Varian in the pilot where he describes who he is and what his world is like," recalls Powers. "We felt the speech established the thrust of the character. We were met with instant objection from everyone! We were told to cut the speech way down. In the meantime, our speech was what they used to audition Jared Martin with. When Jared read the speech, everyone was deeply moved. The speech stayed. I was privileged to meet Jared on the set. He was absolutely perfect in the role. A role like this doesn't come along very often,' he told me. We also had a chuckle over the infamous long speech by Varian. I thanked him for making it work. He thanked me for writing it."

It still took some juggling to come up with the right character combination. In the second episode, "Atlantium," Liana joins the travelers. Her father was a descendant of the lost people of Atlantis; her mother was an extra-terrestrial. Katharyn Powers made the contribution of Sil-L, Liana's telepathic cat. In the third episode, another important character was added: Jonathan Willoway. "In the original script," says

story editor Dorothy Fontana, "Willoway had been totally evil. He was destroyed in the climax of the story. I rewrote the script and made him into someone who was merely manipulative and not entirely trustworthy. As played by Roddy McDowall, he was very compelling. He became the fifth and last character added to the group. It took us until the third episode to establish all of the regular characters. From then on, we ~had to start working out their relationships to each other. The growing relationships and humor between the characters were partially effective."

"The addition of Roddy McDowall was a real coup," adds Powers. "He's a superb actor, and he added a dimension of importance to the show." Now the five could begin their journey. "Bruce Lansbury envisioned the island as a honeycomb of different time zones," recalls Powers. "Past, future and present existed simultaneously. It allowed the writers to concoct the widest possible variety of scenarios." Every week, a blue glow would transport the travelers to a new time zone. The characters never knew what lay ahead. Powers' strongest memory of the series relates to rewriting the pilot. "We were all under a tremendous amount of pressure to get the script completed."

There was a scene on the beach, just after the scientists are shipwrecked, where one of the young women becomes hysterical. For some reason, the scene was a bitch to write. Around 3 a.m., Michael and I were exhausted. We had reached our breaking point with this scene. We couldn't make this woman's transition (to accept her predicament] believable. No matter what we changed, we hated it. We had a technique to break through such creative quagmires. We talked the scene through in an X-rated version. The absurdity of the technique really worked for us. We made the necessary changes that morning. However, we slipped the X-rated page into Bruce Lansbury's script (and only his!) as if it were a part of the final rewrite. Well, Bruce is one of the most able, creative producers I've ever worked with. He has a great sense of humor. He let us know that we had given him a good laugh. He kept that page after all these years."

"I remember one of the network people wanted to shoot that page," says Michael Michaelian. "Unfortunately, they didn't. But it was discussed appreciably ever after!" As a mid-season replacement, *The Fantastic Journey* was, in Dorothy Fontana's words, "rushed into production without enough lead time. I started with the show in early December 1976. At that point, only the pilot was in the can, and it was being re-cut. We had a few scripts on hand, but they had to be rewritten to fit the revised format, i.e., take out Scott's father, add Liana and Willoway. The show went on about a month after the staff was assembled and production began. As a result, we were constantly close to the edge. We were pushed to get scripts done, principal photography completed, film edited, scored and dubbed. We had to have answer prints ready to go on the air on schedule. It's not possible for people to do their best work under such hectic and pressured circumstances."

Story consultant Calvin Clements, Jr., says, "Fantastic Journey went by like a blur. Every day was like a sprint. Good science fiction is very hard to write. Most of what passes for science fiction is updated westerns or simplistic human allegories with people who have Martian sounding names like Og. When science fiction isn't good, it's frankly very bad. Most of the time they're not successful. *Battlestar Galactica* and *Buck Rogers* were both financial disasters. In *Fantastic Journey*, it became somewhat formalized. In terms of production, it was very ambitious. Any show that is visiting new worlds every week has to build that world. You can't just go out in the street and film it, unless it's one of those plots where they go, 'Hey, look! It's a mirror image of Earth!' That meant building the sets, dressing the people, and using optical effects. The budget went for making that razzle-dazzle effect each week. Every time they skipped over to another time zone, you needed the optical blip, and that costs money.

It was like building the land of Oz every week!" Clements enjoyed his stint, but *The Fantastic Journey* doesn't stand out as a particular memorable series. "As a young writer, I was just happy to get a job offer. It was an intriguing premise, and the creative people were nice. Bruce Lansbury is a terrific producer. The cast was fairly decent. Roddy McDowall's character was an interesting, spunky fellow. He was a kind of a pixiesh villain. Katie Saylor's character was fun. She had that eerie sensitivity for animals. Ike Eisenmann was a good young actor. He had done a lot of work at Disney. But audiences just didn't bite. There were never any Ike Eisenmann fan clubs. I don't say that with derision. The show may have had a look that people didn't like. We rushed to get those shows on the air. Some of the episodes shouldn't be held up as examples of our best work."

While *The Fantastic Journey* languished in the ratings, it did pick up a loyal core of viewers, as well as encouraging reviews from the critics. TV Guide urged viewers to give the series a chance before it was too late. Seattle Post-Intelligencer TV columnist Susan Paynter said a tear could be shed for *The Fantastic Journey*'s impending cancellation because "at least it tried to be different." "Every new series takes time to 'shake out' and find itself," notes Powers. "Fantastic Journey was doing that. If it had been given a chance, I think it would have run for a very long time."

"It had an awful time slot [Thursdays at 8 p.m.]," says Michaelian. "And the network was unwilling to give it a chance. The series' strength was that it had a pretty good cast. Roddy and Jared worked particularly well together. Roddy was excellent in an episode I wrote for him, 'Funhouse' (where Willoway is possessed by a

sorcerer."

"The series did not draw satisfactory ratings at any point in its life," reveals Fontana. "However, it began to rise in the ratings around the sixth episode. Publicity had begun to pay off, and audiences were discovering it. It took us until the fifth episode to find the full tone of the characters' relationships and strengths. The scripts began to improve steadily, and the characters became increasingly more interesting. Unfortunately, NBC began preempting the episodes with specials. This contributed to the low ratings. Under the circumstances, many episodes turned out quite well."

The character of Liana had to be written out of the last two episodes when actress Katie Saylor became seriously ill and had to leave the show. "Had we continued, another character, preferably another woman, would have been added to fill the niche vacated when Katie left," says Fontana. Many series don't resolve their premise when cancellation strikes, but Fontana recalls that producer Lansbury was interested in having a concluding episode. "He planned to have the characters reach the end of the island and find Evoland. Evoland was Bruce's creation. Drop the 'and' and it's love spelled backwards."

The quick cancellation dashed hopes of a final episode, although the second-to-last episode, "Riddles," provides the travelers with a stone that will guide them safely to their destination. For Jared Martin, who would later star in the 1987-89 series *War of the Worlds*, the character of Varian was a pleasant departure from the killers and drug fiends he had been playing up until that time. "I've been really boxed in by playing bad guy roles in series like *Switch* and *The Rookies*," he said at the time. "And when I'm not playing a heavy, I'm playing a reformed junkie like on *Columbo*." Today, the actor notes, "I see pictures of Varian and I'll say, 'Wow, he's like my son.' He was a dear character and it was a dear series. It died because of the furious and merciless economics of television. It was between *Welcome Back, Kotter*, the year John Travolta hit it big, and *The Waltons*. No show is going to last stuck in that atmosphere. We ran for only ten episodes."

Although there was a strong letter-writing campaign to save the show, NBC's decision was final. "I don't think we were given enough time," concludes Martin. "NBC at that time was a very weak network [in terms of programming] and they didn't want to pour money into a show that might or might not be successful."

CAST NOTES

Jared Martin (Varian): Born 1941 in New York. Martin played Dusty Farlow in *Dallas* (1979-82) and starred in the syndicated *War of the Worlds* (1987-89).

Roddy McDowall (Willoway): See *Planet of the Apes*.

Katie Saylor (Liana): Born 1951. Growing up in Connecticut, Katie dreamed of being an actress from the age of four. Her movies included *The Godfather* (1972). "Katie became seriously ill during the filming of *The Fantastic Journey*," recalls writer Dorothy Fontana. "She had to leave the series. To the best of my knowledge, she has not worked as an actress since."

Carl Franklin (Fred): This young black actor turned to directing in the 1980s. His film *One False Move* (1992) received critical acclaim.

Ike Eisenmann (Scott): Born 1962. As a child actor, he starred in the Walt Disney film *Escape to Witch Mountain* (1975). He was also Scotty's ill-fated nephew in *Star Trek: The Wrath of Khan* (1982).

WR. Michael Michaelian, Kathryn Michaelian Powers and the story editor, D.C. Fontana, Robert Hamilton.

DIR. Andrew V. McLaglen (pilot episode), Vincent McEveety, Alf Kjelin, Virgel Vogel, Victor French, David Moessinger.

EPISODES: 10 **YEAR MADE:** 1977 **COUNTRY:** US **SEASONS:** 1

BRUCE LANSBURY PRODUCTIONS IN ASSOCIATION WITH COLUMBIA PICTURES TELEVISION

CREATOR: BRUCE LANSBURY

TYPE OF SHOW: DIMENSIONS

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER: 03/02/1977

AIR DATE OF LAST EPISODE 16/06/1987

SEASON DATE BREAKDOWN:

FILMS:

Varian JARED MARTIN, Dr. Fred Walters CARL FRANKLIN, Scott Jordon IKE EISENMANN, Liana KATIE SAYLOR, Dr. Jonathon Willoway RODDY MCDOWALL (from ep. 3), Main Titles Narrator MIKE ROAD.

RELATED SHOWS:*BATMAN (1966)**WAR OF THE WORLDS*1 - 1 *VORTEX*

A group of scientists sailing the Caribbean are shipwrecked after entering a strange green mist. They do not know the island they are stranded and cannot explain why the land holds all kinds of different plants and animals that don't belong together (its like being in a zoo) two of the group tried to get to the shipping lanes in a small dingy to flag down help but died in the attempt they washed a shore the next day. Unknown to the rest of the group they were being watched by an Indian and when they traveled inland the Indian followed. when the Indian made himself know it was to fix a broken arm of the Capt. then lead the group to a cave for shelter where the group found a mummy and hieroglyphic's that don't belong together and also looked freshly painted that morning the Indian left as the group slept but young Scott woke and followed learning that he wasn't an Indian but a man from the 23rd century named Varian and he explained about the island and how he crashed here himself meanwhile 3 of the group Fred, Capt. Ben and Jill were being captured by strange what appear to be sixteenth century privateers, who still believe it is the sixteenth century. Scott's father Paul and Eve met up with Varian and Scott and work out a rescue plan Capt. Ben died from a snake bite while trying to take some of treasure with him but the rest escaped and started to head east and hopefully home

Wr Michael Michaelian, Katharyn Michaelian Powers**Dir** Andrew V. McLaglen1 - 2 *ATLANTIUM*

They move on to find an advanced city called Atlantium, whose citizens promise them a way home via a time machine - Karen Sommerville, Susan Howard Scott Thomas arrive at the city first and are sent home, but the leader of the city "The Source" has a plan for the others, he is growing weak and needs one of there bodies for reenergizing. when Scott Fred and Varian arrived at the camp after going back to pick up there gear they found it empty but Rhea is waiting there to lead them to the city of Atlantium. Once there they are told that there companions have been sent home already. Scott took this hard for he didn't think his dad would leave him but a note from his father explained his reasons and that he would be seeing him soon. they were than told by Dar-L tat the transfer generator had shorted out with the others transfer but will be fixed soon. after the evening meal Dar-L asks Scott if he would like to go see some of the games in Atlantium. he agrees not knowing that he was the one chose to reenergize the source in the hall of dreams Scott is soothe into sleep and a double is made. Mean while the beautiful half alien/half human woman named Liana, seeks out Varian and warns him of the sources plans for Scott. Varian tells Fred and they go looking for Scott. Dar-L brings the double to them the double has instructions to lead Fred and Varian off the next morning and terminate them. Varian touches the double and senesce something is wrong when the double throws Fred 10 feet Varian gets out he healing tool and makes quick work of the double Liana comes to get them and leads them to the real Scott who is saved in the nick of time Liana then joins the travelers along with her cat.

Wr Katharyn Michaelian Powers**Dir** Barry Crane1 - 3 *BEYOND THE MOUNTAIN*

A strange red storm cloud separates Liana from the rest of the group where she is found by Jonathan Willoway (Roddy McDowall), a noted scientist from Earth in the 1960s Meanwhile Varian, Fred and Scott find themselves in a swamp where they meet green-skinned aliens, and help to cure their leader from a malaria type disease. They learn that these people used to live beyond the mountain. Willoway drove them off by turning their helpers, which are in fact androids, against them. Willoway now a bit lonely with only androids for company decides to make Liana his wife. He sends the androids to make sure Varian, Fred and Scott don't interfere with his plans. One of the androids (Cyrus) develops feelings for Liana and when Willoway states that if Liana doesn't stay with him he would kill them all, Cyrus destroys the androids power source. Jonathan Willoway is defeated and even after saying he would kill the travelers, they allow him to join them.

Wr Howard Livingstone**Dir** Irving J. Moore1 - 4 *THE CHILDREN OF THE GODS*

The group comes across an ancient Greek temple and decides to make camp for the night. While scouting the area Varian and Fred see a boy fall and take him back to the camp site when the boy wakes up he is terrified of the adults but seems to trust Scott a little more then the rest with the help of Varian's healing device the boy falls asleep during the night the boy wakes up and decides to leave while the group is asleep but Scott wakes up and follows him a short distance away both Scott and the boy are captured by

the boys people who turn out to be all children who happen to hate and fear adults and who also have a deadly weapon inherited from the adults that ran the colony before they were wiped out by war. While the group searches for Scott, Willoway is found by a group of the children as he is leaving the temple (an act punishable by death) and brought to the city. In the mean time Varian Fred and Liana arrive at the city demanding Scott be released to them Now the children have no intention for any adult to live or give them orders anymore.

Wr Leonard Katzman

Dir Alf Kjellin

1 - 5 *THE DREAM OF CONQUEST*

In the next time zone the group witnesses a group of soldiers hunting a creature (The Neffring) both from another world. The Neffring is caught and so is our group they are taken to a nearby city where it is learned that their leader Luther is very ill. Nikki the son of the leader asks if any of the travelers is a doctor and Fred and Varian see what they can do to help. Willoway learns from Lara of a plan that second in command Consul Tarant has to invade the other time zones upon the leader's death and offers to play spy for her to learn where the troops are stationed. It gets a little hairy when it is learned by Consul Tarant that not only have Fred and Varian find out that Luther was poisoned by Tarant's brother but also of Willoway's spy game.

Wr Michael Michaelian

Dir Vincent McEveety

1 - 6 *AN ACT OF LOVE*

After an injection of a love serum, Varian dreams of a woman then meets and marries her but he is unaware that after the service he is to be sacrificed by his wife's people to appease their God. The rest of the group goes on ahead. Only because Scott returns to give Varian a present this is found out and he rushes back to get the others. But during the sacrificing ceremony Varian's new wife jumps into the fiery pit in his place devastated by the loss Varian uses his mental powers to destroy the temple so no more sacrifices can be performed the others arrive and pull him and the rest of the people out of the temple before it all crashes down around them.

Wr Richard Fielder

Dir Virgil Vogel

1 - 7 *FUNHOUSE*

The travelers come across a carnival and take up an offer by a sorcerer Appolonius to try his fun house, only to discover his other plan which is to steal Willoway's body for himself and Liana's and Fred's bodies for his 2 companions. Fred and Liana are caught awaiting the takeover of their bodies while after Appolonius enters Willoway he tries to persuade Varian and Scott to meet him in the next zone telling them that Appolonius will tell only him the secret to Eviland and the doorway back home but Varian sees through Appolonius's plan and fights his will to help Willoway to escape from him. Fred and Liana escape and show up in time to watch the showdown.

Wr Michael Michaelian

Dir Art Fisher

1 - 8 *TURNABOUT*

Liana is captured by a group of men who treat women as slaves, the travelers become involved in her rescue, but things don't go to plan as the woman has already taken care of the problem by using the complex computer to transport the men to a holding cell. They offer a place for Liana but as they are male, consider them a problem as well, but because of their behavior to Liana they see a difference in them and decide to use them as (breeding stock) the queen orders them to be given a poison in their meals that will act as a leash of sorts for once given the poison won't affect you unless you stop taking it. Scott gets a sample of the poison and Fred escapes to retrieve his medical kit left behind at their camp by the river. He is chased by Connell but helping her after a bad fall she decides to help him and his friends. In the mean time Queen Halyana has another problem the complex computer develops a mind of its own and starts to take over the city. Queen Halyana asks Willoway to fix the computer when he tells her he can't she withholds Varian and Scott's food and they begin to feel the effects of the poison Fred develops an antidote and since the complex is the more dangerous of the two they all band together to defeat it.

Wr D.C. Fontana, Ken Kolb

Dir Victor French

1 - 9 *RIDDLES*

A mysterious rider comes to the group with a riddle that tells of a stone which is a key to lead them home to Eviland. He says to follow the runner Kedryn for he will lead them to the house below and in a hall of echoes they will find the stone but be warned nearing you see with other eyes in holding things alter shape and size in giving you win the prize. And off the rider goes just as they see a man running Fred and

Varian take chase during this chase Kedryn makes a rock slide happen with his mind. the chase leads to a house in a valley (the house below) they go back for the others and bring them to the house where Kedryn and Krysta welcome them during dinner a storm starts outside and when the lightning strikes Scott sees an old man where Kedryn is sitting he is unsettled and later tells the others what he has seen (approaching seeing with other eyes) so the next day Willoway plays sick. while Fred and Scott keep Kedryn and Krysta away from the house horse back riding, Varian and Willoway search the house and grounds. they all find there way to the hall of echoes Scott and Fred when Scott's horse is spooked (Kedryn's doing) Willoway through a passage in the house and Varian through a trap door in an out building Willoway finds the stone but is sealed in a block of ice Fred and Scott meet up with Varian and they send Scott back to the house to look for Willoway. He doesn't find Willoway but finds that everything in the house has aged 50 years. (In holding alter shape and size) mean while Fred and Varian find Willoway in the block of ice Varian used his healing tool to thaw him out. They rush back to the house to find scott.and are amazed to find the state of the place. As they pack up there things they each find themselves in there own nightmares Varian realizes what's happening and yells to the others that it isn't real to think only of each other to break the spell it works and they leave the house on the way out they meet the old Kedryn and Krysta they're told that the stoned given them the illusion of youth for that is what the people of there land valued most but the travelers made them see that what they had now was real and when Varian offered them the stone back Kedryn refused saying it was their now (in giving you win the prize).

Wr Kathryn Michaelian Powers

Dir David Moessinger

1 - 10 *THE INNOCENT PREY*

The travelers are awoken by the sound of a crashing space ship. But not just a space ship a prison ship during the crash one of the prisoners (York) gets loose and kills the pilot and then frees the other prisoner (Tye) who is injured during the crash but semi conscious. Thinking the copilot was dead they leave the ship and run into our group who had run to see if they could be of help. they take them back to there camp where Fred takes care of Tye they invite the 2 to join there party in the trip to Eviland and the way home not knowing of there criminal past. The next day they come to a community of innocent for they know nothing of thieves or murders all is open and everything is shared. Rayat the leader offers the travelers a place to stay while Tye recuperates and even to join their community if they chose to. when Scott asks Rayat's daughter Natica about the stone in her necklace she shows them that they have the power (with the help of a magical orb) to change strawberries into diamonds rubes and emeralds. This had York's attention and he starts making plans. its at this point where Willoway sees York and follows him to have a chat about his space craft he sees York talking to someone dressed like him and thinks its Tye so he leaves them alone and wanders back inside and asks Fred if Tye should be out of bed yet. Fred says he just left Tye in bed and didn't know what he was talking about. this makes Willoway suspicious and starts on an answer finding mission. In the mean time its the copilot that York is talking too and what Willoway didn't see was York killing him with a lazier pistol that night Willoway takes Varian to the ship to have a look around and they discover that York and Tye are prisoners. We learn that the recovering Tye may be a thief but not a violent prisoner like York he is likable and makes friends easily with Scott and Natica. Early the next morning York takes Rayat's son Roland away from the house to try to get the secret of the orb from him. As Varian and Willoway try to tell Rayat about York they hear a cry and see Roland's body being brought back to the village. Rayat cant believe that anyone could take another mans life and believes York's story of an accident but the travelers know the truth and plan to do something. Tye better now is worried about his new friends and the hope of getting York away from there convinces York to leave with him. Scott hearing that he's leaving ask Tye why he was going with York and figures out that Tye is doing it to save them he hurry's away to tell the others but York hearing there conversation kidnaps Scott and uses him as bait to lure the others to the space ship which he rig's to explode. With Tye's help they save Scott and go after York who now is holding Natica at gun point trying to get the secret of the orb from Rayat. To save his daughter he gives York the orb and the travelers are in time to see York turn into a baby for only the innocent can use the power of the orb

Wr Robert Hamilton

Dir Vincent McEveety

FANTASTIC MAN



As a young boy, Fredo lived happily in the province with his parents Danny and Linda, together with his Lola Cedes, until his simple life was shattered when a group of armed bandits abducted his father and killed his mother. Fredo was raised alone by his Lola Cedes, who eventually turned senile and got lost when they moved to the city. In search of his Lola Cedes in the cruel city, Fredo meets new friends but also has a close brush with death in the hands of a ruthless syndicate. Left almost lifeless from a deadly beating, Fredo is rescued by Prof. Manalo, a scientist who invented the healing machine called the Regenerator. Fredo becomes the first "guinea pig" of the breakthrough healing machine and surprisingly acquires super-human powers. This fateful experience transforms the once helpless Fredo into an invincible crime-buster with extraordinary abilities and power.

Fantastic Man is a television serialization of the box office movie with the same title. The series originally starred by Vic Sotto stars Mark Herras as Fantastic Man with Ryza Cenon and Jackie Rice. The series refurbishes and reintroduces Fantastic Man as a crime-busting superhero.

Character History

Fantastic Man is a fictional superhero character popularized by Vic Sotto. The character debuted on the 2003 movie with the same title produced by OctoArts Films and M-Zet Productions. It was actually part of the Metro Manila Film Festival - and was that year's topgrosser.

The concept of Fantastic Man came about when the movie producers failed to bought the rights of Lastikman from the Ravelos. Lastikman was actually their entry to the 2002 Metro Manila Film Festival and was that years' topgrosser, thus they were forced to do a sequel due to its success. The reason why they failed to buy the rights is because the heirs of Lastikman creator Mars Ravelo demanded 1.8 million pesos (around US\$32,727 that time) for the sequel. In the Lastikman (2003 movie) which realunched and brought the character back to limelight, the heirs only demanded 130,000 pesos (US\$2,363), they even gave 500,000 pesos (US\$9,090). The rights for the movie went to Viva Films. Meanwhile, Michael V. and Chito Francisco came up with a new superhero story bringing birth to Fantastic Man.

The costume of Fantastic Man in the movie was designed and made by the special effects team of T.A.P.E. Productions boss Tony Tuviera. While the costume of Diabolica (the main villain in the movie -- Ara Mina's character who was named after her role/name in the movie Super Ranger Kids in 1997) was the idea of actor Michael V.

Fantastic Man costume's color was Purple/Violet and Gold/Yellow, which represents Holiday season for the Philippines. Violet for puto-bumbong (Filipino native food) and in Christmas wreath violet/purple candle means loyalty to God. While yellow for bibingka or rice cake (Filipino Christmas food). Another interpretation was the color Purple represents justice while Gold/Yellow stands for power according to 1872 Mardi Gras by the King of Carnival, Rex.

Cast Information

Agent Belle

Belle is one of the top-ranking agents of PSI, a government organization that specializes in mysterious activities. When a mass disappearance takes place in St. Anthony University, it is Agent Belle who seeks help from Professor Manalo and Fantastic Man.

And as Belle becomes aware of the good that Fantastic Man does, she slowly falls for the superhero. A rivalry for Fredo's attention takes place between her and Wena.

Boss Elvis

Boss Elvis is a trigger-happy syndicate leader. He may not have superhuman abilities, but he will prove to be a

formidable enemy of Fantastic Man.

Budol

Budol is a con artist who uses hypnosis on his victims! An illegal dealer of pirated goods, he is one of the many villains that Fantastic Man will face.

Danny / Tadtad

Danny is Fredo's kind and loving father who was abducted years ago by armed bandits. He raised Fredo as a law-abiding citizen who will always look out for other people. Who he was, as Fredo remembers him, continues to color his son's decisions in the present.

After it was revealed that Danny is also Tadtad, Fantastic Man's most ferocious foe -- a fight between father and son allowed Danny to resurface and for the two to become reunited. Unfortunately for Fredo, Danny's life was taken soon after they reconciled.

Faith

Ana Leah Javier splashes onto your TV screens as the sexy Faith, assistant to Professor Manalo. When she first appears she might seem human, but she is really an android.

Fredo /Fantastic Man

When he becomes the victim of a random beating, Professor Manalo saves him and unwittingly turns him into the toughest crime-fighter on the land: Fantastic Man!

Kind-hearted, law-abiding and loving are just a few words to describe Fredo. He can also be described as having the tendency to be stubborn and clumsy. But after becoming Fantastic Man, Fredo had to learn to be more mature and responsible. Especially after his first love Helena died, and he wasn't able to do anything to save her.

With his abilities to change his form into any object, and his elasticity, there's not much that Fantastic Man cannot do -- so long as he doesn't get cold.

Gobo

Benjie Paras plays Gobo, a circus freak with an unnatural strength and an impossibly feeble mind. Gobo is the leader of a pack of midget-thieves posing as circus performers. He can crush rocks with the use of his head, bend metal with his bare hands and does other extreme acts.

Helen

Ultimate Female Survivor from the third StarStruck search, Jackie Rice plays Professor Manalo's niece, Helen. Raised in the United States, Helen is a soft-spoken girl who becomes interested with Fredo. She befriends Wena, but the two will become bitter rivals for the love of one man: Fredo.

Linda

Linda is the doting wife of Danny and caring mother of Fredo whom the family loses after a tragic event. Like Danny, her memories shape the roads that her son takes in the present.

Lloyd

Lloyd is a young Science professor from the University where the mass disappearance took place. With his knowledge in the sciences and his experience in the University, he will become a key ingredient for Fantastic Man and Fantastic Girl to defeat their new opponents.

But while helping their superhero counterparts, Lloyd is unwittingly destroying their personal lives when he becomes closer to Wena, drawing away her attention from Fredo.

Lola Cedes

Used to playing grandmothers to superheroes, Gloria Sevilla takes on another super grandma role as Lola Cedes, the woman who raises Fredo to be the man he is today. But the move to the big city becomes too much for the senile grandmother, and she becomes lost. Will Fredo succeed in finding her again?

Madame Tisay

Madae Tisay is a loud club owner who uses witchcraft to get her way. Madam Tisay is involved in prostitution and white slavery, and employs a coven of witches as performers for her club. She is another one of the many villains that Fantastic Man will fight against.

Ms. K

Nicole Anderson plays the mysterious Ms. K who works as a secretary-assistant to a secret foundation that is

Fredo thinks that even if he didn't have any training, he could still use his power to its full potential. But something happens and Fredo decides to ask Professor Manalo for training after all.

Professor puts Fredo through his paces. Is he ready for what is in store? He'd better be because he is about to face his first mission.

1 - 4 *TRY AGAIN*

After getting trapped in the Professor Manalo's regenerator, Fredo discovers that he has developed extraordinary abilities. Amazed by his new talents, he immediately rushes to Boss Elvis's hideout to save the kids. All this despite the Professor's warnings that his strength is not yet enough.

But Fredo proves Professor Manalo right as he fails to accomplish his self-imposed task. He returns to his house, agrees to be a superhero and undergoes strenuous training to improve his powers.

So while Fredo prepares for his mission, the Professor continues to research on his superhero-in-the-making. What else will Professor Manalo learn about Fredo?

At the same time, Fredo encounters his new foe, Singkit, who is in the business of selling addictive 'happy balls'. Can he do anything to stop this guy?

1 - 5 *FROZEN!*

Fantastic Man sends Boss Elvis to jail, but he can't rejoice just yet as another foe comes to the picture.

His name is Singkit and he manufactures addictive 'happy balls', which give its consumers an odd elated feeling and a remarkable singkit look. Once again, our superhero hurries to defeat the enemy, but Singkit finds a way to make our hero weak.

Professor Manalo revives him and studies the material that caused his sudden helplessness. While the professor is busy doing this, Fantastic Man sneaks into Singkit's warehouse to investigate. Unfortunately, the professor calls to inform him that ice causes his destruction at the exact moment he is hiding in a freezer!

The superhero is in danger, but who will come to his rescue? Will Professor Manalo be able to revive him again? And while all these problems are happening, another suspicious individual enters the scene. What is he up to?

1 - 6 *RIVALS*

Fortunately for Fantastic Man, he manages to escape Singkit's freezer in time to evade the attacks. With the Professor's help, he regains his strength and returns to the warehouse, where he succeeds in getting rid of Singkit and his 'happy balls' momentarily.

With the neighborhood Singkit-free, Fredo takes time to look for his grandmother with Wena's help. Fredo and Wena get along with each other well. And then Fredo meets Helen, the professor's lovely niece, and his attention become divided between the two girls.

Meanwhile, two more scheming individuals come into the picture. One man is determined to reveal Fantastic Man's real identity and have Professor Manalo build a regenerator. Another uses hypnotism to do evil things.

More horrible things now await Fantastic Man, but is he ready for it? And as Fredo sets his eyes on another pretty girl, will his care for Wena remain. And will Fredo's concern for Wena remain, now that he has set his eyes on another pretty girl? How will Fantastic Man, or Fredo, manage his personal life and civic obligations?

1 - 7 *UNWANTED ALLIANCE*

While Fantastic Man survives an encounter with Budol unscathed, Tikboy, Wena's younger brother, gets hurt by a gunshot. Wena rushes Tikboy to the hospital, where she expresses disappointment of the superhero - right in front of Fredo.

Fredo loses more 'pogi points' from Wena when he agrees to become Helen's escort in a Santacruzán. As a consolation, however, Fredo seeks Wena's advice when he looks for the right suit to wear for the parade. Wena is in bliss, but Fredo did not even realize he is the reason for her glee.

Meanwhile, Tadtad almost succeeds in forcing Budol into an alliance. Budol, however, refuses his offer and manages to escape his lair by hypnotizing his assistant, Miss K. Angered, Tadtad resorts to inviting

Fantastic Man himself into an evil partnership.

Presented with cold cash and other tempting offers, Fantastic Man almost agrees to ally with Tadtad. But goodness still reigned in the superhero's heart, and he adamantly refuses his enemy's proposal.

Tadtad burns with fury as he gets rejected twice. Using his back-up plan, he stuns Fantastic Man and moves to get to know the person behind the mask.

Will Tadtad find out who Fantastic Man really is? And if he does, will this be the end of our superhero?

1 - 8 *A SPECIAL VISIT FROM THE SUPER TWINS*

Tadtad realized that he can do so much more with the help of Budol. He tried to force him into an alliance. But when he realized he could not convince Budol to be his partner in crime, he locked the would-be ally up in a room. But the shrewd Budol managed to escape by hypnotizing Tadtad's assistant, Ms. K.

Angered, Tadtad resorted to inviting Fantastic Man into the partnership. He presented the superhero with cold cash and other great deals, but goodness remained in the latter's heart and he refused just the same. Irritated for having been rejected twice, Tadtad stunned Fantastic Man and vowed to find out who the person behind the mask is.

Unconscious, Fantastic Man lay helpless on the grounds of Tadtad's mansion. And just when all hope to save him from the evil villain was gone, two lovely super heroines came to his rescue. Fresh from their victory over Eliazar in Bayan ng Laro, Super S and Super T arrived to aid their fellow superhero and restore peace in his small town.

1 - 9 *THE GAYUMA*

Fantastic Man refuses to join the forces of Tadtad. This will anger the treacherous criminal. What will he do to our hero?

In the meantime, Wena finds a mysterious gayuma. Will this be the key to unlocking Fredo's heart?

Since our superhero is a lone ranger trying to save one man at a time, what happens when it's his turn to be in danger? Who will be there to save him?

1 - 10 *SUPER TWINS AND FANTASTIC MAN*

Who will save our crime-busting hero in purple when he is in danger?

No worries, the Super Twins will save the day! This Saturday, Fantastic Man will finally meet Super S and Super T.

1 - 11 *SURPRISES*

Fantastic Man landed on a truck of ice, which caused the temporary non-function of his body. Luckily, two lovely super heroines, the Super Twins, came to his rescue and took over his job of saving his hometown while he rested and got his strength back.

The superhero soon regained his strength, and with the twins, he toppled down the evil clown Gobo. With victory already at hand and his powers back, the Super Twins left Fantastic Man to deal with the bad guys.

Meanwhile, Helen is dead and Fredo could not help himself but blame himself for it. Professor Manalo consoled him, but the superhero still could not believe the love they shared had to be that short-lived.

But for now, Fredo has other things to put his mind to. Two scheming aliens wreak havoc in town as they look for a powerful grain and Fredo sees a man who looks exactly like his father, Danny. Even Wena is acting weird, much to Madam Celsa and Tikboy's worry.

1 - 12 *A SURPRISE*

A revelation that will change Fredo forever. A character from Fredo's past will come back to haunt his present existence.

Will Fredo be able to handle the truth?

What will he do?

Who is this person from his past?

1 - 13 *A NEW CHAPTER*

As a new chapter opens up for our hero, a new set of characters also starts to invade his already complicated life. Meet Lloyd Mendez (Patrick Garcia), a young professor who witnessed the abduction of an entire campus.

One by one the students return. What can they possibly be up to?

With new villains coming, our hero is in dire need of backup. Tank God Wena attains super powers and in a blink of an eye she becomes Fantastic Girl.

1 - 14 *NEW ACQUAINTANCES, NEW MISSIONS*

With the death of Tadtad, it should have been an already peaceful town for Fantastic Man and the rest of the community members. But with the arrival of new personalities in their place, the superhero is faced with a new set of challenges.

He first meets Lloyd Mendez, a young professor who witnessed the sudden disappearance of the students from a nearby university. Lloyd investigated on the matter, and found out the missing students do return – with a more mysterious look and extraordinary capabilities.

Amidst the challenges he is now faced with, Fantastic Man is blessed with a lovely and powerful ally in the person of Fantastic Girl. Endowed with the ability to fly and control the plants, Fantastic Girl – or Wena – teamed up with Fantastic Man to defeat all evil and make sure peace remains in their neighborhood.

What secret is Lloyd keeping, and how will these affect the town's serenity?

1 - 15 *AT LARGE*

Kate and Dexter, two of the students from St. Anthony University who disappeared, returned with extraordinary abilities that brought chaos to the town. Kate wreaked havoc with her ear-piercing and destructive scream, while Dexter had the power to make anything in his way explode.

Luckily for Fantastic Man, Fantastic Girl aided him in his mission to eradicate their new foes. The young professor, Lloyd Mendez, also offered his help as he foresaw what and where the enemies would attack next. He even relieved Kate of her dangerous powers upon her consent.

Fantastic Man and Professor Manalo are overjoyed to realize how powerful Lloyd is, but at the same time, were intrigued as they wondered where his abilities came from. What proved to be more mysterious is where he brought the eradicated powers to.

Meanwhile, Dexter remains at large as he refused Kate's offer to be healed. Upon confrontation, he escaped from Fantastic Man and Fantastic Girl and met up with his lord.

What is there to learn about Lloyd's personality? What can our superheroes do to defeat Dexter and his master?

1 - 16 *FANTASTIC DUO VS. ICE CANDY!*

With the ability to melt metal, Jopet (guest star Ryan Yllana) is proving to be difficult to capture for Fantastic Man. And even though the superhero's fight with the large student is not yet finished, another one of the abducted surfaces!

Candy Gonzales (guest star Arci Muñoz) reappears with the ability to turn anything she touches into ice. With this power, she becomes an unstoppable force when she goes against Fantastic Girl! But how can Fantastic Man save his sidekick when he knows what ice (or extremely cold temperature) can do to him? Is there a way the two can defeat the vindictive Candy?

Meanwhile, Lloyd Mendez (special guest star, Patrick Garcia) suddenly disappears. If the Fantastic Duo does manage to capture Candy, who will take her powers away when the University professor is nowhere to be found? Is there something more to Lloyd than what meets the eye?

1 - 17 *THE HEALING MAN*

In this episode, another battle awaits our two heroes as they try to protect the rest of the world from Ice Candy, a student who returns to earth with the power of Ice. Will our heroes be 'Iced' out? Or will they use Professor Manalo's new invention to defeat this new villain?

With the mysterious disappearance of Lloyd comes another suspicious emergence from one of the abducted students, Arman, who has gained the ability to heal. Is Arman on the side of good or evil? Will

he be able to help Fredo's grandmother?

1 - 18 *A GHOST FROM THE PAST*

Arman reveals his true intentions: to kill people and resurrect them as zombies. What will Fantastic Man and Fantastic Girl do?

With this revelation, another mystery will unravel in this exciting episode as Fredo and Wena finally discover the truth behind the abduction at St. Anthony University. Will they be facing their strongest enemies? Will they be able to defeat them?

A familiar face from Fredo's past returns and haunts our favorite hero. Who could this be?

1 - 19 *FOR THE GOOD, FOR THE BAD*

Fantastic Man almost succeeded in his battle with Ice Candy, until he revealed his secret weapon, Professor Manalo's 'therma-tab', to his foe. Ice Candy took the chance and turned him to ice, but Fantastic Girl arrived in time to immediately revive him.

With renewed energy, Fantastic Man relieved Ice Candy from her weird powers by sharing the therma-tab. Candy did not remember a thing about what happened, and a group of paranormal investigators took care of her.

While the Fantastic Duo rejoiced in Candy's coming back to normal, a guy named Arman appeared in Professor Manalo's doorstep and explained he had the ability to heal. Arman proved his claim by healing Lola Cedez's amnesia.

Arman was also another enemy disguised as a friend who can help, however. He took revenge on everyone who bullied him before, killed relentlessly, and even resurrected his dead mother. Another problem arises for the superheroes as Arman revives more corpses.

Why is Arman hungry for revenge? Can our superheroes stop him before he destroys the whole town?

1 - 20 *FOES AND ALLIES*

Tension erupted in the whole village as the corpses Arman revived attacked people and proved to be destructive. The PSI, a group of paranormal investigators in the country, tried to contain the situation, but the zombies were far more powerful than they were.

Things went out of control until an alien named Ivan stopped Arman and his followers by taking all their powers. Fantastic Man and Fantastic Girl were thankful for his help, but Agent Belle of the PSI was wary about his identity. In the PSI headquarters, she and other agents attacked Ivan, which made the extraterrestrial creature angry.

While the Fantastic Duo stopped Agent Belle from harming Ivan, the latter trespassed the headquarters' energy reactor and caused a greater commotion. The reactor overloads with power, putting the lives of everyone within the PSI vicinity at stake.

Fantastic Man, Fantastic Girl and Ivan tried to prevent a possible explosion but the power was too much for them to contain. Luckily, Professor Manalo arrived with Danny, who stopped the energy overload.

Fantastic Man is surprised to see Danny. After all, he is certain he saw his father perish in his last encounter with the enemy Tadtad. What is the mystery behind this man? How did he end up with the PSI?

1 - 21 *DEVELOPING AFFECTIONS*

The overflowing energy in the PSI reactor almost killed everyone in the vicinity if not for the Fantastic Duo and Ivan's gamble, and Danny 2.0's support. Fantastic Man thought it was his father reincarnated, but later realized it was only a clone. Nevertheless, Fredo developed an attachment to the clone, despite the warnings of Agent Belle.

More unusual things happen as Agent Belle started showing affection for Fredo. Fredo is surprised, and Wena becomes jealous. But is Agent Belle sincere with her acts of love, or does she have another motive for taking such steps?

Meanwhile, Bornok, one of St. Anthony University's students locked up in the PSI Detention Room, escapes. And because he is able to copy the appearance of anyone he encounters, he becomes another challenge to our superheroes.

How will Fantastic Man and Fantastic Girl deal with an imitative enemy? What can they do to prevent the damage he can cause?

1 - 22 *LLOYD RETURNS*

Bornok is not be successful in his plans to get the information he needs from PSI. Draxor calls on Elekrika (Sherilyn Reyes), another abducted teacher from St. Anthony University. Will she be able to find the information Draxor needs to totally eliminate mankind?

On the other hand, Danny 2.0's memory has returned, and he will remember how evil Tadtad is and will plan an all-out attack against PSI. With this in mind, Fredo will try to protect his father's clone from harm.

Another thing that will shock you this week is Lloyd's return.

1 - 23 *OLD FLAMES AND NEW LOVES*

The battle between Lloyd and Ivan (Marco Alcaraz) rages on! Now that Prof. Manalo is in a state of confusion, who will he believe: Lloyd or Ivan?

With Lloyd's sudden return, will his affection for Wena emerge once more? And If so, will Fredo be jealous, or will he find a new love in the form of Agent Vicky (Jewel Misch)?

1 - 24 *THE ALLY AND THE FOE*

Heated arguments sparked between Lloyd and Ivan as they both vie for the trust of the people in the PSI. Fantastic Man believed Ivan, while Professor Manalo sided with Lloyd. To solve their dilemma, PSI Agent Vicky suggested taking their powers.

Ivan was hesitant but Lloyd willingly agreed. But Lloyd had something up his sleeve to keep his powers to himself. So while Ivan succumbed to the power-taking procedure, Lloyd succeeded in keeping his abilities. This event fueled Ivan's distrust for Lloyd.

Meanwhile, PSI Agent Cortez got tempted by the force locked in the PSI power-absorption machine. Despite the Fantastic Duo's strict warnings, Agent Cortez stole the powers and misused his newly-obtained abilities. Fantastic Man dealt with Agent Cortez and Danny 2.0 helped him finish him off.

Now the only person capable of taking others' special abilities, Professor Manalo commissions Lloyd to absorb Agent Cortez's powers. Lloyd obliges, and Ivan becomes angrier as Lloyd gets more and more powerful. Even Wena gets threatened by Lloyd's overflowing strength.

Who is the real ally and the foe between Ivan and Lloyd? What are Lloyd's motives for wanting control over Ivan's abilities? Now that chaos looms as Draxor's plans come to full circle, who can really be trusted?

1 - 25 *FORGING ALLIANCES*

With Electrica's success, Draxor was able to locate the Grain of Life. Wasting no time, he immediately sent Electrica back to the planet to get the life-giving granule. She obliged, and certain that the Fantastic Duo will be on her trail, she found herself an ally to stop the superheroes.

In the PSI compound, meanwhile, Ivan succumbed to Lloyd's powers. While Wena is convinced Lloyd did it to protect himself, Fredo insisted he is harmful. Thus begins a heated argument between the Fantastic Duo as Wena defended Lloyd and Fredo believed he is up to no good.

Nevertheless, they all chased Electrica and raced her to retrieving the Grain of Life. Electrica tried to ward Fantastic Man off by blocking his path with an electric wall, but he gets through by absorbing the energy.

With Wena, Lloyd and Professor Manalo, he entered the portal to the Grain of Life. Fantastic Man stunned Electrica by returning her electric shocks, thus resulting to a power overflow; but it was Lloyd who finished her off as he absorbed her powers. Successful as they may be in eliminating Electrica, another problem loomed as the Grain of Life goes missing.

Will Lloyd's act of heroism finally make Fantastic Man believe he is the ally they always needed? Or will Fredo's insecurities with Lloyd and Wena's closeness only sow more hatred in his heart? And where can the precious Grain of Life be?

1 - 26 *RACING FOR THE GRAIN OF LIFE*

Electrica is dead, and the grain has gone missing. The superheroes wondered where the grain could be,

and got more surprised to find the mysterious statue missing.

Little did they know that the statue and the grain were one and the same. Excited with her newly-found environment, she roamed the streets and unconsciously hurt people with her overflowing strength.

The Fantastic team followed the Grain's trail, and the race intensified when Draxor sent another foe, Talim. Equipped with a hand as sharp as knife, Talim wreaked havoc in town as he looked for the life-giving seed.

With Lloyd's help, Fantastic Man eradicated Talim and won the Grain's trust. But when it was time for them to go back to the PSI compound, the Grain flew away from their company.

Where is the Grain headed to now? Will the superheroes ever get to protect the much-coveted life source when it purposely avoids them?

1 - 27 *THE GRAIN IS IN DANGER*

Fortunately for the Fantastic Duo, they were able to catch the Grain despite its attempt to escape. Fantastic Man eventually gained the Grain's trust after he saved her from outright danger.

Fantastic Man brought and kept the Grain in PSI's protective chamber. His closeness with her, however, made Wena wary of their relationship. Fredo thought Wena was jealous of them, so he assured her that he would not mind if she and Lloyd come to good terms. But will Fredo realize that Wena has feelings for him?

Meanwhile, Draxor has sent another ally to Earth to hunt for the Grain. He is Marco, and he is capable of turning himself into melted metal and seeping even through closed doors and small spaces. Determined to bring the Grain back to Draxor, Marco got into Agent Vicky's body and lured Fredo into helping her to move the Grain out of the PSI compound.

Marco's evil intentions eventually showed as he had the Grain in his hands. He stunned Fantastic Man and succeeded in bringing the Earth's seed of life to his commander.

What will happen now that Draxor has the Grain? Will Earth's life source simply succumb to Draxor's evil plans? Will any from the Fantastic team arrive to rescue the Grain?

1 - 28 *TAKING RISKS*

The Grain is surprised to find herself in Draxor's lair, and despite pleading for freedom, the enemy refused to let her go. She also realized that Agent Vicky wasn't her usual self.

Draxor shut the Grain in an electric chamber, and tried to force her to give the seed of life up. But she is reluctant, and Draxor has lost his patience. He commissions Marco to enter the Grain's body and get the Earth's life source, but it was to no avail as the Grain protected it from them.

Meanwhile, Agent Vicky regained her consciousness and immediately realized where she is. She looked for the Grain quickly and tried to escape with her, but Marco arrived in time to stop them and kill her.

In the PSI Compound, meanwhile, a new agent has taken over and she is known as Julianna. Together with Professor Manalo and Danny 2.0, the new agent studied how they can eradicate Marco, and they found out that it only succumbs to extreme heat.

Fantastic Man, Fantastic Girl, and Lloyd, on the other hand, scoured Draxor's hideout for any sign of the Grain. Fantastic Girl and Lloyd saw the Grain running away from Draxor, while Fantastic Man met Marco and proved that he is a determined foe. Danny 2.0 arrived to help Fantastic Man deal with Marco by sacrificing his life.

Fredo is aggrieved by Danny's loss, but he is certain he has a battle to win. Draxor hunted for the Grain and Fantastic Girl and Lloyd tried to protect her. The battle between good and evil has reached its climax, but the question still remains: who will emerge victorious?

1 - 29 *REVENGE*

Binhi will escape the hands of Draxor but she will have a surprising encounter with Lloyd. Will Lloyd convince Binhi to give him its power?

In the meantime, with the help of the new PSI agent Juliana, Prof. Manalo will finally find Draxor's home base. What will happen now that they know where to locate the main villain?

1 - 30 *THE RISE OF A NEW EVIL*

His encounter with Draxor proved only one thing, that Fantastic Man is no match to the alien intruder. Will Prof. Manalo and Agent Juliana be able to revive our fallen hero?

On the other hand Lloyd finally reveals his evil intentions towards Binhi, Wena will be affected by this revelation. What can Fantastic Girl do now that Lloyd already posses the power of Binhi?

1 - 31 *SUPER DINGS! PART 1*

In this two-part special, our fantastic hero will encounter the Super Dings, twins who accidentally gain evil powers.

On the other hand, Fredo plans to propose marriage to Wena but something's stopping him; what could it be?

1 - 32 *SUPER TEMPTATIONS*

After having successfully defeated Lloyd, the Fantastic Duo found the time to pay attention to their hearts' desires. Fredo and Wena professed their love for each other and their relationship went strong for two years.

Things took a sudden turn, however, when Wena envied Fantastic Man's commitment and mission to help the needy. Despite her love for Fredo, she turned down his marriage proposal, thinking he could never devote enough time to their relationship.

Meanwhile, two gay guys were tempted into committing serious crimes after they were promised the chance to be real ladies. Luckily, Fantastic Man arrived on time to stop them, and even Fantastic Girl came to his aid.

In the end, Wena decided it was best to understand Fredo's commitments since she was a superhero herself. Both agreed to get married, but will this plan work for the best as two new lovely antagonists show themselves to Fredo? Can Fredo avoid falling for a pair of sweet temptresses?

FANTASTIKIDS



Daniel, Diana and Don-Don are simple kids who live considerably normal lives in the town of Pulang-Lupa. Unknown to them, their mother is the keeper of a mysterious box in which the dreadfully evil entity Armana has been trapped for centuries. Their mother sacrifices her life to save them and, before dying, entrusts the box to the three siblings with the stern warning not to have it opened by anyone at anytime. Their lives change forever when someone opens the forbidden box and unleashes the evil Armana into the world. Armana begins possessing people and using them to accomplish her wicked plans. Faced with Armana's growing and strengthening power, Daniel, Diana and Don-Don have to cultivate their inherent powers to save the world from their atrocious nemesis. With the help of Mang Domeng, who is the keeper of the 'agimat', the three siblings discover their respective gifts and learn to develop their powers to help save the world from Armana's ruthlessness. Dondon has his cellphone which transforms into a powerful weapon and he is gifted with super-strength. Diana has her compact mirror where she can see the future and absorbs the villains created by Armana. Dondon has his towel which can heal wounds and sickness.

Three seemingly ordinary kids with extraordinary powers are about to change your Saturday afternoons. It all begins with an ominous box containing an evil power beyond human control. Are you ready for a new series with heart-pounding adventures to look forward to week after week?

GMA launches its newest adventure show, *Fantastikids*, on May 6. Saturdays will never be the same again as siblings Daniel (Marky Cielo), Diana (Isabella De Leon) and Don-Don (BJ Forbes) bring viewers into their engaging story of self-discovery, love and thrilling adventures. The siblings come together on a common mission to overcome a fearsome entity that is bound to spread evil and wreak havoc in the world.

Directed by Jun Lana and Zoren Legaspi, *Fantastikids* introduces Daniel, Diana and Don-Don as the kind of heroes anyone can aspire to be. They are simple kids who live considerably normal lives. Unknown to them, their mother is the keeper of a mysterious box in which the dreadfully evil entity Armana has been trapped for centuries. Their mother sacrifices her life to save them and, before dying, entrusts the box to the three siblings with the stern warning not to have it opened by anyone at anytime.

Their lives change forever when someone opens the forbidden box and unleashes the evil Armana into the world. Armana begins possessing people and using them to accomplish her wicked plans. Faced with Armana's growing and strengthening power, Daniel, Diana and Don-Don have to cultivate their inherent powers to save the world from their atrocious nemesis. With the help of Mang Domeng (Bodgie Pascua), who is the keeper of the 'agimat', the three siblings discover their respective gifts and learn to develop their powers to help save the world from Armana's ruthlessness.

Completing *Fantastikids*' cast are Jackie Rice as Princess, the girl Daniel will fall in love with; Melanie Marquez as Lucila, the kids' aunt and the only relative they have left to take care of them; and Ms. Sandy Andolong as Melinda, the kids' loving mother.

Ratings

Fantastikids replaced *Wag Kukurap* because GMA Network canceled the horror program due to being beaten by ABS-CBN's *Komiks*. "*Fantastikids*" is only beaten by "*Komiks*" in some occasions. But when ABS-CBN started to show *Komik's 3rd* presentation, *Da Adventures of Pedro Penduko*, *Fantastikids* is only beaten by only a small gap.

Jackie Rice's Suspension

Along with Iwa Moto, Jackie Rice was suspended for six weeks due to their bad habits like smoking cigarettes. They spoke about it and they decided to change their bad attitude and habits. Iwa is back to her regular shows, but Jackie was replaced by Glaiza de Castro; though Jackie won the "*StarStruck*" competition, Iwa is now doing better than her.

Fantastikids is a Saturday program on GMA Network. The show stars StarStruck: The Nationwide Invasion winners Marky Cielo and Jackie Rice.

But on the second season of the show, Jackie was replaced by Glaiza de Castro because of Jackie's scandals.

WR.

DIR. Jun Lana, Zoren Legaspi

EPISODES: 23 **YEAR MADE:** 2006 **COUNTRY:** PHI **SEASONS:** 2

GMA-7

CREATOR:

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 40 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** Tagalog

SEASON BREAKDOWN: (1) 20

DATE OF PREMIER: 27/05/2006 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Daniel MARKY CIELO, Diana ISABELLA DE LEON, Don-Don B.J. FORBES, Princess JACKIE RICE (1), Melinda SANDY ANDOLONG, Honey GLAIZA DE CASTRO, Lucila MELANIE MARQUEZ, Mang Domeng BOBBIE PASCUA, Honey GLAIZA DE CASTRO (2), Atoy FELIX ROCO (2), Bogs DOMINIC ROCO (2), Annabelle RYZA CENON (2).

1 - 1 *GAYUMA NI DIANA*

Diana (Isabela de Leon) joins a group of notorious girls, out of her desire to gain friends. But she soon notices that the boys of Pulang Lupa are uncontrollably lured to her, as if they have been magically entranced.

Daniel (Marky Cielo) starts to develop a crush on Princess (Jackie Rice), but Princess's persistent suitor, Richard (Paolo Contis), is hindering him from telling the truth.

What will happen to Diana? Will Daniel finally face the competition?

1 - 2 *TOTENG'S REVENGE*

Hunchback Toteng (Francis "Iking" Magundayao), who has been the butt of jokes for the longest time, discovers a magical top that will give him immense power and strength. But what if he uses his powers for revenge? Who will get affected along the way? Richard (Paolo Contis) tells Daniel (Marky Cielo) that he and Princess (Jackie Rice) are already together. As a result, Daniel loses his will to be strong for one of his siblings, who may be in great danger. Is Richard really telling the truth?

1 - 3 *KALIMA THE HUMAN CARABAO*

Daniel, Diana, and Dondon do not know that the evil powers of Armana have already possessed Lucila's body. Lucila summons Kalima, the human carabao, to help her steal the magical objects owned by her niece and nephews.

Meanwhile, Daniel still hasn't told Princess his true feelings for her, especially since he found out that Richard and Princess are already together.

Will Kalima and Lucila emerge victorious? Until when will Daniel hide his feelings?

1 - 4 *ARMANA STRIKES AGAIN*

Daniel has not been up to his usual self since he found out that Richard and Princess are together. He frequently neglects his chores in their store, causing his siblings Diana and Dondon to become irritated with him.

But Barbara, their newfound friend, seems to solve all their dilemmas. She's a tutor to Don-don, an older sister to Diana, and possibly a new love for Daniel. But little do these siblings know that Barbara is a product of Armana, and her evil powers are hidden in her hair that could kill anyone who interferes with her plans.

Will Daniel, Diana, and Dondon find out Barbara's secret before it's too late? Who else will become victims of Armana's atrocities?

1 - 5 *THE MYSTERIOUS MUSICIAN*

Daniel is now more determined than ever to win Princess's heart, especially since he found out that

Richard and Princess aren't really together.

But Richard comes into the picture again, and this time, he has amnesia, which causes Princess to have a soft spot for him. Little does Princess and Daniel know that everything is just Richard's act to get his girl again.

Meanwhile, a mysterious musician roams Pulang Lupa and kidnaps children. One of the victims is Dondon, Daniel's little brother. Will Daniel rescue Dondon in time despite being hopelessly love struck?

1 - 6 *DON'T FALL ASLEEP!*

Whenever Daniel, Diana, and Dondon are asleep, they are visited by a woman who threatens to steal their magical objects in their dreams. Little do they know that the evil Armana sent this woman to take advantage of the siblings' weakness because of their personal issues.

Daniel has not been his usual self lately, especially because Richard continues to pretend that he has amnesia, and Princess seems to believe him.

Meanwhile, Melinda's soul visits Domeng and warns him of the oncoming danger for her children.

1 - 7 *HENNA THE HUMAN CHAMELEON*

Daniel will be facing two major conflicts this Saturday! First is Richard, who is about to hear Princess's sweet approval, and second is Henna, the human chameleon sent by Armana. Henna has the power to impersonate anything and anyone she desires.

How will Daniel defeat the heinous Henna?

1 - 8 *DOUBLE TROUBLE!*

At last, Daniel confesses his feelings to Princess! Princess also finds out that Richard has been pretending to have amnesia all along.

But soon, another foe arrives in the form of twins Humberto Uno and Humberto Dos (Epi Quizon and Boy 2 Quizon), who have been sent by Armana. They kidnap Princess and bring her deep into the forest as an offering to Armana!

How will Daniel rescue his one true love?

1 - 9 *ANG HAGUPIT NI HAGORN*

The three siblings transferred to a house in Manila owned by the Damatan (Mga Dalubhasa sa Meligno at Anting-anting).

Tata Domeng, now the legal guardian of the trio, is part of the organization.

A new mission for the Fantastikids would be to infiltrate the videogame "Hagupit sa Hagorn," which affects anyone who plays it.

1 - 10 *THE DANCE MONSTER*

Fredo (Wally Bayola), who used to be handicapped, traded his soul to Armana for a chance to walk and dance again. There's a big problem, however: he steals the souls of those who see him dance!

To beat Fredo, Daniel has to challenge him to a dance showdown. Will Daniel out-dance the dance monster?

Meanwhile, Daniel will get to know Honey (Glaiza de Castro), who works as a garbage collector. Is this Daniel's second chance at finding love?

1 - 11 *ANG DIWATA NG DAGAT*

Something unforeseen and unwanted is about to happen to the Fantastikids!

The siblings can not believe that their mortal enemy Armana is still alive. This is the bad news brought to them by Deluvia (Iza Calzado), the fairy princess of the ocean.

Deluvia also has the crystal container that houses the mortal form of Melinda (Sandy Andolong). But before the Fantastikids find out how they can free Melinda from the phylactery, the malignant Alga (Ella V.) arrives on the scene.

1 - 12 *ANG MANYIKA NI MONICO*

Monico (Anjo Yllana), an evil doll maker, controls the minds of those who play with his creations. He orders his victims to kill each other, but Daniel and Diana get caught in the bloodshed!

1 - 13 *DANIEL DIES!*

Jolina Magdangal plays Genie-lyn, the jolly radio genie who grants Diana's wishes. But she warns Diana to watch what she asks for, because there will always be a consequence for every granted wish.

For instance, when Diana wishes for Armana's end, a new villain takes her place: Mudra (Teri Onor)!

But tragedy strikes when Diana requests her mom's freedom from the crystal trap. As a consequence, her kuya Daniel passes away!

Will the Fantastikids lose their kuya? How will Diana fix what she has done?

1 - 14 *ASKALON, ANG LALAKING ASKAL!*

With Daniel's help, Honey gets to have a dream date with Alberto (Marvin Agustin), the hottest actor around! But the dream becomes a nightmare when they find out that Alberto is really half-human and half dog!

What will happen to Honey on her date with Alberto?

1 - 15 *STEVEN SUGAL*

Steven (Joey Marquez) steals the souls of those who lose in his carnival games and he keeps them locked up in his magical cards.

Meanwhile, Tata Domeng, Diana, and Dondon come face to face with Armana when she attempts to retrieve her source of power from their house.

Will Armana emerge victorious this time?

1 - 16 *ANG MISTERYO NI SELYA*

A restless ghost wanders around an abandoned building. Daniel discovers that the spirit's name is Selya (Diana Zubiri). She was young woman who was waiting for her boyfriend Carlitos (Arthur Solinap) when death came for her. Even in death, the two have not been reunited. Another spirit named Ismael (Gabby Eigenmann) is in their love's way. He too wants Selya for himself, even beyond the mortal world.

How will Daniel and his siblings help these lost souls? And will the spiritual love triangle translate to Daniel, Honey and Bogs?

1 - 17 *HALLOWEEN HALIMAWS*

Tata Domeng fears Armana might attack again as Halloween nears. He presumes her followers might take advantage of the season, as the barrier between the mortal and paranormal world gets thinner during this time of year.

His dread comes true when Moña (Rufa Mae Quinto), a ghoulish dressmaker, shows up. Anyone who wears the costumes she makes become ghosts themselves. And she plans to wreak havoc in a town's Halloween party. The young superheroes will come to stop her, but what will happen if Daniel, Honey, Bogs and Annabelle accidentally wear Moña's creations?

1 - 18 *ANG SANIB NG MALIGNO*

Daniel defeats an evil force, but his good deed backfires when the force possesses him!

Waldo (Mark Herras) helps out the super siblings, but his friendly gesture is just an act! Will the Fantastikids find out sooner rather than later?

Honey, on the other hand, is willing to give up her life for Daniel. But what will she do when Bogs professes her love for her?

1 - 19 *TAONG DAGA*

Armana's forces are growing stronger! They've managed to enter the safe house of the Damatans and capture Diana and Dondon, while severely wounding Tata Domeng.

To heal Tata Domeng, Daniel and the others need to catch a Taong Daga and get its tail. But they are stopped by Roden, the Taong Daga's brother, who will do anything to protect the monster.

Meanwhile, Annabelle is starting to realize that maybe Honey is the one Daniel truly loves. And when Honey turns down Bogs, what could he be capable of doing in the name of love?

1 - 20 *ANG HULING LABAN NI DANIEL*

watch Daniel fight his final battle as he faces the most lethal of Armana's henchmen – Famine, Pestilence and War. Can Daniel save his mom, siblings and his girlfriend?

What will happen to Bogs' obsession to get Honey's heart? Will his defection bring him closer to his dreams?

FANTOMETTE

A teenage girl, Francoise, takes on the identity of costume crime fighter Fantomette to thwart the evil schemes of mad scientists such as Cynica, or super-villians such as "Silver Mask". Stories often rely on science fiction gadgets: cloning in *Fantomette et le Clone*, time travel in *Fantomette et le Passe Recompose* [Fantomete and the Made-up Past], mind control in *Prise de Tete pour Fantomette* [Headache for Fantomette], etc.

The series was based on novels by George Chaulet, in addition to his *Fantomette* series, Georges Chaulet is also the writer of a popular series of graphic novels featuring *Les Quatre* as [The Four Aces].

Sound Department - Daniel Banaszak boom operator, Other crew - Laurent Cavalier production administrator.

WR. Stephanie Barbier, Jean-Guy Gingembre, Patrick Hutin, Pscal Bancou, Christian Bouveron.

DIR. Christiane Leherissey, Christine Spiere

EPISODES: 21 **YEAR MADE:** 1992 **COUNTRY:** FRA **SEASONS:** 1

FR3 / EUROPE IMAGES / IMA PRODUCTIONS / PRODUCTIONS DU TROISIEME ETAGE

CREATOR: GEORGE CHAULET

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 26 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 15, (2) 6

DATE OF PREMIER: 23/10/1992 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Fantomette/Francoise KATIA SOURZAC, Boulette JUSTINE FRAIOLI, Ficelle SABINE FRANQUET, Oeil-de-Lynx BETRAND LACY, Navarin ARSENE JIROYAN, Cynica CHRSTINE REVERHO, Silver Mask BRUNO RAFFAELLI, Le Furet MICHEL CREMADES, ERIC LEBLANC, MARLENE BECK, The Mayor ROGER CAREL.

- 1 - 1 *FANTOMETTE ET LE CLONE*
- 1 - 2 *FANTOMEETE EST GIVREE*
- 1 - 3 *FANTOMEETE ET L'EAU ROUGE*
- 1 - 4 *FANTOMEETE ET LE SECRET DE LA COURONNE*
- 1 - 5 *FANTOMEETE CONTRE LE COLONEL X*
- 1 - 6 *PRISE DE TETE POUR FANTOMEETE*
- 1 - 7 *FANTOMEETE ET LA CARNIMOUSSE*
- 1 - 8 *FANTOMEETE ET LA MALEDICTION DE LA BAGUE SERPENT*
- 1 - 9 *FANTOMEETE ET LE PASSE RECOMPOSE*
- 1 - 10 *FANTOMEETE CHASSE GRADEE*
- 1 - 11 *FANTOMEETE ET LA PHOTO INTERDITE*
- 1 - 12 *FANTOMEETE ET LES HABITS DU CIEL*

- 1 - 13 *FANTOMEETE AU BAL DES EMPEREURS*
- 1 - 14 *FANTOMEETE ET LE TEMPS DU MAGICIEN*
- 1 - 15 *FANTOMEETE ET LE COLLIER DE TAHPSASKOU*
- 2 - 1 *FANTOMEETE ET LE VOL PARFAIT*
- 2 - 2 *FANTOMEETE ET LA FRAMBOISY CONNECTION*
- 2 - 3 *FANTOMEETE CONTRE METTOFAN*
- 2 - 4 *FANTOMEETE ET L'OS PREHISTORQUE*
- 2 - 5 *FANTOMEETE ET LE BROUILLEUR D'AMES*
- 2 - 6 *FANTOMEETE CONTRE LE MASQUE D'ARGILE*

FAR OUT SPACE NUTS



The show chronicled the adventures of a pair of somewhat incompetent space men who should have never gotten into space in the first place. Junior and Barney were members of the ground crew at Cape Kennedy placed in charge of loading the provisions onto a space craft. The craft was launched into space with the two aboard when the 'launch' button was pressed when the 'lunch' one should have been.

The ship landed on an uncharted planet where Junior and Barney met a weird looking furry creature with a horn on its head called Honk. Honk communicated with Junior and Barney through a series of honks and beeps. Episodes were either about Junior and Barney's attempts to repair their spaceship and return home or of their encounters with alien beings who just happened to drop by.

Far Out Space Nuts is one of the lesser remembered Krofft shows but stared probably the most popular actor of any of the shows: Bob Denver, TV's Gilligan. It was loaded with lots of slapstick but not much of the set and character glitz as most of the early Krofft productions. In fact it was so poor it was laughable compared to the early Krofft productions. This show was nothing more than adventure and slapstick boiled down to it's purest form and Denver and Mecca pulled it off the best they could considering the "monsters" on the show looked silly to even the youngest viewers. Interesting fact: Herman Zimmerman, background director for STAR TREK:THE NEXT GENERATION, designed the backgrounds for FAR OUT SPACE NUTS.

Far Out Space Nuts Theme Songs Lyrics

The spaceship is ready to chart the stars
To go where no one's ever gone
Flight preparations were almost made

Barney:
Breakfast, Lunch, I said LUNCH, NOT LAUNCH!!

Where in the world did the Spacesuits go
And how will they ever return
Now they got a home, where the strangest creatures roam
Honey's their to help them along

Step right up, take a look at the stars
You're leaving the world behind
Step right up, you won't believe your eyes
At what those Far Out Space Nuts find
At what those Far Out Space Nuts find

Episodes often co-written by series co-star Mecca, were slapstick comedies made to appeal to youngsters with such classic gags as the pie in the face. NOTE: The second season consisted entirely of reruns of first season episodes. Episodes may not be in order as broadcast dates are unavailable. The series was shown on CBS.

WR. Earl Dud, Chuck Mecca, Jack Mendelsohn, Dick Robbins, Duane Bole, Bruce Howard, Buddy Atkinson, Dick Conway, Ray Parker.

DIR. Welsey Kenney, Walter C. Miller, Claudio Guzman, Al Schwartz.

EPISODES: 15 **YEAR MADE:** 1976 **COUNTRY:** US **SEASONS:** 1

A SID AND MARTY KROFT PRODUCTION

CREATOR: SID AND MARTY KROFT

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER: 09/06/1975

AIR DATE OF LAST EPISODE 11/12/1975

SEASON DATE BREAKDOWN:

FILMS:

Junior BOB DENVER, Barney CHUCK MCCANN, Honk PATTY MALONEY, Lantana EVE BRUCE,
Crakor STAN JENSEN.

RELATED SHOWS:

STAR TREK: THE NEXT GENERATION

LAND OF THE LOST (1974)

LOST SAUCER, THE

ELECTRA WOMAN AND DYNAGIRL

BIGFOOT AND WILDBOY

WONDERBUG, THE

DR. SHRINKER

SIGMUND AND THE SEA MONSTERS

1 - 1 *IT'S ALL IN YOUR MIND*

Junior and Barney are taken to a planet ruled by a brain-controlling computer named G.A.L. 36-24-36.

Wr Dick Robbins, Duane Poole

Dir H. Wesley Kenney

1 - 2 *CRYSTALLITIS*

The boys land on Crystallitis, a planet populated by glass people. Junior is appointed the new king, but learns he'll have to be turned into glass to qualify.

Wr Earle Doud, Chuck McCann

Dir H. Wesley Kenney

1 - 3 *THE ROBOTS OF POD*

To rescue Princess Lantana of the underground city of Pod, the boys must retrieve a magic belt from the planet's evil ruler, the robot Mercurial.

Wr Earle Doud, Chuck McCann

Dir Claudio Guzman

1 - 4 *FANTASTIC JOURNEY*

A mad scientist makes the mistake of his life by appointing Junior and Barney as his assistants.

Wr Buddy Atkinson, Dick Conway

Dir Claudio Guzman

1 - 5 *TOWER OF TAGOT*

Barney and Junior are branded bad guys by a power-hungry tyrant, who has seen their arrival in his future machine and made them pawns in his bid to become ruler. While Junior and Barney are on another planet, he imprisons the beautiful Queen of the Serrians high in the Tower of Tagot. Naturally, the Space Nuts must come to her rescue.

Wr Chuck McCann, Earle Doud

Dir H. Wesley Kenney

1 - 6 *THE THREE SPACEKETEERS*

Mistaken for underground hero Junio, Junior is compelled to rescue Queen Helona of the planet Sporia from Troyak's crystal ball prison.

Wr Duane Bole, Dick Robbins

Dir H. Wesley Kenney

1 - 7 *FLIGHT OF THE PIPPETS*

Wr Duane Bole, Dick Robbins

Dir Al Schwartz

1 - 8 *BIRDS OF A FEATHER*

Junior and Barney arrive on the planet Vultron, inhabited by a race of bird people. The bird people capture the Space Nuts and force them to sit on an enormous egg until it hatches.

Wr Ray Parker

Dir H. Wesley Kenney

1 - 9 *DANGEROUS GAME*

Wr Dick Robbins, Duane Poole

Dir Al Schwart

1 - 10 *SECRETS OF THE HEXAGON*

Junior and Barney get tricked into trading their ship for a mysterious hexagon key that supposedly operates a duplicating machine, which can make the Space Nuts a new spaceship to get home.

Wr Earle Doud, Chuck McCann

Dir H. Wesley Kenney

1 - 11 *CAPTAIN TORQUE: SPACE PIRATE*

Wr Earle Doud, Chuck McCann

Dir Walter C. Miller

1 - 12 *VANASHING ALIENS MYSTERY*

Wr Jack Mendelsohn

Dir H. Wesley Kenney

1 - 13 *BARNEY BEGONIA*

Wr Bruce Howard

Dir Walter C. Miller

1 - 14 *DESTINATION EARTH*

Wr Chuck McCann, Earle Doud

Dir H. Wesley Kenney

1 - 15 *GALAXY'S GREATEST ATHLETE*

Wr Buddy Atkinson, Dick Conway

Dir Walter C. Miller

FARSCAPE



Astronaut John Crichton, on an experimental space mission, is accidentally hurled across the universe into the midst of an intergalactic conflict. Trapped among alien creatures wielding deadly technology and hunted by a merciless military race, Crichton is on an epic odyssey more spectacular than anything he has ever imagined.

The series has been written and created by Rockne S. O'Bannon, who was also responsible for creating the aliens on Earth saga ALIEN NATION.

Produced by Richard Clendinnen (line), Robert Halmi Jr. (executive), Brian Henson (executive), Kris Noble (executive), Rockne S. O'Bannon (executive), David Willis (consulting), Film Editing by Mark Perry, Production Design by Ricky Eyres, Art Direction - Julian Parry (supervising). Set Decoration Karen Murphy, Costume Design by Terry Ryan, Makeup Department - Lesley Vanderwalt (hair stylist supervisor, makeup supervisor).

Production Management - Helen Panchhurst production manager , Assistant Director - Adrian Pickersgill (first assistant director), Sound Department - Christian Bass (post-production sound), Ross Boyer (sound recordist), Cate Cahill (post-production sound), Peter Purcell (sound mixer), Angus Robertson (post-production sound), David White (post-production sound), Alex Wong (post-production sound).

Special Effects - Paul Butterworth (visual effects supervisor), Jamie Courtier (special visual effects supervisor), Dave Elsey (creative supervisor), Kriselle Gardiner (creative supervisor), Kevin Hunter (concept illustrator: Jim Henson's Creature Shop), Steve James (Co-3D Creative Director), James O'Connor (creative supervisor) & Guy Stephens (creative supervisor).

Stunts - Guy Norris (stunt co-ordinator), Other crew - David Birrell (post-production supervisor), Damian Bradford (Puppetry), Peter Coogan (executive in charge of production), Dave Cullins (puppetry), Royce Dunn (script supervisor), John Eccleston (puppetry), Maura Fay (casting: Australia), Alan Fleming (construction manager), Alan Green (post-production), Graeme Haddon (Puppetry), Jackie Hallatt (creative supervisor: Costuming).

Jonathan Hardy (puppetry), Margi Hoy (post-production), Ro Hume (executive consultant), Karen Jacobson (voice artist), Sharon Kune - casting: USA , Sally Lapiduss (creative consultant), Richard Manning (executive consultant), Sean Masterson (puppetry), Tim Mieville (puppetry), Michael O'Kane (head scenic artist), Julian Parry (supervising art director), Deborah Peart (post-production co-ordinator post-production), Henry Pierce (camera operator), Andrew Prowse (production consultant) and Richard Rees-Jones (gaffer). Patrick Rush - casting: USA, Fiona Schmidberger (production co-ordinator), David Shaw (grip), Sophie Siomos (production accountant).

The premise is simple. Set in the not-very-far-at-all-future, human astronaut John Crichton – played by Ben Browder of PARTY OF FIVE -- boards an experimental spacecraft, takes off from Earth, gets sucked through a wormhole, and finds himself nowhere near Kansas anymore. In the Uncharted Territories of outer space, Crichton joins a motley crew of alien escaped convicts bent on escaping the army of Peacekeeper aliens that would imprison them. And as if that weren't bad enough, Crichton accidentally kills the brother of this Peacekeeper alien leader, upping his status from "stranger-in-a-strange-land" to "stranger-in-a-strange-land-with-death-warrant."

Fine, right? He's safely on board this alien prison ship – which is, incidentally, a living ship named Moya with a mind all her own – with this group of ex-cons, who will welcome him into their merry band? The friendly spaceship crew's been done to death, FARSCAPE seems to say – let's see what happens if we dump our poor human into a group of people with their own agendas, who are not necessarily eager to adopt this outsider.

Have you seen the "blue lady" in the TV GUIDE ads? Bald, blue FARSCAPE masterpiece Pa'u Zotoh Zhaan

(played by Virginia Hey) is a priest of the Delvian race – a member of Moya's crew who appears at first gentle, kind, enlightened. Come episode 8, however, she's torturing birdlike creatures in an attempt to get in touch with her "dark side," in order to help one of her fellow crewmembers. And come episode 9, she's ready to cut the arm off one of her fellow crewmembers to sell in exchange for information on how to get home.

Which is not to say that FARSCAPE is a series about horrible torture, rather, it is a series about, as the producers put it, "reality." "This is the show the networks wouldn't produce," says David Kemper, Executive Producer. "It's almost like – the studios wouldn't have made THE BLAIR WITCH PROJECT. [The SCI FI Channel is a] network that deals with a very specialized category. And they can afford to put something on the air that appeals to their core audience. And because we have that freedom, and the Jim Henson company is willing to ride, and to encourage that, what we get to do is, we get to have one of our characters bite the arm of another character in anger, and swallow the piece."

Science fiction television frequently creates utopian universes, like we're used to seeing in the STAR TREK franchise and others. The creators of FARSCAPE set out to uproot this tradition, in favor of tropes more common in straight drama, where people don't always "all just get along."

"I think the tone of the show is, it's probably the most real science fiction show that's ever been done," Kemper continues. "The people behave [the way real people do.] People die on our show. It's real, it's tough, and yet we walk a line that [makes it] really entertaining."

The remarkable work of Jim Henson's Creature Shop clearly creates a sort of brand for FARSCAPE, with some of the most sophisticated puppets and animatronics you'll see on television.

"Rygel is one of the characters that I like to write for the most, which is weird because he's a puppet," says Harry Werksman, one of the show's writers (and former EON contributor). "I think it's because he's so amazingly realistic – I think that's also why the actors like to work with him – you have this thing and you think he's a living breathing creature."

"A descendant of Yoda," as O'Bannon describes, Rygel is an extremely detailed puppet with actual musculature in his face, allowing an expressiveness that lends immense believability to the character.

The character of Pilot, one of the series most impressive puppets, measures at almost 18 feet tall, and is operated by an entire team of puppeteers.

"What's amazing about Pilot is the absolute complexity that it takes to make him work, and that it works so incredibly well," says Werksman. "When you actually get to watch him work, there is one guy on each of his four arms – there's another guy working his eyes, there's another guy working his mouth...and this all comes off on screen like there's really a creature reacting to people in the room with him."

The predominance of the puppet-characters is a double-edged sword for FARSCAPE, because it's easy for it to be dismissed as a children's show. Kemper says that USA and SCI FI wanted to make sure that FARSCAPE didn't fall into that trap. He recalls, "Stephen Chao [President of Programming for USA Networks and SCI FI] said to Rockne, 'I want adults to find this show cool.'"

O'Bannon elaborates, "[Chao] didn't want a show that simply appealed to the sci fi audience, the audience that would naturally gravitate to a series like this. He wanted a series that would reach across the boundaries and grab people from another network and drop them in front of the SCI FI Channel. We're so proud of the show that we're doing, and everyone who sees it seems to click to it in a real big way. We need people to understand that this isn't a kid's show. "

This, of course, leaves a lot of people wondering just what it is they're looking at week after week. Ben Browder observes, "the hardcore sci-fi audience is trying to figure out, 'what is this show?' They're going, 'is it STAR TREK? Is it BABYLON 5?'"

"That's the way to get people," says Kemper. "You think you know, but you don't."

Werksman feels that what he thinks is really the strong point of the show is its unpredictability.

"What I think really appeals to our audience, once they find the bloody show, and what appealed to me as a writer is the fact that this show, unlike many other too long lived and too far entrenched shows is that it has no rules," says Werksman. "We're on the other side of the galaxy. We always start from the point of view of the aliens...and this is the light that we use to illuminate our characters."

With this dramatic structure and the unique circumstance of a single human among aliens, FARSCAPE also

offers moments of what Browder calls "humor at the height of drama." Crichton can always be counted on to throw in human pop-culture references that the aliens he's with simply don't get. Browder says, "if you've ever seen Macbeth you know the brilliance of Shakespeare because at the height of the tension – Macbeth has slaughtered Duncan – he comes down the following morning and someone goes 'how was your night, my liege?' and he goes, 'twas a rough night.' And the audience always laughs because the audience is in on the joke. And no one else is. And it's one of the brilliant conceits of FARSCAPE because the audience is in on the joke and they can see the references – they know that Crichton knows the references and they know that nobody else really gets it. And it's a beautiful thing to be able to play with."

Additionally, science fiction habitually leans toward the plot-based story – big effects, techno babble, gadgets and gizmos galore – whereas FARSCAPE strives to be more character-driven, focusing on stronger scripts and interesting dramatic conflicts rather than high-tech wizardry. However, shot in Australia with a budget the cast of ER wouldn't thumb a nose at, and feature-quality cinematography, FARSCAPE doesn't lack anything in the effects department either.

"Our vision...was to do a series that gives a hint of what television [would look like if] specifically made for television delivery systems of the [future]," says O'Bannon. "We didn't know initially [that we wanted to shoot in Australia]. We searched the world and...Australia was just the right place. There's this tremendous talent that doesn't know the boundaries between film and television."

"It's the most ambitious science fiction show ever done," says Kemper. "We are around the world. We've had accomplished thespians. We've had movie stars. It's so ambitious, it's so strong, it's so gritty and real -- it's so inventive. And it's 22 little features. Australia has no schism [between TV and film]. You just work. Our special effects team and our stunt team finished THE MATRIX and came on to our show. Our make-up people, our animatronic people came off BABE and came on to our show and a lot of them have gone on to MOULIN ROUGE. A lot of the other people are going on to STAR WARS [Episode 2]. Our production designer has worked with George Lucas. So what we've got is, these are feature people who have decided that they want to live in Australia for a year. They kick ass. And they've made 22 features. So we have the guy who won the equivalent of the Academy Awards in Australia deciding to direct four episodes for us instead of doing a feature."

With these effects, and the strong writers FARSCAPE has employed, the show is able to push the boundaries of science fiction, while remaining true to, and a shining example of, what it is that makes science fiction unique as a genre.

"Science fiction allows you to amplify and draw out traits of human behavior in a way that you can't do with straight drama," Browder says. "You do the 'what if' question, and you're allowed to do the 'what if' question on a large scale. You can play it as real. So what FARSCAPE does is what all science fiction does – it gives you the big 'what if', and then you try to play that [as both] very real and very entertaining."

Werksman agrees, saying that FARSCAPE uniquely poses the question "what if all the fantastic science [humans] have discovered and continue to discover every day works here in our corner of the universe but is not true elsewhere? What if we're children with a rudimentary knowledge of what else is out there and how it all works?"

In the final four episodes of this season, FARSCAPE gets a chance to answer these and more questions in some truly bizarre and wonderfully horrific ways. There are some great new aliens, including a character played by Ben Browder's wife, Francesca Buller, coming up in episode 21. Described by David Kemper as a "balls-out" performance, this character is what Browder calls "a dangerous critter," and, honestly, one of the weirder aliens you'll see on TV.

In the first two-part episode ever done on a SCI FI Channel original program, FARSCAPE will introduce a new villain, Scorpius, the inspiration for which came from STAR TREK's Mr. Spock. "[Spock was] smarter [and] stronger than any of the humans, and willing to play subordinate to Captain Kirk," says O'Bannon. "What if that were just subterfuge?" The character of Scorpius, in episodes 19, 20 and beyond, plays off of that question.

The end of the FARSCAPE arc that will begin in the final four episodes won't be concluded until the first two episodes of season 2, says O'Bannon. Stemming from FARSCAPE's love of "playing fast and loose with [conventions of] television itself," Kemper warns the audience to be prepared for some cataclysmic events in the end of the season. "We leave our [characters] in a place where some of them might not be around in episode one [of season 2]," he says.

FARSCAPE has already accrued an impressive group of fans and followers who are making their presence known, loudly and unabashedly, online. From episode to episode they criticize, argue about and extol this

show that has crept under their skins at Olympic speed. The 'shippers ask each week 'will he or won't he,' waiting for the moment when Crichton finally confesses how he "really" feels about the show's female lead, Peacekeeper Aeryn Sun (played by Claudia Black). The relationships evolving among Moya's crew are clearly achieving some sort of the "realness" the creators seek, and the fans are watching as this band, with awkwardness, and "gritty" imperfection, and a whole lot of bumping elbows, slowly becomes a family.

"Combine[d] with a lead character who...looks at something totally weird and fucked up and says, very realistically, 'what the hell is that?'," Werksman catalogs some of the most fascinating aspects of FARSCAPE. "Crew members with totally opposing agendas and world views. No science officers. No technical consultants to the show. No uniforms. No rulebook. This show allows us to do whatever our twisted little minds can come up with. That's its biggest appeal. A viewer is likely to see some of the weirdest, most creative and challenging characters and situations out there on TV today."

The series was first shown on BBC2 in the UK in the 6.25pm early evening time slot, two weeks after it was originally scheduled to be shown. Its UK broadcast began in November 1999.

The history of Farscape goes back several years. Created by the writer of the Alien Nation movie, Rockne S O'Bannon and developed by the Jim Henson Company, it finally went into production and debuted in the US in the Autumn of 1998. Now Farscape is getting its first run in the UK, and the episodes currently being shown on BBC2 are a pretty close match to the original idea. "It hasn't changed that much, in fact," says Peter Coogan of the Jim Henson Company. "The basic premise of a guy who the audience could identify with and has these pop culture references. Ben Browder, the guy who plays John Crichton, is very funny, a lot of those he drops in himself. The show's idea centres around an experiment going horribly wrong and him ending up on the other side of the Universe on a prison ship, that was basically the premise. I-had to embellish that and develop it, obviously came in over the years."

Pete has been with the project since the early days. He saw through much of the development, was instrumental in selling the idea to co-producers The Sci-Fi Channel in the US and Nine Network Australia, then was on set for the first season as Executive in Charge of Production. Despite the amount of work that went into Farscape before going in front of the cameras, he believes the episodes get stronger as they go along. "That's the great thing about how it was written. We didn't have 22 scripts going into it. You can shoot it that way and from an analytical statistical point of view, it makes a lot of sense. But from a creative character development point of view, it makes no sense whatsoever. Because we're working with an organic group of characters and cast and crew and you find out what works well together and what dynamic evolves during the show. I firmly believe that the show goes from strength to strength and really develops into great Sci-Fi drama, [especially with] the way Crichton develops and doesn't quite handle the environment. As human beings, how would we be if we were in a totally alien environment? How would we handle that? Could we handle that? Maybe you close down totally and go inside yourself and don't exist anymore. Crichton is able to respond to it with tongue-in-cheek humour, but at the same time he never actually fits in. I think that comes through in the later episodes, which is refreshing."

The series was filmed in Sydney, mostly because of the involvement of Nine Network Australia. Other reasons for basing the production there was the type of locations that can be found in Sydney and the relative cheapness of filming in Australia. Science Fiction, especially when it involves elaborate aliens, far off planets and Space-bound action, is always expensive to produce, but Pete shrugs off any suggestions that their ideas were limited by the budget. "It's a bit like having a pallet of colours and you've only got so much red and so much blue and it's how you utilize those resources," he says. "You can draw a picture that no one wants to look at and then again you can draw something that looks absolutely terrific and people want more from you. Hopefully, we've done the latter. You'll always hear from everyone on a production that they want more money, but I think we have a great creative crew. Our production designer, Ricky Eyres, who is British, was just amazing with what he was able to get out of his art department budget. The CG [computer graphics] was fabulous. The way the crew operated brought out some great ideas and I think that comes from having limited resources. If money is not an issue I think creativity, to some extent, gets stifled, because you can do anything and can continue to do anything. You need a parameter. And that's definitely how it was on this show."

The many aliens that appear in Farscape have been created by the Jim Henson Creature Shop. Some of them, like Rygel and Pilot, are puppets. It meant they were built in London and shipped out to Sydney where the puppeteers had to get to grips with them. "There's always some degree of learning as you go along because an animatronic character, like an actor, can evolve," says Pete. "What I mean by that is, what you think is going to work in the workshop [doesn't necessarily work] when you put it in situ in a swamp in New South Wales or in a studio. You find ways in which you adapt. But we were very lucky, the guys here in London, that's what they do, they build these fabulous characters and then we take a service crew out with us. We took, on the first season, seven people out with us from London and we hired local people in Australia. We took out a principal puppeteer to perform Rygel, but we picked up four in Australia as well. Another puppeteer, probably the best in the world, an animatronics guy called Matt Wilson, came out and helped us for the first seven or eight

weeks to find people and help train them up. So it was a natural transition for us to build a character, then find a way to adapt it and put it to work in the shooting environment. It wasn't without its challenges, but it was relatively straight forward."

For the aliens played by actors, it often meant a long session in the make-up chair. The two-and-a-half hours it took to transform Virginia Hey into Zhaan eventually came down to an hour-and-a-half with practice. It was slightly less for Anthony Simcoe, who plays D'Argo. "I remember when we first auditioned him, he had so much energy and enthusiasm and I kept saying to him, 'you could have a three-hour make-up every day' and he said, 'oh, let's do it, mate!' He just found a way of dealing with it. As did Virginia Hay who plays Zhaan. "I remember a guy towards the end who plays a character called Scorpius, Wayne Pygram, who has quite an intense make-up. He was a lovely, well-balanced kind of a guy, a guy who you'd quite like to go and have a drink with. But in the space of an hour-and-a-half when the make-up was going on, he'd become this evil character and you couldn't talk to him. He followed me off stage one day and he said 'Pete, is there a problem between you and I?' I said 'absolutely not, Wayne, I just don't want to break your character'. He said, 'I was worried sick, I thought I'd said something'. I didn't want to shatter the character because he was so convincing, even the grips and the electricians couldn't look him in the eye. It's part and parcel of that kind of job and the genre that you find a way to best schedule it and keep the actors' health and energy levels in the forefront of your mind."

Pete Coogan is now back in London, having set the series on it's way for the first season. But work is still going on back in Sydney where the second season of Farscape is being filmed, having been a hit in the US and Australia. It only now remains to be seen how it will fare in the UK.

A classic fish out of water story, Crichton is from the Earth and slingshot untold light-years in another part of the universe. In the Sci-Fi Channel series Farscape, Astronaut John Crichton thought his latest mission into Space would be more or less routine until he was caught by a wormhole and dropped right in the middle of a battle. Now part of the crew of the living starship Moya, Crichton is just as much an alien as the creatures he meets, a true stranger in a strange land.

Crichton's alter-ego, Ben Browder, has a more rooted existence on planet Earth, but one with its own number of quirks. Born in Memphis, Tennessee, Browder grew up in Charlotte, North Carolina where his family owns and operates a NASCAR race car. As a younger man, he graduated college from Furman University in Greenville, South Carolina, but received his training in acting across the Atlantic at Central School of Speech and Drama in London. Although first appearing in stage productions, Browder branched into television and feature films. He made his movie debut in Memphis Belle and appeared in Neveda and A Kiss Before Dying. Although he worked in several TV movies and series, his highest profile role was as Neve Campbell's boyfriend in the hit series Party of Five.

Within the reality of Farscape, Crichton seems to wisecrack his way through situations where he's not quite sure what is going on. Although he's very smart and resourceful, it's all new ground to him, making it impossible to be completely secure. Like the character, Browder is quick with a quip and a joke, but he seems looser than Crichton, more incisive and quicker to laugh. Back in Hollywood to promote the Australian-based series, the actor is eager to expound on his affection for the show as well as providing insights into his character and the changes at work on him.

It's an exciting rime for Browder and the producers of the show. A successful first year leading into an ambitious second, the actor gives an idea not only of what he'd like to see with his character, but places it in perspective with where the character was. "When I'm doing a scene, the thing that I always try to keep in mind is to 'do what you do'. In other words, what would I do if I were really in this situation? That's the reality I give to John Crichton and it's something that hasn't changed since we began. Crichton is operating in an alien environment with the only tools he has - his wits, his skills, and his wit," he says, laughing. "He's literally just trying to stay alive for most of the first season; he's trying to figure out where the bathroom is! That's what he's about-trying to stay alive in all of this turbulent setting and looking for a way out."

Amongst Science Fiction television, Crichton is fairly unique as working counter to the traditional expectation of what a main character should be. Unlikely to storm into battle or draw a phaser this displaced human did not immediately give audiences a comfortable handle to get a hold of. "It was interesting to watch some of the early responses on the Internet to the character" Browder says. "People were trying to figure out why Crichton wasn't the super-confident hero that everybody's come to expect. If you met John under different circumstances, he would be more like that. And he was, too, at least until the point at which he stepped onto Moya and then all the rules changed. He becomes like Harrison Ford with his head in the snake pit." One of the hallmark characteristics of Crichton is his seeming inability to get through any situation without wisecracking. The fact that the references completely go past his crewmates doesn't stop him for a moment.

"That's the thing about the pop culture references; they're not gratuitous. And this is Crichton's coping

mechanism. He's always trying to define and reinterpret any situation into something from Earth. He might say, 'All right, this is Larry Curley, and Moe'. It usually happens in times of stress which is fantastic because from a dramatic point of view that's usually the best time for a joke. This joking is integrated into his character just as it's integrated into the scripts. "I'm always looking for opportunities to show that. Sometimes it works, sometimes it doesn't. When that happens, they mainly save my ass in editing," he laughs. "Of course, with technology being what it is, by 2001 Crichton will be completely CGI."

Every member of the Farscape cast has talked about the free exchange of ideas between actors and writers. Browder expands on the experience, especially when it comes to the humour that springs from his character. He and the writers have fallen into a good-natured rivalry in coming up with the best one-liners and quips for Crichton. "Sometimes I'll throw in variations which won't make the cut, yet these guys [the producers and writers] are great because they're obviously either watching the early cuts of the episodes or rushes because references that I throw in that don't make it turn up in the scripts a few episodes later."

Evolution Browder takes a sociological tact in explaining the kind of changes that Crichton begins to exhibit towards the end of the first year, carrying forward into the second. "As far as development of the character for the next season, I can honestly say that I've been very happy with what we've done this year. Crichton does change and evolve. In episode 16 [A Human Reaction], for instance, John Crichton kicks somebody in the head. There's no way he would have done that in episode one and that has to do with the fact that he's reacting to the environment he's in.

"The universe that we have him in really shapes the direction of the character and I don't feel that it's necessary for me to sit down with [executive producer] David [Kemper] or [executive producer and series creator] Rockne [S O'Bannon] and say, 'I want to push him this way or that way!' They're constantly pushing things in new directions and that includes the characters. Even if it's not a direction I might normally take, it's something I can work with. What happens as a result is really interesting and rewarding for me as an actor. They hand these scripts over and I go, 'I can interpret it this way or that way'. In that way I can kind of lay the seeds for any direction I want to go.

"For instance, I wanted to see John Crichton a little more competent and so I would play it that way. And, seeing that, they would write him more that way until in episodes 18 and 19 [A Bug's Life and Nerve], Crichton goes off in a completely different direction. The characters change much like we do in real life. Science Fiction traditionally accentuates the conditions that we all live under in reality—you know what if the world were dominated by lawyers? How would that change our behaviour? It works the same way with Crichton to date and will continue to for as long as the series will continue."

With *Bone to be Wild*, Browder's experience on the show expanded from an artistically rewarding one to something of a family affair. The actor's wife, Francesca Buller, was a fellow acting student when they studied in London and it had never occurred to either one of them that she might appear in *Farscape*. That changed over dinner with Kemper and O'Bannon and the arrival of the script for *Bone to be Wild* some time later with a part that the producer realized she'd be perfect for. A talented actor in her own right, Buller played the role of M'Lee who Kemper says, "literally and figuratively kills." "She plays a character who - like many on *Farscape* - is not what she appears to be at the beginning. She's an especially dangerous critter as far as Crichton is concerned."

Luckily, their behind the scenes relationship was a great deal more tranquil, though no less interesting. Browder reveals, too, an earlier professional situation that mirrored his wife getting the *Farscape* job. "I hadn't worked with her since doing *The Merchant of Venice*—the Broadway production with Dustin Hoffman - in which she played Jessica. It was my first major gig out of drama school and I remember she turned to the director and said, 'You should look at my husband'. And that's how I got the job so it was kind of interesting nine years later to be saying, 'David, you should look at my wife'," he laughs. "And she does a fantastic job. I also admired the fact that it was very difficult for her to do the show when she knows everybody socially and they only know her as my wife, not as an actress. So coming on the set, all eyes were on her and it created a tremendous tension, but that all went away because she did such a great job." An early reader of Science Fiction novels and fan of the original *Star Trek*, Browder is thrilled to be working in a genre that he knows, but his enthusiasm derives from the quality of the series itself.

"We paint on a large canvas," he says. "There is so much texture that the shows hold up to repeated viewing, which is good since we leave little seeds in each episode that come to fruition in later ones. For a First year series, I'm pleased, bordering on proud of what has come out of our efforts. It's one of those things that if you're in the business, you do a lot of things where you go, 'It's just a job'. This is the first time that I can recall that I really feel a personal sense of pride in what we have created. And because I'm also a big Science Fiction buff, I consider myself a pretty harsh critic." If Internet traffic is any indicator, Browder isn't the only harsh critic to be satisfied by the show. Genre fans have embraced the series and the next step is mainstream acceptance. If *Farscape* achieves it, then John Crichton and the man who plays him will find a whole new

environment to get their bearings in.

Season One approaches its end with Never, an exciting and tense hour in which Crichton and Chiana must infiltrate a Peacekeeper stronghold in order to secure matching tissue for Aeryn, who is dying aboard Moya. Just as it appears that Crichton and Chiana will successfully pull off their mission, Crichton is captured and tortured by the lethal Scorpius, played with genuine menace by Wayne Pygram. Scorpius utilizes the 'aurora chair' as his torture device of choice, and it's a nasty piece of technology that allows him to penetrate Crichton's memory and extract any information he wants, which he (and Crichton) can watch on a monitor. Much to his surprise - and Crichton's - Scorpius stumbles upon information that was placed in Crichton's head before his ill-fated mission, adding an unexpected layer of subtext to the proceedings.

Nerve gets it all right. The production design is exotic, the cinematography sublime. In fact, the Australian Cinematographers Society awarded Farscape's Craig Barden a Golden Tripod Award for his work on Nerve. Even better are the performances. Most of the regular cast make brief but poignant appearances, but the centres of attention are Ben Browder, Gigi Edgley and Pygram as Crichton, Chiana and Scorpius, respectively. Browder has the reluctant hero bit down perfectly, and he's still tossing off pithy quips. After a particularly nasty torture session, he lay on the hard floor of his cell. "Danger;" he mutters. "Danger, Will Robinson". As Chiana, Edgley is all edge. Her eyes dart about, her head bobs nervously and she speaks Chiana's lines with palpable nervous energy. There's no denying the fad that Farscape keeps getting better and better, as the actors mesh more convincingly each week and the writers find their footing. At this point, Farscape is definitely one of genre TV's most eminently watchable shows.

Academy of Science Fiction, Fantasy & Horror Films, USA

Year Result Award Category/Recipient(s)

2004 Nominated Saturn Award Best Syndicated/Cable Television Series

2003 Won Saturn Award Best Syndicated/Cable Television Series

Nominated Saturn Award Best Actor in a Television Series

Ben Browder

Best Actress in a Television Series

Claudia Black

2002 Won Saturn Award Best Actor in a Television Series

Ben Browder

Best Syndicated/Cable Television Series

Nominated Saturn Award Best Actress in a Television Series

Claudia Black

Best Supporting Actor in a Television Series

Anthony Simcoe

Best Supporting Actress in a Television Series

Gigi Edgley

2001 Won Saturn Award Best Syndicated/Cable Television Series

Nominated Saturn Award Best Actor on Television

Ben Browder

Best Actress on Television
Claudia Black

2000 Nominated Saturn Award Best Genre TV Actor
Ben Browder

Best Genre TV Actress
Claudia Black

Best Genre TV Supporting Actress
Virginia Hey

Best Syndicated Television Series

Australian Cinematographers Society
Year Result Award Category/Recipient(s)
2001 Won Award of Distinction Telefeatures, TV Drama & Mini Series
Craig Barden
For episode 7.

2000 Won Award of Distinction Telefeatures, TV Drama & Mini Series
Craig Barden

Australian Guild of Screen Composers
Year Result Award Category/Recipient(s)
2001 Won Australian Screen Music Award Best Music for an Animation
Guy Gross
For series 2, episode #316.

1999 Won Australian Screen Music Award Best Music for a News Show, Station ID or Other Promo
Guy Gross

Australian Screen Sound Guild
Year Result Award Category/Recipient(s)
2000 Won ASSG Award Best Achievement in Sound for a Drama Series (Episode)
Christian Bass
Ross Boyer
Cate Cahill
Les Fiddess
Catherine Gross
Mauricio Hernández
Phil Judd
Peter Purcell
Angus Robertson
Alicia Slusarski
David White
Alex Wong
For episode #20.

Emmy Awards

Dir Brian Henson

1 - 4 *THRONE FOR A LOSS*

Rygel attempts to impress the brutal Tavleks. In return, they take him prisoner.

Wr Richard Manning

Dir Pino Amenta

1 - 5 *PK TEK GIRL*

Crichton, Aeryn and D'Argo find a Peacekeeper technician cowering in a derelict command carrier.

Wr Nan Hagan

Dir Tony Tilse

1 - 6 *THANK GOD IT'S FRIDAY AGAIN*

D'Argo wants to live on Sykar but Rygel develops a distressing reaction to the local diet.

Wr David Wilks

Dir Rowan Woods

1 - 7 *I, E.T.*

A tracking device is activated on Moya, but a bid to deactivate it leads to Crichton and D'Argo being identified as extraterrestrials.

Wr Sally Lapiduss

Dir Pino Amenta

1 - 8 *THAT OLD BLACK MAGIC*

A sorcerer provokes a confrontation between Crichton and the cruel Peacekeeper Crais.

Wr Richard Manning

Dir Brendan Maher

1 - 9 *DNA MAD SCIENTIST*

A genetic scientist offers to assist D'Argo, Zhaan and Rygel in their quest to return home - but he is demanding a high price for his help.

Wr Tom Blomquist

Dir Andrew Prowse

1 - 10 *THEY'VE GOT A SECRET*

In an attempt to rid the Moya of Peacekeeper technology, D'Argo triggers an explosion.

Wr Sally Lapiduss

Dir Ian Watson

1 - 11 *TILL THE BLOOD RUNS CLEAR*

Crichton and Aeryn accidentally trigger a wormhole - could it provide a path home?

Wr Doug Heyes, Jr.

Dir Tony Tilse

1 - 12 *THE FLEX*

After their capture in an invisible 'net' controlled by Zenetan pirates, Aeryn and Crichton have to choose which of them will die, Rygel gambles for high stakes.

Wr Justin Monjo

Dir Peter Andrikidis

1 - 13 *RHAPSODY IN BLUE*

A Delvian sect leader plots to rob Zhaan of her psychic powers.

Wr David Kemper s: David Kemper & Ro Hume

Dir Andrew Prowse

1 - 14 *JEREMIAH CRICHTON*

While on a 'drive' in space, Crichton is horrified to see Moya go into Starburst - without him.

Wr Doug Heyes

Dir Ian Watson

1 - 15 *DURKA RETURNS*

A collision during starburst brings three people aboard Moya, including Rygel's old enemy, Durka.

Wr Grant McAloon

Dir Tony Tilse

1 - 16 *A HUMAN REACTION*

Crichton launches Farscape into unknown hazards in an attempt to return home.

Wr Justin Monjo

Dir Rowan Woods

1 - 17 *THE FIFTH REALITY (aka THROUGH THE LOOKING GLASS)*

Moya is distressed with the crew's squabbling about leaving the ship and each other.

Wr David Kemper

Dir Ian Watson

1 - 18 *A BUG'S LIFE*

Rygel and Chiana inadvertently free a deadly invisible agent on board a Peacekeeper commando ship.

Wr w: Stephen Rae s: Doug Heyes, Jr.

Dir Tony Tilse

1 - 19 *NERVE (PART 1 OR 2)*

Crichton goes on a dangerous mission to locate life-saving tissue after Aeryn is gravely wounded by Larraq.

Wr Richard Manning

Dir Rowan Woods

1 - 20 *HIDDEN MEMORY (PART 2 OF 2)*

Crichton is captured by Malevolent Scorpius, who subjects him to mental torture.

Wr Justin Monjo

Dir Ian Watson

1 - 21 *BONE TO BE WILD*

The crew of the Moya races to the rescue of a desperate woman being attacked by a ferocious brute.

Wr w: David Kemper & Rockne S. O'Bannon

Dir Andrew Prowse

1 - 22 *FAMILY TIES*

Faced with Scorpius's relentless pursuit, Crichton and the others determine to launch a counter attack, but unforeseen hazards cause problems with his tactics.

Wr Rockne S. O'Bannon & David Kemper

Dir Tony Tilse

2 - 1 *MIND THE BABY*

Despite the grave danger to everyone on board the ship, Moya is determined to return to the asteroid belt in search of her son Talyn.

Wr Richard Manning

Dir Andrew Prowse

2 - 2 *VITAS MORTIS*

D'Argo helps an aged holy woman with her death ritual, but she emerges as a revitalised young Luxan. However, the miracle could carry a heavy price.

Wr Grant McAloon

Dir Tony Tilse

2 - 3 *TAKING THE STONE*

Chiana rushes down to a nearby planet when an implanted disk alerts her of her brother's death. Crichton and Aeryn go after her, only to find she has gone native, about to join the drugged out inhabitants in their deadly games.

Wr Justin Monjo

Dir Rowan Woods

2 - 4 *CRACKERS DON'T MATTER*

An alien invited on board Moya causes mayhem and paranoia with his tricks.

Wr Justin Monjo

Dir Ian Watson

2 - 5 *FORGIVE AND FORGET (aka THE WAY WE WEARNT)*

Crawling around the ship, Chiana uncovers a hidden recording showing the Peacekeepers executing Moya's previous pilot for refusing to cooperate. One of them was Aeryn Sun.

Wr Naren Shankar

Dir Tony Tilse

2 - 6 *PICTURE IF YOU WILL*

A picture changes its images, seemingly foretelling the future - part of a plot by the sorcerer Maldis.

Wr Peter Neale

Dir Andrew Prowse

2 - 7 *HOME ON THE REMAINS*

The starving crew encounter hostility when they look for help on a mining planet.

Wr Gabrielle Stanton & Harry Werksman Jr.

Dir Rowan Woods

2 - 8 *DREAM A LITTLE DREAM*

Zhaan has nightmares recalling a nefarious plot that nearly destroyed her sanity.

Wr Steven Rae

Dir Ian Watson

2 - 9 *OUT OF THEIR MINDS*

A strange force affects the minds and bodies of the crew.

Wr Michael Cassutt

Dir Ian Watson

2 - 10 *LOOK AT THE PRINCESS PART 1: A KISS IS BUT A KISS*

Moya arrives at a planet where the people test their genetic compatibility by kissing. Crichton kisses a princess, who is next in line for the throne, and discovers that his DNA is a perfect match for her. He must now marry her and they will rule together. This is against the wishes of her brother, who is second in line for the throne -- conspiring with a Scarran.

Wr David Kemper

Dir Andrew Prowse, Tony Tilse

2 - 11 *LOOK AT THE PRINCESS PART 2: I DO, I THINK*

Crichton agree's to marry the princess.

Wr David Kemper

Dir Andrew Prowse, Tony Tilse

2 - 12 *LOOK AT THE PRINCESS PART 3: THE MALTESE CRICHTON*

The three-part story concludes as the newlyweds are turned into statues.

Wr David Kemper

Dir Andrew Prowse, Tony Tilse

2 - 13 *MY THREE CRICHTONS*

A strange globe appears on Moya, sucking in Crichton and duplicating him creating two additional people. One who is a de-evolved 'cave man' and another who has increased mental ability.

Dir Catherine Millar

2 - 14 *BEWARE OF DOG*

When the crew hear rumours of creatures infesting ships in the area, they buy an alien tracker to remove the creatures aboard Moya. But it soon becomes apparent that the creatures could cause a lot of damage before the tracker finds it putting the crew in danger.

Wr Naren Shankar

Dir Tony Tilse

2 - 15 *WON'T GET FOOLED AGAIN*

Crichton wakes to find himself back on Earth and the Farscape project failing. However, all is not as it seems, with D'Argo, Aeryn and co. co-existing with DK and his Dad. John only has Scorpius to turn to for answers before it's too late!

Wr Richard Manning

Dir Rowan Woods

2 - 16 *THE LOCKET*

Moya gets caught in a different time zone but is unaware of it. Aeryn returns from recon after only a few days but has aged many years.

Wr Justin Monjo

Dir Ian Watson

2 - 17 *THE UGLY TRUTH*

When Crais and Talyn return back to Moya, Moya's crew board Talyn and Crais presents them with a proposal about the future of Talyn. Meanwhile when a ship approaches Talyn that was sent for by Crais, Talyn fires and destroys it but the crew get captured and are put on trial for this act.

Wr Gabrielle Stanton, Harry Werksman Jr.

Dir Tony Tilse

2 - 18 *A CLOCKWORK NEBARI*

A group of Nebari come on board Moya and attempt to mind cleanse everyone using a drug. Pilot and Rygel are the only two who can resist the effects. Crichton also remains unaffected due to Scorpius' neural clone.

Wr Lily Taylor

Dir Rowan Woods

2 - 19 *LIAR'S. GUNS AND MONEY PART 1: A NOT SO SIMPLE PLAN*

Stark returns to Moya with a plan to rob a shadow depository and buy a contingent of slaves, one of which is D'Argo's son Jothee. D'Argo attempts the robbery on his own however and now the crew must recover him as well as the money they require.

Wr Grant McAloon

Dir Andrew Prowse

2 - 20 *LIAR'S. GUNS AND MONEY PART 2: WITH FRIENDS LIKE THESE. . .*

The crew is stunned when they learn that Scorpius has bought the slaves out from under D'Argo. Rather than trade Crichton for Jothee, Crichton, D'Argo, Aeryn and Rygel seek out mercenaries to help them steal the slaves. In the process, they encounter some enemies they've fought in the past. Meanwhile, back on Moya, the stolen money has turned into metal-eating spiders that begin to consume Moya.

Wr Naren Shankar

Dir Catherine Millar

2 - 21 *LIAR'S. GUNS AND MONEY PART 3: PLAN B*

Crichton turns himself over to Scorpius in order to free Jothee. With all the mercenaries now aboard Moya, the crew form a plan to rescue Crichton and destroy the depository.

Wr Justin Monjo

Dir Catherine Millar

2 - 22 *DIE ME, DICHOTOMY*

The crew find a doctor that can heal Moya's burns and remove Crichton's neural chip. Things are complicated however when Crichton is informed he needs additional brain tissue from a donor in stasis who will die when the tissue is removed. Also Scorpius is beginning to take over Crichton's mind.

Wr David Kemper

Dir Rowan Woods

3 - 1 *SEASON OF DEATH*

The Diagnosan's assistant, Grunchlk, sets a Scarran loose. Scorpius uses a device to control Grunchlk and forces him to bite off his own finger.

Wr Richard Manning

Dir Ian Watson

3 - 2 *SUNS AND LOVERS*

Moya docks at a commerce station so the crew can spend some of the money they acquired from the depository. There are complications, however, when a storm strikes the station.

Wr Justin Monjo

Dir Andrew Prowse

3 - 3 *SELF INFLICTED WOUNDS PART 1: COULD'A, WOULD'A, SHOULD'A*

Moya approaches a wormhole, gets pulled in and fused to another ship.

Wr David Kemper

Dir Tony Tilse

3 - 4 *SELF INFLICTED WOUNDS PART 2: WAIT FOR THE WHEEL*

The crew work out a way of getting free from the other ship and out of the wormhole. Things become more complicated when their new 'friends' begin to sabotage Moya and Crichton picks up a transmission from Earth.

Wr David Kemper

Dir Tony Tilse

3 - 5 *... DIFFERENT DESTINATIONS*

While visiting a Peacekeeper memorial, Stark accidentally sends himself, Crichton, D'Argo, Aeryn and Jool back in time where they alter the timeline and then are forced to interfere further to restore it.

Wr Steve Worland

Dir Peter Andrikidis

3 - 6 *EAT ME*

In need of supplies, Crichton lands his transport pod on a dying leviathan which is full of hungry cannibals and a scientist who has the ability to create clones.

Wr Matt Ford

Dir Ian Watson

3 - 7 *THANKS FOR SHARING*

Moya and Talyn, who is seriously damaged, rendezvous. They hide in the atmosphere of a planet to prevent the Peacekeepers from finding them. D'Argo and Rygel go down to the planet to find some Chromextin, a drug that will help Talyn recover. Meanwhile, Aeryn learns more about her parents and there are two Crichtons on board continuing from the last episode.

Wr Clayvon C. Harris

Dir Ian Barry

3 - 8 *GREEN EYED MONSTER*

Talyn is swallowed by a giant space creature known as a boodong. Crais' neural connection to Talyn malfunctions and Aeryn is forced to take control of Talyn. Meanwhile Stark and Rygel come up with a way to help Talyn escape from the boodong.

Wr Ben Browder

Dir Ben Browder

3 - 9 *LOSING TIME*

The crew of Moya start blacking out and missing portions of time. Pilot becomes inhabited by another entity who needs to 'taste' each crewmember to determine if they too are being inhabited.

Wr Justin Monjo

Dir Catherine Millar

3 - 10 *RELATIVITY*

Talyn lands on a planet covered mostly with vegetation that will help him to heal. Crichton, Aeryn and Crais leave the ship in search of Xhalax.

Wr Rockne S. O'Bannon

Dir Peter Andrikidis

3 - 11 *INCUBATOR*

With his wormhole research stalling and his situation desperate. Scorpius inserts the original 'neurochip' into his own brain. He hope to make contact with the clone of John's personality that spilled in to the chip when it was in Crichton's brain. When they meet Scorpius realises that it's not going to be easy to get the clone to share information, and meanwhile a defecting peacekeeper scientist offers Crichton the secret of wormhole technology.

Wr Richard Manning

Dir Ian Watson

3 - 12 *MELTDOWN*

When Talyn draws dangerously close to a sun because he is being pulled by some mysterious force, Talyn's crew learn that a creature Mu-Quillud is responsible. Sark then makes a pact with a spirit of a dead alien woman and puts the whole of Talyn's crew at risk.

Wr Matt Ford

Dir Ian Barry

3 - 13 *SCRATCH 'N SNIFF*

While enjoying their holiday away from Moya, Crichton, D'Argo, Jool and Chiana get a little too drunk. The next day when Crichton and D'Argo come to they find that Chiana and Jool are nowhere to be seen, now Crichton and D'Argo must work out what really happened the night before.

Wr Lily Taylor

Dir Tony Tilse

3 - 14 *INFINITE POSSIBILITES PART 1: DEADALUS DEMANDS*

When Crichton is accused of sharing wormhole stabilising technology with a race known as the Charrids by the Ancient who calls himself Jack. Crichton and the rest of Talyn's crew must seek out an old friend who really is the guilty one.

Wr Carleton Eastlake

Dir Peter Andrikidis

3 - 15 *INFINITE POSSIBILITES PART 2: ICARUS ABIDES*

Jack (The Ancient) unlocks the wormhole knowledge in Crichton's mind so together they can build a device to destroy the Scarran dreadnought.

Wr Carleton Eastlake

Dir Ian Watson

3 - 16 *REVENGING ANGEL*

There is an accident whilst D'Argo is demonstrating what his ship can do. He blames Crichton and knocks him out. In his unconscious state, Crichton has some animated dreams.

Wr David Kemper

Dir Andrew Prowse

3 - 17 *THE CHOICE*

Still grieving for Crichton, Aeryn travels to a planet to make contact with someone claiming to be her father. When meeting her father Talyn, Aeryn goes in search of a creature who according to her father can 'channel' the dead.

Wr Justin Monjo

Dir Rowan Woods

3 - 18 *FRACTURES*

A group of escaped prisoners come aboard Moya. They are followed shortly by Aeryn, Stark, Crais and Rygel who have finally returned from Talyn.

Wr Rockne S. O'Bannon

Dir Tony Tilse

3 - 19 *I-YENSCH, YOU-YENSCH*

D'Argo and Rygel meet Braca and Scorpius in a cafe to conduct negotiations when it is unexpectedly attacked.

Wr Matt Ford

Dir Matt Ford

3 - 20 *INTO THE LION'S DEN PART 1 : LAMBS TO THE SLAUGHTER*

Crichton goes to the command carrier to sabotage Scorpius' wormhole research.

Wr Richard Manning

Dir Ian Watson

3 - 21 *INTO THE LION'S DEN PART 2 : WOLF IN SHEEP'S CLOTHING*

Crais gets Talyn to starburst inside the command carrier, causing it to collapse in on itself.

Wr Rockne S. O'Bannon

Dir Rowan Woods

3 - 22 *DOG WITH TWO BONES*

Moya takes Talyn's remains to the sacred burial ground where D'Argo is forced to destroy a rogue Leviathan that is attacking other ships.

Wr David Kemper

Dir Andrew Prowse

4 - 1 *CRICHTON KICKS*

Crichton, now aboard a dying leviathan named Elac, encounters an alien named Sikoze, who aids him in stopping the Grudeks who are intent on obtaining toubray (Leviathan neural cluster tissue).

Wr David Kemper

Dir Andrew Prowse

4 - 2 *WHAT WAS LOST PART 1: SACRIFICE*

Elac arrives at the planet where D'Argo, Jool and Old Woman are investigating the ruins of an ancient civilization.

Wr Justin Monjo

Dir Rowan Woods

4 - 3 *WHAT WAS LOST PART 2: RESURRECTION*

Crichton must find the third probe to end the magnetic summer, whilst avoiding Grayza and Oo-Nii.

Wr Justin Monjo

Dir Rowan Woods

4 - 4 *LAVA'S A MANY SPLENDORED THING*

While the crew has stopped off on a planet, Rygel leaves the rest of the group and is caught in an unbreakable orange substance as he's stealing treasures he discovers in a cave. When D'Argo, Crichton and Noranti go looking for Rygel, the cave seals them in. Two huge grunts appear who have protective armor which protects them from weapons fires.

Wr Michael Miller

Dir Michael Pattinson

4 - 5 *PROMISES*

D'Argo, Rygel, Crichton, Chiana and Sikoze get back to Moya, only to find that Scorpius is there waiting for them along with Aeryn, now suffering from heat delirium. Aeryn has granted Scorpius asylum and claims that Scorpius saved her life.

Wr Richard Manning

Dir Geoff Bennett

4 - 6 *NATURAL ELECTION*

While in close proximity to a wormhole, Moya is preoccupied and doesn't notice a slowly moving object heading towards her. Moya collides with the object which then covers her entire hull, causing great discomfort to her as well as the crew.

Wr Sophie C. Hopkins

Dir Ian Watson

4 - 7 *JOHN QUIXOTE*

While on a transport pod, Chiana nags Crichton to try out a virtual reality game. A transmission comes through from D'Argo concerning a problem with Scorpius. Despite this, Chiana pulls Crichton into one of the games, where they become trapped., and the only way out is to complete the game.

Wr Ben Browder

Dir Ben Browder

4 - 8 *I SHRINK THEREFORE I AM*

A group of bounty hunters come aboard Moya and take everyone hostage. When Crichton arrives back with Noranti, he destroys the bounty hunter's ship and goes aboard Moya to rescue everyone whilst Noranti puts herself into a coma so she can survive outside the ship.

Wr Christopher Wheeler

Dir Rowan Woods

4 - 9 *A PERFECT MURDER*

With Moya immobilised in Tormented Space, Crichton, Aeryn, Chiana, D'Argo and Sikoze seek temporary respite on a planet inhabited by historically warring clans who are now experiencing a fragile peace. The crew's arrival coincides with preparations for the election of a new ruler, or 'Prefect'. Incumbent Prefect Falaak is at the end of his half cycle in power, and reluctant to concede it. Popular clan leader Gashaah looks the likely successor, but faces a strong challenge from the Chieftan of the Jabuka Clan. Aeryn begins experiencing strange hallucinations, then without warning opens fire upon a meeting of the clans; when it is over, Gashaah lies amongst the dead, D'Argo wounded. She escapes during the

confusion, leaving her crewmates under suspicion.

Wr Mark Saraceni

Dir Geoff Bennett

4 - 10 *COUP BY CLAM*

The crew consume food, sharing amongst themselves. Although if not ingested by the same person, it becomes toxic. Consequently they must quickly find a cure or they'll die.

Wr Emily Skopov

Dir Ian Watson

4 - 11 *UNREALIZED REALITY*

Crichton falls into a wormhole and meets up with a strange man who shows Crichton the consequences of wormhole travel.

Wr David Kemper

Dir Andrew Prowse

4 - 12 *KANSAS*

After accidentally returning to Earth, Crichton discovers it he is in 1985 and he has altered the time line, causing his father to be scheduled to fly on the doomed shuttle 'Challenger'.

Wr Justin Monjo

Dir Rowan Woods

4 - 13 *TERRA FIRMA*

Moya arrives at Earth in present day, Christmas. The crew show their ships and technology to Earth's scientists. Crichton starts writing a journal. The creature left onboard Moya by Grayza manages to get to Earth where it starts killing and hunting down Crichton.

Wr Richard Manning

Dir Peter Andrikidis

4 - 14 *TWICE SHY*

Moya takes on a new passenger, Talikaa, when Chiana insists upon it. However Talikaa turns out to be an alien creature in disguise and is intent on harvesting the crew's neural energy.

Wr David E. Peckinpah

Dir Kate Woods

4 - 15 *MENTAL AS ANYTHING*

Scorpius signs D'Argo, Crichton and Rygel up for a training camp where the students learn mental discipline by battling in an artificial environment.

Wr Mark Saraceni

Dir Geoff Bennett

4 - 16 *BRINGING HOME THE BEACON*

The women of Moya travel to a dead Leviathan to buy a sensor beacon for Moya which will allow her to appear to be a different ship. Whilst they are there Aeryn and Sikozy spy on a secret meeting between the Peacekeepers and the Scarrans.

Wr Carleton Eastlake

Dir Rowan Woods

4 - 17 *A CONSTELLATION OF DOUBT*

Crichton watches a documentary that Moya receives from Earth about their recent visit showing interviews with Crichton's relatives and other people who interacted with the crew.

Wr David Kemper

Dir Andrew Prowse

4 - 18 *PRAYER*

Crichton and Scopious travel to one of the 'unrealized realities' where Crichton believes he heard Stark say "Katrati". Meanwhile on a Scarran ship, Aeryn resists torture, while protecting herself and her and Crichton's child.

Wr Justin Monjo

Dir Peter Andrikidis

4 - 19 *WE'RE SO SCREWED PART 1 : FETAL ATTRACTION*

Moya arrives at a station where the Scarran vessel transporting Aeryn is docked.

Wr David E. Peckinpah

Dir David E. Peckinpah

4 - 20 *WE'RE SO SCREWED PART 2: HOT TO KATRATZI*

Moya arrives at Katratzi. Crichton attends the peace talks between the Scarrans and the Peacekeepers ...with a nuclear bomb.

Wr Carleton Eastlake

Dir Karl Zwicky

4 - 21 *WE'RE SO SCREWED PART 3: LA BOMBA*

With the option to leave on the Peacekeeper Command Carrier no longer available and his nuclear bomb disarmed, Crichton must follow Scorpius' plan and destroy the Crysterium Utilia.

Wr Mark Saraceni

Dir Rowan Woods

4 - 22 *BAD TIMING*

With their Crysterium stores low, the Scarrans must travel to Earth through a wormhole to replenish their supply, as those flowers grow there. With Pilot's help, Crichton tries to collapse the wormhole leading back to Earth.

Wr David Kemper

Dir Andrew Prowse

FIGHTING DEVIL DOGS



In this surprisingly effective serial marines Brix and Powell are engaged in defending democracy in a Far Eastern protectorate when they encounter the hooded and becloaked 'Lightning' (Sothern), an evil dictator who decimates their platoon with his artificial thunderbolts.

The serial has its origins in Republic's firm policy of honouring different branches of the military in one title a year. However, visually, the tin-hatted marines are no match for Lightning, a villain in the grand tradition, whose death in the final reel comes as a real let-down. Seen in the eighties the serial has a disturbingly topical edge to it. The producer for the serial was Robert Beche, the cinematographer was William Nobles, the special effects were created by Howard Lydecker.

WR. Barry Shipman, Franklyn Adreon, Ronald Davidson and Sol Sohr.

DIR. William Witney, John English.

EPISODES: 12 **YEAR MADE:** 1938 **COUNTRY:** US **SEASONS:** 1

REPUBLIC

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

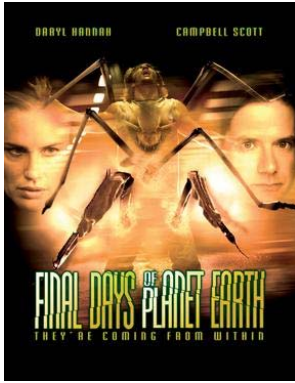
AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

LEE POWELL, HERMAN BRIX, ELEANOR STEWART, FORREST TAYLOR, HUGH SOTHERN, SAM FLINT.

FINAL DAYS OF PLANET EARTH



You can feel it. Something isn't right with the world. You can see it. People are acting stranger than usual. You can hear it. It's coming from beneath the earth. Now you're going to fear it. Because they're here.

Three years ago, a team of astronaut miners completed a daring space expedition. In hyper-sleep they embarked on their journey home, but by the time the craft returned to Earth, their commander had gone mad taking a terrible secret with him to a heavily guarded state asylum for the insane. Today, archeologist Lloyd Walker (Gil Bellows, Ally McBeal) and entomologist Marianne Winters (Suleka Mathew, Battlestar Galactica) are among a select group of people who are questioning a possible link between the tragic space mission, the mystery of the commander's madness, and a series of bizarre disappearances and strange accidents in San Francisco. The answer arrives when they stumble upon an underground colony of insect-like creatures harvesting human bodies for survival.

Liz (Daryl Hannah, Kill Bill, now an employee of the mayor's office, knows all too well the secret of the aliens. She is their Earth Queen. The city's highest representatives are her consorts. With police and government officials taken over by aliens masquerading as humans, Lloyd and Marianne realize they can trust no one, except Phillips (Campbell Scott, The Exorcism of Emily Rose), the one man who knows the ultimate goal of the aliens. He also holds the mysterious key to their defeat it's in his blood. He is the commander himself the sole mission survivor being held as prisoner. Lloyd and Marianne must find him before he becomes a victim of an unearthly experiment. As more human bodies are hijacked and as the Selenites horrifying harvest threatens to reach end-of-the-world proportions, a battle royale for ultimate survival between human and insect begins. RHI Entertainment brings to Earth an action-packed miniseries in the form of a classic alien invasion story. It's a 21st-century tale filled with eye-popping, state-of-the-art special effects, wicked wit, and fierce imagination.

I decide to watch Final Days of Planet Earth yesterday night and have just finish it early tonight because it replaced Prison Break and there was nothing better to watch. But while I was watching it, quickly I was finding many problems with it that was annoying me this especially happens while I watch a movie that is predictable and when the protagonist does something to further complicate the situation, I know in most movies that's what the plot strives on but it is the way they pulled it off.

The Final Days of Planet Earth starts off by us seeing a space shuttle on its way back to earth from the moon we see a group of astronauts talking and then one of them goes to sleep then in the next scene the one that was sleeping wakes up and it is quiet so he looks around, in he looks through a door with a window and he sees an arm fly pass, that's all we see of that, then we meet walker an archaeologist who in his backyard a ufo crash lands and all of a sudden everyone seems to be acting strangely and people seem to be going missing.

1. The story is like the new Battlestar Galactica where the robot/aliens take the form of humans and the 1950's movie invaders from mars where people get replaced with doubles.
2. I found that it was very hard to get into because it took majority of the first episode to get exciting (approximately one hour and a half).
3. In key situations it is obvious what is going to happen Eg: The Alien Bugs have capture one of the humans and say that they won't kill him if he tells them where the other humans went, he believes them and tells them where the others when and when the main alien bug leaves they say to the second in command "look after our friend" which is obvious their going to kill him.
4. The person who designed the alien bugs weren't very creative, they are just over-sized praying mantis', which I think one of the humans says there big praying mantis'.

Predictable, the special affects weren't that great, weird dialogue, dull and overall boring not worth watching

unless you have spare time or nothing better to do.

Produced by Roger Soffer co-producer

Film Editing by Michael John Bateman

Art Direction by Peter Andringa

Makeup Department - Cara Doell assistant hair stylist , Joel Echallier special makeup effects designer , Dana Hamel makeup department head

Art Department - Warren Flanagan concept illustrator , Nancy C. Lee assistant art director

Sound Department - Kevin Belen sound re-recording mixer , Kelly Cole sound re-recording mixer , Dario DiSanto foley editor , Kris Fenske sound designer , James Fonnyadt sound designer , Greg Hannas sound assistant , Eric Holmgren boom operator , Eric Lamontagne sound mixer , Bill Mellow sound re-recording mixer , James Wallace sound effects editor

Visual Effects by - John Cairns digital compositor , Frederick Fowles CG supervisor , Frederick Fowles CG technical director , Darren MacKay digital compositor , Lisa K. Sepp visual effects producer , Lee Wilson visual effects supervisor

Stunts - Lani Gelera stunt double , Rob Hayter stunt performer , Kit Mallet stunts , Jeff Sanca stunt double , Eli Zagoudakis stunt double

Other crew - Hannah Rita Rose Amar production assistant , Andrew Bako still photographer , Joel Echallier puppeteer , Junichi Hosoi camera operator: "b" camera , Junichi Hosoi steadicam operator , Krista Johnston clearance , Larry Tardif driver: camera car and process trailer , Graham Tucker assistant editor , Lauren M. Walker extras costumer , Richard Win digital imaging technician , Audrey Wong costume set supervisor.

WR. Christian Ford, Roger Soffer

DIR. Robert Lieberman

EPISODES: 2 **YEAR MADE:** 2006 **COUNTRY:** US **SEASONS:** 1

HALLMARK ENTERTAINMENT, RHI ENTERTAINMENT

CREATOR: CHRISTINE FORD, ROGER SOFFER

TYPE OF SHOW: ARMAGEDDON

FORMAT: MINI-SERIES

LENGTH (MINS): 90 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Lloyd Walker GIL BELLOWS, Jonathan Ellis RYAN MCDONELL, Sally SOPHIE ALDEN, Homeless Man MICHAEL BARDACH, Jake Roth JOHN CASSINI, Spence PATRICK GILMORE, Liz Quinlan DARYL HANNAH, WILLIAM MACDONALD, Bella TINA MILO MOLIVOJEVIC, Nick TYGH RUNYAN, William Phillips CAMPBELL SCOTT, Chief Administrator DENIS SIMPSON, Oliver BEAU STARR, Lieutenant ROBERT TURNER.

FINDER,THEAKA: **FINDERS KEEPERS**

A boy is sent into another dimension where a barrier between his dimension and there's is breaking down. His job is to find a clock and repair it.

The Finder, also known as Finder Keepers, is an Australian children's television show that first aired on October 28, 1991, based on a book by Emily Rodda. The story revolves around a boy by the name of a Patrick who, whilst playing on his computer, receives an invitation to take part on a TV game show called "Finders Keepers". He accepts the invitation and is sucked into another world where he is given clues to find missing treasures from his own world and take part in a time travel hunt.

The show lasted for 2 series, each consisting of five episodes.

Executive Producer: Margot Phillipson / Producer: Ian Bone

WR.

DIR. Scott Heysen-Hicks, Peter Lindon

EPISODES: 10 **YEAR MADE:** 1991 **COUNTRY:** AUS **SEASONS:** 2

ABC

CREATOR: EMILY RODDA

TYPE OF SHOW: DIMENSIONS

FORMAT: SERIAL

LENGTH (MINS): 20 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 5, (2) 5

DATE OF PREMIER: 28/10/1991

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Patrick JERMEY SCHWERDT, Estelle JOEY KENNEDY , Mum PENNY MACGRAITH , Dad PATRICK FROST, Lucky PAUL TRESNAN, Danny JETHRO HEYSON-HICKS, Max GRANT PIRO, Boopie JACKIE KERIN.

1 - 1 *THE INVITATION*

Patrick loves computers. One day, whilst he is playing a computer game, he is invited to play in the million-dollar game of Finders Keepers. No one will believe that the game exists, as it is on Channel 8 and there is no such station in Patrick's city. Patrick keeps hearing about the game until the time comes for him to play. He is almost foiled but eventually he crosses the time barrier via a TV set and begins the Finders Keepers game.

1 - 2 *THE SEARCH*

Patrick is given the task of finding a missing object that has been lost on his side of the barrier. Armed with only a clue and a beeper brooch (that beeps if he is near the object) he is sent back to his own world. He searches the zoo and the shopping centre where the brooch goes off at a gift shop. There are a few twists and turns until Patrick finally crosses the time barrier again with his "find".

1 - 3 *THE BARRIER*

Patrick agrees to play on in Finders Keepers. He is about to be transported back when the system breaks down, leaving him temporarily stuck on the other side. Wendy takes him to see the time barrier (the people on the other side can actually see and touch the time barrier, we cannot). Patrick sees objects pass through the barrier and also learns about the effects of TBE. When Patrick returns to the TV station the system breaks down even further. He is afraid he'll never get home.

1 - 4 *THE VISITOR*

Patrick is finally sent back home only to find that Eleanor Doon's clue leads him to Estelle's ring. Patrick is torn by the dilemma of either taking Estelle's ring or missing out on winning a computer. As he debates with himself over what to do he begins to learn the truth about Estelle. He finally crosses over for the third time.

1 - 5 *THE RETURN*

Estelle is reunited with Boopie and Patrick returns the find to Eleanor Doon, thus winning his computer. Unfortunately the system breaks down again, this time badly. Max is able to return Patrick home but without his computer. Patrick says good bye to his new friends and returns to his own side of the barrier.

A few days later he receives an intriguing "present".

2 - 1 *THE CLOCK*

Patrick finds an urgent message on his computer from Max he needs Patrick's help. Patrick makes his way to the TV shop to be transported across the time barrier, leaving his cousin Carol at the clock. She discovers a strange ball and when she goes to tell Patrick about it she sees him transported into the barrier. Carol runs to the spot where Patrick went and she too is transported. Things are bad on the other side, there could be disaster. Can Patrick help? Carol is left stranded on the other side of the barrier, lost in a hostile environment. Max prepares to send Patrick back to find the clockmaker and fix the clock but just as Max is about to send him home agents burst in and arrest him.

2 - 2 *THE BALL*

Patrick makes it through to the shopping centre only to find that time has passed and the clock has been taken away. He runs into a distraught Claire who has been looking for Carol. Patrick realises that Carol must have followed him to the other side and they rush home to contact Max, who is being interrogated by the agents. They let Max go but lock his room he can't get to his computer. Carol has her own encounter with some agents who try to take her ball away it displays magic qualities and burns one of the agent's hands. Patrick, with the help of Claire, tracks the clock down to a warehouse. We are left with Carol who is confronted by Parsons, a senior agent.

2 - 3 *THE CLOCK MASTER*

Carol eludes the agents yet again and makes her way to be next to the barrier. This effects the barrier and causes a serious outbreak of time stream. Patrick and Claire find a poem on the clock that helps them locate the clock maker, Anna Varga. She is sick in hospital and Patrick goes to find her. The time stream has travelled from the barrier into the TV stations where it knocks down a wall. Max works out a way to get back into his room. Patrick finds Anna Varga and tells her that the clock has been moved. She must get to the clock. NOW! Carol will not move from the barrier as night falls. Parsons decides to fire a mend gun at Carol and push her into the barrier.

2 - 4 *THE REGULATOR*

McCready, the senior agent, stops Parsons and Carol is saved. Max makes a device to affect Lucky so he can get back into his room. Patrick arrives at the clock with Anna Varga and she does a temporary repair on its crystal mechanism. The regulator is missing on the clock. Max contacts Patrick and learns from Anna Varga that she is linked to the clock in some way. McCready wants Max arrested again... he is sure that Max is somehow connected to this girl and her strange ball. Estelle sees Carol at the barrier and tries to

2 - 5 *THE TIME KEEPER*

Patrick locates Carol but he loses the transport device. They are lost in the barrier. Max is thrown into isolation but not before he tells McCready all about the time keeper clock and the missing regulator. Claire helps Anna Varga move the clock back to the shopping centre. Meanwhile, McCready, who knows there are two children stuck in the barrier, has doubts, maybe Max is right. He goes to Max's room to move Patrick and Carol out, and is confronted by Estelle. Max arrives and he, with the help of Anna Varga, moves Patrick and Carol to the shopping centre. The regulator is replaced in the time keeper and the clock returns to normal. Claire gets Patrick and Carol home minutes before mum and dad return.

FIREBALL XL5



With Fireball XL5, Gerry Anderson's Supermarionation took its giant leap into space fantasy. Set in the year 2063, the series charted the interplanetary adventures of a spacecraft and its crew: handsome blond pilot Steve Zodiac, glamorous blonde space doctor Venus, maths genius Professor Mat Matic, and a transparent "auto pilot", Robert the Robot. There was also a pet - a strange creature called the Lazoon, who had a habit of imitating sounds and a hungry passion for Martian Delight.

XL5 was part of a World Space Fleet based at Space City, an island in the Pacific Ocean, run by Commander Zero and Lieutenant 90. Its mission: to patrol sector 25 of the universe, beyond the solar system. The biggest craft of its kind, the 300-foot long XL5 had a detachable nose cone called Fireball Junior, used for landings while the mother ship stayed in orbit. Other equipment included hoverbikes called jetmobiles.

Fireball XL5's impact was tremendous. It is still the only Gerry Anderson production to have been fully networked on American television (NBC, 1963). This was the second of the Andersons' "SuperMarionation" animated-puppet sf series for children, the first being SUPERCAR and the third being STINGRAY; it was the last made in black-and-white and the first to be networked in full in the USA (on NBC).

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The Fireball shows contained an imaginative array of detailed space models and miniature sets, both terrestrial and alien - all given an extra atmospheric twist by the black and white photography. The special effects were again masterminded by Derek Meddings who later graduated from the Anderson studio floor to become an Oscar-winning creator of dazzling effects for such films as Moonraker and Superman.

The voice of Steve Zodiac was provided by Paul Maxwell; John Bluthal, a renowned character actor, was Commander Zero; while Sylvia Anderson played all the female characters, including Venus. Fireball XL5's impact was tremendous. It is still the only Gerry Anderson production to have been fully networked on American television (NBC, 1963), and in its modest way stands as a role model for series such as STAR TREK. It has always been fondly remembered by its contemporary audience though a revival on the ITV network in 1985-6 achieved disappointing ratings. I blame the parents . . . Prod Gerry Anderson, the associate producer was Reg Hill, the music was created by Barry Gary, the title song was sung by Don Spencer, the special effects were created by Derek Meddings.

WR. Andersons, Alan Fennell, Anthony Marriott, Dennis Spooner, Gerry Anderson, Sylvia Anderson.

DIR. Alan Pattillo, John Kelly, Bill Harris, David Elliott.

EPISODES: 39 **YEAR MADE:** 1962 **COUNTRY:** GB **SEASONS:** 1

AN AP FILMS PRODUCTION FOR ATV/ITC

CREATOR: GERRY AND SYLVIA ANDERSON

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 39

DATE OF PREMIER: 28/10/1962

AIR DATE OF LAST EPISODE 27/10/1963

SEASON DATE BREAKDOWN:

FILMS:

Steve Zodiac PAUL MAXWELL, Venus SYLVIA ANDERSON, Prof. Mat Matic DAVID GRAHAM, Cmdr Zero JOHN BLUTHAL, Robert the Robot GERRY ANDERSON, Lt. Ninety DAVID GRAHAM.

RELATED SHOWS:*SPACE: 1999**THUNDERBIRDS**CAPTAIN SCARLET AND THE MYSTERONS**JOE 90**U.F.O.**SPACE PRECINCT**SECRET SERVICE, THE*1 - 1 *PLANET 46*

2062 AD: Space City detects a planetomic missile being fired at Earth and directs Steve Zodiac and his World Space Patrol craft Fireball XL5 to destroy it. The Fireball crew - Steve, with Venus, Matt Matic and Robert - head for the missile's origin, Planet 46, but when Steve and Venus land in Fireball Junior they are captured by the Subterrains. The aliens plan to use another missile to destroy Earth - this time with Venus on board!

Wr Gerry & Sylvia Anderson**Dir** Gerry Anderson1 - 2 *THE DOOMED PLANET*

Narrowly missing a planet which has spun out of its orbit, the crew of Fireball XL5 realise that it is on a collision course with the planet Membrono. A recce of the planet finds it uninhabited but on returning to Earth, Steve thinks that he has seen a flying saucer and, later, the same ship lands near Venus' house to lure XL5 back to Membrono on a mercy mission.

Wr Alan Fennell**Dir** Alan Pattillo1 - 3 *SPACE IMMIGRANTS*

Minodor and Minotran, a pair of evil Lillispations, capture XL7 pilot Ken Ross as he assesses New Earth for colonisation. The Lillispations intend to trap the crew of Mayflower 3, piloted by Venus, as it travels to New Earth with the colonists, but they are unaware that Zoonie the Lazoon is also on board...

Wr Anthony Marriott**Dir** Alan Pattillo1 - 4 *PLANT MAN FROM SPACE*

Space plant expert Dr. Rootes sabotages Space City's power supply whilst visiting the base, and an apparently empty missile lands near Venus' beach hut. But the missile carries the seed of an alien creeper plant which grows out of control and over-runs the whole area. Rootes tells Zero that he can solve the problem, but must acquire hormones from the planet Hedra with the help of the XL5 crew.

Wr Anthony Marriott**Dir** John Kelly1 - 5 *SPY IN SPACE*

Fireball XL9 is attacked by a mysterious ship so XL5 replaces it on patrol. Steve heads to refuel at the Companion 12 space station, but the crew find it deserted except for Boris and Griselda Space Spy, who plan to steal XL5.

Wr Alan Fennell**Dir** Alan Pattillo1 - 6 *THE SUN TEMPLE*

The sun-worshipping fanatics on Rejusca feel that their God will be angered by Earth's new suns, actually missiles exploding as Space City deflects meteorites. The Rejusicans destroy the missile launchers with a heat ray and when Fireball Junior lands, they capture Venus and use the sun's rays to burn her.

Wr Alan Fennell**Dir** Bill Harris1 - 7 *XL5 TO H20*

Rald and Jerek are the sole survivors on Zolpheid when their city is attacked by an Aquaphibian with a smoke gun. Space City picks up their faint SOS and a specially strengthened Fireball Junior dives into the

planet's ocean to seek out the two survivors as they shelter in a cavern.

Wr Alan Fennell

Dir John Kelly

1 - 8 *SPACE PIRATES*

Venus tells Jonathan Zero a story about space pirates from Aridan who plunder freighters of radioactive ore from Minera en route for Earth. The XL5 crew plan to take a Q ship along the route to catch Captain Katt, but the pirates have overpowered Jock in freighter SF4 on Minera, setting a trap for Steve in his disguised Q ship.

Wr Anthony Marriott

Dir Bill Harris

1 - 9 *FLYING ZODIAC*

Over dinner at Venus' house, Steve explains his family's background in the circus and Venus dreams that a charity circus is being staged at Space City. In disguise, Boris and Griselda Space Spy sabotage Ken Ross' jetpack so that Steve's trapeze act is left unsafe - in the confusion, alien Nomadians will land and take over Earth!

Wr Anthony Marriott

Dir Bill Harris

1 - 10 *SPACE PEN*

Posing as the crew of space ship 2X4, Mr. and Mrs. Space Spy land at Space City, steal some radioactive isotopes, break into Steve Zodiac's personal vault, and then make their escape. Steve and Commander Zero hatch a plan to catch the villains: pretending to be pirates who have stolen Fireball XL5, Steve and his crew follow the spys back to the planet Conva, but the plan misfires, and they find themselves prisoners in a deadly water chamber trap.

Wr Dennis Spooner

Dir John Kelly

1 - 11 *SPACE MONSTER*

On planet Monotane, Ken Johnson and Al Stomper, the crew of Fireball XL2, hide in a cave to escape a huge space monster, but are trapped by the creature. When the crew of XL5 investigate, Fireball Junior is almost knocked out of the sky by the creature and Steve and Venus are trapped in the cave with Johnson and Stomper, leaving Matt and Zoonie to effect a rescue.

Wr Gerry & Sylvia Anderson

Dir John Kelly

1 - 12 *THE LAST OF THE ZANADUS*

The evil Kudos, last inhabitant of the planet Zanadu, hatches a plan to destroy all Lazoons by infecting Major Jim Island of Space City with a deadly bacterium. Under Kudos' influence, Island returns to Earth after ten years and attends a welcome home party thrown by Steve Zodiac and Venus, where he infects a quantity of Zoonie's favourite dish, Martian Delight. When Venus unwittingly gives Zoonie the dish, the Lazoon becomes very ill; Steve needs to fly to Zanadu to obtain the antidote, but then Island steals Fireball XL5.

Wr Anthony Marriott

Dir Alan Pattillo

1 - 13 *PLANET OF PLATONIA*

Bizann of Platonia is about to enter into trade talks with Earth as his world is rich in Platinum, but his enemy Ginerva makes six attempts on his life. The crew of Fireball XL5 arrive on Platonia to protect Bizann, but his aide, Volvo, attacks Robert as he guards Fireball Junior and plants a bomb on the ship.

Wr Alan Fennell

Dir David Elliott

1 - 14 *THE TRIADS*

After detecting a series of huge explosions in space, Commander Zero sends Steve, Venus, and Matt in Fireball XL5 to investigate the planet Triad, a recently-discovered world at the edge of known space. However, when the crew reach the planet its high-gravity causes the ship to crash land – then they meet Graff and Snaff, a couple of seemingly friendly giants.

Wr Alan Fennell

Dir Alan Patillo

1 - 15 *THE WINGS OF DANGER*

In retaliation for the capture of their leader, the Subterrians hatch a plot to kill Steve Zodiac. After Space City detects strange signals coming from Planet 46, Lieutenant Ninety sends Fireball XL5 to investigate, but when Steve goes down to the surface, he is poisoned by a robot bird equipped with deadly radium capsules.

Wr Alan Fennell

Dir Bill Harris

1 - 16 *CONVICT IN SPACE*

When a criminal named Deblis steals some top-secret plans from Earth and escapes into space, Steve Zodiac sets off in Fireball XL5 in pursuit. He eventually captures Deblis, but the villain has managed to hide the plans and refuses to reveal their location. Three months later, Deblis has been sentenced to spend the next twenty years in the Space Pen. However, Mr. and Mrs. Space Spy have devised a plan to rescue Deblis, learn the location of the blueprints, and then kill him once they have the plans; they send a fake distress call, and when XL5 tries to help, the two villains capture Matt and use him to bargain for Deblis's release.

Wr Alan Fennell

Dir Bill Harris

1 - 17 *SPACE VACATION*

Steve, Venus and Matt are about to leave in Fireball XL5 for their holiday on the beautiful planet of Olympus when Commander Zero asks them to undertake a small mission to drop off spare parts at Space Station 6. When Steve and his friends eventually arrive at Olympus they become embroiled in a plot by their hosts, Yonkel and his son Ergon, who are planning to kill one of their latest guests with a bomb.

Wr Dennis Spooner

Dir Alan Patillo

1 - 18 *FLIGHT TO DANGER*

In order to win his astronaut's wings Lieutenant 90 must land at Space City in Fireball XL5, then complete a solo orbit of the moon in Fireball XL1. He manages to complete the landing, just, but when he sets off for the moon, he is unaware that the ship's miniature atomic reactor has broken loose and may explode any minute.

Wr Alan Fennell

Dir David Elliott

1 - 19 *PRISONER ON THE LOST PLANET*

When Space City's new long-range receiver detects a distress call from uncharted space, Steve Zodiac sets off in Fireball XL5 to investigate. Having survived a meteor storm and high levels of radiation, Steve and his crew soon land on a misty planet, where they meet the exiled queen of a race of space Amazons. But when Steve points out that he cannot help the queen because she has been legally sentenced by her people, the woman drugs him and then threatens to activate a nearby volcano that will destroy the entire planet.

Wr Anthony Marriott

Dir Bill Harris

1 - 20 *THE FORBIDDEN PLANET*

At the IAC Space Observatory, Doctor Sting helps Professor Matic test his new invention, the Ultrascope; together they examine the far off planet of Nutopia, reputed to be the most beautiful planet ever. However, the Nutopians are watching their watchers, and, because they wish their world and its secret of eternal youth to remain undiscovered, they use a ray to disable the IAC, render the two scientists unconscious, and then kidnap them with the aid of a matter transporter.

Wr Anthony Marriott

Dir David Elliott

1 - 21 *ROBERT TO THE RESCUE*

A huge orbiting space station causes confusion at Space City when Professor Matic mistakes it for a new planet. Steve Zodiac and his crew set off in Fireball XL5 to investigate, but when they head down to the structure's surface in Fireball Junior they are captured by two aliens, Magar and Proton, who announce that they will wipe the humans' memories and then keep them there forever. But before his brainwashing begins Steve manages to order Robert to rescue them...

Wr Dennis Spooner

Dir Bill Harris

1 - 22 *DANGEROUS CARGO*

Steve, Venus and Matt take Fireball Junior down to the surface of Pharos, a world that was once the site of a busy ciluvium mining operation, but which is now crumbling into dust and decay. After Steve recommends to Commander Zero that the unstable planet be demolished, he is ordered to return to Pharos with Vesuvium Nine, the most powerful explosive known to man. The crew are unsettled by the presence of such a dangerous substance on board; then things get worse: when they return to the planet, Steve and his friends find themselves trapped in a mineshaft by their enemies, the Subterrains.

Wr Dennis Spooner

Dir John Kelly

1 - 23 *MYSTERY OF THE TA2*

The crew of Fireball XL5 comes across the remains of the TA2, a ship that disappeared over fifty years ago. Having determined the course that the ship's captain, Colonel Harry Denton, was taking, Professor Matic, Steve, Venus and Robert follow the trail and find clues that indicate that Denton took an escape capsule down to the surface of the planet Arctan. The XL5 crew investigate, and after surviving various deadly pitfalls, they find Denton living happily as king of the planet's Ice People.

Wr Dennis Spooner

Dir John Kelly

1 - 24 *DRAMA AT SPACE CITY*

While Steve and Venus go on a skating holiday, Professor Matic gives Robert an overhaul, and Zoonie stays with Commander Zero's son, Jonathan. After causing mayhem in the control centre of Space City, Jonathan and Zoonie ask Zero for a trip in Fireball XL5, but the Commander, now at the end of his tether, flatly refuses. However, after a reconditioned Robert is put on board XL5, Jonathan and Zoonie sneak on board; then Zoonie's cry of -full power- causes the robot to start the engines - sending the ship and its three occupants flying off into space.

Wr Anthony Marriott

Dir Alan Pattillo

1 - 25 *1875*

After his new time machine successfully sends Robert back to 1875, Professor Matic contacts a patent expert on Saturn and then gives instructions that no-one touch the device. However, Steve, Venus and Commander Zero decide to have a look at the time machine for themselves; unfortunately Zoonie activates the device, sending the trio back in time to the Wild West. Here Steve is elected Sheriff, while Venus becomes a bank robber named Frenchi Lil, with Zero as her accomplice.

Wr Anthony Marriott

Dir Bill Harris

1 - 26 *THE GRANATOID TANKS*

For the last six months, two scientists have been staying on Planet 73 in order to determine the glass-covered world's suitability for habitation. Having decided to give the go ahead, the two men contact Space City to arrange to be picked up; the crew of Fireball XL5 are assigned the mission, but Steve and Matt decide to leave the following day as they are preparing a birthday surprise for Venus. However, Planet 73 is far from deserted: as the two scientists find themselves under attack from six Granatoid tanks, they realise that XL5 can never arrive in time to save them.

Wr Alan Fennell

Dir Alan Patillo

1 - 27 *THE ROBOT FREIGHTER MYSTERY*

Having sabotaged a space freighter, two unscrupulous pirates known as the Biggs Brothers pose as a legitimate salvage company, loot the ship of its cargo and then blow it up; the two pirates then return to Earth and attempt to sell Commander Zero his own shipment. However, Zero is suspicious, and he instructs Fireball XL5 to escort the next freighter; but the brothers have already planted a bomb aboard the freighter, and, after distracting the crew of XL5 with a fake distress call, they 'salvage' the ship. When Steve Zodiac realises what has happened, he hatches a plan of his own.

Wr Alan Fennell

Dir David Elliott

1 - 28 *WHISTLE FOR DANGER*

After Zoonie causes chaos in Space City, a furious Commander Shore locks the creature in a cage. Meanwhile, Steve, Matt and Venus are busy on the jungle planet of Floran, where the virulent plant disease Planetoid 3 has wiped out all the vegetation. Fireball XL5 is loaded with an Ellvium bomb, which, when exploded in the atmosphere, will destroy the disease and restore the plant life. However, two of the native Florans are suspicious - they capture the XL5 crew and imprison them in a castle's high tower.

Wr Dennis Spooner

Dir John Kelly

1 - 29 *TRIAL BY ROBOT*

When important robots vanish from several planets, Matt suggests questioning Professor Himber, a famous robot scientist whose recent tour took him to the same planets as the kidnappings. Steve and Venus become concerned that Robert could be the next victim, and they place an alarm on their mechanical pal. When the deranged Himber tries to snatch Robert he finds the device; realising he is being watched, Himber leaves Earth, having programmed Robert to steal a spaceship and follow his new master. The Fireball XL5 crew set off on in pursuit - but when they arrive on Planet 82 they are captured by Himber and his robot servants and put on trial for their lives.

Wr Alan Fennell

Dir Bill Harris

1 - 30 *A DAY IN THE LIFE OF A SPACE GENERAL*

Lieutenant 90 falls asleep one night and dreams that he has been promoted to general and put in charge of Space City. However, 90's inability to command soon turns him into a tyrant, and his orders result in chaos and confusion; then things end in disaster as Fireball XL5 crashes into Space City, setting it ablaze.

Wr Alan Fennell

Dir David Elliott

1 - 31 *INVASION EARTH*

A strange cloud is heading for Earth, causing a breakdown of interstellar communication as it approaches. Fireball XL18 is sent to disperse the cloud, but the ship is destroyed; Fireball XL24 is then despatched to investigate, but it too explodes. Having finished an errand of mercy, the crew of Fireball XL5 returns to Earth and discovers that the cloud hides an alien invasion fleet poised to take over the world.

Wr Dennis Spooner

Dir Alan Pattillo

1 - 32 *FASTER THAN LIGHT*

While en route for Space Station 9 to deliver much-needed supplies, Fireball XL5 suddenly goes out of control. Despite risking death from radiation exposure, Matt enters the ship's atomic core to attempt repairs; however, as the ship continues to increase its speed the professor realises that there is no hope. A chain reaction builds, and as the acceleration causes Steve, Venus and Matt to black out, XL5 breaks the light barrier. When the crew finally regains consciousness, they find themselves billions of light years away, emerging in a sea of air.

Wr Dennis Spooner

Dir Bill Harris

1 - 33 *THE DAY THE EARTH FROZE*

Space City goes to Red Alert when Fireball XL27 approaches on a collision course and makes a crash landing. The crew are found to be in comas, and a note discovered in the pilot's hand warns of danger on the planet Xavia. Commander Zero orders the XL5 crew to investigate the ice planet, but when Steve and Venus take Fireball Junior down to the frozen surface of Xavia, they are captured by two Icemen and thrown into an ice jail. The two aliens reveal that they will gain their revenge on Earth by using a giant disc to deflect the sun's rays, lowering the planet's temperature and causing the planet to freeze solid.

Wr Alan Fennell

Dir David Elliott

1 - 34 *THE FIREFIGHTERS*

A mysterious gas cloud approaches Earth, emitting huge fireballs that start blazes across the world. Commander Zero sends Fireball XL5 to investigate, but as the ship closes in on the cloud, a fire breaks out inside the vessel; while Robert takes the controls, Steve and Matt manage to fight the fire, but the damage leaves Steve no choice but to return to Earth for repairs. With just twelve hours to go before the cloud enters the atmosphere and destroys the world, Matt devises a plan to contain the cloud inside an abandoned space station - but can he complete the work in time..?

Wr Alan Fennell

Dir John Kelly

1 - 35 *SPACE CITY SPECIAL*

Steve Zodiac is to receive the prestigious Astronaut of the Year award from General Rossiter. Learning that the General and Venus will be flying to Space City in a supersonic airliner, a devious Subterrain kidnaps the pilot, Major Todd, and brainwashes him to crash the aircraft once it reaches a height of eight-

thousand feet. However, when Venus and the General notice Todd behaving strangely, Venus takes over the controls - and only Steve can radio instructions to Venus so that she can land the plane safely.

Wr Dennis Spooner

Dir Alan Pattillo

1 - 36 *GHOSTS OF SPACE*

The crew of Fireball XL5 are assigned to take a geologist named Frazer to the remote planet of Electron. However, when they arrive on the planet, they are surprised to find it deserted. After Steve Zodiac and the rest of the XL5 crew leaves, Fraser spends the night in a deserted ghost town, where he discovers a strange, glowing electric rock. Over the next few months Frazer amasses tons of electric rocks, but when Steve eventually returns in Fireball XL5 he refuses to take the consignment back to Space City, as the rocks are too heavy to make lift off. Frazer is furious, and threatens Steve to make him change his mind by morning. Meanwhile, two aliens have arrived on Electron for their regular supply of electric rocks – on seeing Fraser and the others they decide to scare them off using the same method they used to frighten all the planet's previous inhabitants.

Wr Alan Fennell

Dir John Kelly

1 - 37 *HYPNOTIC SPHERE*

The crew of Fireball XL5 find fuel tanker EF24 floating in space with its crew in a trance. They take the tanker back to Earth and escort the next one, EF25. The crew are entranced by a light emanating from a satellite, but Robert is immune and pilots XL5 to safety. Steve and Matt trace the satellites back to their origin on the icy planet Cevena, home to a brain being.

Wr Alan Fennell

Dir Alan Pattillo

1 - 38 *SABOTAGE*

Steve, Venus and Matt are out on routine patrol in Fireball XL5 when the ship is rocked by an explosion. As the crew desperately fights the blaze, Space City orders LP 22 to assist. Once the fire has been put out, Matt discovers the remains of a remote-controlled neutron bomb; the device has destroyed XL5's gyroscope, preventing the ship from making a safe landing. Meanwhile, the two Arcon warriors who planted the bomb approach the stricken vessel in their Gamma spaceship- they then use its gamma rays to stun Steve, Venus and Matt and bring them aboard as prisoners.

Wr Anthony Marriott

Dir GeJohn Kelly

1 - 39 *SPACE MAGNET*

Fireball XL7 disappears and when XL5 replaces it on patrol, both the ship and the Moon are dragged away to the planet Magneton where the crew find debris from XL7 being fed into a powerhouse for a magnetic force generating plant. Soon the crew have been captured by the invisible Solars who seek light.

Wr Anthony Marriott

Dir Bill Harris

FIREFLY



Set 500 years in the future, in the wake of a universal civil war, Firefly centres on the crew of Serenity, a small transport spaceship that doesn't have a planet to call home. Captain Malcolm "Mal" Reynolds (Fillion), a defeated soldier who opposed the unification of the planets by the totalitarian governed Alliance, will undertake any job - legal or not - to stay afloat and keep his crew fed.

Mal's crew includes his fiercely loyal second-in-command Zoe (Torres), who served beside him in the war and owes him her life; Wash (Tudyk), the ship's easygoing pilot and Zoe's husband; Kaylee (Staite), the ship's young and effervescent engineer; and Yayne (Baldwin), a tough mercenary whose loyalties lie with Mal - for now.

With prostitution now legal among the planets, the beautiful and sophisticated Inara (Baccarin) has her own shuttle docked on the ship and shares friendly, yet non-sexual relationships with the crew while serving as a paid companion to the Serenity's guests. The wealthy and secretive Simon (Maher) joined the crew as the ship's doctor in the hopes of protecting his emotionally fragile, yet intellectually gifted younger sister, River (Glaou).

Rounding out the ship's permanent denizens is Book, "The Shepherd" (Glass), a preacher who is on board to spread the word of God to the far reaches of the galaxy.

Thrust together by necessity, these disparate men and women are seeking adventure and the good life, but face constant challenges on the new frontier, such as avoiding capture by the Alliance, and evading death at the hands - and mouths - of the Reavers, human, flesh-eating mongrels who live on the fringes of the universe.

The creator of this show is more well known as the producer and writer behind BUFFY: THE VAMPIRE SLAYER. The show tries to bring a mix of science fiction and western.

As with BtVS, the world is divided into people who get Firefly and people who don't. In this series Joss Whedon created one of the most realistic post-war visions of the future ever committed to tape, that at the same time spoke about yesterday and today. Maybe a little too much today for its own good.

The series is anti-corporate, anti-government and, while it takes the stand that some things are worth fighting for, it is largely anti-war. No wonder FOX did everything in its power to kill it off, including airing episodes out of order, skipping weeks after airing only three eps and, inevitably canceling the show without even airing episodes 12, 13 and 14 (out of 15). This was particularly damaging, as Firefly had a greater sense of ongoing plot than any other Whedon series in its first year. Viewers were left wondering, on more than one occasion, when a character would reference something we hadn't seen yet.

The backstage dramatics aside, Firefly is intelligent and, like Buffy, mythic - except this time Whedon is dealing with the myth of America: the Frontier, the Civil War, the rise of the Corporation, etc . . .

Firefly is a demanding show. It asks its audience to appreciate the shades of grey in its characters' moral scale. The villains are not comfortingly dressed as an alien race. In 500 years mankind will still be its own worst enemy. Technology will be in the hands of a privileged few, and others will be in "The Black" - Whedon's frontier third world - where it is possible to exist without the interference (or benefit) of civilization and government. Things will be dirty, and used. Firefly creates a universe that almost totally opposes that of (that bastion of television sci-fi) Star Trek: its Federation-like central power (the Alliance) is interpreted as being oppressive and dystopic. We are on the side of those who resisted (like the Maqui) and lost.

The acting is strong, the writing as excellent, funny and moving as on any Whedon show, and the effects and sets create a consistent, believable world. It is a shame the series didn't have a more hospitable environment in which to grow and become all it could have been.

In 2005 Firefly returned to the screens with a made for TV movie, using many of the original cast members. Firefly has aired in the UK on The Sci-Fi Channel.

There was a time when Joss Whedon could do no wrong. Buffy The Vampire Slayer was hugely popular and critically acclaimed, its darker spinoff Angel was finding a smaller but decent adult audience... So, we assume, the networks gave Mr Whedon a freehand to do anything he liked with his new sci-fi show. In retrospect, that may have been a mistake.

A few centuries in the future; after a destructive civil war, a bureaucratic, faintly oppressive government rules the core worlds settled by humanity. But out on the frontier worlds, where hardy souls scrape a living with older forms of technology, their grip is a little looser. Mal Reynolds, war hero from the losing side, captains a Firefly-class ship, the Serenity, which ships cargo between planets, smuggles, illegally salvages from wrecks, and generally bends the rather flexible law of the frontier. But when he grants refuge to a young doctor and his sister, an escapee from a secret military programme, Reynolds suddenly finds himself and his misfit crew pursued by the full might of the government...

All right, fine. There's no reason why impoverished colony worlds wouldn't use horse-drawn ploughs and have western-style bars and cattle ranches alongside spacecraft and computers. They might even wear cowboy boots and hats. It's not impossible. But as you watch Firefly, something in your brain keeps protesting that this show is just conceptually all wrong. The space opera and the horse opera may have a lot in common, but they're both so visually distinct that combining them is near impossible. Throw in a reversion to 19th century American language, a peculiar decline in medical knowledge, and would you believe, a country and western theme tune, and any suspension of disbelief is doomed.

Unfortunately, Whedon is deeply in love with this bizarre world; so much so that he guides us slowly and tenderly around it, rather than actually letting anything happen. Look, a frontier town! Look, a bar! Look, another interminable conversation about nothing in particular! The average Firefly episode seems to be happening in slow motion, stretching paper-thin plots stolen from old westerns beyond breaking point.

Even with so much time to fill, the characters remain affable stereotypes. Nathan Fillion, as Reynolds, has the honourable, courageous man of few words down pat, but is so laidback that there's rarely any sense of danger about the situations he finds himself in. Sean Maher, as the doctor, Simon, has one of the better supporting roles, and acquits himself admirably as a naive intellectual suddenly cast adrift among the dregs of society. Summer Glau, as his fey, damaged sister, deserves a honourable mention, and Ron Glass does his dignified best as a horribly clichéd preacher-man. However, Adam Baldwin is probably having the most fun, as a self-centred survivor who thinks nothing of stealing his crewmates' possessions the moment they're presumed dead, and constantly flirts with betraying ship and captain for the reward.

There are flashes of good writing, and a great deal of good acting, scattered throughout the episodes, but the overall effect of the slow plotting and lacklustre relationships is soporific. We might have forgiven Firefly its conceptual oddities if it had delivered either action or characters, excited us or intrigued us, but Whedon seems quite happy simply to lull us into a sense of vague contentment. Power corrupts, but absolute power in the world of US TV leads to series like Firefly. Let's hope for something better next time from this undeniably talented writer.

Produced by - Gareth Davies . Producer , Ben Edlund . Producer , Lisa Lassek . Associate producer , Tim Minear . Executive producer
Brian Wankum . Associate producer , Joss Whedon . Executive producer

Original Music by - Greg Edmonson , Joss Whedon (main title theme "Ballad of Serenity")

Cinematography by David Boyd

Film Editing by - John Peter Bernardo , Sunny Hodge , Lisa Lassek

Casting by - Anya Colloff , Jennifer Fishman , Amy McIntyre Britt

Production Design by Carey Meyer

Art Direction by Colin De Rouin

Set Decoration by David A. Koneff

Costume Design by Jill M. Ohannesson (as Jill Ohannesson) , Shawna Trpcic

Makeup Department - Diana Acrey-Doyle . Hair department head , Camille Calvet . Makeup artist , Jason Collins . Supervisor: Almost Human, Inc.

Jake Garber . Makeup artist , Jake Garber . Special makeup effects artist , Robert Hall . Special makeup designer , Margie Latinopoulos . Makeup artist , Kerry Mendenhall . Key hair stylist , Debbie Mezera . Office manager: Almost Human Inc , James Ojala . Special makeup effects technician , Colette Slattery . Key hair stylist , Leo Corey Castellano . Makeup artist (uncredited)

Production Management - Michael Cedar . Unit production manager

Second Unit Director or Assistant Director - John P. Aguirre . Second second assistant director , Athena Alexander . Second assistant director

Ellen Marie Blum . First assistant director , Lisa Chu Dietze . DGA trainee , Brenda Kalosh . First assistant director , Ellen Rosentreter . DGA trainee , Tony Schwartz . First assistant director

Art Department - Banner Agundez . Assistant property master , Ron Cobb . Conceptual artist , Skip Crank . Property master , Keith A. Cuba . Lead man (as Keith Cuba) , Randy Eriksen . Property master . Franco Esile . Lead man (pilot episode) , Steven Fidler . Construction coordinator , David Goldstein . Paint foreman , Rick Heyer . Assistant prop master , Happy Nakamura . Property assistant , Graham Robertson . Set dresser (pilot)

David Saltzman . Assistant property master , Stella Starlight . Art department coordinator , Stella Starlight . Graphic designer

Val Wilt . General foreman , Timothy M. Earls . Illustrator (uncredited)

Sound Department - Deb Adair . Sound re-recording mixer , Susan Cahill . Assistant sound editor , Devendra Damon Cleary . Boom operator , Mark Cleary . Sound effects editor , Robert Guastini . Sound editor , Kevin Hyde . Boom operator , Tim Isle . Music editor , Bill Jackson . Sound re-recording mixer , Kurt Kassulke . Sound re-recording mixer , David Klotz . Music editor (multiple episodes) , Brian D. Lucas . Sound recordist

Mike Marchain . Sound editor , Kevin McCullough . Sound effects editor , Michael Miller . Adr mixer , Steven Morrow . Sound mixer: second unit

Tom Perry . Sound re-recording mixer , Cindy Rabideau . Supervising sound editor , Fred Tator . Sound re-recording mixer , David Yaffe . Production sound mixer (as David Barr White) , David Yaffe . Sound mixer

Special Effects by - Nathan Franson . Special effects technician , Bruce Minkus . Special effects coordinator

Visual Effects by - Raoul Bolognini . Visual effects coordinator, Kristen Branan . Visual effects producer , Brent Burpee . Systems engineer

Jarrod Davis . Digital artist , Aram Granger . Digital artist , Chris John Jones . Compositing supervisor , Jon-Marc Kortsch . Digital artist

Errol Lanier . Digital artist , Michael D. Leone . Digital artist , Mark Lipsmeyer . Digital artist: Zoic Studios , John McGinley . Visual effects modeler

Terry Naas . Digital artist , Rocco Passionino . Digital effects supervisor , Jose Perez . Visual effects , Loni Peristere . Visual effects supervisor

Kevin Quattro . Digital artist , Emile Edwin Smith . Digital effects supervisor , Lee Stringer . Visual effects animator

Kyle Toucher . Digital artist (pilot episode) , Bryan Whitaker . Digital artist

Stunts - Cheryl Bermeo . Stunts , Nick Brandon . Stunt coordinator , Eddie Braun . Stunt coordinator (episode 1.01 "Serenity") , Charlie Brewer . Stunts , Richard Bucher . Stunts , Ken Clark . Utility stunts , Edward Conna . Stunts , John Dixon . Stunts

Brian Duffy . Stunts , Roel Failma . Stunt performer , Eddie J. Fernandez . Stunt guard , Bryan Friday . Stunts , James Giaquinto . Stunt double

Mike Gunther . Stunts , Jes Hellwege . Stunts , Nicola C. Hindshaw . Stunt double: Jewel Staite , Nicola C. Hindshaw . Utility stunts , Mark Kubr . Stunts , Cheryl Lawson . Stunts , Will Leong . Utility stunts , Christopher Leps . Stunts , Michael Li . Stunts , Mike Massa . Stunt performer

Brandon Molale . Stunt double , Caryn Mower . Stunts , Sonja Munsterman . Stunts , Gloria O'Brien . Stunts , Lin Oeding . Stunts , J.J. Perry . Stunts , Christie Sanders . Utility stunts , Felipe Savahge . Stunts (multiple episodes) , Felipe Savahge . Utility stunts , Paul Anthony Scott . Stunt double: Nathan Fillion , Paul Anthony Scott . Stunts , Paul E. Short . Stunts , Tim Sitarz . Stunt double , Clark Tucker . Utility stunts , Jim Vickers . Stunts , Todd Warren . Utility stunts , Gary J. Wayton . Stunt performer , Lee

Whittaker . Stunts (multiple episodes) , Scott Workman . Stunts

Other crew - Ted Bayard . Assistant location manager , Gregory Beard . Best boy grip (one season) , John

Peter Bernardo . Assistant editor (as J.P. Bernardo) , Jayme Bohn . Assistant costume designer , Sam B. Bollinger . Assistant editor (as Sam Bollinger) , Michael Boretz . Assistant: Joss Whedon , Bill Brummond . Camera operator , Cheryl Cain . Story editor , Susi Campos . Set costumer , Brian Cantrell . Best boy electric

Keith Davis . Electrician , Nathan Draper . Production assistant , Allen D. Easton . Camera operator (as Allen Easton) , Ron Eisenberg . Still photographer , Bob Ellis . Transportation coordinator , Tami Fernholz . Payroll accountant , Samuel Fischer . Best boy electric , Ryan Ford . Assistant accountant , John J. Gray . Assistant: Tim Minear , Sam Greenmun . Spacesuit technician , Lonnie Hamerman . Casting associate Tom Hutchinson . Second assistant camera , Steve Karnes . Weapons armorer , Neil Levin . Script coordinator , Philip Maldonado . Costumer

John Magoo McGivern . Transportation captain , Shaun McNally . Production assistant , Lee A. Miles . Extras casting , Aaron Miller . Post-production coordinator , Jose Molina . Executive story editor , Marilyn Moore . Assistant editor , Michael V. Nicolo . Casting assistant

Dennis L. Peterson . Chief lighting technician (as Dennis Peterson) , Lawrence Quon . Costumer , Elyse Allyn Ramsdell . Production coordinator (as Elyse Ramsdell) , Beau Reed . Transportation co-captian , Sonny Rhodes . Musician: main title theme , Sonny Rhodes . Singer: main title theme

Peter M. Roberts . Location manager , Jim Roberts . Medic , Lori Rozzi . Specialty costume fabricator , Jain Sekuler . Script supervisor

Bubba Sheffield . Key grip , Bubba Sheffield . Key rigger (pilot episode) , Jonas Steadman . Assistant camera , Tim Weske . Sword master

Kelly Wheeler . Assistant: Gareth Davies , Troy White . Best boy electric , James Williams . Production accountant , James E. Williams . Production auditor , George Sartiano . Specialty costumes (uncredited)

Academy of Science Fiction, Fantasy & Horror Films, USA

Year Result Award Category/Recipient(s)

2004 Won Saturn Award Best DVD Television Release
For "The Complete Firefly".

2003 Won Cinescape Genre Face of the Future Award Male - Nathan Fillion

Emmy Awards

Year Result Award Category/Recipient(s)

2003 Won Emmy Outstanding Special Visual Effects for a Series - Loni Peristere (visual effects supervisor) , Kristen Branam (visual effects coordinator) , Emile Edwin Smith (digital effects supervisor) , Rocco Passionino (digital effects supervisor) , Lee Stringer (cg supervisor) , Kyle Toucher (animator) , Jarrod Davis (animator) , Terry Naas (animator) , Chris John Jones (compositing supervisor) - For episode "Serenity".

Golden Satellite Awards - Year Result Award Category/Recipient(s)

2004 Nominated Golden Satellite Award Best DVD Extras

Hugo Awards

Year Result Award Category/Recipient(s)

2004 Nominated Hugo Best Dramatic Presentation - Short Form - For episode "Heart of Gold".

Best Dramatic Presentation - Short Form

For episode "The Message".

2003 Nominated Hugo Best Dramatic Presentation - Short Form

For episode "Serenity".

Motion Picture Sound Editors, USA

Year Result Award Category/Recipient(s)

2003 Nominated Golden Reel Award Best Sound Editing in Television Long Form: Sound Effects/Foley - Cindy Rabideau (supervising sound editor) , Mike Marchain (supervising sound editor) , Mark Cleary (sound editor)

Kevin McCullough (sound editor) , Robert Guastini (sound editor) , Jennifer McClain (foley editor) , Raymond E. Spiess III (foley editor) , For episode "Serenity".

Visual Effects Society Awards

Year Result Award Category/Recipient(s)

2003 Won VES Award Best Visual Effects in a Television Series - Emile Edwin Smith , Rocco Passionino , Loni Peristere , Kristen Branam - For the pilot ("Serenity").

Nominated VES Award Best Compositing in a Televised Program, Music Video, or Commercial
Loni Peristere , Emile Edwin Smith , Kristen Branan , Chris John Jones - For the pilot ("Serenity").

WR. Joss Whedon, Tim Minear, Ben Edlund, Tim Minear, Jane Espenson, Drew Z. Greenberg , Jose Molina , Cheryl Cain, Brett Matthews.

DIR. James A. Contner , Vondie Curtis-Hall , Vern Gillum , Marita Grabiak , Michael Grossman , Allan Kroeker , Tim Minear, David Solomon , Joss Whedon, Thomas J. Wright

EPISODES: 15 **YEAR MADE:** 2002 **COUNTRY:** US **SEASONS:** 1

MUTANT ENEMY INC. / 20TH CENTURY FOX TELEVISION

CREATOR: JOSS WHEDON

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER: 20/09/2002

AIR DATE OF LAST EPISODE 20/12/2002

SEASON DATE BREAKDOWN:

FILMS: SERENITY (aka FIREFLY: THE MOVIE) (2005)

Capt. Malcolm 'Mal' Reynolds NATHAN FILLION, Inara Serra MORENA BACCARIN, Jayne Cobb ADAM BALDWIN, Shepherd Book RON GLASS, River Tam SUMMER GLAU, Dr. Simon Tam SEAN MAHER, Kaywinnit Lee 'Kaylee' Frye JEWEL STATIE, Zoë Warren GINA TORRES, Hoban 'Wash' Washburn ALAN TUDYK

Books Based on this series.

SERENITY (MOVIE NOVELISATION)	KEITH RA DECANDIDO	2005
SERENITY : THE OFFICIAL VISUAL COMPANION	JOSS WHEDON	2005

RELATED SHOWS:

BUFFY THE VAMPIRE SLAYER

1 - 1 *THE TRAIN JOB*

A battle for control of the craft threatens to erupt after Capt. Reynolds and his sidekick Zoe become entangled in a botched mission to steal cargo from another ship.

Summary: The episode opens in a dark, musky bar on Unification Day celebrating the day the Alliance took over the universe. Zoe and Mal are playing a game while Jayne watches. Of course there is a loud mouth who has to badmouth those who fought in the war against the Alliance (such as Mal and Zoe) and of course, a fight ensues. The bar brawl ends up outside with Wash bringing the Serenity over for a last minute rescue along the edge of a cliff.

Looking for work, Mal, Zoe and Jayne meet a man named Niska with his resident henchman Crow. Niska has a job for them - a train job stealing the cargo from a passenger train. As it's supposedly Alliance goods, Mal has no problem. But then he finds out the 'goods' are actually medicine needed for the city's residents who are suffering from a degenerative malady the miners suffer due to living conditions. So Mal must decide whether he wants to get paid and possibly be responsible for the death of miners and their families, or return the cargo and face the wrath of Niska.

Wr Joss Whedon & Tim Minear

Dir Joss Whedon

1 - 2 *BUSHWHACKED*

A salvage mission goes from dreary to deadly after the crew members find their site ravaged by the cannibalistic Reavers and targeted by an Alliance ship that could do more damage than anyone imagined. The final scene of Wash describing Zoe was part ad lib.

Wr Tim Minear

Dir Tim Minear

1 - 3 *OUR MRS. REYNOLDS*

The discovery of a stowaway (Christina Hendricks) leads to an even more shocking find---she's actually Mal's payment for a past job. Meanwhile, the Alliance has its eye on the Serenity. Or at least someone aboard it.

Wr Joss Whedon

Dir Vondie Curtis Hall

1 - 4 *JAYNESTOWN*

Jayne is a local hero of a town Serenity visits. The episode is said to include a song written by Ben Edlund - The Hero of Canton, the Man they call Jayne. This episode was moved up in the schedule as it was originally to air in November.

Wr Ben Edlund

Dir Marita Grabiak

1 - 5 *OUT OF GAS*

Includes more back story about how the characters got together, including a flash back of Mal showing Zoe around for the first time. Includes a scene of Kaylee showing off her expertise in the engine room

Wr Tim Minear

Dir David Solomon

1 - 6 *SHINDIG*

There's trouble ahead for Mal after he gets into a dust-up with one of Inara's less-than-noble clients. Mal makes a social faux pas while attending a fancy ball, and ends up challenging Inara's date, Atherton Wing, to a duel. It would be pretty manly, except that Inara now has to teach Mal how to use a sword. The rest of the Serenity crew would probably enjoy laughing at his predicament, but they are being held hostage by the ruthless crimelord Badger, who has his eye on Serenity.

Wr Jane Espenson

Dir Vern Gillum

1 - 7 *SAFE*

A battle with cattle dealers leaves Book in dire need of Simon's aid. Too bad the doctor - and his sister - are out of reach, having been abducted by hillbillies looking for a healer. Includes a bit about Simon and River's childhood.

Wr Drew Z. Greenberg

Dir Michael Grossman

1 - 8 *ARIEL*

The crew helps Simon infiltrate a ritzy planet's hospital for info on the experiments going on at River's school. But as he uncovers the cause of her psychosis, a betrayal by one of the Serenity members puts the Tam siblings back in the hands of the Alliance.

Will find out more about River at the Academy. This one is said to be a big 'caper' a la Ocean's Eleven with face paced action and a no-nonsense scene with Mal & Jayne at the end.

Wr Jose Molina

Dir Alan Kroaker

1 - 9 *WAR STORIES*

Niska, a vengeful crime lord, sets out to derail Wash and Mal's medical-supplies scam as a payback for Mal's part in a botched train heist. But the bad guy may have met his match in another member of the Serenity crew, who refuses to see the captain go down without a fight. Nice to see more continuity from episode to episode.

Wr Cheryl Cain

Dir Jim Contner

1 - 10 *OBJECTS IN SPACE*

A bounty hunter is lured into a treacherous game of cat and mouse after he infiltrates the Serenity to deliver the much sought-after River to the Alliance.

Wr Joss Whedon

Dir Joss Whedon

1 - 11 *SERENITY (PART 1 OF 2)*

After a flashback to Zoe's and Mal's days in the wars six years previous, we cut to the modern day where the Serenity crew is running a salvage operation on a deserted ship and are forced to flee with the cargo when the Alliance show up. Their buddy Badger refuses to buy the cargo so they head off to the rim worlds after picking up three passengers: Book, Simon, and Dobson. En route someone sends a signal to the Alliance and it turns out to be Dobson, an undercover Federal agent, who arrests Simon but is glad to take the whole crew in. He shoots Kaylee before being captured, and Simon forces Mal to flee in return for his doctoring services. When Mal investigates Simon's cargo he finds a naked woman...

Wr Joss Whedon

Dir Joss Whedon

1 - 12 *SERENITY (PART 2 OF 2)*

The naked woman is Simon's sister River, a government test subject he helped to escape. After ducking a dreaded reaver ship, Mal tries and cuts a deal with Patience, an old "friend" but suspects a trap. Patience tries an ambush but the team escapes just as the Reavers return and the Federal agent breaks loose. Mal shoots the agent dead and Wash manages to duck the Reavers. at the end Mal decides to take on all three of his remaining passengers full-time.

Wr Joss Whedon

Dir Joss Whedon

1 - 13 *HEART OF GOLD*

The crew comes to the rescue of an old friend of Inarra's now running her house of Companions on a distant planet. It features a number of Companions - which Jayne takes full advantage of. It includes the first glimpse of technologies like laser pistols and a hovercraft, but has a truly western feel.

Wr Brett Matthews

Dir Thomas J. Wright

1 - 14 *TRASH*

Saffron (from "Our Mrs. Reynolds") returns - after Mal breaks up her current gig, she convinces him and the crew to help out with a "perfect crime" that isn't. The crime: go to Bellerophon and steal a criminal's prototype laser gun from his collection. The plan: Saffron and Mal sneak in and dump the gun down the trash, bypassing security, and the Serenity crew grab it from the disposal system. Of course, this is Saffron, and things don't quite turn out as planned... Meanwhile, Simon figures out Jayne betrayed them (in "Ariel") and the two have words.

Wr Jose Molina, Ben Edlund

Dir Vern Gillum

1 - 15 *THE MESSAGE*

An old war comrade of Mal's and Zoe's, Tracey, mails his corpse to them. He also leaves a message asking them to deliver his body to his family. Some men claiming to be with the Alliance are on the trail of the body and catch up to them demanding the body. The crew can't find anything on Tracey's corpse, but as they prepare to cut it open, Tracey comes back to life. He explains he is smuggling super-organs in his own body. They flee to the planet with the men in hot pursuit and eventually/supposedly agree to give up Tracey. Tracey gets wind of the plan and makes a break for it with Kaylee as a hostage - they shoot him down and Mal reveals they were going to send the officer off since he's out of his jurisdiction and on a personal mission with no authority. Then Tracey dies and they deliver his body for real this time.

Wr Tim Minear, Joss Whedon

Dir Tim Minear

FIRST BORN

Genetic scientist Edward Forester dreams of creating a new species, one with man's intelligence but without his homicidal aggression. The crowning achievement of his experiments is the birth of a human/gorilla hybrid, secretly using his own sperm. The baby, born with a temporary top-to-toe covering of body hair, is named Gordon and eventually grows up to be almost everything Forester could have wished for.

Almost, but not quite, for shortly before Gordon discovers his true origins he beds Forester's fanciable daughter Nell. Then, after angrily confronting 'dad', Gor demands to meet his 'mum', Mary the gorilla, who pounds her hybrid offspring to death in a frenzy of rage. The inevitable epilogue has Forester watching the christening of his daughter's baby boy, his benevolent smile turning to a look of horror as the baby's simian cry leaves us in no doubt that it is Gor's child . . .

Three-part BBC saga about the birth, life and violent death of a man/gorilla hybrid, based on the futuristic novel *Gorsaga* by Maureen Duffy. Coming from the producer/director team responsible for *The Lives and Loves of a She-Devil*, this tale of genetic science-fiction was assured of a fair hearing. And though it began promisingly enough it was ultimately savaged by the critics for eschewing credibility in favour of melodrama. The screenplay was written by Ted Whitehead, the producer was Sally Head and the music was by Hans Zimmer.

In 1986 BBC2 broadcast *The Life and Loves of a She-Devil*, a four-part adaptation of Fay Weldon's fantasy book that proved both highly successful and controversial. This had been adapted by Ted Whitehead, produced by Sally Head and directed by Philip Saville. Two years later the same team were reunited with an increased budget to produce a further three-part book adaptation, this time of the science-fiction novel *Gorsaga* by Maureen Duffy. For television purposes the title *Gorsaga* was considered viewer non-friendly so a new name *First Born* was chosen while a decision was taken to set the story in the present day rather than the future of the novel. The extra funding, which enabled the serial to be shot on film, emanated from the BBC seeking and finding co-production partners, the Antipodean networks ABC (Australia) and TV NZ (New Zealand).

Charles Dance played Forester, having won acclaim for his performance as Guy Perron in *The Jewel in the Crown* and he was ably supported by amongst others Julie Peasgood and Philip Madoc. The serial was also a stepping stone for the young actress Gabrielle Anwar, now a Hollywood regular and composer Hans Zimmer, who later won an Oscar for his score for *The Lion King*, while Head, Saville and Whitehead went on to work together again on Granada's *THE CLONING OF JOANNA MAY* in 1991.

The animals scenes were shot at a disused airfield on a purpose-built set, enabling the actors to work at close quarters with the apes. Charles Dance remembers, "The chimps clamoured all over their cage for fun, but the gorilla had a particular purpose - to find a means of escape." Gor himself, played at age seven by Peter Wiggins and Jamie Foster as an adult, was deliberately portrayed as not particularly ape-like in look or manner, excess body hair being the main clue to his cross-breed condition.

This allowed the serial to focus more on the moral dilemmas of the subject matter rather than rely on visual effects. Dance says of Forester, "He's a very complex character. . . He's a devout Catholic who has a career in genetic engineering, so this is a man with a problem from day one. He's constantly disturbed: I don't think he sleeps much." He was keen to take part once he heard who was on the production team: "The scripts are excellent, and Philip Saville is a director whose work I admire. Also there was the challenge of trying to make something so apparently fantastical seem realistic and believable. Although, from what I gather about what is possible in experiments into producing trans-species, it may not be fantastical after all."

Like *She-Devil*, *First Born* caused controversy when first broadcast in October/November 1988. Although this planet does not yet seem to be inhabited by hybrids, with the exception perhaps of Robin Williams, who can predict what may be around the corner?

WR. Maureen Duffy, Ted Whitehead.

DIR. Philip Saville

EPISODES: 3 **YEAR MADE:** 1988 **COUNTRY:** GB **SEASONS:** 1

A BBC TELEVISION PRODUCTION IN ASSOCIATION WITH THE AUSTRALIAN BROADCASTING CORPORATION AND TELEVISION NEW ZEALAND

CREATOR: MAUREEN DUFFY

TYPE OF SHOW: SCIENCE

FORMAT: SERIAL

LENGTH (MINS): 50 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 30/10/1988**AIR DATE OF LAST EPISODE** 12/11/1988**SEASON DATE BREAKDOWN:****FILMS:**

Edward Forester CHARLES DANCE, Ann Forester JULIE PEASGOOD, Lancing PHILIP MADOC, Chris Knott PETER TILBURY, Nancy Knott ROSEMARY MCHALE, Dr. Graham ROSHAN SETH, Marais MARC DE JONGE, Jessop NIVEN BOYD, Emily Jessop SHARON DUCE, Gerry NINA ZUCKERMAN, Gor JAMIE FOSTER, Young Gor PETER WIGGINS, Nell Forester GABRIELLE ANWAR, Young Nell BETH PEARCE, Preist RON DIXON, Priest MARTYN TOWNSEND, Old Priest RALPH MICHAEL, Lucy FRANCESCA BRILL, Doctor SUSAN BERESFORD.

Books Based on this series.

Gorsaga

Maureen Duffy

FIRST NEXT TIME, THE

2017: The greenhouse effect and global warming take their toll as droughts, floods, and hurricanes wreak mass destruction in a world gone mad, one family struggles to survive against all odds...

Justin Whalin is also famous for playing the character of Jimmy Olsen in Lois and Clark. This was one of the better TV mini series that has been shown on TV this decade. I was mesmerized while watching it and still remember vividly how I thought this could really happen. Given recent weather, I don't believe I was far wrong. It is awesome how many things in this movie have already come to pass. If there is any way of viewing it by any means I would really like to hear about them. I'm also trying to find out if there was a book published on this title. I wish all TV was as entertaining and as lasting as this movie was.

1993 : Won Emmy Award for Outstanding Individual Achievement in Sound Editing for a Miniseries or a Special

1994: Nominated for Young Artist Award for Best Youth Actor in a TV Mini-Series, M.O.W. or Special.

WR. James S. Henderson

DIR. Tom McLoughli

EPISODES: 2 **YEAR MADE:** 1993 **COUNTRY:** US **SEASONS:** 1

RHI ENTERTAINMENT INC.

CREATOR: JAMES S. HENERSON

TYPE OF SHOW: ENVIRONMENTAL **FORMAT:** MINI-SERIES

LENGTH (MINS): 195 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: 20/04/1993 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Suzanne Morgan BONNIE BEDELIA, MICHAEL CAVANAUGH, Claude CARL CIARFALIO, LELAND CROOKE, Frank Morgan RICHARD FANSWORTH, Sarge LOUISE FLETCHER, TONY FRANK, MARLA GIBBS, Buddy Eckhard CHARLES HAID, SHELLY JOHNSON, Linnie Morgan ASHLEY JONES I, Valdez SAL LOPEZ, NANCY MCLOUGHLIN, Drew Morgan CRAIG T. NELSON, JAMES PARKS, Larry Richter JURGEN PROCHNOW, David PAUL RUDD, SUZANNE SAVOY, SHAWN TOOVEY, Boudreaux JOHN VERNON, Paul Morgan JUSTIN WHALIN.

FIRST WAVE



Cade Foster is a successful salesman selling hi-tech company security, he had one problems however and that his nightmares and visions of seeing a disembodied head, for the last six months, these nightmares are driving his wife crazy as well. After a detective sends Cade Fosters police records to Cade's boss he is promptly fired, he also discovers that all his credit cards and money in the bank have disappeared. The lost straw comes when he finds a surveillance bug in his house, and somebody has broken in and painted the numbers 19 all over his house.

Determined to find that truth, he talks to a murder who had killed his own family, who has the same visions as he has and claims that aliens are here on Earth. After the apparent suicide of the moon Foster finds a message left for him by the murder which is the address of somewhere in the city. However his wife is scared and doesn't want him to leave, so they promptly check into a motel, he doesn't realise however that his wife's body has been taken away and had been replaced by an alien who attempts to kill him. The aliens put the body of his dead wife next to him in order to try to frame him for murder, the police soon arrive, but he manages to escape from them.

Know on the run he manages to find the address that was given to him, he discovers that 117 human beings are being tested to probe their strengths and weaknesses, and he is subject 117, in the process of being eliminated. The police however soon find him, and he ends up the hands of the aliens, he hears that the aliens invasion will begin with the first wave when 19 million human beings will die. The key to their success is understanding how human beings work, and this is done through their test subjects, of which he is one.

Foster manages to escape from the aliens, but not taking the drugs that they had given them, he now knows the truth, but will anybody believe him?

Taking its title from Nostradamus's prediction that the Earth would be destroyed by a powerful alien enemy in three deadly waves, this science fiction adventure series from Chris Brancato (a writer on the X-FILES and THE OUTER LIMITS (90s)) boasted state of the art special effects. The series was first aired in the UK on Monday 4th January 1999, this was three months before the series was premiered in the US, despite being a US show. First Wave star Sebastian Spence had also starred in an episode of THE X FILES (Home). Rob LaBelle has also guest starred in many SF shows including QUANTUM LEAP, THE X-FILES and STAR TREK: VOYAGER.

Music composed by Ferocious Fish, additional music by Claude Foisly. Co-producer for the series was Randolph Cheveldave. Executive producers for the series were Francis Ford Coppola and Larry Sugar, co-ordinating producer was David Dewar, creative consultant was Albert J. Salke, story editor for the series was Daniel Howard Cerone. Director of photography was Henry Chan, production designer for the series was Katterine Keith and visual effects supervisor was Lee Wilson. Visual effects for the series were created by Rainmaker Digital Pictures, prosthetics effects created by Northwest Effects Group Ltd.

It may seem like a blending of ideas but First Wave, offers a few 'stimulating twists'. Series creator Chris Bancato co-wrote the X-FILES' "Eve" and two impressive 90s OUTER LIMITS episodes (Resurrection and Beyond the Viel". Playing Cade is up-and-coming actor Sebastian Spence. Adopting the mantle of the series' hero was a formidable task, especially as the script cites a portentous source.

The series starts out as another one man against the system show, strongly reminiscence of shows such as NOWHERE MAN and THE INCREDIBLE HULK, such one shows are difficult to do well, lacking in good storylines, this storyline isn't the most original one to have ever been created, but the production values for the show are high, and the acting standard is good.

In "Lung Fish", after hearing of a fish that can breathe on land, Cade travels to the site and discovers that both fish and humans are part of an alien mutation experiment. In "Marker 262", Cade "Hall" ventures to

Ashgrove, Missouri to investigate the disappearance of a man during a drag race on highway 714 around mile marker 262. He discovers that the area around 262 has an extremely high magnetic charge which has created an entrance to a "quantum pocket" (for lack of a better term.) which has been created by the Gua. While being pursued by the authorities, Cade accidentally strays onto highway 714 and through the 262 "gateway." After fighting Tommy, (The gua agent who was in charge of the marker.) and destroying him, Cade escapes the "quantum pocket" and eventually returns to find that the Gua have removed it.

Brancato promises that First Wave avoids some of the narrative traps of 'conspiracy' shows. "We've been forced to be pretty forward-thinking about the evolution of the series, and here's why. This is one of those series where, if Cade uncovers the alien conspiracy and The New York Times puts it on its front page, the show's over. It's a negative-premised series. We're not going to allow that. We're going to probably do an episode where it gets announced on the front page of The New York Times that this guy believes aliens are here - and you know what happens? Nobody pays any attention."

There are a dozen other shows which have a similar premise to First Wave, so it'd be difficult to claim that First Wave is particular original, but sometimes it's better to revisit something good than make something original but uninspired. Simply running through the old ideas (rock music as brain washing, straight from the TV series of WAR OF THE WORLDS; the town clogged with perennial rain from the AVENGERS' surfeit of H2O) one by one, week by week, is perhaps a little too run-of-the-mill for comfort.

Brancato the creator of the show, got his start working as a production assistant on Tales from the Darkside and went on to be Warren Beatty's assistant on Ishtar. He got his first big break in television in 1991 writing for the Aaron Spelling series Hearts are Wild. Spelling continued to be Brancato's mentor, giving him the chance to write for Beverly Hills 90210, Burke's Law and Robin's Hoods. He went on to pen scripts for other shows including THE X FILES and THE OUTER LIMITS as well as feature films Species II, Hoodlum and Weatherman.

First Wave kicks off its second season in F so-so form with Target 117, an hour that sees the Gua test Cade Foster (Sebastien Spence) by pitting him against their greatest warrior, namely Lucas, played by Sable, the real-world's sexiest former wrestler. As usual, the most successful element of First Wave is the ading of Spence and Roger Cross as Joshua. In Target 117, Spence yet again makes for a root worthy hero; we like the guy, feel for him and, most importantly, believe in his plight. As for Cross, he makes for an honorable adversary, as Joshua deals not only deals with his admiration for Foster and his concerns that the Gua may attack Earth too soon, but also Lucas' lust for him. Lucas, you see, was his student once upon a time, and she thinks her old teacher has gone off.

Target 117 benefits from decent throwaway lines: Upon being revived, Lucas slithers up to Joshua and asks, "Is it true what they say? Sex is pleasure?". Later, as Cade and Crazy Eddie (Rob LaBelle) are running away from Lucas, Cade comments, "We're following the prophecies of a man who's been dead for 500 years. Did you ever think we should get our heads examined?" Unfortunately, the episode as a whole is far from gripping. Gee, Sable is a guest star. She's not going to be a regular and no one's talking about her even becoming a recurring character. So we know her fate before the opening credits. Worse, There's not a whole lot of acting going on with Sable, just lots of posing and looking semi-tough. Ooh, boy, I'm scared.

Episode scribe Chris Brancato and director Jorge Montesi seem to realize both Sable and the episode's dramatic limitations and stage the Lucas scenes as attributes to other Sci-Fi fare. Lucas, when first viewed, is totally naked, save for a couple of belt-like devices. Species (or Species 2) anyone? Later, Lucas rises from an inferno a la Terminator 2. And, several times, the camera zooms in on Lucas's ear as she uses her illenhanced headng to pick up traces of Foster and Crazy Eddie. The Bionic Woman would be proud... or might want to sue. And, not to read too much into things, but Lucas, an invincible Sci-Fi force? Could that be a tip of the hat to you know who?

An infiltration, invasion from above and armageddon. No! Not the film! He meant all-out war and 'destruction of life as we know it. Fortunately, Nostradamus also prophesized that a 'twice-blessed man' could prevent the devastating end of the world we know and love. All very well for him to say but as far as Canadian actor Sebastian Spence is concerned, the race to turn him into a saviour in the television series First Wave, was actually a close-run thing; "I blew the initial screen test and went home determined to forget about the whole experience."

Quiet spoken, yet vivacious and modestly insisting his success in getting the role was the result of a happy accident, Spence maintains, "It was down to your guys in England that I actually got the part." The casting directors were having trouble finding the right person to portray Cade Foster, a wily fugitive on the run from everything - from the long arm of the law to the tentacles of some nasty extra-terrestrials. Eventually, the decision makers at the UK's Pearson Television wanted to have another look at the actors short-listed for the part. "I ended up getting the role by chance. I had been in Toronto filming another television series (Fast

Track) when the call came to audition for the role of Cade Foster but after six weeks of silence I figured it had gone. In fact, some of my stuff was on one of the other actor's tapes and whilst the directors were fast-forwarding it they caught what I did, liked what they saw and decided to give me another shot at it." Twice-blessed indeed.

Originally written for a man of mature years, the youthful Mr. Spence is eternally grateful for the opportunity to create a character who is at once, "passionate, driven, concerned for others yet hell-bent on revenge for what has been done to him." For those unfamiliar with the story, the basic idea behind Chris Brancato's fascinating scenario is that aliens known as the Gua, have already launched the first wave. Contrary to Nostradamus's own brand of the Millennium Bug, Brancato's vision sees the aliens squeeze their socially unacceptable bodies into the skins of 'perfect'-looking human specimens in order to surreptitiously observe our behaviour and conduct various experiments designed to test our strength of will. Extensive interplanetary research has shown that 'beautiful people' are generally accepted into most circles within our society and the invaders plan to seduce us into submission with their gorgeous facades. Ah, if only it were that easy. As a foil to their cunning ploy, the naturally attractive Foster - himself a test subject - resists a plethora of physical and mental tortures to reveal himself the man most likely to repel all boarders.

First Wave's pilot episode Subject 117 introduces Foster as a professional thief turned-security-guard whose carefully-nurtured fresh start begins to crumble when he doses his job, his credit rating and, it appears, his mind. Framed for the murder of his wife, our reluctant hero is forced to go on the run with the intention of gathering enough evidence to clear his name and alert the world to the danger ahead. "I feel the character is trying to figure out what an ordinary person would do if he did have positive proof that aliens were inhabiting the Earth and trying to take over." says Spence. "I do believe in extra-terrestrial intelligence so I try to reflect how I think I would react if I discovered all this was going on. I play Foster like a regular guy who gets caught up in circumstances beyond his control and has to confront and deal with some uncomfortable issues."

It's not the first time the young actor has had to portray such emotions. A regular guest on series such as The X-Files, The Outer Limits and Sliders to name but a few, Spence's first film was the award-winning The Boys of St Vincent, a true-life Horror story about the aftermath of child abuse on the residents of an orphanage. "The whole experience was particularly harrowing for me," confesses Spence, "because the actual place where these crimes took place is in my home town and must have been going on whilst I was growing up there."

Drawing on that acting experience as an outsider within his own community, Spence. They tried to "inject as much humanity as possible into Foster's fight against what appear to be insurmountable odds." Fortunately, he doesn't have to face such a daunting task single-handed. Intrigued by an article he reads in the appropriately named Paranoid Times, Foster seeks out an eccentric recluse called Crazy Eddie, a diet coke swigging computer junkie played by Rob LaBelle. "When we first meet, Eddie is totally unconvinced by my character's claims about an invasion force, but by the time I've saved his life at the end of the episode," laughs Spence, "I think I've managed to talk him into it." Of the characters' relationship Spence says, "Apart from the technical knowledge he can provide, Foster needs a friend like Eddie to watch his back and remind him of the lighter things in life."

The actors' relationship off-screen is much the same. "We're very together. I so wanted to do a good job that the first few episodes were truly intense for me, but Rob made me laugh and gave me lots of support and now I think we're pretty tight." The third member of First Wave's celestial triangle is the mysterious Joshua (Roger R Cross). "Foster's relationship with Joshua is far less defined." explains Spence. "Joshua should be one of the staunchest supporters of the alien invasion. He is one of them, is respected by the leaders back on his own planet and dispenses justice on those who are deemed failures here on Earth, but for some as-yet unknown reason, a bond develops between us. I can't tell you if we become true friends or revert back to adversaries as the show goes on. We'll just have to see what develops."

One obvious development in First Wave's first series (which just swept onto terrestrial Channel 5) is a fair amount of inter-personal relations between the aliens and Earthlings. With tongue firmly in cheek Spence suggests that, "As the enemy think that we are a race of vain, shallow egotists who demand constant gratification, it's not surprising they use sex to get us to do what they want. Not that my character gets involved that much... he is a grieving widower after all." In mourning or not, Cade Foster does have a few passionate moments, particularly in Season One's Motel California. "Well, yes," Spence shyly admits, "Ingrid Torrance and I do have a bit of a romantic interlude in that episode, but I don't get the girl that often." Just as well really. Throughout most of Season One, any soul daft enough to fall for another's physical charms usually ends up meeting a very nasty end. "I don't think it's the writers' way of commenting on acceptable moral behaviour," he winks.

Frivolity aside, Spence's character does literally have to walk with the weight of the world on his shoulders. Beset by his own personal problems yet having to try to come up with a solution to protect the Earth from catastrophe, Foster manages to instil a sense of hopefulness into his stride. Sebastian Spence feels this is a

tribute to the strength of Man's indomitable spirit. "When you look at all the terrible things human beings have faced since Time began - natural disaster, war, persecution, abuse - you begin to see that the underlying elements which, I believe, still keep us all going are hope and the belief that good will triumph." With the prospect of a second wave due to be released on Sky 1 later this year let's hope so.

Emmy Award

Outstanding Main Title Design - Nominated - "First Wave" (1998) - van der Klaauw, Halbo (1999)

WR. Chris Bancato

DIR. Brenton Spencer.

EPISODES: 66 **YEAR MADE:** 1998 **COUNTRY:** US **SEASONS:** 3

SUGAR ENTERTAINMENT LIMITED PRODUCTION/ A VIDEOTRON ENTERTAINMENT GROUP COMPANY PRODUCED IN ASSOCIATION WITH PEARSON TELEVISION INTERNATIONAL

CREATOR: CHRIS BRANCATO

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 22, (3) 22

DATE OF PREMIER: 19/03/1999 **AIR DATE OF LAST EPISODE** 15/09/2001

SEASON DATE BREAKDOWN:

FILMS:

Cade Foster SEBASTIAN SPENCE, 'Crazy' Eddie Nambulous ROB LABELLA, Jordan Radcliffe TRACI LORDS (3).

RELATED SHOWS:

X FILES, THE

OUTER LIMITS, THE (1995)

1 - 1 *SUBJECT 117*

Cade Foster is used by aliens as a test subject. When he is framed for his wife's murder, he turns to an ancient prophecy to foil an extraterrestrial invasion plan.

Wr Chris Brancato, Brenton Spencer

Dir Brenton Spencer

1 - 2 *CRAZY EDDIY*

Now a fugitive trying to convince the world at large that we are in the midst of the first wave of an alien invasion, Cade looks for help from the reclusive publisher of a newsletter about conspiracy theories.

Wr Chris Brancato

Dir Jorge Montes'

1 - 3 *MATA HARI*

Cade goes undercover in a secretive high-tech laboratory to investigate the murder of a student genius. Colonel Grace appears to offer him amnesty from his alleged crimes if he can help foil a plot that threatens the security of the planet.

Wr S. Smith Miller

Dir Brenton Spencer

1 - 4 *HYPNOTIC*

Cade joins an abduction-therapy group, where he meets Nicole and Evan. Although the couple believe they were abducted at the same time, each remembers the experience in a different way.

Wr Paul Brown

Dir René Bonnière

1 - 5 *ELIXIR*

Investigating a young woman who apparently aged 80 years in a matter of minutes, Cade discovers the existence of an alien-created exilir that reverses the aging process, but its effects are only temporary.

Wr Chris Brancato

Dir Brenton Spencer

1 - 6 *SPEAKING IN TONGUES*

Joining a cult that warns people about the coming alien invasion, Cade discovers that its charismatic leader is himself one of the aliens.

Wr J. King

Dir Graeme Lynch

1 - 7 *LUNGFISH*

Traveling to Indiana to investigate a boy's report of a strange fish with lungs, Cade uncovers an alien experiment to create creatures that can survive both on land and in the water.

Wr Daniel Cerone

Dir Brenton Spencer

1 - 8 *BOOK OF SHADOWS*

Visiting an Oregon city aptly named Salem, Cade discovers that a supposed witch, on trial for the murder of three prominent citizens whom she claims were demons, has actually been killing alien infiltrators.

Wr Dan Fesman, Harry Victor

Dir Michael Robison

1 - 9 *JOSHUA*

On the run from a search party in the wilds of Montana, Cade captures a US Marshal who turns out to be an alien assassin with personal doubts about his leaders' agenda on Earth.

Wr Daniel Cerone

Dir Jorge Montesi

1 - 10 *MARKER 262*

Journeying to rural Missouri to investigate a report of a drag racer vanishing into thin air, Cade discovers the remains of an alien experiment from 30 years earlier near mile marker 262.

Wr Chris Brancato

Dir Shawn Levy

1 - 11 *MOTEL CALIFORNIA*

Investigating a small California inn, Cade becomes one of the subjects of an alien experiment that makes the guests' dreams come alive so that they can no longer tell what is real and what is merely a beguiling illusion.

Wr J. Gennis, P. Murphy

Dir Gilbert M. Shilton

1 - 12 *BREEDING GROUND*

Cade poses as a track coach to investigate reports of superhuman abilities in some of the students at a private school in New England.

Wr Adam Grossman

Dir Mike Rohl

1 - 13 *BLUE AGAVE*

Contacting his late wife's best friend for help, Cade discovers that she and other members of an exclusive club are the subjects of an alien experiment that uses a parasitic blue worm to read people's memories.

Wr Louis Venosta, D. Darmstaedter

Dir Brad Turner

1 - 14 *CUL-DE-SAC*

Following up on a report by a teenage boy about a sexy alien woman who is impervious to bullets, Cade discovers that she is manipulating the men in the community to do her bidding by means of a pheromone ingredient in her perfume.

Wr Bruce Zimmerman

Dir Tibor Takács

1 - 15 *THE BOX*

Going back home to visit his wife's grave, Cade is captured by police officers and interrogated, but he manages to turn the tables on them and find out important information about the alien agenda.

Wr Chris Brancato

Dir George Mendeluk

1 - 16 *THE UNDERSIRABLES*

Trying to determine if there is any importance to a physics professor's research on possible space travel via wormholes, Cade discovers that the man is being protected by an alien woman who has fallen in love with him, and that Joshua has been sent to assassinate her. At the end of the episode, Cade and Joshua

come to a mutual understanding.

Wr Daniel Cerone

Dir René Bonnière

1 - 17 *SECOND WAVE*

Following up on a UFO sighting, Cade arrives in a suburban community just as reports indicate that the full alien invasion is finally taking place, and he is trapped in a basement with a bunch of suspicious and bickering strangers.

Wr Chris Brancato, David Wilcox

Dir Gilbert M. Shilton

1 - 18 *BLIND WITNESS*

Cade pretends to be a patient at a run-down inner-city hospital where the aliens' secret experiments have partially restored the sight of a blind woman, who can now tell the difference between humans and disguised aliens.

Wr Daniel Cerone

Dir Holly Dale

1 - 19 *DELUGE*

Seeking a fugitive and posing as a bounty hunter, Foster arrives in a small town where it hasn't stopped raining in two years, a situation for which he feels some alien experiment must be responsible.

Wr Joseph Inglese

Dir Randy Cheveldave

1 - 20 *MELODY*

Foster poses as a record executive to investigate a band whose music inspires violence. - - - Quatrain 30, Century 4: "Where iron chariots are forged / The sweet youth cries revolt over a bitter melody / The poisoned song taints mind and soul / Spread by air across the land' s tears washes away ties to Rome / Fear extracts vain sacrifice until the raging pyre of the deluge is quenched". Seemed like Nostradamus' "iron chariots" might've been a reference to Detroit, Michigan – the Motor City. A mob of teen-agers had made headlines when they assaulted two officers at an underground club. With both cops listed in critical condition, parents blamed a local band called Sonic War for inciting the violence. I knew if the aliens were involved, this was about a lot more than rock-n-roll. I posed as a record company executive on the lookout for the next big thing and approached Sonic War's manager, Preston Barry. He was slick and over-protective, and said he wasn't interested in sharing a demo tape with a rep of corporate rock. According to Preston, Sonic War weren't sell-outs. Preston was a dead end, but I managed to track down Sonic War's lead singer, a girl named Kat. Kat said she always dreamed of having a band like Sonic War – playing her own songs and having a loyal following. I mentioned the violence blamed on her music, but she insisted there was no connection. Kat wanted to prove it – she invited me to the band's gig that night. After my meeting with Kat, I saw some kids wearing headphones who were harassing a shopkeeper. I caught one of the kids after the others ran and pressed him for some info. He told me that they were listening to Sonic War and it made him want to tear someone's head off. Eddie thought the aliens were making rage rock , and that everyone in the band was Gua. After talking with Kat, I didn't think so. I needed to get a tape of Sonic War's music for Eddie to analyze. Headed to the Sonic War gig that night. Kat put me on the list to get in. I saw one of the kids who was freaking out earlier that day and lifted a bootleg tape of Sonic War off him. But as the band launched into a raucous song, the teens at the concert started to go berserk. They pegged me as a cop and came after me. With half the mosh pit after me, I barely got away. Eddie checked out the demo tape. There was something in the music itself, layered underneath the songs , an extra track that seemed to affect the teens. Eddie suspected the music stimulated androgens , adolescent male hormones , that made the kids more aggressive. It would explain why I wasn't affected by the music the same way the kids were. If the Gua had found a way to target youth through music, there'd be no stopping their weapon. Was this a subliminal weapon designed to cause teens to self-destruct? And was Kat a pawn in their plans or a willing participant? Kat believed her music had power , how far was she willing to go to prove it? Half the fans of Sonic War wanted my head on a platter, I was going to have to find another way into that night's concert. The band had to be stopped before the Gua declared their experiment a success and targeted every top 40 hit coast to coast. I figured it was time for the Gua to face the music.

Wr Daniel Cerone

Dir Jorge Montesi

1 - 21 *THE AFTERTIME*

A woman travels back in time to change history and save Cade from assassination. - - - Quatrain 81, Century 5: "Dusk will become dawn / And the man twice-bless'd will be resurrected / The follower will beckon him to the great war ahead' s tears washes away ties to Rome / Fear extracts vain sacrifice, until

the raging pyre of the deluge is quenched". I had no idea what Nostradamus was talking about till we got a message on our Web site from someone claiming to be Joshua. He asked me to meet him in an abandoned lot in Cleveland, Ohio. Can't say I trusted him, but couldn't turn the meeting down either. I had to hear what Joshua had to say. He told me someone using the handle "Rover" had intercepted a Gua transmission and recorded it on disk. If this was another alien experiment I wasn't playing. I was already walking away when Joshua showed his real hand. It was a warning - the Gua would find the tape, and Rover would be killed. Challenge or set-up, Joshua got to me. I needed to help the hacker. Had to get to Rover first - the contents of the disk could be vital to the fight. Eddie used his tech-skills to zero in on Rover's location. Posing as an agent for the FCC, I discovered the hacker. Stephen was a teen-ager operating a ham radio through his computer, all from the basement of his mother's Chinese restaurant in downtown Cleveland. He was lucky I got there first. When I pressed the kid, he got spooked and took off with the disk. I caught up with him and got the disk back, but not before the Gua picked up our trail. They chased us with guns drawn. Just when I thought I'd bought it - things got really weird. Some kind of porta opened up in the street and a woman jumped through. She was ready for combat and took out the agents with a series of incredible martial arts moves. The other Gua grabbed Stephen. I tried to follow but G.I. Jane had a different plan, she also had a gun. Her name was Lizbeth. She claimed she was from the future, come to take me back before I was assassinated. She showed me tattered newspaper clippings that reported me gunned down in the street. She said that after I was killed the Second Wave was launched and no one was left to lead the resistance and Nostradamus' prediction was realized. 19 million died on the first day. She said I was their only hope - Lizbeth knew the quatrains, and she passed a cut test. Figured it was time to introduce her to Eddie. He was as skeptical as ever. She painted a bleak picture of the future to come. Humanity would be enslaved except for a small resistance hiding in tunnels under the major cities. She confirmed my worst nightmare -- the Gua ruling the Earth in human form, ready to wipe us out for good. By saving me that day, Lizbeth hoped she'd already changed the future. She had two days to convince me to go back with her -- claimed I had no choice. I had other ideas. Seemed to me there was more at stake than just my life. There was still Stephen and the information he held. Eddie said we'd need the kid's computer equipment to triangulate the Gua transmission and decipher the encoded material. Lizbeth wanted me to stay out of the Gua's sights. But I had to do more. I owed it to Stephen and to Lizbeth's future. What kind of future would I be creating if the life of one person didn't matter anymore? With the picture that Lizbeth painted of the invasion to come, I still needed to make a difference in the present. There was no clear path, only one thing remained constant -- I had to do anything to stop the Gua ... whether it be in the here and now, or in a future where the Gua believed they'd already won. Lizbeth told me I'd cheated death that day. I was gonna make it count.

Wr Theresa Rebeck

Dir Mark Sobel

1 - 22 *THE DECISION*

The Gua convene a tribunal to debate whether to launch the second wave. - - - I'm on the road right now, heading west to investigate an e-mail that may be a tip to some alien activity. Eddie's driving the Caddy, I was napping in the trailer but I couldn't sleep. Thought I'd peck out a little journal entry to pass the time. Been thinking about where this war has taken me, how it's changed my life, and how it's changed all of us - Thought I was crazy. Then wished I was. Aliens. The Gua. They killed my wife, Hannah. Framed me for her murder. I've taken a personal vow to hunt them, to make them pay. Nostradamus thinks that makes me the "twice bless'd man," humanity's savior to stop the first wave of alien infiltration bent on destroying us all. I guess I believe him, but it's a lot to ask someone to bear that responsibility. I try not to think about it. All I know is that I'm the only one who can expose the Gua, and I'm going to take them down. My quest was first documented here on The Paranoid Times. I hope you're reading my journals. I hope there are those out there who truly believe. When you're cut off from society like I am, it helps to know people are listening. Gives me some hope. In this fight, I win some and I lose some. But each time I learn something new about these bastards - something I can use against them. I post it here so you can use it too, when that inevitable day comes and we all hear the call to arms. I've found believers along the way, who I hope carry on their own fight against the Gua. In Salem, Oregon, there was Diana Black - rooting out the unknown evil of the aliens with her ancient craft - I believe she continues to battle on. And then there's Alikah Aldredge, with her special eyes that see through the Gua's illusion. I like to think that Alikah will do her part to fight the aliens. There's also my old friend Susan Tannen who now knows the aliens are here. The Gua have definitely met their match with her. Read it all on The Paranoid Times, published here by my first ally and friend -- Crazy Eddie Nambulous. Eddie may have thought alien conspiracies were old news when I met him -- but now he's bent on sending the Gua packing. I'm not sure I could carry on this fight without Eddie. I'm grateful for his help. Strangest one of all in this mix - Joshua. Don't know if I'd call him an ally, but I don't know if he's the enemy either. Maybe he disagrees with what the Gua are doing on Earth. Maybe Joshua feels stuck in a similar place that I'm in. How Joshua will effect the future of this fight is a mystery I just don't have an answer for. That's all I feel like saying right now. No quatrain to decipher, no experiment to tell about in this journal entry. Just a reflection - and a warning: the aliens are here and the war's going to get a lot worse before it's over. The battles ahead will be bigger and meaner. And I got the bad feeling the second wave isn't far behind. But

that doesn't mean we've lost. Not yet, not by a long shot... As long as you keep reading these journals, keeping your eyes out for the Gua, and believing, we'll bring the Gua down. We don't have any other option. In the meantime, I'll be here. I'll be fighting them. In the end, I'll stop the first wave.

Wr Chris Brancato

Dir Larry Sugar

2 - 1 *TARGET 117*

Lucas is sent to Earth to test Cade Foster's warrior potential. - - - Quatrain 99, Century 1: "Heed the call to the island of commerce / Cut be watchful of footsteps that lead unto battle / Look to the light to guide thee / The hacking blade has a double edge" This quatrain had had me and Eddie baffled for some time until Eddie began receiving a series of e-mails at the Paranoid Times from a man named Harold Shanley who claimed to have escaped from an alien experiment. The poor guy sounded out of his mind; seems he became delusional enough to shoot his own kids. His descriptions took me back to my own nightmare. As much pain as I felt at losing Hannah, I'm sure his was 100 times greater. I knew I was the only one who could help him, and I also knew that any information he had could undoubtedly help me too. I had to find him before the Gua did. According to the origins of his sporadic e-mails, Shanley was making his way across the country, the most recent was from an Industrial Trade Zone called Cosgrove Island. I decided to meet him there. Cosgrove Island looked more like the final resting place for tin can tankers and old cargo containers than the bustling port of activity that I was expecting. The place was almost totally deserted, except for Shanley, whom I found cowering inside a cargo container -- and the Gua. That's right. The aliens were there. The whole thing was a set-up. Shanley was for real, poor guy, but he was beyond any hope of salvation. They put him on the island knowing I would come after him. But more importantly, lying in wait for me was the biggest challenge I had yet to face: Lucas, the Gua's ultimate warrior. She was blond and beautiful and it took all my human strength not to give in to her female charms. While I always used to say I enjoyed a woman who went after what she wanted, especially when what she wanted was me, this wasn't what I had in mind. It seems her orders were to test my abilities before making a final recommendation to the head of the Gua on when to launch the second wave. Now I don't need to tell you how thrilled I was to be back in the role of human lab rat for Gua experimentation. I decided there was no reason to sit around and remember old times, I needed to find a way off that island fast. I was trying to think up my escape when who should show up but Eddie. What a pal. Once he figured out he had been tricked by the Gua's computer, he left the sanctuary of the Airstream to come to my rescue. How's that for a role reversal? I'm not entirely sure what he thought he would accomplish when he got here since he showed up with no weapons, no supplies, not even any food. But, all the same it shows his heart was in the right place. And that's why I'll bet on the humans every time: they got heart. But unfortunately, all the heart in the world wasn't going to save us. With no apparent way off the island we were just two sitting ducks waiting for Lucas to take her best shot. If there is one thing I have learned about the Gua, however, it's that they are overconfident. And Lucas was a prime example. In this situation, the underdog always has the advantage. Superwarrior or not, Lucas was going to need more than just her hyped up DNA to beat me and Eddie. With a little human ingenuity and a junkyard full of almost worthless crap Eddie and I needed to come up with a slingshot to take down this extraterrestrial Goliath.

Wr Chris Brancato

Dir Jorge Montesi

2 - 2 *DEEPTHROAT*

Cade works to expose a U.S. Senator who is thwarting government funded space exploration. - - - Quatrain 42, Century 5: "When the sun bursts forth at night / The life of a starwatcher is lost / But the truth revealed in the heavens / Is carried to a high magistrate". Eddie's friend Vincente Miranda, an astronomer in Ohio, was shot to death shortly after witnessing a meteor burst out of a wormhole just outside our atmosphere. He instantly understood the implications of what this could mean. While he explained his findings to Eddie over the phone, he put the critical photographs and charts in a package to be over-nighted to U.S. Senator Sterling Preston. Lucky for us it wasn't clearly labeled. The Gua who rubbed him out destroyed everything having to do with the discovery, but he didn't think to go through the outgoing mail. The package was sent, delivered and signed for. Of all the places I wanted to go hunt down evidence, the nation's capital was at the bottom of my list. Only the thought of how sweet it will be to blow open this conspiracy and finally clear my name fueled me into this hotbed of the federal government. I tracked Senator Preston down in the Washington Mall; he was just finishing up a run. 5 miles in 30 minutes, pretty good for a man in his mid 50s, even I would be hard pressed to beat it. When I questioned him about the package he claimed ignorance, though I saw a slight flicker of recognition when I mentioned Vincente Miranda's name. What I didn't see, however, was the woman in the bushes snapping our picture like some rabid paparazzo. Samantha Ray, reporter for the Washington Examiner. Had I known she was there I would have been a little more careful following up with the senator. Seems she was one step ahead of me, both in terms of knowing about Preston's involvement with a major cover-up involving the Subcommittee in Space Technology, and in ability to get in to see him. While I was dealing with his snot-nosed aid out in the lobby, she was grilling him on his attempts to shut down all present and

future space exploration and research. It wasn't until she questioned him on his involvement with a murderer wanted by the FBI for killing his wife was I invited to join the party. Lucky for me I had Eddie on the inside. Well, inside via the bugs I planted in his office, listening to the conversation. Without his head's up, I'd be writing this from a cozy concrete cell. I broke my vow of no more federal offenses and carjacked Samantha and her associate Vernon. I didn't know what else to do. They had more information on Preston than I did and they had already blown my cover, but more importantly, they represented a major newspaper. If I could prove to them what Eddie and I knew only too well, this could be our big break. But, they were hard-nosed, savvy Washington reporters. Eddie wanted to dump the whole story right in their laps. You know the old adage about leading a horse to water and making her drink, right? This lady was thirsty, but she had to find the well on her own. Samantha did some investigating herself, but I was hard-pressed to convince her of my innocence and Preston's guilt. It wasn't until her top secret inside source called were we able to make any progress. Why is it in Washington they'll believe a disguised voice coming over the phone from an untraceable number, but they won't believe evidence that is clear as day and spelled out right in front of them?

Wr Daniel Cerone

Dir Michael Rohl

2 - 3 *THE APOSTLES*

Cade poses as a journalist to investigate a disappearance in a Wyoming town. - - - Quatrain 54, Century 7: "Iron horses blaze a vengeful trail / The first of many to follow / Their method must be chartered / Or liberty will fall". 19 million innocent humans killed on the first day of the Gua attack. That fact has rung in my ears and echoed in my heart everyday for the past year. It is a staggering concept. How far will I go to prevent it from happening? What price am I willing to pay? I faced my biggest challenge to date in Crestline, Wyoming. It was not a battle of strength, nor a battle of will. It was a battle of beliefs. But this time I fought other humans. I followed a lead about a town having trouble with some bikers. Seems this gang had been harassing citizens of Crestline by acting out vigilante justice. But for all the murders the Apostles committed, no one could produce any bodies. Imagine my surprise when they revealed themselves to be alien killers; they had read Eddie's journals and taken it upon themselves to flush out aliens and smoke them. They claimed to be Apostles, my Apostles. For the first time I saw how we could really win the war. I saw my months of unending battles pay off. I finally had an army who was willing to fight by my side. I rode proud that first day as leader of a band of men committed to saving the world. But my joy soon turned to fear. These guys were fighting aliens all right but they fought according to their rules. They stormed houses and took prisoners; they shot first and asked questions later. I watched them kill an innocent man. I was at an impasse. Here was a chance to really make a difference. 12 men were willing to go the front line and kill the aliens. But they believed that sacrificing a few innocent people was a small price to pay for the deliverance of millions. As much as I wanted to destroy every Gua on this planet, it was not worth it to me to take the lives of helpless people in the process. What started as a differing of opinion unfortunately ended with the trading of blows. I wanted to explore a quartz crystal mining camp that produced suspicious eight sided crystals. One of their Gua victims had been the owner and it seemed a better strategy to address the reason the Gua were in Crestline than to hunt them down one by one. But the Apostles had no patience for investigations, they wanted action. When they took a local shopkeeper, who had innocently been selling the crystals to tourists, hostage, I finally had to turn on this band of renegades. With the gang members threatening me and the sheriff asking too many questions I needed to make a beeline out of Crestline. It was hard decision to make. But in the end, it is not worth it to me to destroy in battle those whom I am fighting to save.

Wr Chris Brancato, Albert J. Salke

Dir Jorge Montesi

2 - 4 *SUSPERIENCE*

Cade investigates a psychic research project in a seaside town. - - - Quatrain 23, Century 3: "The two-sighted will meet death in sleep / Purged from the nightmare of a hidden enemy / Barricades protect spurious sleep / And the spectre is lanced with a common blade". Found myself cruising along the coast to Prescott, Maine where a renowned group of psychics were burying one of their own. Rachel Cates had died mysteriously in her sleep. I usually think of hotlines and con artists whenever psychics are mentioned. But with all I'd seen in the past two years, it seemed possible the Gua had decided this was a group they couldn't afford to ignore. I'm no psychic, but I had a strong hunch there was an alien in my future. Posing as an investigator for Cates' insurance company I went to talk to Ellen, a clairvoyant, and part of the local universities illustrious paranormal studies department. Besides Ellen, the group also included a telekinetic and a man who could cast images that weren't there -- sounded like an academic super-hero team to me. Ellen was sure Rachel had been murdered, claimed the coroner's report was false. She explained her theory of "susperience," suspect experience, another spin on the psychic game that caused the wielder to invade the dreams of another person and scare them to death - literally. Ellen thought there was one psychic in their group who had the potential to create susperience – a pretty boy named Quinn, definitely not your average angry 20-something. I caught up with Quinn at a local pool hole. He believed what Ellen said, Rachel was definitely murdered, but not by him. Seems Quinn was

kicked out of the group, and not for bending spoons. Maybe the University wasn't the real reason all these psychics were in Prescott? Quinn told me the program was government-funded and that was all he was giving up - until he pointed a finger at Molly Simon, the telekinetic. Quinn had read my mind, knew I was looking for aliens in Maine. That could mean my time was running out. I went to see Molly who busted my watch with her brain and basically told me to get out of town. Sorry, Molly, not without my alien. Eddie traced the government agency that had been funding the Universities research project - SETI - the Search for Extra-Terrestrial Intelligence. The psychics had discovered the Gua, and now the Gua were going to kill them - and they seemed to be adopting psychic skills to do it. The Gua already had an edge on us with their increased strength and healing factor - the last thing we need is for them to exploit the hidden powers of our minds. Gonna need more than me and Eddie on this one - hate to say it, but it looks like I'm about to call a psychic friend.

Wr David Wilcox

Dir Michael Rohl

2 - 5 *THE CHANNEL*

A young woman communicates directly with the spirit of Nostradamus. - - - Quatrain 4, Century 9: "She will rise from the dead / With words of fortune on her lips". The local newspapers say paramedics revived a waitress in Cranston, Rhode Island, after six minutes with no heart beat. She woke up speaking words of fortune, only those words belonged to an ancient prophet. I know Chloe Wells is reciting the lost quatrains of Nostradamus. The aliens must know it too. I have to find her - before they do. Arrived at Chloe's house to find a media circus led by glitzy news hound Arthur Hewitt, and a crowd holding vigil for their newly appointed savior. Seems that one of the first quatrains Chloe spoke struck a cord with the people of Cranston - a prediction of their mayor's death. Checked out the scene and the cameras caught me - just for a second, but when you're a wanted man every second counts. Nobody wants to be on America's Top Fugitives. Eddie and I had hidden the Nostradamus book as an insurance policy against the Gua. By spouting quatrains, Chloe made herself an instant target. Eddie thought the whole thing sounded like a trap, he'd been over every quatrain and said the ones Chloe spoke weren't in any book. Had a hunch this was something big. I had to talk to Chloe. If she wasn't coming out, then I was going in. A young cop named Barlow was watching Chloe's back, keeping the masses from storming her front door. But when Chloe and her best friend Denise got hungry, Eddie and I intercepted the delivery order and I became your friendly, neighborhood, take-out guy. I hate having to deal with cops. Barlow had me on the alert for a second. Turned out he was just giving me a hard time. I wasn't laughing. Got in the front door and met Denise who was skeptical from the start. Chloe froze when she saw me - called me the twice blessed man. Denise wanted me out. Didn't want anyone honing in on Chloe's new found fame - there was only room for one hitch up to Chloe's star. Chloe held Denise off, felt this was happening to her for a reason. Chloe wanted to know what that was. I told them about the book, about the danger Chloe was in. She was having trouble buying the story, Denise didn't help - figured I was working an angle. Told them about the aliens and Denise flipped - she told Chloe to choose between me and her. When Chloe didn't kick me out, Denise walked. A scorned girl friend wouldn't help me right now. I was running out of time. Seems Barlow and Denise had a thing going, so while I was on the inside with Chloe, Barlow was running my plates for his girlfriend. Good news -- Chloe was beginning to believe me. She asked me my name, asked how she could help me? I told her who I was. I needed her to contact Nostradamus. And then the phone rang - the Gua were outside. Eddie wanted to get me out. But Nostradamus was there, right in Chloe's house, and I needed answers. Nothing was gonna make me leave before I had them.

Wr Daniel Cerone

Dir Jorge Montesi

2 - 6 *RED FLAG*

Foster attempts to uncover an alien plot to infiltrate the military. - - - "The town will not ring its cracked bell / For the hero has gone astray / The crimson banner lures the one and the many / With each victory so will victory undo". Special Forces Colonel John Russell died suddenly of extreme internal temperatures - literally boiled to death. His first lieutenant, Alex Harkin, disappeared immediately after. Suspected of being a "deep cover" spy, Harkin was due to face inquiry before his hasty exit. Twice-decorated for heroism, Harkin was the winner of the Red Flag, an award given to the best of the best in the military. The crimson banner and the hero gone astray are both mentioned in the Nostradamus quatrain. I wanted to know how the Red Flag and the aliens were connected, so Eddie and I cooked up some triple-A credentials and I became Matin Sloane - super-soldier - one of five contenders for this year's competition. Off the bus, I met a military hard-ass named Major Birch, my tour guide in Camp Pain. Birch told us the Red Flag was a rare-opportunity for the best and brightest to realize their maximum potential. Gave us the competition's specs. 72 hours. Two days of intensive training with individual point scores. Competition on the third. Points and the flag determine the winner. No outside communication and no comings and goings meant no Eddie - I was on my own. And then there were the players. Birch read our stats. Jordan Vincent, demolitions and tactical strategy expert. Joel Langley, West Point, Army Delta. Amy Lopez, law degree, marine recon, no special treatment for the ladies - Birch made that clear. Trevor Payne, list of super-specs and fourth generation Red Flag - could be one to watch. And then there was me - Birch

thought my credentials were too good to be true. Disliked me immediately - I felt right at home. Langley immediately emerged as the front-runner - cut throat and vicious - Birch liked him right away. At night I went investigating, lifted my cell phone and picked the lock of a door marked "no entry" - an open invitation to an ex-thief. Found some really old files dating back to 1862 - the Civil War - didn't know what to make of them. Found something worse next - an alien transfer machine. And the uniformed husk of Alex Harkin. Called Eddie in the morning. Told him the Gua were definitely here. We figured the aliens had transferred the Harkin consciousness from that husk to another Red Flag-er. Eddie was checking out Birch and his lackey, Sergeant Plimption, as well as the rest of the Red Flag wannabes. Couldn't make the connection yet. Harkin, the Red Flag, the Civil War - the aliens were there but I didn't know why. Eddie wanted me to get out but I couldn't leave yet. I needed to know who the aliens were, and how much they controlled. The aliens were infiltrating the military, but so was I. This year, the race for the Red Flag is a race against the Gua. Time for me to be all I could be.

Wr Michael Thoma

Dir Michael Robison

2 - 7 *PRAYER FOR THE WHITE MAN*

Foster poses as a journalist to investigate proposed casinos on native reserve land. - - - "In the woods of Winchala / Amnis lights the flame of affliction / Elders set the course / To choose wrongly will mean woe". This quatrain led me to the reservation of the Winchala, a small Native American tribe with a rich history. The landscape was calming, but something was definitely wrong. There was a lot of tension about the legalization of gambling on reservation lands. But why would the Gua infiltrate the Winchala reservation? And how could gambling fit into their plan? I arrived posing as a reporter for *The Gaming Chronicles*. I played a few hands at the black jack table and was able to spark up a conversation with a talkative dealer who filled me in on some of the details. Only one casino has already been built, but there was a proposal in the offing which would call for the construction of ninety more to be scattered across Winchala territories. The community's board of elders was only days away from a vote on whether or not to approve the proposal. One especially respected community elder named Lonetree was determined to shoot down the proposal. According to the dealer, Lonetree doesn't trust the white man. When I visited him at his home and introduced myself as a reporter, he wasn't too happy to speak with me. Lonetree maintained that the casinos would bring only crime, addiction and spiritual dissatisfaction to his people. Like others I've heard in the past, he believes that gambling is one of the most insidious of vices. He struck me as an angry man, but I appreciated his reverence for spirituality. After our exchange, it was clear to me that gambling was the "flame of affliction" of which Nostradamus speaks. My next interview was with Alex, a slick but very shady character. A Native American with a self-proclaimed respect for tradition, he said he was all for the expansion of gambling. It brings a lot of benefits, he said. Funding for child care, educational programs, lots of new jobs. To him, Lonetree's principles had been informed by fear and superstition. Needless to say, I had Eddie do some digging. He confirmed that Alex had arrived at the Winchala community seven years earlier. As for his life before that - Eddie drew a blank. And if Eddie can't find it, then I knew Alex had to have been awfully careful to cover his tracks. Eddie also filled me in on another interesting bit of info. Seems yours truly made the cover of the latest edition of *Bounty Hunters Monthly*. At least I found out that, on the open market, I'm worth more alive than I would be dead. So between Alex, the Gua and the inevitable bounty hunters, I wasn't exactly surprised when I was jumped by a couple goons. Thankfully, the fight was cut short by the intervention of, well - a guardian spirit that first appeared as a wolf, then as a Native American woman. She was floating a full foot above the ground, I might add. When I ended up back at Lonetree's place, he explained the legend behind the spirit. Seems she was a Native American woman who had saved an entire village by warning them of an impending cavalry invasion. She sure saved my carcass. As Lonetree was patching up my wounds, I decided the time was right to come clean with him. I told him about how the aliens were laying the groundwork for a full-scale invasion, and about how the Winchala had apparently been chosen to play a part in initial infiltration. He wasn't buying me, until I used the word: Gua. Something told me he'd heard it before. He still wasn't ready to listen to me, but one thing we were able to agree on: Alex is a dirty character. Since Lonetree wasn't willing to join forces, I decided to call an end to the whole Winchala investigation. Eddie helped me find a route out of the reservation, but my trip was cut short by a pesky bounty hunter. That piece of bad luck turned out to be good. Who should come to my rescue but Lone Star. He finally came around, and his timing was perfect. A quick search of Alex's "museum" exposed him for the hypocrite he is. Turns out that Alex had a secret stash - a series of sacred parchments, the ancient teachings of the Winchala people - hidden beneath a totem pole in his museum, no less. Clearly, this guy has been trying to control the fate of the Winchala. And how better to cut off a community from its heritage than to steal the documents around which that community was built? It's like someone lifting our Declaration of Independence. Seemed to me that the Gua might be experimenting, using the Winchala to measure the strength of the human spirit. With Lonetree on my side, I felt certain that we would uncover the truth. Fortunately, we share the belief that our spiritual side is our most powerful weapon. That's the one thing the Gua can't possibly understand. The time had come to confront Alex - and let the chips fall where they may.

Wr Chris Brancato, Paul Eckstein

Dir Jorge Montesi

2 - 8 *THE PURGE*

An attempt on the life of the minister causes chaos at an assembly of alien dignitaries. - - - There is a potentially dangerous storm brewing deep within the ranks of the Gua forces. Though my concerns grow more dire each day, I, Joshua, must admit to feeling a certain degree of relief – to finally know that I am not alone in my conclusions, that others both here and at home are similarly doubting the validity of our mission here on Earth. Decades ago, during the earliest days of the infiltration, we were a unified force, certain that patience and careful planning were all that would be required to defeat the human race. I used to believe that. But now I find myself riddled with doubt. Now I know enough to question not only the tactics but the very objectives of our leadership. Yet even as I write here, the most powerful and respected of our leaders continue to maintain that Earth and its inhabitants are well within our control, utterly unprepared to defend themselves against a full-scale attack. In order to halt growing ambivalence among the Gua forces, our leaders are apparently preparing to launch the second wave invasion. The Gua minister, our second-in-command, recently arrived here on Earth, presumably to survey our findings, reassess our methods, and determine our next phase of action. Soon after his arrival, his true mission was revealed: The Minister has come in order to conduct what the humans have historically referred to as a "witch hunt." His objective is to further his own agenda by making an example of any alleged human sympathizers. To illustrate his position, he has already ordered the execution of numerous Gua agents, both warriors and researchers, stationed here at the compound. Soon after his arrival, I was placed in charge of the minister's security. Following a failed attempt on his life, I found myself placed at the centre of his hunt for suspected traitors. My guess is that he is testing my own loyalty to the cause. Like so many of my fellow Gua, the minister still sees the humans as inferior beings ruled by greed, lust, and self-aggrandizement. As our studies have shown, he's not entirely incorrect in his assessment. We've seen, again and again, that these qualities exist in humans subjects - across all social, economic and geographical boundaries - and that they greatly influence human behaviour. But I have learned that there is more here than meets the eye. Unfortunately, The Minister remains blind to the more spiritual (and therefore immeasurable) aspects of our supposed enemies. In recent months, I have come to wonder if our mission was compromised from the moment we first occupied human form. In transplanting our consciousness, we have experienced new sensations, new stimuli. How could we have expected that the human experience would have so profound an effect on our beliefs and, by extension, on our sense of duty? Has the process of combining our DNA ultimately worked against us? In our determination to defeat an alien species, have we unwittingly created a new species, neither fully human nor fully Gua? To move forward, I must believe that a peaceful resolution is possible. Unfortunately, my search for comrades within the Gua forces places me in great jeopardy. Thankfully, I have been able to join forces with Trent, an old friend and top Gua researcher who has been studying the humans for years. Our mutual disdain for the minister's actions - his random executions and, in particular, his recent approval of breeding experiments to be conducted on human children – has brought us together. Trent and I agree that moral propriety must override our sworn duty, that we must be willing to risk everything in order to stop any force we perceive as evil --- even if we have pledged our allegiance to that same force. As the lines that once divided us from the humans continue to blur, the questions I ask myself become increasingly urgent. Can we hope to positively influence the current Gua leadership? Can we stop the impending launch of the second wave invasion? And will we survive long enough to learn the outcome?

Wr Chris Brancato, Albert J. Salke

Dir Michael Robison

2 - 9 *LOST SOULS*

Foster investigates an alien experiment that caused people to be trapped alive in underground tombs. - - - "A maiden cut aloft from humanity / Locked in a coffin of stone / Her resurrection a clue for the man twice-blessed / Till the fate of her soul has been sealed". Our boy Eddie was able to link this quatrain with a wildly bizarre story he picked up in the Paranormal News Group. While building a connector deep within the New York City subway system, a group of workers discovered the extraordinarily well-preserved body of a woman. She had apparently been entombed within a concrete wall that was built over 50 years before. And, believe it or not, that's not the weirdest part. The strangest aspect to the story is that the woman was found alive. Authorities were able to identify the woman as one Francesca Dutton, an accomplished travel writer who was reported missing way back in 1945. Eddie worked his usual magic and managed to work up a false identity for me. I would undertake my investigation as "Jack Dutton" - a Philadelphia cop who also happened to be Francesca Dutton's grandson and only living relative. I drove out to the Maple Ridge Retreat, a psychiatric hospital in upstate New York where Francesca was being held and examined. I almost managed to walk right into her room, but I was stopped by a pair of special agents with the NAMP - the National Agency of Missing Persons. These two were clearly determined to get in my way, and they were damned effective watchdogs. One of the agents introduced himself as Agent Haley Burbitt, the other as Agent Simon. They told me their specialty was missing persons and that they had been placed in charge of the Francesca Dutton investigation. Burbitt was a tough-as-nails kind of cop, but he seemed like one of the good ones. He was like a well-intentioned bull dog. I could see right off

that he was a decent guy underneath his hard-ass demeanour. He was sure more open-minded than his partner. Simon made up her mind about me from the second I introduced myself. She obviously didn't trust me, so she was not about to listen to a word I had to say. My first conversation with Francesca was heartbreaking. Needless to say, she was confused, disoriented, and extremely frightened. Her health was miraculously good, but her appearance was pretty ghostly. She had no pigmentation. Purse white. Her eyes had lost all normal colour. Instead, they were blood red. She had virtually no memory of how she got into that subway – not a clue that might reveal how she survived, how she was breathing, moving, and behaving in relatively normal manner after 55 years entombed in stone. It seemed crazy to me, but Simon was looking for logical explanations. She had no interest in even considering possibilities outside of the so-called scientific ones. She talked about fissures in the rock which would allow for air and for Francesca's absorption of trace elements that kept her alive. She even brought up the idea that Francesca might have been the unfortunate victim of some freak accident. But none of Simon's theories could explain away one fact: Francesca Dutton looked as if she hadn't aged a day in well over half a century. Like me, Burbitt was more, shall we say, open-minded. He wasn't ruling anything out. He was talking about crystals, strange medical conditions, even voodoo. My initial suspicion was that Francesca Dutton's dark and private hell was linked to the Gua and their experiments. Maybe they wanted to see how humans respond to prolonged isolation. Maybe they wanted to determine a way store our bodies for future use as slaves. Burbitt seemed to lend support to my ideas when he finally decided to share a piece of highly classified information. It seems that when Francesca's body was uncovered, a Gua orb was found along with it. Eddie's first thought was that Francesca was Gua. I wasn't so certain. I hoped that Eddie was just being his reliably paranoid self, because when I looked into Francesca's eyes, I saw a profound sadness that struck me as all too human. Imagine waking up from a nightmare to find that everyone you loved and everything you knew was gone forever. A second trip to the subway revealed that the stone from which Francesca was extricated was close to pure limestone. Pretty unusual for a subway. Though they came at it from different directions, Burbitt and Eddie arrived at similar conclusions based on that finding. In the Buddhist religion and in a lot of ancient cultures, it was apparently believed that encasing a body in limestone would trap its soul, hold it in a kind of perpetual limbo where there could be no reincarnation, no heaven, no hell. It started to sound as if Burbitt might have been right from the very start. Maybe it was voodoo - or something damn close to it. I still wasn't making any bets. During our next conversation, Francesca opened up to me. She told me that there were two more like her, two others who had suffered the same fate and were still buried. With her help, Eddie and I were able to locate another of the bodies. This time it was one J.J. Reed, a native of New Haven who had also been missing for 55 years. Once he was dug up, we found that Reed's circumstances were identical to those of Francesca. He was also entombed in limestone, also inexplicably alive yet unable to remember even the minutes detail of how he got there. But what was the connection between these lost souls? Working through U.S. Customs records, Burbitt and Simon were able to determine that both Francesca Dutton and J.J. Reed had been in India during the same period in 1945. Eddie had missed that little piece of information during his own digging, but hearing that someone else beat him to it got our favourite hacker back on his toes. He continued his own research and was able to connect all three of the missing persons with a guy named Frederick Lansing --- an architect who just happened to design both the subway from which Francesca Dutton was unearthed and the New Haven building in which we found J.J. Reed. We also found out that Lansing and his wife, Olivia, travelled through the Himalayas together with Francesca and J.J. Way back in 1945. Based on that bit of information, I felt sure that Lansing would know where his wife Olivia was buried. Burbitt, Simon and I headed out to visit Frederick Lansing at his home. We were all certain that Lansing held the final piece to this puzzle. But I couldn't help worrying. What if the Gua got to him before we did?

Wr Daniel Cerone

Dir George Mendeluk

2 - 10 *THE HEIST*

Foster and his cronies find themselves as participants in an alien experiment. - - - "The weapon will fall upon cities / Unless thieves deliver humanity from woe / The enemy of triumph is intellect / For faculties failure requires since anew". I spent my early years in a top-notch thief crew, so this Nostradamus quatrain peaked my interest. But touching base with my past quickly collided with my present. Suddenly, I was back in the game, working as a break-and-enter man for a score going down in Silicon Valley. And the people I worked with were no strangers. Harley Daniels, more than an old friend, a statuesque blonde with brains to spare - she finds the scores and makes sure they get set up right. Ritchie Black, a wild boy who happens to be the best alarm-bypass man around - it always felt good to have Ritchie by my side on a job. And then there was Dex - the taskmaster of the unit - took "Crew Chief" as his title. Dex had a special love for giving orders - he kept us on track. Thing is, Dex didn't like me. Welcome to the club. Before I met Hannah these people were my family. On this job, out of necessity, they become my allies, with one difference between us - they were there for the money, I was there for a bigger score - aliens. Had we been hired by the Gua to steal computer weaponry that'll someday be turned against human-kind? The only way to find out was to take it from them. Security was tight. But we were the best there is at what we do - still were. Some things you never forget. Working as a team we were able to get into the first room. Things got ugly fast. I don't know what kind of security system this place was trying to run,

but when Dex got skewered by an iron blade from the ceiling, I knew there was nothing normal about this job - we were in for trouble. The vault had sealed shut behind us. Wanted to cut bait, but Harley wasn't having it. Thing about the best, they don't give up easy, especially with a buyer willing to pay millions for the score. With Dex out of the picture, Harley gave herself a speedy promotion. Said we keep going - seemed to get off on bossing me around - guess she still had a score to settle. We were sealed in, not like I had much of a choice. Time to play follow the leader. Next obstacle was a simple key lock - gut told me that wasn't right. No trip wires, no motion sensors - just something even more odd in the room - an arsenal. What does a computer company in Silicon Valley need with a room full of guns? My partners didn't have a clue but Ritchie wasn't taking any chances - he went back to tried-and-true thief basics, lifting a double-barrel as some extra insurance. Door slammed shut behind us. No where to go but through the next. Ritchie wanted to know how I could have given this all up, thought I missed the rush of the ride. Told him I missed a lot of things about my old life - this wasn't one of 'em. Got into the next room and things got really spooky. Harley and I started getting into it, seems our past was creeping up on us. Harley's true feelings about me and Hannah came into play. Should have known better - never scorn a woman on the job. The room ignited in fire, we booked double-time through the next door to find the last person I ever expected to see- Crazy Eddie Nambulous. Times two. I knew it was a hallucination. Had to be. This was no ordinary building. Altered reality was my best guess. Harley and Ritchie looked exactly the same - like Eddie! We were being set-up. The floor plans were suspect, there was no military technology, no score - nothing. Ritchie seemed to be coming around, knew it wasn't right - Harley finally agreed. This gig had gone bad. Time to back track through the towering inferno and get the hell outta there. But once we were through the door again, the flames were gone - the room wasn't even hot. Harley and Ritchie looked like themselves. Now the walls were seeping blood. The guys finally knew nothing was normal here. They got me talking about why I'd come back. I told them I wasn't there for the score. Everyone thought the next guy was to blame for the job going sour. Nobody was happy. Our personal histories started playing out again. Old issues, long resolved - everything was muddled. Ritchie'd let me take the wrap and do his time in the past. Maybe I'd never forgotten that. He pulled a gun on me. Harley and I got back into it. She told me she hated me. I grabbed her neck. Tried to crush her esophagus. That wasn't right. In all the muck it started making sense. Anger, confusion, paranoia, laughter, guilt - the rooms were affecting us. Playing with our emotions. It had Gua written all over it. I'd thought the weapon is what we were hired to steal, but I had it wrong. We were in the weapon. Now I just had to get us all out alive.

Wr Paul Eckstein

Dir Holly Dale

2 - 11 OHIO PLAYERS

Cade Foster investigates the possibility of alien experiments on football players. - - - "Here the good river runs north / Young fortunes are reversed in mock battle / Enslavement takes myriad focus / The key to them all is control". The Ohio River runs north on the eastern border of the state. In the Iroquois language Ohio means "good river." Sounded like a good place to start looking for a Gua experiment. Eddie checked for anything unusual in the region and came up with what looked like anything but. The Fairvale Falcons - a high school football team with a winning streak that the pros would love to claim - 11 and 0. It was an amazing turn around for a team that's been in last place for nine years running. And it got me thinking. Could high school football be the mock battle Nostradamus was referring to? If so, the Fairvale Falcons have thrilled the state as they reversed their fortunes. As unlikely as it seemed, it fit. Had to check it out. Every dog may have its day, but I've learned that the alien race known as the Gua would stop at nothing to enslave humanity. I also know that in war, as in football, the best defense is a good offense. Posing as Cal U college recruiter Clyde Howell, I made my way onto the field at Fairvale High and quickly got the attention of the exceedingly proud Coach Jenkins. The coach wouldn't take any credit for the teams wild turn around in skill and wins - he was only interested in giving credit where it was due. Quarterback Quentin Billup - Falcon's superstar, the kid who'd single-handedly gotten the rest of the team up to par. Coach believed Quentin's arm was kissed by the Lord above. I just wanted to be sure it wasn't alien. Quentin was new to Fairvale; this was his first year on the squad. Coach asked me to take a look at another player - Trevor Jenkins - his son. Coach sold Trevor as the heart and soul of the offense and Quentin as the guts. No surprise, Coach Jenkins had the American football dream in mind for his boy. He also knew Quentin was the Falcons ticket to the state title. Thought Trevor might be able to answer some questions, sometimes the underdog wants to talk. Told Trev that I figured there was more to the Falcon's turn-around than just one man. The kid said he wasn't the reason for the lucky streak but neither was Quentin. Sounded like he knew more than he was saying. Trevor told me about another teammate, Lionel, a friend of his who went berserk on the field last week and then fell into a coma -- reason for the melt down - a bee sting. Thing is, Lionel had been stung before by a whole hive and he definitely wasn't allergic. There was something else on Trev's mind, but he wasn't ready to talk. Eddie was in Pennsylvania checking out a Quatrain that came up empty. He cracked the usual jokes when I filled him in on the situation in Ohio - said he had trouble believing "E.T. Was playing Q.B." Eddie didn't think amateur ball was worth the Gua's attention. Figured steroids were involved in Lionel's freak-out. I wasn't sure. Eddie agreed to meet me in Fairvale. Steroids and allergies just didn't seem right. It was time for Clyde to do a

little medical fact checking. I headed for the hospital. Lionel's chart confirmed what Trevor said, the kid wasn't allergic to bees - but that wasn't my only discovery. Noticed something in the corner of Lionel's eye. A honey-brown tear, thought it might have been an iodine stain but it was more sticky. Pocketed a sample and was getting ready to exit when Quentin showed up. Q.B. Said he was checking on Lionel - seemed like a friendly kid, amped, enthusiastic - but then his tone shifted - Quentin wanted to know what I was doing in Lionel's room. He got angry. Intense. Told me his game was up eighty percent this year, that I should ignore his junior year stats. He braced the bed. That's when I saw the monitor. With Quentin in the room, the device set to read Lionel's brainwaves went wild. Near flat-lines suddenly spiked off the screen. Quentin took off and the readings went back to normal. Didn't know what to make of it. Time to get the sample to Eddie. While we were waiting for results on the sample I told Eddie my best hunch was that the Gua were running some kind of mind-control experiment - liking the brains of these kids. Eddie thought it was a possibility - we figured the aliens might be trying to get at us through our heads rather than through brute force. A football team was the perfect proving ground to see if humans could work in synch. Made a plea to Trevor to help me prove what was going on. Told him Lionel's life could depend on it. It worked. Trevor explained that he didn't need to read the game plays anymore, they were automatically in his head - something subconscious was telling him where to run, where to receive a pass - it was all perfectly synchronized. And he knew it wasn't natural. Was Quentin an alien? Time to find out.

Wr Harry Victor, Dan E. Fesman

Dir George Mendeluk

2 - 12 *NIGHT FALLS*

The aliens try to trick Foster into revealing the location of a lost book of Nostradamus' quatrains. - - -
 "Three rivers amidst iron wrought / Barren ground shall be sowed once more / The hunter and hunted are one/ When shadows descend on the twice-blessed man". Followed up on an e-mail to this Web site which led me to the iron city of Pittsburgh searching for possible alien activity. I thought Nostradamus' mention of barren ground might have been the Somas medical facility, which had been closed for years - wrong move. Made a mistake this time, a big one. The cops were after me. Got caught at the facility, chased out. Down a fire escape, over a fence, they weren't messing around, took a bullet in the side. Figured the Gua had probably joined the hunt too. I was running out of time. Had to think fast. Taking a hostage was a desperate move, knew it would happen some day and dreaded it. Couldn't take any chances. No way I'd make it on foot. That's how I came to take Lena Hansen hostage in her car, not far from her apartment. Had a near miss when Cori, Lena's nosey neighbor, caught us coming up the stairs. Lena vamped - was convincing. Guess that's what fear'll do to you. It makes us want to survive. Lena was terrified. Truth, so was I. I had to cut her to make sure she wasn't Gua - she didn't heal - that made me feel worse. I was in this now - deep in, doing stuff I never believed I could. Helicopters, news coverage - the F.B.I. Had bumped me up to number nine on the "Most Wanted" list. Lena heard the report - looked at me with fear in her eyes. Fear of what the Gua have made me out to be. It made me hate them even more. Lost my cell running from the cops, had to call Eddie on a land line - he hated the risk. Told him about the set-up, that I was in the eye of the storm. Eddie was freaking, couldn't believe a quatrain had led us into a trap. Eddie said I'd have to wait 'til night fall to leave Lena's, otherwise cops would pick me up. Five hours. Wasn't sure I'd make it this time. Lena, got free of her binding, tried to make a break for it. Got her back in her chair. Promised I'd leave her alone when it was safe for me to go. That's when she started with the questions - Why'd I kill my wife? It meant I'd have to give her the speech. Tell her I didn't do it, how I was framed. And I'm sick and tired of telling people that. After the first hundred or so you feel like you're wasting your breath. My appearance in Pittsburgh was getting plenty of coverage on the major networks. Add jewelry theft and assault to my fabricated list of crimes - apparently I'd had the time to rob a store and beat up the owner on the run from the cops. Lena heard the report and started to wonder. Told her I was a scapegoat. Asked if I could prove my innocence, would she believe me anyway? Lena didn't have an answer. People always believe what they hear on the news - problem is, sometimes even the media doesn't get it right. Felt a little woozy, was losing a lot of blood. Lena suggested she wrap the wound, said her mom was a nurse. I wanted to trust her, but that's burned me before. Didn't know how to help myself with the bleeding, didn't think I could handle it. Didn't have much choice - bleeding to death in her place would've made it too easy on the aliens. And I ain't about to let them win. Nosey Cori came by to warn Lena about the serial killer loose in the neighborhood. Cori'd seen me earlier, didn't think she'd gotten a good look but I couldn't be sure. Lena got rid of the snoop. I thanked her. Seemed like an act of faith. Lena was being good to me but she wanted some answers. She was being held hostage and wanted to know why. I needed to explain it all one more time but differently. Then it hit me. Told Lena I was doing this for her, for her neighbor, for the misinformed news reporter, even for the cop who shot me. And then I asked her something. Wanted to know what she would do if the building was on fire? Would she bail, would she get the hell out of there or would she wake people up, make sure they knew what was happening? Told her that's what I do. Problem is most people think I'm the one who started the fire. Lena checked out the Paranoid Times on the Web. Said if it wasn't so crazy she could almost believe me. Then she asked me about Hannah. And the Nostradamus book. That's when the cops showed up to search the place. And nothing Lena was going to stay could stop them.

Wr Michael Thoma

Dir Holly Dale

2 - 13 *NORMAL., ILLINOIS*

Several teens die from mysterious neurological disorders. - - - "Here the waters are contained / Nature's course is obstructed / And youth imprisoned by devil's lightning / Whose use shall tame the rival's ardor". Crazy Eddie has been recently getting more and more e-mails from visitors to the site. Readers who believe the unbelievable - that the aliens are here to take over our planet. One of our readers, Robbie Harlock, e-mailed us repeatedly about the bizarre death of Carson McAuliffe during a pool party in a small town in Illinois. The e-mail bore similarity to Quatrain 66, Century 7: "Where the waters are contained / Nature's course is obstructed / And youth imprisoned by devil's lightening / Whose use shall tame the rival's ardor." From previous experiences I knew following up e-mails is a risky business, but I also knew our network of believers is growing so the risk was worth it. That's what brought me to the small town called Normal. Met Robbie in the woods along the highway. He I.D.'d me right away from my wanted poster and then cut himself to prove he wasn't Gua. Eddie had already briefed him on our need for secrecy. Robbie had been following the journals since the beginning so he knew the score. He told me I was right on the money, there were definitely aliens here on Earth. A believer. I already felt good about coming to town. Robbie thought Carson's death was suspect even though the coroner's report said nothing out of the ordinary. Robbie told me that, though nobody talks about it, there was definitely lots of freaky stuff going on in town. Carson wasn't the first teen death, Robbie had heard his parents talk about others. Cops showed up, suddenly I didn't feel so good about standing around in the woods - Robbie and I arranged to meet up later. Robbie took the believer thing to the extreme. His girlfriend Laura told him not to go around telling people he believed in aliens - they'd think he was crazy. Harlock called that the "Cade Foster Dilemma" - you tell people how it is and they tell you you're nuts. As nice as it was to have company, I kinda felt for the kid. Didn't want to create another outsider. When I got back to the trailer Eddie verified what Robbie suspected to be true - four kids in Normal had died recently of "natural, but very unusual causes all linked to neurological malfunction." All the kids were among the best and brightest, good grades, good-looking, top athletes - just the kind of kids who used to beat up Eddie as a kid. And there was something else, the kids had procaine in their systems - an ester composed of PABA and diethyl, amino-ethyl - both are water soluble B vitamins that affect nerve functions in the pre-frontal cortex. Eddie said our bodies have plenty of B-complex vitamins but procaine isn't one of them. Procaine was toxic in huge quantities and was generally administered through water absorption. That info and the quatrain got us wondering if we should check out the town's water supply. It also got me drinking bottled water. It was time for me to pay another visit to my new pal Robbie. Seems Robbie had gotten Sandra, Carson's girlfriend, to agree to talk to me. Sandra was the last person to see Carson alive. And Robbie said we had to hurry, we were meeting at Laura's house, and Laura's dad wasn't a fan of little Robbie Harlock. Sandra was understandably upset by what had happened to Carson. She said she wanted to make love to him that day, but needed to stop. Seems whenever the kids got turned on, they got horrible headaches. Thing is, Carson didn't stop this time, and then he just went crazy - electricity coursing all over his body. Sounded to me like Carson's death was triggered by lust. Laura's Dad came back so we got out of there. Don't know why, but Robbie seemed to think Laura's father wouldn't appreciate her hanging out with one of the F.B.I.'s Most Wanted. I told Robbie I was gonna need more help from him. He had to talk to the other kids, get more info. See if they were having similar problems, especially with sex. If Robbie didn't think I was crazy for believing in aliens he sure thought I was nuts for making him look like a dork to his friends. To a teenager, looking uncool was more terrifying than any Gua plot. But I didn't have a choice - I couldn't talk to these kids, Robbie knew them. I hoped he'd come around. Robbie wanted to know why I did it? Why I fought the Gua? I told him I wanted to prove my innocence for one. He didn't get it, wanted me to explain how you can prove something most people just won't see? I didn't have an answer for him. Asked Robbie why he believed any of it? But I never expected the answer I got back. Robbie said he believed in me. And that was enough. I'm gonna take down the Gua plot in Normal. I'm just not the kinda guy who can let a believer down.

Wr Peter Elkoff

Dir Stein Mhyrstad

2 - 14 *ALL ABOUT EDDIE*

The aliens pursue Eddie at his high-school reunion. - - - I isn't Foster. But you probably know that right off the bat. That's right, Crazy Eddie here. I talked to Cade about taking over the journal this week seeing as I was the alien target du jour. You heard it here first - the Gua were gunning for the Nambu-lator. And it all started with a reunion. They say that high school is the practice run for the marathon of life, if that's the case, then what started out with a blazing burst of speed ended in the limpid lameness of loserdom. The terrible event that closed out my school years has haunted me to this day, a failure so profound I cast off my closest friends like obsolete software and never looked back. So I had some issues associated with my teen years. That's why I left the warm security of my trailer for the cold harsh reality of Heisenberg High. To reconnect with the people who were once my friends - and seek answers to the enigma that is my life. Just when I was about to lose my cool (and beat a hot retreat to that same-safe-softness of the

Airstream) I was almost run down by Herman Garrett - my high school arch rival. Herman was living high on the hog as the owner of a computer securities company. A former hacker, Herman had sold out - now he was into protecting financial transactions on the Internet - guess every geek has their price. Oh yeah, Herman called me Larry, cause that's my real name - Larry Pisinski - had to drop it when I went on the run. Didn't bother me much, Eddie Nambulous is way cooler. Moving through the gymnasium, passing through crepe paper streamers, I was starting to think I'd never find a friendly face - then I ran into Stanley Spencer. We immediately did the handshake of our super-cool, hacking club (the Binary Bandits) and I knew it would be just like old times with Stan. I explained to him how I pulled the ripcord after what went down at HHS and erased all traces of Larry. Conditions of my probation said I couldn't touch a computer for the rest of my life - couldn't have that, so Larry had to disappear. Stanley said he had something to tell me about that fateful night, but before he could explain he got dragged off by a buxom blonde named Mimi. Heisenberg didn't have a football team so this babe went for guys with high I.Q. I know, I know, a nerd's dream - and Mimi still caused heads to turn. But never mine, I only had eyes for one girl. And when I finally did turn my head, there she was - Marianne - a vision in low cut evening wear. I grabbed a mug of punch and headed straight for my dream only to find her toasting the plastic cups with Herman. Made me wonder why we go back to these things? Herman was pissing me off - for some reason I really clammed up around him. I had to get him away from Marianne but I didn't know how. That's when I got an idea. I called Foster, who was hanging in the Airstream, and told him to boot up my computer. And then I hung up on him - you have no idea how long I'd been waiting to do that! Nice! Hacked into Herman's company's computer and caused a little stir. Herman dumped Marianne like a cold potato. It was time to make my move. Marianne didn't look thrilled to see me, she said I had a lotta explaining to do. She was right. I detailed that fateful day at Heisenberg, how I was hacking into a highly classified government file when suddenly a stack of Feds burst through the door and took me into custody. Marianne wasn't interested in my arrest, she just wanted to know why I never called her. She told me the only reason she came to the reunion was to see me. She said we'd been in love. I knew it was true. But getting caught by the feds changed me - it made me who I am today, a paranoid recluse. But losing touch with Marianne was the greatest regret of my life and I wanted her to know it. Marianne was still single, and ran a computer literacy program for inner city kids in Baltimore. I knew Marianne would never need anyone, she was too cool for that. But I kinda wish she had a nice guy to keep her company. Mary and I took a stroll to the old computer lab where it all went down. I thought I'd impress her by picking the lock - a little trick Foster had taught me in our time on the road. No such luck, I flopped - but Marianne got us in - guess the kinda kids she taught were more like Cade than me. We reminisced about all our old high-jinks with the Binary Bandits, we laughed - it felt good. And then we hugged - that felt really good. Until I saw an alien. I sent Marianne back to the gym and told her there was something I had to do. Mary was confused, guess I was kinda cold but I had business to take care of. Jerry-rigged a listening device and eavesdropped on a convo happening in the catering truck. I thought I'd just seen a Gua-strong arm drag a schoolmate into the back. Through the head phones I heard a voice say they were looking for me. The Gua were at my high school - messing with my life like they had with Foster's - it made me scared, and mad. Foster was worried when I left for the reunion, didn't think I should be goin' this alone. I'd told Cade before I left that it isn't about me. This time I was wrong. For the first time in a long time, it was all about Eddie. And these Gua were goin' to detention.

Wr Chris Brancato, Albert J. Salke

Dir Mike Rohl

2 - 15 *PLAYLAND*

A young man kills nine people in an act of senseless violence, based on his experiences in an alien-run amusement park. - - - Fork Falls, South Dakota. Gary Lanning shot and killed nine people in a fast food joint. When the cops found him, he was stuffing his face with fries. The publically released records of a psychiatrist said Gary had delusional fantasies of time spent in an amusement park called Playland. That was before Gary stabbed the shrink in the heart with a pen. Are kids like Gary who Nostradamus was talking about when he said "youth most murderous?" Is it possible that this troubled teen's delusions were caused by a Gua experiment? I went to Playland to find out. Met Eddie in the Laser Gun House at the park. Kids were running all over the place, we found a back room. Eddie said there was an abnormal electrical ion level focused there. Gary mentioned going through a secret door in the park. The quatrain spoke of a "threshold of light." We'd seen the Gua use quantum pockets before and I was wondering if this could be another case of that. Eddie was worried about something he called "Einstein's Definition of Relative Synchronism." It says all space and time scales are based on the velocity of light. Translated to words we'll all understand, that meant if you cross through such a doorway there was no way to know what you'd find on the other side. Just the kind of odds we hated to play...and were used to. And then there was the good news. There were no guarantees the portal to return to our reality would be in the same place on the other side. I'd need an ohm-meter and an electro-magnet to power my way back through. 'Course Eddie had those in his pocket. Now I was just supposed to run at this space that looked like nothing and find myself magically transported to a whole new world. Was nervous, more so than usual. Had to trust in Nostradamus. I went through. And came out mid-air in a deserted themepark. The ohm-meter and magnet broke in my fall. I was trapped. Funny, Nostradamus hadn't mentioned that.

Caught a girl watching me from the rides. Chased her, grabbed her - she threatened to "bleed me." Quickly found myself being confronted by a band of rag-tag teens wearing torn off swatches of blue cloth. They wondered if I was "the stranger." Spoke in a broken, halting speech. Asked if I like the "Blues" or the "Reds." Told them I was friendly to the Blues - seemed like the smart thing to do. They said they could use another "brawler" and took me with them. The place was a wreck, broken down and covered in trash. Had no idea what to expect, and I was on my own. Knew the only way out was to learn as much as I could from these guys - and fast. Peter, the leader of the group, told me the rival brawlers were the "Reds" and Gary had been their king. Peter was Blue King, he said the best fighter leads the set. Gary was "taken" by the stranger Peter's girlfriend Dawn mistook me for. They called me an "ay-dult." Made me wonder how long these kids had all been here? Dawn answered. Said most of them had been there for years, they were runaways stolen off the streets. That's when a "brawl" broke out. It was terrifying, brutal, an all out war. Had to stop it. Fired my gun in the air. That got everyone's attention. The Reds retreated. Peter was impressed. And then a horrible sound tore through the air - music, driving and violent. The Blues headed for the source, I followed. There it was, a giant black monolith, 20 feet high - the music blaring from speakers at the top. A door opened and food poured out - bags and bags of stuff kids love. The Blues attacked it, ravenous. Asked Peter what the tower was -- he called it "the feeder." Woke up the next morning to find the Blues sleeping in the grass using trash as blankets. Went to the feeder. Peter found me, called me "the man with gun," wanted me around to keep the Blues well fed - seems the machine would reward the winner of the brawls and another monolith would give the losers gruel. Told Peter that I was there to find out what made Gary kill nine people. I believed the kids in Playland were being turned into walking time bombs and then set loose in the real world. Didn't want to see Peter become a murderer shot dead by a security guard. I wanted to work together and figure a way out of this place. But Peter didn't want to go back to that "other place." It was hell - parents and cops kicking his ass. In Playland he got fed. 'Course I could relate. Had a similar history - but I knew the solution wasn't hiding in an experiment, willfully succumbing to the Gua's machinations. Peter swore to never work with a Red. Didn't know what to do next. Dawn found me. She was afraid I was gonna take Peter and didn't think he could survive in my world - said he wasn't meant to live there. Told Dawn she and her friends were rats in an experiment, going after cheese, too blind to see they were in a maze. My plea fell on deaf ears where Dawn was concerned too. No one was listening. How do you save a bunch of strong-willed teens who don't wanna go home? Was gonna figure it out. The Gua were stealing the lives of kids this time. Not acceptable. We were all going back to the real world - even if I had to drag Peter into it.

Wr Chris Brancato, Albert J. Salke

Dir Michael Robison

2 - 16 *THE HARVEST*

Aliens harvest human hormones for their healing properties. - - - "On the fields of Revolution / Where England's traitor King runneth / Passion's dew is stolen / The undercroft keeps the salve of enemy wounds". The Charles River in Boston is named after Charles the First, the Traitor King of England. Bit of a stretch when you read the quatrain, except that three wealthy women had recently disappeared in Boston. Looks like I was headed to Bean Town. One of the women who had gone missing was Jennifer Moore, the sister of Renee Ashford. Ms. Ashford was offering a reward, \$100,000 to the person who could find her sister and bring her home. Apparently Renee thought the cops didn't have enough incentive to launch a real man-hunt. Met Renee at her home as she was telling the press about the reward money. Posing as a representative for the missing sister's bank - I told Renee that the last time Jennifer used her credit card was to charge a room at the Whitmore Hotel. Renee already knew that - she wasn't interested. What she didn't know was that Jennifer hadn't used her own name - she'd registered as Christina Reynolds. It struck a cord with Renee. Christina was the heroine of the romance novels Renee Ashford was famous for writing. Renee didn't think the cops were interested in finding her sister because they expected Jennifer had been the target of a serial killer and were waiting for her body to turn up. Sounded pretty cynical to me. But for a novelist who'd made her fortune writing sweeping love epics, Renee was pretty hard - she told me it was a fact that nobody cares about anything in this world, the only way to stay afloat was to look out for yourself. Wasn't my way. But Renee didn't know that yet. Figured I could help her. We headed to the Whitmore. The cops had ordered the hotel to keep Jennifer's hotel bill info strictly confidential. Needed a diversion. While Renee played the distressed babe in a low-cut dress, I checked out the computer at the registration desk. Wasn't much there. Jennifer had made two phone calls and ordered a drink from room service. Renee thought that was odd, Jennifer didn't drink. But Christina did. The only thing that the real-life sister and the fictional character had in common was that they were both married to jerks. Started to wonder if there was more about Jennifer that Renee wasn't aware of. Tried the number Renee didn't recognize but it wasn't in service. Called Eddie who was in the trailer knee-deep in a Renee Ashford tome. Book was about romance, passion and sex - Eddie said he could relate. Wanted him to check and see if the disconnected number's billing address was charged for any other numbers. Seems as soon as the old number was disconnected a new number was established. Eddie gave it to me - that was my next lead. And Eddie had something else for me. The word "undercroft" referred to a vaulted chamber under a church. There were 483 churches in Boston. Maybe this wasn't getting any easier. Called the

number Eddie gave me and heard the same music playing in the hotel lounge on the other end of the phone. The last person to speak to Jennifer was sitting right there in the hotel. The guy on the line said I had the wrong number. Told him I wanted to talk about the call Ms. Moore made to his phone. When we were finally face-to-face he told me I had the wrong guy and took off. Chased him through the stairwell and up onto the roof. The guy wasn't interested in answering my questions. He threw himself off the roof. Broke like Humpty Dumpty. And then, piece by piece, he put himself back together again. Bones snapped back together with a loud crack - it sent chills through my whole body - and not because it was creepy as hell. It was because he was Gua. Back in the hotel, Renee and I decided to check out Jennifer's hotel room. Found a strange vial in the bathroom. Didn't know what to make of it. And then Renee was gone. Eddie checked out the fluid in the vial. Looked like brain cells and some other type of cells he didn't recognize. The coroner had found the other missing bodies but not Jennifer's. Both victims had puncture wounds in their foreheads - like a needle had been inserted right into the pre-frontal cortex. Eddie expected the women had something injected in their brains. How would injecting something into human brains help the aliens? Didn't know. Wasn't sure I wanted to either. The guy on the roof should've died in the fall - Gua or not. Could the aliens have found a way to make themselves immortal? Eddie freaked, wanted to go pitch a tent on the beach and live out his last days in peace. But I wasn't giving up. They could not win. I wouldn't let them.

Wr Andrea Stevens

Dir Randolph Cheveldave

2 - 17 *RUBICON*

The aliens make Foster a national hero. Or do they? - - - No quatrain this week. No century. Woke up in the present with the possibility of realizing a dream. Thing is, got a feeling I've become too cynical to accept it. The Gua have messed with me too many times before to believe this will ever be easy. All started with Eddie cracking an internet code and getting us a lead on a possible Gua transfer of some kind of device - the transfer of goods happened in an open lot - a suitcase left in the passenger side seat. Checked for C4 explosive residue, found it all over the car. Also found a steel Halliburton briefcase filled with Gua orbs. Jackpot. But it was gonna come with a price. Said goodbye to Eddie and made a choice. The car exploded, the world went black. Back to my dream. Woke up in a hotel suite, hooked up to monitors, wearing different clothes. Looked like I was in a high security, high-class hospital - security clearance notices posted all over the place. Found my way into a control room - signs called it the "National Defense Agency." Monitors indicated alien surveillance happening around the world. First guy to notice me, an official-looking type named Blaylock, called me "hero." Blaylock told me I'd been unconscious for thirteen days, his young hot-shot tough guy named Mitchell said the only reason I'd survived the blast was a malfunction in the pressure trigger. The NDA was holding me in a protective facility outside of Detroit. And they had the orbs - knew what they were. Blaylock told me I'd delivered the first hard evidence of something the NDA had expected for a long time - that hostile, extra-terrestrial life does exist. Maybe it was hangin' with Eddie for so long, but something didn't feel right. Had an attack of paranoia, took down Mitchell, and threatened to pierce Blaylock's throat. The top-guy did it himself, wanted to prove he wasn't Gua. He didn't heal. Funny thing, I didn't feel any better about this. Was getting the five-star treatment - good food, great room and then a top-notch doc. Heather LeGuin was a shrink ready to pick my brain - or "help me in any way I can." No offense to her, but I wasn't a fan of being manipulated. LeGuin wanted to get me in bed for at least three weeks, apparently that's what the docs prescribe for a head trauma. Told her I wanted a second opinion. Then she brought in Harry. My uncle - the only family I had left before the Gua. But I knew the aliens killed my uncle, or thought they had after the Gua took me hostage in a police station in Chicago. Harry said he survived. Tried to prove he really was my mother's brother. It was too good to be true - and I knew that kind of hope didn't exist anymore. Blaylock wouldn't let me out - said the threat for assassination was too high. LeGuin spoke up - convinced Blaylock to let me out of the facility. He agreed, reluctantly. Mitchell and Leguin went with me. I told them to take me home. Drove to Chicago. The place had changed, been remodeled. I remembered Hannah, the good times, the evil, the blood - those goddamned 19s everywhere. It didn't help. Went back to the compound. Didn't know what else to do. Blaylock told me Eddie'd up and vanished - they suspected he was dead. I sure as hell didn't believe that. Blaylock and his team were trying to locate my partner, but now there was another problem. The NDA was discovering just how high-up the Gua infiltration of the government had gone. They showed me slides --Colonel Grace was among them. Mitchell said their first priority was to smoke out the alien, Gua infiltrators. And they needed me - the locations of my encounters, information gained through my contact with the aliens, who else was supporting me. Then it would be time for me to rest. Everything Blaylock said became a blur - it was too much. Every instinct I had said this was wrong. LeGuin was reasonable in our "sessions." Wanted to know why I wasn't dead if she and the NDA were truly Gua? That's always an easy answer - they wanted the Nostradamus book. LeGuin didn't agree, she figured the Nostradamus book wasn't an issue any more, I'd crossed the Rubicon to success. My paranoia was simply a survival technique from being on the run - a tool I wasn't ready to give up. It was all too clinical. Post traumatic stress. Denial. Sorrow and grief. A testament to human will. What LeGuin wasn't getting is that I could never get back what I lost. I didn't know what to do. Blaylock made a final plea. Told me I had single handedly given humanity a fighting

chance. And then Eddie showed up. He'd busted into the facility to bust me out. The soldiers shot us - we dissolved. Eddie wasn't there at all. It was just a nightmare within a nightmare. No one could find Eddie. But I knew he was the only one I would trust -- Eddie could make me believe. LeGuin introduced me to Agent Tomalin, a redhead with her fingers on the pulse of the Net. She sent a secret code out to Eddie. Now we'd wait and see. Then Tomalin sent me a secret message of her own. Told me I was being watched and surveilled - to meet her on the roof at 2 am. I stayed calm, but inside I was freaking out. Tomalin found me on the roof, she was frantic, wanted me to get the hell out of there with her. Said the NDA were Gua. Mitchell found me too - claimed Tomalin was the alien gen-tech dupe. A fight broke out, Tomalin decked me and fled. Mitchell went after her, she got him too. Right before she was about to plunge her fingers through my throat she let out a roar - "For the Gua!" And then Mitchell dissolved her. The Gua tried to detonate a nuclear device within the Pentagon. The world had been put on alert. We were ready to go to war with the Gua. And now the government wanted a hero - Blaylock told me that hero would be me. Maybe I could survive this? Maybe I'd finally made a difference? Did the government truly know about the alien presence on Earth? Were the forces of the world about to rally to save us all? It was a dream I wanted to believe. For the first time in a long time, I had hope. Part of me was praying I was never gonna wake up

Wr David Wilcox

Dir Michael Robison

2 - 18 *GLADIATOR*

An alien experiment involving bare-knuckle fighters draws Cade Foster and an old prison friend to enter a boxing competition. - - - I went to Atlanta, a city built on the ashes of the Civil War, to check out the world of bare-knuckle fighting and seek an ally in my fight against the Gua. Passed a wanted poster on my way into town and the face staring back was my own. Desperate times call for desperate measures. Time to take off the gloves. Omar Healy was a prize-fighter in a world without the Vegas showgirls and limelight. 35, and with a prison record, Healy had been disqualified by the Olympic committee for drug use - turned out to be a bum rap, since the drugs were over-the-counter migraine medication. Healy and I knew each other from our days locked up together, he accused me of being a bad guy who turned good and then back again. Told him I was innocent and needed his help. Then I told him I wanted to call in an old debt. Needed Healy to help me gain entry into the Human Genome Project - a research program I suspected was a Gua front to test humanity - specifically human instinct and aggression. The study was looking for athletes and fighters. Healy would be the muscle, I could pose as his trainer. Healy was eager to fight, that's what lured him in. Tensions with Eddie didn't make him any more happy to be on board, but he stuck with us. At the institute we met Dr. Meera Rubin, she took a blood test and we established our cover. Looked like Omar and I were going to be sharing a small room again reminded us both of old days - but it wasn't a good memory. Meera claimed the institute was part of nationwide effort to map the human genome over the next five years with an eye toward preventing disease, birth defects and extend human life. Meera claimed concentrating on the aggression gene could help scientists to genetically screen out and calm a possible killer. Funny, bet the Gua would love to go the other way. Just as Healy was about to go into his first "test fight," I was introduced to another lab-brain --Dr. Bern Galloway, molecular biologist and the project's resident genius. Had a near-miss when Bern was sure he knew me. Blew it off, but I could tell my time would be running out. Bern took a lot of pleasure watching Healy fight. The scientists would alter the climate in the arena to see how outside factors like heat and cold could affect aggression. Noticed another scientist, Rae, move in and take something from the lab. Healy won his fight. Bern and Meera were smiling ear-to-ear. Used the victory moment to follow Rae. She disappeared into a high-security area, the McGruder Wing, with Omar's blood sample. Following was too risky - time for Healy and me to beat a hot retreat. Problem is, Healy wasn't willing to go - he thought this was the best training he was gonna get, and his chances for fighting a real championship tournament were getting slimmer. He wanted to find some glory. I'd brought Omar in so I was responsible for getting him out. Met up with Eddie on the outside, he'd run some checks on the Docs - Meera's credentials checked out - definitely human. Bern was the better shot for a possible Gua - no school records to speak of. Pretty odd for a resident genius boasting about his Ivy League education. Had to go back in, convince Healy to get out. Took Eddie with me, thought I'd need his expertise on the science side. We found our way into the McGruder wing - Bern and Rae were there. Bern detailed the specs of a husk they were growing - two and a half times stronger than humans, greater resistance levels to biological dysfunction and sexual deviance - a warrior-class killing machine. Bern hit some buttons and this giant incubator started humming - something organic was growing inside. They were using Healy's DNA for the project - and they were successful. Out popped a gigantic husk - oozing, stern - the X-15. The Gua's very own Frankenstein monster. Had to find someone who could help us out. Decided to try to talk to Dr. Rubin. Told her that the project had been infiltrated by a group who wanted to use her studies for their own agenda - I'd come to the project undercover. I wanted her to call the cops and have them check out the McGruder Wing - she agreed. Then she called security. Time for me and Eddie to get the hell out. Only way to get Healy to ditch was to pull a gun on him. He told me he was ready to knock me on my ass - as long as he moved I didn't care if he broke me in half. Got Eddie to a safe place just as Healy and I were ambushed by a Gua guard. Healy fought him hard and the Gua dissolved. Add Omar to my list of

believers. And then Meera showed up -- can't believe I took her for human. Meera told me I was the best humanity had to offer - and I was about to face off against the best the Gua had to offer. Could I survive inside the ring against the X-15? Wasn't sure. But you know I was gonna try - in the fight against the Gua, we just can't afford to lose.

Wr Michael Thoma

Dir Alexander Pappas

2 - 19 *THE TRIAL OF JOSHUA BRIGGS*

Joshua is put on trial, and must defend himself against charges that he is a human sympathizer and a traitor to the gua. - - - No quatrain this week. Eddie and I are sifting through the database, checking some out, following up leads but we haven't discovered anything solid enough to head in. But that doesn't mean I haven't been thinking about the fight. Days like this I worry about the fight. If we don't keep making strides we could lose. Hate to say it but it's true. Try to push myself, harder, further, faster everyday - want to get some kind of momentum going. Times like these, I think a lot about the enemy. I think about Joshua. He says he's not on our side - he's just looking out for the best interests of the Gua a true patriot. Don't really care, as long as it benefits us. Like the time I was on the run from the Feds in Montana and Joshua first helped me. I'd handed an alien a gun - she was posing as a forest ranger, was supposed to "protect" me from the FBI once they took me and their "agent" (aka Joshua) into custody. Thought I was about to give the government proof that the aliens existed. Almost got myself killed instead. When I asked Joshua why he killed his back up, he told me he was doing it for himself. He saved my life because he knew the invasion wasn't the best thing for his people. Figured with me out here causing problems for the Gua, the Second Wave was less likely to happen. Still pray he's right. It was the first sign that Joshua and I had a common goal - to stop the Second Wave. I was in his debt but that didn't mean I'd always trust him. Joshua is still Gua, maybe the best they have to offer, but he'll always be an alien first. If I could, I might tell Joshua that we need each other. The Gua's experiments have no honor - I believe Joshua's intentions do. Joshua wouldn't support the type of experiments the Gua were running - don't believe he even knows about all of them. But I've seen first hand how evil they can be. Like the hideous stuff the aliens were doing in that hospital in L.A. Using humans as little more than guinea pigs - chopping them up and playing mix-and-match with their parts. Attaching Gua tentacles to human bodies - giving Alikah a pair of stolen eyes. Sick stuff. That one still gives me nightmares. It's a perfect example of how the Gua can't even trust themselves. Like the experiment in Normal, Illinois where another renegade Gua came to our aide when he realized the his leaders were planning to use an experiment on human teens to control the sex drives of the aliens when the Second Wave came. The alien town sheriff, John, thought it was one thing to be testing out the control device on us, and another to be prepping a device that could be used on the Gua. A pair of believers, Robbie Harlock and his girlfriend Laura, survived the alien plot and we lost the Gua who helped us, but not before John made it clear that he had chosen to fight against the Gua mission. Before he died, John said the Gua forces were poised to destroy humanity and that it was coming soon. There are millions of Gua here on Earth to be possibly consumed by human passions - John took a stand - not to help us, but again to help his own. And that's a good thing. As long as the Gua attempt to hurt themselves there'll be "patriots" ready to protect their people as a whole. The aliens use us - for their tests, to make the invasion easier, to keep order once they're here. And Joshua isn't above it either. There was that time in Cleveland when he used me to get a disk that contained the Earth identities of 200 Gua operatives. He traded Stephen (the boy who had stumbled upon the info) for the disk - Joshua knew I wouldn't let an innocent die no matter what the prize was. Joshua was protecting his people from me, he knew I'd hunt down the names on that disk and couldn't let anything happen to his comrades who he felt were just doing their jobs. That's the way Joshua used to see it all black and white. The Gua were doing their jobs - and for them that's conquering. And even if that's what they were here to do, even if the best warriors they have to offer believed that they could beat us when they got here, I believe we're giving them reason to doubt their actions. A long time ago Joshua told me the word Gua meant power to overcome. Now, sometimes, I think he wonders if they can live up to their name. The Gua are realizing there's more to us than they first anticipated - now they know we're strong and because of that, some of them are realizing they could lose. That's why Joshua doesn't want an invasion. And that's why we're gonna win.

Wr Chris Brancato, Albert J. Salke, Daniel Cerone, Peter Elkoff, Theresa Rebeck

Dir Gilbert M. Shilton

2 - 20 *UNDERWORLD*

Foster uncovers an alien experiment with ties to the mob. - - - "City of Fountains" is a nickname for Kansas City, Missouri, a town whose headlines have screamed of a gangland war that left over 30 dead. It's no mystery why the Gua would seek out organized crime. Drugs, gambling, prostitution - all things that could weaken mankind's resolve. But why did Nostradamus point to this gang war? The quatrain suggested I form an alliance with "the steed," a man I suspected to be Sammy "The Horse" Kozak, head of a Kansas City crime family for over 10 years. I'm wanted for capital murder, so mixing with mobsters might be insane - Eddie sure thought so. But checking Sammy out could lead me to the Gua, and that's an offer I can't refuse- Took the name Nick Flynn and checked out the '88s Club, Sammy's totally nude strip

bar and a front for his operations. Met a brick-wall bartender named Pete, told him I was looking for Sammy. My cover - "Loma Cinquemani" had sent me up from the Miami families with a recommendation to the Horse. When I told Bud, the second brick wall, that I could see all kinds of ways to kill Sammy in the bar I got his attention. Pocketed his gun right under his nose. That got someone else's attention - enter Sofia Kozak - Sammy's wife. Looked like I was about to get my meeting. Sammy checked up on me - verified my story about doing security for Cinquemani. Eddie did his best Brando and convinced the Horse that I was the real deal. I was in - but only if I proved myself. In the bar Sofia came on strong - told me when she saw something she took it. She gave me a key to her place - told me to come over when I was finished at the club. I declined. Respectfully of course - and it wasn't easy. It was my final test. I passed. Sammy was ready to talk. Seems, until last year, four families controlled the organized crime in KC - now there were only two left - Sammy ran one, Jack Mitchum ran the other. Things got ugly when everyone's trucks started getting hijacked ten months ago - the bosses were pointing fingers - Sammy tried to stay out of it and survive. Until this week - that's when some hot club dancer ripped her pole out of the floor and tried to hurl it through Sammy's heart. The Horse thought it was the weirdest thing he'd ever seen - when they chased the dancer down, she seemed to disappear into thin air. Pay dirt. Figured it for a Gua husk with a new ability, and that was never good. Sammy couldn't figure out how the rivals, or whoever might have been responsible, could know his every move. I told him we should sweep the club for bugs - and I knew the best bug-man in the business - a guy I trusted with my life. Eddie Nambulous. And that's when stuff got typically Gua-strange. Turns out Eddie found a bug in Bud. Not the ordinary high-tech kind but the part organic, part mechanical, oozing-type only the Gua could build. Bud puked it up under duress - and then it dissolved. Sammy and I found rival gang boss Jack sitting in a car with Sofia - looking more than a little bit guilty - but Sammy had sent her in. Kozak stuck a big gun in Jack's face and demanded to know who was backing Mitchum. Jack didn't want to talk, so I gave it a try - a basic strong arm. Jack told me the outfit backing him was too strong and none of us had a chance. He called them freaks, said they had powers - and he knew their name - Gua. But that's all Mitchum said - because Sammy shot him. Turns out Sammy wasn't much of a believer. Not until we got back to the club and Pete pulled a gun on him. Bud and Pete got into a fire fight and Bud lost. Pete dissolved for Sammy and then Sammy got pissed. Nobody messes with Sammy Kozak - not even E.T. The Horse was ready for war with the Gua. He said he'd stayed alive and on top all these years because he fights back and doesn't quit. Sammy would rather be dead than roll over like Mitchum. Made me think the mob was the right kind of ally to have. I always loved the Godfather, only this time the drama was too real. What would happen if Michael Corleone were threatened by the Gua? I was about to find out.

Wr Larry Barber, Paul Barber

Dir Rob LaBelle

2 - 21 *TOMORROW*

Foster gets a glimpse of what the world would be like during the alien occupation of earth. - - - It started in a dim alley - filthy, ridden with rats. Had no idea where I was at the time. There was a sign on a post "Help us, help you. Human Registry: Gua and Human Succeed Together." A bum with a bar code-like scar in his forearm was dead on the floor. I was disoriented, bewildered -- I wandered into a seemingly empty, blown-out building - an execution was taking place. An execution of a human by the Gua. They electrocuted him, said they found him guilty of actions against the Gua. I ran. How did I get here? Nothing was right, nothing at all. And that's when I saw my worst fears realized. A new flag flew over the capital building - not red, white and blue. Red, white and black - the Gua had taken over the Earth. My worst fear had come to life, humanity had lost to the Gua. But how? I had no memory of the invasion, nor the battle that caused us to lose control of our planet. Had to explore the nightmare. Another bum tried to sell me condoms and computer parts, he said he knew me - was so freaked I just slammed him into the wall and asked him what year it was? He said 11. The eleventh year since the day of judgment. Suddenly there were Gua cops on top of me - wearing dark black clothes and armor. They threw me down and demanded to know where my brand was - my registration brand. That explained the scar on the dead bum in the alley. Then they started treating me like a celebrity. They were happy to see Cade Foster, they let me go. Told me I needed to be branded, even if I was Foster. Then they told me to hit the registry just a few blocks away. Found the place, a big brick building in town. Pleasant announcements urged humans to help build a better tomorrow for Gua and human together by getting "registered." Gua guards scanned the forearms of humans out front. And then Joshua exited the building. Followed him, right to a lady friend's house. Was surprised to find the door unlocked but let myself in. A plaque on the door called her Claire Wilson. Occupation: Concubine, Military Section - guess some of the laws had changed in this reality. Claire's place was nice - but there were camera's on the wall that followed movement. Disabled the camera and waited for Claire. As soon as she saw me her face lit up like a kid at Christmas - called me "the most famous human in the whole world." Said I was on the mandatory Gua-Net all day long - showed me a public service announcement I knew was impossible - me, Cade Foster, telling the people of Earth to go down to a local station and get branded so our "leaders" could keep track of us and "help us." She showed me my "journals" - but I didn't remember writing any of the bull they contained. The Cade of this reality was telling people that humanity was headed for doom and destruction and that the Gua swooped down like "caring parents" who wanted to "re-organize and reeducate a dying planet." The

aliens wanted to help "make Earth whole again." Somehow, they'd undone everything I ever worked for - and I was pissed. I told Claire it was all a hoax - everything the Gua said was untrue. Somehow they'd created a false Cade Foster to spread the word. Claire didn't want to believe the Gua were anything but benevolent. So I took her to the abandoned building I'd been in earlier and showed her an execution. It made her a believer. Claire arranged for a "meeting" with Joshua and did her "job" - which I hated - but she insisted it was the only way. I stole Joshua's key card in the meantime. Claire said a Gua card would give her access to the human registry files - I told her to look for Eddie. When we couldn't find anything Claire, bet Eddie was dead - I told her to search for Larry Pisinski - we got him. Eddie was alive. But here, even my partner was different. He spit on me when I found him working in his garden just outside the city. He spouted Gua loyalties - thought I was putting him through a test. I told Eddie that I was back and ready to fight - I asked him to trust his instincts - that I didn't sell out. Eddie listened and then he believed. I needed his help again. He filled me in, told me our predictions all came to pass - 16 cities were hit by 10 million Gua troops in the invasion - 19 died on the first day. But it was all covered up in one massive publicity stunt - and somehow, through this "re-education," the Gua had come out our saviors. With Eddie and Claire's help, I was determined to turn this around - to fight again. To tell the world the truth, that the Gua weren't our saviors, but rather our destroyers. We would not be slaves to these monsters - I wanted humanity to rise with me, to become a resistance and take back our planet. I was determined to get people to open their eyes and see the Gua for what they really were. My mission hadn't changed at all. In the reality of my nightmare I would fight back as hard as I had before. And if this wasn't real, then someone new was pulling the strings - but who? Either way I was going to find out. And I was gonna win.

Wr Chris Brancato, Paul Eckstein

Dir George Mendeluk

2 - 22 *THE BELIEVERS*

Foster and Eddie take over a TV station at gunpoint to get the message out to the world about the alien invasion. - - - Fugitive. Murderer. Madman. That's how most of the world sees me. All my efforts to prove my innocence have come to nothing. Whatever happens today, happens because I've finally run out of options. It's been two years since they ripped my life to hell. Two years of trying to warn people of the danger that looms so close. Now I'm convinced the Second Wave is about to begin. And I'm taking drastic measures to prevent it. If we die in a hail of bullets will that bring recognition to my cause, or will we be martyrs who sacrificed ourselves in vain? Can't know for sure - but today's the day we find out. Writing this along the way, stealing seconds to make a final entry. This could all go bad. Eddie'll let you know - if he makes it out. You're my believers, I'm doing this for you, for us. So however they spin it, the press or the Gua, you know not to buy in. And you know to keep fighting. Target of this action: The Phil Tennant Show - daytime talk - one of those schlock hours that asks the viewers to help take down wanted felons. Eddie'd seen some promos that pointed to what the show expects to be its sweeps ace - a special on the FBI's Most Wanted list. A show about Cade Foster. Talk about a platform to get people listening. It was perfect. As usual, Eddie thought I was nuts. The set was virtually clear for a run-through. Eddie and I rigged the doors to blow - sealing in only the bare-bones staff and ourselves. I came in with guns blazing - had to make it look legit -- but didn't want anyone to get hurt. Phil Tennant, the network's golden-boy host was there -- gruff guy who thought he knew it all and showed it - Phil made demands I wasn't gonna listen to. He had an equally as ballsy assistant named Gwen. For Gwen to be where she was in her career now she'd had to have been smart and tenacious. She made no bones about telling me how unafraid she was of my tactics. Knew she was lying. Was putting up a good front and the remaining hostages were feeling it. Hal, a techie for the show told me about his wife and kids as I tied him up. A mid-twenties production coordinator named Tina was also caught in the mix -- she promised me she'd just started working at the show and didn't know anything yet. Felt bad about scaring them, but we planned to be out of here in 20 minutes -- and then the world would know better. Or so I hoped. Plan was for Eddie to manipulate the satellites at the station, link up to some larger ones, and beam my story out to about two-hundred million people. Wasn't gonna be easy, but this stuff never was. Left Eddie to work his magic and headed back to the hostages - Gwen was lose. Knew she was gonna be trouble. Eddie told me the power was out on the satellite feed. Gwen worked quick. Threatened the rest of the group more severely this time - told them if they didn't follow my orders I'd hunt them down and kill 'em. I almost couldn't believe I was saying it - they were innocent - I was playing the role I'd been fighting for years. Everything was changing. Eddie said we needed to get the power up and then we'd need more time to get the satellites on line - that's when we heard the cops were outside. Eddie wanted to run - said he could feel it in his bones - we were gonna die today. Couldn't tell him that wasn't true. Got the satellites back online and went looking for Gwen. Cell phone rang - it was Cain. Told him I was gonna make some believers today. He told me he was outside and I was gonna fail. Also told me he wanted the real Nostradamus book and how he was gonna snap my neck once he had it. As usual, was running out of time. Found Gwen holding a gun on me in the dark - a prop gun. Gwen knew everything about me, and all about the aliens - that was just part of her job - prepping for the show's topic. Needed her to be a believer to make this easier - then Cain called back. Let Gwen listen to the call - she heard the sunofabitch boast about how long his race had been on the planet - virtually undetected. Then he threatened Eddie and made some kind of weird

reference about my partner. Checked in with Eddie immediately he said everything was cool. Gwen still didn't believe me. Said the people in the journals didn't exist. Told her I had to use fake names to protect those believers. Gwen didn't crack. Eddie said the equipment would be ready in fifteen. He was really nervous, scared – didn't seem like himself. And for someone as odd as Eddie, that's a stretch. Had to stay focused. Had to head to the main stage we were going to go on air any second. Reality. This could be my final entry All I ask is that you continue the fight. We cannot let them win. It's up to you.

Wr Chris Brancato, Albert J. Salke

Dir Holly Dale

3 - 1 *MABUS*

By now you all know how close the end could be. A massive alien force known as the Gua are quietly preparing to invade the Earth and snuff out humanity. Cade Foster and I had been trying to stop the Gua before it was too late, we were desperate, something had to be done. My name is Eddie Nambulous. These are my journals. At least, now they are. As faithful readers of this site you know this is where Cade wrote about the alien threat week after week. And you were all there at the end. Calling in your support. You were part of the worldwide audience who saw Cade shot and killed on live television. I pulled the trigger. And I don't know if I'll ever be able to explain why. Not the way I want to. But know this. Cade's death was not in vain. He's a martyr to our cause. And I've sworn to fight on. With all of your help of course. Things are a little out of whack. Kinda all over the place. And there's a new alien in town. His name is Mabus. The third Anti-Christ predicted by our buddy Nostradamus. But I'm getting ahead of myself. There's at least a partial explanation I can make of the madness. It follows in my first official entry in Cade's stead. See guys, things have just gotten as bad as they could get. The heat was most definitely on for Foster. And now it wasn't just heat of the official kind. Cade was at the local gas and sip when a pump jockey called him by name. The Gua wanted him dead, the Feds wanted to bring him in and now people were shouting his nombre when they saw him on the street. To make matters worse Phil Tennant, this millennium's edition of Geraldo Rivera, was super-seriously promoting an upcoming special on *The Elusive Journey of Spree Killer Cade Foster: The Most Wanted Man*. And that ain't all. A short while ago I started noticing a surge of hits here at *The Paranoid Times* so I did some hinky-jinky computer wizardry, ran a new decryption and badda-bing I got just a few words back. It was a message to all of us: "We are living on the brink of Armageddon. As aliens in human form mobilize to seize control of the world, the Raven Nation will fight fire with fire." Not conclusive but it got Cade and I thinking. Who was this Raven Nation and how'd they know about the Gua? We ran a scan of the quatrains to find one that might fit with all of the above. Century 4, Quatrain 12. "The Brodde Nation will swiftly rise / On the fortnight of its own prophecy / The scholar who solves the great riddle / Points the way to the bloodstained globe." Brodde means dark or dusky in French so Cade and I agreed it was a definite lead. The Raven Nation's prophecy referred to Armageddon and a fortnight had happened since they'd sent their message out. I just hadn't caught it until now. I was freaking, this one felt like the big chulupa: the Omega quatrain that would signal the end. I'd missed it. Earth's destruction was gonna be on my head. I wanted to implode. But Cade thought we still had a chance. We kept working the quatrain. Cade and I ran a search for the "scholar." Figured we needed a teacher who solved a great riddle but the solution couldn't be in theory. No, what we were looking for was a field of research that allowed for only solid, concrete and definite answers to riddles. And we found him in mathematics. Peter Mincer, a Ph.D. at Berkeley who'd solved a mathematical riddle known as "Laurent's Last Theorem." Cade went in posing as a fan of Mincer, poking around about the prof's belief in aliens and the Raven Nation. But Mincer played dumb. Seemed like a dead end. Until Cade did a little B&E on Mincer's office. The place was like some gothic priest's bad dream. All skulls and upside down crucifixes. Cade took the hard line with Peter. Told him that we were all part of an apocalyptic scenario that was playing itself out right as Cade and the geek were sitting there, gun to nose. Mincer told Cade that he's been trying to break a Bible code, and so far he'd done pretty well with his predictions. But he wasn't interested in floods or earthquakes or even bombings. Mincer wasn't messing around. He told Cade that Armageddon was just around the corner. The Anti-Christ was on the way. And he would rule. The code turned up some coordinates to find the location of our impending doom -- Forest, Michigan. That's where it would begin. And maybe end. Cade headed to the coordinates, Mincer followed. They radioed me from the road. Looked like Mabus was here and he'd arrived via a bloodstained globe. The clue hadn't represented Earth as we supposed, but rather an orb containing the evil leader's consciousness. A woman had died outside a church in Forest that morning. The Priest said she'd bled to death but there were no wounds. Foster and Mincer were on it. They found the orb. Foster said it made him woozy, sick. It scared him. And then Mincer did the double cross. His research told him that whomever freed the Anti-Christ from his prison would sit at his right hand forever and Mincer felt that was his destiny. Just another geek with delusions of grandeur. Real bad news. We'd lost the orb. And, truth be told, it felt like we'd lost the war. To make matters worse, Cain was hot on Cade's trail and the cops had been tipped to Foster's location. And then Cade almost lost it all. Right there, in a church in Michigan, where it would do none of us any good. But someone stepped in before the Acolyte waiting in the wings could assassinate my bud. She was a fire-hair angel and she shot that Gua scum square in the chest. Cade didn't have much time with her, he didn't even get her name, but she left him with an emblem to her cause: a black bird scorched in metal. And so that's how we got to this

place. Some of you might call it a desperate measure but we'd run out of time. Cade would make the ultimate sacrifice to be heard. Cain was at the TV station, he was posing as F.B.I. I couldn't let Cade's cause be reduced to delusional ranting. He'd have to be assassinated by an unseen force. He'd have to be a martyr. Now he is. And as long as you're still there we have a chance. But I have a feeling we're not alone. There is another alien hunter. And I'm gonna find her.

Wr Daniel Cerone

Dir Michael Rohl

3 - 2 *RAVEN NATION*

Things are about to change here on Earth. YOU are the hunted. You are Gua. You don't know me. But I am here. We're all here. You think we're not ready. You think you're smarter. Quicker. Harder. You think yourself superior. Wrong again. We are strong. Stronger than you can possibly know. And you created us. The force that will stop you. The force that will rise up to destroy, not to be destroyed. And we don't just want to send you home. We want you to die. And we want it to HURT. Afraid yet? You should be. There was another who opposed you. Another you created. You know his name. These are his journals. I don't write this for his supporters, I don't write it for those who follow his memory now. Because he will always be one of us. He will always be the man who exposed your evil plans. You called him 117. But he has a name. It's Cade Foster. And his death only strengthens our resolve. I address you here only because I know you will read this. It's what you do. Putting us under a microscope, analyzing and cataloguing our behavior. Studying the every move of humanity. Well now it's your turn. See, we've been watching back. Look over your shoulder. There we are. Can't see us? That's because we don't want you to. Not yet. But you will. And you can bet your ass you're gonna wish you'd never made this move. We all have our own stories. Our own losses at your hands. That's why we address you here. Where our fallen comrade gave voice to our own inarticulate pain. We will fight hard and fast, as he would have wanted. Even as we grieve the loss of the Twice Bless'd Man. We're Foster's army. The Raven Nation. We're a new breed of warrior. The kind who'll fight fire with fire. You started this, Gua, now we're gonna finish it. We will have no mercy. For years you've been here, ready to obliterate our homes, spreading like a virus. You've been preparing for the Second Wave. To that, the Raven Nation has only one thing to say. Bring it on.

Wr Chris Brancato, Michael J. Cinquemani

Dir Holly Dale

3 - 3 *COMES A HORSEMAN*

Quatrain 88, Century 8. In the arsenal of an emerald city / the smallest of creation becomes great / Horses four will trumpet the end, born on the devil's breath." The Emerald City is Seattle, where a converted armory housed the labs of Vio-Zor, a company that specialized in microbiology. Mabus is the leader of the alien invasion here on earth. If he's the devil referred to in the quatrain, then somehow Vio-Zor plays a part in the Gua's plans for our destruction. Eddie uploaded a computer bug into Vio-Zor's software. I went in to fix the problem, posing as Jay Rollins, a software technician I planned to find out how Vio-Zor might be connected to the aliens. I entered through the airtight seal and met Dr. Kelly, the Program Director of Vio-Zor and her staff, Dr. Jagger and Dr. Samuels. Seems a guy they affectionately referred to as "Tim the Rat-Boy" was missing. It was my first clue that something was up. On our way to the computer lab we passed through a decontamination chamber Kelly claimed was inactive. The chamber was built by the army to handle bio weapons during the Gulf War. It used ultra-violet lamps and anti-viral mist. Got me worried, was I gonna leave this place with a bug I didn't come in with? Kelly brushed it off, said Vio-Zor didn't handle anything stronger than Level Two research - strictly benign substances. But I noticed the jets were wet - meant they'd been used recently. Things were definitely not what they seemed at Vio-Zor. Kelly left me alone with the computers so naturally I hooked Eddie up to start working his hacker magic. He said the company had links to U.S.A.M.R.I.D. (The U.S. Army Medical Research of Infective Diseases) and the Delta Wing, but he didn't have time to explain what they were. Samuels walked in on the call, started buddying up to me. Told me Dr. Kelly was a renowned Virologist, Ratboy had his rodents and Jagger was into cell-targeting — all specialists. Samuels didn't get to tell me his specialty before Kelly dragged him off. That was fine, because I was planning to do some research of my own. Broke into the animal lab and was caught by Kelly. She was jumpy, called Samuels and Jagger down to the lab right away. Didn't appreciate my wandering around unattended. And then she noticed some samples missing. There was no explanation and Kelly wasn't happy about it. Samuels tried to cool her down. And then we found Ratboy. Hidden in a supply closet, all puss and ooze. He looked like his face was being eaten off. Kelly said it looked like a massive viral infection and we had to seal off the building immediately. Samuels went nuts, he had Ratboy's blood on him. Kelly pulled the ripcord - we were sealed inside with what I believe could have been a Gua bio-weapon. And we weren't getting out for 12 hours. And there were no guarantees we'd get out at all. Kelly and I went into the decontamination chamber. Had to strip down and throw our stuff in the burn shoot. Kelly said she didn't know anything about bio-weapons or the Delta Wing. Wasn't buying, it just didn't add up. When I asked her about the lockdown she said the facility was built to survive a war and to avoid any kind of viral outbreak. It even had a Level 4 termination factor - meaning the Center for Disease Control could monitor us to assess the situation and if necessary, destroy the place to control a lethal contagion. Samuels was in really bad

shape. The virus was spreading unnaturally fast and Samuels was suffering. Got Jagger alone and questioned him about the facility. He said the rats were to blame. Called Eddie. He had some info on the Delta Wing. It was a CIA front, specializing in bio weaponry and Vio-Zor was running tests for them. An infectious agent known by the code name "Revelation," was shipped from the Delta Wing's HQ in Maryland to Vio-Zor. "Horses Four" tied into Revelations. This was continuing to add up to something none of us wanted to consider. And now I was beginning to hallucinate. Get angry. So I decided to force some info out of the pretty Doc. She'd received Revelation, was doing the tests for "the good of her country," or so she thought. But I had news for her. The anger, the delusions, someone messed with Revelation. It was airborne now. And we were all infected. How was I gonna get out of this one? Didn't know. But if I didn't the Gua would win. And you know that's something I could never accept.

Wr David Tynan

Dir Michael Robison

3 - 4 *GULAG*

Quatrain 83, Century 7. "The traitor sits in a hidden world, waiting for the man Twice Bless'd. Joined in desperate moments, to push the rock over the peak of time." I believed the traitor Nostradamus spoke of in this quatrain was Joshua, an alien who has helped my cause on numerous occasions. The Gua build hidden worlds known as "quantum pockets" - Eddie's learned to penetrate them. Recently, I busted into a pocket, believed Joshua was to be found there and if he was alive, I had to get him out. Everything in this particular false reality suggested the aliens had been defeated, my wildest dream come to life. But I knew it wasn't real. Out in my world the alien leader named Mabus seeks to enslave humanity. The key to his defeat could be Joshua. Found my sometimes ally in a desperate situation. Joshua believed the aliens had launched a neutrino bomb toward earth - a final desperate move to cover their humiliation at having been defeated by humanity. Joshua had the code to abort the mission and wanted to get to the deactivation site. I had to convince him to come with me instead. But how do you tell a desperate man that his mission isn't real? That it's all an engineered delusion? Knew first hand why Joshua wouldn't listen, guess I was along for the ride. Joshua had a gun on me at first sight. Told him we were in a QP and I was there to get him out. Eddie'd found an exit point and Joshua and I had to be there in exactly 24 minutes or we'd miss it. Joshua believed he had less than 19 minutes to save the earth and whatever Gua remained there from total annihilation. Joshua didn't trust humans. He took off, but human authorities quickly picked him up. Pulled a gun on the "cop"- told him Joshua and I had to be going. The cop knew I wasn't Gua, figured I was worse than alien - because in this world it looked like I was helping the Gua scum escape. There was no second chance out of there. The cop pulled a gun so I shot him. I killed a human cop even in virtual reality it felt wrong. Tried to convince Joshua that Mabus was on his way in the real world, that we needed to get out of the pocket and back to the real fight. Joshua didn't buy it, asked me how I didn't know I was the one in the delusional pocket? He reminded me that in a false world I'd believe in a fighting chance and I wouldn't give up either. Again, he had a point. Helped him hot-wire a car and made a deal. I'd help Joshua stop the bomb and then he helps me by getting the hell out of there. He agreed. High speed chase got us away from the authorities and into an abandoned barn. Joshua said it was a regional command post for the western sector before the war. He wanted to find the launch command console for a wormhole and close it before the Gua bomb made it into Earth's air space. The console was in a white room - we had forty seconds. Ran into a Gua following old orders to protect his post. Joshua and I were shot. The bomb was headed this way. It was over. Earth was destroyed. Or was it? That's when things got really confusing. Everything seemed to start over. But this time I was having vague premonitions of what was about to happen. Felt like I was living the moment but not. It was eerie, couldn't explain it, something just wasn't right. At the command center we noticed a flickering monitor outside the white room. In the image, Joshua and I were dead. A Gua entered, we tried to reason with him and this time Joshua was ready for the Gua who shot him before. But we couldn't seem to stop the launch again? And then we were back for more. This time I knew Joshua needed my help right away. Something told me I had to stop the launch or we were never getting out of there. I remembered the quatrain, "joined in desperate moments to push the rock over the peak of time." It was based on the myth of Sisyphus, we were stuck in a loop, trying to accomplish the same objective over and over - repeating time. And Joshua was feeling it too, starting to remember things. He told me he suspected the Gua put him in the pocket intentionally - some warped alien version of a gulag. He suspected it happened during his trial - when he was tortured for helping me and branded a traitor to his own kind. The Empiricists had erased his memory and doomed Joshua to live out his failure for the rest of his days. Again we weren't sure how to get out, but knew we had to stop that launch. And that's when there was a new wrinkle. Something we were sure hadn't happened before. Cain was in the quantum pocket. Wanted to take me in for dissection. Too bad I wasn't up for it. Joshua and I were getting out. And there was no way Cain was gonna stop that.

Wr David Wilcox

Dir Holly Dale

3 - 5 *THE FLIGHT OF FRANCIS JEFFERIES*

Quatrain 73, Century 6: "A daughter of war meets the gallows when darkness' spirit takes flight. In the land of the Eye of the Stag, savior and devil come together as one." Even though I'm flying the Airstream

solo these days I promised to keep up Foster's fight. So I'm doing the usual, scanning the quatrains and looking for matches in the real world. Thought the "Eye of the Stag" sounded like Ohio, the Buckeye State. So I checked for odd stories in the place that's "round on the ends and hi in the middle." Came up with a girl named Lindsay Tilden, a cheerleader facing the death penalty for murdering her dad, Alistaire. Death penalty. Gallows. The clues were adding up. Spicing up the pot was the fact that Lindsay's late Dad worked for Rocom Industries, a high tech weapons design firm and prime target for the Gua. Could Lindsay be the "daughter of war" the Big N had mentioned? All signs pointed that way. So it was Eddie to the rescue. Solo. Or so I thought. Posing as Jack Reynolds from the North American Liberties Union I had a tête-à-tête with young Lindsay. She insisted she was innocent, couldn't remember a thing about the moment of murder except finding her dad dead. I asked her about projects Alistaire might have been working on at work. Anything unusual. Lindsay just said that her dad didn't talk about work much. And she was afraid to die. A psycho killer named Lanning was about to be executed in Lindsay's prison. The chick was terrified. I know it's a crazy world, kids popping each other, their parents, classmates every chance they get. But something about Lindsay made me believe her. I wanted to prove her innocence. Rocom was a no-go, they had firewalls and all kinds of junk to keep a hacker at bay. So I figured I had to do the next best thing - I headed over to Lindsay's place and did a little "B & E" as Foster used to say. And that's when I met the person we've all been waiting to hear about. Jordan - leader of the Raven Nation. Details notwithstanding, let's just say Jordan wasn't on Team Nambulous just yet. She does things her own way. We've made contact, and stuff went down but I can't talk about it here just yet. It's a story for another day and one I promise to tell. In the here and now however we decided to share some info, got to know some of Alistaire's fellow science buds through files in his home office. I figured checking out the people who knew Lindsay's dad was a good idea. Jordan wanted to tag along. As we were prepping to bail Casa Tilden we heard a whistling coming up the steps - it was "London Bridge." The fella who caught Jordan and I in the dark gave us a whacked stare and took off, running right into a moving car on the street. The guy grabbed at the driver and she just took off, laughing as she drove away. And that's when things got really weird. The guy had no idea where he was. Total blackout. And Jordan and I believed him. Just like Lindsay. Back at the trailer we got to thinking - could what we have witnessed been the some kind of Gua consciousness transfer? It freaked me way out. The Gua have a special process for that transfer - if they could just start jumping body to body -- through touch, well the ramifications for all of us here on earth were huge. Invasion would be that much easier. Not something we wanted to consider. Jordan and I decided to split up - start checking out the scientists from Rocom. She was gonna take some Raven Nation operatives to Susan Wilson's and we were gonna hit a guy named Francis Jeffries. Both checks turned up nothing, but we did find some info that would send us to where Susan may have been hiding. Headed to a camp ground in the Lakes area where I had a run-in with the body-jumping Gua. We had a knock down, drag out fight and he high- tailed it Š but not before Jordan tried to kill him, which I couldn't let her do. As far as we could tell, this Gua was using innocent human hosts to get around -- people with lives. Jordan figured he was a major threat, and if one human had to die to stop him so be it - I wasn't so sure. We butted heads over the issue (and if you could see Jordan, you wouldn't mind butting heads with her - that's for sure). She wasn't too pleased with me, and the Gua was still on the loose. We'd have to argue ideologies later. Jordan found Susan and the woman was terrified. She verified our worst fears. The man named Francis Jeffries was a Gua. And the device they'd been working on at Rocom, something they called "the Vessel," provided Jeffries with a way to transfer his consciousness from person to person simply with a touch. Jeffries was searching for the vessel and killing everyone in his way. We needed to stop him. I didn't want to consider the alternative. Foster would have known what to do. Jordan had an idea. This was a race against evil. And God help us if we didn't get there first.

Wr David Wilcox, Michael Glassberg

Dir Michael Rohl

3 - 6 *STILL AT LARGE*

"Quatrain 77, Century 9. Redemption is offered by a woman of scarlet, for the twice bless'd to seek out. Enter the belly of the beast and become one." There's no more reason to hide. The ruse is over. The way I see it, we didn't have a choice. Eddie received a computer tip from a user known only as "Red." She said she knew about the Gua and that she'd found the true file on Hannah's murder and that the ones read at my trial were a fake. Traced the e-mail to a PD in Chicago, I had no choice but to go undercover. A convicted killer walking into a cop station sounds crazy, especially for a "dead" convicted killer. If I was recognized it would be feeding time at the zoo. I'm writing this now, so you know that's happened. But I couldn't stay away, the prize was just too huge. There was a secretary in Operations with red hair who hadn't been seen for a few days - she was our best lead. I had a few things going for me there, since the assassination of my clone on live TV the cops weren't looking for me anymore. The heat was off. The other was Jordan, our new ally. She infiltrated along with me - posing as clerical support. With her watching my back, at least I wasn't alone in the belly of the beast. The plan was to be in and out within an hour. Posing as Officer Jeff Thompson, transferring over from the 18th Precinct, I quickly started scanning personnel files, until I was caught-in-the-act by Sergeant Cznoffsky - who didn't have a clue who I was and why I was rooting through his files. Fortunately Eddie was on top of it - sending in a quick

dummy "transfer" file via some first class hacking. Eddie made Jeff sound like a nightmare so they'd put me in a nice, low-profile desk job. I just didn't expect it to be in Homicide. The Sarge boasted how the guys in Homicide had broken some of the most famous murder cases in Chicago. What he didn't know is just how familiar I was with these goons. Asked about "Red," Cznoffsky figured I was talking about the secretary named Emma, who had a thing for sex in the workplace. Emma's rep was known throughout the precinct - she'd taken most of the cops on the force down to the evidence room for tricks. The Sarge figured she got fired for leaving marks. Seems the wives didn't appreciate Emma's idea of overtime. And then I met Detective Gavin, my superior in the Homicide department. Gavin was said to be a hard nose - the kind of guy who took the fun at of being a cop. And of course he said he recognized me, he just didn't know from where yet. I knew I had to get out of there fast. Disguised or not, the heat was already building. Eddie said the records he sent over wouldn't hold up long but the quatrain said that red would offer redemption. And that could be the key to us getting some serious public recognition - to exposing the Gua. I wasn't leaving. Jordan hadn't found much in Emma's desk - everything had been erased. But she did lift a paper with a bunch of odd scratches on it - the letters MAB. Mabus, newly arrived leader of the Gua. There were aliens in the precinct. It was the only answer. And here we were worrying about cops. Ran into Gavin in the hallway with Jordan. He offered me a plastic file and then took off with it. Jordan and I knew it right off - I'd just been fingerprinted. We had even less time than I thought. We headed for the evidence room. I'd been thinking about Emma, Jordan figured her for a nympho, but I knew better. Emma wasn't kinky, she was scratching the cops as a test - trying to figure out if they would heal. Trying to see if they were alien. We slipped the Evidence Room guard a twenty and told him Jordan was a friend of Emma's - a little nudge got him to shut off the surveillance camera but we still had to make it sound real. Between moans I figured out what Emma was trying to tell Eddie in her message before she was cut off - she wasn't talking about dead people, she was talking about dead files - unsolved cases. That's where we found Hannah's file. It was like living the nightmare all over again.

Wr Gary Sherman

Dir Ken Girotti

3 - 7 *ASYLUM*

Quatrain 92, Century 8. "The mighty shall be laid low, impaled on the fine honed sword of truth. A voice of justice is stilled, as nightmares take earthly form." Judge Carlton Levy was a respected district court judge for 23 years, a true voice of justice before sudden insanity laid him low. Levy had been a regular visitor to the Paranoid Times website, claiming to have information about the aliens who've infiltrated this planet. Was the judge really mentally ill, or did his nightmares simply "take the earthly form" of the Gua? Time to go undercover to protect one of our own. Posing as Lukas Johnson, Associate Director of Human Resources down at the court I went to see Carlton's wife. Didn't even need the false I.D., she wasn't interested in talking to me until I mentioned aliens. Told her I wanted to help her husband, that I believed he spoke the truth. Eddie didn't believe that Levy had snapped, felt responsible for one of his readers who'd put his neck on the line for us. Now the Judge was in a high security mental hospital named "Shady Crest." Place was locked down, even to Carlton's wife - no one was getting near Levy for at least 30 days. Except Eddie. Jordan resisted, said this was a field operation, too risky and difficult for Eddie to handle. It pissed Eddie off. Eddie said the Judge was a believer - we didn't have a choice. To get himself noticed by the Docs at Shady Crest, Eddie tried to take over a post office "run by aliens." It worked. Inside he met the Chief shrink of the facility - Dr. Zahn and his nasty staff of orderlies. They held Eddie down and drugged him. Then it was time for group. In the common room Eddie met Mary, a blonde nympho, and Lorenzo, a smarmy little guy who thought everyone was an alien. He also found Levy staring blankly out a window as if no one were home. When Eddie pushed the Judge to talk Levy went ballistic - attacking Eddie and trying to choke him to death. That's when Eddie met Orderly Coogin, who wasn't pleased that Eddie had upset the Judge. Coogin wasn't a nice guy. Strike one. That night, Mary crawled into bed with Eddie - said she didn't think he was an alien but that she did think he was cute. Wasn't easy, but Eddie gave Mary the boot - sent her on her way. He also lifted Coogin's pass key from the blonde - headed out to do some investigating of his own. Once free, Eddie called Jordan and I, wanted to upload some files but he got cut off. Eddie claims a hand reached out of the computer screen and started choking him to death. Sounded like a hallucination - sounded like the work of the Gua. Jordan wanted to move in, felt Eddie needed back up. Eddie believed he could pull this off on his own, we had to give him the chance. Checked out some of the files Eddie uploaded. A couple of the names sounded familiar - and they were all influential. Worth checking out. Inside, Zahn was drugging Eddie again. Told him if Eddie were to get well, they really needed to create a "partnership." Eddie would have to want Zahn's help. But who was the Doc really? Eddie's bet was Gua. Back at the trailer, Jordan and I had discovered all of the influential names in the patient files Eddie had uploaded had gone crazy right before they were about to reveal some information - usually of the top-secret kind. And they all had something to do with a "Project Blacklight." I'd never heard of it, but was betting the Docs at Shady Crest had. Eddie was trying to get through to Levy again. Told the Judge he understood why he was afraid, how when they talked about the aliens, certain "visions" took over. Levy indicated that Eddie was right, but couldn't say a word - he was scared. Eddie told the Judge he had a way to get them out, Carlton should meet him in the bunk room later. Judge wasn't gonna make it. Eddie found him hanged. Another Gua victim. Coogin and

Co. found Eddie with the Judge's lifeless body so Eddie beat-it outta there. Had another hallucination, this one worse than the rest. Found a room full of unmoving patients - who then taunted him incessantly. Telling Eddie he was crazy for real. It pretty much broke my buddy. I hated waiting on the side-lines. Was ready to go in. Jordan and I busted into the Judge's office - searching for anything about "Project Black Light." Had a near miss with a clerk. Jordan distracted him and I found an unmarked cell phone. Hit redial - guess who answered? Someone who knew about the Gua. Someone who wanted me to "come in" to talk about the aliens. It was a trap. No doubt. But whoever was out there was gunning for believers. And no way was I gonna let that happen. Eddie'd be on his own for a little while longer. I had an alien to catch.

Wr Bill Conway

Dir Bill Corcoran

3 - 8 *EYES OF THE GUA*

Quatrain 72, Century 5. "Hallowed eyes burn through the line to the fifth in colonies of old. Malevolence awaits a perfect division, as four makes five for apocalypse." A killer struck twice in New England recently, a place Eddie and I took for Nostradamus' "colonies of old." The police did their best to keep details confidential but reports leaked. The victims were said to have their eyes burned out of their skulls. Malevolence could be a reference to Mabus. Suspected the killer could have been Gua. Could the murders have something to do with the coming apocalypse? Cops had turned up short on leads. Couldn't stop me from starting my own investigation. Posing as Lafayette County, Field Evidence Tech "Fozen" I checked out the second crime scene, claimed the detectives on the case needed some new angles on the clues. Up on the ceiling near the pipes I found a strange symbol É could've been written in blood. Wasn't the only one working the case for our side. Eddie was at the local police station "confessing" to the murders, claiming to be "kill crazy." He told the cops the aliens were the reason for his killing. They weren't buying. Didn't matter, all Eddie really wanted was to hook up to the cops' computer to get the inside info from the Metro Police files. There was only one suspect - and he looked a lot like Joshua. Eddie figured our alien ally had lost it after I pulled him out of the alien prison - was on a spree-killing. I knew Joshua better than that, if he was anywhere near the killings it meant they had something to do with the invasion. There were two victims - cops hadn't found any connection, didn't mean there wasn't one. Broke into the coroners office, figured the report might have some more info. Wanted to inspect the body. Those rumors weren't rumors at all - the victims eyes were charred away. And the killer had struck again. New crime scene had footprints burned into the ground, saw the same thing at the first location. Victim's eyes were gone and the cops logged another symbol. But I wasn't the only one checking this out. Joshua was there too. Questioned him. He wanted me to stay out of it, didn't think he owed me a thing. Once I pulled a gun he gave up what I already expected -- the killer was Gua, but not like anything I'd ever seen. Joshua wasn't intimidated by the weapon, he turned the level up, got in my face. Warned me that guns wouldn't help me against this enemy. Joshua seemed different, more angry, more intense. He walked away. Checked out one of the victim's homes - Chandler Evans, met his sweet widow. Mrs. Evans said Chandler had complained of a headache the night he died - that he seemed scared. And she never saw him again. Noticed something odd in the house. Chandler had been painting pictures, the same thing over and over - a road in the woods, with a marker for "Mile 9." Mrs. Evans never understood what it meant. All three of the victims had an odd birthmark on their neck - we knew it couldn't be a coincidence. Eddie'd checked back for generations, but there was no connection between the victims. Told him to go further. We both knew there was nothing random about these killings. Not if the Gua were involved. And then it all made sense. Eddie was running a computer program to trace geneologies in both the USA and Europe - he found the connection. Michele de Nostredame. The Gua were knocking off our prophet's living descendents. "Four makes five for the apocalypse." That meant that there were two left in the Nostradamus blood line. This was huge. If these people inherited any of Nostradamus' ability the Gua could be facing a modern-day psychic. And he or she would make an ally that could turn the tide. Found the location from Chandler Evans' drawing -- not a pretty scene. The killer had tied the fourth victim to a tree, the killer was on fire. Shot him in the chest, but didn't even make a dent. He got out of there fast. Joshua was there too, and this time he was ready to talk. Told me the fire that this Gua creates is focused and intense. The killer wears an amulet around his neck to control the flames - an accelerator that converts matter to energy such as fire. Joshua told me that the Gua believe they are born of flames and that fire is the purest state if being. The symbols represent the moons that orbit the Gua home world, each sacrifice is said to bring power to the killer. Didn't make sense, why was Joshua suddenly sharing? He told me it was clear that I'd figured out why the killer was choosing his victims, and Joshua wanted the name of the final descendent. But I wasn't giving up the name without something else. Wanted to know what the symbols really meant. Joshua wanted the name so he gave it up. Said the Gua had faced this kind of killing before, in a dark time for his people. Sacrifices, tortures, rituals, a single, sick ruler took control then -- Mabus. If the Guahead was to consume the power of Nostadamus' family line he could gain the power of the prophet - Joshua said that Gua wars had been won by stealing visions. When the final descendent was dead, Mabus would end the killer's life with the same ritual and take Nostadamus' visions for himself. Joshua believed he was the only one who could stop Mabus. Too bad. That job's mine.

Wr David Wilcox

Dir Mike Rohl

3 - 9 *SKYWATCHERS*

Quatrain 28, Century 3. "Tainted streams flow into fields of stone / As the vanguard rises from hope / On the path of least obstruction / The evil one is crowned." An operative for the Raven Nation, Alana MacAfee, disappeared while investigating an anonymous posting to the Web site. It claimed that the aliens were active in the small mining town of Hope, Montana. Could've been the "hope" mentioned in the quatrain. Always wanted to see Big Sky country. Alana was one of Jordan's soldiers, so she was taking this personally. We decided to make the infiltration a team effort. Jordan set off to check out a local motel, questioned the clerk there, a woman named Sheryl Nelson. Told Sheryl we were a couple and were supposed to be hooking up with Alana to drive to Bozeman together later that day. Sheryl told us Alana had already checked out. Jordan was antsy, hadn't heard from Alana in three days but knew her agent had been onto something when they last talked. I told her how a cop had tailed me into town - these days I call attention to anything we do. Didn't want to leave Jordan behind but figured I might not have a choice. That's when a sergeant named Cobb tracked me to the motel. Some shaving cream and glasses made it impossible for Cobb to make a positive I.D. He seemed to buy our story but we weren't out of the woods yet. Best lead we had so far was to search for Alana's car, Sheryl provided us with the make and model. At the towing company we met Jim, a weathered townie who claimed he'd never seen Alana or her vehicle. Hope seemed like a nice enough place but so far I had no idea what the Gua would want with it. Jordan knew Alana, trusted her, and if a Raven Nation op said this was worth checking out, then as far as Jordan was concerned we'd find something. The quatrain mentioned a "vanguard," troops that move at the head of an army. Having met the citizens of Hope, it just didn't add up. These were simple people, not soldiers, and definitely not aliens. The cops found Alana's car pitched into a ravine. While Cobb was distracted, Jordan checked out the body. It was Alana — her face nearly burned off. Car hadn't caught fire, no skid marks on the pavement. The entire accident site seemed staged. Eddie checked out a roll of film I lifted from Alana's car. Far as he could tell, the prints had been exposed right through their protective canister by some kind of radiation or x-rays. And they'd all been exposed at once from some kind of blast. We figured that was how Alana's face got burned. The pictures looked like fragments of a whole, turns out that's exactly what we had. Put the prints together and they made what looked like a monster. Something large, looming. Something not human. Hope's main business was the HMC. Hope Mining Corporation. Jordan and I broke in, but it was too easy. There was no one working there in the middle of the day. The place was practically deserted. Investigation of the files showed no major production at the facility since 1988. We were stumped. No tourists, no exports. How were people in Hope surviving? Cops showed up and we were on the move until we ran into Jim. He held a gun on us and bagged our heads. He knew about my alleged crimes, told him I was innocent. He didn't care, just wanted us to get out of town. But we wanted answers. Turned Jim's gun on him and told him to start talking. He confessed to putting Alana's car in the ditch, said she was already dead when he found her. Then he said what was going on in Hope was wrong, and that nobody there wanted anyone else to know about it. Jordan put it together, realized Jim put the anonymous tip on the Web site. He admitted that too. Said Alana had been snooping around the "watcher's fields." We wanted to know what happened there. Jim said "they" were forming some kind of army, getting ready, and then he was cut off by a shot in the back. We were under fire, took cover. And Jim was dead. But right before he passed he told us we shouldn't be looking under, but rather over. Jim was gone. But he didn't dissolve. We still hadn't seen any aliens in Hope but we knew they were there. Or maybe this was something more? Something we hadn't seen before? Were the people of hope working with the aliens? And if they were, did they know what they were sacrificing? Felt like this was gonna be a different fight. This time it wasn't man vs. Alien, it looked like it was man vs. Man. And I'm not about to tolerate any traitors in this fight.

Wr Michael Thoma

Dir Randy Cheveldave

3 - 10 *THE PLAN*

A faction of Gua generals, working with Joshua, seek Foster's help in a plot to assassinate Mabus. ---- The prophet Nostradamus has foretold the arrival of an alien antichrist who will bring about the apocalypse. He calls himself Mabus, and he's out there right now ... somewhere. The prophecies of Nostradamus guide us and help us fight the Gua, but we have yet to get close to Mabus, we have yet to strike a blow that will stop the impending invasion. Until then, we prepare. Call it a crisis of faith. Eddie was desperately searching the quatrains, trying to get us closer to Mabus but we were running out of angles. Jordan tried to bolster my spirits - told me our plan was working. We would continue to take the Gua down one by one, each step bringing us closer to finding the Guahead. Jordan believed we were gonna get him and win the war. While sifting through quatrains, Eddie received an encrypted message from Joshua requesting a meeting to discuss Mabus. He wanted me to come alone. Eddie seemed to think the message was genuine, Joshua had used the encryption code before. Jordan thought I was nuts, the Gua were onto me, to take a risk like this was suicidal. Figured this could've been the break we were looking for. No matter how strained things had become between Joshua and I, this was an opportunity I wasn't gonna turn down. Joshua said he'd be alone, but when we rendezvoused in the desert he had two Gua

snipers pinned on me, didn't matter, 'cause Jordan had my back. Joshua said I was vital to a plan the Gua snipers, Allegra and Steven, had proposed to him - a plan to assassinate Mabus. Jordan rigged me with a Raven Nation satellite tracking device - shot the sucker right into my shoulder - hurt like hell. Eddie was freaking out - he didn't like the risk, wanted me to take backup. We didn't have a choice - Mabus had been our focus for months and the Gua assassins had insisted that I join them alone -- this was do or die. Allegra took me into the camp. The Gua had a hundred thousand acres of desert to use as training ground - they got it from the government. They were training to take us down right under our noses - and Uncle Sam was helping. In our first official meeting Steven made his feelings clear - we had a common goal to kill Mabus, we weren't there for any reconciliation - as far as he was concerned humans were scum. Told him I felt the same way about aliens. Moved into a briefing where I was told the Gua still hadn't developed a husk strong enough to hold Mabus' consciousness for more than a few weeks, their leader had to spend the bulk of his time in an incubation unit to slow down the accelerated decomposition of his human body - we were gonna use that to our advantage. Each of us had skills suited to the mission -- as Adjunct General, Steven had free passage into the bunker, he would arrive early to occupy the Guahead and disable his last line of defense. Allegra had thorough knowledge of the bunker's defenses. Joshua was a weapons specialist and skilled Acolyte assassin - he would provide cover as we blitzed the corridor leading to Mabus' chamber. And then there was me, "one-one-seven," I'd provide a decoy as they approached the unit - and I'd get to fire the first, and hopefully last, shot. They wanted me to kill Mabus. Gave me a special gun, developed in a Gua lab. It used a charge that should destroy husk and consciousness - but they couldn't be sure and couldn't risk his surviving the attack. Joshua said no one truly knew how strong Mabus was - and he wasn't any ordinary Gua. Something didn't fit. These guys were all Gua soldiers, all had access to Mabus - so why the hell did they need me? Steven's answer seemed to make sense. If Mabus were killed by a Gua it could start a civil war at home, but if he were killed by a human it would raise questions about the viability of the Gua's invasion of earth. Steven didn't like the situation but said we needed each other. I disagreed - we were using each other. Cornered Joshua, asked some questions about Steven. Joshua said Steven spills blood like water and had led the Gua to victory before -- his ambition was boundless. Allegra collected state secrets like jewelry, she'd seduced several American and international officials. I didn't trust any of them. Not even Joshua, though he assured me that I could count on him. After what went down since I got him out of that quantum-pocket prison I couldn't be sure. Used to believe Joshua had some regard for human life, now I questioned that belief. The Gua team had a high-tech simulator just like the one Harley and I ran into last year. We ran the plan and we failed -- the entire assassination team was killed in a hail of gunfire from a Gua guard. Steven was pissed. No way was this gonna work if we couldn't act as a team. And in the real world there would be no second chances. Tensions were on the rise and Allegra had a real jones to take me out. She talked about a Gua prophecy, said she didn't believe I was the one it spoke of. Joshua explained that the Gua had prophets like Nostradamus, they called them Harbingers - with powers far beyond that of the normal species. The first was Medak, a philosopher the Gua once revered. The last was Mabus. The prophecy said that if Mabus was killed by the "chosen human hand" this invasion would end. Both Joshua and Steven believed I could be the "chosen one" their prophecy spoke of. Now they worried that my prior knowledge of that same prophecy could invalidate it. I told them not to worry. I was gonna kill Mabus ... whether he knew I was coming or not.

Wr Chris Brancato

Dir Michael Robison

3 - 11 *WEDNESDAY'S CHILD*

Quatrain 15, Century 5. "The message precedes the messenger, a sudden link to darkness. Betwixt the glare and the chasm, the child is freed with shadows behind." The Paranoid Times gets thousands of hits a week, all from the growing contingent of believers who know that aliens threaten our world. Most of these e-mails voice support, but when one tipped us to a Gua bomb set outside a United States Federal Office, we had to check it out. That e-mail saved hundreds of human lives, but who sent it? A disgruntled alien, a human with knowledge of Gua plans? The e-mail was traced to a residential address. With backup courtesy of Jordan's Raven Nation, I set out to see if our mysterious cyber-tipper was truly a friend ... or possibly a foe. Posing as Timothy Murray, a Compustar Internet Service employee I met Anne Berman, Aunt and guardian to Emily - the intense little girl who lived at the house and the only one to ever use the computer. Made no headway, Anne said Emily was sick and she wasn't interested in the computer problems - she sent me away. Back at the trailer I asked Eddie if there was any way the kid could have sent the plans to him. Eddie was emphatic, he knew all about child prodigies but there was no way any kid could have sent such a complex schematic of an alien bomb. Far as we knew, Emily was the only one using the computer and Eddie's research indicated said no one had piggybacked the message. It came from that household unit. Research into her school records proved the kid was a genius for sure, but she was having social problems lately. It gave us our shot - this time it was Jordan who was going in. Using a home-study program Emily's school had implemented for emotionally troubled students Jordan went undercover as Helen Lesco, a representative of the school. Got the details on Emily's recent past. Emily had lost her parents in a car accident the year before, Jordan could relate to the loss but couldn't imagine how difficult it could be on a nine-year-old. Anne said Emily had been doing well for a while, but then

started getting into fights, slacking on her schoolwork. And she'd been having seizures, visions of some horrible nightmare. She was dying, her white cell count diminishing daily - the doctors gave the little girl two months. When Jordan first met Emily she didn't know what to make of her. The kid was hostile, detached, until she told Anne that Jordan wasn't who she claimed to be and started chanting "Stay away!" That's when things got really weird. The world started shaking and Emily collapsed - telling Jordan "He says we're all gonna die!" Jordan asked her who says that? Emily's answer sent chills down all our spines. She said it was "Mabus." Far as we could tell Emily was human and so were her parents and Anne. We'd met psychics who could connect with the Gua before, so why not this kid? If it was true she was all too valuable. I still had trouble believing the key to ending the invasion rested with a nine-year-old girl. While Eddie and I wrestled with this puzzle Jordan tried to reach Emily. Told her about her own troubled past. Emily didn't remember sending the e-mail, but she did say that sometimes she would play on the computer and then couldn't remember anything. And she also said when she was with Mabus it was scary -- they were in a long hallway with a bright light - like the way people talk about heaven. And the kid knew this place wasn't heaven. Emily was afraid of the light, she said if she touched it, she would die. With Jordan, Emily and Anne out of the house Eddie and I did some recon. Emily was inserting a symbol in all of her drawings, it seemed familiar to Eddie, but he didn't know where he'd seen it yet. Emily and Jordan were establishing a strong relationship, I could tell Jordan was starting to care for the kid. Emily even told Jordan how much she liked her back. Then Emily had another vision. The whole park was suddenly shaking, wind howling. If we were gonna help Emily we'd have to do it fast. The seizures were getting worse. In the meantime Eddie had tracked down the icon. It was a "Vahnas" symbol, iconography from a 1600's Hindu cult. It involved a psychic link between two people that allowed the linked minds to meet in a "netherworld" of sorts. The ritual was extremely debilitating, often resulting in the death of one or both of the participants handily severing the link for good. Figured it was why Emily was dying. But we were still missing something, and had no idea what it could be. At the Berman house Anne wasn't taking Jordan's truth too well. And Emily was having another "seizure." Anne grabbed Emily during the episode this time, and she saw Mabus. He told her "the target of destruction will be struck again." It meant there was another bomb. We could have used more info but Jordan didn't want to push Emily too hard and she couldn't let her die. Mabus was preying on a kid this time. Jordan swore to make the alien leader pay for what he was doing to Emily. And I was determined to make sure it was his biggest mistake yet.

Wr Robin Brancato

Dir George Mendeluk

3 - 12 *UNEARTHED*

Quatrain 17, Century 4. "Through the ancient north it shall pass, ship to ship the power of powers. All strength to those who unearth it, joined together will earth itself be consumed." A Gua intelligence communiqué intercepted by the Raven Nation mentioned an all-powerful weapon the Gua have spent years searching for, and now we were close to finding it. A search of archeological dig sites turned up an excavation of a Viking settlement in Nova Scotia. Crossing the border into Canada was a risk, but one I was willing to take. The dig was stationed out of a bus graveyard. Yesterday's settlement was today's dump. I had to go in low profile - this time posing as Clyde the tow truck driver who wandered into the wrong place. But that's why I have Eddie and Jordan. Eddie posed as a big-shot archeologist named Dr. Charles Channing. His partner in the dig would be a man who made searching for "The Hammer of Thor" his life's ambition - an uptight, hefty guy named Dr. Samuel Spiedel. Jordan was Jane, the trusty archeological student. Could this hammer be the weapon the Gua were searching for? Seemed unlikely. But somehow the two were linked. Even Eddie was skeptical. Called the hammer the "golden fleece" or the "holy grail." He said there was a reason these things were still myths - and it was because they didn't exist. Guess Eddie figured if a Paranoid hadn't exposed them yet there wasn't anything worth exposing. Besides the Gua had only been interested in earth since the 1940's, Eddie didn't want to think they'd been around since the Vikings. Jordan told him to chill out, thought Eddie needed to live and learn. With my team as my eyes and ears, and also to create a diversion, I was able to sneak into the dig's main tent. And what I found made this puzzle all the more confusing - an ancient hammer in a silver lock box. Didn't have time to investigate any further. Jordan saw the dig chief Bishop and his heavy henchman Ash reacting to something with alarm and I had to get out of there. But the goons were onto me, and they had guns. And then I was gone. In one giant flash an otherworldly portal opened up and pulled me through ... THAT'S WHERE I'LL PICK UP THE STORY. Jordan here. What happened to Cade was a mystery for both Eddie and I right after the chase. We'd lost contact with him, gunfire and static. But I wanted to keep it cool. Sure, my first impulse is to go in with my biggest guns hefted high but something told me that was the wrong way to go - this time at least. I started my own investigation, kept up the "Jane" persona. Until I saw Bishop making contact with Mabus online. Eddie's worst fears were confirmed. And truthfully, so were mine. The "Hammer of Thor" was named by humans, but it turned out to be alien. Over the communicator Mabus foreshadowed it's devastating effects saying that thunder was an appropriate link to the shattering effects of the weapon. It was definitely the weapon the Gua wanted - a power of powers. I figured it was time to call in my people - the Raven Nation. We hadn't heard anything from Foster and Eddie was going nuts. I alerted the nearest team but it would take them some time to get to us. Until then,

Eddie and I were it. We had to get the weapon and get the hell out of there before Bishop was able to deliver our destruction to his slimy leader. Eddie was picking up some wild electromagnetic activity of the quantum pocket variety. But that's when Ash and Bishop exposed us. Or thought they had. The Gua knew they didn't have the real Dr. Channing in their midst but they couldn't peg him as Cade's closest ally. And my cover was still a lock. Eddie was tied up in the tent when Spiedel uncovered what looked to be the real deal - the mystical Hammer of Thor. But when we uncovered it and flashed a light on it the whole world seemed to open up - a portal of energy, unlike anything we'd ever seen. Cade was inside, and he looked like a ghost. He called out to me but couldn't see me at all. He was pale, fading. He sounded as if he were in pain. I wanted to plunge right in and grab him out. But I knew if Cade and I were out of play the Gua would have their weapon and it would be game over. Cade wouldn't have wanted it that way and neither did I. I'd have to save him later. We couldn't do anything until the weapon was safely in Raven Nation hands. Eddie was loose. And he said he had the hammer. But as far as I knew Spiedel had run off with it when the portal opened. That's when it all finally clicked. The Hammer had been split into two parts. Cade thought he's found it earlier but all he'd found was one half. Now Eddie had the other. "_joined together will earth itself be consumed." It fit the Quatrain. The Gua hadn't won yet, they needed to join the two halves of the hammer to make it work. I needed Eddie to work on the half he had, figure out what made the thing work. It was our only chance at getting Cade back safely and I wanted Foster here for the final fight. Eddie wasn't too pleased, told me he'd need time and quiet to figure out a piece of alien technology and the Gua were crawling all over the place. Screw the Gua. Now this was between me and them. And you all know how this girl feels about aliens. They were gonna wish they never set foot on my side of the galaxy.

Wr Bill Conway

Dir Michael Rohl

3 - 13 *SHADOWLAND*

Quatrain 22, Century 4. "When twice three years and twice again, find secret skill in darkest hour. "Tween Blessed and Cursed a Third will come, or world's consumed in battle's fire." Nightmares. They were stealing my rest. Making it impossible for me to sleep. In them, I'm twelve years old, in a white room, strapped to a chair and there's a man there. He gives me a gun, commands me to shoot. I do it. And then I wake up. And I'm terrified. Don't even like to admit it. But Jordan and Eddie were noticing and thought I needed help. Didn't want me becoming a liability in the fight. Eddie keyed into the quatrain, thought Nostradamus was talking about me all those years ago. Even if the prophet was right I figured the news was about sixteen years too late. Jordan disagreed. Mentioned a Raven Nation regression therapist, thought I should check him out - he could take me back, help me relive my past. But my childhood wasn't any picnic - and living it once was enough. Wanted to let it go but the team wouldn't let me - it was one of the lines in the quatrain -- "find secret skill in darkest hour." As much as I hated the idea it looked like I was going to have go back to my past and relive some dark moments. If I did, maybe we'd finally find the edge we need to win the war. Got me thinking about my father. My real father, the one who died in combat. My mother always yearned for him. Came home one day to find her staring at his picture, just like any day. She always told me "he was brave and died so that others could live." She told me I was just like him. And then Ned came in and ruined the moment, again, just like any day of my life then. Ned was my stepfather. A poor excuse for a person, a drunk, a nobody -- and he knew that's what I thought of him. He was always goading me, wanting me to take a shot at him. Who does that to a kid? People like Ned do. He fostered my anger. Made me want to kill him. It was like watching him kick the hell out of my life all over again so I woke up. I was in "regression therapy" with Jordan and Tyler Greer, her RN Doc. I'd already had enough. Jordan wanted me to give it another chance but I wasn't buying. My mother and Ned weren't in the dream - they had nothing to do with this. I took off. The nightmares continued. This time my mother was there, with a hole in her head. I was being tortured, my mother was being beaten. It was worse than before. Quatrain or no quatrain it looked like I was gonna need more "help." Greer explained that nightmares weren't random, that they were triggered by traumatic events in our life that we couldn't face. The answer to what my mind was trying to tell me lay somewhere in a twelve-year old me. I was back on the couch, regressing again. Ned was there, Mom. But it wasn't real, this hadn't happened. The memory was too ... good. Greer said I was using my memory "creatively" to create walls and hide a painful truth. That's what was happening in the real world, but inside my head the truth was crashing down all around my mom and I. She was going to the hospital and I promised to stay with Ned until she got back. Too bad that wasn't gonna happen. Ned had sold me to some experiment, told me I was gonna earn my keep around there. The man who was there to take me away was a scientist, a guy named Rook who promised I'd be back before my mom returned. Rook's flunkie handed Ned a wad of cash and they grabbed me, so I fought back. And that's when I saw the truth for the first time. I cut the flunkie and he healed right before my eyes. He was Gua. Ned had sold me to the Gua. Eddie did a search. A Dr. Rook never existed but he'd found something else. There were a lot of missing kids in the Chicago area at the exact time this stuff would have been happening. They were almost all found a day or two after they'd disappeared, but none of them remembered where they'd been. And they had social problems when they got back - were in and out of hospitals, committed suicide. And Eddie thought I was one of 'em. All of these kids' fathers had died in the war and all of them were 12 years old. I was furious. It didn't make

sense, the Gua had started messing with my life only a few years ago. How could I have been a test subject all this time? Greer thought the Gua had found some way to block the memory. That only made it worse. As lousy as my memories had been at least they were mine. I owned my crappy childhood. Now I find out the Gua had been there too. Their manipulations never seemed to end. I needed to know why. But there was a wall in my mind. And every time I hit it I'd plunge back into reality. Greer said we had to be more aggressive to get to the suppressed memory. He'd have to put me directly into the white room. Bypass the blocks. Told him to do it. And it almost killed me. Saw my first Gua flash alien and I went into cardiac arrest. I was trapped in my own brain, in these first memories of the Gua. And it didn't look like I was ever coming back.

Wr David Tynan, Michael J. Cinquemani

Dir Michael Robison

3 - 14 *LEGACY*

Quatrain 11, Century 9. "Nobles gather on a midsummer's eve / and the Raven grasps the curse of legacy. / Look to the traitor's haven / as the beast prepares for Apocalypse." When Jordan got an invitation to a midsummer bash at a mansion owned by her late parents, Eddie linked the party to the words of Nostradamus. Did this "curse of legacy" refer to the Radcliffe family? Could the traitor possibly be Jordan's father, a man she both loved and respected? Jordan wouldn't rest until she knew the truth. Neither would I. If "the beast" was Mabus, then I wanted to do my part to find out how the Radcliffes fit into his preparations for the Apocalypse and I wanted to stop him. We knew of a secret vault within the mansion, so while Jordan made a grand entrance to join the rich and famous, I was breaking in upstairs to crack a safe. Some things never changed. Had to be tough for Jordan. Once the Gua enter your life it changes forever. I'd lived it, and so had she. But Jordan was good at putting up a front. Downstairs she was reuniting with Sabrina, an old journalist pal and her father's business partners Keenan and Tara - a couple of old timers Jordan believed were genuine friends to the Radcliffe family. They asked her to come back to the company. Jordan told them she'd been creating a "foundation of her own." Said it helped her heal. She was talking about the Raven Nation. And I couldn't agree more. Found the secret vault and some pretty interesting stuff inside. Radcliffe had a file labeled "conspiracy," inside was some info on me - including my now infamous mug shot. They were alien-related files. Jordan's father obviously knew about the Gua. And then there was Davis. Jordan never mentioned that she'd been engaged before her brother's death. We didn't talk about our romantic pasts, lotta pain there. Davis had been Radcliffe's protégée; since Jordan's brother never wanted to be a suit her father trained someone who was interested. Before he died, Jordan's father asked Davis to look after the two things he cared about most: the company and his daughter. Jordan left Davis at the altar, but the company was doing great. Davis said it was easy to focus on work once Jordan walked out of his life - it was all he had left. He gave her a necklace her father had left behind, an heirloom with the family symbol. Jordan didn't waste any time telling him how much she changed. One look at Davis and you knew his feelings hadn't changed any. Couldn't blame him. Even before Jordan became who she is today I know she couldn't be easy to forget. There aren't many women as strong as she is. Found a tape in the vault too. Played it. It was of Jordan's father presenting her with the necklace. He said the jewel had been worn by five generations of Radcliffe women and that, with it around her neck she'd "always have the legacy at her grasp." It fit the quatrain. Jordan would be crushed. And Davis had another surprise for his ex. He had a great offer on the company and was looking to sell it off. He'd been waiting for Jordan long enough, she'd had time to mourn. He wanted to get back to his life, and he wanted Jordan to join him for the ride. Things get a little fuzzy here. We'd had a contingency plan in place. Find out what we could and get out of the mansion. But Jordan had missed our meeting time, so I had to go in. Been a while since I put on a tux. Time to break it out. Found Jordan in the party but she didn't have a clue who I was. Eddie thought she might have been maintaining her cover but I could see it in her eyes — this wasn't the Jordan I'd been fighting beside all these months. Something was different. Heard a conversation between Davis and Keenan. Davis was ticked; Jordan wasn't willing to go along with any of his plans. Keenan told him to give it time, told Davis "the process" seems to have worked. They'd done something to Jordan, I just didn't know what. Ran into Sabrina downstairs, pumped her for info on Davis. She gave me the basics: Davis was the golden boy who wasn't about to give up on his girl. Sweet-talked "Jordan" into giving me a dance. Told her something happened to my "friend" when we got to the party. Told her that I was worried about this friend. Again, no recognition. And then Davis spirited her away. Talked Keenan into doing some tequila shots, figured the salt might work as a Gua test. Baited him with talk of my concern for Jordan, we moved into another room for some privacy. That's when I tried the hard sell. Keenan said they'd used some form of psychological therapy to extract painful memories from Jordan's brain — a kind of retrograde amnesia. A group of doctors were running the experiment. Far as I could tell Keenan wasn't Gua. Cut him lose and hit the party again. Jordan and Davis were giving a toast and announcing the sale of Radcliffe Enterprises to Keenan and his wife Tara Barton. But that wasn't the worst of it. Davis had some other plans in mind as well. He and Jordan toasted their new engagement. Jordan was getting married. Things were out of control and I was about to lose my partner. No way this could get any worse. But it did. Sabrina had an announcement of her own. She knew who I really was. And she couldn't wait to tell the world about Cade Foster.

Wr Paul Eckstein

Dir Rob LaBelle

3 - 15 *THE EDGE*

The Raven Nation is an army of believers from every walk of life: cops, teachers, salesman, parents, and scientists - all touched by the lethal hand of the Gua. Dr. Pierce Malcolm was a highly renowned geneticist before the Gua killed his only son. Soon after, he joined the Raven Nation and brought his genetic expertise to our fight. I'm usually encouraged by the determination shown by people like Dr. Malcolm to beat the Gua. So why did I have such a bad feeling about the Doc and the lab he'd invited Jordan, Eddie and I to visit? Maybe it was because it would be the site of our latest trial - a real nightmare. Jordan gave Malcolm one mandate: to find weapons that would give us an advantage over the aliens. The Doc claimed we now had that advantage. He did a test on some blood samples, one human, one Gua - from a prisoner Malcolm had in his lab. He changed the Gua sample green - made it distinguishable from the human sample. It was an indisputable method for telling who was Gua and the beginnings of a way to attack and possibly destroy them on a genetic level. Scientific gibberish was wasted on me. Was more interested in the weird looks I was getting from our Gua-guest. She called me "brother" and I kept hearing this chirping in my head - like some kind of horrific baseline - plaguing me. It was making me feel crazy. Went to a mirror ... I flashed alien. Punched the mirror and healed. And then I remembered something. Was drugged, dragged to the lab, injected with something by Malcolm the night before when we'd arrived. He was hiding something - and I had a feeling I knew what it was. I was Gua. The sunnofabitch had turned me, injected me with a derivative blood serum replicated from the hostage. Malcolm said the Gua genome was powerful, resistant; it would give me unparalleled strength and intelligence. He was giving me the edge we needed to win the war. The Doc believed he had a right to vengeance and believed we were all helpless in this fight. But now I was the strongest of us all. A Twice Bless'd Gua. I hadn't asked for this. Jordan was on the razors edge herself. Couldn't believe we'd been betrayed by one of her own. Thing is Pierce didn't believe he'd done anything wrong - the world was changing and it was survival of the fittest now - Pierce had made me into a walking symbol of evolution. And then he was dead, along with the key to an antidote he claimed existed. The Gua captive snapped his neck from her cell. We dissolved her, but the Doc was gone. Tensions were up within the group. Somehow I felt Jordan was responsible for this - she should've been more careful with her people. Eddie figured he might have enough genetic know-how to figure out how to reverse the process - we started checking out his research. And then the voices started again, a constant, eerie reverb in my head. I could hear the Gua. Felt desperate, begged Eddie to stop the change. He told me I needed to rest. So I did. And then I was awake. Strangling Jordan. Wanted to feel her throat crushed beneath my hands. But it was all a dream. And there was a Gua coming. It was Joshua, Eddie'd called him. Jordan was suspicious, this war was Gua against human and Joshua was still the enemy. She wanted him gone but I knew we needed him to stay -- he could help. Joshua checked me out. Told me Gua DNA replicates more aggressively than human DNA, my change would be exponential. But in humans, DNA was coding, a blueprint, according to Eddie I shouldn't have been "transforming" into an alien. Joshua explained the Gua DNA acted more like a virus, it attacks a genome and rewrites its code - it was the way they procreated. Joshua didn't know how far the change would go - he wanted to look at Malcolm's files. I count on Eddie for certain things, Jordan for others. What I had to ask her for wouldn't be easy but she was the only person I could trust to handle it. If the change went too far, she'd have to kill me - I couldn't become Gua. Jordan resisted but I told her I'd do it for her in a heartbeat. To become what I hate - couldn't imagine anything worse. The changes continued, my body was shifting, my skin had become almost reptilian in places. We were running out of time. But Eddie had a lead on how to change me back. Checked out the machine, it'd been sabotaged. And Jordan thought I was the guilty one. She locked me in the Gua-holding-cell. She'd already begun to not trust me. Jordan and Eddie went head-to-head on the decision. Eddie couldn't stand to see me treated as sub-human. Joshua thought my change was unprecedented, figured it was affecting my mind. It was Jordan's facility -figured if there was a law to follow it was hers. My future wasn't looking pretty. Joshua said the Gua were powerful in life, but most humans would probably consider them disturbing to say the least. The Gua were in a constant metamorphic cycle throughout their lives, I'd continue to change often. They had different senses - supposedly ten-times as sensory as humans. Joshua resented his human body. I just wanted mine back.

Wr David Wilcox

Dir Michael Rohl

3 - 16 *THE VESSEL*

Quatrain 41, Century 4. "At the inception of the millennium / machines of the new age deliver devastation in war. / From a throne under 13 faceless warriors / the invader king wields power." "Inception OS" is an operating system used by almost every computer in the country - "the machines of the new age." Max Stareman is president of the software empire who planned to release the program to a massive media and consumer blitz. If Inception software was the weapon that "delivered devastation" then we had to stop it. And first we had to get to Max Stareman. Eddie figured tapping into Stareman's home base computer qualified him as nuts and who was I to argue - Eddie'd always called himself "crazy," my plan helped

validate the name. Way I saw it, the world's top computer programmers worked for Stareman, and any one of them could've been Gua - even the billionaire himself. Wondered what the Gua wanted with an operating system anyway? Eddie figured the answer was easy: control. Most of the worlds' computers ran on Inception - even the ones at the Pentagon. A hidden Gua-program could crash the entire world's computer-net - or link them all into one big "Gua.com." Wasn't gonna be easy to get close to Stareman but I knew Jordan, Eddie and I would have to - what choice did we have. Eddie hacked into the billionaire's personal calendar - Max had a meeting scheduled in Silicon Valley with a quirky programmer named "Jinks." Stareman wanted to buy his company - "Terminal Bug" - they were developing a high-tech, security program. Jordan and I broke into Jinks' place - had a close call with an electronic sensor in the air ducts but otherwise I had my cover. Jordan left me for my "meeting" with Jinks the next day - all I had to do was wait. Jinks was the stereotypical computer geek - played most of the day, worked almost never. When he finally made it into his office he crumbled easier than I thought. Jinks didn't like guns, sent the rest of his team home and then our own version of programmers came in - Raven Nation-style-programmers - they packed guns instead of pocket protectors. We were gonna corner Stareman and uncover his game with the Gua. Eddie posed as Jinks, the RN ops took their places at the computers. Jordan played receptionist and I stayed out of sight until the last minute. But Stareman was quick — he knew something was up right from the start. Tried to leave. Jordan wasn't having it. Came out with my gun, told Stareman what we knew about the Gua and about how Inception could pose a serious threat to the world. Jordan cut Stareman he didn't heal. Then, just as we were about to cut George, Stareman's trusty assistant the real Jinks burst into the room. George was Gua. Jinks' distraction let the alien get me by the neck, ready to snap it - Jordan shot him square in the forehead. Stareman got to see a genuine Gua dissolve. It was enough for a guy like Max - a take-charge guy. He brought us to the office, shut down the Inception project and ordered the master copy of the program brought to his office immediately. Stareman was a dream - he had exactly the kind of clout we needed to get the word out about the Gua. We'd stopped the launch of a system that would effectively cripple the world's defenses in the Second Wave and had found a new ally. Felt like a good day. Couldn't have been more wrong. Never saw what was coming. Stareman was Gua. Right above Max's desk was a sculpture - 13 partial faces hanging above his throne-like chair. Stareman was Mabus. Alien Anti-Christ. Leader of the Gua. And he was in my head. Probing, smothering my psyche. But he got distracted. He went after someone else. It's the worst blow we'd been dealt in a long time. Listen up, Mabus. I am not giving up. You've taken away too many people I care about. You've attacked my family again and again. And I protect my own. This game isn't over. And now you've made it personal all over again. Gonna be your last mistake.

Wr Daniel Cerone

Dir Michael Robison

3 - 17 *REQUIEM*

Quatrain 26, Century 9: "As the Apocalypse draws near the adherents are summoned. Down to the catacombs they flee, pursued by an enemy none can see." We had to warn the Raven Nation. But they weren't about to believe anything they read online -- not something this important. Using information Jordan shared with only a trusted few I would send a top-level distress signal - it would trigger a failsafe plan. The Raven Nation would assemble. They'd be expecting war. Probably would've been easier news to deliver. Mabus was living inside Jordan, controlling her body and mind. There was no way of knowing what he planned to do. The Code 13 was sent. As part of Jordan's self-designed security measures the four top Generals of the RN didn't know each other. They didn't even know what the others looked like. The one thing they did know was the secret roster of militia in their zone. Four Generals with four separate cells, it was a brilliant way to make sure no one could cripple their ranks. But I had the names of the chosen ones. Smythe. Sullivan. Tonetti and Kendricks. They were all on their way to the meeting location. Their leader was gone. I kept replaying the events over and over in my head - Jordan, Mabus and I, trapped inside Stareman tower, a standoff with results I didn't want to believe were possible. I'll live with the moment forever - standing by the elevators, my gun drawn - a wicked smile crossing her Š his face. I'll always wonder about the choice I made, because that decision brought me to the satellite base - to meet the RN Generals. To confront the fact that, now that Jordan's body has been taken over by Mabus, she herself may be the "enemy none can see." We needed to plan our counteract. But the Raven Nation wasn't all sweetness and roses. General Tonetti knew better than to trust just anyone waltzing into the facility - pulled a gun. The "good cop," Sullivan convinced her hotheaded comrade that I was the real thing. Smythe and Sullivan hadn't shown yet. Sullivan and Tonetti always got their info from Jordan directly - didn't take well to the idea that something might have happened to their leader. Then the power went out. Had to go searching in the dark. Found the old horse of the crew - Kendricks. He'd already done some recon. The facility had been cleaned out. The Gua had already been there. The Generals figured it for a trap. Tonetti took off, didn't want to take orders from anyone. The crew was rough around the edges but they had the fire to win. They couldn't be too trusting of anyone. With the power out the doors were all locked down. Kendricks and I found something strange in the locker room of the facility - a kind of skin - a giant snake shedding. And Tonetti found something else - an eye - human. Best guess said it belonged to Smythe. The facility used a retinal scanner to let the Generals in. Mabus, posing as Jordan, must have taken it right out of Smythe's skull. We had an uninvited guest. Tonetti had been attacked by

something, but we didn't know what. He couldn't tell us anything - seemed like he was in a coma. There was ooze on his face; Sullivan's hand went numb when she touched it. Closer analysis of the skin indicated that it was in fact reptilian. Figured the Gua had a hybrid on their hands - had crossed the DNA of a snake or a lizard with human and Gua DNA like we'd seen them do with bees in Ohio. Kendricks had a hard-on about the chain of command in the Raven Nation. He was a military man, an ex-marine, assumed he was next in line to give orders to Jordan's army. Kendricks thought I was good enough to rally the troops behind but now we needed someone to lead them into war. I didn't care who was in charge, right now I just wanted us all to get out of the facility alive. And then I met the alien who'd infiltrated the facility. It came out of nowhere. She was chameleon like - blue, hideous - its skin was cold. She attacked me, got close enough to kill me for sure - but she didn't. She just looked me in the eye and leaped away. Kendricks was looking for a way out. Thought he'd found it, he went to work. Sullivan and I finally realized why the beast was here and why it hadn't killed me when it had the chance. It was there for the Generals, that was its mission. And until it had what it needed from them it wouldn't come after me. Which is what it did. Out of nowhere the beast attacked Sullivan, sprayed her with its paralyzing ooze and disappeared. It was a chameleon. The power came back on and we chopped the beast in half with one of the facilities two-ton doors. Sullivan survived but she couldn't remember anything about the Raven Nation. There were non-blistered, burn scars on her head from a device the Gua used on Sullivan's forehead. The beast was harvesting information on the Raven Nation. It was going to locate the members and destroy our allies. That force was Jordan's legacy. No way was I gonna let it get taken down.

Wr Bill Conway

Dir Randolph Cheveldave

3 - 18 *CHECKMATE*

The Gua have struck hard. Mabus has entered the body of Jordan and taken over. The army of the Raven Nation has fallen. Its generals are dead, the survivors scattered. Even after everything we've worked for, I can't expect defeat. I choose to believe in the future. In spite of everything, we can still win this fight. I have to believe it. They're the words I posted right before we were attacked. The entire Airstream was taken down in a hail of bullets and I was suddenly on my way to a specially planned visitation with my one time partner and friend - Jordan Radcliffe. A woman we now call Mabus. I'd been hit in the attack on the trailer but a Gua Empiricist healed me. Couldn't figure it out, Mabus wanted me dead, so why were they fixing me up ... even I knew the truth -- I was on my way to hell. The answer came from the Guahead himself -- my journey had come full circle. He wanted to have the pleasure of breaking me. It was the conclusion of the same human will experiment that had started all of this. Mabus wanted to defeat me the old fashioned way ... and he wanted me to beg for my death. Tried to keep my cool but it wasn't easy. Mabus was inside Jordan's body, and she looked ... powerful, stronger ... comfortable. Freaked me out big time. Got me thinking Mabus was winning, taking over Jordan's soul. Was hard to look into her eyes and see that evil. But it was seductive too. Jordan had warned me of that after we saved a young girl recently -- one of Mabus' pawns to reach Jordan. He'd failed at capturing Jordan that time but now he had her. All I could think about was freeing my friend. Told Mabus that the Gua had tried to break me before and failed, this time wouldn't be any different. Mabus shrugged it off, said he'd show me why I was wrong. Pain didn't matter to Mabus, he was beyond that - but he was in Jordan's body, he could still harm her. Mabus put Jordan's arm in some flames and I snapped. Told him to stop. Wanted to kill him there and then. It only egged him on. Mabus told me Jordan was my weakness, said she was buried within him. She'd put up walls inside her head to keep Mabus out but he was too strong, he was chipping away at her. Soon the walls would fall and Jordan would be nothing but a memory. Didn't know how much of what Mabus was saying was true. Jordan could've been gone already. But I doubted it. She'd rather die than give into Mabus. I believed in her. That's when Mabus gave me a gun. Told me I couldn't kill him before, wanted to see if I could do it now. He told me Jordan was begging for me to end her pain. No way. Mabus wanted me to do this, which is exactly why I wouldn't. Didn't want to kill Jordan, didn't believe I could ... but if I had to, no way would it be on Mabus' terms. He had me on a leash. Told me Eddie'd given up the Nostradamus book, that I'd failed my best friend. Mabus said he'd killed Eddie. Told me I'd failed mankind. But I believed there'd be another after me, someone else to carry on the fight. It pissed Mabus off. He told me that every time he conquered a planet there was someone like me, someone who couldn't accept that they'd lost. Screw him. I was happy for it. If the Gua were so sure they were gonna win then why'd they care about the damn book. Told Mabus he wasn't all knowing -- his needing the book proved we still had a chance. And then he touched my head and showed me a future I can't believe is real. Horrible visions of an Apocalypse to come. Shoulda kept them to himself, it only made me more determined. The visions knocked me out. Woke up to find the Empiricist "healing" Mabus. Horrible scars and boils had formed on Jordan's back and shoulder - he was killing her from the inside. Mabus still needed another vessel. Offered myself up if he'd let Jordan go but Mabus said he liked Jordan's body, wondered if I didn't find it appealing? Couldn't take the bait. He was playing with my emotions, using my ... feelings for Jordan to manipulate me. Mabus was reveling in trying to break me but I got out of the leash / collar - clipped it onto Jordan's neck. Got the hell out of there. But Mabus caught me before I was through the first corridor. Grabbed the Empiricist to use as a living shield, thought it would help me make my way out of the facility. Mabus killed the Empiricist to catch me - said he didn't believe in bargaining.

Put me in his incubation chamber. Thing looked like a giant tuna can, was meant to keep Mabus fresh until he could find another human body to inhabit. It would have a different affect on me. Mabus said I was about to experience "profound regret." Wasn't kidding. Heard the voices of all those who have died, Eddie and Joshua were telling me how I'd failed them. Jordan was there - she forgave me for what'd happened. We got close. It was a dream. Or maybe a nightmare. And I had a feeling I'd just given Mabus exactly what he wanted.

Wr Paul Eckstein

Dir Michael Robison

3 - 19 *BLACK BOX*

Omega Quatrain 2. "In the west, near the rock mount, a load stone pulls opposing sides closer. The fallen signals war and guidance for the coming maelstrom." A loadstone is a magnet, which may connect to a powerful magnetic anomaly Eddie detected in Colorado's Rocky Mountains. We suspect it's the source of several mysterious satellite blackouts that have been baffling authorities. Could the loadstone be a Gua weapon designed to disable earth's defenses? I was starting to have doubts, until something dropped out of the sky. Had a feeling "the fallen" that "signals war" just made its first appearance. With Eddie complaining all the way, we hiked deep into the mountains. Found a device putting out high-magnetic readings but no one running it. Left the device and headed in the direction of the crash site. Found a fire, something had crashed, could have been a satellite or maybe a ship? Couldn't tell which yet. And we found something ... or someone, too. Joshua -- nothing like a little destruction from above to bring out our recently estranged ally. Joshua was interested in a specific piece of the wreckage, so I distracted him, sent Eddie to pick up the junk before Joshua could get away with it. Joshua wasn't thrilled to see me - he'd decided he was gonna fight Mabus on his own since I'd refused to kill the alien Anti-Christ in Jordan's body. Asked him why he was there? Joshua said he was investigating Mabus' new pet project - a vessel that had cloaking and spy capabilities. Joshua had shot it down. Said there was nothing of value left in the wreckage, told me we were both wasting our time. He was bluffing. No way he'd take the ship down for the heck of it, not with the Second Wave coming any day. Joshua thought the crew must have been incinerated in the crash but I'd noticed a footprint in the dirt leading away from the site. Joshua was definitely hiding something, but what? Eddie couldn't figure out what the "box" he'd lifted from under Joshua's nose was used for but he was gonna try to figure it out. Figured Joshua knew we had it but he'd taken off instead of trying to recover it again - he must have really been after the survivor. Left Eddie with the device and went after Joshua. Didn't need his cooperation to figure out what was going on. It was obvious Joshua wanted to play this the hard way. Good, I'm used to the hard way. While I was searching the woods for Joshua, Eddie made some headway with the box - said there was a substantial amount of electromagnetic resonance coming off of it - just like we'd seen in quantum pockets. Could've been some kind of portal - Eddie would need more time. Heard an explosion up ahead. Headed in that direction. Then I heard Joshua scream. Found the Gua crewmember first. She was cocky, told me it was her lucky day -- she was gonna finish Joshua and one-one-seven back-to-back. Joshua howled again in the distance. Sounded like he needed my help. Took the pilot and went looking for Joshua - he didn't answer any of my calls. The alien taunted me - told me Joshua had already dissolved. Didn't think so, Joshua was tougher than that. The alien said the vessel she'd crashed meant the end of mankind - didn't matter that they'd lost one, the Gua had dozens of the ships ready to strike the earth. She tried to pull a mini-grenade on me, turned the tables on her and pocketed it myself. Headed back to the crash site with the Gua prisoner, found Eddie who'd figured out what the "box" did. It was a Gua flight-recorder, a lot like an earth plane's black box, except this was a 3D version. We entered a "duplicate cockpit" inside a quantum pocket the box created - whatever happened in the real world was recorded in the parallel dimension inside the box. Eddie'd already lived through the crash simulation and didn't want to do it again. We scanned the flight recorder to help us figure out what else Joshua was looking for. Had to drug the alien pilot with salt to get her to talk. She said the ship had carried a warhead ten times as powerful as any human nuclear weapon. Didn't make sense, a bomb of that magnitude could destroy the entire planet - the Gua would have nothing left to live on. But the pilot said this bomb had no fallout - humans would die and the Gua would move right in. But why would Joshua want the warhead? Why would he keep it from us? Left Eddie with the drugged-up Gua and found Joshua. He was next to the warhead, almost dead, his wounds too severe to self-heal. Using a wonder-drug I'd taken from the pilot I was able to bring him back but Joshua was still pretty weak. Asked him what he planned to do with the warhead? He said, right now, Mabus had the element of surprise on his side, take that away from the Guahead and the planned invasion would fail. Joshua was going to set off the bomb. Earth would believe they were being attacked and unite -- the Gua would have to reconsider their strategy, maybe go home. Joshua felt the ends justified the means. Hundreds of thousands, even a million of human deaths are better than nineteen million Mabus promised. Joshua didn't want to see his own side slaughtered. This was war. I called it murder, and no way was I gonna let Joshua get away with it.

Wr David Wilcox

Dir Ken Girotti

3 - 20 *BENEATH THE BLACK SKY*

Joshua said it best - we needed to understand the extent of Mabus' fist strike and the clock was counting down to the Second Wave. Checked out a lead that didn't pan out. Searched the woods in the dark, but it was a trap -- the Gua came after us - a fleet of assassins targeting us with laser tags. We split up, lost Joshua in the dark. Eddie fell behind me and then there was a blinding flash of light. And suddenly, I wasn't in Kansas anymore - it was some kind of void, howling snarls echoed throughout the place. Walls of crystal, maybe ice. Could hear Eddie calling for my help in the distance and then suddenly there was "another me." That same "other Cade" who rescued me from the Gua as a child - the first time they messed with my head. The quatrain which lead us to that discovery said "When twice three years and twice again, find secret skill in darkest hour. 'Tween bless'd and cursed, a third will come, or worlds consumed in battles fire." This other Cade appeared as my "adult self" then -- couldn't be sure it was the same guy, this could've been a Gua trick. Gun flew out of my hand; he was using some form of telekinesis. The twin told me he'd be back someday - now he was. Said he was there to prepare me for the fight of my life. His name was Xevallah and I believed he was the so-called "third" from the quatrain. If he had a skill to teach me he needed to be quick about it - Eddie and Joshua were out in the real world being hunted by the Gua. The Second Wave was happening in less than a week. Xevallah's timing couldn't have been worse. He arranged some strange stones in a circle at the center of the void. Told me there was nothing I could do for my friends, I just needed to pay attention to him and my surroundings. Asked me if I would risk what he had to teach me to save one man's life? He was talking about Eddie, damn right I would. Xevallah said I was safe within the circle, outside were my fears, my demons, and my nightmares. Big deal, my life had been a nightmare for the past three years. I wasn't afraid. And then he said something that really got my attention - I had the power to save Eddie AND stop the Second Wave. Didn't know what being in this void could teach me but figured I'd give Xevallah the chance to explain. He said I would gain insight into myself. Screw the self-help; I needed practical tools, a way to beat Mabus - a way to save Eddie! Xevallah said my perceptions would be brought to life in this place and only when I understood those perceptions would I be able to proceed. Then he started taunting me about the Raven Nation, said I'd let my army go. That I'd failed, let the Gua proceed to the "eve of their invasion." Things got ugly, pulled a knife on Xevallah, told me I needed to learn to respect the teacher and took my weapon away. Then he gave me his bio. He was from a place called Arkipova, a lush planet like earth. It was destroyed by a Gua invasion. He was one of the only survivors. He'd survived despite the odds, just like me. To Xevallah, the Gua were trying to hurt my "warrior spirit" - to drain the fight out of me. They'd killed Hannah to distract me, let me expose experiments even taken Jordan just to fuel my capacity for anger - Xevallah felt that hurt my development as a warrior. He took me to a place far away with a tap of his staff. It was his home, or so I thought. Looked like a wasteland. Using anger as a weapon resulted in the destruction of his planet, wanted me to understand the futility of my rage. Almost thought he had a point, but then I heard Eddie in the void - he sounded terrified. Xevallah cautioned me not to step outside the circle but my friend needed me. Eddie wasn't out there - terror was. I was hunted, helpless, hated the feeling - reminded me of the Gua - they killed my wife and I couldn't stop them. But Xevallah didn't think I should hate the Gua for killing humans - it was simply their nature. Nothing I could do could change that. He had to be wrong, they were predatory but that wasn't an excuse! Xevallah wanted me to let that go. He said hate and anger were an "impediment to the warrior." Hating the Gua couldn't change anything for Xevallah and it wouldn't for me. Hadn't I already avenged Hannah by killing the Acolyte who murdered her? That was true --fine. But there was still the little detail of the aliens trying to take our planet from us - I couldn't forgive them that. He gave me a test. Controlled my anger, passed. My reward was a rock from the circle - it absorbed into my hand. Xevallah told me to revel in it, save questions for another time. He gave me something to eat and drink, was unlike anything I'd ever tasted. Didn't surprise my host, said I'd just eaten the blood and heart of a great Gua warrior. Was sick - worse than I've ever felt before. Threw up my guts, wretched over - Xevallah said I was reacting to the essence of the warrior - that the illness would "purify" me. Started having visions - there was a hammer in the fabric of the void. The image was woozy but it seemed familiar - like the weapon we'd used against the Gua a few weeks ago - the one we'd uncovered in the dig in the bus graveyard. Felt like hell, passed out. The sunofabitch had poisoned me! The Sensei disagreed, said the Gua had poisoned me, slowly but surely over the past few years -- now he'd cleansed me of that poison. Told me the hammer was the key. It would be of practical use in the final battle. Finally, something I could understand, something I could really use. Next test came up quick. Xevallah wanted me to put my hand in the flame of his staff. Didn't think so. But he was driving his words home - asked me if I had forgiven the Gua for killing Hannah? Told him no way. He told me the weight of the past would prevent me from winning. The way to victory was to be free of those events - I had to let go. I couldn't. I failed. We were running out of time, Xevallah insisted I work harder ... if I didn't, the earth would go up in flames. But how could I ever let what had happened to my friends go? The innocents, Hannah, Jordan ... I could never forgive the Gua for what they'd taken from me. But I wasn't gonna let them win either.

Wr Louis Venosta

Dir Michael Rohl

3 - 21 *TERMINAL CITY*

Final Omega Quatrain. Eddie called it the last chance. "Into the void must go the Twice Bless'd Man.

Seek the hammer, as the seeker has sought before. In the courage to end, find the beginning, or death and darkness befall mankind." The hammer is the ultimate Gua weapon, able to move matter through a vortex in time and space. It could deliver an alien army to our doorstep in a heartbeat. Our only salvation was that the hammer had been lost in a vortex, beyond Mabus' grasp. Or so we thought. Joshua intercepted a Gua transport carrying a locator, a device meant to help the Gua locate the missing hammer. Our only hope was finding the weapon before Mabus did. Eddie and Joshua rigged a device to get me into the vortex; once inside, the locator would lock onto the energy of the hammer and guide me toward it. Downside: There was no way back. Only the hammer could bring me home. It was succeed or die. And if Mabus got there first, there wouldn't be much to come home to. Joshua asked me if I was ready. Was I ready? I'd been fighting the Gua for three years. I'd traveled to the future, been killed, brought back to life, trained by an alien sensei - this was as ready as I'd ever be. Joshua didn't think any of that mattered if I wasn't prepared to face the hardest part of my journey - I'd have to kill Mabus in Jordan's body to win this fight. For me that was the absolute last option, but if it had to be done, I'd do it. Jordan would've wanted it. Into the vortex I went. Found myself under Gua fire right off the bat. There was a sign: "Terminal City: Forbidden Zone. Condemned by the Gua Military Council." Bullets had me running for cover. There was a girl there, looked like Raven Nation, name was Taryn. She knew who I was. She took my locator, figured me for an "AC" - Assassination Clone. I was in the future again; the invasion had already happened. Then I was face-to-face with myself, but this time I was nine years older - and I looked like hell. The "future me," a guy Taryn called "the Commander," wouldn't believe I was real; he said no one could stop the Second Wave. But if the Commander really was me, then I should've known what I was doing there. Confusing, I know, but stay with me. My future self was bitter, angry. Said he knew all about the hammer and that the plan wouldn't work. He'd already fought for a decade, watched humans hunted and exterminated and all they had left to fight for was this hellish future. He'd failed, which meant I was wasting my friggin' time. He destroyed the locator. In an instant, he'd killed us all. The fight for the future was over. And Mabus was in the vortex now, too. The older Cade was afraid that, if he helped me, history would repeat itself. Thing is, I didn't know what the history was. Eddie and Joshua entered the vortex behind me; I wish they hadn't, but Joshua wanted to be sure someone came out with the weapon. Taryn seemed intrigued by me... wanted to know more about why I was there, told me Eddie was dead in this future, started asking questions about Jordan. Taryn said her Commander had loved Jordan and that Jordan had been a martyr for the resistance - the Commander didn't talk about Jordan much. It killed me to know Mabus had finally finished Jordan off. The Commander came to see me. I realized he still had the hammer in his possession. We talked about the prophecy, he'd had to choose between Jordan and the hammer and he'd chosen the weapon - it wasn't an easy call to make. Said I'd do the same - it was the only way to stop the Second Wave. But the Commander had lost something in letting Jordan go - it broke his spirit, dulled his skill - all he'd been taught meant nothing. He couldn't control the weapon when he had to. Then he told me how Jordan died — the Commander said I killed her. She was so close he could see her eyes when he did it, he could see Jordan was still inside Mabus. "I" shot her through the heart. Mabus died too, but the Second Wave came anyway. Commander said this time it would be different; Jordan wouldn't die because he wouldn't let me kill her again. He was gonna let Mabus get the hammer - this time Jordan would live! Figured I'd become insane in the future. Wanted to make things right, but the future me couldn't believe we had a chance. We couldn't both exist in the same time period, not for long. We were deteriorating. The Commander felt one single act could change the world, and he wanted "us" to disappear from both our realities. Figured whatever happened, the world would get another chance if "we" hadn't existed. He was just hoping the next spin would be better than his own. The Commander was playing with all our fates, but I believed he was wrong. Got out of my cell and went after the hammer. I could still stop the Second Wave if I got there first. See, there was a difference between the future Commander and Cade Foster today: he'd given up. I hadn't. I will stop the Second Wave.

Wr Michael Thoma

Dir Ken Girotti

3 - 22 *TWICE BLESS'D*

Would everything end where it begins? That's what I was wondering in the final hours. Stuck in a psychiatric ward, integrated by doctors who believed I was crazy. I believed they were human, if they weren't I would have been dead. Not that it mattered, the invasion was upon us and humanity didn't want to know a thing about it. One thing was for sure; they'd know when the war was upon us. Kept telling the Shrinks that 19 million people would die on the first day and that we were all screwed. Told a new Doc about the alien anti-Christ named Mabus. She wanted to know how I'd survived my fights with the demon if he was really so all-powerful? I didn't have an answer - they had me talking in circles. Were doing the same thing to Jordan, trying to convince her the Raven Nation didn't exist. Telling her she'd been manipulated by me, pulled into some grand lie. They told Joshua he wasn't an alien at all. Said he was a staff sergeant for the U.S. Marines, told him he had kids. Eddie was just plain crazy, they didn't have to tell him otherwise. They kept us from each other but I could hear Eddie in his cell. Said he'd found a fifth Omega Quatrain coded in the algorithm of the other quatrain: "As the Second Wave is nigh, four must be chained strong as one, hammer can smite victory if honor is granted to Xevallah." But we still needed to find the hammer! And we were locked away with a bunch of non-believers! Felt like I was going crazy

myself. Probably sound like it here. Until I heard the crap they were selling Jordan, then I got mad. They taunted her about our relationship. Told her my journals talked about what happened between us, meaning Mabus and I, when I was his prisoner. Jordan told them they had no idea what she'd been through - she was right, none of us did. Then they told her she was some kind of victim who'd fallen in love with a wife murderer who'd used her. She was just like any other abused women, maybe she was worse? Told me I'd gone on a countrywide killing spree, murdering innocent people under the guise of a quest to stop an alien invasion. It wasn't true. It wasn't! Could it be? Jordan even asked me if someone who was insane could tell they were insane? And then I woke up from the nightmare. It was all a Gua security measure - they'd bombarded us with a mind-altering device. We were together - Jordan, Eddie, even Joshua. And we were at ground zero. A gua bunker holding the army of the Second Wave - football fields of husks. The invasion wasn't on its way, it was already here! An invasion from above without an aerial attack. It must've taken years to grow the husks. Joshua didn't think it was possible to download that many consciousnesses at once. He'd need an unbelievable power source - we were missing something. If Mabus had his army ready, what was he waiting for? Decided to start searching for the download mainframe. Joshua and Jordan were at odds, neither trusting the other. Good thing I trusted them both. Eddie figured Mabus was using the hammer as a power source; it was the only thing that made sense. That's when we all got caught. And sent back to the delusion. Back to the mental hospital. That's where Jordan remembered the husk they'd built for Mabus, growing in an incubation chamber. Believed it was our baby - Mabus had used our bodies to make the perfect husk for his consciousness. It was one of the reasons the Gua had kept me alive. And the others were all losing out to the delusion. They didn't want to believe. They'd lobotomized Eddie, convinced Joshua he was human and Jordan had committed suicide. She left a note that read: "believe." Now it was just between Mabus and I. He offered me a bargain: continue trying to return to the bunker or live inside the delusion where at least I could stay alive. Told him to go to hell. Then he offered me the chance to save my wife, Hannah, I could go back and undo the past. The hammer would give me the power. But it was something I'd never do. The past got us here and leaving it alone was the only way I could be sure we'd never have to live through this nightmare again. Broke out of the delusion and we all figured it out. Mabus needed me to power the download - it required both of us. Jordan and the crew thought I needed to get the hell out of the bunker. Knew that wasn't the right move. Had to ask them one thing, same thing I'm asking you all. Believe in me. This is our final battle.

Wr Chris Brancato, Fergus Cook

Dir Bill Corcoran

FLAMING DISK, THE

The plot concerns Professor Wade (Kohlmar) who invents an optical disk-lens that can concentrate the energy of the sun into a narrow beam able to vaporize steel. Secret agent Elmo Gray (Lincoln) is assigned to protect the professor and his invention, which could make a wonderful weapon for the government. The villain is Stanton (Watson) who, with a gang of crooks, steals the weapon and uses it to rob banks. Stanton even threatens to destroy a big city with his ray.

One interesting twist to the story is that Elmo's brother, Jim (also played by Lincoln) is held under a hypnotic influence by the villain and participates in the evil-doing until he is finally shaken out of the trance in episode 17, in time to team up with his sibling, recover the weapon and kill the villain in the process. By the thirties such twists were commonplace. The classic example of this is *DICK TRACY* (1937).

This chapterplay stars Lincoln, the first screen Tarzan, a gigantic actor who was discovered and groomed by Griffith. In the publicity for this serial, Lincoln even had his name above the title, providing the main box-office attraction. Having appeared in *Tarzan of the Apes* and in *The Romance of Tarzan* (both 1918), Lincoln again teamed up with his co-star of *The Flaming Disk* (Lorraine) in *The Adventures of Tarzan* (1921).

WR. Arthur Henry Gooden, Jerry Ash.

DIR. Robert F. Hill

EPISODES: 18 **YEAR MADE:** 1920 **COUNTRY:** US **SEASONS:** 1

GREAT WESTERN

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 18

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Professor Wade LEE KOHLMAR, Elmo Gray ELMO LINCOLN, LOUISE LORRAINE, Stanton/Jim Gray
ROY WATSON, FRED HAMAR, GEORGE WILLIAMS, JENKS HARRIS.

RELATED SHOWS:

DICK TRACY

FLASH GORDON (1936)



Flash Gordon with the aid of his friends travel to the planet Mongo which appears to be heading for a collision course with Earth.

The film FG was the nearest thing to PULP-MAGAZINE space opera to appear on the screen during the 1930s. Flash, Dale and Zarkov go to the planet Mongo in Zarkov's backyard-built spaceship to find the cause of an outbreak of volcanic activity on Earth. Ming the Merciless (a wonderfully hammy performance from Middleton) is behind it all and plans to invade Earth. Our heroes spend the next 12 episodes surviving various exotic hazards before outwitting Ming in the final reel. Though more lavish than the average serial (the budget was a record \$350,000), FG has the cheap appearance of most: unconvincing special effects, sets and costumes borrowed from a variety of other films, and plenty of stock footage. However, it remains great fun, romantic and fantastical. Ill edited versions of the first and second halves were released theatrically as *Spaceship to the Unknown* (1936) (97 mins) and *Perils from the Planet Mongo* (1936) (91 mins).

The follow-up was *FLASH GORDON'S TRIP TO MARS* (1938), dirs Ford Beebe, Robert F. Hill, with the same leading actors -- Ming is back again -- and Beatrice Roberts as the evil queen who turns humans to "clay people". 15 two-reel episodes. Screenplay Ray Trampe, Norman S. Hall, Wyndham Gittens, Herbert Dolmas. The setting is changed from Mongo to Mars. The 99min edited-down version was *The Deadly Ray from Mars* (1938).

The final FG movie serial was *FLASH GORDON CONQUERS THE UNIVERSE* (1940; vt *Flash Gordon: Space Soldiers Conquer the Universe*), dir Ford Beebe, Ray Taylor, with the same leading actors except that Carol Hughes replaced Jean Rogers as Dale Arden. 12 two-reel episodes. Screenplay George H. Plympton, Basil Dickey, Barry Shipman. This, the weakest of the three, kills off Ming (again) at the end. According to one account the true title shown on the original episodes was *Flash Gordon: Space Soldiers Conquer the Universe*; the soldiers would have been Ming's, and Flash is trying to stop him. This would explain the oddity of the usually accepted title, since Flash was not a universe-conqueror by disposition. The 87min edited-down version was *Purple Death From Outer Space* (1940). The three FG film serials continue to have a cult following and are regularly revived on tv and in the cinema.

The patriotic American movies from World War II and later (in particular their airborne battle sequences) were combined with the spirit of the old cliff-hanger serials. Tales of heroes menaced by deadly perils and triumphing against impossible odds were being told once more! Lucas himself has credited the adventures of Flash Gordon as a major starting point. The serial trilogy, produced by Universal Pictures, became the definitive 'space opera' for millions of fans, as well as becoming the embodiment for many of the SF serial. The first Flash Gordon serial came about after Universal experienced great success in 1934 with its adventure strip adaptations *Tailspin Tommy* and *Tailspin Tommy and the Great Air Mystery*. The studio realised that they were onto a potential box-office gold mine with future such productions, especially with an audience that would flock to the theatres to see their favourite character come to life on the big screen.

Alex Raymond's highly popular SF-strip flash Gordon was optioned by Universal. The screenplay, written by Frederick Stephani (who also directed), George Plympton, Basil Dickey and Ella O'Neill (Plympton and Dickey were veteran action and serial writers), was quite faithful to its source. Even with its comparatively moderate budget and tiring shooting schedule, the film looked more lavish and expensive than one would expect. Gordon's final costs, according to film historian George Turner, "rose to a reported \$350,000", which was the equivalent of one 'A' budget feature - Flash Gordon's running time of around 4 hours and 16 minutes was that of four 'A' or 'B' features!

The plot saw Earth menaced by a seemingly out of control planet heading right for it. Scientist Dr Zarkov, accompanied by plane crash survivors Flash Gordon (son of a noted scientist) and Dale Arden, takes off in his rocket ship to try and head off disaster. Landing on the strange world Mongo, they discover that its activity is part of a plan by its conquest happy emperor, Ming. For 12 episodes, Flash and his friends found themselves

in one peril after another as they dealt with Shark Men, Hawk Men, Lion Men and (to quote the late Wally Wood's classic spoof of Flash, Flesh Gordon), the most dangerous of all... Men-Men!

Helping to make all the outlandish costumed doings exciting and believable were its main players. Larry 'Buster' Crabbe, then under contract to Paramount, was borrowed by the serial's producer Henry MacRae to try out for and eventually be cast as Flash. Crabbe was not very enthusiastic at the whole project at first, and later recalled, "I thought the whole idea was crazy and that nobody would buy it. When MacRae talked to my bosses at Paramount, I had no choice in the matter " In the end, however, Crabbe became Flash Gordon to millions of fans and was identified with the character for the rest of his long career. Blonde Jean Rogers played Dale Arden, screaming when in peril and looking attractive in the outfits provided for her. Dublin-born Frank Shannon was knowledgeable as Dr Zarkov, often coming up with a super-scientific solution when things looked dark for the good guys.

Veteran character actor Charles Middleton, usually associated with heartless villains, almost stole the serial as he made his Emperor Ming a fiend you really didn't want to see killed off, playing the Fu Manchu of outer space with all the enthusiasm of a wolverine with rabies. In spite of the fact that serials were consistent 'bread and butter' money-makers for Universal, they were usually given low priority in the studio production roster, which often meant they did not have access to some of the on-lot production facilities, or an adequate budget. In this case it was the studio's legendary special-effects department, a vital ingredient in this type of production.

Producer MacRae met this problem head-on by putting together his sfx department headed by photographer Jerome Ash, and headquartering it in a building on the studio backlot. The serial's memorable miniatures, ranging from the classic spaceships to a floating city in the sky (which may have been the inspiration for Lando Calrissian's Cloud City) were created by Elmer R Johnson, the head of the studio's wood and plaster shops. Because of the efforts of MacRae's own production team, FLASH GORDON was loaded with special effects that even today are still impressive for a production often forced to cut corners and costs to complete production. Flash Gordon became one of Universal's big hits, playing many of the first run theatre chains. Its success prompted the company to create two sequels.

WR. Ray Trampe, Norman S. Hall, Wyndham Gittens, Herbert Dolmas.

DIR. Ford Beebe, Robert F. Hill.

EPISODES: 13 **YEAR MADE:** 1936 **COUNTRY:** US **SEASONS:** 1

UNIVERSAL

CREATOR: ALEX RAYMOND

TYPE OF SHOW: SUPERHERO

FORMAT: CINEMA SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Flash Gordon LARRY 'BUSTER' CRABBE, JEAN ROGERS, CHARLES MIDDLETON, PRISCILLA LAWSON, RICHARD ALEXANDRA, FRANK SHANNON.

RELATED SHOWS:

FLASH GORDON'S TRIP TO MARS

FLASH GORDON (1936)

FLASH GORDON CONQUERS THE UNIVERSE

- 1 - 2 *THE TUNNEL OF TERROR*
- 1 - 3 *CAPTURED BY SHARK MEN*
- 1 - 4 *BATTLING OF THE SEA BEAST*
- 1 - 5 *THE DESTROYING RAY*
- 1 - 6 *THE FLAMING TORTURE*
- 1 - 7 *SHATTERING DOOM*

FLASH GORDON (1954)



Flash Gordon himself was a preppie blond polo-playing Yale graduate who accompanied Dale Arden and Dr. Zharkov to the planet Mongo, ruled by the evil Emperor Ming the Merciless. After they fought Ming to a standstill, they battled Bizdar, the Evil Queen of Cygnil, the Great God Em of Odin, the Mad Witch of Neptune, and anyone else who could throw together a modest collection of androids, monsters, and/or death rays.

Alex Raymond created the comic strip in 1934, five years after "Buck Rogers." A year later, in 1935, "Flash Gordon" became a successful radio serial starring Gale Gordon, and then three film serials starring Buster Crabbe (1936-1940). In 1979, NBC ran a Saturday morning animated series. The following year, a rather entertaining big-budget film lost a bundle, and the franchise has been in limbo ever since.

Although both were based on the Alex Raymond comic strip, the Flash Gordon TV series had nothing else in common with the classic Buster Crabbe serials of the 1930s which continue to get TV exposure to this day. Unlike most of its contemporary series which were transmitted live, Flash Gordon was produced on film. But the budget and production values on the series were just as low as those on series produced live.

In an effort to save money on the series, it was made as an international co-production with companies in Germany and France, each of which contributed to its funding. Flash Gordon was shot in both West Berlin, where 26 episodes were made and in Marseilles where the remaining 13 episodes were shot. Sets often consisted of a few foreground props set against a poorly lit painted canvas backdrop. While episodes made in West Berlin often were set on planets where many buildings had been destroyed.

Steve Holland who portrayed Flash had a better career as a model than he did as an actor. After Flash Gordon he became better known and recognised as the model used for the covers of Doc Savage novels. The series was first seen in syndication on WRCA in New York City in 1954.

As science fiction took root in popular television in the 1950s, it seemed only natural that Flash Gordon and Buck Rogers be included if only for their positions in the genre. The first to make the transition to television was Buck Rogers, whose success in television was less than notable. The producers of Flash Gordon obviously hoped for a better reception for their hero. Already the subject of three popular serials featuring Buster Crabbe, Flash Gordon had been only moderately successful on radio but popular in comic form (as was Buck Rogers). With Buck Rogers leaving television on January 30, 1951, Flash Gordon was ready to fill the void three days later.

Some television historians have demonstrated confusion relative to Flash Gordon's appearance on New York television station WABD, the flagship of the DuMont Network, when Flash Gordon commenced on Saturday evening, February 3. Contrary to some interpretations, these telecasts were not episodes of the Flash Gordon series with Steve Holland. Rather, WABD was broadcasting chapters of the original Flash Gordon serial with Buster Crabbe. After two weeks of viewing, New York Times television critic Jack Gould found the experience unsettling, and he embarked on a one-man crusade to put a stop to further telecasts of the serial. In a highly charged column, Gould urged DuMont executives to pull the serial from the air, lest irreparable psychological harm be done to the many young children watching the program. Gould wrote: The television broadcaster must learn that there is a limit to the extent to which the emotions of children can be exploited in the pursuit of higher Hooper ratings.

Under the best of circumstances the parent has his hands full in providing guidance in what his child sees on TV. When he has no way of knowing what a program will be, such as was the case of Flash Gordon, his guard may be down. At such times the very least that television can do is to watch its low punches. In conciliation wholly unlike today's knee-jerk defiance, station executives acquiesced to Gould's impassioned demands, and the following week the Flash Gordon serial was displaced by WARD's hastily rescheduled Frontier Theatre showcasing Sam Newfield's Gunsmoke Trail (1938), a Range Busters Western that had as much "violence"

(albeit less fantastic) as the Flash Gordon serial.

In 1953, King Features, distributor of the Flash Gordon comic strip, was persuaded to turn its product into a weekly TV series. King Features signed with Motion Pictures for Tele-vision Inc. (MPTV), a programming syndicator founded by former Universal Pictures executive Matty Fox (who had worked on the original serials) for the syndication of 39 half-hour Flash Gordon episodes. The series would be produced by Intercontinental Tele-vision Films, which in turn signed with two separate European production companies, Interwest Films of West Germany and La Telediffusion of France, to actually get the job done. The decision had been made to produce the films overseas as part of a general trend at the time. Newsweek commented on the foreign production trend in 1954 under the catch-phrase "See Scenic Europe-Then visualise it for the video back home".

Such a motto might be nailed up on the recruiting posters of the 20-odd American TV production outfits now making their half-hour movies in foreign parts. The main reason for their shift, artistically, is a long-suppressed craving for authenticity. The scenery overseas, it is said, is so scenic. Other reasons for the exodus from Hollywood and New York: (1) Financing is some times easier, (2) costs are sometimes less and (3) life as an expatriate is so delightful.

Actual foreign locales enhanced the scenic authenticity of such series as *Captain Gallant of the Foreign Legion* (1955/57), with Buster Crabbe, and *Assignment Foreign Legion* (1957); moreover, series like *Foreign Intrigue* (1951/55) and *Dangerous Assignment* (1952) were at least intellectually sound in pursuing political themes relevant to the actual locales in which they were filmed. Flash Gordon's venue, however, was outer space, not Berlin or Marseilles, which had been selected as shooting locations for the series. The decision to produce Flash Gordon overseas was more economic than aesthetic; here, fiscal advantages, particularly labour, were most attractive to cost-conscious producers.

The use of European actors in supporting roles meant major savings since the performers were virtually unknown in the American market but possessed the To fill the role of Flash Gordon, the decision was made to search for someone who resembled Alex Raymond's comic strip figure. To this end, King Features and ITF took note of artists' models, and they found a young model and actor named Steve Holland. Tall, darkly handsome, with a commanding physique, Holland met their physical expectations of the part; amazingly, he had the added qualification of sounding a great deal like Buster Crabbe.

Holland had already begun to capture public attention in a most unusual fashion. For avid readers of Fawcett's Bob Colt comics, a nameless Holland had become a major figure by portraying Fawcett's popular cowboy hero during the run of the series, from November 1950 to May 1952. Interestingly, Fawcett built the towering figure of Bob Colt around Holland's likeness, even to the extent of issuing photo covers of Holland costumed as Colt rather than the traditional cover paintings. Accordingly, comic artist George Evans based his drawings on Holland's precise physical appearance.

Holland's ability at modelling would flourish following his Flash Gordon years, gaining him a reputation as one of the most talented models of the day. In the post-Flash Gordon years, Holland's career as an actor was never a stellar one even though he appeared in many small film roles and on stage at various times, notably in versions of *South Pacific* and *Mr. Roberts*. Holland was, however, in great demand by illustrators for paperback covers. He took credit for appearing on thousands of covers, portraying such luminaries as the Avenger, Mike Hammer, Conan the Barbarian, Shell Scott and Nick Carter.

His best work was modelling Doc Savage for the Bantam Books editions that began in 1964; Holland's image of the famed "Man of Bronze" solidified the model and the subject. In fact, cover artists came and went at Bantam while Holland continued as Doc Savage. Reportedly, when artist Joe DeVito was hired to illustrate the Doc Savage paperbacks in the 1980s, the young artist interviewed several new models with the intention of finding a newer image, but in the end DeVito admitted he was dissatisfied with what he had seen and went back to Steve Holland. "Nobody but nobody poses like Steve Holland," DeVito said in a 1992 interview. "I've never seen a model as poised and as balanced. He is Doc Savage." DeVito's positive comments partly, at least, assuage the sting of negative criticism frequently levelled at Holland's performance as Flash Gordon. After finding their Flash Gordon, the framers of the television series turned their attention to the role of Dale Arden and the pivotal role of Dr. Hans Zarkov.

A relatively unknown actress named Irene Champlin was selected to play the third film incarnation of Dale Arden (succeeding Jean Rogers and Carol Hughes). Champlin graduated from the American Academy of Dramatic Arts and had been a member of Sanford Meisner's Professional Group; she had recently appeared with Helmut Dantine in *Guerrilla Girl* (1953), a minor film about the post-war Greek Communist resistance movement. To take over the role of Dr. Zarkov, bearded Joe Nash, an actor with a deft delivery, was picked.

Initially, production responsibilities fell to German producer Wenzel Luedecke and Interwest Films for six

months of filming in West Berlin. Wallace Worsley, Jr., son of the famed American silent director (*The Hunch-back of Notre Dame* (1923)), was tapped to direct scripts primarily written by Earl Markham and Bruce Elliot. The memorable theme was scored by Kurt Heuser.

Flash Gordon was in constant syndication throughout most of the 1950s, and despite serious production flaws it managed to retain a fascination for young audiences. The lead players in the series were all credible and capable performers. Holland may not have been a first rank actor but the role didn't require one. What Holland brought to the part was a talented model's intuitive understanding of movement and an artist's perception of light and shadow as it falls upon a subject. What complements his posing is the fact that he understands the artist's craft so well; in fact, Holland was a painter who shared the same appreciation even reverence for light and shadow that Flash Gordon creator Alex Raymond brought to his own work.

To see this in action, one need only to concentrate on Holland's movements, gestures and physical reactions. What becomes quickly apparent is that he is a performer with a shrewd sense of his own space. Irene Champlin's Dale Arden was superficially like many other secondary female characters of the era (e.g., Vena Ray in *Rocky Jones, Space Ranger*). She was ever willing to follow the men for a worthwhile purpose, such as saving the world from destruction, and she invariably fell prey to one villain after another, a situation that would require the timely intervention of a heroic male rescuer like Flash Gordon. But Champlin's Dale was far from the passive and helpless creature frequently depicted at the time; uniquely, Dale not only packed a ray gun and could hold her own in a fight, but more importantly she possessed an emotional strength that was lacking in her female counterparts (and sometimes in her two male companions as well).

The casting of Joe Nash as Dr. Zarkov was innovative; Zarkov was the least exaggerated of the series' characters. Nash's image substituted the era's typically elderly, bespectacled eccentric scientist for a youthful, athletic philosopher-scientist who, like Dale, packed a ray gun and held his own in combat. The only other actor to appear with any frequency was American actor Henry Beckman, whose Commander Richards functioned as head of the crucial government authority the Galaxy Bureau of Investigation (or GBI). Beckman, like nearly everyone else in the cast save the principal players, did not receive screen credit. Richards was illustrative of the sense of respect for authority that was so endemic not only in Flash Gordon's galaxy but in the American 1950s as well. Finally, accompanying Flash, Dale and Zarkov on many of their most important missions aboard the *Skyflash*-pride of the galactic fleet and obviously named in Flash's honour- was a squawking parrot named Casey whose comic relief served as the voice of doom, articulating such "encouraging" prophecies as "Gonna crash, Flash" and "Gonna fail, Dale."

Thirty-nine episodes of Flash Gordon were filmed in Europe. According to Steve Holland, the first six months were spent filming in West Berlin; after that, filming transferred to Marseilles for another three months before wrapping up the series. The transfer to Marseilles occasioned certain production changes of which the most notable was the transfer of production from Interwest to La Telediffusion. At this point, Luedecke was replaced by American producer Edward Gruskin, and American Wallace Worsley was replaced by Gunther von Fritsch, the German co-director of Val Lewton's *The Curse of the Cat People* (1944). Kurt Heuser's exciting theme remained, but incidental music was supplied by French composer Roger Roger. The look of the series now eschewed the expressionistic sets and chiaroscuro lighting for more mundane sets and lighting, effecting a change in mood and tone from a dark introspection so typical of classical German cinema to lighter high adventure.

The costuming took on a more conservative stylishness. In fact, costuming seemed to be an especially vexing problem for the filmmakers. The German episodes featured Flash and Zarkov in one-piece, stodgy, dark uniforms that seemed cumbersome, but the French episodes featured Flash in a white polo shirt with a characteristic lightning bolt across his chest. More colourful yet indicative of the series' parsimonious budget were the costumes worn by Flash's nemeses: Tyrants appeared variously attired in what appeared to be Nazi uniforms and South American guerrilla fighters' fatigues. The subterranean hunchbacked dregs of the German episode "The Earth's Core" were dressed literally like Quasimodo, and the underwater people of "The Water World Menace" were clad in ordinary black rain slickers and swim fins. The result was an often and perhaps unintended-visual expressionism that complemented the expressionistic narratives.

Flash Gordon premiered in the important New York market on October 1, 1954, on station WNBT. The premise of the entire series was succinctly summarised in voiceover narration at the beginning of one of the later episodes, "The Race Against Time".

In the year of our Lord 3063, it is a galaxy of peace where not only worlds of different civilisations have learned to live together, but worlds of different life forms. And this exterior building shot is the Galaxy Bureau of Investigation-where the great scientific and economic minds of the planets work in democratic unity to preserve peace, prosperity and equality among all men. But powerful and evil forces throughout the galaxy are trying to gain control of those GBI secrets by which the democratic balance is maintained. Dr. Zarkov, the leading scientific mind of the GBI, and Flash Gordon and Dale Arden, the leading

investigators for the organisation, formed an unbeatable triumvirate on behalf of the "democratic balance" in the universe.

Perhaps an explanation for Flash Gordon's popularity with viewers can be found in the nature of the very elements adults have found most disconcerting, namely that the series' lack of adequate budgets and its reliance on exaggerated characterisations and events necessitated a child-like improvisation, something with which youngsters playing daily on school playgrounds or in their own backyards could readily identify. Flash Gordon remains a black-and-white sphere void of profundities for the modern rationalist, and yet this very sphere becomes its strength for those with a true imagination.

Technical Information

Format: Filmed half-hour adventure series featuring the exploits of Flash Gordon, chief operative for the Galactic Bureau of Investigation.

BROADCAST HISTORY: Network: Syndicated.

Original airdates. October 1, 1954--Spring 1955. Seasons: 1. Total Episodes. 39 black-and-white.

Signature

Against a black backdrop of stars the title "Flash Gordon" appears. A momentary fade to black is followed by the episode title. Then follow three rather formal studied poses of Flash Gordon, Dale Arden and Dr. Zarkov in that order.

Production Staff

Production. Inter-Continental TV Films.

Theme Music: Kurt Heuser.

Producers: Wenzel Luedecke and Edward Gruskin.

Directors: Wallace Worsley, Jr., and Gunther von Fritsch.

Head Writers: Earl Markham and Bruce Elliot.

Assistant Director Alain Jessua

Technical Director Louis Grospierr

Art Director Raymond Gabutti

Director of Photography Jean Isnard

Dialogue Director Sipora Van Praag

Cameramen Arndt Rautenfeld, Herbert Koerner, Alex Dulac and Rene Guissart

Sound Jean Bertrand and Willy Sdzui

Film Editors Roger Pacaut and Heinz Haber

Assistant Film Editor M.L. Barbero

Unit Managers Rene Noel and Ernst Liepelt

Sets Raymond Gabutti and Helmut Nentwig

Incidental Music Roger Roger

Miniatures RW. Wintzer, LAX Production Manager Fred Surin and George Zorer Production Consultant

Joseph Zigman

Filmed in West Berlin and Marseilles

WR. Earl Markham, Bruce Elliott, Bruce Geller, Edward Gruskin.

DIR. Gunther Von Fritsch, Wallace Worlsey Jr.

EPISODES: 39 **YEAR MADE:** 1954 **COUNTRY:** US **SEASONS:** 2

DUMONT

CREATOR: ALEX RAYMOND

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 23, (2) 16

DATE OF PREMIER: 01/10/1954 **AIR DATE OF LAST EPISODE** 15/07/1955

SEASON DATE BREAKDOWN:

FILMS:

Flash Gordon STEVE HOLLAND, Dale Arden IRENE CHAMPLIN, Dr. Zharkov JOSEPH NASH, Commander Richards HENRY BECKMAN.

RELATED SHOWS:

FLASH GORDON'S TRIP TO MARS

FLASH GORDON (1936)

FLASH GORDON CONQUERS THE UNIVERSE

1 - 1 *FLASH GORDON AND THE PLANET OF DEATH*

Flash and Dale accompany Dr. Zarkov to investigate when Professor Jevis, the lone survivor of an expedition to the deserted planet Tarsit, claims that a mysterious ray from a stone idol killed everyone else in his group.

Wr Earl Markham, Bruce Elliot

Dir Gunther von Fritsch

1 - 2 *ESCAPE IN TIME*

Bizdar, the galaxy's most notorious criminal, manages to escape from prison by means of a time machine, and takes Dale with him as a hostage as he goes back to prehistoric times.

1 - 3 *THE ELECTRO MAN*

Flash and his companions visit the planet Odin, where all life forms are metallic, and are taken before the great god of the inhabitants, Electro Man.

1 - 4 *THE VENGEANCE OF RABEED*

A madman who discovered the secret of immortality returns from his 1000-year exile, determined to either rule the galaxy or destroy it.

1 - 5 *AKIM THE TERRIBLE*

King Akim rules over a planet where cruelty, hate, and lawlessness are virtues and murder is commonplace. A G.B.I. agent is sent to investigate, but Akim the Terrible brainwashes him and orders the agent to assassinate Flash Gordon.

Wr Bruce Elliot, Earl Markham

Dir Wallace Worsley Jr.

1 - 6 *THE CLAIM JUMPERS*

Flash and Dale, tracking down space pirates, come to the aid of an old asteroid prospector and his beautiful daughter, whose lives are in danger when robbers come to steal his huge mound of precious ore.

1 - 7 *THE DANCING DEATH*

Flash is stymied by a villain from the planet Thor, whose vibrating machine forces men to dance until they die.

1 - 8 *THE BREATH OF DEATH*

An old enemy who has escaped from prison stows away on Flash's spaceship and then forces him to crash land on a planetoid whose atmosphere is poisonous.

1 - 9 *THE GREAT SECRET*

Dr. Zarkov invents a device that can bring new life to dead worlds by bringing them closer to the sun, but enemy agents try to steal it so that it can be used to destroy normal planets.

1 - 10 *RETURN OF THE ANDROIDS*

Enemy agents revive androids that have been hidden in an ancient vault for over 300 years, and program them to get rid of Flash and take over the Earth.

1 - 11 *THE FRIGHTENED KING*

Flash visits the planet Xerxes and discovers that the king is being manipulated by strange phantoms from the fourth dimension.

1 - 12 *THE DEADLY DECEPTION*

Flash and his companions must stop a deadly android that has been sent in disguise to a United Planets conference with a hidden atom bomb.

1 - 13 *DUEL AGAINST DARKNESS*

Flash and Dr. Zarkov are sent in disguise as a minstrel and a wizard to a planet where an evil scientist has been using his advanced knowledge to keep the population trapped in a medieval dark age.

1 - 14 *THE SOUND GUN*

When the Skyflash is almost destroyed by a sound amplifying machine, Dale's brother Phil turns out to be of unexpected help in identifying the villain who planted it aboard.

1 - 15 *THE WEAPON THAT WALKED*

A alien woman arrives on Earth by mistake and starts turning everyone she looks at into stone.

1 - 16 *MISSION TO MASCA*

Going to the planet Masca to find out why there has been no communication from it in the past three years, Flash and Dale discover that it has been turned into a strange matriarchal society.

1 - 17 *THE LURE OF LIGHT*

The evil Queen of the planet Diana, recently paroled by the Galaxy Council, overhears a plan to make the Sky Flash capable of traveling at the speed of light. She kidnaps Dale in order to find out the details.

Wr Bruce Elliot, Earl Markham

Dir Wallace Worsley Jr.

1 - 18 *THE RAINS OF DEATH*

When all of the planets in the Solar System experience torrential rains and devastating floods except for the planet Venus, Dr. Zarkov and his scientific colleagues believe that the mad Queen of Venus is responsible.

1 - 19 *FLASH GORDON AND THE RACE AGAINST TIME*

There is to be a crucial vote on Mars to decide if the Galaxy Bureau of Investigation will continue. Flash, Dale and Zarkov have a stake in this because they work for the G.B.I. But some forces don't want Commander Richards to get there in time to cast Earth's deciding vote.

1 - 20 *THE WITCH OF NEPTUNE (PART 1 OF 3)*

Zydereen, the exiled former ruler of Neptune, commences her plan for revenge by hypnotizing Commander Richards and Dr. Zarkov into destroying the methane-to-oxygen converters that make Neptune's atmosphere breathable.

Wr Edward Gruskin

Dir Gunther von Fritsch

1 - 21 *FLASH GORDON AND THE BRAIN MACHINE (PART 2 OF 3)*

After Flash and Dale foil her plan to destroy Neptune by repairing the auxilliary air converter, Zydereen uses stolen technology to transport Dr. Zarkov and Commander Richards to her castle on the planet Saturn, where she hooks them up to a machine that will drain all the important scientific and strategic military information from their minds, all part of her plan to conquer the entire Galaxy.

Wr Edward Gruskin

Dir Gunther von Fritsch

1 - 22 *STUGGLE TO THE END (PART 3 OF 3)*

Zydereen plans to hijack the galaxy's principal store of the energy source corillium. Flash and Dale must find her and destroy the electro-brain recorder that holds the combined knowledge of Dr. Zarkov and Commander Richards.

Wr Edward Gruskin

Dir Gunther von Fritsch

1 - 23 *THE WATER WORLD MENACE*

Frog-like sea creatures, who co-inhabit a watery planet and plan to kill the air-breathers by destroying the atmosphere, kidnap Dale so that Dr. Zarkov will give them his invention, which will allow them to survive in the remaining air.

2 - 1 *SABOTEURS FROM SPACE*

An electronic distorter ray paralyzes all of Earth's machinery and pulls the Sky Flash towards an unknown planet.

Wr Bruce Elliot, Earl Markham

Dir Wallace Worsley Jr.

2 - 2 *THE FORBIDDEN EXPERIMENT*

Dr. Zarkov receives a call from Dr. Fabian Prentiss, an old friend who has been missing for years. Prentiss is on the planet Zeta N1 and asks Zarkov to bring him some serum. When Zarkov gets there he finds his friend is dead and that Prentiss has been conducting fiendish experiments.

Wr Bruce Elliot, Earl Markham

Dir Wallace Worsley Jr.

2 - 3 *HEAT WAVE*

The cold-blooded Kalarians, whose planet is always 140 degrees Fahrenheit, attack the Earth with a heat ray so they can take it over.

2 - 4 *THE HUNGER INVASION*

Flash sets out to defeat a swarm of giant alien locusts that are destroying crops on planet after planet.

2 - 5 *ENCOUNTER WITH EVIL*

A strange man who is truly Evil makes all of Flash's friends into enemies.

2 - 6 *THE MATTER DUPLICATOR*

After the invention of a matter duplicating machine, the galaxy's most valuable jewels are stolen, only to reappear mysteriously three months later.

2 - 7 *THE MICRO-MAN MENACE*

A mad scientist threatens to shrink everyone on Earth to micro-size unless they do his bidding.

2 - 8 *THE SPACE SMUGGLERS*

Flash and Dale learn that smugglers are importing a new drug that can make people commit crimes against their will.

2 - 9 *THE MYSTERY OF PHOROS*

When Flash is forced to stop on Phoros for repairs, the evil king and queen try to prevent him from leaving to deliver a life-saving medicine to the disease-ravaged planet of Ceres.

2 - 10 *THE SHADOWY DEATH*

Prince Klangor of Saturn, who is able to vanish into a shadowy alternate dimension at will, is determined to prevent his father from signing a treaty with Earth.

2 - 11 *DEATH IN THE NEGATIVE*

Yet another evil queen is determined to rule the Galaxy, and has a weapon that kills any living thing by turning it into the equivalent of a photographic negative.

2 - 12 *THE EARTH'S CORE*

To investigate the source of a strange series of earthquakes, Flash and his companions use an atomic boring machine to burrow deep into the Earth, where they find a race of subterranean people who plan to attack and conquer the surface.

2 - 13 *DEADLINE AT NOON*

An enemy of earth uses the principles of Dr. Zarkov's time machine to travel back 1250 years and plant a powerful bomb in 1953 Berlin. Flash, Dale, and Dr. Zarkov have less than one hour to find the bomb and defuse it.

Wr Bruce Elliot, Earl Markham

Dir Wallace Worsley Jr.

2 - 14 *THE LAW OF VELORUM*

Flash goes looking for Dale, who has been abducted to take the place of her look-a-like Queen Lyra in a ceremony of death.

2 - 15 *THE SKYJACKERS*

Flash goes after a group of space pirates to prevent them from making off with Prof. Talmundy's new molecular densifier.

2 - 16 *THE SUBWORLD REVENGE*

Flash learns that the survivors of the underworld kingdom that he thought he had destroyed in episode 35, "The Earth's Core," seek revenge on the "surface people."

Wr Earl Markham, Bruce Elliot

Dir Wallace Worsley Jr.

FLASH GORDON (2007)



The new Flash Gordon follows Flash (Eric Johnson) and his companions, Dale Arden (Gina Holden) and Dr. Hans Zarkov (Jody Racicot) through wild and momentous adventures. They're ordinary people thrust, often against their wishes, into extraordinary circumstances. In fact, they are Earth's last defense against the forces of a merciless dictator named Ming (John Ralston). As the series opens, we learn that Flash's father, the eminent scientist Dr. Lawrence Gordon, died in a laboratory fire when Flash was just 13.

Flash has no way of knowing that something is approaching that will undo all he thought he knew about his father's death, and set him on a path punctuated by overwhelming responsibility and euphoric victories.

Flash's adventure begins when a dangerous echo of his father's old experiments reaches him. He seeks advice from his old flame, Dale. She's a reporter for their hometown TV station, and she is engaged to police detective Joe Wylee (Giles Panton). Dale quickly becomes entangled with Flash in interstellar intrigue. It's no coincidence that Dr. Zarkov, a quirky assistant to Flash's father, also reconnects with Flash at that critical moment. Zarkov warns Flash of a transdimensional rift a tear in the universe's fabric like the one Flash's father was trying to create the night of the fire. That discovery might just turn out to be the least mind-blowing one that Flash will face.

Flash Gordon is an American science fiction television series that premiered in the United States on August 10th, 2007, at 9pm with a special 90-minute premiere episode. The series began filming in Vancouver, Canada in May of 2007. The show's first two episodes were written by executive producer Peter Hume. In this version of the series, Flash's actual name is "Steven Gordon", with "Flash" being a nickname.

The new series, based on the comic strip of the same name and its adaptations, adds a character called Baylin (Karen Cliche), a bounty hunter from the planet Mongo. She finds herself trapped on Earth and becomes a comrade of Flash (Johnson); his former girlfriend, Dale Arden (Gina Holden); and scientist Dr. Hans Zarkov (Jody Racicot), who are able to travel back and forth through a "portal between the two worlds" instead of space ships. In a more subtle change, Ming will not be called "the Merciless" and will exhibit the traits of modern, media-savvy dictators like Saddam Hussein.

This is the fifth entry in this database for Flash Gordon, the first three were made for cinema productions (Flash Gordon (1936), Flash Gordon's Trip to Mars (1938) and Flash Gordon Conquers the Universe (1940)). The fourth installment was the mildly successful Flash Gordon (1954) created in the midst of the success of shows like Captain Video. Since 1954 only the cult classic science fiction film Flash Gordon had been made. So this makes it as the first show based on Flash Gordon in nearly 53 years!

Flash Gordon is an American science fiction television series that debuted on Sci Fi in the United States on August 10, 2007. It premiered in the United Kingdom Sci Fi channel in 2008. The show's pilot episode was written by executive producer Peter Hume.

The series, based on the comic strip of the same name and its adaptations, follows the adventures of Steven "Flash" Gordon (the nickname referring to his running ability), who lives with his mother in Maryland and whose scientist father was apparently lost in a mysterious accident when Flash (Eric Johnson) was 13 years old. Flash's former girlfriend, Dale Arden (Gina Holden), is a television news reporter and is engaged to police detective Joe Wylee. They meet the elder Gordon's eccentric former assistant, Hans Zarkov (Jody Racicot), when rifts in space appear, allowing travel between Earth and the planet Mongo.

Mongo is ruled by the ruthless dictator Ming (John Ralston). Unlike the previous adaptations, he is not normally called "the Merciless" (in this version, it serves as more of a seldom-used nickname) and is instead called "Benevolent Father". He also exhibits the traits of modern, media-savvy dictators, rather than the more simplistic, stereotypically evil characterization of earlier incarnations. Once again, Ming has a daughter, Princess Aura (Anna van Hooff), who is disturbed by her father's brutality. The series adds a new non-human

character, Baylin (Karen Cliche), a bounty hunter from Mongo. She finds herself trapped on Earth and becomes a comrade of Flash, Dale and Zarkov.

The peoples of Mongo live in "cantons", tribal groups that echo the outlandish animal-human hybrids of the original comic strip. The cantons include the Verdan (based on Prince Barin's forest-dwelling people from the strip), the Turin (based on the strip's Lion Men), the Dactyls (the series' version of the Hawkmen), the Omadrians (women who create powerful medicines) and the Zurn (painted blue "Magic Men" lead by Queen Azura).

WR.

DIR.

EPISODES: 22 **YEAR MADE:** 2007 **COUNTRY:** US **SEASONS:** 1

REUNION PICTURES, RHI ENTERTAINMENT, THE SCI-FI CHANNEL (USA), SKY ONE

CREATOR: ALEX RAYMOND

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22

DATE OF PREMIER: 10/08/2007

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Dale Arden GINA HOLDEN, Flash Gordon ERIC JOHNSON, Baylin KAREN CLICHE, Zarkov JODY RACICOT, Rankol JONATHAN WALKER, Aura ANNA VAN HOOFT, Joe Wylee GILES PANTON, Nick PANOU, Ming JOHN RALSTON, Barin STEVE BACIC, Vestra CARRIE GENZEL.

RELATED SHOWS:

FLASH GORDON'S TRIP TO MARS

FLASH GORDON (1936)

FLASH GORDON CONQUERS THE UNIVERSE

FLASH GORDON (1954)

1 - 1 *PILOT*

Distance runner Flash Gordon learns of a secret scientific experiment involving his father, who was thought to have died years ago. Flash's investigation leads him to the mysterious world of Mongo where he and his ex-girlfriend Dale are threatened by the ruthless dictator Ming.

Wr Peter Hume

Dir Rick Rosenthal

1 - 2 *PRIDE*

Baylin is Ming's best bounty hunter, but she is stranded on Earth and decides to live with Flash; Tyrus is sent by Ming to fetch her.

Wr Derick Martini, Steven Martini

Dir Paul Shapiro

1 - 3 *INFESTATION*

Flash and Baylin travel to Mongo to acquire an antidote after Nick is bitten by an alien parasite. Dale is forced to keep Nick unhappy to keep him alive.

Wr Melody Fox

Dir Paul Shapiro

1 - 4 *ASSASSIN*

Flash is shocked after witnessing a familiar face, his father, exit a rift.

Wr James Thorpe

Dir Neil Fearnley

1 - 5 *ASCENSION*

Flash, Dale and Baylin travel to Mongo and learn about the Dactyl ascension ceremony. Meanwhile, Rankol is pressured into opening a rift.

Wr Scott Murphy

Dir T.J. Scott

1 - 6 *LIFE SOURCE*

Ming sends a hunter to Earth on a mission. Meanwhile, Flash, Baylin and Zarkov find a dead soldier.

Wr Melody Fox

Dir T.J. Scott

1 - 7 *ALLIANCES (PART 1 OF 2)*

Flash, Baylin and Zarkov visit Mongo, where Flash learns some surprising information about his father. Barin, leader of the Verdans, seeks to protect his people by guaranteeing their supply of clean water.

Wr Gillian Horvath

Dir Grant Harvey

1 - 8 *ALLIANCES (PART 2 OF 2)*

While helping Flash and Baylin find a way back to Earth, Zarkov is arrested in Nascent City. In the prison cell, an old prisoner by the name of Krebb claims to have met Flash's father.

Wr James Thorpe

Dir Mick MacKay

1 - 9 *'TIL DEATH*

Aura drugs Flash with a love potion causing him to fall in love with her.

Wr Lisa Klink

Dir Morgan Beggs

1 - 10 *CONSPIRACY THEORY*

Genessa (Rankol's bodyguard) abducts Zarkov in an effort to control the rifts. Meanwhile, Flash and Dale are questioned by a mysterious person.

Wr Sheryl J. Anderson

Dir Rick Stevenson

1 - 11 *RANDOM ACCESS*

Joe learns Flash and Dale's secret after he and Flash fall through a rift while fighting. Elsewhere, Baylin and Dale help bring a child into the world.

Wr David Tynan

Dir Patrick Williams

1 - 12 *SECRETS AND LIES*

Flash and Zarkov become deeply involved in a complicated clash between two clans of Mongo. Meanwhile, Joe begins to talk about his "adventures", jeopardising his career.

Wr Peter Hume

Dir Mick MacKay

1 - 13 *SORROW*

Flash and Dale accompany Baylin back to Mongo for Honor Day, a day of remembrance for the lives lost during an environmental catastrophe known as "The Sorrow".

Wr Melody Fox

Dir Patrick Williams

1 - 14 *STAND AND DELIVER*

Flash and Baylin help free the Verden from slavery.

Wr Gillian Horvath

Dir Mick McKay

1 - 15 *POSSESSION*

Joe steals a rift blaster which he uses to visit Mongo. Joe intends to secure photographic evidence of the planet's existence.

Wr Andrea Stevens

Dir Patrick Williams

1 - 16 *THICKER THAN WATER*

Baylin and Zarkov visit Mongo to locate their rift blaster. A Deviate kidnaps Flash and Aura. Back on Earth, Joe's neck implant is activated.

1 - 17 *EBB AND FLOW*

Flash and the team visit Mongo after Rankol steals a body of water from Earth.

1 - 18 *BLAME*

Flash and Aura search for an antidote for a canton whose water supply is contaminated.

1 - 19 *COLD DAY IN HELL*

Flash heads to Frigia, a cold area of Mongo, to free the region's queen.

FLASH GORDON CONQUERS THE UNIVERSE



Earth is being saturated by a deadly dust that spreads 'the purple death', so once more Crabbe sets off in Shannon's rocket (with a new Dale Arden, Hughes replacing Jean Rogers) to do battle with Middleton's Ming the Merciless. Aware of the law of diminishing returns, Universal signalled the end of the Flash Gordon series by killing off Ming at the end of this chapterplay.

This is the weakest of the three serials devoted to the exploits of Flash Gordon; the other two are FLASH GORDON (1935) and FLASH GORDON'S TRIP TO MARS (1938). Most of the footage of the dead planet of Frigea, on which Crabbe mines plante, 'the only known antidote to the purple death', was culled from the 1930 feature The White Hell of Pitz Palu. The serial was produced by Henry MacRae and the cinematographer was Jerome Ash.

WR. George H. Plympton, Basil Dickey, Barry Shipman.

DIR. Ford Beebe, Ray Taylor.

EPISODES: 12 **YEAR MADE:** 1940 **COUNTRY:** US **SEASONS:** 1

UNIVERSAL

CREATOR: ALEX RAYMOND

TYPE OF SHOW: INVASION

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Flash Gordon LARRY 'BUSTER' CRABBE, Dale Arden CAROL HUGHES, Ming the Merciless CHARLES MIDDLETON, FRANK SHANNON, BEATRICE ROBERTS, ANNE GWYNNE.

RELATED SHOWS:

FLASH GORDON'S TRIP TO MARS

FLASH GORDON (1936)

- 1 - 1 *THE PURPLE DEATH*
- 1 - 2 *FREEZING TORTURE*
- 1 - 3 *WALKING BOMBS*
- 1 - 4 *THE DESTROYING RAY*
- 1 - 5 *THE PALACE OF TERROR*
- 1 - 6 *FLAMING EARTH*
- 1 - 7 *THE LAND OF THE DEAD*
- 1 - 8 *THE FIERY ABYSS*
- 1 - 9 *THE POOL OF PERIL*
- 1 - 10 *THE DEATH MIST*
- 1 - 11 *STARK TREACHERY*

FLASH GORDON'S TRIP TO MARS

This sequel to the phenomenally successful Flash Gordon (1936) serial sees Crabbe, Rogers (now sporting black hair) and Shannon on Mars from which Middleton's Ming the Merciless, in alliance with Roberts' evil queen, is stripping the Earth of nitrogen.

Though it lacks both the budget and the pace of the original serial, it has its moments, especially in the clay people, humans turned to clay by Roberts. What is missing is the charming innocence of the original. It was planned to set the serial on Mongo, but after the success of Orson Welles' War of the Worlds broadcast of 1938, the studio changed the setting to cash in on things Martian. The producer for the serial was Barney Sarecky, the cinematographer was Jerome Ash.

The 15 episode FLASH GORDON'S TRIP TO MARS (1938) saw Emperor Ming, supposedly killed off in the first adventure, still alive and allied with Queen Azura of the planet Mars in a plan to drain Earth's atmosphere of a vital element, Nitron. The loss of this element is causing natural catastrophes (hurricanes, tornadoes, earthquakes) that will eventually destroy the Earth. Flash and his friends wind up on Mars where they battled their old enemy in order to save their home planet. While Flash Gordon's alien beings all looked humanoid in their appearance, the characters of the Clay People marked the first alien-looking beings to turn up in filmic space opera.

In its original release, the prints of Trip to Mars were printed on green film stock, adding to the feeling that this was a 'special' serial during its first run. Flash Gordon Conquers the Universe (1940) found Ming, still alive and back on Mongo (after he was quite thoroughly killed off in Mars), engaging in another attempt to conquer the Earth, this time with "The Purple Death", a deadly plague that his rocketships are spreading across the planet. While Buster Crabbe, Frank Shannon and Charles Middleton returned in their familiar roles, Carol Nughe took over as Dale Arden from Jean Rogers, now under contract to 20th Century Fox.

Conquers the Universe is considered to be the best looking of the serials, moving through a fast paced episodes. It is also the serial that probably gave Lucas the idea for his lead-in synopsis scroll, considered by many to be his tip of the hat to the Gordon adventures. Actually, the upward scrolling recaps were being used in 1939 by the studio for all of its serials. In between Trip to Mars and Conquers the Universe, Universal tried to make lightning strike twice by making a deal with the owners of the Buck Rogers comic strip for the rights to produce two serials. Buster Crabbe (who would hold the title for having played most comic strip-based heroes in serials) played the hero in the 1939 chapter--play that was an entertaining episode space opera.

As the 20th century hero waking up in the 25th century, Crabbe's Buck Rogers helped the good guys of the Hidden City bring down the dictatorship of 'Killer' Kane (Anthony Warde), who kept his enemies under the control of hypnotic helmets as a slave labour force called "The Robot Battalion". Allies from the planet Saturn enabled Buck and his friends to bring Killer Kane down. While the beings of the planet Saturn were, as in Flash Gordon, generally humanoid, a strange alien race, the Zuggs, lent a touch of the non-human to the proceedings. But it was Flash Gordon that fans identified Crabbe with and they let Universal know they wanted him back as that character. Plans for the second Rogers serial were scrapped. Following Conquers the Universe, there would be no serial journeys into space to battle evil alien world conquerors until 1951.

WR. Ray Trampe, Norman S. Hall.

DIR. Ford Beebe, Robert F. Hill

EPISODES: 15 **YEAR MADE:** 1938 **COUNTRY:** US **SEASONS:** 1

UNIVERSAL

CREATOR: ALEX RAYMOND

TYPE OF SHOW: SUPERHERO

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

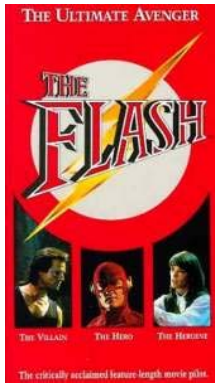
Flash Gordon LARRY 'BUSTER' CRABBE, JEAN ROGERS, FRANK SHANNON, CHARLES MIDDLETON, BEATRICE ROBERTS, RICHARD ALEXANDER.

RELATED SHOWS:

FLASH GORDON (1936)

FLASH GORDON CONQUERS THE UNIVERSE

FLASH, THE



In his civilian secret identity, The Flash was Barry Allen a scientist employed by the Central City police force in the crime lab. Barry had come from a family of policemen, both his father and brother were regular cops who did not fully appreciate Barry's usefulness to the police force. One day while working in the lab, a bolt of lightning hit a shelf full of chemicals which fell on Barry. Barry survived the accident to discover that the chemicals had speeded up his metabolic process, giving him the ability to move so fast that the eye could not follow him.

This also produced the unfortunate drawback of giving him an insatiable appetite. Hoping to find some means to reverse the process. Barry went to STAR Labs and contacted fellow scientist Tina McGee whom he hoped could help him. No way to reverse the effects of the accident could be found and Tina helped Barry control his super speed. Barry eventually decided to use his super speed to become a costumed crime fighter after his brother was killed in the line of duty.

The Flash continued his battle against criminals and at first was thought to be as real as Bigfoot. Although his vigilante efforts were not endorsed by the police department, unofficially they did appreciate his efforts. Tina was the only one who knew of Barry's dual identity (however a P.I. later discovered it). Barry's lab assistant Julio Mendez was totally unaware of it and at first did not even believe the Flash exists. Police officers Bellows and Murphy always seemed to be the ones who find the criminals that the Flash has tied up.

This series is based on a DC comics superhero, the Flash. Based on the classic comic book superhero. "He was an attractive character to me because, unlike the over-powered under-achieving Superman, The Flash had a single super-power -- namely the ability to move extremely rapidly, from which all secondary abilities were derived", said actor John Wesley Shipp. This was loosely based on the H.G. Wells story "The New Accelerator."

Inevitably, all this costumed crusading had a campy feel, but the special effects sequences of The Flash running at super speed were highly effective.

After the huge success of the Michael Keaton Batman film in 1989, someone at CBS must have said let's find another comic book super hero so we can duplicate Batman's success on TV. The result was The Flash. a series based on the DC comic book of the same name. The Flash was a superhero who possessed great speed. Someone unfamiliar with the comic book who picked one up after seeing the series would notice many differences between the series and the comic. In the comic book universe there have been three Flashes. with the third one currently appearing in The Flash comic book. The TV series was based upon the second Flash who first appeared in 1956 and was killed off in the comic book in the mid-1980s, however some elements of the current Flash were incorporated into the series.

The early episodes of the series tended to pit the Flash against common criminals, with costumed foes that he battled in the comic book appearing as the series progressed. Making the transition from comic book to television were: The Trickster. The Mirror Master and Captain Cold. The UK premiere for the series occurred on the 8th May 1992, on Sky One. The executive producers for the series were Dany Bilson and Paul Le Meo.

Cast Credits:

Theme Danny Elfman
 Music Shirley Walker
 Editor..... Frank Jimenez
 Production Designer... Dean Mitzner
 Director of Photography Sandi Sissel
 Producer..... Don Kurt
 Developed by Paul de Meo & Danny Bilson Based on the DC Comics Characters

Director..... Robert Iscove
 Executive Producers..... Danny Bilson and Paul de Meo
 Co-Producer..... Michael Lacoce
 Second Unit Director .. Danny Bilson
 Casting April Webster c.s.a.
 Production Manager..... Paul Cajero 1 st
 Assistant Director,..... Marty Schwartz
 2nd Assistant Director Sever Hirsch The Flash suit
 Conceptual Design Dave Stevens
 The Flash Suit Designer/Creator Robert Short
 Set Decorator Jeanine Gunn
 Costume Supervisor..... Gilda Texter
 Property Master Michael Casey
 Makeup Artist William Myer
 Hairstylist..... Allen Payne
 Transportation Captain Robert Benjamin
 Mural Designs Erni Gil Inc.
 Stunt Coordinator Billy Burton
 Special Effects Coordinator Bill Schirmer
 Second Unit Director of Photography Greg Gardiner
 Sound Mixer Jim LaRue
 Sound Editing Sync-pop, inc.
 Music Editing Abby Treloggen
 Assistant Film Editor David Jimenez
 Visual Effect Supervisors David Stipes & Robert D Bailey
 Visual Effects Editor Peter W Moyer
 Compter Graphics Michael Okuda
 Visual Effects Coordinator Philip Barberio
 Special Video Effects The Post Group
 Hummers courtesy of LTV Missiles & Electronics Group
 Titles and Opticals Pacific Title Pet Fly Productions in association with Warner Brothers 1990.

John Wesley Shipp debuted as The Flash on 20 September 1990 in the US pilot movie which launched the series. It is based on DC Comics The Flash created by Gardner Fox and Harry Lampert. The tv version has an admirably brooding, dark, atmosphere lifted with a strong sense of fun that keeps things from being dull. Barry's dog Earle gets one of the best jokes! The high speed 'flash effect', with its gust of wind and stirring music, is breath takingly well executed using slow-shut-ter (time-lapse) camera work electroni-cally enhanced. While the pilot film se-quence where Barry crashes into the ocean is spectacular it was achieved using a number of 'air cannons' sequentially trig-gered and a touch of computer animation to complete the illusion.

Certain ideas in the film were dropped from the series. These include the track-ing devices Tina (Amanda Pays) added to Barry's Flash costume. It is also, notice-able how 'up market' Tina's lab becomes. During the film it's secreted in a rather ordinary looking street while the series retains the same interior sets (somewhat more spaciouly arranged!), the outside of the building is totally different, and much bigger. Amanda Pays is no stranger to SF television having coached Edison Carter (Matt Frewer) through a number of scrapes in both the original and the Ameri-can versions of MAX HEADROOM, and more recently survived about of the unusual in the company of Fox 'Spooky' Mulder (David Duchovny) investigating on THE X FILES: Fire.

The computer graphics for the Flash were designed by Michael Okuda, who is far better known as one of the key techni-cal advisors on Star Trek, and for his: numerous books about that series. While the movie's credited costume supervisor is Gilda Texter, could this be the same Gilda Texter who, in the '71 Barry' Newman film Vanishing Point appeared as a naked motorcyclist'? An interesting switch of career, if so! Guest stars flashed on the screen dur-ing the series include genre old hands: Mark Hamill (Star Wars), Denise Crosby (Star Trek: TNG) and Corinne Bohrer (Free Spirit) among others. The Flash first appeared in the UK on 8 May 1992, courtesy of Sky One - it was hidden between the adverts if you looked very hard. The series lasted only 22 episodes before being cancelled, in a Flash!

WR. Danny Bilson, Paul Le Meo, Gail Morgan Hickman, Jim Trombetta, Stephen Hattman, Howard Chaykin, Michael Reaves, John Vorhaus, David L. Newman, Jule Selbo, John Francis Moore.

DIR. Robert Iscove, Mario Azzopardi, Gus Trikonis, Aaron Lipstadt, Danny Bilson, Bruce Bilson, Christopher Leitch, William A. Baker, James A. Contner.

EPISODES: 22 **YEAR MADE:** 1990 **COUNTRY:** US **SEASONS:** 1

PET FLY PRODUCTIONS

CREATOR: GARDNER FOX AND HARRY LAMPERT**TYPE OF SHOW:** CRIME**FORMAT:** SERIES**LENGTH (MINS):** 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 22**DATE OF PREMIER:** 20/09/1990**AIR DATE OF LAST EPISODE** 18/05/1991**SEASON DATE BREAKDOWN:****FILMS:**

Barry Allen/The Flash JOHN WESLEY SHIPP, Tina (Christina) McGee AMANDA PAYS, Julio Mendez ALEX DESERT, Officer Bellows VITO D'AMBROSOIO (eps. 1-5, 7-9, 10, 12-15, 17, 20-22), Officer Murphey (eps. 1-5, 7-9, 10, 12-15, 17, 20-22), Joe Klein RICHARD BELZER (eps. 1, 3, 5, 9, 11, 13, 15, 16, 20, 22), Lt. Warren Garfield MIKE GENOVESE (eps. 2, 3, 5, 6, 8-12, 14-18, 20-22), Fosnight DICK MILLER (eps. 3, 14, 16, 17, 20, 21).

1 - 1 *THE FLASH*

Barry Allen, a police scientist is working one night during a terrible thunder storm when a bolt of lightning crashes through the lab window, electrocuting Barry and dousing him in chemicals. Barry survives the accident, and soon learns that he is now able to move at almost incomprehensible speed. Meanwhile Nicholas Pike, an ex-cop turned gang leader, is seeking revenge against Barry's brother Jay. With the help of Tina McGee, a scientist who works with the ultra-advanced Star Labs, Barry constructs a suit that will withstand his super speed and also conceal his identity so that Pike's men won't retaliate against his loved ones. Now Barry must find a way to stop Pike before it is too late.

Wr Danny Bilson, Paul DeMeo**Dir** Robert Iscove1 - 2 *OUT OF CONTROL*

Homeless people are dying and their bodies are disappearing. Tina rekindles a relationship with a former colleague who is an expert in genetic engineering.

Wr Gail Morgan Hickman**Dir** Mario Azzopardi1 - 3 *WATCHING THE DETECTIVE*

A corrupt D.A. hires a private investigator to learn the Flash's secret identity and then tries to blackmail him into working for the D.A.

Wr John Francis Moore, Howard Chaykin**Dir** Gus Trikonis1 - 4 *HONOR AMONG THIEVES*

While arranging security at the Central City Museum, Barry is reunited with an old girlfriend and a former mentor.

Wr Milo Bachman, Danny Bilson, Paul DeMeo**Dir** Aaron Lipstadt1 - 5 *DOUBLE VISION*

A mad scientist uses the Flash as a supernatural force.

Wr Jim Trombetta**Dir** Gus Trikonis1 - 6 *SINS OF THE FATHER*

A murderer escapes from prison to find his loot and kill Barry's father, the cop who put him away

Wr Stephen Hattman**Dir** Jonathan Sanger1 - 7 *CHILD'S PLAY*

An orphan boy has information that incriminates a 1960s cult figure who is trying to make a comeback.

Wr Howard Chaykin, John Francis Moore**Dir** Danny Bilson1 - 8 *THE SHROUD OF DEATH*

Pieces of a broken medallion are the only clues to an unknown assassin who is on a deadly rampage in Central City.

Wr Michael Reaves

Dir Mario Azzopardi

1 - 9 *GHOST IN THE MACHINE*

Barry befriends Doctor Desmond Powell, who was once a superhero called "Nightshade." When The Ghost, Nightshade's old arch-enemy, returns, Powell must return to his hero ways.

Wr Howard Chaykin, John Francis Moore

Dir Bruce Bilson

1 - 10 *SIGHT UNSEEN*

Barry finds himself up against an unseen criminal who traps Tina and her boss in the lab.

Wr John Vorhaus

Dir Christopher Leitch

1 - 11 *BEAT THE CLOCK*

When Julio's old friend - a jazz musician accused of killing his wife years ago - is scheduled for execution, Barry and Julio race against the clock to prove his innocence.

Wr Jim Trombetta

Dir Mario Azzopardi

1 - 12 *THE TRICKSTER*

Barry must protect his old girlfriend, Megan Lockhart, from an obsessed, maniacal criminal who calls himself "The Trickster."

Wr John Francis Moore, Howard Chaykin

Dir Danny Bilson

1 - 13 *TINA, IS THAT YOU?*

When Barry has nightmares about Tina betraying him, she puts them both under her scanner; but something goes terribly wrong. His dreams are transferred into her mind and now she thinks that she is a gang member.

Wr David L. Newman

Dir William A. Fraker

1 - 14 *BE MY BABY*

Barry must protect a woman and her child from her Criminal ex-husband.

Wr Jule Selbo

Dir Bruce Bilson

1 - 15 *FAST FORWARD*

Jay's killer, Nicholas Pike, tries to destroy the Flash with a missile, but instead sends Barry hurtling ten years into the future, where "Mayor" Pike has turned Central City into his criminal empire in Barry's absence.

Wr Gail Morgan Hickman

Dir Gus Trikonis

1 - 16 *DEADLY NIGHTSHADE*

The Flash and Nightshade team up once again as they go up against a Nightshade imposter.

Wr John Francis Moore, Howard Chaykin

Dir Bruce Bilson

1 - 17 *CAPTAIN COLD*

Captain Cold, who freezes his victims to death, is contracted to kill the Flash.

Wr Gail Morgan Hickman

Dir Gilbert M. Shilton

1 - 18 *TWIN STREAKS*

A scientist clones Barry. The clone is physically perfect but emotionally it is still a child.

Wr Stephen Hattman

Dir James A. Contner

1 - 19 *DONE WITH MIRRORS*

Barry meets an old classmate and gets involved in a scheme to rip off Star Labs.

Wr John Francis Moore, Howard Chaykin

Dir Danny Bilson

1 - 20 *GOODNIGHT, CENTRAL CITY*

When a "presumed to be dead" criminal's body disappears, Barry is suspected. The criminal has invented a machine that makes anyone who hears it's strange sound waves fall into a deep sleep.

Wr Jim Trombetta

Dir Mario Azzopardi

1 - 21 *ALPHA*

Barry and Tina befriend an Android who's running from a group of assassins wanting to use her as a deadly weapon.

Wr Gail Morgan Hickman

Dir Bruce Bilson

1 - 22 *TRIAL OF THE TRICKSTER*

The Trickster escapes from his trial and brainwashes the Flash.

Wr Howard Chaykin, John Francis Moore

Dir Danny Bilson

FLIP

A series about Flip, the Federation of Lost International Property.

WR.

DIR.

EPISODES: 13 **YEAR MADE:** 1993 **COUNTRY:** GB **SEASONS:** 1

BBC

CREATOR:

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

FLOWERS FOR ALGERNON

AKA: **ALGERNON NI HANATABA O**

Haru (Santamaria) is a fully grown adult, but only has a mind of a child. He has always been an object of ridicule in his neighbourhood but has a sunny disposition and never let's the tormenting get to him, if indeed he notices that he is the butt of many jokes at all. He adores Erina (Kanno), a teacher at a local centre for the disabled, who cares for him as if he was her younger brother. When Erina's associates at an experimental lanoratory ask for a test subject for a new program, Erina persuades Haru to volunteer. He is pitted against a super-intelligent mouse, Algernon in a series of tests and later undergoes surgery to increase his own mental capabilities. Within days, Haru's IQ has lefpt from 68 to 150.

He becomes a fully functioning adult for the first time and charms Erina, who is tempted to leave her boyfriend and begin a relationship with her former pupil. Haru remains attached to his old "rival" Algernon but notices one day that the mouse's intelligence seems to be reverting back to it's old level. He realises that he, too, may shortly find his new found awareness slipping away and desperately struggles to retain his new life.

In adding science fiction to the mix, this adaptation of Daniel Keyes' tragedy could well be the last word in the disability genre that dominated the 1990s - compare to its comtemporany TRANSPARENT. Keyes' orginial won the 1960 Hugo award as a short story, and an Oscar when filmed as the movie Charly (1968).

WR. Yoshikazu Okada.

DIR. Takehiko Shinjo, Renpei Tsukamoto

EPISODES: 11 **YEAR MADE:** 2002 **COUNTRY:** JAP **SEASONS:** 1

KANSAI

CREATOR: DANIEL KEYES

TYPE OF SHOW: SCIENCE

FORMAT: SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 11

DATE OF PREMIER: 08/10/2002

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Haru YUKSUKE SANTAMARIA, Erina MIHO KANNO, YU YOSHIZAWA, TOMOKO NAKAJIMA, TORU MASSUOKA, KEI ISHIBASHI, HIROMASA TAGUCHI, KANAKO ENOMOTO, AYUMI ISHIDA.

FLYING ATTACK! HYUMAN

AKA: **TOOTSUGEKI! HYU-MAN**

AKA: **GREAT ATTACK! HUY-MAN**



Kyoto Physical Education Instructor Iwaki Junichiro is the epitome of human perfection. With a keen mind and a rock hard body, he is the perfect 'human'. When galactic invaders called 'Flashers' from the 'Skull Nebula' come to Earth with plans of conquest, Iwaki reveals his true form, the superhuman 'Hyu-man'.

During a battle with the Flasher Monster called Giringa and the mysterious 'Grand Flasher', Hyu-Man is defeated and thought killed. Junichiro's equally athletic younger brother, Junjiro then comes forth to reveal that he too is from the 'Hyu-Man' Star and transforms into a second 'Hyu-Man' (red colored). Later Junichiro is resurrected and together the two 'Hyu-Mans' go on to defeat the remaining forces of the Flasher Invaders.

Characters

Who is Hyu-Man

Hyu-Man is a space alien from the 'Hyu-Man' Star in the M - 4 Galaxy ('M' Dai Yon Seiun Hyu-Man Sei). Hyu-Man has the distinction of being a competitor and winner of the 'Inter-Galactic Olympics'. Has a host of superhuman abilities including the following:

'Hyu-Man Arm Punch' - Hyu-Man can shatter steel with this punch skill.

'Hyu-Man Spin Kick' - Hyu-Man can use this kicking attack to knock enemies down with one hit.

'Hyu-Man Beam' - Hyu-Man's 'Hissatsu Kousen' attack (Special Weapons Attack). Uses this against enlarged opponents. From his chest plate armor, he can dispel this disintegration beam that can destroy most opponents.

'Magne-Radar' - From Hyu-Man's crystal-like helmet he can emit an electrical signal that can pinpoint and identify an enemies' body weak points.

In a somewhat 'Peter Pan' fashion, Hyu-Man would draw strength from the supportive cheers of children. To change from human to 'Hyu-Man' form he would flash the 'V' sign (Flash Sign) and twirl around-and-around to transform.

Who are the 'Flasher'Invaders:

The 'Flasher Invaders' hail from the dark galaxy known as 'Skull Nebula'. Led by the skeletal-masked leader 'King Flasher', the Flasher Aliens have come to Earth to conquer the planet and take it as its own. With an army in the thousands and an army of ferocious space monsters, King Flasher will stop at nothing to destroy everything on the planet.

King Flasher can control his minions and monster through electrical command waves. King Flasher's henchmen are the insect-like 'Flashers' who receive their commands via the large antennas on their heads. They can also use these antenna to send out electrical shock waves. Flashers come in two types 'Blue Eyes' who are the generic troopers and 'Red Eyes' who are the Guardsmen to King Flasher.

Other notable Flashers include:

'Grand Flasher' - replaced King Flasher as head of the Flashers. Later retreated back to the Skull Nebula.

'Queen Flasher' - a female Flasher commander. Known for her colorful costume.

'Flasher Pink Mask' - Grand Flasher's female attendant.

'Flasher Black Mask' - Grand Flasher's male attendant. Known for his demon-like mask.

Trivia

Aired around the same time as the original 'Kamen Rider' series.

Was unique in that it was not a filmed television show but rather a stage show that was filmed and then edited for broadcast. While not a 'live' televised broadcast, it still gave the sense of a stage production.

Tanaka Yoshiko later went on to become part of the popular 70's J-Pop singing group known as the 'Candies' (the other two members were Ito Ran and Fujimura Miki). After debuting in 1973 with the song 'Anata Ni Muchu' (I'm Crazy For You), they produced a string of hits including 'Heart No Ace Ga Dette Konai' (I Can't Win <Ace> Your Heart), 'Natsu Ga Kita' (Here Comes Summer), 'Toshi Shita No Otoko No Ko' (Young Boys), and 'Haru Ichiban' (Summer Is Best). At the heart of their popularity, they were as popular as the group 'Pink Lady'. After disbanding in the early 80's, Tanaka went back into acting and starred in a number of film projects. Godzilla fans may recognize her in the films 'Godzilla vs. Biollante' (Toho; 1989) and 'Godzilla vs. Mothra' (Toho; 1992).

Natsu Yusuke has appeared in several movies including 'Noraneko Rock - Wild Jumbo' (Alley Cats - Wild Jumbo; Nikkatsu, 1970), 'Noraneko Rock - Boushou Shudan '71' (Alley Cats - Running Wild '71), 'Truck Yarou - Goiken Muryo' (Wild Trucker - For Your Viewing Pleasure; Toei, 1975), 'Shin Jyoshu Sasori 701 Go' (New Female Convict Scorpion No. 701; Toei, 1976), 'Ame No Meguri Ai' (Interlude In The Rain; Shochiku, 1977), 'Gyakudo No Tsuma Tachi II' (Women of The Yakuza II; Toei, 1987), 'Hana No Furu Gogo' (Flowers Fall In The Afternoon; Office Kadokawa; 1989), and 'Shuryo E No Michi' (Way To Leadership; Museum, 2001). Tokusatsu Fans best remember Natsu as Hayama Joji AKA Skyzer, older brother and one half of the Robot Duo 'Kyodain' in 'Uchu Tetsujin Kyodain' (Space Ironman Kyodain; Toei, 1976).

The awesome Character and Monster designs were supplied by veteran 'Ultraman' costume designer Narita Toru.

Comparisons have been made to the 'Uchu Keiji Series' (Uchu Keiji Gaban and Uchu Keiji Sharivan).

Planning: Shirai Souya

Producer (s): Nakamura Kouichi

Stage Direction: Akawa Shurou

Sound: Goto Masao

Art Direction: Sunema Nozomu, Shingo Fumihiko, Sugematsu Shou

Produced By: Nihon TV, Mo-Bull

Stunts: Furuya Satoshi, Himeno Joji

Theme Song: Toutsugeki! Hyu-Man

Broadcast by: Nihon TV

WR.

DIR. Sunema Nozomu, Shingo Fumihiko, Sugematsu Shou

EPISODES: 13 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:** 1

NIHON TV, MO-BULL

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 12/11/1973

AIR DATE OF LAST EPISODE 27/09/1974

SEASON DATE BREAKDOWN:

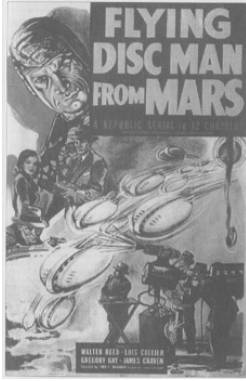
FILMS:

Iwaki Junichiro NATSU YUSUKE (EPS 1-10), Iwaki Junjiro NISHIJIMA TOSHIKO (EPS 11-13), Hoshiyama Rumiko TANAKA YOSHIKO, Hirai Yasubei YASHIRO JUN, King Flasher/Grand Flasher "BEAN PRO", Queen Flasher KAGEYAMA MIKI, Hyu-Man SUDOU YOSHIO, Narrator YAMADA YASOU.

1 - 1 *WHO IS HYU-MAN*

1 - 2 *THE MONSTER SHIBURETA - THREE THOUSAND*

- 1 - 3 *THE BLOOD SUCKING MONSTER DORAGONDA*
- 1 - 4 *THE FLYING MONSTER BURANKA*
- 1 - 5 *KILL! THE MONSTER REDROCK*
- 1 - 6 *THE MONSTER GEJIRU'S DEATH*
- 1 - 7 *MONSTER MEGAHIRUTSU - DESTROY THE TELEVISION STATION*
- 1 - 8 *THE FLASHER KIDS*
- 1 - 9 *DIE KING FLASHER!*
- 1 - 10 *THE HEROIC HYU-MAN'S LAST STAND*
- 1 - 11 *THE RETURN OF HYU-MAN*
- 1 - 12 *THE HYU-MAN BROTHERS' GRAND PERFORMANCE*
- 1 - 13 *FAREWELL HYU-MAN*

FLYING DISC MEN FROM MARS

Virtually a remake of *THE PURPLE MONSTER STRIKES* (1945), this sprightly serial features Gay as the Martian (dressed in the same outfit as Roy Barcroft in the earlier chapterplay so as to be able to use footage from it) who arrives on Earth to prepare for its invasion by Mars. To achieve this Mota (atom spelt backwards), as the Martian is called, has first to rebuild his disc-shaped rocketship - a flying saucer in everything but name - with the enforced aid of scientist Craven (reprising his role from the earlier serial). From his spacecraft he intends to bomb Earth into submission. Reed is the young scientist who becomes suspicious. The well-mounted climax has Gay, Craven and their criminal associates engulfed in molten lava when Reed diverts an atomic bomb so that it falls on Gay's hideout in the interior of a volcano.

In addition to; that from *THE PURPLE MONSTER STRIKES*, the serial featured stock footage from such diverse serials as *KING OF THE MOUNTIES* (1942), *G-Men versus the Black Dragon* (1943), *Secret Service of Darkest Africa* (1943) and *KING OF THE ROCKET MEN* (1949). In 1958 the serial was re-edited and issued as a feature entitled *Missile Monsters*. The producer for the serial was Franklyn Adreon, the cinematographer was Walter Strange and the special effects were created by Howard Lydecker and Theodore Lydecker.

WR. Ronald Davidson.

DIR. Fred C. Brannon

EPISODES: 12 **YEAR MADE:** 1951 **COUNTRY:** US **SEASONS:** 1

REPUBLIC

CREATOR:

TYPE OF SHOW: INVASION

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS: MISSILE MONSTERS (1958)

WALTER REED, LOIS COLLIER, GREGORY GAY, JAMES CRAVEN, HARRY LAUTER, RICHARD IRVING.

FOREIGN EXCHANGE



Plot #1

This show follows the adventures of two children: Brett Delaney from Australia and Hannah O'Flaherty from Ireland. They discover a portal which enables them to travel between each country and experience life in different hemispheres, as well as having adventures along the way.

Hannah O'Flaherty is a normal sixteen year old girl staying at O'Keffee's Boarding School run by Miss Murphy in Galway, Ireland. One day, when Hannah was going down into the basement, she slipped and opened a secret portal to Perth, Australia. On the other side of the portal lives Brett Miller, a typical Aussie teenager who lives with his recently re-married mother Jackie.

Brett gets a job in Hannah's boarding school as a cleaner. Brett's new happy family life, including his new step-dad Craig and step-brother Wayne, cause problems for him and Hannah.

Plot #2

Hannah is a pupil at O'Keefe's Boarding School in the west of Ireland. The school is a slightly rundown pile, presided over by the indomitable Ms Murphy. Brett lives with his mother in Belle Claire House in Perth, Western Australia. She has recently remarried, so with a new 'Dad', step-brother Wayne, and step-sister Meredith, it's a full house for Brett which he's glad to escape from.

Hannah and Brett are chalk and cheese. He's pure Australian teenager, as laid-back and cool as she is intense and determined. But their fascination with the portal brings them together.

Through the struggles to keep their secret and protect each other's identities, they become an inseparable duo. She presents him as the caretaker's new assistant. He introduces her as an Irish friend that he's teaching to surf. Their lives are transformed. She leaves her bed at night to 'portal' through to the Australian beach. Through the portal and past the girls' showers and he's in the regimented world of an Irish boarding school, with a job to hold down.

...Foreign Exchange is a mediocre programme for a pretty good show, a joint collaboration between Irish and Australian TV and Film companies to produce a show, a light on the mind adventure with comedic aspects, which is set in both countries.

Brett Delaney is a 15 year old Australian boy whose mother has gotten married once more, and thus; Brett now has dreaded Stepbrother and Sister to contend with. While fond of his new Stepfather, and his new sister, Meredith, is nice to him, but his new Brother, Wayne, is large, strong, angry and mean. He basically takes over Brett's bedroom, proclaiming that he got there first (despite the fact that Brett had lived there all his life). Brett is angry, and helps Meredith to move stuff into the basement.

They notice a discolouration in the wall, which Meredith thinks is full of bacteria, but as she leaves the room, Brett examines it. He finds a spherical stone in a crevasse, and finds it fits into a part of the wall like a key.

A simple turn, and some cheesy TV-standard effects reveal a portal.

After his Football goes through as a test, Brett locks the door and enters himself. He finds himself in another basement, but unbeknownst to him, it is at the other side of the world.

Exploring the portal's destination, he stumbles across a girls shower, and runs away amidst screams. He discovers he is in a school, an old looking school in a rural area.

With half the school chasing him, he hides in a shed, where he first meets Hannah. She is an Irish girl the same age as him. He finds out that somehow, he is now in Ireland, and although Wary and confused at first, Hannah helps him back to the portal, having gone through herself to see if Brett was delusional.

So ends Episode I, and the two become friends, often visiting each others countries, and getting into adventures (usually mishaps) along the way.

(and Brett is no longer angry, taking the basement as his own bedroom and leaving Wayne to have his own. Hey, who else has a portal to the other side of the world in their room?)

Produced by Dixie Betts line producer , Susie Campbell producer , Ralph Christians executive producer , Hermann Florin producer
Gerry McColgan line producer , Noel Price executive producer

Original Music by John Connolly (main titles) & Philip O'Reilly (main titles)

Art Direction by Francis Taaffe

Second Unit Director or Assistant Director - John Fairhead first assistant director , Amanda Webb third assistant director

Other crew - Heidi Egger production accountant: Ireland, Francois Malhotra production assistant , Catherine McGuigan production accountant: Ireland , Donovan Norgard location manager , Mary Redmond continuity supervisor , Sophie Siomos production accountant

WR. Richard Conroy, Tracey Defty, Marcus Fleming , Annie Fox , Louise Geraghty , Mark Hodgkinson ,Murray Oliver ,Armin Prediger ,John Rapsey, Martein Thorisson ,Vanessa Yardley.

DIR. James Bogle, Declan Eames

EPISODES: 26 **YEAR MADE:** 2003 **COUNTRY:** AUS **SEASONS:** 1

MAGMA FILMS LTD/ SOUTHERN STAR ENTERTAINMENT PTY. LTD.

CREATOR: JOHN RAPSEY

TYPE OF SHOW: TELEPORTATION **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 01/09/2003 **AIR DATE OF LAST EPISODE** 27/12/2004

SEASON DATE BREAKDOWN: Season 1 : 01/09/2003 - 27/12/2004

FILMS:

Brett Delaney ZACHARY GARRED, Hannah O'Flaherty LYNN STYLES, Tara Keegan DANIELLE FOX-CLARKE, Wayne Payne JOEL TURNER, Meredith Payne CHELSEA JONES, Miss Murphy BARBARA GRIFFIN , Jackie Delaney-Payne KIRSTY HILLHOUSE, Craig Payne GREGORY O'NEILL, Ms Langan KATE O'TOOLE.

1 - 1 *THE PORTAL*

When Brett discovers a mysterious portal leading from his basement bedroom in Perth, Western Australia, to the cellar of a boarding school in Galway, Ireland, he can't resist trying it out. Caught near the girl's showers, Brett flees, but is saved by Hannah, a no-nonsense schoolgirl who is about to give him up until he tells her about the portal. With the teachers and police on the lookout for a fugitive, Hannah smuggles her crazy Australian friend back to the cellar and they go through to Perth. Realising that the portal is real, Hannah agrees to keep the incredible discovery a secret and goes back to Ireland. Now that the portal has been opened, Brett and Hannah's lives will never be the same.

1 - 2 *SHARK ALARM*

Hannah portals from Ireland to get her first look at an Australian beach, but finds herself having to explain to Brett's mother why she is in Brett's bedroom at 7.00 in the morning. Brett and Hannah allow the family to believe that Hannah is an international surfer wanting to borrow a board. Within minutes, Hannah becomes a contestant in a surfing carnival and she can barely swim. Desperate to end the embarrassing situation, Hannah triggers the shark alarm, having no idea of the chaos this will cause.

1 - 3 *PRIDE & PORRIDGE*

When Brett is busted on the school grounds by Tara, Hannah comes to the rescue by pretending that Brett

is an exchange student looking for work experience. Seamus the caretaker, is keen for help as he has a plumbing problem, an upstairs toilet that has been the repository of years of unwanted breakfast porridge and is well and truly blocked. Brett solves the problem with some Aussie ingenuity.

1 - 4 *MAGNETIC ATTRACTION*

In the science lab at O'Keefe's, Hannah and Cormac discover the extraordinary magnetic powers of the portal key. In Australia, Brett makes his own discovery, if the key is missing on the other side the portal won't work. Hannah is supposed to be doing her last round of beach cleaning duty and she'll be in trouble with the Beach Ranger if she misses it, but with the portal closed, Brett can't get hold of Hannah and time is running out. Picking up beach litter is bad enough, but having to dress up in Hannah's clothes and wear a wig, really puts a strain on their friendship.

1 - 5 *FATHER'S DAY*

Asking a colourful Irish busker to pretend to be Hannah's father seemed like a good idea at the time. All he had to do was make a phone call so Hannah could have permission to join Brett's family on a boat trip. Getting himself invited to dinner wasn't part of the plan. Back in Ireland, Hannah's real father arrives at the school for Father's Day. Now she has to race back and forth between countries to look after the two dads.

1 - 6 *HOME ALONE*

Brett and his new stepbrother Wayne can't seem to get on, so Craig suggests they go bush for a "bonding" camp. Whilst Brett is away, Hannah decides to portal to Australia and spend a relaxing day at the beach, but the new magnetic security system that Cormac has installed in his room creates havoc. The portal sends a tornado through Brett's home and Cormac gets locked in his room. Hannah's day is ruined, but Brett and Wayne succeed in bonding when Craig has an accident and they have to rescue him.

1 - 7 *LIE LOW*

Keeping the portal a secret has gotten Hannah into a lot of trouble and now she is in Miss Murphy's sights. Having missed her science test whilst diving on a reef in Australia, Hannah persuades Cormac to help her make up marks in the practical exam. Brett thinks that inventing a talking lie detector is not a good idea for people who have secrets. Hannah scoffs until she gets into the exam and finds out that Miss Murphy will be asking the questions.

1 - 8 *NO RETURN*

Keeping the portal a secret has gotten Hannah into a lot of trouble and now she is in Miss Murphy's sights. Having missed her science test whilst diving on a reef in Australia, Hannah persuades Cormac to help her make up marks in the practical exam. Brett thinks that inventing a talking lie detector is not a good idea for people who have secrets. Hannah scoffs until she gets into the exam and finds out that Miss Murphy will be asking the questions.

1 - 9 *PHOTO OPPORTUNITY*

Tara finds a photo of Brett and Hannah on a glorious beach and she is convinced that it's proof of their romance. To keep the photo a secret, Hannah is forced to become Tara's slave, but Hannah is only interested in the photo because an Australian lifesaving boat is in the background. Tara hasn't noticed it, but Miss Murphy might. Explaining how she and Brett came to be on a beach in Australia is going to be impossible, so the photo is going to have to disappear.

1 - 10 *A LOAD OF OLD BULL*

While preparing to be hostess of 'Founder's Day' at O'Keefe's college, Tara sneaks into town to buy a new dress. Brett offers to show Tara a short-cut back to O'Keefe's, but the journey over rocky fences and through muddy fields culminates in them being baled up in a barn by an escaped bull. Tara is terrified and Brett gets a chance to play the hero, saving them by distracting the bull with Tara's new red dress. The dress is ruined and Tara's fury makes Brett wish he'd stayed with the bull.

1 - 11 *KNOCKOUT*

Brett falls off a ladder at O'Keefe's and knocks himself unconscious. He wakes up in hospital and makes the doctor believe that he is concussed by insisting that he lives in Australia. While Brett is kept for observation, Hannah has to cover for him in Perth, by taking his place for his family's big day of spring cleaning. Brett persuades Cormac to smuggle him out of hospital. Brett goes back to Perth, unaware that Hannah has done his cleaning jobs. Brett's behaviour makes his family suspicious and when Hannah arrives, she has to clean up again.

1 - 12 *THE BURGLAR*

When Hannah discovers a silver candelabra from O'Keefe's in Brett's home, she can't believe that Brett is a thief, but when Hannah finds a whole bag of loot hidden in O'Keefe's cellar, she has no choice, but to think the worst. Then Craig recounts the wild story of a burglar who gave himself up to the police,

swearing that he had been zapped to Perth from a school in Galway. To save the portal, Brett and Hannah have to put all the stolen goods back where they belong before the police check out the burglar's story.

1 - 13 *ANOTHER FINE MESS*

Preparing a meal for Jackie and Craig was Meredith's idea, so how did Brett end up doing the cooking? When Brett portals through to Ireland to get Hannah to do it for him, he overhears Miss Murphy and Seamus talking and gets the impression that the school is going to be sold. No school means no portal. Putting the buyer off isn't a problem, but the truth is, the buyer is actually an insurance valuer. All of the defects that Brett has pointed out will have to be remedied before the insurance can be renewed and it's Brett's job to do it and he still has to cook that dinner.

1 - 14 *STICKY FINGERS*

Michael O'Connor claims to operate hotels all over the world, including Galway, so when he asks Jackie and Craig to be partners in a new hotel in Perth and offers Brett sponsorship for the World Surfing Classic, Brett is very excited. Then Hannah and Brett check out the O'Connor family in Galway and discover that Michael O'Connor died over 20 years ago. So who are Jackie and Craig about to do business with and how are Brett and Hannah going to get the evidence that he's a con man, back to Perth without giving away the portal?

1 - 15 *SUNBURN*

Brett is pleased that Hannah has decided to learn surfing, unaware that it's only because she's got a crush on Paul, the handsome young surfer who runs the new surf clinic. Ignoring her studies, Hannah portals to Australia every night to be with Paul at the beach during the day. Sadly, her crush gets crushed when Hannah discovers that Paul already has a girlfriend. Exhausted, Hannah falls asleep on the beach. When Brett discovers that she is about to miss an important exam, he portals to Australia only to find that Hannah is badly sunburned. Back at O'Keefe's, the school matron remarks that Hannah is so red that she looks radioactive which might be easier to explain than being sunburned during an Irish winter.

1 - 16 *TUNNEL VISION*

Tara catches Hannah sneaking out of the school at night and threatens to tell Miss Murphy unless Hannah agrees to take part in her "extreme make-over" assignment. Tara decides that it's not just Hannah's appearance that needs improving, but her entire life, so she follows Hannah 24/7 to ensure that all bad influences are removed, including Cormac. With Tara constantly watching her, Hannah's portalling days are over. The discovery of an old tunnel leading from the cellar of O'Keefe's to the castle ruins provides a solution, but Brett and Hannah have to make Tara believe that Hannah is sneaking out of school again. This proves tricky until they realise that both Tara and Cormac have an interest in stars.

1 - 17 *DOG DOWN UNDER*

Tara smuggles her pet dog Pookie into the school, but while hiding it from Seamus, Brett accidentally sends Pookie through the portal to Australia. After causing chaos in the restaurant, Pookie flees to the beach and is caught by the Ranger. Hannah and Brett have to rescue Pookie from the dog pound whilst at the same time making Tara believe that her dog is still at O'Keefe's and not on the other side of the world.

1 - 18 *BOTTOMS UP*

While Cormac is showing off his interplanetary exploration robot to Martin, the robot follows Hannah through the portal and sends back intriguing pictures. Cormac's computer tracking program seems to indicate that his robot is not lost in the school grounds, but is on the other side of the world. Hannah discovers that Meredith has taken the cute robot on a family picnic in Perth's Kings Park and has to move fast to prevent Cormac and Martin from discovering where the robot really is and how it got there.

1 - 19 *GRANNY GAMBIT*

When Craig tells Wayne to help Hannah take home some food, Hannah suddenly has to have a home in Australia to take it to. Wayne is getting suspicious until Hannah goes to the front door of a house they have passed three times. Before Hannah can get rid of Wayne the old lady owner invites them in. Wayne thinks that the woman is Hannah's wacky granny and escapes. Brett comes to the rescue a little late and ends up inside too. Jackie, who is delivering food to the elderly in the neighbourhood is invited in and is soon joined by Craig and then Meredith. Thankfully no one, but Brett and Hannah understand what is going on especially not the delighted old lady who hasn't had so many visitors in years.

1 - 20 *TOY SOLDIER*

When Cormac discovers an old chest of junk at O'Keefe's, Brett takes what he thinks is a worthless old tin soldier as a birthday present for Wayne. Then Miss Langham discovers that the soldier could be a part of a valuable collection and has the whole school searching through the rubbish to find it. Hannah portals to Perth in the middle of the night to get the soldier back, but Wayne is using it in a "Dungeons & Dragons" type of game he secretly plays with his mates. Brett has to persuade Wayne to let him join the game and win the soldier back.

1 - 21 *HOSTEL*

When Miss Murphy asks about the hostel that Brett claims he is living in, Brett doesn't realise that she is looking for accommodation for her visiting mother. It seems as if Brett's cover story will be blown, but then Cormac asks Hannah to feed the fish in his auntie's house whilst she is away. Brett pretends that this house is his hostel and speaks so highly of the cooking, that the Murphy's decide they want to try it. After a dinner brought by Hannah via the portal from the restaurant in Perth, Mrs Murphy decides that she would rather stay here than at O'Keefe's. All seems lost until Seamus arrives. Mrs Murphy decides that the food of love is tastier than the seafood platter and decides to stay at O'Keefe's.

1 - 22 *BOOK LAUNCH*

The hot new book "Prince Of Roth" is being launched at midnight all over the world and no-one, not even Tara can get an advance copy, but when Hannah realises that midnight in Perth is 8 hours ahead of midnight in Ireland, she decides to portal over and get a copy. Meanwhile, Brett and Cormac have illegally wired into Seamus's satellite dish to watch the soccer final, but all they can get is a kid's show which is doing a live link to Australia where the book is about to go on sale. Unfortunately, Miss Murphy surprises them and then stays to watch the show. Whilst queuing for the book, Hannah uncovers a plot by Wayne to cheat Meredith out of winning a trivia contest. Hannah manages to expose Wayne, but risks exposing her presence in Australia.

1 - 23 *BORN TO BE MILD*

Tara sees Brett riding Seamus's old motorbike around the school and thinks he's cool. To prove that he's cool too, Martin takes the bike for a joy ride and crashes it. He flees the scene leaving Brett to take the wrap. Unable to show the police his passport, Brett escapes through the portal to Perth where Wayne has started a business selling pre-loved junk. Hannah and Cormac know that Brett is innocent and play detective to find the real culprit. Martin looks like he's going to get away with it until Brett makes a last trip to bring Seamus a tank badge he's got from Wayne. He catches Martin out and Cormac records the admission. Martin has no choice, but to confess. His apology to Seamus is overheard by the whole school.

1 - 24 *TRUE NORTH*

When Meredith gets interested in Feng Shui, Craig decides that Brett's room needs renovating and the first thing he'll fix is that ugly rock wall. To save the portal from being plastered over, Brett has to redecorate first and O'Keefe's is throwing out a whole lot of old stage props. In Ireland, the school is on an orienteering course and Hannah's compass is going wild. Each time Brett uses the portal to get props from O'Keefe's, the portal's magnetic energy interferes with the compasses and sends the students off course. If Cormac hadn't issued everyone with a GPS, the entire school would have gotten lost, except for Tara and Martin. Martin isn't using a GPS or compass because he's got a copy of the orienteering map, only he doesn't realise that it's last year's.

1 - 25 *HEIR TODAY, GONE TOMORROW*

Tara woos Brett because she thinks he's a heir, but Hannah discovers that Brett really is one, only it must be kept a secret. Aonghus O'Keefe, inventor of the portal and founder of the school, disappeared over 100 years ago and Hannah is keen to find out where he is buried. Brett isn't interested because Tara believes that Brett is secretly wealthy and has suddenly found him attractive. Finding no grave in Ireland, Hannah searches the cemetery in Perth, but still finds nothing so she turns to Jackie for help. Meredith traces Jackie's family tree and discovers that Aonghus married Jackie's great grandmother. Brett really is the heir to a fortune, but if the portal is to remain a secret, so must this, even if it means that Tara will dump Brett.

1 - 26 *THE PRECIOUS BOOK*

The old boiler in the cellar at O'Keefe's explodes, revealing the hidden diary of Aonghus O'Keefe. Cormac accidentally gets the diary wet, but promises to restore it. With the school in financial difficulty, board member Mr Staunton is urging a sale to rock star Tiffany Brooks who he's invited for a tour. Brett and Hannah escape the egotistic star by portalling to Perth, but are stranded in Brett's basement when Tiffany removes the portal key on the Irish side. Only Cormac has a chance of re-opening the portal, but he doesn't even know it exists. The portal has re-opened, but where has Cormac gone?

FORTUNE HUNTER



Mark Frankel "Fortune Hunter" ©1994 Fox Lathrop/FOX/STV

Carlton Dial was a former British secret agent, like James Bond, who was retired from MI6. Not wanting to let his talents go to waste he got a job with Intercept. Intercept was a company who recovered stolen items for a fee. Dial worked for them on a commission basis and when the series opened he had a perfect record in terms of recoveries. Intercept used all the latest technology to help their agents in the field. Dial preferred to work alone, however in the first episode he was coerced into getting a partner.

Harry Flask who he ends up keeping. Unlike traditional partners Harry never came into the field with Dial. Instead Harry remained in Headquarters where he gave Dial information and advice. Harry did this through the wonders of yet to be invented technology. Harry's room in headquarters contains a huge TV screen which allowed him to see everything which Dial saw. He managed to do this since Dial wore a special pair of contact lenses which contained mini-cameras. These cameras also contain sensors which allowed Harry to scan Dial's field of vision for a wide variety of things. With the aid of a radio receiver implanted in Dial's head and wrist watch that picked up and transmitted audio. Harry and Dial could carry on conversations with each other, although at times this placed Dial into the embarrassing situation of talking to himself. Harry also had at his disposal a huge computer database. With this he could help Dial identify people he had met, provide information on their backgrounds and provide Dial the information that he required so that Dial could go undercover as a member of a profession which he knew very little about.

In 1994 FOX television scored big time by nabbing the NFL football rights away from CBS. In an effort to hold on to the predominately male viewers after the football games were over. Fox decided to try a high-tech action adventure series. Fortune Hunter was that series, it was a cross between James Bond movies and the 1970s TV series SEARCH. It turned out to be a big ratings disappointment and it was taken off the air in five weeks. Fortune Hunter was replaced by a variety of specials before the timeslot was given over to reruns of the first season episodes of THE X FILES. The final episode for the series "Countdown" was not aired during the show's original run.

Although they made 13 episodes for this series, only the first 5 episode was included in the original run before the show was cancelled.

Filled with international intrigue and espionage, as well as style, romance and humor, Fortune Hunter is a one-hour high-tech spy adventure series that follows the exploits of Carlton Dial played by Mark Frankel. Dial is an ex-government agent whose high-risk assignments take him to exotic locales and into extreme danger, all in the name of recovering some of the world's most sought-after items, classified information, complex weapons systems, and the occasional endangered species, which have fallen into the wrong hands for a handsome fee.

Now working as a master agent for the Intercept Corporation, a high-tech global recovery organization based in San Francisco, Dial and his partner, the affable Harry Flask (John Robert Hoffman) execute incredible complex plans to retrieve these valuable items, depending on split-second timing and an astounding array of sophisticated electronic gadgetry.

Suave, charming and self-assured, Dial uses his quick wit and sense of humor to get him out of many precarious situations. A man's man who is irresistible to women, Dial underneath his wink and smile performs his high-risk assignments with deadly seriousness. Determined to keep his perfect success record intact, he depends upon split-second timing and an astounding array of sophisticated electronic gadgetry not to mention his partner, Harry. Dial wears a special contact lens with a built-in camera and an electronic earpiece, so Harry can see and hear everything that Dial does. This also allows Harry to speak with Dial, relaying information to the agent immediately, from the safety of the home office.

As Dial travels the globe, Harry shares dangerous missions with Dial while linked to him by computer. He is in charge of the technological end, seeing and hearing everything Dial sees and hears, and providing the information not readily available to the average person. But much is left to Harry's imagination as the details

of Dial's private life remain well, private.

The humor in their pairing is that each man believes that he is the one in charge. Dial is the agent with "the perfect recovery record," the one who is always in danger, while Flack, the technological wizard, sees himself as "the brains," and lives vicariously through his partner, which often can get Dial into trouble.

Best know to American television audiences for his portrayal of Simon Bolt on the NBC series *Sisters*, Mark Frankel was thrilled to be starring in his first primetime network series and was looking to make his mark felt on American audiences. "I want to put into the series a great level of unpredictability so that you never know what Dial's going to say or do next." According to Frankel, Carlton Dial has "a really great sense of humor, even in the most dangerous and difficult situations a sort of high-energy, sweaty, dangerous feel to it, as opposed to that super-smooth, cool, calm, James Bond feel."

In the US, *Fortune Hunter* aired on Fox from 4 Sep 1994 to 2 Oct 1994. Of the 13 episodes produced, only five were presented to the North American audience. The show has aired in its entirety throughout the rest of the world.

WR. Steven Aspis, Jack Bernstein, Harold Apter, Carlton Cuse.

DIR. Lewis Teague, Jeff Kibbee, Tucker Gates, Vuy Magar, Michael Levine.

EPISODES: 13 **YEAR MADE:** 1994 **COUNTRY:** US **SEASONS:** 1

FOX

CREATOR:

TYPE OF SHOW: SPY

FORMAT: SERIES

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 04/09/1994 **AIR DATE OF LAST EPISODE** 02/10/1994

SEASON DATE BREAKDOWN:

FILMS:

Carlton Dial MARK FRANKEL. Harry Flask JOHN ROBERT HOFFMAN, Yvonne KIM FAZE.

1 - 1 *THE FROSTFIRE INTERCEPT*

In the premiere episode, Carlton Dial is on a mission to Morocco to retrieve a futuristic weapons system stolen by a mercenary industrialist.

1 - 2 *THE AQUARIUS INTERCEPT*

Dial poses as a marine-mammal specialist to retrieve a research submarine stolen from an ocean-study facility. But someone is trying to blow his cover.

1 - 3 *TRIPLE CROSS (A.K.A. THE CORKSCREW INTERCEPT)*

While on a mission to retrieve a U.S. missile stolen in Mexico, Dial is pitted against an old Cold War nemesis who once had Dial imprisoned and who still wants him out of the way.

1 - 4 *HOT ICE (A.K.A. THE WINTER STAR INTERCEPT)*

Dial is asked to find a priceless diamond by the deposed dictator of a small Baltic country. To complicate matters, he discovers that his female contact has a personal vendetta against the dictator.

1 - 5 *RED ALERT*

A Russian satellite containing a poison nerve gas crash-lands in the U.S., sending Carlton with the aid of a lovely Russian scientist (who created the nerve gas) scrambling to find it before a Ukrainian general does. In the midst of all this, the main frame computer is infected with a virus, which means Harry has to move in with Carlton.

1 - 6 *COUNTDOWN*

1 - 7 *THE ALPHA TEAM*

1 - 8 *THE CURSED DAGGER*

1 - 9 *THE DEADLIEST GAME*

1 - 10 *STOWAWAY*

1 - 11 *SEA TRIAL*

1 - 12 *BODY COUNT*

1 - 13 *MILLENIUM*

As if playing 'Buck Rogers' to retrieve a flying jet pack isn't enough, Dial is saddled two new agents in this un-aired episode.

FOURTH DIMENSION, THE**AKA: CHETVARTOTO IZMERENIE**

Original Music by Boris Karadimchev

Cinematography by Dimitar Zhelyazkov

Production Design by Mincho Minev

Total runtime was 204 minutes for the 5 episodes.

WR. Boris Angelov , Yosif Peretz**DIR.** Vili Tzankov**EPISODES:** 5 **YEAR MADE:** 1977 **COUNTRY:** BUL **SEASONS:** 1*BNT/BOYANA FILM***CREATOR:****TYPE OF SHOW:****FORMAT:** SERIES**LENGTH (MINS):** 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Bulgarian**SEASON BREAKDOWN:** (1) 5**DATE OF PREMIER:** 07/06/1977**AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Inzhener Baev ANANI YAVASHEV, VLADKO VASILEV, LYUBEN KALINOV, SNEZHANA IVANOVA, VALCHO KAMARASHEV, TZVETANA MANEVA, BOGOMIL SIMEONOV, YAVOR MILUSHEV, DIMITAR ELENOV, SONYA BOZHKOVA, Tzu YULI TOSHEV, Yana ANETA SOTIROVA, MISTAR SENKO, Georgi KIRILL GOSPODINOV, GEORGI CHERKELOV, MILITZA VALCHEVA.

FRANCE FIVE

AKA: **Musketeers Squadron France Five**
 AKA: **Shin Kenjushi France Five**
 AKA: **Jushi Sentai France Five**
 AKA: **New Sword Musketeers France Five**



Glou Man Chou, ruler of the empire Lexos, desires to conquer planet Earth. However, the Eiffel Tower generates a barrier around the planet that keeps him from sending his armies en masse. Glou Man Chou sends his warriors and monsters to Earth in order to destroy the tower and enable a full scale invasion, but they are opposed by the France Five.

Jushi Sentai France Five (Jūshi Sentai Furansu Faibu?, translated as Musketeers Squadron France Five) (later known as Shin Kenjushi France Five (Shin Kenjūshi Furansu Faibu?, translated as New Sword Musketeers France Five)), is a French series produced by Buki X-1 Productions in 2000s. It is an homage to Toei's ever-popular Super Sentai Series, which was extremely popular in France in the 1980s. There have been four half-hour episodes of France Five made, with a fifth (supposedly the conclusion) underway.

This series is said to be a nod to another Sentai pastiche, Aikoku Sentai Dai-Nippon (Patriot Squadron Great Japan) (1982) by Daicon Films (now Gainax).

Interestingly, the series has become somewhat popular in Japan as well, with singer Akira Kushida singing an original theme for Episode 4. Prior to that point, the themes were French remixes of older sentai theme songs.

Mecha

Jet Charlemagne : Flying fortress, carries the Falcon D'Artagnan and the Johan Of Arc Mont.

Falcon D'Artagnan and Joan Of Arc Mount : Vehicles that combine into the France-Robot.

Machine Chanteclerc : Silver Mousquetaire's rooster mecha.

Original Music by Yannick Rault

WR. Jean Caire , Grégoire Hellot , Frédéric Hosteing

DIR. Alex Pilot

EPISODES: 5 **YEAR MADE:** 2000 **COUNTRY:** FRA **SEASONS:** 1

BUKI X4

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 5

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Albert Dumas (Blue Accordéon) DANIEL ANDREYEV, Extasy NADEGE BESSAGUET, Jean Pétri (Yellow Baguette) THOMAS BLUMBERG, Prodesseur Aristide Brugonde TIBOR CLERDOUET, . Cancrelax OLIVIER FALLAIX, Thierry Durand (Black Beaujolais) GREGORY GOLDBERG, Glou Man Chou DABID GUELOU, Aramis Leclair (Silver Mousquetaire) GREGOIRE HELLOT, Warduke JEAN-MARC IMBERT, Catherine Martin (Pink à la Mode) WENDY ROELTGEN , Antoine Deschaumes (Red Fromage) SEBASTIEN ROUCHET, Margarine EMILIE THORE.

FRANKENSTEIN : THE TRUE STORY



Dr. Frankenstein decides to create a monster from body parts of dead humans. Frankenstein is blackmailed by Dr. Polidori into creating a mate for it.

The first SF mini-series used a highly prestigious scriptwriter and lined up a series of cameo performances by the likes of James Mason, John Gielgud and Agnes Moorehead, but its attempts to fill the available time with melodramatic embellishments to the plot led it sadly astray and it ended up was a weak combination of the overfamiliar and the unnecessary.

A film version of this two part mini-series was also produced and released in 1973. Writers Isherwood and Bacardy, clearly the prime movers in the endeavour, seek to redefine and articulate an aspect of Shelly's novel that is missing from so many of the films derived from it, the relationship between Frankenstein (here Whitting) and the creature (here Sarrazin), which is further intensified by the facial similarities of the two actors. Thus Sarrazin becomes not the 'other' - he is born not as a mangled mass of humanity, but as a beautiful innocent - parallels the emotional collapse of his master who, disgusted with his creation, rejects it.

It is this, rather than the suggested parallels between the characters of the novel and those present while Mary Shelly was writing it (Byron, Shelly and Dr. Polidori) which is made in the prologue, that is the driving force of the serial. Thus, despite his rejection of the monster, Frankenstein finds himself tied to his creation. He is blackmailed by Mason's Dr. Polidori into creating a mate for it (Seymour) and finally he finds the monster on board the ship when he flees, Whereupon, after the monster has killed his wife (Paget), he finally accepts his responsibilities and amongst the Arctic wastes brings down an avalanche that buries them both. The serial was produced by Hunt Stromberg Jnr., cinematographer was Arthur Ibbetson, the special effects were created by Roy Whybrow.

Green lighted by Universal TV as Dr. Frankenstein this production was the dream child of American TV producer Hunt Stromberg Jnr. His ambition was to make a definitive version, which was faithful to the original novel. Stromberg recruited one of his favourite authors, Christopher Isherwood, to pen the script with the American scribe Don Bachardy on hand to oversee the scripts development. Isherwood was also instrumental in convincing Stromberg and Universal that ideal locations could only be found in the UK, despite the novels setting of Switzerland. Stromberg also selected Jack Smight as the director having seen his previous films *The Illustrated Man* and *No Way To Treat A Lady*.

With the production based at Pinewood Studios locations were found nearby at a Kensington hospital and around Denham and Bray. British union rules stated that a majority of the production crew had to come from Britain and so Stromberg set about recruiting the cream of British technicians. Cinemaphotography was handled by Arthur Ibbetson who had worked on *Anne of Green Gables*, *Where Eagles Dare* and *The Railway Children*. Roy Ashton, a veteran of many Hammer Films created the make up for the production, whilst special effects were handled by the *Casino Royale* veteran Roy Whybrow. Production designer Wilfred Shingleton had designed the camouflage used by the Allied invasion fleet in 1944 as well as working on such high calibre films as *The Innocents*, *The African Queen* and Roman Polanski's version of *Macbeth*. Production manager Brian Burgess had previously worked on the Gerry Anderson productions *Thunderbirds*, *Captain Scarlet* and the 1969 film *Doppelganger*. Burgess had recently finished work on Alfred Hitchcock's 1972 film *Frenzy*. Film editor Richard Marden also had distinguished credits with work on such classic productions as *Bedazzled*, *Anne Of A Thousand Days*, *Sunday Bloody Sunday* and *Sleuth*.

Casting wise Stromberg also went for respected thespians to compliment his technical staff. The pivotal role of Doctor Frankenstein was given to Leonard Whiting as Stromberg admired his performance in Franco Zeffereilli's *Romeo and Juliet*. Michael Sarrazin played the creature itself on the strength of his performance in *They Shoot Horses Don't They?* Stromberg had wanted James Mason for the role of Doctor Polidori from the start of production, but the actor had recently tried to get away from typecasting in villainous roles. However, on reading the script Mason readily agreed to undertake the role. David McCallum was assigned the role of

FRANKENSTEINS TANTE

AKA: **LE TANTE DE FRANKENSTEIN**

AKA: **FRANKENSTEIN'S AUNT**

AKA: **MONSTROUS DE TRANSILVANIA, LOS (SPAIN)**

AKA: **TIA DE FRANKENSTIEN, LA (SPAIN)**

The descendents of Frankenstein attempt to carry on his dream in this satirical series of fantastic adventures.

The series was produced by Kurt J. Mrkwicka, the original music was by Guido De Angelis and Maurizio De Angelis, the costume design was by Claudia Stich.

This is an international co-production between Austria, the then Czechoslovakia, the then West-Germany, and France.

The character of White lady was inspired by mass murderer countess Alzbeta Bathory who tortured literally hundreds of maidens to death. According to legend, she was doomed to walk in her castle at nights forever as a white lady. In this series, White lady's name is Alzbeta and in one scene she is luring young girl into underground.

Series was known under its working title "Vnuk Frankensteinovej tety" (Grandson of Frankenstein's Aunt). Since Max is not relative to Frankenstein's aunt, the title was shortened to "Frankensteinova teta" (Frankenstein's Aunt). Finally, the series was aired in Slovakia under the title "Teta" (Aunt).

Premier date was the earliest data I could find for this series, which was the West German date, I suspect that the series was shown in France and the Netherlands in 1990, and former Czechoslovakia in 1987.

WR. Jaroslav Dietl, Joachim Hammann, Juraj Jakubisko.

DIR. Juraj Jakubisko.

EPISODES: 13 **YEAR MADE:** 1987 **COUNTRY:** FRA **SEASONS:** 1

CESKOSLOVENKA RADIO I TELEVIZE / CESKOSLOVENSKA TELEVISA BRATISLAVA / FILMS DU SABRE / FRANCE 3 (FR 3) / MR FILM / SFT KOLIBA / TELEVISION ESPANOLA (TVE)

CREATOR:

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: MINI-SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 01/02/1987

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Wolfskehl FLAVIO BUCCI, Alois (Wasserman) EDDIE CONSTANTINE, Klara BARBARA DE ROSSI, Mrs. Karch MARIA DRAHOKOUPILOVA, Bertha GAIL GATTERBURG, Investigating Judge SANCHO GRACIA, Igor JACQUES HERLIN, Max MARTIN HREBEN, Schmied ANDREJ HRYC, Albert GERHARD KARZEL, Teacher MILAN LASICA, Frankenstein's Aunt VIVECA LINDFORS, Dracula FERDY MAYNE, Henry BOLEK POLIVKA, Sepp (Feuermann) TILO PRUCKNER, White Woman MERCEDES SAMPIETRO, Hans ROMAN SKAMENE.

FRANKENSTIEN (2004)

"A classic tale of undying love. "

Another adaption of Mary Shelley's novel about a scientist who brings life to a creature fashioned from corpses and various body parts.

Someone once told me Dracula is the most filmed story of all time. I'm not sure whether they were only counting films actually named "Dracula" or including films inspired by it. But something tells me Frankenstein is a very close second. When I asked to review the title, I thought this was the USA Network version of the story, which featured Parker Posey. Imagine my surprise when I opened the envelope to find Donald Sutherland, William Hurt, and "Paul Atreides" staring back at me. And worse Hallmark Entertainment was credited as the production company, so right away I knew I was in for the greeting card version of the story. [Ed. note: Hey, they also produced Farscape, Brett!] Maybe it will be brief. No such luck there the box read two hundred and four minutes. Let's say it was the first time I was terrified to sit down and watch Frankenstein, because this was Hallmark's Frankenstein (2004).

This is certainly not going to be anywhere close to the James Whale 1930s version of Frankenstein. First off Luke Goss as The Creature? Luke is a pop star in Britain, and may only be familiar to you as "that first super vamp" in the opening sequence of Blade 2. He is also famous for his forays into musical theatre, and once starred in an on stage adaptation of Plan 9 From Outer Space. He's pretty handsome. Not rugged Mel Gibson Mad Max handsome, but pretty as in Rick Springfield General Hospital handsome (or any member of Duran Duran). And Dr. Frankenstein is portrayed by the star of both of the SciFi Channel's Dune miniseries. He's kinda pretty too. Also featuring Donald Sutherland (Ordinary People, and that '70s remake of Invasion of the Body Snatchers) and William Hurt (Kiss of the Spider Woman). This screams "new take on an old story."

The film was shot in 2003 on location in Bratislava, Slovakia. It has some breathtakingly beautiful countrysides in it, and a real Eastern European village flair. But can someone tell me how Hallmark always gets their movies to look like they were shot in the '70s? There's always this incredible soft gauziness to their camera work it makes me wonder if they have some special patented filter that immediately lets you know what channel the movie should be shown on. The director, Kevin Connor, is a veteran of over forty television productions and Motel Hell, while the teleplay was written by Mark Kruger, who's biggest title has been Candyman: Farewell to the Flesh. At least they both have some horror films under their belts.

This particular adaptation is not centered on the horror story; it combines Mary Shelley's novel with some film conventions to make it a love story a Gothic love story of epic proportions, to be exact. It opens as Victor Frankenstein and The Creature are chasing each other in dogsleds across the Arctic tundra. The good doctor goes down, and is rescued by Donald Sutherland, the captain of an ice ship. Frankenstein begins to tell him his story. Poor Sutherland must have had painful butt sores afterwards, because his story apparently takes three hours. We see Victor's entire life, from childhood to his studies at University to unleash the secrets of life and electricity. We also get to see the life of The Creature, which is a pretty sad and lonely tale throughout. You see, this time The Creature is a sympathetic hero, who looks disturbingly attractive for a reanimated corpse. He has perfect teeth, killer eyebrows, some fabulous cheek bones, and a body that suggests the doctor was getting corpses from 24 Hour Fitness. And yet people still throw stones at him, and chase him from their homes and villages. Okay He could be a Chippendale dancer, and people are afraid of him? Sure. He also reads Milton's Paradise Lost, and talks extremely well. There are scenes where he debates philosophy (which is, in fact, pretty close to the source novel).

I know the love story is supposed to be between Victor and Elizabeth, but honestly this version has me thinking it's a West Hollywood gay fable. Take for instance the creation scene. It's done in Victor's bedroom; he has electrical conduits hooked up to his dead hottie in a bathtub. Victor runs around in a nightshirt, boxers, and jaunty black leather boots. The Creature is lounging in a bath covered only with some gauze strategically placed over his face and privates. He comes to life, and they both swoon and faint. The Creature wakes him by

clasping his face in his hands, in a very sweet motion that made me wonder if they were about to lock lips. They both end up screaming and running into the night (closet cases?); Victor forgets to get dressed. The Creature puts on a suit and stumbles out into the brave new world. The whole time the monster is loose he looks like Cher or Marilyn Manson with a lot less make-up (not too hard to do, come to think of it). Anytime he does anything remotely bad he cries. Yes streams of salty tears issue from The Creature. And he basically stalks Victor, as if to say "If you won't love me then nobody is gonna love you!" It's three hours of watching two men torture each other over an unconsummated love affair.

Maybe The Rocky Horror Picture Show wasn't as much of a spoof as I originally thought. This version has little in the way of gore or horror, so it could be considered family-friendly. Trouble is, the kids may pick up on the more homoerotic elements, and then you'd have lots of explaining to do. Gothic horror is filled with sex anyway. I always thought the real crime of Frankenstein in the novel was that he skipped women in the reproductive process. He made women obsolete, and created his own life without any consummation. So maybe these filmmakers are on to something!

The film is slowly paced, but not unbearably so. It's very pretty in every aspect. Even when people die it ends with them looking as if they're ready to do an Abercrombie and Fitch photo shoot here, death becomes our characters. What can I say? It's no longer a tale of horror as much as it is a fashionable jog through Eastern Europe. Still, there are many sequences that harken back to Shelley's original vision. But why do they feel the need to flesh it out so much and add the accepted Hollywood mythos into the story? I have yet to see a true adaptation of the written story, where voodoo and science bring the monster to life. The acting is fine throughout, and we even get some fun turns from Sutherland and Hurt. They are never central to the story, but they add flavor where needed. If you have someone special in your life who detests horror movies, this is the version to show them.

The DVD is presented in full screen, and the transfer is fine except for grain in some of the darker scenes (of which there are few). There is a very brief featurette, mostly talking with the leads about their approaches to the characters and the story. They seem to think they are making a more compassionate story rather than the typical Frankenstein. It made me think of James Whale, who did succeed in both scaring us and making us sympathize with Boris Karloff's creature. And did it in well under two hours! Here we just want to give The Creature a big hug and have him read some Milton to us. I wanted to hire the Creature as a personal trainer and have him cut my hair. The doctor comes off as the monster here. He keeps rejecting the poor guy, when all he wants is someone to call "Daddy." If you like your monsters full of philosophy and extremely dateable this is your Frankenstein.

Guilty, guilty, guilty! Guilty pleasure, too. The prettiest Frankenstein ever!

Since I was a kid, I am fascinated for the romantic and dramatic tale of Frankenstein, and I have probably seen all the adaptations released in Brazil. This television version was a nice surprise for me: although unnecessary, I liked very much since it is not a simple remake. The locations are wonderful, and the film is very well produced. I liked also the dramatic performance of the unknown Luke Goss in the role of the needy creature; his character clearly expresses the need to be loved and to love. Donald Sutherland is great as usual, and Alec Newman does not disappoint in the role of the scientist Viktor Frankenstein. The DVD released in Brazil has 154 minutes running time, and when I see in IMDb that in USA the DVD has 204 min and in UK, 268 min, I dare to say that the edition in Brazil was perfect, with a fluent continuity. I really do not know which parts were cut, but certainly they were not important.

Produced by Kevin Bocarde supervising producer , H. Daniel Gross co-executive producer , Robert Halmi Jr. executive producer , Roger La Page co-producer , Larry Levinson executive producer , Nick Lombardo co-executive producer , Michael Moran co-executive producer (as Michael Moran) , Therese Ryan co-executive producer , Steven Squillante co-executive producer , James Wilberger producer , Lars Erik Ørgersen line producer: Norway.

Original Music by Roger Bellon

Cinematography by Alan Caso (director of photography)

Film Editing by Jennifer Jean Cacavas

Casting by Gillian Hawser , Matthew Lessall , Lenka Stefankovicova

Production Design by Jonathan A. Carlson (as Jonathan Carlson)

Art Direction by Viera Dandova

Set Decoration by Stano Mozny

Costume Design by Barbara Lane

Makeup Department - Christopher Burdett creature effects designer , Jason Collins supervisor: Almost Human , Gabriel De Cunto makeup department head , Beatrix Dollingerova key makeup artist , Robert Hall special makeup designer: Almost Human , Katarina Horska assistant hair stylist , Martin Jankovic assistant makeup artist , Martin Jankovic makeup artist: second unit , Ludka Kovacicikova second hair stylist , Maria Lojanova second makeup artist , Debbie Mezera office manager: Almost Human Inc , Viera Rajtárová assistant hair stylist , Megan Tanner makeup artist: Luke Goss , Stefania Zarecka key hair stylist

Production Management - Amy Chance production supervisor , Norma Kleinová assistant production manager: Slovakia , Norma Kleinová production manager: Norway , Pearl A. Lucero assistant production manager , Richard Morain post-production supervisor (as Richard Morain Jr.) Marian Postihac production manager: Slovakia , Tony Roman post-production supervisor , Therese Ryan executive in charge of production

Second Unit Director or Assistant Director - Réka Belsô second second assistant director , Brano Binda first assistant director: second unit , Michelangelo Csaba Bolla first assistant director , Miro Gábor second unit director , Peter Palka second assistant director , Lukas Zednikovic second assistant director: second unit

Art Department - Tomas Bakocka swing gang , Tomas Berka construction coordinator , Peter Cuvarsky greensman , Sylvain Despretz storyboard artist , Milan Jaycay props: second unit (as Milan Jajcay) , Peter Juhász lead man , Juraj Kriha set dresser , Lubomir Ondrus draftsman , Igor Pavlovic swing gang , Martin Ragala props: second unit , Jana Rostasova draftswoman , Ivan Varinsky construction buyer Dalibor Vasica construction foreman , Jeanina Vasilescu assistant art director (as Geanina Vasilescu) , Jan Ziska swing gang

Sound Department - John Brasher sound mixer , Jason Brennan sound engineer , Paul J. Diller sound effects editor (as Paul Diller) , Roberto Domínguez foley mixer , Mark Ettel sound re-recording mixer (SFX Mixer) , Eric Hoeschen foley artist , David Lynch sound effects editor Rick MacLane sound engineer , Juraj Oravec boom operator , Peter Polak boom operator , Paul Ratajczak sound mixer , Carl Sealove music editor , Trevor Sperry adr mixer , Marco Streccioni sound engineer , Otis Van Osten sound effects designer , Otis Van Osten sound supervisor , Boyadjiev Vladislav sound assistant , Michael Wetherwax dialogue editor , Kenneth Young sound effects editor (as Ken Young) , Lorita de la Cerna adr mixer

Special Effects by Tissi Brandhofer special effects supervisor , Milan Rakicky special effects assistant , Suli Rakicky special effects , Jozef Taptik special effects: second unit

Visual Effects by - Roland Friedrich flame artist , Miro Gal flame artist , Helena Keslova flame artist , Vít Komrzy visual effects coordinator Viktor Muller visual effects supervisor , Peter Nemeč flame artist , Jiri Stamfest matte painter , Jan Vseticek visual effects producer , David Vána flame artist , David Vána visual effects supervisor

Stunts - Marek Borik stunts , Tomas Celec stunt double , Monika Fiserova stunt coordinator , Vladimir 'Furdo' Furdik stunt coordinator , Stefan Gal stunt driver , Michaela Hornanska stunt double , Marek Horvath stunts , Miroslav Kadlecik stunt double , Branislav Martinak stunts , Lubomir Misak stunts , Michael Sandala stunts

Other crew - Cassandra Barbour rights and clearances , Dara Brewer account manager , Stefan Bucka first assistant camera: second unit Vladimir Burianek assistant location manager , Pavel Cizek assistant location manager , Todd Dusenbury dailies colorist , Ivan Fabo electrician , Viktor Fancovic first assistant camera: second camera , Matt Fitzsimons production executive , Michael Frayeh first assistant accountant , John Frick post-production accountant , Rudolf Fricman accountant: Slovakia , Jana Garajova assistant to producers , Rasto Gore best boy electric , Charlotte Grau colorist , Karin Grofova assistant: Luke Goss , Miro Gábor cinematographer: second unit , Roman Hloben electrician , Milan Hulik

location manager , Peter Hyks camera operator: second camera , Bill Jacks staff production associate
 Jana Janková on-set costumer , Rasto Janosik electrician , Ladislav Janostak camera loader ,
 Tomas Juricek camera operator: second camera , Samir Kadric rigging best boy , Veronika
 Keracikova production secretary , Renata Kerulová on-set costumer , Renata Kerulová wardrobe:
 second unit , Juraj Kralik assistant accountant: Slovakia , Thomas Kruger assistant editor , Rasto
 Kuril set production assistant , Jeff Levy chief lighting technician , Julius Liebenberger second
 assistant camera , Marek Mackovic key production assistant , Vlado Magal assistant location
 manager , Dusan Majtas dog wrangler , Maeve Mannion production accountant , Borys Mecele
 tailor , Juraj Ocnas armorer , Peter Ochaba electrician , Silvia Panakova assistant production
 coordinator , Robert Pfeffer production accounting manager
 Jan Popiden assistant editor , Marek Pospesch dog wrangler , Viliam Richter transportation
 coordinator , Miroslav Sarlej generator operator
 Zdeno Seman grip: second unit , Frank Sharp post-production coordinator , Jeremy Sherlick
 assistant editor , Laura Sivakova script supervisor , Jan Skerda grip , Jan Skerda key grip: second
 unit , Miroslav Skultety electrician , Martin Stubniak transportation captain
 Jana Sukenikova script supervisor: second unit , Stefan Sulo set production assistant , Stanislav
 Supek electrician: second unit , Darina Suranová costume supervisor , Joseph Takacs first
 assistant camera , Emil Tardik best boy grip , Richard 'Yogi' Vadovic office production assistant ,
 Lubomir Velicky generator operator , Steven Weigle development assistant , Tony Whitman key
 grip , Tami Wineberg unit publicist , Ken Woroner still photographer , Dale Wyatt dialogue
 coach , Peter Zalubel second assistant camera: second unit , Jozef Zeman dolly grip , Rasto Zrnec
 second assistant camera: second camera.

Distributors

MRA Entertainment Group (2006) (Australia) (DVD)

Special Effects

Almost Human Inc.

UPP

Other Companies

Mercury Sound Studios sound services

Rex Post additional adr recorded at

SIF 309 Film & Music Productions film score recording

The Post Group online services

Vocal Yokels loop group

Goofs:

Continuity: In re-animation scene a cloth covering "Monster's" face is inside his mouth in one shot. In all other shots the cloth just covers the mouth.

Continuity: As Eva is counting the ducks in the pond, the water is brown and murky. However, when the Creature is standing over her, the water is clear enough to see his reflection.

WR. Mark Kruger (teleplay)

DIR. Kevin Connor

EPISODES: 2 **YEAR MADE:** 2004 **COUNTRY:** US **SEASONS:** 1

HALLMARK ENTERTAINMENT

CREATOR: MARY SHELLEY

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: MINI-SERIES

LENGTH (MINS): 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: 11/09/2004

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

The Creature LUKE GOSS, Victor Frankenstein ALEC NEWMAN, Caroline Frankenstein JULIE DELPY, Elizabeth NICOLE LEWIS, Justine MONIKA HILMEROVA, Captain Walton DONALD SUTHERLAND, Professor Waldman WILLIAM HURT, Lieutenant TOMAS MASTALIR, Farmer MILAN BAHUL, Young Elizabeth LIANNA BAMBERG, Timid Servant GABIKA BIROVA, Agatha EDITA BORSOVA, Young Victor SONNY BROWN, Graverobber #1 PETER BZDUCH, Father Beaufort GORDON CATLIN, Master Crewman VLADIMIR CERNY, Young Henry SAMO CHRTAN, Chief Justice IVO GOGAL, Graverobber #2 ADY HAJDU, Magistrate ANDREJ HRYC, Farmer's Wife ANNA HULMANOVA, Victor

Frankenstein's Father MARK JAX, Fullbright DAVID JENSEN, Innkeeper LACOE KERATA, Frederick ONDREJ KOVAL, Peasant #2 MATEJ LANDL, Dr. Vandenberg ROGER LA PAGE, Felix OLIVER LE SUEUR, Young Crewman JIM LIBBY, Professor Krempe IAN MCNEICE, Officer #2 DADO NAGY, Landlord PETER RASEV, Man blind who plays violin JEAN ROCHEFORT, Clerval RICHARD ROWLANDS, Father Francis PETER SIMUN, Peasant #1 STANO SLOVAK, Henry DAN STEVENS, Officer #1 FRANTISEK TROCHTA, Eva HANNAH VAN DER WESTHUYSEN, Kirwin MICHAEL WALDE-BERGER, William Frankenstein DANIEL WILLIAMS.

FREAKYLINKS



Freakylinks premiered on FOX in fall 2000. This sci-fi drama utilizes the power of the Internet to recount tales of the unexpected. From his home base deep in central Florida, webmaster Derek Barnes was content running FreakyLinks.com, an underground web site devoted to debunking paranormal mysteries. Until the day when images of his long-deceased twin brother Adam - showing him still alive - showed up in his e-mail. Now following the trail to uncover this seemingly impossible occurrence, Derek, together with his brother's ex-fiancée Chloe, finds himself immersed in a subculture of the strange and unusual. He learns that sometimes the impossible is, indeed, possible. In a television first, the series will exist simultaneously on television and on the Internet, allowing series viewers to delve further into the show's mythology via the web site, www.FreakyLinks.com

Freakylinks premiered on FOX this past Friday night, October 6th, and if originality is what you're looking for on tv this year - this is the show for you. It's from the creators of the Blair Witch Project and if you didn't like Blair Witch you've got nothing to worry about because Freakylinks is nothing like it, mainly because this series has a plotline. The only resemblance to Blair Witch is the hand-held camera that we, the viewers, often get to watch the action through. For me this only adds to the originality and eeriness of the series.

The premise of the show is based upon the Freakylinks website that documents paranormal activity. The show is a nicely blended mix of the weirdness of Poltergeist, the subject matter of the first few seasons of The X-Files, along with the best elements of Millennium and many new twists of its own.

The series revolves around Derek Barnes, played by Ethan Embry (most recently from the film Can't Hardly Wait), who, after his brother died, took over the Freakylinks website and all the paranormal investigation that goes along with it. The first episode explored the mystery and supernatural nature of his brother's death.

The second episode "Subject: Three Thirteen" was very up-with-the-times due to the renewed popularity of The Exorcist and the new Winona Ryder film Lost Souls. Derek and his crew are contacted by a worried husband whose wife, Vicki, is eight months pregnant and seemingly possessed. This becomes a race against time for the Freakylinks group because Vicki has been exhibiting all kinds of strange behavior, from pouring gasoline all over herself to playing flawless piano pieces (she never had any interest in music before), to emitting possessed screams and choking on and spitting out oil as if it were vomit.

All of this occurs right around 3:13 a.m. each night. Eventually, the group is led to a missing girl whose name is spelled out in a toy set of baby's blocks in Vicki's future baby's bedroom. Derek and his crew determine that the missing girl is trying to make contact through Vicki. All the clues lead them to a sewage pit used as an oil runoff near an abandoned business.

Derek finds the dead body of the girl inside the pit. A few twists come next, and I won't ruin them in case you want to catch this episode in reruns, but in essence, the least expected good-guy turns bad and winds up being the real killer of the young girl. The group uncovers the truth through Vicki's possession.

The effect of using the hand-held digital camera views really adds a welcomed and suspenseful flare to the mix. This effect creates a 'claustrophobic' feeling because the viewers are only able to see what Jason (Karim Prince - the group's cameraman) allows us to see. The viewer is constantly aware there is more going on outside the camera's view, which adds to the suspense by not knowing what is going to pop up next.

FOX has been using the tagline "Witness something freaky from the creators of the Blair Witch, it's a website with a life all its own," as a tagline and it's very appropriate because the web site for the show at <http://www.freakylinks.com> really does have a life of its own.

On the site you can: look into Derek's diary dating back to 1998 featuring soundbites and written journal entries, post and reply to messages about paranormal activity, look up terminology used in the show in the "Freak-o-pedia", email Derek and a lot of other freaky-stuff. FOX has gone all-out with this show by creating

something behind the mutilations.

Wr Russel Friend, Garrett Lerner

Dir Scott Lautanen

1 - 6 *SUBJECT: THE HARBINGERS*

The Freakylinks group head out to Cassadega, Fla., to investigate a group of psychics. However, they find a greater evil lurking within the small town. Derek learns his dead brother, Adam, may have come upon the town prior to his untimely death. As the evil forces begin the dissipate, Derek races with the clock to discover the secret before it's too late.

Wr Juan Carlos Coto

Dir Jay Tobias

1 - 7 *SUBJECT: STILL I RISE*

Folks start seeing "Elvis-like" sightings of a rapper believed to have been gunned down. Derek and the group investigate and learn the rapper is really alive and faked his death to avoid supernatural pursuers. The group try to solve the mystery and protect the rapper at the same time. They must discover whether there is truth in his claims or whether this rapper is his own worst enemy.

Wr Adisa Iwa

Dir Joe Napolitano

1 - 8 *SUBJECT: ME AND MY SHADOW*

Through her counseling, Chloe meets a boy who is afraid of his own shadow. Literally. He is convinced that there is some evil presence that lurks in his shadow and that it is coming after him. Though she treats this as a psychological problem at first, once Chloe sees some things that even she can't explain away, she brings in Derek and the Freakylinks gang.

Wr Mark Verheiden

Dir Thomas J. Wright

1 - 9 *SUBJECT: THE STONE ROME*

Derek heads for Baltimore, MD to help Jason investigate supernatural strangeness at his estranged father's law firm.

Wr Juan Carlos Coto

Dir David Grossman

1 - 10 *SUBJECT: LIVE FAST, DIE YOUNG*

Derek and the gang discover a group of "adrenaline vampires," after watching footage of a man jumping off a bridge 200 feet high and landing unharmed.

Wr Michael R. Perry

Dir David Barrett

1 - 11 *SUBJECT: POLICE SIREN*

A police video shows a woman was in the rear of a car just before it exploded, but the only body at the scene is that of the officer who tried to rescue her.

Wr Adisa Iwa

Dir Randy Miller

1 - 12 *SUBJECT: SUNRISE AT SUNSET STREAMS*

To secure money for Chloe, Derek lies and denies the potential presence of a mythical creature at a retirement community. Then, a sudden death forces him to come clean.

Wr Russel Friend, Garrett Lerner

Dir Bill L. Norton

1 - 13 *SUBJECT: THE FINAL WORD*

The FreakyLinks crew is at the center of a news investigation that follows them as they attempt to exonerate a murder suspect by proving that the true culprit was anything but human.

Wr Mark Verheiden

Dir David Straiton

FREEDOM



Four rebels band together to fight against totalitarian rule in the United States of the near-future. In this episode: The unit must rescue the kidnapped family of a former U.S. general.

This is without a doubt, one of the finest shows on television today. It's not the best, but one of the very best. What you have here in Freedom is a well cast, well written, and well balanced show. The characters are not the typical formulaic ones. Londo is the clever, one liner kind of guy but he can back it up. Usually these characters are over the top, but in this show is plays perfectly. Decker is the soft spoken, but tough as nails leader, wanting revenge for the death of his wife, and his son who was taken from him. This also is a nice departure, as he is a very complex person who you have to watch in an episode to understand what I mean. As it is hard to describe, it's something you need to see for yourself. Becca, is the strong, fast, and agile female, whom while she doesn't talk much, she sure makes for a well rounded character. She has her comedic moments, and serious ones, and she is so graceful on the screen, not to mention beautiful, she makes for probably the breakout character in the show. Then there is James, otherwise known as "J." He is the loyal, but not afraid to tell the truth, no nonsense kind of guy. Who uses his pent up anger to fight. All these characters have their own sense of humor to them, that really fleshes out how real they are. The actors who play these characters, have been given a role that fits them to a "t." That really showcases their talents. You can click on their names to see their other works, but these are very capable actors, who I think have been given the show of a lifetime. They have a great chemistry with each other, the play off each other so well, it makes the show more believable.

The show blends very well a mix of everything. From the camera angles in the slo-mo action scenes, to the wicked scoring by Eddie Jobson. The show is very smooth visually. Yet it is also smooth mentally, the stories thus far for the episodes have been extremely solid. They have proven to be very tight, intricate and neatly tied together. The second episode had many sub-plots that proved to make for one hell of an episode, that really showed off how good the writing is. The show does not insult the audience at all. It's very reminiscent of First Wave, in that Freedom more than respects its audience. It rewards us for watching and doesn't hit us over the head with action. There is really excellent dialogue in the show, and the writers do not give away much through the episode. You think one thing will happen, when they do something else. There is a real balance to this show.

The fights themselves are well done, and turn out very natural and just have the right flow to them. The stunts that get the slo-mo speed really show off what the show can do for action and eye candy. It's Matrix-like, but it is not the Matrix. The stunts here are grounded in reality, and do not go beyond that. That adds credibility in my book. It's refreshing to see a clever show with so much heart come up on UPN. In the end this show is about one thing, standing up and fighting for what you believe in. There's no greater message in this world to convey, and with everything else this show has in itself. It truly is nice to see UPN supporting high quality television in the show known as Freedom.

Two years prior to the events in Freedom a series of major catastrophes had thrown the United States of America into chaos. First, wide scale war in the Middle East. Then the US stock market collapsed, thrusting the country into a period of violence and disarray. Air Force One was shot down, killing the President, and the Joint Chiefs of Staff placed the country under martial law.

The four main characters, Owen Decker (Holt McCallany), James "Jay" Barrett (Darius McCrary), Londo Pearl (Bodhi Elfman), and Becca Shaw (Scarlett Chorvat) were all members of various branches of the military who were imprisoned after refusing to go along with a military coup.

For Decker, however, imprisonment was the least of his worries. His wife had been killed by Colonel Devon (James Morrison) when the military had come to arrest him. The four spent over fifteen months enduring the hardships of prison life; the food, the beatings, the forced fights, and a particularly nasty form of punishment known as "the rat cage" for disobeying orders.

Freedom premiered on Friday, October 27th, 2000 at 8:00PM on UPN. The series was aired as part of UPN's Friday night two-hour action/adventure block, made up of Freedom and Level 9, which followed Freedom at 9:00PM. The series was produced by Joel Silver, the man responsible for 1999's blockbuster *The Matrix*. UPN hoped to tap into the young male demographic with plenty of martial arts.

Initial response to the series had been hampered by the fact that the pilot was unavailable during the usual September review period, which precipitated the late premiere date for the series. Overall, the series was mostly panned for its outrageous fight scenes and implausible premise. Still, it delivered what it promised, non stop action sequences filled with kickboxing, flips and plenty of explosions.

The premiere episode drew roughly 3.6 million viewers which was almost thirty percent higher than the Friday Night Movie was averaging during the 1999-2000 season but ironically a bit lower than the one-off reality special that the network had plugged into its schedule the week before. However, ratings tumbled quickly and the series was averaging only 2.6 million viewers by early December and was regularly ranked last in its timeslot and second-to-last in the weekly ratings.

"Still after a year and a half I still feel sick that freedom was canceled, You know what I would like to do go to the upn HQ and kick Dean Valentine in the ass(ceo of upn) and fire his entire programming dept. because it's painfully obvious that they have no idea what they are doing they still can't keep any good show's on."

In the pilot episode, after each of the characters is confronted and arrested by members of the Regime, they eventually escape from prison with the help of the Resistance, a nation-wide network of freedom fighters trying to bring democracy and order back to the country.

Thus, each episode saw the four battling their way through some manner of important mission for the Resistance. Colonel Devon was keen on hunting down Decker and the group had almost weekly run-ins with the Regime. They also had to contend with racketeers taking advantage of the lawlessness rampant throughout the country.

The second episode, for example, saw the team attempt to steal prison codes from the Regime, only to be stuck dragging a young woman (played by the late Kellie Waymire) along with them as they fled Colonel Devon and his goons. In another, featuring a guest spot by Verne Troyer, the team attempted to buy a few Stinger missiles. Things got complicated when the missiles were stolen.

Preview For "Assassins" When the Federal Reserve Chairman wants to defect and join the Resistance, Decker & Co. are sent in. But the Chairman's daughter is convinced the Resistance is made up of terrorists. With \$10 billion on the line, the team has to work fast to safeguard the Chairman and his family.

The next episode involved an important meeting between several leaders of Resistance cells. After their plane crashes, stranding the team and the resistance leaders, a cave-in catches the group off-guard. As if that wasn't enough, one of the leaders was a traitor.

Scarlett Chorvat's character of Becca Shaw got a moment to shine in an episode titled "Siege," in which her estranged brother was captured by the Regime. The team has been ordered to blow up the floating central command of a deadly Regime killer. Decker, Jay and Londo are captured and it is up to Becca and her brother to save the day.

The final episode, broadcast January 5th, 2001, involved a small town and a deadly toxin that the Regime wanted. After Londo is infected and Becca is captured, Jay and Decker have to join forces with local teenagers to find an antidote. Disappointed with the low ratings UPN cancelled Freedom after only seven episodes had aired, replacing it with a comedy series entitled *Gary & Mike*.

"It was a great show and I can't stand when shows such as this one are overlooked because of an enormous amount of interest in the watered-down shows in which compete against them. :o("

LuvBash* A total of twelve episodes of Freedom were produced. Level 9 was kept on for an additional two episodes before also getting the boot. In perhaps a somewhat amusing twist for the few fans of Freedom angered at the show's cancellation, the series tied for 151st for the season with an average rating of 1.6 while *Gary & Mike*, the series UPN replaced Freedom with, was 156th. Level 9 ranked 158th.

In January of 2001, when the series was pulled from UPN's schedule (technically placed on hiatus, not outright cancelled), there were rumors that the remaining five episodes would be burned off during the summer repeat season. As of February 2006, however, those last five episodes have never been broadcast in

the United States. Four episodes of Level 9 also remain unaired, out of a total of thirteen produced.

Only a few months after UPN stopped airing the series in the United States, the Warner Channel in Brazil began broadcasting episodes of Freedom on Tuesdays at 9:00PM. All seven episodes were aired. And they were shown again. And then again. Following the airing of the last episode for the third time a new, different episode was shown. Throughout April of 2001 several of the unaired episodes were seen in Brazil, perhaps for the first time anywhere.

Still From "Return" In May of 2001 the actual "final" episode aired, the 12th episode of the 12 episodes originally ordered by UPN. Entitled "Ransom" the episode actually brought the series to a close, wrapping things up and seeing the characters go their separate ways. The series continued airing in Brazil.

Episode summaries for the five unaired episodes were provided by a fan of the series from Brazil who was kind enough to write them up as well as an anonymous source who worked on Freedom, who wished the entire series could have aired. A big thank you to Rosana from Brazil and the anonymous source for these summaries:

"Thieves"

In this episode Decker found his son and he almost gets [to] rescue him. [T]hey get in the Regime Operational Complex Building to rob a list [containing] the collaborators' of the Regime names, when Devon get[s] in the building to capture them.

"Return"

A Resistance agent in a Regime-run women's prison. The team must infiltrate and evacuate before a sadistic doctor manages to crack their target. A character from "Alpha Dogs" returns.

"Live Wire"

A meeting of the top former politicians and the top military brass set the stage for a living bomb scare. A fake "Military Threat" allows the Regime to clear out their people, but the team has to fight top security in order to 'save the senators'. *Watch for Dedication*

"Mind Game"

A mind control lab in a Regime prison. The team must rescue a Resistance agent, but Decker is drugged and caught in an elaborate ruse. The team must find and assist him before he gives away vital information.

"Ransom"

With Devon and Ten Zulu closing in, the team matches wits with a gang leader from Jin's past. The prize? Nothing less than the Regime's operating system. Listen to the closing lines of the series here.

"SBT, the 2nd bigger brazilian TV station is reprising Freedom, ALL episodes, including the one that not have being shown in USA :) To be truth, it is being reprised here since 2002, but only now they are caring about to advertise it :))"

Fernando After premiering in Brazil in early 2001 the series then went on to air in Greece in July, the Netherlands and Canada (on GlobalTV at 2:00 in the morning) in August, and in Israel in September. Freedom kept going. In April of 2002 the series was still airing in Brazil, the same twelve episodes running over and over, this time on another station.

In January of 2003 the series began airing in Malaysia and in Australia (Channel Nine) on May 23rd, 2003. Freedom also aired in Poland, although exactly when it aired is unknown. In July of 2003 it was still being shown in Brazil, on Saturdays. This is the last known airing of Freedom anywhere in the world; over two years after UPN canned the series, it was still being broadcast.

In addition to the five unaired episodes that were shown in other countries, there was one other episode that international viewers were shown. The original, unaired pilot episode for Freedom, one that starred Vincent Spano and Lance Henrikson. Midway through 2000 UPN began airing short promotional spots for Freedom. These promo spots, some were only six seconds in length, contained scenes from the original pilot episode.

Early UPN Promo For viewers in the United States, these promos contain the only footage available from the original pilot. As with many television shows, Freedom's first episode was reworked, rewritten and refilmed before hitting the airwaves. There were cast changes in addition to script changes. The overall feel of the pilot was changed.

"freedom just ended in south africa tonight and it ended with the original episode of freedoms pilot which was

brilliant but not the same without holt.
Anyway ciao"

The character of Owen Decker (played by Holt McCallany), was absent from the original pilot. Instead, a similar character by the name of Colonel Cally Beach was portrayed by actor Vincent Spano. Also missing was Georg Stanford Brown and his character of General Walker Young. Lance Henrikson played a Mister Young, who fulfilled the same role as General Walker Young, more or less.

According to Hans Tobeason, the creator of Freedom UPN executives were not happy with the name Cally Beach and they did not believe that Vincent Spano could pull in the coveted young demographic. So the role was recast. As for Lance Henrikson, he was simply too expensive and his role was recast as well.

Freedom was created by Hans Tobeason, who also executive produced and wrote for the series. Mr. Tobeason has been writing for television since the early 1990s and has worked on *seaQuest DSV*, *Now & Again*, *The Adventures of Brisco County, Jr.*, and more recently he has written episodes of *Star Trek: Enterprise* and *Birds Of Prey*.

As creator and executive producer of Freedom, Mr. Tobeason was the man to go to with question about the original pilot episode. In an e-mail interview conducted in April of 2001 Mr. Tobeason kindly agreed to answer a few questions about the original pilot:

Why was it decided that Holt McCallany would play the lead, Owen Decker, instead of Vincent Spano as Cally Beach?

Hans: This was a case of the classic network request - "We LOVE the show, but don't think that Vince plays young enough for our audience." Then they decided that they didn't like the name "Cally Beach". Then they decided they didn't really like the whole damn script. So we recast, and I rewrote.

Lance Henrikson was originally playing a Mister Young, but Georg Stanford Brown ended up portraying General Young. Why the switch?

Hans: When I rewrote the script, the role changed. I loved Lance, but he was too expensive for us on an episodic budget. So - we got Georg, who was fantastic, by the way. He had two scenes - the announcement scene, and the lakeside scene. Both scenes were much longer in script, but in the episode we had to keep cutting them down per network request.

I have a copy of a preview for Freedom the has Beach talking, and then Devon. It appears from the preview that at first, the team is working w/Devon? Is this correct?

Hans: In the original pilot, Beach and the three others are already an elite team. Devon is their commanding officer. The team mutinies, get thrown in the Hole, escape, etc. In "Alpha Dogs", they meet in the Hole for the first time.

What was the original pilot going to be about? Was it much different than Alpha Dogs?

Hans: The original was the same concept, but the mission once they escaped the Hole was different. See above answer as well. I actually like the original better - it was cooler, and had more attitude. But maybe I'm just being nostalgic.

Last question, do you happen to know the names of the actress who played Beach's wife, and the actor who played his son?

Hans: Meagan Beach was played, in the original pilot, by Lureen Music. She's a Canadian actress. We decided to change because we thought we needed someone with a little more experience - it was my intention to use Meagan as a recurring character in the series. Also, for the original pilot, we needed to cast someone who was not uncomfortable with partial nudity. That limited our choices. I did think, however, that Lureen did a great job. I cannot remember the name of the kid - I'm assuming you mean the baby in the original pilot.

Thanks a lot for your response. I am sure other fans will enjoy reading about the original pilot. Thanks again.

Hans: It is my pleasure. It has been very nice to have so many people take such an interest in the show. I am sorry that we couldn't keep it on the air. Hans.

Although technically unaired in the United States, the original pilot has been shown internationally. It was shown in The Netherlands on September 23rd, 2001, on Channel V8. Some viewers were understandably

confused when the original pilot episode aired without any explanation. The original pilot was also broadcast in Poland, Malaysia, and South Africa.

Produced by Dan Cracchiolo, Joel Silver (executive) and Hans Tobeason (executive), Film Editing by Tony Solomons, Costume Design by Tina Fiorda, Second Unit Director or Assistant Director David Mills (first assistant director). Other crew - Jason Nolan (assistant location manager), Darcy Wild (location manager).

WR. Jon Cowan, Taylor Elmore, Tracy Friedman, Lindsay Sturman, Nancy Won.

DIR. Paul Abascal, Bryan Spicer

EPISODES: 13 **YEAR MADE:** 2000 **COUNTRY:** US **SEASONS:** 1

WARNER BROTHERS TELEVISION, UNITED PARAMOUNT NETWORK

CREATOR:

TYPE OF SHOW: EARTH FUTURE **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 27/10/2000 **AIR DATE OF LAST EPISODE** 22/12/2000

SEASON DATE BREAKDOWN:

FILMS:

General Young GEORG STANFORD BROWN, Becca Shaw SCARLETT CHORVAT, Londo Pearl BODHI ELFMAN, Captain Owen Decker HOLT MCCALLANY, Petty Officer 1st Class James Barrett DARIOUS MCCRARY, Colonel Timothy Devon JAMES MORRISON, Jin FRANCOISE YIP, Billy NIGEL JOHNSON, Connor, young boy BENJAMIN B. SMITH.

1 - 1 *ALPHA DOGS*

In the near future, war has broken out in the Middle East, Air Force One has been shot down and the U.S. President is assumed to be dead. As a result, riots are rampant and there are major food and power shortages. The Joint Chiefs of Staff declare martial law and the military takes over the government. Several members of the military refuse to obey orders to take part in the takeover. Among them are Captain Owen Decker who is the commander of an elite Marine Corps unit called "10 Zulu." During his arrest, his wife is shot by his commanding officer, Colonel Devon, and his son is taken to parts unknown. Three other special ops personnel are also arrested. All four end up in William Jefferson Clinton Federal Prison. They end up spending 15 months in prison. The four find and befriend each other in prison and eventually are broken out by the "Resistance" - a group dedicated to bringing down the current military regime in power and restoring the Constitution. After being broken out, the four team members are asked to save the family of the former Joint Chief of Staff who realized his mistake in allowing the military to take over and now wants out. The team rescues the man's wife and daughters from the compound which is also the base for Decker's former commander - the one who shot his wife and took his son. During the ensuing fight, Decker finds out that his son is alive and Colonel Devon knows where he is. After completing the mission, the team decide to stick together and fight for the resistance. They are aided by a mysterious woman, Jin, who acts as their contact and gives them their assignments.

Wr Hans Tobeason

Dir Bryan Spicer

1 - 2 *THE CHASE*

The team is ordered to break into an Internet switching center to steal computer codes which will be used to break several key members of the resistance out of prison. Decker and Londo break in while Becca and Jay are in charge of transportation. Decker and Londo fight their way in and download the codes but when they escape, Jay and Becca are nowhere to be found - they've been stopped by two cops because Jay threw a candy bar wrapper out the van window. Desperate to escape, Londo and Decker carjack an SVU and its occupant - Maggie Ford, a young nurse at a nearby clinic. Unbeknownst to them, a security camera took their picture and sent it straight to the Pentagon where Colonel Devon sees it and scrambles 10 Zulu - Decker's old unit. Maggie is unimpressed with the resistance (and Londo in particular) and doesn't believe in what they are doing. While on their way to a rendezvous with Jin to deliver the codes, the team are chased by the police because James was speeding. During the chase, Londo is shot by one of the cops with a shotgun while trying to protect Maggie. The four escape and stop at a small town diner to have dinner. While there, the sheriff demands to see their papers and Decker cites it as an example to Maggie about just how little freedom Americans do have. Aggravated, Maggie spies a cell phone on the diner counter and pockets it. While in the restroom, she calls her home phone number knowing that it is bugged and hoping the military will find her. Back at the Pentagon, the call is traced to the diner and Col

Devon heads out with 10 Zulu to the diner. When they arrive, the team is nowhere in sight and the waitress at the diner tells him that she doesn't know where they went. In actuality, the team are hiding in the air vents above the ceiling and behind the counter - the waitress and the rest of the patrons in the diner are protecting them. Devon heads out and the waitress tells Decker and the team that while they can't actively join in the fight, they can do what they can, when they can. One of the diners, however, is not so gracious and copies down the license plate number of the team's van as they leave. The Pentagon uses a spy satellite to find the van and 10 Zulu tracks the team down to an abandoned bus graveyard. Londo is able to take out four members of 10 Zulu by blowing up a trailer but the team are unarmed and outnumbered. They split up and Decker and Maggie are captured by Col Devon trying to escape. Maggie is hauled off by a soldier while Col Devon and Decker have it out. Decker escapes from Devon. James and Becca are pinned down by fire but Maggie uses a board to hit the soldier on the head. He turns to fire on her but Londo rescues her and they and the rest of the team escape. The team finally meets up with Jin who recovers the codes and takes Maggie with her since Maggie is now wanted.

Wr Jack Bernstein

Dir Paul Abascal

1 - 3 *ASSASSINS*

Decker's efforts to protect a federal official from the Regime are threatened by the man's petulant daughter.

Wr Lindsay Sturman

Dir Jeff Woolnough

1 - 4 *ENEMY*

Decker and his team encounter trouble while escorting a Resistance liaison and her compatriots to the secret headquarters.

Wr Jon Cowan, Robert Rovner

Dir Ian Toynton

1 - 5 *FREEZONE*

After a deal to buy Stinger missiles ends with the missiles being stolen, the team sets out to retrieve them.

Wr Tracey Friedman

Dir Oley Sassone

1 - 6 *SIEGE*

Becca's miscalculation during a mission to rescue her estranged brother results in Decker's capture.

Wr Andrew Dettmann, Daniel Truly

Dir Oley Sassone

1 - 7 *LONE WOLF*

When Londo is infected by a fatal toxin stolen from the Regime, the Resistance has five hours to get the antidote before he dies.

Wr John Turman

Dir David Wu

1 - 8 *THIEVES*

Decker and the Resistance fighters infiltrate the Pentagon in search of a list of Regime double agents. Defeating guards and security measures, they gain access to the office of a major Regime officer. To his amazement, Decker discovers his long-lost young son being held along with other children. The team accomplishes its mission, but the anguished Decker fails to rescue his son.

Wr Taylor Elmore

Dir Don Kurt

1 - 9 *LIVEWIRE*

Skeptical of the Regime's motives, the Resistance team monitors a historic summit meeting. After sneaking into the hotel where the assembly is being held, Decker and the others discover that the building is about to be exploded by a woman whose twin sister is held captive by the Regime. The fighters save both women and foil an elaborate plot to discredit the Resistance.

Wr Andrew Dettmann, Daniel Truly

Dir Terence O'Hara

1 - 10 *MIND GAME*

Decker infiltrates a "reeducation center" where a prisoner is being held for mental reprogramming. After Decker is captured, he discovers that a trusted colleague has been replaced with a look-alike. The rest of

the team must wait as Decker determines whom to believe and how to escape.

Wr Nancy Won

Dir Paul Abascal

1 - 11 *RETURN*

After a Resistance operative is captured by outlaws seeking an advanced technological device, the team members pose as bikers and gain the gang's trust. When one of the outlaws is exposed as a Regime traitor, the bikers help Decker and the others transport the device to the proper authorities.

Wr John Turman

Dir John Kurt

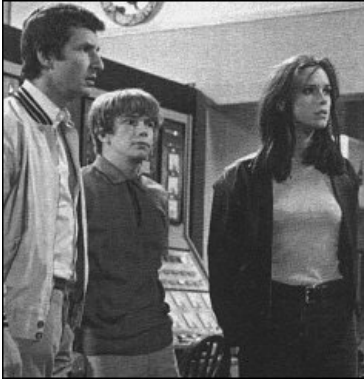
1 - 12 *RANSOM*

After a Resistance operative is captured by outlaws seeking an advanced technological device, the team members pose as bikers and gain the gang's trust. When one of the outlaws is exposed as a Regime traitor, the bikers help Decker and the others transport the device to the proper authorities.

Wr John Turman

Dir Don Kurt

FREEWHEELERS



Children's adventure series. A group of teenagers get involved in stopping various international criminals (as you do!).

Producer for the series was Chris McMaster, Roger Delgado, more famous for his role as the Master in DOCTOR WHO was a semi-regular to the series, playing the president of a fictional country called Spartika.

The Freewheelers, that certainly brings back memories! I have not seen the show since it was canceled nearly 30 years ago so I might be disappointed if I was to see it again. This show was consistent with the times as Enid Blyton and "boy's own" adventure story books were popular in those days. Today most kid's shows are about drugs, teenage pregnancies, problems with dopey or abusive parents and whose making out with who (for the British reader" who fancies who")

I can't remember the theme song for the show although I do remember Holtz's haunting classical piece "Mars, the bringer of war" which was often played either during a tense moment or else when an episode was coming to a climax. I also remember the evil Von Gelb who lived on what can best be described as a World war II E-boat, (the mounted gun turret was a dead give-away) which looking back must have given the harbor master cause for concern. Nobody who remembers the Freewheelers can forget the infamous rouges Ryan and Burke, who had the limp wrist-ed 'karate-chop' on the back of the neck down to a fine art. Even as an eight year old I was often surprised at how these two clowns were able to get the better of people, because by today's standard these two looked as hard as Laurel and Hardy.

During it's run the team changed over the years, (presumably the rotation was due to the fact that that some of the freewheelers eventually passed their A-levels and went to University, although how they had time to study is any bodies guess, wish I could have devoted so little time) which I think added to it's interest. Never the less despite some flaws the freewheelers 5-year run reflected how popular this show was for the 8-14 year olds (and perhaps older) during the late 60's and early 70's and I looked forward to watching it during the children's hour in the early evening.

One the most fondly remembered children's adventure series of its generation, Freewheelers was an adrenalin-charged 30 minute actioneer from Southern Television that featured all the gadgets of a decent Bond movie minus the sex and sadism.

The Freewheelers were a group of teenage (usually about 18 or 19 years old) agents working under the umbrella of MI5 and who got their orders from Colonel Buchan (Ronald Leigh-Hunt). The original line-up consisted of Chris Kelly (Gregory Phillips), Bill Cowan (Tom Owen) and Terry Driver (Mary Maude) and told the tale of a student who stumbled across a mystery at a railway station, teamed up with two similarly young bystanders and formed a mystery-cracking team.

The regular villain of the piece was a disgruntled Nazi called Von Gelb (Geoffrey Toone) who was trying to avenge Germany's defeat in the war. Von Gelb lived on a motor launch which would have been beyond the budget of most children's series. However, Southern Television owned an outside broadcasting/news gathering boat called The Southerner (the only British TV company to possess one), which conveniently doubled as the villain's craft and had numerous storylines devised around its employ.

The Von Gelb character was dropped when the series was sold to West Germany but the format remained the same with the current baddie bent on world domination via the kidnapping of a famous scientist who had just invented a new mind control drug, killer laser beam, etc...but the plotlines were usually secondary to the action which took the cast and crew to Spain, France, Holland and Sweden for location work. In all probability series producer Chris McMaster was able to gain backing from the various countries as he filmed almost travelogue style as recorded in the following quote from the ITV Guide to Independent Television 1974:

"The schedule was tight. In three crowded weeks it was planned to film at a colourful gypsy festival on the shores of the Mediterranean; on the desolate marshy wastes of the Camargue; at a chateau whose history dates back to the thirteenth century; in the shadows of the awesome 'Pont d'arc', a majestic natural bridge of rock more than 150 feet high and 200 feet wide, spanning the Ardèche."

Publicity stunts were also cleverly utilised, in the case of the French jaunt it appears that a French television service got wind of the filming and turned up under the misapprehension that a new James Bond movie was in the making. In the end the eight man French crew left but three of its team stayed on several days with the British location unit.

The cast of Freewheelers changed over its eight season run as the producer injected a little more sex appeal by casting Adrian Wright (as Mike Hobbs) to set female pulses racing with his pin-up good looks from series four, and former Doctor Who companion Wendy Padbury joining the cast (as Sue Craig) from series five. But there was never any suggestion that any of the characters ever enjoyed anything but a purely platonic relationship, being too busy racing around and swapping punches with the baddies.

A lot of Freewheelers was junked during the late seventies/early eighties purge of the archives, however, Mike Wormersley, the original film editor on the series privately saved many episodes and the entire first series was recovered in 2000 followed by a special screening of one complete adventure by the British Film Institute.

In its day Freewheelers was a refreshing change to the standard kids adventure series, being packed with fast cars, speedboats, punch-ups and pin-up characters -it wouldn't be out of place on today's television.

WR. James Hopes, Barry Bushbridge, Trevor Preston, Chris McMaster, John Cannon, Paul Erickson, Keith Miles.

DIR. Chris McMaster, Peter Croft, Dave Heather, Bob Leng

EPISODES: 104 **YEAR MADE:** 1968 **COUNTRY:** GB **SEASONS:**

SOUTHERN TELEVISION (ITV NETWORK)

CREATOR:

TYPE OF SHOW:

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN:

DATE OF PREMIER: 04/04/1968

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Colonel Buchan RONALD LEIGH-HUNT, Sue WENDY PADBURY, MARY MAUDE, SIMON OWEN,
Von Gelb GEOFFREY TOONE.

RELATED SHOWS:

DOCTOR WHO

- *Menace*
- *The Zander Plot*

FRIGHTENERS

A series which looks at tales centred around the supernatural.

Though the series was aimed at young teenagers, the producer claimed that the plots and production values should appeal to all ages. The series opens with a story called *The Promise*, an episode written by the series' producer Charles Buchanan. Buchanan used to work as a primary school headteacher before leaving teaching to set up Myrddin Productions, the company behind *Frighteners*. Three of Buchanan's former pupils have roles in *The Promise*, all making their television debuts.

In an atmosphere of increased concern about what children are watching on television, surely tales of witchcraft and dark spirits are to be approached with caution? "They have got morals to them. They are not horror stories," Buchanan counters. "Potentially dark situations are resolved by the positive actions of the young people involved." Later episodes tell tales of poltergeists and black magic, and feature guest stars such as Hetty Wainthropp Investigates's Derek Benfield and *The Biz*'s Nathan Constance and Hannah Lawrence. A one off taster for *Frighteners* was broadcast on Hallowe'en of 1996.

WR. Charles Buchanan

DIR.

EPISODES: 4 **YEAR MADE:** 1997 **COUNTRY:** GB **SEASONS:** 1

ANGLIA TELEVISION LTD. MYRDDIN PROD, UNITED TELEVISION AND FILM PRODUCTION.

CREATOR: CHARLES BUCHANAN

TYPE OF SHOW: PARANORMAL

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER: 25/02/1997

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

episode 1: PAUL BETTANY, JOHN LIGHT, ALICE MCGREGOR, CLEMIME BURTON-HILL, TONI MILES, SIMON LLOYD. episode 2: PAUL SHELLEY, DEREK BENFIELD, ANDREW FALVEY, DOMINIC TAYLOR, KATHLEEN BYRON.

1 - 1 *THE PROMISE*

In the present day Ruth decides to meet her friend at a church gates, but she doesn't show up. Nikki meets a mysterious young Rector. What is the Rector's link with the past, and exactly why is he so interested in Nikki?

Wr Charles Buchanan

1 - 2 *ROSE COTTAGE*

1 - 3 *JEVAN*

1 - 4 *IF YOU MEET A FAIRY*

FROM THE EARTH TO THE MOON**AKA: DE LA TIERRA A LA LUNA**

A team of scientists build a missile to get to the moon. The novela is based on a classic book for children by Julio Verne.

WR.**DIR.** José Solé**EPISODES:** 630 **YEAR MADE:** 1969 **COUNTRY:** MEX **SEASONS:** 1*TELEVISION INDEPENDIENTE DE MEXICO (TIM)***CREATOR:** JULES VERNE (NOVEL)**TYPE OF SHOW:** EXPLORATION**FORMAT:** SERIES-SERIAL**LENGTH (MINS):** 60 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Spanish**SEASON BREAKDOWN:****DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

GUILLERMO OREA, RAFEAL LLAMAS, LUIS GIMENO, CARLOS ANCIRA, RAYMUNDO
CAPETILLIO, CARLOS AGOSTI, JULIO MONTERDE

FTL NEWSFEED



FTL is a news media bringing news from the 22nd Century.

The first show ever shown on the SciFi Channel, FTL Newsfeeds were 30 second snippets of fictitious news info that was supposed to have come from the year 2142. This future timeline was fraught with stories of genetic engineering issues, technology trends, space exploration, future entertainment, right to privacy issues and geopolitical intrigue. The series was created by F.Paul Wilson and Matthew Costello and was filmed in New York. Costello's daughter Nora Costello appeared in one episode as Keva Handley, a child delinquent arrested for genetically mutating her little brother into a puff-rock lizard. The series ended in a cliffhanger in late 1996.

The World of 2142

The World of 2142 is markedly different from our own. Europe has united into the EC or European Community which had given it enormous economic and political sway. The United States had merged with Canada to form the NAU or North American Union, still very bold and ambitious though not as economically powerful. Japan, the Pacific Rim and all other East Asian nations excluding Australia combined into the NACPS or New Asian Co-Prosperity Sphere a new isolationist combine centered on improving itself from within, and not to be outdone the Holy Islamic Federation controls the Middle East and African regions.

The economy is controlled by a global banking entity called Cenbank, short for Central Bank and was based in Geneva Switzerland and all transfers were electronic and highly monitored by the bank's AI and President Barton Poole. The "FTL Newsfeed" came from this future world's "Commlink" system which acted as an interactive global information network that merges the internet, television programming of all sorts and virtual reality entertainment. There was even a special voting message shown during the 1992 Presidential Elections that had all "Commlink" functions suspended until the following day as if to coincide with the elections of 2142.

Life on Earth is often interesting with Virtual Reality simulations so real that addiction is very common. Holography allows users to modify the appearance of their dwellings or selves into more appealing facades. And violent "future-sports" enable face paced thrills with life and death consequences that keep the crowds coming back for more. Cloning has brought the extinct back to life and enabled mankind to create a subclass of humans that not only fill the need for cheap labor and exotic entertainment, but have now become a social cause for clone rights groups. In addition to Earthbound life there are The O'Neills -- a network of space stations and microwave generators that orbit the earth and Moon bases, representing the major economic combines. Lastly the great, if economically devastating experiment of terraforming Mars.

COMMLINK

Is the information hub for Earth, The Moon bases, Mars and the O'Neills. Based in a solar powered space platform bound to Earth's orbit, Commlink operates 24hrs a day with all the information, entertainment and communication needs required by citizens in the 22nd century. The news also known as "FTL Newsfeed" is delivered by a "virtual news anchor" (a disembodied photorealistic human male head that has been processed with visual effects to accentuate the mood of the messages it conveys). Whether this news anchor is a true virtual construct that is controlled by an Artificial Intelligence or if this is a real human that is visually augmented is not revealed. However, due to the fact that virtual reality and holograms play a big part of everyday life in 2142 the news anchor could indeed be a computer controlled construct.

WORLD COMBINES

The 22nd century globe has undergone a geopolitical change in comparison to today. The major nations have all undergone economic changes and unions allowing them greater financial stability and an increase in political cachet. They are as follows... (Taken from FTL Guide to the 22nd Century)

North American Economic Union (NAU)

Leader: President Madeleine Clarke

Capital: Chicago

Flag: the red & white stripes of USA with a white maple leaf alone on the blue corner field.

The United States and Canada fused to form the North America Economic Union. This Union has failed to compete successfully with either the European Community or the Hispanic Commonwealth. In a bold effort, the NAU committed itself to the terraforming of Mars, an on-going project that drained, and continues to drain, billions of credits and resources from the Union.

If "Habitat Mars" succeeds, it will provide the NAU with a world to populate, mine, and exploit. But hidden from the citizens of the Union are the many setbacks and the true cost.

The North America Economic Union uses the democratic system of elections to fill the post of President. The only change is the removal of the archaic Electoral College. There are still senators, congressmen and, in functioning cities, mayors.

European Community (EC)

Leader: Georges Favreau

Capital: Brussels

Flag: crossed gold swords in a circle of white stars centered on a field of Swiss blue.

The politically and economically unified European Community now stretches from Ireland to Russia.

Winner of the 21st Century's economic wars, the powerful EC glories in a revived medievalism, reflected in the culture, the sports, the architecture, and in some cases, their attitude toward the other Combines.

The politically and economically unified EC uses a parliamentary system similar to that of the old UK. The former independent countries of the EC have elected ministers and various parties which reflect concern over local trade issues, the size and power of the Hispanic Combine, and the need for a greater presence in space.

New Asian Co-Prosperity Sphere (NACPS)

Leader: Prince Sato Uchida

Capital: Singapore

Flag: the five gold stars of the present PRC flag centered on the red circle of the Japanese flag, on a white field surrounded by the I-Ching symbols from the present South Korean flag

Japan, in an effort to remain competitive with the EC, established the New Asian Co-Prosperity Sphere (which includes all the nations of the Pacific Rim and East Asia, save Australia). This resurrection of a Japanese hegemony in the Pacific quickly prompted other blocs to form combines.

Despite the size of the New Asian Co-Prosperity Sphere (NACPS), it has failed to compete against the EC. In reaction, the NACPS has turned inward, resorting to a new Closed Door policy like that faced by Admiral Peary in the 19th Century.

The NACPS is led by Japan, which has fully revived the old Shinto religion compete with ancestor worship and the rule of the royal family. Prince Uchida, therefore, functions as sole head of the vast empire, advised by representatives from the various countries.

Holy Islamic Federation (HIF)

Leader: Mullah Mohammed Zaganada

Capital: Cairo (HQ'd in a huge golden pyramid).

Flag: a crescent and three stars (borrowed from the current Egyptian flag) centered on the stripes of the current Ghana flag.

The Mid-eastern Islamic nations formed The Holy Islamic Federation (HIF) and, using oil as leverage, tried to become a major power. But the passing of the internal combustion engine (see POWER SOURCES) undercut their attempt.

The geographic region of the HIF includes all of Africa under HIF's very loose control. An increase in rain to the arid regions due to climactic changes and regional weather modification has led to a greening of the Sahara and a burgeoning agriculture in this region. HIF now supplies common and exotic fruits -- including genetically altered fruit -- to the world's wealthy.

The Holy Islamic Federation is a strict, fundamentalist theocracy. The HIF trades freely with the other combines, but regards them as infidels. Zaganada lets his combine vacillate between cautious acceptance and a nearly war-like paranoia. The other combines give the HIF a wide berth.

Hispanic Commonwealth (HC)

Leader: General Antonio Rodriguez

Capital: Bogota (in buildings modeled on the Mayan pyramids)

Flag: a sun face (borrowed from the current flags of either Uruguay or Argentina) centered on a field of green from the Brazil flag.

The Hispanic Commonwealth was built on the strength, money, and power of the Medellin Cartel which unified the Central and South American republics into a potent economic unit. But as drug use became decriminalized around the globe, the center of power shifted from Medellin. In what many consider an over-reaction, the HC is now the only combine with penalties for drug abuse.

One of the major tasks the HC has set for itself is the reforestation of the Amazon basin.

The Hispanic Commonwealth is a dictatorship, headed by General Rodriguez. Despite this fact, Rodriguez is loved and admired by the many members of the HC for the prosperity they currently enjoy. Such loyalty and financial success will embolden him to attempt to place a surcharge on all HC goods and services -- even a 'tax' for the air produced by the great jungles. Rodriguez's attempt at global extortion will fail.

Fortress Israel

Needless to say, Israel was not invited into the HIF and it became increasingly isolated from the rest of the economic combines. After a number of skirmishes with its neighbors, Israel was referred to as 'Fortress Israel' -- small, determined, armed to the teeth with the latest laser-based Missile Defense and armed Floater Stations guarding its borders. It is an extremely dangerous place to live.

Israel's government remains as it is today, with the parliamentary structure altered by the tremendous power reserved by the head of the military. There is a possibility that a dramatic gesture by the Israeli premier towards the HIF could lead to peace ...

India

The crowded, starving sub-continent of India also remains unaligned. No combine wants India to be part of it, and so it is isolated, helped sporadically by the Combines and idealists touched by the magnitude of its human misery.

CENBANK

Director: Barton Poole

Home office: Geneva (CenBank's HQ floats over Lake Geneva)

Each of the five major economic combines of the 22nd Century has its own currency. Years ago they got together and set up CenBank to act as a clearinghouse for all economic transactions between the powers and as arbiter of economic disputes. CenBank sets all currency exchange rates.

Over the years, CenBank (also known as CB) has spread its tentacles and tried to insinuate them into the internal finances of each of the combines, bidding to take responsibility for the money supply, interest rates, credit records, etc. Through this gradual, insidious process, CB has accrued varying degrees of influence within each combine. But it wants more. It wants to be the sixth economic combine -- and the most powerful. The tail yearns to wag the dog.

No one says so openly, but all the world leaders are wary of CenBank and are keeping a close watch on it. Only the Privacy Party has declared itself anti-CenBank. (see POLITICAL PARTIES) Here's why:

One of the ongoing projects of the CB is to completely centralize individual credit within each of the combines. It's been moderately successful in the NACPS and the HC, but has met with stiff resistance in the

EC and NAU.

To attain this goal, it introduced the Credit Chip. Here's how it works: The Credit Chip is a micro-processor implanted in the flesh of your left 5th digit. This is electronically linked to your CenBank credit account. Your employer makes deposits directly to your account in CenBank; when you purchase something, you insert your pinky into a slot and the price of the purchase is withdrawn immediately from your account and transferred to the seller's.

The Credit Chip has caught on, but it has serious consequences in regard to privacy since CB then has a record of every purchase you've made: every book you buy, every virtual reality program you rent, every place you go, every meal you eat out, etc., etc. You might as well have someone vid-recording your every move. It is feared that the CB sells information from its individual data cache back to participating governments and their intelligence agencies. Naturally, wherever this system is in place, a thriving underground economy based on barter and hard currency results.

In 2142, at CenBank's instigation, Identity Chips (actually, the Credit Chip taken to its extreme) have become mandatory in the NAU.

CenBank's programs do not go unopposed. Aboveground there's the Privacy Party (see POLITICAL PARTIES), but there's also an The radical privatists want CenBank dismantled and do not hesitate to resort to violent means -- sabotage and even terrorism -- to make their point and draw attention to the potential abuses of CenBank's growing data cache.

But there's something else going on at CenBank. Its board of directors does not seem to be completely in control. Decisions are made, plans are executed without their authorization. Some think there may be an artificial intelligence (AI) program nestled in the heart of the CB's huge mother boards. The actions of the CB will bear close scrutiny ...

POPULATION CONTROL

The Population of 2142 is in the area of 15 billion. Technologically advanced combines have instituted rigid population control measures. Reproduction is limited to self-replacement, i.e., one child per person. This has been named..The One Life/One Birth Law. Theoretically this will stabilize the population, but actually it reduces it through early death of the child or premature death of an adult before he or she has reproduced. This guarantees a gradual decline in the population. But it also requires mandatory sterilization immediately after the permitted off-spring is born. A citizen who goes beyond the One Life/One Birth limit will be forcibly sterilized and risks having all assets seized in order to support the extra child.

Of course there is opposition to this. They dissenters are the Papist wing of the Catholic Church, various surviving Hasidic sects, and secular members of the Birthright movement.

The One Life/One Birth Law was probably the most controversial in history.

FOOD

In the world of 2142 the global population totals fifteen billion, arable land is scarce and there have been many shortages and a couple of severe famines. The HC and HIF have become the breadbaskets of the world, but they cannot supply nearly enough.

One of the most practical solutions has been TFP -- textured fungal protein -- grown in huge underground vats (no light is needed) by the Yamagata method. TFP is a nutritionally balanced source of protein and complex carbohydrates, enriched with essential amino acids, and can be shaped, textured, colored, and flavored into reasonable facsimiles of tomatoes, steaks, potatoes, linguine, broccoli, etc. (The meats are truer than the vegetables.) But most people agree it's just not the same thing.

People get by on TFP but never pass up an opportunity to grow their own veggies. That's why every rooftop is a garden, and outside every window with a sunny exposure hangs a windowbox sprouting vegetables. During the growing seasons the southern flanks of most dwellings are festooned with window gardens. Like the hanging gardens of Babylon.

And what you don't eat you barter in the credit-free underground economy.

DRUGS

Since most anti-drug laws were abolished a century ago (except in the HC which still restricts their use), recreational drug use is now fairly common. Opiate use surged briefly after legalization, then dropped off precipitously. As the price dropped, so did production. No one was pushing it due to the low profit margin. Besides, new designer drugs with a much higher mark-up were evolving all the time. No one shoots up any

FUTURE COP

Future Cop could be billed as a series version of the comedy series HOLMES AND YOYO. Both series featured a prototype android policeman of the future being teamed up with a regular cop. John Haven was the android policeman who was assigned to work with a pair of old line cops, Jon Cleaver and Bill Bundy.

Haven was supposed to be the perfect cop of the future (although there were still a few bugs to be worked out in his programming) and has abilities that human cops did not. Cleaver knew that Haven was an android, as did his creator Dr. Tingley; however Bundy had not been let in on the secret - he had been told Haven was a rookie that needed breaking in. This situation created all sorts of problems for Cleaver, who has to come up with quick explanations when Haven managed to do something out of the ordinary.

Future Cop first appeared as a made for TV movie in 1976 on ABC. The movie did well enough in the ratings that six one hour episodes were ordered for the next year. These episodes were irregularly scheduled (a two part episode was made into a TV movie) and did not do very well in the ratings. However, somebody at NBC evidently like the idea to revive the entire concept the following year as a made for TV movie, to serve as a pilot to bring the series to NBC. The movie was entitled Cops and Robins, and like the series that preceded it was not a ratings winner.

It is rather unusual that an attempt was made to revive the series. Not only was the programme a failure in the ratings, it was also the subject of a plagiarism lawsuit brought against Paramount, the series production studio. Harlan Ellison and Ben Bova, both well known authors of Science Fiction, had written a short story entitled Brillo which Ellison had reworked into a script which had been submitted to Paramount. Soon after rejecting Brillo, Future Cop began production at Paramount. Bova and Ellison sued claiming copyright infringement and eventually won a large settlement in court.

The future of law enforcement, contrary to what other sources are claiming, really began in 1976. To fully understand the development of Future Cop as a television series, one has to start with two well-known and award-winning science fiction novelists, Harlan Ellison and Ben Bova. Trying to develop a short story for Analog magazine in the late 1960s (during the reign of its celebrated editor John Campbell), Ellison and Bova collaborated on a tale of futuristic law enforcement titled Brillo. It's the story of how police officer Mike Polchik got assigned to a robot named Brillo and was instructed, for one night, to take the non-humanoid metal robot on a trial by fire through the streets of upper Manhattan. Polchik had the street smarts, but Brillo had the textbook interpretation of the law. And therein lay the conflict.

Brillo was published in Analog in 1970 (and is still available in Ben Bova's paperback short story collection, Future Crime, from Tor Books). Soon thereafter, the ABC television network and Paramount Television expressed interest in developing the story for television and commissioned an on-spec teleplay from the two authors. However, the corporates requested some changes: make the robot human-looking (an android), and make the place of the story in present-day Los Angeles. No way, said Ellison and Bova, who wanted to preserve the ideas and characters already laid out in their tale.

Ben Bova picks up the story: "They dropped the show. They said they weren't going to do it. And then we heard about a year later that a show called Future Cop was coming out starring Ernest Borgnine, whom we had suggested as the lead for the Brillo teleplay, dealing with a pair of policemen, one human and one machine. The only difference we could discern in seeing the show, was that instead of a robot that looks like a machine, they had decided to use an actor and have him pretend to be a robot. This was a point of argument between Paramount and ourselves as we were developing Brillo. We wanted to be faithful to the original story and wanted the machine to look like a machine. Sort of like R2-D2, although this was before Star Wars. We wanted it to be a robot that looked like an animated fireplug. And ABC and Paramount said, 'It doesn't cost too much to get an actor and just have him play it as if he had arthritis, you know, very stiffly, and pretend he's a machine.' We argued about that. I always thought that was the major reason why they dropped the show."

Bova was first made aware of Future Cop's existence when he received "some 17 calls from people around the country who saw it, and felt it looked so much like the story Brillo that they felt it was probably something that Harlan and I had done, and yet they didn't see our names in the credits." That was the problem. "It was our script. I saw a videotape of what ABC had aired, and Harlan did too, of course. I realized they had used the script we had written virtually word for word. There were only minor changes. It was the most blatant case of plagiarism I have ever seen," remembers an amazed Bova. So, Ellison and Bova took the only course clear to them: They sued Paramount and ABC for stealing their ideas and failing to acknowledge their work. Paramount and ABC had just taken the Brillo script and made the changes they wanted-an android cop and a modern-day Los Angeles setting-without acknowledging or consulting the two authors.

"It took four years to get to court," Bova continues, "and their defense was, essentially, 'Yes, we stole it, so what? Everybody steals everything in this business.' And then they said Brillo was essentially stolen from

Isaac Asimov's *The Caves of Steel* [also about a detective and a robot/android partner, Elijah Baley and R. Daneel Olivaw, set in the far future in an underground city]. Well, we had depositions from Isaac and everybody else in the science fiction field, pointing out the major differences between *Brillo* and anything else that had been done before. So, their case fell apart very quickly. They thought they could get away with it because up until that time, no writer had successfully sued a major Hollywood studio for plagiarism. Thousands of such suits have been pursued in Hollywood for many years, and the studios always won. In this case, they were so incredibly guilty that I just told Harlan and our lawyer, 'Just get this case in front of a jury. Let them see the videotape of *Future Cop*, let them read our script for *Brillo*, and then they'll find the defendants guilty.' Which is exactly what happened."

Four years after the premiere of *Future Cop* on TV, after a five-week trial, culminating in a court decision on April 25, 1980, Ellison and Bova were awarded \$337,000 in damages in the copyright infringement of *Brillo*. Harlan Ellison said in a news brief from *Starlog* #37, in August 1980, "We won. And we didn't just win with some piddling amount where they could say, 'Well, you know, the jury was in doubt.' It's a big, big judgment and it's rocking the entire town."

"We were very relieved it was over," sighs Bova. "It had been a big drain, especially on Harlan, since he carried most of the financial and emotional burden, being out there on the West Coast dealing with our lawyer, Henry Holmes. And of course, ABC and Paramount simply played a delaying game for as long as they could, hoping that sooner or later we would run out of money or patience. But they picked the wrong customer in Harlan—he would have sold his house to get them." Asked if he'd seen any of the other seven hours of the *Future Cop* series, Bova was surprised, as he was not aware the other episodes existed. If there have been any changes in Hollywood, specifically towards writers, as a result of this suit, Bova isn't aware of it. "I'm not close to Hollywood," says Bova. "But from everything I hear from people who are there, writers are still not held in the highest esteem. There's even a joke about the stupid starlet who's so dumb that she went to bed with the writer. Writers are at the bottom of the totem pole. So, for the starlet to go to bed with a writer would do her career no good at all."

Of their *Brillo* teleplay, Bova reveals that "Harlan did most of the writing. We worked on it together. He's the expert in screenwriting. We had developed the short story together, and Harlan did most of the work in turning it into a television form. I have several friends in the industry, but it's such a different art form, aimed at such a different audience from the kind of things I write, that I even doubt I would ever try to write a screenplay. There are several novels of mine that Hollywood has asked about to produce as films, but I've never really closed the deals on any of them."

In 1992, ABC aired a television series titled *Mann and Machine*, starring David Andrews and Yancy Butler, which bore a great resemblance to the human detective/robot partner theme except that this time, the robot was female.

"Not every show that has a human cop and a robot partner is a ripoff of *Brillo*," cautions Bova. "What we were trying to do with the story that we wrote, was to contrast what people say they want from the law with what they really want. Everybody says they want absolutely impartial and utterly certain enforcement of the law. If somebody is parked overtime, they want that car to get a ticket. But if it's their car, then they want the law to bend. So people want strong law enforcement for everyone except themselves. And that's what *Brillo* was all about. The human cop understood the system and could bend when it was necessary. But the robot only knew the law and infractions thereof. That was the point of *Brillo*. And that's something that television is not deep enough to understand or even attempt to do."

"[This was] social commentary. Using science fiction to make a social point. Most science fiction is a very good vehicle for commenting on society by changing the society we live in and exaggerating the change to show a particular aspect of society that we all take for granted."

"Take a policeman who is absolutely honest and cannot bend no matter what the situation can do nothing except make strict enforcement of the law—and then you see that's not really what you want at all! You want compassion, understanding, you want a wink and a nod and a look the other way while I'm doing something that I shouldn't be. But if somebody else is doing something wrong, you want that sucker in jail!"

If there's anyone who's happy that *Future Cop* came to be a series, it's Michael Shannon. He was tapped to play Haven, Ernest Borgnine's robot partner on the beat. Shannon had been in Los Angeles for only a month prior to being cast. *Future Cop* was his first time in front of the cameras, and it was his goal to provide some solid characterization to this robot cop opposite the veteran actor Borgnine. "It happened very quickly," remembers Shannon. "I read for the director and producer, read for the network, tested on film, and started the very next day. It was all very fast, as most things are on television."

Filmed in February and March of 1976, the pilot aired on May 1. Shannon recalls, "[It was] one of the most

difficult things I ever did. It was a very narrow scope emotionally to play with. The comedy came from the character's confusion in trying to understand human beings. The irony was that the android was in some ways a better example of humanity. It required a lot of technical skill, concentration, and a relentless exploration of ways to make the character interesting and versatile." And he had to do all that within a grueling schedule. "Locations were difficult, but the days were very long. [Often we'd work] 16-hour days.

Of his relationship with Ernest Borgnine and John Amos on the set of the show, Shannon says, "I recall it as a real whirlwind. Borgnine was very committed to the show, and he certainly was involved in the final casting decision. I tested with him as did several others. Ernie was totally professional, loved the crew, full of beans, and a lot of fun. He created a good atmosphere on the set. Amos was friendly, but I didn't have many scenes with him."

A staple of the triad relationship between these cops was that Cleaver's former partner, Bundy, did not know that Haven was a robot. Thus Bundy was ever amazed by Haven's knowledge and abilities, and compatriot Cleaver always had to cover for the robot. Yet Bundy never really got suspicious of Haven.

"This is what's called dramatic license," says Shannon wryly. "If Bundy had been in on the gimmick, it would have detracted somewhat from the relationship that was developing between Haven and Cleaver." Not until the final two hours of *Future Cop*, in the 1978 TV movie *Cops and Robin*, was Bundy clued in on Haven's secret and then only because he was promoted to sergeant and became Cleaver's boss. Comedy was often the object of the robot's behavior. Writers would use Haven as a mirror to humanity. For example, in "Fighting O'Haven," as a boxing contender, Haven could not understand the meaning of the phrase "Take a dive!"

"This was for the sake of comedy," says Shannon. "It gave Cleaver a chance to be worried, do a double take, have to explain the facts of life, etc. In a way, it gave Cleaver an opportunity to parent the android, educate him to some extent, and consequently provided an opportunity for the relationship to develop."

As the show began to develop, was there ever confusion over whether *Future Cop* was a science fiction series or a police drama? "The show started to develop more and more towards being a science fiction show," muses Shannon. "Originally, it leaned more towards a cop show with a science fiction element. However, as it developed and as the writers began to discover they had virtual carte blanche with this android, it must have been tempting to push the science fiction elements. Of course, this left Cleaver as more of a straight man to the robot, which was a problem."

Shannon's strongest memory of his experience was "enjoying the challenge of the show. It was an interesting exercise from an acting point of view. Like a child, I had to make discoveries all the time. It seemed to me this was the most interesting aspect of the character. And of course, Borgnine was my mentor. Ernie enjoyed that. It allowed him to show a fatherly side of himself as well as be the tough cop. Later on, they opened up the Haven character, allowing him more skills, and this seemed to be the direction in which the series was headed. Certainly, the writers were pushing for that. Borgnine felt, however, the relationship would take a backseat and was concerned." Other memories include working with Joan Collins on "The Kansas City Kid," an episode that took place at a racetrack. "Joan was very sleek and a lot of fun. Great costumes, atmosphere, drinks I couldn't drink as the android, good stuff." Shannon also remembers, "getting punched by my stuntman" in "The Fighting O'Haven." "I got a black eye. There was no time to rehearse. I was put into the ring with my opponent (a stuntman) and he simply called out right or left, depending on which punch he was going to throw, and I was supposed to dodge one way or the other. This worked for a while, but then as the pace picked up, he caught me with a punch and I had a real shiner." The stuntmen had their own problems; Shannon recalls his stuntman getting a concussion doing a fall into an inflated mattress from 50 feet.

Of the short-lived series *Mann and Machine* (1992) that featured a female robot, Shannon confesses, "I haven't seen it. It's difficult to comment. It must satisfy every male fantasy! A beautiful robot who needs to be taught the facts of life. It should run and run..." Sorry, Michael. Shannon also admits that he wasn't very aware of the litigation surrounding *Future Cop*. "I heard about it," he says, "but only vaguely, and I have no idea if it affected the longevity of the show. Personally, I'm glad they got their [money]. I write as well and am certainly aware these things go on. Sometimes the problem can be subliminal. A writer may not even remember where he got the idea."

Of John Haven's ultimate fate in the series' universe, Shannon speculates that "Haven could have been continuously updated and so could have continued to express new technology, newer insights, especially with genetic engineering moving closer and closer to creating life itself. "The silicon chip has enabled science to reduce the mechanics. In terms of the show, however, a world full of robots did seem to be on the cards. What I thought was interesting about the concept is that it forced human beings to examine their beliefs and attitudes, particularly in a social way. The robot raised some intriguing questions so you had a kind of reversal of roles. The robot student became the teacher." And exactly this theme is expressed in the Brillo short story.

In summary, Michael Shannon looks back at *Future Cop* as a good introduction to Los Angeles and to series work. "The role was a bit confining, but they had started to open it up. I did the gambler with a Damon

Dir Robert Douglas

1 - 3 *THE MAD MAD BOMBER (1-2)*

A number of Los Angeles buildings come under threat of bombing unless a revolutionary is released from prison.

Wr Ken Kolb, Harold Livingston

Dir Ted Post

1 - 4 *GIRL OF THE LEDGE*

A woman threatens to commit suicide by jumping from the ledge of a ten-story building.

Wr Mann Rubin

Dir Earl Bellamy

1 - 5 *THE CARLISLE GIRL*

A businessman is using his company, a cosmetics firm, as a cover to front a drugs ring.

Wr Harold Livingston

Dir Vincent McEveety

1 - 6 *THE KANSAS CITY KID*

After an investment broker gambles away pension funds, Haven must cheat at a card game in order to win back the money.

Wr Harold Livingston

Dir Robert Douglas

FUTURECAST

A series of three factually based techno-thrillers, all of which explore the concept of interactive television and, set in 2012, question the consequences of today's scientific and technological advances.

This three episode series was a collection of stories put together by Channel Four, one of which (*The King of Chaos*) had previously been shown as individual one hour episodes which was part of the *Equinox* science series produced by Channel Four. The whole point of these stories was to produce discussion and debate in the future of television. Whilst some good points are made the public just saw it as poor series, with some bad acting. Each episode had it's own cast with only the people behind the camera remaining the same. The producers for the series were Bryn Higgins and Hal Vogel.

WR. John Milne

DIR. Bryn Higgins

EPISODES: 3 **YEAR MADE:** 2000 **COUNTRY:** GB **SEASONS:** 1

A STONE CITY PRODUCTION, CHANNEL FOUR TELEVISION.

CREATOR: JOHN MILNE

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 15/04/2000

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

NO REGULAR CAST.

1 - 1 *KIDNAP*

A kidnapper hacks into the world's most-watched news channel to broadcast the trial, conducted by himself and two accomplices, of a powerful boss of a biotechnology company, whom they have abducted.

Wr John Milne

Dir Bryn Higgins

1 - 2 *THE KING OF CHAOS*

What will the media be like by the year 2012? This fictional documentary is set in the future, and focuses on the death of media mogul Liam Keller, whose unique software applications have had a huge impact on broadcast TV, earning him enemies around the world.

Wr John Milne

Dir Bryn Higgins

GALACTICA 1980



The premise was straightforward. Having fled from the robot Cylon race that destroyed their homeworlds at the start of the original series, the Battlestar fleet reaches Earth after a 30-year odyssey with the Cylons still dogging their trail. Joy at finding the home of their long-lost 13th tribe turns to dismay when they realise Earth is not sufficiently advanced to help them repel the Cylon hordes. Determined not to expose the planet to the robot warriors, the Galacticans decide to try to speed up Earth's technology. A sub-plot involved a group of Galactican children on Earth, with an air force colonel trying his darnedest to prove they were aliens, and there was a brief flurry of Cylon conflict before the series fizzled out.

Lorne Greene recreated his role as Adama, avuncular commander of the Galactica, and there were a couple of new space heroes in Kent McCord as the untempestuous Troy (Adama's grown-up grandson), and Barry Van Dyke as his impulsive pal Dillon. Also hanging around was TV reporter Jamie Hamilton (Robyn Douglass) who became the only Earthling to board the Galactica. Villainy was taken care of by Richard Lynch and then Jeremy (Sherlock Holmes) Brett as the renegade Xavier. Masterminding the new campaign was a mysterious boy wonder, Dr Zee, a 14-year-old genius whose origins were belatedly revealed in the last episode.

In America, ABC had wanted Galactica 1980 produced quickly to fill a gap in the early evening schedules, so the shows were tailored to a 'family audience'. Violence was toned down and morality/educational angles played up. But the critics were cruel and the audience unreceptive. Battlestar fans deserted the ship which sank in the ratings. Even a late entry by Dirk Benedict, to re-create his Battlestar role of Starbuck, failed to save the show which was cancelled after just ten episodes.

The pilot, *Galactica Discovers Earth*, a three-part made-for-TV film sequel to the TV series *Battlestar Galactica*, was successful enough to convince ABC-TV to commission a new series. Rushed into production, aimed at an early-evening time slot where special rules applied about what children can watch, and under-rehearsed, it flopped badly and was soon jettisoned. In the pilot, Galactica finds Earth too undeveloped to fight off the Cylons and attempts are made via *TIME TRAVEL* to improve the situation. The remaining episodes are all set on Earth and feature Cylon attacks. The pilot, dir Sidney Hayers, with sections of 2 further episodes, was theatrically released as *Conquest of the Earth* (1980). Generally the series was shown on TV abroad as if part of *Battlestar Galactica*.

Hastily produced sequel to *Battlestar Galactica*, this series was voted third worst science fiction show of all time by American critics. First shown over here in 1984 on ITV where it steered a wayward course around the regional companies - many of whom were clearly without the proper assembly instructions as the series was rarely billed under its correct title - it usually went out as further episodes of *Battlestar Galactica*. It got a slightly more coherent nation-wide run in 1988 when BBC2 played it back to back with the original *Battlestar* series.

The UK premier dates for *Galactica 1980* was 1st September 1984 - 20th October 1984 which was in the Grampian region (ITV), they showed a total of seven episodes. The executive producer for the show was Glen A. Larson, the theme was created by Stu Philips and Glen Larson. Director of photography was Frank P. Beascoeche, the miniatures and special photography was created by Universal Hartland, the supervisors were David M. Garber and Wayne Smith.

In 1980, the men and women of *Battlestar Galactica* finally landed on Earth. But the mission aborted when the saga landed a 7:00 Sunday night time slot. "It changed the nature of what the show was intended to be," says star Kent McCord. *Galactica 1980's* time slot actually dictated the content of this TV show. "There was an FCC [ruling] where the 7:00 time slot was given back to the networks if the programming were public affairs, news-related or children's programming," explains McCord. "So, by dictate from the FCC, any program going in there had to meet one of those three criteria. And if you're programmed in that slot, and you're trying to do an action-adventure show, what follows is that action-adventure show had better be a children's show."

Because of this, Glen Larson was faced with the dilemma of how to do an action-adventure science fiction show that fit within the boundaries of children's programming. Jeff Freilich, a *Galactica 1980* producer who apprenticed in science fiction with *The Incredible Hulk*, explains how Larson accomplished this feat. "There had to be at least one educational message every act. That means four times an hour," says Freilich. In "The Super Scouts," "when the kids go off with Kent and Barry, they go to the RCA building in New York, and one of the *Galactica* kids takes apart and puts back together a television camera. Glen decided that's going to be educational, but it's also a wonderful character moment for a futuristic child, raised from another planet, to demonstrate to people how a television camera works. That was Glen's idea of how to be educational without being preachy.

"We had to come up with a premise that could be exploited from an educational standpoint, which is why we did one about toxic waste in waters, why we did one about migrant farm workers. There were several shows that had messages, which for television is very difficult to get away with, because generally [series] television shows things that people won't see on the news, and they want to escape a little bit of the reality of the world. We were really forced to deal with it as much as we could. Because we had to mix the intention of the show, I think we got a little bit lost on how the show was supposed to run." Why ABC decided to slot *Galactica 1980* in this position on Sunday night escapes McCord. "I guess ABC felt it would meet one of those areas "

he muses. "It would be counter-programming to 60 Minutes or whatever it was on NBC at the time."

"They just hammered us," says Larson of ABC's time-slot decision. "That's where they wanted us. That was the whole point of putting us on the air, so they could fill it as a 7:00 show. They were more powerful then than they are now. They said it virtually has to be this way. By getting on the air, we figured we could steer people in the right direction. We would do it their way until we could eventually move on and into what we wanted."

The first three hours of the show featured Troy and Dillon acclimating to Earth, and dealing with a renegade council member who traveled back in time to World War II. The villain, Xavier, planned to upgrade Earth's technology to help it meet any Cylon attacks that might come to be during the present. It was Larson's initial intention to do a *Galactica* time-travel show before it became mired in the FCC's programming straitjacket. Scripts were written that dealt with Cleopatra and Helen of Troy.

"We did some of those," admits Larson. "I'm not sure if that was a good idea or not. In retrospect, maybe we shouldn't have toyed with it too much to begin with. We should have stayed right where we were instead of going back and doing [time travel stories]. I have mixed emotions. It may have been a mistake.

"Essentially what Glen Larson and I talked about when we sat down together, when he was coming back with *Galactica*, was 'I want to try to do something akin to *The Day the Earth Stood Still*,'" recalls McCord.

"Something along the lines that these two beings from outer space with all this great knowledge ... were coming as peacemakers and trying to bring peace to Earth. But then, all of a sudden we got set with the 7:00 time slot and we got strapped down with a bunch of kids, doing baseball shows as Scouts. We kind of lost the direction, I thought. And also, the fact it was programmed so quickly, I don't think Glen wanted to delay the premiere of the show. We had done the pilot in December [of 1979] and had worked for three or four weeks on the pilot. We started work on it, and then all of a sudden they wanted a show right away! I know that Glen had asked that we be delayed for a September [1980] premiere so we could prepare scripts and not be put under the gun.

"I felt that ... had the show gone on in the time slot that everybody thought was going to be, an 8:00 or 9:00, we could have developed the show the way Glen originally envisioned it—a *Day the Earth Stood Still* type of series, where these two characters with vast knowledge from the stars would come to Earth and bring peace. ... The pilot we did went into all the things we could have done with the show. With the characters meeting scientists and all that area. That was very interesting, and I thought it played very good. And then we got off on a tangent and got into a 7:00 time slot and the kid thing and all of that. When you ask how would I have taken the show, I would have done exactly what Glen tried to do. Go get a copy of *The Day the Earth Stood Still*, put it on your VCR and watch it. It is an absolutely wonderful film."

McCord is philosophical about the show's low order of ten episodes, and he explains the modern realities of Hollywood filmmaking and network rationale, giving audiences less and less of a show they watch.

"That's life. It's a different world here. In the old days ... you'd get an order for 13, a back 13 and the following season you'd get an order of 26. That's the old days. In the new days, you get an order for four or five or six and a producer hopes lightning strikes. If it doesn't, hell, I've seen shows pulled off the air—gone forever—after a couple of episodes. *Galactica 1980* was opposite 60 Minutes. I think we came in second in the time slot, but I don't know if it was enough to counter the high cost of doing the show." Although Larson's original intention in doing *Galactica 1980* was to create a show that would be more economical than *Battlestar*, that quickly disintegrated when the network declared they wanted a product immediately for speedy airing.

"The purpose of finding Earth," says McCord, "was supposed to have been so we could bring down the costs.

[But what happened was] in trying to get scripts ready and shooting, sometimes we had three first units shooting at the same time, in different episodes. I don't know if the show was economically feasible or viable to continue without being an all-out hit. Battlestar Galactica was the most expensive hour here at the time. This happens when you go into production and you don't have enough lead time. Mistakes are made and things become costly. So Glen was writing to try to get the show for September 1980 instead of that January or February that we debuted, which was very, very short lead time." "What made it expensive was they gave that show just a few weeks to get started to get it on the air," agrees Larson. "I'll tell you a true story. I was dubbing the show on the lot on a Sunday afternoon. You don't dub on Saturday and Sunday, that's how expensive it was. I saw a guy walking around in one of the Galactica warrior uniforms. (I have one in my closet, by the way.) I saw this guy walk by and I was furious! I was so mad because the [Universal Studios Battlestar Galactica] tour was using so many of our props and they weren't paying for them, and I thought we were getting victimized. I was ready to call it.

'This is exactly what I'm talking about. They're taking our money and they're spending it on the tour, and I'm not getting it on the screen.' I made a phone call. A very impatient voice on the other end of the phone said, 'That's not the tour.' I said, 'What are you talking about?' 'You better check your schedules. I know you're on the dubbing stages but we're shooting today.' We were actually shooting the show on weekends in order to get it on the air. That's how ridiculous it got. There were guys driving out that gate every weekend in campers ... and they were buying their overtime. The show was costing a fortune because the network rushed it. How fast can you get on the air? I was terrible that way. They ring the fire bell and I answer it, figuring I could do almost anything.

"There was a super-rush because it took eight or nine days to make [each episode] ... and we couldn't make airdates unless we shot around the clock. One of the things that hurt the show was that I wouldn't allow them to just throw it together.... I insisted that we make it look good and try to hold the quality. To do that we had to shoot a lot of overtime, a lot of weekends. The cost ran up there so ... that cost our pickups [extra footage to increase coverage for editors]. We virtually couldn't afford to keep shooting them. The network was probably willing to keep it going, but it was costing them so much money."

So hectic was the filming schedule, it made for a memorable moment for the two lead stars of the show. "This probably points up the chaos that we had to deal with. [It] was the day we were shooting the scene on the Universal 747 stage ", recounts McCord. The episode was "The Night Cylons Landed," and "we had probably 30 or 40 or 50 extras plus a crew. About noon, on this day with all this very difficult stuff, one of the associate producers came down and handed Barry and me eight pages of dialogue and said, At 4:00, you have to go to stage 25 and you have to shoot these eight pages. And no matter where you are here, you have to be over there to do this because we need this stuff to finish cutting a show that's being done.' So at 4:00 Barry and I had to go over to a different stage and leave all these extras and the whole crew ... on this 747 soundstage and shoot eight pages of dialogue in a Viper. That dialogue had no reference to anything. It was Galactican language written for us.

It's not easy stuff to learn. We had eight pages, and we didn't have time to learn it because we were shooting another show in another stage! That pointed out a couple of things. We had that unit shooting on a 747 stage and we had another unit shooting with us on stage 25, and I even think there was another unit out shooting with the kids or something," laughs McCord. "That was the way that show was done-to make airdates. It's very unusual."

Kent McCord, surprisingly, was originally slated to appear in Battlestar Galactica as one of the lead characters. "Glen wanted me in it, the studio wanted me in it. But it was a person on the network who had some conflict of interest," says McCord. "I've known Glen now for over 30 years, and when he called me and said, 'I got this great concept and I want you to meet with me,' I went over and met him. We had lunch together, and we drove out to the special effects studio where they were doing all the miniatures, and they had shot some tests of some things, and we went to a screening and looked at them. Yeah. I was very excited by that project. I thought it was going to be terrific! I think the original was plagued by airdates and a difficult time. It was a very, very difficult show to do. One of the most expensive hours that was being shot for television at that time! It was tough for everybody who worked on that show. Yeah. I was looking forward to having done that show. Unfortunately, I didn't get the opportunity to do it."

As to the change in premise from the earlier show to Galactica 1980, McCord says, "I think that if you're going to follow a show that has had some success, with some following, I think you have to keep your lineage alive. Glen chose to do a time some 25 or 30 years later of which I was supposed to be the grown Boxey. So there was a whole other generation. Lorne Greene was the tie between the old show and the new show. That kept the fans they had accumulated from the original show interested." Working with Lorne Greene was an opportunity for McCord to see a television veteran at work. "He was a very nice man. Very professional and very dedicated. Lorne had a very limited time. He would come in and do his scenes. Everything was set up for him. I enjoyed working with him. He was an interesting man." And of McCord's co-star, Barry Van Dyke?

"Barry is a wonderful, wonderful man. I had a great time with him and we had a lot of fun together. I still see Barry from time to time."

Oddly, at the end of every episode of *Galactica 1980* was a paragraph on Project Blue Book that said, "The United States Air Force stopped investigating UFOs in 1969. After 22 years they found no evidence of extra-terrestrial visits and no threat to national security." "The network put that for 7:00 kids. That's standards and practices," says Larson. McCord doesn't recall this paragraph at the end of the show; however, he notes, "I would imagine that if you're going to deal with outer space and things like that, that little paragraph at the end of the show, about Project Blue Book, is a nudge for people to think about what's out there in outer space."

McCord and co-stars Barry Van Dyke and Robyn Douglass appeared in only nine of the ten episodes shot for the series. Number ten was "The Return of Starbuck," with guest star Dirk Benedict returning as the sly, wisecracking warrior. In this episode, kid genius Dr. Zee recounts a dream to Commander Adama. In the dream, Boomer and Starbuck are on a mission, and Starbuck's Viper is hit during a Cylon attack, forcing him to crash-land on a rocky, deserted planet. The only other presence to keep him company is a deactivated Cylon robot, which Starbuck rebuilds. With his newfound Cylon robot friend, "Cy," Starbuck faces up to the reality that he could probably spend the rest of his life on this ruddy rock-especially since a woman about to give birth has appeared. But a homing beacon from Cy's ship brings more Centurions, and in order to save Starbuck's life, Cy sacrifices himself against his compatriots.

The director of that episode, Ronald Satlof, recalls, "I didn't care about the final fate of Starbuck. I liked it because of the anthropomorphization of the machine, the robot that Starbuck fixes who turns into a friend and sacrifices himself for Starbuck. I thought there was a lot of human interest in a theme like that. I thought that was a wonderful theme from science fiction because it is a mirror to ourselves. This was an irrationally programmed robot who ultimately became rational and saw the folly of its ways. People need each other, even if one of the people is a robot."

When asked why this episode was such a departure from the regular series, Satlof responds flatly: "They were trying to save the show. They were shooting two other episodes with Kent McCord, and it was written as a way of putting an entirely different unit [to work while the regular shooting company of the series [was filming elsewhere]. Getting Dr. Zee and Adama in for one little scene to tell the story-that's about all that unified the two shooting companies."

Satlof recalls filming at Red Rock Canyon, "a horrible location." When they were scouting the location, it was nice and warm, and they thought it would be a perfect place to do the story. "But when we got there to shoot, there was a hailstorm and [the temperature] was in the 30s," he says. "The actress Judith Chapman had a little thing to wear, it was see-through, and she was out there with her knees shaking, trying to act. It was unbelievable. We'd wrap blankets around her. We'd roll the camera, snap the camera slate, and she'd [get] ready to go, pull off the blanket and step forth [to] the cameras and say her lines and try to act before the shakes started. It was just horrible. It's what we do for television."

Of Benedict's performance in the episode, Satlof says, "He had a kind of lovely egotism tempered by a flare of humanism ... so I thought he was terrific. I liked him a Jot." At the end of the story, it's hinted that we've seen the very last of Starbuck, but with the appearance of the team of Centurions, who ultimately will destroy Cy, Larson also hints that there's a Cylon vessel elsewhere on the planet in perfect working order for Starbuck to use. "That's right. If the series had survived and Starbuck certainly had a chance to survive he'd rejoin the series," notes Satlof. "He'd somehow get to that Cylon ship and somehow get back to the star fleet. "I'm not absolutely sure about this, but I really suspect that Glen ... left a door open ... to have him somehow get back into it in a new age, a new Galactic mission and all the rest of it, without having to age because you can explain it away with time differences in space."

Potential for resurrection aside, with this episode Glen Larson was also able to close the series with a measure of personal satisfaction. Larson cites the episode as probably his all-time favorite *Galactica* segment, next to the premiere episode and the two-hour films like *War of the Gods* and *The Living Legend*.

"We were virtually going back to the original premise," he says. "That was really the series brought to a whole different level, even though it didn't need a lot of pyrotechnics." Viewers liked this show so much that Larson got a request to do the show in London as a play. "We were approached on the subject and they never got around to doing it," he sighs. "It was a big hit in England. If you think about it, it was very much a play."

McCord recently bumped into a videotape of *Galactica 1980*. Curious to relive some of his work on the show, he rented it, only to find a badly edited film culled from three different episodes. "It's terrible! It's awful! I couldn't even watch it. It was just the worst. I remember they came to me and asked, 'Can you do some voiceovers?' It was probably one of the most dreadful things I've ever seen in my life. They should have just released *The Night the Cylons Landed*, a two-parter episode. That was just a mish-mash. It didn't cut together. It didn't make sense."

Like others involved with the show, Jeff Freilich says the *Galactica 1980* failed, "not because the show was doing so badly, but because it was in a time slot that was a death time slot [with] CBS's *60 Minutes*. At the time NBC and ABC deluded themselves into believing they could make inroads into the *60 Minutes* audience with adults on one channel and under-25's on another. "The other prerequisite [of the time slot] was there couldn't be more than ten incidents of violence in an episode, and that meant if ten Cylons got shot out of the sky, that was all we could do. You couldn't have anything else, which included hitting somebody on the head with a stick, or punching somebody in the mouth or a car into a wall."

The competing show on NBC, *The Wonderful World of Disney*, got away with more violence because it fell under the category of previously released theatrical motion pictures. Censors did not have to cut those films—but they kept their scissors sharpened for *Galactica 1980*. "I remember one very particular night," says Freilich, "when Frank Lupo and I were sitting there on a Sunday and we got phone calls from ABC standards and practices, Susan Fetterman. She declared, 'You cannot air this show tonight!' She had just looked at it that day and we could not understand why. She had counted 11 Cylons being shot out of the sky, and she would not allow the show on the air with 11 incidents of violence. We had to go back to my office that afternoon with her, Peter Roth (a vice president of ABC at the time; now executive vice-president of Fox Broadcasting), and we had to sit there and watch the show and count, yes, 11 of them."

"Our argument was these were not people, they were robots, Cylons were animatrons and it wasn't hurting anybody. She put on such a stink, and we reminded her that it would probably cost upwards of \$50,000 to cut one of the shots, recut and redub the film and be ready for satellite that night. We got away with it that time, but these are things you never have to deal with anywhere else."

One night while writing the episode "Spaceball," Freilich received a very unusual phone call from Texas. "Every show that I've ever worked on has its own group of really obsessive fans. Regardless of the show you work on, there is a group of people who watch the show religiously and know the show better than you do, even if you are the creator of that show. They will read things into your shows that you as the creator or writer would never think about. They see people on your show as being in the real world, whereas you know they're fantasy. I got this call from a man who is very upset because he's been watching the show and he swears that's not how *Galacticans* talk, because he's met them. Because they've actually landed in his yard and he put them up for a few days in his barn. They don't talk like that. He's calling to tell me that in the future there are several expressions *Galacticans* use that we don't use on the show, that we oughta use if we're going to be accurate about them. I couldn't believe I was hearing this. I took him seriously because I didn't want to make fun of him. But I could not believe that somebody truly believed what he was telling me. And yet, this was a middle-aged man, he must have been at least in his late forties if not early fifties. He was a devotee of the show."

Taking him seriously could have been a good idea. Freilich accepted the man's advice and incorporated the expressions into the show. Sadly, Freilich can't recall the specifics of what he added. Working with Glen Larson was an enriching experience for Freilich. "Glen always had his finger on the pulse of the American television audience," he says, "and he was very good at creating shows that critics might pan, but the audiences tuned into in droves. He never paid much attention to anybody but the audience. What Glen taught me more than anybody else, was to exploit whatever your own ideas were and don't pay attention to networks and studios. Your own success or failure should be measured by your ideas without having them polluted or changed [by other people]."

"He was really very much of an individualist. He had, more than any other producer I've ever worked for, a high respect and reverence for the writer. Glen started as a writer, a pure writer, and that's all he was. He wasn't a producer, and he built an incredible reputation as one of the faster writers in television. Speed in television is really important because things are done so quickly. I learned to go with your instinct when you are writing; to close yourself off from phone calls, make sure to have other people to handle the nuts and bolts of making a television show, to lock yourself behind a door. Glen would disappear to his home in Hawaii or Malibu and not answer the phone until he was finished with what he was doing. He also had an amazing ability to make incredibly expensive television shows despite the protestations of the networks and studios and then take those television shows, and in the case of *Galactica*, which is a prime example, make it into a theatrical film, release it overseas, and make back any deficit he might have incurred by making a TV show. It was very, very rare to do that. "Glen was one of the first people to market toys and games and cards and all sort of ancillary things that could come from a television show."

"I had heard a tremendous amount of negative things about Glen Larson before [working with him]. In retrospect, most of the stuff I heard about that was not positive came from jealous people.... My experience with him was a very pleasant one, and it paid off particularly well about a year and a half ago. I was in Paris on vacation from Spain, where I was doing an episode of *Dark Justice*, a show I created. Glen called me in Paris to tell me that CBS had just shown him the pilot I had written and directed for *Dark Justice* because he was interested in writing a late night show, and how he thought it was really wonderful and how proud he was

and stuff. I said, 'In a lot of ways you taught me all I know.' He took no credit for that at all, kind of laughed it off. Truthfully, the other person that he really helped was Frank Lupo, who created the A Team." (Lupo also worked on Greatest American Hero and invented, with John Ashley, Something Is Out There.)

If the show had continued further, Larson says, "We would have just expanded on our basic premise but refined our storytelling. There are an infinite number of stories you could tell in outer space. It had a lot more scale and potential than, I think, Star Trek did in many ways.... We had better hardware to work with and a lot less limiting. We could have done a great deal, but we needed more time."

The last word on Galactica 1980 comes from Glen Larson, musing on a revival of the adventures of the Battlestar Galactica. "There was a point where Universal was talking about doing it the same way as Star Trek that we might have done it as a prime access sold to stations [i.e., syndication]. But with the sale of Universal to Japan, and some of the other things, I don't know if the people [who are there now] have the imagination to do that. Right now it's a little less likely, but nothing's impossible. With the success of Star Trek and its spin-off, it's possible that this will come up again." And would Larson be interested in doing it? "Yeah, I would, because I really think having been there once, I have a better idea of what we could do. But who knows?" he shrugs. "We'll have to see."

CAST NOTES

Barry Van Dyke (Dillon): Born 1951, the son of comedian Dick Van Dyke. In the late 1980s he starred with his father in a short-lived sitcom called Van Dyke and Company. He also joined his father in a pair of TV movies, first Diagnosis of Murder (1992) and then The House on Sycamore Street (1993), which successfully spun off into a series titled Diagnosis: Murder beginning in late 1993.

Kent McCord (Troy): Born 1942. McCord was Officer Jim Reed on Adam-12 (1968-75). He also appeared in Airplane II (1982) as the co-pilot with Peter Graves and played a cop in Predator 2 (1990). He also guested on seaQuest (1994). Lorne Greene (Adama): see Battlestar Galactica.

Patrick Stuart (Dr. Zee): Born 1966. A child actor in Galactica 1980, he made a successful move to All My Children as rapist Will Cortlandt. Stuart is the son of Chad Stuart, of the singing duo Chad and Jeremy. He continues to act on the stage in New York.

Robyn Douglass (Jaime): Born in 1953 in Japan. Douglass has also starred in a TV movie with Marc Singer, Her Life as a Man (1984) and with Steve Martin in The Lonely Guy (1984).

Emmy Awards

Outstanding Costume Design for a Series - Nominees: "Galactica 1980" (1980) - Jean-Pierre Dorléac - For episode "Starbuck's Last Journey". (1980)

WR. Glen A. Larson, Frank Lupo, Jeff Freilich, Robert L. McCullough.

DIR. Sidney Hayers, Vince Edwards, Barry Crane, Sig Neufeld, Daniel Haller, Ron Satlof.

EPISODES: 10 **YEAR MADE:** 1980 **COUNTRY:** US **SEASONS:** 1

ABC TV PRODUCTION IN ASSOCIATION WITH GLEN A. LARSON PRODUCTIONS AND UNIVERSAL MCA. LTD.

CREATOR: GLEN A. LARSON

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER: 27/01/1980 **AIR DATE OF LAST EPISODE** 04/05/1980

SEASON DATE BREAKDOWN:

FILMS: CONQUEST OF EARTH (1980), EXPERIMENT IN TERRA.

Commander Adama LORNE GREEN, Capt. Troy KENT MCCORD, Lt. Dillon BARRY VAN DYKE, Jamie Hamilton ROBYN DOUGLASS, Dr. Zee ROBBIE RIST, Dr. Zee PATRICK STUART, Col. Boomer HERB JEFFERSON, Col. Sydell ALAN MILLER, Brooks FRED HOLIDAY, Xavier RICHARD LYNCH, Xavier JEREMY BRETT.

RELATED SHOWS:

KNIGHT RIDER

BUCK ROGERS IN THE 25TH CENTURY

BATTLESTAR GALACTICA

AUTOMAN

HIGHWAYMAN, THE

MANIMAL

NIGHTMAN

TEAM KNIGHT RIDER

BATTLESTAR GALACTICA (MINI)

BATTLESTAR GALACTICA (2004)

1 - 1 *GALACTICA DISCOVERS EARTH (1-3)*

Thirty years after its voyage began, the Galactica finally nears Earth. However, they are dismayed to learn that Earth's technology is no match for the Cylons. Adama sends representatives ahead to Earth to secretly speed up the planet's technological development.

Wr Glen A. Larson

Dir Sidney Hayers

1 - 2 *THE SUPER SCOUTS (1-2)*

When the Cylons launch a surprise attack on the fleet, Adama sends Troy and Dillon to take the children to Earth for their own safety.

Wr Glen A. Larson

Dir Vince Edwards

1 - 3 *SPACEBALL*

While Troy and Dillon try to stop the renegade Xavier from altering Earth's history, the children from Galactica find themselves at a baseball camp for underprivileged children.

Wr Glen A. Larson, Jeff Freilich, Frank Lupo

Dir Barry Crane

1 - 4 *THE NIGHT THE CYLONS LANDED*

The Cylon Empire has built a new type of Cylon, a humanoid android; and when one of them survives a crash near New York City, Troy and Dillon must hunt the Cylon down.

Wr Glen A. Larson

Dir Sigmund Neufeld Jr.

1 - 5 *SO THIS IS NEW YORK*

1 - 6 *SPACECROPPERS (aka HARVEST HOME)*

Troy and Dillon form a partnership with an immigrant farmer to produce crops to feed the Galactica refugees after the Cylons destroy the fleet's agroships.

Wr Robert L. McCullough

Dir Daniel Haller

1 - 7 *RETURN OF STARBUCK*

Dr. Zee tells Adama about a dream where he sees Starbuck, crashed on a distant planet, befriending an injured Cylon Centurion and a mysterious alien woman who gives birth to a baby boy.

Wr Glen A. Larson

Dir Ron Satloff

1 - 8 *GULAG*

1 - 9 *THE FLIGHT OF FRANCIS JEFFRIES*

1 - 10 *STILL AT LARGE*

1 - 11 *ASYLUM*

GALIDOR: DEFENDERS OF THE OUTER DIMENSION



On his birthday, Nick Bluetooth receives some kind of map that takes him and his best friend, Allegra Zane, to a ship (which is shaped like an egg). A robot named Jens on the ship thinks they two teens have come to save the Outer Dimension from an evil overlord. With the help of a power known as "glitching", which helps him to change his arms and legs into things he finds along his travels, Nick plans to find the pieces of the Key to Galidor to rescue the Outer Dimension.

Galidor: Defenders of the Outer Dimension or simply Galidor is show that ran on Fox Kids in 2002 with a total of 26 half-hour episodes. The series was created by Thomas W. Lynch, the creator of The Secret World of Alex Mack and The Journey of Allen Strange.

The premise for Galidor, 2 kids & their alien companions & their adventures in another dimension had wonderful possibilities. Sadly this series did not fulfill its promise. After seeing that mature writing could be applied to Saturday morning "kid" shows such as Captain Power & his Soldiers of the Future & Hypernauts, this show stepped back to the days of unsophisticated & silly Sat a.m. shows. The allies that the kids met looked like they just walked over from Sesame St. I love cute muppets but not on this show. You can integrate terrific looking puppets or actors in full body suits into a sf series. Farscape has magnificently proved that. The lead actors were fine, tho' the villain was done in a melodramatic, over-the-top, clichéd manner. The cg fx were very well done, & they had some good looking sets. The show came off as blending of sf & fantasy elements. This rarely is ever a good mix. Various old plot lines are unimaginatively brought into play, and Nick's mission is has a been-there, done-that feel.

Characters

Nick Bluetooth: A boy of 15 years in age. He has a special power called "glinching" (verb: glinch) which enables him to transform his body's matter into different kinds of matter; usually, he turns his limbs into limbs of other species or specialized machines. A brash and foolish hero, he will usually act first and think later, usually getting himself into more trouble than necessary. At times can be self-centered and obnoxious, is certain he is the leader and knows what's best. Despite his failings, he has a pure heart and desires feverishly to do the right thing despite any odds. Nicholas spends a good deal of the first season not realizing that he is descended from the Stranger (Sam Bluetooth) and Queen Riana.

Allegra Zane: 14 year old alleged computer genius (though only once do we see her use a computer). Nicholas's only friend, a karate expert. She is dragged into the Outer Dimension against her will and desires only to go home, until an encounter in Dreejal-Vin in episode 6 ("Belonging") with tunnel-dwellers makes her realize what is at stake. She is Nicholas's calm voice, where he is brash and foolish, she is calm and sedated.

Jens: The Chief Scientist of the Royal Court of Galidor. Originally a Wexar, a plant-like creature, his body was burned by Gorm, and he downloaded his mind into a robot body in order to complete his mission and recover "The Warrior," not realizing at first that it is Nick. Jens was also not fond of Allegra when the series began, whining that she is a complainer and "not supposed to be here." Usually acts nervous and panicky, and speaks with an odd high-pitched voice. Halfway through the show his "claw hands" are replaced with more articulate gloves.

Euripides: Scholar of the Royal Court of Galidor. He is an Amphibib (a large anthropomorphic frog). He is from the Realm of Arbo and the last of his kind. Philosopher and Nicholas's spiritual advisor. He carries a staff and has psychic powers which include telekinesis and limited heat generation.

Nepol: A Siktari warrior from the frozen realm of Elta Siktari, originally a tall Siktari warrior and leader of Galidor's army, was compacted by Gorm into a small Siktari. Visually impaired, needs glasses. He wields a luka (an icy-looking spear), runs extremely fast and can project freezing blasts.

Lind: A mysterious character who shows up in a few episodes at the end. She is a native Galidorian who can dissolve into a purple gel. Like Nick, she is certain she knows what's best and clashes with Nick and company at every opportunity. She and Nicholas begin to connect after rescuing Euripides from Earth.

Sam Bluetooth (AKA The Stranger): he is adventure and scientist, he met Queen Rhiana (Nicholas's mother), presumably 16 years back (? , left for Galidor in mid-1985)). Sam Bluetooth constructed the Egg (most likely in the Outer Dimension, having used his house to go there in the first place). In the beginning of the series he is seen falling into a chasm, but at the end of the series he is shown as Gorm's captive.

Queen Riana: The Queen of Galidor. Appears in the series mostly as a mental hologram that only Nicholas can see, offering cryptic advice and warnings.

Gorm: The show's main villain. Once the chief advisor of the Royal Court of Galidor, Gorm has become a menace throughout the Outer Dimension. He conquered many realms, wiped out some species (like the Amphibibs), and made a virus in the Maps. As such he is known as the Conqueror of a Thousand Worlds. He has Sam Bluetooth in his clutches and plans to conquer Galidor. He has the ability to glinch at a much weaker level than Nick (he stole a small part of Nick's power when Nick was a baby) but amplifies it to a great degree through a device on his chest. Among Gorm's other skills are his immense strength and his extremely cunning intellect.

Tager: One of Gorm's main minions, Tager is the master of Mind Control and interrogated Allegra in the second season.

Bala: A bounty hunter working for Gorm, he attacks with an energy bolt that turns into a claw upon impact.

Caliphonic: Leader of the Aquarts, Caliphonic is a minion of Gorm.

The Egg

The Egg (or more appropriately, the Trans-Dimensional Module, TDN) is a blue egg-shaped vehicle that stands on four legs and is capable of flight. On the outside, it is barely bigger than a trailer, but on the inside comprises several stories, many of which are unexplored. The four seen in the run of the show were

The Pilot House, essentially the cockpit. Contains pilot and copilot controls. The front windscreen has a blast screen that can be closed.

The Main Level contains a circular table in the center with a port for the map to plug in. The map doubles as the Egg's navigational computer, and is incapable of functioning without it (in Episode 7 "A Crack In The Map", Nepal attempts to fly the egg without the map with erratic results).

The Reactor Room, which houses the powerhouse of the egg.

The Garbage Chute, a long compactor room that decimates garbage and fires it off into the Viniculum. Not a place one wants to fall into accidentally.

Nicholas and Allegra both mention lockers, meaning that there is a locker room somewhere on the Egg. The Sandwich Simulator, which apparently does not work very well, is presumably on this level as well.

Outer Dimension Realms

Here are the known realms in the Outer Dimension:

Arbo - Formerly a forest realm until Gorm set large sectors of it ablaze. There are some forest havens in this realm (inhabited by dangerous creatures), but the inhospitable desert dominates (the Aquarts reside in the caverns underneath). This is also the home-realm of the Arbonians.

Dreejal-Vin - A crowded city realm and home-realm to the Vinics. A Gorm-created computer virus destroyed their maps and cut them off from the rest of the Outer Dimension.

Elta-Siktar - A frozen realm roaming with Eltaans, Siktaris, and Shimels (transportational pack creatures which are only referred to in passing by Nepal).

Kek - Formerly a prison realm and now Gorm's stronghold. His powers of illusion are strongest there, which means he is in total control of the environment and those in it.

Wex - The home-realm of the Wexers. Not seen in the series.

Galidor - Capital Realm in the Outer Dimension. Seen only briefly in one episode, resembling a city of sculptures found in a fishbowl or snowglobe (appropriate for a realm that spent the entirety of the series in containment).

Key Props

The Map: A circular gray device with two large grips on the sides with finger-shaped grooves and an old TV-set-shaped monitor in the middle that is capable of presenting a three-dimensional globe (acting as the equator) or a radar-like short range tracker. The map is also capable of floating by itself and is capable of plugging into the center console and acting as the guidance system for the egg, as well as showing data for both Earth as well as the Outer Dimension.

The Communicator Watch: self-explanatory. Nicholas wears the watch with the face on the inside of his wrist, a character trait provided by actor Ewald.

The Journal: The stranger's journal, which was hidden in the Monument of Knowledge on Dreejal-Vin. It contains schematics, diagrams, and diary entries of the Stranger's journey through the Outer Dimension. Nick continues writing in the journal when he receives it. While the book appears to be a regular leather and paper book, it is in fact made out of hyperglinch energy (like the Keyfrags) meaning it can be reconstituted if destroyed, and may also mean it has an inexhaustible supply of paper (not confirmed).

The Pack: A three-strapped backpack that Nicholas finds in Arbo. Originally belonged to the Stranger, and was found full of notes, pens, and other "junk."

Keyfrags: Parts of the key to Galidor, shards of metal that can be combined into the shape of an egg. They are usually found in a plastic container with fingerprint identifiers to keep them safe. The key is capable of putting itself together (presumably some sort of magnetism) to make sure that it is put together properly.

Notes

The show was completely filmed digitally, reducing the time required in compositing the computer-generated imagery. The series was also shot in 16x9/1.85:1 but was never released in that format (previews for the show, however, were presented in the "letterbox" format).

The actor who plays Nicholas (Matthew Ewald) is on a wire rig in almost every single episode. He cracked a rib performing a wire stunt in Episode 11, but did not tell anyone because he wanted to continue doing stunt work.

Allegra Zane leaves her backpack and camera behind in the sewer in the first episode. Additionally, the hooded sweatshirts the characters wear never reappear in later episodes.

In the same vein, Nicholas and Allegra have hoodies in the first episode, bring them with them into the Outer Dimension, but never wear them again. Even when they are in the frozen realm of Elka Siktar.

The legs on the Egg are the same as Jens'. The ones on the toys are interchangeable, but Jens' fit loosely in the Egg and the Egg's legs don't fit on Jens.

The Egg's wings on the toys are the same as those of Deluxe Nicolas, but with different joints. Jens originally had claw hands, but switched to gloves so he could hold props and tools.

Nicholas was originally named Christian, and is referred to such in Tom Lynch's original story. The name was changed at the last minute, and is rumoured to have been accidentally included in a few pages of the pilot script.

Nicholas's last name, Bluetooth, is not named after the computer part. Bluetooth is Danish royalty. The technology was just taking off when the show premiered.

There is an article on the wall in Sam Bluetooth's lab that mentions a part of his house disappearing. The article originally appeared on the Galidor web page before the series began as a teaser.

CGI seat belts were designed for the Egg's chairs, but were never used in the series.

Allegra glinches in Episode 21 "The Great Glinch Switch," and it appears as a red flash rather than blue. The show had an extensive product tie-in with Lego (which helped fund the series. Despite high ratings and fan enthusiasm from the United States and outside (the show is broadcast in Europe on the SciFi Channel), disputes over funding and copyright ownership prevented a planned third season from being produced.

Because of armour, wire rigging, and most likely the required absence of noticeable brand clothing, the human costumes were all made custom for the actors.

References to other media

In Episode 1, "Identity," Nick has a book called "Chariots of the Gods" on his bedside table. The book is about aliens visiting Earth and is a big influence on the film Stargate.

Additionally in Episode 1 "Identity," Nicholas suggests Earth may have had or been in contact with advanced civilizations in the past, similar to Dr Daniel Jackson in Stargate. While the comments were never followed-up in the run of the series, it is conceivable that Earth may have had contact with the Outer Dimension but have been cut off somehow, and that the Stranger merely re-opened this link. This suspicion is also hinted at by Galidorian devices being in a warehouse on Earth in a later episode.

The character Gorm wears body armor to protect his own battered and destroyed form, similar to Darth Vader or Doctor Doom. It is not explained how he came to have this armor, but the little skin we see is green and scaly, implying he is some sort of lizard.

Queen Riana appears as a mental hologram that only Nicholas can see, similar to the holographic character of

Al in Quantum Leap.

In Episode 7 "A Crack in the Map," a judge who had sentenced Nicholas to community service tells him "what we have here is a failure to communicate," a line directly taken from Cool Hand Luke.

In Episode 13 "It's Like Déjà Vu All Over Again," Nicholas comments on a powerful energy signal being like "his boombox cranked up to 11." This is a clear reference to Spinal Tap with the amplifier that can be turned up to 11.

In the same episode, Allegra arrives with sandwiches that are "Simulated ham and simulated cheese, or simulated peanut butter and simulated jelly. I think." This mirrors a scene in *The Odd Couple*, where Walter Matthau offers "Brown sandwiches or green sandwiches. It's either really new cheese or really old meat."

In Episode 26 "The Gates of Galidor Part 2," Nicholas jumps into Gorm's body and destroys him from within, almost completely mirroring the death of Agent Smith from *The Matrix*.

Much like the long running series "Doctor Who," - "The Egg", while appearing to be smaller in scale from an outside perspective is grander in scale once having step foot within. Which would lend considerable reference of Nicholas Bluetooth being closely resembled to the legendary time traveling adventure know only as : "The Doctor," whom travels within a time traveling device, stuck within a shape of an old 1950s London Police Call Box, known as the "TARDIS," a device which is considerably smaller in appearance then it truly is. Ironically, the TARDIS was designed to be a chameleon but got "stuck," and tends to land in obvious locations, while the Egg is incapable of changing shape but is programmed to hide where it will not be spotted (in one episode, as a homecoming float, which works as a disguise for about twenty minutes before special agents find it and seize Euripides from inside).

Both the Egg and Tardis are implied to be living creatures, in the case of the Egg, possessing artificial intelligence and a few sets of arms that are capable of grabbing things (and people) and removing them. Additionally, both shows revolve around characters who use their brains and intelligence rather than brute strength to defeat their enemies.

The series ended with a cliffhanger, which implied that, somehow, Gorm survived his destruction at the hands of Nick, and had his father captive. With this in mind, it is possible that more new episodes were planned; to this day, none have surfaced.

Produced by Marie-Claude Beauchamp .. Producer , Mychèle Boudrias .. Producer , Tom Chehak .. Co-executive producer , Michel Lemire .. Producer , Tommy Lynch .. Executive producer (as Thomas W. Lynch) , Robert C. Mora .. Executive consulting producer , Jacques Pettigrew .. Executive producer , Gary L. Stephenson .. Producer

Original Music by Andrew R. Powell (also theme)

Cinematography by Daniel Villeneuve

Film Editing by Valéry Héroux , Augustin Rioux , Simon Webb

Casting by Vera Miller , Rona Zunenshine

Production Design by Collin Niemi

Costume Design by Francesca Chamberland

Makeup Department Penny Lee .. Key makeup artist , Francine Martineau .. Makeup artist , Martin Rivest .. Key hair stylist

Production Management - Fernand Boudrias .. Production manager , André-Gilles Gagné .. Production manager: post-production , Ginette Hoyse .. Unit manager

Second Unit Director or Assistant Director - Paul van den Boom .. Third assistant director , Ray De Cotiis .. Second assistant director , Paul Drouin .. Third assistant director , Sean Dwyer .. First assistant director , Matthew Jemus .. Second assistant director , Kelly Anne Patterson .. Third assistant director , Sylvie Perron .. First assistant director

Art Department - Ilinca Balaban .. Assistant art director , Elisabeth Bastien-Siry .. Assistant property master , Donald Beaulieu .. Scenic technician , Anthony Bourgouin .. Scenic technician (as Anthony Bourgoin) , Bernard Dion .. Head carpenter , Matt Faulkner .. Decorator , Ronny Gosselin .. Model maker , Jamie Knutson .. Props buyer , Tapani Knuutila

.. Storyboard artist , Annika Krausz .. Decorator , George Lalos .. Art department runner , Ian Lavoie .. Property master . Danny Lebel .. Scenic artist , Frederic Mainville .. Art department coordinator , Serge Nadon .. Scenic technician , Stéphanie Robitaille .. Scenic technician , Patrice Roy .. Head scenic painter , Jerome Zurfluh .. Scenic technician

Sound Department - Bruno Auclair .. French dubbing mixer , Bruno Auclair .. Adr recordist , Bruno Auclair .. Sound mixer , Marc H. Beaulieu .. Boom operator , Éric Ladouceur .. Sound re-recording mixer , Normand Mercier .. Sound mixer , Philippe Mercier .. Sound mixer , Michèle Soucy .. Dialogue editor

Special Effects by - Caroline Aquin .. Special effects makeup , Brent Baker .. Technician: Makeup Effects Lab , Bruno Gatien .. Special effects , Erik Gosselin .. Key makeup effects , Erik Gosselin .. Special effects coordinator , Erik Gosselin .. Special effects supervisor , Karl Gosselin .. Special effects coordinator , Karl Gosselin .. Special effects supervisor , Marifrance Guy .. Special effects makeup , Mike Manzel .. Technician: Makeup Effects Lab , Matt Mastrella .. Technician: Makeup Effects Lab , Mike McFarlane .. Technician: Makeup Effects Lab , Guillaume Murray .. Special effects Steve Newburn .. Technician: Makeup Effects Lab , Thomas Ovenshire .. Technician: Makeup Effects Lab , Lee Romer .. Sculptor: makeup Effects Lab , John Weldy .. Sculptor: makeup Effects Lab

Visual Effects by - Annie Alix .. CGI assistant supervising director , Marco Beauchemin .. Visual effects supervisor , Alan Best .. CGI supervising director , Mathieu Boucher .. Digital artist , Yves Béland .. Visual effects supervisor , Dominique Cabana .. Digital compositor , Patrick Cabana .. Visual effects , Martine Coté .. Visual effects coordinator , Benoît Coulombe .. Digital compositor , Etienne Daigle .. Digital compositor
Philippe Desiront .. Digital compositor , Marc Desmarais .. Visual effects , Pierre Dufour .. Visual effects , Vincent Fortin .. Visual effects
Antoine Gagné .. Flame operator , Antoine Gagné .. I/O supervisor , Antoine Gagné .. Effects breakdown , Antoine Gagné .. Shot breakdown
Sébastien Gagné .. Digital compositor , Mario Galardo .. Digital artist , Sandra Germain .. Visual effects , Magalie Harrisson .. Assistant visual effects supervisor , Francois Hogue .. Digital compositor , David Hubert .. Animator , Lina Hum .. Visual effects , Jessica Kardos .. Production Assistant
Ara Khanikian .. Digital compositor , Alain Labelle .. Visual effects production manager , Geneviève Labelle .. Digital compositor , Jason Lazaroff .. Visual effects , Christian Morin .. Digital compositor , Shelly Morrow .. Digital compositor , Jean-Sebastien Ouellet .. Matchmover , Michel Poisson .. Director: 3D Studio , Stéphane Rioux .. Digital compositor , Philippe Roberge .. Digital compositor , Paul Saint-Hilaire .. Digital compositor , Mathieu Tétrault .. Visual effect lighting , François Vachon .. Digital compositor

Stunts - Alexandre Cadieux .. Stunts , Jean Frenette .. Stunt coordinator , Randy Thomas .. Stunts

Other crew - Benoît Alarie .. Key grip , Chantale Allard .. Production assistant , Francois Archambault .. Camera operator , Eric Aubin .. Second assistant camera , Kim Beauchemin .. Assistant: Tom Chehak , Christine Bernard .. Production coordinator , Marie-Hélène Boulianne .. Assistant editor , Simon Broderick .. Colorist , Martin Brouillard .. First assistant camera: "c" camera , Christian Chabot .. Best boy grip , Isabelle Chamberland .. Dresser , Christian Chapdeleine .. Production assistant , Parker Chehak .. Epk artist , Michel Comte .. Camera operator: "b" camera , Michel Comte .. First assistant camera , Pierre Daudelin .. Electrician , Tony De Provence .. Caterer , Liana Dee .. Assistant accountant , Christine Dufour .. Publicist , Antoine Durand .. Best boy electric , Alex Epstein .. Executive story editor (episodes 1.14-1.26) , Alex Epstein .. Story editor (episodes 1.01-1.13) , Christian Fluet .. Production accountant , Madia Fortin .. Assistant accountant , René Fréchette .. Second assistant camera: "a" camera
André-Gilles Gagné .. Key post-production director , Gisèle Garneau .. Key dresser , Eric Godbout .. First assistant camera: "a" camera
Shari Goodhartz .. Story editor (episodes 1.01-1.13) , Richard Karol .. Unit driver , Ken Katsumoto .. Production executive , Andre-Pierre Lampron .. Electrician , Anne-Marie Langevin .. Wardrobe runner , Catherine Lavoie .. Script supervisor , Benoît Lefebvre .. Office runner , Chris Malazdrewicz .. Post-production director , Nelson Nadeau .. Grip , Francis Picard .. Electrician , Lyne Pomerleau .. Production secretary , Gerry Porter .. Publicist
Christelle Samson .. Set production assistant , Carlo Secchiaroli .. Grip , Benoît Sévigny .. Gaffer , Milena Topovic .. Trainee script supervisor
Madeleine Tremblay .. Wardrobe mistress

WR. Jonas E. Agin , Tom Chehak , Alex Epstein , Chad Fiveash , Shari Goodhartz , Damian Kindler , Tommy Lynch , Vijal M. Patel , Erik Saltzgaber , James Patrick Stoteraux

DIR. Roger Cantin . Jim Donovan , Sean Dwyer , Jean-Claude Lord , George Mihalka , Giles Walker , Adam Weissman

EPISODES: 26 **YEAR MADE:** 2002 **COUNTRY:** US **SEASONS:** 2

CINE GROUPE, TOM LYNCH COMPANY

CREATOR: THOMAS W. LYNCH

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 16, (2) 10

DATE OF PREMIER: 09/02/2002

AIR DATE OF LAST EPISODE 24/08/2002

SEASON DATE BREAKDOWN:

FILMS:

Nicholas 'Nick' Bluetooth MATTHEW EWALD, Allegra Zane MARIE-MARGUERITE SABONGUI, Lind KAREN CLICHÉ, Jens SAM MAGDI, Euripides JEFF HALL, Nepol CLAUDE GIROUX, Gorm STEVEN P. PARK, Nicky JUSTING BRADLEY, Leeya STEFANIE BUXTON, Colash PAUL CAGELET, Traylik JASON CAVALIER, . Seavenger KERIN JACKSON, Bala Ban PATRICK KERTON, Deuteer-Ro GREG KRAMER, Piclando STEPAHNE LEFEBVRE, Aquart #1 MIKE PATERSON, Gorm DERRICK DAMON REEVE, Sam Bluetooth RANDY THOMAS

1 - 1 *INDENTITY*

Nicholas "Nick" Bluetooth, a young boy searching for adventures, receives a mysterious Map on his fifteenth birthday that leads him and his best friend Allegra Zane to a ship that transfers them to the Outer Dimension.

Wr Thomas W. Lynch

Dir George Mihalka

1 - 2 *EURIPIDES, PLEASE*

Nick, Allegra and Jens go on a search to find Euripides, an Amphibib philosopher, who is the only one who can show Nick how to use the mysterious Map. However, they run into a problem.

Wr Thomas W. Lynch

Dir Giles Walker

1 - 3 *ALL FOR ONE, ONE FOR NEPOL*

Nick finally meets Nepol, a warrior. When Malopeen bites him, Nepol gets very ill and hallucinates. Nick also meets Vilda, Gorm's henchwoman that collects slaves which ones will one day become a part of Gorm's army.

Wr Jonas E. Agin, Vijal Patel

Dir Jim Donovan

1 - 4 *BOUNCING OF THE WALLS*

Nick finally tracks down the first Key fragment, but he is unable to reach it. Nick and Allegra meet Rom, a young girl that has been enslaved by Taskmaster and forced to build a monument for Gorm. Jens finds the way to get to the Key.

Wr Shari Goodhartz

Dir George Mihalka

1 - 5 *DUST TILL DAWN*

After failing to get the first key fragment, Nick decides to in it, and when the team finally locates the key, another problem appears. Euripides feels guilty because he let the Egg go out of Qorium.

Wr Jonas E. Agin, Vijal M. Patel

Dir Giles Walker

1 - 6 *BELONGING*

Nick and Allegra spend a little time shopping for supplies and remembering the old days they spent on Earth. Nick finds a big "WANTED" poster that includes him and his friends as criminals. While looking for her backpack, Allegra meets Geo and Leeya. Nick comes to a new discovery.

Wr Chad Fiveash, James Stoteraux

Dir Adam Weissman

1 - 7 *A CRACK IN THE MAP*

When Nick is sentenced to thirty years community service for a dumb mistake, his friends must get him out of his jam before Gorm's flying creatures find them.

Wr Doug Cooney

Dir George Mihalka

1 - 8 *SEEING IS JUST SEEING*

Nick and his friends find their way into the secret hideout of the infamous break-in artist Colash and run into Gorm while they're at it.

Wr Terry Saltsman

Dir Giles Walker

1 - 9 *TRUTH, LIES AND VIDEOTAPE*

Nick finds out that next key fragment is located in the "Dreejal Vin Institute Of Technology," a building designed by Jens a long time ago. He finds the Key in a laboratory held by Jens' old friend Britta. Britta believes that The Stranger is the one that caused all the problems that happened, and that Gorm is the one who helped all the people. So, she calls Gorm to help her get away from Nick.

Wr Alex Epstein

Dir Jim Donovan

1 - 10 *JUST BECAUSE YOU'RE PARANOID*

Nicks plan to show a tape of Gorm confessing his evil plans on the TV fails---Gorm changes the broadcast to say that Nick and The Stranger are the evil ones. The gang is soon attacked by the boges.

Wr Alex Epstein

Dir Adam Weissman

1 - 11 *FROZEN FEUD*

Nick locates the third key fragment. Nepol is surprised to find his icy home of Elta-Siktar has changed since the last time he saw it. Allegra and Euripides go on a search for Driplax, a blubbery plant which one could keep them warm.

Wr Vijal M. Patel

Dir George Mihalka

1 - 12 *RELATIVITY*

Once again, the gang is attacked by the boges, who later self-destruct. Nepol realizes that his goggles were broken in the fight. Nick and Allegra realize that some poeple are trying to run away from them. Nick wants to take them to fight together with the gang against Gorm. Nepol and Eurpides take out Kaltaran snow beasts so they could secure the Lyceum Crytals from Nepol's googles.

Wr Damian Kindler

Dir Jean-Claude Lord

1 - 13 *IT'S DÉJÀ VU ALL OVER AGAIN*

Gorm orders Bala to kidnap Allegra and bring her back to Kek. Nick believes that he has found the nest of key fragments. Out of blue, Allegra is kidnapped, and Nick decides to concentrate on saving her, so he finds a time travel device that gives him the power to go back in time, but each time, he relives Allegra's capture all over again.

Wr Tom Chehak

Dir Adam Weissman

1 - 14 *THE ROAD TO KEK*

After being imprisoned by Gorm, Nick continues with his plan to rescue Allegra. Euripides tells Nick a tale about Gorm's first betrayal. Allegra escapes from prison and transmits a message to Nick, explaining him that Gorm's defense is very weak. But, the weak defense seems to be only a trap.

Wr Tom Chehak

Dir George Mihalka

1 - 15 *A ROOM WITH NO VIEW (PART 1 OF 2)*

Nick and the gang are working on saving Allegra from Gorm. They fight with Boges and then continue their rescue mission. In the meantime, Gorm and Tager use the illusion technology to fool Allegra into thinking that all the things that happened since she left the Earth were just a dream.

Wr Leila Bensen, Dave Preston

1 - 16 *ESCAPE FROM KEK (PART 2 OF 2)*

The gang has been captured in the glitch energy room by Gorm, and they are unable to escape. Nick uses his glinching power and breaks the wall. Gorm offers them to work together on rebuilding the Outer Dimension, but Nick refuses and then Gorm just lets him go. Nick knows that something isn't right.

Wr Alex Epstein

Dir Adam Weissman

2 - 1 *PIECES OF NICK*

After his attempt to disarm the Kek Powerizer, Nick is forced to go out of the material world, and no one can see or hear him. Jens detects a surge of glitch energy. Allegra is convinced that it's Nick, so she orders Jens to take the Egg back to Kek. Nick gets into Jens's body so he could talk to Allegra. Thinking that Nick is a glitch, Jens resets his circuits, and while doing so, he kicks Nick out.

Wr Tom Chehak

Dir Patrick Williams

2 - 2 *A TALE OF TWO NICKS*

Nick Bluetooth called "Nicky" has been pulled out of alternate reality into the Outer Dimension. He explains how things are totally different in his reality because he has no friends-Jens, Nepol, Euripides and Allegra. He has one key more than the real Nick to finish the mission. He promises the real Nick that he will help him to find the next key fragment. As Nick's hand begins to fade in and out, Jens explains everyone that two Nicks cannot exist in the same reality. So they must get Nicky back to his dimension, or Nick will be pulled in some other dimension.

Wr Laura Kosteriski

Dir Roger Cantin

2 - 3 *GO FOR THE BRONZE*

Allegra and Nepol visit the Dreejal Vin Spor Arena to find the next key fragment, and there they witness a fierce competition. The winner on the competition will get a special medal and a trip to "paradise." Soon Allegra realizes that the special medal is in fact the next key fragment. Nepol tries to get the Key, but the winner disappears. Nick joins the competition, but soon gets disqualified for cheating.

Wr Jana Veverka

Dir Patrick Williams

2 - 4 *STATE OF THE ART*

The crew encounter Bala in his hi-tech Halon Streaker. With the help of his machines, Bala downloads all information from the Map, including the real location of the next Key fragment. The two gangs are now forced to race to the next Key fragment. Who will get there first?

Wr John Mandel

Dir John L'Ecuyer

2 - 5 *THE GREAT GLINCH SWITCH*

Nick and Allegra are surprised when they learn that they only need to find one more Key fragment, but the Key seems to be out of the Outer Dimension. Lind appears and tells them that the location of the last Key fragment is on Earth. Tager uses his mind control power and steals the Egg and all the Key fragments. Nick is depressed, and decides to talk to Gorm, promising that he'll surrender himself if he returns the Egg and the Key fragments.

Wr Thomas W. Lynch, Vijal M. Patel, Jonas E. Agin

Dir Karen Cliche (Lind)

2 - 6 *MR. TAGER GOES TO EARTH*

The gang goes to Earth to find the last key fragment. Nick orders Jens, Euripides and Nepol to stay in the Egg, so they won't cause a commotion. Nick believes that the last Key fragment is in his house. Tager uses his mind control power to convince all people to hunt down the gang.

Wr Therese Beaupre

2 - 7 *AREA 51 (AKA AREA DELTA)*

Nick must find a way to save Euripides from a secret laboratory. During his first attempt, he runs into Lind, who is also trying to save Euripides. In the meantime, Euripides has been captured with Dr Drager. Nick isn't sure if Lind is on his side. Jens builds a computer program that could save Euripides, and Lind makes a good plan.

Wr Erik Saltzgeber

Dir Adam Weissman

2 - 8 *RECALLING THE PAST (AKA REMEMBERING)*

While waiting for Allegra, the gang takes some time to remember their past fights. Nick proves the gang that Allegra is an important member of the team.

Wr Tom Chehak

2 - 9 *THE GATES OF GALIDOR (PART 1 OF 2)*

The gang is finally ready to complete their long mission. They must find the Galidor portal, a place guarded by the glinch energy which can only be opened with all the key fragments. The team finally locates the gates, but their enemies have a plan to bring them down.

Wr Alex Epstein

Dir Karen Cliche (Lind)

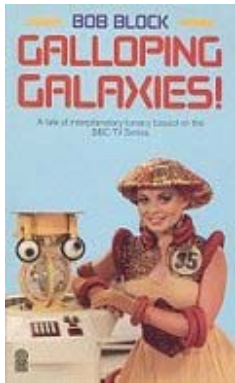
2 - 10 *THE GATES OF GALIDOR (PART 2 OF 2)*

After a battle with Gorm, Nick and the rest of the gang have been chased to the Abyss. Lind doesn't fall in. The gang enters a strange Vortex that leads back to Earth, but they don't want to go back until they finish their mission. Gorm still doesn't have all the key fragments. After an incident with Jens, the team locates Nick's fathers secret laboratory. In the meantime, Lind comfronts Gorm. Nick has another vision of Riana, which could lead him to the solution.

Wr Tom Chehak

Dir Karen Cliche (Lind)

GALLOPING GALAXIES!



Set in the 25th century, it followed the interplanetary merchant ship *Voyager* as it boldly went through asteroid belts, time warps and black holes, supposedly under the control of SID (Space Investigation Detector) a bossy computer. Manning the spaceship was a crew of three - Captain Pettifer, Second Officer Morton and Communications Officer Webster (replaced in Season Two by Mr Elliott), who were joined by an assortment of odd aliens and by Miss Mabel Appleby who arrived by accident after a time-warp wobble. They were pursued by a notorious space pirate and his disintegrating robots.

Wacky space comedy from the team behind *Rentaghost*, Bob Block and Jeremy Swan. The producer for the show was Jeremy Swan and the various designers for the show were Alan Spalding, Nick Somerville (Season One), John Ashbridge and Jonathan Taylor (Season Two), whilst the music was created by Jonathan Cohen. The series first aired on BBC1.

WR. Bob Black, Jeremy Swan

DIR.

EPISODES: 10 **YEAR MADE:** 1985 **COUNTRY:** GB **SEASONS:** 2

A BBC PRODUCTION

CREATOR: BOB BLOCK

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 5, (2) 5.

DATE OF PREMIER: 01/10/1985

AIR DATE OF LAST EPISODE 18/12/1986

SEASON DATE BREAKDOWN:

FILMS:

Voice of SID and Junior KENNETH WILLIAMS, Capt. Pettifer ROBERT SWALES, Second Officer Morton PAUL WILCE, Communications Officer Webster NIGEL COOKE (1), Mable Appleby PRISCILLA MORGAN, Elsie Appleby JOSIE KIDD, Space Pirate Chief Murphey SEAN CAFFREY (1), Space Pirate Chief Murphey NIALL BUGGY (2), Robot 7 MICHEAL DEEKS, Robot 20 MATTHEW SIM, Robot 35 JULIE DAWN COLE, Dinwiddy Snurdle JAMES BREE, Mr. Elliot JAMES MANSFIELD (2).

GANBARONAKA: **LITTLE SUPERMAN GANBARON**AKA: **CHIISANA SUPERMAN GANBARON**AKA: **LITTLE SUPERMAN**

A 32 episode follow-up of MACH BARON in which Mitsuru Tendo (Ando) is an ordinary 11 year old boy who can turn into the superhero GanBaron. While his parents are away in America, he lives, in the style of BATMAN, in a huge mansion with a butler called Musshi (Kurobe) and a supercomputer called Goemon, which is programmed to encourage him in his efforts and be a friend when he is depressed, His nemesis is Dr. Waruwaru (Amamoto), a childless friend of Mitsuru's grandfather to whom Mitsuru was rashly promised in a moment of weakness, and who has returned to wreck his revenge.

Starting off like a replay of ASTRO BOY, Ganbaron only shows its true nature as a sequel to MACH BARON and RED BARON with the arrival partway through the series of the giant robot Divaron. Idol groups such as the Four Leaves and The Lilies also made appearances, but the series will be best remembered for establishing many of the robot combat formula that would inform the later Super Sentai series - see GORANGER.

The series was produced by Kazuhiko Watanabe, Akio Takahashi, Minoru Uchima and Kiyoshi Suzuki. GanBaron was preceded by RED BARON and MACHBARON.

WR. Hideoyoshi Nakasaka, Shozo Uehara, Narimitsu Taguchi.

DIR. Shohei Tojo, Kengo Furusawa, Kiyosumi Fukasawa

EPISODES: 32 **YEAR MADE:** 1977 **COUNTRY:** JAP **SEASONS:** 1

SOEISHA

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 25

DATE OF PREMIER: 03/04/1977

AIR DATE OF LAST EPISODE 24/12/1977

SEASON DATE BREAKDOWN:

FILMS:

Mitsuro Tendo KAZUTO ANDO, KIYOTAKA ICHIKAWA, MIWA KAWAHATA, TOSHIHIKO UTSUMI, KUMI NISHIJIMA, MAMI KANETSUKI, KATSUHIKO TANIBE, MAYUMI HARADA, SUSUMU ISHIKAWA, Musshu SUSUMU KUROBE, Dr. Waruwaru HIDEYO AMAMOTO, GORO HANAMAKI.

RELATED SHOWS:

RED BARON

MACH BARON

GARO: THE FANGED WOLF

AKA: **GARO**

AKA: **GARO KIBA OKAMI**

AKA: **GOLDEN KNIGHT: FANGED WOLF**



For centuries, the Makai Knights have protected mankind from the Evil Beast Horror (Maju Horror). The latest member of the Makai bloodline is Koga Saejima, a mysterious young man who lives in an ancient castle and battles the evil with his holy sword, the Garo Blade. By tearing into the fabric of space, Saejima is able to become the ultimate incarnation of the Makai, the Golden Knight Garo (Ogon Kishi Garo). The transformation will only last for 99.9 seconds, and as the time limit draws near the Garo armor will begin to change.

"Where there is light, shadows lurk and fear reigns... yet by the blade of Knights, mankind was given hope..." - Ward Sexton

GARO focuses on the life of Makai Knight Saejima Kouga, who protects humanity against dark demonic manifestations called "Horrors." In his quest to purge them, he encounters a young girl named Kaoru whom he saved from a Horror, but was stained with its demonic blood. As a rule, those that been stained by the blood of a Horror shall be cut down, or else they will die painfully in approximately 100 days. Kouga had planned to use her as bait at the beginning, but when they lived together, he started to have mercy upon her and afterwards, he tries to find a way to purify her before her remaining time expires. Thus, the series focuses on Kouga's developing relationship with Kaoru and his stand in protecting humanity after the wishes of his father, who was his predecessor with the title of GARO.

Ougon Kishi GARO (Ougon Kishi GARO?), translated as Golden Knight Fanged Wolf is a Japanese tokusatsu television series. It was broadcast on TV Tokyo from October 7, 2005 to March 31, 2006, lasting 25 episodes (with one additional "Overview" special, summarizing the events of episodes 1 through 13, aired before episode 14). Produced by Bandai, the series is considered by some to be a turning point in tokusatsu entertainment, as it was marketed towards adults and older teenagers, as opposed to younger children. The show contains graphic violence, nudity, and mature themes. It was marketed as a "Hyper Midnight Action Drama."

Horrors

The darkness inside human beings feed and helps create demonic creatures called "Horrors." Horrors come in many forms; however, they usually come in a black-winged skeleton humanoid form that can fly and feed upon humans. Each Horror has unique tastes, feeding on specific negative emotions and then taking over the human host. The Horror can cooperate with its host or can completely take over the human being to feed upon its emotions. The Horrors' main diet, though, is humans. Horrors can manifest spiritual energy into physical objects such as chains or become objects like a watch to ingest a human. Each Horror tends to prepare the human or play with its food first before eating. Though they tend to look alike, their forms appear differently when bursting out of the possessed human. The Horrors also gain new abilities in their new form. However, once they use up the energies of their host they return to their basic form. Occasionally when a Horror is defeated the host is returned to the original human state, but dies shortly thereafter.

Makai Knights

Also known as Magic Knights, Makai Knights carry a piece of sentient gothic jewelry that is able to help train and advise its wearer and to detect Horrors. They also help empower certain techniques when in their mystical armor or help dispel hypnosis from horror influences. Makai Knights each have their own set of armor and abilities that are unique to themselves. This armor is passed down generations, or from master to apprentice. No Makai Knight can stay in the armored form for more than 99.9 seconds. If this time limit is surpassed, the armor starts to burn its wearer. This is because the armor is made of Soul Metal, something that only trained people can use at all, such as Makai Knights or Makai Priests. Too much contact with Soul Metal, even for trained wearers, can be fatal, as Soul Metal burns away normal human flesh on contact and is tougher than any

other metal due to its magical properties. Their weapons are also made of Soul Metal.

Makai Knights must be able to control their emotions and their yin and yang. If there is an overwhelming amount of yin, demonic powers start to take over the Knight, giving him tremendous power, but eating his body away in return if the process is not stopped in time. They can summon mystical armored horses, possess lighters that emit spiritual flames to help detect Horrors, and can use said flames to encompass their bodies, along with weapons to increase damage potential.

Makai Priests

Their role is to create anti-Horror devices, spells, and weapons to support the Makai Knights. Makai Priests possess a vast knowledge of spells and purification techniques. Like Chinese Tao Masters, they have seals for spells, a brush to write a seal, are trained in martial arts, and have prefabricated devices used to defend or attack. A Makai Priest is fully capable of handling Horrors, but their role is to only aid the Knights and keep equipment maintained for a Makai Knight. The priests provide a sentient Madou Jewelry (like Zaruba and Silva) to advise and detect Horrors for the Knights.

Watchdogs

They are the middle-persons behind the works of the war between Makai and Horror. It is they who usually detect Horrors and inform the Makai Knight of their missions. The Makai Knights are usually informed by a letter called "Orders Document" that's mailed to them. Watchdogs have no real control over Makai Knights, but they have been involved in directing the actions of the Makai for centuries. They help purify the Knights' weapons, refuel their Madou Fire Lighters, and send the spirits of the defeated Horrors (in the form of small daggers) back to their realm. Whenever they collect up to a dozen blades they will send the blades back into the demon realm. The story suggests there are many groups of watchdogs existing and directing the Makai's will, and the ones addressed to GARO are three cherubim-like girls who, though having the appearance of young teenagers, are technically centuries old.

Characters

Saejima Kouga/GARO the Golden Knight

Saejima Kouga (aka Golden Fang GARO) is the Golden Makai Knight of the East. Kouga is a young man who apparently thinks in nothing else than destroying Horrors. His father was the one that started his training at an early age and he still trains on a daily basis to sharpen his skills. Since childhood Kouga thought highly of Saejima Taiga (his father) and respected him above everything else. Because of Saejima's constant hunts he didn't allow Kouga to associate with anyone besides Jabi, Amon, and Gonza.

One night young Kouga got out of bed after hearing Gonza's concern for Taiga. He followed Taiga into the forest and witnessed a fierce battle between his father and Taiga's fallen student. Kouga came out of hiding and his student tried to kill him, but Taiga took the blow and was impaled by his own disciple's hand. Taiga gave the mark of death on Barago before he dropped the Sword of GARO "GAROKEN" while attempting to protect Kouga in his final fight. Zaruba helped Taiga convey his final thoughts to Kouga to take the title of GARO and to be brave. Kouga and Gonza at first tried every means to lift the sword out of the ground from brute strength to crane, but it would remain stuck in the forest until Kouga mastered the ability to wield Soul Metal. It took almost a decade for Kouga to be strong enough to lift the sword out of the ground and assume his place as the Golden Knight.

Kouga is not a social person and always keeps his feelings to himself, but possesses a noble and kind heart behind his emotionless façade. He spared Kaoru's life because she reminded him of his mother, but never told her about her situation. When asked by the Watchdogs and Zaruba of his intentions about Kaoru, he just said he only let her live to use her as a bait for the Horrors.

As GARO the Golden Knight his armor helps protect him from damaging blows, but his armor isn't unbreakable. If a Horror is strong enough they can damage and injure Kouga. Should the armor be exposed to a very powerful blow the armor will retract before the 99.9 seconds time limit. The Sword of GARO is a powerful weapon that can cut down almost anything, only a rare few Horrors are strong enough to resist its force. Kouga is able to use a technique called "Blazing Armament." This is when he uses the Madou Fire from his MADOUBI lighter to encompass his sword and his armor to increase his damage potential. In the series he's able to use Blazing Armament without the use of the Madou Fire Lighter. When riding Gouten his combat strength is increased and his sword is able to transform into GARO-ZAN-BA "Wolf Slashing Horse." Because his armor is composed of Soul Metal, the armor reacts to his will along with Madou Fire.

Kouga fought all this time believing in his cause to destroy Horrors in the name of Taiga and the GARO legacy, but it was discovered his father's killer was a Makai Knight. It made Kouga question his reasons and actions for slaying Horrors. His resolve wasn't weakened, but was instead focused directly at Taiga's fallen student Barago.

While in a losing fight with Kodama, Kouga lost his way and used darkness to empower his armor. Because Soul Metal reacts to the wielder, Kouga's body was being consumed by his own armor. His armor deformed into a "LOST SOUL" form. A giant golden werewolf-like berserker, killing Kodama in the process (impaled and ripped to shreds). While in darkness his armor surpassed the 99.9 seconds limit and Zaruba asked for ZERO's help in taking down the GARO armor. After ZERO managed to get through Kouga's mind he struck Kouga's armor in the belly and it hit the triangle armor piece (weak spot) and Kouga's armor was lifted, saving Kouga's body and soul.

In his quest to save Kaoru they found each other in the underworld realm and he went on to battle with Meshia. Meshia was a strong opponent and Kouga was losing the fight because Meshia kept unleashing Horrors on him. At one point a large group of Horrors tackled and restrained Kouga, but at this point Kaoru's painting came to life giving Kouga wings becoming TSUBASABITO GARO. Kouga in reality couldn't have beaten Meshia, but Meshia was overconfident in her power and didn't react fast enough when Kouga struck his sword into Meshia's brain. After she fell, KIBA reappeared and tried to bring Kouga down with him. When that failed, KIBA returned to the human realm and fought GARO for the last time. KIBA was also arrogant and lost to GARO. After the final battle Kouga was reassigned to the northern district and had an emotional farewell with Kaoru. Kouga finally saw the final product of Kaoru's art in her father's book and Kouga was brought to tears. Kouga was last seen in the northern district and Zaruba had just detected a Horror behind him, he reacted and the "Chapter of the Dark Knight" ends there.

Zaruba

He's a Madou Ring for Kouga's duties as a Makai Knight. Zaruba originally belonged to Saejima Taiga. After Taiga was killed, Kouga has since worn his father's ring. Zaruba himself was created by the Makai Priest Amon who creates the anti-Horror equipment to aid and support a Makai Knight.

The full strength of Zaruba is unknown, however, throughout the series he's able to help dispel confusion, breathes Madou Fire (in the Forest of Glen), detect Horrors, and create parts of himself into a ring to help locate and detect Horrors, and see through illusions. His aid is not limited to Makai Knights -- Kaoru once used Zaruba to guide her through the Glen Forest back to the human world.

During GARO's final fight against KIBA, Kouga could not summon his armor due to a magic seal placed by KIBA. Zaruba told Kouga to throw him into the dimensional rip in an attempt to bring his armor. After a long exaggerated battle with KIBA, Kouga tried to summon GARO again and this time Kouga's armor was brought out by cherubs to help him gear up. Zaruba used all of his energy to bring it to Kouga, and after his victory, he was too weak and disintegrated. Before parting ways, Rei gave Kouga a re-forged Zaruba as a token of appreciation from the East Watchdog, but he did not have any of his previous memories and didn't like his name. Zaruba and Kouga were assigned to the northern district where in the final episode he warned Kouga of a Horror behind him.

Mitsuki Kaoru

She is a young aspiring artist who's always having trouble making money. Kouga spared her life after she was splashed with a Horror's blood and secretly tries to find a way to cure her. Because of her Horror scent, she attracts Horrors constantly, however, she doesn't know she's being pursued half the time because Kouga does his best to quietly deal with the Horrors that try to approach to her. She eventually was evicted from her house and temporarily freeloaded on Asami's place. After Kaoru's bad cooking gave Asami food poisoning, she then moved into Kouga's home. She literally took Kouga's words of staying close as an excuse to move in. Kouga wanted her to at least earn her keep, but her cooking was so horrible that Gonza threw up.

Kaoru has feelings for Kouga as well, but was devastated when she found out Kouga used her as Horror bait, even though Kouga actually never did it (except for one occasion). Kaoru always seem to manage to involve herself with a Horror all on her own, and that's why Kouga always says she's an unlucky woman. For her protection, Kouga placed a special ring created by Zaruba in one of her fingers, allowing him to always locate Kaoru's position when necessary and be alerted if a Horror is close to her.

Later it is revealed that Kaoru's father and she have been involved with Horrors and GARO since her childhood. Her father was a famous artist who created a child picture book in which the hero is a golden knight that reflects his experience when he was saved by Saejima Taiga, and Kaoru herself was one of the six girls chosen by Barago as candidates to use as a medium to summon "Meshia the Ultimate Horror."

During Meshia's ascension (using Kaoru as entry point) Kaoru temporarily reunited with her family and Kaoru's father suggested Kaoru paint. After she finished her painting, her work somehow came to life and helped Kouga retransform into GARO, but he had golden wings. After Meshia was destroyed, KIBA tried to drag Kouga down with him, but Kaoru appeared and help grab Kouga back in the human realm. After all major battles were over, Kaoru decided to head off to Italy to study art and had an emotional farewell with

Kouga. She gave Kouga a copy of her dad's book with a completed picture at the end which touched Kouga in a personal way, and he cried briefly.

Gonza

He's the butler of the Saejima household and his relationship with Kouga is best described as Bruce Wayne and Alfred. Gonza does all butler related activities and also advises Kouga on certain matters when Kouga doesn't understand. He helped raise and assist Kouga with his training since childhood. Though he has been exposed to the Makai world for over twenty years (between Taiga and Kouga), Gonza is a regular person without any form of Makai training other than the training to become a good butler.

Suzumura Rei/ZERO the Silver Fang

Once known as Ginga Suzumura Rei, aka ZERO is the Silver Makai Knight of the West. He was an orphan and the knight that wielded the Silver Fang armor at that time took pity on him and raised Rei as his son. His father (the house butler) was actually an old dying Makai Knight who never had kids so Rei was trained by him to inherit his title and start his own lineage, continuing the tradition of guardianship. Though trained as a Makai Knight, Rei didn't have the tenacity or murderous intent to be a true warrior. One fateful night his lover Shizuka and his father were killed by a warrior who suspiciously resembled GARO. Since then he renamed himself as ZERO and has a vengeful spirit to get back the Makai Knight that took his loved ones away.

During ZERO's quest for revenge he violated a host of protocols expected of a Makai Knight. He left his western territory post and barged into Kouga's eastern post. Because ZERO wasn't sure if Kouga was the same GARO that had taken his family, he remained constantly uncooperative and even started fights with him to vent out his anger. ZERO wields a pair of short swords called the GINROUKEN which can merge into a single piece weapon for stronger hits and use as a projectile weapon. ZERO's Madou Horse Ginga is similar to GARO's Gouten, but ZERO's horse has a blade attached to his head. Later in the series, the Watchdogs of the West try to frame Kouga for his family's death; ZERO would later discover the true killer was KIBA and ally himself with GARO. As the truths of matters unfold he became a caring friend for Kouga because their object of vengeance is KIBA/Barago.

Rei and Kouga later visited another Watchdog where they reported and were ordered to assassinate Barago and GARUMA. Because of ZERO's tall list of violations he wasn't allowed to participate in Kouga's mission, but Kouga argued on his behalf, needing his power. Rei's suspension was relinquished and he joined Kouga in dealing with Barago and GARUMA. During Kouga's dark transformation it was ZERO who helped Kouga snap out of his darkness.

GARUMA tried to stop the duo from reaching KIBA and Kaoru, but Rei decided to stay behind to deal with her, allowing Kouga to press forward. She assumed Shizuka's form and tried to trick him. He soon saw through her illusion because Shizuka addressed Rei as Ginga. After a very difficult fight ZERO almost died, but survived a mortal blow because Silva took the hit. After a losing fight against GARUMA, he took the opportunity of her overconfident victory and killed her.

Silva

She is the Madou Necklace of ZERO. She belonged to the former Silver Fang (Rei's father) and serves the current one. She takes the form of a Madou necklace of a woman wearing a mask. It was Silva that identified the killer of ZERO's family was related to another Makai Knight. It's unclear of Silva's true potential since ZERO never once used his blades or techniques with Silva as Kouga does with Zaruba. For now she's merely an advisor and Horror detector.

Watchdogs of the East - KEIRU, BERU, and ROUSU/GARUMA

The three ancient priestesses are in the form of three little girls in white angelic clothing named. Their thoughts are so unified that they complete each other's sentences in conversations. Centuries ago they were chosen to be the link between Makai and the human world. In a conversation between Jabi and Kouga it's revealed one of them used to be a human being, but her body decayed and has taken the form of one of the little girls. It's never revealed as to who was the former human that influences the rest of the two. The priestesses are oldest from the left and youngest to the right. The priestesses' names starting from left to right are KEIRU, BERU, and ROUSU (sounds out KERBEROS, the hound of Hades). At first they performed their expected duties for Kouga, but later associated with Barago for the common goal of unleashing Meshia. During the early part of their partnership, the three misused Horror and Madou materials to try to kill those that interfere with their plans. In the process Amon and Jabi were murdered. They blamed Shizuka's death on Kouga, motivating ZERO to kill GARO. Purified Horror blades were used to feed Barago instead of force repatriation.

Later Barago brought a female human body to serve as a host for the Watchdogs' spirit. The Watchdogs revealed their true forms as three old women. The three merged into the host body as one entity (GARUMA), allowing them to leave their place in order to help Barago with his plan. Although GARUMA was apparently

helping BARAGO to obtain immortality, she was really just using him to bring Meshia into this world.

According to the Watchdogs, Kodama is their son, although it is not explained whether they created him, or just considered him as one. She displayed pride over Kodama's growth as a fighter and expected him to be stronger. When Kouga became a berserker and killed him, GARUMA showed concern over his demise, and hatred when she was fighting ZERO.

GARUMA is able to summon her own Makai armor. She fights using an arc and her fighting techniques (including invoking blue magic orbs) are similar to Kodama, but much stronger. She tried to stop Kouga from interfering with Meshia's plans, but was stalled by ZERO. GARUMA overwhelmed ZERO and got overconfident of the situation and was defeated (impaled) to her own surprise.

Barago/KIBA the Black Fang

Barago was once a talented Makai disciple of Saejima Taiga. Barago lost his loved ones to the Horrors and relied heavily on the powers of the Makai for revenge. His desperation for power grew and KIBA (living Makai Armor) heard his need. Barago was lured into a forgotten lair filled with forbidden techniques. KIBA revealed his voice in a Madou Book. Inside the book was filled with forbidden techniques that can strengthen a Makai Knight. Barago desired power so much that he agreed to give up his body and soul for vengeance. Upon saying those words dark powers emitted out of the book and transformed him. The forbidden Madou Book taught Barago how to surpass the 99.9 seconds time limit and a method of absorbing Horrors to gain their attributes. As Barago absorbed more Horrors his armor continued to deform into what it is now.

At one point Barago's armor deformed into a giant creature. Currently the KIBA armor is organically pure black with a cape in a humanoid form. Barago wields a sword similar to Saejima Taiga and a Madou Axe named AN-GA (Darkness Fang). AN-GA was given to Barago by the Watchdogs. Barago wishes to be the strongest and every time he absorbs a Horror his power amplifies. His ultimate goal is to absorb enough Horrors to fulfill immortality. This was based on a legend/myth of KIBA the Ultimate Makai Knight. Legend says if a Makai warrior absorbs more than 1,000 Horrors, he will achieve ultimate power. The truth behind this ultimate power is immortality (as told by Jabi). In a dramatic grand display of power, Barago single-handedly absorbed a giant Horror (composed of 12 Horrors).

Barago uses a potion to change his face, disguising himself as Ryuuzaki Karune, who is also Kaoru's psychologist. The Watchdogs address Barago as KIBA, yet those that seen him always address him as Barago. Barago transforms into KIBA without a Soul Metal weapon, but instead a Madou necklace, blowing on it to activate it. He swings his necklace and becomes the Dark Knight. Because of his amplified strength over the years of absorbing Horrors he's stronger and faster than the Makai Knights.

Barago's intentions were revealed after analyzing the situation carefully amongst ZERO, Kouga, Kaoru, and Gonza. They realized that it was Barago that selected six girls as candidates to open a gateway to unleash Meshia the Ultimate Horror. They also came to the conclusion that it was Barago that implanted yin (dark energy) into objects to attract Horrors so he could personally absorb them. The Watchdogs allied themselves with Barago to help bring forth Meshia.

Over a decade ago he selected six girls as living gateways to help summon Meshia and Kaoru is one of them. Barago foolishly believed that Meshia would be his source of great power, but when Kaoru was possessed by her, he discovered he was just being used as a means to bring her to this world. Meshia "ate" Barago with little resistance, but his body returned to the living world after Meshia was defeated by Kouga, fully possessed by KIBA.

Yamatatana Tsubasa/DAN the White Night

Yamatatana Tsubasa (aka White Night DAN) is the White Makai Knight of the North. He has a spear as his weapon and a Madou Bracelet named Goruba. He appears on GARO special show "Demon Beast of the White Night".

Video Game(s)

A video game based on the series was produced by Bandai for the PlayStation 2, under the name Ougon Kishi GARO. There were two versions released, a 'normal' version with the game disk, instructions, and standard pamphlets, and a more expensive 'Limited Edition' version which came with a green 'Fire' recolor of the metal Zaruba ring from the "Equip and Prop Vol. 1" GARO toy.

Theme Songs

OP1 - Theme of GARO

OP2 - SAVIOR IN THE DARK~" [Garo ~SAVIOR IN THE DARK~] by JAM Project

ED1 - [Boku ga Ai wo Tsutaeteyuku] by [Kyoumoto Masaki]

ED2 - [Boku wa Mada Koi wo Shite wa Ikenai] by [Kyoumoto Masaki]

Character "Image" Theme (not actually used in the show) - "Fencer of GOLD" by JAM Project

Notes

In the finale, it hinted to a possible continuation stating "To be continued", Chapter of The Black Wolf (KIBA).

Yasue Sato, who played the role of Jabi the Makai Priest, portrayed Nagi on Ultraman Nexus.

Rei Fujita (ZERO/Ginga) was in Kamen Rider 555 as Lucky Clover member Kitazaki/Dragon Orphenoch, the wearer of the Delta gear from episodes 28 to 32.

Murai Katsuyuki, who played Smart Brain President Kyoji Murakami on Kamen Rider 555 played Kaoru's father.

Mika Hijii was in Kamen Rider Blade as Miyuki Yoshinga/Orchid Undead.

Interesting to note that Fujita, Katsuyuki, and Hijii all portrayed villains in Kamen Rider, but in GARO, they are all good guys.

A special 90-minute GARO sequel will be aired in two parts on December 15 and 22, 2006. This sequel is entitled "Demon Beast of the White Night" and will feature the third Makai Knight named Byakuya Kishi Dan (White Night Knight Dan), along with classic characters like Kouga, Rei, Kaoru, and Taiga.

Rei Fujita has a band called DUSTZ

Hiroki Konishi "Saejima Kouga", Mika Hijii "Mitsuki Kaoru", and Rei Fujita "Rei Suzumura" are working on an anime by Keita Amemiya called G-9.

Kyomoto Masaki, who played Barago/Kiba, guest starred as Taki Ryusuke in episode 16 of the 1987 Kamen Rider Black.

Hironobu Kageyama, the voice of Zaruba, is a famed anime theme singer who has done the themes for series such as Dragon Ball Z, Choujin Sentai Jetman, and others. He also co-performs the theme of GARO, "Savior in the Dark", with other members of JAM Project.

WR. Keita Amemiya

DIR. Keita Amemiya

EPISODES: 26 **YEAR MADE:** 2005 **COUNTRY:** JAP **SEASONS:** 1

BANDAI / TV TOKYO (BROADCASTER)

CREATOR: KEITA AMEMIYA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 07/10/2005

AIR DATE OF LAST EPISODE 31/03/2006

SEASON DATE BREAKDOWN:

FILMS:

Koga Saejima/Garo/Golden Fang HIROSHI KNOSHI, Mitsuki Kaoru MIKA HIJII, Kodama MARK MUSAHI, Rei Suzumura/Silver Fang Zero REI FUJITA, Gonza YUKIJIROU HOTARU, Zaruba (voice) HIRONOBU KAGEYAMA, Ryuuzaki Karune/Barago/Dark Fang Kiba MASAKI KYOMOTO, Jabi the Makai Priest YASUE SATO, Shizuka ALISA YURIKO, Garuma KIMIKA YOSHINO.

GARTH MARENNGHI'S DARKPLACE



Garth Marenghi's *Darkplace* is the brainchild of celebrated horror writer and self-styled "fabulist" Garth Marenghi, author of such genre classics as *Afterbirth* (a mutated placenta attacks Bristol) and *Crab!* ("One of the three best horror books about crabs I've ever read" - *Hard Gore Magazine*). Back in the 1980s, he branched out into television production, writing and starring in a series so radical, so scary and so downright crazy that when the bosses of Channel 4 saw what they had on their hands, they ran away screaming, like little girls. Only now, twenty years on and amid the worst programming drought in television history, have the station finally allowed the show on the air. Intercut with new interviews with Marenghi himself and his co-stars Dean Learner and Todd Rivers, *Garth Marenghi's Darkplace* is perhaps the most disturbing vision of hospital life ever broadcast.

Ok, so for those of you who haven't spotted it yet (and to be honest you might want to get your doctor to check if you are special needs child if that's the case), it is of course a spoof. But, oh what a spoof.

At a time when to some people new television comedy comes in the shameful shape of dross like "Mad About Alice" or "My Family", *Garth Marenghi's Darkplace* is utterly refreshing.

The series is set in a hospital in pre-apocalyptic Romford in the 1980's, where Dr. Rick Dagless (Played by the fictional Garth Marenghi) battles against various supernatural phenomena. If you wanted to understate the style of this spoof horror you might describe it as "tongue-in-cheek" comedy, but that would be as oversimplistic as describing *Fawlty Towers* as "Man-in-hotel" comedy. (There's some form of clever, observant analogy in there, so please feel free to rework it yourselves to make it work. This may suit those of you who are good at those sliding-tile puzzles.)

But there's far more to the format of this show than simple spoof-horror. The fictional show is encased in an entire fictional production story. During the show at various intervals the programme cuts away to straight-faced interviews with Garth Merenghi and the cast who discuss what the audience are currently seeing, creating more priceless hilarity. The tone of this is very comparable with the cut-away interviews with the fictional staff that feature throughout 'The Office'. This is not the only similarity that this show has with Ricky Gervais' work. The more observant amongst you will recognise Garth Merenghi as the actor who played the Nascar-racing IT Technician in *The Office*. (Although admittedly if you ARE keeping such carefully indexed and detailed recollection of 'bit parts' in *The Office* it's possible you might need a few more hobbies.) In addition to this, Stephen Merchant also pops up to play small parts.

The series not only pokes subtle fun at the horror genre, but also takes the embarrassingly bad features of early '80s television shows for all they're worth. Dialogue that is deliberately written to achieve a level of ultimate 'cheesyness' is delivered with all the poor timing, poor acting and bad audio dubbing/synching you could wish for. Special effects go beyond simply looking cheap and models looking unrealistic, they become an essential element of this wonderfully unique comedy in their own right.

Characters

The cast of *Darkplace*, from left to right: Todd Rivers/Dr. Lucien Sanchez, Dean Learner/Thornton Reed, Garth Marenghi/Dr. Rick Dagless and Madeleine Wool/Dr. Liz Asher. Matthew Holness as Garth Marenghi, who plays Dr. Rick Dagless, MD. Dag is a Vietnam and Falklands veteran and former warlock. He also keeps a Magnum revolver on him at all times.

Richard Ayoade as Dean Learner, Garth's publisher, who (utterly incompetently) plays Thornton Reed, a camp hospital administrator who bears a trademark shotgun and answers to Hospital boss "Won Ton". He also has a habit of upstaging Garth.

Matt Berry as the actor Todd Rivers, who plays Dr. Lucien Sanchez, improbably handsome with the disconcerting habit of losing lip-synch, with coiffured hair, and a voice an octave lower than it should be. He

FILMS:

Dr. Rick Dagless M.D. MATTHEW HOLNESS, Dr. Lucien Sanchez MATT BERRY, Liz Asher ALICE LOWE, Dean Learner RICHARD AYOADE, Padre JULIAN BARRATT, Jim KIM NOBLE, Chef's Assistant MATT GREEN, Security Guard GRAHAM LINEHAN, The Chef STEPHEN MERCHANT, Dean Learner's Dead Half Brother ADRIAN STURGES.

1 - 1 *ONCE UPON A BEGINNING*

New doctor Liz Asher arrives at Darkplace Hospital, where a mysterious cat portends disaster. Can Dr Rick Dagless M.D. act in time to prevent all sorts of unspeakable evilness leaking out from the standard-sized hellmouth under Darkplace Hospital itself? It's not going to be much of a series if he does.

Wr Richard Ayoade, Matthew Holness

Dir Richard Ayoade

1 - 2 *HELL HATH FURY*

At Darkplace Hospital, lunch is delayed and objects begin flying about the place and generally moving quite a bit more than they would usually do. At first suspicion falls on the hospital's temporary clerical assistant, but Dr Rick Dagless M.D. is determined to find out the truth, even if it kills him - which it doesn't.

Wr Richard Ayoade, Matthew Holness

Dir Richard Ayoade

1 - 3 *SKIPPER THE EYE CHILD*

Somewhere on the wards of Darkplace Hospital, a man gives birth to a giant eyeball which brings out paternalistic instincts in Dr Rick Dagless, still grieving for the loss of his half-human, half-grasshopper son. But could the eyeball be a potential killer? Well, what do you think? Duh!

Wr Richard Ayoade, Matthew Holness

Dir Richard Ayoade

1 - 4 *THE APES OF WRATH*

A mysterious illness spreads like a particularly virulent disease through the wards of Darkplace, causing doctors and patients to revert to a primal state. It's up to Dr Rick Dagless, M.D. to stop it before he too turns into a chimpanzee or an orang-utan or something like that.

Wr Richard Ayoade, Matthew Holness

Dir Richard Ayoade

1 - 5 *SCOTCH MIST*

A mist descends on Darkplace - and it's Scottish and/or Scotch. Dr Rick Dagless, M.D. had better do something really good about it, or else all the hospital's resident sassenachs are in grave danger. Probably.

Wr Richard Ayoade, Matthew Holness

Dir Richard Ayoade

1 - 6 *THE CREEPING MOSS FROM THE SHORES OF SHUGGOTH*

Dr Sanchez's life is in danger from a patient with a fairly bad cosmic broccoli infection. It's down to Dr Rick Dagless, MD to save his buddy - and the world. Or if all else fails, come up with a delicious way of using excess broccoli. It won't come to that, though.

Wr Richard Ayoade, Matthew Holness

Dir Richard Ayoade

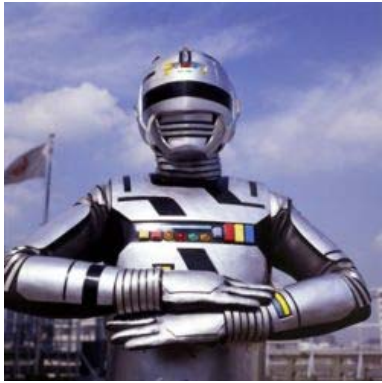
GAVAN

AKA: **UCHU KEIJI GABAN**

AKA: **SPACE COP GABAN**

AKA: **SPACE SHERIFF GAVAN**

AKA: **UCHUU KEIJI GYABAN**



The evil Maky Space Crime Organization destroys a space colony and establishes a base on Earth but is pursued by Gavan (Oba), a half alien cosmic law enforcer determined to save the planet as it is the birthplace of his mother. Gavan's high powered armor put him on equal terms with the monsters he must battle, who included mutated Earth animals, a sea monster that preys on Japanese shipping, and a Maku agent using an antique alien helmet which turns the wearer invisible.

The Maku forces are prepared to try anything, including the kidnapping of pacifists to ensure that belligerent factions seize control of the government (compare to PHANTOM AGENTS), starting up schools designed to turn innocent children into future footsoldiers (compare to CHALLENGE FROM THE FUTURE), and manipulating the media to imply that Gavan is kidnapping children instead of saving them.

Star Oba formerly appeared as a comedy sidekick in Super Sentai shows such as BATTLEFEVER J and DENZIMAN but got to be the dashing lead in Gavan, which was to become the first of the loosely linked "Metal Series." Where GORANGER and its successors in the rival Super Sentai series featured teams of superheros in super-cool vehicles, the Metal Series preferred to encase its actors in armored battle suits. The series continued with SHALIBAN (who as first introduced toward the end of the series as Gavan's Earth-bound replacement when the Space Sheriff was promoted to Captain), SHIDER, JUSPIAN, SPEILBAN and METALDAR (combined and adapted for the US as V.R. TROOPERS). JIRAYA, JIVAN, WINSPECTOR, SOLBRAIN, EXIDRAFT, JAN PERSON, BLUESWAT, and the two Bee-fighter serials (which were combined and adapted for U.S. as Beetleborgs).

Gavan was also adapted into Manga form by Minou Nonaka. Supposedly based, as usual, on "an idea by Saburo Yade", the series contained some innovative and paranoid plot twists. Maku's cunning knows no bounds - the empire is prepared to offer sportsmen miracle drugs if they do their bidding (an idea used again in the later Black Jack) and kidnap the family of a scrupulous scientist in order to force him to work on an illegal virus. Meanwhile Gavan searches incessantly for his long-lost Father, who eventually appears in the 43rd episode, played by golden age superhero Shinichi "Sonny" Chiba. Theme : Akira Kushida - "Uchu Keiji Gaban" (Space Detective Gavan).

The Galactic Union Police, based on Bird Star, dispatches Space Sheriffs to planets throughout the universe. (Cf. the Guardians of Oa and the Green Lanterns of the DC Universe.) Many years ago, Voicer was Earth's Space Sheriff. He married an Earth woman, Ichijouji Tamiko, and had a son, Gavan. Voicer, intending to make Gavan a Space Sheriff, took him to Bird. Soon after, Tamiko died of illness.

(Seems pretty heartless to me to leave the wife behind...) Thereafter, Voicer was betrayed by his fellow Space Sheriff Hunter Killer (that's his name, 'Hantaa Kiraa') and captured by the space crime organisation Makuu. (Had Voicer known English, he'd have known better than to hang out with someone named 'Hunter Killer.') Gavan grew up on Bird, training to be the Space Sheriff that his now-lost father had intended him to be. Sent to Earth as its Space Sheriff, Gavan took the name Ichijouji Retsu. Accompanied by his assistant, Mimi, he fought Makuu while searching for his father. In the end, he did reunite with his father, whom Makuu killed by torture, and defeat Makuu. Rewarded with the position of Captain of the Galactic Patrol (not the whole Galactic Union Police), Gavan returned to Bird. Iga Den took his place as Earth's Space Sheriff--Sharivan.

Characters and mecha

The Galactic Union Patrol (only those members appearing in Gavan are listed; see sections 2 and 3 for later additions):

Commander Com
Commander of the GUP.

Mareen
Com's secretary; later Gavan's second partner.

Mimi
Com's daughter who fell for Gavan and became his first partner; later returned to Bird.

Alan
Space Sheriff of Beeze. Guest in episodes 31 and 32.

Voicer
Earth's Space Sheriff in the past. Gavan's father. Held the key to the superweapon called the 'Hoshino Super Cannon.' Died during torture by Makuu.

(All of the above had no Combat Suits.)

Gavan/Ichijouji Retsu
Earth's (then-current) Space Sheriff. Half-human, half-Bird. His two goals: defeat Makuu and find his father Voicer.
His arsenal (setting the pattern for future Metal Heroes):

Combat Suit
A silver suit of armor (actually a wet suit with plating varying in metallicity and detail depending on the type of shot and scene--stunt, close-up, etc.) When Gavan shouts, 'Jouchaku!' (literally, 'steam-wear'; a technical term used to refer to plating something with metal) particles of Granium rain from the Dolgiran, fusing around his body to form the Combat Suit in 0.05 seconds. Weapons include the Laser Z Beam fired from the Combat Suit's right index and middle fingers (the name is a remnant of Gavan's original proposed title, 'Uchuu Keiji Z') and the Laser Blade sword, with which he performs the Gavan Dynamic technique.

Cyberian
Gavan's red motorcycle with vestigial seatless sidecar. Capable of flight and entry into Makuu Space. (Like all true outer space vehicles in the Toei universe, it has 'Suzuki' proudly written on its fuel tank.)

Gavion
Gavan's tank, which splits into an extremely unaerodynamic flying platform and a base with treads.

Scooper
Gavan's double-drilled minitank, stored in Gavion's bottom half.

Dollgiran
Gavan's flying fortress, capable of space flight and Makuu Space entry. Consists of the Giran, a silver flying saucer 220 meters in diameter, and the Doll, a blue spacecraft that transforms into the gigantic mechanical dragon, the Electronic Star Beast Doll. Gavan pilots the fire-breathing Electronic Star Beast by standing on its head. (Actually, a way-out-of-scale, highly unconvincing figure of Gavan stood on Doll's nose and at the Gavion.)

The Space Crime Organization Makuu (lit. 'Demon Space')
Manipulates evildoings throughout the universe. Makuu's goal is nothing short of universal domination. It takes over planets and uses its inhabitants as weapons in the form of 'BEM Monsters,' 'Doublemen,' etc. (Cf. Gozma in Changeman or Zone in Fiveman.) For this reason, it is also known as the 'Beast Star Empire.' Its headquarters is the Makuu Castle, located in the dimension of Makuu Space (lit. 'Demon Space Space!').

Don Horror (yes, 'Don' as in 'Mafia don')
Head of Makuu.

Hunter Killer ('Hantaa Kiraa'; 1-30, 42)
Makuu's field commander. Once a Space Sheriff, he betrayed Voicer to Makuu. Tempted by Don Horror, he turned to evil.

Horror Girl

Don Horror's secretary.

BEM Monsters (BEM = 'Bug Eyed Monster'; 1-13)

Bestial monsters of the week.

Name formula: XXX Monster.

1. Shako Monster (partridge)
2. Gamara Monster (toad)
3. Condor Monster
4. Sasori Monster (scorpion)
5. Dokuja Monster (poisonous snake)
6. Oomadako Monster (octopus)
7. Samurai Ari Monster (ant)
8. Kaenzaru Monster (fire monkey)
10. Nijichou Monster (rainbow butterfly)
11. Armadillo Monster
12. Goat Monster
13. Sai Monster (Rhino)

Doublemen and Doublegirls (no, not 'Doublewomen'; 1-13)

Humanoid monsters of the week. Nameless (?)

Double Monsters (14-42)

Crosses between Doublemen and BEM Monsters.

Name formula: XXX Doubler. Most notable of all are Rhino Doubler (the first Double Monster) and Buffalo Doubler

14. Sai Doubler (rhino)
15. Shamo Doubler (gamecock)
16. Kama Doubler (scythe)
17. Hyou Doubler (panther)
18. Aogame Doubler (blue turtle)
19. Kyouryuu Doubler (dinosaur)
20. Kera Doubler (cricket)
21. Mitsubachi Doubler (honeybee)
22. Kurage Doubler (jellyfish)
23. Kumo Doubler (spider)
24. Sabre Doubler
25. Goshiki Doubler (five colored?)
26. Gas Doubler
27. Jaaku Doubler (evil)
28. Hakkotsu Doubler (bleached bones)
29. Magic Doubler
30. Keibi Doubler (defense)
31. Saimin Doubler (hypnosis)
32. Totsugeki Doubler (sudden attack)
33. Kaibutsu Doubler (monster)
34. Doctor Doubler
35. Guts Doubler
36. Urami Doubler (malice)
37. Anahori Doubler (hole-digging)
38. Gang Doubler
39. Nottori Doubler (capture)
40. Youkai Doubler (supernatural creature)
41. Jigoku Doubler (hell)
42. Buffalo Doubler

Sondorva (Sandoruba; 30-44)

Don Horror's son; field commande replacing Hunter Killer.

Witch Fang (Kiba; 30-44)

Sondorva's mother and assistant.

Crushers

Grunts in black leather and tights.

WR. Uehara Shouzou, Takaku Susumu, Matsushita Mikio, Abe . Kazue, Nagai Tatsuro, Tsutsui Tomomi, Hayashi Tsuyoo, others SFX: Yajima Nobuo

DIR. Kobayashi Yoshiaki, Okunaka Atsuo, Tanaka Hideo, Ogasawara Takeshi, Hattori Kazuyasu

EPISODES: 44 **YEAR MADE:** 1982 **COUNTRY:** JAP **SEASONS:** 1

TV ASAHI/TOEI

CREATOR: SABUROU YADE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 44

DATE OF PREMIER: 05/03/1982

AIR DATE OF LAST EPISODE 25/02/1983

SEASON DATE BREAKDOWN:

FILMS:

Ichijou Retsu/Gavan Ooba Kenji, Mimi Kanou Wakiko, Mareen Nashiro Kyouko, Commander Com Nishizawa Toshiaki, Voicer Chiba 'Sonny' Shinichi, Takako Towa, Kyoko Myodai, Masayuki Suzuki, Jun Tataru, Michio Iijima, Ken Nishida, Noboru Mitani.

- 1 - 1 *THE STRANGE FORTRESS BENEATH TOKYO*
- 1 - 2 *THE STOLEN JAPANESE ARCHIPELAGO*
- 1 - 3 *OH NO! STOP DR. KUROBOSHI'S BEM PROJECT*
- 1 - 4 *THE DEMON HELMET THAT CALLS FOR DEATH*
- 1 - 5 *MIMI CRIES, THE POISON COBRA PROJECTILE HITS RETSU*
- 1 - 6 *GENIUSES OF THE DEMONSPACE SCHOOL*
- 1 - 7 *A GIRL KISSED THE PETALS OF THE FLOWER WHERE A MONSTER HIDES*
- 1 - 8 *JUSTICE OR DEVIL? THE SILVER-MASKED GREAT HERO*
- 1 - 9 *THE BEAUTIFUL PUPPET SPY*
- 1 - 10 *DESTROY THE HUMAN CRUSHER CORPS!*
- 1 - 11 *IS FATHER ALIVE? THE MYSTERIOUS SOS SIGNAL*
- 1 - 12 *HURRY TO THE PARK! UFO BOYS IN A PINCH*
- 1 - 13 *RETSU IN DANGER! THE GREAT REVERSAL*
- 1 - 14 *A PARTING OF LOVE AND SADNESS: THE FINAL ATTACK*
- 1 - 15 *PHANTOM? THE DEMONSPACE CITY*
- 1 - 16 *MY FIRST LOVE IS THE SHINING OF A JEWEL: FAREWELL GALATIC EXPRESS*
- 1 - 17 *RUNNING TIME BOMB, THE: ASSASSIN ON A PATROL BIKE*
- 1 - 18 *PRINCESS CONTEST, THE: MESS AT DRAGON CASTLE*
- 1 - 19 *STEAMWEAR AT 6 AM! Z BEAM CHARGE COMPLETE*
- 1 - 20 *THE MYSTERIOUS EMERGENCY HOSPITAL MANKIND'S ANNIHILATION*
- 1 - 21 *THE DANCEING, PRICKLY GREAT PINCH: OPERATION HONEY!*
- 1 - 22 *GOLD MASK AND YOUNGER SISTER: THE YACHT GOING TO THE SUN*
- 1 - 23 *BEAUTY'S CRIES THAT CUT THROUGH THE NIGHT!, THE GHOST CARRIAGE IN THE FOG*
- 1 - 24 *MIMI'S NIGHTMARE!?! THE HOWLING CUT-UP DEMONBEAST*

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- 1 - 25 *THE STRANGERLY FLICKERING FLOWERS IN THE WATER: YOUNG LEAVES IN DANGER*
 - 1 - 26 *I SAW THE DOLLS! TRUE IDENTITY OF THE POISON GAS KILLER*
 - 1 - 27 *TEACHERS ARE WEIRD!, THE SCHOOL'S FULL OF WEIRDNESS*
 - 1 - 28 *MONICA, THE WITCH WHO WANDER'S THE DARK SEA OF SPACE*
 - 1 - 29 *BLITZKREIG MAGIC BATTLE! PROGRAM OF DARKNESS*
 - 1 - 30 *DON HORROR'S SON RETURNS TO DEMONSPACE CASTLE*
 - 1 - 31 *THE PRINCESS WHO BECOME A DOLL LISTENING TO THE ANGEL'S SONG*
 - 1 - 32 *THE MYSTERIOUS UNDERGROUND MAZE TARGET IS WXI*
 - 1 - 33 *A NEW MONSTER OS BORN: THE BOY WHO PICKED UP AN ALIEN.*
 - 1 - 34 *A MEMORY OF STAR TEARS: THE CHILD WITHOUT A FATHER OR MOTHER*
 - 1 - 35 *THE YOUNG LION OF MAKUU: SANDOLVA'S OPPOSITION*
 - 1 - 36 *ROADSHOW OF MALICE: THE FILMING LOCATION IS DEMONSPACE*
 - 1 - 37 *THE FUNNY TOMBOY PRINCESS' EARTH ADVENTURE TRIP*
 - 1 - 38 *SURROUNDED TRANSPORT CORPS: SUN SWORD OF JUSTICE*
 - 1 - 39 *WHEN I RETURNED FROM SCHOOL, MY HOUSE WAS A MAKUU BASE*
 - 1 - 40 *MAKUU'S GREAT DECISIVE BATTLE AT THE VALLEY. I'M A SPACE SHERIFF TOO*
 - 1 - 41 *THE NEW DEMONSPACE CITY: THE RED HOURGLASS OF LIFE*
 - 1 - 42 *RETSU! HURRY! FATHER!*
 - 1 - 43 *REUNION*
 - 1 - 44 *THE HEAD OF DON HORROR*

GAZERAKA: **BISHOJO SHINSEIKI GAZER**AKA: **BEAUTIFUL GIRL NEW CENTURY GAZER**

Schoolgirl Moe Mikasa (Fukiishi) is troubled by mysterious dreams. She heads off for a day out with her friends Hitomo (Sudo), Ayako (Kimura) and Yuji (Hashi), ostensibly for a picnic but really to see whether a recent "meteorite" in Shirin Park was really a UFO. However, the park has been sealed off, and after they see a luminous object in the sky, the group is pursued by armed individuals. Moe escapes with the help of Yuji and her journalist uncle Akira (Nishimura), only to discover that her parents have been murdered by serial killer Ko (Uno).

Pursued by a mysterious woman called Rio (Mano), Moe goes on the run. She discovers that she was really adopted and that as a child she was abducted by aliens and injected with the Ekidona virus. Developed by Kirigami (Horiguchi), the chief of the Vector Life Science Lab, and his lover Aso (Nagasogabe), Ekidona hybridizes human and alien DNA. Those on whom the virus only exerts a partial effect are transformed into android mutants like Ko and Rio. However as the original vector for the virus, Moe has the chance to become a living goddess and Kirigami wants to control her. Ko tried to save Moe from the hand of Kirigami. Meanwhile, Aso approaches Rio to create more powerful mutants and to steal a march on Kirigami.

Heavily influenced by THE X-FILES (1993), first screened on TV Asahi in 1995, Gazer adds monster combat in the long tradition of Tsuburaya shows - compare to similar late-night serials such as Bunny Knights and Masekd Angel Rosetta. Though it was broadcast after midnight and hence technically on Sunday morning, some sources still list it was a Saturday night show. Music by Takashi Nakagawa and Takuya Nishimura.

WR. Baku Kamio, Daisuke Habara.**DIR.** Atsushi Shimizu, Katuhito Ueno**EPISODES:** 6 **YEAR MADE:** 1998 **COUNTRY:** JAP **SEASONS:** 1*ASAHI***CREATOR:****TYPE OF SHOW:** ALIEN TECHNOLOGY **FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 6**DATE OF PREMIER:** 22/09/1998 **AIR DATE OF LAST EPISODE** 26/10/1998**SEASON DATE BREAKDOWN:****FILMS:**

Moe Mikasa KAZUE FUKIISHI, Hitomi ATSUKO SUDO, Ko TOMOFUMI UNO, Yuji RYUGO HASHI, DAISUKE HONDA, Ayako SAYAKA KIMURA, MIYUKI KOJIMA, AKIRA OTAKA, KIRINA MANO, Aso YOKO NAGASOGABE, ERIKA KUROISHI, Kirigami MASAMI HORIGUCHI, Akira KAZUHIKO NISHIMURA.

GEMINI FACTOR, THE



Two twin brothers separated when being born. Two rings forming the Yin and Yang. Two telepathic minds. A ancient clock-tower. A mystery for keep awake.

The Gemini Factor was a children's TV drama series made by Thames Television in 1987 (though some sources attribute it to Central TV). Over the course of six half-hour episodes it tells the story of two apparently unconnected fourteen-year-olds; the aggressive, antisocial Lee (portrayed by Charlie Creed-Miles), and the shy, well-behaved Leah (portrayed by Louisa Haigh who, possibly envious of Charlie's hyphen, now goes by the name of Louisa Millwood-Haigh).

The CGI opening title sequence was an obvious steal of M.C.Escher's Rind and Bond of Union.

Lee and Leah are both fourteen years old, and share the same birthday. They were both found abandoned as babies - separately - and with each of them had been left a ring depicting half a yin-yang symbol. As soon as they come within a few miles of one another they start experiencing visions of one another's experiences. The revelation that they were in fact twins came as little of a surprise, especially after the CITV presenter's introductory announcement that the series was about "a brother and sister with telepathic powers".

The series was occasionally reminiscent of parts of Thames' earlier telepathic-boy-meets-girl drama, Chocky's Children, but was rather darker in style and content. Its no-holds-barred portrayal of such horrors as theft, a little boy nearly falling off the roof of a tall building, big scary dogs, and - perhaps most disturbing of all - a school PE lesson, led to a small number of complaints from frightened parents.

The series was nominated for a BAFTA for Best Children's Drama (or something), but lost out to Grange Hill. However to the best of my knowledge The Gemini Factor was never repeated in the UK, although it was aired in other countries, among them Australia. It currently resides with Pearson Television.

The series was written by Paula Milne, produced by Sheila Kinany, directed by Renny Rye, edited by Richard Halladey, and executively produced by Alan Horrox.

In November 1987, a paperback novelisation was published by Thames Magnet, written by Thea Bennett (ISBN 0-423-02300-4). This book has of course been out-of-print ever since.

Produced by Alan Horrox executive producer , Sheila Kinany producer

Original Music by Richard Harvey

Film Editing by Richard Halladay

Production Design by David Richens

Stunts - Chrissy Monk stunts , Stuart St. Paul stunt coordinator

Other crew - Vernon White wardrobe set supervisor

WR. Paula Milne.

DIR. Renny Rye.

EPISODES: 6 **YEAR MADE:** 1987 **COUNTRY:** GB **SEASONS:** 1

CENTRAL INDEPENDENT TELEVISION PLC (ITV NETWORK)

CREATOR:

1533

GEMINI FACTOR,THE

TYPE OF SHOW: SUPER POWERS

FORMAT: MINI-SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Lee CHARLIE CREED-MILES, Leah LOUISA MILLWOOD-HAIGH, Carla JULIETTE CATON, Matthew NICOLAS GRANT, Claire ALISON GROVES, Joy GABRIELLE LLOYD, Oliver DAVID LYON, Carol ALIX MCALISTER, Ruth VICKY MURDOCK, Dan ANDREW RAY, Ken DOYLE RICHMOND, Verity CLEO SYLVESTRE.

GEMINI MAN

Ben Murphy (alias wisecracking outlaw Kid Curry from *Alias Smith & Jones*) starred as Sam Casey, an investigator for a government organisation called Intersect. During an underwater salvage operation he is caught in a radiation explosion that alters his body's molecular structure. Casey can now disappear at will - a knack exploited by his no-nonsense boss Leonard Driscoll who turns him into his new secret agent, assigned to such tasks as guarding an Olympic swimmer, driving a truck-load of chemicals and fighting a mad scientist's computerised robot.

But there is a catch. Casey can stay invisible for a total of just 15 minutes each day. If he miscalculates and allows his brief moments out of sight to add up to more than that in any 24hour period, he will vanish for good

Originally billed here in Britain as *THE INVISIBLE MAN* Becomes *The Gemini Man*, this 1976 pilot and subsequent one-season series were an attempt to turn an invisible flop into a visible success. This series was produced by Harve Bennett who was also responsible for *THE SIX MILLION DOLLAR MAN* and *THE BIONIC WOMAN*. The film *Riding With Death* was a combination of two episodes from the show, *The Smithereens* and *Buffallo Bill Rides Again*. Alan J. Levi who directed the pilot episode had also worked on many other SF shows in the mid 1980s, including *KNIGHT RIDER* and *AIRWOLF*. The series first aired in the UK between 12th October 1976 and 28th December 1976 on BBC1. The executive producer was Harve Bennett (*TIME TRAX*), producer was Leslie Stevens (*THE OUTER LIMITS*). After the first five episodes, the series was cancelled with episode 1.6, "Escape Hatch".

Supervising Producer Leslie Stevens
 Produced Robert F O'Neill
 Executive Producer..... Harve Bennett
 Director of Photography Enzo A Martinelli asc
 Music Billy Goldenberg
 Art Director..... David Marshall
 Film Editor Robert F Shugrue
 Set Decoration Lowell Chambers
 Assistant Director David H Hall
 Unit Manager..... D Jack Stubbs
 Sound Charles King Title & Optical Effects
 Universal Title Sound Effects Editor Ken Sweet
 Music Editor Fred Prior
 Women's Costumes..... George R Whittaker
 Based on a Novel by H G Wells Produced in association with Harve Bennett Productions, and Universal an MCA company established in 1976.

Ben Murphy, best remembered as Kid Curry in *Alias Smith and Jones*, first dis-appeared as Sam Casey when *The Gemini Man* pilot movie, *Code Name: Minus One*, premiered on the US NBC network on 23rd September 1976. *The Gemini Man* was an attempt, by Harve Bennett, to 're-launch' his 1975 David McCullum series: *The Invisible Man* (cancelled after 12 episodes). The 'new' version largely avoided the problems of the earlier show, which had been criticized, among other things, for its hero being naked when invisible!

By enveloping Casey in a 'field of invisibility' which encompassed his clothes (and could be turned on and off this problem was solved. A time limit was established to how long he could remain invisible, this a device to increase tension - and viewer involvement. For the pilot, Richard Dysart played Sam's boss, Leonard Driscoll, but during the series William Sylvester filled that role while Dr Abigail 'Abby' Lawrence, computer expert and physicist, was played by Katherine Crawford. Just seven days after *The Gemini Man* debuted, she was in *Captains and the Kings*, another NBC series.

In a reverse of common practice today, the filmed 'blue screen' shots were composited on video, before transfer back to film by 'tele-recording', an ancient system utilized to preserve television images before video recorders. Today most pro-programmes are originated on 35mm film, before transfer to video for editing and post production, a cost saving, though controversial, technique. It has trapped programmes, like Star Trek: TNG, in a 4:3 ratio format when tv is moving to 16:9 (widescreen) format! The Gemini Man first arrived in Britain shortly after its US premiere, coming to BBC 1 on 12th October 1976. How-ever, against heavy competition in the US the series survived only 1 episodes.

The Gemini Man sprang to life from the wreckage of the previous season's The Invisible Man. When the latter proved a ratings dud in 1975, NBC was convinced that it was the treatment, not the concept, that failed. They quickly commissioned the same producers to try again. The Gemini Man's story editor, Steven de Souza, was surprised by the whole affair. "It was the first time I had seen a network cancel a show and then want it back immediately! On The Gemini Man, they took the unfilmed Invisible Man scripts and filmed them. As story editor, I knew the scripts were recycled. They had crossed out the names on the Invisible Man script and put the Gemini Man names in the margins."

"When The Invisible Man was not renewed, Universal ordered The Gemini Man in its place," says executive producer Harve Bennett. "It was the conversion of one format into another. Something similar had happened a few years earlier at Universal. A show named Toma had been converted into the series Baretta. It was a kind of common experiment at the time." Producer Robert O'Neill helped to reincarnate The Invisible Man. "Since The Invisible Man wasn't working, there was an attempt to save the show in a different form. Universal was anxious to save the premise. The head of TV at Universal, Frank Price, had a meeting with me and Leslie Stevens, and we were brainstorming ideas. We were desperate to come up with another format that would work. We came up with the idea of an agent who had limited invisibility. Leslie Stevens came up with the idea of putting a wristwatch on Sam Casey. This gave him 15 minutes worth of invisibility at a time." This technique gave Casey far more flexibility and vulnerability than Dr. Daniel Westin in The Invisible Man, who had to wear a human mask and clothes to hide his invisible form.

With NBC and Universal anxious to give the concept another go-around, casting was crucial. The network and studio wanted a more athletic lead. "Since The Gemini Man was a more conventional action-adventure show, we wanted a handsome, American action hero," says Harve Bennett. Ben Murphy was cast as the playboy agent, Sam Casey.

"Ben was a more physical kind of guy than David McCallum," notes Robert O'Neill. "It was felt he had the sex appeal required, and he was certainly capable. The network and studio liked him, and Murphy was interested in finding another series [Murphy had previously co-starred in Alias Smith and Jones]. We wanted to seduce the audience into thinking The Gemini Man was a whole new show."

Leslie Stevens, however, didn't see any future for the invisible men. "Universal assigned me to help Harve Bennett bail out a sinking ship, The Invisible Man," he recalls. "When it failed, the studio had felt David McCallum wasn't appealing enough to carry a series. They wanted the more dashing, brainless Ben Murphy. I came up with a new approach called The Gemini Man, which put the hero in a little more jeopardy. I came up with the wrist gizmo and other futile stop-gaps, but I knew from the outset that "invisibility" was a creaky franchise. I argued that the disappearing act hands the hero a cowardly solution to his problems. It was like a squid hiding under a cloud of ink. The original H.G. Wells classic was great, but from Topper on, invisibility sucks."

Harve Bennett felt that Murphy added a new dimension to the invisible theme. "Ben brings an energy level and a sense of humor David McCallum didn't have in the role," he told TV Guide during the series' run. "David's character was serious about the whole invisibility business. Ben realizes that it might be fun to use it to get into the girls' dormitory. Ben is the best action hero since Errol Flynn."

"I loved working with Ben. He was a real trooper," says Bennett today. "He enjoyed doing the show." Associate producer Richard Milton was less enthusiastic. "Ben Murphy was a contract player at Universal, and he was impossible. He certainly wasn't the actor McCallum was. The Gemini Man was a more action-oriented show, but it didn't go anywhere either."

"There was one problem common to The Gemini Man and The Invisible Man," notes Bennett. "You're asking the audience to love somebody who isn't there most of the time. There is only so much you can do with audio. The joke wears a little thin when a bad guy walks into a room and suddenly, whap, he reacts to an invisible blow. He falls down, and you laugh. But you don't laugh every week. It became very difficult to find inventive ways of using invisibility. The other problem was that being an invisible man has a certain prurient quality. On The Gemini Man, we had Kim Basinger in a train in an upper berth. Ben Murphy, invisible, is trying to escape the police, and he ends up in the berth with her. It's a funny scene, but you can't play it for more than, 'Oops! Pardon me. I'm outa here!' At least, not on TV " The Gemini Man was mainly a crime series with a unique

gimmick. "The espionage plots were easier to write," says Robert O'Neill. "The only time we moved into science fiction was with one I wrote, "Minotaur," about a robot. We weren't sure what kind of stories would be successful."

Steven de Souza believes a dull episode was used to kick off the series' premiere. "There were two episodes that had a lot of adult themes," he says. "They were more sophisticated, more intriguing and had some romance and production values. But the episodes couldn't be edited in time to make the airdate. What went on was an episode with a much more familiar storyline. "That happens a lot with science fiction shows. They're given very little love by studio executives. Science fiction shows are generally regarded as juvenile. The attitude is, 'Well, it's just for kids.' You get executives who have a certain scorn or who are indifferent to the material. Because it's science fiction they don't think the story has to make any sense."

De Souza recalls one Gemini Man episode that enraged not only TV critics but viewers as well. "It was a very chaotic situation between the transition of The Invisible Man and The Gemini Man," he says. "The Gemini Man didn't have any scripts. One of the studio execs said, 'Wait a minute. Remember we did a show last season on The Bionic Woman, where the bad guys did plastic surgery on someone and made them identical to Jaime Sommers? Let's do that for The Gemini Man.' So they took The Bionic Woman script, over the misgivings of its writer (James Parriott), and used on it The Gemini Man. They just changed the names. Well, around this time, Lindsay Wagner was involved in a car accident. The Bionic Woman went into reruns for awhile, and they just happened to run her "identical twin" episode. This was on a Tuesday night. The next night, The Gemini Man aired his "identical twin" episode ["Sam Casey, Sam Casey"]. Well, the same audience watches both shows. You would not believe the amount of letters that came into NBC and Universal. 'Do you think we're idiots out here? Just because we watch science fiction, do you think we're morons? We won't watch The Gemini Man again because you're ripping off The Bionic Woman.' Newspaper columnists wrote about how creatively bankrupt Hollywood minds are."

"I was on the staff of The Bionic Woman, and I was asked to redo a version of my "twin" script for The Gemini Man," James Parriott says, in a tone that suggests he'd rather have gotten his teeth pulled. "Well, after it aired, I was lambasted by the press. A reporter caught me and said, 'It's the same story as The Bionic Woman!' I said, 'I did what they told me to do!'" The Gemini Man also faced the old story of budgetary constraints. "We just didn't have the budget to do the effects the way we wanted," says Robert O'Neill. "Today, with computer-generated opticals, we could have done a much better job."

"We had a lot of special effects," recalls Richard Milton. "We had tons of blue screen, tons of second unit stuff, we floated things around on thin wire and nylon. It was very complicated and time consuming. It really screwed up the production schedule. But the effects on TV looked pretty good." The Gemini Man vanished after two months on the air. It was up to Harve Bennett to break the news to his star. "I had the task of going down to the stage and telling Ben it was over. I found him dozing off in a chair-actors in TV series work horrendous hours. I said, 'Ben?' He looked at me and I said, 'Ben, I gotta give it to you straight. We weren't picked up.' He said, 'Oh, that's okay. Now I can do what I've always wanted to do. I'm gonna become a senior tennis champion of the world.' Well, I'm a tennis player, and I had played with Ben. He was better than I was, but he wasn't ... well, you know. And Ben continued, 'My age is right. I just turned 36, and if I work real hard, I can go knock their socks off.'" Bennett tried to explain to the actor that he would have formidable competition, but Murphy was determined. "I finally said, 'Well, follow your dream, Ben.' And he did become a superb tennis player. But after five years, he went back to acting!"

CAST NOTES

Ben Murphy (Sam): Born 1941. Murphy's first big break was as Kid Curry on TV's *Alias Smith and Jones* (1971-73). He continues to appear in guest shots in TV series such as *Dr. Quinn, Medicine Woman* (1993).

Katherine Crawford (Abby): Born 1944. The daughter of TV writer Roy Huggins and wife of Universal TV executive Frank Price, Katherine Crawford distinguished herself with several strong performances in the 1960s and 1970s. She is currently retired from acting.

William Sylvester (Driscoll): Born 1922. This character actor had a major role in 2001: *A Space Odyssey* (1968).

WR. Leslie Stevens, Frank K. Telford, Robert F. O'Neill, James D. Parriott, Steven E. De Souza, Richard Fielder, Jim Carlson, Terrence McDonnell.

DIR. Alan J. Levi, Michael Caffey, Charles Rondeau, Paul Stanley, Andy Sidaris, Alan Crosland, Paul Krasny, Don McDougall.

EPISODES: 11 **YEAR MADE:** 1976 **COUNTRY:** US **SEASONS:** 1

A HARVE BENNETT PRODUCTION IN ASSOCIATION WITH UNIVERSAL AND NBC TV

CREATOR: HARVE BENNETT AND STEVE BOCHCO.

TYPE OF SHOW: INVISIBLE MEN

FORMAT: SERIES

LENGTH (MINS): 50 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 11

DATE OF PREMIER: 10/05/1976

AIR DATE OF LAST EPISODE 28/10/1986

SEASON DATE BREAKDOWN:

FILMS: RIDING WITH DEATH (1976)

Sam Casey BEN MURPHY, Dr. Abigail Lawrence KATHERINE CRAWFORD, Leonard Driscoll RICHARD DYSART (PILOT), Leonard Driscoll WILLIAM SYLVESTER.

RELATED SHOWS:

SIX MILLION DOLLAR MAN, THE

BIONIC WOMAN, THE

TIME TRAX

POWERS OF MATTHEW STARR, THE

1 - 1 *CODENAME MINUS ONE*

Wr Leslie Stevens

Dir Alan J. Levi

1 - 2 *SMITHEREENS*

Wr Frank Telford

Dir Alan J. Levi

1 - 3 *MINOTAUR*

Dir Alan J. Levi

1 - 4 *SAM CASEY, SAM CASEY*

Wr James D. Parriott

Dir Micheal Caffey

1 - 5 *NIGHT TRAIN TO DALLAS*

Wr Steven E. De Souza

Dir Alan J. Levi

1 - 6 *RUN, SAM, RUN*

Wr Frank Telford

Dir Charles R. Rondeau

1 - 7 *TARGETS*

Wr James Carlson, Terence McDonnell

Dir Micheal Caffey

1 - 8 *BUFFALO BILL RIDES AGAIN*

Wr Frank Telford

Dir Don McDougall

1 - 9 *ESCAPE HATCH*

Wr Leslie Stevens

Dir Paul Stanley

1 - 10 *8,9,10-YOU'RE DEAD*

Dir Andy Sidaris, Alan Crosland

1 - 11 *RETURN OF THE LION*

Wr Steven E. De Souza

Dir Alan J. Levi

1 - 12 *SUSPECT YOUR LOCAL POLICE*

Dir Paul Krasney

GEORGIAN HOUSE,THE

Two students, Dan and Abbie, take a holiday job at a museum which, 200 years earlier, was the home of the wealthy Leadbetter family. The pair are attracted by an African carving which suddenly emits a strange sound, and a voice commands them back in time to 1772. There Dan is transformed into a kitchen boy and Abbie becomes a member of the Leadbetter household.

The reason for their trip back in time? Ngo, a negro slave boy with strange powers, who is threatened with an enforced return to the misery of the sugar plantations, has manipulated a time tunnel that links the 18th and 20th centuries to bring Abbie and Dan back to help him return to Sierra Leone.

Seven-part 1975 drama from HTV that followed the adventures through time of two children in a beautiful Georgian house in Bristol. For one of the series stars, Spencer Banks, time travel was not a novel experience. He'd played Simon Randal in the much admired children's SF series *TIMESLIP*. The producer for the series was Leonard White, the executive producer was Patrick Dromgoole, the designer for the show was Ken Jones. The series was first seen on ITV.

WR. Jill Laurimore, Harry Moore

DIR. Derek Clark (Eps 1-2), Sebastian Robinson (Ep. 3), Terry Harding (Eps 4,6), Leonard White (Eps. 5, 7).

EPISODES: 7 **YEAR MADE:** 1976 **COUNTRY:** GB **SEASONS:** 1

AN HTV PRODUCTION

CREATOR: JILL LAURIMORE, HARRY MORE

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 02/01/1976

AIR DATE OF LAST EPISODE 13/02/1976

SEASON DATE BREAKDOWN:

FILMS:

Dan SPENCER BANKS, Abbie ADRIENNE BYRNE, Ngo BRINSLEY FORDE, Ellis (Curator) JACK WATSON, Mistress Ann CONSTANCE CHAPMAN, Leadbetter PETER SCHOFIELD, Ariadne JANINE DUVITSKI, Maids MONICA LAVERS, Maids SARAH CARTHY, Miss Humphereys ANNA QUAYLE, Lady Cecilia VALERIA RUSH, Sir Jeremy MICHAEL GOVER, Cook RUTH KETTLEWELL, Footman STEPEHEN HOLTON, Madame Lavarre ANNE BLAKE, Hezekiah Allsop DUDLEY JONES.

RELATED SHOWS:

TIMESLIP

- 1 - 1 *NEW RECRUITS*
- 1 - 2 *WE'LL NEVER GET BACK*
- 1 - 3 *TREACHERY*
- 1 - 4 *A DOSE OF SULPHUR WATER*
- 1 - 5 *DUWAMBA*
- 1 - 6 *TRAPPED*
- 1 - 7 *LOOK TO YOUR FUTURE*

GESCHICHTEN AUS DER ZUKUNFT

Production Design by Albrecht Becker

WR. Heinz Haber, Irmgard Haber , Gerd Oelschlegel , Karl Wittlinger writer

DIR. Thomas Fantl, Gerd Oelschlegel, Harald Philipp, Heinz Schirk, Georg Tressler

EPISODES: 7 **YEAR MADE:** 1978 **COUNTRY:** GER **SEASONS:** 1

ZDF PRODUCTIONS

CREATOR: HENIZ HABER, IRMGARD HABER

TYPE OF SHOW: **FORMAT:** SERIES

LENGTH (MINS): 55 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** German

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 13/01/1978 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

GET SMART (1965)



The Smart in the title of Get Smart referred to agent Maxwell Smart, Agent 86. Unlike his name might suggest, Smart was not particularly bright. In fact he was something of an idiot and a bungler who was often unaware of the events transpiring around him. Smart was also the top agent of CONTROL, a top secret organisation which was forever at odds with KOAS, and evil organisation bent on world domination.

Smart's status as controls top agent was in part due to his incredibly good looking and also the resourcefulness of his partner Agent 99, a beautiful woman whose real name was never revealed in the series. She did however use the name Susan Hilton while working undercover. The only other normal person who worked at CONTROL was the Chief, Max and 99s superior who always seemed amazed that Smart could make it through his missions alive, let alone succeed in foiling KAOS's plans.

Smart had a variety of stock phrases that he would always seem to use such as: 'Sorry about that Chief' whenever he injured the chief; 'Would you believe. . .' while concocting an impossible explanation that had little chance of actually being believed: and 'That's the second biggest ___ I've ever seen' while trying to act unimpressed about something big.

To help Max and 99 in their missions they had a variety of gadgets, some a bit on the useless side and the aid of fellow agents, all of them bizarre. The best-remembered of the gadgets was the phone that had been installed in Smart's right shoe. In the days before cellular phones and PCS he would often stand out in a crowd when his shoe would ring at an inopportune moment. Other neat gadgets included: the dreaded cone of silence which Smart insisted be used when secret discussions were taking place. Designed to keep unwanted ears from hearing conversations the cones of silence worked so well that no one inside was able to hear what was going on.

Smart's fellow CONTROL agents included: Hymie the robot who never worked all that well and tended to take instructions far too literally: Larabee, perhaps the only person whom Smart was smarter than : Agent 13 an agent who would appear in the most unusual places such as inside mail boxes and cupboards: and Charlie Watkins, a master of disguise who always appeared as a beautiful woman - Charlie was a guy.

Villains who seemed to keep returning to get defeated by Max and 99 included Siegfried, KAOS' top agent, and his assistant Straker and The Claw, an oriental villain with an artificial hand who was often incorrectly referred to as the Claw!

With the huge success of the first several James Bond films in the mid 1960s, a plethora of spy dramas began appearing both in the theatres and on television. For the most part these were intended to be taken seriously by their audiences, that is up until Get Smart appeared. Get Smart was a highly successful parody of the spy genre created by Buck Henry and Mel Brooks, and it remains the most successful parody in television history to date.

This is due in part to the fact that in order to be successful a parody must parody something that is by its own right popular, however it is also due to the fact that as a comedy Get Smart stands up on its own. After 4 seasons of NBC, Get Smart began to lose its popularity. CBS bought the show and in an effort to boost the series' ratings several changes were made. In the previous season, while facing certain death Max told 99 that if they manage to escape he would marry her. They survived and he ended up marrying her.

To start things off in the 5th season 99 informed Max that she was pregnant. She soon gave birth to twins! Episodes shifted focus a bit to concentrate on the domestic problems that arose when one was a spy. Get Smart spawned three revivals, the first The Nude Bomb appeared in theatres in 1979. One of the first efforts at reviving an old TV series. The Nude Bomb failed due in part to the fact that only two members of the original cast appeared in the film. It has been renamed The Return of Maxwell Smart for television. Ten Years later Get Smart Again!, a made for TV movie was made that did feature most of the regular cast. In 1995 the series

was revived with Max in charge of CONTROL and his son the number one bumbling agent.

In the UK, the early seasons were shown on BBC1 between 1966 and 1970, and the series had also resurfaced on satellite channel Bravo. The music for the show was composed and conducted by Irving Szathmany.

Spoofs don't come much funnier than this Emmy award-winning sixties series, which sent up the whole spy genre of its day. Created by comic writers Mel Brooks and Buck Henry, Get Smart starred Don Adams as Agent 86, Maxwell Smart, a willing but inept secret agent working for Washington-based U.S. intelligence agency C.O.N.T.R.O.L. which was headed by The Chief, Thaddeus. With the aid of his beautiful and brilliant partner, Agent 99, dog Fang, robot Hymie and fellow operative Agent 13, Max strove tirelessly to defeat the forces of K.A.O.S., an organisation led by evil mastermind Siegfried and his assistant Starker, who, not surprisingly, wanted to rule the world. Get Smart abounded with witty gags and one-liners and gave the world the catchphrase "Would you believe . . . ?" uttered by Max whenever his first excuse wasn't accepted.

But the series also featured a remarkable line in gadgetry, which more than warrants its inclusion in this collection. Radio transmitters turned up all over the place-Max had a phone in his shoe-and there was a sandwich phone, a short-wave table tennis bat, a coffee and doughnut transmitter and an ice-cream cone phone. Other oddities included a miniature torpedo hammer an electronic mosquito anti-personnel device, a remote-control doorknob a vase bazooka and bullet-proof pyjamas. And, of course, there was the Cone of Silence. When Max wanted to hold a private conversation with The Chief, two glass bell jars would descend over them, linked by a tube making their speech inaudible.

Get Smart ran for five seasons and 138 episodes (all but the very first were in color). Romance between Max and Agent 99 led to their marriage and the birth of twins a boy and a girl.

The eighties saw a brace of TV movie revivals, The Nude Bomb (aka The Return of Maxwell Smart) in 1980, and Get Smart Again! (1988), the latter reuniting most of the series' main cast, with the notable exception of Edward Platt (The Chief) who had died. Executive producer for the show was Leonard B. Stern, producers for the show were Arne Sultan, Mel Brooks and Jesse Oppenheimer. The music was composed and conducted by Irving Szathmany. The series first appeared in the UK in 1966 on BBC1.

Gloden Globes

Best TV Star (Male) - Nominated - "Get Smart" (1965) - Don Adams (1966)

Best TV Show - Nominated - "Get Smart" (1965) (1966)

WR. Mel Brooks, Buck Henry, Stan Burns, Mike Marmer, Gerald Gardner and Dee Caruso, Gerald Gardner, Dee Caruso, Leonard Stern, William Raynor, Norman Paul, Allan Burns, Arne Sulton, Chris Hayward.

DIR. Richard Donner, Don Richardson, Bruce Bilson, Jerry Hopper and Don Adams, Jerry Hopper, Harry Falk, James Komack, Gary Nelson.

EPISODES: 138 **YEAR MADE:** 1965 **COUNTRY:** US **SEASONS:** 5

TA/NORTON SMITH INC. PRODUCTION.

CREATOR: MEL BROOKS AND BUCK HENRY

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 30, (2) 30, (3) 26, (4) 26, (5) 26.

DATE OF PREMIER: 18/09/1965 **AIR DATE OF LAST EPISODE** 15/05/1970

SEASON DATE BREAKDOWN:

FILMS: THE NUDE BOMB (aka THE RETURN OF MAXWELL SMART) - 1980, GET SMART AGAIN (1988).

Maxwell Smart/Agent 86 DON ADAMS, Agent 99 BARBARA FELDON, Thaddeus, The Cheif EDWARD PLATT, Agent 13 DAVE KETCHUM, Hymie the Robot DICK GAUTIER, Agent 44 VICTOR FRENCH, Conrad Siegfried BERNIE KOPELL, Starker KING MOODY, Larrabee ROBERT KARVELAS, Carlson STACY KEACH, 99's Mother JANE DULO.

RELATED SHOWS:

GET SMART (1995)

1 - 1 *MR. BIG*

1 - 2 *DIPLOMAT'S DAUGHTER*

1 - 3 *SCHOOL DAYS*

-
- 1 - 4 *OUR MAN IN TOYLAND*
 - 1 - 5 *HOW YOU SEE HIM - NOW YOU DON'T*
 - 1 - 6 *WASHINGTON 4, INDIANS 3*
 - 1 - 7 *KAOS IN CONTROL*
 - 1 - 8 *THE DAY SMART TURNED CHICKEN*
 - 1 - 9 *SATAN PLACE*
 - 1 - 10 *OUR MAN IN LEOTARDS*
 - 1 - 11 *TOO MANY CHIEFS*
 - 1 - 12 *MY NEPHEW THE SPY*
 - 1 - 13 *ABOARD THE ORIENT EXPRESS*
 - 1 - 14 *WEEKEND VAMPIRE*
 - 1 - 15 *SURVIVAL OF THE FATTEST*
 - 1 - 16 *DOUBLE AGENT*
 - 1 - 17 *KISSES FOR KAOS*
 - 1 - 18 *THE DEAD SPY SCRAWLS*
 - 1 - 19 *BACK TO THE OLD DRAWING BOARD*
 - 1 - 20 *ALL IN THE MIND*
 - 1 - 21 *DEAR DIARY*
 - 1 - 22 *SMART, THE ASSASSIN*
 - 1 - 23 *I'M ONLY HUMAN*
 - 1 - 24 *STAKEOUT ON BLUE MIST MOUNTAIN*
 - 1 - 25 *THE AMAZING HARRY HOO*
 - 1 - 26 *HUBERT'S UNFINISHED SYMPHONY*
 - 1 - 27 *SHIP OF SPIES (1-2)*
 - 1 - 28 *SHIPMENT TO BEIRUT*
 - 1 - 29 *THE LAST ONE IN IS A ROTTEN SPY*
 - 2 - 1 *ANATOMY OF A LOVER*
 - 2 - 2 *STRIKE WHILE THE AGENT IS HOT*
 - 2 - 3 *A SPY FOR A SPY*

The Chief is kidnapped and KAOS demand a missile detector for his release.

Wr Mike Harmer & Tan Burns

Dir Bruce Bilson

- 2 - 4 *THE ONLY WAY TO DIE*
- 2 - 5 *MAXWELL SMART, ALIAS JIMMY BALLANTINE*
- 2 - 6 *CASABLANCA*
- 2 - 7 *THE DECOY*
- 2 - 8 *HOO DONE IT*
- 2 - 9 *ROB-A-DUB-DUB... THREE SPIES IN A SUB*

-
- 2 - 10 *THE GREATEST SPY ON EARTH*
 - 2 - 11 *ISLAND OF THE DARNED*
 - 2 - 12 *BRONZEFINGER*
 - 2 - 13 *PERILS IN A PET SHOP*
 - 2 - 14 *THE WHOLE TOOTH AND. . .*
 - 2 - 15 *KISS OF DEATH*
 - 2 - 16 *IT TAKES ONE TO KNOW ONE*
 - 2 - 17 *SOMEONE DOWN HERE HATES ME*
 - 2 - 18 *CUTBACK AT CONTROL*
 - 2 - 19 *THE MUMMY*
 - 2 - 20 *THE GIRLS FROM KAOS*
 - 2 - 21 *THE MAN FROM YENTA*
 - 2 - 22 *SMART FIT THE BATTLE OF JERICHO*
 - 2 - 23 *WHERE-WHAT-HOW-WHO-AM I?*
 - 2 - 24 *THE EXPENDABLE AGENT*
 - 2 - 25 *HOW TO SUCCEED IN THE SPY BUSINESS WITHOUT REALLY TRYING*
 - 2 - 26 *APPOINTMENT IN SAHARA*
 - 2 - 27 *PUSSYCATS GALORE*
 - 2 - 28 *A MAN CALLED SMART (1-3)*
 - 3 - 1 *VIVA SMART*
 - 3 - 2 *WITNESS FOR THE PROSECUTION*
 - 3 - 3 *THE SPY WHO MET HIMSELF*
 - 3 - 4 *THE SPIRIT IS WILLING*
 - 3 - 5 *MAXWELL SMART, PRIVATE EYE*
 - 3 - 6 *SUPERSONIC BOOM*
 - 3 - 7 *ONE OF OUR OLIVES IS MISSING*
 - 3 - 8 *WHEN GOOD FELLOWS GET TOGETHER*
 - 3 - 9 *DR. YES*
 - 3 - 10 *THAT OLD GANG OF MINE*
 - 3 - 11 *THE MILD ONES*
 - 3 - 12 *CLASSIFICATION: DEAD*
 - 3 - 13 *THE MYSTERIOUS DR. T*
 - 3 - 14 *THE KING LIVES?*
 - 3 - 15 *THE GROOVY GURU*
 - 3 - 16 *THE LITTLE BLACK BOOK (1-2)*
 - 3 - 17 *DON'T LOOK BACK*
 - 3 - 18 *99 LOSES CONTROL*

-
- 3 - 19 *THE WAX MAX*
 - 3 - 20 *OPERATION RIDICULOUS*
 - 3 - 21 *SPY, SPY, BIRDIE*
 - 3 - 22 *RUN, ROBOT, RUN*
 - 3 - 23 *THE HOT LINE*
 - 3 - 24 *DIE, SPY*
 - 3 - 25 *THE RELUCTANT REDHEAD*
 - 4 - 1 *THE IMPOSSIBLE MISSION*
 - 4 - 2 *SNOOPY SMART VS THE RED BARON*
 - 4 - 3 *CLOSELY WATCHED PLANES*
 - 4 - 4 *THE SECRET OF SAM VITTORIO*
 - 4 - 5 *DIAMONDS ARE A SPY'S BEST FRIEND*
 - 4 - 6 *THE WORST BEST MAN*
 - 4 - 7 *THE RETURN OF THE ANCIENT MARINER*
 - 4 - 8 *WITH LOVE AND TWITCHES*
 - 4 - 9 *THE LASER BLAZER*
 - 4 - 10 *THE FRAKAS FRACAS*
 - 4 - 11 *TEMPORARILY OUT OF CONTROL*
 - 4 - 12 *SCHWARTZ'S ISLAND*
 - 4 - 13 *ONE NATION INVISIBLE*
 - 4 - 14 *HURRY TO HOLLYWOOD*
 - 4 - 15 *THE DAY THAT RAIDED THE KNIGHTS*
 - 4 - 16 *TEQUILA MOCKINGBIRD*
 - 4 - 17 *I SHOT 86 TODAY*
 - 4 - 18 *ABSORBE THE GREEK*
 - 4 - 19 *TO SIRE, WITH LOVE (1-2)*
 - 4 - 20 *SHOCK IT TO ME*
 - 4 - 21 *LEADSIDE*
 - 4 - 22 *GREER WINDOW*
 - 4 - 23 *THE NOT-SO GREAT ESCAPE (1-2)*
 - 4 - 24 *A TALE OF TWO TAILS*
 - 5 - 1 *PHEASANT UNDER GLASS*
 - 5 - 2 *IRONHAND*
 - 5 - 3 *VALERIE OF THE DOLLS*
 - 5 - 4 *WIDOW OFTEN ANNIE*
 - 5 - 5 *THE TREASURE OF C. ERROL MADRE*
 - 5 - 6 *SMART FELL ON ALABAMA*

- 5 - 7 *AND BABY MAKES FOUR PART 1*
- 5 - 8 *PHYSICIAN IMPOSSIBLE*
- 5 - 9 *THE APES OF WRATH*
- 5 - 10 *AGE BEFORE DUTY*
- 5 - 11 *IS THIS TRIP NECESSARY?*
- 5 - 12 *ICE STATION SIEGFRIED*
- 5 - 13 *MOONLIGHTING BECOMES YOU*
- 5 - 14 *HOUSE OF WAX (1-2)*
- 5 - 15 *REBECCA OF FUNNY-FOLK FARM*
- 5 - 16 *THE MESS OF ADRIAN LISTENGER*
- 5 - 17 *WITNESS FOR THE EXECUTION*
- 5 - 18 *HOW GREEN WAS MY VALET*
- 5 - 19 *AND ONLY TWO NINETY-NINE*
- 5 - 20 *SMARTUCUS*
- 5 - 21 *WHAT'S IT ALL ABOUT, ALGIE?*
- 5 - 22 *HELLO, COLUMBUS, GOODBYE, AMERICA*
- 5 - 23 *DO I HEAR A VAULTS?*
- 5 - 24 *I AM CURIOUSLY YELLOW*

- 1 - 3 *GOODBYE MS. CHIP*
- 1 - 4 *SHOOT UP THE CHARTS*
- 1 - 5 *PASSENGER 99*
- 1 - 6 *WURST ENEMIES*
- 1 - 7 *LIVER LET DIE*

GIANT ROBO

AKA: **JOHNNY SOKKO AND HIT GIANT ROBOT**

AKA: **JIYAIANTO ROBO**



Evil Emperor Guillotine (Sato), ruler of the Planet Gargoyle, crashes his flying saucer in the Pacific Ocean. The Earth authorities believe he is dead. Meanwhile, in another part of the Pacific, Japanese boy Daisaku/Johnny (Kaneko) is on a cruise liner. The ship is attacked by Dagora (US: Dracolon), one of many monsters who have come to Earth along with Guillotine. As the ship sinks, Daisaku escapes with his newfound writer friend Juro/Gerry (Ito) and the pair are washed up on a seemingly deserted island.

There they meet Doctor Over/Professor Guardian (Ando), a scientist who has been forced by Guillotine to build a super-powered robot. However, as his project near completion, the scientist has realized he cannot go through with the evil deed and he booby-traps his lair with an atomic bomb. The professor's lair is attacked by the Gargoyle Gang/Big Fire (agents of Guillotine), and the Doctor urges Daisaku and Juro to escape while he stays behind to fight them off. However, instead of being destroyed in the explosion, Giant Robo is activated by it.

The robot is designed to recognize the first voice it hears as its master - Daisaku speaks into the fob watch containing a radio transmitter and Giant Robo become his to command. Spider (Date), leader of the Guillotine's Gargoyle Gang, orders Dagora to attack Tokyo but Daisaku and Juro climb into Giant Robo's hand and command him to fly them there. When they arrive, Daisaku orders Giant Robo to fight Dagora, and the first of many monsters battles is won. In later episodes, Guillotine sends other monsters to threaten the safety of the world, including Globar the Devil-Ball (US: Nucleon), Satan Rose (US: Gargoyle Vine the Space Plant), Gangar (US: The Giant Claw), Dorogon (US: Dragon the Ninja Monster), Ikageras (US: Scanlon the Starfish Monster), and Draculan the Space Vampire (same in the US for once!).

Plot #2

A series of unexplained disasters at sea prompts an investigation by the premier Earth defense force UNICORN. Agent U3, Minami Jyuro is dispatched from UNICORN (Japan Division) to the location of the disasters. There he meets up with a boy traveling alone. His name is Kusama Daisaku. Suddenly, the ship that they are traveling on is violently attacked by a giant sea creature. Minami and Kusama Daisaku barely survive the attack and drift ashore onto a mysterious island.

The island turns out to be the secret headquarters for the sinister terrorist organization BF Dan (Big Fire Organization) who serves the invading alien conqueror Emperor Guillotine. Emperor Guillotine has commissioned the creation of the most powerful robot the world has ever seen. To his end he has captured famed scientist Dr. Garulcher to build the robot.

Minami and Kusama Daisaku escape their confines and attempt to flee the island. Meeting up with Dr. Garulcher, Kusama Daisaku is given a watch controller. Dr. Garulcher asks Kusama Daisaku to speak into the watch. This simple action forever binds 'Giant Robo' to Kusama Daisaku. Dr. Garulcher is killed by BF Dan for his betrayal.

Minami and Kusama Daisaku escape BF Headquarters with 'Giant Robo' and eventually return to UNICORN headquarters where Kusama Daisaku is recruited as an Agent and given the code number 'U-7'.

Together with Giant Robo, Kusama Daisaku battles Emperor Guillotine and his galactic minions for the safety of Japan and the World.

Thought one Toru Hirayama shared part credit for the series, its origins were chiefly the responsibility of "co-creator" Mitsuteru Yokoyama, the manga author whose other works included COMET-SAN, GIGANTOR and Water Margin, as well as numerous works later adapted into Anime, such as Babel II. Though equally as

influential as Osamu Tezuka, Yokoyama seems to have lost out in the battle for the limelight - Tezuka was undoubtedly the better self publicist and had his own studio to push his products.

Published in Shonen Magazine in 1956, Yokoyama's original Giant Robo manga had a similar monster-of-the-week storyline, although the manga robot was originally created as part of a secret World War II project - possibly we can see Hirayama's influence here, carefully sanitizing the original with an eye to foreign sales. If that was the case, he got his wish - the series was broadcast in the US in 1969 as Johnny Sako and His Giant Robot and then in Australia during the 1970s. The US production was overseen by producer Salvatore Billiteri, who also produced the American version of Prince Planet, with a rewritten script credited to Reuben Guberman.

The voice of Johnny was provided in the American version by Prince Planet actor Billie Byers. Several episodes of the series were re-cut into a feature length edition, released in the US as Voyage Into Space (1970). Compare to other early dramas imported into the English speaking world, such as SPACE GIANTS and Phantom Agents. The story was also radically remade as a straight to video anime series in 1992. Music by Takeo Yamashita.

The series was produced by Tohru Hirayama, Shinichi Miyazaki and Yasujaru Ueda. The series is also known as Johnny Sokko and His Flying Robot in the US. The English version of the series was shown in 52 episodes.

Characters

Giant Robo

Giant Robo was to be Big Fire's vanguard of destruction. Dr. Garulcher built Giant Robo to be the most power robot in the world. Armed with an array of deadly weapons and possessing incredible strength and power, Giant Robo is indeed a force to be reckoned with. Giant Robo is powered by Nuclear Engines. Giant Robo can only be controlled via a wrist watch communicator worn by Kusama Daisaku. Since Kusama Daisaku was the first voice Giant Robo heard, he is the only person able to command Giant Robo

Statistics:

Height/Weight (Metric): 30 Meters/500 Tons

Top Flight Speed: Mach 17

Giant Robo Weaponry:

- Giant Robo Missiles - Giant Robo is able to fire missile warheads from his fingertips.
- MegaTon Punch - Giant Robo's Ultimate Special Attack.
- MegaTon Kick
- Eye Lasers
- Mouth Flamethrower
- Giant Robo's Armor - Can withstand beyond 3,000 degrees of electrical generated heat.

Unicorn

UNICORN is an International Police Organization dedicated to protecting the Earth. UNICORN has bases around the globe but have a major base in Japan. The Japan Division is lead by Commander Higashi. Agent U-3, Minami Jyorou is one of UNICORN's top agents. He is usually assigned to protect Kusama Daisaku on his missions with Giant Robo.

UNICORN agents are equipped with a wide variety of weapons. Most prominent are their Jet Packs which allow them to travel through the air.

Big Fire

Formed by the alien invader known as Emperor Guillotine, the BF Dan (Big Fire Organization) is a collection of terrorists who are determined to conquer the world in the name of Emperor Guillotine. Using Guillotine's super science, Big Fire is able to mutate and create gigantic monsters, awesome robots and deadly supernatural beings to attack and subdue the world. While the bulk of the Big Fire Organization is composed of human agents, Emperor Guillotine has also recruited various aliens and mutated humans to lead his armies against Giant Robo and UNICORN.

Additional Information

Review No opportunity to review yet.

Trivia/Factoids Based on Yokoyama Mitsuteru's 'Shonen Sunday' Manga Series.

Prolific manga writer Yokoyama Mitsuteru is also the man behind such works as 'Kamen No Ninja Akakage', 'Tetsujin 28 Gou', 'God Mars', 'Babel II Sei' (Babel The Second) and 'Majoutsukai Sally' (Sally The Witch).

Kaneko Mitsunobu also played the title character 'Akuma Kun' in the 1966 Series.

Date Shouzaburo also appeared in the series 'Uchu Tetsujin Kiyoudyne'.

After appearing in some of Toei's 70's Sexploitation films like 'Jyoshu 701 Go Sasori' (Female Prisoner Scorpion), 'Bankoku Rock', and 'Zubekko Bancho', Katayama Yumiko gained lasting fame as super sexy detective Kataoka Yumiko, part of the all-girl PLAYGIRL Investigation Agency in the 'Avengers' inspired and massively popular 'Playgirl' (1969-1974) series.

Tokusatsu fans may remember Tanba Matasaburo better as the sneering Black Shogun in the original 'Kamen Rider Series'.

Character actor Murota Hideo has made a living playing shady and villainous characters in the various Toei films he's been associated with. He has appeared in such movies as 'Jyoshu 701 Go Sasori', 'Bankoku Rock', 'Onna Hissatsu Ken', 'Makai Tensei', 'Jeans Blues', 'GONIN', 'JINGI', 'Zero Ka No Onna ' Akai Tetcho'(Zero Woman - Red Handcuffs), 'Doberman Deka' and 'Wolf Guy'.

While Ando Mitsuo is best known as wacky Professor Gill in 'Kikaider', he also played other villainous Tokusatsu characters such as Kuro Jyushi Soutou (Black Cross President) in 'Himitsu Sentai Go-Rangers', Monster Kyojyu (Dr. Monster) in the Japanese TV Series 'Spiderman', Gaizelle Soutou (Leader Gaizelle) in 'Inazuman Flash' and Raider in 'Uchu Keiji Spielban'.

WR. Reuben Guberman, Masaru Igami, Tomio Matsuda, Hisashi Abe, Kana Hichijo.

DIR. Itaro Orita, Katsuhito Taguchi, Koichi Takemoto, Michio Konishi, Minoru Yamada

EPISODES: 26 **YEAR MADE:** 1967 **COUNTRY:** JAP **SEASONS:** 1

TOEI PRODUCTIONS / NET (ASAHI)

CREATOR: TORU HIRAYAMA & MITSUTERU YOKOYAMA

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 11/10/1967 **AIR DATE OF LAST EPISODE** 01/04/1968

SEASON DATE BREAKDOWN:

FILMS:

Daisaku Kusama / U7 MITSUNOBU KANEKO, Division Commander Higashi / U1 SHOZABURO DATE, Commander Guillotine TADAYO SATO, Jurou Minami / U3 TERUO ITO, Mari Hanamura / U6 YUMI KUWABARA, Mitsuko Nishino / U5 YUMIKO KATAYAMA, Black Diamond HIDEO MUROTA , Red Cobra KOUJI MIEMACHI, Spider MATASABURO TANBA, Doctor Over MITSUO ANDOU

RELATED SHOWS:

GIGANTOR

COMET-SAN (1967)

- 1 - 1 *GIANT SEA BEAST DAGORA*
- 1 - 2 *GIANT DEMON ORB GLOBA*
- 1 - 3 *THE SPACE VEGETATION SATAN ROSE*
- 1 - 4 *MYSTICAL BEAST RAIGON*
- 1 - 5 *GIANT HAND GANGA*
- 1 - 6 *NINJA BEAST DOROGON*
- 1 - 7 *THE ENEMY BEAST IS IKAGERASU*
- 1 - 8 *CHALLENGE OF THE DOUBLE-SIDED BEAST DABURION*
- 1 - 9 *THE ELECTRIC BEAST SPARKY*
- 1 - 10 *MUTANT*
- 1 - 11 *THE TERRIFYING FLESH EATING SAND*
- 1 - 12 *COMPOSITE CREATURE ANBARAN*
- 1 - 13 *THE MONSTER EYE GANMOS*

- 1 - 14 *THE STEEL FANGED MONSTER*
- 1 - 15 *THE ARCTIC MONSTER ICELAR*
- 1 - 16 *THE MYSTERIOUS ROBOT G-2*
- 1 - 17 *DESTROY THE AKAJUJI DAM*
- 1 - 18 *THE MYSTERIOUS SPY X-7*
- 1 - 19 *ANDROMEDA ALIEN METROS*
- 1 - 20 *SOS GIANT ROBO*
- 1 - 21 *THE MUMMY BEAST*
- 1 - 22 *THE KILLER SHIP CALAMITY*
- 1 - 23 *DR . GELMAR, THE SPACE GHOST*
- 1 - 24 *THE GERM BUG HEDRAZON*
- 1 - 25 *SPACE VAMPIRE*
- 1 - 26 *GUILLOTINE'S FINAL DAY*

GIGANTORAKA: **IRONMAN #28**AKA: **TETSUJIN 28-GO**

Large robots are being used to commit crimes by the secret QX criminal organization. Orphan Shotaro (Naito) realizes that they are military machines created by his scientist father during World War II, long presumed destroyed by the allied bombing. In fact, the robots survived the war and have fallen into the wrong hands. Former researcher Professor Shikashima (Mikawa) helps Shotaro find Ironman #28, the last and strongest of the prototypes. They decided to use #28 to fight crime and restore the good name of Shotaro's father.

Based on the 1956 manga in Shonen Magazine, written by Water Margin's Mitsutero Yokoyama, Gigantor was later transformed into a more successful animated series, that ran for considerably longer than this single black-and-white season. As might be expected, the limits of live-action filming took their toll, most obviously in the titular robot, whose height was a mere two meters, hardly the "bigger than big" of the later anime version. Episodes of the series were released in the US in a feature-length edit under the title Brain 17.

WR. Santaro Marune, Karou Korogi**DIR.** Santaro Marune, Hiroyuki Shiwa**EPISODES:** 13 **YEAR MADE:** 1960 **COUNTRY:** JAP **SEASONS:** 1*MATSUZAKI PRODUCTIONS***CREATOR:** MITSUTERO YOKOYAMA.**TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese**SEASON BREAKDOWN:** (1) 13**DATE OF PREMIER:** 01/02/1960 **AIR DATE OF LAST EPISODE** 25/04/1960**SEASON DATE BREAKDOWN:****FILMS:**

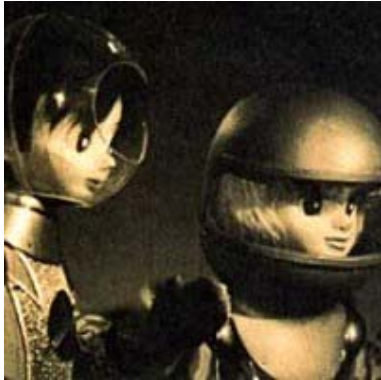
Shotaro SHOICHI NAITO, SANTA ARIKIYAMA, Professor Shikashima YOICHIRO MIKAWA, SETSUKO OGATA, KUMIKO NOTOMI, KOTARO BANDO, OSAMU KANAI

GINGA SHONEN TAI

AKA: **THE GALAXY BOY'S TEAM**

AKA: **SPACE PATROL**

AKA: **GINGA SHONENTAI**



The power of the sun begins to wane, endangering the future of all life on Earth. The Space Patrol, accompanied by Professor Hanajima and Rop the token child, go in search of material to revive the sun - compare to Star Blazers.

Bridging the gap between SILICA and AERIAL CITY 008, this rare puppet show from Osamu Tezuka did not achieve quite the same success as his more famous ASTRO BOY. No doubt with most of Tezuka's staff busy on the anime version of Astro Boy, Space Patrol only used minimal animation, for special effects and credits, using the puppets as a swifter method of shooting character-based sequences.

Tezuka's puppet adventure was preceded on Japanese TV by Gerry Anderson shows such as SUPERCAR (NTV, 1961) and Four Feather Falls (TBS, 1963) - the latter show perhaps explaining why Space Patrol has an incongruous cowboy, Tex, along with Pedro, a child with an unfeasibly large sombrero. Theme: Tokyo Broadcasting Children's Choir - "Ginga Shonentai", music was by Isao Tomita, who also provided scores for a number of Tezuka's animated works.

The series was produced by Susumu Yasue and Mushi Pro. The first series of 43 episodes were shown between 7th April 1963 and 5th April 1964 and were all 15 minutes long, the second series of 49 episodes were shown between 9th April 1964 and the 1st April 1965, and each episode was 25 minutes long.

On the "Columbia" space shuttle mission STS-87 (1997-11-19 to 1997-12-05), mission specialist Takao Doi performed the first EVA by a Japanese (1997-11-26). Doi-san's favourite TV show as a boy was "Ginga Shonen Tai", and on flight day 4 (1997-11-22), he woke to the theme song.

WR. Osamu Tezuka, Ichiro Wakabayashi

DIR. Susumu Yasue

EPISODES: 92 **YEAR MADE:** 1963 **COUNTRY:** JAP **SEASONS:** 1

NHK, MUSHI PRODUCTIONS

CREATOR: OSAMU TEZUKA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 43, (2) 49

DATE OF PREMIER: 07/04/1963

AIR DATE OF LAST EPISODE 01/04/1965

SEASON DATE BREAKDOWN:

FILMS:

MASAKO IKEDA

RELATED SHOWS:

AERIAL CITY 008

SILICA

GINGAMAN

AKA: **SEIJUU SENTAI GINGAMAN**

AKA: **STAR-BEAST TASK FORCE MILKY WAY-MAN**

AKA: **STAR BEAST TASK FORCE**

AKA: **STAR-BEAST BATTLE-TEAM GALAXY MAN**



3,000 years ago, the Baruban(Balban) space pirates invaded Earth. The Seijuu (Star Beasts) and the first Gingaman, warriors from the Ginga forest, fought them with the mystical power Earth, and finally sealed them on their ship at the bottom of the ocean. The Ginga people cloaked their forest in marked boundaries and have kept watch through 3,000 years, each generation providing a team of warriors to fight if the Balban should break free.

This is the 133rd generation, and Hyuuga, Gouki, Hayate, Hikaru and Saya are chosen as the warriors of SeiJuuKen (Star Beast Swords). When Elder Orghi holds the ceremony of the succession of Star Beast Swords, an earthquake breaks the seal of Balban (coincidence, I'm sure). Elder Orghi orders the warriors to get the Ginga Bracelets, hidden in Roaring Mountain (outside of the forest's boundaries).

However, the Balban attack them to prevent the birth of the new Gingaman. At last, Hyuga gets swallowed into the crack in the ground which Captain Zahab (he MUST be a play on Captain Ahab, which makes me wonder if there's going to be a great white whale...) of Balban created. Enraged, Ryouma awakens his dormant Earth power and awakens the Ginga Bracelets.

Gingaman's purpose: Together with the Seijuu they fight against the Balban space pirates who intend to find a new energy source and revive the Demon Beast Ditanix on whose 'corpse' they built their castle.

The red prince is Hyuuga. His is the power of fire. The green is Harate, his is the power of wind. The blue is Gouki, his power is water. Yellow is Hikaru, his is the power of lightning. The pink princess is Saya, and she has flower-power (sorry, I couldn't help it). Civilian clothing colour and style is reminiscent of Native American styles, though only faintly. They have power coins with the symbols of their guardian creatures.

Actress Kie Mizutani also appeared in numerous anime/manda tie-ins including Weather Women, Kekko Kamen and The Ladies' Phone Sex Club, and Juri Miyazawa appeared in Dangerous Angle X Death Hunter. Note also popular anime voice actor Wakamoto (Gunbuster) as the series narrator.

This creature, Bokku, is a nifty little fellow who doesn't seem to do much else than flitter about and carry messages to and fro, but I'm sure he'll have more to do later in the series.

This is the forest wizard Oogi who gives our heroes their blessings. He doesn't get to stick around too long, unfortunately. Hyuuga is Ryouma's older brother. And he WAS to have been Gingared. Except for this little factor of premature death trying to protect his brother. He may be back, though. As a ghost... an inspiration... or something else?

Daitanikusu" (play on "Titanic"?) is a creature/spaceship/god? that has been imprisoned beneath the seas of Earth for 3,000 years. Our heroes are intended to fight it, as they know it's coming back to the surface with its crew, a dastardly bunch. Let's introduce them, shall we? The four generals of the armies, first.

Iriesu. Costume has an Egyptian flavour. She carries a crystal ball. Hers is the Illless Army, first monster under her command is Medoumedou. It reminds me of seaweed. Sanbasshuof the Sanbasshu Army. Weird outfit, like a bunch of open zippers. Carries a pistol. His first monster is Korushizaa, scorpion-ish creature, piratical and a greaser! Battobasu of the Battobasu army. BIG fellow. Spikey. I think he's supposed to have a viking-theme going. Carries a big tomahawk-like axe. His first monster is Danguusu, and it looks like a walking tank. Massively armor-plated!

Budou, head of the Budou army. WEIRD looking fellow. Carries a samurai sword. The Japanese theme continues with his first monster, Komuhachi. You'll see, if I ever get hold of a scanner. The FACELESS minions are called Yaatotto. They carry big golden pirate swords. They are orangish, with green and red striped breeches. Their faces have upside down question marks pretending to be beards. It's kind of cool looking in a bizarre way.

There's Pukuratesu. A little, fat critter who can disguise himself as a barrel. I think he's their tinkerer. He has a wrinkled, caucasian face (plastic, kids) gold green and white hair. Looks English. Green glasses. The lady of the group, Shierinda. She has white hair. Her armor is largely silver. What little it covers of her. Her belly-button is an innie.

DRUMROLL Maestro! The leader. CAPTAIN ZAIHABU Just think "Hook", folks. He's massive. I have to wonder how the actor can possibly move in that outfit! Think "devil". His skin is hellish red, he has fangs, a patch over one eye... A hook at the end of his left arm, for the first Gingared cut it off, and so he has a strong ...er, dislike... for the present Gingared.

The plot is very original (well, better than your average 90s plot). I like the idea of the heroes being legends and descendants of great warriors. The Aasu part also helps with the originality of the plot, too. The heroes are alright. A bit boring at times, but they have their moments.

Like most late 80s and all 90s Sentai series, the villains are one-piece suited villains and that detracts from their character. You can't see how they feel or if they're planning something sneaky through facial expressions because their suits cover their faces. This is something that gives most of my ratings for the villains a minus or a whole asterisk taken off. Gingaman recovers nicely by its visuals. Everything is sweet about it (except for the costume designs for the heroes). The mechas, henshin sequence, Aasu affects, all of it. The action is very good. How the Gingamen fight is cool (they fight like the animals they represent). This is Gingaman's bright spot (not to say everything else sucks).

Now on to the music. The opening's not bad. Leans toward opera a bit, but not bad. It sets it up as a dramatic, serious series. The ending is another thing. It's too slow and very country (no offence to those who listen to country). Overall, Gingaman is a series any Sentai otaku would like.

Seijuu Sentai Gingaman (Opening Theme)

Hashire! Chikyuu semashi to kakemegure (Gingaman)
 Hashire! Kouya yusabu no kaze ni nare (Gingaman)
 Hoero! Hoero! Hoero!
 Gingaman!
 Daichi o tsukamu ashioto o kike
 Tsuyoku, hageshiku, dare yori mo takaku
 Shizumu taiyou o hikiageru no sa
 Gan gi gin, Gingaman
 Gan gan gi gin, Gingaman
 Itsutsu no otakebi todorokase
 Gan gi gin, Gingaman
 Gan gan gi gin, Gingaman
 Ginga o tsuranuku densetsu no yaiba
 Seijuu Sentai Gingaman!!

Seiju Sentai Gingaman is the twenty-second sentai series. It aired from 1998-1999 and is what POWER RANGERS LOST GALAXY was developed from. The Gingaman team consists of 5 Rangers. A Red Ranger, a Green Ranger, a Blue Ranger, a Pink Ranger, and a Yellow Ranger. Unlike the previous 3 sentai teams, there is only one female Ranger (the Pink Ranger). Each Gingaman comes equipped with a sword and their own personal weapon.

GingaRed - The Red Ranger is the leader of the group. His totem animal (as well as Zord) is the lion. He draws his energy from fire.

GingaGreen - The Green Ranger is the brains of the group. His totem animal and Zord is the Dragon. The source of his energies is the wind.

GingaPink - The Pink Ranger is the sole female Ranger of the group. Her animal symbol and Zord is a Mountain Lion. The source of her energies is flowers.

GingaBlue - The Blue Ranger possesses the strength of the Gorilla which is also his Zord. His elemental

power comes from water.

GingaYellow - The Yellow Ranger is fast and agile. His animal symbol as well as Zord is the Wolf. The Yellow Ranger's elemental symbol is thunder.

Nanes/Puns

Gingaman

Both Hyuuga and Ryouma's names are homeages to the anime Tenkuu Senki Shurato. In the anime, Ryouma has the elemental power of "fire".

Starbeasts

Gingaioh's name can be translated as "Silver Armor King".

Trivia

Like Dragon Caesar from Kyouryuu Sentai ZyuRanger before them, Daitanix, Daitanix II and Gillmadix are homage to the King of Monsters, Godzilla.

Gingaioh is the first primary robot since Change Robo in Dengeki Sentai Changeman that does not have a special cockpit for the combination.

Gingaman vs. Megaranger is the first crossover since JAKQ vs. Goranger to take place after both series had ended.

Originally, Gingaman was the name of a comedic monster team from Fiveman.

Originally, this plot was going to be used after the Zyuranger installment but Toei thought people would get confused with the Gingaman of Fiveman, so they went to their second choice, Gosei Sentai Dairanger.

Kei Mizutani audition the year before (Denji Sentai Megaranger) for the Shibolena role and then auditioned this season for Illies but was offered a sexier role.

Teruaki Ogawa, who played the role of Hyuuga, was an earlier sentai star as he plays NinjaRed/Sasuke of the 1994 sentai series Ninja Sentai Kakuranger.

WR. Yasuko Kobayashi, Yoshiki Takeue, Minehisa Arakawa, Tsuyoshi Kida, Kei Murakami, Tetsuo Okita.

DIR. Ryuta Tazaki, Masato Tsujino, Takeo Nagaishi, Hajime Konaka, Toshi Moroda

EPISODES: 50 **YEAR MADE:** 1998 **COUNTRY:** JAP **SEASONS:** 1

TOEI, TV ASAHI

CREATOR: SABURO YADE

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 50

DATE OF PREMIER: 22/02/1998 **AIR DATE OF LAST EPISODE** 14/02/1999

SEASON DATE BREAKDOWN:

FILMS: GINGAMAN VS MEGARANGER (1999)

Oogi, Bokku, , Aoyama Yuuta, Shelinda KEI MIZUTANI, Captain Zahab, Pucrates, Ginga Red (Ryouma) KAZUKI MAEBARA, Ginga Green (Hayata) HIROSHI SUEYOSHI, Ginga Blue (Gouki) HIDE TERU, Ginga Yellow (Hikaru) NOBUTERU TAKAHASHI, Ginga Pink (Saya) JURI MIYAZAWA, Hyuuga TERUAKI OGAWA, ROKURA NOYA, HIDEKAZU SHIBATA, KEI MIZUTANI, Narrater NORIO WAKAMOTO.

RELATED SHOWS:

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

KAGAKU SENTAI DYNAMAN

CHIKYUU SENTAI FIVEMAN

CHO JIN SENTAI JETMAN

KYORYUU SENTAI ZYURANGER

- 1 - 1 *DENSETSU NO YAIBA (THE LEGENDARY SWORDS)*
- 1 - 2 *SEIJUU NO SAIRAI (SECOND COMING OF THE STAR-BEASTS)*
- 1 - 3 *DAICHI NO CHIE (WISDOM OF THE EARTH)*
- 1 - 4 *AASU NO KOKORO (HEART OF EARTH(POWER))*
- 1 - 5 *HISSATSU NO KIBA (THE DEADLY KIBA)*
- 1 - 6 *SEIJUU NO KIKI (PERIL OF THE STAR-BEASTS)*
- 1 - 7 *FUKKATSU NO TOKI (TIME OF REVIVAL)*
- 1 - 8 *AIJOU NO RYOURI (THE COOKING OF LOVE)*
- 1 - 9 *HIMITSU NO KONEKO (THE SECRET KITTEN)*
- 1 - 10 *KAZE NO FUE (FLUTE OF THE WIND)*
- 1 - 11 *SENSHI NO JUNJOU (A WARRIOR'S PURE HEART)*
- 1 - 12 *AKUMU NO SAIKAI (REUNION OF NIGHTMARE)*
- 1 - 13 *GYAKUTEN NO JUUGEKIBOU (THE COUNTERATTACKING JUUGEKIBOU)*
- 1 - 14 *FUTARI NO SAYA (THE TWO SAYAS)*
- 1 - 15 *KYOUFU NO SHAKKURI (THE HICCUP OF TERROR)*
- 1 - 16 *KOKORO NO FURUSATO (HOMELAND OF THE HEART)*
- 1 - 17 *HONTOU NO YUUKI (TRUE COURAGE)*
- 1 - 18 *NAZO NO KURO KISHI (THE MYSTERIOUS BLACK KNIGHT)*
- 1 - 19 *FUKUSHUU NO KISHI (THE KNIGHT OF REVENGE)*
- 1 - 20 *HITORI NO TATAKAI (THE ONE-MAN BATTLE)*
- 1 - 21 *THE TOMATO'S TRIAL*
- 1 - 22 *THE APPEARANCE OF LIGHT*
- 1 - 23 *THE END OF THE CONTEST*
- 1 - 24 *THE TENACITY OF BUDO*
- 1 - 25 *THE BLACK KNIGHT'S DETERMINATION*
- 1 - 26 *THE BROTHERS OF FLAME*
- 1 - 27 *THE MUMMY'S ALLURE*
- 1 - 28 *PAPA'S SUDDEN CHANGE*
- 1 - 29 *THE MERCHANT OF DARKNESS*
- 1 - 30 *THE STEEL STARBEASTS*
- 1 - 31 *THE CURSED STONE*
- 1 - 32 *THE MOBILE HORSE OF FRIENDSHIP*
- 1 - 33 *THE YEARNING FOR SAYA*
- 1 - 34 *THE INVULNERABLE ILIESS*
- 1 - 35 *GOUKI'S CHOICE*

- 1 - 36 *THE INVINCIBLE HARUHIKO*
- 1 - 37 *THE ASPIRATIONS OF PUCRATES*
- 1 - 38 *THE DETERMINATION OF HYUUGA*
- 1 - 39 *THE HEART'S MASSAGE*
- 1 - 40 *THE MAJIN OF SADNESS*
- 1 - 41 *THE REVIVAL OF THE DEMON-BEAST*
- 1 - 42 *THE HORRIBLE DEMON-BEAST*
- 1 - 43 *THE FOOTPRINTS OF LEGENDS*
- 1 - 44 *THE DEMON-BEAST OF THE EARTH*
- 1 - 45 *THE FAIRY'S TEARS*
- 1 - 46 *THE WINDS OF ANGER*
- 1 - 47 *THE DEVIL'S SCHEME*
- 1 - 48 *THE END OF MOAK*
- 1 - 49 *THE MOUNTAIN OF MIRACLES*
- 1 - 50 *THE LEGENDS OF TOMORROW*

GIRL ACROSS TIME

AKA: **TOKI O KAKUERO SHOJO**

Seventeen-year-old Kazuko Yoshiyama (Uchida) sniffs a lavender-scented potion at the high school laboratory and unknowingly gains a supernatural power. She kisses her classmate Kazuo (Hakamada) but he rejects her advances, claiming to have come from the 27th Century to experiment on 20th Century humans with homemade chemicals. He only arrived three weeks earlier but he was planted false memories in all of his acquaintances, so that they believe he had known them all their lives.

Kazuko is scandalised that her experience of first love and first kiss has been led astray by mind-altering drugs, but forgives him when she realizes it was Kazuo's love for her that made him "augment" her feelings. Kazuo reveals that he is developing a new chemical which should allow him to return to his own time. Before he leaves the 20th Century, he takes Kazuko back to an incident seven years in her own past, when she watched paralyzed as her younger sister Miyoko almost drowned. Through Kazuko hopes that reliving the incident will help her overcome her trauma, her ethereal time-travel body makes it impossible for her to intervene and she must endure the anguish a second time.

Returning to the present day, Kazuo erases Kazuko's memories of him and his abilities. However, later Miyoko talks to Kazuko about the incident and assures her that she would not have survived without her - it was Kazuko calling her name that snapped her out of her unconsciousness after she was pulled from the water.

Theme: Nokko - "Ningyo" (Mermaid).

A remake of Yasutaka Tsutsui's TIME TRAVELLER by screenwriter Kimizuka, who, if he could see his own future would see Bayside Shakedown looming in it not long afterward.

Produced by Yujii Iwata.

WR. Ryoichi Kimizuka

DIR. Masayuki Ochiai

EPISODES: 5 **YEAR MADE:** 1994 **COUNTRY:** JAP **SEASONS:** 1

FUJI

CREATOR: YASUTAKA TSUTSUI

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 5

DATE OF PREMIER: 19/02/1994

AIR DATE OF LAST EPISODE 19/03/1994

SEASON DATE BREAKDOWN:

FILMS:

Kazuko Yoshiyama YUKI UCHIDA, Kazuo YOSHIHIKO HAKAMADA, GAMON KAAI, LEO MORIMOTO, YASUTAKA TSUTSUI, NAMIE AMURO

GIRL COMMANDO IZUMI

AKA: **IZUMI**

AKA: **SHOJO COMMANDO IZUMI**

AKA: **YOUNG LADY COMMADO**

Tokyo schoolgirl Izumi (Igarashi) hides her elite fighting skills and has trouble explaining where she got them from - in fact she is the "ultimate warrior" and target of numerous monsters of the week. Teaming up with local detective Eiji (Chii), she tried to defend her school and friends against the organization that turned her into a weapon. In the final episode, she finally gets to blow the chairman of the organisation away with a bazooka.

A camp bad-girl high school series in the tradition of SUKEBAN DEKA but with classroom differences settles with the aid of recoilless rifles and heavy artillery. Compare to the anime Project A-Ko. James Cameron's Terminator (1984) was a great influence on Japanese SF, not least for it's ability to integrate a futuristic plot with low-cost contemporary locations. Theme singer A-Jari appeared in a cameo role in the episode "Aim for the Concert." Theme: A-jari - "Just for Love".

WR. Masayoshi Azuma, Junki Takegami, Kazuhiko Kobe, Akihiko Kakizaki.

DIR. Toshio Oi, Morio Maejima

EPISODES: 15 **YEAR MADE:** 1987 **COUNTRY:** JAP **SEASONS:** 1

TOEI/FUJI

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER: 05/11/1987

AIR DATE OF LAST EPISODE 18/02/1988

SEASON DATE BREAKDOWN:

FILMS:

Izumi IZUMI IGARASHI, YUMI TSUCHIDA, MASAMI KATSURAGAWA, Eiji TAKEO CHII,
HIROYUKI WATANABE, TAKEYUKI YUE, YUKI SUKEGAWA.

RELATED SHOWS:

SUKEBAN DEKA

GIRL FROM TOMORROW, THE (including TOMORROW'S END)



The series opens in the far future, a calm and contemplative place. Like any other 13-year-old, Alana devotes her time and energies to such consciousness-raising exercises as honing her kinetic powers with the aid of a handband device called the transducer. Life's pretty good. Showers work without water and clothes and can be cleaned in seconds.

Alana's mother is part of a time travel team researching the ecologically-ravaged 26th century. Alana sneaks into the lab to see her mother return from a trip into the past with a ruthless renegade called Silverthorn. He overpowers his captors and seizes Alana, escaping with her into the time machine which is catapulted back into the 20th century.

Waking up on a Sydney rubbish dump, Alana is alone, frightened and bewildered by the noise and the pollution. Luckily, she gets befriended by Jenny, a rebellious, purple haired teenager, her mum Irene and sci-fi obsessed kid brother Petey, who immediately suspects Alana is an alien. There's plenty of culture shock humour as Alana goes to Jenny's school and tries to adjust to 20th century customs, while facing against time to find Silverthorn and the time machine before it returns, automatically, to her own time.

In the last confrontation, Jenny is critically injured and Alana takes her back to the future to cure her, setting up a sequel series, *Tomorrow's End*. This sees Alana and Jenny going back to Silverthorn's time to try to stop him for causing a catastrophe which will destroy the future.

This show was shown on BBC 1 in 1991 and the second series in 1993. The show was one of the better SF shows to come from Australia and is just another good example of children's SF from the Australian Film Foundation. Executive producer was Ron Saunders, the producer was Noel Price, the music was created by Nicholas McCallum.

Character profiles

Katharine Cullen as Alana

Alana

Alana is a fourteen year old girl from the year 3000. Alana's parents live on Titan, Saturn's moon. They sent her to Earth to be educated. On Earth she has guardians who teach her the techniques of how to use the Transducer. Alana has three distinctive dots on the side of her face in the temple area. These dots signify that she is mature enough to use a Transducer.

John Howard as Silverthorn

Silverthorn

Silverthorn is a villain from the year 2500. Silverthorn's most noticeable traits are his deviousness, and violent tendencies. Contrary to these though, he can be very charming, but this is all a front so he can double-cross people. He kidnaps Alana and flees to 1990, where he hopes he can rule the world.

Melissa Marshall as Jenny

Jenny Kelly

Jenny is from 1990. She is a typical teenager going through her rebellious phase. She has dyed her hair purple and plays the drums, she has aspirations of joining a band. When she's not at school she helps out in her mum's deli. Jenny hates living in Sydney, but when Alana arrives things started getting interesting.

James Findlay as Petey

Petey Kelly

Petey is like any other ten year old boy from 1990. He is the brother of Jenny. He enjoys dressing up in his home-made superhero outfit, and calls himself "Captain Zero". Petey also has a great love of Science Fiction, which comes in handy when things get tough.

Helen O'Connor as Irene

Irene Kelly

Irene is Jenny and Petey's mother. She is the owner of the Kelly Deli. Like most mums, she is very protective of her children, so much so that she is more than willing to stand up to Silverthorn alone in order to protect them.

Andrew Clarke as James

James Rooney

James is the science teacher at Jenny's high school. Irene fell for him when she met him after enrolling Alana in Jenny's school. James helped all the others in their efforts to retrieve the Capsule so Alana could return home.

Technology in the year 2500

In the year 2500, technology is more advanced than in 1990. The most used item of technology is the laser pistol described below.

Laser Pistols

The most often used weapon in use in the year 2500 is the laser pistol. When the pistol is used the trigger is held allowing energy to build up within the object and once the trigger is released the energy within the object causes it to explode.

Technology in the year 3000

In the year 3000, all scientific experiments and technological advancements are carried out within the Science Dome. One area within the Science Dome is the Time Laboratory. This is where all time travel experiments are performed. Technology used in the laboratory includes the Time Capsule, and the temporal flux generators, as well as other diagnostic tools. Below follows a short list of significant technology used in the future.

The Time Capsule

The Time CapsuleThe Time Capsule is a time exploration vehicle. It was invented by a scientist named Bruno in the year 3000. The Capsule is exactly 1.7m (5½ft) in height and width. Its composition in the series is unknown, but as a real prop, it is basically a dark green steel frame model of a Rhombicuboctahedron plated with semidiagonal steel bars and plated with semitransparent plexiglas from the inside, except on the front side which is completely transparent. Inside is a command place for one passenger, although the vehicle can accept several people. It stands on a 20 cm tall black base. Its front sides are capable of opening like a two side door. The Capsule is equipped with the most advanced computer system available in the future. The history and knowledge from before The Great Disaster is held within its memory banks. The command panel is represented by a green prism in the center of the vehicle, which communicates with the upper control panel, situated below the topmost side. In the second season, a security device is added - a hexagonal plate palm scanner, right from the front side. The Capsule is equipped with survival mechanisms capable of synthesizing water and protein nutrients from the atmosphere.

Bruno invented the Time Capsule so that people in the year 3000 could investigate the causes of The Great Disaster, a terrible event that almost destroyed the entire Earth. The Capsule's computer also responds to verbal commands. When the Time Capsule is programmed with a set of temporal co-ordinates it draws energy from the temporal flux generators and begins to spin slowly at first and then gathering speed, which is followed by two sounds: a saw wave sound gradually increasing in frequency and a looping sequence (sound that exponentially grows in frequency and then falls low again) increasing in frequency, too. Soon when the part of the energy is transferred from the generators to the Capsule, a blue sparkled energy field then forms around the Capsule. Its sides begin to vibrate in light, followed by a slightly yellow glow in the center of the vehicle. When the energy is sufficient, the vehicle explodes out of its present time in a flash of light and rain of yellow sparks, and explodes into the time set by the co-ordinates, which is followed by the same sawtooth sound, only with decreasing frequency, hence giving the impression of a cooling process. Upon arrival, the Capsule is regularly covered with soot residue. The Time Capsule will only remain in the past for twenty-eight days unless specified differently.

Personal Computer Companion

P.J. Alana's Computer CompanionIn the year 3000 everybody owns a Computer Companion. It is a miniaturised computer that can be worn on the wrist. The computer is programmed with an artificial intelligence. These computers are capable of a variety of actions. Mostly they are used to tell the time, give advice to the wearer, and can also record and play holograms. The companions worn by children also teach

manners to the wearer as they will not comply with commands if there is any insincerity in the voice, and only respond when asked politely. The advanced technology contained in the computer enables it to interface with other computers and any other electronic devices.

The Transducer

The TransducerThe Transducer is a tool that is used by everyone in the year 3000. Alana was only learning to use the Transducer when she was kidnapped by Silverthorn. The Transducer looks like a headband with a crystal in the centre of a black drop-like plate. The Transducer from the year 3000 has several colours of radiation. Blue is used when the carrier tries to levitate objects, pink for healing, purple for specific interactions with other force fields, and red radiation forms as a result of strong feelings (intentional or unintentional) which destroys matter. The first transducer uses white radiation. The Transducer was invented in the year 2500 by a woman named Maeve. She invented it to be tool of healing. After The Great Disaster occurred in the year 2500, the Transducer was mass produced and the people were taught how to use it. It was to be used as a tool to rebuild the planet. A replica of the original Transducer is held in the Science Dome in the year 3000. The Transducer functions by enhancing and magnifying the telepathic function of the pituitary gland, by doing this the user is able to levitate objects and heal wounds. If used in the wrong way the Transducer can be used as a weapon to destroy things, this is why the people of the year 3000 are taught from an early age to control their emotions.

The Time Gate (Tomorrow's End)

The Time GateThe Time Gate is another of Bruno's inventions. It is another time-travel device. It is an energy doorway which can be used to travel through time as easily as stepping through a door. Temporal co-ordinates are entered into the Time Gate via a numerical keypad. When the co-ordinates have been input into the Time Gate, beams of energy begin to flash within the confines of the Gate getting faster until a wormhole-like portal appears. The user can then step from one time to another by walking through the Gate.

Sentinel (Tomorrow's End)

Sentinel freezing SilverthornThe sentinel is a device from the year 3000. When programmed, it will follow a person who may wish to cause harm to others, and will prevent them from causing harm. If somebody feels threatened and calls for help the sentinel will activate and fire an energy beam and the person will freeze, thus preventing them from causing possible harm. Once activated it can only be deactivated

Trivia

The car that Silverthorn drives in year 1990 has license plate number NEW 666, suggesting that Silverthorn is some new sort of evil.

DVD releases

Both The Girl from Tomorrow and The Girl from Tomorrow Part II: Tomorrow's End are available on DVD, albeit in an edited "Telemovie" version (the whole series trimmed to movie length, halving the running time at least) and not in their original, episodic format.

A 4-disc set containing all 12 episodes of The Girl from Tomorrow was released on 18 September 2006 (Region 0) around Australia into various retail outlets via Shock Exports. The entire series of The Girl from Tomorrow Part II: Tomorrow's End is now available, it was released on 4 May 2007.

All DVDs released so far have been in PAL format, and Region 0 encoded.

WR. Mark Shirrefs, John Thomson (Season One).

DIR. Kathy Mueller (Season One), Noel Price (Season Two).

EPISODES: 24 **YEAR MADE:** 1991 **COUNTRY:** AUS **SEASONS:** 2

AUSTRALIA FILM FOUNDATION/FILM AUSTRALIA PRODUCTION

CREATOR: MARK SHERREFS & JOHN THOMSON (WRITERS)

TYPE OF SHOW: TIME TRAVEL **FORMAT:** SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 12, (2) 12

DATE OF PREMIER: 03/05/1991 **AIR DATE OF LAST EPISODE** 20/08/1993

SEASON DATE BREAKDOWN:

FILMS:

Alana KATHERINE CULLEN, Jenny MELISSA MARSHALL, Petey JAMES FINDLAY, Irene HELEN O'

CONNER, James ANDREW CLARKE, Silverthorne JOHN HOWARD, Eddie MILES BUCHANAN, Tulisa HELEN JONES, Arva PAULINE CHAN, Bruno MONROE REIMERS, Lorien CATHERINE MCCLEMENTS (2), Draco MARSHALL NAPEIR (2), Vance PAUL SONKKILA (2), Marco ANDREW WINDSOR (2), JEREMY SCRIVENER (2), CONNIE GOWER (2), MARTIN REEFMAN (2), ANNA MARIE MONTICELLI (2).

Books Based on this series.

The Girl From Tomorrow

Mark Shirrefs & John Thompson 1992

Tomorrow's End

Mark Shirrefs & John Thompson

1 - 1 *FUTURE SHOCK*

Alana is 14 years old and living in the year 3000. Her guardian, Tulista is the first person to time travel. Silverthorne wants power and since he doesn't have it in the current time he decides to go back. After a struggle both Alana and Silverthorne end up on a course back in time to 1990. In 1990, Jenny has a fairly rough life of her own just dealing with each day. The capsule lands and Alana escapes just before it goes into a ditch taking Silverthorne with it and she runs for her life.

1 - 2 *A PRIMITIVE AND DANGEROUS TIME*

Waking up in the new time zone Alana is confused and tries to return to the capsule only to be stopped by a security guard. Without realising what she is doing she picks up some fruit off a store's display without paying for it. The store owner goes after her but gets away. Alana meets and confides in Jenny about where she is from. Jenny doesn't fully believe her but goes along with the story and follows Alana to where the time capsule was last only to find a bulldozer on the very spot!

1 - 3 *SANCTUARY*

An officer takes Jenny home after Alana once again takes off. She tries to tell her mother about Alana, but she doesn't believe her about Alana being a time-traveller. Sneaking out later that night Jenny and Alana re-group and Jenny takes Alana home with her to safety. But it's not easy for Alana to take like a normal teenager.

1 - 4 *SWEETNESS AND FRIGHT*

Irene makes Alana enrol in school causing a new set of problems for both girls to deal with. After eating an éclair for the first time and then Jenny's she makes herself sick in science class. Meanwhile Petey has been into Alana's things and taken off with her transducer. While Jenny is busy telling Petey that Alana is a timetraveller, Alana is pulled into a car by Silverthorne

1 - 5 *DON'T TELL MUM*

Chasing the limo on her bike Jenny finally reaches Alana when the car stops and the two escape together from Silverthorne. Back home and things are no better as Mr Rooney (the science teacher) is asking questions about Alana. Later on the next day Alana and Jenny have good news. The capsule isn't buried. They know this because Alana earlier took a piece of paper from Silverthorn, so she can still home...

1 - 6 *COMPUTER GAMES*

Once again in Mr Rooney's class the girls draw a little attention as they hack into the police database with the help of PJ to find out who the car is registered to. They find out the information and discover that it is Silverthorne. The girls are almost caught as they snoop around but escape and go home. Home to where Mr Rooney is staying for tea.

1 - 7 *STAKE-OUT*

The girls stake-out Silverthorne but on the first day Jenny loses him. It's Petey who comes up with a new idea while they are putting junk into their shed. So the plan is set and this time when Silverthorne drives off, attached to the back of his car is a dripping can of paint. Through a series of events Alana finds the time capsule hidden in Silverthorne's house. She asks it to send her home, but she's stuck there for another 13 days.

1 - 8 *NEWSPROBE*

Petey manages to create a distraction allowing the girls to once again escape from Silverthorn. Back home, Jenny's mother Irene is getting set to go out with...you guessed it...Mr James Rooney. While the girls go about telling Irene about the capsule, James turns up and she decides to tell him the truth about Alana. James has the idea to do a news story on the show 'Newsprobe'. Annoyed at the interview Alana does Silverthorn breaks in and steals the transducer.

1 - 9 *TRUTH AND LIES*

The news story back fires when Alana goes to do a second interview and the transducer doesn't work. Now the welfare turns up to investigate having found no record of Alana, and they take custody of her. Silverthorn has no success with the transducer and sends one of his men to find Alana. He does and with a few fake certificates gets custody of Alana.

1 - 10 *BETRAYED*

Alana manages to heal Silverthorn's brain tumour and he promises to send her home. Only instead he creates a force field around the capsule so Alana can't get to it, making it impossible for her to get home. Meanwhile, James, Irene and Jenny set about trying to work out how they can rescue Alana and get her home safely.

1 - 11 *CAPTAIN ZERO STRIKES AGAIN*

Jenny keeps replaying the message Alana left for her on PJ. Both Irene and Jenny get James to take the day off teaching in order to help them find and rescue Alana. They manage to rescue her and get the time capsule.

But Silverthorn vows he'll get it back.

1 - 12 *LAST STAND AT KELLY DELI*

Finally Alana can go home. The capsule is in the garage and everyone is saying their goodbyes. And then Silverthorn turns up and Irene tries to stall him as best as possible. After a struggle and explosion Jenny is injured and Alana must take her and Silverthorn back to 3000 in order for her to be healed.

2 - 1 *A TIME WITHOUT VEGEMITE*

Jenny is in the year 3000 and has recovered from her injuries fully. Silverthorn meanwhile is claiming he doesn't remember a thing which happened. But things go wrong when Silverthorn gets Alana and Lorean's transducers. He of course, was faking amnesia all along.

2 - 2 *THE END OF EVERYTHING*

Silverthorn locks them all up and takes PJ off of Alana. Jenny meets a guy named Nick who is curious to know all about the 1990's, Silverthorn goes after them and Nick helps Jenny to get away. They finally get the capsule back and return Jenny home, only when Lorean and Alana return back to 3000 nothing is the same, something has gone terribly wrong. They then return back to Silverthorn's time. He after all must have something to do with all this.

2 - 3 *THE OTHER ALANA*

They arrive just before their other selves do and they hide the capsule after Lorean locks the hatch to her palm print. They follow Their other selves into Silverthorn's hide out and after they are captured, they brake their other selves free. Globecops come and find the Alana and Lorean, happy that they sent themselves free, they try to convince the Globecops that all the weapons in the hide out are Silverthorn's. They check for ID on their arms and rip PJ off Alana's arm and through it to the ground. They take them away to Globecorp for modification.

Lorean gets modded, but Alana escapes and goes back to Nicks. She tries to open the capsule but it won't open because it was locked to Lorean's palm print. Nick teams up with Alana and they go and look for Silverthorn. Silverthorn's weapons are all gone in his hide out but they find PJ and tries to get it to play back the holodisk he stole from the year 3000. After a brief argument, PJ plays it back. Silverthorn and his gang loot a Globecorp warehouse for parts for the TimeGate.

2 - 4 *THE TIME GATE*

Alana and Nick find Silverthorn in his hide out testing the new TimeGate. It works, so they decide to go to the area where Silverthorn's mansion was in 1990. Silverthorn goes back to 1990 and tells his mate Eddy that they are going in to the water business, shipping water from 1990 to 2500, because water is more precious than gold in 2500. When Silverthorn gets back to 2500, the Globecops are there waiting for him, he gets captured and they take him with the TimeGate back to Globecorp.

2 - 5 *SUCKED INTO THE FUTURE*

Silverthorn lies to the Manager of Earth Globecorp, Draco, that it's a water Synthesiser and he'll give Draco a 100 litres of water three times a week to keep him happy and quiet about it. Silverthorn is back in business and is using his hide out (which is a warehouse in 1990) to ship water to his time. Petey, Jenny's little brother, sees Silverthorn and follows him into the warehouse. He goes home and tries to tell everyone that Silverthorn's back. No one believes him, but Jenny follows him back to the warehouse anyway. They see Silverthorn there and hide in the swimming pool near the TimeGate. Jenny finds PJ on the side of the pool and puts it on her wrist. Has they start to transport water through the TimeGate via a big inlet pipe, Petey and Jenny get sucked through and end up in 2500. Jenny escapes from the water tank in 2500, but Petey is left in there.

Jenny meets up with Alana and Nick just before they are about to pull the building down on the TimeGate, but they don't because they need the TimeGate to get Jenny and Petey back home.

2 - 6 *THE GRANDMOTHER OF INVENTION*

When going back to Nicks place they see the Modded Lorean and they follow her to a waste disposal site. Alana dresses up as a Moddy and tries to free Lorean but instead she goes back to Globecorp with her to try and free both Lorean and Petey at the same time. Jenny cuts her leg on the fence and has to go to Nicks grandmother, Mauve, to get it treated. Alana finds Petey in the Globecorp building, but he has told Draco that he came from 1990 and came through Silverthorns TimeGate. Draco has gone off to make a new deal with Silverthorn. Jenny finds out that Nicks Grandmother was the one who invented the first transducer, and she helped make it work for her. They go back to Nick's and wait for Alana.

2 - 7 *ESCAPE FROM GLOBECORP*

Petey and Alana send a Drone to Nick's place and tell Jenny that they need her help to get out of Globecorp. Jenny gets the very first Transducer and races off to the Globecorp tunnel with Nick. Draco arrives back and discovers the plan that Alana and Petey are going to escape. Draco tricks Petey into coming with him for a moment and slightly Modds Pety and gives him a watch. He is to press the stud on it when they find the Time Capsule. Alana and Petey then escape to the tunnels under Globecorp and Jenny breaks them out with the transducer.

2 - 8 *A CHASE THROUGH TIME*

They go back to Mauve's place and Alana tries to bring Lorean out of the Moddy trance but is unsuccessful. They leave Lorean there and go to Silverthorns via the capsule. Petey presses the stud but stays at the capsule, pretending to hurt his ankle. The rest go to Silverthorn's and find that Draco has gone back to 1990 with Silverthorn already to steal some Nuclear warheads. Alana, Jenny and Nick get through the TimeGate without being seen and find Silverthorn tied up in a chair. He was double crossed by Draco. They accidentally set a bomb off and they use PJ to disarm it but it doesn't work and Alana finds the transducers and levitates the bomb out side the building just as it explodes. Silverthorn teams up with them so he can get Draco back. They leave in a van, going to an American war ship which has the Nukes onboard. They forget about PJ lying under the table where Alana dropped it. They are stopped by the cops, and they split up, Alana and Silverthorn go to get Draco at the warship, but are too late.

2 - 9 *SHOWDOWN AT 'EDDIE'S POOLS'*

Nick and Jenny go back to the warehouse and try to stop Draco there. They build a barricade around the TimeGate and Jenny finds PJ. The Barricade doesn't work and Jenny gets captured and Nick runs through the TimeGate just as it's closing. Silverthorn and Alana are stranded in 1990. Jenny is taken back to Globecorp but Nick escapes and uses Loreans palm print open the capsule . Petey is still there and the Globecops jump out, but Nick gets into the capsule and goes back to stop Draco again in 1990. But not before the capsule gets hit by three laser shots. The capsule arrives on a tip in 1990 and Nick runs off to stop Draco. He finally gets to the ware house again but he is to late, and finds Alana and Silverthorn standing there with their mouths open.

2 - 10 *IN THE NIK OF TIME*

Nick explains he took the capsule back to 1990. They go to pick it up at the tip, but the police have impounded it. They go to Jenny's house and tell Jenny's mum, Irene, what happened to Jenny and Pety and James Rooney, Irene's Boyfriend and Jenny's science teacher, uses his licence to get the capsule back off the police. They want to get inside the Globecorp building so they can stop Draco setting off the bombs. They find out that the Globecorp building does exist in 1990 and it's under the name 'Global and Interstellar Research', it is an earlier version of Globecorp.

2 - 11 *THE GREST DISASTER BEGINS*

They take the capsule up to the top floor, pretending to be film makers and Alana, Nick and Silverthorn (who now has a water pistol as weapon) take the capsule back to 2500, but he power cells are damaged from the laser fire and it's fast running out of power. They make it to 2500 and are found with the capsule and are captured again. Draco is happy that he now has the time capsule as well. Jenny uses PJ to shut the power down to the building and threatens Draco that he'll be arrested by the mythical 'Time Police'. But it doesn't work and she's captured as well.

Silverthorn threatens Draco with his water pistol and Draco thinks it's real, so asks Silverthorn to join him again and help him rule the world. Draco plans to destroy the 'Peace Platforms', satellites in space that let the people on the moon (All the Globecorp bigshots) control Globecorp, with the two nuclear weapons he stole from 1990. Alana realises that if the peace platforms are destroyed, it will kill the entire world because of the cellular disrupters in the Atmosphere. The first Rocket is sent up and hits target, the Northern Hemisphere Peace platform is destroyed. Draco then sends up the next one and then gets a transmission from the London office saying that everyone was dying and that they needed help. The transmission is then cut off. Draco realises what he's done and tries to stop the rocket but is unsuccessful.

Draco and Silverthorn decide to use the TimeGate to escape 2500 and they run off.

2 - 12 *KINGS OF TH DINOSAURS*

Alana doesn't know what to do, PJ can't interface with the Rockets navigation system from Earth. They decide to sent PJ up on a Drone (so they can talk to PJ while it's up there) into space using Alana and her Transducer. Alana gets tired very quickly and decides that she can't push PJ that far into space. Jenny suggests a mind link, this is where two transducers are linked together via the blue beam and thus, had the power together to create a strong levitation field.

They manage to mind link successfully and send PJ off into space at a fantastic speed.

They make contact with the Rocket and PJ interfaces with the onboard computer and just before it hits the peace platform, changes the navigation course. Alana and Jenny put their transducers back on to get PJ down but, it says it's frozen to the space ships surface and the Nuclear warhead has activated and it can't be shut down. The trigger has seven seconds until detonation, PJ's last words are "Explosive reaction beginning, I've pleased to have been of service to you Alana, Good bye." Alana, Jenny and Nick are sad about PJ but they still raced down to stop Silverthorn and Draco from going through the TimeGate. Draco sees Petey and thinks he is still a moddy (But the effects have of the slight modification have worn off already) and gets him to help set up the TimeGate. Silverthorn and Draco have a fight when Draco tries to leave Silverthorn behind but while they are fighting, Petey types in a different Time destination.

Alana, Nick and Jenny burst into the room, but Silverthorn and Draco Jump through the TimeGate. They arrive in a Jungle type place and both fall down a ledge into some water. They discover that it isn't 1992, which was the original destination. Petey, Alana Nick and Jenny walk through and tell them that it's 5,000,000 BC and that Petey changed the destination time when they weren't looking. They go back through and Draco and Silverthorn fight to try and get through but the TimeGate gets shut down and they are stranded together in 5,000,000 BC. Alana unmodds Lorean and Jenny and Petey go back through he TimeGate to 1990. After they've gone through it, Lorean melts the TimeGate with the Transducer. Nick and Mauve tell the Globecorp big shots on the moon what they've done and that the Northern Hemisphere is now uninhabitable. They acknowledge this and agree to use Globecorp to manufacture and teach people how to use the Transducer. Alana and Lorean say good bye and use the capsule to get back to the year 3000, the capsule has almost run out of power and they only just manage to get home to the year 3000, but the capsule is now fried and is no longer working. Alana agrees that there will never be Time Travel ever again.

GIRL FROM U.N.C.L.E.,THE

The Girls from U.N.C.L.E.s Pilot episode, The Moonglow Affair , was made during the second season of THE MAN FROM U.N.C.L.E. and aired as an episode of THE MAN FROM U.N.C.L.E. The Moonglow Affair had Mary Ann Mobley in the role of April Dancer, a pretty young U.N.C.L.E. agent and Norman Fell as her partner Mark Slate, an experience agent of the verge of retiring who would act as her mentor. When the series went into production both leads were recast. The role of April Dancer went to Stefanie Powers, Powers had been the first choice for the role in the Moonglow Affair but was unable to take it due to other commitments.

Noel Harrison became a much younger Mark Slate. Slate had been transformed from an agent on the verge of retiring into a younger agent who has just transferred to America from U.N.C.L.E.s London headquarters. Common to both series was Mr. Waverly, U.N.C.L.E.s commander and chief, who would hand out assignments to the agents in both series. Randy Kovacs became Waverly's teenage assistant, who at times would help out Mark and April in the field.

Noel Harrison is the son of Rex Harrison who played English agent Mark Slate. The Girl From U.N.C.L.E. was a spin-off series from the highly successful THE MAN FROM U.N.C.L.E. Like THE MAN FROM U.N.C.L.E. The Girl from U.N.C.L.E. was about a pair of agents, April Dancer and Mark Slate.

Originally it was planned to have crossovers occur between the two series on a somewhat regular basis. However, this turned out not to be the case. Robert Vaughn made one appearance on The Girl From U.N.C.L.E. as Napoleon Solo teaming up with April Dancer (The Mother Muffin Affair), while Noel Harrison teamed up with Illya Kuryakin in THE MAN FROM U.N.C.L.E. episode The Galatea Affair.

The episodes of the Girl from U.N.C.L.E. tended to be a bit more camp, with villains and plots more similar to BATMAN than the first two seasons of THE MAN FROM U.N.C.L.E. A similar tendency on THE MAN FROM U.N.C.L.E. during its third season, which ran concurrently with The Girl From U.N.C.L.E.'s first, contributed to a decline in its ratings. THE MAN FROM U.N.C.L.E. was barely renewed for a fourth season while The Girl From U.N.C.L.E. received the axe.

For this spin-off from The Man from U.N.C.L.E., Stephanie Powers was recruited to play secret agent April Dancer. Noel Harrison played her British-born partner, Mark Slate. They had the same boss as the men from U.N.C.L.E., Alexander Waverly (Leo G. Carroll).

WR. Tony Barrett, Max Hodge, Joseph Calvelli, Samuel A. Peeples, Boris Sobelman, Arthur Weingarten, John O'Shea, Arthur Rowe, Richard Matheson, Robert Hill, Berne Giler, Warren Duff, Jay Simms, Jackson Gillis, Alf Kjellin.

DIR. Barry Shear, Herschel Daugherty, Sherman Marks, John Brahm, Mitchell Leisen, Jud Taylor, E. Darrell Hallenbeck, Leo Penn, Dick Bennett.

EPISODES: 29 **YEAR MADE:** 1966 **COUNTRY:** US **SEASONS:** 1

aired on NBC.

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 29

DATE OF PREMIER: 13/09/1966 **AIR DATE OF LAST EPISODE** 11/04/1967

SEASON DATE BREAKDOWN:

FILMS:

April Dancer STEFANIE POWERS, Mark Slate NOEL HARRISON, Alexander Waverly LEO G. CARROLL,
Randy Kirby RANDY KOVACS.

Books Based on this series.

The Girl From U.N.C.L.E. - The Birds Of A Feather Affair	Michael Avallone	1966
The Girl From U.N.C.L.E. - The Blazing Affair	Michael Avallone	1966
The Girl From U.N.C.L.E. - The Cornish Pixie Affair	Peter Leslie	1967
The Girl From U.N.C.L.E. - The Global Globules Affair	Simon Latter	1967
The Girl From U.N.C.L.E. - The Golden Boats Of Taradata Affair	Simon Latter	1967

RELATED SHOWS:

MAN FROM U.N.C.L.E., THE

1 - 1 *THE DOG-GONE AFFAIR*

THRUSH agents have developed a new drug and they intend to use it to gain world domination. When Mark Slate informs UNCLE of their plans, April Dancer is given the responsibility of ensuring that an antidote to the drug is available. Unfortunately it is in the form of fleas on a dachshund.

Wr Tony Barrett

Dir Barry Shear

1 - 2 *THE PRISONER OF ZALIMAR AFFAIR*

Mark Slater is requested to visit the Arabian State of Zalamar to guard the ruler, Ali Hassen. However things don't go to plan and Hassen's daughter Fatima is kidnapped. Agent April Dancer is called in to act as Fatima's double while they struggle to rescue the real Fatima before it's too late.

Wr Max Hodge

Dir Herschel Daugherty

1 - 3 *THE MOTHER MUFFIN AFFAIR*

Agents April Dancer and Napoleon Solo are on a mission to retrieve a half-penny that will lead to the whereabouts of Vito Pomade's daughter Lisa. However they find themselves chased around London by inept assassins, lead by Mother Muffin, who are desperate to kill April and Solo, obtain the coin and capture Lisa.

Wr Joseph Calvelli

Dir Sherman Marks

1 - 4 *THE MATA HARI AFFAIR*

Belly dancer Mata Hurens has an important message to deliver to Waverly. When she dies in a train explosion en-route to meet him, April Dancer is determined to find out who is responsible. To flush out the assassins, April disguises herself as Hurens.

Wr Sameul A. Peebles

Dir Joseph Sargent

1 - 5 *THE MONTORI DEVICE AFFAIR*

UNCLE security is threatened when THRUSH steal a Monotori; a vital listening device used by UNCLE agents. Waverly is concerned that THRUSH plans to use the device to ruin a conference between world leaders. April and Mark are put on the case to retrieve the stolen item before havoc is created.

Wr Boris Sobelman

Dir John Brahm

1 - 6 *THE HORNS-OF-THE-DILEMMA AFFAIR*

The leader of THRUSH: Central America, DeSada, plans to have sole power of a powerful new rocket. In an effort to keep the information to himself, he has the machine's designers kidnapped. April and Mark find themselves embroiled in the world of bullfighting as they try to locate the kidnapped men. However their problems are compounded as they also have to contend with DeSada's scientist who has created a machine that wipes peoples' memories.

Wr Tony Barrett

Dir John Brahm

1 - 7 *THE DANISH BLUE AFFAIR*

A microdot planted by THRUSH in some Danish cheese creates problems when Stanley Umlaut eats it. April and Mark travel to Denmark to find Umlaut and ensure his safe release when he is captured by THRUSH.

Wr Arthur Weingarten

Dir Mitchell Leisen

1 - 8 *THE GARDEN OF EVIL AFFAIR*

A doctor finds his own life is in danger when he creates a powerful serum that enables the minds of dead people to be given to his living relatives. A cult with a lethal scratch called The Cambodyses, THRUSH and UNCLE are all eager to get hold of the mind changing serum and the the doctor's granddaughter.

Wr John O'Dea, Arthur Rowe

Dir Jud Taylor

1 - 9 *THE ATLANTIS AFFAIR*

Professor Antrum has spent many years trying to locate the lost city of Atlantis because he believes some rare crystals that can concentrate the sun's power are there. When he is kidnapped by THRUSH, April and Mark are sent to find him. However things don't go to plan when they are kidnapped themselves.

Wr Richard Matheson

Dir E. Darrell Hallenbeck

1 - 10 *THE PARADISE LOST AFFAIR*

Out in the South Pacific, THRUSH finalise their plans to dominate countries in the region through establishing smuggling lanes for submarines. Mark manages to steal the blue prints but he and April are forced to abandon ship. When April finds herself imprisoned by the ruler of a remote Pacific island, Mark comes to her aid. However the ship's captain also arrives on shore and wants revenge.

Wr John O'Dea, Arthur Rowe

Dir Alf Kjellin

1 - 11 *THE LETHAL EAGLE AFFAIR*

April is attacked by an Eagle when retired THRUSH agent Gita Volander puts a new invention to the test. When the inventor manages to make the eagle disappear from the air and re-appear in a cage, Volander gets excited about the possibilities it has to control humans.

Wr Robert Hill

Dir John Brahm

1 - 12 *THE ROMANY LIE AFFAIR*

Wealthy circus owner Sadaricci obtains money by dubious means. When an angry countess discovers his stock market dealings are the cause of her financial hardship she plans to reveal his fraud. Sadaricci murders her but finds that UNCLE are on his case.

Wr Tony Barrett

Dir Richard C. Sarafian

1 - 13 *THE LITTLE JOHN DOE AFFAIR*

When Joey Celeste, a major gambler, approaches UNCLE with a plan to inform on his bosses, he finds himself the target of a hitman. It is April's job to ensure Celeste makes it from Italy to the UNCLE headquarters alive.

Wr Joseph Calvelli

Dir Leo Penn

1 - 14 *THE JEWELS OF TOPANGO AFFAIR*

UNCLE is assigned to protect the jewels of Topango. However April is duped and drugged whilst at the airport and Mark goes missing. Protecting the king, and keeping the diamonds safe, prove to be a difficult mission.

Wr Berne Giler

Dir John Brahm

1 - 15 *THE FAUSTUS AFFAIR*

A complete stranger offers Professor Quantum anything in the world for his new invention, a Light Variator. April is employed as a lab assistant and finds that the Professor is truly smitten by her charm and beauty. He is prepared to give her his new invention, but only if she will accept his advances.

Wr Jerry McNeely

Dir Barry Shear

1 - 16 *THE UFO AFFAIR*

A hit is put out on April by the leader of a crime syndicate when it emerges she is close to exposing them. However the hitman has other ideas and forces April to join his harem. Meanwhile crime boss Dossetti plans to pillage the Royal Palace and is need of a distraction.

Wr Warren Duff

Dir Barry Shear

1 - 17 *THE MOULIN RUSE AFFAIR*

Dr. Vladimir Toulouse has successfully invented a pill that gives excessive strength to all those who take it. He informs UNCLE that unless they give him a substantial amount of money, he will release an army to destroy the world. April and Mark are sent to quash the villain before it's too late.

Wr Jay Simms, Fred Eggers

Dir Barry Shear

1 - 18 *THE CATACOMB AND DOGMA AFFAIR*

Highly successful thief Horsh is captured by April and Mark while in Venice. However as they escort him to the Yugoslavian border, he escapes. April finds herself in trouble when she tries to capture him. It's up to Mark to rescue her and prevent the theft of valuable artefacts from the Vatican.

Wr Warren Duff

Dir E. Darrell Hallenbeck

1 - 19 *THE DRUBLEGRATZ AFFAIR*

THRUSH is determined to eliminate the three sons of King of Drublegratz so that when he dies, they can gain control of the country. When one son dies in mysterious circumstances, April and Mark are sent to protect the remaining heirs.

Wr Boris Sobelman

Dir Mitchell Leisen

1 - 20 *THE FOUNTAIN OF YOUTH AFFAIR*

Baroness Blangstead has created a new serum that gives eternal youth. She is more than happy to offer this 'gift' to the wives of political leaders in exchange for top secret information. When April and Mark's informant is murdered, they set out to capture the Baroness.

Wr Robert Bloch, Richard DeRoy

Dir E. Darrell Hallenbeck

1 - 21 *THE CARPARTHIAN CAPER AFFAIR*

Mark lands himself in trouble when he loses a tape that contains vital information about THRUSH's plans to switch influential world leaders for replicas. April and Mark set out to retrieve the tape before it's too late.

Wr Arthur Weingarten

Dir Barry Shear

1 - 22 *THE FURNACE FLATS AFFAIR*

Utter Anguish Gold Mine has an important natural resource; Titerian crystals that have the power to kill. When the mine owner dies, UNCLE faces stiff competition from THRUSH to obtain the valuable crystal.

Wr Archie L. Tegland

Dir Barry Shear

1 - 23 *THE LOW BLUE C AFFAIR*

An ambitious old gangster is determined to obtain power of a small Mediterranean country. However he has two people to remove if he is to legally gain control; the Duke and Major Stella. After he successfully murders the reigning Duke, April and Mark are sent to encourage Major Stella to take up her new post.

Wr Berne Giler, David Giler

Dir Barry Shear

1 - 24 *THE PETIT PRIX AFFAIR*

A French School for Civil Administrators always plans a commando exercise for its graduating students. Waverly knows that there is some kind of hijack being planned so he sends April and Mark to investigate.

Wr Robert Hill

Dir Mitchell Leisen

1 - 25 *THE PHI BETA KILLER AFFAIR*

A former classmate of Waverly's owns a bodyguard service. When one of the clients is murdered, only the body guards are present but they don't recall it happening. Waverly sends April and Mark investigate.

Wr Jackson Gillis

Dir Barry Shear

1 - 26 *THE DOUBLE-O-NOTHING AFFAIR*

Thrush has developed a new mobile force that enable them to disrupt UNCLE operations. Mark infiltrates the group and tapes their transmissions. He makes his getaway, hides the tape in his rented car, and contacts April but he is shot in the leg. The car and tape are stolen by a man who overhears his transmission to April. Mark is taken off the case; April is assigned the case.

Wr Dean Hargrove

Dir John Brahm

1 - 27 *THE U.N.C.L.E. SAMURAI AFFAIR*

Waverly believes that a Japanese war criminal is active again. Mark and April go to Hawaii to investigate their only lead, his sister. When their informant is killed, it's obvious to Mark and to April that the sister is involved.

Wr Tony Barrett

Dir Alf Kjellin

1 - 28 *THE HIGH AND DEADLY AFFAIR*

April poses as an airline stewardess; Mark is disguised as a big game hunter. Both are on board a plane carrying a number of scientists to a Council of World Scientists meeting. One doctor aboard has developed a substance that, carried by harmless birds, can cause slow death to humans. Also on the same flight is the doctor who has developed the antidote. Waverly fears a confrontation between the two hence April and Mark on the scene.

Wr Jameson Brewer

Dir Richard C. Bennett

1 - 29 *THE KOOKY SPOOK AFFAIR*

Mark inherits a home in England. April, who is key witness against a Thrush Agent, has been threatened. Waverly suggests April stay with Mark until the trial. Unfortunately, a plot is afoot to kill Mark so that the stately home can be inherited by another relative.

Wr John O'Dea, Arthur Rowe

Dir Richard C. Bennett

GIRL WITH SOMETHING EXTRA, THE

Sally Field played the title character (Sally Burton) in the sitcom *The Girl With Something Extra*. The something extra was the fact that she had very strong ESP and was able to read other people's minds. As the series opened Sally and John had just gotten married and Sally had decided that it was about time that John knew she has the ability to read minds.

This revelation somewhat upset their wedding night plans, John walked out on her. They later made up and decided to live as normal a life as was possible considering the fact that Sally has ESP.

Most storylines were typical sitcom plots complicated by Sally's ESP - making it hard for John to do things like keep her birthday present a secret. John had a job as an up-and-coming lawyer at the law firm of Metcalf and Owen, while Sally was a housewife with no outside job. Around to keep the newlyweds company were Sally's best friend Anne and John's brother Jerry, both of whom were single.

WR. Bernard Slade, Warren S. Murray, Earl Barret, Stan Cutler, Steven Zacharias, Dale McRaven, Lou Derman, Jim Fritzell, Evertt Greenbaum, Lou Derman, William Davenport.

DIR. Bob Claver, Herman Hoffman, Richard Dinon, Leop Penn, Robert Scheerer, Roger Duchowny, William Wiard, Alan Rafkin.

EPISODES: 22 **YEAR MADE:** 1973 **COUNTRY:** US **SEASONS:** 1

NBC

CREATOR: BERNARD SLADE

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22

DATE OF PREMIER: 14/09/1973 **AIR DATE OF LAST EPISODE** 15/03/1974

SEASON DATE BREAKDOWN:

FILMS:

Sally Burton SALLY FIELD, John Burton JOHN DAVIDSON, Anne ZOHRA LAMPERT, Jerry Burton JACK SHERIDAN, Owen Metcalf HENRY JONES, Stuart Kline WILLIAM WINDOM, Angela STEPHANIE EDWARDS, Amber TERI GARR.

1 - 1 *SALLY ON MY MIND*

On his wedding night, John Burton finds out that his new bride Sally can read his thoughts.

Wr Bernard Slade

Dir Bob Claver

1 - 2 *EVERYTHING YOU WANTED TO HIDE AND COULDN'T*

Sally keeps reading John's thoughts when he sees other women, casuing some friction for the newlyweds.

Wr Bernard Slade

Dir Bob Claver

1 - 3 *A GIFT FOR THE GIFTED*

John finds it difficult to conceal a birthday gift from a wife with psychic abilities like Sally.

Wr Warren S. Murray

Dir Richard Kinon

1 - 4 *HOW GREEN WAS LAS VEGAS*

Jerry makes gambling money to fund his performance in Las Vegas with the direct help of Sally and her ESP.

Wr Bernard Slade

Dir Richard Kinon

1 - 5 *ALL THE NUDE THAT'S FIT TO PRINT*

Sally has to deal with some feelings of jealousy when John is asked to pose in a racy woman's magazine.

Wr Bernard Slade

Dir Richard Kinon

1 - 6 *JOHN & SALLY & FRED & LINDA*

Sally and John befriend an eager new couple, however despite Fred and Linda wanting to spend a lot of time with the Burtons, they don't have much in common.

Wr Earl Barret

Dir Charles R. Rondeau

1 - 7 *ONE OF OUR HENS IS MISSING*

John and Sally have a marital feud over Halloween candy Sally has given to a little boy, a chocolate hen John was saving for sentimental reasons.

Wr Bernard Slade

Dir Bob Claver

1 - 8 *NO BENEFIT OF DOUBT*

Sally's ESP causes a problem for John when she is able to tell whether his client is innocent or guilty.

Wr Stan Cutler

Dir E.W. Swackhamer

1 - 9 *AND BABY MAKES TWO*

Sally is a little worried when her girlfriend Anne wants to be a mother - but doesn't want to be married.

Wr Stan Cutler

Dir Leo Penn

1 - 10 *IT'S SO PEACEFUL IN THE COUNTRY*

A weekend in the country turns into a muddy mess for the Burtons.

Wr Steve Zacharias

Dir Robert Scheerer

1 - 11 *SUGAR AND SPICE AND QUATERBACK SNEAK*

John has some problems adjusting to Sally's niece and her tomboy ways.

Wr Dale McRaven

Dir Bob Claver

1 - 12 *MIND-ING MAMA*

Sally has a hard time making a good impression on John's mother, no matter what she does.

Wr Stan Cutler

Dir Roger Duchowny

1 - 13 *A MEETING OF MINDS*

Sally's gift of extra sensory perception makes John feel like he leads a humdrum life.

Wr Stan Cutler

Dir William Wiard

1 - 14 *GUESS WHO'S FEEDING THE PIGEONS*

Sally invites danger when she meets a kindly older man who is actually a mobster.

Wr William Davenport, Lou Derman

Dir Roger Duchowny

1 - 15 *THE GREENING OF AUNT FRAN*

The Burtons welcome Sally's aunt, an eccentric woman with a real zest for life.

Wr Stan Cutler

Dir Richard Kinon

1 - 16 *THE COST OF GIVING*

Sally and John have a "gift of the Magi" moment during their anniversary.

Wr Gordon Mitchell, Lloyd Turner

Dir William Wiard

1 - 17 *A ZIRCON IN THE ROUGH*

John's brother Jerry seems to need some help with his image when he becomes interested in a wealthy society girl.

Wr Everett Greenbaum, Jim Fritzell

Dir Alan Rafkin

1 - 18 *THE SOUR GRAPEVINE*

People somehow seem to be convinced that John is having an affair with an office worker at his firm.

Wr Stan Cutler

Dir Richard Kinon

1 - 19 *IRRECONCILABLE SAMENESS*

Sally's parents' marriage seems to be on the rocks and each wants to get back into the "singles" scene.

Wr William Davenport, Lou Derman

Dir John Erman

1 - 20 *THREE FOR THE ROAD*

Anything that can go wrong seems to when Sally and John try to take a vacation.

Wr Stan Cutler

Dir Bob Claver

1 - 21 *THE NOT SO GOOD SAMARITAN*

The Burton's new friend has some real problems with self-esteem.

Wr Stan Cutler

Dir Bob Claver

1 - 22 *THE NEW BROOM*

John considers a political career when he is asked to run for city council by a group of dubious intent.

Wr Stan Cutler

Dir Richard Kinon

GO SEI SENTAI DAIRANGER

AKA: **FIVE STAR TASK FORCE DAIRANGER**



6050 years ago, the Daos civilisation flourished in China. The Gorma Tribe tried to take it over. Thus began the war between the Gorma and the Dai Tribe. The battle continued for decades, led by the Gorma Triumvirate. The Chi Transmitting Beasts appeared to oppose the Gorma, whose magical powers had increased to the point where they could turn themselves into monsters. Five Dai warriors' chi powers had increased to the point where they could control the Chi Transmitting Beasts.

These were the predecessors of the Dairangers of today. 6006 years ago, Kujaku falls into the trap of the Mirror make-up Master, and never emerges until 1993. Gara, though then a Dai at that point, hates Kujaku and joins Gorma. Six years later, Zhang Liao (Chou Ryou), one of the masters of the Chi Transmitting Beasts, defects to Gorma, causing the defeat of the proto-Dairanger team. The war ends with the disappearance of both the Dai and Gorma tribes. Super Chi Transmitting Beast Daimugen takes on the form of the human Kameo. Zhang Liao lives on, residing in Japan from 1969 to 1974. During this period, he fathers Ryou, who will become Dragon Ranger. In 1989, Kou's mother, a member of the Dai Tribe, takes Kou, son of Shadam, away from the Gorma and disappears.

But after marking Kou with the sign of the tiger, she is captured by the Gorma. In 1993, the Gorma Tribe, one of its two branches, revived to take over the world. To counter them, Master Kaku assembled a team of five youths with high levels of chi--the Dairangers, the warriors of the Dai Tribe! (Note that although they fight for the Dai Tribe, only Ryou and Lin are really of Dai heritage.) Dragon Star King (Ryuuseiou) is the first of the five Chi Transmitting Beasts to be revived. When the Dairangers obtain the Heavenly Treasure Lai Lai (Tianbaolailai /Tenhourairai) jewels, the other four CT Beasts awaken.

At this point, Zhang Liao, knowing Ryou is his son, saves him from Archbishop Liege. Wounded in the process, he sacrifices his chi in order to power the Tianbaolailai jewels for the combination of the five CT Beasts into Dairen'ou and dies. Soon thereafter, Lion Ranger defeats the Mirror Make-Up Master and releases Kujaku from 6006 years of imprisonment. Kaku's (Jiaxu's) master, Guhon (Wufan), returns to China, leaving behind the White Tiger True Sword (Byakko Shinken/Baihu Zhenjian) in preparation for Kiba's return. Indeed, Kibaranger (Fangranger) does return. Kou, drawn to the WT True Sword by telepathy, draws it out from a rock. He becomes the sixth Kakuranger, despite interference by his evil twin brother Akomaru. Gorma XV finally appears to order Shadam around (if this is what's really happening...it isn't).

The Wontiger and the Kiba Daiou, the combination of 4 CT Beasts and Wontiger, debut. The Dairangers develop new chi techniques such as the Shooting Star Lightning Flash to counter ever stronger Gorma monsters. Matoba Jin, beaten by Ryou in a duel, returns as the Demon Boxer Jin, powered by Zydos' Black Crystal, for revenge. The team becomes increasingly powerful when Guhon (Wufan) completes the Super Chi Power Bazooka and Kameo remembers after 6000 years that he actually is Daimugen. Daimugen combines with the BT Beasts to form the Heavy Armor Chi Palace for the first time to defeat the Combined Four Deva Kings. However, on the very day Daimugen goes into action, Gorma XV revives Kou's twin Akomaru from the depths of hell. Jin returns to duel Ryou.

This time, he has mastered the Demon Way Wicked Fist Spider Dance style. Zydos and Sergeant Big Pipe try to defeat both of them, but Jin uses his own body as a shield to protect Ryou. Count Kaleidoscope goes after a weakened Kujaku, trying to lure her with fake 'Tears of the Holy Peacock' which would heal her, but the Rangers defend her. The gigantic Great God Dragon comes down from space to attack both the Rangers and Gorma in order to bring an end to the war. The Rangers cease to fight Gorma...for now. Zydos turns Jin into the Hunger Demon, but Jin's friendship with Ryou enables him to get the Hunger Demon out of him and revert to normal. Zydos then kills Jin.

Gara uses a wrathful spirit incarnation of herself to attack Kujaku. Kujaku finally finds the true 'Tears of the

Holy Peacock', saves Gara, and rises to heaven as the Mahamayuri Vidyaraja (Kujaku Myouou). Kou is about to become a Gorma on his birthday, 24 December. As the date grows close, Kibaranger lashes out at his fellow Rangers, who do not want to fight him. Kou's twin Akomaru appears, riding his loyal monster, the blue armored, one-eyed insectoid Ikazuchi (Thunder) to challenge a Kibaranger-less Dairanger team. Finally the truth is revealed: Kou and Akomaru are the younger and older twin sons of Shadam himself!

Kou's mother returns, adding her jade ring to the WT True Sword, enabling it to find its lost master. Kou's mother prays to heaven, performing a baptism to purify Kou. It works, and Kou rejoins the Rangers. Unfortunately, Kaku (Jiaxu) leaves the Rangers to...rejoin Gorma!? Kaku wanted to bring an end to the war between the Rangers and Gorma. He dispatches Lieutenant Shiryuu to force the Rangers to break up. But the Rangers refuse, believing that war is the way to peace [!], even though Shadam promised Kaku that he would stop fighting in exchange for the dissolution of the Rangers. The Rangers defeat Shiryuu with Dairen'ou, forcing Kaku to take matters into his own hands.

The Rangers are no match for their own master, now garbed in red armor. Kaku strips them of their Aurachangers and Heavenly Treasure Lailai jewels. Kaku also takes on Shadam. The winner of the fight will become the new emperor Gorma XVI. If Kaku wins, he will insure that Gorma will be at peace. But having the sources of his power (the Towers of Wicked Power and Chi Power, staffs planted by Shiryuu which transmit energy) destroyed by Zydos and Gara, he is defeated by Shadam's sword and dies in the arms of the Rangers. Zydos grows to giant size and turns into an earthen figure--a fitting fate for such scum, but why? Meanwhile, General Field Plentiful spots Shadam doing something funny to Gorma XV.

Shadam kills him. What is Shadam hiding? Shadam ultimately becomes Gorma XVI when he steals of the Great Earthshaking Jewel from Gorma XV. It turns out that Gara and Gorma XV had died 6000 years ago and had been revived by Shadam's magic as mud figures. (I suppose Zydos too had also died long ago.) The Rangers pursue Gorma XVI into the Gorma Palace, where they struggle against the power of the Great Earthshaking Jewel. But merging the light of their Heavenly Treasure Lailai jewels, they stands up to Gorma XVI.

The Great God Dragon returns to wreck the Gorma Palace. Ryou and Shadam duel in human form. Shadam loses and reverts to an earthen figure...was his life also magically prolonged? The war ends. Or does it? Fifty years later, Gorma returns again, and a new Dairanger team debuts to replace the elderly original team. The new team, the grandchildren of the old, fight against a repainted Baron String aboard the Dairen'ou. The story goes on, but Bandai needs to sell more toys, so the series must end here.

(This ending reflects Asian cyclical as opposed to Western linear views, IMO. Nothing really ends. Everything that was, will be again.)

Inspired in equal parts by Superman II (1980) and the early-1990s Gulf War, the dairanger enemies are a trio of leather-clad Goma super-warriors, named Saddam (Nishi), Kara (Amemarsuri) and Zaidos (Tamura). In fact, Saddam is the true enemy - all other adversaries have been created by him from mud, including his monster-of-the-week and the cannon fodder Kotpotro minions. The show also included flashbacks sequence to prehistoric China, featuring the ancestors of modern day rangers.

By the time Dairanger was released in Japan, it's predecessor Zyuranger had already made the leap to the US market in the heavily rewritten form of THE MIGHTY MORPHIN' POWER RANGERS. Plans were already afoot to continue Power Rangers using footage from this newer show but instead of wiping the slate clean and beginning anew, the US producers elected to continue their storyline and simply find excuses for the changes in lineup and vehicles. The new footage coupled with standard TV series attrition, caused some changes in the cast of the American Power Rangers show.

NB - Inspired as usual "by an idea from Saburo Yade" and featuring music from Koji Kawamura. Dairanger was followed in the Japanese Super Sentai chronology by KAKURANGER.

Fifteenth anniversary Super Sentai. A tie with Jetman, if not the best 1990s sentai so far. Too bad both shows' good storylines were marred by silly monster designs. As with the Zyurangers parts of this show were also used in THE MIGHTY MORPHIN' POWER RANGERS.

Except for Ryou, Lin, and Kou, the Dairangers are all ordinary humans who transform (tenshin; literally 'turn-body') using Aurachangers that spark their chi powers and generate their Dairensuits of Daimetal and Daifibers that increase their abilities from eight to ten times.

Ryuurenjaa / Dragon Ranger of the Heaven Fire Star (Ryou)

Son of Zhang Liao (Chou Ryou), who had been one of the five Dai tribe warrior pilots of the Chi Transmitting Beasts 6000 years ago, and a human woman. Was not aware of this until recently. Has a younger sister Youko.

Wanted to be the best gyoza cook in Japan. Worked in Yokohama's Chinatown. Captured by Baron String, he was saved by Master Kaku and recruited into the Dairangers.

Chi Transmitting Beast: Dragon Star King > Chi Transmitting Warrior, armed with the Flying Dragon Staff and the Great Wind Wheel staff-spinning technique.

Length (dragon): 82 m Height (humanoid): 34.5 m Weight: 102 t

Weapons/techniques: Red Dragon Fist, Red Dragon Double Dragon Swords, Heaven Fire Star Lightning Flames Destruction, Shooting Star Lightning Flash.

Dairenrod: halberd

Shishirenjaa / Lion Ranger of the Heaven Phantom Star (Daigo)

Worked at a pet shop.

Chi Transmitting Beast: Star Lion.

Length: 21 m Weight: 47 t

Weapons/techniques: Lion Fist, Lion Staff, Heaven Phantom Star Mist Concealment

Dairenrod: fork

Tenmarenjaa / Pegasus Ranger of the Heaven Weight Star (Shouji)

Dreamed of becoming a world boxing champion.

Chi Transmitting Beast: Star Pegasus.

Length: 24.5 m Weight: 52 t

Weapons/techniques: Pegasus Fist, Pegasus Nunchakus, Pegasus High Speed Spinning Kicks, Heaven Weight Star Gravity Inversion Destruction

Dairenrod: axe

Kirinrenjaa / Kirin Ranger of the Heaven Time Star (Kazu)

A stylish beautician who escaped his home at age 15 and came to Tokyo.

Chi Transmitting Beast: Star Kirin

Length: 24.5 m Weight: 52 t

Weapons/techniques: the drunken fist style-like Kirin Fist, Kirin Nine Section Staff, Heaven Time Star Time Reversal, Rod Arrow

Dairenrod: conical spear

Houourenjaa / Phoenix Ranger of the Heaven Wind Star (Lin)

Kaku's niece. Came to Japan as an exchange student from China. Hates living with Kou. Once fell in love with Takamura Shouichirou, a.k.a. the Media Magician.

Chi Transmitting Beast: Star Phoenix

Length: 24 m Weight: 35 t

Weapons/techniques: Phoenix Fist, Spear Phoenix, Heaven Straight Line Whirlwind

Dairenrod: multi-blade spear

Kibarenjaa / Fang Ranger of the Howling New Star (Kou)

Son of Shadam and a woman of the Dai tribe. Twin brother of Akomaru. The only one who could pull out the sword of Guhon (Yufan), the White Tiger True Sword. New to fighting, he is not particularly strong. Uses the Kibachanger created by Guhon (Yufan) to change to adult size as Kibaranger.

Chi Transmitting Beast: Won Tiger, armed with Fireballs and the Golden Sword. The Chi Transmitting Treasure Pearls behind Kibaranger in the Won Tiger's cockpit represent the seven powers of Moon, Fire, Water, Wood, Metal, Earth, and Sun. (Compare the seven days of the Japanese week or the Sailor Soldiers.)

Length: 48 m Height (humanoid): 46.5 m Weight: 150 t

Weapons/techniques: White Tiger True Sword, Howling New Star Chaos Echo, Fang Punch, White Tiger Bolt of Lightning

Master Kaku (Daoshi Jiaxu)

Originally a member of Gorma, he formed the Dairangers to oppose Gorma in the present day. But when the Great God Dragon appeared, he returned to Gorma, hoping he could defeat Shadam, reign as Gorma XVI, cease Gorma's invasion of Earth, and bring about true peace. But he lost against Shadam and died. In the VR Troopers miniseries "Quest for Power", there is a scene where Tyler Steele is being watched over by an unnamed Grimlord minion wearing Kaku's red body armor.

Kujaku ('Peacock')

Incarnation of the Mahamayuri Vidyaraja, a Buddhist 'deity.' Sucked into the Mirror Make-Up Master's mirror 6006 years ago and released in the present when the Dairangers defeated the Make-Up Master. Wanted revenge on Gara for her imprisonment until she encountered Daigo and had a change of heart. Died and became the Mahamayuri Vidyaraja.

The five main Rangers are armed with Starcutters/Starswords/ Daibusters, which can be combined in the Chi Power Bomber. Later, Guhon (Yufan) creates the Super Chi Power Bazooka.

The five Dairangers ride motorcycles called Kiber Machines ('Kiber'--a pun on 'kiba' [fang] and perhaps 'cyber'): Red Kiber 1, Green Kiber 2, Blue Kiber 3, Yellow Kiber 4, Pink Kiber 5.

The four Chi Transmitting Beasts other than the Dragon Star King form the Heaven Chi Palace (Tenkuu Kiden), a mount for the Chi Transmitting Warrior.

Height: 31 m Weight: 186 t

The five Chi Transmitting Beasts combine into the Great Union King (Dairen'ou), armed with the Chi Bomber-like Chi Kung Shot, the Dai Javelin, and the Great King Sword with the Gale Rage Waves technique.

Height: 54 m Weight: 288 t

Won Tiger combines with the Lion, Pegasus, and Kirin to form the Fang Great King (Kiba Daiou), armed with the Great Chi Power Punch and the Flying Sword Splinters and Dust attack (this latter with the aid of the Star Phoenix). Height: 63 m Weight: 336 t

Daimugen (Great Infinity), normally disguised as Kameo, who speaks with a Nagoya accent, is actually a Super Chi Transmitting Beast resembling a giant tortoise. Combines with the other mecha to form the Heavy Armor Chi Palace (Juukou Kiden).

Length (Daimugen turtle): 110 m
Height (Daimugen humanoid): 95 m
Weight (Daimugen): 1500 t

Height (HAC Palace): 62.5 m
Weight (HAC Palace): 1788 t

The Gorma Tribe (the other branch of the Daos civilisation)

Gorma XV (Gooma Juugo-sei)

The Emperor of Gorma. Actually nothing more than a puppet ruler revived from the dead by Shadam.

The Gorma Triumvirate (Gooma Sankanbu)

Lt. Colonel Shadam (Shadamu Taisa)

Monocled, he is the real ruler of Gorma. Later Gorma XVI.

Lt. Colonel Gara (Gara Chuusa)

Originally a Dai Tribe member. After being wounded in an accident, she thought Kujaku was being cold to her and sold her soul to Gorma.

Major Zydos (Zaidosu Shousa)

The strongman of the trio.

Iron Mask Arm Zhang Liao (Tetsumenpi Chou Ryou)

Ryou's father. Was a warrior of the Dai Tribe but joined the Gorma in order to acquire more power. Meeting Ryou, he regained his ability to love.

Demon Boxer Jin (Makenshi Jin; Matoba Jin)

Ryou's rival. Sold his soul to Gorma to become stronger. Later becomes the monster Garouki (Hungry Wolf Demon).

Akomaru

Son of Shadam. Wanted to rule Gorma himself. Twin brother of Kou (Kibaranger).

General Fields of Plenty (Tenpou Shougun)

Gorma officer who raised Akomaru.

Ikazuchi

Akomaru's loyal servant from hell.

Lieutenant Zilong (Shiryuu Chuui)

Gorma allied with Kaku (Jiaxu). Along with Kaku, one of the few pro-peace Gorma.

Cotpotros (Kottopotoro)

Gorma grunts in black tights with lipped but otherwise blank black and white faces.

Great God Dragon

Not Gorma at all; but a mysterious, all-powerful neutral force treated in MMPR as 'evil'.

Gosei Sentai Dairanger is the seventeenth sentai series and is what MIGHTY MORPHIN' POWER RANGERS (season two) was developed from. It aired from 1993-1994. The Opening Theme is kinda okay; it's just not my kind of song. The Gosei Sentai Dairanger movie is not a good thing to watch before going to bed or while you're sick, the main villain (a monster who persecutes youngsters by turning them into cards) will freak you out. Big time! Anyway, the Dairangers are trying to return all of the kids, especially a young girl's brother. It's pretty good.

An incomplete listing of Gorma monsters by episode (first appearances only; MMPR equivalents supplied by Mark Oxman. Additions/corrections needed):

1. Baron String

Pipe Brain from "Missing Green"

3. Key Sorcerer

Master Key from "Zedd's Monster Mash"

-
5. Lipstick Song Princess
Lipsynch from "Two For One"
7. Zhang Liao, Archbishop Liege
8. Saw Archbishop
Jaws of Destruction from "Forever Friends"
9. Mirror Make-Up Master
Mirror Maniac Monster from "Beauty and the Beast"
10. Cherry Blossom Viscount
Terror Blossom from "The Ninja Encounter Part I and II"
11. Father Magnet
Polarizer from "Opposites Attract"
12. Tofu Hermit
13. Kabuki Priestling
Bookala from "The Great Bookala Escape"
15. General Kamikaze, President Tombstone, Telephone Teacher
President Tombstone is from "Zedd's Monster Mash"
16. Haniwa Bellytalk Master
Sculpthead from "Blue Ranger Gone Bad"
17. Ring Officer, Necklace Officer, Earring Officer
Nimrod the Scarlet Sentinel, Pursehead, and Lipstick Monster (order?) from "White Light"
- 21? Ghost Ring/Necklace/Earring Officers
- 22? Shimmer Hood
- 23? Copy Empress
Wizard of Deception from "Return of the Green Ranger"
- 25? Pot Taoist
- 29? Combined Four Deva Kings
- 30? Birdcage Wanderer
- 32? General Cactus
Needlenose from "Wild West Rangers Part I and II"
- 33? Sergeant Big Pipe
Cannontop from "Scavenger head"
- 34? Count Kaleidoscope
Scatterbrain from "When Is A Ranger Not A Ranger?"
- 35? Pachinko Master
Pachinko Head from "Rocky Just Wants To Have Fun"
- 36? Starvation Demon
- ??? Fastmouthed Wanderer
- ??? Thunder
Repainted green as Repellator in "A Friend in Need"; appeared in its original blue color scheme in "The Power Transfer II".
- ??? Shiryuu

Gorma monsters

Duke Cards
Great King Ojaru
Baron String
Purse Priest
Key Sorcerer
Lipstick Song Princess

Theme song

'Gosei Sentai Dairanger'

Lyrics: Hatte Saburo (a pseudonym for anyone at Toei)

Music: Ono Katsuo

Arrangement: Yamamoto Kenji

Vocals: New Jack Takuro

Tenshin daaa! Kiryoku daaa!(Transform! Chi power!)
Tsurugi yo mae! Kobushi yo unare!(Swords dance, fists roar!)
Ryuu Ranger, Shishi Ranger, Tenma, Kirin, Houou Ranger...
Kiryoku Tenshin! Hengen jizai(Chi Power Transformation! Free to change at will)
Naiteru kimi no hohoemi mitakute(Wanting to see the smile of you who's crying)
Kiryoku tenshin! Hengen jizai(Chi Power Transformation! Free to change at will)
Moyashitsukusuze makkana honoo(Burning out--crimson flames)
Ten ni kagayake! Itsusboshi(Shine in the heavens! Five stars)
Gosei Sentai, Gosei Sentai Dairanger! Dairanger!

Trivia

Tomihisa Naruse (the second actor to portray Kameo's human form) was Raita Oishi / Yellow Owl, one of the main heroes in Choujin Sentai Jetman.

Mikoko Miki who played as Commander Aya from Choujin Sentai Jetman also appears as the Mystery Mother of Kou and Akomaru.

Yutaka Hirose who played as Ryou's rival, Jin, also played Emperor Toranza in Choujin Sentai Jetman, Dr. Kemp in Choujuu Sentai Liveman, and Ley Wanda in Choushinsei Flashman. He also appeared as a guest in Kamen Rider Black's episode 4.

Keisuke Tsuchiya's twin brother, Daisuke, played his photographic duplicate in episode 25. This was taken advantage of again when they appeared in Juukou B-Fighter and Ninja Sentai Kakuranger.

Ryosuke Kaizu who played as Takeru/Red Mask in Hikari Sentai Maskman appeared as the Media Sorcerer Monster. He also appeared in Chikyuu Sentai Fiveman as a scientist who falls for Five Pink.

The actor Munemaru Kouda who played as Dr. Man in Choudenshi Bioman is also the Gorma XV Emperor. His role is also the first puppet emperor of sentai, one that does not make it to the finale and was only manipulated by his fellow minion.

Keiichi Wada would return years later in Kyuukyuu Sentai GoGo-V The Movie, to play the reckless Demon Hunter Sieg. In addition, appeared in Episode Special: 13 Riders as the first Kamen Rider Ryuki.

In early press releases, you can see that Keiichi Wada was originally to play Kazu while Keisuke Tsuchiya had been cast as Ryou. Upon seeing Wada's amazing martial arts talents, the producers decided it would have been a wiser choice to have Wada playing the lead role.

IronMask Zhang Liao's story has striking parallels to Darth Vader from the Star Wars series. Mahou Sentai Magiranger would repeat this again with Isamu Ozu/Wolzard.

Several props and costumes from this series would be used in later incarnations of the American Power Rangers franchise:

The Aura Changer was repainted and used as the morpher for the Magna Defender in Lost Galaxy.

The costume for Gorma Emperor XV would be used for Master Org's costume in Wild Force.

There were also plans for the costumes of the core Dairanger team to be used in Lost Galaxy as an "Ancient Rangers" team, but this plan had to be dropped due to recasting of a major character.

WR. Noboru Sugimura, Tsunehisa Arakawa, Susumu Takahisa, Kunio Fujii.

DIR. Yoshiaki Kobayashi, Shohei Tojo, Tara Sakamoto, Takeru Ogawawara, Katsuya Watanabe.

EPISODES: 50 **YEAR MADE:** 1993 **COUNTRY:** JAP **SEASONS:** 1

TOEI, TV ASAHI

CREATOR: SUBURO YADE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 50

DATE OF PREMIER: 19/02/1993

AIR DATE OF LAST EPISODE 11/02/1994

SEASON DATE BREAKDOWN:

FILMS: FIVE STAR TASK FORCE DAIRANGER (aka GOSEI SENTAI DAIRANGER) (1993).

Master Kaku (Daoshi Jiayu), Kujacku ('Peacock'). Ryuurenjaa/ Dragon Ranger of the Heaven Five Star (Ryou) KEIICHI WADA, Shishirenjaa/ Lion Ranger of the Heaven Phantom Star (Daigo) TATSUYA NOMI, Tenmarenjaa/ Pegasus Ranger of the Heaven Weight Star (Shouji) AKIRA HANEMURA, Kirinrenjaa / Kirin Ranger of the Heaven Time Star (Kazu) KEISUKE TSUCHIYA, Houorenjaa/ Phoenix Ranger of the Heaven White Star (Lin) NATSUKI TAKAHASHI, Kibarenjaa / Fang Ranger of the Howling New Star (Kou) HISASHI SAKAI, Sadam RINTARO NISHI, Kara YOKO AMEMATSURI, Zaidos MADOKA TAMURA.

RELATED SHOWS:

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

KAGAKU SENTAI DYNAMAN

HIKARI SENTAI MASKMAN

CHIKYUU SENTAI FIVEMAN

CHO JIN SENTAI JETMAN

KYORYUU SENTAI ZYURANGER

DEN KO CHO JIN GRIDMAN

- 1 - 1 *CHANGE*
- 1 - 2 *SPIRIT POWER*
- 1 - 4 *GIVE ME YOUR SOULS!*
- 1 - 4 *WE ARE NAIVE*
- 1 - 5 *THE SPHERES CAME*
- 1 - 6 *WIND, TEAR THEM APART*
- 1 - 7 *TRAITOR*
- 1 - 8 *FATHER*
- 1 - 9 *DON'T BE VAIN*
- 1 - 10 *AH, THE GODDESS OF REVENGE*
- 1 - 11 *A MAGNET GAUSS*
- 1 - 12 *DRUNK ON TOFU*
- 1 - 13 *3 FOOLS' SOCCER*
- 1 - 14 *THE KA-KABUKI PRIESTLING*
- 1 - 15 *WELL, A WEDDING*

-
- 1 - 16 *CHILD STONES LYING ABOUT*
 - 1 - 17 *THE HEART-THROB PRETTY GIRL*
 - 1 - 18 *FIRST PUBLIC OPENING OF THE GORMA PALACE*
 - 1 - 19 *A NEW HERO APPEARED*
 - 1 - 20 *THE SECRET BYAKKO-CHAN*
 - 1 - 21 *BRITH OF A SPIRIT LEGEND BEAST*
 - 1 - 22 *THE GREAT SECRETS OF THE TIGER'S CLUB*
 - 1 - 23 *TRUE LOVE AT FULL SPEED*
 - 1 - 24 *3 FOOL'S SUPER BASEBALL*
 - 1 - 25 *OPPOSITE TEAMS IN GREAT NUMBERS*
 - 1 - 26 *A HATEFUL, HATEFUL, HATFUL MAN*
 - 1 - 27 *THE FINAL PUNCH*
 - 1 - 28 *GENERAL ENTRANCE*
 - 1 - 29 *THE SECRET INSIDE STORY OF THE MOTHER AND CHILD'S TEARS*
 - 1 - 30 *THE DEADLY FAST-TALKING WORKER*
 - 1 - 31 *AGAIN, A NEW HERO APPEARED*
 - 1 - 32 *THE DEVIL OF THE GOLDEN KICK*
 - 1 - 33 *FIRST EXPERIENCE AS AN IDOL*
 - 1 - 34 *NEW SECRET ART OF THE SPIDER'S DANCE*
 - 1 - 35 *A PRICKLY MAIDEN HUNT*
 - 1 - 36 *A 6000-YEAR GRUDGE*
 - 1 - 37 *OU HAVE TO SEE IT!! A HUGE CREATURE*
 - 1 - 38 *HUH!! A CEASEFIRE!?*
 - 1 - 39 *THE EVIL FIST SCATTERS IN THE SETTING SUN*
 - 1 - 40 *FAREWELL! 3 FOOLS*
 - 1 - 41 *KUJAKU'S GREAT ASCENSION*
 - 1 - 42 *A STRAIGHT LINE TO MOTHER*
 - 1 - 43 *VIOLENT WHITE PROHIBITED PAST*
 - 1 - 44 *IMPRESSION!! YOU CRY TOO*
 - 1 - 45 *THE REAL DISBANDING!!*
 - 1 - 46 *THE HEROES ARE NAKED*
 - 1 - 47 *WOW... THE TRUTH*
 - 1 - 48 *MAGNIFICENT!! DOUSHI DIES*
 - 1 - 49 *THE FINAL BATTLE*
 - 1 - 50 *HERE WE GO*

GO! GODMAN



The premises of Go! Godman is extremely straight forward: a monster, or monsters depending on the episode, show up to terrorize humanity until someone cries forth with Godman's name, calling for the hero, who hails from the planet Firegod, to arrive on the scene and destroy the fiend to save the day.

Toho's early 1970's offering, Go! Godman was introduced to Japanese audiences as part of the Good Morning! Children's Show. The show aired six days a week, while Go! Godman's 26 episodes were each broken down into five minute segments, totaling 156 in all, for the program.

The show was simplistic, made to function when broken up into 5 minute segments, and the budget was marginal. However, due to the limited financing, many familiar faces from previous Toho science fiction films were featured to reduce expenses. Among them were Gaira and Sanda from The War of the Gargantuas (1966), Gorosaurus from King Kong Escapes (1967), Gabara from All Monsters Attack (1969), the Bat People from Latitude Zero (1969) and Kamoebas from Space Amoeba (1970). To make matters confusing, these creatures had no relation to their big screen counterparts, despite having the same name and looking nearly identical (the large exception is Sanda and Gaira, which both featured modified masks).

Go! Godman ran from October 5th, 1972 to April 10th, 1973, with a new episode featured each weekday and on Saturday. Following its initial run, reruns of the show ran until September 28th, 1973 when the show was pulled from the program and replaced with Go! Greenman, which utilized many of the same monsters and locations, yet holds no continuity with Godman.

260 5-minute episodes for a total of 52 complete episodes

WR.

DIR.

EPISODES: 260 **YEAR MADE:** 1972 **COUNTRY:** JAP **SEASONS:** 1

TOHO

CREATOR:

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 5 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 05/10/1972 **AIR DATE OF LAST EPISODE** 10/04/1973

SEASON DATE BREAKDOWN: Season 1 : 05/10/1972 - 10/04/1973

FILMS:

RELATED SHOWS:

GO! GREEN MAN

- 1 - 1 *GODMAN VS. KINGA*
- 1 - 2 *GODMAN VS. GABARA*
- 1 - 3 *GODMAN VS. GOSUTON*
- 1 - 4 *GODMAN VS. YASUGON & TSUNOTERAH*
- 1 - 5 *GODMAN VS. TSUNOSHIRBA*
- 1 - 6 *GODMAN VS. GOROSAURUS*

- 1 - 7 *GODMAN VS. MADARAN*
- 1 - 8 *GODMAN VS. GIANDORAH*
- 1 - 9 *GODMAN VS. MOMONDARAH*
- 1 - 10 *GODMAN VS. KAMEOBAS & FORUGON*
- 1 - 11 *GODMAN VS. BORUPES*
- 1 - 12 *GODMAN VS. IMOGORAS*
- 1 - 13 *GODMAN VS. BULLMAN*
- 1 - 14 *GODMAN VS. DONGORAH*
- 1 - 15 *GODMAN VS. SKELETON MAN NO.1 & SKELETON MAN NO.2*
- 1 - 16 *GODMAN VS. SANDA*
- 1 - 17 *GODMAN VS. GAIRA*
- 1 - 18 *GODMAN VS. TOLANKA & HOSUTA*
- 1 - 19 *GODMAN VS. GREEN MASK & FUNTORAH*
- 1 - 20 *GODMAN VS. BAT PEOPLE & KATSUBARGE*
- 1 - 21 *GODMAN VS. TEIBORAS & OSUTOTAMU*
- 1 - 22 *GODMAN VS. TSUNSURAS & ELEPHANTER*
- 1 - 23 *GODMAN VS. TOTSUTOSAURUS & TSURAS*
- 1 - 24 *GODMAN VS. WOLFRAH & GETSURBA*
- 1 - 25 *GODMAN VS. TORILON & IBOGIRAH*
- 1 - 26 *GODMAN VS. SUTEGOZURA & AKUMON*

GO! GREEN MANAKA: **IKE GREEN MAN****WR.****DIR.****EPISODES:** 276 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:** 1*TOHO***CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 5 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 276**DATE OF PREMIER:** 12/11/1973**AIR DATE OF LAST EPISODE** 27/09/1974**SEASON DATE BREAKDOWN:****FILMS:****RELATED SHOWS:***GO! GODMAN*

GOARANGER

AKA: **HYAKUJU SENTAI GOARANGER**

AKA: **ONE HUNDRED BEASTS BATTLE TEAM GOARANGER**

AKA: **HYAKUJU SENTAI GAORENJAA**



At the beginning of the 21st Century, the Earth is threatened by the Org devil clan. Power Animals, who live in an ethereal aerial island, choose five young human warriors to defend the planet. Former veterinarian So (Kaneko) is now Gao Red, King of Beasts, the incarnation of the lion, who fights with Lion Fang punches. Former pilot cadet Gaku (Horie) is Gao Yellow, King of Birds, an eagle incarnate who can control the winds.

Tenacious hunter Kai (Shibaki) is Gao Blue, King of Water, a shark incarnate who specializes in underwater combat. Former Sumo wrestler Sotaro (Sakai) is Gao Black, King of the Prairie, a bison incarnate and subject to fits of berserk rage. Sae (Takeuchi) is Gao White, Queen of the Forests, a tiger incarnate and a martial arts specialist. The team is later joined by Osamu (Tamayama) as Gao Silver, a warrior who fought against the Org a thousand years ago, who is now a wolf incarnate and 1062 years old.

Goaranger came after **TIMERANGER** and before **HURRICANGER** and was, as usual, credited to the imagination of one "Saburo Yade."

Produced by Kenji Ota, Koichi Yada, Jun Higasa, Takahiro Yokozuka.

GAORANGER is the 2001 entry in Toei Television's long-running series of live-action "sentai" (super battle team) programs featuring five young superheroes in color-coded costumes who fight monsters, aliens and demons in modern Japan. These Japanese series have consistently supplied the action and effects footage for Fox Kids' long-running "Power Rangers" franchise on American television, which began with **MIGHTY MORPHIN POWER RANGERS** in 1993. In February 2002, **POWER RANGERS WILD FORCE** premiered on Fox Kids (newly purchased by the ABC Family Channel) and drew its action and effects footage from **GAORANGER**.

The five young heroes of **GAORANGER** have all been plucked from different walks of life until the fifth and last to be chosen, a young man who can communicate with animals, becomes GaoLion, the Red Ranger. The five Gaorangers are guided by the lovely Tetomu, high priestess of the Power Animals, who resides on a turtle shaped island in the sky. She has summoned the Gaorangers to save the earth from a renewed assault by monsters called Orgs, who, like so many sentai monsters, are often machines or ordinary objects transformed into rubber-suited monsters who grow giant-size upon command by Org villainess Tsuetsue. (Exotic female villains in sentai series frequently turn up in the U.S. Power Rangers counterparts with Asian-American lookalike actresses hired to portray the character in new footage. Tsuetsue appears in **WILD FORCE** but is called Toxica, with new footage featuring actress Sin Wong flawlessly intercut with the Japanese footage.)

As is customary in sentai programs, the GaoRangers use pocket devices to transform themselves into full costume, armed with weapons unique to each. Each of the Rangers has a different Power Animal. In addition to Red (lion), there are Black (bison), Blue (shark), Yellow (eagle) and White (tiger). All five Rangers have giant mechanized fighting creatures (called "zords" in the U.S. version) modeled on their animals. In the course of the series, more Power Animals emerge (about 23 total) to help the Gaorangers while a sixth Ranger (Silver) joins the action in episode 24.

GAORANGER is about par for the course as sentai series go. It is less earthy and has a more ethereal, new-age tone than the two previous sentai series, **GO GO FIVE** and **TIME RANGER**, no-nonsense entries which were adapted in the U.S. as **POWER RANGERS LIGHTSPEED RESCUE** and **POWER RANGERS TIME FORCE**, respectively. The five Gaorangers are younger than the last two casts and engage in more youthful behavior when out of costume. We see them frequently interacting with citizens of various Japanese locales. (The series boasts a lot of colorful location shooting.) In episode 6, they get involved with a lavish wedding being staged at a swanky hotel because the young woman coordinating the wedding has made a deal with the

Orgs to stay young and beautiful by turning over her bride clients who are drained by the Orgs of their life force and beauty. To carry out this mission, Gao Black, who has a crush on the wedding planner, goes in drag as the bride. In episode 8, Gao Red develops amnesia, forgetting all about the Gaorangers, and returns to his hometown and his old dog, a golden retriever, whom he'd left abruptly when recruited by Tetomu. Interestingly, as of this writing, neither of these episodes has yet been adapted for WILD FORCE, which has shown a curious tendency to isolate its Ranger heroes from the larger society (unlike, say, MIGHTY MORPHIN POWER RANGERS, in which the Rangers were high school students and active members of the Angel Grove community).

The trend in recent "Power Rangers" series, beginning with LIGHTSPEED RESCUE, has been to hew more closely to the storylines of the Japanese originals than previous PR series. WILD FORCE continues this trend, with most of its episodes, so far, acting as almost scene-for-scene remakes of the original GAORANGER episodes (with the exception, of course, of the skipped episodes). All this means that the last three U.S. "Power Rangers" series have been a lot more serious than the original MMPR (and most of its follow-ups) and manage to maintain the distinctly Japanese tone and style of the sentai tradition. This has been a welcome development to many stateside fans of Japanese live-action sci-fi fantasy adventure programs. (One of the big complaints among sentai fans about MIGHTY MORPHIN POWER RANGERS was its complete disregard for the imaginative storylines of ZYURANGERS, the sentai series which fed the first two seasons of MMPR.)

Specials

Quest Ex: GaoPanda Appears!!

Hyakujuu Sentai Gaoranger vs. Super Sentai

Hyakujuu Sentai Gaoranger: Fire Mountain Roars

Hyakujuu Sentai Gaoranger: Showdown! Gaoranger vs. GaoSilver

Ninpuu Sentai Hurricanger vs. GaoRanger

[edit]

Music

Opening Theme

"GaoRanger Roar!! (!! Gaorenjā Hoero!!)" by Yukio Yamagata

"GaoRanger Roar!! (All Cast Special Version)" by the GaoRangers & Yukio Yamagata

Ending Theme

"Healin' You (Hīrin' Yū)" by Salia

Insert Songs

"Hundred Beast Combination! GaoKing Hyakujū Gattai! Gaokingu" by Ichirou Mizuki

"Dynamic Soul!!!" by Hironobu Kageyama

"Samba de Gaoren (Sanba de Gaoren)" by Ichirou Mizuki with the GaoRangers

"HOT! HOT! GaoMuscle!! (HOT!HOT!!! Hotto! Hotto! Gaomassuru!!)" by Yukio Yamagata

"With Those Wings... (Sono Tsubasa de...)" by Yukio Yamagata

"Stairway to the Sky (zora E No Kaiden)" by the GaoRangers (Noboru Kaneko, Kei Horie, Takeru Shibaki, Kazuyoshi Sakai, and Mio Takeuchi)

"I.D. ~GaoHunter Requiem~ (Ai Di ~Gaohantā Rekiemu~)" by Kiyotaka Imai

"Investigation of Echoes (Hibiki no Shirabe)" by Tetomu (Takemi)

"Bonds ~Spirit of GaoRanger~ (Spirit of Gao Ranger~ Kizuna ~Supirito obu Gaorenjā~)" by Yukio Yamagata & Salia

"EYES OF JUSTICE" by MoJo

Character Songs

"white light ~GaoWhite Sae's Theme~ (white lighthowaito raito ~Gaohowaito Sae no Tēmu~)" by Mitsuko Horie

"Keep Falling... (Ochite Yuke...)" by TsueTsue (Rei Saito)

"a lone wolf ~The Silver Warrior by Akira Kushida

Names/Puns

Gaorangers

All the Gaorangers' names have reference to their animals:

Kakeru Shishi (GaoRed): Shishi means lion.

Gaku Washio (GaoYellow): Washi means eagle.

Samezu Kai (GaoBlue): Same means shark, and Kai means ocean.

Soutarou Ushigome (GaoBlack): Ushi means either cow or bull.

Sae Taiga (GaoWhite): Taiga is the kana rendition of tiger. It also means "Big Fang".

Shirogane/Tsukumaro Ōgami (GaoSilver): Shirogane means silver. Tsuku means moon, while Maro is related

to dark forces. Ō means great, while gami means god. Ōgami is also a play in ōkami, which means wolf.

Orgs

All the Highness Dukes' names have reference to Ogres and Demons:

Shuten is named after Shuten Doji, a Oni referred as a "Japanese Vampire".

Ura was named after the principal villain who led the Oni defeated by Momotarō

The Monster Rasetsu was named after was a demon in Japanese myth.

Rakushaasa was named after Rakshasa.

"Tsuetsue" & "Yabaiba"'s names were puns on "Wand" & "Sword" respectively

Loki's name is based on the Norse God, though his wolf-like face harkens to Loki's son, Fenir.

Trivia

Rei Saito (Tsuetsue) and Takemi (Tetomu) playing acting in Sailor Moon Musicals (Seramyu) as Meioh Setsuna/Sailor Pluto (Rei) and Sailor Galaxia (Takemi). Also Miyu Otani, who guest in episode 6, played Minako Aino/Sailor Venus, Mao Mita, who guest in episode 8, played Hotaru Tomoe/Sailor Saturn, Kasumi Takabatake, who guest in episode 34, played Chibiusa/Sailor Chibi Moon and Nanami Ikeuchi, who guest in episode 40, played Hook in the same musicals.

Is the first series where the heroes refer to each other by their colors rather than their personal names, the second series is Gougou Sentai Boukenger

Gaoranger didn't have a traditional teamup with their predecessors, Mirai Sentai Timeranger. Instead, the focus was on the anniversary special Gaoranger vs. Super Sentai.

In the final scenes, all the suit actors, apart from GaoSilver's, appeared alongside the Gaoranger they played. The suit actor for Yabaiba was also in the scene with GaoYellow's suit actor.

In the Rangers Strike trading card game released by Carddass, GaoBear and GaoPolar can be seen being healed by Rescue Fighter on the Rescue Fighter card, and GaoGiraffe can be seen on the card for the Go Go Crane, and both can be seen carrying a steel I-beam.

Sayuri Uchida, who played Ako in Choujin Sentai Jetman, had a guest appearance in episode six.

WR. Yoshiki Takeue, Masataka Akaboshi, Naoyuki Sakai, Cheijiro Nakasu.

DIR. Toshi Morota, Katsuya Watanabe, Tara Sakamoto, Noboru Matsui, Shojiro Nakazawa.

EPISODES: 51 **YEAR MADE:** 2001 **COUNTRY:** JAP **SEASONS:** 1

TOEI TELEVISION

CREATOR: SABURO YADE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 18/02/2001

AIR DATE OF LAST EPISODE 10/02/2002

SEASON DATE BREAKDOWN:

FILMS:

Kakero Shishi/Gao Red NOBORU KANEKO, Gaku Washio/Gao Yellow KEI HORIE, Kai Samezu/Gao Blue
TAKERU SHIBAKI, Soutarou Ushigome/Gao Black KAZUYOSHI SAKAI, Sae Taiga/Gao White MIO
TAKEUCHI, Shirogane/Oogami Tsukumaro (Gao Silver) TETSUJI TAMAYAMA, Tetomu TAKEMI,
Tsuetsue REI SAITO
, Yabaiba (voice) KOICHI SAKAGUCHI, Futaro The Human Form of Gao God DAIKI ARIOKA.

RELATED SHOWS:

POWER RANGERS WILD FORCE

- 1 - 1 *THE LION ROARS!!*
- 1 - 2 *THE DIVINE SPIRIT-KING RISES!!*
- 1 - 3 *THE EAGLE VANISHES!!*
- 1 - 4 *THE TWO WHO NEVER GIVE UP!!*
- 1 - 5 *THE MOUNTAIN MOVES!!*
- 1 - 6 *BISON IN LOVE!!*

-
- 1 - 7 *THE DREAM TALKS!!*
 - 1 - 8 *THE DOG RUNS!!*
 - 1 - 9 *THE TWINS SMILE*
 - 1 - 10 *THE MOON BECKONS!!*
 - 1 - 11 *FATHER PROCEEDS*
 - 1 - 12 *WHICH IS THE REAL ONE!?*
 - 1 - 13 *THE BABY'S FIRST CRY FREEZES*
 - 1 - 14 *THE SOUL BIRD CRIES*
 - 1 - 15 *THE DEMON HOWLS!!*
 - 1 - 16 *THE MAGIC FLUTE ROARS!*
 - 1 - 17 *ELEPHANTS VANISH...*
 - 1 - 18 *THE DEMON BEAST ARMAMENT!!*
 - 1 - 19 *THE BISON RETIRES!?*
 - 1 - 20 *THE MAIDEN IS CAPTURED!!*
 - 1 - 21 *LOKI, PERPLEXED*
 - 1 - 22 *THE GIANT BULL IS BROKEN!!*
 - 1 - 23 *LOKI DIES!?*
 - 1 - 24 *THE SILVER WOLF FLASHES!!*
 - 1 - 25 *THE THIRD DEMON PRINCESS ARRIVES*
 - 1 - 26 *LOKI, AGAIN*
 - 1 - 27 *THE CHICK POUTS*
 - 1 - 28 *SECRETS, HANDED DOWN!!*
 - 1 - 29 *THE DEER HEALS*
 - 1 - 30 *THE FULL MOON KILLS THE WOLF!*
 - 1 - 31 *THE HUNDRED-BEAST SQUADRON, ANNIHILATED!!*
 - 1 - 32 *THREE CREATURES EAT!!*
 - 1 - 33 *A BOY PRAYS.*
 - 1 - 34 *THE MIGHTY ORG WEEPS!*
 - 1 - 35 *THE BEAST KING SWORDS, PLUNDERED*
 - 1 - 36 *THE WARRIORS DANCE*
 - 1 - 37 *YABAIBA BURNS*
 - 1 - 38 *THE DIVINE SPIRIT-KING'S PEAK DECISIVE BATTLE*
 - 1 - 39 *THE GOD TAKES AWAY*
 - 1 - 40 *SKY ISLAND, DESTROYED*
 - 1 - 41 *SANTA CAME*
 - 1 - 42 *THE ORG NINJA INVASION!*
 - 1 - 43 *THE LION BURNS HOT*

- 1 - 44 *GAO'S ROCK FALLS*
- 1 - 45 *FIGHTING UNTIL THE END*
- 1 - 46 *THE NEW YEAR ATTACKS*
- 1 - 47 *THE STEAM ENGINE ROARS!*
- 1 - 48 *THOSE GUYS RETURN TO LIFE*
- 1 - 49 *THE MATRIX CLOSES*
- 1 - 50 *THE HUNDRED BEASTS DIE*
- 1 - 51 *THE HUNDRED BEASTS ROAR!!*

GODZILLA ISLAND



The show is set in the year 2097, with most of the Earth's monsters being allocated to a island out in the Pacific Ocean. The lead villains are the Xilian, represented by two actresses with their leader being seen as a fiery floating head.

Launching after the closure of the Heisei series, Godzilla Island was, at heart, a product tie-in. The show did boast an impressive array of kaiju; however, and this is where the show's notoriety comes from, the kaiju were almost entirely "brought to life" by Bandai toys. Some exceptions include Mothra Leo, Dogora, Godzilla's son, and Rodan's pre-Fire Rodan form (the latter used a modified Trendmasters Rodan figure).

Godzilla Island, in general, returned the franchise back to its late 1960's through mid-1970's roots. Godzilla was no longer a monster of solidarity, and would fight alongside kaiju like Rodan. The show also saw the return of one of Toho's most famous mechs: the Gotengo, which was created through CGI.

Godzilla Island's roster of kaiju included: Godzilla, Mothra, King Ghidorah, Rodan/Fire Rodan, Mechagodzilla, Anguirus, Mothra Leo, Gigan, Hedorah, Battra, SpaceGodzilla, Destoroyah, Baragon, King Caesar, Moguera, Mecha-King Ghidorah, Megalon, Gorosaurus, Kamacuras, Dogora, and Godzilla's son. The show also introduced numerous variations on the pre-existing kaiju, including a medic Jet Jaguar, SpaceGodzilla's "second form", a black Mechagodzilla ('74), Shadow Godzilla, a red Jet Jaguar, and a bluish-pink Hedorah.

Godzilla Island, in its entirety, ran for almost a year, playing a new episode every weekday. Each individual show played in a 5 minute time slot, so it would take a full week's worth of episodes to account for a running time close to a normal TV show episode.

Music for the program was comprised from Akira Ifukube's themes and songs from *The Edge*.

WR.

DIR.

EPISODES: 256 **YEAR MADE:** 1997 **COUNTRY:** JAP **SEASONS:** 1

TOHO

CREATOR:

TYPE OF SHOW: MONSTERS

FORMAT: SERIES

LENGTH (MINS): 5 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 256

DATE OF PREMIER: 06/10/1997

AIR DATE OF LAST EPISODE 30/09/1998

SEASON DATE BREAKDOWN:

FILMS:

GOODNIGHT SWEETHEART



Goodnight Sweetheart is a comedy / drama about an unhappily 'married man who finds an escape from his life in the past. Gary Sparrow is a mild-mannered television repair man whose marriage to Yvonne is on shaky ground, the two are constantly arguing and he never seems to be able to live up to her expectations. One day while searching for a customer's home. Gary wanders down an alley on London's East End and finds himself in what appears to be a 1940's theme park. He soon realises that he is not in a theme park but has somehow actually been transported back into the past. He also discovers that the alley works in both directions and that he can travel back and forth between the present and 1940 simply by traversing the alley. No explanation is ever given or suggested as to why the alley acts as a time machine, it however only works for Gary. When he tries to take his best friend Ron back into the past with him Gary goes back into the past while Ron remains in the present.

In the past Gary finds himself fitting in much better than he does in the present He meets Phoebe, who works in the Royal Oak pub owned by her father He begins to fall in love with her despite the fact that he knows it is wrong. Phoebe is also married, although her husband is a soldier who has been missing in action and is presumed dead. Gary passes himself off as working as government intelligence agent. with his knowledge of the war from the future he is able to accurately predict when bombings will occur and other events in the war. Also through contacts with his American friends at work he is able to explain having a supply of food items which were being rationed during the war. In the fictitious life he has created for himself in the past Gary also claims to have been a songwriter who worked in America he claims credit for numerous songs he performs which in fact were pop hits during the 1960's, 1970's and 1990's!

Gary's trips into the past do not help his life at home Yvonne is upset with his sudden obsession with WW II. He also ends up losing his job, his best friend Ron covers by telling Yvonne Gary is now working for him at his print shop, however the fake job brings in no money. Gary comes to realise that pop culture items, such as records, from the 1940's are highly sought after and expensive collector items in the present and soon finds himself in the record importing business. a move which eventually leads to his opening up a store specialising in WW II era memorabilia. While a career in the past as an entertainer begins to take off he is reluctant to pursue it knowing his songs are 'stolen'.

Gary realises that what he is doing is morally wrong yet seems to lack the ability to decide between the two women in his life. Although Yvonne is not always the perfect wife, she really does love Gary. Whenever Gary thinks he has made up his mind one way or another something happens that forces him to reconsider.

A second series followed in Spring 1995, and a third in Winter/Spring 1996. There series has become a hit with a total of five seasons so far being made. Goodnight Sweetheart is one of the best series currently on television and has become quite popular. A fourth series of the programme still appears to be in the works, despite the fact that both the series' female leads have announced that they will not be reprising their roles! NOTE: All of the episode titles are song titles, most of them from the 1940s. The series was shown on BBC1. The sixth series began in April 1999 and was shown on a Sunday night on BBC1. The producer for the sixth series was Nic Philips.

Gary Sparrow - a down on his luck TV repair man from the 1990s - walks down an East End alley, and finds himself transported back to the 1940s. He becomes romantically involved with barmaid Phoebe, but has to keep his secret from his bossy 1990s

The Yanks are Coming

A powerful examination of racism during the second World War, even between those on the same side.

The Leaving of Liverpool

When Gary inadvertently alters history, he finds that the present, ala Back to the Future Part II, is horribly changed.

time warp into 1940. In the Royal Oak pub there, without either gasmask or identity papers, he is suspected of being a spy. His eye is drawn by the barmaid Phoebe, but she is a married woman whose husband is away in the war. In the cellar during an air raid he teaches the pub regulars some songs. He also helps Eric, Phoebe's father, who is injured during the raid. But what will he tell his wife Yvonne, when, and if, he gets home?

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

1 - 2 *FOOLS RUSH IN*

Ignoring Yvonne's advice, Gary goes for a promotion interview but does not wear a suit. His friend, Ron, hearing Gary's call to a radio phone-in program, is intrigued to know if he really did travel back in time. After another argument with Yvonne, Gary does buy a suit, though not quite what she had in mind. He returns to Duckett's Passage to see if he can go back to 1940, and what he found there.

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

1 - 3 *IS YOUR JOURNEY REALLY NECESSARY*

Gary & Yvonne argue about her preoccupation with her OU degree course and his obsession with WW2. Warning Phoebe that the bombing will start early that evening, Gary takes her to Holborn Underground station to shelter overnight. When they return to the Royal Oak next morning, he is questioned by the police. Back in their Cricklewood home, Yvonne is worried when Gary fails to return from work that evening.

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

1 - 4 *THE MORE I SEE YOU*

Gary asks Ron, who is a printer, to forge him some 1940s identity papers. Although he dresses for the part, Ron finds that only Gary can go back to 1940. While walking in a cemetery, Phoebe asks Gary to take her back to the 1990s with him. Back in the 1990s, Ron is angry, and Gary drives all the way to Huddersfield, where Yvonne has gone for her OU degree course, worried that Ron has told her about Phoebe.

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

1 - 5 *I GET ALONG WITHOUT YOU VERY WELL*

Wanting to improve their marriage, Yvonne decides to share an interest with Gary. News of an old lady leads Gary to believe he must return once more to 1940. Ron goes to Lithuania to watch an England football match as a cover. Gary is knocked down and comes to in the hospital with Phoebe & PC Deadman by his bedside. With Gary's stay in 1940 extended, Ron decides to tell Yvonne that Gary has been held by the Lithuanian police.

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

1 - 6 *IN THE MOOD*

Gary decides to make another visit to 1940, following an ultimatum from Yvonne. Ron forges some 1940s money so that Gary can make a killing on the Stock Exchange. PC Deadman brings news of the King's visit to East London and Gary arranges to visit the London Hospital. Gary takes Phoebe for a meal at the Savoy to say goodbye, and secretly books the Imperial Suite. Phoebe's father, Eric, brings her some important news. Gary gives Yvonne an unexpected present, and she points out someone who looks rather familiar in an old 1940s newsreel.

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

2 - 1 *DON'T GET AROUND MUCH ANYMORE*

Gary returns to the 1940s to try to make a fortune using his knowledge of the future. He finds that there are some changes at the Royal Oak. When he makes an appointment to see the local bank manager, he gets a surprise.

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

2 - 2 *I GOT IT BAD AND THAT AIN'T GOOD*

In 1995, Yvonne is thinking about having a family, and wants to move house. In 1941, Phoebe meets someone tall, dark & handsome, and gives Gary a cool reception.

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

2 - 3 *JUST ONE MORE CHANCE*

In 1941, Gary faces a court appearance after a drinking bout. It seems he will lose his driving licence and his job. When their marriage looks like it's falling apart, Yvonne decides to seek help. Meanwhile Phoebe is pining for Gary and feeling sorry for herself.

Wr Paul Makin

Dir Robin Nash

2 - 4 *WHO'S TAKING YOU HOME TONIGHT?*

Phoebe invites Gary for a meal, and Yvonne makes plans with him. How can he be in two places and times at once?

Wr Gary Lawson & John Phelps

Dir Robin Nash

2 - 5 *WISH ME LUCK*

When it looks Yvonne may be promoted at work, she wants them to move far away from London. Gary thinks of a risky scheme to get himself out of the situation.

Wr Gary Lawson & John Phelps

Dir Robin Nash

2 - 6 *AS YOU WAVE ME GOODBYE*

Gary realises that life in 1941 is not what he expected. The water supply is interrupted by a bomb, and he is put on fire-watching duty. Phoebe is incensed to discover that her relationship with Gary is the subject of gossip. But how can Gary go home to 1995, when he has "committed suicide" there?

Wr Gary Lawson & John Phelps

Dir Robin Nash

2 - 7 *WOULD YOU LIKE TO SWING ON A STAR*

Yvonne becomes an amateur actress and lands a lead role, while Gary only gets a backstage role. Gary decides to do some "import/export" between 1941 & 1995 to make some money.

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

2 - 8 *NICE WORK IF YOU CAN GET IT*

Gary goes back to 1941 to give a concert in Palmer's Green, but only returns home in the early hours. Wix wants to sign a contract with Gary to publish "his" songs, which Phoebe thinks is a good idea. When an air raid occurs, it prevents Gary from playing in Plaistow and from returning as he intended to make his theatrical debut? And what were those pills the doctor has prescribed for Gary's nerves?

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

2 - 9 *LET YOURSELF GO*

Gary gets scared when Yvonne thinks they are going to become parents. When he goes to see Phoebe, she is about to go to Buckinghamshire to visit her orphan cousins. Yvonne arranges to make a weekend visit to her mother. Gary goes with Phoebe to Buckinghamshire, but meets someone else, while Phoebe is attracted to a handsome American airman.

Wr Paul Makin

Dir Robin Nash

2 - 10 *DON'T FENCE ME IN*

Phoebe is told that the brewery have another tenant for the Royal Oak and that she has to leave. When Mr Harrison visits her, he makes a proposition. Building work starts in Ducketts Passage, and a Portakabin blocks Gary's way when he wants to visit Phoebe to wish her a happy birthday.

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

3 - 1 *BETWEEN THE DEVIL AND THE DEEP BLUE SEA (50 mins)*

The new development of Ducketts Plaza blocks Gary's route back to 1941. Estate agent Jayne takes a shine to Gary when he inspects one of the shop units for a potential new business selling WW2 memorabilia. Gary is torn between his two lives and loves: although he has a skiing trip with Yvonne arranged, he'd rather be with Phoebe over Christmas.

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

3 - 2 *IT AIN'T NECESSARILY SO*

When Gary returns from the skiing holiday, he goes to see Phoebe, but makes an error in front of Mrs Bloss. This creates problems for Phoebe, but Mrs Bloss has a secret too. Stella Wheatcroft arranges a New Year's Eve party but doesn't invite Ron. Gary benefits from British Summer Time.

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

3 - 3 *ONE O'CLOCK JUMP*

Gary is having some success with his shop, but this makes the unemployed Yvonne depressed, until she gets a job interview. Phoebe becomes broody. Gary makes a trip to Streatham bus garage, which leads to a revelation for PC Deadman.

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

3 - 4 *IT'S A SIN TO TELL A LIE*

Gary helps Yvonne with her OU work with a WW2 tale of a Nazi spy and counterfeit money. Ron and Stella are still causing each other grief.

Wr Gary Lawson & John Phelps

Dir Robin Nash

3 - 5 *CHANGE PARTNERS*

The Ron and Stella saga continues. All seems well with both Phoebe and Yvonne, but while Gary's away the girls get up to things. Gary's nearly late as the belle of the ball. Meanwhile, in the cellar Reg is making a present for Frankie.

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

3 - 6 *GOODNIGHT CHILDREN, EVERYWHERE*

Phoebe's young orphaned relatives Sally and Peter return to live with her at the Royal Oak, and Gary has his arm twisted to help on the home front. Ron is still having problems with Stella, and despite Yvonne's unwillingness he moves in, but Gary begins to regret taking pity on him.

Wr Geoff Rowley

Dir Robin Nash

3 - 7 *TURNED OUT NICE AGAIN*

The famous entertainer George Formby arrives at the Royal Oak wanting to record one of Gary's songs. Gary has doubts about tampering with history. Stella has a deep discussion with Yvonne about the men in her life.

Wr Geoff Rowley

Dir Robin Nash

3 - 8 *SOMETHING ABOUT A SOLDIER*

Yvonne pressures Gary to take a sensible job with her new company, and arranges an interview for him. Gary's life with Phoebe is threatened by a returning hero, so should he forsake the past and stay in the 1990s?

Wr Paul Makin

Dir Robin Nash

3 - 9 *SOMEONE TO WATCH OVER ME*

Gary takes things quietly until Ron comes round to cheer him up. Phoebe becomes ill; can Gary transport medicine back in time? Yvonne has something she has to tell Gary.

Wr Paul Makin

Dir Robin Nash

3 - 10 *YANKS ARE COMING, THE*

Gary is put out when the Americans arrive at the Royal Oak. As Gary owes Ron a favor, he sets up a deal to import some American goods from 1942. An episode of racial tension requires Gary to take some drastic action.

Wr Gary Lawson & John Phelps

Dir Robin Nash

3 - 11 *LET'S GET AWAY FROM IT ALL*

Both Yvonne and Phoebe want to move house, but moving is the least of Gary's worries, as he is hit by bombshells in both his lives.

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

4 - 1 *YOU'RE DRIVING ME CRAZY*

With both his ladies expecting babies, the demands on Gary's time become greater.

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

4 - 2 *IN THE MOOD*

It seems that Gary may not be the only one who can go back to 1942.

Wr Sam Lawrence

Dir Robin Nash

4 - 3 *OUT OF TOWN*

Gary plans to go on holiday with Phoebe while Yvonne is away on Korea, but then he receives a visitor.

Wr Sam Lawrence

Dir Robin Nash

4 - 4 *AND MOTHER CAME TOO*

Yvonne's absence isn't making Gary's life any easier as Ron needs his help, and Phoebe's mother-in-law turns up at the Royal Oak.

Wr Gary Lawson & John Phelps

Dir Robin Nash

4 - 5 *THE LEAVING OF LIVERPOOL*

Gary is in wartime Liverpool with Phoebe, where Ron's grandfather was supposed to have been a hero, but will the course of history be changed?

Wr Geoff Rowley

Dir Robin Nash

4 - 6 *HOW LONG HAS THIS BEEN GOING ON?*

Gary is preparing for Yvonne's return from Korea, but an unexpected arrival at the Royal Oak could cause him even more trouble.

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

4 - 7 *EASY LIVING*

Yvonne swaps careers, Phoebe plans the wedding and Reg's domestic problems threaten his job.

Wr Geoff Rowley

Dir Terry Kinane

4 - 8 *COME FLY WITH ME*

Can Gary cope with two stag nights?

Wr Sam Lawrence

Dir Terry Kinane

4 - 9 *HEARTACHES*

Will Gary be on time for his wedding to Phoebe?

Wr Paul Makin

Dir Terry Kinane

4 - 10 *CARELESS TALK*

Gary is rapidly running out of money.

Wr Gary Lawson & John Phelps

Dir Terry Kinane

4 - 11 *THE BELLS ARE RINGING*

Phoebe doesn't think Gary should be at the birth. Yvonne is about to launch a new health product. Gary is at a loss for what to do.

Wr Paul Makin

Dir Terry Kinane

5 - 1 *A ROOM WITH A VIEW*

An unexpected wartime bomb hits Ducketts Passage and blows Gary and his son into the present. Yvonne returns early from Switzerland, her holistic cosmetics business becoming increasingly successful, and Gary has to explain away the lad's existence when they bump into each other at Ron's. Meanwhile, Gary & Phoebe consider moving to Mayfair, which should be safer, and find they have a famous neighbor.

Wr Laurence Marks & Maurice Gran

Dir Terry Kinane & Robin Nash

5 - 2 *LONDON PRIDE*

Gary is moving up the social ladder in both eras, though not smoothly in either. Noël Coward helps Phoebe to cope with living in the West End when she has trouble with the butcher, by showing her how to improve her accent. As Yvonne's business makes her a celebrity, she plans a new house, and is invited to the Woman of the Year awards, which is followed by a party at No 10 Downing Street. Gary and Phoebe get their revenge on the butcher.

Wr Laurence Marks & Maurice Gran

Dir Terry Kinane

5 - 3 *WHEN TWO WORLDS COLLIDE*

Ron signs up with a dating agency. Yvonne makes a date with Gary, but when an unexploded bomb goes off in Ducketts Passage he has a problem. It is so serious that Ron misses his date to come to help. The two sides of Gary's life collide head on, and it appears that now others can travel between the 1940s and the 1990s.

Wr Gary Lawson & John Phelps

Dir Terry Kinane

5 - 4 *MAIRZY DOATS*

Ron takes advantage of the new ability to use the time gate, and as Gary's supposed commanding officer can do anything he wants. Since Reg has been promoted to a position in Scotland Yard, Ron takes everyone to a West End club to celebrate, but becomes a huge liability for Gary. Unfortunately, Yvonne obtains complimentary tickets to a Chelsea soccer match for the very same evening.

Wr Geoff Rowley

Dir Terry Kinane

5 - 5 *PENNIES FROM HEAVEN*

When Gary runs short of money, he decides he must break his own rules to get out of trouble, and starts betting on the horses. Phoebe is distraught, as her father was a gambler, and repeatedly tries to dissuade him.

Wr Geoff Rowley

Dir Terry Kinane

5 - 6 *WE DON'T WANT TO LOSE YOU*

Yvonne continues to travel for Nature Boy Cosmetics. Gary takes Phoebe to the Cafe Royal, where his false wartime identity finally catches up on him, and he is recruited for a secret mission to the Isle of Wight. However, Yvonne also has a special mission for him. When he arrives at his destination in 1943, the Isle of Wight looks remarkably like France.

Wr Sam Lawrence

Dir Terry Kinane

5 - 7 *... BUT WE THINK YOU HAVE TO GO*

Gary realises that he is only being used as a ploy to fool the Germans. As the Gestapo closes in on him, he is captured and is to be sent to Berlin for torture, unless he can escape first. Ron stands in for Gary on an errand for Yvonne: meeting a top model, and escorting her to a product launch - but they get sidetracked.

Wr Sam Lawrence

Dir Robin Nash

5 - 8 *HAVE YOU EVER SEEN A DREAM WALKING...*

Gary is very unsettled after his French adventure, and he feels like he's losing his mind: he can't tell whether he's awake or asleep, dreaming or experiencing reality. Then Rolf Harris appears in one of his

dreams...

Wr Gary Lawson & John Phelps

Dir Robin Nash

5 - 9 *LOVE THE ONE YOU'RE WITH*

Yvonne is signing copies of her just published autobiography. Meanwhile, Gary finds out from the porter in the 1990s that the owner of his 1940s West End flat is going to be killed in road accident - what is he to do? He finds a new occupier. Then, racked with guilt, he decides to cause a happier ending.

Wr Laurence Marks & Maurice Gran

Dir Robin Nash

5 - 10 *MY HEART BELONGS TO DADDY*

Phoebe wants to make a career of singing, and she wants Gary to write a new song for her. When he does, he has no idea what he's started. Ron wants Gary to help him with a personal ad. A visitor to the shop surprises Gary when he realises it's his son. Gary wants to go back and change the future for Michael for the better.

Wr Sam Lawrence

Dir Robin Nash

6 - 1 *MINE'S A DOUBLE*

A stormy night in the forties turns Gary's world upside down. The problem is sorting it out, particularly when everyone is seeing double.

Wr Gary Lawson & John Phelps

Dir Nic Philips

6 - 2 *ALL ABOUT YVONNE*

Gary is edgy, making Phoebe suspicious.

Wr Gary Lawson & John Phelps

Dir Nic Philips

6 - 3 *CALIFORNIA DREAMIN'*

Gary has to think fast when his wives decide it's time to move to California

Wr Sam Lawrence

Dir Nic Philips

6 - 4 *GRIEF ENCOUNTER*

Phoebe loses her patience when Gary backs out of the limelight. Does she have more than a 'Brief Encounter' on her mind?

Wr Laurence Marks & Maurice Gran

Dir Nic Philips

6 - 5 *THE 'OUSES IN BETWEEN*

A foggy night in London town leads Gary into the unknown.

Wr Geoff Rowley

Dir Nic Philips

6 - 6 *JUST IN TIME*

When a workman arrives to mend a hole in the space-time corridor, Gary must decide where his future lies.

Wr Geoff Rowley

Dir Robin Nash

6 - 7 *HOW I WON THE WAR*

A trip to northern France to entertain the troops forces Gary to play the hero following the sudden invasion by the Germans.

Wr Sam Lawrence

Dir Robin Nash

6 - 8 *SOMETHING FISHIE*

Gary and Phoebe have to deal with a protection racket, while Yvonne receives a rude surprise.

Wr Sam Lawrence

Dir Terry Kinane

6 - 9 *FLASH BANG WALLOP*

Gary must ensure that a compromising photo from the forties isn't seen in the present day.

Wr Paul Alexander & Simon Braithwaite

Dir Terry Kinane

6 - 10 *ACCENTUATE AND POSITIVE*

With the war coming to an end, there are surprises in store for Gary, his two wives and Ron.

Wr Laurence Marks & Maurice Gran

Dir Terry Kinane

GOOSEBUMPS (inc.ULTIMATE GOOSEBUMPS)



Although Goosebumps had no regular characters or host, each episode of Goosebumps had several unifying themes which tie the series together. Each episode has a protagonist who is about 12 years old. He or she is faced with some type of danger of a supernatural variety, which they are unable to convince anyone else to take seriously.

Goosebumps was a Canadian children's series which consisted of adaptations from the series of horror books by the same name. The books are all written by prolific American author R.L. Stine who had written over 37 books in the immensely popular series since the serie's debut in 1992. R.L. Stine even guest starred in one episode of the show "A Night in Terror Town".

Goosebumps is an anthology series, shot in and around Toronto, based on a series of successful kids' books and produced for FOX and YTV by Toronto-based Protocol Entertainment, in association with Scholastic Productions. The show was shot for four seasons (1995-1999) and continues to air regularly in Canada and various other markets.

Goosebumps - adapted from its namesake monthly kids/ novels - rose to the top of the crop in one season, and its primetime premiere beat every demographic in its Friday night 8:30 slot except the over 55 group. In Canada, where episodes of the popular scary show continue to run on children's specialty channel YTV, the premier increased the network's reach by 22%, racking up the highest numbers in YTV history.

For those who don't have 8 - 12-year-olds scrambling for the next issue of Goosebumps (they have reportedly sold over 60 million copies in the U.S.), the books consist of outlandish tales, ranging from a spook story about summer camp from hell (where the snakes bite and the counselors don't care) to the take of a scuzzy sponge beneath the kitchen sink that is in fact a pulsating, morphing monster.

Night at Terror Tower, the first special of Goosebumps second season in 1996, was, according to producer Steve Levitan, one of the shows most ambitious episodes.

Set in the Tower of London in both the present day and in the late seventeenth century, Levitan had one of three options in selecting his location: go to London, build the Tower in studio or use Casa Loma, Toronto's only castle. The castle was the most practical and affordable alternative, says Levitan.

A faux creation in the style of Edwardian European architecture, the castle was built by local mogul Sir Henry Pellatt in 1914 at a cost of \$3.5 million. He went bankrupt seeing his dream home realized and the City of Toronto took over the property. Many productions have shot at Casa Loma over the years, but it is rare that the location is used as the primary set for an entire production.

Levitan and his 80-person crew shot day and night at the castle for two weeks and used every inch of the property, with the central hall standing in for the Tower and the nearby stables dressed to emulate a medieval village. The rental was worth it: little was needed beyond cosmetic dressing, says Levitan.

The time-travel story, about an American family on its way to London, follows the adventures of two children who are whisked back 300 years while on a tour of the Tower of London. The kids discover they were once bluebloods whose lives were threatened by an evil minister who wanted to chop off their heads. A benevolent sorcerer managed to save them from their fate by catapulting them into the future. Now returned to the past, the children have to find their escape all over again.

At the top of Levitan's list of priorities is to ensure high production values, something he attributes in part to creating the overwhelming success of the series and of the one-hour premiere. With Night at Terror Tower, although he is working within a fixed budget of about \$14 million for the entire season, Levitan says it's no-holds-barred.

Levitan did not worry that he was setting a dangerous precedent with this show. "We're trying to show enormously high production values on a children's show and we're managing to do it with the resources we've got. We have one rule on this show: there isn't anything we can't do.

A great challenge for any anthology series is casting and Levitan cast very widely across the country. Although he was worried at the outset of season one that finding enough kids would be next to impossible, he was much more optimistic for season two and onwards. "It turns out there are a lot of new kids we haven't yet seen. Also, some of the ones we have cast have matured by a year, their skills are better. The (talent) pool has a surprising depth.

"One other thing was crucial to the show's success," he adds, "and it was a big worry before we started: the special effects."

Digital effects, headed by Gary Mueller, involve anything from a simple color tint to a fairly elaborate Flame morph, and Levitan says it's key to respect the medium and keep them to a minimum. Otherwise, "it's very hard in television to give it enough time and because you're working with the small screen you just can't compete with True Lies or a Star Trek movie."

Mueller started out working in post on the Friday the 13th series approximately 15 years ago. The first episode of Goosebumps he had to wrangle with in FX was The Haunted Mask, which threaded the image of a flying mask chasing a young girl through the episode.

In search of depth and reality, the method chosen was to shoot on the permanent blue screen setup at the Goosebumps studios. "Blue screen has greater depth and more of a realistic feel. When we brought it into post and removed all the backgrounds we inserted the appropriate images and keyed in what we could. What didn't key in we painted out using the Flame system," explains Mueller.

Mueller was working with Ron Stefanick of Toronto-based Quantum Leap, who handled physical effects on Goosebumps, on a scene where a boy is running frantically down a dark corridor while surrounded by bats. While Stefanick was putting together some motorized bats that will be pinned to a young actor's sweater, Mueller was creating, via animation, the swarm of bats. "It was a very ambitious script," he said of Night at Terror Tower. "It was wonderful to work on."

The creative team on Goosebumps included co-producer Patrick Doyle, executive producer Deborah Forte of Scholastic, co-executive producers Bill Siegler and Martha Atwater, art director Ian Brock, locations manager Sherry Wolfson and DOP Brian Hebb. The Director was Bill Fruet and writers included Canadians Chuck Laser, Rick Drew, Bruce Edwards and Sean Kelly with Los Angeles-based executive story editors Dan Angel and Billy Brown.

Cinematography by Brian R.R. Hebb, Film Editing by Peter Light.

Assistant Director - Andrea Raffaghello . First assistant director

Sound Department - Allen Ormerod . Sound re-recorder, Erika Schengili-Roberts . Boom operator season 1

Rick Constantineau . Production accountant

Dave Erlichman . Key grip season 1 and 2 & dolly grip season 1 and 2

Brenda Kulvietis . Accountant

Robert J. Lewis (I) . Storyboard artist

John Medland . Still photographer

Leonard Mitalas . Camera trainee

Lisa Pilcher . Second assistant camera

WR. Jose Rivera, Billy Brown, Dan Angel, Bruce Edwards, Michael Short, Sean Kelly, Neal Shusterman.

DIR. Timothy Bond, John Bell, William Freut, Ron Oliver, David Winning.

EPISODES: 84 **YEAR MADE:** 1995 **COUNTRY:** CAN **SEASONS:** 4

CREATOR: R. L. STINE

TYPE OF SHOW: SUPERNATURAL

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 19, (2) 25, (3) 22, (4) 8

DATE OF PREMIER: 27/10/1995 **AIR DATE OF LAST EPISODE** 16/11/1998

SEASON DATE BREAKDOWN:

FILMS:

RELATED SHOWS:*ARE YOU AFRAID OF THE DARK? (1992)**ARE YOU AFRAID OF THE DARK? (1999)*

- 1 - 1 *THE HAUNTED MASK (1-2)*
- 1 - 2 *THE CUCKOO CLOCK OF DOOM*
- 1 - 3 *THE GIRL WHO CRIED MONSTER*
- 1 - 4 *WELCOME TO CAMP NIGHTMARE (1-2)*
- 1 - 5 *PHANTOM OF THE AUDITORIUM*
- 1 - 6 *PIANO LESSONS CAN BE MURDER*
- 1 - 7 *RETURN OF THE MUMMY*
- 1 - 8 *NIGHT OF THE LIVING DUMMY II*
- 1 - 9 *MY HAIRIEST ADVENTURE*
- 1 - 10 *STAY OUT OF THE BASEMENT (1-2)*
- 1 - 11 *IT CAME FROM BENEATH THE SINK*
- 1 - 12 *SAY CHEESE AND DIE*
- 1 - 13 *A NIGHT IN TERROR TOWN (1-2)*
- 1 - 14 *THE WEREWOLF OF FEVER SWAMP (1-2)*
- 2 - 1 *BE CAREFUL WHAT YOU WISH FOR*
- 2 - 2 *ATTACK OF THE MUTANT (1-2)*
- 2 - 3 *BAD HARE DAY*
- 2 - 4 *THE HEADLESS GHOST*
- 2 - 5 *GO EAT WORMS*
- 2 - 6 *YOU CAN'T SCARE ME*
- 2 - 7 *REVENGE OF THE LAWN KNOMES*
- 2 - 8 *GHOST BEACH*
- 2 - 9 *ATTACK OF THE JACK O'LANTERNS*
- 2 - 10 *HAUNTED MASK II (1-2)*
- 2 - 11 *LET'S GET INVISIBLE*
- 2 - 12 *SCARECROW WALKS AT MIDNIGHT*
- 2 - 13 *MONSTER BLOOD (PART 1 OF 2)*
- 2 - 14 *MORE MONSTER BLOOD (PART 2 OF 2)*
- 2 - 15 *VAMPIRE BREATH*
- 2 - 16 *HOW TO KILL A MONSTER*
- 2 - 17 *CALLING ALL CREEPS*
- 2 - 18 *WELCOME TO DEAD HOUSE (1-2)*
- 2 - 19 *DON'T WAKE MUMMY*
- 2 - 20 *THE BLOB THAT ATE EVERYONE*

- 2 - 21 *NIGHT OF THE LIVING DUMMY III (1-2)*
- 3 - 1 *SHOCKER ON SHOCK STREET*
- 3 - 2 *MY BEST FRIEND IS INVISIBLE*
- 3 - 3 *THE HOUSE OF NO RETURN*
- 3 - 4 *DON'T GO TO SLEEP*
- 3 - 5 *CLICK*
- 3 - 6 *AN OLD STORY*
- 3 - 7 *THE BARKING GHOST*
- 3 - 8 *ONE DAY AT HORROR LAND (1-2)*
- 3 - 9 *THE HAUNTED HOUSE GAME*
- 3 - 10 *PERFECT SCHOOL (1-2)*
- 3 - 11 *WEREWOLF SKIN (1-2)*
- 3 - 12 *AWESOME ANTS*
- 3 - 13 *BRIDE OF THE LIVING DUMMY*
- 3 - 14 *STRAINED PEAS*
- 3 - 15 *SAY CHEESE AND DIE. . . AGAIN*
- 4 - 1 *HOW I GOT MY SHRUNKEN HEAD (1-2)*
- 4 - 2 *THE GHOST NEXT DOOR (1-2)*
- 4 - 3 *CRY OF THE CAT (1-2)*
- 4 - 4 *DEEP TROUBLE (1-2)*

GOSTYA IZ BUDUSCHEGOAKA: **GUEST FROM THE FUTURE**AKA: **DER GAST AUS DER ZUKUNFT (GERMANY)**

6-grader Kolya Gerasimov discovers a time machine in a basement of an old house in Moscow and gets transferred into the 21st century. There he is allowed to look around. Accidentally, Kolya witnesses two space pirates who arrive from Saturn and later try to steal a device called a "Mielophone" (which can read thoughts) from Alisa Seleznyova - a girl that performs experiments with this device and animals.

Kolya manages to save the device from the pirates and brings it back to the 20th century. But both pirates and Alisa get there too. Alisa knows where Kolya studies but doesn't know what he looks like. Pirates saw Kolya, but don't know anything about him.

You will notice from the regular cast list that two names Alexei Fomkin and Natalya Guseva have also known as names, this is because the two actresses who played the parts got married, and in Russia this results in their first name being altered. The series original title was "çİÓÖÑ ÉÚ ÂÖÏÝÄÇİ"

WR. Kir Bulychyou**DIR.****EPISODES:** 5 **YEAR MADE:** 1984 **COUNTRY:** SVU **SEASONS:** 1**CREATOR:** KIR BULYCHYOU (WRITER)**TYPE OF SHOW:** TIME TRAVEL**FORMAT:** MINI-SERIES**LENGTH (MINS):** **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Russian**SEASON BREAKDOWN:** (1) 5**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Alik Borisovich GEORGI BURKOV, Kolya Gereasimov ALEXEI FOMKIN (AKA ALYOSHA FOMKIN) , Robert Verter YEVGAMIL GERASIMOV, Alisa Seleznyova NATALYA GUSEVA (AKA NATASHA GUSEVA), Yulya Gribkova MARYENA IONESYAN, Krys MIKHAIL KONONV, Polina YELENA METERKINA, Veselchak U VYACHESLAV NEVINNEI, Pavel VLADIMIR NOSIU, VALENTINA TALYZINA, VALENTINA TALYZINA, Marta Erastovna NATALYA VARLYEI, Elektron Ivanovich IGOR YUSULOVICH.

GOUGOU SENTAI BOUKENGER

AKA: **RUMBLING SQUADRON ADVENTURE (RANGER)**

AKA: **THUNDEROUS TAKS FORCE ADVENTURE RANGER**



The Search Guard Successor (S.G.S. often pronounced as "SARGESS" or "SAAJESU" by the characters) Museum organization collects hidden treasures that have suddenly begun to disappear all over the world. Treasures such as relics from early civilizations, sunken ships, unexplored regions, and fossils of animals long gone. Relics called "Precious" have been found, which have a great and dangerous power. The S.G.S. discovered these Precious and organized a secret team to defend them from those who wish to use the relics' powers.

Gougou Sentai Boukenger (translates to: "Rumbling Squadron Boukenger"; a combination of the words "Bouken" - Japanese for "Adventure" - and "Ranger" , "Boukenjaa" (As Boukenger would be spelled if simply transliterated from the katakana title) is also a play on the term "Boukensha" , the Japanese word for "Adventurer") is the Toei's 30th Super Sentai series. The theme is treasure hunting and adventures. The series premiered on February 19th, 2006 at 7:30 AM on TV-Asahi. Footage from Boukenger will be eventually used in the next series of Power Rangers, Power Rangers: Drive Force.

Search Guard Successor

Boukengers

Satoru Akashi / BoukenRed: Leader. Burning Adventurer. Once an enthusiastic treasure-hunter, the tragic deaths of his partners Kyouko and Masaki in a blaze trap made him retire, only to be hired by the S.G.S. With a calm exterior, Satoru actually hides hot blood inside, as evidenced when he simply catapulted Masumi and Natsuki into the GouGou Dump's bucket and carried them and an entire tub of dirt and gravel at full throttle out of the Gordom temple before dumping the entire load upon coming to a full stop. He says "Attack!" and simultaneously snaps his finger at the end of each order he gives to the others. He refers to the other Boukengers by their respective colors, something that Masumi has a thing against. He became filled with self-doubt in Task 4 after GouGou Machines 1~5 were buried under ice in a deep crevasse, the resulting suffering of his teammates sparked his memories of Kyouko and Masaki. It took his mighty willpower for him to control the overload-prone GouGou Drill and prevent history from repeating itself.

Masumi Inou / BoukenBlack: Fast Adventurer. On the reverse side of society, he was able to adopt the title of a treasure hunter from his techniques of searching ruins and excavation, but he's not as good as Satoru. Rookie member of the Boukenger team. He acts as a brotherly figure towards Natsuki (whom he first met when she had her leg trapped under a heavy rock), but has a thing against being referred to by color by Satoru, whom he wants to refer to everyone by name, instead. In Task 1, after taking the Heart of Gordom, he briefly returns his Accellular to Satoru, who in turn threatened him to drop him into red-hot magma for it if he did not accept it again. Souta considers him to be a thief.

Souta Mogami / BoukenBlue: Aerial Adventurer. A former secret investigator. Being called a "spy", and he is the information expert of the team. He is also a specialist in personal computers and digital technology. He is a little cocky, as evidenced in Task 1 when he nearly ended up on the terminated list for touching a fake Heart of Gordom, something that Natsuki foresaw, and later, when he hurt his hand punching a Karth in the chest with full force (and discovered the healing factor that the Karths possess). He considers Masumi to be a thief.

Natsuki Mamiya / BoukenYellow: Strong Adventurer. She met Masumi long ago, when her leg was trapped under a rock. But, for some reason, her memory has been lost. Rookie member of the Boukenger team. She is a bit of an 'air head' and a ditz. In fact, she freaks out when they first form DaiBouken. She often refers to herself in the third person. Apparently, she can see into the immediate future (her visions are in greyscale), as evidenced in Task 1 when she foresaw Souta being obliterated by a fake Heart of Gordom. Later, in Task 2, after a brief confrontation with a Jaryuu (which was interrupted by Souta and Sakura), Sakura scolds her in fact, Mamiya's feelings are hurt so badly that she briefly doubts her worthiness to the team and returns her Accellular to Masumi. It took the others to cheer her up and rejoin.

Sakura Nishihori/BoukenPink: Deep Adventurer. Being the sub-instructional person on the team, she was a former Self-Defense Force official, and she was raised as an elite of combat. She is also good at handling machines, shooting, and military arts. She is a little selfish and pushy, as she pushes Masumi's hand of the steering wheel of the GouGou Marine and shoves Natsuki's head out of the way while they are approaching the Gordom Shrine. She refers to Satoru as "Chief".

Other SGS Members

Mister Voice: In charge of the Boukengers. Heard only by voice. He appears to the Boukengers, (via a 3-piece computer screen in the SGS base) as a computer-generated white (though he does turn red when infuriated and has a spikier crown), cone-shaped, moustached face with two stick-like arms. Mr. Voice reveals missions to the Boukenger team, while the team can also contact him for support (a trait reminiscent of Charlie in Charlie's Angels). His true age and identity are unknown. Mr. Voice is probably a reference to the 30th anniversary, as he is voiced by the narrator of all the previous anniversary Sentai series' (GoRanger, TurboRanger, and OhRanger).

Morio Makino: In charge of the mechanical side of things for the Boukenger. Adjacent to the mecha hangar is his "Makino Workshop," where equipment and weapons are held and developed.

Arsenal

Accellular: The Boukenger's changing device is a cell-phone like item that is held in a special Accellular Holder and doubles as a blacklight and scanning device, which can be used for things such as identifying how hazardous an object is. In Task 1, Masumi briefly returned his to Satoru, who in turn threatened to drop him into orange-hot magma for it. Each Accellular is held Number keys 0-9 correspond to a certain GouGou Vehicle. As demonstrated in Task 4 (Masumi placed a pair of round-lens glasses on a sleeping Satoru for the demonstration), they are also camera-phones.

- 1: Gougou Dump
- 2: Gougou Formula
- 3: Gougou Gyro
- 4: Gougou Dozer
- 5: Gougou Marine Diver
- 6: Gougou Drill
- 7: Gougou Shovel
- 8: Gougou Mixer
- 9: Gougou Crane
- 0: Gougou Jet

GO!: Launches chosen Gougou Vehicle(s) (Launch Shift)

Combine: Combines chosen Gougou Vehicles into Dai Bouken. Gougou Dump, Formula, and Gyro must be present in order for the combination to take effect. (Combination Shift)

Sun: Transform into Boukenger form. The henshin call is "Boukenger...START UP!" (Apparently, the Boukengers do not need to utter the entire call, as Satoru simply yells "START UP!" while he is falling into orange-hot magma).

Transmission: Call

Light: Blacklight

Gougou Turbine: Enter

Survi-Busters: Standard firearm weapon, which can be changed into sword weapons known as Survi-Blades. They also have Scope Shots, which can fire grappling hooks, magnets, emergency flares, a small parachute, and metallic BoukenChips and serve as telescopes. The Scope Shot can combine with the Survi-Buster to form the Survi-Buster Sniper Mode, one finisher with this weapon is the Climax Shoot, first used on Tsukumogami Jougami.

GouGou Arms

Bouken Bo: BoukenRed's tool (resembles a truck's leaf spring), can also transform into the Bouken Javelin and can initiate the finisher "Red Zone Crash", rushing slash attack with the Bouken Javelin. He also has a finisher called "Twin Sword Slash" when the Survi-Blade and Bouken Javelin are used together.

Radial Hammer: BoukenBlack's tool (resembles a driveshaft and axle); His attack is called "Drift Crash", where he tosses his hammer like a boomerang.

Blow Knuckle: BoukenBlue's tool (resembles a jet turbine; in Task 1, Souta hurt his hand while punching a Karth with full force, so he has chosen to use this weapon more often); "Hover Attack", an attacker when he punches the ground and launches himself into the air, then blast enemies with a strong wind gust.

Bucket Scoopers: BoukenYellow's tools (resemble bulldozer buckets); "Scooper Punch", her attack increases her punches greatly to the point she can break cliff walls.

Hydro Shooter: BoukenPink's tool (resembles GouGou Marine); Her attack is called "Aqua Shoot."

Accel Tector Special armor worn by BoukenRed. The Tector is a small, blue, saucer-shaped dome with the Boukenger "Compass" on the front. By placing an ovular Precious article into the back of the Tector (first

done with the "Salamander Scale"), a special body armor activates on BoukenRed's chest. Used along with the Dual Crasher.

Dual Crasher: Install the Accel Tector.

Mixer Head: Immobilizes target by encising it in "Hyper Concrete".

Drill Head: Penetrates immobilized target with drill (Boukenger Crash).

GouGou Machines

DaiBouken/Gougou Trailer: The combination of the five mainstream Gougou Machines. Natsuki did freak out a bit during the first combination sequence during the fight with the Gordom God. DaiBouken is armed with the Gou Scooper, a shovel, and the Gou Picker, a pickaxe, that combine to form the GouGou Sword. Its finishing move is called "Adventure Drive." A series of pistons on each leg allows DaiBouken to deliver a blow of any kind with greater force when activated. Its name is Japanese for "Great Adventure".

No. 1, Gougou Dump: Piloted by Bouken Red, its bucket splits into a pair of manipulator arms.

No. 2, Gougou Formula: Piloted by Bouken Black, its front bumper hides a missile launcher.

No. 3, Gougou Gyro: Piloted by Bouken Blue, its cables are strong enough to enable the GouGou Gyro to lift the GouGou Marine Diver and it is actually two vehicles combined - the part that forms DaiBouken's helmet is an exploration vehicle called Met Lander.

No. 4 Gougou Dozer: Piloted by Bouken Yellow's vehicle, its bucket is resilient enough to throw a Kyoshin off of its feet.

No. 5 Gougou Marine (Diver): Piloted by Bouken Pink, it has a manipulator claw on each side. (NOTE: On the show, the vehicle is referred to as simply the "Gougou Marine", yet the toy labels the sub as the "Gougou Marine Diver")

Gougou Gattai Machines: Additional vehicles which can replace DaiBouken's standard arms. Two or more of these Machines can combine with DaiBouken to create DaiBouken Buster Mode (1~3 and 6~10), Super DaiBouken (1~9), or Ultimate DaiBouken (1~10). Rumour has it that Gougou Machines 6-0 can combine into another mecha (making it the second mecha).

No. 6: Gougou Drill - It has three spiral drills in its cone. All three rotate in the same direction as the cone. It has been piloted by Satoru, but for some reason, the Bouken Drivers (portable, collapsable steering controls which can be used the cabin of any of the ten GouGou Machines) keep overloading when they are placed in this GouGou Vehicle's cabin, and therefore, extreme willpower is required for this mecha to be effective.

GouGou Drill replaces GouGou Dozer to make DaiBouken Drill, which gains a finishing move known as "Maximum Penetration". Uses "Rising Penetration" when joined to DaiBouken in conjunction with GouGou Shovel (this combination is known as Daibouken Drill and Shovel).

No. 7: Gougou Shovel - The shovel unit of this GouGou Machine is retractable. Sakura was the first to pilot it. When not combined, it has an attack known as the Shovel Swing. When attached to DaiBouken in place of GouGou Marine, the shovel can be used in the "Shovel Defense" maneuver, and Daibouken Shovel can use the finisher move "Shovel Knuckle". Uses "Rising Penetration" when joined to DaiBouken in conjunction with GouGou Drill (this combination is known as Daibouken Drill and Shovel).

No. 8: Gougou Mixer - The mixer section opens up in thirds to reveal a cannon. Like any concrete mixer truck, this Gougou Machine must first be filled with water (collected during launch as it drives through a waterfall) and mineral aggregates (fed by Daibouken with GouScooper). Used "Wall Shoot" to cover a burning warehouse in a layer of concrete when attached to DaiBouken in place of Gougou Marine (known as DaiBouken Mixer).

No. 9: Gougou Crane - it can launch missiles from the crane boom. The missiles are the grappling hooks.

No. 10: Gougou Jet - This one is evidently still under construction, as the other nine Gougou Machines are ready to be launched, while the Gougou Jet is behind closed doors. The cockpit of this mecha will double as an exploration vehicle and the mecha itself will be able to carry other Gougou Machines into action. The afterburners double as cannons.

The 3rd Robot, according to recent rumors, will be called BoukenHunter. It *may* be released at the end of July for 6,500 yen. The robot *may* follow up the release of the rest of the rival 6th ranger toys that *may* come out in June. To counter DaiBouken and its arsenal, the BoukenHunter's motif is that of military machinery. Component Machines:

GouGou Vehicle I- GouGouTank

Tank that forms the right arm of BoukenHunter.

GouGou Vehicle II- GouGouFighter

Fighter Jet that forms the left arm of BoukenHunter.

GouGou Vehicle III- GouGouShip

Battleship that forms the head, body and legs of BoukenHunter.

It is also rumoured that the BoukenHunter can combine with GouGou vehicles 6-0 to create BoukenHunter Hack-On (Drill, Shovel, Mixer, Crane, Jet). The GouGouTank and GouGouFighter can combine to DaiBouken to create DaiBouken Another Arm (Tank, Fighter). There might be an Ultimate and Super version

of BoukenHunter, possible even a 13-mecha combination. How true this is unconfirmed at this point in time.

Negative Syndicate

Not much is known about the Syndicate other than it consists of various organizations and all their respective leaders, foot soldiers, and monsters.

Gordom Civilization

A mysterious civilization that once ruled the sea with the "Heart of Gordom" (a Precious relic). They were sealed at the bottom of the ocean for 40,000 years by those who feared their power. However, it was due to Masumi & Natsuki that the seal was broken and the Gordom were released.

High Priest Gajah (Daishinkan Gaja): The leader of the Gordom. He was originally a stone corpse in a death-like sleep, until the seal was shattered. Apparently his left hand is still stone, and it can summon Karths from rocks. He wields a broad sword that can shoot out lightning. He and Ryouwon are apparently rivals. He caught Souta, Natsumi and Sakura spying on the ceremony of the Gordom God's resurrection and sent the Karths after them. He briefly rode on the Gordom God's shoulder until he was forced off by blows from GouGou Formula's missiles after GouGou Dozer's bucket failed to do the trick. He witnessed the Gordom God's destruction and was consumed by Doldo when it popped out from the sea. He was held captive by the Jaryuu. When the Boukenengers interfered Gajah and Ryouwon joined forces. Gajah betrayed Ryouwon when the "Brain of Gordom" was found, but he fled when Ryouwon defeated him, only to see Ryouwon fall to his "death" at Satoru's hands. He eventually met up with Dark Shadow, only to have Jougami demonstrate his power by destroying several Karths.

Combatant Karths (Sentouin Karths): These ash-colored stone beings are the footsoldiers for the Gordom Civilization. They wield torches that can change into sickles. They are summoned from stone. They have a noticeable healing factor, as Souta found out the hard way when he broke his hand punching one in the chest with full force. Fortunately, this healing factor cannot save them from the Boukenengers' weaponry.

Giant God Gordom (Kyoshin Gordom) (1): The true form of the Gordom shrine once the Heart of Gordom was put in place, a colossal humanoid machine. It was destroyed by DaiBouken's Adventure Drive attack. The Heart of Gordom (clearly visible on the Gordom God's chest unit) was later confiscated and placed into a containment box, and is currently in the custody of SGS.

Jaryuu Clan

They are a race of reptilian-humanoids, the result of genetic manipulation of Dinosaur DNA. They are bent on reverting the earth to the age of dinosaurs and ruling the world with the power that "Precious" provides. Their name translates into "Evil Dragon".

Creator King Ryouwon (Souzouou Ryouwon): The Chieftain and creator of the Jaryuu. He wields two swords. He and Gajah are apparently rivals. After Doldo ate Gajah, Ryouwon held Gajah captive. When the Boukenengers intervened in Ryouwon's search for the "Brain of Gordom", he and Gajah joined forces. When they found the Brain, Gajah betrayed Ryouwon by sealing him in stone, but Ryouwon freed himself and defeated Gajah. When he was about to claim his prize, BoukenRed intervened and defeated him in battle and Ryouwon fell off the cliff. He did not survive the fall (which Gajah witnessed). Fortunately for him, he has a healing factor like the Karths and Magiranger's Vancuria (Ryouwon is demi-godlike(?) regenerative) and came back to fight Satoru in Task 4. This time, he survived battling Satoru, but did not reappear until Task 7.

Dragonoid Soldier Jaryuu (Ryoujinhei Jaryuu): The dragon-like warriors created by Ryouwon. They wield swords and can summon hundreds of lizards from their bodies. They are fewer in number when compared to the Karths, but lessincible. They are also capable of speech. Three piloted Doldo before its destruction and all perished in the holocaust.

Great Evil Dragon Doldo (Daijaryuu Doldo) (1-2): A cybernetic genetically altered dinosaur that swallowed Gajah after the Gordom God was destroyed. It was created by Ryouwon, piloted by several Jaryuu. When Doldo was defeated by DaiBouken's Adventure Drive, Ryouwon activated a bomb on Doldo to blow up DaiBouken and kill the Boukenengers, but the team kicked Doldo away before he blew up.

Wicked Evil Dragon Dryken (7): Ryouwon sent this first Wicked Evil Dragon to find the Scale of the Salamander, but ultimately fell victim to its power when Satoru used it to activate the Accel Tector for the first time and used the Dual Crusher Mixer Head to encase Dryken in concrete and used the Drill Head to drill him into oblivion. Dryken also heated up the inside of a factory to incredible temperature, but DaiBouken Mixer contained the explosion in concrete.

DarkShadow

An stealth assassin-group descended from ninjas, experts in espionage that work to obtain the Precious for the highest bidder.

Moonlight of Illusion (Maboroshi no Gekkou): Owl-like leader of Dark Shadow. He has the ability to create and enlarge Tsukumogami with talismans.

Blade of Darkness (Yami no Yaiba): Robot-like warrior who uses two ninja swords.

Silence of the Wind (Kaze no Shizuka): Kunoichi who fights with numerous weapons from a pair of kunai, to a sword, to a naginata. Her name means "Peaceful Wind". She often refers to herself in third person, like Natsuki.

Tsukumogami : The Dark Shadow's monsters created by Gekkou from something old and something new with the use of talismans.

Jougami (3): Created from an antique lock and laser discs to support Shizuka in retrieving the Three Swords of National Leadership. He wielded a sword made from a combination of two of the Swords. He was defeated by the Boukengers' Climax Shoot, tried but failed to squash an auctioneer who had deceived him and Shizuka with a fake (which had the auctioneer's mug shot on it), lost the advantage after Daibouken used the GouGou Sword powered by the third sword (the auctioneer wore it around his waist and threw it as hard as he could into Daibouken's hand) to split his own sword, and was ultimately terminated by Daibouken's Adventure Drive, all in the Boukengers' first nighttime battle.

Takumigami(5): Created from an old arquebus and a new mill to find the Pearl of the Empire (which fell into the hands of a young boy for a time) and received a power-up from it until it was debilitated by the GouGou Shovel's Shovel Swing and terminated by DaiBouken Shovel's Shovel Knuckle.

Precious

This is the dangerous treasure that the Boukengers and the Negative Syndicate are warring over. Each of its relics has a different "Hazard Level" according to the Accellular scans. Any of its relics that end up in the Boukengers' hands is placed into a box that materializes from a card-like device into an appropriately-sized platform - this is the base of the box. Once the relic in question is placed onto the platform, the walls and lid can materialize. In both stages, the Boukengers must wait until a small light at the center turns from red to green.

Note: the first number in the parentheses is the episode number, the second is the Hazard Level reading.

Heart of Gordom (1; 86): Gajah used this to revive the Gordom God by dipping it in water which made the Heart turn red. While the Boukengers were in the shrine where they found it (they first had to cross a trap bridge across magma), it multiplied into about thirty copies when Souta touched it. The copies would explode when touched (fortunately, Natsuki foresaw Souta's destruction and saved him). Gajah took the real one when they found it, but the Boukengers took it into SGS custody after defeating the Gordom God.

Brain of Gordom (2; 130): Gajah and Ryyuwon fought for the rights to claim this relic and had to join forces when the Boukengers interfered with Ryyuwon's search for it. Upon seizing the Brain, Gajah betrayed Ryyuwon by sealing him in stone, but he broke out and defeated him. Soon afterwards, BoukenRed knocked him off a cliff. It is currently in the Boukengers' hands.

Three Swords of National Leadership(3; 120 each): Sought by DarkShadow. Two of the swords were combined into one sword that was wielded by Jougami. The last sword was in the possession of an auctioneer, but because of Souta (who, in ranger form, saved his life with the Blow Knuckle during a free fall; the auctioneer discovered Souta's identity in the process), he gave it to the Boukengers (which gave DaiBouken a power surge) he even deceived Shizuka with a fake bamboo roll (which had his picture on it; he wore the real one around his abdomen) as well as the other two swords, which he picked up shortly before Jougami was terminated. The auctioneer learned the true meaning of "adventure" during the episode.

Madness Weather (4; unknown): A Jaryuu search team found this treasure underwater in a lake. When they activated it, the weather in Japan, and later the world, went crazy in fact, GouGou Machines 1~5 were buried in ice and snow and fell into a deep crevasse. Unfortunately for the Jaryuu, the machine that they used to turn the treasure on shorted out because the treasure was simply too much for the machine to handle. The Madness Weather later evolved into a humanoid monster form, which gave the Boukengers a hard time, but it was ultimately terminated by DaiBouken Drill's Maximum Penetration Attack, despite the GouGou Drill's power overload problems.

Pearl of the Empire (5; in investigation): It was sought by Dark Shadow, who sent Takumigami to retrieve it. For a time, it fell in the hands of a young boy who befriended Sakura shortly after, but Takumigami received a power-up after taking it from them and became Takumigami Biopanzar, Sakura used the Gougou Shovel's Shovel Swing attack to make Takumigami lose this extra power, and the Pearl fell into the hands of the S.G.S. shortly after the Boukengers obliterated Takumigami.

Neck (6; at numerical value of 20 or less unstably change, presently 0): It was protected in the Mogari of the keeper and released a fog that had a curse. Mogari gave Daibouken a hard time as the Gougou Sword could not scratch its armour. The Boukengers turned the tables around, however, when they form Daibouken Drill and Shovel for the first time, and finished Mogari off with the Rising Penetration attack.

Mogari (6): a stone samurai-like monster that protected the Neck. He released the cursed fog, but was eventually defeated by the new formed Daibouken Drill and Shovel with the Rising Penetration attack.

The Scale of the Salamander (7; 220): It was sought by the Jaryuu clan, Ryuuwon sent Dryken to find it, but Dryken was terminated when Satoru used the scale to power the Accel Tector and use Dual Crusher Mode for the first time.

Vril (8; 130)

It's the first time since Denji Sentai Megaranger that the core member colour scheme is Red, Black, Blue, Yellow and Pink.

The mecha use the same combination tactics used in Hyakujuu Sentai Gaoranger and Bakuryuu Sentai Abaranger.

This is the first series to have separate factions of villains since Seijuu Sentai Gingaman.

The first Super Sentai Series featured in widescreen 16:9 format and in HDTV.

The SGS abbreviation has a hidden Japanese word sagasu, which means "to search."

On an interesting side note, the three groups in the Negative Syndicate are colored red (Jaryuu), white (Gordom), and blue (Dark Shadow).

This is the first Sentai series since Chikyuu Sentai Fiveman and arguably Kyoryuu Sentai Zyuranger where the team was assembled and had their equipment and costumes prior to the start of the first episode.

This is the fourth Sentai to not announce the full team name in the theme song. The others were Denshi Sentai Denjiman, Chouriki Sentai Ohranger and Mirai Sentai Time Ranger.

This series is the first since GoGo-V to not feature a tense relationship between the leader and the second in command. It is also the first since Ohranger where the leader is treated as a higher authority by the other team members.

Starting with episode 4, this series will be playing a mini featurette for each of the previous sentai teams.

There will be a short blurb about all the sentai teams from Goranger to Magiranger.

In the Goranger featurette, Natsuki eats a bowl of curry rice, Kiranger Daita Ooiwa's favorite dish.

In the JAKQ featurette, all of the Boukengers except for Sakura play a trump card game in which the Joker, which Satoru draws, is a bad card.

For Battle Fever J, the Boukengers wave the national flags of their respective Battle Fever counterparts (Natsuki, however, waves the Russian flag since the Soviet Union, which Battle Cossack represented, no longer exists).

For Denjiman, Souta eats some anpan, Denjiblue's favorite snack.

For Sunvulcan, Akashi holds up a plush Eagle (Representing VulEagle (Red)), Souta holds up a Shark hand-puppet (Representing VulShark (Blue)), and Natsuki holds up a plush Jaguar (representing VulPanther (Yellow)), they then begin to briefly play with the plush toys around Masumi.

Boukenger's "Accel Tector" marks the first use of the word "Tector" as an armor name in Super Sentai in 8 years. The last time that the "Tector" title was used was in the Video Movie "Denji Sentai Megaranger VS Carranger" with the Megarangers receiving Mega Tector armor.

Music

Opening Theme

"Rumbling Squadron Boukenger") by NoB (Nobuo Yamada)

Ending Theme

"Adventurers ON THE ROAD" by Psychic Lover

"Legends" by Akira Kushida, Takayuki Miyauchi, & MoJo (for GoGo Sentai Boukenger VS Super Sentai)

Insert Songs

"Boukenger GO ON FIGHTING!" by NoB

"Adventure Punch! (Bōken Panchi!?)" by Mitsuko Horie

"Rumbling Fusion! DaiBouken!! (Gōgō Gattai! DaiBōken!!)" by Takayuki Miyauchi

"FLY OUT! ULTIMATE DAIBOUKEN" by Akira Kushida

"Siren Builder of Hope (Kibō no Sairen Birudā?)" by MoJo

"GO! GO! GO! GO! Negative Syndicate" by Kensaku Saito

"S.G.S. ~Now Advance SGS!~ " by SGS Choir

"Dazzling Flash! BoukenSilver " by Hideaki Takatori

"Start Up! ~Ties~" by NoB

"Go Go Vehicle Big March! By Takafumi Iwasaki

"NEVER ENDING VOYAGE" by Ichiro Mizuki

Character Songs

"The Greatest Precious " by Satoru Akashi (Mitsuomi Takahashi)

"Black Drive" by Masumi Inou (Yasuka Saitou)

"BLUE for you" by Souta Mogami (Masashi Mikami)

"Secret Treasure" by Natsuki Mamiya (Chise Nakamura)

"Cherry Blossom" by Sakura Nishihori (Haruka Suenaga)

"Blown by a Silver Wind" by Eiji Takaoka (Masayuki Deai)

Original Sound Tracks

Precious Album 1

Precious Album 2 Song Collection

Precious Album 3 The Greatest Sound
 Precious Album 4 & 5 SGS Sound Archives

WR.

DIR.

EPISODES: 49 **YEAR MADE:** 2006 **COUNTRY:** JAP **SEASONS:** 1

TV ASAHI/ TOEI

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 49

DATE OF PREMIER: 19/02/2006 **AIR DATE OF LAST EPISODE** 11/02/2007

SEASON DATE BREAKDOWN:

FILMS:

Narrator, Accellular (voice) SHINICHIRO OHTA, Satoru Akashi/BoukenRedMITSUOMI TAKAHASHI, Masumi Inou/BoukenBlack YASUKA SAITO, Souta Mogami/BoukenBlue MASAHI MIKAMI, Natsuki Mamiya/BoukenYellow CHISE NAKAMURA, Sakura Nishibori/BoukenPink HARUKA SUENAGA, Morio Makino SHIGERU SAIKI, Mister Voice (Voice) NOBUO TANAKA, Gajya HIROO OOTAKA, Ryuuwon (Voice) JUNPEI MORITA, Shizuka MAMI YAMASAKI, Gekkou (Voice) BANJO GINGA, Yaiba (Voice) TAKAYA KURODA.

RELATED SHOWS:

MAHOU SENTAI MAGIRANGER

- 1 - 1 *THE HEART OF A DEVIL*
- 1 - 2 *DRAGON THIEVES*
- 1 - 3 *THE BLADES OF A CHAMPION*
- 1 - 4 *LOST VEHICLES*
- 1 - 5 *THE PEARL OF THE EMPIRE*
- 1 - 6 *CURSED FOG*
- 1 - 7 *THE SCALE OF THE SALAMANDER*
- 1 - 8 *THE ATLANTIAN TREASURE*
- 1 - 9 *THE NINJA OF ORIZURU*
- 1 - 10 *THE MISSING BOUKENRED*
- 1 - 11 *THE SHOWDOWN ON THE ISOLATED ISLAND*
- 1 - 12 *THE PIPES OF HAMELIN*
- 1 - 13 *THE TREASURES OF PRINCESS KAGUYA*
- 1 - 14 *THE REVIVING PAST*
- 1 - 15 *THE CITY OF WATER*
- 1 - 16 *THE CRYSTAL OF WATER*
- 1 - 17 *THE MIRROR OF THE ÁSHU*
- 1 - 18 *THE MAN THAT WAS ALIVE*
- 1 - 19 *THE DAZZLING ADVENTURER*
- 1 - 20 *THE BRAND-NEW GIANT*
- 1 - 21 *THE MALLETT OF LUCK*
- 1 - 22 *THE RING OF SOLOMON*

- 1 - 23 *THE DANGEROUS PARTNER*
- 1 - 24 *THE FIRST-CHEER DRUM*
- 1 - 25 *THE FORBIDDEN FRUIT*
- 1 - 26 *THE GLASS SLIPPER*
- 1 - 27 *THE FENG-SHUI TRAP*
- 1 - 28 *THE LEGENDARY ARMOR*
- 1 - 29 *THE GOLDEN SWORD*
- 1 - 30 *THE FURIOUS GOLDEN DEMON*
- 1 - 31 *FLAME OF THE COUNTRY'S RUIN*
- 1 - 32 *SECRET ADVENTURE SCHOOL*
- 1 - 33 *THE SUN OF LEMURIA*
- 1 - 34 *THE DISTANT MEMORIES*
- 1 - 35 *THE GOD'S HEART*
- 1 - 36 *THE DEMON'S IRON ROD*
- 1 - 37 *THE SHOWBIZ WORLD I LONG FOR*
- 1 - 38 *THE RAINBOW CLOTH*
- 1 - 39 *THE STONE OF PROMETHEUS*
- 1 - 40 *ASHU IN THE WEST*
- 1 - 41 *THE CONTAINER OF MERICRIUS*
- 1 - 42 *THE AGE OF THE QUESTERS*
- 1 - 43 *THE DANGEROUS CHRISTMAS PRESENT*
- 1 - 44 *THE HERMIT'S HOT SPRING*
- 1 - 45 *THE EVILEST WICKED DRAGON*
- 1 - 46 *THE AWAKENED DARKNESS*
- 1 - 47 *THE BOX OF DESPAIR*
- 1 - 48 *THE FEARSOME HIGH PRIEST*
- 1 - 49 *THE ENDLESS ADVENTURE SPIRITS*

GRAND SECRET, LEAKA: **GREAT SECRET, THE**AKA: **GROBE GEHEIMNIS, DAS (German Title)**

An Indian scientist discover a virus which confers immortality, but because its contagious, it threatens the security of the world, the immortals are secretly exiled to a forbidden island in the pacific.

The series was based on the novel of the same name by Rene Barjavel. Claude Veillot also adapted Maurice Renard's *Le Peril Bleu*. Rene Barjavel is a famous science fiction writer and also worked on *Le Diable et les Dix Commandements* [The Devil and the Ten Commandments] (1962). Another of his novels *Le Voyageur Imprudent*, was adapted as a telefilm.

Original Music by Serge Franklin, Cinematography by John Cabrera, Production Design by Enrique Alarcón (as Enrique Alarcón Sánchez) & Jean-Claude Dolbert. Production Management by Phillip Kenny (production supervisor).

WR. Andre Cayatte, Claude Veillot, Mark Princi.

DIR. Jacques Trebouta

EPISODES: 6 **YEAR MADE:** 1989 **COUNTRY:** FRA **SEASONS:** 1

ANTENNE-2 / CENTRE NATIONAL DE LA CINEMATOGRAPHIE (CNC) / SRC / TELEVISION ESPANOLA (TVE) / TELECIP / WSESTDEUTSCHER RUNDFUNK (WDR)

CREATOR: RENE BARJAVEL

TYPE OF SHOW: IMMORTALITY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 06/01/1989 **AIR DATE OF LAST EPISODE** 10/02/1989

SEASON DATE BREAKDOWN:

FILMS:

Samuel Frend CLAUDE RICH, Jeanne Corbet LOUISE MARLEAU, Roland Fournier PETER SATTMANN, Monsieur Corbet FERNANDO REY, Shri Bahanba RICHARD MUNCH, William Garrett PAUL GUERS, Madame Fournier MARTINE SARCEY, Suzan Frend CLAUDE JADE, Prof.Hamblain ALAIN MOTTET, Annie LEILA FRECHET, Leroy-Champier JEAN-JAZQUES MOREAU, Lichtenberg PIERRE BELOT, Mr.Colby FRANK FONTAINE, Poliot MICHEL PEYRELO, Galdos FERNANDO GUILLEN, Indira Gandhi ANNICK BLANCHETEAUUUU, Dan JUAN JOSE ARTERO, Mrs. Barnajee SOPHIE RENOIR, PIEER LONDICHE, ELMER MODLING, ELLEN FRANK, Queen HUGUETTE FUNFROCK, LILIANE GAUDET, Lopez Tapia, Fabian JACQUES GIRAUD, ELIZABETH KAZA, TERRENCE LA BROSE, BLANCA MARSILLACH, MANUEL PEREIRO, Kaufman EMMANUEL PIERSON, OSMAN RAGHEB, BERNARD RISTROPH, DANIEL VERITE, MARIANO VIDAL MOLINA, LIONEL VITRANT.

GRAND STAR

AKA: **Compagnie des glaces, La**

AKA: **Ice Corp (working title)**



Set in an apocalyptic future 100 years after a cataclysmic nuclear explosion on the Moon sends the Earth into a new Ice Age, the show revolves around the interactions between a small community of Earth survivors and the returning descendants of colonists who escaped Earth in advance of the disaster.

Grand Star tells of Cal's quest. He wants to know why it is so cold, and return the Sun to the Earth. To succeed, Cal must overcome the terrifying caste of Pointsmen. They control the trains, as they control their heat and their energy source. They forbid any search into the past.

Their leader Palidor rules with an iron fist. Lies, corruption, destruction anything to keep our hero from discovering the truth about the world of ice.

Fortunately Cal's father Liam is the most influential glaciologist of Grand Star. He moves in some of the highest circles of the Rail Company. But how long will his connections help cover Cal's constant incursions?

Cal shares his adventures with Suki and Kurt. They are, like Cal in search of the truth. Suki, more out of defiance than need: she is a train orphan who has always had to overcome adversity. Kurt, on the other hand, is of a much wealthier class, he seeks friendship and adventure. He won't be let down.

Cal doesn't hesitate to defy the rail law. He has the Ice Fox, a surprising little engine, which unlike any other train can run on any combustible. It therefore doesn't depend on the Pointsmen energy monopoly and escapes their surveillance.

Finally to scramble the screen and switch open rail points Cal uses his telekinetic powers. He possesses this strange ability from birth, but has yet to discover its full potential. The more he learns of his background, the better he musters his powers.

Character Details

CAL (Tyler Johnston)

An 18 year old lad with light hair and sullen eyes.

He is the son of Liam Ragg, the famed glaciologist who travels from one worksite to the next.

Cal never knew his mother. She died in an accident when he was just a baby. So Liam has raised him alone, with inevitable slips but with constant affection. He has taken advantage of their travels to teach him the ice and the realities of the world around them.

Thus, Cal has always lived on the Pacific, a magnificent locomotive dating back to the 1960's. Cal has learned everything about the trains; he knows the railroad instruction manual by heart, and can maneuver the Pacific often more deftly than his father.

Cal loves to speed across the vast frozen expanses. He has the Ice Fox, a small self-propelled engine, which is easily disconnected from the third power and communications rail. Such practice is against the law! But Liam looks away as long as Cal keeps it away from the station.

Cal is ill at ease in the better circles of the Rail Society. He has little regard for his father's friends who live on luxury liners while most people lie in ill-heated wagons.

Tar, Kurt's mother, is the perfect example of her class. The powerful owner of a sub-glacier mine, she spends her time wasting Calories (the official company currency) and eating horrendously expensive oranges. Cal hates her. The fact that she is always trying to seduce his father doesn't make things any easier.

Cal also dislikes the Pointsmen, their condescending manner exasperates him. They act and feel as if they are vested with an almost god-like power. And when they abuse it, it throws Cal into a violent rage.

Cal has developed a strong free-spirited character. He vaguely resents his father's over-protectiveness. The truths that surround his existence are no longer sufficient. He has a sudden urge to shake the world.

SUKI (Tammy Hui)

A 19 year old, dark haired, pert and pretty girl.

Suki is an urchin, member of a cabaret troop which criss-crosses the Rail on a Night-Club Train.

Suki has a tough side and knows the ins and outs of the Rail Society like the back of her hand; she can get hold of any piece of contraband you could ask for, given some time and a bit of cash. It's on just such an occasion that she meets Cal and Kurt in the first episode.

Suki is obviously rather contemptuous of the two young men from the upper crust of Rail Society. But she quickly grasps that Cal is different. His wistful dreams will lead her to a future she could never dare hope for. So she swaps her services for a ride in their adventures.

Suki quickly becomes Cal's most useful ally. She is unbelievably quiet and nimble, and can get in and out of the tightest corners. She can face the worst situations with an almost breathtaking coolness. She is an impressive partner in their adventures.

But Suki's messing about in all circles has not attracted only admirers. A hidden menace threatens her. She quickly must seek refuge in Cal and Liam's train. She quickly fits in as the third member of the Pacific crew.

KURT (Kyle Labine)

A stolid young man who enjoys life.

Kurt is everything Suki is not. While Suki comes from the dregs of Rail Society, Kurt is the epitome of its elite. He lives in a sumptuously overheated wagon, never lacks for anything and eats oranges!

Kurt is a conformist and a shade yellow. He faces extreme situations with disarming naïveté and almost chronic awkwardness, as Cal and Suki quickly find out, sometimes at their own expense, but almost always with a good laugh. What else can you do with v?

But he knows how to use that innocence; behind his baby faced charm is a first class swindler. No one can better wheedle the best kept secrets from his mother or start the craziest rumors in the Rail's high society. All with a straight face that never fails to impress Cal and Suki.

Kurt's admiration of Cal is boundless. He sees in Cal the romantic adventurer he would have liked to be. If he can't be one himself, at least by following Cal, he will live in the adventures. No mistake there!

LIAM RAGG (Peter Hudson)

Cal's father, a glaciologist.

A first class glaciologist, he has successfully taken part in some of the most important Rail Company worksites. His reputation precedes him. He is also one of the few people to own his own locomotive the Pacific, and can travel the lines in comparative freedom.

A keen mind, a weather beaten face from working in polar winds, Liam circulates in the better circles with an affable charm. Pointsmen seek his opinion. Not everyone has discovered under the ice the ruins of ancient Rome!

But Liam's aloofness isn't accidental. He knows what his freedom costs. There is no doubt he would rather glide over the frozen expanses than through the realms of power. He has always done his best to raise Cal far from the excesses of Rail Society.

Liam's love for his son knows no bounds. He alone has educated him. He continues to teach him all he knows with a solid moral sense.

The death of Cal's mother remains a forbidden topic. Either from pain or excessive sensitivity, Liam only too infrequently touches on the subject. This lack of a maternal past is quite painfully to Cal; he resents his father's silence. But Liam won't give: he refuses to live in the past. Only Cal's future matters.

But now, Cal threatens the delicate balance Liam has built around him. The father will obviously do all he can to protect his son. It will cost him. He often must skirt problems and soften sharp edges, at the risk of seeming weak which only heightens Cal's resentful rebellion.

But what Liam won't say is that this excessive caution and protectiveness hide a secret he has sworn never to tell.

PALIDOR (Joe Sheridan)

As cold, sharp and unbending as ice.

Palidor is the leader of the fearful caste of Pointsmen. The most obscure person in Grand Star.

He knows everything. Thanks in part to his network of Pointsmen, who cover the rails and manage all rail movement; thanks also to sophisticated technology allowing him, to know the positions of any and all convoys on the tracks.

Palidor loves to wield his power. He knows his strength. It is also the Pointsmen's great fault. They believe themselves the Masters of the World. They have after all saved humanity, didn't they? They were the ones who have created the civilization of the Rail.

No matter, the Pointsmen have made history, their history. They watch and control all sub-glacial excavation and will not tolerate any contradiction of their version of the past.

DAMIEN (James Gerard)

A Pointsmen officer.

He is the concrete evidence of the Pointsmen's omnipresence in the Ice world. He is never alone; Palidor chose him to closely watch Cal. He becomes the symbol of Cal's enemy.

When Cal and his friends want to enter Grand Star Station, he is there. When they discover a relic, he is the first on the scene. SUKI is not even surprised to see his weasel face in the audience of the trapeze act.

Damien, like all Pointsmen, is haughty and doesn't even try to hide his sense of superiority. And as an officer he even adds an extra touch: his supercilious manner in view of his task makes him pepper his speech with malapropisms.

Damien is blindly devoted to Palidor; his actions are implacably logiCal -and predictable. He will find himself attracted to Suki, regardless of his rank.

ZEL (Patrick Albenque)

A man of the cold.

Zel never appears but is instrumental to Cal's quest. Their friendship will be hard to hold, as Zel belongs to one of the People of the Cold.

There exists a people in this world of ice who have adapted to the cold and can move unprotected at very low temperatures. Their ways are simple, their origins uncertain. The Pointsmen use them as cheap docile labor to break the ice that settles on the rails. They are considered primitive, good only for scavenging the Rail Society's rubbish.

Cal is shocked by the humiliation and deep-seated racism against these people. He constantly endeavors to prove their cultural identity and yet, at his lowest moments, Cal finds in Zel and his people the strength and courage to press on in his quest. And like Cal, Zel possesses strange telekinetic powers.

Peoples of the Ice World

L-EKTRIK CORPORATION

L-Ektrik Corporation is the name of the immense Rail Monopoly that controls the World of Ice. It is in fact divided into a myriad of subsidiaries, some quite powerful, others much more frail. They function much in the same way our companies function today. But their power never goes beyond the economic sphere, as they

must submit to the ruthless Rail Law.

The Pointsmen always keep their subscribers moving, and thus permanently ill at ease. All other means of transportation other than the Rail Company train is totally illegal, even sacrilegious.

The Rail Company is strongly segregated: the financial elite lives in luxurious well-heated liners while the rest, the subscribers, workmen and miners eek out a meager existence.

THE POINTSMEN

Smartly dressed in their black and red uniforms, the Pointsmen are the Corporation guards. They police and manage the rail traffic, but more important, they are the unwavering guardians of the Rail Law.

Theirs is a powerful caste, arrogant and proud of their prerogatives. And they take advantage of it. They believe themselves sent forth on a divine mission, impose their moral code and shroud the world in a Dark Age.

Nobody dares to challenge their power. It is their technology that brought forth the Rail Society from the darkness. They founded it, or so they say. As they never directly intervene in the various concessions' economic policy, people rarely quarrel with their rule.

They also control all sub-glacial policy. No relic from the past can circulate within the company without their direct authorization. It comes as no surprise that a very lucrative black market in relics has sprung up.

Damien is their immediate authority, whereas Palidor is the leader of the Corporation.

PEOPLE OF THE COLD

This peaceful race lives on the rims of the stations. They can withstand extreme cold without protection but consequently cannot stand heat. They have their own customs and beliefs. The Ice is their 'mother'. It has always existed.

The people of Grand Star consider them primitive. Their contempt for the People of the Cold is boundless. They are only good for living off railway refuse and performing menial tasks, when they can be trusted. They can vanish overnight. Their total independence is probably what most exasperates the people of Grand Star, and why they despise them so.

It is easy to guess why the People of the Cold aren't welcome in the Rail World. Would they want to be? Nobody has ever thought to ask. But to avoid this ever happening the Law of the Rail forbids the mixing of races.

But where they come from is a vital key in the mystery.

THE PEOPLE OF GRAND STAR (A.K.A. THE SUBSCRIBERS)

They are the descendants of the 2% of the world population which survived the beginning of the ice age. For the most part they are simple workmen, civil servants or technicians living in the trains and stations comprising the Corporation

They give CAL a hand whenever they can. Most of them also dream of a better life. But they live in fear: the Pointsmen can at any moment cut off their power or move them where they please.

Years of ignorance and propaganda have annihilated their will to resist.

THE SUN RENEWERS

Humans who yearn for the memory of the sun, dissidents of the Rail dictatorship, they are considered dangerous heretics and terrorists. They frighten everyone and are ruthlessly hunted down. Their goal is to bring the sun back to the world without considering the awful consequences.

Some are highly gifted scientists, with lasers and ultrasound canons; they manage to flocculate the dust particles surrounding the Earth. They thus create a breach in the atmosphere which allows the sun to appear for a few seconds. MA KER, their leader, has gone blind contemplating the coveted bright star.

Grand Star is a Canadian science fiction television series playing on Space: The Imagination Station and A-Channel as of September 2007. The series is adapted from the novel *La Compagnie des glaces* by Georges-Jean Arnaud.

Series Produced by Marie-Claude Beauchamp .. Associate producer , Catherine Burniaux .. Associate producer , Linda Gutenberg .. Associate producer, Dominique Laurent .. Associate producer, Ian Whitehead .. Producer.

Series Cinematography by Valérie Le Gurun.

Series Film Editing by Benjamin Duffield , Arthur Tarnowski.

Series Production Design by Chantal Giuliani.

Series Set Decoration by Denis Bourgier.

Series Makeup Department - Clarisse Domine .. Key makeup artist.

Series Production Management - Lionel Montabord .. Post-production manager , Elise Carlier .. Assistant production manager , Renaud Mathieu .. Production manager.

Series Sound Department - Lionel Montabord .. Sound post-production , Louis Hone .. Sound re-recording mixer , Nicolas Delcroix .. Boom operator , Philippe Fabbri .. Sound , Christian Monheim .. Sound , Laurence Morel .. Boom operator: second unit, Philippe Vandendriessche .. Location sound: second unit.

Series Visual Effects by Jean-François Ferland .. Digital compositor , Daniel Kvasznicza .. Matte painter , Jessy Veilleux .. Creative director , Eloi Brunelle .. Digital compositor, Daniel Gaudreau .. Digital compositor , Fouad Hafiz .. Animator, David Harrisson .. Digital compositor, Sebastien Dostie .. Visual effects designer , Kim Yong-Kyun .. Digital compositor.

Series Camera and Electrical Department - Jean-Rieul Bourguin .. Electrician , Denis-Noel Mostert .. Camera operator / cinematographer: second unit , Éric Alirol .. Gaffer, Marc Sprimont .. Second assistant camera , Jimmy Wambre .. Second assistant camera.

Series Editorial Department - Marcelle Cadieux .. Post-production director.

Series Other crew - Leslie Coghe .. Assistant script supervisor , Camille Sauzeau .. Script supervisor.

Series Thanks - Robin Spry .. In memory of (3 episodes, 2007)

WR. David Carayon (3 episodes, 2007) , Peter Mitchell (3 episodes, 2007) , Robin Spry (3 episodes, 2007)

DIR. Paolo Barzman

EPISODES: 26 **YEAR MADE:** 2007 **COUNTRY:** CAN **SEASONS:** 1

GALAFILM PRODUCTIONS INC. , CARPEDIEM FILMS, STROMBOLI FILMS, STEPHAN FILMS.

CREATOR: GEORGES-JEAN ARNAUD (BASED ON NOVEL)

TYPE OF SHOW: EARTH FUTURE **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 22/09/2007 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Cal Ragg TYLER JOHNSTON, Suki TAMMY HUI, Kurt Masters KYLE LABINE, Liam Ragg PETER HUDSON, Damien JAMES GERARD, Palidor JOE SHERIDAN, Ma Ker LOUISE VINCENT, Karolyn JULIE BARZMAN, Controller GREG MCGREGOR, Controller BERNARD LEMAIRE, Tara Masters SUSAN GILMORE.

1 - 1 CHAPTER I

We meet Cal, Kurt and Suki. A strange beam of light illuminates Cal; he doesn't know what to make of it and hides in the train trying to figure out what actually happened. He discovers he has strange powers. We meet Ma Ker, one of the Sun Renewers, when Cal and Kurt discover the site of a massacre. Despite the great risk, they take her back to Grand Star Station.

Dir Paolo Barzman

1 - 2 *CHAPTER II*

Cal, Kurt and Cal's father Liam hide Ma Ker from Damien as they nurse her back to health. Ma Ker tells Cal that he is an important individual and has a duty to the rest of the world. As this happens, Cal and Suki discover they have a mutual attraction for each other, although neither will admit it to the other. With the Pointsmen closing in on them, Liam escapes from Grand Star and takes Ma Ker to a safe place.

Dir Paolo Barzman

1 - 3 *CHAPTER III*

Cal and Liam search for geothermic sources. There is a major accident which forces Cal to remove his gloves despite the -80° C temperature, but he suffers no frost bite at all. Both are puzzled by this.

Cal, Kurt and Suki go to a remote fishing station to meet Ma Ker and learn more about Cal's past. Meanwhile, Liam is tortured by Damien when the Pointsmen become suspicious of him.

At the fishing station, Cal, Kurt and Suki are taken hostage by Jonah's parents who suspect the trio of spying for the Pointsmen. Cal uses his powers to enable the three of them to escape and for the first time his friends start to wonder if there might be something unusual about him.

Wr David Carayon, Claude Landry

Dir Paolo Barzman

1 - 4 *CHAPTER IV*

Suki goes to the underworld and discovers old videotapes in what appears to be a television station vault. She shares her precious discovery with Cal, but he is upset by the risks she continually takes to help him. Frustrated by Cal's reaction, Suki accepts Damien's offer of a diner date.

Kurt and Cal go to the underworld, in an attempt to discover more about humanity's past. While dining with Damien, Suki overhears that Cal and Kurt are in danger. She leaves her date abruptly to go help them.

Later, the three friends screen the tapes and see scenes of beaches and forests and other natural wonders. The images are of such great beauty that the trio realize the earth before the great freeze was not only habitable but a paradise compared to the world they now inhabit.

Dir Paolo Barzman

1 - 5 *CHAPTER V*

To avoid being arrested, Kurt must join the Pointsmen Academy.

1 - 6 *CHAPTER VI*

At the Pointsmen Academy, Kurt and the other trainees go out to destroy a cache of old paintings of the pre-ice landscape, and Kurt discovers that they are being subjected to psychological indoctrination while they sleep. Meanwhile, Cal decides to find Kurt and rescue him. Cal and Suki go out in his father's Ice Fox vehicle, whose batteries allow it to operate independently of the Pointsmen's railroad/energy monopoly. But in the process, Cal has an unexpected meeting with the People of the Cold.

Wr David Carayon, Frederic Aylmer

Dir Paolo Barzman

1 - 7 *CHAPTER VII*

Cal meets a Man of the Cold named Zel, with whom he has much in common, and decides to help him against the authorities.

Wr David Carayon

Dir Paolo Barzman

1 - 8 *CHAPTER VIII*

Knowing that thousands will die if Palidor succeeds in his plan to shut down Grand Star, Liam decides to risk a meeting with the leader of the Renewers.

1 - 9 *CHAPTER IX*

Damien is ordered to locate the source of the power failures that are becoming ever more frequent. Jonah asks Cal to help locate his parents, who have been taken away by the Pointsmen.

1 - 10 *CHAPTER X*

Cal tries to win back Suki's trust and with Kurt's help is able to enter the Prison Train. Jonah embraces his new-found freedom and decides never to return to the village with his parents.

1 - 11 *CHAPTER XI*

Kurt doesn't quite know what to make of his father Marcus's sudden reappearance after a 10-year absence. Meanwhile, Palidor instructs Marcus to investigate his opponents on the Council during the cabaret organized by Damien.

1 - 12 *CHAPTER XII*

Suki is having trouble deciding whether to leave Grand Star with the Cabaret, in order to take care of a pair of orphans, or remain behind with Cal. Meanwhile, Kurt has a reconciliation with his father.

1 - 13 *CHAPTER XIII*

Power outages and supply shortages continue to plague the residents of Grand Star, with Jonah among those planning new disruptions. The weary inhabitants learn that big changes are going to be announced soon. Meanwhile, Cal tries a risky gesture to win back Suki's affection.

1 - 14 *CHAPTER XIV*

Cal causes worry when he secretly leaves Grand Star on a mission to find answers about his past from the People of the Cold.

1 - 15 *CHAPTER XV*

With a storm raging outside Grand Star, Liam and Suki becomes worried about Cal and go out into the frozen landscape in search of him. Meanwhile, Cal is introduced to the Wiseman, one of the leaders of the People of the Cold.

1 - 16 *CHAPTER XVI*

Palidor decides that the only solution to Grand Star's energy crisis is to evacuate to a new station, but he throws the population into chaos by instituting a lottery to decide who will get to go and who will have to remain behind, facing a slow death.

1 - 17 *CHAPTER XVII*

Liam is worried that the Renewers plan to blow up the new station regardless of the risk to the lives of millions of innocent people. Meanwhile, Cal and his friends take over the radio station and broadcast the truth.

1 - 18 *CHAPTER XVIII*

Learning of the geothermal energy resources available at the Polar Station, Palidor sends Damien and Cal to talk the people there into sharing their energy.

GREAT ALASKIN MYSTERY,THE

Scientist Morgan leads an expedition that includes hero Stone and his daughter, Weaver, to Alaska to mine the special ore that fuels his new invention, the Peragron (a ray gun). Once there, the party is attacked by a gang of Axis sympathisers until Stone is able to turn the tables on them.

One of the cycle of patriotic serials made in America after her entry into World War II, this is an otherwise routine chapterplay. Taylor and Collins direct energetically enough but the script is too weak and predictable to keep one's attention. The producer was Henry McRae, the cinematographer was William Sickner.

WR. Muarice Tombragel, George H. Plympton.

DIR. Ray Taylor, Lewis D. Collins.

EPISODES: 13 **YEAR MADE:** 1944 **COUNTRY:** US **SEASONS:** 1

UNIVERSAL

CREATOR:

TYPE OF SHOW: SCIENCE

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

MILBURN STONE, MARJORIE WEAVER, EDGAR KENNEDY, SAMUEL J. HINDS, MARTIN KOSLECK, RALPH MORGAN.

GREAT GHOST WARAKA: **GOBLINS OF SAPEI : GREAT GHOST WAR**Produced by Tôru Hirayama.

WR.**DIR.****EPISODES:** 26 **YEAR MADE:** 1968 **COUNTRY:** JAP **SEASONS:** 1**CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 26**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

GREATEST AMERICAN HERO, THE



As with most Cannell shows. The Greatest American Hero is very character driven, with continual conflicts occurring between the series' three leads: Ralph, Bill and Ralph's girlfriend (later wife) attorney Pam Davidson. Bill is a very gung-ho conservative type, he will speak his mind even when he knows it will get him into trouble. He sees the super suit as a means to get all the bad guys and make the world a safer place to live. Bill is also deathly afraid of the little green guys and dreads the occasions when they return to Earth. Ralph is a liberal teacher of remedial high school students- whom often get involved in the stories. Ralph does not like using the suit and feels silly when he is spotted in public wearing it. He thus lets Bill take all the credit and glory in their joint efforts.

The bad guys thus get branded as crazy when they start talking about the flying guy who helped capture them. Ralph is much more liberal than Bill and would prefer to do deeds in which he helps individual people as opposed to scenarios that make the world safe from the commies. Pam is a liberated professional woman, she had been Ralph's divorce attorney. She at first does not believe Ralph when he tells her about the supersuit, however after seeing it, she does. She becomes a valuable member of the team often getting called in by Bill to do the 'women's work' such as getting coffee- tasks she does not enjoy.

Ralph Hinkley had his last name changed briefly during the first season, to either Mr. H or Ralph Hanley. This occurred after John Hinckley's failed attempt at assassinating President Reagan, causing somebody somewhere to fear that some viewer might think that the Greatest American Hero had tried to kill the President! It was soon returned to Hinkley.

The series ran from 1981-1983 in America where, for some first season episodes , Ralph's surname was changed to Hanley to avoid confusion with the Hinkley who tried to assassinate Reagan. A pilot was made in 1986 for a sequel series, The Greatest American Heroine, in which the aliens decide to give Ralph's suit to someone else and get Ralph to find his replacement - Holly Hathaway, a day school worker dedicated to making the world a better place, the series was never made.

Another attempt was made at producing a sequel which did air called ONCE A HERO. Actress June Lockhart was famous for playing Maurine Robinson in the SF space show LOST IN SPACE. Faye Grant would later go on to star in the highly successful SF mini-series V. This show had a wacky logic all its own, and was a good-natured spoof of the action superhero genre, which had been tried before about 15 years earlier in "Mr. Terrific" and in "CAPTAIN NICE."

The Greatest American Hero was a success during its first season and a half on the air. (It arrived as a mid-season replacement.) For the third season the series was moved to a new time slot, did not premiere for several weeks into the season and then was pre-empted several times. For some reason the ratings dropped a bit from the previous season and ABC yanked the series off the air with four episodes left unaired. These four episodes have since been released into syndication.

An attempt was made to revive the series in 1986, under the title of The Greatest American Heroine. Robert Culp who really enjoyed his role was to be the sole cast member to return to the new series. William Katt and Connie Selleca reprised their roles for the pilot in which the aliens return and take the suit away from Ralph after he goes public and lets all the publicity go to his head. Ralph is given the opportunity to pick his successor and Bill's new partner, He picks Holly Hathaway. a female school teacher from his school, and Bill reluctantly accepts a 'skirt' as his new partner. Holly was to be an even more liberal character than Ralph and had a very precocious seven-year-old foster daughter. The pilot for The Greatest American Heroine was produced, however it was never picked up as a series or broadcast as an original programme during the summer rerun season. It has however been placed into syndication with the rest of The Greatest American Hero episodes.

The executive producers for the show were Stephen J. Cannell, Juanita Bartlett and Jo Swerkling, Jr. The

theme music was composed by Mike Post and Stephen Geyer and the song was sung by Joey Scarbury. The story editor was Patrick Hasburgh, the photography was by Andrew Jackson, the art director was Mary Weaver Dodson, and the special effects were by Magicam. The series has aired in the UK on Sky cable and some ITV regions.

The Greatest American Hero was a bold departure for producer Stephen J Cannell, who had previously produced a string of subversive detective series (The Rockford Files, Richie Brockelman, City of Angels, Stone, The Duke) and just left the security of Universal to start his own production company. Thanks to Star Wars and Close Encounters of the Third Kind, Hollywood had decided that Science Fiction themes were in vogue again, Superman and Flash Gordon were back on the big screen, and where the big screen goes, the small screen is sure to follow.

Captain Marvel, Isis, Spider-Man, Wonder Woman, and the Hulk had all turned up on TV, and several similar Fantasy shows made their debut in the early '80s, including THE POWERS OF MATTHEW STARR (about an alien prince on Earth), VOYAGERS (a flawed but entertaining reworking of THE TIME TUNNEL), and this slick super-hero spoof, the show that lasted the longest. Like BATMAN, CAPTAIN NICE, and MR TERRIFIC before it, The Greatest American Hero was a send-up of the comics, exploiting what the Fries organisation with their short-lived and half-baked Spider-Man series had discovered to their cost - what looks great on the printed page, when drawn dynamically by talented and stylised comics artists, is revealed for the unlikely silliness it is when presented in live action. Cannell's way of dealing with this obstacle was to exploit it. Of course real people looked silly in super-suits - real life isn't drawn by Jack Kirby or Gil Kane.

In terms of plots, Greatest American Hero was more substantial than its stablemates, matching the cynicism and satire of Cannell's Rockford Files, Richie Brockelman (a junior wannabe Mike Hammer) and Tenspeed and Brownshoe with the lighter comic book antics that would make Cannell the king of action adventure shows in the early '80s. Greatest American Hero was a training ground for the plots, themes, obsessions, and writers and directors that would become honed and embellished in later seasons on shows such as The A-Team, Riptide, Rousters, Hardcastle and McCormick, and many more interchangeable light adventure series; Cannell's advantage over colleague Glen Larson was that he didn't take his subject matter seriously.

Greatest American Hero was a modest mid-season hit in 1981 when it premiered, ran for a full season in the 1981-82 season, and was finally killed off by Dallas early in its third season. All in all, 43 episodes were produced and as the third of a three show deal the new-born Cannell company had secured with ABC, saved the producer from ruin after the first two tanked. Cannell had no money, but the cheesy look of the series - filmed in real homes and LA streets rather than expensive studio sets - actually added to its authenticity.

The show also got lucky in the casting department. William Katt was the son of Western star Bill Williams, TV's Kit Carson in the '50s, and actress Barbara Hale, best known for her role on the long-running Perry Mason series - she turned up later in the series as Ralph's mother, while his girlfriend's mother was portrayed by June Lockhart. Katt has managed to rack up a fair number of credits without ever hitting the big time, but fantasy buffs will know him best from Disney's dino-movie Baby and as Sissy Spacek's prom date in Carrie. Co-starring as the uptight Bill Maxwell was TV legend Robert Culp, another actor whose film credits are many but minor, but whose TV career is studded with jewels, including the brilliant spy series I Spy sandwiched between three superb Outer Limits and three classic Columbo episodes.

Katt was well-cast, neither macho nor nerdy, and pro Culp spotted instantly what Cannell was doing and became the show's greatest asset. Sellecca was the perfect combination of smart and sexy. Playing two of Ralph's students were future straight-to-video leading man Michael Pare (Philadelphia Experiment) and Faye Grant (of V fame), while the guest star was Richard Herd, who also appeared in the original V mini-series (as the alien leader John), the seaQuest pilot, and one of the very best QUANTUM LEAP episodes (Future Boy). Minor roles were played by child actor Robby Kiger, who went on to co-star in detective comedy Crazy Like a Fox and Jeff Mackay of Magnum, Tales of the Gold Monkey, AIRWOLF and QUANTUM LEAP appearances as a cop. The opening scene of the Greatest American Hero pilot - the silence of a serene desert suddenly broken by the mayhem of technology, sans any background music - was recreated for the AIRWOLF pilot a couple of years later, the debut of AIRWOLF replacing stunt man Bob Minor's dune buggy. Both owed a small debt to the opening scene of a MAN FROM UNCLE feature, The Karate Killers.

One of the great myths of UFOlogy is that saucer sighting descriptions don't correspond with movies or magazines that may have directly or indirectly influenced those claiming an alien experience. Actually they often do, just as films and TV are influenced by their predecessors. The famous pre-Spielberg 'flying hubcap' saucers of the '50s and '60s were replaced in the early '80s by post-Spielberg 'light-show' spacecraft of the Close Encounters variety, and lo and behold, the saucer-spotting public were soon seeing strange lights rather than metal discs. The saucer sequence in Greatest American Hero is clearly influenced by the then-recent Spielberg movie. Two rock songs performed California rock style by Joey Scarbury adorn the soundtrack, David Bowie's Space Oddity and Elton John's Rocket Man, although Scarbury actually had a hit with the

show's pleasantly simple theme tune.

We never found out who won the custody case, although the character of Kevin was dropped from the series a few episodes in as an unnecessary obstacle to smooth storytelling. In *Don't Mess Around With Jim* we meet a previous recipient of the suit who abused its powers and in the third season opener *Divorce, Venusian Style* Ralph finally boards the saucer and meets the aliens (sadly, cheap plastic puppets!), and he and Pam get married shortly before the series ends.

Stephen J. Cannell is quite probably the most unlikely person for a network to approach about a fantasy superhero show. He is well known for creating, producing and writing some of television's most enduring crime drama shows such as *The Rockford Files*, *Baretta*, *21 Jump Street*, and most recently, *The Commish* and *Cobra*. When ABC asked for a superhero show from Cannell's company, it took him awhile to develop the premise. "He didn't want to just come up with a show about a guy with superhuman strength or with X-ray eyes," says co-executive producer Jo Swerling, Jr. "That was too straight-it had been done before. And he thought, 'How can I make a superhero who's a little different?' That led to the development of a character who had super powers but didn't like to use them. And then he came up with the specific details of the aliens who selected him to be there to save the world.

They were always referred to as 'the little green guys.' And they gave him this suit with magic powers and an instruction book on how to use it, and he loses the instruction book. So now he has the suit and doesn't quite know how to use it, and he crashes into walls and so on. That was a way of putting humor into the concept, and making it distinctive from Superman." Director Bruce Kessler, who directed many segments of the show (other credits include *Alias Smith and Jones*, *B.J. and the Bear*, *Barnaby Jones*, *Baretta*, and *I Dream of Jeannie*), describes the show as "a fun concept. It appealed to me-a guy with a suit who had lost the instructions. Yeah I thought it was terrific."

According to Swerling, it's amazing that *Greatest American Hero* lasted for three seasons. "Traditionally," he says, "fantasies have a rough time in one-hour formats. But many fantasies have been very successful in half hour sitcoms. *Bewitched*, *Ghost* and *Mrs. Muir*, *I Dream of Jeannie*. With an hour show, it's an uphill battle to get it to succeed. *Greatest American Hero*, which is a fantasy, stayed on the air for three years, which is a credit to everybody involved.... *Quantum Leap* is one of the few fantasies that has stayed on for as long as it has, but it never had very good ratings."

When Ralph Hinkley receives his super suit, he realizes he can fly (although very badly; he has a nasty habit of slamming into brick walls or landing into bushes). He's able to lift cars with his super strength and can deflect bullets (though cowering and covering his face with his arms for protection), and can run at speeds that would make the *Six Million Dollar Man* blush. Later, with a burst of concentration, he is able to make himself invisible, an ability that spooks FBI agent Maxwell. The super suit also gives Ralph an ability to see events telepathically and to locate someone while holding an object belonging to that person.

This "holograph" connects Ralph to the owner or whoever was last in contact with the object. For instance, when it is believed that Bill Maxwell has died, Ralph and Pam learn he is still alive when Ralph accidentally puts on Bill's fishing cap. And much later, when he recovers the instruction book from the "green guys," Ralph even learns to shrink himself. But any time Ralph launches himself into the world with his suit, he has to let FBI agent Maxwell take the credit and disappear (often literally) before anyone can see him. Keeping a secret identity is a problem common to all superheroes, a problem writers frequently exploit for comedy. Both Kessler and Swerling describe the show as an action-adventure type with a thread of wry, character and situation-based humor running through it.

Swerling concedes that, in "broad strokes," *Hero* was a formula show. "Stories had to contain an amount of action, the flying and so on, and action elements and a line of attitude humor running through it. I don't recall anyone sitting down and saying, 'We've had a bunch of these kinds of stories, now we should look for something issues-oriented.' Or very serious drama or *Three Stooges* comedy. The effort to create stories was focused on being true to the show. We wanted to do stories that were interesting from one [to] another. So you weren't doing the same story every week."

William Katt, who played the idealistic, energetic high school teacher, was introduced to the show via Stephen Cannell, who had seen him in the feature *First Love* with Susan Dey. Katt bought the show's concept on the strength of Cannell's enthusiasm-but for one element of his role, Katt could never muster any enthusiasm of his own. According to Swerling, William Katt hated "the magic red jammies" (as character Bill Maxwell dubbed them) so much that he refused to do publicity wearing the suit. "He hated the suit and wore it with some reluctance," recalls Swerling. "He didn't hold up production, or say, 'I won't wear it,' he knew it was part of the show.

"TV Guide wanted to do a cover of the show, and a TV Guide cover is important to any series. It's not just

something they do for every show. The editors decide that they want to give you a cover. "At the time, the title song had been a top 40 hit, and TV Guide wanted to set up a photo session with him, and Bill said, 'That's fine-but I won't wear the suit: They said, 'But that's what we want.' Bill signed on to do the character in the show, but he felt he had associated with a comic strip character. But he didn't want to be associated with the character in any other way. That included publicity. He would wear it during filming, but it still embarrassed him. But he wouldn't wear it on a talk show or publicity session, and TV Guide wasn't interested in that. So, we lost a TV Guide cover as a result of that." Katt could not be swayed, even by prodding from his boss, Stephen Cannell. When he did talk to TV Guide in 1982, he talked about the suit. "I know it's part of the job," he said, "but to this day, after a year and a half of the show, I still don't like it. Every time I have to put it on, I'm uncomfortable."

"Ultimately," says Swerling, "we got the TV Guide cover and they had an artist draw him. So, that made sense and that's what they ended up doing. I always felt the best anecdote about the show was that the star was embarrassed by the wardrobe. He wanted to forget about the suit every chance he got." Notwithstanding this impasse, Swerling and Kessler remember Katt as excellent in his work on the show. They also concur in their high praise of Katt's co-stars, Robert Culp and Connie Sellecca. Robert Culp played FBI agent Bill Maxwell in a very straight-arrow, dogmatic style. "I don't know how much he was enjoying himself because I didn't get that close to him personally," comments Swerling. "My observation is, he was a very dedicated professional who worked very hard to do his role. I think he very much liked the role. There was no embarrassment, of course. He didn't have to wear funny wardrobe. He really got into that character, and his particular style of acting worked extremely well in the character of Maxwell. He was delightful to watch. He always came in prepared."

Kessler agrees with Swerling, "Bob was a true professional. I don't think he came in looking at it as a 'fun day.' He looked at it as being a professional actor doing the best job he could. Not that he disliked the part, but work is work. Bob was not the kind of guy who had a lot of fun on the set and socializing and goofing around he came in to do the job and did it very, very well."

Swerling goes on to say that "Bob was multitalented. Bob was not difficult, but he was not as malleable for me as Bill [Katt] was, to work with. I could do more with Billy than I could with Bob. Bob was not a difficult actor to work with, but we never developed a real close relationship. We were just people working together and did what we had to do. He had a very definite ideas about the character, and because he also writes and directs, he would have ideas on how things should be done. So he wasn't just a guy who would come in and say, 'Where do you want me to stand? What do you want me to do?' As Bruce said, he wouldn't fool around [on] the set." So involved was Culp with the show and his role that he told Associated Press he'd worked out Bill Maxwell's character all the way back to his childhood.

Culp had a longstanding declaration that he was not interested in doing another series after burning out on *I, Spy*. But a friend cajoled him into reading the pilot's script. Thirty pages into it, he picked up the phone and called Cannell for a meeting. (Years earlier, buddy Robert "Baretta" Blake had told him that he should never miss a chance to work with Cannell.) To avoid creating a show that was dependent on just two lead characters who often disagreed vehemently about values and priorities in life, Cannell invented Pam Davidson. Played by Connie Sellecca (fresh from the 1980 series *Beyond Westworld*), Pam helped the duo on their cases and eventually married Ralph Hinkley. Swerling and Kessler remember Sellecca fondly.

"Connie was great to work with. Bill and Bob had certain aspects of their personalities that made them a little difficult," says Swerling. "With Bob I would say that it would be his very strong, rigid opinions on how things should be done. With Bill, it was a tendency to be moody. His attitude about the suit was a separate issue. Bill could be the most delightful, charming guy around. Other days, he was kind of down, and that would have its contagiousness. It's not fun to be around somebody down in the dumps, it kind of brings you down too, and that was an effect Bill would have on the crew from time to time. Connie, on the other hand, was the consummate professional and nice person. I always felt she was kind of the glue that kept it together. Her demeanor was so friendly to everybody. It certainly helped the morale of the set at times when the morale might have been affected by other stresses and strains, which might have had to do with the actors, or bad weather, or whatever pressures there are. Everyone loved her, and I would work with her anytime, anyplace, and anywhere."

After listening to Swerling's comments, director Kessler succinctly agrees: "Connie was everything Jo said. She was a stabilizing force on the set." However, filming *Greatest American Hero* with Sellecca at one point took some creative filmmaking. Just prior to the start of the show Sellecca became pregnant by then-husband Gil Gerard, so directors had to discreetly film around her increasingly apparent condition. In fact, scenes degenerated to shots of Pam carrying objects that hid her body and finally to phone conversations between Pam and Ralph.

Early in production, Sellecca asked if Pam could try out the supersuit but producers balked. "I would have

loved to do that. I think it would have been hilarious, but they didn't have my sense of humor, I guess," Sellecca told TV Guide in 1984. One of the problems on Greatest American Hero was that while Ralph, Bill and Pam dashed off to their adventures saving the world, it became obvious that the high school kids from Ralph's special education class were shoved into the background, their appearances eventually dwindling. Asked if including the kids in the various plots of the stories became difficult, Swerling reports that "it was cumbersome to involve all the school kids. They were around during the year I worked on the show-I remember they kind of faded out. They were not as important to the stories." But Swerling also says, "I don't remember any conscious effort to put them into the episodes. I never heard anything like, 'The audience misses the kids.' The stories were the stories as the writers wrote them."

Comparing Greatest American Hero to the many shows he has directed over the years, Kessler says the series "was always a challenge in making it new and keeping it alive, like in any series. Part of directing is figuring out how to figure out how to do it, and so forth. The actual directing is very satisfying, but you have no time-you're on a dead run all of the time. That's the nature of the business." As an example of the kinds of problems he had to deal with, Kessler remembers he was directing an episode called "The Hand Painted Thai," a script that he loved very much, when a message arrived from the network. "Before we shot it, the network decided they wanted to take out the biggest joke in it, which was every time Billy said a certain word, it put Bob to sleep. The word was 'scenario.' They'd be in the middle of a crisis and Billy would say, 'Well, if we follow this scenario,' and Bob would go to sleep."

This joke related to a scene earlier in the plot in which Maxwell, despite his skepticism, was placed under a trance in a visit to a hypnotist. "Word came down just before we shot it to take that joke out of the show," says Kessler. "I remember saying, 'What? They want to take that out?' and Jo talked to someone to take care of it. They did. Because if you took that joke out of the show, you wouldn't have an episode." The episode was filmed with the joke intact.

Like Ralph himself, the show couldn't seem to fly straight and true. It slammed right into a lawsuit even before it aired. Warner Brothers and D.C. Comics, the owners of Superman, had sued Universal because they felt Hinkley was too close to Superman. Warners and D.C. Comics said that Greatest American Hero was copyright infringement, unfair competition, and misappropriation of Superman. An injunction preventing the air of the pilot was requested-and denied. A federal judge later viewed the Superman movie and the pilot and found that there was no "substantial similarity between the two characters." He thought Superman was "a broad shouldered, bigmuscled, calm and confident square" while Hinkley was a "model American young man of the 70's and the 80's. Trim, hungry looking, nonmacho, concerned with family and the every day problems of life but [has gained powers] which he accepts with reluctance and internal confusion." The judge granted ABC's request for dismissal of the suit.

During the show's run, a man named John Hinckley took a shot at fame by attempting an assassination of President Reagan. Although the would-be assassin's name was spelled differently, the producers of Greatest American Hero decided to change Ralph's name immediately. Ralph Hinkley suddenly became Ralph Hanley, sometimes just "Mr. H" to the school kids. Later, when the change was deemed inconsequential, the name went back to Hinkley.

After 41 episodes and three seasons, Greatest American Hero was canceled by ABC even before five episodes "in the can" got aired. Later, these last five were included in syndication, along with one more item that rose from the ashes. The Greatest American Heroine, guest-starring Mary Ellen Stuart, was intended to be a 30-minute presentation film to the network as a spin-off of the show. In this film, Ralph Hinkley's secret identity is blown wide open and the world learns who their mysterious flying benefactor is. Bill Maxwell, however, hides in the shadows and remains the silent partner. The green guys frown on Ralph's sudden celebrity and decree that the suit be transferred to someone else. After a search, Ralph chooses a girl named Holly Hathaway to carry on his deeds in the suit. When the news is delivered to Bill Maxwell, he responds with amazement: "A skirt! You gave the suit to a skirt!" Offended, Pam Davidson replies, "It's a girl, Bill!"

Of Greatest American Heroine, Swerling says, "It wasn't the final episode per se. The series had been off the air quite a while. Greatest American Heroine was ... an effort to sell a new show. Somebody came up with the Greatest American Heroine. [Mary Ellen Stuart, who played the replacement character] would be the secondary character. The network financed it, looked at it and went, 'Ugh!' They passed. It did go into syndication as part of the package because we expanded it to an hour by taking footage from other [episodes]. We didn't shoot any new footage for Greatest American Heroine aside from the original 30-minute presentation."

CAST NOTES

William Katt (Ralph Hinkley/Hanley:) Born 1955. Son of actor Bill Williams and actress Barbara Hale, Katt played gung-ho investigator Paul Drake, Jr., in several of the Perry Mason movies in the 1980s, performing

with his mother. Later, he acted again for Stephen J. Cannell, in the short-lived series *Top of the Hill*.

Robert Culp (Bill Maxwell): Born 1930. Actor-writer Culp starred with Bill Cosby in *I, Spy* (1965-68) and reprised the role with Cosby on the *I, Spy* reunion (1994). Culp also narrates books-on-cassettes.

Connie Sellecca (Pam Davidson): Born 1955. This New York-born actress started out as a stewardess in the short-lived *Flying High* TV series and later spent several seasons on the 1980s series *Hotel*. She is married to Entertainment Tonight host John Tesh.

WR. Stephen J. Cannell, Juanita Bartlett, Patrick Burke Hasburgh, Frank Lupo and Robert Culp.

DIR. Rob Holcomb, Gabrielle Beaumont, Arnold Laven, Ivan Dixon, Bruce Kessler, Chuck Bowman and Robert Culp.

EPISODES: 45 **YEAR MADE:** 1981 **COUNTRY:** US **SEASONS:** 2

ABC

CREATOR: STEPHEN J. CANNELL

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 9, (2) 22, (3) 13

DATE OF PREMIER: 18/03/1981 **AIR DATE OF LAST EPISODE** 03/02/1983

SEASON DATE BREAKDOWN:

FILMS:

Ralph Hinkley WILLIAM KATT, Bill Maxwell ROBERT CULP, Pam Davidson CONNIE SELLECA, Tony Villicana MICHEAL PARE, Rhonda Blake FAYE GRANT, Agent Carlisle WILLIAM BOGERT, Kevin Hinkley BRANDON WILLIAMS, Mrs. Davidson JUNE LOCKHART.

RELATED SHOWS:

ONCE A HERO

1 - 1 *THE GREATEST AMERICAN HERO (1-2)*

Odd couple Ralph Hinkley (a liberal school teacher) and Bill Maxwell (a conservative FBI agent) are approached by aliens who give them a suit that grants superpowers to the wearer, with the caveat that it must be used for the common good.

Wr Stephen J. Cannell

Dir Rod Holcomb

1 - 2 *THE HIT CAR*

A mobster that Ralph and Bill put in jail is out on parole, and is seeking revenge (he knows about the suit, but everyone thinks he's crazy). He has his girlfriend pretend to be willing to be an informant against him, but only if Bill takes her in to court. The problem is that they must drive her there because she refuses to get on a plane. Several attacks occur on the way, but the "superguy" (as Johnny the mobster calls Ralph) thwarts every one. A battered and bruised (from the attacks) Bill is successful, and brings the woman into court. She clams up, and takes the 5th! Our boys figure out the scenario, and catch the mobster in the end.

Wr Stephen J. Cannell

Dir Rod Holcomb

1 - 3 *HERE'S LOOKING AT YOU, KID*

Someone has stolen a secret gunsight. Bill again hopes to use the super suit to help solve the case. This time, however, Ralph has his own problems, he's unexpectedly turning invisible. To add to his worries, he's also scheduled to meet Pam's parents (Lockhart, Hastings) for the first time.

Wr Juanita Bartlett

Dir Robert C. Thompson

1 - 4 *SATURDAY NIGHT ON SUNSET BLVD.*

Bill reluctantly recruits Ralph's students to help him track down a Russian defector.

Wr Stephen J. Cannell

Dir Rod Holcomb

1 - 5 *RESEDA ROSE*

Ralph and Bill try to unravel a case involving secret military plans, a Russian submarine, and the kidnapping of Rhonda's mother.

Wr Juanita Bartlett

Dir Gabrielle Beaumont

1 - 6 *MY HEROES HAVE ALWAYS BEEN COWBOYS*

Ralph takes advice from his childhood hero The Lone Ranger after he almost kills a busload of people by accident while busting some crooks.

Wr Stephen J. Cannell

Dir Arnold Laven

1 - 7 *FIREMAN*

Tony is hired to repossess cars, and unknowingly takes a car filled with arson equipment. He gets pulled over, and blamed for setting fires. The real arsonist must be found in order to clear his name, and free him from jail.

Wr Lee Sheldon

Dir Gabrielle Beaumont

1 - 8 *THE BEST DESK SCENARIO*

Ralph becomes vice-principal of Whitney High, Pam becomes a partner at her law firm, and Bill - well, he gets the shaft. In the middle of a mid-life crisis, Bill is so depressed after being passed over for promotion that he decides to quit the FBI but not before one last adventure with Ralph. Mission: rescue Pam from the mob connections of the law partner who just promoted her.

Wr Juanita Bartlett, Stephen J. Cannell

Dir Arnold Laven

2 - 1 *THE TWO-HUNDRED-MILE-AN-HOUR FAST BALL*

The California Stars pitchers are all getting beaten-up by thugs, so it's up to Ralph and Bill to figure out why.

Wr Stephen J. Cannell, Georg Stanford Brown

2 - 2 *OPERATION SPOILSPORT*

Ralph and Bill must stop World War III by defusing a corrupt military leader's plans to launch a surprise missile attack against Russia.

Wr Frank Lupo

Dir Rod Holcomb

2 - 3 *DON'T MESS AROUND WITH JIM*

Ralph and Bill are kidnapped by a tycoon.

Wr Stephen J. Cannell

Dir Robert C. Thompson

2 - 4 *HOG WILD*

A motorcycle gang steals the super-suit, and tries to use it to take over a town. It only works on Ralph, so they must force HIM to do their dirty work while holding Bill captive.

Wr Stephen J. Cannell

Dir Ivan Dixon

2 - 5 *CLASSICAL GAS*

Ralph's students start a band, and a promoter lands them a spot on a big ticket concert while trying to get Pam to go out with him.

Wr Frank Lupo

Dir Bruce Kessler

2 - 6 *THE BEAST IN BLACK*

Ralph finds a window into the Fourth Dimension while scouting an old house. Bill gets possessed by a woman's spirit, and Ralph must return her through that window.

Wr Juanita Bartlett

Dir Arnold Laven

2 - 7 *THE LOST DIABLO*

Bill has a treasure map, and takes Ralph and his class out to the desert to find the lost Diablo Gold Mine that vanished a long time ago, and are met with resistance from the local thieves.

Wr Juanita Bartlett

Dir Lawrence Doheny

2 - 8 *PLAGUE*

A psycho military cult leader tries to spread the small-pox virus.

Wr Rudolph Borchert

Dir Arnold Laven

2 - 9 *A TRAIN OF THOUGHT*

Ralph crashes head first into a train, and gets amnesia. Pam and Bill have to convince him that the suit really works.

Wr Frank Lupo

Dir Lawrence Doheny

2 - 10 *NOW YOU SEE IT. . .*

While practicing flying in the desert with Bill, Ralph gets a vision of a plane crash. It's the suit showing it to him, and Bill can only see it when he touches Ralph. They rush to the scene to find no plane, and figure out that it must be something that hasn't happened yet, and they're supposed to prevent it. We come to find out that Pam is on that plane, and it's been hijacked. To make matters worse, the plane has an experimental cloaking device that makes it invisible to radar, and the Air Force would rather shoot it down than have the plane in enemy hands.

Wr Patrick Burke Hasburgh

Dir Robert C. Thompson

2 - 11 *THE HAND PAINTED THAI*

Years ago, prisoners of war were brainwashed to respond to a code phrase. Now, someone is using them to commit acts of sabotage. Bill and Ralph investigate, but Bill inadvertently falls under a hypnotic trance, leaving the heroics up to Ralph.

Wr Frank Lupo, Stephen J. Cannell, Patrick Burke Hasburgh

Dir Bruce Kessler

2 - 12 *JUST ANOTHER THREE RING CIRCUS*

Ralph takes a job at the circus as a human cannonball while trying to help Bill bust a crime ring that involves a phony dating service.

Wr Stephen J. Cannell

Dir Chuck Bowman

2 - 13 *THE SHOCK WILL KILL YOU*

A space shuttle is about to crash, and only Ralph can save it. He does so, but ends up supermagnetized, perhaps permanently. Worst of all, a strange creature aboard the shuttle heads towards Los Angeles, electricuting all who get in its way.

Wr Stephen J. Cannell

Dir Rod Holcomb

2 - 14 *A CHICKEN IN EVERY PLOT*

Scenario: When an old FBI buddy invites Bill to his Caribbean retreat, Maxwell takes Ralph, Pam and the students along. Unfortunately, they find themselves involved in a voodoo plot to take over the island's government.

Wr Danny Lee Cole, Jeff Ray

Dir Rod Holcomb

2 - 15 *BETWEEN THE DEVIL AND THE DEEP BLUE SEA*

Ralph and Bill hunt for the sea creature "Carrie" in the Bermuda Triangle thinking that the monster may be responsible for all of the boats that disappear there. They undercover a stolen boat ring, and never find the creature.

Wr Frank Lupo

Dir Sidney Hayers

2 - 16 *IT'S ALL DOWN HILL FROM HERE*

Ralph skis like a pro with the suit on, and stands in at the Olympics for a Russian skier so the man can defect to America, and hand over top secret information that he stole.

Wr Patrick Burke Hasburgh

Dir Sidney Hayers

2 - 17 *DREAMS*

An act of kindness backfires when Ralph uses the suit to help a coworker with a personal project. This leads his other co-workers to take daring chances for their own shots at success. Soon, he must don the

super suit not only to prevent them from ruining their lives, but also to save Bill from a vengeful, recently paroled killer.

Wr Stephen J. Cannell

Dir Bruce Kessler

2 - 18 *THERE'S JUST NO ACCOUNTING . . .*

Bill convinces the parents of a kidnap victim to pay the ransom, certain that Ralph can recover it when he saves their little girl. Ralph finds himself being audited by an overzealous IRS agent who's convinced he took the ransom money. Meanwhile, Ralph and Bill keep getting shot at in drive-by shootings, but by who?

Wr Frank Lupo

Dir Ivan Dixon

2 - 19 *THE GOOD SAMARITAN*

Tired of using the suit to fight crime, Ralph decides to branch out. He tries to intervene in a battle between an old man fighting for his home and the city taking it away, but Bill has him on the hunt for bank robbers.

Wr Rudolph Borchert

Dir Bruce Kessler

2 - 20 *CAPTAIN BELLYBUSTER AND THE SPEED FACTORY*

Bill receives hot tips on a speed factory working out of a fast food chain, and a newspaper reporter publishes pictures of Ralph flying.

Wr Stephen J. Cannell, Frank Lupo

Dir Arnold Laven

2 - 21 *WHO WOO IN AMERICA*

Ralph's mother is re-marrying to a man who planted a much wanted micro-chip in her engagement ring.

Wr Patrick Burke Hasburgh

Dir Bob Bender

2 - 22 *LILACS, MR. MAXWELL*

Bill falls in love with a female FBI agent, and wants to tell her about the suit. She turns out to be a spy, and is ordered to kill him.

Wr Robert Culp

Dir Robert Culp

3 - 1 *DIVORCE VENUSIAN STYLE*

Ralph and Bill get into a fight and Ralph quits the partnership and leaves the suit with Bill, but Ralph gets caught in the crossfire with some Neo-Nazi and is seriously wounded and the Nazis get possession of the suit.

Wr Patrick Burke Hasburgh

Dir Ivan Dixon

3 - 2 *THE PRICE IS RIGHT*

One of Ralph's high school classmates is now a pro football star, but gamblers kidnap his wife to force him to throw a game. Ralph dons the suit to save his pal, but to do so, Ralph must take his place in a big game.

Wr Stephen J. Cannell

Dir Ivan Dixon

3 - 3 *THIS IS THE ONE THE SUIT WAS MEANT FOR*

Pam is ready to break up with Ralph after he always puts the suit first. Bill gives them tickets to a tropical island to keep them together. Once there, they discover Bill's true plan-to use the suit to find a missing experimental aircraft.

Wr Babs Greyhosky

Dir Ivan Dixon

3 - 4 *THE NEWLYWED GAME*

On the way to Ralph's bachelor party, he and Bill are kidnapped and Ralph is persuaded to fly a mission for the president.

Wr Babs Greyhosky

Dir Chuck Bowman

3 - 5 *RESURRECTION OF CARLINI*

A magician killed performing his greatest trick seemingly returns from the grave to murder his three rivals. Ralph must use his suit to out trick the would-be killer.

Wr Frank Lupo

Dir Arnold Laven

3 - 6 *HEAVEN IS IN YOUR GENES*

Ralph must rescue Bill who has been kidnapped by a crazed scientist, who wants to experiment on him to find out what makes him such a successful agent.

Wr Patrick Burke Hasburgh

3 - 7 *LIVE AT ELEVEN*

Ralph tries to make the connection between terrorists who tried to steal plutonium, and a TV news anchor who plans to run for President.

Wr Babs Greyhosky

Dir Arnold Laven

3 - 8 *SPACE RANGER*

Ralph's finds that his newest student is wanted by the CIA and KGB after tapping into a Soviet satellite.

Wr Rudolph Borchert

Dir Ivan Dixon

3 - 9 *THIRTY SECONDS OVER LITTLE TOKYO*

Ralph and Bill find themselves trying to protect a Japanese man after a gang tries to kidnap him.

Wr Danny Lee Cole, J. Duncan Ray

Dir Arnold Laven

3 - 10 *WIZARDS AND WARLOCKS*

Bill is called upon to find a missing Middle Eastern prince, but it turns out that the prince is involved in a game of Wizards & Warlocks. Ralph and Bill try to unravel the mystery of the game and find the prince before the potential kidnappers do.

Wr Shel Willens

Dir Bruce Kessler

3 - 11 *IT'S ONLY ROCK AND ROLL*

After receiving a bomb threat, Bill is put in charge of protecting Dak Hampton, the lead singer of a rock n. roll group.

Wr Babs Greyhosky

Dir Christian I. Nyby II

3 - 12 *DESPERADO*

Ralph and Pam come across some horse rustlers who steal a herd of wild mustangs, but Ralph stops them from capturing on the prize stallion, Desperado.

Wr Stephen J. Cannell

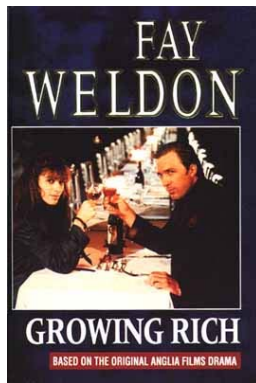
Dir Chris Nelson

3 - 13 *VANITY,SAYS THE PREACHER*

Bill accepts an invitation to be honored as Man of the Year by a Latin American country where years before he was instrumental in helping them establish a democratic government.

Wr Robert Culp

Dir Robert Culp

GROWING RICH

Carmen, Anne and Laura are 17 and taking their 'A' levels. They dream of escaping from Dullsville to become rich and famous. Then a local entrepreneur and his devilish driver make Carmen an offer she can't refuse. The Driver wants Carmen for Sir Bernard and has promised that if she agrees, her friends will share her good fortune. After three years however the driver dooms Carmen to work in a chicken factory and then vanished. Annie has escaped to the other side of the world and Laura is now a mother of two. So much for rich and famous. But then the Drivers comes hunting for Carmen once more.

Annie is finding her New Zealand paradise flawed and Laura's family are getting her down. Carmen is on the up and up since she promised the driver that she would dine alone with Sir Bernard, even though she loves someone else. Carmen soon brakes her promise to the driver, and the driver expects her to pay. It falls to Laura to find a way to defeat the driver's devilish schemes. The driver soon wins however, Carmen is to be a sacrificial virgin, given to Sir Bernard. In return the driver's side of the bargain is to see that Annie recovers and Laura keeps her family together. But they have all reckoned without the power of housewives and the magic of love.

This six part drama was created by Fay Weldon who was also responsible for writing THE CLONING OF JOANNA MAY. The producer for the series was Roger Gregory. Fay Weldon described the series as, "a fantasy of love and revenge". The stories devil versus love context was missed by the audience, who didn't really care, and the series passed away quietly without anybody noticing, Weldon's other more SF series THE CLONING OF JOANNA MAY did better.

WR. Fay Weldon.

DIR. Brian Farnham.

EPISODES: 6 **YEAR MADE:** 1992 **COUNTRY:** GB **SEASONS:** 1

ITV

CREATOR: FAY WELDON.

TYPE OF SHOW: WEIRD

FORMAT: SERIAL

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Driver MARTIN KEMP, Sir Bernard Bellamy JOHN STRIDE, Carmen ROSALIND BENNETT, Annie CLAIRE HACKETT, Laura CAROLINE HARKER, Mavis Horner JAQUELINE TONG, Woodie PEARCE QUIGLEY, Tim JAMIE FOSTER, Mrs. Haverill ANN FIRBANK, Henry GRAHAM NORTON, Angela GEORGIA ALLEN, Henrietta JANET KEY, Ronnie WAYNE MORRIS, Mrs. Baker BRENDA BRUCE, Raelene MAGGIE STEED.

RELATED SHOWS:

CLONING OF JOANNA MAY, THE

GUARDIANS, THE



The Guardians was a political thriller set in England of the not too distant future. The future had not turned out to be better than the present. After a general strike, a period of out of control inflation and massive unemployment the old government failed. The old government was replaced by a committee of experts who managed to restore peace order and economic stability. The price of this new order however was a steep one: no more personal freedom. The new order had come about due to the Guardians, a ruthless paramilitary police force which ended up being in control of the government instead of controlled by the government. The people did not like this loss of freedom and soon began to rebel in an attempt to usurp the Guardians. The freedom fighters took on the name of their leader- Quarmby.

The central characters in The Guardians were: Sir Timothy Hobson, the Prime Minister who found that he had a title but little real power to go with it. His son Christopher and his wife Clare Tom Weston was a Guardian officer who found himself being used as a pawn in the power struggle. Dr. Benedict, a psychiatrist who found himself thrust into the role of being one of the leaders of the Quarmby movement. Norman who was Hobson's right hand man. Hobson soon learned that Norman had an agenda of his own and was not to be trusted.

Television has frequently embraced the 'what if?' strand of science fiction to offer ideas about the kind of society the future might hold. The Guardians was such a series. The Guardians was welcomed by most critics as entertaining and thought-provoking, raising questions about the nature of democracy and suggesting, in the end, the idea that self governments better than 'strong' government. The series was fully networked by ITV in 1971, except in Northern Ireland where Ulster Television deemed it 'not appropriate at this time'. They showed The Comedians instead . . . The series was produced by Andrew Brown and the theme was created by Wilfred Josephs. The designers for the series were Colin Pigott, John Emery, Bryan Bagge, Andrew Drummond and Frank Nerini.

A product of the new pessimism of the early 1970s, and reflecting that decade's key concerns - mass unemployment, spiralling inflation, chronic industrial unrest - The Guardians (ITV, 1971) is now largely forgotten, perhaps because relatively few viewers had the patience to see this lengthy, talky drama to its conclusion. For all its faults, however, the series is fascinating for its insights into the political ferment of its times, and for what now appears an unusual and bold attempt to present a drama of moral philosophy for a mainstream television audience.

Although it calls to mind Orwell's 1984, the series is far from the straightforward warning it first appears. Carefully avoiding black and white moralising, The Guardians creates a complex ethical universe in which oppressors and resistance alike are plagued by conscience and self-doubt, and the use of force is never without disturbing consequences, however apparently just the cause.

The figurehead of this repressive Britain is Prime Minister Sir Timothy Hobson (Cyril Luckham). Real power, however, is exercised by the Guardians, the gestapo-style force presided over by the shadowy General and his ruthless representative, Norman (Derek Smith). Hobson's dictatorship is a paternalistic fascism, based on the premise that 'democracy is a form of group suicide'. The calculation behind its mask of benevolence is exemplified by the use of cannabis to keep prison inmates in a state of happy passivity, and by its 'humane' method of capital punishment, in which the condemned are unknowingly sedated then executed by lethal injection, while a bogus ritual - including an actor as hangman - is presented to satisfy public bloodlust.

Opposing this apparatus is an array of competing factions, chief among them the Communists and a non-ideological, deliberately fragmented structure whose members adopt the name Quarmby. Unlikely revolutionaries - one stated objective is to restore the monarchy - Quarmby's strategy is a classical terrorist one: to drive the state to greater and greater repression, forcing it to reveal 'the nature of the beast'. But its members must face the risk that by adopting violence they become a mirror image of their enemy.

Ambitious in scope, if not in budget, The Guardians was marred by uneven performances and a shortage of

real action. It was, nevertheless, a serious, thorough and highly intelligent examination of both totalitarianism and the ethics of violent resistance to totalitarianism, which convincingly showed how an apparently gentle man might almost unwittingly become a dictator.

WR. Vincent Tilsley, Hugh Whitemore, John Bowen, Monty Poole, Arden Winch, Jonathan Hales.

DIR. Robert Tronson, James Goddard, Tony Wharmby, Mike Newell, Brain Parker, Derek Bailey, Moira Armstrong.

EPISODES: 13 **YEAR MADE:** 1971 **COUNTRY:** GB **SEASONS:** 1

LONDON WEEKEND TELEVISION PRODUCTION

CREATOR: REX FIRKIN & VINCENT TILSLEY

TYPE OF SHOW: EARTH FUTURE **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 10/07/1971 **AIR DATE OF LAST EPISODE** 02/10/1971

SEASON DATE BREAKDOWN:

FILMS:

Tom Weston JOHN COLLIN, Clare Weston GWYNETH POWELL, Sir Timothy Hobson CYRIL LUCKHAM, Christopher Hobson EDWARD PETHERBRIDGE, Dr. Benedict DAVID BURKE, Norman DEREK SMITH, Eleanor LYNN FARLEIGH.

- 1 - 1 *THE STATE OF ENGLAND*
- 1 - 2 *PURSUIT*
- 1 - 3 *HEAD OF STATE*
- 1 - 4 *THE LOGICAL APPROACH*
- 1 - 5 *QUARMBY*
- 1 - 6 *APPEARANCES*
- 1 - 7 *THIS IS QUARMBY*
- 1 - 8 *THE DIRTIEST MAN IN THE WORLD*
- 1 - 9 *I WANT YOU TO UNDERSTAND ME*
- 1 - 10 *THE NATURE OF THE BEAST*
- 1 - 11 *THE ROMAN EMPIRE*
- 1 - 12 *THE KILLING TRADE*
- 1 - 13 *END IN DUST*

GUERRE DES INSECTED, LA**AKA: WAR OF THE INSECTS, THE**

A mutated breed of insects threatens to create worldwide starvation by destroying all food supplies on Earth.

Series was based on a novel by Jean Courtois-Brieux. Original Music by Bernard Parmegiani, Cinematography by Jean Jacques Guyard.

WR. Giulio Questi.**DIR.** Petr Kassovitz**EPISODES:** 4 **YEAR MADE:** 1981 **COUNTRY:** FRA **SEASONS:** 1*A2***CREATOR:** JEAN COURTOIS-BRIEUX**TYPE OF SHOW:** ARMAGEDDON**FORMAT:** SERIES**LENGTH (MINS):** 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French**SEASON BREAKDOWN:** (1) 4**DATE OF PREMIER:** 20/03/1981**AIR DATE OF LAST EPISODE** 28/03/1981**SEASON DATE BREAKDOWN:****FILMS:**

Jean-Marc Haller MATHIEU CARRIERE, Michel Servin PATRICK CHESNAIS, Helen Curtiss VICTORIA TENNAT, Mike Moheno MIGUEL FERNANDEZ, ANDRE OUMANKSY, Anaïs ANEMONE, BERNARD-PIERRE DONNADIEU, MARIE-PIERRE CASEY, Professeur Anderson ALAN ADAIR, PIERRE BAILLOT, HENRY COURSEAU, RAOUL DELFOSSE, RAPHAEL DELPARD, SEBASTIEN DRAI, LYLE JOYCE, KAREN KORNACKI, ROBERT MENDENHALL, ERIC MENINGAND, GUY-PIERRE MINEUR, MICHEL PUTERFLAM, DIMITRI RAFALSKY, BILL ROYER, HANS VERNER, LEE VLISIDES, ERETSE YOUNG, THIERRY BEGUELIN, PETER BONKE, CHLOE CAILLAT, JACQUES CANSÉLIER, BERNARD CAZASSUS, ANDRE OUMANSKY.

GULLIVER'S TRAVELS



Gulliver returns home after going missing for a long time, but people think he has gone mad when he starts talking about little people and giants. Gulliver must strive to prove his sanity and rescue his wife Mary and son Tom from the fiendish Dr. Bates. But Mary and Tom are in conflict over his strange stories.

This two part series was produced by Duncan Kenworth and was shown on Channel Four. It's massive cast read like a who's who of famous actors from Omar Sharif to Sir John Gielguld, this was a lavish and expensive affair for both Channel Four and their American backers. The series was shown over the Easter bank holiday in 1996 at a 6pm time slot. This stories was based on Jonathan Swifts satirical tale of the same name.

Emmy Award

Outstanding Individual Achievement in Hairstyling for a Miniseries or a Special - Winner: Gulliver's Travels (1996) (TV) - Aileen Seaton (hair designer) - For part 1. (1996)

Outstanding Supporting Actress in a Miniseries or a Special - Nominated - Gulliver's Travels (1996) (TV) - Alfre Woodard (1996)

Outstanding Miniseries - Winner: Gulliver's Travels (1996) (TV) - Robert Halmi Sr. (executive producer), Brian Henson (executive producer), Duncan Kenworthy (1996)

Outstanding Individual Achievement in Writing for a Miniseries or a Special - Winner: Gulliver's Travels (1996) (TV) - Simon Moore (teleplay) (1996)

Outstanding Individual Achievement in Art Direction for a Miniseries or a Special - Winner: Gulliver's Travels (1996) (TV) - Roger Hall (production designer), John Fenner (supervising art director), Alan Tomkins (uk: art director), Frederic Evard (portugal: art director), Rosalind Shingleton (set decorator) - For Part One. (1996)

Outstanding Special Visual Effects - Winner: Gulliver's Travels (1996) (TV) - Tim Webber (special visual effects supervisor) - (1996)

Outstanding Individual Achievement in Hairstyling for a Miniseries or a Special - Winner: Gulliver's Travels (1996) (TV) - Aileen Seaton (hair designer) - For part 1. (1996)

Outstanding Individual Achievement in Directing for a Miniseries or a Special - Nominated - Gulliver's Travels (1996) (TV) - Charles Sturridge (1996)

Outstanding Individual Achievement in Costume Design for a Miniseries or a Special - Nominated - Gulliver's Travels (1996) (TV) - Shirley Russell
For Part 1. (1996)

Outstanding Individual Achievement in Sound Mixing for a Drama Miniseries or a Special - Nominated - Gulliver's Travels (1996) (TV) - Simon Kaye (production mixer), Paul Hamblin (re-recording mixer), Clive Pendry (re-recording mixer) - For part 1. (1996)

Outstanding Individual Achievement in Editing for a Miniseries or a Special - Single Camera Production - Gulliver's Travels (1996) (TV) - Peter Coulson - For part 1. (1996)

Outstanding Individual Achievement in Cinematography for a Miniseries or a Special - Nominated - Gulliver's Travels (1996) (TV) - Howard Atherton - For Part 1. (1996)

WR. Simon Moore

DIR. Charles Sturridge

EPISODES: 2 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 1

CREATOR: JONATHAN SWIFT

TYPE OF SHOW: FANTASY

FORMAT: MINI-SERIES

LENGTH (MINS): 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Lemuel Gulliver TED DANSON, Mary Gulliver MARY STEENBURGEN, Dr. Bates JAMES FOX, Tom
 Guillver THOMAS STURRIDGE, Farmer Grultrud NED BEATTY, Empress Munodi GERALDINE
 CHAPLIN, Proffesor of Politics GRAHAM CROWDEN, General Limtoc EDWARD FOX, Professor of
 Sunlight SIR JOHN GIELGUD, Dr. Parnell ROBERT HARDY, Rajah SHASHI KAPOOR, Emperor of
 Lilliput PETER O'TOOLE, Empress of Lilliput PHOEBE NICHOLLS, Lady in waiting KARYN PARSONS,
 Clurstril NICHOLAS LYNDHURST, Dr. Prtichard EDWARD PETHERBRIDGE, Immortal Gatekeeper
 KRISTIN SCOTT THOMAS, Sorcerer OMAR SHARIF, Admiral Bolgolam JOHN STANDING, Filmnap the
 Treasurer JOHN WELLS, Professor of Language RICHARD WILSON, Queen of Brobdingnag ALFRE
 WOODARD, Drunio EDWARD WOODWARD, Glumdalclitch KATE MABERLY, Grilldig the Dwarf
 WARWICK DAVIS, Prince Munodi NAVIN CHOWDHRY, Farmer's Wife ANNETTE BADLAND.

Books Based on this series.

Gulliver's Travels

Peter Roberts

1996

GUYFERD

AKA: **SEVEN STAR FIGHTING GOD**

AKA: **SEVEN STAR FIGHTING GOD GUYFERD**

AKA: **SHICHI SEI TOU SHIN GUYFERD**



While searching for his missing brother, KAZAMA Gou, a young Karate expert, is abducted by a secret organisation, Crown. Crown is working on "Ultimate Trooper" project which, with its Guyborgs(cyborgs with empowered body components) and Mutians(human with mutation caused by extraterrestrial lifeform), aims to conquer the world. Gou escapes right before his Guyborg surgery goes into his brain, and he surprises Crown as his body transforms into Guyferd-- the ultimate combatant who has the power of both Guyborg and Mutian.

Plot #2

After the mysterious disappearance of his older brother Makoto, Kazama Gou returns to Japan from his travels, determined to find him. Kazama Gou is a master of the 'Ken Oh Ryu' (Supreme Fist Strike) style of martial arts and had been on a personal journey of Spiritual and Physical training. Gou soon discovers that Makoto had been abducted by the Criminal Global Syndicate 'Crown'. 'Crown' hopes to create the 'ultimate fighter' and has kidnapped some of the world's strongest and most skilled martial arts masters to use in their experimentations.

Agents of 'Crown' capture Gou and take him to their headquarters. There he meets the beautiful yet cruel Shion Kei, who proceeds to inject him with a mutant organism called the 'Farra Parasite'. This organism begins to transform him into one of their monstrous creations. Gou collapses from the experience and later is awoken by 'Crown's' Supreme Leader - Vicross.

Vicross tells Gou that Makoto was also injected with the 'Farra Parasite' and transformed into a 'Metal-Ferd', however he had somehow escaped the base weeks earlier.

Gou later meets with Crown Scientist - Jyoishi Takeo who wants to rebel against the organization. Together they attempt to escape Crown's base but are confronted by Vicross' 'Mutiant' super soldier, Jacks. At first Gou is unable to stand up to the superior Jacks but is able to draw on his own personal strength and spirit to unleash more power transforming him further into 'Guyferd'.

Using his new 'Guyferd' form and incorporating his own martial arts skills, he defeats Jacks and vows to fight not to prove himself but rather to protect all those he loves. Together with Makoto's friends Rei and Ryu Kujyo, who are also looking for Makoto, they battle the forces of 'Crown' who want Guyferd to serve their goals.

While Toei's TV titles are attempting to breaking the tradition, "Guyferd" has proved the good side of simple, old-fashioned story by well-planned plot and character development. Featured are also more physical actions than any others, as the content requires no supporting weapons or mecha, and the supporting cast are the professional martial artists. The series has concluded successfully.

Characters

Who is Guyferd

When Kazama Gou was kidnapped by agents of the 'Crown' organization, he was infected with the 'Ferra Parasite' which gave him incredible and monstrous powers. In addition, Gou also had most of his organic tissue muscle replaced with artificial (cyborg) parts. He is considered along with Death-Ferd one of the most powerful of 'Crown's' super fighters (classified as 'Metal-Ferds').

Kazama Gou was a master in the 'Ken Oh Ryu' (Supreme Fist Strike) fighting style which drew upon and utilized the five elemental 'energies' (Fire, Water, Earth, Nature and Metal) as well as the two ethereal elemental energies (air & star/cosmic) in order to draw strength.

These energies can be used to perform a host of 'waza' (skills) that Gou as Guyferd can use to fight opponents.

These seven skills were called collectively as the 'Oki Shichi Sei Ha' (Seven Supreme Spiritual Attacks). These skills included:

'Fukaranbu' (Air Flower Dance) - Utilizing the energy of Nature, Guyferd would use this air kick attack to hit an opponent with repeated blows.

'Retka Geki' (Blazing Hit) - Utilizing the energy of Fire, Guyferd would hit an opponent with rapid fist thrusts and then finish with a smashing blow with his right fist.

'Jirai Shin' (Ground Thunder Shock) - Utilizing the energy of Earth, Guyferd would use super speed to deliver this crushing pile driver attack.

'Bakurai Ha' (Exploding Thunder Attack) - Utilizing the energy of Metal, Guyferd would ride the air currents to deliver this flying air kick against his opponents.

'Sai Geki Shu' (Smashing Attack Kick) - Utilizing the energy of Water, Guyferd would use this flying kick to deliver a devastating blow to his opponents.

'Geki Ryu Shu' (Thrusting Dragon Attack) - Utilizing the energy of Air, Guyferd would deliver this destructive 'cross' hand chop attack against his enemies.

'Kyoku Sei Ken' (Ultimate Star Fist) - Utilizing Cosmic/Star energy, Guyferd can deliver this, his most destructive attack. Would save this as his finishing blow.

Guyferd's main rival was the mysterious dark figure called 'Death-Ferd'. Death-Ferd is in actuality Kazama Gou's kidnapped brother Makoto who was also infused with the 'Ferra Parasite' which transformed him into the ultimate fighting machine.

Makoto was also a master of the 'Ken Oh Ryu' style of fighting and in fact was the only one who was trained in and knew its truest form.

As Death-Ferd, Makoto could also perform and use the 'Oki Shichi Sei Ha' (Seven Supreme Spiritual Attacks) and also had a number of other special attacks unique to himself.

Who Are The 'Crown':

Masquerading as a legitimate scientific research corporation, 'Crown' is in reality a global crime syndicate dedicated to ruling the world through the use of genetically mutated superhuman fighters. 'Crown's' perverted technology includes the following:

'Guy-Borgs' - Kidnapping various skilled martial artists from around the world, 'Crown' used their advanced technology to 'remold' these fighters into their own personal super soldiers. 'Guy-Borgs' had super strength and incredible resilience due in part to the artificial and genetically enhanced muscle structure that 'Crown' used to replace their normal human tissue.

'The Farra Parasite' - Discovered by Crown scientist/archeologist, Zodiac in South America, this green slime-like substance had miraculous and unearthly biological properties. The Farra substance was a parasitic organism that would feed off of the energies supplied by its host and would in return infuse its host with extraordinary powers.

'Mutants' - Infused with the 'Farra Parasite', these humans would transform into inhuman fighters with monstrous abilities. The transformations were irreversible.

'Crown' is headed by the mysterious crime lord Vicross. Vicross was a brilliant criminal mastermind. A gifted martial artist in his own right, he was a master of the 'Byakko' style of fighting (Tiger Style).

Other notable members included:

Shion Kei 'Crown's' Mutiant Leader. As beautiful as she is sadistic. A brilliant strategist and scientist, she was Vicross' second-in-command. Was later transformed into a half 'Guy-Borg', Metal-Shion.

Metal Master - 'Crown' agent who usurped control of the organization from Vicross. Was later transformed

into the monstrous Minos, whose 'Blues Attack' can crush armored tanks.

Zodiac - 'Crown's' chief scientist. Discovered the 'Ferra Parasite' in South America. In the later half of the series, Zodiac and 'Crown' unearths the Ancient Scientific Citadel called 'Gaea Net' and attempts to use its ancient technology to cause cataclysmic disasters around the world thus heralding the mass infestation of the entire world with the 'Ferra Parasite'

Trivia

Was probably heavily influenced by two cult manga/anime creations:

'Hokuto No Ken' (Fist of the North Star; Shonen Jump; 1983) - Bronson and Hara Tetsuo's landmark manga detailing the adventures of a lone martial artist's journey to save his fiancée from the clutches of a vicious tyrant. Set amidst the devastated post-apocalyptic landscape of 199X, the main protagonist was a master of a unique form of martial arts which would utilize immense amounts of 'Toki' (Life Force Energy) and redirect it to cause physical damage against opponents, often in very destructive and explosive ways.

'Kyoshoku Soko Guyver' (Bio-Booster Guyver; Shonen Captain; 1985) - Takaya Yoshiki's visually stunning and inventive 'Kamen Rider' tribute which told the story of high school student Fukamachi Sho's unfortunate encounter with the mysterious and highly influential organization 'Cronos' and their alien 'Bio-Booster' technology, which transformed him into the organic (slightly insectoid) fighting machine, code-named 'Guyver' Guyver and Guyferd besides looking very much alike and having very similar sounding names also share similarities in their origin stories. The Chronos organization is also very similar to the Crown group in that both have far reaching political and social ties across the globe while hiding their true motives and aspirations.

Fighting game innovator CAPCOM's first and only foray into the realm of Tokusatsu TV.

Don't underestimate petite actress Asuka Shimizu for she is a formidable martial artist who is a black belt in the Kempo-Karate style of 'Ho Ryu In Shin Ken'. She also starred in the 'Another Heaven' (Asahi TV; 2000). Tokusatsu fans may also recognize Asuka as Shidou Mika/Sazer Mithras in the popular series 'Cho Seishin Gransazer' (TV Tokyo/Toho; 2004).

Takeda Masako portrayed another equally sinister villainess, Beast Master Luna in the Tokusatsu series 'Dennou Keisatsu Cyber Cop' (Nihon TV; 1988).

Suit Actor 'Shaboratenmei' also portrayed the villainous Hudora in 'Ultraman Tiga: Final Odyssey' (Shochiku/Tsuburaya; 2000).

Planning: Fujiwara Tokuro, Fujiwara Masamichi

Producer(s): Kurokawa Masahiro, Hitoshi Haruo, Kobayashi Tetsuya, Nishijima Takatsune, Iwata Kesuke (TV Tokyo)

Screenwriters: Ishi Hiroshi, Aikawa Shou, Iwai Hiroshi, Inaba Kazuhiro

Music by: Yamanaka (smart)

Cinematography: Nishino Takashi

Lighting: Tamura Fumihiko

Sound: Hoshi Ichiro

Art Direction: Fujiwara Shinji (Heartbeats), Furuya Yoshikazu

CG: Nanba Seiji

Special Effects: Terai Yuji

Action Director: Takase Masatsugu

Stunts: Takase Dojo (Takase School)

Costume Design: Mitsue Aki, Nishimura Yuji, Tazaki Iki, Honda Fuyuki (Bishop), Fujiyoshi Nobuaki, 'BoneCraft', 'Baize'

Broadcast by: TV Tokyo, CAPCOM, Toho

WR. Ishi Hiroshi, Aikawa Shou, Iwai Hiroshi, Inaba Kazuhiro

DIR. Muraishi Hirochika, Katayama Shinichi, Kitamura Yoshiki, Takase Masazoku, Takano Toshiyuki

EPISODES: 26 **YEAR MADE:** 1996 **COUNTRY:** JAP **SEASONS:** 1

TOHO

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 08/04/1996

AIR DATE OF LAST EPISODE 30/09/1996

SEASON DATE BREAKDOWN:

FILMS:

Kazama Gou/Guyferd KAWAI HIROHI, Suit Actor- Guyferd MORI SEIJI, Crown Scientist - Jyoishi Takeo AKANBOSHI SHOICHIRO, Kujiyo Rei KUJYO REI, Kujiyo Ryu TATEGAWA YAMATO, Mutiant Leader - Shion Kei TAKEDA MASAKO, Crown Leader - Metal Master SHIMAMURA HIDETO, Crown Leader - Vicross OKABE KEN, Gou's Brother - Kazama Makoto KANO SHIGEAKI, Detective Nakamura Yuji TOMOGANE TOSHIO, Murakoshi Etsuko HOSHI YOKO, Shiozawa KODA HOZUMI, Crown Scientist - Dr. Kuzan ICHIKAWA ISAMU, Suit Actor - Zodiac "SHABORATENMEI", Voice- Zodiac IZUKA SHOUZOU, Yasai Maru MORI SEIJI, Jimen IDEMITSU GEN, Gotou KAGAYA KEI, Saki TAKAHASI NAOKO, Narrator OKABE MASA AKI.

- 1 - 1 *GUYFERD APPEARS!*
- 1 - 2 *GOU IN DANGER!*
- 1 - 3 *DID YOU SEE IT! THE ULTIMATE TRANSFORMATION*
- 1 - 4 *ESCAPE FROM THE DNA LAB!*
- 1 - 5 *THE BATTLE KILLER PROJECT*
- 1 - 6 *BLOOD THIRST! THE KILLER SOUND WAVE*
- 1 - 7 *CROWN'S STRONGEST FIGHTER*
- 1 - 8 *DESTINY'S SHOWDOWN*
- 1 - 9 *CROWN'S CONSPIRACY*
- 1 - 10 *DESTROY METAL-FERD*
- 1 - 11 *BRAIN-JACK*
- 1 - 12 *ATTACK! BATTLE KIDS*
- 1 - 13 *GX-9'S ASSASSINATION DIRECTIVE*
- 1 - 14 *PROTECT THE CHILDREN*
- 1 - 15 *THE RED ROSE OF REVENGE*
- 1 - 16 *COUNTDOWN*
- 1 - 17 *ZODIAC APPEARS*
- 1 - 18 *GAEA NET IS LIBERATED*
- 1 - 19 *SECRET OF THE NORTH STAR SCRIPTS*
- 1 - 20 *VALKYRIE'S TRAP*
- 1 - 21 *CHASE AFTER THE SEVEN STAR SWORD*
- 1 - 22 *GUYFERD KILLED!*
- 1 - 23 *REBORN*
- 1 - 24 *THE DARK WARRIOR RETURNS*
- 1 - 25 *THE LAST DAY OF PLANET EARTH*
- 1 - 26 *ETERNAL PROMISE*

HALFWAY ACROSS THE GALAXY AND TURN LEFT



The series tells the tale of an alien family from the planet Zyrگون, who are forced to flee their home. They take refuge on Earth. In order to get to Earth from Zyrگون one must journey halfway across the galaxy and turn left (which is where the book and the series get their title!). On Earth they settle in Bellwood, Australia where they have trouble fitting in and keeping their extra terrestrial origin secret.

After arriving on Earth, the family adopts new names. Their new surname being Jackson, no surname was ever given for them on Zyrگون. The family consists of Mother and Father who become Renee and Mortimer and their three children: X / Charlotte, their 13-year-old daughter. Dovia / Estrella, their 16-year-old daughter and Quark / George their 11-year old-son.

Unlike families on Earth which are run by the parents, the Jackson family is organised by X, who trained to become the family organiser. This turns out to be a good thing since both parents are irresponsible fools. X decides that the family should flee Zyrگون after her father is caught having tampered with the computers, which cause him to win the lottery repeatedly. After fleeing the planet X and her family become the targets of the Chief, the head of the Zyrگون security forces. The Chief does not like having been made a fool of by X and her father and has made it his priority to bring them both back to justice.

Upon arriving on Earth X decides that they must fit in as well as possible. The family makes up the story of having come from Peru. Mother and Father are forced to seek gainful employment and the kids enrol themselves in school. This despite the fact that they are all far better educated than their teachers in many areas X makes friends with her neighbours Jenny Roland and her brother Colin, both of whom learn of the family's secret.

While on Earth the family has to deal with fitting in which they eventually manage to do in a fashion. Their visitors from back home. Aunt Hecla and family friend Lox, however have a much harder time adapting and their actions must be covered up by the rest of the family. They also live in fear of being tracked down by the Chief and brought home to justice, a threat they believe they have overcome in the 12th episode.

Any series that can come up with a title like that has to have something going for it, and this comedy adventure from Australia proved a summer hit with young fans in 1994. Based on a novel by children's writer Robert Klein, the series explored several role reversals. The youngest daughter, X, is the leader and organiser, the children expect abidance for their parents, dad does the cooking and mum is the bread winner. The series was a German/Australian co-production.

The first 12 episodes of the series more or less adapt the novel *Halfway Across the Galaxy and Turn Left*, in a serialised format with each episode leading into the next. However the novel starts off with the family already on Earth and does not feature the chief. Most of the remaining 16 episodes are more episodic, until the final few featuring a return trip to Zyrگون and the final defeat of the chief. The executive producer for the show was Terry Ohlsson and produced by Jan Marnell.

The story was made into a television series in 1991-1992. It was very popular in Australia and Europe and there are many fansites. The production company behind the series, Crawford Productions, are accessing their catalogue, and although there are no concrete plans as of now, they have stated that they hope the series can be released on DVD within the next year or so. Several episodes have been released on VHS in the UK, and can often be found for sale on eBay.

The TV-show had 28 episodes, split into 2 story arcs. The first story arc stayed close to the novel, the second arc had new stories written, some of which would end up incorporated into the sequel novel, *Turn Right for Zyrگون*.

The entire series was filmed in Melbourne, Australia. Zyrگون, and the family home interior were shot on the Crawford Productions sound-stage. The town of Bellwood was shot in Williamstown. The family home exterior is located in Surrey Hills. The props for the space raft and other sets were kept in the Crawford

Productions lot for a couple of years following production, however, they were eventually dismantled and destroyed.

WR. Ray Boselay and Vince Moren, John Reeves, Robin Klein, Everett De Roche, Graeme Farmer, Matthew Lovering.

DIR. Brendan Maher, Ron Hardy, Paul Moleny.

EPISODES: 28 **YEAR MADE:** 1994 **COUNTRY:** AUS **SEASONS:** 1

CRAWFORDS AUSTRALIA PRODUCTION

CREATOR: ROBIN KLEIN (Based on Novel)

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 28

DATE OF PREMIER: 31/05/1994 **AIR DATE OF LAST EPISODE** 06/09/1994

SEASON DATE BREAKDOWN:

FILMS:

X LAUREN HEWETT, Qwrk JEFFEREY WALKER, Dovis SILVIA SEIDEL, Father BRUCE MYLES, Mother JAN FRIEDL, Jenny KELLIE SMYTHE, Colin CHE BROADBENT, Froggatt DENNIS MOORE, Mrs. Froggatt ELLEN CRESSEY, Andrew BRANDON MCLEAN, Shane MICHAEL WALSH, Michelle TENLEY GILLMORE, Dallas KATRINA LAMBERT, Lox PAUL KELMAN, Voice of Dovis AMANDA DOUGE, Chief BRUCE SPENCE, Judy KERRY ARMSTRONG, Aunt Hecla SANDY GORE (2-12, 25-28), Michelle Froggatt TENLEY GILLMORE (4-28), Mrs. Roland COLLEEN HEWETT, Yorp DAVID ARGUE, Miss D. Brewster MARION EDWARD (3-12), Sally CELESTE AMENT (3-13), Lynne SUSAN ELLIS (3-13), David Carruthers DAVID WALTER (9-28), Mr. Clive Froggatt DENIS MOORE (12-28), Mrs. Dawn Froggatt ELLEN CRESSEY (12-28).

1 - 1 *DON'T FORGET TO TURN LEFT*

Zyrgon is a cold, ice-bound planet halfway across the galaxy. That's where X is a Family Organizer. She's only eleven - but she's in charge of her family of five. FATHER is a lovable rogue, devoted to gambling. MOTHER'S a dizzily talented Wear Designer. DOVIS is X's older sister, about seventeen, and stunningly beautiful. QWRK is eight, and a genius.

X is such a good organizer, she wins the coveted Pearlrock Logotype. She returns home - to disaster. FATHER has been discovered cheating in the government lottery - after winning it twenty-seven times in a row. The fearsome Law Enforcer-in-CHIEF comes to arrest him. X promises to see justice is done. But X loves her father too much to let him go into detention.

Determined to keep the Family together, she decides on exile. X gets directions from LOX, a gorgeous but empty-headed space shuttle pilot she adores from afar. They travel halfway across the galaxy - and turn left.

Towards Earth - and Bellwood. That's where JENNY ROLAND lives. X is meticulously organized. JENNY loves mess. X keeps a tight hold on her emotions. JENNY lets hers hang out. Especially since the recent turmoil in her family, which resulted in her dad leaving - and her mum being left with JENNY, her cynical brother COLIN, and her two bratty kid brothers. In space, X instructs her family to do nothing that might give them away in exile.

1 - 2 *EXILES ON RENMARK STREET*

In a paddock on Earth, X shepherds her family off the spacecraft. Then utilizing her special powers, she creates an airpocket - and hides the raft inside. Having seen a strange light, JENNY arrives at full tilt. She finds an odd looking family - but no sign of the light. X insists they saw nothing. She leads her family away towards Bellwood, and leaves JENNY wondering. The Family are amazed by their first impressions - but X is more concerned with keeping their identity secret in this strange land.

Their first job is to find a house. They secure one through XAVIER YOSHIDA, a real estate agent.

X - against her better judgement - leaves FATHER to buy food, while she and QWRK go to purchase furnishings and home appliances. When they get home, the furniture's already arrived. And the delivery men are staring at the way MOTHER'S filled the house to the ceiling with flowers, while DOVIS has cloned into a cat. X is furious but worse is to come as FATHER returns home in a shiny, red specially modified GTS Monaro. Bought with money obtained by kinetics from currency-producing machines all over town!

X takes the keys - from now on FATHER must ask permission to use the car - and orders him to burn the currency he obtained from the Automatic Teller facilities. They're in a strange new place, with no one to turn to. If they're going to survive, they have to live perfectly ordinary lives. Nothing less we do.

Meanwhile, the CHIEF has cloned into a Professor to try and discover the Family's whereabouts from Aunt Hecla. After an afternoon of Hecla's singing and rocktails without gaining any information, the CHIEF loses his temper and clones back into himself, threatening retribution.

1 - 3 *NEXT ITEM ON THE SCHEDULE - SCHOOL*

While at her ranch on the Second Moon, Aunt Hecla is being threatened by the Chief to reveal the family whereabouts...

On Earth, X insists they choose new names for their stay on Earth. Henceforth, FATHER will be known as Mortimer, MOTHER as Renee, DOVIS as Astrella, and QWRK as George. X has to choose a new name for herself. She gets it from the recipe Father's cooking. Apple ... Charlotte.

Sending MOTHER to look for a job - for she's always been the Family breadwinner - X has FATHER drive her and the others in search of a school. If they're going to live perfectly normal lives, that's their next priority. But it's going to be hard - especially arriving in a superpowered car at the same school JENNY attends, and with two of the pupils, MICHELLE and DALLAS already dubbing the family "weirdos" - on first appearances.

MISS BREWSTER, the principal, is intrigued by the Family - and happy for them to attend her school, but is left flabbergasted, when she is kissed by FATHER, mimicking a local custom he has witnessed.

For the first time in her life, X finds her authority as an organizer ignored. For the first time she begins to realize things are different on Earth. Children here don't run families. Or worry about them. They leave all that to their parents. X struggles to come to terms with Earthly practice. But as X clings to the past, she doesn't realize how well the rest of the Family are adapting. They're not out to hide their powers - but capitalize on them.

AUNT HECLA escapes the CHIEF and heads for Earth to help her favourite niece, X. ZEPPY, her favourite zeppolope accompanies her.

But the CHIEF is determined to catch them. JADY has cloned into a pretty Kiosk Attendant to meet X's friend, LOX. She also nearly locks onto DOVIS'S kinetic beam bringing material to Earth for Mother to impress Andrea, owner of Bellwood's leading boutique. The family's elusiveness is making the chief angry, they better watch out.

1 - 4 *FIRST DAY AT SCHOOL*

MOTHER plans to wow the entire fashion world with garments of Zyrgonese pearlock. FATHER'S had all his gambling instincts reawakened - and discovers the TAB. But X is too busy to notice. It's her first day at school. As they set off, X gives the others strict instructions. It may be difficult but they must act normal.

QWRK'S introduced to his prep grade - and set the humiliating task of telling the time. DOVIS is introduced to a senior class - and instantly wins their hearts with her beauty. X joins MISS HARROW'S maths class - and immediately runs into trouble. She gets on the wrong side of MICHELLE, the class bully, and her best friend, DALLAS. She gets all her algebraic calculations right, but uses the wrong - that is, Zyrgonese - method. And when MISS HARROW asks about where she's from, X parrots out the Family cover story about coming from Peru, like a walking encyclopedia! MISS HARROW becomes suspicious. MICHELLE and DALLAS think she's a know-all. But JENNY'S in the class, too. She's attracted to X. Already thinking they could be friends.

Like X, QWRK'S had an exhausting day, singing inane songs about bananas. But DOVIS takes immediately to school-life on Earth. She's constantly surrounded by adoring admirers, who want to sit with her, talk with her - anything! DOVIS adds to X's anxiety by performing a Zyrgonese dance for her new friends, accompanied by music she has made to play through the school's P.A. system.

Meanwhile, Hecla has reached Yorp's Fuelstop on her way to Earth to help X.

While back at Zyrgon, Jady in the guise of a Shuttle Kiosk attendant is gaining Lox's confidence in order to help Chief in his quest to get X.

1 - 5 *HOMESICKNESS*

When X, QWRK and DOVIS return home from their first day at school, they find MOTHER and FATHER missing. At first they fear that they have been captured by the Chief. But when Mother comes home, X finds what they've been doing. FATHER, gambling. MOTHER showing off her talents - with exotic Zyrgonese fabrics. Both in defiance of X's strict orders.

It's too much for X. The pressures of their exile and her responsibilities as Organizer take their toll. Her family's never heard X so emotional.

X shuts them out - and turns to the one who's always been there. The one she adores. She beams LOX, back on Zyrgon.

X ticks her family off. FATHER will stay at home and tend to the kitchen. MOTHER will lead an ordinary working life. And DOVIS, QWRK and she will go to school as usual - and be perfectly normal! It's not that easy. Not even for X. The more she tries to be perfectly normal, the more DALLAS and MICHELLE thinks she's a weirdo. QWRK doesn't help, when he's asked for a list of ten words starting with "A" - and comes up with "autochthonism" and "antonomasia". DOVIS is busy delighting in her new-found friends to worry - so it's left, as always, to X to brood.

MISS BREWSTER insists on seeing MOTHER and FATHER because of Qwrk's precocious intellect. X commands the Family to learn a cover story, but, despite her despair at their inattention, it is she who almost gives the game away.

And finally, to make the worst mistake of all - and invite DALLAS and MICHELLE back to the house - to prove they're quite normal. JENNY comes with them. Like DALLAS and MICHELLE, she's sensed there's something different about X. But where the others feel threatened, Jenny's on X's side. If X is hiding something, JENNY is willing to help her.

But it is not only X and her classmates making for the Jackson home - HECLA too is on her way!

1 - 6 *A DAY AT THE BEACH*

X arrives home accompanied by MICHELLE, DALLAS and JENNY, unprepared for what awaits her. Mother's been homesick. And despite X's strict instructions, she's beamed even more contraband items from Zyrgon. The kitchen has a glass flower ornament, while in the lounge stands Father's monstrous Klickscore Trophy, that whizzes and ticks, with all kinds of readouts. X desperately tries to explain away all of this to the others. She nearly succeeds, propelling them out of the house - but the final shock awaits.

HECLA is on the doorstep. She bullied their whereabouts out of Lox and came halfway across the galaxy to be with the Family. She grabs hold of MICHELLE. Inspects her closely. Great thundering zelpths! What funny looking children! MICHELLE and DALLAS - and JENNY run for their lives. And X knows, hers will never be the same...

Despite X's resistance, HECLA moves in, with ZEPPY, her pet zeppolope. When X learns that her aunt has left her spacecraft in public view in the park, she goes to hide it. But finds it's been mistaken for playground equipment by a gang of young boys. She chases two of them, who think the rudder's a bat. She catches them outside their house - which is also where Jenny and Colin live. ANDREW and SHANE are their younger brothers. On being confronted by COLIN, X pretends the bat's nothing special. His brothers are welcome to it. But her sudden arrival only confirms JENNY'S earlier thoughts. There's something about X that's mysterious. Special. JENNY wants to know more...

When JENNY invites X's family to go on a picnic to the beach, X discovers some of the pleasures enjoyed by children on Earth.

While MOTHER resents HECLA'S influence on the family, X worries she will betray them as alien - as she nearly does when XAVIER YOSHIDA, the real estate agent, arrives with the lease. The solution is Hecla to go back to Zyrgon. With MOTHER'S assistance, X beams LOX to arrange some kind of transport for Hecla's return - only to hear the shattering news that he's betrothed. To Jady - the gorgeous girl who runs the Space Shuttle Kiosk.

1 - 7 *A VISITOR FROM ANOTHER PLANET*

HECLA believes that X is taking her organizing duties far too seriously. She should relax and enjoy her new planet, but X feels she must involve herself in everything. For example, diverting MISS BREWSTER'S attention from QWRK'S intelligence. He's always been hopeless at music. Over QWRK'S protests, X decides he'll learn the violin. X is determined to keep their cover intact - but strangely, increasingly, it's not the others who create the danger, but X herself. When MICHELLE and DALLAS tease her with taunts about her weird family, X loses her cool. Her thought-power switches to retribution

mode - making DALLAS and MICHELLE believe their hair has changed, which has them creating a disturbance in class.

X is called to the Principal's office. She fears the worst that her secret has been discovered. To her surprise, MISS BREWSTER shows X - QWRK playing a difficult violin concerto at his first lesson!

MISS BREWSTER and MR. HOHENHAUS have found a prodigy. X hasn't time to take her anger out on QWRK - she's wanted for the Inter-house Swimming Team Selections trials. To everyone's amazement, X beats MICHELLE in the trial - and is applauded for the first time in her life.

It's a strange feeling - but not its strange as visiting Jenny's house. All X's instincts as an Organizer recoil at the sight of the chaotic, messy Roland house. But her biggest trial is Jenny's room. For JENNY wants X to be her best friend. X feels weak all over. She's not prepared for this sort of closeness. All her doubts and fears climax in a gigantic sneeze. MRS. ROLAND decides it's the flu, and hurries her home.

The Family finds it hard to believe that X could be ill. She wouldn't allow herself to get sick. They look on in consternation - X tells them they'll have to get along without her while she goes to bed to recover from this Earthly ailment. HECLA repeats her advice. You're making yourself ill with your constant anxiety.

Meanwhile, the Chief is getting closer, having just left Yorp's fuelstop and he vows he is going to get X.

1 - 8 *X IS NOT HERSELF*

X tries to maintain control of her family - but it's difficult, when your head throbs, and you're struck in bed with the flu. X does her best. She teases - for rebellions in the air. The Family are loving -the new please-yourself lifestyles. And HECLA is saying how free she feels on Earth. Irresponsibility. Lack of self-control. She'll be a bad influence on FATHER.

Without X's restraining influence, DOVIS gets into trouble at school when she releases all the rabbits from the biology laboratory. QWRK continues to impress MR. HOHENHAUS.

All these problems pale into insignificance however when JENNY comes to visit X and tells her she's seen somebody from Peru. Her description fits the Chief exactly. X asks JENNY to do her a huge favour. She wants JENNY to let herself be seen by the CHIEF wearing her Pearlrock Logotype and then tell him that X and her Family have left. But the CHIEF does not believe JENNY and follows her to the Jackson home.

Her suspicions stirred by seeing Jenny wearing X's pearlrock logotype, HECLA returns home. She guesses that X's jumpiness cannot be explained by even a bad case of flu and realizes the truth. X decides the only thing she can do to protect her family is to give herself up to the CHIEF.

The CHIEF is delighted to have X do just this and gloatingly takes her back to Zyrgon in his pursuit raft. However, it is not X he has captured but HECLA simulated into X.

1 - 9 *THE JACKSON MUTINY*

9: "THE JACKSON MUTINY"

While the Chief is enjoying his triumphant welcome back in Zyrgon, having delivered the criminal X to the Authoritarians, on Earth X is waking from her exhausted sleep caused by a severe viral attack. Only MOTHER is in, the rest of the family are out and about, enjoying themselves.

X finds MOTHER over the moon, having been offered a half-share in the design boutique where she works. X realizes with a shock that things have run out of control during her illness.

X lays down the law to her family, but they fight back. FATHER wants to open a restaurant, QWRK is determined to be the best violinist on Earth, DOVIS is stepping out with DAVID CARRUTHERS. X retires to her room to regroup.

COLIN goes to the Jackson house to return the runaway ZEPPY and is bewitched by the vision of the girl he knows as Charlotte bathed in luminescent thoughtbeams as she communicates with LOX.

X has intercepted LOX'S thoughtbeam to Mother and discovers he believes her to be in the Chief's Detention Centre. X now realizes why HECLA is missing - her aunt has simulated into her and gave herself up as X to the Chief. X is appalled. HECLA, her greatest rival in organizing, has put her eternally in her debt.

X instructs her family they must leave for Zyrgon, otherwise HECLA will be punished in her stead.

1 - 10 *THE TURNING POINT*

LOX is caught trying to steal X's records and is thrown into a cell with X, that is, HECLA simulated as X. LOX is aware that it can't really be X because he has spoken to her on Earth by thoughtbeam. The CHIEF discovers X is HECLA and decides to throw both LOX and HECLA into the boiling lava.

Meanwhile on Earth, X resumes control. She orders DOVIS and QWRK to school for one last day. When it's over they will come straight home, clean up and board the raft. There will be no argument. MOTHER may have a brief, final day, at work. They will pick up FATHER later from his foolish restaurant. Sadly, obediently, the Family do as they are told. They must return to save HECLA. X sets off to school, meeting JENNY on the way. Full of forgiveness - and an invitation to go iceskating - and the surprising news that COLIN wants to come too.

X tells JENNY she can't go - she won't be here tomorrow. JENNY is devastated at the news. More than anything, X realizes she wants to be Jenny's best friend. But it's too late, and too much divides them. There's no turning back. She doesn't explain. JENNY can't understand. Her hurt and anger spills over. X lines up for the fifty metres Inter-House Swimming Carnival. As the race starts, she hears Hecla urging her on, willing her to win. She wins, beating MICHELLE and gets overwhelming applause, and a fine medal. It's the high point of her stay on Earth. X struggles with her emotions - and insists it changes. nothing. They're still leaving.

The Family sadly farewell their house. The situation is too poignant for words. They leave, to walk to the restaurant, and FATHER. On the way, they're met by COLIN and JENNY. COLIN'S finally conquered his cynicism - and told JENNY about the beam. JENNY has guessed the truth - and come to plead with X to stay. X admits the truth. She wishes she could get out of it, and just be herself. But she can't. X and JENNY will be friends always - but half a galaxy away.

1 - 11 *HOME IS WHERE THE HEART IS*

JADY tricks HECLA and LOX by allowing them to escape to the Family apartment where the CHIEF is waiting to push them to their death down the inclinor shaft into the boiling lava but they are saved by YORP who leads the growing movement of dissidents on Zyrgon.

At his restaurant, FATHER'S engrossed in cooking. He insists they can't leave till he's served a meal. X hurries everyone through their delicious meal. They dine sadly, miserably, to the mournful music of QWRK'S violin.

Back at Jenny's, she and COLIN are miserable too. They know the truth now. Losing a friend hurts - no matter where she's from. MRS. ROLAND tries to comfort JENNY. To her surprise, she finds her daughter stronger and wiser when it comes to losing someone.

Meanwhile FATHER enters with a cake for X. Fifty candles, one for each metre X swam. X is touched by her family's love but before she can blow out the candles they flicker and die. It's LOX trying to get through on a thoughtbeam. He tells them that he and Hecla have been saved from the lava, then drops his bombshell: the CHIEF told him that X never won the Scholarship fair and square - but cheated. X is flabbergasted. So is the rest of the family - all except FATHER. He admits he was the one who changed X's marks. He couldn't bear to see her fail.

The CHIEF arrives on Earth. He's traced the rudder from Hecla's spacecraft to Jenny's room. He takes Jenny to help him find the whereabouts of the Family's raft.

X struggles to cope with the knowledge of her twin failure. She's no good as an organizer - because she was never meant to be one. She feels stupid and miserable - but to FATHER'S credit, he knows he's the guilty one. He convinces X at last, they can stay. And slowly, X sees he's right. The burden is lifted. They can go to the paddock, not to leave - but to load the spacecraft with everything that came from Zyrgon and send the raft off into space to avoid detection - and stay.

The Family hurries off to the paddock - only to be met by the CHIEF. He takes FATHER prisoner. X trades her freedom for JENNY. With his prisoners aboard, the CHIEF exults - but finds he is pursued by the Family, COLIN and JENNY in Jenny's dad's old boat. An awesome chase conducted at molecular level results in the raft being brought down. X and FATHER are saved - but the CHIEF is gone.

1 - 12 *X - THE UNKNOWN FACTOR*

The Family, together with JENNY and COLIN return the boat to Jenny's house.

MOTHER reminds everyone they're still in danger. The CHIEF could strike back at any time. He could clone into any one to do so. But the main thing is they're staying. X is determined about that. She learnt the lesson her family taught her. If you're different, there's no point in hiding it in trying to be normal. The only thing to be is yourself. They'll stop running - but they'll stick together. And when the CHIEF comes - as he will - they'll fight.

So X and JENNY, DOVIS and QWRK head off for school. COLIN'S sorry he has his own school to go to - he's grown fond of X in the last few days. MOTHER goes to work, alert and vigilant and FATHER returns to his restaurant. As we start to suspect the CHIEF has cloned into someone entirely unexpected - MICHELLE - whose family has just moved next door to the Jackson's.

MICHELLE [Chief] invites X down to the pool, for a grudge match, to settle once and for all who's the best. X accepts, deciding it's time to put Michelle in her place. As they head for the pool, DALLAS wants to come too. MICHELLE lingers and argues - and shuts the squealing DALLAS into a locker. On her release, JENNY realizes what's happened. She rushes to the pool, warning DOVIS and QWRK.

Locked in the sporting complex, X fights for her existence as her earthly nemesis clones back to her galactic one. X's nightmare starts to happen in reality. The Chief is determined that X will go back to Zyrgon... as a Roobot!

When JENNY, DOVIS and QWRK break into the sporting complex, a solitary ROOBOT hops around. And X lies exhausted, but victorious.

At the paddock, the Family concentrate - and send the raft to the dark side of the Second Moon. But before they head for home to get back to normal, X takes COLIN and JENNY fishing in the boat, flying over Bellwood ostentatiously, recklessly. And MICHELLE sees them...

1 - 13 *FUN IS DANGEROUS*

The exhilaration of her victory over the Chief leads to a new recklessness in X. She resigns her position as Family Organizer and informs her parents and siblings that from now on her life is dedicated to fun. But no sooner does X decide to devote her life to good times, than things start getting confusingly serious.

When Michelle is caught peering in the Jacksons' window, X, Jenny and Colin take the Roobot (the Chief) to the Rolands' house and hide him in their shed. Colin gives her some patronising tips about tactics and she wins an annual race between the boys and the girls defeating her smug adviser in the process. X doesn't understand why Colin is miffed, so Jenny gives her a crash course in the subtleties of the male ego.

Things go from confusing to worse when Miss Harrow takes X to a Sports Clinic for a series of fitness and aptitude tests. X allows a blood sample to be taken before she and Jenny realize - too late - that her blood will prove conclusively she's an alien. After Miss Harrows media class discusses the many grisly fates that could befall aliens visiting Earth, X decides urgent action is required. She coerces Father into breaking into the Sports Clinic and replacing her blood with that of a human. Colin donates his blood for the purpose - greater love hath no budding chauvinist. The minor crime is accomplished without incident. Colin apologizes to X for his reaction to her win, and the two run into the darkness together, hand in hand. It's a night filled with relief and budding romance.

1 - 14 *QWRK LANDS ON HIS FEET*

After wistfully watching other boys playing games of football and skateboarding with their friends, QWRK asks DOVIS'S advice on making friends. QWRK follows his sister's recommendations by learning to skateboard in his own way so he can be mates with the skateboarders. He develops a formula which optimizes their zenith potential.

QWRK'S new pastime horrifies MR. HOHENHAUS and alarms MISS BLOOM sufficiently for her to call MOTHER and FATHER into her office for a serious chat. It appears QWRK has adopted the skateboarders' lingo and has accused his teacher, MISS PAYNE, of having a "filthy mind".

Following MISS BLOOM'S advice, MOTHER and FATHER take a firm stand with George, trying their best to behave like Earthly parents. Keeping X right out of the situation, MOTHER and FATHER forbid QWRK from associating with the hooligans, threatening a surprise punishment if he disobeys.

When QWRK falls off the skateboard, he thinks it is his punishment. He then decides to comply with his parents ruling, after one more meeting with the skateboarders, where his formula wins him a fan in skateboarder, BINDY LIPTRAP, and acceptance with the skateboarding gang.

1 - 15 *HEARING A DIFFERENT DRUMMER*

When Lox thoughtbeams from Yorp's office, needing somewhere to hide, X reluctantly agrees to allow him to stay with them on Earth. Their intergalactic communication causes havoc with the electric appliances in the Froggatt household, which only adds to the anger Froggatt already feels towards his neighbours.

The Roobot breaks loose from the Rolands' shed, nearly destroying their house, Father and Colin finally trap it in a net with Father given the task of destroying it.

David Carruthers takes Davis to visit a famous ballet teacher, Emilia Flint. The woman is quite entranced with her dancing, but knows this young girl has a secret. The wise teacher instructs her to find herself first before seeking tuition - only then will she be a great performer. This advice makes Dovia question the concepts of honesty and truth in her relationship with David but it does not stop her discovering the joys of young love with the infatuated young man, but becomes upset when he tries to kiss her. As kissing is unknown on Zyrgon, Jenny counsels on its benefits.

The arrival of the silver clad spaceman, Lox, who immediately charms Jenny adds to X's anxiety... and Froggatt's suspicions.

If they only knew... that Father has been unable to destroy the Roobot and has hidden it in his wardrobe.

1 - 16 *THE ROOT OF ALL EVIL*

The Jackson family are short of money. When this fact becomes known to their next door neighbours, together with the strange appearance of Lox, Froggatt, with the help of Michelle and Dallas, decides to do some investigating.

A strange parcel from Zyrgon finds Qwrk. Inside it is a money tree. Just what he needs when he is feeling the lack of cash. The plant soon brings fruit and Qwrk orders up big.

Unbeknownst to the rest of the family, Father has not destroyed the Roobot but is keeping him in his wardrobe. On his surveillance visit to the Jackson's, Froggatt hears the noise of the trapped Roobot. He concludes that what with the delivery of expensive packages, the Jackson's are responsible for a recent Bellwood robbery and have the courier imprisoned in the wardrobe.

Complicated by David trying to get Dovia to forgive him for his kiss and Michelle finding the money tree, Qwrk's money making venture comes to a sticky end when the money tree dies and Froggatt calls the police.

1 - 17 *STRANGE ENCOUNTERS*

A visit from Michelle's disreputable Cousin Mick results in X and Qwrk being held hostage at the supposedly haunted Clayton House to produce a money tree like Michelle discovered in Qwrk's bedroom.

Lox, accompanied by Colin and Jenny, go to the rescue. While Colin and Jenny lead Mick and his equally crooked accomplice, Ace, on a merry chase around the old house, Lox is untying X and Qwrk. Unbeknownst to the rest of the household, Father enters the scene with the Roobot and thoroughly scares the crooks into locking themselves into the library.

Using his powers, Qwrk makes the painting in the library come alive much to the terror of the rooms occupants, who quickly flee the premises, promising to lead a strictly legal existence.

X's only problem now is to destroy the bud from the money tree in Michelle's possession. With the help of her family, she makes the note explode leaving the Froggatts stunned and shell-shocked.

And Father... he safely makes it back home, after locking the Roobot in his restaurant storeroom, without any of the family knowing about his presence at Clayton Hall or the Roobot still existing.

1 - 18 *UNDERSTANDING THE MATERIAL WORLD*

Mother is very excited. she has been asked to exhibit her latest creations for three buyers from a Parisian couture house. Due to an unfortunate accident caused by Lox, the garments are destroyed.

At the last moment, X allows Mother and Dovia to kinetize some Zyrgonese material down to make replacements. But the models refuse to wear the garments, because the material is so odd.

Finally Lox and Dovia model the creations to mad acclaim from the Parisians.

Unbeknownst to anybody, Qwrk has entered an astro-physics competition and wins it. X insists that

Father go to the symposium to deliver the winning theory as an eight year old genius debating advanced physics would certainly give the game away.

Fathers efforts prove disastrous in front of the television audience and it is only Qwrk's quick thinking that saves the day.

After the triumph of the fashion show, everybody is appalled to learn that Mother has accepted the offer to become a designer - in Paris.

1 - 19 *WELCOME TO THE HUMAN RACE*

X, Father, Qwrk and Dovis are shocked and saddened by the news that Mother will soon be departing for Paris. Their feelings of loss and regret affect them differently. As they try to absorb and understand these unwelcome emotions, we feel they are finally aware of what Earthly love can mean. Being as shallow as a puddle, Lox is plagued with no such problems. His biggest worry is whether to become a cowboy or a model. He settles on the former, and with a bright new shirt - courtesy of Mother.

Father's sadness about Mother's impending departure leads to carelessness. The Roobot, locked in the restaurant storeroom gains strength from the sugary stores to transform itself back into the Chief. The Chief resumes his search for Father and X, terrifying Shane and Andrew Roland in the process. Shane and Andrew raise the alarm, and when the Chief arrives at the Jackson House, they're waiting for him.

Meanwhile, next door, Clive Froggatt, with Michelle's assistance, has set up surveillance on his strange neighbours. Disgusted, Mrs. Froggatt orders her daughter to sit down to dinner and respect their privacy. This proves rather difficult, especially since every electrical appliance in the Froggatt house goes suddenly haywire, and the Jacksons' house is reverberating with pulsating lights and loud thumps.

A titanic struggle is underway between the Jacksons and the Chief. With Lox's help, they finally overpower him and shove him into the Klickscore trophy. Then they kinetize him into space, and the Klickscore trophy disappears to hurtle through the galactic waste. Only then do the Jackson's realize that the chief has crackle-beamed Mother. They kneel over her lifeless body miserably. Then Father mentions the word "Paris" and she awakes. She's all right! But alas, she's still leaving.

When Miss Bloom warns the school against a potentially dangerous man fitting the Chief's description, Michelle informs Miss Harrow that such a man was at the Jackson's wild party the previous evening. When confronted, X advises that he has definitely left the country and is now a long way away. Little does her teacher know how far.

1 - 20 *WE'RE THEM NOW*

20: "WE'RE THEM NOW"

Mother's imminent departure casts a gloomy shadow over the Jackson family. Father is particularly miserable, and his sad spaniel eyes stir strange feelings in Mother - feelings like guilt and apprehension. They're entirely new to her, and she's not sure she likes them. Not one little bit.

Qwrk and Dovis both want stardom. They audition as a dancing/violin playing duo for a sleazy promoter called Mickie More at his less than reputable establishment, 'The Frantic Funk Jump Club'. Mickie is impressed, but stresses that they need to be louder and more outrageous. Qwrk develops an audio pick-up for his violin that raises the decibel level a thousandfold; and Dovis works up an outrageous look that would not appear out of place at a punks' convention. Clive and Michelle Froggatt witness their outrageous look in conjunction with cowboy Lox lassoing a chair in the Jacksons' yard. They're more convinced than ever that the Jacksons are lunatics.

Like the rest of her family, X is trying to come to terms with Earth's love and the attentive feelings it stirs inside. Earth has made them more free to be what they truly are and want to be: Dovis, a dancer, Mother, a Parisian fashion designer - and Lox, a fighter for truth and justice in the Western way - but not here - on Zyrgon.

Colin finds out about Qwrk and Dovis's dealings with Mickie More, and he accompanies them to their call-back audition. Luckily for them. Because when going over the contract later, Colin discovers Mickie More will take eighty per cent of their earnings. Colin rips up the contract, thereby ending their shot at stardom. Qwrk is grateful. Dovis is furious.

The dreadful day arrives. The farewells start in a restrained Zyrgonian fashion, and end in an Earthly tangle of tears and embraces. Mother hurriedly climbs into Lox's spacecraft, watching her tearful family as she is sped away by Lox - both following their star. Au revoir.

1 - 21 *ILLEGAL ALIENS*

Lox's spaceship departure has stirred up interest in aliens and U.F.O's, with Michelle doing her best to link such phenomena to the Jackson Family.

Anxious to get rid of his strange neighbours, Froggatt tips off the Immigration Department of his suspicions about the Family. An inspector calls on the Jacksons and is appalled that they have no I.D. or passports. X snatches a date out of the air, declaring it to be the day of their arrival from Peru. The inspector leaves to run this information through the main computer.

Knowing there will be no record of their entry into the country, it is left to Qwrk to save the day by hacking into the immigration computer to implant some fictitious information... but it is a race against time.

Meanwhile, Michelle and Dallas photograph DAVIS walking on a pond to rescue a kitten and report the strange incident to Miss Bloom. With the help of Colin and Jenny, X kinetizes a log just below the ponds surface to prove to Miss Bloom that nothing miraculous occurred.

Qwrk's hacking is successful - and the inspector turns his attention to Froggatt to explain some irregularities concerning his great grandfather's immigration.

1 - 22 *GROWING UP QUICK*

Jenny is feeling depressed about herself, convinced she is a dag and wishing she was older - so people wouldn't treat her like a child. Then she sees a spectacular dress which she believes would make her look more sophisticated. Unfortunately her mother hasn't the money to spare, but suggests she gets a part-time job.

Jenny begs X to age-simulate her so she will be old enough to get a job at Amusement Arcade. Reluctantly X simulates her friend into a DAVIS clone.

It is Dallas Hohenhaus's brother, Carl, who hires her. Immediately taking a shine to the attractive DAVIS [Jenny], he asks her out. This leads to disaster when David's friends see them together. Soon a puzzled DAVIS is being berated by an upset David who announces he is now her ex-boyfriend.

This is further complicated by Michelle and Dallas witnessing Carl kissing DAVIS as Jenny has become. The next day David confronts Carl about it at the Amusement Arcade. Way out of her depth, DAVIS [Jenny] runs away and it is left to DAVIS to clear up the mess she has made.

A very pleased Jenny is changed back by X. She is now happy to be eleven, even if she is a dag. After all, what she is inside is what's important.

1 - 23 *THE WRITING'S ON THE WALL*

X's life is changing. Mother's gone to Paris and the family are fitting into Earth's way of life: becoming more independent and not needing X's organizing.

These changes become very evident to X when she is wrongly blamed for the graffiti on the school buildings and stealing from Gino's milk bar. It seems the real culprits, Michelle and Dallas, are right: no one's going to believe she didn't do it. Not even her family.

X's powers even fail when she tries to thoughtbeam Lox for comfort. But little does she know, her thoughtbeam has collided in space with the Klickscore Trophy which has the Chief locked within, diverting its course.

Frustrated and depressed by her family's treatment, X runs away. She hides from the world in a storm drain, frequented by Qwrk for the purpose of "hanging out".

X's hiding place becomes dark and scary with rats and strange noises. She bumps her head and when Colin finds her, she believes he is the Chief chasing her. While her family and friends ponder what to do, X lies in bed delirious with her strange nightmares.

Mother arrives home unexpectedly and immediately sets X straight by explaining how bad things could have been for the family if it wasn't for her organization.

X rallies and recovers, happy her family is together again, and ready to accept Earth as her home.

1 - 24 *THE PAST IS CREEPING BACK*

X's unwittingly diverted the course of the Klickscore Trophy with a failed thoughtbeam to crash on

Yorp's Fuel-stop. The chief emerges from the ruins of the Trophy, free to exact his revenge on X. He is pounced upon by Rusty - a ruthless salesmen.

JADY arrives with a plan to capture X. Believing X has eluded them because her mind has grown strong and independent away from Zyrgon, she has come equipped with a device of the Technical Wizard, "The Mind Drill" to destroy X's mind.

Waves from the Mind Drill bounce-back causing X sensory distortion in the form of visions from the past

Confused and frightened by her dreams, X, accompanied by Colin, returns home not able to complete her journey to school. Dovis comes home to look after her and is relieved when Mother unexpectedly returns. To the surprise of her daughters, Mother swiftly moves to take X to the doctor.

When Mother rings home, Dovis realizes that she had been deceived by a clone and rushes to catch X... But is only in time to see her being dragged by Jady and the Chief into a spacecraft which immediately takes off.

1 - 25 *CRESCENDO*

Manacled, X is escorted by a triumphant Chief and Jady back to Zyrgon where she is put into a cell to be made an example of before being thrown in the lava for the crime of treason. Lox's efforts to try and release her result in his capture and imprisonment.

Back on Earth, a rescue operation is being mounted. The spacecraft is brought from an air-pocket and repaired by Qwrk whereupon Dovis, Jenny and Colin set out in it for Zyrgon.

The intrepid three arrive for refuelling at Yorp's, the friend of dissidents. Though believing they're up against impossible odds, Yorp joins them in their mission to free X.

With Yorp and Dovis's assistance, Colin and Jenny manage to gain entry into the Law Enforcers Headquarters where X is being held. But their luck fails them and they come face-to-face with their deadly enemy, the Chief.

1 - 26 *DARK NIGHT, STAR BRIGHT*

With X imprisoned on Zyrgon and Dovis, Colin and Jenny on their way to try and save her, Father, Mother and Qwrk are alone with their thoughts... and desolation.

In this saddened state, they have to contend on their own with queries about X and Dovis's whereabouts from Miss Bloom and David.

But their minds are full with images of the missing members of their family and what could have been.

Qwrk has his music to express his feelings, while Father and Mother have only their memories.

Meanwhile, in the Froggatt household, a visit from Miss Bloom has provoked thoughts about the ideal society.

1 - 27 *TRIAL BY LAVA*

X is brought to trial on Zyrgon, watched by Father, Mother and Qwrk on their modified microwave in their home on Earth. Just as the verdict is to be announced the scream goes blank, caused by Froggatt's electronic jammer device. Hearing no word from X or Dovis, Father, Mother and Qwrk fear the worst and decide to go somewhere with no memories.

Meanwhile, back on Zyrgon, Dovis and Yorp watch the proceedings, helpless as X is pronounced guilty, with only one possible sentence - the lava. Hecla, in disguise, makes herself known to Dovis and Yorp, advising them to trust in the people, but looking around at those assembled in the community centre the prospects look grim.

Before passing sentence, Principa's curiosity has been aroused by a number of Earthly practices described in the transcript. X's explanations to her questions seem to be swaying the head of state to the prisoner's side, much to the chagrin of the Chief.

Finally, unable to endure this dilly-dallying any longer, the chief takes matters into his own hands by sentencing the prisoner himself and dragging her to the lava.

The people of Zyrgon is in uproar as they surge forward, led by Hecla, Yorp and Dovis, storming the Law

Enforcers headquarters. Colin, Jenny and Lox are released from their bonds and join Dovic, Yorp and Hecla as the Chief is about to throw X into the lava. Just as he is about to let her fall, he stumbles. Colin tries to save X. But it is too late and both X and the Chief tumble down the inclinator shaft to the lava.

1 - 28 *WE LIVE ON THE BEST ONE*

JENNY, COLIN, DOVIS and HECLA are appalled - as is everybody else who witnessed it - that X has plummeted into the lava along with the CHIEF.

On Earth, MOTHER, FATHER and QWRK are similarly appalled although all they know is X has been found guilty. FROGGATT is particularly delighted at his jammer.

But the CHIEF and X have not perished - they are snagged on a ledge just above the lava and it is here they have a long, levelling talk. The CHIEF suffers some sort of breakdown when he is confronted with the truth that love has touched his life - JADY loves him.

X and the CHIEF reach a tacit armistice and find their way out of the depths together.

The people in the Community Centre are amazed at the return from the dead of X and the CHIEF. They welcome her but want to toss him back in the lava.

X prevails on them to let him go... and the people acclaim her as their new ruler. JENNY and COLIN cannot believe their ears - X will stay to be the new Principa.

MOTHER and FATHER decide to leave Bellwood forever since it contains too many reminders of X.

A downcast COLIN, JENNY and DOVIS are about to set off from Zyrgon when X runs up to them, having spoken to HECLA and changed her mind.

They arrive outside the Jackson house to be confronted by every sign that MOTHER, FATHER and QWRK have gone... but they have caught them just in time.

The Family's cup of joy finally runneth over when FATHER wins the lottery. They decide to stay on the Blue Planet forever.

HANA NO ASUKA GUMIAKA: **RADIANT AKUSA CLASS**

This television series was based on the popular girl's manga. It was brought to the small screen after the huge success of Sukeban Deka. Hana no Asuka Gumi was set in junior high school though, and therefore featured younger actresses. This is where Megumi Odaka (Asuka) got her start before she went on to star in the new series of Gojira movies. Her co-stars were Hikari Ishida (Harumi) and Natsuki Ozawa (Miko). The enemy was portrayed quite skillfully by Risa Honda. Hmm... cute, yet evil... but aren't they all?

The show owed a lot to Sukeban Deka, so much that Haruko Sagara guest starred as Asuka Gumi's former throwing teacher. The series wasn't always serious, a funny scene had the girls threatening the enemy with chocolate bars pretending they were dynamite sticks! ("I know this will work - I saw it done in the movies!")

An interesting sub plot in the series was that the main enemies were elementals - Fire, Wind, Water and Earth. All under the command of Risa.

Like Sukeban Deka, each girl had a signature weapon. Megumi threw a gold coin, and Natsuki swung her purse around.

The opening theme song "Get a Chance" was provided by idol duo Babe.

Not to be confused with the Anime version from 1985.

WR.**DIR.****EPISODES:** 23 **YEAR MADE:** 1988 **COUNTRY:** JAP **SEASONS:** 1*TOEI***CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 23**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

RISA HONDA, Harumi HIKARI ISHIDA, Asuka Gumi MEGUMI ODAKA, Miko NATSUKI OZAWA.

HA'NEPHILIM

AKA: **THE OUTSIDERS**



The story tells about Zuri Barlev, who moved with his father, who was fired from the ministry of education, to a city in the north part of Israel called the NRV (Nuclear Research Village). The technology at the NRV, is much more sophisticated than everyday technology. The village was started during Moshe Dayan's years. It all started when Moshe Dayan and Noah's father found a portal in the Negev, and began researching it. Before Noah's Father's death, he gave a special "key" to his son, Noah, and told him to grab onto it, because it is the world's only surviving artifact from the earth's first years.

NRV residents have different colored tags. Blue represents low, green represents pretty high, for certain employees, and red represents the highest level, only given to administrators and researchers. Zuri afterwards discovers that some NRV residents had a relative, who died two months before they moved in. Afterwards, he and his friends discover it was Noah who killed their relatives, in order to bring them to the NRV. Some time later, Zuri arrives to the minus 5 (-5) floor, which he there finds the portal. He enters it, and discovers the spaceship. The spaceship contains a dangerous combination of various gases, which cause people to go insane, and lose control of their actions. But, somehow, the air combination does not have any effect on Zuri, for some reason.

Later on, he discovers that the owners of that spaceship, who were aliens, used to throw their criminals into that planet using the portal. The planet actually served them as some sort of, "jail" for the criminals. However, the special alignment and ingredients of the atmosphere, caused the criminals to obtain "super-powers". Because of that reason, it is why the locals called them, "Ha'Nephilim", or, in simple English, "The Outsiders". Several days later, Zuri discovers he is one of them, when the computer's hologram, a female "human" (Yamit Sol (linked to Hebrew article)), shows him a video recording of the past spaceship commander. Some time later, he enters the spaceship with Noah, which disables the force field, set by the previous commander, to stop other "unique people" from using their abilities. Noah succeeds, and suddenly a lot of people, discover their abilities. Ranging from, freezing, controlling people and putting them to sleep through dreams, super-speed, super-strength, super-stretch, which its effect is rendered horribly, duplicating, starting fires by mere thoughts, and more. Due to that reason, a person named Assaf, which discovers his abilities as super-strength and shield creation, teams up with Noah, to find the other outsiders, and take control of the spaceship, as it can control the entire planet it's facing.

Ha'Nephilim (The Outsiders) is a television programme currently being broadcasted on Yes Israeli written by Ruby Doanias and Chen Kliman. It is named after the biblical Nephilim, who are referred to in the show.

Before the show was premiered on Yes Israeli, it was advertised online using teasers, that requested the public's help in finding a missing teenager, Zuri Barlev. Visitors who clicked the banner, arrived to a website stating Zuri is missing, and that assistance of the public is requested. In addition, a blog and a website were opened by an account with the same name, to add more features to the promotion. The comments about the promotion were mostly negative, stating this way of promotion is highly unwanted due to its danger of confusing the public.

Character histories

The show's main characters.

The show's main character, Zuri Barlev. Zuria (Zuri) Barlev (Alon Levi) -- A teenager in the 12th grade whose mother was killed 2 months before he moved into the NRV with his father. A descendant of "The Outsiders", who are aliens. After the force field around our planet was removed, Zuri discovered his telekinesis and super-speed abilities.

Adi Katz (Lital Roznevig) -- Born in the NRV, and a friend and neighbor of Zuri. An adventuress and a sometimes nagging teenager. Shlomi's sister, and Shouki's child.

Lia Bentov (Hila Eran) -- A beautiful grade A student. She moved to the NRV by age 10, after her father died.
 Maor Al Mekayem (Jason Danino Holt) -- Born in the NRV, likes to break rules and gets in trouble nearly every day. His nickname is "Gever Gever" ("A Real Man").

Yuval Azmon (Daniel Maroz) -- A computers and technology geek, moved to the NRV by age 13, and has a crush on Adi. A pretty strange kid, who laughs in all the wrong moments.

Shlomi Katz (Dan Shapira) -- Adi's brother and the NRV's head of security.

Noah Litani (Dvir Benadec) -- The NRV's vice manager, arrived to the NRV during his childhood. The son of Yefet Litani, who was Moshe Dayan's research assistant.

Assaf Hen (Yaniv Polishak) -- Vice head of security in the NRV, a good friend of Shlomi, and addicted to a tuna & avocado sandwich. After the force field around our planet was removed, Assaf discovered his abilities, which are super-strength and the ability to create a force field.

Avi Barlev (Sami Hori) -- Zuri's father, a history teacher who lost his job, and received a job at the NRV.

Shouki Katz (Jil Ben-David) -- An old scientist in the NRV, and Shlomi and Adi's father. Tried to receive the job of vice managing the NRV instead of Noah. 1 year later, when Noah was arrested for several murders, Shouki was assigned as the NRV's vice manager.

The Computer's Hologram (Yamit Sol) -- A holographic appearance of the spaceship's computer.

Guest Characters

All guest characters have been beaten. Some even have been extinct.

Karen (Yael Goldman) -- A journalist from Tel-Aviv who arrives to the NRV to write an article about it. After the Force field around our planet was removed, Karen discovered her ability to control people through their dreams, and forcing them into sleep, possibly eternal sleep.

Shaoul the Torcher (Yaron Levi Savag) -- A person with the ability to start fire and burn objects and people by simply thinking about it. He joins Noah and Assaf afterwards to take control of the spaceship.

Shmoueli (Lior Calfon) -- A person with the ability to turn invisible. Used his ability to cause unbelievable sports games results, pay his debts.

Yoel & Moshe Cahana ("The Magicians") (Erez Shafir) -- Two people who look alike, and can read thoughts. They communicate by reading each other's thoughts, which enables them to communicate hundreds of miles away. They fail when trying to take control of the spaceship, when Zuri and his friends place one of them inside a virtual reality scanner, and simulate the takeover process, which allowed them to fool them both, thus trapping and defeating them.

Amit Bachar (Tom Shverzer) -- Has the ability of freezing anything. He joins the "good guys", but later on turns out to be a "bad guy".

'Benny' (Real name not written in original article) -- Has the ability of super-stretching, causing him invulnerable to any attack. Tries to take over the spaceship, but fails when Amit and Zuri freeze him, and then "crush him", which, technically kills him.

'Abigail' (Sharon Haziz) -- Has the ability to communicate with machines, and use them as bombs and weapons. She can also plant electrical devices in any human's body, including machines who are believed to be too big to plant in a human's arm. She also has the ability to "restart a day" by bending time and space.

'Y'israel' (Aviad Bentov) -- Has the ability to "age" people, and use their own biological clock time for himself, thus making him young forever.

'Rami The Shape Shifter' -- Has the ability to morph to any person, once he obtains his DNA by touching him. Can also use an Outsider's power if using his DNA. Joins Noah and Assaf.

'The Prisoner' (Name not yet known -- only minor details are currently known) -- Has the ability of persuasion, making people do whatever he wants them to do. This is completely proven on episode 35, Battle, when he forces the other prisoners to do chaos, and one to kill another.

Anat The Waitress (Efrat Cohen) -- Has the ability to see the future. Uses that ability to steal jewelery, money, and other valuable items.

Ozri (Real name not written in original article) -- Has the ability to change his state of matter to energy, allowing him to use electricity as a way of transportation.

Shpigelman (Galit Giat) -- After hearing about her brother, Ozri, and his escape, she tries to find out more about the NRV.

Series Produced by Nava Kolton supervising producer, Dudu Yardeni executive producer , Tmira Yardeni .. Executive producer , Einat Zilber .. Producer.

Series Original Music by Tal Yardeni.

Series Film Editing by Libi Ben Amos.

Series Second Unit Director or Assistant Director - Dalia Heiman .. First assistant director.

WR. Ruby Duenyas, Hen Kleiman

DIR. Ruby Duenyas

EPISODES: 75 **YEAR MADE:** 2007 **COUNTRY:** ISR **SEASONS:** 2

TEDDY PRODUCTIONS INC. / YES (ISRAEL TV)

CREATOR: RUBY DOANIAS, CHEN KLIMAN

TYPE OF SHOW: SUPER POWERS **FORMAT:** SERIAS

LENGTH (MINS): 30 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** Hebrew

SEASON BREAKDOWN: (1) 50, (2)

DATE OF PREMIER: 17/06/2007 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Smadar Ozeri-Spiegelman GALIT GIAT, Keren YAEL GOLDMAN, Teacher MICHAL VERED, Lea Bentov HILA ERAN, Noah Litani DVIR BANDAK, The Computer YAMIT SOL, Maor El-Makayem JASON DENINO-HOLT , Avi Barlev SAMI HURI, Shuki Katz JIL BEN DAVID, Shlomi Katz DAN SHAPIRA, Asaf Chen YANIC POLISHUK.

- *BERESHIT*

HARD TIME ON PLANET EARTH



A super warrior finds himself banished to Earth because he was rebelling against the government. His sentence will be determined by 'control', small flying computer - which looks like a disembodied floating eye - which keeps track of his efforts to help humanity and files regular reports to the folks back home. When Jesse, as the warrior is known, has totted up enough brownie points, he will be allowed to return to his own world.

‘The penalty for rebellion against the council is termination, but because of your heroic services as a warrior, you are exiled to the primitive planet Earth, in human form, until you learn to restrain your hostility . . .

Disney-backed comedy adventure series about a super-warrior from a distant solar system who rebels against his government and finds himself banished to Earth. So, while trying to adjust to the ways of California man, and hold down a job, Jesse manages to save a few lives, foil a few crooks and help the oppressed. It clearly wasn't enough, however, and Jesse's Hard Time ended after just 13 episodes with no parole in sight. The series was shown on CBS in the US and on ITV in the UK. The executive producers for the show were Jim & John Thomas, Richard Chapman and E. Jack Kaplan. The series premiered in the UK on the 19 August 1990.

One of the best ways to use science fiction is to create a character totally unfamiliar with our world, then watch him grow and be educated as he interacts with us in our everyday lives. In the process, we can learn about ourselves as well as be entertained. Hard Time on Planet Earth presented such a character in Jesse, an intergalactic warrior from the planet Andarius who had long ago abandoned the confines of a physical body.

The show was created when CBS asked brothers Jim and John Thomas for a series in the mold of The Incredible Hulk. In reply the Thomases suggested a more "alien" idea. Fresh from their work on Predator (1987), they conjured up an alien who arrives on Earth against his will and is constantly frustrated in everyday life.

"It was a chance to live out of our own alteregos. The frustrations we feel with day-to-day life sometimes lead us to want to wreak havoc on our surroundings and our fellow human beings, so we gave our alien superhuman strength and a backstory that made him an exiled warrior. He could convincingly say, 'I've had enough and I'm not gonna take it anymore!'" says Jim Thomas.

The hidden backstory of this character is that Jesse had triumphed in a cosmic battlefield of unimaginable scale and returned home a hero. But his victory was short. His services were no longer needed. Trouble followed him, and promises were not kept. The ruling classes grew intolerant of him. Rather than terminate Jesse and make a martyr of him, the rulers banish him to the backwater planet called Earth. Parole for Jesse comes in the form of good deeds on Earth; if he did enough of these, he will be freed.

Acting as warden while Jesse does his time on Earth is a cybernetic, slightly misprogrammed, pestering motor-mouth of a sidekick named Control, who supervises his stay. "The idea of Control," John says, "came about because we realized Jesse needed an alter-ego, another aspect of his own personality with whom he could develop an uneasy partnership."

Control's backstory is this: Flawed programming gave him a mind of his own at times, with a tendency to become too involved in assignments rather than standing by as an unbiased observer. When Jesse was exiled, Control was tapped as the perfect agent. Of course, Control advises Jesse badly, creating many predicaments and confounding his learning and adjustment. Control has a nasty habit of wandering off on his own and enjoying the sights on Earth. Bright things, computers and neon signs fascinate Control, and sometimes he might be off studying chimneys or a ventilation shaft.

Jesse was played by Martin Kove, a familiar face from the long-running Cagney and Lacey as well as other TV series. Jim Thomas says, "Every other actor who read for the part was overly dramatic with it. Marty made us laugh, and we knew he could handle the humor in the material, the tongue-in-cheek scenes we wrote depicting a frustrated alien in a human body trying to make sense of it all. And thanks to Marty, as we

developed the show, we realized we could explore more of the innocence and the comedy in the characterization and less of the warrior. Instead of playing anger and toughness all the time, we focused on the alien's complete naivete in the face of the complexities of modern life as we know it."

Martin Kove admits that when he was first approached with the idea of the show, he was not so hot for the script, although he liked the concept. "I met with the producers and everyone," he says. "I liked them and felt very comfortable with them. They were very excited about the script. I loved Jim and John Thomas—they were terrific and the people at Disney." No agreements were made at first, and as the months passed, Kove moved on to other projects. One day; he asked his agent if anyone had been cast for the show. When he learned that the role was still open, and that the Thomas brothers wanted to see him again, Kove became excited. "Ultimately, we made a deal and scheduled me around a movie of the week I had to do. All these schedules were moved around so that Disney and the network could use my services to shoot the pilot."

The character appealed to Kove, who wanted an opportunity to stretch himself as an actor, since he had become so well known for Cagney and Lacey and various action films. "I'm always playing wise guys and heavies in movies," Kove says ruefully. "What was interesting [about Jesse] was he's vulnerable and quite sensitive to some of the situations around him. It's a stranger in a strange land. His vulnerability [comes about] ... because he's so naive." Kove believes the charm of the character Jesse was that he received everything at face value. Of course, humans are sometimes very confusing, even deadly under certain circumstances. Kove points out that Jesse "takes things at face value because that's the way they function at his planet."

Viewing humans through alien eyes has long been a favorite theme in science fiction, with the help of such classic characters as Mr. Spock, Starman, the Phoenix, Gene Roddenberry's Questor from The Questor Tapes, and of course, our old pal Mork from Ork. Kove wanted a similar theme to come through in Hard Time on Planet Earth. "That's what we wanted to do. I find a lot of our shows didn't touch upon that. Some of our shows did a great deal about that," says Kove. He points to an episode called "Battle of the Sexes" in which Sandahl Bergman plays a female terminator from his planet, sent to kill him—but not before both of them fall in love.

Hard Time on Planet Earth demanded a great deal from Kove, since he was the only regular character from week to week other than Danny Mann's off-screen voice as Control. "Sometimes you're up against handling too much," says Kove. "I learned a lesson there where you can't do everything. Often, you would do a scene for the day, and then there's second unit stuff for the previous show, and then a director comes up and wants to talk to you about a show coming up in the future. So there's three shows you're chatting about. It's very hard to function. It's not impossible—you really need to be prepared. If I had to do it again, I [would] focus my energy in certain areas [only]."

Although Kove enjoyed the work and what the show had to offer, he says very candidly that he felt it needed a harder edge and a stronger gearing for an adult audience. "I had everybody screen the Highlander movie before we started shooting," he says. The character is loosely based on the Highlander." Kove says he had worked with the Highlander's creator, Gregory Widen, on a Tales of the Crypt episode, and they had entered into a discussion on why Jesse couldn't have been "more with an edge, like Christopher Lambert played. In television you can't do that. You have to work with the format as the series changes ... [from] conception of the pilot to the regular episodes. What I think happened was, people weren't sure about the viability [of the character]. I think it changed."

Kove believes that Jesse came off as an 11-year-old whereas Kove envisioned him as 18-wiser and less childlike. "I read the original treatment for this show and it was much harder edged than what you saw. It got soft and more of an 8:00 show," he says. To ensure proper character development as the show progressed, Kove kept a notebook in which he wrote down all the different things that Jesse learned. "I kept a bible, a diary. In the first episode, he learned about money. The second episode is about love. He learned about a kiss and about love. I kept a diary for every episode so when it came up in the next episode, he knew what it was. You have to remember we're dealing with a character that's like a newfound baby who knew nothing about our customs and had to play everything by ear. He would learn by television, by talking to other people."

Kove feels very strongly that had the show continued further, Jesse's character growth would have continued. "The audience deserves it," he emphasizes. "Audiences are so sophisticated now. They fly in with their remote control, and you have to ... [engage] their imagination. If you contribute enough, they'll stay with the show, but if you don't, they won't. Their emotional involvement will dissipate in a 48-minute episode."

With no regular sets for the show, the company filmed in and around Southern California, creating unique hardships (and rewards) for Kove. For "Battle of the Sexes," Kove says his love and dedication for the show came through when a scene had to be filmed very late night at a planetarium. "We had to stop at 12 a.m. I was off the clock because I needed 12 hours to turn around again," explains Kove. "At 2 a.m. my double was going to shoot a huge chase scene with Sandahl Bergman. I didn't want them using my double. I wanted me so we could get close to the camera. I said, 'Don't use the double! Use me!' Technically you're not paid for that

1 - 1

Arriving on Earth in human form, Jesse gets his first impressions of proper behavior from watching TV, with the result that he becomes the subject of a wild police chase. Control, his robotic parole officer, suggests that they flee to the large city of Los Angeles.

Wr Jim Thomas, John Thomas

Dir Robert Mandel

1 - 2 *SOMETHING TO BANK ON*

Discovering that he has to have money to pay for food and lodging, Jesse has Control get him cash from ATMs, only to find that this makes him wanted by the police. Then he gets in even more trouble when he tries to return the money.

Wr Richard Chapman, E. Jack Kaplin

Dir Roger Duchowny

1 - 3 *WAY HOME, THE*

Jesse decides to help a runaway teenage girl who has joined a gang of burglars after her wild behavior got her thrown out by her parents.

Wr Michael Piller

Dir Timothy Bond

1 - 4 *ALL THAT YOU CAN BE*

Looking for a job for an ex-warrior like himself, Jesse joins the Army and ends up helping a recruit who is being pressured by his old buddies in a street gang.

Wr Bruce Cervi, Nicholas Corea

Dir Roger Duchowny

1 - 5 *BATTLE OF THE SEXES*

Jesse tries to help the owner's daughter at a restaurant where he is working, but another alien from his home planet has arrived on Earth with orders to kill him.

Wr Bruce Cervi

Dir Michael Lange

1 - 6 *LOSING CONTROL*

On a visit to Disneyland, a power-depleted Control gets lost and is taken home by a young boy. Jesse enlists the aid of a female journalist to track it down.

Wr Daniel Freudenberger

Dir James A. Contner

1 - 7 *DEATH US DO PART*

When asked to fill in as bachelor #3 on The Dating Game, Jesse gets a date with a woman who turns out to be the latest target of a man whose accomplice burglarizes his dates' apartments.

Wr Michael Piller, Ed Zuckerman

Dir Charles Corell

1 - 8 *THE HOT-DOG MAN*

A wrestling promoter, desperate to keep her arena out of the hands of a real-estate developer, promotes Jesse from hot-dog-vendor to wrestling star.

Wr Rob Ulin

Dir James A. Contner

1 - 9 *JESSE'S FIFTEEN MINUTES*

Having saved a model from a mugging, Jesse gets a job as a male fashion model, incurring the murderous wrath of the guy he replaced.

Wr Michael Eric Stein

Dir Bill Corcoran

1 - 10 *RODEO*

Jesse gets a job at a rodeo after meeting a former champion doing a commercial at a used car lot.

Wr Van Gordon Sauter, David Percelay

Dir Michael Lange

1 - 11 *NOT IN OUR STARS*

When Jesse realizes in a dream that his vice commander was the one who actually committed the crime of

which he was convicted, he contacts a professor who has been trying to send messages to other worlds.

Wr Rob Swigart

Dir Al Waxman

1 - 12 *THE ALL AMERICAN*

Spotting a high school student with physical abilities similar to his own, Jesse discovers the boy is an exiled member of his homeworld's ruling Council, who has been on Earth for the last 17 years.

Wr Michael Piller

Dir Roger Duchowny

1 - 13 *WALLY'S GANG*

When the host of a soon-to-be-cancelled children's TV show tries to kill himself, Jesse saves his life and gets a job on the show, then tries to help one of the viewers who wrote that his father is in deadly danger.

Wr Richard Chapman, E. Jack Kaplin

Dir Ric Rondell

ROBINSON (eps 49-72), Puppeteer N. BROOK WINKLESS IV, Puppeteer STEVEN HOWARD JAMES,
Voices PATRICK PINNEY.

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- 0 - 0 *BREAKING UP IS HARD TO DO*
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- 1 - 5 *WHOSE FOREST IS IT ANYWAY? (PART 2)*
- 1 - 6 *THE FATHER-SON GAME*
- 1 - 7 *BAGGING THE BIG ONE*
- 1 - 8 *HARRY, THE HERO*
- 1 - 9 *ROOTS, THE HERB*
- 1 - 10 *THE MENTOR*
- 1 - 11 *THE BODYGUARD*
- 1 - 12 *HARRY AND THE HOMELESS MAN*
- 1 - 13 *HARRY GOES APE*
- 1 - 14 *THE PET PYSCHIC*
- 1 - 15 *THE BIGFOOT THAT ATE SEATTLE*
- 1 - 16 *HARRY, THE MASKER WRESTLER (aka MASKED WRESTLER)*
- 1 - 17 *WHEN HARRY MET SAMMY*
- 1 - 18 *HARRY AND THE CHEERLEADERS*
- 2 - 1 *THE RETROSPECTIVE*
- 2 - 2 *THE TERROR OF THE TREES*
- 2 - 3 *SARAH SINGS THE BLUES*
- 2 - 4 *MOM*
- 2 - 5 *THE RANSOM OF BIGFOOT*
- 2 - 6 *HALLOWE'EN*
- 2 - 7 *BRETT HITS HOME*
- 2 - 8 *GEORGE'S WHITE LIGHT*
- 2 - 9 *WORKING STIFFS*
- 2 - 10 *THE LOVE MASK*
- 2 - 11 *BLUE PARROT*
- 2 - 12 *WINNING*
- 2 - 13 *TILL DEATH DO US PART*
- 2 - 14 *THE GENIUS*
- 2 - 15 *WILD THINGS*

- 2 - 16 *FATHERHOOD*
- 2 - 17 *SARAH SPILLS THE BIGFOOT BEANS*
- 2 - 18 *MOONLIGHTING*
- 2 - 19 *THE GREEN EYED BIGFOOT*
- 2 - 20 *THE ICHTHYOLOGIST*
- 2 - 21 *SELLING OUT*
- 2 - 22 *THE GIRL WHO CRIED BIGFOOT*
- 2 - 23 *BARNACLE*
- 2 - 24 *I GOT YOUR BIRTHDAY RIGHT HERE*
- 3 - 1 *YO RITCHIE*
- 3 - 2 *THE CANDIDATE*
- 3 - 3 *THE BRIDE AND THE GLOOM*
- 3 - 4 *BORN AGAIN*
- 3 - 5 *THE OLD BIGFOOT*
- 3 - 6 *THE OUTING*
- 3 - 7 *HARRY HENDERSON NATIONAL THEATRE*
- 3 - 8 *RETROSPECTIVE TWO*
- 3 - 9 *BLOOD IS THICKER THAN . . .*
- 3 - 10 *PITCH, PITCH, PITCH*
- 3 - 11 *HARRY THE MASCOT*
- 3 - 12 *THE BIG KISS OFF*
- 3 - 13 *THE FRENCHMAN*
- 3 - 14 *LAID UP*
- 3 - 15 *HARRYWOOD BABYLON*
- 3 - 16 *WITNESS (PART 1)*
- 3 - 17 *HARRY THE HOSTAGE (PART 2)*
- 3 - 18 *EXTERMINATOR*
- 3 - 19 *BEAUTY AND THE BEAST*
- 3 - 20 *BIG FEET, SMALL MINDS*
- 3 - 21 *SURF'S DOWN*
- 3 - 22 *FOLLOW YOUR HEART*
- 3 - 23 *THEM BONES*
- 3 - 24 *THE THREE FACTS OF BRETT*
- 3 - 25 *ERNIE CONFIDENTIAL*
- 3 - 26 *UNCLE MACK COMES BACK*
- 3 - 27 *SKIN DEEP*
- 3 - 28 *RETROSPECTIVE THREE*

HARSH REALM



After seeing the horrors of war in Sarajevo, Lt. Thomas Hobbes is finally ready to settle down with his fiancé Sophie. But the military has one more assignment for Hobbes: test out the newest in military combat training - a top secret computer simulation known as Harsh Realm. Inside Harsh Realm, Hobbes immediately finds himself fighting for his life, forming an uneasy alliance with a virtual character, Mike Pinocchio. But as he pursues his mission - beating the highest scoring player, Omar Santiago - Hobbes begins to realize that Harsh Realm is more than just a game. And what's worse: he's trapped inside this world, which is without rules and without mercy.

Harsh Realm is a science fiction television series about humans trapped inside a virtual reality simulation. It was developed by Chris Carter, best known for his series *The X-Files*, and began airing on the FOX Network on October 8, 1999. The series fared poorly in the ratings and was removed from the schedule after just three of its nine episodes had aired. The remaining six episodes premiered on Fox's channel FX Networks. Repeats of the series will begin airing Fall 2007 on CBC Country Canada.

The term "harsh realm" originates from the "grunge speak" hoax of 1992, in which it meant 'bummer'.

The show was loosely based on a comic book by James D. Hudnall and Andrew Paquette. When the creators noticed the credits read "Created by Chris Carter", they sued Fox to get properly credited. The credits were changed to read "Inspired by the Harsh Realm comic book series, Created by James D. Hudnall and Andrew Paquette, Published by Harris Publications, Inc."

The series was filmed in Vancouver, British Columbia, Canada.

A box set with the 9 completed episodes, including those unaired on network television in the USA, was released on region 1 DVD on August 24, 2004. The box features two commentary tracks on the pilot episode by the show's creator and director as well as other minor special features.

Characters

Tom Hobbes (Scott Bairstow)

Lieutenant Thomas F. Hobbes was close to his discharge from the Army when he was called to do one last mission and sent into the virtual reality simulation known as Harsh Realm. He left behind in New Jersey his fiancée Sophie Green. They had planned to move to California. He was decorated for saving the life of his friend Waters when they served together in Sarajevo in 1994. In the realm, Hobbes was reunited with the virtual character of his dog Dexter. He also came upon the dying virtual copy of his mother, Katherine, at the same time she was dying of cancer in the real world. He grew up in Columbus, Ohio. He is named for 17th century English philosopher Thomas Hobbes. His gun is an Walther P99. Hobbes originally had a Heckler & Koch P7 pistol in the Pilot episode before moving onto the SIG Sauer P226 pistol and onto the Walther P99. Mike Pinocchio (D.B. Sweeney)

Specialist-4 Mike Pinocchio served in Operation Desert Storm. After that, he served in Yugoslavia, where he was severely injured by a land mine. The loss of his leg and eye prompted him to volunteer to go into Harsh Realm (in which Pinocchio has neither injury). In the Realm, he worked for Santiago before presumably faking his own death and going to live outside the fence. He drives a modified 1970s era Chevrolet Chevelle. His gun is an Heckler & Koch MP5K PDW. Florence (Rachel Hayward)

Florence is mute and a VC ("virtual character"). She has the ability to heal injuries that occur within the game (not pre-existing conditions coded into the game). She was a member of a group known as the Sisters, all of whom were mute healers. But she left the religious group and took up arms. Her gun is a Colt Commando. Omar Santiago (Terry O'Quinn)

In the real world, Santiago is a Sergeant Major in the US Army and was the most-decorated combat veteran to serve in Southeast Asia. He retired, but apparently that retirement took him to Harsh Realm, where he holds the rank of General in the Republican Guard and is working from his Santiago City headquarters to take over the United States, with a United States of Santiago. Pinocchio claims that Santiago is able to go in and out of the game. The US government in the real world wants him dead. His plans are said to involve destroying the real world so that Harsh Realm is all that remains.

Mel Waters (Max Martini)

Although they were best friends in the real world, Waters and Hobbes are at odds in Harsh Realm. First Hobbes finds that Waters married Sophie's virtual character. Waters also works for Santiago as well as holding the rank of Major in the Republican Guard (Waters' real world military rank was Sergeant).
Inga Fossa

She works with the military in Fort Dix, New Jersey. She can come and go as she pleases between Harsh Realm and the real world, where she approached Sophie Green with information. She has a past connection to Pinocchio. Her motives in Harsh Realm are unclear, having also worked with Santiago, Waters, and aiding Tom Hobbes. "Inga Fossa" translates to "in the trench" in Latin.
Sophie Green (Samantha Mathis)

Sophie is Hobbes' pregnant fiancée, left behind in the real world. She has two sisters and a brother named Sam. The "virtual character" version of Sophie within Harsh Realm briefly becomes Hobbes' ally until she is gunned down by Waters.

Harsh Realm (TV Series) vs. Harsh Realm (Comic Book)

In the comic book (on which the television series is based), a detective named Dexter living in a dystopian city is sent into a High Fantasy world complete with elves, goblins, and werewolves. This world (and many others) are run by a corporation which sells entry into these worlds as an escape from the city. Dexter is sent into Harsh Realm with a mission to track down the missing son of two parents and in a parallel to the television series, this individual also seeks to take over Harsh Realm (albeit with fantastic powers rather than military power).

Similarities:

Harsh Realm is a computer created realm

The main character is sent into Harsh Realm to track down an individual

This individual has accumulated undue power and seeks to take over all of Harsh Realm

Differences:

Harsh Realm in the television show is a post-apocalyptic wasteland. Harsh Realm in the comic book is a High Fantasy world

The television show added a X-Files-esque conspiracy, the details of which were never revealed

The television show added Cyberpunk-inspired touches to its world mechanics

Neither version shares characters or plot-points in common

The television series plays homage to the comic book by naming Tom Hobbes' dog, Dexter.

Harsh Realm World Mechanics

Harsh Realm was built to depict our world after an act of nuclear terrorism. As depicted, Harsh Realm was eerily accurate and functioned first and foremost as a realistic world.

Unlike Tron and similar to The Matrix, elements of the simulation were never designed to reflect the underlying computers. Nonetheless, computer elements show up in the simulation as glitches allowing the characters to perform seemingly miraculous acts such as teleportation, healing, and seeing the future. Glitches are explained as back-doors built in by programmers, excess storage never populated, or corrupted program code.

Harsh Realm also accidentally features other tactical training war games, such as simulations of famous old battles ("Kein Ausgang") which were present in earlier builds of the virtual world

Virtual characters or VC, every person in Harsh Realm aside from soldiers sent into the game are electronic approximations of people created from compiled data. This term is used by soldiers sent by the military into the game to denote characters in Harsh Realm who are electronic constructs living in the virtual reality simulation. A virtual character has no knowledge that they are electronic constructs or that Harsh Realm is not the real world. VC will Digitize when they die in Harsh Realm.

As in The Matrix, when a person's mind is in Harsh Realm it is so convinced that what it sees is reality that it does become exactly that, reality. The humans mind is so convinced that what is happening is real that if, for example, you are in a car crash in Harsh Realm and you are killed, your mind is fed this information so

convincingly that it believes you are indeed dead -- you die in "real life" because your heart just stops beating. The players' "real" bodies are housed in a "Restricted Area" of a US Army Supply Depot in New Jersey.

Trivia

The chair Hobbes sits in to enter Harsh Realm has "siege" and "perilous" on its armrests. See Siege Perilous. The theme music contains samples of speeches given by Benito Mussolini. The crossed swords logo of Santiago's army is an ancient symbol for conflict. Series creator Chris Carter also created The X-Files and Millennium. The show's pilot episode included uncredited cameos by Gillian Anderson of The X-Files as the narrator of the Harsh Realm training video and Lance Henriksen of Millennium as the general who recruits Hobbes for the game.

Music

Pilot

Prodigy - Fat of the Land - "Climbatize"

White Zombie - AstroCreep: 2000 - "Electric Head Part 2"

Organik - "Piece of Meat"

Leviathan

Moby - Play - "Run On"

Rob Zombie - Hellbilly Deluxe - "Super Beast"

Kein Ausgang

Édith Piaf - Love & Passion (box set) - "Y'A Pas D'Printemps"

Camera Obscura

"Suo Gan"

Created by the man who also created THE X FILES, Chris Carter and starred D.B. Sweeney who also had a leading role in the SF series EARLY EDITION. Also from Paranomral horror show Millennium, the show also stars Terry O'Quinn.

Produced by Chris Carter (executive), George A. Grieve, Michelle MacLaren (co-executive), Daniel Sackheim (executive), John Shiban (supervising), Frank Spotnitz (executive), Tony To(consulting). Original music by Mark Snow, Casting by Meg Liberman, Coreen Mayrs & Stacy Wise. Art Direction - Catherine Ircha, Assistant Directors were Brent Crowell (third assistant director), Mark D. Currie(second assistant director pilot episode) and Vladimir Steffoff(first assistant director).

Stunts - James Bamford (stunts), Lou Bollo (stunt co-ordinator) and Sylvin Cameron (stunts). Other crew Michael Adams (second assistant camera pilot episode), Cory Budney (first assistant camera: "b" camera pilot episode), Simon Jori (first assistant camera: "a" camera pilot episode), Marty McInally(camera operator pilot episode - steadicam operator pilot episode) , James Perenseff (transportation captain).

The real question regarding Chris Carter was whether or not he was a one hit wonder. Would he forever be they guy who did THE X FILES? Sure, MILLENNIUM ran for three seasons, but that was due largely to Fox TV's desire to placate Carter and keep the creator of one of their signature shows happy. Some have compared the premise to the summer blockbuster hit The Matrix. Carter claims that he didn't know about the coincidences between Harsh Realm and The Matrix until he saw the film. Harsh Realm directly replaced MILLENNIUM in its time slot.

Chris Carter says, "This is a different way to tell stories, using a parallel world that provides allegorical opportunities. I'm trying to make this a big TV show. " The major advantage it has, apart from the very strong cast, is the variety of stories and settings which can be told. Originally it seemed likely to be one of the most violent shows ever seen on television, but the Columbine, USA shooting appear to have led to a toning down. An obstacle to success has been the media's inclination to compare it with SF film The Matrix.

Only three episode of this series were shown on FOX when it was originaly made, however a futher two episodes were made but not broadcast during the series' original run. Chris Carter was very annoyed when his new series was cancelled

Thomas Hobbes is named for the philosopher Thomas Hobbes, who believed in predestination and that people are inherently selfish and power-hungry. The chair Hobbes sits in to enter Harsh Realm has "siege" and "perilous" on its armrests. This is a reference to the legend of King Arthur, and a similar chair that would turn anybody but the bravest person in England into ash if they sat in it.

Goldon Reel Awards

2000 -- Nominated - Best Sound Editing - Television Episodic - Dialogue and ADR - Benjamin Beardwood (dialogue editor), Robert Ewing (II) (supervising sound editor) ,Dennis Gray (dialogue editor) ,Barbara Issak (supervising dialogue editor) ,Paul Longstaffe (dialogue editor) , David Melhase (adr editor) ,Richard Taylor (IV) (supervising sound/adr editor) ,James A. Williams (III) (adr

that leads them directly Santiago's barracks.

Hobbes manages to break into the chamber where the portal is and with reluctant help from Inga Fossa, they enter. Fossa tells Hobbes that unless he kills Santiago now in Harsh Realm there would not be a world for Hobbes to return to as Santiago plans to destroy it. Hobbes decides to stay in Harsh Realm as Fossa gives him the letter Sophie wrote him. She also gives him the key to the cell where Pinnocchio and Florence are being kept.

In the real world, Sophie has been waiting for Inga Fossa to return. Fossa is surprised but lies to Sophie that she couldn't get the letter to Hobbes.

Wr Chris Carter

Dir Bryan Spicer

1 - 4 *KEIN AUSGANG*

Whilst driving through the countryside in search of a soldier who may hold the key to defeating Santiago, Hobbes and Pinocchio unexpectedly travel through a tear in Harsh Realm and enter what seems to be an alternate dimension. They immediately come under fire from World War II soldiers and eventually learn that they are trapped in an earlier, and thought deleted, version of the Harsh Realm simulation. One of the American soldiers asks for help from Hobbes and Pinocchio as he has been trapped in this version of the game and has been playing it over and over again for years. As Hobbes is captured by the Nazis and Pinocchio fights for the allies, they soon come to realize that if they do not find a way out of this game, they could be doomed to repeated it over and over like the American soldier.

Wr Steven Maeda

Dir Cliff Bole

1 - 5 *REUNION*

Captured and pressed into a work camp in Harsh Realm, Hobbes and Pinocchio meet a VC of Hobbes' dying mother and try to rescue her and escape without getting rendered by the sadistic warden and his zombie trackers. In the real world, Sophie comforts Hobbes' real mom in her last days.

Wr Greg Walker

Dir Kim Manners

1 - 6 *THREE PERCENTERS*

On a mission to recover supplies from a lost squad of Santiago's soldiers - and with Waters and the Republican Guard hot on their heels - Hobbes encounters the three percenters, characters of Harsh Realm that were not meant to be created. The game designers of Harsh Realm had a three percent error rate which created dysfunctional, angry characters. Hobbes, Pinocchio and Florence soon find themselves captives of the three percenters posing as a group of pacifists.

Wr Frank Spotnitz

Dir David Sackhiem

1 - 7 *MANUS DOMINI*

Florence takes off to warn her people - The Sisters, a religious order of healers - that Santiago's Republican Guard is approaching. Hobbs and Pinocchio follow, fall victim to a mine field and meet The Sisters. Surviving their ordeal requires faith, even in Harsh Realm.

Wr John Shiban

Dir Tony To

1 - 8 *CINCINNATI*

An insurgent American Indian Movement seeks to defeat and capture Santiago in Cincinnati. Santiago hunts their leader in retaliation, while Inga continues to manipulate Waters and Santiago. Hobbes, Pinocchio and Florence are also hunting Santiago and get caught in the middle of the two factions.

Wr Chris Carter

Dir Larry Shaw

1 - 9 *CAMERA OBSCURA*

In Harsh Realm's version of a post-apocalyptic New York City, warring families hire Hobbes and Pinocchio as mercenaries. Their destinies appear to be controlled by a mad priest, a vault of gold, star-crossed lovers, acid rain and access to the Harsh Realm data stream.

Wr Steven Maeda

Dir Jefery Levy

HE'ALMUT**AKA: DISAPPERANCE**

He'almut [The Disappearance] (2000) was a six-episode mini-series thriller about people trying to contact aliens.

Series produced by Shemi Sheinfeld and Ilan Shushan.

WR. ILAN SHUSHAN**DIR.** ILAN SHUSHAN**EPISODES:** 6 **YEAR MADE:** 2000 **COUNTRY:** ISR **SEASONS:** 1**CREATOR:** ILAN SHUSHAN**TYPE OF SHOW:****FORMAT:** MINI-SERIES**LENGTH (MINS):** 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Jewish**SEASON BREAKDOWN:** (1) 6**DATE OF PREMIER:** 27/01/2000**AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

RAMI AMIT, AVIGAIL ARIELY, ALON DAHAN, YISHAI KARNI, LIOR MILLER, SHLOMO
TARSHISH.

HELPING HENRY

Unusual series that uses the device of showing the world through alien eyes to inform and entertain pre-school children. Henry, though is not your everyday run of the mill space traveller - he come to check out Earth disguised as a dining room chair, guided by a young friend Stephen, he makes hopelessly confused reports back to his superiors on the distant planet of Holgon, Cosmics 1 and 2 - a clear case of upholstering the truth.

Fortunately for Henry his superiors are not exactly rocket scientists. When they appear towards the end of each episode to get filled in on what Henry has learned, they usually have a harder time understanding Henry's report than Henry did when he gleaned the information from Stephen. Cosmic One and Two also get perturbed that Henry's hopelessly reports are all on humans (or two legs as he calls them) and never about the furniture's culture. Tricia is Stephens little sister who is also aware that Henry can talk, but instead of helping Henry she prefers to terrorise him. Besides, Tricia, Henry also has to worry about the family cat who has decided Henry is a scratching post: and Stephen's overweight Aunt Winnie who likes to sit on him.

Richard Vernon who played Cosmic 1 also starred as Slartibartfast in the British SF series THE HITCHHIKERS GUIDE TO THE GALAXY. The 13 15 minute episodes, shown on Channel Four, covered aspects of Earth life such as pets and animals, shopping, transport, cloths and household appliances - 'just because the fridge is cold doesn't mean it's not well'. Deadpan comedian Jeremy Hardy co-wrote the shows and supplied the voice of Henry.

Henry was a well made puppet complete with eyes, mouth and moving armrests created by Jim Hennequin and Peter Fluck, with Roman Stefanski handling the actual puppeteering. The deadpan humour and the catchy theme tune has allowed the show to develop a small cult following among adults in America, where it has yet to be broadcast. The producer for the show was Madeleine French, the puppeteer was Roman Stefanski.

WR. Chips Hardy, John Henderson.

DIR. Philip Casson.

EPISODES: 13 **YEAR MADE:** 1988 **COUNTRY:** GB **SEASONS:** 1

'CHIPS' HARDY AND CO PRODUCTION

CREATOR: 'CHIPS' HARDY AND JOHN HENDERSON

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 15 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 28/02/1988 **AIR DATE OF LAST EPISODE** 19/05/1988

SEASON DATE BREAKDOWN:

FILMS:

Voice of N3 (aka Henry) JEREMY HARDY, Cosmic 1 RICHARD VERNON, Cosmic 2 MARTIN WIMBUSH, Stephen IAN HARRIS, Tricia MIRANDA BORMAN.

RELATED SHOWS:

HITCHHIKER'S GUIDE TO THE GALAXY, THE

1 - 1 *ARRIVAL*

1 - 2 *HOUSEHOLD AND FURNITURE*

1 - 3 *PETS AND ANIMALS*

1 - 4 *COLOURS AND WORDS*

1 - 5 *TRANSPORT*

1 - 6 *SHOPPING*

1 - 7 *COMMUNICATIONS*

1 - 8 *WORK AND JOBS*

1 - 9 *GARDENS*

1 - 10 *SPORT*

1 - 11 *WEATHER*

1 - 12 *CLOTHS*

1 - 13 *HOLIDAY*

HERCULES: THE LEGENDARY JOURNEYS



Based on the hero of Greek mythology Hercules : The Legendary Journeys is an action adventure series with a fair amount of humour thrown in for good measure. Hercules was the illegitimate son of Zues, the king of the Gods, his mother was a beautiful human woman. Hercules thus had far greater strength than any mortal man, although he lacked the powers of the Gods themselves.

In the first episode of the series Hercules' stepmother, Zues' wife Hera, kills Hercules' wife and their children. Hera never really did like Hercules since he was living proof of the fact that her husband had cheated on her. Hercules attempts to cope for the loss by wandering around ancient Greece helping people who are plagued by monsters or feeling the warth of Hera or one of the of other Greek Gods.

Joining Hercules on his travels are Iolaus and Salmonious, Iolaus is Hercule' best friend who had aspirations of becoming a great hero like Hercules but never does. Iolaus' failure at becoming a hero is not from a lack of effort on his part. Hercules is also occasionally joined in his travels by Salmonious, a cowardly travelling peddler who makes no pretensions of being a hero.

The character of Xena :Warrior Princess first appeared in Hercules and was soon given her own show (SEE XENA : WARRIOR PRINCESS). Bruce Campbell is also known for starring in THE ADVENTURES OF BRISCO COUNTY JNR, he also played Autolycus in XENA : WARRIOR PRINCESS. Before becoming a TV series Hercules was a set of TV movies which came under the banner of the Action Pack with several other action shows. It eventually made it as a TV series and spawned a sequel.

One of the characters introduced in Hercules the Legendary Journeys proved popular enough that she was given her own series in the fall of 1995. Xena was a warrior princess who when first introduced was a villain. During the course of her three appearances on Hercules the Legendary Journeys, she reformed and changed her ways. Lucy Lawless, the actress who portrays Xena, was featured in several earlier episodes of Hercules as different characters.

The creatures that Hercules battled against are all created by computers. The computer generated sequences featuring such creatures as the Cyclops, Hydras and Centaurs are blended with the live action footage giving the series a look much like the stop motion animation films of Ray Harryhausen, but at a fraction of the cost. Hercules the Legendary Journeys is filmed in New Zealand, giving it a background which has not been seen many times before.

Hercules the Legendary Journeys first appeared at part of Action Pack. Action Pack was a syndicated series consisting of made for TV two hour long action adventure movies. This is the same banner under which TEKWAR was also premiered. Both Hercules the Legendary Journeys and TEKWAR were a series of movies which were broadcast on an irregular basis. Other features in Action Pack included, Smokey and the Bandit, based on the series of movies and Knight Rider 2010 which took the name, but nothing else, from the old series. Hercules the Legendary Journeys proved popular enough to become a regular syndicated weekly series in January 1995.

After the success of the Action Pack series of films, the series was picked up for 13 episodes and then 24 more episodes and continued to go from strength to strength. As an interesting sidenote, Sorbo almost got Dean Cain's role as Superman in LOIS AND CLARK (aka THE NEW ADVENTURES OF SUPERMAN). It is interesting to wonder what both series would have been like if the two actors had actually landed each other's roles! The series is set on location in and around Auckland, New Zealand.

The executive producers for the show were Rob Tapert and Sam Raimi, co-executive producer was John Schulian, supervising producer was Robert Bielak, the producer was Eric Gruendemann, co-producer was David Eick, associate producer was Liz Friedman, co-ordinating producer was Bernadette Joyce, line producer was Chloe Smith and the finally the music was done by Joseph LoDuca.

Michael Hurst was actually born in Lancashire in Britain, but moved to New Zealand with his family when he was 7. He started acting and directing in high school when he was 14 and went on to train at Christ-church's Court Theatre. Then in 1979, at the age of 21, he moved to Auckland and joined Theatre Corporate where he stayed for seven years. Much more theatre work followed, and he played leading roles in the films *Constance*, *Death Warmed Up*, and *Dangerous Orphans*, as well as making appearances in several New Zealand television series. More recently, he has starred in the films *Footstep Man* and *Desperate Remedies*.

He co-wrote and directed the short film *I'm So Lonesome I Could Cry* and has guested on TV's *RAY BRADBURY Theatre* and *TYPHON'S PEOPLE*. Most of his work has been in the theatre however, where he is best known for his Shakespearian roles and his directing. In addition, he is a singer, a dancer, a stunt and fight choreographer, and a fencing champion. He is married to New Zealand actress Jennifer Ward-Lealand and lives in Grey Lynn, Auckland. At end of the fifth season *Hercules*'s star Kevin Sorbo wanted to leave the series to pursue other career interests, hence a sixth season was made, but one with only eight episodes in total. In fact Kevin Sorbo went on to produce new shows with Gene Roddenberry's wife Majel Roddenberry. Meanwhile the producers of *Hercules* came up with two new concepts for shows to directly replace *Hercules*, one was called *CLEOPATRA 2525*, a science fiction series set in 2525 and *Jack of all Trades* on non-science fiction show, both were half-hour shows. *XENA: WARRIOR PRINCESS*, outlasted *Hercules*, by going to a sixth season and producing more episodes.

Before getting the part of *Hercules*, Kevin Sorbo auditioned for the part of Fox Mulder on *THE X FILES*, and even the part that eventually went to David Caruso in *NYPD blue*. America's TV Guide voted *Hercules* and *Xena* one of their top five television fantasy couples. In one episode, *Hercules* battles a thirty foot snake. In its closing credits, a disclaimer reads, "No subterranean serpents were harmed during the making of this motion picture," proving that even Greek gods have a sense of humour. One of the three trainers who helps Sorbo prepare for all his on-screen action sequences is fighting master Douglas Wong, whose work includes *Dragon: The Bruce Lee Story*.

Season Six: And so the series which started the trend for syndicated action/adventure shows will breathe its last in mid november 1999. The sixth season runs for only eight episodes as Kevin Sorbo decided enough was enough and is moving into the realm of Gene Roddenberry. The run will find our hero and Iolous getting involved in a family feud in Egypt, a tale based on the myth of Antegone, a Vlad the impaler Halloween episode and in the final story, directed by regular guest star Bruce Campbell, they face the titans who are out to destroy the world.

Promax International Awards

Irwin Allen Award - *Hercules/Xena* - Robert Tapert (1999)

WR. Barry Pullman, Andrew Dettmann, John Schulian, Steve Roberts, Adam Armus, Nora Kay Foster, John Schulian, Robert Bielak, Doug Lefler, Craig Voik, Michael Marks, Scott Smith Miller, Steven Baum, Patricia Manney.

DIR. Bill L. Norton, Harley Cokeliss, Josh Becker, Doug Lefler, John T. Kretchmer, Peter Ellis, George Mendeluk, Bruce Seth Green, Garth Maxwell, Jack Perez, Bruce Campbell, James A. Contner, Timothy Bond, T.J. Scott, Robert Tapert, Peter Ellis, Gus Trikonis, Kevin Sorbo, Stewart Main, Anson Williams, Oley Sassone, John Cameron.

EPISODES: 109 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 6

RENAISSANCE PICTURES IN ASSOCIATION WITH MCA TV

CREATOR: CHRISTIAN WILLIAMS

TYPE OF SHOW: FANTASY **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 24, (3) 22, (4) 21, (5) 21, (6) 8

DATE OF PREMIER: 05/05/1994 **AIR DATE OF LAST EPISODE** 15/11/1999

SEASON DATE BREAKDOWN:

FILMS: *HERCULES AND THE LOST KINGDOM* (1994) , *HERCULES AND THE AMAZON WOMEN* (1994) , *HERCULES AND THE CIRCLE OF FIRE* (1994) , *HERCULES IN THE UNDERWORLD* (1994) , *HERCULES IN THE MAZE OF THE MINOTAUR* (1994), *THE BATTLE FOR MT. OLYMPUS* (animated, 1998).

Hercules KEVIN SORBO, *Iolaus* MICHEAL HURST, *Autolykus* BRUCE CAMPBELL, *Zues* ANTHONY QUINN, prologue Narrator AL CHALK, *The Seer* NORMAN FORSEYM, *Salmonius* ROBERT TREBOR, *Morrigan* TAMARA GORSKI (5), *Nebula* GINA TORRES (5).

Books Based on this series.

Hercules - The Official Companion

Hercules and Xena - The Unofficial Companion

Hercules X-Posed

Hercules: The Legendary Journeys - By the Sword	Timothy Boggs	1997
Hercules: The Legendary Journeys - Eye of the Ram	Timothy Boggs	1997
Hercules: The Legendary Journeys - Serpeant's Shadow	Timothy Boggs	1997
Hercules: The Legendary Journeys - The First Casualty	David Seidman	1997

RELATED SHOWS:

*ADVENTURES OF BRISCO COUNTY, JR., THE
TEKWAR*

XENA: WARRIOR PRINCESS

YOUNG HERCULES

1 - 1 *THE WRONG PATH*

After Hercules and his friend Iolaus stopped a band of hoodlums from robbing an innkeeper, Hercules went home to his family. The horror that followed was over almost before it started. A huge ball of fire burst through his bedroom window and consumed his wife, Deianeira. In the next instant the fireball took Hercules' three young children. His step mother, Hera, was to blame. Consumed by hatred, Hercules set out on a path of destruction. But the beautiful slave girl Aegina helped Hercules overcome his grief and set him back on an honorable path.

Wr John Schulian

Dir Doug Lefler

1 - 2 *EYE OF THE BEHOLDER*

An entire village was terrorized by a giant Cyclops, prompting a visit from Hercules. It was true that the Cyclops had tossed a traveling toga salesman into a tree and diverted the village's water supply to irrigate Hera's sacred vineyard. But Hercules learned that there were two sides to every conflict. It turned out the villagers had persecuted the cyclops for years. Hercules defeated the Cyclops in battle but spared its life, and the two became allies. Together, they repelled Hera's bloodthirsty henchman, and the Cyclops made peace with the villagers.

Wr John Schulian

Dir John T. Kretchmer

1 - 3 *THE ROAD TO CALYDON*

A group of refugees in search of a safe haven came upon the ghost town of Parthus, where the groups leader, Broteas, stole a golden chalice from Hera's temple. The theft brought down the wrath of Hera, and only Hercules could protect the refugees. The seer traveling with him explained that the cursed chalice had been a gift from Zeus to a young maiden of Parthus. Hercules saved the refugees from a violent rock storm, evil bounty hunters and a giant pterodactyl. He flung the chalice toward the horizon and saw the group safely to Calydon.

Wr Andrew Dettmann, Daniel Truly

Dir Doug Lefler

1 - 4 *THE FESTIVAL OF DIONYSUS*

A power struggle threatened to send the peaceful kingdom of Meliad into war. Fearing the worst Queen Camilla summoned Hercules to the annual Festival of Dionysus. If Dionysus, the god of wine, did not find King Iphicles worthy to rule another year, ten lovely virgins would become drunk and slaughter the King in a terrible frenzy. Iphicles was a good king, but he was still in danger. Pentheus, the king's elder son, plotted with Ares, the god of war, to overthrow his father. Hercules battled a deadly eel and then overcame Pentheus, saving the king.

Wr Andrew Dettmann, Daniel Truly

Dir Peter Ellis

1 - 5 *ARES*

Ares thrived on conflict and bloodshed. Hercules did not share Ares' passion for killing, and when Ares tried to assemble an army of teenage boy-soldiers to do his bidding, Hercules knew he had to stop him. With help from the powerful blacksmith Atalanta and the young widow Janista, Hercules freed Janista's son Titus and his friend Ximenos from Ares' spell. Then he confronted a representation of Ares in his cave, and after a fierce battle, Hercules beheaded his bloodthirsty foe. Titus learned that the way of the true warrior is not to kill, but to destroy forces of evil.

Wr Steve Roberts

Dir Harley Cokeliss

1 - 6 *AS DARKNESS FALLS*

- 1 - 7 *PRIDE COMES BEFORE A BRAWL*
- 1 - 8 *THE MARCH TO FREEDOM*
- 1 - 9 *THE WARRIOR PRINCESS*
- 1 - 10 *THE GLADIATORS*
- 1 - 11 *THE VANISHING DEAD*
- 1 - 12 *THE GAUNTLET*
- 1 - 13 *UNCHAINED HEART*
- 2 - 1 *THE KING OF THIEVES*
- 2 - 2 *ALL THE GLITTERS*
- 2 - 3 *WHAT'S IN A NAME*
- 2 - 4 *SIEGE AT NAXOS*
- 2 - 5 *OUTCAST*
- 2 - 6 *UNDER THE BROKEN SUN*
- 2 - 7 *THE MOTHER OF ALL MONSTERS*
- 2 - 8 *THE OTHER SIDE*
- 2 - 9 *THE FIRE DOWN BELOW*
- 2 - 10 *CAST A GIANT SHADOW*
- 2 - 11 *HIGHWAY TO HADES*
- 2 - 12 *THE SWORD OF VERACITY*
- 2 - 13 *TNE ENFORCER*
- 2 - 14 *ONCE A HERO*
- 2 - 15 *HEEDLESS HEARTS*
- 2 - 16 *LET THE GAMES BEGIN*
- 2 - 17 *THE APPLE*
- 2 - 18 *PROMISES*
- 2 - 19 *KING FOR A DAY*
- 2 - 20 *PROTEAN CHALLENGE*
- 2 - 21 *THE WEDDING OF ALCHEME*
- 2 - 22 *THE POWER*
- 2 - 23 *CENTAUR MENTOR JOURNEY*
- 2 - 24 *THE CAVE OF ECHOES*
- 3 - 1 *MERCENARY*
- 3 - 2 *DOOMSDAY*
- 3 - 3 *LOVE TAKES A HOLIDAY*
- 3 - 4 *MUMMY DEAREST*
- 3 - 5 *NOT FADE AWAY*
- 3 - 6 *MONSTER CHILD IN THE PROMISED LAND*

- 3 - 7 *GREEN EYED MONSTER*
- 3 - 8 *PRICE HERCULES*
- 3 - 9 *A STAR TO GUIDE THEM*
- 3 - 10 *THE LADY AND THE DRAGON*
- 3 - 11 *LONG LIVE THE KING*
- 3 - 12 *SURPRISE*
- 3 - 13 *ENCOUNTER*
- 3 - 14 *WHEN A MAN LOVES A WOMAN*
- 3 - 15 *JUDGEMENT DAY*
- 3 - 16 *THE LOST CITY*
- 3 - 17 *LES CONTEMPTIBLES*
- 3 - 18 *REIGN OF TERROR*
- 3 - 19 *END OF THE BEGINNING*
- 3 - 20 *WAR BRIDE*
- 3 - 21 *A ROCK AND A HARD PLACE*
- 3 - 22 *ATLANTIS*
- 4 - 1 *BEANSTALKS AND BAD EGGS*
- 4 - 2 *HERO'S HEART*
- 4 - 3 *REGRETS I'VE HAD A FEW*
- 4 - 4 *KISS ME DEADLY*
- 4 - 5 *...AND FANCY FREE*
- 4 - 6 *TWO MEN AND A BABY*
- 4 - 7 *PRODIGAL SISTER*
- 4 - 8 *AND FANCY FREE*
- 4 - 9 *IF I HAD A HAMMER*
- 4 - 10 *HERCULES ON TRIAL*
- 4 - 11 *MEDEA CULPA*
- 4 - 12 *ARMAGEDDON NOW (TWO PART STORY)*
- 4 - 13 *MEN IN PINK*
- 4 - 14 *YES VIRGINIA, THERE IS A HERCULES*
- 4 - 15 *PORKULES*
- 4 - 16 *ONE FOWL DAY*
- 4 - 17 *MY FAIR CUPCAKE*
- 4 - 18 *TWILIGHT*
- 4 - 19 *TOP GOD*
- 4 - 20 *WAR WOUNDS*
- 5 - *THE ACADMEY*

Hercules, Iolaos and Jason returns to Cherion's academy and discover that Jason has a young daughter.

- 5 - 1 *FAITH*
- 5 - 2 *DESCENT (LOSS)*
- 5 - 3 *RESURRECTION*
- 5 - 4 *GENIES AND GRECIANS AND GEEKS, OH MY!*
- 5 - 5 *(SUR)RENDER TO CEASER*
- 5 - 6 *NORSE BY NORSEST*
- 5 - 7 *SOMEWHERE OVER THE RAINBOW BRIDGE*
- 5 - 8 *DARKNESS RISING*
- 5 - 9 *FOR THOSE OF YOU JUST JOINING US*
- 5 - 10 *RETRIBUTATION*
- 5 - 11 *EXORCISIM*
- 5 - 12 *LET THERE BE LIGHT*

Hercules attempts to stop Greece from worshipping the evil Dahak.

- 5 - 13 *STRANGER AND STRANGER*

Hercules must travel to the alternative world and save alternative Iolaus from the Netherworld.

- 5 - 14 *JUST PASSING THROUGH*
- 5 - 15 *GREECE IS BURNING*

Hercules helps his friends Althea and the Window Twanky to stage a fashion show!

- 5 - 16 *WE'LL ALWAYS HAVE CYPRUS*

Morrigan returns to Hercules.

- 5 - 17 *LOVE ON THE ROCKS*

Iolaus falls in love with Nautica the Mermaid.

- 5 - 18 *A GREEK HERO IN KING ARTHUR'S COURT*

Hercules must save Britannia from a calculating tyrant.

- 5 - 19 *FADE OUT*
- 5 - 20 *MY BEST GIRL'S WEDDING*
- 5 - 21 *REVELATIONS*
- 6 - 1 *BEDEVILED*
- 6 - 2 *LOVE AMAZON STYLE*
- 6 - 3 *REBEL WITH A CAUSE*
- 6 - 4 *DARKNESS VISIBLE*

Hercules and Iolaus are summoned by an old friend, Vlad, to fight vampires only to discover that they are to be his next victims.

- 6 - 5 *A WICKED GOOD TIME*

A trainee witch makes Hercules look like an evil warlock.

- 6 - 6 *CITY OF THE DEAD*

Hercules and Iolaus go to Egypt on a diplomatic mission.

- 6 - 7 *HERCULES, TRAMPS AND THIEVES*

Autolycus is charged with robbing a bank.

- 6 - 8 *FULL CIRCLE*

Hercules and Iolaus race to save the world when Zeus releases Hera from the Abyss of Tartarus.

HERITIÈRE DE GRANDE OURSE, L

Following the events that happened in Grande Ourse, Louis-Bernard Lapointe retired. However, Lapointe starts to have nightmares. His quest for truth brings him to Verdeuil, an upscale community under the govern of pharmaceutical guru Julien Beaumont. The plot thickens as murderous dolls and secret medical experiments are head for a crash.

This is canadian production in the french language.

Produced by Jean-François Mercier co-producer

Jean-François Mercier executive producer

André Monette co-producer

Cinematography by Bruce Chun & Serge Desrosiers

Makeup Department - Christine Larocque wig maker

Sound Department - Luc Boudrias sound re-recording mixer , Louis Molinas sound editor

Special Effects by Martin Williams special effects rigger

Other crew - Serge Desrosiers additional photographer , Isabelle Lecompte second assistant camera

WR.

DIR.

EPISODES: 10 **YEAR MADE:** 2005 **COUNTRY:** CAN **SEASONS:** 1

POINT DE MIRE

CREATOR:

TYPE OF SHOW: ALIEN TECHNOLOGY **FORMAT:** MINI-SERIES

LENGTH (MINS): 600 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER: 06/01/2005 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Ovila Barbe JACQUES ALLARD, Sarah Von Trieck VIVIANNE AUDET, Jérôme Lachance MARC BELAND, Seigneur de Verdeuil/Cavalier JEAN-FRANCOIS BLANCHARD, Denise/Dora CELINE BONNIER, Employé no 1 REAL BOSSE, Émile Biron NORMAND DANEAU, Marc Simard FRANCIS DUCHARME, Germain MAXIM GAUDETTE, Antoine Dupuis PATRICE GODIN, Conrad Raté MARC LABRECHE, Madame Sylvestre ANDREE LACHAPELLE, Butch MARIE-FRANCE LAMBERT, Thomas Von Trieck MARTIN LAROCQUE, Justine Beaumont MAUDE LAURENDEAU, Gastonne Belliveau FANNY MALLETT, Louis-Bernard Lapointe MARC MESSIER, Julien Beaumont ALBERT MILLAIRE, Robert Belliveau GILLES RENUAD, Barbara Allaire ISABLE RICHER, Employé no 2 PATRICE ROBITAILLE, Soeur Lise LISA ROY, Pierre Lamy MARIO SAINT-AMAND , Nathalie Dupuis CATHERINE SENART

HERO TURTLES : THE NEXT MUTATION

AKA: **NINJA TURTLES : THE NEXT MUTATION**



Four ordinary turtles are struck by a dangerous chemical ooze which mutates them into wise cracking, ninja fighting mutants, who are still turtles, but with a surfer attitude. They receive guidance from their master Splinter, who is a rat, and together they fight evil from their secret underground base underneath New York City.

Saban International continues their flirtations with the SF kids market with this live action version of the Teenage Mutant Ninja Turtles, which continues the long tradition of the turtles, from comic, animated show and films to this. This show proves however that the Saban International products are deteriorating badly, and is destined to be a very forgettable show. The series was first shown in the UK on Fox Kids. Unlike many other shows of this types which were a combination of actors and actor in suits, this show voted to go mostly for actors or stuntmen in suits with actors portraying the voices, together with some laughable guest star actors, this show makes the power rangers look expensive.

Ninja Turtles: The Next Mutation (NT:TNM) was a short -lived live-action television series produced by Saban, which ran on the Fox Kids network from 1999-2000. The series was based loosely from Mirage Studios' Teenage Mutant Ninja Turtles it followed the events in the movies.

The series introduced many new elements to the Teenage Mutant Ninja Turtles saga, including new central antagonists, an army of humanoid dragons known as "The Rank" led by the vicious Dragonlord.

The series was touted (in some of the promotional material) as a continuation of the first cartoon series, but by the period of time it aired it turned apparent that this was not the case. Instead, the series apparently followed the continuity of the live-action films. The turtles lived in the same abandoned train station featured in the second and third films, and Splinter's ear is slashed as it was in the original film. However, most fans tend to regard the films and the series as 2 separate entities, citing differing styles, The Shredder being alive and the absence of April O'Neil and Casey Jones.

Most of the Turtles' core fanbase were unimpressed with the series, criticizing the show's slapstick fighting, camp humour and poor costuming and sets. The series is not considered to be part of the larger TMNT canon.

Venus de Milo

The show's most famous contribution to the Turtles mythos was a fifth mutant turtle, a female named Venus de Milo who was skilled in the mystical arts of the shinobi. Venus was portrayed by Nicole Parker and voiced by Lalainia Lindbergh. The inclusion of Venus proved controversial among fans and many considered the existence of the character to be distasteful.

At the time it was said that Fox created the Venus character and forced Kevin Eastman and Peter Laird to include her in the series. While both were opposed to the idea of a female Turtle, they complied with Fox's demand. However, it has also been rumoured that Venus was initially created by Kevin Eastman (who didn't want this fact to be meant for public knowledge, as it violated a longstanding unofficial right which mandated "no female Turtles"). Whether this is true or not, Eastman seems to have a somewhat positive opinion of the character. Peter Laird, however, openly admits his disdain for her and has removed her profile from the Teenage Mutant Ninja Turtles official website.

Cancellation

The show was cancelled in the summer of 1998. Fans of the series have theorized that this was because Saban and Fox were unwilling to pay further licensing fees to Mirage Studios. Shortly after the live-action series was cancelled, there were plans for an animated version of the series, but this never materialized.

Trivia

The bounty hunter Bonesteel was portrayed by well-known anime and cartoon voice actor Scott McNeil. This was the first time his face was revealed in a live-action show.

A film, action figure line, and comic book series based upon TMNT:TNM were proposed; however, only the toy line was created and is considered a rare find due to its low release to retailers. The film and comic book series were never made due to the lackluster reaction to the show by fans

WR.

DIR.

EPISODES: 26 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 1

SABAN INTERNATIONAL/FOX KIDS WORLDWIDE

CREATOR: Based on characters created by KEVIN EASTMAN & PETER LAIRD

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 20 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 12/09/1997 **AIR DATE OF LAST EPISODE** 15/05/1998

SEASON DATE BREAKDOWN:

FILMS:

Chi Chu LAUREN ATTADIA, Vam-Mi KIRA CLAVEEL, Leonardo MICHAEL DOBSON (voice), Vam-Mi SAFFRON HENDERSON (voice), Raphael MATT HILL, Venus De Milo LALAINIA LINDBIERS, Bonesteel SCOTT MCNEIL, Michaelangelo KIRBY MORROW, Bing COLIN MUSBACK, Bing JUSTIN SOON, Donatello JASON GRAY STANDFORD, Chi Chu SHERRY THORSON, Splinter STEPHEN WENDELL.

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

VR TROOPERS

BIG BAD BEETLEBORGS

POWER RANGERS ZEO

POWER RANGERS IN SPACE

POWER RANGERS TURBO

1 - 1 *EAST MEETS WEST (1-5)*

The Teenage Mutant Ninja Turtles are still fighting their sworn enemy, Shredder. However, Dragon Lord, a new villain from the Realm of Dreams captures Splinter while he is meditating. The Shinobi master Chung I sends his pupil to help the Turtles reclaim their master.

1 - 2 *STAFF OF BU-KI*

Dragon Lord steals the Staff of Buki and seeks out Venus to destroy her. Venus, meanwhile, is disrupting the Turtles when training. Dragon Lord lures Venus away and prepares to destroy her but the Turtles defeat the Dragon Lord and save her.

1 - 3 *SILVER AND GOLD*

The Turtles come across a gangster ape, Silver, who is plotting to steal a gold repository.

1 - 4 *MEET DR. QUEASE*

Donatello has dragged Michaelangelo to a scientific convention so that Don can hear the mutant-related theories of the eccentric Dr. Quease (Donny thinks the Doc is brilliant, Mikey thinks that he's a quack). Quease, ever on the edge of scientific discovery, wears a direct neural (brain) implant that jacks him directly into the internet, as well as giving him the ability to jack into any computerized machine. Suddenly, a group of the Dragon Lord's Rank warriors burst into the lecture hall and abduct Dr. Quease, escaping before the TMNT have a chance to react. The Dragon Lord has captured Dr. Quease in order to combine the doctor's scientific expertise with DL's vast occult knowledge. The Dragon Lord attempts to entice Dr. Quease to work for him by giving him a lab full of state-of-the-art equipment. Amongst the apparatus in this lab is a stolen classified device called the Heliumcooled Cyber 600, the most powerful dissection machine ever built, and something that Quease had only dreamed of working with. Donatello, meanwhile, tries to convince the other Turtles to mount a rescue attempt of the Doc, but the others think that it's too dangerous to risk a break-in into the Dragon Lord's HQ. And so, under cover of the night, Donatello sets out to rescue Dr. Quease... alone... After successfully sneaking into Dragon-central and freeing Quease, Don gets captured by the Dragon Lord's forces due to the "good" Doctor's suddenly agreeing to side with the Dragons. Now, with the capture of Donatello, the obviously mad scientist has a perfect mutant specimen... to dissect! Fortunately for Donny, the other Turtles come to his rescue. While Leo, Raph and Venus battle the Rank Dragons in a whirling wonderment of Ninja and Shinobi-style

martial arts mayhem, Mikey successfully frees Don by splicing Quease's neural brain jack directly into one of Mike's hand-held video games, which sets the quack scientist fighting against the Dragons like a remote control toy! Vanishing into the sewers, Don admits to his fellow Turtles that he was wrong about Quease... the Doc wasn't a brilliant scientist but a mad one! Donny admits that he was blinded by his love of science.

1 - 5 *ALL IN THE FAMILY*

While jogging through the city's sewers, the five Turtles find an animal cage holding a live endangered baby hawksbill sea turtle. The TMNT discover the man responsible for capturing the little terrapin -- Simon Bonesteel -- just as the poacher is about to sell the baby turtle to a dealer in illegal wildlife trade. After a brief introductory skirmish with Bonesteel and his overcoat's seemingly endless arsenal of weaponry, the Turtles manage to escape with the young hawksbill. Bonesteel, however, is far from beaten and vows to take up the hunt--- the hunt for Ninja Turtles! The TMNT are barely a few sewer blocks away when Bonesteel attacks anew. The fight is fast and furious as Bonesteel proves to be as much a physically powerful street brawler as he is adept at using bull whips, crossbows and steel net snares. Seeing that they appear to be evenly matched, the TMNT and Bonesteel agree to a truce of sorts. Each side going their respective ways; the Turtles with the baby turtle and Bonesteel with his dignity. It isn't until several sewer blocks later that the TMNT realize that Bonesteel had tricked them, somehow making off with the infant hawksbill! After careful consideration, and a quick education about the perils of illegal trade in endangered turtles and the legal (though no less deadly) turtle pet industry, the five Turtles decide to hunt the hunter. And hunt Bonesteel they do, poaching the poacher and saving the baby sea turtle, while seeing the commonality that they share with the Earth's endangered species. Bonesteel, of course, again vows to return and take up the hunt again --- the greatest of all hunts, the hunt for the world's only five mutant turtles!

1 - 6 *TRUSTING DR. QUEASE*

When Dragon Lord and Dr. Quease have an argument, Quease contacts Donatello because, in his mind, they are the two most brilliant creators on the planet and he thinks they should work together. Don is naturally suspicious, but can't resist the opportunity to collaborate with the great, though deranged, scientist.

1 - 7 *WINDFALL*

One night, Silver brakes into the apartment of a poor old man who just so happens to be in possession of a winning lottery ticket. Obsessed with money Silver threatens the man to give him the ticket, but the old man bravely throws it out the window where it disappears down the storm water drain. On his way back to the lair, Michelangelo accidentally steps on the ticket and arrives home finding it stuck to his foot. Naturally Michelangelo plans to collect the winning, but the other turtles quickly become aware of what he has and quickly dream up of a million and one things to spend the cash on. Little do our green heroes know is that Silver is onto them and plans to get back his stolen ticket.

1 - 8 *TURTLE'S NIGHT OUT*

After a late-night encounter with Bonesteel, Mikey comes up with a novel idea, an all-night rave for animal rights where everybody has to come dressed as their favorite beast. But the Turtles, who are lounging about in the human world, are no where to be found when a gang of no-good villains crash the party.

1 - 9 *MUTANT REFLECTIONS*

The Turtles have a hard time sorting out who's who when their evil counterparts start popping up everywhere - and they look like just like our heroes!

1 - 10 *TRUCE OR CONSEQUENCES*

Mikey's ego is further inflated when Wick and the Rank start their own radio fan club. The dragons say they are tired of Dragon Lord's oppressive regime, and want to help the Turtles send him back into the mirror. Are they serious or is it just another trick?

1 - 11 *SEWER CRASH*

As Don is scanning the Web for information, someone breaks into his computer and sends him a coded message - one that reprograms Don's brain! Now the Turtles' techno-savvy teammate has been turned into a cyperpunk super thief!

1 - 12 *GOING APE*

Raphael is enjoying one of his favorite past times (harassing crazed poacher Simon Bonesteel), when a platoon of Rank warriors decide to join the game. Still, evading one Bonehead and six dragons in an old Victorian house is no problem for Raph - until an escaped Gorilla shows up!

1 - 13 *ENEMY OF MY ENEMY*

Splinter is returning to the lair when he spots a man being beaten up by a gang of kids. After he saves the man, he realizes that the man is the Shredder! Splinter takes him back to the lair to try and help him. Dragon Lord finds out that the Shredder has a magic relic called the Golden Shuriken and he sends out the Rank to find him. The Shredder awakens and agrees to help the Turtles in their "way of the green" (like picking up garbage, racking leaves), but just for that night. They go into the sewers to pick up garbage but the Rank and Wick arrive to capture the Shredder. Shredder runs away, leaving the Turtles to take on the Rank. Splinter follows him back up to the street and asks him about the Golden Shuriken that belonged to his Master Yoshi. Shredder denies owning it and leaves, but he actually does have the Golden Shuriken. Splinter explains to the Turtles that the Gold Shuriken is a very powerful relic and it is very important to him that he has it back. Dragon Lord tracks Shredder to a laundry mat and tries to take the Shuriken from him. Donatello also tracks the Shuriken to the laundry mat and they arrive just as Dragon Lord had the Shuriken in his hands. They hit it out of Dragon Lord's hands and a battle takes place. Afterwards Splinter holds the Shuriken for a brief moment before the Shredder takes it back from him and escapes.

1 - 14 *KING WICK*

When an alchemy accident gives the evil Wick telekinetic powers, he not only uses it over the Dragon Lord, but he puts the Ninja Turtles to the test, too!

1 - 15 *THE GOOD DRAGON*

When Venus' life is saved by one of the Dragon Lord's Rank warriors, the Turtles are forced to re-examine their views on the dragons. Now the "good" dragon is trying to escape the Dragonian Spirit Seeker that is stalking him. Venus wants to help him but Raph still thinks the only good dragon is a dead dragon.

1 - 16 *THE GUEST*

When Splinter's chess opponent is thrown out of his apartment, he moves in with the Turtles for a few days. It's bad enough that the reptilian roommates have to conceal their identities from the old blind man, but it's even harder putting up with the old fellow's idiosyncrasies!

1 - 17 *LIKE BROTHERS*

The continuing conflict between Raphael and Leonardo comes to a head, again. This time, however, Mike and Don get dragged into it. As the argument rages on, the Turtles reflect on past conflicts, and Raph decides to move out for good.

1 - 18 *UNCHAIN MY HEART (1-4)*

While the Turtles are busy evading Bonesteel, and old enemy of Chung I's arrives in New York to destroy Chung I's former student -- the Shinobi Shaman Mei Peih Chi -- also known as Venus!

1 - 19 *WHO NEEDS HER*

Venus accidentally traps someone by a forcefield, the Turtles begin to question her value to the team, recounting her numerous mistakes in the past. They decide that they'd be better off without her, but when they do, the Turtles discover the Rank has kidnapped Venus.

HEROES



The epic drama Heroes chronicles the lives of ordinary people who discover they possess extraordinary abilities. As a total eclipse casts its shadow across the globe, viewers follow a genetics professor in India whose father's disappearance leads him to uncover a secret theory -- there are people with super powers living among us. A young dreamer tries to convince his politician brother that he can fly.

A high school cheerleader learns that she is totally indestructible. A Las Vegas stripper, struggling to make ends meet to support her young son, uncovers that her mirror image has a secret. A prison inmate mysteriously finds himself waking up outside of his cell. A gifted artist, whose drug addiction is destroying his life and the relationship with his girlfriend, can paint the future. A down-on-his-luck beat cop can hear people's thoughts, including the secrets of a captured terrorist. In Japan, a young man develops a way to stop time through sheer will power. Their ultimate destiny is nothing less than saving the world.

Heroes is an American drama television series, created by Tim Kring, which premiered on NBC on September 25, 2006. The series tells the story of several people who "thought they were like everyone else... until they woke with incredible abilities" such as telepathy, time travel and flight. These people soon realize they have a role in preventing a catastrophe and saving mankind.

The series loosely follows the writing style of American comics by doing short, multi-episode story arcs that build upon a larger, more encompassing arc. Even with small story arcs that move the story forward, Kring said he mapped out where he intends the show to go for the next five seasons.

When the series premiered in the United States, it was the night's most-watched program among adults 18-49, attracting 14.3 million viewers overall and receiving the highest rating for any NBC drama premiere in five years.

The show features an ensemble cast of twelve main characters. Although NBC's cast page lists only ten characters, Leonard Roberts, who first appeared in the series' fifth episode, was an additional member of the original full-time cast. Later, Jack Coleman was upgraded from a recurring role to become the twelfth full-time castmember as of the eleventh episode. [

Claire Bennet (Hayden Panettiere), a cheerleader who lives in Odessa, Texas, with the ability of spontaneous regeneration.

Mr. Bennet (Jack Coleman) is Claire's adoptive father who works for an unnamed organization dealing with the abduction of people with superhuman abilities.

Simone Deveaux (Tawny Cypress), an art dealer who sells paintings created by her ex-boyfriend, Isaac, in her gallery.

D.L. Hawkins (Leonard Roberts), a man who recently escaped from prison, with the power to alter his physical tangibility and phase through solid objects, both inanimate and organic.

Isaac Mendez (Santiago Cabrera), an artist living in New York who can paint random future events during precognitive trances. He also writes and draws a comic book, 9th Wonders!.

Hiro Nakamura (Masi Oka), a programmer from Tokyo with the ability to manipulate the space-time continuum.

Matt Parkman (Greg Grunberg), a Los Angeles police officer with the ability to hear other people's thoughts.

Nathan Petrelli (Adrian Pasdar), a New York congressional candidate with the ability to fly.

Peter Petrelli (Milo Ventimiglia), a former hospice nurse and Nathan's younger brother. He has the ability to temporarily mimic the powers of others when in close proximity. He also experiences clairvoyant dreams.

Micah Sanders (Noah Gray-Cabey), the son of D.L. And Niki. He is a child prodigy and has an unspecified power that, so far, has only been used to temporarily repair an out-of-order pay phone.

Niki Sanders (Ali Larter), the wife of D.L. And mother to Micah. A former internet stripper from Las Vegas, she has an alternate personality that identifies itself as Niki's dead sister, Jessica. When Jessica has taken control, she exhibits superhuman strength.

Mohinder Suresh (Sendhil Ramamurthy), a genetics professor from India who travels to New York to investigate the death of his father, Chandra. Through his investigations, he comes into contact with people his father listed as possessing superhuman abilities.

The show also features a large number of guest and recurring characters.

Production notes

When the writing team works on an episode, each writer takes a character and writes the individual scenes surrounding that character. These stories are then combined and given to the episode writer, allowing every writer to contribute to every episode.

A special 72-minute version of the pilot was first screened to a large audience at the 2006 Comic Con in San Diego.

The series is filmed in Los Angeles and Santa Clarita, California.

In keeping with the comic book thematic elements used in the show, professional comic book artist Tim Sale was brought in to provide the artwork used as the work of Isaac Mendez. Mendez's work in the 9th Wonders! Comic book on the show is also the work of Sale. Additionally, the font used throughout the show in the various captions and credits is reminiscent of traditional hand-rendered comic book lettering. The font was created by Sale and is based on his handwriting style.

Symbolism

The helix

Activating Evolution Several elements appear repeatedly throughout the series: the helix, the scar, the eclipse, the virus, the cockroach, and Chandra Suresh's book, *Activating Evolution*.

The "helix," as it is referred to by the writers, is a symbol that first appears in the episode "Don't Look Back". Writer and co-producer Aron Coleite has stated that it literally means "God sending great ability." The symbol frequently appears as a pattern formed by mundane objects, but it also recurs on certain plot-significant items and on several characters.

A mark consisting of two black parallel lines has been shown close to the neck of multiple super-powered characters. The mark is the scar left by the two-pronged needle of a pneumatic injection device, which, as revealed in a biography of Hana Gitelman in the *Heroes 360* experience, injects a radioisotope to allow tracking.

A virus is revealed at the end of the first season that targets individuals with special abilities. It is named the Shanti virus, after Dr. Chandra Suresh's daughter, the first one known to have fallen ill as a result of the virus. The Company has hired Mohinder Suresh to find a cure, though currently the antibodies in his blood are the only cure. Starting with episode 7, the virus becomes the central plot element to the second season. After Peter and Caitlin are taken into the future (2008), they find that 93% of the world's population has been wiped out by the mysterious virus.

A solar eclipse has been a recurring image in the series itself, and is also used as the series' logo. A terrestrial eclipse (an eclipse in which the Earth covers the Sun, as viewed from observation pointing away from the Earth) is used in the series' title sequence.

Cockroaches have appeared and have been mentioned several times in the series, particularly in relation to the villain Sylar. Tim Kring has stated in an interview that the cockroach represents survival.

Activating Evolution is a book written by Chandra Suresh. It describes Suresh's discoveries and predictions about the emergence of humans evolved with special abilities. It has been read by or given to many of the characters with abilities and is considered a source of information regarding their conditions.

Music

Music from the first season is composed by Wendy Melvoin and Lisa Coleman, with vocals provided by Shenkar. The second season brought the addition of Manon Dave to the music team.

The Rogue Wave song "Eyes" from the Just Friends soundtrack is featured in the Season 1 episodes "Genesis" and "Collision".

In France, the theme music of Heroes is composed by Victoria Petrosillo. Her song, *Le Héros d'un autre*, is used by television network TF1 to replace the show's original incidental music. The network created a new opening credit sequence in order to play Petrosillo's theme song.

Emerson lawsuit

On October 2, 2006, Emerson Electric Company, an appliance market competitor of NBC's owner General Electric, filed suit in federal court against NBC. The suit was in regard to a scene that appeared in "Genesis", the first episode of season one, when Claire Bennet reached into an active garbage disposal unit labeled "In-Sink-Erator" to retrieve a ring and severely mangled her hand. Emerson claimed the scene "casts the disposer in an unsavory light, irreparably tarnishing the product" by suggesting serious injuries would result "in the event consumers were to accidentally insert their hand into one."

Emerson had asked for a ruling barring future broadcasts of the pilot, which was previously available on NBC's website and had already aired on NBC Universal-owned cable networks USA Network and The Sci Fi Channel. It also sought to block NBC from using any Emerson trademarks in the future.

On February 23, 2007, the case against NBC was dropped. NBC Universal and Emerson Electric reached an agreement to settle the lawsuit outside of court.

The episode in question was briefly unavailable in the iTunes Store, but an edited version was soon made available for download. A non-edited version of the episode was shown in the BBC Two premiere on July 25, 2007. The DVD and HD DVD releases contain an edited version where the "In-Sink-Erator" label has been removed from the scene.

Critical acclaim

After completing half of its first season, Heroes had already collected an assortment of honors and accolades.

On December 10, 2006, the American Film Institute named Heroes one of the ten "best television programs of the year."

Three days later on December 13, the Writers Guild of America nominated the program for "best new series" of 2007.

The next day (December 14), the Hollywood Foreign Press Association nominated the program for a Golden Globe Award for "best television drama", and nominated Masi Oka (Hiro Nakamura) for Best Supporting Actor on a TV Series.

Heroes won the award for Favorite New TV Drama at the 2007 People's Choice Awards.

The National Association for the Advancement of Colored People nominated Heroes on January 9, 2007 for an Image Award in the "Outstanding Drama Series" category.

On February 21, 2007, it was announced that Heroes was nominated for five Saturn Awards. The nominations included "Best Network Television Series", "Best Supporting Actor in a Television Series" for both Greg Grunberg and Masi Oka, and "Best Supporting Actress in a Television Series" for Hayden Panettiere and Ali Larter.[47] The series won the award for "Best Network Television Series"; as well, Masi Oka and Hayden Panettiere won the awards they were nominated for.

On July 19, 2007, the Academy of Television Arts & Sciences announced their nominations for the 2007 Primetime Emmy awards. Heroes was nominated in eight categories, including Outstanding Drama Series. The first episode, "Genesis", earned six nominations: Outstanding Directing (David Semel), Outstanding Art Direction for a Single-Camera Series, Outstanding Single-Camera Picture Editing for a Drama Series, Outstanding Sound Mixing for a Comedy or Drama Series, and Outstanding Stunt Coordination. The episode "Five Years Gone" also received a nomination for Outstanding Visual Effects for a Series. Masi Oka was nominated for Outstanding Supporting Actor in a Drama Series. On September 16, 2007, the 59th Primetime Emmy Awards were held and Heroes failed to win a single Emmy award despite the eight nominations.

On July 21, 2007, the Television Critics Association awarded Heroes with the prestigious Outstanding Program of the Year title during their 23rd Annual TCA Awards ceremony.

The cast of Heroes was named in the 2006 Time Magazine's Person of the Year issue under "People Who

Mattered".

Response to criticism

In an interview with *Entertainment Weekly*, *Heroes* creator Tim Kring commented on criticism of season two, and the series' 15% decline in the ratings. Kring said that he felt he had made mistakes with the direction of season two. He had thought that the audience was looking for a "build-up of characters and the discovery of their powers", similar to that of season one, when viewers were instead looking for "adrenaline."

Kring also outlined what he felt were problems with plot development, stating that the second season "took too long to get to the big-picture story", explaining that Peter's vision of the viral armageddon should have occurred in the first episode instead of the seventh. He feels that it would have been better to introduce new characters within the context of the main storyline, as with Elle, rather than in unattached arcs such as that of Maya and Alejandro. Kring also admitted that he should have resolved the "Hiro in Japan" storyline much more quickly, and that the romantic stories aren't working well. With regards to Claire and West, and Hiro and Yaeko, he said "I've seen more convincing romances on TV. In retrospect, I don't think romance is a natural fit for us.

Comparisons to other works

The show's creators have answered criticism over similarities between elements of the show and the *X-Men* in their live blog, saying "I think there is a shorthand to compare it to *X-Men* when you have not yet seen the show. However, my guess is that that comparison will go away once you have seen what we are doing."

In March 2007, two New York artists, Clifton Mallery and his wife Amnau Karam Eele, filed a lawsuit against NBC claiming the creators of the show had plagiarized a plot-line about an artist who can paint the future in a short story, a painting series and a short film that they exhibited in 2004 and 2005. In the lawsuit the artists claim that the character Isaac Mendez is "strikingly similar" to one they created.

Other media

Television

Heroes Unmasked is a series on BBC that goes behind-the-scenes of the production of *Heroes*. Many details of *Heroes* are revealed, including set design, props, special effects and costuming, as well as blue and green screen animation.

In November 2007 the BBC made 4 short '2 Dimensional' films where actors from the series look through a '2' shaped hole into a room which reflects the character they play in *Heroes*.

U.S. Network G4 began airing *Heroes* episodes on November 3, 2007, along with an American version of *Heroes Unmasked* entitled *The Post Show*. The series, which will air following *Heroes*, includes interviews, live viewer commentary, interactive polls, behind-the-scenes footage and other *Heroes*. Content. U.S. Television network MOJO HD also began airing *Heroes* episodes in High Definition in October 2007.

Internet

See also: *Heroes Evolutions*

Heroes Evolutions is a digital extension of the series released on January 19, 2007 which explores the *Heroes* universe and provides clues to the show's mythology. It was entitled *Heroes 360 Experience* throughout the first season and rebranded for the second season.

Complete episodes of *Heroes* are available online, along with downloads through the "NBC Direct" service. NBC's site also hosts episode commentaries, featuring producers and cast and crew members. Episodes are also available on iTunes, although this arrangement will cease in December 2007 as NBC and Apple Inc. Were unable to come to a renewal deal.[65].

Heroes writers Joe Pokaski and Aron Coleite hold a weekly "Question and Answer" column hosted by comicbookresources.com entitled *Behind the Eclipse* [66]. Every week, since October 23rd, 2006, Joe Pokaski and Aron Coleite have answered questions regarding the previous weeks episodes, before the airing of the Monday night episode. Questions are submitted by fans and CBR editors. Currently, the column is on hold until the end of the writers' strike.

Show producer and director Greg Beeman also host a weekly blog on his blogspot where he discusses how the episode is shot and gives spoilers for the upcoming episode. This is usually posted on Mondays, prior to the airing of *Heroes* on NBC. The Beeman Blog began on August 4th, 2006.

Heroes Interactive is an interactive website which began operation on January 29, 2007, during the airing of

"The Fix". Hosted at NBC.com, it offers behind the scenes information, polls, trivia, and quizzes, as well as recent posts by Hana Gitelman. The features air once a week, and are designed to be viewed concurrently with that week's episode.

WR.

DIR. David Semel

EPISODES: 34 **YEAR MADE:** 2006 **COUNTRY:** US **SEASONS:** 2

NBC UNIVERSAL TELEVISION

CREATOR: TIM KRING

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 23, (2) 11

DATE OF PREMIER: 25/09/2006 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN: Season 1 : 25/09/2006 - 21/05/2007

FILMS:

Isaac Mendez SANTIAGO CABRERA (1), Simone Deveaux TAWNY CYPRESS (1), Micah Sanders NOAH GRAY-CABEY, Hiro Nakamura MASI OKA, Claire Bennet HAYDEN PANETTIERE, Nathan Petrelli ADRIAN PASDAR, , Mohinder Suresh SENDHIL RAMAMURTHY, Peter Petrelli MILO VENTIMIGLIA, Niki Sanders ALI LARTER, Zack THOMAS DEKKER, Ando Masahashi JAMES KYSON LEE, Matt Parkman GREG GRUNBERG, D.L. Hawkins LEONARD ROBERTS, Texas Tina DEIDRE QUINN (1) , Brody MATT LANTER (1) , Lyle RANDALL BENTLEY (1), Mysterious man JIMMY JEAN-LOUIS (1), Angela Petrelli CHRISTINE ROSE, Horned Rim Glasses JACK COLEMAN, Lori Trammel ASHLEE GILLESPIE, Elle KRISTEN BELL (2), Takezo Kensei (aka Adam) DAVID ANDERS (2), Monica Dawson DANA DAVIS (2), Sylar ZACHARY QUINTO, Mr. Bennet / HRG JACK COLEMAN, Maya Herrera DANIA RAMIREZ (2).

1 - 1 *GENESIS*

In this episode, we are introduced to Peter Petrelli, a young man who dreams of flying, and his brother Nathan, a ruthless politician who thinks that Peter is dreaming his life away. Meanwhile, ordinary people from all around the world are starting to suspect that they have abilities beyond those of normal humans. Artist Isaac Mendez believes that he is painting the future, high school cheerleader Claire Bennet is suddenly able to recover from any wound almost instantly, Japanese businessman Hiro Nakamura tries to convince a friend that he can bend space and time, and single mother Niki Sanders starts seeing strange things in mirrors.

Upon learning of his father's death, genetics Professor Mohinder Suresh begins to look into his research for a clue to why he was killed. When he follows his father's trail to New York City, however, Mohinder learns that someone else is on the trail of the same research. Someone who may kill to protect the secrets of the next step in human evolution.

Wr Tim Kring

Dir Dave Semel

1 - 2 *DON'T LOOK BACK*

Los Angeles Police Officer Matt Parkman is working crowd control at a murder scene when he alone begins to hear the muffled cries of a little girl somewhere in the house. Claire's heroism brings her unwanted attention. Peter comes closer to learning the truth about his and Nathan's powers. Hiro finds a comic book which leads him to Isaac.

Wr Tim Kring

Dir Allan Arkush

1 - 3 *ONE GIANT LEAP*

Claire's romantic interlude with the football quarterback takes a tragic turn. Hiro convinces his friend, Ando, that it is their destiny to travel to America to save the world. Meanwhile, Nathan uses Peter's accident for his own political gain. Officer Matt Parkman, Mohinder Suresh, and the FBI are all on the trail of the mysterious Sylar.

Wr Jeph Loeb

Dir Greg Beeman

1 - 4 *COME TOGETHER*

After her night with Brody, Claire wakes up in the last place she would have imagined. Matt meets a

couple of men who seem to know too much about him. Mohinder Suresh finds one of the heroes. Hiro's plan backfires in Las Vegas. Linderman's assistant makes more trouble for Niki just as Nathan arrives in Las Vegas to talk to the crooked casino owner about a campaign contribution. Isaac paints a bleak future for Claire. Peter receives a cryptic message from a very unexpected source.

Wr Bryan Fuller

Dir Ernest Dickerson

1 - 5 *HIROS*

Matt uses his abilities to help his marriage. Niki, distraught over another blackout, arrives home to learn that her husband, D.L., has escaped from prison. Claire tells her father about some of the things she's been through lately. Down and out in Vegas, Hiro finally connects with another hero. Peter must figure out what to do with the mysterious message.

Wr Michael Green

Dir Paul Shapiro

1 - 6 *BETTER HALVES*

Hiro and Ando plan to continue on their journey to New York, but they are given a tempting offer by a high-roller while still in Las Vegas. The Horn Rimmed Glasses man arranges a meeting for his daughter Claire with her biological parents, with Claire hoping that they can shed some light on her abilities. While at Isaac's, Hiro calls again, and Peter is able to relay future Hiro's message. Suresh returns to India to bury his father, saying goodbye to Eden. Niki receives a surprise visitor at her home.

Wr Natalie Chaidez

Dir Greg Beeman

1 - 7 *NOTHING TO HIDE*

Niki opens up to a friend when her son becomes the subject of a crisis. Hiro overcomes his doubts about his heroism. Nathan and his wife come up with a strategy to win the election and Peter provides some unexpected assistance. Claire finds out what happened to her missing video tape. Matt and Audrey continue their investigation of the serial killer Sylar.

Wr Jesse Alexander

Dir Donna Deitch

1 - 8 *SEVEN MINUTES TO MIDNIGHT*

While mourning for his father in India, Suresh must determine how to proceed after encountering strange dreams of the past. Niki begins to understand herself. As Hiro and Ando continue their trek to New York, they meet up with an interesting person while stopping at a diner. Peter continues to hunt for one of Isaac's paintings that has been sold, and even enlists Nathan's help. Claire focuses on getting ready for homecoming with the hopes of returning to normalcy in her life. Meanwhile her father is occupied with another hero.

Wr Tim Kring

Dir Paul Edwards

1 - 9 *HOME COMING*

Claire's homecoming becomes a scary event in spite of her father's efforts to protect her. Simone and Nathan recover one of Isaac's sold paintings, but this recovery may result in trouble. Hiro has gone back in time for a do-over. Micah and his dad spend time together. Suresh's dreams continue, and he finds out about a boy that leads him back to his father's research.

Wr Kay Foster, Adam Armus

Dir Greg Beeman

1 - 10 *SIX MONTHS AGO*

This episode shows the heroes six months ago. Chandra Suresh, Mohinder's father, arrives in New York looking for special people. He meets up with an individual that embraces the chance to be unique. Peter graduates from nursing school. Nathan plans to prosecute a case that could cause complications for the Petrellis. Niki receives a visit from her father which brings out the worst in her. Hiro tries to alter the future for someone important to him. Claire discovers her abilities right after joining the cheerleading squad, and her father meets up with someone special.

Wr Aron Eli Coleite

Dir Allan Arkush

1 - 11 *FALLOUT*

The recent tragedy weighs down on the heroes while they continue to learn more about the upcoming disaster in Isaac's painting. A new lead is pursued in the hunt for Sylar and Niki must make a difficult

decision to keep her family safe.

Wr Joe Pokaski

Dir John Badham

1 - 12 *GODSEND*

Matt reveals his abilities to his wife. HRG confers with Mohinder. Now that she knows the truth, Claire tries to make sense of her life. Hiro seeks the sword that he is destined to own. Niki must face the consequences of her decision to turn herself in to the police. Simone and Nathan are worried about Peter, who has been in a coma for two weeks. Peter meets a new hero. Micah visits his mother.

Wr Tim Kring

Dir Paul Shapiro

1 - 13 *THE FIX*

Hiro continues to search for a sword while being chased by mysterious figures. An invisible man named Claude has something to teach one of the heroes. D.L. takes on new family responsibilities, and Matt opens up to his wife. H.R.G. continues to focus on the captive Sylar. Claire seeks out the Haitian and then her birth parents. Mohinder looks for those on the list, and receives a surprise visitor. A psychiatrist offers to help Niki.

Wr Natalie Chaidez

Dir Terrence O'Hara

1 - 14 *DISTRACTIONS*

Hiro deals with explaining his new heroic path in life to his ambitious sister and tycoon father. Niki has the chance to reunite with D.L. and Micah. Claude's mentoring of Peter leads Peter to question those closest to him. Claire goes to a trailer park looking for her birth mother. Sylar wears a disguise and makes a move against HRG.

Wr Michael Green

Dir Jeannot Szwarc

1 - 15 *RUN!*

Matt enters the private security business and receives an objectionable client. Suresh finds another person on the list. As her home-life worsens, Claire strives to learn more about her birth parents. Hiro and Ando get sidetracked in Vegas again while searching for the sword. Nathan is forced to deal with a secret from his past. Still indebted to Mr. Linderman, Jessica resorts to unsavory methods that could spell doom for a fellow hero.

Wr Adam Armus, Kay Foster

Dir Roxann Dawson

1 - 16 *UNEXPECTED*

Peter learns that he and Claude may have been betrayed. Matt's reunited with the radioactive Ted Sprague and Hana Gitelman a woman with "wireless" mental abilities. Hiro makes a tough choice about his mission. Claire can no longer hold back her anger towards HRG.

Wr Jeph Loeb

Dir Greg Beeman

1 - 17 *COMPANY MAN*

Matt Parkman and Ted Sprague arrive in Texas in search of answers and take HRG and his family hostage. More is revealed about Mr. Bennet, the agency for which he works, and how he found Claire.

Wr Bryan Fuller

Dir Allan Arkush

1 - 18 *PARASITE*

As the election and destruction of New York approach, Nathan meets up with Linderman. Hiro attempts to steal the sword heading him in a new path. Suresh and Sylar make progress with the list at great cost. D.L. begins to suspect problems at home. Isaac paints an even more terrible painting. A new hero, Candice Wilmer, appears.

Wr Christopher Zatta

Dir Kevin Bray

1 - 19 *.07%*

Sylar and Peter face off. Linderman reveals his plans to Nathan, and enlists the aid of another Hero. Claire finally meets her real father, and Bennet, Matt and Ted attempt to escape from Thompson.

Wr Chuck Kim

Dir Adam Kane

1 - 20 *FIVE YEARS GONE*

Hiro and Ando find themselves five years after the destruction of New York City. People with extraordinary abilities are labeled as terrorists and are being registered, hunted, and killed. Hiro and Ando meet up with darker versions of the other heroes in preparation for a showdown with the President. This includes a darker side of Matt, a Jessica/Niki with a clear winner in their battle, a brown-haired Claire, and a man named Andy, who's a big hearted Texan. It also features an event at an upscale gentleman's club.

Wr Joe Pokaski

Dir Paul Edwards

1 - 21 *THE HARD PART*

Jessica and D.L. discover some of the stuff that Linderman wants from them and Micah. Sylar questions his path when he realizes what he is predestined to do and reunites with his mother to seek validation. Hiro and Ando follow him, and Hiro's resolve is tested when he realizes the enormity of killing another human being. Meanwhile, Angela Petrelli tries to convince Nathan to go along with Linderman's plan. And Peter tries to prove to Claire that they are both destined to save New York. Also there is a new hero who is supposed to be holding the key to stopping Sylar.

Wr Aron Eli Coleite

Dir John Badham

1 - 22 *LANDSLIDE*

Angela Petrelli is forced to play a bigger role in Nathan, Peter, and Claire's life. The truth about the death of Nathan and Peter's father is finally revealed along with his true identity. When Nathan finds out that he may have a chance to become more than a Congressman, he is confronted with a decision that he must make. As election day nears some try to leave NYC. HRG and Matt learn another surprising secret. Also, Sylar is eating another hero's brain. Hiro's dad returns.

Wr Jesse Alexander

Dir Greg Beeman

1 - 23 *HOW TO STOP AN EXPLODING MAN*

Can Sylar be stopped? Will Linderman's vision live on with Nathan? What will it take for Peter to save the world, what sacrifices will be made? With all the horrible predictions unfolding before them the heroes face moments of pain and peril in Kirby Plaza.

Wr Tim Kring

Dir Allan Arkush

2 - 1 *FOUR MONTHS LATER...*

Four months after the events of the showdown between Sylar and Peter, new Heroes emerge. These include brother and sister Alejandro and Maya. Hiro remains in the past, but what will come of this? Someone dies and someone isn't dead. Claire and her father and the rest of their family get a new life.

Wr Tim Kring

Dir Greg Beeman

2 - 2 *LIZARDS*

Peter falls in with Irish gangsters who know about his past. Hiro works to contain the damage caused by his journey into the past. Kensei's power will be revealed. Suresh locates and cures the Haitian. Matt investigates the murder of Mr. Nakamura. West comes to know of Claire's powers. Maya and Alejandro enter Mexico and find their powers more of a hindrance than a help.

Wr Michael Green

Dir Allan Arkush

2 - 3 *KINDRED*

Suresh finds an undiscovered Isaac Mendez painting that shows someone's death; Maya frees Alejandro from a Mexican jail; in the past Hiro discovers something new about Kensei; and Niki and Micah leave Las Vegas to get away from their past. Claire and West take a little trip.

Wr J.J. Philbin

Dir Paul Edwards

2 - 4 *THE KINDNESS OF STRANGERS*

Monica starts to exhibit new abilities while working with Micah, Nana, and Damon. Nana is the grandmother of Micah, Monica, and Damon. They all currently reside in New Orleans. Matt asks Molly to locate the man in her dreams. He may be the newest threat to the Heroes. Maya and Alejandro continue

their trek to the U.S. Both Claire and her father are suspicious of one another. Angela reveals a lot of her secrets.

Wr Tim Kring

Dir Adam Kane

2 - 5 *FIGHT OR FLIGHT*

A woman named Elle is searching for Peter. Ando looks for Hiro in the past. Matt looks for the man in Molly's dreams. HRG takes another step in hopes of protecting his family and himself.

Wr Joy Blake, Melissa Blake

Dir Lesli Linka Glatter

2 - 6 *THE LINE*

Peter goes on a search. West convinces Claire to stand up to someone. Hiro struggles with his feelings for Yaeko. Suresh has more problems with the Company. HRG tries to locate more of Isaac's paintings. Alejandro doesn't trust Sylar.

Wr Adam Armus, Kay Foster, Tim Kring

Dir Jeannot Szwarc

2 - 7 *OUT OF TIME*

Peter and Caitlin learn about the endstage effects of the Heroes virus. Many of the Heroes work together to fight the Nightmare Man. West is shocked when he discovers the identity of Claire's father. Hiro and Kensei's journey comes to an end.

Wr Aron Eli Coleite

Dir Daniel Attias

2 - 8 *FOUR MONTHS AGO...*

The events of the "missing four months" are explored. Maya and Alejandro must go on the run, it is explained how Peter ended up in Ireland and what happened to Nathan, Niki, and D.L.

Wr Tim Kring

Dir Greg Beeman

2 - 9 *CAUTIONARY TALES*

Mr. Bennet prepares to move his family when he thinks the Company has found them, but Claire doesn't like the idea. Hiro returns to the present and upon discovering his father's death, travels back in time to stop it. Meanwhile, Matt works to master his new mental abilities.

Wr Joe Pokaski

Dir Greg Yaitanes

2 - 10 *TRUTH & CONSEQUENCES*

After tracking down the woman in the company photo, Peter travels to Primatech in Texas to destroy the virus, but not everything is what it seems. Hiro continues the pursuit of his father's killer. Niki is reunited with Micah, and Claire deals with the aftermath of her father's death. Finally, Maya has to choose to remain with Alejandro, or go with Sylar.

Wr Jesse Alexander

Dir Adam Kane

2 - 11 *POWERLESS*

In Texas, Peter faces off against former friends due to Adam's misleading story about the Shanti virus. Micah enlists the help of his mother to rescue Monica. Maya is shocked when she learns the truth about her new friend Sylar. Elle tries to make her father proud.

Wr Jeph Loeb

Dir Allan Arkush

HEROIC HARIMAOAKA: **Kaiketsu Harimao**AKA: **Swift Hero Harimao**

WR.**DIR.****EPISODES:** 65 **YEAR MADE:** 1960 **COUNTRY:** JAP **SEASONS:** 1*SENKOSHA***CREATOR:** SHOTARO ISHINOMORI**TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese**SEASON BREAKDOWN:** (1) 65**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

HIGHLANDER



The series follows the fortunes of one immortal, Duncan MacLeod of the clan MacLeod, known to his friends as Mac and to other immortals as the Highlander. Immortal can only be killed by being beheaded. They remain hidden among everyday mortals, but when confronted by another immortal, must do battle, with the winner beheading the loser to receive the Quickening, a transfer of power energy and knowledge from one immortal to another. This will continue until only one is left alive (or the ratings slide, whichever comes soonest).

Duncan has tried to turn his back on this tradition and live his life unnoticed among mortals. But other immortals keep seeking him out and putting his warrior skills to yet another ultimate test. He also has to contend with the prying media and suspicious authorities.

In the first season MacLeod runs an antique shop and lives with his girlfriend, sculptress Tessa Noel, the series regular was Richie Ryan, a young kid from the wrong side of the tracks, befriended by MacLeod after breaking into his shop.

Early in season 2, Tessa is killed in a random act of violence and her death inspires MacLeod to become more involved with mortal affairs and strive to improve the sorry state of the world. Richie 'Killed' in the same shocking incident that claimed Tessa's life, becomes immortal himself and briefly goes off on his own. MacLeod meanwhile sells his shop and moves into a loft above a martial arts studio run by black belted, black Italian Charlie De Salvo.

Another new recurring character was Joe Dawson, a member of an age old organisation known as the Watchers. Introduced at the end of the season one, The Watchers have observed and chronicled the Immortals through many generations. Joe is an admirer of MacLeod and, after an initial confrontation, the two become allies. Joe and MacLeod also have to confront the renegade Watchers who believe the only good immortal is a dead one and periodically comes after MacLeod's head.

Season three introduced a powerful new nemesis for MacLeod, Kalas (played by British actor David Robb), an immortal former monk with the voice of an angel, whose swordsmanship and power forces Mac to flee to France. In a season-ending clash atop the Eiffel Tower, the fight a climactic duel to the death. Mac also loved and lost a trauma surgeon, Anne Lindsey, before finally admitting his love for Amanda, the immortal cat-burgler introduced in the first season and brought back as a recurring character.

Season Four brought things full circle, with Duncan returning to the land of his birth (albeit briefly). It also introduced some interesting new Immortals (Kanis, the master of hounds; Mikey, the giant idiot) brought back some friends (Andrew Cord, Kenny, the child Immortal) and villains (Kanwulf the Destroyer who killed Duncan's father; Mark Roszca, who killed Tessa and Richie in the second season). Unfortunately, though, Big Things are happening behind the scenes, as Watchers are being murdered. The problem comes to the forefront in everyone's mind when Joe Dawson is put on trial by the Watchers for revealing their existence to Duncan MacLeod and a price is put on Duncan's head.

Season Five brings more tangles to the web that is Duncan's life: Methos persuades Richie to give up his sword, and Kronos, one of the Four Horsemen of the Apocalypse, turns out to be real . . . and an Immortal. Then people Duncan has killed over the years begin showing up alive and seemingly well. Is it the coming Millennium? An archaeologist warns Duncan that demons are awakening and that Duncan has been chosen to fight the coming evil-but he is tricked into killing Richie Ryan.

Lisa Howard is also a regular cast member of EARTH: FINAL CONFLICT. The series has certainly attracted its share of big name guests, including the Who's Roger Daltrey, in a recurring role as MacLeod's old compatriot, Hugh Fitzcain, singer Sheena Easton and Adrian Paul's own wife Meilani, known throughout the US as a star of a Diet Pepsi ad. English actor Peter Wingfield also stars in the longest running radio play in the

world *The Archers*. At the end of the sixth season Adrian Paul wanted to leave the show, resulting in only 13 episodes being made, and the search for a new immortal to replace him.

Adrian Paul also starred in the 1980s invasion show *WAR OF THE WORLDS*. *Highlander* the TV series is based upon a series of *Highlander* theatrical films, the third of which has been released since the television series debut. Both the film and TV series are about immortals, people who can only die by having their heads chopped off. The first film started out as a college film project by Gregory Widen. It introduces us to immortal Connor MacLeod who is born in 1518. In 1536 he is killed in battle but he recovers.

Because of this he is banished from his village. Since he has obviously made a pact with the devil. Several years later he meets Rameriz who informs him that they are both immortal and involved in the Gathering. In the Gathering all the immortals will be drawn to a city in a far away land where they will chop off each other's heads until only one is left alive. This last immortal will receive the prize. Years later in 1985 Connor ends up in New York City where he wins the prize after chopping off the head of an immortal named Kurgan.

Despite only moderate success at the box office in America, *Highlander* proved to be a world-wide success. A second film *Highlander 2: The Quickening* was made. This was an extremely bad film, with numerous subplots. Set in the future it features Connor and Rameriz (who returns from the dead) battling a group of terrorists intent on destroying a shield which has replaced the Earth's depleted ozone layer. It also reveals that the immortals are all alien prisoners sent to Earth to live forever as punishment. The second *Highlander* movie made little sense. It is one of those really bad films that one watches just to see how bad it is. The third and to date last *Highlander* film wisely ignores the events of the second movie, although it appears to be set in a different reality than the TV series is. Like the third film, the *Highlander* TV series ignores the events of the second film. The TV series appears to be set before the events of the first film. Since there are other immortals alive and they know that Connor is not the last one, however in one episode a reference is made to Connor having killed Kurgan, which would indicate the series is set after the first movie! The central character in the series is Duncan MacLeod, an immortal who is a clansman of Connor's (who appears in the first episode).

Like Connor, Duncan was also born in 15th century Scotland. When the series starts Duncan is an antiques dealer who is living with his mortal girlfriend Tessa Wyatt. He ends up befriending Richie Ryan, a street wise youth whom he catches breaking into his home. Richie later turns out to be an immortal, something Duncan appears to have recognised in him. Immortals have several differences from normal humans and have a number of rules which they all live by. They can only be killed by having their head chopped off. When this happens their quickening is released in a huge pyrotechnic display. If another immortal is around he gets the dying immortals quickening, which is apparently all of his knowledge. If an immortal is 'killed' in a manner which would kill a normal person he dies but soon recovers. The length of time it takes for him to recover depends on the severity of his cause of death. An immortal does not age and remains at the age he or she was at time of their first death.

Immortals have a sixth sense which allows them to sense when they are another immortal. Immortals are sterile and unable to have any children, even before they learn they are immortals. Immortals also have a rule which all, including even the most evil, they must obey: prohibiting the fighting of each other on Holy Ground. The population as a whole is also unaware of the existence of immortals.

Most episodes have Duncan facing off against another immortal and ending with him taking head in a sword fight. All of the episodes also feature flashback segments in which Duncan recalls from his past which bear a striking similarity to a situation which he currently finds himself in. During the course of the series many changes occur in Duncan's life. Tessa and Richie are killed by a street punk, it is at this point that Richie realises he is immortal when he recovers from death. Duncan learns of a group of mortals known as the Watchers. The Watchers as a group have identifying and keeping track of immortals for centuries, although they do not get themselves involved. Duncan befriends Joe Dawson, one of the Watchers. Duncan meets Joe and learns about the Watchers, rogue Watcher goes on a rampage and begins a crusade to behead immortals.

Duncan also befriends DeSalvo after buying a gym owned by Charlie, whom he lets stay on to manage the place. Duncan also has a new girlfriend, Dr. Anne Lindsay. The pair eventually split up yet remain friends. There are also quite a few immortals whom Duncan is on good terms with and meets up with sporadic intervals. His on again off again girlfriend Amanda is an immortal thief who is always comes to Duncan when she needs his help. Methos is the world's oldest living immortal, who has built myth surrounding his very existence. Methos has taken on the job of as the Watcher assigned to Methos if he is indeed real. Each season a number of episodes are made in France. In France the *Highlander* movie was the top grossing film of all time. Due to the film's huge popularity in France, the series has French co-production with about a third of episodes being made there.

This results in having jaunt across the Atlantic mid way through each season only to find some compelling reason to return to North America at the start of the next season. The 1994 TV season also saw the start of

Highlander: the Animated Series on the USA network. The series does not include any of the characters from either the films or the TV series, not even set in the present. Set in the 27th century. Highlander: the Animated Series centres' Quentin MacLeod the last immortal. Quentin is battling a tyrant named Kortan who rules an apocalypse Earth.

Adrian Paul who stars as MacLeod, studied Kung-Fu and Kung-Fu swordwork for five years - ideal qualifications for his role as the darkly brooding Immortal, and the regular duels are Impressively stages in some spectacular locations, notable the roof of the Paris opera house. Christopher Lambert turned up as the mentor of Duncan MacLeod in the series' opening episode.

The series has certainly attracted its fair share of big-name guests, including The Who's Roger Daltrey, in a recurring role as MacLeod's old compatriot, Hugh Fitzcairn, singer Sheena Easton and Adrian Paul's own wife Meilani, known throughout the US as the star of a Diet Pepsi ad.

At the end of the sixth season the star of the show actor Adrain Paul wanted to move on from the show, he agreed to star in the fourth Highlander film, but refused to take part in more than 13 episodes of for the sixth season. It was decided to try to continue the franchise without him by introducing a brand new female immortal, throughout the sixth season several different actresses were introduced in the show, as possible replacement for MacLeod, in the end however the fans favourite Amanda D'Arie was chosen played by Elizabeth Gracen, who took the lead in the spin-off series HIGHLANDER : THE RAVEN, which is also produced and created by the same people who created Highlander.

The series executive producers were Bill Panzer, Peter Davis, Marla Ginsburg and Christian Charret, supervising producers were David Adbramowitz and Kevin Droney, the theme tune for the show was "Princes of the Universe" performed by Queen, and taken from the original Highlander film. The UK premiere for the show was on the 3rd April 1994. The co-executive producer was Steven Maier, Sheryl Hardy and Guy Collins. The producers for the series Barry Rosen and Gary Goodman. The music was created by Roger Bellon.

WR. Dan Gordon, Terry D. Nelson, Philip John Taylor, Lorraine Despres, David Tynan, Kevin Droney, Brain Clemens, Marie-Chantal Droney, Philip John Taylor, Fabrice Ziolkowski, Naomi Janzen, Elizabeth Baxter, Martin Brossollet, Aubrey Solomon, Philip John Taylor, Peter Mohan, J.P. Couture, Brad Wright, David Tynan, Karen Harris, Lawrence Shore, Jim Makichuk, Alan Swayze, Durnford King, Karen Harris, Scott Peters.

DIR. Thomas J. Wright, Jorge Montesi, Ray Austin, Rene Mazor, Robin Davis, Paolo Berzman, Clay Borris, Peter Ellis, Paolo Berzman, Dennis Berry, Bruno Gantillon, Mario Azzopardi, Charles Wilkinson, Paul Ziller, Duane Clark, Adrian Paul, Gerard Hameline, Dennis Berry, Richard Martin.

EPISODES: 121 **YEAR MADE:** 1992 **COUNTRY:** CAN **SEASONS:** 6

DAVIS-PANZER/GAUMONT TELEVISION, FRANCE PRODUCTIONS IN ASSOCIATION WITH RYSHER TPE AND RETEITALIA

CREATOR: GREGORY WIDEN

TYPE OF SHOW: FANTASY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22 (2) 22, (3) 22, (4) 22, (5) 22, (6) 13.

DATE OF PREMIER: 03/10/1992 **AIR DATE OF LAST EPISODE** 11/05/1998

SEASON DATE BREAKDOWN:

FILMS: HIGHLANDER (series based on this film), HIGHLANDER II: 'THE QUICKENING', HIGHLANDER III: 'THE SORCEROR', HIGHLANDER IV.

Duncan McLeod ADRAIN PAUL, Tessa ALEXANDRA VANDERNOOT (1,2), Richie Ryan STAN KIRSCH (1-5), Charlie DeSalvo PHILIP AKIN (2,3), Joe Dawson JIM BYRNES, Dr. Anne Lindsay LISA HOWARD (3), Amanda D'Arie ELIZABETH GRACEN, Methos PETER WINGFIELD, Maurice MICHEL MODO (2), Randi MacFarland AMANDA WYSS (1), Darius WERNER STOCKER (1).

Books Based on this series.

Highlander - The Official Watchers Guide

Highlander 1 - The Element of Fire

Jason Henderson

1996

Highlander 2 - Scimitar

Ashley McConnell

1996

Highlander 3 - Measure of a Man

Highlander 4 - The Path

Highlander 5 - Zealot

Highlander 6 - Shadow of Obsession

Highlander 7 - Captive Soul

Highlander 8 - White Silence

Highlander Movie Novel

RELATED SHOWS:

WAR OF THE WORLDS

EARTH: FINAL CONFLICT

HIGHLANDER - THE RAVEN

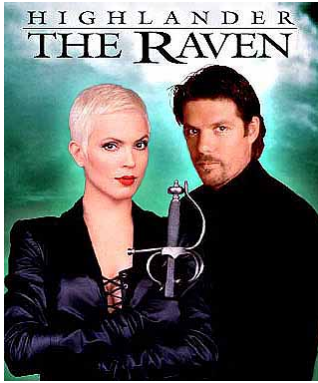
- 1 - 1 *THE GATHERING*
- 1 - 2 *INNOCENT MAN*
- 1 - 3 *ROAD NOT TAKEN*
- 1 - 4 *A BAD DAY AT THE BUILDING*
- 1 - 5 *FREE FALL*
- 1 - 6 *DEADLY MEDICINE*
- 1 - 7 *MOUNTAIN MEN*
- 1 - 8 *REVENGE IS SWEET*
- 1 - 9 *THE SEA WITCH*
- 1 - 10 *EYE WITNESS*
- 1 - 11 *FAMILY TREE*
- 1 - 12 *SEE NO EVIL*
- 1 - 13 *BAND OF BROTHERS*
- 1 - 14 *FOR EVIL'S SAKE*
- 1 - 15 *FOR TOMORROW WE DIE*
- 1 - 16 *THE BEAST BELOW*
- 1 - 17 *SAVING GRACE*
- 1 - 18 *THE LADY AND THE TIGER*
- 1 - 19 *AVENGING ANGEL*
- 1 - 20 *EYE OF THE BEHOLDER*
- 1 - 21 *NOWHERE TO RUN*
- 1 - 22 *THE HUNTERS*
- 2 - 1 *THE WATCHERS*
- 2 - 2 *STUDIES IN LIGHT*
- 2 - 3 *TURNABOUT*
- 2 - 4 *THE DARKNESS*
- 2 - 5 *EYE FOR AN EYE*
- 2 - 6 *THE ZONE*
- 2 - 7 *THE RETURN OF AMANDA*
- 2 - 8 *REVENGE OF THE SWORD*
- 2 - 9 *RUN FOR YOUR LIFE*
- 2 - 10 *EPITATH FOR TOMMY*
- 2 - 11 *BLESS THE CHILD*

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- 2 - 12 *FIGHTER, THE*
 - 2 - 13 *UNDER COLOUR OF AUTHORITY*
 - 2 - 14 *UNHOLY ALLIANCE (1-2)*
 - 2 - 15 *THE VAMPIRE*
 - 2 - 16 *WARMONGER*
 - 2 - 17 *PHARAOH'S DAUGHTER*
 - 2 - 18 *LEGACY*
 - 2 - 19 *PRODIGAL SON*
 - 2 - 20 *COUNTERFEIT (1-2)*
 - 3 - 1 *THE SAMURAI*
 - 3 - 2 *LINE OF FIRE*
 - 3 - 3 *THE REVOLUTIONARY*
 - 3 - 4 *CROSS OF ST ANTOINE*
 - 3 - 5 *RITE OF PASSAGE*
 - 3 - 6 *COURAGE*
 - 3 - 7 *LAMB, THE*
 - 3 - 8 *OBSESSION*
 - 3 - 9 *SHADOWS*
 - 3 - 10 *BLACKMAIL*
 - 3 - 11 *VENDETTA*
 - 3 - 12 *THEY ALSO SERVE*
 - 3 - 13 *BLIND FAITH*
 - 3 - 14 *SONG OF THE EXECUTIONER*
 - 3 - 15 *STAR-CROSSED*
 - 3 - 16 *METHOS*
 - 3 - 17 *TAKE BACK THE NIGHT*
 - 3 - 18 *TESTIMONY*
 - 3 - 19 *MORTAL SINS*
 - 3 - 20 *REASONABLE DOUBT*
 - 3 - 21 *FINALE (1-2)*
 - 4 - 1 *HOMELAND*
 - 4 - 2 *BROTHER IN ARMS*
 - 4 - 3 *THE INNOCENT*
 - 4 - 4 *LEADER OF THE PACK*
 - 4 - 5 *DOUBLE EGO*
 - 4 - 6 *THE UNION*
 - 4 - 7 *THE COLONEL*

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- 4 - 8 *RELUCTANT HEROES*
 - 4 - 9 *THE WRATH OF KALI*
 - 4 - 10 *CHIVALRY*
 - 4 - 11 *TIMELESS*
 - 4 - 12 *THE BLITZ*
 - 4 - 13 *SOMETHING WICKED*
 - 4 - 14 *DELIVERANCE*
 - 4 - 15 *PROMISES*
 - 4 - 16 *METHUSELAH'S GIFT*
 - 4 - 17 *THE IMMORTAL CIMOLI*
 - 4 - 18 *THROUGH A GLASS, DARKLY*
 - 4 - 19 *DOUBLE JEOPARDY*
 - 4 - 20 *TIL DEATH*
 - 4 - 21 *JUDGEMENT DAY*
 - 4 - 22 *ONE MINUTE TO MIDNIGHT*
 - 5 - 1 *PROPHECY*
 - 5 - 2 *THE END OF INNOCENCE*
 - 5 - 3 *MANHUNT*
 - 5 - 4 *GLORY DAYS*
 - 5 - 5 *DRAMATIC LICENCE*
 - 5 - 6 *MONEY NO OBJECT*
 - 5 - 7 *HAUTED*
 - 5 - 8 *LITTLE TIN GOD*
 - 5 - 9 *THE MESSENGER*
 - 5 - 10 *THE VALKRYRIE*
 - 5 - 11 *COMES A HORSEMAN (PART 1)*
 - 5 - 12 *REVELATIONS 6:8 (PART 2)*
 - 5 - 13 *THE RANSOM OF RICHARD REDSTONE*
 - 5 - 14 *DUENDE*
 - 5 - 15 *THE STONE OF SCONE*
 - 5 - 16 *FORGIVE US OUR TRESPASSES*
 - 5 - 17 *THE MODERN PROMETHEUS*
 - 5 - 20 *ARCHANGEL*
 - 6 - 1 *AVATAR*
 - 6 - 2 *ARMAGEDDON*
 - 6 - 3 *SINS OF THE FATHER*
 - 6 - 4 *DIPLOMATIC IMMUNITY*

- 6 - 5 *PATIENT NUMBER 7*
- 6 - 6 *BLACK TOWER*
- 6 - 7 *UNUSUAL SUSPECTS*
- 6 - 8 *JUSTICE*
- 6 - 9 *DEADLY EXPOSURE*
- 6 - 10 *TWO OF HEARTS*
- 6 - 11 *INDISCRETIONS*
- 6 - 12 *TO BE*
- 6 - 13 *NOT TO BE*

HIGHLANDER - THE RAVEN



Amanda an immortal thief steals some expensive jewels only to find that the fence which she attempts to sell them too is robbed and killed, and she is suspected of the murder. Investigating the murder is cop Lt. Nick Wolfe, who suspects that Amanda is involved in the killing, until he realises that Amanda has never killed anybody in any of her robberies and would not be as careless as to leave the murder weapon in her apartment. She is helped by Lucy her friend who attempts to protect her from the police, as the evidence of her being a murder suspect increases.

Amanda, suspected that she is being framed by the police goes on the run, whilst attempting to find the real murderer, who soon strikes again. Nick comes to realise that one of five police officers must be the suspect, but after suspecting his partner he finds out that it is another cop who was at the scene who was doing all the robberies. Amanda also finds this out from an Immortal friend who was "Killed" by the robber who recognises the robbers voice. Amanda follows the cop only to save the life of Nick who has just found out about it.

In the final showdown, at a deserted ware house, Nick's partner is killed and so is Amanda, but whilst grieving the lose of his partner, Amanda recovers in front of Nick, it is then that he suspects that she cannot die. At the funeral for his partner, Nick realises that the police want to cover up the indiscretion of the corrupt cop, and keep it out of the papers, this is too much for Nick who promptly resigns from the police force.

This show is the spin-off show to Highlander, which was cancelled due to Adrian Paul, who played Immortal Duncan Macloed wanting to leave. The character of Amanda was also taken from the original HIGHLANDER TV series. The HIGHLANDER spin-off has been shot in Paris and Toronto with promises of sword fights and flashbacks, gunfights and chases, Mortal and Immortal dilemmas. Part of the appeal should be the 'will they, won't they' angle as everyone except them realises how attracted they are to each other. The series was first shown in the UK on the sci-fi Channel in November 1998, in the midst of a vast amount of advertising in the British science fiction press. This was only a few months after it's US debut in September of 1998.

The shows producers thought long and hard before finally coming round to the idea that the perfect person to carry the sword of immortality forwards was non other than series semi-regular, the gorgeous buy mischievous Amanda. Strange it took them so long really when all indications from their extensive market research which, incidentally, incorporated 'taster episodes', questionnaires and consultations with fan clubs and Internet users, pointed to the fact that one of the most popular characters was undoubtedly Duncon MacLeod's sometime lover as portrayed by former Miss America, Elizabeth Gracen.

This season, the highly anticipated Highlander "spin-off" series lends the legacy to a lighter, more romantically adventuresome mentality where the division of mortal and immortal is more clearly defined and more interactive - at least in Amanda's circle. Gone are the days of immortal introspection and brooding over the necessity of immortal isolation; rather Raven leads us into a world where immortal and mortal interaction is an everyday thing, much like the original movie proclaimed, where, for one mortal in particular, knowledge is a matter of life and death - weekly! And this time Highlander has added a gender bender Raven is a series built on its own merits which happens to revolve within the Highlander world. Leading the show is the immortal Amanda, who is going through a twelve century mid-life crisis, played by the equally endearing actress, Elizabeth Gracen. And in a departure from Highlander's format, Raven co-stars the personable Paul Johansson who plays ex-cop Nick Wolfe.

Surprisingly, even while shooting Highlander's two-part series finale (To Be or Not to Be) in Paris, and through the mists of rumour and suggestion, Miss Gracen had no idea she was up for the part. "It was quite a surprise... there were a lot of rumours about a new show, a spin-off, possibly with a woman, and I didn't even think about it. I've always had a lot of different irons in the fire and was just very thrilled and surprised that they were going to develop Amanda.

It May Have Taken a while but as Ginsburg points out, now is a time for growth: growth of the legacy, growth

of the characters, and even broadening the horizon of episodic expectations. "There's real fun about being able to do a spin-off, particularly when you're dealing with characters that have a precedent existence. In the real world, theory has it that we grow, and often in series you're relegated to: this is who the character is and viewers want to come to that every week. The really fun thing to both the franchise of Highlander's and having Elizabeth's character is that we were able to say, 'You know there are some things we want to keep. We want to keep that she's a thief.' I think the notion of a likeable thief, a loveable scoundrel is a really fun arena. "On the other hand that doesn't mean that someone can't grow. And that's where Nick, her co-lead, comes in, because he provides her with her moral code. He asks her questions and makes her look at the consequences on mortal lives of her mortal behaviour."

Indeed, Highlander's looks and feels different for the first time in over six years, "by virtue of the fact that it's a woman, by virtue of the fact that the person in her life is a mortal man." Ginsburg promises that "we've kept what we loved about Highlander's, but we've given ourselves the freedom to create a few new rules and go in a few new directions. We still have really bad guys, Quickenings, sword fights and all of that good stuff, but we also have a really dynamic, interpersonal relationship which MacLeod had in the first season with Tessa. But Mac-was sort of a dark, brooding, contemplative character and Amanda is a bright, life-loving, less introspective character. The mortal Nick is the one who makes her look."

Nick is in many ways the polar opposite of Amanda, which only adds to the series' central spark - the hostile-affectionate romancing. While she is a thief and light hearted, Nick is, even after leaving the police, a law enforcer who takes everything to heart. "I think he has to face a lot of his demons," Paul Johansson surmises. "He's got a lot of hostility and he has to find some way to let it go. You know, people die young, people get shot, do the wrong thing, you know, nobody told Nick this stuff; he learned it the hard way. He's also very alone." It is this sense of loneliness both characters come to recognise in their lives, and perhaps in each other. Amanda is finally discovering that she cannot simply walk through humanity and leave it untouched by her passing when Nick realises he; can't walk through life ' unscathed. "Amanda really is the light for him," Johansson surmises.

It is this new exploration of immortal relationships that adds a much overdue and greatly appreciated edge to the series' root mythology - a part of the Highlander's universe which had become noticeably missing from the first season, says Ginsburg. "Don't forget we are traversing two universes now. With Mac, it was just the immortal world, but with Amanda, she willingly, gladly and openly interfaces with mortals - somewhat irresponsibly at times. Nick is a cop - you may take him out of the force but he's a cop. Paul lohansson brings a very warm personal quality performance. He's a wonderful, likeable guy. He's a man's man and a woman's man. He's not so gorgeous that he's pretty, and he's not too pretty to hang out with the guys and have a beer.

"All this grounds you in a reality that the original Highlander didn't have. Adrian was like a reluctant hero. She is not even interested in being a hero - Nick is, and he is her morality and demands her character grow. She falls for him because he doesn't just fall for her. He questions and challenges her." He emphasis on a romantic intrigue promises to keep viewers both enthralled and entertained, something that was present when Highlander first started, but soon ended with the death of Mac's girlfriend, Tessa. As Ginsburg says, "Amanda enjoys more of the up side. Mac was really tortured by the fact that everyone he loved died. Amanda has never really loved anyone before Nick, and that relationship will evolve very slowly. So far, they haven't done the deed, and I don't know if they will this season. It's an uneasy romance and it's really interesting."

Through all her growing pains, Gracen sees Amanda's sojourn through the ages as a necessary toughening exercise. "I think the thing that makes her so appealing to me as an actor is her humour. She's jaded to what we politely call eccentric. If you consider, this person has lived that long and seen the atrocities of man against man - sometimes, myself, as a human being making my way through the world, I think if I didn't t have humour I'd be lost. So, she is able to look at things in a different, wry way. That probably helps her survive as well."

And it's not just Amanda's sense of humour that helps this actress along; but rather, along with the physical joy of the show's sword fights and subterfuge, Amanda and Elizabeth revel in the flashback scenes! "It's a blast. When you get all dressed up in a costume and play a 1790's sword fighter and having these long red ringlets, I feel like a swashbuckler, wielding my sword, lifting my skirt and jumping over barrels of hay. It's so much fun! But also it's quite difficult and challenging, trying to figure out how this person can defend herself and still be corseted up in hoop skirts." Gracen has said before that she really enjoys the Twenties, and Amanda really seems to shine with that flare herself. So if Nick were immortal, what historic period does Paul Johansson think would best suit him? "Some people would say the Stone Age," the actor laughs. "Nick might have been a knight, but he's a warrior of some type."

Confined to the twentieth century, lohansson finds that life living with an immortal is anything but a laugh. "Elizabeth came from Highlander and has a lot of reference to pull from. For me, I didn't even want to know

what the Highlander rules were for engagement, for life, For anything. Personally, I wouldn't want to be an immortal as a character. I think the fact that our fires can be snuffed as human beings makes everything far more important to us, so my stakes are really high. If I get hit by a bullet, this is real damage. I might not make it to the next episode. I have a lot to play in these scenes - while she can walk through bullets." Don't feel too sorry for Johansson, because walking through enemy fire, or jumping off tall buildings, is all part of the game. "I don't like the safety blanket, so - whatever they want to throw at us. I want them to take as many chances as they can, and it looks like they are. We're getting into some fun things right now!"

In fact, it is the exotic blend of fun and romance, and the show's ability to marry this with a real sense of dangerous, life-threatening adventure that Raven successfully plays to. The show has already been likened to another past favourite, Highlander. "Particularly like Moonlighting, there is an element of that for sure, which is part of the fun," Johansson agrees. "We don't get into the high-tech, the Femme Nikita area; we go to a different area - we try to keep it, I think, a little dirtier, a little rougher, but also slick."

Given that, like every series' opener, the first episode of Highlander: The Raven has much to do in the way of giving background information as well as providing an intriguing scenario for future development, "Reborn" fares quite well. Then again, it has a noble ancestry in the form of surprise TV hit Highlander. The basic premise is stock-in-trade - one partner is sort of on the wrong side of the Law, the other most definitely fights by the Rules. What isn't standard is that the bad guy is a girl who looks like an angel, and the good guy is an angel whose looks suggest he could be a bit of a devil given the right encouragement out of working hours. There's a lot of scene-setting to do, but much of it is pretty obvious; Amanda (Elizabeth Gracen), the cat burglar who manages to stay one step (or in this instance bath) ahead of the law, the detectives who are closer to each other than their own families, and the over-worked, underpaid precinct where things aren't as straight as they could be. Oh, and male detective Nick Wolfe (Paul Johansson) has a serious case of lust for the mischievous thief.

What's good about all this apparent old ground is that nothing is quite what it seems at first. Amanda turns out to have a tad more experience than most criminals, with her sword-wielding acumen and Immortality being the only obvious links between the original Highlander series and the new. Nick Wolfe looks more like a studious professor than a run-of-the-mill enforcer and his feisty, hard-assed partner is tall, slim and female rather than the usual wee fat bloke. Much good it does her, though. By the end of the episode, she's kicked the bucket, murdered by one of her own while trying to save the "bitch" she's been desperate to collar for months. "Reborn" sets the scene for what promises to be one of the more light-hearted of the sci-fi adventure shows prepped to hit our TV screens this Autumn.

The comedic aspect is a welcome new development. Most of the humour is decidedly tongue-in-cheek, but the first show in particular is littered with some great throwaway lines. At one point, a near naked babe on rollerblades skims past a big biker type who yells, "Yeah, mama, meals on wheels," and during an earlier "raid," Wolfe tells Amanda to "assume the position," to which she tartly replies: "I usually get offered dinner first." Much has already been made about the nature of the relationship between the two main characters and there's no doubting the sexual chemistry simmering away beneath those cool exteriors. She's deliberately provocative and he's all up for being provoked. But it remains to be seen whether or not we get more than just a tantalising glimpse of potential passion as the show develops.

While "Reborn" tries a touch too hard to show how caring and politically balanced it can be, initial impressions are good. The characters are well defined without being over-cliched. The sparks between the leads certainly brightens the atmosphere, and the comedy is just quirky enough to inspire a following. For an adventure type series, it's bit low on drama and tension, sure, but this is only the first episode, so suspend your disbelief and go with the hokum. The fire between Wolfe and a Raven has only just burst into flame.

WR. Michael O'Mahony, Sacha Reine, Frank Encarnacao, Karen Harris, James Thorpe, Tibby Rothman.

DIR. Rene Bonniere, George Mendeluk, Ian Toynton, Peter Ellis, Dennis Berry.

EPISODES: 22 **YEAR MADE:** 1998 **COUNTRY:** US **SEASONS:** 1

RYSDER ENTERTAINMENT, GAUMONT TELEVISION, FIREWORKS, M6, DAVID-PANZER PRODUCTIONS, CHUM TELEVISION, PROSIEBAN MEDIA

CREATOR: GREGORY WIDEN (DAVIS/PANZER), CREATIVE CONSULTANT - DAVID

TYPE OF SHOW: IMMORTALITY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22

DATE OF PREMIER: 21/09/1998

AIR DATE OF LAST EPISODE 22/05/1999

SEASON DATE BREAKDOWN:**FILMS:**

Amanda ELIZABETH GRACEN, Nick Wolfe PAUL JOHANSSON , Lucy Becker PATRICIA GAGE ,
Johnny.

RELATED SHOWS:*HIGHLANDER*

- 1 - 1 *REBORN*
- 1 - 2 *FULL DISCLOSURE*
- 1 - 3 *BLOODLINES*
- 1 - 4 *IMMUNITY*
- 1 - 5 *SO SHALL YE REAP*
- 1 - 6 *BIRTHRIGHT*
- 1 - 7 *CRIME AND PUNISHMENT*
- 1 - 8 *THE UNKNOWN SOLDIER*
- 1 - 9 *CLOCK AND DAGGER*

While Nick's out of town, Bert Myers, Nick's sometime employer, convinces Amanda to help him with a simple break-in - a break-in that's soon complicated by blackmail and murder.

- 1 - 10 *PASSION PLAY*
- 1 - 11 *THE DEVIL YOU KNOW*
- 1 - 12 *A MATTER OF TIME*
- 1 - 13 *THE FRENCH CONNECTION*
- 1 - 14 *THE ROGUE*
- 1 - 15 *INFERNO*
- 1 - 16 *THE FRAME*
- 1 - 17 *LOVE AND DEATH*
- 1 - 18 *THICK AS THIEVES*
- 1 - 19 *THE MANIPULATOR*
- 1 - 20 *THE EX-FILE*
- 1 - 21 *WAR AND PEACE*
- 1 - 22 *DEAD ON ARRIVAL*

HIGHWAYMAN,THE

The Highwayman was a series in which the real star was a semi truck equipped with all sorts of hi-tech gadgets. Set in the American west of the not too distant future, a one in which society has somehow managed to begin decaying into something out of Mad Max. The Highwayman was a federal marshal and along with his Australian sidekick Jetto (played by Jacko best known as the ever ready batteryman) were assigned their various cases by Ms. Winthrop. D.C. Montana was their truck's mechanic whom would both equip it with new gadgets and keep the old ones properly functioning.

Jane Badler is more famous for playing Diana in *V: THE SERIES*, and Tim Russ is famous for playing Lt. Tuvok in *STAR TREK: VOYAGER*. The series pilot movie ran a year prior to the series itself, with Sam Jones (as the Highwayman) the only actor to make the transition to the weekly series. The series was first seen on NBC, the pilot was first shown in 1987, and the series proper began in 1988. Glen A. Larson was responsible for a high number of SF shows in the mid 1980s, see related shows for details.

Capitalizing on the popularity of the hardedged Road Warrior films with Mel Gibson, Glen Larson came up with this hour actioner about a law enforcer on the highways, complete with high-tech trailer rigs and a helicopter. It starred Sam Jones, Jane Badler, Tim Russ and Jacko as the heroic team. Audiences didn't catch on and after a twohour telefilm and nine episodes, the series was canceled.

The Highwayman is an action themed science fiction television series created and produced by Glen A. Larson that ran on the NBC Network in 1988. The two hour pilot episode aired in 1987. It was later re-run as a made-for-television movie entitled *Terror on the Blacktop*. The series, with some changes in cast, followed in 1988. Only Nine hour-long episodes were televised. The show crosses into themes between *Knight Rider*, *M.A.S.K.*, *X-Files* and *Mad Max*.

Trivia

Sam J. Jones may be better known for his role of Flash Gordon in the 1980 film adaptation.

Jane Badler may be better known for her role as Diana in *V*.

Tim Russ may be better known for his role as Tuvok on *Star Trek: Voyager*. His character, D.C. Montana, is an obvious play on writer D.C. Fontana's name.

Mark "Jacko" Jackson, an Australian rules football player, may be better known for the "pre-bunny" Energizer battery commercials with the signature "Oi!".

Some of the futuristic dashboard design of Highway's truck is re-used from Larson's previous hi-tech hit *Knight Rider*.

WR. Glen A. Larson, Douglas Hayes, Jonathan Day, Mark Jones, Steven L. Sears, David Garber, Bruce Kalish, Tom Blomquist, William Rabkin, Lee Goldberg, Burt Pearl.

DIR. Douglas Heyes, Daniel Haller, Larry Shaw, Rob Bowman, Alan Holzman, Ivan Nagy, Don Weis.

EPISODES: 10 **YEAR MADE:** 1987 **COUNTRY:** US **SEASONS:** 1

20TH CENTURY FOX, GLEN A. LARSON PRODUCTIONS

CREATOR: GLEN A. LARSON

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60

STILL IN PRODUCTION: No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER: 20/09/1987

AIR DATE OF LAST EPISODE 06/05/1988

SEASON DATE BREAKDOWN:

FILMS:

Highwayman SAM JONES, Jetto MARK 'JACKO' JACKSON, Ms Winthrop JANE BADLER (not in pilot) ,
DC Montana TIM RUSS (pilot only) , Narrator WILLIAM CONRAD.

RELATED SHOWS:

KNIGHT RIDER

BUCK ROGERS IN THE 25TH CENTURY

BATTLESTAR GALATICA

AUTOMAN

GALACTICA 1980

MANIMAL

NIGHTMAN

TEAM KNIGHT RIDER

BATTLESTAR GALATICA (MINI)

BATTLESTAR GALACTICA (2004)

1 - 1 *THE HIGHWAYMAN (AKA TERROR ON THE BLACKTOP)*

Wr Glenn A. Larson, Douglas Heyes

Dir Douglas Heyes

1 - 2 *ROAD LORD*

Wr Glen A. Larson, Mark Jones

Dir Dan Haller

1 - 3 *HITCHHIKER*

Wr Glen A. Larson

Dir Larry Shaw

1 - 4 *TIL DEATH DUAL US PART*

Wr Jonathan Day, Steven L. Sears, Burt Pearl

Dir Larry Shaw

1 - 5 *SUMMER OF '45*

Wr Mark Jones, Steven L. Sears, Burt Pearl

Dir Rob Bowman

1 - 6 *SEND IN THE CLONES (AKA MCCLONE)*

Wr Glen A. Larson, David Garber, Bruce Kalish

Dir Allan Holzman

1 - 7 *BILLIONAIRE BODY CLUB*

Wr Glen A. Larson

Dir Ivan Nagy

1 - 8 *FRIGHTMARE*

Wr Tom Blomquist

Dir Rob Bowman

1 - 9 *WARZONE*

Wr Glen A. Larson, David Garber, Bruce Kalish

Dir Rob Bowman

1 - 10 *HAUNTED HIGHWAY*

Wr William Rabkin, Lee Goldberg, Burt Pearl, Steven L. Sears

Dir Don Weis

HIKARI SENTAI MASKMAN

AKA: **MASKMAN**

AKA: **KOSENTAI MASKMAN**

AKA: **SHINING BATTLE TEAM MASKMAN**

AKA: **HIKARI SENTAI MASUKUMAN**

AKA: **LIGHT TASK FORCE MASKMAN**



When the subterranean Tube Empire attempts to seize control of the surface world, the five member Maskman team is assigned to defend the human race. They are led by former racing driver Takeru (Umezu) as Red Mask, a master of karate and the wielder of the Masky Blade. Ken (Kusakari) is Black Mask, a kung fu master from the distant mountain provinces and wielder of the Masky Rod. Akira (Hirota) is Blue Mask, master of Chinese Kempo (we're not sure how this is supposed to differ from Kung-fu in the eyes of a child audience!) who fights with the Masky Tonfa. Haruka (Nagata) is Yellow Mask who fights with the Masky Rotor, but also helps the team with the Ninja Skills that have been passed down through her family.

Momoko (Maeda) is Pink Mask who fights with Taiqui or with her Masky Ribbon. Red mask drives a racing car, while the other team members have their own motorcycle. They also have special vehicles such as the Masky Jet and Masky Tank, which combine to form the Great Five Robot. In later episodes, a bigrig combination was introduced (compare to the previous year's FLASHMAN) that transformed into the Land Galaxy Robot.

Their enemy underground is King Saber (voiced by Kato), whose faction was responsible for transforming the peaceful subterranean world into the belligerent Tube Empire. He fights them with his army of cannon fodder Angura Warriors, and also wakes monsters of the week from various caves in his domain. However, Saber also has enemies within - since supporters of the peace-loving Igamu faction still reside in his kingdom and would prefer it if he stopped fighting the surface people.

Hikari Sentai Maskman (Hikari Sentai Masukuman?), translated as Light Squadron Maskman, was the Toei production and the 11th entry of the Sentai Series. It aired on TV Asahi from February 28, 1987 to February 20, 1988, with a total of 51 episodes.

Kato previously voiced the evil emperor Bazoo in CHANGEMAN, while composer Goro Omi was yet another anime alumnus (see Grey: Digital Target). "Based on an idea by Saburo Yade"; the following year's Super Sentai show was LIVEMAN. Produced by Kyozo Utsunomiya, Yakeyuki Suzuki.

Another strong drama with surprisingly good character designs by Ichigo House and Ogiwara Naoki. (Izubuchi left after Flashman to work on the Gundam film Char's Counterattack.) Compare concept with Ohranger.

I like this series because of the team's ability to use their aura power against the Tube Empire. A lot of action, especially when Takeru (Red Mask) goes to save Princess Ial, who was entombed in ice by Emperor Zeba. After Takeru rescues her, we learn in episode 50 about Zeba's origin. He wasn't truly human, but a grown son of the original Lethal Dogler monster. The robots are cool, too, although I expected the main robo, Great Five to do battle against the now mutated Zeba/Lethal Dogler. Instead, we have the second robot, Galaxy Robo, to deal with the villain and save the world from eternal darkness....

Characters and mecha

Maskman

Red Mask (Takeru)

Formula 1 racer and karate expert. Weapons and/or attacks: Masky Blade, Laser Arrow.

Black Mask (Kenta)

Kung fu expert. Weapons and/or attacks: Masky Rod.

Blue Mask (Akira)

Chinese boxing and broadsword expert. Weapons and/or attacks: Masky Tonfas.

Yellow Mask (Haruka)

Ninja. Weapons and/or attacks: Mask Rotor yoyos, Shadow Split Bodies.

Pink Mask (Momoko)

Tai chi ch'uan expert. Weapons and/or attacks: Masky Ribbon.

Shared weapons: Laser Magnums with two modes: gun or sword.

Team attacks: Shot Bomber, Jet Cannon.

X1 Mask (Asuka Ryoo; 39 only)

Prototype Maskman in green. An early precursor to the sixth member concept exploited from Zyuranger onward.

Commander Sugata Sanjuurou (cf. Sugata Sanshirou)

Scientist and martial artist who founded the team.

Spin Cruiser

Red's modified Formula 1 car, now a buggy.

Mask Loaders

Motorcycles for Black through Pink.

Masky Fighter + Drill + Tank + Jet + Gyro > Great Five Weapons and/or attacks: Photon Lizer Sword (Final Aura Burst), Gyro Cutters, Great Gun.

Land Galaxy (trailer truck) > Galaxy Robo Weapons and/or attacks: Iron Fist Aura Galaxy, Galaxy Drill, Galaxy Anchor, Galaxy Bazooka.

Turbo Ranger (not the sentai)

Flying fortress carrying the five components of Great Five.

Underground Empire Tube

Once a peaceful empire, it was corrupted by the usurper Zehba, who now intends to rule the surface world as well.

Earth Emperor Zehba

Usurped the Tube throne. Hates all human beings, below or above the Earth, because he secretly isn't human at all. In reality is the child of the Lethal Dogler monster slain by the original Tube royal family.

Prince Igam

True heir to the throne. A woman raised as a man. Ends up a nun after realizing the error of his/her ways.

Princess Ial, alias Mio

Igam's twin. Falls for Takeru.

Commander Baraba

Buff swordsman of the Baluga Tribe.

Earth Imperial Ninja Oyobur

Red-skinned, pointy-eared ninja of the Buyon Tribe.

Earth Imperial Ninja Fuumin

Female ninja of the Fu Tribe who serves Prince Igam.

Anagmas

Elderly, overweight beast who knows all.

Thief Knight Kiros (27-49)

Equestrian who loves Ial. Armed with a knife and sickle. Special attack: Crescent Screw.

Okelampa

Insectoid that fires a monster enlarging beam.

Angler Soldiers

Black-skinned grunts with brown vines growing down from their heads.

Earth Empire Beasts

Underground creatures released from a freezing cave. Many are composed of Dogler beasts plus parasites.

Angramon Fighters

Fighter planes that untie into a centipede-like monster, the Angramon Snake.

Earth Imperial Castle

Tube headquarters which rose to the Earth's surface in the finale.

Trivia

Maskman was the first Super Sentai Series to have a robot composed of 5 parts (Fighter, Drill, Tank, Jet and Gyro) and a second bazooka.

There was a sixth member, the X1 Mask, although he appeared only in episode 39.

Maskman has an opening song which is translated in other languages.

In France this series was called Bioman 2.

This was the fourth and last Super Sentai series exhibited in Brazil.

Several names were changed in the Brazilian version. For example, Haruka became Sayaka and Momoko became Keiko.

In the Philippine (Tagalized) version, wherein the series has a large following, all of the original Japanese characters were renamed Filipino (Western) names. Takeru (Red Mask) became Michael Joe, Kenta (Black Mask) became Leonard, Akira (Blue Mask) became Adrian, Haruka (Yellow Mask) became Eloisa, Momoko (Pink Mask) became Mary Rose and Commander Sanjuurou Sugata became Director Samuel Sugata. They referred themselves as Laser Squadron Maskman instead of the original translation of the title.

Action director Junji Yamaoka, who had more or less been chief action director for every Sentai since Goranger, left five episodes into the series after reportedly being disappointed at the watering down of action scenes.

WR. Hirohisa Soda, Kunio Fujii, Toshiki Inoue.

DIR. Takao Nagaishi, Shohei Tojo, Minoru Tamada.

EPISODES: 51 **YEAR MADE:** 1987 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SABURO YADE

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 28/02/1987 **AIR DATE OF LAST EPISODE** 20/02/1988

SEASON DATE BREAKDOWN:

FILMS: LIGHT TASK FORCE MASKMAN (1987)

Commander Sugata Sanjuurou (cf. Sugata Sanshirou), Prince Igam, Princess Ial, Commander Baraba, Earth Imperial Ninja Oyobur, Earth Imperial Ninja Fuumin, Anagmas, Thief Knight Kiros (27-49). Red Mask (Takeru) RYUSOKE UMEZU, Black Mask (Kenta) KOICHI KUSAKARI, Blue Mask (Akira) KAZUNARI HIROTA, Yellow Mask (Haruka) YUKI NAGATA, Pink Mask (Momoko) KANAKO MAEDA, Earth Emperor Zehba SEIZO KATO(voice)/HIDEAKI KUSAKI, MINA ASAMI, HIROSHI TAKEDA, Empress Heida HARUNA IKEZAWA.

RELATED SHOWS:

HIMITSU SENTAI GORANGER
DENGOKITAI SENTAI J.A.K.Q.
BATTLEFEVER J
DENSHI SENTAI DENJIMAN
TAIYO SENTAI VULCAN
DAI SENTAI GOGGLE V
KAGAKU SENTAI DYNAMAN
CHIKYUU SENTAI FIVEMAN
CHO JIN SENTAI JETMAN
KYORYUU SENTAI ZYURANGER
GO SEI SENTAI DAIRANGER
DEN KO CHO JIN GRIDMAN

- 1 - 1 *THE MYSTERIOUS, BEAUTIFUL RUNAWAY*
- 1 - 2 *STRANGE! THE DARK UNDERGROUND CASTLE*
- 1 - 3 *THE FIRST STEP INTO THE UNKNOWN*
- 1 - 4 *BURN! F1 SPIRITS!*
- 1 - 5 *THE SMALL SWORDSMAN, BLUE*
- 1 - 6 *THE GOD HAND OF DREAMS*
- 1 - 7 *EXPLODE! KENTA'S LOVE*
- 1 - 8 *BURN! THE FLOWER'S SWORD*
- 1 - 9 *COMBINE! AURA OF LIFE*
- 1 - 10 *IGAM VS. TAKERU*
- 1 - 11 *THE REFUGEE FROM UNDERGROUND*
- 1 - 12 *A CHALLENGE! THE PRIDE OF A SHINOBI*
- 1 - 13 *CHASE THE IDOL!*
- 1 - 14 *THE GREAT ESCAPE TO THE BLUE SKY!*
- 1 - 15 *FAREWELL, DEAR FLOWER!*
- 1 - 16 *DEADLY! BLAZING BARABA*
- 1 - 17 *SMASH IT! THE MAZE OF HELL*
- 1 - 18 *THE DEAR BLOODSUCKING DOLL!*
- 1 - 19 *APPARITION! ANAGUMAS*
- 1 - 20 *A TRAP! THE SINKING GIANT ROBO*
- 1 - 21 *THE BLACK SHADOW OF THE MISTY VALLEY*
- 1 - 22 *THE WINDS AND CLOUDS OF AN AURA STORM!*
- 1 - 23 *MIO WHO HAS BECOME A DEMON*
- 1 - 24 *THE GROTTO OF THE YOUNG MONSTER*
- 1 - 25 *AKIRA'S LOVER!?*
- 1 - 26 *LIVES THAT DISAPPEARED ON HOT SAND!*
- 1 - 27 *THIEF KNIGHT KIROS!*
- 1 - 28 *MIO IS PRINCESS IAL!?*
- 1 - 29 *THE NEW LETHAL WEAPON OF FRIENDSHIP*
- 1 - 30 *MAMA!! BARABA'S SCREAM!*

- 1 - 31 *IT APPEARS! THE GUARDIAN DEITY IGAM DRAGON*
- 1 - 32 *OYOBU'S LETHAL DASH*
- 1 - 33 *TAKERU!! BEHEAD THEIR LOVE!*
- 1 - 34 *BLUES OF LOVE AND MURDEROUS INTENT*
- 1 - 35 *THE MYSTERY OF ZEB! THE FORBIDDEN TOMB*
- 1 - 36 *ELIMINATION! THE DESTRUCTIVE TWIN GIRLS*
- 1 - 37 *SOLDIERS WHO BET ON THEIR DREAMS*
- 1 - 38 *THE TIME TO ERASE TAKERU*
- 1 - 39 *REVIVAL! THE MYSTERIOUS XI MASK*
- 1 - 40 *RESURRECT! THE MELODY OF LOVE*
- 1 - 41 *FEMALE THIEVES HARUKA & MOMOKO*
- 1 - 42 *FLY! THE POEM OF A TIMID BOY*
- 1 - 43 *AKIRA LOSES HIS EYESIGHT! THE MYSTERIOUS SPELL*
- 1 - 44 *TRANSFORM! UNDERGROUND EMPIRE SWORDSMAN AKIRA*
- 1 - 45 *PRINCE IGAM! YOU'RE A WOMAN!*
- 1 - 46 *COUNTERATTACK! THE SECRET OF THE BLOODY POND*
- 1 - 47 *THE NIGHT PRIOR TO THE ATTACK! THE DANCE OF DEATH*
- 1 - 48 *BARABA! DIES IN TREACHERY*
- 1 - 49 *THE REVIVED PRINCESS IAL*
- 1 - 50 *ZEB! HIS HAIR-RAISING SECRET IDENTITY*
- 1 - 51 *THE GREAT DESTRUCTION OF THE UNDERGROUND EMPIRE CASTLE!*

HIMITSU SENTAI GORANGER

AKA: **GORANGER**

AKA: **SECRET BATTLE-TEAM GORANGER**

AKA: **SECRET TASK FORCE FIVE RANGER**



Earth is attacked by the Black Crucitix army of the alien Great Shogun (Ando) and only the secret Earth Guard League and their Goranger team can save the planet. Utilizing the latest scientific technology, the team is led by Takeshi the Red Ranger (Makoto), who fights with a whip and a gun. His second in command is the rakish Blue Ranger Akira (Miyauchi), who fights with a bow. Ota the Yellow Ranger (Hataeyama) is a curry-loving brawler who fights with "demon power" (a hand on the end of a stick!), thought not for long, since he quit the series, ostensibly to run the Eagle Kyushu base. He was replaced by a new Yellow Ranger Daigoro (Daruma), though the original actor returned before the series ended.

Love interest Peach Ranger Peggy (Komaki) is the team's explosives specialist (her bombs are shaped like hearts, of course), while the team's youngest member is bommering-weilding 17 year-old Green Ranger Kenji (Ito).

In the style of KAMEN RIDER (another show created by manga artist Shotaro Ishinomori), the team have a set of souped up motorcycles, though the Peach and Yellow Rangers are forced to ride in sidecars rather than having their own vehicles. The motorcycles are carried in a red and white helicopter gunship called the BariBrun, launching from it down a long ramp that extends from the front like a tongue.

Black Cross (the BAD guy) sent five of its Mask Monsters to destroy Eagle's Japanese bases. The survivors of the attacks were reorganised under Commander Edogawa in Tokyo to form the Secret Task Force Goranger, armed with Goranger Suits that gave them superhuman abilities. The Gorangers avenged their fallen comrades by defeating Black Cross' first five monsters and the others that followed.

The first of the Super Sentai series, GoRanger incorporated elements of the popular ULTRAMAN superhero show and the PHANTOM AGENTS spy series to create an all-new franchise. With an original concept by a manga author, the staff also poached several writers from the anime world, as well as composer Michiaki Watanabe, who created music for several early sentai shows.

The idea of a five person team, color coded for ease of identification, with action figure and merchandising tie-ins, would be repeated with only the superficial of alterations in many other series; like some of the longer running anime franchises it resembled, the Super Sentai series had a target audience that often genuinely was too young to remember the previous incarnations and would not question the incessant repetition. The next to be released was JAQK, but the Super Sentai series was still running into the 21st Century - now credited to "Saburo Yade" as creator, rather than Ishinomori. Though GoRanger was never released in English, its popularity set the tone for paradigm for its many successors, including the MIGHTY MORPHIN POWER RANGERS that were to dominate children's television in the mid-1990s.

Produced by Takashi Ogino, Toru Hirayama, Susumu Yoshikawa, Michi Fukazawa.

The longest of the sentai series. (Among non-sentai team shows in general, only SCIENCE NINJA TEAM GATCHAMAN, NINJA CORPS MOONLIGHT, and MIGHTY MORPHIN' POWER RANGERS have longer runs.)

Black Cross sent five of its Mask Monsters to destroy Eagle's Japanese bases:

Golden Mask: Eagle Kanto Base

Warrior Mask: Tohoku Base

Bronze Mask: Kyushu Base

Jade Mask: Hokkaido Base

Poison Gas Mask: Osaka Base

The survivors of the attacks were reorganized under Commander Edogawa in Tokyo to form the Secret Task Force Goranger, armed with Goranger Suits that gave them superhuman abilities. The Gorangers avenged their fallen comrades by defeating Black Cross' first five monsters and the others that followed.

Characters and mecha

EAGLE (Earth Guard League)

An international peacekeeping organization whose mission is to defend the world from the Black Cross Army. The Gorangers belong to the Japan Block (division) of EAGLE.

Red Ranger (Kaijou Tsuyoshi)

Leader of the Gorangers. Expert with guns and whips. Fought many battles to the death with Masked Generals as well as Masked Monsters and Zolders. A cool and calm tactician with a strong sense of responsibility. In many cases, he let himself be captured in order to infiltrate Black Cross bases. Originally a secret agent of the Kantou branch of the Japan Block of EAGLE. Lost his elder brother during the destruction of the Kantou branch. For that reason, strongly loathes evil. Fully trusts his teammates. Since he was once good at soccer, his kicking abilities are the best in the team. (Small wonder that he is the last to kick the ball in the Goranger Storm and Hurricane attacks.) Also good at disguise.

[The actor who played Kaijou Tsuyoshi, Makoto Naoya, also appears in Fireman and Special Investigation Frontline.]

Blue Ranger (Shinmei Akira)

Second in command of the Gorangers. Wields the Blue Cherry (later, the Ultra Blue Cherry) bow. Is unsurpassed at archery. A cool and capable decision maker, he has saved the team from many Black Cross traps. Skilled at piloting mecha such as the Variblune. Formerly a marksmanship instructor at the Tohoku branch of the Japan Block of EAGLE. □ [Played by the great Miyauchi Hiroshi, also in Keyhunter, G-Men '75, KAMEN RIDER V3, Zbat, JAKQ, the film The War in Space, WINSPECTOR, SOLBRAIN, and most recently, OHRANGER.]

Yellow Ranger (Ooiwa Daita [1-54, 68-84])

Strongest of the Gorangers. Originally 'armed' with the YTC radio; later acquired the Keysticker pole. Formerly an engineering researcher at the Kyushu branch of the Japan Block of EAGLE. Really likes curry rice. [The actor who played Ooiwa Daita, Hatakeyama Baku, passed away sometime before 1987.]

Yellow Ranger (Kumano Daigorou [55-67])

□ Replaced Ooiwa Daita, who became the commander of the Kyushu branch for a time. Dies when he is strucl in the stomach by Can Opener Mask's Can Opener Cutter.

Pink Ranger (Peggy Matsuyama)

Expert at explosives. Armed with earring bombs, Pink Mirrors, and Pink Cards. Formerly a chemical analyst at the Hokkaido branch of the Japan Block of EAGLE. Has a Swiss father and a Japanese mother. [The actress who played Peggy Matsuyama, Lisa Komaki, also played Miss America in costume in Battle Fever J.]

Green Ranger (Asuka Kenji)

□ 17. Youngest of the Gorangers. Armed with Greenmerang boomerangs. Originally from the Kansai branch of the Japan Block of EAGLE. [The actor who played Asuka Kenji, Itou Yukio, currently Shoudou Takeshi, also played the original Battle Cossack in BATTLE FEVER J.]

The five defeat Mask Monsters with the Goranger Storm soccer-ball kicking technique or the later Gorranger Hurricane football-kicking technique. The balls in many cases transform into whatever the particular Mask Monster is least fond of.

Commander Edogawa Kenpachi

The highest ranking person in EAGLE's Japan Block. The only person who can take direct command of the Goranger team. Also commands secret agents such as 007, et al. Normally poses as the manager of Snack Gon.

Agent 007 of Eagle (Katou Youko)

One of EAGLE's secret agents. Normally a waitress at Snack Gon. Other agents include 008 (Hayashi Tomoko) and 009 (Nakamura Haruko).

Katou Tarou (younger brother of 007)

Boy who hangs out at Snack Gon, asking Ooiwa questions.

Snack Gon

Small restaurant that serves as the secret entrance to Goranger headquarters. Destroyed in episode 44.

Red, Blue, and Green Machines (1-54)

Motorcycles driven by the Red, Blue, and Green Rangers. The Yellow and Pink Rangers ride in the sidecars of the Blue and Green Machines; the Red Machine has no sidecar. Armed with explosives and sent to the Navarone Fortress, which exploded, taking them (but not the Gorangers) with it.

Red, Blue, and Green Stars (55-84)

Replacements for the Red, Blue, and Green Machines.

Variblune (1-42)

Early flying fortress, propelled by helicopter blades under the craft. Blew up with Iron Man Mask Temujin aboard (but not the Gorangers, fortunately).

Varidreen (43-84)

Birdlike replacement for the Variblune.

Varitank (43-84)

Six-wheeled tank with claw arms that rolls out of the 'beak' of the Varidreen.

Variccune (passenger-carrying balloon; 69-84)

Black Cross Army

An army of cyborgs whose goals are world conquest and the extinction of the human race.

Black Cross Fuehrer

Mysterious leader of the organization who resembles a KKK member. Turns out to be the Black Cross Castle himself (!). [Originally played by Andou Mitsuo, who also did villainous roles in the original Giant Robo, Kikaider, and Spider-Man.]

(General) Sunring Mask (15-20)

First of the generals. From Africa.

General Iron Mask Temujin (21-42)

Second general. The 'Demon of the Mongols' from the Gobi desert. Died taking the Variblune with him.

General Firemountain Mask Magman (42-54)

Third general. From the Ekra (sp?) volcano of Iceland.

Great General Golden Mask (55-84)

Final general. From Africa, of course. Resembles a pharaoh. Brought back to life by the Black Cross Fuehrer himself. Has his own personal guards. Into magic and astrology. Turned himself into gold dust as a final gesture to tell the Fuehrer where the Goranger headquarters was.

WR. Shozo Uehara, Susumu Takahisa, Mitsuru Arai, Hirohisa Soda, Kimio Hirayama, Keisuke Fujikawa.

DIR. Hirokazu Takemoto, Minoru Yamada, Itaru Orita, Katsuhiko Taguchi, Hidetoshi Kitamura, Michio Konishi

EPISODES: 84 **YEAR MADE:** 1975 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SABURO YADE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25

STILL IN PRODUCTION: No

B/W: No

COLOUR:

Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 84

DATE OF PREMIER: 05/04/1975

AIR DATE OF LAST EPISODE 26/03/1977

SEASON DATE BREAKDOWN:

FILMS: BOMB HURRICANE (1976), J.A.K.Q. vs GORANGER (1977).

Red Ranger (Kaijū Tsuyoshi) MAKOTO NAOYA, Yellow Ranger (Ooiwa Daita [eps 1-54, 68-84]) HATAEYAME BAKU, Pink Ranger (Peggy Matsuyama) LISA KOMAKI, ITOU YUKIO, Blue Ranger (Shinmei Akira) MIYAUCHI HIROSHI, Green Ranger (Asuka Kenji) ITOU YUKIO, Yellow Ranger

(Kumano Daigorou [eps 55-67]), Commander Edogawa Kenpachi, Agent 007 of Eagle (Katou Youko), Katou Tarou.

RELATED SHOWS:

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

KAGAKU SENTAI DYNAMAN

HIKARI SENTAI MASKMAN

CHIKYUU SENTAI FIVEMAN

KYORYUU SENTAI ZYURANGER

DEN KO CHO JIN GRIDMAN

- 1 - 1 *DEEP-RED SUN! INVINCIBLE!*
- 1 - 2 *BLUE EARTH! DROUGHT PLAN OF DEATH*
- 1 - 3 *LARGE COUNTERATTACK! YELLOW WHIRLWIND*
- 1 - 4 *KICK OF CRIMSON! BREAKING MICRO LARGE MANEUVERS*
- 1 - 5 *GAS HUMAN OF ANGER IMMORTALTY OF GREEN*
- 1 - 6 *RED PUZZLE! CHASE THE SPY ROUTE IN THE SEA*
- 1 - 7 *MOONLIGHT OF PINK! WOLF UNIT*
- 1 - 8 *BLACK FEAR! WE FEAR IT, DOES, THE POISON FANG*
- 1 - 9 *BLUE SHADOW SECRET STRATEGY*
- 1 - 10 *RED BALLOON! WIND VELOCITY 100 METERS*
- 1 - 11 *SHIVERING OF GREEN! ESCAPING FROM EAR HELL*
- 1 - 12 *SUPER ENERGY OF SILVER! IGNITION HELL!*
- 1 - 13 *SECRET OF PINK! PUSH DOWN THE HUMAN BOMB*
- 1 - 14 *RED CASKET BUCKET!! MYSTERY OF RESIDENCE*
- 1 - 15 *BLUE LARGE FORTRESS! LARGE RAGING*
- 1 - 16 *WHITE MYSTERY! EYE IN MIRROR*
- 1 - 17 *RECREATIONAL AREA OF COLOUR AHEAD UNEVENNESS! GRAVE YARD OF DEMON*
- 1 - 18 *BLANK CRUSADE OF SHIVERING! IT ATTACK WITH THE MANUEVER*
- 1 - 19 *BLUE SPARK! THE SPY FRONT WHICH FLOATS IN THE SEA*
- 1 - 20 *DEEP-RED DEAD FIGHTING! SUN MASK ANTI*
- 1 - 21 *BLUE WONDER! THE MYSTERIOUS FLYING WHICH COMES FROM ATLANTIS*
- 1 - 22 *YELLOW AIR RAID! THE ATLANTIS NIGHTMARE*
- 1 - 23 *LARGE DOGFIGHT OF GREEN! END OF MYSTERIOUS AIRSHIP*
- 1 - 24 *BLUE ANGER! INTENSE LARGE COUNTER ATTACK*
- 1 - 25 *DEEP-RED FUSE! TORPEDO ATTACK OF EIGHT EYES*
- 1 - 26 *BLUE MUSCLE SEVEN CHANGE! POISON DOCTOR OF FEAR*
- 1 - 27 *YELLOW OBJECT Q! BASE S.O.S.*
- 1 - 28 *RED LARGE ERUPTION! IT DISAPPEARS TO THE GROUND NADIR BASE*
- 1 - 29 *RED CHASE! SEAL TRAIN OF PUZZLE*

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- 1 - 30 *FIRE PILLAR OF GOLD! MINE CONTINUAL LARGE EXPLOSION*
- 1 - 31 *BLACK CHALLENGE CONDITION! GET ANGRY THE STAR OF FIVE JUSTICE*
- 1 - 32 *BLUE HOT BLAST! THERE IS NO RESPONSE*
- 1 - 33 *RED TARGET! FALSE THING APPEARANCE*
- 1 - 34 *YELLOW SPY GAME! YOU SAW THE POWER OF YTC*
- 1 - 35 *BLACK LARGE MYSTERIOUS BIRD! GONDOLA - AGGRESSIVE BOMBER FLEET*
- 1 - 36 *DEEP RED DASH ATTACKING! THE FORTRESS INVINCIBLE BATTLESHIP*
- 1 - 37 *TRUTH WHITE SPARK! THE NATURAL SHAPE OF BLACK CRUCIFORM*
- 1 - 38 *BLUE PRECIPICE! PIRATE TREASURE SEARCHING OF DEMON*
- 1 - 39 *DEEP-RED SEA OF JAPAN! SUPER POWER OF MYSTERIOUS METEORITE*
- 1 - 40 *VENGEANCE OGRE OF CRIMSON! OF HELL*
- 1 - 41 *BLACK LARGE REVERSAL! BARRIER OF TOTTORI DUNE*
- 1 - 42 *THE IRON MAN OF BLACK IT DIES! GOOD-BYE*
- 1 - 43 *DEEP-RED IMMORTAL BIRD! INVINCIBLE APPEARANCE*
- 1 - 44 *BLUE UNIVERSAL TANK! TAKEOFF*
- 1 - 45 *SWORD SHARK OF DARKNESS! HIT MAN INVASION OF SEA*
- 1 - 46 *BLACK SUPEREXPRESS! LOCOMOTIVE MASK LARGE RECKLESS DRIVING*
- 1 - 47 *RED LARGE COUNTERATTACK! OF ANGER*
- 1 - 48 *BLACK SUPPLY DEPOT! RECREATIONAL AREA CRISIS ONE HAIR*
- 1 - 49 *LARGE ESCAPE OF GREEN! TRICK PLAY OF MS*
- 1 - 50 *SECRET OF BLUE WING! IT IS DANGEROUS , IT DOES*
- 1 - 52 *TELEPHONE OGRE OF PINK! DIAL OF MURDER*
- 1 - 53 *RED HOME RUN! NECESSARY BACK NUMBER 1 OF SHOOTING*
- 1 - 54 *DEEP-RED CHALLENGE! LARGE ERUPTION OF MOUNTAIN LAST MOMENT OF*
- 1 - 55 *LARGE GENERAL OF GOLD! CURSING*
- 1 - 56 *BLUE SUMMER VACATION! HOMICIDE SEASHORE OF DEMON*
- 1 - 57 *BLACK ENCIRCLING NET! OF FIVE FACES*
- 1 - 58 *DEEP-RED AMBITION! THE GOLDEN CASTLE OF EXCELLENCY PRESIDENT*
- 1 - 59 *THE DEEP-RED SOUTH! GOLD MANEUVERS OF PUZZLE*
- 1 - 60 *BLUE SETO INLAND SEA! THE SECRET FORTRESS ISLAND WHICH FLOATS*
- 1 - 61 *PINK KO PUNCH! ENDED BALL GAME*
- 1 - 62 *WHITE MYSTERY! TRAP OF DEAD GOD MANSION*
- 1 - 63 *BLACK MOMENT! THE CANNON WHICH SPRINGS OUT*
- 1 - 64 *BLUE UFO!! SPACE TROOP LARGE INVASION*
- 1 - 65 *DEEP-RED SUICIDE SQUAD!! ATTACK BLACK CRUCIFORM CASTLE*
- 1 - 66 *RED HOSTAGE EXCHANGE!! BAT RA LARGE BOMBARDMENT*
- 1 - 67 *DEEP-RED SPECIAL ATTACK!! IT DIES IN THE EVENING SUN*

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- 1 - 68 *REBELLION OF PINK!! LARGE ATTACK OF NEEDLE & NEEDLE & NEEDLE*
 - 1 - 69 *THE NEW WEAPON OF GOSHIKI!! TAKEOFF*
 - 1 - 70 *BLUE COUNTERATTACK!! IT STOPS SPACE SUPER EXPRESS*
 - 1 - 71 *DEEP-RED LARGE DECISIVE BATTLE!! TERRESTRIAL MOVEMENT PLAN*
 - 1 - 72 *BLUE SECRECY!! WHICH IS DISMANTLED*
 - 1 - 73 *BLACK WHIRLWIND!! IT IS GAME! STRAIGHT LINE*
 - 1 - 74 *BLUE LARGE COLD WAVE!! TERRESTRIAL ICE ATTACHING MANEUVERS*
 - 1 - 75 *DEEP-RED FIRE HELL!! CONSPIRACY OF STOVE MASK*
 - 1 - 76 *DEEP-RED DISAPPEARANCE!! DID YOU LOOK AT SEA CASTLE HARDNESS?*
 - 1 - 77 *BLACK FEAR!! SUCKING BLOOD SNAKE WOMAN*
 - 1 - 78 *BLACK JAMMING!! WAR CRY OF BEGINNING*
 - 1 - 79 *DEEP-RED PURSUIT!! THE FORM IT IS NOT NATURAL SHAPE OF*
 - 1 - 80 *INTERSECTION IN DEEP-RED ENEMY! ESCAPING TO DESIRE*
 - 1 - 81 *BLACK DOUBT!! TRAP OF HOMICIDE SPY*
 - 1 - 82 *BLACK MAGIC TEACHER!! MYSTERY OF DOLL MANSION*
 - 1 - 83 *ORANGE FIRST LOVE! THE LARGE CITY WHICH YOU CAN CURSE*
 - 1 - 84 *DEEP-RED LARGE VICTORY!! PERMANENCE WITH THE BE ABLE TO SHINE*

HISTOIRES INSOLITES

AKA: **WEIRD TALES**

Anthology series - see episode guide for description.

Only episode 6 - Shining Particle can be considered to be SF, hence the reason for inclusion in this database.

Mister Baby was based on the story "Good and Loyal Services" by Julio Cortazar.

The Summer People was based on a story by Shirley Jackson.

An Invitation to a hunt was based on a story by George Hitchcock.

Nobody's Perfect was based on a story by Georges Madel.

A Day Like Any Other, with Peanuts was based on a story by Shirley Jackson.

Shining Particle was based on a story by Theodore Sturgeon.

WR.

DIR.

EPISODES: 6 **YEAR MADE:** 1974 **COUNTRY:** FRA **SEASONS:** 1

ORTF 1 \ COSMOVISION \ TECHNISONOR

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 55 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 19/10/1974

AIR DATE OF LAST EPISODE 30/11/1974

SEASON DATE BREAKDOWN:

FILMS:

N/A

1 - 1 *MONSIEUR BEBE (MISTER BABY)*

An old cleaning woman is hired to take care of the mysterious "Mister Baby"

Wr Roger Grenier

Dir Claude Chabrol

1 - 2 *LES GENS DE L'ETE (THE SUMMER PEOPLE)*

A retired couple falls in love with a holiday town

Wr Roger Grenier

Dir Claude Chabrol

1 - 3 *UNE INVITATION A LA CHASSE (AN INVITATION TO HUNT)*

An account is invited to a hunting party organised by the local nobleman.

Wr Paul Gegauff

Dir Claude Chabrol

1 - 4 *NUL N'EST PARFAIT (NOBODY'S PERFECT)*

Every morning, a man tries, unsuccessfully to murder his wife.

Wr Roger Grenier

Dir Claude Chabrol

1 - 5 *UN JOUR COMME LES AUTRES AVEC DES CACAHUETES (A DAY LIKE ANY OTHER, WITH PEANUTS)*

A strange man who does good deeds always gives peanuts away afterwards.

Wr Roger Grenier

Dir Edouard Molinaro

1 - 6 *PARCELLE BRILLANTE (SHINING PARTICLE)*

A brilliant but lonely man repairs a female android.

Wr Roger Grenier

Dir Christian de Cahlonge

HITCHHIKER'S GUIDE TO THE GALAXY, THE



The Hitch-Hiker's Guide to the Galaxy is part satire, part fantasy, in which Arthur Dent, a typical, nonplussed Englishman still in his dressing gown, is swept up into galactic events of far-ranging magnitude, dealt with in a down-to-earth, prosaic manner which turns everyone and everything into a cosmic joke.

The basic plot - as if it really mattered - begins with Ford Prefect, a field researcher for the Guide (the standard reference for information on the universe), on Earth to update the entry on our world. With his human friend Arthur, he narrowly escapes the planet's destruction to make way for a hyperspace bypass.

They eventually find themselves aboard a stolen starship with two-headed con-man Zaphod Beeblebrox, his pilot girlfriend Trillian, and Marvin the Paranoid Android, a manic-depressive robot whose capacity for mental activity is as boundless as the infinite reaches of space, but THE HITCH-HIKER'S GUIDE TO THE GALAXY IS whose capacity for happiness could be fitted into a matchbox, without even taking the matches out first . . .

Other stars of the shows are the Vogons, fat, ugly, green aliens who write the worst poetry in the Universe; Slartibartfast, designer of the Fjords; the Dish of the Day, a talking dinner; and a pair of pan-dimensional beings disguised as white mice who are searching for the Ultimate Question to Life, the Universe and Everything. They already have the answer - 42.

This TV series was based on the books and radio plays of the same name, but slightly altered because of budget constraints on television, it remains one of the most memorable science fiction shows Britain has ever produced. The five books of the Hitch Hikers Guide to the Galaxy were 1, The Hitch Hikers Guide to the Galaxy, 2, The Restaurant and the End of the Universe, 3, Life, the Universe and Everything, 4, So Long, and Thanks for all the fish and 5, Mostly Harmless. 'The history of The Hitch-Hiker's Guide to the Galaxy is one of idealism, despair, struggle, passion, success, failure and enormously long lunch-breaks' (Hurling Frootmig, 17th acting editor).

The Hitch-Hiker's Guide began life in the cultural ghetto of a Radio 4 serial, and by expressing ideas above its station rose through the ranks of repeats, a book and a record until it finally materialised before our square eyes in 1981, when it was hailed as the first inter-galactic multimedia epic. Making a visual version of a cult radio show carried the huge risk that the result might not live up to listeners' preconceptions. But it did, and the series, created by Douglas Adams, is widely held to be the funniest science fiction TV show ever.

Neither did it squander the opportunities TV provided, stamping its own visual ID in the innovative use of computer graphics to accompany narrator Peter Jones's guide entries (a style adapted some seven or eight years later by The Daily Telegraph for its own TV ad campaign).

This tv serial began life in 1978 as a 6-episode radio series (officially numbered Fit the First through Sixth) followed the same year by a one-off Fit the Seventh, with 5 more episodes in 1980 (2 cowritten with its producer John Lloyd, who also received a production credit on the tv series). This had built up a massive (for radio) cult following; commercially released recordings of the radio broadcasts sold widely. Adams then turned his scripts into the bestselling novels The Hitch Hiker's Guide to the Galaxy (1979) and The Restaurant at the End of the Universe (1980), with two further volumes later. The tv version was largely based on the first 6 radio episodes, only slightly on the subsequent 6; many scenes from the radio series were not included in the books.

Adams had substantial tv experience, having been a script editor on DR WHO. The tv series was very funny indeed (although less liked by many aficionados than the original radio version) and was notable for the sophisticated graphics with which the eponymous talking Guidebook itself was animated. The series belongs to a very English school of comparatively deadpan (and somewhat cruel) absurd humour, based on the implicit premise that the Universe is arbitrary and unkind, especially to the English, and suffers from galloping

ENTROPY. Although US tv seldom produces work of this sort, the programme was successful there also, although not to the same extent as in the UK. It is often replayed, and is available on video, slightly expanded, with average episodes of 40 rather than 35 mins. The producer for the series was Alan J.W. Bell, associate producer was John Lloyd, designers for the show were Andrew Howe-Davis (eps. 1-6) and Tom Yardley-Jones (eps. 4-6). The animated sequences were created by Rod Lord and the music was created by Paddy Kingsland at the BBC Radiophonic workshop.

On BBC Radio 4, The Hitch Hikers Guide to the Galaxy became a cult since its debut in March 1978, boosted by numerous repeats, a Christmas episode, a best-selling Pan Books paperback, a double LP and a stage show. By Autumn 1979, creator Douglas Adams was hurriedly writing a second season while leaving as Doctor Who's script editor... and discovered the BBC now wanted a tv version. John Lloyd, Adams' co-writer on two first season shows, was to produce a pilot, and if this was successful, five more episodes would be made in Autumn 1980. Unfortunately, Lloyd was busy producing Not the Nine O'clock News, so he was 'promoted' to executive producer (credited as 'associate producer' with no input after the pilot) and Alan J W Bell was appointed producer in early 1980.

There was soon discord between writer and producer. Adams was fascinated by concepts and scripts; Bell was time and money conscious. Adams adapted the first radio episode as his tv pilot in December 1979, establishing that the narrator scenes, with Peter Jones as the voice of 'The Book', should be done using animation in the form of the Guide itself, bombarding the viewer with trivial data. A chance meeting between Bell and animator/Hikers fan Kevin Davies in January 1980 led to a deal with Davies' boss, Rod Lord of Pearce Studios, to provide animation for the pilot, with test material on the Babel Fish completed by March.

Simon Jones and Mark Wing-Davey reprised their radio roles of Arthur Dent and Zaphod Beeblebrox, although Bell felt that Geoffrey McGivern (who was possibly busy anyway) looked too 'normal' to play Ford Prefect. This part went to David Dixon, a young actor suggested to Bell by his secretary. As the second script was completed, filming began around April 1980 with the high-angle shot of London used for the Vogon spaceship's arrival filmed from the top of the NatWest Tower. The title sequence featured stuntman Alan Harris as an astronaut tumbling through a tunnel in the letter 'O'; Bell rejected an early version where the tunnel effect used was that of the Tom Baker Doctor Who titles.

With music and sound effects added by Paddy Kingsland of the Radiophonic Workshop and the Tim Souster version of Bernie Leadori's Journey of the Sorcerer taken from the double LP - Adams apparently discussed a new version with Mike Oldfield - the May/June pilot was to be tested on an audience of Hitch Hikers fans at the National Film Theatre on Saturday 5th July; at the same time, a laughter-track demanded by the BBC would be recorded. On Sunday 29th June, Peter Jones recorded a warm-up routine in Television Centre's weather presentation studio to introduce the pilot; Jones acted the role of a muddled actor with comments about the radio series, the costume budget, and the difficulties of finding a two-headed actor to play Zaphod.

Apart from typographical differences to the opening and closing credits, this pilot was effectively as broadcast. The laughter-track print was shown at an Edinburgh Film Festival (according to Bell) or a Glasgow convention (according to Adams); everyone loved the pilot, but hated the laughter-track. The BBC took a long time to decide to make the other episodes. Eventually the go-ahead was given on the basis that it could be made like any other sitcom for broadcast New Year 1981. Other key casting took place for Trillian and Marvin. Adams had disliked Susan Sheridan's radio Trillian and re-cast the part for the LPs. The only actress auditioned who understood Adams' humour was American Sandra Dickinson of St Bruno advert fame; she retained her high-pitched American accent for the role although this was not how Adams wrote the character. Marvin was played by two actors: David Learner (Marvin in Ken Campbell's recent stage version) operated the body while Stephen Moore (the radio Marvin) provided the voice.

During Summer 1980, Adams also worked on the second stage production of Hikers (an unsuccessful run from July to August), another LP, and his second novel (The Restaurant at the End of the Universe). The third and fourth tv scripts were developed in July; originally Episode Three had a very long pre-credit sequence of the crew of the Heart of Gold awaiting their arrival at Magrathea dawn which was in the Pan novel. Episode Four retained a long speech from a cheerleader before Deep Thought's revelation of the Ultimate Answer which was filmed and dropped, and another sequence from the Pan book of Zaphod, Ford and Trillian held in the Magrathean planet catalogue.

Scripts for Episodes Five and Six were compiled in early August. Episode Five retained Ford's radio description of how the uni-verse began, and more material between the late Hotblack Desiato and his bodyguard on how they are travelling 567,002,000,000 years back for the gig on Kakrafoon - Desiato communicates by rattling glasses and moving forks. There were major deviations from the radio scripts to remove Lloyd's input, replacing the Hagunon material with Disaster Area who featured on the new LP. The Amiglion Major Cow material had been deleted on radio and reworked for the stage show.

By the final episode's recording, the serial had begun the first of many transmissions on BBC2 the previous day; a special 1'17" trailer with Peter Jones narration had been run from Friday 2nd January. Two wrap parties were held: one the night production. concluded and another the following Monday at Adams' rather small flat for the second broadcast. The serial was generally well received with BAFTA Awards and a high-profile; Lord and Bell appeared on Pebble Mill at One on Friday 23rd January, Zaphod's second head featured on Tomorrow's World on Thursday 12th February and the series was reviewed on Did You See...? on Saturday 14th February.

Adams sincerely hoped to do a second television series - indeed when Mark Wing-Davey appeared on Ask Aspel on 2nd June to promote the BBC1 repeats, the cricket-pitch start of the new tv series was mentioned. With filming set for late Spring 1 981 , other commitments on Adams and the writer's desire that either Lloyd or Geoffrey Perkins (the show's radio producer) should replace Bell meant that a script never materialised. The Hitch Hikers Guide to the Galaxy has been transmitted on BBC2 and BBC1 over the years - with a shortened Episode 2 entered for Montreux always repeated - as well as screenings on UK Gold, sales on videotape (including cut material from Episode 6), and moderate success on American PBS stations (re-edited into seven episodes). In 1993, BBC Video released The Making of the Hitch Hikers Guide to the Galaxy using behind-the-scenes material from 1980 alongside new interviews and dramatic sequences with the original cast.

In 2005 a film version of the series was finally made, mainly with american money, but generally stayed true to form and followed the storyline of the TV series rather than the books and radio play.

WR. Doulgas Adams

DIR.

EPISODES: 6 **YEAR MADE:** 1981 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION.

CREATOR: DOUGLAS ADAMS

TYPE OF SHOW: SPACE

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6.

DATE OF PREMIER: 05/01/1981

AIR DATE OF LAST EPISODE 09/02/1981

SEASON DATE BREAKDOWN:

FILMS: THE HITCH HIKERS GUIDE TO THE GALAXY (2005)

Arthur Dent SIMON JONES, Ford Prefect DAVID DIXON, Voice of the Book PETER JONES, Zaphod Bebbelborx MARK WING-DAVEY (from eps. 2), Trillian SANDRA DICKINSON (from ep. 2), Marvin DAVID LEARNER (eps 2-3, 5-6), Voice of Marven STEPHEN MOORE (eps 2-3, 5-6).

Books Based on this series.

Don't Panic - Douglas Adams and the Hitch Hikers Guide to the Galaxy	Neil Gaiman	
The Hitch Hikers Guide to the Galaxy	Douglas Adams	1979
The Hitch Hikers Guide to the Galaxy - Life, the Universe and Everything	Douglas Adams	1982
The Hitch Hikers Guide to the Galaxy - Mostly Harmless	Douglas Adams	1992
The Hitch Hikers Guide to the Galaxy - So Long, and Thanks for all the Fish	Douglas Adams	1984
The Hitch Hikers Guide to the Galaxy - The Restaurant at the End of the Universe	Douglas Adams	1980
The Illustarted Hitch-Hiker Guide to the Galaxy	Douglas Adams	

RELATED SHOWS:

DOCTOR WHO

1 - 1 *"NO TITLE"*

Episode One begins with a pre-credits sequence, the only one of the TV episodes to have one. A countdown to the end of the world is displayed through animation, and the narrator begins telling the story of the Guide and Arthur Dent's connection to it as the sun rises over the English countryside for the final time. Arthur wakes, discovers the threat to his house from a yellow bulldozer by looking out the window, and the camera pulls back to the credits. This episode closely follows the plot and dialogue of the first episode of the radio series, cutting the speech by Lady Cynthia Fitzmelton. It ends at a slightly earlier point than the radio episode, after Ford's line "he might want to read us some of his poetry first", and on a cliffhanger that Arthur and Ford are about to be discovered in a Vogon storeroom, but before the Vogon poetry is actually read.

1 - 2 *"NO TITLE"*

The episode opens with a recap of the story, with Ford and Arthur about to be captured. After being read

Vogon poetry, they are thrown out of an airlock and improbably rescued by the Starship Heart of Gold, which has been stolen by Ford's semi-cousin Zaphod Beeblebrox, accompanied by Trillian, a young woman who Arthur once met at a party. Ford and Arthur are escorted to the bridge by Marvin the Paranoid Android and meet Zaphod and Trillian. The episode ends after they are introduced, with no cliffhanger.

1 - 3 *"NO TITLE"*

The episode opens with a guide entry explaining the legendary planet of Magrathea, which manufactured planets millions of years ago, until the Galactic economy collapsed. Zaphod has been explaining to Ford that he has found the legendary planet of Magrathea, whilst Trillian tends to a pair of white mice. Zaphod orders the computer to land on the planet surface.

Before long, they receive a transmission from the Commercial Council of Magrathea, informing them that the planet is closed for business and asking them to leave. They ignore this and later receive another message, noting that nuclear missiles have been sent at the ship. Attempts to evade the missiles fail, and Arthur uses the ship's Infinite Improbability Drive, which ends up turning the missiles into a very surprised looking whale and a bowl of petunias. Trillian discovers that during the chaos, her mice escaped.

The five characters go onto the surface, where they find it desolate. Zaphod suggests they lived inside the surface. They split into two groups - Trillian, Zaphod and Ford explore a tunnel, whilst Arthur and Marvin remain on the surface. Trillian, Zaphod and Ford's thread ends on a cliff-hanger, with them seeing something alarming at the end of the corridor.

Meanwhile, Arthur and Marvin watch the sunset. Eventually, Slartibartfast arrives, and asks Arthur to come with him. He explains that the Magratheans were in hibernation for the last five million years. They get into his air-car, and descend deep into a tunnel.

A guide narrative intervenes, explaining that whilst humanity had always assumed that it was the most intelligent species on Earth, in fact the dolphins were more intelligent, and had left the planet some time before. However, both the dolphins and humans were less intelligent than the mice.

Meanwhile, Slartibartfast shows Arthur the vast tract of hyperspace that acts as the Magrathean's "factory floor", and that they have been brought out of hibernation for a special commission — "the Earth Mk 2, we're making a copy from our original blueprints". The Earth was originally made by Magrathea for mice; and it was destroyed five minutes too early. The episode ends here.

1 - 4 *"NO TITLE"*

Slartibartfast shows Arthur the archive tapes of Deep Thought being given the "Search for the Ultimate Answer" and of the result reported by the computer seven and a half million years later. After learning that the Earth was set up to search for the "Ultimate Question", Slartibartfast and Arthur join Ford, Trillian, Zaphod, and Trillian's mice, who had guided them to Magrathea.

The mice dismiss Slartibartfast, then express their desire to extract the "Ultimate Question" by first extracting Arthur's brain. While the mice attempt to strike a deal, the Galactic Police arrive, and Ford, Arthur, Trillian and Zaphod flee the dining hall, only to be cornered by the police in a large bay. After a misunderstanding, the police continue to fire on a computer bank behind which the four are hiding, which explodes, ending the episode on a cliffhanger.

1 - 5 *"NO TITLE"*

A visit to the Restaurant at the End of the Universe. The episode ends on the cliff-hanger of the black ship about to start a dive into the sun of Kakrafoon.

1 - 6 *"NO TITLE"*

The episode ends with Arthur and Ford being stuck on pre-historic Earth, lamenting the eventual destruction of it. The regular theme music follows the song "What a Wonderful World" by Louis Armstrong.

HOLMES AND YOYO



Holmes and Yoyo was a comedy series about two cops, one human, the other a robot. Alexander Holmes was not a bad cop, but due to the fact that his last several partners ended up in hospital no one wanted to become his partner. Dr. Babcock saw the fact that no one volunteered to become Holmes' partner as a perfect opportunity to test his latest creation, Yoyo.

Yoyo was a prototype of the cop of the future. As a robot in the shape of a man, Yoyo had total recall and was more or less bullet proof. Due to the fact that his team up with Holmes was in fact his field test, he did occasionally screw up in areas that human cops would not. This caused endless problems for Holmes who was one of the few that knew Yoyo was a robot. Officer Maxine Moon was one of the many not privy to the secret, had she known she would have probably stopped trying to seduce Yoyo.

From Leonard Stern, executive producer of GET SMART, it starred Walter Matthau lookalike Richard B. Shull. Shull and John Schuck best remembered as Rock Hudson's stooge in MacMillian and Wife.

The series was nowhere as big a hit as the producers hoped that it would be and it was yanked from the schedule halfway through the season. During the summer of 1977 the last two episodes aired under the banner title ABC Monday Comedy Special. This was a blanket title used by ABC to run off new episodes of failed comedy series and pilots that did not make it to the fall schedule. The series was first shown on BBC1 in the UK on the 25th September, 1977.

WR. Jack Sher, Lew Hewitt, Leonard Stern, Arne Sultan, Earl Barret, Jonathan Kaufer, James Ritz, Bruce A. Taylor, Dean Uhley.

DIR. Jackie Copper, Leonard Stern, Jack Arnold, Reza Badiyi, John Astin, Richard Kinon, Noam Pitlik.

EPISODES: 13 **YEAR MADE:** 1976 **COUNTRY:** US **SEASONS:** 1

A UNIVERSAL PRODUCTION

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 25/09/1976 **AIR DATE OF LAST EPISODE** 08/08/1977

SEASON DATE BREAKDOWN:

FILMS:

Alexander Holmes RICHARD B. SHULL, Gregory 'Yoyo' Yoyonovitch JOHN SCHUCK, Captain Harry Sedford BRUCE KIRBY, Officer Maxine Moon ANDREA HOWARD, Dr. Babcock LARRY HOVIS, Chief Dwight Buchanan BEN HAMMER, Mimi Buchanan FRITZI BURR, Police Commissioner G. WOOD.

RELATED SHOWS:

GET SMART (1965)

1 - 1 *"PILOT"*

Alexander Holmes, a bumbling detective whose partners have a way of ending up bedridden, is paired with Gregory 'Yoyo' Yoyonovich, an enthusiastic young rookie. What Holmes doesn't know is that Yoyo is also crime prevention's latest gimmick: a not-quite-perfected robot.

Wr Jack Sher, Lee Hewitt

Dir Jackie Cooper

1 - 2 *FUNNY MONEY*

- Wr** Leonard Stern
Dir Leonard Stern
1 - 3 *THE DENTAL DYNAMITER*
- Wr** Jack Sher, Lee Hewitt
Dir Leonard Stern
1 - 4 *THE LAST PHANTOM*
- Wr** Arne Sultan, Earl Barrett
Dir Jack Arnold
1 - 5 *YOYO TAKES A BRIDE*
- Wr** Arne Sultan, Earl Barrett, Earl Barret
Dir Reza Badiyi
1 - 6 *THE THORNHILL AFFAIR*
- Wr** Jonathan Kaufer
Dir Jack Arnold
1 - 7 *THE K.9. CAPER*
- Wr** James Ritz
Dir John Astin
1 - 8 *THE HOSTAGES*
- Wr** Bruce A. Taylor
Dir John Astin
1 - 9 *KEY WITNESS*
- Wr** Dean Uhley, Earl Barrett, Arne Sultan
Dir Richard Kinon
1 - 10 *DEAD DUCK*
- Wr** Jack Sher, Lee Hewitt
Dir John Astin
1 - 11 *CONNECTION, CONNECTION II*
- Wr** Leonard Stern
Dir John Astin
1 - 12 *THE CAT BURGLAR*
- Wr** Richard Freiman, Stephen Young
Dir Reza Badiyi
1 - 13 *BYE, BYE BENNIE*
- Wr** Jonathan Kaufer, Earl Barrett, Arne Sultan
Dir Noam Pitlik

HOMEBOYS IN OUTER SPACE



Comedy and Science Fiction seldom mix well, as *Homeboys* demonstrates: Ty and Morris, childhood friends, grow up to own a spaceship together, doing odd jobs to support themselves. They hang out in a bar, visit planets, and have a spaceship named *Hooty* with a wise-cracking computer.

Think you've seen it all before on (non science fiction) comedies? Chances are you have. There are a few bright moments, however, when guest stars appear. James Doohan is particularly amusing in a parody of his 'Scotty' character from *STAR TREK* in several episodes, as Sherman Helmsley's appearance as 'George', a crazed dry cleaner.

Various producers for the show included Jeffrey Lampert, Lore Kimbrough, Sten Foster, Miguel Nunez and Ted Schachter. The consulting producer was Cary H. Miller, creative consultants were Stu Kreisman and Chris Cluess and the consulting producers were Mike Reiss and Al Jean, executive producer was Ehrich van Lowe and the music was created by Kevin Guillaume.

From account of the series name and episode titles which are good, as is the premise. Unfortunately the realisation leaves plenty to be desired in this spoof of *STAR TREK* that also has a ring of a very bad version of *RED DWARF* about it. James Doohan's guest appearances as a starship engineer are however a delight.

Homeboys in Outer Space was a blaxploitation UPN sitcom that aired from 1996 to 1997 before being cancelled following a flurry of protests from the NAACP and other civil-rights organizations.

WR.

DIR.

EPISODES: 21 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 1

SWEET LORRAINE PRODUCTIONS & TOUCHSTONE TELEVISION

CREATOR: EHRICH VAN LOWE

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 21

DATE OF PREMIER: 27/08/1996

AIR DATE OF LAST EPISODE 13/05/1997

SEASON DATE BREAKDOWN:

FILMS:

Morris Clay DARRYL M. BELL, Loquatia RHONA L. BENNETT, Tybedus "Ty" Walker FLEX, Vashti KEVIN MICHAEL RICHARDSON, Amma PAULETTE BRAXTON, MICHAEL COLYER, Android Lloyd Wellington II PETER MACKENZIE, KIMBERLY HUIE, GRETCHEN PALMER, JOHN GRAHAM, Pippen JAMES DOOHAN.

RELATED SHOWS:

STAR TREK

1 - 1 *THERE'S NO SPACE LIKE HOME, OR, RETURN OF THE JED EYE*

Ty and Morris are two wacky space cadets hustling jobs in the 23rd century, waiting for the contract that will pay off big. When famous and notorious bounty hunter Jed Eye, who seems to be old friends/enemies with Amma, approaches them with a lucrative contract to find buried treasure, they're in seventh heaven, but there's no such thing as easy money.

Once they're on the mission, Jed Eye hijacks the *Hooty* and strands Morris and Ty on a deserted asteroid. After they are picked up by a little old lady who lusts after Ty, our heroes hail a space taxi and

track Jed Eye to the planet Remula, where he has gone to retrieve his buried treasure. Jed Eye, who has the ability to change his shape, makes himself look like Morris and manages to capture Ty. At the last minute, Morris shows up and turns the tables on Jed Eye. As Morris and Ty count their money, Amma shows up and claims the treasure—Jed Eye stole it from her years ago. Morris and Ty reluctantly hand over the treasure, and Amma pays them a small finder's fee, which is immediately snatched out of their hands by the space-taxi driver, who has been waiting all this time with the meter running.

Wr Ehrich Van Lowe, Lore Kimbrough, Gary H. Miller

Dir Gerry Cohen

1 - 2 *THE PLEASURE PLANET PRINICPLE, OR, G MARKS THE SPOT*

It's Morris's birthday and Ty has forgotten, yet again, to get him a birthday present. Ty's tickets for his vacation to the pleasure planet Fallopia arrive on the Hoopty, and Ty pretends that he bought the vacation for Morris. Morris and Ty arrive on Fallopia and find that it is a lush planet full of beautiful women. Morris is thrilled that Ty got him such a generous gift. Ty is incredibly frustrated that he is going to miss out on a weekend filled with pleasure. Back on the Jupiter Too, Vashti activates his new android, Android Lloyd Wellington III. When the android hears that Morris and Ty have gone to Fallopia, he explains to Vashti and Amma that the Fallopianians lure men to their planet, only to mate with them and then throw them into a volcano. Back on Fallopia, Morris is getting settled in his room and Ty is reluctant to leave. Morris finds out that Ty originally bought the vacation for himself, and he is furious with Ty. Ty apologizes and leaves Fallopia. Back on the Hoopty, Ty watches some Fallopian TV and sees that Morris is about to be thrown into the volcano. Ty disguises himself as a woman and sneaks back to the planet to rescue Morris. After Ty manages to get both himself and Morris captured by the Fallopianians, Amma shows up and rescues them.

Wr Jim Bernstein, Michael Shipley

Dir Gerry Cohen

1 - 3 *PAPA'S GOT A BRAND NEW OLD BAG, OR, THAT'S NO LADY, THAT'S MY GRANDMA*

Ty and Morris meet a relative when they transport cryogenic chambers. Android Lloyd Wellington III becomes a regular character after this episode.

Wr Michael Barker, Matt Weitzman

Dir Gerry Cohen

1 - 4 *BEHOLD A PALE PLANET, OR, WHAT IF GOD WAS ONE OF US*

Wr Michael Price

Dir Matthew Diamond

1 - 5 *LOQUATIA UNPLUGGED, OR, COME BACK LITTLE CYBER*

Loquatia's singing career forces the guys to install a new computerized navigator.

Wr Ehrich Van Lowe, Lore Kimbrough

Dir Matthew Diamond

1 - 6 *HOUSE PARTY, OR, PLAY THAT FUNKY MUSIC WHITE DROID*

After the Jupiter Too fails a routine intergalactic inspection by Inspector 17, Vashti puts Ty and Morris in charge of cleaning up and keeping an eye on the place while he's on vacation. Ty and Morris are in desperate need of funds to repair the Hoopty. Much to Morris's initial dismay, the little idea light goes off in Ty's head, and the guys are soon the hosts of a universal party held at...where else? The Jupiter Too! Morris is suddenly thrilled with the amounts of cash rolling in, but, before Ty can say "Vashti," Inspector 17 decides not only to shut the Jupiter Too down, but also to blow it up!

Wr Chuck Cummings

Dir Matthew Diamond

1 - 7 *DOG DAY AFTERNOON, OR WHEN THE GOING GETS RUFF*

As Mo and Ty are bringing Vashti's poodle back from a grooming, they pass through an energy field that transfers Morris's consciousness into the dog.

Wr Stu Kreisman, Chris Cluess

Dir Rae Kraus

1 - 8 *DEVIL IN MISS JONES, OR, DISMEMBER OF THE WEDDING*

While Vashti plans for his little sister's wedding, Ty and Morris discover that the dreaded Lucifer virus has possessed Loquatia.

Wr Michael Price

Dir Matthew Diamond

1 - 9 *TRADING FACES, OR, ALL THE KING'S HOMEYS***Wr** Stan Foster, Miguel Nunez, Jr.**Dir** Patrick Maloney1 - 10 *THE STEPFORD GUYS, OR, A MAN'S PLACE IS IN THE HOMEY*

When the Hoopty conks out in outer space, it's towed to a planet run by women, where Ty and Morris discover they'll have to work off the repair bill in a strip club.

Wr Gary H. Miller**Dir** Patrick Maloney1 - 11 *HOOPTY DOOPTY, OR, HOMEBOYS IN WONDERLAND*

Ty and Morris are offered up as guinea pigs for a new transporter machine that Vashti has purchased. When the guys emerge from the machine, they step into a world that is 180 degrees opposite from the one they left - and they like it fine! Ty and Morris emerge from the transporter as the most feared space pirates in the galaxy. Vashti kowtows to them, and Amma lavishes her favors on the guys. With their new status, they have a hard time justifying their return to the other side. Meanwhile, evil versions of the pair are transported to the Jupiter Too in their place, wreaking havoc in both dimensions.

Wr Jeff Martin**Dir** Patrick Maloney1 - 12 *SUPER BAD FOXY LADY KILLER, OR, TY AND MORRIS GET THE SHAFT*

An homage to '70s blacksploitation flicks with a take-off on that era's popular "Shaft" series. Ty and Morris bend the rules of quantum physics when they are sucked up into an antique motion picture - Staff - a mid-20th-century opus in the genre of blacksploitation. The trick is that they can't interfere with the plot, or they'll remain trapped in the film forever.

Wr Bernie Kukoff**Dir** Matthew Diamond1 - 13 *BROTHER'S GOT NO SOUL, OR, I LOVE LUCIFER*

When a shady character appears in the Jupiter Too, everyone is smart enough to steer clear of the sly little guy, except for Ty who is easy prey for the devil, a.k.a. "Mr. Tan." Ty signs a contract that promises him fame, power, and women, women, women! This is all in exchange for a payment that Mr. Tan, the broker on the deal, says they can discuss at a later date. Ty is suddenly transformed into the sexiest, most fearless mercenary in the entire universe, just as Morris Ty's smarter half, realizes exactly who Mr. Tan really is. But Ty is sucked into the sweltering underground sauna known as "Hell" before Morris can knock some sense into his fellow Homeboy.

Wr Mike Barker, Matt Weitzman**Dir** Matthew Diamond1 - 14 *EL VOYAGE FANTASTICO, OR I'VE GOT YOU UNDER MY SKIN*

When Amma falls ill with the fatal tropical disease pina colitis, Andy shrinks the Hoopty, Ty and Morris, and injects them into her bloodstream to battle the virus.

Wr Chris Cluess, Stu Kreisman**Dir** Glynn Turman1 - 15 *THE LONGEST YARD AND A HALF, OR, THE SHAWSHANK REDEMPTION CENTER*

When Ty and Morris are caught smuggling sugar, they're sent to prison--but they plan to break out during a football game with a rival prison.

Wr Ehrich Van Lowe, Gary H. Miller**Dir** Matthew Diamond1 - 16 *FULL METAL JACKASS, OR, AN OFFICER AND A HOMEBOY*

When the Ebolatollah threatens the galaxy, Ty and Mo enlist in the military, where Ty is thrown out of boot camp and Mo is sent on a hazardous mission to find a way to successfully drop a mega-bomb on the enemy's command post.

Wr Michael Price, Chuck Cummings**Dir** Patrick Maloney1 - 17 *HAPPY HAPPY DROID DROID, OR, AMMA SEES RED*

Andy is successful in finding the sacred orb, and the guys realize he has proven himself to be a Soldier of Fortune. When they discover that he has no emotions, they try to find him an emotion donor, but the doctor thinks they are volunteers. Amma's best friend comes to visit, and Amma feels left out whenever she's around.

Wr Michael Barker, Matt Weitzman

Dir Tony Singletary

1 - 18 *THE NAKED PLANET, OR, THE NAKED AND THE DREDS*

Ty inherits the planet "Indabuff" from his uncle, inhabited by all naked people and where the law forbids clothing. Morris joins a rebellious group of the planet that wants to wear clothes, and is sentenced to death. Ty's Uncle Rollo dies and leaves Ty his estate, which includes the planet Indabuff, where garments are illegal, but Morris joins a group of clothes-wearing rebels.

Wr Lore Kimbrough

Dir Matthew Diamond

1 - 19 *TALES FROM THE DARK SIDE, OR, TY TAKES THE REDEYE*

Ty takes an offer to become a Redeye Knight, but he finds himself lured to the evil Dark Side; meanwhile, Vashti has trouble with the I.R.S.

Wr Jim Bernstein, Michael Shipley

Dir Howard Ritter

1 - 20 *HOW THE WEST WAS LOST*

The Hoopty crashes on the Fantasy Planet, where Mr. Dork and Snafu accommodate Mo's cowboy fantasy and Ty's desire for a perfect sitcom family.

Wr Michael Price

Dir Albert Alarr

1 - 21 *THE ADVENTURES OF RATMAN AND GERBIL OR, HOLY HOMEBOYS IN OUTER SPACE*

Ty and Mo purchase the Ratman and Gerbil superhero franchise; little realizing the evil Rhymer has a villainous coalition ready to destroy them.

Wr Ehrich Van Lowe, Gary H. Miller

Dir Matthew Diamond

HOMUNCULUS

Homunculus is an artificial life form created in a laboratory. Having discovered that he can't love a woman and doesn't have a soul, he takes his revenge on man.

This 6-part silent German serial, the most popular of the WWI period, tells of an artificial man created by a scientist (Kuhne) who wants to make a perfect creature of pure reason. But the result, Homunculus (the Danish actor Fonss), resents the fact that he is not a real human being (and has no soul); after being driven from country to country he becomes the dictator of a large, unnamed nation and plans to conquer the world, being finally destroyed by a convenient bolt of lightning. It contains seminal themes of the gothic variety, foreshadowing many sf/horror films: the archetypal mad scientist, the inherent evil of technology and scientific progress, superhuman androids, conquest of the world and a fiery, apocalyptic climax.

Dir Otto Rippert, starring Olaf Fonss, Friedrich Kuhne. Script Otto and Robert Neuss, based on a story by Robert Reinert, total length 401 mins.

WR. Otto and Rubert Neuss, Robert Reinhert.

DIR. Otto Rippert

EPISODES: 6 **YEAR MADE:** 1916 **COUNTRY:** GER **SEASONS:** 1

DEUTSCHE BIOSCOP

CREATOR: ROBERT REINHART

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: CINEMA SERIAL

LENGTH (MINS): 401 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** German

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

OLAF FOENSS, FRIEDRICH KUEHNE, ERNST LUDWIG, ALBERT PAUL, LORE RUECKERT, MAX RUTHBECK, LIA BORRE, ERNST BENZINGER, MARGARETE FERIDA, ILSE LERSEN.

1 - 2 *HONEY, THE HOUSE IS TRYING TO KILL US*

After their home is burglarized, Wayne becomes concerned about his family's safety and invents a security system for their protection. F.R.A.N., the Felon Repeller & Accident Neutralizer takes her duties very seriously and involves herself in every facet of the household, including protecting Amy from bad fashion choices and Wayne from eating too much rich pie. Diane is wary of the overprotective computer, not realizing that F.R.A.N. has developed a mind of her own. When Wayne decides to pull the plug, F.R.A.N. holds the Szalinskis under "house arrest." Can Wayne demonstrate logically who is the real threat and get them sprung?

Wr Chris Black

Dir Tom Spezialy

1 - 3 *HONEY, I'M HAUNTED*

Wayne invents something that could make your vision perfect. Nick tries it out and can see practically anything. Even dead people. He befriends a "friendly" ghost. In the ghost's time, he was a lawbreaker. He gets into Wayne's body. Nick realizes that the ghost isn't all that good. So he along with Wayne trying to get control of his body tries to get the ghost out. Nick, since he can see so well goes to a warehouse to find the guy who wants the ghost dead. Can they stop the ghost?

Wr William Malone, Josh Stolberg

Dir William Malone

1 - 4 *HONEY, WE'RE STUCK IN THE 70'S*

Amy falls in love with her teacher. She finds out that her dad has made a time machine, Szalinski Time Hopper, so she decides to go back to the 70's to meet a her teacher, but when he was 17. Approximately two hours later she goes back to the future. She was mad but she really likes the guy. So she keeps going back in time until finally she got sick of it so she told Nick she was never coming back. She even ditched the recall watch. Nick tell his dad, so he goes back in time after her. By then Amy begins to dislike the 70's and wants to go back home. She starts crystalizing when her dad came for her. They made a Time Hopper with toys and tried to go back with it but something went wrong. So now the family must figure out a way to get back to the future before Amy crystalizes.

Wr Jim Lincoln, Dan Studney

Dir Valerie Breiman

1 - 5 *HONEY, I SHRUNK THE SCIENCE GUY*

Wayne accidentally shrinks himself and his brother, Randy, who find themselves in little trouble when they are mistaken for McDonald's Happy Meal's Toys and brought home to a young boy who happens to be a fan of Randy's tv show, Randy Rude: The Science Dude.

Wr Kat Likkel

Dir Savage Steve Holland

1 - 6 *HONEY, YOU'VE GOT NINE LIVES*

Wayne invents a neuron nudger (which we will see for many episodes to come) Bianca at his work told him not to show it to Mr.Jennings. Since Wayne is new there he belives her and doesn't show Jennings the inventions. Bianca sets a plan to destroy Wayne and steal his inventions. Diane accidentally turns the neuron nudger on and got her brain into a Bianca's cat and the cat's brain into her body. Wayne accidentally swithcs his brain with Quark's. Can the kids stop Bianca and get their parents back? Wuf! Wuf! and Meow! Near the end everyone's brains are in someone else's body. Try and figure who brain is in who's and try to figure out how all the brains got to the right person.

Wr Dan Studney, Jim Lincoln

Dir Robert Ginty

1 - 7 *HONEY, I'VE BEEN DUPED*

While Wayne works on controlling the cloning of himself, one of his new selves takes his place at work, where Bianca becomes suspicious of his geniality. She gives his clone a friendship bracelet that was a tracking device. Wayne is down because his clone is doing better then the real him. He sneezes,swats,and stinks and makes new clones of himself. He saves the day in the end and all is right in Matheson.

Wr Sarit Catz, Gloria Ketterer

Dir Scott McGinnis

1 - 8 *HONEY, THEY'RE AFTER ME LUCKY CHARMS*

Wayne's invention succeeds in finding gold---a pot of doubloons claimed by a leprechaun, who puts a curse on the Szalinskis until they hand it over.

Wr Jim Lincoln, Dan Studney

Dir Damon Santostefano

1 - 9 *HONEY, THEY CALL ME THE SPACE COWBOY*

To return from a time trip to 1864 Colorado, the Szalinskis must help an alien recover his starship from a ruthless gang, who master the alien's weapons and defenses.

Wr Ed Ferrara, Kevin Murphy

Dir Tony Dow

1 - 10 *HONEY, I KNOW WHAT YOUR'RE THINKING*

Wayne's chemical to increase intelligence has different effects on the family, including mind reading and levitation, while their dog, Quark, is able to hypnotize people.

Wr Matt Kiene, Joe Reinkemeyer

Dir Robert Ginty

1 - 11 *HONEY, YOU'RE LIVING IN THE PAST*

Diane wants to get in touch with her teenage-self so that she can understand what Amy and her new client, Howard, are going through. Wayne has invented a machine where you can see yourself in the past. The light goes out so Diane comes out as a teenager. Now Wayne must fix the machine and the family has to deal with Diane and her rebellious self. Will Diane go back to normal?

Wr Kari Lizer

Dir Scott McGinnis

1 - 12 *SAVAGE STEVE HOLLAND*

Wayne feels overwhelmed with work and his family all needing him. So he invents something that'll make him go from place to place in seconds. He sets the level on high and somehow travels at the speed of light. Jennings finds a copy of the invention and is traveling at the speed too and playing tricks on people. Nick who is sick is in the family's igloo thing that makes them better when sick. Wayne beeps Nick in morse code. Nick gets out and Wayne and Jennings got in. Will they go back to normal speed?

Wr Kat Likkel

Dir Savage Steve Holland

1 - 13 *HONEY, MEET THE BARBARIANS*

Wayne accidentally blows up the mayor's car in front of the mayor. Which is not good because Daine is trying to win the school board campaign thing. Wayne knew he upseted her so he goes back in time to redo things. He went to far by accident. So far in fact that it was at the time of "the barbarians". He tells them he is a god so that they wont' kill him. He stays a month which is only a while in the present time. Nick works on getting him back. Wayne goes back and accidentally brought the "Barbarians" with him. He tries to send them back but the machine broke. Diane talks aobut war in the school board and the barbarians misinterpreted as a real war as in swords and bad guys.

Wr Matt Kiene, Joe Reinkemeyer

1 - 14 *HONEY, YOU DRAINED MY BRAIN*

Diane is very nervous about her case against and tough lawyer. Wayne invents a thinky ring to help her retrieve her thoughts better. She becomes a brain sucking vampire. She goes around the courthouse sucking brains. Wayne finds out and goes after her to lure her home. The kids at home make a brain protector. Nick got the ring off but somehow got it on his finger, which turn him into a brain sucking vampire. No one realizes it until it is too late and Nick plans to take over the world. By then Wayne and Amy brains has been suck. Daine figures things out and plots to fight Nick and get the ring off. Can she beat Nick's evil plan and return him back to normal all by herself?

Wr Dan Studney, Kevin Murphy

1 - 15 *HONEY, HE'S NOT ABOMINABLE. . . HE'S JUST MISUNDERSTOOD*

Wayne turns Amy's bicycle into a super speed mountain bike. Amy goes on a bike ride to check out her crush. She drives through the woods and crashes. She twists her ankles and goes into a cave. Amy meets a Big foot and she names him George after Curious George. He saves her and takes Amy to her house. Now the family must get him back along with his wife, a Yeti!!

Wr Jim Lincoln, Ed Ferrara

Dir Chad Gottlieb

1 - 16 *HONEY, I'M IN THE MOOD FOR LOVE*

Since Diane is allergic to chocolate Wayne tries to take from the chocolate the ingredient that Diane is allergic to, but accidently creates a chocolate that makes people fall in love. Damon, Amy's best friend, has a crush on Amy and Nick tries to get Amy to eat the chocolate. When she finds out how the chocolates work, she tries to get her crush "the make out king" to eat it. Chaos breaks out when the kids try to get the chocolate in the right mouths but people either accidently eats it or something. Nick and

Wayne have to figure out how to stop people from falling in love. The funny thing is that the answer is so simple that they overlooked it. Find out what the simple answer is. Also figure who is in love with who. Meanwhile crazy greedy Jennings tries to make himself a hunk but somehow becomes a bug. So now the family has two problems.

Wr Josh Stolberg

Dir Tony Dow

1 - 17 *HONEY, THE BEAR IS BAD NEWS*

Wayne reluctantly has to make a bear productive after speaking up his feelings at Jentech west. He makes the bear smart and while downloading data into the bear's computer chip, a virus name Legion comes into the chip. Now the bear is bent on taking over the world. The family now must stop the bear before he can wreck havoc on the world.

Wr Kat Likkel

Dir Scott McGinnis

1 - 18 *FROM HONEY, WITH LOVE*

Wayne makes gadgets for spies in Canada. Now they are on a mission to stop a missile from blowing up the moon.

Wr Dan Studney, Jim Lincoln

Dir Victoria Hochberg

1 - 19 *HONEY, IT'S NO FUN BEING AN ILLEGAL ALIEN*

Arnox the alien who was in "honey they called me the space cowboy" is back again. This time he came for a visit only to have his space ship stolen AGAIN. It was stolen by the so-called men in black. Now the family must get the ship back from "them men in black" what are they really? find out

Wr Ed Ferrara, Kevin Murphy

Dir Tony Dow

1 - 20 *HONEY, I'M DREAMING, BUT AM I?*

The prospect of dissecting a frog is giving Nick nightmares. Wayne invents a dream machine that would go into Nick's dream. He kills the frog then was stop by a dream guy. He was threatened never to come back into the dream world again. Amy went in against her dads wishes so now the family couldn't sleep or else they could die. Now the family must get out of dreamworld and be able to sleep.

Wr Matt Kiene, Joe Reinkemeyer

Dir Michael Lange

1 - 21 *HONEY, THE GARBAGE IS TAKING US OUT*

Wayne wanting to please Nick invents a Refuse Ingesting Protozoa or RIP that would eat anything. Jennings, who is being tracked by an enviromentalist, puts toxic waste in Wayne's invention. RIP infected Quark, Quark infected the mail-man and so on. Now Wayne and family must stop these garbage-eating-zombies and get them to Jentech West where there is a high security system. However things failed when Jennings locked everyone in. He thought that the zombies were interns or something. Now they must stop these zombies and try to keep them from eating toxic waste. The zombies date the whole toxic wats and is now trying to eat humans. Now they must figure out a way to stop them before is too late.

Wr Jeff Vlaming

Dir Scott McGinnis

1 - 22 *HONEY, YOU'RE SO TRANSPARENT*

Wayne's Chameleonator makes people invisible. The Chameleonator was originally made to change the people's skin color, so they wouldn't need to use make-up anymore. A mole in the company is telling another company about the invention. Amy and Wayne must stop the mole and get his invention back from the company that took it.

Wr Jordana Arkin

Dir Savage Steve Holland

2 - 1 *HONEY, IT'S QUARKZILLA*

Wayne invents a way to make veggies bigger. Only it turned the veggies into big bad mutants. Quark ate some of the stuff after the Szalinskis killed the Mutant Veggies. So now Quark is mutating and looks like Godzilla! Can the family get Quark back to normal before he destroys the town? At the end of the show something funny happens to Quark when he returns to normal size. Find out what happens.

Wr Ed Naha

Dir David Grossman

2 - 2 *HONEY, SHE'S LIKE A FISH OUT OF WATER*

Wayne creates a skin lotion to make people become great swimmers like fish in the water. Amy takes some of it to a pool party that she is invited to. When Amy uses the lotion, she becomes the life of the pool party. Things start out innocently when Amy turns out to show skills that surpass an olympic swimmer. Miss. Popularity becomes jealous and decides to use some of the lotion for herself. Before you know it, there is a competitive water ballet, front row and center! Things start to go terribly wrong when fins, scales, and spines start to grow from their bodies as their skin peels off. Wayne finds out the side effects when Nick's guinea pig is exposed to the lotion and starts to mutate into a fish. So the chase is on when some circus bums find that Amy and her nemesis are mermaids and decide that they want to use the two in their circus to make some money. The girls get fishnapt and it is up to the rest of the Szalinskis to save them. After the rescue, Wayne turns the two back to normal.

Wr Kat Likkel

Dir Scott McGinnis

2 - 3 *HONEY, IT'S DOOMSDAY*

Wayne sees a meteorite heading for earth though his super scope. While the people in town wrecks havoc and the people at jentech are being crazy, Wayne must figure out how to stop the asteriods. Things get a little more complicated when Jennings bro has a launch system to blow up the meteorite while wayne finds out there is life on the asteriod. Can he save the world??

Wr Ed Naha

Dir Michael Lange

2 - 4 *HONEY, I'VE JOINED THE BIGTOP*

Nick is running from a bunch of bullies. He takes a hard fall and a circus takes him home. The head guy steals everything in wayne's lab. Now the family must rescue Nick and they did this by joining the circus.

Wr Brenda Lilly

Dir John Bell

2 - 5 *HONEY, LET'S TRICK-OR-TREAT*

Wayne creates the Szalinski Scan-O-Caster a machine that scans text, converts the narrative into tangible holograms, and projects the stories as 3-D images. Accidently a bok falls on the machine, turns it on and makes all the Urban legends come to life. Meanwhile there's a new kid at Nick's school, David Foaf, he is a very weird kid with a very weird family. Discover how the Szalinskis will get rid of all those Urban legends, the ones are told by the Friend Of A Friend.

Wr Matt Kiene, Joe Reinkemeyer

Dir Stuart Gordon

2 - 6 *HONEY, I'M ROOTING FOR THE HOMETEAM*

Nick is upset because he is having trouble playing baseball. He doesn't like to be teased. He asks his dad to make some inventions to help him play baseball better. He is now an awesome player. They made it to the championship game and Nick must drop the inventions be cause his dad is coming. Diane and Trudy are in a belly dance class. Diane is worried about the recital. Amy uses a cream that camaflouge pimples. She uses to much and it hides her nose.

Wr Roger Reitzel

Dir Peter Scolari

2 - 7 *HONEY, WE'RE YOUNG AT HEART*

Wayne gets a grant to work someplace else. He invented a machine that will make old people feel and act younger. The machine instead made Wayne and Diane older and an old couple younger. Now it is up to the kids to get the old couple back before their parents die

Wr Adam Campbell

Dir Francis Damberger

2 - 8 *HONEY, WE'RE PAST TENSE*

Wayne and his family are going camping wiht the chief and his kids. Wayne makes a home away from home that he carries on his back. At night time during a storm it took them back to the prehistoric age and now they must figure out a way to get back to the furture. Chief thinks a cute guy is making go-go eyes at his girl. :)

Wr Craig Volk

Dir Scott McGinnis

2 - 9 *HONEY, I'M WRESLING WITH A PROBLEM. . . AND THE CHIEF*

After wrestlers Bret and Owen Hart are injured at the Szalinskis', Wayne and the Chief agree to take their places in a match, aided by Wayne's remote-controlled bodysuit.

Wr Roger Reitzel

Dir John Bell

2 - 10 *HONEY, THE BUNNY BIT IT*

Nick invents a machine of his own in an attempt to resurrect his dead pet bunny, Copernicus. Things go wrong when his invention summons a monstrous creature from another dimension that possesses the body of his deceased friend.

Wr Kat Likkell

Dir Adam Weissman

2 - 11 *HONEY, I'M THE SORCERER'S APPRENTICE*

To save his bankrupt company, Jennings sends Wayne to find a magical stone that can turn metals into gold. But Jennings' greed alters the stone's power.

Wr Sandy Gunter

Dir Scott McGinnis

2 - 12 *HONEY, I'M KING OF THE ROCKET GUYS*

Wayne works on a superhero suit to combat a crime wave by off-road bikers.

Wr Ed Naha

Dir Francis Damberger

2 - 13 *HONEY, THE FUTURE'S COMING BACK TO ME*

Amy and Nick are kidnapped by a cyborg from the future, a result of Jennings' misuse of Wayne's environment-friendly car.

Wr Bill Kenny, Michael Lato

Dir John Tindall

2 - 14 *HONEY, THERE'S A POX ON OUR HOUSE*

Jennings romantically pursues Diane after using Wayne's "Electric Chair of Love"; Amy and Nick contract chicken pox, forcing Diane to move into a hotel.

Wr Roger Reitzel

Dir Adam Weissman

2 - 15 *HONEY, IT'S A MIRACLE*

Amy's use of a mental enhancer also gives her power over nature, which goes to her head as she establishes herself as a supreme ruler.

Wr Craig Volk

Dir Scott McGinnis

2 - 16 *HONEY, YOU'LL ALWAYS BE A PRINCESS TO ME*

Diane is suffering a mid-life crisis in which she tries to look younger. When she went to a museum with her husband and son, she finds out about a spell that could make her younger. Little did she know that the guy who showed her a princess mummy was a druid that has eternal life. Diane translate the tablets against Wayne's wishes and unknowly wakes up the evil princess. She turns into an evil princess. Now it is up to the Szalinski team to fight the evil princess and get Diane back. Meanwhile, the chief tries to beat Wayne in a spring decoration contest.

Wr Kat Likkell

Dir Victoria Hochberg

2 - 17 *HONEY, IT'S A BLUNDERFULL LIFE*

Wayne is knocked senseless by a tree while trudging home in a blizzard and awakens to find himself on trial in Dreamland because of his erratic inventions.

Wr Ed Naha

Dir Scott McGinnis

2 - 18 *HONEY, I'M GOING TO TEACH YOU A LESSON*

Amy's science teacher quit unexpectedly so her dad volunteers to teach. The first few days were tough with bullies giving him a hard time. So he makes a formula to make him charming so that the students would like him. Amy catches him and tries to alter the formula. However, something went wrong and the formula made Wayne act like a really bad person. Now it is up to the rest of the family to find a way to get Wayne back. Meanwhile, Diane and Nick tries to give Quark a bath. Quark hides by using a time machine.

Wr Matt Kiene, Joe Reinkemeyer

Dir Hayma Washington

2 - 19 *HONEY, IT'S YOUR PARTY*

While Wayne and Diane are out celebrating the anniversary of their first date, Amy's party is crashed by a group of aliens contacted by Nick using one of Wayne's communication gizmos.

Wr Steve Chivers, Curt Shepard

Dir Peter Scolari

2 - 20 *HONEY, IT'S THE GHOSTEST WITH THE MOSTEST*

Wayne's dead uncle came to him for some reason. Wayne feels that his uncle is butting into his life. A new boss has taken over jentech west and has a new guy. Wayne's uncle finds info about this guy after wayne told him to leave him alone and not interfere. This info was that the guy who became Wayne's new supervisor steals invention and patents them as his own.

Wr Ed Naha

Dir Scott McGinnis

2 - 21 *HONEY, I'LL BE RIGHT WITCH YOU*

Wayne's comment at a seminar offends some witches. The witches cast spells on the family. Now they must stop; the witches and get Nick back.

Wr Roger Reitzel

Dir Adam Weissman

2 - 22 *HONEY, I'M JUST CLOWNING AROUND*

Wayne invented a really cool invention called the 3dier. It turns people into different people. The invention and Wayne got nominated for inventors regignition achievement award. An evil clown tries to steal the invention and fram Wayne. Wayne gets framed and sent to jail. But luckily he got out. Now it is up to Team szalinski to stop this clown and clear Wayne's name.

Wr Kat Likkel

Dir Jonathan Hackett

3 - 1 *HONEY, NAME THAT TUNE*

Wayne goes back in time to prove to his family that the Bopkas and the song he likes really do exists. Well there he finds out that they are russian spies with plans to take over the world by overthrowing parents. The family goes back in time to find and help him stop them. One question remains if they never sang the song, then where did he hear it. Watch it to find the answer.

Wr Amy Engelberg, Wendy Engelberg

Dir John Landis

3 - 2 *HONEY, IT'S A BILLION DOLLAR BRAIN*

Wayne brings a dead man's brain back to life. The man has an evil plan to take Wayne's family away. Wayne must stop this guy.

Wr Ed Naha

Dir Francis Damberger

3 - 3 *HONEY, IT TAKES TWO TO MAMBO*

Diane's sister, Elaine, is in town. Wayne doesn't like her. So he and Amy tried to lock up the house to make Elaine think they aren't home but Diane came down and let her in. So Wayne tries to invent something so he could understand her. As usual Wayne's creation went wrong and Elaine's personality got into Wayne's Brain. Now the family must work together to get everything back to normal until they found out that the Elaine's help is evil. She took control of Elaine's body. Now the family must stop her.

Wr Kat Likkel

Dir Scott McGinnis

3 - 4 *HONEY, WE'RE ON TV*

Wayne and the kids settles down to watch tv during a big storm in town. He had invented a remote control that will bring any tv shows you could ever watch from the past to now. (sounds awesome, doesn't it?) Well, somehow they get sucked into the tv. Nick goes through a few shows destined for destruction in each of them. Wayne and Amy goes looks for Nick before time runs out. They finally all land in an animated show. Diane and the Chief come home and finds them in the tv. Can they pull Wayne and the kids out?

Wr Max Enscoe, Annie deYoung

Dir Adam Weissman

3 - 5 *HONEY, IT'S GLOOM AND DOOM*

Wayne is busy trying to perfect his Hypolyptical Organic Oxide Ray (a.k.a. the Hoo-Ray), a device based on mood-ring technology that will cause people to be happy, thus ending war and boosting global self-esteem. Wayne's new foreign assistant, Vlad Bolvahnicz, cautions that changing nature isn't necessarily a good thing. For example, because of accidental global warming, his once-frozen country is now covered with grass and butterflies, destroying their snowshoe and dog-sled economy. Wayne, however, is not convinced. While working late on the project, Vlad is visited by members of the Global League of Oppressed Madmen (GLOOM). Vlad is actually an anarchist too, and his job at Jentech is part of GLOOM's eco-terrorist plot to teach the industrialized, polluting Western hemisphere a lesson by destroying a key polluter city. GLOOM is thwarted, but Wayne realizes they were doing the wrong things for the right reasons -- science shouldn't try to change the way people think and feel - and he pulls the plug on the Hoo-Ray. People-power rules!

Wr Craig Volk

Dir Adam Weissman

3 - 6 *HONEY, I'M KUNG FU FIGHTING*

Ninjas invade Matheson, and Team Szalinski is in for a lot of kung fu fighting to save the town. The ninjas first arrive at a restaurant while the Szalinkis are having dinner with Jake. When they attack, Wayne fights back and the ninjas retreat, warning that they'll be back. A monk, Master P'tui, appears to help Wayne and teach him martial arts. Wayne has several fights with the ninjas as he tries to protect his family and friends. Meanwhile, Nick, tired of being bullied into doing other people's homework, invents a spray that can turn anyone into a kung fu expert. Lord Biliious, an odd British fellow, wants Diane to defend him after he tried to bribe town officials and landowners to sell him the town. Turns out Lord Biliious is as crazy as he is rich. After Amy sees his manservant, Neato, giving money to the ninjas, Lord Biliious admits he hired the ninjas to take over the town so he could build an empire. When Lord Biliious kidnaps Diane and Amy, Wayne and Nick rush to fight Biliious and the ninjas. Neato trips Nick, who accidentally sprays Diane and Amy. In a final showdown, Team Szalinski battles the ninjas to save the town, and they have no intention of taking any prisoners!

Wr Ed Naha

Dir Terry Ingram

3 - 7 *HONEY, I'M NOT UP TO PAR*

Crazy greedy Jennings bets his company even though he can't play golf very well. He asks Wayne to build golf clubs to help them win. Jennings gets hurt so poor Wayne must play. In the later part of the game he realizes that golf is geometric. Will he come through saving the company and the town? Meanwhile Diane and the kids are feeling crowded with Wayne's invention so they decided to sell the stuff they don't use but after a while people don't like them so now they have to get them all back.

Wr Roger Reitzel

Dir Scott McGinnis

3 - 8 *HONEY, IT'S ONE SMALL STEP FOR MANKIND*

Randy Rude the Science Dude comes into town to visit. He wants to get married so Wayne tries to fix him up with the love chair and love booster. Somethings happen when Randy tries to leave with the van and pressed the booster button that blasts them into space. Or were they really in space? Find out where they really were.

Wr John Hoberg

Dir Adam Weissman

3 - 9 *HONEY, YOU'RE DRIVING ME LIKE CRAZY*

Amy can drive!! She and the family looks for a car and they buy a junky one. Wayne re-designs it completely into the wierdest car you've ever seen. Also included is a safe-t-guy that gives you tips about practically everything. She is grounded for some reason and snucks out of the house. She tries to trip the wire to stop safe-t-guy from talking, resulting in making him drive them off the cliff. The family gets a call from Amy and they go after her to stop safe-t-guy and the car from going off the cliff. Will they make it?

Wr Roger Reitzel

Dir Adam Weissman

3 - 10 *HONEY, THE PLAY'S THE THINGIE*

Amy begs Wayne to direct a play to save a community theatre. He reluctantly agrees and finds people coming to his doorstep to try out. Meanwhile three aliens came to the house to fix their spaceship. The aliens came here since they know amy and the family. Bads guys are after the aliens so the family is on the look out while being in the play.

Wr Ed Naha

Dir Peter Scolari

3 - 11 *HONEY, HE AIN'T RUDE, HE'S MY BROTHER*

Wayne's brother Randy Rude the Science Dude comes to town with his show. He invites Wayne to help him get the ratings up. Wayne agrees to help but unbeknownst to him, he started taking over. When he realizes this he plans a way to pay back for all the times that Wayne has taken over.

Wr Roger Reitzel

Dir Scott McGinnis

3 - 12 *HONEY, YOU WON'T BELIEVE WHAT HAPPENS NEXT*

Wayne invents a pair of glasses to watch the solar eclipse with his family. Some how he could see the future with the glasses. He and the chief goes out to prove that it was real. The rest of the family had trouble getting to the eclipse. Amy lost her note, the bus broke down for Nick, and Diane was in a dog case. Wayne sees the future where his family nearly gets killed. Can he save them in time?

Wr Mark Fink

Dir Joey Travolta

3 - 13 *HONEY, SITUATION NORMAL, ALL SZALINSKI'S UP*

Amy wants to get into college, and Wayne wants to help impress the recruiter who's coming to dinner at the Szalinski house. Worried about being embarrassed by her family, Amy convinces Diane to talk to Wayne about acting normal during dinner. Diane talks to Wayne while he's working on the Psycho-Cybernetics Generator, a machine that makes one's thoughts happen in real life. He's offended and they quarrel. Diane blurts out that she wishes they were a normal family just as she's zapped by the generator. The next day Diane becomes frozen in time and, lost inside her thought of a normal family, learns that normal can be boring. Worried that Diane might not know she's trapped in a dream, Wayne wires them both to the generator, which projects his thoughts into Diane's head. If Wayne can join Diane in her thought, he can help her get back to her very un-normal life. And he needs to do it before they are turned into normal people and Diane's dream becomes reality. With another recruiter on the way to the Szalinski house, Nick and Amy scramble to present a fake but normal family for the recruiter, while Wayne tries to snap Diane out it.

Wr Kat Likkel

Dir Scott McGinnis

3 - 14 *HONEY, IT'S THE FIXER- UPPERS*

Wayne, Jennings and the Chief all lied so they can go to a concert. Wayne is acting crazy because he doesn't like to lie to his wife (that's good). The chief convinces that it is "fabrication" (bad). Things go wrong when Wayne tries to fix the fridge. His hinge thing ruins the kitchen so now they have to clean the kitchen. Mishappens just keep happening. As usual Jennings makes things worst. Can they get everything back in order before the family comes back? Amy Diane and Nick are at the zoo trying to save it. Amy, who usually messes everything up, let's a journalist in, against the zoo's wishes, because he was "cute". So now they must get the guy out.

Wr Ed Naha

Dir Adam Weissman

3 - 15 *HONEY, I'M ON THE LAM*

Amy writes a good story about her dad and his inventions. Two mobsters, one that looks like Wayne, finds Wayne and decides to switch, so they can get in the clear. They kidnapp Wayne and the bad guy goes into the house. After a while Wayne gets taped and tied at a hotel and Amy figures out what's going on. Will the bad guys get caught? and will Wayne get home safely??

Wr Peter Mohan

Dir Francis Damberger

3 - 16 *HONEY, I'M THE WRONG ARM OF THE LAW*

Many different things are happening here. Wayne makes police stuff for the Chief. Jake is running to be chief for another 2 years is reluctant and won't listen the rest of the family. The Family are at a community service, serving meals. People protest and the cook quits. Jewel thieves ties the family up. Wayne goes after Jack to warn him and save his family.

Wr Kat Likkel

Dir Scott McGinnis

3 - 17 *HONEY, IT'S AN INTERPLANETARY , EXTRAORDINARY LIFE*

Diane is running to become partner in her law firm. She must host a dinner for a man and his wife. The time hopper is broken and Wayne is trying to repair it. Which sends them into time and space. During the dinner some strange things happen. First the time hopper brings some guy from the past. Then the worst

thing could happen. The time hopper went wacko and sent the house to some other planet with strange animals that its everything. Now the family and the couple must work together to get everything back to normal. Will Diane get her new job? Will Wayne get the time hopper fixed?

Wr Kat Likkell

Dir Scott McGinnis

3 - 18 *HONEY, I'M SPOOKED*

At the beginning of the show we see two men in the 1800s digging a trunk that they claim was haunted. Now back to the trunk, Diane somehow comes in possession with the so called haunted trunk. Strange things begin to happen, a cable bit Wayne, Nick turns into a plant, and Amy gets possessed. Thieves attempt to steal the trunk, but did not successful. Now the family has to figure out how to get Nick back to normal and get rid of the spooky things that are happening. With the help of an expert, will they succeed?

Wr Ed Naha

Dir Terry Ingram

3 - 19 *HONEY, LIKE FATHER, LIKE SON*

When a Candadian secret service Recruits Wayne to capture a Fiendish villian that Wayne once went to school with, plans to capture him go haywire, and Amy is Dating his son! Amy finds out that her supposed boyfriend is using her to steal one of Waynes inventions, she tries to stop him, but will Amy succeed? And, will Wayne and the Chief stop the bad guys? You will have to find out yourself.

Wr Patrick Towne, Michael Franco

Dir Peter Scolari

3 - 20 *HONEY, GROWING UP IS HARD TO DO*

Nick wants to appear on a show called Smart Mouth because he belives he knows everything. Everyone tells him that he is too young. Nick makes a formula that will make him look older. He tries out for Smart Mouth and bribes Amy into covering for him. Near the end his parents finds out so they made the antidote. Now they must convince Nicky to go back to normal or he will be a grown up forever!

Wr Kat Likkell

Dir Scott McGinnis

3 - 21 *HONEY, I SHRINK, THEREFORE I AM*

The shrink ray is not working. It is acting like an automatic machine gun. Anything that moves it goes after. It shrinks Amy, Jack, Wayne and Jake. Now they must try to get big again. Daine has a big suprise for eveyone at the end of the show "winks".

Wr Mahatma Kane Jeeves

Dir Jonathan Hackett

3 - 22 *HONEY, WHODUNIT?*

Wayne writes a story in his lab about a detective who must solve a case that becomes extremely confusing. Some of the people looks very familiar in his story.

Wr Ed Naha

Dir Peter Scolari

HORA I BOGOVEAKA: **PEOPLE AND GODS**

WR.**DIR.****EPISODES:** 0 **YEAR MADE:** 1979 **COUNTRY:** BUL **SEASONS:** 1*BNT, VEROME STUDIOS***CREATOR:** TZVETANA STOYANOVA**TYPE OF SHOW:****FORMAT:** SERIES**LENGTH (MINS):** 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:****SEASON BREAKDOWN:** (1)**DATE OF PREMIER:** 07/01/1979**AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

ILIA KARAIVANOV, LUBOMIR KABAKCHIEV, ASSEN MILANOV, VENELIN PEKHLVANOV,
RASHKO MLADENOV, LYOBOMIR MLADENOV, ANETA SOTIROVA, YANINA KASHEVE,
SILVIYA AVRAMOVA, BOCH VASILEV, YURI SAFCHEV, VERA SREBOVA, SAVA IVANOV,
VASIL BANOVA, HRISTO YORDANOV

HORDES, LESAKA: **HORDES, THE**

In a post-apocalyptic future, hordes of beggars spread chaos and violence, a policeman (Dunoyer) infiltrates the hordes to find their mysterious leader (Lemaire). A conflict erupts between the head of the military (Kalfon) and a demagogue (Eine) trying to use the horders for political power. Eventually the hordes win, but the new regime is merely a screen for the establishment of a new totalitarian system.

Joel Houssin is a prolific science fiction and television writer, who wrote the feature film *Ma Vie Est Un Enfer* and the telefilms *Haute Securite*. Daniel Richie is a science fiction editor and essayist. The series was based on the novel by Jacques Zelde.

Original music by Bernie Bonvoisin.

WR.**DIR.** Jean-Claude Missiaen**EPISODES:** 4 **YEAR MADE:** 1991 **COUNTRY:** FRA **SEASONS:** 1*LA 5, BLUE DHALIA PRODUCTIONS, SCOIETE FRANCAISE DE PRODUCTION (SFP)***CREATOR:** JACQUES ZELDE**TYPE OF SHOW:** EARTH FUTURE**FORMAT:** MINI-SERIES**LENGTH (MINS):** 90 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French**SEASON BREAKDOWN:** (1) 4**DATE OF PREMIER:** 13/03/1991**AIR DATE OF LAST EPISODE** 27/03/1991**SEASON DATE BREAKDOWN:****FILMS:**

Sarah SOUAD AMIDOU, Yvan Arkady FEODOR ATKINE, Pablo CHRISTIEN BARBIER, La Balance JEAN-CLAUDE BOUILLAUD, Morgane FRANCIOSE BRION, Georges Frank FRONCIOUS DUNOYER, Paul Madiran SIMON EINE, La mère d'Elaine ANOUK FERJAC, Salomon JEAN-PIERRE KALFON, La femme technocrate ALEXANDRA KAZAN, Vermeer, le premier ministre PHILIPPE LAUDENBACH, Matricule 8477, père d'Elaine PHILIPPE LEMAIRE, PIERRE LONDICHE, Le banquier Vogel MICHEL PEYRELON, Sonny Boy NILS TAVERNIER, Elaine Finder CORINNE TOUZET, Maximilien Sprungler BERNARD FREYD, Philippe Maston JEAN-PIEERE MALO, Karl Teufels DOMINIQUE VALERA, Gandin JACQUES FERRIERE, Commissaire Heberte PIERRE LONDICHE, Mino GERARD SERGUE, Solovitch LOUIS NAVARRE, Gabriel GUY PANNEQUIN, Gibson JEAN-PIERRE MAURIN, Lenox PHILIPPE MAREUIL, Extra (uncredited) MICHEL GONDOIN.

- 1 - 1 *LA GUERRE DES GUEUX (THE WAR OF THE PEASANTS)*
- 1 - 2 *LES HORDES NOIRES (THE BLACK HORDES)*
- 1 - 3 *LES HORDES BLANCHES (THE WHITE HORDES)*
- 1 - 4 *LES HORDES D'ACIER (THE STEEL HORDES)*

HUMAN TARGET



The Human Target was Christopher Chance, he was a man who would take the place of someone whose life was in danger until he could catch the person trying to do them in. Chance was a veteran of the Vietnam war who had been a member of special forces, operating from a base on board a high tech Blackwing jet. Chance and his team of operatives helped people whose lives were in danger for a fee of 10% of the person's annual income, assuming off course the person was not one of the bad guys.

Chance's team consisted of; Jeff Carlyle, the Blackwings pilot; Philo Marsden, a former movie special effects artist who created the machine which made the masks Chance used to impersonate the client, and Libby Page, communications and computer expert. To accomplish his impersonations, Chance would spend time with his client learning about their background, habits and studying their voice, a mask of the client would then be created which Chance would wear while undercover. While Chance was undercover, the person he was impersonating would remain aboard the Blackwing jet, so there would not be two of him wondering about, until the mission was complete.

Human Target was a series based on an obscure comic book hero from DC Comics. The Human Target was a hero who never high enough to have a comic bearing his name until the TV series came about. The series was made by the same people who produced THE FLASH TV series. Most of the episodes are standard crime plots typical of which is 'Mirror Image' in which Chance is hired to take the place of a psychiatrist who believes one of this patients is trying to kill him, however , a clairvoyant youth who is one of the man's patients suspects another.

WR. Paul De Meo, Danny Bilson, Rick Natkin, Kevin Droney, Thania St. John, Scott Richardson, Stephen Hattman, Rick Natkin, William A. Schwartz, Don Carlos Dunaway, Howard Chaykin, John Francis Moore.

DIR. Max Tash, Mario Azzopardi, Danny Bilson, Bruce Bilson, Bill Corcoran.

EPISODES: 7 **YEAR MADE:** 1992 **COUNTRY:** US **SEASONS:** 1

ABC

CREATOR: PAUL DE MEO & DANNY BILSON

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 20/07/1992

AIR DATE OF LAST EPISODE 29/08/1992

SEASON DATE BREAKDOWN:

FILMS:

Christopher Chance RICK SPRINGFIELD, Philo Marsden KIRK BALTZ, Jeff Carlyle SAMI CHESTER, Libby Page SIGNY COLEMAN

RELATED SHOWS:

FLASH, THE

1 - 1 *THE HUMAN TARGET*

A construction company owner who fears that a loan shark is trying to kill him enlists Chance's help.

Wr Danny Bilson, Paul DeMeo

Dir Max Tash

1 - 2 *SECOND CHANCE*

Chance takes the place of an American general who barely survives an assassination attempt and learns

his mentor is the would-be assassin.

Wr Rick Nathan

Dir Mario Azzopardi

1 - 3 *DESIGNED BY CHANCE*

Chance takes the place of a fashion designer who tries to get Libby to work for him and rekindle their romance.

Wr Kevin Droney

Dir Danny Bilson

1 - 4 *MIRROR IMAGE*

Chance takes the place of a psychiatrist who believes one of his patients is trying to kill him.

Wr Thania St. John

Dir Bruce Bilson

1 - 5 *COOL HAND CHANCE*

Painful Vietnam memories emerge when Chance breaks into prison to take the place of a man convicted of murder and clear him.

Wr Stephen Hattman, Scott Richardson, Rick Natkin

Dir Bill Corcoran

1 - 6 *GOING HOME*

Chance is reunited with his father when he takes the place of a judge whose life is being threatened by an unknown assailant.

Wr William A. Schwartz, Don Carlos Dunaway

Dir Mario Azzopardi

1 - 7 *CHANCES ARE*

Chance finds himself falling for a TV journalist whose life is being threatened by a group she has been attempting to expose.

Wr Howard Chaykin, John Francis Moore

Dir Danny Bilson

HUNGER, THE

Anthology series which is concerned with the bizarre and weird.

This US show is one of the most interesting shows of the later 1990s with its high degree of sex and violence make's it almost unique for a genre show, the only other show to ever get this violent was LEXX and occasionally THE OUTER LIMITS (1990s). The stories themselves are quite interesting, in the fact that they are either light fantasy or science fiction. Many of them revolve around possession of the mind and body but always with a strange twist. An example of this would be in one episode where a woman was capable of sticking swords through her stomach without bleeding but by the use of a spell, she finds however that the spell wears off when she has strong emotions, in the end she dies from the sword impaling her. Strangely, despite the show being a US show many of the actors, actresses and locations seem to be set in the UK. Perhaps it's because no established studio in the US would fund them, note the show is made by a cable company. The Hunger was first seen in the UK on The Sci-Fi Channel in 1998.

Emmy Award

Outstanding Main Title Design - Nominated - "Hunger, The" (1997) - Nicholas Livesey (title designer) (1998)

WR.

DIR.

EPISODES: 44 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 2

SHOWTIME CABLE NETWORK/SCOTT FREE PRODUCTION/TELESCENE FILM GROUP INC.

CREATOR: JEFF FAZIO

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 22

DATE OF PREMIER: 11/07/1997 **AIR DATE OF LAST EPISODE** 05/03/2000

SEASON DATE BREAKDOWN:

FILMS:

Narrator **TERRENCE STAMP** (1), Narrator **DAVID BOWIE** (2).

1 - 1 *THE SWORDS*

A man gets into a relationship with a woman (a huge star in a nightclub) who can survive being pierced by swords.

Dir Tony Scott

1 - 2 *MENAGE A' TROI*

A wheelchair bound woman uses her nurse in a plan to seduce a young workman.

Wr Jordan Katz, Vy Vincent Nyo

Dir Jake Scott

1 - 3 *NECROS*

A man named Philip Casnoff falls for a beautiful woman. Her old companion, however, may be a vampire.

Wr Steven Salzberg, Audrey Thaler Salzberg

Dir Russell Mulcahy

1 - 4 *THE SECRET SHIH-TAN*

A gourmet chef is paid an enormous amount of money to prepare a meal from a secret book called Shi-Than.

Wr David Preston

Dir Russell Mulcahy

1 - 5 *BRIDAL SUITE*

A couple on their honeymoon discover a horrible truth about a bed that is said to have been cursed for all adulterous lovers.

Wr Clair Noto

Dir Erik Canuel

1 - 6 *ROOM 17*

A man rents a room in order to watch a special set of erotic movies.

Wr Craig Miller, Mark Nelson

Dir Erik Canuel

1 - 7 *ANAIS*

An architect takes a little time off while working, fantasizing about a woman he names Anais. He decides to give her a boyfriend, until he realizes that the fake girl has fantasies too.

Wr Terry Curtis Fox

Dir Darrell Wasyk

1 - 8 *NO RADIO*

A woman has an affair with a strange man, and ends up being kidnapped by the man. However, the tables are turned when the woman makes the man her victim--and puts him in her husband's "collection."

Wr Marianne Ackerman

Dir Howard Rodman

1 - 9 *BUT AT MY BACK I ALWAYS HEAR*

A professor is haunted by a girl student who keeps on stalking him, even after she commits suicide.

Wr Marianne Ackerman, Patricia Rozema

Dir Patricia Rozema

1 - 10 *RED LIGHT*

A supermodel lives in fear over flashes from the lights of cameras, believing that they will steal her soul. Her photographer decides to photograph her while she is sleeping (because she doesn't want to be photographed), but at what cost?

Wr David Schow

Dir Christian Duguay

1 - 11 *I'M DANGEROUS TONIGHT*

A dress designed by a fashion designer, that includes a piece of red fabric, causes the people who wear it to make strange moves, from sudden decisions to murder.

Wr Gerald Wexler

Dir Russell Mulcahy

1 - 12 *THE SLOAN MAN*

A bride's mother-in-law has a shocking revelation about her new husband--he's not human. The two will attempt to destroy the men's power.

Wr Bruce M. Smith

Dir Darrell Wasyk

1 - 13 *A MATTER OF STYLE*

A young burglar is turned into a vampire, and then guided by a beautiful experienced woman vampire. However, the man proves to be equally inept.

Wr Craig Miller, Mark Nelson

Dir John Hamilton

1 - 14 *HIDEBOUND*

A female security guard is on her first assignment at a construction site, where she's attacked by a murderous spirit who only she can see.

Wr Gerald Wexler

Dir Jeff Fazio

1 - 15 *FLY-BY-NIGHT*

A mental patient tormented by wartime flashbacks is locked up with a vampire who offers her a way to end her suffering.

Wr Terry Curtis Fox

Dir Perre Dalpe

1 - 16 *THE RIVER OF NIGHT'S DREAMING (aka MURDER BRIDES)*

When the prison transport van crashes into a river, a female convict escapes and seeks shelter at an elderly woman's place.

Wr Bruce M. Smith

Dir John Warwicker

1 - 17 *LIGHTHOUSE*

During a hurricane, a new lighthouse keeper has to come to terms with his sanity or he will die.

Wr Bruce M. Smith

Dir Darrell Wasyk

1 - 18 *THE FACE OF HELEN BOURNOW*

A reporter investigates a woman who literally drives men insane.

Wr Harlan Ellison

Dir Richard Ciupka

1 - 19 *PLAIN BROWN ENVELOPE*

On a snowy night, a hitchhiker ends up in a large truck that turns out to be the warehouse of a sex fantasy merchandiser.

Wr Terry Curtis Fox

Dir Michel David

1 - 20 *THE OTHER WOMAN*

A woman having an affair with a married man "relives" her death at the hands of his wife.

Wr David Taylor

Dir George Mihalka

1 - 21 *CLARIMONDA*

A priest who is about to take a vow, has a night of passion with a beautiful woman, but still he decides to become a priest. Many years before the same thing happened to a another priest. Will the same thing happen again?

Wr Gerald Wexler

Dir Tom Dey

1 - 22 *FOOTSTEPS*

A woman vampire seduces and then eats a man every night, until she meets an albeit vegetarian in Paris, who turns out to be a vampire too.

Wr Gerald Wexler

Dir Jimmy Kaufman

2 - 1 *SANCTUARY*

A successful but unbalanced artist takes in a young and seriously wounded drifter who is on the run and looking for a place to hide.

Wr Bruce M. Smith

Dir Tony Scott

2 - 2 *SKIN DEEP*

A lonely women seeks for comfort with a sadistic lap dancer.

Wr Bruce M. Smith

Dir Luke Scott

2 - 3 *THE DREAM SENTINEL*

A ghost returns to seek comfort in a young stripper, mourning the death of the stripper's ex-lover.

Wr Gerald Wexler

Dir Chris Hartwill

2 - 4 *AND SHE LAUGHED*

A woman's nightmares about a peeping tom become real.

Wr Jeff Fazio

Dir Jeff Fazio

2 - 5 *NUNC DIMITUS*

Princess Dracula's dying faithful lover is granted his last wish: to hunt down his own successor.

Wr Gerald Wexler

Dir Russell Mulcahy

2 - 6 *WEAK WOMAN*

A newlywed is disturbed by his wife's inexplicable mood swings, so he decides to do something about it.

Wr Terry Curtis Fox

Dir Daniel Grou

2 - 7 *NIGHT BLOMER*

A corporate researcher offers to help an ambitious businessman advance his career, but he's unaware of the price.

Wr Mark Nelson

Dir Eric Canuel

2 - 8 *THE DIARISTS*

A witch with a penchant for vengeance is romantically spurned by a man and decides to get even with him by casting evil spells to ruin his life and possibly bring him under her spell.

Dir Alain Desrochers

2 - 9 *SIN SEER*

Mano is a young man who has a unique gift - he can look into people's eyes and see their darkest secrets. For years, he has avoided eye contact with people but, for even longer, he has avoided mirrors... but what should happen if he looked into one.

Wr Peter M. Lenkov

Dir Daniel Grou

2 - 10 *TRIANGLE IN STEEL*

A young man goes to work at a steel mill with Native Americans, and becomes involved with the boss's wife.

Wr Gerald Wexler

Dir Adrian Moat

2 - 11 *BRASS*

When a young man inherits an ornate mirror following the death of his Satanist father, he finds that it reveals his father's attempted use of black arts. As the dead man's son continues his father's work, he puts the lives of those around him in danger, particularly when he forges a link to Hell through the power of the mirror.

Wr David J. Schow

2 - 12 *REPLACEMENTS*

A doctor becomes determined to find out what is happening to the women in his town, after they appear to be turning against the men and becoming obsessed with something unknown. They seem to have found animalistic replacements for their husbands.

Wr Bruce M. Smith

Dir Bruce M. Smith

2 - 13 *DANGEROUS (I'M DANGEROUS TONIGHT)*

A dress causes strange things to happen to every person that wears it.

2 - 14 *WRATH OF GOD*

A landlord is visited by a powerful stranger who wants to observe evil in all its forms.

Wr Bruce M. Smith

Dir Russell Mulcahy

2 - 15 *BOTTLE OF SMOKE*

When an elderly woman, who travelled widely in her youth, dies, she leaves her possessions to her young niece, which includes a bottle of smoke that promises the ultimate in sexual fulfillment. But such pleasure comes at a price.

2 - 16 *THE PERFECT COUPLE*

A modern day cupid arranges for two people to come together and believes them to be the perfect match. Four years later, though, he revisits them to see how they fared and finds their relationship is troubled. Was his mistake just that... or is his poor matchmaking deliberate?

Wr Gerald Wexler

Dir Darrell Wasyk

2 - 17 *SACRED FIRE*

Luann is a kind and generous woman who volunteers to help the homeless find food and shelter but when she meets Nick, who lives on the street, he warns her that there are street people who are aliens in disguise, intent on killing humans.

Wr Gerald Wexler

Dir Russell Mulcahy

2 - 18 *APPROACHING DESDEMONA*

In a story that will be familiar to many Internet users, a couple's life together deteriorates when he finds an adult website that offers bizarre sexual fantasies.

Wr Terry Curtis Fox

Dir Jason Hreno

2 - 19 *THE SEDUCTRESS*

When a novelist reads a suicide note from a former lover, she begins an affair with a mysterious man, but their romance is not all it seems and the boundaries between reality and fiction appear to fall away.

Wr Mark Nelson

Dir Alain Desrochers

2 - 20 *DOUBLE*

The myth of the Doppelganger has lasted for centuries and receives a modern updating here as two identical women meet but realise the differences between them are in their personalities - one is normal whilst the other is plagued by nightmares. Their meeting, however, results in a battle for their souls.

2 - 21 *FALLING MAN*

A muse inspires a gifted young architect, but she exacts a terrible price from him when he fails.

Wr Bruce M. Smith

Dir Daniel Grou

2 - 22 *THE SUCTION METHOD*

A middle-aged married man cheats on his wife with the carpet cleaner lady. But there's a bigger story behind the mysterious lady---she's there to get the unwanted "dirt" out of the house.

Wr Gerald Wexler

Dir Darrell Wasyk

HYPERDRIVE



A UK science fiction comedy which follows the crew of British spaceship HMS Camden Lock as they go about their day to day lives promoting Britain in the 22nd century. Commander Henderson is at the helm of the ship and an optimistic but deluded man who always thinks his orders are open to interpretation. His right hand man is First Officer York, a brilliant scientist and polymath but also a borderline sociopath who thinks he should be in command.

Not bad, not good just sort of.. there. That just about sums up this new British sci-fi comedy, which despite claims to the contrary comes across as a less funny version of RED DWARF. I'm sure I counted at least half a dozen jokes stolen from Grant & Naylor's classic creation in the first episode alone. Sadly, these are the best gags in the show.. not a promising start if you're seeking to avoid comparisons.

The story is that in the year 2151 a spaceship owned by the British government is crossing the Galaxy, trying to convince alien civilisations to relocate their businesses to the UK. But unfortunately, with a useless crew and competition from the likes of the USA and China, this is tougher than it looks.

Nick Frost plays Commander Henderson, the boss of the unit whose ego of course outstrips his talent, and Kevin Eldon as First Officer York, a brilliant scientist but a complete nutcase. With supporting actors the calibre of Miranda Hart and Stephen Evans, you'd expect something a bit special. But it didn't quite click into place, and you're left with a feeling of unfulfilled potential as soon as the ending credits start to roll.

Charectors (Season 1)

Name: Michael Henderson

Rank: Commander

Education: Dagenham Secondary Modern, New Portsmouth Cadet Camp

Preferred Monopoly token: the hat

Character assessment

Henderson rose through the ranks in exactly the way we say people can in the recruitment ads, yet endeavour to prevent in practice. Henderson shows initiative; always a dangerous sign.

Recommended action

Send to a dangerous quadrant of the galaxy, where perhaps some alien race may deal with 'the Henderson problem' for us.

Favourite Sportgame Team: The Epping Velociraptors

Name: York

Rank: First Officer

Education: Harrow, Peterhouse College Cambridge, and three years with the faceless monks of Quivutin.

Specialisms: Armed combat, unarmed combat, close combat, far-away combat, combat development and the history of combat

Character assessment

York is still the only trainee at Space Force Academy to ever kill someone in a role play workshop, after which he said he was 'just trying to make it realistic, wasn't that the idea, or are you disagreeing with me as well?' A cold hearted, brutal psychopath.

Recommended action

We need more like him.

Name: Chloe Teal

Rank: Diplomatic Officer

Experience before Space Force: Assistant craft tent steward at Princes Risborough gymkhana (two years running)

Favourite pen colour: Silvery green

Character assessment

Teal was expected to excel in her final exams at Space Force academy, yet spent the entire three hours working out the best way to arrange her coloured pens. We couldn't flunk her though because her Dad's an ambassador.

Recommended action

The Camden Lock has proved a suitable place for her talents.

Name: Jeffers

Rank: Technical Officer they said this system was unhackable well la la la la look at me

Qualifications: BSC in Programming Dynamics, MLA in Applied Information Theory where do they keep the porn on this thing?

Character assessment

Disobedient and insolent and very good in bed, Jeffers can drink two bottles of cider without needing a wee has been subject to several serious investigations, records of which have mysteriously disappeared from our central computer oh dear.

Recommended action

Investigate further. Good luck!

Name: Vine

Rank: Navigator

Number of shoes owned: Five

Perfect holiday: A few days at the Leeds crater, followed by a bracing trip round the travelators of the Lake District and a nice pint

Character assessment

Suffering panic attacks and delusions, Vine is a danger to himself and the rest of his crew. He lives in fear of most things, including fear itself and the fear of fear itself. Oddly, he's fine with spiders.

Recommended action

Medicate if becomes severe.

Favourite Sportgame Team: The Wrexham Grizzlies

Name: Enhanced Human Sandstrom

Rank: Pilot

Characteristics of the enhancement process: lightning fast reactions, ability to swiftly process vast amounts of data, slight deterioration of social skills.

Character assessment

Sandstrom is a prototype. It may be that there are problems with the enhancement process, but the project went four times over budget so it is vital that we don't draw any attention to them.

Recommended action

If pressed please say, "The enhanced human project is a triumph of British engineering, and the early models which rampaged through Manchester should not blind us to that fact."

The design for the Camden Lock was based loosely upon the BT Tower in London. The vessel is a 'Thames' class ship, and measures 376m long by 90m wide. Its registration is XH558 - the same serial number as the RAF's last flying Avro Vulcan bomber. The shuttlebay doors on the Camden are shown with the Union Jack embossed on them, which is part of the proudly British theme of the series.

HMS Camden Lock uses P-Rods(Plutonium fuel rods) for power, her speed is 170 Vs - any higher and the Reactors overheat. Her maximum chush depth is 197 Atmosheres

The Green Javelins use 'Wendover' class ships.

A ten minute pilot for the series was filmed in December 2003. The first title for the show was Lepus which was subsequently changed to Full Power shortly before filming began. The pilot featured Sanjeev Bhaskar as Space Commander Henderson and Mark Gatiss as First Officer York. Miranda Hart (Teal), Stephen Evans (Vine), and Dan Antopolski (Jeffers) also featured. Other actors included Fraser Ayres as Wade and Robert Webb and Neil Edmond as Aliens. Full Power was directed by Armando Iannucci and produced by John Rolph. The pilot was not intended for transmission.

Henderson and York play music together, and Henderson has acquired the alternate nickname "Lucky Jack," both apparent references to Master and Commander: The Far Side of the World.

Nick Frost's character shares his first name with the character, Mike Watt, whom Frost played in the surreal comedy, Spaced.

Nick Frost and Miranda Hart first performed together in 2004 on the Radio 4 panel game 'The 99p Challenge'. Equipment amongst the central rotating communication area of the Camden Lock bears the name CVC - Vorderman Communications, a nod to Carol Vorderman.

The laser guns wielded by the crew of the Camden Lock bear a striking resemblance to crutches. There is some debate amongst fans as to whether this is because they are dual purpose to save weight on ship and to aid injured soldiers, or if it is intentional so as to refer to low-budget sci-fi shows which would often use mundane objects as props for futuristic weapons.

Actor Geoffrey McGivern who plays the Supreme Ruler in 'Hello Queppu' and 'Artefact' also played Ford Prefect in the original BBC radio 4 series of The Hitchhiker's Guide to the Galaxy (1978-80) by Douglas Adams.

Waen Shepherd (who plays Captain Helix) and Andy Riley (one of the writers) were both stage dancers for The Pod, a comedy techno act fronted by Julian Barratt of The Mighty Boosh and animator and video director Tim Hope.

The set of binoculars used by York when the crew first arrived on the planet in "Hello, Queppu" is clearly a set of Wild Planet "Spy Night Scope" binoculars

WR. Kevin Cecil , Andy Riley

DIR. John Henderson

EPISODES: 12 **YEAR MADE:** 2006 **COUNTRY:** GB **SEASONS:** 2

BBC

CREATOR: KEVIN CECIL & ANDY RILEY

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6, (2) 6

DATE OF PREMIER: 11/01/2006

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Jeffers DAN ANTOPOLSKI, York KEVIN ELDON, Vine STEPHN EVANS, Commander Henderson NICK FROST, Teal MIRANDA HART, Space Marshall Clarke PATERSON JOSEPH, Sandstrom PETRA MASSEY.

1 - 1 *A GIFT FROM THE GLISH*

The Camden Lock is on a mission to sell business space in the Peterborough Enterprise Zone.

Enter the Glish, a race of permanently-moist aliens who lick each other in greeting. Despite its buzzing café culture and farmers market, the Glish are hesitant about Peterborough and must do a lot of hand and face-licking before they sign.

When the deal falls through, Space Force demand that Commander Henderson and crew find another investor by the end of the week. Meanwhile, Vine shorts out the navigational system with a cup of coffee and the ship's systems are in disarray. And to make matters worse, there just might be an alien killing machine on board.

Wr Andy Riley, Kevin Cecil

Dir John Henderson

1 - 2 *HELLO, QUEPPU*

Henderson must make first contact with a strange, new world: Queppu. This is his chance to speak to the peoples of a planet - to make history.

Instead, Henderson, Teal and York are greeted with crossbow fire and accused of being rebels against the leader. When they are sentenced to a lingering death, the Princess Layvia begs her father for their release. So instead, they are invited to join in Set Feast #2.

Annoyed by the growing attraction between Henderson and Layvia, Teal drinks to the point of embarrassment, throwing them out of favour once more. It's down to Jeffers to rescue them. Jeffers, left in charge of the ship, has taken the opportunity to exercise some of the ship's more advanced technical capabilities - in a race.

Wr Kevin Cecil, Andy Riley

Dir John Henderson

1 - 3 *WEEKEND OFF*

It's Gary Neville Day and time for the crew of the Camden Lock to let their hair down and take a well-earned break.

Traditionally, the crew hold the Cadet's Ball and extend a courtesy invitation to the Commander. But in a more 'appropriate' tradition, the Commander holds a dinner with fine wine and Wotsits for the Officers. But this year attendance may be a bit thin... is someone deliberately reducing the numbers?

Meanwhile, Vine blows all his savings on an auction for an inhospitable planet. So he decides to use his weekend off to visit 'Vineworld' with Jeffers - whether he likes it or not.

Wr Kevin Cecil, Andy Riley

Dir John Henderson

1 - 4 *ASTEROID*

It's Gary Neville Day and time for the crew of the Camden Lock to let their hair down and take a well-earned break.

Traditionally, the crew hold the Cadet's Ball and extend a courtesy invitation to the Commander. But in a more 'appropriate' tradition, the Commander holds a dinner with fine wine and Wotsits for the Officers. But this year attendance may be a bit thin... is someone deliberately reducing the numbers?

Meanwhile, Vine blows all his savings on an auction for an inhospitable planet. So he decides to use his weekend off to visit 'Vineworld' with Jeffers - whether he likes it or not.

Wr Andy Riley, Kevin Cecil

Dir John Henderson

1 - 5 *CLARE*

While scanning the galaxy for drug smugglers, the Camden Lock encounters the ship of the round-the-galaxy solo spacewoman, Clare Winchester. Concerned for her mental wellbeing, Henderson decides to put the mission on hold to do a little bonding.

He finds Clare a mass of neuroses and superstitions - she also appears to have a tortuous relationship with a 'Mr. Cup'. When his poster of an orangutan fails to improve her outlook, the two row. Desperate to cheer her up, Henderson doles out more and more flattery until she finally forgives him. However, when he goes to leave, Clare has other ideas.

York's newly instated self-defence drills are toughening the crew up, but will they be hard enough to rescue the commander?

Wr Andy Riley, Kevin Cecil

Dir John Henderson

1 - 6 *ASSESSMENT*

During a round of psychological tests, the Camden Lock is fired upon. Mistaking it for part of the evaluation, Henderson ignores the sounds of the destruction. But could it be his last mistake?

Furious with Henderson's continuing incompetence, the Space Marshal orders a 'Category J' inspection. Every inch, nut, bolt and shoelace of the ship will be triple-inspected for compliance. No one has ever passed a Category J - that's why it was invented. Henderson finally admits defeat and retreats to await his dismissal.

York, however, has other ideas. Can he whip the crew into shape in time? And will the creatures psychically contacting Vine really make him immortal?

Wr Kevin Cecil, Andy Riley

Dir John Henderson

2 - 1 *GREEN JAVELINS*

The Camden Lock is assigned to fly with the renowned spaceobatics team The Green Javelins, but Officer Teal's history with squadron leader Jeremy Mason may stop the assignment before it starts. Meanwhile, York tests an unusual scheme for increasing crew productivity.

2 - 2 *ARTEFACT*

When presented with a mysterious object Henderson can't help but try to return it to its rightful owners despite York's warnings that it's a classic hero trap. The three senior officers find themselves on a forest moon suddenly surrounded by the Queppu ready for revenge. After narrowly avoiding destruction last year they have acquired new technology and are ready to strike back by putting Henderson, York and Teal into a reality TV gladiatorial contest.

2 - 3 *ADMIRAL'S DAUGHTER*

The daughter of the Space Admiral has run away avoiding university and Henderson is ordered to get her back. Meanwhile both Vine and Jeffers have taken a shine to the young student and fight for her heart in the only way they know how - a duel. Arabella steals a shuttle craft and elopes with Jeffers leading them both into mortal danger.

2 - 4 *HARVEST*

York is sacked from Space Force after a short trial in the ship's Justice Room, and Teal is promoted in his place and left in charge of the ship. Unfortunately, the Red Shiny Robots of Vortis are about to attack and harvest the minds of the crew. Will York attempt a daring rescue or can Jeffers figure a way out of danger?

2 - 5 *DREAMGATE*

The crew discover the Dreamgate, one of the most dangerous devices in the Universe, which gives its owner the power to infiltrate other people's dreams without their knowledge. Henderson and York wander into Vine's dream of a pub in the mid 1990s, but when Vine wakes up they become trapped inside his head. Can the rest of the crew bring them back from 1995?

2 - 6 *CONVOY*

Entrusted with leading the convoy guarding Britain's new super-weapon, the Camden Lock's position is betrayed. There is a traitor aboard and all the officers are under suspicion. There is desperate race against time to find the mole before Earth is destroyed. Only Vine's new gadget offers any respite from the mounting tension.

HYPERNAUTS



Hypernauts centres around the adventures of three young cadets Sharkey, Ace and Max, from the Academy of Galactic Exploration. None of them are at the top of their class and all three are disciplinary problems. As the series begins they are being punished by being assigned a garbage mission to bring back an old spy satellite. An accident occurs and they find themselves accidentally catapulted to the very core of the galaxy where they befriend Kulai a member of the Pyran race. Kulai is on the run from a planet-devouring menace known as the Triiad. Working for the Triiad is Paiyin another Pyran who is considered a traitor to his race. Kulai joins the three cadets in fleeing from the Triiad. They eventually encounter the Star Ranger, a 50-year-old unmanned spaceship from Earth. The Star Ranger is larger than their small scoutship and it is run by Horten a curmudgeonly computer.

They learn that although with the additional resources of the Star Ranger that they now have the capability of returning home to do so would allow the Triiad to track them to Earth which may not be able to defeat the Triiad. The Hypernauts thus decide to stay in the galactic core and do some exploration. since that is what they were trained to do and battle the Triiad while hoping to find some means to return home without the Triiad following them. Kulai decides to stay with them and help them becoming something of a mentor, she at first did not realise that the cadets were immature youths. The group manages to pick up a pet, the gloose, which Kulai does not really consider a pet since her people consider the creature a source of food.

Hypernauts was a Saturday morning series produced by Foundation Imaging (the company responsible for the computer-generated effects on BABYLON 5). The series was created by Ron Thornton, head of the BABYLON 5 effects team and had both writers and directors from Babylon 5 lend their talents to the series. It was not surprising then that all of the visual effects on the series were computer-generated. Hypernauts was different from many Saturday morning series in that it did not play down to its young audience. It was more like an adult series which children could enjoy instead of a series which was aimed at kids. The series was first shown on ABC. Episodes 1.9 - 1.13 were not aired during the shows original run, since the show was cancelled.

Produced by John Copeland, Kevin G. Cremin, Douglas Netter (executive) , Ron Thornton (executive) , Original music by Christopher Franke, Cinematography by James Mathers, Film Editing by Kathie Burr, Production Design by Steve Berg, Art Direction - Jeffrey Luther, Costume Design by Dorothy Amos & Liz Beigle, Special Effects- Ron Thornton - visual effects , David Wainstain - visual effects.

Other crew- Sherry Hitch - senior composite animator , Shant Jordan- cgi animator/supervisor , Scott MacLachlan- property maker, Jill Markey - assistant art director, Christy Marx - executive story editor ,Steve Pugh- effects systems engineer & Ron Thornton- creator.

Hypernauts was a proof of concept show made by Foundation Imaging. To further prove that the computer-generated imagery and visual effects created in Babylon 5 were easily applied to other venues, the Hypernauts were born. ABC purchased thirteen episodes of the show from DIC Entertainment, eight of which ran on Saturday mornings, as a part of their ABC Kids lineup for a single season from 1995 to 1996 at 10:00 AM. ABC decided not to pick up the series for a second season, and did not air the five remaining episodes. The show was created and produced by Ron Thornton and Douglas Netter, its executive executive story editor was Christy Marx who also wrote four episodes. Marx had previously written for both Babylon 5 and Captain Power. Another series writer was Katherine Lawrence was nominated for a Writers Guild of America Award due to her script for Ice Bound.

Hypernauts characters

Ace

Russell 'Ace' Antonov (Glenn Herman) the team's 'ace' pilot joined Max and Sharkey on the discipline mission as a punishment for using the Academy of Galactic Exploration's sim trainer to play war games. Ace

pilots the team's shuttle known as the "Flapjack" on excursions away from the Star Ranger, he's also the team's best mech pilot.

Gloose

A three legged alien pet kept on board the Star Ranger.

Horten

Horten (Lewis Arquette) is the Star Ranger's discrete AI. He is used to control and monitor the systems of the ship.

Max

Noriko 'Max' Matsuda (Heidi Lucas) the team medic, was sent on the disciplinary mission that stranded the three Hypernauts because of unauthorized calls to her sister. Legally separated from her family to join the Academy, Max joined the Academy in defiance of the wishes and beliefs of her people, the isolationist and xenophobic Caduceus Enclave.

Kulai

Kulai (Carrie Dobro) is the last Chalim (spiritual leader) from Pyrus. She joined the Hypernauts as a friend and mentor due to the help they provided in the conflict with Paiyin. The average Pyran lives about 300 years. Kulai is 342 and has an extended lifespan which is a part of the unique abilities with which she was born and which make her a Chalim, so she will probably live another 200 years. Pyrans share a common psychic bond, a sense of shared existence. The presence of a Chalim generates a critical element of the bond which keeps the race strong, healthy and able to procreate. Without a Chalim, the Pyran race would lack a crucial psychic catalyst. No matter where she is, Kulai can sense whether or not her people continue to exist, and they, to a lesser degree, can sense her existence.

Paiyin

Paiyin (Ron Campbell) was decreed a traitor after he betrayed his people to the Triiad, an facilitated the destruction of his own homeworld. He now serves the Triiad.

Sharkey

Ricardo 'Sharkey' Alvarez (Marc Brandon Daniel) the team's engineer and computer technician, was placed on the disciplinary mission after hacking into the Academy's mainframe. As a child, Sharkey was injured the accident that killed his parents. Unresolved trauma from this incident led to Sharkey's claustrophobia

Multimedia

Reunion, Hole in the Sky, New Alliances, and the Challenge parts one and two never aired in the United States, but were available on various media in Australia, Japan and Germany. In Japan Hypernauts was released as "Voyager" on VHS.

WR. Christy Marx, Katherine Lawrence, Lawrence G. DiTillio, Richard Muller, Len Wein, J. Larry Carroll, David Bennett Carren, D.C. Fontana.

DIR. Leslie Hill, Jim Johnston, Janet Greek, Jon Kroll, Ron Thorton, Adam Weissman, Christin Harty, John Vulich.

EPISODES: 13 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 1

HYPERNAUTS PRODUCTION COMPANY, INC./ GREENGRASS PRODUCTIONS

CREATOR: RON THORNTON

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 20 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 01/03/1996 **AIR DATE OF LAST EPISODE** 13/04/1996

SEASON DATE BREAKDOWN:

FILMS:

Horten (voice) LEWIS ARQUETTE, Paiyin RON CAMPBELL, Ricardo "Sharkey" Alvarez MARC BRANDON DANIEL, Kulai CARRIE DOBRO, Russell "Ace" Antonov GLEN HERMAN, Noriko "Max" Matsuda HEIDI LUCAS.

RELATED SHOWS:

BABYLON 5

1 - 1 *FIRST CONTACT*

Max, Ace and Sharkey are accidentally catapulted into the galactic core where they rescue Kulai and the

Gloose from Kulai's enemy, Paiyin.

Wr Jim Johnston

Dir Christy Marx

1 - 2 *THE STAR RANGER*

The kids and Kulai locate a long-abandoned, deep space Earth science station which they make their base. Ace has a very close and dangerous encounter with the Triiad Armada.

Wr Leslie Hill

Dir Christy Marx

1 - 3 *ICEBOUND*

The Star Ranger begins to run low on water, so the Hypernauts land on a nearby ice planet where they discover an ancient space craft, and giant heat seeking worms.

Wr Janet Greek

Dir Katherine Lawrence

1 - 4 *BATTLE OF VEKARA*

The Hypernauts go to the local trade planet, Vekara, to repair and update the ship and mechsuits after a conflict with the Triiad.

Wr Jon Kroll

Dir Larry DiTillio

1 - 5 *CLOUDHOLM*

A low tech world named Cloudholm is in the path of a Triiad prospector probe. The Hypernauts and Kulai attempt to warn the planet's inhabitants the Hokita, who live in gas powered zeppelin platforms.

Wr Jon Kroll

Dir Richard Mueller

1 - 6 *A WALK IN THE GARDEN*

The Hypernauts, unwilling to tolerate the processed rations stored on the Star Ranger, land on an earthlike world in order to collect clippings for Max so that she may begin a garden.

Wr Leslie Hill

Dir David Carren, J. Larry Carroll

1 - 7 *INTO THE DARK SO DEEP*

The Hypernauts and Kulai go to rescue survivors of a maker attack. Sharkey learns to confront his fear of enclosed spaces.

Wr Ron Thornton

Dir Larry DiTillio

1 - 8 *GONE TO THE MEET THE MAKER*

The Star Ranger is in danger of being discovered when a maker begins to process the asteroid field the station is hiding in.

Wr Adam Weissman

Dir David Carren, J. Larry Carroll

1 - 9 *REUNION*

Kulai joins her people the Pyrans in order to perform a regeneration ceremony to renew her race and create new Chalim (spiritual leaders). Ace and Sharkey remain on the Star Ranger in order to work on the robot Sharkey took from the maker in "Gone to Meet the Maker". A watcher inside the robot attempts to escape and broadcast the Star Ranger's location to the Triiad.

Wr Christen Harty Schaefer

Dir D.C. Fontana

1 - 10 *HOLE IN THE SKY*

Vekara falls under attack from the Triiad forces. The Hypernauts manage to keep the Triiad at bay until a group of refugees are able to escape.

Wr Jon Kroll

Dir Larry DiTillio

1 - 11 *NEW ALLIANCES*

Kulai brings the Hypernauts to meet the Sacul, an ancient race powerful enough to hold back the Triiad.

Wr Jon Kroll

Dir Katherine Lawrence

1 - 12 *THE CHALLENGE (1-2)*

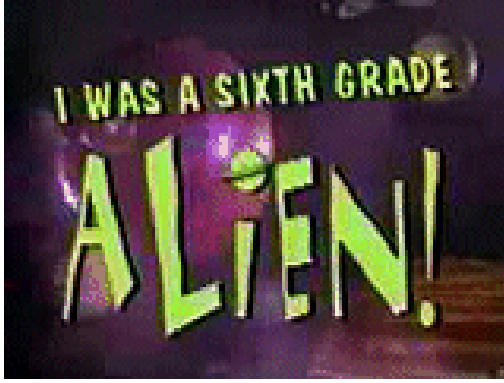
Some of the aliens races blame their woes with the Triiad on the Hypernauts. Stung by this, the Hypernauts set out to destroy one of the largest ships in the Triiad fleet in order to prove their worth. While they're making plans, Kulai accepts a secret challenge from Paiyin to a duel of honor. Kulai is taken hostage, but she places herself into a special Chalim trance called the endless sleep that shuts down her mind.

Wr Adam Weissman , John Vulich

Dir Christy Marx

I WAS A SIXTH GRADE ALIEN!

AKA: **MY BEST FRIEND IS AN ALIEN (AUSTRALIA)**



I Was A Sixth Grade Alien! premiered on the Fox Family Channel on July 13, 1999. Beginning with episode 32, the series is only being aired in Canada on YTV. The series is based upon a collection of novels written by award-winning author Bruce Coville. It follows the sixth grade adventures of Pleskit, the first alien kid on Earth whose father, Meenom, is a diplomat with the League of Galactic Bodies. Pleskit just wants to fit in, despite his blue hair, purple face and electricity-conducting antenna.

So this show isn't perfect sue it. It does have its good moments though and some stories were funny, plus it gives you a chance to jump into their world and escape yours for a while. This show has good acting and characters i've seen plastered all over television and their kids. Are your next tom hanks and Gwenth platrow and your Mel gibson. Their your future actors and they have a talent and a skill. People can bad mouth the show but if you have an open mind then you'll see that its a pretty good show for young viewers.

Produced by - Maribeth Daley producer (season 2) , Ellis Iddon co-producer , Phil Meagher co-producer , Claire Welland producer
Dr. Carl L. Woebcken co-executive producer

Original Music by Paul Intson

Film Editing by Jean Coulombe , Mike Lee , Peter Watson

Production Design by Tim Bider

Costume Design by Jill Aslin

Makeup Department - Lee-Anne Crossman assistant makeup artist

Production Management -Bill Marks production manager , Brenda Torrance post-production supervisor

Second Unit Director or Assistant Director , Daniella Bonan second assistant director , Michal Page third assistant director , Penny Stiles first assistant director , Kate Weiss second assistant director

Art Department . Paul Dallin property master (season 2) , Peter Fletcher property master , Donald White props (season 2)

Sound Department - Peter Kambasis assistant sound editor (second season) , Timothy Mehlenbacher re-recording engineer (second season)

Special Effects by - Jeff Skochko special effects coordinator (season 2) , Steve Skochko special effects key (season 2)

Visual Effects by - Debbie Cooke visual effects producer , Mark Goldberg digital compositor , Laurie Kerr assistant visual effects producer
Michael Manza digital effects 3D animator ToyBox

Stunts - Kevin Rushton stunt coordinator (first season)

Other crew - Dave Erlichman key grip , R. Emerson John script supervisor , Krisztina M. Neglia extras casting (season 2) (as Krisztina Meuring)
Anita K. Schapansky wardrobe truck assistant (season 2) , Derek Schreyer executive story editor

WR. Noel S. Baker , Sheri Elwood , Derek Schreyer.
DIR. Chris Bould , Reid A. Dunlop, Sheri Elwood , Paul Fox, Graeme Lynch , Ron Murphy , Craig Pryce , Carl Goldstein
EPISODES: 43 **YEAR MADE:** 1999 **COUNTRY:** US **SEASONS:** 2
FOX FAMILY NETWORK
CREATOR: BRUCE COVILLE & SHERI ELWOOD
TYPE OF SHOW: COMEDY **FORMAT:** SERIES
LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English
SEASON BREAKDOWN: (1) 22 (2) 21
DATE OF PREMIER: 13/07/1999 **AIR DATE OF LAST EPISODE** 10/01/2001
SEASON DATE BREAKDOWN:
FILMS:

Tim Tomkins (the Best Friend) DANIEL CLARK, Pleskit (the Alien) RYAN COOLEY, Robert McNally (the Bodyguard) PANOU, Ms. Weintraub (the Teacher) JENNIFER WIGMORE, Ms. Buttsman (the Protocol/Press Secretary) GINA CLAYTON, Meenom (the Alien's Father) JULIAN RICHINGS.

1 - 1 *THEY CALLED HIM PLESKIT!*

The now-famous first alien child on Earth, Pleskit, makes his way to Colville Middle School for the first time. Fellow student Tim Tomkins tries to befriend the alien in order to learn more about him. Trouble ensues when Pleskit's bodyguard, Robert McNally, loses track of him.

1 - 2 *ALIENS TO BLOW UP EARTH!*

When Pleskit gets nervous in front of the class, his antenna gives off electric sparks, causing the students to believe that aliens have the ability to blow up Earth. This causes the students' parents to panic and try to get Pleskit out of Coville Middle School.

1 - 3 *ALIEN DINNER MASSACRE!*

Trouble ensues between Pleskit's parent mentor Meenom and Ms. Thomkins when Ms. Thomkins nearly kills Pleskit by giving him a glass of soda.

1 - 4 *THEY SAVED GRANDPA'S BRAIN!*

Pleskit takes his Grandpa's brain in a jar with him to school, only to lose it in the process. It ends up in the wrong hands- Jordan's.

1 - 5 *THEY SHOOT, THEY SPLORKED*

McNally coaches a team of misfits including Pleskit and Tim, in a high stakes basketball game against the school's all-stars.

1 - 6 *I WAS DEALT A DUNG DEAL!*

In order to help Tim win a science contest, Pleskit bends the rules by using his superior knowledge to help Tim. The boys create a way for cow manure to fuel cars. However, there's trouble when they find the fuel they've created turns explosive and someone has stolen the remainder of it.

1 - 7 *SIXTH GRADE REBELLION MAYHEM!*

There has been a lot of singing going on at Coville Middle School lately and nobody knows why. What will happen if nobody can stop singing?

1 - 8 *PRE-TEEN PARTY FROM OUTER SPACE!*

Tim and Pleskit host a house party that spins out of control when the class disappears into Meenom's new 4-dimensional closet.

1 - 9 *THE HAUNTING OF BLIM BLOMKINS!*

Pleskit's arch-nemesis the Blur and his antics drive Tim to paranoia

1 - 10 *ALIEN TIME WARP MADNESS!*

Tim tries to alter the outcome of a fight he had with Jordan, when he and Pleskit travel back a week in time.

1 - 11 *ALIEN DUSTBUSTER BEDLAM!*

1 - 12 *MY BODYGUARD IS A RAT FINK!*

1 - 13 *WOODLANDER, BODYSNATCHER, PANDEMONIUM!*

Pleskit brings a strange plant to the Woodlander Jamboree. Trouble ensues when the plant starts to turn all of the Woodlanders into zombies, including Pleskit.

1 - 14 *FLOORMAT FROM THE PUTRID LAGOON!*

Tim and Pleskit have to animate a monster suit for the school play.

1 - 15 *INVASION OF THE SUBSTITUTE TEACHER SUPERFIEND!*1 - 16 *ALIEN SNOGARAMA SNAFU!*

It's Valentine's Day and Pleskit creates a magic powder to make people fall in love with each other. The plan goes awry when Mrs. Weintraub falls in love with Principal Grand, and Lindy falls in love with Pleskit instead of Tim.

1 - 17 *ALIEN APPLIANCE OUTBREAK!*

While Pleskit is at the Thomkins apartment with Ms. Thomkins, his electrical energy makes all of the appliances in the apartment go crazy.

1 - 18 *GRO-GRO GROWN-UP DEMENTIA!*

Tim becomes trapped in the body of what he will look like when he becomes an adult.

1 - 19 *THE RETURN OF CAPTAIN DRISCOLL!*

Tim brings his hero Captain Driscoll from the Tarbox Moon Warriors to life, and takes him to school. However, when Jordan steals the solution that was used to bring Driscoll to life, it gets spilled and a spider becomes giant

1 - 20 *SCHOOL DANCE GONE WRONG!*

It's Pleskit's first dance, but it doesn't turn out well when The Blur, Pleskit's fellow female alien nemesis, comes to the school.

1 - 21 *ESCAPE FROM PLANET EARTH!*

When Pleskit has a bad day and realizes that he'll never be accepted, he decides to head back to his home planet.

1 - 22 *ATTACK OF THE 1000 FOOT VEEBLAK!*

Pleskit brings a Veeblax (a small, strange animal) to school. After it eats all of Tim's lunch, including bologna (no aliens eat meat), Tim and Pleskit deduce that the Veeblax just must be feeling ill due to gas. They figure out that they're wrong when the Veeblax starts to grow larger than the entire school.

2 - 1 *THERE'S AN ALIEN IN MY SEAT*2 - 2 *I AM LARRABE HICKS*2 - 3 *HEVI HEVI BEAT CRAZY*

Tim and Pleskit want to join the upcoming talent show going on at Coville Middle school. But unfortunately, neither of them play any instruments. As usual, Pleskit is there to save the day. He has an alien amp and when you plug in your instruments, you can play them. So they enter the talent show, but they soon use it too much it, causing it to explode and create a noise that will have ill effects on humans if heard. And it just so happens that someone has recorded it on a tape.

2 - 4 *ONCE UPON A ROBOT*2 - 5 *ALIEN TRACKER FREAK-A-MANIA!*

Tim and Pleskit protect the Blur from an alien tracker.

2 - 6 *BRIDE OF PLESKIT*2 - 8 *ALIEN QUIZ SHOW*2 - 9 *ESCAPE FROM ZARTOPIA!*

Tim is getting bored of his everyday routine. One day after math class, he goes bak to his locker and inside finds a letter saying for real excitmnt, he should press a particular silver button. He finds out that Blur wrote the letter, but decides to push the button anyway. He gets whisked into a Zartopian virtual reality game where he cannot return home until he wins. Zartopia however warps the memories of the player, so he goes through the levels playing with things he's familiar with, like algebra and Principal Grand. After 3 levels, he returns home safely with a better connection to a certain blue alien.

2 - 10 *MCNALLY THE MENACE!*

2 - 11 *DR. PLESKIT AND MR. VENTRAA!*

2 - 12 *SUPER-FIEND STRIKES BACK!*

2 - 13 *GREAT COVILLE GALAXIES*

2 - 14 *A VERY BUTTSMAN CHRISTMAS*

Ms. Buttsman is in charge at the embassy and she is planning on cancelling Christmas! This upsets Pleskit and Tim very much, especially because it would be Pleskit's first. As Ms. Buttsman drifts off into a deep sleep she is visited by 3 ghost's-the ghost of Christmas present, past and future. She is not impressed at what they show her and decides to give Christmas back.

2 - 15 *TRUTH-O-RAMA CRUNCHDOWN*

Pleskit has invented a machine much like a lie detector. Tim hooks Pleskit up to it to find that he does not lie at all. However, when Tim gets hooked up to it he lies so much the machine explodes causing him not to lie at all!

2 - 16 *HIS GIRLFRIEND IS AN ALIEN*

2 - 17 *TO SEE THE INVISIBLE GEEK!*

Tim is over at Pleskit's house and Tim finds out about the Invisiblunker. Pleskit brings it to school the next day, and Tim uses it to try and find out more about Lindy before she moves. He tries to impress her, but it all goes down the drain because Lindy thinks he's just plain weird! When Lindy and October are in the girls bathroom, Tim follows them, and overhears October ask Lindy what she really thinks of him. After Lindy states that she thinks Tim's a dork, he wants to stay invisible forever. And that could be possible if Pleskit, McNally, and Lindy aren't able to find him soon! In the end, it turns out Lindy really does like Tim, but unfortunately it's too late for him and Lindy to become anything.

2 - 18 *HELP! I POOVERIZED MY MOTHER*

Pleskit has invented a new invention called the Pooverizer 2000. It looks like an ordinary human pen, when really Pleskit uses it to zap his pet Veeblax's poop when he taking him for a walk so he doesn't have to clean it up. Pleskit asks Tim to walk his Veeblax one day after school, meaning he gets to use the Pooverizer 2000. As Tim is walking the Veeblax, he needs to stop and do his business right in front of the store Tim's mother is shopping in. When the Veeblax is done, he pulls Tim, causing the Pooverizer 2000's aim to go awry. It ends up pointing at the super market Tim's mom is shopping in causing her, and the store to be pooverized!

2 - 19 *ALIEN BODYSWITCHING BONANZA*

2 - 20 *CAM-PUTER MELTDOWN MAYHEM*

2 - 21 *EARTHSIDE STORY*

I, ROBOT

A scientist has created a robot. The Government, interested in the robot, will allow the scientist to murder his adulterous wife in exchange for the invention. At the same time the scientist's assistant is extorted by an international organization of espionage with the purpose of that he gives to them the robot.

This mini-series was one of the first times that Argentinean TV presented two openly homosexual characters.

Produced by Francisco Tejeira (Producer)

Original Music by Mito García

Production Design by Martha Bugallo

WR. Osvaldo Dragún

DIR. Narciso Ibáñez Menta, Raúl Lecouna, Alberto Rinaldi

EPISODES: 0 **YEAR MADE:** 1970 **COUNTRY:** ARG **SEASONS:** 1

CANAL 9 (ARGENTINA)

CREATOR: OSVALDO DRAGUN

TYPE OF SHOW: ROBOTS

FORMAT: MINI-SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Spanish

SEASON BREAKDOWN: (1)

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Professor Eric Strassberg NARCISO IBANEZ MENTA, Laura Strassberg SILVIA LEGRAND, Karim CLAUDIA GRAVY, Valentín OSCAR FERRIGNO, General Lawton IGANCIO QUIROS, Doctor Johnson HECTOR GANCE, EMILIO DISI, Gates JUAN BURYUA REY, Diamant IGNACIO FINDER, Davis JUAN CARLOS LIMA, Sung NATHAN PINZON, Médico LUIS SOREL, Tony ENRIQUE TALION, Peter EMILIO VIGO.

IJON TICHY: RAUMPILOT

Ijon Tichy is a space pilot, travelling the universe in a rocket that looks suspiciously like a French Press on the outside and like a (much bigger) flat on the inside ... well, apart from the stars racing past his windows. Actually the character itself is stolen from Stanislaw Lem, but I don't think he would've imagined his Space Pilot quite like that, running around unkempt and in undershirts, with a thick Eastern European accent and strange grammar.

I love cheap SciFi shows, because without expensive CGI the writers have to convince you with their stories and their characters. That's the reason I love the Old Who so much, that's why I still love Raumpatrouille.

Ijon Tichy is a fictional character who appears in several works of Stanislaw Lem, including The Futurological Congress, Peace on Earth, Observation on the Spot, The Star Diaries and Memoirs of a Space Traveller (more stories from The Star Diaries, issued in English translation as a separate volume).

On 2007-03-26, the German public television channel ZDF began broadcasting a 15-minute episode of Ijon Tichy: Raumpilot every Monday around 23:55 CET. The producers (Dennis Jacobsen, Randa Chahoup, and Oliver Jahn, also starring) rely on CGI and an unfettered imagination to bring Lem's fantastic universe to life on a rather modest budget. Irony, genre spoofs, and the creative use of everyday objects are key features of their dramedy series - Tichy travels e.g. In a "three-room rocket", which strongly resembles a French press on the outside, and a 1970's Berlin apartment on the inside. His TV adventures often deviate somewhat from those told in the Star Diaries, in part due to the tight 15-minute frame, and also to the general madcap approach taken.

And now - almost without me noticing - some German film students created another cracktastic piece of SciFi.

Series Produced by Karsten Aurich .. Producer

Series Cinematography by Randa Chahoup

Series Film Editing by Sylvain Coutandin

Series Makeup Department - Ulrike Schock .. Makeup artist

Series Second Unit Director or Assistant Director - Soeren Schulz .. Second unit director.

Series Art Department - Mirja Engelhardt .. Storyboard artist.

Series Visual Effects by Stefan Kessner .. Visual effects , Francesco Sacco .. Visual effects , Max Stolzenberg .. Visual effects.

Series Camera and Electrical Department - Soeren Schulz .. Director of photography: second unit.

WR. Oliver Jahn , Stanislaw Lem.

DIR. Randa Chahoup , Dennis Jacobsen , Oliver Jahn.

EPISODES: 6 **YEAR MADE:** 2007 **COUNTRY:** GER **SEASONS:** 1

DEUTSCHE FILM - UND FERNSEHAKADEMIE BERLIN (DFFB) / KOSMISCHE KOLLEGEN / SABOTAGE FILMS GMBH / ZWEITES DEUTSCHES FERNSEHEN (ZDF)

CREATOR:

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 15 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** German

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 26/03/2007

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Ijon Tichy OLIVER JAHN, Verschiedene Außerirdische PETER PRINCZ, Analoge Halluzinelle NORA
TSCHIRNER.

- 1 - 1 *DIE INNERE STIMME*
- 1 - 2 *SABOTAGE*
- 1 - 3 *DER FUTUROLOGISCHE KONGRESS*
- 1 - 4 *RELATIVISTISCHE EFFEKTE*
- 1 - 5 *PLANET DER RESERVEN*
- 1 - 6 *KOSMISCHE KOLLEGEN*

IMMORTAL, THE



The Immortal was one of the first shows to turn into a version The Fugitive with a science fiction premise Ben Richards, a race car driver was the man being chased. Ben wasn't being chased by the law, instead he was being chased by the flunkies of Arthur Maitland, a rich old man. It seems that Ben had a very unusual blood type that prevented him from growing old and made him immune to disease. In the pilot movie billionaire Jordan Braddock while near death received a transfusion of Ben's blood. This caused him to recover and regain the energy of his youth. However the effects were not permanent, he soon discovered that he would need constant transfusions of Ben's blood to remain young.

He had Ben imprisoned so that he would not meet an accidental death however Ben escaped and fled. By the time the series premiered Braddock was replaced by Maitland another rich old man. Braddock however had a reunion with Ben in one episode. Each week of the series Ben would enter someone's life and help solve their problems while remaining one step ahead of the pursuing Fletcher. A bounty hunter hired by Maitland to track down Ben so he could benefit from eternal youth. Ben's fiancée Sylvia was in the pilot and the first episode of the series. Another similarity to The Fugitive came to the fact that Ben was also looking for someone not a one armed man, but his brother who may have the same rare blood type and who Ben had been separated from as an infant.

Based on a 1969 TV movie which in turn was based on a novel by Dr. James Gunn, this was a realistic science fiction chase story. Maitland and Ben's fiancée Sylvia were only in a few episodes. The TV movie was directed by Joseph Sargent ("Colussus: The Forbin Project"). The Immortal was based on the novel The Immortals by James Gunn. After the pilot movie to the series had been broadcast. Gunn adapted the script to book form which appeared as The Immortal.

"You know that ABC is crazy!" giggled Judy Carne on Laugh-In. "They gave us a show called The Immortal. Thirteen weeks later, it died!" According to writer Robert Specht, The The Immortal grew anemic and died. "It was a Immortal could have been one of TV's biggest disaster," Specht laments. The 1962 novel on which the series was based on the novel, written by James E. Gunn, was a success. The 1969 TV movie called titled The Immortals. In it, a drifter sells his blood Immortal was also a hit. But as a weekly series, to a hospital to make some money to buy wine.

The doctors learn that his blood carries immunities to all diseases and that a transfusion brings temporary health and restored youth. The Immortals examined how this rejuvenating blood, later synthesized, could change society. Gunn, now a professor of English at the University of Kansas and still a science fiction novelist (his books include The Joy Makers and The Listeners), was approached by writer Robert Specht in 1966. Specht thought the novel would make a terrific movie and was interested in securing the rights. Because of the novel's complexities, Gunn felt a movie adaption would be nearly impossible.

In scripting the ABC Movie of the Week version, Specht took only the germ of the novel. He changed the book's drifter to a test car driver named Ben Richards. "I was fascinated by the way James Gunn's novel got into the hunger of older people for immortality," says Specht. "What would a man's life be like if he were the lone sparrow and there were ten cats waiting to devour him? He's got this blood that no one else has. People would go to any lengths to take advantage of that." Specht's script had Richards innocently donating a pint of blood that is used to save a dying tycoon named Braddock (played by Barry Sullivan). When Braddock is rejuvenated by the transfer, it's discovered that Richards has "special blood." The bad news is that Braddock, now lapsing back into old age, wants Richards imprisoned in his mansion so that he can continue getting transfusions. Ben escapes and begins a quest to find his missing brother, Jason, and to ponder what to do with his blood.

Ben Richards was played by Christopher George. "Chris was a very conscientious actor," says the film's producer, Lou Morheim. "I was familiar with his work on the Rat Patrol series. It was his aggressive energy that got him the role." The film was a success, and ABC and Paramount studios immediately signed up The

Immortal as a series for 1970-71. "I was surprised by that decision," says Morheim. "The danger in making it a TV series was that it would regress into a one-joke idea."

Chris George continued his role as the immortal, but a new tycoon, Arthur Maitland (played by David Brian), replaced Braddock as the bloodthirsty old man. Each week, Ben had to stay ahead of Maitland's men. Although James Gunn's novel had given birth to the immortal, the novelist's influence on the TV film and series was minimal. The producers were too busy gearing the immortal up for his chase to delve too deeply into the moral and political consequences of Richards' blood. "In March of 1970, I met with Robert Specht," recalls Gunn. "I suggested we recruit science fiction writers such as Ted Sturgeon, Harlan Ellison and David Gerrold. In fact, Gerrold had written me a letter, asking to write for *The Immortal*." However, Paramount studios wanted a new regime for the series and brought in Anthony Wilson as executive producer and Dan Ullman as story editor. Specht and Gunn were reduced to making suggestions from afar. While Wilson in particular was interested in Gunn's analysis of the upcoming series, the edict handed down from the network was that *The Immortal* would not be a quote-unquote "science fiction show." It was to be, first and foremost, an action-adventure series (in fact, the first of several TV series in the budget-conscious 1970s to use science fiction as a sidecar gimmick to enliven ordinary crime or adventure plots). Ben's blood was going to ignite countless chases by car, bike and dune buggy. The series was not going to deal with how an immortal's blood could change a society's social and political structure.

When a writers' strike loomed in the spring of 1970, Anthony Wilson was forced to solicit scripts with haste. These scripts were rushed to him before the strike could immobilize the industry. "[Wilson] knew the scripts would be scratched out by harried writers trying to beat a deadline," recalls writer Stephen Kandel. "To his dismay, the strike was settled, and he and the studio were left with 17 scripts of dubious perfection." Writer Jack Turley illustrates an example: He was asked to dust off one of his old scripts for *The Fugitive* and turn it into an *Immortal* story. "When one of the guys at ABC read my script, he got his shorts in a knot," recalls Turley. "He called Tony Wilson and told him that I had plagiarized my own *Fugitive* script. Tony laughed and told the guy to forget it. All he wanted was a shootable script. The guy who blew the whistle crawled back into his hole, and we shot the thing."

The rushed, derivative nature of the scripts hurt the show early on. Two months before the series even aired, the network was stunned by the poor reception test audiences gave two of the completed episodes. While reaction to the TV film a year earlier had been excellent, reaction to the series product was dismal. Some ABC insiders knew they had a doomed show on their hands. At the same time, there were changes in *The Immortal*'s creative staff. Producer Richard Caffey was out, Howie Horwitz was in. Associate producer William Hole, Jr., was out, Gregg Peters was in. Story editor Dan Ullman was out, Stephen Kandel was in.

"You can almost predict whether a show is going to be a dog or not," says Robert Specht. "I saw a sampling of the scripts, and it was clear that they were going to turn this immortal into a social worker every week. They also had him running every week. I told Tony Wilson, 'The pace is too frantic. It'll only make people nervous. The stories are all hyped up. People don't want that kind of nervous energy in their living room every week.'" Gunn's offer to be a consultant on the series fell on deaf ears. "I watched the series with white knuckles," he admits. "I was hoping they would get into stories that would deal with the problems of an immortal in a mortal world. Instead, they never got beyond the chase."

The TV movie was rerun a week before the series premiered. It clocked strong ratings. The series, however, debuted to poor ratings in its Thursday night time slot. Stephen Kandel was brought in to untangle the show's choppy direction. "Howie Horwitz and I had worked together on a schnitzel called *The Reporter* [in 1964]. We had been brought in at the last minute for major emergency surgery. We saw *The Immortal* as another victim of an accident. There wasn't much time for tender loving care."

Kandel describes the experience as "making love to an alien inside a rotating barrel filled with smoke and alternate strips of grease and sand paper. All first-season shows are frantic. This was more frantic than most. There was little time to write and to prepare. Most of all, there was a lack of time to evaluate. We found unexpected strengths in the premise but no time to re-do the earlier scripts to emphasize the newly discovered values. We literally wrote it on the run."

Ben Richards was also on the run every week, usually being pursued in a car chase. "The network had a religious faith in the efficacy of car chases," Kandel says. "They were an unfortunate function of the chase theme. There was a feeling that those viewers who were intellectually incapable of following a plot could follow a chase." The guy doing all of the chasing was Fletcher, played by English actor Don Knight. He categorizes his nasty character as "a man on a personal vendetta. It infuriated him that Richards kept out of his reach. Fletcher was obsessed with the hunt. I saw him as going to bed, waking up, taking a shower and going to the bathroom while thinking of nothing else but capturing Ben Richards." Little was learned about Fletcher during the series' run. Knight says, "I liked the idea he was mysterious. You began to wonder where he came from. Was he even human? Originally, the idea was that he would be an android." Fletcher grew to respect his

quarry. In the episode "To The Gods Alone," when Fletcher and Richards are trapped in a snowbound lodge, Fletcher says, "You're the kind of man I wish I could be, Ben. I can't allow myself the luxury."

Knight preferred the series when the late Anthony Wilson was in charge. "Tony felt *The Immortal* was too slow, and he wanted to tighten it up and make it faster. If he had [retained control] of the series, I think it would have lasted longer." Knight wasn't impressed when Howie Horwitz took over as producer. "Howie and I didn't get along," he says. "We had one fight in particular. I was ready to walk off the show because he had changed some of Fletcher's lines. He wanted Fletcher to say how scared and frightened he was. I could never see Fletcher saying that. I told Howie he had a choice: Let me say the line as it was originally written, or he could hire another Fletcher. Everything came to a grinding halt for ten hours. We got it reconciled." Chris George also had his problems with some scripts. As the show's star, he had script approval and made his displeasure known to the producers. "Some of the scripts are rotten," he told *TV Guide* at the time. "In one show, they've got me playing an introspective character who practically sucks his thumb. In the next show, I'm a finger-snapping, gum chewing wise guy." "Chris had difficulty with the character at the beginning," admits Stephen Kandel, "but he got into it as time went on. Toward the end of the series he was a lot happier."

Director Leslie Martinson notes, "I had done *Run for Your Life* with Ben Gazzara. He played a man who had a year or two to live. That premise had great margins in which to work. Gazzara had a motivation to live life to its fullest. But Chris George's character seemed much more unrealistic. He's an immortal. Instead of helping mankind with his blood, he spends his time being chased by cars. Had he devoted his life to experimentation, he would have become a powerful force in advancing modern science and medicine. Ben Richards never seemed to have a purpose."

The *Immortal* was unique in being the first science fiction series that didn't show off science fiction hardware. Optical effects were never used to dramatize Ben's remarkable healing from vicious beatings or accidents. Occasionally, viewers got a hint of Ben's subtle powers. He was resistant to cold temperatures, he didn't get sick and he had a slightly stronger stamina than the average human. He was not, however, a superman. His strength was comparable to that of any mortal, and he was susceptible to the tranquilizer darts used by Fletcher's men. Aside from the chase, Ben's adventures mainly consisted of meeting everyday people who needed his help or were in a position to help him. The stories rarely focused on Ben's unique blood and never explored other science fiction themes.

A1 Francis was the director of photography for *The Immortal*. Francis, who had previously filmed *Star Trek*, is astonished when he learns of the writing headaches that occurred during production. "I didn't know about any of those problems," he says. "For me the series was a wonderful working experience. It was a tough show to do because we moved from location to location. Very little of the series was filmed on a soundstage. From the producer to the crafts service man, everyone was cooperative. We had one of the most effective crews in television and always brought the show under budget. Sam Strangis, head of the production department, couldn't get over the amount of work we'd get done in a day." According to Francis, episodes for *The Immortal* were shot in five days.

The clean, crisp photography, a trademark of the cinematographer, has stood well the test of time. "Every night after we finished filming, we had a meeting in Sam Strangis's office. Tony Wilson, Ted Leonard [executive production manager] and Howie Horwitz were there. We spent a half-hour discussing what we could do to keep the show's momentum up and talking out any problems." One important member of *The Immortal* team was stuntman Hal Needham, who doubled for Chris George. "Hal and I used to race motorcycles together," says Francis. "I suggested him to Howie. From 20 feet away, Hal and Chris looked identical. That's why Hal got the job. Chris George also did a lot of the action stuff that he didn't have to do. He was a hard-working guy. We never had to wait for Chris, and he was never temperamental. He was a regular guy. He was very generous and thoughtful. He was the kind of guy who would give you the shirt off his back. I admired him tremendously."

Francis recalls that the hard-working crew sometimes cooled off with fun and games. "On location, the minute you had a chance to rest, you would get splashed with water from someone. One day, Howie Horwitz came down to the set to check on things. Unlike Tony Wilson, who was an easygoing fellow Howie was intense and no-nonsense. He was always dressed in immaculate, fancy clothes. Well, Howie got doused with a bucket of water. I got a phone call from Sam Strangis shortly afterward. He wanted a meeting that night. I went to his office and found Howie Horwitz, Ted Leonard and some other guys looking at me. Sam said, 'I've got a complaint.' I was stunned. We never had complaints. Sam said, 'Howie says that there's too much horsing around going down on the set.' I said, 'He does? Is it because he got doused with a bucket of water today?'

Sam said, 'Howie says the playing around has got to stop.' I said, 'Look-we've done eight shows so far. Have we ever fallen behind schedule? Have we ever cost the company money for re-takes? Haven't we, in fact, saved money by bringing the shows under budget?' Sam admitted we had. 'Then what are you talking about?' I said. 'We're doing our work. If the boys are having a good time, it shows everyone is getting along.' So Sam

finally said, 'Okay, but just make the guys slow down a bit.' The next morning, I called the guys together and said, 'I got called into the office last night. They're upset because we're having too much fun out here. We're going to have to cut it down.' I made my way back to the truck to get some stuff and the prop man was ahead of me. Just for fun, I goosed him. I turned around and there was Howie Horwitz staring at me. I said, 'Well, Howie, that's the way it goes. There's nothing you can do about it.'" Associate producer Gregg Peters recalls a time when an entire town rebelled against The Immortal's production team. "We filmed several episodes up at Lake Piru, California," he recalls. "It was a quaint, old-fashioned little town. One day I got a call from the production people.

'Gregg, you had better come down here. We can't shoot the episode.' The townspeople had gotten fed up with having a camera crew in their midst. They protested by yelling and turning up their music full blast. This totally disrupted filming. I went up there and gave the townspeople some money and beer. They quieted down. Actually, it was kind of funny. I think they 'held up' every production company from then on!" The fun and games came to an end with the show's cancellation. "There were rumors of it ending," recalls Francis, "but we thought, 'They can't cancel it. We're making it on schedule and saving Paramount money.'" "We were told we were going to be picked up for the remainder of the season," recalls Don Knight. "[Doug Cramer, executive in charge of Paramount's production gave us a big party. The cast and crew were there. It must have been 300 people. Then I looked around and I said to Chris George, 'That's odd. None of the producers have shown up.' Suddenly we were both handed a telegram. It said, 'Sorry. You've been canceled. Best regards, Doug.' We were fit to be tied. When The Immortal went into reruns, it became the highest rated show of the summer. Because of the tremendous ratings we were told that the network was considering bringing us back. Chris even went on the road and tried to get a letter campaign started to save the show."

"The network had considerable ambivalence about canceling the show," says Kandel, "and given some prodding from Paramount, they did consider a revival. There were also endless discussions about continuing the series for syndication."

In February 1971, James Gunn was invited by TV Guide to write an article about The Immortal's history. In that article, "An Author Watches His Brainchild Die," Gunn expressed his feelings that a good concept had been homogenized by the Hollywood industry to "look and sound and feel and smell like everything else." Gunn received over 125 letters from readers in response to the article. One asked Gunn, "You said that you wanted The Immortal to evolve as a series. Where could it have gone after the Movie of the Week?" Another expressed a preference for The Immortal's leanings toward drama rather than science fiction. "It seemed to deal more with relationships than with the possibilities of immortality, but that wasn't entirely bad." Opinion in the letters varied widely. One couple wrote, "The pilot film was excellent. We looked forward to the series but it was a disappointment. We watched it only because we liked Chris George." Meanwhile, another viewer totally disagreed with Gunn's assertion that the series didn't come up to standards. "I didn't stay up until 11 o'clock every week to watch a show with no variety. All that garbage about 'nobody knowing what to do with The Immortal' is just that garbage!"

"Most of the letters were thoughtful and understanding," notes Gunn. "It showed that a good science fiction series could get an audience." While Stephen Kandel was interested in placing more emphasis on the immortal's superblood, he says, "There was never any hint of jazzing up the series with science fiction melodrama. It was what it was. It would either survive or it wouldn't. It had begun to find its audience, but the network, driven by the normal network fear of science fiction, canceled it. We tried for human stories and as a distinct advantage, we were able to set them in a wide range of American vistas. In the best sense we were a road show. "I haven't thought of The Immortal in years," he says quietly. "It ignites some regrets. But series TV is not a business that encourages too much vain sentiment."

CAST NOTES

Christopher George (Ben Richards): Born 1929. Best known as Sam Troy on TV's Rat Patrol series (1966-68). George starred in several films in the 1970s including Grizzly (1976) and Day of the Animals (1977). He was married to actress Lynda Day. Christopher George died of a heart attack in 1983.

Don Knight (Fletcher): Born 1934. An English actor who moved to Los Angeles in 1965, Knight was a frequent guest star on Hawaii 5-0, usually as a bad guy. Knight is also a minister.

David Brian (Maitland): Born 1914. Brian, a leading man in the 1940s, made only two appearances in The Immortal, but his presence as the withering tycoon was always felt. He died in 1993.

WR. Robert Specht, Robert Malcolm Young, Shimon Winkleberg, Robert Hamner, Bob Duncan, Wanda Duncan, Jack Turley, Gene L. Coon, Stephen Kandel, Ken Trevey, William Wood, Ben Nasselink, William Eastlake.

DIR. Joseph Sargent, Don McDougall, Michael Caffey, Leslie H. Martinson, Robert Douglas, Nicholas

Webster, Don Weis, Irving J. Moore, Allen Baron, Charles Rondeau.

EPISODES: 16 **YEAR MADE:** 1969 **COUNTRY:** US **SEASONS:** 1

PARAMOUNT/ABC

CREATOR: JAMES E. GUNN

TYPE OF SHOW: IMMORTALITY

FORMAT: SERIES

LENGTH (MINS): 50 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 16

DATE OF PREMIER: 30/09/1969

AIR DATE OF LAST EPISODE 14/01/1971

SEASON DATE BREAKDOWN:

FILMS: THE IMMORTAL (1969).

Ben Richards CHRISTOPHER GEORGE, Syliva CAROL LYNLEY, Fletcher DON KNIGHT, Arthur Maitland DAVID BRAIN, BARRY SULLIVAN.

Books Based on this series.

The Immortal

James E. Gunn

1970

1 - 1 *THE IMMORTAL (90 MINS)*

Billionaire Jordan Braddock is critically ill, a condition made worse after the crash of his private plane. He receives a transfusion of blood and miraculously recovers and grows younger. The cause of the recovery is traced to strange antibodies in the blood of the donor, Ben Richards, a test driver employee at one of Braddock's companies. Once it is learned that the effects of the transfusion are only temporary, Braddock devises a plan to imprison Ben for his own personal use. Ben has to leave everything, including his job and fiancée, behind to keep out of Braddock's clutches.

Wr Robert Specht

Dir Joseph Sargent

1 - 2 *SYLVIA*

Sylvia, Ben's one-time fiancée, is engaged to marry another man. She has taken the step not because she loves the man -- she is still helplessly in love with Ben -- but because she thinks her marriage will get Fletcher out of her life once and for all. Fletcher, positive that Ben will not be able to allow Sylvia to marry without seeing her one last time, stakes out the reception in hopes of catching Ben.

Wr Robert Malcolm Young

Dir Don McDougall

1 - 3 *WHITE ELEPHANTS DON'T GROW ON TREES*

A salvage dealer offers Ben a hiding place in the back of his disabled truck while Fletcher is in pursuit. After Fletcher leaves Ben helps the man repair the truck and deliver the salvage cargo -- World War I surplus gas canisters that are leaking and could explode at any moment. The salvage company, however, is owned by Arthur Maitland, and Fletcher is at the plant, waiting for Ben to arrive.

Wr Shimon Wincelberg

Dir Michael Caffey

1 - 4 *REFLECTIONS ON A LOST TOMORROW*

Dr. Walter Koster has spent 20 years researching his theory about the connection between hemoglobin and the aging process. Ben sees him on TV and gets a job at the clinic where Dr. Koster and his daughter, also a doctor, work. Ben believes that if Dr. Koster is successful Arthur Maitland will no longer hunt him, so he confides in the doctor about his blood. Dr. Koster attempts to synthetically reproduce the unique qualities in Ben's blood but the experiment fails. Frustrated and tempted by Maitland's offer of a multimillion dollar grant, Koster turns Ben over to Maitland. Koster's daughter, who has become romantically interested in Ben, seeks to help Ben escape from Maitland's men, who have Ben in a straight jacket and guarded in a locked office while Maitland prepares for his coveted transfusion.

Wr Robert Hamner

Dir Leslie H. Martinson

1 - 5 *THE LEGACY*

A teacher gives Ben a ride to escape from Maitland's hounds. Her star pupil is a Chicano boy who lives with his grandfather in an illegal mining camp. Ben and the teacher take the boy home to find his grandfather dying from typhoid fever. The mine foreman, who is only interested in money, refuses to send for medical help for those exposed to the disease. Maitland's men trace Ben to the camp and show up just as the boy begins to show symptoms of typhoid.

Wr Robert Duncan, Wanda Duncan, Dan Ullman

Dir Robert Douglas

1 - 6 *THE RAINBOW BUTCHER*

A dishonest sheriff jails Ben on trumped-up traffic charges. In order to work off the \$50 fine imposed on him, Ben will have to spend 25 days on a work detail building a lodge for the sheriff. A woman befriends Ben after he fixes her car (on the sheriff's orders), and she offers to help him escape if he will retrieve a file the sheriff has on her. Ben gets the file, but the woman backs out of her end of the deal after Ben witnesses an inmate's murder at the hands of the sheriff. When Ben refuses to leave the town forgetting what he saw, the sheriff decides to make Ben the next "accidental death" victim at the work site.

Wr Jack Turley

Dir Nicholas Webster

1 - 7 *MAN ON A PUNCHED CARD*

Two engaged computer technicians serve as Fletcher's newest weapon in hunting Ben. They have developed a program that can analyze information about Ben and predict his next move -- with alarming accuracy. To the man Ben is nothing but statistics to feed into his computer so he can earn \$1000 a day from Maitland Industries for his services. His fiancée, however, leaves the project to help Ben escape from Fletcher. Her daughter is critically ill, so she offers to destroy the computer records on Ben and his brother in exchange for a transfusion to save her daughter's life. Fletcher searches her apartment and discovers this information. With the hospital surrounded, Ben has to trust the woman, the doctor whom Fletcher strong-armed for information, and the computer technician who feels his fiancée jilted him in order to escape from Fletcher and erase the database on Jason Richards.

Wr Shimon Wincelberg

Dir Don Weis

1 - 8 *WHITE HORSE, STEEL HORSE*

Ben, one of a number of hired laborers on a farm, witnesses a sheriff accidentally shot by a couple of workers who are upset over withheld wages. The farm owner organizes an "Honor Posse" to hunt down the men. Ben runs, not because he had part in the shooting but because he got word that Fletcher is nearby. The posse captures Ben and the man who shot the sheriff. The farm owner, a friend of the sheriff, implicates Ben in the crime because Ben worked on the getaway motorcycles just before the incident. When the sheriff dies Ben is charged with the murder, which temporarily keeps him out of Fletcher's hands. Ben's options are to allow Fletcher to take him from the posse and into Maitland's custody, or to face the angry posse leader who is more than happy to kill to ensure the dead sheriff receives "justice".

Wr Gene L. Coon, Stephen Kandel

Dir Leslie H. Martinson

1 - 9 *THE QUEEN'S GAMBIT*

A woman's car breaks down near Ben as he stands hitchhiking. He fixes her car, then uses it to escape when he spots the ubiquitous black car nearby. The woman whose car he repaired is friendly, offering Ben a place to stay and a job. Too friendly, in fact, but Ben only realizes that after he is shot with a tranquilizer and whisked away to a remote country. The woman, he discovers, works for his captor. The younger but equally ruthless billionaire holding Ben (who is thought dead thanks to a staged car accident that Fletcher witnesses) wants to tap the immortality in Ben's veins. Ben tries to bribe one of the guards, but the guard turns up dead. Ben has only two people to turn to in hope for escape: the hematologist who performed the blood transfusion, and the woman who led him into the trap initially, but she admits to Ben that she has lied to him from the beginning.

Wr Stephen Kandel

Dir Robert Douglas

1 - 10 *BY GIFT OF CHANCE*

While hiding out in a Mexican border town Ben is shot in an alley altercation. Fletcher shows up in the alley moments after a fellow American gets Ben off the street. The two return to America as part of a group of illegal workers. They are put to work on a tomato farm run by a cruel foreman. Ben recovers quickly from his gunshot, but the foreman has already had a visit from Fletcher and he assures Ben that he will call Fletcher if Ben causes any trouble. The foreman stands to gain half the farm from the widowed owner if a good crop of tomatoes gets to market on time. He will stop at nothing to accomplish this, including endangering the workers by exposing them to an illegal pesticide.

Wr Ken Trevey, Stephen Kandel

Dir Irving J. Moore

1 - 11 *DEAD MAN, DEAD MAN*

Hitchhiking Ben had been viewing wallet photos of a driver's family when the driver runs off the road and crashes down an embankment into a fast-moving river. Ben, thrown free and only slightly injured, uses

the wallet to assume the dead man's identity when he hears Fletcher is inquiring about the accident. This poses a problem: the man was a Philadelphia policeman who journeyed to the small California town to take a fugitive back to Pennsylvania. The prisoner has assumed an identity of his own, that of a physician, which is what he is facing charges for. Fletcher is unwilling to accept that Ben perished in the crash. He keeps vigil at the crash site and scours the town with photos of Ben. With the only road in and out of town closed for repairs, Ben has to avoid Fletcher and an angry resident who thinks nothing of resorting to violence to keep the doctor from being arrested. He also must hope that the prisoner will not reveal Ben's true identity and that the real policeman's body will not be recovered from the river before Ben can leave town.

Wr William Wood

Dir Allen Baron

1 - 12 *PARADISE BAY*

"Keep out -- this means YOU!" reads the sign on a chain blocking the coastal road to the town of Paradise Bay. Ben drives around the barricade because he has a lead on his brother, Jason. The sheriff gives Ben an unfriendly welcome. After prompting from the manager of the company that owns the property, the sheriff shows Ben a tombstone with Jason Richards' name on it and claims Jason died in a scuba diving accident. The town has been sold to a developer to be turned into a resort, and most of the town's 900 residents have left. The few that remain stand to make a lot of money from the resort project, and they don't appreciate a stranger like Ben asking questions about Jason's death. Ben is not satisfied with the answers -- more precisely, the lack of answers and downright lies -- that he gets when he mentions Jason's name. He is worked over and driven off the property, but he returns. Even though he discovers Jason is not his brother, Ben is determined to find out the truth about the man's death even if it means exposing environmental risks that could halt the resort project or implicating a resident in Jason's murder.

Wr Ben Masselink, Stephen Kandel

Dir Don Weis

1 - 13 *THE RETURN*

The search for Jason leads Ben east to Ohio to look up the man who gave the two boys shelter when they ran away from the orphanage. Ben is set to leave town but he hears his friend's name on the radio news. The man has been arrested for an assault, a charge that could escalate to murder if the injured college student dies. Ben knows that his blood will save the young man's life. He suspects Dr. Pierce's phone is tapped, but he phones anyway to prove what he has said about his blood to the doctor treating the comatose man. Fletcher is indeed listening, and soon Ben is cornered in a phone booth. Ben has one request of Fletcher: he wants to warn his friend that the comatose student's father is en route with a gun. Fletcher's refuses, shooting Ben with a tranquilizer dart and whisking him away.

Wr Robert Specht

Dir Michael Caffey

1 - 14 *TO THE GODS ALONE*

Fletcher has Ben. Trapped in a cabin during a snowstorm, Ben and his captor have nothing to do but talk. Ben is curious about Fletcher's desire to work for people like Maitland, which leads the two to recollect about Jordan Braddock, Fletcher's previous employer. Braddock's last encounter with Ben was in Florida, where a "friend" of Ben's notified Fletcher of Ben's whereabouts in exchange for money. Ben manages to escape in the limousine with the critically ill Braddock. Ben offers only to get Braddock to a doctor, a task that proves difficult because of the country locale with lack of phones.

Wr Ken Trevey

Dir Leslie H. Martinson

1 - 15 *SANCTUARY*

Ben's latest escape from Fletcher takes him onto an Indian reservation. His transportation is not very reliable -- a dune buggy he almost finished repairing before fleeing in it. Three young Indians on horseback offer to help Ben -- for money. Ben falls down an embankment and is thought dead by the youths, but the tribal elder thinks otherwise and orders them to bring Ben back. Ben recovers and sets about trying to repair the dune buggy, having to improvise because there are no mechanic tools. Fletcher's men spot the dune buggy's tracks and move in. Firing tear gas into the compound, they grab Ben and head away from the reservation with the youths in pursuit on horseback.

Wr William Eastlake

Dir Michael Caffey

1 - 16 *BROTHER'S KEEPER*

Ben has located a man named Jason Richards who once lived in an orphanage. Ben may have found his brother, but before he can introduce himself Fletcher shows up with an offer of \$20,000 in exchange for a

six-month stint at the National Research Institute. Ben must try to talk Jason out of surrendering to Fletcher.

Wr Robert Duncan, Wanda Duncan, Stephen Kandel

Dir Charles R. Rondeau

IMMORTAL, THE (2000)

The Immortal (2000) premiered in syndication the week of October 2, 2000. In the early 17th century the exploring merchant ship Dauphine set sail from France to its final resting-place in the far off Japanese seas. A demonic storm left the proud ship in timbers and the crew of eighty-seven destroyed but for one child, Raphael Cain. Raphael was discovered by the enigmatic Yashiro who took him in before himself leaving for ten years, only to return to find Raphael's wife Mikiko murdered and child Kiyomi stolen by the evil demons Mallos and Vashista. Raphael forges his pain in the creation of an otherworldly sword and with a curse that will drag him through the centuries and into Immortality. Trained by Yashiro and accompanied by Goodwin, Raphael becomes The Immortal, battling evil in the name of all that is good.

WR.

DIR.

EPISODES: 22 **YEAR MADE:** 2000 **COUNTRY:** US **SEASONS:** 1

IMMORTAL PRODUCTIONS INC., PEACE ARCH ENTERTAINMENT GROUP.

CREATOR:

TYPE OF SHOW: FANTASY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22

DATE OF PREMIER: 04/10/2000 **AIR DATE OF LAST EPISODE** 02/06/2001

SEASON DATE BREAKDOWN:

FILMS:

Raphael Cain LORENZO LAMAS, Sara Beckman APRIL TELEK, Goodwin STEVE BRAUN, Yashiro ROBERT ITO, Mallos DOMINIC KEATING, Vashista KIRA CLAVELL.

1 - 1 *DREAMS OF THE NIGHT (PART 1 OF 2)*

In the premiere episode, parapsychologist Dr. Sara Beckman is attempting to use a demon-summoning device, which serves its purpose all too well. The mysterious Raphael Cain shows up and rescues her, only to be accidentally shot by Sara for his pains. Goodwin whisks Raphael off, but needs Sara's car and apartment to buy him time to heal. The demons, led by Mallos and his "assistant" Vashista, see Beckman's device as a threat and try to track her down. Raphael manages to drive them off, but when he has to stop to rescue Sara, Goodwin is captured by the demonic duo.

Dir David Straiton

1 - 2 *DREAMS OF THE NIGHT (PART 2 OF 2)*

In part 2, Mallos and Vashista torment Goodwin and use him as bait to draw in Raphael. The plan succeeds, but only after Mallos has sadistically ripped off Vashista's hand and sent her back to Hell himself. In their final battle, Mallos taunts Raphael with the fact that his daughter Kiyomi is still alive and out there...somewhere. He then manages to escape. Raphael and Sara recover Goodwin, and they decide to make Sara part of their team, bringing her scientific expertise on-board.

Dir David Straiton

1 - 3 *NOT SO DEAD*

A demon body-jumper is the Immortal's newest threat: immune to his sword, it jumps bodies with impunity, including the body of Sara's romantic interest: a detective investigating the series of bizarre murders it leaves behind. Ultimately the trio track it to a hospital where it plans to take over the body of a senator and spread chaos from such a high position. Raphael discovers that the demon is vulnerable to electricity, and weakens it long enough to use his sword to send it back to Hell.

Dir Gavin Wilding

1 - 4 *HALF WAY*

McQueen, an aging rock star, has a deprogramming center for demons on his farm. Raphael is skeptical about reforming evil, though Sara tries to see things from a scientific angle. Added to the mix is Randall, a deadly demon bounty hunter from hell whose agenda is to behead demons who have seen the light of goodness. In the end, it turns out to be a demon ruse designed to crush McQueen's hopes.

1 - 5 *WICKED WICKED WEST*

Deciding to take a break, the trio check into a "fantasy suite" type hotel, unaware that it is a haven for demon. Through the fantasy-decorated hotel rooms, guests are sent to an extra-dimensional region with the same motif, and used as a plaything for demons on "vacation". Sara and Goodwin take on the roles of a saloon girl and Billy the Kid, and Raphael must rescue them. He manages to break the enchantment over them, by wooing Sara and letting Goodwin-as-Billy shoot him down in a gunfight. He then goes after and defeats the head demon of the "resort," freeing the rest of the prisoners from the spell and returning them to reality.

Dir Gilbert M. Shilton

1 - 6 *PRIME LOCATION*

Goodwin is in love with a woman who is in cahoots with a demonic artist. They have occupied a loft that stands on a site of great magical power, and plan to use it to open the way to Hell. Filled with misgivings, Raphael and Sara have no choice but to let Goodwin find out for himself. It turns out that the demons need Goodwin as a sacrifice, but Rafe intervenes and sends them back to Hell through the portal they were ready to throw Goodwin into.

Dir Mark Jean

1 - 7 *STUDIO D*

A mysterious death of a couch potato leads Raphael and Goodwin to cable studio D, while Sara investigates the victim's homelife. The demons have developed a way to broadcast Hellish transmissions that first suck unsuspecting viewers in to compulsively watching, then drive them to suicide. Tormented with visions of her dead parents (who were killed by demons), Sara almost falls prey to the transmissions as well. Meanwhile, Goodwin dodges the advances of an amorous soap star/female demon, and Raphael must fight his way past a series of TV-studio demon traps. As usual, in the end Rafe defeats the head demon, sending him back to Hell and defeating their scheme-of-the-week.

Dir Ron Oliver

1 - 8 *FLIGHT 666*

Blaylock, a demon who can change forms and favors plagues, breaks into a government research lab and steals a virulent new germ-warfare disease. He escapes ahead of Raphael, who is taken into custody by the FBI. He manages to convince the agent to free him and then help him track down the supposed terrorist. Meanwhile, Goodwin and Sara have taken the plane that the disguised demon is supposed to be on. It goes down in the woods near a reservoir, and they quickly find out that everyone on the plane are demons! Raphael arrives and manages to stop the demon just before he can dump the vial in the reservoir. The demon takes his form, but is no match for the Immortal's sword skills.

1 - 9 *BRIDE'S KISS*

The theft of a jewel, the "Bride's Kiss", set the team on the trail of a demon who plans to use it to enthrall a millionaire/computer genius who has created a computer virus capable of destroying most computers. The trio manage to infiltrate the wedding reception and discover that the bridegroom, Maximillian, is a demon. Sara briefly falls victim to the mind-numbing powers of the ring, but Rafe and Goodwin manage to free her. Raphael sends Maximillian back to Hell and the world is saved.

Dir Scott Summersgill

1 - 10 *THE HUNTED*

Raphael is targeted by three demon assassins. He defeats the first one readily enough. The second, Oniko, is a female demon whom he briefly confronted early in his career. She tries to deceive him into trying to kill the third assassin, Randall (from the episode Half Way). However, it's a trap, and Raphael is attached to the generators at the local electrical plant. Meanwhile, Goodwin and Sara are looking for a permanent residence and run afoul of a demonic real estate agent who locks them up. They manage to escape and, overhearing the demons' plans for Raphael, get to the plant and free him. In the final battle Raphael sends Randall back to Hell.

Dir Bill Corcoran

1 - 11 *FOREST FROM THE TREES*

The trail of demons takes Raphael, Goodwin and Sara to the northwest forests. Three nature spirits, sisters,

share a crystal among themselves. However, one has turned to the side of Hell, become a corporate logging executive and is using foresting to try to draw out her other two sisters and gain their power. Meanwhile, the other two sisters seek to make Sara their third, while a wood nymph tries to seduce Goodwin. Ultimately Raphael recovers the crystals and defeats the evil sister.

1 - 12 *THE ASYLUM*

Mallos returns with a deadly plan: having Raphael trapped in a mental institution, he does his demonic best to convince him he is not an immortal demon slayer, but "Ralph", an abusive drunken truck driver with impossible heroic delusions. The doctor in charge is unaware that he is serving the demons' cause. Goodwin and Sara (with the help of Lester - a homeless person telepathically tuned into the demon world) must save the Immortal from Mallos before his mind snaps.

1 - 13 *LEARNING CURVE*

When the team discovers a preppy boarding school is a source of demonic brainwashing, Goodwin and Sara go undercover to learn the truth and expose the demon agenda. Raphael finds himself bonding in the woods with a misunderstood teen on the run from the school. When Goodwin is co-opted into the demon student plans, Sara is nearly sacrificed before Raphael returns to save the day.

1 - 14 *THE GOOD SQUIRE*

While on the trail of the demon Ashur, Raphael is put into a mystic coma, appearing dead to Sara and Goodwin. Goodwin is now faced with the responsibility of taking on the role of Immortal Demonhunter. However, this is all a ploy on Ashur's part. He transforms a rat into a duplicate of Lester Dash (last seen in "The Asylum") and tries to lure Sara and Goodwin to him. Meanwhile, Ashur's assistant Ellie turns against him and awakens Rafe from his trance. Goodwin is on the verge of defeat, but Raphael steps in and sends Ashur back to Hell. Still, Goodwin knows that if Raphael one day falls, he can take his place.

Wr Deborah Peraya

Dir Scott Summersgill

1 - 15 *WIRED*

Rodan, yet another evil demon, has a scheme: he is tapping into the despair and misery of human souls and converting it into music that allows him to control humans. Sara, striking out on her own, is visiting Rodan's club and becomes romantically involved with him. Rafe and Goodwin find out about the plan. Goodwin is captured, and Rodan plans on using his 300+ years of experience to generate his most powerful music yet. Raphael is locked into a sound room and blasted with high-intensity music, but uses meditation to resist it (??). In the final showdown with Rodan, Rafe turns on disco music, which weakens the demon enough for Raphael to defeat him. The episode ends with Rafe triumphantly dancing to disco.

Wr Martin Borycki

Dir Scott Summersgill

1 - 16 *REPLAY*

While on the trail of a demon, Raphael ends up inside a run-down, neighborhood bar. Unable to escape, he slowly discovers that he is locked in his own introspective voyage of emotional discovery until he is willing to admit to a few emotional realities. Goodwin and Sara are left on the outside to see if they came revive Raphael from this deadly trance.

1 - 17 *SPY VS. SPA*

While going through some old things of Sara's, she finds a photo of her grandmother from the 40's...posing with Raphael and Goodwin. In flashback, they tell the tale of how they met her. They were investigating a spa rumored to have mystical healing properties just after World War II. Not only is the spa a haven for various Russian and American spy factions, but it is also at the heart of a demon plan to use the waters of Hell to make those who attend the spa become demon-possessed. The two Immortals manage to save the day and pose with Sara's grandmother for a picture at the end.

Wr Martin Borycki

1 - 18 *HAPPILY NEVER AFTER*

The Immortal one, Sara and Goodwin are still in Europe when Sara is mysteriously kidnapped. The trail leads to a castle where a female demon has set up a "fantasy resort" for rich individuals. Demons take the role of fantasy characters like Hansel and Gretel, and then take over their rich guests and use them to spread evil. Goodwin and Raphael infiltrate the castle. While Goodwin is transformed into a frog, Raphael finds Sara trapped in the role of Snow White to the demon woman's wicked stepmother role. Raphael defeats the head demon and her minions, and the millionaires are freed.

Wr Ron Oliver

Dir Scott Summersgill

1 - 19 *DEJA VU*

The team travels halfway across the world to Eastern Europe when Raphael hears of a murder/kidnapping eerily similar to that of his wife and daughter's. Certain that Mallos is once again behind it, he's determined not to let history repeat itself and vows to reunite this father with his daughter. But they will have to overcome the hate and anger of a village torn apart by racial prejudice only to discover a few surprises along the way.

Wr Jim Henshaw, Stacey Kaser

Dir Harley Cokliss

1 - 20 *RECKONING (PART 1 OF 2)*

While travelling in Europe, Goodwin has dreams of a special girl. Raphael relates to Sara (in flashback) how they came to Europe once before on the trail of Mallos. He had kidnapped local Gypsy women, transformed pigs into men, and held the rest of the area in terror. A gypsy woman warns Raphael that he should not interfere, but he musters the Gypsy men and tries to lead them against Mallos. Meanwhile, Goodwin has become involved with a local gypsy girl, and chooses her and a normal life over Raphael. The Gypsy leader is captured, and ultimately Raphael surrenders himself to Mallos in return for the man's freedom.

Wr Rick Drew

Dir Scott Summersgill

1 - 21 *RECKONING (PART 2 OF 2)*

Raphael is Mallos' prisoner and must free himself and the imprisoned gypsies, while defeating the demon in this time and place.

Wr Rick Drew

Dir Scott Summersgill

1 - 22 *KIYOMI*

While strolling along on the beach, discussing their future, Rafe, Sara and Goodwin discover the teenaged Kiyomi lying on the sand. She has no memory of anything that happened to her since her disappearance 3 centuries ago. Meanwhile, Mallos and a resurrected Vashista are lurking nearby. Apparently Mallos' Millennia Plan require that he marry the Immortal's daughter. Vashista raised the girl in the Beyond, and still has motherly feelings toward her. She tries to come to an arrangement with Rafe: he kills Mallos and she gets Kiyomi. Kiyomi is eventually lured to the abandoned building where the wedding is to take place, and Rafe is captured. Sara and Goodwin sneak in, and Vashista ultimately turns over a wedding-gowned dummy to Mallos and frees Raphael. In a final battle, Rafe sends Mallos back to Hell and recovers his daughter. However, as the episode ends, Vashista shows up and warns that the arrangement is only temporary.

Wr Rick Drew

Dir Ron Oliver

INAZUMAN

A college student, who transforms into an insectoid mutant superhero, fights the evil mutants sent by the Newmanity Empire led by the fearsome Phantom Banba.

The series was produced by Tohru Hirayama, the original music was by Ichiro Mizuki, Masato Shimon and Michiaki Watanabe, the stunts were performed by Ken Nakayashiki

An Anime version of Inazuman was broadcast in 2003 in Japan for just 13 episodes.

WR.

DIR.

EPISODES: 25 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:**

TOEI

CREATOR: SHOTARO ISHINOMORI

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 25

DATE OF PREMIER: 02/10/1973

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Inazuman/Sanagiman/Gorou Watari DAISUKE BAN, Emperor Banba (voice) SHOZO IZUKA.

RELATED SHOWS:

INAZUMAN FLASH

INAZUMAN FLASH



Watari, Goro joins the Youth Corp, an organization founded to battle the evil mutants of Shin Jin Rui (New Human Order). When Goro is tested he's revealed to be a powerful mutant himself. Channeling electricity through his body he becomes the "Champion of Justice", Inazuman (Lightningman).

Watari, Goro has to henshin into Sanagiman before he can become Inazuman.

"Gouriki Shourai" (Gain Herculean Strength)

Sanagiman's body absorbs every attack used against him, storing the kinetic energy to charge the henshin belt. When Sanagiman's belt is fully charged he can become Inazuman.

"Chouriki Shourai" (Gain Super Strength)

Inazuman is a moth. Watari, Goro is like the caterpillar stage, Sanagiman is the cocoon. In the early episodes Sanagiman explodes as Inazuman breaks out of his shell.

Watari, Goro and Inazuman both drive the flying car Raijingo.

Raijingo could fly and could fire missiles out of its mouth.

In episode 24 a new group appears which hates mutants but is not on the side of normal humans either, and Inazuman discovers that a new enemy threatens the peace of the world.

After the Shin Jin Rui is defeated Inazuman takes on the Despâ Gundan (Despar Army) in Inazuman Flash. Watari, Goro's friends from Inazuman do not appear in this series, instead he is working with a Interpol agent; Makoto, Arai; who has a personal grudge against Despar.

Despâ Gundan was actually introduced in the 3D movie Jumping Out, Inazuman on March 16, 1974. The movie which came out 10 days before Inazuman the TV series ended featured both the Shin Jin Rui and Despâ Gundan, and included events not seen in either TV series.

Inazuman means "lightning man" and in Inazuman Flash he gains the ability to strike his enemies with lightning bolts.

Although Toei seems to consider Inazuman and Inazuman Flash to be two separate series, each with their own opening and ending theme songs, I have a Japanese book which includes an episode guide that treats them as one 48 episode series. Which actually makes sense since Inazuman episodes 24 and 25 include Despar robots (Udespar appears as Nazo no Roboto Senshi [Robot Warrior of Puzzle]), Inazuman episode 25 ends with the Japanese for "to be continued" on the screen and the Inazuman Flash credits include scenes that are actually from Inazuman.

The series was produced by Tohru Hirayama, the original music was by Yuki Hide and Michiaki Watanabe and the stunts were performed by Ken Nakayashiki.

WR.

DIR.

EPISODES: 23 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SHOTARO ISHINOMORI

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 23

DATE OF PREMIER: 02/10/1973 **AIR DATE OF LAST EPISODE** 26/03/1974

SEASON DATE BREAKDOWN: Season 1 : 09/04/1974 - 24/09/1974

FILMS:

Inazuman Flash/Goro Watari DAISUKE BAN, MITSOU ANDOU, Silencer Deather SUMIDA KAZYUO,
Emperor Bamba SHOZO IZUKA.

RELATED SHOWS:

INAZUMAN

- 1 - 1 *TERROR OF FUHRER GEISEL AND RIDDLE OF THE DESPAR ARMY*
- 1 - 2 *TERRIFYING SAFARI!! EPIC BATTLE AT SEA*
- 1 - 3 *500 HYDRON BOMB!! GROUND BASE GREAT BATTLE*
- 1 - 4 *RIDDLE OF THE AIRSHIP TO SPACE*
- 1 - 5 *DES MISSILE, GREAT MID-AIR BATTLE*
- 1 - 6 *GEISEL'S GREAT FORT*
- 1 - 7 *GREAT BATTLE!! UDESPAR VS INAZUMAN*
- 1 - 8 *UDESPAR SIBLINGS! CROSS HURRICANE*
- 1 - 9 *BOY CIRCUS AND MARCH EPIC BATTLE*
- 1 - 10 *UDESPAR SIBLINGS! DEFIANT SHAPE*
- 1 - 11 *BEAUTIFUL CYBORG! MOTHER ALTER EGO*
- 1 - 12 *PHANTOM TOWN, DESPAR CITY*
- 1 - 13 *WHITE DARKNESS!! WITCH SINGS THE BABYSITTER SONG*
- 1 - 14 *GREAT ARIAL BATTLE!! COMBINE UDESPAR TACTICAL SQUAD*
- 1 - 15 *BIG FLOOD OPERATION!!*
- 1 - 16 *RIDDLE OF THE WOMAN WHO'S NAME IS DESPAR'S SECRET SEARCH*
- 1 - 17 *BLUE PUPILS OF THE INVADER*
- 1 - 18 *BALLAD OF RED QUEEN ASSASSINATION*
- 1 - 19 *INASUMAN JOINS THE DESPAR ARMY!!*
- 1 - 20 *BUTTERFLY AND GUILLOTINE FLOWER HELL OPERATION*
- 1 - 21 *THE DESCEASED SQUAD - ROUTE 047*
- 1 - 22 *KILL THE BURDENSOME ONE, GEISEL'S SUPEREME COMMAND*
- 1 - 23 *FAREWELL INAZUMAN, GEISEL'S DEATH RAY.*

INCREDIBLE HULK, THE



The Incredible Hulk was introduced to British TV viewers in 1978, as the latest product off the conveyor belt of SF based heroes to emerge from America in the 1970s. We'd had The Six Million Dollar Man, The Bionic Woman and Man From Atlantis, now there was Dr David Banner, a sensitive, compassionate scientist whose search for a way to unleash man's secret source of strength had a bizarre result.

Banner's desire to find a way of tapping some kind of super-strength is triggered when he fails to rescue his wife from a blazing car. Experimenting with gamma rays, he accidentally receives an overdose, bringing about a Jekyll and Hyde personality he cannot control. Every time anger and frustration overpower his normally placid emotions, Banner is transformed into the Hulk a 7 ft tall, green-skinned man-beast with phenomenal strength. His shirt splits, his shoes vanish, but, as this was a family show, his trousers stay on.

After a couple of 90-minute pilot films, the series took on the familiar mantle of The Fugitive, a 'lumbering man' show with Banner/Hulk searching for the scientific answers and antidote to his plight. Each week he encountered various strangers who tried to help, hinder or understand him. The usual format was: Banner meets good guy/girl. They get in trouble. Banner gets cross and turns into the Hulk who stomps the bad guys. His anger subsides and he becomes mild mannered David Banner again. The regular 'villain' of the show was nosy, headline-hunting reporter Jack McGee who believes the Hulk is a killer and trails him round the country, desperate to expose Banner's secret.

We'd had THE SIX MILLION DOLLAR MAN, THE BIONIC WOMAN and THE MAN FROM ATLANTIS, now there was Dr. David Banner, a sensitive, compassionate scientist whose search for a way to unleash man's secret source of strength had a bizarre results.

The Hulk never spoke in the TV series, but almost uttered his first words in a British TV commercial - for TV Times. However, studio chiefs at Universal Studios in Hollywood were afraid that if the Hulk spoke it would ruin his image, so the green giant was gagged and the ad went out with subtitles. The line: "Gee, I never knew there was so much in it!" There was also a cartoon series made, totalling 13 episodes. From the Comics character created by Stan Lee (1962), Like Stan Lee's "Spider-Man", this story combined the superhero format with adolescent angst. The Incredible Hulk first appeared as a comic book character in a 1962 comic entitled The Incredible Hulk. The comic, created by writer Stan Lee and artist Jack Kirby was about a nuclear scientist who was transformed into a powerful, yet stupid creature after exposure to gamma radiation.

The scientist. Dr. Bruce Banner was exposed to gamma radiation when a gamma bomb he created was prematurely detonated by a spy. Banner survived the explosion, but whenever he became angry he finds himself transforming into the Hulk. The Hulk being a huge green creature with enormous strength. childlike intelligence and driven by raging fury. After his rage settled down. the Hulk transformed back into Banner. The Hulk was hunted by both the military and other super heroes.

Several changes were made to the comic book's concept when it was brought to TV in the late 1970's by producer Kenneth Johnson. These changes were made with the approval of the Hulk's creator Stan Lee. Dr. Bruce Banner found his name changed to Dr David Bruce Banner. In the TV series Dr. Banner was using gamma radiation in an attempt to unlock the hidden strength that all humans possess, and he is responsible for cases of people doing superhuman feats in time of stress. Banner discovered that his genetic make up lacked the ability to gain this temporary strength and as a result he was unable to : prevent his wife from dying in an accident. Banner exposed himself to gamma radiation- a procedure which had no apparent effect on him. However he soon discovered that as soon as he loses his temper he is, transformed into the Hulk.

Realising that he had no control over the creature and that the Hulk could end up killing somebody Banner attempted to reverse the process. His efforts came to a halt when a fire destroyed his laboratory . and killed his partner. The Hulk was seen at the scene of the fire by Jack McGee a reporter for a tabloid newspaper. The National Register. McGee blamed the fire and both David and his partner's death on the Hulk and sets out to

find the creature. McGee became obsessed with finding the creature and bringing it to justice. Fortunately for David the National Register was not a well respected newspaper and few people believed McGee's claims of a giant green man.

The Hulk of the TV series was not as powerful as his comic book counterpart. He was smaller, only 7 feet tall and 330 pounds in weight. The Hulk was played by Lou Ferrigno a professional body builder and it would have been impossible to find anyone much bigger and closer to the Hulk's size in the comic book.

The comic Hulk had the ability to speak and was not harmed by bullets. The Hulk could speak and could be injured by bullets, however the wounds he received would quickly heal. Each episode would feature two appearances by the Hulk one at the end of the episode. David made no attempt to clear the Hulk of the murder charges and allowed the world to believe, that he was dead so that he could find a cure for his condition. He became a wanderer with the series becoming a lot like *The Fugitive*. David would find himself taking making new friends when he took odd jobs to support himself, or else find someone whom he thought could help him find the cure. He would find himself involved in some problem in his new friend's lives which the Hulk helped solve. By the end he would find himself on the road hitchhiking since the Hulk's appearance had drawn the attention of McGee.

The Incredible Hulk was not cancelled because of poor ratings but because Johnson decided he longer wanted to produce the series. The Hulk returned to TV in the late 1980's when many old TV series were being revived as made for TV movies. The rights to the comic character had reverted from Universal Studios to Marvel which had just been bought by New World Studios. Hoping to launch another success series based on a comic book, the first two Hulk revival movies featured appearances by other Marvel comic book characters. If the character was well received the movie could be used as a pilot for a series.

The first of the movies *The Incredible Hulk Returns* featured Thor, the Scandinavian God of Thunder. The second movie *The Trial of the Incredible Hulk* featured the Daredevil, who was in reality a blind attorney. Neither of these heroes proved popular enough to get their own TV series. The third and final Hulk revival film did not feature any other Marvel super heroes Entitled *The Death Of Incredible Hulk* this movie was the last appearance of the TV Hulk since the film's climax featured the Hulk falling out of an airplane to his death. Despite the fact that the Hulk appears dead at the end the film a fourth Hulk movie was being planned, but will never be made since the death of actor Bixby.

The series is based on the MARVEL COMICS character of the same name. Mild-mannered scientist Dr David Banner (Bixby) subjects himself to gamma radiation and turns temporarily into a violent, green, 7ft (2.15m) hulk (Ferrigno), a condition that repeats itself whenever he is under stress. The Hulk persona never speaks. Banner has many adventures while on the run, trailed by abrasive investigative reporter McGee (Colvin), who suspects the truth. Only a handful of episodes -- notably the 2-part "Prometheus", which involves a meteor freezing Banner/Hulk into an intermediate state -- have any SF components aside from the initial SUPERHERO premise. In this formulaic but popular series the Hulk is much more polite (and lacklustre) than his frenzied comic-book counterpart.

The 2 pilots and a further 2-episode story were syndicated in the USA and released as movies elsewhere: *The Incredible Hulk* (1977), *Return of the Incredible Hulk* (1977; a retitling of "Death in the Family") and *Bride of the Incredible Hulk* (1978; a retitling of "Married"). 2 made-for-tv movies, both dir Bill Bixby, are *Trial of the Incredible Hulk* (1979) and *Death of the Incredible Hulk* (1990).

Bill Bixby, familiar to TV fans as *The Magician*, starred as David Banner, and former Mr World and Mr Universe, Lou Ferrigno was the Hulk. Ferrigno, whose first major acting role was in Arnold Schwarzenegger's *Pumping Iron* film, was anxious not to portray the Hulk as a simple beast, but as a man striving to control the beast within him. Whatever the motivation, this TV Hulk bore little resemblance to the Marvel Comics original.

One in-joke, partly lost on younger fans, was the guest appearance of Ray 'Uncle Martin' Walston as an ageing magician (with Bixby as his assistant) in an episode called . . . My Favourite Magician.

Note: The Hulk never spoke in the TV series, but almost uttered his first words in a British TV commercial - for TV Times. However, studio chiefs at Universal in Hollywood were afraid that if the Hulk spoke it would ruin his image, so the green giant was gagged and the ad went out with subtitles. The line: 'Gee, I never knew there was so much in it!'

The executive producer was Kenneth Johnson, producers were Chuck Bowman, Jim Parriott, Nicholas Corea, James G. Hirsch, Bob Steinhauer, Karen Harris and Jil Sherman. The show premiered in the UK on the 26th May 1978 and as with most American series at the time, the U.K. running order deviated from the U.S. original - and differed in the length and composition of various runs around the ITV regions.

Prods included Nicholas Corea, James D. Parriott, Charles Bowman, Bob Sherman. Dirs included Johnson, Bowman, Kenneth Gilbert, Jeffrey Hayden, Reza Badiyi, Jack Colvin. Writers included Johnson, Parriott, Corea, Karen Harris and Jill Sherman, Richard Christian Matheson.

The various famous actors to have appeared in the show included Don Marshall, Nichelle Nichols (STAR TREK), Whit Bissel (THE TIME TUNNEL), Kim Cattrall (WILD PALMS, OP CENTRE, ROBIN COOKS' INVASION), Charles Napier (OUTLAWS), Fred Ward (INVASION EARTH), Diane Muldaur (STAR TREK, STAR TREK: THE NEXT GENERATION), and for the TV movies in the 1990s there was John Rhys-Davies (SLIDERS, STAR TREK : VOYAGER), Andreas Katsulas (BABYLON 5), and Elizabeth Gracen (HIGHLANDER: THE RAVEN, HIGHLANDER).

In the comic books, the Incredible Hulk is a not-so-jolly, muscle-endowed green giant perpetually garbed in purple pants. Bounding up and down, covering miles at a time, he spouts fantastic dialogue such as, "Hulk smash!" or, "Puny humans! Hulk kill all!" Transforming such a campy, wildly comic premise into a believable, dramatic one-hour television show was a task that very few in Hollywood wanted to take on. But writer-director-producer Kenneth Johnson ingeniously found a way to do it, and the Incredible Hulk smashed his fists from the comic pages into our television screens in the winter of 1977.

Frank Price, the head of Universal Television at the time, had acquired the rights of several Marvel Comics characters for translation to television, and he thought of Kenneth Johnson as a potential producer-writer to take on the challenge. But Johnson's initial reaction was very negative: "I'm not interested in doing any more superhero, comic book-type shows." He was in the heat of working on *The Bionic Woman* at the time and didn't want to be typecast as someone doing superhero shows. "I was afraid that was all people would look after for me in the future, you know? I was really trying to duck it." Some of the other characters snapped up for an over-the-airwaves makeover were the Human Torch, Captain America, Thor, Doctor Strange and Daredevil. "I was literally standing at home trying to figure out how to say, 'No!' because I just didn't want to do any of them." But after a conversation with pal Steven Bochco (creator of *Hill Street Blues*), Johnson realized that if he did *Incredible Hulk* for Universal, he could get another pet project, a mini-series adaptation of Walter Scott's *Ivanhoe*, off the ground as a favor.

The concept that would turn the Incredible Hulk into a television character came from the unlikely inspiration of *Les Miserables*. "I was thinking of *The Fugitive* and *Inspector Javert*," says Johnson, "and I thought, 'Well, wait a minute, maybe there's a way to take a little bit of Victor Hugo, Robert Louis Stevenson, and this ludicrous premise called *Incredible Hulk* and meld a1J of these together,'" said Johnson. "So I went to Frank Price and said, 'I think I can make the *Incredible Hulk* work, but I want to do it this particular way, a sort of *Fugitive* manner, and ... make it totally different, classy and classical.'" The deal was struck. Johnson would later do *Ivanhoe* if he'd bring the Hulk to life. (*Ivanhoe* was produced by CBS in 1982, but it was not Johnson's script or project.)

He researched his subject, but Johnson confesses that the actual Hulk comic books didn't give him much to go on, "except the basic premise of a man exposed to gamma radiation, and that somehow altered his body chemistry. I just sort of took that as a red-liner and went from there. Over Easter weekend of 1977, I guess, I wrote ... the pilot for *The Incredible Hulk*." The possibilities of what he could do with the character became so intriguing that on Easter Sunday, in a white-hot fever over the course of a 12-hour period, Johnson wrote in longhand 43 pages of script.

"That's sort of a record, I've never gone faster than that. This was before computers. The more I got into it, the more I realized there was a delicious character here that I could give some psychological depth; raise it above the levels of its comic book origins. George Burns said, 'If you're going to tell a lie, put as much truth as you can in it.' So I did a tremendous amount of research into cellular structure, various kinds of metamorphoses and possible ways something like this could happen." In the end, the Hulk of the comics bore little resemblance to the Hulk of television. Several alterations were necessary—the television Hulk would not have Tarzan-speak and would not be as powerful as the comic book character (read: the television budget just wouldn't allow that!). Plus, there was an entire layer of emotional and physical consequences that had to be addressed, making the adventures of David Banner more dramatic and three-dimensional than in comics. Finally no super-villains. Grim reality, not camp, was the order on the plate.

The drama and dimensions came first in casting a respected comedy and dramatic actor, Bill Bixby, as Dr. David Banner. (Johnson never thought of anyone else—even though when his agent first showed him the script, Bixby reportedly moaned, "Oh pleeuuzz! I don't want to get involved in anything called *The Incredible Hulk*!") Further depth came through in the types of stories the writers and producers chose to tell, many of which tackled weighty social problems.

Nevertheless, nearly everyone required some time to warm up to the project. "I was so embarrassed that the title of my original script was 'The Hulk,' not 'The Incredible Hulk,'" laughs Johnson. "I couldn't deal with

writing 'Incredible.' It's a comic book title, you know? It had been around for a couple of years, and they insisted on keeping the title. I did manage to change the name of the lead character. I couldn't deal with Bruce, so I changed it to David Banner. And eventually compromised and gave him the middle name of Bruce."

A little-known fact is that Lou Ferrigno was not the original choice to play the creature. Richard Kiel, best known for a pair of appearances as the character 'Jaws' in the James Bond films *The Spy Who Loved Me* and *Moonraker*, was the original choice. "I met Lou, but he had absolutely no acting experience," remembers Johnson. "I saw that it would be very difficult to make an actor out of him. Richard Kiel, on the other hand, was an actor and happened to be seven and a half feet tall. We shot a whole week, and then I think it was Frank Price's son who came in to a screening and said, 'It's a neat show but the guy doesn't look like the Hulk!' We had four weeks scheduled. I had shot a whole sequence at the lake. So, I had to go back to Lou, and he's not as big as Richard, he's a whole foot shorter. But I had a little movie magic and a lot of patience [to make the illusion believable]."

Asked why he originally chose Kiel, who, though tall, is not muscled, Johnson explains, "I wanted an actor. You have to understand I wasn't out to do a comic book. I was out to do something solid, like *Frankenstein* by Mary Shelley. I wanted somebody who could act, play the emotions I wanted the creature to have. I didn't want him to just crash through the wall, you know? I wasn't sure I could get that from Louie. But it turned out that Lou was quite good and a real natural, and once we got to working together and got comfortable with what he had to do and how to do it, it worked out fine."

The first Hulk telefilm, written and produced by Ken Johnson, made about \$7 million when it was released in Europe as a theatrical, running for about two months. Nicholas Corea, supervising producer, screenwriter and sometime director for *The Incredible Hulk*, recalls his experiences on the show as "the best time of my life. Universal studios was at the height of its TV power-12 to 14 series on each year-and Reagan's tax laws weren't on the books. You could put a lot of time, energy and money into a production-even go over budget without any flack from the 'big boys' [at the studio]. All that ended about the time *The Hulk* ended. Suddenly it was about money and how much was spent that determined the quality of a show. Those four or five years were also an incredible learning time for me, brand new in the biz and learning something each new day. Working my rear off, and never realizing it. I was enjoying myself so much. There were no fat writer-producers in '78 to '82."

Moving up the ladder quickly from story editor to writer-producer, Corea was eventually tapped as supervising producer, which "scared the hell out of me" until Ken Johnson explained that "common sense was the only talent needed for the position. The technical aspects would come with time. He was right, of course. Common sense and, I would add, cinematic taste-an introverted history of living at movie houses and/or in front of a TV-is all one needs to produce."

To generate stories for the series, producers and writers would gather together and throw ideas back and forth. As Corea explains, the thrust for Banner's life in the world was to find stories that were more than just run-of-the-mill adventures. They wanted stories that would touch viewers' emotions. "We wanted a show that 'did numbers' and was successful, so we laid in a mess of action and special effects. But also-especially after the show was a hit-we wanted tales that had something universal in them (like all good stories) that would really strike a chord in the audience." That is to say, we all have the green monster inside of us trying to break out, and the show would provide a catharsis by manifesting that monster in a safe, nonviolent way. "This element was very important in all the shows, all the way through. What makes you angry? Figure that out, then write a show about it."

This approach inspired episodes dealing with such issues as child abuse, mental health, terminal illness, mental retardation, teenage alcoholism, drugs, teenage runaways, family estrangements, paraplegism, and yellow journalism. Occasionally, various government institutions got the stab, as when Banner got stuck in a phone booth and the Hulk had to smash his way out. "Another criteria was, if you show an episode in Botswana, Africa, will the viewer get it?" says Corea. "That's why, I believe, the show has a kind of natural universality." Says Andrew Schneider, story editor for Hulk's third season, "I tried to find stories that were emotionally powerful and socially relevant, that would put David Banner in crisis and conform to our 'two Hulk-outs per episode' format. It was difficult to keep from digressing into formula, but we tried very hard to make each episode fresh in its own way. I haven't seen any Hulk episodes recently but I'm satisfied with the show in that we were able to raise it above the level of a comic book. We tried to tell meaningful stories, and by and large, I think we were successful."

Corea agrees. "I think the show was more than its comic book origins. I know, for a fact, that it had a lot more meat on its bones than, say, *Wonder Woman*, being produced at Warner Brothers at the same time." For Johnson, his goal for the series was simply to create "a show that adults could watch. What happened to *The Hulk* was that kids would watch to see the big green man smash through the wall, but very quickly adults would watch and realize there's more going on here in terms of story. This was really a psychological drama

about a man with a major problem he's trying to solve in a realistic way, and he was a very sympathetic character. In each of the episodes we wanted it to be about something. Writers would come in with an idea and start talking about plot. And I'd say, 'No, I don't want to hear about plot. I want to know what's it about.' They'd say, 'What do you mean?' I'd reply, 'Well, is it about anger?'

"The show comes in different forms. For some people David Banner/Hulk is anger, drugs, for some it's alcohol, and others yet it's obsession or vengeance. They get upset, and their Hulk comes out. People 'Hulk out.' We've developed a phrase in the English language, a 'Hulk-out,' the same way that 'bionics' did. We wanted each episode to somehow reflect that thematic material. And that's what sets The Hulk apart from other shows." Johnson also claims that David Banner's line, "Don't make me angry, you wouldn't like me when I'm angry!" became "a catch phrase not only in the series and in the industry but around the world."

The Incredible Hulk was one of the most expensive shows filming at the time, and near the end of its run, the studio asked those running the show to cut the Hulk's appearances to one per episode.

"This attempt to emasculate the show-in its third year, for God's sake-led to Kenny Johnson and myself saying, 'No!' and being let go," remembers Corea. "However, this state of affairs lasted only about 48 hours, and everything was brought back to normal by our star, Bill Bixby, making it clear that he needed our services to carry on.

Johnson adds his detailed recollection: "There's a guy named Peter Thompson who took over the production department at Universal. He called me one day and said, 'Kenny, the studio doesn't want to deficit finance any more. You gotta take \$100,000 out of every episode. And that's the rule.' I said, 'No problem, Peter. Now, are you going to call them and say we can only afford one 'Hulk-out' instead of two?' 'No, no, no! It has to be the same show!' and I said, 'Let me explain something to you, Peter. I can do a show called Incredible Hulk for \$7 or \$700, \$700,000 or \$7 million. The only thing they have in common is the title! Now, if you want me to do the same show, it has to be the same money!' He said, 'Are you refusing to cut?' 'It can't be done, Peter!' so he said, 'You're suspended!' I said, 'Ok, Peter, let's call Nick.' So he called Nick and said, 'You're in charge!' Then Nick said, 'F--- you, Peter!' Peter Thompson went to the whole staff and managed to suspend everybody. All of a sudden, there's no staff anymore. This lasted for 24 hours, and then everything went on as normal afterwards, except that Peter Thompson was thrown out of his job about a month later!"

What was life like on the Hulk set? Corea offers this anecdote: When Lou Ferrigno first started the show, his hearing aids were not of the best quality and it was necessary to get someone to signal him at the start and end of a scene. "Usually, a trainee from the Directors' Guild or a second assistant director would lie on the ground below [the camera] frame line. [It was his job] when the director yelled 'Action!' to tap Lou on the leg once to start, and when the director yelled 'Cut!' to smack him twice so he'd stop wrecking the set. [I'm not sure precisely] how the code worked, but the actual event was a daily occurrence until Lou was able to invest in a much better quality hearing device that made this no longer necessary."

As for working with Kenneth Johnson, Corea says, "[He] took a basic comic book idea and turned it into a classic investigation into the soul of man ala Portrait of Dorian Grey and Jekyll and Hyde. Instead of a character who could make himself Hulk out, Kenny created a tortured individual who'd overdosed and was now cursed with a side of himself he could not control. David Banner thus became Everyman and not 'special man,' searching for an answer to a very universal and human dilemma. "Kenny's writing was always superior, and his directing was terrific. He taught me a hell of a lot, and I've always looked on him as mentor and guru. Our backgrounds-he was from the 'aristocracy' and me from 'ethnic roots'-always kept us from being best friends, but we were definitely good pals and co-workers from 12 to 18 hours a day."

Asked if he was satisfied with his work on this show of many years ago, Corea replies, almost insulted, "I pity the TV writer, producer [or] director who is ever 'satisfied' with the work accomplished. To me, that's death! Walking out of a screening room, winking at the men and women who work with you and chortling: 'Perfect! Terrific stuff!' God, it makes me gag to think about it. There were quite a few executive producers in those days who said just that-who believed they'd found the key to infallibility. Most of those jerks are looking for work right now. Sure, there were many, many things we didn't get to accomplish with the show, mainly because CBS canceled us without much warning. At the time I remember that our biggest problem with the cancelation was the fact they never gave us the chance to wrap up the show. To do a final, blockbuster, two-hour episode that put Bix in the wringer and saved him from the monster inside a kind of addiction story where David Banner had to finally turn himself inside out and explore the dark zones of his soul, etcetera. Also, we wanted a trial to be part of this two-hour-an inquisition of our hero that would cause him to Hulk out on the stand."

Over the course of the series, reporter Jack MacGee never really understood that the Hulk was David Banner. Only late in the second season, in the two-parter "Mystery Man," did he learn that the Hulk was a man who transformed into the creature and back. Would it have been a better idea, dramatically, for MacGee to know the Hulk's identity? Corea considers the question.

"My answer is that Kenny, Bill Bixby, [and] CBS thought it more exciting that MacGee didn't. [But] I agree with you. It was strictly a consensus that a MacGee who was in the dark, so to speak, would be a much better protagonist than a MacGee who understood Banner's plight. A MacGee who suddenly was no longer a threat and possibly even a partner or friend. Of course, if we'd been able to do that last wrap-up show, you can be certain MacGee would've had that shock." For the show's cancellation, Ken Johnson lays the blame on Harvey Shepherd, then head of the CBS television network. "Harvey felt there wasn't a season left in it," growls Johnson. "It was a particularly foolish choice because at the time we had been canceled we had seven episodes in the can that hadn't aired yet! I said, 'Harvey, buy five or six more episodes, and you'll have a whole half-season right there! Then you'll see! The show's got another year in it.' He decided in his infinite wisdom not to, and I razzed him a good deal about it since then."

As the series developed, producers and the studio went looking for another producer to bring some freshness to the show. They snagged Jeff Freilich. He came aboard *The Incredible Hulk* as a producer and writer during the third season to see what ideas he could contribute. "When I was producing the show, Bill Bixby's concern was that the Hulk was becoming too repetitive," says Freilich. "It was fairly predictable that if David Banner got confronted by, you know, violent or threatening people, he would turn into the Hulk. That was always based on anger. He was afraid the series wouldn't last much longer because it was the same note over and over again. And what I came up with was an idea that I thought would keep us going for a little bit. I [wrote] a story that ... involved Banner as a logger in Oregon, working near a river. He gets stung by a bee and turns into the Hulk. He stubs his toe and turns into the Hulk. David Banner is not only confused, but terrified that now it seems to be the slightest trauma that does it."

What we discover [in the course of the story] is that a B-29 plane bound from Los Angeles to Japan at the end of the war, carrying a nuclear device on it, went down and was underwater near where he is logging and has been underwater for 40 years. Because of added radiation, it was accelerating the Hulk-outs. It became, then, a key. Any scientist who discovers that a change in a phenomenon can be instigated by some outside substances—in this case, radiation—would immediately start to work on a cure or reverse of that. It gave Banner a new kind of quest."

The ideas were interesting, but we never saw this story on the air. "I got into a fight, basically, with the people on the show," sighs Freilich. "Part of it was because I was more involved with the star than some people wanted me to be." Freilich left the show and went down the block to Glen Larson, who was also at Universal, to produce *Galactica 1980*. Meanwhile, Freilich says, "Ken Johnson proceeded to basically borrow the idea and do the big two-parter which opened next season, which was David Banner at the transformation stage, where there is an overexposure [fourth season's premiere, *Prometheus*]. To me, it was the most obvious departure of the series. To accelerate the Hulk-outs, to make them so frightening and confusing that instead of traveling from city to city aimlessly, which is what Bixby's character did, that he should now kind of rechannel his energies to finding a cure for his problem, which was the original premise of the show."

The problem was, he was very rarely looking for the premise. It was basically *The Fugitive*." Freilich believes that the show enjoyed continued success because "it had heart to it, basically. The show always involved some everyday person. It was what makes any comic book work. The best Superman stories involve people who are in impossible situations that can only be rescued by a superhero from another planet. In the case of the Hulk, it was people up against very tough odds who are saved by a seemingly everyday man, who has this incredible power that torments him. So, he was a wonderful anti-hero. Bixby played it as a man tormented and obsessive, and at the same time, because he was a doctor, it was in his character to help people. He couldn't turn his back on helpless victims, knowing full well that in the process [of helping] he'd probably be subjected to this horrible transformation into this large, green, angry monster, which was something he didn't want to put himself through. [He] subjected himself to it as a sacrificial donation to other people's betterment. It is an interesting, compelling, human thing."

"The other reason the show is successful is there still is a dearth of quality children's programming. What I found fascinating about the Hulk ... and made me feel valuable as a writer, was that I got involved with a large number of child psychiatrists who all thought that *The Hulk* was an outstanding children's program. The reason why was that it demonstrated to children, when Bill Bixby turned into Lou Ferrigno ... that David Banner was acting out his anger, and that it was okay to become angry. Many children have a tremendous difficulty ... expressing anger appropriately. I was told by a therapist that a lot of children, in a very healthy way, would become the Hulk when they became angry. Parents were complaining that the Hulk provoked violence in their children. Not that they broke walls or stuff like that, but they'd growl and they'd throw pillows around. They would act out as if they were the Hulk. So I got concerned about that. I have two children of my own now. I'm a little sensitive to what they watch. At the time, I was particularly sensitive because I didn't want to be creating stories that would have really serious negative repercussions, particularly among children. So, I talked to a few people I knew."

I had gone to medical school at the University of Southern California and knew a lot of psychiatrists who

would have been graduates with me, and they all did research. I started to get calls back from Children's Hospital in Los Angeles, a place in New York and a couple of other places, and they all said, 'When children act out anger, it's because they can't express it otherwise, and if they can't find a way to act out it will become repressed, and if it does become repressed, they will grow into violent adults.' It was a wonderful outlet for children. It was a way to validate and express anger when they might otherwise repress it or internalize it and cause problems in themselves or their future. To me, all of a sudden, gee, I'm working on a show that actually has some value!"

Freilich remembers feedback for *The Incredible Hulk* as "very positive. I think that Ken Johnson really tried to make each individual episode have some meaningful, accessible human story. Each of these stories could be told without the Hulk." For Freilich, *The Incredible Hulk* was a pivotal assignment because it was his first production. "I was hired as the producer of *The Hulk* for no particular reason," he says, "except for the fact that I was a very good writer and both Ken Johnson and Nick Corea wanted to branch out and try other shows, other things, and wanted me to become heir apparent to the show. The fact that Ken Johnson and I had a personality clash precluded me from taking that show over, which I'm glad I didn't do in retrospect. Nick Corea, whom I have a lot of admiration and respect for as a creative person, should really have been write something closer to his heart. Nick's a former police officer, and a marine in Vietnam. He's got a wonderful background for writing gritty politics. If he could have been born again, he'd like to be either Ernest Hemingway or Raymond Chandler. Nick was the best Hulk writer I think there was. He was also the best director of the ones who directed episodes."

Asked to describe Ken Johnson, the show's television creator, Freilich first emphasizes that Johnson "took the Hulk seriously. I mean, he took everything seriously and, in fact, wanted the show to be as reality-based as possible. Which, when you're doing a show about a man who, when he gets run over by a steam roller, has his eyes go white and comes out a green person, is very difficult to accept."

Freilich then supplies an extended anecdote that reveals Johnson's commitment to his craft and, in particular, to the Hulk. During the second season of the show, for an episode titled "Killer Instinct," Freilich, Johnson and episode director Ray Danton were all sitting in the editing room, viewing dailies. "There's a scene that takes place in the Los Angeles Coliseum during a football game where stock footage is used, but there is a young boy who is sitting in this 100,000-seat coliseum, way up high, watching, and he has a relationship to David Banner. He sees David Banner running across the field, and Banner runs right through a play, and [with] the combination of the two teams ramming over him, he winds up with 2300 pounds of bodies over him, and he becomes the Hulk.

"Instead of tearing apart Los Angeles Coliseum, Lou is supposed to look around and spot this boy sitting up in the coliseum, and a tear appears under his eye and drips down his cheek," said Freilich, relishing the tale. "This is a Hulk moment. Ken Johnson reached over to the controls on the console and paused the film and turned to Ray Danton and said, 'Ray, I don't understand this! This isn't real!' He says, 'How could the Hulk come out of the scrimmage, look up and spot this boy out of a hundred thousand people? This is crazy, nobody's going to believe this. Why did you do this?' There was a long pause, and Ray leaned over and said, 'Kenny why is he green?' Ok? It was like Ken bought this myth to the point where if everything else isn't real, then it would become a cartoon, is what he would think. We kept reminding him it was a cartoon and that nobody would ask how Superman or Batman can leap or fly out of the sky and arrive just in the right time to stop a mugger from roughing up a family. ... Nobody would ask that question because it goes with the mythology and fantasy involved. In this instance, why would anyone wonder how the Hulk could spot this boy? But Ken really thought it was very important and couldn't answer why he was green at all. It was a funny kind of situation, but it made all of us fall over because it made us think, jeez, what are we doing here? Were we making a comic book or a television show?"

The story is recounted to Johnson, who says, "Jeff is certainly correct in my dedication to keep the show as real as possible. The Hulk was green because I had it forced on me. In the original comics he was grey, then Stan Lee wanted a color. The printer said they could do a nice consistent green. Stan said okay. I wanted him red, the color of rage, anger, danger-and my favorite word, logic." Freilich believes that *The Incredible Hulk* was one of the best children's television shows ever made. "I think, for me, it opened up my career [just] because someone anointed me and said, 'Now you're a producer,'" recalls Freilich. "I didn't know what I was doing. It took me a few months to figure it out, and after that I was able to work quite well on *Galactica 1980* and after that, creating my own shows and becoming executive producer and running things."

The *Incredible Hulk's* creator from the comics, Stan Lee, wasn't too far away during the show's production. He was labeled as creative consultant. Lee remembers that although Ken Johnson had changed the Hulk in a number of ways (with his approval), the result was "an intelligent job." "I felt the changes he wanted actually would make it a better television show," says Lee. "Apparently, we were right, because it was quite successful." Lee cited the first Hulk telefilm as a favorite of all the Huiks. "I felt it was so beautifully done. I thought it just proves how brilliant Ken Johnson was. It was an adult show that happened to have a monster in

it. But you only saw the monster for about five minutes for each hour. A couple of minutes in the beginning and a few minutes at the end, and for the most part, the show was the story of this fellow, David Banner, and the things that happened to him and the romances he would get into, and personal problems. So it was a show that any intelligent adult could watch and could enjoy. I thought it was very well done."

As to whether he met with the production staff or contributed ideas to the show, Lee just says, "It was basically Ken Johnson's show. He made all the major decisions. Anything that changed the Hulk from the way we had him in the books, he would discuss with me and we would work it out. Mostly, I agreed with virtually everything he wanted to do."

In 1988, New World Television acquired the rights to several Marvel Comics characters and, in an effort to generate television series pilots, released a TV Movie titled *The Incredible Hulk Returns*, written and directed by Nicholas Corea. This film guest-starred actor Eric Kramer as the comic book character the Mighty Thor. Later, in 1989, New World also released another movie, *The Trial of the Incredible Hulk*, written by Gerald Dipego and directed by Bill Bixby. This time around, the guest super hero was Daredevil, essayed by soap opera veteran Rex Smith. When neither film was successful in launching a TV series for the new characters, Bixby (still at the helm as director) and company decided to go back to the roots of the series and complete the long journey of David Banner by killing him. *The Death of the Incredible Hulk*, released in 1990, did just that.

Stan Lee, asked his opinion of the three post-series Hulk TV movies, says, "The one with Thor, I thought, they meant well. They had the best of intentions, but ... maybe ... the only way they felt they could do it, because they felt Thor was such an unbelievable character, was to do it humorously. But it didn't seem to work. I don't know why. It was just a bad idea. They changed Thor tremendously from the way he is in the comic books. They split him into two characters; him and Donald Blake, so it was a different character, a different mood. I felt there was no reason to have changed it that much."

To explain why some of those changes were necessary, Nick Corea describes his work on that production: "I was given this assignment, I wanted to do it, but then when I saw I had to put in the Marvel Comic character, I looked through them all, and Thor was the one I felt that I could do something about-make it a little humorous, and have him be basically a big old Viking that comes back into our time now and bumps into events in our world. I like the idea of somebody out of time and out of place in our world that can show us and tell us about ourselves from a different perspective. We had very little money to do it, and even though I had brought him way down from the original Thor, I wasn't going to have him in Valhalla, talking to his father in the clouds. In the comic book he takes out his hammer and just flies with it. I basically brought it down to the places where we could film him for the amount of money we had. My memories were very good of everybody below the line, the crew and all the stunt people."

Regarding the second movie, *The Trial of the Incredible Hulk* with Daredevil, Stan Lee was more generous. "I thought that worked a little bit better. But again, I don't know why they changed Daredevil the way they did. He's always had a red costume, and they had him in a black costume. They made the mask a bit different, and I think what that did was alienate a lot of the comic book fans who watched the show. It would be like doing Superman in a green polka dot cape! It might not affect the story but it would get the fans a little upset. But I thought the acting was rather good, and it was well-written and it was a good show."

For the *Trial of the Incredible Hulk* (filmed in Vancouver), Lee wanted to participate in the filming, so Bixby invited him up from Los Angeles and inserted him into the film as the foreman in the court sequence. "I was in the jury box, and there was a scene where the Hulk lifts the jury box up and all the people are scared out of their trees," laughs Lee. "And I wasn't allowed to be in that scene because all the people had to be stuntmen. And I said, 'Well, there's nothing difficult about sitting in a scene and jumping out of it when the Hulk starts shifting it.' But they said, 'No, no, we can't take a chance. According to union rules, it has to be a stunt person.' When the Hulk started lifting the box, I was not there. And it was somebody else, and I thought, 'This is great! Here I am, and I've got my own stuntman!'"

Regarding the *Death of the Incredible Hulk*, the one that ended it all, Lee says, "I thought it was very well done. For some reason, the network said there was supposed to be another show following that in which he comes back to life, but they never produced it. I don't know why. But I thought the death was okay." David Banner dies when a plane is trying to take off and the Hulk hangs on to the doorway. Attempting to get rid of him, the pilot takes the plane through some air gymnastics and shakes the creature off, and he falls through the night sky, lands on the airport runway and dies.

"Again, it wasn't in keeping with the way the Hulk has been portrayed in the comics, because he could've survived that fall," explains Lee. "But from the point of view of the television show, it seemed if they wanted to kill him, it was as good a way as any. That was a clever story." Today, Stan Lee works at Marvel Productions, a company currently involved with an animated X-Men television series and with generating

other projects to bring Marvel characters to film and television.

Rumors were rampant for a brief period that the Hulk would come back in a *Revenge of the Incredible Hulk*-type of story bringing the character back to life. Brigitte Nielsen, who would go on to action films such as *Rocky IV* and *Cobra*, tried out for a *She-Hulk* feature, but financing couldn't be found. Jill Sherman-Donner, a story editor for the original series, claims, however, that *She-Hulk* did get off the ground, although it was reeled back to earth after only five days. "We went to the Caribbean. I just don't think the casting made it for them," says Sherman-Donner. "I think when you take a woman it's a very sensitive thing. But it was an ABC-New World TV and it was a pretty good script. It could have worked, and I was very disappointed it didn't go. It would have been hugely expensive."

Sherman-Donner says it was a wonderful reunion for her and Bixby. "He's a wonderful man, very complicated, and I'm thrilled that I got to know and work with him. The *Incredible Hulk* (series) would never have happened if it hadn't been for Bill Bixby, and *She-Hulk* would never have been launched if he hadn't agreed to help launch it, if he was involved in that whole area."

CAST NOTES

Bill Bixby (Dr. David Banner): Born in San Francisco in 1934. Bixby started acting in television's *Dobie Gillis* and *Lonely Are the Brave* (1962). He's best known as the lead in several popular TV series: the fantasy sit-com *My Favorite Martian* (1963-66), *The Courtship of Eddie's Father* (1969-72) and *The Magician* (1973). After a short stint hosting *The Wonderful World of Magic*, he landed *Rich Man, Poor Man Book 11*, for which he received a directing Emmy nomination. The second and third Emmy nominations bestowed on Bixby as an actor were for *The Courtship of Eddie's Father* and a *Streets of San Francisco* segment. After *The Incredible Hulk*, Bixby starred with Mariette Hartley in *Goodnight Beantown* (1984).

TV-movie acting appearances include *Congratulations! It's a Boy!* (1971); *The Couple Takes a Wife* (1972); *Shirts!Skins* (1973); *Invasion of Johnson County* (1976); *The Great Houdinis* (1976); *Fantasy Island* (1977); *Black Market Babies* (1977); *Agatha Christie's Murder Is Easy* (1982); and *Sin of Innocence* (1986). Bixby's directing credits include the series *Barbary Coast*, *Bert D'Angelo*, *Mannix*, *Kate McShane*, *Oregon Trail*, *The Magician*, *Spencer's Pilots*, and *Sledge Hammer!*; the TV-movie *Three on a Date* (1978); and the series *Murphy's Law* (1988). And of course, *The Trial of the Incredible Hulk* (1989) and *The Death of the Incredible Hulk* (1990). Bixby was a director on the NBC sitcom *Blossom* when he died in November 1993 of cancer.

Lou Ferrigno (Hulk): Born 1952. His first exposure to film cameras came when *Pumping Iron* (1975) documented the Mr. Olympia bodybuilding competition, in which Ferrigno landed third place. In 1976 he played briefly with the Toronto Argos as a defensive tackle, but because he didn't have "the killer instinct," he quit. A leg injury sent him back to Los Angeles. Ferrigno was with the Weider Company promoting bodybuilding products when he was approached with the role of *The Incredible Hulk*. Life has never been the same.

When four seasons of *Destroying Sets* ended in 1982, he segued into another show called *Trauma Center*, playing an ambulance driver. Ferrigno moved to starring roles in Italian epics produced by Cannon Films: *Hercules* (1983), *The Adventures of Hercules* (1985), and *Sinbad* (1987). Then, he went on the road across the country in the classic comedy play *Arsenic and Old Lace*. His most recent lead roles as an actor were a comedy with George Segal and Sally Kellerman, *All's Fair* (1988), and *Cage* (1989) with Reb Brown. Ferrigno also completed a pilot with Sid Caesar called *No Place Like Rome* and made an appearance on the TV series *Olof*. Between films, Ferrigno likes to train people one-on-one in the gym, "to keep my sanity" he says. Lou Ferrigno is married to his wife, Carla. They have a daughter and a son. Ferrigno has returned to bodybuilding full-time.

Jack Colvin (Jack MacGee): This Kansas-born actor later became a director. He's performed roles in *Amelia Earhart* (1976), *Benny and Barney: Las Vegas Undercover* (1977), *Exo-Man* (1977), *Footsteps* (1972), *Hurricane* (1974), and *The Spell* (1974).

WR. Ken Johnson, Richard Matheson (*THE TWILIGHT ZONE* (50s)), Nick Corea, Jill Sherman and James D. Parriott, Paul M. Belous, Nicholas Corea, Jaron Summers, Karen Harris, Bruce Kalish, Philip John Taylor, Ben Masselink, Justin Edgerton, Sam Egan, Chuck Bowman, Andrew Schnieder, Len Jenkins, Reuben Leder, Alan Cassidy, Diane Frolov, Gerald DiPego

DIR. Ken Johnson, Sig Nuefeld, Reza Badiyi and Jeff Hayden, Kenneth Gilbert, Alan J. Levi, Ken Gilbert, Sigmund Neufeld, James D. Parriott, Chuck Bowman, Frank Orsatti, John McPherson, Joseph Pevney, Dick Harwood, Barry Crane, Nicholas Corea, Bill Bixby, Jack Colvin, Michael Vejar, Nick Havinga.

EPISODES: 85 **YEAR MADE:** 1977 **COUNTRY:** US **SEASONS:** 5

AN MCA TELEVISION PRODUCTION

CREATOR: STAN LEE

TYPE OF SHOW: MAN ON THE RUN

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 12, (2) 21, (3) 23, (4) 16, (5) 7

DATE OF PREMIER: 11/04/1977

AIR DATE OF LAST EPISODE 05/12/1982

SEASON DATE BREAKDOWN:

FILMS: THE INCREDIBLE HULK RETURNS (1988), TRAIL OF THE INCREDIBLE HULK (1989)

Dr. David Banner BILL BIXBY, The Hulk LOU FERRINGO, Jack McGee JACK COLVIN.

RELATED SHOWS:

V (1984)

V (1982)

1 - 1 *THE INCREDIBLE HULK (120 MINUTES)*

Wr Kenneth Johnson

Dir Kenneth Johnson

1 - 2 *DEATH IN THE FAMILY (aka RETURN OF THE INCREDIBLE HULK) (120 MINUTES)*

With the world believing him to be dead, David Banner is on the run, trying to find a way to be cured of his transformations into the Hulk. Meanwhile, David lands a job at a ranch, where he befriends a young heiress. He notices that the woman is being given a questionable drug by her physician. He then overhears a plot to kill her so that her stepmother could gain an inheritance; he also learns that the recent death of the young woman's father was no accident. Now, David must get the heiress to safety before it is too late.

Wr Kenneth Johnson

Dir Alan J. Levi

1 - 3 *THE FINAL ROUND*

After a boxer named Rocky rescues David from muggers, Rocky gets David a job at his gym. David tries to help Rocky when he discovers that their boss is a drug dealer.

Wr Kenneth Johnson

Dir Kenneth Gilbert (II)

1 - 4 *THE BEAST WITHIN*

While working at a zoo, David finds a female scientist doing genetic research, which could help him stop his unwanted transformations into the Hulk.

Wr Karen Harris, Jill Sherman

Dir Kenneth Gilbert (II)

1 - 5 *OF GUILT, MODELS AND MURDER*

After a transformation as the Hulk, David awakens in a room with a dead model and fears he may have killed her.

Wr James D. Parriot

Dir Larry Stewart

1 - 6 *TERROR IN TIME SQUARE*

David discovers a murder plot while working in a Time Square arcade, where the owner is being extorted to pay for protection.

Wr William Schwartz

Dir Alan J. Levi

1 - 7 *747*

David boards a flight to visit another doctor whom he thinks has information that might help him with his problem. But, when the pilot and stewardess drugs the rest of the crew in an attempt to bail out of the airplane with stolen property, David and a young boy named Kevin try to land the jetliner.

Wr Thomas E. Szollosi, Richard Christian Matheson

Dir Sigmund Neufeld Jr.

1 - 8 *THE HULK BREAKS LAS VEGAS*

While working in a casino, David helps a Las Vegas reporter with a gambling scandal, only to discover

that the reporter is Jack McGee's partner.

Wr Justin Edgerton

Dir Larry Stewart

1 - 9 *NEVER GIVE A TRUCKER AN EVEN BREAKER*

While working for a female trucker, David is involved in her quest for revenge against the hijacker that stole her father's rig.

Wr Kenneth Johnson

Dir Kenneth Gilbert (II)

1 - 10 *LIFE AND DEATH*

David helps a pregnant woman, and on their way to the hospital, they discover a plot to steal babies for DNA experimentation.

Wr James D. Parriot

Dir Jeffrey Hayden

1 - 11 *EARTHQUAKES HAPPEN*

Banner poses as top physics doctor to infiltrate a research complex, in order to access some gamma-ray equipment that may just be able to cure him of his green alter ego. He is about to start the attempt of reversing his condition when an earthquake strikes, blowing his cover, causing mass destruction and devastation, and setting off an impending core melt-down.

Wr Jim Tisdale, Migdia Varela

Dir Harvey Laidman

1 - 12 *THE WATERFRONT STORY*

Banner is working in a dock tavern in Galveston, Texas, where he befriends the owner, a Union President's widow, whose husband was killed under suspicious circumstances. The woman is being pestered by a shady businessman standing for replacement President to endorse his election campaign – and he is willing to go to any lengths necessary to win the election.

Wr Paul M. Belous, Robert Wolterstorff

Dir Reza Badiyi

2 - 1 *MARRIED (aka BRIDE OF THE INCREDIBLE HULK) (120MINUTES)*

Banner travels to Hawaii, where he falls in love with a psychiatrist who has a problem of her own.

Wr Kenneth Johnson

Dir Kenneth Johnson

2 - 2 *THE AUTOWUK HORROR*

David works at a hardware store in a resort town, where business is receding. But when an argument with the store's depressed, widowed owner, Harlan, brings on the Hulk's appearance, Harlan and his friend quickly see the possibilities of what the publicity could do for the town. So they set about re-creating their own "monster" to draw in the tourists. But the scheme ends up endangering Harlan's own young daughter.

Wr Nicholas Corea

Dir Sigmund Neufeld Jr.

2 - 3 *RICKY*

While working at a New Mexico race track, David helps a race car driver's retarded brother.

Wr Jaron Summers

Dir Frank Orsatti

2 - 4 *RAINBOW'S END*

When David learns of a vitamin that supposedly calms wild horses, he gets a job at the San Remos horse track hoping it can help him too.

Wr Karin Harris, Jill Sherman

Dir Kenneth Gilbert (II)

2 - 5 *A CHILD IN NEED*

The Hulk intervenes when David Banner suspects a child of being abused by his parents.

Wr Frank Dandridge

Dir James D. Parriot

2 - 6 *ANOTHER PATH*

David believes a Chinese philosopher's nerve control techniques can help him control the Hulk.

Wr Nicholas Corea

Dir Joseph Pevney

2 - 7 *ALICE IN DISCOLAND*

While working in a disco club, David tries to help a teenaged alcoholic who is being exploited.

Wr Karen Harris, Jill Sherman

Dir Sigmund Neufeld Jr.

2 - 8 *KILLER INSTINCT*

David works for a football team, believing that the team's doctor might have a way to restrain his aggression. In the meantime, he befriends a football player who happens to have a short temper.

Wr William M. Whitehead, Joel Don Humphreys

Dir Ray Danton

2 - 9 *STOP THE PRESSES*

When David's picture is taken by a tabloid photographer, he must stop the photograph from being published.

Wr Karen Harris, Jill Sherman

Dir Jeffrey Hayden

2 - 10 *ESCAPE FROM LOS SANTOS*

David and a young widow are pursued by corrupt police officers who are trying to frame them for the murder of the woman's husband.

Wr Bruce Kalish, Philip John Taylor

Dir Chuck Bowman

2 - 11 *WILDFIRE*

David works as a roustabout on an oil rig which happens to be the target of a saboteur.

Wr Brian Rehak

Dir Frank Orsatti

2 - 12 *A SOLITARY PLACE*

David finds tranquility in the wilderness in Baja, Mexico. However, that is soon hindered by the arrival of a doctor running from a vengeful man whose daughter died under her care.

Wr Jim Tisdale, Migdia Varela

Dir Jeffrey Hayden

2 - 13 *LIKE A BROTHER*

While working at a car wash in a black neighborhood, David befriends a co-worker who is being exploited by a drug lord.

Wr Richard Christian Matheson, Thomas E. Szollosi

Dir Reza Badiyi

2 - 14 *THE HAUNTED*

Strange events begin to occur as David helps a young woman move back into the house where she lived as a child. He soon learns that it may have something to do with the woman's deceased twin sister, who drowned many years before.

Wr Andrew Schneider

Dir John McPherson

2 - 15 *MYSTERY MAN (1-2)*

A car accident leaves David with amnesia and his face covered in bandages, which conceal his identity from Jack McGee. And while en route to see a specialist, the plane that David and McGee are in crashes.

Wr Nicholas Corea

Dir Frank Orsatti

2 - 16 *THE DISCIPLE*

In a follow-up to "Another Path," David visits his friend Li Sung to hopefully find a cure to his transformations. But the old philosopher is now dying and looking for a successor in his practices; the candidate for his leadership is a student, a police officer coping with the recent murder of his father.

Wr Nicholas Corea, James G. Hirsch

Dir Reza Badiyi

2 - 17 *NO ESCAPE*

When David is arrested for vagrancy, he is placed in a police van where he encounters a man who envisions himself as the deceased writer Ernest Hemmingway. But when a fight provokes David's transformation into the Hulk, our hero escapes, inadvertently freeing the mentally ill man in the process. David must help find the man before he hurts himself or someone else.

Wr Ben Masselink

Dir Jeffrey Hayden

2 - 18 *KINDRED SPIRITS*

When artifacts are discovered on an Indian reservation which indicate the existence of a Hulk-like being 30,000 years ago, David joins the expedition to find out if there is a link to his problem...or possibly a cure.

Wr Karen Harris, Jill Sherman

Dir Joseph Pevney

2 - 19 *THE CONFESSIO*

An inexperienced reporter is assigned to help Jack McGee with his pursuit of the Hulk; then, to McGee's dismay, she does a story about a shy man who claims to be the Hulk's alter-ego.

Wr Deborah Davis

Dir Barry Crane

2 - 20 *THE QUIET ROOM*

During the course of his employment as an orderly in a hospital, David discovers that a doctor is doing experiments with his patients, and then has David locked up as insane.

Wr Karen Harris, Jill Sherman

Dir Reza Badiyi

2 - 21 *VENDETTA ROAD*

David meets a vindictive "Bonnie and Clyde"-type couple who are blowing up gas stations. The stations they are targeting belong to a corporation responsible for the death of the young man's father.

Wr Justin Edgerton, Michael McGreevey

Dir John McPherson

3 - 1 *METAMORPHOSIS*

A rock star who sings for a Kiss-like group becomes suicidal after one of her fans is injured during a concert performance.

Wr Craig Buck

Dir Alan J. Levi

3 - 2 *BLIND RAGE*

An accident at a chemical warfare research station causes blindness for both David and a friend.

Wr Dan Ullman

Dir Jeffrey Hayden

3 - 3 *BRAIN CHILD (aka ODYSSEY)*

A gifted teenager runs away from a scientific institute, and approaches David for help in locating her mother.

Wr Nicholas Corea

Dir Reza Badiyi

3 - 4 *THE SLAM*

David is arrested for vagrancy, and is sent to a prison camp run by a cruel warden. But when the appearance of Jack McGee prevents David from exposing the conditions of the camp to the press, his fellow inmates turn against him.

Wr Nicholas Corea

Dir Nicholas Corea

3 - 5 *MY FAVOURITE MAGICIAN*

David works as the assistant of a magician, only to get mixed up in a situation involving the magician's estranged daughter and an ex-girlfriend with a questionable fiancé.

Wr Sam Egan

Dir Reza Badiyi

3 - 6 *JAKE*

As a medic for a rodeo, David discovers that an aging cowboy has a serious health condition that could prove fatal; meanwhile, the cowboy's younger brother is mixed up with a gang of cattle thieves.

Wr Chuck Bowman

Dir Frank Orsatti

3 - 7 *BEHIND THE WHEEL*

David becomes a taxi driver for a cab company whose owner is on the verge of losing the business to a greedy loan shark.

Wr Rick Rosenthal, Todd Susman, Andrew Schneider

Dir Frank Orsatti

3 - 8 *HOMECOMING*

While visiting his sister and father for Thanksgiving, David must help salvage the family farm from a plague and a crooked developer; in addition, he tries to resolve the bitterness between himself and his father, whom he blamed for his mother's death many years before.

Wr Andrew Schneider

Dir John McPherson

3 - 9 *THE SNARE*

After being invited to a remote island, David becomes the quarry of a psychotic hunter.

Wr Richard Christian Matheson, Thomas E. Szollosi

Dir Frank Orsatti

3 - 10 *BABALAO*

In New Orleans, David works for a young physician who tries to convince everyone that a local witch doctor is a con artist.

Wr Craig Buck

Dir Richard Milton

3 - 11 *CAPTIVE NIGHT (aka HOSTAGE NIGHT)*

While working the night shift at a department store, David and his co-workers end up being held hostage by two brothers who want to rob the place.

Wr Sam Egan

Dir Frank Orsatti

3 - 12 *BROKEN IMAGE*

Thanks to look-alike criminal, David becomes a victim of mistaken identity, and is pursued by the police and a vindictive gang. An attempt to leave town is hindered by Jack McGee, who is shocked to discover that David Banner might still be alive!

Wr Karen Harris, Jill Sherman

Dir John McPherson

3 - 13 *PROOF POSITIVE (aka NIGHTMARE)*

A new publisher takes over the National Register, and decides to rid the newspaper of any questionable stories. This new policy affects Jack McGee's search for the Hulk, so McGee is put under pressure to prove that the Hulk is real.

Wr Karen Harris, Jill Sherman

Dir Dick Harwood

3 - 14 *SIDESHOW*

David Banner is hired as a stage manager for a travelling carnival act, but find that his real role is bodyguard for the all-girl cast.

Wr Len Jenkin

Dir Nicholas Corea

3 - 15 *LONG RUN HOME*

David is befriended by a motorcyclist, who inadvertently gets him mixed up in a gang-related conflict.

Wr Allan Cole, Chris Bunch

Dir Frank Orsatti

3 - 16 *FALLING ANGELS*

The orphanage that David is working at has become a crime school, where two orphaned girls are being trained into thievery.

Wr Eric Kaldor, D.K. Krzemien, James Sanford Parker

Dir Barry Crane

3 - 17 *THE LOTTERY*

When David is unable to collect the money he won in a lottery, he sends a friend to collect it for him. But unfortunately, without David's consent, the friend, who is a former con artist, decides to use the money in a scheme to hopefully earn a larger profit.

Wr Allan Cole, Chris Bunch

Dir John McPherson

3 - 18 *THE PSYCHIC*

A woman with psychic powers identifies David as the Hulk's alter-ego. While the Hulk is a suspect in the slaying of a teenager, the woman predicts that Jack McGee will be murdered by the real killer unless our hero intervenes.

Wr Karen Harris, Jill Sherman

Dir Barry Crane

3 - 19 *A ROCK AND A HARD PLACE*

In Atlantic City, FBI agents catch David with contraband shipments belonging to a gang of thieves, and insist that he be an informant until the gang is apprehended. David has no choice but to cooperate with both sides since both are aware of who he is; the FBI agents know that he is David Banner, while the elderly woman, who is one of the thieves, is aware that he becomes the Hulk.

Wr Andrew Schneider

Dir Chuck Bowman

3 - 20 *DEATH MASK*

A serial killer is stalking the college where David is working; then a misunderstanding leads to David's arrest. And while he figures out the real identity of the killer, the townspeople form a lynch mob.

Wr Nicholas Corea

Dir John McPherson

3 - 21 *EQUINOX (aka MASQUERADE)*

While working at a private island owned by a spoiled heiress, David is asked to join a masquerade party which Jack McGee attends uninvited. Meanwhile, someone is out to kill the heiress.

Wr Andrew Schneider

Dir Patrick Boyrivan

3 - 22 *NINE HOURS*

To save the lives of a reformed gangster and a kidnapped boy, David turns to an alcoholic ex-policeman for help.

Wr Nicholas Corea

Dir Nicholas Corea

3 - 23 *ON THE LINE*

David becomes an arson suspect, and is drafted to help extinguish a forest fire.

Wr Karen Harris, Jill Sherman

Dir L.Q. Jones

4 - 1 *PROMETHEUS (1-2)*

After being exposed to the radiation of a meteor that had just crashed to the Earth, David's transformation back from the Hulk stops midway, leaving him half-Hulk/half human.

Wr Kenneth Johnson

Dir Kenneth Johnson

4 - 2 *FREE FALL*

David finds himself caught in a feud between a skydiver and the son of a crooked politician.

Wr Chris Bunch, Allan Cole

Dir Reza Badiyi

4 - 3 *DARK SIDE*

In one of his latest experiments, David's attempt to control the Hulk backfires. He inadvertently releases a

darker personality, causing the Hulk to be more violent--and potentially capable of murder!

Wr Nicholas Corea

Dir John McPherson

4 - 4 *DEEP SHOCK*

While working at a power plant, David survives an electrical accident that gives him the ability to foresee events--including violence by the Hulk. Meanwhile, as the plant faces possible lay-offs, David befriends a co-worker who has a heart condition.

Wr Ruel Fischmann

Dir Reza Badiyi

4 - 5 *BRING ME THE HEAD OF THE HULK*

A rival publisher of McGee's newspaper hires a mercenary to kill the Hulk.

Wr Allan Cole, Chris Bunch

Dir Bill Bixby

4 - 6 *FAST LANE*

Unbeknownst to David, the car that he is renting happens to be filled with stolen money. To make matters worse, David ends up being pursued by the thugs who are trying to fetch the loot.

Wr Reuben Leder

Dir Frank Orsatti

4 - 7 *GOODBYE, EDDIE CAIN*

A 1940s-style detective can't explain why a corpse is found in his office; except that it may be related to an extortion plot, a mysterious gardener, and a green creature.

Wr Nicholas Corea

Dir Jack Colvin

4 - 8 *KING OF THE BEACH*

In an effort to raise money towards opening his own restaurant, A body-builder (played by Hulk star Lou Ferrigno) competes in a body-building contest, only to be at odds with some questionable people who are involved in the competition.

Wr Karen Harris

Dir Barry Crane

4 - 9 *WAX MUSEUM*

With David's help, a woman tries to reopen her wax museum, which was nearly destroyed by a fire. But the task isn't easy, in part because the woman has hallucinations that are brought on by a questionable drug that she is taking.

Wr Carol Baxter

Dir Dick Harwood

4 - 10 *EAST WINDS*

Unbeknownst to David, the apartment he is renting in San Francisco's Chinatown neighborhood contains the gold that gangsters are seeking.

Wr Jill Sherman

Dir Jack Colvin

4 - 11 *FIRST, THE (1-2)*

David discovers the legend of another Hulk, and investigates in the hope of creating a cure for himself.

Wr Andrew Schneider

Dir Frank Orsatti

4 - 12 *THE HARDER THEY FALL*

David survives an automobile accident, only to be paralyzed from the waist down. Therefore, he is told that he may never walk again.

Wr Nancy Faulkner

Dir Mike Vejar

4 - 13 *INTERVIEW WITH THE HULK*

A hapless reporter steals Jack McGee's latest tip on the Hulk, and ends up getting an interview with David Banner.

Wr Alan Cassidy

Dir Patrick Boyriven

4 - 14 *HALF NELSON*

David travels to Baltimore where he befriends a midget wrestler who has a habit of telling tall tales. Unfortunately, one of those tales gets David in trouble with mobsters

Wr Andrew Schneider

Dir Barry Crane

4 - 15 *DANNY*

David attempts to help free a woman and her infant son from a gang of thieves. But one of the thieves is not willing to let that happen.

Wr Diane Frolov

Dir Mark A. Burley

4 - 16 *PATTERNS*

David becomes business partners with the owner of a struggling clothing factory in New York City. Unfortunately, however, the promotion spells trouble when loan sharks enter the picture.

Wr Reuben Leder

Dir Nick Havinga

5 - 1 *THE PHENOM*

David befriends a rookie baseball player who gets mixed up with a crooked sports agent.

Wr Reuben Leder

Dir Bernard McEveety

5 - 2 *TWO GODMOTHERS*

David is kidnapped by a trio of convicts who have escaped from a women's prison. The situation becomes even more complicated when one of the women goes into labor.

Wr Reuben Leder

Dir Mike Vejar

5 - 3 *VETERAN*

A disturbed man is plotting to assassinate a politician who was once a Vietnam war hero. So when David discovers evidence of the plot, he must warn the authorities before it is too late--even if it means risking his freedom.

Wr Reuben Leder, Nicholas Corea

Dir Mike Vejar

5 - 4 *SANCTUARY*

While working as a caretaker at a convent, David poses as a minister in order to protect a wounded boy who has been smuggled into the United States from Mexico.

Wr Deborah Davis

Dir Chuck Bowman

5 - 5 *TRIANGLE*

An irate lumber baron becomes a threat to David's relationship with a young woman, and tries to force David out of town.

Wr Andrew Schneider

Dir Mike Vejar

5 - 6 *SLAVES*

After being captured by an ex-convict, David is forced to work as a slave in a gold mine.

Wr Jeri Taylor

Dir John A. Liberti

5 - 7 *A MINOR PROBLEM*

David enters a small deserted town that has been affected by bacteria. Now he must find an antidote for those who have been exposed to the plague--including himself.

Wr Diane Frolov

Dir Michael Preece

INDRADHANUSHAKA: **RAINBOW**

They travel to the time of independence struggle and then travel forward to 2035.

WR. Tetsuya Oishi (writer), Tomoko Yoshida (writer) (episodes)**DIR.** Anant Mahadevan**EPISODES:** 0 **YEAR MADE:** 1989 **COUNTRY:** IND **SEASONS:** 1*NIMBUS***CREATOR:****TYPE OF SHOW:** TIME TRAVEL**FORMAT:** SERIES**LENGTH (MINS):** 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:****SEASON BREAKDOWN:** (1)**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

AKSHAY ANAND, KARAN JOHAR, SHINDE RAJENDRA

INFINITE WORLDS OF H.G. WELLS, THE



"He astonished people with his imagination. He shocked people with his genius. He'll mesmerize you with his story. "

When Professor Gibberne dies, he leaves behind a big trunk filled with enigmatic objects. Disguising herself as a journalist, Ellen McGillivray tries to shed some light on the Professor's past by paying a visit to one of his closest friends - the retired writer H.G. Wells.

I happened to watch this miniseries over the course of two nights on the Hallmark Channel and what a joy it was! The script was very well-done. All the supporting characters were nicely developed with very few light touches. The two main characters of H. G. Wells and his scientist wife were really charming. Their story of courting was told so effectively in parallel with the main storyline of various mysterious events. The period details were faultless and lively. I almost felt I was there with all of them! And the most important of all, the stories themselves (6 in total) gave me the kind of pleasure and fun mixed with curiosity that I used to feel two decades ago as a child, reading Jules Verne books and dreaming of those faraway exotic worlds and adventures. Thanks to everyone involved in this production.

The Infinite Worlds of H.G. Wells three-part miniseries kicks off the new Hallmark Channel (formerly Odyssey Network) in style by bringing Wells' short stories to television for the first time. The miniseries opens in 1946, as newspaper reporter Ellen McGillivray (Best) pays a visit to a cranky 80-year-old H.G. Wells (Ward) with hopes of finding out what led to his visionary storytelling.

Wells is ready to give her the boot, but there is something about the young woman and her desire to learn more about his past and the secrets he knows that stops him. Wells relents and begins his tale a half-century earlier at London's Imperial College of Science, when he met Jane Robbins (Carmichael), a lovely scientist and teacher who holds the same fascination for unexplained phenomenon that he does. Wells and Jane soon find themselves slipping into amazing adventures that cross the bounds of time, space and science itself.

Part One begins with "The New Accelerator." Odd happenings abound at the Imperial College as equipment and lab animals disappear and doors get blown off their hinges. Wells begins to investigate, and what he finds stretches the limits of even his imagination. In "Brownlow's Newspaper" a railroad worker has an electrical accident at work and suddenly finds himself reliving the past.

Part Two starts with the tale of a pawnshop owner who comes across a crystal rock with mysterious properties in "The Crystal Egg." In "The Remarkable Case of Davidson's Eyes," an accident during a scientific experiment causes a young man to suffer terrible delusions. But is he really mad?

In Part Three, "The Truth About Pyecraft," a brilliant mathematician wants to lose weight, but getting his wish just might cost him more than he could possibly imagine. Finally, in "The Stolen Bacillus," a flask that may hold a dangerous virus is missing and Wells gets on the case to hunt down the thief.

As the elderly Wells tells his stories, he discovers that Miss McGillivray has a secret of her own, and meeting her may affect him in a more profound way than he could ever have dreamed.

A miniseries worthy of much more

This exquisitely produced miniseries effortlessly weaves the tales of H.G. Wells together with an elderly Wells recalling "true" stories from his past. The script, direction and casting are all top-notch, and they bring to life both the late 1800s and the legendary Wells.

The Infinite Worlds of H.G. Wells works well as a miniseries, but could have also made a wonderful series, and it's too bad Hallmark didn't decide to take it in that direction. The tales are consistent, with especially

superb storytelling in "The New Accelerator," "Brownlow's Newspaper" and "The Truth About Pyecraft." Only "The Remarkable Case of Davidson's Eyes" comes off as a little weak. That the creators of this mini could make these stories, some written over 100 years ago, seem so fresh and rich is amazing. It's also a testament to Wells that his ideas and characters still hold up.

While the producers and writers have done their job in taking Wells' stories and entwining them together with an old Wells' remembrance, none of this would have made any difference if it weren't for the strength of Tom Ward's portrayal as Wells, and the strong supporting cast. Carmichael as Jane is especially charming as Wells' ladylove and eventual wife. The chemistry between them is delightful and amusing.

There are only a few complaints to offer. In the otherwise excellent "Brownlow's Newspaper," thick accents initially make the story hard to follow. In "The Remarkable Case of Davidson's Eyes" there is plenty of humor, but few surprises. Finally, at the beginning of Part Three, the wrap-around story with the old Wells doesn't show up until midway through the episode, and it's a bit confusing.

Those are minor quibbles, considering that The Infinite Worlds of H.G. Wells is a wonderful miniseries that brings to life the wonder, mystery and danger of the unknown and gives us some insight into a man who is often referred to as the father of modern science fiction.

The Infinite Worlds of H.G. Wells is a terrific way for Hallmark to start off its new (or at least revamped) channel. It's about time television explored the writings of H.G. Wells, and how lucky for us that Hallmark was able to do it right. -- Kathie

WR. Nick Willing (format and story), Chris Harrald (teleplay) (segment "Night 1") and Clive Exton (teleplay) (segment "Night 1"), Chris Harrald (teleplay) (segment "Night 2") and Matthew Faulk (teleplay) (segment "Night 2") & Mark Skeet (teleplay) (segment "Night 2"), Chris Harrald (teleplay) (segment "Night 3") and Clive Exton (teleplay) (segment "Night 3")

DIR. Robert Young

EPISODES: 6 **YEAR MADE:** 2001 **COUNTRY:** US **SEASONS:** 1

HALLMARK ENTERTAINMENT

CREATOR: NICK WILLING

TYPE OF SHOW: EXPLORATION

FORMAT: MINI-SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 05/08/2001

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

H. G. Wells TOM WARD, Jane Robins KATY CARMICHAEL, Ellen McGillvray EVE BEST, Professor Gibberne NICHOLAS ROWE, Whittaker MATTHEW COTTLE, Dean Frederick Masterman BARRY STANTON, Mark Radcliffe RAYMOND COULTHARD, Arthur Brownlow MARK LEWIS JONES, William Cave STEPHEN CRITCHLOW, Rosa Cave TILLY VOSBURGH, Sidney Davidson DOMINOC COOPER, Dr. Symonds JEFFREY WICKHAM, Albert Pyecraft MICHAEL FITZGERALD, Mark Pattison PIP TORRENTS, Keating NICOLAS BOULTON, Harold WILLIAM MANNERING, Miss. Price GEORGINE ANDERSON, Woman at Pharmacist's JOANNA BACON, Butler Hodges JOHN BADDELY, Violet CATHERINE BAILEY, Mr. Jagger JOHN BENNETT, Landlady GLYNIS BROOKS, 1st Pretty Girl SASKIA BUTLER, Clergyman STEPEHN CHURCHETT, Foreign Secretary RICHARD CLIFFORD, Patrician Woman VERONICA CLIFFORD, Sam CHARLIE CONDOU, Cheeky Student EDDIE COOPER, Atkins (Survivor) MARK DEXTER, Opposition MP HUGH DICKSON, Chairman at Praecentors DONALD DOUGLAS, Mrs. Clements JENNIE GOOSSENS, Club Servant Jones CHRISTOPHER GREET, Second Man STEWART HARWOOD, Desk Sergeant COLIN HURLEY, Old Removals Man GODFREY JAMES, Nesbitt LAURENCE KENNEDY, Naval Officer JAMIE LEE, Irritated Man PETER MACKRIEL, Jacoby Wace PHILIP MCGOUGH, Einstein's Companion ALEXANDER MCINTOSH, Music Hall Doorman BILL MOODY, Captain Hapgood ROBERT MORGAN, Asylum Nurse JANE NASH, Bellows JEFF NUTTAL, Constable DANNY NUTT, Praecentors NEVILLE PHILLIPS, Mr. Perkins, Foreman COLIN PROCKER, Billy BEN RIDGEWAY, Extra JONATHAN SCHWERZMANN, Albert Einstein ORLANDO SEALE, Barber JEREMY STOCKWELL, First Man DARREN TUNSTALL, Skinner GRAHAM TURNER, Custody Sergeant ROBER WALKER.

INFRARED MUSIC

AKA: **SEKIGAI ONGAKU**

Schoolboy Norio (Monma) realizes that nobody else in his family can hear Strauss's Blue Danube waltz being played on the radio. He is contacted by his classmate Asako (Endo), who reveals that the music originates from the Mutant Scientific Research Institute (MSRI) - a secret organisation dedicated to the nurturing and protecting children with special powers. Such children can hear in infrared, allowing them to pick up sounds at a different frequency from normal people. A voice on the radio instructs those who can hear it to assemble at Tokyo Tower, from where they are bought to the MSRI.

Doctor Hijiri (Amamoto) gives each of them an "R6" box that enables them to communicate with each other before asking them to return in a week. Back home, Norio and his new found friends try to explain what has happened but lose consciousness every time they are about to mention the MSRI. Eventually, they learn that the Earth is scheduled for demolition and they have been selected by aliens as creatures worth saving. Norio must choose between life off-world as an alien or dying on Earth in the coming disaster.

With stylish scarlet backgrounds to amaze the growing number of viewers with colour television sets, Infrared Music was supposedly based on a novel by Hiroshi Sano, although its central premise seems suspiciously similar to the British series THE TOMMOROW PEOPLE (1973), which was itself broadcast on NHK the following year with the Japanese title (Chikyu Boeitai "Earth Defense Force").

Produced by Masaharu Morita.

WR. Toshio Kamata

DIR. Kazuya Sato

EPISODES: 6 **YEAR MADE:** 1975 **COUNTRY:** JAP **SEASONS:** 1

NHK

CREATOR: HIROSHI SANO

TYPE OF SHOW: ALIENS ON EARTH

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 07/04/1975

AIR DATE OF LAST EPISODE 16/04/1975

SEASON DATE BREAKDOWN:

FILMS:

Norio KAZUO MONMA, HIDEO SATO, Asako KAORU ENDO, RANKO MIZUSHIRO, JUNICHI TAKEOKA, JUNKO ARIA, KO HIRANO, TOYOAKI YOSHIDA, Doctor Hijiri HIDEYO AMAMOTO.

INQUILINO, EL

I suppose it's an OK watch, it's about an alien who gets stranded on Earth, and needs a human body to inhabit to survive. It picks the body of a recently deceased man. Turns out the guy is a writer who was on his way to an apartment complex to live with the other two protagonists of the series, the two girls Mar and Nayra. Eventually, the girls find out who the man they live with really is (he has undergone a severe change of personality, which his publisher finds especially perplexing), and chaos ensues.

Produced by - Paco Arango executive producer

Casting by Elena Arnao

Sound Department - Jorge Adrados boom operator (multiple episodes)

WR.

DIR.

EPISODES: 13 **YEAR MADE:** 2004 **COUNTRY:** SPA **SEASONS:** 1

ANTENA 3 TELEVISION

CREATOR:

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Spanish

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 05/09/2004 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Leo Montes/Chuby JORGE SANZ, Mar MARIAN AGUILERA, Fidel JOEL ANGELINO, Doña Encarna PILAR BARDEM, Fernando Montes/Hans PABLO CARBONELL, Paula CUCA ESCRIBANO, Yoli CLAUDIA HERNANDEX, Nayra DEBORA IZAGUIRRE, Eduardo JAVIER MARTIN, Tito DANIEL MORCILLO, Purita MARIA LUISE SAN JOE, Rafael LUIS VARELA, Marco Galeradas ENRIQUE VILLEN

INTERGALACTIC KITCHEN

The show is about the Bird children (Robin, Snoo and Jay), their mother and Fleur, a rival from Snoo and Jay's school. They are about to go camping, when Mrs. Bird accidentally activates a force field, and are shot off into outer space. They attempt to try to get back to earth, when a family of four aliens arrive in the Kitchen. Then everything goes wrong, when Mrs. Bird accidentally climbs into the alien's spaceship, and Mr. and Mrs. Krryptx accidentally activate the engines, thus separating Mrs. Bird's children and Mr. and Mrs. Krryptx's children. This has, both the kids and the adults, on a series of mad adventures.

Intergalactic Kitchenshow was a CBBC television series,. based on a novel Intergalactic Kitchen by Frank Rogers. It ran for four months. The show had a distinct reality to it, with the normal themes (romance, adventures, etc. etc.).

Produced by Nigel R. Smith producer

Original Music by Matt Wand

Cinematography by Scott Ward

Film Editing by Fergus MacKinnon

Production Design by John Gorman

Art Direction by Adam Squires

Makeup Department - Jacqui Mallett makeup artist

Production Management - Gillian Irvine production manager

WR. Frank Rodgers

DIR. Martin Burt, David Cairns, Shiona McCubbin

EPISODES: 13 **YEAR MADE:** 2004 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR: FRANK ROGERS

TYPE OF SHOW: ALIEN WORLDS **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 19/03/2004 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Snoo LINZI CAMPBELL, Fleur EMMA BALLANTINE, Krrk JOSHUA MANNING, Robin LLOYD BAILIE, Jay LUCK MACKLE, Mrs. Bird TAMARA KENNEDY, Mrs. Krspltx JULIE COOMBE, Mr. Krspltx MARK MCDONNELL.

Books Based on this series.

THE INTERGALACTIC KITCHEN

FRANK RODGERS

2001

1 - 1 *BLAST OFF*

1 - 2 *BRAIN DRAIN*

- 1 - 3 *IT'S A MALL WORLD*
- 1 - 4 *REBEL APPLIANCE*
- 1 - 5 *UESLESS*
- 1 - 6 *THE OTHER MOTHER*
- 1 - 7 *TURNING POINT, PART ONE: THE DICEMAN COMETH*
- 1 - 8 *TURNING POINT, PART TWO: THE UMPIRE STRIKES BACK*
- 1 - 9 *VIRTUAL MUM*
- 1 - 10 *EMOTION SICKNESS*
- 1 - 11 *TAKE ME TO YOUR LARDER*
- 1 - 12 *BABY ON BOARD*
- 1 - 13 *SPACE COWBOY*

INTERPRETARIS, THE



The Interpretaris was set over 500 years in the future, with the Earth at the centre of a peaceful federation of planets under the jurisdiction of the World Council. The title refers to a spacecraft, 'The Interpretaris', the flagship of the World Council fleet. The serial opens with an evil scientist, Parta Beno, who has been found guilty of imprisoning and reducing in size inhabitants of various planets. As punishment he is exiled to a remote asteroid, with the only amenities being a crude laboratory. All the specimens that Parta Beno collected were sent back to their home worlds by the World Council, except those that the Council had no knowledge of, let alone any idea about the planets from whence they came. The hand-picked crew of 'The Interpretaris' were given the mission of returning these aliens to their home planets.

The three-person multinational crew selected for the mission was headed by Commander Alan De Breck, a European played by Stanley Walsh. The pilot was David Charmichael, an Australian played by Kit Taylor (who appeared over ten years earlier as a young boy in *The Adventures Of Long John Silver*, the first television series made in Australia). The third crew member was female, Vera Balovna, a Russian played by Lorraine Bayly (who was perhaps best remembered for her role as Grace Sullivan in the late 70's / early 80's war-time serial *The Sullivans*). Issues of female equality were raised early on in the programme - Vera was hoping to be in charge of the mission!

The crew were assisted by a computeroid named Henry - a clumsy-looking robotic computer with artificial intelligence and almost human emotions, operated by Gordon Mutch. There was a second 'living' computer on board named Alys, a 'female' that looked like a mantelpiece clock, her voice being provided by Judi Farr (who later played Rita Stiller in *My Name's McGooley - What's Yours?* and *Rita And Wally*, and *Thelma* in *Kingswood Country*). Alys was one of Parta Beno's specimens awaiting return to her home world, but doubled as a spy under his orders. Parta Beno, played by Ben Gabriel, controlled Alys from his asteroid exile, and used her to try and sabotage the mission of 'The Interpretaris'.

The Interpretaris was produced by Artransa Park at their Sydney studios, in association with the ABC. It first went to air on the ABC in October 1966, with subsequent repeat screenings on the Seven Network. This unique arrangement was a result of the relationship between ATN-7 Sydney and Artransa Park, so that even though the programme was commissioned by the public broadcaster and utilised some ABC personnel, repeat rights were slated for the Seven Network from the outset.

Six half-hour episodes were made in black and white, almost entirely filmed within the confines of the Artransa Park studios. Scriptwriter for the serial was Barbara Vernon, who went on to create the very successful ABC soap opera *Bellbird*. Producer and Director was Kay Roberts.

The six episodes concerned the mission of returning the strange life forms to their strange planets, and contending with Parta Beno's attempts to thwart their mission and gain his freedom. During the course of events, Henry and Alys 'fall in love', which eventually results in Alys breaking free of Parta Beno's control, although at the expense of her own existence. Parta Beno is subsequently captured by 'The Interpretaris' crew and returned to exile in the final episode.

Even allowing for the fact that the programme was made for children, *The Interpretaris* is not a very sophisticated production. It looks cheap - limited cheap sets, cheap models and cheap effects, all indicative of a small budget. There are good performances from the cast, and the crew seem to be doing the best they can with what they have, but the overall effect is disappointing.

In spite of the deficiencies of *The Interpretaris*, it was decided to make a sequel the following year, *Vega 4*

WR. Barbara Vernon

DIR. Kay Roberts

INTERSTER

AKA: **INTER-STAR**

The main plot involved an undercover planetary defence agency operating from Cape Town under the guise of an interstellar shipping company. Real world political issues influenced the plot as the Earth is depicted as a galactic pariah by the Interplanetary League due to its cold war with the planet Krokon. The spaceships used in the show were called Impalas, named after the Atlas-Aermacchi AM 326-K and -B locally assembled South African Air Force aircraft.

Interster (Afrikaans, Inter-star) was a weekly science-fiction puppet television show made for children and shown in South Africa from the late 1970s. SABC children's programming was quite innovative during the late 1970s to early 1980s the impossibility of purchasing Thunderbirds forced the SABC to produce Interster, but also the technical challenge offered the opportunity to truly flex the SABC's creative muscles.

There was a pragmatic reason for calling the aircraft Impalas - the basis of the models were 1/48th scale plastic model kits of the AM326, so that they would appear as recognisable to South African youth. The Impala was the mount of the South African Air Force's demonstration team - The Silver Falcons - thus providing another thematic link with Anderson's Thunderbirds which had been named for the United States Air Force demonstration team.

Despite, and perhaps because of the lack of contact with international children's programming, Interster wound up being technically superior to every aspect of Gerry Anderson's supermarionation techniques, and in fact remains in some ways very far ahead of its time:

Puppets were internally wired, and moveable in a large range of motion.

Their electronics were able to perform with considerably better motion than any of the Thunderbirds puppets - they were in fact computer controlled, with servos programmed and under the control of an Apple II personal computer.

Models had a level of intricacy rivalling Star Wars' vessels, and in the case of the Impalas, actually exceeded that of the B-Wing, despite being 20 times smaller.

Pyrotechnics were also more impressive, with explosions requiring a special permit.

The longer story arc and individual plots were extremely sophisticated - to the point of actually rivalling the best of both Star Trek and Babylon 5. Interster could very easily have been prime time viewing, and perhaps if it had been its reputation would now have been legendary.

The stories are set in Cape Town, at the location of what is now the V&A Waterfront. Enemies were aliens from a distant space system and were often viewed as representing black protagonists by journalists overseas. The entire series was produced in Afrikaans.

Plot wise, Inter-ster was far removed from any of the Anderson's stories. There was no unified government as seen in either Captain Scarlet or Fireball XL5 - South Africa alone possessed interstellar flight, and alone was in contact with the first aliens to visit earth, who hailed from Alpha Centauri.

In the stories, the protagonists were concerned with the defense of South Africa - the rest of the world was more of an abstraction. Interaction with the Centauri's was the primary interaction with South Africa. A number of fascinating concepts were explored - relative to humans, the Centauris are only the size of dolls, and their ships and technology are scaled to match. Perhaps the greatest triumph of the puppeteers are not just the human puppets, but the Centauris - for they were as intricate, but barely 10cm high as compared with the 32cm human puppets for simultaneous shots.

The plot contained a lot of content which could interest adult viewers : the romantic tension between the hero and heroine, the scientific genius of the controller of the Silver Falcon's operations controller, and the humorous quirks and jokes - in particular, in the first run in the 1980s, characters complained about the price of a meal, which raised laughs at the time for the implication that a R 35 for a good meal was ludicrous inflation (in 1979, R 1.00 = US\$ 2.00), and yet by the time of the second run of the program in 1998, R35 for a good meal in a restaurant was cheap indeed given the Rand's freefall after the change in government - the little joke retained its poignancy despite changing circumstances, rendering Interster timeless.

The same team that produced Interster had cut their teeth in the late 1970s with Liewe Heksie, with the same sophisticated puppetry making its first appearance in the adventures of a well-meaning but absent-minded little witch. The internal-wiring puppeteers made their final work a set of musical crickets that played music for a children's program featuring two more puppets, Sarel Seemonster, a friendly sea monster which could blow steam from his nostrils, and Karel Kraai, a crow which was fully functional to the point of being able to remove his hat, for the children's TV program 'Wielie Wielie Walie', named for the first line of a traditional Afrikaans children's verse version of 'Ring a Ring a Rosie'.

Retrieved from "<http://en.wikipedia.org/wiki/Interster>"

Production Management - Johan Wicht production manager

WR.

DIR.

EPISODES: 0 **YEAR MADE:** 1983 **COUNTRY:** SA **SEASONS:** 1

SOUTH AFRICAN BROADCASTING CORPORATION

CREATOR:

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:**

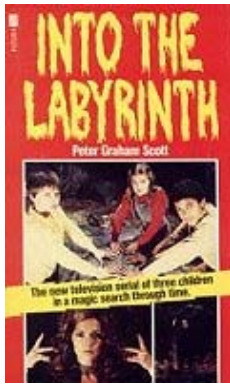
SEASON BREAKDOWN: (1)

DATE OF PREMIER: **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

INTO THE LABYRINTH



Into the Labyrinth was a British children's series about a wizard and his young recruits battling the evil witch Belor. During the first two series the wizard was Rothgo, whom was aided by three children- Phil and siblings Helen and Terry. The trio had found Rothgo trapped inside a cave and after releasing him agree to help find the nidus, the source of all his powers. The nidus had been stolen by Belor whom had taken it back in time with her.

Each week the children and Rothgo found themselves at some point in history attempting to recover the nidus from Belor whom had taken on the guise of some famous historical person. By the end of the first series the nidus was back in Rothgo's hands and all appeared well, however at the start of the second series we learn that it was not Belor through the use of an even more powerful magical object known as the albedo was able to shatter the nidus into seven pieces and scatters them through time. Rothgo, again with the aid of Phil, Terry and Helen journeyed into the past to recover the pieces with Belor appearing each week to stop them.

Into the Labyrinth's final series saw a change in lead roles, Rothgo was gone, replaced by Lazlo, a wizard whom was a bit on the incompetent side. He recruited Phil to help him recover the scarabeaus a magical icon stolen by Belor that prevented him from being devoured by green slime. Belor had taken the scarabeaus and fled into Delta Time, a place where fictional characters can become real.

Series One

A sudden thunderstorm drives Terry and his sister, Helen, to seek shelter in a cave. There they meet another boy, Phil, and are led by mysterious voices to discover Rothgo, a magician from another age, trapped in the rock. After releasing him, the teenagers become involved in the search for the stolen Nidus. The quest spans thousands of years and they encounter Rothgo and Belor in the pagan times of the druids; in medieval England; old Baghdad; the fields of the Civil War; revolutionary France; and finally in ancient Greece.

Series Two

Once again the powers of goodness and light are challenged by Belor. This time she holds the Albedo, an energy source strong enough to neutralise the Nidus and so destroy Rothgo. In a cata-strophic collision between the Albedo and the Nidus, Rothgo's power source is split into five fragments, each pursuing its own course through time and space. Rothgo recalls Phil, Terry and Helen to help retrieve them and sends them to the Wagnerian world of the Nibelung; the dangerous days of the Gunpowder Plot; the Alamo; ancient India (where Belor appears as the goddess Kali); Victorian Lon-don; and the Great Siege of Malta. The final confrontation comes at the burial of tutankhamen.

Series Three

The unreliable magician Lazlo draws Phil into Delta Time where history is turned upside down. There they must seek and find the Scarabeus missing from the magician's ornate bracelet-or be devoured by a creeping green slime. They encounter Long John Silver; Dr. Jekyll and Mrs. Hyde (guess who's Mrs. Hyde); Incas and Conquistadores; treachery during the Great Fire of London; the Phantom of the Opera; Kubla Khan; and King Arthur's Knights of the Round Table. Their footsteps along the dangerous Delta timetrack are dogged by Belor and her odious "familiar" Bram. In the final battle with Belor, in the shape of Morgan Le Fay, Lazlo-as Merlin-recaptures the Scarabeus and fastens it to his bracelet. He and Phil are released from Delta Time (and the creeping green slime) and Phil returns to his own time possessing his own magical power source.

HTV carried the flag of television fantasy for ITV during the late 1970s - and it raised the standard again in the 1980s. Into The Labyrinth was devised by Bob Baker and Peter Graham Scott and utilised the scriptwriting talents of such writers as John Lucarotti, Christopher Priest, Robert Holmes, and Baker himself. The first 7 episodes of Into the Labyrinth were run as one of four stories under the banner title of The Third

Eye, on the Nickelodeon cable TV network during the mid 1980's. NOTE: Some actors appear as guest stars in more than one episode- however they play different characters each time.

Into the Labyrinth was devised by Bob Baker and Peter Graham Scott and utilised the scriptwriting talents of such writers as John Lucarotti, Christopher Preist, Robert Holmes and Baker himself. The executive producer for the series was Patrick Dromgoole, the designer was John Reid and the music was composed by Sidney Sagar.

WR. Bob Baker, Andrew Payne, Anthony Read, Ray Jenkins, Christopher Priest, John Lucarotti, Ivan Benbrook, Robert Holmes, Martin Worth, Jane McCloskey, Gary Hopkins, Moris Farhi, David Martin.

DIR. Peter Graham Scott, Ken Price.

EPISODES: 21 **YEAR MADE:** 1981 **COUNTRY:** GB **SEASONS:** 3

AN HTV PRODUCTION

CREATOR: BOB BAKER & PETER GRAHAM SCOTT

TYPE OF SHOW: TIME TRAVEL **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7, (2) 7, (3) 7.

DATE OF PREMIER: 13/05/1981 **AIR DATE OF LAST EPISODE** 09/08/1982

SEASON DATE BREAKDOWN:

FILMS:

Rothgo RON MOODY (1,2), Belor PAMELA SALEM, Phil SIMON BEAL, Terry SIMON HENDERSON (1,2), Helen LISA TURNER (1,2), Bram HOWARD GOORNEY (3), Lazlo CHRIS HARRIS (3).

1 - 1 *ROTHGO*

Wr Bob Baker

Dir Peter Graham Scott

1 - 2 *THE CIRCLE*

Wr Andrew Payne

1 - 3 *ROBIN*

Wr Bob Baker

Dir Peter Graham Scott

1 - 4 *MASRUR*

Wr Andrew Payne

Dir Peter Graham Scott

1 - 5 *CONFLICT*

Wr Ray Jenkins

Dir Peter Graham Scott

1 - 6 *REVOLUTION*

Wr Ray Jenkins

Dir Peter Graham Scott

1 - 7 *MINOTAUR*

Wr Peter Graham Scott

Dir Peter Graham Scott

2 - 1 *THE CALLING*

Wr Bob Baker

Dir Peter Graham Scott

2 - 2 *TREASON*

2 - 3 *ALAMO*

2 - 4 *CAVE OF DIAMONDS*

2 - 5 *SHADRACH*

- 2 - 6 *SIEGE*
- 2 - 7 *SUCCESSION*
- 3 - 1 *LAZLO*
- 3 - 2 *DR JEKYLL AND THE MRS HYDE*
- 3 - 3 *EYE OF THE SUN*
- 3 - 4 *LONDON'S BURNING*
- 3 - 5 *THE PHANTOM OF THE OPERA*
- 3 - 6 *XANADU*
- 3 - 7 *EXCALIBUR*

INTRUDERS, THE

A UFO is being picked up on radar screen in a Colorado tracking centre. Simultaneously, in Nebraska farm wife, Mary Wilkes finds herself in her night-gown on a deserted highway at night, some 40-odd miles from her home, while in Los Angeles, another woman, Lesley Hann, is troubled by bright lights and strange figures invading her home. Both suffer traumatic flash backs and come under the care of psychiatrist Dr. Neil Chase who uses hypnosis to help them unravel their experiences. What he unravels, however is a mystery deeper than anything he expected, with more of the evidence pointing to their stories of alien abduction being true.

Four-hour mini-series that actually anticipated the vogue for alien abductee stories by a couple of years. Intruders is based on real life case histories and accounts drawn from more than 400 people and was co-written by award winning STAR TREK: THE NEXT GENERATION and SLIDERS creator Tracy Torme. Rosalind Chao is famous for starring in both STAR TREK: THE NEXT GENERATION and STAR TREK: DEEP SPACE NINE. As is so often the case, the build-up is far better than the outcome, but the aliens have an eerie Outer Limits quality. They were created by Oscar-winning make-up artist Robert Short, working from abductees' sketches and descriptions. He designed 15 alien suits and 10 mechanical puppets, including three for the half-human, half-alien creatures also featured.

WR.

DIR.

EPISODES: 2 **YEAR MADE:** 1994 **COUNTRY:** US **SEASONS:** 1

CBS

CREATOR: BARRY ORINGER, TRACY TORME, BUDD HOPKINS.

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** MINI-SERIES

LENGTH (MINS): 90 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN:

DATE OF PREMIER: 13/05/1994 **AIR DATE OF LAST EPISODE** 14/03/1994

SEASON DATE BREAKDOWN:

FILMS:

Dr. Neil Chase RICHARD CRENNNA, Mary Wilkes MARE WINNINGHAM, SUSAN BLAKELY, Lesley Hann DAPHNE ASHBROOK, ALAN AUTRY, Gene Randall BEN VEREEN, Addison Leach STEVEN BERKOFF, JASON BEGHE, JOSEPH COUSINS, CHRISTIAN COUSINS, Gen. Dwight Hanley G.D. SPRADLIN, SUSAN BLAKELY, ROSALIND CHAO, ROBERT MANDAN, WARRENT FROST.

INVADERS, THE (1967)



'How does a nightmare begin? For David Vincent, architect, returning home from a business trip, it began a few minutes past four on a lost Tuesday morning, looking for a short cut he never found. It began with a welcoming sign that gave hope of black coffee. It began with a closed, deserted diner, and a man too long without sleep to continue his journey. In the weeks to come, David Vincent would go back to how it all began many times.'

(Opening narration on Beachhead)

David Vincent, a respected architect, gets lost one night in the countryside, he spots a UFO. He quickly warns both the sheriff and his business partner about his sighting, but when he returns to the sighting location the UFO is gone and his story is scoffed up. He might have dismissed the incident himself had a mysterious fire not erupted in his hotel room. He learns that the hotel manager is an alien and that they have come and they have come from a dying world, and hope to take over ours. They are doing this by assuming human form and infiltrating places of influence in society. Although they have adopted human form, there are several ways of telling the aliens from humans: they smile with their fingers, they have no heartbeat, they will emit a faint glow shortly before the power they need to retain human form runs out, and when they are killed they disappear in a puff of red smoke. David quits his job as an architect, and spends all his time trying to defeat the invasion. He does this three ways: by trying to convince people that the threat is a real one, attempting to obtain some physical evidence that will support his wild stories, and by uncovering and thwarting alien plots. The aliens are aware of David's efforts and are pleased that most people consider him a nut case. They do not kill him because it might give more credence to his story.

A Quinn Martin production many critics dubbed *The Invaders* as just another 'Running Man' show like Martin's other famous series, *The Fugitive*. There were undoubtedly similarities - both men crossed and re-crossed the country in pursuit of their quarry - but there was one vital difference. Richard Kimble got his man. David Vincent never did. No matter how many aliens he killed he couldn't get them all.

The Invaders was pure paranoia and its hero, David Vincent, the TV embodiment of the graffiti cliché: "Just because you're paranoid, doesn't mean they're not out to get you." The premise was simple, alien beings from a dying planet have landed on Earth. Their ultimate goal is to take over the world.

With their ability to assume human form, they have already begun to infiltrate all the strata of human society - government, police and media. Eventually, they will control the planet. One man, architect David Vincent, has seen them land, knows that they are here. Somehow he must convince a sceptical world that he is not crazy, that they really are out to get us. In the 1950s, filmmakers had exploited McCarthyist America's fears of communists with allegorical tales of insidious alien take-over, such as *Invasion of the Body Snatchers* (1956). But in 1967, *The Invaders* had no political implications.

Its intention was simply to scare. Vincent responds to any call, any sighting, repeating his story to anyone who will listen. And sometimes people do, but they invariably turn out to be other invaders, until Vincent no longer knows who he can trust. The aliens themselves were amorphous beings who needed recharging every 10-12 days in special regeneration chambers to retain their disguises, otherwise they reverted to their natal form and died. But Vincent couldn't even show the authorities a dead alien - when they were killed they disintegrated, leaving behind nothing but ashes and a scorched outline. Towards the end of the second season, Vincent's solo crusade did turn into a team effort, with the addition of a group called *The Believers*, led by businessman Edgar Scoville, who provided cash aid and connections.

But by that time, the repetitive format of the series had begun to pall with American audiences and it ended after just 43 episodes - a short run by contemporary US standards. Some 27 years after the original series went off the air in America, someone finally got around to making a sequel. The four-hour mini-series in November 1995, brought back Roy Thinnes, for a brief reprise as David Vincent, but it was *Quantum Leap*'s Scott Bakula who became the main alien chaser, as ex-con Nolan Wood.

Roy Thinnes stars as a man who has witnessed a landing by ALIENS in a UFO but is unable to get anyone to believe him. The aliens, from a doomed planet, are trying to take over Earth by infiltration: able to take on human form, they can be distinguished only by the odd angle of their little fingers; when dead their bodies evaporate leaving only a pile of ashes, so lasting proof of their existence is almost impossible to establish. The rigid formula - in each episode the hero discovers and foils a new alien plot, but remains unable to convince the authorities - meant that there was little variation, and the series was cancelled after the second season. Larry Cohen, whose idea the series was, later became celebrated for his low-budget independent films, usually, as here, featuring an ordinary man facing horrible incursions on the one hand and an uncaring, unimaginative or conspiratorial establishment on the other. Perhaps TI came too late: it belonged, in spirit, to the PARANOID SF version of the Communist-spy scares of the 1950s, as in Robert A. HEINLEIN's *The Puppet Masters* (1951), the tv serial *QUATERMASS II* (1955) and the film *INVASION OF THE BODY SNATCHERS* (1956).

Two short series of books based on TI were published in the USA (3 books) and the UK (4 books). The 2 to appear in both series are *The Invaders* * (1967; vt *The Meteor Men* UK as by Anthony LeBaron) by Keith LAUMER, #1 in the USA and #2 in the UK; and *The Halo Highway* * (1967; vt *Army of the Undead* US) by Rafe BERNARD, #1 in the UK and #3 in the USA. *Invaders #2* in the USA was *Enemies from Beyond* * (1967) by Laumer; #3 and #4 in the UK were *The Night of the Trilobites* * (1968) and *The Autumn Accelerator* * (1969), both by Peter LESLIE.

Two further ties to the series were hardbound juveniles, *Alien Missile Threat* * (1967) by Paul S. Newman, and *Dam of Death* * (1967) by Jack Pearl.

In 1995 *The Invaders* was revised as a four hour mini-series on FOX. The aliens in the new version were a bit different than they were in the 1960's, there always seem to be lots of flies around them. Their motives however are still the same. In the mini-series David Vincent made little more than an extended cameo appearance to offer some advice and pass the torch along to the new protagonist. The new protagonist was Nolan Wood, a pilot who has just been released from prison. Wood learns about the aliens and like Vincent is unable to convince anyone they are real He is especially concerned about his son whose new stepfather is an alien. He manages to convince a lady doctor that the aliens are real and a threat and sets out to stop their latest plan.

The executive producer for the series was Quinn Martin, the series was produced by Alan Armer and the haunting theme was created by Dominic Frontiere. The series first premiered in the UK on the 21st January 1967. *The Invaders* debuted in the UK at the same time as it started in America, running simultaneously, for a few weeks at least, in ITVs London region, though the first coherent run was on Granada Television. Overall, though, the show's run around the ITV regions was typically sporadic: it achieved a U.K. network run only when the rights were taken up by the BBC in 1984. The directors of photography were Meredith Nicholson ASC (1.1) and Andrew J. McIntyre (1.2-1.17). The invaders theme was created by Dominic Frontiere, the special photographic effects created by Darrell A. Anderson (eps. 1.4-1.17). In charge of production was Arthur Fellows and Adrian Samish. The series was filmed at the Samuel Goldwyn Studios.

A common complaint levelled against *The Invaders* concerns Roy Thinnes' performance in the lead role. Accused of being too wooden and inflexible in the part, one critic cruelly remarked that the emotionless invaders wound up being more interesting than the hero. Even series creator Larry Cohen said that, Thinnes wouldn't have been his choice for the role, and that he would have preferred someone who could display more vulnerability in the part. It's degree of stamina as week in, week out he seemed to be the only person standing between Earth and the inter-galactic invasion force, but this again was the inevitable weakness in the basic format of the programme that was only half-heartedly addressed by the introduction of the believers.

But although Thinnes lacked the depth shown by, say, David Janessen in *The Fugitive*, acting against him were real problems with the development of his character, especially in terms of his family background, emotional attachments and so on. Typically the opening narration to an episode would mention the sacrifices made by Vincent in order to fight the Invaders, but if we ever go to see any of them they turned out to be for short term plot purposes. Arguably the real problem was the lack of any emotional source for the lead character's obsessive quest. Whereas Richard Kimble pursued the one-armed man who had murdered his wife and Fox Mulder is haunted by the memory of his missing sister, the best motivation David Vincent ever got was. . . The death of his business partner.

And it's instructive for budding producers to compare and contrast the format of the *Invaders* with that of the *X FILES*. The differences are just as instructive as the similarities and point out clearly why one series barely lasted two seasons while the other went out for seven seasons - namely better actors, greater flexibility in the storylines and believable relationships between the vulnerable lead characters. Thinnes must surely wish Chris Carter had been born 20 years earlier.

The invaders were extremely treacherous because they could look like anyone—a bus driver, a paper-boy, a secretary or a little old lady. They could smile, they dressed well and they were polite. They were also here to rob Earth of its future. Their mission was one of desperation: With their planet dying, they needed a new world. Architect David Vincent knew they were here and devoted his life to exposing the invaders. He was tireless in his efforts to try to convince "a disbelieving world that the nightmare has already begun." The Invaders was first conceived by creator Larry Cohen as a half-hour, twice-weekly serial. (Peyton Place had worked for ABC in this format.) Ultimately, however, the network went with the more conventional one-hour format.

Originally the aliens, were supposed to get their orders from an eyeball that opened and closed in the palms of their hands. The network rejected the idea as too scary. The aliens ended up with a variety of other idiosyncrasies. They didn't have blood or heartbeats; some aliens had pointed little fingers; they didn't display emotion because they had none; and since their "human" disguises required periodic regeneration, they occasionally glowed before losing their earthly forms. Three episodes, "Genesis," "The Enemy" and "The Prophet," gave viewers a hint of what the aliens looked like in their native forms. When killed, the aliens glowed and vanished, which proved frustrating for David Vincent since the only evidence left was an outline of ash. The aliens were also experts at covering their tracks. Whenever Vincent found an alien outpost housed in an abandoned warehouse or town, the evidence was gone by the time the authorities got there. The aliens also had an impressive technology: They all carried glowing discs that, if applied to a human being's neck, caused instant death. Some aliens also carried disintegration guns that could melt cars like butter.

Although the special effects in the series were often excellent, the producers limited the visual tricks to add to the show's realism. "This is a strange series," admitted producer Alan Armer to the New York Times in 1967. "We combine science fiction with reality. People like to be scared out of their wits but they're no longer frightened by three-headed monsters. So we've made the invaders look like the folks next door. ... We're after fear, not brutality and violence."

Today Armer says, "It was an intriguing, workable concept that should have been better than it was. We began with an exciting pilot and it was marvelous. The pilot was originally 75 minutes long, and we had to cut it by 20 minutes. It had believability, color, genuine fear and enormous excitement. My William Morris agent called and declared it to be the finest pilot he had ever seen."

Armer was forced to cut it down. "We eliminated footage slowly, trying to preserve the pilot's strengths. But cutting those 20 minutes forced us to mutilate our baby. We ended up with all of the peaks and none of the valleys. We lost a lot of richness and reality. [It had] excitement, but not the texture that makes the excitement believable. Although we produced a dozen solid shows for The Invaders, we never captured the suspense and believability of the first, overlong pilot film."

The Invaders was a hit for ABC, and the series held its top 20 status for its first few months. Caught off guard by the show's popularity, executives at CBS and NBC tried to hide their dismay by plastering bumper stickers on their cars that read, "The Invaders Are Coming." The show also became a hip topic at Hollywood dinner parties. Even critic Rex Reed, who had groused over the show's violence, admitted, "This show threatens to over-throw the Batman craze."

The series was immediately renewed for a second year, but the producers realized that the tricky format was beginning to have a corrosive effect on its viewers. Audiences found David's struggle to expose the aliens frustrating. In the last episode of the first season, "The Condemned," the producers tried to remedy this by giving David a major triumph: exposing all of the important alien leaders on Earth. Associate producer Anthony Spinner recalls that they also tried to keep David Vincent alive week after week. "The question all of the writers used to ask was, 'Why don't the aliens just kill the son of a bitch?' Getting around that question was always a challenge. We came up with a nebulous theory that, 'Oh, if they kill Vincent, it'll bring too much attention.' Often, when a writer asked, 'Why don't the aliens kill him?' we'd say, 'Because, they don't!' That was not a great answer."

Spinner tried to deal with the question in one of his own scripts, "The Experiment." "Rather than kill him, I had the aliens try to brainwash him. This way he was valuable to them. But you couldn't do that every week. Actually, a lot of the episodes did work dramatically, but you put them all together, you go, 'Oh, yeah—more of the same.'" Spinner left the series at the end of its first year, cordially telling Quinn Martin that the highly rated series was doomed.

"The Invaders was an ambitious undertaking with little time or money," says art director George Chan, who was called in during the series' frenetic first year. "When I arrived, the production unit was in total disarray." Chan adds, "I was not prepared for this kind of operation. There was little time for research, and it took many weeks for me to become comfortable with The Invaders. The network was only thinking of rushing production

and financial gains. Storylines and sets were of minor importance to them.

"There were also numerous artistic and creative differences that were never solved. I kept questioning why David Vincent, who had no means of income, always wore expensive clothing. Quinn Martin placated me by adding the Edgar Scoville character in the second year to show some financial responsibility."

Series production settled down as Chan and art director James Vance took turns working on every other episode. Even so, "It was, because of the special effects and gadgets, the most challenging work of my career up to that time," says Chan.

Some viewers were downright hostile to the show because aliens were being portrayed as evil. Armer tried to present the aliens as realistically as possible. "The aliens' motives were inconsistent," he admits.

"Occasionally, the aliens were shown with understandable motives. They were fleeing from a dying world and striving to take over ours. One script by David Rintels even portrayed them as the good guys and us as the bad guys ["The Peacemaker"]. We had to make the aliens both frightening and powerful since we were selling paranoia. But inevitably, the aliens degenerated into despicable, comic strip monsters. I suspect our problem lay not in the alien characterizations, but in our revealing too much of them. Things unseen are far scarier than the things we can examine. Suggest rather than show."

One hint of the aliens' nature was, according to Armer, in the closing moments of the pilot. "The final shot of Diane Baker [as an alien] implied that beneath the alien mask might lie the face of an emotional, dimensional being." The series propelled Armer and star Roy Thinnes into the real-life world of UFO buffs. Thinnes and his wife, actress Lynn Loring, claimed to have seen a UFO a week before *The Invaders* premiered. Thinnes played down the incident, saying, "I didn't want to look like a self-serving actor out for publicity." The actor was intrigued by the show's premise. "I liked the simple dramatic structure of one man's paranoia," he says. "I think we all share that kind of paranoia. Is the government telling us the truth? Does the government want to hear the truth? That thread carried through all of the shows. Larry Cohen had a good idea, and the series was masterfully produced by Quinn Martin. He hired a lot of good writers, like Alan Armer, Anthony Spinner and David Rintels."

The Quinn Martin production offices often received phone calls from people claiming to have seen aliens from other worlds. "I was astonished at the number of credible witnesses to UFO sightings," says Armer. "These were not little old ladies in tennis shoes. These were responsible, intelligent individuals whose stories were generally believable. At the time, I was invited to do an interview with a Colorado radio station. There had been a burned circle in a hayfield and a dead, skinned horse nearby. UFOs had been sighted in the area. Personally, I was skeptical, but there is evidence that can't be shrugged away."

Production manager Howard Alston's job was to keep *The Invaders* on budget and handle many aspects of production. "Our biggest challenge was to manufacture this alien culture, but everything we dreamed up—a gun, a costume, a spaceship—always looked like something we had seen before." One of the most eye-catching effects, the "flaming out" of dying aliens, was a painstaking process. "The immolation effect was a new technique at the time, and it drove the directors nuts," says Alston. "Setting up the incineration effects took valuable time out of their shooting schedules. It required an advisor from the Howard Anderson optical company to be on location and to ensure all of the elements were present to add in the optical effect later." Another time-consuming effect was the aliens' flying saucers. Although the saucer looked like a full-scale mock-up, the effect was a bit of technical trickery. "There was never a mockup," recalls actor and extra Randy Crawford. "The saucer only consisted of landing pads and a dropstairway. The middle and top half of the saucer were always superimposed."

Alston recalls that transporting the spaceship's lower half proved challenging. "Moving the spaceship around to desert locations was an involved and costly process. The location had to be scouted and the saucer had to be set up in advance. We tried to figure out ways to avoid having the saucer land on location!"

Crawford, who had served as a double for Roy Thinnes in his previous series, *The Long Hot Summer* (1965-66), was invited by Thinnes to work on *The Invaders*. "Roy was a warm and friendly person," says Crawford. "I was in almost every episode as either an alien or a double for Roy. I was also one of the aliens in the spaceship [in the main title sequence], and I'm the guy driving Roy Thinnes' car in the opening credits."

Crawford has scattered memories of the series. "In the pilot, the aliens were portrayed as having special powers in their eyes. Contact lenses were used on actor Skip Ward in his fight with Roy Thinnes. The contacts were never used again because they were too complicated to fit every actor. Although the series had regular sets at Goldwyn studios, we filmed a lot of episodes on location in Los Angeles, Santa Monica and the Mojave Desert. Dumping water on each other was a favorite pastime in the heat of the desert. We averaged a 12-hour day but we occasionally extended to 16. My fondest memory is going into stores and having kids recognize me as an alien. They would point their finger at me and go ZAP! They remembered me as the alien who didn't bleed ["The Ivy Curtain"]."

For Roy Thinnes, *The Invaders* was a big break early in his career. His 1963-65 stint on daytime's *General Hospital* led to his popular costarring role in NBC's *The Long Hot Summer*. On *The Invaders*, Thinnes projected David Vincent with a quiet, dignified strength. The character was obsessed with saving his disbelieving world from the invaders. Vincent knew it would take enormous determination and strength for one man to make a difference against such overwhelming odds. "Roy Thinnes was well cast," says director Robert Butler. "He was a concentrated and riveted guy. That made for a good, strong, heroic characterization."

"Roy Thinnes was a fine actor, but not the vulnerable, compassionate figure that, for instance, David Janssen was in *The Fugitive*," says Alan Armer. "Roy sometimes played the role with a sullen quality, as if resentful of the world. That was an attitude unlikely to win the hearts of viewers. To his credit, Roy accepted the protagonist's beliefs as his own. He attended UFO meetings and listened attentively to stories from witnesses."

"Roy may have been enthusiastic about the series, but he wasn't close to the production crew," recalls Howard Alston. "We had very little personal relationship with him even though he was on the set every day. In other Quinn Martin productions, the lead performers-Efrem Zimbalist, Jr., William Conrad, Karl Malden, David Janssen, Buddy Ebsen-were all wonderful team players. Roy was not." "Quinn Martin had a good sense of casting," says writer Robert Collins, "and Roy Thinnes was very good in the role. He had a subtle sense of humor. He was a terrific series lead."

As *The Invaders* headed into its second year, there were efforts to steer the show in a different direction. The series had faded from a top 20 hit to a top 40 contender. Research showed that the first season had done something no one had counted on: It had literally scared older viewers away. "The show was popular with audiences under the age of 21," says Armer. "It did fairly well with audiences between 21 and 35. It died with audiences over 50. Older audiences didn't have enough acceptance of science fiction."

In the series' first year, the aliens often hatched a sinister plot-of-the-week that bordered on the fantastic: carnivorous insects, alien moonbases, killer hurricanes and oxygen-depleting crystals. The second year grounded the alien threat in more realistic terms. Drama was often emphasized over science fiction. The aliens tried manipulating humanity through religion, racial strife and the threat of a nuclear war. In addition, the series used current political and social issues as background material. During the second year, stories touched upon the Vietnam War, drug abuse and the Cold War. In one episode, "The Trial," the sexual relationship between a human woman and her alien husband is revealed. Many episodes benefited from this mature approach. Other segments, robbed of their imaginative science fiction value, slipped into a dreary routine that made even the most dedicated fan restless.

"David Rintels [the associate producer for the second year] had a lot of input," recalls Robert Collins. "He's a very socially responsible person with great cares and concerns. He's one of the most socially and politically aware writers in town. You can credit Rintels for examining some of those issues on *The Invaders*." Rintels, an Emmy award-winning writer who wrote such TV films as *Fear on Trial* (1975) and *Nashington: Behind Closed Doors* (1977), recalls, "I had never written or even read science fiction before *The Invaders*. The series gave me a chance to work on something that related to contemporary themes. It was something television didn't do enough of at the time. Using the series format, I could write about things I cared about. "The *Invaders* script I was happiest with was called "The Peacemaker" [in which Vincent convinces a U.S. general that the invasion is taking place]. I wrote it as a deliberate allusion to our Vietnam involvement. The theme examined to what lengths the military should go in dealing with a threat, and indeed, whether there were any limitations."

For Robert Collins, *The Invaders* proved to be an important beachhead in his career. "I sold my first script to them," he says. "I was a film editor on the *Tarzan* series. We were working seven days a week, 16 hours a day for months to meet airdates. One morning at three a.m., I was sitting at the *Moviola* watching *Tarzan* swing from tree to tree, and I turned it off. I called a producer friend of mine and said, 'I'm really tired of watching this guy swing from tree to tree. I know I can write, certainly better than the people writing for *Tarzan*. How can I get into writing?'"

"He said, 'Pick your favorite TV show and write the best script you possibly can. Submit it to them on spec.' I chose *The Invaders* because I watched it every week. It had tension, mystery and it was intriguing and unpredictable. It was a terrific show. I had always been a fan of *Twilight Zone* and particularly *The Outer Limits*. *The Invaders* had that same kind of mystery and suspense, and a fair attention to character development. It had all of the qualities of a good television series."

Collins submitted his script to the series. "They didn't buy it because of the subject matter. At the time, Ronald Reagan was governor of California. In my script, he turned out to be one of the invaders. I didn't use his name, of course. It was about a state governor and while he's making his inaugural address, his little finger is sticking out. The producers liked my work, and I was invited by David Rintels to write a treatment for "The Ransom"

[in which Vincent holds an alien leader captive]. David said, 'I'm going to go to bat for you. If they're afraid of a first-time writer, I'll rewrite it for you.' So David really was my mentor, and we later became good friends."

Collins turned in "The Ransom," recalling, "Since this was my entry into television, I worked as hard as I could to make it the best script possible. After they accepted it, I quit my job at Tarzan. I became a full-time writer and never looked back." The writer feels the aliens on *The Invaders* were excellently conceived. "The fact that they looked just like us attracted me to the show. I never liked monsters. That's one of the reasons I didn't like *Star Trek*. The monsters were silly to me. But on *The Invaders*, the idea of a monster looking like everybody else was frightening. At that time, the aliens were a metaphor. Beings from other worlds would either save the world or destroy it. The threat of the Cold War was dramatically unsatisfying. As a people, we had become more sophisticated by the late 1960s. The Russians weren't enemies. You couldn't say they were terrible people who were gonna destroy us all. Aliens, on the other hand, were an acceptable enemy."

The *Invaders* went into its second season with mediocre ratings. To help elevate audiences' frustration with Vincent's lonely crusade, electronics expert Edgar Scoville (played by Kent Smith) was brought in as Vincent's ally. With Scoville's contacts and electronics empire, David made impressive gains against the invaders. In "Counterattack," David videotapes the incinerations of two aliens; "The Miracle" ends with Vincent driving off to Washington, D.C., with an alien crystal as proof; in "The Pursued," six members of Congress see an invader incinerate in a hallway. Yet the creative thorns in the side of the series weren't easily extracted. Edgar Scoville turned out to be a dull paternal figure for Vincent. Although well portrayed by Kent Smith, his underdeveloped character remained murky.

Vincent himself underwent changes. In the first year he was brash and independent, but also vulnerable as he criss-crossed the country in search of aliens. Toward the end of year two, Vincent was transformed into something of a space-age urban guerilla. His battles no longer took place in rural American towns. He spent most of his investigations in major cities, and with his suit and tie, he looked like a dour businessman. ABC moved the series from its struggling 8:30 p.m. Tuesday slot and put it in a Tuesday 10 p.m. slot in January. TV Guide was inundated with letters from younger fans protesting the late time slot. Shortly afterward, the series was canceled.

Despite the changes, Howard Alston feels *The Invaders* was not set for a long run. "The series generated a great deal of interest at first, but it lost its honesty when so many people, week after week, didn't believe David's invasion story. The ratings were marginal when it was canceled. I suppose it was destined to be a short-lived series based on one fact alone: The aliens had the ability to kill David every week, but they were too dumb to do so."

Alston felt the addition of the believers was a good idea, but notes, "The idea wasn't conceived in time. It could have prolonged the show, but the network didn't give it enough of a chance to develop." "There was always a sense of frustration at the end of many episodes," says David Rintels. "Roy Thinnes and company achieved at best a stalemate or a short-term victory against the bad guys. You knew the aliens were certain to be back in force next week. That may have been a factor in the show's cancellation. TV ordinarily ends with definitive resolutions and, almost invariably, happy endings. The format of *The Invaders* may not have allowed that."

"What could have been a quality series ended up, alas, getting a little silly," says Alan Armer. "The network panicked and badgered us to take some other directions when the audience didn't respond positively. Another factor was that Quinn Martin and his assistant, Adrian Samish, really didn't understand the concept. Quinn was totally honest about it. He stated from the beginning that this type of series wasn't his bag. He was far more comfortable in the police genre."

"The show simply didn't attract audiences over 35," continues Armer. "Older folk demanded, I guess, more traditional fare. We told ourselves that the series was ahead of its time. That may or may not be true." The *Invaders* went into syndication in 1969. Its 75-minute pilot was aired at the Museum of Modern Art that same year. There have also been flickers of a revival. In Quinn Martin's 1977 suspense series *Tales of the Unexpected*, *The Invaders'* pilot film was loosely remade as "The Nomads." David Birney played a man who tries to convince authorities that aliens have landed.

In 1980, Quinn Martin made the telefilm *The Aliens Are Coming*. It was an unsuccessful pilot starring Tom Mason and Melinda Fee. In 1985, in response to popular demand, episodes of *The Invaders* began airing in England. The same year, Roy Thinnes sold an *Invaders* project to ABC. "We had a commitment for a three-hour pilot and six one-hour episodes," says Thinnes, who would have produced the series. The deal fell through, but he's still interested in seeing a resolution to the series. Thinnes reprised his role in Fox TV's *Invaders* movie (1995), but it ended with the aliens still among us.

The actor didn't fully approve of the aliens' hostile nature in the original series. He remarked to Science

Fantasy Film Classics magazine in the 1970s, "The producers abandoned any concept which depicted planetary integration in favor of an old SF formula depicting aliens as plunderers and conquerors." Today the actor says, "It wasn't so much that I disliked the aliens being hostile, [but] if human nature is so violent and our nature is to conquer, why should that also be the aliens' nature? Certainly if the aliens had the technology to reach our planet, they had the technology to conquer it."

The actor proposes that David Vincent could have been more of a mediator between his race and alien visitors. "That sort of storyline could have been sustained just as easily as the format we went with," says Thinnes. "One idea would be to do a satire on mankind. The aliens who arrive here are on a quest for benevolence. The humans' resistance to superior, benevolent beings would provide the real drama. For example, say the aliens brought a cure for cancer. Before the cure could be defined, the military complex would probably blast them out of the skies."

According to Thinnes, *The Invaders* is regarded as a cult show in France. "It's a huge smash there," he says. "They celebrated the show's twenty-fifth anniversary with screenings of the episodes in the oldest movie house in Paris." The actor found himself literally mobbed by the fans. "The turnout was as if the Beatles had arrived. It was incredible. The first time I went to Paris [1989], I was being driven from the airport in a limousine, and two reporters in the limo kept asking me all of these questions about the show. They wanted to know about the love story with Suzanne Pleshette [in the "Mutation" episode] and if I believed in extra-terrestrials. I said, 'Please-can we wait until we get to Paris? I'm trying to see the Eiffel Tower!' I go to Paris about twice a year as their guest, and I'm treated like royalty. It's as if *The Invaders* is happening all over again. It has an incredible following."

"Perhaps we should do a two-hour movie, *Return of the Invaders*," muses Howard Alston. "It would be kind of fun. The aliens finally killed David, and this could be about his son." "I would like to see the series revived," says Armer, who still receives mail from *Invaders* fans. "It's heartening to know that people still remember the series. Audiences weren't turned on by such a far-out concept then, but they might well watch such a series today."

CAST NOTES

Roy Thinnes (David Vincent): Born 1938. Thinnes played the co-pilot blown out of the 747 in *Airport 1975*. He also starred in several TV movies including *The Norliss Tapes* (1973). In 1990, he played Rev. Trask in the new *Dark Shadows* series. Two years later he joined the daytime series *One Life to Live*.

Kent Smith (Edgar Scoville): Born 1907. As a leading man during the 1940s, Smith starred in the cult film *The Cat People* (1942). By the 1960s, he was working consistently as a durable supporting actor. He died in 1985.

WR. Anthony Wilson, Anthony Spinner, David Chandler, Dan Ullman, John W. Bloch, Don Brinkley, John Kneubuhl, Louis Vittes, Don Brinkley, John W. Bloch, Robert Sherman, Laurance Heath, Dan Ullman, Jerry Sohl, Earl Hamner Jr., Robert Sabaroff, George Eckstein, Warren Duff, Art Wallace, Barry Oringer, Jack Miller, Franklin Barton, William Blinn, James Dott.

DIR. Joseph Sargent, Paul Wendkos, Richard Benedict, Sutton Roley, John Meredyth Lucas, Robert Butler, Don Medford, Jesse Hibbs, William Hale, George McCowan, Don Medford, Murray Goldan, Lewis Allen, Robert Day, Robert Glatzer.

EPISODES: 43 **YEAR MADE:** 1967 **COUNTRY:** US **SEASONS:** 2

A QUINN MARTIN PRODUCTION IN ASSOCIATION WITH ABC

CREATOR: LARRY COHEN

TYPE OF SHOW: INVASION

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 17, (2) 26

DATE OF PREMIER: 01/10/1967 **AIR DATE OF LAST EPISODE** 26/03/1968

SEASON DATE BREAKDOWN:

FILMS:

David Vincent ROY THINNES, Edgar Scoville KENT SMITH (eps 31-43), Narrator WILLIAM WOODSON, Main Title Announcer HANK SIMS.

Books Based on this series.

The Invaders 1 - The Halo Highway (UK)

Rafe Bernard

1967

The Invaders 1 (US)

Keith Laumer

1967

The Invaders 2 - Enemies From Beyond (US)	Keith Laumer	1967
The Invaders 2 - The Metoer Men (UK)	Anthony LeBaron	1967
The Invaders 3 - Army of the Undead (US)	Rafe Bernard	1967
The Invaders 3 - The Night of the Trilobites (UK)	Peter Leslie	1968
The Invaders 4 - The Autumn Accelerator (UK)	Peter Leslie	1969

RELATED SHOWS:*INVADERS,THE (1995)*1 - 1 *BEACHHEAD*

Architect David Vincent searches for someone who will believe he sighted the landing of a spaceship.

Wr Anthony Wilson**Dir** Joseph Sargent1 - 2 *THE EXPERIMENT*

David Vincent seeks the help of an astrophysicist's son to prove that the earth has been invaded. But David doesn't know that the young man is in the aliens' power.

Wr Anthony Spinner**Dir** Joseph Sargent1 - 3 *THE MUTATION*

With the assistance of Vicki, a nightclub stripper, Vincent continues his search for an alien spacecraft.

Wr David Chantler, George Eckstein**Dir** Paul Wendkos1 - 4 *THE LEECHES*

Vincent is called on by a renowned electronics expert who fears he may soon be abducted by alien invaders.

Wr Dan Ullman**Dir** Paul Wendkos1 - 5 *GENESIS*

Vincent's search for aliens lead him to an underwater sea lab.

Wr John W. Bloch**Dir** Richard Benedict1 - 6 *VIKOR*

A dying telephone lineman's fantastic story leads Vincent to investigate a huge industrial complex owned by a famous war hero.

Wr Meyer Dolinsky**Dir** Paul Wendkos1 - 7 *NIGHTMARE*

Vincent travels to a small town to check a possible link between the aliens and an attack of carnivorous insects.

Wr John Kneubuhl**Dir** Paul Wendkos1 - 8 *DOOMSDAY MINUS ONE*

Vincent is called upon to help avert possible alien infiltration at a government nuclear test site.

Wr Louis Vittes**Dir** Paul Wendkos1 - 9 *QUANTITY: UNKNOWN*

While investigating the theft of a mysterious cylinder from the site of a plane crash, Vincent is captured and suspected of being an alien.

Wr Don Brinkley**Dir** Sutton Roley1 - 10 *THE INNOCENTS*

An alien (Michael Rennie) captures Vincent and convinces him he'll be taken to a paradise as proof of the invaders' peaceful intentions.

Wr John W. Bloch

Dir Sutton Roley

1 - 11 *THE IVY CURTAIN*

Vincent discovers that a school is being used by the aliens as an indoctrination center.

Wr Don Brinkley

Dir Joseph Sargent

1 - 12 *THE BETRAYED*

Vincent discovers a mysterious computer tape that could offer proof of the alien invasion.

Wr John W. Bloch

Dir John Meredyth Lucas

1 - 13 *STORM*

Vincent is contacted by a meteorologist to help investigate the suspicious nature of a hurricane along the Eastern U.S. coast.

Wr John Kneubuhl

Dir Paul Wendkos

1 - 14 *PANIC*

The invaders and Vincent race to capture a wounded alien whose touch brings on freezing death.

Wr Robert Sherman

Dir Robert Butler

1 - 15 *MOONSHOT*

Vincent helps a security official investigate the deaths of two lunar astronauts in a strange red fog.

Wr John W. Bloch, Rita Lakin, Alan A. Armer

Dir Paul Wendkos

1 - 16 *WALL OF CRYSTAL*

David's brother, who also thinks he is crazy, is kidnapped by the aliens who intend to destroy the oxygen in our planet's air. It has a familiar ring with the way it ends but well acted and enjoyable.

Dir Joseph Sargent

1 - 17 *THE CONDEMNED*

The invaders frame Vincent for the death of an owner of an electronics plant who had made discoveries about the aliens.

Wr Robert Sherman

Dir Richard Benedict

2 - 1 *CONDITION: RED*

Vincent attempts to thwart the alien infiltration of a Air Defense Command Unit.

Wr Laurence Heath

Dir Don Medford

2 - 2 *THE SAUCER*

Vincent battles, then destroys an alien guard and captures one of their spacecraft.

Wr Dan Ullman

Dir Jesse Hibbs

2 - 3 *THE WATCHERS*

A hysterical hotel manager tells Vincent aliens are taking over his hotel.

Wr Earl Hamner Jr., Jerry Sohl

Dir Jesse Hibbs

2 - 4 *VALLEY OF THE SHADOW*

After an alien is captured in a small town, Vincent warns the townspeople, who assume their captive is a madman.

Wr Robert Sabaroff

Dir Jesse Hibbs

2 - 5 *THE ENEMY*

Despite Vincent's warnings, a nurse tries to help an injured alien survivor of a saucer crash.

Wr John W. Bloch

Dir Robert Butler

2 - 6 *THE TRIAL*

A man seeks Vincent's aid after he is arrested and put on trial for murder after the incineration death of an alien.

Wr David W. Rintels, George Eckstein

Dir Robert Butler

2 - 7 *THE SPORES*

Vincent is horrified to learn the invaders are using strange seed spores that after cultivated will develop into full-grown aliens.

Wr David W. Rintels, George Eckstein, Ellis Kadison, Joel Kane

Dir William Hale

2 - 8 *DARK OUTPOST*

While investigating the Invaders' susceptibility to minor human ailments, Vincent unknowingly is taken aboard an alien spacecraft.

Wr Jerry Sohl

Dir George McCowan

2 - 9 *SUMMIT MEETING (1-2)*

In Part I of this two-part episode, Vincent uncovers a diabolical alien plot to destroy all of the world's leaders.

Wr George Eckstein

Dir Don Medford

2 - 10 *THE PROPHET*

David exposes an alien disguised as a prophet who capitalizes on his ability to glow red as a tool to deceive people into thinking that his "gift" is from God.

Wr Warren Duff

Dir Robert Douglas

2 - 11 *LABYRINTH*

When David Vincent brings an injured alien into the doctor for treatment, the patient's x-rays reveal odd results. While David works to alert the authorities, the aliens conspire to destroy both evidence and witnesses.

Wr Art Wallace

Dir Murray Golden

2 - 12 *THE CAPTIVE*

An alien is taken captive while breaking into a safe in a Soviet Embassy.

Wr Laurence Heath

Dir William Hale

2 - 13 *THE BELIEVERS*

A group of seven people get together to fight the Invaders. They are headed by Edgar Scoville.

Wr Barry Oringer

Dir Paul Wendkos

2 - 14 *THE RANSOM*

David Vincent and Bob Torin capture an alien leader, whom they hope to show to the authorities as proof; however, the leader's alien comrades foil David's efforts.

Wr Robert Collins

Dir Lewis Allen

2 - 15 *TASK FORCE*

David Vincent is called in to aid a huge magazine publishing company that has been experiencing disruptive behavior in its company heads, and David believes that the aliens are behind the troubles.

Wr Warren Duff

Dir Gerald Mayer

2 - 16 *THE POSSESSED*

An old college buddy sends David Vincent an urgent message, without any further details other than that it is important. When David arrives, Ted has been brain washed so that he can no longer remember why in the world he'd wanted to see his friend. It soon becomes obvious that the aliens are using mind control of some sort.

Wr John W. Bloch

Dir William Hale

2 - 17 *COUNTER-ATTACK*

David deceives the aliens that he is willing to work with them for a fee, all the while with a plan of attack in mind.

Wr Laurence Heath

Dir Robert Douglas

2 - 18 *THE PIT*

Julian Reed calls upon David Vincent to help him expose aliens who have infiltrated The Slaten Research Center. By the time David arrives at the scene, Julian's having hallucinations. Is Julian truly a lunatic, or are the aliens behind his mental lapse?

Wr Jack Miller

Dir Lewis Allen

2 - 19 *THE ORGANISATION*

David Vincent joins forces with the mob when the aliens inadvertently take their illegal shipment of drugs

Wr Franklin Barton

Dir William Hale

2 - 20 *THE PEACEMAKER*

David Vincent arranges a meeting between the alien leaders and an Air Force General, who secretly plans to drop a bomb on the alien leaders despite the fact that many innocent people will die in the process.

Wr David W. Rintels

Dir Robert Day

2 - 21 *THE VISE*

Racist issues arise between David Vincent and the Baxters, a black couple, when David produces evidence that another African American in line for an important position with the space program is actually an alien.

Wr William Blinn

Dir William Hale

2 - 22 *THE MIRACLE*

A teenage girl sees an alien dying from a snake bite and then realizes how much her life has changed when the alien leaves her a bag containing a crystal.

Wr Robert Collins

Dir Robert Day

2 - 23 *THE LIFE SEEKERS*

David does all he can to get these two peaceful aliens back to their ship as they want to convince their leaders not to attack Earth.

Wr Laurence Heath

Dir Paul Wendkos

2 - 24 *THE PURSUED*

Suzanne Pleshette is an alien who was being used to test Human emotion, but she now has dangerous and deadly mood swings.

Wr Don Brinkley

Dir William Hale

2 - 25 *INQUISTION*

David Vincent and Edgar Scoville attempt to warn a senator that a governmental official is an alien, while Andy Hatcher tries to prove otherwise.

Wr Barry Oringer

Dir Robert Glatzer

INVADERS,THE (1995)

Nolan Wood is released after serving a sedated sentence for the manslaughter of an ecologist in 1988. Travelling to the Mojave town of Barstow to see his estranged wife and son, he finds himself accepting a lift from a man who takes over his mind and has him kill Dr. Josh Webber - a medic who has identified a non-human blood type which he took from an accident victim who vanished in a blaze of light at his hospital. Wood's son Kyle, realises that there is something strange about his step-father, and Josh's girlfriend Dr. Ellen Garza finds herself caught in a nightmarish conspiracy. . .

This mini-series is based on the SF show of the 1960s called THE INVADERS. Roy Thinnes again plays David Vincent reprising his role from the 1960s SF series THE INVADERS. Another star of note is Scott Bakula who plays Nolan Woods who is perhaps more famous for his role in the SF series QUANTUM LEAP. Director of photography was Daniel Cahn, ACE, the music was created by Joseph Vitarelli. The executive producers were Robert A. Papazian, James G. Hirsch, James D. Parriott, Aaron Spelling and E. Duke Vincent.

Part of the problem with this mini-series is the uncomfortable admission that Bakula is miscast as sad sack Nolan Wood, an ordinary married guy with a son who inexplicably beat a man to death on the street seven years ago. After the Fox Networks had bought the rights to produce the mini series they did a deal with Aaron Spelling's production company to rewrite the script, mainly because Spelling owned the original Invaders and wanted more continuity within the project. Which is why Thinnes turns up in a series of brief scenes to make more of a connection with the original.

Although the plot is perhaps just a little too simple for its long running time, The Invaders manages to sustain itself by sophisticated direction and some truly disturbing imagery. In-your-face visual effects are wisely kept to a minimum though we do get to see the aliens in their natural form for the first time. On the whole though The Invaders is a highly enjoyable mini series that manages to update the rather dated format of the original show without contradicting it too obviously.

WR. James Dott (Pen-name, story by James D. Parriott)

DIR. Paul Shapiro.

EPISODES: 2 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 1

SPELLING TELEVISION INC., PAPAZIAN-HIRSCH ENTERTAINMENT PRODUCTION, WORLD VISION ENTERPRISES INC.

CREATOR: LARRY COHEN (based on The Invaders (1965). JAMES DOTT (Writer))

TYPE OF SHOW: INVASION

FORMAT: MINI-SERIES

LENGTH (MINS): 90 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: 11/12/1995

AIR DATE OF LAST EPISODE 14/11/1995

SEASON DATE BREAKDOWN:

FILMS:

David Vincent ROY THINNIS, Nolan Wood SCOTT BAKULA, Ellen Garza ELIZABETH PENA, Jerry Thayer RICHARD THOMAS, Amanda DELANE MATTHEWS, Stein RICHARD BELZER, SHANNON KENNY, ERIK KING, CHANNON ROE, JON CYPHER, Coyle TERENCE KNOX, RAUL TRUJILLO, Kyle Thayer MARIO YEDIDIA, DEBRA JO RUPP, JACK KEHLER, TODD SUSMAN, JON POLITO, ELINOR DONAHUE, Dr. Aysmiller LORINNE DILLS-VOZOFF, Norma Winters ELINOR DONAHUE, Frankel LINDSEY GINTER, Billy TODD MERRILL, Dr. Singh DUKE MOOSEKIAN, Coyote LUIS CONTRERAS, Secret Service Man RICK FITTS, Police Officer #1 JIM HOLMES, Metrolink Worker NICK JAMESON, Aide HILLARY MATTHEWS, Raymond ROLANDO MOLINA, Wood's Lawyer DAVID ST. JAMES, Cop at MRI TODD STANTON, Security Man TEGAN WEST.

RELATED SHOWS:

INVADERS,THE (1967)

INVASION



For centuries man has searched the skies for signs of intelligent life but to no avail.

What if the explanation lay in the fact that aliens were already here... already among us? And what if all of the natural disasters we have been experiencing of late were smokescreens designed to mask something far more ominous?

When yet another devastating hurricane threatens Florida, temporarily cutting off a small town at the edge of the Everglades, U.S. Park Ranger Russell Varon takes heroic measures to keep both the town's citizens and his family safe. In the middle of the violent storm, his young daughter is the only one to see small lights floating towards the water, seemingly unaffected by the vicious winds. At the time he thinks nothing of her claim, but begins to suspect that something may indeed be amiss when his missing ex-wife is found naked, with no memory of what happened during the storm.

As the tiny town struggles to recover while his nemesis, the Sheriff, quarantines the entire area, Varon begins to investigate the strange goings on, unwittingly beginning a fight for the survival of the human race.

With a feel very much like a mini-series but in a series mode, this series began with impressive production values. Very similar in premise to shows such as *THE INVADERS* from the 1960s, giving that kind of terror in the eyes of the public, when nobody really knows who are aliens and who are not. Whilst in *THE INVADERS* you could tell by the weird finger that each alien had, in *Invasion*, it's their strange smile.

Ratings troubles

According to Nielsen Ratings, the series premiere was able to attract 17 million viewers from another ABC show, *Lost*. After the 10th episode, the series lost a total of 7 million viewers over nine episodes with the November 30, 2005 episode garnering only 10 million. In order to get the viewers back in for the 2nd half of 2005-2006 TV season, the show was put on hiatus until January 11, 2006, and it was replaced with another show already scheduled for cancellation, *Alias*.

For the episodes shown on January 11th, 18th, and 25th the Nielsen Ratings only reached 9.7 million, 9 million and 9.3 million. It had lost nearly half of the first episode's audience and was way behind CBS's *CSI: NY*, which had 13.7 million, 15.5 million and 14.9 million for the same period.[1] [2] [3] The show was then put on hiatus for the second time, during which time it was replaced with *The Evidence*.

Some fans of *Invasion* have attributed poor handling on the part of ABC as one reason for the show's continued problems, citing two hiatuses and a three-week break all within one season periods in which no repeats were aired. Throughout the show's run, these incidents became a topic of speculation and concern among its fanbase.

Cancellation and Petition

The end of season one, which left the fate of Larkin and her unborn child inconclusive, furthered the amount of people who wanted a season two, despite the show's cancellation by ABC despite relatively good ratings for the show as a whole. Rumor had it that *Invasion* might move over to The CW in Fall 2006 upon its cancellation by ABC. Since The CW is co-owned by CBS and *Invasion*'s production studio, Warner Bros. it was a strong possibility[4]. However in May 2006, the CW had not picked up *Invasion* for its 2006-2007 program lineup.

Immediately following the show's cancellation, avid fans of the series started a campaign to get the series to continue. It included an online petition (The motto of which is "Did you see the signatures?"), letter writing campaign, and the mailing of water bottles to ABC and other prospective networks. In close to four weeks, over 35,000 signatures were recorded on the online "Save *Invasion*" petition including the signature of *Invasion* cast member Nathan Baesel.

1 - 4 *ALPHA MALE*

Just as the citizens start to question why the town is still under a quarantine that has cut off medical and building supplies, they find themselves on the verge of a major medical pandemic. Russell and Sheriff Underlay must track down the source of this quickly spreading virus.

Wr Juan Carlos Coto

Dir Sergio Mimica-Gezzan

1 - 5 *UNNATURAL SELECTION*

The family of Russell's friend and fellow Park Ranger, Carl, is struck by tragedy. Russell suspects Sheriff Underlay may be hiding something when he starts looking into the tragedy. Larkin calls upon an old flame to help her investigation into the military. Meanwhile, Mariel and Jesse have a big fight and Rose wants a tree house.

Wr Michael Berns, Shaun Cassidy

Dir Thomas Schlamme

1 - 6 *THE HUNT*

A family of Cuban refugees tries to make their way to Miami. After they notice the lights in the water, their escape from Cuba is cut short. The next morning Russell encounters one of the Cuban survivors. Meanwhile, Mariel attends a support group and Larkin realizes that someone is following her.

Wr Shaun Cassidy, Becky Hartman Edwards

Dir Lawrence Trilling

1 - 7 *FISH STORY*

Larkin barely survives a car crash and the fate of her unborn baby is unknown. Larkin gets picked up by a stranger in a pick-up but she soon becomes suspicious of his motives. Meanwhile, Mariel tries to reconnect with Jesse.

Wr Juan Carlos Coto, Michael Alaimo (II)

Dir Rod Holcomb

1 - 8 *THE CRADLE*

Sheriff Underlay tracks down a mother who has abandoned a baby at Russell's ranger station. The mother denies that the child is hers. Her mother-in-law swears that the baby is her grandchild and that Christina has been acting strange ever since the hurricane hit. Meanwhile, Mariel who begins questioning why she has been losing touch with her kids makes a shocking discovery in the water.

Wr Julie Siege

Dir Ernest Dickerson

1 - 9 *THE DREDGE*

Russell is suspected of committing a double murder. Larkin discovers Russell's criminal history and wonders about who he really is. Mariel insists that she saw a body in the water and demands that the bay be dredged.

Wr Reed Steiner, Jill Blotevogel

Dir Michael Nankin

1 - 10 *ORIGIN OF SPECIES*

After a couple reads his blogs, they abduct Dave to find out what he knows about the hurricane's aftermath. Sheriff Underlay and Sirk discover the identity of the woman in the bay. Sirk gets a close glimpse of the orange lights.

Wr Shaun Cassidy, Juan Carlos Coto

Dir Steve Shill

1 - 11 *US OR THEM*

Russell confronts Mariel about the changes in her personality. Tom tries to help Sirk cope with his new circumstances. Jesse meets an intriguing girl at the hotel while on vacation with Larkin and Rose.

Wr J. Miller Tobin, Shaun Cassidy

Dir J. Miller Tobin

1 - 12 *POWER*

After a visit to Mariel, Russell finds that Tom has taken the children on a vacation without asking permission. Someone is hiding outside of Mariel's house and is discovered by Russell. Larkin is suspicious of Russell's intentions towards Mariel.

Wr Reed Steiner, Becky Hartman Edwards

Dir Lawrence Trilling

1 - 13 *REDEMPTION*

Knowing that Larkin and her unborn child's life is on the line, Russell must stop her from reporting what she knows. Sheriff Underlay is injured and drifts between memories of the past and his present situation.

Wr Shaun Cassidy

Dir Bill Eagles

1 - 14 *ALL GOD'S CREATURES*

Russell, Larkin and Dave find out the identity of one of the creatures. Meanwhile, Underlay tries to find out who shot him and Kira begins to wonder what really happened to her dad.

Wr Michael Foley

Dir Harry Winer

1 - 15 *THE NEST*

Kira is curious and frustrated as she tries to find the truth out about her father, Mariel and the other residents of Homestead. Kira will find danger in her search. Meanwhile, Russell tests Mariel's blood and they are shocked at the results.

Wr Julie Siege, Shaun Cassidy

Dir Lawrence Trilling

1 - 16 *THE FITTEST*

Russell and Tom team together to try to catch a pregnant Christina and Derek, who are armed and dangerous and on the run. While searching Russell and Tom find a group of migrant workers. Mariel confides in Jesse and Rose about what happened to her. An unconscious Kira is in the hospital after her encounter with the orange being. Larkin searches for more answers about Paxton and his real reason for being in the area during the hurricane.

Wr Juan Carlos Coto

Dir Fred Toyne

1 - 17 *THE KEY*

Mariel begrudgingly performs an ultrasound when Christina demands to know what is growing so quickly inside of her. After the school reopens, Jesse is bothered by the way some of the fellow students are acting. Russell and Dave investigate what Healy knew about the hybrids.

Wr Michael Alaimo (II), Michael Foley

Dir Bryan Spicer

1 - 18 *RE-EVOLUTION*

Russell and Dave investigate what's happening on Szura's island in the Keys. Tensions rise at school between the students who were changed by the hurricane and those who weren't. Underlay tries to find out the extent of the military's involvement in post-hurricane changes.

Wr Julie Siege, Charlie Craig

Dir Eric Laneuville

1 - 19 *THE SON ALSO RISES*

After his investigation of the hybrids, Russell finds that he may be out of a job. Sensing another storm, the hybrids prepare. Rose's teacher is teaching a subject that has Russell bothered. Jesse and a school friend find a way to get even with the hybrids.

Wr Michael Alaimo (II), Shaun Cassidy

Dir Lawrence Trilling

1 - 20 *RUN AND GUN*

Russell and Underlay find that they have to work together as another storm is quickly approaching to get their families out of Homestead and to try to find where Szura has stashed away the hybrids.

Wr Michael Foley, Juan Carlos Coto

Dir Sergio Mimica-Gezzan

1 - 21 *ROUND UP*

As the hurricane starts to hit the town of Homestead, Russell and Tom try to stop Szura. The National Guard rounds up Larkin, Mariel and the children. Mariel and Larkin have suspicions on their rescuers. Dave is questioned as to where Underlay's location.

Wr Shaun Cassidy

Dir Steve Shill

1 - 22 *THE LAST WAVE GOODBYE*

In the middle of the hurricane chaos, Underlay and Russell mount a rescue of the humans who are being round up by the hybrids. Meanwhile, two humans who suspect that Underlay is the cause of the chaos take Larkin, Dave, Jesse and Rose as hostages.

Wr Charlie Craig, Shaun Cassidy

Dir Lawrence Trilling

INVASION: EARTH



RAF pilot Chris Drake shoots down a strange spacecraft in the wilds of Scotland (ep2) When key personnel are suddenly abducted without a trace, Drake is convinced that the recovered UFO pilot holds the key to an alarming chain of events. (ep3) Terrell reveals the full horror of the alien plan for Earth's future. (ep 4) Reece is challenged to provide definitive proof of the alien threat and orders Drake and his team to capture a live invader.

The series producers were Jed Mercurio and Chrissy Skinnis. The director was Patrick Lau. NEW Science Fiction series from the BBC is news indeed, as in recent years the Corporation has apparently shied away from the genre with its only sure-fire success the comedy series RED DWARF, flying the flag on BBC 2. Invasion: Earth is most certainly not a comedy series and nor is it a return to the low-budget Doctor Who style of BBC Science Fiction as we knew it.

This is a six-part Science Fiction thriller with a budget big enough to compare favourably with the blockbuster effects laden epics that have been regularly pulling in cinema audiences over the last few years. Produced by BBC Scotland in association with the American sci-fi Channel, no expense has been spared in the telling of this epic struggle by a small band of men and women to save the Earth from conquest by aliens.

The defence of the Earth against invading extra-terrestrials is a classic Science Fiction theme that has formed the basis of many of the great genre movies and TV shows. Its roots originate in some of the earliest Science Fiction literature - most notably HG Wells' War of the Worlds and was most recently brought up to date in the hit movie Independence Day.

Invasion: Earth's writer and producer, Jed Mercurio, was keen to put his own spin on this apparently timeless theme. "I thought it would be best to do it in present day Britain and to think it through as if it had a military logic," he says. "I imagined it from the viewpoint of just what World War Three would be like if the enemy were extra-terrestrial."

As with any kind of war there is a noticeably strong military presence in Invasion: Earth and the story is very much told from the point of view of how the armed forces coped with a complete new kind of enemy. "I didn't want to make it all very gung ho and completely unbelievable," explains Mercurio, the premise of this that it could happen" who himself served with the RAF whilst an undergraduate. "The whole premise of this series is that it could happen. I wanted to write something that was about war and what effect that has on people within the military and the people. The scene where an alien escape pod was sunk in the water was filmed at Loch Ness. However, the monster did not make an appearance!

Production Designer Ron Stratford used sea creatures as his inspiration for the technology used by the alien Echoes. To add to the authenticity of the production, members of the Queen's Colour Squadron of the Royal Air Force played extras and provided technical advice and equipment. The legendary Bond stage at Pinewood was used as a giant hangar for a dramatic encounter between the humans and the aliens. The opening scene of episode one is an aerial shot of 1940s London during the blitz which was achieved by creating a computer generated image that consisted of over 30 elements.

Vincent Regan plays Flight Lieutenant Christopher Drake, an RAF fighter pilot who disobeys his orders and shoots down an alien vessel in the opening episode of the series. "Chris Drake takes a very interesting journey," says Regan. "At the beginning of the story he is very much from the reckless school of British aviation. He disobeys orders and in doing so gets grounded. He feels he was just retaliating when under attack which is the fundamental right of every pilot." Following his suspension from duty, Drake encounters the curious Dr Amanda Tucker, played by Maggie O'Neill, who is on the trail of the downed UFO.

"Amanda is where you weren't quite sure a scientist who is fascinated by extra-terrestrial life and messages from Outer Space," says O'Neill. "I think with Amanda brings, intense quality..." her job is a passion, a

passion to find out what the truth is. It is her dream come true when they get the signal and she is following her dream." Fred Ward plays Major General David Reece of the United States Air Force who is assigned to NATO with responsibility for the protection of European air space from non-NATO incursions. As yet, NATO does not count any extra-terrestrials amongst its members so an alien spaceship over Scotland would seem very much to fall into Major Reece's jurisdiction.

However, in the early stages of the story, the military are by no means certain of the craft's alien origins. In an engaging twist on the narrow minded military boffins that one usually finds in Science Fiction, Reece proves to be far more open-minded than many of his subordinates and he is willing to listen to the extraordinary theories proposed by Drake and Dr Tucker.

"Reece is an American moralist but not in a bad way," reveals Ward. "He has to believe in something. He has that sense of morality and duty. He is ready to accept responsibility if he has made a mistake but I think he believes what he is doing is really necessary. I think he also understands the bureaucracy of the military." Invasion: Earth allows the viewer a glimpse at not one but two alien cultures which are as different from each other as they are from Earth's. Not surprisingly, the demands on the designers of costumes, sets and visual effects to represent the aliens, their technology and their environment were immense.

The real challenge was keeping everything as realistic and credible as possible without resorting to the clichés of previous genre productions. Costume designer Howard Burden was responsible for the suit worn by one of the alien species referred to as the Echoes by the human characters. "It was designed so that there was a membrane skin sitting on top of an infrastructure underneath," he explains. "We wanted it to look as interesting and intricate as possible without lots of lights, technical gizmos or trickery. This race of beings is so far in the future, they have surpassed things like that."

The second alien species, known as the nDs, are extra-dimensional in origin and were realised by means of computer generated images. Production Designer Rod Stratfold worked with Special Effects Supervisor Dennis Lowe to create the nD. "

The starting point was the shape," reveals Rod. "We wanted a sort of bison-like quality, a bull-like head, so that nothing would stand in its way. We looked at jelly fish, which are quite eerie, nasty things, and decided to have a transparent exterior where you weren't quite sure what the body shape was and fill it with a kind of moving, globular, intestinal quality which showed it has interior workings. Because the nDs are so powerful, they don't need to protect themselves with a skin. We felt it was quite eerie to have someone need a protective beetle or an insect. It is master of its own environment and also master of ours, it would appear."

Rod Stratfold and his team had to design and construct over 50 sets for Invasion: Earth. One of the largest was the strange organic like world of the nDs where Doctor Tucker is imprisoned and experimented upon. "The basis of that set was to think of something nebulous, something dark and mysterious," says Rod. "I wanted a kind of see-through membrane quality: We filmed the actors, who were suspended in mid-air, using a camera eight feet off the ground. It appears the actors are floating, caught up in some kind of membrane."

Clearly the BBC have gone all out to cash in on the current high level of interest in Science Fiction. Should Invasion: Earth bring in the ratings and be considered a success, maybe the BBC will no longer consider sci-fi a taboo subject for their drama output. Perhaps then we can look forward to more British Science Fiction in the not too distant future. The producers for the series were Jed Mercurio and Chrissy Skinns, the directors for the series were Patrick Lau and Richard Laxton. The series was shown at a 9.30pm slot on BBC1.

The BBC's big-budget SF epic had an unenviable job. If it was a winner, then further genre shows would be sure to follow. If it failed, then future shows of this magnitude would not be risked again. Sadly, the latter proved to be the case and Invasion: Earth proved to be a flop, with viewers dropping off like flies. A six-part co-production with the US SF Channel, this show exhibited none of the class that discerning viewers have come to expect from the BBC. Indeed, the series has the look and feel of any US genre show, thus negating any of the British input. The plot (and I use the word loosely) revolved around a trans-dimensional battle between two alien races, but this intriguing idea was drowned in a banal script. Perhaps the saddest aspect to the production is the thought that the BBC could have channelled the cash into a new DOCTOR WHO to celebrate its 35th Anniversary.

Once upon a time, the BBC was the home of serious adult Science Fiction drama. The QUATERMASS series in the 1950s scared a generation, Doctor Who was created in the Sixties for children, but soon found family appeal, while on BBC2 Out of the Unknown dramatised Science Fiction novels. DOOMWATCH came along in the Seventies with its environmental message, followed by Blake's 7's gritty Space Opera and self contained serials like The Tripods and The Hitch Hikers Guide to the Galaxy. But at the end of the Eighties Doctor Who was cancelled, signalling the end of an era. The Nineties are a virtual British SF wasteland, with Red Dwarf providing the occasional oasis. Now there are changes at the corporation with the arrival of Invasion: Earth, not only a major new six-part Science Fiction drama, but reportedly the biggest production ever mounted by

the BBC.

The man behind the series is Jed Mercurio who shrugs off any suggestion that he might have achieved what was thought almost impossible only a few years ago. "I was pretty lucky because THE X FILES was doing so well world-wide," he explains. "There was a climate in British television that maybe we could make a Science Fiction show, and we're just seeing them all coming out now, THE UNINVITED, OKTOBER, Cruel Earth, a series in development with Granada]. This is just another example of people being willing to commission it. But of all the ideas, I think this is the one with more than one foot in the Science Fiction camp and the scale of it is much greater than those other shows."

Perhaps Jed succeeded where others failed because of his reputation. He is – although he would probably disagree with this statement - one of the rising stars of television. He was plucked from obscurity just a few years ago by a producer looking to make a gritty, realistic medical drama and the result was Cardiac Arrest. The first series debuted in 1994 when Jed was still working, as a hospital physician and had to hide his identity by writing under a pen name, John Macure. It received much critical acclaim for not only providing an insight into the pressurised world of junior doctors, but also for its strong drama and characterisation. He left the hospital in July of that year to work in TV and film full time and since then has been offered an amazing number of jobs of the sort most new writers only dream about.

Jed takes all of this in his stride and isn't convinced that his award-adorned mantel-piece had much to do with persuading the BBC to sink its money into Invasion: Earth. "I don't know," he says, thinking for a moment. "What helped was that, at that time, I was in a working relationship with the BBC on Cardiac Arrest, so I was speaking as someone within the set up and my idea was being modified to appeal to people I knew or people the executive producer knew. I wasn't someone from the outside who had written a script which they look at and go, 'this will never work'. So the political side of it is part of it and it's so much easier if you're on the inside. I don't think anyone thought that because I'd written Cardiac Arrest, I could write this. I think what they knew was that I was someone who could deliver a script and I'm just not going to go off in a drug haze in the middle of the drafting process."

The story goes that the head of drama at BBC Scotland, Andrea Calderwood, approached him because she wanted a British answer to The X-Files. It might have been easy to churn out an 'investigating weird phenomena' type idea, but Jed was thinking along more traditional Science Fiction lines right from the word go. "The very earliest idea I had was of the RAF shooting down a UFO. Then, after that, I thought how can I build in a scenario where there's a mystery to be solved about where the UFOs come from, why it's here and how can we do it so there's a way of solving that mystery that isn't hard to believe - like, all of a sudden the alien can speak English, or they're telepathic.

Also, given that we had to sustain six hours, how can I build in stages of the story that just builds and builds and builds? Then, once those goals had been set, it was a case of really trying different lots of storylines, trying lots of drafts. There was another production board, script editor, executive producer, director and everybody then has their input into the story lining process. Also, for a time, we had two Science Fiction writers on board, Alex Stewart [who also worked on BUGS] and Stephen Baxter [Hugo award-winning author of The Time Ships] who were around for, I think, about six months and they were part of the story-lining process, so it was a long slog." Most of the money is on screen, too. It's not like a film where half of the budget disappears into the pocket of a Hollywood movie star, there are impressive visuals right from the beginning.

The opening scenes set in the Second World War were composited of more than 30 different elements and they are followed shortly after by the spectacle of Drake shooting down a UFO in his tornado. This was one of the challenges for Jed. The action had to build through the six episodes, but he couldn't hold back on any special effects which might be important to hook viewers in Episode One. "All the way through there's special effects sequences. I knew that, given the subject matter, we had to start seeing things early on - although, we do it in a way that we maintain enough mystery - you have to see a few things before you can expect people to believe in it. I think it would be very obvious if we didn't have enough money or expertise to get the effects right, some of the audience would be annoyed about that."

A lot of attention has been given to the effects in Invasion: Earth, and not just because they helped bump up the budget, but, however 'special' they were, they could not be allowed to eclipse the people at the heart of the story. Some Science Fiction shows have been criticised for having rather wooden characters who are there more to serve the story than to be interesting in their own right. It was a criticism Jed wanted to avoid. "This is going to go out on prime time television as a mainstream drama, the characters have to work, there have to be relationships there and that's something that applies to every kind of drama. I wanted the special effects to be good, of course, but I also wanted it to function on the level of a human drama because I think that's the way to ensure it will be the kind of success we want it to be.

It's set in the present day and people have to believe in the scenario, the way the military respond and so on. So that on top of that you can place some extraordinary series of events and get them to take the journey." Part of that realism was getting the RAF involved right from the start. Jed was actually enlisted in the RAF while an under-graduate and did some flying training before resigning to become a hospital physician. It gave him some knowledge of the military, but he still felt he needed expert advice. "They read the script and passed comment on things that they didn't think were technically accurate, which were corrected. They were involved with the shooting, making sure the military people behaved in the way that they should and a lot of the extras in it were real RAF people," he says.

Since completing *Invasion: Earth*, Jed has been working on a string of other projects. He is currently writing a sitcom for ITV, *The Grimleys*, while also working on a new medical drama series for Channel 4. That's on top of the screenplay he is trying to get made into a film and a second screen-play he has been commissioned to write. "I like to do different things," he says. "As a viewer I don't watch one kind of pro-gramme, I like comedies and dramas and so on and I just want to write things that I would want to watch myself so sometimes I want to write things that are comedy, sometimes I want to write things that are action. I think the basic writing process is the same for all of them, which is getting your characters and getting your storylines."

Science Fiction has just been one of the genres he has dipped his toe into in recent years. It is always something he has wanted to do, having enjoyed SF films since a kid, and appreciates the scope that it gives him. "It's a genre in which you can explore topics you can't in the main-stream. You can tell stories on a grander scale. You can tell stories about the fate of Mankind, you can't do that in doctors and nurses or a cop show. It is something that is different, it is something that stands out from the mainstream of television, that's why it appeals to me." So, will he be returning to Science Fiction? Could we see a second series of *Invasion: Earth*? "I would hope so, yeah. If people really like the series than definitely we would like to make more. But it's something that would have to look as good again, the audience would expect that and therefore the commitment has to be there to make it on the same scale. If it comes to pass, then maybe the BBC truly has entered a new era.

Invasion: Earth is a peculiar hybrid. Born out of the US SF boom created by *THE X FILES* and the box office success of *Independence Day*, BBC Scotland (with co-funding by the sci-fi Channel) has managed to come up with a concept smacking of endless committee discussion, hopelessly derivative, yet somehow managing to provide a degree of satisfaction in the end product - believe me this was intended as a product. Unluckily for Auntie, initial ratings seem to indicate it is a product which hap pens to be two years out of date.

Despite failing in audience terms, it is not the total turkey some would have it, there being plenty to enjoy, much to malign and occasional unintentional moments of hilarity. *The Last War* opens promisingly enough with a lovely Ennio Morricone theme, as in the black and white of 1944 we see evidence of Earth's visitation by an alien race. Signs of the show's high budget are demonstrated both then and as the action switches to the present when Vincent Regan's Chris Drake shoots down a UFO over the North Sea. Drake becomes a focal point for the viewer, which is perhaps unfortunate as Regan's main acting ability lies in his hypnotically staring blue eyes. His contrived meeting with Maggie O'Neill's Dr Amanda Tucker in a deserted Scottish pub is an absolute hoot with dialogue to literally die for. As the story moves on and into *The Fourth Dimension*,

further characters of varying dimensionality have been introduced such as the token American Fred Ward as Major General Reece (can we have our money now please Sci-Fi Channel?!) who, initially annoying, becomes relatively sympathetic by the end and Phyllis Logan's gruff tough disbelieving Helen Knox, whose accent is a joy. We discover the UFO contains the same army officer seen back in the 1944 opening sequence. Anton Lesser imbues Charles Terrell with such depth and a tour de force performance, it seems quite out of place amidst the general mediocrity to be found elsewhere. His backstory episode *Only the Dead* is quite superb as the BBC takes the plot in a cerebral direction. Cerebral is what BBC Science Fiction has always managed to do best. Unfortunately BBC producers of the 1990s fail to fully understand this.

As a result the best character in the show is killed off next episode in *The Fall of Man*. I could hardly credit it. Meanwhile Dr Tucker's health, if not her hairdo, has been deteriorating, she having previously been abducted, experimented upon and returned by the malevolent but handily named nDs (Jed Mercurio obviously named them while blowing his nose - with a packet Handy Ndiess nearby). The other aliens are named Echoes - no reason, they just are. Tucker is being suspiciously observed by Sara Kestelman's craggy faced medic Susan Preston - given the gobbledegook, a masterful turn.

By the end of the fifth instalment *The Battle More Costly*, the town of Kirkhaven has been subjected to a plague courtesy of a former Brookside nurse and a rather big grey bloody thing threatens to engulf the beautiful Scottish countryside. The resolution in *The Shatter of Worlds* is actually rather satisfying. Firstly Paul J Medford's computer whizz Nick Shay, whose hair looks more frightened than most of the cast, is disposed of. Then it's ta ta Helen Knox, who, having lost her Scully scepticism, must sacrifice herself. And then our two heroes fly into Mr Grey Blobby with interesting results while Reece's features take on ever more

pained expressions. Credit should go to the directors and effects team, whose efforts sometimes make one forget how humourless and dreadful the script is. For me the final moments work, because, although a cop out, at least it is a genuine ending. As the credits rolled I thought, get a second series out of that then. Not that the BBC will want one - this effort will probably be the last major SF investment the corporation makes for many a year.

Once upon a time, the BBC was the home of adult Science Fiction drama. The QUATERMASS series in the 1950s scared a generation. DOCTOR WHO was created in the sixties for children. But soon found family appeal, while on BBC2 OUT OF THE UNKNOWN dramatised Science Fiction novels. DOOMWATCH came along in the seventies with its environmental message, followed by BLAKE'S 7's gritty Space Opera and self contained serials like THE TRIPODS and THE HITCH HIKERS GUIDE TO THE GALAXY. But at the end of the eighties DOCTOR WHO was cancelled, signalling the end of an era. The nineties became a wasteland for British SF, with RED DWARF being the only adult show to prosper. Invasion: Earth was the biggest production ever mounted by the BBC, which failed.

WR. Jed Mercurio.

DIR. Patrick Lau, Richard Laxton.

EPISODES: 6 **YEAR MADE:** 1998 **COUNTRY:** GB **SEASONS:** 1

BBC SCOTLAND PRODUCTION & THE SCI-FI CHANNEL.

CREATOR: JED MERCURIO

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Flt. Lieut. Chris Drake VINCENT REGAN, Dr. Amanda Tucker MAGGIE O'NEIL, Maj Gen David Reece FRED WARD, Sqn Ldr Helen Knox PHYLLIS LOGAN, Lieut Charles Terrell ANTON LESSER, Nick Shay PAUL J. MEDFORD, Flt. Lieut Jim Radcliffe JO DOW, Sergeant Tuffley GERARD ROONEY, Wing Commander Friday CHRIS FAIRBANK, Emily Tucker LAURA HARLING, Flt. Lieut. Gerry Llewellyn STUART MCQUARRIE, Angela Llewellyn VALERIE GOGAN, Sqn Ldr Haynes JAMES VAUGHAN, Edward Fleming SIMON SLATER, Sarah ANNA MACLAY, Station Commander WILLIAM HOYLAND, Gran DIANA PAYAN, Inspector Boyd MICHAEL VAUGHAN, RAF Sentry SEAN FALL, Civilian Doctor SELINA GRIFFITHS, Sgt Lynch DAVID ALBION, Pte Grover KIERON FORSYTH, Inspected Boyd MICHAEL VAUGHAN, SAC Woodward GRAHAM BRYAN, SAC Burton LUKE GARRETT, SAC Miles TOM FREEMAN, RAF Doctor MARK WEBB, Flt. Lt Stewart BOB BARRETT, Maj Alex Friedkin JONATHON COY, Nurse Louise Reynolds ZOE TELFORD, Gen Ramsey TERENCE HARVEY, Dr. Vickers HUGH ROSS, Jenny Marchant SHEILA GRIER.

Books Based on this series.

Invasion: Earth - Terrell's Story	Peter Cave	1998
Invasion: Earth - The Last Echo	Peter Cave	1998
The Invasion: Earth Companion	Peter Haining	1998

1 - 1 *THE LAST WAR*

A UFO is shot down over Scotland while it was sending a signal into space. Frustrated by the RAF cover-up, the pilot who downed the craft teams up with a scientist who caught its transmission to find out what craft was.

Wr Jed Mercurio

Dir Patrick Lau

1 - 2 *THE FOURTH DIMENSION*

After a yellow portal appears for a short time trying to drag in the UFO pilot, they decide to remove the implant discovered in his teeth. But as the implant is taken for analysis another portal appears which draws Friday, Tucker and three soldiers into it. Frustrated at his inability to stop it, Reece condones a brutal interrogation of the pilot.

Wr Jed Mercurio

Dir Patrick Lau

1 - 3 *ONLY THE DEAD*

While they manage to get some of the UFO's systems working, Terrell finally tells the story of his

abduction. Drake rescues an Echo pilot who brings Terrell news of the nD's terrifying capabilities.

Wr Jed Mercurio

Dir Patrick Lau

1 - 4 *THE FALL OF MAN*

Unable to convince his superiors of the existence of the NDs, Reece tries to trap one using Terrell's craft as bait.

Wr Jed Mercurio

Dir Richard Laxton

1 - 5 *THE BATTLE MORE COSTLY*

The town of Kirkhaven becomes the focus as more and more of its inhabitants succumb to the disease spread by Cdr. Friday. Meanwhile, Shay tries to find a way to detect the gates, and Preston researches a ND toxin.

Wr Jed Mercurio

Dir Richard Laxton

1 - 6 *THE SHUTTERER OF WORLDS*

A huge black hill appears outside Kirkhaven, slowly enveloping more and more land. When even heavy artillery fire leaves it unharmed, Reece decides that someone must try to fly through it and gather data.

Wr Jed Mercurio

Dir Richard Laxton

INVISIBLE DORI-CHAN**AKA: TOMEI DORI-CHAN**

Midori (Kakizaki) and her brother Torao (S.Ando) are kidnapped by fairies. The fairy President King Ganvas (Fujimura) tells them that he is their real father but the children cannot forget the human world and ask to be sent back. Ganvas permits this, on the condition that the children help to "make people's dreams", and bestows upon them the power of invisibility to help his happen.

Based on a Manga by Shotaro Ishinomori, Invisible Dori-Chan was the first live-action magical girl series to be made after COMET-SAN and helped establish the traditions of the genre that continue to this day. Ishinomori also wrote the lyrics of theme tune "Tomei Dori-Chan" that was sung by Kumiko Osugi. Produced by Tanetake Ochiai, Susumu Yoshikawa.

WR. Shozo Uehara, Hideyoshi Nagasaka, Michihiko Saijo, Tomomi Tsutsui.**DIR.** Hirokazu Takemoto, Minoru Yamada, Koichi Takemoto, Kimio Hirayama.**EPISODES:** 25 **YEAR MADE:** 1978 **COUNTRY:** JAP **SEASONS:** 1*ASAHI***CREATOR:****TYPE OF SHOW:** INVISIBLE MEN**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 25**DATE OF PREMIER:** 07/01/1978**AIR DATE OF LAST EPISODE** 01/07/1978**SEASON DATE BREAKDOWN:****FILMS:**

Midori SUMIKO KAKIZAKI, Torao SEIICHI ANDO, MITSURO SOGA, KAZUO ANDO, YUJI TAKEDA, KAZUAKI YOSHIYAMA, TOSHIAKI NODA, HIROYUKI YAHATA, TAKESHI FUJIKI, RISA KOMAKI, President-King Ganvas ARIHIRO FUJIMURA.

RELATED SHOWS:*COMET-SAN (1967)**COMET-SAN (1978)*

INVISIBLE MAN (1996)**AKA: TOMEI NINGEN**

Hanzo (Katori from SMAP) is a photo-journalist from Ogawawara, who comes to find work in the big city. Teaming up with report Hijima (Fukatsu) to work on crime investigation, he accidentally acquires a potion that allows him to become completely invisible. He uses his new found talent to solve crimes, in a comedy that takes a more serious tone toward the end of the series.

Thanks to the nature of Hanzo's invisibility, the actor playing him could usually expect to end up naked at least once each episode, reputedly leading Katori to have each of his buttocks insured for 100 million yen. We are not exactly sure how this would have helped but it added to the show's pre-broadcast hype. Theme : Southern All Stars - "Ai No Kotodama: Spirtual Message" (Spirit of Love: Spirtual Message).

Produced by Yoshinobu Kosugi.

WR. Kazuhiko Ban.**DIR.** Ryuichi Inomata**EPISODES:** 13 **YEAR MADE:** 1996 **COUNTRY:** JAP **SEASONS:** 1*NTV***CREATOR:****TYPE OF SHOW:** INVISIBLE MEN**FORMAT:** SERIES**LENGTH (MINS):** 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 13**DATE OF PREMIER:** 13/04/1996**AIR DATE OF LAST EPISODE** 06/07/1996**SEASON DATE BREAKDOWN:****FILMS:**

Hanzo SHINGO KATORI, Hijima ERI FUKATSU, JUNICHI ISHIDA, HITOMI KUROKI, LEO MORIMOTO, SATSUKI ARIGA.

INVISIBLE MAN (2000)



Darian Fawkes is a petty thief and conman who is bailed out of jail by his brother in return for undergoing an experiment that implants a "quicksilver" gland in his head that allows him to turn invisible. When his brother is killed, he ends up working for a top-secret government organization (disguised as the Department of Fish & Wildlife) in return for a counter-agent which keeps the gland from driving him insane.

This show was produced by the US sci-fi Channel. Produced by Matt Greenberg, Casting by Lisa Mionie & Eileen Stringer, Sound Department - Stephen Tibbo (production sound mixer), Other crew - Christopher Glass (storyboard artist).

"Turn invisible and kick the crap out of bad guys." Sign me up!

The invisible Man is a happy Sci Fi surprise, and one of the most intense new telecast projects I've seen in a while. From beginning to end it's full of bitter irony, desperate paranoia, dark humor and inner conflict, with a good sprinkling of brutal violence.

The plot involves small time thief, Darien Fawkes (Vincent Ventresca) who ends up facing life in prison while trying to go straight.

Darien is soon offered a pardon in exchange for his services as a government test subject in which a mysterious gland - dubbed 'Quick Silver' is implanted into the base of his skull, giving him the ability to become invisible at will. Even more intriguing, Darien can make objects invisible, an ability he later uses to leave some bad guys a nasty surprise - a whole room full of invisible grenades - Now That's Entertainment!

Unfortunately, all this fun has a serious downside. Prolonged exposure to the quicksilver effect breaks down Darien's cognitive abilities, ravaging his sanity and unleashing his dark impulses - degenerating effects, which would soon become fatal if not for the counter agent serum developed to reverse these effects.

Of course, much to Darien's dismay, the relief offered by the counter agent is only temporary, requiring an endless series of injections to maintain stability.

After some clever plot twisting and double crosses in which the lab is destroyed, and the bullets fly, Darien manages to escape and is taken in by the government intelligence agency that financed his transformation. Like any compassionate government organization would, they promptly blackmail him into service as a secret agent, (No work, no counteragent).

Darien is then paired up with his new partner, Agent Bob Hobbes, (Paul Ben-Victor) a cynical, burnt out field operative. There's a running gag related to bob's attitude concerning "New Guy" Darien having a higher security clearance than he does, that delivers some good chuckles.

I was slightly let down by the cookie cutter "Eye Candy with Brains" female character known as 'The Keeper'. While effectively acted by Shannon Kenny, the obligatory sexual tension subplot seems a little tired in this venue. In context it's a forgivable misstep - 'The Keeper' (Kenny) does carry a presence as the doc responsible for administering the counter-agent that keeps Darien's sanity in check, and Eddie Jones is a natural as the oily government "official", who hands down assignments and discipline with equal callousness.

Overall, the show creates a taut atmosphere of suspense and moral ambiguity, balanced with a good dose of cynical humor. The leads are well cast and the supporting actors bring a lot of fun on board - Agent bob almost steals every scene he's in.

Well paced, with convincing FX and pulse raising action, 'The Invisible Man' exceeds expectations and brings a fresh energetic twist to an old concept.

Produced by Lisa Cochran-Neilan (line producer), Jonathan Glassner (executive producer), Matt Greenberg (executive producer), Edward Ledding (line producer), supervising producer - Paul M. Leonard (associate producer), David Levinson (executive producer), Craig Silverstein (co-producer), Gabrielle G. Stanton (co-producer), producer: 2001- Harry Werksman (co-producer: 2001- (as Harry Werksman Jr.)).

Original music by Jonathan Elias, Jimmy Haun, Kevin Kiner and Cliff Schwarz (theme). Cinematography by John J. Connor (as John Connor), Paul Maibaum and Neil Shapiro. Film Editing by John Blizek (series), Joe D'Augustine (series), Sunny Hodge (series), M. Scott Smith (pilot and series lead). Casting by Simon Ayer, Beth Hymson (as Beth Hymson-Ayer), Lisa Mionie, Eileen Stringer.

Production Design by Anthony Brockliss, Art Direction by Bill Brownell, Set Decoration by Bill Anderson, Costume Design by Ricki Fournier, Makeup Department - Michael Mosher (wig maker), Julia Perez (key hair stylist (as Julz Perez key make-up artist (as Julz Perez))). Production Management - Lisa Cochran-Neilan (unit production manager), Second Unit Director or Assistant Director - Todd Amateau (first assistant director), Jennifer Anderson (second assistant director), Matt Hinkley (first assistant director) Scott Remick (second assistant director).

Art Department - Manuel Castillo (set dresser), Michael Panevics (property master (as Michael A. Panevics)), Robert A. Sturtevant (construction coordinator), Sound Department - Gregg Barbanell (foley artist (as Greg Barbanell)), David Beres (production sound mixer (season 1)), Luc Boudrias (sound mixer), Daniel Colman (sound effects editor), William Dablaing (utility sound technician), David Holmes (boom operator), Jack Levy (supervising sound editor), Doug Madick (foley artist), George E. Marshall Jr. (boom operator (season 1)), Frank Nolan (dialogue editor), Jason Piatt (foley mixer), Eric Shemkovitz (adr supervisor), Carlos Solis (sound re-recording mixer), Donald Zenz (production sound mixer).

Special Effects by Gary Monak (mechanical special effects), Visual Effects by Jennifer Arnett (visual effects producer), Gerard Black (on set visual effects supervisor), Christian Boudman (digital compositor), Trey Freeman (digital artist: Encore Visual Effects), Craig Kuehne (digital artist: Encore Visual Effects), Dan Lopez (digital artist (as Dan A. Lopez)), Justin Mitchell (digital artist), Sean Mullen (digital compositor: Encore Visual Effects), Greg Tsadilas (visual effects supervisor), Adam Zepeda (digital artist), Matt von Brock (digital artist).

Stunts - Gary Baxley (stunt co-ordinator), Eddie Braun (utility stunts), Hubie Kerns Jr. (utility stunts), Conrad E. Palmisano (utility stunts), Other crew - Sarah Altman (casting: San Diego), Anthony Anderson (gaffer), Mimi Baker (script supervisor), J. Brolin (production runner (uncredited)), Douglas Burzynski (post-production supervisor), Caryn Cheever (second assistant accountant), Tom Christian (transportation captain), Spencer Combs (camera operator: "a" camera steadicam operator), Steve Godwin (insert coordinator), Christopher Gosch (director of photography: second unit), Seth Greenwald (key grip), Catherine Haight (assistant editor), Yu Hsu (post-production assistant), Meagan James (assistant editor), Larry Klingman (production accountant), Jason LeBlanc (additional photographer), Melinda M. Lintner (extras casting coordinator (as Melinda Lintner)), Marc Lyons (assistant camera), James Neilan (transportation coordinator).

Lisa S. Rothmuller (location manager), Andrew Seklir (title designer: main titles), Craig Silverstein (story editor), Adam Wilson (assistant camera), Sarah Yang (production coordinator), Ami Zins (film commissioner: Oakland (uncredited)).

WR. Matt Greenberg.

DIR. Joshua Butler, Breck Eisner.

EPISODES: 46 **YEAR MADE:** 2000 **COUNTRY:** US **SEASONS:** 2

THE SCI-FI CHANNEL, CHUM TELEVISION

CREATOR: H.G. WELLS (Based on Novel) & MATT GREENBERG

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 24, (2) 22

DATE OF PREMIER: 09/06/2000 **AIR DATE OF LAST EPISODE** 01/02/2002

SEASON DATE BREAKDOWN:

FILMS:

Darien Fawkes VINCENT VENTRESCA, Hobbes PAUL BEN-VICTOR, The Official EDDIE JONES, Arnaud JOEL BISSONNETTE, Kevin DAVID BURKE, Casey REBECCA CHAMBERS, Eddie The Mammoth JON POLITO, Huisclos JEREMY ROBERTS, Eberts MICHAEL MCCAFFERTY.

RELATED SHOWS:*INVISIBLE MAN, THE (1958)**INVISIBLE MAN, THE (1975)**INVISIBLE MAN, THE (1984)**VANISHING MAN, THE*1 - 1 *"PILOT" (2 PART STORY)*

Darien Fawkes is a con-man and thief who is captured for a third time. Rather than face California's three-strike law, he volunteers for an experiment conducted by his brother Kevin. Kevin and another scientist, Arnaud, have created a synthetic gland that secretes "Quicksilver", a substance that can bend light. They place the gland in Darien's head. He soon realizes what has happened and is none too pleased. Darien is even less happy when they discover the gland secretes Quicksilver into the recipient's brain, and enough of it drives the person insane. Darien learns to control his abilities, and soon discovers that Arnaud is up to something. Arnaud claims Darien is insane when he accuses the scientists, but then Arnaud's mercenaries break in, steal the information on the gland, and kill everyone except Darien. Darien goes to his ex-girlfriend, a doctor who is furious at him because he didn't reveal his past. She refuses to believe he can turn invisible, and then Darien is taken away by men in trenchcoats. He meets two men, the "Official" and a bureaucrat named Eberts, who tell him that Arnaud is a terrorist who is trying to duplicate the gland, and he'll have to go to Mexico and Arnaud's base of operations to try and find the duplicate gland and the method from which his gland can be removed.

Wr Matt Greenberg**Dir** Breck Eisner1 - 2 *THE CATEVARI*

A patient in a coma hidden away at a secret hospital recovers and escapes, killing the guards in the process with a poisonous touch. The Agency is called in to investigate, and Darien soon learns that the patient, a "Catevari" (named after a Latin story of a woman fed poison until her very touch was poisonous) was another experimental subject of the Agency, like himself. The Catevari goes after the Official, and Darien manages to save his life by quick use of the freezing properties of Quicksilver. Darien ultimately confronts Catevari, who confronts him with the fact that they both have been messed up by the Agency and should join forces. Fawkes reluctantly decides to stick with those who have helped him, and the Catevari is killed.

Dir Ian Emes1 - 3 *RALPH*

A young girl is a witness to an assassination by a sniper. Traumatized, she only speaks to her imaginary friend "Ralph." Darien, using his powers of invisibility, convinces the girl he is "Ralph" and tries to get her to talk about the murder. Eventually the hit man tries to kill the girl, and Darien manages to stop him. With his help, the girl starts to recover from her trauma, and leaves her "imaginary friend" behind.

Wr Craig Silverstein**Dir** Adam Nimoy1 - 4 *TIRESIAS*

Darien and Hobbes are assigned to help investigate an auditor's relative's suicide, and run into a man who can see the future and use it to his advantage.

Wr Peter Hume, Josh Koch**Dir** Boris Damast1 - 5 *LIBERTY AND LARCENY*

Darien is contacted by his former mentor and partner, Liz, who wants his help. She wants him to return to his thieving ways and help her steal some FBI files on a mobster who has hired her. Initially reluctant, Darien eventually grows aggravated with the Agency's treatment of him and links up with her. Covertly using his powers of invisibility, Darien manages to get hold of the files, only to realize that the mobster plans to use them to kill a government witness against him. Darien tries to thwart the mobster and keep Liz safe, and manages to do so. The two of them part on relatively friendly terms.

Wr Craig Silverstein**Dir** Bruce Seth Green1 - 6 *THE DEVIL YOU KNOW*

The Official is forced to resign because of Darien's screw-up, and he and Hobbes have a new boss to deal with.

Wr Peter Hume, Craig Silverstein, Ashley Gable**Dir** James A. Contner

1 - 7 *IMPETUS*

Darien encounters a bizarrely-aged woman and soon becomes infected with the same disease, causing him to rapidly age.

Wr Jonathan Glassner

Dir Joshua Butler

1 - 8 *THE VAULE (SIC) OF SECRETS*

Darien comes to the aid of a female scientist who may be able to remove the Quicksilver gland.

Wr Mark Cullen

Dir David Jackson

1 - 9 *SEPEARTION ANXIETY*

Hobbes starts trailing his ex-wife, and gets arrested as a stalker. Hobbes believes his ex-wife Vivian's new fiance is a crook. Darien thinks he's jealous, but it turns out Hobbes is right, and they're assigned to the case. It turns out that the fiance is an undercover agent for Naval Investigations. They all team up to find the culprit in an illegal arms sale. They get captured but Darien manages to escape with his invisibility, and capture the bad guys. Hobbes is impressed with the fiance, Brock, and reconciles with Vivian.

Wr Peter Hume

Dir Joshua Butler

1 - 10 *IT HURTS WHEN YOU DO THIS*

While suffering from memory loss and undergoing hospitalization, Bobby witnesses a strange experiment and later he and Darien investigate related disappearances.

Wr Liz Friedman, Vanessa Place

Dir Philip Sgriccia

1 - 11 *THE OTHER INVISIBLE MAN*

The Official is assault by an invisible man and Fawkes is suspected - Darien and Hobbes work to clear Darien and find the true assailant.

Wr Craig Silverstein

Dir Joshua Butler

1 - 12 *REUNION*

Darien gets called to his hometown to investigate the appearance of his dead brother Kevin.

Wr Matt Pyken, Michael Berns

1 - 13 *CAT AND MOUSE*

Unable to craft their own invisibility gland, the Chinese government sets out to steal the American one. Unfortunately, they have the idea that Bobby Hobbes is the invisible member of the team. Fawkes and Hobbes go into hiding, but Bobby gets nervous. After several chases, Hobbes apparently dies in a car crash. It's a set-up, but he turns up at his own funeral to look on from a distance, and is captured there by the Chinese. The Agency tracks him to the Chinese embassy, and Fawkes goes in to rescue him. It turns out the whole operation is a ploy to lure out the real American Invisible Man. Fawkes manages to escape with Bobby before they can drain the Quicksilver out of the gland, setting the place on fire.

Wr Marc Dube

Dir Joshua Butler

1 - 14 *BEHOLDER*

A ghoulish hitman uses a laser to blind any witnesses to his killings. Fawkes and Hobbes trace him to a blind model who the killer is romantically involved in, but the assassin escapes, blinding Fawkes in the process. Since he was turning invisible when the laser hit him, the effects are temporary, and he can still see if he covers his eyes with the quicksilver formula. Unfortunately, that aggravates his growing insanity. The blind model helps him to deal with his blindness, and the two become romantically involved. Fawkes figures out that the assassin's most recent victim was merely a lure to get his real victim to the man's funeral. Fawkes, overwhelmed by Quicksilver Madness, throws the assassin to his death.

Wr Craig Silverstein

Dir Jay Tobias

1 - 15 *GHOST OF A CHANCE*

Darien, the Keeper and Hobbes head south of the border to Santa Ruego to convince the Prime Minister to vote against installing the Biox chemical weapon system. How? By having Fawkes pretend to be a ghost and persuade the superstitious Minister to vote against the system's installation. Unfortunately, another "spirit" is haunting the Minister: "La Llarona," a ghost who can drown men with a kiss. She

confronts Darien and it is revealed she is a member of a shadowy organization that bio-engineered her with the ability to breathe water and exhale it under pressure. In the battle over the Prime Minister's vote, Darien eventually manages to drive her off and get the vote, despite the mutual attraction the two "freaks" share.

Wr Jonathan Glassner

Dir Ken Girotti

1 - 16 *FLOWERS FOR HOBBS*

Hobbes and Darien are on the trail of a sperm thief. A college professor is using the sperm to isolate intelligence-causing genes, and put them into a retrovirus. Hobbes is accidentally infected and soon begins to become more and more intelligent. But the partners discover that the gene therapy is lethal. Bobby becomes smart enough to create a cure...but refuses to do so, preferring to die smart then live dumb. Darien infects himself, leaving Hobbes no choice but to come up with a cure to save his friend.

Wr Craig Silverstein

Dir Jonathan Glassner

1 - 17 *PER CHANCE TO DREAM*

A series of bizarre killings involve murderers who have no connection to the victims. The Keeper becomes the next unwitting "murder," as she is part of a insomnia-research project. The project's scientists are using the device to program their subjects to become assassins. The Keeper's sanity is threatened if she can't complete her "assignment." Fawkes and Hobbes eventually manage to bring in the scientists, and come up with a means to break the Keeper of the programming (by faking the death of her "victim") before she goes mad.

Wr David Levinson

Dir Michael Grossman

1 - 18 *FROZEN IN TIME*

Kate Easton (The Value of Secrets) is on the run from Allianora. Easton is grabbed before Darien can get her to safety and put into cryogenic suspension by Allianora's (as yet unidentified) employers. The people Allianora work for are collecting scientists for future use under their control. The Agency manages to capture Allianora, but she proves impossible to crack. So Darien secretly cuts her a deal: he'll betray the Agency and help her escape if she'll betray her bosses and help him rescue Kate. Both of them end up double-crossing each other, and Darien ends up in a cryogenic tube when Allianora scrambles his tracking signal. He manages to escape using his invisibility and rescue Kate. However, when he returns with the Agency, the warehouse and the remaining scientists are gone.

Wr Steven D. Binder

Dir Ken Girotti

1 - 19 *DISEASED*

Hobbes and Darien meet with one of Hobbes' contacts to set a trap for their arch-enemy, Arnaud. Arnaud manages to escape Darien with the aid of a smoke canister, which turns out to contain a biological weapon. Darien is soon displaying flu-like illness symptoms, and is excreting black, contaminated Quicksilver. The Official and the Keeper send him to a military hospital...which Arnaud has already infiltrated. He plans to remove the Quicksilver Gland from Darien's skull via surgery, but the illness complicates matters. He must kidnap the Keeper to cure Darien so he can gain an uninfected Gland. Darien manages to escape and, overwhelmed by madness, almost kills Arnaud. The Keeper manages to stop him but Arnaud escapes.

Wr Craig Silverstein

Dir Michael Grossman

1 - 20 *THE LESSER EVIL*

Allianora (from "Ghost of a Chance"), the Woman in Black, contacts Darien and invites him to join the Organization (i.e., Chrysalis). He is understandably reluctant, but she shows him top secret Agency files that show they are planning to replace him with a more cooperative Gland recipient. He investigates and finds the information to be true, but also discovers that the plan was for him to be the replacement for his predecessor. Remaining loyal to the Agency, Darien attempts to infiltrate Chrysalis, and even takes up their offer to "kill" Allianora, suspecting the bullets are blanks. They are, but she is wary of him once he "proves" he is willing to kill her. Darien then tries to infiltrate Chrysalis' computer banks, but is caught. Before they can remove the gland, Allianora frees him, setting the HQ building on fire. She disappears once more.

Wr Eric Morris

Dir Jay Tobias

1 - 21 *MONEY FOR NOTHING PART 1*

To bolster Agency funds, the Official comes up with a plan where he, the Keeper, and Hobbes will go to one of Arnaud's casinos and, using Darien's invisibility powers, break the bank. The first part of the plan goes well, but Darien decides to steal the remaining \$7 million of the casino's money on his own. When confronted by the Official, Darien denies the theft. In response, the Official cuts off his supply of the counteragent. Arnaud contacts Darien and offers him the counteragent in return for the money.

Stalemated with the Official, and with quicksilver madness coming on, Darien is tempted, but Arnaud mysteriously disappears. Darien talks with Arnaud's imprisoned brother Huiclov, who refers him to a doctor that Arnaud was visiting. Darien goes to the hospital to the doctor, already red-eyed with madness. The Official has sanctioned an outsider to bring in Darien, taking an unhappy Hobbes off the case. Hobbes tracks Darien to the hospital on his own, and manages to find him with a pair of heat-sensing goggles. By now, Darien is now in complete full-stage quicksilver madness (his eyes turn quicksilver-colored). He offers Hobbes a share of the loot in returning for him becoming Darien's partner. At the end of part 1, Hobbes is left to consider the tempting offer.

Wr David Levinson

Dir Jeff Woulough

1 - 22 *MONEY FOR NOTHING PART 2*

Presumably the audience voted yes to Hobbes' decision to join Fawkes. Darien, in end-stage Quicksilver Madness, is now obsessed with finding Arnaud. Hobbes sticks close by trying to keep him from killing random bystanders. They catch up to Arnaud, but Hobbes helps him escape when it appears that the maddened Darien will kill him. Darien abandons Hobbes, who is then approached by Arnaud. Arnaud has a malfunctioning Quicksilver gland of his own, and needs to use Darien's as a baseline to get his own fixed. In return, he'll give Hobbes Stage Five Counteragent to reverse Darien's advanced condition. Hobbes helps capture Darien, and a surgeon, Dr. Rendell, manages to adjust Arnaud's gland. Darien gets the Counteragent, but before it can take effect he tries to kill Arnaud. Arnaud escapes during the distraction when the counteragent kicks in. Later, Arnaud goes to visit Dr. Rendell when he realizes that the surgery did not go quite right, and he is permanently invisible.

Wr Jonathan Glassner

Dir Greg Yaitanes

1 - 23 *IT'S A SMALL WORLD*

Thanks to a leak in Chrysalis, Hobbes and Darien get the goods on a politician that Allianora is trying to bribe. Realizing they have a leak, Chrysalis takes unspecified measures to stop the leak. Allianora visits Darien and tries to force him to give up the name of their contact, but he refuses and the two end having making (invisible) love. The next morning Bobby and Darien meet with the contact, only to have him killed by a Chrysalis ambush. The Keeper soon realizes that Darien was bugged with nanobots during his...encounter with Allianora. They transmit everything he sees and hears. The Official fake-executes Darien while they put an insulated helmet on him to make Chrysalis think he's dead. They then investigate a pharmaceutical firm and discover Chrysalis plans to attach the nanobot bugging devices to students at an elite school. While Hobbes and the Keeper stop them, Darien tries to lure off the Chrysalis strike team to the school pool. Using a pair of goggles, he prevents them from seeing what he sees and tracking him. Connor, the Chrysalis henchman, tries to drown him but Allianora knocks the goon out and rescues Darien. Stark, her boss, shoots her and manages to escape. She dies in Darien's arms. Although the nanobot serum was destroyed, the Keeper extracts a sample from Allianora's body and uses it to cure a destitute Darien.

Wr Steven D. Binder

Dir Jay Tobias

2 - 1 *LEGENDS*

The Agency is now under the auspices of the Bureau of Indian Affairs, losing their support from Fish & Game. Darien, Hobbes, and the Keeper are sent to investigate the brutal deaths of several Indians. They turn up large primate footprints which lead them to think that Bigfoot might be involved. Meanwhile, a mysterious woodsman with IR goggles is taking potshots at them, and they seemed to be stalked by an invisible predator. It turns out that Darien's gland was apparently based on the gland of a sasquatch. The creature thinks Darien is one of its kind, and wants him for mating purposes. The woodsman, a discredited cryptozoologist, is trying to kill the creature for revenge against another of its kind killing his family. The woodsman tries to use Darien as bait, and in the end blows himself and the creature up. The Official disavows any connection between Bigfoot and the gland-research project, but Darien knows better. Meanwhile, the creature in the woods is revealed to be still at large.

Wr Craig Silverstein

Dir Michael Grossman

2 - 2 *THE CAMP*

The Agency is now controlled by the Department of Human Services. Quintuple-A rated agent Alex

Munro comes barging in, taking control of the place. She knows everything about everyone, but her own record is murky. Her first case is to have the Agency investigate the disappearance of babies from hospitals. Fertility clinics owned by the same corporation are the key factor. The team prevents an abduction and tracks the abductor to a summer camp where children are being raised from birth and brainwashed by the Chrysalis organization. A standoff between the Agency and the armed children ensue, but Darien breaks the stalemate by entering the compound and calling for Chrysalis leader Stark. Darien convinces Stark to release the children rather than have them get killed. The children turn themselves in, but Stark escapes as part of the deal. It turns out that Alex's baby was one of the abductees...and her child isn't among the residents of the camp.

Wr Jonathan Glassner

Dir Greg Yaitanes

2 - 3 *THE IMPORTANCE OF BEING EBERTS*

Hobbes and Darien investigate a hacker trying to break into the Agency computer system. The hacker escapes, and Eberts manages to suggest being allowed to tag along with the team as a computer expert. He and Fawkes sneak into a internet cafe but are ambushed. Knocked out from behind, Eberts is taken back to the Agency and soon starts to act increasingly aggressive, going so far as to ignore the Official when inevitably told to "Shut up, Eberts!". Eventually Hobbes and Fawkes discover that Ebert has been replaced by their invisible nemesis Arnaud DeFehr. DeFehr gained cell samples of Eberts during his last physical, and used them to make up a lifelike skin mask. He needs Eberts' access to get into the Official's computer. After a bicycle & skateboard chase, DeFehr manages to elude Darien, leaving the Agency to wonder when DeFehr will show up again.

Wr Dean Orion

Dir Michael Grossman

2 - 4 *JOHNNY APOCALYPSE*

Fawkes, Hobbes, and Alex are sent to bring in a kid, Adam Reese, for testing. After thwarting a Chrysalis attack, Alex explains that Adam has an Ebola-like retrovirus as part of a government experiment that will become active when he hits puberty. Darien manages to convince Adam to come in for the tests anyway. Unfortunately, the government simply plans to incinerate Adam. Hobbes and Fawkes help Adam escape, and manage to steal a cryogenic pod (last seen in *Frozen in Time*) from Chrysalis. Adam goes into suspended animation rather than unleash the virus.

Wr David Levinson

Dir Greg Yaitanes

2 - 5 *GOING POSTAL*

Hobbes, Fawkes, and Alex go undercover since the Agency is now under the Post Office. They are sent to investigate thefts from the dead-letter office. When Hobbes opens an envelope with a card that plays "Jingle Bells", he goes berserk and shoots up the place. All of the team undergo psychiatric evaluation, but the only consistent factor in all their stories is the card. When Eberts opens it, he goes berserk as well. It turns out the card has a touch-transmitted chemical in it that, in conjunction with the song, turns the victim into a berserker. The card was sent to the post office by some 60's anti-establishment type and was left over until someone found it. Fawkes manages to stop Eberts, and Hobbes is given a clean bill of health.

Wr Gabrielle Stanton, Harry Werksman Jr.

Dir Bill L. Norton

2 - 6 *BROTHER'S KEEPER*

After an operation goes bad and Fawkes goes into Quicksilver Madness, Darien realizes that there may be a way to find a cure. Despite the Official's orders not to, he has the Keeper inject him with some of his brother Kevin's DNA and channel his personality and memories as he did with Simon Cole (in "The Other Invisible Man"). The operation succeeds, but the DNA dates back to four months before Kevin and Arnaud DeFehr mutated the gland. Hobbes and "Kevin" track down Dr. Elizabeth Rindell, who put the second gland in DeFehr. DeFehr beats them up and manages to escape, but "Kevin" is later kidnapped. "Kevin" fakes a fit of madness, knowing that the Counteragent will bring Darien back. Arnaud escapes again, but they get hold of a laptop computer with files on the gland. However, when they bring "Kevin" back for the last time to decipher the files, he refuses, believing Darien is a better person for it. Darien, needless to say, is less than thrilled.

Wr Craig Silverstein

Dir Greg Yaitanes

2 - 7 *INSENSATE*

Darien is approached by Tommy Walker, a man whose senses (except touch) have been rendered inoperative. Using a special chest-mounted sensor device, Walker can get around, and can even spot

Fawkes when he's invisible. He claims that he was another of Kevin Fawkes' experiments. Walker shows Darien some of the other experiments with sensory-deprivation performed by Kevin and his partner, Augustin Gaither. The other subjects went insane. However, a mysterious government organization, the Secret Weapons Research Branch, break in and claim everything is under their jurisdiction: even the Official is intimidated. They take Walker prisoner, but Darien believes Tommy can lead him to Gaither, who may know about Kevin's experiments and can find a way to remove the gland. Fawkes rescues Walker from the SWRB, only to discover that he is Augustin Gaither: he was driven insane by the same process when he used it on himself, and now believes he is "Tommy Walker". The SWRB blow up Hobbes' house where Walker is for safekeeping, but everyone manages to escape. It'll take years to restore Gaither to sanity, but when they do so it's possible he'll know the way to cure Darien.

Wr Jonathan Glassner

Dir Michael Grossman

2 - 8 *DEN OF THIEVES*

Darien goes undercover as a thief to infiltrate the gang of the mysterious terrorist Javier and discover why they are stealing random parts. He and the leader of the gang, Dante, are captured and sent to prison, where Fawkes is left there to try and get the info from Dante. Pressured by two cronies from his previous stay, Darien promises to get them out by using his invisibility to steal the warden's nameplate. Dante, impressed, also goes along with him. Darien breaks Dante out, while Alex and Hobbes manage to find the remaining members of the gang. It turns out the components can form an EMP bomb, but while the team manages to capture the gang, Javier escapes.

Wr Gabrielle Stanton, Harry Werksman Jr.

Dir Bill L. Norton

2 - 9 *BAD CHI*

During a mission Darien gets a back injury, and the Official refuses to pay for treatment. Seeking out an acupuncturist, Darien inadvertently reveals he can become invisible. On his next visit, the acupuncturist, Charlene, inserts needles that allow her to use electricity to put Fawkes in agony if he doesn't obey her. She needs a rare set of mystical needles to cure her mentor, and Darien to steal them. He succeeds, but the needles have "bad chi" because the original owner, a millionaire, stole them. The millionaire has to be killed to eliminate the bad chi, but Charlie can't do it without gaining bad chi. So she forces Darien to try. Needing Counteragent, Fawkes manages to leave a clue so that the Agency can follow them, and prevent the murder.

Wr Dean Orion

Dir James A. Contner

2 - 10 *FLASH TO BANG*

During an attempt to stop Chrysalis from testing a stolen laser that generates lightning, Darien is shocked and gets amnesia. He turns himself in to the police but they try to arrest him based on his criminal record. Stark, Chrysalis' leader, takes Fawkes away and tries to convince him he works for the CIA. However, the amnesiac Darien is stolen away a third time by the invisible Arnaud DeFehn, who convinces Darien that he is his similarly-invisible brother Kevin, and that they have to rescue their third brother, Johnny. Johnny turns out to be Huiclov, DeFehn's brother, and the whole thing is a ploy to get Huiclov out of prison. Darien manages to regain his memory and capture Arnaud only to give into Quicksilver madness, and DeFehn escapes. Stark figures out there is a second invisible man and contacts DeFehn to make an alliance to restore Arnaud's visibility...and kill Darien.

Wr Craig Silverstein

Dir Bill L. Norton

2 - 11 *GERM THEORY*

While getting his weekly Counteragent shot, Darien becomes infected with an experimental batch of Counteragent. The experimental stuff renders Darien randomly invisible...and it's contagious. First the Keeper becomes infected when she cuts herself while taking blood samples. She goes into Quicksilver madness, and attacks the Official. Both he and Hobbes becomes infected as well. Darien is also going into Quicksilver madness, since the arm with his tattoo is invisible. The Official locks down the facility under quarantine, but goes nuts as well, and escapes. Returning agent Alex Munro manages to capture him, and they discover that Hobbes is uninfected. The mayo on his sandwich was bad, and the bacteria counter-acted the experimental Counteragent. All they have to do to cure themselves is eat similar sandwiches with bad mayo...and get food poisoning for a couple of days.

Wr Tom J. Astle

Dir George Huang

2 - 12 *THE CHOICE*

One of Chrysalis' "babycamps" is located, and Hobbes and Darien are sent in to get the kids out. Alex

(still looking for her own son) gets word of the operation and goes in with them. They find Alex's child, only to discover she was an incubator: the child was actually the offspring of Chrysalis leader Stark and his wife. Darien follows Alex when she goes on maternity leave with her son, and thwarts a Chrysalis attempt to recover the baby. Then the child's biological mother Eleanor Stark shows up, and stops a plan to blow up Alex and child by a now nutso Stark. Eleanor helps out the Agency by getting info on Chrysalis (with a little invisible assistance from Darien). At the end, Alex gives up the child knowing it will be safe with Eleanor when she goes into the witness-protection program. Unfortunately, a few hours later they hear back that the agents guarding Eleanor and the baby are killed, and the mother and child have disappeared. Unknown to them, Eleanor never betrayed Chrysalis, but pretended so that she could get her and her husband's child back.

Wr Anne McGrail

Dir Michael Grossman

2 - 13 *IMMATERIAL GIRL*

While investigating out a water company as part of their new assignment as members of the Bureau of Weights and Measures, Darien spots the mysterious figure of a woman hovering over a computer...but only when he's invisible. He and Hobbes take the computer with them, and the ghost appears to Fawkes again, leading him back to the water company, and the ghost's daughter, Megan. Ordered not to investigate by the Official, Fawkes (naturally) investigates anyway, and discovers the mother was apparently killed in a particle accelerator "accident". The ghost, Lucille, has managed to hold herself together as a form of energy, but is only visible along the wavelengths that Darien can see when invisible. Darien discovers Lucille had discovered a means of creating cheap cold fusion, and her boss Dr. Henrick had her killed. Pretending to be the ghost, Fawkes tricks a confession out of the boss, but then gets knocked out by a lucky shot. Lucille traps her former employer in the particle accelerator and he dies the same way she did.

Wr Jonathan Glassner, David Levinson

Dir Michael Grossman

2 - 14 *FATHER FIGURE*

The NSA asks the Agency to bring in a rogue sniper, Forrester Purdue, and the Agency sends Darien and Bobby. Darien confronts the sniper, who can see him even though he's invisible. Fawkes recognizes the sniper as his father, who disappeared a long time ago. He goes to meet with his grandmother Madeline, and finds out apparently his father Mason did go to work for the government as an assassin. Investigating, the duo find out that Purdue's handler, Malachi Royce, was giving Purdue orders to kill folks for his personal reasons. When Darien's father refused, Royce had him declared rogue. Royce's men take Madeline hostage to lure out Mason/Purdue. After rescuing her, Fawkes confronts Royce and convinces him he'll take on his dad's assignment. Hobbes is Quicksilvered and invisible, and manages to get Royce on tape. After a brief father-and-son chat, Purdue disappears once again, leaving Darien hopeful they'll meet in the future.

Wr David Levinson

Dir Michael Grossman

2 - 15 *A SENSE OF COMMUNITY*

Hobbes and Fawkes are imprisoned in "The Community" a hideaway for agents that can never go back into the outside world.

Wr Gabrielle Stanton, Harry Werksman Jr.

Dir Jay Tobias

2 - 16 *THE THREE PHASES OF CLAIRE*

Claire is injected with a drug that forces her to babble wildly and lose her inhibitions, and will kill her if Fawkes doesn't find the cure.

Wr Dean Orion

Dir Martin Wood

2 - 17 *EXPOSED*

Tommy Walker begins to recover his memories, but another government agency wants him and will stop at nothing.

Wr Gabrielle Stanton, Harry Werksman Jr.

Dir Ian Barry

2 - 18 *THE INVISIBLE WOMAN*

Darien is contacted by a Chinese "invisible women" who needs his help

Wr Dean Orion

Dir Adam Davidson

2 - 19 *MERE MORTALS*

Fawkes gets a "cure," but is at a loss without his powers when a new case comes up that require his skills

Wr Steven D. Binder

Dir Michael Grossman

2 - 20 *POSSESSED*

Not only is Darien gaining an immunity to the counteragent, but his Quicksilver Madness starts becoming contagious

Wr Julie Ferber Frank

Dir Michael Grossman

2 - 21 *ENEMY OF MY ENEMY (PART 1 OF 2)*

Arnaud has a new scheme but when the team catches on, they have to negotiate with him to get a cure for Darien.

Wr Craig Silverstein

Dir Craig Silverstein

2 - 22 *THE NEW STUFF (PART 2 OF 2)*

Time is running out for Darien in the onslaught of Quicksilver Madness, forcing the Keeper to give him a cure that frees him from the Agency.

Wr Craig Silverstein

Dir Michael Grossman

INVISIBLE MAN, THE (1958)

AKA: H.G. WELLS' INVISIBLE MAN



It owes nothing to Wells but its name, being set in Fifties Britain with a hero, Peter Brady, who remains a 'good guy' throughout. While successfully testing his theory of optical density - a principle that every form of matter could be reduced to invisibility through total refraction - promising young scientist Brady turns unexpectedly invisible when an experiment misfires. Unable to reverse the process, Brady becomes stuck as The Invisible Man.

At first pursued and imprisoned by the men from the ministry, he proves his loyalty, allowing subsequent episodes to follow his adventures as he takes on an assortment of villains for both friends and country. Underlying the series, however, is Brady's search for an antidote, a way to restore his 6 ft 2 in frame to full visibility.

H.G. Wells's famous creation has inspired three television series and this underrated 1958-9 British version, more properly known as H.G. Wells' Invisible Man, was the first. Deborah Watling would like go on to star in the SF show DOCTOR WHO. Because so many people, including stuntman and technicians, made the invisible man what he wasn't, producer Ralph Smart decided not to name the actors who playing him and none were ever credited. But his voice was revealed as that of actor Tim Turner, while the man in the overcoat playing the headless body, was short built Johnny Scripps who 'saw' throughout a button in the coat.

The series' star was kept anonymous. The most viewers ever saw was a suit of clothes and a bandaged head. On the whole, Brady remained completely invisible - even down to his goosepimples! His presence, however, was conveyed through his actions and mannerisms. While sitting at a desk, for example, he would pick up a paper-knife, twirling it in unseen fingers or tapping it on the desk. He sipped wine and puffed cigarettes through invisible lips, drove cars and motorbikes and even enjoyed an invisible kiss with actress Zena Marshall.

All sorts of special effects contributed to the Invisible Man's presence, with many of the delicate tricks still hailed as some of the best effects seen on television. Jack Whitehead, who once pulled the strings for Muffin the Mule, used his skills to raise a glass, suspended on two fine wires to an invisible mouth, to jerk down the springs on a chair to simulate sitting, and to lift a hat from an invisible head. There were several ways, too, of making the Invisible Man appear to be driving a car. A stuntman lay flat on the floor with the nearside door slightly open so that he could see where he was going, steering with one hand at the bottom of the wheel and using the other hand to operate the foot pedals. Another way was to have the driver, 'built into' the upholstery.

A false seat was dropped over him with small holes cut out for him to see through. On one occasion, while filming in London's Lincoln's Inn Fields, two pedestrians attempted to wrest control of a 'riderless' motorcycle combination, unaware that a stuntman, concealed in the sidecar, was steering the bike. The second series also featured more 'subjective' camera work, so that viewers saw the world through the eyes of the Invisible Man.

Because so many people, including stuntmen and technicians, made The Invisible Man what he wasn't, producer Ralph Smart (Danger Man, William Tell) decided not to name the actors who played him and none was ever credited. But his voice was revealed as that of actor Tim Turner, while the man in the overcoat playing the headless body, was short-built Johnny Scripps who 'saw' through a button in the coat.

The female lead in the series was Lisa Daniely, as Brady's sister, Diane (Dee), and making her ITV debut was Deborah Watling, as his young niece Sally. The first series of 13 episodes was aired in London, Scotland and the South from September 1958, with the second series following in April 1959. Viewers elsewhere saw both series back to back from June 1959. In 1989, ITV bought the rights to one rerun of the whole series. It has also run and rerun during the Nineties on Satellite channel Bravo.

H.G. Well's novel, The Invisible Man, has been the inspiration for three TV series. The first was produced in

England during the late 50's and was also known as H.G. Wells' *The Invisible Man* despite the fact that besides the name and the basic premise the series held little in common with the book.

The invisible effects consisting of doors opening on their own and items floating in mid air are well done, especially for the time. When Dr. Brady is seen he is wearing a large overcoat and gloves while his face is bandaged up. The actor who portrayed Dr. Brady was never revealed, however years after the show was cancelled it was revealed that Tim Turner gave the character his voice. DOCTOR WHO viewers may want to note that Dr. Brady's niece Sally was played by Deborah Watling who would later join the Tardis crew as Victoria. NOTE: Thirteen episodes of *The Invisible Man* were run on CBS in the fall of 1958, with more episodes getting run in the summer of 1960.

The series was produced by Ralph Smart, the music for season one was created by John Key and the production supervisor was Aida Young. The series debuted in the US on the 4th November 1958. The UK broadcast dates given on this database were for the London Region of ITV. An original pilot episode for the series remained unbroadcast, with an unknown title, and a slightly different cast, this story had different music and inferior special effects, but elements of the story emerged in "Secret Experiment", "Bank Raid" and "Picnic with Death".

This British series actually shared only the presence of an invisible man with H.G. Wells' novel. There was no Dr. Griffin, no insanity and no mad drive for power in the series. Rather, Dr. Peter Brady is a government researcher who accidentally makes him-self invisible while experimenting with optical density and light refraction at England's Cas-tle Hill Research Laboratories. Being invisible, however, makes him a dandy criminal investi-gator, and hence Brady is called upon to look into criminal activities and spy rings in the series' 26 episodes.

What is interesting about the series is that like the Lone Ranger, Brady remains a mystery throughout the series. He is never seen except as a bandaged figure, naturally, and his invisible presence is known only by his dis-tinctive voice and by special effects, most of which are merely theatrical contrivances (objects moved about by wires) rather than optical effects. Even in the premiere episode "Secret Experiment," in which Brady loses his visibility, the actor is either obscured by laboratory apparatus or shown only from the back (although there is one shot in which we see his eyes as he peers through a portal).

Adding to the mystery is that the titles credit him only as "The Invisible Man," and the actor behind the bandages and the actor dubbing the voice are never given credit. Tim Brooks and Earle Marsh, in the sixth edition of their *The Complete Directory of Prime Time Network TV Shows* (1995), identified the voice as belong-ing to actor Tim Turner and wrote that the man under the bandages was one Johnny Scripps, of whom nothing is known. But there must be more than one actor dubbing the voice; in early episodes, from "Secret Experi-ment" through at least "Play to Kill," the Invis-ible Man's voice is very different from the one heard in later episodes. Further complicating the issue, Alan Morton's *The Complete Direc-tory to Science Fiction, Fantasy and Horror Television Series* states that the voice of the Invisible Man in an hour pilot episode titled "Secrecy Experiment" belonged to actor Robert Beatty.

Essentially, the series is an espionage-crime thriller with Brady frequently dealing with agents from what the series describes as "countries from behind the Iron Curtain"; in "The Prize," for instance, Brady's nemesis is an East German commissar named Gunzi, played by Anton Differing, and in "Odds Against Death" Brady's nemesis is Johnny Caletta (Alan Tilvern), an American gangster whose henchman is dressed stereotypically in black shirt and white tie. However, a few pro-grams dealt with new and sophisticated sci-entific hardware, such as a new fuel dispenser in "Point of Destruction" and an anti-gravity device in "Flight into Darkness." The narrative of "The White Rabbit" follows a Nazi sympathiser's efforts at duplicating Brady's experiments in order to conquer the world. Such narratives make the series similar to pro-grams like *Captain Midnight* and *World of Giants*.

The broadcast history of H.G. Wells' *Invisible Man* is sketchy to the point of consternation. Lacking some official log from CBS or Official Films, broadcast dates appear to be nothing more than guesses on nearly everyone's part. Some sources identify the pro-gram as a syndicated series, but Hal Erickson's *Syndicated Television: The First Forty Years 1947-1987* does not include the series; he men-tions it as a CBS offering. Like most sources, Alex McNeil's *Total Television* identifies H. G. Wells' *Invisible Man* as a CBS program, but McNeil notes that CBS broadcast only 13 of the 26 episodes. According to the television log of the *New York Times*, WCBS in New York broadcast 13 episodes of the series on Tuesday nights at eight o'clock, beginning November 4, 1958, with "Secret Experiment."

The premiere date of November 4 is reiterated by Brooks and Marsh, McNeil and Lance (among others); however, Alan Morton identifies the premiere date as September 14, 1958. Most sources agree that the remainder of the 26 episodes were broadcast over WCBS in the summer of 1960 on Thursday nights at seven o'clock. Morton adds a unique claim, saying that a pilot episode titled "Secrecy Experiment" was not

broadcast by CBS but was part of the American syndication package, and that this hour pilot was later broken into two episodes, the recognised pilot proper titled ("Secret Experiment") and episode 11 ("Bank Raid"). We could find no corroboration for this claim. For reasons of simplicity, we elected to list the dates below as they were compiled from newspaper and To Guide listings for a West Coast CBS affiliate. The order of episodes may be not be in their proper sequence.

Technical Information

Format: Half hour adventure series centring on the exploits of Dr. Peter Brady, known famously as "the Invisible Man," as he fights crime and espionage in Cold War Eng-land. Brady lives with his widowed sister Diane Wilson and her young daughter Sally.

BROADCAST HISTORY: Network and Airdates. See above. Sponsor Unavailable. Seasons.1. Total Episodes: 26 in black-and-white.

Signature

A tracking shot captures a table filled with all sorts of laboratory paraphernalia; the title "H.G. Wells" appears. As the camera comes to a stop at the end of the table, the title moves to the top of the screen. We now see a close shot of a bandaged human figure without eyes lighted in chiaroscuro effect; the full title H. G. Wells' Invisible Man now appears full screen, then vertically wipes down, leaving a clear shot of the figure before fading to black.

Production Staff

Production: Independent Television Programme (ITP) Company, Ltd.
 Producer: Ralph Smart.
 Suggested for Television by Larry White.
 Production Supervisor Aida Young Scenario
 Editors Victor Wolfson and Ian Stuart Black
 Musical Director Sydney John Kay
 Casting Director Harry Fine
 Directors of Photography Arthur Graham, Bert Mason and Brendan J. Stafford
 Editors Carmen de Ossa and Derek Hyde Chambers
 Art Directors Harry White and Peter Mullins
 Assistant Directors David Tomblin, Jack Drury and Peter Crowhurst
 Sound Supervisor Fred Turtle
 Second Unit Director Douglas Hickox
 Second Unit Photography Jack Mills
 Made at National Studios, England

WR. Michael Conner, Ralph Smart, Ian Stuart Black, Leslie Arliss, Brenda Blackmore and Michael Pertwee.

DIR. Pennington Roberts, Peter Maxwell, Ralph Smart, Quentin Lawrence.

EPISODES: 26 **YEAR MADE:** 1958 **COUNTRY:** GB **SEASONS:** 2

AN OFFICIAL FILMS/ITP (INCORPORATED TELEVISION PRODUCTION) LTD PRODUCTION FOR ATV

CREATOR: H.G. WELLS

TYPE OF SHOW: CRIME **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13.

DATE OF PREMIER: 14/09/1958 **AIR DATE OF LAST EPISODE** 05/07/1959

SEASON DATE BREAKDOWN:

FILMS:

Voice of Peter Brady TIM TURNER, Diane LISA DANIELY, Sally DEBORAH WATLING.

RELATED SHOWS:

DOCTOR WHO

INVISIBLE MAN,THE (1975)

INVISIBLE MAN,THE (1984)

1 - 1 *SECRET EXPERIMENT*

After a freak accident while conducting a secret experiment, Dr Peter Brady is transformed into an invisible man. Turning to his friend Crompton for help reversing his condition, Brady is betrayed and has

his notes taken from him. Can he catch Crompton before he escapes with the information that could reverse his condition?

Wr Michael Connor, Michael Cramoy

Dir C. M. Pennington-Richards

1 - 2 *CRISIS IN THE DESERT*

The British government recruit Brady, the invisible man, to go behind lines in the middle east and rescue one of their top secret agents who has been taken prisoner. Brady agrees and must work quickly with the help of a female agent there before the prisoner is forced to reveal his secrets.

Wr Ralph Smart

Dir C. M. Pennington-Richards

1 - 3 *BEHIND THE MASK*

Dr Brady is tricked into helping a woman he finds at a car accident site. Lured by the woman back to her home he encounters a wealthy man who has been left horrible disfigured by an accident. The man begs for Brady's assistance to make him invisible to ease his pain over his scars. At first reluctant, he later consents and agrees to begin experimenting. However, the picture is not always as it seems and he is soon caught in a web of lies that threatens to destroy the life of a notable politician.

Wr Stanley Mann, Leslie Arliss

Dir C. M. Pennington-Richards

1 - 4 *THE LOCKED ROOM*

Dr Brady must rescue a female scientist from a corrupt government embassy when he discovers she is working in the same field as he was. Can he rescue her and together possibly discover a cure for his invisibility?

Wr Lindsay Galloway, Ralph Smart

Dir C. M. Pennington-Richards

1 - 5 *PICNIC WITH DEATH*

After being exposed to the media, the invisible man withdraws to work on a cure. Meanwhile, his niece Sally meets up with a young girl while at riding school that begs for his assistance in dealing with two relatives who seemingly want to plot to kill her mother. Will the invisible man come out and help?

Wr Leslie Arliss

Dir C. M. Pennington-Richards

1 - 6 *PLAY TO KILL*

Great stage actress Barbara Crane is being blackmailed over her involvement in a car accident which killed a man. It is up to the invisible man to help Barbara Crane uncover and outsmart her blackmailers.

Wr Leslie Arliss

Dir Peter Maxwell

1 - 7 *SHADOW ON THE SCREEN*

Dr. Brady falls into a trap when he offers to help the wife of a shipmate by rescuing her husband off a foreign cargo vessel. Little does he know the captain plans to bring him back to his country for experiments. Upon reaching the ship the trap is sprung, can the invisible man escape before the vessel is too far out to sea?

Wr Philip Levene, Ralph Smart

Dir C. M. Pennington-Richards

1 - 8 *THE MINK COAT*

Plans are stolen and a guard is killed at one of the top nuclear facilities. To combat the threat, airport security is stepped up and the thief plans on smuggling the film through another passengers mink coat. Diane Brady and her brother, the invisible man are on vacation and she notices the act. They later become involved and Dr. Brady himself must track down the smugglers and rescue the owner of the mink coat.

Wr Lenore Coffee, Ian Stuart Black

Dir C. M. Pennington-Richards

1 - 9 *BLIND JUSTICE*

Two airplane pilots are held in suspicion of smuggling and both claim they are innocent of all charges. Upon returning home one of the pilots is brutally attacked and shot in front of his blind wife. Now it is up to Dr Brady, the invisible man to aid the wife in tracking down his attacker and clearing his name before the criminal can make a getaway!

Wr Ralph Smart

Dir C. M. Pennington-Richards

1 - 10 *JAILBREAK*

Upon reading of the capture of a criminal who has repeatedly escaped from jail, the invisible man goes to investigate his claims that he is innocent. The convict claims that each time he escapes he is doing so to find a young woman who stole his wallet from a train he was on at the time he was supposedly committing the crime. Can Dr. Brady use his gift to uncover the truth?

Wr Ian Stuart Black

Dir C. M. Pennington-Richards

1 - 11 *BANK RAID*

Two men target the invisible man at home when they lure young Sally away and kidnap her to hold her for ransom. The price for her freedom, \$50,000 and the only way they suggest Dr. Brady get it is to steal it from the bank. Will Dr. Brady agree and can he rescue Sally away from these crooks?

Wr Ralph Smart, Doreen Montgomery

Dir Ralph Smart

1 - 12 *ODDS AGAINST DEATH*

Dr Brady, the invisible man, leaps into action to rescue a professor colleague and his daughter who are being held prisoner in the mountains of Italy.

Wr Ian Stuart Black, Stanley Mann

Dir C. M. Pennington-Richards

1 - 13 *STRANGE PARTNERS*

Wr Michael Cramoy

Dir C. M. Pennington-Richards

2 - 1 *POINT OF DESTRUCTION*

Wr Ian Stuart Black

Dir Quentin Lawrence

2 - 2 *DEATH CELL*

Ellen Summers is an escaped mental patient who seeks out the help of the Invisible Man, Peter Brady. She claims that her boyfriend George Wilson, who is on death row is in fact innocent and she can prove it. But it is up to Peter Brady to judge whether she is sane or not before he can help her and George Wilson who has only hours to live.

Wr Michael Cramoy

Dir Peter Maxwell

2 - 3 *THE VANISHING EVIDENCE*

Wr Ian Stuart Black

Dir Peter Maxwell

2 - 4 *THE PRIZE*

Wr Ian Stuart Black

Dir Quentin Lawrence

2 - 5 *FLIGHT INTO DARKNESS*

Wr Ian Stuart Black

Dir Peter Maxwell

2 - 6 *THE DECOY*

Wr Brenda Blackmore

Dir Quentin Lawrence

2 - 7 *THE GUN-RUNNERS*

Wr Ian Stuart Black

Dir Peter Maxwell

2 - 8 *THE WHITE RABBIT*

Wr Ian Stuart Black

Dir Quentin Lawrence

2 - 9 *MAN IN DISGUISE*

Wr Brenda Blackmore, Leslie Arliss

Dir Quentin Lawrence

2 - 10 *MAN IN POWER*

Wr Ian Stuart Black

Dir Peter Maxwell

2 - 11 *THE ROCKET*

Wr Michael Pertwee

Dir Quentin Lawrence

2 - 12 *SHADOW BOMB*

Wr Brian Clemens, Ian Stuart Black

Dir Peter Maxwell

2 - 13 *THE BIG PLOT*

Wr Ian Stuart Black

Dir Peter Maxwell

INVISIBLE MAN, THE (1975)



In the pilot TV film, Weston discovers how to make himself invisible and must then try to keep the secret from unscrupulous agents who want to use it as a means of achieving world power. He has a friend Nick Maggio (Henry Darrow) who makes a lookalike mask for him to wear so that he can appear in public (and we can get to see the star once in a while).

In the series, Weston and his visible wife Kate take on various assignments for the government such as testing out a security system (The Fine Art of Diplomacy), unmasking a fake spiritualist (Man of Influence), helping a scientist defector to return home (Barnard Wants Out), rescuing the kidnapped daughter of a vital mob trial witness (Sight Unseen) and secretly returning stolen money (Pin Money). Melinda Fee played Kate (some viewers were wryly concerned that she spent so much time with a naked - if invisible - man!), and their boss Carlson was played by Jackie Cooper in the pilot and Craig Stevens in the series.

The invisible man referred to in the title is Dr. Daniel Weston, a research scientist who has discovered a process which can render objects invisible. When he learned that the military was planning on conscripting his discovery, he decided to destroy his notes and destroy his equipment after proving the process worked by testing it on himself. Dan soon learned that his work was only half as successful as he thought since the process to return him to visible failed and he was stuck being an invisible man. He enlisted the aid of a friend to make him a very lifelike rubber mask and gloves that appeared as human hands. for Dr. Weston to wear and appear normal in public. In order to become invisible. Dan had to remove his mask, gloves and all his clothes.

Daniel and his wife Kate got jobs at the Klax Corporation a huge west coast think tank. There Dan was allowed to resume his experiments which would hopefully allow him to regain his visibility. In the meantime he took assorted missions in which his invisibility would prove handy for the Klax corporation, under the direction of Walter Carlson.

This 1975 American version of the Invisible Man was a short lived action-adventure series starring ex-UNCLE hero David McCallum as invisible scientist Dr. Daniel Weston. David McCallum is famous for being in many SF shows including THE MAN FROM UNCLE, SAPHIRE AND STEEL and FRANKENSTEIN: THE TRUE STORY. The 1975 American version of The Invisible Man was a short-lived action-adventure series starring ex-UNCLE hero David McCallum as invisible scientist Dr Daniel Weston. Despite its personable stars and some good special effects, The Invisible Man never caught on in America and ended after its first season run of just 13 episodes.

The Invisible Man was the first of the two short-lived attempts by NBC to produce a programme about an invisible man in the mid 1970's, the second being THE GEMINI MAN which premiered a year later. The producer for the series was Leslie Stevens, executive producer was Harve Bennett and the story editor was Seeleg Lester, the theme was composed by Richard Clements (pilot) and Henry Mancini (series). The pilot was 80 minutes and is mostly shown as a two part episode after the series was cancelled, therefore the total count of episodes is 14 assuming the pilot episode counts as two episodes. The series was shown in the UK between the 26th September and 22nd December 1975. The final episode 1.14 was not aired during the show original airing.

"The Invisible Man was really a one-joke show," laments producer Robert O'Neill. "The minute you've taken the wrappings off his head, you've seen the joke." The joke was met with sheer terror in 1933 when Claude Rains portrayed the invisible man in the Universal picture. Some theater patrons fainted as the sinister scientist unwrapped the bandages around his head to reveal ... nothing. Rains' invisible man sets out on a campaign of terror before his footprints in the snow give him away and he's shot down.

David McCallum's invisible man was a decent fellow who worked with his wife to find a cure for his condition. The Invisible Man series first appeared as a 90-minute TV film in the spring of 1975. The film received good ratings, and a weekly series was announced for the fall. "The series coincided with new

technology, a combination of film and video," recalls creator Harve Bennett. "By today's standards it was very crude, but in 1975 it allowed us tremendous opportunities. It was a very noble experiment, and I'm very proud of the series."

So is Melinda Fee, who played the wife of the invisible man, Kate Westin. "I wish I had a nickel for every time I wished I could be invisible," laughs Fee. "It's the greatest theme of all time. Talking to an invisible David McCallum was delicious. I'd practice a lot at home, jerking my body to simulate his grabbing my arm. Or cocking my head, listening to him talk, with my eyes focused on his direction. It's a skill that had to be learned." Kate Westin often pitched in to help her husband corner the bad guys. "I was thrilled to land the role," Fee says. "Kate Westin came along just about the time Women's Lib was making headway. She represented what women were striving for: separate professions, equality, recognition of intelligence and education."

I loved Kate's brightness, intuition and humor. And I adored playing such a wide range of characters in disguises." Fee, however, was relieved that the series didn't follow the lead of the pilot movie. "The pilot was geared more to the lurking Feds scrambling to steal the formula of invisibility. It had the proverbial car chase, ending in a huge crash-and-burn sequence. The series centered on the relationship of Daniel and Kate. We traveled outside of that dreary lab, and I loved the personal scenes with David. It showed that scientists did have private lives."

The big challenge for the actress was the special effects. She was relating to a leading man who wasn't there. "Doing the effects today would be nothing. Back then, passing a syringe to an invisible David McCallum would take half a day's work. These effects would be checked right after shooting on a video recorder on the set. They had to be sure that the invisible man wasn't casting shadows or that shadows weren't falling on him. We'd often do a small piece of business over and over. It would take 75 takes at least. Forget acting! We were exhausted by the time the technical stuff was completed. It was frustrating, and the cost was astronomical."

Producer Robert O'Neill agrees. "Because of the mechanical and physical limitations, there were many disappointments. At first, it sounded like *The Invisible Man* was going to be a lot of fun. I thought we'd have a tremendous action show. We also had David McCallum, who had been popular on *The Man from U.N.C.L.E.*, and he wanted to recapture some of that magic. Problem was, unless you have a really big budget, science fiction shows are hard to produce. Networks generally don't want to pay the added expense for the technical things necessary. Back then, we used the blue screen process, which was very complex and time-consuming. It became a tremendous problem for the cameramen, directors and crew, especially on such a tight budget."

Working with special effects was nothing new for O'Neill. He had previously produced the ESP series *The Sixth Sense*. "Steve Bochco had written the 90-minute *Invisible Man* film, and someone got the notion to make it into a series. By this time, Bochco and Harve Bennett were busy on other things. Universal came after me and Leslie Stevens. We were the firemen they brought in at the ninth inning. Science fiction wasn't my forte, but since I had done *Sixth Sense*, Universal felt I could handle all of the trick things on *Invisible Man*."

The other challenge O'Neill faced was the basic concept. "It was very frustrating because we were dealing with a very narrow parameter. Since David was supposed to be wearing a mask to hide his invisibility, we were faced with, 'How do you make a mask react with sorrow, pain, grief and joy?' It wasn't that David, as a performer, wasn't being responsive to the audience. It was that when the mask came off, the joke was over. The audience is used to looking at someone's face. How can you show emotions on the face of someone who is invisible? We also faced the problem of telling the audience where the invisible man was. We'd have him brushing up against furniture and bumping into potted plants. He ended up as the clumsiest guy in the world! We also found that invisibility made him invincible. Unless he was walking in the sand or snow, he was unbeatable. The very nature of the show deterred the action because he was really a superman. It was hard to work in jeopardy."

"The show never had a chance," claims story editor Seeleg Lester. "My objections were to the tenor of the plots, which approximated *The Six Million Dollar Man*. It was a shame because the invisibility theme could have been an intriguing element. Instead, it was a device used to capture a James Bond villain or an international terrorist. The original premise was subverted into ordinary melodrama with predictable plots. I asked for my release from the series before the year was over."

Melinda Fee, however, felt a special magic. "Sometimes we did get off the track with the hero vs. villains," she says, "and that did become predictable and boring. But the series had a lot of charm and wisdom." As the series progressed, the humor flourished. As a guest on *The Mike Douglas Show* two weeks before *The Invisible Man* premiered, David McCallum commented with a hint of bewilderment, "We started out doing a very serious show, but it's turned into something of a comedy." The capper to the comedy turned out to be an episode titled "Pin Money." Inept bank robbers with Frankenstein monster masks give the invisible man some grief. The episode's writer, James Parriott, chuckles when he recalls the show. "The *Invisible Man* was my

baptism by fire," he says. "I was writing *The Six Million Dollar Man* for Harve Bennett when he was having trouble with the *Invisible Man*. They were three weeks away from production, and they were getting behind schedule. He asked me to pitch some script ideas, and I started writing. So we were writing them and shooting them fast and furious.

"'Pin Money' turned out very funny. Toward the end, we felt that humor was working better than the other thing. But the premise of an invisible man is funny in itself. Look at the Chevy Chase film [*Memoirs of an Invisible Man*). Rather than a spine-tingling drama, they made a comedy out of it. We realized that there was something very funny about invisible people."

The series was axed in January 1976 after 12 segments. Harve Bennett, who describes star David McCallum as "one of the nicest actors with whom I have ever worked," feels that perhaps the audiences weren't ready for McCallum as a lead. "I loved David McCallum's work even before he did *The Man from U.N.C.I.E.*," Bennett says warmly. "David was also very caring, very considerate of the people who worked around him, very literate and very appreciative of material. He had been an enormous success as a supporting actor on *U.N.C.L.E.* He was the Mr. Spock on that show to Robert Vaughn's straight character. He added great color to the show. But when we put him in the role of a leading man on *Invisible Man*, it's conceivable that two things happened: First, people didn't want to see David as the leading man. They wanted him to be the 'color' man. Secondly-and this is a peculiar thing-we went in the face of an old saw in our TV industry. That is, British actors don't make it on TV as the leads. That was at the time. We felt the success of the Beatles had negated that old wives' tale."

Associate producer Richard Milton contends that McCallum was a scapegoat. "David got the blame when the network decided he was too foreign. It was the usual crap. David was a fine, talented actor. The failure of *The Invisible Man* had nothing to do with him. The format of the show just didn't work. They never got the concept down."

"The ratings weren't very good, but that could have been the time slot," says James Parriott. "I respected David enormously, and I thought he was well cast." "David was a fine actor," says Robert O'Neill. "The format just didn't happen." Melinda Fee believes the series fell victim to several factors: "The competition on the other networks, preemptions and politics at the network," she says. "Ironically, right after we were canceled, the ratings jumped. We were catching on-and we were dead in the water." She has fond memories of acting with her co-star.

"David was an absolute joy to work with," she says. "He was inventive, smart and funny. Many times he'd be on the set working out a script or technical problem. It was if he really were Dr. Westin. He helped without stepping on anybody's toes. He was never late or demanding. The entire cast and crew loved him. David was also marvelous in the humorous scenes with that dry British wit." Less than a year later, *The Invisible Man* returned (with the same production team) as *The Gemini Man*, starring Ben Murphy as a secret agent who can become invisible. "I was in Europe promoting *The Invisible Man* at the time," Fee recalls. "I never saw *Gemini Man*, but from what I understand, it was a direct rip-off of our show."

The Invisible Man hasn't faded entirely from TV screens. The series is occasionally rerun on cable and has enjoyed success in Europe. "My real regret was that the show didn't survive longer," says Fee. "It was a wonderful experience. I'd give anything to do it again!"

CAST NOTES

David McCallum (Dan): Born 1933. This Scottish-born actor was popular as secret agent Illya Kuryakin on *The Man from U.N.C.L.E.* (1964-68). In the 1970s, he starred in the British series *Sapphire and Steel*.

Melinda Fee (Kate): This Los Angeles-born actress was busy in daytime TV in the 1970s (*The Guiding Light*) and in TV movies of the 1980s (*The Aliens Are Coming*).

Craig Stevens (Carlson): Born 1918. Stevens is best known as TV's *Peter Gunn* (1958-1961). "Craig Stevens was a true gentleman," says Melinda Fee. "He had a dry wit, and he'd make subtle cracks which were appreciated by all."

WR. Steven Bochco, Harve Bennett, James D. Parriott, Richard Danus, Seeleg Lester, Leslie Stevens, Philip DeGuere, Brain Rehak.

DIR. Robert Michael Lewis, Sigmund Neufeld, Alan J. Levi, Gene Nelson, Don Henderson.

EPISODES: 14 **YEAR MADE:** 1975 **COUNTRY:** US **SEASONS:** 1

A HARVE BENETT PRODUCTION IN ASSOCIATION WITH NBC/UNIVERSAL (pilot) SILVERTON PRODUCTIONS INC/UNIVERSAL (series)

CREATOR: H.G. WELLS

TYPE OF SHOW: CRIME**FORMAT:** SERIES**LENGTH (MINS):** 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 14.**DATE OF PREMIER:** 06/05/1975 **AIR DATE OF LAST EPISODE** 19/01/1976**SEASON DATE BREAKDOWN:****FILMS:**

Dr. Daneil Weston DAVID MCCALLUM, Kate Weston MELINDA FEE, Walter Carlson CRAIG STEVENS/
JACKIE COOPER (PILOT).

Books Based on this series.

The Invisible Man	Mike Jahn	1975
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RELATED SHOWS:*INVISIBLE MAN,THE (1958)**INVISIBLE MAN,THE (1984)*1 - 1 *THE INVISIBLE MAN (1-2)*

Discovering a method of making himself invisible, scientist Daniel Westin destroys his notes and flees to avoid letting the secret fall into the hands of those who would use it as a military weapon. He finds refuge at the Klæe Corporation think tank, where he and his wife resume efforts to find a way to make himself visible again.

Wr Steven Bochco**Dir** Robert Michael Lewis1 - 2 *THE KLAE RESOURCE*

The Klæe Corporation requests Dan's help in determining whether a wealthy recluse is still alive and planning to make a corporate deal with a foreign government.

Wr Steven Bochco**Dir** Robert Michael Lewis1 - 3 *THE FINE ART OF DIPLOMACY*

When priceless paintings are stolen from the Capitol building in Washington, D.C., Dan and Kate are asked to infiltrate a foreign embassy to find the perpetrators.

Wr James D. Parriott**Dir** Sigmund Neufeld Jr.1 - 4 *MAN OF INFLUENCE*

Dan and Kate attempt to expose a phony spiritualist who has been exerting undue influence over a powerful senator.

Dir Alan J. Levi1 - 5 *EYES ONLY*

The Westins must prevent a suspected spy from being assassinated before they find out how she has been stealing documents, and to whom she has been selling them.

Wr Leslie Stevens**Dir** Alan J. Levi1 - 6 *BARNARD WANTS OUT*

At a scientific conference in Stockholm, Dan must determine whether a former defector is sincere in his request for help to escape back to the U.S.

Wr James D. Parriott**Dir** Alan J. Levi1 - 7 *GO DIRECTLY TO JAIL*

The Westins are asked by an elderly female janitor, also employed by the KLAË Corporation, to help her son who is in jail. While helping Dan inadvertently fouls up an undercover drug investigation.

Wr Steven Bochco**Dir** Sigmund Neufeld Jr.1 - 8 *PIN MONEY*

The Westins conspire to help Walter's Aunt Margaret replace the money she "borrowed", from the bank where she is employed, to support her gambling habit.

Wr James D. Parriott

Dir Alan J. Levi

1 - 9 *STOP WHEN THE RED LIGHTS FLASHED*

When the Westins are caught in a bogus traffic violation while driving through a small town, Dan decides to take on the corrupt local officials.

Wr Seeleg Lester

Dir Gene Nelson

1 - 10 *SIGHT UNSEEN*

Dan must rescue the blind daughter of an organized crime kingpin, who has been kidnapped to prevent him from testifying against his cronies in court.

Dir Sigmund Neufeld Jr.

1 - 11 *THE KLAE DYNASTY*

When one of the corporation's co-owners, Caroline Klæ, is threatened and then kidnapped after she refuses protection, one of the other siblings makes a grab for power.

Wr Philip DeGuere

Dir Alan J. Levi

1 - 12 *ATTEMPT TO SAVE FACE*

Westin and DiMaggio attempt to help an Eastern Bloc figure, in danger from his own entourage, who wants a face lift to maintain his political popularity

Dir Don Henderson

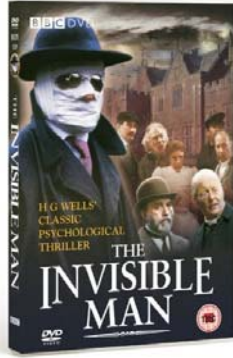
1 - 13 *POWER PLAY*

An escaped mental patient holds Director Carlson hostage and demands that he be given the secret of Dan Westin's invisibility.

Wr Leslie Stevens

Dir Alan J. Levi

INVISIBLE MAN, THE (1984)



Dr. Griffin, a mad scientist turns his scientific brilliance to bad ends, for power and destruction. Embarking on a personnel regime of terror, he becomes a homicidal maniac, invisible morally as well as physically. A fugitive, a lonely and pathetic outcast, his acts lead ultimately to his own self-destruction.

Originally intended as a Sunday tea time serial, the Invisible Man was upgraded from the family classics slot to a weekday mid-evening one, where it became a solid success for the former DOCTOR WHO combo of producer Barry Letts and script editor Terrence Dicks. Frank Middlemass co-starred as Griffin's unwilling and untrustworthy helper, the tramp Thomas Marvel, and David Gwillim appeared as the invisible man's old colleague Dr. Samuel Kemp who is forced to shelter Griffin and listens, horrified and fascinated, to the story of how he discovered the secret of invisibility.

The third of television's Invisible Man series, was, in effect, the first - a stylish staged six part BBC adaptation of H.G. Wells's original 1897 novel. The series was dramatised by James Andrew Hall, who based the dramatisation on the original H.G. Wells novel. The director was Brian Lighthill and Terrence Dicks was the script editor, the visual effects designer was John Brace, video effects supervisor was Dave Jervis and the designer was Don Giles. The music was performed by Stephen Deutsch. The series was first shown on BBC1 and has never been repeated since. The producer was Barry Letts, the script editor was Terrence Dicks, visual effects designer was John Brace, visual effects supervisor Dave Jervis and designer Don Giles, the music was created by Stephen Deutsch.

The Invisible Man is a six-part television serial based on the science fiction/fantasy novella by H. G. Wells, screened by the BBC in the UK throughout September and October 1984. It was produced as part of the BBC 1 Classic Serial strand, which incorporated numerous television adaptations of classic novels screened in serial form on Sunday afternoons. Starring Pip Donaghy in the title role, the series follows the same plot as the original book, of a deranged scientist who discovers a formula by which to make himself invisible, but is driven to insanity by his inability to reverse the formula and is evoked to use his invisibility to terrorize those around him. Out of all the numerous film and TV versions of H. G. Wells' book, this remains to date the most faithful to the original text.

Although originally intended to be screened on Sunday afternoons like the BBC's other classic serials, it was instead shown in a Tuesday evening slot after the BBC's Head of Drama declared the serial was "too frightening for a Sunday afternoon... far too horrific". The public reception to the serial was less than enthusiastic, with viewing figures averaging 7.4 million with an overall appreciation index of only 49. Viewing figures declined steadily as the series progressed, with many complaining that the storyline's pacing was too slow, the episodes were too short, and that the novel was not well-suited to this form of serialization, many arguing that its faithfulness was its main weakness. A Television Audience Broadcasting Report from BARB data stated that "The series was often considered slow and boring... and unredeemed by the quality of the acting or the production". Pip Donaghy's performance, nevertheless, was described as "well-received". Despite not being particularly successful at home, the serial achieved surprising success abroad, particularly in the Soviet Union where it was reported to have attracted over 64 million viewers. The serial was never repeated by the BBC, and remained almost forgotten until a DVD release in 2005.

Although the plotline of the serial is extremely close to that of Wells' original text, there are several key differences:

The novel's storyline takes place over a period of several months, beginning in mid-winter and ending in early spring. The serial reduces the timespan to only one month, and the whole story takes place in mid-summer. According to the scriptwriter James Andrew Hall this was done to emphasize the unusual nature of the Invisible Man's initial appearance, appearing completely wrapped up in spite of the summer heat. The village of Iping is actually situated on the border between Sussex and Kent, which was also the case in Wells' novel, but in the serial the village is relocated to the border between Somerset and Devon.

Recovering from the gunshot wound, he tells Kemp the story of how after leaving university, he discovered the formula for making himself invisible, but wound up alone and stray on the streets of London, struggling to survive in the open while unseen by those around him. He has been trying ever since to reverse the experiment, but he has other plans which involve Kemp himself.

1 - 6 *THE HUNTING OF THE INVISIBLE MAN*

When Griffin reveals that he intends to begin a Reign of Terror and terrorize the vicinity with his invisibility, Kemp realizes that Griffin has been driven insane and summons the police. Feeling betrayed, Griffin announces that Kemp will be the first man killed in the Reign of Terror. The police, together with Kemp, concoct a plan to stop Griffin before it is too late.

INVISIBLE RAY, THE

This fast-moving chapterplay features Bracy as the mineralogist who discovers a substance which emits a powerful radiation dangerous to human beings. He seals samples in a lead casket, sends one key to a friend, Professor Stone, and hangs another round his little daughter's neck. Her father having disappeared, presumed dead, she grows up in an orphanage with the name Mystery (Clifford). Later, she meets the professor and falls in love with his son (Sherrill).

The two are relentlessly pursued by a gang called the Crime Creators who are after the lethal substance hoping to fashion it into a weapon to threaten the world. The couple is protected and aided by an enigmatic figure called Deaux (who turns out to be Mystery's father, alive and well, played by Bracy) and a clairvoyant (Uzzell) who turns out to be her mother. Their friend John Haldane (Davis) is revealed to be the villain.

As an independent production, reviewers didn't pay much attention to the serial when it was released and it doesn't appear to have enjoyed the success it deserved although it was at least as good as the majority of product that emerged from the main companies. Pollard remained a minor director, achieving some box-office success with *The Leacher Pushers* (1922), a boxing drama starring Reginald Denny. The serial was produced by Jesse J. Golburg.

WR. Guy McConnell.

DIR. Harry Pollard.

EPISODES: 15 **YEAR MADE:** 1920 **COUNTRY:** US **SEASONS:** 1

JOAN FILMS SALES CO.

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

JACK SHERRILL, Mystery RUTH CLIFFORD, SIDNEY BRACY, John Haldane ED DAVIES, CORRINE
UZZELL, W.H. TOOKER.

IRON KING

AKA: **AIAN KINGU**



Shizuka Gentaro is a happy-go-lucky youth who just so happens to also be a member of Japan's Special Security Defense Force and is entrusted with the country's defense. Gentaro travels Japan searching for those who would try to threaten the Island. On his journey he meets the feeble and clumsy Kirishima Goro. Goro appears to just be a friendly fellow traveler but is secretly also a member of the Japanese Security Defense Force. He was sent to look after Gentaro during his journey. Goro also has another stunning secret. Fitted with a computer control mechanism in his body, he can alter his genetic structure to become the super cyborg giant "Iron King". Together Gentaro and Goro (as Iron King) battle against those that would threaten Japan's National security.

Iron King was Nobuhiro Sha's (Nobuhiro Group) second foray into creating a Tokusatsu/Sci-Fi drama, the first being Silver Kamen (Silver Mask; Nippon Gendai Kikaku, 1971). In fact Iron Mask's costume bears more than a passing resemblance to Silver Kamen.

Singer/Actor Ishibashi Shoji has starred in numerous movies including the live action adaptation of Ashita No Joe (Tomorrow's Joe; Nikkatsu, 1972) and the popular Tobidase! Seishun (Go For It! Youth; Teatoru Pro, 1973). Some of Ishibashi's singles include the songs Tetkyo O Wataru To Namida Ga Hajimaru (The Tears Start When I Cross The Train Tracks) and Yowake No Teishaba (Daylight Station).

Hamada Mitsuo was a regular in many of Nikkatsu Studio's Seishun (Youth) oriented movies during the 60's. Hamada has recently been seen in episodes of Ultraman Gaia (TBS/Tsuburaya, 1998).

Morikawa Chieko appeared as Midorikawa Ruriko in the first half of the Original Kamen Rider series (Toei, 1971).

Fans of the immensely popular Kikaider series (Toei, 1972) will easily recognize Izu Hajime as Dr. Komiyoji.

Hota Shigeru (AKA Hota Shizou) is another Kamen Rider alumnus who played General Monster in the Kamen Rider (Sky Rider) series (Toei, 1980)

The show Iron King is unique in that while the main character Gentaro is technically the main hero of the show, it is the sidekick Goro who is the real hero.

Goro shares some similarities to Superman's alter ego character of Clark Kent.

Charectors

Shizuka Gentaro

Twenty Three Year Old (23) Shizuka Gentaro is a member of Japan's Special Security Defense Force. He was formally a technician at the Japanese Science Institute. Not wanting to wait for trouble to happen, carefree and jovial Gentaro decides to travel Japan looking for any signs of trouble or danger. Dresses up as a cowboy complete with chaps. He is a master of several martial art styles and has even been given the alias Gen No Ji (The Bow's String). Can sometimes be very cold and calculating but is very happy-go-lucky most of the time.

His only weapon is his miraculous Iron Belt which is a multipurpose gadget that can be utilized in the following ways:

1 - Used as a binding weapon and whip. Magically elongating his Iron Belt Gentaro can use it to bind enemies, even those that are several hundred feet tall! It can also be used as a conventional whip weapon and can be snapped with blinding speed.

2 - The Iron Belt can also be stiffened into a handheld stick weapon and used like a sword.

3 - In stick mode the Iron Belt can fire explosive blasts from its hilt. These explosives blasts are strong enough to stun enemies several feet tall.

Goro/Iron King

Kirishima Goro is a member of Japan's Special Security Defense Force. He is a special operative of the Force charged to secretly keep an eye on Gentaro. While he is very skilled operative and fearless fighter, he plays the part of a bumbling, feeble and weak minded traveler, complete with mountain climbing gear.

When the need arises however, Goro can become the invincible super giant known as Iron King by yelling out the command Iron Shock and touching the metal pins in his hat (which is oddly enough called his Turning Hat). Iron King is several hundred feet tall and has a host of amazing powers including super strength, near invulnerability, deadly fighting prowess and spectacular acrobatic skills. His main weapons are his Kyurot Gun and Laser Gun which are able to devastate and blow apart his enemies.

Unfortunately, amid all these incredible powers Iron King has two major weaknesses:

1 - Since Goro expends so much Psychic/Mental energy when transforming into Iron King he is unable to keep that form for more than one minute (sometimes sources say three minutes), after which he is forced to revert back to his human form. The time limit is denoted by several of Iron King's jewel ornamentations after 30 seconds his breast jewel (Lamp Iron Star) starts to flash. After another 20 seconds his throat ornament (Lamp King Star) starts to flash. Finally, his helmet jewel, the Iron Top starts to flash the final 10 second countdown.

2 - Since the transfer into Iron King is so taxing on his human body, Goro must consume massive amounts of water after each transformation. If he does not hydrate after transformation then he is severely weakened to the point of unconsciousness.

Iron King was created through the experiments of kindly Prof. Tsushima. Goro was implanted with a computer system that is responsible for altering his genetic structure into the cyborg Iron King. Goro keeps his true identity a highly guarded secret and goes out of his way to fool Gentaro.

Iron King's allies include:

Prof. Tsushima - Prof. Tsushima is Gentaro's foster father and Goro's teacher. Prof. Tsushima was the one who created the technology that turned Goro into Iron King.

Fujimori Noriko ' Noriko is another agent of the Japanese Defense Force. She is quite a serious and capable agent. She carried the 'Seven Tool' weaponry used by Goro and Gentaro during their fight against the Insect Humanoids. Gentaro and Goro affectionately called her 'Tenko', which she disliked.

Takamura Yukiko Was one of the Shiranui Clan's 'Ten Shadows'. Was sent to secretly spy on Gentaro and Goro, yet she eventually fell in love with Gentaro and betrayed her 'brothers'. She died as a result of her betrayal. Dressed up as an Indian princess. Carried a white guitar.

Shiranui Ichizoku (The Shiranui Family/Clan) - Episodes 1-10

Descendants of Japan's aborigines. Two Thousand years ago, their family/clan had been exiled and banished by the Yamamoto Imperial Court. Swearing revenge against all Japan, the Shiranui have for generations, secretly plotted to take back control of the country. Using advanced science and mysticism, they created a cadre of nine super robots which they hoped would aid them in conquering Japan. Their leader is the eldest son of the Shiranui Clan, Shiranui Taro who also controls the most powerful of the robots, Gold Fire. His nine other siblings each control additional robots via a hand-held control device. The other brothers include:

Shu Ichiro who commands Vacuumira.

Shu Jiro who commands Jairogesu.

Shu Saburo who commands Double Satan.

Shu Yonro who commands Devil Tiger.

Shu Goro who commands Monster Zero.

Shu Rokuo who commands Black Knight.

Shu Shichiro who commands Bronze Demon.

Shu Hachiro who commands Monster Bird.

Shu Kyuro who commands Silver Rider.

The tenth sibling is Takamura Yukiko, the lone sister who did not command any mecha. They were also referred to as the Shiranui "Ten Shadows". All the siblings were masters of disguise and frequently assumed other identities when on missions.

The Shiranui Clan also made use of a band of Ninja followers who acted as their bodyguards and henchmen. These underlings wore futuristic ninja costumes with full armored face masks. They were known to carry an assortment of weaponry and were highly agile.

Maboroshi Heidan (The Phantom Corp) - Episodes 10-18

Descendants of Japan's aborigines. Two Thousand years ago, their family/clan had been exiled and banished by the Yamamoto Imperial Court. Swearing revenge against all Japan, the Shiranui have for generations, secretly plot to emulate "Darth Vader's" helmet mask [which it predates by a good five years].

The Maboroshi Heidan (or more formerly known as the Tokuritsu Maboroshi Yatou [Phantom Opposition Party]) is another cult faction that also sought to take control of Japan and initiate a revolution. Like the Shiranui Clan, they were also political exiles who were once banished from the country. Their figurehead leader was the megalomaniac known as Maboroshi Gekko (Phantom Moonlight). Agents of the Maboroshi Heidan were given names based on the ancient Japanese lunar calendar:

Maboroshi Mutsuki (Phantom January)
 Maboroshi Kisaragi (Phantom February)
 Maboroshi Yayohi (Phantom March)
 Maboroshi Utzuki (Phantom April)
 Maboroshi Satsuki (Phantom May)
 Maboroshi Minatzuki (Phantom June)
 Maboroshi Futzuki (Phantom July)
 Maboroshi Hatzuki (Phantom August)
 Maboroshi Nagatsuki (Phantom September)
 Maboroshi Kanatzuki (Phantom October)
 Maboroshi Shimotsuki (Phantom November)
 Maboroshi Shihasu (Phantom December)

They were collectively known as the "Maboroshi Jyunin Shu" (The Phantom Twelve Clan).

Similar to the Shiranui Clan, they also mastered the technology of cybernetics and created an army of robots, which they built to resemble monstrous creatures of legend. They would control these "Tetsu Douji" (Steel Brethren) with control devices shaped like human skulls.

Titania & The Insect Humanoids- Episodes 18-26

The "Titania" are ghostly invaders from outer space who are hell bent on conquering the world. While humanoid in form, they possess ghostly "smiling" translucent faces and are able to grow to giant form. They can effortlessly control humans through mind control and have even assumed the bodies of their victims. They are able to fly about like bats and can create huge gusts of wind through their flowing capes. When provoked or attacked, they can also assume monstrous insect forms. In these Insect Humanoid forms they possess a number of special powers and attacks

Original music by Shunsuke Kikuchi, Special Effects by Kiyoshi Suzuki (special effects supervisor), Koichi Takano (special effects supervisor).

WR. MAMORU SASAKI

DIR. NORIAKI YUASA

EPISODES: 26 **YEAR MADE:** 1972 **COUNTRY:** JAP **SEASONS:** 1

NIPPON GENDAI, SENKOUSHA

CREATOR: MAMORU SASAKI

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 08/10/1972

AIR DATE OF LAST EPISODE 08/04/1973

SEASON DATE BREAKDOWN:

FILMS:

Gentarô Shizuka SHOJI ISHIBASHI, Gorô Kirishima/Iron King MIRSUO HAMADA, Yukiko Takamura

- 1 - 1 *THE DEADLY SECRET WEAPON*
- 1 - 2 *SWAN AMOUNG THE RUINS*
- 1 - 3 *A HERO'S SMILE*
- 1 - 4 *KOTARO'S LONE JOURNEY*
- 1 - 5 *DECISIVE HIT AMID AN AUTUMN BREEZE*
- 1 - 6 *A HERO'S LULLABY*
- 1 - 7 *HE WHO ATTACKS FROM THE SKY*
- 1 - 8 *SHADOW ZONE*
- 1 - 9 *GENTARO IN DANGER*
- 1 - 10 *WHISPER TO THE FALLEN*
- 1 - 11 *TOKYO ABLAZE*
- 1 - 12 *TOKYO - UNDER STATE OF EMERGENCY*
- 1 - 13 *ATTACK THE UNDERGROUND BUNKER*
- 1 - 14 *THE BRAIN ROBOT'S SCRET*
- 1 - 15 *KAPURIKON, THE MARATHON MONSTER*
- 1 - 16 *DESTROY TORAGIRASU*
- 1 - 17 *ASSASINATE IRON KING*
- 1 - 18 *OPERATION DESTROY ALL ROBOT MONSTERS*
- 1 - 19 *TITANIA, THE INSECT HUMANOID*
- 1 - 20 *TITANIA'S REVENGE*
- 1 - 21 *STRIKE AGAINST KAMAGIYURARU'S KILLER GAS*
- 1 - 22 *TITANIA'S TERRIFYING HELL*
- 1 - 23 *THE INSECT HUMANOID MASQUERADES AS A WOMEN*
- 1 - 24 *TOKYO ASSAULT FRONTLINE*
- 1 - 25 *IRON KING IN DANGER*
- 1 - 26 *TOKYO GREAT BATTLE*

IT'S ABOUT TIME



The programme's first format had a few similarities to Gilligan's Island. During the first format of *It's About Time*, Mac and Hector, a pair of American astronauts, pilot their small space capsule through some weird turbulence and find themselves returning to Earth in the time of the cavemen. They find themselves somewhat reluctantly accepted into a society of cavemen run by the Boss in a dictator-like fashion. The astronauts befriend a family of cave people consisting of Gronk and Shad along with their two children, teenage daughter Mlor and her little brother Breer. In a moronic fashion the two astronauts attempt to ready their space ship so they can return to the future while attempting to not anger the cave people by breaking one of their various taboos or confusing them with modern technology.

Unlike the castaways on Gilligan's Island, Hector and Mac did manage to fix their ship and use it to return home, to the 20th century where the revamped version of *It's About Time* was set. Mac and Hector find out too late that they are not the only people on the ship during its return flight. Gronk, Shad, Breer and Mlor have stowed away onboard the ship and find themselves in the 20th century where they get to experience first-hand all the marvels of 20th century technology they had only heard about from the astronauts. They move in with Mac and Hector. Mac and Hector take it upon themselves to not reveal the cave people's true nature to anyone and have their hands full coping with and covering for the cave people who are having more trouble adapting to 20th century life than the astronauts did adapting to prehistoric times. The new format was not any more successful than the first and *It's About Time* was canned after the completion of its first season.

This show appeared on CBS on Sundays from 7:30-8:00 p.m. Coming from the fertile mind of Sherwood Schwartz the man responsible for such television classics as Gilligan's Island and The Brady Bunch. *It's About Time* is often considered to be one of the worst TV series of all time. A reputation that is not totally undeserved. *It's About Time* only lasted one season yet it had two very different formats. The series was totally revamped about two thirds of the way through its brief run. The series ran through two very different formats, the first was for episode 1.1 to 1.18 and 1.26, and the second was for episodes 1.19 - 1.25.

One of numerous television programs mostly remembered for its theme song ("It's about time, it's about space..."), *It's About Time* was the brainchild of Sherwood Schwartz, the man behind Gilligan's Island. Schwartz served as executive producer of the series and, as he had with Gilligan's Island, co-wrote the catchy theme song.

Running for a single season of thirty episodes from 1966 to 1967 *It's About Time* told the story of two American astronauts thrown back in time to a prehistoric period filled with cavemen and, contrary to archeological evidence, dinosaurs. Frank Aletter played Mac, captain of the space capsule Scorpio, and Jack Mullany played Hector, a bumbling lieutenant.

Thankfully, the Scorpio had landed only a short walk from a tribe of somewhat friendly cave people who spoke broken English. Mac and Hector were befriended by a family of cave people, headed by Gronk (Joe E. Ross). Imogene Coca, best known for her work on *Your Show of Shows* played his wife, Shadd. Their two children, daughter Mlor and son Breer, were played by Robyn Grace and Pat Cardi, respectively (Grace was credited as Mary Graham Grace during the second half of the series).

Unfortunately, their space capsule was badly damaged and would require months to fix. Thus, Mac and Hector decided to make a home for themselves among the cave people. They tried to use their twentieth century knowledge to make life a little easier for themselves and the cave people.

For example, they fashioned a crude door for Gronk's cave, which allowed Gronk to become controller of day and night. The sun, according to Gronk, was a "great big ball of fire" that he could block out with the door.

Initially, episodes followed Mac and Hector as they got themselves in trouble with Boss (Cliff Norton), the leader of the cave people, who forced them to become members of the tribe by stealing a dinosaur tooth (and

Wr Sherwood Schwartz, David P. Harmon, Elroy Schwartz

Dir Richard Donner

1 - 2 *THE COPPER CAPER*

Mac and Hector need to find copper to repair the space ship. Unfortunately, The only copper they can find is around the Boss's neck, in his necklace.

Wr Joel Kane

Dir Jack Arnold

1 - 3 *THE INITIATION*

Mac and Hec decide to move into a cave but they must become tribe members first. They must perform a few customary rituals before they become tribe members.

Wr Bruce Howard

Dir Jack Arnold

1 - 4 *TAILOR-MADE HERO*

Wr Herbert Finn, Alan Dinehart

Dir Jack Arnold

1 - 5 *THE RAINMAKERS*

Wr Bill Freedman, Ben Gershman

Dir George Cahan

1 - 6 *THE COURTSHIP OF MILES GRONK*

1 - 7 *THE CHAMP*

1 - 8 *MARK YOUR BALLOTS*

1 - 9 *HAVE I GOT A GIRL FOR YOU*

1 - 10 *CAVE MOVIES*

1 - 11 *ANDROCLES AND CLON*

1 - 12 *LOVE ME, LOVE GNOOK*

1 - 13 *THE BROKEN IDOL*

1 - 14 *THE SACRIFICE*

1 - 15 *KING HEC*

1 - 16 *THE MOTHER IN LAW*

1 - 17 *WHICH DOCTOR'S WITCH*

1 - 18 *TO CATCH A THEIF*

1 - 19 *THE STOWAWAY*

1 - 20 *TWENTIETH CENTURY HERE WE COME*

1 - 21 *SHAD ROCK AND OTHER TORTURES*

1 - 22 *CAVE FAMILY SWINGERS*

1 - 23 *THE STONE AGE DIPLOMATS*

1 - 24 *TO SIGN OR NOT TO SIGN*

1 - 25 *SCHOOL DAYS, SCHOOL DAYS*

1 - 26 *OUR BROTHERS KEEPERS*

JACK ARMSTRONG


This time it's Oakman (an actor better known for his villains in series westerns) who's the mad scientist threatening the world with a ray gun mounted on an orbiting spaceship in this chapterplay from quickie producer Katzman. Hart is the All-American high school student who with his chums, La Planche and Brown, traces Oakman to Grood Island and puts an end to his plans for world domination.

Fox's direction is basic, but far worse is the unimaginative script. The producer for the show was Sam Katzman, cinematographer was Ira H. Morgan.

WR. Arthur Hoerl, Lewi Clay, Royal K. Cole, Leslie Swabacker.

DIR. Wallace Fox

EPISODES: 15 **YEAR MADE:** 1947 **COUNTRY:** US **SEASONS:** 1

COLUMBIA

CREATOR:

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

JOHN HART, ROSEMARY LA PLANCHE, JOE BROWN JNR., WHEELER OAKMAN, CLARIE JAMES,
PIERRE WATKIN.

JAKE 2.0

"The ultimate human upgrade"

Jake Foley is a computer technician for the NSA who secretly longs for a chance to work on the field. Circumstance puts him in a top secret laboratory, in the middle of a shootout between security guards and a saboteur. During the battle, a vial containing an experimental serum explodes, covering Jake with shrapnel. But it turns out that the serum is actually nanomites, microscopic submachines that heal his injuries and alter his body. Upon discovering his new mind-boggling powers, Jake begins to operate at an atomic level, possessing superhuman strength, lightning-fast speed, heightened hearing, magnified vision and the ability to communicate telepathically with computers. The NSA soon realizes Jake is an untested asset and forms a Special Ops team with him at its core. As Jake finally realizes his dream of being of being a field operative, he must also contend with the return of would-be girlfriend Sarah Heywood, who is involved in a Congressional investigation which threatens to expose his operation.

This rather average sci-fi show premiered in 2003, and never got the support it needed from television executives to be successful, the show was cancelled after only 16 episodes, with the last four not airing in the US. However the last 4 episodes have been seen in the UK.

Most superheros are real big on the big screen, like Blade, Spider-Man, DareDevil, and Neo from The Matrix. With the success of Smallville, and the not so successful Birds Of Prey on the smallscreen. I guess T.V. needs a new superhero. It starts out with Jake Foley(Christopher Gorham) a young twenty something repairman, who dreams of being a secret agent. One day gets exposed to some dangerous chemicals after a labortary accident. The chemicals give him amazing superpowers. Then he is asked to be a spy for the government. I hope this show will be around for a while. I hope it does not suffer like Birds Of Prey did. Christopher Gorham gives a good charmingly awkward performance as Jake. The show so far has great action and great effects. Keep it up.

WR. David Greenwalt writer (episode 1.02 "Training Day") (episode 1.03 "Cater Waiter") (episode 1.12 "Double Agent"), Javier Grillo-Marxuach, Silvio Horta, Dave Johnson, Gina Matthews, Grant Scharbo writer (episode 1.02 "Training Day") , Jesse Stern , Mark Wilding.

DIR. David Barrett (multiple episodes), Milan Cheylov, Adam Davidson, David Greenwalt (episode 1.02 "Training Day"), Michael Grossman, Allan Kroeker, Leslie Libman, Robert Lieberman (pilot), Steve Miner, Jorge Montesi, David Straiton, Harry Winer

EPISODES: 16 **YEAR MADE:** 2003 **COUNTRY:** US **SEASONS:** 1

VIACOM PRODUCTIONS INC, DAVID GREENWALT PRODUCTIONS, MATTHEWS SCHARBO PRODUCTIONS, ROUNDTABLE ENTERTAINMENT, SILENT H PRODUCTIONS

CREATOR: SILVIO HORTA

TYPE OF SHOW: NANITES

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 16

DATE OF PREMIER: 10/09/2003

AIR DATE OF LAST EPISODE 17/12/2003

SEASON DATE BREAKDOWN:

FILMS:

Jake Foley CHRISTOPHER GORHAM, Kyle Duarte PHILIP ANTHONY RODRIGUEZ, Sarah Heywood MARINA BLACK, Louise Beckett JUDITH SCOTT, Diane Hughes KEEGAN CONNOR TRACY

During a shootout in a secret government lab, National Security Agency computer technician Jake Foley is caught in the crossfire and nanites accidentally enter his bloodstream, which gives him superhuman powers. First up, Jake's long-time crush, Sarah Carter is kidnapped by IRA kidnappers who want the nanites that are in Jake. He must use his new abilities to save her before it's too late.

Wr Silvio Horta

Dir Robert Lieberman

1 - 2 *TRAINING DAY*

Agent-in-training Jake Foley is put to the test when a madman threatens the capital with an electromagnetic bomb. After the madman scatters the NSA agents all over Washington, it's up to Jake to stop him and the bomb

Wr David Greenwalt, Grant Scharbo

Dir David Greenwalt

1 - 3 *CATER WAITER*

When a top-secret, next-generation tank's schematics are stolen, super-powered NSA agent-in-training Jake Foley is sent undercover to an Embassy party--as a cater waiter--to support agent Kyle Duarte's mission to recover the stolen documents. When Kyle is betrayed by former lover and double-agent Mai Ling Wong, Jake becomes Kyle's only hope of getting out alive. Meanwhile, as if protecting a fellow agent and clearing away champagne glasses wasn't enough, Jake stumbles into his long-time crush Sarah, and must now protect both his unglamorous cover and shaky image.

Wr Silvio Horta, David Greenwalt

Dir Harry Winer, David Greenwalt

1 - 4 *ARMS AND THE GIRLS*

The NSA assigns Jake to a routine surveillance gig of an arms dealer's gorgeous daughter, Theresa. As soon as sparks fly, Jake is ordered to exploit her feelings so that the NSA can locate her father.

Wr Mark Wilding

Dir David Barrett

1 - 5 *THE GOOD, THE BAD AND THE GEEKY*

After capturing a ruthless, wealthy computer terrorist code-named DuMont, Jake convinces the NSA he's the perfect geek for the job of heading overseas to impersonate DuMont and infiltrate his international gang of cyber-terrorists.

Wr Javier Grillo-Marxuach

Dir David Barrett

1 - 6 *LASTMAN STANDING*

After being told not to go, Jake attends his best friend's wedding. He should have listened to the NSA, because Jake didn't go alone. An assassin follows him at the wedding, and creates a dangerous situation for himself and his friends.

Wr Grant Scharbo, Gina Matthews

Dir David Barrett

1 - 7 *JERRY 2.0*

Thwarting a potentially disastrous terrorist attack, Jake captures the teenage son of a dangerous anti government militia leader, who retaliates by sending his men to kidnap Jake, but in a mix-up, they instead capture Jake's immature, younger brother Jerry, who is visiting.

Dir Leslie Libman

1 - 8 *MIDDLEMAN*

After the NSA intercepts a phone call, they assume Jake is the target of a dangerous Polish mercenary who has just arrived in D.C. and wants to steal a nanite project. It turns out that Jake is not the target - someone else on the team is.

Wr Jesse Stern

Dir Michael Grossman

1 - 9 *WHISKEY - TANGO - FOXTROT*

When a miniature nuclear bomb goes missing from a military base, the NSA suspects that the theft is an inside job, engineered by a member of the Wolf Pack, an elite U.S. Special Ops unit, so they send in Jake undercover as a new member of the team to ferret out the traitor.

Wr Javier Grillo-Marxuach

Dir Allan Kroeker

1 - 10 *THE SPY WHO REALLY LIKED ME*

Jake goes on trial before an NSA emergency board of inquiry after he disobeys a direct order to kill a sexy, female spy accused of stealing a biological weapon, but if Jake is found guilty, the Special Ops project -- and Jake -- will be shut down for good.

Wr Mark Wilding

Dir David Straiton

1 - 11 *PRICNE AND THE REVOLUTION*

Jake goes back to college on a mission to protect an African prince from assassins hired by a rebel general; Kyle and Lou offer Jake a chance to walk away from government control by faking his death.

Wr Dave Johnson

Dir Jorge Montesi

1 - 12 *DOUBLE AGENT*

When a dangerous former KGB spy, Elena Dankova, evades capture by Jake and can't be found, the NSA brings legendary operative Richard "Dick" Foxx out of retirement and pairs him with Jake to track down this Cold War fanatic before she detonates a "dirty" bomb in Washington, D.C.

Wr David Greenwalt, Silvio Horta

Dir David Barrett

1 - 13 *BLACKOUT*

The NSA is hit with a computer virus--and Jake has to team up with the guy he hates most in the world: DuMont. However, DuMont has some plans of his own. Meanwhile, on Lou's orders, Jake is seeing an NSA shrink, who tells Lou that Jake is mourning the "normal" life he can now never have, thanks to the nanites.

Wr Jesse Stern

Dir Milan Cheylov

1 - 14 *GET FOLEY*

Jake's nanites go on the fritz, leaving an amnesiac Jake working in a dive bar outside Philly as a fighter in a back-room blood sport. The NSA believes Jake has gone rogue, and issues a shoot-to-kill order. So Diane takes it upon herself to try and help him. But as Jake and Diane grow closer, Jake's boss Caesar lines up a bank job, and the NSA are closing in.

Wr Javier Grillo-Marxuach

Dir Adam Davidson

1 - 15 *DEAD MAN TALKING*

An agent whom Lou believes to have died years ago--a man with whom she has a past, and who she was forced to leave behind on a mission--is found alive and a rescue op is mounted. Meanwhile, Jake is thinking a lot about what happened between him and Diane, and the nanite project may potentially have a new member.

Wr Mark Wilding

Dir Leslie Libman

1 - 16 *UPGRADE*

Jake is assigned to protect Dr. Nanda Sang--a Nobel prize winning activist and diplomat--from the Junshi clan of assassins. However, for a man of peace, the Ghandi of East Asia isn't quite what they're expecting. Particularly Diane, who sees him as a hero. Meanwhile, Warner pays DuMont a visit.

Wr David Greenwalt, Silvio Horta

Dir Steve Miner

JAMIE

Jamie discovers a magic carpet in a junk shop and learns its secret from the mysterious Mr. Zed who prompts him to make his journeys back into the past. Jamie would sit on his carpet which would rise then whirl round faster and faster, flipping back through time.

Mr. Zed remained an enigma. Nobody could say what age he was - sometimes he was young, sometimes he was incredibly old. But he was certainly 'not of this world'...

Jamie was a 13 year old who travelled through time on a magic carpet, meeting such notable historical characters as Guy Fawkes, Nelson, Samuel Pepys, Robert the Bruce and William the Conqueror. In the course of the 13 part series (which filled a corner of ITV's Sunday tea time schedules), Jamie tries to warn the gunpowder plotters of impending treacheries, joins Nelson's crew at the Battle of Trafalgar, meets his father as a young boy, travels to old Baghdad and 19th Century London, fights the great fire of London, learns the legend of Robert the Bruce and the spider, and finally, goes back to 1066. On some of his sorties he was joined by his best friend Tink.

The producer for the series was Antony Kearey, executive producer was Francis Coleman and the various directors included Antony Kearey, Geoffrey Nethercott, Bryan Izzard, John Reardon and David Coulter. The first run for the series was on LWT.

WR. Denis Butler

DIR. Anthony Kearey, Geoffrey Nethercott, Bryan Izzard, John Reardon, David Coulter.

EPISODES: 13 **YEAR MADE:** 1971 **COUNTRY:** GB **SEASONS:** 1

LONDON WEEKEND TELEVISION PRODUCTION

CREATOR: DENIS BUTLER (writer)

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 06/06/1971

AIR DATE OF LAST EPISODE 05/09/1971

SEASON DATE BREAKDOWN:

FILMS:

Jamie Dodger GRAY MILLER, Molly Dodger (his mum) JO KENDALL, David Dodger (his dad) BEN ARIS, Mr. Zed AUBREY MORRIS, Tink Bellow NIGEL CHIVERS.

- 1 - 1 *THE CARPET*
- 1 - 2 *REMEMBER, REMEMBER*
- 1 - 3 *THE SUGAR ISLANDS*
- 1 - 4 *ENGLAND EXPECTS*
- 1 - 5 *SUMMER HOLIDAY*
- 1 - 6 *PRINCE OF FIRE*
- 1 - 7 *THE CLIMBING BOY*
- 1 - 8 *THE DEVIL'S ROCKETRY*
- 1 - 9 *LONDON BRIDGE IS FALLING DOWN*
- 1 - 10 *NEW LAMPS FOR OLD*
- 1 - 11 *BUTTERCAP*
- 1 - 12 *THE LAST ADVENTURE*
- 1 - 13 *DRAGON'S WAKE*

JAN PERSON

AKA: **TOKUSO ROBO JAN PERSON**

AKA: **SPECIAL DETECTIVE ROBOT JAN PERSON**

AKA: **SPECIAL INVESTIGATOR ROBO**



Jan Person (Komine) and his partner Gan Gibson (Torii) are robot cops, fighting to keep three separate crime syndicates in line. JP's arsenal of weaponry includes the Break Knuckle (a fist that flies off his arm) and a small cannon concealed in his kneecap, while GG's weapon of choice is a giant bazooka called the Spindle Cannon. In times of trouble they can hit their power-up buttons for extra energy, in an early morning kids kung fu show that nevertheless gained a small adult following, drawn to the strangely camp idea of a superhero in purple battle armor assisted by a motorcycling deputy dressed in a cowboy outfit.

JP began life as an attempt to buck contemporary trends in Japanese super-hero shows, starting with the substitution of the "-man" suffix of ULTRAMAN with the clumsy but well meaning "-person". The hero also seems to have been designed as a loner, only to have various sidekicks forced upon him by merchandising concerns. Compare to similar Robocop clones such as JIBAN and SHIDER and the following year's equally purple BLUE SWAT. Baed on an idea by "Saburo Yade," and with the music from Kei Wakakusa. Theme - "Hitori de Doko e Yuko" (Where Are You Going All Alone?).

Produced by Jun Kaji and Nagafumi Hori.

Unlike some other metal heroes that are either humans or robots with an alternate human appearance, Janperson is a scientifically created robot, and as far as i know, Janperson only has it's robot appearance. It seems that Special Investigator Robo Janperson was created as a remake of the older show "Robot Detective K". Both plot a robot detective engaged in a battle against an evil group, but as Robot Detective K is apparently older than the first Metal Hero show, and by many aspects doesn't actually fit in the genre anyway, i think that Janperson just caught up with the Metal Heroes trend as a way of brushing up the robot investigator concept. Interestingly enough, Janperson came a few years after Mobile Detective Jiban, which also features a robot detective; but there's apparently no connection between the latter and either Robot Detective K or Janperson.

Janperson usually appears with a smoked screen that cover most of his "face" (his robotic face, that is). Take the shield off, and you'll see a weird metallic face that is very distinctive to japanese robots, to me. Janperson, smoked screen version actually looks as a regular Metal Hero, but the humanoid face makes it closer to "Robot Detective K". The "naive" fell of that face, and the fact that it somehow resembles a greek statue bring me back to the "super robots" era, in the 70's and early 80's, when several of the colorful giant robots that were the trend then had this kind of static face imbedded in their robotic head.

I couldn't say for sure what's the idea behing that design, that captivates me, but i've always been interested in this japanese tradition to include a greek-stature-like face in fantasy high-tech SF robots. As a matter of fact, it's also interesting to notice that no real robot actual is given such a face; since most of the real robot projects are design with human interaction and social acceptance in mind, so this would emphasis the fact that the greek statue face refeers to a mythological fascination idea, something close to the golem myth. Nobody would ever want to have a golem at home, i guess; but picturing one in a SF show brings an interesting twist to the robot approach.

As every metal hero, Janperson comes with his share of hig-tech equipment including weaponry and vehicles. His car, named "Dark Jaycar" (there again, as Robot Detective K's car is named "Joker", one can think of a reference) contains a detachable helicopter called "Sky Jaycar". The Dark Jaycar and the Sky Jaycar have a maximum speed of respectively 700 km/h and 1800km/h. High tech that certainly is! As for the arsenal, the car is equiped with a cannon called Land Jaycar. Hand weapons include the laser gun Jande Thingy (firing rate of 95 shots per second), and a mini robot called All Zico can combine with the Jande Thingy Gun to form the powerful Thingy Cannon. More weapons and secret features are also built in Janperson's body (just like Robot

Detective K, as a matter of fact!)

At some point of the series, Janperson has to face the robot Gungibson, created by the criminal group Super Guild in order to destroy Janperson. But after Janperson eventually save him, Gungibson changed side and turns into a justice fighter. Gungibson is equipped with a motorbike named "Go Slayer", the laser gun "Bronson" and the "GunVovler" revolver. "Ok baby!" is one of his recurrent quotes. I've also heard of a character named Billgoldy (in red in the middle of the picture, having quite a hard time meeting the 2 other guys), which is apparently on the evil side. I could not say more about this guy...

The enemies : Four enemy organisations appear in the show :

The enemies : Four enemy organisations appear in the show :

- the "Robot Sindyate Guild" (Led by the Cyborg Leader "Ben Fujinami")
- The Armada Of Robots Neo Guild (leader is Ben Fujinami's older brother "George Makabe")
- the SS-N (Super Sciense Network) organized by the diabolic "Reiko Ayanokouji"
- The Consuelon Tatewaki that is commanded by the president "Ryuzabouro Tatewaki"

Update! I've received additionnal informations on the show from Tsubasa, from Japan. He gave me a few correction to the information above, and he also gave me interesting information about the actors.

President Ryuzabouro Tatewaki is played by Syun Sugata. Shun Sugata appears in such films as "the Last Samurai", or Tarantino's "KILL BILL".

George Makabe is played Kazuoki Takahashi, who also played as "Syo Hayate/Change-Griffin" in the Super Sentai show "Lightning Team Changemen (Dengeki-sentai Changemen)"; and also played the "Hakkou Kita" character in the Metal Hero show "Supermachine Metalder (Choujinki Metalder)" under the actor's name Hiroshi Kawai.

Reiko Ayanokouji is acted by Atsuko Takahata, who is a famous and popular actress in Japan.

WR. Juichi Miyashita, Nobou Ogisawa, Kyoko Sagiyama, Hirohisa Soda, Naoyuki Sakai.

DIR. Michio Konishi, Masao Minowa, Tetsuji Mitsumura, Hidenori Ishida, Osamu Kaneda.

EPISODES: 50 **YEAR MADE:** 1993 **COUNTRY:** JAP **SEASONS:** 1

TOEI/ASAHI

CREATOR: SABURO YADE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 50

DATE OF PREMIER: 31/01/1993

AIR DATE OF LAST EPISODE 23/01/1994

SEASON DATE BREAKDOWN:

FILMS:

Jan Person YUICHI KOMINE, Gan Gibson SHOYA TORII, TOMOKO KAWASHIMA, MIKIO TOMITA,
HIDEKI ISHIKAWA, NOBORU ICHIKAWA, KAZUKI TAKAHASHI.

RELATED SHOWS:

JIVAN

BLUE SWAT

JANBORG AAKA: **JANBORG ACE**

In order to protect the Earth from the alien invaders of Planet Glose, Naoki (Tachibana) is given a robot Janborg A. Unlike ULTRAMAN, with whom this monster-of-the-week show might otherwise be confused, Naoki remains a normal human being who merely pilot the giant Earth-defending machine, which is orhwewise disguised as an innococous Cessna aircraft at the aviation company where Noaki has his day job. The leads to occasional work-based conflicts, as when Naki needs the aircraft to transform in Janborg A and save the world, whereas other employees are busy using it for something else, such as giving aerial tours to old ladies.

Produced by Toyoaki Tan.

WR. Hiroyasu Yamamura, Narimitsu Taguchi, Toyohiro Ando, Fumikazu Wakatsuki.

DIR. Yoshiyuki Kuroda, Shohei Tojo, Sei Okada, Hiroshi Shimura, Toshitsugu Suzuki.

EPISODES: 50 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 50

DATE OF PREMIER: 17/01/1973

AIR DATE OF LAST EPISODE 29/12/1973

SEASON DATE BREAKDOWN:

FILMS:

Naoki **NAOKI TACHIBANA**, **TOSHIAKI AMADA**, **CHIEKO SAKURADA**, **TOSHIYA WAZAKI**, **SHOICHIRO MARUYAMA**, **TOSHIO NAKAMURA**, **SHIGEHIRO TAKAHASHI**, **MICHIHARU SAKAMOTO**, **MITSURU SAIJO**.

RELATED SHOWS:

ULTRAMAN

JAPAN SINKS

AKA: **NIHON CHINBOTSU**

Mini-sub pilot Toshio Onodera (Murano) leaves late for an onservation dive near the foot of Mount Fuji, thanks to the arrogant behavior of his client Dr. Tadokoro (Kobayashi). While the crew observe strange undersea fissures in the seabed of Izu, the area is struck by an Earthquake. Toshio's land based fiancee Etsuko (Mariko Mochizuki) is closer to the epicentre and dies under a pile of rubble.

While the depressed Toshio blames himself for her death (why!?), a second earthquake in the Himeji region causes consternation amount the scientists. Thought earthquakes are nothing unusual in Japan, Himeji has always been an earthquake free zone, while recent tremors have even caused an entire island to dispear benaeth the waves. After futher investigations in Toshio's submarine, Tadokoro predicts that the new seismic disturbances threaten o plunge all of Japan beneath the sea.

Few people believe him but Takokora convinces Toshio by taking his vessel below crush depth to observe more strange phenomena. Back in Tokyo, Toshio is introduced to wealthy beauty Reiko (Yumi) and appears to begin a new life and a new romance. But the professor's predicate - Japan is going to sink and the only issue now is how long the island has left. The Japanese, a race long accustomed to earthquakes, tidal waves and volcanoes, must come to terms with the fact that their sacred nation, supposedly created by the gods themselves, will shortly disappear.

Though some refuse to leave, others become invovled in a desperate effort to convince foreign nations to take in literally millions of refugees. Meanwhile the quakes and eruptions occur with increasing frequency, bringing a few new disaster each week.

Sakyo Komatus, creator of MY TIME TRAVEL JOURNEY WITH MARI and sometime scenarist on ARMY OF THE APES, established his reputation as a preeminent science fiction author with the publication of Japan Sinks novel in 1973. A seroes of coincidences ensured it received a massive media attention, commencing with an unexpected volcanic eruption in Japan on its day of publication and continuing with the economic catastrophe of the early 1970s "oil stocks" that threatened to bankrupt the nation.

The population of Japan was also jumpy about the "next big disaster", as 1973 was the 50th anniversary of the Great Tokyo earthquake (see 100 years). As history was to testify, however, the next big thing earthquake to hit Japan was still twenty years away. A movie soon followd from Toho in 1973, released in bowdlerized form in the U.S. as Tital Wave in 1975, and this increased exposure helped gain the novel several foreign language deals. A terrifying study of a nation's lost psyche to the Japanese and an entertaining does of schadenfreude for most other nations, Japan Sinks became a high-profile export in the age of disaster movies, once leading Brain Aldiss to describe Komatsu as the most widely read SF author in the world. Exploiting know-how from the earlier film version, this television remake nevertheless has an enormous budget for it's time - half a billion yen, of which 40% went to special effects and, we might cruelly suggest, about two bucks to haircuts. The story also released in a 1973 manga adaptation from the Takao Saito, creator of Golgo 13 and BAROM ONE.

Produced by Tomoyuki Tanaka, Susumu Saito, Tadasgu Ogura, Yoji Hasimoto and Takao Yasuda.

WR. Yuichiro Yamande, Hideyoshi Nagasaka, Toshi Ishido.

DIR. Jun Fukuda, Kiyoshi Nishimura, Taku Nagano, Eizo Yamagiwa, Minoru Kanaya, Tadashi Mafune.

EPISODES: 26 **YEAR MADE:** 1974 **COUNTRY:** JAP **SEASONS:** 1

TOHO/TBS

CREATOR: SAKYO KOMATSU

TYPE OF SHOW: ARMAGEDDON

FORMAT: SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 06/10/1974

AIR DATE OF LAST EPISODE 30/03/1975

SEASON DATE BREAKDOWN:

FILMS: JAPAN SINKS aka TIDEL WAVE (US title).

Dr. Tadokoro KEIJU KOBAYASHI, Toshio Onodera TAKENORI MURANO, Reiko KAORU YUMI, TOSHIO KUROSAWA, TOSHIYUKI HOSOKAWA, NOBORU NAKATANI, KUNIE TANAKA, ASAO UCHIDA, KENJI SAHARA, ISAMU HASHIMOTO, NOBUTO OKAMOTO, AYAKO SAWADA, Etsuko MARIKO MOCHIZUKI.

RELATED SHOWS:

BAROM ONE
ARMY OF THE APES

JASON OF STAR COMMAND



Star Command was a section of the Space Academy where top secret work was done and Jason was one of the Star Command's best agents. In charge of Star Command was Commander Canarvin during the first season. Canarvin was replaced by the blue skinned Commander Stone in the second season. Other high ranking Star Command personnel were: Professor E. J Parsafoot, an eccentric inventor and Captain Nicole Davidoff a top computer expert.

Nicole left after the first season and was replaced by the super strong alien Samantha as the series' heroine. They were aided by a pair of robots: Wiki, one of Parsafoot's inventions, was a palm sized robot capable of doing almost anything and Peepo who had previously been on Space Academy. The villain throughout both seasons of the series was Dragos. Dragos was a one eyed megalomaniac who became obsessed with destroying Jason and Star Command. In the second season Dragos was aided by a group of confederate aliens, with descriptive names such as: Bug Face and Fish Face.

In America it originally didn't even merit its own slot and was seen as part of the animated series Tarzan and the Super Seven. Over here it limped through the children's schedules in just three ITV regions, Central (1982), Yorkshire and Tyne Tees. It also went out on S4C in the mid-Eighties, as Garan, Gwarchodwr Y Gofod - Garan, Guardian of the Galaxy.

Jason of Star Command was the most expensive Saturday morning TV series ever produced. It was the last of the live action Saturday morning adventure series that enjoyed a brief revival in the mid to late 1970's. The series was produced by Filmation, the studio where Space Academy had been produced the year before. The ties between the two series were much more than being made at the same studio. Jason of Star Command was set on the Space Academy. Thus sets, miniatures and props from SPACE ACADEMY could be used for Jason of Star Command. Production values were very high and it is very unlikely that a series this ambitious will ever be seen on Saturday morning again.

During its first season Jason of Star Command was buried as the only live action segment of the 90 minute series Tarzan and the Super 7, all of the other segments were animated cartoons. The first season consisted of what was essentially one long 15 chapter serial, although many of the chapters in the serial were somewhat episodic. The serial had Dragos make his first attempt at destroying Space Academy and then gain both minor victories and suffer setbacks at the hands of Jason and his friends before he was finally defeated, but not captured.

Jason of Star Command returned for a second season on its own no longer a part of the Tarzan and the Super 7 package. The episodes were also expanded in length from 20 minutes to a full half hour. In the second season Dragos returned and wreaked more havoc for Jason and his friends for twelve episodes consisting of 4 sets of three loosely connected adventures. Both seasons of Jason of Star Command were thankfully spared the heavy handed moralising and lessons that were present in almost every other 1970's Saturday morning series, including other Filmation shows like: Ark II and Space Academy.

Jason of Star Command's year on the air (1980-81) consisted entirely of reruns of earlier episodes. The first season episodes have been rerun in a compilation form, with two episodes being placed in a half hour time slot without the end credits and preview from the first episode in the pair and without the opening credits and recap of the second.

Notable mainly for the presence in some episodes of James 'Scotty' Doohan as Jason's commander, the series' general format was three part stories with cliff-hanger endings to each episode. The first UK premier for the series was on BBC Wales as part of Yr Awr Fawr (The Big Hour), a Sunday morning children's program. The series was run on CBS in the US.

WR. Samuel A. Peeples, David Villaire, Don Heckman, Sid Morse, Ted Pedersen, Martha Humphreys, Len

Janson, Chuck Menville, Margaret Armen, Lynn Barker, Jackson Gillis, Alf Harris.

DIR. Arthur H. Nadel,

EPISODES: 28 **YEAR MADE:** 1978 **COUNTRY:** US **SEASONS:**

A FILMATION PRODUCTION

CREATOR:

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 16 (2) 12

DATE OF PREMIER: 09/09/1978 **AIR DATE OF LAST EPISODE** 01/12/1979

SEASON DATE BREAKDOWN:

FILMS:

Jason CRAIG LITTLER, Dragos SID HAIG, Commander Canarvin JAMES DOOHAN (1), Commander Stone JOHN RUSSEL (2), Professor E.J. Parsafoot CHARLIE DELL, Captain Nicole Davidoff SUSAN O'HANLON (1), Samantha TAMARA DOBSON (2).

Books Based on this series.

Mission to the Stars #1	Ken Sobol	1980
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- | | |
|--------|------------------------------------|
| 1 - 1 | <i>ATTACK OF THE DRAGONSHIP</i> |
| 1 - 2 | <i>PRISONER OF DRAGOS</i> |
| 1 - 3 | <i>ESCAPE FROM DRAGOS</i> |
| 1 - 4 | <i>PLUNGE TO DESTRUCTION</i> |
| 1 - 5 | <i>WIKI TO THE RESCUE</i> |
| 1 - 6 | <i>PLANET OF THE LOST</i> |
| 1 - 7 | <i>MAROONED IN TIME</i> |
| 1 - 8 | <i>ATTACK OF THE DRAGONS</i> |
| 1 - 9 | <i>PEEPO'S LAST CHANCE</i> |
| 1 - 10 | <i>THE DISAPPEARING MAN</i> |
| 1 - 11 | <i>THE HAUNTED PLANET</i> |
| 1 - 12 | <i>ESCAPE FROM KESH</i> |
| 1 - 13 | <i>RETURN OF THE CREATURE</i> |
| 1 - 14 | <i>PEEPO ON TRIAL</i> |
| 1 - 15 | <i>THE TROJAN HORSE</i> |
| 1 - 16 | <i>THE VICTORY OF STAR COMMAND</i> |
| 2 - 1 | <i>MISSION TO THE STARS</i> |
| 2 - 2 | <i>FORZEN IN SPACE</i> |
| 2 - 3 | <i>WEB OF THE STAR WITCH</i> |
| 2 - 4 | <i>THROUGH THE STAR GATE</i> |
| 2 - 5 | <i>FACE TO FACE</i> |
| 2 - 6 | <i>PHANTOM FORCE</i> |
| 2 - 7 | <i>BEYOND THE STARS!</i> |
| 2 - 8 | <i>SECRET OF THE ANCIENTS</i> |
| 2 - 9 | <i>THE POWER OF THE STAR DISK</i> |

2 - 10 *LITTLE GIRL LOST*

2 - 11 *MIMI'S SECRET*

2 - 12 *BATTLE FOR FREEDOM*

JEKYLL



It's 2007 and there's a new Dr Jekyll, with an old problem - Mr Hyde. But they have a deal - a body share - and an impossible life is somehow lived.

What Hyde doesn't know: Jekyll is married. There's a wife and two children he'll do anything to protect from his dark side. With all the resources of modern technology, and the best surveillance hardware, he's determined to keep his dark side in line. He's done a deal with his own devil.

What neither of them knows: an ancient organisation, with limitless wealth and power, is monitoring their every move, and a plan over a century in the making is coming to fruition.

The return of Dr Jekyll is no accident.

Jekyll is a BBC television drama serial. The story draws parallels to Robert Louis Stevenson's novel *The Strange Case of Dr Jekyll and Mr Hyde*, but is not based on the novel, although the book features as a plot point. The story is updated to a modern setting with Jekyll using contemporary technology to try and keep Hyde dormant and protect his family from the darker side of his personality. Little is Jekyll aware that he is being monitored by a secret society and that he and Hyde are part of a terrifying centuries-old plot.

The six episode serial is being produced by the independent production company Hartswood Films, in association with Stagescreen Productions, for BBC One with some co-production funding from the BBC America cable television channel in the United States.[1] It is written by Steven Moffat. The directors are Douglas Mackinnon and Matt Lipsey.

Cast and characters

James Nesbitt as Tom Jackman - Dr Tom Jackman's life is in tatters. He's been playing host to an uninvited guest - a dangerous alter-ego. Desperate to protect his family from his dark side, Jackman has been forced to leave his old life behind and strike a diabolical deal with his own devil.

James Nesbitt as Mr Hyde - Savage and carnivorous, Hyde's everything that the repressed Jackman's not; a narcissistic newborn in a grown man's body. Despite inhabiting the same body, Hyde is much stronger and faster on his feet than Jackman, and he's getting stronger. He also has darker hair and a different hairline, and distinctive black eyes. He is also said to be taller than Jackman. Every time Jackman falls asleep or gets angry - Hyde threatens to take over. He won't be chained up forever.

Gina Bellman as Claire Jackman - Claire's idyllic existence with her two sons and doting husband, Tom, is shattered by an ancient family curse. She's oblivious to the fact that Tom can turn into a terrifying psychopath in the blink of an eye.

Denis Lawson as Peter Syme - Peter is Tom's closest friend and confidant. He's a scientist in genetics who isn't what he seems at all.

Michelle Ryan as Katherine Reimer - Katherine is Tom's enigmatic and dedicated assistant. A psychiatric nurse, Katherine is the only person other than Tom who knows about his secret double life. She has the task of helping him lead it: the servant of two masters but only one man.

Meera Syal as Miranda Callendar - Miranda is the private detective who stumbles not only on the truth about Tom and his alter ego, but on a conspiracy over a century old. She must convince Tom that there are more frightening things in this modern world than Mr Hyde.

Mark Gatiss will be appearing in the serial as Robert Louis Stevenson.

Series Produced by Steven Moffat executive producer, Elaine Cameron producer , Jeffrey Taylor Producer, Jane Tranter commissioning producer , Beryl Vertue executive producer, John Yorke commissioning producer.

Series Original Music by Debbie Wiseman.

Series Film Editing by Fiona Colbeck.

Series Production Design by Grenville Horner.

Series Art Direction by Fleur Whitlock.

Series Set Decoration by Clare Andrade.

Series Second Unit Director or Assistant Director - Paul Morris second assistant director.

Series Art Department - Jo Sansom art department assistant, Daryn McLaughlan assistant art director ,
Series Special Effects by Steve Lucas special effects supervisor.

Series Stunts - Peter Pedrero wire stunt coordinator , Luke Kearney stunt actor.

Series Camera and Electrical Department - Simon Gilmour .. Assistant camera.

Series Costume and Wardrobe Department - Sally Campbell .. Costume supervisor.

Series Editorial Department - Emma Oxley .. Assistant editor.

Series Transportation Department - Forbes KB .. Unit driver: locations.

Series Other crew - Louise Coles .. Set runner , Andrew Dalmahoy .. Location manager, Steve Morpew ..
Stand-in: James Nesbitt, Anya Noakes .. Unit publicist.

WR. Steven Moffat

DIR. Matt Lipsey, Douglas Mackinnon.

EPISODES: 6 **YEAR MADE:** 2007 **COUNTRY:** GB **SEASONS:** 1

HARTSWOOD FILM PRODUCTIONS, STAGESCREEN PRODUCTIONS, BRITISH BROADCASTING CORPORATION.

CREATOR: ROBERT LOUIS STEVENSON

TYPE OF SHOW: GENETICS

FORMAT: SERIAL

LENGTH (MINS): 60 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 16/06/2007

AIR DATE OF LAST EPISODE 28/07/2007

SEASON DATE BREAKDOWN:

FILMS:

Mrs. Claire Jackman GINA BELLMAN, Jake ADAM BURTON, Poole IAN CAIRS, David TONY GARDNER, Freeman MATT KING, Dr. Tom Jackman/Mr Hyde JAMES NESBITT, Peter Myserson VICTOR POWER, Nicki BELINDA STEWART-WILSON.

Karen STEPHANIE LANGTON, Min FENELLA WOOLGAR, Christopher AL ASHTON, Billy's Girlfriend GEMMA BAKER, Benjamin PATERSON JOSEPH, Peter Syme DENIS LAWSON, Prostitute FIZ MARCUS, Billy SID MITCHELL, Barman STEVEN OSBORNE, Katherine Reimer MICHELLE RYAN, Pretty Girl TALLULAH SHEFFIELD, Miranda Callendar MEERA SYAL.

Books Based on this series.

The Strange Case of Dr. Jekyll and Mr. Hyde

Robert Louis Stevenson

RELATED SHOWS:

JULIA JEKYLL AND HARRIET HYDE

1 - 1 *EPISODE ONE*

Tom Jackman's life is in tatters. Recently, he's been playing host to an uninvited guest - a dangerous alter-ego. Desperate to protect his wife and children from his dark side, Tom's been forced to leave his old life behind and strike a deal with his own devil.

Tom's hired psychiatric nurse, Katherine Reimer, to oversee 'the change'.

Meanwhile, his wife, Claire, brandishes a large envelope full of photographs at him. She's hired a private

detective to find out why he left his family and his job six months ago, with no explanation. Tom's secretly puzzled - there must be more photos. He clocks the name of the agency and then has to tear himself away - Hyde's coming, and Hyde must never meet Claire.

Later, Tom wakes up in a seedy flat with a prostitute, and no clue where he is.

Tom goes to visit the company he jacked in months ago and Peter Symes, his best friend. Tom tells him to advertise his research job as he's never coming back.

Despite a scheduled change due to happen, Tom realises he's a short distance from the detective agency and risks dropping in. Miranda Callender runs it and has suddenly come into a lot of money. But why was she paid off, by whom and why did she hold back some of the pictures?

The clock's striking seven - the night shift's begun. A mysterious man called Benjamin approaches Hyde, claiming to be his 'owner'.

The next day, Tom catches up with Miranda, determined to find out why's she been bribed and why people in black vans are following him. Suddenly another unscheduled change takes place. Unaware, Miranda mentions Tom's wife and kids to Hyde.

Pretending to be Tom's 'cousin Billy', Hyde befriends Claire and the kids.

The following day, Jackman's horrified to learn that his family's lives are at risk...

Wr Steven Moffat

Dir Douglas MacKinnon

1 - 2 *EPISODE TWO*

Katherine drugs her employer after Tom takes it upon himself to discover the facts about Mr Hyde's personal life. The separation between Tom and Hyde gets weaker after an incident at the zoo. More secrets about Tom are revealed, when he meets a person connected to his past.

Wr Steven Moffat

Dir Douglas MacKinnon

1 - 3 *EPISODE THREE*

The wall between Tom and Hyde gets thinner and thinner and trying to suppress Hyde starts to affect the environment. Tom learns about the motivation of the organisation hunting him and Peter's part in the whole game. The involvement of Tom's wife Claire makes things a bit more complicated.

Wr Steven Moffat

Dir Douglas MacKinnon

1 - 4 *EPISODE FOUR*

Tom has been locked into a mysterious box by the organisation hunting him and his wife Claire finds out the motivation of the organisation from Peter. Flashbacks show how Tom and Claire met, the birth of their children and the first manifestations of Hyde.

Wr Steven Moffat

Dir Douglas MacKinnon

1 - 5 *EPISODE FIVE*

When Hyde is released from the box it appears Jackman is gone forever. However, flashbacks to the original Jekyll and Hyde reveal the importance of Claire Jackman to both present-day Jackman/Jekyll and Hyde. When his captors leave Hyde alone with Mrs Jackman and her children the implication is that he will kill them.

Wr Steven Moffat

Dir Douglas MacKinnon

1 - 6 *EPISODE SIX*

Claire wakes up from sedation to find her children have been taken away from her, before Sophia reveals the devastating truth about Tom's involvement with Dr Jekyll and Mr Hyde. Meanwhile, renowned mercenary Carver is offered an unlimited sum to capture Jackman's malevolent alter ego.

Wr Steven Moffat

Dir Douglas MacKinnon

JEOPARDY



Jeopardy is about a group of eight kids from Scotland (Falkirk) and their teacher who go to Australia in search on Aliens, but things don't quite accordingly to plan. In Series One, the group go to Australia to look for aliens, where things get out off control. The kids find themselves alone, discovering that the park ranger and their teacher have suddenly disappeared. When they all finally get back together the kids and their teacher all vanish which leads us into Series Two in which they are finally rescued. However, David and Sarah are now missing, and Gerry is kept at a hospital. So the rest of the group go all around Australia to look for David and Sarah. When they find the missing duo, they all then find themselves back in Falkirk, Scotland, and invisible to everybody but themselves and David and Sarah, and that they have missed six weeks, so they go back to Australia to find out what happened to them. Once back in Australia they begin to vanish, one by one.

Jeopardy was a BAFTA award winning television series that ran for three series, from 2002 to 2004 on the BBC about a group of eight high-school students and their teacher who go from Falkirk, Scotland, to the Australian Outback to look for UFOs, where strange events occur. They are all given camcorders to record any sightings, and the series (much like the Blair Witch Project) makes extensive use of jerky, handheld photography supposedly from those cameras. It was acclaimed for being thoroughly gripping and said by some to be the best childrens program in many years. Each episode was 20 minutes long and ended on a cliffhanger, to be continued the next week.

Jeopardy started in 2001 on BBC 1, children's television. Right from the very first episode I was hooked its combination of suspense and thrilling drama reeled me in. In the first series we are introduced to a group of Scottish teenagers who with there schoolteacher go on a trip to search for alien activity in the Australian Outback. What they find is more than any one expected recording every move on their camcorders.

By the third and final series the group have gone from eight people to only six and are being threatened by an alien virus which is causing members of the team to disappear and find themselves mysteriously on a desert island. This is patrolled by the Australian authorities, who dont want anyone to find out what has been happening. On the strange and chilling experiences the group have they never actually met an "alien" but the music and outstanding acting make you believe there is something strange out to get them and it wont stop at nothing. The only thing you do see is the actions of the aliens. This is enough to get you SCARED!

The aliens have affected their lives in every way when they try and signal for help by writing S.O.S with stones in the ground they find the stones have been moved into a strange alien language. Every part of this children's drama makes you on the edge of your seat. Although a children's drama I think it could make a blockbuster film! The only criticism I have is that the series came only every two years which leaves you with a long wait. I could not imagine a person who could watch Jeopardy and not love it and not get sucked in for more.

Characters

Gerry Simmins (Steven Vidler) - (seasons 1-3) The middle aged teacher on the trip. He runs the UFO club, and has been a Ufologist ever since he saw a UFO fly past him back in Scotland.

David (Gordon McCorkell) - (seasons 1 and 3, with cameo appearances in 2) The 'boffin' on the trip, though he can get arrogant. He falls in love with Sarah.

Sarah (Kari Corbett) - (seasons 1 and 3, with cameo appearances in 2) The 'hippy chick' on the trip. She falls in love with David.

Harry Hastings (Craig Moncur) - (seasons 1 - 3) A bit of an unpopular person, he has epilepsy and is David's best friend. He falls in love with Lucy, and takes control of the group when it's in trouble.

Lucy Jefferson (Samantha Bowie) - (seasons 1 - 3) Sarah's best friend. She falls in love with Harry.

Leon (Stanley Smith) - (seasons 1 - 3) The 'joker' on the trip, he falls for Shona. He is the only black member of the group.

Shona (Shelley O'Neill) - (seasons 1 - 3) The quiet one on the trip, she came on the trip as an escape from her harsh traditional parents. She falls for Leon.

Simon (James Pearson) - (seasons 1 - 3) The arrogant one on the trip, he thinks that he's the best because he is the captain of the school football team. However he learns some valuable lessons from a mysterious Aborigine.

Chrissy (Charlie Wilson) - (seasons 1 - 3) She joined the trip as a 'bimbo', just so she could be with Simon, but as the season progressed, she became more kind and genuine, and fitted in with the rest of her classmates

Melissa (Tammy Macintosh) - (season 1) The park ranger who travels with the group in the outback.

Helen Stanich (Caroline Dunphy) - (season 2 and 3) The shady government agent who pursues the group.

The Twins - (season 2) Two little twin girls who have a mysterious link to the group and the aliens.

Ed - (season 2) The Twins' grandmother, who owns a ranch.

Professor Sharpe (season 3) Works for the Australian government in solving extraterrestrial diseases.

Series 1 (2002)

In Series One, the group go to the Australian outback to look for extraterrestrial activity. The 9 kids, their teacher, and a park ranger, Melissa, stay in little tents, with food rationing and having to set up monitoring equipment around the area. But then things begin to go out of control. One member, Leon, is bitten by a deadly snake, and the antivenom is missing. Melissa tracks off to the nearest road in order to find the truck and drive to find medicine, but something stops her getting there. The kids find themselves alone, their teacher's control being thwarted by rasher members of the group. Soon everything is spiralling out of control as people go missing, they see lights in the sky, radio signals fail, several people decide to set off alone, and others are driven into madness. No radio signals work either. When they all finally get back together the kids and their teacher manage to get a radio signal to rescue services who agree to rescue them from Paramundi ridge. They are all waiting on the ridge when they see the helicopter - but it isn't a helicopter; a bright flash occurs and they all disappear.

Series 2 (2003)

The second season starts with the group on Paramundi ridge. But they are picked up by several helicopters. They are taken to a military complex where they realise that their camcorder tapes have been altered and Gerry (the teacher) has been locked up in a mental home due to his ravings that they were abducted by aliens before being replaced and picked up by the military. The group also realise that David and Sarah are missing. They escape from the facility and are pursued by an agent called Stanich. They travel around Australia in an old hippy van searching for David and Sarah. Their search leads them from weird UFO buffs to Aboriginal prophecies and two bizarre little twins. At the end of the series, they return to Paramundi ridge where they link arms to bring the aliens down to return David and Sarah. However it fails and they find themselves back in Scotland

Series 3 (2004)

The group, minus Gerry, David and Sarah, find themselves in Falkirk, Scotland - their home. But they find themselves invisible, and only two people can see them - David and Sarah. David and Sarah were returned to Earth to witness the apparent suicide of the rest of the group. While David and Sarah stay in Scotland, the rest of the group return to Australia via a portal. Back in Scotland, they are continually pursued by Stanich, and they are visible again. They realise that they must try to contact the aliens so that everything can be returned to normal. But things go terribly wrong when they discover that all their portal travel has given them a condition called "red-eye". Under this condition, when an individual gets stressed, their iris turns red and they "split", in which they look as if they are two separate people for a couple of seconds and then promptly disappear. As more and more of them disappear, the remaining members must team up with Stanich and eventually their search leads them to a top secret base on Astrid Island. At this island, they find their friends who had disappeared - but they now have the mentality of 8 year olds, and the unusual symptom of appearing black on an infrared camera, unlike normal humans.

The final episode was to be voted in by viewers. There was a choice - happy ending, surprising ending, or spooky ending. The viewers voted for the spooky ending. In this, the aliens suddenly pop-up and reveal themselves to all be twins. They were the original race on Earth. They cannot reverse the red-eye disease but send Harry and Lucy back in time to stop the trip all together. Racing to their school, they manage to convince the group not to travel to Australia by showing them their videotapes from throughout the series; however, when the present-day Harry and Lucy enter the classroom, Lucy sees her past self and her eye turns red. The series then ends on this cliffhanger.

In 2002 the British Academy of Film and Television Arts (BAFTA) awarded the first season Best Children's Drama. The programme was also awarded the best new drama, and was recommended for all teenagers.

WR. Robyn Charteris , Rachel Dawson , Helen Eatock , Tim O'Mara , Steve Turner

DIR. Paul Wroblewski

EPISODES: 40 **YEAR MADE:** 2002 **COUNTRY:** GB **SEASONS:** 3

WARK CLEMENTS CHILDRENS AND YOUTH, WARK CLEMENTS, A BBC PRODUCTION

CREATOR:

TYPE OF SHOW: ALIENS ON EARTH**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 13, (2) 13, (3) 15**DATE OF PREMIER:** 26/04/2002**AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Leon STANLEY SMITH, Simon Tudor JAMES PEARSON, Chrissie McAteer CHARLI WILSON, Ruby Taylor (Season2) ILONA GELBERT, Professor Sharpe (Season 3) PETE SERGEANT, Ann Taylor (Season2) SHANNYN GELBART, Shona SHELLY O'NEILL, Harry Hastings CRAIG MONCUR, Helen Stanich (Season2 & 3) CAROLINE DUNPHY, Gerry Simmons (Season1 and recuring episodes) STEVE VIDLER, Sarah (Season1 and recuring episodes) KARI CORBETT, David (Season1 and recuring episodes) GORDON MCCORKELL, Lucy Jefferson SAMANTHA BOWIE, Melissa - Park Ranger (Season 1) Tammy MacIntosh TAMMY MACINTOSH, Arnie PETER SUMNER, Melissa TAMMY MACINTOSH, Gerry STEVE VIDLER, Helen Stanich CAROLINE DUNPHY, Agent #1 BRAD MCMURRAY, Sarah KARI CORBETT, David GORDON MCCORKELL.

JEREMIAH



Jeremiah lives in a post-apocalyptic world following "The Big Death," a mysterious but devastating plague which claimed the lives of billions of people -- everyone above the age of puberty.

The world, for this generation of lost children, was shattered forever when they were forced to bury their parents. Life has become a bleak and seemingly soulless attempt to stay alive - to plunder, forage or barter for food and clothes and to seek out the sordid and fleeting pleasures that briefly distract them from their lives of terror and savage desperation.

Fifteen years have gone by since the world "ended" -- literally for one generation, symbolically for Jeremiah's generation. Jeremiah (Luke Perry), is twenty-seven, cynical, cautious and intense. He is one of the few left with a conscience and with a sense of debt to his dead parents and the brother whom he unwittingly let die in the chaotic aftermath of the epidemic. He is grimly determined to find the location of the "Valhalla Sector" which his father spoke about shortly before he died. He is also determined to help those less fortunate than he, as a vindication for his brother's death.

Jeremiah writes ritualistic, poignant notes to his dead father, keeping him apprised of his progress. On his way to a town where he has heard there is a good information network, he meets Kurdy (Malcolm-Jamal Warner), a loner who's accustomed to taking care of "number one" and who tries to steal Jeremiah's freshly-caught fish. Jeremiah takes pity on Kurdy and shares his meal, and although Kurdy disappears shortly afterward, the two are destined to hook up again.

As Jeremiah enters the town and approaches the free market, a scuffle breaks out. Armed bandits try to rob market vendors. There is gunfire from a building nearby, thugs are dispatched, and the true power of the town becomes apparent -- the self-styled leader Theo (Kim Hawthorne), a tough-as-nails woman who has trained a team of ferociously loyal jocks and nerds to keep order and to research technology. Jeremiah saves Theo's life from sniper fire and they have a meeting.

Later, in a bar, Jeremiah meets Simon (Daniel Gillies) and Matthew (Curtis Bechdolt), who witnessed his quick response to the sniper. Matthew speaks to Jeremiah about recruiting him for their "cause" and they agree to talk later. Jeremiah and Kurdy reconnect in the bar and resolve their differences.

Meanwhile, Theo's thugs have discovered a camouflaged Land Rover, belonging to Matthew and Simon. It's so unusual to have a vehicle, especially one with fuel, that Theo knows Matthew and Simon belong to some sort of organization. She has them captured and is prepared to torture them to find out the truth.

Theo discovers that Simon was speaking to Jeremiah in the bar, and has Jeremiah captured as well. Kurdy witnesses Jeremiah's abduction and, in a rare moment of unselfishness, follows and decides to help him escape. He creates a riot by spreading the rumor that Theo has been holding out on the town members by hoarding supplies. In the ensuing confusion Kurdy breaks into the school in Theo's compound and releases Simon and Jeremiah. Matthew has already been shot to death by Theo.

The three companions escape in the Land Rover, but Simon is fatally wounded in the process. As he is dying, he makes Jeremiah promise to return the Rover to "Thunder Mountain" and warn the leaders that the "Big Death" may be coming again.

Jeremiah and Kurdy find "Thunder Mountain," an underground government nuclear bomb shelter where 2000 people are living, unknown to the outside world. They are under the charismatic and idealistic leadership of Marcus Alexander (Peter Stebbings), who believes Jeremiah's story about Simon's and Matthew's death. Together they formulate and carry out a plan to foil a mass murder of minorities by "skinheads" twenty miles from the compound. An alliance is forged, and Jeremiah and Kurdy agree to continue to help find out more

about whether the "Big Death" is in fact coming again, as well as ways to help make the world a better place.

Armed only with Simon's journal of networks/contacts and the Land Rover, Jeremiah and Kurdy head back to the outside world to help rebuild a new society on the ashes of the old.

Jeremiah the series is a Platinum Studios comic-book-to-film adaptation. The adaptation of Jeremiah is based on the award-winning European graphic novel series by Belgian author Hermann Huppen. Set in the future, the series focuses on Jeremiah (Luke Perry) who must navigate his way through a world populated by the survivors of a deadly epidemic that spared only those who had not yet reached puberty. Now those same survivors must find their way in a decadent civilization and attempt to create a new world order of hope.

Jeremiah, a loner by nature, is joined by the naïve yet colorful Kurdy (Malcolm-Jamal Warner) on a quest to find the mysterious "Valhalla Sector". Together they set out on a journey during which they discover rival social factions at war and young people who must make decisions without wisdom from those who lived before them.

J. Michael Straczynski's latest creation, Jeremiah, tells a post-apocalyptic story about hope.

J. Michael Straczynski's name has become synonymous with great sci-fi. Though he had worked as a story editor on such series as *The Twilight Zone* and *The Real Ghostbusters*, his work creating and writing the first-ever "novel for television," *Babylon 5*, garnered him widespread acclaim and a worldwide legion of fans. He followed up *Babylon 5* with five *Babylon 5* telefilms, the most recent of which, *Babylon 5: The Legend of the Rangers - To Live and Die in Starlight*, recently aired on the Sci Fi Channel. He has also become a popular figure in comic books, penning such books as *Rising Stars*, *Midnight Nation* and *The Amazing Spider-man*.

This interesting sci-fi show was pretty much ignored when it was first released, which is surprising considering some of the big names in sci-fi who are behind it. Not least of which is J Michael Strazynski creator of *BABYLON 5* and *CRUSADE*, Peter De Luise, star of many sci-fi shows such as *STARGATE SG1* and *SEAQUEST DSV*, and Sam Egan. As well as actor Luke Perry of Beverly Hill's 90210 fame.

LUKE PERRY - "Jeremiah"

Luke Perry made his Broadway debut as Brad Majors in "The Rocky Horror Picture Show." His most recent feature films include "Fogbound" and the spy thriller "The Enemy," opposite Roger Moore. His recent television credits include the miniseries "Johnson County War," the TBS thriller "The Triangle" and an eight-episode run as the Reverend Jeremiah Clouthier on the series "OZ."

During his years on "Beverly Hills 90210," Perry appeared in several independent films and major studio productions. These included Columbia's "Fifth Element," "RIOT" for SHOWTIME, "Normal Life" and "American Strays." He also co-starred with Chris Penn, Michael Madsen and Mary Stuart Masterson in "The Florentine."

Perry made his feature film debut in the starring role of real-life champion bull rider Lane Frost in "8 Seconds," which he also co-produced.

MALCOLM-JAMAL WARNER - "Kurdy"

After appearing as a regular on the highly successful sitcom "The Cosby Show," Malcom-Jamal Warner has broken away from the stereotype often associated with former child stars. He has not only achieved continued success in his acting career, but has also received accolades in several new creative ventures including playing bass for his band Miles Long, his Performance Poetry gigs and civic-minded advocacy appearances.

Warner starred on stage in the original play "Cryin' Shame," in "Freefall" at the Victory Garden Theatre in Chicago; in the off-Broadway play "Three Ways Home," at the Astor Place Theatre and in "A Midsummer Night's Dream" at the La Jolla Playhouse.

A seasoned director, Warner was the resident helmer on "Malcolm and Eddie" and has also directed episodes of "The Cosby Show," "The Fresh Prince of Bel Air," "All That" and "Sesame Street," as well as a host of music videos. His film short "This Old Man" received critical acclaim on the festival circuit. He also directed, produced and hosted the half-hour tribute to "The Cosby Show." Additional directing credits include the Saturday morning teen magazine "All Ax-S," featuring Jaleel White and Kriss Cross, Nickelodeon's "Keenan and Kel" and the AIDS awareness video "Timeout: The Truth about HIV, Aids and YOU." The video, which starred Magic Johnson and Arsenio Hall, earned Warner the NAACP Key of Life Image Award.

Always civic-minded, Warner has been involved in several programs that reach out to the community. He hosted the Emmy® Award-winning "Kids Killing Kids" and recently directed "Teen Files: Truth About Violence."

PETER STEBBINGS - "Markus Alexander"

Peter Stebbings has appeared in such television series as SHOWTIME's "THE OUTER LIMITS," "On Hostile Ground," "No Alibi," "Traders," "Drive, She Said," "Kung Fu," "Madison" and "The X-Files." He was nominated twice for a Gemini Award for Best Actor in a Continuing Leading Dramatic Role.

TRICIA HELFER - "Sarah"

Sarah is in her mid 20's, bright, personable and very attractive. Sarah is among those living inside Thunder Mountain, a colony set inside what used to be a military compound. Quite small when the "Big Death" hit, Sarah has lived most of her life inside Thunder Mountain. She currently assists leader David Quijana with "newcomer integration and orientation" - which is how she meets Jeremiah and Kurdy, who seek asylum here. Sarah shows Jeremiah around the elaborate compound and when the time comes for the visitors to make their exit, commemorates their departure by reading aloud Tennyson's "Ulysses."

KIM HAWTHORNE - "Theo"

Kim Hawthorne's television credits include a recurring role on the acclaimed SHOWTIME series "STARGATE SG-1," "Voyage of the Unicorn," "Dark Angel," "Andromeda," SHOWTIME's "THE OUTER LIMITS," SHOWTIME's "BEGGARS AND CHOOSERS," "Cosby," "Drop Squad," "In the Heat of the Night," and the popular daytime serials "All My Children" and "Another World." She has appeared in such feature films as "Along Came a Spider," "See Spot Run," and "3000 Miles to Graceland." Hawthorne also has extensive theater experience on and off Broadway, including "The Life," "A Midsummer Night's Dream" and "Little Shop of Horrors."

ZAK SANTIAGO ALAM - "Sam"

Zak Santiago Alam's feature film credits include "Josie and the Pussycats," "Trixie," directed by Robert Altman, and "Turbulence 3: Heavy Metal," with Rutger Hauer. He has had recurring roles in the television series "Big Sound" and "The Crow."

ALEX ZAHARA - "Ezekial"

Alex Zahara's television credits include "Babylon 5: Legend of the Rangers," SHOWTIME's "STARGATE SG1," "The Stick Up," "Dark Angel," "Andromeda," "The Immortal" and "So Weird." His movies-of-the-week include "Cage The Dog" and "Quarantine." He also acted in the feature films "The 13th Warrior," and "K-10 The Final Solution."

BYRON LAWSON - "Lee"

Byron Lawson has appeared on television in SHOWTIME's "OFF SEASON," "First Target," "Beyond Belief," "First Wave," "New York Tempest," and "Highlander: The Blitz." His feature film credits include "Romeo Must Die" and "The Corrupter."

KANDYSE MCCLURE - "Elizabeth"

For the past two seasons Kandyse McClure has been seen as 'Kim' on NBC's "Just Deal." Previously, she was in 22 episodes of FOX Family's "Higher Ground." In 2000, she filmed the television films "Framed" and "Passion and Prejudice." Her feature film work includes "See Spot Run" and "Romeo Must Die."

DANIEL GILLIES - "Simon"

Daniel Gillies' television credits include the popular "Street Legal" and "Young Hercules." His feature films include "No One Can Hear You," "The Act of a Dying Man," and "A Soldier's Sweetheart."

RUSSELL MULCAHY - Director

Russell Mulcahy received widespread acclaim for directing the hit action films "Highlander" and "Highlander II." He subsequently directed the thriller "Ricochet" starring Denzel Washington and "The Shadow" starring Alec Baldwin. His additional directorial credits include episodes of "Tales From the Crypt" and SHOWTIME's "The Hunger," as well as the films "Tale of the Mummy" (which he also wrote), "Blue Ice," "Razorback" and "Resurrection."

In the late-70s, Mulcahy became involved in the newly emerging music video industry and directed "Video Killed the Radio Star." He went on to become one of the most accomplished music video directors of the '80s, working with such artists as Fleetwood Mac, Billy Joel, Elton John, Billy Idol, Rod Stewart, Culture Club,

Duran Duran and The Motels.

J. MICHAEL STRACZYNSKI - Executive Producer/Writer/Creator

J. Michael Straczynski is considered one of the most prolific and highly-regarded writers currently working in the television industry. He served as executive producer and creator of "Babylon 5," which ran successfully for five years in syndication and "Crusade," which ran on the TNT Network in 1999. He also wrote and executive produced the pilot movie for a new "Babylon 5" sequel series titled "The Legend of the Rangers" slated to air on the SciFi Channel this month.

Straczynski recently adapted his popular comic "Rising Stars" into a feature screenplay for MGM and Atlas Entertainment, with the film tentatively set for production later this year. He also wrote and produced "Murder, She Wrote," a television movie for CBS; launched a second comics title for "Top Cow," and "Midnight Nation" then debuted his own radio drama series, "The City of Dreams," on the Sci-Fi Channel. Straczynski also took over as writer on "The Amazing Spider-Man" for Marvel Comics. For 2002, he has another series in development for the SciFi Channel entitled "Polaris."

In 1996 and 1998, he won the coveted Hugo award for Best Dramatic Presentation, the most important award in the science fiction genre and was twice awarded the Space Frontier Foundation's "Vision of the Future" Award. Straczynski is also the author of the nonfiction book, *The Complete Book of Scriptwriting*, which has become one of *Writer's Digest Books* best-selling titles.

SAM EGAN - Executive Producer/Writer

For five years, Sam Egan served as executive producer and writer on the SHOWTIME series "THE OUTER LIMITS." Among his notable episodes were the 100th episode titled "Tribunal," and the two-hour season finale of the show's 6th year "Final Appeal," which starred Charlton Heston, Robert Loggia, Amanda Plummer, Hal Holbrook, Cicely Tyson, Swoozie Kurtz, Michael Moriarty, Kelly McGillis and Walter Langham.

Prior to "THE OUTER LIMITS," Egan was co-executive producer of ABC's "Second Noah," and consulting producer on CBS' "Northern Exposure." He has been active in alternative media, most recently developing and writing "The Dream Detective," an animated flash-animation Internet series which premiered in 2001. He also co-created "The Santa Fe Mysteries," an interactive CD-ROM series.

Egan created "Snoops" and "Sweating Bullets." He also served as co-producer and co-writer of "Imagine - John Lennon," and co-writer of the cult comedy "Elvira, Mistress of the Dark."

Egan was producer/writer of "The Kid Who Loved Christmas" starring Della Reese, Vanessa Williams, and Sammy Davis, Jr. and was executive producer/ writer of CBS' "Learned Pigs and Fireproof Women" starring Steve Martin and Ricky Jay.

For his writing and producing, he received an Emmy® nomination and four Gemini nominations. One of the Gemini nominations was for Best Writing On a Television Drama for the "Tribunal" episode of SHOWTIME's "THE OUTER LIMITS."

He is a winner of the Edgar from the Mystery Writers of America, a three-time winner of the Saturn Award for Best Science Fiction Television Series, and a two-time winner of the Golden Pen, from P.E.N., the international writers' organization. He has also won the Scott Newman Foundation Award for Best Television Drama.

Platinum Studios' Scott Mitchell Rosenberg talks about Hermann Huppen, J. Michael Straczynski and his journey with Jeremiah from comic book to Showtime.

In the early-nineties, Scott Mitchell Rosenberg developed the comic book *Men in Black* through his Malibu Comics label with creator Lowell Cunningham, knowing the shortly lived series was a natural for a feature film adaptation. Released by Columbia Pictures, *Men in Black* went on to become the highest-grossing comic-to-film adaptation of all time.

A lifelong comic book fan, Rosenberg had his eye on another book, acclaimed Belgian creator Hermann Huppen's *Jeremiah*, an award-winning graphic novel that bore virtually no resemblance to his earlier find, but one for which his plans were no less ambitious. *Men in Black* was originally pitched to me at Malibu by a first time comic writer who had never professionally written before. What I saw in it was something that would be cool to develop out as a comic but also screamed out movie and TV," says Rosenberg, who since 1997 has

headed up a new company, Platinum Studios. Platinum focuses primarily on comic book to film adaptations. "Even though the story that we were going to tell in the comic wasn't exactly the story that should be told in the feature, I liked the world, along with J, K, Zed, cool gadgets and sun glasses!"

Though completely opposite from *Men in Black* in both tone and scope, Rosenberg saw tremendous potential in *Jeremiah*. Published annually in large format color books, the Huppen graphic novel has been translated into 26 languages and garnered a passionate worldwide following for its stark, visually stunning art and distinctive characters. "*Jeremiah* predated *Mad Max*," notes Rosenberg. "I first got introduced to *Jeremiah* a long time ago when I had Malibu Comics, at the same time we were publishing *Men in Black*. I liked the relationship between *Jeremiah* and Kurdy. They lived in this future world that wasn't futuristic in terms of sci fi; it was essentially now. Ervin Rustemagic, my friend and producing partner on the show, had been producing the comic since its inception in the '70s and managed the creator, Hermann Huppen. The problem that I had was that it was a European graphic album in full beautiful color in 26 languages, and that kind of format didn't work in the US comic world in the '90s. So I published it as a black and white independent and built up a cult audience here."

Determined to bridge the gap between the parallel worlds of comics and movies, Rosenberg founded Platinum studios; one of the first projects Rosenberg had in mind was *Jeremiah*. "Ervin and I talked about it and spoke to Hermann Huppen. Then started figuring out with my staff at Platinum how to position it for TV," he recalls. "Nothing is ever easy to set up and *Jeremiah* in particular is a challenge because on a regular basis he and Kurdy are going to new locales. So, it's not an inexpensive show to make, and their journey is really a significant portion of the show."

Jeremiah marks two important firsts: it's the first European comic book to be adapted as a live-action, U.S. TV series; it's also Rosenberg's first foray into episodic TV since the release of *MIB*.

Now produced by MGM Television Group and Platinum Studios and debuting March 3 on Showtime, *Jeremiah* stars Luke Perry as the title character, who must navigate his way through a world populated by the survivors of a deadly epidemic that spared only those who had not yet reached puberty. Now over a decade has passed since the "Big Death," and *Jeremiah* forms a reluctant partnership with the colorful yet cynical Kurdy, played by Malcolm Jamal Warner. Together they set out on a journey across a broken landscape, encountering warring, rival social factions and young people who must make decisions without the wisdom of those who lived before them.

To serve as showrunner and executive producer, Rosenberg approached J. Michael Straczynski, whose work on the sci-fi series *Babylon 5* and in comics has earned him hero status in the science fiction community. Though both had made the rounds at comic book and sci fi conventions around the same periods, they had not met until Rosenberg approached him about the project. "I had always been a fan of Joe's from *Babylon 5*," says Rosenberg. "I had watched every episode of *B5* and was definitely a fan of his. I literally started chasing him to get him involved in the project."

Straczynski, who has become as celebrated in comics (his current works include *Top Cow's Delicate Creatures* and *Rising Stars*, as well as *Marvel's Amazing Spiderman*) as he is in television, brings an "ability to shape a universe," says Rosenberg. "And *Jeremiah* is no less than a whole universe. Fifteen years earlier a catastrophe happened where every adult died, and only the children remained. You have to think what that means -- which technology gets wiped out and what little bits might remain in different places and what the logic is behind how someone with a generator could get an old computer to briefly work. Maybe there are some satellites flying in the sky, or maybe they all fall out of orbit. As Joe pointed out, if something breaks inside a calculator, nobody in this world would have the ability to fix it."

The response from Showtime and MGM Television was immediate. "They loved Joe's take on the story," says Rosenberg. "Joe then wrote a script for the pilot, which they also loved. We were going straight to series. Everyone was energized over it. Not just the creative folks, but also the marketing, advertising, publicity people, there's actually genuine passion."

With the series now in production in Vancouver, Rosenberg feels Luke Perry and Malcolm Jamal-Warner have become their characters. "Their relationship with each other is awesome, like it is in the comic," he says. Perry, who became familiar to worldwide audiences in *Beverly Hills 90210*, brings "a pensive quality" to the character of *Jeremiah*. "It's the world-weary look that Luke has that really embodies *Jeremiah*. When you look at him you know there's a lot going on, he's always thinking. We reference that in some of the shows. Things register with him; he doesn't instantly trust and you see that in his look. If he sees a wrong being committed, you see that in his look. You feel like he knows probably more than he lets on, but in some cases, *Jeremiah* lets down his guard to Kurdy and admits his knowledge base is limited. They were having a conversation on one show where *Jeremiah* is asking how he heard about these things that used to exist before the 'Big Death' called chop shops -where they'd chop up cars and they were worth more in individual parts than the whole car.

And that thought is alien to him. Kurdy explains how it works, but to Jeremiah it's unfathomable since a working vehicle is so incredibly valuable and rare in this new world. Jeremiah was 13 when it happened, so as smart as he is, and as world weary as he is, there is some stuff he just doesn't know. And that's the stuff that the whole world doesn't know."

Jamal-Warner, who rose to fame in series like *The Cosby Show* and *Malcolm & Eddie*, plays Kurdy as "kind of cynical and rapschallion," describes Rosenberg. "Really, he plays him 'real.' You think he's always out for himself. But the truth is that if no one's looking, he'll help someone. Oh, and sometimes even when someone is looking."

Rosenberg describes a scene in one episode in which Kurdy passes by someone laying on the street who needs help. Jeremiah, knowing full well that Kurdy's going to help, mimics Kurdy's "not my problem - not gonna help" attitude and starts to walk away. Kurdy then goes to help, but refuses even then to let Jeremiah know that he actually did help the person. "With Kurdy, you get a sense of reality," Rosenberg explains. "If things are screwed up, he'll colorfully describe it as such - and mean it. Kurdy's an awesome character on the show."

Besides the great cast, says Rosenberg, the show has a superb crew. "We're also lucky to have Sam Egan, who is executive producing and writing alongside Joe Straczynski. Not only is Sam an award-winning writer and producer who brings a lot to the show, he's incredibly nice and has great taste in restaurants!" Sam Egan was the executive producer of Showtime's *The Outer Limits* for five years, and has written and produced many other series. He's received an Emmy® nomination and four Gemini nominations for his television work, as well as a host of other awards, including the Edgar from the Mystery Writers of America, three Saturn Awards for Best Science Fiction Television Series, and two Golden Pen awards from P.E.N., the international writers' organization. He has also won the Scott Newman Foundation Award for Best Television Drama.

"Producer George Horie (*The Omen* TV series, *In Cold Blood*) and Production Designer/co-producer Steve Geaghan (*the Highlander* TV series and *Babylon 5: Legend of the Rangers*) are equally fantastic," adds Rosenberg. "We simply have a wonderful team."

Jeremiah is emblematic of the kinds of projects Rosenberg formed Platinum to develop. "My focus with Platinum is tapping into the comic/sci fi world and creators for everything that we do," he says. "I like getting into a creator's head, and not only seeing what ended up on the page, because that may just be a function of what works in the market that particular month. I want to know what was in their head that lead to the page, because in there are the answers to whether or not there's a movie or TV story there and we don't shy away from hard. Jeremiah was far from easy. *Men in Black* got turned down by every studio. That certainly wasn't easy. And when it comes from comic books and sci fi, there's a whole world in these printed pages -- that's what excites me.

"If a creator comes to me with unpublished material that I think works, we'll go ahead and produce the comic or graphic novel for them. We're just gearing up to do that on a regular basis."

Currently, Platinum has a number of projects in development at various studios based on books Rosenberg has nurtured in-house, including *Mal Chance*, a Hong Kong action/romantic comedy based on a Spanish comic book, which is currently in development at Miramax. "The comic was about a female assassin and we wanted the film to have more of a *Rush Hour* feel," Rosenberg describes. "We kept reading and noticed that there was a bible that described this two thousand year-old sect of Chinese female assassins, so we went to that bible verse to see how to create our present day character that could come from that same sect, and brought in a rookie FBI agent to team her up with. The movie grew around that."

Other Platinum projects include *Nathan Never*, a futuristic buddy/action film based on the popular Italian comic book, with DreamWorks SKG; and *Ghosting*, a new horror franchise set on a college campus, with Miramax/Dimension Films. Platinum Studios and Dimension Films will also produce, under their international local-language banner, *Trace of Chalk*, a tale of romance and intrigue based on the European graphic novel, and *Teen Witch*, a funny, sexy coming-of-age story. Other projects include the blockbuster science fiction epic *Cowboys & Aliens*, based on Rosenberg's upcoming original comic book series, and *Dead of Night*, a supernatural detective story based on the Italian series *Dylan Dog*, the world's best-selling horror comic.

The executive producers are Luke Perry, Joe Dante (*Small Soldiers*, *Innerspace*, *The Howling*, *The Burbs*, *Twilight Zone: The Movie*), Michael Finnell (*Teaching Mrs. Tingle*, *Small Soldiers*, *Twilight Zone: The Movie*, *The Howling*), Scott Mitchell Rosenberg (*Men In Black*) and Ervin Rustemagic (co-producer with Rosenberg of upcoming live-action features titled *Nathan Never*, *Cowboys & Aliens*, *Mal Chance* for Platinum Studios). Producing is George Horie. Russell Mulcahy (*Highlander*, Showtime's *Queer As Folk*) directs the two-hour premiere. Co-producing is Stephen Geaghan, Gregory Noveck and Stephanie Germain. The creative executives for Showtime are John Vasey and Randy Runkle. For MGM the creative executive is Craig Roessler.

Dir Russell Mulcahy

1 - 2 *THE LONG ROAD PART 2*

Jeremiah and Kurdy make their way towards Thunder Mountain, hoping to find whoever Simon was working for.

Wr J. Michael Straczynski

Dir Russell Mulcahy

1 - 3 *MAN OF IRON, WOMEN UNDER GLASS*

A child grew up after the Big Death, expecting super heroes to come alive and fix everything. We also find out about the secret Markus is keeping.

Wr J. Michael Straczynski

Dir Brett Dowler

1 - 4 *AND THE GROUND SAWN WITH SALT*

Jeremiah and Kurdy are captured by Michael and his men, who operate out of a local military base. Michael has concluded that God is dead, and it's about time someone took his place... by any means.

Wr J. Michael Straczynski

Dir Peter DeLuise

1 - 5 *TO SAIL BEYOND THE STARS*

While trying to track down info on "the Burners", a mysterious group that's burning down whole settlements in seemingly random fashion, Jeremiah encounters a woman who's stealing all the gas she can get her hands on, and Kurdy ends up helping a pregnant girl, against his better judgment.

Wr J. Michael Straczynski

Dir Neill Fearnley

1 - 6 *MOTHER OF INVENTION*

Jeremiah and Kurdy are sent to contact an elusive group led by a mysterious "Steve" but get captured. One of his captors is Michelle, a woman he met (in flashback) back at his empty home five years ago after his brother died. They were intimately involved back then, and we find out she is the one who gave Jeremiah the idea for writing notes to his dead father. In the present it turns out "Steve" is Michelle. Her operation is working heavily to get knowledge out, and she also has a 5-year old son. One guy accuses Michelle of skimming and the guys follow her and find out she is collecting art, and agrees to work with Thunder Mountain. Then Michelle comes back to lay down the law on the guy who accused her of skimming and the guys head out with as Jeremiah and Michelle think about getting together in the future.

Wr Sara Barnes, A L Katz

Dir Neill Fearnley

1 - 7 *THE BAG*

A man and his brother carries their father's medical bag and has a traveling medical centre. But can they truly do what they claim? That is what Jeremiah tries to find out.

Wr Sam Egan

Dir Michael Robison

1 - 8 *THE TOUCH*

Jeremiah and Kurdy arrive in Mayfair and find the townspeople dead of cyanide. In the next town of New Hope they find the locals have an aversion to touching. The Elders ruthlessly enforce the law, making anyone who disobeys their edicts "disobey." When the people they befriend start disappearing, Jeremiah intervenes and is taken away where he finds out the offenders are stoned to death. Both towns are an "experiment" in determining how the original virus was transmitted, and the Elders destroyed Mayfair when they "failed." Jeremiah and Kurdy break free and expose the Elders' scheme to the unsuspecting townfolk. Meanwhile, back at the base Marcus takes ill from an undiagnosed disease and begins suffering hallucinations of a Native Indian - Lee pushes the matter before the Council to determine the line of succession and fails.

Wr Sam Egan

Dir Michael Robison

1 - 9 *CITY OF ROSES*

As Jeremiah and Kurdy travel around the country trying to find out more information about the Big Death, they come across a place which might bring forward the truth about what really happened to Kurdy's parents their last day alive.

Wr Sam Egan

Dir James Head

1 - 10 *FIREWALL*

Kurdy and Jeremiah find a recon team in enviro suits and capture one prisoner...Quantrell, who commanded Thunder Mountain before the Big Death, when Markus and his father worked there as well. While Quantrell is enigmatic about where he came from, Markus flashes back to when his mother arrived at the quarantined military base and Quantrell left her outside. Markus' father insisted on going out to be his wife, exposing the base. Quantrell escaped to Valhalla Sector. Quantrell's people are tracking him by an implanted GPS tracker and Quantrell warns that now his people are going to emerge and take over. Meanwhile, Lee is apparently working for someone else and lets the enigmatic Ezekiel in to Thunder Mountain. Ezekiel first meets Jeremiah and claims they are brothers. He is also somehow connected to Quantrell but kills him. After arguing, Markus is prepared to kill Quantrell at Jeremiah's insistence but finds him dead. With Quantrell's death, the Valhalla helicopters have no way to track him and leave, and Ezekiel departs the way he came with no one the wiser. Markus decides to become more active in response to the threat of Valhalla Sector.

Wr J. Michael Straczynski

Dir Peter DeLuise

1 - 11 *JOURNEY'S END IN LOVERS MEETING*

Jeremiah and Kurdy befriend a group of people dedicated to nonviolence who are searching for what they call a New World. While the pair thwart the group's takeover by a band of ruthless and cunning thieves, it is ultimately the misguided group's own leadership that may lead to their undoing.

Wr J. Michael Straczynski

Dir Martin Wood

1 - 12 *TRIPWIRE*

Realizing that Valhalla Sector is systematically taking control of the Nuclear Missile Silos starting from the east coast and moving east towards Thunder Mountain (Cheyenne Mountain) Marcus decided to make their Presence Known at a nearby town that has a missile silo, they offer men machines electricity and medicine, in hopes of winning over the people of the town and make an ally of the people so they can stop the advance of the people of Valhalla sector, but Ezekiel appears and is seen by Jeremiah talking to Chen, suspecting something wrong he chases after Ezekiel but is knocked out by Chen from behind, when Jeremiah wakes up he runs to warn Marcus that something bad is going to happen when he is struck down by a sniper's bullet fired by Ezekiel in a nearby building

Wr J. Michael Straczynski

Dir Neill Fearnley

1 - 13 *THE RED KISS*

Jeremiah and Kurdy attempt to save a community when its children begin disappearing amid a rumor that the blood of children can be used to prevent the return of The Big Death.

Wr Sam Egan

Dir James Head

1 - 14 *THIEVES' HONOR*

Kurdy and Jeremiah goes to Clairfield to save Elizabeth who has been kidnapped by some of Theo's former underlings. In Thunder Mountain there is an investigation trying to find the traitor who is leaking information.

Wr Sam Egan

Dir Holly Dale

1 - 15 *RING OF TRUTH*

After receiving a message from Theo (from "The Long Road") saying she wants to "thank" Jeremiah and Kurdy for saving her life, they find themselves wrapped up in a world of sex, bare knuckled boxing matches, elephants, and mushrooms? After they arrive at the inn specified in the invite (after taking some hallucinogenic mushrooms), they find it's a cathouse and they've been given the run of the place. Jeremiah's "choice", Penny, wants him to fight in a bare-knuckle match for her freedom but Kurdy overhears that it's a plan to get revenge on Theo by killing them and takes Jeremiah's place. Kurdy manages to win and Polly has them take her to her daughter China at...a local circus (which explains the elephant). While Polly tries to deal with the fact her child's father does not want her to have contact with her child, Jeremiah helps recover the elephant and Polly decides to stay on as the circus decides to "go public."

Wr Sam Egan

Dir Ken Girotti

1 - 16 *MOON IN GEMINI*

Kurdy and Elizabeth try to make contact with an isolated "black power" movement, while Erin drags Jeremiah along to help get her twin sister out of trouble.

Wr Sam Egan

Dir Brad Turner

1 - 17 *OUT OF THE ASHES*

Kurdy and Jeremiah are off to Jeremah's old stomping grounds of Denver to pick up some books at a library. They meet the "librarian", Edgar, and Kurdy stays to help him learn to read and fend off zealots who are convinced that books are the root of all evil. Jeremiah goes to meet his friend Red (from The Long Road) and embarks on a journey with his girlfriend Maggie, a wheelchair-bound woman determined to deliver her father's ashes to the remote island where she was raised. Maggie insists the ashes must be dumped in the middle of a river...which can only be reached by a rickety gondola. Meanwhile, the library patrons rally under Kurdy's inspiration to defend Edgar and the library.

Wr Sam Egan

Dir Brad Turner

1 - 18 *A MEANS TO AN END*

Markus's position as Thunder Mountain's leader is challenged by brothers who are threatened by the decision to introduce outside community leaders to the secret headquarters.

Wr Sara Barnes

Dir Mike Vejar

1 - 19 *THINGS LEFT UNSAID (PART ONE OF TWO)*

Jeremiah and Kurdy discovers that someone is a traitor, this leads them to the missing page in Simon's diary. With the help of the diary they find the real reason behind the Big Death.

Wr J. Michael Straczynski

Dir Mike Vejar

1 - 20 *THINGS LEFT UNSAID (PART TWO OF TWO)*

Erin and Markus goes to St. Louis to hold a conference in an attempt to better the world. Jeremiah does not heed Ezekiel's wishes and visits Milhaven, hoping to find the truth about his father.

Wr J. Michael Straczynski

Dir Mike Vejar

2 - 1 *LETTERS FROM THE OTHER SIDE (PART ONE OF TWO)*

Yet more questions and few answers, Mister Smith is here yet he is not. Kurdy is scared yet fearless, Jeremiah is weak yet strong. we see a father and son reunited only to be thrust apart. we learn more about Valhala Sector and their evil plans. Part 1 of 2, great first episode, looks to be a good season.

Wr J. Michael Straczynski

Dir Martin Wood

2 - 2 *LETTERS FROM THE OTHER SIDE (PART TWO OF TWO)*

While held captive at Valhalla Sector he briefly meets the military people there and is introduced to the president and Jeremiah says President of What

Wr J. Michael Straczynski

Dir Martin Wood

2 - 3 *STRANGE ATTRACTORS*

Kurdy is still not speaking to Jeremiah. Marcus sends Jeremiah and Libby(since she is the only one who knows the people there) to a camp where the members of the St. Louis gathering. Libby reports back and Kurdy leads the attack on the camp. They rescue everyone, but the leader escapes and heads east to find the mysterious Daniel. Marcus leaves Jeremiah in charge of the camp and the nearby village.

Wr J. Michael Straczynski

Dir Charles Winkler

2 - 4 *DUES EX MACHINA*

Markus convenes a meeting at Thunder Mountain in attempt to finally form the Alliance. Some members have yet to arrive and Kurdy, now officially broken from his partnership with Jeremiah, is assigned Trent to accompany him rather than his choice of Smith. On the road they are ambushed and taken prisoner when Smith arrives alone and mysteriously beats the captors and frees Kurdy and the others. Jeremiah talks to Markus about Lee Chen following Chen's pleas and agrees to let him stay but not as head of security since his betrayal which he describes as straddling the line between protecting Valhalla

Sector/Jeremiah and Thunder Mountain. A power from the east coast, a mysterious "dictator" named Daniel, sends a representative to the meeting as it is slipping from Markus' control, but Theo finally speaks up arguing for the power of ideas rather than the man in throwing her support behind Thunder Mountain which many of the representatives agree to as well.

Wr J. Michael Straczynski

Dir Mike Vejar

2 - 5 *RITES OF PASSAGE*

Jeremiah prepares for an awkward reunion with his father, Devon. Libby gives Jeremiah a letter from Devon, written years ago, which explains what happened the day he and his wife disappeared.

Wr Sara Barnes

Dir Martin Wood

2 - 6 *THE MYSTERIOUS MISTER SMITH*

While Kurdy tries to unravel the mysteries that surround Mister Smith, Jeremiah has a "High Noon" encounter with the citizens of Milhaven when some of Daniel's disciples storm into town.

Wr J. Michael Straczynski

Dir Mike Vejar

2 - 7 *VOICES IN THE DARK*

Adam comes to Milhaven to kill Jeremiah and nearly succeeds, sending Jeremiah, Kurdy and Mister Smith on a dangerous mission into one of Daniel's strongholds.

Wr J. Michael Straczynski

Dir Martin Wood

2 - 8 *CROSSING JORDON*

Thunder Mountain is bringing new towns into the Alliance, drawing Daniel's attention and bringing Mister Smith a vision too awful to contemplate.

Wr J. Michael Straczynski

Dir Mario Azzopardi

2 - 9 *RUNNING ON EMPTY*

Wanting to savor his dish of vengeance while it's hot, Jeremiah joins Markus and Kurdy in a sting to smoke out Daniel's raiders. In Milhaven, Mister Smith gives Erin a disquieting message from God.

Wr J. Michael Straczynski

Dir Martin Wood

2 - 10 *THE QUESTION*

God tells Smith that he, Kurdy, Jeremiah, and Marcus will each be granted one miracle if they turn up at the appointed place at the appointed time. Smith is confident of a miracle but the others are more concerned with the growing threat of Daniel, and the army Kurdy is building.

Wr J. Michael Straczynski

Dir Mario Azzopardi

2 - 11 *THE PAST IS PROLOGUE*

Was the past the best of times or the worst of times? It depends on whose past. Kurdy has to trust Lee when he returns to a town and a load of trouble he left behind while Jeremiah is imprisoned in an idealized replica of the days before the Big Death.

Wr J. Michael Straczynski

Dir Mike Vejar

2 - 12 *THE FACE IN THE MIRROR*

Big Death survivor Frederick Monash knows something important and Devon, it seems, knows him. Thunder Mountain wants to find Monash before Daniel's forces can kill him and Jeremiah wants to know if he can ever really trust his own father.

Wr J. Michael Straczynski

Dir Sean Astin

2 - 13 *STATE OF THE UNION*

Jeremiah joins Kurdy and Mister Smith on what should be a simple job to deliver radios to nearby towns. It is not; Daniel's forces have plans for those radios - and towns - that could bring disaster to the Alliance.

Wr Sara Barnes

Dir Milan Cheylov

2 - 14 *INTERREGUM (PART ONE OF TWO)*

Mister Smith shows Jeremiah and Kurdy a refuge for children who will need protection if war comes, which seems inevitable as Daniel's forces surround Thunder Mountain. The key to victory may lie in the revelation of secrets.

Wr J. Michael Straczynski

Dir Mike Vejar

2 - 15 *INTERREGUM (PART TWO OF TWO)*

A painful truth sets Jeremiah's course while Sims prepares to attack the Alliance. Markus and Kurdy must combat enemy forces outside and within Thunder Mountain itself to protect a future worth living in.

Wr J. Michael Straczynski

Dir Mike Vejar

JERICHO



The storyline revolves about the residents of Jericho, a small, rural Kansas town, in the aftermath of a series of nuclear attacks on most major cities in the contiguous United States. The series begins with a visible nuclear detonation of unknown origin over nearby Denver, Colorado, and a loss of power and modern communications, effectively isolating Jericho. Later, power is restored to Jericho by what is alluded to as the efforts of the U.S. government, but soon after, an Electromagnetic pulse (EMP) disables all electronics. Several themes addressed in the show regularly are the gathering of information, community identity, public order, limited resources, the value of family, and external and internal threats. The show features several mysteries involving the backgrounds of major characters, the perpetrators of the attack, and the extent of damage to the United States and its government.

The pivotal character is Jake Green, a 32-year-old prodigal son, who returns home to briefly visit his family before becoming stranded as a result of the catastrophe. After a tense reunion with his father, Mayor Johnston Green, Jake becomes a hero to Jericho by helping protect it and its residents. As Jake, along with his family and friends, work to help the town survive, they are completely unaware that one of their own residents, Robert Hawkins, knows much more about the attacks that took place than he is letting on.

Clips from the pilot episode became free to watch on Yahoo! TV several weeks before the episode actually aired on television.[10] CBS is still showing all of the Jericho episodes on their free Innertube website, as of 16 May 2007,[11], although they cannot be accessed from outside the U.S. CBS repeated the first three episodes on the Saturday nights following their original airings, as did Australia's Network Ten.

Each episode's opening title sequence is accompanied by an audio message in Morse code. The messages vary from generic references to cryptic clues, and are always related to the current episode in some way. In addition to these messages, in the second episode, Robert Hawkins received several additional Morse code messages through a radio that he was fixing.

Web-based tie-ins

In an online interview,[citation needed] Carol Barbee announced that there would be a "digital connection" to Jericho through an online companion (at Jericho's official site) called Beyond Jericho. The television program gave the web address for the online companion. Beyond Jericho was to feature the "other survivors" of the nuclear attacks. According to Barbee, the story was intended to be unique to the site, but as the season of Jericho progressed, the online story would dovetail into the episodes themselves. However, the site and "webisode" are now unavailable, having been removed from the CBS website before the second episode of the TV show was broadcast.

The Writers Guild of America is petitioning its members to refuse to work on "webisode" projects, due to a dispute between the WGA and many studios and networks regarding payments and royalties for such projects. In one specific case, NBC Universal has filed a counter-grievance against the WGA with the National Labor Relations Board, arguing that webisodes are already covered under current guild contract. Although a settlement was reached between NBC Universal and the WGA - part of which included blocking viewers outside the United States from viewing the webisodes - there are reports that other webisode projects are either on hold, or outright canceled, out of fears of further disputes and potential strikes by the WGA and other industry collective-bargaining representative organizations.

CBS has since decided to scrap the current webisode storyline, and instead release a new series of "prequel" webisodes named Countdown that take place before the first explosion. Each of these new webisodes appear concurrently with the broadcast of new episodes, and show Robert Hawkins gathering information before the attack. The webisodes corresponding to all Jericho episodes are available for view on the main Jericho website within the USA.

The first installment of Beyond Jericho began with an unknown man calling someone on a cell phone,

requesting a ransom of \$1.2 million for a woman he kidnapped. He then disappears underground through a metal trap door. While climbing down, he hears and feels a bang, but thinks nothing of it. After conversing with an associate about their next plans, he picks the woman up and climbs back up to the roof. When he opens the door, it's surrounded by rubble. The entire city around them has been destroyed. Shortly after, rubble falls through the trap door. With the cell phone (apparently actually the victim's cell phone) dead, and assuming that the man's associate is dead as well in the collapse, they start to climb through the rubble to find out what happened. Nearby, a hand with a surgical glove on emerges from the rubble, as the vignette ends.

Countdown

Starting on October 26, *Beyond Jericho* was replaced by *Countdown*, which documents Robert Hawkins' efforts to learn as much as possible about the effects of nuclear bombs before he moved to Jericho. [The webisodes do not feature any of the regular characters, consisting primarily of Hawkins, draped in shadows, watching mini-documentaries.

The mini-documentaries feature expert interviews about the effects of a nuclear attack. They are only minimally connected to each episode's plot. For instance, CBS's episode 8 plot summary reads: "A shadowy military unit bursts into the chamber Hawkins has just vacated. On his computer, they find a video." The video was a short documentary about FEMA's response to Hurricane Katrina and their use of paramilitaries. The "shadowy military unit" then patiently waits until the documentary ends to resume its search for Hawkins.

Countdown's sponsor, AT&T, is very heavily promoted in the series using product placement. Nearly all dialog takes place as SMS messages on an AT&T cellular phone, and a full-screen AT&T logo appears in every episode when Hawkins views the expert interviews. This web-based programming is not accessible from outside of the United States.

Series Produced by Dan Shotz .. Producer , Stephen Chbosky .. Executive producer, Rick Tunell .. Co-producer, Carol Barbee .. Executive producer , Jack Clements .. Supervising producer , Keira Morrisette .. Associate producer, Jon Turteltaub .. Executive producer , Nancy Won .. Producer , Karim Zreik .. Producer, Frank Military .. Supervising producer, Michael Ostrowski .. Supervising producer, Dan O'Shannon .. Consulting producer / co-executive producer , Mike Kelley .. Supervising producer, Joy Gregory .. Producer , Mike Ostrowski .. Supervising producer.

Series Original Music by David Lawrence.

Series Cinematography by Rick Bota.

Series Film Editing by Stewart Schill, Christal Khatib , Conrad Smart , Heather MacDougall.

Series Casting by Sharon Bialy.

Series Production Design by Bernard Hides & John Mott.

Series Art Direction by John Mott.

Series Set Decoration by Shirley Starks.

Series Makeup Department - Estreya Kesler .. Makeup artist, Michael Mosher .. Makeup artist, Margarita Pidgeon .. Key hair stylist.

Series Production Management - Rick Tunell .. Unit production manager.

Series Second Unit Director or Assistant Director - Nina Jack .. First assistant director , Joe Lotito .. First assistant director.

Series Art Department - Allan Lane .. Set dresser / props , Perry E. Ellis .. Set dresser, Steve Park .. Gang boss / set dresser, Roger Prater .. Key greensman , Eric Hill .. Day set dresser, Steve Hansen .. Construction foreman , Wayne Springfield .. Construction coordinator.

Christopher Branan .. Carpenter , Cheri Candido .. Assistant property master, Frank Irving .. Property master , Erik Kieltyka .. Assistant property master , Michael F. Loomer .. On-set dresser, Lauren Lustig .. Set dressing buyer, Harry E. Otto .. Set designer.

Series Sound Department - Phillip W. Palmer .. Production sound mixer, Nate Arrigoni .. Assistant sound editor, Sherry Klein .. Sound re-recording mixer , Fred Tator .. Sound re-recording mixer , Patrick Martens .. Boom operator , Michael Piotrowski .. Boom operator , Onnalee Blank .. Sound recordist , Dean Okrand ..

Sound re-recording mixer, Peter Michael Sullivan .. Sound re-recording mixer, Chris Quilty .. Utility sound/boom operator , Adrian Van Velsen .. Music editor.

David C. Eichhorn .. Supervising sound editor.

Series Special Effects by Charles Cooley .. Special effects foreman.

Tom Seymour .. Special effects technician.

J.D. Streett .. Special effects coordinator .

Series Visual Effects by David Carriker .. Visual effects supervisor & Nathan Fleming .. Visual effects coordinator.

Series Stunts - Mike Gunther .. Fight coordinator / stunt coordinator , Kevin Reid .. Stunts, Karin Silvestri .. Stunt double: Siena Goines / stunt double: Siena Goines}', Douglas Tait .. Stunt performer.

Series Camera and Electrical Department - Doug Weinmann .. Electrician / electric, Jeffrey M. Hall .. Gaffer , Chava Monjaraz .. Dolly grip, Jordan Garretson .. Grip , Thomas Bango .. First assistant camera, Eli Golub .. Grip , Julian Chojnacki .. Steadicam operator.

Jack Bauer .. Best boy grip, Garrett Benson .. First assistant camera , Trey Clinesmith .. Camera operator , Greg Dellerson .. Second assistant camera , Craig Fiske .. Camera operator, Frankie Martinez .. Electrician , Craig Peiffer .. Key grip.

Series Casting Department - Alyson Lockwood .. Extras casting.

Kathy Kaplan .. Casting assistant , Judith Sunga .. Casting associate.

Series Costume and Wardrobe Department - Amanda Riley .. Set costumer.

Danna Edwards .. Costume supervisor.

Series Editorial Department - Pablito Tancinco .. Post-production supervisor, Bryan Torres .. Post-production assistant , Mikey Carr .. On-line editor , Gigi Rivkin .. Assistant editor, Howard Flaer .. Assistant editor, Joe Talbot Hall .. Assistant editor / second assistant editor.

Greg Pastore .. Telecine operator.

Series Transportation Department - Tony Barattini .. Driver: production van.

Reggie Louque .. Transportation.

Series Other crew - Lawrence Gaba .. First assistant accountant , George Halstead .. Production accountant, Paul Hargrave .. Location manager , Rachel Mullin .. Production assistant , Lenore Sena .. Second assistant accountant / first accountant, Lynn Harris .. Assistant accountant , David Spiegelman .. Assistant: Jon Turteltaub, Lisa Henthorn .. Script coordinator, Bill O'Donnell .. Set production assistant, Laura Starks .. Assistant production coordinator , Dustin Brown .. Set production assistant.

Jeanne Byrd .. Script supervisor, Joe Jennings Jr. .. Production assistant, Jason Magee .. Production assistant , Tony Niknejadi .. Production assistant , Lisa Aline Schultz .. Assistant: Carol Barbee, Chris Tergesen .. Music supervisor.

Academy of Science Fiction, Fantasy & Horror Films, USA

Year Result Award Category/Recipient(s)

2007 Nominated Saturn Award Best Network Television Series

WR. Jonathan E. Steinberg , Stephen Chbosky , Josh Schaer , Michael Ostrowski , Carol Barbee, Matthew Federman , Stephen Scaia , Dan Shotz , Nancy Won, Frank Military.

DIR. Sanford Bookstaver , James Whitmore Jr. , Guy Norman Bee , Martha Mitchell , Jon Turteltaub.

EPISODES: 22 **YEAR MADE:** 2006 **COUNTRY:** US **SEASONS:** 1

CBS PARAMOUNT NETWORK TELEVISION, JUNCTION ENTERTAINMENT

CREATOR:

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22

DATE OF PREMIER: 20/09/2006 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN: Season One : 20/09/2006 - 09/05/2007

FILMS:

Jake Green SKEET ULRICH, Robert 'Rob' Hawkins LENNIE JAMES, Johnston Green GERALD MCRANEY, Gail Green PAMELA REED, Emily Sullivan ASHLEY SCOTT, Eric Green KENNETH MITCHELL, Darcy Hawkins DARCY HAWKINS, Stanley Richmond BRAD BEYER, Mimi Clark ALICIA COPPOLA, Jimmy BOB STEPHENSON, Mary Bailey CLARE CAREY, Gray Anderson MICHAEL GASTON, April Green DARBY STANCHFIELD, Dale Turner ERIK KNUDSEN, Skylar Stevens CANDACE BAILEY, Bill RICHARD SPEIGHT JR., Bonnie Richmond SHOSHANNAH STERN, Samuel Hawkins STERLING ARDREY, Allison Hawkins JAZZ RAYCOLE, Heather Lisinski SPRAQUE GRAYDEN, Gracie Leigh BETH GRANT.

1 - 1 *"PILOT"*

After a nuclear disaster caused by several terrorist attacks wipes out most of North America, residents of a small Kansas town have to come to terms with a very different reality.

Wr Stephen Chbosky

Dir Jon Turteltaub

1 - 2 *FALLOUT*

The fallout from the nuclear blast in Denver will hit Jericho in an hour and Jake has to get the residents inside. The official shelter is not adequate and Jake must find another shelter to protect them. Emily faces troubles of her own while being picked up by who she thinks are two officers.

Wr Stephen Chbosky

Dir Jon Turteltaub

1 - 3 *FOUR HORSEMEN*

After seeing a broadcast via satellite from Asia, Jake gathers a group of people together for information gathering. After finding out that there is information out there, Jake suggests having four search parties to go out to get a better understanding what is going on outside of Jericho. The search parties set off in four different directions.

Wr Dan O'Shannon, Dan Shotz

Dir James Whitmore Jr.

1 - 4 *WALLS OF JERICHO*

Jake finds a stranger who is sick with radiation poisoning and he must make a decision whether or not to help him. The hospital's generator is running out of gas and the residents find that their supplies are also running low.

Wr Ellie Herman

Dir Martha Mitchell

1 - 5 *FEDERAL RESPONSE*

The children of Jericho start to return back to school. A power line that has fallen causes an accident on the playground when the power returns. Jake has an argument with his mother regarding a secret that Jake hasn't disclosed to his dad.

Wr Mike Ostrowski

Dir Duane Clark

1 - 6 *9:02*

Hawkins must step in when an argument between Jake and an adversary becomes heated. After an electromagnetic pulse leaves Jericho in the dark crime runs rampant. Later, Jake is held at gunpoint and is rescued.

Wr Nancy Won

Dir J. Miller Tobin

1 - 7 *LONG LIVE THE MAYOR*

The slick gang leader Jonah bails Mitchell out of jail and agrees to give back the food that his bandits stole and agrees to keep out of Jericho. This plan strays off-course as Jonah negotiates new terms involving Jake and Emily.

Wr Josh Schaer, Jonathan E. Steinberg

Dir Sanford Bookstaver

1 - 8 *ROGUE RIVER*

Jake and Eric head out of Jericho to the nearby town of Rogue River to try and acquire some medicine for their father. While the brothers are at the hospital they encounter a combative group of individuals who call themselves Ravenwood. The brothers find that they're trapped and must find a way back to Jericho.

Wr Stephen Scaia, Matthew Federman

Dir Guy Norman Bee

1 - 9 *CROSSROADS*

The residents of Jericho receive a visit from a group of questionable outsiders and they realize that they need to form a plan to keep the outsiders out. Emily has a dream about her wedding morning to Roger. She wakes up and realizes that he is probably dead.

Wr Robert Levine

Dir Paul McCrane

1 - 10 *RED FLAG*

Supplies are dropped by air into Jericho and the Green's and Hawkins think that they know where they came from. Jonah Prowse returns to Jericho causing even more trouble.

Wr Mike Ostrowski

Dir Martha Mitchell

1 - 11 *VOX POPULI*

Some of the residents of Jericho are concerned that Gray's actions may actually make Gray the new mayor. In other news, Mitchell claims that Jonah is the killer under much speculation.

Wr Carol Barbee

Dir James Whitmore Jr.

1 - 12 *THE DAY BEFORE*

The lives of Jake and Hawkins are explored during this flashback episode. This episode ends at 36 hours before the bombs went off. Sarah is introduced and is associated to Hawkins. Jake had been living in San Diego.

Wr Mike Kelley

Dir Matt Earl Beasley

1 - 13 *BLACK JACK*

Jake, his dad, Heather and Dale visit Black Jack to try and find the parts needed to fix the windmill. Sarah goes home with Hawkins against the rest of his family's wishes.

Wr Jonathan E. Steinberg, Dan Shotz

Dir Helen Shaver

1 - 14 *HEART OF WINTER*

While on a hunting trip outside of Jericho, Jake, Stanley and Mimi find themselves in a dangerous situation when they run into some strangers. Meanwhile, Hawkins realizes that his family is in danger because of him. Emily and Roger work on their relationship.

Wr Nancy Won

Dir Steve Gomer

1 - 15 *SEMPER FIDELIS*

After a company of Marines shows up, the town of Jericho has hopes that life will finally start to return to normal.

Wr Stephen Scaia, Matthew Federman

Dir James Whitmore Jr.

1 - 16 *WINTER'S END*

After April collapses and goes into early labor, Jake makes Kenchy face his problems so that they can save April. The wind turbine arrives from New Bern but Heather does not return. Jericho makes a deal with New Bern to send 10 of their people to New Bern to make more wind turbines as long as New Bern receives a % of their spring crop.

Wr Frank Military

Dir Kevin Dowling

1 - 17 *ONE MAN'S TERRORIST*

Roger gets desperate after Gray kicks the refugees out of Jericho. Dale and Skylar collect on some debts. Hawkins continues his quest to find Sarah's contacts.

Wr Mike Ostrowski, Stephen Chbosky

Dir Christine Moore

1 - 18 *A.K.A.*

Jake finds that Hawkins has not been honest with the residents of Jericho about his past and holds him at gunpoint for answers.

Wr Robbie Thompson

Dir Sanford Bookstaver

1 - 19 *CAUSE BELLI*

Jake believes something more is wrong after Eric doesn't return from New Bern. Jake and Hawkins go to New Bern and discover that Jericho is in danger.

Wr Karen Hall

Dir Steven DePaul

1 - 20 *ONE IF BY LAND*

The hostility mounts between the citizens of Jericho and New Bern. A handful of residents of New Bern are shot and injured after getting caught trying to steal from the Jericho salt mine.

Wr Joy Gregory

Dir Seith Mann

1 - 21 *COALITION OF THE WILLING*

The residents of Jericho and New Bern fight over precious resources. Gray has to make a tough decision after the streets of Jericho are bombed.

Wr Frank Military, Josh Schaer

Dir Guy Norman Bee

1 - 22 *WHY WE FIGHT*

The residents of Jericho have survived the attack on their town but there is a lot more in store for them.

Wr Carol Barbee, Jonathan E. Steinberg

Dir Sanford Bookstaver

JET JACKSON FLYING COMMANDO

AKA: **CAPTAIN MIDNIGHT**



Captain Midnight has been a pilot named Captain Red Albright. Albright retained his nickname by successfully returning from a dangerous mission during the war on the stroke of midnight. After the war, he formed the top secret organisation known as the Secret Squadron.

The Secret Squadron was responsible for battling evil all over the world, often finding itself facing of against, mad scientists or enemy agents out to steal our scientific secrets. Ikky was Captain Midnight's not to bright assistant, serving as the series' comic relief. Tut was an eccentric scientist who worked for the Secret Squadron

The series ran originally in the US in 1952, as Captain Midnight, becoming Jet Jackson upon syndication two years later. Captain Midnight premiered as a Radio series in 1939 where it ran for more than a decade before the transition to TV. Before the TV series premiered, a 15 part theatrical serial was produced in 1942.

Due to the fact that Ovaltine, the series sponsor, owned the rights to the Captain Midnight name, the series was only called Captain Midnight during its original network run. When the series went into syndicated reruns it was retitled Jet Jackson, Flying Commando. In this version of the series, all references to Captain Midnight by name were dubbed over with the words Jet Jackson.

Richard Webb played Captain Midnight (or Jet Jackson, depending on where the series was shown) in this early children's tv series; Sid Melton played his bumbling assistant, Ikky; Olan Soule played his scientist friend Tut. Midnight was a super-scientific crime-fighter who each week would zoom in his sleek jetplane from his mountaintop HQ to combat a new evil.

The first episode concerned the theft of a powerful radioactive element by foreign agents; they are spotted by a member of Midnight's network of juvenile helpers, the Secret Squadron, and he tracks them down using a Geiger counter. The scripts were poor even by the juvenile standards of the mid-1950s, and CM was visually ludicrous. Storylines often featured atomic weapons and radioactivity, this being very much a product of the Cold-War period. CM is not to be confused with the 15-episode 1942 Columbia film serial (based on a RADIO serial) of the same name; this too had SF elements.

The series ran originally in the US in 1952, as Captain Midnight, becoming Jet Jackson upon syndication two years later. It was seen in the U.K. by ITV viewers in Wales and the West of England, where it was the first SF based show to emerge on the new channel run by TWW, collaring a regular early Monday evening slot until it ran out of steam toward the end of a 39-episode run, skipping weeks and changing days. The producer for the series was George Bilson and the director was D. Ross Lederman. The producer for the series was George Bilson, the director was D. Ross Lederman. The series was first aired in the US on CBS.

In one format or another, Captain Midnight had long been a part of America pre-adolescent culture. A popular radio show beginning in the late 1930s and running through the 1940s, the adventure serial also saw incarnations in comic books, various hard-back print editions and a rousing 15-part Columbia serial before eventually stepping into the television limelight.

One of the great aural motifs of dramatic radio was of a church bell solemnly tolling midnight, the roar of a tiny plane triumphantly emerging from behind heavy clouds and the exuberant voice of announcer Pierre Andre calling listeners to another adventure of Captain Midnight. It seemed hard to imagine that the television version would be able to devise an equally memorable opening; however, the television edition of Captain Midnight succeeded in creating one of the most identifiable opening signatures of the 1950s. A word-forward rendering was almost a required child-hood catechism. Each episode would open with a high view of Captain Midnight's imposing headquarters, which resembled a combination laboratory and observatory.

This was the central command post from which Captain Midnight and his closest confederates directed the far-

flung operations of the Secret Squadron. The voice of the uncredited announcer would rise majestically above the stirring military-like music playing in the background, revealing that we are looking at the mountaintop headquarters of CAPTAIN MIDNIGHT! Details as to Captain Mid-night's background and origins were always kept vague and mysterious whether for radio or television. The Captain was described as a "war hero," but the wars seemed to change with the telling and retelling of the legend. The legend of Captain Midnight-real name, Red Albright-was born in the creative minds of two radio writers, Robert Burt and Wilfred Moore, at a time when pioneering aviation was one of the consuming passions of our culture and the names of flyers like Charles Lindbergh, Wiley Post, Amelia Earhart and Lincoln Beachey were on the lips of millions of children and adults alike.

Burt and Moore, like most of the rest of the country, were fascinated with the romance of flight, an era which had been inaugurated by the Wright Brothers a mere 30 years before. The writers previously created the juvenile avi-ation series *The Air Adventures of Jimmie Allen* in 1933. They would go on to create a similar series, *Hop Harrigan*, in 1942; in 1946, they would develop and write the successful *Sky King* series which would also eventually transfer to television. In 1938, however, Burt and Moore would unveil on the radio airwaves their most successful creation, and one of the most listened-to adventure serials of all time, *Captain Midnight*. When television superseded radio in the early 1950s as the dominant form of home entertainment, *Captain Midnight* would reappear, in altered form, as a leader in the Cold War resistance to totalitarianism.

The origin of *Captain Midnight's* name and life's mission was never revealed on the TV series. For something of an explanation, media historians must return to the radio series, where it was originally explained that at a low point in World War I a lone aviator, Red Albright, was handed a near-impossible task upon which would hinge the success or failure of the entire Allied cause. The daring flyer returned from successfully carrying out his mission precisely on the stroke of midnight and his exuberant commanding officer dubbed the young hero "*Captain Midnight*." After the war, *Captain Midnight* continued to fly hazardous missions as a private citizen, defending his country from an assortment of dangers. In its first couple of seasons, the radio program was a regional series confined to broadcast stations in the Midwest and sponsored by Skelly Oil. *Captain Midnight's* crime-fighting organisation was originally known as the *Flight Patrol*. A sense of the history of *Midnight's* original organisation may be gleaned from a message of greeting issued from *Flight Patrol* headquarters in the spring of 1940 to new and returning members of the *Flight Patrol* which tied membership to unfolding critical events overseas.

Once again, it's the Spring of 1940-all of Europe is in flames and war clouds are gath-ering over the Pacific. Conscious of the growing danger in the world, *Captain Midnight* has called together a band of loyal friends to form the *Captain Midnight 1940 Flight Patrol* a organisation dedicated to the protection of democracy and the rules of fair play around the globe ... Rumours abound at club headquarters that govern-ment authorities are presently at work cre-ating a new "super secret" organisation which will combine elements of the *Flight Patrol* with certain official intelligence efforts. If this exciting development should take place, all *Flight Patrol* members will become immediately eligible to join in the front ranks of the new group. Both the radio and television versions of *Captain Midnight* led youngsters to believe that their participation was a vital contribution to the security of the country. By the fall of 1940, all rights to *Captain Midnight* had been obtained by the *Wander Company*, makers of the chocolate breakfast drink *Ovaltine*.

Captain Midnight became a nation-wide daily ser-ial and his patriotic organisation changed from the *Flight Patrol* to the *Secret Squadron*. During the 1940s, under *Ovaltine's* stewardship *Captain Midnight* became one of the most generous dispensers of radio premiums on the air-waves. The most important of these give-aways were the yearly decoder badges which allowed *Secret Squadron* members to keep abreast of the latest important messages from headquarters. This interactive ploy was hugely popular with listeners and highly beneficial for the *Wander Company*, which required a proof of purchase from a can of *Ovaltine* in exchange for a decoder. The practice of issuing decoders would continue on television.

Captain Midnight exited the airwaves in December 1949. The post-war years had become something of an anticlimax for the serial heroes who had carried young listeners through the war. No villains loomed large enough to override the emotional letdown which seemed to be settling in after the war. In an attempt to translate the former radio popularity of *Captain Midnight* to video, *Ovaltine* unveiled a new *Captain Midnight* to television in the fall of 1953 when *Captain Midnight's Adventure Theatre* began to air in selected video markets.

This new series was reminiscent of the radio presentation insofar as its opening signature was concerned: a clock tolled the midnight hour and an echoing voice intoned, "C-A-P-T-A-I-N M-I-D-N-I-G-H-T " Next, the camera focused upon a young aviator sitting in the cockpit of a jet plane; discovering the audience, the pilot introduced himself. "This is *Captain Midnight*. I'll be on the ground in just 30 seconds with this week's exciting adventure, so stay tuned." After an *Ovaltine* commercial, *Captain Midnight* returned to the screen, but instead of offering an original *Captain Midnight* adventure, the *Captain* merely introduced a movie serial chapter. *Ovaltine* must have soon realised that if *Captain Midnight* was to retain any credi-bility with the

emerging television generation, storylines more substantive than a collection of movie serials would be required.

Before too much time elapsed, Captain Midnight's Adventure Theatre disappeared and was replaced in September 1954 with the revamped Captain Midnight, a weekly half hour adventure series alternately sponsored by Ovaltine and Kix cereal. Filmed by Screen Gems, each episode of this new series had the distinction of offering distinct versions. The series was filmed first as Captain Midnight. Then, to provide for syndication under the auspices of a sponsor other than Ovaltine (who owned all rights to the Captain Midnight character), a second version was struck. The name Jet Jackson was dubbed over all references to Captain Midnight. In this way, two versions of each episode were prepared and eventually broadcast around the country.

Richard Webb played Captain Midnight and, of course, Jet Jackson. Sid Melton took the role of the Captain's faithful friend and mechanic, Ichabod Mudd. Olan Soule was assigned the newly created role of Aristotle Jones, "Tut," for short, an ingenious scientist working with Captain Midnight at the latter's mountaintop headquarters.

In the early 1950s, as Captain Midnight was making its way to television, the new medium was still appropriating many of the time-tested techniques of radio. Many of the juvenile video programs were still financially able to make premium offers to entice view-ers. Ovaltine offered bright red plastic drink-ing cups and shakeup mugs for proofs of purchase of their product. Emblazoned with decals depicting a stylised Captain Midnight in helmet and gobbles, the plastic vessels featured such messages as "Ovaltine-the heart of a hearty breakfast" and "The Secret Squadron Way; drink Ovaltine every day." As part of their series responsibilities, Webb, Melton and Soule were instructed by the Wander Com-pany to promote Ovaltine and the latest pre-mium offer, whether it was a red Ovaltine mug, a plastic "Plane Puzzle" decoder or a cloth patch which members of the Secret Squadron could wear proudly on their clothing. Youngsters proudly wearing their mem-bership emblems were a fairly common sight in the mid-1950s.

Captain Midnight was updated over the years to reflect changing times. When the series began on radio, the Captain had been a hero of the First World War. Political and his-torical events soon plunged Midnight and his radio series into the thick of World War II each weekday afternoon. By the time of the television series, Captain Midnight had been redefined as a hero of the Korean War, and one was left to assume that his name now referred to some stroke-of-midnight heroics deriving from this latter conflict.

Captain Midnight was introduced to the television audience in an episode called "Mur-der by Radiation." At the beginning of the episode, viewers gleaned fragments of the story which connected Captain Midnight, Ikky and Tut to each other and to the Secret Squadron: TUT: You were my friend when nobody else even knew I was alive. We were an odd combination: the campus hero and the greasy grind.

MIDNIGHT: You taught me all I know about science; I could never teach you anything about football.

IKKY: Gosh! Nobody could ever teach me anything.

MIDNIGHT: Ikky, if you weren't the best flight engineer in 70 states, I'd never made it back from that last recon run in Korea.

"Murder by Radiation," not unlike the majority of the entries in the Captain Midnight series, was constructed on a theme of compet-itive Cold War politics. A new radioactive element-Ormondium-had been stolen and it was up to Captain Midnight to retrieve it before it could be used by America's enemies. One of the strengths of "Murder by Radi-ation" as a representative touchstone of the series is the introduction and heavy reliance on the Secret Squadron, the Captain's world-wide network of vigilant assistants (reminiscent of Sherlock Holmes' Baker Street Irreg-ulars). Secret Squadron members were equipped with pocket locators which allowed them to remain in contact with headquarters, official membership cards, decoder pins, code books, signet rings and other items.

Captain Midnight actively recruited Secret Squadron members from his viewing audience. Joining the Secret Squadron was rel-atively simple, though living up to its high ideals of "justice through strength and courage" could be somewhat more difficult. To join merely required prospective members to submit the inner wax seal from a jar of Oval-tine to Captain Midnight, Box P, Chicago 77, Illinois. In a few weeks, a complete membership kit would be delivered; the only thing missing was the pocket locator, which was never included as part of the officially sanc-tioned membership package. How those Secret Squadron members featured on TV came into possession of their pocket locators was never explained, to the consternation of many young viewers.

The Captain Midnight series was skilfully packaged and presented, designed to capture and hold an audience of pre-adolescent patri-ots. The formula included exciting episode titles (promising more than could possibly be delivered), program content loaded with plenty of action and scientific gadgets, and inexpen-sive membership in the Secret Squadron complete with the previously mentioned member-ship cards, decoders and manuals. One of the most impressive devices was the Captain's TV telephone, "the visaphone." The visaphone

allowed Captain Midnight to actually see who was calling. On more than one occasion this device permitted Midnight the luxury of knowing that the caller was being less than truthful.

To guarantee that viewers returned the following week, Captain Midnight, before final sign-off, offered a short teaser which made next week's show seem irresistible:

CAPTAIN MIDNIGHT: Attention all Secret Squadron members and fighters for justice everywhere! A friend of mine discovered the location of a satellite moon close enough to Earth to be used as a military space station, but before he could reveal his discovery to our government he was murdered. Our next mission is to find his murderer and the secret of the lost moon. We'll rendezvous here at headquarters. This is Captain Midnight signing off with the code of the Secret Squadron-justice through strength and courage. Out! Or consider the promise presented at the close of "The Mark of Death" when Captain Midnight-using the age-old device of a teaser, coupled with the not-so-subtle appeal of a pulp magazine-outlined the following week's adventure:

CAPTAIN MIDNIGHT: Attention all Secret Squadron members! The Arctic Circle is the object of our next mission. There in the frozen North we'll meet the deadly challenge of enemy agents who are trying to sabotage our radar defences-fight our way across the frozen tundraface snowblindness and death as tons of snow and ice come crashing down on us in a thundering avalanche. We'll rendezvous here at head-quarters, as usual. This is Captain Midnight signing off with the code of the Secret Squadron justice through strength and courage. Out!

Captain Midnight never flew to the moon or the outer planets like Captain Video, Tom Corbett or Flash Gordon. He was restricted to the airspace of earth, usually piloting his private jet "The Silver Dart." The closest he ever came to leaving Earth orbit was in the adventures "The Lost Moon" and "The Human Bullet." Nor did he travel back and forth in time like Captain Z-RO. Nonetheless, Captain Midnight was heavily steeped in scientific technology. Secret Squadron headquarters routinely witnessed the development and testing of exotic formulae and inventions. Indicative of the 1950s paramilitary scientist, science for the sake of science was sublimated to the greater good and science for the sake of the survival of the state was the overarching theme. Given the dangerous political situations unfolding throughout the 1950s, such an outlook was easily explicable.

Some historians and social critics have suggested in recent years that television, and most notably series like Captain Midnight, somehow contributed to a communal passivity in which viewers were conditioned to accept unquestioningly Cold War decisions of their leaders, which in turn led to the mistakes of Vietnam. After Ovaltine withdrew its sponsorship, the series was rerun under the Jet Jackson, the Flying Commando title and constituted a familiar feature on television well into the 1960s, when the Captain Midnight/Jet Jackson style of Cold War militarism seemed at odds with the political philosophy of a large segment of the same American youth who had once proudly served in the Secret Squadron.

Technical Information

FORMAT.

Filed half hour series re-counting the heroic Cold War exploits of Captain Midnight and his "Secret Squadron." **BROADCAST HISTORY.** Network. CBS. In syndication, the series was reissued as Jet Jackson, the Flying Commando and was distributed by Telescreen Advertising. Original airdates: September 4, 1954, to January 21, 1956. Sponsors: Ovaltine (Ovaltine Food Products Co., a division of the Wander Company) and Kix Cereal (General Mills). Seasons: 2. Total Episodes: 39 black-and-white.

Signature

OPENING. The scene opens with an aerial view of Midnight's mountain observatory; a pounding military music backs up the announcer's words. **ANNOUNCER:** On a mountaintop, high above a large city, stands the headquarters of a man devoted to the cause of freedom and justice ... a war hero who has never stopped fighting against his country's enemies ... a private citizen who is dedicating his life to the struggle against evil men everywhere ... Captain Midnight! Closing. **CAPTAIN MIDNIGHT:** This is Captain Midnight signing off with the code of the Secret Squadron-"Justice through strength and courage." Out!

Production Staff

Production: Screen Gems, Inc.

Theme Music: Don Ferris.

Producer: George Bilson.

Director: D. Ross Lederman.

Production Executive: Fred Briskin.

Directors of Photography Henry Freulich, Benjamin H. Kline, Ray Cory

Assistant Director Irving Moore

Art Direction Robert Peterson

Film Editor Robert B. Hoover

Special Effects Oscar Dallons, Paul Dallons, Franz Dallons
 Set Decorators Milton Stumph, Frank Tuttle
 Assistant to Producer Harold Greene
 The Silver Dart courtesy Douglas Aircraft, U.S. Navy

WR. Dane Slade, Wallace Bosco, Wells Root, George Bricker, Malcolm Stuart Boylan, Wallace Bosco, Milton M. Raison, Roy Erwin, Anthony O. Scott, Robert Leslie Bellem, Ted Thomas.

DIR. D. Ross Lederman.

EPISODES: 39 **YEAR MADE:** 1954 **COUNTRY:** US **SEASONS:** 2

SCREEN GEMS/CBS

CREATOR:

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 26 , (2) 23

DATE OF PREMIER: 04/09/1954 **AIR DATE OF LAST EPISODE** 21/01/1956

SEASON DATE BREAKDOWN:

FILMS:

Captain Midnight/Jet Jackson RICHARD WEBB, Ichabod 'Ikky' Mudd SID MELTON, Aristotle 'Tut' Jones OLAN SOULE.

RELATED SHOWS:

CAPTAIN MIDNIGHT

- 1 - 1 *MURDER BY RADIATION*
- 1 - 2 *ELECTRONIC KILLER*
- 1 - 3 *DEADLY DIAMONDS*
- 1 - 4 *THE LOST MOON*
- 1 - 5 *DEATH BELOW ZERO*
- 1 - 6 *OPERATION FAILURE*
- 1 - 7 *TRAPPED BEHIND BARS*
- 1 - 8 *COUNTERFIET MILLIONS*
- 1 - 9 *THE WALKING GHOST*
- 1 - 10 *SECRET OF THE JUNGLE*
- 1 - 11 *SABOTAGE UNDER THE SEA*
- 1 - 12 *ISLE OF MYSTERY*
- 1 - 13 *THE CURSE OF THE PHAROHS*
- 1 - 14 *THE DESERTERS*
- 1 - 15 *THE ELECTRIFIED MAN*
- 1 - 16 *THE YOUNG CRIMINAL*
- 1 - 17 *THE DEADLY PROJECT*
- 1 - 18 *TOUCH DOWN TERROR*
- 1 - 19 *TOP SECRET WEAPON*
- 1 - 20 *THE HUMAN BOMB*
- 1 - 21 *THE MARK OF DEATH*
- 1 - 22 *ARCTIC AVALANCHE*

- 1 - 23 *MYSTERY OF THE FOREST*
- 1 - 24 *THE INVISIBLE TERROR*
- 1 - 25 *SABOTEURS OF THE SKY*
- 1 - 26 *PERIL OF THE ARCTIC*

JETBOYAKA: **SHONEN JET**

Ken Kitamura (Nakajima) is an assistant boy detective who solves cases with his dog Shane. He rides a scooter called Rabi. His ultimate weapon is his loud voice (!). His chief rival Black Devil has many dastardly schemes for ruling the world but never kills people. The result is the perfect show for young boys - a cool career, a cool vehicle, man's best friend, and a gun when things get boring.

From June 1960, the Jetboy was played by Ken Tsuchiya. Music by Hideo Miyagi. Produced by Tsunayoshi Takeuchi.

WR.**DIR.****EPISODES:** 83 **YEAR MADE:** 1959 **COUNTRY:** JAP **SEASONS:** 1*FUJI***CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese**SEASON BREAKDOWN:** (1) 83**DATE OF PREMIER:** 04/03/1959**AIR DATE OF LAST EPISODE** 28/09/1960**SEASON DATE BREAKDOWN:****FILMS:**

Ken Kitamura (Jetboy #1) HIROFUMI NAKAJIMA, Ken Kitamura (Jetboy #2) KEN TSUCHIYA,
MUNEHICO TAKADA, TAMAKI MATSUNAGA, TOSHI YAGISAWA, MASAKO IZUMI, SETSUKO
MIDORIKAWA.

JIRAIYA

AKA: **SEKAI NINJA SEN JIRAIYA**

AKA: **THE WORLD NINJA WAR JIRAIYA**

AKA: **EARTH NINJA WAR JIRAIYA**



Ninja from all over the world fight against the evil monsters who are trying to get hold of Pako, an element that can allow them to rule the world. However, the monsters turn out not to be all bad - they have their own system of ethics and philosophy, and some even switch sides to aid ninja warrior Tsutsui save the planet.

Another entry in the Metal series, coming between METALDAR and JIVAN. Theme : Akira Kushida - "Jiraiya". Produced by Kyozo Utsunomita, Susumu Yoshikawa, Itaru Orita.

The only non-armored hero of this era of shows, this program features an actual ninja master from a historically known ninja clan preparing his son, daughter, and youngest child, along with a family relative and a police officer with ninja roots to combat the re-emergence of a centuries-old demon samurai, his evil offspring, and a host of international ninja warriors from around the world hoping to tip the scales of justice. Jiraiya, the son of the ninja master, is destined to wield an enormous power that Dokusai, the demon samurai, hopes to seize. Jiraiya had tremendous success in Brazil. Ironically, the series failed to achieve near the same hype in Japan.

This TV show is quite entertaining for both kids and adults.

For kids because there is a lot of action and a generally easy to follow plot. The main characters are a pretty nice role model, they are poor, humble, simple folks, and yet they fight hard for what they believe in. Even if they are minority and so few people acknowledge them, in good or bad times the Togakuri family will stay united.

For adults it gets a bit trickier. Most will soon realize the ambiguity of dialogues and plots that actually don't seem too well planned. Specially if you watch the translated (portuguese) version, you will often notice some lines were probably not carefully translated. For example the word for sign and inscription in the Japanese language, might be the same, and when they are making references to those 2 things at the same time (Dojo Sign, and half of the Inscription), they use the same term, which is pretty confusing. But that's exactly what makes it a very entertaining show for adults. If you have a silly type of humor you will just crack yourself up with this show =)

I never get tired of it. I have seen all episodes when I was young, taped many, and I still watch them back and forth when I need a good laugh.

Its very hard to find them on tape though. They were not a big hit in japan, and in Brazil its dimming away.

The family Yamashi is the guardian of a powerful treasure for several generations, now Toha Yamashi, as Jiraya, has to honor his family name and protect them against the evil Empire of Ninjas. His adoptive father, Tetsusan Yamashi, when young, fought the leader of the Sorcerer's family, Oninin Dokusai to protect the treasure, now he is too old to do so. That's when Jiraya comes up. Jiraya is a powerful armor and it will help Toha Yamashi against the Empire of Evil, who desperately wants Pako, the treasure of the century. This series has it all, because when the ninja tournament begins, Jiraya has to fight against ninjas from across the globe, which means: an American ninja with a gun, an Arabian ninja with a turbant, an African ninja with a tiger mask, even a templar ninja! Jiraya has equipments like the old fashion ninjas, as well as Batman's alike equipment. He also has a car. And whenever he is going to finish his opponents he's katana turns laser and then he slices the enemy like a fine Jedi.

WR. Akira Nakahard, Susumu Takahisa, Kunio Fujii, Norifumi Terada, Takashi Kyuki, Nobou Ogisawa, Tsuyoshi Koike.

1923

JIRAIYA

DIR. Satoshi Tsuji, Tetsuji Mitsumura, Akishia Okamura, Itaru Orita, Kiyoshi Arai.

EPISODES: 50 **YEAR MADE:** 1988 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 50

DATE OF PREMIER: 24/01/1988

AIR DATE OF LAST EPISODE 22/01/1999

SEASON DATE BREAKDOWN:

FILMS:

Toha Yamashi/Jiraiya TAKUMI TSUTSUI, Tetsuzan Yamashi YOSHIAKI HATSUMI, Key Yamashi/Emiha MEGUMI SEKIGUCHI, Manabu Yamashi TAKUMI HASHIMOTO, KAZUNARI HIROTA. Reiha Yagyu TOMOKO TAYA, HITOSHI OMAE, JUNICHI HARUTA, HIROMI NOHARA, AYA NAGAMINE, Aracnin Morgana MACHIKO SOGA, HIZURU URATANI, HIROSHI NAGASAWA, SHOZO LIZUKA, SHINGO NAGAMORI.

RELATED SHOWS:

METALDAR

JIVAN

AKA: **JIBAN**
 AKA: **KIDO KEIJI JIVAN**
 AKA: **ROBOT DETECTIVE JIVAN**
 AKA: **MOBILE DETECTIVE JIBAN**
 AKA: **KIDOU KEIJI JIBAN**



Tamura Naoto, a new detective in Central City, was killed by Bioron in the line of duty. Dr. Igarashi Kenzou, the man whose experiments had been responsible for Bioron's existence, brought him back to life as a robot detective, Jiban. Eventually, Bioron's Mad Garbo and Rhinonoid killed Jiban, who then returned to life again as Perfect Jiban. In the finale, Bioron destroyed Jiban's base and transformed Mad Garbo into a false Jiban. Jiban defeated his duplicate and ultimately the Kibanoid, the true form of Bioron's leader Doctor Kiba. The victorious Jiban then learned that Igarashi Mayushi, the one civilian that knew his secret, had been his missing younger sister all along.

Coming in between JIRAIYA and WINSPECTOR in the Metal series, Jivan was something of a departure in its concentration on a robot hero, not a transforming team. Its Japanese inspiration can be traced back to ROBOT DETECTIVE and through it, to the anime series 8th Man. Theme: Akira Kushida - "Kido Keiji Jivan" - (Mobile/Robot Cop Jivan).

Produced by Kyozo Utsonomiya, Susumu Yoshikawa, Itaru Orita, Nagafumi Hori.

(Perfect) Jiban/Tamura Naoto. A robot detective with the soul of a human, designed by Dr. Igarashi to counter Bioron's Bionoids. Capable of reverting back to his human identity at will. Holds the rank of police commissioner. Armed with the Maximillian Type 3, a weapon with three modes: stick, gun, and sword, each associated with a certain technique (Disclose Shock, Last Shooting/Search Buster, and Jiban End, respectively) and the Daedalus backpack, capable of flight or use as a cannon with the Dalus Bombard technique. Like Robocop, had three directives:

1. Mobile Detective Jiban can arrest criminals in any circumstance without warrants.
2. Mobile Detective Jiban can punish criminals on his own judgment, if he recognises his opponents to be members of Bioron.
3. Mobile Detective Jiban is permitted to kill depending on circumstances.

As Perfect Jiban, he gained the Autoderringer Rifle, the Needricker drill (right arm attachment), and the Powerbreaker claw (left arm attachment).

Lezon

Jiban's patrol car, a Corvette with a sixth generation computer and hence a will of its own.

Bygun

Jiban's motorcycle with a sixth generation computer and hence a will of its own.

Spirus

Jiban's stealth fighter plane with a will of its own.

Igarashi Mayumi

The only civilian who knew Jiban's secret identity. Lost her memory in battle. Called Naoto her 'older brother,' only to find that she really was his lost sister in the finale.

Igarashi Shun'ichi and Shizue

Mayumi's parents, relocated as witnesses to Bioron.

Dr. Igarashi Kenzou (11, 52; Izu Hajime, Kikaider's Dr. Komyouji)
Started the Jiban project to counter the Bioron, the results of his biological experimentation.

Katagiri Youko

Female detective of Central City. Naoto's senior. Manly sharpshooter who couldn't figure out that Naoto was Jiban.

Muramatsu Kiyoshirou

Elite detective of Central City with a liking for Youko.

Yanagida Seiichi

Head of the police department. Cooperated with Dr. Igarashi in the Jiban Project two years earlier. Collaborated with Jiban after Igarashi's death. Died when Jiban's base was destroyed.

Section Chief Bandou

Central City Section Chief of Detectives. Got headaches trying to keep the peace in jurisdictions where strange events occurred, no thanks to Bioron.

Matsumoto Michiyo

Tea server of the Detectives' Section of the Central City Police Department. Always cheerful and encouraging

Bioron

An armed force organized by the mysterious scientist Doctor Kiba intending to take over Japan without damaging its culture. Hence it preferred narrow attacks to large-scale destruction.

Doctor Giba (Leo Menghetti)

Brown-haired, bearded human-looking leader and founder of Bioron. Actually non-humanoid Kibanoid, a biomonster born by accident from the waste fluids of Dr. Igarashi's National Science Academy Bio Laboratory

Marsha and Karsha

The first biolifeforms created by Kiba. His secretaries and intermediaries between him and his Bionoids. Had two forms, human and inhuman (Battle Marsha and Battle Karsha).

Bubi and the Mukus

Cute and not-so-cute creatures living in Bioron's base.

Mad Garbo (17-)

A Jiban Killer Cyborg, created by Kiba as an anti-Jiban.

Queen Cosmo (28-46)

A lunar lifeform resembling a human woman (but actually a floating rocklike starfish with a long tail) intent on conquering Earth to establish an all-woman empire.

Bionoids

Monsters of the week, often posing as humans.

1. Chamelenoid
2. Nekonoid (neko = cat)
3. Doronoid (doro = mud)
4. Baranoid (bara = rose)
5. Takonoid (tako = octopus)
6. Hagetakanoid (hagetaka = vulture)
7. Kazenoid (kaze = cold [virus])
8. Moguranoid (mogura = mole)
9. Hyenanoid
10. Akumunoid (akumu = nightmare)
11. Uninoid (uni = urchin)
13. Skunknoid
14. Killernoid
15. Ookaminoid (ookami = wolf)
16. Kuragenoid (kurage = jellyfish)
17. Agehanoid (ageha = swallowtail)
18. Hitodenoid (hitode = starfish)
19. Chuushanoid (chuusha = injection)

20. Kanenoid (kane = money)
21. Mushinoid (mushi = bug)
22. Hunternoid
23. Yaginoid (yagi = goat)
24. Jisatsunoid (jisatsu = suicide)
25. Bakuhanoid (bakuha = explosion)
26. Ryuunoid (ryuu = dragon)
27. Mukadenoid (mukade = centipede)
28. Zounoid (zou = elephant)
29. Doublenoid
30. Kabukinoid
31. Shinobinoid
32. Distnoid
33. Raigyonoid (raigyo = electric fish?)
34. Sainoid (sai = rhino)
36. Chambaranoid (chambara = refers to samurai drama film genre)
37. Kamenoid (kame = turtle)
38. Kinokonoid (kinoko = mushroom)
39. Yadokarinoid (yadokari = hermit crab)
40. Pantheroid
41. Uwabaminoid (uwabami = large snake)
42. Tyrannosaurusnoid
42. Namazunoid (namazu = catfish)
43. Cobranoid
44. Sutorunoid (sutoru = suck up)
45. Ikanoid (ika = squid)
47. Unicornoid
48. Tsuriganenoid (tsurigane = temple bell)
49. Nisehahanoid (nise = fake; haha = mother)
52. Gibanoid

Film: Koumoriblock (koumori = bat), Ammo(nite)block, Spiderblock, which all combine into the Daigibanoid (dai = great, big).

Masques

Mass-produced grunt life forms armed with knives and guns. Can regenerate lost limbs.

Film:

Great Explosion at the Monster Factory of Fear! (89.7.15)

Media

Jiban's episodes and movie has been released in Japan in several VHS tapes. Though it had been obscure for a long time with the rest of the other metal hero tv shows, there has been sightings of a DVD release. It is most likely subtitled in other languages such as Portuguese in bootlegged form as there has been no word from Toei officials if Jiban would receive an official release in Japanese or licensed release in foreign subtitled languages such as English.

Trivia

Though the emblem on Jiban's head is the crest of the Japanese National Police Agency, the emblem on his chest resembles an American sheriff star.

Jiban was influenced by the success of the movie Robocop. Jiban's three main directives with the location of his Maximillian Type 3 sidearm and collapsible holster has been copied from the Robocop android. The series was also influenced by Robotto Keiji.

Doctor Kiba is played by Italian actor Leo Meneghetti, however, the actor is dubbed by seiyuu Shozo Izuka.

WR. Sugimura Noboru, Fujii Kunio, Takaku Susumu, Ougisawa Nobuo, Washiyama Kyouko,

DIR. Konishi Michio, Okamoto Akihisa, Miyasaka Kiyohiko, Mitsumura Tetsji, Ogasawara Takeshi

EPISODES: 52 **YEAR MADE:** 1989 **COUNTRY:** JAP **SEASONS:** 1

TV ASAHI/TOEI

CREATOR: HATE SUBUROU

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 52

DATE OF PREMIER: 29/01/1989

AIR DATE OF LAST EPISODE 28/01/1990

SEASON DATE BREAKDOWN:

FILMS: GREAT EXPLOSION AT THE MONSTER FACTORY OF FEAR! (1989)

Dr. Giba LEO MENGHETTI, LIZUKA SHOUZOU (voice only), Tamura Naoto/Jiban SHOHEI KUSAKA, KONOMI MASHITA, Dr. Igarashi HAJIME IZU, AKIRA ISHIHAMA, AMI KAWAI, LEO MELENDY, AKEMI FURUKAWA, YOKO ASAKURA, SHOZO LIZUKA, KAZUKO YANAGA.

RELATED SHOWS:

GAVAN

SHARIVAN

SHAIDER

JUSPION

SPEILBAN

METALDAR

JOE 90



A normal, adventure-loving schoolboy, Joe was the adopted son of brilliant electronics engineer, Professor Ian McClaine, creator of BIG RAT (Brain Impulse Galvanoscope Record And Transfer), a sophisticated device which recorded the brain patterns of one person and 208 transferred them to another. At the behest of Shane Weston, Deputy Head of the World Intelligence Network (an organisation dedicated to maintaining the balance of power throughout the world), Prof. McClaine used his brainchild on Joe, giving him the specialist attributes of an appropriate highly skilled adult, and making him WIN's Most Special Agent, on the assumption that Joe could boldly go where no man could venture - and get away with it.

At the outset of each mission, Joe sat in a special chair that rose up into a circular cage which revolved as the BIG RAT tape was run, amid electronic noises and a psychedelic light show. Once the transfer was complete, Joe donned a pair of 'electrode glasses' to trigger the knowledge. In the course of the series he became an astronaut, test pilot, racing driver, aquanaut, computer boffin and a brain surgeon, among others.

Joe carried with him an ordinary-looking schoolboy's case which appeared to contain the usual scholarly paraphernalia. But when he flipped the case over and pressed two small studs, secret lids opened revealing compartments containing his electrode glasses, his WIN badge, pistol, pocket transmitter ammo and secret reports. What more could a boy wish for?

Joe 90 was intended to be the fulfilment of every schoolboy's fantasies. So it was perhaps, unfortunate, then that in his glasses, Joe looked more like the class swot than the class hero. Gerry Anderson's ninth TV puppet show - and the sixth of the Supermarionation series - Joe 90 marked a conscious change of style and pace. Gone were the hi-tech hardware and jut jawed heroes of Thunderbirds and Captain Scarlet. In their place . . . a bespectacled nine-year-old boy.

Joe 90 premiered, in ITV's Midlands area (ATV) on 29 September 1968, running for 30 episodes, with reruns coming as recently as 1983. In the Nineties, when Gerry Anderson's Supermarionation series were bought by the BBC, Joe 90 had a 1994 run on Saturday mornings. Among the voices behind the puppets were the voice of TV's Maigret, Rupert Davies, and Keith Alexander the voice of another 1960s puppet celebrity - Topo Gigio. But there was less to attract adult viewers this time.

Joe 90 was intended to be the fulfilment of every schoolboy's fantasies. So it was perhaps unfortunate, then, that in his glasses, Joe looked more like the class swot than the class hero. This was the last and one of the least popular of the SF animated-puppet series made for children in "SuperMarionation" by the Andersons -- though TERRAHAWKS (1983-6), in which the puppets were electronically operated in a process Anderson called "Supermacromation", was still to come.

The hero, Joe, is a 9-year-old boy whose scientist father has devised a method of transferring specialist brain patterns into his mind, armed with which (looking innocent) he becomes a test pilot, a brain surgeon and so on, working as a special agent for the World Intelligence Network. J90 collapsed after 1 season, perhaps because it appeared more childish than most of its immediate predecessors in the SuperMarionation tv shows. There were two novelizations: Joe 90 and the Raiders * (1968) by Tom Sullivan and Joe 90 in Revenge * (1969) by Howard Elso.

This was Gerry Anderson's ninth TV puppet show - and the sixth of the supermarionation series - Joe 90 marked a conscious change of style of pace. The executive producer for the series was Reg Hill, producer was David Lane and script editor was Tony Barwick, the music was composed by Barry Gray. The series received its first premier on ATV in the Midlands in the UK.

WR. Tony Barwick, Gerry and Sylvia Anderson, Shane Rimmer, Donald James and John Lucarotti

DIR. Leo Eaton, Peter Anderson, Alan Perry and Ken Turner.

1929

JOE 90

EPISODES: 30 **YEAR MADE:** 1968 **COUNTRY:** GB **SEASONS:** 1

A CENTURY 21 PRODUCTION FOR ITC/ATV

CREATOR: GERRY AND SYLVIA ANDERSON

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 30.

DATE OF PREMIER: 29/09/1968

AIR DATE OF LAST EPISODE 20/04/1969

SEASON DATE BREAKDOWN:

FILMS:

Joe 90 LEN JONES, Prof. McClaine RUPERT DAVIES, Shane Weston DAVID HEALY, Sam Loover KEITH ALEXANDRA, Mrs. Ada Harris SYLVIA ANDERSON, Other Voices GARY FILES/ MARTIN KING, JEREMY WILKIN/ SHANE RIMMER.

Books Based on this series.

Joe 90 And The Raiders

Tom Sullivan

1968

Joe 90 In Revenge

Howard Elso

1969

RELATED SHOWS:

SPACE: 1999

STINGRAY

THUNDERBIRDS

CAPTAIN SCARLET AND THE MYSTERONS

U.F.O.

1 - 1 *MOST SPECIAL AGENT*

The Professor and Shane Weston use Joe to steal a Russian plane.

Wr Gerry Anderson, Sylvia Anderson

Dir Desmond Saunders

1 - 2 *MOST SPECIAL ASTRONAUT*

Joe takes on the most difficult mission of his young career when he has to rescue two astronauts who are trapped on a space station.

Wr Tony Barwick

Dir Peter Anderson

1 - 3 *PROJECT 90*

Mac's in trouble again and Joe saves him from the hands of Dr. Conrad using a hot air balloon.

Wr Tony Barwick

Dir Peter Anderson

1 - 4 *HJACKED*

Joe must discover the hideout a gun runner has been using.

Wr Tony Barwick

Dir Alan Perry

1 - 5 *COLONEL MCCLAINE*

Joe leads an overland convoy carrying an extremely volatile compound across 200 miles of treacherous countryside.

Wr Tony Barwick

Dir Ken Turner

1 - 6 *THE FORTRESS*

When an agent is captured, Joe takes on his patterns to save him from where he is being held.

Wr Shane Rimmer

Dir Leo Eaton

1 - 7 *KING FOR A DAY*

An heir goes missing and Joe takes his place till the real heir is found.

Wr Shane Rimmer

Dir Leo Eaton

1 - 8 *INTERNATIONAL CONCERTO*

One of WIN's top agents doubles as a world famous concert pianist, and Joe finds a new hobby.

Wr Tony Barwick

Dir Alan Perry

1 - 9 *SPLASHDOWN*

When two scientists mysteriously go missing during plane crashes, Joe takes on the brain pattern of a US Air Force test pilot to so that Mac will not be the next victim.

Wr Shane Rimmer

Dir Leo Eaton

1 - 10 *BIG FISH, THE*

Joe tries to salvage a missing submarine.

Wr Shane Rimmer

Dir Leo Eaton

1 - 11 *RELATIVE DANGER*

A friend of the family father is trapped underground, which prompts a fast rescue operation with Joe leading the way.

Wr Shane Rimmer

Dir Peter Anderson

1 - 12 *OPERATION MCCLAIN*

Joe takes on a neurosurgeon's brain patterns in order to perform an operation on a writer who is dying.

Wr Gerry Anderson, David Lane

Dir Ken Turner

1 - 13 *THE UNORTHODOX SHEPHERD*

Joe is given the brain pattern of a World Bank President to foil a forgery ring, Can Joe save the day?

Wr Tony Barwick

Dir Ken Turner

1 - 14 *BUSINESS HOLIDAY*

Joe is sent in to destroy an Army base that has been taken over by enemy forces. Can Joe's new skills help him overcome the odds?

Wr Tony Barwick

Dir Alan Perry

1 - 15 *ARCTIC ADVENTURE*

When a bomb goes off in Eastern Alliance territory, they only person who can help is Dr. Kelvin so his patterns are transferred to Joe.

Wr Tony Barwick

Dir Alan Perry

1 - 16 *DOUBLE AGENT*

When 3 planes are shot down and their contents stolen, Joe is called in to take over the case, but the patterns given to him are those of a real killer.

Wr Tony Barwick

Dir Ken Turner

1 - 17 *THREE'S A CROWD*

When his father is attracted to a beautiful American reporter who is suspected of being a spy, Joe tries find a way of outwitting her.

Wr Tony Barwick

Dir Peter Anderson

1 - 18 *THE PROFESSIONAL*

Joe takes on the brain patterns of a jailed burglar to help him enter the country and recover the money which a dictator was using to build weapons.

Wr Donald James

Dir Leo Eaton

1 - 19 *THE RACE*

When the World Army challenges the World Intelligence Network to a contest, Joe takes on the brain patterns of a Monte Carlo rally driver to take part in a dangerous road race. Can Joe win the race for his team.

Wr Tony Barwick

Dir Alan Perry

1 - 20 *TALKDOWN*

Joe takes on the patterns of another pilot and uses it to fly a plane, but problems soon arise and Joe's life is put in danger. Can Joe save the day and his life?

Wr Tony Barwick

Dir Alan Perry

1 - 21 *BREAKOUT*

Two escaped convicts kidnap the Canadian Prime Minister and demand a \$1m ransom. Joe tries to save him but ends up captured as well.

Wr Shane Rimmer

Dir Leo Eaton

1 - 22 *CHILD OF THE SUN GOD*

Joe is captured by a lost jungle tribe and offered as a sacrifice. His only chance of survival is to convince them that he is a god. Can Joe find a way out of the problem?

Wr John Lucarotti

Dir Alan Perry

1 - 23 *SEE YOU DOWN THERE*

Joe uses another brain pattern to cause the shock conversion of a financial shark.

Wr Tony Barwick

Dir Leo Eaton

1 - 24 *LONE-HANDED 90*

The superboy dreams of becoming a sheriff, and takes part in a rip-roaring western.

Wr Desmond Saunders, Keith Wilson

Dir Ken Turner

1 - 25 *ATTACK OF THE TIGER*

Joe takes on the pattern of a pilot so he can fly a VG 104 bomber to destroy a secret rocket installation.

Wr Tony Barwick

Dir Peter Anderson

1 - 26 *VIVA CORDOVA*

Joe pretends to be the cousin of Juan Cordova who plans to expose of the corruption of a general.

Wr Tony Barwick

Dir Peter Anderson

1 - 27 *MISSION X-41*

Joe takes on the patterns of a top virologist to steal the formula for the antibody for virus X-41 from a secret laboratory. Can Joe save the day?

Wr Pat Dunlop

Dir Ken Turner

1 - 28 *TEST FLIGHT*

Joe becomes an expert in two further fields - those of computers and explosives - whilst cornering a saboteur. Can Joe stop him from completing his plan?

Wr Donald James

Dir Peter Anderson

1 - 29 *TRIAL AT SEA*

A disgruntled ex-employee threatens the maiden voyage of the new Hoverliner.

Wr Donald James

Dir Brian Heard

1 - 30 *THE BIRTHDAY*

Joe celebrates his tenth birthday, and relives the most exciting and remarkable year of his life.

Wr Tony Barwick

Dir Leo Eaton

JOHNNY AND THE BOMB



Terry Pratchett on location with Johnny (George MacKay) from 'Johnny And The Bomb'

Based on the book by Terry Pratchett, the adventure begins for thirteen-year-old Johnny Maxwell and his four friends when they come to the aid of eccentric homeless woman, Mrs Tachyon, and are left minding her trolley full of black bags while she is hospitalised. When the children later visit her in hospital, Mrs Tachyon lets them into the secret that her black bags-- or 'Bags of Time-- are special and can be used to create a gateway to the past. The five youngsters end up during the Blitz where fun and games turn serious when they quickly realise the prejudices of the era. But when they return to their own time, the gang discover they have somehow changed history as a result Johnny's grandmother died in a bombing as a teenage girl meaning Johnny's mother and, in turn, himself were never born. The children are now in a race to fix the path in order to save the future but can they succeed before the bombs start falling...?

Johnny and the Bomb is a 1996 novel by Terry Pratchett. It is the third novel to feature Johnny Maxwell and his friends, and deals with the rules and consequences of time travel.

The action of the novel revolves around an incident during World War II in which Johnny's inoffensive home town of Blackbury was hit by a bomb during an air raid intended for an industrial complex at another nearby town. It is this bomb, and not "The Bomb", to which the title refers.

In January 2006 the BBC aired a three-part television adaptation of Johnny And The Bomb, starring George MacKay as Johnny, Zoe Wanamaker as Mrs Tachyon, Frank Finlay as Johnny's grandad Tom, and Keith Barron as Sir Walter.

Spoiler warning: Plot and/or ending details follow.

Some alterations were made to the plot of the book. Most notably, whereas in the book Johnny changes history so that no-one dies in the Paradise Street bombing, the TV series has this as the "original" history, which the gang inadvertently change on their first visit to the past. In the history thus created Johnny's grandmother was killed, meaning he no longer exists. More trivially, the adult Wobbler character was renamed Sir Walter, presumably to avoid confusion between Sir John and Johnny.

Simply put, Johnny And The Bomb is a triumph and by far and away the best piece of children's TV that I have seen for a long time. Aside from the skilled direction that keeps the plot ticking over at a brisk pace and some beautifully devised set-pieces such as the visually stunning German bombing raid, the sheer quality of Pratchett's writing shines through in a manner that none of the previous adaptations of his work have even come close to. Each character in the series is beautifully rounded and genuinely engaging from Zoe Wanamaker's stunning Mrs Tachyon (who isn't in this nearly as much as she should be) to George MacKay's reluctant hero Johnny, and Frank Finlay's wonderfully knowing Tom Maxwell. Aside from a cast-iron structure and the lovely characterisation, the series also boasts some wonderfully sly dialogue such as Yo-Less' horror at being called a 'Sambo' and Kirsty's desperate attempts to get him to focus on the problem at hand by telling him that racism didn't exist in "the olden days" because everyone talked like that.

In fact, the only question marks that hand over Johnny And The Bomb is Jazmine Franks who delivers a rather one-note Kirsty who seriously struggles with some of the more comic lines. However, this is the only cloud in an otherwise blue sky and if there were ever any doubt as to the quality of this series you would need to look no further than the interview with Pratchett included on the DVD where Terry practically bursts into tears from his sheer joy at the success of the adaptation.

Thoroughly wonderful from beginning to end, Johnny And The Bomb is a must not only for Pratchett fans but also for fans of sci-fi in general. Absolutely superb!

Produced by Anne Boyd . Line producer , Jon East . Executive producer: BBC , Peter Tabern . Producer

Makeup Department - Sallie Adams . Hair designer , Sallie Adams . Makeup designer

JOHNNY JUPITER



The series first appeared on DTN as a programme which was broadcast live. The live version featured Vaughn Taylor as Ernest. Ernest was a janitor at a television studio who liked to play around with the equipment. One night he managed to contact Johnny Jupiter and his robot B-12 on Jupiter. The TV set which Ernest used to contact his friends on Jupiter was a big screen TV, even by today's standards. This was so there would be room for the puppeteers behind the set!

Ernest soon became a popular television personality on Jupiter, where television was used as punishment for children who spend too much time doing school work. The DTN episodes were aimed at both children and adults and offered a satirical view of life on Earth as seen through the eyes of the Jovians.

Johnny Jupiter was an early children's comedy series which was produced in two different formats. Both of the formats featured Johnny Jupiter, a native of the planet Jupiter (portrayed by a puppet) who had more friends via television with a human, Ernest P. Duckweather, on Earth.

Like many popular shows on DTN Johnny Jupiter eventually was moved off the network. Instead of moving to another network as was usually the case. In the fall of 1953 Johnny Jupiter returned as a filmed series in first run syndication. The filmed episodes featured Wright King as Ernest. This time Ernest was an employee at the Frisby general store and an amateur electronics hobbyist who had built a TV able to contact Jupiter. His Jovian friends in this version consisted of: Johnny, Major Domo (the leader of the robots) and Reject the Robots (a robot which didn't quite make factory specs). Reject had the adventures.

While on Earth Reject was portrayed by an actor in a robot costume, at all other times he and the other Jovians were puppets. Other characters who appeared in the filmed episodes were: Ernest's boss Mr. Frisby, a tight wad who thought very little of Ernest, and his daughter Katherine. Ernest's girlfriend who continued to date Ernest against her father's objections. Neither Katherine or her father knew about Ernest's Jovian friends. The filmed episode lacked the satirical elements of the DTN episode. The comedy in the filmed episodes came from Ernest having to avoid Reject being discovered and having to explain the weirdness in his life.

One science fiction series in particular, the marvellously eccentric and wistful Johnny Jupiter, enchanted both children and adults in the 1950s. The premise upon which it rested was a simple one: a television studio janitor named Ernest P. Duckweather has his heart set on becoming a TV station engineer and takes advantage of his presence in the studio to experiment with the various dials and knobs in the control room. Inadvertently and amazingly Duckweather makes contact with the planet Jupiter, which also has television, and is thereby introduced to Jupiterians like the mild-mannered and insightful Johnny Jupiter, his arrogant companion B-12 and a robot named Major Domo, who is required to do all of B-12's worrying. Duckweather is also introduced to Jupiterian logic which often runs counter to that employed by Earthlings.

On Jupiter, for instance, Duckweather discovers that Jupiterians prize conversation over television; moreover, he learns that children sometimes have a tendency to devote too much time to reading books and playing with slide rules, and as punishment for such diversions Jupiterian children are required to watch television. Jupiterians are also puzzled by the human obsession with vacations, reasoning that if people didn't like their jobs they should find other jobs; Jupiterians, Duckweather learns, prefer "workations." In matters of the heart, Duckweather learns that when it comes to choosing between a pretty girl and a homely one, the Jupiterians select the homely one, reasoning that it is the homely one who needs the attention.

The Jupiterians (played by puppets) had the ability to scrutinise and then share truths about the human condition, the latter being cleverly represented, in the tradition of Dickens, by incarnations of human foibles. As a result, Johnny Jupiter appealed on two levels.

First, the narratives offered entertaining object lessons about moral and ethical behaviour; Johnny's commentaries about such inappropriate deportment as lying and cheating were intended to instruct children

about what constitutes good conduct. Secondly, the narratives were often witty, offering similar commentary about such behaviour but in a stronger and often satiric manner. New York Times television critic Jack Gould described it as "one long, good natured spoofing of our own ways, customs and habits as seen through the eyes of a couple of visitors from another planet who think their civilisation is pretty hot stuff, too." The scripts were obviously intended for adult audiences, but it must be emphasised that they remained in the child's voice, as it were, and never satirised the conduct under investigation by the Jupiterians; lying and cheating, for instance, received absolutely no quarter from either the child's or the adult's perspective. At the adult level, the commentary reflected the frequently corrupt nature of human behaviour and man-kind's shortcomings.

The origin of Johnny Jupiter can be found at the beginning of children's television. The faltering DuMont network originated the first successful network programming aimed at youngsters-antedating NBC's Howdy Doody by nine months with a series called *The Small Fry Club*, created and produced by Bob and Kay Emery, and hosted by "Big Brother" Bob Emery. Two years later, DuMont sought a pro-gram to appeal to both *The Small Fry Club* crowd which was enamoured of the colourful puppets and the legions of science fiction followers who at that moment were satiated by such programs as DuMont's own *Captain Video*. Martin Stone, who had served as the executive producer of *Howdy Doody*, and writer Jerome Coopersmith then fashioned the tale of Duckweather and his association with the Jupiterians.

Jerry Coopersmith, like almost everyone else connected with the new show (like commercial television itself) was young-28 when he began writing Johnny Jupiter. The attention drawn to his obvious writing talent would soon win him writing assignments on such series as *Armstrong Circle Theatre*, *Allcoa-Goodyear Play-house*, *Harry S Truman* and *Hawaii Five-O*, and lead to his creation of *The Andros Targets* for CBS in the late 1970s. He has also written a number of TV specials and the Broadway play "Baker Street."

Under the watchful eye of Theodore Bergmann, DuMont's network director, and the necessarily tight-fisted accounting department, the Johnny Jupiter program began to take substantive if frugal form, and the cast and crew composed what Gould, in his effusive review, called "an inspired company that is performing a half dozen wonders at once and doing it on a minuscule budget." Orchestrating these wonders was director Frank Bunetta, who assembled the various parts into a unified whole within that "minuscule budget." Bunetta, an experienced DuMont director, succeeded admirably by also serving as director of one of DuMont's few genuine successes, *Life Is Worth Living*, a vehicle for Bishop Fulton J. Sheen.

For the Jupiterians, hand puppets were chosen over marionettes, reportedly because of the difference in cost (in terms of both construction and manipulation). Allan Stone, Martin's brother, designed and created the puppets, and their all-important personalities were placed in the hands literally of puppeteer Carl Harms and in the voice of long time radio performer Gilbert Mack. Harms had previously worked with Bill and Cora Baird on their CBS series *Life With Snarky Parker* (1950) and *The Whistling Wizard* (1951--52). His work on, Johnny Jupiter, however, was described-again by Jack Gould-as "unusually deft and life-like and a first-rate job." Gil Mack, who had appeared in a variety of character roles in such diverse radio programs as *Chick Carter, Boy Detective*; *Green Valley U.S.A.*; *Cloak and Dagger*; *Dick Tracy*; and *Everyman's Theatre*, had long been noted for his adeptness at trick voices. Mack used a soft-spoken yet lively voice for Johnny in contrast to the bass monotones of the sober Major Domo.

Of these puppet characterisations, the most interesting and certainly the most colourful was that of Major Domo, the robot who had to do all the worrying for B-12. Harms's uncomplicated vertical motions-the simple up and down action of Major Domo's lower jaw and arms-complemented Mack's mono-tone grumbling to such a degree that Major Domo easily eclipsed the popularity of Johnny himself; Mack's voice characterisation resembled in tone and timbre that of the movies' original cynic Ned Sparks, offering adult audiences a familiar persona for the Jupiterians' more sceptical observations about human behaviour.

The pivotal role of Ernest P Duckweather was assumed by veteran character actor Vaughn Taylor, who had been performing character parts on television since 1946-some 250 by his own count-when, at the age of 42, he was tapped for the Duckweather role. Simultaneous with his new role on, Johnny Jupiter, Taylor continued to serve as part of the repertory group performing on the prestigious live production *Robert Montgomery Presents*. But Johnny Jupiter provided Taylor with one of his best reviews when Jack Gould described Taylor as giving "the most beguiling performance he has ever given on TV. As the mild-mannered janitor, Mr. Taylor preserves the extreme delicacy and fragility of his role and endows the whole show with credibility His is a tricky assignment well done."

Explaining his role on the series, Taylor said, "Duckweather was just a straight man for the puppets in the beginning, but that's been changed. He's simple in an intelligent way and sympathetic to everyone's problems." Music for Johnny Jupiter was the purview of Ed Manson, who provided-in a typical parsimonious feint by DuMont-a simple harmonica background. Each week, however, Manson was called upon to compose one or two songs to comport with Coopersmith's often satirical lyrics.

Johnny Jupiter premiered live on Saturday evening, March 21, 1953, at 7:30. In keeping within that minuscule budget, the production format usually kept Duckweather in the studio at the control centre where he conversed with Johnny and his friends. In a normal half-hour episode, a difficulty arose for Duckweather, and he in turn made contact with Johnny for insight. In a particularly interesting and certainly timely topic-even for today-writer Coopersmith once struck out at pandering television news commentators and noxious pressure groups by writing a script in which Duckweather auditions for the role of a news commentator for Jupiterian television. Duckweather commenced his audition with a story concerning two moon dwellers being apprehended by the Satellite Patrol, but an angry objection from the Moon Dwellers Association prompted the axing of the story. A second story, "A shocking expose among underwater plant life" brought an immediate complaint from the Underwater Vegetable League, and a third story-"a juicy tidbit" promised the audience by Duckweather was quickly objected to by the "Juicy Tidbit Society." And so it went until Duckweather finally signed off his program with a satirical song by Coopersmith and Manson called "The Program That Doesn't Offend."

Whether the sketch was planned as a subtle rebuke to the cowed networks and quailing personalities on display during the witch-hunting heyday of Senator Joseph McCarthy is not known, but certainly Coopersmith's satirical script was highly effective and cited appreciatively by critic Val Adams in the New York Times. Coopersmith, quoted in Adams's review, flatly denied writing for any group, however. "I write for my own enjoyment," he said. "I assume that if the script satisfies me, it will satisfy others, too." For all of the considerable talent which had been assembled and for all of the critical acclaim piled upon Johnny Jupiter, the program was, nonetheless, a product of the floundering DuMont network, and it was introduced to television audiences at a time when the fourth network was struggling to keep its financial head above water; DuMont would fold a mere two years after the premiere of Johnny Jupiter. DuMont cancelled the series after its first trimester; despite the program's obvious merits, it had failed to attract a commercial sponsor and the network wasn't in a strong enough financial position to sustain the series until a sponsor could be signed, as DuMont had done with its enormously successful Captain Video series.

DuMont's decision to cancel the program, however, wasn't taken lightly by Stone. He elected to package Johnny Jupiter as a syndicated series through his own Kagan Corporation, which was responsible for merchandising The Howdy Doody Show among others. Most important was that Stone was able to secure a sponsor, something DuMont had been unable to do. Stone now filmed his series exclusively for the Hawley and Hoops company, makers of M&M's candies, which initially financed 26 episodes; the series was then "spotted" in 54 markets where high ratings and a "formidable increase"-nearly 30% according to some sources-in candy sales induced M&M and its advertising agency, Roy S. Durstine Inc. of New York, to finance an additional 13 episodes and spot an additional 31 markets, making a total of 39 episodes for 85 markets. Kagan eventually negotiated a deal with the fledgling ABC network to air the series, and Johnny Jupiter returned to television in a revised edition in the fall of 1953 simultaneously as a syndicated series distributed by Associated Artists Productions and as an ABC network series. Several subtle and not-so-subtle changes were now evident in the focus and direction of the series. Jerry Coopersmith relinquished his duties as producer to Martin Stone himself, but Coopersmith continued as story editor and principal writer. Philip London took over as puppeteer from Carl Harms.

The major change, however, was the read-justed format. The middle-aged janitor played by Vaughn Taylor was replaced by an eccentric and naive young inventor played by Wright King, who at the age of 25 was already a veteran of numerous Broadway productions including the part of the "young collector" in Elia Kazan's stage and film adaptations of Tennessee Williams's, *Streetcar Named Desire*. Ernest P Duckweather now earned a living by working in the Frisby General Store in a town called Clayville.

The new format also required two additional human characters: the cantankerous Horatio Frisby, owner of the store, and his daughter, Katherine, Duckweather's romantic interest. Frisby was played by Cliff Hall, a veteran vaudeville straight man who had played the part of the doubting "Sharlie" to Jack Pearl's mendacious Baron Munchausen on NBC's radio comedy, *The Jack Pearl Show* (1933). Katherine was played by Patricia Peardon, who like King had established a career on the legitimate stage; she and Hall had appeared together in a successful production of *Junior Miss*, in which she had played the title role.

Although Gil Mack continued to supply the voices to the puppets, he had one less voice with which to contend; B-12 disappeared in order to make room for a new Jupiterian character, a mute "factory rejected" robot named Reject. On the planet Jupiter, Reject was one of Allan Stone's puppet creations manipulated by Phil London, but when he was dispatched to Earth to aid Duckweather in overcoming his many trials, Reject became a full-size costumed figure also played by London. Reject's propensity for getting into trouble and his unlikely appearance (a fixed expression of surprise behind a pair of oversized eyeglasses) complemented by his gentle and delightful gestures, made Reject one of the more popular characters in the series.

In effect, Reject was Kagan's merchandising counterpart to Howdy Doody's Clara-belle the Clown. Mute and fully disguised by the robot suit, Reject could be easily played by anyone at any time in any city. Reject made his first-and as far as can be discerned his only personal appearance on November 7, 1953, in Huntington,

West Virginia, where he appeared at Evans Supermarket as well as hospitals and schools and on local programs on WSAZ TV.

The appearance was sponsored by Kagan, which spent approximately \$500 on balloons, photographs and a main street parade, not so much to promote the series as much as an effort to convince M&M candies to sponsor such appearances nation-wide, something that Colgate and other sponsors of Howdy Doody were doing for Clarabelle. Apparently the gambit failed. Kagan pledged through announcements in trade publications that merchandising the Johnny Jupiter program would proceed, promising such items as balloons, puppets, colouring books and various other kinds of toys. If such merchandising actually reached fruition, the items are extremely rare today; although no one seems to know for certain, most likely the merchandising of Johnny Jupiter also failed.

With the format sufficiently altered for the new version, production on the series began in March 1953. Rather than being presented live from New York as it had been on DuMont, Johnny Jupiter was now shot on film. With Hollywood studios still defiantly opposed to television production, filmed properties at this point were the province of independent film units which were more often proficient in the "science" of film production than in the "art" of filmmaking.

Johnny Jupiter, then, was now filmed in New York by director Howard Magwood for Sound Masters Inc., a producer of television commercials, and later by Ben Gradus for his own film production company, International Motion Picture Studios (IMPS), whose clientele consisted mainly of advertising agencies. New York cinematographer Gerald Hirschfield photographed the entire series, and scenic designs including background art of the planet Jupiter were created by Paul Heller. Production on the series always followed the same pattern: Four scripts were blocked and rehearsed in two weeks followed by another two weeks of shooting those scripts. To conserve money, all of the puppet scenes were filmed in tandem, and most of the action was limited to master shots. Wright King recalled that an "efficiency expert" was always on the set showing ways to cut costs; at one point, King said, the efficiency expert suggested that a series of stock shots of Duckweather's reactions be filmed for insertion into episodes as needed.

The first episode of the new edition of Johnny Jupiter was broadcast in most markets on September 6, 1953. Moreover, with the addition of a sponsor, the Jupiterians suddenly discovered an issue on which they could agree with Earthlings; through the lost art of the integrated commercial, the Jupiterian puppets each week were now extolling the virtues of M&M's candies:

JOHNNY: Oh, Major, it's wonderful how the Earthlings have found such a neat new way to eat fine chocolate.

MAJOR DOMO: You refer to M&M's candies, of course!

JOHNNY: Sure, the delicious milk chocolate with a thin sugar shell that melts in your mouth, not on your fingers.

MAJOR DOMO: M&M's candies ... ummmm ummmm ... the chocolate treat that's neat to eat.

While this new version of Johnny Jupiter remained both fun and entertaining, the exigencies of a commercially sponsored series in politically sensitive times undoubtedly peeled away some of the program's satirical edge. During the DuMont period, when the critics were hailing the show's satirical finesse and the series was without a sponsor, Coopersmith was asked if he harboured any fears that sponsors might be reluctant to touch the series because of its often derisive treatment of television. Coopersmith thought not, saying, "Anything that's done well and is entertaining has commercial possibilities. It doesn't make any difference whether it's Milton Berle or Bishop Sheen."

With commencement of the new edition of the series, Stone and Coopersmith were required to aim the program at children; such a requirement seems to have forced Coopersmith and Johnny Jupiter to deviate from the original intent of the series, that of appealing to both children and adults through witty and often satiric narratives. The characterisations remained outrageous and stylised, but the Dickensian function of these caricatures was for the most part avoided. The new format stressed typical sitcom narratives. For example, Duckweather's feeble attempts at maintaining his fix-it shop is exacerbated by Reject's noble but ineffectual intervention, and the predicament is eventually alleviated by Johnny's wisdom and Duckweather's good sense.

Occasional flourishes of its earlier identity did materialise; one episode scripted by Coopersmith from a story by Coopersmith and Sam Rockingham (frequently alluded to as "The Professor") featured Ross Martin as Prof. Dexter Spiegelmacher, a noted expert and lecturer on the doctrine of "money isn't everything." In this multifarious episode, Coopersmith and director Howard Magwood cleverly devised an object lesson about the evils of avarice (what Spiegelmacher professes) while exposing the folly of hypocrisy (what Spiegelmacher does). The narrative also holds up a mirror to itself, revealing in an arresting manner Coopersmith's obvious grievance about the role television has played and continues to play in turning creative expression into the business of expression.

In a guileless manner, the evils of greed are recounted by Spiegelmacher's own words. Nearly everyone in

Clayville listens to Prof. Spiegelmacher's radio program in which he espouses the Spiegelmacher System for "feel-ing gut mit-out loot." For Spiegelmacher, such things as being overdrawn at the bank, shak-ing pockets and hearing "nothing but keys rattling" and having only "the kind of let-tuce that goes with sandwiches" means that a person is "lucky." However, when Spiegel-macher is approached to lecture at the local women's club, he demands substantial loot to appear.

Not all of the 39 filmed episodes of Johnny Jupiter made such a forceful commentary, but in their simple ways they nonetheless spoke many truths about the human condition. Johnny and his friends, through Duckweather, taught valuable lessons about growing up.

Considering the quality and success of Johnny Jupiter, its demise is an anomaly. Rid-ing the crest of excellent reviews and high rat-ings, the filmed version of Johnny Jupiter sur-vided just one season. According to Wright King, Kagan just didn't know how to best pro-duce the series. "They got in over their heads with respect to budgets and the requirements of film production," King recalled, adding that Kagan was a company experienced with marketing and merchandising, not with film production. Money was always an issue, he said.

By March 1954, Kagan had informed the cast and crew that Johnny Jupiter would be coming to a conclusion after one filmed sea-son. Johnny Jupiter stood out and apart from the other juvenile science fiction efforts of the early 1950s. The whimsical series challenged youngsters' imaginations while gently teach-ing values and imparting a little humility along the way.

Technical Information

FORMAT: Live and filmed science fiction fantasy series featuring Ernest P Duckweather and his ongoing communication with the pup-pet inhabitants of the planet Jupiter.

BROADCAST HISTORY: Network: DuMont and syndicated. Original Airdates: March 21, 1953 June 13, 1953 (DuMont); September 6, 1953-May 30, 1954 (Syndicated). Sponsor: M&M's Candy. Seasons. 2. Total Episodes: 52 black-and-white (13 live, 39 filmed).

Signature (Filmed Series)

The title Johnny Jupiter appears against a background of stars and planets. Narration begins as a sequence of scenes featuring key characters from the series shifts across the screen. The narration changes slightly from program to program, but generally recounts Ernest P Duckweather's contact with Jupiter and his relationship with the Jupiterians. The following is representative of the series:

VOICE: This is the story of Ernest P Duckweather, who invented the strangest television in the world. On this set he could look through endless space, 600,000,000 miles away, to far-off planet Jupiter. In a Jupiterian television station he found three friends: Johnny Jupiter, a human, more or less; Major Domo, chief of the robots; and Reject, the fac-tory-rejected robot who was able to appear and disappear at will. Soon Duckweather found that he could turn to the Jupiterians for help whenever he was in trouble...

Production Staff

Production: Kagan Corp. Producers: Martin Stone and Jerry Coopersmith.

Head Writer: Jerry Coopersmith.

Music: Ed Manson.

Directors Frank Bunetta, Howard Magwood and Ben Gradus

Associate Producer Dan Klugherz

Script Editor Jerome Coopersmith Jupiterians

Designed by Allan Stone Assistant to the Producer Barry Lawrence

Production Supervisor Walter Sachs

Director of Photography Gerald Hirschfeld

Optical Supervision Irving Sachs

Scenic Designer Paul Heller

Recording Engineer William Schwartz

Sound Effects Editor Neil Matz

Supervising Editor Rita Roland

Filmed in New York by Sound Masters, Inc., and International Motion Picture Studios (IMPS).

WR. Jerome Coppersmith, Sam Rockingham.

DIR. Frank Bunetta, Marvin Rothenberg.

EPISODES: 52 **YEAR MADE:** 1953 **COUNTRY:** US **SEASONS:** 2

DTN

CREATOR: JEROME COPPERSMITH

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 39.

DATE OF PREMIER: 21/03/1953

AIR DATE OF LAST EPISODE 30/05/1954

SEASON DATE BREAKDOWN:

FILMS:

Ernest P. Duckweather VAUGHN TAYLOR (1), Ernest P. Duckweather WRIGHT KING (2), Mr. Horatio Frisby CLIFF HALL (2), Katherine Frisby PATRICIA PEARDON (2), Ernest's Boss GILBERT MACK (1), Voices of Johnny Jupiter/ B-12/Major Domo/ Reject the Robot GILBERT MACK, Puppeteer of Johnny Jupiter / Major Domo/ Reject the Robot PHILIP LONDON (2), Puppeteer of Jonny Jupiter/ B-12 CARL HARMS (1).

- 1 - 4 *THE PROGRAM THAT DOESN'T OFFEND*
- 2 - 1 *THE BOXING BOUT*
- 2 - 8 *PROFESSOR SPEIGELMACHER*
- 2 - 10 *DUELING*
- 2 - 11 *DETECTIVE*
- 2 - 12 *HISTORIC RE-ENACTMENT*
- 2 - 15 *THE KID*
- 2 - 16 *THE SURPRISE PARTY*
- 2 - 17 *THE LIBRARY*
- 2 - 18 *SIT DOWN STRIKE*
- 2 - 19 *THE RAISE*
- 2 - 20 *THE FLOWER STORY*
- 2 - 21 *THE GENIUS*
- 2 - 22 *THE LOVE STORY*
- 2 - 23 *PHYSICAL EDUCATION*
- 2 - 24 *THE WIDOW*
- 2 - 25 *BABY CONTEST*
- 2 - 26 *CARE FOR A COLD*
- 2 - 27 *THE RIVAL*
- 2 - 28 *GOLD MACHINE*
- 2 - 29 *THE HAT*
- 2 - 30 *THE GEIGER COUNTER*
- 2 - 31 *JUPITER AND FRISBY INC.*
- 2 - 32 *THE INVISIBLE DOG*
- 2 - 33 *REJECT'S BIRTHDAY PARTY*
- 2 - 34 *HOME MOVIES*
- 2 - 35 *DUCKWEATHER'S TV REPAIRS*
- 2 - 36 *THE PENNY ARCADE*
- 2 - 37 *TRIAL BLAZERS*
- 2 - 38 *THE BARBER*
- 2 - 39 *THE FIRE*

JOURNEY OF ALLEN STRANGE, THE



An alien space craft arrives on Earth and is witnessed by a local sheriff, one of the aliens mistakenly leaves the ship, and the spaceship leaves without him. The UFO had arrived on Earth to collect energy from the planet surface. After visiting the local school he manages to transfer himself into a young boy. He soon comes across Robbie and Josh who decide that he can stay with them until he can find a way home. They decide to take him to school with them, but decide to keep Allen, as they have decided to call him, a secret for their dad. Robbie is also missing her mother, who is a doctor working in another state, and is separated from her father.

Thomas W. Lynch, the creator of *The Journey of Allen Strange*, also created the popular Canadian children's SF show *THE SECRET WORLD OF ALEX MACK*, using the same production company Lynch Entertainment. After a shake premise, the series is actually quite good, bringing in the expenses learnt from *Alex Mack*, the show is nicely produced with good special effects, which are sparse, because of a low budget. The show attempts to explain the mysterious of life to children, by using the alien character of Allen Strange is a catalyst, for the stories. The acting is off a good standard, particularly from Erin J. Dean, who plays the role of Robbie well, Arjay Smith, however seems to have some difficulty in playing the role of Allen Strange, a case of an unusual premise for him to handle. The stories are mostly of the Earth bound type, such as in 'Entry' in which Allen starts to go to school, but brings in Allens strange powers, such as when he creates a dad from a mannequin he sees in a shop window. The series was first aired in the UK on Satellite station Nickelodeon on 1st June 1998, at 6.30 p.m. and aired daily, seven days a week.

The first and second series of the show were shown on BBC1 early on a Saturday morning in 1999. The second season shown on the BBC was the first showing on UK television for the series.

WR. Thomas W. Lynch, Alfa Betty Olsen, Marshal Efron, David Garber, Arthur Sellers, Larry Levy, John May, Suzanne Bolch, Lawrence H. Levy, Robin Rioroan.

DIR. Paul Hoen, Victor Dubois, Ley Spiro, Diane Wynter, Shawn Levy, Alison Liooi.

EPISODES: 57 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 3

LYNCH ENTERTAINMENT, NICKELODEON PRODUCTIONS.

CREATOR: THOMAS W. LYNCH

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13 (2) 26 (3) 18

DATE OF PREMIER: 08/11/1997 **AIR DATE OF LAST EPISODE** 23/04/2000

SEASON DATE BREAKDOWN:

FILMS: ALIEN VACTION (1999)

Allen Strange ARJAY SMITH, Robbie Stevenson ERIN J. DEAN, Josh Stevenson SHANE SWEET, Ken Stevenson JACK TATE, JAQUITA TA'LE, DEE BRADLEY BAHER.

Books Based on this series.

The Journey of Allen Stange : Alien Vacation	Bobbi JG Weiss and David Cody Weiss	1999
The Journey of Allen Stange : Changeling Diapers	Bobbi JG Weiss and David Cody Weiss	2000
The Journey of Allen Stange : Depth Charge	Bobbi JG Weiss and David Cody Weiss	1999
The Journey of Allen Stange : Election Connection	James Ponti	1999
The Journey of Allen Stange : Invasion	Diana G. Gallagher	1998
The Journey of Allen Stange : Joyride	John Vornholt	2000
The Journey of Allen Stange : Legacy	Mel Odom	1999

The Journey of Allen Stange : Split Image	Cathy East Dubowski and Mark Dubowski	1999
The Journey of Allen Stange : The Arrival	Bobbi JG Weiss and David Cody Weiss	1998

RELATED SHOWS:*SECRET WORLD OF ALEX MACK, THE*1 - 1 *ARRIVAL*

The one that started it all! Allen Strange stows away on a ship from his planet and winds up stranded on our planet. Good thing Robbie and Josh are around!

Wr Thomas W. Lynch**Dir** Paul Hoen1 - 2 *ENTRY*

To enroll in school you need a parent--even if you're an alien--so Allen uses his powers to cough one up. Meanwhile, Robbie's having school troubles of her own....

Wr Alfa-Betty Olsen, Marshall Efron**Dir** Victor DuBois1 - 3 *SPACE*

Is it safe for Allen to go places on his own? Robbie doesn't think so. She goes to look after him and ends up putting herself in danger!

Wr David Garber**Dir** Paul Hoen1 - 4 *GRONPOLY*

The Stevensons discover that Allen isn't the only intergalactic visitor to drop by Planet Earth... and the new alien on the block isn't very friendly.

Wr Thomas W. Lynch, Bruce Haush**Dir** Paul Hoen1 - 5 *STARWALK*

Allen's just found out about Christmas and he's all set to give Robbie the best present ever. But Josh's mistake could ruin the holiday for everyone.

Wr Thomas W. Lynch**Dir** Shawn Levy1 - 6 *THE VISIT*

The common cold is just a hassle for humans. But for Allen, who's never had it before, it could be fatal. Meanwhile, Robbie tries out for the varsity track team.

Wr Larry Levy**Dir** Lev L. Spiro1 - 7 *THE BATTLE*

As a new member of the wrestling team, Allen must decide whether or not to use his super strength. Can he do it without blowing his cover?

Wr Arthur Sellers**Dir** Arthur Sellers1 - 8 *THE GUARDIAN*

When Josh and Ken go camping and Robbie goes to visit Gail, Allen's left alone for the weekend. Well, not ALL alone--there's a burglar in the house!

Wr John May, Suzanne Bolch**Dir** Diane Wynter1 - 9 *COLLISION*

A deadly meteor is heading straight for Earth, and only Allen can stop it. Meanwhile, Josh and Robbie's slumber party pals are on a collision course.

Wr Suzanne Bolch, John May**Dir** Allison Liddi1 - 10 *COMPUTE*

Allen and Josh make a computer that falls in love with Robbie, and there's nothing worse than a lovesick

laptop.

Wr Lawrence H. Levy

Dir Lev L. Spiro

1 - 11 *RESCUE*

Josh and Allen discover a clue that could help Allen get back home. Unfortunately, it's right in the middle of an evil Trykloid lair.

Wr Robin Riordan

Dir Christopher Coppola

1 - 12 *HOME (1-2)*

Allen really, really wants to get back home. He sends out a signal to his home planet, but Shaw and Phil Berg track the message.

Wr Arthur Sellers , John May, Suzanne Bolch, Bruce Haush

Dir Paul Hoen

2 - 1 *PASSAGE*

Allen goes on a journey where he has to show courage, honesty and sacrifice without the use of his powers. Meanwhile, Robbie and Josh are in for a disappointment when their parents announce they're separating.

2 - 2 *THE DAY OF THE BEAGLE*

Grandma Irma's dog is taken over by an alien parasite, which Allen is afraid of but must capture before it takes over Josh and the rest of the human race.

2 - 3 *HAUNTED*

Josh isn't only into UFOs, he's into ghosts too--especially after he and Allen actually MEET one. Meanwhile, Ken and Robbie try to rewire the house.

Wr Lawrence H. Levy

Dir Paul Hoen

2 - 4 *PRIDE OF THE DOLPHIN*

Robbie and the wrestling team are ad odds and Allen is caught in the middle. Meanwhile, Josh plans his most helnous prank ever against the rival school.

2 - 5 *STRANGE CULTURE*

Alien supercharges Robbie's science project and turns a piece of mould into a living, breathing clone of Allen's rival, Moose. The only difference is that this Moose is nice.

2 - 6 *TWO FOR THE ROAD*

Allen's on an overnight trip with the wrestling team when their bus crashes. What's worse, Ken just sold the Lemorian Pod in a yard sale.

Wr John May, Suzanne Bolch

Dir Patrick Williams

2 - 7 *THE BROKEN PUZZLE*

Robbie has her work cut out keeping Allen at school when Josh and Rain find the final piece of Allen's vortex map.

Wr Lawrence H. Levy

Dir Allison Liddi

2 - 8 *PORTAL (1-2)*

Allen closes the portal forever, sacrificing his only way home to save Josh and the planet from the wormhole.

2 - 9 *THE TRUTH ABOUT LIES*

Allan has to try to lie to his teacher when she asks to meet his family in their own home.

Wr Arthur Sellers

Dir Topper Carew

2 - 10 *A ROOM OF MY OWN*

Robbie gets over her parents' separation by changing her room. Meanwhile Allen and Josh run into Phil Berg at the dentist.

2 - 11 *CASH CRUNCH*

Allen has his hands full with an alien girl who has a crush on him. Robbie tries to help out her dad with his money troubles.

2 - 12 *FATHER AND SON*

As Manfred the mannequin starts to become more and more human, Allen gets annoyed when he starts interfering in his life.

2 - 13 *A NEW LEAF*

Allen starts his own gardening service. But things go wrong after he zaps one of his plants with Xelan energy and it grows out of control!

2 - 14 *SECRET OF THE DEEP*

Allen starts communicating with a strange creature that lives at the bottom of the sea.

2 - 15 *DANCES WITH MOOSE*

Allen gets ready for his first school dance. But he doesn't realise that an April Fool's Day trick is about to be played on him.

Wr Bruce Kalish

Dir Topper Carew

2 - 16 *BABY ON BOARD*

Allen goes in search of Trykloid babies. Robbie suspects that her father is dating someone.

2 - 17 *EYE OF A STRANGER*

An alien visitor tries to convince him that all humans are bad, Allen learns that his human suit is a different colour from Josh's.

2 - 18 *UNMASKED!*

Allen tries to prove that his teacher is an alien.

2 - 19 *FAST FRIENDS*

Allen sets out to make new friends and makes some wrong choices to the new friends that he picks.

2 - 20 *SPACE BUGS*

Allen is followed home from the Ufo museum by some pesky space bugs who start causing chaos back at the house.

2 - 21 *ALL APOLOGIES*

Robbie and Erica set out to create and publish their own magazine.

2 - 22 *STRIKE OUT*

Allen helps Josh become a better baseball player than he ever was, meanwhile Robbie goes on strike from housework he has to do.

2 - 23 *DOWN THE TUBE*

Allen and Hamilton are invited to their first pool party, meanwhile Robbie and Josh face a dilemma

2 - 24 *BUST A MOVE*

Dad wants the family to move to San Francisco, but there will be no room for Allen in the new house, can this the end of there friendship.

2 - 25 *SHADOWS IN THE SKY*

The Trykloids are closing in on Delport

3 - 1 *FIRST DAY OF SCHOOL*

Josh gets caught breaking into the school computer trying to change his classes. He meets a fellow hacker.

3 - 2 *SPLIT DECISION*

Shaw and Berg's headquarters are infiltrated when Allen's alien and human selves are accidentally separated.

3 - 3 *MOTHER AND CHILD REUNION*

Gail is home with the kids and Ken is away for the weekend. She and Robbie clash over the lack of time they spend together. Meanwhile, Allen and Josh blow a hole in the roof and try to keep Gail from finding out.

3 - 4 *TWIST OF FATE*

Robbie accidentally obtains Allen's energy. Meanwhile, Josh investigates the trendy alien gathering place, Delpport.

3 - 5 *AS THE MILLENNIUM TURNS*3 - 6 *A DAY AT THE RACES*3 - 7 *HAMILTON'S MISSING*

The kid's realize how little they know about Hamilton after his disappearance. After Phil Berg's program is cancelled, he gets a job on the "Uncle Floppy Show".

3 - 8 *SCIENCE FRICTION*

The revealing of a teacher's secret results in his resignation. Allen tries to understand human emotions.

3 - 9 *BLUE-UP*

Talia catches Allen's alien self on film and probes further for the truth. Meanwhile, Josh helps Hamilton get over his stage fright.

3 - 10 *OUT ON A LIMB*

Ken wants to cut down a tree but Allen tries to save it. Meanwhile, Josh has a new e-mail pal.

3 - 11 *A BURP IN TIME*

The kids discover that Allen's burp triggers time travel. Meanwhile, Ken gets close to Robbie's teacher, a fellow single parent.

3 - 12 *LOVE STINKS*

Allen causes controversy at Delpport High with his questions about love. Meanwhile, Ken gets ready for his first date since his divorce.

3 - 13 *ALLEN ON TV*

Allen becomes a character in his favorite show when his tv swallows him up. Meanwhile, Ken and Manfred bond while watching golf.

3 - 14 *OUT TO LUNCH*3 - 15 *BRINGING UP BABY*3 - 16 *HEROES*3 - 17 *LIFE OF THE PARTY*

After Allen and Josh's wild weekend home alone leaves the pair in somewhat of a lurch, Manfred comes to their rescue.

3 - 18 *MESSAGE FROM BEYOND*

Allen and Josh try to find a meteor that has landed on earth. Meanwhile, Robbie becomes friends with a mysterious stranger.

JOURNEY TO THE CENTER OF THE EARTH



Treat Williams takes on the role of Theodore Lytton, a Professor of Geology and Palenontology, who stumbles upon a whole new world beyond imagination in the bowels of the Earth. Lytton is approached by Alice Hastings to lead an expedition to Auckland, New Zealand, to search for her husband, Casper, who has been missing for seven years. The professor and Hastings are joined by Lytton's nephew Jones, and a mysterious rogue explorer named McNiff on this incredible journey, where they encounter exploding gas, scalding water, vipers, a flock of reptillian birds and a Sauroid, a human-sized dinosaur. The bonds of friendship begin to crumble as each character faces the formidable physical, emotional and life-altering circumstances in the fantastic realm deep in the Earth.

This US mini-series was based on Jules Vernes classic novel Journey to the Centre of the Earth, and comes from Robert Halmi, Jr, who was also responsible for producing a mini-series based on Mody Dick. This was the first remake of Journey to the Centre of the Earth in over 40 years, this epic mini-serie is one of cable's most ambitious projects to date.

"Our mini-series is a great departure from the original novel", admits the actor, "which was a travelogue of going down [to the centre of the Earth] and then coming back up. In ours, there's a place from which to jump off and continue Verne's story."

"I did Deep Rising about three years ago," says Williams, "but there's a new technology with special effects now that I'd never seen before. There's a way in which they can set-up the monitors so if you're supposed to be descending a sheer rock wall, and you're doing it in front of a blue screen, they can actually show you what it's going to look like when it's finished. It always gave us actors much more energy and a sense of, 'This is quite an awesome shot,'".

When Jules Verne's exciting tale Journey to the Center of the Earth comes to mind, I think of dangerous descents, fascinating discoveries, and strange obstacles. But above all, what comes to mind is a classic story that is as clean as it is adventurous. I guess Hallmark Entertainment saw something different. Though they might see a clean, adventurous story, they also seem to see a classic tale to twist and butcher. First, a plot overview of one of Verne's most enduring tales.

Professor Theodore Lytton and his nephew, Jonah, are in dire need of funding for their various scientific expeditions. Their remedy to this obstacle is entering Theodore in illegal prize fights to pay the bills and fund his lectures. However, luck smiles on Theodore and Jonas when a wealthy young woman, Mrs. Alice Hastings, makes them a deal they can't afford not to accept-the scientific expedition of a lifetime, all expenses paid! Naturally, there is a catch-science is only a secondary motive for this journey -- Alice's husband, Casper, disappeared while searching for the center of the Earth, and Alice has hired the Lyttons to find him. Undaunted by the danger they will undoubtedly face, the trio sets out in search of scientific discoveries and Casper Hastings.

As they travel across the globe to the starting point of Casper's expedition, they acquire the services of a guide -- a strange, secretive man named McNiff who seems to know a bit about where they are heading. Soon they are on their way to the center of the planet. Naturally, their descent is fraught with perils... cannibals, strange creatures, natural disasters and the like plague their search for Alice's husband. As they travel deeper and deeper into earth, the dark caverns and tunnels open out into a world not unlike our own -- plants, light, and an ocean greet the intrepid band. Puzzled by their surroundings, they begin to explore among the rocks and blue foliage. As Jonas pokes around, something catches his eye-something moving through the forest. Curious, he chases after it, and is startled to find that it isn't some strange underworld creature, but a beautiful girl.

But as quickly as she appeared, she slips back into the forest. Jonas calls the others over, and they all look for her. So engrossed in their search are they that they don't notice they are being closed in upon until it is too

late. Caught off guard, the adventurers are captured by a band of Sauroids, hideous half-man, half-lizard creatures, and are taken to their lair. Sure they are going to be ferociously killed and possibly eaten, the group is pleasantly surprised when a band of warriors chase off the Sauroids, and release the prisoners. The warriors lead Theodore, Jonas, Alice and McNiff to a large, fortified city. Shocked to discover such a civilization under the surface of the earth, they are even more surprised when they are greeted by the villagers in English!

Jonas quickly recognizes the girl he saw in the woods, Ralna, and she leads them through the city, rambling in broken English about some leader and all he had done for their city. The group is told to stop and wait while Ralna goes into one of the huts. A moment later, she emerges with Casper Hastings! Shocked and surprised, the group listens while Casper relates his adventures and tells about what he has accomplished in the village. But he is mysteriously nonchalant on seeing his wife, and seems to be keeping something from Theodore, Jonas, Alice, and McNiff. What the intrepid band discovers next is sure to shock and amaze or not.

One thing I can say about this movie is, that is was very interesting. But I'm afraid that's all the positive news there is. Swearing is minimal, with one strong profanity and one misuse of God's name, as well as a minor swear word. But other problems abound. One of them is the movies' glorification of evolution and other warped theories proudly defended by Theodore. Others with differing opinions are looked upon as dolts. There is quite a bit of violence and some blood, etc. but that isn't surprising for a movie of this genre. What is surprising is the disgusting amount of sensuality. There wasn't a hint of sexual impropriety in the book, but in the movie it runs rampant. Scantly clad villagers, innuendo, adultery and fornication all play big parts in this adaptation.

Theodore and Alice share a kiss before they find Casper, which isn't so terrible -- he's probably dead, right? But they do kiss after they find Casper, which is adulterous behavior. But the thing that really bothers me is that Jonas and Ralna sleep together -- and if that wasn't enough, Jonas is engaged during all this! (Kissing leads to lying down together, then a fadeout shot to the next morning.) The sensuality in this movie is what upset me the most; there were no consequences, everyone just did what they pleased. Sensuality is bad enough, but it's also plain stupid to have it in a movie of this genre! It just doesn't fit. There really isn't anyone to root for--its a matter of deciding who is worse, and rooting for the other guy. Other cons in this movie are terrible acting (I mean really terrible -- it's almost funny) and lousy special effects (another laugh-worthy aspect).

All-in-all, this adaptation was a real let-down; I was thoroughly disgusted and disappointed. It's a movie I can't imagine anyone really liking. In the tradition of A&E's *The Lost World* and *The Time Machine*, this journey is better left untaken.

Produced by Connie Collins producer , Robert Halmi Jr. executive producer , George Miller producer , Kris Noble executive producer
David V. Picker executive producer

Original Music by Bruce Rowland

Cinematography by Bruce Phillips & John Stokes

Film Editing by Harry Hitner

Casting by Maura Fay , Sharon Jetton

Production Design by Otello Stolfo

Art Direction by Bob Hern

Set Decoration by Jill Eden

Costume Design by Kerri Mazzocco

Makeup Department - Ann-Maree Hurley day-check makeup artist , Lia Mei hair colourist , Pam Murphy assistant hair stylist , Pam Murphy makeup assistant , Amanda Rowbottom makeup supervisor , Dallas Stephens assistant hair stylist , Dallas Stephens makeup assistant
Cheryl Williams hair stylist.

Production Management - Ann Darrouzet production manager: New Zealand , Andrew Marshall unit manager , George Tosi post-production supervisor , Jenni Tosi production manager

Second Unit Director or Assistant Director - Connie Collins second unit director , John Powditch first

assistant director

Art Department - Shane Aumont props maker , Colin Burchall head scenic artist , Sophie Buttner props maker , Adrian Dalton set dresser
 Ian Foster set dresser , Chris James property master , Marian Murray assistant art director , John O'Brien carpenter , Eleanor Philpotts art department coordinator , Terence Prendergast property assistant , Jackie Stocks property assistant.

Sound Department - Lloyd Carrick sound recordist , Ella Fairburn sound effects editor , Mal Hughes boom operator , Peter Palankay Foley artist , Peter Palankay sound mixer

Special Effects by Kevin Chisnall special effects supervisor, Clint Ingram special effects , Matt Sloan lead animatronics foreman.

Visual Effects by Bruce Phillips visual effects director of photography , Randy Vellacott digital matte artist , Randy Vellacott visual effects supervisor

Stunts - Lance Anderson stunt double , Stuart Campbell stunt assistant , Dean Caulfield stunt double , Michelle Comerford stunt double , Dar Davies stunt assistant , Linda Megier stunt double , Darko Tuscan stunt double , Don Vaughn stunt coordinator , Chris Wilson stunt double

Other crew - Ursula Adeane payroll accountant , John Baird animal wrangler , László Baranyai director of photography: second unit , Cheryl Batten animal wrangler , Jana Blair production coordinator , Stuart Campbell safety assistant , Andrew Clarke picture double , Wendy Cork art finisher , Russell Crow head rigger , Dar Davies safety assistant , Freddo Dirk rigging assistant , Steve Doyle assistant editor

David Elmes first assistant camera , Kelly Foreman costumer , John Fox armorer , Frank Grlj picture double , Sean Gundlach costumer

Tony Hall key grip , Justin Heitman colorist , Tina Hennel unit assistant , Christine Hutchins senior production coordinator , Sarah Jameson costume assistant , Andrew Jerram first assistant camera: underwater second unit , Ron Kamien picture double (as Ron Kamoen) , Paul Kiely script supervisor: second unit , Jackie Larkins picture double , Arwen Munro production assistant , Peter Muston location manager

Greg Noakes still photographer , Simon Ozolins rigging assistant , Harry Panagiotidis steadicam operator , Karinda Parkinson script supervisor , Daryl Pearson gaffer , Nee Petrovic costume supervisor , Bruce Phillips director of photography: second unit , Kevin Plummer production accountant , Jo-Anne Robinson choreographer , Nicole Seckinger rigging assistant , Anthony Sharpe picture double

Don Vaughn safety coordinator , David Williamson camera operator , Andrew Calder production executive: New Zealand (uncredited) Parker picture double: Tushka Bergen (uncredited).

WR. Thomas Baum

DIR. George Miller

EPISODES: 2 **YEAR MADE:** 1999 **COUNTRY:** US **SEASONS:** 1

USA NETWORKS

CREATOR: JULES VERNE (Based on Novel)

TYPE OF SHOW: STEAMPUNK

FORMAT: MINI-SERIES

LENGTH (MINS): 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: 14/09/1999

AIR DATE OF LAST EPISODE 15/09/1999

SEASON DATE BREAKDOWN:

FILMS:

Jones Lytton JEREMY LONDON, Theodore Lytton TREAT WILLIAMS, Casper Hastings BRYAN BROWN, Alice Hastings TUSHKA BERGEN, McNiff HUGH KEAYS-BYRNE, Helen TESSA WELLS, Ralna (as Petra Yared) PETRA JARED, Mashowna SARAH CHADWICK, Te Mahua PETER KAA, Boxer JOE BUGNER, Reverend Polson ALAN HARDY, Doctor BILL CHARLES, Society Member JOHN FORSYTH, Policeman WARWICK BEGG, Johnny Alcott CHRISTOPHER CHRISTO, Head Maori Warrior ANARU GRANT, Tribal Shaman MATIU TARAWA, The Missing Link TREVOR COCKAY, Observer (uncredited) BASSEM ABOUSAID, Unsavory Man #1 (uncredited) ROBERT RABIAH.

JOURNEY TO THE UNKNOWN



Anthology series which sometimes covers stories about science fiction. But it did touch on science fiction - in *Stranger in the Family*, a remake of an *Out of the Unknown* episode; in *The Madison Equation*, where a jealous husband programmes a computer to kill his errant wife; and in *Jane Brown's Body*, in which a suicide victim is brought back to life by a new experimental drug.

This 1968 Anglo-American hybrid can only marginally be counted as science fiction - even though it has been lumped into the SF category in America. Produced by Joan Harrison, a former associate of Alfred Hitchcock, it was more a collection of psychological suspense dramas - encompassing devil worship, reincarnation, the supernatural, murder and revenge.

The anthology of 17 stories was made in Britain by Hammer Films and marked that company's first TV venture. It has since notched up two more series-Hammer House of Horror in 1980 and Hammer House of Mystery and Suspense in 1984. However the series' £12m budget (£70,000 an episode) was all-American, the cash coming from ABC-TV and 20th Century Fox. And *Journey to the Unknown* premiered in America in September 1968, several weeks prior to its British debut. Here, screenings were patchy. London viewers were the first to see episodes, with other ITV regions following in 1969 and 1970, and it's cropped up, too, in late-night schedules in the 1980s.

Journey to the Unknown was a British produced anthology series produced as a co-production between Hammer Films and 20th Century Fox in America. Hammer Films had made a name for itself in the late 1950's and 1960's by reviving the gothic horror film genre featuring *Frankenstein* and *Dracula*. These films made stars of Peter Cushing and Christopher Lee. *Journey to the Unknown* was not Hammer's first try at a television series. In the 1970's Hammer produced a pilot to a series entitled *Tales of Frankenstein* which never materialised into a series.

Journey to the Unknown was treated rather poorly in terms of scheduling by ITV in the United Kingdom. In the United States however the series had the unusual distinction of getting a prime time run on an American network, during its first (and only) season on the air and doing so during the initial fall TV season.

The unknown referred to in the title was the human mind. Episodes of *Journey to the Unknown* dealt with normal people in everyday situations that found themselves having to experience something a bit out of the normal. Each episode had one big American star in the lead role, with a strong British supporting.

The series first aired in the US on the 26th September 1968, a couple of months before its UK premier date on LWT. The executive producer for the show was Joan Harrison and Norman Lloyd, executive consultant was Jack Fleischmann and the producer was Anthony Hinds, the theme was created by Harry Robinson. The episode entitled '*Stranger in the Family*' was a remake of an old *OUT OF THE UNKNOWN* episode.

Hammer had tried to launch a TV series on several occasions previously. 1958 had seen an abortive twenty six minute pilot entitled *The Face In The Tombstone Mirror* for an attempted series called *Tales Of Frankenstein*. In 1961 Hammer had mooted *Safari* - an adventure series set in Africa and then around 1967 a series based on the Hammer film *Hell Is A City* (1959) was also proposed, but these all came to nothing. However, in 1968, Hammer successfully set up a production deal with Twentieth Century Fox Television and the ABC broadcasting network in America.

Working titles for the series included *Fright Hour* and *Tales Of The Unknown*. In all seventeen episodes were completed mainly by two separate units of technicians working on alternative episodes at MGM studios at Borehamwood. A third unit of technicians was also created for later episodes. Each episode took roughly two weeks to complete, with production for the entire series running from 24th May until 27th November.

Much of the funding came from America so a heavy emphasis was placed on attracting headlining American

actors - Roddy MacDowell, Joseph Cotton and Stephanie Powers amongst them. The programme was premiered on ABC in America on 26th September 1968 with the episode Eve. London Weekend Television bought all seventeen episodes, but did not begin broadcasts until November with airings being extremely patchy. Other ITV regions followed in 1969 and 1970. Various regions were still running the series until the late 80s, but in general Hammer's later TV productions were more fondly remembered and seen due to their initial primetime TV slots.

WR. Oscar Millard & John Gould, Robert Heverley, Michael J. Bird, Stanley Miller, William Woods and David Campton.

DIR. Noel Howard, James Hill, Robert Stevens, Gerry O'Hare and Alan Gibson.

EPISODES: 17 **YEAR MADE:** 1968 **COUNTRY:** GB **SEASONS:** 1

HAMMER FILM PRODUCTION LTD/20TH CENTURY FOX TELEVISION

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 17

DATE OF PREMIER: 16/11/1968 **AIR DATE OF LAST EPISODE** 10/03/1970

SEASON DATE BREAKDOWN:

FILMS:

No Regular Cast - including ROBERT REED, PATRICK ALLEN, DAVID HEDISON, JANE ASHER, STEFANIE POWERS, DENNIS WATERMAN, RODDY MCDOWALL, NANETTE NEWMAN, ADRIENNE POSTA.

RELATED SHOWS:

OUT OF THE UNKNOWN

1 - 1 *THE NEW PEOPLE*

A couple are welcomed by a closed village community. The husband finds the community unnerving and decides they should move back to the city, but their neighbours don't want the new people to leave.

Wr Oscar Millard, John Gould

Dir Peter Sasdy

1 - 2 *SOMEWHERE IN A CROWD*

A truly scary story involving a reporter who starts to see the same people at certain times. Everytime he sees them they are a prelude to disaster.

Wr Michael J. Bird

Dir Alan Gibson

1 - 3 *MATAKITAS IS COMING*

A woman researching the serial killer Matakitas is locked in the library and transported back in time to the night of his last killing, and she is not alone in the building.

Wr Robert Heverly

Dir Michael Lindsay-Hogg

1 - 4 *JANE BROWN'S BODY*

A doctor develops a life-giving serum, and uses it to bring Jane Brown back to life.

Wr Anthony Skene

Dir Alan Gibson

1 - 5 *DO ME A FAVOUR AND KILL ME!*

A washed-up actor asks his agent to kill him so that his wife can claim on his life insurance policy money. When his wife comes back to him, he desperately tries to reach his agent and call off the contract killing.

Wr Stanley Miller

Dir Gerry O'Hara

1 - 6 *POOR BUTTERFLY*

A man is invited to a costume party. Everyone there seems to know him, although he has met none of them before.

Wr Jeremy Paul

Dir Alan Gibson

1 - 7 *THE MADISON EQUATION*

Inga and Ralph Madison develop a computer with artificial intelligence and a personality. Jealous Ralph tries to programme the computer to kill his wife, but the computer has a mind of its own.

Wr Michael J. Bird

Dir Rex Firkin

1 - 8 *GIRL OF MY DREAMS*

A woman has dreams of future events, which her husband decides to exploit for financial gain.

Wr Robert Bloch, Michael J. Bird

Dir Peter Sasdy

1 - 9 *THE LAST VISITOR*

A woman staying at a guest-house in a quiet coastal village is disturbed by a mysterious stranger.

Wr Alfred Shaughnessy

Dir Don Chaffey

1 - 10 *EVE*

A simple young man working as a boutique assistant in swinging London, falls in love with a mannequin, which eventually leads him into danger.

Wr Paul Wheeler, Michael Ashe

Dir Robert Stevens

1 - 11 *THE INDIAN SPIRIT GUIDE*

A widow trying to contact her dead husband hires a private investigator to expose fraudulent mediums. He inveigles himself into her affections, but her late husband tries to warn her off from beyond the grave.

Wr Robert Bloch

Dir Roy Ward Baker

1 - 12 *THE KILLING BOTTLE*

A musician tries to get his animal-loving brother committed so that he can get his hands on the family inheritance.

Wr Julian Bond

Dir John Gibson

1 - 13 *STRANGER IN THE FAMILY*

A mutant child, born mute and without fingernails, develops the ability to control other people's minds. Desperate to find his place in the world, he is persuaded to pursue a career in show business.

Wr David Campton

Dir Peter Duffell

1 - 14 *THE BECKONING FAIR ONE*

An artist becomes obsessed by the portrait of a beautiful woman who died in his house during the Blitz.

Wr William Woods, John Gould

Dir Don Chaffey

1 - 15 *ONE ON A DESERT ISLAND*

A man is stranded on a desert island and a beautiful woman appears, apparently determined to keep him there.

Wr Oscar Millard

Dir Noel Howard

1 - 16 *PAPER DOLLS*

A school teacher named Craig Miller finds that one of his students has psychic powers, through a link with his brothers. The four can exchange characteristic talents in music and art, and can induce fear-related illusions in others.

Wr Oscar Millard

Dir James Hill

1 - 17 *MISS BELLE*

A stranger arrives at the house of the man-hating Miss Belle and discovers that she is raising her son as a daughter.

Wr Sarett Rudley

Dir Robert Stevens

JOURNEY TO THE WEST

AKA: **THE ADVENTURES OF SUPER MONKEY**

AKA: **SAIYUUKI**



Buddhist monk Sanzo Hoshi heads to Tenjiku to bring back a sutra that has powers to bring peace to the world. On the first day of his journey, he comes across Sagojo, on the second day he meets Chohakkai, and on the third day, he encounters Son Goku. With very different personalities, the four constantly quarrel. But through their journey together, they learn to help one another overcome many difficulties.

After days of not eating anything, they finally reach a town, but the place is burned to ashes. Just when they are trying to find out what happened, a beautiful girl in a wedding gown comes their way, followed by a young man, and then the bride's father.

The bride's father turns out to be Sanzo Hoshi's former mentor, Jintan. They are invited to Jintan's temple for dinner. Sanzo Hoshi looks scornfully at Goku and Chohakkai as they feast like pigs, and asks Jintan what happened to the town. He is told that a monster called Gyumao has burned it down to the ground.

In order to stop him from further damage, the town must offer a young girl as a human sacrifice, and Jintan's daughter has been selected. Sanzo is determined to help his mentor. After putting their heads together, they come up with a solution. Sanzo will dress up like the bride and sneak into Gyumao's castle.

Journey to the West is a direct remake of the original Saiyuki or Monkey made in 1978. The first episode of this series was one of the most watched shows in Japanese television history.

Saiyūki is a 2006 Japanese historical TV drama based on the 16th Century Chinese story Journey to the West. It is a successor to the popular 1970's TV show Saiyūki, known outside Japan as Monkey. There have been 3 dramas and one special based on Journey to the West that have aired previously, making this one the fifth adaptation in Japan.

Fuji TV made an unusual decision to air this on 9pm every Monday, a primetime slot usually reserved from romantic dramas, hoping to capture both the young and the old by making this choice. While the series started off with viewership nearly reaching 30%, its rating gradually sank, barely making it at 20% at one point; the last episode finished off with 24.5%.

Rather than producing a second season, Fuji TV and Toho are producing a feature film version of Saiyūki, released in Japan on July 14, 2007.

Fuji Television's most significant decision was to cast Shingo Katori as the show's hero.

Mr Katori is one of five members of SMAP - one of Japan's most popular boy bands. The Japanese heart-throb will be the first actor to play Monkey after Masaaki Sakai more than 25 years ago.

However, Monkey purists may be disappointed by the new version. The opening scene of each old episode that retold the legend of his birth from a stone egg on a mountain has been dropped.

The scene where Monkey achieves immortality by gorging himself on 9,000-year-old peaches will also not be included.

This series is not to be confused with an earlier Journey to the West made for chinese television.

Trivia

Japan was the first country to adapt this enduring story into a TV series, when NTV aired Monkey in 1978; China would not make a live action series until 1986.

Eri Fukatsu actually shaved her head for her role as Sanzohoshi.

Traditionally, the role of the monk has been played by a female in Japanese dramas.

The theme song, "Around the World," is performed by Japanese pop group Monkey Majik, who took their name from the theme song of the original Monkey series, "Monkey Magic," performed by Japanese group Godiego.

Journey to the West is one of the Four Great Classical Novels of Chinese literature. An anonymously written novel, it was written during the Ming Dynasty, in the 1590s.

WR. Sakamoto Yuji

DIR. Sawada Kamasaku, Narita Takesh

EPISODES: 11 **YEAR MADE:** 2006 **COUNTRY:** JAP **SEASONS:** 1

FUJI TV

CREATOR: YUJI SAKAMOTO

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIAL

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 11

DATE OF PREMIER: 09/01/2006 **AIR DATE OF LAST EPISODE** 20/03/2006

SEASON DATE BREAKDOWN:

FILMS:

Son Goku (aka Monkey) SHINGO KATORI, Sagojo (aka Sandy) TERUYOSHI UCHIMURA, Chohakkai (aka Pigsy) ATSUSHI ITO, Sanzo Hoshi (aka Tripitaka) ERI FUKATSU, RinRin ASAMI MIZUKAWA, Roshi KOJI OKURA.

RELATED SHOWS:

MONKEY

1 - 1 *LAND OF FIRE*

Buddhist monk Sanzo Hoshi heads to Tenjiku to deliver a sutra that has powers to bring peace to the world. On the first day of her journey, she comes across Sagojo, on the second day she meets Chohakkai, and on the third day, she encounters Son Goku. With very different personalities, the four constantly quarrel. But through their journey together, they learn to help one another overcome many difficulties.

After days of not eating anything, they finally reach a town, but the place is burned to ashes. Just when they are trying to find out what happened, a beautiful girl in a wedding gown comes their way, followed by a young man, and then the bride's father.

The bride's father turns out to be Sanzo Hoshi's former mentor, Jintan. They are invited to Jintan's temple for dinner. Sanzo Hoshi looks scornfully at Goku and Chohakkai as they feast like pigs, and asks Jintan what happened to the town. She is told that a monster called Gyumao has burned it down to the ground.

In order to stop him from further damage, the town must offer a young girl as a human sacrifice, and Jintan's daughter has been selected. Sanzo is determined to help her mentor. After putting their heads together, they come up with a solution. Sanzo will dress up like the bride and sneak into Gyumao's castle.

1 - 2 *LAND OF HOT SPRINGS*

1 - 3 *LAND OF DREAMS*

1 - 4 *LAND OF SANDS*

1 - 5 *LAND OF CHILDREN*

1 - 6 *LAND OF FOREST*

1 - 7 *LAND OF GHOSTS*

1 - 8 *LAND OF TIME*

1 - 9 *LAND OF FLOWERS*

1 - 10 *LAND OF SEPARATE EXISTENCE*

1 - 11 *TENJIKU*

JOURNEYMAN



The series centers around Dan Vasser, a normal man who, for an unknown reason, begins jumping back in time. He soon learns that these jumps are linked to the life of a certain person, whose destiny he is meant to change, though it doesn't always turn out for the better. While doing so, Dan reconnects with Livia Beale, his ex-fiancée, whom he lost in a mysterious plane crash. Armed with knowledge of the present, he wonders if he can save her, and in turn how it will affect his life.

Dan's "shifts" through time occur seemingly at random, with only a brief flash visible each time that is so subtle that Dan sometimes does not notice. He appears to have no control over them. The destination date can be any date in the recent past, often requiring him to locate a recent newspaper. The location is often in the same city but can be in drastically different parts. When Dan shifts, his body vanishes from the present, along with his current clothing and personal effects. However, time in the present continues to move on in his absence, and possibly at a different rate than his experience while in the past. This creates initial tensions with his family and coworkers, who wonder what has happened to him as he seems to disappear for days. Dan can also encounter himself in the past.

Dan's journeys appear to have an innate purpose, which is not always apparent to him, but involve changing the destiny of certain people he encounters.

Journeyman is an American science fiction television drama created by Kevin Falls for 20th Century Fox Television. Falls also serves as an executive producer alongside Alex Graves, who also directed the pilot.

The pilot episode of the show was made available online on September 5, 2007, and distributed by NBC on a special Fall preview DVD to Blockbuster and other retail rental stores.

The show premiered on Monday September 24, 2007 at 10/9c following Heroes on NBC. The series stars Kevin McKidd as Dan Vasser, a San Francisco reporter who involuntarily travels through time.

Fictional cosmology

Dan's "shifts" through time occur seemingly at random, the only indication he has to an oncoming jump is a feeling in his head which varies from right before he jumps to several seconds of warning. Dan appears to have no control over the shifts. The first jump is typically several decades into the past; through a series of jumps, he jumps nearer to the present, usually years at a time.

The jumps manifest themselves with a small blue flash and a ripple as Dan appears to vanish from the present, and appear instantly in the past. He is missing from the present for a period of time unrelated to the period he spends in the past. His disappearances and reappearances are rarely witnessed by anyone else; it is unclear if this is a factor in his jumps, or merely coincidence. Dan does not arrive in the same location he departed, but instead arrives near the person who he is supposed to help. His jumps are typically restricted to the area he leaves from, usually keeping him in the San Francisco area. Dan is also trying to figure out the mechanics of his travels. He has questioned a physicist who seems to have known his father in the past, and has discussed the possibility of tachyon particles being able to cause time jumps. It is now clear that the scientist is aware of Dan's travels, as well as those of others like him. It has also been discovered that those born around the time of a rare passing comet have this ability.

Dan's journeys appear to each have an innate purpose, which is not always apparent to him, but involves positively changing the destiny of a certain person. Likewise, fate seems to conspire against him if he tries to alter other events beyond his current charge. Alterations Dan makes to the timeline affect the present and the memories of everyone in it. His own memories, however, are unaltered, and he recalls events as they originally occurred before his interference.

Dan is not alone in his ability. His ex-fiancée Livia, thought to have been killed in a plane crash, actually

traveled back to her "home time", currently living in 1948 from where she jumps forward in time. Dan meets Livia on his jumps into the past, as she jumps into her future to offer her experience and assistance with Dan's missions.

Cast and characters

Kevin McKidd as Dan Vasser, a reporter for the fictional newspaper the San Francisco Register. Dan is the main protagonist of the series, who finds himself jumping through time, unable to stop or control the jumps. He has a son, Zack, with his wife of 7 years, Katie his brother's ex-girlfriend. Dan was previously engaged to Livia Beale before her disappearance and supposed death in a plane crash. Dan is a recovered gambling addict.

Gretchen Egolf as Katie Vasser, Dan's wife and mother of their son Zack. Until recently, she was the only one in the present who knew about her husband's time-traveling. Katie was the long-time girlfriend of Dan's brother Jack. Since their break-up nine years ago, the two have remained somewhat distant; partly because Katie ended up getting pregnant by Dan and they married soon after. Before marrying Dan, Katie was a television reporter. In response to cutbacks at the Register, and Dan's traveling, Katie returns to television to ensure a stable income for the family.

Moon Bloodgood as Olivia Beale (often shortened to Livia), Dan's ex-fiancée who was presumed dead after a plane crash nearly ten years before the start of the series. It is revealed that she is actually a traveler from 1948 who jumps into the future. After not being able to jump home, she was stuck in Dan's present and adapted to life there, where she began a legal career and fell in love with Dan, only to finally jump back home while on the plane. In the series' final episode, she and Dan speculated that Dan was the target of her extended jump, and that her mission was to get Dan and Katie together (which happened because of her supposed death). She now jumps to the same times that Dan visits, and offers him advice and assistance in his missions.

Reed Diamond as Jack Vasser, Dan's brother. Jack, a police detective, is dating Dr. Theresa Sanchez (Lisa Sheridan), but also has feelings for Katie (his ex). Jack forms a number of misconceptions about Dan's disappearances and apparent irresponsibility, refusing to believe his brother when Dan tries to explain the time traveling. Believing Dan has perhaps returned to his gambling vice, Jack uses his police resources to investigate Dan's life. Jack is finally convinced of Dan's time traveling when Livia meets with Jack to enlist his help in getting Dan out of a desperate situation.

Brian Howe as Hugh Skillen, editor-in-chief of the San Francisco Register and Dan's boss and friend.

Charles Henry Wyson as Zack Vasser, Dan's son, who has seen Dan disappear, believing it to be magic.

Production

Episodes of the show were made available online,[1] and NBC distributed the pilot on a fall-preview DVD at Blockbuster and other retail video-rental stores.[citation needed]

Australia's Channel Ten and Canada's Global network acquired broadcast rights to the series.

Some Journeyman supporters initiated an attempt to revive production of the series by sending boxes of the "Rice a Roni", a product with San Francisco connotations, to NBC, echoing the "Nuts" campaign which led to a second season of the CBS series *Jericho*. Journeyman creator Kevin Falls has acknowledged the campaign in his blog, saying "Your fight to save Journeyman has humbled and moved us. I'm certainly not going to tell you to stop now." However, Falls has also said that there are long odds against a revival, stating "Journeyman will likely not be getting a back nine order."

Series Produced by J.R. Orci .. Supervising producer, David Hyman .. Co-producer, Kevin Falls .. Executive producer.

Neal Ahern Jr. .. Line producer, Megan Mascena Gaspar .. Associate producer .

Series Cinematography by Anette Haellmigk.

Series Casting by Robert J. Ulrich.

Series Production Design by Mayling Cheng.

Series Costume Design by Linda M. Bass.

Series Makeup Department - Sarah Woolf .. Additional makeup artist.

Denise Dellavalle .. Makeup department head , Heather Koontz .. Key makeup artist.

Series Production Management - Nicola Scaramuzzo .. Post-production supervisor.

Series Second Unit Director or Assistant Director - David Hyman .. First assistant director , Andrew M. Flinn .. First assistant director.

Steve M. Davison .. Second unit director , Cary Jones .. Second assistant director, Helena Lamb .. Dga trainee.

Series Art Department - Kendall Bennett .. Art department coordinator.

Steve Blakney .. Props, Erik Grasteit .. Property master , Patrick Ludden .. Assistant props: San Francisco, Kevin E. Vermeersch .. Assistant property master.

Series Sound Department - Thomas Brandau .. Sound mixer , James Eric .. Boom operator, Michael Fredriksz .. Sound utility , Series Special Effects by Chris Bailey .. Special effects coordinator.

Series Visual Effects by - George Loucas .. On-set visual effects supervisor , Renaud Talon .. Digital compositor , Christopher M. Wright .. Visual effects producer, Sean Apple .. Digital compositor , Kristen Branam .. Head of production: Zoic Studios.

Series Stunts - Gianni Biasetti .. Utility stunts , Sean Kinney .. Stunt double, Malosi Leonard .. Stunts , Sam Looc .. Stunt performer, Samuel Reynolds .. Stunt double.

Rocky Capella .. Stunts , Steve M. Davison .. Stunt coordinator , Darryl Reeves .. Stunt double / stunts , Todd Warren .. Stunt rigger.

Series Camera and Electrical Department - Christopher Ferguson .. Rigging lighting technician, Kevin Kennedy .. Key grip, Chris Lombardi .. Camera operator: "b" camera , John Schweitzer .. Lighting technician, Gary Katsuya Ushino .. First assistant camera: "a" camera / steadicam assistant.

Nathan Crum .. Second assistant camera: "a" camera, Emily L.G. Goodwin .. Camera production assistant , George Gregory .. Dolly grip , Justin M. Lubin .. Still photographer , David Moir .. Still photographer , Stephen Pazanti .. First assistant camera, Chad Persons .. Steadicam operator , Charles M. Smallwood .. Key grip.

Series Casting Department - Alex Newman .. Casting associate.

Series Costume and Wardrobe Department - Isabela Braga .. Costume supervisor.

Series Music Department - John Rodd .. Music scoring mixer.

Lesley Langs .. Music editor.

Series Transportation Department - Robert Dulys .. Transportation captain, Alan Kaminsky .. Transportation.

Malcolm Mazer .. Transportation coordinator.

Series Other crew - Jennifer L. Brooks .. Second assistant accountant , Katie Carlin .. Script coordinator , Stephen Demarest .. Film permit agent, Jordan Schmidt .. Key assistant location manager , Simeon Jones .. Production assistant, Dan Dobson .. Computer/video playback supervisor , David Henri .. Computer/video playback coordinator , Oscar Sosa .. First assistant accountant , Justin W. Hill .. Key assistant location manager.

Amy Banks .. Payroll accountant , Michael Betz .. Assistant location manager , Christopher Michael Casey .. Production assistant , Charla Crook .. Stand-in: Ms. Bloodgood, Antonio Grana .. Production assistant , Michael David Lynch .. Production assistant , George McDowell Agnew .. Location manager , Aaron Millar .. Assistant location manager, Dave Moorer .. Set medic , Jennifer Mosley .. Assistant production coordinator, Kris Olson .. Production coordinator , Neal Prosansky .. Assistant location manager, Matthew Riutta .. Assistant location manager: San Francisco , Linde Sayles .. Production assistant , Carrie Specht .. Assistant coordinator , Big Spence .. Double / stand-in , L. La Mar Stewart .. Production assistant , Josh Swoveland .. Production assistant, Oorala J. Yamada .. Set production assistant: San Francisco.

The show premiered on September 24, 2007, airing Mondays at 10 p.m. Eastern Standard Time. The initial order from the network was for 13 episodes, all of which were produced prior to the 2007 Writers Guild of America strike by screenwriters. However, the series suffered from low ratings, and NBC allowed its option for a full season order to lapse by the December 11, 2007 deadline for renewal. According to trade reports,

such an action effectively means the series has been cancelled. The final episode of Journeyman aired on Wednesday, December 19, 2007.

WR.

DIR.

EPISODES: 13 **YEAR MADE:** 2007 **COUNTRY:** US **SEASONS:** 1

20TH CENTURY FOX TELEVISION, NBC UNIVERSAL (US), SKY ONE (UK)

CREATOR: KEVIN FALLS

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 24/09/2007

AIR DATE OF LAST EPISODE 19/12/2007

SEASON DATE BREAKDOWN:

FILMS:

Dan Vassar KEVIN MCKIDD, Hugh Skillen BRIAN HOWE, Katie Vasser GRETCHEN EGOLF, Livia Beale MOON BLOODGOOD, Jack Vasser REED DIAMOND, Zack Vasser CHARLES HENDRY WYSON, Sexy Vixen JESSICA ANDERSON, Trevor's Body Guard BIG SPENCE, Melissa Waters BRITTANY ISHIBASHI.

1 - 1 *PILOT - A LOVE OF A LIFETIME*

Dan Vasser's life is about to change forever, as he discovers he is being pulled into the past without warning, with no understanding as to why it is happening. As he continues to jump back and forth in time, his past comes into focus as his present unravels before his eyes.

Wr Kevin Falls

Dir Alex Graves

1 - 2 *FRIENDLY SKIES*

Not sure if his time travel is imagined or real Dan goes to get an MRI. Dan disappears during the flight when he and Katie decide to get away for a few days. Dan finds himself on another plane in a different year.

Wr Kevin Falls

Dir Alex Graves

1 - 3 *GAME THREE*

Romance is put on hold for Dan and Katie when Dan finds himself back in 1989 in time to warn everyone about a disaster, and save an addict from ruining his life. Katie finds out that Dan has seen Livia but didn't tell her.

Wr Tom Szentgyorgyi

Dir Alex Graves

1 - 4 *THE YEAR OF THE RABBIT*

While Katie sets up for her big charity event, she is stunned to find that Dan has yet again disappeared. This time around, Dan travels back to the year 1995 in order to help a woman on a blind date, but when Livia arrives to assist Dan with his mission she seems more interested in Dan's relationship with Katie.

Wr Joan Binder Weiss

Dir Laura Innes

1 - 5 *THE LEGEND OF DYLAN MCCLEEN*

While alone with Zach Dan gets one of his headaches. In the past Dan finds himself digging into the life of Dylan McCleen, an Army Ranger who stole money for a good reason. Katie is questioned about a robbery that happened the night of her big party.

Wr Matt McGuinness

Dir Allison Liddi-Brown

1 - 6 *KEEPERS*

Dan goes back to help two brothers who have been abused by their father. Jack gets suspicious of Dan and thinks he might be gambling again. While in the past Dan and Livia overhear a conversation between Jack and Katie.

Wr Paul Redford

Dir Andrew Bernstein

1 - 7 *DOUBLE DOWN*

Dan isn't happy when Katie considers going back to work as a television journalist. In the past Dan tries to save a witness from being killed. Livia shows up just in time to save Dan's future. Jack keeps looking into what's going on with Dan.

Wr J.R. Orci

Dir Alex Graves

1 - 8 *WINTERLAND*

Dan meets a hippie who was involved in a crime in which someone dies. Katie finds something out about Livia's past. When Dan is involved in an investigation it causes more problems between Dan and Jack.

Wr Dana Calvo

Dir Helen Shaver

1 - 9 *EMILY*

In the 1990's Dan finds himself tracking a serial kidnapper. When Katie gets called into Zack's school, she wonders how much Dan's traveling is affecting him. Jack is beginning to believe Dan is traveling in time. This episode is the first part, the conclusion is Blowback

Wr Juan Carlos Coto

Dir Fred Keller

1 - 10 *BLOWBACK*

Dan finds himself once again tracking Aeden Bennett. This time its 1980 and Dan gets to see what made Aeden the way he is. In the present the kidnapper seeks revenge by going after Katie. Livia tries to figure out what her purpose is in life. This is a conclusion to the previous episode Emily

Wr Kevin Falls

Dir Karen Gaviola

1 - 11 *HOME BY ANOTHER NAME*

On Christmas Eve the newspaper is hit by layoffs and Dan's new mission involves saving it. Meanwhile, Katie deals with the aftermath of Aeden's home invasion, and Jack and Theresa get startling news.

Wr Tom Szentgyorgyi

Dir Lesli Linka Glatter

1 - 12 *THE HANGED MAN*

While Dan struggles to save a mother and child in the past, Katie has to deal with her well-meaning sister who wants to help just as Zack disappears.

Wr Tracy McMillan

Dir Steven DePaul

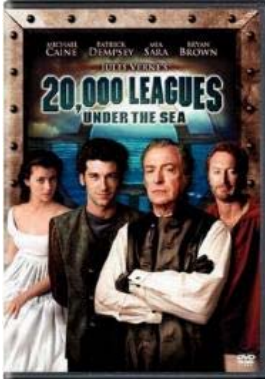
1 - 13 *PERFIDIA*

Dan's newest mission requires him to deal with a man who claims he's a time traveler. While Livia finds herself on a separate mission too, just before her wedding to Henry. Meanwhile, Jack talks to Elliot Langley, and Katie thinks that Dan has been wounded again after she discovers blood in the house.

Wr Matt McGuinness, Aeden Babish

Dir Kevin Falls

JULES VERNE'S 20,000 LEAGUES UNDER THE SEA



Professor Annrak discovers what he believes to be a creature underwater which has been destroying ships, others believe that an underwater craft is to blame. Professor Annrax goes on a journey to discover what is causing the ship wrecks. Three of a crew of a ship, one including Professor Annrax are thrown overboard in an attack by the underwater vessel. They are rescued by the Nautilus controlled by Captain Nemo, who has rejected the outside world, and won't allow the professor and his friends to return to the mainland because of the fear that they will tell the world of his plans.

Bryan Brown is also famous for starring in *THE WANDERER* and being the host for the anthology show *TWISTED TALES*. There was also a second mini-series based on Jules Verne's novel, which was also made in 1997. The show has its first premier in the UK on the Sci-Fi Channel in 1998 and later in 1998 it was shown on BBC1.

1997 was either a good year or a bad year for Jules Verne enthusiasts. It saw the release of two versions of 20,000 Leagues Under the Sea - a TV movie and this 3 hour mini-series. This is the one with the more star power, but both were flawed.

The year is 1886, and ships are being attacked throughout the oceans. Assistant Professor Pierre Arronax (Patrick Dempsey) has the theory that the attacker is a giant narwhale. His father (John Bach - who ironically played Nemo in a television series based on Verne's *Mysterious Island*), which blames Pierre for the death of his mother in childbirth, scoffs at his theories.

Pierre is hired by the Cunard line to assist in an expedition on the warship *Abraham Lincoln* to pursue the monster. During the attack on the monster Pierre realizes that his theories are wrong and the monster is manmade. However, he is thrown overboard with two of his crewmates, Ned Land (Bryan Brown) and Cabe Attucks (Adewale Akinnuoye-Agbaje), a newly freed slave. The *Abraham Lincoln* is crippled in the attack and limps back to port and the three men find themselves aboard the attacking ship.

The ship is the submarine *Nautilus* and commanded by the mysterious Captain Nemo (Michael Caine). However, Admiral McCutcheon (Peter McCauley) of the *Abraham Lincoln* swears revenge on the mysterious craft that crippled his ship and eventually enlists the elder Arronax. Meanwhile our stowaways are exposed to the wonders of the deep and the technologically advanced *Nautilus*. Pierre even discovers that Nemo is hiding his daughter (Mia Sara, token love interest for Pierre) aboard, but what is Nemo's ultimate use of the *Nautilus*?

Michael Caine as Nemo

Okay, this is not the ultimate Jules Verne adaptation, and is stretched to a mini-series length. Unfortunately, to do the stretching they added a lot of clichés. Both of the 20K adaptations felt the need to add female characters (Nemo's daughter and a girl pearl diver stowaway love interest for Cabe in this one, and Arronax has a daughter in the other). This version also adds the Cabe character - in an effort to attract African American viewers perhaps? There is also the addition of the father and son dynamic between the Arronaxes and the surrogate father that Pierre finds in Nemo. The eventual Darth Vader resemblance between Nemo and Pierre is...well if you're gonna steal, steal from the best.

The effects are also a mixed bag. Some look great, I particularly like the model work done for the *Nautilus*, but I think that it is too big and technologically advanced for what Verne describes. I also liked the set for Nemo's library. A lot of the deep sea diving scenes involving the stars are shot dry for wet with CGI added water bubbles. During those scenes the diving helmets look extremely plastic. The acting should be better considering the stars, but it is a mixed bag.

Caine was doing an odd speech pattern and am not sure what he was trying to accomplish. I hate to say it but it reminded me of the time he did the Steven Segal movie. I didn't exactly hate his Nemo, but wish for more

of the James Mason style.

Fans of the novel will be greatly offended by this version and the screenwriter's tinkering (perhaps especially with the Ned Land character). This version does have the Nautilus trapped in the arctic - which most adaptations don't cover. However, to a degree if you turn off your brain and just go along with it, the mini does have some entertainment value.

20,000 Leagues Under the Sea is presented in fullscreen as it was originally shown on television. Special features are nonexistent. I'm sure that maybe some promotional material was produced to promote it for the network showing and it's a shame that none of that could've found its way onto the DVD.

Patrick Dempsey as Pierre Arronax

However, I should note that the version I bought did come with a free ticket to see the new remake of the Poseidon Adventure (it drops the Adventure, we'll have to wait and see if the movie follows that pattern though I doubt it, looks action packed). Some online retailers list the version with the ticket as a limited edition (and charge \$5 or so dollars more for it!) but the only difference between the discs is the ticket. The store that I picked up my copy at only had copies with tickets enclosed since it was a promotional in their weekly flyer.

Verne fans should keep repeating to themselves it's only a television miniseries and might find some entertainment value. The true adaptation of 20,000 Leagues Under the Sea is yet to be made (I still prefer the Disney version) but this might make a rental for the curious.

20,000 Leagues Under the Sea is now available at Amazon. As of yet, there is not a release date for the UK. Visit the DVD's database for more information.

Produced by Jeffrey M. Hayes executive producer, Keith Pierce executive producer, Richard Pierce executive producer

Original Music by Mark Snow

Cinematography by James Bartle, Ron Hagen, Bruce Phillips

Film Editing by Drake Silliman

Casting by Vicki Huff

Art Direction by Michael Rumpf

Second Unit Director or Assistant Director - Stuart Wood first assistant director: underwater unit

Art Department - Ray Pedler scenic artist, Rolland Pike property master, Matt Sloan props

Sound Department - Fernand Bos music editor, Daniel Colman sound effects editor, Norval D. Crutcher III supervising adr editor, Eric Reuveni sound re-recording mixer: DVD.

Special Effects by Kym Sainsbury prosthetics supervisor

Visual Effects by Eric Backman model maker, Kerry Bidwell model maker, Chris Chitty miniatures engineering, Richard Chitty Miniatures, engineering, David Cuthbert model maker, Michael Daczynski model maker, Ben Gibson model maker, Adam Grace model maker, Brad Greenwood Sculptor, Brett Harrison model maker, Ian Kath model maker, Josh Madrers model maker, Paul McCarthy model maker, Neil McLaughlin miniatures engineering, Raji Naru miniatures engineering, Bruce Phillips visual effects director of photography, Dennis Pradella model maker, Paul Patrick Quinn visual effects producer, Grant Radziwill model maker, Glenn Robbins assistant modelmaker, Alison Ross model maker, Elan Soltes visual effects supervisor, Peter Stephen assistant modelmaker, David Tremont miniatures supervisor, Tony Voevodin model maker, Angie Wills visual effects coordinator.

Stunts - Scott Brewer stunts (uncredited)

Other crew - David Elmes first assistant camera, Judy Hallin assistant to producer, Sheryl Hayward production coordinator: Los Angeles, Andrew Jerram first assistant camera: underwater unit, Peter McDougall underwater camera operator, Lolita Ritmanis Orchestrator, Jonathan Sacks

Orchestrator.

WR. Brain Nelson

DIR.

EPISODES: 2 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 1

A VILLAGE ROADSHOW COMPANY, THE PIERCE COMPANY

CREATOR: JULES VERNE (BRAIN NELSON Writer)

TYPE OF SHOW: UNDERWATER **FORMAT:** MINI-SERIES

LENGTH (MINS): 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: 11/05/1997 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Captain Nemo MICHAEL CAINE, Professor Pierre Arronax PATRICK DEMPSEY, Ned Lard BRYAN BROWN, Mara MIA SARA, Cabe Attucks ADEVALE AKINOYVE-AGBAJE, Thierry Arronax JOHN BACH, Lydia Rawlings KERRY ARMSTRONG, Admiral McCutcheon PETER MCCAULEY, Imei CECILY CHUN, Shimoda KEN SENG, Dennison DAMIAN MONK, Garfield STEVEN GRIVES, Niurongu GERRY DAY, Ivanda BOE KAN, Saxon NICHOLAS HAMMOND, Scientist #2 DUKE BANNISTER, Russian Scientist GABRIEL CARR, American Scientist JEFF DORNAN, Conductor CHRISTOPHER PATE, Austrian Scientist PETER SCHEIDEL, British Scientist PETER STEELE, (uncredited) BRYON WILLIAMS.

RELATED SHOWS:

WANDERER, THE

TWIST IN THE TALE (aka TALES OF THE UNEXPECTED)

JULIA JEKYLL AND HARRIET HYDE

One day, Julia Jekyll takes a potion which she made and discovers that she turns into a strange creature which everybody calls Harriet Hyde.

Julia Jekyll is the star pupil at the eccentric Rocket Academy, a school run by a 1960s hippie throwback, Memphis Rocket, and his 76-year-old mother. Julia is good at everything, much to the disgust of the school bullies, a pair of extortionists named Sharon and Nicola Blister. One day - in the science class taken by the Blisters' uncle, Lester Blister - the evil sisters doctor a potion that Julia is concocting, with the result that, upon drinking the draught, she is transformed into the monstrous Harriet Hyde: a huge, hairy, menacing-looking but mostly harmless beast. No one knows that Julia and Harriet are the same person and Julia has her hands full in keeping this a secret - a task made especially difficult by the fact that she alters from one state to another without warning.

A noisy, energetic but somewhat vacuous children's offering that was low on charm and high on the piercing-scream count. However, it probably held some appeal for its target audience of very small children.

The series was first shown on BBC1.

Note. Principal writer Jim Eldridge went on to create another children's fantasy series, Monster TV (BBC1, 15 episodes, 10 December 1999-31 March 2000, and 11 further episodes, 8 January-19 March 2001). More of a light-drama than a comedy, storylines centred around a young lad who runs a small TV station with the aid of some friendly monsters. Juliet Jekyll And Harriet Hyde creator Jeremy Swan designed the monsters and John Asquith played one of them.

WR. Jim Eldridge , Jeremy Swan

DIR. Jeremy Swan , Albert Barber

EPISODES: 53 **YEAR MADE:** 1995 **COUNTRY:** GB **SEASONS:** 3

BBC

CREATOR: JEREMY SWAN & JIM ELDRIGE.

TYPE OF SHOW: MONSTERS

FORMAT: SERIES

LENGTH (MINS): 20 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 24, (2) 15, (3) 14

DATE OF PREMIER: 29/09/1995 **AIR DATE OF LAST EPISODE** 02/04/1998

SEASON DATE BREAKDOWN:

FILMS:

Julia Jekyll OLIVIA HALLINAN, Moira Jekyll VICTORIA WILLIAMS, BILL FELLOWS (1,2) , ANTHONY TOBIAS (1,2) , EMMA BARNETT(1,2), Sharen Blister KAREN SALT, Nicola Blister TIFFANY GRIFFITHS, SIMON GREEN (1,2), Mrs. Rocket ANN EMERY, ROBERT PORTAL (1,2), CHRISTINE LOHR (1-2), PHILIP PHILMAR (1-2) , Harriet Hyde JOHN ASQUITH, Mona Jitter SUSIE BRANN(2-3), Jason Jitter JOHN ELMES (2-3), Jerry Jekyll IAN KEITH (3), Lester Blister DALE RAPLEY (3), Edward Knickers STEVEN WEBB (3)

- *GARDENER'S HORROR TIME*
- *GORILLA IN THE MIDST*
- *BEAUTY AND THE BEAST*
- *HORROR AT THE WAXWORKS*
- *EMMELINE POND TAKES CHARGE*
- *A DRAGON IN THE LIVING ROOM*
- *NOT YETI*
- *THE FINGERS OF MRS FIGGIS*
- *LOVE IN IN THE AIR*
- *SISTER BLISTER*
- *GOING TO THE DOGS*

- *THE MAGIC CABINET OF MR. ROCKET*
- *SECRETS*
- *MR AND MRS HYDE*
- *THE NEW BOY*
- *HOME SWEET HOME*
- *BIG BUNNY*
- *FRAMED*
- *STUCK ON HARRIET*
- *ALIENS!*
- *MRS ROCKET'S DIAMOND*
- *DANGER - BALL OF FLUFF*
- *JULIA'S ELIXIR*
- *HARD ROCKET CAFÉ*
- *FAMED*
- *THE NEW CARETAKER*
- *TOP KIDS*
- *I-SPY*
- *YOUNG MUSICIAN OF THE CENTURY*
- *THE BIG PRIZE*
- *GRANNY JEKYLL*
- *IN THE NET*
- *NOT ALL THERE*
- *LOVE'S LIGHT FINGERS*
- *A FRIGHT FOR AUNT CASSANDRA*
- *MRS ROCKET AND THE MERMAID POTION*
- *ASTRO-NUTS*
- *ROMAN ALL OVER*
- *A ROCKET CHRISTMAS*
- *INVITATIONS TO HARRIET*
- *TIDDLES*
- *JULIA'S BIRTHDAY*
- *BEST GIRL*
- *I'M HENRY VIII I AM*
- *HALF HALF TERM*
- *WHICH WITCH?*
- *FANGS*
- *A FRENCH CONNECTION*

JUPITER MOON



Set in the middle of the 21st century. Jupiter Moon had three main groups of characters who often crossed paths. The first were the students of Christopher Columbus College, a small, 48 student college which was part of the University of Space. Columbus College was located on the Ilea, a space ship whose normal position was in orbit around Jupiter's moon Callisto. Callisto was the home of Space City, the largest settlement in the Jupiter System with a population of 1000. The other main group of characters consisted of the ship's crew. While the last were members of the Daedalus 10 mission. The Daedalus 10 was to be mankind's first starship. It was being built under the supervision of Professor Charles Brelan in the Jupiter system where raw materials were abundant.

Like all good soap operas Jupiter Moon always had more than one storyline going on at the same time. Although many of these had something to do with the various romances on board the Ilea, there was almost always one going on of a more adventure / science fiction nature. One of Jupiter Moon's first storylines concerned a space storm that swept through the Jupiter system taking the Ilea with it. Although damaged the ship did make it back to Callisto where it was revealed that the Ilea was the only fusion powered ship left functioning in the Jupiter system. This fact caused the Ilea to get called into service quite frequently to perform missions a typical college spaceship would not have to. These included such things as rescuing a damaged spaceship, chasing after space pirates and a mining operation to an asteroid some 50 million km away.

This space-age soap opera has the dubious distinction of being the only sci-fi series to have been killed off by a real space war! Launched in 1990 as one of the fresh new shows commissioned by satellite channel British Satellite Broadcasting, Jupiter Moon beamed down to a handful of 'squarials' for 15 episodes before falling victim to the satellite rivalry between BSB and Rupert Murdoch's Sky.

When the two organisations merged into BSkyB, Jupiter Moon became permanently lost in space. It remained a real curio - a series seen by few and forgotten by most of those, until it found a new home on the Sci-Fi Channel with its UK launch on 1 November 1995. Jupiter Moon was created by veteran soap producer William Smethurst and was quickly dubbed 'Crossroads in space', after one of his previous series.

The series was created and produced by William Smethurst, a former long standing editor of British Radio Soap The Archers, and was recorded at the studios of Central Television in Birmingham.

Actors included Lucy Benjamin, Anna Chancellor, Jason Durr and Fay Masterson.

Often described as teen angst in outer space. Jupiter Moon was the first soap opera set in outer space. Jupiter Moon was one of the few original programmes to be broadcast on Britain's ill-fated BSB TV service. BSB was a direct broadcast satellite service which required the viewer to purchase a very small satellite dish nicknamed the squarial. The series normally was broadcast three times a week on Monday, Wednesday and Friday, with an omnibus edition of the week's three episodes being broadcast on the weekend. BSB however was one of two competing direct to the home satellite systems the other being Sky TV which had started before BSB. Both services were losing money at a rapid rate and it soon became apparent that only one of the services would survive. Instead of waiting until one of the two was forced to fold, in late 1990 BSB and Sky merged to form BSkyB. Due to contractual problems however, BSkyB was unable to show any additional episodes of Jupiter Moon, despite the fact that 42 completed episodes remained unbroadcast. These episodes were finally seen in the United Kingdom when the Sci-Fi Channel ran them in early 1996.

This early cancellation must have come as a surprise to the production company, since the final episode which was made ends on a cliff-hanger. A cliff-hanger which would have been resolved in the programme's second year. NOTE: All episodes are untitled. Episodes were broadcast three days a week on Monday, Wednesday and Friday. On the weekend an omnibus edition comprised of the week's three episodes was broadcast. The producer for the series was William Smethurst, the series was originally shown on Satellite channel Galaxy.

On the series' original run on BSB only episode 1.1 to 1.108 were shown, the remaining episodes were unbroadcast until the Sci-Fi Channel in the UK showed them.

Trivia

The standard unit of currency in the show was the ECU (pronounced "eck-you"). The ECU was an internal accounting unit for the European Community until it was superseded by the Euro, an actual currency, in 2002.

The space station Ilea was named after the then-recently-abolished Inner London Education Authority.

The soap was screened on GBC TV (Gibraltar television) ahead of its premiere on BSB's own Galaxy channel. The soap was seen in the British colony every Tuesday, Thursday and Saturday at 730pm, having substituted Eastenders which had become too expensive for GBC TV.

The character Phillipe Gervais was named after associate producer Jane Fallon's partner Ricky Gervais.

William Smethurst is the creator and producer of TV series Jupiter Moon, a space opera set in the mid-21st century. Launched in 1990 by BSB, the show ran for 150 (30-minute) episodes. After the merger of BSB with Sky, Jupiter Moon was repeated on the Sci-Fi Channel in 1995. Here, Smethurst talks about the programme's origins.

Jupiter Moon was sold to British Satellite Broadcasting on the strength of one sentence: "The loves, passions, and courage of the students and crew of a space polytechnic as it ventures through the universe in search of scientific discoveries."

I called it Voyage Of The Ilea. John Gau of BSB asked why the ship was called the Ilea. I said that in a dark dream I had imagined Ken Livingstone as a senior statesman, naming the first European space polytechnic in honour of the Inner London Education Authority, so brutally killed by Mrs Thatcher.

John Gau said that, well anyway, he loved the programme idea. 150 episodes, budget £6m. Dr Bob Parkinson of British Aerospace designed the spaceship using the very latest European Space Agency/NASA projections, and it was built in the Central Television studio in Birmingham that had until recently been occupied by Crossroads. 'Beam me up, Benny' a Daily Star headline had once said, reporting that Benny was an alien. Now it had come to pass - a spaceship landing on the motel.

From the start, we were tenacious about scientific accuracy. We were looking for the science of the future, the future as it might well actually be for humankind in the far reaches of the Solar system in 2050.

Our spaceship was the only accurately scaled prototype of a spaceship interior in the world. NASA had a design on paper, but ours was the only reality. The camera crew pleaded with Bob Parkinson to change the dimensions, particularly in the corridors, but concessions to the television-maker's art were few and grudging.

In early days, we only allowed the Ilea to voyage between the Jovian moons on those dates that would be feasible according to the movements of the planets and their moons. The script team were given an Orrery for 2050, provided by Bob Parkinson, and told to work to it. We rapidly found, however, that this was restrictive, and that very few viewers would catch us out if the Ilea journeyed between Io and Pasiphae on a date when the orbit of the moons made such a journey unlikely.

Dr Doug Bertram of Birmingham University's Department of Space became our script advisor. His speciality was the study of diffuse x-ray emission from tenuous but hot plasma, particularly as seen between galaxies in the Perseus Cluster. Whenever the spaceship Ilea strayed dangerously close to tenuous plasma, viewers could be confident that every fact was accurate. A script revision of episode 127 carries Doug's terse note:

"Victoria's papers. It was HII plasma not H2. Obviously it sounds the same, but if she gives a seminar on this then the display must get it right."

No viewer was ever given the opportunity to mock: 'Oh no, they've confused HII plasma with H2 plasma! What idiots!' But it wasn't always easy to maintain the integrity of our vision of the future world, not making three episodes a week. If somebody in Coronation Street wants a slice of toast the prop-buyer gets a toaster from Argos. But where does the Jupiter Moon prop-buyer go to get a toaster circa 2050?

A horrible moment came when I saw the tapes shot of a scene in the Stardust Café, Callisto. A character was pretending to film singer/bargirl Melody, whilst secretly filming a gang of South American space-wanderers suspected of illegally strip-mining the moon Leda. There, right in mid-screen, the camera being used for this secret recording was a very large, very obvious, 1988 analogue camcorder. Why, why, why? The prop buyer said nobody had told him what a 2050 camera would look like. The director said that if the camera didn't look like a camera, then viewers wouldn't know what was going on.

After talking to Doug, I decided that it only looked like a 1988 camcorder: in truth it was a tiny 2050 digital imager encased in a protective sheath to guard against the 200,000 rads from electrons and 50,000 rads from protons that bombard all sensitive equipment in Jupiter System.

Sir Michael Drury of Birmingham University's Department of General Practice provided a medical scenario and told us, interestingly, that shingles and depression might well be common woes in space 2050. IBM offered to build the ship's computer, but pulled out because we wouldn't agree that it would not crash if attacked by space monsters. What would people wear in 2050? The future was Katherine Hamnett and John Paul Gaultier, we decided, buying up entire collections.

The special effects were shot in Prague, where the Ilea model was 10 feet long, and the Galilean moons hung on wires against black drapes. The Prague Symphony Orchestra recorded the superb music score by Alan Parker. The Czech special effects team had no conception of a system that made and transmitted 90 minutes of TV drama every week. When special effects were not ready on time, they calmly suggested that we postpone filming. They were also having a revolution. As the Ilea sailed through space at Barrandov studios, students filled the centre of Prague, raising the Czech flag over the statue of King Wenceslas. Communism fell while the Ilea battled in space with the pirate ship Santa Maria.

We wanted stories that were realistic, humorous, and based on character. Part of the BSB remit was that we should encourage and develop new writing and acting talent, and we looked for writers who had fresh, distinctive voices. They did not, for the most part, come from a science fiction background, although Ben Aaronovitch, one of the very best Doctor Who writers, came in with some superb storylines and scripts. He plotted our most popular story; the murder trap embedded in the Achilles files of the Michelangelo Expedition, and invented Ruby Kumara of Red-Spot Radio, the station that's better than bedtime.

Some of the writers had worked on Radio 4's *The Archers*. They were daunted by the lack of countryside. While the sci-fi team wrote stories about space battles and dangerous missions to volcanic moons, they wrote a gentle story about a hamster, and another one about a donkey sanctuary.

There were other links with *The Archers*. Both programmes were made in Birmingham, and keen viewers noted that in a parallel universe old space-lag 'Pegleg' Johnson was actually Ambridge farmer Mike Tucker, the space doctor was Pat Archer, college bursar Rebecca was Elizabeth Archer, and Petra, super-computer of the Solar system, was Susan Horrobin from the council houses.

The series sold for £2m to Germany, and we cast a German actor to play a young space-criminal, but when the actor came to Birmingham he didn't think much of it and, like the Czech technicians, he didn't understand the concept of making three programmes a week: working in the studio for six days, and learning next week's lines on day seven. When he did understand he flew straight back to Munich. A promising, keen young actor, Jason Durr, was called up from London. He had to learn his lines, manage without rehearsal, have his hair crew-cut and dyed yellow, and perform the next day. To add to his problems we forgot to book him into a hotel.

Most of the cast were young, inexperienced, and amazed to find themselves sometimes earning over £1,000 a week. Anna Chancellor, now seen in prestigious dramas like *Four Weddings And A Funeral* and *Tipping The Velvet* auditioned with a terrible cold and high temperature, and had got home and was about to crawl into bed when the phone rang - would she come back immediately and audition again. Back she came, across London in the rush hour, to give a brilliant performance as cool, lovely Mercedes Page, space navigator extraordinaire.

Faye Masterson, now starring in US sci-fi films having been cast in a major role by Mel Gibson, was only 16 when she came to Birmingham to play new Ilea student Gabrielle. Other Ilea students have made a name in the profession: Lucy Benjamin (who said the first line of episode one, and almost the last line of episode 150) in *EastEnders*, Nick Moran starring in *Lock Stock And Two Smoking Barrels*. Nick played a student called Zadoc. Providing names for characters was always tricky - what will be the in-names of 2050? Phillipe Gervaise was named after Ricky Gervaise, boyfriend of the associate producer. We thought we'd blow a little of the stardust of fame over him.

WR. William Smethurst, Julian Spilsbury, Helen Leadbeater, Margaret Phelan, Robert Smith, Nick Warburton, Diana Souhami, Charles Hodges, Joanne Maguire, Veronica Rumble, Graham Harvey, Steve May, Simon Frith, Sue Teddern, Ben Aaronovitch, Veronica Henry, Jonathan Myerson, Rowena Rumble, Torrey Speed, Jane Fallon.

DIR. Kay Patrick, Clive Fleury, Garth Tucker, Henry Foster, William Slater, Betsan Morris-Evans, David Dunn, David Andrews, Tom Kingdom, Andrew Higgs, Alister Hallum, Mike Holgate.

EPISODES: 150 **YEAR MADE:** 1990 **COUNTRY:** GB **SEASONS:** 1

PRIME TIME TELEVISION / ANDROMEDA TELEVISION PRODUCTION

CREATOR: WILLIAM SMETHURST**TYPE OF SHOW:** SOAP**FORMAT:** SERIAL**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 150**DATE OF PREMIER:** 19/03/1990**AIR DATE OF LAST EPISODE** 23/11/1990**SEASON DATE BREAKDOWN:****FILMS:**

Eliot Creasy ANDY RASHLEIGH, Chantal De Greycy CAROLINE EVANS, Finbow Lewis PHIL WILLMOTT, Victoria Frobisher NICOLA WRIGHT, Cats Kitebrook TOBY ROLT/ NICK HUTCHINSON, Sara Robbins KAREN MURDEN, Piers Gilpin DOMINIC ARNOLD, Rosie Greenwood CAROLYN BACKHOUSE (ep 1-38) , Daniel Wetherby DANIEL BEALES, Fiona McBride LISA BENJAMIN, Henry Carson IAN BROOKER (from ep. 44) , Herlinde Gothard NIKKI BROOKS, Mercedes Page ANNA CHANCELLOR, Prof. Charles Brelan RICHARD DERRINGTON, Pegleg Johnson TERRY MOLLOY, Melody Shaw SUZY COOPER, Voice of PETRA (eps 1-144) CHARLOTTE MARTIN, Jorge Amado PETER POLYCARPOU, Lili SUNNY ORMONDE, Jenny Fletcher/Voice of PETRA CHERYL MARTIN, Wilburforce ALAN GRANTANAS, Voice of Ruby Kumara (eps 78-83, 132) NICOLA DUFFET, Sabine Galland (eps 78-83) CONSTANCE WETZEL, Tranquility Neruda (eps 136-150) JANNA STRIEBECK, Natasha Kovitsky (eps 114-150) FIONA SINNOTT, Dr. Christophe Chazalon (eps 77-150) CHRISTOPHER SIMON, Jim Hawkins JIM SHEPLEY, Jean-Francois Baul (eps 1-85, 129-130) ANTHONY RUSSELL, Commander Cats Kitebrook (eps 1-7) TOBY ROLT, Vanda Wolff (eps 57-76) CAROLINE REDL, Timothy Shaw ANDREW REED, Anna Begani ANNA PERNICCI, Stefan Brinker (eps 50-61) THOMAS NAUMANN, Sara Robbins KAREN MURDEN, Zadoc Wilkinson (eps 121-150) NICK MORAN, Gabriella Tanzi (eps 78-150) FAY MASTERSON, James Bromwich (eps 1-30) RICHARD LINTERN, Byron Wilkinson (eps 115-150) RICHARD LEAF, Dr. Paul Lockwood (eps 65-97) MARK JAX, Harriett Bullock KATHRYN HURLBUTT, Commander Paul Fitzroy 'Bulldog' Drummond (eps 95-150) RICHARD HAINSWORTH, Phillipe Grevais (eps 78+) JAMIE GLOVER, Chantel de Greycy (eps 1-49) CAROLINE EVANS, Alex Hartman (eps 7-49) JASON DURR, Commissioner Gerard e Greycy (eps ?-60) KIM DURHAM, Rebecca Harvey (eps 47-150) ALISON DOWLING, Belinda Skinner (eps 101-150) SHARON BROADY, Herlinde Gothard (eps 1-73) NIKKI BROOKS, Fiona McBride LUCY BENJAMIN,

1 - 1 *EPISODE ONE*

It's New Years Eve 2049, Victoria arrives on the Ilea and appears to have a space virus. Finbow spots something unusual on the scanner.

Wr William Smethurst**Dir** Kay Patrick1 - 2 *EPISODE TWO*

Victoria's illness casues the Ilea to be quarantined. Tim gets in trouble for hacking into the computer to get chocolate. Finbow's observations are dismissed by Professor Brelan.

Wr William Smethurst**Dir** Kay Patrick1 - 3 *EPISODE THREE*

A shuttle pilot by Cats almost crashes into the Ilea. Rosie and Mercedes learn that they are rivals for Cat's romantic interest.

Wr Julian Spilsbury**Dir** Kay Patrick1 - 4 *EPISODE FOUR*

Sara gets upset at Herlinde, when Herlinde recieves a call from Bob, her boyfriend on Earth. The girls try to cheer up Victoria who continues to act strangely. Chantel confirms Finbow's observations are not an equipment malfunction.

Wr Helen Leadbeater**Dir** Clive Fleury1 - 5 *EPISODE FIVE*

Jean-Francois gets Daniel to promise to look after Melody when he's gone.

Mercedes apologies to Rosie, who accepts that Cats is a womaniser. Mercedes intends to go to take the Valencia to Moonstation, and go to the French Academy instead.

Jean-Francois proposes to Melody, who accepts.

Space Raiders attack Victoria - it transpires they are Daniel and his friends looking for Melody.

James decides he will go on the D10 Mission.

Space City requests assistance from the ILEA guiding the SS Valencia into harbour (their scanner's on the blink). Whilst Tim is hacking into the computer, the Valencia alert Finbow to interference. Finbow has to adopt emergency procedure when he realises his "object" is moving towards them at 80,000 kilometres a second!

Wr Margaret Phelanm

Dir Clive Fleury

1 - 6 *EPISODE SIX*

Petra has crashed, and comms are severed with the Valencia. Eliot believes it's a scanner malfunction caused by the electrical storms, but Finbow thinks a strange phenomenon from another part of the Galaxy came bounding across the sky and sort of gobbled them up! It could be taking the ILEA with it. A rumour goes around the ILEA that it's a space serpent. Victoria's instincts tell her it's something very ominous.

Tim's worried that the trouble's been caused by him having hacked into Petra to Moscow West!

Cats takes the Centaur for a "look-round", but refused Mercedes' offer to accompany him. Almost immediately, comms with him are lost.

Wr Julian Spilsbury

Dir Clive Fleury

1 - 7 *EPISODE SEVEN*

Cats can't be traced. Distressed Rosie

Tim's also distressed - Rosie gave him a choc bar in last episode.

Eliot's dismissive when Fiona/Finbow notice something/someone in the airlock. A bloke emerges, having been stuck in the Airlock for 36 hours, after travelling up in the Centaur. He's wearing the spacesuit of Paul Fitzroy Drummond, but the ILEA was expecting the arrival of a computer mechanic, ALex Hartmann. After being unconscious, he awakes, making a grab for Mercedes.

Finbow thinks they're being carried into deep space; Eliot says they're still over Callisto. Are Aliens tapping into the computer?

Wr Helen Leadbeater

Dir Gareth Tucker

1 - 8 *EPISODE EIGHT*

It transpires that Mercedes knows Paul Fitzroy Drummond, and that the bloke who emerged from the airlock certainly isn't him. He is in fact, Alex Hartmann, who's stolen a spacesuit and bummed his way from Mars.

Herlinde tries to break the news to Finbow that she's not interested in him, but she fails to get the message across, and Finbow is left with quite the wrong impression.

Herlinde complains to Piers about having to share with Anna Begani.

Mercedes commiserates with Rosie over lost Cats, and tells her that Cats really belonged to her.

Finbow and Chantal persuade Eliot to set course for Ganymede. The ignition backfires.

Wr Helen Leadbeater

Dir Gareth Tucker

1 - 9 *EPISODE NINE*

Eliot thinks there is a fault in the power circuits, but Finbow believes something electronic is eating it's way through the magnetic shield. No? No-one takes him seriously, and Alex refuses to give any assistance. Jean-Francois collects a sample of the murk outside. Alex diagnoses the fault - the cable to the lower deck rockets was damaged when the storm hit, and that's why the back-up system won't work. Someone's got to go outside the ship - it's highly radioactive!

Herlinde gets Sara to give Finbow the brush-off on her behalf, but Melody sends a card to Finbow, with a message of "Je t'aime toujours" and signed "H". Finbow interprets this as encouragement from Herlinde.

Wr Margaret Phelanm

Dir Gareth Tucker

1 - 10 *EPISODE TEN*

Eliot still believes they're over Callisto and merely being subjected to an electrical storm. Finbow, however, believes something is attacking the magnetic field. The analysed sample reveals that the murk is volcanic, but not from the Jupiter system. It is vital that the rocket computer on the outside of the ship is mended so that the Ilea can break free to safety. Finbow can't be exposed to anymore radiation so Eliot asks Alex to carry out the repairs. Alex refuses to go.

Tim's still on a self imposed fast, and volunteers to go out himself.

At the Winter Ball, Herlinde is forced to tell Finbow exactly where he stands with her ie nowhere. Melody's prank is discovered by Sara and Herlinde. Finbow prepares for his Kamikaze repair mission, but a mystery spaceman beats him to the airlock.

Wr Margaret Phelanm

Dir Clive Fleury

1 - 11 *EPISODE ELEVEN*

James tries but fails to mend the rocket computer. Eliot bribes Alex to take new unit out. Mercedes helps and the repair is successful.

Eliot and Finbow prepare to blast back to Ganymede.

First attempt to fire rockets is disrupted by lightning. Damage not too bad so they re-start firing sequence.

The Ilea is hit again but this time it's serious. The store module has become detached and Petra has to jettison the girls' accommodation to restore the ship's balance.

The girls scrape through the doors but Melody trips and is only just saved by Alex.

Jettison is completed. Everyone is safe.

Wr Julian Spilsbury

Dir Clive Fleury

1 - 12 *EPISODE TWELVE*

Food and water will have to be rationed because of the loss of store module.

Alex sets Tim to help him steal a box of Vitachocs.

Herlinde is sharing a room with Anna Begani and hates it. To add to her problems, Finbow is still in pursuit.

Chantal, who has been working on the computer trying to find out the cause of their trouble, wonders if the strange mass outside the ship could be a living being.

Wr Julian Spilsbury

Dir Clive Fleury

1 - 13 *EPISODE THIRTEEN*

The Ilea is still locked in the 'storm'. The girls' accommodation is somewhat cramped and tempers are getting fraught - but no-one wants to share with poor Anna Begani.

Chantal sends a charge across the comms antennae as an experiment. Eliot is furious, but she has uncovered some useful information that there is a link between the firing of the rockets and the lightning outside the ship.

Melody overhears a conversation between James and Finbow - there's only a month's supply of oxygen left. She is paralysed with fear, but then reacts by barricading herself into the Dome.

Wr Helen Leadbeater

Dir Gareth Tucker

1 - 14 *EPISODE FOURTEEN*

Melody has locked herself in the Dome and is still refusing to come out. Chivalrous Jean-Francois inches his way up the emergency lift shaft to rescue her. James makes Melody promise not to tell the other students - even Jean-Francois - how low the supply of oxygen is.

Tim is forced to own up to stealing vitachocs by Rosie and Piers, who suspect that Alex is the real culprit.

Rosie insists that Herlinde goes back to sharing a room with Anna Begani.

Alex appeals to Mercedes to help him steal the command module and escape from the Ilea - will Mercedes decide to take the coward's way out and abandon ship?

Wr Margaret Phelanm

Dir Gareth Tucker

1 - 15 *EPISODE FIFTEEN*

Alex and Mercedes plot to leave on the command module. Daniel follows Alex round the ship, trying to locate the missing food supplies.

Herlinde and Mercedes are concerned at Melody's strange behaviour, unaware that she knows about the faulty CO2 extractor.

Alex can't believe his luck when James asks him and Mercedes to go out to the command module to fetch the oxygen cylinders. But Alex's escape plans are thwarted - they return reporting that the water tanks are empty!

After much toiling at the computer, Chantal finally discovers where they are and how to get home.

Wr Robert Smith

Dir Gareth Tucker

1 - 16 *EPISODE SIXTEEN*

Chantal has come up with a theory - that the ship is enveloped by a mass of ice, rock, metal and hydrogen, and is actually in an eccentric orbit within the Jupiter system. In 16 hours they will pass Ganymede and be drawn close by its gravitational field. They must fire the rockets at an exact moment to shoot the ship out of the murk, and at the same time fire the electron gun to send a beam to lower the build-up of negatively-charged electrons, thus countering the plasma's lightning.

Chantal presents Eliot with her theory, but he refuses to comply. Finbow takes command of the ship, but Chantal's attempt at the exercise fails. The Finbow points out that Chantal has miscalculated her timings - they still have 21 hours before they pass Ganymede! But the real problem is that Petra has packed up. Can Tim operate it manually?

Wr Julian Spilsbury

Dir Kay Patrick

1 - 17 *EPISODE SEVENTEEN*

Rosie tries to make Tim override Petra's failure to fire the electron gun, but he suspects a frame-up - that he's being tricked into confessing previous computer crimes - and so deliberately fails. Fiona attempts the same thing and knows Timmy can penetrate the codes faster than she can.

Daniel overhears Eliot's drunken revelation about the faulty CO2 extractor and then Herlinde learns about it. She marvels at Melody being so calm - in view of the fact that she's known about the imminent crisis for some time now.

Timmy is brought to Comcen again and this time he succeeds in penetrating Petra's codes.

Eliot is both maudlin and sarcastic at being thrown off his Bridge.

Petra goes haywire. Tim and Fiona are left alone to fire the gun but it's the final straw when the ventilators cut out!

Wr Nick Warburton

Dir Kay Patrick

1 - 18 *EPISODE EIGHTEEN*

The ventiation system is restored, but Victoria has developed acute appendicitis!

The lifts are out of order, which means that Chantal and James are cut off from the bridge, and Rosie and Eliot are stuck in the lift.

Meanwhile, Timmy and Fiona are stranded alone on the bridge, as the minutes to the moment for firing the gun and igniting the rockets tick by.

Eventually Tim partly manages to unscramble Petra, enough to open the doors so that Chantal can get to the bridge. Mercedes climbs up the maintenance shaft to get to the bridge - but there is someone in a spacesuit ahead of her!

Chantal fires the gun just in time and the space suited figure - Finbow - arrives just in time to fire the rockets.

Wr Diane Souhami

Dir Kay Patrick

1 - 19 *EPISODE NINETEEN*

The Ilea moves off through the black cloud, but to where - no-one knows!

Victoria is deteriorating rapidly and without the use of Medicom, there is little Piers can do.

Eliot and Rosie emerge from the lift, having been trapped in it for 9 hours - together!

Eliot is bitter at being ousted from the bridge and refuses to re-take command of the ship. The responsibility is still down to Finbow.

Finbow and Mercedes are asleep on the bridge as Petra flashes lights and tries to tell them something. As Piers makes the first incision into Victoria's appendix. The ship clears the storm. Chantal and James wake up and kiss one another as Jupiter ascends into the sky.

Wr Margaret Phelanm

Dir Clive Fleury

1 - 20 *EPISODE TWENTY*

The Ilea comes through the cloud. They should be home in four days.

Piers completes his operation on Victoria but its success remains to be seen. Victoria is still unconscious and seems to worsen, perhaps she's even dying. Medicom is still not operational.

Eliot resumes command of the ship and places Finbow under arrest. Herlinde tries to thank Finbow for his bravery and is appalled to learn that he might hang for his "mutiny". Rosie tries to reason with Eliot and is shocked by the hurt he reveals.

Melody and Herlinde organise a Valentine's party - somewhat to Rosie's surprise.

The Ilea tries to contact Space City, but gets no reply.

Wr Margaret Phelanm

Dir Clive Fleury

1 - 21 *EPISODE TWENTY-ONE*

Rosie comes onto the bridge as Petra continues to transmit the mayday signal. Eliot tells her that it is no good. In Space City control room, Pegleg Johnson comes in and wakes Tom, the sleeping duty officer. He contacts the Ilea to the joy of everyone on the bridge. Eliot transmits their position, and Rosie asks about Commander Kitebrook. Cats surprises Rosie by replying to the question himself. He wishes her a happy valentines day. Eliot tells the ship that they have made contact with Callisto. Everybody celebrates. Alex tells Mercedes that things will be better from now on, but she looks unconvinced. Cats tells Eliot that the comet did cause some damage to Space City, but they are fine, to Pegleg's disbelief. Eliot tells them that they will need a working CO2 extractor within the next fortyeight hours.

Pegleg tells Cats that a Centaur cannot reach the Ilea in time. They wonder if they will be able to mate a shuttle with a tanker booster for extra thrust. Eliot tells James that Cats should reach them in forty hours. James leaves for some breakfast, and Rosie asks Eliot if he is alright after his all night watch. She offers to ask Finbow if he'll take over, but Eliot refuses. She leaves to organise the valentine's day party. In the common room, preparations for the party are underway. Chantal joins James who leaves, embarrassed. Herlinde asks Alex if he is coming to the party. She gives him a paper heart. Alex decorates his heart with a substance that he stole from one of the labs. He presents it to Mercedes, telling her the the substance is

silicate from Mars. He invites her to join him there in a business partnership. He says that they will be good together and he wants her to go with him.

Tom oversees Cats launch from Space City. Melody is worried about Timmy, who his feeling very depressed now that he can no longer be a hero. Jean-Francois suggests that Timmy's crisis of confidence could be cured if they give him a medal. Rosie tells Eliot that he will harm himself, as he has now been on constant watch for over twentyfour hours. She tries again to convince him to let her ask Finbow for help. They are interrupted by a call from Cats, who tells them that he is on his way. In a corridor, Mercedes tells Alex that she has her own career to think of, and she thinks he could find someone better than her. Melody interrupts them, telling them they are planning a surprise for Timmy. Mercedes, keen to get away from Alex, offers some chocolate and takes Melody to her cabin.

James joins Chantal in a physics lab, and apologises for his earlier rudeness. He feels that it would not be right to get involved with anyone, considering his future plans. She tells him they were merely celebrating and that he doesn't have to feel guilty about kissing her. She asks for a valentines kiss which develops into a lingering embrace. They are interrupted by Petra paging James and Mercedes to Comcen. Eliot tells James and Mercedes that he admired them for pitching in on the bridge during the crisis, and he offers them a few watches under more normal circumstances. James asks about Finbow, and Mercedes tells Eliot that they will help out only if Eliot gives Finbow his job back. Eliot refuses and, as they leave, threatens to order them. He tells them that Kitebrook will be able to relieve him tomorrow anyway. Mercedes is stunned, she thought Cats was dead.

Rosie informs everyone at the party that with the CO2 build up, they will have to be very careful. There is no more beer on the ship, but she wants them to have a good time. Jean-Francois announces that without Timmy's skill and bravey, none of them would have survived. He presents Timmy with a box of five vitachocs. Herlinde is furious, there had been ten. Melody asks her not to mention it as he will be upset to find out that someone stole his present. James enters the common room and parts from Mercedes with a kiss. He joins Chantal at her table. Alex asks Mercedes why James was kissing her. He tells her that he doesn't like it. Jean-Francois announces a game to pair up the singles amongst them. Mercedes writes out a card, but Alex destroys it. She tells him that he doesn't own her and she will do what she wants, and that does not include going to Mars. He tells her that he may not be good enough for her now, but he was when she thought she was going to die.

Wr Charles Hodges

Dir Clive Fleury

1 - 22 *EPISODE TWENTY-TWO*

As the Ilea heads homeward, the newly restored comms link is busy with people eager for contact with their families. Rosie tries to get in touch with Victoria's father aboard the Helium 3 plant. In Medicom, Sara tells a recovering Victoria that even on Earth they had heard the Ilea was missing, and wonders if Victoria's father has been trying to get through. Victoria says Piers will try to contact him again later. Rosie enters, looking for Piers. Petra gives a dozing Eliot an update on the shuttle's expected arrival. He settles back to sleep again. Piers joins Victoria and Sara in Medicom. Victoria asks him if her father has called yet, but Piers expects that the lines are still busy.

Alex runs into Mercedes but she tries to put him off. She wonders why nothing she says can get through to him. He tells her that she needs someone who is not in awe of her. In the Dome, Piers tells Rosie that the storm hit the Helium 3 plant at a critical moment. There were no survivors. She wonders how Victoria will take the news that her father is dead. In the common room, Herlinde tells Sara that Daniel overheard the message about the Helium 3 plant. They wonder what Victoria will do now. Anna suggests she return to her mother, but Sara says that all she cared about was her father. Piers breaks the news to Victoria.

Petra tries to inform a sleeping Eliot that there may be bombardment with space debris. He mumbles in his sleep. Rosie tells the girls that Victoria may have been expecting the worst. The ship is rocked by a collision and Rosie rushes out. Eliot is woken and orders manual steering. Mercedes enters and discovers that there has been some minor damage. She asks Eliot why he didn't see it coming. Melody tells Jean-Francois that she doesn't want him to leave. He is torn between staying or returning to Earth, but doesn't know what he can do on Callisto. She wonders if he can get a job on the Ilea. Eliot shares the Cranfield song with an approaching Cats, unaware that he has left shipside communications on, to the amusement of the rest of the ship. As Cats prepares to dock, Mercedes gets ready. Rosie rushes to meet him at the entyport, where he is greeted by an appreciative group of girls. He gives a flower to Herlinde, but virtually ignores Rosie and Mercedes.

Over a drink in Comcen, Cats tells Eliot that he was glad to get out of Space City. He explains that they lost their Comcen when the dome was hit by a meteor, killing seven men. Five men went down with the Helium 3 plant on the Copernicus, and the Valencia was severely damaged and won't be going anywhere

in a long while. He tells Eliot to make the most of the voyage home, and asks about Finbow. Cats joins Rosie in the common room. She asks him if Finbow can be courtmartialled, as he saved all their lives. Cats says he would probably have done what Finbow did. In the club, Mercedes introduces Cats to a drunken, jealous Alex. He drops hints about the command module, and leaves. Mercedes denies that she knows what he's talking about. Sara tells Melody that Herlinde has a crush on Kitebrook. Melody tells them that Jean-Francois is thinking of becoming a miner on Ganymede. Cats is called to Comcen. He kisses Mercedes and tells her that he will be back.

Anna tells Herlinde she wouldn't have made it without her. Herlinde says she wants to hit the Stardust Cafe when they get back. Anna says she will go to the hospital with Victoria. Herlinde invites Anna to join them. Eliot tells Cats that no one has offered to help him, and asks him to take a watch as he is exhausted. Cats grudgingly agrees and, after Eliot leaves, contacts Mercedes to wish her goodnight. Piers joins an upset Victoria who tells him that she was horrible to her father when she last spoke to him. She wishes she could tell him she loves him, but breaks down in tears as she can't even give him a burial. Eliot is in the club, having a nightcap when Jean-Francois and a group of students arrive. They tell him that they feel Finbow has been punished enough. Eliot tells them that he is the Captain of the ship, and will not take advice from students. A Court of Inquiry, not he, will decide Finbow's fate.

Wr Joanne Maguire

Dir Garth Tucker

1 - 23 *EPISODE TWENTY-THREE*

Anna sends a message to her family. She tells them about the death of Victoria's father, but that things are now getting back to normal. Daniel reminds Jean-Francois that he is still 'owed' Melody after their card game. He tells him he is attracted to Melody and thinks he is in with a chance. He wants her, and feels that there is no point in pretending anymore. Cats talks to Eliot about Finbow on Rosie's behalf. He warns him that a Captain's scalp is worth more than a First Officers, and asks him to drop the charges. Eliot tells Cats that everything is in the log, and plays back Finbow's entry, made when he forcibly took command. A resigned Cats agrees that Finbow is for the chop. The girls exercise in the Dome, but are interrupted by Eliot. He tells them that there will be a service of thanksgiving. Sara asks him why he won't let Finbow off, but Eliot tells them that it is all on record. He cannot wipe it, as Herlinde suggests, as there is a protected copy in Petra. He doesn't even believe that Fiona, or even Timmy could hack into it...

Timmy tells the girls that he cannot do it, as he is worried that he will get into trouble again. They lay down the challenge. Unable to resist he asks Fiona for back-up. Timmy and Fiona sneak onto the bridge while Eliot 'sleeps' on the duty bunk. They take his command autosec and start to hack into Petra. Eliot observes them out of the corner of his eye, but does nothing. In the Dome, Piers asks Finbow about his plans. James says he will speak to Professor Brelan for him. They are interrupted by an alarm. As Timmy works his way through the systems, Finbow surprises them and initiates a full security alert. He tells Eliot that they were hacking into the security codes. Eliot shakes his head in resignation. In the girl's cabin, Fiona and Timmy tell them that Finbow's security alert will have copied the log a dozen times in different codes. A surprised Timmy says that Eliot merely sent Finbow off the bridge, and told them to forget all about it.

An exasperated Eliot tells Rosie that Finbow has ruined his own chances, and doubts that even God could delete the evidence now. Daniel suggests to Jean-Francois that he let him take Melody out for one night. If his charm doesn't work on her, he will consider the bet forgotten. In the common room, Daniel tells Melody that Jean-Francois will not be going to Space City with them tomorrow. He warns her that Jean-Francois is in a funny mood. Sara and Herlinde wonder about Daniel's motives. Melody discovers Jean-Francois in the Dome, and asks if he is avoiding her. He tells her about the bet with Daniel. Eliot tells Cats that Finbow will be piloting the Ilea into Space Harbour one last time. Cats advises Eliot to let things take their course, as he will be laying himself wide open to charges of incompetence and indecision if he tries to help. Finbow is going down anyway, so why should he take Eliot with him?

Melody forgives a sorrowful Jean-Francois. Petra announces the approach to Space Harbour, and they watch Callisto slide by. Daniel runs into Melody and suggests that they go to dinner. She tells him that that she doesn't fancy him, and that she would have to be a moron to leave Jean-Francois for him. She tells him that if she hears of Daniel upsetting Jean-Francois ever again, he will answer to her. After she leaves, Daniel makes a move on Herlinde. Victoria wakes up, delirious, and asks Piers if her father has called yet. In Comcen, a restless Finbow contacts Space City to announce he is commencing the approach run. In the common room, Eliot is holding the service of thanksgiving, which is relayed around the ship. They sing the hymn 'For Those in Peril on the Sea', whilst Piers watches over the sleeping Victoria. A subdued Finbow listens in from Comcen, as the Ilea makes its final approach to Space Harbour.

Wr Julian Spilsbury

Dir Garth Tucker

1 - 24 *EPISODE TWENTY FOUR*

James meets Professor Brelan at the airlock. Brelan is eager to meet with Mercedes, but is interrupted by Harriet Bullock, the new college principal, who asks to come aboard. He tells James he wants a tour of the ship. Mercedes meets up with Alex, who is carrying out repairs in the Dome, and tells him that she doesn't want people to think they are a couple. He reminds her of their plan to comander the command module. Rosie greets Harriet, and tells her there has been an exodus of students from the ship, but Piers and James are still aboard from the teaching staff. Harriet tells her that they should all meet together that afternoon. Brelan inspects the accomodation available. Mercedes asks if they have missed any training, but Brelan tells them that they have been too busy keeping Space City alive. When they arrive in the Dome, Brelan asks about Finbow's mutiny. James tells him that Finbow deserves a medal, but Brelan says that the post graduates are being hailed as the real heroes.

Wr Julian Spilsbury

Dir Garth Tucker

1 - 25 *EPISODE TWENTY-FIVE*

On the bridge, Eliot picks up a bottle of Moonshine. Petra calls Rosie to Comcen. In the Dome, Fiona quotes poetry, which Anna wrongly attributes. Timmy says that this isn't going to be easy. Cats and Mercedes arrive in the club, making sure that Alex, who has been following them around Space City, is not there. Cats admits that he is terrified of giving a lecture to the students in the morning. In the morning, Timmy asks Cats if it is true that people call him a living legend. Entering the common room, Sara tells Fiona that Cats' real name is Kenneth. In Medicom, Rosie tells Eliot that he will be remembered, not for his achievements, but for destroying Finbow's career. He tells her it's Finbow or him, and that he may be offered early retirement. If he gets the chop, Eliot tells her that he will take Finbow with him.

Wr Andy Rashleigh

Dir Kay Patrick

1 - 26 *EPISODE TWENTY-SIX*

Chantal tells Herlinde and James that she was in her father's office when Eliot arrived. Herlinde says that something must be done about Eliot's boozing and sleeping whilst on watch, but James tells her that Eliot is a good bloke. After Herlinde leaves, Chantal arranges to meet James and Piers later in the Dome. In the common room, Herlinde asks Sara why they never knew that Eliot was such a ghastly man. Sara says that Finbow always covered up for him. Herlinde tells Sara that she needs her help for a little smear campaign.

Wr Joanne Maguire

Dir Kay Patrick

1 - 27 *EPISODE TWENTY-SEVEN*

Harriet visits Commissioner de Greycy in Space City and tells him that if Brelan is serving on the Board of Inquiry, so should she. He tells her that they need someone to record the proceedings, but she will need to contact Strasbourg if she wants to sit on the board itself, providing she can remain objective. He reminds her that she only wants her crew off the hook, but she tells him that Brelan wants her ship on it. She leaves and runs into Brelan, who tells her that mutiny must be punished. Brelan tells de Greycy that Finbow and Eliot will have to go back to Moonstation. He thinks that Eliot is a buffoon and Finbow inadequate. The Commissioner tells Brelan that Harriet would like to take his place on the Board. She thinks he wants to destroy Columbus College. Brelan says that he does not want Daedalus held up.

Wr Nick Warburton

Dir Kay Patrick

1 - 28 *EPISODE TWENTY-EIGHT*

Harriet presents Jean-Francois with his degree certificate. She is horrified at his suggestion that he may get a job with a mining company so that he can be near Melody. Chantal interrupts them to announce that Brelan has returned to the ship. A bemused Brelan is watching Fiona revise for the quiz in a study lab when Harriet enters. She tells Brelan that it would have been common courtesy to ask before making an inventory of her ship. Fiona listens as Brelan reminds her that the Ilea is not her ship, and is the only operational fusion engined vessel left in Jupiter System.

Wr Veronica Rumble

Dir Henry Foster

1 - 29 *EPISODE TWENTY-NINE*

In a study lab, Fiona tells Timmy not to trust Alex. Timmy is having problems with a restricted file, designated SAM. Alex arrives with refreshments, and Fiona asks him why he is so interested in restricted files. He tells her that he is doing a complete overhaul, and is checking for any bugs or viruses. Alex tells Timmy that Brelan has invited him down to Space City for lunch.

Fiona joins James and Chantal in the Dome, and voices her concern about Alex's use of Timmy. She tells them about Breelan's invitation and Chantal wonders what he is up to. Fiona tells them that she does not like what is going on, and that Timmy is becoming obsessed with Petra's archive.

Wr Margaret Phelan

Dir Henry Foster

1 - 30 *EPISODE THIRTY*

In his office in Space City, Breelan tells Commissioner de Greycy that the Ilea is the only decent resource left in Jupiter System. He reveals that it has already come back in three different forms, and it's time for a rebirth. The Commissioner wonders if this will be as twins. In the Dome, James is giving a lecture to a group of students when Harriet arrives. She is disappointed at the turn out.

Breelan thinks that they can use the Ilea's upper stage, the Naiad, to service the exploration groups, whilst he can use the lower stage, the Elizabeth Bonadventure, to take sky mining units into Jupiter's upper atmosphere. The Commissioner tells him that whilst he can see that the plans have merit, he cannot support his suggestion. They cross to the Commissioner's office, where Chantal is waiting. She asks Breelan if it is the Ilea's body that he wants, or her mind. Breelan is amazed that the Commissioner is intent on keeping the Ilea intact, and warns him that he has taken his recommendations to the Space Commission. As he leaves, Chantal asks him for light tubes, for James' research in the Dome. Breelan suggests that James transfer his work to Daedalus Headquarters which is much better equipped.

Wr Graham Harvey

Dir Henry Foster

1 - 31 *EPISODE THIRTY-ONE*

All the students are contacting their parents for help, as the dismantling of the Ilea begins. Harriet joins Cats, who is taking a watch in Comcen. She has been told that they must defer to the civil authorities in the case of a local emergency, and that it is now all over. She tells him that this is Breelan's personal vendetta. He wants to break up the ship once and for all. Herlinde tells Melody that Breelan has arrived. Melody rushes off, concerned that he is after Timmy. Chantal meets Jean-Francois outside the common room. He tells her he has come for a few hours sleep as the hostel is like Dodge City. She tells him he had better get used to it.

Wr Julian Spilsbury

Dir Garth Tucker

1 - 32 *EPISODE THIRTY-TWO*

In Club Galileo, Mercedes tells Alex she will not go to Mars with him. She tells him that he is a thief who would have jettisoned everybody to save his own skin. He wonders what Breelan would think of her part in the plan, and she reminds him of his promise to keep it to himself. He tells an exasperated Mercedes that if she comes to Mars with him, he will not have to break his word.

In Medicom, Victoria asks Rosie to read the official inquest report on the loss of the Copernicus, which notes a verdict of deaths by misadventure. She tells Rosie that she ought to go back home to settle things with her mother. Rosie warns her that her mother may be remarrying, and Victoria asks her if she has been in touch.

Wr Diana Souhami

Dir Garth Tucker

1 - 33 *EPISODE THIRTY-THREE*

During a seminar, Melody gives a presentation on chaos theory. Harriet suggests that if Melody must copy her essays from text books, she should copy them from up to date ones. Chaos theory has been discounted for years.

Daniel and Victoria are playing poker again in the common room. After she wins another hand, Piers jokingly suggests that Victoria take him out on her winnings. She warns him that she might take him up on the offer, while Daniel tries to squirm out of paying the 180 ecus that Victoria has won. Sara wonders if some small random event has upset Daniel's playing, but he thinks that chaos theory is plausible. He demonstrates by thrusting his apple into Melody's hand and suggests that this could set off a series of events that could culminate in her falling for him. Melody storms out, and slams the apple into a nearby flower pot.

Wr Charles Hodge

Dir Garth Tucker

1 - 34 *EPISODE THIRTY-FOUR*

Fiona and Anna return from Space City, Anna talking incessantly about her friend Hanka. Victoria meets

them off the lift, and Fiona tells her that Timmy is being kept in for more tests. Before she can stop herself, Victoria wonders what they will do about the quiz. Anna volunteers herself as a replacement and leaves. Fiona is not pleased and they discuss other possible replacements. Victoria asks Piers, but he tells her that he can't do it as he is staff. He suggests she ask Mercedes.

Back in her cabin, Anna discovers that she has picked up Fiona's bag by mistake. Discovering Fiona's make-up, Anna decides to try some on.

Wr Margaret Phelan

Dir Kay Patrick

1 - 35 *EPISODE THIRTY-FIVE*

Sara returns to her cabin and finds Melody and Jean-Francois together again. He congratulates her on the quiz win. She asks them that if they thought something was wrong with the final score, would they say anything?

In the club, Mercedes tells James that Brelan will not sack him. Chantal tells him that the Professor doesn't like people who stand up to him. Mercedes tells her of Brelan's interest in Amalthea, but James wonders why the Professor is so interested in the SAM files. Chantal says they should try to find out what he is after.

Harriet finds Sara, Melody and Jean-Francois celebrating in the lobby. She tells Melody that it is not fair on her room-mates for Jean-Francois to stay. Harriet congratulates Sara on the quiz and tells Jean-Francois she wants to see him in her room.

Wr Margaret Phelan

Dir Kay Patrick

1 - 36 *EPISODE THIRTY-SIX*

In Space City, Brelan tells Cats and Mercedes that he cannot take the only fusion powered ship just because he saw a smudge. Cats tells him that there are five lives at stake, but Brelan wants to look at Amalthea again before he can tell Victoria that her father may be alive.

In their cabin, Victoria tells Sara and Melody that she wants somebody to ask Piers to forget about their date, and says it was a joke. She can't afford it as Daniel will not pay up his gambling debt. Sara says that they will sort out Daniel.

Daniel tells Sara and Melody that he cannot afford to pay Victoria. They threaten to tell his gambling partners that he doesn't pay his debts and that he is a cheat. He agrees to see what he can come up with. They demand 1500 ecus.

Wr Julian Spilsbury

Dir Kay Patrick

1 - 37 *EPISODE THIRTY-SEVEN*

On the Ilea's bridge, Finbow tells Brelan that all systems are functioning normally. Harriet joins them, and tells the Professor that they must establish how the college will function under the present system. He tells her that the trip to Amalthea will take five days, and depending on what they find, they will be back at Callisto in around twelve days. She is suspicious of the convenient sudden emergency that has resulted in the Ilea being handed over to him, but he assures her that he is only interested in the rescue operation.

Wr Steve May

Dir William Slater

1 - 38 *EPISODE THIRTY-EIGHT*

Cats thinks that the Copernicus' crew must be alive, but aren't acknowledging them as their comms antennae are down, but Finbow wonders how, in that case, are they sending the signal. As he thinks about it, he realises that the answer is obvious. It is a spacesuit that is broadcasting the mayday. Finbow tries to contact them on the suit frequency, but still gets no response.

Harriet arrives in the common room, and tells Jean-Francois that she hopes she won't be finding him lurking around the girl's cabins. Jean-Francois tells her that they all find themselves barred from places they shouldn't be - he from the girl's accommodation, her from the bridge! Anna joins Harriet to tell her that Brelan has apologised for lashing out at her earlier. She says that the Professor must have also been under stress when he threw Harriet off the bridge, and is under the impression that he hit her!

Wr Nick Warburton

Dir William Slater

1 - 39 *EPISODE THIRTY-NINE*

As the Ilea approaches Amalthea, Cats wonders why the Copernicus' computer has not corrected its orbit. Finbow thinks they may have had to hide to maximise radiation shielding. Mercedes says that on the edge of Jupiter's radiation belts, with Io swinging past every sixteen hours spewing sulphur, is there anywhere to hide? As Petra checks the Ilea's radiation shields, Finbow tells Cats that they are taking a bashing. The shields should keep them within allowable radiation tolerances until they reach the radiation belts. Then they will have to get in and out fast. Chantal and Victoria discuss the problems of avoiding Io's plasma ring and the electrical flux tube, and getting to Amalthea when it's not too close to Io. Chantal says they have to go in when Io is at its least active.

Wr Joanne Maguire

Dir William Slater

1 - 40 *EPISODE FORTY*

The Ilea continues to plough through the sulphur storms. In the physics lab, Victoria and Jean-Francois argue as their readings on the storm intensity do not tally. She tells him that he doesn't care if they don't reach the Copernicus. Petra informs Finbow that there are no alternative trajectories, they appear to be drifting out of control. Finbow, needing the readings on wind particle density, calls Victoria to Comcen. He is feeling very sick. Daniel watches as Herlinde and Anna prepare the club for his twentyfirst birthday party.

Wr Diana Souhami

Dir Henry Foster

1 - 41 *EPIODE FORTY-ONE*

Brelan tells Cats that the Copernicus cost one billion ecus and had been in service for only two months. Cats is more concerned with the crew. He tells the Professor that he should get some sleep. Victoria wakes up from a nightmare, worrying Anna and annoying Herlinde in the next cabin. Herlinde tells Victoria that she should see Harriet and get some counselling. Piers examines Finbow who wants to get out of the airlock. He tells Piers that he has found a friend, Gregor, a spider who he talks to about spaceships. Piers tells him that he needs some visitors.

Wr Diana Souhami

Dir Henry Foster

1 - 42 *EPISODE FORTY-TWO*

In the shuttle, Cats continues his approach, but is unable to raise the Copernicus. There is no docking collar, and Brelan advises that he abort. Cats ignores him and tries to dock regardless. He has trouble and fails in the attempt. The Ilea loses his signal as Brelan looks on helpless. In the common room, Herlinde apologises to Alex about going on about Mercedes. He tells her that Mercedes means nothing to him. They kiss, surprising everyone. Alex mentions Mercedes again which upsets Herlinde. He leaves.

Wr Graham Harvey

Dir Henry Foster

1 - 43 *EPISODE FORTY-THREE*

Cats has reached the Copernicus - it is badly damaged. He goes inside. Brelan and Mercedes have found out that Alex hacked into Herlinde's personal files and it is decided to confine him to Gantry 2 until the ship reaches Callisto. He will not be allowed to contact Herlinde. Cats finds the source of the Copernicus's mayday call - it came from a computerised space suit. The man inside the suit is dead. Three more bodies are found, all badly burned. One man remains unaccounted for. Herlinde ropes Daniel into helping her look for Alex who seems to have disappeared. They realise that he is on Gantry 2 when they are denied access.

Wr Nicholas McNerny

Dir Garth Tucker

1 - 44 *EPISODE FORTY-FOUR*

Cats breaks into the Copernicus's command module to reach the surviving crewman. Piers and Alex go over with a rescue ball to bring him back. Finbow is still in the Airlock and Herlinde pours out her love for Alex to him. Alex and Herlinde meet when he goes to borrow Finbow's spacesuit. Finbow notices an eruption on Io and warns Brelan and Mercedes that they should pull out. Cats arrives back just in time - the survivor is not Victoria's father. The Ilea leaves as the volcanic dust approaches.

Wr Julian Spilsbury

Dir Garth Tucker

1 - 45 *EPISODE FORTY-FIVE*

Victoria comes to terms with the death of her father, as Harry, the rescued crewman, begins to recover

slowly. Alex tells Daniel that he is intending to go to Mars without Herlinde. Jean-Francois and Daniel try to persuade Herlinde not to waste her life chasing Alex. Harry tells the story of the Copernicus. Victoria's father died a hero - he did an EVA and was killed by the radiation. Harry was badly burned in the fire which killed the other three men. Herlinde sees Alex at the funeral service. Victoria faints and Herlinde misses her chance to talk to Alex when Harriet asks her to help Victoria back to Medicom. Jean-Francois asks Harriet for a job on the Ilea and she agrees. Harry disconnects his drip.

Wr Margaret Phelan

Dir Garth Tucker

1 - 46 *EPISODE FORTY-SIX*

The Ilea is on its way home from Amalthea. Harry pulls out his drip but survives the emergency, much to Piers' and Victoria's relief. He is however, still in a coma. Jean-Francois starts as a lecturer but, apart from Anna, finds it difficult raising student interest. Melody and Sara still work in the Stardust, where Melody now sings to great acclaim. Sara is very fed up. Herlinde is miserable because Alex won't contact her. As Piers sleeps and Victoria watches Harry, he wakes up out of his coma.

Wr Margaret Phelan

Dir Betsan Morris Evans

1 - 47 *EPISODE FORTY-SEVEN*

The Ilea is on its way home from Amalthea. Harry recovers after his fit and Piers does not have to undergo an enquiry. Harriet bans students from Club Galileo because of coming exams. In Lili's temporary absence, Sara and Melody are left to run the Stardust. Rebecca Harvey arrives. Herlinde is warned off Alex in turn by Harriet and Mercedes but she ignores their advice. With Cats' help, Herlinde gets a message to Alex asking him to meet her in the club, but he fails to show. Rebecca has no money and needs a job. Eliot invites her to dine. She tells him of her separation from her husband. De Greycy warns Eliot that henceforward his job contract will not be automatically renewable.

Wr Julian Spilsbury

Dir Betsan Morris Evans

1 - 48 *EPISODE FORTY-EIGHT*

The Ilea arrives back from Amalthea. Herlinde misses Alex's departure. Rebecca starts her new job as bursar and gets on with the students, if not Harriet. Sara and Melody move back on to the Ilea but still have one more engagement at the Stardust Cafe. Eliot's contract of employment won't automatically be renewed and he suspects Finbow is after his job. Cats commiserates then pursues his dinner date with Mercedes.

Sara and Melody prepare for their duet in the Stardust. Jean-Francois is uncertain about this and disappointed that he cannot come because of his extra tutorial with Anna Begani. At the last minute he ditches the lesson and catches the shuttle to Space City. He is shocked when he sees Melody singing.

Wr Julian Spilsbury

Dir Betsan Morris Evans

1 - 49 *EPISODE FORTY-NINE*

The Mars Liner is turned around because Tim has not been tested for the Mars 14 virus. Melody decides to pursue her singing career at the Stardust to Jean-Francois' dismay. Sara and Melody are shocked to hear about Herlinde's relationship with Alex. When the boys from Space Harbour stop by Melody goes back down to Space City. De Greycy reminds Eliot that he might start looking around for another job as he is approaching retirement age. Chantal tells her father she is going on Daedalus.

Wr Joanne Maguire

Dir William Slater

1 - 50 *EPISODE FIFTY*

Tim and Fiona arrive back on the Ilea. Tim immediately hacks into Petra. Eliot goes down to Space City to ask Stefan about a job. Stefan half heartedly says he'll keep Eliot's name on file. Eliot is convinced that this means Carena will hire him. Piers, Harriet and Rebecca try to decide what to do about Tim as no other planet will accept him. Harriet bans Melody from going down to the Stardust to keep her lunchtime singing date. Chantal contacts James at Daedalus. Rebecca explains to Tim why the ship turned back from Mars. She tells him that he can't stay on the Ilea but there seems to be nowhere else that he can go either. Tim disappears.

Wr Joanne Maguire

Dir William Slater

1 - 51 *EPISODE FIFTY-ONE*

Tim is discovered in Space City having hitched a lift down on a refuse shuttle. He approaches Brelan and

is told that he consider himself part of the Daedalus team when he returns from Mars. Stefan arrives on the Ilea to give lectures.

Harriet decides to allow Melody to continue singing at the Stardust but only 3 nights a week. Lili assures Melody that she can sing on Friday's, the busiest night. Harry tells Melody and Fiona that the Valencia's cargo hold is about to be opened up and he may be able to get his hands on some make-up and clothes for them. Eliot introduces Rebecca to Stefan and we discover that they are married but seperated when they arrived in Callisto.

Wr Nick Warburton

Dir William Slater

1 - 52 *EPISODE FIFTY-TWO*

Carena Corporation (and Mars Commission) have refused Timmy a place on the *Marinaris* because neither Ilea or Space City have the vaccination culture necessary to innoculte him against MV 14. Timmy's case is taken up on Earth. De Greycy - and Mars Commission - come under pressure to get Timmy home to safety. But the ship will leave in forty-eight hours, with or without Timmy. Herlinde tries to contact Alex on her autosec but to no avail. Sara calls Alex on her own autosec, and to Herlinde's surprise, a man answers (not Alex). Melody and Fiona sew Timmy's new and prestigious Daedalus Badge onto his dungarees as a surprise. Sara teases Herlinde about her Mr Big paranoia and Herlinde complains to de Greycy about a violation of her human rights. Timmy's allergy worsens and Piers stresses the urgency of his condition. Rebecca suggests they falsify the records and say he's had the virus vaccine. Piers is horrified. Daniel gives Timmy some grapes only to discover from Sara they were 'genetically engineered' for enhaced growth and research purposes and not to be eaten. Timmy doesn't mind. He doesn't like grapes anyway.

Wr Graham Harvey

Dir Henry Foster

1 - 53 *EPISODE FIFTY-THREE*

The Mars ship will leave without Timmy. Rebecca takes action and 'gives' Timmy the necessary blood test that proves he isn't carrying MV 14 and can therefore go to Mars to be treated for his allergy. The test is in fact false. Jean-Francois hastily puts together a tutorial which is scuppered by Fiona. Melody helps Rebecca do her test on Timmy and supports her when Brellan insists on seeing the documentation. Who is Dr Gilpin? Brellan accepts the Certificate, but only just. Tim will go to Mars. Fiona, Sara and Anna plan for and enjoy the contraband party in the Stardust. Rebecca has some difficulty in persuading Fiona out of the arms of a miner and home to pack for the trip to Mars. Piers returns from his medical symposium at Valhalla and quickly learns that Timmy has passed his diagnostic test and will be on the morning ship to Mars. Who signed the Certificate? What has been going on?

Wr Graham Harvey

Dir Henry Foster

1 - 54 *EPISODE FIFTY-FOUR*

Piers is in a moral dilemma - he doesn't know how to respond to Rebecca's MV 14 certificate forgery; Rebecca defends herself in the name of commonsense and Harriet admits that she is tempted to stay quiet about the whole issue. Fiona is reluctant to go to Mars and tries to hide - under Sara's bed. Herlinde waits in vain for Alex as the passengers for the *Marinaris* gather. Melody holds a farewell party in The Stardust as Tim and a reluctant Fiona leave. Herlinde asks Fiona to pass a note to Alex if he is on the ship. Mercedes accuses Brellan of deliberately getting rid of Alex, so he (Brellan) would have no rivals. Piers calls Brellan to confess but isn't able to as Brellan interrupts him and congratulates him on a problem solved.

Wr Diana Souhami

Dir Henry Foster

1 - 55 *EPISODE FIFTY-FIVE*

Melody is singing more and more frequently down at the Stardust and is greatly admired by Henry. Jean-Francois has to spend all his time preparing lecture notes. Rebecca advises Herlinde to get drunk and pick up a man for the evening to help her get over Alex. Herlinde propositions Cats. Eliot is confident that he has found a new job working as a pilot for Carena. He is disappointed when Stefan tells him that he hasn't even got an interview. de Greycy again warns Eliot that the renewal of his contract is no longer automatic. Harriet complains to de Greycy about Rebecca and is told she will have to put up with her. Stefan asks Rebecca to back with him. She refuses. Melody misses the last shuttle home again.

Wr Diana Souhami

Dir David Dunn

1 - 56 *EPISODE FIFTY-SIX*

Piers locks Rebecca out of Medicom, when sharing an office with her becomes unbearable. The students

complain to Rebecca about the food. They decide to have a go at preparing their own. Rebecca asks Melody to help her regain access to Medicom. They speak to Tim on the Mars ship and try to follow his instructions. Petra shuts all the security doors, locking Rebecca and Melody in Comcen, Piers in Medicom, and Breelan and Anna in the lift.

Wr Margaret Phelan

Dir David Dunn

1 - 57 *EPISODE FIFTY-SEVEN*

Eliot overrides Petra's security code to open the doors. Petra tells him that the doors were locked by Melody and Rebecca. Stefan tells Harriet that he is concerned about Tim's test - all the stock records have been checked and he can find no record of in-date antibody control solution. Harriet, Piers and Rebecca decide to tell him that one bottle of a new batch was found in the fridge and that Piers supervised the test via hologram. Jean-Francois is officially made assistant lecturer. He has a month to submit his choice of subject for his research project. He goes down to the Stardust with Melody to celebrate. Next morning he walks out of his lecture feeling ill from a hangover. Piers reluctantly lets Rebecca back into his office. They kiss.

Wr Margaret Phelan

Dir David Dunn

1 - 58 *EPISODE FIFTY-EIGHT*

Vanda, from Berlin has arrived, sponsored by Carena Corporation to paint Jupiter System. Eliot takes Rebecca out to dinner, Rebecca relates the history of her dreadful marriage and Stefan is rude to them. Finbow spots a strange object, a mystery ship? Melody is called away, singing in Space City, while Jean-Francois and Victoria happily work together on his thesis proposal. Sara notices their intimacy. Vanda tells everyone about the mystery ship. Has the Marinaris turned round again? Finbow ascertains it is not the Marinaris. Jim and Daniel talk food business. Sara wants Melody to stay at home more. The mystery ship finally acknowledges as the Santa Maria - from the University of Salvador 2050 Astrophysics Study Venture.

Wr Margaret Phelan

Dir Betsan Morris-Evans

1 - 59 *EPISODE FIFTY-NINE*

The Brazilian crew from the Santa Maria arouse suspicion. Carena Corporation - de Greycy and Stefan - video them while supposedly taping Melody singing. Anna warns Melody about her fears of Jean-Francois and Victoria's romance. Anna also tells Daniel, who promptly offers Jean-Francois and Victoria his room to work in, while making yet another unsuccessful go for Melody. Stefan wants Rebecca back and hints he knows about Tim's fake test. She ignores him.

Rebecca resolves to help Anna with her exams. Vanda agrees to have dinner with Daniel then suggests going back to his place. Daniel can't believe his luck. de Greycy and Stefan ponder the reason behind the Brazilian "pirates" visit.

Wr Julian Spilsbury

Dir Betsan Morris-Evans

1 - 60 *EPISODE SIXTY*

With Victoria's help. Jean-Francois has decided upon his thesis project. Anna, hungover, starts her affiliation programme on Petra, with Finbow and Rebecca's assistance. Eliot tells Finbow about the Santa Maria which he thinks might have military capabilities. Meanwhile, de Greycy and Stefan meet Amado - Captain of the Santa Maria - who, though cool, seeks information on valuable heavy metal chemistry. Neither Sara or Herlinde believe Anna's theories about Jean-Francois and Victoria. Anna hints to Melody who misunderstands her. Sara warns off Victoria from Jean-Francois - who becomes very upset. Jean-Francois tries to comfort her and they end up in a passionate embrace.

Wr Julian Spilsbury

Dir Betsan Morris-Evans

1 - 61 *EPISODE SIXTY-ONE*

Finbow is becoming suspicious about the Santa Maria. He conveys his fear to Stefan. Eliot brings Amado up to the Ilea. Amado kisses Rebecca and Stefan catches them. Sara warns Victoria to stay away from Jean-Francois. Daniel hints to Jean-Francois that he knows about Jean-Francois' relationship with Victoria, he discusses it with Sara. Melody knows that Sara and Victoria have fallen out although she doesn't know why. She tells Sara to leave Victoria alone. Victoria tells Jean-Francois she loves him but will not carry on seeing him. Stefan spends the evening working in the Daedalus office. When he leaves, an unseen person enters his office and taps into the computer.

Wr Nick Warburton

Dir William Slater

1 - 62 *EPISODE SIXTY-TWO*

Stefan tells Finbow that the University of Salvador cannot identify any of the Santa Maria's crew. He warns Eliot to be careful what he says in front of Amado. Melody plans Jean-Francois birthday surprise. Finbow explains his theory to Stefan - that the Santa Maria has been in Jupiter System for 3 weeks. Piers, Harriet and Jean-Francois discuss Melody at a departmental meeting and Piers volunteers to warn Melody that she will not pass the year unless her work improves. Amado and the Amazons board the Ilea. They press Eliot for information about Ganymede and become threatening when he is unable to give it. Jean-Francois tells Victoria he loves her. For Melody's sake she wants their relationship to cool off for a while. Amado and co. prepare to leave on the shuttle. de Greycy gets a call from Earth telling him that the Santa Maria is at Space Colony. Eliot and Finbow try to abort the shuttle.

Wr Simon Frith

Dir William Slater

1 - 63 *EPISODE SIXTY-THREE*

The pirate shuttle leaves the Ilea, rocking the ship dangerously. Victoria falls into Jean-Francois' arms. Stefan tells Rebecca the truth about Amado. It looks as if the pirate ship has left for Ganymede. de Greycy suggests that the Ilea follow them. Sara is concerned because she hasn't heard from Bob for weeks. Jean-Francois tries to tell Melody that he loves Victoria but is unable to. Victoria tells Jean-Francois that they mustn't see each other anymore. Harriet asks them to do a project together. Harriet gives up on the idea of the college choir when the only volunteers are Anna, Chac, Petra and Olga, Queen of Galaxy Nine. Piers gives everyone on the ship a routine test for virus infections. Melody's, Rebecca's and Harriet's tests are all positive. They have to be put into quarantine immediately. Perhaps Timmy really did have the Mars Virus.

Wr Simon Frith

Dir William Slater

1 - 64 *EPISODE SIXTY-FOUR*

Harriet, Rebecca and Melody, having failed a virus test, are in quarantine in Space City Infirmary. Victoria avoids Jean-Francois. Anna and Jim decide to do something about the food on the Ilea. Mercedes is deputising for Brellan - there is general suspicion and concern over the 'Santa Maria'. Finbow suspects the pirates haven't gone to Ganymede at all - but to Leda - where they will rendezvous with the other half of their crew who were dropped early and have been mining. If this is so the Ilea will follow in 4 days - when the window allows for the best orbit. Piers is worried that Timmy might have had MV14 after all - and contaminated Rebecca, Melody and Harriet. Sara is cold to Victoria, though Herlinde defends her. Sara is worried about Bob's silence. Herlinde hints Sara should be wary. Daniel tries to ask Vanda out and eventually she invites him to her cabin. Mercedes contacts Eliot - the scan is about to confirm if strip mining on Leda has occurred.

Wr Diana Souhami

Dir Henry Foster

1 - 65 *EPISODE SIXTY-FIVE*

Eliot overhears Finbow and Mercedes talking about his so called incompetence - then he corrects a mistake of Finbow's. Herlinde hints to Sara about her sense of doom re Bob. Anna panics over her exams. Jean-Francois offers her extra tuition. Jim, Daniel, Vanda and Sara practice for the second round of the quiz. Mercedes comes with info to prepare for a voyage to Leda. Eliot hints that he isn't joking about arms and guns if they are to chase pirates. Finbow becomes increasingly worried and suspicious over Eliot and Mercedes' battle plans. Although they try to avoid it, Jean-Francois and Victoria find themselves alone. They are kissing as Sara walks through the door. Later Sara challenges Victoria about this.

Wr Diana Souhami

Dir Henry Foster

1 - 66 *EPISODE SIXTY-SIX*

Finbow is made suspicious by some mysterious equipment that Daniel brings on board. Mercedes plots with Daniel and Jim on the building of a railgun. Finbow's suspicions increase. Sara is anxious to call Bob. Piers tries to contact Medical Station for more information on MV14. Brellan and Mercedes warn him against this, in case the Marinaris has to turn back again. Sara sights Victoria and Victoria reiterates to Jean-Francois that they can only be friends. When Melody returns everything must go back to normal. Sara hears from Bob. He has decided to end their relationship. Mercedes sets up radar tracking on the Santa Maria and informs Brellan, interrupting Sara's call to Bob.

Wr Sue Teddern

Dir Henry Foster

1 - 67 *EPISODE SIXTY-SEVEN*

Brelan brings 2 mysterious boxes onto the Ilea and puts them in the Physics Lab making it a restricted area. Melody and Rebecca are let out of quarantine. Paul, the new principal arrives to replace Harriet. Brelan wants the Ilea to follow the pirate ship to Leda. They prepare to launch. It is the second round of the Intergalactic Quiz. Paul catches Daniel cheating and confiscates his ear piece. Columbus College lose to the highest score ever recorded. Brelan cuts the comms links just as it ends. Daniel discovers the boxes. there is a war office code on the side - SIM 09G.

Wr Joanne Maguire

Dir David Dunn

1 - 68 *EPISODE SIXTY-EIGHT*

The Ilea is on course for Leda to intercept the Santa Maria. Vanda moves in with Anna. Daniel shows her the "coffins". Finbow examines the rail gun in the physics lab. He asks Brelan for an explanation. Brelan tells him that the gun is only a deterrent. Brelan offers to consider Finbow for Daedalus if Finbow will cooperate. Finbow refuses to have anything to do with the gun. Eliot gives Brelan his support. Sara gets drunk in the Club Galileo. Rebecca advises her to forget Bob. Finbow and Rebecca help her back to her cabin. When Victoria tries to comfort her Sara turns on her. Melody overhears and finds out about Victoria's affair with Jean-Francois.

Wr Joanne Maguire

Dir David Dunn

1 - 69 *EPISODE SIXTY-NINE*

Brelan and Mercedes do an EVA to check the Railgun and Daniel and Jim do a test fire. The tension between Victoria and Melody grows. Victoria moves in with Anna. Jean-Francois desperately tries to contact Melody but she refuses to speak to him. Melody and Sara decide that exams are what matters but Melody runs out of an exam when Jean-Francois arrives to invigilate. She is persuaded to return by Sara. Daniel decides to open the 'coffins' - he finds they are empty. He and Vanda ask Petra to explain the meaning of SIM 09G - the code on the side of the 'coffins'. Petra automatically transfers the call to Earth and announces that a reply will be available at 3 in the morning. Daniel and Vanda sneak into Comcen in time for the reply. They have to complete a questionnaire and are then told that the SIM 09G is a nuclear missile.

Wr Ben Aaronovitch

Dir David Dunn

1 - 70 *EPISODE SEVENTY*

The Ilea is chasing the Santa Maria to Leda where the pirate ship is expected to rendezvous with other strip-miners. Eliot likens the escapade to the Spanish Crown's (The Ilea) defence of the New World (Leda) against plunderers such as Drake (Amado). Brelan, naturally, is the Inquisition. Daniel and Vanda have told Paul about the SIM missiles and he challenges Eliot who refuses to reveal anything. Paul and Finbow discover where the bombs are attached despite Mercedes' camera lock. Daniel and Vanda drag Jean-Francois to his birthday party. Just as the fun starts Melody storms in and throws her presents at him. Under pressure Brelan informs the crew and the staff that the Ilea is carrying two nuclear missiles. Paul and Rebecca are appalled. Then, the Santa Maria is sighted.

Wr Ben Aaronovitch

Dir Betsan Morris Evans

1 - 71 *EPISODE SEVENTY-ONE*

The Santa Maria has been sighted, near Leda. Paul organises a Post Exam Activity Schedule. Melody uses this as an opportunity to goad Jean-Francois and Victoria. Daniel and Jim prepare the railgun. The first shot, using the Santa Maria as a simulated target, is off course, but after correction, the second hits. Melody wants Jean-Francois to suffer before she forgives him. She is horrified when he ends their relationship and returns to Victoria. Vanda complains about the food on the Ilea to Paul and he organises a surprise meal for everyone. As Finbow reviews his lecture notes, the Ilea is hit by the Santa Maria and her top-deck telescopes are disabled. The Ilea is now temporarily blind.

Wr Veronica Henry

Dir Betsan Morris Evans

1 - 72 *EPISODE SEVENTY-TWO*

The Ilea's top deck optical telescopes have been hit by the Santa Maria. Brelan wants an explanation why Finbow didn't see the Santa Maria preparing to fire. Finbow was re-reading his lecture notes on Ann Bonny. Brelan asks Paul to do an EVA with him to realign the duplicate telescopes. Rebecca, Piers and Eliot are worried about Finbow's mental health. Jean-Francois and Victoria make their relationship public and Victoria is slighted by unhappy Melody. Vanda advises Sara and Melody to cheer up and go to the

post-exams party tomorrow. Daniel notices the Santa Maria's engines are firing. Brelan calls for the Captain.

Wr Veronica Henry

Dir Betsan Morris Evans

1 - 73 *EPISODE SEVENTY-THREE*

The Ilea is still en route to intercept the Santa Maria. The Santa Maria's shuttle is sighted moving away from Leda. Daniel and Vanda argue about the railgun. Vanda believes that firing it would be dangerous and irresponsible. The Santa Maria sends a missile but with a radar tracking device to let the Ilea know it is coming. The Ilea does a sideways burn to avoid it. Anna gets fed up of sharing her cabin with Victoria and Jean-Francois. She looks, unsuccessfully, for somewhere else to stay. Brelan tells Daniel to prepare to fire the railgun. Melody, Sara and Herlinde do a Galaxy Girl's performance at the end of exams party in front of Jean-Francois and Victoria. A message comes through from Amado just as Daniel is about to fire the gun - the Santa Maria is prepared to negotiate.

Wr Graham Harvey

Dir David Andrews

1 - 74 *EPISODE SEVENTY-FOUR*

Amado is threatening towards Brelan. He refuses to admit the Santa Maria has been strip-mining at Leda. Brelan will not allow Finbow on the bridge until Piers has given him the all clear. The end of exams party gets going again. Melody hides Victoria's jacket. Daniel fires the Rail gun and hits one of the Santa Maria's tanks. Amado sends a message that the tank was empty. Brelan mentions the 09G missiles to him but Eliot cuts the communications link. Eliot tells Brelan they have gone too far - they must back off. Piers sets psychological tests for Finbow. Finbow messes them up but Piers tells Brelan that he is fit to return to work. Eliot agrees to allow Amado onto the Ilea to sort things out. He guarantees Amado will not be arrested.

Wr Graham Harvey

Dir David Andrews

1 - 75 *EPISODE SEVENTY-FIVE*

Amado boards the Ilea. He bribes Eliot to let him get away with the molybdenum but Eliot turns him down. Amado goes to Brelan and they agree to negotiate a price for the molybdenum. Amado will be allowed to go free. Herlinde becomes convinced that Alex is on the Santa Maria. Daniel runs a book on the exam results. He takes bets on a double - Melody to pass everything, Anna to pass anything. Herlinde tries to leave to follow Alex. Brelan asks Mercedes to marry him.

Amado turns the Santa Maria around and blasts the Ilea with the engines. The Ilea takes drastic evasive action. Some of the students are hurt but how badly? Herlinde is trapped in the lift.

Wr Julian Spilsbury

Dir David Andrews

1 - 76 *EPISODE SEVENTY-SIX*

The Santa Maria has done a sideways burn, forcing the Ilea to take extreme evasive action - causing chaos and severe casualties. Brelan wants to pursue the pirates but Eliot refuses. They are returning to Space City. Herlinde is trapped in the faulty lift and Paul and Mercedes do an EVA to free it. Brelan is guilt ridden about the destruction and pain he's caused and devastated by the possible demise of the Daedalus project. Vanda dissuades Jean-Francois from visiting Melody. Meanwhile Melody, badly injured, is upset by his "neglect". Mercedes seeks Rebecca's advice concerning Brelan's proposal.

Wr Julian Spilsbury

Dir David Dunn

1 - 77 *EPISODE SEVENTY-SEVEN*

The Ilea, badly damaged, limps back to Callisto. Finbow tries to repair the comms Antennae but Petra still cannot pick up a signal. Melody is in pain but is most hurt by Jean-Francois' "neglect". Finbow thoughtlessly initiates an emergency drill which causes much discomfort. Herlinde decides she is going to follow Alex to Mars, even though Paul tries to dissuade her. Jean-Francois demands a staff-cabin for himself and Victoria but meets with little sympathy. Brelan asks Mercedes again to marry him and she declines. He is very low and anxious about the future of the Daedalus project. Jean-Francois promises Victoria he'll never hurt or leave her.

Wr Joanne Maguire

Dir David Dunn

1 - 78 *EPISODE SEVENTY-EIGHT*

Anna frets over her exam results. Paul tries to organise the comms antennae repair. Meanwhile, Daniel and Jim send a message to Space City using the transmitters on two EVA suits, to get the exam results

early. Brelan asks Mercedes to marry him, she declines then seems to accept. Brelan is delighted until he realises that she only wants to live with him. Piers and Vanda are leaving - he to a better job on Island Five - she to paint at Daedalus and a farewell party is held.

Wr Jonathan Myserson

Dir David Dunn

1 - 79 *EPISODE SEVENTY-NINE*

Brelan is running tests on titanium alloy in the hope of finding a substitute for molybdenum. The tests show it to be unsuitable. Jean-Francois and Victoria settle into their staff cabin after cooking a couple of disastrous meals there. Sara and Victoria settle their differences. Sara consults the new doctor, Christophe. Mercedes has been analysing the amount of molybdenum left behind by the pirates on Leda - 4 tonnes. Daedalus needs 240. Brelan tells Mercedes that it doesn't matter - titanium alloy will do. The exam results arrive. Sara has failed four out of six. Melody has passed everything. Anna has failed everything except theoretical physics in which she gained one of the highest marks ever recorded. Daniel and Jim have lost a fortune. Paul tells Mercedes about the results of the tests on titanium alloy. She is furious with Brelan for lying to her.

Wr Jonathan Myserson

Dir William Slater

1 - 80 *EPISODE EIGHTY*

Two new students, Gaby and Philippe, arrive on the Ilea. Daniel and Jim immediately try to find ways to get money out of them. Rebecca puts them in Sara's room initially and then Philippe is moved in with Daniel. Anna's theoretical physics paper is still causing controversy. It is agreed that she will have to retake the five exams she failed but she will have special facilities laid on for research into theoretical physics. Anna tries to befriend Gaby and Philippe. Journalist Sabine Galland interviews Brelan about the effects of the lost molybdenum on Daedalus. He tells her they still have enough left. She asks Ruby Kumara, Callisto's late night DJ, for information on Finbow. Eliot notices that Petra is talking to Ruby. He discovers that Ruby Kumara is, in fact, a software programme set up by Sabine. The DJ is a computer voice. Sabine is using the programme as an information service. Meanwhile Finbow is having Dinner with Sabine. He unwittingly tells her that Daedalus has lost all its molybdenum.

Wr Ben Aaronovitch

Dir William Slater

1 - 81 *EPISODE EIGHTY-ONE*

Sabine tells Brelan about her conversation with Finbow. Finbow comes back from Space City elated by his evening out with Sabine. When Eliot tells him the implications of what he has done Finbow is distraught. Victoria asks Daniel to phone his father at the University of Hamburg to find out whether Jean-Francois' thesis proposal has been accepted. Daniel takes bets on the outcome. Sabine tries to sell her story about Daedalus but Brelan cuts the line to Earth. Brelan tells Eliot that he wants him to remain as Captain of the Ilea. Sara collapses in the Studylab. She has stress induced asthma. Jean-Francois gets news of his thesis proposal - it needs more work. He is furious that Victoria discussed it with Daniel. Brelan tells Mercedes he is working and then entertains Sabine in his cabin. Mercedes walks in on them.

Wr Ben Aaronovitch

Dir William Slater

1 - 82 *EPISODE EIGHTY-TWO*

Mercedes is cool to Brelan having 'caught' him with Sabine. Brelan has been trying to stall the reporter while sorting out Daedalus finance on Erath. Victoria is trying to locate other deposits of molybdenum for him, in Jupiter System. Anna befriends a very weary Philippe and Gaby. Daniel and Jim hold their Japanese Tapas evening - but few pay. Melody returns from Space City and is upset to hear that Jean-Francois and Victoria are now sharing a staff cabin.

Wr Helen Leadbeater

Dir David Andrews

1 - 83 *EPISODE EIGHTY-THREE*

Sabine visits Brelan. He stalls her yet again. Finbow has been warned not to talk to her and Mercedes sticks to her like glue while she is on the Ilea. Anna holds a lunch party which noone, apart from Gaby and Philippe, attend. Anna learns she's been offered a place at the Deep Space Laboratory on Pasiphae for three weeks. Melody visits Jean-Francois and Victoria's staff cabin and smashes Victoria's perfume. Sara has counselling from the new Doctor, Christophe. Eliot tries to cheer up Mercedes. Over dinner in the Stardust, they see Sabine kiss Brelan.

Wr Helen Leadbeater

Dir David Andrews

1 - 84 *EPISODE EIGHTY-FOUR*

Sabine intends to send pictures of strip mining on Leda to a European Network News agency. With Mercedes' help Brelan tries to delay her by promising a bigger scoop. He then disrupts her call to Earth. Philippe and Gaby avoid Anna who's being persistently friendly. Melody again breaks into Jean-Francois and Victoria's cabin - until she is discovered by Sara. Jean-Francois publicly accuses Melody of breaking in and wiping his thesis from the computer. In fact it was held on mainframe during a computer test. Victoria tells Brelan she has found another source of molybdenum.

Wr Graham Harvey

Dir David Andrews

1 - 85 *EPISODE EIGHTY-FIVE*

Melody goes to Christophe for counselling. Philippe stands for the student council egged on by Daniel. When Philippe is elected he tells Daniel that he has agreed that anyone franchising college facilities will pay a charge to the entertainments fund. Christophe, Rebecca and Paul have a meeting about Melody. Jean-Francois tries to apologise to Melody for accusing her of destroying his thesis application. She won't forgive him. Sabine is on board the Ilea. She is about to make the Earthcall to file her story when Professor Brelan tells her about the new source of molybdenum. Paul tells Jean-Francois that he can no longer share a cabin with Victoria.

Wr Graham Harvey

Dir David Dunn

1 - 86 *EPISODE EIGHTY-SIX*

Victoria has discovered evidence of molybdenum on Achilles G33 - outside the Jupiter System. Jean-Francois asks Victoria to marry him so that they can continue to live together. Paul advises them not to rush into things. Victoria tells Brelan about the problems she and Jean-Francois are having. Daniel and Jim try to raise money to stock up on food before the ship leaves. They approach Rebecca and Lil who turn them down. Eliot suggests they try Finbow. Eliot wants Finbow to be senior navigator on the voyage. Brelan wants Mercedes. Rebecca comes up with a compromise - Finbow will navigate within Jupiter System then Mercedes will take over. Rebecca inadvertently tells Melody that Jean-Francois and Victoria are thinking of getting married. Melody goes straight to the Stardust and asks for a job. Daniel taps into Finbow's bank account and discovers he is worth a fortune. Finbow agrees to invest in their business and gives them a measly 500 ecus. Paul tells Jean-Francois that his temporary lectureship will not be renewed - he must leave for Ceres the next day.

Wr Sue Teddern

Dir David Dunn

1 - 87 *EPISODE EIGHTY-SEVEN*

It is Jean-Francois' last day on the Ilea. He tries to speak to Melody but she avoids him. Melody's allowance has arrived and she plans a night out to celebrate. The Ilea docks in Space Harbour for an overhaul. During routine checks a leak in one of the radiators is discovered. The ship is overheating. Finbow goes out to fix it. Victoria and Jean-Francois say goodbye on the Ilea. Rebecca and Christophe have dinner together. Daniel and Jim try unsuccessfully to get some of Melody's money. Daniel tells Melody that Jean-Francois is leaving. She rushes to the transit lounge and they say goodbye. Paul is concerned about Finbow. An EVA on a spinning gantry arm is different to anything else. It can be dangerous. He calls Christophe away from his dinner with Rebecca. Daniel and Jim decide to steal two boxes of food which Rebecca has ordered.

Wr Joanne Maguire

Dir David Dunn

1 - 88 *EPISODE EIGHTY-EIGHT*

Finbow is paralysed outside the ship with vertigo. The Ilea's rotation is halted in order to rescue him. Brelan goes through the Achilles Shield file - with navigaton records of the Michaelangelo Expedition. He senses something is not quite right. Rebecca seeks her missing supplies despite Paul and Christophe's suggestions that she forgot to order them. Daniel and Jim hold a spook evening and then, later, are terrified themselves by mysterious events at the airlock.

Wr Rowena Rumble

Dir Tom Kingdon

1 - 89 *EPISODE EIGHTY-NINE*

Daniel is startled by something at the airlock and falls fighting with Jim. Mercedes is unwell and Brelan becomes jealous of her appointments with Christophe. Rebecca's Spanish week fails miserably. No one likes her food. Melody is very rude and cutting to Victoria. Sara has counselling with Christophe, as does Victoria and eventually Melody. Brelan thinks G33 is a stable asteroid and therefore, if it doesn't spin,

could be a reliable source of molybdenum. At the Spanish Fiesta evening, Rebecca guesses that Daniel and Jim stole her "goodies". Mercedes suddenly faints.

Wr Margaret Phelan

Dir Tom Kingdon

1 - 90 *EPISODE NINETY*

Brelan wants to know why Mercedes fainted. Christophe avoids a direct reply. Eliot refuses to practise for his command skills test, but attends Mercedes' Space Navigation Lecture, in which he is obnoxious. Eliot and Finbow check the Michaelangelo files with reference to the Achilles Expedition (to the Achilles asteroids -G33). A murder happened on the expedition and when the files are opened a strange blue light pulses at the top of the screen. Mercedes tells Brelan she isn't pregnant. Melody apologises to Victoria in the Dome. Brelan examines the Michaelangelo files and the face of a strange spaceman appears on the screen. Then in the Dome Melody and Victoria are attacked by plasmoids (electrical flashes).

Wr Margaret Phelan

Dir Tom Kingdon

1 - 91 *EPISODE NINETY-ONE*

Melody and Victoria recover from their scare in the Dome. We learn that only Victoria saw the face. Rebecca and Christophe speculate on whether she imagined it. Gabriella moves in with Victoria. Melody is kind to Victoria and they begin to make friends again. The ships solar panels begin to close down for no reason. Eliot and Finbow manage to stop them before there is any real danger but they are unable to find out why they were closing. Eliot sadly tells Rebecca that he will almost certainly fail his tests and lose his command. Mercedes continues to work on the Achilles Shield program.

Wr Julian Spilsbury

Dir Alister Hallum

1 - 92 *EPISODE NINETY-TWO*

Mercedes is working on the Achilles Shield program in the night and Sara wakes up and sees a face in her room. Eliot thinks that he has done rather well in his Nav 5 refresher test but fails by 3 points. Brelan reluctantly agrees that he can take it again. Christophe moves Sara into Medicom where he can keep an eye on her. He falls out with Mercedes when he tells her she is making a mistake over Brelan. Mercedes tells Brelan she will marry him. Daniel is terrified when he sees the plasmoids darting along the corridor.

Wr Julian Spilsbury

Dir Alister Hallum

1 - 93 *EPISODE NINETY-THREE*

Daniel is terrified by the apparition in the corridor. He grabs one of Anna's crucifixes in the hope of scaring it away. He decides to hold an exorcism. Mercedes takes the Nav 5/Comskills test and passes. Eliot can only act under the supervision of either Mercedes or Finbow. He is resentful. Daniel has worked out that the strange goings on are caused by electrical disturbances. He suggests that they do an anti-static sweep of the ship. Brelan and Mercedes tell people about their engagement to mixed reactions. Christophe is worried about Sara - perhaps she shouldn't go to the Achilles.

Wr Torrey Steed

Dir Alister Hallum

1 - 94 *EPISODE NINETY-FOUR*

Eliot decides not to resit his Nav 5 test and "successfully" applies for the post of Commander of Space Centre, Space City. de Grey, seeing the opportunity to get rid of Eliot, is delighted to act as referee. Petra keeps moving the Michaelangelo files. Finbow and Brelan check if there is a security block in the files because of the murder associated with the expedition. But there is none. Daniel holds an "asset" sale to pay off his debts. Philippe sells his best bottle of brandy to Gaby, who gives it to Brelan and Mercedes as an engagement gift. Even Daniel cannot retrieve it now. Christophe and Paul "patrol" with anti-static guns to rid the ship of any electronic phenomenon. Despite Finbow cutting the local power, Paul is electrocuted - but not severely. Eliot realises that Petra has been infiltrated by a "virus". The mysterious blue light pulses ominously.

Wr Jonathan Myerson

Dir David Andrews

1 - 95 *EPISODE NINETY-FIVE*

Finbow recruits Daniel to help him locate the elusive Achilles Shield File. Eliot reminisces with his diary over the past and Mary Venables. The Achilles File proves elusive as Petra has been programmed to hide it from hackers - it contains details of the infamous murder on the Michaelangelo Expedition. Eliot gives Melody more information and Finbow and Daniel manage to break into the file, thereby instigating a disturbing program answering to Captain Cordweller. A hanger fault is recorded which Paul goes out to

repair. At the last minute Daniel realises that this is a hoax and part of the murder programme set up by Cordweller. He warns Finbow and Melody - but too late. The hanger doors open and an object hurtles out into distant space.

Wr Ben Aaronovitch

Dir David Andrews

1 - 96 *EPISODE NINETY-SIX*

Paul is safe and has not been ejected into deep space. Finbow and Brelan undertake an exorcism of Petra's rogue files. Ghostly lights flicker and - eventually die. Gabriella is worried Brelan has "confined" Mercedes to Gantry 2. Christophe and Paul scheme how to get her out of the Professor's clutches. Eliot decides he wants to take Chac with him, to Melody's dismay. Rebecca organises a surprise farewell party for him. Finbow adapts to the position of Captain. He likes it. Sara is sad to be left at Pasiphae. Before he goes, Eliot leaves Chac on the Ilea.

Wr Joanne Maguire

Dir David Andrews

1 - 97 *EPISODE NINETY-SEVEN*

Anna and Fiona return to the Ilea bringing Commander Paul Fitzroy Drummond with them. Mercedes assures Finbow that Drummond is just coming on the ship to do some research. Mercedes and Drummond are old friends. Jenny organises the elections for the SRC social secretary. Melody has begun to feel sick. She has symptoms similar to those Mercedes had. She consults Christophe who runs a routine saliva test. The Ilea leaves for G33. Brelan has no faith in Finbow's abilities as Captain. Mercedes chastises him for the way he treats Finbow and to appease her he invites Finbow for a drink. Fiona is nominated as Social Secretary. Anna drops heavy hints that she would like to be nominated. The Ilea reaches the outer Van Allens. Christophe receives the results of Melody's tests - she is pregnant.

Wr Margaret Phelan

Dir Andrew Higgs

1 - 98 *EPISODE NINETY-EIGHT*

Drummond lets it slip that he has been offered the captaincy but refused it. Finbow is furious. Daniel and Victoria do their first EVA. Christophe tells Melody she has two weeks in which to make up her mind whether to have a termination or not. Christophe does a complete medical check of all the women on board. Melody tells Fiona that she is pregnant. Anna finds out and lets the secret out. Finbow orders an EVA to repair the altitude control, etc. Rebecca tells Victoria that Melody is pregnant.

Wr Margaret Phelan

Dir Andrew Higgs

1 - 99 *EPISODE NINETY-NINE*

Victoria is in a state of shock after hearing about Melody's pregnancy. Anna begins her election campaign with her slogan "Have fun with Anna Begani". Christophe has completed his medical checks. Mercedes' was the only faulty contraceptive patch. Did Melody leave her patch off deliberately? Victoria calls Jean-Francois and tells him. He reassures her that he loves her and then talks to Melody advising her to get rid of the baby. Melody realises that the baby cannot be Jean's. She tells Daniel that it must be his. Paul and Mercedes do an EVA. Mercedes de-activates the safety override. Paul touches a live wire and there is an explosion.

Wr Veronica Henry

Dir Andrew Higgs

1 - 100 *EPISODE ONE-HUNDRED*

Paul and Mercedes have done an EVA to repair a faulty side burner. The engine unexpectedly fires and Paul is killed instantly. Mercedes is badly injured and Christophe has to operate - neurosurgery. Melody is pregnant by Daniel but Victoria still assumes that Jean-Francois is the father. Fiona is putting in her bid as social secretary but her campaign manager (Melody) is not much help. Anna tries to rustle together some good ideas and sneaks a look at some of Fiona's suggestions. Christophe performs a critical operation on Mercedes with limited success. He may have to operate again.

Wr Jonathan Myerson

Dir Tom Kingdon

1 - 101 *EPISODE ONE-HUNDRED-ONE*

Mercedes is still in a coma. Finbow tries to resign but Brelan won't accept his resignation. Daniel is very pre-occupied, knowing Melody is pregnant with his child. He tells her he loves her and wants marriage. Melody will have none of it. Fiona accuses Anna of pinching her notes and ideas as Entertainment Secretary. Finbow is suffering from another attack of radiation sickness. Anna tries to recruit Philippe's support in her campaign to be Entertainment Secretary.

Melody at last tells Victoria that Daniel is the father of her child, not Jean-Francois.

Wr Julian Spilsbury

Dir Tom Kingdon

1 - 102 *EPISODE ONE-HUNDRED-TWO*

Mercedes is recovering slowly after her operation. Paul's body is brought in. Finbow has an identity crisis and wants to relinquish command. He blames himself for Paul's death. Fiona and Anna still assume Jean-Francois is the father of Melody's baby. Victoria now knows the truth - that the father is infact Daniel. Daniel wants to be involved in any decision Melody makes over the baby, but she won't allow it. Paul's funeral is held. Finbow spots an enormous yellow cloud directly in the way of the Ilea's flight path.

Wr Julian Spilsbury

Dir Tom Kingdon

1 - 103 *EPISODE ONE-HUNDRED-THREE*

The Ilea is travelling through a plasma cloud on the way to G33. Victoria and Phillipe analyse it. The ship must avoid disturbing the cloud's magnetic field. Anna and Fiona stand for election for social secretary. They show their promo ideas. Anna is helped in her campaign by creepy Belinda Skinner. Rebecca has to sort through Paul's belongings. She asks Christophe to help her. They find a photograph of Paul with a girl. Anxious to find out who she is they listen to his diary.

The plasma erupts and Finbow shuts down all non-essential systems, interrupting the voting in the election. Listening to Paul's diary Rebecca and Christophe learn that Lisa is Paul's ex-girlfriend. He had become very fond of Rebecca. Rebecca cries. Fiona wins the election 27 - 7. Anna thinks the result has been rigged and Rebecca agrees to do a recount. Victoria asks Brelan to consider Jean-Francois for Daedalus and he agrees.

Wr Veronica Henry

Dir Alister Hallum

1 - 104 *EPISODE ONE-HUNDRED-FOUR*

The Ilea has come through the plasma cloud but is now approaching a more dangerous cloud structure. The final election result is announced after the recount - Fiona has 27, Anna 6. Finbow voted for Anna but as he is ineligible to vote in a student election his vote was disqualified. Anna tries to work out who voted for her so she can thank them. Rebecca asks Fiona to consider appointing Anna as her assistant. She refuses. When Phillipe suggests the same thing she accepts. Victoria has analysed the clouds - The Ilea's magnetic field could disturb the cloud and possibly cause it to implode. Ann non-essential services have to be shut off. An announcement is put out for all electrical power to be turned off but Fiona, who is using her hairdryer, doesn't hear it. Phillipe rushes in and turns the hairdryer off just in time.

Wr Joanne Maguire

Dir Alister Hallum

1 - 105 *EPISODE ONE-HUNDRED-FIVE*

The Ilea reaches G33 - a spectroscopic survey shows that there is easily accessible molybdenum present. Drummond will go down to investigate. Anna wants the students to contribute to the time capsule that Daedalus is taking to Parkinsons Star. The others decide to make up for a hoax capsule and leave it on Mars for a joke. Gabriella attends Drummond's EVA class. The others tease her about her abilities to make a name for herself in space. Fed up with this she stows away on the shuttle determined to be the first woman to walk on G33. Phillipe, Jim and Fiona realise what she has done and tell Rebecca. It is too late to recall the shuttle which is out of comms for another 90 minutes. Does Gabriella have enough oxygen and water?

Wr Torry Steed

Dir Alister Hallum

1 - 106 *EPISODE ONE-HUNDRED-SIX*

Drummond finds Gaby in the shuttle after having been alerted by the Ilea. The shuttle is out of comms for a while and when Brelan is able to speak to Drummond again Drummond tells him that he has taken Gaby for a walk on G33. Anna speculates on who the father of Melody's baby is, she decides it must be a rough miner from Space City. Daniel tries to persuade Melody that they should see Christophe together. Phillipe guesses that Daniel is the father. Gaby returns to the Ilea - Brelan tells her she is expelled. Drummond has to go back down to G33 to continue his work. Daniel begs Melody to tell everyone the baby is his. She refuses. He tells her he loves her. Drummond has to abort the shuttle take off from G33. The window closes leaving him stranded there.

Wr Torry Steed

Dir Andrew Higgs

1 - 107 *EPISODE ONE-HUNDRED-SEVEN*

Drummond is stranded on G33. The legs of the shuttle have sunk into the permafrost. Victoria analyses the chemicals beneath the surface - the burners igniting could cause an explosion. Melody is still agonising over whether or not to have her baby. Rebecca tells Daniel that the baby will be the first ever born in Jupiter System. Melody agrees to go to the dance with him. Anna discovers that Daniel has her crucifix and thinks he has become religious. She offers to give him some pamphlets. Gabriella reveals that she bought back a sample of rock from G33. Victoria is able to analyse it and to decide that it will be safe for the shuttle to launch.

Wr Helen Leadbeater

Dir Andrew Higgs

1 - 108 *EPISODE ONE-HUNDRED-EIGHT*

Melody's tests show that the baby is a girl. Gaby apologises to Drummond for the trouble she's caused - he is kind and says that she saved his life by giving the rock sample to Victoria to analyse. He gives Gaby a photograph of her standing on G33 - the first woman ever to do so. Melody tells Fiona Daniel is the baby's father. When she finds out that Daniel has called his father and told him about it she announces she will have an abortion. Later she tells him she has decided to keep the baby but refuses to move in with Daniel. Gaby has to see Brellan - he tells her his decision to expel her was not final. He will speak to her parents and then decide what to do. G33 is officially renamed Gabriella 33.

Wr Helen Leadbeater

Dir Andrew Higgs

1 - 109 *EPISODE ONE-HUNDRED-NINE*

An advertisement is placed for a new Captain for the Ilea. Finbow decides to apply. Tim and Sara return. Gabriella's mother, Hilary, comes up on the same shuttle. She is furious at what she sees as Gabriella's debauched lifestyle. Brellan agrees to give Gabriella one more chance and Hilary and Gabriella settle their differences. Brellan reads one of Phillippe's essays which strongly criticises Daedalus. He challenges Phillippe about it and they have a heated argument.

Wr Margaret Phelan

Dir Tom Kingdon

1 - 110 *EPISODE ONE-HUNDRED-TEN*

Finbow ponders on returning to Earth if he does not get the captaincy. He would like to go to Katmandu, do the donkey sanctuary where Blossom, his adopted donkey, is not well. Physics Lab 3 is declared out of bounds to students after 12.00 each day while it is being used for Daedalus research. The students nominate Anna to talk to Brellan about it. When Anna gets nowhere, the decision is taken to occupy the lab. Sara and Gaby take the first shift. Anna takes over and Drummond persuades her to come out. Fiona and Phillippe decide that the only solution is to occupy the whole of Gantry 2.

Wr Margaret Phelan

Dir Tom Kingdon

1 - 111 *EPISODE ONE-HUNDRED-ELEVEN*

The occupation of Gantry 2 begins. When no-one turns up for lectures the staff realise that something is going on. Tim jams the lift. The students demand a guarantee of non-interference by Daedalus in the affairs of the college. Brellan asks Finbow to lower the temperature on Gantry 2 but Tim hacks into Petra and reverses the command, reducing the temperature on all other gantries. Finbow has decided that he ought to get married if he is to stand a chance of getting the captain's job. He considers Rebecca. The students begin to get bored and hungry. Tim breaks into Brellan's suite and Rebecca and Finbow decide that things have gone far enough.

Wr Jonathan Myserson

Dir Tom Kingdon

1 - 112 *EPISODE ONE-HUNDRED-TWELVE*

The occupation continues. Brellan talks to the students but they refuse to give in. He threatens to expel them all. Brellan tells Mercedes that Finbow stands no chance of getting the captain's job. Gantry 4 is getting colder. Melody and Daniel stay in Brellan's cabin while the staff have to stay in the student cabins on Gantry 4. Mercedes tries to persuade Phillippe to turn the heating up in Cabin 1. He refuses knowing that Brellan is with her. Tim goes back to Gantry 4 in the middle of the night in search of food. Brellan catches him.

Wr Joanne Maguire

Dir Mike Holgate

1 - 113 *EPISODE ONE-HUNDRED-THIRTEEN*

Brellan makes Tim adjust the temperatures again so that Gantry 4 is warm and Gantry 2 is cold. Tim worried that if he blocks the students access codes to prevent them locking into Petra again, he will be

ostracised when the sit in is over.

Brelan agrees to raise the heating in his own suite for Melody's sake - once all other students have left it. Daniel and Phillippe go down to the Dome to find food. Drummond follows and tries to head them off at the hub. Tim jams the lift and Daniel and Phillippe get back to Gantry 2 safely. Mercedes is unwell - she needs to return to Gantry 2 to rest. Melody and Daniel agree to leave Brelan's suite so she can convalesce in there. The students begin to drift away from Gantry 2. Anna, worried about her place at Columbus, decides to go back. Christophe gives Finbow a full medical and discovers he has cataracts caused by over exposure to radiation. He will have to recommend that Finbow return to Earth.

Wr Julian Spilsbury

Dir Mike Holgate

1 - 114 *EPISODE ONE-HUNDRED-FOURTEEN*

Only seven students are left on Gantry 2. Daniel, Melody and Jenny want to give up. Sara, Gaby and Fiona want to carry on. Phillippe has the casting vote and votes to go back to Gantry 4. They begin to clear up. As the Ilea nears Io there is an emergency - an explosion at the Interworld Chemical Plant. Brelan asks Phillippe to help Victoria in the lab and to ask the other students to abandon their protest. They agree readily, not telling him that they were giving up anyway.

There are only six survivors at Interworld Chemicals, including Natasha, a Space Commission first officer. As Drummond prepares to go down and rescue them, he and Mercedes kiss.

Wr Julian Spilsbury

Dir Mike Holgate

1 - 115 *EPISODE ONE-HUNDRED-FIFTHTEEN*

Drummond goes down to Io to try to rescue the survivors of the disaster at Interworld Chemicals. The students prepare emergency beds in the Common Room. Brelan and Philippe agree to have a debate to settle their differences over Daedalus. The tests on Finbow's eyes show that the damage is getting worse. Christophe recommends that he be sent back to Earth. Drummond has to return to the Ilea alone when conditions force him to abort the mission. It looks as if Natasha and the other survivors will be left to die until Finbow insists on going down in the Minos shuttle.

Wr Joanne Maguire

Dir Andrew Higgs

1 - 116 *EPISODE ONE-HUNDRED-SIXTEEN*

Finbow goes down to Io against Drummond's advice. Philippe has been offered a place at the American University on Island Five. Fiona realises that she is falling for him. The Ilea loses comms with the Minos shuttle and there is a message from Natasha - she thanks Brelan for all he has tried to do but asks if she and her colleagues can record some personal messages for their families. The Ilea has moved into a higher orbit. Just as they think that it is too late there is a message to say that Finbow has landed on Io. He is a hero.

Wr Torrey Steed

Dir Andrew Higgs

1 - 117 *EPISODE ONE-HUNDRED-SEVENTEEN*

Natasha suggests that Finbow be nominated for a bravery award. She finds out that he may be sent back to Earth because of his cataracts and tells Christophe about a new treatment being developed on Island Five. The annual student play is to be 'Romeo and Juliet'. Byron holds auditions. Anna desperately wants to be Juliet. She is jealous when Sara and Jim rehearse together. Finbow hears that he has not been made Captain. He tells Natasha that he will be happy to remain as First Officer - anything so that he can stay in space. A message comes through - he is being transferred to a landbased job at Pasiphae in four weeks time.

Wr Helen Leadbeater

Dir Andrew Higgs

1 - 118 *EPISODE ONE-HUNDRED-EIGHTEEN*

Natasha appeals to Brelan to help Finbow stay on the Ilea. The students get up a petition and when Mercedes also appeals to Brelan he agrees to use his influence with the European Space Service on Moonstation. A reply comes back - ESS affairs are none of Brelan's business. Anna is unhappy because of Sara's blossoming relationship with Jim. In an attempt to cheer her up Fiona promises her that she will be Juliet in the student play.

Wr Helen Leadbeater

Dir Henry Foster

1 - 119 *EPISODE ONE-HUNDRED-NINETEEN*

Anna tells Sara that Jim already has a girlfriend in Space City. Jim tries to explain that this isn't true but

Sara won't believe him. Drummond finds out that Brelan has been unable to do anything to help Finbow. He tells Mercedes. Brelan is becoming increasingly jealous of Mercedes friendship with Drummond. They have a furious row. Brelan has to tell Finbow that the ESS are still insisting that he be sent to Pasiphae. Finbow accuses Brelan of not trying to help him.

Wr Ben Aaronovitch

Dir Henry Foster

1 - 120 *EPISODE ONE-HUNDRED-TWENTY*

Mercedes is tired and unwell after her argument with Brelan. Christophe advises her to go to Island Five for a few weeks to recuperate. Brelan warns Drummond to keep away from her. Byron, unable to find anyone suitable to play Romeo, decides to cast his brother Zadoc who is soon to arrive on the Ilea. Natasha is offered the job as Captain. She insists on being able to choose her own first officer. She asks for Finbow but Space Commission refuse to accept him so Natasha turns the post down. The Ilea arrives back at Callisto.

Wr Ben Aaronovitch

Dir Henry Foster

1 - 121 *EPISODE ONE-HUNDRED-TWENTY-ONE*

The Ilea is back over Callisto. Tim is behaving mysteriously. He secretly meets a woman in the Stardust. Byron's brother Zadoc arrives on the Ilea. He reluctantly agrees to play Romeo. Moonstation finally agree that Finbow can stay on as First Officer providing his operation is successful and Drummond acts as backup until Finbow is fully fit. Anna walks out of the play after having a row with Byron.

Wr Joanne Maguire

Dir Mike Holgate

1 - 122 *EPISODE ONE-HUNDRED-TWENTY-TWO*

Christophe and Dr O'Doherty prepare for Finbow's operation. Christophe tries to persuade Finbow to go to Ceres to have the operation done there. Finbow refuses. Melody is worried by Tim's behavior. Tim lets Fiona into his secret and they go to the Stardust together to pick up a package. Jim and Sara have dinner together and agree to give their relationship a go. The Space City Security Police call Natasha - an animal has disappeared from a medical research lab and they suspect Tim of hiding it. Finbow's operation begins.

Wr Joanne Maguire

Dir Mike Holgate

1 - 123 *EPISODE ONE-HUNDRED-TWENTY-THREE*

Drummond has persuaded the Security Police to let him deal with Tim and 'Charles' the hamster. Tim tells him everything but when he takes Drummond to the Dome to show 'Charles' to him the hamster has disappeared. What's more, 'Charles' may be a female - and pregnant. Finbow tells Sara that he has fallen in love with Natasha. Drummond is taking two students on an overnight EVA in Valhalla - Gaby is one of them. She will miss the dress rehearsal for 'Romeo and Juliet' and will be back just in time for the performance. Finbow's bandages are removed - the operation has been a success. Finbow's operation begins.

Wr Julian Spilsbury

Dir Mike Holgate

1 - 124 *EPISODE ONE-HUNDRED-TWENTY-FOUR*

'Charles' is still loose in the Dome. Natasha decides they will have to fumigate the area. Gaby has second thoughts about the EVA practical. Finbow agonises over whether to go out with Rebecca or Natasha. He opts for Natasha and tries to let Rebecca down gently, not realising that she is just teasing him. Tim and Fiona hold a funeral for Charles, but we then discover that Charles is alive and well, hidden in the storeroom.

Wr Julian Spilsbury

Dir Andrew Higgs

1 - 125 *EPISODE ONE-HUNDRED-TWENTY-FIVE*

Gaby and Victoria prepare for their trip to Simpson Base. Finbow asks Natasha to dinner and she unwittingly invites Drummond and Rebecca. Charles is discovered by Finbow. Tim and Fiona are worried that Charles seems to be off her food. Was she infected with something on Island Five? Finbow thinks that the dinner party has been a disaster until Natasha offers to stay for a nightcap after the others have left.

Wr Margaret Phelan

Dir Andrew Higgs

1 - 126 *EPISODE ONE-HUNDRED-TWENTY-SIX*

Finbow tells Fiona and Tim that Charles will have to go. Space City Security are coming up to take the hamster away. It is the dress rehearsal for Romeo and Juliet - it is a shambles without Gaby. A message comes through - Gaby, Victoria and Drummond are stranded at Simpson Base for another night. Gaby will miss the play. Byron has to ask Anna to play Juliet. Zadoc refuses to act with her so Jim plays Romeo. Charles is put through Medicom and pronounced fit. The security men arrive. Tim appeals to Brellan who tells the security men that Charles is a licensed Daedalus hamster and therefore able to stay on the Ilea.

Wr Margaret Phelan

Dir Andrew Higgs

1 - 127 *EPISODE ONE-HUNDRED-TWENTY-SEVEN*

Victoria hears from Jean-Francois - he has had his thesis proposal turned down yet again. Baby clothes arrive from Island Five for Melody's baby. It is Sara's birthday - A present arrives from Bob, sent on Earth liner 5 months ago - before they split up. Brellan has submitted some of Victoria's work on the H2 plasma as Alternative Credit papers. She has passed her degree. She decides to apply for a job on Ceres so she can join Jean-Francois.

Wr Helen Leadbeater

Dir Henry Foster

1 - 128 *EPISODE ONE-HUNDRED-TWENTY-EIGHT*

Rebecca is upset that Brellan is not going to employ anyone to replace Paul. He will run the college himself. Drummond asks Victoria to reconsider her decision to go to Ceres - Brellan wants her to stay on the Ilea to do her PhD. The news about Victoria's degree leads Anna to think that she too might graduate early because of her work in Theoretical Physics. She gets a call from Brellan asking her to see him the next morning - is it good news?

Wr Helen Leadbeater

Dir Henry Foster

1 - 129 *EPISODE ONE-HUNDRED-TWENTY-NINE*

Anna has her meeting with Professor Brellan - he thinks he is seeing her to congratulate her on the play, she thinks he is going to give her her degree. When Brellan realises the confusion he insists that he did not ask to see Anna specifically, merely whoever was responsible for the play. But Anna still has a message from him on autosec. Is someone playing a trick on her? Victoria is still insistent that she will go to Ceres, despite Brellan's attempts to change her mind.

The dispute over the cost of shuttle travel continues.

Wr Torrey Steed

Dir Henry Foster

1 - 130 *EPISODE ONE-HUNDRED-THIRTY*

Anna announces she will take revenge on Fiona after finding out that Brellan's call to her was a hoax. She is distraught about not being given her degree - she forgives Tim for his part in it. Victoria finally makes her decision about her future. She calls Jean-Francois to tell him she will stay on the Ilea - to do a PhD and as a junior lecturer. He is hurt. Drummond asks Natasha out but she turns him down in favour of Finbow.

Wr Torrey Steed

Dir Mike Holgate

1 - 131 *EPISODE ONE-HUNDRED-THIRTY-ONE*

Anna takes a contract out on Fiona - she offers Daniel 500 ecus to help her get her own back. He agrees. Brellan announces that the Ilea will move to Pasiphae for 6 months, in 2 weeks time. Gabriella is horrified - her parents are there.

Natasha and Finbow have to cancel their plans to spend the evening in Space City to have dinner with Brellan. Brellan teases Finbow and flirts with Natasha. Finbow stands up to him.

Wr Ben Aaronovitch

Dir Ben Aaronovitch

1 - 132 *EPISODE ONE-HUNDRED-THIRTY-TWO*

There is more evidence to show that Ariel 9 may support life. Brellan uses this to rekindle the students enthusiasm in their work. Anna gets her revenge on Fiona - Daniel fixes Fiona's shower so that it releases purple dye when she uses it. Fiona is furious. Melody makes Daniel give Anna her money back. Brellan is worried about Mercedes. She has only called him once since she has been away and that was to tell him she needed more time to consider their relationship.

Wr Ben Aaronovitch

Dir Mike Holgate

1 - 133 *EPISODE ONE-HUNDRED-THIRTY-THREE*

The students are depressed about the move to Pasiphae. They decide to have a last wild day out in Space City. The Stardust Cafe has been closed down and looted and they have to spend the evening at a church meeting with Anna and Belinda. Victoria has moved to a staff cabin and a reluctant Gabriella is moved in with Anna. Melody's back pain has become intolerable.

Wr Margaret Phelan

Dir David Dunn

1 - 134 *EPISODE ONE-HUNDRED-THIRTY-FOUR*

Christophe examines Melody's back - she has slipped a disc which had already weakened in an earlier fall. Mercedes is beginning to be jealous of Natasha's popularity on the ship. As the Ilea prepares to launch for Pasiphae the burn has to be aborted because there is someone in the Dome. A later check confirms that everyone was at acceleration stations. Then late at night, Finbow and Natasha hear someone moving around in Comcen.

Wr Margaret Phelan

Dir David Dunn

1 - 135 *EPISODE ONE-HUNDRED-THIRTY-FIVE*

Daniel has devised a method of alleviating Melody's back pain - she can float around the zero gravity chamber in a harness. Anna is working on her project in the Dome - she sees a figure, a beautiful young girl, she believes she has witnessed a miracle. Mercedes' dislike of Natasha increases. Gabriella's admiration for Natasha only makes things worse. Tim gets a call on his autosec in the middle of the night - who is he meeting in the storeroom?

Wr Joanne Maguire

Dir David Dunn

1 - 136 *EPISODE ONE-HUNDRED-THIRTY-SIX*

Tim's mysterious friend is Tranquility - the girl who freed the animals on Island Five. She has stowed away on the Ilea to get away from her parents. Brellan invites Finbow and Natasha to dinner in the hope of clearing the air between Natasha and Mercedes. Mercedes retaliates by inviting Rebecca and Drummond. Jim and Sara do the catering. The dinner is a disaster when Natasha and Mercedes continue to squabble. Tim finds Tranquility somewhere to sleep - the spare bed in Daniels cabin.

Wr Joanne Maguire

Dir Henry Foster

1 - 137 *EPISODE ONE-HUNDRED-THIRTY-SEVEN*

Sara realises that it was Tranquility that Anna saw in the Dome and not St Bernadette. Tranquility insists that it couldn't have been her, to cover Anna's embarrassment. Finbow starts his anti-vector treatment. Mercedes tries to patch things up with Natasha because she needs to put in some hours on the bridge to get her Nav 7. Natasha sees through her motives. Rebecca recognises Tranquility on a bulletin from Callisto.

Wr Julian Spilsbury

Dir Henry Foster

1 - 138 *EPISODE ONE-HUNDRED-THIRTY-EIGHT*

Tranquility's secret is out and Brellan informs her parents that she has been found. She will be allowed to stay on board until the ship reaches Pasiphae as long as she registers for college. Finbow has won the European Space Award for his rescue on Io. Mercedes checks the navigation files and discovers that the Ilea is heading for a comet storm. She persuades Natasha to change course just in time. Melody, floating in the Zero Chamber, narrowly avoids getting hurt.

Wr Julian Spilsbury

Dir Henry Foster

1 - 139 *EPISODE ONE-HUNDRED-THIRTY-NINE*

Wr Helen Leadbeater

Dir David Dunn

1 - 140 *EPISODE ONE-HUNDRED-FORTY*

Wr Helen Leadbeater

Dir David Dunn

1 - 141 *EPISODE ONE-HUNDRED-FORTY-ONE*

Wr Veronica Henry

Dir David Dunn

1 - 142 *EPISODE ONE-HUNDRED-FORTY-TWO*

Wr Joanne Maguire

Dir Alister Hallum

1 - 143 *EPISODE ONE-HUNDRED-FORTY-THREE*

Wr Joanne Maguire

Dir Alister Hallum

1 - 144 *EPISODE ONE-HUNDRED-FORTY-FOUR*

Wr Jane Fallon

Dir Alister Hallum

1 - 145 *EPISODE ONE-HUNDRED-FORTY-FIVE*

Wr Margaret Phelan

Dir Henry Foster

1 - 146 *EPISODE ONE-HUNDRED-FORTY-SIX*

Wr Diane Culverhouse

Dir Henry Foster

1 - 147 *EPISODE ONE-HUNDRED-FORTY-SEVEN*

Wr Veronica Henry

Dir Henry Foster

1 - 148 *EPISODE ONE-HUNDRED-FORTY-EIGHT*

Wr Ben Aaronovitch

Dir David Dunn

1 - 149 *EPISODE ONE-HUNDRED-FORTY-NINE*

Wr Rowena Rumble

Dir David Dunn

1 - 150 *EPISODE ONE-HUNDRED-FIFTY*

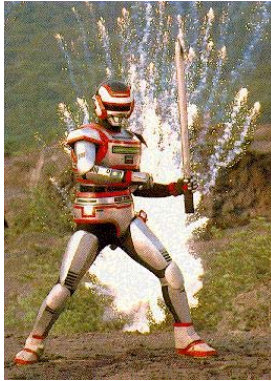
Wr William Smethurst

Dir David Dunn

JUSPION

AKA: **MEGABEAST SPECIAL INVESTIGATION JUSPION**

AKA: **KYIJUU TOKUSOU JASUPION**



Raised in the wild in the company of giant beasts, the orphan Juspion (Kurosaki) must travel to Earth to save it from the evil Satangorse, who intends to use alien beasts to rule the Galaxy. Arriving on Earth in the transforming mother ship Dileon, Juspion discovers that the planet is already threatened by Satangorse's son Mad Galan. With his faithful assistant Androis Anri, Juspion dons his Metaltech suit and prepares to save the world, in yet another entry in the Metal series, coming after SHIDER in the series chronology.

Less successful than earlier robot detective shows that began with GAVAN, Juspion was criticised for poor special effects. Nevertheless, the producers had high hopes for it and even included an English theme song in an attempt to win foreign attention. Juspion was not old abroad but the next show in the Metal series, SPEILBAN, did make it to America - see VR TROOPERS. Music is by Hirohaki Watanabe. Produced by Susumu Yoshikawa, Itasu Orita, Yuki Usui.

Characters and mecha

Juspion

Juspion = 'justice champion.' A wild child brought up by Ejin after losing his parents during a space journey. Can put on a silver Metaltech Suit in 0.03 seconds by sparking energy between his palms. Armed with the Plasma Blazer Sword with which he performs the Cosmic Harlee technique and Beam Scanner Gun. (Originally was going to pose as Earth stuntman Kenjou Yutaka.)

Ironwolf

Juspion's silver motorcycle, a 'Super Planet Machine' built by Suzuki.

Garbin

Juspion's silver tank, which splits into the Garbin Tank with twin drills and the Garbin Jet.

Daileon

Juspion's silver flying fortress and greatest weapon. Normally in self-explanatory Super Planet Battle Mothership mode, it can transform into a 60-meter-tall 'Battle Giant' robot in 5.8 seconds and defeat Megabeasts with the Cosmic Crash technique's double punches.

Anri

A female android built by Ejin to serve as Juspion's assistant.

Boomerang

After his older brother, an Interpol investigator, was killed by Satangorth's forces, this medical student vowed revenge and became a 'Federal Nations sheriff' [sic], fighting Satangorth with his twin boomerangs. Real name unknown.

Mieya

A creature from the jungles of Beezee who saved Juspion from a carnivorous plant. Lost his mother during a battle with Satangorth's forces. Joins the crew of the Daileon. (No, Ferbus in Masked Rider wasn't the only useless cute creature in tokusatsu; the Japanese too have made this mistake.)

Ejin

The descendant of prophets who defended the Galaxy Bible for tens of millennia. Raised Juspion, the survivor of a space shipwreck and set him off to defeat Satangorth.

The Nambara Family (15-)

Receiving a revelation from God, cameraman Nambara Ken'ichirou, his daughter Kanoko and his son Kenta became closely linked with Juspion when Ken'ichirou took a photo of the Golden Bird. Kanoko, along with four other children, Daisaku, Hiroshi, Mika, and Kumiko, were chosen by God to give birth (!) to the Golden Bird from their palms.

The Golden Bird

Guardian god of the galaxy. A manifestation of the energies of righteousness. (Or a very unconvincing matte painting or bluescreened toy bird.) Became the gigantic golden sword with which Juspion, piloting the Daileon, defeated Satangorth with a giant-scale Cosmic Harlee.

Tarzan of the Galaxy

The baby referred to in a prophecy in the Galaxy Bible. Landed on Earth, sleeping in a life-preserving capsule, as the sole survivor of a spaceship attacked by pirates. Juspion saw himself in the baby and named it the 'Tarzan of the Galaxy.'

The Megabeast Empire

Satangorth

A giant bat-winged creature normally enveloped in black armor. The Great Demon God of Darkness referred to in the Galaxy Bible. A super lifeform born from negative energy spewed out from a black hole. Defeated by the Golden Bird, the avatar of righteousness.

Madgalant

Satangorth's son, a Metal Villain wearing a suit of black armor. (Cf. Hellvira of Spielban, Topgunder/Darkheart of Metalder/VRT, or Black Beet in Beetle Fighter.) Capable of fighting Juspion with his sword or with his black VTOL six-legged insectoid walker/plane, the Juldbooma, reminiscent of the Beetle Fighter mecha ten years later. Can take human form.

The Aliens

Mercenaries (?) of various unnamed species who assist Madgalant. Reminiscent of the aliens in Blue SWAT.

Gilza (29-35)

Alien witch who brought Madgalant back to life when he was killed by Juspion.

Gilmarza (39-)

Gilza's elder sister. A witch known as the 'Spectre Queen of the Dark Galaxy.'

The Four Deva Kings

Hirelings of Madgalant.

Zampa (13-18)

Top bodyguard in the galaxy.

Ikki (13-15)

Android who once threatened Juspion's parents.

Guillaui (Gyooru; 13-44)

Female spy and master of disguise.

Brima (13-44)

Prophet with a crystal ball.

The Five Space Ninjas

Wear suits of black armor differing only in the color of their forehead plates. Each is named after the element he represents.

Ka (Fire; red; 39-43)

Sui (Water; blue; 39, 40)

Moku (Wood; green; 39-42)

Dou (Earth; long vowel irregular; white; 39)

Fuu (Wind; yellow; 39-43)

Other Madgalant hirelings of lesser note include the Amazones (10), the Gazami Brothers (25, 26), and the Cutey Girls (Cutey Ace, Cutey Heart, Cutey Queen; 27) who can merge into the Three-Faced Beast Warrior.

Megabeasts

Giant monsters of either Earth or alien origin, averaging 60 meters in height.

1. Marigos
1. Hanedar
2. Tetsugos
3. Namageras
4. Gaios
5. Giga
6. Gelgon
7. Iwagoreela
8. Onideviler
9. Kidamar
10. Pirazahl
11. Gamagoras
13. Kabegonta
14. Umiking
15. Portsanki
17. Headdrimmer
19. Umiblar
20. Hakabarn
21. Magneder
22. Kumorda
23. Shishiorn
24. Moke
25. Donges
26. Borger
27. Sodomon
28. Aiger
29. Gasler
30. Baloom
31. Deathchiras
33. Majin
34. Phordon
36. Jimushi
37. Ebizohl
38. Aquarocky
40. Diagoras
41. Deathdran
44. Badelges

The average rating for Juspion was 11.8%, 0.7% less than Shaider, the lowest rated of the Space Sheriffs. Clearly, the Metal Hero- kaijuu mix wasn't working out (despite the excuses of producer Yoshikawa, who blames video games). The next entry in the Metal Hero series eliminated the kaijuu and introduced an entirely new element to bring in higher

WR. Uehara Shouzou, Yamazaki Haruya,

DIR. Ogasawara Takeshi, Kobayashi Yoshiaki, Konishi Michio, Tsuji Osamu, Haruya Yakazaki, Shohei Tojo.

EPISODES: 46 **YEAR MADE:** 1985 **COUNTRY:** JAP **SEASONS:** 1

TV ASAHI/TOEI

CREATOR: HATTE SUBUROU

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 46

DATE OF PREMIER: 15/03/1985 **AIR DATE OF LAST EPISODE** 24/03/1986

SEASON DATE BREAKDOWN:

FILMS:

Juspion KUROZAKI HIKARU, Anri TUSKADA KIYOMI, Boomerang WATARU HIROSHI, Ejin NAKATANI NOBORU, Madgalant HARUTA JUN'ICHI, ATSUKO KOGANEZAWA, TOSHIMICHI TAKAHASHI, HIROTAKI SEKINE, MISA NIREI, KYO ANAN, JUNKO TAKAHASHI, YUKIE KAGAWA, SHOZO LIZUKE.

RELATED SHOWS:

GAVAN

SHARIVAN

SHAIDER

SPEILBAN

METALDAR

JIVAN

- 1 - 1 *THE PLANET OF EDIN*
- 1 - 2 *THE SAD END OF SAKURA*
- 1 - 3 *THE DREAM OF THE GALATIC BOY*
- 1 - 4 *THE FURY OF THE QUAGMIRE*
- 1 - 5 *THE ENIGMA OF THE FLUTE*
- 1 - 6 *GORDON IN SEARCH OF ITS MOTHER*
- 1 - 7 *THE DEMON OF THE MOUNTAIN*
- 1 - 8 *THE FUGITIVE COUPLE*
- 1 - 9 *THE HISTORY OF A TREE*
- 1 - 10 *THE ATTACK OF THE PYROSSAURUS*
- 1 - 11 *DANGER IN TSUKUBA*
- 1 - 12 *THE PROPHECY*
- 1 - 13 *THE ONSLAUGHT OF THE SPACE ALLIES*
- 1 - 14 *DANGER IN THE LAGOON THEM FIANCÉS*
- 1 - 15 *DREAM OR ILLUSION? -- THE GOLDEN IMAGE*
- 1 - 16 *WHICH IS THE DESTINATION OF THE HUMANITY?*
- 1 - 17 *THE MYSTERY OF THE GOLDEN BIRD HEAD*
- 1 - 18 *THE IMMORTAL ENEMY*
- 1 - 19 *ALERT IN THE OCEAN*
- 1 - 20 *THE LAST POSSIBILITY*
- 1 - 21 *THE BRAVE BOY PLAYER*
- 1 - 22 *THE WITCHCRAFT OF TITANIA*
- 1 - 23 *THE MONSTER OF THE CENTURY*
- 1 - 24 *DANGEROUS AMBITION*
- 1 - 25 *TOKYO IN DANGER*
- 1 - 26 *THE COUNTERATTACK OF DAILEON*
- 1 - 27 *THREATENING YOUTH*
- 1 - 28 *MORTAL DATA OF THE ELECTRONIC MONSTER*
- 1 - 29 *THE DEATH OF MACGAREN*
- 1 - 30 *THE PANIC OF THE BALLOON*
- 1 - 31 *BLOW IN THE TV*
- 1 - 32 *THE CONSPIRACY OF THE ROBOT*

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- 1 - 33 *THE BATTLE OF BLACK MAGIC*
- 1 - 34 *THE INDESTRUCTIBLE FORTRESS*
- 1 - 35 *THE DISCOVERY OF THE PARCHMENT*
- 1 - 36 *THE MIRACLE OF THE NEW LIVES*
- 1 - 37 *INFERNAL CARDÁPIO*
- 1 - 38 *MIRACULOSA TRAM*
- 1 - 39 *THE POWERFUL KISS OF MIYO*
- 1 - 40 *THE ENIGMA OF THE METEOR*
- 1 - 41 *THE SHOOTER OF JUSTICE*
- 1 - 42 *THE HISTORY OF PEP AND HIROSHI*
- 1 - 43 *THE MYSTERIOUS WORLD OF SATAN GOSS*
- 1 - 44 *SATANIC RETURN*
- 1 - 45 *I AM THE SON OF SATAN*
- 1 - 46 *THE UNION OF THE PEOPLE OF THE MILKY WAY*

JYUU KOU B-FIGHTER

AKA: **B-FIGHTERS**

AKA: **JUUKOU BII FAITAA**

AKA: **HEAVYSHELL B-FIGHTER**

AKA: **BEETLE FIGHTER**



The insects of the world all swarm in response to an unknown menace. To investigate this, Kai Takuya of the Earth Academia journeys into the jungle and meets the insect elder Guru in a cave. Guru tells him that invaders from another dimension are coming to take over the Earth, and that the insects are fighting to protect it. Takuya says humans will fight too. The evil army Jamahl arrives in the Jamahl fortress. Their leader Gaohm sends his generals and soldiers to Earth to start enslaving mankind.

Katagiri Daisaku and Hayama Rei save a girl from Jamar soldiers, but are captured. Meanwhile, at the Earth Academia, Professor Mukai and Takuya are working on 3 prototype armor suits to help combat Jamahl. Guru appears there and sends 3 insects into the armor to infuse them with life. The armors shrink and enter the 3 Bee Commanders, and Guru tells them to select 3 warriors to fight Gaohm. One chooses Takuya, transforming him into Blue Beet when he opens the Bee Commander and cries "Juukou!", and the others fly off to Daisaku and Rei. They change into G.Stag and Reddle, and when Blue Beet arrives the 3 of them fight off the Jamahl forces.

With their new-found power, the Beetle Fighters fight to drive back Jamahl's forces. Using their versatile Input Magnums and their powerful Stinger Weapons, they force the Jamahl troops to retreat. Jamahl, however, is too strong to be beaten so easily, and continues to set into motion plans for its world conquest. Its 3 generals Gigaro, commander of the synthetic beast army; Jera, commander of the paid soldier army; and Schwartz, commander of the combat mecha army, send monster after monster after the Beetle Fighters, but all of them are destroyed. Even Gaohm is apparently killed by Blue Beet, but returns soon after in a stronger form. The Beetle Fighters also meet their share of comrades against Gaohm, including: Larla, a scientist from the Aroa dimension who falls in love with Takuya; Sinbad, the sole survivor of his own dimension whose plans to assassinate Gaohm are tragically cut short; Kaori, a ghost called forth by one of Jera' soldiers who breaks free of his control and helps fight against him; and Kabuto, the son of Guru who brings with him the legendary Beet Ingram, paving the way for Blue Beet's evolution into the more powerful Super Blue Beet.

In a daring plan, Gaohm commands the evil insect sorcerer Jagul to create an evil B-Fighter. Jagul sends a long-horned beetle to bite Takuya and take a sample of his cells. From the beetle and Takuya's cells, Jagul creates the enigmatic Shadow, who has the power to transform into the evil B-Fighter, Black Beet, by raising his Black Commander and shouting "Jakou!". Black Beet proves to be one of the Beetle Fighters' deadliest enemies, and they are even more shocked when it is revealed that Shadow is a clone of Takuya. Because of this, Shadow cannot coexist with Takuya, and when one is hurt the other also feels pain. Shadow desperately begins searching for a way to stay alive.

Rei leaves the team to go to the South American branch of the Earth Academia. At the same time, a shipment of new weapons, the Pulsabers, is being sent to the team but it is shot down by Jamahl aircraft. They are found by Takatori Mai, who takes them to the Earth Academia and is chosen by the insect power in Rei's Bee Commander to be the new Reddle. With their new weapons and a new mecha, the giant Mega Heracles, the Beetle Fighters are complete once more.

The mysterious alien known as Muscle arrives on Earth with a shining feather that belongs to the legendary creature known as Saint Papilia. Saint Papilia is a "butterfly of life" who restores life to dead planets and can grant the gift of immortality. Muscle was healed once by Saint Papilia and has followed the clues about her to Earth. Muscle is killed, though, and Black Beet gains possession of the feather. He realizes that Saint Papilia can give him the life he craves, and begins to search for a way to achieve his goal.

But Gaohm has seen these events and he also wants to gain the gift of eternal life. He plans to destroy all life on earth so that Saint Papilia will come to revive it, and then to capture her and take his gift of immortality. Gaohm's ultimate plan is the Jamahl Hole, a rift in space that will suck the life-giving atmosphere from the earth. To complete this device, Gaohm begins gathering as much energy as he can. Preparing for the final battle, Gigaro powers himself up into Final Gigaro and attacks the Beetle Fighters, but is killed by his own master Gaohm, who needs his life-energy to speed up the Jamahl Hole's completion. Schwartz also launches a series of attacks but his body is destroyed and his head is sent into eternal orbit around the Earth. Jera, seeing Gaohm's treachery against Gigaro, defects from Jamahl and joins with Black Beet in the search for Saint Papilia. Gaohm uses the warrior Hydra to capture Guru and force him to call the insects to lend their energy to the Jamahl Hole, completing it.

Jera sneaks into Gaohm's private chamber and sees his *true* form, and is killed for her knowledge, but not before telling the Beetle Fighters of the secret room. The Beetle Fighters begin their final attack on the Jamahl Fortress and break their way into Gaohm's secret chamber. Here they see Gaohm's true form -- a small embryonic creature in a liquid-filled glass tank, born from a space warp and now wanting immortality. The Beetle Fighters eventually destroy the Jamahl Fortress and Gaohm is killed when it crashes to Earth.

The Jamahl Hole is still active, however, and it is up to G. Stag and Reddle in the Mega Heracles to stop it. Meanwhile, Blue Beet and Black Beet prepare for their own final battle. In the duel, Blue Beet is badly wounded but counterattacks and kills Black Beet, who disintegrates into a pile of black ash. But Blue Beet also dies from his wounds, and is found by Daisaku and Mai, returning from destroying the Jamahl Hole. Saint Papilia appears overhead and bathes Takuya in a rainbow-coloured light, bringing him back to life, saying that the world needs him. Peace has returned to the world at last...or has it?

Kabuto calls the Beetle Fighters, along with the previous "metal heroes" Blue SWAT and Janperson, to put on a show for the children at a carnival. But their plans are cut short when Jagul, who has survived, begins kidnapping young women and resurrects several defeated monsters to battle the heroes. Sara (of Blue SWAT) and Mai are taken captive by Jagul, who plans to drain their and the other women's life energy to revive the ultimate evil. Mai and Sara escape, but not before Jagul has gained some of the evil power she was after, changing into a new form with the heads of various Blue SWAT, Janperson, and Beetle Fighter enemies on her. She traps the metal heroes in a pocket dimension but Blue Beet manages to escape and finds Jagul's weak point. Blue Beet kills her and the heroes give a spectacular show for the children at the carnival.

A perfectly unremarkable in the style of the metal series stories such as SHIDER, based on an original concept from Super Sentai ideas man Suburo Yade, music by Koji Kawamura. Theme: Shinichi Ishihara - "Juke Beetle Fighter" (Armored Beetle Fighter)

Equipment:

The Beetle Fighters change from human to their armoured forms using the Bee Commanders, handheld devices that look like the top view of a beetle. They have different horns at the top of the Commander depending on which Fighter's one it is. Upon shouting the command, "Juukou!" (Heavy shell), the Bee Commanders' "wings" open to reveal their insect armor, miniaturised, inside. The armor then attaches itself to each fighter.

All of the Beetle Fighters have a set of basic weapons. The most often used is a gun known as the Input Magnum. It has a 10- key numeric pad on the side, and by keying in different combinations of 3 numbers the gun can fire a variety of different projectiles. (not all of these were used on the show)

110: Beam Mode
 010: Freezing Beam
 108: Supersonic Soundwaves
 119: Fire Extinguishing Gas
 289: Magnetic Beam
 818: Flamethrower
 964: Destructive Bullets
 264: Flash Bullets
 305: Torimochi Bullets (?)
 967: Anti-gravity Beam
 049: Rescue Signal
 088: Laughing Gas
 409: Anesthetic
 054: Recovery
 026: Boiling Water

In episode #22, each of the Beetle Fighters gets a short sword with a gold blade called the Pulsaber. With this each fighter can execute the PulSlash, a diagonal slash with the Pulsaber. The Pulsaber can also attach to the top of the Input Magnum to form the Saber Magnum, which can fire a more powerful beam of energy, the Maxim Beam. (also input # 110)

Blue Beet:

The leader of the Beetle Fighters is Blue Beet. His Insect Armor is modeled after a kabutomushi ("helmet beetle"), and has one large horn on its forehead.. His Stinger Weapon is the Stinger Blade, a triangular swordlike weapon. When the turbine inside the Stinger Blade spins, the blade revolves and gains extra power, allowing him to perform the deadly Beele Break, a diagonal slash trailing blue energy behind it. In episode #21, Blue Beet receives an augmented Stinger Weapon, the Stinger Drill, a large drill that attaches to his wrist. The front and back halves of the drill rotate in opposite directions, and his attack with it is the Strike Blast, a charging stab that bores a hole through his enemies.

Blue Beet receives an additional weapon in episode #35, a red and white semi-automatic-like double-barreled gun called the Beet Ingram. The Beet Ingram is a legendary gun that is said can only be used by a great hero. The top of the Beet Ingram can fold forward and over the barrels so that they are covered by a single barrel with two pincerlike armatures protruding from it.

The Beet Ingram in this mode can be combined with Blue Beet's Pulsaber by attaching the Pulsaber to the top, to create the Beet Ingram Final Mode. In episode #36, Blue Beet also evolves to be able to become Super Blue Beet, with four metallic insectoid wings extending from his back and Plasma Dischargers, looking like exhaust pipes, growing from his wrists and ankles. He transforms to Super Blue Beet with the command "Metarufooze!" (Metal-Phoze), and in this mode he can employ the full power of the Beet Ingram. Energy is collected in his wings and is then transferred to the Beet Ingram Final Mode, releasing a powerful blast of energy, the Super Final Blow.

Blue Beet's Beet Machine is the Beetluder, which looks like a kabutomushi on 6 wheels. From the two tips of its horn it can fire bolts of blue energy (the Beet Blazer), and it can attach the Magne Attachment concealed within G. Stag's Stagger Tank onto its horn also. With the magnet in place, the Beetluder can fire a powerful attractive magnetic beam, the Beetractor.

Blue Beet's human identity is Kai Takuya (23 years old), an insect researcher at the Earth Academia. The evil sorcerer Jagul uses a kamikirimushi (long-horned beetle) to take a sample of Takuya's cells, and uses it to create a clone of hm. This clone is known as Shadow, and can become the evil Black Beet (see below)

G. Stag:

The most physically powerful of the Beetle Fighters is G. Stag, whose armor is modeled after a kuwagata-mushi, or stag beetle, and has two horns on its head. G. Stag is strong enough to lift the Jamar soldiers and toss them around like rag dolls. His Stinger Weapon is the Stinger Claw, a large yellow pincerlike claw that he can use to crush enemies or grab them and throw them aside. When the turbine inside it spins, the entire claw spins to give it added crushing power. G. Stag also can lift enemies captured in the claw above his head and when the turbine activates, they spin around in his grip and he throws them to the ground. His deadly attack with the claw is the Raging Slash, a horizontal slice trailing green energy behind it. The claw can also detach and be thrown like a projectile, the Stinger Boomerang.

G. Stag's Beet Machine is the Stagger Tank, which looks like a stag beetle on treads. It has a double-barreled cannon on top (the Stag Buster) which fires bolts of green energy. By using the Stagger Scissors technique, the Stagger Tank grabs Jamar soldiers or planes in its pincers and the top of the tank spins around, tossing them off into a cliff or rock face. The Stagger Tank can use the Drill Attachment concealed in the Beetluder, a two-drill weapon that can be held in the Stagger Tank's jaws and be used to burrow underground.

G. Stag's human form is Katagiri Daisaku (23 years old), an impetuous but nature-loving man who is a tree doctor and claims to be able to hear trees and plants when they are dying. He was afraid of the water but overcomes his fear to save his father Katagiri Daitetsu, a fisherman, from a trap laid by the gouseijuu Ebigaanya, in episode #26.

Reddle:

The only female Beetle Fighter is Reddle, modeled after a female kabutomushi. Her armor has two small horns on its head. Reddle is the fastest and most nimble of the Beetle Fighter. Reddle's Stinger Weapon is the Stinger Plasmar, an array of four red beam emitters that fire powerful beams of red ion energy. She can use this energy to capture her enemies in energy ropes and drag them across the ground or throw them through the

air. If the internal turbine is activated the array spins at high speed and Reddle can utilize the Tornado Spark, firing her beams in a wide circular pattern.

Reddle's Beet Machine is the Red Gyro, which looks something like a ladybug with jet engines on its sides. Its primary weapon is the Red Pulsar, a blast from the two cannons located on its front. By directing its engines downward, the Red Gyro can use the Gyro Typhoon to create strong winds to blow enemies around or to put out fires. The back of the Red Gyro can open like a beetle's wings to reveal booster engines for added speed. From its underside the Red Gyro can lower the Wire Hand, a claw on a wire that can be used to pick up objects and carry them. It can also pick up the Magne Attachment and use it to attract and carry metallic objects.

The first Reddle was Hayama Rei (22 years old), an animal instructor at an aquarium. In episode #22, however, she leaves the team to go to the South American branch of the Earth Academia, to do research and help with protecting the animals there. She is soon replaced by Takatori Mai (19 years old), a young and cheerful girl who is "chosen" by the Pulsabers as the next Reddle.

Mega Heracles:

The largest insect mecha is the black and yellow Mega Heracles, a giant mechanical Hercules Beetle with jointed legs, which first appeared in episode #24. The Mega Heracles can run on autopilot, although it requires the Pulsabers to be set into it first, and its horn is a gigantic cannon known as the Mega Cannon. The horn is actually a minijet, the Jet Heracles, and can separate and attack on its own with someone piloting it, while the remaining Land Heracles fights on its own.

The back of the Mega Heracles opens up to reveal a landing pad where the 3 other Beet Machines can land and be locked in place by docking clamps, in the Mega Beet Formation. By combining all of the insect power, the Mega Heracles can use the full power of its cannon, the Mega Beet Cannon, the most powerful weapon at the Beetle Fighters' disposal.

Other characters:

The homebase leader of the Beetle Fighters is Professor Mukai Kenzou, an old man dedicated to the pursuit of justice. He fell in love with Sayuri, a plant researcher, many years ago, but left her. She returns to help him defeat the gouseijuu Razuberuga in episode #38.

Guru is an elder of the insect tribe, and looks like a big brown kabutomushi beetle with a yellow mustache and beard. He carries a staff with a curled top and was the one who gave the Beetle Fighters their powers. Guru possesses great mystical power of his own.

Kabuto is the son of Guru. He is a white robotic-looking humanoid who left his father 100 years ago and has been traveling across the dimensions as a supplier of weaponry and equipment. He returns to earth in episode #35, to visit the grave of his mother, bringing with him a legendary gun that can only be wielded by a great hero. Blue Beet is that hero, and the gun is the Beet Ingram.

Saint Papilia is a legendary "butterfly of life" who can grant immortality. She is a humanoid with butterfly wings and white armor, and appears when the life on a world has been destroyed. She then revives the world by giving it new life. Saint Papilia already appeared once on Earth, after the Ice Age, and revived the Earth so the life of today could be born. Both Gaohm and Black Beet sought Saint Papilia in the hopes of obtaining the gift of eternal life. After Blue Beet's duel with Black Beet in episode #51, Takuya is severely wounded and, although he has beaten Shadow, dies also. Saint Papilia appears above him and resurrects him, saying that the world needs him.

Enemies:

The enemies of the Beetle Fighters were the evil army Jamahl, who came from another dimension to take over the earth.

The highest leader of Jamahl was the mysterious Gaohm, who first appeared as a tall figure with a white and purple robe and chitinous face. He was supposedly killed in episode #18, but returned soon after in a new, stronger form. The new Gaohm was only a gigantic torso floating in space, with an exposed purple heart, only one arm (the right one) and wires running here and there on his body. In the end, however, it was revealed that even this was not actually Gaohm's true form -- he was actually a small embryonic alien creature in a tank of liquid. He was born from a space warp and wandered in space until he gained enough power to become Jamahl's commander, and sought the legendary life-giver Saint Papilia to give him eternal life. He was killed in episode #50, however, when the Beetle Fighters destroyed the Jamahl fortress and it crashed to earth and

exploded.

Gaohm could send his warriors to the "Gaohm Zone", another dimension in which they had added power. Several times, when a battle was going badly, Gaohm grabbed both his warrior and the Beetle Fighters in a giant hand and set them down in a Gaohm Zone designed for that warrior. Each Zone was a blank place with a few ornaments in the ceiling or walls that reflected the warrior there. For example, Hammerkong's zone had giant nails stuck in the floor, and Gari-rat's had large pieces of cheese and stylized rat faces. When the monster was destroyed, the Gaohm Zone vanished and the Beetle Fighters were returned to our dimension.

There were 3 'generals' in Jamahl, each commanding an army of different types of monsters:

Gigaro was a creature composed of various animal parts. He had white scallop shell plating, a crustacean-shell covered left hand and right leg, and the top of his head resembled a whale's mouth. He also wore a cape and green armor. Gigaro commanded the Gouseijuu gundan (synthetic beast army), composed of humanoid monsters with the characteristics of animals. Gigaro was originally a skeletal creature on a desert planet in the Garo dimension, hunted for unknown reasons by humanoids. Exhausted and near death, Gaohm gave him a new powerful body and recruited him into Jamahl. Gigaro used a white bonelike sword and his head could open to reveal a gun. He could also fire spiderweb-like threads from his head, the Giga Thread. In episode #46, Gigaro imbued himself with life energy to power-up into Final Gigaro, a red and white version of himself with more power. He was ultimately killed by his master Gaohm who needed his life energy to hasten completion of the Jamahl Hole.

Jera was a female warrior who wore a red robe and had a white mannequinlike facemask and a red beret. She used a whip that she could charge with energy as a weapon. Jera commanded the youhei gundan (paid soldier army), composed of mercenary warriors from various dimensions. In battle, Jera discarded her robe to reveal a leotardlike red and pink costume.

She turned against Gaohm when she learned of his killing of Gigaro, and joined forces with Black Beet against Gaohm. She discovered Gaohm's true form and was fatally wounded for it, but before she died she was found by the Beetle Fighters and her mask was removed. Jera was revealed to actually be a Caucasian woman with blond hair.

Schwartz was actually a computer virus given a living body. He wore a white lab coat and his body was robotic. He had black glasses and tubelike hair, and commanded the sentou meka gundan (combat mecha army), composed of robots designed for battle. Schwartz could fire electrical bolts from his hands and created many powerful weapons for use against his enemies. He had an older brother named Macho Number 5 who was actually created by Schwartz himself. In episode #41, Macho joined forces with Schwartz literally -- Schwartz was enclosed within Macho's hulking body after an injury during the initial battle with the Beetle Fighters damaged him. Blue Beet killed Macho with the Super Final Blow, but before exploding he pulled Schwartz out of him and threw him aside to safety. Schwartz later changed into a tanklike mode in episode #47 but was apparently destroyed by the Mega Beet Cannon.

However, his head survived and, joining with mannequins in the city, captured several people in an attempt to fatally squeeze out their fat to use for lubrication for his machine "friends". Schwartz himself had been damaged in the explosion and had gone mad. He even tried to put Jera into his fat-extracting chamber, but she was saved by Black Beet. When the Beetle Fighters found him, Schwartz joined with a bulldozer and, later, a giant stone statue, but was finally destroyed by the Mega Beet Cannon. Or was he? Schwartz's head survived again, but was blasted into the earth's orbit, where he will remain, alive but bodiless, for eternity.

The Jamar were faceless soldiers that served Gaohm and were employed in menial tasks. They were yellow and brown with yellow ridged featureless faces, and used swords in battle that could convert to machine guns. In episode #50, the elite Jamar who guarded Gaohm were shown. These were red versions of the normal Jamar and were able to continue fighting even after their heads had been severed, shooting energy beams from their decapitated heads.

The Jamahl fortress was a flying behemoth that looked like an outstretched hand. It had an opening where the palm would be, where the Jamahl fighter jets emerged from and where Jamahl's new super-weapons were located.

The evil insect sorcerer Jagul used the power of a kamikirimushi (long-horned beetle) and a cell sample from Kai Takuya to create Black Beet, an evil B-Fighter. Black Beet had items analogous to the Beetle Fighters': to transform, he used his Black Commander and cried "Jakou!" (Evil Shell). He had a gun known as the Ja ming Magnum and his Stinger Weapon was the Stinger Byoot ("byuuto" is the sound effect of something like a whip whizzing through the air), which had two forms. In Wire

Mode it was a claw on a long wire, that could be used to grab long-distance things or to strangle people. In Saber mode, the wire retracted and hardened into a long thin blade with the claw on the end, and could be used much like a sword.

Black Beet's human form was Shadow, a man always dressed in black with a black coat and black hat that hid his face. In episode #43, it was revealed that Black Beet was a clone of Takuya, and looked exactly like him. Because he was a clone, he could not survive on his own and sought Saint Papilia's gift of eternal life. He was killed in episode #51 in a duel with Blue Beet, blasted by the Super Final Blow, and disintegrated into a pile of black ash.

Monsters:

(Japanese name is first, then translated name in parentheses, followed by an indication of which army they belong to:

GSJ - Gigaro's synthetic beast (gouseijuu) army

YH - Jera's paid soldier (youhei) army

SM - Schwartz's combat mecha (sentou meka) army

Then the episode number and title are given, followed by a translation of the title and then a description of the monster. Also: some of the monsters' names just don't sound right translated, so in those cases the Japanese names are used in the description. Hope this doesn't cause too much confusion.

This is not a complete title list or episode guide. This is only a description of the monsters in the show, and since some episodes didn't feature a monster, they are not included here. (But for those of you who want a full episode list, I have appended Cory's older episode list at the end. - AT)

Saiberaiza (Saberiza) - YH

1. "Konchuu Senshi da!" (Insect Warriors!)

Saberiza was a swordsman who wore silver chest and shoulder armor plates, black pants, and red gloves. The right half of his head was covered by a metallic plate and his nose and mouth were covered by a black scarf. He carried a large sword that he used as a weapon, and was the first of Jamahl's monsters that the Beetle Fighters battled against.

Hebizuneeeku (Snakez'nake) - GSJ

2. "Odoru Ningen Gari!" (The Dancing Human Hunt!)

Heizuneeeku looked like a humanoid body with a long snake draped over the head area so that the head and tail became his arms. His body was green with diamond-shaped markings and his chest area was red with white veinlike marks on it. His right arm was the head of the large snake and his left arm was its tail, and both sides were long enough to be used like whips or to strangle his enemies. In battle with the Beetle Fighters, the snake was destroyed to reveal a second head and arms underneath. The second head was a red snake's head and the arms were green humanoid arms. He could fire beams from the eyes of his second head.

Hanmakongu (Hammer Kong) - SM

3. "Deta!! Konchuu Meka" (They Appeared!! The Insect Mecha)

Hammer Kong was a silver and gold robot with giant hammers on his hands and a head in the shape of a hammer head with the striking surface being his face. He could pound his hammer hands on the ground to create explosive shockwaves (Hammer Crush), or toss them like giant boomerangs (Hammer Boomerang). He could also fire an energy beam from his one eye (Kong Beam) and spit giant nails to pin his enemies to the wall (Kugi Attaku - Nail Attack). He was killed by Reddle's Tornado Spark.

Desuranchaa (Death Launcher) - SM

4. "Chou Mashin Oo Abare" (Super Machine Great Riot)

Death Launcher was a green robot with missile launchers on his shoulders and gun batteries on his wrists, which were his major weapons. His body was covered in green armor plating and his head looked something like a green gas mask with yellow oval eyes. He was killed by the Beetle Break.

 Baguma Birusu (Bagma Virus) - GSJ

5. "Juukou Jakku!!" (Heavysell-Jack)

Bagma Virus was a light blue creature with a segmented body. His arms were pink and ended in two claws, and he had two shorter arms sprouting from his waist. He had a large head with a row of giant teeth running across it, and two feathery antennae. There were also white spikes on his head, and two orange circles on his chest. He could shrink to microscopic size and infiltrate the Beetle Fighter Insect Armor and control them to move as he wished, and could split himself so as to control more than one Beetle Fighter at once. He could also extend two long tentacles ending in spikes from the two circles on his chest.

Zaikingu (Zyking) - YH

6. "Mori no Sakebi o Kike" (Listen to the Forest's Cry)

Zyking was a warrior with silver and gold armor, a red cloth wrapped around his neck and extending like a loincloth, a white cape, and gold spikes on his shoulders. He used a round shield with gold trim and small gold spikes around it, and a black axe with a spiked head. His head was somewhat like a cow's skull, but longer and with two black horns. Zyking could fire blasts from his axe and from his eyes, and could detach his head from his body, the head flying around on its own and attacking. Zyking was killed by the Raging Slash.

Gamerio (Gamerio) - SM

7. "Nazo no Gekishaman!!" (The Mysterious Violent Photographer)

Gamerio was a black camera-based robot with a lens on his chest and eyes that looked like flashbulbs. His shoulders were large metallic blocks that resembled the sides of a camera. Gamerio disguised himself as a photographer, and when he took pictures of people they were transported to a Jamahl slave quarry to work for Jamahl. His transport could be interfered with by high-frequency soundwaves, such as those emitted by a dog whistle. Gamerio had three small guns on each shoulder that fired explosive bullets, and could fire an energy whirlwind from the lens on his chest. He could also become invisible, and could replace his head with a metallic block covered in small red lenses, which could fire energy beams.

Barudasu (Bardas) - YH

8. "Onegai!! Mahouseki" (Please!! Evil Jewel)

Bardas was an otherdimensional warrior who got his power from a jewel called the Pholonjewel (Foronjueru), which fit inside his head. Bardas had a black body with jagged purple stripes covering it. He had black boots and gloves, and a black cape with yellow trim that came around to cover his shoulders, wrapped around his neck, and ended in a point below his knees in the back. His head was a white distorted cubelike structure with a black circle on each face. With his jewel he could fire energy blasts and was nearly unstoppable, but the Beetle Fighters destroyed it and killed him with the Beetle Break.

Garineezu (Gari-Rat) - GSJ

9. "Toraneko Dakkai Sakusen" (The Tabby-Cat Recovery Operation)

Garineezu was a hunchbacked gray-furred rat monster with sharp gnawing teeth. His mission was to gnaw through underground power cables to create a mass panic. He could breathe fire and change into a large ball to roll over his enemies. However, he had a phobia of cats, so severe that he abandoned a battle he was winning after seeing a cat nearby. To cure this, Gigaro forced Garineezu to run through a maze with Jamar soldiers holding cats behind every corner, 100 times. After the 100th time, his fear was gone, but he was still beaten by the Beetle Break.

Baara & Burakku Doragon (Barla & Black Dragon) - YH

10. "Gekitou!! Ryuu no Kenshi" (A Violent Fight!! The Dragon Swordsman)

Barla was a friend of Jera's who wore a living armored chestplate, the Black Dragon, which was made from a monster by that name that Jera and Barla defeated. Barla also wore black pants and armored boots, a black helmet with gold trim, and a black cape. She used a sword as a weapon, and could change into a whirlwind, attacking rapidly with her sword while spinning, and could become invisible. The Black Dragon could fire a

jet of flame, explosive bullets, a fireball, and an energy beam from its mouth. Eventually, however, the armor turned on Barla and possessed her, turning her face into a grotesque dragonlike image and using her as a puppet to attack Jera. Barla finally broke free of its control and stabbed it -- and herself, with a dagger. Near death but free of the Dragon and still a warrior, Barla challenged Blue Beet to a duel and was killed.

Ikari Bonba (Anger Bomber) - SM

11. "Ikari Robo Dai Bousou" (The Great Reckless Run of the Anger Robot)

Anger Bomber was a walking purple hand grenade with arms and legs and blue and green camouflage markings. His head was silver and shaped like the top of a grenade. When he got mad, his arms and legs folded in so that he looked like a giant grenade, the meter on the left side of his head went into the red zone, the pin on his head flew off and he exploded with tremendous power. His hands were flat with rows of four small cannons that fired explosive projectiles. He was destroyed when Reddle used the Wire Hand with the Magne Attachment to pick up Anger Bomber off the ground, and blown up by the Beetluder and Stagger Tank's guns.

Namakeruge (Sloth-eruge) - GSJ

12. "Yaruki o Ubae!!" (Steal the Motivation!!)

A yellow and brown-furred sloth with long arms that ended in two black hooklike claws, he had a long black horn on his head and a red pouch with black spikes on his back. He had a long tongue with a sucker on the end that he could use to steal the motivation from people, making them lazy and inactive. The stolen motivation was collected in the pouch on his back. He was able to steal the motivation of both Takuya and Daisaku, but the insect power of their Bee Commanders brought them back to their senses. He was killed when G. Stag sliced the pouch open to restore everyone's motivation, leaving them free to finish him off.

Gagamiraa (Gaga-Mirror - also a pun on "kagami" or mirror) - SM

13. "Ayaushi Juukou Kichi" (The Heavysell Base is in Danger)

Gaga-Mirror was a white robot with a domelike head and a rounded chest. His chest could split and swing open to reveal a large mirror, and anyone whose reflection he captured in the mirror could be trapped inside, and Gagamirror could assume their shape. Gaga-Mirror had two red spikes on the mirror cover on his chest, and his arms ended in clawlike hands that could open to reveal a green lens that could fire energy blasts. He had diamond-shaped spikes on his head, two concave eyes, and thick gray pipes protruding from his back. He absorbed Takuya into his mirror and disguised himself as Takuya to infiltrate the Heavysell Base, but was eventually discovered and killed by the Beetle Break.

Buubuubuu (Bububu) - GSJ

15. "Tonda Aidoru" (The Idol Who Flew)

Bububu was a light tan skinned pig monster with a dark brown chest and gray hooflike feet. He had floppy ears and two cracked tusks. He could breathe a white gas that stole human voices, rendering people unable to make any noises but pig noises ("bui bui bui"). He could also fire energy beams from his nose (Hana Biimu - Nose Beam) and eyes, and could breathe fire.

Iruba (Ilba) - YH

16. "Honoo no Choujigen Shoujo" (The Flaming Super-dimensional Maiden)

Ilba was a warrior with gold armor plates with silver trim on his shoulders and hips, a gold helmet, and a white cloth with strange black markings hanging from his face. His major power was that he could cast illusions, with the eye on his sword as the source of his power. His sword had a long flat blade and an eye on the hand-guard, and the hilt was segmented like a rattlesnake rattle. Ilba turned the sword upside down and faced the eye at his enemy, the hilt writhed back and forth, and an illusion was created. He could also fire energy beams from the sword. However, if the eye was destroyed Ilba was virtually powerless. Ilba was sent to kill Mina, the last survivor of the Botania Dimension that Jamahl had destroyed. Her father sent her to our dimension with the seeds of the Botania tribe, and erased her memory, accompanied by the robot Guardy to act as her mother. After Ilba was destroyed, Mina returned to her dimension with the seeds, to build it anew.

Desu Maruto (Death Mult) -

17. "Shitou!! Gattai Kaijin" (Death Fight!! The Combined Monster)

Death Mult was originally one of Jera's youhei, a warrior with green and silver armor and a faceplate like a bird's beak. He used a silver boomerang but was killed by the Beetle Fighters easily. After this, Jera retrieved his body and the three generals decided to turn him into a combination of all 3 of their armies. The rebuilt Death Mult had red and silver armor and had aspects of all 3 generals' types of monsters. He kept the armor and faceplate of the original Death Mult except it was now red; his arms and legs were like a layered shell, he had a segmented scorpion's tail, two folding wings on his back, and spiky red feathers covering his head; on his right shoulder was a red and silver cannon with a barrel like a bird's head, and on his left was a similar one with a barrel like a dragon's head. He could fire rings of energy from the bird's head cannon and explosive bullets from the dragon's head one.

He used a sword and could fire explosive gas from pipes on his arms. He could also fly with his wings and shoot a beam of energy that he could use to capture his enemies with like a rope. Death Mult was just about to finish off the Beetle Fighters when the 3 generals started arguing about what method he should use to deliver the final blow. Jera wanted him to use his sword, Gigaro wanted him to use his tail stinger, and Schwartz wanted him to use a machine gun in his body. Overwhelmed by conflicting orders, Death Mult was distracted long enough for the Beetle Fighters to counterattack and kill him.

Kamazakiraa (Kamazakiller) - GSJ

21. "Gokuaku Konchuu Taggu" (Atrocious Insect Tag)

Kamazakiller was a praying mantis monster with turquoise armor plated arms and legs. One hand was a normal hand with a large curved blade at the wrist, and the other was a long double sickle-like claw. He had two orange areas on his chest, under which were two sets of small insect legs. He also had an orange bump on each shoulder, with a longer insect leg protruding from it. His head was triangular with the point facing downwards, with two long antennae and spikes around it. He had two green compound eyes and small mandibles. Kamazakiller's mission was to spread its eggs throughout the city, injecting them into people using his long, spiked tongue. The eggs would then grow and hatch his offspring inside their hosts. Kamazakiller was killed by Blue Beet's new weapon, the Stinger Drill, using the Strike Blast.

Gorgodaru (Gorgodal) - YH

23. "Kaijin ni Hanataba o..." (A Bouquet for a Monster...)

Gorgodal was one of Jera's mercenaries who switched sides and paid for it. He wore red chest armor and black pants. His headpiece was a large red helmet that covered his shoulders with a hole for his face, and extended upwards to end in a long point. His face was painted black and he used a 4-pointed giant shuriken weapon. However, after Mai gave him a scolding for following Jera just for the money, Gorgodal decided to quit and tried to return the money he had been paid. But Gohm didn't accept this and damaged Gorgodal's brain so that he would become a raging monster. Mai tried to talk to him again, but he could barely remember her name. Gorgodal eventually had to be destroyed, but was given a burial and his grave was marked with his shuriken weapon.

Dangaa (Dangar) - SM

25. "Utsukushiki Toubousha!!" (The Beautiful Runaway)

Dangar was a blue robot with red circles on his chest, elbows, and shoulders, and black spikes on his arms, legs, and head. He had four-pointed small wheels on his hips and a face something like a gas mask, with 5 black spikes along the top of his head. Dangar could fire off the spikes on his wrists as darts and the spikes on his shoulders as missiles, and could shoot an energy beam from his hand. Dangar's mission was to kill the escapee Lala (Raara), who had been forced to help build the Death Gohm, a powerful cannon that could destroy all of Japan with one blast, but had run away. Lala was actually a scientist from the Aroa dimension and although she fell in love with Takuya, she returned home after Dangar and the Death Gohm were destroyed.

Ebigaanya (Shrimpraabya) - GSJ

26. "Kani to Mizugi to Oyaji" (Crabs and Swimsuits and Dad)

Ebigaanya was a red-shelled combination crab and shrimp monster. His chest was covered with plates of red

and white shell, and he had two crab claws coming from his shoulders. His arms ended in the same kind of claws, red with a white inner edge. His legs were black and his feet were like shrimp facing upwards -- their tails were his feet and their heads were at his knees. He had two white eyestalks that ended in black eyes and a large red shell with white markings on his back, shaped like an oval with pointed ends. Ebigaanya could emit a liquid that turned ordinary water into poison. He could also fire jets of water or binding rope from his claws, reflect the Beetle Fighters' attacks with his back shell, and create illusions when around a body of water. After Daisaku's father tried to stop him from polluting the water, Ebigaanya set him adrift with a bomb in his boat. Daisaku overcame his fear of the water and saved his father, and returned to battle Ebigaanya. He was killed by a hot water

blast from the Beetle Fighters' Input Magnums, which cooked him and rendered him incapacitated for G. Stag to finish him off with the Raging Slash.

Ikari Bonba 2 (Anger Bomber 2) - SM

27. "Yomigaeru Toragari Tamashii" (Revive the Haircutting Soul (?))

Anger Bomber 2 looked basically like the first version except instead of purple, he was now orange. His head was cylindrical now and had silver pipes protruding in back. Anger Bomber 2 could also self-explode but in addition, when the Beetle Fighters blew him up he could bring his pieces back together and regenerate himself. However, during a battle at a junkyard, he accidentally fused himself with a thrown-away hair clipper, which grafted itself onto his left hand. Overcome by the hair clipper's desire to cut hair and to get back at those who had discarded it when it was still usable, Anger Bomber went on a rampage, shaving the heads of everyone in the city he came across. He kept being blown up and coming back together until finally the Beetle Fighters destroyed his pieces before they could rejoin each other.

Shinigamian (Deathgodian) - YH

28. "Manatsu no Junjou Yuurei" (The Pure-Hearted Ghost of Summer)

Shinigamian was a youhei who looked much like the Grim Reaper. He had a hooded black tattered cape and a large scythe. At the top of the scythe 4 rings were attached, so by striking the scythe on the ground he could make the rings jingle and activate his powers. He had a black body with white bonelike ornaments, and white gloves and boots. His face was a skull with one eye in its socket. Shinigamian could raise the spirits of the dead and control them, unless they had things they wanted to accomplish on Earth, which made them able to resist his control. These ghosts could turn invisible and move objects telekinetically.

Shinigamian could fire binding ropes of energy from his scythe and grow a spiraling white horn from his forehead, which he used as a stabbing weapon. One of the ghosts who Shinigamian raised was a young girl named Kaori who wanted to fall in love before she died, and this desire let her resist Shinigamian's control. She fell in love with Takuya and helped him fight Shinigamian by helping the other ghosts realize they were just being used. Blue Beet broke off Shinigamian's horn, impaled him with his own scythe, and finished him off with the Beetle Break, freeing the ghosts although Kaori was able to go on a date with Takuya before she faded away.

Shinbaddo (Sinbad) - YH

30. "13 Kaijin Dai Butoukai" (The 13 Monsters Great Combat Meet)

Sinbad was a warrior who wore white pants, a blue shirt with white stripes, and a black cape. He had a helmet that looked like a bird's head, and covered his nose and mouth with a black cloth. His weapon was a curved sword, from which he could fire an energy beam, and he also used small grenades. He was a part of the Combat Meet that Jamahl kidnapped the Beetle Fighters and forced them to participate in, and at first Sinbad was thought to be one of Jera's youhei. Later, however, G. Stag found out that he was actually infiltrating Jamahl in an attempt to assassinate Gaohm. Gaohm had destroyed his home dimension's people, and Sinbad was out for revenge.

Gaohm learned of this, however, and sent a resurrected Death Mult to kill Sinbad and the Beetle Fighters. Realizing that the only way for the Beetle Fighters to return home (the meet was held in another dimension) was by the explosion caused by Death Mult's demise, Sinbad hurled himself at Death Mult and killed him. Death Mult exploded and Sinbad was killed, but the Beetle Fighters managed to return, after promising a dying Sinbad that they would surely defeat Gaohm.

Masukuudaa (Maskuder) - GSJ

31. "Abunai Ojousama" (A Dangerous Young Lady)

Maskuder was supposedly based on an amoeba, although he didn't look much like it. He had a small gold central face from which extended in all directions rows of faces nested on each other, extending in a starlike pattern. Two thick blue tentacles and several thin red ones hung down from his waist. His arms and legs were blue with a veinlike pattern on them. Maskuder disguised himself as a plastic surgeon able to make anyone beautiful if they used his special masks. The masks gave his customers the face of the famous model Shiratori Misuzu, who happened to be a childhood friend of Mai's. But the masks actually were explosive control devices that let Maskuder control the wearers and detonate them when he broke the mask he wore, which was his central gold face. Under the gold mask he wore was a single eye. Maskuder could also cause explosions on command.

Babanba

32. "Koi Suru Tsukemono!!" (Loving Pickles!!)

Babamba first appeared as an old woman in a brown kimono with a brown cloth over her head and a wooden cask on her back. She could suck people inside the cask, which she used to turn them into tsukemono (pickled vegetables) which she sold to creatures in other dimensions. She later revealed her true form, which was a creature with clawed hands and feet and a long, demonic face with sharp teeth and long white hair. Babamba was not truly evil, however, and although Jera tried to trick her into fighting the Beetle Fighters, an old man who had befriended her convinced her that she didn't need to fight anymore. She decided to stay in this dimension with him, and shattered her cask, freeing the people inside.

Naito Baikaa (Night Biker) - YH

33. "Seigi no Hikou Shoujo" (The Delinquent Girl of Justice)

Night Biker wore a black outfit with some red areas, and a helmet with black and red layers and spikes. He had wires running from his waist to his back. His main weapon was a black lance with a red line running down it, from which he could fire energy blasts or a rope of energy to bind his victims. He rode a black and red motorcycle with a fairing that looked like a bird's head, which could fire missiles. Night Biker was actually an unwilling youhei, for he was really a human, Iwata Kazuma, who was brainwashed and changed into an evil warrior by a machine used by Jera. The control device was in the bike's fairing, and when that was destroyed, Night Biker changed back into Kazuma safe and back to normal.

Mojanga (Mojanga) - GSJ

34. "Kowa~i Petto" (A Scary Pet)

Mojanga was the collected form of a species of otherdimensional creatures known as Moja, which looked like balls of brown fur with black beady eyes. Gigaro gave them to several children, with the instructions that if they started to act up, to hit them with a special stick he gave them. When they did this, the Moja turned fierce and absorbed the children's consciousness, then collected together to form Mojanga, a creature with blue arms and legs, a large blue head with long pointed ears, and brown and white fur around his head. He also had two brown tails and two white tufts of fur on top of his head. The children's consciousness was trapped inside Mojanga, and could see the outside world. So when the Beetle Fighters came to try and help, the children, led by Gigaro in his disguise as the Moja seller, tried to support them, telling them to transform and fight.

But Mojanga could bring about exactly the reverse of what the consciousness trapped inside him said, so when the children told the Beetle Fighters to transform, they couldn't. Mojanga could also breathe fire. Eventually Daisaku entered Mojanga and freed the children, so Mojanga could be killed.

Gagamosu (Gagamoth) - GSJ

36. "Miyo Juukou Chou Shinka" (Look - the Heavyshell Super Evolution)

Gagamoth first appeared as a yellow caterpillar-based monster with small spines on his chest and larger ones on his shoulders. His head looked somewhat like a caterpillar's, and his mouth could open very wide since he could eat the weapons of his enemies and then spit back their attacks. He could also fire energy blasts from his fingers, which were also tipped with short spines. When Gagamoth absorbed the energy of the Beet Ingram, it turned into a red mothlike form, with large wings covered with yellow designs. Its head was mothlike with two feathery antennae and a long proboscis. His right hand was fused with an Input Magnum and his left with the Stinger Blade, which he could use freely as weapons. By flapping his wings he could release a cloud of yellow

pollen that set fire to what was caught inside it. To combat Gagamo, Blue Beet metamorphosed into Super Blue Beet for the first time, and killed it with the Super Final Blow.

Nero (Nero)

37. "Sagiru na Youjinbou" (Don't Swindle Us, Bodyguard)

Nero was a so-called bodyguard from another dimension who wore a black leatherlike outfit with red gloves, silver boots, a silver cowboylike hat, and a brown scarf which covered his nose and mouth. He used a silver pistol, smoke grenades, and could control his cape independently as a flying weapon. He appeared during a fight and offered Jera his services, but in the fight he missed the Beetle Fighters and escaped back to Jamahl for his pay. Later, he approached the Beetle Fighters and claimed that he was just trying to infiltrate Jamahl so he could kill Gaoim, and if they paid him he would do just that. Mai believed him and scrounged up enough to pay him. Nero was planning to take the money from both sides and leave this dimension, when Mai found out that he had Jamahl money. Jera also appeared, having discovered his secret, and Jera impaled Nero. Meanwhile, Mai had scanned Nero's gun and found out that it was designed to miss. Nero hated war, and never meant to kill anyone. He died after telling Mai to hurry and end the fight, because war is a terrible thing.

Razuberuga (Rasbelga) - GSJ

38. "Hakase!! Ai no Juukou" (Professor!! The Heavyshell of Love)

Rasbelga was a monster created from the fictional Rasbel flower, a carnivorous plant that could move on its own and fed on small animals. Rasbelga had a giant mouth with three orange petals with teeth around it, and many thin strings hanging from them. His arms were brown crooked poles that reached the ground, and inside his mouth were two rows of sharp teeth. His body was covered with small thorns. Rasbelga could spray a poison pollen that could corrode the Beetle Fighters' Insect Armor and render them helpless. He could also suck people inside of him to be digested, using a long tongue to drag them in. Rasbelga's only weakness was the fruit of a tree discovered by an old girlfriend of Mukai's, which made him spit out the people in him and robbed him of his pollen spray so he could be defeated.

Faiga (Fyga)

39. "Shounen BF no Bouken" (Adventure of the Junior BF)

Fyga was a legendary flame beast who was fossilized and unable to move. Gigaro had Schwartz use a youth-restoring machine to bring back Fyga, but Schwartz set it too high and the Fyga that came out was a child who breathed fire at anyone around him, including Gigaro. It was a creature covered in large red scales but with a cublike face with short spikes around it. While trying to stop it, Blue Beet tackled Fyga and was hit by residual youth energy that was in it and turned into a child himself. Gigaro and Schwartz eventually recaptured Fyga and tried to age it to its proper age, but overdid it and the Fyga that came out this time was blackened and burnt. Blue Beet also used this chance to restore his own age, then killed Fyga with the Super Final Blow.

Matcho Nanba 5 (Macho Number 5)

41. "Aniki wa Mukimuki" (My Older Brother is)

Macho #5 was Schwartz's older brother, who Schwartz actually built himself. He was a muscular robot with blue and white armor plating and a face like Schwartz's, with yellow eyes and tubelike hair. He possessed great strength and could fire energy beams from his chest and hair. He was injured in a battle with the Beetle Fighters, however, and to save him, Schwartz joined himself with Macho, going inside Macho's body. The two together were a formidable enemy, and Macho's final plan to get rid of the Beetle Fighters was a self-destruct switch he had installed in himself. He activated it and planned to take the Beetle Fighters with him when he exploded, and so he told Schwartz to get out of his body. Schwartz refused, since they were brothers, and the two rushed at the Beetle Fighters. Blue Beet used his Super Final Blow to stop Macho, however, but before he exploded Macho opened himself up and pulled Schwartz out, throwing him to safety. A frantic Schwartz ran to where Macho's pieces lay, clutching Macho's eyepiece as a memento of his brother.

Gigatsukinowa (Giga-Moonhalo) - GSJ

42. "Uramiguma BF Gari" (The Spiteful Bear's BF Hunt)

Gigatsukinowa was a black-furred bear monster with spiraling white spikes on his knees, shoulders, and back,

and giant balls and chains shackled to his wrists. He had a black chestpiece with a large eye and small red and white plates on it. He was the spirit of a bear who was hunted and killed in the mountains and Gigaro rekindled his hatred of man to turn him into a monster. He could fire the claws on his hands as darts and the spikes on his knees as missiles. Gigaro used Gigatsukinowa to lure the Beetle Fighters into a hunt on a mountainside, just as he was hunted on his home planet. His name means, literally "Giga Moon-Halo", because there is some connection in Japanese with bears and the moon that I haven't been able to figure out yet.

Hidora (Hidra) - YH

49. "Kumo Onna Hijou no Honoo" (The Spider Woman's Unfeeling Flame)

Hidra was a youhei under Jera's command who was known as the "Spider of Flame". She had a black outfit with red boots and gloves, and a red spider-shaped ornament on her chest, whose legs curled around her shoulders and waist. Her headpiece was a red headband with a golden frame to fit her head and gold spider's legs curling to the front. The headpiece also had red plates to cover her cheeks and gold spider's legs curling to the front from there also. Hidra could spray webbing from her mouth and breathe fire, and used a sword as a weapon. She could also disappear in a cloud of sparking smoke. Hidra was assigned the job of capturing Guru so Gaohm could use him to gather the energy of the insects on the planet to complete the Jamahl Hole. Gaohm promised Hidra command of the youhei army if she succeeded, and when she did he gave her a silver armband to signify her new rank. Hidra then went to kill Jera and the Beetle Fighters, but during the fight Jera realized that Hidra's armband was actually a bomb. Jera was too late, and the bomb exploded. Before dying, Hidra told the Beetle Fighters to defeat Gaohm.

Dorago (Drago) - YH

Juukou Bii Faitaa (Movie)

Drago was one of Jera's youhei who wore a simple black tunic, a white shirt and pants, and armored boots. His face was exposed and he wore a black headband. Drago used a sword and could spin like a whirlwind, slicing with his sword and spinning along the ground. He also used "taketonbo" ("bamboo dragonfly"- bamboo propeller toys) as weapons. While fighting Blue Beet, a dragonfly-shaped mark on Drago's arm began to glow, and Blue Beet realized that Drago was an insect warrior just like him. Drago's memory returned to him, and he joined forces against Jamahl, helping to kill Hellsgyra, before changing into a dragonfly-like energy shape and flying back to his own dimension.

Heruzugaira (Hellsgyra) - GSJ

Juukou Bii Faitaa (Movie)

Hellsgyra was one of Gigaro's gouseijuu, whose body was covered in bony plates. He had a large skeletal face on his chest, bony protrusions on his shoulders, and a skeletal face with large bony ears. He used a large five-pointed shuriken-like weapon which he could throw, and could fire an energy beam from his chest. He could also control the bones that lay strewn around his island, extending them and using them to capture the Beetle Fighters. Hellsgyra was beaten by Drago and Blue Beet.

Episode 52 and Episode 53 are a team-up of the B-Fighters with the previous 2 "metal hero" shows - Janperson and Blue SWAT, and enemies from those 2 shows are resurrected as well as some B-Fighter monsters.

Song lyrics:

JUUKOU BII FAITAA

(Beetle Fighter Opening)

Kanjigaramo no wana o,
Shikake.

Hametsu o takuramu no wa,
Dare da.

Me ni wa me o, ha ni wa ha o,

Ruuru mushi no yatsura ni,
Ai no okite de tatakau,
Senshi.

Kedakai sugata o, kimi wa mita ka?
Shinpi no bodi ga,
Hikari o hanatteru.

Sono na wa,
Bii Faitaa,
Juukou Bii Faitaa.

Sasayaka ni ikiteiru,
Mono ga.

Hontou wa chikyuu no shuyaku,
Na no sa.

Omoiyari koso ga pawaa,
Kiken o mono tomozezu,
Seigi no tame ni tatakau,
Senshi.

Kirei na namida o, kimi wa mita ka?
Minna no shiawase,
Inotte nagasu no sa.

Sono na wa,
Bii Faitaa,
Juukou Bii Faitaa.
Muteki no,
Bii Faitaa,
Juukou Bii Faitaa.

CHIKYUU KOUKOU

(Beetle Fighter Ending)

Kono daichi to,
Kono midori to,
Kono asahi to,
Kono shizen o,
Kokoro kara,
Aishiteiru no sa,
Bokura.

Kono jiyuu to,
Kono jidai to,
Kono rekishi to,
Kono kurashi o,
Inochi kake,
Mamoritai no sa.

Chikyuu wa, haha naru hoshi dakara,
Kata o,
Tataku you ni,
Taisetsu ni shitai.

Kono yuuki to,
Kono kibou to,

Kono wakasa to,
Sore ga areba,
Bokura ni wa,
Kowai mono nanka,

-
- 1 - 12 *YARUKI O UBAE!! ((aka STEAL THE MOTIVATION!!))*
 - 1 - 13 *AYAUSHI JUUKOU KICHI ((aka THE HEAVYSHELL BASE IS IN DANGER))*
 - 1 - 14 *HISSATSU JIGOKU NO MEIKYUU ((aka THE DEADLY MAZE OF HELL))*
 - 1 - 15 *TONDA AIDORU ((aka THE IDOL WHO FLEW))*
 - 1 - 16 *HONOO NO CHOUJIGEN SHOUJO ((aka THE FLAMING SUPER-DIMENSIONAL GIRL))*
 - 1 - 17 *SHITOU!! GATTAI KAIJIN ((aka DEATH FIGHT!! THE COMBINED MONSTER))*
 - 1 - 18 *DAISHURYOU SHISU!! ((aka THE GREAT LEADER DIES!!))*
 - 1 - 19 *TANJOU YAMI NO SHIN SENSHI ((aka BIRTH OF THE NEW WARRIOR OF DARKNESS))*
 - 1 - 20 *GEKITOTSU!! KURO NO KYOUFU ((aka CRASH!! THE BLACK TERROR))*
 - 1 - 21 *GOKUAKU KONCHUU TAGGU ((aka ATROCIOUS INSECT TAG))*
 - 1 - 22 *HIROIN HATSUTAIKEN ((aka FIRST EXPERIENCE AS A HEROINE))*
 - 1 - 23 *KAIJIN NI HANATABA O... ((aka A BOUQUET FOR A MONSTER))*
 - 1 - 24 *TOUJOU KYODAI KABUTO ((aka ENTER THE GIANT BEETLE))*
 - 1 - 25 *UTSUKUSHIKI TOUBOUSHI!! ((aka THE BEAUTIFUL RUNAWAY!!))*
 - 1 - 26 *KANI TO MIZUGI TO OYAJI ((aka CRABS AND SWIMSUITS AND DAD))*
 - 1 - 27 *YOMIGAERU TORAGARI TAMASHII ((aka REVIVE THE BAD-HAIRCUTTING SOUL))*
 - 1 - 28 *MANATSU NO JUNJOU YUUREI (aka THE PURE-HEARTED GHOST OF SUMMER)*
 - 1 - 29 *RAIBARU DAI GEKITOTSU (aka GREAT CRASH OF THE RIVALS)*
 - 1 - 30 *13 KAIJIN DAI BUTOUKAI (aka THE 13 MONSTERS GREAT COMBAT MEET)*
 - 1 - 31 *ABUNAI OJOUSAMA (aka A DANGEROUS YOUNG LADY)*
 - 1 - 32 *KOI SURU TSUKEMONO!! (aka LOVING PICKLES!!)*
 - 1 - 33 *SEIGI NO HIKOU SHOUJO (aka THE DELINQUENT GIRL OF JUSTICE)*
 - 1 - 34 *KOWA~I PETTO (aka A SCAAARY PET)*
 - 1 - 35 *KABUTO-KUN MAIDO (aka KABUTO, THANK YOU ??)*
 - 1 - 36 *MIYO JUUKOU CHOU SHINKA (aka LOOK - THE HEAVYSHELL SUPER EVOLUTION)*
 - 1 - 37 *SAGIRU NA YOUJINBOU (aka DON'T SWINDLE US, BODYGUARD)*
 - 1 - 38 *HAKASE!! AI NO JUUKOU (aka PROFESSOR!! THE HEAVYSHELL OF LOVE)*
 - 1 - 39 *SHOUNEN BF NO BOUKEN (aka ADVENTURE OF THE JUNIOR BF)*
 - 1 - 40 *SHINSHOU INOCHI NO CHOU (aka A NEW CHAPTER - THE BUTTERFLY OF LIFE)*
 - 1 - 41 *ANIKI WA MUKIMUKI (aka MY OLDER BROTHER IS ?????)*
 - 1 - 42 *URAMIGUMA BF GARI (aka THE SPITEFUL BEAR'S BF HUNT)*
 - 1 - 43 *MITA!! BURAKKU NO SUGAO (aka I SAW IT!! BLACK'S UNADORNED FACE)*
 - 1 - 44 *INOCHI NO CHOU ARAWARU!! (aka THE BUTTERFLY OF LIFE APPEARS!!)*
 - 1 - 45 *SEIYA NO MEMORII (aka A CHRISTMAS EVE MEMORY)*
 - 1 - 46 *ZETSUBOU!! JUUKOU FUNOU (aka DESPAIR!! HEAVYSHELL IMPOSSIBLE)*
 - 1 - 47 *SHOURI E NO FUKKATSU!! (aka REVIVAL TO VICTORY!!)*

- 1 - 48 *FUMETSU GATAI HASHIRU KUBI (aka THE IMMORTAL COMBINATION RUSHING HEAD)*
- 1 - 49 *KUMO ONNA HIJOU NO HONOO (aka THE SPIDER WOMAN'S UNFEELING FLAME)*
- 1 - 50 *TOTSUNYUU!! YOUSAI KESSEN (aka RUSH!! FINAL BATTLE IN THE FORTRESS)*
- 1 - 51 *HIKARI TO KAGE NO PIRIODO (aka THE PERIOD OF LIGHT AND SHADOW)*
- 1 - 52 *SHUUKETSU!! SAN DAI HIIRO (aka ASSEMBLE!! 3 GREAT HEROES)*
- 1 - 53 *HABATAKE!! HIIROTACHI (aka FLAP YOUR WINGS!! HEROES)*

K9 & COMPANY

Sarah Jane Smith, freelance journalist, receives a gift from the TimeLord known as the Doctor - a robotic dog K9 (Mark III). With the help of K9, she rescues her aunt's ward from the demonic Cult of Hecate.

This is the only televised spin-off of DOCTOR WHO, using the Fourth Doctor's ex-companions Sarah Jane Smith and K9. This spin-off was produced by John Nathan-Turner, the designer was Nigel Jones, and the music was created Fiachra Trench, Ian Levine and Peter Howell. This pilot episode for a series that never was also repeated on the 24th December 1982, on BBC2.

WR. Terence Dudley

DIR. John Black.

EPISODES: 1 **YEAR MADE:** 1981 **COUNTRY:** GB **SEASONS:** 1

A BBC PRUDUCTION

CREATOR: TERENCE DUDLEY

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIAL

LENGTH (MINS): 50 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 1

DATE OF PREMIER: 28/12/1981 **AIR DATE OF LAST EPISODE** 28/12/1981

SEASON DATE BREAKDOWN:

FILMS:

Sarah Jane Smith-ELIZABETH SLADEN, Voice of K9-JOHN LEESON, Brendan Richards-IAN SEERS, George Tracey COLIN JEAVONS, Comdr. Pollock BILL FRASER, Sgt. Wilson NIGEL GREGORY, Peter Tracey SEAN CHAPMAN, Aunt Lavinia MARY WIMBUSH, Brendan Richards IAN SEARS, Juno Baker LINDA POLAN, Howard Baker NEVILLE BARBER, Henry Tobias JOHN QUARMBY, Lilly Gregson GILLIAN MARTELL, PC Carter STEPHEN OXLEY.

Books Based on this series.

The Companions of Doctor Who : K9 And Company (Target)	Terence Dudley	1987
The K9 Annual 1983 (World Distributors)		1982

RELATED SHOWS:

DOCTOR WHO

1 - 1 *A GIRL'S BEST FRIEND*

The Doctor (DOCTOR WHO) sends K9 Mark III as a gift to his former companion, Sarah Jane Smith. Together they stop a group a pagan cult from sacrificing Brendan, the ward of Sarah's aunt.

KAGAKU SENTAI DYNAMAN

AKA: **SCIENCE TASK FORCE DYNAMAN**



The long forgotten Kassinca ("Evilution") race, who have hidden in the depth of the Earth for centuries, return to seize control of the surface of the world. Professor Hiroshi Yumeno, a researcher into dream therapy, realizes that the Jassinca are coming and recruits the five-member Dynaman team to hold off the invasion and make their dreams a reality. The team leader is Hokuto (Okita) or Dyna Red, who dream is to make a power source that does pollute the environment.

When not thinking inventive thoughts, he fights with Dyna Sword. Ryu (Kasuga) is Dyna Black, whose dream is to make contact with extraterrestrials. He is also a descendant of the Iga ninja clan and a specialist in covert operations. Yosuke (Unoki) is Dyna Blue, whose dream is to be able to live and breath permanently underwater with the aid of artificial gills. Kosaku (Tokita) is Dyna Yellow, a part time gardener whose dream is to create ideals yields of crops. Rei (Hagiwara) is the token female Dyna Pink, whose dream is to acquire a machine that will enable her to communicate with animals. Nine tailed Emperor Aton (Watabe) is the dastardly leader of the Jassinca, while seven tailed General Kar is his subordinate and the leader of the army of single tailed Tailmen who form the cannon fodder of his invasion.

Greater danger is provided by the obligatory monsters of the week and thwarted by the Dynaman's team's special vehicles. Dyjupiter is a giant caterpillar track vehicle, from which the team can launch in their big rig, tank, and jet mini-vehicles. These in turn can combine to make a sword wielding giant robot, called Dyna Garry.

"Based on an idea by Saburo Yade" who obviously thought Garry would be a great name for a robot. Dynaman was preceded in the SuperSentai series by GOGGLE-V and followed by BIOMAN. Music by Kenzuke Kyo. Six episodes of Dynaman were later dubbed in parody form for the USA Network, and broadcast in 1988 as part of the show Night Flight - this is the only appearance of the series in the English Language.

Fifth Super Sentai. Shown on USA Network in 1987-88 as a dubbed parody, Dynaman. Notable for its character designs by Izubuchi Yutaka (of Dairugger XV [Voltron] and Dunbine, his prominent works at the time). Dark Knight added a 'Hakaiden' element to the show. The (relatively) complex villain storylines and improved character designs were to get better in Bioman. "Kagaku Sentai Dynaman" was the first super sentai team to begin the tradition of wearing suits made out of spandex.

Characters and mecha

Yumeno Invention Center

A playground for children that is in reality the Dynastation.

Dynared (Dan Hokuto)

Dreams of inventing a non-polluting engine. Motorcycle racer and kendo master from Hokkaido. Wields the double Dynaswords. Dynarod can fire the Red Fire.

Dynablack (Hoshikawa Ryuu)

Astronomer who dreams of contacting aliens. Descendant of Iga ninjas. Armed with the Battletector armor, the Cross Cutter boomerangs, and the Strong Shower webbing. Dynarod can fire the Black Star Flash. [Played by Haruta Jun'ichi, a.k.a. Goggle Black and Mad Galant.]

Dynablue (Shima Yosuke)

Dreams of inventing artificial gills. Master of water sports from Ishigaki Island. Armed with the Surf Jet vehicle, the Attack Board, and the Blue Frisbees. Dynarod fires the Blue Water Whirlpool.

Dynayellow (Nangou Kousaku)

Dreams of improving plant breeds. From Kyushu. Armed with the Chain Crushers. Dynarod fires the Yellow Thunderlight Fall.

Dynapink (Tachibana Rei)

Dreams of talking with animals. Armed with the Rose Sabre, Flower Shield, and rose bombs. Dynarod fires the Pink Shocking Melody.[Ogiwara Sayoko also appears in Flashman as Nefelura.]

Team attacks include the Super Dynamite, New Super Dynamite, Mach Dash, and consecutive Dynakicks. Each is armed with a Dynarod gun.

Dr./Supreme Commander Yumeno Kyuutarou

Founder of the team who doubles as the head of the Yumeno Invention Center.

Kendo Robot (1-37)

Mascot of the Yumeno Invention Center invented by Dr. Yumeno. Destroyed with the center in episode 37.

Dynafalcon

Dynared's motorcycle.

Dynamachine

The 4WD truck for the other four Dynamen.

Dyna Mach (Red) + Mobile (Black, Blue) + Garry (Yellow, Pink) > Dynarobo

Armed with the Science Sword (Lightning Gravitational Fall), Dynaknuckles, Dynashield, Dynaboomerang, and Beat Hammer.

Dyjupiter

Mothership carrying the components of the Dynarobo.

The Evolution (Jashinka) Empire

An underground race of humans ranked by number of tails.

Emperor Aton (9 tails)

Dreams of getting 10 tails.

General Kar (7 tails)

A.k.a. 'God of War'. Scientist. Played by 'Milton' Ishibashi of Toei's Streetfighter films.

Prince Megiddo/Dark Knight/Emperor Megiddo (5 > 4 > 0tails)

Loses a tail to Dynared early on. Loses his standing, period, and reemerges as the masked Darkknight, master of the 'Dance of Darkness' sword technique. Ultimately claims the throne for himself.

Kira and Geel (Megiddo's bodyguards; 1-8; 1 tail?)

Look like common Tail Soldiers except for their clothing and berets.

Princess Chimera (8-50; 4 tails)

Megiddo's cousin. A witch.

General Zenobia (37-50; 7 tails)

Awakened from the Millennium Cave, soon taking Megiddo's place in the Empire.

Evolution Beasts and Mechavolutions

Monsters of the week. 'Life soup' artificially undergoes evolution in the Progressor machine, emerging as Evolution Beasts. When in a pinch, they can undergo the Big Bang Process to enlarge to giant size (often with disproportionately large legs). Later superseded by Mechavolutions with implanted weapons, rather like early Destron monsters in KAMEN RIDER V3.

Grangizmo

Mobile fortress, looking like a giant flying fish.

Tail Soldiers (1 tail)

Naked lizards with red eyes and green and black skin.

WR. Hirohisa Soda, Takayoshi Miki, Kyoko Sagiya, Takeshi Terada, Isamu Matsumoto, Ichiro Yamanaka, Shunsuke Yoshida.

DIR. Shohei Tojo, Kazushi Hattori, Minoru Yamada, Nagafumi Hori

EPISODES: 51 **YEAR MADE:** 1983 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SABURO YADE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 05/02/1983 **AIR DATE OF LAST EPISODE** 28/01/1984

SEASON DATE BREAKDOWN:

FILMS: SCIENCE TASK FORCE DYNAMAN (1983 ; reshown as episode 32)

Dynapink (Tachibana Rei) SAYOKO HAGIWARA, MILTON ISHIBASHI, , , Dr./Supreme Commander Yumeno Kyuutarou, Dynared (Dan Hokuto) SATOSHI OKITA, Dynablack (Hoshikawa Ryuu) JUNICHI KASUGA, Dynablue (Shima Yousuke) SHOJI UNOKI, Dynayellow (Nangou Kousaku) YU TOKITA, Emperor Aton TAKESHI WATABE

RELATED SHOWS:

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

HIKARI SENTAI MASKMAN

CHIKYUU SENTAI FIVEMAN

CHO JIN SENTAI JETMAN

KYORYUU SENTAI ZYURANGER

DYNAMAN

- 1 - 1 *THE TAILED-PEOPLE CLAN'S CHALLENGE*
- 1 - 2 *WARRIORS WHO CHASE DREAMS*
- 1 - 3 *BAT HELL FLIGHT*
- 1 - 4 *THE RUMBLING FOSSIL-HUMAN*
- 1 - 5 *THE EVOLUTION BEAST'S SCARY DREAM*
- 1 - 6 *FIGHT TO THE DEATH! THE HAUNTS OF A POISONOUS SNAKE*
- 1 - 7 *TOKYO FIRE'S NAVAL OPERATION*
- 1 - 8 *THE EVIL PEON FEMALE CHIMERA*
- 1 - 9 *THE DO-OR-DIE BOMB RACE*
- 1 - 10 *THE INTRUDER FROM OUTER SPACE*
- 1 - 11 *THE DAY FISH ATTACK HUMANS*
- 1 - 12 *THE TARGETED BLOOD BANK*
- 1 - 13 *THE KIDNAPPED BRIDE*
- 1 - 14 *ASSAULT, CHOROPPO SOLDIER*
- 1 - 15 *NINJUTSU VS. CHIMERA WITCHCRAFT*
- 1 - 16 *THE BIG MT. ASO EXPLOSION OPERATION*
- 1 - 17 *FEAR! KYUSHU MAJOR EARTHQUAKE*
- 1 - 18 *THE BIG TSUNAMI THAT ATTACKS TOKYO*
- 1 - 19 *THE FUSE IS A RED TOXIC FLOWER*
- 1 - 20 *CHASE! THE AMAKUSA SUN*

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- 1 - 21 *ANGRY HOKUTO'S DEADLY SWORD*
 - 1 - 22 *THE GREAT PRANK WAR*
 - 1 - 23 *OPERATION HUMAN SLUG*
 - 1 - 24 *THE DREADFUL COMET'S GREAT APPROACH*
 - 1 - 25 *THE MYSTERIOUS GUFFAW HELL*
 - 1 - 26 *INTENSE FIGHTING! THE SOLAR LIGHTHOUSE*
 - 1 - 27 *THE SOUND OF DEATH, CRICKETS CHIRPING*
 - 1 - 28 *RESCUE THE DOLL-HUMAN!*
 - 1 - 29 *CHIMERA'S CURSED CLOTHES*
 - 1 - 30 *THE ENEMY IS A DRUDGE EVOLUTION BEAST*
 - 1 - 31 *THE SPY TAILED-PERSON'S TRAP*
 - 1 - 32 *THE MISSING POWER GUN*
 - 1 - 33 *UNACCUSTOMED TO RED*
 - 1 - 34 *FORMIDABLE ENEMY! MECHAVOLUTION*
 - 1 - 35 *SEEKING A NEW FINISHING MOVE*
 - 1 - 36 *IT CAME FORTH!! THE FINISHING MOVE*
 - 1 - 37 *FEMALE SHOGUN ZENOBIA*
 - 1 - 38 *REJUVENATE! GENIUS BRAIN*
 - 1 - 39 *HOLD IT! THE EGG OF THE TAILED-PEOPLE*
 - 1 - 40 *EXPLOSION! SILENT ANGER*
 - 1 - 41 *THE BIKER GANG WHO DISAPPEARED IN THE DARKNESS*
 - 1 - 42 *CHALLENGE DARK KNIGHT*
 - 1 - 43 *ISLAND! YOU'RE BLUE LIGHTNING*
 - 1 - 44 *EXPLOSION! MAGMA BOMB*
 - 1 - 45 *MAMA IS ZENOBIA?*
 - 1 - 46 *THE SABER THAT RUNS LOVE THROUGH*
 - 1 - 47 *AN EVIL WISH, TEN TAILS*
 - 1 - 48 *DOCTOR YUMENO'S BIG SECRET*
 - 1 - 49 *THE END OF GENERAL KAR*
 - 1 - 50 *THE REVIVED FORMIDABLE ENEMY*
 - 1 - 51 *THE FIGHT THAT FLEW THROUGH TOMORROW*

KAMANDAG

AKA: **VENOM**



Kamandag is a tale of a half-human, half-snake creature who is forced to live in the mortal world because of the conflict he brings in his birthplace. With his snake-like powers, he becomes a sort of hero in his town and the people begin calling him Kamandag.

Kamandag (lit. Venom) is a fantasy Philippine drama airing on GMA Network. Based from the graphic novel of Carlo J. Caparas, it stars Richard Gutierrez. Based on the 1980s graphic novels of novelist Carlo J. Caparas, Kamandag is a half-snake and half-human creature, and has the same temper of The Hulk. The character is known to be an anti-hero.

Pre-production

Casting

The first Philippine drama of Eula Valdez under the GMA Network wing after ABS-CBN refused to offer her a follow up project after Maria Flordeluna.

This is also a come-back for veteran actor Johnny Delgado who moved the rival network for a some period of time. And also for young actress Maxene Magalona who took a break from acting after turning down the role of Alwina in the hit series Mulawin, which eventually made Angel Locsin a big-star, to focus on her studies back in 2004.

Senator Bong Revilla, Jr. was offered the role of Haring Saban , a Snake King, but couldn't take it because of his busy schedule with politics and his sci-fi film Resiklo. The role then went to Gardo Versoza.

Training

For his preparation for the series, lead actor Richard Gutierrez trained under UFC star Brandon Vera to master the art of Muay Thai and Brazilian Jujitsu. The majority of the cast plays half-human and half-animal, they all had to undergo acting workshops at University of the East to achieve an animal portrayal.

Reaction

The series earned positive reviews from the viewers taking in 42.7% rating on its pilot episode on November 19. Also, the special primer of the series titled "Ang Bagsik ni Kamandag" garnered a very high 29.0% rating for its non-primetime time-slot.

Soundtrack

The series has 3 official theme songs, all sung by different recording artists.

"Mailap Na Landas"

Performed by Jan Nieto

Composed by Eric Torralba and Mark A. Reyes

"Kamandag"

Performed by First Circle

Composed by First Circle

"Bugnot"

Performed by Renz Echaore

Composed by Eric Torralba

Production crew

Executive-in-charge of Production: Wilma Galvante

Production Manager: Redgie Acuña-Magno

Executive Producer: Carol Reyes and Angie Castrence
 Creative Consultants: Carlo J. Caparas, Jun Lana, and Anette Gozon-Abrogar
 Musical Director: Richard Gonzales
 Costume Designer: Bill Gustillo and Noel Flores
 Production Designer: Rodel Cruz

Trivia

This is Eula Valdez's first Philippine drama on GMA-7.
 Maxene Magalona's come-back project after turning down role of "Alwina", which went to Angel Locsin, for the 2004 monster hit Philippine drama "Mulawin" (2004) to concentrate on her studies.
 Gardo Versoza replaced Ramon 'Bong' Revilla Jr..
 Richard Gutierrez underwent 3 months training of Brazilian Jiu-Jitsu and Muay Thai.

WR. Head Writer: RJ Nuevas , Writers: Suzette Doctolero, Jules Katanyag and Tina Velasco

DIR. Mark A. Reyes and Topel Lee

EPISODES: 45 **YEAR MADE:** 2007 **COUNTRY:** PHI **SEASONS:** 1

GMA NETWORK

CREATOR: CARLO J. CAPARAS

TYPE OF SHOW: SUPER POWERS **FORMAT:** SERIAS

LENGTH (MINS): 45 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** Tagalog

SEASON BREAKDOWN: (1)

DATE OF PREMIER: 19/11/2007 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Vergel/Kamandag RICHAD GUITERREZ, Lucero/Talim/"Kamandag" MARK ANTHONY FERNANDEZ, Lily MAXENE MAGALONA, Jenny JEWEL MISCHÉ, Ditas/Denise/Lady Kamandag EHRA MADRIGAL, King Saban GARDO VEROSA, Ragona SUNSHINE DIZON, King Budol JOHNNY DELGADO, Lolo Pepe RONALDO VALDEZ, King Gulag ZOREN LEGASPI, Abdon Serrano ARIEL RIVERA, King Dinggol BENJIE PARAS, Alicia EULA VALDEZ, Queen Kuran FRANCINE PRIETO, Doro/Werewolf MIKE"PEKTO" NACUA, Agol ELVIS GUTIERREZ, Queen Baba ALYSSA ALANO, Eleanor ALESSANDRA DE ROSSI, Vivian GLYDEL MERCASO, Jaime YNEZ VENERACION, Sahir MICHAEL FLORES, Boyong FRANCIS MAGUNDAYAO, Cathy MAUREEN LARAZABAL, Harn RAM REVILLA, DOMINIC ROCO, Adlak BRYAN REVILLA, Domeng EMILIO GRACIA, Elena MELISSA MENDEZ, Ikoy RAINIER CASTILLO.

1 - 1 *THE WORLD OF AMBOGRAW (5 PARTS)*

Populated by five equally powerful tribes, Ambograw hides many secrets and traditions that could prove fatal to every tribe in the underworld. But none was as great as the secret that the late Haring Saban's son was alive and well in the world of mortals. And while Alicia continued to pine for her missing son, Haring Gulog made sure that his wife will never find her first son again.

And in the world of the mortals, the Ambograw secret was almost revealed. With the playful Ikoy and the stubborn snake protecting Vergel, the humans were slowly gaining knowledge about the half-humans from the underworld. But in the land of men, there were secrets that needed to be kept as well. Secrets that could cause harm to other people: slithering secrets that kill men in the middle of the night with the prodding of an evil father, harmless secrets that could turn deadly on nights of the full moon, and secrets that needed to be revealed for the good of all.

1 - 2 *THE NEWEST SUPERHERO IN TOWN (5 PARTS)*

Bad guys everywhere discovered a new nemesis in the character of Kamandag! But this superhero instilled fear not just in the evil-doers' hearts, but in innocent people's as well. Through pain and anger, Vergel discovered the extent of his powers -- and using these powers, he helped the helpless during a bank robbery incident. Unfortunately, instead of being touted as the new hero of their town, he became feared and hated because of his appearance. Meanwhile, time had given Lily a small crush on her childhood friend. But when all she got back from him and his brother were endless teasings, will she ever vocalize her feelings for him?

In the world of Ambograw, the king of Monkeys introduced a new sport: pitting slave against slave for entertainment purposes! The Bull king wanted nothing to do with the sport, but the Wolf King and the queen of the Wildcats had expressed interest. But as the royalty enjoyed the new sport, the slaves are

slowly banding together to strike back against their oppressors. How will the hidden movement affect the kingdom of the Ambog? And how will it affect Vergel's destiny as the heir to the Snake King's throne?

1 - 3 *A DIFFERENT KIND OF MONSTER (5 PARTS)*

Their reunion was imminent, and now there's only one left of the group who has yet to return. Lucero returned to San Isidro for the hand of his friend's cousin: Jenny. Instead he ran into trouble with Benjo and his gang. With the help of his childhood friend Vergel, they were able to fight back against the thugs. Unfortunately for both of them, neither Lucero nor Vergel knew the secret that the other was keeping. In the still of the night, Lucero transformed into his snake guise to massacre Benjo and his gang; Vergel, already on unstable ground with the negative press of Kamandag, was surprised to find out that another meta-human existed in his town.

Unafraid, Lilly showed that she was more concerned about Vergel than the monster -- but she also showed that she wasn't as foolish as Jenny when it came to the subject of superstitions. Jenny and her friends left the cave of the Ambog alone, not knowing just how grateful they should be for Lily's stopping them. Meanwhile, the world of the Ambog entered a state of unrest. With Haring Budog siding with the slaves, Gulag and Kuran began plotting together to make sure the slaves do not get any idea of striking back. But the two monarchs are already too late as a select few of the slaves had begun to plan their uprising. And after a talk with Budog, Alicia decided to be more responsive to her husband. But she had developed a plan of her own -- a plan that would include one of the most exquisitely made swords.

1 - 4 *NO TOWN BIG ENOUGH (5 PARTS)*

Lucero's appearance at San Isidro turned Vergel's life upside down. The townspeople had begun to feel unrest about the existence of Kamandag. And Lucero killing Benjo and his gang does not help the fear that had spread like wildfire in their town. But as Vergel and his adoptive father wondered who was responsible in the massacre of Benjo's gang, Lucero made sure that all tracks were clear of him. Unknowingly, as he cleared his tracks, he was implicating his childhood best friend. And as the two friends reconnected after all those years spent apart, they also enter an unwitting battle for the affection of a city girl.

Meanwhile, in the world of the Ambog, an uprising was silenced. Betrayed by one of them, the slaves are forced back down by the royalty of Ambograw. But the king of the Bulls, Budog, had some aces up in his sleeve: his possession of a powerful bracelet that could clad a snake-person with powerful body armor, and the knowledge that Saban's one true son is alive, well -- and ready to become the hero Ambograw had been waiting for. With Gulag, the wolf king, as the de facto leader of the Ambogs, chaos was unleashed into the unsuspecting mortal world. And it will be up to one man to save the people of San Isidro: Kamandag.

1 - 5 *A TALE OF TWO SNAKES (5 PARTS)*

With Vergel and Doro in the city, the threat of Kamandag also left the town of San Isidro. And while Jenny continued to hope to see the unwanted superhero once more, everyone else became fearful of what his existence would bring to the city. Lucero, in particular, was not happy with the half-snake's decision to relocate to his territory. Seeing Kamandag on TV, Lucero took his chance to get rid of the masked half-snake once and for all. But instead, he was given unwanted media mileage that could put his father's under-the-table business with him at risk. In the world of Ambograw, Alicia was able to escape her padded prison. And though she was given a glimpse of the mortal world, and the chance to bond with a kind-hearted soul, she was taken back to the underworld once more to suffer for eternity.

Budog revealed to her the truth about her son, not knowing his own son was listening to their conversation. And forced to lie, he stroked Gulag's ego to ensure that Alicia, Vergel and he himself would remain safe until the time comes that a new king of the Hasbaya tribe is needed. Meanwhile, Lily goes on a quest on her own to find her mother. But how will her mother accept her once they do meet? Will there be a happy reunion in Lily's near future? Or will her reunion be as short and bittersweet as Vergel's unwitting reunion with his real mother?

1 - 6 *THE TRIALS OF TALIM (5 PARTS)*

In the week that passed, Lucero's secret was revealed to Doro, a secret that almost killed Vergel's old friend. But instead of dying, Doro was rushed to the hospital where the two half-snakes were exposed to the Agol and his minions. Armed with the knowledge that there are two Kamandags, Agol returned to Ambograw where he spread the news. Alicia and Budog were surprised at this new information, but the only thing Gulag wanted was the death of the two snake hybrids. Thus, he sent Agol out into the city once more, to capture the two Kamandags and bring them to Ambograw. Meanwhile, as Budog's emissary, Ikoy, traversed the city in search of Vergel. The latter was reunited with a close childhood friend, Lily.

Lily confessed to Vergel that she was living a lie, but a lie she is willing to live because it meant she would be close to her mother. Lily knew life wouldn't be easy, especially with her half-sister who was beginning to get jealous of everything Lily was unintentionally taking away from her. Ditas continued to unknowingly commit murder with Vergel's venom in her blood, a bite from her could kill a person. With no one to save her and a lot who would wish her harm, how could Ditas avoid killing? And Jenny managed to ruin her relationship with Vergel and Lucero by letting her mouth work faster than she could think. But with her continual praise for the good Kamandag, Lucero became convinced that the only way to Jenny's heart would be for his snake persona to be better than Kamandag. And so Talim was born.

But how could Lucero change Talim's image after being attacked by the Ambog? And will Jenny still be able to make it up to Vergel?

1 - 7 *BECAUSE OF A GIRL (5 PARTS)*

The cracks in the fragile relationship between Lucero and Vergel seemed as if they were about to mend, even after Lucero found out that Vergel was Kamandag. But when Jenny, sick and tired of Lucero's advances, pretended to be Vergel's girlfriend, whatever relationship remained between Lucero and Vergel was now completely destroyed.

After learning what Jenny had done, Vergel tried to get in touch with Lucero. But when his friend refused to hear him out, Vergel tried to escape from the hospital instead. But even that didn't work out for him, as Domeng was brought back from the realm of the dead to deliver a message to Vergel: his real mother needed him. And so it was high time for Vergel to return to Ambograw, the place where he came from. In the world of the half-breeds, fear spread throughout the tribes as news broke out that someone was killing Ambogs.

When Gulag saw a masked slave kill a guard in front of him, he sent out more guards to capture the killer. Pigo was able to cut the slave on the arm, marking the Ambog-killer, a mark that reflected on Alicia, Gulag's queen. Meanwhile, Lily rejoiced when Vergel decided to stop pursuing Jenny. But her heart fell once more when he showed interest in Eleanor instead. When Eleanor told Lily that she had feelings for Vergel, the martyr Lily chose to give way to her sister—putting her own family before herself. But what will happen to Lily's promise of helping Eleanor, now that Vergel had decided to return to San Isidro? How will Vergel be able to salvage his friendship with Lucero? And will he be able to reach Ambograw in time to save his mother?

1 - 8 *FALL FROM GRACE (5 PARTS)*

Jenny continued to make Lucero believe that Vergel was already her boyfriend, further angering her suitor and destroying the friendship that Lucero once shared with Vergel. When Lucero had enough, he used his Talim persona to exact due punishment to Jenny, but he was foiled by the arrival of Kamandag and Ikoy. Meanwhile, Vergel's soul-searching in San Isidro proved fruitless and even destructive, as the only thing he managed to do was completely end his friendship with Lucero and put Lily in mortal danger. In the world of Ambograw, the beginning of a war was becoming evident. With Alicia's escape and Budog's death, the Hasbaya decided to move against the remaining tribes of Ambograw. But the remaining royal families are ready for war.

1 - 9 *IDENTITY THEFT (5 PARTS)*

When Ditas and Cathy accepted the job to dance at a stag party, neither expected they would be endangered and all because of a touch of kindness. But when their customer drugged Cathy to sleep, it was Ditas who ended up saving them both by transforming into half-snake and poisoning their customer with a bite. Vergel wondered why Don Pepe wanted to talk with Kamandag, but the answer became evident when he told Don Pepe that he had seen a woman named Alicia before, back in San Isidro. But because Don Pepe didn't trust Vergel enough to tell him about his secret quest, Vergel shrugged off the older man's weird behavior.

Lucero became even more intent to beat Kamandag. And when Alicia nursed him back to health, he let her believe that he was Kamandag, knowing full well that Alicia was looking for Vergel and not him. Meanwhile, Eleanor succeeded in getting Lily to leave the house. After sabotaging Lily's chances at a harmonious life at their house, Lily was sent out to live her life on the streets. And in the world of Ambograw, though Budog was killed, a new threat rose against the royalties in the form of the fiery Ragona. Considered a savior of the slaves, no one knew what Ragona's reasons for her actions were. But the royalty want her killed while the slaves are rallying for her. But what happens when Ragona meets Kamandag? And what happens when Vergel catches news of another half-breed this time, a woman?

KAMEN RIDER

AKA: **MASKED RIDER**



Mortally injured in a motorcycle accident, science student and keen racer Takeshi Hongo (Fujioka) is rescued by the sinister Shocker Organisation, who plan to turn him into a cyborg warrior to carry out their evil deeds - compare to creator Shotaro Ishinomori's earlier Cyborg 009. Rescued by his former teacher before Shocker can reprogram his mind for evil, Takeshi becomes a thorn in the side of his would be masters, fighting their evil schemes with his robotic abilities and also with the motorcycling prowess he has retained from his previous life.

Reaching a certain speed on his motorcycle allows him to transform into the Masked Rider, and his bike into the Cyclone Superbike. Takeshi is aided in his fight against evil by his former motorcycling instructor Tobei (Kobayashi), and FBI agent Kazuya (Chiba). After episode 74, he also acquires the assistance of the Masked Rider Boy's squad - a group of children who maintain vigil signs of evil activities by Shocker. Like all the other MRs that would follow him, Takashi must not only deal with monsters of the week, but is occasionally forced to fight off evil versions of himself, which supposedly look exactly the same, but can always be identified by a telltale yellow scarf.

Through only one of it's many TV incarnations has been translated into English, the Masked Rider remains an important ambassador for Japanese TV abroad, particularly outside of the English-speaking world, where many more of it's heroes flourish from Italy to Brazil. Most of it's seasons have also been broadcast on US TV, albeit without English subtitles, on local channels for the Japanese community in Hawaii and California. Unlike the "Super Sentai" series and it's MIGHTY MORPHIN POWER RANGERS spin-offs, MR has an ongoing continuity resembling that of ULTRAMAN.

One of the few actors to perform his own stunts, Hiroshi Fujioka broke his leg when he hit a telephone pole in episode ten, forcing the program makers to shoot around his recuperation. When it became clear that three weeks of sunts doubles and stock footage would not suffice to get Fukioka back on his feed (compare to similar difficulties on ROCKET BOY), the original MR was temporarily written out.

Off to Europe to fight a particularly evil Shocker Scheme, Takeshi leaves Japan under the protection of MR2, former photographer Hayato (Sasaki), Hyato's induction is similar to that of his predecessor - he is another intended Shocker soldier, but is rescued by Takashi, once more conveniently after he has been cybernetically enhanced, but before he has been brainwashed.

Actors Sasaki and Fujioka then double-teamed the series for the remainder of it's 98 episode run, allaying the producers' fears of production delays, but also creating the sense of an international MR cooperative that would run through later episodes. Episodes could dwell on Takeshi's European adventures, some of which crossed over into Hayato's sphere, leading the two actors to share episodes in which they fought evil together. Meanwhile, the producers happily doubled the amount of merchandise, first with the arrival of the unexpected character, then a second time when the heroes gained new powers. Officially Takeshi returned to Europe after allowing himself to be recaptured and retooled by his former Shock masters, gaining augmented powers, a new suit, and the ability to transform at will. Similarly, Hyato disappeared to South America for several episodes to fight The Geldam organization, returning with new vigor thanks to a masochistic program of crocodile wrestling and voluntary exposure to snake poisons!

Originally, Takeshi would henshin into Kamen Rider by riding his motorcycle into the wind, letting it blow into the 'Typhoon' fan on his belt, giving him the energy to change. His bike would also simultaneously change into the Cyclone. Initially, his powers and abilities included the Rider Jump, Rider Kick, Rider Throw, Rider Scissors, Rider Chop, Rider Reversal, and the Lightning Light Rider Kick. The 'old' Kamen Rider 1 (episodes 1-13) was distinguished by his lack of stripes and dark green coloration. His 'old' Cyclone(s) (multiple versions exist, with varying fairings or even no fairing, though for story purposes he only had one bike) had 200 hp and a top speed of 300-400 km/h (accounts vary).

After episode 13, Kamen Rider 1 left to pursue Shocker's other schemes outside of Japan. In episode 40, Kamen Rider 1, having fought Shocker in Switzerland, returned to Japan to chase after Dr. Death. Thereafter in the fourth cours, Kamen Rider 1 would reappear whenever Kamen Rider 2 faced a particularly powerful kaijin. Kamen Rider 1 returned for good in episode 53. He was more powerful than ever, for he had deliberately let Shocker recapture him and give him additional surgery to give him increased abilities which he intended to use against them.

The 'new' Kamen Rider 1 had silver gloves and boots and twin stripes on his arms, legs, and sides. He could now jump 25 meters instead of 15. He no longer needed his bike to change; all he had to do was swing his arms in a 'henshin pose'. His new fighting techniques included the Rider Reverse Spin Kick, Rider Lightning Kick, Rider Point Kick, Rider Screw Kick, Rider Moon Surface Kick, Rider Hammer Kick, Rider Drop Kick, Rider Knee Block, Rider Head Crusher, Rider Crusher, Rider Spinning Shoot, Rider Hammer, Rider Swing, Rider Screw Block, Rider Power, Rider Back Jump, and the Rider Flying Chops. >From episode 68 onward, he drove an all-new Cyclone with retractable wings, short-term gliding ability, a 250 (or 700; accounts vary) hp engine, and a top speed of 500 km/h.

Kamen Rider (1971) is the first of a long line of 'henshin hero' TV series from Toei that continues almost unbroken to the present day. (Henshin 'metamorphosis, transformation' refers to the process the hero undergoes when he changes from human to inhuman superhero. 'Morphing' may be a more modern, MMPR-oriented translation. The word has been used in tokusatsu contexts long before Kamen Rider [it is the title of Ultra Q (1966) episode 22, for example] but it was Kamen Rider that popularized the word. Kamen Rider is the henshin hero par excellence, but the term can refer to any human-sized hero who can change from one form to another.) Without Kamen Rider, there would be no sentai or metal heroes.

Kamen Rider debuted in 1971, the year when the Second [TV] Kaijuu Boom began. (The First [TV] Kaijuu Boom began in 1966, with ULTRA Q, ULTRAMAN, and AMBASSADORE MAGMA, which were not the first TV series to spotlight kaijuu; that honor probably goes to Kaijuu Marinekong [1960].) Coming Home Ultraman had debuted the night before Kamen Rider, and Space Apeman Gori (later and better known as SPECTREMAN) had debuted in January. In an era of giant monsters and miniature sets, Kamen Rider came off as a low-budget product (which it was). Its chances for success appeared slim. But in the second half of 1971, it became a massive hit. The Second Kaijuu Boom mutated into the Henshin Boom. Kaijuu series would never dominate TV tokusatsu again. Although they would proliferate in the early 1970s (Tsuburaya was producing Ultraman Tarou, Fireman, and Jumborg Ace simultaneously in 1973), they were outnumbered by their human-sized rivals. The Kamen Rider series took its place alongside Tsuburaya's Ultraman series, resulting in 449 episodes, at least nine movies, several TV specials, and a Super Deformed anime spinoff to date.

The origins of Kamen Rider date back to 1969, when producer Hirayama Tooru and scripters Ichikawa Shin'ichi, Uehara Shouzou, and Igami Masaru came together to discuss the creation of a new masked hero at the request of the Mainichi Housou network. (Masked heroes were not new to tokusatsu; they date back as far as Moonlight Mask [1958].) The group, joined by Mainichi Housou and Toei staffers, came up with the key elements for the series-to-be: an SF drama for children. □In 1970, the first of many plans to emerge was Maskman K. This was to be a series that would ride on the coattails of the then-hot 'Sports Spirit Boom' with its emphasis on athletic heroes. The main character, Kujou Gou (Chiba Jirou, Kamen Rider's Taki Kazuya was one of the actors considered for the role), having learned the fighting arts of the world and a sense of patriotism from his father, would defend Japan from the secret organization Shocker, which planned an economic invasion (!) as 'Maskman K'.

This Shocker would be defeated after the first cours of 13 episodes, to be replaced by yet another secret organization. Maskman K's abilities were not to be superhuman; he was closer to Toei's Captain Ultra (1967) (or to DC's Batman) than to Kamen Rider, an ordinary human in a funny costume relying on his wits and skills, honed to human limits. Kujou would normally be a middle school physical education instructor who would become quite a different person when wearing the mask of Maskman K. This show would have been quite like the late 1950s and early 1960s tokusatsu hero series rather than the henshin hero series as we know them today. It probably would not have set off the Henshin Boom. Kaijuu series would have continued to dominate the tokusatsu world, perhaps until the present day.

The next plan to emerge was Masked Angel. The protagonist, Hongou Takeshi, falsely accused of murdering his teacher Prof. Midorikawa, would be hunted down by the police. Takeshi had been framed by evil industrialist Ishigami Daizou, who planned to amass profits from Midorikawa's inventions. Together with Midorikawa's son Masao and daughter Michiru, Takeshi would guard Midorikawa's inventions from Ishigami. The story would begin ten years after Midorikawa's death, when Ishigami would be sending kaijin assassins after the Midorikawa children. Takeshi would defend them as Masked Angel. After having been charged with 300,000 volts of electricity, Takeshi had gained superhuman powers.

These elements were reused in a plan titled Crossfire (later Crossmask). Ten years ago, Hongou Takeshi (to have been played by Kondou Masaomi) had created a great invention at the University of California with Dr. Midorikawa. One day, Takeshi was fried by 300,000 volts of electricity. Dr. Midorikawa saved him at the cost of his own life. Claude Kurohara, an agent of the evil organization Shocker, testified that Takeshi murdered Midorikawa. Midorikawa's children, Ruriko (Shimada Youko, Kamen Rider's Nohara Hiromi) and Masao, believed Takeshi to be guilty. Thus Takeshi protected them from Shocker as the Masked Angel. His accident had given him superhuman abilities, activated whenever he became enraged.

The 'cross' in Crossfire/Crossmask refers to the red, cross-shaped scar on Takeshi's face that was also a product of the accident. Crossmask was to have worn a white or beige motorcyclist's outfit with a helmet adorned with a cross, goggles, and a featureless cloth mask. Crossmask resembled Kikaider's Saburou or Jiraiya's Mafuuba.) Tachibana Toubee would have appeared, though he would have been played by Takamatsu Hideo. The first episode planned was "The Strange Spider Man"--the same as Kamen Rider's first episode. The design of the first Shocker cyborg monster, the Spider Man, was nearly identical to that actually used in Kamen Rider.

The title and monster of this first episode were carried over into the next draft, titled Mask Rider X, in which Takeshi would have made a living as the mysterious pro bowler 'Mister X'. (I for one am very glad none of these plans materialized.) By 1971, Toei had come up with Skullman, a property which the manga artist Ishimori Shoutarou strongly wished for...and got. Skullman appears as a 100-page one-shot story by Ishimori in the 11 January issue of Shonen Magazine. The planned series' full title was Kamen Rider Skullman. Ishimori's Skullman design strongly resembled Kamen Rider, except for his lack of antennae. The helmet would have had an articulated jaw that opened to reveal the stuntman's mouth. The black bodysuit, the belt with the trademark Typhoon buckle, the scarf, and the huge oval eyes were all there. The premise of Skullman was so close to that of Kamen Rider that I will not summarize it here. The differences were minor: Shocker was a 'kingdom' and its monsters would appear at a ratio of one per two to three episodes.

Ishimori played with the Skullman design until he came up with a grasshopper-based variant that captured the fancy of his then five-year-old son, Jou. Subsequently, Skullman was revised as Kamen Rider Hopper King. Hopper King looked exactly like Kamen Rider, except that his chest had eight plates instead of six. The cast as we know it signed on, the 'Hopper King' part of the title was excised, and production began on 7 February 1971 with the filming of the climactic dam fight scene of the first episode. This episode aired on 3 April 1971, and tokusatsu has never been the same since. The debut got a 8.1% rating in the Kantou area and a 20.8% rating in the Kansai area; not the great success Toei had wanted (what did Toei want, 30%!?) Later Rider series would get far worse ratings)...yet.

The 98-episode run of Kamen Rider can be divided into several cycles. The first, episodes 1-13, concern Hongou Takeshi (Fujioka Hiroshi), the Kamen Rider (not yet called '1'). Fujioka did many of his own stunts, in and out of costume. This proved to be a mistake, for Fujioka suffered multiple fractures in his thighbone during a bike chase sequence filmed for episode 9 around the time the first episode was being aired. Toei worked around this until episode 13, minimalizing the use of Fujioka's character out of costume, using stock footage of Fujioka whenever possible, and having Naya Rokuro play the voice of Takeshi/Kamen Rider. Shocker-hunting FBI agent Taki Kazuya (Chiba Jirou) debuted in episode 11 to give the series an active male protagonist.

Of course, this state of affairs could not continue indefinitely. Things would have to change from the second cours (episodes 14-26) onward. Toei panicked and came up with three possible plans of action:

- A. Maintain the Hongou Takeshi character but change the actor without any effect on the story.
- B. Introduce a new character, 'Kamen Rider 2', in an entirely different setting.
- C. Introduce a new character, 'Kamen Rider 2', in the same setting as before.
- D. Have Shocker capture Takeshi and put him through surgery to make him a new man (i.e., a different actor).

Toei used plan C. Ichimonji Hayato/Kamen Rider 2 (Sasaki Takeshi) debuted in episode 14, telling Toubee and Kazuya, "Hongou Takeshi, pursuing a different project of Shocker's, has left Japan. In place of Hongou Takeshi, I shall defend Japan. I'll show you. Kamen Rider...Henshin!" Hayato was a far less serious character than Takeshi, lightening the series' tone considerably. Some consider the dark initial cycle of Kamen Rider to be the quintessential Kamen Rider, and everything else thereafter an aberration. Nevertheless, without the accident that had befallen Fujioka, the concept of multiple Riders would not have existed, and the series might have gone off the air far sooner without any sequels. The success of Kamen Rider really began with the Ichimonji cycle.

The third cours (episodes 27-39) introduced Colonel Sol, the first of Shocker's three officers. By this point,

the series was gathering ratings of 20% even in the Kantou area. The fourth cours (episodes 40-52) began with the return of Kamen Rider 1, Hongou Takeshi. Fujioka Hiroshi had recovered sufficiently to make five guest appearances (episodes 40, 41, 49, 51, and 52). The Double Riders were born! Colonel Sol died in episode 39 and was replaced with Dr. Deathgod (Amamoto Eisei). Hell's Ambassador (Ushio Kenji) debuted in episode 53, the first of the fifth cours (episodes 53-65), to cope with Kamen Rider 1, who was back as the star for good with many improvements to his costume.

The sixth cours (episodes 66-79) brought back Kamen Rider 2, also with an improved costume, as a guest (episodes 72 and 73) and depicted the ends of Dr. Deathgod, Hell's Ambassador, and Shocker itself. The seventh and final cycle (episodes 80-98) concerned the rise and fall of Shocker's successor, Gelshocker, bringing the series to a close. What was to have been Kamen Rider episodes 99 and 100 ended up as the first two episodes of Kamen Rider V3.

WR. Igami Masaru, Ichikawa Shin'ichi, Shimada Sadayuki, Takizawa Mari, Yamazaki Hisashi, Hirayama Kimio, Ishimori Shoutarou.

DIR. Takemoto Kouichi, Orita Itaru, Kitamura Hidetaka, Yamada Minoru, Uchida Issaku, Taguchi Katsuhiko, Tsukada Masaki, Ishimori Shoutarou.

EPISODES: 98 **YEAR MADE:** 1971 **COUNTRY:** JAP **SEASONS:** 1

MAINICHI HOUSOU/NET

CREATOR: ISHIMORI SHOUTAROU (TODAY ISHINOMORI SHOUTAROU)

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 98

DATE OF PREMIER: 03/04/1971 **AIR DATE OF LAST EPISODE** 10/02/1973

SEASON DATE BREAKDOWN:

FILMS: GO GO KAMEN RIDER (1971), KAMEN RIDER VS SHOCKER (1972), KAMEN RIDER VS HELL'S AMBASSADOR (1972).

Hongou Takeshi/Kamen Rider 1 FUJIOKA HIROSHI, Tachibana Toubee KOBAYASHI SHOUJI, Taki Kazuya CHIBA JIROU, Midorikawa Ruriko MAKI CHIEKO, Dr. Midorikawa NONOMURA KIYOSHI, Nohara Hiromi SHIMADA YOUKO, Shirou HONDA JOU, Gorou MIURA YASUHARU, Mari LINDA YAMAOTO, Michi NAKAJIMA KAZUMI, Yuri OKI WAKAKO, Emi EMILY TAKAMI, Mika SUGIBAYASHI YOUKO, Yokko NAKADA YOSHIKO, Choko MIMI, Tokko NAKAJIMA MACHIKO, Hongou Ichimonji Hayato/Kamen Rider 2: SASAKI TAKESHI, Naoki YAZAKI KAZUNORI, Mitsuru YAMADA HOUICHI, Colonel Sol MIYAGUCHI JIROU, Dr. Deathgod AMAMOTO EISEI, Hell's Ambassador USHIO KENJI, General Black TANBA MATASABUROU, Voice of Shocker Leader NAYA GOROU, Narrator NAKAE SHINJI.

RELATED SHOWS:

KAMEN RIDER V3

KAMEN RIDER AMAZON

KAMEN RIDER X

KAMEN RIDER STRONGER

KAMEN RIDER SKY RIDER

KAMEN RIDER SUPER-1

KAMEN RIDER BLACK

KAMEN RIDER BLACK-RX

MASKED RIDER

- 1 *THE STRANGE SPIDER MAN*
- 2 *THE FEARSOME BAT MAN*
- 3 *MONSTER SCORPION MAN*
- 4 *THE MAN-EATING SARRACENIAN*
- 5 *MONSTER MANTIS MAN*
- 6 *DEATH GOD CHAMELEON*
- 10 *THE COBRA MAN LIVES AGAIN*
- 11 *BLOODSUCKING MONSTER GOBACONDAR*

- 12 *KILLER YAMOGERAS*
- 13 *LIZARDRON AND THE MONSTER ARMY*
- 14 *THE RAID OF THE DEMON CACTIGRON*
- 15 *CACTIGRON COUNTERATTACK*
- 16 *THE DEVIL'S WRESTLER PIRASAURUS*
- 17 *DEATH BATTLE IN THE RING: DEFEAT PIRASAURUS*
- 18 *FOSSIL MAN STARFISH DANGER*
- 19 *THE MONSTER CRABBOBLER APPEARS IN HOKKAIDO*
- 20 *THE FIRE-BREATHING HAIRY CATERPILLAR POISON MOTHUNDER*
- 21 *THE POISON MOTHUNDER DECISIVE BATTLE AT OSAKA CASTLE*
- 22 *THE STRANGE FISH MAN AMAZONIA*
- 23 *FLYING MONSTER FLYING SQUIRREETLA*
- 24 *ATTACK OF THE POISON MONSTER MUSHROOM MORGUE*
- 25 *DEFEAT MUSHROOM MORGUE*
- 26 *THE FEARSOME ANT LION*
- 27 *CENTIPEDRUS' MONSTER CLASSROOM*
- 28 *UNDERGROUND MONSTER MOLANG*
- 29 *ELECTRIC MONSTER JELLYFISH DAHL*
- 30 *THE FOSSIL BLOODSUCKER TRILOBITELIVES AGAIN*
- 31 *DEATH BATTLE! THE ANT-EATING DEMON ANTGABARIA*
- 32 *THE MAN-EATING FLOWER POISON DARIAN*
- 33 *STEEL MONSTER ARMADILLONG*
- 34 *JAPAN IN DANGER! TOAD GILLER'S RAID*
- 35 *KILLER QUEEN ANT ANTIMEDES*
- 36 *THE MUMMY MONSTER EGYPTUS COMES BACK TO LIFE*
- 37 *POISON GAS MONSTER WOLFSBANE'S OPERATION G*
- 38 *LIGHTNING MONSTER RAYKING'S WORLD DARKNESS OPERATION*
- 39 *MONSTER WOLF MAN'S GREAT MURDER PARTY*
- 40 *DEATH BATTLE! MONSTER SNOWMAN VS.TWO RIDERS*
- 41 *MAGMA MONSTER GHOSTER'S GREAT DECISIVE BATTLE ON SAKURA ISLAND*
- 42 *THE DEVIL'S MESSENGER,STRANGE FLY MAN*
- 43 *THE STRANGE BIRD MAN PRANODON'S ATTACK*
- 44 *GRAVEYARD MONSTER MOLDBINGA*
- 45 *MONSTER SLUGRA'S EXPLOSIVE GAS OPERATION*
- 46 *CONFRONTATION! SNOW MOUNTAIN MONSTER BEARCOGJER*
- 47 *ICE MONSTER WALRUS GILLER CALLS DEATH*
- 48 *LEECH GUERILLA OF THE BLOODSUCKING MARSH*

- 49 *MAN-EATING MONSTER ANAMORINE*
- 50 *MONSTER TURTLESTONE'S KILLER AURORA OPERATION*
- 51 *STONE MONSTER UNICOMUS VS. THE DOUBLE RIDER KICK*
- 52 *MY NAME IS STRANGE BIRD MAN GILLCROW*
- 53 *MONSTER JAGUARMAN'S DESPERATE MOTORCYCLE BATTLE*
- 54 *SEA SNAKE MAN OF THE GHOST VILLAGE*
- 55 *COCKROACH MAN, THE FEARSOME BACTERIUM ADBALLOON*
- 56 *GIREELA POISON MOTH OF THE AMAZON*
- 57 *EARTH SPIDER MAN POISONMONDO*
- 58 *MONSTER POSION LIZARD: DECISIVE BATTLE OF THE VALLEY OF FEAR*
- 59 *EARTHWORM MAN OF THE BOTTOMLESS MARSH*
- 60 *THE STRANGE OWL MAN'S KILLER ROENTGEN*
- 61 *MONSTER CATFISH GILLER'S ELECTRIC HELL*
- 62 *MONSTER HEDGEHOGGRUS' KILLER SKULL OPERATION*
- 63 *MONSTER RHINOGANG'S AUTORACE OF DEATH*
- 64 *MONSTER CADAMINGA'S SONG OF GENOCIDE*
- 65 *MONSTER INSECT DOCTOR AND THE SHOCKER SCHOOL*
- 66 *SHOCKER GRAVEYARD: THE MONSTER'S THAT CAME BACK TO LIFE*
- 67 *THE SHOCKER LEADER APPEARS!! RIDER IN DANGER*
- 68 *DR DEATHGOD'S FEARSOME TRUE IDENTITY?*
- 69 *MONSTER GILLER CRICKET'S APPROACHING CLAWS OF DEATH*
- 70 *MONSTER ELECTRIC FIREFLY'S FIREBALL ATTACK*
- 71 *MONSTER HORSEFLY GOMES' GREAT CHASE AT ROKKOUSAN!*
- 72 *BLOODSUCKER MOSQUIRUS VS. TWO RIDERS*
- 73 *DOUBLE RIDERS, DEFEAT TIDECRAB KING!!*
- 74 *BLOODSUCKING DEMON OF DEATH: PRESEVERE!!*
- 75 *THE SECRET OF POISON FLOWER MONSTER ROSERANGA'S HOUSE OF FEAR*
- 76 *THE THREE ELECTRIFYING MONSTER SEADRAGONS*
- 77 *MONSTER NEWTGE'S DECISIVE BATTLE AT HELL RANCH*
- 78 *FEARSOME URCHIN DOGMA PLUS THE GHOST HUNTER*
- 79 *HELL'S AMBASSADOR!! HIS FEARFUL TRUE IDENTITY?*
- 80 *GELSHOCKER APPEARS! KAMEN RIDERS LAST DAY!!*
- 81 *KAMEN RIDER DIES TWICE!!*
- 82 *MONSTER JELLYFISHWOLF'S TERRIFYING RUSH HOUR*
- 83 *MONSTER BOARBEETLON, DEFEAT RIDER WITH THE MADDENING GAS*
- 84 *RIDER IN DANGER! ANEMONEJAGUAR'S HELL TRAP*
- 85 *THE POLLUTION MONSTER'S TERRIFYING KILLER SMOG*

- 86 *MONSTER EAGLEMANTIS' MANHUNTING*
- 87 *GELSHOCKER'S DELIVERY MAN OF DEATH!*
- 88 *THE PICTURE OF THE BLACK CAT THAT CALLS FOR STRANGE BLOOD*
- 89 *THE TERRIFYING PET OPERATION: DROP RIDER INTO HELL!*
- 90 *THE TERRIFYING PET OPERATION: RIDER SOS*
- 91 *ENROL IN GELSHOCKER'S SCHOOL OF FEAR!*
- 92 *DIABOLICAL! THE FAKE KAMEN RIDERS*
- 93 *THE EIGHT KAMEN RIDERS*
- 94 *THE TRUE IDENTITY OF THE GELSHOCKER LEADER*
- 95 *MONSTER CROWOK'S FLYING CAR!!*
- 96 *WILLHONGOU TAKESHI BE MADE INTO A CACTUS MONSTER!?*
- 97 *HONGOU TAKESHI CAN'T HENSHIN!!*
- 98 *GELSHOCKER ANNIHILATED! THE END OF THE LEADER!!*

KAMEN RIDER 555

AKA: **MAKED RIDER 555**

AKA: **KAMEN RIDER PHI**

AKA: **MASKED RIDER PHI**



Two years ago Yuji Kiba was in a car accident that killed both of his parents and put him into a coma. Fast-forward to the present and suddenly we find out he has died.... only to wake up later on in a morgue. When Yuji tries to visit his past life, he sees that everything has changed. He then finds himself in the care of 'Smart Brain' where they explain to him that he has been reborn as an Orphenochs and must now abandon his human heart and kill all humans.

The other half of our story is about a man named Takumi Inui.

Takumi Inui isn't your happy go lucky guy, he is reluctant to share his feelings and even more reluctant to make friends.

He follows a girl named Mari Sonoda when he thinks that she stole his gym bag. As it turns out that he's not the only one interested in Mari's bag, for it seems that she is actually in possession of a belt with advanced technology that some people don't want out in the public arena. While confronting her for stealing his gym bag, an Orphenoch appears and demands that Mari hand over the belt.

Scared, she tries to transform into Kamen Rider 555, but the belt doesn't work for her. As an act of desperation, she attaches the belt to Takumi and he's forced to fight the Orphenoch. Reluctant to stay with Mari, Takumi finds himself getting deeper and deeper into her world and eventually agreeing to fight the Orphenochs as Kamen Rider 555.

Kamen Rider 555 (Φ's) ((amen Raidā Faizu?), translated as Masked Rider 555*, is a Japanese tokusatsu television series. It is the 13th installment in the famous Kamen Rider series. It is a joint collaboration between Ishimori Productions and Toei, and was originally broadcasted on TV Asahi from January 26, 2003 to January 18, 2004.

In Kmen Rider Phi (aka Kamen Rider 555), the company director of the mysterious Smartbrian Organization enlists the help of his daughter and her two handsome male friends in the ongoing battle against the Orphenc group (presumably inspired by "Orthanc" from Lord of the Rings), an evil syndicate hell bent on destroying the human race. To transform, this Kamen Rider must take out his special mobile phone and type the sequence "555" - see HEIJI ZENIGATA for details of Ai Zenigata, an investigator the previous year who also made good use of her mobile.

Kamen Rider 555 is currently the second newest series of Kamen Rider sequel. Unlike many other old-fashioned Japanese sci-fi productions, this excellent series is the result of combination of intense fighting scenes with martial arts, interesting characters, humour and most important of all, a heart-gripping plot that has a magnetic attraction to viewers. Also there are many twists in this series that allows viewers to form their opinion on each character, reflect upon their actions as the story develops and this is what gives the show such high popularity; its successful effect on viewers. Thus far, I think this series is actually better than the current new 'Kamen Rider Blade' series in terms of character designs, levels of characters in their martial art styles as well as an attractive story line.

I was about as reluctant to buy and watch this series, as Takumi Inui was to continue as a Kamen Rider.

After hearing that Kamen Rider Ryuki (my first Kamen Rider Series) wasn't your traditional Kamen Rider, I was afraid of how a traditional series would affect my outlook on exactly what a Kamen Rider is. I didn't want anything to take away that already drawn up mental understanding of what I thought a Kamen Rider to be, I didn't want to see that ruined.

Well, I finally said that I just have to do this, I mean if I didn't take a chance with Ryuki, I never would have found out about Kamen Rider's greatness in the first place, so if I didn't watch Faiz, I wondered what else I could be missing.

After viewing both the series and the movie, I can safely say that my mind is now at ease and my sense of what a Kamen Rider really stands for, is much more evolved. Now, I only mention that because I know a lot of people feel the same way, with many sharing Ryuki as their first Kamen Rider series well I'm telling you that if you miss 555 because of that reason ...then you'll truly be missing out on a great series.

The show is packed-full of drama. What connections do Smart Brain have between humans, Orphenochs, and the Kamen Rider gear? Will Kiba Yuji be mankind's and Kamen Rider's greatest ally? Or will he be their greatest foe? The story goes in so many directions at once in early episodes, only to gradually come together as the storyline reaches its conclusion. You won't believe who or how many people's lives are intertwined with one another's. The greatest part of that though is HOW they are all connected.

But if it's the action that attracts you to Kamen Rider, then fret not ...for Faiz delivers. Every fight (and I mean EVERY FIGHT) has a purpose, every fight has something to do with making the main plot larger than it is. There wasn't one battle or fight where I didn't have my fingers crossed hoping that someone would make it out alive or that they would just kill someone already.

Whether it's Kamen Rider vs. Kamen Rider, Orphenoch vs. Orphenoch or Kamen Rider vs. Orphenoch.... you're going to be on the edge of your seat.

I loved the way that they not only dealt with the conflicts between Orphenochs and humans, but also how they found the time to show you everyone's inner conflicts as well. You end up caring about some of the Orphenochs much more, because in a way you can see their own humanity of sorts ...and you just might begin to wonder if they're not right in wanting to rid the world of humans.

Nothing is rushed in this series, but even better ...nothing is dragged out to the point where you're saying "When do I get to the finale?" or "Is it over yet?". I LITERALLY could not put this series down.

I woke up an hour before I had to be at work and watched episode 4, after that I called in sick and spent the whole day watching this series. I just couldn't stop watching. I finished the series the next day somewhere around 2:00. Not to mention the movie (see my review for that too).

Conclusion

I usually only write reviews for things that I've enjoyed, generally because reviews here at Japan Hero are usually volunteered (gotta love this place) and so when I see something I like I get excited about it and ask an admin or two to be involved in some un-official/official way.

After watching Faiz, I can't begin to express to you how good this series is. I mean this series just seemed so fresh for me in the sense that it was like watching this genre for the first time all over again.

I don't know if it was due to the way that you end up caring for certain characters, or whether it's because the story was told in such a unique way that you just couldn't help but think, "I wish life really was like that".

I'm definitely recommending Kamen Rider Faiz to you all, whether you're an old school Kamen Rider fan, or just jumped on board with a recent Kamen Rider series.

If you've never seen a Kamen Rider Series before in your life, you will enjoy Kamen Rider Faiz.

It's got all the excitement you're looking for; the entire story is magnificent, and there are more twists, turns and shocking events than something that is full of twists, turns and shocking events!

Faiz is definitely worth the purchase, but viewing this series is worth more to me than any dollar amount can atone for and is up there as one of the greatest series I have ever seen, no matter what form of entertainment you want to classify it as.

Kamen Rider Ryuki may have been the series to catapult me into the Kamen Rider genre ...but Kamen Rider Faiz is the one that got me to stick around and see what happens next. I'm officially a Kamen Rider fan now, and if you're not already.... you will be after Kamen Rider 555.

Rider Gears

TV Show

SB-555 - Faiz Gear (Φ); Main wearer: Takumi Inui.

SB-913 - Kaixa Gear (χ); Main wearer: Masato Kusaka.

SB-333 - Delta Gear (Δ); Main wearer: Shuji Mihara.

Hanagata, the foster father of the Ryusei Juku and former chief executive of Smart Brain attempted to create several new Rider Gears, using two lost people to test out the first two. The two belts failed to create Rider armor, resulting in the wearer's deaths. When Takuma wore the third one it disabled him for a few seconds before it dissolved and the fourth one dissolved without ever being worn.

The Emperor Belts (Paradise Lost)

The Paradise Lost movie introduced two additional sets of Rider Gears:

SB-315 - Psyga Gear (Ψ); Wearer: Leo (played by Taiwanese actor Peter Ho .

SB-000 - Orga Gear (Ω); Wearer: Yuji Kiba.

Riot Trooper Army

The show featured a series of mass-produced henshin belts called Smart Buckle, which enabled the wearer to transform into a Riot Trooper.

Stage Show Riders

Kamen Rider Alpha (Red; female)

Kamen Rider Beta (Blue)

Kamen Rider Gamma (Green)

Orphenochs

Main article: Orphenoch

They are the series kaijin; they are humans who are reborn either naturally or by Smart Brain. Their goal is to annihilate humanity either by turning other humans into more orphenoch or killing them off completely.

However, there are those who believe that they can still live as humans; those who possessed that mind set become targets for elimination by Smart Brain.

Kamen Rider 555: Paradise Lost

Alternative title:

Gekijōban Kamen Raidā 555 (Faizu) "Paradaisu Rosuto" (Japanese)

Masked Rider φ's: Paradise Lost

Masked Rider Phi's: The Movie

Age rating: Older Children (May contain mild bad language, bloodless violence) Genres: Adventure, Mecha, Science Fiction, Shounen Running time: 100 minutes Vintage: 2003-08-16 Premiere date: 2003-08-16 (Japan)

Synopsis

Paradise Lost takes place in an alternate universe of Kamen Rider 555. In the near future, the world is ruled by the Smart Brain Corporation and its genetic creations known as Orphenochs, and the once prominent human race is nearing extinction. Takumi Inui (Kamen Rider Faiz), was once regarded as mankind's savior until he was captured by Smart Brain's troops and presumed dead. Since then, human rebel groups have staged attacks on Smart Brain's complex in an attempt to steal the top-secret Emperor Belts, but with no success. Kiba, Kaidō and Osada - three Orphenochs who sympathize with the human race, attempt to ease tensions between both races but their peace meeting is interrupted by Smart Brain's troops and their newest warrior, Kamen Rider Psyga. Takumi, who had been living in secrecy over the past few years, regains his memory and becomes Kamen Rider Faiz again to settle a score with Smart Brain once and for all.

Characters

Takumi Inui/Kamen Rider Faiz (Inui Takumi): Main wearer of the Faiz Gear, though reluctantly at first. He is a loner who prefers not to get into relationships with people because he fears he will betray them. Often very apathetic towards his 'duties' as Faiz when there is no immediate threat. Unlike the others, he has no particular dream. He is often teased by Mari for being a "nekojita" (Literally means "cat tongue"; someone who cannot stand food that is too hot or cold). It is revealed that he too is an Orphenoch, the Wolf Orphenoch. He was hit by a car when he was young and soon developed the power of an Orphenoch, but chose not to use his power unless it was necessary. Like Yuji he uses his power to protect humans. He was at the Ryuusei Juku reunion and attempted to protect everyone from Kitazaki. However, Mari caught him on film and everyone believed he was responsible for the massacre. When talking to Yuji, it reveals that he's a "natural" Orphenoch like Yuji and Yuka. Since the massacre, he refused to transform until he was forced to when Mari was dying from injuries caused by Sawada. As a Kamen Rider, he has a habit of randomly flicking his wrist. Played by Kento Handa (Handa Kento).

Mari Sonoda (Sonoda Mari): A member of the Ryusei Juku who was sent the Faiz Gear and Auto Vajin by their father, but was unable to use them. She insists that Takumi accompany her and use the Faiz Gear to fight Orphenochs. However, she is not as good-willed as she initially appears, and will often agree with Takumi when Keitarou suggests they use Faiz to help more people. She always believes the good in her friends, even Sawada and Takumi after she found out they were Orphenochs as well. She dreams of becoming a beautician. Played by Yuria Haga (Haga Yuria).

Keitarou Kikuchi (Kikuchi Keitarō): A young man that Mari and Takumi meet by chance not long after receiving the Faiz Gear. Keitarou and his family are dry cleaners and it's his dream to make everyone in the world happy. As such, he lets Mari and Takumi stay with him and work at his family's dry cleaning business for room and board in hopes he can encourage them to use the Faiz Gear for good. He exchanges cell phone e-mails with his penpal, Yuka, and becomes infatuated with her in real life, although he doesn't realize that they are the same person until later in the series. In *Paradise Lost*, he briefly wore the Kaixa Gear. Played by Ken Mizorogi (Mizorogi Ken).

Masato Kusaka/Kamen Rider Kaixa (Kusaka Masato): A member of the Ryuseiji Juku who was apparently absent from the reunion, but signed the autograph card. He is the only member of Ryuseiji Juku who was capable of wearing the Kaixa Gear without disintegrating afterwards and as such is the Gear's primary wearer. Mari often saved him from bullies in his youth and as a result he has fallen in love with her and is willing to go to elaborate lengths to eliminate any obstacles between him and her. He also vehemently deplores Orphenochs, regardless of whether they "have souls" or not and swears to destroy them all. His hatred was driven by the events that took place at the Ryusei Juku reunion and he continually wipes his hands to remove the imagined blood he remembers from that night. As a Kamen Rider, he had a habit of moving his hand around his neck in the fashion of straightening a tie. Played by Kouhei Murakami (Murakami Kōhei).

Yuuji Kiba (Kiba Yūji): A young man who becomes a "natural" Orphenoch after dying as a result of a car-crash, although he lived in a comatose state for two years. Upon reviving, he finds his life in ruins. He kills his ex-girlfriend and her new boyfriend in hot blood. He quickly comes to deplore Smart Brain's tactics and resolves to become an Orphenoch who will protect humans and fight Smart Brain. After he believed Yuka to have been killed by the police, he turns against his ideals and eventually replaces Murakami as the chairman of Smart Brain. Played by Masayuki Izumi (Izumi Masayuki).

Yuka Osada (Osada Yuka): A teenage girl who is bullied terribly by her younger sister and other girls in her school and basketball team. Yuka's parents favored her sister over her. After suffering extreme emotional stress she falls down snow covered stairs and revives as an Orphenoch, and slaughters the entire basketball team, her sister included. She meets Kiba Yuji, and agrees with his ideals of protecting humans, although occasionally kills humans who seem bad (bullies, etc). Without others knowing. She exchanged e-mails with Keitarou before (and to a lesser extent after) becoming an Orphenoch, and seemed to have a semi-romantic relationship. She later developed a strong crush on Naoya, though he did not reciprocate. Eventually she and Keitarou come to realize who the other was, and they had a brief relationship before she was killed by Kageyama. Played by Yoshika Katou (Katō Yoshika).

Naoya Kaidou (Kaidō Naoya): A young man turned into an Orphenoch by Toda Eiichi, the temporary Chief of Smart Brain, to make an example to Kiba and Yuka of how Orphenochs must make allies. He is an overly eccentric person prone to incredibly fast speeches and constant mood swings. He played the guitar in his younger days, but sabotage from his teacher destroyed some of the motorskills in his left hand, forcing him to abandon his music. After struggling with his nature as an Orphenoch, Naoya ends up living with Kiba and Yuka, although he is the least concerned about protecting humans. At times he sides with Smart Brain over Kiba and Yuka, but his powerful conscience often stops him from committing heinous acts at the last second. He eventually develops a partnership with Keitarou, which results in many harebrained schemes to win the respected woman of their desire. He briefly wore the Riot Trooper gear under Kiba Yuji's rule in Smart Brain. He greatly mistreats Yuka accidentally due to her crush on him. However, in *Paradise Lost* he reciprocates. He lived on after Kiba and Yuka's death in the television series, but died in the movie. Played by Mitsuru Karahashi (Karahashi Mitsuru).

The Ryusei Juku (Ryūsei-juku): A group of orphans adopted by the former Chief of Smart Brain Hanagata and were schooled by him. These students became known as the Ryuseiji. Shortly before the series started they attended a reunion and were sent the three Rider Gears. The members include:

Masuda Sensei (Teacher) (Masuda-sensei): He is their teacher. Played by Michihiro Yamanishi (Yamanishi Michihiro).

Mari Sonoda (Sonoda Mari)

Masato Kusaka (Kusaka Masato)

Shuji Mihara/Kamen Rider Delta (Mihara Shuji): A relatively cowardly member of Ryuseiji Juku who would rather forget about Orphenochs and go back to living a normal life. He would become the default wearer of the Delta Gear despite his cowardice. After Rina was hit by a truck retrieving the Delta case he had thrown

into the street, he resolved to stop running and fight along side the others. Played by Atsushi Harada (Harada Atsushi).

Saya Kimura (Kimura Saya): A "nekojita" much like Takumi, Sayaka briefly wore the Delta Gear. Eventually she found her way to the Kikuchi Dry Cleaning shop and worked part-time there. She waited to see what kind of person Takumi was before deciding to hand over the Delta Gear to him. Unfortunately, she was killed before she could. Played by Mai Saitou (Saitō Mai).

Aki Sawada (Sawada Aki): After the attack at the Ryusei Juku reunion, he was transformed into the Spider Orphenoch by a Smart Brain experiment. He killed Sayaka to get the Delta Gear in order to become a member of "Lucky Clover". He has a habit of crafting animal origami and lighting them on fire just before a massacre. The flame would usually die out once the massacre is over. Played by Gou Ayano (Ayano Gō)

Rina Abe (Abe Rina): Played by Rie Kasai (Kasai Rie).

Kyousuke Tokumoto (Tokumoto Kyōsuke): Played by Shun Saeki (Saeki Shun).

Shouji Inukai (Inukai Shōji): Played by Takuma Watanabe (Watanabe Takuma).

Kiyotaka Nishida (Nishida Kiyotaka): Played by Yoshiaki Kawasaki (Kawasaki Yoshiaki).

Takahisa Shindou (Shindō Takahisa): Played by Shintaro Chikada (Chikada Shintarō).

Haruko Kamijou (Kamijō Haruka): Played by Hiroko Hayashi (Hayashi Hiroko).

Asami Ito (Ito Asami): Played by Kaoru Kurasawa (Kurasawa Kaoru).

Ken Arai (Arai Ken): Played by Hirohito Honda (Honda Hirohito).

Yuuki Kawachi (Kawachi Yūki): Played by Kenta Hinokio (Hinokio Kenta).

Shingo Outa (Ōta Shingo): Played by Takuji Kawakubo (Kawakubo Takuji)

Aonuma (Aonuma): Transformed into the Sloth Orphenoch after the attack. Played by Kazuma Kurihara (Kurihara Kazuma)

Smart Brain: A successful company that is a front for a group of Orphenochs dedicated to overthrowing humanity. This is the largest coordinated group of Orphenochs ever seen, and in Paradise Lost they seem to have formed a de-facto government after the Orphenoch revolution.

Kyouji Murakami (Murakami Kyōji): The Rose Orphenoch, Kyouji replaced the temporary Chief of Smart Brain, Toda Eiichi, after Eiichi was defeated by Faiz. He was later overthrown from his position by Hanagata and was replaced by Kiba Yuji. In Paradise Lost he has somehow been reduced to a head in a tank, although he still commands a high place in Smart Brain. Played by Katsuyuki Murai (Murai Katsuyuki).

Hanagata (Hanagata): The Ryuseiji Juku's adopted father and the former chief of Smart Brain. He also created the three Rider belts. He disappeared because he discovered that he was dying from his evolution into an Orphenoch. He returned to Smart Brain to strip the acting chief of his duties and appointed Kiba Yuji as the permanent head of the company. Played by Kouji Naka (Naka Kōji).

Smart Lady (スマート レディ Sumāto Redi): Smart Brain's "mascot", she works closely under the orders of the company's chief and helps fledgling Orphenochs. She never exhibits Orphenoch powers, and her species is left ambiguous. She acts friendly and playful towards the many workers at Smart Brain, although she doesn't realize that no one enjoys her company. Played by Hitomi Kurihara (Kurihara Hitomi)

Lucky Clover: An elite team of four Orphenochs within Smart Brain who represent the 'best of the best' (with the exception of the Chief). The members were Takuma, Saeko, Kitazaki; Mr. J was the fourth member, followed by Sawada. Both of them were killed.

Itsuro Takuma (Takuma Itsurō): The Centipede Orphenoch. He is always in fear of Kitazaki takes any opportunity when Kitazaki is weakened or hurt to bully him back. Played by Jun Yamasaki (Yamasaki Jun)

Saeko Kageyama (Kageyama Saeko): The Lobster Orphenoch, the calmest of the group. She often will show up to provide emotional support to her fellow Orphenoch when they seem scared or confused; many times for Takuma and Inui. Played by Waka (Waka)

Kitazaki (Kitazaki): The Dragon Orphenoch, the strongest of the group. He has two forms as an Orphenoch. His first form is the largest and most powerful. His second form is smaller and much faster than the first one. Everything he touches turns into ashes and he continually uses this fact to tease and bully Takuma. His ability to turn anything to ash has caused him to suffer from mental incapacitation. Played by Rei Fujita (Fujita Rei)

Mr. J (Misutā Jei): Crocodile Orphenoch who usually travels with his pet dog, Chaco. He has three lives and was finally killed by Takumi. Played by Kenneth Duria (Kenesu Dzuria)

Aki Sawada (Sawada Aki) Sawada was the first replacement after Mr. J had been defeated.

Theme songs

OP1 - "JustiΦ's" by ISSA

ED1 - "Dead or alive" by Shinichi Ishihara (Ishihara Shin'ichi)

ED2 - "The people with no name" by RIDER CHIPS featuring m.c.A • T

ED3 - "EGO ~eyes glazing over~" by ICHIDAI

ED4 - "JustiΦ's" by ISSA (last episode)

MOVIE - "JustiΦ's -Accel Mix-" by ISSA

Video game

A video game based on the series was produced by Bandai, under the name Kamen Rider 555.

Trivia

The meaning behind the title Kamen Rider 555 is that there are 3 "fives," which is a word play to Faiz. The same can be said with its alternate title Masked Rider Φ's, this time as "Masked Rider Phi's".

"555" is also considered to be a "mystical number," or a "trigger number." It is said to represent humanity/Earth, as in Christian mythology, 666 represents the Devil/Hell and 777 represents God/Heaven. In Kamen Rider 555, Inui Takumi is considered to be the Savior of Humanity.

Two Kamen Rider Ryuki alumni have appeared in this series. Kurihara Hitomi, who played ORE Journal technician Shimada Nanako, appears as the "Smart Lady." Matsuda Satoshi (Akiyama Ren/Kamen Rider Knight) played the Crab Orphenoch, although he was only its voice actor.

Jun Yamasaki who played Itsuro Takuma in Kamen Rider 555 and Toru Houjo in Kamen Rider Agito is the first actor to play two different Riders in two different series as two different characters. He was G3 for a few episodes in Agito and was Faiz when his character stole the Rider Gear. The next actor to do this is Tomohisa Yuge who played Zolda in Ryuki and Thebee in Kabuto, then by Hassei Takano who played Raia in Ryuki and Nigo in Kamen Rider the First.

The new boyfriend of Yuuji Kiba's ex-girlfriend in Episode 1 is played by Shinnosuke Abe, known for his role as Shuichi Yoshihama/Impactor Logia in another Tokusatsu series, Chouseishin Gransazer (part of the Chouseishin series).

Atsushi Harada, who plays Shuji Mihara/Kamen Rider Delta, played GoGreen on Kyuukyuu Sentai GoGo-V. He is one of a handful of actors that transitioned from Super Sentai to Kamen Rider.

The character of Leo/Kamen Rider Psyga in the movie Kamen Rider 555: Paradise Lost became the first non-Japanese Kamen Rider, although the Saban adaptation of Kamen Rider BLACK RX (known as Masked Rider) technically featured American actor TJ Roberts as the main character.

Fujita Rei appeared in Ougon Kishi Garo as Suzumura Rei/Zero/Ginga. Fujita was only fifteen when he played the role of Kitazaki

The sound effects of a dialing in any of the Rider Gear phones are referenced in episode 17 of Kamen Rider Kabuto.

Murai Katsuyuki also appeared in Ougon Kishi Garo. He also had a cameo role in Kamen Rider Blade: Missing Ace, along with Izumi Masayuki and Karahashi Mitsuru.

Along with the "555/Fives/Faiz" pun, the other Kamen Riders in "Faiz" have a pun within their name as well, mainly based on their Henshin "Number" (Or perhaps Vice-Versa):

Kaixa is "SB-913". The name "Kaixa" while a play on "X" (Chi in the Greek Alphabet) also could stem from the Japanese pronunciation of his number: 9 is "Kyu" ("K" or "Ka" sound taking) 1 is "Ichi" ("I" or "Ii" sound) 3 is "San" ("Sa" sound) Thus "Ka-i-sa" ("9-1-3").

Delta's number is "SB-333". The shape of the letter "Δ", or Delta, is a triangle, which has 3 sides.

Furthermore the term "Delta" is often used to refer to a 3-sided body of land or object, thus the Number "333".

Psyga's number is "SB-315", both a play on the letter "Ψ", Psi, and the Japanese pronunciation of his number: 3 is "San" ("Sa" sound), 1 is "Ichi" ("I" or "Ii" sound, similar to Kaixa's name) and 5 is "Go" ("Ga" sound, taken from the letter "G" in Go), thus: Sa-i-ga.

Kusaka Masato has worn all three of the Kamen Rider belts (Faiz, Kaixa and Delta). The Kaixa Gear is his primary belt. He wore the Faiz Gear to trick Lucky Clover. He wore the Delta Gear to battle the Beetle Orphenochs (Rhinoceros and Stag).

] Notes

* In the logo, Φ's, 555, and Faizu ((Faizu? The transliteration of "Φ's" or "Phi's" into Japanese) are all used for the same part of the show's name; 555 is the most prominent.

WR. Toshiaki Inoue

DIR. Ryuta Tazaki

EPISODES: 49 **YEAR MADE:** 2003 **COUNTRY:** JAP **SEASONS:** 1

TOEI CO. LTD.

CREATOR: TOSHIKA INOUE

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 49

DATE OF PREMIER: 26/01/2003 **AIR DATE OF LAST EPISODE** 18/01/2004

SEASON DATE BREAKDOWN:

FILMS: KAMEN RAID 555: PARADISE LOST

Takumi Inui/Kamen Rider 555 Faiz/Wolf Orphnoch KENTO HANDA, Sonoda Mari YURIA HAGA, Yuji Kiba/Horse Orphnoch MASAYUKI IZUMI, Masato Kusaka/Kamen Rider 913 Kaixa KOUHEI MURAKAMI, Naoya Kaido/Snake Orphnoch MITSURU KARAHASI, Shuji Mihara/Kamen Rider Delta ATSUSHI HARADA, Kyouji Murakami/Rose Orphnoch KATSUYUKI MURAI, Smart Lady HITOMI KURIHARA, Saeko Kageyama/Lobster Orphnoch WAKA, Abe Rina RIE KASAI, Takuma Itsurou JUN YAMASAKI

RELATED SHOWS:*KAMEN RIDER*

- 1 - 1 *THE START OF A TRIP*
- 1 - 2 *THE BELT'S POWER*
- 1 - 3 *THE KING'S SLEEP..*
- 1 - 4 *MY NAME*
- 1 - 5 *ORIGINAL*
- 1 - 6 *TRIO × TRIO*
- 1 - 7 *THE POWER OF DREAMS*
- 1 - 8 *THE PROTECTOR OF DREAMS*
- 1 - 9 *ENTER, THE PRESIDENT*
- 1 - 10 *THE ENIGMATIC RIDER*
- 1 - 11 *THE ENIGMATIC BELT*
- 1 - 12 *METEOR SCHOOL*
- 1 - 13 *FRIEND OR FOE?*
- 1 - 14 *TAKUMI'S SPIRIT*
- 1 - 15 *THE FALLEN IDOL*
- 1 - 16 *HUMAN HEART*
- 1 - 17 *TAKUMI, REVIVAL*
- 1 - 18 *NARROW ESCAPE FROM DEATH*
- 1 - 19 *PURE WHITE JUSTICE*
- 1 - 20 *THE BEAUTIFUL ASSASSIN*
- 1 - 21 *ACCELERATING SPIRITS*
- 1 - 22 *MASATO'S CONFESSION*
- 1 - 23 *FALSE FRIENDSHIP*
- 1 - 24 *THE DOOR TO DARKNESS*
- 1 - 25 *THE DARK LABORATORY*
- 1 - 26 *ENTER, DELTA*
- 1 - 27 *METEOR SCHOOL BREAKS UP*
- 1 - 28 *DARK CLOVER*
- 1 - 29 *THE EXCELLENT BIKE*
- 1 - 30 *MASATO'S TRAP*
- 1 - 31 *ORIGAMI TEARS*
- 1 - 32 *INTERTWINED THREADS*

- 1 - 33 *MARI DIES*
- 1 - 34 *THE TRUE FORM*
- 1 - 35 *THE RIDDLE OF REVIVAL*
- 1 - 36 *RESTORED MEMORIES*
- 1 - 37 *KAIXA'S JUSTICE*
- 1 - 38 *THE WANDERING SPIRIT*
- 1 - 39 *Φ'S 2*
- 1 - 40 *HUMAN PROOF*
- 1 - 41 *START TO CAPTURE*
- 1 - 42 *BROKEN WINGS*
- 1 - 43 *RED BALLOON*
- 1 - 44 *THE LAST MAIL*
- 1 - 45 *THE KING'S AWAKENING*
- 1 - 46 *A NEW PRESIDENT IS BORN*
- 1 - 47 *THE KING'S APPEARANCE*
- 1 - 48 *MASATO, DYING A GLORIOUS DEATH*
- 1 - 49 *A SIGN OF DESTRUCTION*
- 1 - 50 *MY DREAM*

KAMEN RIDER AGITO

AKA: **MASKED RIDER AGITO**



A man named Shouichi Tsugami seemingly has no memory. He doesn't know who he is, where he came from, or how he came upon his peculiar circumstances. Tsugami, seemingly for no reason, transforms into a powerful superhuman, Agito, whenever in the presence of crime. The primary evil that he combats is a race of powerful beast men, known as the Unknown who have been responsible for a series of murders around Tokyo.

In response, the police department unleash their newest weapon, the G3 powersuit. G3 and Agito don't know whether they should join up and defeat the Unknowns, their common enemy, or to combat each other, keeping the mysteries that entwine them separate. Ultimately, even more mysteries unfold, with the appearance of Kamen Rider Gills, who is on a search to uncover why his father committed suicide. These mysteries and others collide, with the fate of Tokyo and the entire universe in the balance.

Kamen Rider Agito (Kamen Raidā Agito?), translated as Masked Rider Agito, was a tokusatsu superhero television series. It is the twelfth series in the Kamen Rider series of tokusatsu programmes. It was a joint collaboration between Ishimori Productions and Toei, and was shown on TV Asahi from January 28, 2001 to January 27, 2002.

To simply explain the Kamen Rider Agito series is a heavy burden itself. Where can one start on a series with a story already in motion from episode one, that were just thrust into, a story that is like a labyrinth, with ever changing corners, and multiple layers. Main writer Toshiki Inoue outdid himself with this series, and the man should be awarded a prize for the intricate planning he put into it.

The series begins with an artifact washing to shore, a boy and his grandfather find it. What is this artifact? It soon falls into the hands of the police, whose scientific division discover that it's an ancient clock of sorts -- its' orbs spinning, counting down -- but to what? At the same time, mysterious, out-of-this world murders take place.

We follow an amnesiac named Shouichi Tsugami, one of the deepest characters to grace a tokusatsu series. He's a light-hearted young man, a wonderman who can do just about anything. However, he does rub certain people the wrong way with his zen state of mind. He has no idea what his background is, but he doesn't care. He's so happy living in the now, with the family who have taken him in, that he simply feels he doesn't need to know. The head of the family, a college professor named Misugi, took him in after some schoolgirls found him washed up on the shore of a beach. He had no belongings on him except for a letter-less envelope addressed to "Shouichi Tsugami."

The other main character of the series is a college student named Ryou Ashihara, a guy who seems to know nothing but bad luck. He was almost killed in an automobile accident, he lost his girlfriend, he lost his place on his school's swim team, and his father was found dead. As the series starts, he also experiences immense pain throughout his body.

The third hero of the series is a young detective, trying his best to solve this case, Makoto Hikawa. He works with a scientific portion of the police department, the G3 Unit, which has created a mechanical suit for him to wear, to defend the city from potential supernatural forms.

The artifact was counting down the arrival of the demonic beings known as The Lords (the police dub them "Unknown"), creatures created by and from the black-clad Mysterious Youth, whose origins are explained only towards the series' climax.

Tsugami's and Ashihara's bodies react to the dark forces that commit these murders, but with radiant lights of heaven beaming from their torso. They soon become the "Kamen Riders" Agito and Gils, and together with Officer Hikawa's Kamen Rider G3 armor, risk their lives to annihilate the hellborn Unknown... ..and that's

only the beginning. Many characters come and go, many who hold the secret to Shouichi's past, many who are enemies to our heroes. Who is Shouichi Tsugami? Will Ashihara survive the pain his "gift" from the lights of heaven has caused?

This series is excellent. Superb acting, great direction (the first two episodes, directed by Ryuta Tasaki, set up a wonderful atmosphere), excellent music, designs, action -- Agito is simply the best Kamen Rider series there has been, and it doesn't look like it will be topped.

Characters

Shoichi Tsugami / Kamen Rider Agito
 Makoto Hikawa / Kamen Rider G3-X
 Ryo Ashihara / Kamen Rider Gills
 Mana Kazaya
 Taichi Misugi
 Yoshihiko Misugi
 Sumiko Ozawa
 Takahiro Omuro
 Toru Hojo
 Koji Kono
 Kaoru Kino / Another Agito
 Akatsuki-go
 Shoichi Tsugami
 Kaoru Kino
 Koji Majima
 Aki Sakaki
 Katsuhiko Sagara
 Masumi Sekiya
 Tomoko Miura
 Saeko Shinohara
 Jun Tachibana
 Masahide Takashima
 Kana Okamura
 Risa Mizuhara
 Yukina Sawaki
 Nobuyuki Kazaya
 Kazuo Ashihara
 Tetsuya Sawaki
 Youth of Mystery

Riders

Agito
 Kamen Rider Agito
 Ground Form - Golden default form. Balance.
 Finisher: Rider Kick
 Storm Form - Blue speed form. Speed and a jump went up, and power went down.
 Weapon: Storm Halberd
 Finisher: Halberd Spin
 Flame Form - Red power form. Power and sense went up, and speed and a jump went down
 Weapon: Flame Saber
 Finisher: Saber Slash
 Trinity Form - Fusion form of gold, blue and red. All capability went up.
 Weapons: Storm Halberd and Flame Saber
 Finishers: Finishers of three forms, Rider Shoot and Fire Storm Attack
 Burning Form (Form Upgrade) - Crimson superhuman strength form. Power went most up, and speed and a jump went most down.
 Weapon: Shining Calibur (Single Mode)
 Finishers: Burning Rider Punch and Burning Bomber
 Shining Form (Final Upgrade) - Silver ultimate form. All capability went most up (Power is excluded).
 Weapons: Shining Caliburs (Twin Mode)
 Finishers: Shining Rider Kick and Shining Crush
 Motorcycle: Machine Tornader
 Finishers (Slider Mode): Rider Break (Ground Form), Halberd Break (Storm Form), Flame Break (Flame Form) and Dragon Breath

Another Agito

Weapon: Bio Claw

Finisher: Assault Kick

Motorcycle: Dark Hopper

G3/G4 Systems

Kamen Rider G3 - G3 = Generation-3

Weapons: GM-01 Scorpion (Generation Magnum Unit 01:Hand gun), GG-02 Salamander (Generation Grenade Unit 02:Grenade launcher[GM-01 + Grenade Unit]), GS-03 Destroyer (Generation Sword Unit 03:Extremely high frequency vibration sword) and GA-04 Antares (Generation Anchor Unit 04:Wire anchor)

Finisher: GG-02 Salamander

Kamen Rider G3-X - G3 = Generation-3 eXtension (G3 upgrade suit)

Weapons: G3's weapons, GX-05 Cerberus (Gatling gun), GK-06 Unicorn (Generation Knife 06 Unit:Electromagnetic combat knife) and GX Launcher (GM-01 + GX-05)

Finishers: GX-05 and GX Launcher

Motorcycle: Guard Chaser

Weapon: Guard Acceler (Starting Key of the Guard Chaser and Electromagnetic Billy)

Kamen Rider G3-Mild (or G3-00) - G3-Mild = Generation-3 Mild. Appeared only in TV special.

Weapons: G3's weapon

Motorcycle: Guard Chaser

Weapon: Guard Acceler (Starting Key of the Guard Chaser and Electromagnetic Billy)

Kamen Rider G4 - G4 = Generation-4. Appeared only in movie.

Finisher: Gigant

Weapons: GM-01 Reforming Four Types (Hand Gun) and Gigant (Missile Launcher)

Aside from the G3/G4 units, the show also featured another battle suit called V-1 (Victory-1). It looks strikingly similar to the Space Sheriff Gavan and Super Rescue Solbrain.

Gills

Kamen Rider Gills

Finisher: Gills Heel Claw

Weapon: Gills Heel Claws, Gills Claws, Gills Feeler Whips, Demons Fang Crusher and Wiseman Orb

Kamen Rider Exceed Gills (Upgrade)

Finisher: Exceed Heel Claw

Weapons: Exceed Heel Claws, Exceed Claws, Gills Feeler Whips, Gills Stingers, Demons Fang Crusher and Wiseman Orb

Motorcycle: Gills Raider

Weapon: Demons Claw

The Unknowns

The major antagonists of Agito. A group of powerful disciples serving under the mysterious youth, also known as the Force of Darkness, or the creator of humanity. The name, "Unknown" is only a name used by the police department. Their real name is "The Lord Beasts". All of their tribes are separated into species of animals. They are normally man-shaped with a head of the animal, and sometimes with a weapon. All of them have a wing-shaped protuberance, sticking out of their shoulder, probably symbolizing that they are angels, or holy messengers. When they murder a certain person, they comit a ritual by using their hands, saying that they want permission to sin. At the sametime, a halo appears over their head. Every one of them have their unique way of murdering, for example: leaving the corpse in a tree, desolving the human, drying the human into death, changing the human into sand, pulling the human in the ground, dragging the human into the air and dropping them, vapourising, and so on. Under the mysterious youth exists three most powerful Unknowns, known as the El Lords, symbolizing Gabriel, Raphael, and Michael.

--TV--

Jaguar Lord

Pantheras Luteus[Yellow]

Pantheras Albus [White]

Pantheras Tristis[Black]

Pantheras Magistra [Woman]

Pantheras Rubeo[Red]

Pantheras Cyaneus [Blue]

Tortoise Lord

Testudo Oceanus [Silver]

Testudo Terrestris [Gold]

Snake Lord

Anguis Masculus [Man]
 Anguis Femineus [Woman]
 Crow Lord
 Corvus Croccio
 Corvus Luscus [Queue&Blue Dragon Sword]
 Corvus Intonsus [Woman]
 Corvus Calvus [Monk&Sickle]
 Corvus Canosus[White]
 Mollipes Octipes
 Zebra Lord
 Equus Noctis [Black]
 Equus Dies [White]
 Scorpion Lord
 Leiurus Acutia
 Jackal Lord
 Skelos Falx
 Skelos Glaucus
 Hydrozoa Lord
 Hydrozoa Ignio
 Bee Lord
 Apis Vespa [Man]
 Apis Mellitus [Woman]
 Stingray Lord
 Potamotrigon Cucullus [Single Horn]
 Potamotrigon Cassis [Twin Horn]
 Sea urchin Lord
 Echinus Famelicare
 Fish Lord
 Piscis Arapaima
 Piscis Serratus [Piranha]
 Crab Lord
 Crustata Palleo
 Orca Lord
 Cetus Orcinus
 Mantis Lord
 Propheta Cruentus
 Lizard Lord
 Stello Dextera[In The Right Arm Armoring]
 Stello Sinistra [In The Left Arm Armoring]
 Owl Lord
 Volucris Ulucus
 Falcon Lord
 Volucris Falco
 Hedgehog Lord
 Ericius Liquor
 El Lord
 El of the Water Whale
 El of the Wind Hawk
 El of the Ground Lion
 --Movie--

Ant Lord
 Formica Pedes [Black]
 Formica Eques[Red]
 Formica Regia[Queen]
 --TVSP--

Beetle Lord
 Scarabaeus Fortis

Notes

"Agito" is usually spelt "AGITΩ" in the official merchandises.

"Agito" was also the name of one of the adversary monsters in Kamen Rider J, but the two characters are not related.

During the opening sequence, the three main riders are shown riding around Twin Ring Motegi, the home

circuit of show sponsor Honda.

None of the Riders in Agito are actually referred to as being "Kamen Riders" except for Agito in the game "Kamen Rider: Seigi no keifu" where he was dubbed "Kamen Rider Agito" by Shocker soldiers.

Gills is similar to Kamen Rider Amazon from Kamen Rider Amazon; rather than donning a suit and mask, he completely transforms into a savage monster with movable jaws and the ability to regenerate limbs. Unlike Amazon, transforming into Gills causes him pain upon changing back to his human form.

Kamen Rider G-3 was the first Kamen Rider not to have his armor materialize around him or organically transform to an organic Rider. Instead, he has a team help him put the Rider suit together.

Kamen Rider G-3 is also the first Kamen Rider that has more than one wearer.

Masaki Terasoma, who played Houjou's superior, Kaji, in episodes 18 and 19, was the voice actor for Shadow Moon in Kamen Rider Black and Kamen Rider Black RX.

Kamen Rider Agito is an indirect sequel to Kamen Rider Kuuga. Agito is mentioned to visually resemble No.4 in the second episode; Kuuga's Mighty form was referred to as (Unidentified Beings) No.4 during Kamen Rider Kuuga. Despite being in the same universe however, Kuuga and Agito never encounter one another. The owner of the bike shop that Ashihara/Gills frequents is played by Tetsuya Nakayashiki, suit actor for mostly every Rider from V3 through Super One. Nakayashiki is nicknamed "Mr. Kamen Rider."

Agito is also the first Kamen Rider to feature the three main types of Riders: the mystical Rider (one that draws power from ancient technology or mystical methods, like Kuuga and Hibiki), the organic Rider (one whose anatomy changes to become a Rider, like Amazon and Shin), and the high-technology Rider (one who is either a cyborg or uses advanced technology to fight, of which majority of the Riders are).

Another Agito is the first Rider to have any additional clothing (in this instance, skirting) hanging from his body since Kamen Rider Super-1 (the last protagonist Kamen Rider to wear a scarf).

The franchise has released a series of Hanshin toys with Bandai through 2001 to 2002. The franchise also released a line of 12 inch action figures by Medicom and Timehouse:

-Agito Gill -Another Agito -G3

Theme Songs

Opening Theme Songs

Kamen Rider Agito (Kamen Raidā Agito) by Shinichi Ishihara (Ishihara Shin'ichi)

Kamen Rider Agito ~24.7 version~ by Shinichi Ishihara (Ishihara Shin'ichi)

Ending Theme Songs

BELIEVE YOURSELF by Naoto Fuuga (Fūga Naoto)

DEEP BREATH by ROLLY

It's Trouble! (Jiken Dā!) by Ulfus (Urufuru) - Project G4 Ending Theme

Trivia

Yuusuke Tomoi (Ryou Ashihara/Kamen Rider Gills) married actress Mika Katsumura (Yuuri/Time Pink in Mirai Sentai Timeranger) in June 2006 and their first child is expected to be born in July 2006.

WR. Toshiaki Inoue main writer, Shotaro Ishinomori - story Masked Rider

DIR. Osamu Kaneda , Takao Nagaishi , Kenkou Satou , Nobuhiro Suzumura , Ryuta Tazaki , Katsuya Watanabe

EPISODES: 51 **YEAR MADE:** 2001 **COUNTRY:** JAP **SEASONS:** 1

ISHINOMORI PRODUCTIONS, TOEI CO. LTD

CREATOR: TOSHIKA INOUE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 28/01/2001

AIR DATE OF LAST EPISODE 29/01/2002

SEASON DATE BREAKDOWN:

FILMS: KAMEN RIDER AGITO G4 (2001)

Shōichi Tsugami/Masked Rider Agito TOSHIKI KASHU, Major Inspector Makoto Hikawa/Masked Rider G-3 JUN KANAME, Ryō Ashihara/Masked Rider Gills YUSUKE TOMOI, Mana Kazaya RINA AKIYAMA, Mysterious Youth REI HANEO, Tokyo MPD Staff KENTARO KAJI, Tokyo MPD Staff KEN KANNOU, Yoshihiko Misugi TAKESHI MASU, Tokyo MPD Staff MASAHIRO NOGUCHI, Tetsuya Sawaki ATSUSHI OGAWA, Takahiro Omuro AKIYOSHI SHIBATA, Taichi Misugi TOKIMASA TANABE, Archeologist RYUSHIN TEI, Tooru Houjou JUN YAMASAKI.

RELATED SHOWS:

KAMEN RIDER AGITO

- 1 - 1 *THE WARRIOR'S AWAKENING*
- 1 - 2 *BLUE STORM*
- 1 - 3 *MY TRANSFORMATION*
- 1 - 4 *PUZZLE DECODING*
- 1 - 5 *THE THIRD WARRIOR*
- 1 - 6 *SORROWFUL MONSTROUS FIST*
- 1 - 7 *A PIECE OF A MEMORY*
- 1 - 8 *SWORD OF RED FLAMES*
- 1 - 9 *THE TWO G3S*
- 1 - 10 *SILVER POINTS AND LINES*
- 1 - 11 *THE PAST TIED TOGETHER*
- 1 - 12 *THE CRASH IN THE LAKE!*
- 1 - 13 *DAD'S CLUE*
- 1 - 14 *THE STRONGEST KICK*
- 1 - 15 *A TRAP BEGINS*
- 1 - 16 *A SUSPICIOUS WOMAN...*
- 1 - 17 *CAPTURE TACTICS!*
- 1 - 18 *THE NEW BOSS*
- 1 - 19 *BREAKUP DECISION?*
- 1 - 20 *THAT AWAKENING*
- 1 - 21 *RAMPAGING POWER*
- 1 - 22 *FATEFUL SHOWDOWN*
- 1 - 23 *THE QUALIFIED PERSON*
- 1 - 24 *THE FLAWLESS MACHINE*
- 1 - 25 *ANOTHER CLASH!*
- 1 - 26 *RESTORED MEMORIES*
- 1 - 27 *RYOU DIES...*
- 1 - 28 *THAT SUMMER DAY*
- 1 - 29 *A NUMERICAL MYSTERY?!*
- 1 - 30 *HIDDEN POWER*
- 1 - 31 *A PERSON'S WHEREABOUTS*
- 1 - 32 *GILLS RESURRECTION*
- 1 - 33 *THE ENEMY WHO APPEARED*
- 1 - 34 *SUMMONING SOULS TO MEET*
- 1 - 35 *THE MYSTERIOUS MESSIAH*
- 1 - 36 *THE FOURTH MAN*
- 1 - 37 *THE WARRIOR OF DARKNESS*

- 1 - 38 *THE TRUE FORM. . .*
- 1 - 39 *GILLS HOWL*
- 1 - 40 *UNITED FRONT!*
- 1 - 41 *LIGHT AND DARKNESS*
- 1 - 42 *THE AKATSUKI*
- 1 - 43 *THE DARKNESS THAT BEGINS TO MOVE*
- 1 - 44 *DAD AND OLDER SISTER AND...*
- 1 - 45 *STOLEN POWER*
- 1 - 46 *WARRIORS, THOSE BONDS*
- 1 - 47 *THE MYSTERY OF THE SKY!*
- 1 - 48 *THE GOVERNOR OF STARS*
- 1 - 49 *FOOTSTEPS OF DESTRUCTION*
- 1 - 50 *NOW, TIME TO BATTLE*
- 1 - 51 *AGITΩ*

KAMEN RIDER AMAZON

AKA: **MASKED RIDER AMAZON**

AKA: **KAMEN RAIDAA AMAZON**



A plane crashes in the Amazon rainforest, leaving young Daisuke Yamamoto stranded without his parents. Soon adopted by a native tribe, Yamamoto becomes a modern day Tarzan, living off the land. However, Yamamoto's idyllic existence is cut short when Gorgos, the Ten Faced Demon, massacres his village, slaughtering everyone except himself. Gorgos is seeking the powerful "GiGi Bracelet", which gives the bearer fantastic power. A witch doctor in the village, sensing the trouble, retrieves the bracelet and gives it to Yamamoto for safekeeping. He then uses his knowledge of Incan science and magic to perform a mystical "operation" on Yamamoto, transforming him into the powerful "Kamen Rider Amazon"!

Yamamoto then travels to Japan, where he meets a professor who knew his father. Soon, the minions of Gorgos catch up to Yamamoto, murdering the professor. During the process, Yamamoto saves a young boy named Masahiko, who obliges to teach Amazon (as Masahiko dubs Yamamoto) the ways of the world. Amazon soon receives the "Jungler", his motorcycle. Amazon also partners up with Mogura-Juujin, a former henchman of Gorgos, after Amazon rescues him from execution. Together, the two of them face off against Gorgos himself, eventually destroying him in an atomic blast. However, the "GaGa Bracelet", the counterpart of the GiGi, then falls into the hands of the Garander Empire, led by the ruthless Emperor Zero. Amazon continues his fight against evil, eventually toppling the Garander empire and retrieving both bracelets.

His mission now complete, Amazon ventures off to travel the world.

Series number 4 introduced the sixth rider, Kamen Rider Amazon, and a tarzan-influenced story in the style of Jungle Prince. Orphaned in a plane crash in the South American jungle, the super strong Daisuke Yamamoto (Okazaki) is raised in the wild and eventually returns to his homeland, where he saves the young Masahiko (Matsuda) from a spider monster by transforming into a magical warrior. The monster is revealed to be the handiwork of the Geddon Organization, who have already killed off the inhabitants of Daisuke's village in search of his magical armband.

The only Kamen Rider whose suit did not resemble an insect, and the first who was not a cyborg, Kamen Rider Amazon instead transformed into a green shart-toothed creature resembling a chameleon. His story chronicles not only the usual Kamen Rider conventions of defending Japan from Invaders, but also his slow acclimatization to his native culture, as he learns to speak Japanese and reintegrate into civilization.

Produced by Tôru Hirayama.

Original Music by Shunsuke Kikuchi & Masato Shimon

Stunts - Kazuo Niibori.

Uniqueness

Kamen Rider Amazon is unique among the Kamen Rider series for many reasons. Amazon's design motif is based on a komodo dragon rather than the more typical suit basis of a grasshopper, beetle or other insect. However, there is some debate to this. Some fans have speculated that he is in fact modeled upon a piranha.[1] Additionally, Amazon's Rider Machine, "Jungler", is much more vibrant and exotic than others, featuring "wings" on the back and a "mouth" and "eyes" on the front.

Amazon transforms biologically, rather than simply donning a mask and armor. Artbooks indicate that his anatomy greatly changes. Literal, biological transformations would reappear in Kamen Rider Agito and Shin Kamen Rider. Amazon's henshin device was an armband, rather than a belt. He did have a type of utility belt in both his human and rider forms, although it had no relevance to his transformation. The series is also the first not to feature one or more previous Riders.

Amazon is also far more violent and brutal than previous series', Both Amazon and his enemies emit blood-

like fluids, and Amazon's combat style is much more harsh, severe, and direct than previous Riders. He also occasionally bites his opponents, virtually unheard of in other Kamen Rider series, except perhaps Kamen Rider Gills from Agito.[2] Of all the Showa Kamen Riders, outside of Rideman who is not fully masked, Amazon is the only Kamen Rider who was able to open his mouth during his Rider form.

Other unique aspects of the series include the fact that no previous Rider characters appear in this series; however, the reason can be attributed to the fact that the series was cut down to only 24 episodes. Tachibani Tobei, the Kamen Rider mentor, did appear in several episodes.

Another important aspect of the programme is the appearance of Mogura Juujin. He first appears in episode 5. Mogura is a kaijin, sent by Geddon to kill Amazon, who fails his mission. Geddon, displeased with Mogura's lack of progress, sentences him to death. Amazon, taking pity on the monster, rescues him from his cruel fate. Mogura Juujin appears intermitently throughout the series, until his final appearance in episode 20. He is killed by Mushroom Juujin and Geddon soldiers, and die in Amazon's arms. Amazon brutally slaughters Mushroom Juujin in revenge, and builds a memorial in Mogura's honor.

WR. Masaru Igami

DIR. Minoru Yamada

EPISODES: 24 **YEAR MADE:** 1974 **COUNTRY:** JAP **SEASONS:** 1

ISHINOMORI PRODUCTIONS, TOEI (distributors)

CREATOR: ISHIMORI SHOUTAROU

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 24.

DATE OF PREMIER: 19/10/1974

AIR DATE OF LAST EPISODE 29/03/1975

SEASON DATE BREAKDOWN:

FILMS:

Tachibana Tobei AKIJI KOBAYASHI, Emperor Zero HIROHISA NAKATA, Kamen Rider Amazon TORU OKAZAKI, Bago Choro BAGO CHORO, Taro Kusaka YOSHIRO KITAHARA, Masahiko Okamura YOJI MATSUDA, Ritsuko Okamura MARIKO MATSUMURA.

RELATED SHOWS:

KAMEN RIDER

KAMEN RIDER V3

KAMEN RIDER STRONGER

KAMEN RIDER SKY RIDER

KAMEN RIDER SUPER-1

KAMEN RIDER BLACK

KAMEN RIDER BLACK-RX

MASKED RIDER

- 1 - 1 *PERSON? WILD ANIMAL? THE COOL GUY WHO CAME FROM THE JUNGLE!*
- 1 - 2 *TEN-FACED DEMON! GOD? DEVIL?*
- 1 - 3 *THE STRONG, NAKED, FAST GUY!*
- 1 - 4 *RUN! THE ANGRY JUNGLER*
- 1 - 5 *THE WEIRDO WHO CAME FROM UNDERGROUND!!*
- 1 - 6 *THE RIDDLE OF THE INCA ROPE-PATTERN WRITING!!*
- 1 - 7 *MELT! MELT! THE TERRIBLE SNAKE BEASTMAN*
- 1 - 8 *THE CROCODILE BEASTMAN WHO ATTACKED THE SCHOOL*
- 1 - 9 *GO, AMAZON! TO THE ISLAND OF CRAB BEASTMAN!*
- 1 - 10 *BLACK CAT BEASTMAN AIMING AT THE NURSERY SCHOOL!*
- 1 - 11 *THE GOLDEN SNAIL IS THE GRIM REAPER'S ENVOY!?"*
- 1 - 12 *SEEN! GEDDON'S BEASTMAN MODIFICATION ROOM*

- 1 - 13 *APPROACHING! TEN-FACED DEMON! DANGER, AMAZON!!*
- 1 - 14 *THE TEN-FACED DEMON DIES! AND A NEW ENEMY?"*
- 1 - 15 *HE CAME FORTH! THE TERRIBLE GREAT EMPEROR ZERO*
- 1 - 16 *GARANDER'S TOKYO SEA OF FIRE OPERATION!!*
- 1 - 17 *MT. FUJI BIG EXPLOSION? THE TOKYO FRY PAN OPERATION*
- 1 - 18 *FEAR OF ZERO! THE MASSIVE EARTHQUAKE OPERATION!!*
- 1 - 19 *GOING INTO ACTION, THE GARANDER BOYS' SQUAD*
- 1 - 20 *MOLE BEASTMAN'S LAST ACTIVITY!!*
- 1 - 21 *CANNIBAL BEASTMAN TO EAT THE FROZEN RIDER*
- 1 - 22 *INCA DOLL'S DAY TO ANNIHILATE GREATER TOKYO*
- 1 - 23 *IMITATION RIDERS VS. AMAZON RIDER!*
- 1 - 24 *YOU DID IT, AMAZON!! THE END OF GREAT EMPEROR ZERO!!*

KAMEN RIDER BLACK

AKA: **MASKED RIDER BLACK**

AKA: **KAMEN RAIDAA BURAKKU**



After being kidnapped by the cult Gorgom in the night of their 19th birthday, step-brothers Kotaro Minami and Nobuhiko Akizuki were submitted to a mutant surgery with the purpose of becoming the candidates for the next Gorgom's Century King. Kotaro escaped before the brainwashing, with help from his foster father, and turned against Gorgom.

He soon finds out the horrific truth from his step-father: Gorgom originally killed his true parents and, since both Kotaro and Nobuhiko were born on the day of a solar eclipse, referred to as "Black Sun" and "Shadow Moon". Kotaro, taking on the name of Kamen Rider BLACK, was determined to rescue his step-brother from Gorgom while protecting Japan. However, later in the series, Nobuhiko emerged as Shadow Moon to fight Kotaro with the survivor becoming the next Century King.

The Kamen Rider series proper did not return until the eighth season in 1987, Kamen Rider Black. After his parents are murdered by the savage Gorgom Cult, Kotaro (Kurata) is raised by the Akizuki family, whose son Nobuhiko (Horiuchi) shares the same birthday as his. In fact, the Gorgom cult is deliberately trying to engineer a race of super-warriors and believe the 19-year-old boys, born on the day of a solar eclipse, to be perfect material. The kidnap attempt is successful but Kotaro escapes the brainwashing process to become the 11th Kamen Rider, unaware that his friend also survived and has been transformed into his enemy Shadowmoon (Jisen).

Original music was by Ryudo Uzaki, and the stunt actor was Jiro Okamoto. Its direct sequel was KAMEN RIDER BLACK RX.

The series was produced by Nagafumi Hori, Ryô Iguchi, Naoyoshi Yamada and Susumu Yoshikawa. The original music was by Eiji Kawamura and Ryudo Uzaki, cinematography was by Fumio Matsumura, art direction by Hiroshi Butsuda and Toshio Miike. The costume design was by Tokyo Issho, and the production manager was Eisei Jizaki. Toru Kojima was the sound recording assistant, Nobuo Yajima was special effects director and the stunts were by Jiro Okamoto.

Lighting was by Hoya Hayashi, assistant editor was Seigo Hirasawa and project planner (uncredited) was Tohru Hirayama. The action director was Osamu Kaneda, wire works were by Shuichi Kuniyone, prosthetics were by Takeshi Maezawa, the action director was Jun Murakama, and the lighting was by Isao Nakagawa. The illustrator was Ryu Noguchi, wire works also by Katsuo Ogami, assistant photographer was Masaji Okabe, character co-ordinator was Satoshi Osano, wire works by Ei Suzuki, assistant editor was Jun Taguma, photographer was Seisen Takahashi and continuity was handled by Yukiko Tomita and Miko Uchido. The special effects were handled by Tokusatsu Kenkyujo.

If you like Kamen Rider series, don't begin with this one! After this series, the other "old" riders seem "very old". The story is a little bit tragic (like all the Kamen Rider series). Sorry, but the ending is not very happy. Good story, good fights, cool effects (in 1987), and I like the ending theme, "Long Long Ago, 20th Century". Kotaro Minami is the only Kamen Rider that comes in two different series, Black and Black RX. Be careful with the Black Masked Rider (USA), has a weird story, a cheap copy from Black RX (I think Power Rangers is a better copy of Japan sentai than this.)

Characters

Main

Kotaro Minami/Kamen Rider BLACK: The hero of this series. Became a cyborg after the Gorgom captured him and his step-brother Nobuhiko. Using the power of the Kingstone, he shouts "HENSHIN" and poses to become the mighty Kamen Rider BLACK. Referred to by the Gorgom as "Black Sun".

Allies

Kyoko Akizuki
 Katsumi Kida
 Yoichi Daimon
 Ryusuke Taki

Gorgom
 Creation King
 Darom
 Baraom
 Beshium
 Birugenia

Shadow Moon/Nobuhiko Akizuki: Kotaro's step-brother and archenemy. As Shadow Moon, he wears silver and black insect armor and wielded the Satan Saber.

Rider Machines

Battle Hopper: Kamen Rider Black's living motorcycle. It can talk and repair itself.

Road Sector: Kamen Rider Black's second motorcycle, given to him by Yoichi Daimon. It has a shield that can be raised when ramming through a wall or an enemy.

Other appearances

TV specials

1987: This Is Kamen Rider BLACK: Aired one week before the first episode, introduces the character Kamen Rider BLACK.

1988: Kamen Rider Ichigou through RX: Big Gathering: Cover all the Kamen Riders, from Ichigou until BLACK, and introduces Kamen Rider BLACK RX.

Theatrical films

1988: Kamen Rider BLACK: Hurry To Evil Island

1988: Kamen Rider BLACK: Fear! Evil Monster Mansion

Video Games

1989: Kamen Rider BLACK (FDS)

2003: Kamen Rider: Seigi No Keifu (PS2)

Trivia

The show's opening theme song was sung by Kamen Rider BLACK himself, Tetsuo Kurata.

Kamen Rider BLACK was the first Kamen Rider who did not wear a scarf in his transformed state. Since then, no kamen rider has worn a scarf unless they consider Clone Blade or Hopper I & Hopper II.

Kamen Rider BLACK was the first series with a group of villains that did not have henchmen to pit against the hero.

Although the first Kamen Rider series featured 3 different types of motorcycles, Kamen Rider BLACK was the second series where a hero alternated between 2 different motorcycles (the first being Kamen Rider Super-1) whereas in the earlier series, one replaced the other.

The Kotaro Minami character return in the sequel Kamen Rider Black RX.

In the Philippine dub of the show, Kotaro is named Robert Akizuki and Nobuhiko to Stephen Akizuki. The way they are renamed, they appeared to be blood related to other people, adding more drama to the tragic storyline.

Jun Yoshida (Birugenia) played Sorcross Poe in Uchuu Keiji Shaider three years prior to Kamen Rider BLACK.

In the Brazilian dub of the show (called Black Kamen Rider,) Kotaro Minami is named Issamu Minami.

WR.

DIR. Hiro Kitamoto , Toshiaki Kobayashi, Michio Konishi, Takeshi Ogasawara, Naoki Iwahara, Ryuta Tazaki.

EPISODES: 51 **YEAR MADE:** 1987 **COUNTRY:** JAP **SEASONS:** 1

ISHINOMORI PRODUCTIONS

CREATOR: ISHIMORI SHOUTAROU**TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 51**DATE OF PREMIER:** 04/10/1987**AIR DATE OF LAST EPISODE** 09/10/1988**SEASON DATE BREAKDOWN:****FILMS:** HURRY TO EVIL ISLAND (1988), FEAR! EVIL MONSTER MANSION (1988)

Kamen Rider Black TETSUO KURATA, Kazumi AYUMI TAGUCHI, Dr. Kuromatsu SUSUMU KUROBE, Kyoko AKEMI INOUE, Nobuhiko Akizuki TAKAHITO HORIUCHI, Narrator KAZUMASA NASAMUNE, Eon King GORO NAYA, Ryusuke Taki MASAKI KYOMOTO, Masaharu Todo TARO SUGANUKI, Dalom HIROKAZU SHOJI, Baraom TOSHIMICHI TAKAHASHI, Belginia TORU YOSHIDA, Shadowmoon MASANORI JISEN, Beshium HITOMI MEI, Yukari Tsukikage JUN IZUMI.

RELATED SHOWS:

KAMEN RIDER

KAMEN RIDER V3

KAMEN RIDER AMAZON

KAMEN RIDER X

KAMEN RIDER STRONGER

KAMEN RIDER SKY RIDER

KAMEN RIDER SUPER-1

KAMEN RIDER BLACK-RX

MASKED RIDER

- 1 - 1 *BLACK! TRANSFORM!*
- 1 - 2 *MONSTER PARTY*
- 1 - 3 *STRANGE! MONSTER MEN*
- 1 - 4 *DEVIL'S EXPERIMENT ROOM*
- 1 - 5 *KOTARO IS RUNNING IN THE LABYRINTH*
- 1 - 6 *THE RIDDLE OF SECRET PERSPECTIVE*
- 1 - 7 *REVIVED BIOMACHINERY*
- 1 - 8 *THE DEVIL'S TUNE*
- 1 - 9 *BISHUMU'S RED BLOOD*
- 1 - 10 *WHERE IS NOBUHIKO*
- 1 - 11 *THE STARVING CREATURES*
- 1 - 12 *THE BIRTH F THE LEGEND OF SUPER MECHANICS*
- 1 - 13 *MOTHERS ARE RESPONSIBLE FOR BRINGING UP MONSTERS*
- 1 - 14 *TODAY IS THE END OF HIM*
- 1 - 15 *THE SCHOOL HAS BEEN TARGETED*
- 1 - 16 *FRIEND! CROSS THE SEA AND COME HERE!*
- 1 - 17 *KYOKO'S UNBELIEVABLE DREAM*
- 1 - 18 *SAINT OF SWORD BIRUGENIA*
- 1 - 19 *THE STRANGLING HELL TRAP*
- 1 - 20 *KAMEN RIDER'S GRAVE*
- 1 - 21 *FIERCE BATTLE - 2 GREAT MACHINES*
- 1 - 22 *ATTACK THE DARK SHADOWS OF FATHER*

-
- 1 - 23 *MAECHAN'S MAGIC POWERS*
 - 1 - 24 *FEMALE UNDERGRADUATE'S NIGHTMARE*
 - 1 - 25 *THE ARMED VEHICLE EXPLODES*
 - 1 - 26 *SAVING ESP GIRL*
 - 1 - 27 *THE FIRE ENGULFED ROAD*
 - 1 - 28 *THE FIREFLY OF HELL*
 - 1 - 29 *THE TARGET IS THE MASK OF DEATH*
 - 1 - 30 *SAYING ALOHA TO AN ASSASSIN*
 - 1 - 31 *FIGHT! YOUNG WARRIORS!*
 - 1 - 32 *DREAM GIRL YUKI*
 - 1 - 33 *THE RIVER OF LOVE OF THE FATHER AND SOJN*
 - 1 - 34 *RESURRECT?! HELL PRINCE*
 - 1 - 35 *A FIGHT OF THE TWO*
 - 1 - 36 *LOVE AND HATE ARE ONE - THE LINE OF BATTLE*
 - 1 - 37 *TO REMEMBER OLD MEMORIES*
 - 1 - 38 *RIDDLE THIS - EP YOUTH GROUP*
 - 1 - 39 *IDOL'S POISON TONGUE*
 - 1 - 40 *THE SECRET OF KARATE MASTER MEIJIN*
 - 1 - 41 *THE DANGEROUS THIEF OF TIME*
 - 1 - 42 *MONSTERS GATHERING IN TOKYO*
 - 1 - 43 *BATTLE OF THE MONSTER FIELD*
 - 1 - 44 *AN OCEAN IN THE CLOSET*
 - 1 - 45 *THE DEATH OF BISHUMU - THE DEMONIC FLOWER*
 - 1 - 46 *STRONG BARAOMU'S DEATH*
 - 1 - 47 *KAMEN RIDER'S DEATH!*
 - 1 - 48 *THE BEACH'S FLOWER OF REMEMBRANCE*
 - 1 - 49 *FIERCE BATTLE - THE DEATH OF DARAOMU*
 - 1 - 50 *WHO IS THE REAL CENTURY KING*
 - 1 - 51 *THE END OF GORGOM*

KAMEN RIDER BLACK-RX

AKA: **MASKED RIDER BLACK-RX**

AKA: **KAMEN RAIDAA BURAKKU ARU EKKUSU**



Continuing the adventures of the "Kamen Rider" genre. Minami Kotaro is chosen by Golgom to be the Century King along with his best friend. Kotaro escapes and transforms into the 11th Kamen Rider, Kamen Rider Black! Unfortunately, his best friend never got away and slowly became "Shadowmoon." Kotaro battles Golgom and "Shadowmoon" for 51 in-your-face-action-packed episodes.

Kamen Rider Black RX (Black RX Kamen Raidā Burakku Aru Ekkusu), shortened by some to Kamen Rider RX is a Japanese tokusatsu superhero television series produced as part of the Kamen Rider franchise. It was a joint collaboration between Ishinomori Productions and Toei, and was broadcast on MBS from October 23, 1988 to September 24, 1989 with a total of 47 episodes. The series was a direct sequel to Kamen Rider BLACK. Kurata stayed in the lead role for the ninth series, Kamen Rider Black-RX, which begins with him captured by the Crisis Empire and launched into space, where solar energy causes him to change into a more advanced hero and one with multiple forms, such as his RX suit, as well as the Roborider and Biorider variants. He was also the only Kamen Rider to have a car in addition to the usual motorcycle and benefited from the help of all ten previous Kamen Riders, including the short-lived ZX, for the final confrontation with the Crisis Empire. The Kamen Rider series continued, but it was the Black-RX incarnation that made it to the US mass-market, when it was released by Saban Entertainment as MASKED RIDER (1995). In the tradition of other Americanized versions such as BEETLEBORGS and VR TROOPERS, much of the fighting and special effects footage remained, though the cast members out of costume were replaced with local actors. However, the English language Masked Rider did not achieve the longevity of its Saban stablemates and soon disappeared.

Meanwhile, the Japanese Kamen Rider series entered another lull after Black-RX, broken by the occasional movie and video outings that singularly failed to develop into another series. Discounted by many fans as non-canonical, the straight to video production New Kamen Rider (1990) features Shin (Ishikawa), a youth whose DNA is combined with that of a grasshopper to give him the ability to transform into a superhero - in other words, this masked rider doesn't actually wear a mask at all, like Kamen Rider Amazon, nor is he a cyborg.

Similar issues surrounded the short theatrical movies Kamen Rider Zo (1993), directed by JETMAN's Keita Amemiya with costumes by Yasushi Nirasawa and featuring Hiroshi Tsuchikao as a hero created from mixing locust DNA with a human being and cybernetics, and Kamen Rider J (1994), starring Yuta Mochizuki as a reporter who transforms into a grasshopper cyborg in order to defend the world from the alien Fog Mother. As a further sign of producers messing with the old formula, Kamen Rider J also had the ability to transform into a giant version of himself in the style of ULTRAMAN. These characters appeared in two other spin-off movies, but pointedly in association with each other, not with earlier incarnations.

Costume Design by Keita Amamiya. This tv show is simply amazing. I've always been a huge fan of the Kamen Rider series, but KAMEN RIDER BLACK is by far the greatest Kamen Rider series to date. All Kamen Rider fans say it's one of the best, but many say it is the best. Tetsuo Kurata makes his acting debut as Kotaro Minami, aka Kamen Rider Black. Kurata-san makes a wonderful debut, you would have thought he's been acting his whole life. He was only 17 when KR Black first started. The plot, and the action is almost flawless. And the special effects are ahead of it's time. Only one complaint, the previous Kamen Riders don't even make a guest appearance in Black, but they do appear at the end of the next series, Black RX, for a handful of episodes.

Characters

Minami Kotaro/Kamen Rider Black RX: A few years after the events in Kamen Rider BLACK, Kotaro was captured by the Crisis Empire. Refusing to side with the Crisis Empire, they destroyed his Kingstone thus rendering him unable to transform into Kamen Rider Black. He was then thrown into outer space, where the sun's radiation mutated his Kingstone and allowing him to turn into a new cyborg, Kamen Rider Black RX

(Child of the Sun). Later, he discovers two new cyborg forms, Roborider (Prince of Sadness) and Biorider (Prince of Anger).

RX's other forms

RoboRider: He gained this form in Episode 15. RX becomes black and yellow all over and his belt becomes a gearbox. During his duration as the "Prince of Sadness", his strength is enhanced as well as his defense. He is also unharmed by explosions or projectile weapons. The only downside is that he moves slower than Black RX, as well as possessing robotic movement. His weapon is the Vortech Shooter, an energy firing pistol.

BioRider: He gain this form in Episode 17. BLack RX becomes blue and silver all over and his belt resembles that of a single Kingstone belt. During his duration as the "Prince of Anger" his speed is enhanced. He can also transform into water for escaping traps or attacking enemies while not getting hurt in the process. His weapon is the unbreakable sword, Bioblade.

Rider Machines

Acrobattler: This is the revived version of Black's old motorcycle, Battle Hopper. It is now capable of speaking coherent Japanese, and often has conversations with Kotaro. Whenever Black RX transforms into any of his two other forms, It does the same.

Roboizer: Acrobattler transforms into Roboizer when Black RX becomes RoboRider. This form of Acrobattler has two blasters mounted at its rear.

Mach Jabber: Acrobattler transforms into Mach Jabber when Black RX becomes BioRider.

Ridron: A high-speed car created by Kotaro shortly after becoming Black RX. It is highly intellegent, similiar to Acrobattler. It has two mandibles that can extend from the front to do break-ins or ramming enemies.

Crisis Empire

Grand Lord Crisis (42, 47-48): The true leader of the empire. He appears as a giant, ugly alien head in the finale. He may have been the Great Leader responsible for the formation of the previous evil organizations and he claims that it will not be his last appearance. He is voiced by Naya Goro, the same person who voiced the other Great Leader reincarnations. However, in the later Kamen Rider series which were made 2 years after Shotaro Ishinomori death in 1998, Naya Goro's voice was never heard again thus may have ended the Great Leader once and for all.

General Jaaku (1-47): The military leader of the empire with somewhat a gold face mask and a black cape. He was initially seen as Black RX's archnemesis by fans until the voice of Grand Lord Crisis was heard. Towards the end of the series, he was transformed by Grand Lord Crisis into a stronger warrior called Jaaku Midora to kill Black RX. He was inevitably killed by Black RX in mortal combat.

Maribaron (1-48): The sorceress of the State, a human-looking officer in black and red armor with feelings for Jaaku. She uses the yellow feather on her helmet as a weapon or to send messages. Her monsters are supernatural-based. She was killed by Grand Lord Crisis when she objected on his decision to have Black RX join them.

Bosgan (1-44): A naval commander, a tall man dressed in a blue-green naval coat and white tights who wields a jagged sword and dagger. He wears a white helmet with a red visor & the tiny face on his forehead. He is in charge of the man beast division. He died fighting Black RX.

Gatezone (1-43): A blue robotic biker in a leather jacket, slack, and one red eye on his face. In charge of robotic division, he took to fight Black RX occasionally. He is armed with a blaster and a powerful motorcycle.

Gedorian (1-42): A small, unusual creature in charge of alien division. He is constantly hopping about and annoying everyone else. He is the most cowardly and is quick to ditch a battle before its even over. But he soon gave his life to ensure the others avoid Crisis' wrath when he transferred his life energy into Gedoll Ridoll before he died at Black RX's hands.

Dasmader (28-47): An inspector sent by Grand Lord Crisis at the middle of the series. The other Crisis members hates his way of doing his job. In the last episode, it was revealed that he is actually Grand Lord Crisis' host body.

'Service Droid Chakrum: A small robot that announces Jaaku's arrival before his subordinates and transmits messages from Grand Lord Crisis himself.

Chaps: Crisis cannon fodder with hockey mask-like faces. They come in three colors: gray, brown and black.

Monsters

Skull Devil (1-2, 9, 19): A Grim-Reaper style monster with 2 long horns coming out from its hood. He was assisted by two hornless versions of himself.

Kublican (2): A robot sent after Black RX. When Black RX severed the robot's head, Kubilan grows a new head: a four-way cannon.

Harmful Giscon (3): A horseman whose helmet has two long horns.

Gun Gadin (4): A large robot with tank treads instead of feet.

Harmful Moth (5): A moth monster who could turn humans into insects.

Burrowing Ten (6): Toad-like mutants.

Bujin (7): A man dressed a green and yellow helmet, silver armor, and a black cape. His ability was to harness

the sun's rays and use them a weapon.

Harmful Might (8): A lobster-like monster with a strong clawed arm. He is commanded by Bosgan.

AcchiPecchi (9): A monster composed of jaw-like pinchers.

Dogmarogum (10): A grayish-white blob-like monster.

Scrap Demon (11): Gatezone used several parts of his fallen robots to create a metallic mummy. His head had a built in cooling system that kept him monster from overheating. In addition, he also had the power to control any electrical appliance. Using two cars, he seemingly killed Black RX. But Black RX returned and managed to damage its head so that he would overheat beyond the coolant's capacity, thus killing him.

Zuno Warrior (12): An alien monster.

Flamey Grammy (13): A jellyfish-like monster with lots of tentacles.

Death Gron (14-15): A humanoid robot who resembles a silver insect.

Triplon (15-17): A red monster that originally appeared as its three components: Triplon Units 1-3. He was killed by BioRider.

Neck Sticker (16): A robotic insect monster.

Flying Squirrel Beast (18): A flying squirrel-resembling bat monster.

Black Zel (19): A robotic monster that can manipulate heat.

Bya Fiend (20): A green and white-furred bat-winged ear shaman with a staff and armed with bananas.

Shadow Beast (21): A blue monster who can shapeshift and transform into a shadow.

Ant Runt (22): An ant monster loyal to Gedorian.

Harmful Brass (23): A monster with long horns.

Rik Back (24): A mutant monster that resembles a lobster.

Harmful Mantis Gill (25): A reptile/insect hybrid with black hair. Commanded by and battled alongside Bosgan.

Harmful Gingamu (26): A turtle monster. He is commanded by Bosgan and battled him.

Mat Bot (27): A monster that resembles an anteater and can dig furiously underground.

Chimera Gomera (28): An scaly ostrich-like creature that had small dragon-like heads for hands and an extra mouth on its belly.

Munde-gande (29): A purplish insect alien with a red exoskeleton, he and Bosgan were attacking a reservoir/electric power plant until Black RX came to fight it.

Meta Snake (30)

Eregitron (31): A black and white robot with the ability to harness electricity. He had two long bowed horns on his head and a sword, all of which served as lightening rods. He and Gatezone fought against Black RX.

Ganma: Rock Devil (32): A monster completely made up of large rocks and wore an orange loin cloth. With ability to manipulate soil, he overpowered Black RX at first until he managed to find a way to defeat him.

Gazora-gezora (33): A brown monster that resembles an octopus/lobster/squid.

Shurai Being (34): A red Asura-like monster.

Will Fiend (35): A bluish imp monster armed with a pitchfork.

Balun Bolun (36): A one-eyed monster.

Harmful Nimp (37): A primate monster that leads the Devil Beastman Ninja Corps. He was killed by BioRider.

Sky (38): A baboon/mosquito monster.

Springler (39): A robotic automobile-resembling monster.

Harmful Jaguarma (40): A tiger monster armed with small black boomerangs.

100 Eyed Hag (41): A multi-eyed creature who could imprison anyone within her main eye.

Gedoll Ridoll (42): A louse monster created from Bosgan that absorbs energy from machines or living things.

Hell Gademu (43): He is commanded by Gatezone and battled alongside him.

Gran Zairus (44-45): A bird-like monster under Bosgan's services. While the 10 veteran Kamen Rider team fought Gran Zairus, Black RX went one-on-one with Bosgan and killed him. Turning his attention to Gran Zairus, Black RX became BioRider and destroyed the monster from the inside out. For a time, the 10 veteran Kamen Riders thought that Black RX had been killed, but BioRider resurfaced and explained that he bailed out in time.

Others

Shadow Moon with his Shadow Sabers Shadow Moon/Nobuiko Akizuki (22,27): Kotaro's step-brother and archenemy from Kamen Rider Black. He mysteriously came back to seek revenge against Minami Kotaro. He now uses twin Shadow Sabers similar to the Satan Saber. He was finally defeated by Black RX when Black RX thrust his light saber through his Kingstone. He turned good shortly before he died and finally turn back to Nobuhiko. However, Shadow Moon would return once again as a villain in the somewhat non-canon 8-minute movie Kamen Rider World for some reason. This time, he was giant and he was defeated by a giant Kamen Rider J.

Reiko Shiratori: Photographer. Kotaro's girlfriend.

Joe the Haze (Kasumi no Jō): A cyborg initially under the control of the Crisis Empire who became friends of Kotaro. He was the first to know that Kotaro is Black RX.

Kyoko Matoba: An ESP girl who is skilled with a bow and can manipulate ground water.

Ten veteran Kamen Riders (44-47): Kamen Rider 1 to Kamen Rider ZX. They help Black RX in defeating the Crisis Empire.

Theme Songs

Opening - "Kamen Rider Black RX" (Lyricist = Kan Chinfa; Composer / Arranger = Eiji Kawamura; Singer = Takayuki Miyauchi)

Ending - "Dare ka ga Kimi o Ai shite'ru" (Lyricist = Kan Chinfa; Composer = Tetsuji Hayashi; Arranger = Eiji Kawamura; Singer = Takayuki Miyauchi)

Produced by Nagafumi Hori producer , Ryô Iguchi producer , Satoshi Osano associate producer , Naoyoshi Yamada producer , Susumu Yoshikawa producer

Original Music by Eiji Kawamura , Ichirô Mizuki

Art Direction by Hoya Hayashi

Set Decoration by Hideo Nakamura , Kenin Suzuki

Costume Design by Keita Amemiya

Production Management - Masaharu Okabe production manager

Second Unit Director or Assistant Director - Naoki Iwahara assistant director , Noboru Matsumi assistant director Ryuta Tazaki assistant director

Art Department - Yuka Watanabe set designer

Sound Department - Katsumi Ota sound effects

Special Effects by - Osamu Kaneda special effects director

Visual Effects by Hiroshi Kondo video compositor , Yasuo Suzuki video compositor

Stunts - Noriko Iida stunts , Toshio Miike stunts , Kazue Nakajima stunts , Jiro Okamoto stunts

Other crew - Sakuji Abe continuity , Terae Anyo focus puller , Seigo Hirasawa assistant editor , Kenji Kananari musical director , Yoshitake Kiwa wire works , Toru Kojima assistant editor , Jo Matsuya action director , Yoshito Mazaki assistant lighting technician , Isao Nakagawa lighting , Katsuo Ogami lighting , Hideki Oono assistant camera , Naoki Osada assistant editor , Ei Suzuki photographer

Jun Taguma action director , Jun Taguma wire works , Katsumi Takeda assistant lighting technician , Takeshi Yabu assistant lighting technician , Nobuo Yajima wire works.

Trivia

The "RX" in Black RX's name represents "RX sunlight", a part of energy in photosynthesis, which his belt is now powered by.

Kamen Rider Black RX was the first Kamen Rider to have multiple forms: Roborider and Biorider. The concept of "multiple form changing" riders would be repeated with Kamen Rider Kuuga (2000), who has many different armor types, Kamen Rider Agito (2001), Kamen Rider Blade (2004), and Kamen Rider Kabuto (2006).

Since RoboRider is called the Prince of Sadness and BioRider the Prince of Anger, Kamen Rider Black RX is sometimes called the "Prince of Joy" by fans.

Kamen Rider Black RX is the only Kamen Rider to have a car (Ridron), a theme that has not been repeated since.

The appearance of the previous 10 Kamen Riders in the end of the series was their last.

Rather than Rider kicks, Kamen Rider Black RX and his different forms had different finishing moves. Black RX had a light saber weapon called "Revolcane" which would saw through enemies. RoboRider had an energy-pistol that fired high-velocity lasers. BioRider had an unbreakable guardless blade. Although Black RX and each of his forms were able to execute Rider kicks, they were not finishing moves.

The series was adapted by Saban in the United States for the unsuccessful Masked Rider show. Despite the use of the official English-translated name ("Masked Rider") in the title (at the demands of Toei and creator Shotaro Ishinomori), many fans of Kamen Rider were not pleased with the poor execution of the series (story changes, poor casting, etc.).

In Saban's Masked Rider in the United States, RoboRider's name was changed into Masked Rider Super Gold and BioRider into Masked Rider Super Blue. Shadow Moon's name was changed into RoboRider. Acrobattler became Combat Chopper and Ridron became Magno, which was given a female voice instead of male. Both Chopper and Magno transform from cyber-insects: a mantis and a beetle respectively.

The Acrobattler/Roboizer/Mach Jabber were created by Suzuki, a motorcycle/automobile company in Japan. The Ridron, Kamen Rider Black RX's car was created by Mazda, an automobile company in Japan.

WR.

DIR. Toshiaki Kobayashi, Noboru Mitsui, Takeshi Ogasawara

EPISODES: 47 **YEAR MADE:** 1988 **COUNTRY:** JAP **SEASONS:** 1

ISHINOMORI PRODUCTIONS, TOEI

CREATOR: ISHIMORI SHOUTAROU

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 47

DATE OF PREMIER: 23/10/1988

AIR DATE OF LAST EPISODE 24/09/1989

SEASON DATE BREAKDOWN:

FILMS:

Kamen Rider RX TETSUO KURATA, Kamen Rider 1 HIROSHI FUJIOKA, Kamen Rider 2 SASAKI TAKESHI, JOU ONODERA, Lt. Hayami MINORU SADO, Grand Lord Crisis GORO NAYA, Narrator KAZUMASA NASAMUNE, Deathmurder MATSUI TETSUYA, Shunkick Sahara MAKOTO AKATSUKA, Gedorian MINORU WATANABE, General Jak TOSHIMICHI TAKAHASHI, Gatenzone TAKAYUKI KITAMURA, Bosgan YOUSHIKAZU FUJIKI, Maribaron JUNKO TAKAHATA, Utako Sahara ERI TSURUMA.

RELATED SHOWS:

KAMEN RIDER

KAMEN RIDER V3

KAMEN RIDER AMAZON

KAMEN RIDER X

KAMEN RIDER STRONGER

KAMEN RIDER SKY RIDER

KAMEN RIDER SUPER-1

KAMEN RIDER BLACK

MASKED RIDER

- 1 - 1 *CHILD OF THE SUN! RX*
- 1 - 2 *COVERED IN LIGHT! RX*
- 1 - 3 *RX VS. THE KNIGHT OF WIND*
- 1 - 4 *THE CAR OF LIGHT, RIDORON*
- 1 - 5 *CAVE EXPLORATION'S FALLING HOLE*
- 1 - 6 *THE EVIL EXTRATERRESTRIAL DEVIL'S HUGE RAGE!*
- 1 - 7 *SOS! THE STORY OF FRIENDSHIP*
- 1 - 8 *PAPA'S AND MAMA'S SECRET*
- 1 - 9 *MARIBARON'S WITCHCRAFT*
- 1 - 10 *SURPRISED WITH FAKE PEOPLE*
- 1 - 11 *SCRAP'S REVOLT*
- 1 - 12 *THE ASSASSIN IN DREAMS*

-
- 1 - 13 *THE EVIL DEVIL GIRL AIMED AT*
 - 1 - 14 *HITOMI-CHAN'S KIDNAPPING*
 - 1 - 15 *ROBO RIDER'S BIRTH*
 - 1 - 16 *THE PRINCESS OF THE VALLEY OF MIRACLES*
 - 1 - 17 *BIO RIDER!*
 - 1 - 18 *MYSTERY! SWIMMIN IN THE AIR OF DREAMS*
 - 1 - 19 *THE ARTIFICIAL SUN OF TERROR!*
 - 1 - 20 *THE BANANA EATING FIEND*
 - 1 - 21 *THE FRONT OF LOVE AND FRIENDSHIP*
 - 1 - 22 *SHADOWMOON!*
 - 1 - 23 *RX BECAME A PIG*
 - 1 - 24 *PAPA IS DRACUL*
 - 1 - 25 *THE BRIDE OF THE SCORPION SEAT*
 - 1 - 26 *BOSGAN'S COUNTERATTACK*
 - 1 - 27 *HUGE COUNTERATTACK! THE PRINCE OF SHADOWS*
 - 1 - 28 *AGENT OF THE MAJESTIC EMPEROR*
 - 1 - 29 *WORLD WITHOUT WATER*
 - 1 - 30 *TOMORROW IN TEARS, TOKYO A DESERT*
 - 1 - 31 *THE WOMEN WHO SAW THE EVIL DEVIL WORLD*
 - 1 - 32 *THE SKY OF LOVE AND HOPE*
 - 1 - 33 *THE DECISIVE BATTLE OF THE BRIDGE OVER THE STRAITS*
 - 1 - 34 *MAKING A PLAN FOR THE SHIKOKU AIRCRAFT*
 - 1 - 35 *KOTARO'S DESIGNATED ARRANGEMENT!!*
 - 1 - 36 *WHO'S THE HERO!?*
 - 1 - 37 *SKINNING WITH TUSKS, BEASTMAN NINJA TROOP*
 - 1 - 38 *THE WIKED DANCE TROOP OF THE WHITE BONE FIELD*
 - 1 - 39 *RUNNING EXPLOSION! MINI 4WD*
 - 1 - 40 *THE TRAP OF THE GHOSTLY HOUSING DEVELOPMENT*
 - 1 - 41 *TERROR OF THE 100 EYED HAG*
 - 1 - 42 *THE FOUR COMMANDERS ARE BANISHED*
 - 1 - 43 *... DEFEATED!! RX*
 - 1 - 44 *FIGHT! ALL RIDERS*
 - 1 - 45 *FALSE RIDER'S LAST DAYS*
 - 1 - 46 *THE RIDERS' ALL OUT CHARGE*
 - 1 - 48 *A SHINING TOMORROW!*

KAMEN RIDER BLADE

AKA: **MASKED RIDER BLADE**



BOARD - A secret organization formed to protect mankind against mysterious beings known as the "Undead". Among their ranks are Kazuma Kenzaki (Blade) and Sakuya Tachibana (Garren) - two Kamen Riders who were created by BOARD after 52 of the Undead were accidentally released by the agency. After being kicked out of his apartment, Kazuma is offered to stay with aspiring journalist Kotaro Shirai in exchange for information on the Kamen Riders. Also living under the same roof is Hajime Aikawa - whose secret identity as Kamen Rider Chalice remains a mystery, as he fights alone and regards everyone, including the Kamen Riders, as his enemies.

Kamen Rider Blade (Kamen Raidā Bureido?), translated as Masked Rider Blade, is a Japanese tokusatsu superhero television series. It is the 14th installment in the famous Kamen Rider. It was broadcast on TV Asahi from January 25, 2004 to January 23, 2005. It is a joint collaboration between Ishimori Productions and Toei.

The primary motif of the series was the use of playing cards. This is similar to the series' 12th installment, Kamen Rider Ryuki. Each Rider in Blade is assigned one of the suits, as well as using them for attacks and defense.

Opening Theme: "Round ZERO~BLADE BRAVE" by Nanase Aikawa

Rider System

In the TV show, 3 different armored suits utilizing the Rider System had been produced by the B.O.A.R.D. organization. Their wearers were known as Kamen Riders:

Kamen Rider Garren

Kamen Rider Blade

Kamen Rider Chalice a.k.a. Black Joker Undead/Chalice the Legendary Undead

Kamen Rider Leangle

The movie adaptation Missing Ace introduced 3 additional Kamen Riders made by BOARD using the power of the Keroberos:

Kamen Rider Glaive a.k.a. Albino Joker Undead

Kamen Rider Larc

Kamen Rider Lance

The Rider System uses the power of sealed Category Ace Undead. The Undead are captured by the Riders by depleting their AP (attack points) and sealing them into blank cards (known as "Proper Blanks"). It fuses the user with the Undead at a genetic level, changing him/her into a Kamen Rider. The Rider System was developed after realizing the Joker has the ability to turn into any other sealed Undead.

The Mysterious Undead

The Undead are the monsters in the series. There were originally 53 Undead as 52 cards plus a Joker card make up a common card deck. The story of the Undead is the focus of the series. Centuries ago, a battle royale known as the Battle Fight was commenced to decide what species would rule the Earth. The 52 Undead represented 52 different species and the battle was a free-for-all. The losers would be sealed in stone slabs similar to the Proper Blank cards in the present time. The powerful Joker was also in the battle and if it won, the world would be flooded with giant roaches, the other species would be doomed and the Battle Fight would have to be restarted. The winner of that battle was the Human Undead, also known as the Two of Hearts and the world has been populated by humans ever since. In the present, human archaeologists discover the sealed Undead and accidentally set them free. Thus, a new Battle Fight begins.

Among the Undeads, there are several special Undeads, including the Royal Club Undeads and the Joker. The

Royal Club Undeads are those of the Jack, Queen, and King Categories. These Undead can disguise themselves as humans and speak human language. They are feared by the other Undeads and either work in teams or work alone. They also manipulate other Undeads, such as the Zebra Undead, Tortoise Undead and Scarab Undead, into working for them. The Ace Category Undeads are the best fighters out of the Undead, with Chalice as the most strongest followed by the Spider Undead. The Jokers are unique Undeads that represent no species and can assume the form of any sealed Undead.

Monsters of the Week

Bat Undead - Sealed by Garren's Burning Smash

Locust Undead - Sealed by Blade's Tackle Boar

Unsealed by Leangle's Remote Tapir, resealed by Blade's Slash Lizard & Garren's Bullet Armadillo

Plant Undead - Sealed by Chalice's Chalice Arrow enhanced by Hawk Tornado

Unsealed by Leangle's Remote Tapir, resealed by the Black Joker Undead

Deer Undead - Sealed by Blade's Kick Locust

Unsealed by Leangle's Remote Tapir, resealed by Blade's Slash Lizard & Garren's Bullet Armadillo

Moth Undead - Sealed by Sealed by Chalice's Chalice Arrow enhanced by Hawk Tornado

Unsealed by Leangle's Remote Tapir, resealed by the Black Joker Undead

Centipede Undead - Sealed by Chalice's Bio Plant/Chop (Hammer) Head Combo

Unsealed by Leangle's Remote Tapir, resealed by Leangle's Blizzard Polar (Bear)

Unsealed by Leangle's Remote Tapir for a 2nd time, resealed by Chalice's Spinning Dance

Unsealed by Leangle's Remote Tapir for a 3rd time, resealed by the Joker Undead

Trilobite Undead - Sealed by Blade's Lightning Blast

Zebra Undead - Sealed by Garren's Fire Fly/Upper Frog Combo

Jaguar Undead - Sealed by Blade's Lightning Blast

Unsealed by Leangle's Remote Tapir, resealed by Blade's Slash Lizard & Garren's Bullet Armadillo

Shell Undead - Sealed by Chalice's Spinning Wave

Unsealed by Leangle's Remote Tapir, resealed by the Black Joker Undead

Lion Undead - Sealed by Blade's Lightning Sonic

Spider Undead - Sealed by Garren's Burning Divide

Forced out from Leangle by Shima the Tarantula Undead & Jou/Tiger Undead, resealed by Mitsuki with the King Rouser

Peacock Undead (Isaka) - The first Royal Club Undead that appears and creator of the Leangle Buckle. He deceives Garren into working for him. In a Missing Ace preview, he chases Natsumi Miwa and Shin Magaki before an offscreen defeat at the hands of Glaive. His power in human form is telekinesis, as well as summoning fireballs. Sealed by Garren's Burning Divide

Dragonfly Undead - Sealed by Chalice's Spinning Attack

Unsealed by Leangle's Remote Tapir, resealed by the Black Joker Undead

Boar Undead - Unsealed by Leangle's Remote Tapir, resealed by Blade's Lightning Sonic

Capricorn Undead (Yazawa) - He teams up with Orchid Undead to get Blade Buckle from Kenzaki but fails when Chalice interferes with the battle. He possesses a high pitch scream which can obliterate anything.

Sealed by Blade's Lightning Sonic

Mole Undead - Sealed by Leangle's Blizzard Crush

Eagle Undead (Takahara) - He made a pact with Mantis Undead to fight as the two last Undeads standing 10,000 years ago. In the present day, he misidentifies Hajime as Mantis Undead as he sees Hajime transform into Chalice. He summons feathers which he uses as throwing daggers. Sealed by Blade's Lightning Sonic

Wolf Undead - (Shinmei) - He turns people into werewolves and pretends to be a Undead Hunter who hunts the werewolves down. His ultimate plan is to empower Black Fang, a bike stolen from B.O.A.R.D. His hands transform into claws. Sealed by Blade's Lightning Blast & Garren's Burning Smash

Orchid Undead (Miyuki Yoshinaga) - A trickster one who always uses other people to get what she wants.

Kotarou has a crush on her. She can summon vines to bind victims. Sealed by Chalice's Chop (Hammer) Head

Elephant Undead (Daichi) - : A pacifist Undead but he has an enormous physical strength, which is also evident while he's human. He usually found sunbathing near a pool; he wants to lay low until the battle fight is complete, thus he being the winner. Sealed by Blade Jack Form's Lightning Slash

Unsealed by Leangle's Remote Tapir, resealed by the Keroberos Undead

Buffalo Undead - Sealed by Blade Jack Form's Lightning Slash

Pecker Undead - Sealed by Garren's Burning Divide

Tarantula Undead (Noboru Shima) - The wisest one. Shima is different from other Undead as he has a good heart and loves humanity. He has a yellow canary bird named Natural. He helps Mutsuki to relinquish Spider Undead's influence. Sealed by Leangle's 'Blizzard Crush

Serpent Undead (Azumi) - She is hunting for Joker and brings Tortoise Undead to help her. Her hair changes to snakes and can be used as whips. Sealed by Chalice's Spinning Dance

Tortoise Undead - Sealed by Garren Jack Form's Burning Shot

Scarab Undead - Sealed by Blade's Lightning Sonic

Human Undead - He dubs himself "Category 2" and acts as one of Hajime's split personalities. Surrendered and willingly sealed by the Black Joker Undead in the form of Chalice the Legendary Undead

Caucasus Undead (King) - An annoying but strong Undead. He loves to cause trouble and mess with everybody. He also steals Hajime's Rouse Cards to push him back into Joker form. He uses telekinesis and can summon his shield by clapping his hands. Cut by Blay rouser before being sealed.

Jellyfish Undead - Sealed by Leangle's Blizzard Gale & Spinning Dance (using Chalice's Deck)

Mantis Undead - Sealed by Joker Undead : Given the name "Chalice the Legendary Undead" the best fighter of all the Undeads, which is why Hajime uses his form as a Rider form. Along with the Category 2, it suppresses the power of the Black Joker.

Tiger Undead (Hikaru Jou) - She has a great pride and fights with dignity. Later on she becomes Mutsuki's friend. While in human form, she possesses uncanny speed and strength. Intentionally sealed herself by jumping on to the Leangle rouser.

Titan - The combined DNA of the Scorpion and Chameleon Undeads. Defeated by Blade King Form's Four Card and sealed by Garren and Leangle

Kerberos - Downed by Blade King Form's Royal Straight Flush and sealed by Tennouji : An artificial Undead which can absorb other Undead, similar to the Joker. Based on Cerberus.

Kerberos II - Instead of changing to a Rider, Tennouji can change into a Undead by fusing himself with the Kerberos Undead through a device created from the stone slab. Mortally wounded by Leangle's Blizzard Venom, Blade King Form's Royal Straight Flush, Wild Chalice's Wild Cyclone before being killed by the Giraffa Undead.

Giraffa Undead (Kanai) - He is the first Undead to learn the truth about the fake Undead battle. He kills Tennouji and steals the Kerberos card to seal the Black Joker Undead. Shot numerous times with the Garren rouser before being sealed

Darkroach - Creatures that will bring humankind's destruction if the Joker Undead is the victor of the Battle Royale.

Black Joker Undead (Hajime Aikawa) : Wins the Battle Royale at the end of the series, but spared and survived as a human.

Missing Ace

Black Joker Undead (Hajime Aikawa) - Sealed by Blade's Lightning Blast or Sonic : This is an incident of four years ago.

Squid Undead - Sealed by Glaive, Larc and Lance's Ray Bullet - Impact Stab - Gravity Slash

Locust Undead - Sealed by Lance's Impact Stab

Shell Undead - Sealed by Larc's Ray Bullet

Zebra Undead - Sealed by Glaive's Gravity Slash

Moth Undead - Sealed by Glaive's Gravity Slash

Trilobite Undead - Sealed by Glaive and Larc's Gravity Slash - Ray Bullet

Deer Undead - Sealed by Glaive and Larc's Gravity Slash - Ray Bullet

Capricorn Undead - Sealed by Larc and Lance's Impact Stab - Ray Bullet

Spider Undead - Sealed by Garren Jack Form's Burning Shot

Beetle Undead - Sealed by Leangle's Polar Blizzard : Appears in Missing Ace. A very strong Undead that causes trouble for most of the Riders until Leangle seals it and returns it to Blade.

Lizard Undead - Sealed by Blade's Lightning Sonic

Giraffa Undead - Sealed by Glaive

Tarantula Undead - Sealed by Lance's Impact Stab

Jyushin 14 (Rouze Boss) - Destroyed by Blade King Form's Royal Straight Flush

Albinoroach - It is created by Albino Joker.

Albino Joker Undead (Junichi Shimura)- Destroyed by Blade King Form's Royal Straight Flush and exploded along with Jyushin 14.

Undead Not Seen

Stag Beetle Undead (Garren's Change Stag); but it's assumed it's a black colored giraffa undead; just like Blade's Change Beetle was a black caucasus undead.

Frog Undead (Garren's Upper Frog)

Fly Undead (Garren's Fire Fly)

Whale Undead (Garren's Drop Whale)

Chameleon Undead (Garren's Thief Chameleon; DNA used to create the artificial undead, Titan)

Hammerhead Shark Undead (Chalice's Chop (Hammer) Head)
 Camel Undead (Chalice's Recover Camel)
 Paradoxa Undead (Chalice's Evolution Paradoxa; A Category King card in BOARD's hands. This was not released. but it's assumed that the undead's form is of Wild Chalice.)
 Bee Undead (Leangle's Stab Bee)
 Rhinoceros Undead (Leangle's Rush Rhinoceros)
 Polar Bear Undead (Leangle's Blizzard Polar (Bear))
 Scorpion Undead (Leangle's Poison Scorpion; DNA used to create the artificial undead, Titan)
 Tapir Undead (Leangle's Remote Tapir)

The Trials

Besides the Undead, there are other monsters fought by the Kamen Riders known as Trials. They were created by combining Undead DNA and Human DNA. They cannot be sealed with proper blanks; in fact, proper blanks are absorbed by them. The Trials were developed by the remnants of B.O.A.R.D. (excluding Kazuma and Shiori) in hopes of interfering with the impending Undead free-for-all battle.

Trial D - A Capture-Type Undead who recovered from any attack until Kenzaki gained K-Form. Destroyed by Blade King Form's Royal Straight Flush

Trial E - A Shooting-Type Undead based off of Garren's Rider data. Destroyed by Blade King Form's Royal Straight Flush

Reappeared in Blade vs. Blade disguised as Kenzaki, who then copied his Blay Buckle and transformed into Kamen Rider Blade with a red muffler, destroyed by Blade Jack Form Lightning Slash & Blade King Form's Royal Straight Flush

Trial F - An Energy-Type Undead used to capture Kenzaki. Destroyed by Wild Chalice's Wild Cyclone

Trial B - Destroyed by Trial G : An Electric-Type Undead disguised as Shiori's father, Yoshito. Originally, it's program was to protect Shiori by her father because he was dying. Before he died, he transferred all his memories only to be reprogrammed by Tennyouji to continue his bidding to interfere with the Undead battle. He dies saving Shiori from Trial G after remembering his original programming.

Trial G - A Fighting-Type Undead which was based off of Leangle's Rider data; he managed to defeat Jou Hikaru/Tiger Undead and managed to fight off all four Riders. It was about to kill Shiori until Trial B intervened remembering the original programming his creator gave him. Destroyed by Blade King Form's Royal Straight Flush & Wild Chalice's Wild Cyclone

Characters

Kazuma Kenzaki (Kenzaki Kazuma): Chosen by the B.O.A.R.D. organization, 22-year-old Kazuma uses the sealed Category Ace of Spades (Change Beetle) to become Blade. He has a good heart and believes in fighting to protect humanity. Played by Takayuki Tsubaki (Tsubaki Takayuki).

Sakuya Tachibana (Tachibana Sakuya): Chosen by the B.O.A.R.D. organization, 25-year-old Sakuya uses the sealed Category Ace of Diamonds (Change Stag) to become Garren. He had a fear of changing into Garren because he believed that using the Rider System extensively would ultimately consume his life. Played by Hironari Amano (Amano Hironari).

Hajime Aikawa (Aikawa Hajime): Also known as the Joker, 23-year-old Hajime uses the sealed Category Ace of Hearts (Change Mantis) to become Chalice. He lives at Jacaranda Café with Kurihara family. Played by Ryouji Morimoto (Morimoto Ryōji).

Mutsuki Kamijou (Kamijō Mutsuki): As a weak-willed 17-year-old high-school kid, Mutsuki was chosen by the Category Ace of Clubs (Spider Undead) to become Leangle, though reluctantly at first. He then gains a thirst for power as the Category Ace partially takes over his mind. But, later he redeemed. Played by Takahiro Houjou (Hōjō Takahiro).

Shiori Hirose (Hirose Shiori): One of the few remaining B.O.A.R.D. members after it was attacked by the released Undead, 20-year-old Shiori helps the Riders by detecting the Undead on her Undead-searching computer. Played by Yumi Egawa (Egawa Yumi).

Kotarou Shirai (Shirai Kotarō): An aspiring writer, 23-year-old Kotarou helps Kazuma and Shiori's mission by giving them hospitality. He loves to drink milk. Played by Terunosuke Takezai (Takezai Terunosuke).

Amane Kurihara (Kurihara Amane): 9-year-old. Played by Hikari Kajiwaru (Kajiwaru Hikari).

Nozomi Yamanaka (Yamanaka Nozomi): 17-year-old. Played by Arisa Miyazawa (Miyazawa Arisa).

Yoshito Hirose (Hirose Yoshito): Played by Junichi Haruta (Haruta Jun'ichi).

Hiroshi Tennyouji (Tennōji Hiroshi): Played by Kouji Moritsugu (Moritsugu Kōji)

Noboru Shima (Shima Noboru): Tarantula Undead. Played by Kazunari Aizawa (Aizawa Kazunari).

Hikaru Jou (Jō Hikaru): Tiger Undead. Played by Akane Hamasaki (Hamasaki Akane).

Kanai (Kanai): Giraffa Undead. Played by Akira Kubodera (Kubodera Akira).

Haruka Kurihara (Kurihara Haruka): 29-year-old. Played by Kaori Yamaguchi (Yamaguchi Kaori).

Kei Karasuma (Karasuma Kei): 48-year-old. Played by Kazuhiro Yamaji (Yamaji Kazuhiro).

Theme songs

OP1 - "Round ZERO ~BLADE BRAVE" by Nanase Aikawa (Aikawa Nanase)

OP2 - "ELEMENTS" by RIDER CHIPS

ED1 - "Kakusei" (Kakusei) by Ricky

ED2 - "rebirth" by Hironari Amano (Amano Hironari)

ED3 - "take it a try" by Ryouji Morimoto (Morimoto Ryōji)

MOVIE - "ELEMENTS" by RIDER CHIPS

Video game

A video game based on the series was produced by Bandai for the PlayStation 2, under the name Kamen Rider Blade.

Movies and specials

Kamen Rider Blade: Missing Ace (Theatrical Movie)

Kamen Rider Blade: Blade vs. Blade (Hyper Battle Video)

Trivia

In 1999, Hironari Amano played Mamoru Chiba/Tuxedo Kamen the male protagonist in Sailor Moon Musicals Kaguya Shima Densetsu and Kaguya Shima Densetsu Kaiteban and in 2004 is a guest in Shin Kaguya Shima Densetsu. He is not the first or the last Tuxedo Kamen to become a Kamen Rider. The first was Yuuta Mochizuki who was Tuxedo Kamen in a Sailor Moon Musical and played Kamen Rider J in 1994. Yuuta Mochizuki is most famous for playing TyrannoRanger in Kyoryuu Sentai ZyuRanger. Shibue Jyouji played Tuxedo Kamen in Toei's 2003-2004 Live Action version of Sailor Moon called Pretty Guardian Sailor Moon (PGSM for short). Shibue later played Kamen Rider Ibuki in 2005's Kamen Rider Hibiki. One can also consider Tomohisa Yuge as Tuxedo Kamen since he was playing a Tuxedo Kamen imposter in PGSM and has been two different riders (Zolda and TheBee) in two different series(Ryuki and Kabuto) but only for a few episodes.

The names "Blade" and "Chalice" refer to the tarot suits of Swords and Cups, which correspond to those riders' modern-day playing card suits. "Garren" is the Japanese pronunciation of "Galleon" (or Coin), while "Leangle" is the pronunciation of "Liangle" which is a club/polearm type weapon. "Galleon" and "Liangle" are also tarot suits. All would be replaced by the modern suits of spades, hearts, diamond, and clubs.

Kamen Rider Blade is the first Kamen Rider series that introduces three different Kamen Riders in the first two episodes.

Kamen Rider Blade features the first Kamen Rider that is not born human (Hajime/Kamen Rider Chalice who is an Undead).

Kamen Rider Blade features the first Kamen Rider with both a mantis and spider motif.

WR.

DIR. Hidenori Ishida, Satoshi Morota, Takao Nagaishi

EPISODES: 49 **YEAR MADE:** 2004 **COUNTRY:** JAP **SEASONS:** 1

ASATSU DK, ISHIMORI PRODUCTIONS, TOEI PRODUCTIONS, TV ASAHI

CREATOR: SHOTARO ISHINOMORI

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25

STILL IN PRODUCTION: No

B/W: No

COLOUR:

Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 49

DATE OF PREMIER: 25/01/2004

AIR DATE OF LAST EPISODE 23/01/2005

SEASON DATE BREAKDOWN:

FILMS: KAMEN RIDER BLADE : MISSING ACE

Sakuya Tachibana / Kamen Rider Garren HIRONARI AMANO, Hajime Aikawa / Kamen Rider Chalice RYOJI MORIMOTO, Mutsuki Kamijou / Kamen Rider Leangle TAKAHIRO HOJO, Kamen Rider Blade TAKAYUKI TSUBAKI, Kotarou Shirai TERUNOZUKE TAKEZAI, Shiori Hirose YUMI EGAWA, Miyuki / Orchid Undead MIKA HIJII

RELATED SHOWS:

KAMEN RIDER

1 - 1 *THE INDIGO WARRIOR*

1 - 2 *THE MYSTERIOUS RIDER*

1 - 3 *THEIR SECRET..*

-
- 1 - 4 *THE MYSTERY OF ETERNAL LIFE*
 - 1 - 5 *THE CHALLENGE TO THE PAST*
 - 1 - 6 *CHALICE'S TRUE IDENTITY*
 - 1 - 7 *THE TRAPPED #2*
 - 1 - 8 *THE REVIVED PEOPLE*
 - 1 - 9 *A FIGHTER'S DESTINY*
 - 1 - 10 *THE MANIPULATED WARRIOR*
 - 1 - 11 *THE WHEREABOUTS OF EACH*
 - 1 - 12 *CATEGORY ACE*
 - 1 - 13 *THE GOLDEN-THREADED TRAP*
 - 1 - 14 *ACE SEALED!*
 - 1 - 15 *THE CONFORMER TO DESTINY*
 - 1 - 16 *LEANGLE'S POWER*
 - 1 - 17 *THE EVIL BELT*
 - 1 - 18 *SPIRITS THAT MANIPULATE DARKNESS*
 - 1 - 19 *ONE WHO CONQUERS DARKNESS*
 - 1 - 20 *THE TARGET IS KOTAROU*
 - 1 - 21 *BATTLES THAT FEEL FOR FRIENDS*
 - 1 - 22 *THE ESCAPE FROM DARKNESS*
 - 1 - 23 *WHO ARE YOU?*
 - 1 - 24 *THE MYSTERIOUS HUNTERS*
 - 1 - 25 *A TRAITOR'S SPRINT*
 - 1 - 26 *THE POWER WHICH MOVES ME*
 - 1 - 27 *THE TREMBLING HEART..*
 - 1 - 28 *A DANGEROUS GAMBLE!?*
 - 1 - 29 *2 CHALICES*
 - 1 - 30 *LOST MEMORIES*
 - 1 - 31 *THE 53RD BEING*
 - 1 - 32 *THE DESTROYER'S SECRET*
 - 1 - 33 *THE TARGETED KENZAKI*
 - 1 - 34 *CATEGORY KING*
 - 1 - 35 *A DANGEROUS TRANSFORMATION!?*
 - 1 - 36 *THE STRONGEST FORM*
 - 1 - 37 *TOWARDS A NEW DESTINY*
 - 1 - 38 *ONE WHO TAKES HOLD OF DESTINY*
 - 1 - 39 *REUNION...FATHER AND DAUGHTER*
 - 1 - 40 *PARTING WITH THE PAST*

- 1 - 41 *WANT TO BECOME STRONGER*
- 1 - 42 *LEANGLE REVIVES*
- 1 - 43 *ENEMY OR FRIEND?*
- 1 - 44 *FOUR CARDS*
- 1 - 45 *THE NEW CARD*
- 1 - 46 *THE RULER'S SEAL*
- 1 - 47 *GARREN ELIMINATED*
- 1 - 48 *PROLOGUE TO DESTRUCTION*
- 1 - 49 *THE ETERNAL TRUMP*

KAMEN RIDER COUGAR

AKA: **MASKED RIDER COUGAR**

AKA: **KAMEN RAIDAA KUUGA**



The tenth season of Kamen Rider did not arrive until 2000, with Kamen Rider Cougar, which similarly eschewed some of the old conventions. Yusuke (Odagiri) tries on a mummy's belt taken from an archeological site and finds that it gives him the power to transform into an insectoid hero that can itself transform a second time into several elemental-themed speciality forms to combat the ancient Grongi tribes who have reawakened in Japan.

Kamen Rider Kuuga (Kamen Raidā Kūga), translated as Masked Rider Kuuga (see below Trivia section for an explanation of the puns in "Kuuga"), is a Japanese tokusatsu television series. It is the 10th installment in the popular Kamen Rider series of tokusatsu shows. It was a joint collaboration between Ishimori Productions and Toei, and was shown on TV Asahi from January 30, 2000 to January 21, 2001.

Cougar ushered in a new wave of interest in Kamen Rider from an unexpected source, as ratings revealed that the shows largest audience (after its target audience of 4-12s), comprised women in their 30s. In other words, the handsome, athletic Odagiri drew an audience not just of young children but of their lonely mothers! Consequently, at the shows close, its star walked into several high profile roles in night-time drama, such as Parfum De L e Jalouise and the Kamen Rider formula began to skew toward a different preception of it audience.

Kuuga marks the return of the Kamen Rider franchise for a newer, hipper Nippon audience. It retains the same basic premise (demons unleashed on Japan, hero fights the demons) of the original series while simultaneously updating the characters and story lines to sit well with modern viewers (aimed more at an adult audience).

The costume designs are fair. Kuuga's costumes are all well made, if a little simplistic, but the Grongi demon's costuming doesn't work so well. I've heard it described as "glue and paper monsters" and that about sums it up. The music is all great, setting different tones for different situations, but the best is the fighting music, which consists of thrashing guitar riffs and drum beats.

The fights scenes are great. While a little slow in places, it is perfectly understandable considering the costumes. The choreography seems more Hong Kong influenced than previous outings and the stuntmen are in top condition. Mixed with the martial arts superheroic melee is some excellent motorcycle action and stunts, something lacking in series' like Ryuki and Faiz. There is even some great weapons-based combat (Including staff, crossbow and sword action) that doesn't overstay its welcome like it did in Ryuki.

Overall, Kuuga is not only a fantastic Kamen Rider installment, but a fanstastic standalone feature as well. If you're in the mood for some good old fashioned rubber-suited kung fu ass kicking, slammin guitar music, immersive storytelling, well-crafted characters, and a good guy like they don't make them anymore, then grab your device of choice and HENSHIN!

Characters

Yuusuke Godai (Godai Yūsuke)

The young adventurer who changes into Kuuga. He is a happy-go-lucky and honest person that fights to protect the everyone's smile. Yuusuke and his sister, Minori, lost their mother while they were both young and their father when they were older.

Played by: Joe Odagiri (Odagiri Jō)

Kaoru Ichijou (Ichijō Kaoru)

The police inspector who assists Godai in fighting the Grongi. He is a model policeman that firmly believes in doing the right thing. Though he is very strict on himself, he will do everything he can, even bending police rules, to aid Yuusuke fight the Grongi.

Played by: Shingo Katsurayama (Katsurayama Shingo)

Sakurako Sawatari (Sawatari Sakurako)

A friend of Godai who translates the ancient writings of the "Rinto" as well as deciphering Kuuga's other powers. At first she was against helping because she was worried about Yuusuke, but now she believes in him fully and works hard to help Yuusuke understand his powers.

Played by: Kazumi Murata (Murata Kazumi)

Shuichi Tsubaki (Tsubaki Shuichi)

A trusted friend of Ichijou, he is the doctor that looks after Yuusuke and treats him when he becomes injured. Though he's a light-hearted person, he was very serious and worried when talking about Yuusuke's future transformations because of the constant dangers that surrounded the Kuuga legend. He also performs the autopsies of the Grongi victims in order to determine the cause of death.

Played by: Yoshitaka Ootsuka (Otsuka Yoshitaka)

Hikari Enokida (Enokida Hikari)

Another old friend of Ichijou, she is in charge of the Science Division of the Police Department. She studies the biology of the Grongi in order to develop effective weapons against them. She also assists in the study of Kuuga and the Gouram. Because of the massive amount of work required of her to fight the Grongi, she was away from home quite often and her child felt alone and neglected.

Played by: Kaori Mizushima Mizushima Kaori)

Jean Michel Sorrel (Jan Missheru Soreru)

A university student from America that shares the work office with Sakurako. He researched the broken fragments that later formed into Gouram. He has a crush on Enokida and hoped to help her reconnect with her child.

Played by Serge Vasilov (Seruju Vashirofu)

Minori Godai (Godai Minori)

Yuusuke's younger sister. She is a teacher at a local day care for children. Yuusuke will occasionally visit her there to entertain the kids. Like Sakurako, she was at first apprehensive about her brother transforming into Kuuga, but she believes in Yuusuke and helps out however she can.

Played by: Wakana Aoi (Aoi Wakana)

Oyassan (Oyassan)

He was friends with Yuusuke and Minori's father. He took them in after their father died. He owns and runs the Pore Pore Tea Cafe. He is a goofy, light-hearted character that keeps a scrap book of all of Kuuga's exploits from the newspaper. His real name is Tamasaburou Nishiki (Nishiki Tamasaburō).

Played by: Kitarou (Kitarō)

Rose-Tattooed Woman (Bara no Tatu no Onna)

The Judge of the Grongi's game. Ra·Baruba·De

Played by: Mie Nanamori (Nanamori Mie)

N·Daguba·Zeba (N Daguba Zeba)

The leader of the Grongi tribe who was responsible for resurrecting the Grongis in modern times. He appears to have killed other Grongi as well.

Played by: Kenji Urai (Urai Kenji)

Kamen Rider Kuuga's Forms

Kuuga is the Kamen Rider with most forms to date, 11 in total. He could change his body colour proper to each form.

Growing Form (White)

The weakest form of Kuuga. In the first episode, Yuusuke wears the belt to fight the spider Grongi (Zu·Gumun·Ba) but is unable to fully utilize the power of the belt. Kuuga will turn white if he is seriously injured & won't be able to transform for 2 hours. In the first few episodes he is labeled as Unidentified Being 2 and thought to be a different being from his other form.

Mighty Form (Red)

Kuuga's Default Form. First able to transform into this form while fighting the bat Grongi (Zu·Gooma·Gu) and he was labeled as Unidentified Being 4. In this form Kuuga uses the 'Mighty Kick' to kill the monsters.

Dragon Form (Blue)

Dragon Form is not as strong as Mighty Form, but Kuuga is much more agile and quicker. He uses a staff (Dragon Rod) that can be created out of any pole or stick-like object. His finishing move in this form is "Splash Dragon".

Pegasus Form (Green)

While in Pegasus Form, Kuuga's senses are heightened to extreme levels, which enables him to see and hear his opponents with deadly accuracy. The downside to this is that it can not be sustained for too long because of the enormous strain placed on the nervous system. Kuuga uses a crossbow (Pegasus Bow Gun) that can be created out of any gun-like object, commonly Ichijou's hand gun. His finishing move with the bow gun is "Blast Pegasus."

Titan Form (Purple)

In Titan Form, Kuuga's defense are greatly increased, which allows him to withstand his opponents attacks

long enough to get in close range. He uses a sword (Titan Sword) that can be created out of pole or stick-like objects, normally the control handle of his bike. His finishing move is "Calamity Titan."

Rising Mighty Form (Red + Gold)

Mighty Form upgrade. The Anklet (Mighty Anklet) is equipped in the right leg. In this form Kuuga uses the 'Rising Mighty Kick' to kill the monsters.

Rising Dragon Form (Blue + Gold)

Dragon Form upgrade. Rising dragon form uses a staff with a blade (Rising Dragon Rod) that can be created out of any pole or stick-like object. His finishing move in this form is "Rising Splash Dragon."

Rising Pegasus Form (Green + Gold)

Pegasus Form upgrade. Pegasus form uses a crossbow (Rising Pegasus Bow Gun) that can be created out of any gun-like object, commonly a pistol or revolver. His finishing move with the bow gun is "Rising Blast Pegasus", which is similar to "Blast Pegasus" but fires multiple shots rather than a single shot.

Rising Titan Form (Purple + Gold)

Titan Form upgrade. This was Kuuga's first upgraded form. In Titan form, Kuuga uses a sword (Rising Titan Sword) that can be created out of pole or stick-like objects as well. His finishing move is "Rising Calamity Titan."

Amazing Mighty Form (Black + Gold)

Similar to the Rising Mighty form but black in color and much stronger. The Anklet (Mighty Anklet) is equipped in the both leg. In this form Kuuga uses the 'Amazing Mighty kick' to kill the monsters.

Ultimate Form (Black with 4 Horns)

His most dangerous form, it combines all the powers of the other forms, but the risk is that the user would become evil. Only used once in Episode 48 to fight against N·Daguba·Zeba, the most powerful Grongi.

Equipment

Arcle - This transformation belt is the source of Kuuga's power. While being attacked by the spider Grongi (Zu·Gumun·Ba), Yuusuke grabbed the belt and after putting it on, it immediately fused into his body. When he transforms it reappears around his waist and is always the same color as his current form. A stone called Amadam is embedded in the belt.

Gouram - A mysterious machine that is formed from fragments found at the original excavation site at the beginning of the story. After it's initial formation, the Gouram assimilated various other objects in its search for Kuuga. It assists Kuuga in various capacities such as aerial transportation and becoming vehicle armor, however, after being used for a certain amount of time, it returns back to its shattered fragments until Yuusuke revives it. It is very maneuverable and capable of a top air speed of 500km/h (310.69mph)

TryChaser 2000 (TRCS 2000) - A new model of police motorcycle designed to be faster and more powerful than the conventional bikes that were currently utilized by the police force. After Ichijou befriends Kuuga and believes that he is the only one capable of successfully fighting the Unidentified Beings, he gives one to Yuusuke. Dimensions: Length - 2.4m (7.87ft) Height - 1.25m (4.1ft) Top Speed: 300km/h (186mph)

Try Gouram - When the Gouram finally finds Kuuga, it attaches itself to the TRCS 2000 as armor. While in this form the bike is capable of ramming opponents in a similar manner to Kuuga's Might Kick. Dimensions: Length - 3.2m (10.49ft) Height - 1.25m (4.1ft) Top Speed: 400km/h (248.55mph)

BeatChaser 2000 (BTCS 2000) - An upgraded model of the TryChaser 2000 that was designed specifically for Kuuga. It is faster and more durable than the TRCS model. Yuusuke utilized this bike in order to track down and defeat the 2nd grass hopper Grongi (Go·Badaa·Ba). The Police Department was hesitant to give this to Kuuga after his first transformation into Rising Might Form resulted in the destruction of a large area of the city. Dimensions: Length - 2.4m (7.87ft) Height - 1.25m (4.1ft) Top Speed: 420km/h (260.97mph)

Beat Gouram - The combination of the BeatChaser 2000 and the Gouram resulted in an even more powerful vehicle for Kuuga. Dimensions: Length - 3.2m (10.49ft) Height - 1.25m (4.1ft) Top Speed: 570km/h (354.18mph)

Rising Beat Gouram - This is the result of Kuuga combining the Golden power with the Beat Gouram. After this form, the Gouram returned back to the Police Science Division a different color and in one piece. It was used only once, in order to destroy the Buffalo Grongi(Go·Baberu·Da). Dimensions: Length - 3.2m (10.49ft) Height - 1.25m (4.1ft) Top Speed: 700km/h (434.95 mph)

The Grongis

The Grongi Tribe / Unidentified Beings (グロンギ族 / 未確認生命体 Gurongi Zoku / Mikakunin Seimeitai) are mysterious ancient Creatures that kill people as a game. They embedded the object like Amadam of Kuuga in the belt. A human forms have the tattoo of a motif living thing in the body. B is attached to human form. As for a thick font, the figure has become clear.

-Zu Group- Leader:Zu·Zain·Da (ズ・ザイン・ダ)

- Zu·Gumun·Ba (ズ・グムン・バ)-Spider (クモ Kumo):Unidentified Beings 1
 Zu·Gooma·Gu (ズ・ゴオマ・グ)-Bat (コウモリ Kōmori):Unidentified Beings 3 and B2
 Zu·Gooma·Gu Strong Form (ズ・ゴオマ・グ 強化体 Zu·Gōma·Gu Kyōkantai)
 Zu·Gooma·Gu Ultimate Form (ズ・ゴオマ・グ 究極体 Zu·Gōma·Gu Kyūkyokutai)
 Zu·Mebio·Da (ズ・メビオ・ダ)-Leopard (ヒョウ Hyō):Unidentified Beings 5
 Zu·Bazū·Ba (ズ・バズー・バ)-Grasshopper (バッタ Batta):-Unidentified Beings 6 and B6
 Zu·Gujiru·Gi (ズ・グジル・ギ)-Whale (クジラ Kujira):Unidentified Beings 7
 Zu·Garuga·Da (ズ・ガルガ・ダ)-Kangaroo (カンガルー Kangarū):Unidentified Beings 8
 Zu·Miuji·Gi (ズ・ミウジ・ギ)-Sea slug (ウミウシ Umiushi):Unidentified Beings 9
 Zu·Gazubo·De (ズ・ガズボ・デ)-Pitcher plant (ウツボカズラ Utsbokazura):Unidentified Beings 10
 Zu·Dāgo·Gi (ズ・ダーゴ・ギ)-Octopus (タコ Tako):Unidentified Beings 11
 Zu·Nezuma·Da (ズ・ネズマ・ダ)-Mouse (ネズミ Nezumi):Unidentified Beings 12A
 Zu·Nezumo·Da (ズ・ネズモ・ダ)-Mouse (ネズミ Nezumi):Unidentified Beings 12B
 Zu·Jamoru·Re (ズ・ジャモル・レ)-Gecko (ヤモリ Yamori):Unidentified Beings 13
 Zu·Zain·Da (ズ・ザイン・ダ)-Rhinceros (サイ Sai):Unidentified Beings 22 and B4
 -Me Group- Leader:Me·Garima·Ba (メ・ガリマ・バ)
- Me·Bazisu·Ba (メ・バチス・バ)-Bee (ハチ Hachi):Unidentified Beings 14
 Me·Agon·Gi (メ・アゴン・ギ)-Anglerfish (アンコウ Ankō):Unidentified Beings 15
 Me·Aguri·Da (メ・アグリ・ダ)-Anteater (アrikui Arikui):Unidentified Beings 16
 Me·Ibae·Ba (メ・イバエ・バ)-Fly (ハエ Hae):Unidentified Beings 17
 Me·Gāge·Re (メ・ガーゲ・レ)-Lizard (トカゲ Tokage):Unidentified Beings 18
 Me·Mugado·Ba (メ・ムガド・バ)-Centipede (ムカデ Mukade):Unidentified Beings 19
 Me·Gorigi·Ba (メ・ゴリギ・バ)-Cockroach (ゴキブリ Gokiburi):Unidentified Beings 20
 Me·Giiga·Gi (メ・ギイガ・ギ)-Squid (イカ Ika):Unidentified Beings 21
 Me·Biran·Gi (メ・ビラン・ギ)-Piranha (ピラニア Pirania):Unidentified Beings 23 and B7
 Me·Gyarido·Gi (メ・ギャリド・ギ)-Hermit crab (ヤドカリ Yadokari):Unidentified Beings 24
 Me·Gadora·Da (メ・ガドラ・ダ)-Tiger (トラ Tora):Unidentified Beings 25
 Me·Ginoga·De (メ・ギノガ・デ)-Mushroom (キノコ Kinoko):Unidentified Beings 26A
 Me·Ginoga·De Mutant (メ・ギノガ・デ 変異体 Me·Ginoga·De Hen'itai):Unidentified Beings 26B
 Me·Gaera·Re (メ・ガエラ・レ)-Frog (カエル Kaeru):Unidentified Beings 27
 Me·Zoebi·Gi (メ・ゾエビ・ギ)-Shrimp or Lobster (エビ Ebi):Unidentified Beings 28
 Me·Uzāda·Da (メ・ウザー・ダ)-Rabbit (ウサギ Usagi):Unidentified Beings 29
 Me·Demudo·Ba (メ・デムド・バ)-Lady bug (テントウムシ Tentōmushi):Unidentified Beings 30
 Me·Garume·Re (メ・ガルメ・レ)-Chameleon (カメレオン Kamereon):Unidentified Beings 31and B3
 Me·Ginē·Da (メ・ギネー・ダ)-Fox (キツネ Kitsune):Unidentified Beings 32
 Me·Gegura·Gi (メ・ゲグラ・ギ)-Jellyfish (クラゲ Kurage):Unidentified Beings 33
 Me·Gaperi·Gu (メ・ガペリ・グ)-Pelican (ペリカン Berikan):Unidentified Beings 34 (It appears with Tere-Koro Comic)
 Me·Juuma·Da (メ・ジュウマ・ダ)-Zebra (シマウマ Shimauma):Unidentified Beings 35
 Me·Garima·Ba (メ・ガリマ・バ)-Mantis (カマキリ Kamakiri):Unidentified Beings 36 and B6
 -Go Group- Leader:Go·Gadoru·Ba (ゴ・ガドル・バ)
- Go·Buuro·Gu (ゴ・ブウロ・グ)-Owl (フクロウ Fukurō):Unidentified Beings 37
 Go·Bemiu·Gi (ゴ・ベミウ・ギ)-Sea snake (ウミヘビ Umihebi):Unidentified Beings 38
 Go·Gamego·Re (ゴ・ガメゴ・レ)-Turtle (カメ Kame):Unidentified Beings 39
 Go·Jiino·Da (ゴ・ジイノ・ダ)-Wild boar (イノシシ Inoshishi):Unidentified Beings 40 (It appears with Super Secret Video)
 Go·Badā·Ba (ゴ・バダー・バ)-Grasshopper (バッタ Batta):Unidentified Beings 41 and B8
 Go·Jaraji·Da (ゴ・ジャラジ・ダ)-Porcupine (ヤマアラシ Yamaarashi):Unidentified Beings 42
 Go·Zazaru·Ba (ゴ・ザザル・バ)-Scorpion (サソリ Sasori):Unidentified Beings 43
 Go·Jāza·Gi (ゴ・ジャーザ・ギ)-Shark (サメ Same):Unidentified Beings 44 and B10
 Go·Baberu·Da (ゴ・バベル・ダ)-Buffalo (バッファロー Baffarō):Unidentified Beings 45 and B12
 Go·Gadoru·Ba (ゴ・ガドル・バ)-Rhinceros beetle (カブトムシ Kabutomushi):Unidentified Beings 46 and B11
 -Be Group- Lowest class group (The Daguba killed everyone)
- Be·Jimin·Ba (ベ・ジミン・バ)-Water flea (ミジンコ Mijinko):It appeared in the stage show.
 -Nu Group-
- Nu·Zajio·Re (ヌ・ザジオ・レ)-Salamander (サンショウウオ Sanshōuo)
 -Ra Group-
- Ra·Dorudo·Gu (ラ・ドルド・グ)-Condor (コンドル Kondoru):Unidentified Beings 47 and B9

Ra·Baruba·De (ラ・バルバ・デ)-Rose (バラ Bara):Unidentified Beings B1
-N Group-

N·Daguba·Zeba (ン・ダグバ・ゼバ)-Stag beetle (クワガタ Kuwagata):Unidentified Beings 0 and B16
N·Daguba·Zeba Imperfection Form (ン・ダグバ・ゼバ 不完全体 N·Daguba·Zeba Fukanzentai).

Trivia

The name "Kuuga" is seen in episode 48 in the kanji, meaning "clear-self," most likely a reference to Godai's Zen-like behavior. "Kuuga" is also a pun on "kuwagata," the Japanese term for stag beetle, making Kuuga the first main Rider to have a stag beetle motif.

Just like original Kamen Rider show, this series started out with a spider monster first, and a bat monster second.

In one episode, episode 40, Godai mentions he was a student of a "Professor Hongo Takeshi." This is almost certainly a reference to Kamen Rider 1 from the original Kamen Rider series.

WR.

DIR.

EPISODES: 49 YEAR MADE: 2000 COUNTRY: JAP SEASONS: 1

ISHINOMORI PRODUCTIONS

CREATOR: SHOTARO ISHINOMORI

TYPE OF SHOW: SUPERHERO FORMAT: SERIES

LENGTH (MINS): 25 STILL IN PRODUCTION: No B/W: No COLOUR: Yes LANG: Japanese

SEASON BREAKDOWN: (1) 49

DATE OF PREMIER: 30/01/2000 AIR DATE OF LAST EPISODE 21/01/2001

SEASON DATE BREAKDOWN:

FILMS:

Yuusuke Godai/Masked Rider Kuuga JO ODAGIRI, Kaoru Ichijou SHINGO KATSURAYAMA, Sakurako Sawatari KAZUMI MURATA, Minori Godai WAKANA AOI, Tamasaburo Kazari KITAROU, Shuichi Tsubaki YOSHITAKA OTSUKA, Hikari Enokida KAORI MIZUSHIMA, Bara No Tatoo No Onna (Rose Tattoo Lady) MIE NANAMORI, Inspector Sugita TAKASHI MATSUYAMA, Nana Asahina SHIO MIZUBARA, ERIKA NIIBO, Tsurumaru Kameyama KATUAKI NISHIDE, Nozomi Sasayama ERI TANAKA, Sakurai NOBUYUKI YONEYAMA.

RELATED SHOWS:

KAMEN RIDER

- 1 - 1 *REBIRTH*
- 1 - 2 *METAMORPHOSIS*
- 1 - 3 *TOKYO*
- 1 - 4 *SPEED*
- 1 - 5 *DISTANCE*
- 1 - 6 *BLUE DRAGON*
- 1 - 7 *HEARTBREAK*
- 1 - 8 *ARCHER*
- 1 - 9 *SIBLINGS*
- 1 - 10 *VIOLENCE*
- 1 - 11 *PROMISE*
- 1 - 12 *MENTOR*
- 1 - 13 *SUSPICION*
- 1 - 14 *OMEN*

-
- 1 - 15 *ARMOR*
 - 1 - 16 *CREED*
 - 1 - 17 *PRESENCE AT A BATTLE*
 - 1 - 18 *LOSS*
 - 1 - 19 *SPIRIT STONE*
 - 1 - 20 *SMILING FACE*
 - 1 - 21 *BEHIND-THE-SCENES MANEUVERING*
 - 1 - 22 *GAME*
 - 1 - 23 *UNEASINESS*
 - 1 - 24 *STRENGTHENING*
 - 1 - 25 *WANDERING*
 - 1 - 26 *SELF*
 - 1 - 27 *A RIPPLE*
 - 1 - 28 *EXPLANATION*
 - 1 - 29 *CROSSROADS*
 - 1 - 30 *FATE*
 - 1 - 31 *ACCEPTANCE OF A CHALLENGE*
 - 1 - 32 *OBSTACLE*
 - 1 - 33 *COOPERATION*
 - 1 - 34 *SHUDDER*
 - 1 - 35 *LOVE & HATRED*
 - 1 - 36 *COMPLICATION*
 - 1 - 37 *APPROACH*
 - 1 - 38 *CHANGE*
 - 1 - 39 *POWERFUL DEMON*
 - 1 - 40 *IMPULSE*
 - 1 - 41 *SELF-RESTRAINT*
 - 1 - 42 *BATTLEFIELD*
 - 1 - 43 *REALITY*
 - 1 - 44 *CRISIS*
 - 1 - 45 *POWERFUL ENEMY*
 - 1 - 46 *INDOMITABLE*
 - 1 - 47 *DETERMINATION*
 - 1 - 48 *KUUGA*
 - 1 - 49 *YUUSUKE*

KAMEN RIDER DEN-O

AKA: **MASKED RIDER ELECTRIC KING**



Using the power of the Imagin and the Rider Pass, Ryotaro Nogami is able to travel to different times through the DenLiner. By traveling through time, he transforms into Kamen Rider Den-O, and fights monsters of all sizes, preventing them from altering the past to affect the present and future.

Kamen Rider Den-O (translated as Masked Rider Electro-King¹) is the seventeenth installment in the popular Kamen Rider franchise of tokusatsu programs. It is a joint collaboration between Ishimori Productions and Toei. It premiered 28 January 2007 on tv asahi.

Pass System

The Rider Pass is a card-like pass that is used for granting access to the train known as the DenLiner. This process only works when the hour, minute, and second are the same, such as 12:12:12. Certain people, known as "Singularity Points", are able to exist outside time and some who can use the Rider Pass are able to use it to transform.

Rider Tickets are tickets that store information on Imagin. The tickets keep a record of the past date in which the Imagin has ventured and a figure of the Imagin when swiped over a person whose past has been violated by the Imagin.

Kamen Rider Den-O uses the Den-O System, and can swipe the Rider Pass across the Terminal Buckle of the Den-O belt, specifically the SetTouch, to activate a transformation. He can also do this to achieve Form Switches, and while transformed to perform a Full Charge (finishing attack). Up to four Imagin can be summoned by using the Rider Pass, and each allows for Den-O to change into a specific form. The red button allows for Momotaros and Sword Form. The blue button allows for Urataros and Rod Form. The yellow button allows for Kintaros and Ax Form. It is shown that Imagin that are used for the form changes temporarily take over a hosts' personality. Den-O is able to use the Rider Tickets by inserting them into the Rider Pass, allowing the the DenLiner to reach the time in which the Imagin has traveled to.

Characters

Main article: List of Kamen Rider Den-O characters

A list of the various characters within Kamen Rider Den-O. Some fight alongside Den-O against the Imagin, while others are against him. Civilians take no part in the battle with the Imagin, but are accidentally involved, sometimes against their will.

Imagin are creatures from the future who have come to the past in hopes of ruling the future. Imagin grant the wishes of weak-hearted humans by diving into their past and changing it, in turn altering the future. By using energy gathered from their past, Imagin are able to grow to massive proportions known as Gigandeath.

Music

Opening themes

"Climax Jump"

Lyrics: Shōko Fujibayashi

Composition & Arrangement: Shūhei Narus

Singers: AAA Den-O form

Episodes: 1-39

The other "edits" of "Climax Jump" that were released on the single are used as background music for the series.

In Episode 28, "Climax Jump" is used as the ending theme.

"Climax Jump DEN-LINER form"

Lyrics: Shōko Fujibayashi

Composition: Shūhei Naruse

Arrangement: LOVE+HATE

Singers: Momotaros, Urataros, Kintaros, Ryutaros (Toshihiko Seki, Kōji Yusa, Masaki Terasoma, Kenichi Suzumura) , Momotarosu, Uratarosu, Kintaros, Ryūtarosu (Seki Toshihiko, Yusa Kōji, Terasoma Masaki, Suzumura Ken'ichi?)

Episodes: 40-

"Climax Jump DEN-LINER form" is a single to be released on December 19, 2007, that has Momotaros, Urataros, Kintaros, and Ryutaros singing "Climax Jump." It was used as the opening theme song starting on episode 40.

"Climax Jump DEN-LINER form" also has minor variations based on the Imagin who is primarily singing it. For episode 42, the Urataros version of the chorus was played where instead of , is sung instead, both of which have the same meaning. For Kintaros's version, the chorus has "Ee yan! Ee yan! Sugoi yan?!" instead. Ending themes

"Double-Action"

Lyrics: Shōko Fujibayashi

Composition & Arrangement: LOVE+HATE

Singers: Ryotaro Nogami & Momotaros (Takeru Satoh & Toshihiko Seki), Nogami Ryōtarō & Momotarosu (Satō Takeru & Seki Toshihiko?)

Episodes: 3-7, 10-11, 14, 16, 18-19, 23, 33, 41

This is the original version of "Double Action" and it has a Eurobeat style. It is sometimes referred to as "Double-Action Sword form" to differentiate it from the "Double-Action" variations.

"Double-Action Rod form"

Lyrics: Shōko Fujibayashi

Composition: LOVE+HATE

Arrangement: Yōichi Sakai

Singers: Ryotaro Nogami & Urataros (Takeru Satoh & Kōji Yusa) , Nogami Ryōtarō & Uratarosu (Satō Takeru & Yusa Kōji?)

Episodes: 8-9, 15, 22

This version of "Double-Action" has a ska style.

"Double-Action Ax form"

Lyrics: Shōko Fujibayashi

Composition: LOVE+HATE, Shūhei Naruse

Arrangement: Shūhei Naruse

Singers: Ryotaro Nogami & Kintaros (Takeru Satoh & Masaki Terasoma) , Nogami Ryōtarō & Kintaros (Satō Takeru & Terasoma Masaki?)

Episodes: 15, 24, 31

This version of "Double-Action" has an enka style.

"Double-Action Gun form"

Lyrics: Shōko Fujibayashi

Composition: LOVE+HATE, Shūhei Naruse

Arrangement: Shūhei Naruse

Singer(s): Ryotaro Nogami & Ryutaros (Takeru Satoh & Kenichi Suzumura) , Nogami Ryōtarō & Ryūtarosu (Satō Takeru & Suzumura Ken'ichi?)

Episodes: 17, 21, 26

This version of "Double-Action" has a hip hop style.

"Action-ZERO"

Lyrics: Shōko Fujibayashi

Composition & Arrangement: LOVE+HATE

Singer(s): Yuto Sakurai & Deneb (Yuichi Nakamura & Hōchū Ōtsuka), Sakurai Yūto & Denebu (Nakamura Yūichi & Ōtsuka Hōchū?)

Episodes: 25, 27, 32, 35, 37

"Action-ZERO" has a heavy metal style. It is the first ending theme that is not based off of the original "Double-Action."

"Climax Jump"

Singers: AAA Den-O form

Episodes: 28

For the introduction of Den-O Climax Form, "Climax Jump" was used as the ending theme as well as the opening theme.

"Real-Action"

Lyrics: Shōko Fujibayashi

Composition & Arrangement: Ryo

Singer: Ryotaro Nogami (Takeru Satoh)

Episodes: 36, 38-39, 42

"Real-Action" has a rock style. It is the second ending theme that is not a "Double-Action" variant.

Other songs

"Climax Jump HIP-HOP Version"

Singers: AAA Den-O form

This version of "Climax Jump" plays when Ryutaros takes over Ryotaro and he is accompanied by his "dancers" until "Double-Action Gun form" was recorded and used in its place in episode 21. It was played in the movie when R-Ryotaro arrived at the Climax Scene.

"Double-Action Piano form"

Composition: LOVE+HATE

Episodes: 33-34

"Double-Action Piano form" is an instrumental version of "Double-Action" played on a grand piano as part of the storyline to episodes 33 and 34. Various versions of "Double-Action Piano form" released on the "Real-Action" and "Double-Action Coffee form" singles.

"Double-Action Coffee form"

Lyrics: Shōko Fujibayashi

Composition: LOVE+HATE, Shūhei Naruse

Arrangement: Shūhei Naruse

Singers: Naomi & Airi Nogami (Rina Akiyama & Wakana Matsumoto) , Naomi & Nogami Airi (Akiyama Rina & Matsumoto Wakana?)

Episodes: 36

"Double-Action Coffee form" is the first "Double-Action" arrangement that is not used as an ending theme, but as an insert song, as both characters who sing the song are non-combatants. This song and "Real-Action" were released as singles on September 26, 2007.

"Double-Action GAOH form"

Lyrics: Shōko Fujibayashi

Composition: LOVE+HATE, Shūhei Naruse

Arrangement: Shūhei Naruse

Singer: Fang King (Hiroyuki Watanabe)

This version of "Double-Action" was a solo act with a death rock feel that was released on the original soundtrack for Kamen Rider Den-O: I'm Born!. It was not used in the movie.

Parodies

Kamen Rider Den-O has been parodied and referenced in recent episodes of various anime.

Sgt. Frog Episode 169 Part A was titled "Bullet Train's King" and featured the Keroro Platoon piloting various frog-shaped bullet trains similar to the control of the DenLiner. The episode featured phrases such as "I have arrived!", "I am from the start, at the climax", and "My hissatsu attack" are spoken by Urere (Urere replaced Momotaros's boastful "Ore" with the more humble "Boku" Urere is also voiced by Toshihiko Seki, Momotaros's seiyū. The phrase "It's good! It's great! It's awesome!" is spoken by Giroro, as these are the lyrics of "Climax Jump", Den-O's opening theme. Keroro also re-enacts the opening sequence of Den-O on his "KeroLiner.

Hayate the Combat Butler - Episode 16 featured "guest" appearances of the DenGasher Sword, Rod, and Ax Modes as well as cameo appearances of the Owner, Momotaros, and Hana on a train very similar to DenLiner Gouka.

Shin-chan special

Main article: Crayon Shin-chan: Den-O vs. Shin-O

Crayon Shin-chan aired a special episode on August 3, 2007, where Shin-chan meets Ryotaro, Hana, Naomi, the Owner, and Momotaros on the DenLiner. This special is titled "Crayon Shin-chan Midsummer Night: I Have Arrived! The Storm is Called Den-O vs. Shin-O 60 Minute Special!!!"

Guest voice actors

As with many tokusatsu programs, Kamen Rider Den-O features many past tokusatsu actors. Two of the regular cast members also have appeared in other series in major roles. Masaki Terasoma provided the voice of Shadow Moon in Kamen Rider Black and Hōchū Ōtsuka provided the voice of Signalman in Gekisou Sentai Carranger. For the all of the voice actors, see Imagin.

KAMEN RIDER KABUTO

- 1 - 1 *I HAVE ARRIVED!*
- 1 - 2 *RIDE ON TIME*
- 1 - 3 *OUTLAW MOMOTARO*
- 1 - 4 *OUT, ONI! I AM SERIOUS*
- 1 - 5 *MAY I STRING YOU ALONG?*
- 1 - 6 *A SWINDLER'S DIGNITY*
- 1 - 7 *JEALOUSY BOMBER*
- 1 - 8 *SAD MELODY, LOVE MEMORY*
- 1 - 9 *MY STRENGTH WILL BRING YOU TO TEARS*
- 1 - 10 *HANA AND THE STORMY SINGULARITY POINT*
- 1 - 11 *MADNESS, DELUSION, BABY'S BREATH*
- 1 - 12 *RU TAROS!*
- 1 - 13 *OKAY? I CAN'T HEAR YOU*
- 1 - 14 *DANCE WITH DRAGON*
- 1 - 15 *BATH JACK PANIC*
- 1 - 16 *STAR OF HAPPINESS, CRIMINAL'S SURRENDER*
- 1 - 17 *THAT GUY JUST NOW! ALREADY IN THE PAST?*
- 1 - 18 *A CLOCKWORK FIANCÉ*
- 1 - 19 *THAT MAN, ZERO'S START*
- 1 - 20 *I'LL TELL YOU THIS FOR STARTERS*
- 1 - 21 *FIGHTING STYLE*
- 1 - 22 *AN UNSPEAKABLE FUTURE*
- 1 - 23 *HERE COMES THE HAUGHTY PRINCE!*
- 1 - 24 *GOODBYE PRINCE'S LULLABY*
- 1 - 25 *CLIMAX DOUBLE JUMP*
- 1 - 26 *THE TICKET TO GOD'S LINE*
- 1 - 27 *THE DIAMOND THIEVING FANG*
- 1 - 28 *TOO LUCKY, TOO CARRIED AWAY, TOO MANY CHANGES*
- 1 - 29 *LUCKY HORROR SHOW*
- 1 - 30 *MADAM, HOW ABOUT THE FIREWORKS?*
- 1 - 31 *AI NEED YU*
- 1 - 32 *LAST TRAIN CARD ZERO!*
- 1 - 33 *TIME TRAVELER KOHA*
- 1 - 34 *THE TIME INTERVAL PIANIST*
- 1 - 35 *TRAGIC REVIVAL CARD ZERO*
- 1 - 36 *NO POSSESSION, NO SECESSION, TRAIN SLASH!*
- 1 - 37 *I HAVE THE FACE FOR IT, DON'T I?*

- 1 - 38 *THE KING TRAIN WITHIN THE TRAIN TERMINAL*
- 1 - 39 *THE RIDER DISAPPEARS AS WELL*
- 1 - 40 *CHANGE IMAGIN WORLD*
- 1 - 41 *CANDY SCANDAL*
- 1 - 42 *MEMORY UPDATE*
- 1 - 43 *SOMETHING MISSING*
- 1 - 44 *RESOLUTION OF A SINGLE-ACTION*
- 1 - 45 *RELIVING A BLANK DAY*
- 1 - 46 *NOW TO REVEAL LOVE AND TRUTH*
- 1 - 47 *MY END WILL BRING YOU TO TEARS*
- 1 - 48 *INTERNAL GOODBYES*
- 1 - 49 *THERE WILL CONTINUE TO BE A CLIMAX*

KAMEN RIDER HIBIKI

AKA: **MASKED RIDER HIBIKI**

AKA: **MASKED RIDER ECHO DEMON**



Adachi Asumu is a boy who is almost done with middle school. During a trip to his relatives, he meets a rather odd man just loosely named Hibiki. When Asumu's cousin is kidnapped by the Makamou, ancient monsters who threaten people, the oddball Hibiki saves the day in his true form, an Oni, field agents of the Makamou extermination group Takeshi. From that day on, Asumu follows Hibiki's steps as well as his co-workers at Takeshi, the young yet wise Ibuki and the courageous rookie Todoroki. 2005 is definitely quite a year for Adachi Asumu in this action-packed drama.

Kamen Rider Hibiki (Kamen Raidā Hibiki?), Masked Rider Echo Demon in English, is a Japanese tokusatsu superhero television series. It is the fifteenth installment in the popular Kamen Rider franchise of tokusatsu programs. It is a joint collaboration between Ishimori Productions and Toei. Kamen Rider Hibiki first aired on January 30th, 2005 and aired its final episode on January 22nd, 2006. This series is noted for introducing new themes and styles yet unseen in other shows. Unlike other shows in the franchise, Kamen Rider Hibiki focuses heavily on character development rather than an overreaching season-long plots.

The main themes of the series was the use of "pure sound" to defeat demons.

If Kamen Rider Ryuki is the "black sheep" of the franchise, I can honestly say that Kamen Rider Hibiki is the "screwball" of all riders (not including Saban's "hackjob" of Black RX). Pretty much the story is about a group of "Oni" (although they have Rider in its title) hunt monsters throughout Japan called Makamou which consist of a male and female duo and their parent, which is a usually a giant monster, most of the time anyway. Story is a bit simplistic, not to mention flat. However, the character interaction is pretty good, balancing the humor and seriousness in some of them. However, because of the pattern the past few Rider series motif (such as Faiz using Greek Letters and Blade using Card Suits, the next expected thing would be musical notes). The instrument motif came as a big surprise. More so is that when you see the monsters being vanquished by musical instruments, you kind of feel sorry for them. I mean Death by Musical Instrument is a bit wrong.

Trivia

The title of every Oni bears the -ki suffix , which is semantically identical to "Oni" in Japanese. It also has some resemblance with the real name of the Oni.

Kamen Rider Shuki is the first female Rider to appear in a TV series (as Kamen Rider Femme and Kamen Rider Larc were only movie Kamen Riders) and the third legitimate female Rider in the Kamen Rider Franchise and like her predecessors, she too was killed off.

A new version of the Henshin Hero, Ninja Arashi was used in the series as an Oni armor.

Kamen Rider Hibiki is often viewed as the "black sheep" of the kamen rider franchise. Opinions on the series are split. Some enjoy the slow subtle flow the series had, others feel it's a "disgrace" to the franchise. Though, many only feel this because acts such as the word "henshin" and the rider kicks were left out. Overall, the show wasn't a runaway hit, but it was still only the third lowest rated series out of the current six new age series, ahead of Kamen Rider Ryuki and Kamen Rider Faiz/555.

Rumors spread that 2005 would be without a Kamen Rider as the show was going to be called "Otogeki Rider Hibiki" though this was never proven to be true. Hibiki was always intended to be as the evolution of sorts of Kamen Rider.

Kenji Matsuda, who plays Kamen Rider Zanki, plays Kamen Rider Touki in the movie. This makes him the first actor to play two different characters and two different Riders within the same series.

Staff changes

Kamen Rider Hibiki began with Shigenori Takadera as the Toei producer, however, Shinichiro Shirakura,

having participated in other Heisei Rider series, had no involvement whatsoever in the Hibiki production, was appointed producer of the movie Kamen Rider Hibiki and the Seven War Demons, eventually replacing Takadera in the TV production from episode 30. The writing staff also changed; Tsuyoshi Kida and Shinji Ooishi were replaced by Toshiki Inoue and Shouji Yonemura, who had worked with Shirakura in "Sh15uya" and other Heisei Kamen Rider series.

In addition, personalities such as Sensha Yoshida, a renowned manga artist, Hiroshi Yamamoto, a video-game designer, Masao Higashi, a seasoned television and movie critic, and many others published severe criticisms in their personal blogs. Even the show's star, Shigeki Hosokawa, the actor portraying Hibiki, stated in his personal website that Inoue's scripts needed adjustments and that this whole staff change was fraudulent. With the first production staff, Hosokawa would join the writers meetings and give suggestions, however, due to time restraints, Hosokawa couldn't give his opinion in the second production staff meetings.

In an interview published on TV Asahi's main website, Hosokawa stated that the script for the final episode was rewritten on the final day of filming. He later said that the script was sent in so late that it arrived on set as the final battle was being filmed. This finale was scrapped and then a new ending that, according to Hosokawa, was nothing like the intended ending, was filmed. Later in the interview, Hosokawa said that the Oni suit used by Kiriyama was a kitbash of two new suits made especially for the characters of Asumu and Kiriyama. Hosokawa said that this was the most upsetting change to him as the final script had been rewritten six times at that point and all but the filmed version contained both Asumu and Kiriyama becoming Oni.

In January of 2006, at the Kamen Rider Super Live, Hosokawa stated that The series was essentially an incomplete process and that It shouldn't have ended that way, we had more than one series in mind and the initial episode order for the first series was 51 episodes. Also, Mitsu Murata, who portrayed the Douji, declared on his blog: I can't forgive them, I want to continue HIS idea, complaining about the removal of Takadera as producer. These declarations caused an unprecedented storm within the professional tokusatsu market and many of Toei's executives were berated for allowing a series to be handled in such a manner.

There has never been any official statement from Toei, but many critics point out several items might have caused it, the main reason being the alarmingly low toy sells. It is not usual for a Toei production to have two different producers for the TV series and the movie. A different producer was appointed for the movie because Toei had an unprecedented number of schedule problems with Takadera.

Many Japanese reviewers felt that while the show may not have been popular with Japanese children, it was able to convey a level of character development that most series in the franchise had failed to do in the past. It has been rumored that TV Asahi was to give the Kamen Rider slot an afternoon time slot due to many critics feeling that the show had "evolved" beyond a mere kids' show. Due to the show's less than fantastic financial success, plans for the spin off franchise are currently on hiatus.

Changes

Asumu's opening narration at the start of every episode was removed.
A new opening was introduced.

The ending sequence was removed altogether.
Kyosuke Kiriyama was introduced to the series, Kida has said that this was somewhat like the character of "Takeshi" that would have been introduced in episode 32. Takeshi was rewritten to be Kiriyama, as Takeshi, he would have been both an Oni and Asumu's brother.
Eiki and Shouki, who were both supposed to be main cast members, had their parts removed.
The filmed final battle was removed.

The fire breathing and the Onizume (Oni claws) sequences were completely removed along with Ibuki opening his mouth for his attack. Makamou that opened their mouths too wide or spurted goo were also removed. There had been complaints about these sequences from parent advocacy groups who claimed that they scared children. Other things Things as complicated-to-animate CG Makamou and shooting in mountains were reduced greatly due to cost. Takadera, unwilling to change his script to adapt to these changes was unwillingly removed from the project.

A second female Rider by the name of Mishiki was dropped, as was Akira's role as an Oni at the end of the series.

The fourth rider, a female, went as far as having a DX Otoukenban marketed and a prop suit made for her before she was dropped.

Music

Opening themes

Radiance (Kagayaki?) by Kenji Kawai (Eps 1-33)

To the Original You (Hajimari no Kimi e?) by Akira Fuse (Eps 34-47)

Ending Themes

Boy! (Shōnen yo!?) by Akira Fuse {Eps 1-34}

Move theme

"Flashback" by rin. Feat. M.c.A.T

Video Game(s)

A video game based on the series was produced by Bandai for the PlayStation 2, under the name Kamen Rider Hibiki. It is a fighting game, with final attacks done with Ongeki weapons, as in the show. Players can connect their Tatacon, the controller from the Taiko: Drum Master game, to play along with the beat to defeat their enemies.

Hyper Battle Video

The spin-off Asumu Henshin was released direct-to-video during the later half of 2005. It is special feature that Adachi Asumu plays an active part as Oni, guided by Takeshi's Animal discs. The Oni form of Asumu is identical to Hibiki. The only other Oni in the video (not counting the stock footage scenes) is Sabaki.

Kamen Rider Hibiki & The Seven War Demons

Main article: Kamen Rider Hibiki & The Seven War Demons

The movie spin-off of the 2006 Kamen Rider series, entitled Kamen Rider Hibiki & The Seven War Demons, takes place in the Warring States Period. The film serves as a prequel to the Makamou war and features five movie-only Oni known as Kabuki, Kirameki, Habataki, Nishiki, and Touki.

Ongeki Rider Hibiki

Many fans feel that the ending to Kamen Rider Hibiki was inconclusive while others feel that it gave the story a nice closure. There are however a few loose ends that need to be tied up story-wise, and while it may not have been the highest rated series, there are rumors of Kamen Rider Hibiki getting a second season under the name Ongeki Rider Hibiki (Sonic Strike Rider Hibiki?) marketed as a spin off of the Kamen Rider line, and as a continuation of Kamen Rider Hibiki. This rumor is supported strongly by the fact that the Ongeki Rider franchise was one that Ishinomori had planned to do before his death. Ironically, Ongeki Rider Hibiki was also one of the production names for Kamen Rider Hibiki. Two particular things that have caused these rumors, are the appearance of Gouki, Touki, Shouki and Banki at the end of Kamen Rider Hibiki's run. Along with a two page special with the current 11 kanto Oni in a giant battle, featured in the Japanese Tokusatsu magazine "Terebi". Shouki even had the stunt actor Oshikawa Yoshifumi casted to him (As with Makoto Itoh)

WR. Oishi Masashi , Kida Tsuyoshi

DIR.

EPISODES: 48 **YEAR MADE:** 2005 **COUNTRY:** JAP **SEASONS:** 1

TOEI CO. LTD

CREATOR: ISHINOMORI SHOUTAROU

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 48

DATE OF PREMIER: 30/01/2005

AIR DATE OF LAST EPISODE 22/01/2006

SEASON DATE BREAKDOWN:

FILMS: KAMEN RIDER HIBIKI & THE SEVEN WAR DEMONS (2006)

Hitoshi Hidaka/Kamen Rider Hibiki SHIGEKI HOSOKAWA, Asumu Adachi RAKUTO TOCHIHARA, Kasumi Tachibana MAYU GAMOU, Hinaka Tachibana MIYUKI KANBE, Hitomi Mochida ERIKA MORI, Iori Izumi/Kamen Rider Ibuki JYOJI SHIBUE , Kaidoko "Doko" MITSURU MURATA, You Hime "Hime" ASHINA SEI, Ikuko Adachi KAORU MIZUKI, Senju Adachi ASAE OONISHI, Seijiro Tachibana (as Atom Shimojo) ATOMU SHIMOJO, Akira Amami NANA AKIYAMA, Midori MASAKO UMEMIYA, Tomizo Todayama/Kamen Rider Todoroki MAKOTO KAWAGUCHI.

RELATED SHOWS:

KAMEN RIDER

1 - 1 *THE ECHO DEMON*

- 1 - 2 *HOWLING SPIDER*
- 1 - 3 *FALLING VOICE*
- 1 - 4 *RUNNING ICHIRO*
- 1 - 5 *MELTING SEA*
- 1 - 6 *BEATING SOUL*
- 1 - 7 *MAJESTIC BREATH DEMON*
- 1 - 8 *SHOUTING WIND*
- 1 - 9 *A SQUIRMING EVIL HEART*
- 1 - 10 *THE DEMON WHO STANDS IN LINE*
- 1 - 11 *SWALLOWING WALL*
- 1 - 12 *REVEALED SECRETS*
- 1 - 13 *BERSERK FATE*
- 1 - 14 *DEVOURING DOUJI*
- 1 - 15 *WEAKENING THUNDER*
- 1 - 16 *THE ROARING DEMON*
- 1 - 17 *A TARGETED TOWN*
- 1 - 18 *UNBROKEN HURRICANE*
- 1 - 19 *THE STRUMMING WARRIOR*
- 1 - 20 *THE PURE SOUND*
- 1 - 21 *GATHERING DEMONS*
- 1 - 22 *BECOMING A CACoon*
- 1 - 23 *SUMMER OF TRAINING*
- 1 - 24 *BLAZING CRIMSON*
- 1 - 25 *RUNNING AZURE*
- 1 - 26 *COUNTING THE DAYS*
- 1 - 27 *ETERNAL BONDS*
- 1 - 28 *UNDYING MALICE*
- 1 - 29 *SHINING BOY*
- 1 - 30 *FORGING PREMONTION*
- 1 - 31 *SURPASSING FATHER*
- 1 - 32 *BURSTING SONG*
- 1 - 33 *THE ARMED BLADE*
- 1 - 34 *BELOVED BEAUTY*
- 1 - 35 *FALLEN ANGEL*
- 1 - 36 *STARVING SHUKI*
- 1 - 37 *LIGHTNING LIVING AGAIN*
- 1 - 38 *BROKEN ONGEKI*

- 1 - 39 *YOUR BEGINNING*
- 1 - 40 *NEARING OROCHI*
- 1 - 41 *THE AWAKENING TEACHER AND STUDENT*
- 1 - 42 *FEROCIOUS DEMONS*
- 1 - 43 *AN UNCHANGEABLE BODY*
- 1 - 44 *FORBIDDEN SECRET*
- 1 - 45 *DYING A GLORIOUS DEATH, ZANKI*
- 1 - 46 *MASTERING THE DEMON WAY*
- 1 - 47 *THE TALKING BACK*
- 1 - 48 *DREAMING OF TOMORROW*

KAMEN RIDER KABUTO

AKA: **MASKED RIDER KABUTO**



In order to counter the threat of the mysterious kaijin group, WORM, an organization called ZECT was formed. However their main source of resistance, the Zect Troopers, were no match for the special powered Worm. ZECT then developed the MASKED RIDER SYSTEM, a belt that transforms the wearer into a mechanical beetle being, with enough powers to go against Worm. And it seems that the belt has other hidden abilities. The story revolves around the youth, TENDOU SOUJI, who gets chosen to become KAMEN RIDER KABUTO.

Kamen Rider Kabuto is a Japanese tokusatsu superhero television series. It is the fifteenth instalment in the popular Kamen Rider series of tokusatsu shows and the 35th Anniversary series of Kamen Rider. It is a joint collaboration between Ishimori Productions and Toei, and its broadcast on TV Asahi and aired on January 29, 2006. This series goes back to basics with this series motif being a "Form Changer" which were last seen in Kamen Rider BLACK RX, Kamen Rider Kuuga, and Kamen Rider Agito. The primary theme of this series is the concept of speed.

Gear

Zecter: With the mobile system which mammoths the space-time, Jaunt from the ZECT headquarters it appears instantaneously to the rated personnel. As for the rated personnel who is chosen in the Zecter the crest comes up to the body.

Kabuto Zecter: The henshin belt of Kabuto. The buckle itself seems to be alive; as the user must summon it, which appears and flies into the user's hands. Once the buckle is locked onto the belt, an internal computer exclaims, "HENSHIN!" transforming the user into Kabuto's Masked Form as a default. On the sides of the belt are buttons which activates the Clock Up System which exclaims "CLOCK UP!" when in use and "CLOCK OVER!" when powering down. When the Clock Up feature is in use on-screen, the flow of time around its user grinds almost to a halt; the clock up power is a concept similiar to the Speed Force. The buckle itself has three buttons which charges up Kabuto to initiate his "Rider Kick," which is a roundhouse kick rather than a flying kick.

Zabee Zecter: The henshin brace of Zabee. It is also used by Zabee to perform his "Rider Sting" attack, a variant of the popular "Rider Punch". It was originally owned by Yaguruma Sou but later on abandoned its original owner (as he tried to "Sting" Tendou into oblivion) and chose Kagami to become its new owner. Depending on the translation, this name can be rendered as both "Zabee" and "Thabee" due to the differences between the English language and the Japanese language.

Drake Zecter: The henshin gun of Drake.

Sasword Zecter: The henshin sword of Sasword.

Weapon

Kabuto Kunai Gun: Kabuto's weapon; it has three modes, Ax Mode where the handle of the weapon is of a small ax, it's finisher is called Avalanche Break. Gun Mode is equipped with a laser sight to better accuracy and fires rounds of energy blasts or triple laser beams, it's finisher is called Avalanche Shoot. Both Ax Mode and Gun Mode are primarily used while Kabuto is in the default Masked Form and with it can destroy multiple Pupa Worms. Kunai Mode is Kabuto's sword, it's finisher is Avalanche Slash. Kunai Mode is only used when Kabuto is in the Clock Up Rider Form.

ZECT Mizer: Kabuto's weapon; The new weapon which the ZECT developed. When 4 barrels are opened, the Mizer Bomber is loaded and can be used to kill many Worms simultaneously.

Bike

Kabuto Extender: Kabuto's bike; it has two modes, Masked Mode and Ex Mode, Front "Horn" is able to extend and hit enemies. The horn itself enables Kabuto to do another type of Rider Kick, a tornado kick while being catapulted off the extend horn.

Riders

Souji Tendou / Kamen Rider Kabuto: Based on a "Kabutomushi" or Rhinoceros/Helmet Beetle. Souji Tendou is a mysterious, quiet 21-year old man who often seems to follow monk-like philosophies of peace. Despite having many talents, he is usually uninterested in pursuing anything, that is until his belt activates. He stays at a big home with his little sister and seems to have an interest in Kagami's co-worker, Hiyori. He possesses an uncanny ability to see through the Worms disguises as well as detect if there are any nearby without the use of any devices. Furthermore, the Worms seems to be attracted to him. This might imply that Tendou is using himself as bait or that there is something about him that attracts the Worms. By pressing the three leg buttons on his belt (in the order of 1-2-3) and flipping the switch on the Zecter twice, Kabuto is able to execute Rider Kick.

Sou Yaguruma / Kamen Rider TheBee: Also known as Zabii or Zabee, is based on a bee motif. TheBee was originally Sou Yaguruma, a 27-year old agent of ZECT. Sou, while TheBee, had his own personal army of ZECT Troopers called Shadow, which had yellow stripes on their uniform, indicating they may have been an elite unit of ZECT Troopers. In episode 9, Yaguruma's Zecter abandoned him (as Sou tried to kill Tendou) and chose Kagami instead. However, Kagami relinquished his role as TheBee because of his respect for Tendou. It is now unclear who will take over as TheBee; either Sou will resume his role or it will be someone else. TheBee's unique attack is Rider Sting, a Rider punch which uses the Zecter's needle.

Daisuke Kazama / Kamen Rider Drake: Possibly to be called Draco instead. His motif is of a dragonfly; his name is a pun on that, as "Drake" has dragon connotations. His real identity is Daisuke Kazama 22-year. He fights to protect a little girl named Gon. He is not a member of ZECT. Drake's personal weapon is a gun that can be combined with his zector to allow Rider Shooting to be executed.

Kamen Rider Sasword: His name is a pun on "sasori", the Japanese word for "scorpion", and "sword". Further details are unknown at the time of this writing.

ZECT Troopers: Footsoldiers of the organization ZECT. They are armed with the Machine Bladegun, a weapon that draws some concepts from Riderman's Cassette Arm. The weapon consists of an automatic machine gun with a retractable blade, which they use for close-quarters combat. In addition, they also carry a grenade launcher-like shotgun as a last resort and means of retreating. Like the Riotroopers from Kamen Rider Faiz, they're only Rider-like. They are transported to the alien hotspots via black HUMVEEs. Unfortunately, as seen in the first episode, they lack any concern for civilians. There is a special unit of ZECT Troopers called Shadow which assists Kamen Rider TheBee. Unlike regular ZECT Troopers, they have yellow pin stripes on their uniforms. Shadow is a well-organized team and tend to back each other when in danger. Although they can survive fights with the Worms, they have yet to succeed in destroying one. However, they are able to prevent the Worms from molting, enabling TheBee to kill them. In episode 9, with the help of Kagami, they finally managed to kill many Pupa Worms.

Other characters

Arata Kagami - Kagami is a field agent of ZECT and also works with Hiyori at Bistro La Salle. He first attempted to be Kabuto but failed since Kabuto Zecter has chosen Tendou. His little brother, Ryo, was missing of mysterious cause. He changed to TheBee on the Episode 9 and 10 but relinquished his role as TheBee because of his respect for Tendou. Age 21 years.

Hiyori Kusakabe - A shy girl who continues to run into Tendou. She is also a co-worker of Kagami's at Bistro La Salle. As of now, she was involved in the meteor crash seven years ago along with Tendou. Her parents were killed due to the meteor crash incident. She seems to talk with and read the emotions of inanimate objects, like drawings and machines. She's quite clumsy and tends to zone out while working; resulting in complaints by customers. Other than that, she is still a mystery in the series. Age 18 years.

Yuzuki Misaki - A tech and agent for ZECT, who travels with Kagami (who she sees as an annoyance) in the field tracking the movements of the Worm. Later on, she is given the assignment to track Tendou and the stolen Kabuto Zecter. She's really strict and icy; however, she soon begins to question the actions of ZECT and eventually gains respect for Tendou after he rescues her from the Worms; beforehand, she was irritated with Tendou's philosophical sayings while she interrogated him. She is also irritated by Tendou when he implies that her and Kagami make a cute couple. Age 23 years.

Juka Tendou - The younger sister of Souji Tendou/Kamen Rider Kabuto. She's really close to her older brother and tends to act the same way he does; such as talking about her grandmother and pointing to the sky. She's not aware that her brother has found his dream, being a Kamen Rider. (as evidenced in a "Super Hero Time" transitional video, she's a fan of Gougou Sentai Boukenger) Age 13 years.

Sou Yaguruma - He was originally Kamen Rider Zabee before his Zecter abandoned him. When he's calm, he's a caring person who possesses a strict code of teamwork and demands perfection. In addition, a genius as well as a great tactician. In addition, he cares for his team and will come to their aid if any of them are in danger. However, he's also impulsive, brash and quick to anger; this is evident when he's in trouble by the ZECT Superiors for letting a Worm escape and when Tendou managed to infiltrate his security force easily. While he managed to defeat Tendou and destroy his belt; he was shocked to learn that Tendou was able to transform anyway, which angered him even further. It was his hot-headedness and hatred for Tendou, which

not only endangered his team; but his attempt to kill Tendou caused his Zecter to reject him. It is unclear if he will resume his role as Zabee, for Kagami relinquished his status as a rider. Age 27 years.

Syuu Kageyama - Soldier of Shadow, hostility is burnt in towards Kabuto after Tendou injured him. He is a good friend of Yaguruma and believes deeply in his philosophy of teamwork. He considers Kagami a kid. Even while injured, he continued to fight the Worms and would protect his commander at all costs. Age 20 years.

Gon - The girl whom Kazama has accompanied. Spoony Kazama's guardian substituting. Age 8 years.

Yumiko Takemiya - Hiyori and Kagami's boss at Bistro La Salle who seems to tolerate Hiyori's clumsiness and Kagami's tardiness. Age 36 years.

Masato Mishima - Aide of ZECT leader; his role in the series is still unknown. However, he does communicate with Yaguruma and Tadokoro to brief the ZECT teams about the Worms. Recently, he's been upset with Yaguruma botching a mission and Tadokoro has been questioning him about ZECT's agenda. Age ? years.

Shuichi Tadokoro - Misaki and Kagami's ZECT Superior in the field; very expressionless individual who gives out commands to the ZECT Trooper platoons, in order to neutralize the worms; though it ends up failing in the end. He gives Kagami permission to dawn the Kabuto Zector. Furthermore, he gives Kagami a specialize pistol in case he runs into any Worms while following Tendou. It's learned that he's an acquaintance, and possibly mentor, of Sou Yaguruma in past. Age 35 years.

Riku Kagami - Kagami and Ryo's father who is one of the high ranked officials in ZECT. Kagami seems to despise him because of Ryo's disappearance. There's some implication that Kagami is unaware that his father is a ZECT Official. Age 52 years.

Villains

They are called Worms, alien lifeforms that came from a meteor. They blend into the human population by copying the face of their victims before killing them (usually by means of draining them of all their bodily fluids or poison stings), reminiscent of the Pod People from Invasion of the Body Snatchers. The Worm are able to copy their victims perfectly, gaining their memories as well enabling them to blend in perfectly. Their first form looks like chrysalis, but when threatened, the creatures can "molt" into a more powerful forms which enables them to move at blinding speed. Apparently, they do not need to naturally molt, as evidenced when Souji (in Masked Form) shattered Bellericetusworm's "cocoon" skin with his Kabuto Kunaigun Ax Mode. They seem to take pleasure in stealing their victims identities. Furthermore, they can use multiple stolen forms to fit into the crowd. In addition, if their victim survives their attack and they cross paths with him/her again, they immediately go into a violent temperament in order to "finish the job."

Worms species list :

Aracneaworm Rubor (Spider) - Destroyed by Kabuto's Avalanche Break
 Aracneaworm Nigritis (Spider) - Destroyed by Kabuto's Avalanche Slash
 Aracneaworm Flavus (Spider) - Destroyed by Kabuto's Rider Kick
 Lanpyrisworm (Firefly) - Destroyed by Kabuto's Rider Kick
 Bellericetusworm (Japanese cricket) - Destroyed by Kabuto's Rider Kick
 Epilachnaworm (Ladybug) - Destroyed by Kabuto's Rider Kick
 Pulexworm (Flea) - Destroyed by Kabuto's Rider Kick
 Verberworm Rota (Tailless Whipscorpion, Whip Spider) - Destroyed by Zabee's Rider Sting
 Verberworm (Tailless Whipscorpion, Whip Spider) - Destroyed by Kabuto's Rider Kick
 Coleopteraworm Aeneus (Scarab beetle, Gold beetle) - Destroyed by Kabuto's Rider Kick
 Coleopteraworm Croceus (Scarab beetle, Gold beetle) - Destroyed by Kabuto's Modified Rider Kick off the Kabuto Extender
 Coleopteraworm Argentum (Scarab beetle, Gold beetle) - Destroyed by Kabuto's Rider Kick
 Muscaworm (Fly) -

Kamen Rider Kabuto is the 35th Anniversary of Kamen Rider (along with Ultraman's 40th Anniversary and Super Sentai's 30th).

Like Hibiki and Magiranger previously, Kabuto and Boukenger seem to cross paths during the Super Hero Time segments. One notable short was when the Tendou siblings broke into SGS Headquarters, the base of the Boukenger.

This is the third Rider, as the main protagonist, to use a Kabutomushi motif. Kamen Rider Stronger and Kamen Rider Blade were the other two.

There's still some debate whether or not Clock Up is faster than Faiz Accel Mode. Evidence points to yes only because one, Clock Up lasts longer than Accel Mode (a few minutes compared to Accel's 10 seconds); two, Clock Up can be used multiple times, unlike Accel Mode, which has to recharge after use.

This is the first Kamen Rider series to have a former actor return as a main character. Kageyama's actor, Uchiyama Masato, appeared in Kamen Rider 555 as the Rabbit Orphenoch and Ultraman Nexus as

Ren/Ultraman Junis Blue. The actor who played Komon/Ultraman Noa will also appear in later in the series.

In addition to the alumni from Ultraman Nexus, other tokusatsu cameos include Kohei Murakami (Kusaka Masato/Kamen Rider Kaixa) from Kamen Rider 555 and Mika Kikuchi (Umeko/DekaPink from Tokusou Sentai Dekaranger and Arika Yumemiya from My Otome).

Theme Songs - OP - "NEXT LEVEL" by YU-KI (TRF) , ED - "FULL FORCE" by RIDER CHIPS

Quotes

Throughout the series, it's been noted that the main protagonist, Souji Tendou would always quote from his adoptive grandmother. In other episodes, his step-sister, Jyuka Tendou would also quote from her grandmother as well. To contradict this, Tsurugi Kamishiro had also chipped in quotes from his butler, Jiiya.

Grandmother said this...

Walking the path of heaven, the man who will rule everything.

Make the world revolve around you. It's more fun to think that way.

When people love others, they become weaker, but it is nothing to be ashamed of. True weakness lies elsewhere.

When not close by, one is even closer.

Chase two birds, and you catch two birds.

People who steal things, lose something even more important.

It is enjoyable to eat something delicious, but the greatest joy is the time spent waiting for it.

If you wish it to be so, luck will always be on your side.

Flowers can make any girl glow.

All girls are equally beautiful.

A knife can only bring happiness when used in cooking.

Fancy flavors cannot hide poor cooking.

It is fun to add a secret flavor so that no one knows. But... it's more fun to find it.

The whisper of the devil can sometimes sound like an angel's voice.

One that drowns in oneself will eventually fall to darkness.

Even if the world were full of enemies, there is someone you must protect.

If you receive a little kindness, give them a large serving.

Imitating others is not bad, for it is to recognize ourselves.

Once you know the real thing... you won't be fooled by an imitation.

Children are treasures. The greatest sin in this world is to damage those treasures.

During meals an angel descends, for it is a sacred time.

There are two things men must not do. One is to not make girls cry...The other is to not handle food crudely!

The sun is wonderful, it can make even the dirt shine.

Life is a long path to a goal. Drop your heavy luggage and enjoy walking with your hands empty.

Men must be cool. Boiling water is but vapor.

The wishes of the children are the future reality...Adults that laugh at such dreams are no longer human.

A bond is a deep connection that cannot be broken. Even if apart, heart and heart are connected.

My evolution is faster than the light. Nothing in the whole universe can keep up with my evolution.

Jiiya said this...

A noble deed must be nobly returned.

All men are fiery. The spark must be lit early for them to become fireworks.

There is no greater wealth than friendship, so let's make it our treasure.

Homage

In order to celebrate the anniversary of both the Super Sentai franchise and the Kamen Rider franchise, the Tokyo Dome hosted a Double Hero Festival. A Super Sentai stage show, starring the core Boukengers, was hosted on July 22, while a Kamen Rider stage show, starring the actors for Souji, Arata, Hiyori, Sou, and Daisuke, was hosted the next day. The Dome featured Super Sentai's pasts along with Kamen Rider collections ranging from the earliest series to the latest.

Returning to the roots of the franchise, Kabuto has brought back the famous line, Rider Kick, shouting it before initiating the attack. Being the Kamen Rider's signature move, this is the first time the line has been used in the Post-Ishinomori era. Kamen Rider's 1, 2, and Black also shouted this line before performing their kicks. Along with bringing back the Rider Kick, Kabuto also takes something from the very root of the franchise, introducing two Hopper Riders, obvious references to the original Kamen Rider.

Kamen Rider Kabuto also features many references to the other series within the franchise:

The Perfect Zecter's two attacks are references to the original Kamen Rider, with Maximum Hyper Typhoon being a reference to the Typhoon Belt and Maximum Hyper Cyclone being a reference to the Rider machines,

the Cyclones.

In episode 17, a girl calls the police on Daisuke using her cell phone, and it emitted the same sounds as the henshin phone from Kamen Rider 555.

Another possible reference to Kamen Rider 555 is Tsurugi's Sasword Zecter, the only one that makes a "Standby" announcement upon arrival and prior to transformation. This is similar to the "Standing By" confirmation that the Rider Gears in 555 make upon entering the transformation codes, but likewise prior to transformation itself.

In episode 25, Kagami finds a "Masked Rider Project" record, which has a date of "4/3/1971" (April 3, 1971), referring to the original premier date for the original Kamen Rider series.

In episode 36, Renge hums Kamen Rider Hibiki's trademark tune that he often sings.

In episodes 41 and 43, Kabuto and Dark Kabuto both shake their wrists and hands to the side in the same manner as Kamen Rider Faiz before doing battle.

35th Masked Rider Anniversary File

During episodes 23 through 27, this segment acted as a look back to the franchise and an early advertisement for the God Speed Love movie. These look backs are held in a movie theater and the segment is hosted by Souji Tendou (Kamen Rider Kabuto), Arata Kagami (Kamen Rider Gatack), Tetsuki Yamato (Kamen Rider Ketaros), Yuzuki Misaki, and Masato Mishima. During these five segments, they discuss the history of the Kamen Rider franchise, sometimes in a comedic tone, but always with serious background music.

Episode 23 (Rider Kicks): The group watches and Yamato narrates the variations of Rider Kicks during the course of the years. Yamato mentions about the Rider Double Kick of Kamen Riders 1 and 2, Kamen Rider V3's V3 Kick, Kamen Rider X's X Kick, and Kamen Rider Super-1's ten various kicks. In the end, Kagami stands up and does his own Rider Kick (he even shouts the attack name) and falling into his seat with Yuzuki looking. Tendou and Kagami ask Yamato, "Who are you?"

Episode 24 (Criminal Organizations): The group watches and learns about the different criminal organizations the Kamen Riders had to fight. Villains include Shocker & Gel-Shocker in the first Kamen Rider, Destron from Kamen Rider V3, and King Dark (of the Government of Darkness) in Kamen Rider X. Footage of Black Satan, first enemy of Kamen Rider Stronger, is also shown. Tendou then supposes that it is the Kamen Rider's destiny to fight an organization. Mishima tells Tendou that ZECT will show no mercy to anyone who fights them. Yamato then says that he will definitely smash Neo-ZECT for rebelling against and splitting off from ZECT.

Episode 25 (Rhinoceros Beetle-Themed Kamen Riders): The group watches Kamen Rider Stronger, and Kagami quickly thinks that Stronger himself is Kabuto, and looks at Tendou confused. Misaki corrects him, informing him that this is a different Rider, using the rhinoceros beetle as a design. Mishima then announces that it is Kamen Rider Stronger. The camera then zooms on Tendou's face as he says that while this Rider may be Stronger, he (referring to himself) is the strongest. Tendou pronounces "Stronger" and "Strongest" in English, (due to the fact that Hiro Mizushima, who portrays Tendou, is fluent in English). Yamato then also speaks of the Kabutech Riders (Caucasus (Caucasus beetle), Heracus (Hercules beetle), and Ketaros (centaurus beetle), the last of whom Yamato happens to be), which are also Rhinoceros Beetle Riders (as the Caucasus, Hercules, and centaurus beetles are rhinoceros beetle sub-species). Also, despite being a Rhinoceros Beetle Rider, Kamen Rider Blade (also a Hercules beetle) was omitted. At the end, Tendou stands up and miniature hexagons with Tendou's face appear, forming a compound eye pattern as Tendou says once again that he is "The man who walks the path to heaven to rule over all."

Episode 26 (Riders Everywhere): The group watches New Kamen Rider and Yamato comments on Skyrider's Sailing Jump, then says that the Riders can go anywhere around the world. In addition, they are not restricted to the ground. Then, Misaki mentions the Riders can even now go into space. During this segment, they watch footage of Kamen Riders 1 through ZX training with each other in Kamen Rider 1's base on Arizona in the final episodes of Kamen Rider BLACK RX, followed by footage from God Speed Love. Please note, that even though Kamen Rider Super-1's suit is capable of space travel, it is not used that way in the TV series. Tendou then coins a variant his trademark quote ("Now, I will truly walk down the path to heaven and rule over all.").

Episode 27 (Kamen Rider Ultimate Forms): Kamen Rider Stronger's upgrade is not mentioned (as it is not an "Ultimate Form", but rather a temporary power upgrade) and the short starts with Yamato commenting on BLACK RX and his modes RX Roborider and RX Biorider. It then moves on to Kamen Rider Kuuga Ultimate Form, Kamen Rider Agito Shining Form, Kamen Rider Ryuki Survive, Kamen Rider Faiz Blaster Form, Kamen Rider Blade King Form, and Kamen Rider Armed Hibiki. Suddenly, Yamato and Tendou are about to duel with the others looking on and showing on screen is Kabuto's Ultimate Form, Hyper Form.

DIR.**EPISODES:** 49 **YEAR MADE:** 2006 **COUNTRY:** JAP **SEASONS:** 1*TOEI COMPANY LTD.***CREATOR:** SHOTARO ISHINOMORI**TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 49**DATE OF PREMIER:** 29/01/2006**AIR DATE OF LAST EPISODE** 21/01/2007**SEASON DATE BREAKDOWN:****FILMS:** KAMEN RIDER KABUTO: GOD SPEED LOVE (2006)

Tendou Souji/Kamen Rider Kabuto MIZUSHIMA HIRO, Kagami Arata SATO YUUKI, Kusakabe Hiyor SATONAKA YUI, Misaki Yuzuki NAGATA ANNA, Kazama Daisuke/Kamen Rider Drake i KATO KAZUKI, Mishima Masato YUGE TOMOHISA, Kageyama Syun UCHIYAMA MASATO, Tendou Juka OKUMURA NATSUMI, Gon KANZAKI AIRU, Yaguruma Sou TOKUYAMA HIDENORI, Takemiya Yumiko NISHIMUTA MEGUMI, Tadokoro Shuichi YAMAGUCHI YOSHIYUKI, Kagami Riku HONDA HIROTARO, Narrator SUZUKI EIICHIRO.

RELATED SHOWS:*KAMEN RIDER*

- 1 - 1 *THE STRONGEST MAN*
- 1 - 2 *THE NEW TWO-STEP TRANSFORMATION*
- 1 - 3 *I AM JUSTICE!!*
- 1 - 4 *ADVOCATING LOVE!!*
- 1 - 5 *THE ORDER TO CAPTURE!!*
- 1 - 6 *MY FLOWER*
- 1 - 7 *NEW APPEARANCE #2*
- 1 - 8 *ANGRY TOFU*
- 1 - 9 *THE BEE'S INSANITY!!*
- 1 - 10 *I'M NOT YOUR FRIEND*
- 1 - 11 *THE PARTY BURNS*
- 1 - 12 *THE MAKEUP THOUSAND-MAN CUT*
- 1 - 13 *THE TEAM DISSOLVES*
- 1 - 14 *THE BACK OF THE BACK OF THE BACK*
- 1 - 15 *THE MONSTER NOTED DOCTOR!?*
- 1 - 16 *AN IMPOSSIBLE STORM*
- 1 - 17 *RESTORED MEMORIES!!*
- 1 - 18 *FAREWELL, GON*
- 1 - 19 *THE SCORPION MILLIONAIRE*
- 1 - 20 *EH, JIIYA?*
- 1 - 21 *VS STAG BEETLE*
- 1 - 22 *THE BIRTH OF A SPECIAL COMPILATION*
- 1 - 23 *RIDDLE + RIDDLE = X*
- 1 - 24 *THE RAMEN WAY*

- 1 - 25 *THE PROUD SEARCHLIGHT*
- 1 - 26 *THE LOVE THAT SHOOK THE EARTH*
- 1 - 27 *ME!?! A MURDERER*
- 1 - 28 *WHY!?! DEATH*
- 1 - 29 *THE DARK KITCHEN*
- 1 - 30 *MISO SOUP ASCENSION*
- 1 - 31 *FACT OF A SHOCK*
- 1 - 32 *PUZZLE UNRAVELLED!!*
- 1 - 33 *THE SPROUTING ADJUTANT*
- 1 - 34 *BREAKING SUPER EVOLUTION*
- 1 - 35 *SIBLINGS OF HELL*
- 1 - 36 *RED SHOE'S RECKLESSNESS*
- 1 - 37 *SCHOOL'S GHOST STORY*
- 1 - 38 *THE DANGEROUS YOUNGER SISTER*
- 1 - 39 *THE POWERFUL BLACK OPPONENT*
- 1 - 40 *THE SADDEST BATTLE*
- 1 - 41 *THE STRONGEST DEFEATED*
- 1 - 42 *WORST TERROR VS WORST FEAR*
- 1 - 43 *THAT WHICH WE AIM FOR*
- 1 - 44 *WHO YOU WILL LIVE WITH*
- 1 - 45 *CHRISTMAS EARTHQUAKE*
- 1 - 46 *FAREWELL, TSURUGI!!*
- 1 - 47 *RUSHING INTO THE LAST CHAPTER*
- 1 - 48 *TENDOU DIES!!*
- 1 - 49 *PATH OF HEAVEN*

KAMEN RIDER KIVA

AKA: **MASKED RIDER KIVA**



Twenty-two years after the disappearance of his father, Wataru Kurenai (portrayed by Koji Seto) lives in an infamous "haunted house" where he is destined as Kamen Rider Kiva to fight life-draining monsters known as the Fangaia, the very race his father fought years ago before his disappearance. Wataru is later joined by a second rider in the series (named Kamen Rider Ikusa) who is part of an organization seeking to destroy the Fangaia menace. The story is split between the actions of Wataru in the present (2008) and his father Otoya in the past (1986), slowly revealing the story behind the Fangaia and Kiva.

Kamen Rider Kiva is the title of the 2008 Kamen Rider series produced by Toei Company and Ishimori Productions. It premiered on January 27, 2008, following the finale of Kamen Rider Den-O. It was a part of TV Asahi's 2008 Super Hero Time block with Engine Sentai Go-onger. Advertisements show a horror film theme to the series, with the motif for Kamen Rider Kiva as a vampire. The advertising slogan for the series is "Wake up! Release the chains of destiny."

This makes Kamen Rider Kiva the ninth Kamen Rider show in the Heisei series (the modern era Kamen Rider), and the 18th Japanese Kamen Rider show, or the 19th if you count the US version of Masked Rider.

Characters

Wataru

Main article: [Kamen Rider Kiva \(character\)](#)

Wataru Kurenai/Kamen Rider Kiva : A young shy man who never lies, keeping to himself due to his germ phobia. He works at an atelier to continue his father's legacy of violin making with a dream to create the ultimate violin. But, Wataru is destined from birth to become Kamen Rider Kiva as his mother is a Fangaia. He teams up with Kivat to fight the Fangaia race and protect humanity from them, learning of his family legacy and nature as a dhampir.

Otoya

Otoya Kurenai : Wataru's father who battled the Fangaia menace 22 years ago, a ladies man who by accident interferred in Yuri's mission, who eventually brought him in their group. During his battle with the Fangaia, Otoya fell in love with a female Fangaia as a result.

Shizuka

Shizuka Nomura : A preteen girl able to get around the shyness of Wataru being a motherly figure to him as he teaches her how to play the violin.

The Fangaia Hunters

Keisuke Nago: A elite member of the Fangaia Hunters.

Yuri Aso : Founding member of the Fangaia Hunters 22 years ago, meeting Otoya by sheer accident. She hates the Fangaia with a passion. She seems to be afraid of dogs. Her weapon is two bars that connect together that create a short snake sword, that can elongate farther than imagined.

Megumi Aso : The daughter of Yuri, Megumi makes it her duty to hunt down the Fangaia, as well as Kiva. She meets Wataru and develops a liking towards him, unaware that he is actually Kiva himself. Her weapon is a rather small pistol that shoots slugs at high velocities, with a attachment she may also shoot a chain that resembles her mothers elongated snake sword.

Mamoru Shima: A mysterious millionaire who funded the Fangaia Hunters. He also gathers information on any new Fangaia he comes across.

Akira Kido : Owner of the Cafe Mal D'amour and a friend of Otoya's in the past. He owns a golden retriever named Buruman.

Support Monsters

Kivat-bat the 3rd : An century-old mysterious vampire who drinks blood to sustain himself, creating rumors of Wataru's European-style home being haunted. Called "Kivat" for short, he is a solid character with dry wit, tending to have a bitter attitude. He formed a partnership with Wataru to give the power of Kiva, drinking a bit of blood before attaching to the Kivat Belt to allow his human partner to transform, as well as blow the Fuestles to evoke their power. He enjoys the artwork of Amedeo Modigliani, finding the artist's depiction of women fascinating. (Specifically ones painted with long necks.)

Castle Dran : Kiva's base of operations, a giant dragon born in the mold of a castle. While dormant, it assumes the form of a building to conceal itself in plain sight. When exposed to moonlight, or when Kiva performs his finishing move, the monster awakens and assumes its true form. Due to its unique abilities of sealing defeated Fangaia, Castle Dran is home to three sealed Fangaia, forced into human form and to become servants of the master of Castle Dran.

Garuru : A violent and impulsive werewolf) Fangaia sealed in Castle Dran long ago, assuming human form and serves as lead caretaker. He allows for Kiva to become Garuru Form and wield the Garuru Saber.

Basher : A fish-man Fangaia with a cool attitude who became Castle Dran's housekeeper, assuming the form of a 13-year old boy. He allows for Kiva to become Basher Form and wield the Basher Magnum.

Dogga : A frankenstein Fangaia with unbeatable strength, Castle Dran's butler after assuming human form.

Fangaia

The Fangaia are stained glass-based vampires who feed off of the Life Energy of humans to survive. By using glass shards to drain the Life Energy, they can assume a human form to hide within everyday society to feed in secret. When a human's Life Energy is stolen, the victim becomes transparent like glass. Each Fangaia belongs to a specific tribe based on the animal form it takes and each Fangaia has a true name. Whenever Kiva defeats a Fangaia, the monster's physical body shatters like glass. In this weakened state, the Fangaia's soul is sealed within Castle Dran's body before it can escape and eventually reform itself.

Spider

Spider Fangaia

Statistics

True Name: The Imposter Twins' Dreaming, Sincere and Melancholy

Tribe: Insect Class

Human Form: Ryo Itoya

Height: 210cm

Weight: 180kg

Episodes: 1-

A Fangaia that awakened in 1986, at a funeral. Yuri attempted to kill him but the Spider Fangaia escaped her using his invisibility ability.

Horse

Horse Fangaia

Statistics

True Name: Light Within the Paradise Capriccio?)

Tribe: Beast Class

Human Form: Kaoru Tsugami

Height: 220cm

Weight: 280kg

Episodes: 1

Destroyed by: Kiva Kiva Form's Darkness Moon Break

Wielding a sword as his weapon, the Horse Fangaia posed as a company manager in 1986, was preying on women until Yuri attempts to kill him. However, Otoy's interference allowed him to escape. By 2008, the Horse Fangaia assumes the identity of a teen model. But due to the trickery of Megumi, the Horse Fangaia ends up being destroyed by Kiva and sealed in Castle Dran.

Notes

Rina Koike has previously portrayed Sailor Luna in Pretty Guardian Sailor Moon

Nana Yanagisawa has previously portrayed Phantom Thief Selene in GoGo Sentai Boukenger episode 13

Kenji Matsuda has previously portrayed Zanki/Kamen Rider Zanki in Kamen Rider Hibiki

Yuuki Ogoe has previously portrayed Daiki Saitō in Kamen Rider Den-O episodes 5 and 6

Kōji Yusa has previously voiced Urataros in Kamen Rider Den-O

Nobuo Kyō has previously portrayed Isshuu Kasumi/KuwagaRaiger in Ninpū Sentai Hurricaneger

Masako Umemiya has previously portrayed Midori Takizawa in Kamen Rider Hibiki

WR. Toshiki Inoue

DIR. Ryuta Tasaki, Hidenori Ishida

EPISODES: 1 **YEAR MADE:** 2008 **COUNTRY:** JAP **SEASONS:** 1

TOEI COMPANY, ISHIOMORI PRODUCTIONS, TV ASASHI

CREATOR: SHOTARO ISHINOMORI

TYPE OF SHOW: SUPERHERO

FORMAT: SERIAS

LENGTH (MINS): 25 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1)

DATE OF PREMIER: 27/01/2008

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Wataru Kurenai/Kamen Rider Kiva KOJI SETO, Otoy Kurenai KOUHEI TAKEDA, Shizuka Nomura
RINA KOIKE, Megumi Aso NANA YANAGISAWA, Yuri Aso YU TAKAHASHI, Mamoru Shima
KAZUHIKO KANAYAMA, Akira Kido HOUKA KINOSHITA, Keisuke Nago KEISUKE KATO, Kengo
Eritate KOUHEI KUMAI, Garuru KENJI MATSUDA, Basher YUUKI OGOE, Dogga EIJI TAKIGAWA,
Kivat-bat the 3rd (Voice) TOMOKAZU SUGITA, Belt (Voice) KOJI YUSA.

RELATED SHOWS:

KAMEN RIDER DEN-O

1 - 1 *FATE: WAKE UP!*

1 - 2 *MUSICAL SUITE: FATHER/SON VIOLIN*

KAMEN RIDER RYUKI

AKA: **MASKED RIDER RYUKI**

AKA: **MASKED RIDER DRAGOON**



"One who does not fight will not survive."

Thirteen Advent Card decks were created for thirteen Kamen Riders. They make Contracts with monsters from the mysterious Mirror World, drawing on their strength in exchange for feeding them the life force of the creatures they destroy. The creator of the Advent Cards has only one rule: that there can be only one Kamen Rider. The others must be killed, and the sole victor will be granted a single wish. This is the Rider War.

All over the city, innocent people are being abducted, never to be seen again. During his investigations of these incidents, Shinji Kido- an intern at the online news service ORE Journal- discovers one of the Advent Card decks at an apartment where every reflective surface has been covered by newspaper. He is soon sucked into the Mirror World, discovering the terrifying truth behind the disappearances: people are literally being pulled through mirrors by the monsters of the Mirror World so that they may feed. He is about to be killed by a powerful dragon named Dragreder when he is saved by Kamen Rider Knight- Ren Akiyama.

Ren seeks to win the Rider War at all costs. He works with a young woman named Yui Kanzaki, who seeks her missing brother: the master of the Rider War, Shiro Kanzaki. Seeing Ren's strength, Shinji enters the Rider War not for the prize, but so that he may protect innocent people from the threat of the Mirror World, and stop the senseless fighting between the Kamen Riders.

With Dragreder as his Contract Monster, he becomes Kamen Rider Ryuki.

He will discover that there are some people who cannot be saved. That you must sometimes fight in order to stop the fighting. The extent to which you must go if you want your deepest wish to come true, and the sacrifices that you must make.

In the end, there can be only one Kamen Rider...

Kamen Rider Ryuki (amen Raidā Ryūki?), translated as Masked Rider Dragoon, is a Japanese tokusatsu television series. It was the twelfth installment in the Kamen Rider series of tokusatsu shows. It was a joint collaboration between Ishimori Productions and Toei, and it was shown on TV Asahi from February 3, 2002 to January 19, 2003.

The twelfth season, Kamen Rider Ryuki, was the cause of further controversy, with accusations that it deviated a step too far from the original formula devised by Shotaro Ishinomori. It begins with the standard template with Journalist Shinji (Suga) and his senior Reiko, investigating missing persons cases but finding themselves sucked into a mirror world where they must fight to save the Earth. Though he has the ability to transform into Kamen Rider Ryuki, Shinji takes several beatings at the hands of the evil Dragreder, until help arrives in the form of fellow Kamen Rider, Kamen Rider Knight (Matsuda). Meanwhile, the cast becomes involved in a series of romantic intrigues and office flirtations more suited to an evening drama than a children's sci-fi show. The show eventually acquired a veritable army of 13 Kamen Riders, including the franchise's first Lady Rider, Natsuki Kato, regarded by the fan community as the last straw, but sufficient to propel Kamen Rider Ryuki to successful ratings.

Opening Theme: "Alive a Life" by Rica Matsumoto

Kamen Rider Ryuki is perfect for those of you whom are curious about the Kamen Rider mythos and are looking for a good series to easily introduce them to this 20 year old franchise. Kamen Rider purists would argue over the fact that Ryuki is a pretty drastic departure from the traditional one man Kamen Rider. In this series, there are 13 and not all of them are good. In fact, the main character Shinji is the only one so far whose

choice to transform is completely selfless. All the others just want to survive to the end and/or win The Prize.

Kamen Rider Ryuki also panders to the surprising amount of female viewers in Japan, who sit down and watch the show with their children (Good job, mothers of Japan!). So ladies, Ryuki has been loaded to the brim with a multitude of hot bishonen goodness for your viewing pleasure. Worry not fellas, while not quite as many or blatant, there are a couple ladies in the mix so that you get your respective ogle on. One of them even happens to be a Kamen Rider who appears later in the series.

For those of you new to the Kamen Rider world, but familiar with such American aired shows like Digimon Tamers or Highlander, this series will immediately make you feel right at home. Those of you die-hard fans beware. If you don't like your Rider series where the hero shares the mantle with others and has a metal grill over those trademark grasshopper eyes, you might not be the happiest fan in the world. But, if you're able to go in to this alternate Kamen Rider universe with an open mind, you should be in for a more than enjoyable ride.

That's about it from me, except for a little technical rating on a 5 point scale on the quality of the DVD. Video gets a crisp number 5, sound quality gets a 4.5 (Simply because I personally lack a decent surround sound system to judge any higher) and the subtitles get an admirable 4, but degrade to a still easily acceptable 3.5.

This series has made a Kamen Rider fan out of me and has left me curious to find out more about Kamen Rider's traditional beginnings. If you couldn't tell, I highly recommend checking out Kamen Rider Ryuki. I hope that you all enjoy it as much as I did.

13 Riders

The notion of 13 Riders is apparently a homage to the original Kamen Rider manga published in 1971, which contains a chapter called The 13 Kamen Riders. Ironically only 10 Kamen Riders were featured in the TV series. Femme, Ryuga and Verde appeared exclusively in the movie Episode: Final and/or the TV special 13 Riders.

Kamen Rider Knight

Kamen Rider Ryuki - main protagonist

Kamen Rider Scissors

Kamen Rider Zolda

Kamen Rider Raia

Kamen Rider Gai

Kamen Rider Ohja

Kamen Rider Tiger

Kamen Rider Imperer

Kamen Rider Femme - officially the first female Kamen Rider

Kamen Rider Ryuga

Kamen Rider Verde

Kamen Rider Odin

The show also featured two Kamen Rider clones, called Alternatives:

Alternative Zero

Alternative

Rider Equipment

Though each rider was different in many aspects, they all had some fundamental similarities and used similar equipment.

V-Buckle (Vent Buckle) - The Rider's henshin belt, when the Vent Deck is put up against a reflective surface. The belt materializes and attaches to the individual.

Vent Deck - This deck contained each rider's advent cards. Each rider's deck had their corresponding crest on it and the color matched the rider's outfit. Putting the deck in the slot on the belt transforms them into their rider form.

Advent Cards - These cards are one of the main tools the riders used throughout the series. Each card had its own function. Some summoned offensive and/or defensive weapons, others provided special abilities. There were some standard cards that every rider had; calling their contract monster, materializing weapons and performing their special attack with their contract monster.

Visor - Each rider had a visor that was modeled after their contract monster. The visor's main function is a card reader. Each rider would insert cards into their visor to "summon" weapons, their contract monster, and

special attacks. Some riders' visor also doubled as their weapon.

Ride Shooter - These vehicles were what the riders would use to travel from the real world to the mirror world. Once a rider would pass through a mirror or reflective surface, they would then be riding in a Ride Shooter as they were traveling through a portal to the mirror world. The Ride Shooter would then shoot out of the reflective surface in the mirror world.

Specifications:

Length - 3.25m (Approximately 10'8")

Height - 1.4m (Approximately 4'7")

Width - 1.12m (Approximately 3'8")

Top speed - 930km/h (Approximately 577.88 mph).

Notes

At a conceptual level, the series is more adult and character driven than the earlier Kamen Rider series, considering the nature of time, predestination, whether fighting can be morally justified, what price people must pay for personal catharsis and the redemption of those they love, etc.

Some of the monsters in this series are portrayed as hungry creatures which prey on humans and other Kamen Riders for survival, rather than as the evil kaijins of the preceding shows. But the majority of the monsters are contracted allies and the power source for most of the thirteen Kamen Riders, building their power by absorbing the energy of those who are defeated.

Despite the idea of 13 Kamen Riders facing each other, all 13 Kamen Riders never really faced each other in one huge battle. The most number of Kamen Riders in one battle is 6, in the TV series, where Knight, Ryuki, Zolda, Ohja, Tiger, and Alternative fought each other, only to be interrupted by Imperer's advent monsters, and 11, at the 13 Kamen Riders Special. Kamen Rider Raia was killed earlier by Kamen Rider Verde's Death Vanish Final Vent. Despite activating the Guard Vent, Kamen Rider Scissors was killed by Kamen Rider Ouja's Veno Crash Final Vent. The remaining 10 Kamen Riders fought on the final match of the special, with Kamen Rider Ryuki and Kamen Rider Knight facing off against the remaining 8, led by Kamen Rider Odin. Takashi Hagino who plays Takeshi Asakura/Kamen Rider Ouja also starred in Choukou Senshi Changèrion. Changèrion's suit actor was Jiro Okamoto, who also plays Kamen Rider Ouja in-suit. This is one of the rare cases where both the actor and their suit actor played different characters together.

Hassei Takano is among the few actors to play two different Kamen Riders. He played Kamen Rider Raia in Kamen Rider Ryuki in 2002 and in 2005 he portrayed Ichimonji Hayato/Kamen Rider Nigo in Kamen Rider The First, which was a remake of the original comic book and series. His first Tokusatsu role was in Ultraman Gaia as Ultraman Agul.

Hassei Takano is not the only Rider in Kamen Rider Ryuki that was previously an Ultraman. Jun Takatsuki played Ultraman Neos in 2000 who later on played Kamen Rider Taiga in Ryuki.

Takeshi Kimura, who plays Masashi Sudou/Kamen Rider Scissors, is in a band called The Lantern.

In a recently-released article by Reuters, it is stated that four actors dressed as Japanese superheroes (Kamen Riders Ryuki, Faiz, and Kaixa among them) who were promoting a new superhero show coming to that country were detained by Thai soldiers for breaking a decree against commercial promotion in front of tanks, but were released without charges.

There was also another time when in the tv series 6 riders had fought each other. Those involved were Ryuki, Knight, Zolda, Raia, Gai, and Ouja.

Will be the first of the New Generation Rider Shows to be "adapted" in the US. It's title, Kamen Rider Dragon Knight.

The series also features the first character to play two different Riders. During the 13 Riders Special, Shinji Kido is Kamen Rider Ryuki, but after his deck was destroyed and Ren was untimely killed, he took the mantle of Kamen Rider Knight. In the same movie, he was the one who accessed both Survive forms.

Theme songs

[edit] Opening theme songs

Alive A Life by Rica Matsumoto (Matsumoto Rika?)

Alive A Life (Advent Mix) by Rica Matsumoto (Matsumoto Rika?) - Episode Final Theme

Ending theme songs

Boundless Life (Hatenaki Inochi) by Hiroshi Kitadani (Kitadani Hiroshi)

Into the Eternal Flame (Hateshinai Honō no Naka ni) by RIDER CHIPS featuring Keiko Terada (Terada Keiko)

Revolution by Hiroshi Kitadani (Kitadani Hiroshi)

WR. Toshiaki Inoue, Yasuko Kobayashi

DIR. Ryuta Tazaki

EPISODES: 50 **YEAR MADE:** 2002 **COUNTRY:** JAP **SEASONS:** 1

ASATSU DK, ISHIMORI PRODUCTIONS, TOEI PRODUCTIONS, TV ASAHI

CREATOR: ISHINOMORI SHOUTAROU

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 50

DATE OF PREMIER: 03/02/2002 **AIR DATE OF LAST EPISODE** 19/01/2003

SEASON DATE BREAKDOWN:

FILMS: KAMEN RIDER RYUKI- EPISODE FINAL (THEATRICAL MOVIE), KAMEN RIDER RYUKI- EPISODE SPECIAL: 13 RIDERS (TV SPECIAL)

Yui Kanzaki AYANO TSUGIYAMA, Ren Akiyama / Kamen Rider Knight SATOSHI MATSUDA, Shinji Kido/Kamen Rider Ryuki TAKAMASA SUGA, Satoru Tojo / Kamen Rider Tiger JUN TAKATSUGI, Shirou Kanzaki KENZABURO KIKUCHI, Takeshi Asakura / Kamen Rider Ohja TAKASHI HAGINO, Kamen Rider Odin TSUYOSHI KOYAMA, Megumi Asano CHISATO MORISHITA, Kamen Rider Raia HASSEI TAKANO/MIYUKI TEZUKA, Nanako Shimada HITOMI KURIHARA, Shuichi Kitaoka / Kamen Rider Zolda RYOHEI, Jun Shibaura / Kamen Rider Gai SATAOSHI ICHIJO, Reiko Momoi SAYAKA KUON, Mitsuru Sano / Kamen Rider Impaler TAKASHI HYUGA, Masashi Sudou / Kamen Rider Scissors (eps 5-6) TAKESHI KIMURA, Goro Yura/Goro-chan/Kitaoka Bodyguard TOMOHISA YUGE

RELATED SHOWS:

KAMEN RIDER

- 1 - 1 *THE SECRET STORY OF BIRTH*
- 1 - 2 *GIANT SPIDER COUNTERATTACK*
- 1 - 3 *SCHOOL GHOST STORY*
- 1 - 4 *SCHOOL GHOST STORY 2*
- 1 - 5 *THE ANTIQUE STORE'S MONSTER*
- 1 - 6 *THE MYSTERIOUS RIDER*
- 1 - 7 *A NEW SPECIES IS BORN?*
- 1 - 8 *THE FOURTH, ZOLDA*
- 1 - 9 *SHINJI'S CAPTURED!?*
- 1 - 10 *KNIGHT'S CRISIS*
- 1 - 11 *THE MYSTERIOUS UNMANNED TRAIN*
- 1 - 12 *REN AKIYAMA'S SWEETHEART*
- 1 - 13 *THAT MAN ZOLDA*
- 1 - 14 *A DAY OF REVIVAL*
- 1 - 15 *IRON MASK LEGEND*
- 1 - 16 *THE CARD OF DESTINY*
- 1 - 17 *THE GRIEVING KNIGHT*
- 1 - 18 *JAILBREAK RIDER*
- 1 - 19 *RIDER GATHERING*
- 1 - 20 *THE TRAITOROUS REN*
- 1 - 21 *YUI'S PAST*
- 1 - 22 *RAIA'S REVENGE*

-
- 1 - 23 *CHANGING DESTINY*
 - 1 - 24 *OUJA'S SECRET*
 - 1 - 25 *COMBINING OUJA*
 - 1 - 26 *ZOLDA'S ATTACK*
 - 1 - 27 *13 RIDERS*
 - 1 - 28 *TIME VENT*
 - 1 - 29 *MARRIAGE INTERVIEW BATTLE*
 - 1 - 30 *ZOLDA'S LOVER*
 - 1 - 31 *THE GIRL AND OUJA*
 - 1 - 32 *THE SECRET DATA GATHERING*
 - 1 - 33 *THE MIRROR'S MAGIC*
 - 1 - 34 *THE BATTLE OF FRIENDSHIP*
 - 1 - 35 *ENTER, TIGER*
 - 1 - 36 *THE BATTLE ENDS*
 - 1 - 37 *SLEEP IS AWAKENING*
 - 1 - 38 *TARGETED YUI*
 - 1 - 39 *A SIGN OF DANGER*
 - 1 - 40 *MEMORIES OF AN OLDER BROTHER AND YOUNGER SISTER*
 - 1 - 41 *IMPALOR*
 - 1 - 42 *ROOM 401*
 - 1 - 43 *THE HERO FIGHTS*
 - 1 - 44 *THE HAPPINESS OF GLASS*
 - 1 - 45 *THE TWENTIETH BIRTHDAY*
 - 1 - 46 *TIGER'S A HERO*
 - 1 - 47 *THE DETERMINATION OF BATTLE*
 - 1 - 48 *THE LAST 3 DAYS*
 - 1 - 49 *THE REQUEST WHICH WE WOULD LIKE TO GRANT*
 - 1 - 50 *NEW LIFE*

KAMEN RIDER SKY RIDER

AKA: **SKY RIDER**

AKA: **KAMEN RIDER SKY RIDER**

AKA: **KAMEN RIDER MR**

AKA: **MASKED RIDER MR**

AKA: **NEW KAMEN RIDER**



Doctor Shido, an acclaimed scientist, has been kidnapped by the terrorist organization Neoshocker (Neo Sacred Hegemony Of Cycle Kindred Evolutional Realm) in order to exploit his expertise in robotics technology. Desperate to escape, he convinces Neoshocker command to allow him to operate on an injured camper. Explaining that he can turn the camper, Hiroshi Tsukaba (played by Hiroaki Murakama), into a powerful Neoshocker warrior, they allow Shido to operate. However, he quickly turns the tables on them, transforming Tsukaba not into an evil kaijin, but into the powerful warrior Skyrider.

Skyrider embodies his favorite recreational activities from before his accident, hang gliding and motorcycle riding, in his new form. Driving around on his Rider Machine, Sky Turbo, and flying thanks to his new, moth-inspired cyborg power, the Sailing Jump.

Skyrider, still referred to as simply "Kamen Rider", fights against the forces of Neoshocker until meeting with the former Riders. Stronger, from the previous series Kamen Rider Stronger, gives him in episode 20 the nickname "Skyrider", which sticks for the rest of the series. Stronger and the other Riders[2] put Skyrider through rigorous training so he can defeat newly revived and powered up kaijin from Neoshocker. After this training, Skyrider is energised, shown physically by his brighter color scheme.

Finally, in episode 54, the Riders[2] return to assist Skyrider in his final showdown against Neoshocker. Seemingly sacrificing themselves for the greater good, Neoshocker is defeated, and Japan is safe again.

Kamen Rider (Kamen Raidā?) (Masked Rider in English) is a Japanese tokusatsu television series. It is the sixth programme in the Kamen Rider franchise. It has the same name as the first series in the franchise, and fans usually refer to this series as New Kamen Rider or Skyrider (スカイライダー, Sukairaidā?) (after the main character) in order to distinguish it from the original. The series was broadcast on TBS from October 5, 1979 to October 10, 1980, lasting 54 episodes. The series was a co-production between Toei and Ishinomori Productions, and was created by Shotaro Ishinomori. It aired every Saturday at 7:00 PM.

New Kamen Rider was intended as a revival of the original Kamen Rider, going back to the basic, essential themes established in that series, as opposed to the more complex and unique series that followed, such as Kamen Rider Amazon and Kamen Rider Stronger.

Original music was by Shunsuke Kikuchi and Ichirō Mizuki, stunt director was Ono Ken-Yukai and the stunt actor was Tetsuya Nakayashiki. The series was produced by Tohru Hirayama.

Reaction and analysis

Due to the series being a revival of the original Kamen Rider, it is often compared with it. For instance, it has been said to have less action and excitement than the original, and that the fight scenes were pushed towards the end as an audience grabber.

Additionally, many see Skyrider's flying ability as a "gimmick" and an attempt to cash in on the success of Superman: The Movie. The special effects used to present Skyrider's ability to fly are also often criticized.

Footnotes

Though in practice he is able to fly, the explanation given for the power (his henshin belt is able to "reduce gravity") suggest that he is more accurately gliding.

All the previous Kamen Rider characters appear in these episodes, the most of any series. They include Kamen Rider 1, 2 (from the original Kamen Rider), V3 (from Kamen Rider V3), X (from Kamen Rider X), Amazon (from Kamen Rider Amazon) and Stronger, as mentioned. They were all portrayed by their original actors, save Hiroshi Fujioka and Okazaki Tôru.

WR.

DIR.

EPISODES: 54 **YEAR MADE:** 1979 **COUNTRY:** JAP **SEASONS:** 1

ISHINOMORI PRODUCTIONS

CREATOR: ISHIMORI SHOUTAROU

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 54

DATE OF PREMIER: 05/10/1979 **AIR DATE OF LAST EPISODE** 10/10/1980

SEASON DATE BREAKDOWN:

FILMS:

Sky Rider HIROAKI MURAKAMI, The Great Boss GORO NAYA, Jiro Tanihara NOBOU TSUKAMOTO,
Narrator SHINJI NAKAE.

RELATED SHOWS:

KAMEN RIDER

KAMEN RIDER V3

KAMEN RIDER AMAZON

KAMEN RIDER X

KAMEN RIDER STRONGER

KAMEN RIDER SUPER-1

KAMEN RIDER BLACK

KAMEN RIDER BLACK-RX

MASKED RIDER

- 1 - 1 *AN ALTERED HUMAN FLIES IN THE SKY*
- 1 - 2 *BIZARRE! SPIDERN MAN*
- 1 - 3 *IT'S COURAGE! THE FEAR OF THE BAT FLUTE*
- 1 - 4 *TWO ALTERED HUMANS, THE ANGRY RIDER BREAK*
- 1 - 5 *FLY, RIDE ON A GIRL'S DREAMS*
- 1 - 6 *MUSHROOM MAN! THE DEVIL'S HANDS ARE COLD*
- 1 - 7 *MANTIS MAN! THE DREADFUL CEREMONY*
- 1 - 8 *CENTIPEDEN MAN'S TRAP! THE MYSTERIOUS OPERATING ROOM*
- 1 - 9 *COBRAN MAN'S MURDER ARMY*
- 1 - 10 *SEEN! CRABNGER MAN'S SECRET*
- 1 - 11 *SALAMAN MAN! ESCAPE FROM HELL VALLEY*
- 1 - 12 *DARK SANTA CLAUS; AH, TRANSFORMATION IMPOSSIBLE*
- 1 - 13 *ANTLION MAN, TOKYO EXPLODES BEFORE 3:00*
- 1 - 14 *VENUS FLYTRAP MAN, MASKED RIDER CLOSE CALL*
- 1 - 15 *DREADFUL BLUE MOLD MAN'S BIG TOKYO EARTHQUAKE*
- 1 - 16 *WHAT IS THE IMMORTAL COCKROACH MAN'S G-MONSTER'S TRUE IDENTITY?*
- 1 - 17 *YOU DID IT! THE END OF G-MONSTER*
- 1 - 18 *ADMIRAL MAJIN'S GREAT ELECTRIC HELL OPERATION*

-
- 1 - 19 *COVER YOUR EARS TOO! WOLF MAN'S MURDEROUS CRY*
 - 1 - 20 *TWO MASKED RIDERS, WHO IS ANOTHER?*
 - 1 - 21 *ENTER STRONGER; TWO RIDERS VS. TWO FORMIDABLE MONSTERS*
 - 1 - 22 *KOGOENSKY FROZE TOKYO 5 SECONDS AGO*
 - 1 - 23 *MONSTER FLYING SQUIRREL BROTHERS AND TWO RIDERS*
 - 1 - 24 *MADARAKA MAN, FEAR OF POISON GAS*
 - 1 - 25 *HEAVY!! HEAVY!! THE 50-TON BABY*
 - 1 - 26 *THREE RIDERS VS. NEOSHOCKER'S SCHOOL FORTRESS*
 - 1 - 27 *TANK AND MONSTER GENERATION II CORPS, FULL FORCE OF EIGHT RIDERS*
 - 1 - 28 *EIGHT RIDERS' GREAT TRAINING OF FRIENDSHIP*
 - 1 - 29 *FIRST APPEARANCE! SKYRIDER'S STRENGTHENED FINISHING MOVE*
 - 1 - 30 *HE EATS DREAMS? THE STRANGE BOY WHO CAME FROM THE AMAZON*
 - 1 - 31 *RUN, X-RIDER! HIROSHI TSUKUBA! DON'T DIE!!*
 - 1 - 32 *THANK YOU, KEISUKE JIN! LEAVE THE FINAL BLOW TO ME!!*
 - 1 - 33 *HELLO! RIDERMAN, BE CAREFUL OF NEZURA MAN*
 - 1 - 34 *DANGER, SKYRIDER! HE'S COME! SHIROU KAZAMI!!*
 - 1 - 35 *KAZAMI-SENSEI! I'LL GET THE OCTOPUS GANG!!*
 - 1 - 36 *HURRY, HAYATO ICHIMONJI! SAVE THE PEOPLE CAUGHT IN TREES!!*
 - 1 - 37 *THE MYSTERY OF NAKIRI VILLAGE! IS HIROSHI ALSO CAUGHT IN A TREE?*
 - 1 - 38 *PLEASE, SHIGERU JOU! THERE'S A COMMAND TRAINING PLACE WITH A MILLION YEN MONTHLY SALARY*
 - 1 - 39 *HELP! TWO RIDERS!! MOTHER BECOMES A DEMON*
 - 1 - 40 *CHASE, HAYATO! THE KAPPA'S BOWL FLIES THROUGH THE SKY*
 - 1 - 41 *GHOST STORY SERIES - THE SECRET OF THE PHANTOM BUILDING*
 - 1 - 42 *GHOST STORY SERIES - ZOMBIE! THE MONSTER IS REVIVED*
 - 1 - 43 *GHOST STORY SERIES - EARLESS YOSHIKAZU'S 999 EARS*
 - 1 - 44 *GHOST STORY SERIES - THE WERECAT WANTS CHILDRENS' BLOOD*
 - 1 - 45 *GHOST STORY SERIES - THE SNAKE WOMAN CURSES HIROSHI TSUKUBA!*
 - 1 - 46 *GHOST STORY SERIES - THE BREAKABLE HUMAN! FEAR OF THE MIRROR'S CENTER*
 - 1 - 47 *SKYRIDER'S GREATEST WEAKNESS! ATTACK THE 0.5 SECOND BLIND SPOT*
 - 1 - 48 *FOUR SKYRIDERS, WHO IS THE REAL ONE?*
 - 1 - 49 *ROCKET LAUNCH! HIROSHI TSUKUBA GOES TO THE SPACE GRAVEYARD*
 - 1 - 50 *YOU, ALSO ENLIST IN THE COMMAND BOYS' SQUAD!?*
 - 1 - 51 *NEOSHOCKER RED & WHITE, GREAT DECISIVE BATTLE OF DEATH*
 - 1 - 52 *HIROSHI'S FATHER HAD LIVED! AS ALTERED HUMAN FX777?*
 - 1 - 53 *THE END OF ADMIRAL MAJIN! AND THE GREAT LEADER'S TRUE IDENTITY?*
 - 1 - 54 *FAREWELL, HIROSHI TSUKUBA! EIGHT HEROES FOREVER....*

KAMEN RIDER STRONGER

AKA: **MASKED RIDER STRONGER**



Angered by the death of his best friend at the hands of Black Satan, Sigeru Jo (Stronger) convinces an ex-Black Satan scientist named Dr. Masaki to transform him into a cyborg. Given the super electromagnetic dynamo implant, Shigeru is reborn as Kamen Rider Stronger. However, this power comes with a price, the Denki energy that now powers his body, has turned his hands silver. So even while as Shigeru, he must wear hands to protect his dual identity.

Aided by the first female cyborg, Yuriko Misaki became Tackle, and fought just as hard as Stronger did. She was killed in episode 30 by General Shadow. Toward the end of the series, a showdown began between Stronger, and the Great Boss. The final battle, Stronger was on the edge of defeat, but the other Kamen Riders came in to help stop the Great Boss (the Great Boss controls all the organisations in the Kamen Riders shows and films).

Amazon was soon replaced for a fifth season with Kamen Rider Stronger - vengeul young Shigeru Jo (Araki), who volunteers for cybernetic augmentation with the Black Satan Group and then turns against his masters in time-honored Kamen Rider tradition. With the letter "S" proudly emblazoned on his chest in presumed homage to Superman, Shigeru also had the assistance of a female cyborg, Yuriko (Okada), who was able to transform into his fighting assistant Tackle.

The fifth series of Kamen Rider was clearly expected to be the last, reintroducing all previous Kamen Riders for the last five episodes, and ending with an elegiac montage and a farewell from series narrator Shinji Nakae. Kamen Rider stronger is regarded as the end of the first era of Kamen Rider, not only for the four year production gap that followed, but also since it was the last time that all former Kamen Riders were able to assemble on-screen in the presence of their unifying mentor Tobei.

Original music was created by Shunsuke Kikuchi, stunt director for the series was Ono Ken-Yukai and one of the stunt actors for the series was Tetsuya Nakayashiki. Produced by Tôru Hirayama, Original Music by Mitsuko Horie , Shunsuke Kikuchi , Ichirô Mizuki & Masato Shimon.

Kamen Rider Stronger (Kamen Raidā Sutorongā?, Masked Rider Stronger in English) is a Japanese tokusatsu television series. The fifth programme to be created as part of the Kamen Rider franchise, the series was broadcast on TBS from April 5, 1975 to December 27, 1975, lasting 39 episodes. It aired every Saturday at 7:00 PM. Stronger was a co-production between Ishinomori Productions and Toei, and was created by Shotaro Ishinomori.

While the series is relatively popular amongst tokusatsu fans, it has not garnered much mainstream attention. However, the series is unique in several respects, and has influenced other series in the franchise in many ways. See Themes, below.

Overview

Shigeru Jou (Jō Shigeru), played by Shigeru Araki, joins the evil organisation Black Satan after the death of a close friend, one whom he considered his mentor. Promised power, and fueled by a desire for revenge, he undergoes surgery to become one of Black Satan's super warriors. However, Jou knows that Black Satan were in fact the murderers of his friend; he was using Black Satan in order to gain new powers. The newly powered up Jou escapes from the Black Satan headquarters before they can brainwash him into following their campaign of evil.

Frustrated, Black Satan scientists devise a plan to capture and kill the warrior they have just created, along with continuing the goal they've had all along world domination. Jou plans on fighting back in his new form, called Kamen Rider Stronger. While escaping from Black Satan, Stronger meets Yuriko Misaki (played by Kyoko Okada) another cyborg warrior created by Black Satan. They team up, with Misaki now becoming

Electro Wave Human Tackle. The two eventually meet Tachibana Tôbei as well.

Stronger, Tackle, and Tachibana fight valiantly against the evil cyborg forces of Black Satan, continually meeting the head agents General Shadow, and the One-Eyed Titan. The Titan is defeated in episode 13, but manages to return in episode 17 as the One-Hundred Eyed Titan, posing an even greater threat than before. Despite sharing the similar goals of defeating Stronger and conquering the world, General Shadow and the Titan cannot seem to agree on a few other issues for instance, which one of them gets to kill Stronger. Oftentimes, their bickering inadvertently allows him to escape their wrath.

In episode 26, Stronger is able to topple Black Satan once and for all. With his former organization in ruins, General Shadow forms the "Delza Army" to continue his malicious goals. There were two further defining moments for the series: first, in episode 30, Tackle sacrifices herself to save Stronger from Doctor Kate, a Delza Army general. Her death affects Stronger greatly, and he vows to keep fighting until evil is defeated. Tackles' death is sometimes compared to Rideman's sacrifice in Kamen Rider V3. In the following episode, Stronger's fight against evil is greatly assisted when he undergoes surgery and gains a devastating new power the ability to power up into a new, stronger, form "Charge Up!".

Ultimately, all the former Riders, Kamen Riders 1, 2 from the original Kamen Rider, V3 from Kamen Rider V3, X from Kamen Rider X, and Amazon from Kamen Rider Amazon, all appear in the final few episodes to help Stronger finally defeat the Delza Army and General Shadow. This sequence of episodes has attracted some praise from fans. [1]

Themes

Kamen Rider Stronger Stronger's primary motif was that of electricity. All his attacks were based on electricity, and the cyborg aspect of his body is much more prominent than in the previous series; for instance, his hands were metal coils that had to be covered when he was not transformed. Stronger was not based on a grasshopper or grasshopper-like insect as with the previous Riders; he is based on the Kabutomushi, or rhinoceros beetle.

The other primary characteristic of the series is Shigeru's bravado and eccentric personality. For instance, in the first episode, he instructs some Black Satan henchmen he encounters to call him Jou-san or Shigeru-san, the informal forms of his name, due to the fact that he'd already introduced himself. He wears various t-shirts emblazoned with the letter "S", along with numerous other items of clothing, including a denim jacket with a rose emblem. Stronger's entrance is also a hallmark of the series, with his opening serifu and accompanying whistle a particular highlight.

"The heavens call...
The earth cries out...
The crowds roar...
All calling on me to strike back against evil.
Now listen up, villains!
I am the warrior of justice,
The Kamen Rider Stronger!"

This reoccurring sequence has been compared to a similar one in Kikaida.

Additionally, the "form changer" motif makes its first appearance in Stronger. Stronger's "Charge-Up!" mode predates Roborider and Biorider of Kamen Rider BLACK RX, and the primary themes of Kamen Rider Kuuga and Kamen Rider Agito were the main characters' ability to change forms. Kamen Rider Kabuto, where each Rider character can shift between a bulky armoured form and a lightly covered, fast form, also features this concept prominently.

Indeed, Kabuto was greatly influenced by Stronger. Not only are both Stronger and Kabuto based on the same type of beetle, Stronger's Rider Machine is named "Kabutorô". Beyond these superficial similarities, Kabuto and Stronger, or, more accurately, Shigeru and Tendou, share a similar philosophical outlook and eccentric attitudes toward life and others, often commenting wryly on combat as it occurs.

Earlier Kamen Riders had "charge up" modes but without a change in appearance. Riders 1, 2 and V3 simply had a charge up sound effect. Kamen Rider X had smoke pour out of his body.

Ratings and reception

There is some debate as to whether Stronger was intended to be the final Kamen Rider series. Though few argue that the series does contain a conclusion of sorts to the saga that began in the original Kamen Rider, Japanese film and television historian August Ragone argues that it was simply a matter of coincidence, because the network that had aired all the previous series, MBS, had decided not to air Stronger, instead giving the rights to TBS. At the same time, NET aired the widely successful Himitsu Sentai Goranger, the first Super Sentai in programme in direct competition with Stronger, resulting in extremely low ratings for TBS.[4]

WR. Masaru Igami

DIR. Daisuke Yamazaki

EPISODES: 39 **YEAR MADE:** 1975 **COUNTRY:** JAP **SEASONS:** 1

ISHINMORI PRODUCTION, TOEI.

CREATOR: ISHIMORI SHOUTAROU

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 39

DATE OF PREMIER: 05/04/1975 **AIR DATE OF LAST EPISODE** 27/12/1975

SEASON DATE BREAKDOWN:

FILMS:

Tachibana Toubei AKIJI KOBAYASHI, The Great Boss GORO NAYA, Jou Shigeru/Masked Rider Stronger SHIGERU ARAKI, Dr. Kate MACHIKO SOGA , Misaki Yuriko/Tackle KYOKO OKADA.

RELATED SHOWS:

KAMEN RIDER

KAMEN RIDER V3

KAMEN RIDER AMAZON

KAMEN RIDER X

KAMEN RIDER SKY RIDER

KAMEN RIDER SUPER-1

KAMEN RIDER BLACK

KAMEN RIDER BLACK-RX

MASKED RIDER

- 1 - 1 *I AM THE ELECTRIC HUMAN STRONGER!!*
- 1 - 2 *THE SECRET OF STRONGER AND TACKLE!*
- 1 - 3 *THE THRILLER HOUSE CALLS FOR CHILDREN!!*
- 1 - 4 *THE DEMONIC MOTORBIKE RECKLESS DRIVING OPERATION!*
- 1 - 5 *BLACK SATAN'S SCHOOL LUNCH!?*
- 1 - 6 *THE JELLYFISH MACHINE MONSTER WHO TOOK THE FORM OF A TEACHER!*
- 1 - 7 *RIDER GREAT REVERSAL!!*
- 1 - 8 *DON'T MELT, RIDER! THE FINAL BLOW, ELECTRO-KICK!!*
- 1 - 9 *THE BAND OF DEMONS HAS COME!!*
- 1 - 10 *THE FRIGHTFUL GUMMER BUG! IT TARGETS HUMANS!!*
- 1 - 11 *CHAMELEORN! DEMONIC FILM!?*
- 1 - 12 *DUEL! STRONGER'S GRAVE!?*
- 1 - 13 *THE ONE-EYED TITAN! THE FINAL COUNTER ATTACK!!*
- 1 - 14 *THE APPEARANCE OF ENIGMATIC CHIEF EXECUTIVE SHADOW!*
- 1 - 15 *SHADOW'S TRUMP THAT CALLS DEATH!!*
- 1 - 16 *THE BLOODSUCKING BUBUNGER'S DEMONIC PRESENT!*
- 1 - 17 *GHOST STORY, THE DEMONIC EASTER*

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- 1 - 18 *GHOST STORY, THE BOTTOMLESS SWAMP*
 - 1 - 19 *GHOST STORY: THE CURSED OLD CASTLE!*
 - 1 - 20 *THE GREAT SCARY DESERT! TWO TOUBEIS?!*
 - 1 - 21 *SHARKSHARK ISLAND, DECISIVE BATTLE IN THE SEA!*
 - 1 - 22 *RIDER EXECUTION AT 12:00!?*
 - 1 - 23 *THE DEVIL OF THE UNDERGROUND KINGDOM!!*
 - 1 - 24 *BIZARRE! THE UNMANNED TRAIN RUNS!!*
 - 1 - 25 *DON'T DIE!! SHIGERU JOU IN THE ELECTRIC CHAIR*
 - 1 - 26 *SEEN!! THE GREAT LEADER'S TRUE IDENTITY!!*
 - 1 - 27 *REMODELLED MAJIN! THE DELZER ARMY APPEARS!!*
 - 1 - 28 *OH! STRONGER...INTO SMALL PIECES?!*
 - 1 - 29 *THE CURSE OF MAJIN KATE'S BLOOD!*
 - 1 - 30 *GOODBYE, TACKLE! HER LAST ACTIVITY!!*
 - 1 - 31 *STRONGER'S GREAT REMODELLING!!*
 - 1 - 32 *DEADLY! SUPER ELECTRO THREE-STAGE KICK!!*
 - 1 - 33 *STRONGER DIES IN THE FULL MOON!?*
 - 1 - 34 *THE SNAKE WOMAN'S BLOODSUCKING HELL!*
 - 1 - 35 *THE MAN WHO RETURNED! THE NAME IS V3!!*
 - 1 - 36 *THREE RIDERS VS. THE POWERFUL DELZER ARMY!*
 - 1 - 37 *RIDERS CAPTURED! LONG LIVE DELZER!!*
 - 1 - 38 *APPEARANCE! RIDERS #1, #2!!*
 - 1 - 39 *GOODBYE! THE GLORIOUS SEVEN RIDERS!*

KAMEN RIDER SUPER-1

AKA: **MASKED RIDER SUPER ONE**

AKA: **KAMEN RAIDAA SUUPAA WAN**



Kazuya Oki, played by Shunsuke Takasugi, volunteers to undergo cybernetic surgery in the International Space Development Program in the United States in order to become a astronaut who can survive in outer space without the need for a bulky external suit. After a successful operation, he is given the codename "Super 1". Before he can depart for space, however, the base where he received his operation is attacked by the Dogma Kingdom. Only Kazuya is able to escape.

Determined to avenge the deaths of the scientists, he returns to Japan and is trained by a martial arts expert, Master Genkai. With this knowledge, he is able to transform into the powerful Kamen Rider Super-1.

As Super-1, Kazuya possesses super-powered attachments called the "Five Hands". They are as follows:

Super Hands: Super-1's default silver gloves. He can perform the Super Punch with them.

Electric (Eleki) Hands: Super-1's blue gloves. They can shoot an electric beam.

Power Hands: Super-1's red gloves. He gains the ability to lift heavy objects.

Radar Hands: Super-1's gold gloves. He can shoot missiles that emit radar waves, allowing him to see further from the radar screen on his gloves.

Hot/Cold (Reinetsu) Hands: Super-1's green gloves. The left glove is a cryogenic sprayer, while the right glove is a flamethrower.

Super-1 also has two motorcycles, "Rider Machines" in the series' parlance. One is called the "V-Machine", which can transform into the more-complex "V-Jet". He also rides the lightweight "Blue Version", which can cover rough terrain better than the V-Machine.

In episode 24, Super-1 finally topples the Dogma Kingdom, only to encounter another evil group called the Jin Dogma. At this point, the series became much more lighthearted, with the introduction of the Junior Riders, who serve as comic relief, and the bizarre Jin Dogma kaijin. Jin Dogma's monsters are based on household objects, such as ladders, basketballs, and refrigerators.

Ultimately, Kazuya defeats Jin Dogma, allowing Japan to exist in peace. He then finally fulfills his childhood dream and ventures into outer space with the help of a new team of scientists.

A seventh season ran straight on, featuring a slightly different origin story. Kamen Rider Super One begins life in America as Japanese astronaut Kazuya (Takasugi), who volunteers for cybernetic augmentation in preparation for a deep-space mission. When the US base is attacked by the Dogma Kingdom, Kazuya is the sole survivor and makes his way to Japan to resist the Dogma invasion. Kamen Rider Super One was the first Kamen Rider series not to rely heavily on former continuity - through Jiro appeared as a mentor figure, the other Kamen Riders only arrived for the movie spin-off and were not seen in the TV series.

Kamen Rider Super One was followed by another gap of several years, broken only by the one-shot TV special *Birth of the Tenth Kamen Rider: Riders Come Together* (1984). Teenage pilot Ryo Murasawa (Sugato) and his sister are kidnapped by the evil terrorists of the Badan Empire. The sister dies but the brother is transformed into the cyborg warrior Silver Cross, who eventually rebels against his masters to become Kamen Rider ZX. However, despite all the appearance of the origin-story for a new series, Kamen Rider ZX disappeared from sight and was only seen in a cameo role for a few episode of *KAMEN RIDER BLACK-RX*.

The series was produced by Tohru Hirayama, the original music was by Shunsuki Kikuchi and the stunt actor was Tetsuya Nakayashiki.

Trivia

Just like Skyrider, Kamen Rider Super-1 elder mentor was Genjiro Tani, the replacement for Tachibana Tobei.

Kamen Rider Super-1 is the second Kamen Rider series not to have a team-up with previous Kamen Riders, although the previous Kamen Riders appeared in the movie.

Lead actor Shunsuke Takasugi sings the opening theme song ("Masked Rider Super-1") as well as the original ending theme song ("The Fiery Rider Fist"). The second ending theme song ("Junior Rider Team's Song") was recorded by singer Ichiro Mizuki.

WR. Taku Ezure

DIR. Minoru Yamada

EPISODES: 48 **YEAR MADE:** 1980 **COUNTRY:** JAP **SEASONS:** 1

ISHINOMORI PRODUCTIONS, TOEI (distributors)

CREATOR: ISHIMORI SHOUTAROU

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 48

DATE OF PREMIER: 17/10/1980 **AIR DATE OF LAST EPISODE** 03/10/1981

SEASON DATE BREAKDOWN:

FILMS:

Kamen Rider Super-1 SHUNSUKE TAKASUGI, Jiro Tanihara NOBOU TSUKAMOTO, WOLF OTSUKI.

RELATED SHOWS:

KAMEN RIDER

KAMEN RIDER V3

KAMEN RIDER AMAZON

KAMEN RIDER X

KAMEN RIDER STRONGER

KAMEN RIDER SKY RIDER

KAMEN RIDER BLACK

KAMEN RIDER BLACK-RX

MASKED RIDER

- 1 - 1 *THE REMODELLED HUMAN'S GREAT TRANSFORMATION FOR THE PLANET*
- 1 - 2 *THE TIME OF BATTLE HAS COME! THE MOVE IS THE SINCERE SHAOLIN FIST*
- 1 - 3 *GO! THE ENDS OF THE EARTH, DOGMA'S GOLDEN VILLAGE*
- 1 - 4 *RUN, KAZUYA! DOGMA'S WEDDING MARCH OF DEATH*
- 1 - 5 *FLY, KAZUYA! THE DEMONIC MACHINE RACE*
- 1 - 6 *HELP~ THE LOVERS OF THE SPIDER'S NEST MANSION*
- 1 - 7 *DOGMA EQUATION, THE LIVING COMPUTER*
- 1 - 8 *FIGHT, KAZUYA! DOGMA'S TRIAL OF DEATH*
- 1 - 9 *SEEN!!! THE SECRET OF THE DOGMA MONSTER REMODELLING FACTORY*
- 1 - 10 *DANGER!! THE DEMONIC CHRISTMAS PRESENT*
- 1 - 11 *SOS! KAZUYA! COOPERATE WITH DOGMA!!*
- 1 - 12 *A FORMIDABLE ENEMY APPEARS! THE SINCERE SHAOLIN FIST IS DEFEATED*
- 1 - 13 *DISCOVERED! THE DEADLY "PLUM BLOSSOM" TECHNIQUE*
- 1 - 14 *DOGMA ANNIHILATION? THE DEMON PROFESSOR'S LAUGHING GAS*
- 1 - 15 *GENIUS MONSTER VS. RIDER IN A CONTEST OF WITS*
- 1 - 16 *HELP! THE ONE-EYED MONSTER COMES TO ATTACK!*
- 1 - 17 *I WANT KAZUYA'S BLOOD! THE STRANGE SWORD CALLS*

- 1 - 18 *FIVE HAND CHANGE IMPOSSIBLE!!*
- 1 - 19 *THE DEMONIC TUTORING SCHOOL!! THE DREADFUL RADIO-CASSETTE MONSTER*
- 1 - 20 *TO YOUR HOUSE! DOGMA'S PHONE RINGS TONIGHT*
- 1 - 21 *EMERGENCY ORDER! STEAL THE FIVE HANDS!!*
- 1 - 22 *DUEL AT THE MONSTER GRAVEYARD! THE END OF GENERAL MEGIRL*
- 1 - 23 *IMMORTAL EMPEROR TERROR MACRO'S TRUE IDENTITY?*
- 1 - 24 *LET'S GO!! JUNIOR RIDER SQUAD*
- 1 - 25 *IT EVEN ATTACKS AIRPLANES!! THE STRONG MAGNET MONSTER*
- 1 - 26 *IN THE CARE OF A CLOCK? MANDOGMA'S TRAP*
- 1 - 27 *A FRIEND OF CHILDREN! CHILD X'S IDENTITY?*
- 1 - 28 *THE BIZARRE VIDEO MONSTER WHO MAKES COPIES OF PEOPLE*
- 1 - 29 *RAIN, RAIN, FALL, FALL! THE BIZARRE UMBRELLA MAN!!*
- 1 - 30 *THE EVIL SUPER EXPRESS! ROLLERSKATE MONSTER*
- 1 - 31 *IT SUCKS UP HUMANS! FEAR OF SPRAY MONSTER*
- 1 - 32 *BAIT THE RIDER! FISHING ROD MONSTER APPEARS*
- 1 - 33 *LET'S FIGHT EVERYONE! THE DREADFUL RC MONSTER*
- 1 - 34 *THE MAGIC RED LIGHT THAT MASARU FOUND*
- 1 - 35 *THE BIZARRE CHAIR-PERSON! THE EXECUTION ROOM!*
- 1 - 36 *SCISSORS MONSTER'S SCISSORSSCISSORS OPERATION!!*
- 1 - 37 *BIG ARM COMA MONSTER! DEATHMATCH AT THE LIGHTHOUSE!!*
- 1 - 38 *DANGEROUS! DON'T ENTER WHERE FRIDGE MONSTER IS IN!!*
- 1 - 39 *WHERE IS POWERFUL RIDER MONSTER'S WEAK POINT?!!*
- 1 - 40 *OH, HUMANS ARE MELTING! SOAP MONSTER APPEARS*
- 1 - 41 *KAZUYA IN THE ZOO, ESCAPE FROM THE UNDERWATER TANK IMPOSSIBLE?*
- 1 - 42 *DEMON MARSHAL'S GREAT COSTUME PARTY*
- 1 - 43 *THE WORLD IS FREEZING!? ELECTRIC FAN MONSTER'S MIGHT!*
- 1 - 44 *BUILDING OF NYOKINYOKI HASHIGO MONSTER'S EVIL INFLUENCE*
- 1 - 45 *MOST EXCELLENT MONSTER ANTHEM KING THAT YOU CONSIDERED*
- 1 - 46 *DEMON MARSHAL GETS ANGRY! TRANSFORM, WILL-O'-THE-WISP! PRINCESS!!*
- 1 - 47 *GOLDEN RAIN! THE PHANTOM PROFESSOR'S FINAL TRAP!!*
- 1 - 48 *FAREWELL, EARTH!! KAZUYA HEADS OFF TO SPACE!!*

KAMEN RIDER V3

AKA: **MASKED RIDER V3**

AKA: **KAMEN RAIDA BUI SURI**



The second series of Kamen Rider, confusingly named Kamen Rider V3 since it referred to the Rider not the season, introduced a new hero, Shiro (Miyachi) who unwittingly invites danger when he comes to the aid of distressed damel Junko (Ono). The Destron Terrorist Organization, an off shoot of the previous serial's Gel Shocker axis (in fact, later KM enemies almost always turn out to be puppets of the original KR's nemesis, the "Great Leader", targets Shiro and his family, murdering his parents and sister.

However, Shiro is saved by the timely arrival of his chemistry teacher Takeshi, who transforms into KR. The former season's two riders refuse to allow Shiro to have cyborg augmentation, as, like the same creator's KIKAIDA, they mourn the loss of their humanity and have no desire to inflict it on someone else. However, Shiro is injured saving them from an attacker and they are forced to give him a cyborg body to save his life. . . Not a moment too soon, since they are themselves soon missing in action after saving Tokyo from an atomic monster and the third KM becomes the sole hero, aided by Takeshi's old mentor Tobei, Maintaining the pattern established by the first season, the new KR is not alone for long and eventually befriends Joji (Yamaguchi), a former Destron scientist, who switches sides after Destron mastermind Marshall Armor (Nakamura) almost kills him.

However, "Riderman" as he becomes known, is only initially interested in avenging himself on his former boss and often clashes with Shiro. He is finally redeemed when he is presumed killed in a nuclear blast after saving Japan, leading Shiro to deliver a eulogy proclaiming Joji as the "Fourth Kamen Rider".

Ever since Kazami Shirou saw a man give off white smoke and melt away, someone or something has been after his life. Hongou Takeshi, alias Kamen Rider 1, tells Tachibana Toubee that he has the feeling something suspicious is going on.

That feeling becomes firm when Hongou and Toubee see Shirou's bike get bombed and black-robed men plant a cross, moaning "Destron" and declaring the deaths of the Riders. Evil hadn't died with the fall of Gelshocker. When Shirou tries to solve the mystery himself, he gives Tama Junko shelter in his own home. Junko had been pursued by the same mysterious forces as Shirou ever since she saw some suspicious activities. Hongou and Ichimonji have a bad feeling about this, which is justified when they arrive at Shirou's home, only to find Scissors Jaguar murdering Shirou's father Tatsuji, mother Aya, and younger sister Yukiko. The Double Riders, however, do arrive in time to save Shirou and Junko. Shirou pleaded to the Double Riders, "I discard my humanity up until today. As a demon of vengeance, I shall surely avenge my family. I want to be a Kamen Rider. Make me a cyborg!" But the Double Riders did not want to create yet another cyborg burdened by a loss of humanity. Acting on Junko's testimony, the Double Riders track down the base of their mysterious (not so new, as it turns out) enemy.

Waiting for them there was the still-disembodied voice of Gelshocker's Leader, now the leader of a new organization, Destron, and a trap armed with a 'Cyborg Disintegration Beam'. Shirou comes in, without the powers, he wanted to save the Double Riders, receiving fatal wounds.

To save Shirou, the double Riders perform surgery on him. When Turtle Bazooka tries to blow away the Double Riders, Shirou appears yet again...but as the cyborg Kamen Rider V3, armed with 'double typhoons' and both their powers! While V3 avenges his family by killing their murderer, Scissors Jaguar, the Double Riders save Tokyo by using up their remaining energies to take Destron's second monster, Turtle Bazooka, armed with a hydrogen bomb, out over the sea beyond Tokyo to explode. V3 arrives on the scene too late. Together with Toubee, who establishes the sports shop 'Central' as a cover for the Boys' Rider Team headquarters, Junko, and the Boys' Rider Team, Shirou/V3 fights Destron...and his own inner demons. He must struggle with the knowledge that he is no longer human. He refuses Junko's advances, thinking she could

never love someone who was no longer fully a man. Meanwhile, he must discover his 26 secret powers on his own, without the guidance of Hongou and Ichimonji.

The concept of a third Rider dates as far back as the planning stages for the seventh cours of Kamen Rider (original series) episodes. The seventh cours was to not only introduce Shocker's successor, then named 'Black Shocker', but also 'Kamen Rider 3' (not 'V3'), scheduled to debut in episode 85. One idea for KR3 was for him to be an android controlled by 1 and 2. Kamen Rider 1 was to die and come back to life by episode 87, stronger than before. Kamen Rider 2 was to return in episode 91, joining with 1 and 3 to form the 'Triple Riders'. This scenario of course never came to pass, and the concept of a third Rider was saved for a sequel series. This series was to begin around what would have been the 100th episode of Kamen Rider.

Early proposed titles included Ultrarider, Rider A, Shin [New] Kamen Rider, The New Kamen Rider, and Kingrider. At a Toei meeting held in November 1972, the titles Kamen Rider Three and Kamen Rider X [!] were proposed. But soon, the title Kamen Rider V3 was decided upon. The show was a success, with ratings of 26.8% (Kantou) and 36% (Kansai) on its first airing. Later episodes did not match the ratings of the first Kamen Rider series, but the series averages of 20.2%(Kantou) and 27% (Kansai) were still higher than those of subsequent Kamen Rider series.

As the series went on, these subplots were suddenly phased out without explanation. To this day, half of the 26 secret powers have never been used on film (though they have been revealed in print). Junko merely became a background figure, in charge of communications at Boys' Rider Team headquarters. Furthermore, the tragedy of the deaths of the Double Riders was undermined when they were said to be alive in Australia in episode 21, returned to Japan in the V3 movie shortly thereafter, and guest starred in episodes 33 and 34.

Until the final cours, V3 is full of characters and plots that appear and disappear in quick succession. The first of Destron's officers, the ex-Nazi Doktor G, a.k.a. Crab Laser, menaces V3 in episodes 13-30. The officers of Shocker and Gelshocker come back to life with a quartet of Shocker monsters in episodes 27 and 28. After Doktor G's death, Destron sets three 'clans' after him: Baron Fang, a.k.a. Bloodsucker Mammoth, and the Fang Clan (episodes 31-35), Bishop Wing, a.k.a. Deadman Bat, and the Wing Clan (episodes 36-40), and Marshal Armor, a.k.a. Zarigarna, and the Armor Army (episodes 41-52).

The Destron Hunter organization, an offshoot of Interpol paralleling Antishocker, is introduced in episode 29 and annihilated in episode 30; only Destron Hunter No. 5, Sakuma Ken, survives, but fades away after episode 36. The final cours of V3 is the best of the series (and perhaps even of all the Kamen Rider series up to Super-1). In episode 43, Destron's leading scientist, Yuuki Jouji, was labelled a traitor and sentenced to death by Marshal Armor, who feared that the loyal Jouji will one day usurp his status. Hung upside down over a pool of sulfuric acid, Jouji loses his right arm before three of his fellow scientists save him.

Replacing his lost arm with a mechanical one, he realizes the true nature of Destron and becomes Rideman, reluctantly teaming up with V3. An uneasy alliance between the two gradually develops until episode 51, when Rideman steers Destron's Pluton Rocket away from Tokyo, detonating it and himself in mid-air. (Any similarity to the 'deaths' of the Double Riders is probably less than coincidental.) V3 pays tribute to him by giving him the title of Rider Number Four, and goes on to destroy Destron alone. Having done his job, Shirou rides off into the sunset, leaving Tachibana without any Rider to support until Kamen Rider X.

WR. Orita Itaru, Yamada Minoru, Uchida Issaku, Taguchi Katsuhiko, Tsukada Masaki

DIR. Igami Masaru, Suzuki Ikuo, Shimada Sadayuki, Naitou Makoto, Saeki Toshimichi

EPISODES: 52 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:** 1

MAINICH HOSOU/NET/ISHINOMORI PRODUCTIONS.

CREATOR: ISHIMORI SHOUTAROU

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 52

DATE OF PREMIER: 17/02/1973

AIR DATE OF LAST EPISODE 09/02/1974

SEASON DATE BREAKDOWN:

FILMS: KAMEN RIDER V3 (1973), KAMEN RIDER VS. THE DESTRON MONSTERS (1973).

Kazami Shirou/Kamen Rider V3 MIYAUCHI HIROSHI, Yuuki Jouji/Rideman YAMAGUCHI AKATSUKI, Tachibana Toubie KOBAYASHI SHOJI, Tama Junko ONO HIZARURU, Tama Shigeru KAWAGUCHI HIDEKI, Sakuma Ken KAWASHIMA KEN, Kazami Tatsuji KAGA KUNIO, Kazami Aya MASAKI MIKI, Kazami Yukiko SEKIGUCHI ERIKO, Doktor G CHINAMI JOUTARO, Baron Fang GOU EIJI, Archbishop

Wing FUJINO SACHIO, Marshal Armor NAKAMURA FUMIYA, Hongou Takeshi/Kamen Rider 1
 FUJIOKA HIROSHI, Ichimonji Hayato/Kamen Rider 2: SASAKI TAKESHII, Voice of Destron Leader
 NAYA GOROU,
 Narrator NAKAE SHINJI.

RELATED SHOWS:

KAMEN RIDER
 KAMEN RIDER AMAZON
 KAMEN RIDER X
 KAMEN RIDER STRONGER
 KAMEN RIDER SKY RIDER
 KAMEN RIDER SUPER-1
 KAMEN RIDER BLACK
 KAMEN RIDER BLACK-RX
 MASKED RIDER

1 - 1 *RIDER NO. 3: HIS NAME IS V3!*

College student Shiro Kazami witnesses a murder committed by the terrorist group Destron. Attempts are made on his life. He's saved by Takeshi Hongo (Kamen Rider 1) and Hayato Ichimonji (Kamen Rider 2). Junko Tama stumbles upon a Destron hideout and so she is added to their hit list. Kazami, Shiro takes Junko to his parents home. The Destron cyborg Scissors Jaguar finds Junko at the Shiro home, and when they try to protect her, he murders them. Kazami arrives just in time to see his parents and sister killed. Hongo, Takeshi arrives just in time to save Kazami, by transforming into Kamen Rider 1 and scaring off the monster. Kazami begs the Double Riders to transform him into a cyborg so he can take revenge on Destron, they refuse. However, when the Riders head for the Destron hideout Kazami follows. The Riders are caught in a deadly trap, an anti-cyborg laser. Kazami pushes the Riders aside taking the blast himself. Now to save his life the Riders have no choice but to operate. Destron's Bazooka Turtle opens fire on the Destron base. Riders 1 and 2 go out to face him. Bazooka Turtle's attempts to kill Riders 1 and 2 is interrupted by the appearance of a new warrior, Kamen Rider V3.

1 - 2 *THE DOUBLE RIDERS' LAST TESTAMENT*

As the new warrior of justice, Kamen Rider V3, battles with Scissors Jaguar, Kamen Rider 1 and 2 deal with Bazooka Turtle. When it's revealed that Bazooka Turtle contains a nuclear device, the Double Riders carry the cyborg monster into the ocean, where they appear to be killed in the blast. In reality they escape and made their way to Australia where they will combat Destron's agents there. V3 kills Scissors Jaguar, revenging his parents and sister, but this is only the beginning of his battle with the evil Destron.

1 - 3 *V3 ON THE EXECUTION RACK*

1 - 4 *V3'S 26 SECRETS!?*

1 - 5 *THE SNAKE HUMAN WITH THE MACHINE GUN!*

1 - 6 *HAMMER JELLYFISH APPEARS! UNLEASH V3'S SURE KILL TECHNIQUE!*

1 - 7 *RIDER V3'S SPECIAL TRAINING OF WRATH*

1 - 8 *V3 IN DANGER! THE APPROACHING TERROR OF THE ELECTRIC SAW*

1 - 9 *WHAT IS DESTRON'S HELL CORPS!?*

1 - 10 *THE SECRET OF THE DOUBLE TYPHOONS*

1 - 11 *THE CLAWS OF SATAN ARE AFTER V3!*

1 - 12 *JUNKO BECOMES A MONSTER'S BRIDE!?*

1 - 13 *THE TERRIFYING OFFICER DOKTOR G!?*

1 - 14 *DOUBLE RIDER'S SECRET MEMENTO*

1 - 15 *RIDER V3'S WEAKNESS OF DEATH!!*

1 - 16 *THE GECKO MONSTER WITH A MISSILE ON HIS BACK!*

1 - 17 *THE DEVIL SPRAY IS THE WEAPON OF THE GOD OF DEATH*

1 - 18 *BETRAYAL OF A DEMON: V3 IN DANGER!*

- 1 - 19 *NEEDLE FUGU APACHE'S TORPEDO OPERATION!!*
- 1 - 20 *DESTRON'S SHIKOKU CONQUEST OPERATION*
- 1 - 21 *THE DOUBLE RIDERS LIVE*
- 1 - 22 *THE MYSTERY OF THE UNDERGROUND CANAL OF THE CAMP OF FEAR*
- 1 - 23 *FEAR! THE VAMPIRE WHO CAME FROM THE GRAVE*
- 1 - 24 *STRANGE! THE COCKROACH MANSION!!*
- 1 - 25 *STRANGE!! THE DESTRON RANGER CORPS*
- 1 - 26 *MONSTER HEATER CICADA'S MUMMY OPERATION*
- 1 - 27 *SOL, DEATHGOD, HELL, AND BLACK LIVE AGAIN*

The "eminent chiefs" of Shocker (Colonel Zol, Doctor Death, Hell Ambassador) and Gel-Shocker (Black Shogun) and four Shocker monsters are brought back to life. High Destron intends to conquer Japan and divide control of the country between Doktor G and these evil four.

- 1 - 28 *THE ALL OUT ATTACK OF THE FIVE OFFICERS!!*
- 1 - 29 *DOKTOR G'S FINAL CHALLENGE!*
- 1 - 30 *DOCTOR G! THE DEMON'S TRUE IDENTITY IS ...?*

Doctor G casts a magic spell, summoning the spirits of his defeated monsters, in order to empower him so that he can finally kill Kamen Rider V3. The spell gives Doctor G the ability to transform into the monster Kani-Laser (Crab Laser).

Doktor G's final battle with Kamen Rider V3 is probably the best Eminent Chief vs Kamen Rider battle ever. Using his ax the evil doctor is able to keep Shiro from transforming into V3 several times. Finally of course Shiro succeeds in becoming V3.

- 1 - 31 *THE ACCURSED BARON FANG APPEARS!*

The African witch doctor Baron Fang takes the place of the late Doctor G. Baron Fang needs human blood to create his monsters.

- 1 - 32 *THE ODDITY OF WILL O' THE WISP MARSH: THE RIDER TEAM ANNIHILATED!?*
- 1 - 33 *V3 IN DANGER! 1 AND 2 RETURN!!*
- 1 - 34 *CRISIS! BARON FANG VS. THE THREE RIDERS!!*
- 1 - 35 *BARON FANG'S LAST TRANSFORMATION!!*
- 1 - 36 *DEMONS OF THE SKY: THE WING ARMY*
- 1 - 37 *THE STRANGE TEMPLE: CURSE OF THE FLYING SQUIRREL CLAN!*
- 1 - 38 *V3 WITH CHILD: SKYDIVING OF DEATH!*
- 1 - 39 *THE HORROR OF THE MAN-EATING PLANT BANANAGAN*
- 1 - 40 *SURE KILL! V3 MACH KICK!*
- 1 - 41 *AH! MEN MELT! MARSHAL ARMOUR DEBUTS*
- 1 - 42 *THE SNAIL PEOPLE'S HUMAN EXPERIMENTS*
- 1 - 43 *FRIEND OR FOE? THE MYSTERIOUS RIDERMAN*
- 1 - 44 *V3 VS. RIDERMAN*
- 1 - 45 *DESTRON'S XMAS PRESENT*
- 1 - 46 *RIDERMAN! WHERE HAVE YOU GONE?*
- 1 - 47 *AMBUSH! THE LEADER OF DESTRON!!*
- 1 - 48 *WE SAW IT! THE FACE OF THE LEADER OF DESTRON!!*

- 1 - 49 *A GUN FIRES! KAZAMI SHIROU FALLS!!*
- 1 - 50 *A SMALL FRIENDSHIP*
- 1 - 51 *YOU ARE RIDER NUMBER FOUR!!*
- 1 - 52 *DESTRON'S LAST DAY*

KAMEN RIDER XAKA: **KAMEN RAIDAA EKKUSU**AKA: **MASKED RIDER X**

From the dark corners of the world comes another fanatical terrorism group, this time it's the Government of Darkness, aka G.O.D. Daisuke Jin is transformed into the next generation cyborg, the Kai-Zorg with the help of his father. He was given the name Kamen Rider X. King Dark, leader of G.O.D, didn't count on Kamen Rider X coming to ruin his plans of pillaging, rape, and destruction of Earth.

Armed with riddle stick, and ridel whip, Kamen Rider X kicked everyone's butt, who stood in his way. Every G.O.D. cyborg from Neptune to Chronos, fell before the might of X. But his toughest opponent was Apollogest.

Their battle lasted 13 episodes. Seeing how useless and unworthy his Cyborgs were against Kamen Rider X, King Dark began to create new soldiers, combining animals, like Starfish-Hitler, and Spider-Napolean. In the last episode, X finds out that King Dark was created by Dr. Jinai, a friend of his father's, but now his brain resides within King dark.

A Fifth Kamen Rider soon arrived in the third sesosn with Kamen Rider X, which ran for a much shorter period - 35 episodes against the original's 98 espisodes and the sequel's 52. Daisuke Jin (Hayami) is the son of a scientist who ungergoes cybernetic modification to save his life after he is mortally wounded by agents of the sinister Government of Darkness. He recieves help, like his predecessors, from Tobei and also teams up with all former Kamen Riders for the movie Masked Rider X: Five Riders Vs King Dark (1974). Questions about how three of the earlier Riders were able to survivce a nuclear blast were left unanswered.

Produced by Tôru Hirayama

Original Music by Shunsuke Kikuchi , Ichirô Mizuki , Masato Shimon

Stunts - Ono Ken-Yukai stunt director , Tetsuya Nakayashiki stunts

A notable guest appreance by Tachibana Tobe who played Kamen Rider V3 in episodes 27 and 28.

WR. Masaru Igami

DIR. Katsuhiko Taguchi

EPISODES: 35 **YEAR MADE:** 1974 **COUNTRY:** JAP **SEASONS:** 1

ISHINOMORI PRODUCTIONS

CREATOR: ISHIMORI SHOUTAROU

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 35

DATE OF PREMIER: 16/02/1974

AIR DATE OF LAST EPISODE 12/10/1974

SEASON DATE BREAKDOWN:

FILMS: MASEKD RIDER X : FIVE RIDERS VS KING DARK (1974)

Tachibana Toubei AKIJI KOBAYASHI, Appolgiest YUCHIDA YASUHIKO., Jin Keisuke/Masked Rider X RYO HAYAMI, Kiriko Mizuki NAOKO MIYAMA, Professor Keitarou Jin (Keisuke's father) JUN TAZAKI, King Dark (Leader of G.O.D) (voice) OSAMU SAKA.

RELATED SHOWS:

KAMEN RIDER

KAMEN RIDER V3

KAMEN RIDER AMAZON

KAMEN RIDER STRONGER
KAMEN RIDER SKY RIDER
KAMEN RIDER SUPER-1
KAMEN RIDER BLACK
KAMEN RIDER BLACK-RX
MASKED RIDER

- 1 - 1 *X-X-X-RIDER IS BORN!!*
- 1 - 2 *RUN, CRUISER! X-RIDER!!*
- 1 - 3 *ASSASSINATION DARK SPIDER OPERATION!!*
- 1 - 4 *GOD, THE SHADOW OF FEAR!!*
- 1 - 5 *THE ONE-EYED MONSTER'S HUMAN REVIEW OPERATION!*
- 1 - 6 *THE JAPANESE ISLAND FRAGMENTATION PLAN!*
- 1 - 7 *THE TERRIBLE GENIUS HUMAN PROJECT!*
- 1 - 8 *MYSTERY!? LITTLE EARTH - MIDDLE EARTH - BIG EARTH*
- 1 - 9 *X-RIDER'S GREAT DEADLY TRAINING*
- 1 - 10 *GOD SECRET POLICE! APOLLO GEIST!!*
- 1 - 11 *THE INVULNERABLE WATER SNAKE MONSTER HYDRA!*
- 1 - 12 *SWEEP THE ESPER GIRL AWAY!*
- 1 - 13 *GOD RADAMUS'S GREAT PROPHECY!*
- 1 - 14 *APOLLO GEIST, BLACK INSECT HELL*
- 1 - 15 *GOD'S SECRET BASE! X-RIDER SNEAKS IN!!*
- 1 - 16 *COUNTERATTACKING APOLLO GEIST! X-RIDER IN DANGER!!*
- 1 - 17 *SCARY! HUMANS ARE BEING MADE INTO BOOKS!!*
- 1 - 18 *SCARY! IT'S GOD'S CAT DISGUISE OPERATION!!*
- 1 - 19 *THE CORPSES AT THE GHOST MANSION CALL!!*
- 1 - 20 *A MONSTER!? THE MYSTERIOUS SNAKE MAN APPEARS!!*
- 1 - 21 *APOLLO GEIST'S LAST GENERAL ATTACK!!*
- 1 - 22 *THE TERRIBLE GREAT GIANT! KING DARK APPEARS!!*
- 1 - 23 *KING DARK! THE DEVIL'S INVENTION!!*
- 1 - 24 *REVENGE DEMON GERONIMO! THE SILENT ATTACK!!*
- 1 - 25 *THE MYSTERIOUS THIEF, RHINOCEROUS BEETLE LUPIN!!*
- 1 - 26 *HELL'S DICTATOR, STARFISH HITLER!!*
- 1 - 27 *SPECIAL EDITION, FULL FORCE OF FIVE RIDERS!!*
- 1 - 28 *LOOK! X-RIDER'S GREAT TRANSFORMATION!!*
- 1 - 29 *DEATHMATCH!! X-RIDER VS. X-RIDER!!*
- 1 - 30 *I WANT BLOOD! THE MONSTER OF THE CORPSE SWAMP!!*
- 1 - 31 *STAND! KING DARK!!*
- 1 - 32 *SHOWDOWN! KING DARK VS. X RIDER*
- 1 - 33 *FEAR! KING DARK'S REVENGE!!*
- 1 - 34 *THE WEAPON OF TERROR AIMS AT THREE RIDERS!!*

1 - 35 *FARWELL, X-RIDER*

KAPPATOO

Kappatoo is from the future and discovers an identical person in the present. They decide it would be fun to exchange their roles for a while, but with disastrous results both in the present and the future.

The series sets out to amuse while offering some trenchant observations on what we're going to the planet and on what life might be like in the 23rd Century. Kappatoo's is a world with a language of its very own, of 'ambience optimizers', 'anthrokinetic platforms' and 'master class domestic computers'. Like the eighties series, LUNA, it's packed with examples of future speak, such as 'in the ecofluge' (in big trouble), 'wazz off' (get lost) and 'I'm quazed to little toffs chuffs' (absolutely delighted).

Teenage Simon Nash stars in the dual role of Kappatoo and his 20th Century twin Simon Cashmere, while comedian and game show host Andrew O'Connor plays a computer. In the sequel Kappatoo II. Rula Lenska plays scheming 23rd Century villainess Zeta, who is always out to get the time-twins, and Nicholas Parsons appears as an over the top quiz show host of the future. Some things never change. . .

Prentis Hancock has also starred in other SF shows such as SPACE: 1999 and CHOCKY. The series was written by Ben Steed who wrote the novel on which the series was based. The producer for the show was Roy Marshall and the directors were Tony Kysh (season one) and Alistair Clark (season two).

WR.

DIR. Tony Kysh (Season One), Alistair Clark (Season Two)

EPISODES: 14 **YEAR MADE:** 1990 **COUNTRY:** GB **SEASONS:** 2

TYNE TESS/WORLDWIDE INTERNATIONAL TELEVISION PRODUCTION

CREATOR: BEN STEED (from his novel)

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7, (2) 7

DATE OF PREMIER: 23/05/1990

AIR DATE OF LAST EPISODE 21/05/1992

SEASON DATE BREAKDOWN:

FILMS:

Kappatoo/Simon Cashmere SIMON NASH, Computer ANDREW O'CONNOR, Steve Williams GRAEME HAWLEY, Sigmasix FELIPE IZQUIERDO, Lucy Cashmere NINA MUSCHALLIK, Derek Cashmere JOHN ABBOT, Carol Cashmere GILLIAN EATON, Donut LOU HIRSCH, Tracy Cotton DENIS OUTON (1), Martin Midgeley DAVID DEXTER (1), Belinda Blunt TIKA VIKER-BLOSS (1), Mufour VANESSA HADAWAY (1), Mr. Coppitt ANTHONY PEDLEY (1), Miss Davies LIZ EDMONDS(1), Delta Four PERRIN SLEDGE (1), Kappatoo's Father PRENTIS HANCOCK (1), Psycho PETER KELLY (2), Zeta RULA LENSKA (2), The Presenter NICHOLAS PARSONS (2), Hazel JANET DALE (2), Brian NICHOLAS DAY (2), Sharon JOANNA HALL (2), Melanie SARAH ALEXANDER (2).

RELATED SHOWS:

LUNA

1 - 1 *A STITCH IN TIME*

1 - 2 *RAVAGES OF TIME*

1 - 3 *TIME-SLIME AND THE TISWAS*

1 - 4 *TRACEY TIMES TWO*

- 1 - 5 *TIME-FUSE*
- 1 - 6 *MEAN-TIME*
- 1 - 7 *OUT OF TIME*
- 2 - 1 *TIME AFTER TIME*
- 2 - 2 *IT'S ABOUT TIME*
- 2 - 3 *BAD TIMING*
- 2 - 4 *BANG ON TIME*
- 2 - 5 *WRONG TIME,WRONG PLACE*
- 2 - 6 *DANGEROUS TIMES*
- 2 - 7 *HOME TIME*

KENNY STARFIGHTER



Some kids discover that there's something wrong with their school; their teachers are acting weird and the teaching therefore also becomes weird. An intergalactic hero, Kenny Starfighter, crashes his space-bus (very similar to that of Lone Star in Spaceballs) in their little society and soon, they team up in order to solve the mystery of the school. It turns out that the person behind it all is the evil Dr. Deo (who smells awful and therefore wants to get his hands on a super deodorant), the very villain Kenny Starfighter is out to catch. Their quest takes them deep beneath the school and brings them many encounters. And all the time, there's a feeling of mystery over it all.

Maybe i am wrong but I think this is typical for the Swedes. Since i am from Sweden I think it's hilarious, you shall have in mind that it is for children (even adult children). The mini is about this opposite to Blixt Gordon a total loser, a galactic anti-hero. He gets an impossible mission on earth where he gets help from some kids who believes he is super..or?

WR.

DIR.

EPISODES: 6 **YEAR MADE:** 1997 **COUNTRY:** SWE **SEASONS:** 1

CREATOR: JONAS INDE

TYPE OF SHOW: SUPERHERO
MATS LINDBERG

FORMAT: MINI-SERIES

PONTUS LÖWENHIELM

MÅNS MÅRLIND

CARL ÅSTRAND

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:**

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Kenny Starfighter JOHAN RHEBORG, Markus JOHAN STATTIN, Sofia JOSEFIN EDVARDSSON, Tyrone GABRIEL HERMELIN, Burken LINUS SAMUELSSON, Colonel Heinz/Dr. Deo MÅNS WESTFELT, Biology Teacher LAKKE MAGNUSSON, Music Teacher THOMAS DILEVA, Principal STEN LJUNGGREN, Mona GUNILLA PAULSEN, Hempo #1 ULF WAHLSTRÖM, Hempo #2 MATTIAS LUNDBERG, Hempo #3 CARL NORDLING, Police STEN ELFSTRÖM, Jacqueline EMMA HANFOT, Nurse CAMILLA HENEMARK, German Teacher BENNY HAAG, Petrol Station Attendant/Member of Council #2 (Voice) LARS HANSSON, Johnny Skywatch MAGNUS ANKARMAN, Billy Bolero JONAS INDE, Billy Balonga HENRIC JONSSON, Lord Af Konrad MATS LINDBERG, Lonny Lowlife PONTUS LÖWENHIELM, Fatso Butt MAGNUS WIKMAN, Lennry Fartrider CARL ÅSTRAND, Body Double PETER NYRÉN, Assistant Detective ULF HANSSON, Member of Council CARL-LENNART FRÖBERGH/ ARNE HEDLUND/ SÖREN HOLMQVIST, Dr. Deo's Assistant BO ANKARWALL, Woman At Petrol Station JANINA HOLMBERG, Sun Babe SIGRID ÅHS, Bookworm NICLAS CHRISTENSEN, Woman Next-Door EVA WESTERLING, Gatekeeper HÅKAN ANDERSSON, Kenny Jr GRY PAULSEN, MemoryMatic (Voice) VIVEKA SELDAHL, Member of Council #3 (Voice) ULF ANDRÉE, Bookworm, Gatekeeper (Voice) PETER SJÖQUIST, Domsday Machine (Voice) JEANETTE ALBERTSSON, Member of Council #1 (Voice) PETER PALMÉR.

KEYS TO THE CITY

AKA: **BOKURA NO YUKI MIMAN CITY**

AKA: **OUR HEROISM: THE KIDS ARE IN CHARGE, MIMAN CITY**

News reporters announce that the city of Mokuhara has been struck by a terrible Earthquake and that all of the roads are closed. Concerned for the safety of his friends, Yamato (K. Domoto from Kinki Kids) decides to head for the city anyway. En route he meets Takeru (T. Domoto also from Kinki Kids), who is also head for Mokuhara in search of his sister. However, once they reach the city, they discover that the situation is worse than they imagined. There has been no earthquake after all - instead, Mokuhara and the surrounding regions have been contaminated with micro-organisms from a meteorite strike. All the adults in the city have been killed, and the government has sealed off the area to prevent the spread of a plague that kills everyone older than their teens (compare to THE TRIBE).

The two newcomers try to restore order in the city, until they discover that even this secret version of events has been concocted to cover up something else. When they realise who is really responsible, they decide to take on the government, in a strange mix of Lord of the Flies and Never Land.

Theme: Kinki Kids - "Ai Sareru Yori Ai Shitai" (Want to Love You More than Being Loved). The series was produced by Yuko Haseyama.

WR. Satsuo Endo, Shinji Ohara.

DIR. Yukihiro Tsutsumi, Kenji Ikeda

EPISODES: 10 **YEAR MADE:** 1997 **COUNTRY:** JAP **SEASONS:** 1

NTV

CREATOR:

TYPE OF SHOW: MUTATION/DNA

FORMAT: SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER: 18/10/1997

AIR DATE OF LAST EPISODE: 20/12/1997

SEASON DATE BREAKDOWN:

FILMS:

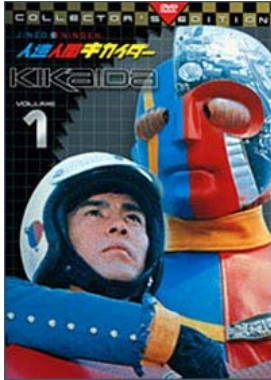
Takeru TSUYOSHI DOMOTO, Yamato KOICHI DOMOTO, MAI HOSHO, HIDEMORI TOKUYAMA,
JUN MATSUMOTO, AKIKO YADA, YUKI OHARA.

KIKAIIDER

AKA: **KIKAIDA**

AKA: **JINZO NINGEN, KIKAIDA**

AKA: **KIKAIDA: ANDROID OF JUSTICE**



The story of Kikaido begins with Dr. Koumyouji trying to escape from the evil hand of Professor Gill, an evil scientist heading the Dark Demolition Corp. Koumyoji was working for Gill before he realised his ultimate goal was to conquer the world with the evil robots. Somehow, Dr. Koumyouji lost his memory during his escape. Strangely enough he still possessed his expertise in Robotics. Fortunately, he had constructed Kikaido before this happened.

From then on, the storyline is almost identical in each episode. The PhD was still running and his children, Masaru and his older sister Mitsuko were looking for him. When they were just about to catch him, evil robot turned up and tried to kidnap Dr. Koumyouji; and almost at the same time in every episode, a light sound of guitar was being heard and Jiro was there. And before he could turn into Kikaido to fight the evil robot, Gill played his flute and rendered Kikaido powerless. At the point when Kikaido was in so much danger, there was always some loud sound near by that covered the flute sound and Jiro used this opportunity to transform into Kikaido, well the rest is quite simple, the evil rebots got their butt kicked!

Unsurprisingly, as it was created by KAMEN RIDER'S Shotaro Ishinomori in collaboration with Toru Hirayama, Kikaido has many similarities to other anti-heroes of its day, such as Cyborg 009. Few of its contemporaries have enjoyed such longevity in their original state - reruns of Kikaido continue to charm new fans a whole generation after it originally ended. Only a week after the first series, but supposedly three years after the final defeat of the Dark Destruction Corps, Kikaido returned in a new incarnation, confusingly titled Kikaido 01.

The original series was broadcast subtitled on KIKU TV in Hawaii in 1974 and the channel has since become known as the "home of Kikaido", keeping both the original series reruns and even arranging for the Generation Kikaido (2001) retrospective broadcast. Kikaido was released in a subtitled DVD format in the US in 2002. The series was also resurrected in animated form in 2001, while Kikaido's sworn enemy got his own spin-off movies, Mechanical Violator Kikaido (1985).

Note, the exact spelling of the name of Kikaido has been subject of constant wearying debate among fans of the show - technically speaking the file "a" should have a macron in English and be "ā", though this has been dropped in the U.S. Although some still adhere to the "Kikaider" spelling used on Japanese documents of the time, even the series' translators have given in to inertia of fandom and rendered it as "Kikaido" for the recent American DVD release. "Kikaido" is phonetically more accurate in the US, where final "R's" are emphasized. Other countries find it quite mystifying, since both variants are pronounced exactly the same in Britain and Australia.

Produced by Toru Hirayama, Susumu Yoshikawa.

Kikaido / Kikaido 01 was a popular Tokusatsu show in the '70s in Japan (Kikaido, 1972 and Kikaido 01, 1973). However, 01 was only shown in Japan, though you could get the non-subbed video tapes available at some stores in North America (see my Other Links page). Hawaiians were lucky enough to get Kikaido TV series at around the same time and many kids grew up watching them. It was so big there that the Governor of Hawaii at the time had shown up shaking his hand. The show is another creation of the late famous Ishinomori Shoutarou.

The stories of the Kikaido show are mediocre compared with many other popular Tokusatsu shows (Kamen Riders, etc) at the time. The stories are almost always the same until near the end of the series, thanks for the introduction of another popular android Hakaido. His human form is Saburo. He posed as the ultimate weapon against Kikaido. Although Kikaido is almost invincible, he has one fatal weakness, his creator did not

finish the work and left him without the "Conscience Circuit" which made him vulnerable when Gill played his flute. When Kikaida was not in combat, he transformed into his human form, Jiro (meaning the younger one in Japanese). Yea, he walked around with his guitar and he did play a bit. The flute does not work for some reason when Jiro is in Kikaida form!!!!

Yeap, the show had simple plots and attracted millions and I have to admit the sounds and the themes in the show are wicked, so 70's, sometimes I found myself humming or even singing these songs even though I don't know Japanese that much. Ok, in a shower or somewhere alone.

The evil robots in Kikaida are cheap looking unlike the counter-parts in other shows. I never like them too much, they do look like something out of old used costumes. As I mentioned, the show did not reach its peak until the introduction of Hakaida, who I thought was pretty kewl ! He has black leather costume and a powerful gun, which makes Clint Eastwood look like a guy with a BB gun, and a much more agile counterpart Hakaida is constructed by Professor Gill and is more powerful than Kikaida. This is because after Dr. Komyoji's capture, his brain was transplanted into Hakaida's head. So this guy walked around with a human brain in his head and I thought this was so so cool! The series was roduced by Miyazaki Shin'ichi, and the music was by Watanabe Michiaki.

The forty-four Dark Demolition Corps monsters (plus Hakaida) and the episodes they appear in

Gray Rhino King 1, 14
 Green Mantis 2, 14
 Orange Ant 3, 14
 Blue Buffalo 4, 14
 Yellow Jaguar 5, 14
 Black Horse 6, 14
 Blue Kong 7, 14
 Carmine Spider 8, 14
 Red Condor 9, 14
 Brown Scorpion 10, 14
 Gold Wolf 11, 14, 25
 Silver Cat 12, 14
 Pink Tiger 13, 14, 25
 Silver Turtle 14
 Golden Bat 15
 Red Lady Jellyfish 16
 Red Hornet 17
 Black Chameleon 18, 25
 Maroon Horseshoe Crab 9, 33
 Green Water Bug 20
 Purple Rat 21
 White Saw Shark 22
 Yellow Antlion Brothers 23
 Pink Armadillo 24
 Orange Snail 25
 Green Mammoth 25, 26
 Violet Turbo Shell 27
 Green Sponge 27, 28, 29
 Red Scorpion Fish 27, 28
 Crimson Squid 30
 Golden Octopus 31
 Blue Electric Eel 31, 32
 Red King Crab 33
 Black Porcupine & Baby Porcupine 34
 Black Crow 35
 Blue Stag Beetle 36
 Hakaida 37-43
 Purple Starfish 36, 37, 38
 Brown Angler 39
 Gray Grasshopper 40
 Red Landmine Toad 41, 42
 Flying Skeleton Squirrel 42, 43.

Kikaida's Combat Techniques

Daburu Choppu (Double Chop) - two handed karate chop, which often severed a limb. Most monsters got hit with this twice, Blue Buffalo three times, once by Jiro.

Kaiten Attaku (Spinning Attack) - knocks the monster down and punches it repeatedly.

Dai Sharin Nage (Giant Wheel Throw) - Kikaida grabs hold of the monster, lifts it up over his shoulder into the air, and spins several times, finally tossing the monster, hard, onto the ground. (Hard to describe accurately, you have to see it). In some cases he simply tosses the monster spinning into the air.

Kikaida Kikku (Kikaida Kick) - powerful kick that causes sparks to fly from the monster. First used against Black Crow in episode 35.

Kikaida Nage (Kikaida Throw) - throws monster straight up into the air. Used only once, against Black Crow in episode 35.

Kikaida Supakku (Kikaida Spark) - white beam. Used only once, against Black Crow in episode 35.

Milky Way Hurricane - flies around enemy, hitting him repeatedly. First used against Hakaida in episode 39.

Denji Endo (Electromagnetic End) - crosses his arms over his chest, jumps into the air, shouts "Denji Endo", moves crossed arms out towards the monster, an electrical charge fries the robotic monster's circuitry. The screen cracks.

The monster explodes. In the first episode Kikaida clearly says "The End", changing to "Denji Endo" in second episode.

In 1974 "Famous Monsters of Filmland" issue #114 included an article on Kikaida by Japanese correspondent Masao Konno.

After Kikaida defeated the Dark Demolition Corps a new evil arose, to be confronted by Kikaida's older brother, Kikaida-01. Before there were the television show, there was the Kikaida comic. In 1987 Toei produced another series about a blue and red robot, CHOUJIKI METALDER (Super Machine Metalder). About the same time as Kikaida was running in Hawaii several other Japanese super hero shows were available as well. I have newspaper clippings about some of them, from DIAMOND EYE ZABOGHA.

WR. Masaru Igami, Hideyoshi Nagasaka, Kuniaki Oshikawa, Shoji Shimazu.

DIR. Hideotoshi Kitamura, Toyohiko Seyama, Yasutada Nagano.

EPISODES: 43 **YEAR MADE:** 1972 **COUNTRY:** JAP **SEASONS:** 1

ISHIMORI PRODUCTIONS AND TOEI CO., LTD.

CREATOR: ISHINOMORI SHOUTAROU & HIRAYAMA TOHRU

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 43

DATE OF PREMIER: 08/07/1972 **AIR DATE OF LAST EPISODE** 05/05/1973

SEASON DATE BREAKDOWN:

FILMS:

Professor Gill ANDOU MITSUO, Dr. Komyoji IZU HAJIME, Masaru, Mitsuko, Jiro/Kikaida BAN DAISUKE, Komyoji Masaru KAMIYA MASAHIRO, Komyoji Mitsuke MIZONOE JUN, Hattori Hanpei (Hanpen) UEDA SHUN, Saboru/Hakaida MAYAMA KENJI, Voice of Hakaida LIZUKE SHOZOU, Narrator OKABE MASAOKI.

RELATED SHOWS:

KIKAIIDER-01

1 - 1 *THE GREY RHINO KING FROM HELL*

Kikaida battles Gray Rhino King and when he returns to the lab where Dr. Komyoji and Mitsuko work, Professor Gill sets it ablaze.

Wr Masaru Igami

Dir Hideyuki Kitamura

1 - 2 *THE MURDERING GREEN MANTIS*

Kikaida faces Green Mantis, who is planning a killing rampage to discredit Dr. Komyoji.

Wr Masaru Igami

Dir Toyohiko Okayama

1 - 3 *THE DEADLY CHALLENGE OF ORANGE ANT*

Although hindered by the sound of Professor Gill's flute, Jiro changes into Kikaida in order to battle Orange Ant.

Wr Masaru Igami

Dir Hideyuki Kimura

1 - 4 *THE DEADLY TRAP OF BLUE BUFFALO*

Yukiko attempts to sneak away from DARK to visit her daughter, but she is thwarted by Blue Buffalo.

Wr Masaru Igami

Dir Hideyuki Kimura

1 - 5 *THE EVIL OF YELLOW JAGUAR!*

Professor Gill uses Yellow Jaguar to assassinate the head of the Green Project, in order to get enough carbon dioxide for his bomb.

Wr Hideyoshi Nagasaka

Dir Toyohiko Okayama

1 - 6 *THE BLACK HORSE AWAITS*

The Destructoids begin to gather up humans to be used by Black Horse, and Mitsuko and Masaru fall into their hands.

Wr Masaru Igami

Dir Toyohiko Okayama

1 - 7 *THE RAMPAGING BLUE KONG*

Wr Masaru Igami

Dir Hidetoshi Kitamura

1 - 8 *THE EVIL LAUGH OF CARMINE SPIDER*

Wr Hideyoshi Nagasaka

Dir Hidetoshi Kitamura

1 - 9 *THE DEADLY HOUR OF RED CONDOR*

Wr Hideyoshi Nagasaka

Dir Toyohiko Okayama

1 - 10 *BLUE SCORPION CRAZED BY HUMAN BOMBS*

Wr Kuniaki Oshikawa

Dir Toyohiko Okayama

1 - 11 *GOLD WOLF HOWLS TO HELL*

1 - 12 *THE CRUEL SILVER CAT WITCH*

1 - 13 *PINK TIGER ATTACKS THE CARNIVAL*

1 - 14 *SILVER TURTLE REVIVES ANDROIDS*

1 - 15 *THE SPELLBOUND SHADOW OF THE GOLDEN BAT*

1 - 16 *LADY JELLYFISH INVITES YOU TO HELL*

1 - 17 *KIDNAPPED BY THE RED HORNETS*

1 - 18 *THE ILLUSIVE BLACK CHAMELEON*

1 - 19 *ATTACK OF THE MAROON HORSESHOE CRAB*

1 - 20 *THE POISNOUS GREEN WATER BUG!*

1 - 21 *THE VENOMOUS FANGS OF THE PURPLE RAT!*

1 - 22 *THE DEADLY HOUR OF THE WHITE SAW SHARK!*

- 1 - 23 *THE YELLOW ANTLION BROTHERS*
- 1 - 24 *THE DEVILISH PINK ARMADILLO!*
- 1 - 25 *THE DEATH WHISTLE OF ORANGE SNAIL*
- 1 - 26 *THE ARTIC PLAN OF THE GREAT MAMMOTH*
- 1 - 27 *THE DEVILISH LOVE OF THE VIOLENT TURBO SHELL*
- 1 - 28 *THE TERROR OF THE RED SCORPIAN*
- 1 - 29 *THE INVINCIBLE GREEN SPONGE!*
- 1 - 30 *BEWARE OF THE STALKING CRIMSON SQUID*
- 1 - 31 *THE DEADLY GALL OF THE GOLDEN OCTOPUS*
- 1 - 32 *EVIL HANDS OF THE BLUE ELECTRIC EEL*
- 1 - 33 *SPELLBOUND BY THE RED KING CRAB*
- 1 - 34 *THE BLACK PORKUPINE AND HIS DAUGHTER*
- 1 - 35 *THE END OF KIKAIDA?!*
- 1 - 36 *CRAZED JIRO ATTACK DR. KOMYOJI!*
- 1 - 37 *KIKAIDA'S BROTHER AND ENEMY HAKAIDA!*
- 1 - 38 *HAKAIDA VS KIKAIDA*
- 1 - 39 *JIRO WANTED!?*
- 1 - 40 *THE DESTRUCTION OF JIRO!?*
- 1 - 41 *JIRO BLOWS UP!?*
- 1 - 42 *HAKADIA'S REVENGE!*
- 1 - 43 *THE DEATH OF JIRO!?*

KIKAIKER-01



Due to the complete wipe-out of the gang, the Hakaida gang were destroyed by 01, Gill Hakaida was revived by another evil organization, the Shadow which is head by the Big Shadow. He had 4 compatriots: Shadow Knight-a one-eyed knight; Zadam: the Shadow's siamese twin demon android; Bejinder-a female version of Kikaider sent to destroy 01.

The Shadow has the same objective as for the hakaida gang of four: looking for the blueprint (carried by Akira and Hoshiro, brothers??) of the ultimate weapon, the Giant Devil, which is just a giant robot which was completed by the Shadow but was destroyed by kikaider and 01 before the robot can do any damage.

Although, 01 is complete in the sense that he had the conscience circuit, the imperfection is carried by a female robot Bijinda this time. This female robot has a "pain circuit" which can be activated by the Shadow. When this circuit is on, she would experience acute pain. She would ask for help and the pain would diminish by unbuttoning the third button on her brouse; however, when this happens, the bomb inside her body would explode. Eventually, 01 made a conscience circuit for her and she became the ally of 01. There is another interesting character in the series, Waruda, a Sumurai warrior android who practices Bushido. He also did not have the conscience circuit and showed human emotion towards Bijinda.

Gill Hakaida was destroyed twice, once by 01 , another time by Bijinda's sonic waves from her chest but was repaired by the Shadow. He was eventually destroyed by the joined force of Bijinda, Kikaider 01 and Kikaider. Gill Hakaida was repaired by the Shadow the third time, but this time before he could be revived , Dr . Koumyouji sabotaged the reviving machine and in the process destroyed the whole Shadow base, and killed Big Shadow also. The compatriots were destroyed along with Gill Hakaida by the joined force of 01 , Kikaider and Bijinda.

Due to the commercial success of Kikaider, the show continues with a new story with Kikaider 's older sibling, Kikaider 0. And yeah, he has a human form too, Ichiro . In my opinion, he is a better looking one and a better design. Someone has once told me the story behind the costume design of kikaider. The 01 show is as good as kikaider and with better looking villains. The story started off with Hakaida coming back and formed the Hakaida Gang.

Somehow, Hakaida 's human brain was transferred back to Dr. Koumyouji; and very mysteriously, Professor Gill's brain was transplanted into Hakaida and became the Gill Hakaida with a star shape symbol to denote his new identity. There were 3 other Hakaidas in the Gang: Red(Centipede),Blue(Alligator) ,Silver (Shrimp), Black (Gill's Hakaida) is the leader. These new Hakaidas also possessed human brains from the loyal evil scientists of the Dark Planet society. The appearance of these Hakaidas had triggered the awakening of Kikaider 01 who was hidden inside a statue by Dr. Koumyouji.

01 was made before Kikaider and was completed with the conscience circuit; however, instead of using Kinetic energy like Kikaider, he used Solar Power to transform and will grow weak when out in the dark too long and that made him vulnerable when the sun is not available, I thought this sucked! As a matter of fact, 01 was nearly defeated by the gang at the beginning of the series; fortunately, his brother gave him a hand to defeat the gang.

There is also a comic version of the Kikaider series written by Ishinomori. Instead of being the older brother of kikaider, 01 is just another robot, which was controlled by the enemy and eventually destroyed by kikaider. Hmmmmmm, with all due respect sir, this plot sucks!

Ok, I mentioned that someone told me something about the story behind the costume design. So why is the semi-exposed electronics on the costume. Well, according to the source, the author intended to emphasize the incompleteness/imperfection of the android heroes. This is further suggested by the lack of "Conscience circuitry" within Kikaider, Bijinda and the Solar Energy source of 01.

Ok, so why the red and blue color?? Well, one color is supposed to represent evil and the other represents good. These are some of the characteristics of human, us: "Nobody is perfect and we all possess the quality of good and evil" and one has to decide which path to walk. Kikaida, 01, Bijinda and Waruda have all chosen their paths, just like we do in real life. We are responsible for ourselves. The decision may be affected or influenced by external sources or environment, but we choose how to respond and react to them. We choose our own paths.

"Where evil lurks, I will come! Where evil appears, I will be! I am the Champion of Justice, Kikaida 01!" -- Ichiro's introductory speech.

Kikaidà Zero-Wan originally aired in Japan, May 12, 1973 - March 30, 1974 (in the same time slot as the original series had been aired). Although it began just one week after Jinzo Ningen Kikaida it was supposed to take place 3 years after the defeat of the Dark Destruction Corps.

Kikaida 01's Combat Techniques

Zero Wan Katto (01 Cut) - single handed karate chop. Often used to decapitate Shadowmen and Androids.
 Zero Wan Doraibaa (01 Driver) - he'd put his arms above his head and fly through the air while spinning around really fast, sort of like a flying electric screwdriver, knocking bad guys aside and punching them.
 Burasto Endo (Blast End) - he'd jump up in the air and move his hands across his face. (The opposite of the way Kikaida moved his for Denji Endo. Instead of moving from the outside in, Kikaida-01's hands moved from the inside outwards.) Then white cracks would appear across the screen, and the monster was history!
 First used in the fourth episode against Silver Hakaida's shrimp form. In later episodes a white beam would come out of his hands.

Zero Wan Kikku (01 Kick) - flying kick a lot like the Kamen Riders'. Introduced in episode 16.

Burasto Endo Flash (Blast End Flash) - Blast End three times rapidly, used in episode 20.

01 Fire - sparks come out of his fingers, used in episode 32.

Burasto Attaku (Blast Attack) - weaker version of Blast End, used in episode 38.

Burasto Power (Blast Power) - waves of energy shoot out of his hands, used in episode 39.

In episode 18 Kikaida & Kikaida 01 link together, to use Double Brother Power - two white bolts shoot out of their hands.

01 can link with Bijinda to use Blast Laser (episode 39), or with Kikaida and Bijinda to use Kikaida Triple Circle Power (episode 46).

(These linked attacks are dangerous. The energy generated is more than enough to destroy our heroes if they don't release it fast enough.)

WR.

DIR.

EPISODES: 46 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:** 1

ISHIMORI PRODUCTIONS AND TOEI CO., LTD.

CREATOR: ISHINOMORI SHOUTAROU

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 46

DATE OF PREMIER: 12/05/1973

AIR DATE OF LAST EPISODE 30/03/1974

SEASON DATE BREAKDOWN:

FILMS:

Gill Hakaida IZUKA SHOZO, Ichiro /Kikaider-01 IKEDA SHUNSUKE, Big Shadow YANA NOBOU, Waruda WATANABE TAKESHI (voice), Bijinda SAIKO KOGAWA (voice), Dr . Koumyouji, Red(Centipede) TEIJI OMIYA (voice), Blue(Alligator) SETSUO WAKUI (voice) ,Silver (Shrimp) SHIN AOMORI, Black (Gill's Hakaida), Akira YOSHIHIDE GOTO, Rieko SUMIDAI KAZUYO, Momochi, Gunta KURI MINORU, Jiro/Kikaida BAN DAISUKE, Shadow Knight IMANISHI MASAO, KIYOKAWA MOTOMU, WATANABE TAKESHI, Misao MATSUKI HIJIRI, Hiroshi ISHI KIYOTAKA, voices of Zadam SUZUKI, TAIMEI & HOSOI MASAO, Mari SHIHOMI ETSUKO, Narrator MASAKI OKABE

RELATED SHOWS:

KIKAIDER

1 - 1 *INVINCIBLE!! ANDROID ZERO ONE IS BORN!!*

Three years have passed since Kikaida defeated the Dark Destruction Corps. The sky fills with thick

black smoke. From a dark cloud a bolt of lightning strikes rocky ground. Up out of the ground comes a dark form, it looks like Hakaida except it has one large star and three small red, blue and silver stars on its chest. This is Gill Hakaida. A ball of red fire hits the earth, out of the explosion appears Red Hakaida, carrying Missile Bow Gun (autoloading crossbow with telescopic site). A ball of blue fire strikes the earth. Blue Hakaida, carrying Electric Whip appears. A ball of silver fire strikes the earth. Silver Hakaida, carrying a bo-stick appears.

Lightning strikes the ground, about a dozen red figures with yellow lightning bolts on their chest appear, the Androbots. The Hakaida Squad has been born. The image of a young boy appears in the clouds. The boy's name is Akira. The Hakaida Squad wants him. Why will be revealed much later. The four Hakaidas drive off each on his own motorcycle.

The boy Akira is walking, alone. When he comes to the gate of an Atomic Energy Laboratory he pushes it open walks in and turns on water fountain to take a drink. While Akira is drinking a man is attacked. A whip wraps around his throat. When his two friends see Blue Hakaida they try to flee. One is knocked down by Silver Hakaida's bo-staff the other is shot with an arrow. Gill Hakaida appears. The research lab begins to explode. Akira runs, chased by three Androbots.

In a buddist temple the eyes of a statue begin to flash.
Akira keeps running as the lab burns.

With a bang the statue falls apart to reveal a red and blue robot, Kikaida-01. Kikaida-01 mounts his motorcycle with sidecar, Doublemachine and rides towards the lab.

Akira climbs down into a sewer. When he thinks he's walked far enough he climbs out. He has trouble pushing off the manhole cover. A grey haired old woman dressed in black helps. Akira runs from her, right into the arms of Gill Hakaida, on his motorcycle. The four Hakaidas drive on, only to stop when they hear a trumpet. A man wearing a blue helmet, red jacket, black gloves, blue pants is playing the trumpet. When he stops he identifies himself as Kikaida-01. Gill Hakaida shots at him with Hakaida shot. Blue Hakaida tries to strangle him with his whip.

When he jumps into the air, Silver Hakaida throws his bo-staff at him, knocking him down. When Red Hakaida tries to shot him with his crossbow, the man jumps, lands and moving his hands so they are together over his forehead says, "Change Kikada " and as he brings his hands apart, "01". A solar collector pops out of his helmet as he transforms into Kikaida-01. Apparently in answer to a question asked by 01, Gill Hakaida explains the he has Professor Gills brain in his head. The Hakaida Squad and Kikaida-01 fight. The Androbots throw lightning bolt shaped weapons at 01. Blue Hakaida whips 01. 01 shouts "01 Cut!" and hits the Androbots with a one-handed karate chop, spliting one Androbot's head in half and decapitating two others. Then shouting "01 Driver" he jumps into the air and with his body spinning flies at Gill Hakaida, punching him. Gill Hakaida is knocked down, dropping Akira. 01 picks Akira up and placing Akira in his sidecar, drives off. The four Hakaidas follow on their motorcycles. 01 uses Doublemachine rockets to fly away.

The next scenes is by a lake. 01 has returned to his human form, Ichiro, which means "first son", and has removed his helmet. Akira has removed his shirt and sits ontop of the sidecar. Ichiro notices three strange marks on Akira's back. Ichiro hears a woman's screams. He drives off to invistigate, leaving Akira alone by the lake. As the sun shines on Akira's back the camera zooms in and we see that is some sort of schematic on the boy's body.

The old woman who helped Akira with the manhole cover has been attacked by Blue Hakaida. His whip is wrapped around her throat. Blue Hakaida flings the woman up a ledge. When he jumps up after her he is knocked back down by 01. 01 and Blue Hakaida fight. A man with a camera witness the fight and takes photographs. Blue Hakaida unable to beat 01 drives away.

Akira walks alone, again. A laughing Red Hakaida aims his Missile Bow Gun at the boy.

01 finds the unconscious woman. He sees that the woman's face is really a mask, removing it and the wing reveals a black haired, pretty, young woman. 01 leaves the woman in the care of the photographer.

Akira is running now. Four Androbots capture him, putting him in a jeep. The jeep drives off, followed by Red Hakaida on his motorcycle. 01 returns to where Ichiro left Akira and discovers the boy is gone.

Akira has been taken to the Hakaida Squad's base and is tied up. Outside the four Hakaidas wait for 01. The road is mined. The photographer over hears Gill Hakaida talking about the mines and tries to shout a warning to 01, who's too far away to hear. Doublemachine drives through the mine field, unharmed. Shouting Professor Gill's favorite word "kill", Gill Hakaida orders his men to attack. Beating off the

Androbots, 01 enters the base. After knocking down several more Androbots he confronts the Hakaidas. He knocks them down then bursts through a wall into the room Akira is tied up in. When Red Hakaida tries to shoot 01 with his Missile Bow Gun 01 throws him back through the hole in the wall. When Blue Hakaida tries to use his whip on 01, 01 tosses him into another room. When Silver Hakaida tries to hit 01 with his bo-staff 01 takes it away from him, hits him with it then throws it at a control panel, which explodes. 01 takes Akira out of the Hakaida Squad's base just before it blows up. The photographer who was taking pictures of the whole thing suddenly discovers he forgot to put film in the camera. Akira had been wounded in the leg. Ichiro puts a bandage on the wound. Ichiro notices a small pouch on Akira's belt. Opening it he finds a photograph of Akira and the woman who wore the disguise. With Akira in the sidecar, Ichiro drives away just before scenes of next week's episode are shown followed by the ending them.

1 - 2 *WHAT IS THE HAKAIDAA FOUR STEP ATTACK!?*

Two men with shotguns and a dog are out hunting when they see a group of Androbots marching through the forest. The men open fire. The Androbots keep coming. The men turn to run and are confronted by Silver Hakaida and Red Hakaida. Silver Hakaida kills one man with his bo-staff. When the other turns to run, Red Hakaida shoots him in the back with an arrow that explodes. That photographer from episode 1 sees this happen. To keep from being seen he lays down. Both Hakaidas walk right over him. Gill Hakaida again assigns his Hakaida Squad the task of capturing Akira.

Ichiro takes the photograph of Akira and the mysterious woman to a hospital and shows it to a nurse, who recognising the woman tells Ichiro what room she is in. Red Hakaida, standing on a tree is watching. The nurse takes Ichiro and Akira into the room. The woman is gone. Suddenly Ichiro knocks the nurse down. An arrow comes through the window, it would have hit the nurse. Arrows flying, Ichiro leads the nurse and Akira out of the building. Hearing the laughter of one of the Hakaidas, Ichiro grabs Akira and runs. Blue Hakaida uses his whip to swing through the trees. Silver Hakaida uses his bo-staff to pole vault.

Ichiro and Akira enter an apparently closed amusement park. The rides suddenly come on. Androbots appear. With Blue, Red and Silver Hakaidas watching, Ichiro fights them. He stops to hide Akira in a rollercoaster car then resumes fighting. When the three Hakaida joins the battle, Ichiro jumps into the top of a boxcar and transforms into Kikaida-01. After fighting Androbots on top of rides 01 returns to the ground where blue Hakaida wraps his whip around his neck and sends an electrical charge through the whip. 01 chops the whip in two. The three Hakaidas run to the rollercoaster which has stopped, but when they lift off the blanket that was covering Akira they find a large stuffed Panda toy.

At the new Hakaida Squad base Gill Hakaida beats up on Blue, Red and Silver Hakaidas. Afterwards he points to a screen, says something about Akira. A blip appears on the screen.

Akira is with a woman. When Ichiro comes to get Akira, Akira doesn't want to go with him, keeps hiding behind the woman. Ichiro grabs Akira and walks away. The woman goes in the other direction. Stops. And peels off her mask, revealing, the mysterious woman from episode 1.

Ichiro is riding Double Machine. The sidecar is empty! Ichiro stops by the woman. He shows her the photo of her and Akira.

The Ichiro carrying Akira stops by a motorcycle and becomes Silver Hakaida.

The woman tells Ichiro the Hakaida Squad has Akira.

Silver Hakaida carrying Akira rides off on his motorcycle. He meets up with the rest of the Hakaida Squad. Ichiro's trumpet is heard. After listening to another of Ichiro's speeches, Gill Hakaida shoots at him. Ichiro transforms into Kikaida-01. After destroying a few Androbots, 01 notices the sun is going down. 01 is solar powered so without the sun he's in trouble. He immediately uses "01 Driver" to knock down more Androbots and Blue, Red and Silver Hakaidas. Then he breaks into their base and after a fight with Gill Hakaida, activates the self-destruct mechanism. He exits the base, which explodes. All four Hakaidas are waiting for him. Blue Hakaida raps his whip around 01's neck and drags him behind his motorcycle. Silver Hakaida hits him with his staff. When they stop, 01 stands. Blue Hakaida sends an electric charge through his whip, but instead of hurting 01 that seems to energise him, because he breaks free and flies into the air, where he meets Gill Hakaida.

The other three Hakaidas fly up to join them. An in the air battle takes place with 01 punched, flipped and kicked by Blue, Red and Silver Hakaida. Then the three Hakaidas form a triangle holding onto different parts off Blue Hakaida's whip. Gill Hakaida knocks 01 into the triangle. The high voltage charge burns into 01's legs. He falls to the ground, both his legs have holes in them and he can't stand. The Hakaida Squad lands and start searching for 01. Akira finds him. 01 tries to get Akira to go away, but he doesn't.

The episode ends with Akira helping 01 to drag himself into hiding.

1 - 3 *THE RETURN OF JIRO KIKAIKA*

Akira and 01, his legs broken by the Hakaida Squad, are hiding from the Hakaida Squad who have been searching for them all night. The sun is rising. Akira and 01 change their hiding place and are caught. The Hakaida Squad seems to take pleasure in whipping, hitting and shooting at the fallen 01. 01 grabs hold of Blue Hakaida's whip to lift himself up and then hits Blue Hakaida knocking him down, but Gill Hakaida kicks 01 down again. Red Hakaida aims his Missile Bow Gun at 01, but smoke bombs suddenly go off. When the smoke clears 01 is gone. A guitar is heard. Jiro is standing on a hill. Gill Hakaida shoots at him. Kikaida appears on Side Machine. Kikaida and the Hakaida Squad fight. 01 is repairing himself. He finishes just as the sun rises. Akira runs up to him. 01 picks the boy up. They hug.

Red Hakaida aims his Missile Bow Gun at Kikaida but before he can fire he's hit from behind by 01. The Kikaida brothers take on the Hakaida Squad. Red, Blue and Silver Hakaida all end up damaged with sparks coming out of their shoulders. That reporter appears to take pictures. Gill Hakaida uses White Crow (his motorcycle) to fill the air with black smoke. When the smoke clears the Hakaida Squad is gone. 01 and Kikaida spot that mysterious woman watching from a hill, but by the time Ichiro and Jiro reach the top she is gone. Akira comes running to Ichiro.

The photographer is playing with some children at a playground, we find out his name is Ganta. Akira takes the film out of Ganta's camera exposing it, ruining it. No one notices that mysterious woman hiding in the bushes. Ichiro and Jiro ride off on Double Machine and Side Machine (Jiro doesn't use his ordinary motorcycle with side car in this series). They start off together then Double Machine goes to the left and Side Machine to the right. Ganta is chasing Akira and another kid when he stops to photograph a statue of a naked woman.

Ichiro stops at a quarry and is attacked by Androbots. Jiro stops at another part of the same quarry and is also attacked. After fighting off the Androbots the brothers meet.

Ganta is attacked by Androbots. One knocks him out, others each grab a kid. Ichiro's trumpet is heard. Mid way into the song Jiro's guitar joins in. Ichiro stops playing first. The brothers fight the Androbots. When the Androbots have all been destroyed the brothers check that the children are okay. Akira is missing. The sky is filled with more Androbots who land fight the brothers. Akira is found to be in the arms of that woman. She takes off with Akira as Ichiro and Jiro return to fighting Androbots. "Change, switch on, one, two, three". Jiro transforms into Kikaida. "Change, Kikaida Zero One". Ichiro becomes Kikaida-01. They use Side Machine and Double Machine to run down Androbots before taking to the air. The battle continues in flight. Eventually they land. 01 breaks into the Hakaida Squad's Androbot factory, where he encounters Blue, Red and Silver Hakaidas. Kikaida bursts through a wall to take on Gill Hakaida. After knocking Gill Hakaida down, Kikaida jumps through the ceiling into the above room where 01 needs help against the other three Hakaidas. After defeating the Hakaidas 01 and Kikaida each grab a switch. Together they pull the switches. The Androbot factory explodes.

An Androbot says something to Gill Hakaida who responds by shooting it. The Hakaida Squad meets in their original spot. Akira's face followed by that woman's, appear in the clouds.

Jiro and Ichiro shake hands then drive off together. Akira rides in Double Machine's sidecar. The four Hakaidas on their own motorcycles watch them go.

1 - 4 *BIZARRE! THE GHOST ROBOT DISAPPEARANCE!?*

A giant Silver Shrimp with a red head, walks towards a house. Inside the house are a woman and a girl. Behind them on the mantle is a photograph of the woman, the girl, a man and Akira! The lights start to flicker. This is because the Silver Shrimp is trying to break the outside wires. The lights go out. The woman lights a candle. The girl sees the shadow of the Silver Shrimp outside the glass doors, but when the woman looks it is gone. The woman hears a sound. When she looks out the glass doors she sees Silver Shrimp. She backs away. She feels something on her neck. Touches her neck, a red liquid comes off on her hand. A puddle of the red liquid appears on the floor. The liquid transforms into the Silver Shrimp. The monster ties up the girl, suspends her from the ceiling. He then shows the woman, the girl's mother, a picture of Akira. At the Hakaida Squad's new base, Gill Hakaida, Red Hakaida and Blue Hakaida are watching these things on their monitor screen.

Ichiro is riding Double Machine, with Akira in the sidecar. When they stop, Red Hakaida has Ichiro in his site but the woman who's daughter the Silver Shrimp has taken prisoner appears and blocks his shot. The woman hugs Akira. She shows Ichiro a picture like the one on her mantle. Akira runs away. Ichiro goes after him. An arrow just misses Ichiro, hitting a tree. Ichiro grabs Akira and rolls as arrows hit the ground. When Red Hakaida finally shows himself Ichiro jumps onto the roof of a house and transforms into

Kikaida-01, but Red Hakaida is now gone.

The woman and Akira are running away when they are surrounded by Androbots. Jiro's guitar is heard. Ichiro's younger brother fights the Androbots.

01 uses "01 Driver" to knock Red Hakaida out of a tree. Blue Hakaida jumps down out of a tree, picks up Red Hakaida and they ride away on his motorcycle. A silver boulder rolls down a hill towards 01 who dodges it. The boulder becomes Silver Shrimp. Silver Shrimp turns back into the boulder and tries again. This time he knocks 01 down before becoming Silver Shrimp again. Seeing his brother in trouble, Jiro transforms into Kikaida, jumps over Silver Shrimp and helps 01 up. Silver Shrimp vanishes underground. 01 and Kikaida become Ichiro and Jiro again. Ichiro takes Akira to the woman's house in Double Machine's sidecar. Jiro takes the woman in Side Machine's sidecar, and then he drives away. Ichiro and Akira walk to house. The woman hangs back by the gate, until three Androbots appear and pointing their lightning bolt weapons at her, prod her to get inside. She opens the door for Ichiro and Akira. Once inside Ichiro looks up to see Androbots hiding in the corners, on the ceiling. Three Androbots come down to attack him, he fights them off then runs up the stairs.

The woman has put Akira at a table with a glass of something orange and a pink and white cake. She hears a noise and leaves the room. When the cake starts making noises, Akira knocks it onto the floor. The cake becomes Silver Shrimp. Akira runs into another room, closes the door and piles furniture in front of it.

Ichiro finds himself in the room the girl is tied up in, suspended from the ceiling. Androbots attack him. He defeats the Androbots and frees the girl.

Silver Shrimp slides between the door and the frame into Akira's room.

Ichiro returns the girl to her mother. Mother tells Ichiro that Akira is in danger. Ichiro runs back up the stairs and breaks into the room Akira was hiding in. Akira and Silver Shrimp are gone. Looking out the window Ichiro sees that mysterious woman who's picture he's been carrying. She sees him and runs. Ichiro runs out of the house after her. The woman stops a dumptruck and apparently tells the driver a man is after her. He pulls her into the cab and drive away just as Ichiro comes running up. Ichiro gets on Double Machine to drive after them.

The dumptruck driver becomes Blue Hakaida. The back of the truck is suddenly full of Androbots. The woman runs but falls. Blue Hakaida whips her while Red Hakaida stands by with his Missile Bow Gun. An Androbot picks her up and holding by the neck forces her to walk. Ichiro's trumpet is heard. While Ichiro fights the Androbots the woman drives off in the dumptruck. Ichiro transforms into Kikaida-01 and uses "01 Driver" to knock down Red and Blue Hakaidas and to destroy several Androbots. Gill Hakaida arrives on White Crow, driving around in circles, spraying black smoke. When the smoke clears, 01 is alone.

At Hakaida Squad base Gill Hakaida beats up on Red and Blue Hakaidas. Then he announces a new plan, "sudden darkness". He actually says it in English or I wouldn't have understood him.

Akira is walking alone, outside a temple. Androbots and Silver Shrimp appear. That idiot photographer, Ganta is watching. Silver Shrimp is pierced by an Androbot lightning bolt, thrown at him by 01. Silver Shrimp pulls out the lightning bolt, tossing it to the ground. When 01 throws an Androbot it lands by Ganta, who seeing it coming drops his camera. When he picks his camera out from under the Androbot body, the lense has fallen off. 01 uses "01 Driver" to destroy more Androbots but before he can hit Silver Shrimp the monster jumps into the air and twirls himself on a silver staff that appears suspended in air. Seeing this 01 recognises that Silver Shrimp is actually Silver Hakaida. 01 flies into the air to destroy some flying Androbots.

Ichiro leading Akira by the hand runs through a quarry. Gill Hakaida flies into the air. Thick black smokes pours out of his body, creating Sudden Darkness. Ichiro cannot transform into Kikaida-01. The silver ball tries to bowl Ichiro over, misses and becomes Silver Shrimp. Ichiro dodges Silver Shrimps blows so he becomes the silver ball and tries again to knock Ichiro down. Ichiro dodges. Suddenly, Kikaida on Side Machine flies through the black smoke. The sun shines through the hole Side Machine cut into the smoke.

Ichiro transforms into Kikaida-01 and attacks Silver Shrimp. 01 punches and kicks Silver Shrimp. Silver Shrimp grabs 01 by the throat. 01 breaks free and hits Silver Shrimp. Silver Shrimp tries to get 01 by the throat again but 01 kicks him back and then crossing his arms shouts "Blast End". Silver Shrimp falls down a cliff and explodes. Blue and Red Hakaida rush to the bottom to help up a shaken and hurt Silver Hakaida. Ichiro and Jiro shake hands then drive off on their motorcycles, Akira riding in Double

Machine's sidecar.

1 - 5 *TERROR! AN EGG LAUGHS ON BLUE ALLIGATOR ISLAND!!*

A man is working on his beached boat when his son arrives bringing lunch. They start to eat when a strange sound is heard. Looking around the boy sees a large sphere floating in the ocean. When it lands on the beach the boy's father approaches it, when it starts to glow he backs away. Several other fishermen have arrived. The sphere laughs then breaks open to reveal a Blue Alligator. The fishermen run away but are chased back by Androbots. Blue Alligator eats a man, then spits out his bones and skull. When another man tries to run, Blue Alligator's head flies off and bites the man to death. Distracted by the men neither Blue Alligator nor the Androbots see the boy escape. Ganta the photographer pops up from under a blanket, inside a boat. He has the boy hid under the blanket while he takes photographs. Blue Alligator sees Ganta and takes him prisoner. With balls and chains on their ankles, the men are taken to Alligator Island as slave labor for the Hakaida Squad.

Akira looking down at the beach through a pair of binoculars sees the bones. He looks for Ichiro but can't find him. When he hears Double Machine, he looks at the beach again. Ichiro has parked near the bones. Akira joins Ichiro on the beach. Blue Alligator must have killed more men off camera because there were more bones than one man would have and at least five skulls on the beach. Ichiro recognizes that this must be the work of the Hakaida Squad. Ichiro and Akira hear someone crying. They find the boy hidden in the boat. The boy stares out at sea. Ichiro can see Alligator Island in the distance. As the three walk away, Blue Alligator watches them go, laughing. Did he know the boy was there all along, did he leave him there as a trap for 01? Ichiro takes the boys to a hotel.

On Alligator Island Red Hakaida, Blue Alligator and Silver Hakaida get their orders from Gill Hakaida.

That mysterious woman who keeps appearing to watch over Akira, walks on the beach. When she finds a bottle with a note in it, apparently from the slaves on Alligator Island she is attacked by Blue Alligator and several Androbots. Blue Alligator hits her in the stomach, knocking her out. Jiro's guitar is heard, briefly. Jiro fights Blue Alligator. When Jiro tries to change into Kikaida he hears a sound he hasn't heard in over three years, Professor Gill's flute! On Alligator Island, Gill Hakaida wearing the professor's cape is playing the flute.

Riding down the beach on Double Machine, Ichiro stops when he hears a noise. He recognizes it as Professor Gill's flute, but it has no effect on him because his conscious circuit is complete. Looking around he sees Jiro down, Androbots around him. Ichiro leaps into action. Ichiro hurls Androbots. The sound of them exploding covers the sound of the flute, Jiro transforms into Kikaida. When Red Hakaida, Silver Hakaida and Gill Hakaida, without cape or flute, appear, Ichiro transforms into Kikaida-01. While Kikaida takes out the Androbots 01 uses "01 Driver" to knock down the 3 Hakaidas and Blue Alligator. The villains vanish. 01 and Kikaida jump into the air, do summersaults and land on the beach as Ichiro and Jiro. The woman is still there, laying on the sand. Jiro picks her up. Ichiro heads back to the hotel to check on Akira.

Akira and the other boy are in the lounge taking in a show. A woman in red is singing, a woman in violet is dancing with her. Suddenly that woman takes Akira and the other boy backstage. When they get backstage, the real dancer is on the ground tied up and gagged!

Ichiro makes it back to the hotel but discovers the boys are missing. He finds and unties the dancer then returns to the beach.

The boys have been taken to Alligator Island. Akira is put on a table, and locked under a glass case. The other boy is taken somewhere else.

At the beach Ichiro hears a woman's cry for help. She appears to be drowning. Ichiro jumps into the water to help. It's a trap! Ichiro is sucked under into a capsule. The capsule sinks taking Ichiro down into the ocean where he is cut off from the light of the sun so he cannot transform into Kikaida-01. Worse than that, the capsule is headed for a large mine. When the capsule hits the mine, Ichiro will be destroyed! On Alligator Island the three Hakaidas and Blue Alligator are watching Ichiro on their monitor screen. They laugh at 01's impending demise. In the capsule Ichiro seems to be panicking. He tries to break out but doesn't have the strength. The gauge inside the capsule shows it is about to hit bottom when suddenly the gauge starts going the other way, the capsule begins to rise. The capsule is being pushed back up by Kikaida. As soon as sunlight shines in through the capsule's window, Ichiro transforms into Kikaida-01. The three Hakaidas and Blue Alligator see this and exit their base.

Kikaida-01 and Kikaida land on Alligator Island and immediately start fighting Androbots. 01 sends Kikaida to find Akira. On the way Kikaida takes out the Androbots guarding the slaves. When their guards are defeated the slaves escape. The fisherman and his son are reunited. Blue Alligator breaks out of his egg to take on 01. 01 gets away from Blue Alligator only to run into the 3 Hakaidas. Red Hakaida

shoots at him with his Missile Bow Gun, Silver Hakaida throws his bo-staff at him and Gill Hakaida shoots at him. 01 uses "01 Cut" to split the heads of Androbots and to knock down Blue Alligator. Blue Alligator returns to his egg, which apparently repairs any damage he suffers. He comes out of the egg to fight 01 again.

Inside their base Androbots are attempting to get the plans from Akira's back. Kikaida comes in and stops them, freeing Akira.

Back outside, Kikaida fights the three Hakaidas while 01 fights Blue Alligator. When Kikaida sees Blue Alligator return to his egg, Kikaida tries to get to 01 but the Hakaidas are in his way again. Blue Alligator comes out of his egg and his head flies off at 01. 01 manages to knock it aside twice but the third time it manages to get him by the neck. Kikaida fights his way to his brother and kicks the alligator head off his brother. Kikaida then apparently suggest to 01 that they destroy the egg. The two brothers pick up the bottom half of the egg. The Hakaidas see what they're doing at shout at them to stop. The two brothers throw the egg shell. When it hits the rocks it explodes. Blue Alligator spins around, screaming, several times before falling over and exploding. Akira and the former slaves come out of hiding. The fishermen thank 01 and Kikaida for freeing them (mostly it was Kikaida). That mysterious woman appears again, watching from the background. Ichiro and Jiro ride off down the road, Akira in Double Machine's side car.

Standing on a cliff Gill Hakaida makes threats (I'm guessing) against 01 while Silver Hakaida holds onto the arm of a badly damaged Blue Hakaida. Beneath them, shaking his hands is Scarlet Centipede.

1 - 6 *THE MAGICIAN VERSUS ZERO ONE'S SECRET ABILITY!!*

Some girls are swining in a playground, all but one leave. The one left behind picks up a piece of paper. It's a flyer about a magic show. The girl goes to the show which takes place inside a tent. There are many other children there. The magician (played by Miyaguchi, Jiro who was Colonel Zol in Kamen Rider) puts a red cloak over the face of his young female assistant, walks around her waiving his wand. When he uncovers her she has become an ugly old woman with long white hair. He covers her again and walks around her waiving the wand. When he removes the cover, the woman has vanished.

Finally the magician covers himself and turns around several times. When he uncovers himself, he has become Scarlet Centipede. There is a flash and centipedes cover the tent. When the children try to flee Androbots block the exit. The girl from the swing climbs under the tent to escape. Ichiro stops Double Machine when he sees something lying by the side of the road. It turns out to be the girl. She tells him about the monster. He takes her to her home.

At the Hakaida Squad's new base Scarlet Centipede is irritated by the noisy children, so he shoots spikes at an Androbot. The spikes stick then explode destroying the Androbot. Other Androbots drag the children away. The children are put into a machine.

More children are playing, in a quarry. They stop by a red cloak lying on the ground. The cloak becomes Red Centipede. The children try to run away but are captured by Androbots. Ichiro's trumpet is heard. Ichiro transforms into Kikaida-01. 01 defeats the Androbots. The children run away but more Androbots appear. When 01 tries to get to the children Scarlet Centipede blocks his way. After exchanging punches and kicks with Scarlet Centipede, 01 uses "01 Cut". Scarlet Centipede falls apart. 01 turns his back on the pieces. That was a mistake, the pieces attack 01 knocking him down. 01 gets back up, the pieces of Scarlet Centipede knock him down again.

The Androbots are taking the children away when Jiro's guitar is heard. Jiro attacks the Androbots. When Jiro tries to go to 01 the Gill Hakaida, Blue Hakaida and Silver Hakaida attempt to run him over. Jiro changes into Kikaida and jumping into the air escapes. He lands by 01 and helps him to fight the pieces of Scarlet Centipede. Blue Hakaida and Silver Hakaida join the fight. 01 tries to go after the children but Scarlet Centipede appears and wounds him in the ankle with his spikes. 01 and Scarlet Centipede throw each other off a cliff disturbing Ganta. Ganta rolls off a ledge and almost lands on top of that mysterious woman. She slaps Ganta who runs away. Gill Hakaida joins the fight against Kikaida. Silver Hakaida swings on his staff and knocks Kikaida down, but Kikaida gets back up and after landing a few good punches throws Blue Hakaida into Gill Hakaida. The three Hakaidas mount their motorcycles and drive away.

The three Hakaidas are back at their base when a wounded and dirty Scarlet Centipede comes in. Gill Hakaida hits him, knocking him down. Silver Hakaida and Blue Hakaida pick Scarlet Centipede up. After Gill Hakaida orders them to kill 01 and Kikaida, Scarlet Centipede pulls away from Silver Hakaida and Blue Hakaida. He stands on his own for a short time then falls over.

Jiro repairs Ichiro's ankle.

Scarlet Centipede appears by a window. The girl from the swing sees him and cries out. Her mother sees him and dropping dishes screams. Ichiro comes running into the kitchen but Scarlet Centipede is gone from the window when he gets there. Akira is in a room by himself. He hears a strange noise but doesn't see anything wrong. Scarlet Centipede is crawling across the floor behind Akira's chair. A hand grabs Akira by the ankle.

Akira is carried off by an Androbot following Scarlet Centipede. Akira calls for help but instead of rescuing him, Ichiro quietly follows. Jiro steps out from behind some bushes, joining Ichiro in the pursuit. The brothers follow the Scarlet Centipede and the Androbots into a cave. An Androbot head on the ceiling, apparently an alarm, flashes and makes a beeping noise. Jiro jumps up punching it. It explodes, making a noise louder than the alarm. Androbots appear, they're easily defeated.

The Scarlet Centipede and the other Androbots take Akira into the room where the children are, in the machine, which seems to suck blood out of them. Akira is taken somewhere else. Ichiro and Jiro enter the room. As Ichiro and Jiro are fighting the Androbots and Scarlet Centipede, Gill Hakaida plays Professor Gill's flute. Scarlet Centipede laughs at Jiro's inability to change into Kikaida now.

Ichiro grabs Jiro by the arm and says something like "Cross Bodies", Jiro and Ichiro hold onto each others left hands while crossing their right arms. Their bodies glow then they jump through the ceiling. Outside they shout "Double Change" and together transform into Kikaida and Kikaida-01. The brothers land back inside the room. Kikaida defeats the Androbots and knocks Scarlet Centipede down, then frees the children. 01 leaves the room.

01 breaks into the room where Gill Hakaida is playing Professor Gill's flute. Gill Hakaida tries to hit 01 with the flute but 01 knocks the flute out of his hands, it hits the floor and explodes. The flute is never heard from again.

01 finds Akira and unties him.

01 and Kikaida exit the Hakaida Squad base. Outside they encounter Gill Hakaida, Blue Hakaida, Silver Hakaida and Scarlet Centipede. While Kikaida deals with the three Hakaidas, 01 fights Scarlet Centipede. Scarlet Centipede shoots his spikes at 01, they explode. 01 holding out his arms spins around, the spikes are sent back at Scarlet Centipede. Then 01 uses "01 Driver" immediately followed by "Blast End". Scarlet Centipede falls down to the bottom of the quarry and explodes. The children thank Ichiro and Jiro, who drive off on Double Machine and Side Machine. The four Hakaidas watch, on their motorcycles. Gill Hakaida says something about "Black Dragon".

1 - 7 *THUNDERSTRIKE! THE POWER REDUCING ZERO ONE DIRECT HIT*

Two women are washing dishes in a diner. The water stops working. When they try turning the faucets of and on again flames come out instead of water. In the flames is the image of Black Dragon. The women faint.

Ichiro stops Double Machine outside the diner. He doesn't want to go in but wants to keep going because the sun is setting but Akira jumps out of the sidecar and runs into the diner. Akira calls for service and sits down. Two Androbots sneak up behind him, one is about to grab him by the neck when Ichiro comes in and hits both of them. Ichiro starts to lead Akira back out. Akira looks back, sees two bowls of steaming noodles. He tries to go them but Ichiro pulls him away. The bowls fly into the air and spell the noodles on Ganta who just walked in the door. Ganta gets some noodles on his lips, he passes out. Dishes start flying at Ichiro and Akira. When Ichiro tries to open the diner door he finds that it is stuck. The doorknob turns into a small dragon head and bites Ichiro. Ichiro breaks free. There's an explosion and Black Dragon appears. His right hand is a second, smaller dragon head. Akira runs out another door, into the woods. He is followed by Androbots. Ganta crawls out of the diner. He meets an old woman, he knocks him out again.

Akira is blinded by the headlights of a car. The car is driven by that mysterious woman who keeps coming to his rescue. Akira gets in the car.

Ichiro is outside now, fighting Androbots and Black Dragon. Jiro's guitar is heard. Jiro jumps off a building, changing into Kikaida in the process. Kikaida fights the Androbots. An instrumental version of "Go Go Kikaida" plays in the background. When Kikaida approaches Black Dragon lightning flashes and Black Dragon vanishes.

The woman has Akira hide in a shelter in a park.

Kikaida-01 is riding Double Machine in the sky, looking down for Akira.

Three Androbots see Akira but when they enter the shelter he's already taken off. They see him running away.

01 is attacked by a flying Black Dragon, who spits fire at him. 01 turns Double Machine to get away from the fire. Black Dragon follows.

The Androbots keep searching for Akira. Akira is hiding under a bridge. The Androbots walk over the bridge. Akira sneezes. The Androbots step back onto the bridge. Silver Hakaida appears and before they can tell him Akira is under the bridge he hits two of the Androbots with his bo staff, they explode. He knocks the third into the water. The Androbot sees Akira now and tries to tell Silver Hakaida but Blue Hakaida shows up and destroys it with his Electric Whip. Red Hakaida joins the other two on the bridge. When Akira hears the three Hakaidas walk away he walks out from under the bridge.

Black Dragon spits fire at 01 again.

Ganta is taking photographs of flowers and talking to himself. He does not notice the Androbots and they ignore him. Ganta kneels and crossing himself (he must be Roman Catholic) prays. I don't know what he prayed for but when he sees a pair of legs he gets up to talk to the woman they belong too. It turns out to be the woman from outside the diner.

Black Dragon is still chasing 01.

Akira climbs a tree to get away from more Androbots.

The woman is brushing her teeth. When Blue Hakaida appears Ganta faints. The woman runs away. Silver Hakaida appears and suddenly tosses his bo staff into the air, and twirls on it. Blue Hakaida chooses his rope to swing through trees. Silver Hakaida and Blue Hakaida land next to Red Hakaida.

Akira has climbed out of the tree. He takes off his jacket and shirt. The camera focus on his back to show the plans there. The three Hakaidas spot Akira. The old woman appears and helps Akira to put his shirt and jacket back on and leads him away. They're stopped by Silver Hakaida who removes the woman's mask and wig, to reveal Akira's mysterious protector. Akira has ran off but he's captured by two Androbots who take him back to the woman and Silver Hakaida. Blue Hakaida and Red Hakaida join the group. Red Hakaida is about to shoot the woman when Ichiro's trumpet is heard. After Ichiro makes his speech, Red Hakaida aims his Missile Bow Gun at him, but strangely instead of seeing him fire at Ichiro we see Gill Hakaida, who isn't even there, firing Hakaida shot at him. Ichiro transforms into Kikaida-01. The woman and Akira run away. After using "01 Cut" on a couple Androbots 01 uses "01 Driver" on the rest. Then Ichiro catches up with Akira. Whistling is heard. Gill Hakaida appears and flies into the air, spewing out black smoke. "Sudden Darkness" again. Hakaida lands and becomes Black Dragon. Black Dragon spits fire at Ichiro then his right hand shoots explosive shells at Ichiro. Ichiro is struck by lightning. Elsewhere, Jiro hears thunder and sees the black smoke in the sky. He transforms into Kikaida and uses Side Machine to cut a hole in the black smoke, just like the first time. The Sun shines on Black Dragon and Ichiro. Ichiro transforms into Kikaida-01. 01 uses "01 Cut" on Black Dragon, twice, then "01 Driver" and "Blast End". Black Dragon falls down a cliff and explodes. Blue Hakaida, Red Hakaida and Silver Hakaida pick up the badly damaged Gill Hakaida (they call him "boss"), he knocks them down. They pick themselves up. Ichiro and Jiro shake hands again and drive off, in opposite directions, on Double Machine and Side Machine, Akira in Double Machine's sidecar.

Gill Hakaida, Blue Hakaida, Red Hakaida and Silver Hakaida link arms to form a circle. They spin around transforming into Gattaida ("combine"). Gattaida jumps into the air, flies over Double Machine and drops bombs. One of the bombs hits Double Machine.

1 - 8 *CRISIS ICHIRO! THE FOURSOME COMBINATION!!*

Double Machine has been hit by a bomb dropped by Gattaida. Akira has been thrown onto a tree branch. Gattaida transforms back into the four Hakaidas but before they can capture Akira, Kikaida flying on Side Machine rescues him. The four Hakaidas link arms, form a circle, spin around becoming Gattaida again. Gattaida flies into the air and attempts to bomb Side Machine, now on the ground, but misses. Gattaida lands and becomes the four Hakaidas again.

Jiro takes Akira to a hotel. That mysterious woman who is always looking out for Akira sees them go in, they don't see her. Sitting in the lobby is a man wearing a black top hat, dark sunglasses and a white plastic mask over his nose and mouth. In his room, Akira looks out a window and worries about Ichiro. On the wall is a picture, in that picture the masked man is walking down stairs. When Jiro walks over to Akira the man vanishes from the picture.

Akira goes for a swim. Again the camera focuses on his back and we see the plans there. Gattaida appears in the water. Suddenly the scene changes to a fully dressed Akira running from Androbots and Gattaida.

Jiro's guitar is heard. Jiro jumps off a building, transforms into Kikaida and briefly battles the Androbots and Gattaida.

Akira wearing a different outfit than he's usually seen in, has ran off and is hiding behind a tree. Laughter is heard from a different tree, which turns into Gattaida. Akira runs from Gattaida and Androbots.

Ichiro picks himself up from where the bomb had thrown him. Finding Double Machine he drives off, in search of Akira.

Kikaida is fighting Androbots. Akira is captured by other Androbots. Ichiro's trumpet is heard. Ichiro jumps off a whale statue to fight Androbots. Gattaida uses Red Hakaida's Missile Bow Gun to fire three arrows at Ichiro, they all hit a tree. Gattaida tries to use Blue Hakaida's Electric Whip on Ichiro. The whip hits a tree which explodes. Gattaida tries to hit Ichiro with Silver Hakaida's Bo-Staff but Ichiro shoves an Androbot in the way, the Androbot explodes. Ichiro jumps onto an octopus ride and transforms into Kikaida-01. Standing on a roller coaster track, 01 fights the Androbots. 01 then uses "01 Driver" against the Androbots. Gattaida shoots a piece of his shoulder at 01, there's an explosion but 01 is unhurt. 01 knocks the piece of Gattaida back to Gattaida. Suddenly the man in the white suit, black hat, sunglasses and white mask appears and fights Androbots. Just as suddenly he leaves, ignoring 01's calls for him to stop. Kikaida appears and watches the stranger running away too.

At the hotel, Jiro and Ichiro but Akira to bed. Jiro leaves on Side Machine. That mysterious woman comes into the room. She and Ichiro go outside and have an argument over Akira. Since I don't know Japanese I don't know what they say but I did hear the name "Akira" repeated several times. As far as I could tell the woman has still not given her name.

The stranger, in white with the black hat, has appeared in Akira's room.

Ichiro and the woman continue talking until they hear Akira call for help. They enter Akira's room to confront the stranger. The man drops Akira introduces himself as Shadow Knight. His hat, glasses and mask fly off to reveal a man with a mustache. The man then becomes Shadow Knight, an armored figure with one large eye. Shadow Knight backs into the wall and vanishes. Ichiro and Akira ride off on Double Machine. Ganta comes out a store carrying a bunch of green packages. He tries to run after Double Machine and drops his packages. The mysterious woman boards a bus.

Ichiro leaves Akira outside a cave and drives away. He stops when he sees several Androbots. He attacks them.

The woman arrives at the cave. She finds Akira crying, why I don't know. Red Hakaida is watching them.

Ichiro continues fighting with the Androbots.

Akira enters the cave. Someone follows him. He sees the shadow of one of the Hakaidas and hears laughter.

Ichiro is still fighting with Androbots.

The Hakaida chases Akira.

Ichiro returns to find Akira gone.

Akira runs past and wakes up the sleeping photographer Ganta. Androbots appear in the cave. Akira finds that woman. Ichiro shows up. All four Hakaidas are in the cave too. They link arms, form a circle, spin and form Gattaida once more. In the darkness of the cave Ichiro weakens. Ichiro tries to fight Gattaida anyway and is knocked down when he gets up Gattaida is aiming Hakaida Shot at him. Suddenly sunlight shines into the cave through a hole exposed by Kikaida removing a boulder. Ichiro jumps through the hole, changing into Kikaida-01 in the process.

Now outside the cave, Kikaida-01 and Kikaida are joined by the Androbots and Gattaida. Kikaida takes on the Androbots while 01 fights Gattaida. 01 and Gattaida exchange punches and kicks. When 01 knocks Gattaida down with a kick, Gattaida comes back up with Electric Whip. Kikaida fights Androbots. Gattaida tries using the bo-staff on 01. Kikaida fights Androbots. Gattaida points Missile Bow Gun at 01 but 01 knocks it out of his hand. Gattaida tries Hakaida Shot on 01. 01 and Gattaida jump into the air. 01 uses "Blast End". Gattaida explodes in midair. Ichiro and Jiro shake hands again.

Blue Hakaida, Red Hakaid and Silver Hakaida are crumbled on the ground. Gill Hakaida stands over them making a speech, probably about how he's going to get 01 for this.

Ichiro and Jiro return to the cave. Akira comes running but suddenly, out of the darkness Shadow Knight, in human form, appears, grabs Akira, carries him to his car and drives off. Ichiro and Jiro follow on Double Machine and Side Machine.

1 - 9 *THE BIG SHADOW MURDER FORCE APPEARANCE MYSTERY*

Akira has been abducted by Shadow Knight, in human form. Double Machine and Side Machine follow his car. Shadow Knight stops his car at a dock. He picks up Akira and carries him onto a boat. Double Machine and Side Machine drive on the water! Shadow Knight carries Akira ashore. Shadow Knight is confronted by Blue Hakaida and Silver Hakaida. Shadow Knight lets go of Akira to transform from his human form to his Shadow Knight form. Akira runs away. Blue Hakaida tries his Electric Whip on Shadow Knight, who cuts it with his sword. Silver Hakaida tries to hit Shadow Knight with his bo-staff but Shadow Knight uses his sword to knock the bo-staff out of his hand.

Red Hakaida aims his Missile Bow Gun at Akira, but before he can fire Jiro appears and knocks it out of his hands and knocks him down. Jiro runs up to Akira. Red Hakaida takes a shot at Jiro. Akira boards a cable car. Jiro transforms into Kikaida and tries to run Androbots over with Side Machine. Kikaida sees that the cable car is headed up a mountain where Gill Hakaida, Blue Hakaida, Silver Hakaida and more Androbots are waiting, but he can't do anything about it as the sky fills with even more Androbots which fly down after him. Ichiro's trumpet is heard. Ichiro is standing on top of the cable car which is no longer moving. Ichiro transforms into Kikaida-01 and battles Androbots and the Hakaidas.

On top of the mountain is a restaurant that rotates very slowly. At a table waiting for his meal is Ganta the photographer. When 01 throws an Androbot it lands on Ganta's food.

Kikaida and 01 stand together. The 4 Hakaidas stand together, along with four Androbots. The two groups slowly approach each other, the villains holding their weapons high. Suddenly, a spear hits the ground between them and there is a small explosion. The Hakaiada Squad retreats. Kikaida and 01 face Red Faced Tortoise, a robotic monster sent by the Shadow Murder Force. Red Faced Tortoise shoots its hands off at Kikaida and 01, who punch them back at him, they hit Red Faced Tortoise and explode. Red Faced Tortoise is knocked onto its back. Before Kikaida and 01 can get near Red Faced Tortoise a bunch of swords hit the ground between them and the monster. Shadow Knight appears at a distance. The swords explode and when the smoke clears Red Faced Tortoise and Shadow Knight have vanished. At the restaurant Akira and the mysterious woman who always comes to his aid are enjoying a meal. A man who apparently knows the woman approaches her. A waiter calls the man away, probably to a phone call. The man is knocked out by an Androbot. Red Hakaida takes on the form of the man, joins the woman and Akira at the table.

Standing on the roof of a building, Ichiro and Jiro have a discussion about the Shadow Murder Force. The only words I understood were "Shadow" and "Black Satan".

Ganta takes photographs of some women who are singing and dancing, getting in the way of other people trying to watch the show.

The man who is really Red Hakaida takes Akira and the woman to watch dolphins jump out of the water for food. He stays behind Akira, keeping his hands on him.

Ichiro and Jiro enter the restaurant to find that Akira is gone. They go to his hotel room but of course he's not there either.

Akira, the woman and the disguised Red Hakaida ride a ride. Akira and the woman ride another ride, Red Hakaida watches, smoking. Red Faced Tortoise and Shadow Knight are also watching. Ichiro is searching the carnival for Akira. Akira and the woman ride an octopus ride. Red Hakaida rides behind them in a red car. Jiro is also searching for Akira. Gill Hakaida, Blue Hakaida and Silver Hakaida are standing by. The woman, Red Hakaida and Akira sit together on another ride. When Red Hakaida sees Red Faced Tortoise watching he grabs Akira then has to apologize. Ichiro and Jiro meet by the dolphins. Shadow Knight and Red Faced Tortoise meet and return to Shadow base. For the first time the voice of Big Shadow is heard but he is not seen. When the man tries to take Akira away from her the woman releases he's a Hakaida so he reveals himself to be Red Hakaida. Androbots and the other three Hakaidas appear. They try to drag the woman and Akira off but Jiro's guitar interrupts them. Jiro is standing on a building. Half way through the song Ichiro's trumpet joins in. Ichiro is now standing beside Jiro. The brothers jump off the building and the battle begins. After fighting Androbots a bit Jiro and Ichiro transform into Kikaida and Kikaida-01. When Kikaida spots Blue Hakaida and Red Hakaida taking the woman and Akira away he tells 01. Kikaida stays to fight the Androbots, 01 goes after Blue Hakaida and Red Hakaida. 01 attacks the

Androbots with Blue Hakaida and Red Hakaida. Akira and the woman run away. Kikaida fights Androbots while standing on a moving rollercoaster. 01 fights his way through Androbots to knock Blue Hakaida down. 01 fights more Androbots then knocks Blue Hakaida down again. 01 fights more Androbots before knocking Blue Hakaida down a third time and Red Hakaida for the first time. Kikaida finally gets to hit Silver Hakaida and Gill Hakaida. 01, the Androbots, Blue Hakaida and Red Hakaida are now on a beach. After 01 defeats the Androbots Blue Hakaida and Red Hakaida try to get away by backing into the ocean but 01 won't let them get away. After punching them both several times he uses "Blast End" on them. Their bodies fly into the air and burst into flame before falling back into the water where they explode, the pieces sink to the ocean floor. This is my favorite battle because 01 never once uses "01 Cut" or "01 Driver" both of which are over used because along with "Blast End" they are 01's only major combat techniques.

Ichiro puts Akira in Double Machine's sidecar before mounting the cycle himself. Jiro gets on Side Machine. The brothers shake hands before trying off together. Ichiro turns of to the left, Jiro to the right.

Gill Hakaida makes a speech in which he mentions Blue Hakaida and Red Hakaida, probably vowing revenge for their destruction.

1 - 10 *A BIG BOSS BIG SHADOW MYSTERY!?*

Gill Hakaida is watching Ichiro riding Double Machine when suddenly the picture vanishes from his monitor and black smoke starts pouring out of it. Suddenly Gill Hakaida finds himself in a place full of white smoke. He holds his head as if in pain as the voice of Big Shadow speaks to him. Big Shadow ends his talk with laughter. Gill Hakaida is back in his headquarters, on the floor. His monitor is working again.

Silver Hakaida is watching Ichiro on Double Machine, he points his bo-staff at Double Machine and the ground bursts into flames. Ichiro stops in Silver Hakaida attacks him. Androbots join the fight. A white car with blacktop pulls up. The window rolls down to reveal the human form of Shadow Knight. Shadow Knight appears out side the car. Lightning flashes as Gill Hakaida once again uses the Sudden Darkness plan to cut Ichiro off from the light of the sun. Gill Hakaida stands between Red Faced Tortoise and Shadow Knight as they watch Ichiro and the Androbots and Silver Hakaida. Ganta appears to take photographs. Silver Hakaida jumps into the air with his staff, accidentally carving a hole in the black smoke. The sun shines through. Gill Hakaida swears. Ichiro transforms into Kikaida-01. Gill Hakaida joins the battle. 01 uses "01 Driver". Red Faced Tortoise and Shadow Knight take the bundled up blanket from Double Machine's sidecar which Akira was in. When Gill Hakaida sees this he leaves the battle to confront them. When he draws Hakaida Shot, Shadow Knight throws the bundle down and a stuffed panda toy falls out. Akira and his mysterious protector are running to a black car. Red Faced Tortoise refers to the woman as Rieko. As far as I can tell this is the first time her name is spoken. When 01 throws Silver Hakaida, Silver Hakaida lands on Gunta's camera knocking the lens off.

Rieko's car is stopped by Silver Hakaida. Rieko and Akira run away but are captured by Androbots. Silver Hakaida hits Rieko with his bo staff knocking her down. Akira karate shops an Androbot. Silver Hakaida raises his staff to strike Rieko again but doesn't when he hears Ichiro's trumpet. Ichiro jumps off a tower to taken on Silver Hakaida and the Androbots. Ichiro is knocked down and hit several times by Silver Hakaida's bo staff. Ichiro jumps up and transforms into Kikaida-01. Silver Hakaida throws his bo staff at 01 but 01 knocks it to the ground. After punching several Androbots, 01 punches Silver Hakaida several times before using "01 Driver". While 01 is distracted by Silver Hakaida and the Androbots, Red Faced Tortoise and Shadow Knight appear to take Rieko and Akira prisoner but 01 turns around just in time to see them. Red Faced Tortoise releases Rieko and Akira and faces 01. While Red Faced Tortoise and Shadow Knight have their backs turned Androbots grab Rieko and Akira, putting them in the black car Rieko had been driving, they drive off with their prisoners. A strange noise is heard. 01's vision goes bad. The air fills with smoke and when it clears Red Faced Tortoise and Shadow Knight have vanished.

At the Shadow Murder Force base Big Shadow gives Red Faced Tortoise and Shadow Knight their instructions.

Ichiro is driving to somewhere.

At the Hakaiada Squad's base a chained Rieko is being beaten by Silver Hakaida. A shirtless Akira, his hands tied behind his back is suspended from the ceiling on another rope. He's slowly being lowered into a barrel of water. This is apparently being done in an attempt to get Rieko to divulge some secret she has. When she won't talk Gill Hakaida hits her.

Double Machine is on a dirt road. When it stops the camera moves in closer to show that it is now Kikaida-01 who is driving. When 01 sees a radar dish he starts on his journey again.

Silver Hakaida raises his hand to strike Rieko when 01 bursts into the room. Silver Hakaida hits 01 in the chest with his bo staff. 01 leaves the room. Outside he kneels and holds his chest as if in pain but when Silver Hakaida approaches him 01 stands up and hits him. After 01 makes a speech another fight begins. Having finished off all the available Androbots, 01 drives off on Double Machine.

Rieko and Akira have escaped from the Hakaida Squad base but are recaptured by Androbots. 01 pulls up and attacks the Androbots. Vanishing with the Androbots outside, 01 reenters the base. He fights his way through the last of the Androbots, to a room with a map of Japan, as he studies the map he makes a step forward to be stopped by Silver Hakaida. When he knocks Silver Hakaida out of the way, Gill Hakaida appears, with Hakaida Shot already drawn. 01 knocks the gun out of Gill Hakaida's hand then knocks him down. Silver Hakaida has gotten up but 01 knocks him back down then presses the self-destruct button. An alarm goes off. 01 leaves. Explosions start. Gill Hakaida curses. Silver Hakaida and Gill Hakaida flee their base.

Outside the last battle of the Hakaida Squad begins, Silver Hakaida and Gill Hakaida verses Kikaida-01. Silver Hakaida tries in vain to damage 01 with his bo staff. Gill Hakaida manages to land a few punches before 01 uses "01 Driver". Silver Hakaida tries again with his bo staff. Gill Hakaida punches 01 few times. 01 uses "Blast End" on Silver Hakaida who explodes. Now its 1 on 1. The two enemies exchange punches. When 01 manages to knock Gill Hakaida down, he draws Hakaida Shot but 01 jumps out of the way then knocks the gun to the ground before using "Blast End". There's an explosion but there is something odd about, the smoke and fire seem to roll backwards before vanishing. The laughter of Big Shadow is heard.

Akira's back and the plans on it are shown again. Rieko helps Akira put his shirt and vest on. Akira runs to Ichiro. When Ichiro asks about Rieko, she has vanished. Rieko has driven to a hotel. Ichiro and Akira take off on Double Machine. Red Faced Tortoise and Shadow Knight watch them. At the Shadow Murder Force headquarters Big Shadow makes a speech to noone ending it with laughter. Kikaida-01 has a new and perhaps more dangerous enemy, the Shadow Murder Force .

1 - 11 *GHOST STORY - THE GHOST LADY OF THE UNDERGROUND SECRET BASE*

This episode begins with the narrator talking about how 01 used "Blast End" on Gill Hakaida. Then we see Gill Hakaida in a smokey place. Then Gill Hakaida is chained and on the floor of the headquarters of the Shadow Murder Force . Hakaida stands but Shadow Knight makes him kneel before a screen showing the shadow of Big Shadow.

A man who is obviously drunk sticks his head in an open manhole. He pulls his head out when two small balls of fire float out of the hole followed by the Ghost Lady, who bites him on the neck. A young man and a young woman are out for a walk. When a construction marker cone flies by him he tells the woman but she doesn't believe him until she sees two more fly by. She screams and burries her head in his chest. The woman then turns into the Ghost Lady and bites the man in the neck.

Big Shadow is talking while two figures that resemble Androbots except that they are black on one side of their bodies and red on the other, are sitting before a screen that shows pictures of several children. These figures are Shadow Men, the Shadow Murder Force version of androids. The screen pauses on one boy. The boy from the Shadow's monitor is attacked by construction cones. He runs from them, right into the Ghost Lady. The boy cries for help.

Ichiro watching over a sleeping Akira hears the other young boy's cry for help. He mounts Double Machine and rides off. Akira awakes to find he is alone. Looking for Ichiro he meets a woman in a kimono.

The boy escapes from the Ghost Lady and several Shadow Men, running into the woods. Balls of flame fly around him, they turn into Shadow Men. Then just suddenly vanish. The boy runs to a shed. The door is opened by the Ghost Lady. The boy runs. Ghost Lady appears in the forest behind him and flies after him. Ichiro's trumpet is heard. After making his introductory speech Ichiro jumps down landing in front of the boy. Ghost Lady tells Ichiro she's number 7 of the Shadow's robotic monsters. Ghost Lady shoots exploding shells at Ichiro from her right arm. Ichiro is caught in a circle of fire so he transforms into Kikaida-01 and jumps out of the flames. Ghost Lady vanishes. Hakaida appears at the top of a hill, Ghost Lady appears behind him. Hakaida fires Hakaida Shot at 01. 01 mounts Double Machine, the boy runs up and gets into the sidecar. 01 drives off. Hakaida follows on White Crow, his motorcycle. Double Machine stops stuck in the mud. Ghost Lady appears to shoot at 01. Hakaida catches up and also shots at 01. Jiro's guitar is heard. Jiro jumps off a roof to fight the Shadow Men and Hakaida. When Ghost Lady attacks him he transforms into Kikaida. When Kikaida tries to hig Ghost Lady she vanishes. 01 knocks Hakaida down. Red Faced Tortoise and Shadow Knight pick him up and hold him, otherwise he'd have gone after 01. Ichiro and Jiro drive to where Ichiro left Akira. They find Akira and the woman. Jiro says something

to her and she removes her mask, it's Rieko. Ichiro and Jiro drive off again.

Jiro and Ichiro each climb down into different manholes, which lead into the same place.

The boy Ichiro rescued from Ghost Lady is tricked by several construction workers into entering a cave. Once the boy is out of sight the construction workers turn into Shadow Men. The cave is lit by candles but they go out. Then those floating fire balls appear. Akira and Rieko are surrounded by five men dressed in black. The men vanish but three Shadow Men appear chasing them into the same cave as the boy. Ghost Lady chases the boy. Shadow Men chase Rieko and Akira. The three end up together. Ghost Lady and the Shadow Men back them into a wall. The wall revolves and the three find themselves in a room with the drunk and the young couple. Ghost Lady enters the room. Ichiro's trumpet is heard and he enters the room. Kikaida appears and after talking to Ichiro drills a hole in the cave ceiling to let sunlight in. Ichiro transforms into Kikaida-01.

Ganta sees Jiro helping Rieko, Akira another boy, two men and another women up out of a hole in the ground. He takes photographs.

Ghost Lady copies Kikaida and uses her body to drill a hole in the ceiling, not to let more sunlight in but to leave the underground base. 01 follows. When Ganta sees Ghost Lady come up out of the ground he faints. 01 come up after her. Ghost Lady splits into five Ghost Ladies, all carrying the black lightning bolts of the Shadowmen. (Don't look too closely at these five "women"). After the five fail to hurt 01 with their lightning bolts they return to being one Ghost Lady. Red Faced Tortoise appears to fight 01. After a brief skirmish with Red Faced Tortoise and Ghost Lady, 01 uses "Blast End" on both of them.

Ichiro and Jiro drive off on Double Machine and Side Machine. Akira is in Double Machine's sidecar.

1 - 12 *GHOST STORY - THE CURSED HEAD OF THE GRAVEYARD GHOST CAT*

Big Shadow is giving instructions to Ghost Cat Robot about a boy shown on the monitor. The boy, Goje(?) scares some other kids with a rubber snake then he tries to kick a black cat, the cat jumps up and scratches his arm. Another group of kids sees him do and turn into Shadow Men. They knock Goje down, he may have hit his head. Jiro drives up on Side Machine. After Jiro's destroyed several Shadow Men, Ichiro drives up on Double Machine. The Shadow Men vanish. Goje's friend picks him up. The black cat is watching.

At home Goje is ill. Ichiro puts his hand over the scratches, his computer analyses the wounds. The black cat is outside the house. Ichiro goes into the kitchen. Opening his chest he takes out a vial. He uses the liquid to make a medicine. He returns to Goje's room and treats the wound, covering it in white bandages. A cat meows. Ichiro goes outside to investigate. He sees a flying black cat head. He follows it. Akira is in another room of the same house, with his head on a table, asleep. Rieko is watching over him. She leaves the room. She sees the shadow of a human sized cat from the room where she left Goje and his mother. She enters the room to see Goje asleep with his mother watching over him. Rieko leaves the room. Goje's mother turns into blue faced woman with two long fangs and the ears of cat.

Ichiro chasing after the flying cat head encounters a Shadow Man with a cat head. He kicks the Shadow Man which explodes.

The cat-faced woman meows. Goje wakes up and runs out of the room to Rieko. When his mother comes looking for him he won't go to her. Akira wakes up and points at her shadow, the shadow of a cat. She turns back into the cat faced woman. Rieko and the two boys run out of the house. Shadow Men appear. The cat faced woman puts Rieko and the boys to sleep. As she bends over them she's hit in the head by Ichiro's trumpet. The cat faced woman changes into the full cat form of the Ghost Cat Robot. Ichiro transforms into Kikaida-01. The fight doesn't last long, Ghost Cat Robot jumps away. When it lands its taking on the form of Goje's mother again. Ganta meets her and gives her a ride on his little motorbike. He doesn't go far. When he stops and looks back at her she has become the cat faced woman.

Ichiro finds Akira, Goje and Rieko laying in a graveyard, next to black memorial. He wakes them then punches a hole in the base of the memorial. Inside is Goje's real mother.

The cat faced woman walks through the graveyard while Shadow Men dig up bodies. The cat faced woman enters a room full of human heads. She talks to them, they talk back.

A woman and a girl untie a cat which had been tied up at a temple. Goje and a friend see a black cat and try to hit it. It turns into the cat faced woman who then turns into Ghost Cat Robot. Goje's friend abandons him. Goje runs to the woman and the girl. Ghost Cat Robot appear and sprays fire at them. Ichiro's trumpet is heard. Ghost Cat Robot tries to burn Ichiro. Ichiro jumps out of the flame only to be shot at by Gill Hakaida. Ichiro transforms into Kikaida-01 to fight Hakaida. Ghost Cat Robot guards its

prisoners. When Ghost Cat Robot tries to claw the woman's face, her mask comes off, she's Rieko! Jiro's guitar is heard. Jiro appears to fight Ghost Cat Robot. Ghost Cat Robot appears at first to be a match for Jiro, but Jiro finally gets in a good blow. Jiro transforms into Kikaida. When Gill Hakaida rides away on White Crow, Kikaida follows on Side Machine.

Kikada and Gill Hakaida fight on a hill. Kikaida throws Hakaida down the hill. Shadow Knight drives up in a red car driven by a Shadow Man. Hakaida gets in the car, the car takes off.

01 and Ghost Cat Robot fight. Ghost Cat Robot shoots its paws at 01, they hit the ground and explode. Ghost Cat Robot's head flies off its body, spitting fire at 01. 01 uses "Blast End" on the head which explodes.

Goje and Akira shake hands.

Ichiro and Akira ride away on Double Machine. Hakaida watches.

1 - 13 *GHOST STORY - CHALLENGE OF THE LONG-NECK MONSTER*

Ganta, the photographer is trying to photograph a large female model when an earthquake strikes. The woman falls ontop of him.

Ichiro on Double Machine is nearly hit by falling boulders.

Shadow Knight and Gill Hakaida are watching buildings burn as a result of the earthquake. The earthquake turns out to be the result of a volcano eruption, apparently caused by the Shadow Murder Force .

A woman who apparently just had a medical exam is fixing her make up when Shadow Rokuro enters the room. This monster from Japanese mythology has a really long kneck. When the head seperates from the body, but still attached to the unusually long neck, sneaks upon the woman, the woman faints. Shadow Rokuro impersonates the woman who it turns out is a news announcer. Ichiro and Akira watch her on the news.

Shadow Knight and Gill Hakaida watch more buildings burn. On another monitor they see Double Machine.

Ichiro leaves Akira at another hotel then drives to the newsbuilding. Rieko is there. After talking with her Ichiro goes inside and is attacked by Shadow Rokuro's long neck, which tries to strangle him. Ichiro breaks free. The neck and head return to the Shadow Rokuro's body. The monster shoots its hands at Ichiro. The hands try to strangle him. Ichiro transforms into Kikaida-01, which apparently frees him from the hands. 01 leaves the building and drives away on Double Machine.

Akira hearing a noise opens the door thinking its Ichiro, but it's Shadow Knight and Gill Hakaida. Akira runs away but is captured by Hakaida. Rieko arrives at the hotel too late to find Akira.

Hakaida drops the unconscious Akira then reaches into his boot and pulls out not Hakaida Shot but Destruction Blade (the knife the original Hakaida used when in Saburo form) and stands over Akira. Before he can use the knife on Akira, Shadow Knight stops him. Shadow Knight and Hakaida fight over whether to kill Akira or not.

Ichiro arrives at the hote but instead of finding Akira he finds a note left by Rieko telling him that the Shadow must have gotten Akira.

Shadow Knight and Hakaida stop fighting. Apparently Shadow Knight agreed to let Hakaida use his knife on Akira because Hakaida returns to the boy but before he can do anything to Akira, Rieko driving speedboat arrives to throw bombs at Hakaida and Shadow Knight. The boat goes out of sight. Shadow Knight and Hakaida walk to where the boat has been left but Rieko is not in it. Rieko wakes Akira but before they can get away Hakaida returns. They try to run from him but Shadow Knight appears. They try to run from him but a group of Shadow Men appear. The woman and the boy are surrounded. The Shadow Men start to lead Rieko and Akira away when Ichiro's trumpet is heard. Hakaida throws Destruction Blade at Ichiro but Ichiro just knocks it aside. After fighting with Shadow Men, Ichiro grabs Shadow Knight by the arm and yells at Rieko to take Akira and get away. They don't get far as Shadow Rokuro appears to block their escape. Shadow Rokuro shoots its hands at Akira. The hands grab him by the arms and drag him to Shadow Rokuro. Ichiro sees this but Shadow Rokuro, Big Shadow, Hakaida and the Shadow Men vanish, taking Akira with them.

Ichiro takes off on Double Machine. He took the same rode as the villains. Hakaida rides White Crow. Shadow Rokuro and Shadow Knight ride in an open, car, driven by a Shadow Man. Hakaida reports that

"01" is following them. Shadow Rokuro vanishes from the car. Shadow Rokuro appears on a hill. As Ichiro drives by Shadow Rokuro's hands fly off, landing on the handle bars of Double Machine. As Double Machine drives around in a circle, Shadow Rokuro's neck detaches from its body, wraps around Ichiro's neck attempting to strangle him. Ichiro transforms into Kikaida-01. Shadow Rokuro neck/head and hands return to its body.

Akira is placed on a table. Hakaida stands over the boy, Destruction Blade in his hands. 01 enters the Shadow base. Shadow Men attempt to stop him. They fail of course. Shadow Knight blocks his way. Shadow Knight uses his eye beam on 01 but it seems to have no effect. After knocking Shadow Knight down 01 enters the room where Akira is. Hakaida leaves the boy. Akira jumps off the table and starts to flee. Rieko appears and takes Akira's hand. 01 shouts something to Akira. Akira attempt to pull away from Rieko, but can't manage it. Rieko becomes Shadow Rokuro. 01 fights Shadow Men and Hakaida. After 01 knocks Hakaida down Shadow Rokuro's neck leaves its body to wrap around 01 like a snake. Shadow Rokuro's body carries Akira off. Big Shadow goes to the control room and activates the self-destruct mechanism. The mountain explodes.

Shadow Rokuro's neck returns to its body. 01 appears. Shadow Rokuro summons Shadow Men who through their lightning bolt weapons at 01. He knocks them aside, they explode when they hit the ground. After 01 destroys all her Shadow Men, Shadow Rokuro shots her hands at 01. He knocks them aside, they explode when they hit the ground. Shadow Rokuro arms turn into machine guns, firing at 01. 01 is unharmed so Shadow Rokuro sends its neck after him again. 01 uses "Blast End" on the detached neck. Screaming, the head and neck explode. Shadow Rokuro's body falls over and explodes too.

1 - 14 *GHOST STORY - THE GHOST OF GILL CASTS HIS SPELL IN HELL*

Gill Hakaida is lying on a table. At Shadow Knight's command Shadow Men flip some switches. Electricity flows through Hakaida's body. Hakaida screams. At Big Shadow's command more switches are flipped. The face of Professor Gill appear in place of Gill Hakaida's. Professor Gill speaks. He speaks about Akira and Giant Devil but when Shadow Knight tries to talk to him, he laughs and fades away. Photographs of children appear on the Shadow's monitor screen. One photo is focused on.

A girl, the same one as shown in the photo on the Shadow's monitor, leaves her friends and starts home from school. She is attacked by Rock Owl which sprays a yellowish mist on her. The girl passes out. Shadow Men start to carry the girl off but Ichiro comes out of the bushes to attack them. They drop the girl. When Ichiro tries to hit Rock Owl the monster vanishes. Ichiro takes the girl to her home. Although Ichiro's robotic senses can't find anything wrong with her, she hears the voice of Rock Owl in her head. When Ichiro and the girl's mother leave her room they just miss seeing Rock Owl outside the sliding glass door, however, Ichiro hears a noise from outside and goes to investigate.

Rock Owl rides away in a jeep driven by a Shadow Man. Ichiro follows on Double Machine. The jeep stops. Ichiro dismounts to fight. He jumps into the air, transforming into Kikaida-01 as he does. When 01 hits Rock Owl in the neck the monster's head falls off, revealing the head of a Shadow Man. This isn't the real Rock Owl!

The girl, in her bed, hears the voice of Rock Owl. She gets out of bed and looks in the mirror. She strokes her hair. In the mirror hair comes off in her hand. When she looks at her real hand it is empty. She looks back into the mirror, screams, get in bed and hides her face. In the mirror the image of the girl is disfigured around one eye. The girl's mother hearing the scream pounds on the bedroom door, which is locked. The girl feeling her face finds nothing wrong and is relieved until she looks into a hand mirror and sees the same horrible reflection. The girl screams and hides her face again. The reflection in the large mirror steps out of the mirror. The disfiguration moves to the opposite side of the girl's face. This girl then becomes an ugly woman. The girl looks up sees her, screams and runs to the door, calling her mother for help.

01 fights Shadow Men.

The girl gets the door open, her mother comes in, but the woman from the mirror has vanished.

After destroying the Shadow Men, 01 jumps onto Double Machine, becoming Ichiro again in the process. Ichiro drives off.

The mother talks to the girl. I don't know what they say to each other but the mother suddenly slaps the girl then is sorry and hugs her. As they are hugging the mysterious figure appears in the mirror again.

An old woman is pulling a cart. Explosions start going off around the woman and her cart. The woman

falls to the ground. When she looks up Gill Hakaida is standing over her. The woman begs for mercy. Gill Hakaida draws Hakaida Shot and first into the cart. Akira pops up from inside the cart, jumps out and runs away. The old woman runs after him. She catches up to him, but Hakaida catches the two of them. He pulls off the woman's face, wig and dress, revealing Rieko. Give Hakaida one thing, he's never fooled by those disguises. Hakaida holds Hakaida Shot on his prisoners. Ichiro drives arrives to knock the gun out of Hakaida's hand. Suddenly, Jiro appears. Ichiro drives away. As Jiro fights Hakaida, Rieko and Akira run away. After fighting Hakaida awhile Jiro transforms into Kikaida. Hakaida tries Guillotine on Kikaida then shoots at him. Kikaida then throws Hakaida down into a quarry. (The scene of Hakaida falling is actually from Kikaida, if you look closely you'll see Hakaida has no stars on his chest. This same scene is used when 01 and Bijinda throw Hakaida). Shadow Knight appears to Hakaida back to the Shadow base. Whatever Big Shadow wanted Hakaida wasn't interested, but Professor Gill's brain in his head is attacked again and Hakaida is forced to listen.

The girl is in bed, her mother is giving her medicine when the lights go out. The mother turns to find that hideous woman in the room. The mother screams and taking the girl by the hand heads for the door. Suddenly she sees it isn't her daughter she's holding, it's the woman. The girl is actually cringing in another room. The mother finds her daughter. Daughter hugs her mother, but when she looks into her face, she sees its actually that hideous woman. The girl runs towards a window, but the woman is there. The girl runs towards another room but the woman is in the doorway. Mother and daughter finally locate each other. The woman from the mirror comes near them.

Daughter and mother have fled their home. They manage to hide from Shadow Men but that woman appears again. They escape her only to run into another woman and a young boy--Rieko and Akira. The four of them run but fire suddenly springs up before them, they turn around to find they're in a ring of fire. That woman appears. Shadow Men enter the ring to capture the four frightened people but Ichiro's trumpet is heard. Ichiro jumps over the flame, drives away the Shadow Men, then grabbing hold of all four humans jumps out of the fire ring.

That ghost woman becomes Rock Owl and summons more Shadow Men. Ichiro fights the Shadow Men. Jiro drives up on Side Machine. Rock Owl fire missiles at them from its mouth, hooting as it does so. The robotic brothers jump into the air, holding hands in mid air. When they land they transform into Kikaida-01 and Kikaida. Kikaida kicks a Shadow Man which explodes. 01 uses "01 Cut" on a Shadow Man which explodes. Kikaida kicks another Shadow Man, destroying it. 01 destroys another with "01 Cut". Then for the first time in this series Kikaida uses one of his special combat techniques, "Double Chop", destroying another Shadow Man. With all the Shadow Men destroyed the brothers turn on Rock Owl. This monster doesn't stand a chance. First 01 uses "01 Cut" on it knocking it down. It gets up, Kikaida flies at it, hitting it with both feet, knocking it down. It gets up, 01 uses "01 Driver" to knock it down again. It gets up again, Kikaida punches it then uses "Giant Swing Throw" on it. 01 puts it out of its misery with "Blast End".

Rieko tells Jiro and Ichiro that Akira is the son of Professor Gill, who designed Giant Devil and put portions of the plans on Akira's back. This is why the Shadow Murder Force wants Akira. Rieko was Akira's tutor before Kikaida defeated the Dark Demolition Corps.

Jiro and Ichiro drive off on Side Machine and Double Machine. Akira rides in Double Machine's sidecar.

1 - 15 *EXPLOSION THE SECRET OF GIANT DEVIL*

Shadow Knight and Reaper Robot watch a video of a man testing a laser weapon. This man has some connection to Professor Gill, but I don't know what it is. Reaper Robot asks for information on this man from the computer. The screen shows a girl, apparently his daughter.

Two women climb out of a swimming pool. Sitting by the pool is the girl from the Shadow's computer screen. The girl is clearly not enjoying herself. She looks up and sees Akira standing not too far away. The two children smile at each other. Akira leaves. The girl follows. The two women follow her.

Ichiro has speared a fash for Akira but Akira is gone. Akira followed by the girl who is followed by the two women come running down the beach. Suddenly, Gill Hakaida on White Crow rides up. The two women and two children run. Hakaida runs after them but stops when a boy on a rocky ledge throws stones at him. Hakaida goes after this boy but can't find it when he hides behinds some beached boats. Hakaida goes Akira and the females again. They try to escape by running through a tunnel but Hakaida jumps into the air and lands on the other side to meet them. They try to turn to run up stone stairs, but Shadow Men are blocking the way. Hakaida notices something is wrong with the neck of one of the women. He grabs her, pulls off her bathing cap and the mask she was wearing--it's Rieko again! Just then Jiro, on Side Machine, and Ichiro, on Double Machine, drive up. A fight immediately breaks out. Jiro and Ichiro battle Shadow Men. Hakaida manages to hit Ichiro a few times and Ichiro returns the favor. Hakaida leaves Ichiro and Jiro to the Shadow Men to after Akira, the girl and the two women. Ichiro and

Jiro leap to the aid of the four and after being hit by both, Hakaida retreats. Ichiro talks to Akira but Akira doesn't listen, he's too busy looking around, apparently for that other boy.

Later, the girl has changed into a dress. She bounces a basketball while Akira watches. Rieko, Ichiro and Jiro talk. Ichiro and Jiro start to leave but are stopped by Akira. I don't know what the boy says to Ichiro but everyone looks sad and some sad music plays in the background. Ichiro and Jiro leave, cursing the Shadow.

As the brothers ride their motorcycles side by side explosions start going off around them. They stop, dismount and hide behind their motorcycles. Standing on a hill, Hakaida is shooting at them. Suddenly Jiro gets back on Side Machine and drives away, Hakaida shoots at but misses. Ichiro jumps to the hill. Ichiro and Hakaida fight. Hakaida manages to knock Ichiro down and straddling him tries to strangle him, but Ichiro hits him in the chest, sending him flying.

The scientist who made the laser gun is at home reading when the lights go out. He grabs a shotgun off the wall. Reaper Robot appears on his stairs. The man shoots Reaper Robot but Reaper Robot is unharmed. The man runs. Reaper Robot chases him, hitting furniture with its tentacles, causing small explosions.

Hakaida returns to shoot at Ichiro. Shadow Men attack Ichiro. When Hakaida tries to kick Ichiro, Ichiro jumps out of the way then transforms into Kikaida-01. 01 kicks Hakaida, sending him flying again.

The scientist has ran out of his house. He's chased by Shadow Men. He shouts, calling for help. His cry is heard, Kikaida appears to take on the Shadow Men. After defeating the Shadow Men, Kikaida attempts to lead the scientist to safety but explosions start going off around them. It's Reaper Robot shooting at them through the tube in its head. Kikaida uses "Spinning Attack" against Reaper Robot then after exchanging a few more blows, throws it down a hill. Kikaida returns to where he had left the scientist. The man is gone!

At the Shadow headquarters the scientist is chained into a chair. He's tortured with electric shocks. He passes out.

Rieko, the girl and Akira are watching hula dancers.

Ichiro and Jiro have a chat.

Akira and the girl are invited on stage to learn the hulla. Shadow Knight watches on his monitor.

Ichiro and Jiro are shot at again. They jump into the air, holding hands in mid air. They land by Hakaida and the Shadow Men. Ichiro leaves. Hakadia sees him go and attempts to follow but Jiro transforms into Kikaida to stop him.

Rieko spots Shadow Men approaching, and leads Akira and the girl away. They hid in a tunnel. Shadow Men approach but then walk away. They think they're safe until they hear the voice of Reaper Robot. Shadow Men drag out the scientist. The girl sees her father and tries to go to him but Rieko holds her back. Reaper Robot fires explosive charges from the tube in its head. Rieko tries to lead the girl and Akira through the tunnel to the other side but the explosions cause a cave in which leaves them trapped. Suddenly a noise is heard. It's 01 burrowing his way into the tunnel. 01 exits the tunnel to kick Reaper Robot over. The scientist, his daughter, Rieko and Akira run away. 01 uses "01 Cut" on Reaper Robot, twice, then "Blast End."

Kikaida and Hakaida hear Reaper Robot exploding. Hakaida apparently recognizes the sound as the destruction of Reaper Robot because he retreats again.

The scientist thanks Ichiro and Jiro. His daughter, Rieko and Akira play catch. When Akira throws the ball it rolls into the street. The girl goes after it. A car is coming down the street. The girl gets the ball and just in time a woman pulls her out of the path of the car. Rieko nods at the woman who turns to leave. The woman walks away, holding the hand of a boy, the boy who had thrown rocks at Hakaida! Rieko calls to the woman, but she ignores Rieko.

Jiro and Ichiro drive off on Side Machine and Double Machine. Akira rides in Double Machine's sidecar. The narrator says something about "Giant Devil". Big Shadow is heard also talking about "Giant Devil".

Two women are playing tennis. Ganta walks onto the court and starts to take pictures. The woman nearest

him hits the ball and explodes! A few seconds later metal parts fall from the sky. Ganta realizes the woman was a robot. The other player becomes Shadow Mummy. Shadow Knight and Gill Hakaida are watching from Shadow headquarters.

Akira throws a baseball to Ichiro but Ichiro detects that something is wrong, when he throws the ball back there is small explosion and Akira has become Shadow Mummy. Shadow Mummy's right hand fires explosive shells at Ichiro. Ichiro transforms into Kikaida-01. "01 Cut" causes Shadow Mummy to follow over and split into several pieces. The head says something to 01 about Akira. 01 jumps into the air.

Akira is tied and gagged, in the backseat of a car driven by a man wearing dark sunglasses. Jiro's guitar is heard. The car stops. The man gets out and transforms into Shadow Golem and attacks Jiro. Jiro jumps out of the way. Shadow Mummy joins Shadow Golem by the car. Shadow Golem fires a white, energy wave out of the device on its chest. Jiro jumps into the air, becoming Kikaida. Shadow Golem knocks Kikaida down. Kikaida gets up and fights Shadow Men. Shadow Golem knocks Kikaida down again. Kikaida gets up and fights Shadow Men again. 01 arrives and joins the battle. Shadow Golem uses his weapon on Kikaida, Kikaida is knocked down and pinned to the ground, white sparks encircle his body. 01 uses "01 Driver" on Shadow Golem. Kikaida gets up. Shadow Mummy fires his nitro shells at Kikaida and 01. When the smoke clears the villains have vanished. Kikaida and 01 jump into the air. Jiro and Ichiro land by the car. They untie Akira who tells Ichiro something about the Shadow. Ichiro rides away on Double Machine. Talking to Jiro, Akira removes his jacket then his shirt, lays down on some rocks and rolls around, trying to remove the plans of the Giant Devil robot from his back. Jiro picks Akira up. Akira's back is scared. Shaking, Akira cries in Jiro's arms.

Rieko is part of an audience watching flamingos strut around. In the background "Blue Danube Waltz" plays. Suddenly, the entire flock vanishes, Shadow Mummy stands in its place. Everyone but Rieko gets away. When Rieko attempts to flee Shadow Mummy fires a couple nitro shells at her. Rieko collapses. Ichiro arrives in time to find nothing but a piece of cloth.

At Shadow headquarters Rieko is hanging from the ceiling by her wrists, Shadow Men and Gill Hakaida beat her as Shadow Knight questions her(?). Rieko is dragged to the Shadow computer screen. Professor Gill appears on the screen and reveals that he has another son, Hiroshi, more of the plans for Giant Devil are on (or in) his back. Professor Gill must be very cooperative for at one point Gill Hakaida aims Hakaida Shot at the screen but Shadow Knight stops him from firing. I'm not certain by I think Shadow Knight told Hakaida this was just a computer image based on the Professors's personality, in any case the professor vanishes from the screen. A black and white picture of a woman and a boy appears on the screen. Through flashbacks we see that Rieko recognizes the woman as the one who saved the girl from the oncoming car (end of episode 15) and the boy as the one who was with her. Professor Gill appears on the screen again, screams and vanishes again. Big Shadow speaks. A play is shown on the computer screen. Big Shadow talks about "Giant Robot", "Akira and Hiroshi", what else I don't know. Shadow Mummy and Shadow Golem are summoned. They bow towards the screen that shows the shadow of Big Shadow. They are given their assignments. Rieko is handed over to a Shadow Man. As the Shadow Man, Rieko, Shadow Mummy and Shadow Golem had down a hall, two Shadow Man pass carrying a box of nitro shells. Rieko breaks away to grab the shells. She runs out of the Shadow headquarters. Three Shadow Men, Shadow Mummy and Shadow Golem follow her. Throwing three nitro shells Rieko destroys the three Shadow Men. Shadow Mummy and Shadow Golem continue after her. She continues throwing nitro shells.

The pilot and the copilot of what is probably an American bomber discuss, in English, looking for women and drinks once they've landed the plane. Gill Hakaida enters the cockpit, Hakaida shot in hand. Hakaida talks to the men in Japanese. The copilot tries to disarm Hakaida and is knocked out.

Rieko hitting the beach finds she's out of nitro shells. Shadow Mummy and Shadow Golem catch up to her. Three more Shadow Men appear as well. Ichiro drives up on Double Machine, dismounts and starts a fight. Both monsters hit Ichiro. Shadow Mummy is knocked over when Jiro suddenly appears. Shadow Mummy stands up and cursing "Kikaida" fires a couple of nitro shells at Jiro and Ichiro. Jiro and Ichiro jump into the air, holding hands in mid air, as usual, and transform into Kikaida and Kikaida-01. After throwing all three Shadow Men down a hill, the brothers knock Shadow Mummy down the same hill. Shadow Mummy breaks into pieces. Shadow Golem disappears. The floating head of Shadow Mummy speaks to Kikaida and 01 before flying away. 01 and Kikaida jump into the air, turning back into Ichiro and Jiro. Back on the ground they talk to Rieko who tells them about Akira and Hiroshi and apparently what she learned about the plane.

Hakaida apparently tells the pilot he intends to drop the plane's (nuclear?) bombs. The pilot crosses himself.

Ichiro is driving Double Machine, Rieko in the sidecar. Explosions star going off around them. Ichiro

stops. Shadow Mummy, Shadow Golem and Shadow Men are looking down upon them.

Hakaida says something to the pilot about Tokyo--must be his intended target. Hakaida orders the pilot to open the bomb bay doors. The pilot reluctantly reaches for the switch. He tries pulling it then says "won't work" (for being an American his English seems very limited). When Hakaida checks the bomb bay doors they open, revealing that Kikaida had been holding them shut. Shadow Knight is also in the plane. Kikaida, Hakaida and Shadow Knight fight.

Ichiro and the villains have somehow ended up near a swimming pool. When Ichiro hits the Shadow Men they fall into the pool.

Rieko has found Akira.

Ichiro jumps, landing back on top of the hill. After Shadow Mummy fires more nitro shells at him, Ichiro transforms into Kikaida-01. When 01 hits the mummy it falls apart again. 01 uses a new combat technique on Shadow Golem, "01 Kick", a flying kick similar to the Kamen Riders (it actually looks like he's about to do "Blast End"). After Shadow Golem tries his energy wave on 01, 01 returns the favor with "Blast End". Shadow Golem is no more.

Hakaida, Shadow Knight and Kikaida are still fighting. Shadow Knight and Hakaida attempt to throw Kikaida out the plane's now open passenger door. Kikaida throws them out the door instead.

01 uses "01 Cut" on Shadow Mummy, twice followed immediately by "01 Driver" and "Blast End". Shadow Mummy breaks into pieces, each piece exploding separately. This is the last time the effect for "Blast End" will be a white screen that cracks, a new special effect is introduced in the next episode.

Ichiro joins Akira and Rieko.

Jiro and Ichiro drive off on Side Machine and Double Machine. Akira rides in Double Machine's sidecar.

1 - 17 *GRAND CHAPTER!! - THE TERRIBLE GIANT DEVIL START-UP*

Six men, five dressed in black, one in white, all wearing baskets over their heads and playing wooden flutes walk down the middle of a street. When they find people they point the flutes at them which fire exploding shells. At the same time a man indoors is reading a newspaper when he hears laughter coming out of his television set, which isn't turned on. Out of the set steps Shadow Knight, who apparently demands this man's help with the Giant Devil project. By the man's tone of voice it's clear he refused to help. So Shadow Knight shows him on his tv what's happening on the streets.

The mysterious woman and the other young boy from episode 16 are in the crowd being attacked. She is rendered unconscious. Suddenly Kikaida-01 appears. He hits two of the villains they fall and explode, but when he hits the third it transforms into the monster Mendicant Death's-Head. Instead of staying to fight 01 the monster vanishes.

Back indoors Shadow Knight stabs the tv with his sword and three Shadowmen appear. Together they force the man out of his house. Outside the Shadowmen threaten him with spears. A familiar guitar lick is heard. Jiro has come to the rescue. After a brief battle he transforms to Kikaida. After a little more fighting Shadow Knight and the Shadowmen vanish.

Back on the street. Ichiro is checking on the wounded people. He sees the woman and the boy sneaking away.

Jiro and the man have a brief discussion before the man drives away. The mysterious woman pretends to faint in the crosswalk in front of the car. When he gets out to help her she picks his pocket, getting his wallet. He drives away. When the woman opens the wallet inside is a piece of leather with some strange symbols on it. The next time the man stops his car three men dressed in black steal his briefcase. When they're gone he grins.

The three men in black transform into Shadowmen. When they hand the briefcase to a man in white, he detects a bomb inside. In anger he points his flute at the Shadowmen, fire shoots out of it and they explode. The man in white transforms into Mendicant Death's-Head and leaves the briefcase for some innocent person to find and be killed by the bomb. Know who finds it? You guessed it, the pickpocket. She drops the briefcase when she sees Ichiro coming. She and the boy board a bus. Rieko and Akira find the briefcase. Ichiro is shot at by Gill Hakaida. The bus driver transforms into a Shadowman and is joined by others who capture the woman and the boy. Gill Hakaida keeps shooting at Ichiro. Ichiro transforms into Kikaida-01 and uses 01 Driver and 01 Cut on Gill Hakaida. Gill Hakaida falls, there's an explosion and he vanishes. Gill Hakaida finds himself at the Shadow Murder Force base. Angry at having

his fight with 01 interrupted he attacks Shadow Knight. Shadow Knight pushes Gill Hakadia up against a wall and holding his sword to Gill Hakaida's throat tells him 01 Driver and 01 Cut would have been followed by Blasto Endo, so Hakaida should be glad he was rescued. (At least that's what I think he told him since he mentioned all three 01's combat techniques.) Big Shadow interrupts the argument. The captured boy, like Akira, has part of the plans for the Giant Devil on his back. The plans are photographed. Construction on the Giant Devil has begun.

Rieko takes the briefcase to a police station. A policeman takes Rieko and Akira for a ride. I'm not sure where he was supposed to be taking them, but Rieko sees they are going the wrong way she opens the card door, while the car is still moving and jobs out taking Akira with here. The car stops and the policeman comes out and transforms into Gill Hakaida. Suddenly Jiro appears to battle Gill Hakaida. Rieko and Akira run. Jiro sees the briefcase, which he knows has a bomb in it, in Rieko's hand. He shouts a warning, but she doesn't hear. Rieko drives off in the police car. Gill Hakaida follows on White Crow (his motorcycle). Jiro follows on Side Machine (not his ordinary motorcycle as he would have in Kikaida. Rieko stops the car, she and Akira run. When Hakaida comes near Rieko, probably hoping all he wants is the briefcase, throws it at Gill Hakaida. It explodes, damaging Gill Hakaida.

Back at Shadow headquarters, having no further use for the second boy or the woman with him, Big Shadow orders their execution. As Shadowmen, some carrying spears other swords, approach the condemned the sound of Ichiro's trumpet is heard. Ichiro frees the woman and the boy but the Mendicants, once again numbering sixe, appear with flame throwing wooden flutes. As they approach they're attacked from behind, by Kikaida. Ichiro transforms into Kikaida-01. The woman heads back inside the Shadow base. 01 sends his younger brother to protect her. Kikaida defeats some Shadowmen. The woman takes the piece of leather with the symbols on it back. Kikaida smashes the camera. So the Shadow has lost the plans to the Giant Devil.

After 01 destroys all the other Mendicants, Mendicants Death's-Head tries to burn 01. 01 uses "01 Cut" to chop off the flaming thrower arm. Mendicants Death's-Head then shoots rings off its body which explode when they hit the ground. 01 uses "Blast End" to destroy Mendicants Death's-Head. The effect of "Blast End" is different this time. Instead of the screen turning white and cracking a white bolt shoots out of 01's crossed arms to destroy Mendicants Death's-Head. This is how "Blast End" will work from now on. The piece of leather is returned to the man to whom it belonged. He burns it. Side by side Ichiro on Double Machine and Jiro on Side Machine, head down the road. Akira rides in Double Machine's side car.

Back at Shadow Murder Force headquarters Giant Devil is almost complete.

1 - 18 *HISTORY UNPARALLELED!! - THE ANDROID GREAT EXPLOSION*

Despite having lost the plans to Giant Devil the Shadow scientists continue to work on it. Big Shadow and the incomplete, Giant Devil converse. The head of Giant Devil seperates from its body. It flies over the city and bombs it. Afterwards the head returns to the Shadow base and reattaches itself to the head. To finish Giant Devil the plans Akira carries are still needed.

Standing at a carwash Akira watches a car enter the machine. Suddenly he pulls off his shirt and tries to enter the carwash, to remove the Giant Devil plans from his back. Rieko stops him. He forces his way past her, only to be stopped by Jiro.

Back at the Shadow base, two android replicas of Akira are revealed.

Akira attempts to drown himself. Jiro jumps into the ocean after him. The android Akira explodes.

The pickpocket and the other young boy, sleeping outside, wake up. They go back to sleep. While Rieko searching the beach for Jiro and Akira finds Jiro's guitar floating.

Gill Hakaida riding White Crow, appears to have captured Akira. Ichiro appears transforms into Kikaida-01 and goes after Gill Hakaida.

Back at Shadow base Akira is in the hands of a Shadowman.

01 takes Akira back from Gill Hakaida. There is an explosion. The pickpocket finds Ichiro's trumpet, with a bunch of robot pieces.

Back at Shadow base the plans on Akira's back are used to continue work on the Giant Devil. In case 01 survived another plan for his destruction is revealed. Three Shadowmen each having the head of 01 walk through three hallways. Each is trap designed to destroy robots. The three androids explode. As work continues on the Giant Devil an alarm goes off. Ichiro has arrived, but wait, something is wrong, the anti-

01 system isn't working. When Ichiro tries to take Akira, Gill Hakaida pulls off Ichiro's face to reveal Rieko. The executions of Rieko and Akira are ordered.

The executions are to be held outdoors. As Shadowmen, one carrying a sword, the rest carrying those red and black lightning bolts approach the condemned a trumpet is heard. The trumpet is played by Jiro! Gill Hakaida raises Hikaida Shot to shoot at Jiro when a guitar is heard, played by Ichiro! The Kikaida brothers toss each other their instruments before transforming and doing battle. 01 frees Rieko, Kikaida frees Akira. 01 enters the Shadow base to find the Giant Devil robot. Kikaida enters the base too.

During the fighting Gill Hakaida manages to pin 01's hands behind his back. Shadow Knight comes at 01 with his sword. Kikaida attacks Shadow Knight. Suddenly Gill Hakaida and Shadow Knight vanish. Giant Devil which has been silent suddenly speaks and fires missiles at 01 and Kikaida. The missiles miss. 01 and Kikaida linking arms shout "Double Brother Power" and from their two free arms two white bolts shoot out hitting Giant Devil. Giant Devil bursts into flames. Jiro and Ichiro flee the Shadow base before it explodes.

1 - 19 *THE KING INDIAN CERTAIN-DEATH SPELL!*

A truckload of Japanese men, women and children all dressed like American cowboys is attacked, by what appears to be an American Indian. King Indian turns out to be a Shadow Murder Force monster. King Indian is apparently a medicine man. After witnessing a ceremony that increases King Indians' power Gill Hakaida is visited by the ghost of Professor Gill who gives him a new circuit. Ichiro hears a cry for help. When he and Akira enter a small shed they find Gill Hakaida beating up on that foolish photographer, Ganta. When Ichiro intervenes Gill Hakaida starts hitting him. After a bit Hakaida runs out of the building, which then begins to fill up with smoke. When Ichiro breaks down the door the smoke stops, but a metal grate falls down in place of the door. Ichiro tries to break out but can't. Suddenly Hakaida comes back and breaks through the grate as though it were made of paper. Ichiro is worried about Gill Hakaida's new strength.

Gill Hakaida and Ichiro meet outside. After telling Ichiro something about King Indian, Gill Hakaida attacks Ichiro. Ichiro transforms into Kikaida-01. Unknown to the two opponents, King Indian and Shadow Knight are watching the battle from a hilltop. King Indian plots to deprive 01 of sunlight. Suddenly Kikaida appears to join 01 in battling Gill Hakaida. Together the brothers are a match for Hakaida, so he vanishes.

01 and Kikaida transform into Ichiro and Jiro. Ichiro sends Jiro on some mission. Rieko appears. Ichiro, Akira, Rieko and the photographer move to a shack where the photographer tries to have a large supper. His meal is interrupted by an arrow coming through the window. More arrows enter the room. Ichiro starts to take the humans up to the second floor, but hearing a noise he goes to investigate alone. Flaming arrows have started a fire. Ichiro puts it out then is attacked by Indians who came through the skylight. Back on the first floor an Indian breaks in to attack the photographer (only adult male in the room), Rieko hits the Indian on the head with a frying pan. Ichiro beats off the Indians and puts out another fire. Morning comes.

An Indian tosses a tube into the room, when the tube breaks open a bunch of centipedes fall out. Ichiro finds a blow torch and fries them. Ganta makes a white flag and tries to surrender, holding the flag out a window. Indians come through the window. (We never see Ganta again after this). Ichiro defeats the Indians. He hears King Indian outside. Steps outside to answer his challenge.

On horseback, King Indian throws a spear at Ichiro. Ichiro catches the spear and breaks it in half. King Indian tries to hit Ichiro with an axe. Ichiro dodges the blows then mounting Double Machine rides off. King Indian follows on horseback. Ichiro stops and transforms into Kikaida-01. King Indian dismounts and goes after 01 with his axe. 01 cuts care of the Axe. Shadow Knight tells King Indian to attack 01's computer. King Indian uses magic against 01. The spell causes King Indian to transform into his monster form. The spell appears to be working against 01. Suddenly, Kikaida appears to knock King Indian down, ruining the spell. Shadowmen appear but they're of no help to King Indian. 01 quickly uses Blasto Endo. Shadow Knight picks up the defeated King Indian's axe. Gill Hakaida appears to make threats against 01 as Ichiro and Jiro drive off.

1 - 20 *THE GRAND OUTRAGE - SHADOW BIG BOSS' IDENTITY REVEALED*

Gill Hakaida murders several people, all are marked with a red "H". Back at Shadow Crime Syndicate headquarters Big Shadow tells Hakaida who his next victim is to be. Instead of a shadow on a screen the audience actually sees Big Shadow himself. When Hakaida attempts his next murder Ichiro interrupts. Ichiro transforms into Kikaida-01 and the two fight. Shadow Knight appears to take Hakaida away. Akira is sitting by the bed of the woman Hakaida wounded when Hakaida appears in the doorway. Hakaida who has the brain of Akira's father in his head tries to hypnotise Akira. He commands him to

take a black cylinder out of its case and put one of his own in its place. As far as I can tell this is a battery that provides the energy Ichiro needs to transform. Kikaida-01 is solar powered but in human form the solar collector is hidden inside him and can't get light. When Ichiro and Rieko return they find the wounded woman is gone. A note for Ichiro is left on the bed, with a dagger thrown at it. The note is apparently a challenge from Hakaida. Before he leaves Ichiro changes cylinders, at Rieko's suggestion.

When Hakaida turns his back Ichiro takes the wounded woman, places her in Double Machine's sidecar. Hakaida turns back around just in time to see Double Machine fly away, under its own guidance. Ichiro and Hakaida fight. Hakaida apparently tells Ichiro he can't transform, then starts shooting at him with Hakaida Shot. Ichiro does transform however. Akira appears holding the black cylinder Hakaida gave him. He tosses it at Hakaida, it explodes. Not understanding Japanese I don't know what Akira or 01 told Hakaida but I think Akira must have only pretended to be under Hakaida's control. Before 01 and Hakaida could fight the ground under Hakaida opened up to swallow him.

I don't know where Double Machine came from, but Ichiro drives off on it. Akira is met by the boy who is usually with the pickpocket. Akira recognizes that the boy is his brother. Whether Akira knew all along this boy was his brother or learned it recently I don't know. This is one of the drawbacks of not understanding the language (except for a few words). The boy's name is Hiroshi. He is the eldest son of Professor Gill and Akira's older brother. Ichiro meets with his "brother" Jiro. As the two are talking they hear a sound. Following the sound they find the pickpocket, laying on the ground, talking in her sleep. Her name by the way is Misao and she was Hiroshi's tutor just as Rieko was Akira's tutor. Hiroshi opens a secret door hidden under a rock, which he somehow knows leads to the base of the Shadow. The toy boys enter the base!

The boys find themselves just outside Big Shadow's chamber. Hakaida, apparently tired of having his fights with 01 interrupted, forces his way into Big Shadow's room to challenge the leader. Big Shadow is sitting in his chair. He stands, turns to face Hakaida. And...his face is that of Rieko. As Hakaida stands there confused, the boys watch from the shadows. Rieko's face transforms into a skull. A white beam shoots out of the skull hitting Hakaida. Then skull faced figure vanishes in a puff of smoke. Suddenly a second Hakaida burst through a wall. The two Hakaidas fight. One pushes the other aside and breaks a hole in another wall, stepping through the hole to find himself face to face with Big Shadow. Big Shadow says something, I don't know what, and in response Hakaida removes his mask. It's Jiro in disguise! Big Shadow smiles, as if he knew it all the time. The real Hakaida tries to enter the room. Jiro tries to stop him, but Hakaida forces his way past Jiro. When Hakaida approaches Big Shadow they both disappear in another puff of smoke. So, was it Hakaida or Jiro who originally burst in on Big Shadow, and got zapped? I think it was Gill Hakaida, furious at having to serve Big Shadow instead of leading his own organization.

Jiro takes Hiroshi and Akira out of the Shadow's base.

Hakaida, in chains, is forced by Big Shadow to watch a tv screen showing Shadowmen sent after a woman. Ichiro and Jiro attack the Shadowmen. Big Shadow releases Hakaida to take on 01. As Hakaida and Ichiro fight, Big Shadow flips a switch and three bulldozers attempt to crush Ichiro between them. Ichiro transforms into Kikaida-01 and using "Blasto Endo Flash" (three bursts of his energy weapon) blows up the bulldozers. Hakaida resumes the attack, this time trying to fight both Kikaida-01 and Kikaida. When the brothers both punch him at the same time he goes flying into the air and explodes. The ground opens up to swallow his head. Ichiro and Jiro shake hands, probably thinking they've defeated Gill Hakaida at last.

Back at his base, Big Shadow, makes Gill Hakaida a new body. Hakaida stands and salutes Big Shadow, twice, but will this new found loyalty to Big Shadow last?

1 - 21 *VAMPIRE BUILDING - THE BEAUTIFUL GIRLS DORM TERROR!*

Led by a man dressed in black coat and tails, black hat and wearing silver mask over his eyes, Shadowmen attack young women, stiking a needle in their arm to collect blood from them. Their leader then has them kill the women. Of course this sort of behavior attracts the attention of Ichiro who interrupts one night. After a brief skirmish with Ichiro the man transforms into Shadow Knight to continue the fight. Strangely, Hakaida appears and holds his gun not on Ichiro, but on Shadow Knight. Ichiro checks on Shadow Knight's last victim. She's still alive.

In the morning Rieko and Akira find a girl laying on the sidewalk moaning. Before they can do anything a woman, apparently her schoolmistress appears and takes the girl away--to the doctor. As soon as the doctor closes the door on the schoolmistress her office is filled up with Shadowmen. Rieko and Akira climb into the doctor's open window. They find the doctor tied up. They untie her, she climbs out the window. They open the internal door. Shadowmen have a young woman on a table, they're performing a

transfusion. Once they are done a doll dressed in black with black hair sits up and walks around. Back at his base, Big Shadow monitoring this activity, is pleased.

The doll enters the doctor's office and finding Rieko and Akira there, transforms into a man-sized Vampire Bat. The bat has the number 16 on its back. (All Shadow Murder Force monsters are numbered although not all have the number visible on their bodies). Ichiro climbs through the window to attack the Vampire Bat. The bat flies away. Ichiro follows it. When Rieko hears the schoolmistress knocking on the door she disguises herself as the doctor and sends her away.

Outdoors Ichiro and the Vampire Bat fight. Ichiro transforms into Kikaida-01 and destroys the bat with Blasto Endo. Explosions start going off near 01. It's Hakaida shooting at him. 01 uses 01 Cut to knock Hakaida Shot out of Hakaida's hand. The robot and the cyborg punch each other for awhile. Hakaida mounts his motorcycle, White Crow, and drives away. 01 follows on Double Machine, but when he catches up to White Crow its owner is no where in sight.

The schoolmistress returns, with the doctor. Rieko removes her mask. The doctor calls Rieko by name, which is probably why Rieko accused the doctor of actually being Hakaida. The doctor speaks in a male voice and then becomes Hakaida. A second Vampire Bat (number 17 on its back) and several Shadowmen appear in the room. Jiro's trumpet is heard playing outside. Hakaida exists the building. Ichiro is on the roof playing his trumpet, but wait, Ichiro appears in the room to battle the bat. Two Ichiros? When Hakaida attacks Ichiro he discovers it is a dummy with a tape recorder providing the music. Ichiro, the Shadowmen and the Vampire Bat end up outside with Hakaida. The bat throws a wing at Ichiro. The wing raps around Ichiro who falls down. There is an explosion. The Vampire Bat and Hakaida think they have defeated 01, until they hear Ichiro's laughter. They find the wing rapped around a statue. Ichiro transforms into Kikaida-01 and destroys the second Vampire Bat.

Misao and Hiroshi stumble about Shadowmen making a third Vampire Bat. This bat has the number 18 on its back.

01 cuts off Hakaida's left arm with "01 Cut". Hakaida picks up his arm and rides away on White Crow. 01 follows on Double Machine but the third Vampire Bat flies down to attack him. When 01 resists the bat points to a woman two Shadowmen have captured, apparently threatening to have her killed. The bat's head flies off its body to attack 01. He catches it and throws it aside. The Shadowmen knock their captive out. 01 attacks and defeats them. The bat's head hovering in the air spits fire at 01. He uses Blasto Endo on it.

Shadow Knight is not seen again in this episode after Hakaida kept him from attacking Ichiro. I have no idea why Hakaida did that or where Shadow Knight went.

1 - 22 *TODAY'S SPECIAL CLASS IS MURDER TRAINING!?*

Scorpion Strong teaches a group of boys, who are dressed like scouts, to shoot at cutouts of Ichiro and Jiro, then Kikaida-01 and Kikaida. Gill Hakaida and Shadow Knight have another argument, while Big Shadow looks bored. Shadow Knight raises his sword to hit Hakaida when a buzzer sounds. A video screen comes on showing some more boys. Big Shadow says something to Shadow Knight. Shadow Knight sends Scorpion Strong to impersonate the boys' teacher. After showing the boys slides of the costillation Scorpio the scorpion the teacher returns to his true form of Scorpion Strong.

The monster hypnotises most of the boys, but one, Kengi(?) who apparently had been in the restroom runs away. He runs into Rieko and Akira. Hakaida and several Shadowmen attempt to capture the three of them but of course Ichiro arrives to save them. Rieko takes Kengi home but his mother doesn't believe his story about the teacher being a monster.

Hakaida and Ichiro fight as Shadow Knight watches them on monitor screen. Hakaida wraps Ichiro up in silver bands and aims Hakaida Shot at his head, but before he can shoot a spear knocks the gun out of his hand. Shadow Knight has appeared to take revenge for Hakaida stopping him from destroying Ichiro in the previous episode. It appears to high ranking officials in the Shadow Murder Force are jealous of each other. Ichiro takes the this opportunity to transform into Kikaida-01. Shadow Knight throws his sword at 01, but 01 catches it and throws it at Hakaida. 01 uses a new combat technique, "01 Kick" on Shadow Knight. Shadow Knight vanishes, Hakaida flies away.

Back at Shadow base Hakaida whips Shadow Knight, until Big Shadow stops him. It appears Hakaida is now second in command instead of Shadow Knight.

The teacher comes looking for his missing student, bringing the rest of the class with him. When Kengi accuses the teacher of being a monster, the other students do NOT backup his claim. Kengi runs back inside the house, to Rieko and Akira. Later one of Kengi's classmates tries to shoot him and Rieko and Akira.

Misao and Hiroshi are attacked by three women wearing wild colored wigs. These women throw stars at them. When Misao throws a star back, hitting one of the women the woman appears to be Kengi's mother. This makes Kengi mad, and Akira suspicious of Misao, but Ichiro arrives and apparently tells them that's not his mother. She has in fact been captured by Scorpion Strong. When Ichiro enters the classroom he is attacked by the school's model of a human skeleton, it wraps its arms around his neck. To break free, Ichiro transforms into Kikaida-01. The skeleton spits fire at 01. 01 destroys the skeleton with 01 Cut. Finding a secret panel in the floor 01 opens it and climbs down. As he climbs the stairs they give way. It's a trap. With his legs stuck in the ground 01 watches the scouts come at him with guns in their hands. What can 01 do, he can't hurt children. As the children fire their guns 01 bursts out of the hole to do battle with Hakaida and the Shadowmen. Having knocked them aside he confronts the children. Crossing his hands in front of him he says something I can't understand, it's "01" something Japanese. The children pass out. When he uncrosses his hands saying "Double" something, the children wake up their normal selves.

Going deeper into the Shadow base, 01 finds and releases more children and Kengi's mother. They exit the base but run into Hakaida and Scorpion Strong. 01 appears. The woman and the children flee. Scorpion Strong pins 01's arms behind him while Hakaida punches 01. 01 breaks free just as Hakaida throws another punch, so Scorpion Strong is hit by mistake. When Scorpion Strong falls down we see he has the number 22 on his back. 01 kicks Hakaida down. Scorpion Strong stands up and sprays yellow smoke at 01 from his tail. 01 uses Blast End on him. Kengi and his mother are reunited.

1 - 23 *THE EVIL STARFISH - WOMAN-KIND IMPENDING EXTERMINATION*

Out for a ride Ichiro stops Double Machine to stretch. He hears some strange noises. Asking Akira to be quiet he adjusts his hearing.

A woman crawls onto a road. A car stops. A man gets out to see what's wrong. When he tries to help the woman up, she breaks his neck. The woman turns into a man and then vanishes when Ichiro and Akira arrive. Ichiro tries to revive the dead man, until he relises he's dead. Laughing the murder comes out of the tall grass on the side of the road, to attack Ichiro. On the the back of the man's black shirt is the number 1.

Wrestling with Ichiro the man transforms into Shadow Devil Starfish. The monster has the number 11 on its back. When Ichiro kicks Shadow Devil Starfish it falls and breaks into several pieces.

Those pieces transform into 5 smaller stars. Those stars then transform into the man Ichiro was fighting before and four women dressed in pink. Ichiro transforms into Kikaida-01. 01 Drive destroys two of the female robots, but two more appear in twin puffs of smoke, to take their place.

Hakaida and Shadow Knight watch the battle on their screen at Shadow base. They seem sure 01 will lose, and turn to leave, but when Big Shadow points at the screen, we see that 01 must have defeated the female robots because he's shown using 01 Cut on the man. The man turns back into Shadow Devil Starfish and breaks into pieces.

Hakaida and Shadow Knight go after Rieko, but Ichiro arrives to save her. Ichiro transforms into 01 again. Hakaida uses that Hammer Claw and Flying Moon Kick on 01. Shadow Knight's sword shoots sparks at 01. 01 is knocked down, when he gets back up he finds that the human form Shadow Devil Starfish and the pink women are back and they have Rieko. When 01 uses 01 Driver against the man he turns back into Shadow Devil Starfish and falls over. When 01 uses 01 Cut against the women robots they fall over but they all turn into little stars which turn back into the pink robots and the man. 01 grans Rieko and rides away on Double Machine.

Ichiro seems to be worried that he won't be able to defeat a monster that won't stay dead. When he hears another noise he leaves Rieko and Akira to investigate.

Two women dressed in red fall at the feet of Misao and Hiroshi (they have to appear somewhere in every episode after the 15th) when they try to help these women the women try to strangle them so they leave them alone. Ichiro arrives. They pretend to be hurt. He doesn't believe them, so they attack him. He hits them. Apparently they were all on the roof of a building, because the woman fall a long ways to the crowd. A ground gathers tby the dead women. The bodies vanish in a puff of smoke. More of these women in red appear. Misao and Horishi witness a murder by one of these women, who then turns into the man who is Shadow Devil Starfish. Ichiro arrives on Double Machine. The man and Ichiro fight a little. The man transforms into Shadow Devil Starfish and wraps its tentacles around Ichiro. Ichiro escapes by transforming into Kikaida-01. Shadow Devil Starfish sprays an explosive liquid at 01. 01 uses 01 Driver to knock Shadow Devil Starfish down. Then 01 Cut. This time Shadow Devil Starfish falls over, breaks into pieces and those pieces burst into flame.

Back at Shadow base Big Shadow says something to Hakaida and Shadow Knight about "Giant Devil" so obviously he still wants to rebuild that robot. Then a man who looks just like the man who was Shadow Devil Starfish appears. He has a number 2 on his back!

Once again Ichiro's sensitive ears pick up the sound of those murderous women. When he enters a shack where the sound came from he finds the bodies of dead men. Hakaida flips a switch causing the shack to explode. Rieko fight the pink female robots, doing surprisingly well, but she is eventually overcome. Still in human form Shadow Devil Starfish 2 tries to crush her neck--he can't do it! Why? That will be revealed in episode 24. Ichiro's trumpet is heard. Ichiro transforms into Kikaida-01 and attacks. He tells Rieko to get Akira and get back in his sidecar. She does so. He gets on Double Machine and uses its rocket like guns, firing on the villains. Shadow Knight throws his sword at 01. 01 knocks it aside and gets off Double Machine to fight. Rieko climbs into the driver's seat. She uses Double Machine to run down the pink robots while 01 battles Hakaida and Shadow Knight. When the man who is Shadow Devil Starfish 2 is knocked down he becomes Shadow Devil Starfish 2. 01 uses Blast End on him. Ichiro gives Rieko some applause and a handshake.

1 - 24 *DEVIL'S TRADE!/? - THE EARTH PIGS PLANETARY SCHEME*

A family of three are enjoying a picnic when they are attacked by three men each with the head of a pig. Rieko and Akira hearing cries for help come running. They find the three family members lying on the ground, the father by the family car. The body of a pig-faced man is inside their car. Rieko helps the daughter and mother up. The father seems angry at her for some reason. Later this man goes to work and shocks his employees by announcing they will no longer be making kitchen appliances like toasters but will begin producing automatic weapons.

As usual, Misao and Hiroshi are sleeping on the streets. Hiroshi finds the daughter from the picnic crying. It appears she doesn't like the change that has come over her father. Misao is frightened by a pig (an actual pig not a man with a pig's head). When she tries to show Hiroshi about the pig, it isn't there. There is a man in black, reading a newspaper however. When Misao tries to talk to the man he lowers the paper to reveal he has the head of a pig. He pulls a knife and threatens Misao with it. Four more pig-headed men with knives appear an attempt to abduct Rieko, Akira and the girl, but...you guessed it, Ichiro appears to save them. The pig-faced men fight with him for a little bit then vanish. Hakaida appears just to take a shot at Ichiro.

Rieko and Akira take the girl home. As she talks to her mother her father comes in. The mothers facing her so she doesn't see him, but the girl sees that her father has the shadow of a pig!

Other people are attacked by pig-faced men.

The girl tries to tell her mother her father is a pigman. The mother laughs, but then she goes and tells her husband. As the two walk together for a moment they appear as pig monsters. Then go back to looking human, however a closeup reveals pig like noses. The girl, Rieko and Akira have fled together, apparently over hearing the couple's conversation which included "Shadow Knight" repeated several times. Rieko, Akira and the girl run into (literally) Misao and Hiroshi. The five meet the father and mother who briefly try to convince them everything is okay, but when they see they are not believed they become Mad Pig 1 & 2. The Pig Men show up to help them. Rieko fights them. She does quite well until Mad Pig 2 spits fire at her. Ichiro comes to help. During the fighting the Mad Pigs are seen to be numbered 104 and 105. After Ichiro destroys a few pig-faced robots the Mad Pigs disappear. The girl, Hiroshi and Akira have also disappeared. They haven't been captured, they just wandered off.

The two brothers see the girl a ways ahead of them. Akira starts to shout to her when Hiroshi puts a hand over his mouth. The pig faced robots are following her. When the robots get too close to the girl, the boys throw rocks at them to distract them. They chase the boys but the boys get away. The girl finally sees that she's in danger and hides too. The pig-faced robots not finding anybody use a secret entrance to their base. The girl sees them do it. And follow them in. The boys try to follow her but can't get in.

The girl finds her parents, in a cage. Two Shadowmen grab the girl, but just then Rieko, Misao, Hiroshi, Akira and Ichiro arrive. Ichiro takes care of the two Shadowmen. The rest of the group wanders off and is captured by Hakaida. Ichiro is attacked by more Shadowmen.

The two women, two boys and the girl are trapped in a cell, with a bomb. Misao tries to convince Hakaida to release Hiroshi and Akira, apparently reminding him that if they're blown up the plans for Giant Devil will be lost. Hakaida laughs. I'm not sure but I think he wants the plans destroyed so the Shadow can't build the robot Professor Gill designed.

Ichiro defeats the Shadowmen and frees the parents. The three of them confront the imposters. For a moment it seems like Ichiro may have forgotten which is which, but then he kicks one couple, they fall

over and turn into Mad Pig 1 and 2. Shadowmen appear. Ichiro fights them.

Rieko smashes the bars of the cage, much to everyone's surprise. She then reveals that like Ichiro and Jiro she is a jinzo ningen, an artificial human, in other words an android. While the others flee she tries to defuse the bomb. Akira is the last to leave.

When Mad Pig 2 uses "Pig Fire" on Ichiro he transforms into Kikaida-01. Mad Pig 1 shoots his nose at 01, it is on chain which raps around 01's arm.

Several Shadowmen enter the cell where Rieko is attempting to defuse the bomb. She has to stop to fight them.

01 breaks the chain then with a single Blast End destroys both Mad Pigs. The girl is reunited with her parents. Misao suddenly remembers Rieko is still underground.

BOOOOOOOOOOOOMMMMMMMMMMM!!!

Akira cries.

1 - 25 *THE DEVIL-SPAWN ZADAM LUNAR BASE LIFT-OFF*

Big Shadow orders Zadam, his agent on the moon, to come to earth. A girl and her father see Zadam's ship through their telescope. Misao asks to look through the telescope. Hiroshi has a crush on the girl, who is older and taller than he is. Big Shadow introduces Hakaida and Shadow Knight to Zadam, both of them attack him. Zadam zaps them with a blast from one of his twin tridents. They don't bother him after that.

Shadow Knight in his human form commits several murders.

Misao and Hiroshi are invited to dinner by the stargazers. Hiroshi eats like he is starving, which he probably was. The meal is interrupted by Hakaida. Hakaida raises Hakaida Shot but Ichiro's trumpet is heard so instead of shooting the man or his guests, Hakaida fires out the window trying to hit Ichiro. Hakaida exits the house, looking for Ichiro but Ichiro has gone into the house and taken Hakaida's intended victims out. The trumpet is still playing, it's tied to a tree and playing itself. When Ichiro goes to retrieve his trumpet, Akira is standing beneath it, looking sad. Hakaida finally finds Ichiro. Ichiro fights Hakaida and several Shadowmen. When Ichiro notices that Hakaida is missing he looks for him. Seeing Hakaida about to shoot the people he thought he had hidden, Ichiro transforms into Kikaida-01 and jumps in front of Hakaida taking the shots himself. Shadow Knight in human form appears and I think claims the right to defeat 01. He transforms. 01 fights Hakaida and Shadow Knight and several Shadowmen. In the middle of the fight a familiar guitar lick is heard. Jiro has returned, transforming into Kikaida, he joins the fray. The brothers destroy several Shadowmen. Hakaida and Shadow Knight vanish. Kikaida and 01 shake hands, 01 says "arigato".

Ichiro drives off on Double Machine as he passes an apple tree he's almost hit in the head by an apple. He looks up to see Misao. He dismounts and follows Misao and Hiroshi. Akira joins them. When they get to where the girl and her father should be Ichiro finds two dummies. Ichiro, Misao, Hiroshi and Akira find where the two are being kept prisoner. Hiroshi tries to call to the girl, Ichiro tells him to be quiet. Hiroshi again tries to call to the girl. Ichiro again tells him to be quiet and then goes to rescue them. Misao slaps Hiroshi in the back of the head. When Ichiro enters the house the girl and her father are in a steel door closes behind him. The walls of the house split. Ichiro and the two humans are inside a rocket! The rocket blasts off. It lands on the moon.

Ichiro opens his chest, pulls out two cylinders which apparently contain oxygen. Ichiro exits the rocket and is attacked by several Shadowmen. He jumps into a crater. When Hakaida and Shadow Knight open the rocket door they find the two humans, with the cylinders in their mouths, but no 01. The father closes the door after Hakaida and Shadow Knight leave.

01 finds himself inside the Shadow's moonbase.

Ichiro returns to the service to work on the rocket. When Hakaida and Shadow Knight appear again the rocket takes off without Ichiro. More Shadowmen appear and the battle is on. Ichiro transforms into Kikaida-01 and after making a speech continues the fight. Back on earth Zadam is monitoring the battle. Apparently 01 wins the battle because we see Ichiro looking up at the earth. Believing that he's stuck on the moon, he begins his farewells, "Sayônara Akira, Sayônara Hiroshi " when suddenly Double Machine flies down to him. A cylinder on the seat has a note from Jiro. The only words I understood when Ichiro read the note aloud were "computer", "Double Machine" and "Jiro". Ichiro mounts Double Machine and flies back to earth on it.

1 - 26 *CHRONICLE OF THE SOUTH DEATHMATCH!! - THE ZADAM SUPER POWER DISPLAY*

Zadam wants a young woman who is on cruise ship captured. On the same ship are Misao, Hiroshi and Akira. They meet the woman and play hide and seek with her. Misao has to seek. While looking she is frightened by a man dressed in white and wearing a red mask with a very long nose. She finds the others and they are all attacked by this man several men dressed in black and wearing masks with shorter noses. A familiar trumpet song is heard. When Ichiro transforms into Kikaida-01 the bad guys vanish.

The ship reaches its destination. Ichiro, the two boys, and two women are followed to their hotel by the masked figures. When the woman and the two boys go site seeing the masked figures search her room, but not finding what they want they go after the woman. Jiro appears to rescue her and the boys. The man in white transforms into Long-Nosed Goblin Flying Squirrel, Jiro transforms into Kikaida. Long-Nosed Goblin Flying Squirrel has the number 107 on its back. The woman and the two boys run away. The woman pulls off her face, it's Misao in disguise (must have learned that from Rieko). Hiroshi apparently tells her to put the mask back on because she does, but it's too late, Hakaida and Shadow Knight hiding in the shadows have all ready seen.

Back at the hotel the woman is attacked by two of the masked men in black. She runs out of the hotel into a cave. More men in black appear. Ichiro shows up, knocks the men down and leads the woman out of the cave. The figure in white and the men in black appear. Ichiro transforms into Kikaida-01 but the men vanish. Zadam appears. When Zadam crosses his twin tridants 01 is hit by a energy blast that knocks him onto some rocks. A second blast rips off 01's left arm, which then tries to strangle 01! Zadam vanishes. Kikaida appears, grabs hold of 01's left arm. Kikaida's eyes flash and the arm stops moving. He holds the arm back in it socket. His eyes flash again and the arm is reattached. The woman opens her watch and gives Ichiro something that was hidden inside of it (microfilm?).

The woman joins Hiroshi, Akira and the disguised Misao. After she tells Misao everything's ok she removes her mask and wig. Hakaida, Shadow Knight and several Shadowmen, carrying spears instead of the usual lightning bolts, appear. Ichiro arrives, and transforms into Kikaida-01. The two women and two boys flee. The white clothed, masked figure appears, grabs the other woman, taking her to Zadam. 01 knocks Hakaida and Shadow Knight down with 01 cut then goes into battle with Long-Nosed Goblin Flying Squirrel. After Long-Nosed Goblin Flying Squirrel is destroyed by 01 Zadam summons Hell Amphibian. The episode ends with Hell Amphibian holding onto the arm of Zadam's prisoner.

1 - 27 *THE HIDDEN LAND FIERCE BATTLE!! ZADAM HELL TRAP*

Gill Hakaida takes the woman captured in the previous episode and drives off with her on White Crow. Ichiro confronts Zadam, after an exchange of words he transforms into Kikaida-01. When 01 approaches Zadam, Zadam vanishes from where he is appearing somewhere else. He does this three times. 01 jumps into the air and shouting "01 Kick" smacks into Zadam. Zadam teeters on the edge of a cliff but doesn't fall. He disappears. Misao, Hiroshi and Akira catch up with Ichiro.

At Shadow headquarters Zadam butts a belt on the captured woman, then has her left where she will be found. Hiroshi and Akira find her. Misao and Hiroshi carry the unconscious woman. Misao, Hiroshi and Akira set down to a large meal. Ichiro thinks about his encounters with Zadam. He suddenly realizes that Zadam fled not because he kicked him but because of the bright sun shining in his eyes. Ichiro gets up and runs out of the room.

The next scene has Ichiro and Zadam facing each other. Ichiro places his hands over his forehead like he does when transforming but this time says "01 Sun". When he seperates his hands his solar collector comes out of his helmet and focus the sunlight into rays that strike Zadam's eyes. Zadam vanishes. I don't think this acutally happened, I think it was just Ichiro imaging what could happen the next time they meet.

Misao, Hiroshi and Akira enoy their meal. Their unconscious guest awakes. A ticking sound can be heard. Apparently realizing she's wearing a bomb, she runs out of the hotel.

Back at Shadow headquarters Hell Amphibian jumps onto Hakaida's back, showing how it will defeat 01. The plan is to lure Ichiro to take a ride on a certain boat. Hell Amphibian will come up out of the water to attach itself to Ichiro's back. Shadow Knight standing on a suspension bridge high above the water, flashes his eye Hell Amphibian will transform into a hard, silvery form and the air tank will become a bomb. A second flash from Shadow Knight will detonate the bomb, destroying Ichiro. The woman wearing the belt boards the boat Zadam want's Ichiro on. Ichiro on Double Machine catches up to the boat, jumping from shore to land on its roof. Zadam's plan seems to be working. The woman tells the boat captain she's wearing a bomb. The captain reaches to remove the belt, Ichiro stops him. Ichiro works on removing the cover on the belt. Hell Amphibian is swimming towards the boat. Shadow Knight is in place, waiting. The boat passes the bridge. Ichiro looking up sees Shadow King and tells the captain to stop the boat. He does. Hell Amphibian flies out of the water landing on the boat's roof. Ichiro

removes the cover from the belt. 7 seconds left. 6 5 4 2 1 0. No explosion.

Hell Amphibian laughs and jumps onto Ichiro's back. Unable to knock him off, Ichiro transforms into Kikaida-01 and rocket into the air. That doesn't loss flies Hell Amphibian. 01 lands on the bridge and with Hell Amphibian on his back fights Shadow Knight. Then 01 does 01 Driver going straight up into the air. The spinning causes Hell Amphibian to fall off. Hitting the water Hell Amphibian explodes. 01 lands back on the bridge. 01 and Shadow Knight fight. They both jump off the bridge landing on shore. After a brief battle 01 tosses Shadow Knight into the air than uses Blast End. Shadow Knight falls onto the bridge and explodes. The end of Shadow Knight!

1 - 28 *CRAZY TOWN - THE TERRIBLE MERMAID PRINCESS COUNTERATTACK*

All the adults in a town have been replaced by Shadowmen. On Double Machine, Ichiro goes after a Shadowman impersonating a policeofffer on a motorcycle, but loses him.

At Shadow base a giant clam shell opens to reveal a scantily dressed, beautiful woman. Hakaida falls in love with her.

The shell closes and reopens, the beautiful woman has transformed into Mermaid Princess. Hakaida is still in love. The shell closes.

The closed shell is placed on public display. When the shell opens all the men and boys stare at the woman, transfixed, unable to move. Hakaida and Shadowmen appear to take the men away, but Ichiro appears. The woman closes herself in her shell and the spell is broken, the people run away. The woman tries to work her spell on Ichiro. Ichiro transforms into Kikaida-01. The woman begins to spin as she does so Hakaida covers his eyes, 01's eyes explode. The woman closes herself in her shell.

Next we see the woman standing in room full of smoke calling Ichiro's name. Ichiro goes crazy and tries to strangle Akira. Ichiro suddenly comes to his senses, stops trying to kill Akira, but, he's blind. Ichiro tries to make repairs to himself. He transforms into Kikaida-01 but smoke pours out of his body and he's forced back into Ichiro form, still blind.

Back at Shadow base more adults are being duplicated. Hakaida laying down inside a glass capsule.

Misao, Hiroshi, Akira and another boy and a girl are attacked by Shadowmen. They are able to run away from the Shadowmen but are caught by the disguised Shadowmen. The Mermaid Princess, in human form comes and tries to cast her spell on Akira and Hiroshi but it doesn't work. Ichiro arrives, still blind and challenges her. The mermaid starts spinning. Ichiro transforms into Kikaida-01. At first his vision is blurred but it clears. Hakaida arrives on White Crow and attacks 01.

After 01 knocks Hakaida down the woman finally transforms into Mermaid Princess. She throws bombs at 01 and zaps him with a laser. 01 uses 01 Driver on her and chops of the tip of her nose. When she turns around the number 55 is on her back. She faces 01 again and removes the seashell that's her right breast, throws it at 01. He catches it and tosses it to the ground, it explodes. She tries again with the left. 01 kicks it away, it explodes. 01 uses Blast End on her. She falls into her shell and makes a speech before the shell closes then explodes.

Misao, Hiroshi, Akira and Ichiro board a ship for home (in episode 26 they had gone on a cruise, 27 and 28 took place during their vacation).

1 - 29 *RED DEMON, BLUE DEMON - THE TEN BILLION VOLT TERROR!*

Zadam attempts to produce a pair of new monsters but failes, apparently due to an expirement being conducted at the same time, by a boy scientist. Hakaida is sent to stop the experiment. Ichiro shows up. Hakaida drives away on White Crow. Ichiro follows after him on Double Machine. Zadam tries again and this time is able to produce Raijin Plus & Raijin Minus. The explosion that results when they are made attracts 01. Raijin + and Raijin - work together to hit 01 with a powerful electric shock then a thunder blast which sends 01 flying into the air.

01 lands next to his friends. Ichiro, Hiroshi, Akira and Misao go with the boy scientist and his mother to the Narukami Thunder Laboratory, which was founded by the boys late father. Hiroshi, Akira and Misao have lunch.

At Shadow base Big Shadow runs a slide show of a sloth in a tree.

The boy's mother is outside practicing archery when Raijin + and Raijin - appear. She shoots an arrow at a target, it freezes in mid air, then suddenly hits the target. Raijin + and Raijin - show themselves. She tries to flee but they cause her to freeze in place. A large drum appears floating over her head and starts to do something to alter her brain when 01 appears and knocks it aside. After a brief struggle with 01 Raijin +

and Raijin - vanish. The woman lays on a couch, unwilling to get up.

Misao and Hiroshi go for a ride on a two person bicycle. Raijin + and Raijin - freeze them. Drums appear over their heads, glue and vanish. Misao and Hiroshi start moving again but they fall off the bicycle and lay on the grass. Raijin + and Raijin - effect several other people the same way. Ichiro and Akira find Misao and Hiroshi sleeping on the ground. They take them to the lab. Ichiro hears a noise. Ichiro, Akira and the boy scientist ride away on Double Machine. Just as they make it out of town Raijin + and Raijin - infect the entire city with slothfulness. Ichiro challenges Raijin + and Raijin - and Hakaida, they accept. They meet in a quarry. Ichiro transforms into Kikaida-01. Raijin + and Raijin - zap 01. 01 is captured, strapped into a chair that will bust the power of Raijin + and Raijin -. They intend to hit him with ten billion volts apparently, however Aira and the boy scientist use a giant magnet to pull the electricity away from 01. 01 breaks out of the chair.

Fighting resumes. Raijin + and Raijin - throw their drums at 01, he catches them and throws them at Shadowmen, the drums explode. Raijin + and Raijin - attempt to blast 01 again and miss. 01 uses 01 Kick, 01 Driver, 01 Cut and Blast End one immediately after the other.

The boy scientist figures out how to restore the victims of Raijin + and Raijin - brain altering power.

1 - 30 *DEMON? ANGEL? BIJINDA APPEARS!!*

Watching video tapes of 01 defeating his monsters, Big Shadow, gets depressed. To cheer him up Zadam sends Pollution Catfish to destroy a forest with its poison spray. Pollution Catfish also demonstrates how it will defeat 01, by covering the ground in a black liquid which explodes when Shadowmen step on it and when others drive motorcycles on it. Pollution Catfish transforms into an old man.

Ichiro riding Double Machine hears female laughter. Red and blue lights appear in the sky, a bunch of flowers suddenly appear on the ground in an expanding circle, from the middle of the flowers a female android appears. The android flies away.

Misao, Hiroshi and Akira walking by a lake, are attacked by Shadowmen. In the same area is a woman dressed in blue with a pink scarf around her neck. A harp plays in the background. When Misao, Hiroshi, Akira and the Shadowmen catch up with the woman she fights the Shadowmen. She wins.

A group of boys on bicycles meet Pollution Catfish in his human form. After a brief discussion they ride off. A young couple sitting on a park bench are disturbed by this man sitting next to them. They move to another bench, but he appears there. They try to run away from him. He transforms into Pollution Catfish and sprays his killing spray on them, they're turned into a couple of skeletons. Pollution Catfish comes across a group of children. His whiskers turn into ropes and rap around the children. Ichiro comes to their aid. Pollution Catfish vanishes.

Ichiro hears a harp playing, looking around he sees the female android sitting in a tree playing a harp. She laughs and jumps to the ground. Using the harp like a bow she shoots exploding arrows at Ichiro. She says her name is Bijinda (Beautiful Woman). She uses her "Bijinda Laser". Ichiro ducks and several Shadowmen fall out of the trees. Ichiro stands up and looks around. Bijinda is gone.

The woman in blue is walking through the forest, she crosses a road. A harp plays in the background. Ichiro rides up on Double Machine. After a brief talk the woman, who looks sad walks away.

The boys on bicycles are chased by Hakaida on White Crow. Ichiro on Double Machine stops him and transforms into Kikaida-01. He knocks Hakaida down. Arrows hit the ground at 01's feet. Bijinda appears, picks up Hakaida and the two of them fly away.

The bicycler riders stop to take a break and are attacked by Shadowmen. The woman in blue and Ichiro come to their rescue. When there are no more Shadowmen the woman runs away. Ichiro catches up with her. Misao, Hiroshi and Akira spot Ichiro and the woman. Hiroshi behaves as if she were jealous. When Misao, Hiroshi and Akira are attacked by Hakaida, Pollution Catfish and several Shadowmen, Ichiro breaks off his conversation with the woman to transform into Kikaida-01 and goes into battle. The woman joins the fight. She manages to take out more Shadowmen than 01 but is knocked out by Pollution Catfish who picks her up and vanishes. Hakaida attacks 01.

Pollution Catfish drops the woman, stands over her and waits for 01. Riding on Double Machine, 01 heads toward Pollution Catfish. The ground around Double Machine starts to explode. Double Machine makes it through the mindfield, 01 dismounts and attacks Pollution Catfish. Pollution Catfish tries to tie 01 up with his whisker rope, 01 breaks free. Pollution Catfish jumps up and down, causing the ground to shake. A couple boulders roll down a hill toward 01. 01 jumps out of the way and knocks Pollution Catfish over with 01 Driver. When Pollution Catfish stands 01 uses 01 Cut on him twice, before destroying him with Blast End. The woman wakes, stands and tries to run away, there is an explosion, she

falls.

At Shadow base, Zadam and a damaged Hakaida are watching. Zadam calls the woman Mari.

Ichiro picks up the again unconscious woman.

Zadam has a Shadowman flip a switch. Electrical circuits shortening out are shown.

Mari clutches her chest and screams in pain. Ichiro starts to undo the buttons of her shirt. Watching this Big Shadow laughs.

1 - 31 *THE TOUCHING ANDROID BIJINDA EXPLOSIVE DEATH*

Mari is clutching her chest and screaming in pain. Ichiro is undoing the buttons on her shirt. He gets the first two undone when Mari suddenly pulls away from him stands and runs away. Apparently, if Ichiro had undone the third button Mari would have exploded, destroying Ichiro in the process.

At Shadow base Zadam continues to have Mari feel pain in her chest. Then Hakaida beats her until Big Shadow stops him. When Big Shadow looks at Mari and says "Bijinda" Mari transforms into Bijinda. Bijinda kicks Zadam, knocking him over. And with a couple of karate chops knocks down Hakaida, before kneeling before Big Shadow.

Misao, Hiroshi and Akira are still walking in the park. After some goodnatured ruffhousing they stop to eat apples. Misao puts her apple ontop of her head, an arrow shoots if off, but she thinks Hiroshi took her apple so she takes his. An arrow pierces it knocking it out of her hand. A third arrows knocks the apple out of Akira's hand. Misao pushes the two boys in front of her. There's an explosion. Misao is burned in back of her shoulders. Harp music is heard and Bijinda appears along with several Shadowmen. Hakaida (who always seems to be jealous of new Shadow androids) interrupts. Bijinda uses "Bijinda Kick" to knock Hakaida over a cliff (same cliff Kikaida throw the original Hakaida down and Kikaida-01 throw Gill Hakaida down once before). Only Hakaida's pride is hurt however. He picks himself back up and goes after Misao, Hiroshi and Akira again. This time Ichiro comes to drive him away.

Bijinda finds Misao, Hiroshi and Akira on a long brige. Misao sends the boys away. Bijinda zaps Misao with her "Bijinda Laser", knocking Misao off the bridge. The boys seeing what happend, return to the spot Misao fell from and call for her. Bijinda is gone. Ichiro arrives and when the boys tell him what happens, goes down to the river to look for Misao. He does not find her. Ichiro buts the boys to bed. Seeing their tears he goes to look again. Once he's gone the boys talk. Akira takes out a picture of Rieko. I think he's saying something like, first the Shadow killed Rieko now Misao, and worries that 01 may be next. The boys cry themselves to sleep.

In the morning Ichiro is still searching, when suddely a hand grabs his leg. It's Misao, with her head bandaged and her arm in a sling. Through a flash back, Misao tells how she landed on a tree branch and was helped out of the tree by Mari. Inchiro takes Misao to where he left the boys. They're gone. They left a note. Apparently they decided to take revenge against the Shadow.

Hiroshi and Akira, using broken tree branches attack Shadowmen. Of course, they're disarmed and captured. Mari comes to their resceue destroying all the Shadowmen. The boys begin to tell her what Bijinda did. Ichiro arrives and finally having figured things out, addresses Mari as "Bjinda". She denies being Bijinda but Ichiro's eyes can see threw her clothing and skin to her electronic parts. He tells her he knows she is a "jinzo ningen" (artificial human or android). Mari looks sad. She admits to being Bijinda and I think expresses regret that she must serve the Shadow, but when Ichiro offers to help her she addresses him as "01" and transforms into Bijinda to attack him. Ichiro transforms into Kikaida-01 and uses 01 Chop and 01 Driver to subdue Bijinda. Having knocker her out, he opens her up, probably to attempt to remove that remote control pain circuit, but he's suddenly fired upon and the laughter of Hakaida is heard. When the smoke clears Bijinda is gone.

Hiroshi and Akira finally see Misao. The three run towards each other, but just as they reach each other, three Shadowmen appear. The three humans think they are hugging each other, but are in fact hugging the Shadowmen. When the finally open their eyes and discover what they are doing, they move away from the Shadowmen. Two more appear. The five attempt to capture the three humans but Ichiro comes running and destroys them. Misao, Hiroshi and Akira have hidden behind a boalder. As Ichiro approaches it, it explodes. A harp is heard and Bijinda is seen sitting in a tree. She comes down. Ichiro and Bijinda approach each other. Ichiro tries to talk her into switch sides (I think) but she doesn't. The start to fight but Hiroshi and Akira run in between them and stand in front of Bijinda so Ichiro can't hurt her. Bijinda raises a hand as if to strike the boys. Ichiro says her name in a harsh tone. She lowers her hand at her head but then backs away and raises both her hands, meaning she is about to use her "Bijinda Laser". Ichiro calls upon her to stop. I don't know what he says but a close up of Bijinda's face shows tears flowing

down. The scene alternates between Bijinda's face and Mari's, both are covered in tears. Suddenly, Ichiro knocks Hiroshi and Akira to the ground, just in time to protect them from "Bijinda Laser". Ichiro transforms into Kikaida-01. Before they can make a move towards each other, Hakaida appears and shoots 01 in the leg. Bijinda turns and zaps Hakaida with her "Bijinda Laser", before attacking him physically. Watching the battle on his screen, Zadam crosses his trident. Bijinda and Hakaida jump into the air, when they meet there is an explosion. They appear to have destroyed each other.

After bidding Misao, Hiroshi and Akira goodbye, Ichiro drives away on Double Machine.

1 - 32 *BECKONING IN HELL - BIJINDA*

Bijinda and Hakaida are laying on the floor of the Shadow base, unmoving. Zadam has Bijinda carried into another room. Shadowmen bend over Bijinda with a pair of drills, apparently they were going to disassemble her. Bijinda wakes and destroys the Shadowmen. When she threatens Zadam he cross his tridents. Though in pain, Bijinda slowly moves closer to Zadam. She attacks him knocking the tridents apart then she bursts through a wall to escape. Zadam reports Bijinda's escape to Big Shadow. Zadam has a couple Shadowmen fill a pen with a special ink. When a Shadowman tries to write with pen the ink explodes destroying the Shadowman. Zadam summons Ink Squid.

A group of Shadowmen blow up a truck carrying crates containing many bottles of ink. Then drive a duplicate truck to stores leaving bottles filled with exploding ink! People, mostly children, all over the city are vaporized by this exploding ink. Ichiro witnesses this happening once. Then he goes around collecting the crates. When he has a huge pile of crates, he jumps into the air and shouts "01 Fire". Sparks come out of his hands, the crates explode.

A couple of bullies take a pen away from a smaller boy, but Misao arrives takes the pen back and gives back to its owner.

Ink Squid supervises loading more cases of exploding ink onto a truck, but he's seen by a group of children. When he and his Shadowmen try to capture the children Ichiro appears. Ink Squid sprays fire at Ichiro. Ichiro transforms into Kikaida-01. When 01 knocks Ink Squid over with "01 Kick", Hakaida comes to Ink Squid's aid. 01 knocks Hakaida shot out of Hakaida's hand but Hakaida retrieves it and Ink Squid wraps a tentacle around 01's throat. Hakaida aims shot at 01 but arrows land at his feet. Bijinda appears to take on Hakaida. 01 breaks free from Ink Squid but Ink Squid grabs Bijinda. Hakaida orders Bijinda to fight 01. 01 frees Bijinda from Ink Squid but Bijinda tries to strangle him. 01 knocks her down. Hakaida drives off on White Crow. 01 drives off on Double Machine. Ichiro sees Bijinda standing against a wall. He stops, gets off Double Machine and approaches her. They talk a bit, Bijinda runs away. Ichiro drives a truckload of exploding ink to the dump and blows it up. Ink Squid becomes a man and picks up some boxes of ink that survived.

Misao wants to write something down and borrows the boy's pen, but it's out of ink, so she goes into a store to get some ink. She takes the ink, from the man who is really Ink Squid! Misao is about to write when a rose falls on her pad. Mari appears. Misao seems glad to see her until she takes the pen and throws it into a lake. Under the water some ink leaks out and there is an explosion but nobody sees it. Misao slaps Mari who runs away.

Ichiro goes into the store Misao got the ink from and seems to recognize that the man is Ink Squid, so the man transforms but then Ink Squid immediately disappears in a puff of smoke. Ichiro finds the real store owner in a back room, tied up.

Mari goes into the water and brings up the pen which she returns to the boy. Misao apologizes for slapping Mari.

At Shadow base Big Shadow is angry about Bijinda so he activates the pain circuit. Misao starts to undo Mari's buttons but Ink Squid and several Shadowmen interrupt. Ichiro arrives on Double Machine. Ichiro and Mari fight Shadowmen, Mari destroying the most. Mari transforms into Bijinda, Ichiro into Kikaida-01. Bijinda continues to wipe out Shadowmen while 01 takes on Ink Squid. Ink Squid sprays fire at 01 then exploding ink. 01 uses "01 Driver" on Ink Squid then use "01 Cut" to cut off his right arm before using "Blast End".

Mari and Ichiro seem to part friends. Ichiro drives away on Double Machine. Bijinda walks along the lake.

This is the first episode to not have Akira in it. And the first since Hiroshi's introduction in episode 15, not to include him.

1 - 33 *EMERGENCY - THE GORILLA WITH CHILD'S TEARS
TEARS*

Ichiro is running through a wooded area, being chased by Big Gorilla & Mini-Gorilla. When the ground shakes and a boulder rolls towards Ichiro he transforms into Kikaida-01, picks up the boulder and tosses it. The boulder lands at the feet of Big Gorilla & Mini-Gorilla. Outside the forest 01 confronts this monstrous pair. Mini-Gorilla claims that Big Gorilla & Mini-Gorilla will kill 01 then hides behind Big Gorilla.

Hiroshi and a taller figure, wearing a red mask with the letter M on it, are in a wring, wrestling. Akira pretends to be the sports broadcaster.

01 and Big Gorilla fight. Mini-Gorilla moves away to some sort of electric device with several dials. Big Shadow is watching on his monitor screen from his headquarters.

Hiroshi and his opponent knock each other down. Hiroshi gets up and removes the mask from Misao. Misao hits Hiroshi who falls over.

Big Gorilla tosses 01 down. 01 gets up and uses "01 Cut" on Big Gorilla's kneck. Mini-Gorilla's "VU meter" registers around 100. "01 Cut" to Big Gorilla's head measures upto 400. "01 Kick" 500. "01 Driver" causes the dial to spin several times before the machine blows up. Big Gorilla seems to ask for "Blast End". When 01 won't do it Big Gorilla shoots at him with a machine gun in his right hand. 01 uses "Blast End". Big Gorilla is destroyed, but not before 01's actions are recorded. Mini-Gorilla hits 01 on the chest and shoulders, 01 just knocks Mini-Gorilla down, then leaves.

Misao wins the wrestling match.

Bijinda sees Mini-Gorilla picking up the pieces of Big Gorilla. She helps him. Gill Hakaida witnesses this and returns to base to report it.

Big Shadow and Zadam apparently explain to Hakaida that their computer has designed plans for a new Big Gorilla, which will be able to defeat 01. Bijinda doesn't know it but she will help Mini-Gorilla to become the new Big Gorilla.

Hakaida drives up beside Ichiro, and tells him something about the Gorilla. They stop. Hakaida points, Ichiro looks down a cliff to see Bijinda with Mini-Gorilla. Hakaida pushes Ichiro down the cliff. Ichiro picks himself up. I don't know what Bijinda or Mini-Gorilla say to Ichiro.

Back at Shadow Crime Syndicate headquarters Big Shadow seems to be pleased with Hakaida's actions.

Bijinda teaches Mini-Gorilla how to fight. Her teaching is very rough, she picks him up and throws him down several times. Then she throws hand grenades at him. After the training she physically convert Mini-Gorilla into Big Gorilla.

01 is attacked by several Shadowmen, which he easily destroys. Big Gorilla appears and after talking to 01 has more Shadowmen attack. Big Gorilla starts hitting 01. Bijinda appears and tries to remind Big Gorilla of when he was Mini-Gorilla and how they were friends. It might have worked but Hakaida appears to remind Big Gorilla he was designed to destroy 01. Big Gorilla knocks Bijinda down and steps on her. 01 fighting Shadowmen again sees Bijinda's in trouble and using "01 Kick" causes Big Gorilla to lose his balance and fall off Bijinda. 01 helps Bijinda up. Big Gorilla attacks 01, after hitting him a bit he switches to shooting at 01 with his bazooka machine gun. 01's left arm falls off. Now 01 cannot use "Blast End". 01 tries "01 Cut" twice and "01 Kick" but they have little effect. Bijinda kicks Big Gorilla then uses "Bijinda Laser" to destroy him. Hakaida disappears in a puff of smoke. 01 tries to thank Bijinda but she's upset that she had to destroy her friend. Bijinda walks away. Ichiro, both arms attacked watches her.

1 - 34 *THE ENCHANTED BIG CLOCK - BIJINDA DANGER*

Misao, Hiroshi and Akira are asleep on a park bench, across from a bird shaped clock. Misao wakes up. The clock explodes. Later Hiroshi and Akira wake up and find Misao still sleeping. When they wake her she jumps up alarmed. Apparently she tells them about the exploding clock. The boys don't seem to believe her. When she turns and looks where the clock stood, it's still there, no burn marks or anything. The bird's eye glows. A white lightning like beam strikes Misao's watch. Misao hits Hiroshi and Akira then apparently denies doing it. She hits them again.

A bunch of people are walking, probably on the way to work. The clock's beam flashes again and the people go crazy, they start hitting each other.

A group of boys are showing each other their watches. One boy doesn't have a watch. He walks off alone.

The clock flashes its beam. People riding a bus start assaulting each other.

Ichiro walks into a crazed crowd and tries to stop the fighting. He fails.

A news program shows scenes of the violence. Watching it, Big Shadow laughs.

The watchless boy looks at watches in the window of a store. He looks around, when he sees no one is looking he picks up a watch with a 35,000 yen price tag (around \$350.00 today I don't know what that would have been in 1974), obviously planning to take it. A rose falls on his hand. He drops the watch and runs when Mari walks up. The store owner comes and picks up the watch. Mari goes in the shop with him. When he goes into a back room the viewer hears harp music and a bunch of flowers appearing on the ground, Bijinda comes up out of the ground. When the shop owner returns Mari is gone and at first his clocks seem to have stopped working, but they start up again.

Mari finds the boy and hands him a watch. Since I know very little Japanese I don't know what Mari and the store owner said to each other, it's possible he gave the watch to her for some reason, or she stole it.

The boy finds his classmates to show them his new watch. The clock flashes its beam, the boys attack each other.

Watching the boys fight on his monitor screen, Big Shadow enjoys the scene.

Mari appears and takes the watch off the boys wrists. They boys stop fighting. A group of women appear, one strikes Mari. The women grab Mari. Zadam, at Shadow headquarters, crosses his tridents and says "switch on". Mari clutches her chest in pain and breaks away from the women. These foolish women seem to think Mari's pain is amusing. The boy Mari gave the watch to tries to help her. Inchiro drives up. Explosions start going off. No it's not the bomb in Mari, it's Gill Hakaida shooting Hakaida. Ichiro fights Shadowmen. Still in pain Mari does to, protecting the children and the foolish women. Hakaida knocks Mari down. She gets back up. Hakaida holds his gun on Mari. Ichiro transforms into Kikaida-01 and spoils Hakaida's aim. 01 and Hakaida trade punches. For once Hakaida gets in a good blow, knocking 01 out of the way. Hakaida shoots Mari in the arm and legs but she seems to take no damage, her clothes are burnt that's all. 01 hits Hakaida knocking him into the air.

Ichiro and Mari walk, discussing what's been going on. Ichiro is certain the Shadow is behind it somehow. Misao and Akira are walking, eating apples. When Misao sees Ichiro and Mari across the way she seems jealous. When Ichiro drives off Misao stands the road in what she must think is an attractive pose, but Ichiro doesn't even notice.

Ichiro stops Double Machine by the bird shaped clock, dismounts and without transforming into 01, gives the clock a "01 Cut". The clock becomes Lunatic Bat. The monster says "Cuckoo" something and sparks fly at Ichiro. When the smoke clears Lunatic Bat is gone. At Shadow headquarters Lunatic Bat promises to get Bijinda. A light in the middle of the dial on its chest begins to flash. Inside another dial spins to 130.

Mari is taking a walk (something she does a lot). She stops by a lake, and after looking at her reflection in the water transforms into Bijinda. Mari always seems sad knowing she's not really human. Lunatic Bat appears in the woods behind Bijinda. The dial inside his chest is now at 150, but it starts moving down, quickly towards 0. Just before it reaches 0 Ichiro's trumpet is heard. Bijinda turns towards the sound. This apparently ruins Lunatic Bat plans. This is another story where not knowing Japanese makes it difficult to follow what's going on. I have no idea what this scene with the Lunatic Bat is all about. It was probably explained in the dialogue between Big Shadow and Lunatic Bat. 01 appears and so do a bunch of Shadowmen. After 01 destroys the Shadowmen, Lunatic Bat attacks. Lunatic Bat grabs 01's hands in his vice like hands. 01 turns and kicks Lunatic Bat in the chest. Lunatic Bat falls and the bong of clock is heard. Lunatic Bat gets up and sprays sparks out of its mouth. 01 uses "01 Cut" twice, followed immediately by "01 Driver" and "Blast End".

The boy Mari gave the watch finds her by the lake. He thanks her, but returns the watch.

Ichiro rides Double Machine, Akira in the sidecar. Hakaida watches and says something about 01 and Bijinda, probleming threatening to destroy them.

Note: the monster in this story looks more like a cuckoo bird than a bat. I'm not certain my translator got the name (Lunatic Bat) right.

This story starts at night. A kimono and a wig fly around. A woman driving a car sees them and stops. When she sees the kimono hanging in a window blowing in the wind she apparently thinks that's what she saw and relaxes.

Big Shadow is watching a recording of 01 destroying his robot monsters again. It makes him so angry he blows up the screen. Zadam says something about Halaida. Hakaida comes in followed by a kimono, a long strip of cloth and wig on a stand. Zadam isn't impressed until the cloth and wig attack him. Big Shadow laughs.

A woman is trying on her new kimono when the wig flies into the air and on to her head. The cloth they wear around the middle wraps itself on her. The woman grabs a shotgun from off the wall and start shooting.

Misao is carrying some helium balloons. The balloons explode, shot by the woman with the shotgun who has left her house. The police arrive but clearly don't want to have to shoot the woman. Ichiro appears and takes the gun away from her, knocking her down, the wig falls off her head. Some one screams. A crowd comes running, a woman with a knife is chasing them. Ichiro takes the knife away from the woman and pulls a wig off her head. She doesn't seem to know where she is at or what she's doing. When Ichiro tells her, she doesn't believe him. She walks away laughing.

A woman is looking at a kimono in a store. A boy looks in the window before meeting his sister at her job at store that appears to sell baked goods and boxes of foodstuff. The boy loads what looks like some sort of pastry onto the back of a bicycle and rides off to sell them to other children. He comes accross Mari sitting alone on a bench. He offers her his last pastry. She politely declines his offer. He tells Mari of his wish to buy his sister a kimono, before returning to the store to hand over the money. The man at the store keeps the bills but gives the boy a handful of change. The boy thanks the man before leaving to sell newspapers.

A woman is shopping for a kimono. The boy looks in a bit than leaves.

Later the boy is throwing rocks into a pond.

A young woman is in the dress shop. She suddenly sees the kimono she wanted flying away. She and several other people run out of the shop after it. Bijinda appears, grabs the kimono, throws it back into the air and destroys it with her "Bijinda Laser". The ungrateful crowd doesn't appreciate that Bijinda just saved them. Bijinda walks away dejected.

Mari is standing in the rain. The boy who wants the kimono for his sister brings Mari an umbrella.

The boy takes his bank to the dress shop and dumps out all his coins. He also has several bills in his hands, but the man won't sell him the kimono. I don't know why, maybe he didn't have enough money. The boy leaves the shop, head down. He's getting wet but doesn't seem to notice. A woman carrying a black umbrells and a purple bundle stops the boy. She hands him the bundle, he gives her his money. Once the boy is gone the woman becomes Gill Hakaida. Hakaida laughs.

Running up some steps, the boy drops the bundle. The bundle flies into the air. Chasing afte the bundle, the boy falls into a river. Misao arrives and tries to pull him out. Bijinda appears, grabs the bundle and pulls the boy out of the river. Misao fills the boys forehead, and finds that he's got a fever. The boy is taken home and put to bed.

Misao opens the bundle. Inside is a kimono and a wig. The boys sister holds the dress and looks in a mirror. Not understand what she says I don't know why she overs the Kimono to Misao and then when Misao hesitates, to Mari. Mari doesn't seem to know what to do. Misao tells her to undress. Mari starts to undo her buttons. Misao holds the kimono for Mari. Watching, at Shadow headquarters, Big Shadow laughs, because unbuttoning the third button will cause Bijinda to explode. Just in time Ichiro enters the room and tells the women the kimono is a Shadow robot. Misao throws the kimono down. Ichiro picks up the kimono, sash and wig, throwing them out of the room. They float and arrange themselves as if on some one. Laughter is heard. Kimono Poison Fang appears and introduces itself before jumping out of the house. Ichiro follows.

Shadowmen appear. Ichiro destroys them. Two more Poison Fang robots, not wearing kimonos, join the original. Kimono Poison Fang knocks Ichiro down a hill. He's incircled by fire. As the Poison Fang robots twirl their red hair the flames burn higher. Ichiro summersaults away from the flames and transforms into Kikaida-01. When the Poison Fang robots try to aim the flames at 01, 01 jumps into the air and uses "Blast End" on them.

Hakaida appears to challenge 01. The two slowly move closer to each other like gunfighters in an old American western (though only Hakaida carries a gun). Hakaida draws Hakaida Shot but 01 knocks it out of his hand. The two exchange punches and kicks. Bijinda appears. As 01 tries to use "Blast End" on Hakaida, Bijinda, probably thinking she's helping, uses "Bijinda Laser". The two weapons don't mix, instead they throw each other off. The destructive energies hit the ground instead of Hakaida. Standing on a ledge Hakaida laughs, curses 01 then vanishes. Misao appear in the distance. Seeing 01 and Bijinda shaking hands she starts to powder her face so she'll look nicer for 01, but the two androids vanish.

Ichiro says goodbye to the boy who wanted the kimono and drives off. His sidecar is empty! Bijinda walks by the water. Zadam makes threats against 01 and Bijinda.

This is the second episode in which neither Akira nor Hiroshi appear.

1 - 36 *MYSTERY OF THE FOURTH DIMENSION - TIME TRAVEL OF FEAR*

Misao enters a building then tries to open a locked door inside the building. Just as she gives up the door opens and Misao is sucked in.

Private Detective Hattori Hanpei enters the same building, dressed like Sherlock Holmes, and carrying a magnifying glass. The door opens and he is sucked in.

Inchiro and Bijinda enter the building. This mysterious door now has the symbol of the Shadow Crime Syndicate on it! Bijinda reaches for the door, but Ichiro stops her. Inchiro raises his hands to his forehead as if he's going to transform, but he does not, instead he is able to see through the door into a multi-colored spirally corridor.

Misao finds herself standing outside, in the dark. A pair of wooden doors slam shut behind her. Misao pinches herself to see if she's dreaming. She isn't.

Three young men dressed like ancient samurai are attacked and killed by a group of ninja. Misao stumbles upon two of the bodies.

Hanpei finds himself outside, in the dark. He bumps into a dead body.

Meanwhile, at Shadow Crime Syndicate headquarters Big Shadow and Zadam are discussing their Time Tunnel and the Shadow Ninja Corps. A control pannel shows the year as being 1974 then changes to 1780. On the viewing screen a cemetery. The year changes to 1734. On the viewing screen a young boy then two men, apparently 18th century scientists. The year changes to 1776. A man dressed like a samurai demonstrates his invention of a hand-cracked electric generate to a nobleman. When two men are shocked by it the nobleman dismisses the inventor.

Gill Hakaida drives White Crow into the building with the Time Tunnel. He sends four Shadowmen into the Time Tunnel then drives in after them. Ichiro and Bijinda watch from outside. With Bijinda in Double Machine's sidecar, Ichiro drives into the Time Tunnel after Hakaida.

Back at Shadow headquarters, Big Shadow is upset that "01" has entered the tunnel (he never uses Ichiro's name).

Misao and Hanpei run into each other, literally. They pick themselves up. Hanpei tries to put his arms around Misao but she sees Ichiro and Mari and runs up to them. Ichiro is very glad to have found Misao. Hanpei comes over and mistakes Ichiro for his younger brother Jiro. Realizing his mistake, Hanpei introduces himself to Ichiro, who I think said "you know Jiro?" Ichiro informs Hanpei and Misao about the Shadow's Time Tunnel. Misao faints. When she comes to everyone notices that Mari has disappeared.

Mari wonders the town, seeming to enjoy this simpler time, not noticing the many bodies on the ground.

Ichiro, Hanpei and Misao find the bodies.

Two young samurai are attacked by four ninja. When Ichiro appears, playing his trumpet, the ninja vanish.

The inventor and a young boy talk. The inventor seems upset that the Shogun did not appreciate his invention. I'm not entirely certain but I think this man is supposed to be Hanpei's real ancestor (rather than the great warrior he claims to be descended from).

The two samurai, Misao and Henpai meet the young boy who runs away from them. Five ninja appear to attack the boy. Exploding arrows land at the feet of two of the ninja. Bininda looks down at them from a roof top, her harp in her hand. Bijinda puts the harp on her back and jumps off the roof to battle the ninja.

When she uses Bijinda Laser two of the ninjas turn into Shadowmen before exploding.

Gill Hakaida fires a shot at ground in front of the inventor then grabs the boy. When Ichiro appears Hakaida lets go of the boy. Bijinda appears. As Bijinda fights Shadowmen, Ichiro fights Hakaida. When Hakaida drives away on White Crow, Double Machine falls out of the sky, with Kikaida-01 riding it.

Hakaida drives into the time tunnel. He laughs. The door closes behind him. Misao, Hanpei, the two young samurai, the inventor and the boy stand outside the door. Ichiro arrives but can't open the door either. Hanpei tries one of his ninja tricks but it doesn't work. The inventor takes a pin from Misao's hair and picks the lock. The doors now open for Misao. Misao and Hanpei slip through the doors. Ichiro drives in. Bijinda hangs back seeming to not want to leave this time. Ichiro says something to her and she too steps through the doors. The four humans from this time period say goodbye as the doors close.

After everyone has passed through the Time Tunnel safely Bijinda uses Bijinda Laser to destroy it.

This is the third episode in which neither Akira nor Hiroshi appear.

1 - 37 *THE GREAT SWORDSMAN - IN THE MIDST OF FOG HE CAME
WARUDA*

After being absent for two episodes Akira and Hiroshi are back.

Misao is walking through a foggy park searching for Hiroshi and Akira. She calls their names. She hears them calling for help but cannot see them. Suddenly she sees a figure dressed in black. The figure turns. His face and hands are covered in white bandages. Hiroshi and Akira are tied to a jungle gym. When the man points at them spears pierce their young bodies. Misao screams and wakes up.

Misao is relieved it was just a dream until she sees she is alone in the bed, the boys are not beside her as they should be. Misao goes to the park. She finds bandages on the ground. And a jacket. When the jacket starts to move across the ground Misao faints. She's awoken by the puppy which crawled out from under the jacket. Hiroshi and Akira arrive. Hiroshi has another dog. Akira is holding a bottle of milk, apparently for the puppy. The puppy has a bandage on one leg.

At Shadow Crime Syndicate headquarters Gill Hakaida is angered at being assigned to hunting down and killing dogs. The Destroyer reduced to killing dogs, because the Shadow's newest jinzo ningen (artificial human), Waruda, suffers from cynophobia, the unreasonable fear of dogs. As he kills dogs Hakaida curses Big Shadow. While Hakaida gives orders to a group of Shadowmen he spots Double Machine. When Ichiro arrives he destroys the Shadowmen and knocks Hakaida down with a flying kick. Hakaida gets up, the two warriors circle each other. The sound of a wooden flute is heard. Out of the fog steps the samurai Waruda ("waru(i)" is Japanese for "bad", "evil" or "sinful"). Hakaida points at Ichiro and calls him "01". Waruda looks at Ichiro. Hakaida tells him Ichiro changes into 01. Ichiro just stands there. Waruda walks back into the fog then drives away on his motorcycle.

Hakaida attacks uses his Guillotine attack on Ichiro. Ichiro's shoulder is damaged. Hakaida pulls Hakaida Shot but before he can fire the sound of a harp is heard. Hakaida says "Bijinda". With the harp a guitar is heard. Hakaida leaves. Out of the fog steps Hattori Hanpei, carrying both a harp and a guitar. Hanpei announces this was his "encore" performance. In case you've forgotten Hanpei had three performances in Kikaida, playing a guitar like Jiro's. Ichiro thanks Hanpei, who holds his hand out asking for money. Ichiro takes Hanpai's hand and pulls Hanpei to the ground.

Back at Shadow headquarters, Hakaida, Waruda and Big Shadow have a discussion. I don't know what they say but when Waruda leaves Hakaida follows and challenges him to a duel. From behind the trees Bijinda watches the short battle. Waruda easily disarms and defeats Hakaida.

Now outside himself, Big Shadow sends Waruda after 01. Bijinda follows Waruda.

Hanpei riding a bicycle swerves to miss a dog and runs into Misao instead. He tries to charm Misao by telling her she's "bijinda" (pretty or beautiful).

Hakaida comes across the puppy with the bandaged leg, it was the dog Hanpei almost ran into.

Misao and Hanpei find Hiroshi and Akira. Hanpei shows them a small collar he found, apparently it belonged to the puppy. Misao tells Akira that Hakaida got his puppy. In sorrow and anger Akira beats on Misao, the bringer of bad news while Hanpei cries like a puppy. This is the last time Hattori Hanpei is seen.

Hakaida and Mari meet in a field. Hakaida addresses her as "Bijinda". The villains never refer to the heroes by their "human" names. Hakaida pulls Hakaida Shot but doesn't fire. As Mari and Hakaida pace each other Hiroshi appears to threaten Hakaid with a large branch. Before Hakaida can shoot either

Haroshi or Mari a chain wraps itself around his gun arm. Waruda has appeared. Apparently even an evil samurai cannot stand by and let a woman and child be harmed. When Akira arrives with the other dog, Waruda is paralyzed with fear. Hakaida retrieves his gun and shoots at Waruda. Mari transforms into Bijinda. Hakaida picks up the dog and leaves. Bijinda tries to comfort Waruda. Waruda mounts his red motorcycle and drives off. Bijinda walks through the woods, talking to herself.

Waruda and 01 finally meet, on top of a cliff. 01 knocks Waruda over with a kick. Waruda stands and fires his chain weapon at 01, wrapping the chain around 01's right hand. When Waruda tries to use his sword on 01, 01 holds his arm up so the sword severs the chain. Hakaida arrives with one of the dogs. Waruda can't look at it. Waruda fires explosive shells at 01. Just as 01 uses "01 Kick" on Waruda Bijinda appears. 01 tries to use "Blast End" on Waruda but Bijinda uses "Bijinda Laser" to disrupt it. 01 falls off the cliff. Bijinda jumps down and looks for 01. When she can't find him she starts to cry. Ichiro appears and forgives her. Bijinda hugs him. Ichiro and Bijinda walk off together. Waruda rides away on his red motorcycle. Hakaida watches from the cliff top.

Mari walks alone. Ichiro drives away on Double Machine with Akira in the sidecar. Still on the cliff top, Hakaida curses 01 and Bijinda.

1 - 38 *THE SURE-DEATH DEVICE - THREE-CORNERED BLOOD MATCH!*

Standing on a high place (where else) Ichiro sees, in the distance, Waruda riding his red motorcycle. Ichiro jumps landing on Double Machine. He drives after Waruda.

Mari walking alone in the woods (where else) bends down by a lake. When she stands up again Waruda is there. Mari backs away, taking a fighting stance. Waruda simply holds out a letter. He addresses her as "Bijinda". When Ichiro steps out from behind some trees Waruda address him as "01". The villains never refer to the heroes by their "human" names. When Waruda attacks Ichiro, Mari steps in between the warriors. I'm not sure but I think she threatend not to read the letter if Waruda kept fighting. In any case, Waruda stops the fight, and bowing to Mari, walks away.

Mari reads the letter. As a flash back to the battle at the end of the previous episode is seen Waruda's voice is heard. Since I know very little Japanese I don't know what is said in Waruda's letter.

An arrow lands at Waruda's feet. A note is attached to it. As Waruda reads the note Mari's voice is heard. Harp music plays in the background. Even when Waruda finishes the letter the harp music plays on. This begins an exchanges of letters between Mari and Waruda, could they be love letters? Waruda and Mari/Bijinda both seem fascinated with each others.

Meanwhile, a mailman on a bicycle arrives at work late only to find the building boarded up. When he looks in a window he sees skeletons!

Elsewhere the ground breaks open, a building comes up from underground. Out of the building comes three Shadowmen wearing uniforms. Their faces become that of humans. They ride off on bicycles. More fake mailmen come out of the building. From Shadow Crime Syndicate headquarters Big Shadow, Zadam and Gill Hakaida watch. The fake mailmen throw letters into mailboxes.

Misao, Hiroshi and Akira are by the lake when a man and a woman walk by. Both are carrying letters and are angry. The woman strikes the man then walks away. The man goes after her. All over town people are getting into arguments with each other because of letters they received. When one of the fake mailmen sees Ichiro on Double Machine he rides away, incredibly fast for a bicycle. Ichiro seeing this suspicious behavior rides after him. Ichiro is attacked by several mailmen who throw exploding letters at him. Bijinda appears and destroys the Shadowmailmen.

At the phoney postoffice the fake mailmen collect letters, they find one with Waruda and Bijinda's names on it. This gives Gill Hakaida an idea.

An angry mob chases the lone real mailman and a girl. Misao sees them fleeing and hides them from the mob. Misao, Hiroshi, Akira, the mailman and the girl follow two fake mailmen to their post office. As the woman, man, and three children watch the mailmen turn into Shadowmen and enter the building. When the building sinks into the ground the humans flee but are chased by mailmen with exploding letters. Ichiro's trumpet is heard. Ichiro jumps down and puts out the fire that surrounded the two adults and three children. The Shadowmailmen throw letters at Ichiro. Ichiro is surrounded by flames but he puts out this fire too. More Shadowmailmen arrive on bicycles equiped with small cannons. After firing a few shots at Ichiro they try to run him down. Ichiro transforms into Kikaida-01. They through burning bicycle tires at 01 and transform into regular Shadowmen, carrying their lighting bolt shapped weapons. The Shadow Postoffice reservices. Shadowmen inside fire cannons at the humans. 01 uses "Blast Attack", a smaller version of "Blast End" to destroy the Shadowmen. Hakaida standing by a window curses 01. 01 uses

"Blast End" on the building, destroying it. As Ichiro and the humans stand by the smoking remains of the Shadow Postoffice a metal star just missing Ichiro hits a burntup beam. A note is attached to it. The note is apparently from Waruda, challenging 01.

Mari standing by a tree reads a letter.

At Shadow Crime Syndicate headquarters Waruda informs Big Shadow that he has received a letter from 01 asking him to meet for combat. After Waruda leaves Big Shadow congratulates Hakaida. Hakaida laughs and takes a bow.

Ichiro stands by Double Machine. Waruda rides up. The two face each other. Hakaida watches the two warriors. When it looks like Waruda may have defeated Ichiro Hakaida says "die 01". Ichiro breaks free of Waruda's chains however and transforms into Kikaida 01 then uses "01 Kick" on Waruda, knocking him down. Waruda gets up and fires on 01. 01 uses "01 Chop" on Waruda. Suddenly Bijinda appears, landing between Waruda and 01. She tells them Hakaida sent the letters. Hakaida curses Bijinda. Bijinda kicks Hakaida down. She grabs him by one arm. Hakaida breaks free and draws Hakaida Shot but Bijinda kicks it out of his hand. With his back against a tree, a three opponents in front of him Hakaida has no choice but to retreat, he vanishes in a puff of smoke. Waruda talks briefly to 01, turns to walk away. He stops, turns and talks to Bijinda when he's finished he bows, turns and walks away.

Alone by the lake, Mari burns Waruda's letters.

Ichiro rides Double Machine, this time the sidecar is empty. Hakaida watches Ichiro.

1 - 39 *THE RIVAL SPACEMEN COME BY FLYING SAUCER*

It's night time. A flying saucer hovers over a Japanese city and bombs it. Ichiro drives up on Double Machine and despite the fact that it is night transforms into Kikaida-01. Perhaps there was enough light from the fires caused by the bombs. 01 tries "Blast Power" on the saucer (energy waves shoot out of his hands) but it doesn't seem to have any effect. 01 jumps into the air shouting "Blast End". The saucer fires upon him.

A boy carrying a briefcase and his sister find Ichiro lying in the street, his clothes are burnt, he holds his right knee as if it hurts. They take him home.

Three boys walking home from school see a flying saucer head into the woods. They go into the woods looking for it. Two men in silver exit the saucer, they speak in high pitched voices. The boys hide behind trees, one of them drops a book. The Spacemen hear the noise and fire a freeze ray at a tree. He adjusts the weapon and fires a reddish brown mist which causes the tree to dissolve.

The next day the boy who found Ichiro goes into the woods and sees the saucer. The other three boys see the Spacemen and running away from them meet Waruda. Probably thinking he's another Spaceman fall at his feet. Later the boy who found Ichiro meets Waruda too. When this boy finds the equipment the Spacemen had been setting up on the playground, the Spacemen freeze him. Watching the boy get frozen, from Shadow Murder Force headquarters Big Shadow laughs.

Just as one of the Spacemen is about to spray the boy with the dissolving mist harp music is heard. A circle of flowers appears. Bijinda rises up through the flowers to drive the Spacemen away.

Ichiro, his clothes now undamaged, is riding Double Machine. When Waruda's motorcycle cuts off Double Machine, Ichiro goes flying. Ichiro recovers and lands safely, only to be attacked by Waruda. I don't know what Ichiro says to Waruda but .

Waruda comes upon Mari who's taking care of the frozen boy. Waruda kneels beside her. Waruda talks to Bijinda then leaves.

The three boys who saw their classmate frozen are walking down a street. When their classmate's sister comes up to them they try to avoid talking to her. Suddenly they turn and walk off, but stop when Waruda rides up. Waruda and the three boys head into the woods (probably the same park as from several previous episodes). Waruda sends the boys ahead, they're caught by the Spacemen and frozen. Waruda stops the Spacemen from dissolving the boys.

Mari and Ichiro are tending to the first frozen boy. Ichiro asks Mari to link with him to create "Blast Laser" a weapon he hopes will destroy the flying saucer. Mari nods agreement.

Waruda is about to draw his sword on the Spacemen when Gill Hakaida arrives and gives them orders

from Big Shadow. They leave. Hakaida and Waruda talk. I don't know what they say but Waruda kneels by the frozen boys and wipes his eyes (as if he's crying). Hakaida shoots Waruda in the back twice. Waruda falls. When Hakaida tries to leave Waruda rises and shoots his chain weapon which raps itself around Hakaida's leg. Waruda toses Hakaida around a bit. When Hakaida tries to draw Hakaida Shot, Waruda fires his mortar at him. Finally Hakaida is able to draw Hakaida Shot but Waruda uses his sword to knock the gun out of Hakaida's hand.

Meanwhile, Ichiro drives Mari to where the saucer is parked. When the Spacemen aim their freeze guns at Ichiro and Mari, the two heroes jump into the air and transform. 01 and Bijinda kick the guns out of the Spacemens' hands and fight them hand to hand. 01 and Bijinda knock the two Spacemen down hill, into each other. The Spacemen explode. The saucer takes off by itself. 01 swears. The saucer tries to bomb 01 and Bijinda, misses. Comes back for another try, misses. Tries a third time, misses. Lands, fires upon them from the ground. Waruda speeds his motorcycle towards the saucer. There is an explosion. The saucer takes off. 01 and Bijinda move towards where the saucer had been, 01 calling "Waruda Waruda ." The saucer again tries to bomb them. 01 and Bijinda jump into the air, linking arms. With one arm on each other shoulders they point their free arms at the saucer and shoot "Blast Laser". Waves of energy spring from their finger tips. The saucer is destroyed.

All four frozen boys unfreeze.

Waruda's smoking body lies on the ground. 01 and Bijinda lift Waruda up. He pulls away from the them and walks away. Bijinda calls his name. He turns, silently glances at her, turns and walks away, obviously hurt.

Ichiro watches the four boys and one girl walk away together. He smiles then drives off, alone.

This is the fourth episode in which Hiroshi and Akira do not appear. Misao is not in it either.

1 - 40 *ESCAPE! THE FROZEN BIJINDA HANGS BY A THREAD*

A construction crew has been enslaved by the Shadow Crime Syndicate. A boy and a girl come to the construction site looking for their father. The picture they show is of one of the men working underground, but they are told he isn't there and are sent away by a Shadowman disguised as a worker. At Shadow headquarters Gill Hakaida and Big Shadow are looking over the plans for the new base. They're interrupted by a radio message informing them that the workers have revolted. Hakaida is sent to stop the revolt.

The construction workers have gotten hold of boxes containg dynamite. Some of the men are killed by Hakaida Shot.

Watching from his base, Big Shadow sees Ichiro on his monitor, heading towards the construction site. He sends Zadam to stop Ichiro.

Zadam crosses his twin tridents. The ground opens up underneath Double Machine, it falls. Ichiro transforms into Kikaida-01. After several episode were the transformation is the short version, no solar collector, this episode shows the solar collector. Double Machine bursts threw a mountainside.

Hakaida shoots a construction worker. Another worker, afraid, grabs the box of dynamite and carries it to Hakaida. Waruda talks harshly to the man then tries to kick him but Hakaida stops him. My guess is Waruda was angry at the man's cowardice and betrayal of his own, even if it did help Waruda's side.

The boy and girl who were looking for their father are out on the street. It is snowing lightly. They try to keep warm by lighting matches. Mari finds them and gives them her coat. The children share it, keeping warm while Mari freezes. In the morning Misao finds the children and Mari. The children wake but Mari is unresponsive. When Misao touches Mari she finds her cold to the touch. Waruda pulls up on his motorcycle. Misao pushes the children back, standing protectively in front of them. Waruda picks up Bijinda and drives off with her. Ichiro drives up. Misao sends him after Waruda.

Misao and the two children are sitting on a park bench. A wounded man falls at their feet. He gets up and runs away. He's soon caught by a group of Shadowmen. They knock him out and are about to kill him when Ichiro's trumpet is heard. When he attacks them they run away.

Misao is directing traffic at the construction site. When a construction worker (actually one of the Shadowmen in disguise) tries to question her, she knocks him down. He's almost run over but Misao waves a red flag and shouts for the machine to stop. The man picks himself up.

Waruda is plugging a bunch of wires into the still frozen form of Bijinda. Gill Hakaida, Zadam and Big Shadow are watching on their monitor. Big Shadow and Hakaida have a disagreement about what to do. Big Shadow shoves Hakaida out of the way and flips a switch. Nothing seems to happen. Big Shadow curses Waruda. Waruda has removed a vacuum tube (remember those?) from Bijinda.

Misao has been taken prisoner and placed with the men. She talks with the father of the two children.

Ichiro arrives outside the construction area. The children are there. When Shadowmen disguised as workers attack, Ichiro defeats them. He fights his way into the cave where the real workers are held. One of the men plants a stick of dynamite to blast a different exit. Ichiro fights more disguised Shadowmen.

Waruda continues working on Bijinda. Ichiro finds his way into Waruda's room. He doesn't seem to believe Waruda is helping Bijinda. The two of them go outside to fight. Waruda gets his chain around Ichiro. Ichiro transforms into Kikaida-01. The chain doesn't fall off. 01 hits Waruda. Waruda shoots at 01. 01 frees himself from the chain and uses "01 Drive" against Waruda followed by "01 Cut" three times. His "01 Kick" is deflected by Bijinda. 01 is not happy but does not attack his friend, Bijinda. Bijinda helps Waruda to stand, he pushes her away (his pride is his weakness) and staggers off. 01 does not try to stop him.

The construction workers are finally free. Father, son and daughter are reunited. Ichiro rides away, alone. Bijinda walks away, alone.

1 - 41 *MATCHLESS IN ALL THE LAND - THE MIDAIR BATTLESHIP BLAST!!*

An explosion at sea, a ship comes up out of the water. This ship has on its bottom a giant fan which generates an artificial tornado. The ship also fires lightning like rays. At Shadow Crime Syndicate headquarters Big Shadow and Zadam watch the ship on their monitor screen. Big Shadow responds to the destruction it causes with the English phrase "very good, wonderful".

The Shadow Men operating the Battleship lose control, one falls out. It nearly lands on Hiroshi and Akira, who move out of the way just in time. The Shadow Man explodes. Ichiro drives up on Double Machine. Ichiro examines the remains of the Shadow Man. Then drives off.

At Shadow headquarters Big Shadow is not pleased at the Battleship going out of control. Zadam introduces the ship's new pilot, Satan.

The ship is generating a small white tornado. Mari sees it, she looks concerned. The wind turns over a flowercart. Three more Shadow Men fall out of the ship. Two hit the ground, exploding. The third is caught by Mari who hurls it to the ground. It explodes. Mari helps the teenage girl who was pushing the flowercart to upright it then moves on. Hiroshi and Akira not watching where they are going, run into the flowercart, knocking it over.

The ship is now flying over a flower garden. A girl tries to save the flowers. Another Shadow Man falls out, and is destroyed by Waruda. Waruda and the girl meet and seem to become friends. Waruda rides off on Waruda Machine.

Ichiro is riding down the road when he's cut off by Waruda. Ichiro jumps off Double Machine. Waruda attacks him. After dodging Waruda's sword, Ichiro transforms into Kikaida-01. The battle is cut short by the Battleship. The two enemies are cut in its winds.

At Shadow Headquarters, Satan introduces his new crew, all human, to Big Shadow. The crew boards the ship.

The three children are pushing the flower cart. Hiroshi and Akira leave it when they see Ichiro laying still on the ground, next to an unmoving Waruda. Akira picks up Waruda's weapon and hits Waruda with it. Akira is pushed aside by the girl from the flower garden. After picking himself up, Akira moves towards the girl as if to hit her, Hiroshi stops him.

The two androids have been moved indoors. While Hiroshi and Akira tend to Ichiro the young girl puts a wet cloth on Waruda's forehead. Although Waruda stirs first it's 01 that comes fully awake first. The young girl asks Ichiro something about a "robot". He nods. She goes to the garden to collect pieces from the smashed Shadow Man.

Monitoring the situation, Big Shadow sends Satan after the girl. Ichiro hears the girl's cries for help and races outside to take her away from Satan but before he can do anything else Waruda appears. The girl runs to Waruda but he pushes her aside. Waruda attacks Ichiro. As Waruda tries to hit Ichiro with his sword there is an explosion. Gill Hakaida appears. Before he can fire on Waruda again Bijinda appears

and with "Bijinda Kick" knocks the gun out of Hakaida's hand. But Hakaida has done his job. With Ichiro distracted by Waruda and Bijinda distracted by Hakaida, Satan is able to grab the girl. Hakaida laughs and vanishes. Satan flies away with the girl. Bijinda uses her harp to fire an arrow at Satan. The arrow hits his hand, he drops the part from the Shadow Man. Bijinda catches it. Bijinda, Ichiro and Waruda stand there watching helplessly as Satan gets away with the girl. The teenag girl (apparently the other girl's sister) berates Waruda for allowing this to happen. Waruda falls to the ground, greaving. Ichiro takes the part from Bijinda and opening his chest places it inside. It turns out this piece from the Shadow Man contains the plans for the Battleship.

Kikaida-01 is riding Double Machine with Bijinda beside him on her motorcycle, Bijinda Machine. The Battleship attacks, using its wind power to cause 01 and Bijinda to crash their motorcycles. 01 and Bijinda using rockets in their feet fly after the Battleship. When they burst in Satan throws a switch causes a hidden door to open under his crew and the girl he abducted, they fall out of the ship. 01 and Bijinda knock Satan out of the way. Then saying "01 Net" 01 turns a knob on his belt. A net wraps around the falling humans, parachutes appear on the net. Waruda jumps into the air, drawing his sword. He hits the falling Satan, Satan explodes. The girl thanks Waurda. Outside the ship, apparently in midair, 01 and Bijinda link to use "Blast Laser" to destroy the Battleship.

Mari walks through the woods, holding her shoulder, apparently wounded! She falls. She picks herself up and continues walking, unsteadily and still holding her shoulder. Ichiro drives away on Double Machine, unaware that Mari is hurt, or that he is being watched by Zadam.

1 - 42 *COMRADE ATTACK - THE FLAME THROWING SHADOW-FIGURE GUN*

A group of children are playing. Misao, Hiroshi and Akira are asleep. They wake up to see the children at play. A bright light flashes. The kids shadows come to life. The kids run away. One of the kids, a boy named Takeshi, runs home and tries to tell his mother but she doesn't listen to him, she's only interested in a note he handed her. Bad grades? Meanwhile the Shadows are attacking people, spraying a black gas from their fingers.

At Shadow Crime Syndicate Headquarters, Zadam shows Big Shadow how the Shadow Figure Gun works by using it on a Shadow Man. Big Shadow replies in English "wonderful". The Shadow Figure destroys several Shadow Men before fading away. When Zadam promises the Shadow Figure Robots can destroy 01 and Bijinda, Big Shadow replies in english "very good."

Risao, Hiroshi and Akira are attacked by Shadow Figure Robots. Mari appears to fight the Shadows. Takeshi appears and tries to fight the Shadow Figure Robots too but Mari pushes him out of harms way. After Mari defeats the Shadows Figure Robots, Misao, Hiroshi and Akira try to tell Takeshi's mother about the Shadow Figure Robots but she doesn't believe them either.

Ichiro gets in a fight with Shadow Figure Robots and Shadow Men. As soon as he transforms into Kikaida-01 the Shdow Figure Gun is used on him. 01 and his shadow fight. 01 is knocked down, 01 and his shadow roll around. Then standing up they continue to fight.

The Shadow Figure Gun appears outside an open window of the home of Takeshi and his mother. The Gun is used on Takeshi's mother. Takeshi grabs a bat to hit the Shadow Figure. Takeshi's mother tries to stop Takeshi but he breaks away. He tries to hit the Shadow Figure Robot but it grabs him and takes him away. Ichiro enters the room, too late to help.

Mari fights more Shadow Figure Robots and Shadow Men. Two Shadow Men explode without Mari having touched them. Gill Hakaida appears, aiming Hakaida Shot at Mari. Behind him is a jeep carrying the Shadow Figure Gun. Mari transforms into Bijinda.

Hakaida reaches to use the Shadow Figure Gun on Bijinda but is stopped by appearance of the flute playing Waruda. Hakaida uses the Gun on Waruda. I don't know why but Hakaida attacks the Shadow Figure Robot Waruda instead of the real Waruda. Having defeated Hakaida the Shadow Figure Robot Waruda uses the Gun on Bijinda. The two Binjindas fight. The Shadow Figure Robot Bjinda sends the real Bijinda flying. This upsets Waruda but before he can do anything he is attacked by his shadow. After knocking down the real Waruda the Shadow Figure Robot Waruda turns on Shadow Men. Hiroshi and Akira find Mari laying next to a pond. Ichiro repairs Mari. Misao is jealous. Misao, Hiroshi and Akira are not seen again until episode 46, the last episode.

Takeshi's mother cries over her missing son.

01 and Bijinda meet Hakaida in a quarry. Hakaida is holding Takeshi. The Shadow Figure Gun is there of course. 01 and Bijinda destroy several Shadowmen. Hakaida points Hakaida Shot at Takeshi but the gun is yanked out of his hand by Waruda's chain weapon. Waruda is apparently mad over Bijinda being attacked by her own Shadow. Hakaida whistles (his whistle sounds a lot like Professor Gill's flute). A

german shephard comes running. Waruda is rendered helpless by the appearance of the dog. Hakaida makes a mistake, he uses the Shadow Figure Gun on Waruda. The Shadow Figure Robot Waruda chases the dog away. The real Waruda and the Shadow Figure Waruda fight. At first it looks like the real Waruda will lose again but then he breaks free of the chain and stabs the imposter. Hakaida flees at 01's approach. 01 uses "Blast End" on the Shadow Figure Gun. Takeshi thanks 01 before running to his mother. 01 and Bijinda turn to face Waruda. Waruda turns and walks away.

Mari walks through the woods. Ichiro drives off on Double Machine.

1 - 43 *THE YOUNG MAN WHO LOVED BIJINDA*

Big Shadow is angry. I'm not certain but I think he's berating Zadam for the failure of the Shadow Figure Robots. Zadam talks about the Aqualung Men, robots that come up from an underwater base. One of these robots enters the Shadow Crime Syndicate Headquarters and destroys some Shadow Men as a demonstration. When Aqualung Men appear in the city, Ichiro arrives and destroys a couple of them.

A boy is sitting, looking out to sea. Mari walks up to him. The two talk. They're interrupted by three Aqualung Men coming out of the water. Mari fights with them. The boy tries to fight too. Suddenly a man appears and fights them. This man hates robots. (He's played by Chiba, Jirô who played FBI agent Taki Kazuya in Kamen Rider and Detective Shinjô, Go in Robot Detective.) When the Aqualung Men knock him down Mari returns to the battle, driving them back into the ocean. The man gets up. Mari has damaged her hand but doesn't let him see it. The android and the man who hates robots are both infatuated with each other. When he notices her holding her hand he tries to take a look but she won't let him. Neither knows they are being watched, by Waruda, who only sees Mari and this human holding hands. The man asks Mari her name and tells him his name is Toki (I think). Toki and the boy ride off on a motorcycle. When they're gone Mari lifts her hand, revealing that the artificial skin has torn off the damaged hand.

Ichiro is still fighting Aqualung Men. He drives them back to the ocean.

At Shadow headquarters Big Shadow is not pleased. I'm not certain but I think Zadam says their energy runs low on land.

Toki and the boy are attacked by Shadow Men. The two humans are driven towards the sea. Kikaida-01 appears to drive off the Shadow Men, but instead of being grateful Toki attacks 01. Rather than hurting this misguided human, 01 mounts Double Machine and drives away. Toki mounts his motorcycle and drives after, but where 01 made a turn Toki went straight ahead.

Waruda approaches Mari on the beach. Waruda attacks Mari. Toki drives up, sees Waruda fighting Mari. He runs to her defense and is quickly knocked out cold. Waruda would have killed him but Mari transforms into Bijinda and knocks Waruda down. Waruda doesn't try to finish the battle. He probably didn't really want to hurt Bijinda, he was just overcome with jealousy for a moment. When Toki awakes he imagines he sees Mari looking down at him, but when his head clears he sees it's Bijinda, just another robot to him. He tries to punch and kick Bijinda, she knocks him back down. The boy appears calling to Toki. Toki turns to the boy to protect him from this robot. When he turns back around Bijinda is gone.

Bijinda is standing by a rocky shore, looking out to sea. Ichiro walks up behind her. They talk. Bijinda says something about "ningen" (humans) and "robottos" (robots). I don't know what exactly but she sounds sad (which is not unusual for Bijinda). Ichiro has no response.

Toki and the boy stop at a hotel where Toki puts on wet suit. They return to the beach. When Bijinda approaches Toki and Bijinda have a brief discussion about robots. Toki threatens Bijinda with a speargun. While they are fighting over the speargun a couple of Aqualung Men grab the boy and carry him into the ocean.

Toki now wearing scuba gear is underwater. He has the speargun.

Inside their underwater base the Aqualung Men and a few Shadow Men are preparing to begin some sort of surgery on the boy. Toki sneaks into the base and fires the spear into exposed wires, causing a short which turns out the lights. In the dark he takes the boy off the operating table. The lights come back on. Toki attacks the Aqualung Men. The Shadow Men grab the boy. After knocking down the Aqualung Men, Toki knocks over the Shadow Men. Laughter is heard. Gill Hakaida appears. Toki tries to hit Hakaida and is knocked down. The boy tries to hit Hakaida and is knocked down. Hakaida laughs and vanishes. The Aqualung Men and Shadow Men attack again. Toki leads the boy through the base fighting as they go. Eventually Toki is overpowered but by then 01 and Bijinda arrive. Bijinda tells Toki to take the boy and get out. He does so.

Toki and the boy are followed out of the base by two Aqualung Men but 01 grabs the robots before they get anywhere near the humans. Bininda is also outside the base fighting three Aqualung men. Suddenly twin bolts of energy (probably "Blast Laser") hit the Aqualung which explodes.

Toki and the boy are sitting around a fire on the beach. 01 and Bijinda appear. Toki seems to apologise. Bijinda looks out to sea.

Mari is walking alone. Ichiro drives off on Double Machine. Waruda appears, watching Ichiro.

1 - 44 *BIJINDA'S BEAUTIFUL SAD PARTING*

Gill Hakaida and several Shadow Men hijack trucks carrying fruits causing a shortage. Strange as it may seem the Shadow Crime Syndicate is able to convert the fruit into explosives.

A young boy, son of the local grocer, gets in a fight with other children when they blame his father for the high prices. Mari interrupts the fight. Toki arrives on his motorcycle. After a brief chat Mari leaves. Toki takes the boy back to his father's shop. The man tells Toki a robot has been stealing the fruit. Toki recognizes the description of Hakaida.

Toki interrupts another hijacking. Hakaida orders the Shadow Men to kill him but Toki is able to hold his own against the Shadow Men. When Toki tries to take on Hakaida he ends up tossed to the ground. Hakaida shoots all around the man before aiming straight at him, before Hakaida can fire again Kikaida-01 appears to knock Hakaida Shot out of his hand. The cyborg and the android fight. 01 sends Hakaida flying. Hakaida lands near Toki, who attacks him. Hakaida picks Toki up and hurls him. Hakaida vanishes. Bijinda appears to pick up the battered and unconscious Toki.

Bijinda has wired herself to a metal band around Toki's head.

Ichiro is talking to the grocer's son when an obviously weakened Mari walks out.

Waruda approaches Bijinda. They have a discussion about ningen (humans) and robots. Waruda challenges Bijinda. Bijinda accepts the challenge, but is knocked down by a single kick. After making sure he hasn't damaged her Waruda leaves.

Toki awakes to find himself in a room with the grocer's son. A rock comes through a window. A bunch of kids run away. Toki stops them. The kids make up.

The grocer is sitting outside by a fire when Hakaida appears. The grocer's son runs up to his father. Silent since episode 40, Ichiro's trumpet is heard now. Ichiro jumps off the roof transforming into Kikaida-01 in mid air, when he hits the ground he attacks Hakaida. Hakaida is pushed back a door, the door opens to reveal boxes of fruit. Hakaida vanishes. 01 leaves. The grocer is surprised to see the boxes but his son doesn't believe he didn't know about them and runs away. His father runs after him. From the rooftop Hakaida laughs.

The grocer finds Toki and Ichiro but not his son. The rest of this episode doesn't make sense...

The next day everyone is happy to be able to buy fruit again. The grocer's son has, without explanation, returned. Five men dressed in black appear in front of the shop. Suddenly without warning the scene changes to Toki riding his motorcycle followed by Ichiro on Double Machine, both headed towards a group of Shadow Men (apparently they were the men in black). Ichiro and Toki fight the Shadow Men. When two Shadow Men grab Toki he's saved by the sudden appearance of Mari.

The Shadow Men have now been destroyed but Hakaida pulls Hakaida Shot on Toki. Toki kicks the gun out of Hakaida's hand and the two fight. Toki is knocked down (again). Mari picks up Hakaida Shot and throws it to Toki. Hakaida jumps into the air apparently intending to land on top of Toki but instead Hakaida is shot in mid air. There's an explosion. Hakaida appears to have been destroyed by his own weapon. Toki picks himself up and looks for Mari. He can't find her.

Mari is walking alone with Toki rides up. After a brief chat Mari transforms into Bijinda says "Sayônara" to the stunned young man and jumping into the air vanishes. He calls for "Mari". Getting no response he shouts "Bjinda! Bijinda!" No answer. Mari is walking alone, this time there are no trees, just dirt.

Ichiro is riding Double Machine.

1 - 45 *SAMURAI WARUDA DIES AT DAWN*

Gill Hakaida stands on top of a building, with a bow in his hand. Ichiro is riding on Double Machine. Hakaida fires an arrow into Ichiro's left arm. Ichiro pulls out the arrow. A yellow liquid drips off the

arrow. There is a yellow spot on Ichiro's jacket. He removes the jacket. There's a yellow spot on his shirt.

Waruda walks past several Shadow Men into the presence of Big Shadow. Zadam is standing at attention. Big Shadow is next to a rack containing several glass vials containing a yellow liquid. Big Shadow picks up a vial, sniffs it and seeming to sneeze pours the liquid on a Shadow Man. A table moves into the room. On top of the table are five katanas (curved bladed swords) in their sheaths. Big Shadow draws one. Zadam summons the Ronin Warriors. Five men dressed in black enter the room. They nod to Big Shadow. Big Shadow returns the katana to the table. Each warrior takes a katana. When they merely draw their swords the Shadow Man that had the yellow liquid sprinkled on it screams and falls apart. Ichiro is riding Double Machine. He stops. The Ronin Warriors are on a hill. They throw themselves at Ichiro. One is able to slice open Ichiro's sleeve with his Katana. Ichiro transforms into Kikaido-01. The yellow spot is seen clearly on 01's arm. One of the Ronin fans katana. The light reflecting off the blade blinds 01. The Ronin slices off 01's arm! Before the Ronin can do any further damage two have arrows land at their feet. The arrows explode, destroying the two Ronin. Bijinda appears. She tries to use "Bijinda Laser" on the three remaining Ronin but their katanas reflect it onto 01! Bijinda picks 01 up and holding onto him rockets away. One of the Ronin hurls his katana into the air. It turns so the blade points in the direction 01 went.

Mari reattaches Ichiro's arm. The yellow dot is still on his sleeve. Apparently this substance can only be erased by a certain flower. Mari knows where the flower grows and goes there.

Big Shadow and Gill Hakaido watch Mari on their monitor. Hakaido flips a switch.

Mari doubles over in pain. Waruda finds Mari. He unbuttons her top button. Big Shadow and Hakaido laugh. Waruda unbuttons the second button. Hakaido chuckles. Waruda reaches for the third button then stops to look through Mari's shirt and artificial skin. Seeing the bomb inside he curses Big Shadow. Then he punches Bijinda in the stomach, knocking her out. Big Shadow is not happy. Waruda opens himself up.

The Ronin Warriors stop. The leader hurls his Katana into the air. It turns then falls. He catches it. They continue on in the direction the blade had pointed.

Mari thanks Waruda for his help. Waruda gives Mari a Shirasaya style katana (a sword disguised as bamboo walking stick). Mari thanks Waruda and continues looking for the flower. Waruda follows.

The Ronin stop and let the katana point the way to 01 again.

Mari is at the foot of a hill looking up. The flower grows on top of the cliff. She moves towards it but Waruda stops her. Handing Mari his disguised katana he begins the climb. Boulders fall, just missing him. Twice there are small explosions from Waruda. In using his own circuits to repair Mari he has weakened himself. Waruda makes it to the top and picks one flower but there is another explosion and he falls. He picks himself up and hands Mari the flower.

Kikaido-01 is attacked by the Ronin Warriors. An arrow lands by the Ronin and explodes. They hear laughter. They look up to see Bijinda. They hear more laughter. Waruda appears beside Bijinda. When Waruda jumps towards the Ronin they disappear. Waruda watches Bijinda use the flower to erase the yellow mark from 01's arm. Bijinda tells 01 of Waruda's help. Holding his hand out to Waruda 01 says "Arigatō". Waruda draws his sword and attacks 01. I don't know what Bijinda said to him, but Waruda breaks off the attack, turns and slices the air in frustration.

Bijinda and 01 are walking together when Shadow Men attack. They destroy some. More appear. The Ronin Warriors appear. Then Waruda appears, draws his sword and attacks 01 again. While 01 fights the four swordsmen, Bijinda destroys more Shadow Men. When one of the Ronin tries to blind 01 again Bijinda throws the sword Waruda gave her to 01. 01 catches the sword and uses the blade to reflect the sunlight back into the eyes of the Ronin. 01 knocks one of the Ronin over, it explodes. He slices another with the sword and uses "01 Cut" on the third. Both Ronin fall over and explode. Now 01 turns to Waruda.

01 sticks the sword into the ground. Bijinda calls to both 01 and Waruda but this time they ignore her. For a moment 01 and Waruda just look at each other. Then 01 throws himself at Waruda. 01 manages to knock Waruda's sword into the air but in so doing is cut on his leg. As Waruda moves towards the damaged 01 his own sword falls back down, stabbing him in the back! Waruda falls. Bijinda calls out "Waruda!" Waruda explodes. Bijinda runs calling "Waruda! Waruda!" Through a flashback Bijinda remembers Waruda handing her the flower.

Mari walks through the woods alone.

Ichiro rides Double Machine.

Big Shadow says something about 01, probably a threat, then laughs.

1 - 46 *THE FRIENDS OF GOOD CHILDREN - ANDROID BANZAI!*

A plane flies towards the airport. One of the passengers onboard this plane is Doctor Komyoji. Doctor Komyoji takes a cab. When the cab doesn't go where he wants it to he complains to the driver. The driver transforms into Gill Hakaida.

Misao, Hiroshi and Akira walk up to a house. The sign on the gate reads "Komyoji". Misao is carrying a white envelope. Ichiro drives up. He holds up a similar envelope. A guitar is heard. Jiro is standing on top of tower covered with lights. Hiroshi says "Kikaida". Misao says "Jirosan". Ichiro smiling says "Jiro". Jiro jumps down off the tower.

The three humans and two androids are now inside. It seems like Jiro knows the Shadow Murder Force has captured Doctor Komyoji.

Hakaida and two Shadow Men take Doctor Komyoji to Big Shadow, who is standing in front of two large doors covered in the Shadow symbol. The doors open to reveal the room is taken up by a machine. Hakaida calls one of the Shadow Men forward. He blasts it with Hakaida shot. Then aiming the gun at Doctor Komyoji orders him to activate the machine. Apparently Doctor Komyoji had designed the machine when forced to work for Professor Gill. The doctor flips some switches. The parts of the Shadow Man are vacuumed up. The doctor throws three levers. The Shadow Man walks out a doorway in the machine, whole again. Big Shadow laughs. Hakaida says something about 01 and Bijinda. Big Shadow curses them.

Mari has broken into Shadow headquarters. Guns in the wall fire at her but they miss. Shadow Men attack her. She manages to drive most of them back but one is able to hit her knocking her until a wall which swings, forcing Mari into another room. One wall of this room has spikes. It starts moving towards Mari. She tries to open the spinning door she came through but it can't be opened from inside!

Two Shadow Men are jumping for joy at the thought that Mari is about to be crushed by a spiked wall, when Ichiro appears and knocks them down. He pushes on the wall. It opens. Mari comes out, just in time.

Doctor Komyoji has somehow slipped past his guards to return to the machine. Hakaida catches him doing something to it. After knocking the doctor down he hits the two Shadow Men who were supposed to be guarding the doctor. Then he blasts one. Hakaida flips the switches. When the machine works he assumes he caught Doctor Komyoji in time to stop the sabotage. (He finds out too late that he was mistaken). He hits the doctor again.

Ichiro and Mari sneaking around the base see Hakaida beating Doctor Komyoji. Hakaida takes the doctor away.

Kikaida-01 and Bijinda are standing outside. In the distance a guillotine comes up out of the ground. Doctor Komyoji is placed in the guillotine. A cable leads from the blade to four small cages where it splits into four cables.

01 and Bijinda twist their ears. Their eyes pop out of their heads, giving them the ability to see the cages. Inside each cage is a hamster pig. The hamsters each chew on their own apple. Each apple is connected to a cord which leads to the guillotine. When all four apples are gone all four cables will snap and the blade will fall. 01 and Bijinda's eyes slide back into their heads. At Hakaida's signal a bunch of Shadow Men and Zadam appear on top of the hillside.

Kikaida-01 on Double Machine and Bijinda on Bijinda Machine drive closer. They stop suddenly. They're about to continue on when Jiro appears. "Chenji suitchi on wan tsuu surii", he transforms into Kikaida. Unfortunately they don't show the whole transformation sequence. After "suri" Jiro jumps into the air and becomes Kikaida. Side Machine appears out of nowhere and the three heroes drive off on their own motorcycles.

Two cannons fire on the heroes. To make it more difficult for the Shadow they split up, each driving in a different direction. Shadow Men with machine guns fire at them. Side Machine.

Double Machine and Bijinda Machine are now armed with their own mortars which blast the Shadow Men. However, as they fall their pieces are vacuumed up! And quickly reassembled they return to battle. A counter on the machine indicates a total of 7 androids have been reassembled. The hamsters continue to nibble on the apples.

When the heroes get close enough they dismount and take part in hand to hand combat with the Shadow Men. When Hakaida draws Hakaida Shot Bijinda destroys him with "Bijinda Laser". However, he is vacuumed up, reassembled and sent back out by Big Shadow. The counter now reads 17.

The three heroes approach the guillotine but a cage comes up out of the ground surrounding 01 and Bijinda. Kikaida jumping into the air, crosses his arms and shouts "Denji Endo". The cage explodes. 01 and Bijinda are free but more Shadow Men appear. As they fight the first cable snaps. The battle continues. The second cable snaps. More Shadow Men are vacuumed up. The counter reads 25. Zadam crosses his twin tridents and in a poof of smoke splints in two. The blue Zadam yells "Die 01!" The red Zadam yells "Die Kikaida". Hakaida appears and yells "Die Bajinda" (in Japanese of course). 01 uses "Blast End" to destroy the blue Zadam. Kikaida uses "Denji Endo" (Electromagnetic End) to destroy the red Zadam. Bijinda uses "Bijinda Laser" to destroy Hakaida. As the villains are reassembled the counter goes to 26, 27 and 28. I'm only guessing but I think Big Shadow says to Hakaida "you again?" before sending him back out. When the two Zadam and Hakaida appear again "Blast End", "Denji End" and "Bijinda Laser" have no effect. Apparently each time the machine reassembles an android it makes it more powerful.

Hakaida stands between the two Zadam and grabs hold of both tridents. The three shout "Zadam-Hakaida Tri-Attack".

What was supposed to happen we'll never know because 01, Kikaida and Bijinda immediately link arms, shout "Kikaida Triple Circle Power", jump into the air and start spinning, when they do this the three villains explode. The fourth cable snaps and the blade falls. 01 catches it. Doctor Komyoji did in fact succeed in sabotaging the machine. When the counter hits 30 the machine explodes, destroying the entire Shadow Crime Syndicate headquarters and Big Shadow with it! The explosion though big is not as long as the explosion that destroyed the Dark Demolition Corps headquarters at the end of Jinzo Ningen Kikaida.

Misao, Hiroshi and Akira are stuffing themselves with cake. Doctor Komyoji smoking his pipe watches them eat. They're all happy at the end of the Shadow but sad that Ichiro, Jiro and Mari have not joined them.

Ichiro, Jiro and Mari walk towards each other. When they meet they clasp hands and nod at each other. Then they pull apart and turning walk forward.

KING OF THE CASTLE

Lurking behind this nightmarish vision was the story of a young teenager's nervous breakdown. Shy, sensitive Ronald Wright's mind snaps under the strain of living at the top of the council tower block. He clashes with his parents, his teachers and the local bullies, and retreats into a fantasy world in which all the people he knows are transformed into nightmarish doubles. His headmaster, Spurgeon, becomes a mad scientist, his stepmother June, becomes a witch and bully leader Ripper turns into a fully armed Samurai Warrior.

Ronald enters this fantasy world when he plunges down a lift shaft. While in reality a rescue operation is being mounted, Roland lives out a fantasy. He meets Vein, the keeper of the keys, and discovers that he must earn certain keys to escape. He becomes 'King of the Castle' but discovers that all the dirty rascals are plotting against him and he is put on trial. . .

King of the Castle was written by Bob Baker and Dave Martin who were also responsible for the previous year's HTV science fiction series, SKY (see separate entry). It was originally scheduled for a weekday children's slot early in 1977 but ITVs network planning committee deemed it 'too scary' for children to watch alone, so it was postponed for four months and moved to a Sunday teatime slot. The producer was Leonard White, the executive producer was Patrick Dromgoole, the designer was John Biggs.

WR. Bob Baker, Dave Martin.

DIR. Peter Hammond, Leonard White, Terry Harding.

EPISODES: 7 **YEAR MADE:** 1977 **COUNTRY:** GB **SEASONS:** 1

AN HTV PRODUCTION

CREATOR: BOB BAKER, DAVE MARTIN

TYPE OF SHOW: WEIRD

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 08/05/1977

AIR DATE OF LAST EPISODE 19/06/1977

SEASON DATE BREAKDOWN:

FILMS:

Roland PHILIP DA COSTA, Spurgeon/Hawkspur FULTON MACKAY, Hawker/Ergon MILTON JOHNS, Vine/Vein TALFRYN THOMAS, Voss/ Voysey DEREK SMITH, Ripper/Warrior JAMIE FOREMAN, June/Lady ANGELA RICHARDS, Ron/Lord SEAN LYNCH, First Engineer/Chef PATRICK DURKIN, Second Engineer/ Sous Chef DAVID TERVENA, Alf/Alfie KEVIN HUDSON, Betty/Beattie GEORGINA KEEN, Della/Delta MAJELIA DENNEHY.

RELATED SHOWS:

SKY

KING OF THE MOUNTIES

In 1940, Republic released *King of the Royal Mounted*, a serial devoted to the patriotic exploits of Sergeant King (Lane). Though the impact of the chapterplay was much reduced by the villains not being clearly identified as Germans (which they were), because America was still at peace, it was a resounding success. Hence this sequel in which, America now being at war, the enemies are clearly identified as agents of Germany, Japan and Italy helping to prepare for an Axis invasion of Canada by bombing it from an undetectable plane. An inventor who comes up with a new kind of plane detector is killed, leaving Lane to protect the detector and rescue the inventor's daughter, Drake, when she's kidnapped by the enemy . . .

It's all thrilling stuff and, above all, patriotic, as Republic made clear in its promotion of the chapterplay: 'Unscrupulous plans for Western world conquest are shattered to bits when the hordes of yellow-bellied rats come to grips with the courage and cunning of Canada's Mounted Police!' Witney, directing on his own for a change, produced a stylish piece of nonsense, hindered only by the budgetary economies that war brought: to take just one example, blanks were rationed. More interestingly, a mark of the concern Republic's front office had over the name of the undetectable plane the villains operated from, the Falcon, can be gauged by the instruction sent down for the screenwriters to provide phonetic spellings of 'Falcon' whenever the word was used. Hence 'we cannot afford to lose the Falcon (fawlkn) plane'. The producer for the serial was W.J.O'Sullivan, the cinematographer was Bud Thackery.

WR. Taylor Cavan, Ronald Davidson, William Lively, Joseph O'Donnell, Joseph Poland.

DIR. William Witney

EPISODES: 12 **YEAR MADE:** 1942 **COUNTRY:** US **SEASONS:** 1

REPUBLIC

CREATOR:

TYPE OF SHOW: INVASION

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Sergeant King ALLAN LANE, GILBERT EMERY, RUSSELL HICKS, PEGGY DRAKE, DOUGLASS DUMBRILLE, DUNCAN RENALDO.

KING OF THE ROCKET MEN



Thus, although King of The Rocket Men features a rocket-suited hero (Coffin) on the trail of the masked Dr Vulcan (Jolley), the storyline has him spending vast amounts of time trying to puzzle out which of the scientists at Science Associates (Republic's writer's block standing in for the scientific foundation) is Dr Vulcan. That said, the flying sequences are amongst the best mounted by Republic while Coffin's twisting of the three control knobs of his suit to 'on', 'up' and 'fast' before taking off are fondly remembered by many for their camp charm.

Clarke, the inveterate newspaperwoman on the trail of the identity of the mysterious Rocketman, is best remembered as the girl who got a grapefruit shoved into her face by James Cagney in Public Enemy (1931).

As the days of the serial drew to a close, Republic (and Columbia) turned increasingly to Science Fiction for inspiration. However, such modern concerns sat uneasily with the very traditional plots Republic's screenwriters kept (re-) writing. The serial was produced by Franklyn Adreon, the cinematographer was Ellis W. Carter, the special effects were created by Howard Lydecker and Theodore Lydecker.

One of the serial's prime attractions was Commando's Flying-jacket, a plot device originally created for the studio's KING OF THE ROCKET MEN (1949). Even though three years had passed since the figure of Rocket-man had soared through the skies, the flying jacket gimmick, as well as the footage of the Cody rocket in flight through the skies, still looked impressive, thanks to work of the studio's special effects wizards Howard and Theodore Lydecker.

WR. Royal Cole, William Lively, Sol Shor.

DIR. Fred C. Brannon.

EPISODES: 12 **YEAR MADE:** 1949 **COUNTRY:** US **SEASONS:** 1

REPUBLIC

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

TRISTRAM COFFIN, MAE CLARKE, DON HAGGERTY, Dr. Vulcan I. STANFORD JOLLEY, JAMES CRAVEN, HOUSE PETERS JNR.

- 1 - 1 *DR. VULCON TRAITOR*
- 1 - 2 *PLUNGING DEATH*
- 1 - 3 *DANGEROUS EVIDENCE*
- 1 - 4 *HIGH PERIL*
- 1 - 5 *FATAL DIVE*
- 1 - 6 *MYSTERY OF THE ROCKET MAN*
- 1 - 7 *MOLTEN MENACE*

- 1 - 8 *SUCIDE FLIGHT*
- 1 - 9 *TEN SECONDS TO LIVE*
- 1 - 10 *THE DEADLY FOG*
- 1 - 11 *THE SECRET OF DR. VULCAN*
- 1 - 12 *WAVE OF DISASTER*

KINKYU SHIREI 10-4 10-10AKA: **EMERGENCY ORDER 10-4*10-10**

Professor Haruhiko Mori (Kurosawa) sets up a special private investigation team that utilizes Citizen's Band (CB) radios, hoping to use their network to solve crimes that leave the police baffled. When trouble strikes, the Professor sends out a 10-34 ("SOS") message to associates under the command of Iron Mask (Mizuki). He then organizes team members with handles like Snow White and the Tokyo Silvervine Rider, who employ gadgets and special weapons developed in the Professor's lab.

Made in the middle of a mini-boom of mystery shows as the Tsuburaya studio capitalized on the success of ULTRA Q, 10-4 10-10 took its name from the CB code numbers for "Roger" and "Out". The team's cases varied from mundane searches for missing persons to battles against evil, such as a giant mutant rat, a mud monster, a mutant vampire from the Amazon, and killer mold. As with UNBALANCE and OPERATION MYSTERY, the show attempted to move away from the monster battles for which the Tsuburaya studio had become known - only one city-stomping giant appears in its entire six month run.

Though CB radio had been licensed in the U.S. since the 1940s, Japanese TV seems to have been ahead of the times in exploiting it as a dramatic gimmick. It would be several years before the West was treated to Sam Peckinpah's CB demolition derby in Convoy (1978) and the dubious short-wave delights of the early Nicole Kidman movie BMX Bandits (1984). The whole thing seems almost impossibl quant in these days of the Internet and instantaneous global communication, but see Heiji Zenigata for details of his mobile phone wilding grand-daughter, Music by Takeo Watanabe.

The series was produced by Takuzo Omura.

WR. Junji Tashiro, Toshiyuki Shibata, Susumu Takahisa, Keisuke Fujikawa, Narimitsu Taguchi.

DIR. Nobuhiko Hamano, Hideotaka Ueno, Inoshiro Honda, Yukimitsu Murase, Kiyosumi Fukawawa.

EPISODES: 26 **YEAR MADE:** 1972 **COUNTRY:** JAP **SEASONS:** 1

TUSBURAYA /NET (ASAHI)

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 03/07/1972

AIR DATE OF LAST EPISODE 25/12/1972

SEASON DATE BREAKDOWN:

FILMS:

Professor Haruhiko Mori TOSHIO KOROSAWA, Iron Mask NOBORU MIZUKI, SHUNSUKE IKEDA, REI MAKI, SHIRO ONO, KAZUAKI YUHARA, JUNICHI MATSUOKA, TOMOYUKI NEMOTO, YUKO FUKASAWA.

RELATED SHOWS:

ULTRA Q

UNBALANCE

KINVIG

The hero of this seven part story was Des Kinvig, an ineffectual dreamer who runs a backstreet electrical repair shop. Fussed over by his mumsy wife Netta and saddled with a huge dog called Cuddley, Des finds escape from his humdrum life in the passions of his pal Jim, a fully paid up UFO fanatic.

One night while walking his dog, Des's fantasies are apparently fulfilled when he comes across a spaceship and discovers that one of his customers, bossy Miss Griffin, is really a dishy woman from Mercury (played by Prunella Gee in some of the sexiest costumes imaginable from silver catsuit to pink leather bikini!). Des is whisked off to Mercury where he meets the 500 year old Buddo and learns that a race of ant like creatures called Xux are secretly plotting to invade Earth by replacing people with humanoid robots, and indiscriminately handing out the power to bend cutlery.

Nigel Kneale the creator of this show was also responsible for creating QUATERMASS. It was Kenales intent that all Des's experiences with the delectable Miss Gee (dubbed 'Quatermiss' by one national newspaper) were the product of his fanciful imagination. But this was not made crystal clear in the production and a lot of people didn't know what to make of it. However, it was a welcome change from the usually sitcom fare. The series has not been seen in the US. The producer for the series was Lee Chatfield, the designer for the series was Mike Oxley.

Douglas Adams' *The Hitch-Hiker's Guide To The Galaxy* proved, were it not already recognised, that the worlds of humour and science-fiction could mix and match. Kinvig, while not in the same league as Adams' creation, was nonetheless the work of a true great in the sci-fi field: Nigel Kneale, a major contributor to the TV genre, not least via his ground-breaking BBC Quatermass series in the 1950s.

Kinvig was so titled because of the central character, a dreamy electrical repair man of that name whose existence, we see, revolves around wiring, sockets, the customers who call into his rundown street-corner repair shop in Bingleton, and home life with his attentive if scatty wife Netta and Cuddly, their loving pooch. One night, out walking the dog, Kinvig meets Miss Griffin, a beautiful woman dressed (but only just) in clothes that leave little to the imagination. Miss Griffin - nicknamed 'Quatermiss' by one Fleet Street wag - is more than just sexy, however, she hails from Mercury and is a swift inter-planetary traveller. Suddenly, Des's life consists not just of corner-shop banality but being zoomed off to other planets. This is the cause of great frustration to his friend Jim Piper who has long been fascinated by the idea of UFOs and so cannot understand why someone so unresponsive to the notion of extraterrestrial life should have all the luck. Des would not exactly call it 'luck' though - together with Miss Griffin and Buddo, who also comes from Mercury and is 500-years-old, their job, no less, is to save the planet Earth from the dreaded ant-like Xux tribe.

What was made never clear to viewers, however, is whether all these things really happened to Kinvig or whether they were just the product of a fertile imagination.

WR. Nigel Kneale.

DIR. Les Chatfield (Eps 1-7), Brian Simmons (Ep 1 only).

EPISODES: 7 **YEAR MADE:** 1981 **COUNTRY:** GB **SEASONS:** 1

A LONDON WEEKEND TELEVISION PRODUCTION

CREATOR: NIGEL KNEALE

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 04/09/1981

AIR DATE OF LAST EPISODE 16/10/1981

SEASON DATE BREAKDOWN:

FILMS:

Des Kinvig TONY HAYGARTH, Netta Kinvig PATSY ROWLANDS, Jim Piper COLIN JEAVONS, Miss Griffin PRUNELLA GEE, Mr. Horseley PATRICK NEWELL, Buddo SIMON WILLIAMS, Sagga DANNY SCHILLER, Loon STEPHEN BENT, Bat ALAN BODENHAM.

- 1 - 1 *CONTACT*
- 1 - 2 *CREATURE OF XUX*
- 1 - 3 *DOUBLE,DOUBLE*
- 1 - 4 *BIG BENDERS,THE*
- 1 - 5 *WHERE ARE YOU,MISS GRIFFIN...?*
- 1 - 6 *THE HUMANOID FACTORY*
- 1 - 7 *THE MYSTERY OF NETTA*

KNIGHT RIDER



Knight Rider was a series about a black Trans AM, which had been extensively modified into becoming a force of good in the war against crime. The car, named K.I.T.T. short for Knight Industries Two Thousand, had quite a few features that did not come standard, nor as options, from the factory. Among these features were: a molecular bonded shell giving it a nearly indestructible body (gunfire and crashes had no effect on it).

The ability to cruise at 300 MPH, the ability to drive itself, a plethora of weapons and the ability to both drive on water and fly through the air (for short distances). The most interesting feature K.I.T.T. had however was a distinct personality and the ability to talk to people including his driver, Michael Knight.

As Michael Knight, David Hasselhoff was the star of the series, but in reality he took second billing after KITT. Before taking the job as KITT's driver. Michael Knight had been an undercover police officer named Michael Long. While on assignment, Long was shot in the face and left for dead by the villains. He was rescued by Wilton Knight, a dying billionaire who was the founder of Knight Industries and the Foundation for Law and Order.

Knight saved Michael's life and gave him a new face, patterned after his son's and the new identity of Michael Knight. He also offers Michael the opportunity to bring to justice the criminals who were above the law, with the backing of the Foundation for Law and Government and KITT to aid him in this mission. It was a mission Michael accepted.

After Wilton Knight died, his associate Devon Miles took over as the head of the Foundation as Michael's boss. Michael was also aided by both Bonnie and April, mechanics responsible for maintaining and upgrading KITT. During the series final season, RC3, a black mechanic who grew up on the streets joined the team.

In 1991 a TV movie entitled Knight Rider 2000 was produced which was set in the year 2000. The feature was a continuation of the original series featuring a brand new car, the Knight Rider 4000, which Michael Knight is brought out of retirement to drive. Three years later a second TV movie entitled Knight Rider 2010 was produced as part of the syndicated movie package Universal Action Pack: other than the name this second feature had nothing to do with Knight Rider.

After a long absence and several television movies, Knight Rider returned in a new series also created by Glen A. Larson called TEAM KNIGHT RIDER which was shown on Sky One in the US and ITV in the UK. The series was first seen on NBC. Many people attribute the success of this series, about one man and his talking car, to leading man David Hasselhoff. Previously a soap heartthrob on *The Young and the Restless* and subsequently *Baywatch's* leading body-beautiful-in-a-bathing-costume, Hasselhoff won over viewers - particularly women - with his laid back style, tight jeans and a twinkle in the eye.

The series itself is said to have come out of a discussion between the head of programming at NBC, Brandin Tartikoff, and his assistant about the difficulties in casting attractive men in leading roles - when they often can't act! An ideal solution, they thought, would be to do a series where the car did all the talking - at least, that's what Tartikoff told *California* magazine. Whether the story be true or not, Hasselhoff's co-star was indeed a talking car; a sleek, black Pontiac Trans-AM converted to become the Knight Industries Two Thousand, or KITT for short. It was the sort of car that might have been designed for James Bond, furnished with an array of weapons including flame throwers, smoke bombs and infrared sensors. It was able to withstand almost any attack including bullets and crashes, could race up to 300mph, travel on water and even fly for short distances. Its driver, Michael Knight (Hasselhoff), was somewhat of a customised model himself, having originally been an undercover cop who was shot in the line of duty and presumed killed.

Dying millionaire Wilton Knight came to his aid by paying for plastic surgery that gave him a new identity and a resemblance to Wilton's son. On his death, Wilton entrusted his fortune to Devon Miles (Edward Mulhare) to run the Foundation for Law and Government (FLAG) to fight against crime and injustice, with

Michael and KITT as they lead operatives. Also part of the team was beautiful technician Bonnie Barstow, played by Patricia McPherson (briefly replaced by Rebecca Holden as April Curtis in the second season). She was assisted by streetwise black mechanic Reginald Cornelius III (Peter Parros), or 'RC3' as he was generally known, during the final season. William Daniels was the voice of KITT. The show lasted four seasons, ending in 1986, and since then there have been two attempts to bring back the show. The first was in 1991 with a tv movie, Knight Rider 2000, featuring a new cast -Susan Norman, Carmen Argenziano, Eugene Clark, Megan Butler, Mitch Pileggi (X-Files' Assistant Director Skinner), Christine Healy, Lou Beatty Jr, Francis Guinan and John Cannon Nichols.

But this pilot was never picked up for a series and is probably best remembered for the cameo appearance by James Doohan (Star Trek's Scotty) playing himself. More successful is Team Knight Rider which actually made it to series in 1997 and was picked up by ITV in the UK (appearing for a few episodes before disappearing). This time one man and his car are not enough, and it takes a team of five operatives and futuristic vehicles to tackle crime and injustice. The FLAG team is lead by former CIA agent Kyle Stewart (Brixton Karnes) in a sports car called Dante (voiced by Tom Kane). Other members of the team are former marine and martial arts expert Jenny Andrews (Christine Steel) in her red Mustang, Domino (Nia Verdalos); ex-cop and former boxer Duke DePalmer (Duane Davis) in Beast (Kerrigan Mahan), a part tank all-terrain vehicle with winches, cranes and a laser cannon; con woman Erica West (Kathy Trageser) in her hybrid motorcycle Kat (Andrea Beutner); and scientific genius Kevin 'Trek' Saunders (Nick Wechsler) in high pursuit vehicle Plato (John Kassir).

Here was a series capitalizing on several genres immensely popular on Television, the police drama, and science fiction. David Hasselhoff (Sorry Dave, I can't spell names worth a damn), plays a daring detective who, aided by some high tech geniuses and an incredible firebird like car named Kit, is able to thwart bad guy after bad guy. Thanks to Anthony Del Giudice for reminding us of this one.

The unique value of the show to Sci-Fi Gallery, is the concept of the fully intergrated Artificial Intelligence realized as Kit the car. Kit talks quite intelligently and in fact sounds quite human. But the Knight Rider can tell his car, "Take care of the that Kit", and the car will open a door and smack the bad guy. On at least one occasion Kit has acted unilaterally to take out a bad guy and at least once has rescued the Knight Rider from disaster. This independent agent is the dreams of many a Science Fiction author, from Issac Asimov (I Robot Novels and Short Stories) to Alan Dean Foster (go find this interesting one) something about a detective with an android and a hovering little AI that occasionally perches on his shoulder to recharge. As mentioned in the reply to the public comment posted by Anthony, Batman's car also features a rudimentary intelligence.

WR. Glen A. Larson, Deboarh Dean Davis, Judy Burns, Gregory S. Dinallo, Stephen B. Katz, William Schmidt, Robert Foster, Janis Hendler, Robert W. Gilmer, Julia Friedgen, Gerald Sanford, Richard C. Okie, Simon Muntner, Burton Armus, William Elliott, Robert R. Toddman, Skip Webster, Carlton Hollander, Dennis Rodriquez, Herman Miller, Nick Alexander, Peter Allan Fields, Jim Byrnes, Samm Smith, Leonard Kaufman, Rob Hedden.

DIR. Daniel Haller, Paul Stanley, Bruce Bilson, Virgil W. Vogel, Peter Crane, Sidney Hayers, Alan Myerson, Gil Bettman, Winrich Kolbe, Robert Foster, Bernard L. Kowalski, Harvey Laidman, Bruce Kessler, Jeffrey Hayden, Georg Fenady, Charles Watson Sanford, Chuck Bail, Gilbert Shilton, Alan J. Levi.

EPISODES: 90 **YEAR MADE:** 1982 **COUNTRY:** US **SEASONS:** 4

aired on NBC/GLEN A. LARSON PRODUCTION

CREATOR: GLEN A. LARSON

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 21, (2) 21, (3) 21, (4) 22

DATE OF PREMIER: 26/09/1982 **AIR DATE OF LAST EPISODE** 21/03/1986

SEASON DATE BREAKDOWN:

FILMS: KNIGHT RIDER 2000 (1991) , KIGHT RIDER 2010 (1994).

Michael Knight/Michael Long DAVID HASSELHOFF, Devon Miles EDWARD MULHARE, Bonnie Barstow PATRICIA MCPHERSON (1,3,4), April Curtis REBECCA HOLDEN (2), Reginald 'RC3' Curtis III PETER PARROS (4), Voice of KITT WILLIAM DANIELS.

Books Based on this series.

Knight Rider 1 - Knight Rider

Glen A. Larson & Roger Hill 1983

Knight Rider 2 - Trust Doesn't Rust

Glen A. Larson & Roger Hill 1984

Knight Rider 3 - Hearts of Stone	Glen A. Larson & Roger Hill	1984
Knight Rider 4 - The 24 Carat Assassin	Glen A. Larson & Roger Hill	1984
Knight Rider 5 - Mirror Image	Glen A. Larson & Roger Hill	1985

RELATED SHOWS:*BUCK ROGERS IN THE 25TH CENTURY**BATTLESTAR GALATICA**AUTOMAN**GALACTICA 1980**HIGHWAYMAN, THE**MANIMAL**NIGHTMAN**TEAM KNIGHT RIDER**BATTLESTAR GALATICA (MINI)**BATTLESTAR GALACTICA (2004)*1 - 1 *KNIGHT OF THE PHOENIX (A TWO PART STORY)*

When a young detective is ambushed in a failed police stakeout, he is believed to have been killed. In reality, he survives and learns that his face has been altered and his identity has been changed to Michael Knight. The man responsible for this is Wilton Knight, a dying billionaire who, convinced that one man can make a difference, has selected Michael for the role as a crime-fighter.

Wr Glen A. Larson**Dir** Daniel Haller1 - 2 *DEADLY MANEUVERS*

Michael stops to offer a stranded Army Lieutenant a lift, only to learn when they arrive at her base that her father has died under mysterious circumstances. With the events surrounding the death highly suspicious, Michael decides to investigate.

Wr William Schmidt, Bob Shayne**Dir** Paul Stanley1 - 3 *GOOD DAY AT WHITE ROCK*

Michael and KITT head to the quiet backwater town of White Rock for Michael to take a well deserved vacation and do a little rock climbing, but the trip isn't quite the quiet break expected when they find that the town is being terrorized by a rowdy motorcycle gang preparing to do battle with a rival club of bikers.

Wr Deborah Davis**Dir** Daniel Haller1 - 4 *SLAMMIN' SAMMY'S STUNT SHOW SPECTACULAR*

Michael joins an auto-daredevil show whose owners unwittingly took out a second mortgage from a crook who arranges "accidents" so he can take over the business.

Wr E. Paul Edwards, John Alan Schwartz**Dir** Bruce Bilson1 - 5 *JUST MY BILL*

When an old friend of Devon's, a Foundation board member and state senator opposing a controversial water bill, is in danger, he assigns Michael and KITT to keep her safe until the bill comes to vote.

Wr David Braff**Dir** Sidney Hayers1 - 6 *NOT A DROP TO DRINK*

Michael has to stop a competing ranch owner from illegally diverting water from a family's ranch.

Wr Hannah L. Shearer**Dir** Virgil Vogel1 - 7 *NO BIG THING*

Passing through the remote town of Lyndhurst Flats, Devon is caught in a local traffic ticket scam, but when he confronts the officers on their misdeeds, he lands in jail. His witnessing the murder of a fellow prisoner then puts his own life in danger.

Wr Judy Burns**Dir** Bernard L. Kowalski

1 - 8 *TRUST DOESN'T RUST*

Michael and KITT have to stop the newly reactivated KARR (Knight Automated Roving Robot), which is programmed not to protect human life, but for self-preservation.

Wr Steven E. De Souza

Dir Paul Stanley

1 - 9 *INSIDE OUT*

Michael takes on the guise of an infamous criminal to infiltrate a highly organized crime ring headed by a retired colonel, who is planning a major heist.

Wr Steven E. De Souza

Dir Peter Crane

1 - 10 *THE FINAL VERDICT*

A shy accountant who "cooked the books" can help clear a friend accused of murder, if Michael can find him before the police do.

Wr John Alan Schwartz, E. Paul Edwards

Dir Bernard L. Kowalski

1 - 11 *A PLUSH RIDE*

Michael joins a bodyguard academy in effort to uncover which student may actually be part of a plot to assassinate visiting Third World leaders.

Wr Gregory S. Dinallo

Dir Sidney Hayers

1 - 12 *FORGET ME NOT*

A young woman he met at a party has information important to Michael preventing the assassination of a visiting South American president, but her amnesia makes getting that information problematic.

Wr Richard Christian Matheson, Thomas Szollosi, April Webster, Karen Harris, Deborah Davis

Dir Gil Bettman

1 - 13 *HEARTS OF STONE*

Michael goes undercover as an illegal arms dealer to investigate the sale of high-tech rifles by the Corazon de Piedras.

Wr Robert Foster

Dir Jeffrey Hayden

1 - 14 *GIVE ME LIBERTY...OR GIVE ME DEATH*

Michael enters KITT in a race for cars powered by alternative fuels to find out who is sabotaging the race.

Wr David Braff

Dir Bernard L. Kowalski

1 - 15 *THE TOPAZ CONNECTION*

Michael heads to Las Vegas to investigate the death of a magazine publisher and its connection to an exposé about to be published.

Wr Stephen Katz

Dir Alan Myerson

1 - 16 *CHARIOT OF GOLD*

Members of Helios, a society for geniuses, die suspiciously, and Michael and KITT's investigation uncovers a possible connection to an archaeological dig.

Wr William Schmidt

Dir Bernard L. Kowalski

1 - 17 *A NICE INDECENT LITTLE TOWN*

Michael tracks a counterfeiter to a small town that turns out to be under CIA surveillance.

Wr Frank Telford

Dir Gil Bettman

1 - 18 *WHITE BIRD*

Michael must prevent his former fiancée, framed by her employers, from being killed before she can turn the tables and expose their wrongdoing.

Wr Virginia Aldridge

Dir Winrich Kolbe

1 - 19 *KNIGHT MOVES*

Michael tries to protect independent trucking shipments from being hijacked by pirates in the service of a trucking conglomerate who would like to see the competition disappear.

Wr William Schmidt

Dir Christian I. Nyby II

1 - 20 *NOBODY DOES IT BETTER*

Michael's investigation into the theft of computer software secrets is hampered by a private investigator who has the same subject on their radar.

Wr David Braff

Dir Harvey Laidman

1 - 21 *SHORT NOTICE*

After he kills a motorcycle gang member in self-defense, the only witness refuses to help clear Michael unless he helps her recover her kidnapped child first.

Wr Robert Foster

Dir Robert Foster

2 - 1 *GOLIATH (A TWO PART STORY)*

Michael and KITT face off against an 18-wheeler armored with the same alloy as KITT, constructed by Wilton Knight's ex-wife and son, Garthe, who's a dead-ringer for Michael.

Wr Robert Foster, Robert W. Gilmer

Dir Winrich Kolbe

2 - 2 *BROTHER'S KEEPER*

Peter, an inmate refusing to be paroled at the fear of being killed, is the only answer to possibly finding a bomb that is set off to level the city. Michael is planted in a prison to break Peter out. It's a race against time as the seconds tick, leaving the city more vulnerable to disaster.

Wr E.F. Wallengren

Dir Sidney Hayers

2 - 3 *MERCHANTS OF DEATH*

Michael and KITT race to stop a hi-tech military helicopter being used by mercenaries.

Wr William Schmidt

Dir Alan Myerson

2 - 4 *BLIND SPOT*

Investigating the exploitation of illegal aliens, Michael must protect a blind woman who's an "ear-witness" to a related crime.

Wr Jackson Gillis

Dir Bernard L. Kowalski

2 - 5 *RETURN TO CADIZ*

Michael and KITT are about to test KITT's 'water wings,' which should allow him to drive on water, but the test is aborted when KITT detects an injured scuba-diver washed up on the shore. Befriending the young man's sister, Michael investigates just how the boy got wounded, and uncovers that he has been removing ancient Aztec treasure from a sunken galleon, falling foul of a determined treasure hunter.

Wr Sonny Mathias

Dir Alan Myerson

2 - 6 *K.I.T.T. THE CAT*

Michael tries to catch a Robin Hood-style cat burglar before an obsessed cop does.

Wr Janis Hendler

Dir Jeffrey Hayden

2 - 7 *CUSTOM K.I.T.T.*

KITT is the bait in Michael's plan to trap customized-car thieves. Suspects found at a traveling custom-car show. Subplot--a couple of inept car thieves try to steal KITT with startling results.

Wr William Schmidt

Dir Georg Fenady

2 - 8 *SOUL SURVIVOR*

A computer whiz cracks KITT's programming and steals the car, leaving the CPU behind. Michael must battle his own car, but with KITT 'boxed' for portability.

Wr Robert Foster, Robert W. Gilmer

Dir Harvey Laidman

2 - 9 *RING OF FIRE*

Michael battles to protect a Cajun woman from her vengeful husband in a Louisiana bayou.

Wr Janis Hendler

Dir Winrich Kolbe

2 - 10 *KNIGHTMARES*

Michael suffers amnesia from a head injury sustained while investigating at a dam and reverts to his former identity as policeman Michael Long.

Wr Tom Greene, Janis Hendler

Dir Sidney Hayers

2 - 11 *SILENT KNIGHT*

Michael is preparing to attend the Christmas banquet when he encounters a gypsy boy who has witnessed a bank robbery and is sought by the robbers from whom he stole a gold watch.

Wr Robert W. Gilmer, Janis Hendler

Dir Bruce Kessler

2 - 12 *KNIGHT IN SHINING ARMOUR*

A killer with a treasure map must find his victim's estranged daughter, who holds the key to the treasure.

Wr Janis Hendler, Tom Greene

Dir Bernard McEveety

2 - 13 *DIAMONDS AREN'T A GIRL'S BEST FRIEND*

Michael heads for Mexico to trap a talent agent who's using beautiful models to smuggle diamonds into the U.S.

Wr Robert Foster, Robert W. Gilmer

Dir Jeffrey Hayden

2 - 14 *WHITE LINE WARRIORS*

Car club members are being blamed for a string of burglaries that coincide with their weekend visits to a coastal community. Meanwhile, Manny tries to sell a car security system to Michael.

Wr Richard C. Okie

Dir Bob Bralver

2 - 15 *RACE FOR LIFE*

Michael races the clock to find a gang member who's the only compatible donor for April's niece, who needs a life-saving bone marrow transplant.

Wr Bruce Belland, Roy M. Rogosin

Dir Georg Fenady

2 - 16 *SPEED DEMONS*

Michael and KITT are put on alert when an anonymous letter warns that a killer may strike at a Foundation sponsored motorcycle race.

Wr Tom Greene, Janis Hendler

Dir Bruce Seth Green

2 - 17 *GOLIATH RETURNS (A TWO PART STORY)*

Seeking revenge against Michael, old nemesis Garthe Knight (also played by Hasselhoff) kidnaps Devon, April and a scientist to force a showdown between Kitt and his new and improved Goliath.

Wr Robert Foster, Robert W. Gilmer, Tom Greene, Janis Hendler, Whitey Hughes

Dir Winrich Kolbe

2 - 18 *A GOOD KNIGHT'S WORK*

Michael is pursued by an international criminal who knows Michael's former identity and wants revenge. A woman claims her talking teddy bear toy design has been stolen wants Michael to break in and recover it.

Wr Richard C. Okie

Dir Sidney Hayers

2 - 19 *THE MOUTH OF THE SNAKE (AKA ALL THAT GLITTERS) (A TWO PART STORY)*

A government agent, a murdered lawyer's widow, and Michael seek connections between an international criminal, a stolen rocket launcher and the code, "Boca Culebra".

Wr Robert Foster, Robert W. Gilmer

Dir Winrich Kolbe

2 - 20 *LET IT BE ME*

Posing as a singer in a rock band, Michael looks for the connection between the former lead singer's "accidental" death and an encoded videotape found in his personal effects.

Wr Robert Foster, Robert W. Gilmer

Dir Bernard McEveety

2 - 21 *BIG IRON*

While investigating the theft of heavy-duty construction equipment, Michael and KITT are pushed into a quarry and buried with tons of gravel.

Wr Julie Friedgen

Dir Bernard L. Kowalski

3 - 1 *KNIGHT OF THE DRONES (A TWO PART STORY)*

A scientist plans to use robots and drone cars to round up criminals to rob a Federal Reserve Bank.

Wr Robert Foster, Gerald Sanford

Dir Sidney Hayers

3 - 2 *ICE BANDITS, THE*

After a diamond thief escape his pursuit, Michael discovers he's in California's Napa region, and sets out to bring him to justice.

Wr Gerald Sanford

Dir Georg Fenady

3 - 3 *KNIGHTS IN THE FAST LANE*

A hit-and-run incident involving an expensive sports car leads Michael to suspect the owner of a professional football team.

Wr Richard C. Okie

Dir Winrich Kolbe

3 - 4 *HALLOWEEN KNIGHT*

After witnessing a murder in her new apartment complex, Bonnie sees things that make her feel she's losing sanity.

Wr Bill Nuss

Dir Winrich Kolbe

3 - 5 *K.I.T.T. VS. K.A.R.R.*

A young couple stumble onto KITT's prototype, KARR, and unwittingly re-activate him. KARR is soon spreading his web of fear once again, using his manipulative ways to convince the young man who reactivated him to help him eliminate KITT and Michael.

Wr Richard C. Okie

Dir Winrich Kolbe

3 - 6 *THE ROTTEN APPLE*

A woman's ranch for troubled inner-city youth is threatened by rustling of her cattle.

Dir Bob Bralver

3 - 7 *KNIGHT IN DISGRACE*

Framed for possession of illegal drugs, and suspended from FLAG, Michael is recruited by a criminal who requires him to steal a special key from Devon.

Wr Simon Munter

Dir Harvey Laidman

3 - 8 *DEAD OF KNIGHT*

Michael races to get the cure for a dancer who has been poisoned with poison meant for him.

Dir Bernard L. Kowalski

3 - 9 *LOST KNIGHT*

After KITT's memory is wiped during an electrical explosion while chasing thieves, he abandons Michael. KITT is then found by a teenager who is being pursued by the same criminals, whom he saw dumping their getaway car, and they quickly realize they need each other.

Wr Robert Foster, James M. Miller

Dir Sidney Hayers

3 - 10 *KNIGHT OF THE CHAMELEON*

Michael poses as a mercenary to flush out the Chameleon, a master of disguise who stole a prototype jet pack from the Government to sell on the black market.

Wr Robert Sherman

Dir Winrich Kolbe

3 - 11 *CUSTOM MADE KILLER*

An extortionist out to sew up the garment industry hires a hit man with a killer car to cut his competition.

Wr Burton Armus

Dir Harvey Laidman

3 - 12 *KNIGHT BY A NOSE*

The death of a thoroughbred racehorse is staged by its co-owner to cover gambling debts with the money from the black-market sale of the horse.

Wr William Elliot

Dir Bernard McEveety

3 - 13 *JUNK YARD DOG*

Michael vows to nail the owner of a toxic-waste dump when KITT is nearly destroyed in an acid pit. Meanwhile, a rebuilt KITT must regain his confidence.

Wr Calvin Clements Jr.

Dir Georg Fenady

3 - 14 *BUY OUT*

To catch a saboteur, Michael volunteers to drive an armor-plated limousine during a company's missile-defense demonstration.

Wr Gregory S. Dinallo

Dir Jeffrey Hayden

3 - 15 *KNIGHTLINES*

An international criminal is planting undetectable wiretaps in a defense contractor's new building, and has killed to keep the secret.

Wr Richard C. Okie

Dir Charles Watson Sanford

3 - 16 *THE NINETEENTH HOLE*

Michael enters KITT in a small-town road rally to investigate death threats received by the race's sponsor.

Wr Gerald Sanford, Robert Foster

Dir Georg Fenady

3 - 17 *KNIGHT AND KNERD*

A scientist's daughter is kidnapped by criminals as part of a scheme to build a laser. The FLAG team is assisted by the nerdy Elliott.

Wr Larry Mollin

Dir Georg Fenady

3 - 18 *TEN WHEEL TROUBLE*

Michael takes the wheel of a big rig to help independent truckers fight a takeover by a ruthless corporation.

Wr Burton Armus

Dir Bob Bralver

3 - 19 *KNIGHT IN RETREAT*

Michael poses as a nuclear physicist to gain access to a club operated by a woman dealing in blackmail

and top-secret weapon systems.

Wr Gerald Sanford

Dir Roy Campanella II

3 - 20 *KNIGHT STRIKE*

After pistols stolen in a heist of weapons stored at a police warehouse, including powerful laser rifles, end up getting sold at a survivalist convention, Michael heads there to investigate the connection.

Wr Gregory S. Dinallo

Dir Georg Fenady

3 - 21 *CIRCUS KNIGHTS*

Michael and KITT join a circus as a daredevil act to find out who's trying to force it into bankruptcy.

Wr David R. Toddman

Dir Harvey Laidman

4 - 1 *KNIGHT OF THE JUGGERNAUT (1-2)*

Michael and KITT's latest assignment, to guard a volatile new isotope in Chicago, looks as if it could be their last, when the late Wilton Knight's daughter Jennifer plans to shut down FLAG, and suspends Michael. Meanwhile, international terrorist Phillip Nordstrom kidnaps Devon, and uses hi-tech laser surgery on a criminal to create an impostor, as part a plot to get his hands on the valuable isotope.

Wr Burton Armus, Robert Foster

Dir Georg Fenady

4 - 2 *KITT NAP*

With Michael closing in on a master criminal who has escaped capture for years, the man and his henchmen plot to slow Michael by kidnapping a woman he cares about, and use her as bait to capture Michael.

Wr Skip Webster

Dir Bernard McEveety

4 - 3 *SKY KNIGHT*

Bonnie's plane is hijacked and the passengers are held hostage by an ex-intelligence agent who wants money and "political" prisoners set free.

Wr Carlton Hollander, Dennis Rodriguez

Dir Jeffrey Hayden

4 - 4 *BURIAL GROUND*

An archaeologist excavating an ancient burial ground is kidnapped by a man who gets the oil-rich Indian land if no artifacts are found.

Wr Michael Eric Stein

Dir Chuck Bail

4 - 5 *THE WRONG CROWD*

A biker gang mistakenly hijack and steal the FLAG semi, hospitalizing RC3 in the process, and are amazed to find it full of computer equipment. The son of two computer experts, himself a computer genius, is persuaded into helping the gang to use the truck's advanced technology to aid them on a crime spree. Michael and K.I.T.T. must stop the gang before they use the computers to disrupt the test-run of a new computerized vehicle that is armed with a warhead.

Wr Gregory S. Dinallo

Dir Chuck Bail

4 - 6 *KNIGHT STING*

Bonnie poses as a jetsetter to gain access to a foreign embassy planning to ship a canister of deadly bacteria out of the country.

Wr Herman Miller

Dir Sidney Hayers

4 - 7 *MANY HAPPY RETURNS*

Michael's well-deserved break for his birthday is interrupted when Devon assigns him to find a stolen hi-tech hovercraft prototype before a black market arms dealer can ship it out of the country.

Wr Michael Halperin

Dir Georg Fenady

4 - 8 *KNIGHT RACER*

Someone tries to kill Michael after he qualifies to drive for an independent racing team plagued by a series of "accidents".

Wr Paul Diamond

Dir Charles Watson Sanford

4 - 9 *KNIGHT BEHIND BARS*

Michael discovers that prison inmates were used to steal security plans for a hotel that is hosting a defense conference.

Wr Richard C. Okie

Dir Bernard McEveety

4 - 10 *KNIGHT SONG*

A childhood friend of RC3's is involved with a blockbusting real-estate developer, who's trying to prevent the opening of a nightclub that could revitalize RC3's old neighborhood.

Wr Burton Armus

Dir Georg Fenady

4 - 11 *THE SCENT OF ROSES*

After a near-fatal encounter with a criminal mastermind, Michael falls into a deep depression and wants to quit the Foundation. He and Stevie are married.

Wr E. Nick Alexander

Dir Sidney Hayers

4 - 12 *KILLER K.I.T.T.*

An embittered electronics genius gains control of KITT's programming and turns the car on Michael.

Wr Simon Rose

Dir Chuck Bail

4 - 13 *OUT OF THE WOODS*

A family logging outfit is unable to sell its timber because the local sawmill is buying pirated timber that was cut on national park land.

Wr Gregory S. Dinallo

Dir Harvey Laidman

4 - 14 *DEADLY KNIGHTSHADE*

When a Foundation trustee is murdered, Michael's prime suspect is master magician Austin Templeton - but the man was seemingly on stage performing at the time of the murder.

Wr Philip John Taylor

Dir Sidney Hayers

4 - 15 *REDEMPTION OF A CHAMPION*

When a sports reporter who claims to have some incriminating information about a legendary boxing match is murdered, Michael investigates an upcoming fight involving a villainous promoter and a former boxing champ who is determined to step back into the ring, even if it kills him.

Wr E. Nick Alexander

Dir Chuck Bail

4 - 16 *KNIGHT OF A THOUSAND DEVILS*

After a wanted mobster escapes an FBI raid, murdering an agent friend of Michael's in the process, Michael and KITT, backed up by RC3, follow a secret dune-buggy race in which the mobster is racing to make his escape across the border into Mexico, where a new identity awaits him.

Wr Peter Allan Fields

Dir Gino Grimaldi

4 - 17 *HILLS OF FIRE*

Michael and KITT investigate a series of suspicious brush fires with the help of SID, a surveillance droid.

Wr Jackson Gillis

Dir Bob Bralver

4 - 18 *KNIGHT FLIGHT TO FREEDOM*

Michael is captured while trying to rescue an American political prisoner held in a Central American

country in the throes of a coup d'etat. An erupting volcano provides an additional obstacle to escape.

Wr Gregory S. Dinallo

Dir Winrich Kolbe

4 - 19 *FRIGHT KNIGHT*

Inexplicable accidents on a movie set are blamed on a legendary phantom haunting the studio.

Dir Gilbert M. Shilton

4 - 20 *KNIGHT OF THE RISING SUN*

A powerful Japanese businessman attempts to abduct the adopted son of Devon's friend because the boy is a direct descendent of the founder of an ancient terrorist cult.

Wr E. Nick Alexander

Dir Winrich Kolbe

4 - 21 *VOODOO KNIGHT*

Intercepting a robbery, Michael is shocked when one of the thieves commits apparent suicide, jumping out of a high-rise window. Investigating, it emerges that a con woman posing as a voodoo princess is using special earclips that submit the wearers to become zombified slaves to her commands. The woman plans to use her tranced henchmen to steal her some priceless archaeological finds, but in trying to stop the plot, Michael himself falls under the spell of one of the earclips.

Wr Tim Kring, Deborah Dean Davis

Dir Georg Fenady

KNIGHTS OF GOD



In the year 2020, the country is split between North and South. London has been destroyed and replaced by Winchester as the capital and the Royal Family have been deposed. Nobody knows if the King of England is still alive. Out of the carnage has arisen a new ruling order - a brutal military and religious governing elite called the Knights of God, led by Prior Mordrin., a ruthless dictator who sends rebels to be brainwashed at special re-education camps. Meetings at one of these camps are teenagers Gervase Edwards, who has been through the Knights mind altering programme, and Julia who has not. They fall in love and escape, joining the growing resistance to the evil regime as they set out to find the rightful King of England and help restore him to the throne.

Ambitious 1987 adventure serial set in a future Britain devastated by Civil war. This show starred a plethora of SF actors including Gareth Thomas (BLAKE'S 7), Patrick Troughton (DOCTOR WHO) and John Woodvine (EDGE OF DARKNESS) as well as Don Henderson (THE SECRET WORLD OF POLLY FLINT, DRAMARAMA and MY FRIEND WALTER). The quest element help foster, the semi-medieval style of Knights of God, with the grim, rundown future offset by some hi-tech elements such as the Knights' crow-like black helicopters.

But the 13 part series, which carried a £1 million price tag - caused jitters amount ITV network bosses, worried that their serial might prove to gritty for family viewing in its Sunday teatime slot. The directors for the show were Andrew Morgan and Michael Kerrigan, producer was John Dale, executive producer was Anna Home and the designer was Christine Ruscoe.

Knights of God was made in 1987 forTVS, which no longer exist. The rights to the serial had passed to a company called MTM. This was a gritty adventure serial that mixed a medieval-style quest and a decaying landscape with futuristic touches.

WR. Richard Cooper.

DIR. Andrew Morgan, Michael Kerrigan.

EPISODES: 13 **YEAR MADE:** 1987 **COUNTRY:** GB **SEASONS:** 1

A TVS PRODUCTION

CREATOR: RICHARD COPPER (writer)

TYPE OF SHOW: EARTH FUTURE **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 06/09/1987 **AIR DATE OF LAST EPISODE** 06/12/1987

SEASON DATE BREAKDOWN:

FILMS:

Gervase GEORGE WINTER, Julia CLIVE PARKER, Mordrin JOHN WOODVINE, Owen GARETH THOMAS, Arthur PATRICK TROUGHTON, Hugo JULIAN FELLOWES, Beth SHIRLEY STELFOX, Colley DON HENDERSON, Simon NIGEL STOCK, Brigadier Clarke BARRIE COOKSON, Williams JOHN VINE, Tyrell PETER CHILDS, Nell ANN STALLYBRASS, Dai OWEN TEALE, Dafydd TENNIEL EVANS, Fr Gregory FRANK MIDDLEMASS, Helicopter Pilot CHRISTOPHER BROWN.

RELATED SHOWS:

DOCTOR WHO

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MY FRIEND WALTER

KOKEY



A remake of the 1997 Star Cinema film directed by Romy V. Suzara, this sci-fi series will spin a tale between an orphan who's bursting with fantasies he longs to fulfill, and an alien who will seek his help to carry out its mission on earth. Their struggles soon begin when Kokey finds his spaceship destroyed and the precious stone missing from its caretakers' hands. Surprise twists and turns will further increase Kokey's dilemma how he would begin his search.

Kokey is a ABS-CBN fantaserye which was aired on Primetime Bida. Kokey became a hit, that made the alien an instant celebrity, having guestings in almost every show of ABS-CBN as well as endorsements. In it's finale, Kokey left a cliffhanger showing the words "I shall return!"

Cast and Characters

Main Cast

Kokey - is an alien whose spaceship crashed on earth. Human-friendly and lovable, he will bring Bong to an adventure beyond the boy's wildest dreams. His mission on earth is to find the missing stone that will lead to the discovery of Bong's mysterious parentage.

Joshua Cadeliña as Bonifacio "Bong" Calundang/Gabriel Allegre - an orphan whose wild imaginations are often misunderstood. He tries to detach himself from others to avoid being rejected and for fear of losing a loved one again. Deep in his heart, he only wishes to belong to a family who will love and accept him as he is.

Julia Barretto as Anna Calundang / Anna Allegre - the nine-year old orphan of Nanding & Trining. At her young age, she already projects an attitude beyond her years since she is raised to become very prim and proper by her mom.

Ruffa Gutierrez as Trining Calundang - the obsessive-compulsive wife of Nanding. She takes her role as a plain housewife seriously, making sure that all her responsibilities at home are well-taken care of. Though thoughtful towards her husband, her eye for perfection turns her into a nagger and a domineering woman most of the time.

Redford White as Nanding Calundang - the adoptive father of Bong. A Visayan businessman whose acumen in his field of expertise is truly remarkable. Although he quite lacks the need for competitiveness, his hard work still pays off. A very patient man, he dotes on his only daughter Anna.

Eugene Domingo as Charisse - the archenemy of Trining. She is an ex-girlfriend of Nanding, who's still bitter about their past. With a family of her own, she is determined to compete with Trining and show Nanding that she is a great loss in his life.

Jojit Lorenzo as Marshall - Charisse's husband and business partner of Nanding. He secretly resents his friend's accomplishments as he continues to depend on him in their business ventures.

Zanjoe Marudo as Abie - an aspiring pilot who will help Kokey build his spaceship. He immediately falls in love with Shane upon setting his eyes on her.

Megan Young as Shane - a social worker who works for an orphanage where Bong resides. She is the only person concerned about his welfare.

Rhap Salazar as Jimboy - the only son of Marcial and Charisse. This spoiled brat hides his cowardice by bullying others particularly Anna.

Nova Villa as Sister Aida Sanchez

Quintin Alianza as Peping who later on dies from a getting hit by a jeepney

Boots Anson-Roa as Doña Ingrid Allegre

Mylene Dizon as Myra Vilorio-Allegre - the true mother of Bong.

Ryan Eigenmann as Nicacio Allegre / Korokoy

Special Participation

Sid Lucero as Isidro Allegre

Jenny Miller as Divina
 Francis Magundayao as Elias
 Cacai Bautista
 Igi Boy Flores
 Yuki Kadooka
 Mica Roy Torre
 Mark Joshua Sarayot
 Joshua Tecson
 Yong An Chiu
 Cheska Billiones
 Mike Lloren
 Vice Ganda
 DJ Durano as Dr. DJ
 Kakay - Kokey's Umamay (Mother)
 Kokoy - Kokey's Tatay (Father)
 Korokoy - Kokey's mortal enemy

Film Editing by Bernie Diasanta , Marianne Feliciano, Michael Marinas, Karl Mayshle, Dennis Salgado.

Visual Effects by Karl Claveria .. Digital compositor, Matthew Gaw .. CG artist , Olive Khu .. Digital compositor , Jeremiah Purugganan .. Digital compositor, Joey Sumulong .. Digital compositor.

WR. Romy Suzara

DIR. Wenn V. Deramas

EPISODES: 70 **YEAR MADE:** 2007 **COUNTRY:** PHI **SEASONS:** 1

ABS-CBN ENTERTAINMENT

CREATOR: DIREK WENN DERAMAS

TYPE OF SHOW: ALIENS ON EARTH

FORMAT: SERIAS

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Tagalog /
 Filipino

SEASON BREAKDOWN: (1) 70

DATE OF PREMIER: 06/08/2007

AIR DATE OF LAST EPISODE 09/11/2007

SEASON DATE BREAKDOWN:

FILMS: KOKEY (1997)

QUINTIN ALIANZA, Doña Ingrid BOOTS ANSON-ROA, CHESKA BILLIONES, Gabriel / Bonifacio aka Bong JOSHUA CADELINA, YONG AN CHIU, Myra Viloría MYLENE DIZON, Charisse EUGENE DOMINGO, Ignacio RYAN EIGENMANN, IGI BOY FLORES, VICE GANDA, Trining RUFFA GUTIERREZ, Kokey G..I. JOE, YUKI KADOOKA, MIKE LLOREN, Marcial JOJIT LORENZO, Isidro SID LUCERO, Elias IKING MAGUNDAYAO, Abie ZANJOE MARUDO, Divina JENNY MILLER, Anna JULIA PADILLA ,Jimboy RHAP SALAZAR, MARK JOSHUA SARAYOT, JOSHUA TECSON, MICA TORRE, Sister Aida Sanchez NOVA VILLA, Nanding REDFORD WHITE, Shane MEGAN YOUNG.

1 - 1 *EPISODE 1*

Isidro, a teacher who believes in the existence of aliens, encounters the biggest sighting of his life when an unidentified craft lands before his very eyes. Shocked, an alien comes out of it and even talks to him in his own language! Assuring him of his safety in his presence, the creature reveals that he knows about Isidro's theories with regards to his fellow entities that live in outer space. With that, he entrusts a mystical stone on Isidro's hands which is a key to their race. He further explains that someone wishes to steal it from them. And since he is a person with a golden heart, Isidro is temporarily elected to become it's keeper until the right time comes for the alien to retrieve it back.

Thrilled with his experience, Isidro comes running towards his house to share his unbelievable story with his wife Myra. Upon spotting the van in the driveway though, he knows that an impending battle with his mother will take place. Thereafter, he confronts Doña Ingrid and demands her reason for this sudden visit after disowning him. Sounding high and mighty, the Alegre matriarch then reminds him that he can't just throw away his life and forget about his responsibilities as a son of a prominent family. She further threatens to disinherit him if he doesn't leave his good-for-nothing girlfriend. He stuns Doña Ingrid though by saying that Myra and he are married already, and as an Alegre, he couldn't abandon his real treasure which is his wife and their unborn child. Her mom then gets hysterical and tries to hurt Myra but Isidro quickly stops him. His stepbrother also comes and persuades Doña Ingrid to go home.

Later, Doña Ingrid is still upset with her son. Isidro's stepbrother tries to comfort her in vain. Feeling dejected, she still can't believe what Isidro sees in his wife for him to desert their family. Turning to him, she thinks it ironic how someone who's not her own son feels concerned for her than her own blood. But Isidro's stepbrother says that he's also an *Allegre* even if he is a product of her husband out of wedlock. He further vows that because of this, Doña Ingrid has nothing to fear as he will take care of the family and will give her protection that she needs.

Back to Isidro's humble abode, Myra is worried about his mom's frightening words to them. But her husband denies the truth about curses and reiterates that they are the only ones who can control their lives. And as long as they are not hurting anyone, nothing else means to him more than their love for each other and of course, their baby. He then goes to show her the stone given to him by an alien.

The next day, Doña Ingrid's lawyer arrives to show her the newly-created which will leave Isidro penniless. However, she surprises him by saying that she doesn't want her son to be cut out from the testament and thus to change it to its original content. She then explains to the stunned attorney that she can't fully turn her back to an only son. At the end of the day, she realized that a mother can't desert a son because unconditional love will always prevail despite the pain he caused her. As such, Isidro can maintain his rights to all the properties and wealth of the family and even his child as well, she declares. Hearing this, Isidro's stepbrother becomes frustrated with madness.

Much later, Myra finally goes into labor with just a midwife and Isidro to assist her. Seeing their baby boy brought to the world though make them beam with bliss. After a while, Isidro designs a bracelet just for his son with the mystical stone on it. He fondly tells the baby that the stone was bestowed to him by an alien and he hopes that it will bring him good fortune even just a little. Now, his teachers won't laugh at his face for he possesses a proof of aliens' existence in this world. Amused, Myra exclaims that he is such a kid with the kind of stories he has. He argues that it's true, stressing that he wanted to ask more questions but it was in a rush. But yes, his friend from outer space exists.

In the bar, Charisse is drunk with misery as she confides to a friend that her boyfriend Nanding jilted her for an epitome of perfection: a tall and fair-skinned woman with a beauty of a princess. Despite these, she still can't understand why she was dumped. Instead of commiserating with her though, her friend warned her that if she maintains her state of distress, her job would be taken away from her too. Hysterical, Charisse shouts that she doesn't care and she may lose a friend if she doesn't leave her alone for now.

When Isidro's stepbrother arrives in the bar, Charisse's friend quickly shifts her attention to him. Noticing his scowling face, she instinctively blames it on his family problems. She then tells him to solve his problem by going away with her instead but Isidro's stepbrother adamantly refuses, pronouncing that he can't give up his plans now after enslaving himself to the *Allegre* family all these years.

He then storms to the couple's hut one rainy night and angrily commands Isidro to tell his mother to bestow all their riches to him alone since he doesn't care about the money anyway. Seeing his evil intentions, Isidro exclaims that he has been such a fool for his goody-two-shoes act. He then refuses his plea and even threatens him to bare the whole truth to his mother. This brings about a serious brawl between them with Myra screaming for them to stop, all to no avail. Caught off guard, Isidro is stabbed on his knife, posing a real danger before them. He then yells to his wife to seek escape before getting stabbed again.

Carrying the baby with her, she runs for her life towards the river where Isidro's stepbrother catches her. Grabbing the cot from her, the glint of the mystical stone reaches his sight and the memory of Isidro and the alien's meeting flashes back to him. But before he can do anything else, Myra fights back, slackening his grip on the basket. The strong current of the water floats it away from Myra's reach.

Meanwhile, a car full of nuns stops by the side road where one of them takes time to pee by the bushes. To the sister's amazement, an abandoned cot lies nearby with a baby on it! She then calls her companions to see her dumbfounding discovery!

1 - 2 *EPISODE 2*

Sister Aida brings the abandoned baby boy to the orphanage and immediately tends to his needs. She takes off his bracelet thinking that it would only hurt the baby's tender skin. The other nun, sister Caridad wonders at the cruelty of the mother who deserted the poor thing but Sister Aida tells her to simply pray and thank the Lord for keeping the infant alive. The jolly nun decides to call him Bonifacio or Bong and then hides the mystical stone on a box inside an altar's cabinet.

The next morning, Myra awakes on the river finding Gabriel gone! She then becomes hysterical while

screaming for her son's name. Seeking the aid of Isidro's mother, the scene that she witnesses upon reaching their house stops her. The tragic death of Isidro has been discovered and Doña Ingrid is panic-stricken with shock and fury for the fate of her only son! The police officers merely look on while she demands God to bring Isidro back. Nicassio then saves himself by blaming the deed on Myra saying that he saw her stab Isidro to death and runs away!

Later, Nicassio shows a photo of Myra to the law enforcers, hinting that she can't escape their town since she is penniless. True enough, they spot her on a bakeshop looking ragged in her grubby clothes. Then they proceed to arrest her for a crime she didn't commit. In prison, Doña Ingrid forces Myra to tell her where the baby is. However, she doesn't believe that the boy was swept by the river and instead, accuses her for being a terrible mother. Upon seeing Nicassio, Myra screams incoherently but defending herself is simply too late.

At home, Doña Ingrid refuses to believe that her grandson is dead despite Nicassio's conviction that it is possible that Myra also killed her baby just like what he did to her husband. She insists that she feels it in her gut that the baby is still alive and she will do anything just to find him. Devious as ever, Nicassio volunteers to head the search together with his false promises that he has nothing but good intentions for the family.

In the bar, Nicassio celebrates his fatherhood as he learns that Divina is carrying his child. With this, Divina excitedly asks him when they can break the news to his mom so they can start planning their wedding. Horrified, Nicassio clarifies that he has no intention to tie the knot and she should be grateful that he's willing to take responsibility for the unborn child. Worse, he plans to use the kid as a replacement for the lost baby of Isidro. Divina vehemently rebuffs this but Nicassio threatens to kill her next.

Alarmed, Divina quickly packs her things to escape her lover's evil plans. Though confused, her friend Charisse follows suit when she told her that Nicassio may hurt her if she opts to stay. As if on cue, Nicassio arrives and angrily knocks on their door. Running for their lives, they flee through the back window with their assailant on their heels. Getting away from him is not the end of their ordeal though. Divina bleeds to death after giving birth to a baby safely. But before she dies, she tells a frightened Charisse to take care of her infant and never give it to Nicassio.

Ten years passed and Myra is still serving her sentence in jail. Though life has thrown her much pain and sufferings, she is filled with hope that one day she'll be reunited with Gabriel.

Meanwhile, an orphan's imagination is running wild as he begins to tell his prospective parents a ghoulish story. Sister Aida hushes him and asks him to go back to his room first. Assuming that he will be taken away now, he starts to distribute all his possessions to the other kids including his prized collection of comics to his bestfriend. His Ate Shane then accompanies him back to the nun's office to join his new family. But all his hopes are crushed when he finds the couple gone.

1 - 3 *EPISODE 3*

Bong's dreams shattered as his new adoptive parents backed out on him yet again. Moping at the ruins, he wonders why people keep on rejecting him including his own mother who abandoned him. His bestfriend Elias appears to comfort him, but he continues his sentiments, telling himself that he should be used to the pain by now. Elias voices out that maybe, it's time for him to suppress his fondness for the supernatural that most people find weird. On the brighter side, he happily exclaims that he won't be losing his best bud because now, he doesn't have to go.

The years refused to mellow the dominant Alegre matriarch. Tied down on a wheelchair, Doña Ingrid hassles Nicassio to collect information about her lost heir. Fed up by her insistence, he tells her that the reason why they can't find her grandson is that the baby already died ten years ago! However, Doña Ingrid's conviction remained strong, exclaiming that she won't believe that the baby is indeed dead until she sees it with her own eyes.

Back to prison, Myra celebrates her birthday with her inmates. Before blowing the cake, her friends persuade her to make a wish. As usual, her hopes to see her son again remain in her heart. She further reveals that she can't be at ease knowing that Gabriel's life is in danger if Nicassio finds him! Out of nowhere, her confidant suddenly marvels if there's something that will mark the identity of his baby. On the orphanage, Bong becomes a butt of cruel jokes among the kids for being discarded by a prospective family. His Ate Shane though encourages him not to mind them. But the mischievous boys start a squabble that brings them to Sister Aida's office. As a penalty for everyone involved, they are asked to labor in the garden. His foes keep on blaming him for their punishment even though Bong himself is also suffering the consequence. The taunts only stop when Bong fights back with the fact that the naughty boy

is not a popular choice for adoption because he smells bad!

Later, Bong happily runs to Elias in their room only to find him packing his things! As it happens, his new parents arrived to fetch him! When asked if he feels sad about the situation, Bong comes to grips with the fact that his friend will now have a family to love him. But the worse thing is they will be leaving in Davao, so visiting the orphanage would be next to impossible. Saying their goodbyes tearfully, Bong wishes that couples would also see the good that Elias sees in him.

On another village, two Anna and Jimboy are playing with their bicycles on the street. The boy tries to get the girl's attention by pestering her. Brushing him off proves to be difficult so she begins to quarrel with him. Then Jimboy's mother Charisse arrives in time to stop the fight and angrily demands why Anna's trying to hurt her son. Trining comes to her daughter's aid though, reiterating her claims that it was his son's fault after all. Charisse's tirade then shifts to her bitter resentment towards the fact that Nanding dropped her like a hot potato in the past. No one wants to hear this again so everyone went back to their homes and leaves her alone.

Inside, Trining feels worried that Anna has no brother to protect her from harm and to keep her away from their neighbor's irritating son. As such, she asks her husband if it's possible to get a bodyguard to care for their daughter. But since that costs a lot, a better option comes to her mind. She then excitedly considers adoption to solve their problems! Hearing this, Anna angrily opposes this and stomps off!

Meanwhile, Bong looks forlorn as he keeps to himself in one corner of their room. Suddenly, he spots a spaceship outside the window! Thrilled to his bones, he wakes the other kids to see the unidentified flying object. But when they did, the craft is gone! Thinking that it's another figment of his imagination, they go back to bed, annoyed. Alone again, the spaceship appears again as if enticing him to follow it. Curious and amazed, he eagerly runs after it. Much to his astonishment, the thing swiftly crashes in the dense forest nearby!

1 - 4 *EPISODE 4*

In the middle of the night, Bong quickly rushes back to the house screaming at the top of his lungs that the world is coming to an end. Mother Superior together with the rest of the nuns as well as the other kids rise up from bed to see what's the fuss all about. Upon hearing Bong's claims of an alien and spaceship sighting in the forest, they quickly dismiss them as another figment of his wild imaginations. Sister Aida promptly reminds him that there's a time for jokes or stories and the late hour then does not call for them.

Contrary to their disbelief, an alien indeed landed on the nearby area. In fact, the yet-to-be-seen creature is currently transmitting data such as his location and the language he needs to adopt to adjust to the place.

Bong asks Shane, his ultimate defender in the shelter, whether he is really crazy like what the other children say towards his weird attitude. The social however carefully explains that he is not and in fact, he's one intelligent kid. He merely gets his fertile imagination from being a wide-reader, which is not bad in itself but joking about to the extent of believing in aliens is not a good thing because they don't really exist.

At night, the alien comes to the orphans' room and embraces Bong. The next morning, he opens his eyes and gets scared to death as Robin and his other foes play a ghoulish trick on him. Once again, Shane shields her from being a butt of jokes yet again. She further warns him to stop thinking about the non-existent entities since she won't be forever there to protect him from other people's harsh taunts.

Meanwhile, Doña Ingrid hires a professional detective to trace the whereabouts of her lost grandchild. Then she frankly tells Nicassio that there is no need for him to find leads since ten years had already passed and he still came up with nothing. As such, it's better to leave the job on more capable hands. Worried about his inheritance, he goes out to see the lawyer and asks whether a portion is left for him in the last will and testament. To his disappointment, the loyal attorney refuses to divulge its contents and if he wants to know about it, he should ask Doña Ingrid himself.

Back to the shelter, the alien starts to make havoc when his hunger pushes him to steal food from the kitchen. When Mang Estoy is not looking, he pilfers the freshly-fried hotdogs much to the confusion of the cook. He then blames the deed to an innocent Butchoy who doesn't receive a complete meal for robbing off all the hotdogs earlier. Bong then defends his friend to the cook. Instead of listening to his pleas, Mang Estoy transfers his share to Butchoy's since he insisted on being a true friend. Anna continues to make tantrums after learning that her parents wanted to adopt a brother for her. Thus, Nanding and Trining carefully explains to her that they are only thinking of her future and it doesn't mean they don't love her anymore. Trining further assures her that she will always be their one and only

daughter no matter what. Much to their relief, the girl finally agrees to have a baby brother.

Excited, the couple goes to the orphanage the following day to find what they wanted. Inside, they begin to consider several prospects with Bong giving them a run down about the kids' negative traits. Clever as ever, he sadly confides that he doesn't expect to be adopted anymore. To his delight, Trining tells Nanding that maybe they could just pick him instead! Later, Bong fervently prays to get the chance to have a family at last by promising to God that he will lessen his out of this world thoughts and become a better kid.

At home, Nanding and Trining decide who will be the one to tell their daughter that they opted for an older brother for her instead. Left without a choice, Trining breaks the news to a furious Anna who vows that she will never talk, look or even smell whoever kid they would adopt as she still prefers a baby boy!

On a restaurant, Nicassio bribes the detective Doña Ingrid hired to direct all the information he will find about the heir she is looking for. Bitter about his lowly status in the family, he insists that he also has a right to the Allegre wealth since his father Doña Ingrid's son after all.

Much later, Bong quietly walks on the empty corridor when he suddenly sees a kid before him wearing his lost cap. Wanting to retrieve it back, he quickly follows suit only to find a shocking creature face-to-face with him!

1 - 5 *EPISODE 5*

Thinking that he will be catching the culprit who stole his cap, Bong finds himself face-to-face instead with an extraterrestrial! Frightened out of his wits, Bong shouts for him not to come near him for fear of being hurt. However, the horrific creature keeps on stepping closer while assuring him that he's in good hands. Suddenly, the boy trips and injures his leg. Proving that he's a nice alien, he covers his wound with a healing hand much to Bong's surprise.

Up in the bedroom, Shane is busy tucking the kids to bed when she notices that her favorite ward is missing. Before searching for his whereabouts, she hushes the boy's heckling that he's having his imaginary jaunts again. On the balcony steps, she meets several nuns and confides to them that Bong has gone nowhere again. Used to the child's unusual mischief, the sisters assure her that he'll surely be back in no time.

Still, she continues to look for him in the dense forest. But before she arrives, Bong finally believes the alien that he's not up to harm him. Shane's voice however, interrupts their renewed acquaintance. Bong quickly tells his newfound friend to hide himself before someone discovers him. As Shane catches up with Bong, the lone boy recalls her warning about the non-existence of aliens. Thus he opts not to share to her ultimate defender his remarkable experience!

At the mansion, Nicassio sneaks inside Dona Ingrid's bedroom and attempts to end her life but before doing the deed, the lawyer's words rushes back in his mind. He recalls him saying that the only time he will learn the contents of the last will and testament is when his surrogate mother dies. This hampers his cruel plan since he can't be sure whether he will inherit something or not. The next morning, Trining has set up a lavish breakfast for her only daughter to sway her into agreeing with her plan to adopt an older brother for him. But Anna's preferred baby boy stands. Out of nowhere, their neighbors usher themselves, in much to Trining's surprise. Offended, Charisse rants how she can be selfish and then tries to take her hungry son home. Left without a choice, Trining allows them to stay and share their bountiful meal.

Charisse then introduces her hottie of a brother Abie and begins another usual round of her bitter memories with Nanding which her husband effectively halts by putting an apple on her bigmouth. Back on the shelter, the children are gathered on the open field to do their daily physical exercise. Lurking nearby is the alien who gushes for Bong's name. Hearing this, he sneaks out to his side and tells him that he will be scolded for skipping their morning rituals. But the friendly creature tags him along towards his damaged spaceship. The alien introduces himself as Kokey before showing him a video of Isidro whom he entrusted what he calls "chipeka" or the mythical stone. Not recognizing the man on the monitor, Bong exclaims that he knows nothing about what he's saying.

Dropping the subject for now, Kokey instead pleads for his help to rebuild his 'skepic' (spaceship). After much refusals, Bong eventually agrees to do what he can by dragging Kokey to the garage. Together, they both take some car tools from the mechanic who's currently working under a van. Ravenous as always, Kokey also snatches the newly-cooked hotdogs on the kitchen! Mang Estoy and the mechanic both seek out the "little thief" respectively. But when they bump into each other in the hall, they accuse the other with the small felony!

Hurrying back to the spaceship, Bong glimpses the arrival of his prospective parents' vehicle. Rushing Kokey to put himself out of sight once more, he warmly welcomes Nanding and Trining with a presumptuous question if they have come to bring him home!

1 - 6 *EPISODE 6*

Bong assumes that Nanding and Trining has come to bring him home. Excited, he tells Kokey that he

can't help him rebuild his spaceship anymore because his adoptive parents will now take him away. Little did he know that the couple changed their mind because Anna wanted a baby boy not a big brother. With this, Sister Aida and Shane feels worried how Bong would take this new rejection yet again. Instead of persuading them, the clever nun shares how Bong is used to the feeling of being thrown back and forth to the shelter by families who rebuff him, just like them who backs out on him even before they had taken him in.

Moved by this, Nanding and Trining are musing about the orphan's sad plight in life, when Bong suddenly joins their conversation to voice out that he also wants them to be his parents! Shocked, the couple learns that he sneaked in the car while they were with Sister Aida. The two finds themselves in a dilemma knowing that they can't just take him back or risk hurting their daughter's feelings instead if they bring him home without Anna's consent.

In the end, the hard-pressed couple follows their inner feeling to adopt the poor kid. Unfortunately, Anna hates him at first sight! She angrily throws a tantrum and cries out how she feels betrayed by her own parents. Nanding calmly implores her to give him a chance. And if he proves to be a naughty child, then they can cast him off to the orphanage.

Meanwhile, their nosy neighbor continues to spy on Trining's latest ordeal. On the dinner table, they gossip about the identity of the kid Charisse and Jimboy had spotted on the other house. Charisse says that the boy is not one of their relatives because Nanding is a sole child while Trining's family are all living in the States. Abie suggests that perhaps the kid is adopted.

By the time Bong is warming up to his new home, Myra is trying to convince her cell mate not to give her newborn baby away. Doing so is like discarding a part of one's soul, she laments. To this day, the hope that one day she will see her son again, stays alive deep in her heart. On the other hand, Nicassio is still on the look-out for the lost heir of Doña Ingrid. He confides to Lucio his intention to kill the heir for he feels it in his gut that he was not included on the will.

While getting ready for bedtime, Trining gives Bong his pajamas and reminds him to keep his room spic and span. In turn, Bong is determined not to spoil his chance to endear himself to his new family. However, Kokey sneaks out of the room to the kitchen and ransacks the fridge! Worried with all the clutter the alien made, Bong hurriedly cleans up all the clutter the alien made when suddenly Anna catches him red-handed!

This further angers Anna but Trining soothes her ruffled feathers while Nanding instills in Bong to ask for help next time if he wants anything. The next morning, Anna's disgust towards Bong remains the same. More than her mom's excited plans to take Bong to a shopping spree, she is further enraged by the fact that he'll be going to the same school as hers!

Hitching a ride from their well-off neighbor, Charisse sweetly bids goodbye to Marcial in front of Nanding. Her attention swiftly shifts to Bong to whom she introduces herself as the queen of their neighborhood. Trining and she start their usual banter again after Charisse commits a faux pas about Bong being an adopted child. Meanwhile, Anna's mood brightens upon seeing her crush Abie! At the mall, the two rivals accidentally bump into each other again. But in truth, Charisse is merely stalking them while Trining shops around together with her kids. At one point, Jimboy begs her mom to buy him some books but Charisse tells him to simply chat with the new kid instead of wasting their money. But when Trining approaches, she loudly commands him to buy as many books as he like.

While they are exchanging taunts at the mall though, Kokey ravages their home and even electrocutes himself after trying to turn the television on!

1 - 7 EPISODE 7

On the orphanage, Sister Aida is relieved to know that Bong is in good hands. Meanwhile, Charisse continues to live up to her long-standing rivalry with Trining. But their bickering is put on hold when Trining found their home turned upside down by a thief!

They immediately call the police to investigate the crime scene. In the process, Charisse suggests that perhaps an ex-boyfriend who's bent on revenge (just like her) is responsible for the whole thing. However, the investigator unearths some bizarre marks with only four large fingerprints on them! With this, bong realizes that Kokey is the culprit of the wreckage. He then locates him at the back of the house, stuck on a garbage can! During the search, Trining nearly discovers him but Bong brightly explains that the protruding body from the waste can is just a paper mache!

Lucio continues to connive with Nicassio by submitting all his researched data to him. Ironically, a handful of children were recorded missing on the same date Myra's son vanished. The memory of the bracelet designed with a red stone works to his advantage however. Nicassio is convinced that the red stone will lead him to the heir.

When Bong comes back for his friend, he encounters another disaster. The garbage collector has taken Kokey's hideout away! While he is looking around, he meets Peping, a junk collector who lives in a kariton. Back to his home, Anna freaks out when he finds a stranger inside her nemesis' room! Threatening to tattle Bong to her parents, Anna agrees to keep his secret but only after he swears to follow her conditions.

With Lucio's urging, Nicassio boldly visits Myra who gets hysterical upon seeing the murderer of her husband and the reason why she's paying for a crime she is innocent from. Thinking that he could outsmart her, Nicassio forces her to spill out where she hid his son. To his shock, Myra powerfully knocks him off on his belly!

After falling off the truck, Kokey proceeds to trace his way back without much success. In the process, his horrific appearance frightens to death a lot of people whom he encounters! On the flyover, a vehicle almost hits Kokey while he is trying to cross the fast lane! Thankfully, he plummets down the bridge safe and alive.

Starving as usual, he ravenously attacks the food on the shed but its owner happens to catch him. The blind woman and Kokey become fast friends though she refuses to believe all his stories that he is an alien from outer space. Alone in the world, she asks the funny creature to stay and live with her. Kokey tells her though that he has to go and find his friend. But before he leaves, he brings her sight back by using his special gift of healing.

The next morning, Bong begins his first day in school without a hitch. He excitedly shares to Trining how well he had participated in the class. When Trining asks Anna how she fared, Bong lets it slip that she had a hard time answering their teacher's question. Hence, Trining advises her daughter to let Bong tutor her in lessons she is weak at. But as Bong spends some quality time with his new family, another adversity strikes when he sees on TV News the buzz about a hideous creature on the loose!

1 - 8 *EPISODE 8*

By wielding his tracing power, Kokey eventually finds his way back to the Kalugdans' home. Inside, Anna gets scared to death when she catches Kokey brushing his teeth on the bathroom. Panic-stricken she confides to her parents that she saw an alien similar to the one on TV! Not believing her for a minute, Nanding and Trining venture around the house to check for their daughter's peace of mind but they found nothing. Nanding advises Anna to pray to vanish the thoughts of alien on her mind.

Peping who bunked on Bong's bedroom also shockingly discovers Kokey! Bong assures him that Kokey is the pet he was telling him all along. Thankfully, he agrees to be Kokey's friend too. Smelling bad after his adventures in the city, the two boys decide to bathe him on the toilet. Kokey quickly develops a cold which starts his heavy sneezing. So when Trining notices why he's taking so long in the bathroom, Bong pretends that he's the one with a cold.

The next morning, Trining allows Bong to stay home to rest. This delights Bong because now he can help Kokey fix his transmitter so he can communicate with his friend from outer space! After collecting their needed materials, they begin to work. When they were finished, Bong, Peping and Kokey climb on the rooftop to secure the transmitter there. While attaching the chord though, Kokey falls down several times near Trining who's sweeping the grounds! Good thing, he is not discovered through Peping and Bong's help.

In the prison, Myra is restless with worry now that Nicassio is back to haunt her and her son. She can't believe that after ten long years, their paths had crossed again. She confides to an inmate the danger that her son faces because of Nicassio's evil plans. Knowing that she has to save her son, she considers the possibility of acquiring a parole during their foundation day. Indeed, she has reason enough to be concerned for Nicassio continues his search for the young heir of Doña Ingrid.

Much later, Anna destroys her cellphone after throwing it to Bong who was merely calling her to dinner with Trining's instructions. Fuming mad, she blames the whole thing to Bong. However, Trining defends her son and even admonishes Anna that she did not raise her to become a snob and to possess a terrible attitude. She further opposes Nanding's option to buy her a new one and dictates that Anna has to earn it instead.

Bong apologizes to Nanding for the trouble he caused Anna but his dad simply dismisses the issue. Back on his room, he tries to fix the broken cellphone but sleep overcomes him and Peping. Hence, Kokey stays up late to repair the damage with his healing power. As he puts it back on Anna's bedside table however, Anna awakes and catches him once more!

1 - 9 *EPISODE 9*

Nothing prepared Anna when she spots Kokey in her room. Scared out of her wits, she screams at the top

of her lungs, but Bong and Peping arrive in time to cover her trap! Convinced that Anna won't be shouting anymore, Bong releases her and explains that he found the alien from the orphanage. And though he looks horrific, Kokey brings no harm and merely wishes for their help in salvaging his spaceship and in fulfilling his mission on earth. Peping further explains that Kokey fixed Anna's cellphone so that she won't be mad at Bong anymore. With this, Anna begins to warm up to her new brother and the friendly extraterrestrial as well.

Meanwhile, Kokey's ravenous appetite brings forth another disaster! Peping and he sneak out towards the home of Trining's nosy neighbor who generously gives the poor street urchin his fill of food. But as he shares his plate to Kokey under the table, Charisse discovers the starving alien and takes him for a monkey! Armed with a weapon, she runs after the creature who makes a dash for Trining's house! Charisse then alarms her neighbors about the horrific animal she saw. But instead of believing her, Trining calmly tells her that perhaps she mistook herself or her kapamilyas as the monkey! This aggravates Charisse who cuddles up to Nanding. After being scolded by her actions, she reiterates to Trining that whatever she does, Trining, can't deny the fact that Nanding was hers first.

Together with Abie and Jimboy, Marcial drops by at the Kalugdans' home to apologize for the embarrassing scene which his wife caused. However, Trining wants Charisse to apologize herself. In defense, Charisse complains that she is the one who was robbed by their pet monkey so she doesn't want to do so. As such, Marcial drags her away to stop her outburst. But she swears that there was indeed a monkey on the loose. Nearby, Kokey waves at her to get her attention, which creeps out Charisse once more!

While the elders are hunting the animal, Abi looks after the kids inside the house. Anna as usual is overcome with joy to be with her crush. On the other hand, Bong sneaks out to find Kokey while Jimboy follows after him. Outside, Jimboy accuses him that the monkey must be his pet! But Abbie stops their squabble and commands them to go back inside the house. Meanwhile, Marcial and Charisse continues the search on the garden. Thinking that she hit her mark, Charisse repeatedly bashes the culprit who's hiding under the plants! As it is, she smashed Abie and her son in the head instead who were merely peeing there!

Reunited again, Peping explains that Kokey went back at Aling Charisse's home to eat the food that they left. Bong admonishes them that they should have waited for him and Anna to give them their meal since it is dangerous for Kokey to venture outside and be seen by people. All of a sudden, the bell chimes which signals that their message was successfully sent to outer space! They quickly climb the rooftop but no response is forthcoming.

At the Allegre mansion, Doña Ingrid finally gets hold of the researched data made by Lucio. He reports to her that he had employed another person to locate her heir. Satisfied with his work, Doña Ingrid reminds him to deliver all the information he will gather to her first.

In the prison, Myra tries to contact her lawyer to help her with the parole she plans to acquire. To her shock, her attorney already migrated abroad for two years now! Worried about how her case is being dealt with, Linda offers to refer Myra to her own lawyer. Upon hearing this, Myra is filled with excitement as she assures Linda that whether her offer will push through or not, she is glad to have a true friend like her.

Later, Nicassio goes back to the river where he last saw the baby to consider the possibilities where Myra could have left her son back then. He explains to Lucio that it is impossible for her to leave the infant to a friend because they have no neighbors nearby. And he remembers that the baby is with her when they were fighting by the waters. Then, Lucio brings up a significant detail when he asks what can be found at the end of the river. To which Nicassio answers, an orphanage.

1 - 10 EPISODE 10

To avoid further disasters, Bong and Anna decide to bring Kokey along to school. They hide the alien inside a large box and pose it as a school project to waive off the curiosity of Trining. At first, everything seems to be working to their advantage as Kokey whispers the correct answers to their teacher's questions.

On the library, Bong leaves the box by the stairs to do his lessons when the Jimboy seizes the opportunity to snoop what it contains inside. He then inserts his hand on the hole to poke around. Kokey bites him, which brings forth a piercing shriek of pain from the nosy kid. As such, Charisse rushes to the clinic and gets hysterical about the death of her son due to rabies!

When her son woke due to her noise, she confronts the school directress and complains about the incident. As soon as Trining arrives, she rants about how Anna brought an animal which gnawed Jimboy's hand. Anna explains that it is his fault for meddling with things that don't belong to him. Once and for all, Charisse tells them to open the box to reveal the culprit but no one wants to do the deed.

Hence, the principal volunteers to uncover the box herself. But before she could uncover it, Kokey transforms himself to a stuff toy! Shocked, Charisse fumes that there must be something else inside it. Trying to spot the culprit, she stumbles head-first inside!

On another shelter, Doña Alegre continues her cause to extend a hand to other poor orphans in lieu of her own frustration over her lost grandson. It has been her devotion for ten years now. And she vows that even if she finally found Gabriel, she will never stop this charitable endeavor. A ray of sunshine has come Myra's way because Linda's attorney shares some good news, that is, her case is eligible for parole since she has been in prison for ten years already. She fervently prays that Nicassio won't reach her son first, knowing that he only has evil plans for the child.

Unknown to her, Nicassio comes closer to Gabriel as he found St. Joseph orphanage to inquire about the baby whom they may have espoused under their care. He explains to Sister Aida that the infant was cradled on a basket and wore a bracelet, which indicates his identity. In truth, the mother has just shown Shane a bracelet, which belongs to Bong. Despite knowing that the circumstances coincide with Bong's history, she prefers not to disclose this information, realizing perhaps that something deeper lies behind the truth about the red stone.

1 - 11 *EPISODE 11*

Sister Aida explains to Shane that the orphans' identities are strictly confidential which is why she did not disclose the similar case that the orphanage has to Nicassio's inquiry. One can't be too sure in this day of rampant illegal syndicates. Also, she is not familiar with a certain Myra he was talking about and besides, many kids were abandoned with a bracelet on them.

The squabble between Charisse and Trining continues. They both rant to their respective husbands how mad they are at each other. Good friends Nanding and Marcial merely wish some peace and quiet but mollifying their wives seems to be far-fetched at this point. Meanwhile, Abie humbly asks for the Kaulugdans' forgiveness explaining that his sister is hot-headed by nature.

While he was doing so, Jimboy climbs up a ladder to pry on Bong's room. To his amazement, he sees him conversing with an unidentified someone. Before he can see things clearly, he falls down which leads the residents to discover him! He reveals what he had seen but since he is uncertain to what it is, Trining angrily tells them to leave the premises!

Determined to prove his suspicions, Jimboy steals the big box where Kokey is, and drags it to his parents' home. Peping catches him but Jimboy's strength proves too much for him. As such, he rushes to tell Bong what happened.

Charisse admonishes Jimboy for taking what doesn't belong to him, but her son justifies his act by saying that he merely wishes to prove their neighbors wrong. Charisse agrees so that the truth will finally be unveiled. However, they can hardly open the box as Kokey pulls its flaps with all his might!

Bong, Anna and Peping confides to Abie what happened thus, they arrive in time to stop Charisse and Jimboy from revealing Kokey! Since Charisse is adamant to check the box again, they finally uncover it. Thankfully, Kokey freezes himself to look like an inanimate toy. Bong explains that they embellished the teddy bear, the reason why it is made of rubber now. Before Charisse can recall her encounter with the 'monkey' the kids quickly make a dash for home.

In the mansion, Lucio reports to Doña Alegre how Myra confessed that her son is alive. However, he claims that Myra still refused to reveal his whereabouts. He left her with a promise to bring her heir to her. Outside, Nicassio pays the remaining half of Lucio's fee, not knowing that Doña Alegre has seen the exchange!

Meanwhile, Myra is depressed after hearing from the lawyer that their petition for parole has been denied. As such, she considers joining a group of prisoners who plan to stow away! But Linda carefully warns her to forget about it for she will only face a greater penalty for such crime. Bong and Anna are assigned as partners in creating a recycled airplane made of cans. As such, they ask Abbie to help them since he is an aspiring pilot. But in the middle of their work, Abie cuts himself so the two kids rushes out of Bong's room to get some meds. To Abie's shock, Kokey reveals himself to heal his wound! As it is, Kokey knows that he has a good heart which is why he has shown his identity to him. However, Abie faints right after he utters that he loves secrets!

1 - 12 *EPISODE 12*

Missing her favorite ward from the orphanage, Shane asks for Sister Zoraida's permission to visit Bong at the Kalugdans' home. The mother superior agrees and even urges her to buy some Komiks for the boy.

As it happens, Abie is also tasked to buy a nylon string at the bookstore for Bong and Anna's project. There, he is instantly smitten by the pretty social worker.

Abie rushes after her to give the paper bag that she left only to be accused of being a thief! He quickly clarifies his intention to return it which thankfully patches things up. Back to the Kalugdans' home, Abie shares how love-struck he is but Anna mistakes that the sparks in his eyes is because of her! Off to school, her happiness escalates as she and Bong wins first prize for their airplane!

Shane arrives at the neighborhood where Charisse catches her first before leading her to Trining's home. After letting her taste the cake that she baked, she tours her to their papier-mâché showroom. Since Trining is a bit wary of strangers, Shane explains that she is a niece of Sister Zoraida and a graduate of Accountancy. With this, Trining gives the ledgers to her and found her perfect for the job!

Up on Bong's room, Peping can't stop Kokey from wailing after he had glimpsed a photo of a spaceship on a magazine. Hearing this, Nanding, Trining, Marcial, Charisse and Shane goes together to check where the sobs they heard are coming from. Peping and Kokey remained undiscovered however since they promptly hid under the bed.

As such, Charisse muses aloud that perhaps the Kalugdans' home is haunted! She further recalls the chaotic incident before where nothing was found missing from their appliances. Charisse concludes that it must have been the "bolter guys" who are responsible for the bizarre events. So she suggests to call on a spirit questor to drive the ghosts away!

In the mansion, the maid tries to wake up Nicassi, but fails to do so. He even lashes out at her for bothering his sleeping time. Unknown to him, Doña Alegre is staring from the doorway and hears his claims that he doesn't care how she will fare on her stupid patron parade. Later, he confides to Lucio that he had enslaved his way to the old woman's heart in vain. He believes that killing Gabriel is his only hope to get the Alegre inheritance.

Kokey's longing for his 'skeepik' makes him escape Bong's home once more to go back on the forest near the orphanage. Peping runs away with him, knowing that another disaster is forthcoming with Kokey out in the open. To his amazement, Kokey unveils the invisible shroud of his striking spaceship!

1 - 13 EPISODE 13

During the foundation day in prison, a rich philanthropist appears to take a liking to Myra who is then performing a number onstage together with her inmates. Don Faustino tells his secretary to check on her files for him to sponsor her parole. After ten years of waiting, Myra is finally freed! She happily bids goodbye to her friends and promises Linda that she will come to visit her again. Linda wishes her well, knowing that now she has a chance to find Gabriel. Outside, Myra takes a second to taste her much-awaited freedom. She goes straight to Don Faustino's mansion where she warily acknowledges his warm welcome. He assures her that he merely knows that she has nowhere to go and she desperately needs a job. As such, he recommends her at St. Joseph's orphanage! Not knowing the connection of which to her son, she comes to meet Sister Zoraida who tells her that Don Faustino as well as her inmates have nothing but high praises for her character. With this, Myra vows that she will not do anything to destroy these people's faith on her.

Prior to this, Sister Zoraida confirms if Shane really wants to work for the Kalugdans' as an accountant to their papier-mâché business. Shane asserts that this is the break she has been waiting for. Not only will she be employed, they will also shoulder her CPA review expenses and she will be able spend time with Bong too. Seeing that Nicassio seems to be blocking the search for Gabriel as he connives with Detective Lucio, Doña Ingrid secretly transfers the responsibility to Atty. Mariano whom she can trust. Impatient to see her lost grandson, the good lawyer assures her that his staff is already acting on it. Kokey finally agrees to go home when his ravenous appetite begins to complain again. He and Peping arrive unseen by Marcial with Bong's clever strategy. Meanwhile, the 'espiritista' graces the Kalugdans' home to vanish the ghosts. To everyone's surprise, she strongly feels the 'power' emanating from Bong's room!

Peping and Kokey quickly hid themselves before they can be discovered. Left without a choice, Kokey freezes up as if he really is just a toy. The spirit questor proclaims that the horrific creature is where the bad spirit is residing so it must be thrown away! Bong, Anna and even Abie differ, explaining that it is just a puppet! Hence, the woman suggests to simply exorcise the bad spirit from it! Everyone is told to close their eyes as she thumps Kokey's head on the bed! After his dizzying experience, they finally leave him alone with Bong who consoles his pet by getting some food for him. Sharing the bizarre adventure makes Charisse think that's she and Trining are now close friends! Happy with this outcome, she exclaims to Abie that she will now allow him to have a girlfriend! As it is, she wants Shane for him, the new accountant of the their shared business with the Kalugdans.

Not knowing that his newfound ladylove and Shane is the same person, he confides his worries to Anna, who in turn believes that she is the girl whom he truly loves! When she asks him what how he will act on his dilemma, Abie stresses out that the decision is only his to make, much to Anna's delight!

1 - 14 EPISODE 14

Nicassio drops by at the orphanage only to see a boy holding the red stone he had first seen from Isidro's

encounter with an alien! Sister Zoraida reminds Robin that he's not supposed to pry on things that don't belong to him. As the kid rush out of her office, the mother superior tells Nicassio that there are no records of babies who were adopted on that fateful day ten years ago. Not leaving the premises yet, Nicassio's concentration is so focused with what he had seen that he passes by Myra without noticing her! He follows Robin to take a closer look at the bracelet but the boy brushes him off. As such, he intends to get the truth out of Myra once more, only to find her freed from the prison! He angrily reports this to Doña Ingrid who, in truth, is the person responsible for it!

Meanwhile, Myra strives hard to fulfill all her duties in the orphanage. But her painful longing for her child can be seen through her eyes. Admiring her fortitude, Sister Zoraida reveals that she doesn't believe that she is the murderer of her husband. In response to this, Myra claims that at this point, she doesn't care anymore for what others may say about her. The only thing that matters is to find her son. The nuns are sad to see Shane go, but her aunt tells them that she is easy to reach after all. As Sister Zoraida looks into Bong's things, she finds the bracelet gone from the little blue box! Hence, Shane decides to come back for it next time. On the Kalugdans' home, she is warmly welcome by the couple. On top of that, Bong is definitely surprised and happy to see her there! On the other hand, Charisse excitedly tags Abie along to meet his future girlfriend. At first, he is not so thrilled since he has set his heart to the girl he met on the mall.

But as soon as he sees Shane, he quickly announces to his sister that he will agree to marry her right there and then! As such, a jealous Anna swiftly faints due to her crush's painful betrayal! Later, Bong catches Kokey stealing a stack of papers from the shop downstairs! He then admonishes the naughty alien that what he did is not right. However, the creature explains that he was only making some new stuff! Even Bong is amazed as Kokey shows him how he created the paper meteorites! Only to get discovered by Nanding!

1 - 15 *EPISODE 15*

Upon seeing Bong's ingenuity in creating the meteorites, Nanding offers it to a client who instantly admired the innovative design and ordered a thousand pieces of it. However, Bong faces his dilemma by teaching the shop's workers how to do it and then volunteers to polish whatever they come up with. In turn, Kokey agrees to help him finish up the job. With this, Marcial worries that his ideas will become useless in the face of the boy's creations. But his ever supportive wife Charisse comforts him that he will eventually strike a great design. But the workers are not easily appeased. Feeling insecure and worthless, one of them tries to kill Nanding by pushing the huge cabinet in the shop over him!

Nanding is quickly rushed to the hospital with a worried Trining fawning on him. Unknown to the elders, Abie accompanies Bong, Anna and Kokey later to allow the latter to take over and heal the seriously wounded head of the Kalugdan family. The next morning, Trining can't hardly believe her husband's fast recovery! Meanwhile, Nicassio tells Lucio that he is sure about the red stone he saw on the boy from the orphanage. But he is uncertain on the kid's identity for he doesn't look like Isidro or Myra. Hence, Lucio visits the shelter and confronts Robin about it. Before he can question him further, Sister idea arrives to scold the boy about getting what doesn't belong to him! As such, he reports to his boss what transpired. After deliberating over the facts, Nicassio realizes that the name of the lost heir is not important for the nuns don't know anyone named Gabriel. What matters now to him is to find whoever owns the bracelet with a red one!

Back to the Kalugdans' home, people are celebrating the fast recuperation of Nanding. Everyone is jolly except Anna who is crestfallen with Shane and Abie's obvious closeness. As such, she becomes sleepless at night and wakes up Bong to commiserate with her broken heart. From here, Bong suggests to please her by getting some chocolates from the fridge only to find their house on fire!

1 - 16 *EPISODE 16*

Upon seeing the spreading fire in the house, Bong instantly wakes up the whole family for them to get out in time! Soon after it was vanquished, a police offer warns Nanding that the incident is a case of arson! They are all shocked since they can't think of an enemy who may mean them harm. Marcial however puts the blame on Bong whom he allegedly saw staring at the fire doing nothing. Hearing this, Bong worriedly talks to his dad who in turn calmly assures him that he doesn't believe what his partner told him. In the meantime, Charisse invites the Kalugdans to stay at their home and recover from the shocking tragedy. At night, Bong tearfully worries what will happen now that other people think wrongly of him. Now that he loves his new family, he is afraid to be sent back to the orphanage again.

However, Bong overhears his dad's employees talking about how their plot to kill Nanding and to set the house on fire failed! Marcial catches the boy in time to warn him about letting his imaginations run wild. He further threatens Bong that he may be sent to the shelter again if he dares to bring up what he heard. It turns out that Marcial is the mastermind of the recent freak accidents that the Kalugdans are experiencing. He connives with the other workers who are responsible for executing his wicked schemes. Dismayed on their failure, he reminds them to keep their thoughts to themselves from now on. Left without a choice,

Nanding gathers his employees that he will lay off some of them to trim down the expenses of his weakening business. Thinking that he would be given the sack, Marcial is merely tasked to pick who should be thwarted.

Trining is deeply saddened by the sudden blows in their family. She feels depressed for all their laborers who are now left jobless. Unsuspecting towards the real cause of the ill-fated accidents, she muses to Charisse that perhaps it is best to consult with a fortune teller! Charisse blurts that in fact she can refer her to someone connected with her husband!

1 - 17 *EPISODE 17*

Trining can't accept the fortuneteller's prediction that the newcomer in their family is the one who's bringing them the string of unfortunate events! So she asks Lyka to check the tarot cards over again. But she comes up with only one solution, that is, to thwart Bong from their home. Unknown to Trining, Lyka is a part of Marcial's wicked schemes. When Nanding learns about this, he merely brushes off the idea that Bong is responsible for their ill-luck. But since Trining is adamant to confront the boy about it, she and Nanding decide to discuss the issue with the kids, only to back out after Bong and Anna hand them their profit from their garage sale!

However, Jimboy overhears his parents argue about the issue. Charisse tells Marcial that Nanding is not the kind of person who believes in such nonsense particularly when it concerns his beloved adopted son. With that knowledge, Jimboy only grows harsher towards Bong. He further outcasts him in school for fear of acquiring misfortune. This brings about a squabble between them which pushes the school principal to call on their moms. Charisse denies her son's statement that he heard her admit that Bong is a bringer of misfortune. Worried about where all this talk is coming from, Bong asks his mom for an explanation later on. Trining tells him the truth then but she assures the kid not to concern himself about it anymore.

At midnight, Lucio goes back at the orphanage to steal the box where all Bong's precious belongings are stored. However, Robin discovers him and immediately shouts for help from the other orphans. With this, Sister Aida affirms the usually naughty kid. On the other hand, it seems that Lucio still managed to get some of Bong's pertinent papers! However, Doña Ingrid is unhappy with the way Nicassio is handling the search for her lost grandson. Hence, she decides to terminate Lucio's services for unearthing nothing significant throughout the years. Nicassio implores her not to do so, but she merely threatens to discard him if he further complains. Back to the Kalugdans' home, Anna refuses to believe the fortuneteller's forecast. She confides to Peping that she has seen Bong's amazing character. As such, she muses that perhaps the newcomer that they were talking about may not be her brother but Kokey instead! Unknown to them, this unfair suspicion hits Kokey hard and makes him feel depressed! Not wanting to add to their problems anymore, he tearfully bids Anna and Bong goodbye while they were sleeping!

1 - 18 *EPISODE 18*

Myra is overcome by mixed emotions as she meets Doña Ingrid face to face after a long time! As such, she quickly leaves the birthday celebration of Sister Zoraida who learns her link with the Alegre family! On top of that, she finally realizes that Bong is the lost son of Myra as well as the heir that Nicassio is looking for! Mother superior can hardly believe her newfound discovery. Myra confides how she was hated by Isidro's family ever since. She further recalls the harrowing incident by the river where her baby was swept away. With this, Sister Zoraida brings out the bracelet which belongs to Bong and shows it to an exhilarated Myra! But the excitement of finding Gabriel at last soon mellows to a forlorn acceptance knowing that her son is better off with his new family who can give him a better life and shield him from Nicassio's evil plans.

Meanwhile, Kokey's departure is impeded by Abie who spots the alien leaving the house as he tries to get a goodnight kiss from Shane. He quickly leaves her side to speak to his friend and explain to him that neither he nor Bong is responsible for all the ill-fated events happening to the Kalugdans. For in truth, they both saved them from harm when he healed Nanding before and when Bong shouted for help on time. But the next morning brings out the final straw when Trining encounters a hit and run accident as Marcial's last resort to achieve his goals! The kids are deeply affected by this particularly Bong who is unfairly blamed for being a bringer of bad luck. Hence, he becomes an outcast as the others leave him at home to visit Trining at the hospital. Suffering from her misfortune, Trining decides to send Bong back to the orphanage for she really thinks that all their mishaps are caused by him. Nanding implores her not to do so but Trining has made up her mind. This sudden turn of events upsets Anna who appeals to Nanding not to give up Bong now that she has learned to love him as her brother. She reiterates why they had a change of heart when Bong has been a wonderful kid all this time. However, her father explains that though it is also hard for him, he has to do so to gain back the peace and quiet in their family.

1 - 19 *EPISODE 19*

Myra has been having nightmares about her son so she begs Sister Zoraida to let her see Gabriel. When she finally meets Bong, she is overcome with bliss as all her hopes and dreams turn into reality. The mother superior then hands the bracelet to Bong and explains to him that it is a gift from his father when

he was just a baby. Myra further tells a confused Bong that she is acquainted with his parents. Though she admits that Isidro died already, she doesn't disclose the truth about her. However, she reiterates to Bong that his parents truly love him and she hopes that he won't bear a grudge to them for leaving him at the orphanage. Even before the visitors left, Kokey makes himself invisible and tries to take away the bracelet worn by Bong. The alien later explains to him that its ornament is the red stone he's been looking for! As such, Bong is thrilled to learn that the person that Kokey's father had entrusted it with is his real dad! Bonded by this link, Kokey confides that the 'chipeka' can give power and wealth in their world as well as other good things like happiness and peace, so he has to bring it back to planet Yekok.

Later, Nanding brings Bong along to the hospital to visit Trining. Bong simply bequeaths her a bouquet of flowers and a card which strikes Trining straight to her heart. But she remains undecided whether to let him go or not. Meanwhile, Nicassio has traced the Kalugdans' home! Charisse spots him in time to hide herself back at their house. Seeing him after all these years still creeps her out as she recalls her harrowing past involving her friend Divina. She then rushes to the orphanage to see if Divina's child is safe from Nicassio's evil plans. Unknown to her, it is Bong who will soon face an impending doom! Instead of sending Nicassio away, Marcial is ecstatic to learn that Nicassio has come to take Bong back to his real family! Happy to see Bong go, he even tags Nicassio along to point out where the boy can be found!

1 - 20 *EPISODE 20*

At the welcome party, Trining still refuses to see Bong. Feeling unwell, she insists to Nanding that her decision to send him back to the orphanage remains the same. Even as Nanding explains the situation to Bong, the boy tearfully tells him that he doesn't have to evade the issue that he is the unlucky one in their home. Not wanting to be a burden anymore, he accepts his fate with deep sorrow. Later, Marcial celebrates with Nicassio and Lucio while the former talks about his exploits in his business with Nanding. Despite his kickbacks, the two points out that his partner is better off than him. In defense to himself, he puts the blame on the poor kid whom he desperately wants to get rid off. As such, he conspires with them in trying to kidnap the child on that same night. Unknown to the trio, Bong is already packing up his things, intending to run away than go back to the orphanage and become a laughingstock yet again. Peping persuades him to stay but Bong insists that there will be no peace in the Kalugdan household until he is gone.

Since Peping is not in good terms with Jimboy anyway, he decides to escape together with Bong and Kokey! While they safely leave the house unseen, Nicassio, Marcial and Lucio in turn are sneaking inside the house to abduct Bong! But they are in for a surprise as they find the room empty and the boy missing! Fleeing farther away from the house, Bong is stunned to see Anna with a bag on her back! She firmly tells him that she will only go home if he returns with her. As such, they all stay on the waiting shed where they sleep the night over. The next day, Nanding and Trining are wondering why the kids are not yet preparing for school. Meaning to wake them up, the couple becomes panic-stricken when they can't find Bong and Anna in their bedrooms! Being her usual chatterbox self, Charisse arrives and rightly concludes that perhaps Bong left hurt by the unfair accusations towards him! Hence, Trining immediately reports the incident to the police, explaining that there's no reason for her children to run away. She asserts that she may not be a perfect mother but she truly loves both her kids. With her statements, the officer assures her that they will look for the missing kids.

Back to their home, Sister Aida and Myra are also unnerved by the news! But before Shane can fully explain what happened, Trining appears in time to hear Myra's exclamation declaring that Bong is her child! Too late, Trining is blaming herself for their new dilemma. Much later, the kids are walking on the street when the police suddenly arrive to capture them! Kokey and Peping are able to run away but Bong and Anna are successfully detained!

1 - 21 *EPISODE 21*

Bong and Anna are brought to a DSWD shelter after the police took them from the streets. But Kokey and Peping save their butts through the alien's smart acting skill as a robot! As they flee for escape, Kokey encounters the blind woman whom he had healed before! After telling her their dilemma, she gladly lets them stay at her humble abode than leave them skulking into danger outside. At the Allegre mansion, Nicassio resorts to desperate measures since he is really impatient now to get his hands on Doña Ingrid's wealth. Fearless now, he shocks her with his declaration that he never intended to reunite her with her long lost grandson for he is after the inheritance. Taking Doña Ingrid as captive, he threatens her life saying that she has no choice but to change her last will and testament since he already killed her trusted lawyer!

Meanwhile, everyone is sick with worry in the Kalugdans' home including Charisse, Myra and Sister Zoraida. Nicassio even arrives only to terrorize Myra that he will kill her son if he gets to him first. Police officers arrive in time to break them apart but the two remain mum on what's really going on. Sister

Zoraida tells Myra that reporting Nicassio to the police is useless since she has no proof that he is really a murderer. Knowing that her son needs ultimate protection, she tries to find an ally in Doña Ingrid, only to find Nicassio barring the gates, telling her that the old woman left for the States.

With that, Myra confides her innermost fears to Sister Zoraida as she feels in her gut that everything Nicassio told her was just a pack of lies. Confirming her musings, the concerned mother superior says that it's impossible for Doña Ingrid to leave the country without telling her since the wealthy benefactor has many projects in mind for the orphanage. In the meantime, even Charisse now is filled with terror as she learns the whole truth about Anna's parentage! Sister Zoraida lets it slip that the beloved daughter of the Kalugdans is also adopted! And in fact, Anna is the child of her bestfriend Divina, the deceased girlfriend of Nicassio! Closely linked by a twist of fate, it turns out that Bong and Anna are real cousins! Not wanting to be a burden anymore to Kokey's friend, Bong, Anna Peping and Kokey are preparing to leave when a sudden street fight with a gang of children separates Anna from them! Later that night, she is still unable to find her way back when several baranggay officials come to her aid and identify her as the missing kid from the posters!

1 - 22 EPISODE 22

After eluding his reach for so many years, Nicassio has found Charisse and is demanding her to spill where Divina and his child are. Unknown to him, the ironic hand of fate has thrown together both the lost heir and his own daughter in a tangle of events that leads to a bigger mess! Off to the dense forest, Bong, Peping and Kokey are determined to fix the latter's spaceship this time. Just when they thought the machine is now working, its engine still bogs down after a while. So Peping smartly suggests that Abie may help them since flying airplanes is his interest after all. Upon seeing the amazing craft, Abie agrees to help them but he says that he has to research first about fixing spaceships.

At the mansion, Nicassio is just showing Doña Ingrid a video footage of Myra and the Kalugdans when he suddenly spots Charisse in the background! Mad as hell, she confronts the former cabaret girl to tell him the whereabouts of Divina and their child. Knowing that he is up to no good, she tries her best to maneuver him, all to no avail. Furious with her antics, Nicassio threatens to kill her whole family if she still refuses to reveal the orphanage where she gave his child, upon learning that his ex-girlfriend had died already. Meanwhile, Anna is safely back to her home with Trining fussing over her. Sick with all the excitement she had experienced, Anna is even pampered by Charisse, now that she knows the truth about her parentage. Later, Anna spots Abie on their house telling Shane that he is busy for the day. Knowing that he's off to fix Kokey's spaceship she decides to follow him.

On his way to the forest, Abie catches Anna tailing after him! At first, he is adamant to send her home but Anna begs him to tag her along for she merely wants to see her friends again. Convinced, he brings Anna with him not knowing that Jimboy is also shadowing them! As such, the naughty kid finally catches on their secret! The imp threatens them to tell the elders what they are hiding all this time! For he realizes that all his suspicions before are true after all. Abie tries to appease his nephew by insisting how he has been acting like a brat ever since, and that changing his attitude may bring him closer to him and Anna.

Eventually, they have persuaded Jimboy to be cool about it. But things get out of hand when he starts to interfere with the gadgets inside the spaceship! Annoyed, Bong and Anna asks him what he did when Jimboy suddenly presses a button to show them, only to get everyone electrocuted with their sizes shrinking!

1 - 23 EPISODE 23

Jimboy's mischief leads the kids to more trouble as their sizes shrank when he tampers with the gadgets inside Kokey's spaceship. As they come to grips with their predicament, Abie tries his best to reach for the controls, all to no avail. So he leads them outside to see if they can find help. In the process, they encounter a spider who tries to eat up Jimboy! In the end, Kokey is able to defend him by simply threshing things out with the creature. As they call it a night, Kokey has just lighted a bonfire when heavy drops of rain fall over them! With their reduced builds, they are able to find shelter under the scattered leaves. Soon after the downpour stopped, Abie and the kids finally take their rest, with Kokey ensuring that they are kept warm by the fire to get a goodnight sleep.

Meanwhile, Trining continues to blame herself as Anna gets away again. But Charisse worriedly reveals that even her unico hijo and her nephew are lost! Unaware that the prank call Trining received is from her own daughter, the elders anxiously stay awake all night as they try to think where the kids might have gone. At St. Joseph Orphanage, Nicassio is overcome with rage as he lashes out on Charisse and Sister Zoraida for trying to hide the truth from him. But the brave nun refuses to be daunted by his threats even as he tries to assault her! Good thing the orphans and Myra arrive in time to stop him. After reporting the incident to the authorities, Myra decides to get help from Don Faustino who had been an instrument of her freedom.

But as she pleads for his cooperation, Don Faustino admits that he himself hasn't heard from Doña Ingrid for days now. Reaching to the same suspicion as hers, he also deems it impossible for the elderly Allegre to go abroad for in fact, she has been closely working with him to find her lost grandson! He further reveals that Doña Ingrid is the one who really helped her get out of prison. Later, Nicassio complains about his splitting headache courtesy of the kids who beat him up on the shelter. Though weak from being a captive, Doña Ingrid further aggravates him by telling him that it serves him right to get punished for his evil deeds. But even as they talk, the police break inside the mansion to catch Nicassio who in turn gets away in time, leaving Lucio to bear his crime!

1 - 24 *EPISODE 24*

Still on their tiny sizes, Kokey, Abie and the kids wake up filled with excitement on the day ahead. Nature has become their playground as they delighted on taking a dip on the cool river. Everything is going smoothly until Peping drowns in the deep water! Abie dives under but he can't find him on the murky stream. As such, Kokey uses his powers to call a fish for help! Within minutes, it successfully saves an unconscious Peping. Soon after he stirs, Abie implores the children to be more careful next time. And since the unbelievable has truly befallen them, they should try to resolve the difficult situation they are in now. Yet as they muse on what they are going to do next, the earth suddenly shakes with the coming of a frog! It hungrily stares at his bountiful prey, ensnares them with its lengthy trap and swallows them whole! This time, they can only rely on their wits as they tickle the frog's stomach until it finally bursts out again!

Meanwhile, Myra visits the Kalugdans to hear the latest news on Bong only to find out that even Ana, Jimboy and Abie has gone missing this time! A bit defensive on her faults, Trining asks if she told Doña Ingrid what she has done to Bong. But Myra merely assures her that she simply wanted to comfort the recuperating woman with encouraging updates. Myra notifies them how the rich Allegre suffered under the hands of Nicassio who has escaped the authorities. With this danger hanging over them, the Kalugdans together with Marcial and Charisse rush to the nearest radio station to make an announcement about their missing children. Once they were there however, Charisse takes the opportunity to make photo-ops within ABS-CBN compound! Finally, she joins the others on the radio booth to make her overly dramatic plea! But since she's not aiding their case, Trining takes the reign and broadcasts her call for help herself. On the hospital, Doña Ingrid awakens up to find Myra and Faustino by her bedside. Before she could react, Faustino explains to her that if not for her daughter-in-law he won't be alarmed by her disappearance. This started a belated reconciliation with Doña Ingrid apologizing for all she had done to make Myra's life miserable. But the latter simply dismisses the past and humbly tells her mother that it's never too late for a new beginning.

Unknown to them, Nicassio has been shadowing their moves for some time now! But first, he raids Marcial's home to steal some clothing and food! Worse, he decides to stakeout right there amidst the unsuspecting owners!

Will Kokey and the kids ever go back to their normal selves again? What other disasters will they come across while they remain as little as they are now? And more importantly, what's next on Nicassio's evil plans to kill Gabriel?

1 - 25 *EPISODE 25*

The kids emerge victorious after targeting the funny bones of the bull frog. Still, their diminutive state continues as they forge ahead to more exciting adventures. First up is the army of ants who come running after them as they reek of the fruits they have eaten along the way! They quickly jump on the cool river knowing that the tiny creatures can't follow them there anymore. After making a brief pit stop to dry themselves by the fire, they surge onto their endless hike. Bone-tired already, Peping points at an ideal shelter for them to rest on. But they are in for a surprise when it turns out to be a shell of a turtle whose head suddenly comes out of it, scaring them witless! On their way out of the radio station, Charisse is still thrilled by the opportunity to greet all her townsfolk as well as her chance encounter with Natutulog Ba Ang Diyos Hottie Jake Cuenca. Bursting with pride, she shows her photo-op with him to an envious Trining, only to find out that his face wasn't captured on the picture!

Back to the Kalugdans' home, Trining can hardly eat for she is still worried how her children are faring on the streets. Amidst their anxiety, Charisse tries to take comfort from her former lover, then immediately backs off as she sees Trining's warning look. On the other hand, Shane, who merely wants to be optimistic about the whole deal, receives a rebuke from Charisse, who in turn rants that no one can think of happy thoughts in these times of serious trouble. Later, Marcial notices that everything is in a mess back in their home, thinking that their maid left the chores undone. Much to his astonishment though, Nicassio grabs him out of nowhere! Nicassio persuades Marcial to let him stay there for a while, but the latter is uneasy with him around. But despite Marcial's hesitation, the choice is stolen from his

hands as Nicassio turns the table on him by threatening his friendship with Nanding, and worse, the life of his family.

As such, Marcial reluctantly allows him to sleep on Jimboy's room. With its door ajar, Charisse mistakenly thinks that Abie is back after seeing a man by the bed. But as she tugs the blanket off her nephew to demand where her son is, she is struck with fear upon discovering Nicassio right under her roof!

1 - 26 *EPISODE 26*

Charisse is horrified to see Nicassio on her abode but she is left without a choice but to let him stay than risk both her life and her husband's. But she refuses to give him a special treatment by serving unsavory dishes before him. Undeterred, Nicassio simply waves the threatening knife on his hand to discourage the couple from defying him. When Nanding arrives on their doorstep, Marcial frantically dashes to answer the knock and to prevent his friend from entering his home. Nanding immediately senses that something is wrong after hearing Marcial's bizarre excuses why he can't go with him to the police. Even Charisse, who usually welcomes him with zest, begs off.

So he gathers several neighbors to make a hasty forced entry despite Trining's arguments. And true enough, his suspicion is confirmed when he spots Charisse and Marcial trying to entertain the wanted man, Nicassio! His intention to knock him out cold is ruined by Trining and Shane's loud arrival. As such, Nicassio manages to escape yet again after shielding himself with Charisse. Meanwhile, Doña Ingrid is now recovering her health as she pleads Myra to tell everything that she knows about Bong. Myra confides that she doesn't know a lot except the fact that he is a good kid who is loved by many people. In the meantime, Myra and Doña Ingrid have finally reconciled their differences. And as the latter prepares to go back to the mansion, she implores her daughter-in-law to join her there and allow her to make up for all the misery she had given her and Isidro.

On the forest, Abie and the kids befriend a turtle who good-naturedly gives them a free ride on its back. However, their complaints about his slow steps push it to stop abruptly, which throws Kokey out. Eventually though, the turtle is mollified by their joyful dance number. Near sunset-time, the turtle finally drops them off on a place where they encounter a new danger! This time, a lizard tries to catch them as its prey! Amidst the confusion, Peping and Jimboy break away from the group so Abie comes to look for them. Upon seeing Abie, the two are happy to skirt the lizard, only to find it back again in front of them. Cornered, Abie, Peping and Kokey beg for their lives and much to their delight, the creature quickly goes away. But all their adventures prove to be too much for Abie, who suddenly faints in fear for the second time around!

1 - 27 *EPISODE 27*

As the cloak of night falls over the forest, Abie and the kids remain stranded in their reduced sizes. But while they are dozing off to sleep, a mosquito suddenly bites Anna on her arm! They brush this aside but come morning, she contracts a raging fever. Once again, Kokey saves the day as he use up his powers to heal Anna's illness. Up on their feet, Anna later becomes irritable with their dismal fate. She begins to throw blames on Jimboy and Bong which starts a dissent between the siblings. As the two groups are divided to appease each child, ant buddies Anton and Annie who lost each other separately ask for their assistance.

Like a blessing in disguise, the small creatures impart the value of teamwork, patience and understanding towards their fellow ants. This paves the way for Bong and Anna to mend their differences eventually. Back to their never-ending journey though, they come across a flock of crows that seem to threaten their lives! Meanwhile, Marcial's betrayal for conniving with Nicassio appears to bring about an irreparable damage on his relationship with Charisse. Deeply hurt by what happened, she declares a war between them. As such, everything in their house is strictly divided, and Charisse forbids Marcial to cross the lines, literally. On his part, Marcial continues his hate campaign against Bong even though the boy has long departed the home of the Kalugdans. But Nanding refuses to accept his friend's twisted perception. He reiterates that never for one moment did he believe the fortuneteller's prediction that Bong is unlucky. Instead, he muses that perhaps, Marcial is really the ill-fated one because of his curls. Despite Charisse's intention to protect her family image, she is unable to keep the cruel truth from Trining. Ashamed for her husband, she confides that Marcial has been scheming with Nicassio all along. Trining is shocked and furious by this news but she counsels that they should be focusing all their strength on their missing children for now.

1 - 28 *EPISODE 28*

An eagle grabs Anna by its feet and flies her away towards its nest! Apparently, the female black bird mistakes her for a worm which it wants to offer for its hatchling! Kokey quickly goes to the rescue by using his powers to converse with another bird who happens to know where to find Anna. Upon reaching their destination however, a scuffle occurs between the two birds who turn out to be former lovers!

Fortunately, the good-hearted one implores the eagle to let go of Anna with a promise to get back with her now that her other lover had left her. Anna is truly grateful to Kokey for saving her life once again. But much to the kids' concern, the friendly alien slowly loses his strength every time he exercises his powers. Afraid to lose his extraterrestrial bestfriend, Bong decides that they won't be asking for help from Kokey next time unless they are facing a grave danger.

On the mansion, the Kalugdans including Marcial and Charisse finally meet Doña Ingrid. Tactless as always, Charisse tells the wealthy Allegre matriarch that they can speed up the search for Bong through her financial assistance. In turn, Doña Ingrid assures her that it won't be a problem and in fact, she really means to aid them in finding all the missing kids. Back to the Kalugdans' home, Charisse confides to Trining that her deceased friend Divina is surely grateful to her and Nanding for taking good care of her daughter Anna. Seeing that Trining can't follow what she is trying to say, she finally reveals that she knows that Bong and Anna are both adopted children!

Cornered, Trining explains that it is not easy for her to admit that she is barren. But Charisse quickly consoles her that she even admires her strength of character. Handling the issue with such delicacy that is different from her usual personality, Charisse further breaks to her the truth that the father of Anna is no less than the bad guy, Nicassio! That same night, Myra gently prepares Doña Ingrid for bedtime when Nicassio suddenly slips inside the house! After knocking down the security guard, he follows the two onto the old lady's room. And as soon as Myra has gone, he swiftly goes in for the kill! Meanwhile, Abie and the kids are soundly asleep as the leaf continues to float them across the river. Kokey on the other hand remains wide awake when suddenly, he spots a spaceship above the starlit sky!

1 - 29 *EPISODE 29*

With a raised knife on his hand, Nicassio's attempt to murder Doña Ingrid in her sleep fails for the old woman is awake all along. It turns out that Myra has prepared well for Nicassio's return in the mansion. As the authorities arrest him however, he angrily shouts that he is far from finished with them yet. Meanwhile, Charisse and Marcial are still at war. Betrayed, the latter takes the demarcation line that she arranged very seriously. Even their visitors are not allowed to tread the traitor's territory. But instead of going along with them, Nanding exclaims that they can't continue their battle especially if their son Jimboy is home again. This brings them back to their present dilemma. They are arguing on the shop when Doña Ingrid and Myra arrive to tell them that she is willing to give a reward to whoever will find the missing children, P1M for Bong and P200,000 each for the others. With this, they revisit the radio station to broadcast this latest development on their search.

By the river, Bong awakens to Kokey's excited shriek about seeing a spaceship which has come to bring him back to planet Yekok. Much to Kokey's sorrow though, it was just a figment of his imagination. He tearfully confides to Bong that his mom is the only family he's got for his dad was killed by other aliens who were after the red stone. And though Kokey misses his mother desperately, he has no choice but to wait until his damaged spaceship is fixed again. At the same time, he assures Bong that he will help him find his happiness before he leaves planet earth. The next morning, they are roused by the stinking smell of heaps of garbage that are thrown on the river. They are merely chatting noisily when suddenly, the current sweeps them inside a duct straight towards the canal, running beside St. Joseph's orphanage! Happy to reach their destination at last, Abie leads the pack inside the house by climbing through the thread that he found. But before seeking Sister Zoraida's help, ransacking the kitchen for food comes first on their list of things to do.

Reminiscent of Kokey's quick snatches before, they proceed to munch the pieces of freshly-baked bread on the table. However, the cook arrives without a warning! As such, Jimboy has no time to move away from the chopped garlic which will be used for what Mang Estoy is cooking!

1 - 30 *EPISODE 30*

Abie and the other kids quickly go to the rescue as Jimboy is about to be sautéed in Mang Estoy's meal for the day. Soon after saving Jimboy's butt from the hellish pan, they realize the need for them to pray for guidance particularly now that they are going to ask Sister Aida's help. Bong leads the way inside her office where the nun happens to be on her desk doing some paperworks. They excitedly shriek for her name but with their undersized heights, their voices can hardly be heard by anyone. So they climb the leg of the table to get nearer to the mother superior. They are almost blown away again as Sister Aida fans herself. Fortunately, they are able to hold on tight while trying to call for help. Bong then decides to climb on her ear so she can take heed of them. Kokey further uses his power to keep Bong hanging on thin air. Eventually, the nun finally pays attention, thinking that she is spooked by Bong's dead spirit!

Hence, Abie considers using the magnifying glass so Sister Aida can easily see them. When she finally did, the nun is shocked by what she spots the tiny kids on her table! Stricken, Sister Aida eventually calms down to listen to Bong's explanations. She then identifies each of them including the inevitable she finally meets the friendly alien, Kokey! Thereafter, Mother Superior goes straight to what matters at this

point, which is to bring them back to their respective families. Whether they can accept them as they are now is out of the question. As she gently put them inside the box, Sister Zoraida tells them that she will just get some snacks for their hungry appetites. Unknown to them, a nun enters to clean the room including the box where they are currently residing!

1 - 31 *EPISODE 31*

Sister Zoraida is now privy with the bizarre situation of Bong and his friends. All is set for them to return to their respective families but several mishaps still hinder their way! Meantime, a throng of imposters rush to the Kalugdans' home to bring false hopes all for the sake of the bounty! Sister Aida leaves the kids for a while in her desk to get some food, only to come back in time to see one of her nuns meddling with the box where six tiny lives reside! After admonishing her nun about its importance, she carefully arranges to transport them inside the van. When they are near their destination however, the driver suddenly pulls into a stop, causing the box to topple from her lap! So when she alights from the van, she unknowingly leaves Jimboy behind! Abie has noticed his nephew's absence though, so he quickly tells Mother Superior to look for Jimboy. But by then, the latter has already stepped out of the vehicle towards his home to rush to his mother's arms himself.

Meanwhile, Trining drops by at Charisse's home. Both are losing hope after the fake tales that they have heard and seen from the people who came to them a result of their tempting announcement on the radio. There are those who claim that they havetaken their kids under their wing while others allege that their children have died already! Fed up by all these nonsense, the two comfort each other as Charisse yaks about her only son. Unknown to them, Jimboy has indeed arrived, but his shouts remain unheard by them. As such, he opts to climb on his mother's lap towards the table, until he finally reaches the rim of Charisse's glass of water. By this time, Abie has also found Jimboy who's about to be drank by his sister! Unsuspecting about the strange happening, Charisse proceeds to gulp down her water, causing Jimboy to fall down inches away from her mouth! Will Jimboy be swallowed by her mother? How will the elders react when they finally learn their children's undersized dilemma?

1 - 32 *EPISODE 32*

Jimboy has escaped from being swallowed by Charisse through Abie's help. The latter admonishes him about following instructions for they can't expect the elders to immediately understand their state and the reasons that led to it. But his stubbornness still prevails. Sister Zoraida is still looking for Jimboy on the street when Nanding catches her off guard. She then invites him to a close-door meeting back to his house where he gently breaks the news to him. Nanding who swears that he has no history of heart attack is nevertheless shocked upon seeing the kids through a magnifying glass! He tries to calm down while Mother Superior spills the truth about Kokey and how Jimboy shrank their sizes after tampering with the alien's spaceship! All these out of this world circumstances prove to be too much for him.

So they decide to hide the truth from Trining for a while. But by then, Charisse has already seen Jimboy who has cleverly bitten her big toe to finally get her attention. But instead of feeling alarmed, she excitedly welcomes the return of her only son as well as her beloved brother Abie. Soon after their bizarre reunion, she dashes to the Kalugdans' home to share her discovery to Marcial. Shane tells her though that he has gone with a customer. As such, she simply rushes to Nanding and Sister Zoraida, who in turn, are glad to know that she has taken what happened lightly. But all the commotion has alerted Trining who takes one look and then becomes upset to see her midget-children including an alien! However, Nanding assures her that Kokey is harmless. And furthermore, that it was him who restored his health after his terrible accident. On top of all the excitement, Trining realizes that it is important to convey this latest happening to Myra and Doña Ingrid, who have been waiting for positive updates for some time now. Meantime, Sister Zoraida talks to Bong in private for him to know the truth of his parentage. Tears quickly fall from the boy's eyes as soon as he heard that Myra is no less than his real mom!

1 - 33 *EPISODE 33*

Bong, originally christened as Gabriel, learns that Sister Zoraida kept the truth from him at first, for fear that he may not understand the reasons why Myra gave him up. Trining also apologizes for hurting him before. And that despite everything, she deeply loves him like a real son, which Bong sincerely understands. That same night, Charisse refuses to share the good news to Marcial since his thoughts seem to be pre-occupied with something grave other than the loss of Jimboy. In truth, he is worried about Nicassio's blackmailing effort to further deepen his link as an accomplice to his evil plans. The war of the couple continues until the next day when Marcial discovers the kids' predicament at last. After his initial shock, he agrees to go with them towards the spaceship. Kokey then points out the right button to push where another laser beam strikes them back into their original sizes!

This blissful reunion brings forth a celebration where they excitedly devour the feast that Charisse has prepared. And when Doña Ingrid and Myra arrived, Gabriel happily rushes to his mother's loving arms.

Meeting his grandmother heightens his joy because now, his dream to have his own family finally comes true! However, Anna is saddened by their parting for she has become accustomed to having Gabriel by her side. Her parents then explain to her that it is only right for Gabriel to be with his real family, and it doesn't mean that their bond as siblings will change because of that. On his part, Gabriel also assures her the same thing when they have gone to bid each other goodbye. This joyful event is marred though by the fact that Nicassio is still alive. And anytime soon, he may discover that Anna is his daughter! Indeed, Trining has reason enough to fear because Nicassio and Lucio are preparing for their escape from prison! Worse, they have conspired with Marcial to provide their getaway ride!

1 - 34 *EPISODE 34*

Charisse's distrust towards Marcial heightens with his suspicious disappearing acts. Even Jimboy's return fails to pave the way for a ceasefire between the estranged couple. And worse, an ironic twist of fate leads to their son's discovery of Marcial's sabotaging efforts in the past towards the Kalugdans! Gabriel can't believe his eyes as he takes in the impressive Alegre mansion. He happily basks in the loving protection of Myra and Doña Ingrid, who are determined to make up for loss time by spoiling him. Kokey's longing for his own mother is also banished as he indulges in the luxuries that are showered upon them. Blessed with a golden heart, the two wish to extend all of it to the orphans and their friends.

Little did they know that an impending trouble is not long in coming. Marcial's wickedness is now haunting him and he only deepens his crime by continuing to connive with Nicassio. Back home, his peace offering further enrages Charisse, and it seems that there's nothing he can do to pacify her. Later that night, Marcial quietly flees the house to help Nicassio escape from prison. Filled with jitters, he ensures that the getaway car is ready to bring Nicassio and Lucio to their hiding place. After he has done his part, he tells Nicassio not to bother his family again. Nicassio agrees but not before warning him what he can do if he dares to say anything to the police. Nicassio's escape is all over the news the next day, which intensifies Marcial's guilty conscience. Then he shares to the other workers on the shop how he is bothered by the injustice that he has done to Nanding and his family. And the thought that things have fallen in their right place now still does not give him comfort.

Unknown to him, Jimboy has heard him talk about his treachery towards the Kalugdans! He quickly reports this to Charisse, who in turn confronts Marcial in front of Nanding and Trining! Mad as hell, Charisse can't bear his betrayal and the disgrace he has caused their family. Hence, she threw all his clothes outside as she furiously tells him never to return home again! What will be Nicassio's next step now that he is free again? Can Abie finally fix Kokey's spaceship?

1 - 35 *EPISODE 35*

Nanding's forgiving heart stops him from suing his laborers for conniving with Marcial's 'hate campaign' against his family. But his compassion doesn't discount their betrayal and the danger they have put through on his loved ones. So he quickly dismisses them from their jobs. This move takes its toll on them though as they fail to come up with the needed produce for their clients. Good thing Kokey is around to use his powers in helping them create more meteorite designs like he did before. In the Alegre mansion, Christmas is being celebrated by the family after all the good things that came after Gabriel is found. Struck by the strange decors in the house, Kokey learns from Gabriel the meaning of this human tradition. Touched by the tale of the birth of Jesus, he requests to hear more Christmas stories from Doña Ingrid. And on that same night, Kokey decides to end his earthly lola's misery by curing her crippled legs! Meanwhile, Marcial seeks shelter from Nicassio's hideout after he was turned away by his family and friends. He soon realizes the danger of conniving with Nicassio again, but it is too late for him to leave for he becomes Nicassio's prisoner. Back on the Kalugdans' home, Abie, Kokey and Bong return from their visit on the spaceship, disheartened, since they are still unable to fix its damage. Trining tries to smoothen everyone's feelings by inviting her neighbors to have dinner with her family while Myra and Gabriel bid their farewells to them. The two are just about to leave when Nicassio suddenly grabs Gabriel out of nowhere!

1 - 36 *EPISODE 36*

All hell breaks loose when Nicassio tries to capture Bong in front of the Kalugdans' home. The barangay police arrive in the nick of time to disperse the commotion but Nicassio and Lucio escape arrest once more. They are far from giving up however as the two plot to kidnap Anna since she's an easier target and at the same time, they can get their revenge on Bong's foster parents. When they have gone back to the Kalugdans, Marcial is able to flee from Pedro to warn Charisse of the impending disaster. But after all his lies, Charisse refuses to listen to him anymore.

As such, Marcial decides to tell Nanding himself. Once there, he is not allowed entry for what he's saying may be just another ruse. Eventually, Trining consents his plea but they it is already too late to save Anna. She easily falls trap to Nicassio's evil plans. Much later, they receive a call from Anna who's crying for help. As it is, Nicassio is demanding for a fifty million-peso ransom, which should be delivered by Bong, Myra and Doña Ingrid alone, in exchange of the girl's freedom.

Even Charisse is panic-stricken knowing that it is Divina's child who's at risk. Many times she almost lets the truth slip from her mouth but Trining is always there to stop her. Back to the danger they are facing, everyone realizes that Nicassio is so sure that Doña Ingrid can produce the money easily. Hence, the three Allegres together with Nanding and Kokey meet up with the captors. However, they soon learn that they are after the money and Bong as part of his ultimate revenge for himself and his mom. Then a pandemonium breaks out again where Nicassio poises his gun to shoot Bong. But instead, Kokey swiftly rescues his friend and takes the bullet himself!

1 - 37 *EPISODE 37*

Nicassio is about to shoot them all when Charisse and the others arrive in time to scream that Anna is his real daughter. While he's trying to come to grips with this fact, the police's appearance pressures him into firing his gun everywhere, wounding Bong in the process. Nicassio also takes a gunshot from the authorities, but he and Lucio manages to escape yet again. Thereafter, Bong and Kokey are immediately sent in the E.R. to save their lives. Unfortunately, both need intensive operation for them to recover. Myra volunteers for the blood transfusion while Charisse takes charge on finding a trustworthy doctor to care for the alien.

Anna's world turns upside down with the sudden revelation of her parentage. She can't fathom how she could have a bad guy as a father. Charisse apologizes for keeping the truth from her. She explains how her bestfriend Divina has made her vow not to give her to Nicassio no matter what. Charisse further recounts that at time, she was not capable of raising her alone so she sent her to St. Joseph's orphanage, where Trining and Nanding have adopted her. Then Trining continues to tell Anna that never had she seen her other than as her own child. And Trining reiterates that she is a gift from God whom she loves with all her heart. Later, Kokey rises from his bed to see Bong, who's still unconscious from the shock of his injury. Although he is also weak himself, Kokey uses the remnants of his power to heal his friend's wounded body. Pale from this feat, he collapses on the floor, in a coma once more.

After a while Bong awakes to see the bullet wound gone from his body! Much to his distress, he spots Kokey lying on the floor, and he quickly realizes that it is because his alien friend has cured him! He then cries for Kokey to get up in vain. Myra who's spending the night outside hears his wails and rushes to his side. Bong tells both Myra and the doctor that he's okay because of Kokey who appears to be dead by then. Much later, the doctors and the authorities take the alien under their wing to become a specimen for testing. As such, Bong, Myra and Nanding connive to steal him away from them. They swiftly bring Kokey inside the van as they drive towards the forest. On the way, they make a call to the others, alerting them that they intend to transport Kokey to his spaceship. Once they reach the place however, the spaceship is already being controlled by an unknown entity, and it abruptly sucks Kokey inside the flying craft!

1 - 38 *EPISODE 38*

Bong can only cry his heart out as Kokey gets sucked inside the spaceship right in front of him. His distress did not last for long though as Kokey returns back from the dead in a jiffy! But they encounter a greater shocker when another alien alights from the spaceship! Together with Bong and Kokey's miraculous recovery, the arrival of Kakay, who turns out to be Kokey's mom, paves the way for a grand celebration, with Charisse's excellent culinary skills at the helm of it all. Everyone easily warms up to Kakay, while she discovers the wonders of planet earth and the bighearted people who took care of her son.

Soon after thanking the Kalugdans and Charisse for their good deeds, Kakay takes Kokey aside to tell him that it is time for them to return to planet Yekok. Despite his apprehensions on leaving Bong and Anna behind, Kokey realizes the wisdom of her pleas, since their lives are in danger from human beings and their alien-enemies alike. Charisse takes the opportunity to be alone with Kokey to apologize for mistaking him for a monkey before. She recounts how she never knew then that he never meant them harm, the reason why she tried to kill him. And to recompense for what happened, she displays an overflowing hospitality towards him and his mother.

This joyful happening is soon marred when the news is out that Kakay and Kokey are about to fly back to their real home. But eventually, even Bong has accepted the reality that Kokey can't forever escape the cruel interests of other people. Finally, they bid each other goodbye with Charisse's last request for more photo-ops! Thereafter, Mracial, Abie and Bong send their alien-friends on their way back to the spaceship. Meanwhile, Nicassio is still hiding in the forest alone. Despite the pain from his bullet wound, he swears that he won't allow himself to be arrested no matter what. Obviously, he refuses to give up his revenge against Bong and his families! Will Nicassio's wicked heart push him to resort to more evil means? And will Bong ever see his beloved bestfriend again?

1 - 39 *EPISODE 39*

Kokey has come to love his family here on earth so saying farewell to them especially to Bong becomes

an emotional moment. He even gives the red stone (chipeka) to him as a remembrance of their friendship. Its power will only bring peril to their lives, so he chooses not to bring it back to planet Yekok anymore. Instead, he will simply teach them the power of great love to restore peace and harmony there. But as soon after their take-off, another spaceship suddenly attacks their craft! Kakay fearfully instructs Kokey to hold on while telling him about his father's long-standing enemy, Kolokoy, who's after the red stone so he can rule over their planet! Thereafter, their spaceship crashes back to the forest loved by the landing of Kolokoy's.

Fortunately, Abie and Marcial get to them in time to take them into the van as they quickly vacate the vicinity. Aside from the imminent danger however, residents from the nearby area including St. Joseph orphanage has witnessed the unbelievable incident. Some of them even check the place where they spot a U.F.O! This brings to mind several evil interests like taking the aliens to scientific experts for them to gain money! On the van, Charisse and the others have seen Nicassio before they rush back to safety. However, they haven't gone far yet when the van's engine suddenly stops in the middle of the dark forest! Meanwhile, Nicassio encounters Kolokoy and offers him his services for his life to be spared. True enough, the bad alien takes over his body to freely accomplish his plan to slay Kakay and Kokey, and more importantly to steal the red stone from them!

1 - 40 *EPISODE 40*

Kakay and Kokey escape the evil intent of Korokoy as they find safety under the roof of Big Brother's house together with Bong, Myra, Charisse, Marcial and Abie! All of them are fascinated with the luxurious trappings inside. Seeing the lavish kitchen set is a feast for the eyes of Charisse who's passion for cooking is extremely tremendous. Bong on the other hand is awed by the large swimming pool in the garden. Seeing this place is like dejavu for Abie who muses that it seems like he has gone to this home before. And when they finally realize where they are, the master of the house immediately calls their attention! According to him, trespassing on his prestigious abode has a corresponding punishment. Bong however pleads him to give them an easier penalty.

As such, Big Brother simply asks them to dance the PBB theme for the Celebrity Edition which will begin its second installment this coming October 15! But the jolly dancing everyone is doing suddenly halts as Charisse demands for a one-on-one with Kuya on the confession room! She then spills her pain due to her ongoing war with Marcial. Unknown to her, their conversation is being played for Marcial and the others outside! Soon after Marcial hears his wife's accusation though, he retorts that his side of the story should be heard too! Big Brother allows him to do so despite Charisse's protests. Marcial then cries about the fact that though it was him whom Charisse married, it still appears that Nanding is the one in her heart.

Charisse denies his claims saying that Nanding is already a part of her past and now, the only one he loves is him. She just can't accept his betrayal when he connived with her nemesis, Nicassio. Marcial disputes on the other hand that Nanding and Trining have already forgiven him, so there's no reason for her not to do it too. In the end however, all their arguments vanish, paving the way for a reconciliation between the couple.

1 - 41 *EPISODE 41*

Unknown to Charisse, Marcial, Bong and Abie, their brief stint inside the Big Brother house has been televised all over the country! This enables all viewers to witness the unbelievable sight of aliens dancing together with human beings! As expected, everyone is alarmed by this strange occurrence. In a short span of time, government officials, military men and scientists gather together for a meeting on how they will respond to this matter. Upon seeing Kokey and Kakay on TV, Nanding easily deduces that people will react negatively towards the aliens. Knowing that Charisse and the others have no idea yet of what's happening, he asks Shane to call Abie. However, Abie quickly rejects the call since it is Kuya's rule that they should have no contact from the outside world. Soon after this, Big Brother stops playing games with them as he asks them to leave the vicinity immediately.

And when they finally set out to go, they are shocked by the crowd who are protesting outside! As it is, their TV exposure paves the way for a massive pandemonium for the aliens to be arrested. Fortunately, the gang is able to escape with Kakay and Kokey safe with Bong and Abie. However, Korokoy who's hiding inside Nicassio's body, also flees after them! Korokoy almost catches his target prey but fate seems to prevent them from seeing each other for now. As they reach the Kalugdans' home, the couple and the other kids meet them at the back of the house where they decide to simply go to the Allegre mansion where they can hide since the police are already looking for all of them. Charisse however agrees to be their look-out, unaware that everyone has already left her! As such, it is she who the authorities have arrested for an investigation. Her witless rants though about her love life irk the two cops who release her later, or else, suffer her crazy stories. Thereafter, she is back to the loving arms of Marcial.

On the mansion, Charisse is filled with awe as she sees for the first time the luxurious home of Doña

Ingrid, while the latter catches up on the latest happenings. The others then introduce her to Kakay, the mother of Kokey. Soon, everyone's feeling safe and comfortable when they hear from the news that the public is being warned about terrifying aliens on the loose! As it happens, Nicassio's body is found by the experts, and they conclude that the aliens from the PBB House are responsible for his death! Though they are appeased by the fact that Nicassio won't be able to wreck their lives anymore, a more terrible danger still awaits them in the wake of Korokoy's evil plans!

1 - 42 *EPISODE 42*

Great danger still awaits Kokey and his friends since Korokoy is still on the loose. Emulating Nicassio's features, he rummages through the Kalugdans' home while tracing the distinctive odor of his alien prey. Though they are not there, he can still smell their presence. As it is, he knows that finding Kakay and Kokey is just a matter of time. Meanwhile, Faustino accompanies Doña Ingrid and Myra towards the morgue to claim Nicassio's dead body, leaving the others at the mansion. By then, the police are already conducting surveillance outside. And they happen to spot Kokey and Bong on the balcony! As soon as Doña Ingrid returns, the authorities approach her to tell her about the aliens and their wanted accomplices who have invaded her home. Unfazed, Doña Ingrid denies her knowledge on the matter. Furthermore, she points out to respect their deceased family member and besides they have no search warrant anyway. Inside the mansion, Charisse feels better now that she can stop running away from Nicassio's wickedness as she holds his cremated remains on a white container. But their greater predicament still looms over them since the authorities' are on a stakeout outside. As such, Doña Ingrid suggests for them to hide on her Bulacan mansion in the meantime. Escape becomes possible as Marcial and Nanding pretend to be FBI agents to buy time for others to leave the house. After allowing the cops to search the premises, they immediately flee the vicinity towards their new destination. The next day, the Kalugdans as well as Marcial and Nanding don a disguise when they return to the city to pack some clothes with them. Trining is shocked to discover that her house was turned upside down! Nanding remains unruffled for he grasps that someone went there to look for the aliens.

On the other hand, Charisse is ranting again while Marcial sets out to prepare their things when she is scared witless by Nicassio whom she sees on the window, smelling her out! Screaming for help, Marcial rushes to her aid and tries to calm her down, saying that it's a mere figment of her imagination. When everything's ready, the two pairs of couple get inside the van to start their journey back to Bulacan. They are all in high spirits for they can finally take their rest after their stressful experience with the bad alien and the police. Unsuspecting about their other passenger on top, no less than Korokoy himself is riding with them to reach his elusive quarries!

1 - 43 *EPISODE 43*

On their way to the rest house, Nicassio makes a pit stop on the side road, unsuspecting of his other passenger who alights the van to avoid being discovered! Upon seeing a sexy lass named Janina however, Korokoy gets mesmerized and seeks shelter through her! Inside the mansion, Nanding recounts the wreckage he saw back home. Kakay deduces that the culprit is her alien nemesis who won't stop at anything just to claim lots of powers! Unwary of Korokoy's whereabouts, they feel at ease that he won't be able to follow them in their present residence. Later that night, the friendly aliens treat the kids to some Christmas magic to raise their down-hearted moods after being locked up for so long. This activity though weakens the two, the reason why they can hardly get up from bed the next morning. As such, Charisse helps Kakay cool her heels on the porch while eating their merienda, not knowing that Korokoy is only meters away from them!

Meanwhile, Janina is filled with jealousy when she sees Korokoy looking beyond the gates of a stranger's house. Thinking that he is playing around with other girls, she infuriates him as she tries to convince him to return to her abode. In the end, Korokoy opts to leave his prey for now to soothe his newfound friend's feelings. At first, Janina is hurt since Korokoy is still keeping secrets from her, especially when she probes deeper about his flashing amulet! Korokoy simply tells her to stop nosing around for her own sake. But when he is finally asleep, Janina is able to slip it away from him to take a better look at it? What is Janina's role in the scheme of things here on Kokey? Will Korokoy also use her to achieve his wicked desires?

1 - 44 *EPISODE 44*

Kakay sadly recalls her happy memories with her husband Kokoy. Back then, Kokey was just a baby and all they wanted was to secure a safe environment for their child to live in. But Kokoy's mission to hold on to the red stone constantly endangered their lives. True enough, Kokoy's vow to keep them protected from harm was broken when he died. At present, Kokey assures his mom that he won't fail her this time. Meanwhile, Doña Ingrid and Nanding discover a new medicine to keep the aliens strong and healthy. Freshly-squeezed milk from the cows would simply do. With that, Kakay was able to restore Doña Ingrid's property to its previous glory and even managed to put a signal on their TV. As they turn it on, they learn that the authorities are still after the aliens. As such, Kakay gathers Abie and the kids to help

her create a new satellite that they can use to contact their fellow-aliens from planet Yekok.

Korokoy in turn has woken up in time to snatch his amulet away from Janina's hands. And later, he is able to use this tracing device to verify that Kakay and Kokoy are residing on the mansion which he was checking out earlier. Simultaneously, he gradually transforms into his original alien form! But he avoided doing so after swallowing his preventive drink. Hence, he is able to enjoy his dinner date with Janina. That same night, Kakay goes to bed, still worried about the perils that are looming over them. So instead of having a restful sleep, she dreams about Nicassio who pulled a gunshot at her! As she wakes up hysterically, the moms in the house rush to her side to see what's going on. Kakay recounts how she thought she was being fetched by their spaceship, only to be killed by Nicassio! Upon hearing this bizarre tale however, Trining assures her that she merely had a nightmare, nothing more.

Unknown to them, the satellite they have installed in the backyard has been making waves and its signal is detected by the scientists who are trying to locate them! On their part, the experts realize that the aliens are calling for more troops by now, thus, endangering the human race! Will Kakay and Kokey be captured now? Who will get to them first, the police or Korokoy himself?

1 - 45 *EPISODE 45*

Janina triumphs in inviting Nic to have a picnic on the forest. There, he is able to track the satellite with his device, certain that Kakay is the one who built it. As it happens, Kakay and Kokey are also touring the grounds together with the three moms. Her apprehensions toward her nightmare about Nicassio continues to bother her though. Until she concludes that her worries is rooted from the fact that her brilliant idea to communicate with her fellow-aliens may be bringing them more peril than good.

As such, Kakay calls on the kids to help her disassemble the satellite this time. With that, the authorities who are trying to locate them by then, lose track of their exact whereabouts in Bulacan! Fortunately, Korokoy fails to see them on the forest after Janina meets an accident! This clingy lady in turn is slowly discovering the truth behind her lover's mysterious background!

Later, Doña Ingrid decides to pamper themselves through some spa treatment. Ironically, the beautician whom she contacts for a home service happens to be Janina herself! Unaware of her relation with their ultimate enemy, they ask Janina to do a manicure and a haircut to Kakay without her knowing that her client is no less than an alien! She then happily chats about her heaven-sent boyfriend but the women refuse to believe her stories.

To prove her honesty, Janina is about to introduce them to Nic only to find him gone from the place where she last left him! Then the arrival of the mayor's wife who are inviting them to attend the town fiesta further postpones a risky encounter between the good and the bad aliens. Joining the parlor games and the dance contest provide a reprieve but only temporarily. Because while they are enjoying themselves with this joyful event, Korokoy presently breaks inside the mansion to hunt for Kakay again!

1 - 46 *EPISODE 46*

Doña Ingrid together with her 'extended family' return from the town fiesta, happy with the sense of freedom it provided after being locked up for so long. Above all, no one recognized the aliens on their company. But as Abie take a closer look around him, he notices the clutter that wasn't there before they left the house! As such, Nanding instructs the men to be more vigilant for someone may have been following them again. Later that night, Marcial and Charisse neglects to secure the locks in the front door in their excitement to indulge in a romantic interlude! With that, Korokoy easily breaks in straight to Kakay's bedroom! Just when he is about to slay her on her sleep though, he suddenly weakens upon making close contact with his unsuspecting prey! Korokoy then swiftly escapes before someone gets to him.

It turns out that Kakay and Kokey are sick with flu that they have imbibed from someone in the plaza. In fact, they are literally hot with fever the next day! Myra immediately gives them a glass of milk to restore their health. Still, this is not enough to treat the common human virus which happens to be deadly for aliens! Kakay exclaims that only the body fluid from a fellow Yekokan can revitalize her and Kokey again. With that, Bong's concern towards his good friends urges him to find Korokoy who's the only other alien here on planet earth. He connives with Jimboy, Anna and Peping to accompany him in traveling back to Manila for this risky adventure. On their way out however, Abie and Shane catch them in time to stop their mischief. But Bong's persistence eventually persuades them to simply go with them instead.

While waiting for public transportation, Anna can hardly believe her eyes when she spots Nicassio on the far side of the road! How will the elders react once they learn that their ultimate enemy is still alive?

1 - 47 *EPISODE 47*

Seeing the beautician with Nicasio proves to be a great shock for Abie, Shane and the kids who were just about to embark on a trip back to Manila. This swiftly changes their plan and they return to the rest house to report what they saw to the elders. But this news is received with much doubt for Doña Ingrid had seen to Nicasio's cremation herself! Kakay then corrects them, explaining that it must have been Korokoy who has the power to emulate any human's features! And the only clue for them to realize that he's faking it is through his strange actions!

As such, Nanding leads Marcial and Charisse to check on Korokoy at Janina's beauty salon and there, they almost get caught when he suddenly passes by them to leave the place. Nanding realizes that Korokoy has set out towards the mansion to steal the red stone from Kokey! So he quickly buzzes Trining to warn them to flee before the bad alien arrives. With that, all Korokoy has come to is an empty house! Back in Janina's home, Korokoy looks dejected again for failing to retrieve the red stone which he desperately wants to own. Left with more time to kill, he decides to take a nap for a while, unsuspecting that Bong and the other kids are there to rob him of his perspiration which they need fully restore their alien friends' health! The mission was a success for Jimboy successfully diverts Janina's attention to prevent her from seeing that the others have trespassed inside her lover's room!

With their prize in hand, the three boys return to the barn and excitedly showed the elders their find. Kakay instructs them to boil the cloth that was used to absorb Korokoy's sweat for them to down as an energy drink! Thereafter, Kakay and Kokey were both revived in no time! As they become revitalized though, Korokoy suffers an adverse effect for not voluntary giving his fellow aliens' treatment. His pain pushes him to turn violent! He then morphs into an angry tornado, destroying a large part of the plantation in its wake!

The next morning, even the neighboring farmers are worried sick in lieu of the calamity that has befallen them. Good thing Sister Zoraida and Faustino have finally reached Doña Ingrid's rest house, bringing with them lots of goodies that will sustain the group for a few days. Mother Superior recounts how the authorities are still hunting for the 'dangerous aliens' on the loose. This brings her to the sad news that Shane's parents need her to go home immediately. In the parlor, Janina is beside herself, seeing that Nic's health is deteriorating for no apparent reason. He then asks her if anyone has come near him earlier. Janina says that no one disturbed his sleep, except that a boy whom she recognized as the son of Doña Ingrid's visitor had been in the salon to pester her! This leads Korokoy back to the mansion where he prepares to get his revenge by duplicating Abie this time! Will our good friends realize that the enemy is in their midst?

1 - 48 EPISODE 48

All is set for Shane's departure so she seizes the moment to bid goodbye to Abie. Unknown to her though, the one she hugs and kisses is no other than Korokoy himself since the real Abie was still inside the bathroom! As such, only the kids were able to see Shane leave with Sister Zoraida and Faustino. Korokoy then hones in on Kakay's bedroom to look for the red stone. Myra happens to catch him there when she has just seen Abie run after Shane to say his good-bye. Though a bit confused, she merely questions his reason for rummaging through the room which is not his! But "Abie" refuses to speak and goes out the door. But as Korokoy passes through the hallway, Kokey and Kakay's equally strong sense of smell tips them off that the bad alien is in the house! Charisse and the others who came knocking on the door were then placed under suspicion, so Trining makes sure the legitimacy of their identities. They now realize that the one who kissed Shane goodbye earlier is Korokoy. As such, they put Abie to test by having him recite his ABC's!

Later that night, Korokoy returns again but not as Abie anymore. This time, he transforms into Charisse, much to the excitement of Marcial who thinks that his "cheesy" is trying to seduce him! However, a romantic encounter is far from Korokoy's plan so he hits Marcial hard on the head instead! Korokoy continues to sniff around downstairs but Kakay arrives and he has to hide inside the bathroom! Kakay though senses his presence and tries to open the door to confront her enemy. But Trining stops her, explaining that Nanding is presently taking a bath inside. They are in for a shock though when "Charisse" emerges from the bathroom followed by Nanding! Trining then becomes hysterical with their obvious betrayal! Everyone was growing more confused by the minute but Kakay confidently confirms that it is Korokoy who's in their midst! As such, Kakay attacks Korokoy while the real Charisse enters the living room, shocked with her spitting image before them. To prove that she's their Kapampangan ally, she recites her ABC's, reminiscent of what Abie had done earlier. With that, Korokoy morphs back into Nicasio and runs for his life! But now, both Kakay and Korokoy are weak from their fiery encounter!

1 - 49 EPISODE 49

Weak from his brawl with Kakay, Korokoy flees from the mansion with a throng of townsfolk hot on his heels as he's identified as the culprit behind the multiple deaths of cows at the farm. He faintly asks for Janina's help to take him away but she collapses after seeing him morph into alien and human form! Nanding, Marcial and Abie finds Janina slumped on the ground where she later wakes up, still hysterical with what she saw. When she finally calms down, Charisse implores her to aid them in catching Korokoy. Feeling sorry for losing such a dashing lover, Janina eventually realizes the mistake of falling for an evil

creature.

Back at her house, Janina wins the trust of Korokoy by massaging his head while she wipes off more of his sweat for him to lose his strength again becoming an easier target. As such, he throws a tantrum once more by turning into a cyclone, destroying the crops around the area for the second time! After his fit, Janina gets fed up with his violence and the chaos he has created so she decides to leave him once and for all. Shocked that her promises of love were nothing but pure sham, he unflinchingly shoots her with his laser gun, which changes her into a mannequin, so she can be his forever! As it happens, Nanding, Marcial and Abie goes off to Janina's place again to capture Korokoy. Charisse even armed them with weapons for protection. However, both Korokoy and Janina are nowhere to be found when they reach the parlor. Until Marcial realizes that the ugly dummy before them is no less than Janina!

Fearing for their lives, Marcial insists to leave the premises immediately but Abie wants to move the mannequin in a safe place first. Marcial's clumsiness however topples and breaks the whole thing! Noting that they can't put the broken pieces back any longer, Nanding and Abie decide that Marcial should take Janina's place instead!

1 - 50 *EPISODE 50*

Korokoy starts to suspect that Marcial is just pretending to be his mannequin-girlfriend Janina, but is convinced otherwise by the smooth-talking Marcial. Abie brings back the shattered remains of Janina to Charisse, so they can piece her back together again. Charisse gets worried that her husband Marcial might start enjoying his new role as mannequin and will want to stay that way instead of being her husband again. While playing in the patio, Kokey tells his friends that he is not feeling very well. Myra tells the kids to go inside and rest as they are all still tired from searching for milk. She tells Kokey to preserve his strength as there is still a milk shortage in town.

Doctor DJ, a specialist on aliens, is tasked to head the task force to liquidate the aliens if necessary by the military. They will start investigating the weird happenings in Kokey's town. At Korokoy's house, Marcial, still pretending to be Janina, tries to convince the bad alien to stop using his powers against Kakay and Kokey. Korokoy discovers Nanding hiding in the house and is enraged to discover that his girlfriend is gone. Just as he is about to use his laser gun on them, Kakay shows up with Abie to save them from Korokoy. Trining then tells the others that they should find a safer place to hide. They try to figure out a way to fix Kokey's space ship and a devise a plan to stop Korokoy.

Feeling guilty about everything that is happening and blaming himself, Kokey goes to the forest and tries to use his power, but is still too weak. He then pays a visit to the cows. Afterwards, he visits the hut of a poor couple and their crying baby and leaves a bottle of milk at their front gate. The surprised couple were so grateful to their anonymous donor. Marcial returns to an overjoyed Charisse with Nanding and Kakay. The mother alien starts looking for her son and starts to get hysterical when she doesn't find him. Everyone starts to console her. Nanding, Marcial and Abie go outside to search for Kokey. Trining asks everyone to pray for Kokey. Kokey becomes too weak to go back home and passes out in the forest. Bong gets sad and worried thinking Kokey ran away and wishes he had taken better care of his best friend. Myra tries to console him and assure him that his best friend is okay. Later in the night, Korokoy decides to take a walk in the forest. He discovers Kokey passed out on the grass. What fate lies ahead for Kokey in the hands in Korokoy?

1 - 51 *EPISODE 51*

Kurukoy chances upon a weak Kokey in the forest but decides that the search for milk is more important and leaves him unhurt. Meanwhile, inside the house, Trining and Myra try to console a very worried Kakay. They can't figure out where the little alien may have gone. After a few moments, Kokey finds his way back home, much to the relief of his mom and best friend Bong. He says the reason he left was because he was trying to figure out a way to fix what Kurukoy had destroyed. Kakay gets upset at him for being stubborn-headed, so she puts a Bloka on his head as punishment.

Inside the bedroom, Kokey cries to his friends because he still feels responsible for all the horrible things that are happening. His friends vow to help him stop Kurukoy. Kurukoy discovers the house where Kokey and Kakay have been hiding and pretends to be Kakay so he can fool everyone in the house and kidnap Kokey.

Charisse bumps into Kurukoy (pretending to be Kakay) in the stairway and teaches the alien how to do her version of a lullabye, but Charisse ends up falling asleep herself while Kurukoy sneaks off to Kokey's room. After waking up, Charisse sees the real Kakay in the kitchen with Bong and is surprised to run into her again. They finally discover that there is an impostor in the house.

Kurukoy wakes Kokey to get him to hand over the stone. Kokey doesn't believe that Kurukoy is his

mother because of the different smell he has. Kurukoy renders Kokey unconscious and sneaks him outside the house. The bad alien uses another house as a hideout for him and Kokey. He demands that Kokey hand over the chipeka stone but Kokey refuses to help. Enraged, Kurukoy pretends to be Kokey and swears to destroy the town. On the other hand, Dr. DJ and his team go around town to gather information on the presence of aliens. A hurricane suddenly appears that scares the scientists and the townsfolk. The fake Kokey shows himself before the scientists and declares that he plans to kill everyone

A frantic Kakay wants to clear her son's name, so she seeks out Kurukoy. The guys persuade her to stop but the bad alien appears and tries to kill them with his laser gun. Kakay uses her shield to save them. He demands that the chipeka be handed over to him. Bong comes forward and admits that Kokey gave him the stone for safekeeping. He hands over the scepter to Kurukoy. But he gets even angrier when he discovers that the stone is missing. Will Bong, Kakay and friends survive Kurukoy's wrath?

1 - 52 *EPISODE 52*

During the face off with Kakay and the others, Korokoy demands for the missing rock. But everybody else is also surprised to find out it is missing. Kakay tries to bargain the rock in exchange for Kokey, but Korokoy tells them that unless he gets the rock, he will continue with his evil plan of pretending to be Kokey so everyone will get mad at him. In another part of town, Dr. DJ and his team continue to search for possible clues as to why the aliens chose to move to the province from the city. The kids search for the rock inside the house. They decide to split up in different areas of the house for a faster search. Nanding suggest to the others that it would be a good idea to ask help from the Yekokans to fix Kokey's ship.

Meanwhile, Korokoy continues to taunt a very weakened Kokey who is chained inside the hideout. That night, Kokey and Kakay sing a sad song of hope and longing while they are apart from each other. As Dr. DJ and his team get closer towards uncovering the reason why the two aliens sighted in city moved to the province, Nanding and Abie decide to head to Manila and fix Kokey's space ship. The kids miss Kokey, but they still have not found the stone. The Doctor and his team arrive at Dona Ingrid's house and force themselves inside to investigate possible alien presence. Charisse faces them while Myra tries to hide Kakay from the doctors. Charisse manages to distract the doctors but her son Jimboy rats her out. The doctors discover Kakay hiding in the bedroom and take her away. What will become of Kakay now that she is in the hands of the doctors? Will the kids find the stone in time to save their alien friend?

1 - 53 *EPISODE 53*

As the soldiers start to take Kakay away, Marcial tries to stop them but changes his mind with the massive show of guns. Dona Ingrid tries to reason with the scientists but Dr. DJ insists that they need to study the alien before they can decide on what to do next. Abie, Nanding, and Mother Superior try to figure out a way to get into the heavily guarded site where the space ship is located. Nanding and Abie pretend to be nuns and past the strict guards. The plan works and they finally get inside the ship undetected.

Bong becomes very worried for Kokey. The other kids try to reassure him that things will be okay. But he decides to take matters into his own hands and prepares to go after Korokoy. They all decide to join him on his quest. The kids discover Korokoy's hideout and figure out a plan to save Kokey. Later in the night, they sneak inside the house but fail to find any sign of the little alien. Outside, they see Korokoy take off with Kokey in tow. In the lab, the General inspects Kakay up close. He orders that they get rid of Kakay, but Dr. DJ convinces him to do more tests first. He also discourages the other scientists from following the General when he discovers she can speak Tagalog.

In order to save Kakay, the family decides to move back to Manila to be nearer to the lab. They wonder where all the children went. The kids return to the house to report what they witnessed. They relay what they heard about Korokoy's plan to kill Kokey unless Kakay gives to him the stone. They all decide to go back to the city immediately. In a new hideout, Korokoy beats up Kokey and chains him to the staircase. Kokey is helpless against Korokoy. Korokoy tries to brainwash the little alien into thinking that his mom has abandoned him. Kokey asks for death but Korokoy tells him that he will continue with his evil plan. Can Kokey ever escape?

1 - 54 *EPISODE 54*

Everybody decides to head back to the city where it is safer, but they have not heard any word from Kokey or Kakay. Mother Superior pays them a visit to update them on Abie and Nanding's progress on fixing the space ship. But onboard the ship, Mother Superior accidentally activates the machine and it lifts off with Nanding and Abie still inside. They end up going to an unexpected ride towards outer space.

Charisse and Trining try to hatch up a plan to get back Kakay. They pretend to be two new aliens, Kring-Kring and Krung-Krung, so that the attention can be diverted to them instead of Kurukoy. With the help of Marcial and the kids, they announce the arrival of the new 'aliens' in the neighborhood. They manage

to fool everyone including the baranggay tanods and end up being held in custody and brought to the lab where Kakay is being held. The scientists can't decide on what to do with their new visitors, but are instructed to observe them for the meantime.

Kurukoy invades another house to steal food, but continues to starve Kokey. They find out that Kakay is being held captive and Kurukoy bargains with Kokey that he will save Kakay in exchange for the stone. The little alien resists and tries to use what's left of his powers to escape but he is too weak. The bad alien says he will not be fed unless the stone is given to him.

1 - 55 *EPISODE 55*

Kring-Kring and Krung-Krung join Kakay in the lab. But they are soon joined by Abie, Nanding and Mother Superior after the space ship finally lands on military ground. The General suspects them of being aliens and they were captured and brought to the lab. Dr.DJ reports to the General that the aliens seem harmless with no intention of attacking the planet. But the General is not convinced. The scientists are ordered to start a medical exam on the "alien" nuns. But Nanding is finally able to convince them otherwise when he starts talking in the same Cebuano dialect as Dr. DJ. Myra discovers an inscription inside the bracelet. She remembers that Isidro put it there after talking with Kokey's father years ago. Bong takes the bracelet after telling her that he can decipher what is written on it. Marcial and the kids sneak into Kurukoy's hideout. Will they be able to save Kokey undetected?

1 - 56 *EPISODE 56*

The kids discover where Kurokoy is hiding Kokey. They wait for Kurokoy to leave before trying to break into the house. They manage to free him but Kokey is too weak to walk. They feed him some of Kurokoy's leftover milk which energizes him enough to bring him home. The scientists are still doubtful which of their prisoners are alien and which are really human. Abie explains that they were trying to use the ship to go to planet Yekok to ask help from other Yekokans. They plead with the scientists to release Kakay but they refuse to budge. Kurokoy (pretending to be Kokey) attacks the lab making the scientists believe that the little alien is the enemy.

Kurokoy invades the lab to get to Kakay, but they escape with her just in time. Will the scientist be able to capture Kurokoy?

1 - 57 *EPISODE 57*

At the lab, Kurukoy catches up with Dr. DJ and the group and uses his laser gun to capture Kakay. The group returns to the house but Kokey is saddened to see that his mother is not with them. Kurukoy drags Kakay to the hideout and is surprised to find Kokey gone. He insists that his father is the rightful owner of the stone but Kakay still refuses to help him. Kurukoy imprisons Kakay in a cage. Charisse finally finds the stone on Macabebe's face. The househelp claims she found the stone when she went to the province. Dr. DJ goes back to the camp to face a very angry General. He is arrested for defending the aliens in the lab. He manages to escape the soldiers and return to the house to warn Kokey and the others about the military's plan to capture and kill all the aliens. The neighborhood folk flock to the house to get a look at the alien while the boys head to Kurukoy's hideout to try and save Kokey's mother but the house is already empty. They use Dr. DJ's tracking device to find the aliens. Will they be able to save Kakay from Kurukoy in time?

1 - 58 *EPISODE 58*

Kurukoy invades the house and ties up everyone. He pretends to be Charisse to fool a visiting Macabebe and he finds out from her that the stone has been found. Macabebe suspects something wrong and sneaks into the house. But Kurukoy catches her trying to escape and ties her up as well. The General asks the scientists to contact Dr.DJ, but the call ends up getting intercepted by the bad alien. Dona Ingrid and Mother Superior drop by the house and discover that Kurukoy has taken everyone hostage. Kurukoy tortures poor Kokey for the stone. Charisse finally gives him the stone.

The army plans their attack against the aliens and pay a visit to the house. Kurukoy slips past them when he takes the form of Nanding. Everyone gets released and Kakay and Kokey are finally reunited. The men decide to stop Kurukoy by sabotaging the space ship. Charisse then admits that she duped the bad alien by giving him a fake stone. What will Kurukoy do when he finds out the truth? Find out in tomorrow's episode of Kokey right after TV Patrol World.

1 - 59 *EPISODE 59*

The family rejoices when Charisse tells them she tricked Kurukoy into getting the fake stone. But when she asks Jimboy to give her back the stone, he confesses that he accidentally swallowed the stone. Charisse and the others try to think up of ways to get the stone out of him. Meanwhile Dr. DJ and the men try to sabotage the space ship and prevent Kurukoy from going back to the planet Yekok. Kurukoy blasts his way through the army to get to the ship. The bad alien boards the ship but it malfunctions during

takeoff. An enraged Kurukoy decides to capture Nanding and force him to fix the ship. Will Kurukoy ever be able to leave the planet?

1 - 60 *EPISODE 60*

Kurukoy brings Nanding and Dr. DJ into the ship and orders them to fix it immediately. They repair the ship and Kurukoy finally head back to planet Yekok to do his dad proud. The general questions Dr. DJ and the guys about exactly what transpired in the space ship. They are grilled about the whereabouts of Kokey and Kakay. With Kurukoy finally gone, the kids try to convince Kokey and Kakay to stay and live with them. Charisse encourages Jimboy into expelling the chipeka stone from his body. He spends the day in the bathroom trying to get it out. After much pushing, they finally get the stone out. Kakay tries to decipher the hidden message in the chipeka's bracelet. The message is supposed to hold the secret as to how to unleash the power of the chipeka, which should be given to the rightful ruler of Yekok. At planet Yekok, Kurukoy presents the stone to his father. What will they do when they find out it's not the real chipeka? Find out in the next exciting episode of Kokey.

1 - 61 *EPISODE 61*

Everyone in the house is happy that the chipeka stone is finally out of Jimboy's body. But nobody wants to fish it out of the toilet. But before they get the stone out of the bathroom, they discover that Macabebe had already flushed the toilet after using it unknowingly. The girls decide to get it out from the septic tank instead.

Marcial announces that they have retrieved the stone and they all decide to hand it over to Dr. DJ for safekeeping. Later that night, the kids pray for their alien friend's safety.

Meanwhile, in planet Yekok, the fake stone is exposed as Kurukoy is about to be declared the new ruler. The bad alien becomes enraged and decides to get his revenge on everybody. He tells the alien council about his plan to head back to earth and kill the two aliens. Will he succeed in his evil plan?

1 - 62 *EPISODE 62*

Kokey and the kids go shopping for christmas decor. They celebrate the happy day with a fun song. Mommy Kakay cooks up a feast that everybody enjoys. She announces that it's her son's birthday and the kids decide to throw Kokey his first ever party. The kids promise to make it a simple yet fun event for their alien friend's 101,000th birthday.

Jimboy asks Charisse money for a gift which she mistakes is for her instead of Kokey. She feels hurt that nobody seems to remember that it's her birthday too. She tries to remind them that it's also her big day but the others ignore her hints. She gets depressed but later figures out that the joke is on her and that everybody was planning a twin celebration for her and Kokey after all.

1 - 63 *EPISODE 63*

Kokoy manages to escape from his captors, but ends up facing Kurukoy in a duel. Kurukoy badly injures Kokoy and takes his form in order to fool the council into lending him their spaceship and head back to earth to fulfill his evil plan.

At his birthday party, Kokey becomes deeply touched by the kindness shown by his human friends. Later that night, he talks to his mom about staying in the human world so he can be with his friends. The little alien starts missing his dad and makes it his secret birthday wish to be together with him again.

In the middle of the night, another spaceship lands near the house and everyone starts to panic. Kurukoy (pretending to be Kokoy) emerges from the ship, which delights an unsuspecting Kakay and Kokey. The following day, the women prepare a humble feast in honor of Kokoy's return.

At the lab, the computer starts detecting new alien activity. Dr. DJ starts being put on the spot when he is questioned about attending Kokey's party. Will the scientists capture our favorite alien? Will Kurukoy finally get the chipeka stone? Watch out in the last remaining episodes of Kokey.

1 - 64 *EPISODE 64*

Dr. DJ tries to persuade the other scientists that there are no more aliens left in the planet. After that, he decides to go to the house to ask Nanding why their machine is registering new alien activity. He is followed there by a suspicious colleague. Kurukoy (pretending to be Kokoy) announces that Kokey and Kakay must head back to Yekok with him and bring the stone with them, but the good aliens would rather leave the stone on Earth, where it can do no damage. Kokey begs his parents to wait for Bong before they leave so he can say a proper goodbye. Bong tells Myra that he feels sad that his best friend might forget him once he goes back to Yekok.

The scientists storm into the house despite Dr. Dj's pleas. The aliens and the kids decide to hide in the invisible ship while the scientists search the entire house. Kokoy demands the stone from Kakay. She gives it to him thinking he will give it to the elders. In Yekok, the elders finally discover a badly wounded Kokoy. They realize that they were duped by Kurukoy. Will Kokoy be able to save his family in time? Find out in the last exciting episodes of Kokey.

1 - 65 *EPISODE 65*

Kokoy tries to convince the elders that he isn't Kurukoy. The elders allow him to head back to earth only after he recovers. Kokoy gets very worried that Kurukoy has already harmed his family. Back on earth, Bong finally goes to say goodbye to his best friend. But he asks Kokoy to stay longer so they can spend some more happy times together. Everybody heads off to a resort to relax and have fun. But Trining notices that Charisse got left behind after being too busy preparing their adobo. A furious Charisse makes Marcial go back and pick her up.

Kurukoy slowly starts to lose patience with Kokey, but he goes along to the resort so as not to arouse anyone's suspicion. Kokey tries to bond with his fake father. The women decide to help Kakay have a romantic time with her husband. This makes Kurukoy panic and seek help from the men. Kakay gets upset and asks for more advice from Charisse and the girls. Kurukoy and the men end up drinking. After Nanding and Abie fall asleep, a very drunk Kurukoy unwittingly shows his true form, which shocks Marcial. But Kurukoy turns back into Kokoy and the drunken men decide it was just his eyes playing a trick on him.

1 - 66 *EPISODE 66*

Peping spots the fake Kokoy transform into Kurukoy. The bad alien almost does something bad to him, but everyone suddenly appears and sees them just in time. Kurukoy has no choice but to let him go. Later on, Peping tries to convince the others the truth about Kurukoy, but they refuse to believe him. Peping goes inside the Kakay's bedroom and discovers Kurukoy's stuff. But when Peping tells Kokey, it only upsets the little alien when his friend insists that his dad is a fake. In the lab, Dr. DJ tries to manipulate the alien detection machine so as not to alert the other scientists. A suspicious colleague keeps a close watch on him. The good scientist heads to the house to warn the aliens. In Yekok, Kokoy tries to convince the elders that he must go to Earth at once even if he has not fully recovered yet. The elders want to send Yekokan soldiers instead. But Kokoy tells them that it might cause a bigger war that might harm the humans.

Peping sneaks onboard the ship and sees the real Kokoy on the screen. Kurukoy catches him snooping around and decides that he can't let the little boy escape anymore. Is this the end for Peping? Watch out in the last few remaining episodes of Kokey.

1 - 67 *EPISODE 67*

As Kurukoy holds Peping captive inside the ship, the kids decide to come up with tests if the bad alien is really Kokey's father. Meanwhile, Charisse prepares a sweet bagoong cake for the kids. Inside their room, Anna admits to her dad what Peping confessed to them. She says she is starting feel differently about Kokey's dad. Nanding tells the women about it but they are not swayed when Kurukoy suddenly shows up and gives jewelry boxes to the women as tokens of his gratitude. That evening Bong has a nightmare about Kokoy's real identity. Kokey visits to his parents room and tells them how he feels about Peping's statement. Kakay and the fake Kokoy try to take away Kokey's doubts. The next morning, everyone realizes that Peping is missing. The men start to look for him around the neighborhood. Peping manages to escape the ship. A weakened Kurukoy returns to the ship to get an energy drink and tries to catch the little boy. The kids start to feel guilty about not believing their friend.

Peping tries to find a safe place to hide as the bad alien tried to track him down. While trying to escape Kurukoy, he is hit by a jeepney and brought to the hospital. Will everybody finally start to believe the little boy?

1 - 68 *EPISODE 68*

Marcial informs the others about Peping's accident. They all rush to the hospital to find the little boy in critical condition. Peping suffered cracked ribs and internal bleeding. Kokey feels bad for not listening to Peping. He accidentally overhears Kurukoy looking for the chipeka inside the house and realizes that his playmate might have been telling the truth all along.

Peping is unable to recover and passes away in his hospital bed. Kokey sneaks into the hospital and discovers what happened. They hold a solemn yet sad burial for Peping. Kokey grieves for his friend. Kakay tries to console him but the little alien still feels very guilty. Nanding and Trining confront Kurukoy when he insists that they leave immediately. He demands that Kakay give up the chipeka. He becomes violent and starts harming Kakay. Kokey's father suddenly appears to save his wife. He tries to

convince them that he is the real Kokoy. Will Kokoy be able to save his family from Kurukoy? Find out in the second to the last episode of Kokey.

1 - 69 *EPISODE 69*

Kokoy finally convinces everybody that he is Kokey's true father. But unfortunately, Kurukoy kidnaps Kokey and takes him hostage in his ship. Bong sneaks onboard the ship to try and save his best friend. Kurukoy plans to destroy the ship and escape using the escape pod, leaving Kokey and Bong inside. While evading Kurukoy's attack, Charisse and Trining decide to hide in Kokoy's ship and end up going with the big alien to go after Kurukoy.

The scientists storm the house and arrest Kakay. The General becomes convinced that she is the cause of all the trouble and orders the army to prepare for a battle with the aliens. Kakay tries to warn them about Kurukoy but they end up drugging her unconscious instead.

Kokoy talks to his two passengers about making the ultimate sacrifice in order to stop Kurukoy from destroying the planet. He decides that the only way to stop Kurukoy is to crash into his ship. Is this the end for our dear Kokey? Catch tonight's exciting finale of Kokey after TV Patrol World.

1 - 70 *EPISODE 70*

Everyone worries for Charisse and Trining after hearing about Kokoy's plan to go on their suicide mission. But before Kokoy is able to carry out their brave plan, the elders start attacking Kurukoy's ship. While their captor is distracted by the attack, Kokey & Bong use the pod to escape. Kurukoy's ship explodes with the bad alien still inside.

The two kids arrive safely at Kokoy's ship. He gives the chipeka to his dad. With Kurukoy finally gone, the elders instruct Kokoy to return to Yekok. After returning to earth, everyone is happy to be reunited. But the military still wants to capture all the aliens. The family help their alien friends escape. They end up going to the ABS-CBN building to hide from the police. They run into newscaster Korina, who helps them broadcast Kokey's plight on TV. The little alien tells the viewing public the real reason why they are here. Kokey also asks forgiveness for all the trouble Kurukoy caused. He explains that being alien and human are not so different, that they also have feelings and love their families very much too. After the broadcast, Korina informs Kokey that the President has finally decided to set his parents free.

Meanwhile The ghost of Nicasio appears in Anna's room. He confesses to the girl that he is her real father. He asks his daughter's forgiveness for his shortcomings. Kokoy thanks everybody for taking care of his family. He promises to help Earth in any way he can. He also fulfills Trining and Nanding's wish to conceive a baby. The alien family bid a warm farewell to everybody. Kokey and his parents return to their planet. His father becomes the rightful ruler of Yekok.

KOLCHAK: THE NIGHT STALKER



Where monsters tread, only Cark Kolchak dares to follow. A walking pastiche of newshound clichés, Kolchak is an unorthodox down-at-hill reporter with a gift for snappy patter and a nose for the supernatural. Barley tolerated by his ulcer-ridden editor, and despised by the cops and politicians. Kolchak works a lonely beat his only companions a camera and a tape recorder into which he narrates his findings. And though he always gets his monster he never gets his scope as the lid is slammed down on his story.

Kolchak: The Night Stalker was thought to be the inspiration for Chris Carter to create the SF show THE X FILES, Darrin McGavin even starred in another Chris Carter production MILLENNIUM. Kolchak, played by Darrin McGavin first appeared in a brace of US TV movies, The Night Stalker and The Night Strangler (both seen on British TV). The first, about a vampire on the loose in Las Vegas, broke all ratings records. The second explored the strange underground world of old Seattle, lair for an alchemist who is murdering women to retain his youthful looks. Convinced that his character was a winner, McGavin himself co-produced the series, retaining the movies narrative style, but adding more character humour, but toning down the violence.

Each story featured a new monster, from Jack the Ripper, a blood thirsty werewolf and a Succubus (female demon) to a rampaging robot, a legendary swamp monster and an invisible space force. But in the best horror tradition, McGavin kept his monsters in the shadows favouring the power of suggestion over grisly and explicit shocks. Kolchak first stalked the late night schedules of only one ITV, Central, during the mid 80s, though of the 20 episodes made, only 13 were screened. The series got a deserved full run on BBC2 in 1992. The series however, was not a ratings hit in the US, this and a lawsuit by Jeff Rice - who claimed he never sold the rights to make a TV series - led to the show being cancelled after one season.

Darren McGavin played Carl Kolchak, an investigative newspaper reporter who had a knack of running into supernatural creatures. The series was based on The Kolchak Tapes an unpublished novel by Jeff Rice that caught the attention of Dan Curtis- the producer of Dark Shadows. Curtis obtained the rights to the book and proceeded to make it into a TV movie.

The movie The Night Stalker had Kolchak working for the Las Vegas Daily. While investigating a series of murders, he became convinced that a vampire was at work- Las Vegas being the perfect place for something that can only come out at night to live. Kolchak, as would always be the case, had trouble convincing anybody that supernatural forces were at work- most of all his overbearing boss Tony Vincenzo. The first movie was at the time the highest rated TV movie ever, prompting ABC to commission Curtis to make a second movie. The second film The Night Strangler, had Kolchak and Tony now working in Seattle and facing another string of bizarre murders. These Kolchak learned were being committed by a very old man who needed to kill in order to retain his youth. The underground Seattle in which the villain hides out in actuality exists the remains of the old Seattle which were destroyed by a fire in the late 19th century. This movie was also a success leading to a regular series. Dan Curtis was no longer involved with the series: Darren McGavin took over as executive producer.

Kolchak was now working for the Independent News Service based in Chicago. His boss was still Tony Vincenzo and the two still did not see eye to eye on things. Two additional regulars were added Emily Cowles, the author of the Miss Emily advice column and whom Kolchak trusted and Ron Updyke a society page reporter, who wanted to become a real reporter and was always trying to one up Kolchak to prove he was capable. Kolchak always seemed to turn up the supernatural no matter what he was covering. He never seemed able to convince the police to consider that the supernatural was involved despite his past track record. The monsters were most often kept in the shadows and rarely seen, much like the classic horror films of the 1940's. This fit in with Kolchak's wardrobe consisting of a vintage 1940's straw hat and rumpled seer sucker suit. The series however was not a ratings winner, this and a lawsuit by Jeff Rice- who claimed he never sold the rights to make a TV series- led to the show being cancelled after one season.

The executive producer for the show was Darren McGavin, the shows producers were Paul Playdon (eps 1-2)

and Cy Chermak (Eps. 3-20). The theme was created by Gil Melle and the story consultant was David Chase. The series first premiered in the UK between 15th October and the 10th December 1983, with another run on Central on the 14th November 1948 - 4 March 1985. The episode "Chopper" was based on a story written by Robert Zemeckis and Bob Gale. The directors of photography were Donald Peterman (1.1), Alric Edens ASC (1.2), Edouardo Ricci (1.3) and Ronald W. Browne (1.4-1.20). The series was made at Universal City Studios. After the first two television movies were shown a script for third movie was written but was never filmed due to the series starting soon after the films. This third TV movie script was written by Richard Matheson and William F. Nolan. The idea for the Night Stalker was based on an unpublished story which had been written by Jeff Rice.

Some critics predicted the show would be a dark horse success and out-run a new show on NBC. Angie Dickinson's Police Woman. However, from the beginning, Night Stalker sank to the bottom of the ratings, while Police Woman ignited into a top 20 hit. Night Stalker also didn't reap any benefits from its three low-rated lead ins: Kodiak (a Clint Walker crime drama); THE SIX MILLION DOLLAR MAN and a Gary Busey-Mark Hamill comedy, The Texas Wheelers. Unable to flex any competitive muscle during its 20 episode run, Night Stalker staggered through the season, ending with summer reruns in 1975.

"It was a nightmare!" Those are the first words out of unit production manager Ralph Sario's mouth. In a nutshell, Kolchak: The Night Stalker was one of the most difficult shows, production-wise, to pull off every week. There was never any comfort from the ratings. From the word go, the series was doomed to drag around the lower echelons on the ratings pole.

The origins of Kolchak: The Night Stalker were much more successful. The Kolchak story first appeared in 1972 as a 90-minute ABC Movie of the Week. Produced by Dan Curtis (Dark Shadows) and scripted by novelist Richard Matheson, The Night Stalker became, at the time, the highest rated TV movie in history. As played by Darren McGavin, Carl Kolchak was a ruffled, eccentric, exasperatingly tenacious reporter who tracked down a modern-day vampire in Las Vegas. The original film set the formula for the subsequent series: Kolchak destroys the vampire, but a lack of evidence and a surfeit of pressure from the authorities means his story can never be published.

ABC immediately asked for a second Night Stalker movie. The 1973 sequel, The Night Strangler, took Kolchak to Seattle to hunt down a fiendish immortal (played by Richard Anderson). This outing did almost as well in the ratings. A series was quickly put together.

Allen Baron was one of the first directors assigned to the show. "The first producer was Paul Playdon," he recalls. "We got along very well, but it was a strange situation. When I was directing the episode 'UFO' [about a hostile alien that sweeps through Chicago], I was still shaken up from a car accident. I came on the set and found an argument going on between Paul and Darren McGavin. They were debating whether this thing from outer space was visible or invisible. Paul wanted to have a creature, but Darren felt a creature would be like a cheap Japanese movie.

There was merit to both arguments. Meanwhile, I was wandering around, not realizing that I was still in shock from the accident. At one point, I almost fainted. Meanwhile, these two guys kept at each other, and they weren't any closer to resolving the issue. Finally I called one of the Universal executives and explained my dilemma. He said, 'Well, do the best you can.' So I arranged for a Ritter machine to be brought on the set. This is a large propeller that blows air, and I used it to create an effect of this space creature attacking people. It was a totally improvised monster and seemed like a good direction to go in. In retrospect, it needed more planning, but we got some good effects out of it."

Paul Playdon left the show, and Cy Chermak stepped in to produce. "Cy and I didn't get along at all," says Baron. "I couldn't stand him. There was a scene in 'UFO' where we blew up this wall. We used slow motion to show the alien spitting these cops through the air, and it was spectacular. I was very pleased when I saw the dailies. When the lights came up, Mr. Chermak said that he noticed that one of the cops had dark sunglasses on. I said, 'So?' Chermak thought that was a major error, and he made an issue out of it. I couldn't believe it. Here was a great scene, and he's angry about a cop's sunglasses? I said, 'Is that all you have to say?' I told him where to go, and that was one of the reasons I stopped doing the show. The quarreling was a strain, and the long hours were exhausting. I worked on 'The Werewolf' show for 24 hours straight. I was getting, literally, a half-hour's sleep every night."

Baron's more pleasant memories of the show include working with the demonic dog in "The Devil's Platform." "I auditioned a bunch of dogs for that role. The dog we used was a Rottweiler. His trainer called him Bum. The trainer said to the dog, 'All right, Bum, walk down the alley.' The dog walked down the alley. Then he said, 'Follow that man leaving the studio.' The dog followed the man. 'Now go over to that post and lean against it.' The dog trotted over to the post and got up on its hind legs and leaned against the post. I was amazed. It was done totally through vocal commands. The trainer didn't raise his hands once. Then he said,

'Jump inside that truck!'

The dog jumped into the truck. 'Now drive!' The dog put both paws on the steering wheel, looked over at me and waved. I said, 'He's got the job!' It was incredible. He was a great dog, but he was very docile. In one scene, he had to growl at McGavin. We put wires over his teeth to make him look ferocious. The sound guys added a growl later. At one point, McGavin asked the trainer, 'Listen, would it hurt the dog if you threw him at me?' The trainer said no, and one of the handlers literally tossed the dog through the air and it landed on McGavin. We used little tricks like that throughout the episode."

Another episode, "Jack the Ripper," required extensive stunt work. Possessing superhuman strength, the Ripper takes on the entire Chicago police force. "That show had a lot of good special effects," says Baron. "We also got some great reviews. The guy playing Jack the Ripper [Mickey Gilbert] was a stuntman. All of the scenes where he was running along the top of the building were filmed at night. We used a building that was under construction, and we shot 15 pages that night. I ran into Night Stalker's story editor David Chase recently. He said, 'Geez, Allen. I still can't believe you shot that sequence in one night!' We did, and it turned out great."

Baron, a former actor ("I starred in a cultish film called *The Big Blast* in 1961") praises the Night Stalker cast as "a very good group of people. Darren McGavin was a very inventive person, but sometimes he went overboard. He was very enthusiastic and at times he went crazy, in a creative way." The serio-comic scenes in the INS newspaper office particularly impressed Baron. "Those were always great little scenes. Simon Oakland [who played Kolchak's long-suffering boss Vinsome creatures might be too intense for audiences, and a budget that diminished the monsters themselves. "The series just ran out of material and money," claims Sario. "We had a terrible time with the lizard creature ["The Sentr-']. It was a disaster. The lizard suit kept popping loose in the back. It looked awful. Another time, we literally had no money to make a monster. We used a wind machine instead. Again, it looked awful."

To counteract the sinking production values, there was the charm of Darren McGavin. "He was a very good actor," says Sario, "but he wanted to control everything. He wanted to be involved with every aspect of production." However, that desire only served to frustrate McGavin, and he became disenchanted with the series. He had originally envisioned Night Stalker as a suspense show with a bare minimum of monsters. He was interested in placing Kolchak in more realistic situations with deeper layers of subtext in the stories. He bristled whenever the series was categorized as "a monster show." Despite the fact that he owned 50 percent of the show (with his Francy Productions), he couldn't change its formula. Although the emphasis on monsters made the show an unhappy experience for the actor, he still considers Carl Kolchak one of his best roles.

Kolchak: The Night Stalker was canceled in early 1975. Reruns of the series popped up on the CBS late night movies in 1979 and racked up high ratings. Despite the continued cult status of the series, there have been no concrete plans to bring it back. "There were about eight really good episodes," says Sario. "They were all at the beginning. It's a common problem in TV production. By mid-season, everything starts to collapse. It's very difficult to keep it up. Everybody gets tired. In terms of production, none of the Night Stalker episodes were fun to do. By the end of the season, everybody was completely exhausted by working day and night. When it was announced that we had been canceled, the whole company applauded."

CAST NOTES

Darren McGavin (Kolchak): Born 1922 in Spokane, Washington. McGavin is an Emmy award winner as Candice Bergen's father on television's *Murphy Brown*.

Simon Oakland (Vincenzo): Born 1922. A character actor who played the boss on TV shows such as *Toma* (1973-74) and *The Black Sheep Squadron* (1976-78), Oakland died in 1983.

Ruth McDevitt (Miss Emily): Born 1895. This character actress died in 1976.

Jack Grinnage (Updyke): One of Grinnage's earliest roles was as one of the performers on Bob Newhart's *Variety Show* (1961).

WR. Rudolph Brochert, David Chase, Al Friedman, L. Ford Neale, Bill S. Ballinger and Steve Fisher.

DIR. Don McDougall, Seymour Robbien, Alex Grasshoff, Gordon Hessler, Gene Levitt, Don Weis and Allen Baron.

EPISODES: 20 **YEAR MADE:** 1974 **COUNTRY:** US **SEASONS:** 1

FRANCY PRODUCTIONS INC. FOR UNIVERSAL TELEVISION

CREATOR: JEFF PRICE

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 20.

DATE OF PREMIER: 13/09/1974

AIR DATE OF LAST EPISODE 20/03/1975

SEASON DATE BREAKDOWN:

FILMS: THE NIGHT STALKER (1972) , THE NIGHT STRANGLER (1973) (series based on these films).

Carl Kolchak DARRIN MCGAVIN, Tony Vincenzo SIMON OAKLAND, Ron Updyke JACK GRINNAGE (eps. 1, 3-19) , Edith Cowles RUTH MCDEVITT (eps 5, 7, 12, 14-16, 19) , Gordy Spangler JOHN FIEDLER, Monique Marmelstein CAROL ANN SUSI.

Books Based on this series.

Kolchak: The Night Stalker Chronicles	Various	2005
Kolchak: The Night Stalker Chronicles - Casebook	Various	2006
Richard Matheson's Kolchak Scripts	Mark Dawidziak	2003
The Kolchak Papers: Grave Secrets	Mark Dawidziak	1994
The Night Stalker	Jeff Rice	1973
The Night Strangler	Jeff Rice	1974

RELATED SHOWS:

X FILES, THE

MILLENNIUM

1 - 1 *THE RIPPER*

A serial killer who preys on women haunts Chicago, and Kolchak comes to believe that the killer is the original Jack the Ripper, a seemingly immortal killer who has slain women in many cities over the last century.

Wr Rudolph Borchert

Dir Allen Baron

1 - 2 *THE ZOMBIE*

A voodoo priestess animates her dead son to take revenge on the gangsters that killed him.

Wr Zekial Marko, David Chase

Dir Alexander Grasshoff

1 - 3 *UFO (aka THEY HAVE BEEN, THEY ARE, THEY WILL BE...)*

A bizarre force sweeps through Chicago, killing randomly. It has the strength of a hurricane, generates a massive electromagnetic field, steals lead and electronic equipment, and sucks the bone marrow out of humans and animals. Carl realizes he's onto a huge story - if he can find out exactly what this force is.

Wr Rudolph Borchert

Dir Allen Baron

1 - 4 *THE VAMPIRE*

Catherine Rawlins, a female victim of Janos Skorzeny (the vampire from the original Night Stalker TV movie) is accidentally resurrected outside Las Vegas, and makes her way to Los Angeles. She takes up her old profession of call girl and Carl wrangles an assignment there to investigate.

Wr David Chase

Dir Don Weis

1 - 5 *THE WEREWOLF*

Carl takes Tony's place on the final cruise of the Hanover to write a feature story. But when passengers and crew alike are found mauled under the light of the full moon, Carl suspects he's found a much bigger story - a soldier who survived a wolf attack, only to become a creature of legend - a werewolf.

Wr Paul Playdon, David Chase

Dir Allen Baron

1 - 6 *FIREFALL (aka THE DOPPELGANGER)*

A series of mysterious deaths plague the life of conductor Ryder Bond. In each case, the victim is incinerated by supernaturally hot flames. As Kolchak investigates, he finds out that an arsonist, Frankie Markoff, was a fan of Bond's, and was killed in a penny arcade. His funeral procession crossed Bond's car, allowing the spirit to become a "doppelganger" and try to take over Bond's life. Each victim was burned to death when they fell asleep, and if Bond goes to sleep the doppelganger will take him over for good. Fighting sleep himself, Kolchak must exhume Markoff's body and reunite it with his restless spirit before he too bursts into flame.

Wr Bill S. Ballinger

Dir Don Weis

1 - 7 *THE DEVIL'S PLATFORM*

A series of mysterious deaths plague the election trail of Sen. Robert Palmer, as does a mysterious black dog with a pentagram for a dog tag. Carl investigates and finds that the Senator has made a pact with Satan in return for the ability to assume the form of an indestructible black mastiff, and destroy his enemies both within his own party and opposing him. Kolchak must confront Palmer and destroy the pentagram before Palmer kills him.

Wr David Chase, Donn Mullally, Rudolph Borchert, Larry Markes, Norm Liebmann

Dir Allen Baron

1 - 8 *BAD MEDICINE*

A series of apparent suicides among high-society matrons coincides with a bizarre jewel theft by a towering Indian who mysteriously disappears when cornered. Carl must learn who the tall Indian is, why he's stealing gems and slaying their owners - and how to stop him forever.

Wr L. Ford Neale, John Huff

Dir Alexander Grasshoff

1 - 9 *THE SPANISH MOSS MURDERS*

A series of deaths have nothing in common, except that each victim's chest was crushed, and Spanish moss was found on or near each. Probing the murders, Carl eventually discovers a link: each victim was somehow related to Paul Langois, a hot-tempered Cajun. However, Langois has an iron-clad alibi: he's been asleep for several weeks!

Wr Alvin R. Friedman, David Chase

Dir Gordon Hessler

1 - 10 *THE ENERGY EATER (aka MATCHEMONEDO)*

Lakefront Hospital and Research Center is a shining example of modernity. Built on reclaimed land, it was completed with only a few tragedies - Indian construction workers killed while doing high-rise work. Then the hospital begins to shake and crack. Strange accidents occur, killing patients and staff. Kolchak thinks he's onto a construction scandal. But when he talks to construction foreman and Indian medicine man Jim Elkhorn, he discovers the truth is much worse: the construction has awakened something old and powerful. If Carl can't persuade hospital officials to take action, a lot more people will die.

Wr Arthur Rowe, Rudolph Borchert, Robert Earll

Dir Alexander Grasshoff

1 - 11 *HORROR IN THE HEIGHTS (aka THE RAKSHASH)*

The elderly residents of Roosevelt Heights are dying, stripped to the bone by rats. Investigating, Carl discovers a far more sinister possibility, and realizes that unless someone finds and stops this menace, a lot more people are going to die. And when he realizes he can't even be sure who to trust, things get even more dangerous.

Wr Jimmy Sangster

Dir Michael Caffey

1 - 12 *MR R.I.N.G.*

Kolchak writes an obituary for a deceased scientist, but soon becomes involved in further investigation when no one can give him a straight answer on how the scientist died. Meanwhile, a mysterious figure goes on a rampage throughout Chicago, stealing morticians' wax and Halloween masks. Kolchak eventually finds out that the scientist was working on Project R.I.N.G.: the development of an artificially intelligent robot. R.I.N.G. killed his creator rather than be shut down, and now the government is hunting it. Kolchak must find where the robot is hiding and reveal the story before the government catch up to R.I.N.G.

Wr L. Ford Neale, John Huff

Dir Gene Levitt

1 - 13 *PRIMAL SCREAM (aka THE HUMANOIDS)*

In an oil company's laboratory, the air conditioning fails, and a primate creature attacks a scientist. Soon other murders occur. Kolchak must fight the oil company's powerful friends to find out where these creatures came from and how to stop them.

Wr Bill S. Ballinger, David Chase

Dir Robert Scheerer

1 - 14 *THE TREVI COLLECTION*

A fashion industry spy falls to his death as Carl watches. This is the first in a series of strange deaths that

seem to have a supernatural origin. Apparently Madame Trevi, a fashion designer, is using witchcraft to stop those who oppose her. Carl seeks the aid of a witches' coven and follows their advice. But that may be exactly the wrong thing to do, leaving Carl to confront an angry witch with a few trinkets and his wits.

Wr Rudolph Borchert

Dir Don Weis

1 - 15 *CHOPPER*

The strange disappearance of an antique motorcycle is the first sign of trouble. A rash of murders follow where each victim is decapitated with superhuman force by what witnesses describe as a headless motorcyclist. Kolchak discovers the connection between the victims and their killer, but the skeptical police won't listen to his theory. Kolchak must find a way to stop the killings, and discovers that disturbing the dead is not always wise.

Wr Robert Zemeckis, Bob Gale, Steve Fisher, David Chase

Dir Bruce Kessler

1 - 16 *DEMON IN LACE*

On a college campus, young men are dying of heart attacks. When Kolchak investigates, he finds that the men were associated with Professor C. Evan Spate, who is researching an ancient Middle East tablet, and that a series of similar deaths plagued the expedition that recovered the tablet. In fact, similar deaths have occurred in connection with this tablet for centuries. Kolchak must uncover the secret of the tablet to stop the murders, but doing so might just make him the next victim.

Wr Michael Kozoll, Stephen Lord, David Chase

Dir Don Weis

1 - 17 *LEGACY OF TERROR*

Physically fit specimens (an Air Force pilot, a football player, a Green Beret) are all being targeted for a grisly death: their hearts are being cut from their chests with a dull blade while they're still alive, on higher and higher flights of steps. Kolchak investigates and spots a strange feathered man near the scene of one of the murders. He finds out that an ancient Aztec cult is trying to resurrect their ancient god, Nanautzin, the Lord of the Smoking Mirror

Wr Arthur Rowe

Dir Don McDougall

1 - 18 *THE KNIGHTLY MURDERS*

Various Chicago citizenry are being killed with medieval weaponry. Upon investigating, Kolchak finds that they were all tied to the conversion of a small museum into a disco. It turns out that the museum houses the armor of Guy de Mettancoeur, a misanthrope who swore upon his death that his final resting place would never know gaiety and laughter. Now, his ghostly armor animates and kills those who would disrupt his resting place.

Wr David Chase, Michael Kozoll

Dir Vincent McEveety

1 - 19 *THE YOUTH KILLER*

Young swinging patrons of an exclusive dating service are turning up, dead of old age. The police don't believe they are the same persons, but Kolchak investigates and discovers that the head of the dating service is actually Helen of Troy, who sacrifices perfect young victims to Hecate, her patron goddess, in return for eternal youth and beauty. The fact that Helen is unaware one of the victims had a glass eye and lied about it on their form proves vital to Kolchak when he accidentally dons one of the rings that lets Helen sacrifice her victims in the appropriate manner.

Wr Rudolph Borchert

Dir Don McDougall

1 - 20 *THE SENTRY*

The government is keen to hush up a series of mysterious deaths at the Merrymount Institute, an underground archival facility. When Carl investigates, he determines that the victims were ripped apart as if attacked by a crocodile or other large lizard.

Wr L. Ford Neale, John Huff

Dir Seymour Robbie

KOMIKS

AKA: **COMICS**

AKA: **Komiks Presents: Da Adventures of Pedro Penduko**



Komiks is a Saturday program on ABS-CBN. Every week, several Kapamilyas bring to life some of the most popular comic book stories in Philippine history.

Based on various character from the comic book: "Komiks"

Komiks (Comics) is a Filipino fantasy-drama series that began airing on the ABS-CBN network on February 4, 2006. The series features popular local comic book stories and airs on Saturday evenings.

The first season of the series presented 12 distinct stories over the course of 13 episodes. One of the stories (Agua Bendita) had two parts.

The second season likewise had 12 distinct stories but had 15 episodes, because three of the stories (Inday sa Balitaw, Bampy, and Si Pardina at mga Duwende) had two parts each.

The third and fourth season of Komiks breaks from the pattern of the first two seasons, with the entire season devoted to a single story, Da Adventures of Pedro Penduko. Matt Evans of PBB Teen Edition fame stars in the title role.

Matt Evans once again occupied the fifth season of Komiks, with a whole new adventure and characters. It is dubbed as Si Pedro Penduko at ang mga Engkantao.

Ratings

Komiks has been a ratings hit for ABS-CBN with "Inday Bote", the pilot episode being the highest rated so far with 29.9%.

Series Produced by Rocky Ubana (executive producer) , Series Production Management - Julie Ann Benitez (production manager) , Series Other crew - Spongecola (singer) , Deo Edrinal (business unit head).

WR. Pablo S. Gomez (7 episodes, 2006) , Rod Santiago (6 episodes, 2006) , Agnes Gagilonia-Uligan (5 episodes, 2006) , Joel Mercado (5 episodes, 2006) , Galo Ador (4 episodes, 2006) , Elena M. Patron (4 episodes, 2006) , Keiko Aquino (3 episodes, 2006) , R.R. Marcelino (2 episodes, 2006) , Vic J. Poblete (2 episodes, 2006) , Aloy Adlawan (1 episode, 2006).

DIR. Eric Salud (7 episodes, 2006) , Wenn V. Deramas (5 episodes, 2006) , Dondon Santos (5 episodes, 2006) , Jerome Poblacan (3 episodes, 2006) , F.M. Reyes (2 episodes, 2006).

EPISODES: 87 **YEAR MADE:** 2006 **COUNTRY:** PHI **SEASONS:** 5

ABS-CBN ENTERTAINMENT

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: ANTHOLOGY

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Tagalog

SEASON BREAKDOWN: (1) 13, (2) 15, (3) 16, (4) 15, (5) 28

DATE OF PREMIER: 04/02/2006 **AIR DATE OF LAST EPISODE** 27/10/2007

SEASON DATE BREAKDOWN:

FILMS:

Alpha Omega Girl ANNE CURTIS, Bampirella KRISTINE HERMOSA, Jessa CASSANDRA PONTI, Boyet NASH AGUAS, Bong AARON JUNATAS, Agua SHAINA MAGDAYAO, Valentina JODI STA.

1 - 1 *INDAY BOTE*

Judy Ann Santos and Ryan Agoncillo bring to life the popular comic book story "Inday Bote"

1 - 2 *BLUSANG ITIM*

Uma Khouny and Cassandra Ponti come together to re-enact "Blusang Itim", a story about an ugly woman who turns beautiful with the help of a black dress.

1 - 3 *VINCENT*

Rica Peralejo and Bernard Palanca team up to bring together the popular comic book story "Vincent" where a murdered man seeks justice in the form of his car.

1 - 4 *STARBOY*

Alongside Melissa Ricks, dancefloor dynamite John Prats takes on the role of "Starboy", one of the most popular superheroes in Philippine comic book history.

1 - 5 *AGUA BENDITA PART 1*

In this episode of Komiks, we learn the story of twins Agua and Bendita with Agua as a water-like baby. Shaina Magdayao plays the title role, with Rayver Cruz as her love interest.

1 - 6 *AGUA BENDITA PART 2*

The story of the popular Liwayway comic continues. There is a case of mistaken identity as Agua gets evil twin Bendita to pretend to be "Agua" for cover.

1 - 7 *MACHETE*

Real life couple Sandara Park and Joseph Bitangcol re-enact the story of the popular "Machete".

1 - 8 *KAMAY NI HILDA*

Teleserye queen Bea Alonzo stars in the episode Kamay ni Hilda about a young woman who is left with the curse of her mother.

1 - 9 *PAA NI ISABELLA*

Luis Manzano and Toni Gonzaga star as bickering journalists who are fighting to get the scoop on a haunted house and its inhabitants, which reportedly prey on local people.

1 - 10 *MAMAYANG HATINGGABI*

Fan favorites Geoff Eigenmann and Anne Curtis star. Geoff portrays a man who becomes obsessed with a young woman. Little does he know that she is a vampire.

1 - 11 *SANDOK NI BONINAY*

Sharlene San Pedro headlines the cast of this special episode. Sharlene stars as Boninay, a young girl who discovers powers within a kitchen utensil.

1 - 12 *PIOLO AT LORELEI*

Angelica Panganiban stars as Lorelei, a mermaid who is trying to escape a creature mistress. Lorelei falls in love with Piolo (Piolo Pascual), a local fisherman.

1 - 13 *BUNSONG KERUBIN*

In the season finale of Komiks, Angel Sy stars as Bunsong Kerubin, an angel who is helped by her friends protect the earth!

2 - 1 *INDAY SA BALITAW PART 1*

Judy Ann Santos returns to open Komiks' second season. She stars as Inday, a poor woman who has been left in the care of her mother's cousin. In order to pay off some debts, Inday's fake mother sends her off to a mansion as a maid.

2 - 2 *INDAY SA BALITAW PART 2*

The adventures of Inday continue as Inday's real mother returns. Will things work out for the best for the mother and daughter?

2 - 3 *LIGHTNING RODA*

Angelika dela Cruz takes on the role of popular Philippine comic book superhero Lightning Roda. Nancy Castillogne stars as Roda's opponent and Dominic Ochoa is Roda's love interest.

2 - 4 *KAPITAN AKSIYON*

Alfred Vargas saves the day as Kapitan Aksiyon, a popular superhero. Nikki Gil also stars.

2 - 5 *VULCAN 5*

Superhero fever continues on Komiks as several of the Goin' Bulilit kids bring to life the story of the comic book superhero team Vulcan 5!

2 - 6 *BAMPY PART 1*

In a Star Magic 14th Anniversary special, the stars of Star Magic come together for the story of Bampy, a child who has been stolen by vampires and is being trained to become a vampire. Things become interesting when Bampy's parents re-appear on the surface.

2 - 7 *BAMPY PART 2*

The story of Bampy continues in the second part of the Star Magic special. Now that Bampy's parents are back, can she be stopped from becoming a vampire child?

2 - 8 *MOMAY*

Patrick Garcia is a young man who falls in love with Rosemary (Maja Salvador). But he learns that she is dead and can only take the form of a bird or someone else. Will they end up together?

2 - 9 *SI PARDINA AT MGA DUWENDE PART 1*

Mikylla Ramirez portrays Pardina. She is a girl who meets dwarfs and she treated the dwarfs as her friends.

2 - 10 *SI PARDINA AT MGA DUWENDE PART 2*

Pardina continues her adventures with her dwarf friends.

2 - 11 *ALPHA OMEGA GIRL*

Alpha Omega Girl is played by Anne Curtis and her love interest is played by Zanjoe Marudo

2 - 12 *VALENTINA*

Jodi Sta.Maria-Lacson plays a good Valentina. AJ Dee also stars as Valentina's love interest.

2 - 13 *BAHAY NG LAGIM*

Diether Ocampo and Kristine Hermosa stars in this scary thriller episode.

2 - 14 *CLEOPAKWAK*

This episode is about a duck or Itik who lays golden egg to help a guy, who has a kind heart. This stars reel (or real life) partners, Joross Gamboa and Roxanne Guinoo.

2 - 15 *FUN HAUS*

Fun Haus can be best described as the filipino version of The Chocolate Factory, but in a sacry-thriller way. Rustom Padilla stars as the Ring Master. And Zanjoe Marudo tries to find a way to stop the Ring Master to doing evil things.

3 - 1 *BUNGISNGIS*

Pedro Penduko is a person who likes to make-up stories and tell it to other people. And he doesn't know that his stories will soon become a reality. Pedro is destined to become a savior and a great warrior. In this episode, Pedro fought a Bungisngis.

3 - 2 *LAMBANA*

Pedro succeeded overcoming all the challenges that he face him in his quest to save Floreshka.

3 - 3 *KAPRE*

After receiving powers, Pedro is now ready to fight off the mighty Kapre.

3 - 4 *MANANANGGAL*

After defeating the Kapre, Pedro falls prey to the seductive charms of a girl, who turns out to be a Manananggal . He uses the red stone to make him strong enough to defeat the Manananggal.

3 - 5 *ASWANG*

Pedro's good friend turns out to be his deadly nemesis, the Aswang.

3 - 6 *MAMBABARANG*

Pedro succeeded defeating the Mambabarang.

3 - 7 *SIGBEN*

Pedro defeats the Sigben at the same time he professes his love for Hiyas. He also entered Dalakit, where he finds and saves the king of Floreshka and not his father. At the same time he also found out that Hiyas was lying to him.

3 - 8 *DALAKETNON*

Pedro and his father, Juan saw each other again they both escaped from the dalaket. The father and son tandem defeated the dalaketnons. While Hari Haddi and Prinsesa Hiyas got back to Floreshka safe. When Pedro and Juan got back home to Tulay-Buhangin, they found out that Lola Maria is sick.

3 - 9 *NUNO SA PUNSO*

After Pedro & Juan found out that Lola Maria is sick, their first suspect is Nuno Sa Punso, but it wasn't them. So they went to Floreshka to get help from Pantas. They found out that Kasimiro, one of the Dalaketnons, made Lola Maria sick. Juan and Pedro both tried to find ways to cure it. The only cure is to capture the santelmo.

3 - 10 *TIYANAK*

Find out if Pedro will beat the Tiyanak.

3 - 11 *TIKTIK*

Pedro encounters the elusive long-tongued Tiktik.

3 - 12 *PUGOT*

The townspeople of San Jose get haunted by a Pugot.

3 - 13 *TIKBALANG*

Pedro learns how to control the wild and playful Tikbalang.

3 - 14 *SANTELMO*

Pedro finally finds the cure for his grandmother.

3 - 15 *BANGUNGOT*

Pedro enters Racquel's dream to save her from the Bangungot monster.

3 - 16 *AMALANHIG*

Pedro defeated the undying vampire-like Amalanhig.

4 - 1 *AGTA*

This episode is the start of another season of Pedro Penduko, so Budong (of Super Inngo) joins Pedro with his adventure to defeat the Agta.

4 - 2 *ALAN*

Merrydith (Maja Salvador) joins Pedro's hunt for the Alan to revenge her fallen siblings.

4 - 3 *WAK-WAK*

Pedro defeated the flying aswang, Wak-Wak.

4 - 4 *BERBEROKA*

Pedro learns of Father Ben's death after falling victim to the Berberoka.

4 - 5 *BAL-BAL*

Bukang Liwayway defends Hiyas to the throne.

4 - 6 *KATAW*

Kadyo regains consciousness in the hands of his former mermaid lover, Casili.

4 - 7 *SIYOKOY*

Pedro found out that his real mother is Bukang Liwayway and Hadi seeks the help of Bakul to look for Bukang Liwayway, who was taken by a big wave.

4 - 8 *MINOKAWA*

Bukang Liwayway discovers Pantas' involvement in her abduction.

4 - 9 *BUSAWS*

Juan and Pedro confronts the "Busaws".

4 - 10 *SIRENA*

Pedro finally gets reunited with his mother, Bukang Liwayway.

4 - 11 *"UNKNOWN"*

Kafra, Kadyo and Casili helps Pedro, Juan and Bukang Liwayway to escape from Kalalawdan.

4 - 12 *"UNKNOWN"*

Pantas revenges to the Penduko family.

4 - 13 *IKUGAN*

After Juan's death, Pedro reminisces all the moments he spent with his father.

4 - 14 *INLABLABBUOT*

The shape-shifter Inlablabbuot gains Pedro's trust and leads him to a trap.

4 - 15 *SARANGGAY*

Pedro shows kindness towards the Sarangays and gains some friends.

5 - 1

Can Pedro arrive in time to save Hiyas from marrying Napoleon?

5 - 2

The final battle between Pedro and Camiron commences.

5 - 3

Follow Pedro Penduko's adventure with his new allies against evil, the Enkantaos.

5 - 4

Josef & Pedro continues to persuade Diane to join their group against Kalagua.

5 - 5

Pedro discovers the persons who have control over the elements of water and fire.

5 - 6

A new power shall be discovered. Find out who will make Pedro's team stronger.

5 - 7

The alliance of chosen "enkantaos" who are destined to fight evil is now complete.

5 - 8

Kahlagua takes over a young man's heart. Will Diane be able to save him and his love?

5 - 9

Joseph and Pedro get into a heated fight because of Hiyas.

5 - 10

Edward battles the "siokoy" unknowing that it is one of their closest friends.

5 - 11

Pedro's powers prove to be of no match with the speed of the anggitay.

5 - 12

Marie gets abducted by an engkantaos.

5 - 13

Will Pedro and his team be able to stop the revenge of the "pugot"?

5 - 14

Moy is in danger as he is captured by the leader of the creatures called "Sigben"

5 - 15

Will Pedro stand a chance against the giant Ikugan as it starts to bring chaos?

5 - 16

Monique discovers an innate power.

5 - 17

Monique is being possessed by Calagua. Will our heroes be able to beat her?

5 - 18

After Calaguas' fiery mayhem, the people are attacked by a ferocious tiyanak.

5 - 19

A tiktik attacks the members of the third sex.

5 - 20

Pedro and his group's powers are exposed as they battle the sarangay.

5 - 21

Calagua's interest turns to an agta who could astral-travel.

5 - 22

Who will Hiyas choose: Pedro or Josef?

5 - 23

Will Moy survive his fight with Calagua on his own?

5 - 24

What will happen to Pedro and the rest of the "Enkantaos" now that Moy is gone?

5 - 25

Will Calagua be successful with her plan over Hiyas?

5 - 26

Salupa is able to deceive and infiltrate Floreshka's defenses using Hiyas' body.

5 - 27

Pedro and his group combine their powers as they try to beat Salupa.

5 - 28

Can the combined forces of good be able to stop Salupa's wrath in this final episode of Komiks: Pedro Penduko At Ang Mga Enkantaos.

KOSEIDONAKA: **DINOSAUR TASK FORCE KOSIEDON**AKA: **KYORYU SENTAI KOSEIDON**

The members of the Time Patrol Koseidon team are obliged to save the Earth from attack by aliens in the distant past. The Godmes race have chosen to invade Earth during the age of the dinosaurs and are using creatures of the time, such as the triceratops and tyannodon, to carry out their evil missions. The heriocally named Go Toki (Onishi, his character's name means "Go Time!") leads the team, who secret weapon is the Human Cannon Koseider.

The series was immensely successful - Tsuburaya's studio history proudly recalls how the famous "Beat" Takeshi Kitano even discussed it on his radio show. Accordingly, as the initial 26 episodes came to a close with the defeat of the Godmes Emperer, the series was allowed to continue and became the first Tsuburaya program to have an unbroken year long run, the Koseidon team became time detectives, searching for criminals who had evaded justice by leaping back to the time of the dinosaurs. Compare to BORN FREE and EISENBORG, previous Tsuburaya shows that replaced the tradional alien monsters of ULTRAMAN with creatures that owed at least some relationship to real creatures from the Earth's part.

The next Japanese kids' show to use dinosaurs was over a decade away but it would be MIGHT MORPHIN' POWER RANGERS. Produced by Hiroshi Ishikawa, Atsushi Oki, San Tsuburaya.

WR. Masaki Tsuji, Narimitsu Taguchi, Hiroyahu Yamaura, Yasushi Hirano, Bunzo Wakatsuki, Nanase Nishizawa.

DIR. Toru Sotoyama, Shohei Tojo, Kimio Hirayama.

EPISODES: 52 **YEAR MADE:** 1978 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 52

DATE OF PREMIER: 07/07/1978

AIR DATE OF LAST EPISODE 29/06/1979

SEASON DATE BREAKDOWN:

FILMS:

Go Toki TETSUYA ONISHI, KEIJI MIKEL, TAKAKO KAWASAKI, MIYUKI ICHIJO, HIROYUKI KUMAGAI, MACHIKO NAGAHAMA, NANAMI MURANO, TETSUO YAMAMURA, TORU KAWAI.

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

EISENBORG

BORN FREE

KOSUKO SENTAI TURBORANGER

AKA: **HIGH SPEED TASK FORCE TURBORANGER**

AKA: **HIGH SPEED BATTLE TEAM TURBORANGER**

AKA: **TURBORANGER**

AKA: **KOSOKU SENTAI TABORENJA**



Two thousand years ago, the devil Demon tribes were defeated by an alliance of humans and fairies. In order to prevent the human race from destroying itself, the power of the fairies was sealed away. The fairy Sealon, however, has recruited five noble teenagers from Class 3A at Musashino High and bestowed special powers and vehicles upon them, so that they can form the Turboranger team to protect the Earth from the resurgent power of the demons. Enriki (Sato) is Red Turbo, captain of the school baseball team and wielder of the GT sword. Daichi (Ganaha) is Black Turbo who fights with the T Hammer. Yohei (Akasura) is Blue Turbo, heartthrob captain of the school swimming team and a deadly shot with the J Gun.

Shunsuke (Katagiri) is Yellow Turbo, star of the school gymnastics team and wilder of the B Bow-Gun. Haruna (Kinohara) is Pink Turbo, president of the school student council, leader of the majorettes, and wielder of the deadly W. Stick. The team's five Turbo Machine automobiles launch from their base and combine to make the Turbo Robo, but the bast itself is also a transforming robot and can re-form to create the trully massive Turbo Builder.

Perhaps there is some connection to the previous year's Hollywood movie Big, in which Tom Hank's character ridiculed the notion of a transforming building. . . Nothing it too ridiculous for Super Sentai shows! They also has a large mobile jet vehicle, the Ranger Fighter, which could transform into the Big Rugged Gun, yet another giant robot. Their enemies comprise the varius different Demon tribes, reunited under a new leader, the evil Emperor Rargon (voiced by Watabe). Each provides a monster of the week to fight the Turboranger team, aided by the many cannon fodder Ohlah minions. Based "on an idea by Saburo Yade" and featuring music by Akihiko Yoshida. Turboranger was preceded in the Super Sentai continuity by LIVEMAN and followed by FIVEMAN.

The series was produced by Kyozo Utsunomiya & Takeyuki Suzuki.

Eleventh Super Sentai series. Bears quite a resemblance to Mighty Morphin Power Rangers.

This Super Sentai series is also one of my personal favourites as well. The first story introduces us to the Rugged Fighter, which transforms into Turbo Rugged. Episode 29 spotlights Daiichi(Black Turbo) who plays a major role in helping Dr. Dazai to complete the mecha. A lot of action in this one, especially when Black Turbo takes on Jamin and defeats her. While the Turborangers celebrate the victory, Dr. Dazai is kidnapped by Yamimaru,which continues in the next episode..

Episode 30 was just as intense, as Emperor Ragon(leader of the 100 Violent Demon Tribes) sends down Professor Leda to do in our Turborangers with his mighty Super Violent Demon(Chomajin Boma). He almost succeeds in burying Turbo Rugged alive, until Turbo Robo comes to the rescue. Amidst the battle, Robo and Rugged are able to merge into Super Turbo Robo!

The combined might of the 2 robos sends the monster down to defeat, courtesy of the Super Mirage beam (should've got a few licks in before blowing the demon away). Riki(Red Turbo) defeats Leda in battle, and rescues Dr. Dazai... When I first saw this, the first thing that came to mind was that this somewhat resembles the Power Rangers(I shudder with mention of that name), Ironically, there's a Power Rangers Turbo coming out this year, but this has little or nothing to do with the original Kousoku Sentai.

Characters and mecha

The Turborangers

Red Turbo (Honoo Riki)

Brave high school baseball team captain. Weapon: GT Sword. Combines with Turbolaser sword mode for GT Crash move.

Black Turbo (Yamagata Daichi)

Patient. Enjoys running.

Weapon: T Hammer.

Blue Turbo (Hama Youhei)

Swimmer and high jumper. Weapon: J Gun. Can combine with Turbolaser gun mode.

Yellow Turbo (Hino Shunsuke)

Gymnast. Comedic.

Weapon: B Bowgun.

Pink Turbo (Morikawa Haruna)

Student body president and brightest student in the school.

Team weapons: Turbolaser with two modes: gun and sword.

Team attacks: Combination Attack, Plasma Shoot, V Turbo Bazooka.

Team vehicles: Each Ranger has a Mach Turbo, numbered 01 through 05. Red alone has the Turboattacker buggy.

Yamaguchi Sensei and Third Year, A Class

Homeroom of the Turborangers.

Dr. Dazai

Scientist who invented the mecha for the team.

Seelon the Faerie

18 cm tall, she is the last surviving Faerie and can only be seen with the naked eye by the Turborangers.

Teamed with Dr. Dazai to stop the Tribes.

Rakia

White-maned, winged holy beast defender of Earth

Turbo GT (Red) + Truck (Black) + Jeep (Blue) + Buggy (Yellow) + Wagon (Pink) > Turborobo

Weapons and/or attacks: High Speed Sword, Turbo Crash, Turbon Cannons, Turbo Punch.

Ruggerfighter > Turborugger

Weapons and/or attacks: Battleball, Screw Rugger Kick, Big Rugger Guns.

Turborobo + Turborugger > Super Turbo Robo

Weapons and/or attacks: Super Mirage Beam.

Turbobuilder + Super Turbo Robo > robot mode

Weapons and/or attacks: Super Turbo Builder Beam.

Note that the Turborangers are the first to lack a flying fortress.

Violent Demon Hundred Tribes

Having lost to a Human-Faerie coalition, these races of monsters had been sealed up for 20,000 years. But on today's tainted Earth, the power of Faerie magic has weakened, allowing the seal to be undone and the Tribes to go free. The Tribes intend to conquer the Earth and eliminate humanity with its Violent Demon Beasts.

Great Emperor Ragorn

Immobile at the start of the series, he 'dies' and returns as the golden-skinned, fully mobile Neoragorn, who enlarges himself to giant size in the finale.

Dr. Rehda

Bearded, aged genius mystic.

Zimba

Samurai-like masked warrior in black armor.

Princess Jarmin

Magician able to change herself into a snake-faced form.

Zulten

Fat creature able to turn into a golf cart-like vehicle for Jarmin.

Wu, Lar, and the Wulars

Wu and Lar are the red-skinned captains of the Wulars, black-skinned creatures able to merge into ball-shaped Wular Dumplings.

Yamimaru the Wandering Violent Demon (Nagareboshi Hikaru)

Plots the downfall of Ragorn with Kirika. Changes into student Nagareboshi Hikaru. Originally shaggy-haired, he later gains flashy red and black armor. Weapons: Shooting Star Gun, Darkknife, Darkaxe, Darkbow, Shooting Star Sword, Darksticks, Darkspear, Darkshuriken, Darkspider. Rides the giant bat Dragras.

Kirika (Tsukikage Sayoko)

Half-human, half Violent Demon. Changes into student Tsukikage Sayoko. Armed with the five-pointed Ringknife. Can combine with Armor Violent Demon to become Armored Kirika.

Violent Demon Beasts

Monsters of the week.

Name/Puns

Yamimaru's name is a pun on "Yami" or Darkness. His human name, Hikaru Nagareboshi, can be translated into shining, falling star.

Trivia

The Turboranger suit design was the basis for the Titanium Ranger in Power Rangers Lightspeed Rescue.

First Super Sentai series in which the members are called either "rangers" or a portmanteau between "ranger" and another word since the original Goranger. This trend would be continued for most of the later Super Sentai series with the exception of Fiveman, Jetman, GoGo-V and Gingaman

The concept of sentai heroes in a school setting, first used loosely in Liveman, would not be seen again until Megaranger. Ironically, this formula became the basis for nearly all the Power Rangers seasons written under Douglas Sloan.

The series officially begins with episode 2 and this is the very first sentai that acknowledge past teams within the show. The other being Mirai Sentai Timeranger and Gougou Sentai Boukenger.

The concept of car-based weaponry and giant mecha was later used again in Gekisou Sentai Carranger. The series was not originally intended to mimic Turboranger, but later proved to be very similar in some ways except the Carrangers fought against aliens, not ancient enemies of mankind and had two females instead of one.

It's ironic to see how Zimba dies by Red Turbo alone but can defeat the Turbo Robo, or how Red Turbo can beat Ragorn in a one-on-one battle, without having been killed.

The part where Red Turbo duels Zimba to the death is a recycling of Red Mask's slaying of Baraba except that Baraba wasn't enlarged and Zimba was. The idea was also incorporated into Fiveman where Five Red kills Billion.

The show's opening and ending themes as well as several others songs were sung by Red Turbo himself, Kenta Satou who later sang for Zyuranger.

The characters of Zimba, Jarmin, Rehda and Zulten were later recycled into other concepts. Like Zimba may have been modified to Grifforzar, Zulten into Bukbak. Jarmin's design was mixed with the design of Flashman's Ley Nefel to create Lami for Zyuranger. The next possible inspiration is that Rehda may have inspired Daimaoh of Kakuranger since both were extremely intelligent.

Ragorn's being initially immobile is similar to Goggle Five's Fuehrer Taboo. Also his being killed twice is similar of Dai Satan in Zyuranger, a series which came later.

It is the first Sentai to write off villain cast members very often. Zimba dies in episode 28, Jarmin dies in episode 29 and Rehda dies in episode 30. They were quickly written off. The reason was supposedly a decision on the part of the writer and producers' due the series becoming stale and trying to liven it up by focusing on the storylines with Yamimuru, Kirika, and the Nagare Bouma or more likely, the actors leaving the cast for some reason unknown. It's perhaps the same reason for previous sentai like lack of funds, another project, etc.

Despite Zulten's weak-willedness, he's the last one to die from the four original bad guys based on the script. Why the directors did this is unknown. He remained hidden in fear of Ragorn's wrath.

Sayaka Uchida who later be Blue Swallow (Ako Hayasaka) in 1991 sentai series Chojin Sentai Jetman has a role in episode

The first episode of Turboranger has (currently) the largest amount of sentai rangers to ever appear together. With 53 sentai rangers in all. The second largest amount would come years later in Gaoranger vs. Super Sentai with 33 sentai rangers (25 of them beng a red ranger). And Super Sentai World being in third with 25 rangers.

WR. Hirohisa Soda, Kunio Fujii, Toshiki Inoue, Asami Watanabe.

DIR. Takao Nagaishi, Shohei Tojo, Kiyoshi Arai, Masao Minowa.

EPISODES: 51 **YEAR MADE:** 1989 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 25/02/1989

AIR DATE OF LAST EPISODE 23/02/1990

SEASON DATE BREAKDOWN:

FILMS: HIGH SPEED TASK FORCE TURBORANGER (1989).

Red Turbo (Honoo Riki) KENTA SATO , Black Turbo (Yamagata Daichi) FUMIAKI GANAHA , Blue Turbo (Hama Youhei) KEIJI ASAKURA , Yellow Turbo (Hino Shunsuke) JUNICHIRO KATAGIRI , Pink Turbo (Morikawa Haruna) NORIKO KINOHARA, Dr. Dazai, Seelon the Faerie, Rakia, Great Emperor Ragorn, Dr. Rehda, KYOKO TAKAMI, MAYUMI OMURA, FUJITA OKAMOTO, MASASHI ISHIBASHI, HARUNA IKEZAWA, Narrator NOBUO TANAKA.

RELATED SHOWS:

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

HIKARI SENTAI MASKMAN

CHIKYUU SENTAI FIVEMAN

CHO JIN SENTAI JETMAN

KYORYUU SENTAI ZYURANGER

GO SEI SENTAI DAIRANGER

- 1 - 1 *10 LARGE SQUADRON, GATHERING YOU ASK! TURBO RANGER*
- 1 - 2 *DID YOU LOOK AT THE FAIRY?*
- 1 - 3 *VIOLENT DEMON CASTLE! CURSING 20,000 YEARS*
- 1 - 4 *RACKETEER, RACKETEER HUMAN*
- 1 - 5 *IT IS ESCAPING! TOWN OF SAMURAI*
- 1 - 6 *VIOLENT DEMON ZOMBIE*
- 1 - 7 *THE VIOLENT DEMON ANIMAL, WHICH EATS THE SWEETHEART*
- 1 - 8 *THE SKY IT FLIES THE HOUSE*
- 1 - 9 *AS FOR YEARNING FLUTE OF DEMON*

-
- 1 - 10 *CALLS THE OGRE THE MAY DOLL*
 - 1 - 11 *BLAST RUNNING! WOO RA HIGHWAY!*
 - 1 - 12 *THE VIOLENT DEMON ANIMAL, WHICH BECOMES THE STAR*
 - 1 - 13 *PUT THE TRAP ON THE WITCH!*
 - 1 - 14 *WITH RESPECT TO GOING/PARTICIPATING! ROAMING TRANSFER STUDENT*
 - 1 - 15 *NECESSARY AIMING OF SHOOTING*
 - 1 - 16 *SHOOTING, THE V TURBO BAZOOKA*
 - 1 - 17 *THE TEACHER WHO BECOMES THE CHILD*
 - 1 - 18 *TRANSFORMATION 5 MINUTES*
 - 1 - 19 *CRASH! DEMON SIBLING*
 - 1 - 20 *AS FOR VIOLENT DEMON FAMILY*
 - 1 - 21 *DOS CARP GAME*
 - 1 - 22 *SPRINGTIME OF LIFE LOAD!*
 - 1 - 23 *GHOST FULLEST CAPACITY*
 - 1 - 24 *WE FEAR! SEA OF SUMMER*
 - 1 - 25 *THE PUPPY WHICH FIGHTS*
 - 1 - 26 *POWER! WITHOUT FAIL DECEASE*
 - 1 - 27 *GIRL VIOLENT DEMON PHOSPHORUS*
 - 1 - 28 *UNION FAILURE*
 - 1 - 29 *HURRY! NEW ROBO!*
 - 1 - 30 *END OF RADAR*
 - 1 - 31 *WOMAN SOLDIER PAULOWNIA MOSQUITO*
 - 1 - 32 *LARGE MYSTERIOUS BIRD OF DEMON*
 - 1 - 33 *TAKE! THE FACE OF OCEAN FLAT*
 - 1 - 34 *REVERSE SIDE OF SKILL*
 - 1 - 35 *THE DEMON GOD SWORD WHICH CALLS LOVE*
 - 1 - 36 *MEMORY OF DESTINY...*
 - 1 - 37 *KUNG FU PUZZLE GIRL*
 - 1 - 38 *PERSON °U F0 HELL PICTURE*
 - 1 - 39 *THE END OF RAGORN*
 - 1 - 40 *WALKING! SHIKOKU CHILD*
 - 1 - 41 *THE STAR IS WE!*
 - 1 - 42 *BIRTHDAY!*
 - 1 - 43 *SOLDIER OF 6 PUBLIC ATTENTIONS!*
 - 1 - 44 *FLOW VIOLENT DEMON LEGEND*
 - 1 - 45 *SUPER MAGIC BOY*
 - 1 - 46 *COUNTERATTACK!*

- 1 - 47 *SOS TRANSFORMATION FAILURE*
- 1 - 48 *SECRET OF FLOW VIOLENT DEMON*
- 1 - 49 *IT IS BEAUTIFUL, IT COMES, THE PAULOWNIA MOSQUITO*
- 1 - 50 *WE FEAR, THE IT SHOULD, LARGE SEAL*
- 1 - 51 *GRADUATION CEREMONY OF SPRINGTIME OF LIFE*

KRAKH INZHENERA GARINA**AKA: FAILURE OF ENGINEER GARIN**

Based on the novel Giperboloid Inzhnera Garina)

This mini-series original title was "ëÒÁÈ ÉÏÖÄÏÄÒÁ çÁÒÉÏÁ".

WR. Sergei Potepalov**DIR.** Leonid Kvinikhidze**EPISODES:** 0 **YEAR MADE:** 1973 **COUNTRY:** SVU **SEASONS:** 1*LENFILM***CREATOR:** SERGIE POTEPALOV, ALEXEI TOLSTOY**TYPE OF SHOW:** **FORMAT:** MINI-SERIES**LENGTH (MINS):** 247 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:****SEASON BREAKDOWN:****DATE OF PREMIER:** **AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Petr Garin OLEG BORISOV, Vasily Shelga ALEXANDER BELYAVSKY, VASILI KORZUM, Zoya NONNA TERETYEVE, VLADIMIR TATOSOV, MIKHAIL VOLKOV, ALEXANDRA KAIDENOVSKY, GRIGORI GAI, A. SNVEDERSKY, ALGIMANTIS MASIALIS, IVAN KUZNETSOV, S. SVISTUNOV, VALENTIN NIKULIN, YEFIM KOPELYAN.

KURE KURE TAKORAAKA: **GIMME GIMME OCTOPUS**

The psychedelic adventures of my new tentacled friend Kure Kure Takora.

Kure Kure Takora (unofficial translation: "Gimme Gimme Octopus") is a tokusatsu children's comedy show from Japan. Produced by Toho Company Ltd., the show aired on Fuji TV and its subsidiaries from October 1, 1973 to September 27, 1974 with a total of 260 episodes.

However, Episodes 223, 252 and 255 never materialised. The show was rebroadcast over CS digital satellite television, except for episode 220, which was censored due to problematic show content. Laserdisc and VHS versions were sold, but currently only the DVD version (which includes episode 220) is on Japanese market.

It was a new type of program for children. TAKORA, a central character coveted for everything saying "KURE! (I want it)" all the time. Every episode was absurd, strange, surreal, indescribable, and ran 3 minutes each

Music - Shunsuke Kikuchi

WR. Shinichi Ichikawa, Hiroshi Kashiwabara, Yuko Kinoshita, Yoshimi Shinozaki, Yuji Watanabe

DIR. Katsumune Ishida, Ko Tsuboshima, Tsugunobu Otani

EPISODES: 260 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:** 1

TOHO

CREATOR: OSAMU ISONO

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 3 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 260

DATE OF PREMIER: 01/10/1973

AIR DATE OF LAST EPISODE 27/09/1974

SEASON DATE BREAKDOWN:

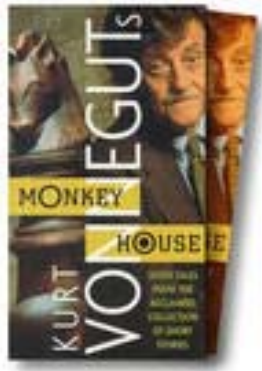
FILMS:

Takora, Chonbo, Monro YOSHIKO OTA, Chibura, Biragon, Herara, Shikushiku, Ikara OSAMU SAKA

KURT VONNEGUT'S MONKEY HOUSE

AKA: **MONKEY HOUSE**

AKA: **WELCOME TO THE MONKEY HOUSE**



Some of the SF plots were in 'The Euphio Question' in which a scientist discovers signals from outer space that bring total euphoria at the price of total addiction. In 'Epicac', A man working on creating artificial intelligence attempts to win the affections of his female partner with poetry written by the computer they have designed, unaware that the computer has fallen in love with her also.

In 'Fortitude', a doctor keeps an elderly woman alive by replacing her organs with mechanical parts; a process which leaves her both immobile and wanting to die.

Kurt Vonnegut's Monkey House was an anthology series which was similar to THE RAY BRADBURY THEATRE. Both series presents the works of a famous science fiction writer, who serves as host, and both were also produced by the same Canadian production company. The episodes of Kurt Vonnegut's Monkey House have adaptations of both Vonnegut's science fiction and non-genre stories. The episodes have featured several named actors and have won several of cable's ACE awards. The series was first seen on Showtime.

WR. Jeremy Hole, Jeffrey Cohen, Stan Daniels, Chris Haddock.

DIR. Paul Shapiro, Gilbert Shilton, Alan King, Stan Daniels, Wayne Tourell, Brad Turner.

EPISODES: 7 **YEAR MADE:** 1991 **COUNTRY:** US **SEASONS:** 1

SHOWTIME

CREATOR: KURT VONNEGUTS

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 12/05/1991

AIR DATE OF LAST EPISODE 04/04/1993

SEASON DATE BREAKDOWN:

FILMS:

Host KURT VONNEGUT.

RELATED SHOWS:

RAY BRADBURY THEATRE, THE

- 1 - 1 *NEXT DOOR*
- 1 - 2 *THE EUPHIO QUESTION*
- 1 - 3 *ALL THE KINGS HORSES*
- 1 - 4 *EPICAC*
- 1 - 5 *FORTITUDE*
- 1 - 6 *MORE STATELY MANSIONS*
- 1 - 7 *THE FOSTER PORTFOLIO*

KYLE XY



KYLE XY is an incredible mystery about a teenager with no past. The series tells the surprising journey of Kyle (Dallas), a 16 year-old teenage savant who is missing instinctive human behavior such as anger, joy and love, and the family who found him. After coming out of the woods and found walking into traffic, Kyle is sent to a youth detention center where he comes into contact with his first experience of eating food and human interaction: not all of it friendly. At the center they realize that Kyle is not like any ordinary teenager, especially once they find that he is missing his belly-button. With questions of Who is this kid? and Where did he come from? psychologist Nicole Trager (MacIntyre) is called in to help get some much needed answers.

After a couple of hours with Kyle, Nicole realizes that he can not survive in the institution and needs special attention, so she decides to bring him home to keep a closer eye on him. The rest of the Trager family is not as welcoming of Kyle, seeing him as just another one of Nicoles special projects. Her husband Stephen (Thomas) doesnt want his wife to get too attached to Kyle, while her teenage daughter Lori (Matson) and son Josh (Bilodeau) see him as a freak that can only hamper their social lives.

Soon the family starts to see that Kyle has some unique abilities and an uncanny way of completing two hour IQ tests in 5 minutes with perfect scores. He encounters everyday activities such as video games, drawing and music with a wide-eyed wonder and a thirst for more knowledge. He also starts to grow fond of the Trager family and even rescues Lori from a high school party that gets dangerously out of hand.

As he settles in with the Trager family the question still remains, who is Kyle? What are his secrets, secrets that even he doesnt understand? Why doesnt he have a belly button? Why cant he remember anything from his past? Is he suffering from some sort of post-traumatic stress? If not, is he suffering from amnesia? And who is the suspicious looking man following him?

Sure the initial premise is cool: good looking teen wakes up in the forest with no clothes and no recollection of who he is and how he got there. Yet because it's an ABC Family show, that's pretty much where the coolness factor ends. KYLE XY revolves around Kyle, a young man who may or may not be an alien (he has no belly button!). Within the first hour, Kyle is taken from a juvenile detention centre and adopted by a workaholic child psychologist, her supporting husband and meddlesome two kids. No doubt conflict, romance and hilarity will ensue as Kyle adjusts to his new life with his new family.

The premiere episode does a great job of laying the groundwork for the first season. It introduces us to our main characters, and hints at what could be an interesting X-Files-like mythology. We discover that Kyle is an off the charts genius. And more importantly, a love triangle between two girls is not-so-subtly set up with Kyle. The show has potential as a fun summer series (as fankly, there isn't much else on). But considering the fact it's target audience is 10-15 year olds, the show will no doubt end up being a dumbed down version of the X-Files (with a bit of Degrassi mixed in). Sadly, this TV addict will continue watching to find out the truth about KYLE XY! (again, he HAS NO BELLY BUTTON!)

High school can be stressful. Imagine how that stress is magnified for a foreign exchange student: you're surrounded by strangers and unfamiliar with local customs and language idiosyncrasies. Even the family you live with doesn't really know you, regardless of how happy they may be that you are there, and you know nothing of their family dynamic.

Kyle XY (perfectly cast Matt Dallas) understands these difficulties. But he's not a foreign exchange student. In fact, no one in Kyle XY is quite sure who or what he is, not even Kyle himself. His memories begin the morning he wakes up nude in a forest. In the first episode, he was found and taken to a local juvenile detention center, where he didn't speak at all and couldn't recall where he was from. Social worker Nicole Trager (Marguerite MacIntyre) decided the first name assigned to him, "John Doe," was too morbid and renamed him. She was also so concerned with how he might fare in a detention center that she took him home to stay with her family.

SEASON DATE BREAKDOWN: Season 1 : 26/06/2006 - 28/08/2006

FILMS:

Kyle MATT DALLAS, Nicole Trager MARGUERITE MACINTYRE , Stephen Trager BRUCE THOMAS, Lori Trager APRIL MATSON, Josh Trager JEAN-LUC BILODEAU, Declan CHRIS OLVERO, Amanda Bloom KIRSTEN PROUT, Jessi XX JAIMIE ALEXANDER.

1 - 1 *"PILOT"*

KYLE XY follows the story of Kyle, who is found disoriented in the middle of traffic and then taken to a detention facility. Later, Nicole Trager, a psychologist, comes to examine him, and then takes him home. He gets on the bad side of both Trager kids, Josh and Lori, and annoys Stephen, Nicole's husband. But one by one, Kyle influences them to accept him.

Wr Eric Bress, J. Mackye Gruber

Dir Gil Junger

1 - 2 *SLEEPLESS IN SEATTLE*

Kyle encounters the concept of time and wonders why those around him focus on it. In an attempt to tire out Kyle, his family subjects him to running, sleeping pills and other activities. Josh suspects that Kyle may be an alien.

Wr Eric Tuchman

Dir Michael J. Rohl

1 - 3 *THE LIES THAT BIND*

Nicole has things to attend to, so other members of the family have to babysit Kyle, who's having trouble processing the little white lies that his family tell. First, Steven takes Kyle to work, where Kyle's computer intelligence comes in handy; then he gets pawned off on Lori -- who promptly ditches him. Meanwhile, Steven learns that he'll have to lay off employees; Lori hides the fact that she was fired; Kyle takes a test for Josh; Amanda freaks out over a fender bender; and Kyle is linked to a murder investigation.

Wr Curtis Kheel

Dir Holly Dale

1 - 4 *DIVINIG IN*

Kyle attempts to figure his emotions and sudden attraction to next door neighbor Amanda, while Lori and Josh are also experiencing love pains of their own.

Wr Julie Plec

Dir Michael J. Rohl

1 - 5 *THIS IS NOT A TEST*

Kyle, Lori and Josh experience difficulties on the first day of school while Nicole and Stephen receive a visit from Tom Foss.

Wr Bryan M. Holdman

Dir Pat Williams

1 - 6 *BLAME IT ON THE RAIN*

Kyle becomes frustrated when he experiences a brief flash of memory, and he ultimately finds comfort from Amanda. Lori hopes her birthday will slip by unnoticed.

Wr Elle Triedman

Dir Michelle MacLaren

1 - 7 *KYLE GOT GAME*

Kyle links his memory to a missing professor, but finds a welcome distraction when he joins the basketball team. Meanwhile, Nicole gains a better understanding of Kyle's unique situation.

Wr Bryan Wynbrandt, Steven Lilien

Dir Patrick Williams

1 - 8 *MEMORY SERVES*

After an unusual hypnosis session, Kyle is determined to unlock his memory, so he accompanies Lori and Declan to the University of Washington to search for clues about the missing Professor Kern and how his relationship ties in with Kyle.

Wr Michael Oates Palmer

Dir Guy Norman Bee

1 - 9 *OVERHEARD*

Kyle discovers that he has the ability to read lips and listen to distant conversations, so he recruits Declan and uses the newfound abilities to investigate Tom Foss. Meanwhile, Josh stresses over his grades. Amanda's boyfriend has a terrible secret.

Wr Eric Tuchman, Steven Lilien, Bryan Wynbrandt

Dir Michael Robison

1 - 10 *END GAME*

The Petersons, Kyle's real parents, arrive to take him home, but Kyle is skeptical about his biological ties, so he turns to Tom Foss for answers. Meanwhile, Steven has trouble accepting that Kyle may be leaving.

Wr Bryan M. Holdman, Julie Plec

Dir Michael Robison

2 - 1 *THE PROPHET*

With Adam Baylin's help, Kyle begins to realize the truth behind his existence but soon finds himself back at the Trager's house under the training of Tom Foss.

Wr Eric Tuchman

Dir Michael Robison

2 - 2 *THE HOMECOMING*

Kyle wonders if he made the right decision about returning to the Trager household, especially when he realizes how much he can't tell them. Meanwhile, life outside of Zzyzx begins for XX.

Wr Tommy Thompson

Dir Patrick Williams

2 - 3 *THE LIST IS LIFE*

Kyle's attempts to return to a normal life at the Trager's house is complicated by Tom Foss' training. Meanwhile, Jessi (XX) begins her mission - to get close to Kyle.

Wr Julie Plec

Dir Patrick Williams

2 - 4 *BALANCING ACT*

Foss is alarmed by a murder in the forest, which pushes Kyle to his breaking point. Declan's probe of what he believes in Kyle's secret could have major consequences.

Wr Steven Lilien, Bryan Wynbrandt

Dir Michael Robison

2 - 5 *COME TO YOUR SENSES*

Coming back to work, Nicole has a startling new patient: Jessi. Jessi was recommended by her "sister", Emily, because Jessi supposedly had a rough childhood. In truth, Jessi has been sent on a mission: get closer to Kyle. Meanwhile, Kyle's mission is to find Amanda's stolen bracelet.

Wr Chad Fiveash, James Stoteraux

Dir Morgan Beggs

2 - 6 *DOES KYLE DREAM OF ELECTRIC FISH*

Kyle believes he can predict the future after having multiple visions -- which all come true, Kyle delves deeper into Baylin's research hoping to find an answer.

Wr R.P. Gaborno, Christopher Hollier

Dir Chris Grismer

2 - 7 *FREE TO BE YOU AND ME*

Kyle and Amanda are preparing for their first date. Meanwhile, Kyle receives a cryptic warning from Foss -- making him wonder who he can actually trust.

Wr Julie Plec, Julie Plec

Dir Guy Norman Bee, Guy Norman Bee

2 - 8 *WHAT'S THE FREQUENCY, KYLE?*

Kyle's visions offer the Tragers solace after Stephen's father suffers a stroke and falls into a coma. Meanwhile, Jessi's lack of progress at therapy dismays Emily.

Wr Steven Lilien, Bryan Wynbrandt

Dir Chris Grismer

2 - 9 *GHOST IN THE MACHINE*

Lori, Kyle, Jessi, Declan and Amanda stumble upon the ruins of Zzyzx while on a camping trip in the woods. Andy shares a life-changing secret with Josh.

Wr Christopher Hollier, R.P. Gaborno

Dir Guy Norman Bee

2 - 10 *HOUSE OF CARDS*

Kyle, Declan and Foss plot to retrieve Kyle's Latnok ring. Meanwhile, Lori begins to question Stephen's time at Madacorp.

Wr James Stoteraux, Chad Fiveash

Dir Patrick Williams

2 - 11 *HANDS ON A HYBRID*

During a charity event, Kyle tries to bond with Jessi.

Wr Bryan M. Holdman

Dir Rachel Talalay

2 - 12 *LOCK DOWN*

An out-of-control and missing Jessi increases tensions within the Trager household, forcing Nicole to institute precautionary measures.

Wr Julie Plec, Charley Dane

Dir Michael Robison

2 - 13 *LEAP OF FAITH*

Kyle breaks quarantine to find Jessi and they use the photo from Baylin's lock box to search for answers. Meanwhile, the Trager's sort through all that they know about Kyle in order to make sense of who he really is.

Wr Eric Tuchman

Dir Rachel Talalay

KYODAIN

AKA: **KYODAINE**

AKA: **SPACE IRONMEN KYODAN**



The Robot Army Corps from planet Dada have invaded the Earth and kidnapped Dr. Hayami and two of his three sons Jouji & Ryuji. A year after the kidnapping of Dr. Hayami the Robot Army Corps start a new offensive against Japan and its newly created Earth Defense Force which cannot do anything to stop the machines' progress in the battlefield. However when all seems lost an unidentified spaceship lands in Japan carrying two mysterious robots, who identify themselves as Sky Zero and Ground Zero. Shortly after arriving the two metal brothers manage to not only stop the current attack, but also to destroy the general in charge of this force.

It is not till after this first battle that we come to learn that Sky Zero and Ground Zero are in fact programmed with the individual characteristics of Kenji's older brothers Jouji & Ryuji. These robots were created by Dr. Hayami to watch over his youngest son Kenji and to make sure that the Earth is protected from the Robot Army Corps. Soon Sky Zero and Ground Zero along with their robot helper Gombess become allies of the Earth Forces and quickly become the planet's last hope against the invaders.

I had never heard of the tokusatsu show Kyodain until a couple of years ago, when one of my friends showed me a picture of the main characters. Many months later I heard several comments from tokusatsu fans about it and how it was one of the weirdest/strangest Japanese shows they have ever seen. The one thing that everyone seemed to bring up was the editing, which apparently was all over the place (or so I gathered from the comments I heard/read). Everything that I heard from my fellow fans sparked my interest in the show for some reason, which brings us to this review. I must admit that the editing in the program is some of the craziest I've ever seen, but I think that it actually adds to what is already a very strange hero show.

Wow! I don't think I have ever been as amazed as I was after watching Kyodain! This show will really challenge your senses and make you wonder how someone could even envision such a production. I really don't even know where to start describing this show as there are so many things I would love to write more about.

Ok, let's start with the main characters of Sky Zero and Ground Zero. Their costumes are actually really neat with Sky Zero's having a jet theme and Ground Zero having a tank/car hybrid theme. Besides their regular forms they can also transform into vehicles with Sky Zero becoming a giant jet/missile and Ground Zero becoming a giant car/tank. I would like to point out that while they are in their transformed state their mouths are animated (in a puppet-like fashion), which looks just as weird as you might be thinking.

One thing that really grabbed me about the two metal brothers is that when things get rough they can combine their powers to increase their individual strengths. The reason this amazed me is because when they power up their energy (according to an on-screen graphic and a very excited narrator) it increases by a factor of 100,000,000,000!!!! When I saw this happen in episode two I could not believe what I was seeing. Come to think of it while I was watching the video I could not believe most of what was happening on the screen.

The Kyodain Brother's enemies, the Robot Army Corps are some of the most ridiculous I have ever seen on any hero program from any country. They are made up of various robots, which include the Main Generals/Robot Enemy of the week and their foot soldiers. The main robots featured every week seem to be based on various real world vehicles and objects like bazookas & tanks and typically at the end of each episode they transform into whatever it is that they are based on which to fight Kyodain.

The foot soldiers were probably my favorite part of this show as they are impossibly ridiculous! First of all they can't seem to run or walk like most evil henchmen, they either assemble themselves when they arrive at their target location or (and my favorite!) they walk into a scene while moving their hands straight up into the air and alternating each one while going 'kai', 'kai', 'kai'. I can't even begin to describe how ridiculous this

looks, which is why I will be posting a video clip shortly to this review so that everyone can see what it is that I am describing. This only gets better when you see how they edit it.

The editing in this program is what I think really makes it a memorable tokusatsu show. Characters go back and forth in the same scene for no reason, henchmen appear out of nowhere and the fight sequences are mixed up together in a seemingly random fashion, which accomplish a very dizzying effect onscreen.

Conclusion

Kyodain is not a show for everyone, especially people who get dizzy when they watch movies like the Blair Witch project or play games like Doom. Kyodain is an older program that lacks a lot of polish and has several rough spots, but if you love older tokusatsu special effects or just want to see something very different I highly recommend it. The action scenes are actually pretty long (at least in the first round of episodes) and feature some pretty exciting sequences, which many fans are sure to appreciate.

I really liked Kyodain and hope that those of you who pick it up or have a chance to see it like it as much as I did.

Produced by Tôru Hirayama (producer)

Original Music by Shunsuke Kikuchi

WR.

DIR.

EPISODES: 48 **YEAR MADE:** 1976 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SHOUTAROU ISHINOMORI

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 48

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Ground-Zel TAKESHI SASAKI, MITSUKO HORIE, Death Gutter (voice) SHOZO IZUKA, Sky-Zel YUSUKE NATSU, Bazukaado (voice) EISUKE YODA.

KYOFU NO MIIRAAKA: **MUMMY OF FEAR**AKA: **TERRIFYING MUMMY**

Music: Ogawa Kankou

Story: Takagaki Hitomi

WR. Mite Shunji**DIR.** Tamura Seizou, Funadoko Sadao**EPISODES:** 14 **YEAR MADE:** 1961 **COUNTRY:** JAP **SEASONS:** 1**CREATOR:****TYPE OF SHOW:** MONSTERS**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese**SEASON BREAKDOWN:** (1) 14**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

MATSUBARA ROKUROU, SASAKI TAKAMURA, WALASUGI KATSUKO, SANJOU MAKU,
NAGASHIMA MITSUO, MAYUMIDA KAZOU, TAKAGI JIROU, FUNABASHI GEN.

KYORYUU SENTAI ZYURANGER

AKA: **DINOSAUR TASK FORCE ZYURANGER**

AKA: **KYORYU SENTAI JURANGER**

AKA: **DINOSAUR BATTLE TEAM BEAST-RANGER**

AKA: **ZYURANGER**



One hundred seventy million years after she sold her soul to Satan, the evil queen Bandora (Soga) is freed from her prison on planet Nemesis by a passing astronaut. In her flying fortress of Dora Monstar (Wondering Mon-Star), she returns to Earth in order to restore it once more to its previous status of the planet of death. The aging wizard Bazra, who has guarded a secret base all this time, recruits the valiant Zyuranger team to defend the plant, each of whom fights with a dinosaur as a totem creature.

Their leader Geki (Mochizuki), a prince of the Yamoto tribe, who is also the red-clad Tryanno Ranger who fights with the Dragon Attack Sword. Koji (Takayasu) is the black-clad Mammoth Ranger, a knight of the Shama clan who fights with the Mammoth Breaker. Dan (Fujiwara) is the blue-clad Triceranger who fights with the Tricerance (Triceratops Lance). Boy (Hashimoto) is the yellow-clad Tiger Ranger, knight of the Daimu clan who fights with the twin Saber Daggers. Kindhearted Mei (Chiba) is the Pteranger, a princess of the Rishia clan who fights with the Ptera Arrows.

The team was later joined by a sixth rager Burai (Izumi), the green-clad Dragon Ranger who wore special Dragon Armor: The team traveled around on their Roadsaura 1,2 and 3 motorcycle-sidecar combinations, but also had robotic vehicles modeled after each of their totem animals. These dinosaur vehicles could combine to make the Daijushin giant robot, which itself could be added to the Dragon Ranger's vehicle to create the Dragon Caesar super-robot and several other robot combinations.

Bandora and her minions try to seize control of the Earth with a series of monster of the week, aided by her Golem cannon fodder troops, in what could have been yet another Super Sentai show, coming straight after JETMAN and with many similarities to the earlier KOSEIDON.

However, this unremarkable entry in the long-running saga gained a new lease of life when it was picked up by Saban Entertainment and released in a substrantially altered from the US and around the world. Music in the series was by Akihiko Yoshida. Produced by Kyozo Utsunomiya, Jun Kaji, Takeyuki Suzuki and Shinichiro Shirokura.

Fourteenth Super Sentai. The basis for MIGHTY MORPHIN POWER RANGERS Season One and the hero costumes (White Ranger aside) for the entire Power Rangers series.

Here it is; the famed mecha show. The main reason it is called that is because it WAS mainly a mecha show with most of the action going into it. The ground fights are the same as every other 90s Sentai series lasting only 10-15 seconds. Aside from those flaws, Zyuranger is quite entertaining from what I've seen this far. I've heard it gets much better with the arrival of Burai.

Overall, if you want something different from past series (plot-wise) and can over-look the fact that it doesn't quite follow with history, try this. If you're not into that and are annoyed by it mainly being a mecha show, pass it up.

Tyranno Ranger (Geki 'attack')
 Prince of Ancient Mankind's Yamato Kingdom.
 Protector Beast: Tyrannosaurus
 Height: 27 m
 Length: 45 m
 Weight: 96 t
 Weapon: Dragon Attack Sword (Ryuugekiken)

Attacks: Jump Cut, Straight Cut, V Crash
 Later dons Burai's armor and gets the Beast Playing Sword.

Mammoth Ranger (Goushi)
 Knight of the Sharma Tribe.
 Protector Beast: Zoomammoth ('Juu' might be 'heavy')
 Height: 15 m
 Length: 24.7 m
 Weight: 108 t
 Weapon: Mothbreaker
 Attacks: Power Crush, Mothbreaker Change Attack

Tricera Ranger (Dan)
 Knight of the Etof tribe.
 Protector Beast: Triceratops
 Height: 11 m
 Length: 37.3 m
 Weight: 141 t
 Weapon: Triceralance
 Attacks: Jump Attack, Triceralance Typhoon

Tiger Ranger (Boy)
 Knight of the Daim Tribe.
 Protector Beast: Saber Tiger
 Height: 13.3 m
 Length: 37.3 m
 Weight: 141 t
 Weapon: Saber Daggers
 Attacks: Pinpoint Thrust, Saber Daggers Lightning Shoot

Ptera Ranger (Mei)
 Princess of the Risha Tribe.
 Protector Beast: Pteranodon
 Length: 21 m
 Wingspan: 25.5 m
 Weight: 84 t
 Speed: Mach 2.5
 Weapon: Ptera Arrow
 Attacks: Turn Off Attack, Rolling Arrows

Dragon Ranger (Burai 'villain')
 Elder brother of Geki.
 Protector Beast: Dragon Caesar
 Height: 38 m
 Weight: 170 t
 Running speed: 140 km/h
 Weapon: Beast Play Sword (Jusouken; 'play' as in 'play a musical instrument') - Son of the Black Knight.
 Originally envied his younger brother Geki, who had been adopted by the King and Queen of Yamato to be their heir. Thus, he was initially an enemy of the Zyurangers with ambitions for world conquest. Had been sleeping in the Forest of the Norm faeries. With only so long left to live, he then fought on Geki's side. Geki later acquired his elder brother's chest armor and wore it as Tyranno Ranger. He also gained Burai's Jusouken.

Five Protector Beasts > Dinotanker > Daijuujin (Great Beast God), armed with the Dinosaur Sword Godhorn and the Super Legend Thunder Light Cut technique. The Dinotanker is armed with the Power Charge, Beast Tank Cannons, and Beast Tank Storm attacks.

Height: 41.7 m
 Weight: 570 t

Dragon Caesar + Mammoth/Triceratops/Tiger > Gouryuujin (Strong Dragon God), armed with the Dragon Antler drill and the Dragon God Thrust technique.

Height: 43 m
 Weight: 560 t

All these avatars combine into the Beast Emperor Great Beast God, which combines with King Brachion >

King Tanker tank to form the Ultimate Great Beast God, capable of the ultimate attack: the Gran Vanisher.
 Length (Brachion): 116 m
 Height (Brachion): 62 m
 Weight (Brachion): 510 t
 Length (UGB God): 100 m
 Height (UGB God): 81 m
 Weight (UGB God): 1250 t

Technically, none of these are mecha; rather, they are all avatars of the gods.

The Zyurangers ride the Road Saurer 1 (Tyranno) and Side Saurers 2 (Mammoth/Tiger) and 3 (Tricera and Ptera) motorcycles, which combined, perform the Saurer Buster attac.

Each Zyuranger is armed with a Ranger Stick/Gun/Sword. The sticks may be used together in the Babel (as in tower) Attack. Later, each Ranger gets a Thunderslinger which combines with the Ranger Gun to form the Rangerslinger. Their individual weapons combine to form the Howling Cannon.

They are aided by the white magician Barza, who protected their sleeping bodies over the last 170 million years and now poses as an apartment manager.

Bandora's nameless forces

Witch Bandora (MMPR: Rita Repulsa)

Queen of the Dal Tribe who turned to magic to avenge her son Kai. Played by Soga Machiko; see Denziman and Sunvulcan. Can fly through the sky on a magical bicycle. Has seemingly unlimited magical abilities.

Griforther (MMPR: Goldar)

Wields the Grifocaliber IV sword. Married to Lamie.

Puripurikan (MMPR: Finster)

Creates monsters out of clay.

Totpat (MMPR: Baboo)

Wingless vampire bat monster. A scatterbrain.

Bookback (MMPR: Squatt)

Leisurely partner of Totpat. Quite strong. Armed with the Bookkrapper pistol.

Lamie/Lamie Scorpion (MMPR: Scorpina)

Human-looking officer who can change into the monstrous Lamie Scorpion. Wife of Griforther.

Golems (MMPR: Putty Patroller)

Warriors made out of mud. Their hands can change into varying shapes. Two Captain Golems with clay armor in place of the usual spandex expanses also exist.

Bandora Palace (the minature is labelle 'Bandra Palace' [sic])

Bandora's base on the moon; briefly was on Earth in the series opener.

Kai (did not appear in MMPR)

Bandora's dead son; prince of the Dal Tribe.

Great Satan (MMPR: Lokar)

Floating blue-skinned head. Teamed with Bandora to try to lay the Earth to waste 170 million years ago. Brought Kai back to life. Was defeated along with Dora Talos.

A listing of Dora Monsters by episode (first appearances only; MMPR equivalent supplied by Mark Oxman):

1. Dora Titan

Giant from "High Five"

2. Dora Skelton

Bones from "High Five"

3. Dora Minotaurus

Minotaur from "Teamwork"

5. Dora Sphinx
King Sphinx from "A Pressing Engagement"

7. Dora Goblin
Gnarly Gnome from "Different Drum"

8. Dora Cork
Pudgy Pig from "Food Fight" and "A Pig Surprise"

9. Dora Cockatrice
Chunky Chicken from "Big Sisters"

10. Dora Cockatrice 2
Chunky Chicken from "Big Sisters"

11. Dora Jin
Genie from "Switching Places"

12. Dora Algos
Eye Guy from "I, Eye Guy"

13. Dora Radun
Snizard from "Foul Play in the Sky"

14. Faerie Dondon
[Mr.] Ticklesneezer from "For Whom The Bell Trolls"

15. Dora Knight
Knasty Knight from "Happy Birthday, Zack"

16. Dora Endos
Pineoctopus from "No Clowning Around"

17-22: no new monsters (Dragonranger debut episodes)

23. Dora Pigsy
Babe Ruthless from "A Star Is Born"

24. Dora Tortoise
Shellshock [Turtle] from "The Trouble With Shellshock"

25. Dora Tarantula
Spidertron from "Itsy Bitsy Spider"

26. Dora Bugaranan
Terror Toad from "Power Ranger Punks"

27. Dora Guzzler
The Spit Flower from "The Spit Flower"

28. Dora Franke
Frankenstein from "Life's A Masquerade"

29. Zombi Franke
Mutaytus from "Isle of Illusions I/II"

30./31. No new monsters.

32. Dora Narcissus
Octoplant from "Rita's Seed of Evil"

33. Dora Reiger
Madame Woe from "Peace, Love, and Woe"

34. Magic Spinning Wheel
Wheel of Destruction from "Wheel of Misfortune"
35. Dora Ninja
Dark Warrior from "Dark Warrior"
36. Dora Ganrock
The Rockstar from "The Rockstar"
37. Dora Goldcorner
Samurai Fan Man from "Calamity Kimberly"
38. Dora Silkis
Scorpina's Pet Worm from "A Star Is Born"
39. Monster Goda
Goo Fish from "Something Fishy"
40. Dora Fake
Cyclops from "The Green Candle Part I and II"
- 41./42. No monsters. Death of Dragonranger.
43. Dora Antios
Fang from "The Yolk's On You!"
44. Dora Chimera
Gotan from "Lions and Blizzards"
45. Dora Unicorn
Polluticorn from "Clean-Up Club"
46. Dora Mirage
Mirror Man/Twin Man from "A Bad Reflection On You"
47. Dora Talos
Cyclopsis from "Doomsday Part I and II"

No new monsters after 47.

The following MMPR monsters are, to the best of my knowledge NOT Zyuranger (or Dairanger) monsters, but they do sometimes appear in MMPR footage shot for Saban by Toei: Thus, they may appear "authentic" (in other words, on film as opposed to videotape), but don't be fooled.

Season 1 MMPR:

Fighting Flea ("To Flea or Not to Flea")
 Jellyfish ("Reign of the Jellyfish")
 Praying Mantis ("Plague of the Mantis")
 Dramomonster ("Return of an Old Friend, Part II")
 Two Headed Parrot Monster ("Two Heads are Better than One")
 Grumble Bee ("Grumble Bee")
 The Peckster ("Fowl Play")
 The Lizzinator ("Enter...The Lizzinator")
 Pumpkin Rapper ("Trick or Treat")
 Slippery Shark ("On Fins and Needles")
 Soccerdillo ("Second Chance")
 Rhinoblaster ("Football Season")
 Commander Crayfish ("Mighty Morphin' Mutants")
 Oysterizer ("An Oyster Stew")

Season 2 MMPR:

Pirhantishead ("The Mutiny")
 Primator ("The Wanna-Be Ranger")
 Saliguana ("Putty on the Brain")

Bloom of Doom ("Bloom of Doom")
 Robogoat ("The Green Dream")
 Octophantom ("The Power Stealer")
 Stag Beetle ("The Beetle Invasion")
 The Invenusable Fly Trap ("Welcome to Venus Island")
 Guitardo ("The Song of Guitardo")
 Turban Shell ("Green No More I/II")

MMPR: The Movie
 Hornitor
 Scorpitron

After the sleazy Haim Saban had attempted for years to butcher various old Sentai shows into something he could make money off of on American kid's TV, he finally made it with his Mighty Morphin Power Rangers...an odd and sanitized American version of the Sentai series Kyouryuu Sentai ZyuRanger.

The series revolves around the team of the five heroic ZyuRangers, in their attempt to defeat the evil witch Bandora, who was released from her imprisonment in a large dumpster-like container, by some rather stupid Japanese astronauts who were on an expedition to the foreboding Planet Nemesis, aboard the first Japanese Space Shuttle.

I love the fantastic music, and cool designs. They may not have the flash and fanciness of some of the newer stuff, but ZyuRanger's classic battle between God (in the form of a bunch of giant dinosaur robots) and Satan (a big disembodied blue head with feathers for hair) is great material for a show which strikes what I think is the perfect balance between taking the adventure and action seriously, but not too seriously that some fun can't be had.

In the final episode, Bandora is finally defeated, and put back in imprisonment, in a small pot (see above picture, with ZyuRangers in background). To cheer up Bandora, who has again lost her precious son Kai, Griforzer and Lamie (Goldar & Scorpina on MMPR) present to her their new born(?) baby.

Original Music by Goji Tsuno (themes)
 Cinematography by Masao Inokuma
 Film Editing by Kazuki Narushima
 Casting by Kyôichirô Iwanaga
 Costume Design by Ryuu Noguchi & Tamotsu Shinohara
 Production Management - Yoshinori Fujita production manager
 Second Unit Director or Assistant Director - Kenji Koyama assistant director , Satoshi Morota assistant director , Noboru Takemoto assistant director , Katsuya Watanabe assistant director
 Art Department - Hiroshi Yamashita set designer
 Sound Department - Takashi Ishikawa recording director
 Special Effects by - Hiroshi Butsuda special effects director , Katsurou Ogami special effects engineer , Akira Suzuki special effects engineer
 Visual Effects by Mitsuru Oki visual effects , Kyouhei Osabe visual effects

Stunts - Shouji Hachisuka stunts , Hirofumi Ishigaki stunts , Hiroshi Maeda stunts , Takeshi Miyazaki stunts , Kiyohito Nakagawa stunts
 Kazuo Niibori stunts , Takashi Sakamoto stunts , Chie Tanabe stunts , Naoki Ôfuji Stunts.

Other crew - Mikio Funakoshi pyrotechnician , Nobuyuki Gotouda location manager , Hiroshi Harada arts , Chiya Hayashi lighting
 Ryoutesu Maeoka video system engineer , Takahashi Masakazu photographer , Hideki Oono video system engineer , Hisashi Saitou lighting , Yasuhiro Satou video system engineer , Yasuo Suzuki video system engineer , Hideoko Takayama assistant scriptor , Kurosu Tateo assistant camera , Yuka Yoshida assistant scriptor.

Trivia

The show's opening & ending theme song is sung by Kenta Satou, who played Riki Honoo / Red Turbo in Kousoku Sentai Turboranger.

Zyuranger included two actors who were in Jetman as guest stars, Yuuta Mochizuki (J1/Geki) & Hideki Fujiwara (Dan/Dan).

After Zyuranger ended, Yuuta Mochizuki appeared in Sailor Moon Musicals (Seramyu) for 7 and a half years. He was the second longest running cast member to have performed in the musical, and is the longest running

actor to have played four different characters (Kunzite, Mamoru Chiba/Tuxedo Kamen, King Endymion and Count Dracula). He was also an action coach between 1998 and 2001.

Despite the show's title, only two of the Zyurangers have true Dinosaurs as avatars (Tyrannosaurus, and Triceratops), or three if you count the Dragon as a Dinosaur. The Pteranodon, currently considered as a separate type of reptile, was classified as a dinosaur at the time the series was produced. Some paleontologists believe that the Tyrannosaurus, was actually a type of bird, and not a true dinosaur at all.

After Zyuranger, Yuuta Mochizuki played the lead role in Kamen Rider J. He is a part of a handful of Sentai actors who went on to play a Kamen Rider after appearing in at least one Sentai series. He conciliates the filming of movie with his acting in Sailor Moon Musicals.

Machiko Soga also played Queen Hedrian in both Denshi Sentai Denjiman (1980) and Taiyou Sentai Sun Vulcan (1981) and would later appear in the Mahō Sentai Magiranger Movie and TV Series as Heavenly Arch Saint Magiel (2005), her last tokusatsu role before her death the following year from pancreatic cancer.

Many of the villain costumes (and concepts) were reused from Turboranger, though altered. The costume designer later played a role in a later tokusatsu series, Changerion.

Shiro Izumi (Izumi Shirō), who played Burai, also played Yuuma Oozora/Change Pegasus in Dengeki Sentai Changeman and guest-starred in Super Sentai World, which also featured, among other teams, Zyuranger (only in costume).

In the "base" of the logo, the kanji are given. They are translated as "Beast Group Members", and can be read as jūrenja. The reading is very similar to the final word of the series' name (jūrenjā), which is given in katakana.

A video game adaptation of the series was released by Angel Studios for the Nintendo Famicom game console in Japan.

Even though the character Goushi is the oldest of the main five, the actor Aohisa Takayasu is actually two months younger than Yuuta Mochizuki.

Unlike other Super Sentai programs, the primary antagonists were not killed off at the end of the series villains. Instead, they were just sealed off into a jar. Also, the main crew of villains led by Bandora are primarily comic relief, providing laughs as opposed to the more serious villains of past Sentai series. Bandora is seen to be an even lighter version of evil queens in the past.

This was the first season to feature an active sixth member with the addition of Burai.

This is the first Sentai wherein the slain warrior had no replacement opposite other Sentai series wherein the slain warriors were immediately replaced on the next episode after their deaths.

It was also the first Sentai show that didn't enlarge certain monsters for certain episodes due to certain reasons.

WR. Noboru Sugimura, Kenichi Araki, Minehisa Arakawa, Susumu Takahisa, Toshiki Inouse, Kyoko Sagiya.

DIR. Shoehie Tojo, Taro Sakamoto, Takeshi Ogasawara, Keita Amemiya, Katsuya Watanabe

EPISODES: 50 **YEAR MADE:** 1992 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SABAROU HATTE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25

STILL IN PRODUCTION: No

B/W: No

COLOUR:

Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 50

DATE OF PREMIER: 21/02/1992

AIR DATE OF LAST EPISODE 12/02/1993

SEASON DATE BREAKDOWN:

FILMS:

Geki/Tyranno (Red) Ranger YUUTA MOCHIZUKI, Koji/ Mammoth (Black) Ranger AUHISA TAKAYASU, Dan/Tricer (Blue) Ranger HIDEKI FUJIWARA, Boy/Tiger (Yellow) Ranger TAKINI HASIMATO, Ptera (Pink) Ranger/Mei REIKO CHIBA, Burai/Dragon (Green) Ranger SHIROW IZUMI, Barza JUN TATARA, Daijuujin (voice) HIDEKATSU SHIBATA, Bandora MACHIKO SOGA, KAURO SHINODU, Lamie AMI KAWAI, Gnome RIKIYA IWAKA, Bukkbuck MINORU WATANABE, Grifforzar HIDEAKI KUSAKI, Puripurican TAKAKO LIBOSHI, Narrator TORU OHIRA, Satan MASAHIKO URANO, Klotho MAYUMI

SAKAI, Kai KAZUO TAKAHASHI, Tottpatt (voice) KAORU SHINODA, Bukkback (voice) TAKESHI WATABE, . Grifforzar (voice) KAN TOKUMARU, Puripurican (voice) YUTAKA OYAMA, Satan (voice) SEIZO KATO.

RELATED SHOWS:

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

HIKARI SENTAI MASKMAN

CHIKYUU SENTAI FIVEMAN

CHO JIN SENTAI JETMAN

GO SEI SENTAI DAIRANGER

- 1 - 1 *THE BIRTH*
- 1 - 2 *THE RESURGANCE*
- 1 - 3 *FLIGHT IN LAND OF DESPAIR*
- 1 - 4 *REVIVED LEGENDARY WEAPONS*
- 1 - 5 *DREADFUL RIDDLES*
- 1 - 6 *RISE! DAIZYUJIN*
- 1 - 7 *YOU'RE VISIBLE*
- 1 - 8 *TERROR OF THE ABRUPT FOODSNATCHER*
- 1 - 9 *RUN,EGG PRINCE*
- 1 - 10 *MONKEY NO MORE!*
- 1 - 11 *MY MASTER*
- 1 - 12 *MY PAPA IS DRACULA!?*
- 1 - 13 *SHOOT THE GOLDEN ARROW!*
- 1 - 14 *GO SHRUNK!*
- 1 - 15 *BEAT THE SUPREME SWORD OF DARKNESS*
- 1 - 16 *OPERATION SNEEZE*
- 1 - 17 *THE SIXTH HERO*
- 1 - 18 *BROTHER SWORDS IN HATRED*
- 1 - 19 *LADY WARRIOR SCORPION*
- 1 - 20 *DAIZYUJIN'S DOOMSDAY*
- 1 - 21 *SHUGOZYU'S RAMPAGE*
- 1 - 22 *COMBINE! GOURYUJIN*
- 1 - 23 *LOVE-YOU MAGIC PITCHING*
- 1 - 24 *HERE'S TORTOISE*
- 1 - 25 *PARK WHERE DEVIL ROAMS*
- 1 - 26 *WATCH OUT FOR SHAVED ICE*
- 1 - 27 *WANNA EAT UP MEI*
- 1 - 28 *RENOVATE CLAY MONSTERS*

- 1 - 29 *WHY? ZYUKISHIN ATTACKS*
- 1 - 30 *SATAN IS COMING!*
- 1 - 31 *THE ULTIMATE GOD RESURGES!*
- 1 - 32 *SLASH YOUR TEARS, GEKI*
- 1 - 33 *TELL ME! GEM OF COURAGE*
- 1 - 34 *LIVE ON, BRAY!*
- 1 - 35 *BOY, NINJA FIGHTER*
- 1 - 36 *SMASH THE MIRROR OF DEATH!*
- 1 - 37 *DINOSAURS ARE HATCHING*
- 1 - 38 *PRINCESS MEI'S MASQUERADE!*
- 1 - 39 *TEARS OF UNDERGROUND MONSTER...*
- 1 - 40 *BRAY, DEPARTURE FOR DEATH*
- 1 - 41 *BLAZE, BRAY!*
- 1 - 42 *BRAY DIES...*
- 1 - 43 *REVIVE, ZYUSOUKEN!*
- 1 - 44 *SWORDSWOMAN! NATION'S BEST*
- 1 - 45 *A REBELLING KID*
- 1 - 46 *HORRIBLE SENTAI BREAKS IN*
- 1 - 47 *PLUNGE INTO FINAL BATTLE!*
- 1 - 48 *SON FROM THE DARKNESS*
- 1 - 49 *GOD HAS LOST!!*
- 1 - 50 *VIVA DINOSAURS!!*

KYUKYU SENTAI GOGO FIVE

AKA: **RESCUE BATTLE SQUAD GOGO FIVE**

AKA: **GOGO FIVE**



The Saima clan gathers negative energy to revive their great witch-queen Grandienne, inadvertently causing chaos on Earth. Dr. Mondo of the Tatsumi Clan, who have been noble firefighters since the Edo period, sets up the Tatsumi Laboratory for Disaster Prevention. Nepotism being what it is in the world of sentai shows, he appoints his own children as the members of the Gogo Five team.

Ten (Nishioka) formerly worked as a member of Captain Fire Fighters Bureau (CFFB) but is now Go Red. His old CFFB colleague Rumi (Taniguchi) is a calm and level-headed man and rebranded as Go Blue. Gentle-natured Sho (Harada) was once a pilot with the CFFB Aerial Division and is now Go Green. Sharpshooter Daimon (Shibata) was once a police officer but is now Go Yellow with a strong sense of justice. The token female team member Sai (Sakaguchi), a former emergency nurse at National Rinkai Hospital and now Go Pink.

In a departure from previous shows in the Super Sentai continuity, the emphasis with Gogo Five was not merely on fighting evil but on conducting rescue missions - compare to Gerry Anderson's THUNDERBIRDS (1965). Note that Gogo Five takes place in the "present-day", whereas its predecessors JETMAN and OHRANGER were both set in the "future year" of 1999.

With predictable speed, the series was co-opted by Saban as the eighth in their MIGHTY MORPHIN' POWER RANGERS series and exported to the US as POWER RANGERS LIGHT SPEED RESCUE. Gogo Five comes after GINGAMAN in the Super Sentai series and was followed by TIME RANGER. Music by Toshiyuki Watanabe. Produced by Kenjii Ota, Ken Fukuyoshi, Koichi Yada, Jun Higasa.

This show also represented the 20th Anniversary of the Super-Sentai shows. Kyukyu Sentai Gogo Five is the twenty-third sentai series. It aired from 1999-2000. It was followed by MIRAI SENTAI TIMERANGER.

Go-Red: Matoi Tatsumi(1st born), Rescue unit

Go-Blue: Nagare Tatsumi(2nd born), chemical fireman

Go-Yellow:Daimon Tatsumi(4th born), Metropolitan police officer

Go-Pink(only girl): Matsuri Tatsumi(youngest), National Marine Hospital Emergency Paramedic

Go-Green: Shou Tatsumi(3rd born), member of the helicopter unit

Weapons & equipment:

Go Go Bracelet

Five Laser: Gun Mode

Stick Mode

Life Bird: rescue mecha

Bureiba(Braver?)Sword: Victory Robo's weapon

Ladder Bomber: Victory Robo's Ladder Punch

Fire Commander: Go Red's motorcycle

Attack Pod: Fire Command's sidecar

Victory Robo

Red Ladder(Fire truck)upper body

Blue Thrower(retardent thrower truck)lower body

Pink Aider(ambulance)R-leg

Green Hover(Hover craft)-head

Yellow Armor(Arctic Survival Truck)L-leg

Bay Area Go Go Liner(Train that houses the vehicles)

Baddies

Jilfiza , Koboruda, Dinasu, Doropu, Pieru, Imps-soldiers, 1st monsters-Magama Golem, and Toredus.

Characters

Tatsumi Family

GoRed: "People's lives are the future of the Earth!"

GoBlue: "Burning Rescue Spirits!"

GoGreen: "Kyukyuu Sentai"

GoYellow: "Go!"

GoPink: "Go!"

All: "Five!"

GoRed: "Mobilized!"

From a long line of "machi-bikeshi" (fire fighters of Edo, the capital of the Tokugawa Shogunate), the Tatsumi Family have worked in the lines of emergency-rescue at Tokyo.

The Siblings

Matoi Tatsumi (Tatsumi Matoi) / GoRed (Gōreddo): Matoi is the eldest son and the leader of the team, he belongs to the Special Rescue Brigade of the Capital Fire Department. He is 24 years old and takes his duties as a leader and as the eldest brother very seriously. He is never backs down from a fight no matter how difficult it might be. At times he yells at his younger siblings for messing up. Matoi does everything by the book with no room for messing up. Since he was the one that practically raised his younger brothers and sister, he feels very much responsible for them. He is their "father" and brother roled up in one. Gets into a lot of agruements with Shou. He might argue with his siblings quite a bit but that's only because he loves them and wants them to be the best they can be. (*In the Edo Era in Japan, each "hikeshi" (firefighter) had an individual "mataoi", which was the firefighter's standard).

Lifebird component: Claw Anchor

Nagare Tatsumi (Tatsumi Nagare) / GoBlue (Gōburū): Nagare is the second son of the Tatsumi family. He belongs to the Capital Fire Department of the Chemical F.F. Brigade. Nagare is always looking out for his younger brother, Daimon, even though most of the time Daimon does not listen to him and gets in trouble for it. Nagare was once put on suspension because Daimon got injured, even though it was not his fault that his younger thick headed brother did not listen to him when he told Daimon to wait for the others before rushing into a fight. Nagare still felt responsible because he is the oldest. It was always that way between the two. Even when they were younger, Daimon would get hurt because he did not listen or do something stupid and poor Nagare would get blamed for not taking care of his younger brother. Although he might get yelled at by his older brother at times he never talks back to him like Shou does. Nagare is very protective of his family, he would sacrifice himself to save the Tatsumi Family and the team. He usually is the serious one of the group, Nagare does not rush into a fight with out researching what he is fighting first, once he figures it out he heads full force into battle. Developed fire extinguishant in his department. He is 23 years old.

Lifebird component: Build Discharger

Shou Tatsumi (Tatsumi Shō) / GoGreen (Gōgurīn): Shou is the third son, he is a helicopter pilot in the Capital Fire Department of the Helicopter Brigade. He has always dreamed of being a pilot, when he first got his job at the Helicopter Brigade the whole family celebrated with him, Matoi even sang Karaoke, he then ran out of the room and thank God for getting what he wished for. Once over an argument with Matoi about him wanting to be a pilot more then a GoGo Five team member Shou almost quit the team. Out of all the siblings Shou was the most angriest and bitterest towards their father. While Nagare does not talk back to their older brother, Shou does, he argues constantly with Matoi. Shou is a skilled helicopter pilot, he never loses control and can be very reliable. That's why it was a surprise to him and the team when one time his reckless flying almost caused innocent civilians to be injured. This resulted into a huge fight between him and Matoi. Shou is a cunning and swift warrior. He at times question's his older brother's leadership. He is 22 years old.

Lifebird component: Wing Spreader

Daimon Tatsumi (Tatsumi Daimon) / GoYellow (Gōierō): Daimon is the fourth and last son of the Tatsumi family. Daimon is a Sergeant at the Capital Police Department. He is the hot head of the group, who rushes into things before thinking and getting into trouble. Anguished at his brother, Nagare, for being put on suspension for something that was not his fault Daimon sticks up for him. Daimon is somewhat the joker of the team, being the youngest male he can be pretty reckless and cocky. Daimon has to learn to be a team player, one of the reasons why he is always yelled at by Matoi is because he thinks he can handle any situation on his own without his siblings help. Matoi tells him that they are all a team to win a fight they have to work together, he cannot let his pride get in the way of saving the world. That when the team works together they are far greater and more powerful then working alone. A lesson that Daimon learns the hard way. He can be somewhat indulgent. Once he is angered the Saima Clan better watch out, as he has a very deadly temper.

Although he might rush into a fight he can still be reliable in an emergency. A wannabe bike cop, he is the only sibling not in the Fire Department. Obsessed with drinking milk, in Gaoranger vs. Super Sentai, Daimon taught Kai Samezu (GaoBlue) how to perform his famous "Banta-Style Cow's Milk Tornado Drop", with Samezu eventually uses on Bakure Highness Rakushaasa, and lectured Kai on the Super Sentai franchises technical warriors. He is 21 years old.

Lifebird component: Beak Driller

Matsuri Tatsumi (Tatsumi Matsuri) / GoPink (Gōpinku): Matsuri is the youngest and only female member of the Tatsumi family [their mother died years before]. She belongs to the National Seaside Hospital. A kind hearted girl, she is a strong fighter who is very agile and quick. She does not take it kindly when others weaker than her are in trouble and her temper can be pretty deadly when the Saima Clan attack innocent people. She at one time had her powers stolen from her and given to a friend who was crippled and in a wheelchair. While her friend could walk now that she had Matsuri's powers, Matsuri was forced to take her place in the wheelchair. Unable to help her brothers fight a Demon Monster she tells her friend that because she now had GoPink's powers she had to help her brothers fight the monster. The girl is scared and says she cannot do it but Matsuri tells her she has no choice, she cannot be scared all her life. The girl goes to fight along side Matsuri's brothers and she gains the confidence she needed. In a powerful blast Matsuri's powers are transferred back to her and she once more becomes GoPink. Meanwhile her friend having gotten her heart and spirit back is no longer content to just sit and hope for her legs to get better. She struggles to walk and does not give up even when she falls down, she just drags herself back up and tries again. At times Matsuri is the one that brings order in the household when the males of the family get out of line. She is 20 years old, although she is the youngest of the team at times she is the wisest of them all. Calm and collective she will listen to both sides of an argument before choosing a side. Being finesse, she has repetitive attacks. Seeing the death that goes on at the hospital she works at Matsuri believes that life is very important and very precious.

Lifebird component: Tail Injector

The Parents

Dr. Mondo Tatsumi (Tatsumi Mondo-hakase): Tatsumi, Mondo Hakase is the great scientist who created the suits, mecha, and weapons for the GoGo Five team. He is also teams father. Years before he predicted the invasion of the SAIMA Clan but none believed him. Forced into exile and ridiculed by the elite scientific community, he secretly develops the Rescue Team GoGo Five's Powers. He at one time was a rival with his children's Superior, the two tried to out do each other in everything from on the job assignments to women and sports. The two even fought over who will be in charge of the Rescue Task Force, causing chaos in the team. Of course it ended up that Dr. Mondo will be giving out the orders in the team. Dr. Mondo has also build an undersea base in the bay which has all kinds of weapons and mecha for the team to use, known as BayArea55. To save the earth and the human race he pays the heavy price of losing his family. Years later he has to convince his kids to help him out with his cause, kids that are bitter and angry towards a father whom they believed died years before. Now they just believe he abandoned them and their mother years before even if it was to create an elite team that would save the world. One time to try and show his love for his kids he even wears the prototype AntiHazardSuit to save his children from the SAIMA Clan. In the finale, Mondo was thought to have been killed alongside his rival when BayArea55 sank beneath the sea from the massive floods caused by Grandiene, but both men had survived and Mondo now lives happily with his family. However, Mondo briefly went out of retirement to prepare the GoGo-V equipment, when he detected Pierre's minus energy. Mondo was instrumental in working with the TimeRangers robotic assistant TAC, in bringing the GoGo Five's mecha from the past to the present with the TimeRanger's time travel technology, to help destroy PierreBori. (* His first name is "sekai" in kanji, which is translated to "mondo" in Italian)

Ritsuko Tatsumi: The mother of the GoGo-V, and the most important person-in-absence in their lives. It was her words that always ran through their heads and kept them going in the greatest trials and tribulations of their lives. "The five of you are one family. When you forget your power, no matter what happens, I believe in you. And, my wonderful children, believe in your father. Family is to believe in each other." Those were pretty much her last words to them the day she got on an airplane that then crashed. She spent the next eight years at an island hospital in a coma. When she finally became conscious, she remembered dreaming about her children, fighting terrible monsters. She then contacted their house and their friend Kyoko Hayase picked up the call and relayed the message to Daimon and Matsuri, which they called her back. At the end of the series Ritsuko is living with her family again. Her five children encountered her soul when they were trapped in one of the Saima hells. She guided them out. Or did she? She was not dead, after all. But perhaps her soul was still free to watch over her children. She appears briefly in Episode 42, and then at last returned to the family, alive and well, in 49 and 50!

Help

Kyoko Hayase (Hayase Kyoko) / Sieg-Jeanne: A shuttle pilot who is Shou's superior. When the GoGo Five rescue her shuttle from a tornado caused by Tornedeus, she is able to recognize Shou's voice on the communications system. This is because the shuttles communications system was on the same frequency that the GoGo-V were using. Afterwards she wanted to join the GoGoV but couldn't because Mondo Tatsumi only

designed the team for five people. So instead she occasionally aids the GoGo Five in anyway she can and never got in their way. In the GoGo Five Movie she briefly gained the SiegTector armor from Sieg before he died. Using the power, she became Sieg-Jeanne. By transferring all the Demon Hunter powers to Victory Robo, she helped the GoGo-V destroy Golomois. In the finale, Kyoko played an important role. Not only did she confirm that Grandiene was still alive, after noticing her when she went up into orbit in a shuttle, and then reporting it to the GoGo Five after Kyoko had returned to Earth. Later when Mondo sent her to give the GoGo Five the information on where to find the Max Victory Robo Sigma Project, and just after she barely escaped the destruction of BayArea55, Kyoko received the phone call from Ritsuko Tatsumi who had just come out of her coma and was able write down the call back number. Kyoko was able to pass both pieces of information on to Daimon and Matsuri which would be instrumental to the GoGo Five's final victory.

Beast-Demon Hunter Sieg: Exclusive to the GoGo Five movie. Sieg was last of a people who had fought and defeated the Juuma, who were mostly exterminated by Golmois. Only Sieg survived and wanted revenge. He pursued Golomois to Earth and encountered the GoGo Five, whom he blamed for saving the people in the crossfire instead of fighting Golmois. It took Kyoko, who reminded him of his superior officer, to remember what he was fighting for. He wielded the SiegShot, SiegSword and SiegBlaster. When he was killed by Golomois, he gave Kyoko the gem that held the Demon Hunter powers in it.

Analyse Robo Mint (Anarazu Robo Minto): Cheery, childish analysis Robot who controls the GoLiner at the BayArea55 base.

Seijuu Sentai Gingaman: Teamed up with the GoGo Five to battle Gill and the Dark Beast.

Mirai Sentai Timeranger: A year later, the GoGo Five returned and teamed up with the Timeranger in order to defeat a newly resurrected Pierre and Londarz prisoners enhanced by his Saima Magic.

Arsenal

Go Go Brace (Gō Gō Buresu): The transformation device of the team. To be activated, a button is pressed and a faceplate on the brace flips outwards. The transformation call is "Suit up!".

Anti-Hazard Suits (Anchi Hazādo Sūtsu): The suits that are formed when the Go Go Brace is activated.

Searcher Scope (Sāchā Sukōpu): A built-in scope that can see through objects.

Access Scope (Akusesu Sukōpu): A built-in scope that can scan the information of the enemy.

Five Laser (Faibu Reizā): The sidearms of the team. They have two modes, Gun mode and Stick mode, which can perform the Stick Bomber attack. The Laser Grip can be detached and used with the most of the GoGo-V's weapons, as well as to operate the GoGo-V's mecha.

Rescue Rope (Resukyū Rōpu): Colored ropes that all members possess.

Life Bird / Life Bird Breaker Mode: A mechanical bird that can be separated into weapons for the individual members and be reorganized into a cannon called the Life Bird Breaker Mode. Its finishing attack is Calamity Breaker.

V-Lancer (Bui Ransā): Long lances that each member received later in Episode 18. It can perform the V-Slash attack.

V-Boomerang (Bui Būmeran): A V-shaped boomerang that can be detached from the shaft of the V-Lancer.

V-Machine Gun (Bui Mashin Gan): A combination of the V-Lancer and the Laser Grip from the Five Laser. The V-Machine Gun's team attack is where all five are used together to create a giant V that destroys the Saima Beast.

V-Mode Brace (Bui Mōdo Buresu): Received in Episode 22. A special brace that upgrades the attack and defense of the Anti-Hazard Suits. It enables the attack V-Mode Punch and V-Mode Chop. The V-Mode Brace is also used for the Max Victory Robo "3-5-6" and Victory Mars "4-5-6" combinations.

V-Mode Shield (Bui Mōdo Shīrudo): A built-in shield enabled by pressing "3-3-3, V" on the V-Mode Brace.

Go Blaster (Gō Burasutā): Guns that were created by Nagare in Episode 29. They have three modes: Normal mode, Rescue mode, and Hyper mode, where the barrel is extended to create a rifle. When used in Hyper mode the V-Mode Brace is placed on top of the Go Blaster to amplify its power. The Go Blasters team attack is the Hyper Five attack, where all five Hyper mode Go Blasters are used together. The Go Blasters can also be used alongside the Five Laser for a double gun attack.

Vehicles

Command Attacker (Komando Atakkā): A motorcycle with a sidecar, driven by GoRed.

Fire Commander (Faiyā Komandā): The motorcycle. Equipped with lasers.

Attacker Pod (Atakkā Poddo): The sidecar. Equipped with drills.

Rescue Mecha

Max Victory Robo: When the Victory Robo combines with the Max Shuttle it creates the Max Victory Robo. Armaments provided from Liner Boy are jets stored within the feet that provide additional maneuverability, and the MaxGun which are two small wrist guns. Another ability the Max Victory Robo has is an array of solar panels where its Max Nova Absorption enables it to absorb power from sunlight or certain energy blasts and its finisher Max Nova Barrage is where it unleashes its rail-gun style weapon the Max Nova Cannons and

combines the firepower from all of the Max Victory Robo's guns. In the finale the Max Victory Robo was destroyed when Matoi moved it in the way of a blast shot by Zylpheeza and Salamandes Dragon to protect a flammable building with Daimon and Matsuri who were rescuing a bunch of innocent children inside and Matoi barely survived the explosion.

99 Machines / Victory Robo: Mecha armed with the Braver Sword, a magical sword that was supercharged with Plus energy, enabling it to destroy the Minus energy in the Giant Ghost Saima Beasts with its Victory Prominence attack. It was destroyed along with LinerBoy in the finale by Zylpheeza and Salamandes Dragon, but in the Timeranger vs GoGo Five special, the Timeranger brought it back to help fight off the combined Pierre and Boribaru. Victory Robo's power helped to power up GaoKing in Gaoranger vs. Super Sentai.

Red Ladder: GoRed's giant ladder truck. Despite being destroyed in the finale, it reappeared in Gaoranger vs. Super Sentai to help out. Forms Victory Robo's chest and arms.

Blue Thrower: GoBlue's giant chemical fire engine. Forms Victory Walker's cockpit (Victory Robo's waist) and upper legs.

Green Hover: GoGreen's giant hovercraft. Forms Victory Robo's head and upper back.

Yellow Armor: GoYellow's giant armored vehicle. Forms Victory Robo's lower left leg.

Pink Aider: GoPink's giant ambulance car. Forms Victory Robo's lower right leg.

Max Liner / Max Shuttle / LinerBoy: Created by Mondo Tatsumi with some assistance from Kyoko. It had an A.I. unit, which allowed it to fight without a pilot. It also hauled the GoLiners that were loaded with the Mars Machines up to space. Could combine with the Victory Robo to form the Max Victory Robo. Although LinerBoy's body was destroyed in the finale by the Grandiene-possessed Zylpheeza and Salamandes Dragon, the A.I. unit was able to survive the destruction. Max Liner's front wheel assemblies become the arms, the rear section becomes the legs, the nose becomes the back (revealing the head), the fender becomes the weapon, and the solar paneled side becomes the anterior. Forms Max Victory Robo's helmet, chest armor, shoulder armor, gauntlets, waist armor, and leg armor.

GoLiner / GrandLiner: Five giant train cars that were designed to carry the 99 Machines into battle. The Goliners were later modified to form their own giant robot the GrandLiner. Its gatling weapons as well as its Grand Fire and Grand Storm finisher (where the gatling weapons are transferred from the shoulders to the fists to provide additional power) are the only weapons strong enough to pierce the hardened armor of the Golem Saima Beasts. After the Mars Machines were constructed the GoLiners are loaded with the Mars Machines and are hauled up into space by the Max Shuttle in order for the GoGo Five to use the Victory Mars. In the finale, it was rendered useless by the Grandiene-possessed Zylpheeza and Salamandes Dragon.

GoLiner 1: Transports Red Ladder and Red Mars 1, forms GrandLiner's right arm.

GoLiner 2: Transports Blue Thrower and Blue Mars 2, forms GrandLiner's left arm.

GoLiner 3: Transports Green Hover and Green Mars 3, forms GrandLiner's head, torso, and upper legs.

GoLiner 4: Transports Yellow Armor and Yellow Mars 4, forms GrandLiner's lower left leg.

GoLiner 5: Transports Pink Aider and Pink Mars 5, forms GrandLiner's lower right leg.

Mars Machines / Beetle Mars / Victory Mars: Mecha formed of five spacecraft. The vehicles can combine to form Beetle Mars, a four-legged mecha with a cannon on its top or in the more humanoid Victory Mars. Where using its Jet Lance it can perform its Mars Flare finisher to destroy Giant Saima Beasts. Unlike the other Mecha, the Mars Machines have different technology that allows them to function without the aid of solar energy, therefore it is the only Mecha that is able to battle efficiently when Salamandes creates the Saima Zone. In the GoGo Five vs. Gingaman special, VictoryMars briefly gained the power of the Gingaman's Lights of Ginga's Armor and became Super Armor Shine VictoryMars (Chōsōkō VictoryMars), wielding both the Jet Lance and the Super First-Aid Gingaiken (Chō Kyūkyū Gingaiken) in its enhanced mode. In the finale, the Victory Mars was rendered useless when it fought against the Grandiene-possessed Zylpheeza and Salamandes Dragon.

Red Mars 1: Piloted by GoRed. Forms Beetle Mars's head and body, which becomes Victory Mars's head and upper torso.

Blue Mars 2: Piloted by GoBlue. Forms Beetle Mars's rear legs, which become Victory Mars's arms.

Green Mars 3: Piloted by GoGreen. Forms Beetle Mars's chest, which becomes Victory Mars's waist.

Yellow Mars 4: Piloted by GoYellow. Forms Beetle Mars's left leg, which becomes Victory Mars's own.

Pink Mars 5: Piloted by GoPink. Forms Beetle Mars right leg, which becomes Victory Mars's own.

Max Victory Robo Sigma Project: Mondo Tatsumi's final mecha creation which resembles the Max Victory Robo but is colored in black. This mecha is powered by mental energy and has a sword that resembles the Victory Robo's Braver Sword but it's hilt has a reddish coloring rather than a blueish color. Used in the Final Episode by the GoGo Five to stop the Grandiene-possessed Zylpheeza and Salamandes Dragon, after the original Max Victory Robo was destroyed, and both the VictoryMars and GrandLiner were rendered useless. Armed with the knowledge that although they had supposedly lost their father, but now know that their mother is still alive, the GoGo Five used this energy to power up the sword which allowed them to emerge victorious over Grandiene.

Saima Family

The Saima Family (Saima Ichizoku) is an evil family of demons whose only objective is destruction. Their plan is to use the Grand Cross planet alignment to bring great calamity to Earth. The Family's matriarch, the grand witch Grandiene hoped to travel to our dimension using the great amounts of minus energy that would emerge in Earth when the Grand Cross had formed. Her children, the Saima Siblings wait her arrival sending Saima Beasts to destroy and finish human civilization. They have their headquarters, Saima Paradico, in the North Pole.

Grand Witch Grandiene (Daimajo Gurandīnu) (11-12, 25-50): Ruler of the Saima Family and mother to the five siblings. The ultimate form of all the minus energy in the universe. She set everything up for her arrival in this reality on the day of the Grand Cross. But the GoGo-V interrupted the ritual and Grandiene ended up trapped half-way. Having failed, she ordered her sons and daughter to gather minus energy for her, continuously failing. After Salamandes' death, Grandiene took matters into her own hands and used the evil energies gathered by the Saima Paradico to complete her passing. Then it's revealed that she never really cared for the well-being of her children, and deliberately sent them out to die. She only used them to get herself in the human world. Her body was destroyed by the Max Victory Robo, but her spirit remained and took possession of the revived and powered up Zylpheeza and Salamandes to fulfil her goal of destruction. She was finally destroyed in the end after she was stripped of all power when the Max Victory Robo Sigma Project defeated the Destruction Gods Zylpheeza II and Salamandes Dragon. Cruel and cold, Grandiene doesn't hesitate in sending even her own son Kobolda to demise to accomplish her goals; when questioned by Zylpheeza, she replied: "Saima children eventually betray their parents. There is no reason for letting such beings exist. If you all have lived till now it's because you were useful to me".

Darkness King Gill (Yamiō Giru) (GoGo-V vs. Gingaman): The Saima family's true first-born. Having just been born, he attempted to kill Grandiene, who disposed of the child in the darkest depths of hell. But Gill survived and became stronger from the ordeal, with a scar on his chest. Then he was brought back by Salamandes and sought to summon The Infernal Dark Beast from Hell onto Earth, using the blood of many people to do so. He was fatally wounded fighting GoRed and GingaRed, but used his own blood to complete the ritual.

Dark Kings (Meiō) (2-22, 26-43, 47-49) / Destruction Gods (Hakaishin) (49-50): The final forms of Zylpheeza and Salamandes which Grandiene created by stripping both of their bodies of free will and turning them into puppets under her control.

Dark King Zylpheeza (Meiō Jirufīza) (2-22, 47-48, 49) / Destruction God Zylpheeza 2 (Hakaishin Jirufilza II) (49-50): Saima family's second born. The demon of Aerial Calamity. Leader of the Saima siblings, he is give the highest title of Dark King (Meiou) symbolized by the star on his chest. Despiseful to humans but deeply loving to his siblings and mother, he was admired by Cobolda and Denus. After being man-handled by the GoGo-V, Zylpheeza went on a personal war with them that resulted in his death at the hands of the Max Victory Robo. After a few attempts Zylpheeza was resurrected at the cost of Denus's life. He soon learned the truth of his mother after killing his younger brother Kobolda under the influence of her. After hearing the words of Nagare and Shou, Zylpheeza awakens just to be killed now by his youngest brother Salamandes and revived as a puppet. Though he regained himself, Zylpheeza was possessed by Grandiene's spirit and had to be killed upon his transformation into Destruction God Zylpheeza 2.

Infant Demon Drop (Dōki Doroppu) (2-22) / Dragon Dark King Salamandes (Ryū Meiō Saramandesu) (26-43, 49) / Ghost King Salamandes (Yūmaō Saramandesu) (43) / Destruction God Salamandes Dragon (Hakaishin Saramandesu Doragon) (49-50): The youngest, formerly an infant named Drop at the start of the series. Demon of Fire Calamity. Dragon blood runs through his veins. Being just an infant, he had to be carried by Pierre and would only say "Doroppuuu", not being able to speak. Even though, his high sorcery and fire abilities let him participate among his older siblings. Upon Zylpheeza's death, he received the Dark King Star and using energy that was transferred from Zylpheeza, Drop underwent a maturation inside a cocoon. During that time his soul took on the form of a human boy with pyrokinetic powers who Matsuri befriended. After the period of maturation Drop had become Dragon Prince Salamandes. Using the Dark King Star on his chest, Salamandes can create the "Saima Zone" in which the solar light is completely cut-off, allowing the Saima beasts to boost ten times their power. Later on after the GoGo-V used the Victory Mars to stop the minus-energy asteroid that Grandiene sent, he started to fall out of favor with her. But after the destruction of the Infinity Card, Salamandes completely fell out of favor because he destroyed a valuable weapon, so he attempted to lure the GoGo-V to Hell in order to regain favor with his mother, but Grandiene trapped all of them there. With some help from Pierre, Salamandes killed all the hell-bound monsters and absorbed them to become Ghost King Salamandes. The GoGo-V had a difficult time against him, since now Salamandes was able to transform human souls into energy powering him up through the "Saima Tree" which Pierre had grown at an orphanage. But when the long lost mother of one of the orphaned children that the GoGo-V had befriended arrived, her tears had weakened the Saima Tree's power. Without the soul energy the GoGoV were able to use the Max Victory Robo and Victory Mars to kill him and only his Dark King Star remained. In the

finale, Pierre is able to convince Grandiene to use Salamande's Star to resurrect him and he was used alongside Zylpheeza, who was now under Grandiene's control. Luckily, Shou and Nagare were able to convince Zylpheeza that Salamandes was his younger brother Drop, forcing Salamandes to kill him, only to be killed by Shou and Nagare. But in the end Grandiene revived him as a complete puppet under her control in a dragon-like form, but was killed for good by the Max Victory Robo Sigma Project.

Beast Baron Cobolda (Jūdanshaku Koboruda) (2-48): Grandiene's 3rd born. Demon of Ground Calamity. He is the strongest of the Saima siblings and his strategies always relied more in power than thought, leading him to a complex when compared himself with the dexterous warrior Zylpheeza or the cunning strategist Denus. Secretly coveting the rank of Dark King, tried to take it over after Zylpheeza's death but was overpowered by Salamandes. He and his older brother Zylpheeza are close because they survived together when they were younger; ironically, near the finale he was deceived by his mother to fight the GoGo-V and was killed by Zylpheeza who was being controlled by Grandiene.

Evil Spirit Princess Denus (Jareiki Dīnasu) (2-47): Grandiene's only daughter. Demon of Aquatic Calamity. Gifted in the arts of disguise, she often used them to gather information or just cause havoc. Her strategies were particularly cruel and fearsome. Felt great respect for her older brother Zylpheeza. Near the finale after her plan to use a spider to syphon off Matoi's life-force to resurrect Zylpheeza failed when the other GoGo-V were able to separate the spider from Matoi, by striking the other spider that was on Zylpheeza's chest. Denus, not wanting Zylpheeza to die again, placed the spider (The one that was used on Matoi) on her own chest and sacrificed her life so Zylpheeza could live.

Servants & Others

Spell-Master Pierre (Jushi Piēru) (2-50, TimeRanger vs. GoGo-V) / PierreBori (Timeranger vs. GoGo-V): The family servant, most loyal to Salamandes. Pierre is a fly-themed sorcerer who dominates the Saima Cards, being able to create the Saima Beasts and enlarge them. He was thought to have been killed when the backlash energy from the Max Victory Robo Sigma Project's Sword crushed him against the wall of a building when in fact it just transformed him into a small fly-like form. He later reappeared in TimeRanger vs. GoGo-V to help the Londers Family. It turns out that during the TimeRanger's battle against the Giant Robot Nova, the energies from this battle inadvertently allowed for Pierre to be revived and allowed him to return to his normal size and form. Using his Saima Magic he made the Londers Prisoners immune to the TimeRanger's weapons. But with the help of the GoGoV (Because their weapons were designed to fight against the Saima Magic) most of the Prisoners were defeated, but Pierre entered the body of the remaining Londers Prisoner Boribaru and became PierreBori. In the end Pierre was removed/killed by the TimeRanger's TimeRobo Alpha, using the energy given to them by Victory Robo.

Beast Demon King Golomois (Jūmaō Gorumoa) (Movie): The leader of the Juuma, a race of demons as evil as the Saima from another galaxy, his power is similar to that of Grandiene herself making him a fearsome enemy. Armed with Darksword and Shadowsword. But the BeastDemon Hunters forced most of his tribe into extinction, with only Golomois to remain. He soon killed all of his pursuers people but Sieg, losing his DarkSword in the process. Golomis arrived on Earth where the DarkSword landed. After escaping Sieg, he was caught by the Saima and he decided to take advantage of them by making a deal with them. Once he regained his DarkSword, he assumed his true giant form. It took the combined force of the DemonHunter power and Victory Robo to destroy him.

Chaos (Kaosu) (42-43): Gatekeeper of Hell who helped Salamandes with his plan to trap the GoGoV in Hell. He summoned the spirits of past Saima beasts that were slain by the GoGoV who sought to be reborn in their bodies, but Chaos lost control over the dead monsters when the GoGoV broke his staff. Went with Salamandes after he became Ghost King Salamandes. But Chaos died when he protected Ghost King Salamandes from the GrandLiner's Grand Fire attack.

Spirit-Servants Imps (Tsukaima Inpusu): The foot soldiers, armed with short swords. There were also female Imps who served Dinus, which were killed by the GoGo-V. Pierre revived them as one giant Imp that then divided and became three. The Imps could become Mecha-sized when in the Saima Zone.

Grim Reapers: (GoGo-V vs. Gingaman) Gill's henchmen. They are extremely resilient, able to pick themselves up after being knocked down from attacks. Only fire seems to be their true weakness as they dissolve when coming into contact with it.

Saima Beasts

Monsters of calamity created by the minus-energy-powered fusion of a "Saima Soul" and the information in the Saima siblings' cards. Pierre throws an information card into the World of Darkness and pronounces the incantation: "Evil Magic, with your power we shall create a Saima Beast from the World of Darkness! Amiyasu Amiyasu Amikurosu... Saima Creation!!!!". When they are defeated, Pierre throws a Regeneration Card to turn the monster's remains into a 'Giant Ghost' ("Evil Magic, with your power grant this fallen Saima Beast the last strength! Amiyasu Amiyasu Amijiisu... Saima Regeneration!") that only Victory Robo can

defeat. Later on in the series from episode 30-39, Salamandes occasionally created the Saima Zone, making it impossible to operate the Victory Robo. Only the Victory Mars could fight properly in the Saima Zone since its power system is not dependent on Solar Energy.

Tornedeus (2): Created by Zylpheeza. A demon that can create massive tornadoes as well as protect himself by hiding inside them. Killed by Victory Robo.

Gasgail (3): Created by Denus. Consumed gasoline and could hurl spheres and expel flammable toxic gas. Killed by Victory Robo.

Solgoil (4, 42): Created by Drop. Caused abnormal weather conditions. Killed by Victory Robo. Later, his spirit was summoned by Chaos when he and Salamandes brought the GoGo-V to Hell, but Chaos lost control when his staff was broken. Solgoil escaped from Hell and was killed again by Max Victory Robo. His face also appears on the queen's skirt.

Kueikurosu (5, 42-43): A tree demon, created by Cobolda. It could plant acorns down people's throats and cause them to turn into trees. Killed by Victory Robo. Was later summoned by Chaos when he and Salamandes brought the GoGo-V to Hell but Chaos lost control when his staff was broken. Its soul was swallowed by Salamandes in order for him to escape from Hell.

Jeeruda (6): Created by Denus. Killed by Victory Robo.

Moruguuru (7, 42-43) An earth demon created by Cobolda that could burrow through the ground. Killed by Victory Robo. Was later summoned by Chaos when he and Salamandes brought the GoGo-V to Hell. Its soul was swallowed by Salamandes in order for him to escape from Hell.

Raima (8) Created by Zylpheeza. A thunder-based demon that could shoot spikes from its body that acted as lightning rods. Killed by Victory Robo.

Vampaira (9): A vampire bat demon created by Denus. Killed by Victory Robo.

Chanbaano (10, 42): Created by Zylpheeza. A motorcycle-riding demon that emitted poisonous smoke from the pipes and smoke stacks on its body. Killed by Victory Robo. Later he was summoned by Chaos when he and Salamandes brought the GoGo-V to Hell but Chaos lost control when his staff was broken. He escaped from Hell and was killed again by GrandLiner.

Hellgerus (11): Created by Drop. Based on the Cerberus. Killed by Victory Robo. Was revived by the Magma Golem as Golem Hellgerus.

Juuki (13): Created by Cobolda. A two-headed dinosaur/dragon demon with a second head on its right hand. Killed by Livebird. Was revived by Pierre as Golem Juuki.

CyberGildo (14, 42-43): Created by Zylpheeza. A cyborg demon that could drain and absorb electricity causing power outages. Killed by Victory Robo. Was later summoned by Chaos when he and Salamandes brought the GoGo-V to Hell but Chaos lost control when his staff was broken. CyberGildo's soul was swallowed by Salamandes in order to escape from Hell.

Buroogen (15, 42): An insect demon created by Drop to search for missing Golem Card. Killed by Livebird. Revived by Pierre as Golem Buroogen.

Garaga (16): Comical bird demon that was created by Pierre from one of Zylpheeza's cards to find Denus' stolen monster egg. Killed by Livebird. Revived by Pierre as Golem Garaga.

Ganeujaa (17): Created by Cobolda. Killed by Victory Robo.

Spiderus (18, 42-43): A spider demon created by Zylpheeza that could trap humans in strong webs and could analyze the GoGoV's weaponry. However the Rangers were able to beat Spiderus with the V-Lancers since it could not analyze. Was later summoned by Chaos when he and Salamandes brought the GoGo-V to Hell but Chaos lost control when his staff was broken. His soul was swallowed by Salamandes in order for him to escape from Hell. His face also appears on the queen's skirt.

Chimera (22): A combination demon that was formed from the energy of the three fallen angel warriors that were created by Zylpheeza. Killed by the V-Mode Attack Bracelets.

Zoodo (19-20): Leader of the fallen angels. A knight-like warrior who Matoi risked killing himself by aiming both the Livebird and his V-Lancer at the demon. When he was revived as a giant, he had a new form. Killed by GrandLiner & Victory Robo after Zoodo had severed Victory Robo's right arm. His was the center face of Chimera and his right arm became Chimera's right arm.

Jiin (19-21): The youngest fallen angel, had a falcon theme. She treated hunting the GoGo-V as a game. Killed by LinerBoy. Her face formed the right side of Chimera's face and her legs became Chimera's legs.

Guuru (19-21): The middle child fallen angel sibling and quite possibly the strongest. Killed by LinerBoy & GrandLiner. He formed the left side of Chimera's face and his left arm became Chimera's left arm.

Zombeast (23, 42-43): A zombie/skeleton demon created by Cobolda that can resurrect the souls of dead

humans under his control. Killed by Max Victory Robo. He was later summoned by Chaos when he and Salamandes brought the GoGo-V to Hell but Chaos lost control when his staff was broken. His soul was swallowed by Salamandes in order for him to escape from Hell. Its face also appears on the queen's skirt as well.

Zairen (24): A female bat-like siren/mermaid demon created by Denus that turned Mondo and the boys into children. Was revived by Pierre as Golem Zairen.

Halluya (25, 42-43): A SaimaBeast priest, created from one of Zylpheeza's cards, who prepares the events of Grandiene's arrival on the day of the Grand Cross conjunction of planets. He draws the magic circle to receive her. However, just before her arrival was complete, Dr. Mondo destroyed the magic circle as Halluya was destroyed so that Grandiene only made it halfway into our world. Killed by Max Victory Robo. Was later summoned by Chaos when he and Salamandes brought the GoGo-V to Hell but Chaos lost control when his staff was broken. His soul was swallowed by Salamandes in order for him to escape from Hell.

DeathStag (26, 42-43): A stag beetle demon created by Pierre from one of Drop's cards. Matoi broke off one of its antlers before it was resurrected as a giant ghost by Pierre. Killed by Max Victory Robo. Was later summoned by Chaos when he and Salamandes brought the GoGo-V to Hell. His soul was swallowed by Salamandes in order for him to escape from Hell.

Doguru (27): A dog/mole-like demon created by Cobolda. Could fire beams from its mouth and release microscopic creatures that ate away at buildings and was efficient with a bow. Killed by Max Victory Robo.

Deathmine (28): A Grim-Reaper-like demon created by Denus. Killed by Victory Robo and Liner Boy.

Papetongu (29, 42-43): A flower demon created by Salamandes. Killed by Max Victory Robo. Later it was summoned by Chaos when he and Salamandes brought the GoGo-V to Hell. Its soul was swallowed by Salamandes in order for him to escape from Hell.

Bakyuum (31, 42-43): Cobra-like demon created by Salamandes that swallowed the younger Tatsumi siblings and could spray ice. Killed by Victory Mars. Was later summoned by Chaos when he and Salamandes brought the GoGo-V to Hell but Chaos lost control when his staff was broken. Its soul was swallowed by Salamandes in order for him to escape from Hell.

Godai (32) : A SaimaBeast that has the ability to capture a person within a card. Godai was used by Denus and Cobolda to use the captured human's energy in their first attempt to try to resurrect Zylpheeza. Fortunately their plan failed when the GoGoV destroyed Godai.

Thanatos (33): Created by Denus. Salamandes intervened in his creation and gave him a shyness towards women. Even after their attempts to befriend him and give him the courage to face women, the GoGoV were forced to kill him. Killed by Max Victory Robo.

Baira (34): Another plant demon created by Salamandes that planted seeds on the GoGo-V that would eventually released poisonous spores that would kill them and everyone around them. Fortunately the siblings traveled into space on LinerBoy and the spores were sucked into the vacuum. Killed by Victory Mars.

Spartan (36, 42-43): A cyclops demon, created by Cobolda, that was taught under Daimon's old sensei. Defeated by Daimon's "Banta-Style Cow's Milk Tornado Drop", as only Daimon himself knew how to pull it off. Killed by Victory Mars. Was later summoned by Chaos when he and Salamandes brought the GoGo-V to Hell. His soul was swallowed by Salamandes in order for him to escape from Hell.

Dark Hellbeast (GoGo-V vs. Gingaman): The monster summoned through Gill's sacrifice. This creature was so powerful that the Gogo-V's Victory Mars and Liner Boy were easily no match for it, even when Super Armor Shine Gingaiou and Bull Taurus arrived to help. When Super Armor Shine Gingaiou was broken up into the five Starbeasts, the GoGo-V picked up the unconscious Gingaman and that was when the Lights of Ginga's energy flowed into Victory Mars and became Super Armor Shine Victory Mars, which was used to kill the Dark Hellbeast.

Hirugemuja (40): Created by Cobolda. Killed by Max Victory Robo.

Gabara (41): Sea turtle/kappa demon created by Denus that caused earthquakes using its trident. Killed by Victory Mars. His face appears on the queen's skirt.

Bahamuu (45) A tapir demon created by Pierre from one of Salamandes' cards. It sent Matoi into a dream dimension where he is attacked by his siblings. Killed by Victory Mars.

Big Douser (Bitugudoosaa) (46) A rescue robot that was turned into a Saima Beast by Pierre's magic, the GoGoV were forced to destroy it against its creator's wishes.

Golem SaimaBeasts

When GrandLiner destroyed MagmaGolem, its remains became GolemCards that Pierre uses to revive dead SaimaBeasts as gigantic Golem SaimaBeasts (Goremu Saimajū). Unlike giant SaimaBeasts, the Golem SaimaBeast are much larger and revived with a hardened body that only GrandLiner can pierce through.

Magma Golem (Maguma Goremu) (1, 11-12, 28): The first Saima Beast sent down to Earth to both destroy and burn up the city. Seemingly killed by Victory Robo when chucked into a lava pit it created earlier. But in reality, Magma Golem was in a new sleep, his body becoming red, until Grandiene herself woke him up. After destroying Victory Robo's sword, Magma Golem brought back Hellgerus as Golem Hellgerus. Killed for good by GrandLiner. Was later seen in the series as a mere simulation to test the GoGo-V's gear.

Golem Hellgerus (11-12): A resurrected stronger form of Hellgerus by the Magma Golem. Killed by GrandLiner.

Golem Juuki (13, 42): A resurrected stronger form of Juuki. Killed by GrandLiner. Juuki was later summoned by Chaos (as Golem Juuki) when Chaos and Salamandes brought the GoGo-V to Hell but Chaos lost control when his staff was broken. Along with Chanban and Solgoil, Golem Juuki was able to escape from Hell with the GoGo-V but it and Chanban were killed a second time by GrandLiner.

Golem Buroogen (15, 42-43): A resurrected stronger form of Buroogen. Killed by GrandLiner. Later Buroogen (as Golem Buroogen) was summoned by Chaos when he and Salamandes brought the GoGo-V to Hell but Chaos lost control when his staff was broken. Golem Buroogen's spirit was swallowed by Salamandes in order for him to escape from Hell.

Golem Garaga (16) A resurrected stronger form of Garaga. Killed by GrandLiner.

Golem Zairen (24, 42-43): Resurrected stronger form of Zairen. Killed by GrandLiner and Linerboy. Zairen (as Golem Zairen) was later summoned by Chaos when he and Salamandes brought the GoGo-V to Hell but Chaos lost control when his staff was broken. Her spirit was swallowed by Salamandes in order for him to escape from Hell.

Infinity Chain SaimaBeasts

In Episode 37, Salamandes started to use a very powerful card known as the Infinity Card. Its special power is that it can use absorbed energy from the GoGoV's energy weapons and with that power, the next SaimaBeast Carrier becomes more powerful than the previous Carrier, to the point where the GoGoV's energy weapons will not work on it. There were only three carriers and in the end its final carrier and the card itself was destroyed when the GoGoV used their Victory Mars to throw them into the sun.

Garubaria (37): A pig demon created by Pierre from one of Zylpheeza's cards. Its mind switched bodies with a young bride whose wedding the Tatsumi were attending. Later he switched bodies with Matoi but was finally sent back into its own body. Killed by Victory Mars but the powers he absorbed from the GoGo-V's weapons remained in the Infinity Card.

Hagakuren (38): Mantis demon created by Salamandes. Killed by Victory Mars, Max Victory Robo & GrandLiner. It foreshadowed the creation of the Final Infinity Chain demon.

Lizardes (39): A Dragon-warrior demon that had a striking resemblance to his creator, Salamandes. Drawing on the powers from the Inifinity card, the GoGo-V's weaponry were no match for it. Killed by Victory Mars, which flung him into the sun and therefore destroyed both the demon and the Infinity Card.

Names/Puns

Gogo-V

While the term "Go" can be used as the English word within the title of the series, Go is also the Japanese term for the number '5', thus acting as a pun in the name "Go-Go Five", this could also be said for Bay Area 55 (in which "55" is said as "Go-Go").

While "Kyuukyuu" is meant as the term "Rescue" in the teams name and in regards to the Gogo-V itself, Kyuu is also Japanese for the number '9'. This is linked to the series both airing and being set in the year 1999, and is also used for the "Kyuukyuu Machines", which are often given the english title of "99 Machines".

The "V" in the Gogo-V's title stands for the roman numeral for '5', but it is also used for the letter "V" for the "V-Lancers" and as part of the term "Victory" for the Victory Robo and Max Victory Robo.

Saima

Each of the four youngest members of the Saima siblings was named after an Elemental: (Sylph, Salamander, and Undine. Colbolda's name was a pun on the metal Kobalt, which is associated with the gnome.

Others

Golomois' name is rooted to "Golomois", the term used by Nostrodamus relating to the "king of terror".

Trivia

Fitting with the familial theme of the series, the background music is composed by Toshiyuki Watanabe, the son of famous tokusatsu music composer Michiaki Watanabe.

WR. Yoshiki Takegami, Shunichi Miyashita, Yasuko Kobayashi, Ryota Yamaguchi.

DIR. Hajime Konake, Katsuya Watanabe, Takao Nagaishi, Toshi Morota, Hiroshi Futsuda.

EPISODES: 50 **YEAR MADE:** 1999 **COUNTRY:** JAP **SEASONS:** 1

TOEI/TV ASAHI

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 50

DATE OF PREMIER: 21/02/1999

AIR DATE OF LAST EPISODE 06/02/2000

SEASON DATE BREAKDOWN:

FILMS: 1 MOVIE + 1 MOVIE SPECIAL

Matoi Tatsumi/Go Red RYUICHIRO NISHIOKA, Nagare Tatsumi/Go Blue KENJI TANIGUCHI, Shô Tatsumi/Go Green ATSUSHI HARADA, Daimon Tatsumi/Go Yellow KENJI SHIBATE, Matsuri Tatsumi/Go Pink MONIKA SAKAGUCHI, Mondo Tatsumi MIKE MAKI, Analyze Robo Mint SAYAKA AIDA, Kyôko Hayase YUKO MIYAMURA, Jilfiza (voice) DAIKI NAKAMURA, Jiku/Sieg Sector KEIICHI WADA, Dînas KAYA HIRASAWA.

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

KAGAKU SENTAI DYNAMAN

HIKARI SENTAI MASKMAN

CHIKYUU SENTAI FIVEMAN

CHO JIN SENTAI JETMAN

KYORYUU SENTAI ZYURANGER

GO SEI SENTAI DAIRANGER

POWER RANGERS ZEO

POWER RANGERS IN SPACE

POWER RANGERS TURBO

POWER RANGERS LOST GALAXY

POWER RANGERS LIGHTSPEED RESCUE

1 - 1 *RESCUE SOLDIERS! RISE UP*

1 - 2 *THE SAIMA CLAN TORNADO!"*

1 - 3 *EXPLOSIVE BROTHERLY LOVE!"*

1 - 4 *FLOWERS IN ABNORMAL WEATHER*

1 - 5 *TIME TO BECOME A HERO*

1 - 6 *THE MOLD COMETH!"*

1 - 7 *THE BEAUTIFUL SAIMA WOMAN*

1 - 8 *RESCUE SQUADRON ACTIVITY SUSPENDED*

1 - 9 *ROBBERY OF CAPABILITIES*

1 - 10 *YELLOW'S PRIDE*

1 - 11 *SCORCHING HEAT OF THE 2 GREAT SAIMA BEASTS*

1 - 12 *DO-OR-DIE SPIRIT OF THE NEW GESTALT*

1 - 13 *YOUNGER SIBLINGS' REBELLION*

-
- 1 - 14 *BE AFRAID OF THE VIRUS*
 - 1 - 15 *THE INFANT DEMON DROP'S SORTIE*
 - 1 - 16 *THE SAIMA EGG THIEF*
 - 1 - 17 *MATOI'S BRIDAL CANDIDATE*
 - 1 - 18 *THE COUNTERATTACKING V-LANCERS!"*
 - 1 - 19 *PERFECT DEFEAT*
 - 1 - 20 *THE IMMORTAL RESCUE SPIRIT*
 - 1 - 21 *THE NEW 6TH SOLIDER!"*
 - 1 - 22 *THE DARK KING, LAST DECISIVE BATTLE!"*
 - 1 - 23 *APPARITION EXTRICATION OPERATION*
 - 1 - 24 *LITTLE CHILDREN RESCUE SOLDIERS*
 - 1 - 25 *THE GREAT WITCH'S HOUR OF DESCENT*
 - 1 - 26 *BIRTH OF THE FIRE DRAGON PRINCE*
 - 1 - 27 *YELLOW DEPARTS THE WAR FRONT*
 - 1 - 28 *STOLEN BOY!*
 - 1 - 29 *PREMONITION OF THE STARRY SKY*
 - 1 - 30 *TAKE IT OUT! THE DARK BLACK PLANET*
 - 1 - 31 *THE CUTTING EDGE SAIMA ZONE!"*
 - 1 - 32 *WEDDING BELLS*
 - 1 - 33 *BABY-SITTING A SAIMA WARRIOR*
 - 1 - 34 *DEATH FROM SELF DESTRUCTION*
 - 1 - 35 *TRAP OF THE BLACK SNAKE*
 - 1 - 36 *MYSTERY! THE FALLING TORNADO*
 - 1 - 37 *A BEAUTIFUL SAIMA DEMON!?*
 - 1 - 38 *THE INFINITY CHAIN AND A GRANDCHILD AND PERSIMMONS*
 - 1 - 39 *BREAKING THE INFINITY CHAIN!*
 - 1 - 40 *0 SECONDS BEFORE BASE DESTRUCTION*
 - 1 - 41 *MATOI IS A DEFEATED MAN*
 - 1 - 42 *THE SAIMA DEMON CORPS OF HELL*
 - 1 - 43 *THE TERRIBLE SAIMA TREE*
 - 1 - 44 *RESCUE FILE 99*
 - 1 - 45 *THE YEAR'S FIRST DREAM IS A SAIMA MELODY*
 - 1 - 46 *THE FLAME-THROWING FIREFIGHTER ROBOT*
 - 1 - 47 *THE DARK KING! COMPENSATING REVIVAL*
 - 1 - 48 *SHOWDOWN IN THE SAIMA PALACE*
 - 1 - 49 *AWAKENING! 2 GREAT DESTRUCTION GODS*
 - 1 - 50 *BURNING RESCUE SPIRITS*

LA FEMME NIKITA



Nikita Samulle is transformed from a prison inmate into the ultimate weapon for a secret government department while retaining a degree of humanity in a dangerous world.

This series filmed in Toronto is based on Luc Besson's Nikita. At the 13th Annual Gemini awards in Canada La Femme Nikita was voted people's choice for Best Costume Design. Nikita Samuelle was living on the streets when she was falsely convicted of killing a policeman. She is given a way out by Section One, a secret government organization, who fakes her death and tells her she must either work for them or die. Despite taking on the role of a ruthless killer, she has compassion and a generous spirit and tries to do the right thing, even though her conscience can sometimes get in the way of her work.

She is played by former Australian model Peta Wilson who spent her early years travelling around with her army family on different postings, but was primarily brought up in Papua, New Guinea. She moved to the USA in 1991 to study acting and got her first roles on the stage. Her other film work includes *Sadness of Sex*, *Loser*, *Woman Undone*, tv movie *Vanishing Point* and an appearance on the series *Stranger*. She is also a sailor and, along with her father and brother, picked up the title of Australian Interservice Champion Trailer Sailors.

Michael is Nikita's mentor, trainer and boss. On the surface he is a manipulative man, but underneath there are hints he really cares for her, although his mysterious past prevents him from getting too close. Canadian actor Roy Dupris is better known in his own country where he has a great deal of theatre experience and appeared in series *Scoop*, *Emily*, its sequel *Blanche* and starred in US mini-series *Million Dollar Babies*. His films include *Being at Home with Claude*, *Chilie's Blues*, *Screamers*, *Cape Torment* and more recently *Free Money* starring Marlon Brando and *Haemoglobin* with Rutger Hauer.

Section One's strategist is Madeline, whose expertise lies in the emotional and psychological aspects of the job. She is analytical rather than emotional, remaining dedicated to her work and indifferent to the cost. She is played by Alberta Watson who has starred in a string of television movies, and guested on tv shows such as *The Outer Limits*, *Law and Order*, *The Equal-izer* and *Hill Street Blues*. She has won awards for her roles in the films *Spanking the Monkey*, *Exposure*, *Shoemaker* and nominated for *In Praise of Other Women*. Her other films are *Hackers*, *The Keep*, *The Sweet Hereafter* and *Seeds of Doubt*.

Walter is the gadgets man with a colourful past, played by Don Francis. Vancouver-born Francis is both a musician and actor, has appeared in musicals on an off Broadway, made several jazz albums and has a new CD in the works. His first major role was in *Finian's Rainbow* and starring roles in other films followed, including *Fast Company*, *Married to It*, *Johnny Mnemonic* and more recently *Love of the Land*, *The Minion* and *Summer of the Monkeys*. He won awards for *Drying Up the Streets* and *The Phoenix Team*, and can be heard as some of the character voices on the *Beetlejuice* and *Inspector Gadget* cartoons among others.

Birkoff is the computer genius with a sense of humour who is the most outspoken opponent of Section One's goals and methods from within the group. He is played by Matthew Ferguson who grew up on Toronto Island and trained at the Claude Watson School for the Performing Arts. He was nominated for a Genie Award as best leading actor for *Eclipse* and *Lillies* and as best supporting actor for *Love and Human Remains*. His more recent films include *The English Patient* and *Uncut*. He has guest starred on series *PSI FACTOR*, *Top Cops* and *Street Legal* and starred in several tv movies, including *Spencer: For Hire*.

The man who runs Section One is known simply as Operations whose impassive mask rarely lets through his human side. He is played by Eugene Robert Glazer who tried trading in securities, driving taxis and working in the building trade before becoming an actor and finding work in the theatre. The native New Yorker has had recurring roles on TV series *General Hospital* and *E.N.G.*

Ratings success

La Femme Nikita was the number-one drama on basic cable channel USA Network for its first two seasons. It had been "greenlighted" by the network's founder and "cable network pioneer" Kay Koplovitz and nurtured by former USA Network president Rod Perth, a "key player" in its development. But, after Barry Diller assumed control of the network in April of 1998, he replaced Perth with Stephen Chao as network president. Heyn observes: "Although both Diller and Chao praised La Femme Nikita publicly, it soon became obvious that the series was no longer a priority. The non-stop publicity the series enjoyed under Perth began to dry up, and the only attention that La Femme Nikita received was the occasional promo spot, and even the frequency of those began to decline". During Nikita's third season, following Chao's "bizarre request that La Femme Nikita cast wrestlers in key terrorist roles as a way to cross-promote USA's broadcasts of the World Wrestling Federation" despite evidence that the shows did not have compatible demographics, Chao also began retooling USA Network's successful "Sunday Night Heat" bloc of action dramas, which also included Pacific Blue and Silk Stalkings; he canceled Silk Stalkings and replaced it with a slate of new series that included The War Next Door, G vs. E, Manhattan, AZ and Cover Me, all of which ultimately failed in the ratings and were also canceled. Consequently, La Femme Nikita tumbled in the ratings too, although the series still remained the top rated drama on USA Network, even during its fourth season, when promotional advertisements for the series all but disappeared. Negotiations to continue Nikita for a fifth season and beyond failed owing to "disagreements between USA Network and Warner Bros. over La Femme Nikita's renewal terms, which spilled out publicly into the pages of [industry trade publications] Variety and The Hollywood Reporter".

"Save LFN"

Following the series's cancellation in 2000, its dedicated viewers mounted an extensive fan campaign to revive it. "Save LFN" was not the first successful fan campaign to use the internet to rally fans and renew a canceled series, "These kinds of efforts had resurrected canceled series before, beginning with the original Star Trek on NBC in 1968 all the way up to UPN's Roswell in 2000"; however, "Save LFN" is notable for its size and inventiveness, including an "online renewal petition" which led to a full-page advertisement placed in The Hollywood Reporter that requested USA Network and Warner Bros. reconsider their decision, as well as over 25,000 letters sent to both companies containing everything from dollar bills featuring images of co-star Roy Dupuis to sunglasses (Nikita's signature accessory) to old TVs, VCRs, and remote controls. A group of organizers calling themselves "First Team," based on the term for the lead members of a mission used frequently in the series, coordinated most of these efforts through their Save LFN fansite. As a result of these efforts, Stephen Chao announced in September of 2000 that La Femme Nikita would return for a truncated fifth season of eight new episodes, which began airing in January 2001.

Series merchandise

According to Christopher Heyn, "To many long-time viewers, La Femme Nikita had always been a natural for merchandising. Besides the usual array of T-shirts, jackets, coffee mugs, posters and other trinkets, the action content of the series lends itself perfectly to the development of video games, comic books, toys and action figures. Yet, during the entire run of the series, Warner Bros. released only one piece of merchandise, the soundtrack CD on TVT Records. Beyond that, there was nothing. This frustrated [former president of USA Network and key player in the series's development] Rod Perth to no end" (20). Heyn quotes Perth as saying: "Warner Bros. never had an interest in this show ...". Nevertheless, Heyn reports, he himself "successfully brokered an official merchandising agreement between the Specialty Products division, a vendor in Toronto that already produced merchandise for the series's cast and crew, and the Sidekicks Society, the organizers of Close Quarters Standby 2," the second in a series of four La Femme Nikita fan conventions held in Toronto in October 1999. Such items included jackets, T-shirts, coffee mugs, and keychains emblazoned with the series logo and the copyright notice "©1999, Warner Bros" below the logo. "Because of a delivery mixup," Heyn's photo caption reads, "most of the coffee mugs and keychains never made it to the convention in time for sale," and, he adds, "the remaining boxes of jackets, T-shirts and coffee mugs sold out in less than an hour, leaving many empty-handed attendees frustrated and upset". Moreover, Heyn observes, "That unfortunate outcome only validated Warner Bros.' reticence to merchandise La Femme Nikita on a larger scale. The studio lost money on the internet broadcast and made next to nothing from the limited merchandising deal, which echoed their attitude toward the series' financial construction"

In 2001, a computer game based on Nikita, featuring dialogue written by La Femme Nikita supervising producer Peter Lenkov, was announced for the Xbox system, but the project was later canceled.

Trivia

Each episode has the same number of words in the title as the season it belongs to. For example; Season 1, Episode 10 is called 'Choice', where as Season 4, Episode 10 is called 'He Came From Four'. Oddly enough, Nikita is a Russian name for males, having nothing in common with the French names

WR. Cyrus Nowrasteh, Naomi Janzen, Michael Loceff, Robert Cochran, Andrew Deltman, Daneil Truly, Peter Bellwood, Larry Raskin, Maurice Hurley.

DIR. Jon Cassar, Guy Magar, Jerry Ciccoritti, Kari Skogland, George Bloomfield, Reza Badiyi.

Dir Jon Cassar

1 - 7 *TREASON*

Section One is assigned by the CIA to "quietly" deport Suba, a foreign anti-terrorist contact who is smuggling waste uranium out of the country for his own profit. The first attempt to capture him goes terribly awry, and Nikita is held responsible. Upon further investigation, Nikita discovers a traitor in the Section - but one who is being manipulated by Suba, who is holding his son hostage. Nikita must now decide whether to risk the wrath of Section One by rescuing the "traitor's" son.

Wr Robert Cochran

Dir Jerry Ciccoritti

1 - 8 *ESCAPE*

A mysterious Section One operative offers Nikita a seemingly ironclad opportunity to escape from Section One for good. All the information he gives her checks out, and Nikita seriously weighs his offer. However, Michael starts making romantic overtures toward Nikita, and her emotions are divided. Is the Section just toying with her to test her loyalty, or is it the opportunity to escape a real one?

Wr Andrew Dettmann, Daniel Trudy

Dir George Bloomfield

1 - 9 *GRAY*

Section One's computer security is breached and the directory of all their agents is stolen. Michael goes to Prague to reclaim the directory, but the man who stole it is killed by another terrorist seeking the directory for himself. Nikita discovers that it was randomly left with a civilian passenger on a Prague city bus, architect Gray Wellman. Nikita is assigned to Gray in order to get close to him and retrieve the directory, but when she starts falling for him, her actions not only threaten the mission but Section One's very existence.

Wr Robert Cochran

Dir Ken Girotti

1 - 10 *CHOICE*

The CIA believes that a rogue element of their agency is responsible for a recent massacre of heroin dealers, performed in order to steal money and drugs as part of an embezzlement scheme. Section One is brought in to clean house quietly, but Nikita's continued involvement with architect Gray Wellman is hampering her ability to be a reliable operative. As Section One's operation reaches a fever pitch, Nikita is unable to balance both sides of her life, and is forced to make a choice between the organization that controls her life and the one man that she's ever loved.

Wr Michael Loceff

Dir George Bloomfield

1 - 11 *RESCUE*

A raid on a chemical weapons plant proves successful, but at a price, when Michael is injured and left behind, prompting Nikita to lead a rescue mission.

Wr Peter Bellwood

Dir Ken Girotti

1 - 12 *INNOCENT*

Terrorists sneak a nuclear device into the country, and Section One find that their only hope in locating it rests on a mentally challenged pizza deliveryman who witnessed something suspicious.

Wr Michael Loceff

Dir George Bloomfield

1 - 13 *RECRUIT*

Nikita is assigned to decide the fate of a Section recruit who is nearing the end of her two-year training period, something which she finds difficult to accomplish.

Wr Larry Raskin

Dir Reza Badiyi

1 - 14 *GAMBIT*

Extreme interrogation techniques have no effect on a terrorist who knows the whereabouts of a cache of Cobalt 60, but Section may yet have ploys that no terrorist would suspect.

Wr Michael Loceff

Dir Jon Cassar

1 - 15 *OBSESSED*

To obtain a book containing high-level secrets about nations allied with Section, Michael seduces the vulnerable wife of a hitman who knows where the book is hidden.

Wr Robert Cochran

Dir T.J. Scott

1 - 16 *NOISE*

A brush with death during a mission rattles Birkoff's emotions and puts him at risk of being cancelled.

Wr Michael Loceff

Dir Reza Badiyi, T.J. Scott

1 - 17 *VOICE*

While working undercover near a Central European Consulate, Nikita is confronted by a known serial rapist.

Wr Maurice Hurley

Dir David Warry-Smith

1 - 18 *MISSING*

In exchange for her freedom, Nikita agrees to protect one of the targets of a Section sting... who is revealed to be Operations' long-lost son.

Wr Naomi Janzen

Dir Reza Badiyi

1 - 19 *WAR*

Red Cell holds both Nikita and Michael hostage, subjecting them to a painful inquisition to discover the location of Section's command center.

Wr Maurice Hurley

Dir René Bonnière

1 - 20 *VERDICT*

Jovan Mijovich has been elected as premier of his new nation, but there is a hit man out to assassinate him. Nikita and Michael, along with other Section One operatives, are dispatched to provide security. During the inaugural celebration, the hit man is taken out, but a hostage situation develops that no one expected. A man, Bruner, claims Mijovich raped and blinded his daughter during the nation's civil war, and threatens to kill him. Nikita tries to defuse the situation, and manages to keep Mijovich alive for the time being, but when Bruner's daughter appears to give her side of the story, the accuracy of her testimony will mean the difference between peace and war for her people.

Wr Peter Bellwood, Robert Cochran

Dir René Bonnière, Gilbert M. Shilton

1 - 21 *BRAINWASH*

When Nikita is sent to investigate a bartender at a posh club who may be a terrorist contact, he responds to her questioning by leaping from the 65th floor window to his death. A search of his apartment turns up a strange helmet-like device, which Section later discovers is used for brainwashing. Unfortunately, Nikita has used the device several times in an effort to discover what it is, and now it is in control of her mind. When Nikita and other operatives are assigned to protect the Premier of China from other similarly brainwashed individuals, Section has no idea that the greatest threat to the Premier is Nikita herself.

Wr Peter Bellwood

Dir René Bonnière

1 - 22 *MERCY*

Section One is hot on the trail of Tyler, one of the world's most dangerous terrorists. After Tyler kidnaps a young inventor who has created a new, completely un-detectable plastic explosive, Nikita is sent to try and rescue the inventor and keep his knowledge out of Tyler's hands. When the mission is unsuccessful, Nikita is given orders to cancel the inventor, but she refuses. Operations decides that Nikita has crossed the line, and he purposely sends her on a suicide mission to destroy a terrorist hideout. Michael intervenes and gives Nikita the means to escape, but her freedom will change both of their lives forever.

Wr Michael Loceff

Dir Joseph Scanlan

2 - 1 *HARD LANDING*

With Michael's help, Nikita survived the destruction of a Freedom League hideout in the first season's final episode. Since then, she has been on the run from Section One. While working as a waitress, Nikita is captured by the Freedom League and used as bait to lure Section One into a trap. During a raid by a

Section team led by Michael, Nikita saves Michael's life and they manage to escape together. Later, on an abandoned ship, Nikita and Michael share a night of passion. However, Michael's lies about Nikita's whereabouts are in danger of being exposed.

Wr Michael Loceff

Dir Jon Cassar

2 - 2 *SPEC OPS*

Nikita is sent to be retrained by Special Operative Jurgen after her capture by the Freedom League.

Wr Robert Cochran

Dir T.J. Scott

2 - 3 *THIRD PERSON*

Nikita is restored to full operative status after a series of terrorist attacks.

Wr Michael Loceff

Dir Jon Cassar

2 - 4 *APPROACING ZERO*

Nikita is growing closer to the mysterious Jurgen - but something happened between him and Michael in the past.

Wr Michael Loceff

Dir René Bonnière

2 - 5 *NEW REGIME*

When Nikita's boss is shot, Petrosian is put in charge and makes her his deputy.

Wr Robert Cochran

Dir Jon Cassar

2 - 6 *MANDATORY REFUSAL*

Michael's mission to kill an arms dealer goes badly wrong.

Wr David Ehrman

Dir Ken Girotti

2 - 7 *DARKNESS VISIBLE*

The team must kill an arms dealer supplying an ethnic cleansing faction.

Wr David Ehrman

Dir Ken Girotti

2 - 8 *HALF LIFE*

Nikita suspects Michael's involvement in a bombing plot.

Wr Maurice Hurley

Dir René Bonnière

2 - 9 *OPEN HEART*

Nikita must snatch a Red Cell operative from a foreign prison in order to foil a bombing plot.

Wr Elliot Stern

Dir René Bonnière

2 - 10 *FINAL MISSION*

Nikita's first assignment as team leader is fraught with grave danger.

Wr Peter Mohan, Jim Henshaw

Dir Guy Magar

2 - 11 *PYSCHIC PILGRIM*

Nikita and Michael pose as a married couple to gain information about a terrorist group.

Wr Michael Loceff

Dir René Bonnière

2 - 12 *SOUL SACRIFICE*

Nikita befriends Terry, a pregnant operative, who tries to flee Section One to protect her unborn baby.

Wr Michael Loceff

Dir David Warry-Smith

2 - 13 *NOT WAS*

Nikita tries to keep Michael alive when he has memory loss.

Wr Michael Loceff

Dir René Bonnière

2 - 14 *DOUBLE DATE*

Nikita and Michael are teamed with a murderer who has a reason to wreck revenge on them both.

Wr Robert Cochran

Dir Jon Cassar

2 - 15 *FUZZY LOGIC*

Section captures a mathematician in order to decode a code that is aiding terrorists in their attacks.

Wr Michael Loceff

Dir Ken Girotti

2 - 16 *OLD HABITS*

Section is trying to stop a terrorist group from engaging in suicide bombings, and Nikita is assigned to receive information from an agent known as Formits, who, unbeknownst to Nikita, is in fact a serial killer.

Wr Maurice Hurley

Dir Terry Ingram

2 - 17 *INSIDE OUT*

Section falls into a trap when a mission to take out a Red Cell munitions base causes a virus to be spread throughout Section.

Wr Maurice Hurley

Dir Ken Girotti

2 - 18 *OFF PROFILE*

A new recruit named Andrea is romanced by Michael. When she learns that it was just a setup to gain allegiance to Section, she wants Nikita's help for revenge. Upon Nikita's refusal, Andrea proves dangerous to both Nikita and Michael when their mission ends up in a dangerous lab containing viruses.

Wr David Ehrman

Dir John Fawcett

2 - 19 *LAST NIGHT*

Operations orders a raid to capture the leader of a terrorist group, which turns out to be a sentient computer.

Wr Robert Cochran

Dir Clark Johnson

2 - 20 *IN BETWEEN*

When Section discovers a wealthy terrorist plans to fund upcoming civilian attacks, Michael and Nikita pose as money launderers in order to stop him. However, his assistant, Giraldi, claims to be a Section operative who has been in the field for nine years and wants to be brought back in. When Nikita informs Operations, he tells her to ignore his request, but when Madeline finds out, she insists Nikita bring him in. Now, Nikita is caught between Madeline and Operations, and a man's life hangs in the balance.

Wr Michael Loceff

Dir Joseph Scanlan

2 - 21 *ADRIAN'S GARDEN*

When the founder of Section One comes back to destroy her own creation, Nikita must make a choice between the life of Michael or the existence of Section.

Wr Michael Loceff

Dir Brad Turner

2 - 22 *END GAME*

With Adrian's help, Nikita manages to breach the most sensitive area of Section and secure a file, code named Gemstone, which contains evidence which will bring down Operations and destroy Section One. Meanwhile, Operations forces Michael to identify the Section operative most likely to work with Adrian to undermine Section, Nikita. Michael confronts Nikita in order to try to find a way to protect her, but she denies any association with Adrian. Now Michael is forced to kidnap both Nikita and Adrian and bring them back to Section, knowing that Nikita and Adrian will be cancelled and that the incriminating Gemstone file will be permanently erased.

Wr Robert Cochran, David Ehrman

Dir Joseph Scanlan

3 - 1 *LOOKING FOR MICHAEL*

Operations believes Nikita is a threat to Section, and wants to kill her during a mission. She survives his plot, and when she returns to Section, she looks into the disappearance of Michael, and finds what she didn't expect.

Wr Michael Loceff

Dir Jon Cassar

3 - 2 *SOMEONE ELSE'S SHADOW*

Nikita has a new mission, to get David Henderson Williams, Vacek's associate. She also learns more about Michael's history with Elena & Simone. Elena offers Nikita to stay with her & Michael. Nikita accepts, but she doesn't feel too cozy after her thoughts & memories get the best of her. More problems come about as Vacek misses a meeting.

Wr Michael Loceff

Dir René Bonnière

3 - 3 *OPENING NIGHT JITTERS*

To flush out Vacek, Operations and Madeline order Michael to poison Elena, but Michael can't bring himself to do it. So Section poisons Elena anyway, while Michael is out on a mission, and her survival will depend on whether Vacek has enough conscience to visit his daughter in her time of need. Meanwhile, Section moves sleazy informant Mick Shtoppel in as Nikita's neighbor.

Wr David J. Burke

Dir Jon Cassar

3 - 4 *GATES OF HELL*

After effectively losing his wife and son forever, Michael's performance begins to seriously suffer. So as Nikita seeks to restore Michael's will to live and to protect him from Section's latest enemy, Operations and Madeline bicker over what is the best strategy to handle fragile Michael. Meanwhile, Birkoff goes to Walter about a file Birkoff discovers, a file that contains incriminating evidence on Operations.

Wr Robert Cochran

Dir René Bonnière

3 - 5 *IMITATION OF DEATH*

Section goes after Ivan Chernov, a terrorist who trains kidnapped children to do his dirty work. Michael sells Nikita to Chernov, who she discovers wants her for cloning experiments. Birkoff finds his life threatened by Felix, an abeyance operative who is extremely upset about being in abeyance. After returning to Section, a comment from Madeline makes Nikita think that Section might also be doing cloning. After some investigating, she discovers a room full of children, one of which looks identical to herself as a child. When she returns with Michael a while later, the room is mysteriously empty.

Wr Cyrus Nowrasteh

Dir Brad Turner

3 - 6 *LOVE AND COUNTRY*

Section goes after Nikolai Markali, a politician whom Operations correctly believes is connected to the terrorist organization, Badenhein, although the suspicions at first appear to be unfounded. Other than these suspicions, he appears to be a man whose only crime appears to be being married to Operations' "widow," Corinne - the woman Operations was married to when he "died" upon his recruitment into Section. Madeline, posing as a therapist taking over Corinne's case, and Michael, posing as a therapist slowly drive Corinne insane using a highly addictive "medication" which makes her extremely unstable and an altered videotape making it appear Nikolai was having an affair with Nikita. According to the mission profile, Corinne takes her husband's life.

Wr Lawrence Hertzog

Dir Ted Hanlan

3 - 7 *CAT AND MOUSE*

Nikita is acting out of character. Michael observes she is pre-occupied, and when mission tapes of a disastrous mission show, the enemy was avoiding shooting her, he believes she is working for Red Cell.

Wr Ed Horowitz

Dir Terry Ingram

3 - 8 *OUTSIDE THE BOX*

A new operative with a photographic memory is brought in to "remember" the directory of a terrorist organization. When he is made a permanent recruit, Nikita looks into her own recruitment, wondering if it was planned or not.

Wr Jim Korris

Dir Gord Langevin

3 - 9 *SLIPPING INTO DARKNESS*

Nikita, Walter, and Birkoff consider mutiny when Operations' orders become more and more illogical.

Wr Peter M. Lenkov

Dir Rick Jacobson

3 - 10 *UNDER THE INFLUENCE*

Brothers Karl and Simon Peruze are responsible for some of the most vicious attacks on civilians ever recorded. Eliminating both of them proves difficult, since neither brother would ever give up the other. Section One kidnaps Karl, wipes clean his short-term memory, and places Nikita with him when he comes to, so she can pose as his fiancée and lead Section to Simon. Strangely, the more Nikita learns about Karl's cruel history, the more she is drawn to him, falling in love with him. However, Nikita's slowly dawning realization that her mind is being controlled by Section threatens to unravel the entire mission.

Wr Peter M. Lenkov

Dir Rick Jacobson

3 - 11 *WALK ON BY*

Nikita finds a colleague in the new recruits, someone named Jamey. Jamey tells Nikita that if she helps him stay in Section, he'll lead Nikita to her mother, who has been looking for Nikita ever since she supposedly committed suicide in jail.

Wr Michael Loceff

Dir René Bonnière

3 - 12 *THRESHOLD TO PAIN*

Nikita, along with two other operatives Mark and Angela, are kidnapped by a two-person sibling terrorist team. Both Mark and Angela are tortured, but Mark breaks during the torture and tells the terrorist duo the location of a Section sub-station. After being rescued, Nikita plans with Mark to lie to Section and try to defeat the brother/sister team on their own. But when her plan fails, Mark blames Nikita for revealing the information, and she is put under trial.

Wr Michael Sloan

Dir Terry Ingram

3 - 13 *BEYOND THE PALE*

Operations passes over Michael for Chief Strategist in favor of a smarmy Section operative by the name of Zalman, and Michael is so furious that he plots with Nikita to escape from Section One. Indeed, after stealing a Section One "Field Router," Michael and Nikita successfully disrupt a mission against new Red Cell leader Vincent Tomas, and make their escape. Zalman is going to take the fall for Michael's and Nikita's escape, and he will stop at nothing to find them.

Wr Lawrence Hertzog

Dir René Bonnière

3 - 14 *HAND TO HAND*

On an operation to get industrialist and terrorist financier Charles Meyer, Nikita is sent to a "modeling agency" run by Amalin Anagar, which is in reality, not just a brothel, but also an arena where beautiful girls are forced to fight each other to the death in a place called "The Pit." While undercover at Anagar's, Nikita tries to protect a naive young girl named Sondra from fighting in "The Pit," while also trying to figure out a way to save all the girls at Anagar's (an objective which is not in the mission profile). Meanwhile, Madeline appears to be jealous of Renee from Oversight who is visiting Section One. She may have reason to be, as Renee immediately puts moves on the very willing Operations.

Wr Ed Horowitz

Dir T.J. Scott

3 - 15 *BEFORE I SLEEP*

This time, Section is out to get an outfit by the name of The Alliance, and Section's way in is a psychotic courier by the name of Jan Bailin. Bailin has other plans and she kills herself before the Section can use her. So, as a backup, Section employs a meek, terminally ill lookalike for Bailin by the name of Sarah Gerrard. As she trains her, Nikita starts to get suspicious, did Section purposely make Sarah ill to make it

easier for Section to convince Sarah to work for them? And if so, will Section even let Sarah live if she completes the mission?

Wr Peter M. Lenkov

Dir Joel Surnow

3 - 16 *I REMEMBER PARIS*

After an operation against a terrorist group, Michael brings one of the terrorists back to the Section for questioning. The "capture" is a plant, and he knocks Madeline out during interrogation and runs amuck in Section One's HQ. Before Michael finds and eliminates the man, he successfully uploads many of Section One's crucial files, including the Registry (which is at least encrypted, and will take the terrorists several days to decipher) and the exact location (un-encrypted) of Section's HQ (located in Paris). Operations orders the evacuation and destruction of Section One's HQ. With Section in temporary quarters, Operations takes over the counter-operation personally, and goes out on a mission with a less than thrilled Nikita. Will Operations be able to find the terrorist base before the terrorists decode The Registry?

Wr Michael Loceff

Dir Terry Ingram

3 - 17 *ALL GOOD THINGS*

With the "situation in the Balkans" again reaching critical, Operations is called off on a consulting job in the field by "The Center," and he turns over temporary full control of Section One to Michael. Operations leaves Michael with one warning, George from Oversight wants a full-scale campaign waged against terrorist financier Luigi Bergomi, but Michael must resist this as Bergomi is too strong and would overwhelm Section forces. After meeting with George, Michael has a change of heart, and decides to launch an operation against Bergomi, despite Madeline's and later Nikita's strong objections. Has the absolute power of running Section One gone to Michael's head? Meanwhile, now that they are "officially" lovers, Michael promotes Nikita as his lieutenant over another agent named Wallace, and when Wallace turns up dead after an operation against Bergomi, Nikita wonders if Michael is playing favorites, and trying to protect her.

Wr Ed Horowitz

Dir Terry Ingram

3 - 18 *THIRD PARTY RIPOFF*

Madeline has decided that Michael's romantic involvement with Nikita is affecting his performance, and so she sets about putting pressure on Michael to halt the relationship. Soon enough, Michael is no longer in charge of Tactical Oversight, so he loses his office, and is no longer running missions. He's replaced by Davenport, a decent guy who's now in charge of field operations. Can Michael give up all the power he's earned in Section One for Nikita? And will Nikita let him give it all up, even if he wants to? Meanwhile, a sultry operative by the name of Valerie is putting heavy moves on both Walter and Birkoff, which soon enough puts a strain on their friendship.

Wr Michael Loceff

Dir T.J. Scott

3 - 19 *ANY MEANS NECESSARY*

After Birkoff chokes in the middle of remotely directing an operation and is then promptly upstaged by arch-nemesis Greg Hillinger who pulls the frying pan out of the fire and saves the mission), Operations promotes Hillinger to Birkoff's job and re-assigns Birkoff to his first field operation. Birkoff's mission is to infiltrate and perform reconnaissance on a mercenary terrorist organization "Soldat de la Libert," run by a man named Jean-Marc Rousseau who employs brainwashing on young people to fill the ranks of his organization. Birkoff is convinced that Operation's real objective is to set him up with an impossible mission, so that Operations can eliminate Birkoff and permanently replace him with the more obsequious and pliable Hillinger. And sure enough, once inside the group Birkoff discovers ties between Rousseau's organization and the infamous Red Cell, and Operations refuses to extricate Birkoff preferring to leave him in place to gather more information. Can Nikita help Birkoff get out of the origination before Birkoff is totally brainwashed by Rousseau? And is Operations really out to eliminate Birkoff?

Wr Lawrence Hertzog

Dir David Straiton

3 - 20 *THREE-EYED TURTLE*

During an operation, Hillinger's goofing off costs an operative his life, and Hillinger pleads with Birkoff to cover for him, which Birkoff inexplicably does. Hillinger doesn't return the favor, however, when Birkoff is sent out to direct a mission from the field, and Hillinger deliberately tries to get his rival Birkoff killed off once and for all. The jokes on Hillinger when Birkoff exposes what Hillinger did. Sure enough, Operations puts him in abeyance and Hillinger's days seem to be numbered. At the same time, Operations is acting more and more viciously toward Madeline. Operations' timing is terrible, as George

from Oversight is turning up the pressure on Operations, just as he's acting out with Madeline. Will Madeline get even with Operations by betraying him to George?

Wr Maurice Hurley

Dir Jon Cassar

3 - 21 *PLAYING WITH FIRE (PART 1 OF 2)*

Literally playing with fire, Michael and Nikita are setting up clandestine rendezvous on Section missions as a way to get around Operations and Madeline's ban on their seeing each other (See Third Party Ripoff). Operations and Madeline still suspect Michael and Nikita of seeing each other on the side, so Madeline starts sending Davenport along on Michael's and Nikita's mission to spy on them. Meanwhile, Madeline orders Birkoff to sweep Michael's and Nikita's computer panels for secret communication, and when Birkoff does indeed discover communications between the two, it implicates Walter as their go-between. Will Birkoff turn in Walter? And, if so, what will happen to Michael, Nikita and Walter?

Wr Peter M. Lenkov

Dir Joseph Scanlan

3 - 22 *ON BORROWED TIME (PART 2 OF 2)*

Michael and Nikita are sent on an operation to find out who a pharmaceutical plant owned by a company named Genefex and a supplier of Red Cell who is selling a biological weapon named Gadium, too. Unbeknownst to Michael and Nikita, the operation has a secondary objective, to end Michael and Nikita's love affair once and for all. Once the mission objective is achieved, Nikita is sent to another part of plant, where Madeline is waiting to "reprogram" Nikita to eliminate her feelings for Michael. Meanwhile, Operations finally does the unthinkable, he sends Walter to "retirement." Birkoff has other ideas, and he immediately sets about sabotaging Walter's replacement, a young and innocent chap by the name of Giles.

Wr Peter M. Lenkov

Dir Ted Hanlan

4 - 1 *GETTING OUT OF REVERSE*

Nikita continues to show evidence of the "reprogramming," including ordering the elimination of a captured Section operative and endangering the lives of children during a mission, and taking part in the beatings of a captive. Michael is determined to reverse Nikita's reprogramming, and he soon determines that the former Section operative who came up with the "reprogramming" process, Ross Gelman, may be the key. Meanwhile, Operations couldn't be more proud of the "new" Nikita, but Madeline is still worried. Eventually, Operations concludes that Michael's attempts at restoring Nikita have gone too far, and takes extreme measures.

Wr Michael Loceff

Dir Jon Cassar

4 - 2 *THERE ARE NO MISSIONS*

After Michael eludes Operations' first cancellation attempt, Operations puts all missions on hold and sends out a team to kill him. Michael again manages to escape certain death, but this time he returns to infiltrate Section. Determined to find the files that possess the formula for deprogramming Nikita, Michael is stunned to discover who Section's first test subject was; Adrian, Section One's founder, whose effort to topple Operations failed two years earlier. To gain leverage against Operations, Michael kidnaps Adrian, but her help proves limited when Michael discovers her mind is gone.

Wr Michael Loceff

Dir René Bonnière

4 - 3 *VIEW OF THE GARDEN*

Michael discovers that Adrian's mind is not blank as he thought it is. Together they try to save George from Operations and Madeline's attempt to assassinate him. Meanwhile, Michael kidnaps Nikita in a futile effort to reason with her.

Wr Robert Cochran

Dir Jon Cassar

4 - 4 *THROUGH THE LOOKING GLASS*

Michael kidnaps Nikita with Walter and Birkoff's help, and manages to reverse Gelman's process. Together, they outsmart Madeline and Operations leading them to return to Section.

Wr Peter M. Lenkov

Dir René Bonnière

4 - 5 *MAN IN THE MIDDLE*

Section's newest target is the son of a wealthy industrialist, by the name of Helmut Volker, who is

supplying drugs at his parties when not funneling arms to Red Cell. The twist is Operations and Madeline have figured out that Michael has "restored" Nikita, so Operations uses this operation to once again drive a wedge between Michael and Nikita. Helmut Volker must marry if he is ever to inherit his father's business, so Operations orders Nikita to marry Helmut when he proposes! Meanwhile, Michael does everything he can to prevent that from happening.

Wr Lawrence Hertzog

Dir Ted Hanlan

4 - 6 *LOVE, HONOR AND CHERISH*

Nikita continues on the mission she was sent on in, "Man in the Middle," which is to marry Helmut Volker, a man with several ties to Red Cell, but she finds out that she is not the only one with secrets, her new husband has a big secret of his own.

Wr Lawrence Hertzog

Dir Terry Ingram

4 - 7 *SYMPATHY FOR THE DEVIL*

Operations calls Michael and Nikita out on a favor, he orders them to protect a Vietnam vet by the name of Willie Cain, a man who is now little more than a drifter and a bum, from the thugs who are out to get him in a deal gone bad. Operations believes that he would not have survived capture and torture in Vietnam without Willie's help. What Nikita and Michael don't know is that they are embarking on a mission that will mix them up with Operations' Vietnamese torturer, Fan Van Lin, Carlo Bonaventure the head of a Mafia Crime Family. Meanwhile, Birkoff develops a sudden interest in how he became part of Section, the place he has been in all his life. An interest leads him to the discovery of an unknown twin brother, and a duplicitous history involving Walter.

Wr Lawrence Hertzog

Dir Brad Turner

4 - 8 *NO ONE LIVES FOREVER*

The unbelievable happens! Nikita is called before Operations and Madeline and is given fantastic news, she's free! As part of a "pilot program," Nikita is granted her freedom and a normal life, as long as she never contacts anyone from Section again, and as long as she agrees to be regularly evaluated. Nikita is skeptical at first, but after 6 weeks on "the outside," she starts to believe that maybe this is for-real. Sure enough, George from Oversight shows up with the strings, in exchange for her freedom, Nikita must do one thing, return to Section One to kill Operations! The man whom George claims killed Nikita's real father. Will Nikita do it?

Wr Peter M. Lenkov

Dir Brad Turner

4 - 9 *DOWN A CROOKED PATH*

Another incursion takes place in Section One, this time in the form of a virus that is making Section One's members sick, one by one. Taking matters into his own hands, George orders in his own Bio Team to treat Section's members. Operations suspects George has an ulterior motive. Sure enough, when Section's people, starting with Walter, followed by Nikita, go in for their "examination" with George's Bio Team, they come out vegetables. It seems George's team is mind wiping (downloading the contents of the brains) the Section's members. This process causes them to relive their lives, before leaving them vegetables. Can Michael and Birkoff stop George's team before everyone in Section One gets their brain sucked?

Wr Peter M. Lenkov

Dir Terry Ingram

4 - 10 *HE CAME FROM FOUR*

Seeking a lost command clone (a computer-like device that apparently allows the user to command a Section without outside aide) that was apparently captured by Red Cell and then stolen by another terrorist group, George and Oversight orders Section one to work together with an agent from Section Four to search for the missing "command clone." What is Section Four? Apparently, it's the Section where people/agents with extrasensory abilities are developed. So, who is the agent from Section Four? None other than a 12-year old boy by the name of Jerome. Of course, with his extrasensory abilities, Jerome soon overwhelms the ability of Madeline and Operations to control him. Can Nikita bring Jerome under control before he destroys Section One?

Wr Ed Horowitz

Dir René Bonnière

4 - 11 *TIME TO BE HEROS*

Operations gives Michael and Nikita an almost impossible task; they must get five absolutely, brand

spankin' new recruits (Aaron Ashmore, Clé Bennett, Kira Clavell, Megan Fahlenbock, Brian Poth) up to full, field-level operatives, in a very short amount of time! They must go up against new terrorist group, Crystal Sky (who recently did a number on Section Eight). Nikita doesn't think it can be done. Is this another of Operation's gambits, in which the five new recruits are cannon fodder for some mission? If so, can Michael and Nikita save them from this fate? And, if these recruits aren't ready by the time of the mission, could their inexperience also put Michael and Nikita themselves in peril?

Wr Peter M. Lenkov

Dir Jerry Ciccoritti

4 - 12 *HELL HATH NO FURY*

Section One is finally moving hard against Red Cell. Their objective is to capture Chief Strategist (Madeline's opposite) in Red Cell, a man code-named Leon. Once captured, Leon and Madeline begin a dangerous game of mental and emotional cat and mouse. Is Madeline actually developing an emotional attachment to Leon that is interfering with her objective? And what is with the incision that Birkoff discovers behind Madeline's ear? Meanwhile, Birkoff is giving Walter the cold shoulder, and continues to investigate the whereabouts of his twin brother, Jason Crawford.

Wr Lawrence Hertzog

Dir René Bonnière

4 - 13 *KISS THE PAST GOODBYE*

Michael is keeping track of Elena and Adam, and he becomes concerned when a new man enters their life. Sure enough, the man turns out to be a Section One "Valentine Operative" by the name of Robert Corliss whom Operations has sent into to get Elena's Uncle, Stefan Vacek. It seems Uncle Stefan is taking over Elena's father's old terrorist business. Can Michael protect Elena and Adam once again without being exposed as still being alive? And can Corliss be trusted with Elena and Adam?

Wr Frederick Rappaport

Dir Brad Turner

4 - 14 *LINE IN THE SAND*

Birkoff may have stumbled on Section One's biggest coups yet, a chance to nab a top Red Cell operative by the name of "The Cardinal," who has eluded Section One for more than 15 years. Unfortunately, Birkoff's arch-nemesis Greg Hillinger is convinced that Birkoff is wrong, and Hillinger convinces George that Operations and Section One are walking into a trap. Based on Hillinger's intellect, George moves against Operations on the assumption that the operation against The Cardinal is bogus. Is Birkoff right after all? And if Birkoff is wrong, is this the end of Operations, and Birkoff too?

Wr Peter M. Lenkov

Dir Joel Surnow

4 - 15 *ABORT, FAIL, RETRY, TERMINATE*

Birkoff creates an Artificial Intelligence (A.I.) program to serve as his replacement, when he's away. In fact, Birkoff is up for a large batch of downtime, when a critical situation arises and Operations cancels Birkoff's downtime. Birkoff's A.I. program, which is just a little too attached to old Seymour, doesn't take this news well, and proceeds to take matters into its own hands. The A.I.'s solution to Birkoff's predicament is to kill everyone in Section One, except Nikita, so Birkoff can escape with Nikita as his companion. Can Birkoff save Section One before his A.I. program carries out its insane plan?

Wr Peter M. Lenkov

Dir Brad Turner

4 - 16 *CATCH A FALLING STAR*

An important Center satellite named Comstat Alpha crashes near a small town in Kentucky by the name of Dingman's Hollow. Michael and Nikita are then sent on a mission to retrieve it; the first mission with Birkoff's replacement, Corman. The data it carries, before it falls into the wrong hands. When Michael and Nikita get to Dingman's Hollow, they discover that the satellite is missing from its crash location. Soon enough, Nikita discovers that strange things are afoot in the town of Dingman's Hollow. It turns out that the entire town is a "Sleepers Base" for the Black Storm terrorist group, making Michael and Nikita's mission that much more difficult. Meanwhile, Naomi, the girlfriend of Birkoff's brother, Jason Crawford, is taking him to Aruba. Can Section One be far behind?

Wr Lawrence Hertzog

Dir Joseph Scanlan

4 - 17 *SLEEPING WITH THE ENEMY*

After Substation three is destroyed by self-destruct, Section One investigates and finds a trace to Red Cell. What they also discover is that Red Cell has been taking similar blows. Operations decides to become allies and for each other to send top-notch agents. Operations sends Madeline, though Operations

is willing to risk her.

Wr Erica Byrne

Dir Jon Cassar

4 - 18 *TOYS IN THE BASEMENT*

While on her mission, Nikita gets shot. She was badly injured. Michael goes to the spot where she fell off the building's roof, but she isn't there. A man by the name of Henry takes out the bullet from her body, declaring he is a doctor. This guy won't let her go because he thinks she would want to stay after he helped her. She tries to break free, but she gets recaptured by him & his mother. Michael decides to go out to find Nikita. Henry wants to marry Nikita now, she wakes up in a wedding dress. He expects her to marry him after he rescued her from dying. Michael comes in time to help Nikita. He takes her with him to a serene campsite.

Wr Lawrence Hertzog

Dir René Bonnière

4 - 19 *TIME OUT OF MIND*

Nikita is injected with a psychotic drug. It causes her to think & see things that don't happen. For instance, when she was eating in a restaurant, she sees a guy coming with a knife towards the other man, but it never happens. She sees blood on her hands one minute, then the next, it is gone. She was given this drug to help her get into the institution, where Crystal French's son, David French, is at. Nikita still has the drug in her body, so Michael gets her out of mission before something bad happens. She receives electroshock therapy causing her to forget the mission. Nikita falls asleep, thinking she is still in the Institution, but she is safe in her apartment again.

Wr David Ehrman

Dir Brad Turner

4 - 20 *FACE IN THE MIRROR*

When Nikita fails to assassinate Grenet, a Red Cell agent, and is unknowingly injured, Michael goes to her apartment to have dinner. It ends in disaster, when his water is poisoned and Nikita hands him over to Red Cell in exchange for his cornea files. She deletes herself from Section's databases and escapes to where they can't find her.

Wr Peter M. Lenkov, Lawrence Hertzog

Dir René Bonnière

4 - 21 *UP THE RABBIT HOLE*

Michael escapes Red Cell and is assigned to meet Nikita and kill her, however she doesn't show up and an Alpha Team is assigned to track her down. Michael leads the team with Kate Quinn. Before the mission, Michael convinces Quinn that she could leave Section. The Alpha Team is wiped out and Michael escapes with Nikita.

Wr Lawrence Hertzog, Peter M. Lenkov

Dir Terry Ingram

4 - 22 *FOUR LIGHT YEARS FATHER*

Michael and Nikita have been traveling from place to place, keeping one step ahead of Section One's attempts to find them. When George is eliminated from the picture after leaking intel to Red Cell in order to discredit Section One, the newly-empowered Operations and Madeline finally track down Michael and Nikita. They bring them back to Section. Just as Michael and Nikita are about to be cancelled, all of Section's systems suddenly stop. Mr. Jones, the mysterious head of Center, is on his way to Section One in order to conduct an evaluation, and has put Section in stasis. When Jones arrives, he is really Nick Shtoppel Nikita's neighbor and Section informant. He reveals that Nikita has been secretly working for Center for the last three years. Nikita assists Jones with his evaluation, and things change radically. Operations is forced to remain at Section One for the next seven years. Madeline takes her own life rather than be cancelled. Walter is transferred to the Farm, where he will train new operatives and Michael is sent on an abeyance mission so he can end his life like a soldier. To Michael's surprise, his life is spared at the last minute by Nikita, who then offers Michael his freedom. Sadly, she cannot leave with him. To make him go, Nikita must say words that she may not truly believe, but at least one of them will finally be free.

Wr Michael Loceff

Dir Joseph Scanlan

5 - 1 *DEJA VU ALL OVER AGAIN*

Nikita is sent back to Section One to destroy a new terrorist threat that only she can deal with which is a summit meeting of representatives from several terrorist groups. She is teamed up with a new level 5 operative, Marco O'Brien. O'Brien was the police officer recruited four years earlier because of a mistake

Nikita made, a fact that O'Brien has not forgotten. Nikita finds that besides the terrorists, she must deal with O'Brien & the hostility of much of Section personnel because of her role in Center's evaluation of Section.

Wr Robert Cochran

Dir Jon Cassar

5 - 2 *A GIRL WHO WASN'T THERE*

Nikita finds clues about why she was recruited into Section. Is it possible her father was an operative, codenamed Flavius, and that she has a sibling with the initial "M" who is somewhere in the covert world she lives in? Quinn redesigns Birkoff's Artificial Intelligence program to build a holographic replica of Madeline, complete with Madeline's memories and psychological profile. Although Operations is greatly pleased to have Madeline at his side once more, it soon becomes clear that despite it's complex programming, it is just not capable of being Madeline because it doesn't have her instincts.

Wr Lawrence Hertzog

Dir Terry Ingram

5 - 3 *IN THROUGH THE OUT DOOR*

After the explosion at the house of Nikita's father, Nikita enlists Walter, and then Jason Crawford, to decrypt its contents. The result; the location of the convelecence home where Michael took Adrian after the "Gelman Process" mess. And this just happens to coincide with Nikita's physical deterioration because of her experience with the "Gelman Process." Has Michael or Nikita's real father given her the information she needs to beat these after effects? Or is Nikita inevitably heading to the same place Adrian ended up, namely the grave? Meanwhile, O'Brien betrays Nikita, by revealing her deteriorating health to Operations, but unsure that O'Brien will be able to resist Nikita's "charms" any more than Michael did. Operations 'shadows' O'Brien with his very own 'pit bull' operative, Golliak. And Section One continues to try and crack "The Collective."

Wr David Wolkove

Dir René Bonnière

5 - 4 *ALL THE WORLD'S A STAGE*

After someone breaches Section and breaks into her room, Nikita is more determined than ever to find out the truth about why she was brought into Section. She arranges to get at Mr. Jones personally by having him go out as "Mick Schtoppel" on a mission against an arms dealer with ties to The Collective, by the name of Massima Valenti. Was Operations telling the truth in "Deja Vu All Over Again" when he told Nikita that "Mr. Jones is not what he appears to be...?" Is Nikita making a big mistake in pushing the issue? Meanwhile, Quinn continues to put the "moves" on Operations, but what is she really up to?

Wr David Wolkove

Dir Joel Surnow

5 - 5 *THE MAN BEHIND THE CURTAIN*

Nikita finally comes face to face with her father, the real Mr. Jones, but rather than being an "emotional" reunion, Mr. Jones is all business, and immediately sets Nikita out on a new mission; finding The Collective's "mole" in Section One! Mr. Jones' two candidates: Operations or Marco O'Brien. Mr. Jones thinks it's the latter, but Nikita suspects the former. So Nikita sets out to find the "mole." Meanwhile, the two co-heads of The Collective, Graff and Haled clash over tactics, and whether to trust their "mole's" intel about Section One. Michael finally turns up, but not until the last scene!

Wr Lawrence Hertzog

Dir René Bonnière

5 - 6 *THE EVIL THAT MEN DO*

Nikita and Mr. Jones have The Collective's "mole" narrowed down to four suspects: Operations, Quinn, Walter and the late Marco O'Brien, but Mr. Jones has a fifth possibility that Michael Samuelle is still alive, and that he is the "mole." While granting to Mr. Jones the theoretical possibility that Michael may be alive, Nikita denies that he would never be the "mole" for The Collective, Graff and Haled. Meanwhile, Operations sets out personally to see to it that an anti-Collective mission goes according to plan, but it's The Collective that is poised to blow Operations' plane out of the sky! Can and will Nikita save Operations' butt, one last time or should she even bother?

Wr Andy Horne, Katherine Tomlinson

Dir Roy Dupuis

5 - 7 *LET NO MAN PUT ASUNDER*

The situation is dire as The Collective, still led by Graff and Haled, is cleaning Section's clock. But, just in time, Michael asks Nikita to help him return to Section, where his re-emergence is viewed with suspicion by both Mr. Jones and Operations. While new missions continue against The Collective with

Michael's return, Nikita admits that she lied to him in "Four Light Years Further," and that she does indeed love him. Operations discovers that The Collective has infiltrated Section's mainframe to try to locate and kidnap Michael's son Adam, in attempt to re-assert control over him. Can Operations foil The Collective's plans?

Wr Lawrence Hertzog

Dir René Bonnière

5 - 8 *A TIME FOR EVERY PURPOSE*

Nikita faces up to her ultimate destiny, to take over Section One. Meanwhile, Michael re-enters the picture and kidnaps Mr Jones, who he plans to give to The Collective in return for his son. Now, Nikita must make a choice: should she sacrifice her own destiny, or Michael's son? Her fateful decision will forever determine her future... and the future of everyone around her.

Wr Michael Loceff

Dir Brad Turner

L'ALPHOMEGA

Science fiction comedy in which two friends , Tonton and Biceps, run a shop called "The Key to the Galaxies"

WR. Lazare Iglesis

DIR. Lazare Iglesis

EPISODES: 6 **YEAR MADE:** 1973 **COUNTRY:** FRA **SEASONS:** 1

ORTF

CREATOR:

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 26/02/1973

AIR DATE OF LAST EPISODE 02/04/1973

SEASON DATE BREAKDOWN:

FILMS:

Tonton HENRI VERLOJEUX, Biceps ANDRE WEBER, MIKE MARHSALL, Petite Pomme SYLVIE KUHN, Pifoyan DARLAN LEROY, Grouchbak JEAN GRAS, MARCELLE ARNOLD, JEAN BALTHASAR, JOELLE BERNARD, MAURICE BOURBON, SYLVIE BREAL, JEAN-ROGER CAUSSIMON, JEAN-HENRI CHAMBOIS, MICHEL CHARREL, LOUISA COLPEYN, RAOUL CURET, EVA DAMIEN, CHRISTINE FABREGA, JEAN FRANVAL, MARIKA GREEN, GIB GROSSAC, CLEMENT HARARI, JEAN-PIERRE JORRIS, GUY KERNER, JEAN-LOUIS LE GOFF, ANTOINE MARIN, PIERRE MIRAT, ANTONETTE MOYA, JEAN-PAUL MUEL, MERCEDES NONELL, FRANCOIS PERROT, GAMIL RATIB, LOUISON ROBLIN, TONY RODEL, JACQUELINE STAUP, KAITA TCHENKO, CESAR TORRES, ROGER TRAPP, HOWARD VERNON, KONRAD VON BORK, JEAN-PIERRE ZOLA

LAND OF THE GIANTS



Land of the Giants detailed the exploits of the seven people and a dog on board the Spindrift. The Spindrift was a suborbital space ship on a trip from New York to London when it encountered a weird gaseous cloud which transported the Spindrift to a world where the people were a dozen times as large as they were.

The seven marooned travellers consisted of three crew members and four passengers. The Spindrift's crew consisted of Captain Steve Burton, his co-pilot Dan Erikson, and stewardess Betty Hamilton. The four passengers were: Valerie Scott, a heiress. Mark Wilson a very rich engineer, Barry Lockridge a twelve-year-old orphan boy and owner of Chipper the dog, and Commander Alexander Fitzhugh, a bank robber who became the resident troublemaker among the seven marooned passengers, fulfilling a role similar to Dr. Smith's in *Lost in Space*.

The planet that the Spindrift crew found themselves on was much like Earth in many ways, although the society was much more totalitarian. The giants there have been aware of Earth's existence for some time and were quite paranoid about Earth and its inhabitants. This paranoia caused them to believe that the Spindrift was some type of scouting expedition for an invasion of the giant's world by the people of the Earth. The Spindrift was not the first Earth ship to land there. as on occasion the travellers met other humans. The only regular giant character was Inspector Kobick, a man obsessed with capturing the Earthlings. While not trying to evade Kobick, the travellers get to experience a variety of problems caused by giant cats, insects and children. They occasionally meet giants who do not want to turn them in for Kobick's reward and often end up helping them in some way.

Producer Irwin Allen awoke from a nightmare with a shout. He lay there in the darkness, his mind replaying the incredible adventure his mind had just put him through. He dreamed he was a little person, being chased by giants. Allen smiled and picked up the phone to call writer William Welch. There was a TV series in this idea!

Welch subsequently turned in a script about two American space pilots whose rocketship crashes on a mysterious planet of giants. The pair are befriended by a race of Robin Hood-type little people who are native to this strange world. The network liked the idea but rejected the script. Anthony Wilson did a rewrite, introducing a varied group of people trapped on this alien planet: There was a courageous captain, an easygoing black co-pilot and a sensitive young stewardess. The passengers included a gruff tycoon, a spoiled jet-setter, an orphan boy and a con man. There was also the orphan boy's dog, Chipper. A ten-minute demonstration film won executives over.

"Artwork sold the series to ABC," says costume designer PauJ Zastupnevich. "Many people in the industry are not very bright. Unless they have some pretty pictures to look at, they're lost. Irwin's demonstrated lecture included 10 to 18 sketches, which helped [the executives] visualize the series' concept."

On the surface, it appeared that the timing for a series about a planet of giants was off. Movies featuring little people in a giant world, such as *The Incredible Shrinking Man* (1957) and *Dr. Cyclops* (1940), were ancient history. The TV world had changed radically since Allen's previous successful series, *Uoyage to the Bottom of the Sea* and *Lost in Space*. Fantasy and action-adventure formats were being discarded for more realistic shows such as *Mod Squad*, *Medical Center* and *The Bold Ones*. Giants hunting down little people seemed out of sync with audiences who were demanding more sophisticated programming.

A couple of the show's cast members expressed concern about doing such a far-out show. Their fears were allayed by their agents, who assured them that *Land of the Giants* wouldn't last more than 13 weeks. After Allen saw the rushes of the first episode, he proclaimed *Land of the Giants* his best work. The first 13 episodes were filmed during 1967 and 1968, with ABC planning to unveil the show for a January 1968 debut on Friday nights.

At the last minute, however, *Land of the Giants* was held over until the fall, where it would replace Allen's tiring *Uoyage to the Bottom of the Sea* on Sundays. Meanwhile, the National Home Testing Institute reported that the series might pay off big dividends: Out of the 25 new TV series for the fall, test audiences ranked *Land of the Giants* number five in the category of best series. The cast was an attractive group of fresh faces, with one long-time veteran in the cast, Kurt Kaszner. Kaszner's devious Mr. Fitzhugh began as a bumbling clone of the Dr. Smith character from *Lost in Space*. Kaszner quickly imbued the roguish con-man with his own personality. Unlike Dr. Smith, Fitzhugh was willing to lay his life down for his comrades and displayed a likable if inept nature. More importantly, *Lost in Space* had been burned out by its emphasis on Dr. Smith. *Land of the Giants* featured its seven cast members equally.

Casting director Larry Stewart says, "I cast all of the folks for the series. I suggested casting [a black man] for the role of Dan Erickson because I was sensitized to those needs. I suggested Don Marshall for the part. He was a good actor and a friend. *Land of the Giants* was one of the first TV series that had a major continuing role for a black actor. It was a breakthrough for Twentieth Century-Fox Television and a breakthrough for Irwin Allen. It was also a fair battle with the network. We had to convince them to use Don. They weren't sure they were ready for this: 'But what if we lose the audience in Mississippi?' I had also cast the series Julia, with [black actress] Diahann Carroll. Once that bullet was bitten by Fox, it was a little easier getting Don Marshall on *Land of the Giants*. It wasn't easy, but it was easier." For his own part, Don Marshall says that "the character of Dan reminded me of me. Like Dan, I had run track in high school, and I also liked jazz. I was very shy, and through acting I found a way to express myself."

Early trade papers reported actress Barbara Hershey was a front-runner for the stewardess role. "I don't recall Barbara Hershey," says Stewart, "but there was conversation about Sam Elliot for the role of the captain. Sam was under contract at Twentieth Century-Fox at the time. At one point, we felt Sam was going to do it." Stewart feels the cast "worked out fine. Physically, they could handle the show. However, none of them really got any good moments to perform and show their acting ability." Don Marshall agrees: "We had a good cast on *Land of the Giants*. Had the show's writers been given a freer hand to deal with the characters' human emotions, fear and humor, the show would not have been taken off the air."

When *Land of the Giants* premiered, it was touted as the most expensive series in TV history (a quarter of a million dollars per episode). However, this publicity was not entirely true. The budget for many later episodes was actually much lower. The early ratings for *Land of the Giants* were strong, and more importantly, the series picked up a broad family audience. This pleased Allen, who told columnist Cynthia Lowry weeks before the series aired, "It must be a big hit to survive. It's so expensive that it will have to attract the whole family. We know the kids will watch it and they will identify with the little people. Our job was to write stories that will attract the adults." Many of the reviews were encouraging. *Newsday* said, "Visually, this show is a gas." Singer Frank Sinatra called up *Land of the Giants* co-star Deanna Lund and congratulated her on "a groovy show."

The early episodes presented the land of the giants as a mysterious world where the giants were speechless. To be caught by the towering humanoids meant life in captivity or dissection. "Keeping the giants mute was a scary and effective way to add an alien dimension to the series," says writer Ellis St. Joseph. "It gave the giants' world a wonderful atmosphere of mystery."

When the giants did get voices, they were at first "deep and rumbling," says writer Esther Mitchell. "Later, we were told to ignore this scaling of sound in our scripts. The producers wanted the giants and earthlings to interact with each other. It was the right decision. It opened up the scope of the stories." The show provided young viewers with adventure, likable characters and an occasional moral message. Using the giant world as a mirror of our own, the writers incorporated themes of freedom, justice and the futility of judging other life forms through prejudicial eyes. Indeed, the earthlings were feared and hated by many giants simply because they were different. The authorities, thinking the earthlings were invaders, used hate propaganda to inspire citizens to capture little people.

The giants' planet was an aesthetically pleasing world where the earthlings could walk fantastically long distances and not get winded, and trudge through the jungle still looking fresh in ironed clothes and immaculate hairstyles. Irwin Allen's brand of storytelling was to sell fantasy, not reality. The cast themselves were put through rugged paces. Not only did they have to pretend that a spotlight on the studio ceiling was a giant; they had to do their own stunts. "That cast really labored for their pay," marvels Esther Mitchell. "They got fantastic workouts, scrambling up strings, slithering out of drains, dialing giant telephones, hiding in pencil holders. It was a real athletic feat, often difficult and even dangerous."

The show's most striking asset was the special effects. Howard Schwartz, director of photography for the series' first season, recalls, "We had a standard procedure in filming the series. Whenever we shot down at little people, we were on a big crane, shooting with a wide-angle lens to make the earthlings look really small. By contrast, when we were shooting the giants, we were on the floor, holding a hand-held camera. By using a

wide angle lens, we made them look extremely tall."

Irwin Allen directed the pilot film, and Schwartz says, "He did things exactly as he wanted them. He had a favorite expression: 'Rock, Roll and Return!' That was to cue the actors as they fell from side to side in the spaceship." During night scenes on Fox's backlot, Schwartz recalls, "We were setting up a shot when this huge bank of Los Angeles fog rolled in. It interfered with the shooting, and Irwin got very frustrated. He turned to his production manager and said, 'Get that fog outa here!' They brought out a couple of big wind machines, aimed them at the fog and turned them on. The result was hilarious. It didn't make a bit of difference. It was like turning on two tiny fans. The fog kept rolling in, and Irwin was jumping up and down. The crew was dying with laughter."

Schwartz had a good working relationship with Allen, saying, "He was a fine producer and a very creative guy. The crew loved to work with him because he was so loyal to everyone. He was a big job provider in the business, and I never had any problems with him. He allowed me to do some interesting things on the show. Like everyone, he had his phobias. He didn't like being up on the crane. Heights really bothered him. He also liked it cold in his production room. During the winter he had the air conditioners running on maximum. Once, as a gag, I walked into a production meeting wearing a heavy overcoat, a muffler, gloves and a hat. Irwin didn't say a word!"

Schwartz also enjoyed working with the cast. "We held up a broom for them to look at when they talked to a giant. I'm sure it was tough on them. They were all pleasant people. Gary Conway was the hardest member of the cast to get to know. The others were more outgoing and friendly. Gary wasn't unfriendly he was just more of a loner. Kurt Kasznar was an old pro and a fine actor." Bill Neff, a lighting technician on *Land of the Giants*, had worked on Walt Disney's *Babes in Toyland* (1961), "and that required a lot of overscale props, so *Land of the Giants* was a familiar kind of job for me. But it was an interesting series." A clash between Irwin Allen and Neff early on worked to Neff's advantage. "He respected me after that because nobody else ever stood up to him-nobody. As a dreamer of science fiction, he had a good imagination.

But he liked to get people stirred up. He would come on a set and say, 'I'm the boss. You'll listen to me and do what I say!' He thought it was a good idea to get people mad at him. After getting everybody worked up, he would walk off the set and chuckle to his production assistant, 'I sure told them!' We had good people, but generally, it was not a congenial, happy set because of this behavior. Irwin felt people did a better job riled up. He was always yelling, 'Time is money' at the directors."

Neff recalls the cast as "nice people. Gary Conway was very gung-ho. He wanted the series to be at its best. Don Marshall got a little aggravated once in awhile because of Gary's sense of perfection. Gary occasionally tried to get a hold of the directing reins. He wasn't nasty, he was just over-zealous. He had all kinds of suggestions. The directors would say to Irwin, 'This guy's got too many ideas. We can't keep up with him.' Irwin had to tone Gary down a couple of times, and Gary would pout. Overall, though, his dedication was part of the reason for *Giants'* success.

"Heather Young looked like an entirely different person out of makeup. She wasn't the least bit glamorous off the set, but on the show, she was very attractive. Kurt Kasznar was the most professional of the cast. He did his job very well. I didn't think the boy [Stefan Arngim] was that great in his role. I can only give him an E for effort."

Actor Don Matheson has good memories of his co-stars and enjoys telling tales on Heather Young: "Heather was a Mormon, and I was always trying to get her to say bad things. Once I begged her to say the F word. She would go, 'FFFFF...' and blush. She told me that she couldn't say bad words. She was a doll."

Paul Zastupnevich recalls, "The cast was terrific, even though they bitched and hollered sometimes because it wasn't an easy life. They had to report to the studio at five a.m. five days a week. Additionally, they all had to be in good physical shape because they climbed ladders, got tossed around in the spaceship and had to shimmy up ropes. It was like G. I. training every week. They got rope burns but they were troupers."

Actor Kevin Hagen appeared in nine episodes as Inspector Kobick, the giant police official determined to capture the little people. Hagen, who later played Doc Baker on the *Little House on the Prairie* series, recalls, "I liked Kobick's professionalism and dedication. He was frustrated by being outsmarted by these little creatures. I tried to portray a certain grudging admiration for them, and tried for a little lightness and humor whenever I could find it, which wasn't often." Sometimes little dolls would be supplied for the "giant" actors to look at, but Hagen doesn't recall that advantage. "Whenever I talked to a little person, I looked at the cameraman's knees, elbows or crotch. I saw whatever my imagination could come up with."

Guest star Lee Meriwether, who played a giant woman in the episode "Rescue," recalls that in her scenes with little people, "I was really talking to a twig and some grass. I asked the prop folks if they had something to help me out. Lo and behold, out came a couple of Barbie-like dolls. What a blessing those were. They helped tremendously."

From the other angle, Don Matheson recalls talking to non-existent giants. "We were relating to people who weren't there," says Matheson. "Sometimes we got Steve Marlo, our dialogue coach, to go up a 16-foot ladder and read the giants' dialogue for us. All we had to do was find out Steve hated heights. We'd say to the director, 'Gee, you know, it would really help us in this scene if Steve would get waaaaay up there and relate to us.' So he got on the ladder, and he began sweating and turning the pages and hanging on for dear life. We didn't do it to him often, only when he gave us a bad time."

Despite efforts to appeal to a wide audience, *Land of the Giants* became known as another Irwin Allen children's show. Kurt Kasznar, for one, was exasperated by the lack of adult interest in the series, though he found it understandable. "Nobody I knew ever watched the show because it was so awful," he told *Movie Life* magazine in 1970. "I finally forced a friend to watch an episode. He never forgave me." "The series was pure escapism," counters writer Esther Mitchell, "but we didn't write it for children. Many adult friends of ours watched the show with their children. People loved to lose themselves in that fantastic land, rooting for the lovable little people. Viewers were never hammered by messages, never made ill by offensive violence and never caused to squirm by unwanted sexual scenes."

Actor Don Matheson found out how sensitive Irwin Allen was to the label "kids' show." "I gave an interview where I said, 'Land of the Giants is especially entertaining to kids.' Irwin called me up and said, 'What are you saying? Stop telling people it's a kids' show. It's not a kids' show!' He gave me all of this psychological mumbo-jumbo about how adult women really dug us. I said, 'Jesus Christ! I didn't say it was just a kids' show. It's for the whole family.' He said, 'Well then, say that!'"

Matheson says the cast knew they couldn't compete with the show's special effects. "It would be a losing battle. You just give it your best shot. The whole concept of *Land of the Giants* was more of a star than any one of us." Matheson admits the series needed to open up more. "There was a sameness to the show. One of us would get captured, and the rest of us would have to rescue that person. Too many of the shows were that way. I would read a script and turn to Deanna and say, 'It's your turn in the barrel this week.'" *Land of the Giants* became known as the "getting captured and being rescued" kind of show. The novelty of the little people climbing up and down ropes quickly wore off. Occasionally, however, the writers had fun with the premise. In "Collector's Item," Steve rides the bumper of a giant's car; in "The Crash," a huge car roars out of a mist and passes over Steve and Dan; and in "Brainwash," the earthlings escape from a flooding cave by hitching a ride on a giant's foot.

Writer Richard Shapiro, who later created TV's *Dynasty*, got his first break on *Land of the Giants*. "My writing career was not exactly soaring when I did the series," he says. "I needed the credit, I needed the money and frankly, I would have worked for anyone who offered to hire me. But it turned out to be a rather special experience."

Shapiro joined the series in the second year, and his stories occasionally had barbs of satiric insight. "I approached the show with a sense of fun," he says. "There was a charming innocence about *Land of the Giants*. Irwin felt that trying to be genuinely satirical would have destroyed that. However, looked at another way, *Land of the Giants* does send up more serious science fiction. Maybe that's why the interest in the show has persisted. However, it was certainly more of a children's show than serious drama. Neither was it real science fiction. But the stories were good. They made moral points from which young people could profit. It was fun to watch for grownups, too, if they weren't too stuffy."

Shapiro recalls the show had a cooperative team. "Dick McDonagh, who died some years ago, was a very good story editor. Irwin and his production people always felt the story was most important. The effects served the story. There was a sign up in the production office that read, 'The quality will be remembered long after the cost is forgotten.' Except one day we came in to find the sign had been changed to read, 'The cost will be remembered long after the quality is forgotten.' It was a joke, of course. Irwin was always concerned about the quality of everything he did."

Shapiro was delighted by the guest stars used in his shows. "They cast my episodes with fine character actors like John Carradine and Ben Blue. I remember that shooting on "Giants and All That Jazz" almost shut down one day because Sugar Ray Robinson had to work with a boa constrictor. It turned out the middleweight champion of the world was terrified of snakes!"

Writers Robert and Wanda Duncan found some restrictions writing for *Land of the Giants*. "The strengths and weaknesses of the series were the special effects," Robert Duncan says. "They were often more important than the story. In 'Seven Little Indians,' we moved the plot around so that the little people could escape through the paws of a giant snow leopard. In other words, we manipulated the story for a startling visual. This sacrificed legitimate drama."

Duncan tried in vain to prevent the destruction of one of his giants. "In "Collector's Item," the conclusion has a house blown to smithereens. We asked that the housekeeper be shown getting away safely from the explosion. She had done nothing to require her obliteration. We wrote in the housekeeper's escape, and Irwin crossed it out. We wrote it in again, but once more, Irwin crossed it out. This went on until the filming where, of course, the housekeeper was demolished along with the house. Wanda and I were against gratuitous violence, and we explained that to Irwin. But he was a megalomaniac with extremely high control needs. This was his show, and we were not to forget it."

When *Land of the Giants* went into its second season, the series had peaked in the ratings. To liven up the format, stories of time travel, space travel, cloning, invisibility and lost islands were written. Music maestro John Williams composed a thrilling new title sequence. At the same time, however, "the show's budget became very important during the second season," says Esther Mitchel. "[My husband Robert and I] had written a story where the little people are swallowed by a giant fish. Irwin was enthusiastic about it, but the money wasn't there for such a production."

Regardless of any changes, ratings for a second year were poor, and the series was soon canceled. "We were hoping for a third season when we were cut," says Paul Zastupnevich. "We were told we weren't getting the right demographics. You'll never convince me that the demographics and Nielsen ratings are as reliable as they say. It's a lot of hooey-balooy and we got stuck with it." "We read about the series' cancelation in the trades," says Matheson. "I think Irwin found out the same way. He called me later, and we both felt it shouldn't have been canceled. I heard that it was canceled because it was too expensive to make."

The series had only marginal success in syndication for the next 20 years. *Land of the Giants* was nearly forgotten until it was dusted off for a national broadcast on America's USA channel in 1989. The series enjoyed a retroactive interest as a new generation discovered the show. *Land of the Giants* writer Mann Rubin thinks the show's message still applies to today's world. "It showed these little people facing and overcoming towering obstacles. The series' message was that humans can endure. It confirmed our durability."

CAST NOTES

Gary Conway (Steve): Born 1936. Conway had the title role in 1957's *I Was A Teenage Frankenstein*. He starred in and produced the controversial film *The Farmer* (1977). He also guest-starred in such series as *Columbo*, *Police Story* and *Circle of Fear*. His wife is Miss America of 1957, Marian McKnight. As a producer, he co-founded the Ambush Entertainment Corporation in the 1980s.

Don Marshall (Dan): Born 1934. Marshall starred in the films *Cycles South* (1971) and *Terminal Island* (1973). He also had a critically acclaimed guest role as a black doctor on *Little House on the Prairie* (1981). He continues to act in theater and is an engineering inventor.

Heather Young (Betty): Born 1945 in Bremerton, Washington. Heather was a singer and actress when she was nabbed for the part of Betty Hamilton on *Land of the Giants*. After the series, she devoted herself to raising five children. In the mid-1970s, she wrote the novel *Debbie: Diary of A Mormon Girl*. As a singer, she released the 1979 album *Lioness and the Lamb*. She currently writes plays and children's books.

Don Matheson (Mark): This Dearborn, Michigan, native served in the Korean War and worked as an undercover narcotics detective before becoming an actor. He worked steadily in daytime TV in the 1970s (*General Hospital*) and was a regular on *Falcon Crest* (1983-84).

Deanna Lund (Valerie): Born 1937. Lund began her career as a Florida weathergirl. Her movie credits in the 1960s included *Tony Rome*, *The Oscar* and *Dimension Five*. She married *Giants* costar Don Matheson in 1970. Their daughter, Michele, is an actress. Deanna returned to acting after her divorce in the late 1970s. She also holds acting workshops around the country and acts in TV movies (*Red Wind*, 1991; *Obsessed*, 1992).

Stefan Arngrim (Barry): Born 1955 in Canada. Arngrim was the lead singer in a punk rock band in the 1970s. His TV appearances in the 1970s included *Switch* and *Police Story*. Today he's a screenwriter (*The Cold Front*, 1990) and musician.

Kurt Kaszner (Fitzhugh): Born 1913 in Vienna, Austria. Kaszner's first film role was in the silent film *Max, King of the Circus* (1920). He was a popular supporting actor in Hollywood during the 1950s and 1960s. He starred in a dinner theater production of *Fiddler on the Roof* that was an enormous success during 1977 and 1978. He died in 1979.

This series was the last major SF series produced by Irwin Allen and together with his other three shows (*LOST IN SPACE*, *VOYAGE TO THE BOTTOM OF THE SEA* and *THE TIME TUNNEL*) has produced 274 episodes in just six years. At the time this was the most expensive television show ever produced costing \$250,000 an episode. *Gilligan's Island* meets "Honey, I Shrunk the Kids", but saved by taking itself seriously and creating a certain empathy for the people who just want to fix the spaceship and get home, including

millionaire engineer Mark Wilson, heiress Valerie Scott, and 12-year-old Barry. In the world of giants, Inspector Kobrick of S.I.B. was the security agent in charge of finding and re-finding the earthlings. Of course, this concept had been done with satiric glee two centuries earlier by Jonathan Swift.

Like all Irwin Allen series, Land of the Giants abounds with impressive special effects. The effects often overshadow both the story and the characters. A Land of the Giants reunion movie was in pre-production during 1991 for eventual filming in the Soviet Union. Reuniting all of the surviving cast members, this film was to have the actors who played the TV characters playing themselves at a cast reunion suddenly finding themselves in the Land of the Giants for real. The break up of the Soviet Union contributed to the shelving of this project for the present time.

This fourth and final chapter of Irwin Allen's television science fiction quartet was a mix of LOST IN SPACE and Gulliver's Travels, which has also been made into a TV series (GULLIVER'S TRAVELS). Though Allen's third series THE TIME TUNNEL, had appeared - and disappeared - on the BBC, Land of the Giants followed VOYAGE TO THE BOTTOM OF THE SEA and LOST IN SPACE on ITV. It debuted in the London area in 1968, for the first two seasons, with other ITV areas following - or not - according to the whims of regionisation. Channel Four picked up the series to replace LOST IN SPACE in autumn 1989. It's also been aired on Bravo. The series aired on ABC in the US in 1968.

Carrying on in the tradition of such films as DR CYCLOPS and The INCREDIBLE SHRINKING MAN as well as an earlier tv series, WORLD OF GIANTS, the first episode showed 7 people aboard a future "stratocruiser" passing through a space/time-warp into a world similar to 20th-century Earth, but where all things, including people, are 12 times larger. The series concerned their predictable encounters with giant people and giant props. Three novelizations by Murray LEINSTER are Land of the Giants * (1968), Land of the Giants #2: The Hot Spot * (1969) and #3: Unknown Danger * (1969). Others were Land of the Giants: Flight of Fear * (1969) by Carl Henry RATHJEN and Land of the Giants: The Mean City * (1969) by James Bradwell.

Land of the Giants was the fourth and final of Irwin Allen's science fiction series of the 1960's. Set in the then far distant future of 1983. Like all Irwin Allen series. Land of the Giants abounds with impressive special effects. The effects often overshadow both the story and the characters. A Land of the Giants reunion movie was in pre-production during 1991 for eventual filming in the Soviet Union. Reuniting all of the surviving cast members, this film was to have the actors who played the TV characters playing themselves at a cast reunion suddenly finding themselves in the Land of the Giants for real. The break up of the Soviet Union contributed to the shelving of this project for the present time.

The executive producer for Land of the Giants was Irwin Allen, director of photography was Howard Schwartz, the special effects were created by L.B. Abbott, Art Cruickshank and Emil Kosa Jr. The music was created by Johnny Williams. Season One of Land of the Giants was first shown in Britain on LWT from the 7th December 1968 - 31 May 1969, the second series was seen on Thames Television from the 24th January - 12 October 1972, which also included repeats from the first season. The make-up was created by Ben Nye, costume designer & assistant to the producer was Paul Zastupnevich. Art direction for the show was by Jack Martin Smith, Stan Jolley, Walter M. Scott and Norman Rockett. The series has been seen in the UK on ITV, Sky Cable, Channel Four and Bravo.

Interview with Deanna Lund

"I was doing a film for Twentieth Century Fox called 'Tony Rome', and my agent submitted me for the part of Valerie. They were interested and since Fox had me under contract, they sent for the dailies from 'Tony Rome' and they looked at those and at the Chrysler Theatre that I'd done, and they hired me on that basis. I dyed my hair red to play a lesbian stripper (in 'Tony Rome'), so when he (Irwin) saw it, he said "Oh yeh, good, I like it". So, what I would do was every time we'd have a hiatus or some time, I would whip in a few little blonde streaks trying to get it back to my natural colour. He, of course, would catch on and say it didn't match. It looked better, but he didn't care - not taking into account that my hair was also growing and the style changing - the colour had to be the same."

"Irwin is a larger than life character. He was a wonderful director. He was meticulous with details. He knew exactly what he wanted. After we finished shooting, he went back and shot some more. He did things that nobody else was doing, and spent more time and more money on special effects, and of course that's what finally sank the show."

"The pilot took longer than the others. I can't remember exactly, but it seemed like we were on it two weeks and then maybe another week later, maybe even longer. Irwin reshot a lot of it. Generally an episode would take 8 days which was very long for an hour show, but there were so many special shots, and that didn't even include sometimes a lot of extra bicycling to do shots later on that they'd squeeze in. So it was very

complicated. A lot of long hours. I'd get there at 6 in the morning and never get home before 8 or 9 o'clock at night. It was a long week."

"Generally what we would do is shoot a show, and then we would run to another set and pick up shots from another show - either blue screen or some special effects, and do them all at one time. That happened a lot so you'd be dazed, wondering which show you were doing.

"I didn't think much of Valerie's character when she started out. She was a sort of spoiled jet-set, sort of brat, who was really self-centred and very self-involved, and didn't really think about anyone else's welfare or well-being. As the show progressed I had her become more of a loving character, more rounded, more group involved and caring of her fellow passengers. She began to reach out and became less selfish. Sometimes her gutsiness would get her in trouble, or usually did, but I think that underneath that rock hard exterior that she started with, there was a big heart, a soft heart and that she did care about, and learn to love everybody that was there, even Fitzhugh. I don't know if Valerie and I had anything in common - I guess to a certain degree - but I'm not going to admit to being a brat or cold hearted! I think the part about caring about the people she was with, certainly was easy, because I did care about all of them, and there was a lot of close camaraderie amongst all of us. Hopefully that came across."

"The shows could have been a lot better if there had been some more character development than there was, but Irwin would 'cut out' anything that wasn't in his view, good for the show. All the shows relied only on special effects. Irwin had little time for any of that emotional stuff."

"Any suggestions that we had, so long as we didn't bring them up on the set, they were very amenable to working with. You can't hold up production at the last minute and say that Valerie wouldn't say that, and then have a script writer run down and have to rewrite it. At first, there were a lot of things the actors didn't want to do or say, and they made the rule for us to do it ahead of time and then that was fine. I can't remember making any great changes. Mostly my development was in the way I handled certain lines, with the attitudes I thought she should have."

"Our characters stayed pretty much the same. First the giants didn't speak English, in fact, I don't think they spoke at all in some episodes. That in my mind was a little confusing because sometimes they didn't, and sometimes they did, then they spoke slower, and they walked slower. That was not consistent, and that I think was due to whatever director was involved at the time. Each writer had their own style and of course their own favourites to work with - some were better than others."

"Gary (Conway) would act as our 'spokesman'. He was very good like that. He was the only one who would go up against Irwin, but in such a way as to be diplomatic."

"I think there was a time, yes, it was when Irwin was entertaining some people the night before a shoot, and the following morning, I had to do a scene in a giant bird cage, and (grimacing) I felt so ill... I had to sit in this cage and do things like dancing and boy I felt so nauseous... I had to leave the set several times during that scene! The dancing was awful, I mean in such a confined space. It was very difficult to choreograph it (laughing), the choreographer had such a difficult time with me. I think she got quite mad! I was so glad when that part was over (shaking her head)."

"We did most of our stunts. We had stunt people there, but because the show was about special effects, just to kill the boredom a lot of times, we'd enjoy doing them to keep ourselves alive and awake. Sometimes they got a little bit tough. That rope climbing was really difficult, and of course nobody wants to look an idiot when they're doing those athletic things. The guys, of course, were very athletic, but for some reason they always had me doing all these stunt things, and because my character was supposed to be such an athlete, I wanted her to look like she knew what she was doing. I have always been athletic. I used to ride the rodeo circuit, so it wasn't intimidating at all for me, but there were some things that I'd never done, like being thrown in the air by gorillas! Of it was too dangerous they wouldn't let us do it. They insisted on the stunt people. Things that we'd do, you could break a leg, but you couldn't get killed! They just didn't want to have to stop shooting and have to write out one of the characters."

"Paul Zastupnevich was the designer and he was also Irwin's right hand man. He was a wonderful designer and he made the costumes very appropriate for what they were. That they should be a little bit advanced in age, futuristic, and yet contemporary enough that they weren't outlandish and of course he tried to make them as interesting as he could, or as sexy as he could. I would have liked more order of changes, but they didn't because they wanted to intercut as much as possible. We would go and do blue screen all in one day and they didn't want to have to waste time worrying about the wardrobe. But, being women, that was not a primary consideration. We wanted more clothes, especially when Valerie was a jet-setter and I figured she would have loads of clothes onboard. I didn't really with that battle, though I did get a few changes."

"We would be there very early. We would get breakfast served to us; usually we were in the trailer which was where they had the makeup and hair done. Heather and I would generally be in half an hour before the guys because we took more time in makeup. Then we would generally wait around while they set up the first shot - a lot of sitting around and waiting! Two of us, Don, I or Kurt would generally get into a chess game. We did a lot of knitting, handwork etc. and generally just stayed focused until we did the shot, then they'd have to do the master shot, then close-ups. There were a lot of camera changes. The special look they had to have with the giant props. It took a while. Patience was one of the things we had to have a lot of and most of us did. We told jokes, and as we got to know each other better, we'd start playing practical jokes on one another. Generally drove everybody crazy. We got on well with the crew, terrific people, and it was a lot of fun."

"Had the show gone on, Irwin knew that Don Matheson and I were going to get married and he asked us if we would get married on the show, because they could have used the publicity. We finally said we would. Then, he wanted me to get pregnant right away and that wasn't in the cards as we weren't planning that, but of course as it turned out, we did have Michele. Guess, knowing Irwin, he would have used that had the show gone on."

Interview with Don Marshall.

"I dislocated my shoulder. I dived over a fire to save Gary (in 'Ghost Town'). Gary was lying down and couldn't get up and I was trying to block myself. What I did was, I put my left hand out and I dislocated my shoulder. I went back to work the next day after I dislocated my shoulder, and we started to shoot new scenes - we started another show as a matter of fact. That's when you saw me with the sling on."

"The one that Sugar Ray Robinson did. That was a good show. Beautiful. I had to teach him how to play the trumpet. That was the first time I met him. We stayed friends after that. He was a beautiful human being. I think that was one of the best shows, writing wise, that we had. It made more of a statement than anything else. That show, it made me want to act, rather than figure out what dialogue to say."

"I stay in contact with Don Matheson. We talk now and then. The others always travel, going here and there, and of course Kurt is no longer with us. It was a very pleasant set most of the time, especially when Irwin Allen wasn't there. When Irwin Allen came on the set, the whole place became completely different. When he wasn't there, everybody got along. When he came and was chewing people out, it would make everybody else uptight."

He would make the directors uptight, as well as making them feel they didn't know what they were doing. And you had a director like Harry Harris who had won several awards. Harry was very good. I really liked Harry and really appreciated him. He was interested in what he was trying to do. Harry is very good with people and very relaxed and he'd get everybody at ease and everybody worked together when Harry was directing. As a matter of fact, Harry got an Emmy for another show he did later on, on television, 'Fame'. Harry and I were trying to buy a script together to do a film and nothing came of it. I spoke with Harry - I ran into him in Los Angeles about 7 or 8 years ago and he gave me his number on a little piece of paper, a match book. And, lo and behold, this match book popped out, laying on the table. I called him. It was strange. When I called, he was working in Canada.

I called Don and he said there may be something there. My mother was born in Canada and Harry told me they hire mostly Canadian actors. They had a guy living here that was from Canada originally, and they had to get him through all kind of issues before they could get him a show. Maybe you need to be born in Canada. But, I know that would be a director who would hire me."

"'Land of the Giants' does have a following. A lot of people remember that show. I'm really surprised so many people enjoyed the show the way they did. I'm surprised and very happy about it. It was shown until about two months ago on the Sci-Fi Channel, and every time I turn around, people are telling me about 'Land of the Giants' and how they were watching it. It was during the day, at 12 in the afternoon, when not many people are home."

Maybe they don't write in that much...unless you have primetime, such as in the evening when people get home from work. To try to get that kind of time is real difficult I would think. It is prime time (in the evening) and I don't know what carrier you would use as it is not a new show. I cannot get the Sci-Fi channel. It's another area all together. I am South West Cable."

"The excitement - you've got to have that in the 'Land of the Giants' - there's got to be something physical in the show. There was a lot that Irwin Allen didn't want to show. He didn't like doing a lot of close-ups and where it would show the fear etc of the character, the real in depth fear. You have to have surprise, and people escaping. The characters have to be more in depth now. It is 20 to 25 years later."

"I played ball a little. I did track at school and pole vaulting - the best in the city - and that helped me quite a

bit, that and high jumping and running. All of that helped keep me physically in shape. So, when 'Land of the Giants' came up, I was already there."

Interview with Stefan Arnglim

Was everyone signed up at the same time?

No, different times. I think I was last, I'm not sure. If I wasn't last, I was very close to last. But yes, it was within a few days when I knew I was doing the show. And yes, the set was all built. Well, actually, that's not entirely true. We started shooting on the interior which was another stage and we didn't get up to the exterior set, which was on 17 and 18, until a couple of days into production because they weren't completely finished with the set. So, it was a couple of days before I got up there and saw it.

A lot of people have asked about the actual construction of the main space ship. We have been told it was a complete ship, but I believe it was actually in parts. Oh, it wasn't complete - that's not entirely true. It was about three quarters complete. There was some interior built in. The cockpit was built in the exterior ship. Basically, what you have to figure is that every thing that was visible from the camera's point of view was made so if you were to look through the front windows of the Spindrifft, you would see the back wall of the cockpit - you'd see the door, the seats, the top of the control panel and the back panels on the wall. If you were to go inside and walk around and be in the cockpit, you would see that the actual front panel was just raw plywood. There was nothing there because that was not visible from the outside.

We see scenes where you can view the outside from inside the cockpit. Was that actually a different set?

Yes. Generally that was a number of different things. They would do that different ways. Sometimes they would take in the panels and drop them into the front of the exterior set in the interior cockpit and they'd shoot through there. Often what they would do is take the actual interior cockpit set, which was a 'wild' set, which meant that it could be moved anywhere. They'd just take it and they'd set it up on the stage in front of the trees, in front of the greens. Sometimes, they would just setup trees and greens in front of it, and then other times it was done either with a process plate or with a composite matt.

So you might just end up with the front side of the cockpit out in the 'forest' somewhere - you'd just see the edges of the walls when viewed from behind?

Sure. They were just set up literally just the three walls necessary to construct the interior, then, shoot through those. Or, if there was action taking place outside the cockpit, sometimes it would be blue screen, so it would just be the cockpit set, set up in front of the blue screen, or if it was a process plate in front of the projection screen, or if it was a composite matt, which was rarely a matt for that kind of work, it would be screened off with usually black or blue.

Interview with Gary Conway.

"I heard about 'Land of the Giants' through my agent. He got in touch with me and said that they were very interested in me doing the series and that Irwin Allen was pretty much legendary, even then. I remember going in to talk to him about it (see GIANTS LOG #14), but first they had me see this little presentation they had made with Don Matheson. I remember being very impressed with it and I was interested in it because as a kid, and I think I've said this before, there was nothing more fascinating to me than Gulliver's Travels. The early Fleischer cartoon of Gulliver's Travels had made such an impression on me. That is why I understand why people get carried away on 'Land of the Giants' because if Gulliver's Travels had been a series when I was a kid, I probably would never have got over it. Particularly at that age, a certain amount of imagination captivated me and I was very intrigued by it."

"I think we did a pilot and then for some reason the pilot didn't air until the following season, so there was a period of 6 months where we didn't continue production. I remember that I did a couple of other things for Fox because they had me under contract. I remember doing 'Daniel Boone' and I think some of the others did similarly."

"The first set I walked on to had the Spindrifft - the interior - and I remember that vividly, and it was so exciting to see and the next thing I remember, very vividly, was walking on to the big soundstage and they had done a jungle set. They had made all the big trees and they had the full Spindrifft lodged into where it crash landed. It was a huge set and it was a very dramatic set because it was so big. You'd come in and it was like walking into part of a forest with boulders and things. You were caught up in the fantasy of it and when people visited the set, they were always so impressed.

If you had come and visited at that time you would have loved it. Inside the Spindrifft there was like a cockpit

and the interior, and that set was always alive. They never took that down because there were always times when we would be in there. So, that was a permanent set and so certainly the exterior was permanent because we were always coming back to it. They never tore it down. I think it was pretty much a full piece. You could go around the other side. I don't think it was finished, but I don't think they short-changed the set. They pretty well kept it true from the outside, because the outside would reflect the inside anyway."

"It was a physical show and you could not really employ doubles very well, especially when they came in close. You were running, almost never still. It was great though because that physical challenge kept you in shape, trim, and I would actually lose weight. You had to pace yourself, know how to eat correctly and not abuse yourself because if you had a big lunch you'd be tired after that, but if you ate correctly and you kept physically fit, you could withstand it. I did find the rope climbing easy to some extent. I think how tough it would be if I were to try to do it now. We did a lot of climbing on that show, especially in the pilot I remember. The rope was always attached to something of course, but you really had to get up there and do it. You always worry if it was secure enough - whether the grips had done their job. You didn't want to go climbing up there and come tumbling down again.

They always had to rely on somebody else's expertise. It would occur to you now and then when you were about half way up thinking, 'Wait a minute, have they really secured this thing or not, or am I going to take a header on this one.' You always wanted to look as if you could handle yourself as heroic, so you could never do this without a certain amount of athletic prowess. So you always had to climb a little faster than you would ordinarily, or jump a little higher. I think we had a little contest going on between Marshall, myself and Don Matheson of who could climb quicker, faster, and who could look better at it. We had to keep that mirage going!"

"The unfortunate thing is, I wish I had been a little more involved with it because Cruickshank and Abbott were historically an important part of, if not the inventors of, special effects like that. I think I would have got a lot more out of it. I think we basically didn't really have the time and we were just snowed under getting our lines and learning what we had to do, rather than worrying about the technical part of it. We observed, but we never really went the next step to understand it."

"The blue screen effects - that was the hard part because so much of what you had to do had technical boundaries and technical considerations became the most important part of the scene. You could have a brilliant scene, but if it was technically off, then they'd can it. Then, maybe you'd have something you didn't do so well that was technically fine, and they'd say, 'Print!' Everybody's concentration at that point was on the technical aspects - the blue screen part. The other thing was that you really had to do the show twice because for the blue screen you had to redo the scene again because you had to go to a separate soundstage. This is where Abbott and Cruickshank came in and you had to re-perform this thing for them. You had to be on a certain spot, you had boundaries that were sometimes quite annoying."

"Bruce Fowler was a typical production manager type. He was efficient, always worried about the clock, about going over budget and they all played their roles. They had responsibility - a big budget, they had to get things done on time, and I remember them always being very professional."

"Harry Harris and Sobey Martin were unusual guys. They were very different. Sobey Martin was from Germany and he was an older guy at the time we were doing the show. He has died since. He was a gentle man, almost like a non-director. He almost didn't seem to be there. He was one of these people that almost seemed as if he was incompetent, but he really wasn't. I guess it was just that he had done so many of these that he could almost phone the directing in. He was just a quiet, gentle soul and in his own way a kind of an endearing old man."

"Harry Harris was much more of a tiger. He was a little more nerve-racked. He could always feel when the pressure was building. The directors always took on the pressure of the production. Harry Harris would display that more whereas Sobey never did. Harry was always like he was a little under-the-gun getting things done. And, for what we had to do, he did his job well. Don Matheson and he became friends."

"Kurt was the senior member and had a very good reputation as an actor and as a person. Well deserved, because all the rest of us were all around the same age except of course for Stefan who was a little kid at the time. All the rest of us were within a few years of each other and we all felt we were more or less from the same generation. Kurt was older and maybe wiser and it was interesting because he came from a different background - Europe, and the theatres of Europe. He brought a lot of depth to the show. He had a wonderful personality, and once and awhile he would be a little stirrer here and there when things got out of hand, but it was never mean spirited. He was a delight to be with all the time. He was extremely professional. He was as professional as you're ever going to be. I had seen him in some films and I thought he was an excellent actor."

"During filming, Don Marshall became close to Diahann Carroll and several times he would bring Diahann Carroll over to my house. I was living in Westwood Village during this time, and we'd have dinner. We saw each other socially on occasions like that, and we'd always kid around a lot. We related to each other very well. We got on exceptionally well. He had his quirks like all of us, especially when you're working together 8, 9 or 10 hours - a lot of idiosyncrasies, but generally he was also very professional and he tried to do his best."

"Don Marshall, Don Matheson and I still talk to this day and I've actually liked them today more than ever and they've always been very nice people to be with. I think once and a while we'd maybe have a short word between us, but I hardly remember ever really having any conflict with anybody really as opposed to doing 'Burkes Law' where constantly I had huge problems with Gene Barry. I mean, this was just unbelievable. This cast was terrific. Everybody felt there was a lot of humour. I just felt it was a natural part of life. You tend to fall into humour, especially when we were in a situation that would lend itself to self mockery and carrying on. There were a lot of things to have fun with, and make fun with, and when you're together so much in the same situation, things can begin to take on an aspect of being ridiculous."

"I provided a lot of this weird off-beat humour - that wasn't really the time I was taking myself a lot more seriously. I think we were forever doing little things. We were just slashing through the day, carrying on whenever we could. I had to be a little careful because you could have so much humour going that you got out of the spirit of the piece. You had to be careful that you didn't make everything so ridiculous that you made the show ridiculous for yourself because you had to keep the reality going. So, we had to cut off humour when we got into dealing with a scene. That's a hard thing for people to go back and forth. You want to keep things light and enjoy yourself and at the same time you didn't want to make this thing tongue-in-cheek. I don't think today, if we had done that, it would have been enjoyable, because people would think we were not doing a good job as actors and we were not believing in what we were doing."

"In between takes, if it was just a matter of minutes, we'd hang about on the set sitting in our chairs, getting ourselves ready to go on again. If we had a little more time, we'd go to our dressing rooms and rest sometimes. Sometimes we would be able to take off a little bit. I started building a house up a street called Stradella near Fox and I was in a sense sneaking off the set and trying to be real careful that they didn't realise that I was really taking off a lot, because they didn't like to have you leave the set. I didn't blame them, because if you got a flat tyre or something, or had an accident, you would hold up filming and it could cost a fortune. So, they wanted you to hang around, and of course, I kept leaving!

I thought that Irwin Allen would never notice and actually, at one point, Irwin Allen reprimanded me, 'It's sometimes hard locating you' and I said, 'I'm around' and he says, 'I heard that maybe you leave the lot' and I said 'No, no' and I thought Irwin Allen will never catch me. Irwin Allen had this Rolls Royce. After a while, as I was going up to my lot, which I thought was in amongst the highest hills in Los Angeles, I kept going by this house that was near my lot and I kept noticing this Rolls Royce, and I thought it was exactly like the Rolls Royce Irwin Allen had. It was about half way through completing the house that I realised that it was his house. It was every single day that I had to go by his house." Did Irwin ever catch Gary? "No, because he WAS at the studio!"

"Heather's pregnancy during the second season gave us a great opportunity to tease her and we would, and Don Marshall particularly would, tease her on that. She was always in good spirits, in good humour. I don't think we went over the edge on the humour department, but we would kid her a lot. She was a Mormon and Mormons are known to be very strict as far as their upbringing is concerned, so we would always kid her about that - about the kid being out of wedlock, and who was really the husband, and we'd always pin Don Marshall as being the real husband. The thing about a set like that was you couldn't really run anywhere because you had to be back in a scene so you really had to be able to take all the kidding that the rest of the cast would give you. And, if you couldn't take it they would really pile it up - a little bit like army life."

"I think the film has the potential of being the most unique film of a genre ever and I love the idea that it is a homage. It's almost a film version of a fanzine. The whole story, the script, could exist in your fanzine. The story explores the idea of a world of Gulliver but we don't pretend that time hasn't passed. We acknowledge that time has passed and we use the passage of time as both humour and commentary."

"We'll slip into the characters, but obviously we will have the same relationships. I think what will be interesting about it is that it will be our character plus it will be our life up to that point. We're going to be bringing a lot of baggage into the deal. The rapport will be interesting, because it will be a double rapport - the rapport that we had on the set as opposed to the rapport that we had in the series. Actually, it's a blend of both because for instance, we in the series theoretically, Don Matheson and myself would be at odds once and a while. That wasn't true on the set. It was very different than that and in a strange way life followed art because if you recall, during the filming there was this Valerie relationship with Mark and then

they went out and got married - so you see in some ways, you forget there's a blend because you're around 8 hours playing your character and sometimes you do forget who the real character is and who you are playing.

That's why in this film version, we will be playing on that very aspect. The character and the person almost begin to meld and become one because they used to look to me more like I was the Captain. If there was a leader in the deal, it was me, but I think I was the leader mainly because I was the leader character. If we had to complain to Irwin Allen, I would be appointed. If I was the second character then maybe if Matheson was playing the Captain, he would have taken this role.

In the script, it certainly implies that Mark (Don Matheson) and Valerie (Deanna Lund) would have had a relationship if anybody did. We didn't know when the script began and ended in a sense because when you're together 10 hours, you begin to assume those roles. It's really very interesting when you think about it."

Pilot Episode

This pilot episode was directed by series producer Irwin Allen, and took the longest of all the episodes to shoot (18 days). The opening shots of the "spindrifft" spaceship heading through the storm carry a superimposed flight date of June 16 1983. This date is producer Allen's birthday! Preparation for this series began in 1967 with a short filmed storyboard setting out the characters and situations envisaged for the pilot show. Many of the names were changed by the time this story was actually filmed. Pat Michenaud (Giant boy) has been seen in THE TIME TUNNEL (Reign of Terror) also produced by Irwin Allen.

"Ghost Ship"

This was the 14th episode made and was selected as an early episode by the network due to its strength. The exteriors used for this episode were shot at 20th Century Fox's Vermont lot which sadly no longer exists. Writer William Welch was one of Irwin Allen's most prolific scriptwriters and wrote episodes for each of Allen's four 1960's series (VOYAGE TO THE BOTTOM OF THE SEA, LOST IN SPACE, TIME TUNNEL and Giants) Previous to working for Irwin Allen, Welch had been a speech writer for President Truman. Guest artist Percy Helton (Akman) can also be seen in THE WILD WILD WEST and Green Hornet series.

"Framed"

This was the series' most popular show during its first ever network run in the 1960's. The Giant camera prop is still in existence and is stored at Universal Studios where it was on display for some years. Director Harry Harris was a longtime associate of Irwin Allen's. Later he would win an Emmy for his work on the hit musical series "Fame"! Guest Artist Paul Carr (Photographer) can also be seen in THE TIME TUNNEL (End of The World and Revenge of The Gods) and Green Hornet series.

"Underground"

In this episode the audience is introduced to the Giants culture as being somewhat totalitarian in nature, a theme that is developed in further episodes. During a scene where a "Giant" passes a Razor blade to Fitzhugh a "normal" sized hand shadow can be glimpsed. Such oversights end up in shows from that period for a combination of reasons: 1) Domestic video recorders were still 10 years away when the show was aired and 2) Tight shooting schedules dictated that some small errors got left in on rare occasions. Director Sobey Martin was a regular contributor to the series and was renowned for his laid back approach. One of his most oft heard directions was simply "Shoot it, Shoot it!".

"Terror Go Round"

Clever editing is used in this episode during a scene with "several" giant spark plugs. Even with a budget of \$250,000 per show -ground breaking in 1968- only one spark plug could be afforded. Watch carefully how this problem was circumvented during the show. Writer Charles Bennett, who was English, worked with Allen many times on several of his projects including the movie version of VOYAGE TO THE BOTTOM OF THE SEA. Guest cast member Gerald Michenaud (Pepi) can also be seen THE TIME TUNNEL (Rendezvous with Yesterday).

"Flight Plan"

The science is very suspect in this story. Throughout the series we are given the impression that giant technology is behind ours and yet here they have the ability to shrink a giant down to little people's size. Clearly a gimmick explained by the fact that the writer (Peter Packer) was a somewhat eccentric regular contributor to Allen's way out LOST IN SPACE series. This episode includes many scenes for Heather Young (Betty) who in later episodes developed a habit of going AWOL without any explanation from the scripts.

The optical effects work in Land of the Giants was generally exceptional, however there are some very poor scenes during this episode during a night scene in the forest. Guest actor Linden Chiles (Joe/Logar) has been seen on THE TWILIGHT ZONE (50s) and THE TIME TUNNEL(Day the Earth Fell Down).

"Man Hunt"

Writer "Jay E. Selby" is actually Robert Lees who was an accomplished comedy writer writing shows for Abbott and Costello and Jerry Lewis among many others. Guest star John Napier was also in THE TIME TUNNEL (The Last Patrol). This episode offers many views of the actual Spindrift model as the Giant carries it around.

"The Trap"

Writer Jack Turley also wrote for LOST IN SPACE and was persuaded to write for them by his good friend Anthony Wilson who was associated with both shows. During filming, the rope attached to Don Matheson (Mark), helping him up the sound detector, came free and he tumbled to the ground apparently in agony. His tears were actually of laughter as he wondered how the scene had looked in camera! Mr Allen was greatly relieved. The episode was shot in seven days between 6/11/67 and 14/11/67.

"The Creed"

During a scene near the spindrift, actor Gary Conway (Steve) accidentally calls Kurt Kasznar (Fitzhugh) by his real name of Kurt. Exteriors of the Hospital were shot at the entrance to Twentieth Century Fox's stage 18. This was common in the series and the location was used several times. The same area appears in Irwin Allen's "Voyage" and LOST IN SPACE shows plus the BATMAN TV series from the same studio. Guest star Paul Fix (Dr Brulle) was also in TIME TUNNEL and GET SMART.

"Double Cross"

On a shelf in the giant crook's hideaway are two masks from Irwin Allen's LOST IN SPACE series (There were Giants in the Earth and Two Weeks in Space) Music for the Party scene was Taken from Lost In Space. This episode was originally entitled "Pigeon's Blood". Guest artist Howard Culver also appeared in THE TIME TUNNEL.

"The Weird World"

Writer Ellis St Joseph wrote two giants episodes, "Underground" and this one. He stated in a 1991 interview that this was his favourite of the two. This episode is also a favourite of many fans of the series. In one scene an Earth wire is removed from a streetlamp causing it to go out. Obviously no Institution of Electrical Engineers on the Land of the Giants! Guest star Glen Corbett had a long television and film career stretching from 1950 to 1988. This included appearances in STAR TREK and "Dallas".

"The Golden Cage"

This episode was shot a whole year before it was finally aired, being shot between 27/11/67 and 5/12/67 airing for the first time on 29/12/68. Actor/stuntman Dawson Palmer was a regular (often uncredited) on all of Irwin Allen's shows generally as a monster in full makeup, in this episode we see what he really looks like as he plays "first giant". Guest star Celeste Yarnall can be seen in THE WILD WILD WEST. Today she is a very successful real estate agent in Beverly Hills.

"The Lost Ones"

During the fight scenes between guest artist Zalman King and Gary Conway, several of Conway's ribs were broken as King failed to pull his punches. This episode cost £201,666 to make with the giant box trap costing £1,160. Remember, this is 1967 prices Guest star Zalman King starred in many TV productions from 1964 onwards and in 1980 started to write and produce his own material including the movie "9 1/2 Weeks" in 1986.

"Brain Wash"

The communications base is constructed out of portions of the Time Tunnel complex from the series of the same name. This was one of the first episodes (in production order) to have the giants engaging in long conversations, previously their speech was deliberately limited. This development allowed the writers more scope to develop the giants as characters. Guest star Warren Stevens is a veteran of many science fiction series and is especially well known for his part as Dr Ostrow in the classic "Forbidden Planet".

"The Bounty Hunter"

This episode was produced early in the series (4th) and underwent numerous rewrites to try to make it presentable. Note the writing on the Giants tin can is not English. The decision to have Giants speaking English took place after this segment was shot. This obviously would enable more scope for future stories. Guest Artist Kimberley Beck started acting at the age of 2 years in the movie 'Torpedo Run' (as Glen Ford's daughter). She was 11 when she took this part.

"On a Clear Night, You Can See Earth"

Writer Sheldon Stark was asked to rework this story several times during its development and despite his changes this story is known to fans as 'the one where the little people behave sadistically and out of character'. The show is reputedly based on "Dr. Cyclops" a 1940's 'B' movie. Guest Star Michael Ansara was a popular actor during the 1960's and appeared in all of Irwin Allen's shows of the period. He was married to Barbara (I Dream Of Jeannie) Eden between 1958 -1972.

"Deadly Lodestone"

This episode was shot between 6.12.68 - 16.12.68 and first aired on 2.2.69. it took 7 working days to shoot. Guest Artist Sheila Matthews (Nurse Helg) was Mrs. Irwin Allen, and featured in Allen's VOYAGE TO THE BOTTOM OF THE SEA and LOST IN SPACE, in addition to this she has prominent roles in the blockbuster movies "The Poseidon Adventure" and "The Towering Inferno". Guest Artist Paul Fix (Dr. Brulle) reprises his role here from "The Creed". Fix had a long movie and TV career including parts in The TWILIGHT ZONE, STAR TREK and THE WILD WILD WEST and films such as Hondo, Shenandoah and El Dorado.

"Night Of Thrombeldinbar"

This episode was produced either side of Xmas 1968, which may account for the 'fairy tale' atmosphere pervading it. Yes, even the Giants got Xmas Day off! A highlight of this episode is an extremely strong musical score provided by veteran composer Leith Stevens who did many scores for the series. His film work included the George Pal classics "War Of The Worlds" and "When Worlds Collide". Guest Artist Alfred Ryder (Parteg) was a regular guest star in many genre shows of the period including STAR TREK, OUTER LIMITS and VOYAGE TO THE BOTTOM OF THE SEA.

"Seven Little Indians"

Filming of the zoo scenes was done at Los Angeles Zoo on Monday, 6th Jan. 1969. An early version of the script has Steve and Dan running down the back of a giant Rhino. Presumably this was deleted as being too costly to produce. In one scene part of Gary Conway's hand disappears as he moves out of his fixed area for matte purposes. Guest Artist Cliff Osmond (Grotius) has acted steadily since 1962. In 1980 he scripted the movie "The President Must Die".

"Target: Earth"

In an internal memo to Irwin Allen about this episode it states "we should have an indication that the machinery is now in more active action - with sparks flying about etc., - for a more interesting and action-filled end to the teaser". Fans of Allen's series will not find this difficult to believe as this was really his trademark, in fact Allen was once quoted thus "If I can't blow up the World in the first ten minutes then the show is a flop!" Guest Artist Dee Hartford (Altha) was Groucho Marx's sister-in-law and also appeared in LOST IN SPACE. Groucho Marx was an associate of Allen's and funded much of his early career.

"Genius at Work"

This slightly unoriginal premise is a direct lift from a previous episode of LOST IN SPACE (The Oasis) but here the treatment is a little more credible. This episode was shot either side of Thanksgiving Day on 28.11.68. and the cast and crew were given the day off with a late start allowed on 29.11.68. A late finish was also allowed as shooting on 29.11.68 finished at 21.36 hours. Guest Artist Ronny Howard (now Ron Howard) obviously benefitted from the hard work and following his long run on "Happy Days" and other shows has become a very well respected movie director with hits like "Cocoon", "Splash" and recently "Apollo 13" to his credit.

"Return Of Inidu"

This episode has no Betty or Barry in it with an explanation that they are "back at the ship". This is probably

the most far-fetched episode of the first series with key plot points relying on genuinely magical explanations (like a live action Scooby Doo!). Inidu can REALLY transport objects around by "magic"!?! Guest Artist Steven Marlo (Cop) was in several Giants episodes taking small parts. More importantly he was dialogue coach for the whole series.

"Rescue"

This episode was based on a true life case involving Cathy Fiscus. Guest Artist Buddy Foster (Tedor) is actress Jodie Foster's brother. Guest Artist Lee Meriwether (a former Miss America) was a regular on Bravo's TIME TUNNEL as Ann McGregor. She also played the role of Catwoman in the 1966 film of the series BATMAN.

"Sabotage"

During the vacuum cleaner scene the harness pulling the actors towards the "cleaner" can easily be seen. We do not see an exterior of the Spindrift during this entire episode. It is thought that it was undergoing some mid-season repair work by the production crew at this time. Guest Artist Robert Colbert (Bolgar) was a series regular on THE TIME TUNNEL playing the role of Doug. He was also in Irwin Allen's TV Pilot "City Beneath The Sea".

"Shell Game"

The shell was a spectacular leftover from the movie "Dr. Doolittle". There are many scenes of giants with the model Spindrift in this show and you can see, if you look carefully, that it loses a front sensor during the shooting somewhere. Guest artist Larry Ward (Talf) was also in THE TIME TUNNEL and Allen's LOST IN SAPCE series. The boy Dal wears the same cardigan as Tedar from "Rescue". Presumably there is a Giant Marks and Spencer's out there!

"The Chase"

This was the Final episode of the first season both filmed and originally aired. Co-writer Arthur Weiss was originally a lawyer. He wrote several shows for "Giants" and Allen's "Voyage" series as well as "Mission Impossible" and "Flipper". Outdoor scenes were shot around Fox's outbuildings. Guest Artist Erik Nelson (SID man) was also seen in "Seven Little Indians" and will feature in several second season episodes.

Season Two - "The Mechanical Man"

This episode heralded the new much improved title sequence and theme music for the second year. During the filming, the crew of the show hid various tiny dolls in guest artist Broderick Crawford's dressing room after he complained that everywhere he looked there were little people! Actress Heather Young (Betty) was pregnant during the early to mid parts of the second season and to conceal this during this and many other second year episodes she is either a) Concealed by foliage/Loose clothing b) "Back at the ship" c) Nowhere in particular..

"Six Hours to Live"

This episode reworks the idea of season one's "Framed" and even includes the same wonderful camera prop. Artist Richard Anderson was a regular in many shows and is probably most famous for his portrayal of Oscar Goldman from the 1970's series SIX MILLION DOLLAR MAN. Writer Dan Ullman wrote several other Giants episodes (Bounty Hunter, Doomsday) and an OUTER LIMITS (60s) episode (Cold Hands, Warm Heart) that starred William (STAR TREK) Shatner about a project called Vulcan!

"The Inside Rail"

The vast majority of new images featured in the second season titles were extracted from this episode. * Guest artist Ben Blue was a well known comedy actor who had many roles including a part in the movie "Its a Mad Mad Mad Mad World". Guest star Vic Tayback had a long career, his most prominent genre role being in STAR TREK (A Piece of the Action).

"Deadly Pawn"

Director Nathan Juran worked on all of Irwin Allen's shows of the time. Often producing better than average episodes. His movie career was firmly in the "B" movie category and includes such films as "The Brain from planet Arous"!!! Guest artist John Zaremba was also a "B" movie stalwart and was a regular on THE TIME TUNNEL as Dr Raymond Swain. In production order (this was the 9th episode made for the second season)

this was Heather Young's last show for a while due to pregnancy.

"The Unsuspected"

This episode was held up by producer Allen as a good example of economic writing with a good flowing story with relatively few opticals. Guest Artist Leonard Stone was born in 1923 and appeared in many movies and Tv Shows. Most recently as a semi regular Judge in "L.A. LAW". This episode features "the radio room" previously seen in "Shell Game". It was not uncommon for rooms and other props to make spurious appearances in episodes only to then disappear inexplicably.

"Giants and all that Jazz"

This episode is often cut for transmission in certain markets due to a scene where Mark pushes a pencil into the back of a TV set. (Don't try this at home folks!) Guest Artist Sugar Ray Robinson was, of course, a famous boxing middleweight champion and also a personal friend of producer Irwin Allen. Guest Artist Mike Mazurki was also a sportsman turned actor but in his case he was previously a wrestler.

"Collectors Item"

Actress Deanna Lund who has to perform a complicated ballerina routine during this episode has related a story of how (unfortunately) she had too much champagne at a cast party the night before this sequence as shot! Co-Writer Sidney Marshall was an Irwin Allen "insider" who wrote for most of his shows of the period. Following his time with Allen he had a stint writing for "Hawaii Five O". Guest Artist Guy Stockwell has appeared in THE WILD WILD WEST.

"Every Dog Needs a Boy"

This episode features an unusual cast member. A stuffed version of Chipper! (Presumably this was easier than keeping the real dog still). Guest Artist Michael Anderson Jr appeared in the movie "Logan's Run" and Tv series "Ray Bradbury's MARTIAN CHRONICLES both of these being directed by his father Michael Anderson snr. Guest Artist Oliver McGowan has featured in THE WILD WILD WEST".

"Chamber of Fear"

During a scene inside a giant clockwork statue actors Don Matheson and Deanna Lund were nearly seriously injured after a fall. Irwin Allen was often reluctant to utilise stunt doubles unless absolutely necessary. As the "statue" of Ftzhugh falls, it can be seen to blink (I said it was a spooky wax museum!). Guest Artist Christopher Cary was a very surreal Merlin in THE TIME TUNNEL episode "Merlin the Magician.

"The Clones"

Actor Don Marshall dislocated his shoulder in the scene where he jumps into a letter box. The cloning tubes used by the Giant are from the Jupiter two in Allen's LOST IN SPACE series. During this episode Valerie refers to Chipper as "She" erroneously.

"Come Back"

This episode is a very obvious parody of the Movie business and certain aspects seem very pertinent to the series itself. Guest Artist John Carradine was well cast in the role of the old movie star, his own long successful career heading to an end as he did this episode. Born in 1906 he starred in many movies and Tv shows, his own son David being well known as the star of "Kung Fu". Guest Artist Fritz Feld also starred in Allen's LOST IN SPACE.

"A Place Called Earth"

The future Earthmen's Ship is taken from the LOST IN SPACE series, and is the "Space pod" from that show's 3rd season. During a sequence when the little people are "frozen" ,Barry changes legs while on the Spindrift's stairwell! Director Harmon Jones also worked for Irwin Allen on VOYAGE TO THE BOTTOM OF THE SEA directing the "classic" "The Wax Men".

"Land of the Lost"

A somewhat erratic episode loaded with improbabilities this episode has a mid season look all round. Guest Artist Nehemiah Persoff appeared in most of Allens shows and was active in many genre shows of the 1960's and 70's including "Mission Impossible" and THE SIX MILLION DOLLAR MAN. Guest Artist Peter Canon

was in the Movie "The Hindenburg" and an episode of TV's STAR TREK.

"Home Sweet Home"

This Sci-Fi themed episode was written by William Welch most prolific of Allen's stable of regular writers. Welch could generally be relied upon to produce flashy gadget filled shows. Guest Artist John Milford was a busy actor of the period featuring in many genre shows including THE OUTER LIMITS, THE INVADERS and VOYAGE TO THE BOTTOM OF THE SEA. During the scenes of the Pod on Earth the mains cable feeding the running lights is clearly visible off to one side of the pod being only semi-concealed by dusty ground.

"Our Man O'Reilly"

This episode was the 16th episode produced for the second season and heralded the return of the new slimmer post pregnancy Heather Young. The Beer Vat consumed during the story was (incredibly) actually real beer. Guest Artist Alan Hale Jr was most famous for his role as Gilligan in the series "Gilligan's Island".

"Nightmare"

This episode was written by William Welch and directed by Nathan Juran and is laden with the fantasy elements typical of this combination. Guest Artist Torin Thatcher appeared in all of Irwin Allen's shows of the period. During the original airing period of the series this was the first show of the new decade (the 1970's) being premiered on Jan 4th 1970.

"Pay the Piper"

This episode is a twist on the Pied Piper fable, but sadly doesn't really come off at it is so much at odds with the thread of the rest of the series. Guest Artist Jonathan Harris was Dr Smith on Allen's LOST IN SPACE series and effectively simply reprises that role in all but name. Writer Richard Shapiro wrote several "fantasy" stories for the show. His episodes were generally lighter than other contributors ("Inside Rail" with a racing theme, "Giants and all that Jazz", with a Jazz theme, "Comeback", a spoof of the Movie business etc.

"Secret City of Limbo"

The most impressive aspect of this episode is the marvellous underground set. This was redressed from the film "Beneath the Planet of the Apes". An early draft of this episode had the Underground Giants as "Mole like people". Allen was appalled by this and so they were changed to be more traditional in appearance. Guest Artist Malachi Throne appeared in all of Allen's shows of the time. His most unusual role for 20th Century Fox was as "False-face" in the BATMAN series for which he was credited as "?", much to his annoyance.

"Panic"

Guest Artist Peter Mark Richman (then known as Mark Richman) also appeared twice in Irwin Allen's "Voyage" series. He had a long career in films and Tv, generally cast as a "Baddie". The teleporter is an impressive prop covered with the usual Irwin Allen trademarks of flashing lights and appeared in more than one episode of the series. Guest Artist Pat Culliton (Officer Willis) was an Irwin Allen associate who had bit parts in most of his shows, often uncredited. He was also in "Genius at Work".

"The Deadly Dart"

The character of Zoral (originally in The Mechanical Man) is here played by a different actor, Donald Barry. Guest Artist John Dehner was in Allen's "Voyage" series and can also be seen in THE WILD WILD WEST. The reason why Mark took the explosives and flares with him is somewhat inexplicable appearing to be contrived to simply help the story along.

"Doomsday"

The end credits list Inspector Kobick as inspector "Turner". (oops!) This is also Kobick's final adventure with our heroes. Barry (Stefan Arnglim) is missing from this episode (as he is from several others) without explanation. From thin air the group produce a metal detector for use in this story. They can't fix the ship but during the 2nd year they produced among other items, a periscope, a laser cutter, a delta power pack and the aforementioned detector.!!

"A Small War"

struggle for survival.

Wr Anthony Wilson

Dir Irwin Allen

1 - 2 *GHOST TOWN*

The Earthlings find themselves trapped in an Earth-sized town run by a giant eccentric and his sadistic daughter.

Wr Gil Ralston, William Welch

Dir Nathan Juran

1 - 3 *FRAMED*

When a giant hobo is framed for murder, the Earthlings come to his aid.

Wr Mann Rubin

Dir Harry Harris

1 - 4 *UNDERGROUND*

The Earthlings become involved in an underground resistance in the giant civilization.

Wr Ellis St. Joseph

Dir Sobey Martin

1 - 5 *TERROR-GO-ROUND*

Barry and Fitzhugh are captured by giant Gypsies.

Wr Charles Bennett

Dir Sobey Martin

1 - 6 *FLIGHT PLAN*

The Spindrift crew find an amnesiac Earthling, Joe, but it turns out to be a ploy by giant crooks to get hold of the ship's power supply.

Wr Peter Packer

Dir Harry Harris

1 - 7 *MANHUNT*

A giant escaping convict takes the Spindrift but then wanders into quicksand, endangering everyone.

Wr Stan Silverman

Dir Sobey Martin

1 - 8 *THE TRAP*

The Earthlings try to salvage radium from a clock but find themselves at the mercy of giant scientists using a sound detector to home in on them.

Wr Jack Turley

Dir Sobey Martin

1 - 9 *THE CREED*

Barry is strick by appendicitis and the Earthlings have no choice but to turn to a giant doctor for assistance.

Wr Bob Mitchell, Esther Mitchell

Dir Sobey Martin

1 - 10 *DOUBLE-CROSS*

An amnesiac Fitzhugh falls in with two giant thieves and becomes their willing accomplice.

Wr Bob Mitchell, Esther Mitchell

Dir Harry Harris

1 - 11 *THE WEIRD WORLD*

The Spindrift crew finds a paranoid survivor from Earth...but his suspicions endanger everyone.

Wr Anthony Wilson

Dir Harry Harris

1 - 12 *THE GOLDEN CAGE*

Mark falls for an attractive Earth girl - the survivor of a previous space flight.

Wr Anthony Wilson

Dir Sobey Martin

1 - 13 *THE LOST ONES*

This time around, four punk kids from Earth run up against the Spindrift crew.

Wr Bob Mitchell, Esther Mitchell

Dir Harry Harris

1 - 14 *BRAINWASH*

The Giants have invented a chemical that forces those exposed to it to tell the truth, and plan to test it on the Earthlings.

Wr William Welch

Dir Harry Harris

1 - 15 *THE BOUNTY HUNTER*

When the giants increase their search efforts, the Earthlings must increase their salvage efforts and end up captured by a giant and his daughter.

Dir Harry Harris

1 - 16 *ON A CLEAR NIGHT YOU CAN SEE EARTH*

The Earthlings become involved with an insane giant scientist who has infra-red goggles he can use to find them whenever he wants.

Wr Anthony Wilson

Dir Sobey Martin

1 - 17 *DEADLY LODESTONE*

The Giants have invented a detector that can home in on Earth-based metals, and Dan puts the entire group at risk due to the surgical pin in his leg.

Wr William L. Stuart

Dir Harry Harris

1 - 18 *THE NIGHT OF THROMBELDINAR*

Fitzhugh pretends to be an elf to entertain two orphan children, but things turn deadly when it's revealed that traditionally the children sacrifice the elf to make a wish come true.

Wr Bob Mitchell, Esther Mitchell

Dir Sobey Martin

1 - 19 *SEVEN LITTLE INDIANS*

Kobick uses a captured Chipper as bait in a trap to capture the entire Spindrift crew.

Wr Bob Duncan, Wanda Duncan

Dir Harry Harris

1 - 20 *TARGET EARTH*

Mark is roped into helping two giant scientists build a spaceship that can return them all to Earth.

Wr Arthur Weiss

Dir Sobey Martin

1 - 21 *GENIUS AT WORK*

A giant boy-genius comes up with a pill that can enlarge an Earthling to Giant-size.

Wr Bob Mitchell, Esther Mitchell

Dir Sobey Martin

1 - 22 *RETURN OF INIDU*

The Earthlings come to the aid of a giant magician.

Wr Bob Mitchell, Esther Mitchell

Dir Sobey Martin

1 - 23 *RESCUE*

After the Earthlings are inadvertently responsible for two children becoming trapped in a well, they volunteer their service to rescue them.

Wr Bob Mitchell, Esther Mitchell

Dir Harry Harris

1 - 24 *SABOTAGE*

The space travellers are involved in a struggle between a sympathetic giant and one seeking power from

their knowledge.

Wr Bob Mitchell, Esther Mitchell

Dir Harry Harris

1 - 25 *THE SHELL GAME*

The Earthlings come to the aid of a giant deaf boy and his poverty-stricken family.

Wr Bob Mitchell, Esther Mitchell

Dir Harry Harris

1 - 26 *THE CHASE*

Inspector Kobick of the SID involves the Earthlings in a plan to track down counterfeiters.

Wr Arthur Weiss, William Welch

Dir Sobey Martin

2 - 1 *THE MECHANICAL MAN*

The Earthlings become involved in a scientist's scheme to build an indestructible android.

Wr William L. Stuart

Dir Harry Harris

2 - 2 *SIX HOURS TO LIVE*

The Earthlings come to the aid of a convicted criminal who has been falsely accused.

Wr Dan Ullman

Dir Sobey Martin

2 - 3 *THE INSIDE RAIL*

Fitzhugh tries to use his gambling expertise to pick the winners at a local racetrack, but has to enter into a deal with a giant to do so.

Wr Richard Shapiro

Dir Harry Harris

2 - 4 *DEADLY PAWN*

The Earthlings must play a game of real-life chess with a demented giant industrialist.

Wr Arthur Weiss

Dir Nathan Juran

2 - 5 *THE UNSUSPECTED*

Steve is turned into a raving paranoid by exposure to mushroom spores, and cuts a deal with Inspector Kobick to betray his crewmates.

Wr Bob Mitchell, Esther Mitchell

Dir Harry Harris

2 - 6 *GIANTS AND ALL THAT JAZZ*

The Earthlings aid a giant trumpet player against crooks.

Wr Richard Shapiro

Dir Harry Harris

2 - 7 *COLLECTOR'S ITEM*

Valerie is forced to act as a toy ballerina in a giant's scheme to kill his rich uncle.

Wr Bob Duncan, Wanda Duncan

Dir Sobey Martin

2 - 8 *EVERY BOY NEEDS A DOG*

When Chipper is injured by a giant dog, Barry and the others must turn to a giant veterinarian and his sadistic son for assistance.

Wr Jerry Thomas

Dir Harry Harris

2 - 9 *CHAMBER OF FEAR*

Fitzhugh is captured by the owner of a wax museum who is involved in a stolen-diamond racket.

Wr Arthur Weiss

Dir Sobey Martin

2 - 10 *THE CLONES*

A giant scientist performs cloning experiments on the Earthlings.

Wr Oliver Crawford, Bob Mitchell, Esther Mitchell

Dir Nathan Juran

2 - 11 *COMEBACK*

The Spindrift come to the aid of a has-been horror actor but during his comeback movie they find themselves in danger from his enthusiastic director.

Wr Richard Shapiro

Dir Harry Harris

2 - 12 *A PLACE CALLED EARTH*

Two time travellers from 5477 come to the Land of the Giants to conquer Earth.

Wr William Welch

Dir Harmon Jones

2 - 13 *LAND OF THE LOST*

Barry and Valerie are carried off in a balloon to a distant land ruled by a malevolent dictator.

Wr William Welch

Dir Nathan Juran, Sobey Martin

2 - 14 *HOME SWEET HOME*

Fitzhugh and Steve accidentally return to Earth in a space-time pod but end up in 1900 and must deal with hostile villagers.

Wr William Welch

Dir Harry Harris

2 - 15 *OUR MAN O'REILLY*

The Earthlings become involved with a superstitious Irish Giant who believes they're leprechauns.

Wr Jackson Gillis

Dir Sobey Martin

2 - 16 *NIGHTMARE*

While working with a helpful Giant scientist, the Earthlings are subjected to radiation which causes strange hallucinations.

Wr William Welch

Dir Nathan Juran

2 - 17 *PAY THE PIPER*

An alien piper, claiming to be the Pied Piper of Hamelin, brings his act to the Land of the Giants.

Wr Richard Shapiro

Dir Harry Harris

2 - 18 *THE SECRET CITY OF LIMBO*

The Earthlings become involved in the politics of a secret underground city.

Wr Bob Mitchell, Esther Mitchell

Dir Sobey Martin

2 - 19 *PANIC*

A friendly Giant has a teleport device that can send the Spindrift crew back to Earth, but the SID use the whole thing as a trap.

Wr Bob Duncan, Wanda Duncan

Dir Sobey Martin

2 - 20 *THE DEADLY DART*

Mark is framed for the murder of two Giants and begins acting suspiciously, turning his crewmates against him.

Wr William L. Stuart

Dir Harry Harris

2 - 21 *DOOMSDAY*

The Earthlings become involved in a sabotage scheme to destroy the nearby city.

Wr Dan Ullman

Dir Harry Harris

2 - 22 *A SMALL WAR*

A sadistic child unleashes his mechanical toys on the hapless Earthlings.

Wr Anthony Wilson

Dir Harry Harris

2 - 23 *THE MARIONETTES*

The Earthlings aid an injured puppeteer by pretending to be his dancing puppets, but the owner soon suspects they are involved and prepares to capture them for the reward.

Wr William Welch

Dir Sobey Martin

2 - 24 *WILD JOURNEY*

Using a device stolen from time-travelling researchers, Steve and Dan return to the day of the Spindrift's launch and try to alter history and stop the ill-fated flight.

Wr William Welch

Dir Harry Harris

2 - 25 *GRAVEYARD OF FOOLS*

The Earthlings become involved with twin brothers who are plotting to take over the planet.

Wr Sidney Marshall

Dir Sobey Martin

LAND OF THE LOST (1974)



Land of the Lost chronicled the adventures of the Marshall family, consisting of father Rick and his two teenage children Will and Nolly. The Marshalls were on a camping trip when an earthquake occurred creating a fissure that their small raft fell into. When it landed they were in a prehistoric land full of strange creatures.

The Marshall's two objectives were survival and finding a way to return home. Besides the various dinosaurs and dragons they encountered there were two races of semi intelligent biped creatures: the Sleestack and the Pacuni. The Pacuni could best be described as the missing link falling somewhere in between man and ape. They were basically friendly although they did tend to cause mischief. Cha-Ka was a young Pacuni that befriended the family. The sleestack were not so friendly, they were lizard-like creatures who were both primitive and hostile. Living in the ruins of an ancient city, the sleestack would continually cause problems for the Marshalls. Enik was an unusual Sleestack who befriended the Marshalls He had created a time machine to journey into the past and observe his race in its infancy however it broke down and trapped him their. The land of the lost was controlled by pylons that were powered by crystals. If one of the pylons malfunctioned or was tampered with the physical laws of the land would go amok.

Ron Harper has also starred in the television version of PLANET OF THE APES. Strangely the show had a number of top quality SF writers including Daivd Gerrold , Theodore Sturgeon and Larry Niven as well as STAR TREK actor Walter Koenig. STAR TREK writers DC Fontana and David Gerrold contributed scripts and special dinosaur effects were achieved using stop motion animation.

Richard Keil best known as James Bond's metal mouthed adversary, Jaws, had a recurring role as the Marshalls' enemy Malak. The earlier nineties saw the creators of the original series, Sid and Marty Kroft, conjure up a revival which ran for two seasons, with a new lost family, The Porters. Sid and Marty Kroft were also responsible for creating many other childrens SF shows in the seventies including, FAR OUT SPACE NUTS, ELECTRA WOMAN AND DYNA GIRL and BIGFOOT AND WILDBOY.

The show was a step above other Saturday morning fare both in terms of production values and writing. Both the dinosaurs and the sets were well constructed, however the video intergration of the effects with the actors at times left something to be desired. The series has been rerun by CBS in 1985 and 1987, meanwhile the series has never been seen in the UK.

The show was a step above other Saturday morning fare both in terms of production values and writing. stop motion animation was used extensively to create the various dinosaurs. Miniature sets were also often used Both the dinosaurs and the sets were well constructed, however the video integration of the effects with the actors at times left something to be desired. The stories were also written by well known writers. David Gerrold, best known as the creator of Star Trek's tribbles, was the script editor the first season and contributed many of the episodes. Other well known writers included: Ben during Niven, Theodore Sturgeon, D.C Fontana and Margaret Armen.

The third season of the show saw Spenser Mulligan leave and his chagacter Rick beiny written out by returning home. At the same time his brother Jack (would had been lookin for Rick, Holly and Will) appeared in the land assuring continued adult audiance for the two children. The series was rerun by CBS in 1985 and 1987.

The executive producers for the show included Albert J. Tenzer (seasons one & two) and Sid and Marty Krofft for season three, the animation director was Gene Warren Jr.

Land of the Lost was an intelligent show that didn't take children for granted. The shows episodes were written by some of the top names in science fiction of the time. Walter Koenig, of Star Trek fame, wrote what may be the shows best episode, The Stranger, which introduced Enik a more evolved Sleestak from an earlier time who ultimately aided in the Marshall family returning home.

The shows cast would be lead by veteran TV actor Spenser Milligan (Gunsmoke, Quincy, and The Dukes of Hazard) who brought a heart felt touch to the role of the father Rick Marshall. A character who even today could be the poster boy for a perfect parent who was always willing to listen to his children, who was slow to anger and maybe the world's greatest teacher. Milligan filled the role to perfection and a generation of children grew up to think of his character as the father they never had.

Young soap opera star Wesley Eure (Days of our Lives) would be cast as the adventurous teenage boy Will Marshall. Again TV experience would lend to a another memorable character. Will was always exploring his boundaries, often with catastrophic consequences, but was always on hand to look after his younger sister. Eure was great at coming across as someone who couldn't accept his situation and was willing to try anything to get his family home.

Unknown child actress Kathy Coleman was cast as the ever complaining younger sister Holly. For someone with little TV experience Coleman did a remarkable job. Holly was always wanting to hold on to her older brother's shirt tails and mess up any plan he would come up with. It is obvious that Coleman drew upon her own innocence and awkwardness in her portrayal of a child becoming a young woman under the worst of situations.

Despite everything the show had going for it Land of the Lost would only survive three seasons on Saturday morning. Several changes in both story and cast would ultimately become the shows downfall. Milligan would be replaced in the third season by another veteran actor Ron Harper who would play the family's Uncle Jack who had been searching for them. He would enter the dimension just as Rick Marshall exited. The shows decline couldn't be blamed on Harper. A gaff by the network in "dumbing down" the stories and firing most of the shows original writers ultimately spelled the end for the show. New dinosaurs were brought in (including a fire breathing Dimetrakon) to keep children interested, but nothing could replace the mind expanding scripts of the first two seasons.

Land of the Lost was something unique to television. Never had such detail been added to a children's show. The dinosaurs were, for the time, excellent stop motion models. The vocabulary of the primitive Paku was developed by a UCLA professor. The scripts were written by the best in the business. Never before or after has such a production been attempted in children's programming. It is for these reasons that Land of the Lost is still remembered fondly by those old enough to have watched it in it's original airing.

Emmy Award

Outstanding Individual Achievement in Children's Programming - "Land of the Lost" (1974) - Michael Westmore (make-up artist), Louis Phillipi (make-up artist) For episode "Blackout". (1976)

WR. David Gerrold, Margaret Armen, Larry Niven, Walter Koenig, Dick Morgan, Ben Bova, D.C. Fontana, Theodore Sturgeon, Greg Strangis & Jon Kubichan.

DIR. Dennis Steinmetz, Bob Lally, Gordon Wiles, Joe Scanlan and Rick Bennewitz.

EPISODES: 43 **YEAR MADE:** 1974 **COUNTRY:** US **SEASONS:** 3

CREATOR: SID AND MARTY KROFFT

TYPE OF SHOW: LOST

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 17, (2) 13, (3) 13.

DATE OF PREMIER: 02/09/1974 **AIR DATE OF LAST EPISODE** 04/09/1976

SEASON DATE BREAKDOWN:

FILMS:

Rick Marshall SPENCER MILLIGAN, Holly KATHY COLEMAN, Will WESLEY EURE, Jack Marhsall
RON HARPER (3), Enik WALKER EDMISTON, Chaka PHILIP POLEY, Malak RICHARD KIEL.

RELATED SHOWS:

LAND OF THE LOST (1991)

LOST SAUCER, THE

ELECTRA WOMAN AND DYNAGIRL

BIGFOOT AND WILDBOY

WONDERBUG, THE

FAR OUT SPACE NUTS

DR. SHRINKER

SIGMUND AND THE SEA MONSTERS

1 - 1 *CHA-KA*

Grumpy, a T-Rex, attacks a small family of Paku (caveman like creatures). Will and Holly watch and rescue the smallest Paku that hurt his leg. They bring him back to the cave and fix him up. They quickly become friends, but they also find out that Pakus aren't that friendly.

Wr David Gerrold

Dir Dennis Steinmetz

1 - 2 *THE SLEESTAK GOD*

Will and Holly go adventuring and find the Lost City and Sleestak, lizard men that don't behave. Cha-ka gets Rick and they go looking for them with trouble and surprises on the way.....

Wr David Gerrold

Dir Dennis Steinmetz

1 - 3 *DOPEY*

Will and Holly are out and about, and they find a baby brontosaur, which Holly names Dopey, and Holly plans to keep him, but that might be a problem.....

Wr Margaret Armen

Dir Dennis Steinmetz

1 - 4 *DOWNSTREAM*

While rafting down a river, the Marshalls become stranded in a cave with a Civil War era Confederate soldier, who thinks they're trying to steal his "claim".

Wr Larry Niven

Dir Dennis Steinmetz

1 - 5 *TAG-TEAM*

The Marshalls' harvest of giant vegetables is repeatedly targeted by thieving Pakuni. A war of the carrots erupts until both sides come under attack from not only Grumpy but mean 'ol Big Alice as well.

Wr Norman Spinrad

Dir Dennis Steinmetz

1 - 6 *THE STRANGER*

The Marshalls encounter Enik, an intelligent Sleestak-like being, also trying to get home to his people.

Wr Walter Koenig

Dir Bob Lally

1 - 7 *ALBUM*

A hypnotic gem ensnares Will and Holly through a hallucination that transforms Sleestak into first, their mother - then their father! Only by destroying the insidious device can Rick shatter the spell to free his family.

Wr Dick Morgan

Dir Bob Lally

1 - 8 *SKYLONS*

Once inside a Pylon, neither Will nor Holly can resist the glimmering matrix table. Before long they've unwittingly conjured up some sort of weather apocalypse. Could that mysterious trio of flickering flying objects somehow help them stop it?

Wr Dick Morgan

Dir Bob Lally

1 - 9 *THE HOLE*

While exploring the Sleestak cave in the Lost city, Rick is pushed into the pit of the Sleestak god, and runs into an intelligent Sleestak named S'latch in the pit that helps Rick escape.

Wr Wina Sturgeon

Dir Dennis Steinmetz

1 - 10 *THE PAKU WHO CAME FOR DINNER*

Cha-Ka invites himself to the table and does not take kindly to a lesson in manners. Holly's new perfume proves to be too much for the other Pakuni. Smitten by the exotic fragrance, they carry her off kicking and screaming to their secret enclosure.

Wr Barry E. Blitzer

Dir Bob Lally

1 - 11 *THE SEARCH*

A disastrous experiment leaves Rick drained of energy to the point of near paralysis. With both Big Alice and Grumpy closing in, Holly must struggle to get her father back to the safety of the cave while Will seeks out the cantankerous Enik for help.

Wr Ben Bova

Dir Dennis Steinmetz

1 - 12 *THE POSSESSION*

First Cha-Ka and then Holly fall victim of a malevolent energy field that transforms them into walking zombies. The Pylons appear to be at the center of all thisPerhaps the solution can be found by confronting whoever - or whatever - lurks inside.

Wr David Gerrold

Dir Dennis Steinmetz

1 - 13 *FOLLOW THAT DINOSAUR*

A tattered diary claims to be a map back home! Venturing deep into the tunnels beneath Lost City, the Marshalls creep past eerie webbed-in, hibernating Sleestak before reaching an active lava pit, where as the temperatures begin to rise, the Sleestak begin to awaken.

Wr Dick Morgan

Dir Dennis Steinmetz

1 - 14 *STONE SOUP*

Those greedy Pakuni have stolen all the glowing jewels from a Pylon, thus causing tremendous drought! Through the clever bartering of a not-so-sacred soup stone, Rick finally convinces the primitive race that the crystals must be restored.

Wr Joyce Perry

Dir Bob Lally

1 - 15 *ELSEWHEN*

Holly is immediately suspicious of the stranger she meets in Enik's cave. Only after the mysterious woman's insight ensures the rescue of Will and Rick does Holly realize a staggering truth...."Rani" is in actuality, the grown-up version of herself!

Wr D.C. Fontana

Dir Dennis Steinmetz

1 - 16 *HURRICANE*

The family helps astronaut Beauregard Jackson get out the same way he got in - through a time portal. Too bad they can't tag along as they have no parachutes and the opening is sure to be exactly where it was on the other side - high above the earth.

Wr Larry Niven, David Gerrold

Dir Bob Lally

1 - 17 *CIRCLE*

Enik unravels a startling paradox. The Marshalls can leave only if replaced by parallel versions of themselves. So even as Rick, Will and Holly at long last depart home through the mist of a time doorway - they once again arrive for the very first time in the Land of the Lost.

Wr David Gerrold, Larry Niven

Dir Dennis Steinmetz

2 - 1 *TAR PIT*

After Dopey barrels headlong into the deadliest of swamps, the Marshalls band together with Pakuni friends to free the hapless little dinosaur - only to have each attempt make things steadily worse until help arrives from a logical if unexpected source.

Wr Margaret Armen

Dir Gordon Wiles

2 - 2 *THE ZARN*

While exploring the mist marsh, Rick and Will discover a strange ship made of lights, with an equally strange being that runs the ship, and Rick meets someone who he thinks came from his home town.

Wr Dick Morgan

Dir Bob Lally

2 - 3 *FAIR TRADE*

Once he's tumbled into a trap meant for a wild boar, Rick finds himself forced to take its place in the nursery - meaning he's about to be fed alive to the hatchling Sleestak! Enik tries to intervene, but all he can do is offer Will and Holly a curious bargain.

Wr William Keenan

Dir Bob Lally

2 - 4 *ONE OF OUR PYLONS ARE MISSING*

Mysterious holes keep swallowing things up. First a dinosaur, then a picnic basket...before long Cha-Ka, Holly and even Rick have all fallen through to a bizarre netherworld. Helplessly drifting around a pulsating energy core, they'd best find their way out - and fast!

Wr William Keenan

Dir Gordon Wiles

2 - 5 *THE TEST*

Tribal law demands Cha-Ka prove his manhood by stealing an egg...from Big Alice! Will and Holly gamely offer to do what they can to help, but the crankiest momma in all the land soon has everybody cornered inside an ancient temple. Things get even more interesting when the pilfered egg begins to hatch

Wr Tom Swale

Dir Bob Lally

2 - 6 *GRAVITY STORM*

The Marshall's try to find out who or what is causing the short periods of immense gravity, and think it has something to do with the Zarn.

Wr Dick Morgan

Dir Bob Lally

2 - 7 *THE LONGEST DAY*

When a crystal in one of the pylons burns out, it causes the sun to stop moving. Rick goes to investigate, and gets captured by the Sleestak, who blame him for it.

Wr Joyce Perry

Dir Gordon Wiles

2 - 8 *PYLON EXPRESS*

When Rick and Will foolishly venture inside a previously unknown pylon with no key, the door seals up behind them, leaving Holly alone to save her family.

Wr Theodore Sturgeon

Dir Gordon Wiles

2 - 9 *A NICE DAY*

While everyone is outside for a nice day, Will is fishing, Rick is making a trap, and Holly is gathering plants to make dessert, she gets bitten by a poisonous plant. Can "witch doctor" Ta save her before it's too late?

Wr Dick Morgan

Dir Gordon Wiles

2 - 10 *BABY SITTER*

Rick and Will are off on a mapping expedition, so Cha-Ka has to watch Holly and repeatedly incurs Ta's wrath after he's blamed for a series of malicious pranks.

Wr William Keenan

Dir Gordon Wiles

2 - 11 *THE MUSICIAN*

Further exploration of the Lost City temple places a dazzling ruby on Holly's finger before unleashing a strange red humanoid.

Wr Tom Swale, Dick Morgan

Dir Gordon Wiles

2 - 12 *SPLIT PERSONALITY*

A tremendous earthquake brings forth a most unusual visitor - a wraithlike apparition of the youngest Marshall from some parallel universe.

Wr Dick Morgan

Dir Gordon Wiles

2 - 13 *BLACKOUT*

Those crafty Sleestak sabotage the clock pylon, plunging the Land of the Lost into endless night. Knowing this spells certain doom for everyone, Enik seeks out Rick to convince the high council that this path can lead only to one place Extinction!

Wr Dick Morgan, Donald F. Glut

Dir Bob Lally

3 - 1 *AFTER-SHOCK*

Holly, Will and Cha-Ka band together in the wake of devastating losses. Realizing that they now only have each other, the unlucky trio struggles to survive on their own until everybody's fortunes take a surprise turn for the better via a reunion with Uncle Jack!

Wr Jon Kubichan

Dir Jon Scanlan

3 - 2 *SURVIVAL KIT*

A deadly fever strikes Holly just as the Sleestaks make off with the family's supplies! Enik insists that the thievery is warranted, that tribute must be paid to Malak - a new, all powerful god. Can Uncle Jack outsmart the Cro-Magnon con artist with some modern "magic" of his very own?

Wr Samuel Roeca

Dir Rick Bennewitz

3 - 3 *THE ORB*

A mysterious pylon turns Will invisible! Perhaps this startling new power can enable him to free Enik - putting an end to the Sleestaks' foolish plan of unleashing the destructive powers of the orb and plunging the land forever into darkness.

Wr Jon Kubichan

Dir Rick Bennewitz

3 - 4 *REPAIRMAN*

Someone has been tampering with the crystal matrix tables...Soon solar flares are raging out of control. As the world withers and dies under the intense heat, an unflappable British visitor arrives with curious knowledge about the troubled realm.

Wr Jon Kubichan

Dir Joe Scanlan

3 - 5 *MEDUSA*

A runaway canoe sends Holly careening into the clutches of a mysterious young woman. "Meddy" implores the youngest Marshall to relax, to spend some time in her garden admiring the remarkably lifelike statues... Will Holly realize her rescuer's true identity before it is too late?

Wr Greg Strangis

Dir Rick Bennewitz

3 - 6 *CORNERED*

Stung by Torchy's poisonous tail, Will's fate hangs in the balance! Enik refuses to reveal the antidote unless the family rids the valley of the pesky fire-breathing dinosaur forever. Soon Uncle Jack and Holly find themselves in a desperate race against time, obe they all too easily can lose!

Wr Samuel Roeca

Dir Rick Bennewitz

3 - 7 *FLYING DUTCHMAN*

Cha-Ka's discovery of nautical instruments leads the family to a fantastic galeon from the past. The captain is still on board! He's also looking for a new crew... All they need to do is sign up and sail away. But where will they be going? is there more to this deal than meets the eye?

Wr John Cutts

Dir Joe Scanlan

3 - 8 *HOT-AIR ARTIST*

An adventurer from the 1920'scrash-lands - all but destroying his balloon. Even so, Uncle Jack thinks it could easily be repaired. The aviator'sgrowing interest in Cha-Ka arouses deep suspicions in Holly. What fate will befall her Pakuni friend if he tags along back to their world?

Wr Jon Kubichan

Dir Rick Bennewitz

3 - 9 *ABOMINABLE SNOWMAN*

Holly's unicorn vanishes in broad daylight! Determined to rescue her new favourite pet, she enlists Cha-Ka to track down the thief. The trail takes them into the unexplored frozen highlands, where they find themselves trapped within the lair of a terrifying monster!

Wr Samuel Roeca

Dir Joe Scanlan

3 - 10 *TIMESTOP*

An ancient Altrusian key controls the flow of time. He who holds it has the power of time travel at his fingertips...If one fully understands how to use it. Unfortunately, Enik is alone with that knowledge, so Uncle Jack must come to him for help after disaster befalls poor Cha-Ka.

Wr Tom Swale

Dir Joe Scanlan

3 - 11 *ANCIENT GUARDIAN*

The Marshalls foolishly remove an ancient Sleestak totem - not realizing that it alone protects the valley from the wrath of the 'Ancient Guardian'. Only by unraveling the mystery of the idol can the family restore safety and security to the Land of the Lost.

Wr Peter Germano

Dir Joe Scanlan

3 - 12 *SCARAB*

The bite of a Scarab unleashes the evil within Cha-Ka. before long he has desecrated the Library of the Skulls. Even worse, he's deliderately left behind evidence framing Will! Enik explains that only Cha-Ka's confession can save Will now, but the bewitched Pakuni refuses to cooperate.

Wr Ian Martin

Dir Rick Bennewitz

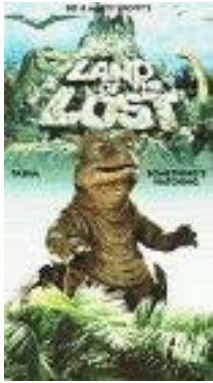
3 - 13 *MEDICINE MAN*

Time and disease have made Lone Wolf and Captain Diggs sworn enemies. Even after the wisdom of one saves the other, the two remain steadfast in their hatred. Can the Marshall clan bring them together peacefully - or are they doomed to battle one another forever?

Wr Jon Kubichan

Dir Joe Scanlan

LAND OF THE LOST (1991)



In this version of Land of the Lost, the family that enters the Land of the Lost are the Porters, father Tom and his two children Kevin and Annie. They are transported into the Land of the Lost when their vehicle fell through a crack in the ground. Suitably equipped with equipment to survive in the wilderness, they have been on a camping expedition - the Fosters built a tree house to live in while looking for a way to return home.

One of the first residents of the Land of the Lost that the Porters meet is Tasha, a baby dinosaur who was adopted by Annie. They also befriended Christa, a jungle girl of unknown origin, and her friend Stink, a half man/half ape creature. Dinosaurs and the Sleestacks, a race of intelligent lizards, were present as they were in the original series to provide dangers for the Porters to face.

Land of the Lost is a half-hour Saturday-morning children's series that originally aired on ABC during the early 1990s. It lasted two seasons, and helped bolster the now cult classic original, the latter of which is now available on DVD. A line of merchandise including action figures and a noise-making replica of Shung's crystal was released.

This show is a nineties remake to the original LAND OF THE LOST made in the 1970s. The series was shown on ABC in the US and has been seen in the UK on Nickelodeon, and Channel Five.

Stories would be mostly of the fantasy kind, however stories which have a SF slant include 'Future Boy' in which Annie makes friends with a boy from the future who had run away and borrowed his father's time belt, and 'Flight to Freedom' in which an Earthquake creates a time portal with a possible way home for the Porters.

Characters

Main characters

The Porter Family

Tom Porter: the father. Played by Timothy Bottoms.

Kevin Porter: the son. Played by Robert Gavin.

Annie Porter: the younger daughter. Played by Jennifer Drugan.

Tasha: baby *Parasaurolophus* who lives with the Porters. Played by Ed Gale, voiced by Danny Mann. After the death of her mother at the claws of Scarface, Tasha now lives with the Porters as a pet. What will happen to her if the Porters ever find a way home, is a frequent subject of discussion.

Christa: Beautiful cave-girl, says "Acuba Ne" as a way of saying either "hello" or "goodbye". Played by Shannon Day. Christa is from the human world and was born in Chicago. Her family was trapped in the Land of the Lost through similar circumstances to the Porters. At one point, Christa's family built a raft to try and sail to the other side of the ocean, hoping to find signs of civilization. In a subsequent storm, Christa was washed overboard and was saved by the family's friend, the fishman Namaki. Separated from her parents, Christa grew up practically alone, and by the time the Porters met her, had forgotten almost everything about her previous life.

Stink: The Paku friend of Christa. Played by Bobby Porter. Stink has been helping Christa survive for most of her life. Despite his animal-like appearance, Stink is very intelligent, with an intense knowledge of plant and animal life.

Others

Keela: sorceress.

Namaki: A strange, merman-like creature who lives in a cave on the coast near the Porter's treehouse. Years ago, he befriended Christa's family, and helped them to build a raft to try and cross the ocean. When young Christa was swept overboard in a storm, Namaki rescued her and brought her back to shore. Namaki, despite his aquatic physiology, has never been to the other side of the ocean, afraid to attempt the crossing because of the frequent storms and the dangerous marine predators.

Princess: A Triceratops who is sometimes used as transportation for Christa and Stink.

The next morning Kevin and Annie find an egg that survived the attack and bring it back to the tree house. What hatches out of this egg ends up becoming their friend "Tasha".

1 - 2 *SOMETHING'S WATCHING*

Tom believes that he and the family's every move is being watched by someone so they set out to find them.

1 - 3 *SHUNG THE TERRIBLE*

The Porters embark on a scouting expedition to find a way out of the Land of the Lost but get caught by Sleestaks.

1 - 4 *JUNGLE GIRL*

Tom is obsessed with finding the elusive jungle girl.

1 - 5 *THE CRYSTAL*

Shung loses his power crystal.

1 - 6 *WILD THING*

Tom decides that it is time for Tasha to back into the jungle but when the family becomes concerned to go out to look for her.

1 - 7 *DAY FOR KNIGHT*

A 12th-century knight stumbles into the Land of the Lost

1 - 8 *KEVIN VS. THE VOLCANO*

When a volcano erupts Kevin becomes trapped and the family has to try and save him.

1 - 9 *MIND GAMES*

Annie resents being the junior member of a male-dominated family.

1 - 10 *FLIGHT TO FREEDOM*

The Porter's must choose between saving their new friends or going back home when a new "time door" opens up.

1 - 11 *HEATWAVE*

Returning to their treehouse compound, the Porters find the land in the grip of a withering drought. But to get fresh water, they must risk exposing their homebase location to the vile Sleestak lizard-men.

1 - 12 *THE THIEF*

The Porters throw Christa a surprise birthday party. Things get hectic when the treehouse is ransacked and Kevin's gift to Christa is stolen. Kevin jumps to the conclusion that Stink was responsible, but later learns that something else crashed the party decorations.

1 - 13 *POWER PLAY*

The last of the Porters batteries finally dies, leaving them without flashlights, music or any other links to the twentieth century.

2 - 1 *THE SORCERESS*

Annie befriends Keela, a sorceress banished to the Land of the Lost by an evil king. Keela uses her magic to entertain the Porters and turn Tasha into a talking dinosaur. But trouble follows: Keela is being pursued by Magas, a one-eyed beast who had been an evil sorcerer until Keela turned him into a monster.

2 - 2 *DREAMMAKER*

The Porter's stumble upon a suburban street with their old house on the street but what is unknown is that it is pure evil.

2 - 3 *OPAH*

When Kevin and Tasha find Stink's grandfather, Stink becomes embarrassed by him.

2 - 4 *THE GLADIATORS*

Shung uses his crystal on Christa.

2 - 5 *LIFES A BEACH*

When the Porter's become sick of the tree house stink decides to show them a beautiful beach.

2 - 6 *FUTURE BOY*

After an argument with her father, Annie heads for the jungle.

2 - 7 *SIREN'S SONG*

The Porters, Stink, Tasha and Christa spend the day on the beach with Namaki.

2 - 8 *IN DINOS WE TRUST*

The Porters are forced to form an alliance with the dinosaurs whom they don't trust.

2 - 9 *ANNIE IN CHARGE*

Annie is put in charge of the whole group but finds out that it is much harder than she think when she runs into dinosaurs.

2 - 10 *MAKE MY DAY*

When the Porters are captured who or what will save them can they make it out?

2 - 11 *CHEERS*

Kevin finds a fruit that can be very intoxicating if consumed.

2 - 12 *SORCERER'S APPRENTICE*

The Porters find a sorcerer who has stumbled into the land of the lost.

2 - 13 *MISERY LOVES COMPANY*

When Stink injures his ankle falling from the Porter Tree house under Kevin's watch, Kevin must now wait on him hand and foot.

LAST TRAIN, THE

AKA: **CRUEL EARTH**



After a train crashes in a tunnel, the survivors climb to the surface, but they are shocked to find the world completely destroyed, because the Earth has been struck by a giant meteorite. The unlikely bunch of survivors were frozen by a mysterious chemical designed by the Ministry of Defence to freeze the most important people when the meteor hits the Earth. One of the scientists was on board the train with the chemical when the meteor hits and the chemical leaks in the carriage.

The survivors find themselves frozen for over 50 years and awake to discover that the world has changed radically with hungry dangerous dogs and overgrown plants. Many of the survivors die as they attempt to make their way to an underground military bunker where other possible survivors and food might be.

Following on from the success of such films as *Deep Impact* and *Armageddon*, this six part series was the most expensive series ever made for television at the time, and it shows in many of the spectacular sets which have been produced for the series. Most of the budget went on the special effects and not the acting abilities of many of the cast who seem as lost as their premise in the series. Despite this the series does have a certain charm very reminiscent of shows such as Terry Nation's *SURVIVORS*. If they series could ever make as much money in profit as it cost for its budget would be unlikely. Another case perhaps of having too much money in a similar vain to the BBC's, *INVASION EARTH* serial.

The producer for the series was Sita Williams. Sacha Dhawan who played Leo Nixon in this six part series also started in ITV's children's SF series *OUT OF SIGHT*. Executive producers were Susan Hogg and Simon Lewis, special effects were by Steve Tomkow, scientific advisor was Brian Marples PhD, associate producer was David Noble and the music was by Christopher Gunning. The series was shown mostly at a 9pm slot on the ITV network.

Matthew Graham, the writer of the series also wrote for shows such as *EastEnders*, *City Central* and *This Life*. Most of the streets seen in the series were built from scratch. Buildings are crumbling from the effects of acid rain and strange plants are growing in unusual places, their spores having been thrown up into the atmosphere by the asteroid. The reported total cost for the serial was over £700,000 per episode, making it Granada's most expensive series ever. Some of the graphics for the first episode, such as a scene where you see helicopters in the background was bought off the internet from a kid in Illinois, USA for just a \$150. Pre-publicity for the show was keen to avoid the label of a science fiction show, but with the futuristic setting and a fictional idea extrapolated from a scientifically feasible scenario, it is undeniably part of the Genre.

Pre- publicity for *The Last Train* was keen to avoid labelling it as Science Fiction, but with a futuristic setting and a fictional idea extrapolated from a scientifically feasible scenario, it is undeniably part of the genre.

WR. Matthew Graham

DIR. Stuart Orme, Alex Pillai

EPISODES: 6 **YEAR MADE:** 1999 **COUNTRY:** GB **SEASONS:** 1

A GRANADA TELEVISION PRODUCTION FOR ITV

CREATOR: MATTHEW GRAHAM (Writer)

TYPE OF SHOW: ARMAGEDDON **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 08/04/1999 **AIR DATE OF LAST EPISODE** 06/05/1999

SEASON DATE BREAKDOWN:

FILMS:

Harriet Ambrose NICOLA WALKER, Jandra Nixon AMITA DHIRI, Austin Danforth JAMES HAZELDINE, Ian Hart CHRISTOPHER PULFORD, Mick Sizer TREVA ETENNE, Roe Germaine ZOE TELFORD, Anita Nixon DINITA GOHIL, Leo Nixon SACHA DHAWAN, Jean Wilson JANET DALE, Colin Wallis STEVE HUISON, Hild CAROLINE CARVER, Jonathan Geddes RALPH BROWN, Coates JOSH MORAN, Becky ABIGAIL HAYES, Sam JOHN FLITCROFT, Danny JUSTIN ELLERY, Archie ROBERT DUNN, Mark KENNETH COLLEY, Gillian DEBORAH FINDLAY, Behemoth DAVE NICHOLLS, Hornrim PHIL SMEETON.

RELATED SHOWS:*OUT OF SIGHT*

1 - 1

After a train crashes in a tunnel the survivors climb to the surface, but they are shocked to find the world completely transformed.

Wr Matthew Graham**Dir** Stuart Orme

1 - 2

The survivors of the rail crash search for their families and for clean water to drink. Harriet attempts to track down a friend who may be able to provide vital help and much-needed answers.

Wr Matthew Graham

1 - 3

The survivors head north in search of the Ark. Having eaten nothing since the train crash, finding food is vital.

Wr Matthew Graham**Dir** Alex Pillai

1 - 4

One of the group is desperately ill and the survivors must speed up their journey to the Ark.

Wr Matthew Graham**Dir** Alex Pillai

1 - 5

The survivors take shelter in an apparently deserted village. Here they learn the shocking truth about why Hild is being pursued. Colin's attraction towards Ros creates conflict.

Wr Matthew Graham**Dir** Alex Pillai

1 - 6

The survivors reach the Ark base, but Austin gets into serious trouble with the tribespeople who have kidnapped Anita and Hilda.

Wr Matthew Graham**Dir** Stuart Orme

LASTIKMAN



Lastikman is a fictional, half-human, half-alien male superhero, whose alien origins can be traced back to the Harraian alien race from the Harraio Galaxy. He was born in the Harraian planet Igbao to a human mother named Ruth Abelgas and a Harraian father named Irroian.

Ruth was initially taken prisoner by the Harraians in order to closely study humans. One of the Harraian scientists studying her, Irroian, quickly took pity and eventually helped free her. While hiding her, the two soon fell in love with each other and made out, and the result of their union was the baby Eskappar.

Elsewhere in the kingdom, Amon Labao ordered a massive manhunt for Ruth. She gave one of her men, Maaram, an invisibility potion that can render anyone invisible. Under the cover of invisibility, Maaram was able to track Ruth's whereabouts and link Irroian to the crime. Agaddon, Irroian's best friend, found out about this and decided to intervene and help Irroian out. Agaddon thus became the primary suspect, instead of Irroian, when he took Ruth out of the planet.

When Agaddon and Ruth escaped, they had to leave Irroian and the baby Eskappar (Lastikman) behind. Irroian was thus left with the task of raising his child alone. Because Eskappar was half-human, his skin was different from the Harraians, so Irroian tried to hide this by painting over Eskappar's body.

Maaram eventually found out the truth about Eskappar's half-human identity. This forced Irroian to quickly send Eskappar off in a space capsule bound for Earth in the hopes of saving him. He gave the child a necklace - a memory token for his son to remember him by. Irroian was eventually caught but not before Eskappar's space capsule made it out safely.

On its way to Earth, the capsule was hit by a passing comet. The collision sent the capsule hurtling towards the Earth, crashing in a forest mountain somewhere in the Philippines. It was here that Caloy Asis, a pito-pito, found him, named him Miguel and adopted him. This is where the adventure begins.

Lastikman is an action, dramedy fantaserye based on Mars Ravelo's popular comic book character bearing the same name. The show initially aired on ABS-CBN on September 24, 2007. The show is top billed by an all-star Filipino cast, with comedian Vhong Navarro playing the title role.

Powers and abilities

Able to stretch parts of his body like they were made of elastic, allowing him to reshape himself into whatever form he desires.

Bulletproof.

His weakness is cold temperature, just like any elastic object he will freeze when exposed to it.

Transfiguration.

Able to fly by transforming in a form of a flying objects like a plane or mosquito.

Ratings

It ranks averagely both in Mega Manila and nationwide. Its closest rival is Ysabella and Zaido: Pulis Pangkalawakan. But in these 3, Ysabella used to get the highest ratings in nationwide while the lowest is Zaido: Pulis Pangkalawakan

Cast and characters

Human

Lastikman/ Miguel Asis/ Eskappar - At a young age Miguel learned how to deal with his past and this is by finding joy and laughter in everything he does. Eventually, Miguel discovers his powers in elasticity, but keeps it a secret to protect the people whom he dearly loves. Miguel is determined to find his birth mother and capture the heart of the elusive Yellena. Despite his apprehensions towards high 'talents', Miguel ultimately

transforms into Lastikman, defender of good. His ladylove is Yellena White. Played by Vhong Navarro.

Chikoy Gipit - Miguel grew up with Chikoy in the village and the two are almost inseparable. Feeling 'cute', Chikoy's big mouth often gets them into trouble. A lot of people even wonder how he could be Raffy's brother. Played by Archie Alemania.

Caloy Asis - A simple hard-working man, Caloy was able to invent the herbal phenomenon called Ampalunggay, a cross-breed of the plant Ampalaya and Malunggay. Caloy adopts Eskappar upon seeing the boy alone in the forest and gives him the name Miguel. Played by Jayson Gainza.

Dolores Puntawe - She loves attention and is always looking for it, having been brought up around in different people. A real beauty, she fell in love with the simple Caloy because of his generosity and kindness to other people but the influence of her past made her really jealous of Miguel. Played by Carmi Martin.

Madonna Puntawe - She is Dolores's daughter out of wedlock. She was influenced by her mom's harsh attitude towards Miguel, also treats Caloy's adopted son with disdain. However she likes Raffy, the village's resident nerd. Madonna is Miguel's sister. Played by Empress Schuck.

Raffy Gipit - Sometime Raffy wishes that he belongs to another family. On Miguel's friends, his family is known as the loudmouths of the village. Smart and responsible, Raffy wants to graduate as his class's valedictorian as he can get full scholarship to college. His seriousness is always interpreted by the others as being snob but this makes him more interesting to Madonna. Played by Enchong Dee.

Sandy Evilone - All her life Sandy was trying to please her father, Jared Evilone, but to no avail. A happy-go-lucky type of girl and a good friend to Yellena, Sandy falls in love with the kind-hearted Miguel. Overconfident Ken distracts her though from her budding feelings for Miguel. Sandy has a feeling for Ken Madrigal. Played by Roxanne Guinoo.

Ken Madrigal - The Big Man on Campus. The leader of the popular kids. Ken is so egoistic that he believes he's God's gift to women. He treats girls as accessories and Yellena was no exception. But Yellena stopped paying attention to him, so he attempts to get Yellena's heart back by way of getting close with her best friend Sandy. Ken fell in love with Sandy Evilone his new ladylove. Played by Jake Cuenca.

Yellena White - Daughter of a successful business, Yellena lived very pampered life abroad and has returned to her homeland to attend college. Her world evolves around her mom, school, the country club and traipsing around high end bars and malls. Yellena fell in love with Miguel after she learns Miguel's secret identity 'Lastikman'. Played by Iya Villania.

Cynthia Evilone - Wife to Jared, She controls the business side of things at Evilone Pharma. She is respectable when it comes to business deals. Unknown to others Cynthia is filled with grief and anger inside, two things that stem from her unpleasant past. It was later revealed that she's the alter ego of Ruth Abelgas, Miguel's mother. Played by Zsa Zsa Padilla.

Ryan White - He is Yellena's older brother. Like Ken, Ryan is part of the popular kids in school. The difference between the two though is that Ryan is known for his hot moves on the dance floor. He frequently competes in dance competitions. Played by Danillo Barrios.

From Planet Harraian

Irroian - A famous Harraian scientist assigned in the study of human beings and their destructive ways. He fell in love with earthling and alien abducted Ruth and they have a son. When he discovered Eskappar's imperfections, he tried his best to cover the truth from the Harraians to protect his son. But when his people found out Eskappar's true bloodline, he risk his own life to save his son. Played by Ton-Ton Gutteriez.

Ruth Abelgas - An orphan in Earth, Ruth used her beauty and brains to send herself to college. She took up Chemical Engineering and vowed to help out children who were dying from strange illnesses. But in her last year in college, she was kidnapped by aliens and was taken to Harraio as a specimen. With no family to look for her, Ruth's disappearance went unnoticed. Mother of Lastikman. Her character returned as Cynthia Evilone, her morphed form. Played by Dawn Zulueta.

Amon Labao - She is one of the most respected beings not only in her planet Igbao, but also in the Harraio galaxy. She is regarded as a wise and diplomatic leader. In generations of Harraian leaders, Amon Labao's term is the only one that stabilized the whole Harraio galaxy. Played by Gloria Romero.

Villains

The Seven main villains symbolizes that seven deadly sins.

Agaddon

The main villain of the story, he makes humans as monsters to conquer the world, he was supposed to be a friend of Irroian, Miguel's father, but turned humans to monsters to conquer earth and offer it to Miguel's mother.

Agaddon represents Greed. Also a Harraian scientist, Agaddon hopes for greatness someday, something he is sure that he can achieve of his planet. He loves earthling Ruth secretly and was envious of his best friend Irroian. Played by Ian Veneracion.

Mothra

She is the first villain shown in Lastikman. She was the first experiment of Agaddon to conquer the world.

Susan Navarro - She always having an affair to any man just for their money. She was an ex-beauty queen and she uses her beauty to attract men who are married to other people. She said she was doing all of this for her mother who's always being beaten up by his father.

Origin

An ex-beauty queen turned to a fashion designer. Susan is the mistress of a high personality. Her mom being a battered wife, she has allowed herself to be the other woman to show that she can control any man she wants.

Susan was an ex- beauty queen

Mothra - Representing Lust. Susan will transform into Mothra, a giant Butterfly who has the ability to spread diseases that can cause serious respiratory ailments. Played by Sunshine Cruz.

Abilities

Flying - as a moth, Mothra has wings to make her fly.

Virus Dust - like a mothwith dust, Mothra spreads a infectious dust that can easily kill people.

Charisma Dust - Her ability to attract men and make them become her slaves.

Death

When she was trying to kill Lastikman, she used a pole but unfortunatley, Lastikman as a rubber haven't affected, instead it bumped back to Mothra stabbing her, as Mothra escapes, Lastikman used a hose pole and sprayed to Mothra making her wet and killed.

Beautiki

Ines Samantela - (lit. Beaulizard) She is always envious of the people around her so she likes spreading rumors about them. In fact she is No. 1 source of gossip at the University she works for - not a really good example to her student. She is befriends with Sandy, her past was the one making her mad and blaming it to others by gossiping about them.

Origin

Ines was a PE teacher in POPu college. She has a very terrible childhood, because of her parents death her aunt has no choice but to adopt her. Ines was always being abused and sometimes being jailed in their house.

When she grow up, she has a boyfriend, Jerson, that everything he's done was to grab money from Ines and never love her. Jerson married another girl and left Ines leaving Ines all the hate in the world.

Beautiki - She represents Envy. Ines turned into a mutant lizard named Beautiki, taking after the reptiles characteristics. Her acid spit can melt anything instantaneously and she can use her tongue as a whip. She can also regenerate anybody part that gets severed. Ines voluntarily made her decision by being Beautiki. Played by Saicy Aguila

Abilities

Acid Saliva - Beautiki's saliva can easily burn and melt object and it never dissolve and can still effect other people when they touch the part of the body of the victim where the acid go.

Tail Whip - She can use her tail as a whip to hit her enemies.

Camouflage - like a chameleon, Beautiki can camouflage and can be invisible from the sight of her enemies.

Tail Regeneration - same as a lizard, She can regenerate her tail whenever it's been ripped.

Death

Beautiki jumps and hangs on a big chandelier and trying to kill Lastikman which transform in a form of mosquito, and suddenly the chandelier falls on the ground stabbing her stomach and causes her death.

Alingasaw

Albert Langitan - A photo journalist, Albert's job takes him to wherever Lastikman is. However, he is too lazy to accomplish his work well and meet his deadlines. He has a son and a wife but not living with them anymore.

Alingasaw - (lit. Stench) he represents Sloth. Albert will turn into a smell, dirty monster that can spread disgusting insects with diseases and virus. Played by James Blanco.

Origin

Albert was very poor when he met his wife, he doesn't even have anything to feed her, which pushed him to

rob and snatch in the streets, because of this he's been jailed and left by his wife. In jail, Albert has been tortured and even given tattoos in his body. When he's been freed his wife has a new husband and their son has known the new guy to be his father. He became a photo journalist but became lazy and forgetting his hygiene.

Abilities

Insect Control - He can control all the pests that comes out from his body.

Insect-Swarm Transformation - Alingasaw can transform himself into a swarm of flying insects.

Flight - he can fly in insect swarm form.

Disease Spreading - Alingasaw can spread rare diseases through insects.

Body-Piercing Centipede - Alingasaw can summon, from his body, a centipede with a spiked head to impale his victim. He used this to kill Sandy's boyfriend, Ken.

Blob

Mang Ninoy/ Blob - he represents Gluttony. Mang Ninoy owns his own sari-sari store in Bgy. Bagong Unlad. A former 'Saudi Boy', his shrewdness on money matter has made him one tough businessman. His love of money will lead him to do evil things as the Blob. No one can stop Blob for the monstrosity will anything that blocks his way to gain material. Blob does not get tired of eating though and this increases his size limit. He will be used as a new monster to help Agaddon and Alingasaw kill Lastikman. Played by Jomari Yllana.

Elemental Man

Dr. Jared Evilone/ Elemental Man - he represents Wrath. The owner of the mysterious Evilone Pharmaceuticals, one of the biggest medicine makers in the country. Jared makes and discovers the formulas used in his company, as he claims to be a scientist. No one knows much about Jared nor the history of Evilone Pharam. In fact, he is the one responsible for the epidemic and sickness the country is experiencing. Played by John Estrada.

Ice Queen

Ayessa White/ Ice Queen - Represents Pride. She grew up in extravagance but experienced the hard life when her father's business went bankrupt. Ayessa promised that she won't be a Loser like her father and does everything she can to be at the top. Because of her dreams she became a cold-hearted mother to her children Ryan and Yellena. Her mutant character hasn't revealed yet. Played by Cherie Gil.

Production

Characters

The seven main villains symbolizes the seven (7) deadly sins.

Soundtrack

The theme song for the Lastikman TV series is by Parokya ni Edgar entitled "Walang Susuko". The love theme of the song is sung by Philippines Concert King, Martin Nievera.

Primer

A primer was made entitled, "Lastikmania: The Making of Lastikman". It was aired in September 22, 2007. It was hosted by many Kapamilya stars, namely, Piolo Pascual, Bea Alonzo, Anne Curtis, and John Lloyd Cruz.

Aside from a primer, ABS-CBN made a a program titled, "Lastikminutes". It showed how Lastikman was made and conceptualize. It was aired a week before the shows premiere on Primetime Bida.

Production Credits

Directors; Jerome Chavez Pobocan and Tots D. Sanchez-Mariscal

Production Manager: Julie Anne R. Benitez

Executive Producer: Darnel Joy R. Villafior

Associate Producer: Hazel C. Balmes

Associate Producer: Carlina Dela Merced

Production Assistant: Val Bagabaldo

Production Assistant: Madelle Maryse Reyes

Production Assistant: Catherine Grace Magdael

Production Assistant: Eleanor Martinez

Production Assistant: Bryan Paul Ramos

Production Assistant: Jacqueline Macasero

Plot

Prologue: The Adventure Begins

Amon Labao, the matriarch of the planet Igbao in the galaxy Harraio, orders her subjects to conduct extensive experiments upon humans, their first being the abducted Ruth Abelgas. However, one scientist, Irroian, aids in her escape, and the pair fall in love, leading to Ruth giving birth to Eskappar.

When the Council determines that Ruth must be executed, Irroian seeks the help of his friend Agaddon in returning her to Earth, but a Council spy named Maraam learns that Ruth is with Irroian and arrests him. Meanwhile, Agaddon escapes with Ruth to Earth, and is determined by the Council to be the "actual" traitor.

Once released, Irroian continues to raise Eskappar in Harraio, but because Eskappar assumes human form, Irroian eventually attempts to escape with him to Earth. For fear for his son's life, he eventually attempts to escape with his son to Earth. Irroian is shot by Maraam's guards in the attempt, but he manages to send Irroian to Earth with Butao, a robot containing a recording of Irroian with instructions for Eskappar to search for Ruth

After Eskappar lands on Earth, he sees a man, Caloy, and follows him. However, when Caloy falls into a surging river, Eskappar uses his elasticity to save Caloy's life. Caloy eventually assumes that Eskappar is a lost foreigner, and takes him home, where he names him "Miguel" and raises him. Several years later, Miguel witnesses the death of his foster father, and decides to become Lastikman.

Chapter 1: The Seductive Moth

Susan Navarro, an ex-beauty queen and interior decorator, is kidnapped by Agaddon and transformed into "Mothra", a moth-like monster that spreads respiratory illnesses and manipulates men. She later appears in a park, where she infects passerby and kills them. A photographer named Albert chances upon the scene, and is left alive by Mothra in order to spread the story of the virus outbreak. Later that evening, Susan's mother recognizes her as Mothra from a photograph in a newspaper, and wonders if this is a punishment for her relationship with Danny. At the same time, Evilone Pharmaceutical offers to find a cure for Mothra's victims.

Meanwhile, Miguel is depressed because Yellena is planning to reconcile with Ken. He avoids his friends and takes a day off to take his mind off Yellena. When his friends check on him that evening, Miguel announces that he wants to drop out of school. However, his friends dissuade him from his rash decision. The next day, Miguel returns to school, and is again attracted to Yellena. Though Yellena is still intent on reconciling with Ken, he is busy practicing sports, and Miguel sees the situation as an opportunity to be close to Yellena by consoling her.

Chapter 2: The Revenge of the Lonely Lizard

Ines Samantela, a teacher at POPU college, is found by Agaddon and voluntarily transformed into "Beautiki", a lizard-like creature that can use acid to melt her victims away. She uses her new-found power to destroy those who she believed had hurt her, including one of her relatives.

Chapter 3: The Malodorous Monster

A paparazzi named Albert Langitan is tasked to tail Lastikman and secretly photograph him. However, he is found by Agaddon and transformed into "Alingasaw", manipulator of insects and worms.

Chapter 4: The Rise of the Manipulative Morpher

Mang Ninoy, a sari-sari store owner in Bgy. Bagong Unlad, is found by Agaddon and talked into being transformed into "Morphino". He can transform to resemble others, and uses this ability to impersonate and discredit Lastikman.

Chapter 5: The Wrath of a Smoldering Flame

Ryan White, Yellena's older brother, was angry at Miguel, blaming him for her death and his mother Ayessa's stroke. Jared convinced him to turn into "Lagablab", controller of fire. Jared had also turned the rest of the Foremen into Ryan's minions to destroy Lastikman. Still, Lastikman managed to defeat the Foremen. Infuriated, Jared had other plans in mind in order to acquire his ultimate soldier.

Chapter 6: Vengeance Of A Cold-Hearted Mother

After witnessing the murder of her son Ryan in Lastikman's hands, the half-dead Ayessa White allowed herself to be under Jared's command. Jared turns her into a manipulator of ice and heals her paralysis. She calls herself "Frosta".

Chapter 7: The Master of the Elements

Because his stone, Liwata, was completed, Jared Evilone was able to use it to unlock the powers of fire, wind, earth, and water. He turns into "Elemento", master of the elements, in order to battle Lastikman for Ruth's attention and love as well as to finish his empire's completion.

He was weakened upon the removal of his completed stone, Liwata, but as he was left for dead, Toto listened to his instructions and brought about Elemento's final transformation.

WR.**DIR.****EPISODES:** 90 **YEAR MADE:** 2007 **COUNTRY:** PHI **SEASONS:** 1*ABS-CBN ENTERTAINMENT***CREATOR:** MARS REVELO**TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Tagalog**SEASON BREAKDOWN:** (1) 90**DATE OF PREMIER:** 24/09/2007**AIR DATE OF LAST EPISODE** 25/01/2008**SEASON DATE BREAKDOWN:****FILMS:**

Eskappar/Miguel Asis/Lastikman VHONG NAVARRO, Yellena White IYA VILLANIA, Sandy Evilone ROXANNE GUINOO, Ken Madrigal JAKE CUENCA, Cynthia Evilone ZSA ZSA PADILLA, Ayessa White/Ice Queen CHERIE GIL, Dolores Puntawe CARMi MARTIN, Dr. Jared Evilone/Elemental Man JOHN ESTRADA, Chikoy ARCHIE ALEMANIA, Ryan White DANILO BARRIOS, Susan Navarro/Mothra SUNSHINE CRUZ, Agaddon IAN VENERACION, Raffy ENCHONG DEE, Madonna Puntawe EMPRESS SCHUCK, Caloy Asis JAYSON GAINZA, Ines Samantela/Beautiki SAICY AQUILA, Albert Langitan/Alingasaw JAMES BLANCO, Amon Labao GLORIA ROMERO, Mang Ninoy/Blob JOMARI YLLANA, Maaram ALEX CORTEZ, Ruth Abelgas DAWN ZULUETA, Irroian TONTON GUTTIEREZ.

Extended cast

Kristia VANNA GARCIA, Gemma Dela Rosa TONI GONZAGA, Aling Method PEEWEE O'HARA, Judith GILLETTE SANDICO, Young Chikoy JACOB DIONISIO, Young Eskappar/Miguel JARIUS AQUINO, Young Yellena LOUISSA "ISSA" PRESSMAN, Choleng GEORGIA ORTEGA, Reden White PAULO SADIST, Young Ryan ANDREW MUHLACH, Young Sandy SOPHIA BARR, QUINTIN ALIANZA, KC ABOLOC, Don MARVIN RAYMUNDO, Danny NONIE BUENCAMINO, Susan's Mother EVA DARRN, Jane NINA DOLINO, Toto JORDON CASTILLO, Jerson PAOLO RAMIREZ, Cyruss BASTY ALCANSES, KIMBERLY DIAZ.

1 - 1 *EPISODE ONE*

Lastikman tries to stop a creature that caused a tornado during a historic celebration in Leyte. He however gets into a predicament and plummets into the deep sea with a serious injury. This brings him back to the tale of his past, how his father Irroian helped her earthling mother Ruth hide and avoid further experiments done by Harraian scientists. They fell in love and eventually had a son. Irroian entails the help of Aggadon, his best friend and fellow scientist. When Ruth's presence was discovered Aggadon helps Ruth escape back to planet earth, taking with him the blame of Irroian's betrayal of his people. Irroian returns home to find that his son was left behind and decides to raise him on his own.

1 - 2 *EPISODE TWO*

Irroian discovers Eskappar's special abilities and decides to go on a vacation with his son. There on another planet, Irroian finds ways of disguising the child as Harraian. When Eskappar was of school age, they returned to Igbao and he tells the Council that Eskappar is afflicted with a rare disease to which he will find a cure, referring to his son's elasticity. However, Irroian feels that Maaram had his suspicions already so he decides to leave with Eskappar for the planet Earth. True enough, Irroian's capture was ordered and a chase ensues. As they were about to board their space craft, Irroian gets shot in the back.

1 - 3 *EPISODE THREE*

After being seriously injured, Irroian instructs Eskappar to escape on his own, and dies. With the protection of Butao the robot, the young child manages to leave the planet Igbao. A recording of Irroian on the ship tells Eskappar on what to do when he gets to earth. He also shows his son an image of his mother so he can search for her. Eskappar crashes to Earth and is confused with his surroundings. He eventually sees a man, whom he later follows. He observes the man collecting various plants and notices that he is about to cross a river. The man suddenly gets caught in a big surge of water and begins to drown. Eskappar uses his abilities to save him.

1 - 4 *EPISODE FOUR*

Caloy is surprised that a strange looking kid saved his life. He calls him a 'tianak' and warns Eskappar to stay away. A thunderstorm makes Caloy realize that Eskappar is indeed 'real' and takes him home after assuming that the boy was a lost foreigner. He also gives the child the name Miguel. However, Dolores wasn't very happy with Miguel's presence and suspects the boy is Caloy's kid from another woman. Caloy

tries to appease her and takes Miguel to a friend, asking Ate Wenggay to take care of the child. But Caloy's conscience eats him up and he returns to Wenggay to find Miguel gone. He searches all over town and finally finds Miguel sleeping at his doorstep.

1 - 5 *EPISODE FIVE*

Dolores remains stubborn and makes Caloy choose between her and Miguel. Caloy couldn't just abandon the boy so Dolores breaks up with Caloy and decides to stay with relatives in the province. Caloy then teaches Miguel how to speak and read and the boy learns everything quickly. Eventually, Miguel was able to tell Caloy the story of his origin. The herbalist promised Miguel that he will help find his mother, a woman named Ruth Abelgas. Miguel soon adjusts to life at Bagong Unlad and has acquired friends around the gillage including Chikoy. One day, after Chikoy got scolded to go home by his mother, Miguel notices a boy and a girl playing near a construction area. The girl, whose name was Yellena, falls into a hole and gets washed away inside the sewer. Ken, her playmate, runs to get help. Miguel witnesses this and tries to save the girl himself.

1 - 6 *EPISODE SIX*

Miguel manages to save Yellena but the young girl mistakes her playmate Ken as the real hero. He tells his adoptive father about the girl from the village he wants to befriend but Caloy warns him not to get close with the rich kids. While playing with Chikoy, Miguel uses his powers to retrieve a toy much to the surprise of Caloy who was passing by. Caloy angrily reminds Miguel that his abilities will only get him into trouble, hence, he better not tell about nor show it to anyone. But Miguel once again uses his powers to save Caloy from their drunkard, gun waving neighbor and almost gets into trouble. Meanwhile, a monster escapes from a science facility and kills a man near Caloy's baranggay.

1 - 7 *EPISODE SEVEN*

Miguel feels that he is like the rampaging monster on the news but Caloy tells him he is different from the creature because of his good heart. Ate Wenggay's tip of finding a woman named Ruth Abelgas takes Caloy to her friend's apartment complex but he returns home with sad results. Miguel sneaks into the village after Chikoy tells him of the playground the rich kids frequent. He tries to think of ways to befriend Yellena but before Miguel could even act, the monster on the news appears and attacks the playing children. Yellena gets trapped and again, Miguel uses his abilities to save her. Caloy hurries home after hearing the news of the attack from their neighbors. He becomes furious when he learns that Miguel was in combat with the creature.

1 - 8 *EPISODE EIGHT*

While Caloy patiently explains to Miguel why he had to hide his powers, Ayessa was getting advice on how she should deal with the trauma Yellena is experiencing. Chikoy devises a plan to see Yellena and Miguel manages to sneak inside the White's mansion. Miguel overhears Ayessa telling Yellena that she will be leaving soon for the US but Ryan catches him eavesdropping so he doesn't hear the complete details of her departure. Miguel again attempts to befriend Yellena but he was too late for Yellena and her mom was already on their way to the airport. He tries to catch up with the White's van and gets hit by a truck in the process.

1 - 9 *EPISODE NINE*

Cynthia and Jared Evilone argue about their business but is interrupted by their daughter Sandy. Later, Jared gives in to Cynthia's request of giving out their new product to charity. Caloy resolves instead of moping around for Dolores and Yellena, he and Miguel should busy themselves finding Ruth Abelgas. Their search seems to have gotten to a dead end and Miguel thinks everyone that he loves will eventually abandon him. Caloy promises though that he will always be by Miguel's side no matter what happens. Ninoy takes Caloy's furniture as 'bayad utang' and Miguel blames Evilone for Caloy's dwindling business. When Miguel hears of the Evilone's donation at his school, he destroys all the medicine boxes inside the bodega, thinking he has avenged his Tatay Caloy.

1 - 10 *EPISODE TEN*

Sandy Evilone catches Miguel off guard and learns he is responsible for the spoiled medicine. However, the little girl promises to keep it a secret. Caloy manages to locate Amy, a former friend of Ruth. Here, he learns that Ruth apparently disappeared all of a sudden with rumors saying she was abducted by aliens. Through Amy, Caloy locates Ruth's ex-boss to get more clues on her whereabouts. The old man recounts to Caloy and Miguel the day he forced Ruth to let him give her a ride home. Ruth, not wanting to get involved with her boss, ran away but stopped in her tracks after being blinded by a bright light from the heavens. She screams then vanishes without a trace.

1 - 11 *EPISODE ELEVEN*

Chikoy and Miguel think of a way to meet Sandy again. Caloy gets the surprise of his life when Dolores appears at his doorstep. He welcomed her with open arms but is shocked upon knowing that Dolores already has a child from another man. Miguel however Caloy's mind and he asks Dolores to move back

with him again. Miguel is happy with his new family. Sandy gives Miguel Yellena's phone number in the US but Ken intercepts him on his way home for no 'jolog' can be Yellena's friend. They have a scuffle and Miguel uses his powers once more. Unknown to him, Estong was taking pictures of him from afar.

1 - 12 *EPISODE TWELVE*

Miguel gets another scolding from Caloy for getting into a fight and using his powers once again. With Yellena's number lost, Miguel tries to ask for it from Sandy but he gets abducted by Estong's comrades. He was being sold by their neighbor to a perya with his photos as evidence of his stretching abilities. Miguel tries to escape but gets captured once more by Estong. Caloy looks for Miguel after learning the kid did not appear in school that day. Ninoy suggests to Caloy that Estong could still be holding a grudge against them and might be responsible for Miguel's disappearance. Estong pretends to have Madonna hostage so Miguel will perform. But in the middle of the show a woman exposes Estong's lie and Miguel continues hide his powers.

1 - 13 *EPISODE THIRTEEN*

Caloy follows Estong in the hopes of finding Miguel. At the perya, Caloy manages to set Miguel free but Estong catches them. A fight ensues and Caloy accidentally kills Estong. Caloy is sent to jail and Miguel is left in Dolores' care. While Caloy was serving his sentence, Miguel grows up into a young industrious man, entrusted with the making of his father's hit herbal medicine Ampalunggay.

1 - 14 *EPISODE FOURTEEN*

Caloy gets entangled in an illegal activity in prison when his cellmate Zaldy leaves him a letter for his family. The letter helped Caloy receive parole. However the policemen involved were dismissed from their duties and vows to get revenge on Caloy. On their way to their Ampalunggay business, Miguel and Caloy get kidnapped. They soon discover that the mastermind of the act was Caloy's former jail warden. The two try to escape but Cepeda shoots Caloy.

1 - 15 *EPISODE FIFTHTEEN*

Miguel tries to stop Cepeda's bullets by using his abilities but it was too late. Cepeda sees Miguel's power and runs away. He gets hit by a speeding truck and dies. Caloy tells Miguel to use his powers for good. The whole baranggay commiserated with Miguel's family to Caloy's final resting place. Dolores still blames Miguel 'til the very end. Ayessa and her kids return from the US. Miguel sees a family in distress and tries to help them.

1 - 16 *EPISODE SIXTEEN*

The kids Miguel saved gives him the name Lastikman. Ayessa gets welcomed into Evilone Pharmaceuticals while Yellena gets reunited with old friend Ken. A man who's out on revenge on his former lover sprays acid on beautiful women's faces. Yellena almost becomes a victim but Lastikman saves the day. A photographer catches Lastikman on film.

1 - 17 *EPISODE SEVENTEEN*

Miguel tries to ask permission to go to college but Dolores ignores him. Chikoy encourages Miguel to participate in a dance contest to win a college scholarship. Ryan also joins the said contest to impress his mom. Migs and Ryan go head to head in the finals. Despite Ryan's tauntings, Miguel wins and takes home the scholarship.

1 - 18 *EPISODE EIGHTEEN*

Ryan tries to take a swing at Miguel, a sore loser. Ayessa reprimands his son and once again Ryan becomes a loser in her eyes. Ken invites Ryan to join the Foremen, an elite group of popular kids in school. Miguel plays a joke on Chikoy using his powers but his friend sees him use his elastic abilities. Ayessa's friend Choleng confronts her husband's mistress Susan. Miguel minds the store at the mall when the roller coaster loses control. He transforms into Lastikman and saves the kids.

1 - 19 *EPISODE NINETEEN*

Dolores catches Sandy and Miguel discussing his scholarship and still does not permit him to go to school. Sandy finds Miguel a job at the university to support his other expenses. When Dolores tried to ignore Miguel's plea Chikoy and Sandy once again steps in and tells her that what she's doing is against the law. She finally relents. Miguel leaves his janitorial post when he hears of a man who took a hostage in a building nearby. He manages to protect the hostage but the man hides inside a walk in freezer. As the temperature got colder, Lastikman discovers that he's getting weaker.

1 - 20 *EPISODE TWENTY*

Lastikman undos his frozen state and defeats the bad guy. At school Yellena gets invited to join the cheering squad while Ryan finds every way to have Miguel kicked out of school. Migs follows Yellena and Ken, who were out on a date. He then gets his first heartbreak when Yellena says yes to Ken and become his girlfriend.

1 - 21 *EPISODE TWENTY ONE*

The Foremen are on the prowl and Miguel's their poor 'victim'. Yellena and Ken's relationship are on the rocks. Miguel's happy because he can now freely court Yellena. Ayessa learns of Danny's resignation while Susan gets kidnapped.

1 - 22 *EPISODE TWENTY TWO*

Ryan gets into a fight with Ken because of his sister. They later make up and Ryan even helps Ken patch things up with Yellena. At the cheering squad practice, Migs saves Yellena from an accident. Krishna blames him however and Sandy comes to his defense. Raffy gives up on tutoring Madonna. Susan wakes up in a lab and gets transformed into a butterfly-like creature.

1 - 23 *EPISODE TWENTY THREE*

Mothra spreads her wings and infects some people at a park with a virus. Evilone Pharma offers it's help to find a cure to the disease. Migs decides to quit school when he learns that Yellena still loves Ken. Because of Sandy's persuasion he returns to school but gets distracted again by Yellena. When Ken rejects Yellena's peace talk, Miguel again sees an opportunity to get close to her.

1 - 24 *EPISODE TWENTY FOUR*

Yellena asked her brother's help on her dilemma with Ken. Ryan however tells her that Ken really doesn't want her back and should instead move on. Evilone Pharma discovers an antidote for Mothra's virus but the super villain strikes again. Chikoy was getting fed up with his friend's love problems and suggests Migs join the Foremen so Yellena will notice him.

1 - 25 *EPISODE TWENTY FIVE*

The Foremen finally relents and lets Migs join the club. However they plan to use him only for 'alalay' purposes. Madonna realizes Raffy's worth when she sees his hot form as a member of the school's swim team. Evilone Pharmaceuticals releases the antidote into the market at the price of P25,000 per vial. Unfortunately, Mothra attacks the gillage.

1 - 26 *EPISODE TWENTY SIX*

Lastikman arrives a tad too late to save the gillage. His neighbors could not afford the medicine and Sandy decides to talk to her father into donating the antidote to them. The Foremen now treat Migs as their slave. Yellena however has only eyes for Ken.

1 - 27 *EPISODE TWENTY SEVEN*

Ryan could not take Miguel's presence in the Foremen and hatches a plan for revenge that also involves Yellena. Sandy tried persuading her father to give the antidote for free but her pleas fell on deaf ears. She then suggests to Miguel, Chikoy and Raffy a plot to steal the medicine from the pharmaceutical. Miguel is torn between doing good and what is right. Later that evening, Lastikman breaks into the Evilone Pharma's stockrooms and steals boxes of antidotes.

1 - 28 *EPISODE TWENTY EIGHT*

Lastikman leaves the antidotes with Mang Ninoy and instructs him to give it away to the poor for free. However, Ninoy sees this as another business opportunity and sells it to his neighbors. The police arrest him for being Lastikman's accomplice but the Evilones eventually drop the charges. Yellena, seeing how pathetic she has become after her break up with Ken agrees with her brother's plan to embarrass Miguel.

1 - 29 *EPISODE TWENTY NINE*

Yellena plays along with Ryan's plans and Miguel now thinks that she is falling for him. Mothra attacks the village this time and catches Yellena on her way home. Lastikman comes to her aid and saves the day. Danny, Susan's lover arrives at the scene and asks her to return to her senses and come home.

1 - 30 *EPISODE THIRTY*

Mothra does not recognize Danny and instead battles with Lastikman. She then leaves him in the middle of their duel for she has to return to the lab before the syrum her captors injected her with wears out. Yellena starts raving about Lastikman and Miguel is happy that he was able to save her. Unfortunately, Yellena thinks Ken and Lastikman are one and the same person!

1 - 31 *EPISODE THIRTY ONE*

Ryan arranges another plan for Miguel's downfall. He manages to get Migs in as a contestant in the Mr. and Ms. Pearl of the Pacific Univesity pageant. Migs however does not suspect something is amiss for all he could think of was getting one step closer to Yellena. Dolores turns down the Evilones offer on Hardin ni Caloy while Raffy's investigation leads him to Danny, Susan's lover.

1 - 32 *EPISODE THIRTY TWO*

Sandy discovers that the reason why Miguel has no time for her now is because he's joining the Mr. and

Ms. Pop U. He's even escorting Yellena which made her really furious. Cynthia offers Dolores P10 Million for their business but their deal was interrupted when Miguel overhears his step mother's plans.

1 - 33 *EPISODE THIRTY THREE*

Mothra wreaks havoc at the gymnasium where Raffy practices with his school's swim team. He tries to save his teammates and he receives Mothra's ire. Lastikman soon arrives and the monster once again escapes. Raffy gets a specimen of Mothra's wing though. Meanwhile, Sandy is still angry at Migs and refuses to talk to him.

1 - 34 *EPISODE THIRTY FOUR*

Cynthia witnesses Dolores treat Miguel badly and feels for the boy. When she goes out of her way to talk to him, Migs hides, thinking that she's only getting on his good side to get a good deal. The Evilones get mobbed by crowd that demanded the pharma to sell the antidote at a lower price.

1 - 35 *EPISODE THIRTY FIVE*

Ryan dupes Miguel into getting a make-over and enlists Yellena's help without her knowledge. Jared comes up with a charity concert which will benefit the poor victims of Mothra's virus. Sandy finally talks to Miguel only to find out that he's going on a shopping trip to Bambang with Yellena.

1 - 36 *EPISODE THIRTY SIX*

Chikoy suggests that Sandy compete in the Mr. and Ms. Pop U for Migs' attention and she thinks that his out of his mind. Miguel takes Yellena on an ukay-ukay expedition and gets a culture shock. She however appreciates the simple life at the end of the day. Raffy discovers that Mothra's composition is 'out of this world.' However no one believes his findings except for Albert. On the other hand, Agaddon gives Mothra special powers to defeat Lastikman.

1 - 37 *EPISODE THIRTY SEVEN*

Cynthia's mission workd is cancelled and she gets to attend Evilone's charity concert. Miguel goes out on another date with Yellena but cuts it short after hearing that Mothra is wreaking havoc at a concert. Lastikman was able to save Cynthia from danger and in the end killsMothra.

1 - 38 *EPISODE THIRTY EIGHT*

Yellena makes 'tampo' towards Miguel and challenges him to get higher grades on their midterms to score another date. Jared on the other hand sees Raffy on the news and takes note of the young boy's intelligence. He later offers him a scholarship. The dean informs Sandy that she can't join the Ms. Pop U contest for their college already has a new representative. Though feeliing rejected, she finds an ally in her PE teacher, Ms. Samantela. Cynthia however was able to change the dean's mind over Sandy. During a rehearsal, Ines defends Sandy from bully cheerleaders and offers to give her a make over. Sandy also learns about Ines's secret heartache.

1 - 39 *EPISODE THIRTY NINE*

Miguel on the other hand is very happy that Cynthia moved her meeting with Dolores and tells the young man that she will ponder over whether Evilone Pharma will buy Hardin ni Caloy or not. Yellena offers to study with Miguel for the midterms at home. Later, Migs discovers that he actually owns half of Hardin ni Caloy.

1 - 40 *EPISODE FOURTY*

Sandy introduces Ms. Samantela to her parents. The teacher divulges that their daughter is now the college representative to Mr. and Ms. Pop U pageant. Midterms finally arrive and Migs was inspired to take the exams.Miguel wins their bet and Yellena has to go out with him on another date. Cynthia meets up with Dolores and tells her about their new business proposal. She later reveals that Miguel was the reason why she changed her mind about the deal.

1 - 41 *EPISODE FOURTY ONE*

Sandy stops Ines from committing suicide. The teacher gets kidnapped however and is brought to Agaddon's lab.Miguel and Dolores reconcile about their business deal with the Evilones. Ines is influenced by Agaddon's words, to take revenge on the people who hurt her and agrees to be turned into Byutiki.

1 - 42 *EPISODE FOURTY TWO*

Sandy pays a visit to Ines' aunt and breaks to her the news of her teacher's kidnapping. She discovers that Ines is already an orphan and a loner most of the time. Byutiki disrupts the Villamor's baptismal ceremony and spreads terror inside the church. Jerson finally recognizes Ines and agrees to go with her for the sake of his family's safety. But his concern for Jane irks Byutiki and she strangles him.Lastikman arrives at the scene of the crime. Witnesses tell him of a giant lizard who calls herself Byutiki.

1 - 43 *EPISODE FORTY THREE*

Jared learns of the Byutiki's attacks on the news. He tells his team to come up with a new antidote for the disease. Ruth remains frigid towards Agaddon. He becomes mad at her and insists she still loves Irroian. Ruth tells him that's all in the past. Agaddon reminds her of how Irroian used her and eventually told on her to the council when he got into trouble. Sandy returns to school all gorgeous and lady like. Ines has transformed her into a headturner that even the Foremen can't take their eyes off her.

1 - 44 *EPISODE FORTY FOUR*

Ken and Sandy get into more bickering as the rehearsals for the Mr. & Ms. POP U begin. Ryan finally sets Yellena and Ken on a date which confuses her with her feelings for Miguel. Byutiki becomes a nuisance at her ex-boyfriend's wake only to realize that her target, Jane, wasn't there. Lastikman appears on the scene before she can do any harm to Yellena and Ryan.

1 - 45 *EPISODE FORTY FIVE*

The Evilones prepare a special party to launch Ampalunggay. Ken asks Yellena to be his girl again but she asks for some time to think about it. Cynthia transforms into Ruth, who was injecting a syrum to change her appearance. Lastikman saves a senator's daughter from Byutiki. Agaddon vows to destroy him

1 - 46 *EPISODE FORTY SIX*

Yellena thwarts Ryan's plan to embarrass Miguel at the Ampalunggay launch party. She also divulges to him her true feelings. Sandy strikes a deal with Ken and pretend to be a couple to make Yellena and Miguel jealous. Ruth wants to stop changing appearances but Agaddon tells her their lives are still in danger from Amon Labao.

1 - 47 *EPISODE FORTY SEVEN*

Byutiki kills the dean of the Business School to determine Jane's whereabouts. Prof. Dacoycoy helps Jane out and offers her house as a hideout. However, Byutiki finds them and kills Jane. Lastikman saves her child however. The elastic hero fights it out with Agaddon's creature and electricutes her.

1 - 48 *EPISODE FORTY EIGHT*

Albert gets fired from his job for not taking pictures of Byutiki's dead body. Byutiki on the other hand wasn't dead and escapes from the morgue. Yellena makes Migs sign a contract of love while Ken asks Sandy to be his girl in front of their classmates. Ruth wonders about her child in Harraio and Agaddon tells her it's probably dead. Lastikman follows a trail of lizards which led him to Byutiki and Agaddon.

1 - 49 *EPISODE FORTY NINE*

Ryan discovers Yellena's contract with Miguel and calls the deal off with her. He however pushes through with his evil plan with the help of his buddies. Yellena tries to warn Migs on the night of the pageant but he doesn't listen. Migs and Sandy wins the pageant much to everyone's surprise. Ken saves Migs from total embarrassment but he also discovers Yellena's involvement in the prank. Byutiki attacks Prof. Dacoycoy and the baby at the pageant. Lastikman battles it out with her again, but this time around, he totally defeats the monster.

1 - 50 *EPISODE FIFTY*

Ayessa discovers Yellena's and Mig's relationship and grounds her daughter. Yellena runs away after learning of her mother's plans to ship her and Ryan back to the USA. Ayessa has Miguel arrested thinking he is hiding Yellena. Jared and Cythia intervined however and Miguel is set free. Agaddon kidnaps Albert and Yellena becomes a witness to this. Lastikman appears once again and saves her from the bad guys.

1 - 51 *EPISODE FIFTY ONE*

Agaddon has created a new monster called Alingasaw born out of Albert's grudge against the society that treated him like garbage. Ryan and Ken's arguments escalate leading to a brawl at a bar. Miguel sees his mother Ruth during a visit at the Evilone Pharmaceuticals.

1 - 52 *EPISODE FIFTY TWO*

Miguel decides to continue working at Evilone Pharma to search for his mother, Ruth Abelgas. He seeks for Cynthia's help but their conversation was interrupted by news that Alingasaw has attacked once again. Miguel flees in an instant to go to where the action is and battled Alingasaw by transforming into a giant bug spray.

On the other hand, Ken finally admits to Sandy that he has fallen for her. Sandy confides to her mother and tells her that she hasn't completely forgotten about Miguel and hesitates on entertaining Ken. Ken went to Yelena to share the exciting news as Miguel arrived on the scene and congratulated Ken. But their celebration was cut short when Ayessa arrived and is suspecting that Miguel is in the room as well.

Would Ayessa discover that Miguel is also there? Where would Ken and Sandy's love story lead? Find out as the story unfolds in Lastikman, weeknights after Pangarap Na Bituin.

1 - 53 *EPISODE FIFTY-THREE*

Migs finds a new friend in Ken, now that the guy and Sandy are an item. Ken tries to help Miguel out of a sticky situation at the Pharmaceutical after Ayessa framed his friend. Ken went as far as talking to Jared himself but at the Evilone residence he discovers one deadly secret.

1 - 54 *EPISODE FIFTY-FOUR*

Jared wasn't merciful to his daughter's boyfriend and had him brought to an abandoned warehouse where Alingasaw awaits his arrival. Meanwhile Yellena sneaks out and invites Migs to a fun game of bowling. Their date was cut short once again when Miguel hears that Alingasaw has struck again.

1 - 55 *EPISODE FIFTY-FIVE*

Sandy accidentally gets stuck at the same construction site when her car bogs down on the way home. Lastikman also arrives at the scene and saves some construction workers from Alingasaw. But during his efforts to help the men, Alingasaw manages to find Ken and kills him right in front of Sandy.

1 - 82 *EPISODE EIGHTY-TWO*

Frosta and Lastikman battle it out in the cemetery. Dolores, Madonna, Chicoy, and Raffy try to help the elastic hero and Frosta attacks them so Lastikman would have no other choice but to fight her. Lastikman saves them, but the iciness of Frosta's blows make him weak.

1 - 83 *EPISODE EIGHTY-THREE*

Jared starts 'forcing' people to join his dark army. He also makes an announcement on the news that he's taking over the country. He also reveals his plan to crush Lastikman in front of an audience. Cynthia takes this opportunity to escape. Jared sends Frosta after her.

1 - 84 *EPISODE EIGHTY-FOUR*

Ruth goes to Dolores for some help in rescuing her son. Jared however announces on TV Ruth's escape and Dolores figures she and Cynthia are one and the same. Jared and his army parade the frozen Lastikman around the city. The gillagers hatch a plan to save the elastic hero.

1 - 85 *EPISODE EIGHTY-FIVE*

The Liwata revives Lastikman and the last piece of the stone was actually inside Miguel's necklace. He then uses it to give himself powers. Frosta prepares for another attack and Miguel encourages his mother to get to safety with Dolores and the gillagers.

1 - 86 *EPISODE EIGHTY-SIX*

Frosta takes Ruth hostage and asks Lastikman to reveal his true self in exchange for his mother's freedom. Jared intervenes and defrosts Ruth. He however punishes Frosta and breaks off her limbs. Lastikman surrenders the villainess to the authorities. Jared though takes off once again with Ruth as his captive.

1 - 87 *EPISODE EIGHTY-SEVEN*

Ayessa clues in Lastikman to Jared's secret hideout. Cynthia helps Miguel find the invisible ship and the two manage to escape. However, Jared catches them and he threatens to kill Miguel in front of Cynthia.

1 - 88 *EPISODE EIGHTY-EIGHT*

Cynthia tries to take away a part of the Liwata to weaken Jared. However she drops it in her haste to escape. Jared recovers and mutates himself further to a creature called Elemento. He wreaks havoc at a festivity in Cebu. Lastikman rushes to the aid of the people and gets into another battle with Jared.

1 - 89 *EPISODE EIGHTY-NINE*

Amidst the destructive duel, Lastikman sneaks into Jared's ship and takes the small green stone out of the Liwata. Elemento is then rendered weak and transforms back to Jared. The villain later kicks Lastikman out of the ship and immediately escapes from planet Earth.

Back at home, Cynthia wonders why her appearance has not yet changed. She suspects that the drug has not worn off yet and while she talks to Miguel about this, Dolores and Madonna arrive to hear the conversation. Cynthia had no other choice but to confess that she and Ruth are one and the same person and that Miguel is her son. However, she fears that Jared is still a threat to them and to the world.

Meanwhile, Jared returns to Harraio and introduces himself as Agaddon. The guards try to arrest him, but he demands to relay an important information to Amon Labao. Jared tells the Harraio leader that he has located Ruth and that her son, now known as Lastikman, is planning to destroy planet Earth. Jared shows

Amon Labao a video of Ninoy disguised as Lastikman, threatening some people. The leader decides to consult the council about the matter, and afterwards, Amon Labao tells Jared that the whole Harraio army will go to Earth to take Lastikman back to punish him.

LAZARUS MAN, THE



Action adventure mystery series set in the post-civil war West. A critically wounded stranger regains consciousness after being buried alive, and is tortured by random memories of his half-forgotten life.

The series was shown on ITV in the UK. The actual cancellation of *The Lazarus Man* at the end of the first season was not due to bad ratings or a bad performance from the actor, but due to leading actor Robert Urich having been diagnosed with a rare form of cancer, synovial sarcoma. Production company Turner Program Services' chairman Russ Barry said, "The uncertainty surrounding Robert Urich's availability, along with the creative modifications that would have been required to continue the series, put the project into a high risk category."

The *Lazarus Man* was an hour long television program that first aired in January of 1996 on TNT, starring Robert Urich as the title character. It ran for 22 episodes before being cancelled due to Ulrich's being diagnosed with synovial cell sarcoma. The setting for the series is Texas just following the American Civil War. An amnesiac claws his way out of a shallow grave wearing a Confederate uniform and carrying a US Army revolver. He is haunted by the memory of being attacked by a man wearing a derby. Calling himself Lazarus after the man resurrected by Jesus (John 11:41-44), he sets out to discover who he really is and the reason why he was buried alive.

It is discovered near the end of the series that the true name of the protagonist is James Cathcart. He was a Captain in the US Army and a member of Abraham Lincoln's bodyguard. The memory that plagues him is from the night of April 14th, 1865, when Lincoln was shot in Ford's Theatre. Cathcart, realizing that the President was in danger, ran to stop the assassin, but was attacked by his superior, the treasonous Major Talley, who wanted to see Lincoln dead.

The option to recast was never a serious possibility, although a side arc without Urich was considered. Sky One also broadcast the show and described it as "The Fugitive meets *The X FILES* meets *Bonanza*."

Produced by Dick Beebe .. Supervising producer , Harvey Frand .. Producer , Colleen O'Dwyer .. Co-producer , Michael Ogiens .. Executive producer
Norman S. Powell .. Executive producer , Marc Scott Zicree .. Producer

Film Editing by Scott Powell

Makeup Department - Tarra D. Day .. Key makeup artist (as Tarra Day)

Production Management - Julie Herlocker .. Post-production supervisor , Denny Salvaryn .. Unit production manager (pilot episode)

Second Unit Director or Assistant Director - Randall Badger .. First assistant director

Art Department - Ryan Blank .. Assistant property master , Steven Light-Orr .. Lead man , Ernest M. Sanchez .. Lead man , Alan Swain .. Electrician (multiple episodes) , Christopher Windisch .. Construction coordinator

Sound Department - Bayard Carey .. Production sound mixer , Jason England .. Sound effects editor , Robert Seymour .. Boom operator , Robert Seymour .. Cableman , Clancy T. Troutman .. Supervising sound editor

Special Effects by Chris Brenzewski .. Special effects technician (1996) , Mark R. Byers .. Special effects foreman

Visual Effects by Bob Lloyd .. Digital effects supervisor

Other crew - Chris Espeset .. Key grip , Sam Greenmun .. Specialty prop fabricator , Sally Jackson .. Local casting , Neil Jacobs .. Still photographer
 Joanna Kennedy .. Script supervisor , Judi Rosner .. Production coordinator , Joseph M. Setele .. First assistant camera (season 1) , Joshua Vancil .. Location scout , Ilka Rivard .. Production coordinator: Los Angeles (uncredited)

WR. Colleen O'Dwyer , Elaine Zicree

DIR. John Binder, Kevin Connor, Jerry Jameson, Christopher Nelson, John Behring, Johnny E. Jensen, Norman S. Powell

EPISODES: 20 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 1

CASTLE ROCK ENTERTAINMENT/TURNER PROGRAM SERVICES/OGIENS KANE COMPANY.

CREATOR: SHARON BIALY & SUSAN BOOKAR

TYPE OF SHOW: WESTERN

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 20

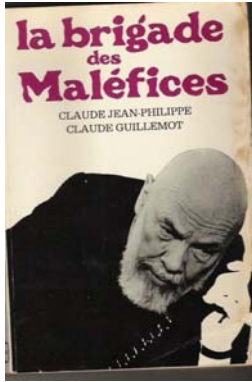
DATE OF PREMIER: 20/01/1996 **AIR DATE OF LAST EPISODE** 09/11/1996

SEASON DATE BREAKDOWN: Season 1 : 20/01/1996 - 09/11/1996

FILMS:

Lazarus (James Cathcart) ROBERT URICH, NATALIJA NOGULIAN, Major Gafney WAYNE GRACE,
 Claire Cathcart ISABELLA TOWNSEND.

- 1 - 1 *AWAKENING (PART 1 OF 2)*
- 1 - 2 *AWAKENING (PART 2 OF 2)*
- 1 - 3 *THE PALACE OF DREAMS*
- 1 - 4 *PURGATORY*
- 1 - 5 *THE CONSPIRATOR*
- 1 - 6 *THE BOY GENERAL*
- 1 - 7 *THE CATTLE DRIVE*
- 1 - 8 *PANORAMA*
- 1 - 9 *THE WALLPAPER PRISON*
- 1 - 10 *THE CATAMOUNT*
- 1 - 11 *AMOUNG THE DEAD*
- 1 - 12 *THE JOURNAL*
- 1 - 13 *JEHOVAH AND SON INC.*
- 1 - 14 *THE RESCUE*
- 1 - 15 *KILLER*
- 1 - 16 *THE HOLD-UP*
- 1 - 17 *THE PENANCE*
- 1 - 18 *THE SHERIFF*
- 1 - 19 *SHADOW*
- 1 - 20 *QAULITY OF THE ENEMY*

LE BRIGADE DE MALEFICESAKA: **THE BRIGADE OF SPELLS**

Inspector Paumier and his faithful assistant Albert investigate supernatural mysteries. Their rival in unbelieving inspector Muselier who always tries (and fails) to find a rational explanation for each mystery.

This is an anthology series very much in the mode of THE X FILES, but only one episode could really be classed as science fiction (1.3), hence the inclusion in this database.

WR. Claude Guillemot, Claude Nahon, Monique Lefebver.

DIR. Claude Guillemot

EPISODES: 6 **YEAR MADE:** 1971 **COUNTRY:** FRA **SEASONS:** 1

ORTF 2

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 02/08/1971

AIR DATE OF LAST EPISODE 06/09/1971

SEASON DATE BREAKDOWN:

FILMS:

Inspector Gaston Martin Paumier LEO CAMPION, Police Commissioner JACQUES FRANCOIS, Inspector Muselier JEAN-CLAUDE BALARD.

1 - 1 *LES DISPARUS DE RAMBOUILLET (DISAPPEARINGS IN RAMBOUILLET)*

Faires are responsible for men disappearing in a forest near Paris.

1 - 2 *LA SEPTIEME CHAINE (THE SEVENTH CHANNEL)*

The Devil uses television to drive people to commit murder.

1 - 3 *VOIR VENUS ET MOURIR*

A beautiful Venusian goes after a con artist selling interplanetary vacations.

1 - 4 *LA CREATURE*

The devil uses a beautiful, soulless woman to drive people to suicide.

1 - 5 *LES DENTS D'ALEXIS*

An unhappy vampire falls in love with his dentist, this lifting the curse.

1 - 6 *LE FANTOME DE HLM (THE GHOST OF THE HOUSING PROJECT)*

The ghost of a 17th Century nobleman haunts a housing project.

LEGACY OF THE SILVER SHADOW



Four ordinary kids face the extraordinary fact that a superhero really did exist in their city. The Silver Shadow is a forgotten crusader who waged a solitary war against crime and wrongdoing in the city 50 years ago. The kids discover a recording of the Silver Shadow's mind - an artificial intelligence the hero constructed in case he ever lost his fight against evil. The recording has a single purpose: to recruit a replacement. For our four kids, it's an opportunity of a lifetime - to learn and implement the Silver Shadow's heroic powers. They embark upon a bizarre double life - school kids by day, fledgling superheroes by night.

What is Australia's obsession with making lame sci-fi kids shows? There are so many, and very few of them actually last. This one's pretty lame, but it's actually enjoyable considering they're constantly mocking themselves within the show.

Produced by Patricia Edgar (executive producer) & Bernadette O'Mahony (producer)

Film Editing by Peter Carrodus

Production Design by Otello Stolfo

Costume Design by Jill Johanson

Sound Department - Paul Pirola (sound re-recording mixer)

Visual Effects by Philip Watts (computer screen graphics)

Other crew - Sophie Siomos (production accountant)

WR. Chris Anastassiades, Ray Boseley, Philip Dalkin, David Devries, Robert Greenberg, Susan MacGillicuddy, Christine Madafferi

DIR. Pino Amenta, Ray Boseley, Stephen Johnson, Julian McSwiney

EPISODES: 13 **YEAR MADE:** 2002 **COUNTRY:** AUS **SEASONS:** 1

DARESTAR, PONDEROSA PRODUCTIONS

CREATOR: CHRIS ANASTASSIADES, RAY BOSELEY

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 08/11/2002

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Campbell ALIN ABELLA, Gretel SAGE BUTLER, Josh ALEX HOPKINS, Alex HANNAH GREENWOOD, The Silver Shadow TAYLER KANE, The Crab (as Ronald Falk) RON FALK, Fiona ELOISE MINGNON, Billings CHARLES 'BUD' TINGWELL.

1 - 1 *TOMORROW THE WORLD*

Josh, Alex, Campbell and Gretel discover the secret lair of the Silver Shadow, a long-forgotten superhero from the 1950s. Meanwhile the Silver Shadow's arch enemy, the Crab, has started training his granddaughter Fiona to take over the family business...

1 - 2 *THE FERAL ELEMENT*

When the Silver Shadow sends his team on their first mission - to bust a bicycle theft ring- they find that fighting even petty crime can be harder than it sounds.

1 - 3 *ROUND ONE*

Alex is seen with Josh after school, and to prevent suspicion invents a story that they are going out, much

to Josh's dismay! Meanwhile, Fiona goes on a recruiting drive for evil henchmen, and tries to steal an ancient helmet.

1 - 4 *TICKET TO RIDE*

A series of public transport robberies leads the Silver Shadow team to a confrontation with Crab Girl. But with the team more focussed on competing with each other than fighting crime, their superhero careers may come to an untimely end!

1 - 5 *MAN OF STEEL*

Campbell borrows the Silver Shadow's exo skeleton, as protection from the school bully at camp. When a thief steals the high powered suit and embarks on a crime rampage, Campbell has a lot of explaining to do...

1 - 6 *NEW GIRL*

The Crab believes the Silver Shadow is a student at Bateswood High School, and Fiona enrolls at the school to lure him out. But is even world domination worth the pain of posing as Alex's friend and organising the school dance?

1 - 7 *STEPHANIE TATE*

Gretel lets her big secret slip to her best friend Stephanie, who promptly blackmails her way into joining the team. Stephanie soon learns that there is more to being a superhero than a costume and mask.

1 - 8 *BUT WE'VE ONLY GOT 53 TUNNELS*

Gretel responds to an intruder alert deep in the Lair's tunnel network, and not only discovers the culprit a rat but also the mysterious Tunnel 54 and its disturbing secret: a live nuclear missile.

1 - 9 *TEENAGE SIDEKICKS*

Josh lets his duties slip when he decides to track down one of the Silver Shadow's teenage sidekicks. But his distraction may prove costly when Crab Girl kidnaps Alex.

1 - 10 *KINGS OF THE WORLD*

When Crab Girl gets her hands on the Silver Shadow's journal, the hands of time are turned back to a superhero's convention in the 1950s. Crab Girl and Josh both learn some unsettling details about their mentors' origins...

1 - 11 *NO SUCH THING*

It's a fine line between truth and fantasy when the Crab and Fiona convince Alex that the Silver Shadow is a figment of her imagination, in the hope that she will lead them straight to the Shadow Lair.

1 - 12 *FIRE IN THE HOLE*

Tensions are running high in the Shadow Lair as it becomes clear that the Crab knows the team's identities and may already be closing in on their headquarters.

1 - 13 *FRANKENSCIENCE*

The Silver Shadow team must work together to stop the Crab's master plan to become immortal. When Fiona realises her role in the Crab's grisly plan, even she is prepared to help them.

LEGEND



In 1876, Pratt is an author of a highly successful series of dime novels about a hero named Nicodemus Legend. The books have been somewhat waning in popularity and Pratt has been forced by his publisher to appear as Legend at public appearances to promote the books. Pratt's likeness had been used as Legend's on the books cover and he is constantly mistaken for his fictional character.

Despite the physical similarities, the two are very different. Pratt does not like horses and lacks the ability to ride one, Legend, being a true western hero, can. Pratt has assorted vices such as booze, gambling and women. Legend is a morale upstanding character who has none of these vices.

As the series opens Pratt's life is disrupted by a warrant put out for Legend's arrest in the small town of Sheridan, Colorado. Legend has been accused of helping a group of immigrant farmers changing a flow of a river! Pratt, never even having been to Colorado, travels to Sheridan in an effort to clear his name and find out what really happened.

This quest brings him to Janos Bartok, an immigrant scientist who has set up a lab in Sheridan, and his assistant Ramos. Bartok has created a number of inventions, one of which did change the rivers course, others which created the illusion that Legend was responsible for the feat. His other inventions include such things as steam powered dune buggies, a manned balloon from which one man can use a hand glider (based on something from a Legend novel) can be launched, an Electro magnet which can grab the bad guys' guns from a long ways away and an electrical stun gun. Bartok is able to convince Pratt to assist him in helping the farmers and in the process they prevent a crooked land deal from going through.

Bartok later contacts Pratt's publisher and suggests that Pratt's moving to Colorado and adopting the Legend persona full time (with Bartok providing the technology) would help book sales. Pratt has no choice but to do so and finds himself forced to give up his many vices to live the life of legend. He soon finds this to include saving the day, something he is not very well suited nor inclined to do.

John De Lancie is more famous for playing the part of Q in a semi-regular role of STAR TREK : THE NEXT GENERATION. Richard Dean Anderson also took the starring role in the SF show STARGATE SG1 and also starred in the SF mini-series PANDORA'S CLOCK (aka DOOMSDAY VIRUS).

Legend could easily be called a western version of series star Richard Dean Anderson's pervious hit series MacGyver, with a liberal does of comedy and some out of place technology thrown in for good measure. However the charecters Anderson portrays in the two series are complete opposites. Where was MagGyver risked his life to save the world with a roll of duct tape. Anderson's character in Legend , Ernest Pratt is a reluctant hero who prefers talking his way out of a situation instead of taking action, but he often finds himself being forced into the role of an action hero.

The character of Janos Bartok is in reality based on the real life on inventor Nikola Tesla. Tesla was perhaps one of the greatest inventors of all time. He devised alternating current, which brought him to odds with Thomas Edison who thought the future lay in direct current. Tesla was also the inventor of the radio, the US supreme court ruled for him over Marconi posthumously. Like Bartok in Legend, Tesla set up a laboratory in Colorado (in 1899) where he proceeded to build a huge tower to generate lightning which caused concern with his neighbours.

When the series did come to Britain its only viewing came on the newly formed Paramount Channel which was a satellite channel only, so only a limited audience was ever possible, but since the show had already been cancelled in the US, it matterd very little if it was a success in the UK.

WR. Michael Piller, Bill Dial, Robert Wilcox, Peter Allen Fields, David Rich, Tim Burns, George Geiger and Jim Consildine.

DIR. Charles Correll, Bob Baleban, Steve Shaw, Michael Vejar, Michael Caffey and William Gereghty.

EPISODES: 13 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 1

PARAMOUNT

CREATOR: MICHAEL PILLER

TYPE OF SHOW: WESTERN

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 18/04/1995

AIR DATE OF LAST EPISODE 08/08/1995

SEASON DATE BREAKDOWN:

FILMS:

Ernest Pratt / Nicodemus Legend RICHARD DEAN ANDERSON, Janos Christopher Bartok JOHN DE LANCIE, Ramos MARK ADAIR RIOS, Harry Parver BOB BALABAN, Skeeter JARROD PAUL.

RELATED SHOWS:

STAR TREK: THE NEXT GENERATION

PANDORA'S CLOCK

STARGATE SG1

1 - 1 *BIRTH OF A LEGEND (1-2)*

In the late 1800's, writer Ernest Pratt has created a dashing literary hero, Nicodemus Legend, as the main character in his series of dime novels, set in the untamed West. Unfortunately, people in the town of Sheridan, Colorado, end up confusing the gambling, womanizing, drink-loving, writer with his own literary creation. With the help of his new friends, Bartok, an inventor and his assistant, Ramos, a brilliant scientist who is a descendant of Aztec royalty, will Pratt be forced to assume the persona of Nicodemus Legend?

Wr Bill Dial, Michael Piller

Dir Charlie Correll

1 - 2 *MR. PRATT GOES TO SHERIDAN*

After Ernest Pratt moves to Sheridan, he has a disagreement with Bartok about how his persona, Legend, should behave. When an infamous bank robber, who is accused of murder, arrives in town, Bartok and Pratt settle their differences. Especially after the bank robber makes an announcement that he plans to turn himself in, but only to Nicodemus Legend.

Wr Bill Dial, Michael Piller

Dir Bill Gereghty

1 - 3 *LEGEND ON HIS PRESIDENT'S SECRET SERVICE*

When a group of men from Texas, who are annoyed about losing the Civil War, plot to kill the president, Ulysses S. Grant, Pratt is the only one who can foil their plan.

Wr Bob Wilcox

Dir Mike Vejar

1 - 4 *CUSTER'S NEXT TO LAST STAND*

Pratt's longtime friend, General Custer's wife, seeks his influence in restoring her husband's command. In the process, Pratt discovers that her husband is in danger, and Pratt must once again become Legend, to help save the general.

Wr Bill Dial

Dir Bill Gereghty

1 - 5 *THE LIFE, DEATH, AND LIFE OF WILL BILL HICKOK*

Wild Bill Hickok, who has lost his confidence and most of his eyesight, asks Legend to do him a favor--to capture a gang of dangerous train robbers.

Wr Peter Allan Fields

Dir Michael Caffey

1 - 6 *KNEE-HIGH NOON*

A pushy stage mother asks Pratt to persuade her truant boy to return to school. Secretly, the obnoxious son wants to be a junior version of Legend. Also, Pratt is investigating a case of cattle rustling.

Wr Steve Stoliar

Dir James L. Conway

1 - 7 *GOSPEL ACCORDING TO LEGEND*

A charlatan evangelist arrives in Sheridan.

Wr John Considine

Dir Mike Vejar

1 - 8 *BONE OF CONTENTION*

Legend winds up in the middle of a feud.

Wr George Geiger

Dir Charlie Correll

1 - 9 *REVENGE OF THE HERD*

To promote his newest book, Pratt is asked to serve as a buffalo hunting guide.

Wr Tim Burns

Dir Bob Balaban

1 - 10 *FALL OF A LEGEND*

Pratt is wrongly accused of murder.

Wr Ron Friedman

Dir Mike Vejar

1 - 11 *CLUELESS IN SAN FRANCISCO*

Pratt travels to San Francisco to help a young woman.

Wr Marianne Clarkson, Carol Caldwell

Dir Charlie Correll

1 - 12 *SKELETONS IN THE CLOSET*

Pratt makes a promotional "film" of Nicodemus Legend.

Wr David Rich

Dir Steven Shaw

LEGEND OF DEATH



King Aegues became E.G., a tycoon whose crowning achievement was to have been Icarus III, the first nuclear powered aircraft. But the project has come to sicken him because of its cost in human life: each year 14 volunteers are sent to the sinister atomic plant on the island of Mitremos and none has ever returned.

Enter Theaus, or rather Theodore, E.G.'s illegitimate who goes to Mitremos and discovers the 'minotaur' - actually a power-crazy scientist called Minolti who is running the Icarus project but also using the island for a series of experiments of his own into the effects of radiation on humans. Avoiding a similar fate Theodore destroys the beast and his den, and returns to claim his inheritance.

Five part reworking of the Theseus/Minotaur Greek legend given a modern setting and a science fiction twist. The series was shown on BBC 2 on the 19th July- 16th August 1965 and has never been rebroadcast since. The producer for the series was Alan Bromly, the designer was Peter Seddon.

Brian Hayles, having made the successful transition from school teaching to script writer barely a year earlier, turned his hand to contributing Legend Of Death to the enormously successful run of thriller serials produced by Alan Bromly.

Often incorrectly interpreted as a science fiction serial, this high-calibre thriller serial took as its thematic basis the story of Theseus and the Minotaur. The story of an heir of a kingdom having to slay a monstrous beast in order to seize his heritage became the background against which the story of Edward Gargan (John Phillips), a powerful business tycoon, was approaching the end of his reign and found himself surrounded by corporate vultures waiting to strike at the first sign of weakness and swoop for the kill at any moment.

As head of the internationally successful corporation Edward Gargan International, he has made cut throat business decisions with the full cooperation and support of the board. However, as he reaches the point of retirement, he has found himself reconsidering some of those projects, particularly the most recent venture - the construction of an atomic plant on the remote island of Mitremos. Cognisant of the potential cost to human lives, he has become increasingly concerned that fourteen volunteers who were dispatched to the plant over twelve months ago have not been heard from since.

Whilst his fellow board members believe all is well, Edward elects to send Theodore (David Andrews), his closest ally in the corporation, on a mission to ascertain precisely what is happening on the island and report back solely to him. However, his instructions have been overheard by one particularly ambitious board member who is keen to put paid to Theodore's mission - even if it means resorting to murder.

Theodore, an amoral character who works by the age-old adage of "means and ends", soon discovers that Gargan's suspicions of activities which could endanger life on the island are quite correct, but with forces on the board ranged against him, he soon finds that not only is his own life in danger, but his survival depends upon Gargan himself remaining in the seat of power within the corporation.

A delightfully entertaining and worthy contribution to the thriller serial season produced by Alan Bromly, Legend Of Death was directed by customary aplomb by Gerald Blake and featured supporting performances from Elspeth MacNaughton, Anna Summerfield, Victor Brooks, Robert Cartland, Andrew Sachs and Gerald Sim. A novel and creative take on the thriller genre fusing it with Hayles' strengths in science fiction - after all, he famously created the Ice Warriors for BBC Television's Doctor Who, Legend Of Death was globally exported but never commercially released.

WR. Brian Hayles.

DIR. Gerald Blake.

EPISODES: 5 **YEAR MADE:** 1965 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR: BRAIN HAYLES

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIAL

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 5

DATE OF PREMIER: 19/07/1965

AIR DATE OF LAST EPISODE 16/08/1965

SEASON DATE BREAKDOWN:

FILMS:

Theodore DAVID ANDREWS, Edward Gargan (E.G.) JOHN PHILLIPS, Myra SARAH LAWSON, Finn VICTOR BROOKS, Irwin JAMES COSSINS, Edgarsund GERALD SIM, Dr. Zemaron ANDREW SACHS, Minolti JOHN HOLLIS, Adele STEPHENIE RANDALL, Francesca SHEILIA HAMMOND, Joseph Dugascin ROBERT CARTLAND, Yvonne FELICITY MASON, Daniel Spencer CHRISTOPHER TRANCHELL, Arnold BRAIN CANT.

RELATED SHOWS:

DOCTOR WHO

1 - 1 *THE GOLDEN INTRUDER*

Industrialist Edward Gargan is concerned that workers sent to his company's new atomic plant on the island of Mitremos have been disappearing without trace. His colleagues on the board of Edward Gargan International want to proceed with the project. What does the mysterious stranger Theodore want with E.G. and his wife?

Wr Brian Hayles

Dir Gerald Blake

1 - 2 *JOURNEY INTO DANGER*

E.G. wants Theodore to investigate events at the site of the atomic plant on Mitremos. An ambitious member of the boards of Gargan International overhears their conversation and is determined to frustrate Theodore's mission, even if it means resorting to murder.

Wr Brian Hayles

Dir Gerald Blake

1 - 3 *THE MOVING MAZE*

Theodore has survived the attempt on his life and arrives on the island of Mitremos, where the company is engaged in trials of a nuclear-powered aircraft engine.

Wr Brian Hayles

Dir Gerald Blake

1 - 4 *THE BLACK RETURN*

Wr Brian Hayles

Dir Gerald Blake

1 - 5 *THE DEATH SWITCH*

Wr Brian Hayles

Dir Gerald Blake

LEGEND OF WILLIAM TELL, THE

Produced by Lesley Jones and Raymond Thompson (executive). Other crew -Geoff Husson executive in charge of production. The acting was weak, and yet was one of the better features, although the costumes were pretty good, and the sets were okay. However, the dialogue was truly dire. But better than the plot or setting. The "story" is a nonsense of various science fiction and fantasy cliches, with freedom fighters and wicked overlords and innocent princesses. The plot is was pitiful. The heroes achieved all their goals, and then decided to carry on fighting for freedom - which they had just won! I have trouble believing that anything this bad got made - and I must see it again to confirm.

WR.

DIR. Declan Eames, John Reid, Graham Wetherell

EPISODES: 16 **YEAR MADE:** 1998 **COUNTRY:** NZ **SEASONS:** 1

WAM

CREATOR:

TYPE OF SHOW: FANTASY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 16

DATE OF PREMIER: 30/08/1998

AIR DATE OF LAST EPISODE 20/12/1998

SEASON DATE BREAKDOWN:

FILMS:

William Tell KIEREN HUTCHISON, Princess Vara BETH ALLEN, Xax ANDREW BINNS, Kreele RAY HENWOOD, Kalem SHARON TYRELL, Leon NATHANIEL LEES, Aruna KATRINA BROWNE, Drogo DREW NEEMIA.

1 - 1 *SHAYTANA'S EYE*

Kalem offers William the Crystal Arrow, a powerful talisman.

Wr Rio Fanning

Dir Peter Sharp

1 - 2 *FIFTH COLUMN*

William sets a trap to expose a spy in the group's midst.

Wr Peter Sharp

Dir Mike Smith

1 - 3 *ESCAPE INTO FEAR*

William is captured and sentenced to death by Xax.

Wr Michael Robson

Dir Peter Sharp

1 - 4 *DARKNESS AND LIGHT*

William attempts to master one of Xax's weapons.

Wr David Fox

Dir Graham Wetherell

1 - 5 *HIDDEN VALLEY*

Will and the rebels seek sanctuary from Xax, but a child spy is in their midst.

Wr Harry Duffin, Mervyn Haisman

Dir Declan Eames

1 - 6 *THE CHALLENGE*

Will falls for a woman who is mourning her lost love.

Wr Charles Hodges

Dir Declan Eames

1 - 7 *THE SPIRIT OF KALE*

When Kalem is seriously wounded, Will and Aruna go in search of healing waters.

Wr Harry Duffin

Dir Declan Eames

1 - 8 *SWARM*

William discovers a seemingly perfect community whose people have been brainwashed.

Wr Charles Hodges

Dir Graham Wetherell

1 - 9 *THE SORCERER'S APPRENTICE*

William tries to find an antidote for a deadly virus.

Dir Declan Eames

1 - 10 *MASTER OF DOUBT*

Will's group gets trapped by Xas.

Wr David Fox

Dir Mike Smith

1 - 11 *THE LOTUS EATERS*

Will and his group are enchanted by the seemingly idyllic Sacred Valley.

Wr Jonathan Myerson

Dir Graham Wetherell

1 - 12 *THE TOMB OF UNKNOWN WARRIOR*

Will helps to reconcile two warring tribes.

Wr Colin Fox

Dir Graham Wetherell

1 - 13 *THE LABYRINTH*

When Will, Leon and Aruna seek the labyrinth of the Lost Sols, the warlord Kreeel summons a demonic creature from the underworld.

Wr David Fox

Dir John Reid

1 - 14 *DOPPLEGANGER*

Will Finds that lookalikes have been looting and killing in his name.

Wr Rio Fanning

Dir John Reid

1 - 15 *COMBAT*

Aruna leaves the group in a bid to kill the newly crowned Xax.

Wr Harry Duffin

Dir Mike Smith

1 - 16 *RESURRECTION*

Will is overcome with guilt after killing Aruna - until Kalem tells him he might be able to revive her.

Wr Rio Fanning

Dir Mike Smith

LEGIONARI DELLO SPAZIO, I

Possibly translated as "The Legends of Space".

WR. Vittorio Metz

DIR. Vittorio Metz

EPISODES: 5 **YEAR MADE:** 1966 **COUNTRY:** ITA **SEASONS:** 1

CREATOR: VITTORIO METZ

TYPE OF SHOW: SPACE

FORMAT: MINI-SERIES

LENGTH (MINS): 250 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Italian

SEASON BREAKDOWN: (1) 5

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

IDA DE CRESCENZI, CARLO CROCCOLO, ANTONIO GUIDI

LES ATOMISTESAKA: **THE ATOM-SMASHERS**

Scientists create a crystal that boosts human powers.

Novelied in 1968 by Bernard Thomas and George Van Parys.

WR. Bernard Thomas, Agnes Van Parys.**DIR.** Leonard Kiegel**EPISODES:** 26 **YEAR MADE:** 1968 **COUNTRY:** FRA **SEASONS:** 1*OFFICE DE RADIODIFFUSION TELEVISION FRANCAISE (ORTF), PARIS CITE PRODUCTIONS***CREATOR:****TYPE OF SHOW:** SCIENCE**FORMAT:** SERIES**LENGTH (MINS):** 13 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** French**SEASON BREAKDOWN:** (1) 26**DATE OF PREMIER:** 12/02/1968**AIR DATE OF LAST EPISODE** 18/03/1968**SEASON DATE BREAKDOWN:****FILMS:**

Richard Derol MARC MICHEL, Valere JACQUES DEBARY, Sylvie SIMONE BACH, Morere ALAIN NOBIS, David PHILIPPE ROULEAU, Anne PATRICIA NOLIN, Lorre FRANCOIS DARBON, Frédéric JEAN LEUVRAIS, Serge YVES BARSACQ, Gisèle MICHELE GIRARDON, RAOUL CURET, IVAN DESNY, BARBARA LAAGE, FRANCIS LAX, EAN-PIERRE LEROUX, YVON SARRAY, LENA SKERLA, SYLVIA SORRENTE, ANDRE THORENT.

Books Based on this series.

Les Atomistes

Bernard Thomas &
Georges Van Parys

1968

LES CLASSIQUES DE L'ETRANGE

AKA: **CLASSICS OF THE STRANGE**

Athology series - see episode guide to details.

This anthology series was intended to take over from *Le Tribunal de l'Impossible* (The Tribunal of the Impossible), with a program of four films per year, all adapted from the best literary material. Unfortunately, it was cancelled soon after the first episode and subsequent productions were aired independently at random dates.

This loosely based trilogy of stories were shown just one per year, and produced by Michel Subiela. The Enchanted Hand, was based on a story by Gerard de Nerval, and was adapted as a feature film entitled *Le Main du Diable*. Francis Lacassin who was also part of the writing team for that episode is a well known comic book scholar.

For the Blue Peril, broadcast on the A2 channel, was written by Claude Veillot who is a journalist and science fiction writer. He also adapted Rene Barjavel's *Le Grand Secret* for television.

For the Brain Collector, this was based on a story "Robot Peasants" (Thinking Robots) by George Langelaan.

WR.

DIR.

EPISODES: 3 **YEAR MADE:** 1974 **COUNTRY:** FRA **SEASONS:** 1

ORTF 1

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 90 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 05/10/1974

AIR DATE OF LAST EPISODE 23/10/1976

SEASON DATE BREAKDOWN:

FILMS:

N/A

1 - 1 *LE MAIN ENCHATEE (THE ENCHANTED HAND)*

A magician gives a man a spell which make his right hand invincible, but it no longer obeys his will.

Wr Michel Subiela, Francis Lacassin

Dir Michel Subiela

1 - 2 *LE PERIL BLEU (THE BLUE PERIL)*

In 1914, aliens abduct people to study mankind.

Wr Claude Veillot

Dir Jean-Christophe Averty

1 - 3 *LE COLLECTIONNEUR DE CERVEAUX (THE BRAIN COLLECTOR)*

Count Saint-Germaine grafts human organs inside robot bodies to build perfect androids.

Wr Michel Subiela

Dir Michel Subiela

LEVEL 9



LEVEL 9 premiered on UPN on October 27, 2000. A new breed of law enforcer takes on a new breed of crime. What if our nuclear arsenals were vulnerable? What if our air traffic control systems were jeopardized? What if the three thousand people in our witness protection program were threatened? It's already happening, according to Newsweek and 60 Minutes. The computers that are the life blood of our economy also make us vulnerable to faceless criminals so menacing that the country could be paralyzed in minutes with apocalyptic consequences. Where does one look for this elusive jackal, since almost every home and office in America has a computer that can be used as a tool for chaos? Enter LEVEL 9, the first law enforcement agency prepared to fight this deadly technological terror.

This short lived show only lasted 13 episodes, the last four however were never aired in the shows original slot.

I like the format where the geeks are the cops. with all the internet/computer dependence developing in our society, I wonder how long until some of the premise of the show is true. We already have sicko's on line trolling for children, and credit card data bases being hacked into for profit. how long until a geek shuts down an airplane in flight? more thought provoking than most realize

Produced by Jane Bartelme (producer), Michael Connelly (executive producer), Geoffrey Hemwall (co-producer), Peter M. Lenkov (supervising producer), Aaron Lipstadt (co-executive producer), John Mankiewicz (co-executive producer), Josh Meyer (executive producer), David Percelay (executive producer), Brent Thomas (co-producer), John Sacret Young (executive producer).

Original music by Brian Tyler, Cinematography by Adam Kane, Film Editing by Chris Maybach & Tom Walls, Casting by Helen Mossler & Karen Rea, Production Design by Linda Del Rosario, Richard Paris & Brent Thomas (pilot). Set Decoration by Sam Higgins. Makeup Department - Megan Davies (assistant makeup artist), Angela Wood (key makeup artist).

Production Management - Vladimir Steffoff (production manager), Mary Anne Waterhouse (production manager), Victoria Woods (production manager), Second Unit Director or Assistant Director - Andrew Bernstein (first assistant director: pilot episode), Vincent G. Gonzales (second second assistant director (pilot)), Alexis Hinde (second assistant director), Martina Lang (third assistant director), Jack Steinberg (second assistant director (pilot)).

Art Department - John D. DeCuir (robot wrangler), JoAnn Ellis (art department coordinator), Vicky Peters (assistant art director), Milena Zdravkovic (draftsperson), Sound Department - Scott Aitken (sound mixer), Jeff Carter (sound mixer: second unit), Chris Glyn-Jones (boom operator), Roderick Matte(second unit: boom operator), Stephen M. Rowe (music editor), Edward Tise (sound).

Stunts - James Jude Courtney (stunt driver), Conrad E. Palmisano (stunts (Pilot episode)), Other crew - Ron Baldwin (camera operator: "b" camera), steadicam operator - Jenny Bernice (assistant costume designer), Morris Chapdelaine (stand-in), Nathaniel Goodman (camera operator), Scott Klein (master colorist), Kyle Leydier (assistant to executive producer (uncredited)), Margo MacPherson (executive producer's assistant), Prem Marimuthu (generator operator: second unit), Eva Morgan (production coordinator), Troy J. Peters (gaffer), Christian Sebaldt (director of photography: second unit), John Wittmayer (location manager).

Continuity: In the pilot episode, Travis has a tattoo at the base of his neck which is a symbol of the hacker CrayZhorse. By episode 2, it is gone.

Audio/visual unsynchronised: In the episode "Wetware," Wiley types "Girl in a polka dot dress" into a search engine, although we only hear him typing enough to get "Girl in " typed.

WR. Michael Connelly, Paul Guyot, John Mankiewicz, Josh Meyer

DIR. Sarah Pia Anderson, Norberto Barba, Goran Gajic, Rober Harmon, Aaron Lipstadt, Vince Misiano.

EPISODES: 13 **YEAR MADE:** 2000 **COUNTRY:** US **SEASONS:** 1

UNITED PARAMOUNT NETWORKS, CHUM TELEVISION

CREATOR:

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 27/10/2000 **AIR DATE OF LAST EPISODE** 26/01/2001

SEASON DATE BREAKDOWN:

FILMS:

Roland Travis (as Fabrizio Filippo) FAB FILIPPO, Annie Price KATE HODGE, Wilbert 'Tibbs' Thibodeaux
 MICHAEL KELLY, Jerry Hooten ROMANY MALCO, Jack Wiley MAX MARTINI, Margaret 'Sosh'
 Perkins KIM MURPHY, Joss Nakano SUSIE PARK, Jargon ESTEBAN POWELL, Paramedic #3 (2000)
 PAUL DZENKIW.

1 - 1 *MAIL CALL*

Witnesses relocated and given new identities by the US Marshalls are being found and killed. As the Marshalls seem to be unable to find out why this is happening or to stop the assassin Level 9 are activated. They are an ultra secret, cyber ops rapid response unit, designed to fight high tech crimes and to use top range technology to hunt down criminals. Their assignment is to find out who the assassin is and stop him.

Wr Michael Connelly, Josh Meyer

Dir Robert Harmon

1 - 2 *DEFCON*

Level 9 is given the job of stopping a hacker called Thrillseeker from destroying a communication satellite system that would severely affect America's security. Annie sends Travis undercover at a hacker convention in Las Vegas called 'Defcon' to try and see if he can find out who 'Thrillseeker' is.

Wr Josh Meyer, Michael Connelly

Dir John Sacret Young

1 - 3 *THROUGH THE LOOKING GLASS*

From a tip supplied by a snitch Jack Wiley enlists the aid of Level 9 to raid a group of hackers who are in the process of selling a list of top secret NATO safehouses, in Iraq, to Saddam Hussain. The hackers wipe their computers and while Level 9 try to find the information they come across some stolen plane codes, used for controlling a new super-computer controlled plane. Later, while undergoing evaluation tests, the computer piloted passenger jet is electronically hijacked and crashed. It's only passengers, two supervising pilots, are killed. The hijacker soon makes his demands known and threatens to take down an airliner fully loaded with passengers if they are not met. Level 9 must capture this cyber-jacker and locate and de-program his digital bomb before it sends a plane full of passengers plummeting to their deaths.

Wr Josh Meyer, Michael Connelly

Dir Vincent Misiano

1 - 4 *REBOOT*

Justin Malik ('Mail Call') is in a maximum security hospital prison, somewhere he has no intention of staying. Using an orderlies laptop he arranges his own release and sets about getting in touch with, and meeting up with, the mythical main man of the hacking world, and number one target for Level 9, 'Crazy Horse'

Wr Peter M. Lenkov

Dir Vincent Misiano

1 - 5 *DIGITAL BABYLON*

A serial killer is targetting girls who work in the internet sex industry. He is tracing the home addresses of those who strip in front of their own web cameras and then killing them why they are online. Sosh takes this personally and begins her own 'cyber' investigation, against Annie's instructions, and takes more and more risks while doing so. Meanwhile the rest of the team are running down leads in the real world, trying to catch the killer before he strikes again.

Wr Neil Ingram, Daniel Pyne, John Mankiewicz

Dir Aaron Lipstadt

1 - 6 *TEN LITTLE HACKERS*

Skid, a hacker friend of Jargon, is shot by an international assassin but manages to escape and get to Jargon's place. Skid and some other hackers had managed to break into the Department of Defense restricted files and found details of a top secret chemical formula. They arranged, over the internet, to sell the formula to one of the worlds most infamous terrorists but at the last moment upped the price. What they didn't realise is that they now have not only the authorities, in the form of the FBI and Level 9, after them but also the assassin hired by the terrorist. Jargon realises that all the hackers are friends of his and is torn between his desire to help his friends and the fact that they are the sort of criminals that he is paid to track down.

Wr William Schiffrin, Jordan Hawley

Dir Aaron Lipstadt

1 - 7 *A PRICE TO PAY*

FBI Deputy Director Holden kills himself and is then implicated in the theft of a number of top level, high security files. Annie was taught by him at Quantico and, even though it does not come under Level 9 mission statement, she gets the team to start investigating the circumstances behind his suicide. The team discover that Holden was running his own, unauthorised, investigation into the murder/suicide of Annie's parents and that he could have been getting much closer to finding out the truth than someone wanted.

Wr Jeannine Renshaw, John Sacret Young

Dir Jeffrey Reiner

1 - 8 *WETWARE*

Hank Landry, a seemingly ordinary, law abiding man assassinates a United States Senator who was about to release a controversial, tell all book. Wiley thinks that there is some sort of conspiracy involved and wants a full investigation. Annie though is not convinced, especially when Wiley starts to compare the death of JFK. When the publisher of the book suddenly dies as well Wiley's theories start to become more plausible and he taps some of his contacts to find out how Landry was made to become an assassin.

Wr Peter M. Lenkov

Dir Goran Gajic

1 - 9 *AVATAR*

Level 9 are at the site of a cyber gallery. The owner, Billl Baker, is showing off his new invention that creates digital images of famous masterpieces he owns. A group of 'crackers' called Black Echo have threatened Baker many times and are expected to try hacking into his opening and ruining his credibility. When they do attack though it is Baker's son, David, who turns out to be the target, not any of the paintings. Level 9 and the FBI start their investigations and search for David and find that all the evidence seems to lead to Tibbs as the main suspect.

Wr Paul Guyot

Dir Whitney Ransick

1 - 10 *EAT FLAMING DEATH*

The first ever peace conference to be broadcast on the net is taking place at Fort Hope in America. Level 9 think that the opportunity for cyber terrorism will be too big to miss and that someone will hack into the live broadcast and send out their own messages/signals or cause some kind of crash. Their main suspect is a hacker called Moby J, who is known to have a grudge against the military, who are hosting the conference. To add to Level 9's problems they also have to deal with a General who dismisses them as a 'flavour of the month' and a female captain, who carries the codes for nuclear launches, who 'shot down' Tibbs when they both worked at the Whitehouse. When contact is lost with a nuclear bunker everyone starts thinking that they may have more to deal with than just simple hacking mischief.

Wr Carla Kettner
Carla Kettner

Dir Norberto Barba

1 - 11 *IT'S MAGIC*

Annie finally gets what she really wants when Level 9 manage to catch the mysterious, and elusive, 'Crazyhorse'. Very soon though the question turns out to be whether they are the ones who have caught their nemesis or whether he is the one who has 'trapped' them, especially when Annie collapses with some unknown and seemingly undiagnosable illness. As the rest of Level 9 try to find out what she was poisoned with, and how it got into her system, Tibbs collapses with the same symptoms. Can the rest of the team find out what is going on before they to come down with this real virus or will 'Crazyhorse' end up the victor?

Wr John Sacret Young, John Mankiewicz, Peter M. Lenkov, Jeannine Renshaw

Dir John Sacret Young

1 - 12 *THE PROGRAMMER*

One of the two owners of the biggest computer company in America is killed by a letter bomb during the public announcement about their new program, a program that will bring about the end of ordinary mail. Level 9 are handed the job of finding out who killed him and why, an investigation that uncovers some unsavoury facts about the two partners and the formation of their company.

Wr Robert Ward

Dir Sarah Pia Anderson

1 - 13 *MOB.COM*

When a top hacker is killed in his hot tub Level 9 discover he was working for a top mob man, Alex Veedy. Sosh and Jargon discover that Veedy is setting up a meet with the legendary hacker, Cypher. Travis manages to intercept the email with the meet site and time and change it, making it possible to capture Cypher. Travis then replaces Cypher, pretending to be him so that he can infiltrate Veedy's organisation and find out what he needs a top hacker for.

Wr Jordan Hawley, William Schifrin

Dir Aaron Lipstadt

LEVER NO ESPACO

Mario Fanucchi was producer of the series and Jose Bonifacio De Oliveria Sobrinho was production coordinator.

WR. Mario Fanucchi

DIR. Mario Fanucchi

EPISODES: 23 **YEAR MADE:** 1957 **COUNTRY:** BRA **SEASONS:** 1

TV TUPI

CREATOR: MARIO FANUCCHI

TYPE OF SHOW:

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Spanish

SEASON BREAKDOWN: (1) 23

DATE OF PREMIER: 12/01/1957

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

LIMA DUARTE, BEATRIZ SEGALL

LEXX: THE DARK ZONE STORIES

AKA: **LEXX**

AKA: **LEXX: THE DARK ZONE**



The universe consists of two parts, the light universe and the dark universe. The light universe is controlled by the evil shadow, who is building the most powerful space ship in creation, known as the Lexx, the only problem is that the Lexx requires human body parts in order to create it, since it's part organic. Knowing how wrong this is a group of rebels decide to steal the Lexx, but things go wrong when an assassin, who can't be killed kills all the rebels. A pathetic traitor human, Stanley Tweedle and the love slave Zev manage to stumble onto the Lexx, together with the assassin Kai, who realises the error of his ways and decides to help them fight the evil shadow.

Kai is the last of the Brunungee, a race who want to destroy the Shadow and all he stands for. In order to escape his shadow Stanley orders the ship to travel to the Dark Zone, an area of space where evil survives and where his shadow has no power. Kai however is dying because in order to sustain him he needs proto plasma which only his shadow can supply, so they must find a new home and a way to save Kai from dying.

As the series proper begins the last remnants of the Giga Shadow still exist within Kai, without his knowledge, in order for the Giga Shadows to take over the world again he must persuade the other members of the Lexx crew to go in search for more Proto Blood (his life essence), it is a ruse however, so that he can pass his life force into a new insect like creature, which had all but killed the human race many millions of years in the past. But after his divine shadow (Giga Shadow) is transferred to the insect, the crew manage to escape the planet and destroy it using the Lexx. The Giga Shadow however doesn't die that easily. Kai during his Giga phase, manages to get the crew to go to the light universe.

This German-Canadian co-production is one of the most imaginative science fiction shows to ever be made, free from the control of Hollywood the producers were free to produce a very adult and entertaining SF show. The 4 stories which make up the Lexx Zone stories have been shown in several different formats. Mostly shown as four television movies, it has been seen in this format on Channel 5 in the UK and shown as 8 one hour episodes in The Sci-Fi Channel. After several shows years the series finally made it to a full season of a television series.

The producers of this 1997 series created a novel pilot: no less than four movies, detailing the adventures of a spaceship Lexx, and its oddball crew of four as they fulfilled an ancient prophecy and ending the rule of His Shadow, an oppressive dictator. Canada's Space : The Imagination Station produced 20 one hour episodes for the first season. According to their press release, the series "continues the darkly weird, edgy and sexy intergalactic voyage of the Lexx, a dragonfly-shaped bug about the size of Manhattan that has been genetically altered to be used both as a spaceship and as the most destructive weapon in two universes."

The series is being written and directed by Paul Donovan for a fall 1998 premiere on Space. In addition to its original cast, Lexx got two new characters in its hour long format, a shape changer named Wist (Doreen Jacobi) and a machine inhabited by the mind of the evil but brilliant Mantrid. The series carried on the tradition of the original four television movies. The executive producers for the series were Paul Donovan and Wolfram Tichy, producer for the series was Norman Denver and co-producer was Bill Fleming. The series designers were Gerry Kunz and Ingolf Hetscher, the original music was created by Marty Simon and the creative producer was Bill Fleming.

The series first premiered in the UK on Channel Five, with the first of the four movies, the movies were then shown on The Sci-Fi Channel, then the second series of Lexx started in the UK on the 4th January 1999, this was shown on the new Sci-Fi channel which had been slightly renamed to reflect a change of ownership. The airdates shown are for the Canadian channel The Imagination Station who were first to show the series, the show premiered in the UK on the 3rd January 1999, only a few weeks after its Canadian debut, the series was shown on Sci-Fi in the UK.

Every so often, a new Science Fiction show comes along which redefines what you can and cannot get away with doing on tele-vision. It's early days yet, but as the went into production, the the Canadian SF saga LEXX might just turn out to be one such show. The first series of LEXX, or more accurately series of four telefilms, debuted in the UK on Channel 5 earlier this year. Even though the films were broadcast at an unearthly hour of the early morning, they attracted a devoted following. It was a reaction which mirrored the enthusiasm of audiences throughout the world. So what exactly was the attraction? Perhaps, it was because, while other Sci-Fi shows struggle for mass acceptance and a mass audience, LEXX creator Paul Donovan is a man pursuing his own idiosyncratic vision. Ask him, for instance, about some people's perception of the show as dark and shocking, and he replies, "We never saw LEXX as dark and shocking."

Then you realize he might be joking... "Our primary inspirations were Little House on the Prairie and Blue Peter, but the networks 86'd that, he continues. "But, seriously, I have learned - from watching TV -that television damages the mind. Mine suffered the most destruction from Get Smart, Monty Python and Blue Peter. Now it's payback time. You have been warned. LEXX will damage your mind!" As an independent film maker and co-founder of Salter Street Films, Donovan was in a better position than most to realize his vision. How-ever, to fund a series as ambitious as LEXX with its extensive use of special effects, he needed allies. Jay Switzer, Vice President at CHUM Television, was one of the first to support the project. "Paul Donovan came in here several years ago, and we'd known his work," recalls Switzer. He said, "Jay, I've written this, I've created it, it's one sick puppy. I want to direct it, I'm going to produce it, I'm going to raise the money. How would you like it?" I looked at it, I read the treatment on the spot, and I said, 'Paul, we love it. If you're doing it and you're getting your hands wet; if this is your personal, passionate project, we're in.'" As a result of the meeting, CHUM committed money to the project early and were rewarded both when others followed and when the first telefilm attracted record ratings for a Canadian movie broadcast on Toronto's City Television.

However, Switzer emphasises CHUM's role was a consultative one, and, citing the way shows can become watered down if they try to appeal too widely, he says he doesn't want to interfere with Donovan's vision. "LEXX will offend some," he says bluntly. "That's okay because it will, we hope, passionately serve others," If Paul Donovan's remarks are to be believed, anyone who was pas-sionately served by the pilot films will be just as taken with the new series. Far from watering down the show for a mass audience, Donovan remains as a single-minded as ever. One of the main themes of the first series was the need to consume in order to live - a theme which saw same grisly scenes with the sentient starship LEXX, for example, feeding on ritually sacrificed humans. It's a theme which continues to fascinate Donovan.

"I don't know why, but we just find this whole biology thing kind of interesting," he says. "Is a tiger bad if it eats your neighbour, for instance? Well that obviously depends on the neighbour. Or does altruism make sense? Well only if it gets you laid. There is just no end to it." However, for those who don't want every moment to be stomach-churning, LEXX will feature some lighter moments. Although Donovan refuses to give very much away about the new series, he does hint there could be some interesting developments. "There are a lot of rumours around about how [former love slave] Zev will evolve, which I will not confirm or deny, except to say that that she will definitely evolve and we are all very steamed up about deli-cious developments in her desirability. [Robot head] 790 will get a body, for a while anyway."

There will also be new characters. "One of the new regular characters is a variation of Wist who we met in Eating Pattern," says Donovan. "What we liked most about the Wist character is that she had a very clear and uncomplicated biological agenda: 'everything dies', 'this planet is delicious' and 'your worm is your friend'." Back, it seems, to the kind of snacks which might ruin your life, or at the very least your breakfast. So will there be any surprises in store for the main characters? "Plenty..." warns Donovan. Michael McManus, the actor who plays the dead-alive assassin Kai (Last of the Brunnen-G) is in heated discussion with Brit director Chris Bould over the contents of a computer read-out, but their voices can hardly be heard within the noisy confines of the huge metal shed we're all standing in.

Both men are dressed in the emblematic style of this East Canadian port - T-shirt and shorts - where the temperatures have been unseasonably high for the last three weeks, and Mike is wearing a hair-net. Is it a scene from the rehearsals of an upcoming episode of Loa 3, involving a disputed point of characterisation or motivation? Well, hardly. In fact both men and a handful of the other cast and crew are arguing over the results of the latest go-kart race at the Halifax Kartbahn centre in Prescott Street. McManus takes his carting very seriously and is disputing the times on the score-sheet with the director and with the Toronto-based producer Norman Denver Nobody can agree on who has the fastest time so we retreat to the Loa bar - the Economy Shoe Shop in Argyle Street - to discuss the merits of go-karts, philosophy, the Halifax Moose Heads and the History of Canadian Theatre (if you're unfortunate enough to sit next to Michael).

That was way back in the summer, just a couple of weeks into pre-production, when the biggest problem we then had to confront was how to schedule the first two episodes and squeeze ten different sets into the main

studio at Electropolis - the converted power station overlooking Halifax harbour where the Canadian leg of Loa is almost entirely shot. Almost proud in its anonymity, the studio sits next to the historic Pier, where Nova Scotia's earliest settlers first came ashore. The constant stream of cruise liner passengers who come looking for the Titanic graveyard during the summer months can have little idea that the gateway to the Dark Zone lies just a few hundred yards from the dock (though the odd Moth parked outside the studio doors sometimes got a funny look). Inside the labyrinthine building, the ground floor houses the props workshop, the lighting store and the main stages. When I arrived, Stage 1, the biggest, was playing host to another Salter Street show called Made in Canada. Subsequently it was used to house the Cryochamber set, the Prince's Chamber the various Great Hall sets and was where most of the big green screen sets were placed, including the hated Gondola (more of which later).

Stage 2 was still rigged as the Bridge from last year, while Stages 3 and 4 were used for any other smaller sets such as Stan's Sleepchamber or the Galley. Many of the complex flying Moth scenes would end up being shot in Stage 3 - Season 3 probably contains more action Moth scenes than all of the previous episodes put together! Upstairs houses the dressing rooms, wardrobe and make-up rooms, and the production offices, while across town are the effects facilities and postproduction suites in the Academy Building and at Salter Street Digital. All of the Loa sets are constructed or stored in a huge disused railroad repair shop about 500 yards away, from where they are shipped by truck in sections to Electropolis as required. About a week before the start of principal photography on the new series of 13 one-hour episodes continuing the adventures of the good ship Lexx, her crew arrived in town.

Signed up again for the trip are the aforesaid Michael McManus as Kai, Bryan Downey back as Stanley Tweedle, and the German-born female lead Xenia Seeberg as the drop-dead gorgeous cluster-lizard Xev. Rounding out the regular crew is Jeffrey Hirschfield as the voice of the robot head 790. (Poor old Jeff never actually gets to act with any of his co-stars: all of 790's dialogue and mouth movements are pre-recorded in a corner under the Bridge set, for later playback during the live-action shooting of the 790's scenes.) Making regular reappearances as their chief adversary this season is British-born actor (and Forever Knight star) Nigel Bennett as Prince: As one of this year's format changes, series creator Paul (Defcon3) Donovan has decided to create a story-arc directly linking all 13 episodes (unlike the Mantrid storyline from last year which only reappeared intermittently) that sees the crew of the Lexx becoming involved with the political infighting of the two planets Fire and Water, when they come out of cryo-sleep over 4000 years after the events of the previous series. The biomechanical Lexx is understandably hungry after so long (I know this because I had to play the voice of the Lexx during shooting - "I'm hungry Stanley" can only be said so many different ways!) and is powerless to move out of orbit unless the hapless crew can find him a meal - a big meal. To make matters worse, 790 calculates that if the Lexx remains in orbit for another 100 hours, its orbit will decay and they will all die anyway!

In effect, like the original Flash Gordon serials from the Thirties, the episodes become one story in thirteen chapters, complete with cliff hanger ending as Xev, Stan and Kai try to get the Lexx enough food to get the hell out of there continue their search for a safe home the Dark Zone. One of the sub-plots of this year's outing is the theme of the Doppelgänger (for this show, a curiously apt Germanic myth) and therefore one or two familiar faces from Season 2 will be reappearing as the convoluted story unfolds. 790 also undergoes something of a new look - but you'll just have to watch the show to find out exactly what happens to him. Another innovation for Lexx this year is the use of location shooting. Even though Season 2 was shot in Berlin at the Potsdam/Babelsberg Studios, before transferring over to Halifax for the rest of the shoot, there was virtually no exterior filming. For this season the Loa team have shot at a number of German-based locations in Berlin with a small crew rounding out the show on location in Namibia for some of the essential Water world beach and for world desert locations.

Apart from dusting off, repainting and repairing the modular sets for the Lexx interiors, production designer David Hackl has also had to design a huge number of new sets depicting the various semi-medieval cities located on the two new worlds: apart from the aforementioned Fire and Water planets, there have been garden cities, game cities, desert cities and even sex cities to construct. New props have been designed and built (like Star Trek everything has to be made - there aren't any shops selling Loa items off the shelf) and the costume and make-up departments have remade and updated the costumes, designing a completely new look for Xev. David has a small team of young and enthusiastic illustrators to help him design the new worlds involved this season, and they all use whatever inspiration they can to come up with the Loa-look. There's a definite Verne feeling to a lot of the stuff in season 3 - a bit more retro than last year. Take the Gondola for example - a concept straight out of Five Weeks in A Balloon or Master of the World. Travel above and beyond the plains and oceans of the two warring planets is accomplished by using huge metal-clad balloons called Gondolas.

Imagine if you can the workshops that built the Nautilus in 20,000 Leagues Under the Sea turning their hands to building balloons and you'll get some idea of what the Gondolas are like (needless to say, we only had one to shoot with, but through the magic of greenscreen compositing, sometimes you will see whole fleets of the

things - in the episode Battle for example). Hung from four giant winch motors in a corner of Stage i, the Gondola set was a great tribute to the design and construction departments as even up close it looked believably real - but was it a bitch to shoot! Even now I find it hard to write the word Gondola without breaking into a cold sweat.

The CG effects department has had to create a staggering number of new visuals for this year's scripts - even though they were able to recycle some of the previously used elements from last year for shots of the Lexx in space, all of the ground-based backgrounds had to be started from scratch. Further complicating things, this year for the first time the series has been shot on High Definition Video (with some fx plates still being shot on 35mm stock) which in itself presented a whole new set of challenges for the returning Director of Photography Les Kriszan. (In fact a couple of our early scenes had to be re-shot when the incredible range of the camera became obvious - revealing flaws in the sets that a film camera would never have captured.)

The visual effects team also had to shoot the "videomatics" elements of the script for editing purposes these are crude, toy-like inserts to illustrate the movement and compositing of the final CG elements - using bits of Star Wars rockets and dolls. Even poor old Rosocor turned up in one of them. (Unkind critics have sometimes suggested that these bits have obviously been left in by mistake in previous episodes!) One of the accusations commonly leveled at Loa is that it runs the gamut between breathtakingly good visuals and the embarrassingly bad stuff like the army of 790 Drone arms in the last season. Often it's just down to the time available to complete each story - with transmission of Season 3 already promised for early in 2000. Paul Donovan has written some very ambitious stories for what is not a high-budget franchise like Star Trek, but is nevertheless one of the most original SF shows anywhere. Star Trek it's definitely not - there are even more scantily-clad aliens this year than ever before. That, plus the fact that we were shooting episodes out of order without anyone knowing quite what Paul and Lex Gigeroff were planning for the gaps, made the making of Lexx something of a giant leap into the unknown. Shooting an episode of any TV show at the rate of 1 every 5 days is pretty scary, but add to that all of the technical difficulties that a series like Lexx embraces and the whole thing becomes a huge logistical challenge - with some stories being split between three continents!

On one of the final shooting days in Halifax, Paul appeared on set with some champagne bottles and glasses. He handed a piece of paper to Xenia to hold while he signed on behalf of Salter Street. It was the long hoped for deal with the US Sci-Fi Channel, (although Lexx has already run successfully on Sci-Fi Europe, the two channels are run as separate businesses) almost certainly guaranteeing future adventures for the crew of the Lexx. Whether Stan, Xev, Ka' and 790 will ever find a safe haven in the Dark Zone, (and there's a shocking relation at the conclusion of Season 3) - only time and future video sales will tell. Whatever Lexx's ultimate fate, it was great to be along for the ride.

Talk to any sensible fan (assuming there is such a creature) of television's oversized space bug LEXX and the man most likely to raise comment is the hapless, much put-upon Stanley Tweedle. Played to perfection by Canadian Brian Downey, Stan the handy-man's uncomfortable ride through the Universe as no one knows it is punctuated by near disasters, abuse from the mouth of a talking head and lust for the luscious love-slave, Xev (Xenia Seeberg). Now whilst it may seem as though the cast who make up the LEXX's illustrious crew were always meant to be together, Downey and Michael McManus (alias Kai the walking dead man) weren't actually sure they'd secured their passage on board the giant vessel until the very last moment. "Paul Donovan, who is the executive producer, head writer and occasional director of the show had made a small promotional film to illustrate the concept of LEXX." Downey explains, "He took it to various companies round the world trying to finance the project and when Showtime, one of the large US participants, struck the deal, part of that deal was that they had the right to reserve casting control for the principal players. In other words, Paul could come up with ideas, but if Showtime didn't like them, they had the right to refuse to have that person in a particular role. Michael McManus and I were actually 'in the air' (in a regular aeroplane you understand) when Paul got the call to say that he could have his first choice, namely us."

Flushed with success at having a regular job, the two men decided to celebrate by sampling some of the best brew Halifax, Nova Scotia had to offer. Sadly, events didn't, quite go according to plan but gave both Downey and McManus an indication of the loyal friendship that was to develop between ~ them personally and their characters. "The very first bar we walked into was totally deserted except for the bartenders and some particularly bad looking bouncers. Not another customer in the place," begins our star, "but on the way to the counter, Michael snagged his jacket on a chair, the chair fell over and then two of the bouncers grabbed him and announced, 'Sorry, sir, you appear to be very drunk and we're going to have to ask you to leave.'" In a very un-Tweedle-like gesture of bravado, Downey announced, "Oh yeah! You think so! Then you'll have to throw me out too." Drawing a quick veil over proceedings, suffice it to say the dynamic duo found themselves unceremoniously dumped on the soggy sidewalk. Chuckling quietly Downey concludes, "I guess we were feeling very happy about our current situation, but we looked a bit too happy, I suppose."

Comparisons between himself and the character he portrays draw Downey to reveal, "Personally I am nothing like Stanley Tweedle. I'm far more cowardly. But I do like him." In a moment of seriousness he admits, "As a

matter of fact, in some ways you can't do a character that you don't like. You have to have some fondness for him even if he is the meanest person on Earth because deep down the character doesn't think of himself that way." Citing the late murderous gang leader Al Capone as a classic example, Downey says, "Al used to say that he was only trying to help the people of Chicago." Feigning an air of total innocence and giving a credible impersonation of a gangster, Downey shrugs, "Hey, he was only trying to do people a service; if they happened to get in his way-well they were warned-what's a crook to do?" Quite the opposite from the lovely Stanley Tweedle, thank goodness.

Of his character, Downey sighs, "I know he's been described at various times as being a coward, a wimp and lots of disparaging things have been said about the way the character behaves, but still, most people at least tolerate the man and like him. I think of Stanley as a practical person. In so many situations he's the one who says to the other characters, 'Look, we're heading in that direction and that's a screw-up over there. It's dangerous! Why are we going there? If there's danger in that direction let's go in the opposite direction and get away from it.'" Warming to his theme as wise protector Downey goes on, "Stanley thinks the rest of his companions are crazy and constantly tries to caution them and warn them of potential pitfalls but, of course, they don't listen. Especially that Xev character", he mumbles darkly. "She likes adventure, that one." Adventurous could be one way of describing the show that chronicles the challenges faced by Stanley, Kai, Xev and robot head 790 (Jeffrey Hirschfield) as they career through Time and Space in search of a permanent home, but the word 'outrageous' is more apt. From almost non-consensual sex with another cyber-being to cruel jibes at silly game shows, the series has been advancing the boundaries of alternative Sci-Fi comedy to the very limits. Asked if there has ever been a situation where cast members have looked at each other and declared 'there is no way any of us is doing that!' Downey is both honest and there's that word 'practical' in his reply.

"Yes, we do have discussions about whether or not what we're doing is too crude and pushing the envelope so far as to break the seal so that we all come pouring out, but I'm just so grateful to be able to swear that those times are extremely rare. The actors have a reasonably collaborative relationship with the writers and sometimes we'll suggest, 'This is a bit over the top, let's re-visit this. We see what your intention is but perhaps there's a slightly more sophisticated way to do it.'" The words 'sophisticated' and 'Stanley Tweedle' don't exactly flow together. Described as "Your Mr Regular, almost Everyman, type" by the actor, this retiring soul does his very best to maintain his dignity and the up keep of the spacecraft, whilst failing miserably in his attempts to seduce the the gorgeous semi-cluster lizard lady, Xev. The past two seasons have seen many a romantic gesture spurned in favour of a corpse and a disembodied head and seen Stanley dragged headlong into life-threatening situations often as a result of trying to rescue Xev and Kai.

However, Tweedle fans need not despair. Apparently things are looking up for the gentle security guard in Season Three. "He gets over laid!" laughs the actor. "Stanley spends much of his time pitching to get laid but ends up totally fatigued in circumstances that are quite hilarious. The people we were working with were truly wonderful about the whole thing!" Contrary to the previous two years, but in keeping with the show's reputation for springing surprises, LEXX's third season will be one continuing arc rather than a series of unrelated episodes. Without wishing to give away too many spoilers, Downey feels it's safe to reveal that, "When the season opens, we have been deep-frozen for four thousand years and the LEXX is incapacitated, drifting in an everdecreasing figure of eight round two planets. The entire season has our characters dealing with certain situations in cities on both those planets who just happen to have been at war with each other for so long that neither can remember why they started fighting." Gleefully suggesting that "Essentially it's about the struggle between Good and Evil," Downey remarks that, "A deliciously malevolent bad guy in the shape of actor Nigel Bennet is introduced into the proceedings and I think people are going to like what transpires - a lot."

Another major difference, for the cast and crew at least, is that much of the action takes place out of the studio and on locations, some of which are more exotic than others. Shuddering at the mere memory, Downey reminisces about a recent six-week spell in Berlin. "We were filming in a disused cement factory, where everything was still covered in lime and dust. It was freezing, it was wet and everyone - cast, production crew, the tea lady - all went down with some dreadful lurgy. Man, was I glad to get out of there!" Sad to say it was a bit like jumping out of the frying pan into the fire. Carted off to the wilds of Namibia in Africa - one of the aforementioned planets is supposed to be hot - he found himself up to his armpits in yet more cold water. "Now everyone thinks of Africa as being a hot place, and true, some areas got as hot as 40 degrees of blistering heat. But when we went to the coast to film some water shots, I had to run in and out of seawater that was distinctly chilly and whipped by biting winds. Not an experience I'd care to repeat." Hastily reiterating that he really does love doing the job he is doing, Downey insists that playing Stanley Tweedle can be compared to receiving therapy. "By that I mean everyone needs a vacation so when I slip into Stanley's pyjamas or jump suit, I feel as if I'm taking a holiday from myself for a while. That is just fine by me. I don't mind Stanley at all. Stanley's pleasant. He'll do for me!"

DIR. Christoph Schrewe, Rainer Matsutani, Robert Sigl, Chris Bould

EPISODES: 61 **YEAR MADE:** 1996 **COUNTRY:** CAN **SEASONS:** 4

TIME FILM UND TV PRODUKTION GMBH/ SALTER STREET FILMS/ SCREEN PARTNERS/CHUM TELEVISION/ THE CANADIAN TELEVISION FUND

CREATOR: PAUL DONOVAN, LEX GIGEROFF, JEFFREY HIRSCHFELD, JEFFREY HIRSCHFIELD.

TYPE OF SHOW: EXPLORATION

FORMAT: SERIES

LENGTH (MINS): 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 4 (2) 20 (3) 13 (4) 24

DATE OF PREMIER: 11/12/1998 **AIR DATE OF LAST EPISODE** 26/04/2002

SEASON DATE BREAKDOWN:

FILMS:

Stanley Tweedle BRAIN DOWNEY, Kai MICHAEL MCMANUS, Zev EVA HABERMANN(Season 1, Eps. 2.1- 2.2), Xev , 790 JEFFREY HIRSCHFELD, Giggerota ELLEN DUBIN (1), Thodin BARRY BOSTWICK (1) , Poet Man TIM CURRY (1) , Bog RUGTHER HAUER (1) , Yotkskry MALCOLM MCDOWELL(1), Whist DOREEN JACOBI, Lexx TOM GALLANT (2).

Books Based on this series.

LEXX 1.0

Paul Donovan

1999

1 - 1 *I WORSHIP HIS SHADOW*

On Cluster, the capital of the league of 20 000 planets, a ship with the power to destroy planets lies waiting for it's master - "His Divine Shadow". But the soon to be executed rebel Thodin has his eyes on it too, and mangles the city's computer system while engineering his escape. Using the chaos that erupts, the death sentenced security officer Stanley Tweedle and the escaped "love-slave" Zev evade capture and eventually team up with Thodin... with the undead assassin Kai following, with orders to kill them all.

Wr Paul Donovan, Jeffrey Hirschfield

Dir Paul Donovan

1 - 2 *SUPER NOVA*

Zev decides they should go to Brunnis, the original home of the Brunnen-G, in hopes of finding something that can prolong Kai's life. When they arrive they find it barren, except from holographic messages left by the eccentric "Poet Man". As they enter the library, they are totally unaware that back on the Lexx Giggerota has sprung back to life and plots to steal it with the help of the remaining Divine Predecessors.

Wr Paul Donovan, Jeffrey Hirschfield

Dir Ron Oliver

1 - 3 *EATING PATTERN*

The Lexx is forced to land on a planet to eat and replenish its energy supply. While they wait, Stanley and Zev go outside to bury Kai, who seems to have run out of the protoblood that kept him functioning. On their way back, Zev insists on investigating a structure. Too late they discover that it is filled with insane people obsessed with getting "clean bodies" to make "pattern".

Wr Paul Donovan, Jeffrey Hirschfield

Dir Rainer Matsutani

1 - 4 *THE GIGA SHADOW*

Kai is running out of protoblood, and a desperate Zev forces Stan to set course back to the Cluster through the fractal core. When they arrive they find they entire planet barren - everybody killed in "the cleansing", in preparation of the birth of the Gigashadow.

Wr Jeffrey Hirschfield, Paul Donovan

Dir Robert Sigl

2 - 1 *MANTRID*

Under the control of His Shadow, Kai convinces Stanley to return to the ruins of Cluster in the Light universe to search for more protoblood. They find insect larva, but it is dormant and it can't produce protoblood. So Kai insists on taking it to Mantrid, an infamous scientist that might be able to revive it.

Wr Paul Donovan

Dir Christoph Schrewe

2 - 2 *TERMINAL*

Stanley messes up the cryo-stasis revival procedure, and Kai reverts back to His Shadow's assassin for a

moment, puncturing Stanley's heart. With Stanley in stasis they locate an orbital medical facility, though without any funds, they are turned down until Zev threatens them with the Lexx.

Wr Jeffrey Hirschfield

Dir Jeffrey Hirschfield

2 - 3 *LAFFTRAK*

Xev demand they investigate an abandoned world, still transmitting TV signals. The computer host offers them parts in different TV shows, though they had better get good ratings or they'll end up canceled...

Dir Paul Donovan

2 - 4 *LUVLINER*

The Lexx intercepts a transmission from the Luvliner sex-satellite, and Stanley steers the Lexx towards it - eager to finally get some "action". But when they arrive, things aren't exactly as advertised.

Wr Paul Donovan, Jeffrey Hirschfield

Dir Stefan Ronowicz

2 - 5 *STAN'S TRIAL*

Stanley is captured aboard a pleasure transport by the committee of justice for the 94 reformed planets - and charged with the murder of 685 billion people.

Wr Paul Donovan

Dir Srinivas Krishna

2 - 6 *NOOK*

Xev starts quite a commotion when the Lexx lands on a planet inhabited only an order of monks, none of whom have ever seen a woman before...

Wr Paul Donovan

Dir Bill Fleming

2 - 7 *LYEKKA*

As Stanley wakes from a dream, he finds a beautiful female bearing a startling similarity to someone he used to know next to him. Just as he and Kai are trying to figure out what make of her, they make first contact with astronauts from the isolated planet Potatohole.

Wr Paul Donovan

Dir Stephan Wagner

2 - 8 *791*

The Lexx is forced to respond to an emergency signal on a nearby planet, when Lyekka awakes - hungry. They find a crashed ship, seemingly empty except for a cyborg body (which 790 decides to make his own).

Wr Paul Donovan, Jeffrey Hirschfield

Dir Jörg Buttgerit

2 - 9 *WHITE TRASH*

Stanley discovers much to his dismay that they aren't alone on the Lexx. A family of hillbilly farmers has been living there in hiding, and decides to seize control of the ship and return to their home planet.

Wr Paul Donovan

Dir Chris Bould

2 - 10 *LOVE GROVE*

The Lexx intercepts the porn-flick a nearby space transport is running as entertainment, and Stanley orders the ship to head for the source - believing it to be an actual distress signal. But when they arrive, they find only the wrecked remains of the transport, with the hazardous material it was transporting leaking out.

Wr Jeffrey Hirschfield

Dir David McLeod

2 - 11 *WAKING THE DEAD*

The Lexx takes aboard 5 youths in who've drifted in space for 300 years in cryo-stasis. With nothing better to do they decide to party, until one of them corrupts Kai's programming, turning him into a psychopathic killer.

Wr Jeffrey Hirschfield

Dir Chris Bould

2 - 12 *NORB*

Norb is found floating alone in space, nearly out of oxygen he is taken aboard. To their horror, it turns out he has been modified by Mantrid, and releases a handful of drones who begin tearing the ship apart, building new copies of themselves.

Wr Paul Donovan

Dir Paul Donovan

2 - 13 *TWILIGHT*

The Lexx is forced to land on a mysterious planet to seek help when Stanley collapses. Unfortunately, the place has a strange effect on the dead, as Kai goes off on his own reciting poetry, while the corpses buried nearby arise at night to devour the living.

Wr Paul Donovan, Jeffrey Hirschfield

Dir Chris Bould

2 - 14 *WOZ*

When 790 reluctantly reveals that Xev has a built-in expiry date that's soon up, the Lexx heads to the planet Woz where the only remaining love-slave transformation device is.

Wr Paul Donovan

Dir David McLeod

2 - 15 *PATCHES IN THE SKY*

Stanley is trapped inside a nightmare after entering a dream-enhancing machine. Meanwhile it's proprietor discovers that the destruction caused by Mantrid's drones has reached a galactic level.

Wr Paul Donovan

Dir David McLeod

2 - 16 *THE WEB (PART 1 OF 2)*

As Mantrid is eating up the universe with exponentially increasing speed, Kai sees the Lexx's only option as traveling to the center of the universe, hoping to discover a remaining portal to the Dark Zone. But on their way, they fly into a giant living "web" and then everything goes blank...

Wr Paul Donovan, Jeffrey Hirschfield

Dir Chris Bould

2 - 17 *THE NET (PART 2 OF 2)*

The Lexx is captured by a web-like organism that tries to devour it. The creature takes control over Stanley, using him to fool the others into thinking that the danger is over.

Wr Paul Donovan, Jeffrey Hirschfield

Dir Chris Bould

2 - 18 *BRIGADOOM*

As the Lexx approaches the centre of the universe a strange building appears out of nowhere... with the Brunnen-G battle song emanating from within. Going inside, the crew discovers a theatre troupe performing the history of the Brunnen-G. They ask Kai to play his part in the story - the starring role as it turns out.

Wr Paul Donovan

Dir Bill Fleming

2 - 19 *BRIZON*

Stanley's broadcast for help against Mantrid brings them in contact with Brizon, designer of the Lexx and Mantrid's teacher. He claims he can shut down the drones, but can he be trusted?

Wr Paul Donovan

Dir Paul Donovan

2 - 20 *END OF THE UNIVERSE*

With only hours to go before Mantrid has demolished the universe, Stanley comes up with the idea of creating their own army of drones based on 790 to combat Mantrid's. But is it too little too late?

Wr Paul Donovan, Jeffrey Hirschfield

Dir Paul Donovan

3 - 1 *FIRE AND WATER*

The LEXX arrives at a binary system of planets, one of deserts and one of water, and Stan and Xev meet the mysterious ruler of fire.

Wr Paul Donovan & Lex Gigeroff

Dir Chris Bould

3 - 2 *MAY*

Stanley is rescued from beheading in the nick of time, when Prince learns that Stan literally holds the "key" to his victory over Water. Meanwhile, Kai crashes down on Water, encountering May - the sole survivor of the slaughter of her city by forces from Fire.

Wr Paul Donovan

Dir Chris Bould

3 - 3 *GAMETOWN*

While Kai goes down to Water with a swarm of Moths to find food for the Lexx, Stanley struggles with Prince's proposition - blow up Water, or May dies again.

Wr Paul Donovan

Dir Bill Fleming

3 - 4 *BOOMTOWN*

Gametown is attacked by Duke's forces in the stolen moths, though Kai manages to take back one and return to the Lexx with Bunny. Trying once more to go down to Water for food, Stanley decides they should go to Boomtown - the "all sex all the time" city... Meanwhile, Duke moves against Prince on Fire.

Wr Paul Donovan

Dir Chris Bould

3 - 5 *GONDOLA*

With their moth damaged in the battle with Duke's forces, Stanley, Kai and Xev are stranded together with the living Kai and Bunny on the deserts of Fire. They find an abandoned balloon, but it does not have enough fuel to carry them all to the nearest town until Kai volunteers to go the rest of the journey on foot. But then they come across Duke and Fifi.

Wr Paul Donovan

Dir Bill Fleming

3 - 6 *K-TOWN*

On the planet of Fire in the weird city of K-Town, Stan and Xev encounter someone who looks and behaves a lot like an old nemesis of there's.

Wr Bill Fleming

Dir Robert Sigl

3 - 7 *TUNNELS*

Kai, still disabled, is taken away to bureaucrat hell for an adjudication. Meanwhile, Stanley and Xev follow Prince underground, hoping that he will lead them though the maze of tunnels to where Kai is.

Wr Paul Donovan

Dir Bruce McDonald

3 - 8 *THE KEY*

Back on the Lexx, Stanley deices blowing up Fire and having the ship eat the debris would be the easiest way to it up an running again, and orders it to fire the next time it is pointed towards the planet. Xev demands Stanley let her take a turn as captain, and starts looking for ways to transfer the key from him to her.

Wr Paul Donovan

Dir Chris Bould

3 - 9 *GARDEN*

Stanley starts to consider settling on Water, doubting that the dark universe holds anything better. When they go down to the planet looking for food, he finds the town Garden to be a promising candidate for permanent residence.

Wr Paul Donovan

Dir Bruce McDonald

3 - 10 *BATTLE*

Prince's forces attack Garden, and kidnap Xev. Stan and Kai hijack one of their crafts and take up pursuit. But the enemy starts to manoeuvre in place above them, firing arrows to puncture their balloon.

Wr Paul Donovan

Dir Christoph Schrewe

3 - 11 *GIRLTOWN*

Xev's tracks lead to Girltown, and Kai goes in to look for her, while Stan waits outside - where he manages to get himself captured. There he meets Queen, who quite literally wants his body.

Dir Chris Bould

3 - 12 *THE BEACON*

Stan and Kai crash down on Water. Kai starts to sink towards the centre of the planet, while Stan drowns. The security guard is awakened on a beach by Prince, who tells him he now has to account for his life - prove that he deserves to spend the rest of eternity on Water, rather than Fire.

Wr Paul Donovan

Dir Paul Donovan

3 - 13 *HEAVEN AND HELL*

Stan and Kai are trapped on the planet Fire. Alone on the Lexx with 790, Xev prepares to take drastic action.

Wr Paul Donovan

Dir Paul Donovan

4 - 1 *LITTLE BLUE PLANET*

In the near future, an alien spaceship is discovered orbiting the moon. At the urging of his top advisor, Prince, the president of the USA makes contact in secret with the aliens' leader: A strange man who introduces himself as "Stanley H. Tweedle". Unfortunately, the contact does not go well, but Prince is prepared, suggesting they send an insane killer up to the ship in a space shuttle.

Wr Paul Donovan

Dir Paul Donovan

4 - 2 *TEXX LEXX*

Kai and Xev are separated when their moth crashes on Earth. The loveslave is picked up by a lovestruck Texan who proposes to her, while Kai gets mixed up with a group of UFOlogists while searching for her. Stanley gets a visit from Prince.

Wr Paul Donovan

Dir Chris Bould

4 - 3 *P4X*

Xev is forced to adapt to life in prison, and Prince decides it's time for Stan to give him the key to the Lexx. Meanwhile, a new threat arrives from space - an army of carrot-like mechanical drones that start to devour anybody they come across.

Wr Paul Donovan

Dir Chris Bould

4 - 4 *STAN DOWN*

After being encouraged to stand up to Prince by the First Lady, the President makes a deal with Stan, and frees him from the ATF compound so he can kill Prince with the Lexx. However, it doesn't take long for Prince to figure out what they're up to.

Wr Paul Donovan

Dir Colin Bucksey

4 - 5 *XEVIVOR*

Prince and 790 lure Stan and Xev back to Earth using the reality show Xevivor, where 10 males compete for a night with Xev, as bait.

Wr Jeffrey Hirschfield

Dir Christoph Schrewe

4 - 6 *THE ROCK*

Discovering that they're flying right over Newfoundland, Stan decides it's time to pay his subjects a little visit. Unfortunately, none of the inhabitants seem particularly impressed by his presidential decree, and instead focus on his remarkable resemblance to the most hated man in town.

Wr Paul Donovan

Dir Stephen Reynolds

4 - 7 *WALPURGIS NIGHT*

Going to Transylvania to check up on Kai's lead, they are all invited to dine at Lord Dracul's table for the Walpurgis Night feast.

Wr Tom De Ville, Paul Donovan

Dir Colin Bucksey

4 - 8 *VLAD*

They're back on the Lexx, but Stanley is under the witches' spell, who want Kai's protoblood for their master.

Wr Tom De Ville, Paul Donovan

Dir Christoph Schrewe

4 - 9 *FLUFF DADDY*

Stanly discovers that a woman bearing an uncanny resemblance to Lyekka is working in the porn industry, and decides to seek her out at the latest shoot. Xev starts acting strangely and having blackouts.

Wr Jeffrey Hirschfield, Paul Donovan

Dir Chris Bould

4 - 10 *MAGIC BABY*

Trying to get back on the Lexx, Stan, Xev and Kai run across two druids who recognize them as holy figures. Promising to accompany the druids to a religious ceremony, Stan and the others are transported to the space shuttle. They steal it and find their way back to the Lexx thanks to 790, however unbeknownst to them, Vlad is waiting for them aboard.

Wr Paul Donovan

Dir Colin Bucksey

4 - 11 *A MIDSUMMER'S NIGHTMARE*

Kai and Stanley seek out the "Feast of Mograth", hoping to resurrect Xev. There they meet Oberon, king of the faeries, who grants their request... But in return demands their eternal servitude unless they can escape his forest before sunrise.

Wr Jon Spira, Andrew Selzer, Paul Donovan

Dir Carl Harvey

4 - 12 *THE BAD CARROT*

As the alien carrot probes start to infest more and more of the planet, Prince sees his best option to escape up to the Lexx. Unfortunately, one of the killer vegetables follows him up there.

Wr Jeffrey Hirschfield

Dir Colin Bucksey

4 - 13 *769*

In order to get a lead on the whereabouts of the key, Prince goes along with a rather twisted plan cooked up by 790.

Wr Paul Donovan

Dir Colin Bucksey

4 - 14 *PRIME RIDGE*

Without the key the Lexx can't do anything, so Stan and Xev decide to settle on Earth. They pick the quiet country town of "Prime Ridge", but soon manage to stir up trouble.

Wr Jeffrey Hirschfield

Dir Christoph Schrewe

4 - 15 *MORT*

Wanted for murder, and the whole area swarming with police and FBI, Stan, Xev and Kai seek refuge in "Mort's Funeral Parlor". Mort takes an unusual interest in Kai's protoblood, hoping it can bring back to life his one true love.

Wr Jeffrey Hirschfield, Paul Donovan

Dir Christoph Schrewe

4 - 16 *MOSS*

While the president finds himself haunted by Prince in the form of a TV set, Stan, Xev and Kai are abducted by Field Commander Moss, leader of the American Freedom Rangers, a para-military group devoted to freeing the American people from the grip of the Beast - Izenbar Prince.

Wr Paul Donovan

Dir Stephen Manuel

4 - 17 *DUTCH TREAT*

As the Lexx's hunger becomes critical, it starts to slowly digest itself. Hoping for an alternative way off the Earth, Xev contacts Doctor Longbore, getting permission to join him on the space ship. This does however leave the Lexx wide open for Prince, who orders the President and Bunny to take a shuttle up there and take control of the ship using the key.

Wr Jeffrey Hirschfield

Dir Carl Harvey

4 - 18 *THE GAME*

About to be destroyed, Prince requests Kai complete their game of chess, but with this time with real stakes. Should the undead assassin win, he'll get his life-essence back. Should he loose, Stan and Xev's lives are forfeit.

Wr Paul Donovan

Dir Paul Donovan

4 - 19 *HAYLEY'S COMET*

The Lexx crew encounter a space capsule filled with a bunch of politically motivated twenty-year-olds (Haley, Amber, Ryan, Josh). They claim that they have gone up in space with the intention of transmitting a message to make a political statement about the dying earth, and globalization. With financing from Haley's trust fund, they were able to pay the Russians to help them get up in space. Stan and Xev decide that they can stay on board the Lexx for the time being as long as they behave. We soon learn that Amber, Ryan and Josh have a hidden agenda to steal the Lexx and do away with the crew. They pretended to buy into Haley's political agendas only as a means to get up into space. When Haley finds out that she has been deceived by her friends, 790 convinces her to kill them off one by one. 790 spots a black pak (a destructive weapon) lodged under the edge of the bridge and instructs her on how to use it. After obliterating Ryan and Amber, she sets her sites on Stan. Stan and Xev race to awake Kai from the cryochamber so that he can protect them, while Josh attempts to fly off in a moth. A skirmish ensues resulting in Haley and Josh simultaneously killing each other. At the end of the episode, Stan, Xev and Kai put 790 in restraints to prevent him from stirring up more trouble.

Wr Paul Donovan

Dir Stephen Manuel

4 - 20 *APOCALEXX NOW*

An asteroid mothership appears out of the blackness of space. A metal hatch opens and a tadpole-like creature shoots out and heads for the Lexx. Stan awakens from a nightmare in which he was eaten by Lyekka and discovers that the alien mothership is hovering outside of the Lexx. Before he can finish telling Xev and Kai what he has discovered, an alien who has assumed the physical appearance of Lyekka from Stan's dream appears on the Lexx. She explains that she is a plant and that her species needs to consume the living matter on earth in order to survive. The Lexx crew feel that this mass annihilation is not morally correct, but they understand that the aliens do have natural survival instincts. They suggest that "Lyekka" meet with the world's leaders (specifically President Priest) in order to find some logical solution. They take a moth to Vietnam where Priest, accompanied by Bunny, is to deliver a speech at the Khe Sanh Kuntry Klub. While there, he has also arranged to play a round of golf with Pope G. Rota who will be in attendance. When the Lexx crew land in a moth, they stumble upon a decrepit building that serves as a storage room for golf equipment. Under the floor, they discover a group of American POWs who have been in hiding since the Vietnam War. They join the Lexx crew and Lyekka in the search for President Priest. When they find Priest on the fairway giving a speech, the POWs open fire with their automatic weapons. Vietnamese caddies and a group of Monks guarding the Pope return fire. A battle ensues as Hueys swoop over the golf course firing their deadly weapons at the POWs. The moth is destroyed and Stan and Priest are kidnapped during the battle by Pope G. Rota. Pope tortures them as she explains her thirst for political power. Xev, Kai and Lyekka journey upriver and rescue Stan and Priest in the nick of time. Priest agrees to let Lyekka eat Japan if she promises to leave the rest of the planet untouched. For a snack, Lyekka devours Pope. The Lexx crew leave Vietnam by joining Priest and Bunny on Air Force One. Priest promises them a space shuttle so they can return to the Lexx. Priest exorcises his bad Vietnam experiences by nuking the country.

Wr Paul Donovan

Dir Paul Donovan

4 - 21 *VIVA LEXX VEGAS*

Kai, Xev and Stan stop off in Las Vegas as they wait for a space shuttle that Priest is arranging for them. Without a moth, the shuttle is their only means of returning to the Lexx. They check in at the King Tut, an Egyptian-themed hotel that is run by a group of mobsters. In the hotel room, Stan sees an ad for Slave Girls from the 18th Dynasty on the television and decides to order "room service" for himself. Xev discovers a female wrestling cage match is taking place on the premises and decides to enter, not realizing that it is fixed so that the casino can extort money. When Xev has tremendous success using her

Cluster Lizard skills to defeat every opponent, the mobsters start to grow unhappy. They try to persuade Xev to throw the match, but she doesn't understand the concept of losing on purpose. Kai decides to explore the hotel and discovers a rare coffin that he believes belonged to an ancient enemy. He begins to track his foe's whereabouts by following an oily trail that leads away from the coffin. The Slave Girls show up for Stan. They tie him up, take his money and leave him. Meanwhile, there is a killer Mummy on the loose in the hotel that breaks the neck of everyone it encounters. The Mummy enters Stan's room and finds him tied-up on the bed, but Stan is able to escape and rejoin Kai. Kai tells Stan the Mummy is actually a poet-philosopher named Drago that he killed more than 4,000 years ago. Heretics preserved Drago's body and part of his brain in a type of fluid that allows him to function for short periods as a primitive killing machine. Unfortunately, like Kai, Drago is dead and cannot be killed. Kai explains the only way to defeat Drago is to wait until his "fluid" runs out. Kai also mentions that the coffin in which the Mummy was stored bears an inscription, warning people not to open it. With the help of Stan and Xev, Kai is able to trap Drago back in the coffin. They bury the coffin in the desert and head for the space shuttle to return to the Lexx.

Wr Jon Spira, Andrew Selzer, Frank McGinn

Dir Chris Bould

4 - 22 *TRIP*

As the Lexx flies away from Earth toward a new planet, the crew discovers a strange organic bulb on the galley counter. The bulb opens and reveals two round berries and a small potted plant. A holographic image of Lyekka's face appears and informs the crew that this is her thank-you gift for their helping her on Earth. Lyekka tells Kai the potted plant - a Yowraa-Taang - will open and bloom if he sings to it. Stan and Xev have been given the berries, which Lyekka says are the rarest and most exquisite delicacy in the two universes. Slightly skeptical, Stan and Xev at first hesitate to eat the berries. Eventually they decide it's worth the risk since the berries are a welcome change from "Lexx food." Kai sings to his plant, which opens into a glowing flower that disperses shimmering particles into the air. Kai decides to save his energy and steps into his cryopod. Meanwhile, on the bridge, Xev and Stan begin to suffer hallucinations. Prince appears and convinces Xev that Kai is now alive again. Prince convinces Stan that Xev wants him dead so she can get the key back. Stan and Xev's hallucinations intensify and soon the two chase each other around the Lexx with axes and spears. Visions of Vlad and strange voices fill the passageways and begin driving the two of them mad. Stan and Xev fight in the cryochamber, where the Yowraa-Taang plant has penetrated and destroyed the cryopod control unit. Kai, awakened by the skirmish, separates Stan and Xev and prevents them from killing each other. Kai hooks them up to the protein regenerator to restore them to their normal selves. Kai explains that the berries and plant were deliberately misrepresented by Lyekka in order to kill the Lexx crew. He also mentions he can no longer freeze himself in the cryopod because the control unit is destroyed and that he will run out of protoblood in a matter of days.

Wr Jeffrey Hirschfield

Dir Stephen Manuel

4 - 23 *LYEKKA VS. JAPAN*

A huge alien asteroid mothership plummets to Earth and crashes into the Pacific ocean, causing a great disturbance off the coast of Japan. Inside, Lyekka prepares to devour "Japaneseland." Kai and Xev take a moth down to Earth to retrieve Vlad's cryopod control unit, which will replace the broken one on the Lexx. Fearing that Lyekka will consume the entire universe if she is not stopped, Xev and Kai decide they must take action to stop her. On the rocky Japanese shoreline, Kai and Xev encounter a meditating monk. While Kai joins him in meditation, Xev explores the area. She meets another monk named Wyatt; he takes her to meet his Master, a spiritualist who claims he can put people in touch with their past lives. Xev is analyzed by the Master (who is actually Wyatt in disguise). He is actually a fraud. His real agenda is to lure people in with spiritual mumbo-jumbo and then steal their organs to sell on the black market. He straps Xev to a table and attempts to put her under anaesthesia so he can begin removing her vital organs. Meanwhile, Prince is on global TV, predicting the world's weather will cause massive death and destruction. The ocean churns and a huge, Godzilla-sized Lyekka emerges and strides toward shore. Xev struggles to break free and is saved by Lyekka's giant foot, which crashes down on the temple, crushing Wyatt. Kai and Xev jump in a moth as Lyekka stomps through Tokyo, crushing everything in her path. Stan plans to use the Lexx to fire at Lyekka, but a separate manifestation of Lyekka charms him on the Lexx viewscreen. Kai takes action, cleverly using his brace to topple the giant Lyekka. At that moment, on the Lexx, the image of Lyekka that has been mesmerizing Stan disintegrates and is gone. Carrots everywhere howl with rage. Kai and Xev fly back to the Lexx. They are just about to head off to the stars once again when the asteroid mothership rises out of the ocean on giant legs. It heads right for Japan and starts destroying it. Lexx returns and blasts the mothership to smithereens. This time, at the moment of its demise, all carrots all over the world are simultaneously deactivated, becoming as still and harmless as — well, ordinary vegetables. The world is saved and the Lexx crew heads back out into space. As soon as the Lexx is far away from Earth, the real alien mothership enters the solar system. This one is not the size of Tokyo; it dwarfs the moon as it closes in on the Little Blue Planet.

Wr Jeffrey Hirschfield

Dir Christoph Schrewe, Paul Donovan

4 - 24 *YO WAY YO*

Prince visits the Lexx warning of "Earth's date with destiny". Emotions abound as Kai begins to feel again and the Lexx's health is ailing. As the alien mother ship has reached Earth.

Wr Paul Donovan

Dir Paul Donovan

L'HOMME SANS VISAGEAKA: **FACELESS MAN, THE**

Maxime and his girlfriend Martine fight a Fantomas-like villain, the Faceless Man, his girlfriend, and a mad scientist who can turn people into zombies. Eventually, they find themselves competing to discover the Templar's treasure.

An edited version of this series was distributed as a feature film under the title *Nuits Rouges* (Red Nights, translated as *Shadowman*) (1973). Jacques Champreux also wrote *Judex* and *Les Compagnons de Baal*.

WR. Jacques Champreux

DIR. Georges Franju

EPISODES: 8 YEAR MADE: 1975 COUNTRY: FRA SEASONS: 1

TF1 \ CFS KOSUTUJAK \ SOAT \ TERRA FILM

CREATOR:

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: SERIES

LENGTH (MINS): 50 STILL IN PRODUCTION: No B/W: No COLOUR: Yes LANG: French

SEASON BREAKDOWN: (1) 8

DATE OF PREMIER: 17/07/1975

AIR DATE OF LAST EPISODE 04/09/1975

SEASON DATE BREAKDOWN:

FILMS:

The Faceless Man/Mlle Ermance JACQUES CHAMPREUX, His Girlfriend GAYLE HUNNICUT, Dr. Dutreuil CLEMENT HARARI, Maxime de Borrego ROBERTO BRUNI, Commissioner Sorbier GERT FROEBE, Martine Leduc JOSEPHINE CHAPLIN, Serephin Beauminou PATRICK PREJEAN, Grandmaster PIERRE COLLET, Inspector Pelet ENZO FISICHELLA, Prof. Petrie HENRY SOSKIN, Paul UGO PAGLIAI, Le marinier MICHEL CHARREL, La marinière MICHELINE BOURDAY, Le docteur Dutreuil CLEMENT HARARI, La Futaille GERARD CROCE, Le sacristain JEAN SAUDRAY, Boris RAOUL GUYLAD, Le professeur Landier JEAN SOLAR, Mme Lépié MAY CHARTRETTE, Le marchand de journaux JACQUES AVELINE, Le garçon de café JACQUES BOUVEIR, Bernard Trevoux FRANCOIS MARIE, BOGDAN JAKUS.

- 1 - 1 *LA NUIT DU VOLEUR DE CERVEAUX (THE NIGHT OF THE BRAIN STEALER)*
- 1 - 2 *LE MASQUE DE PLOMB (THE MASK OF LEAD)*
- 1 - 3 *LES TUEURS SANS AMES (THE KILLERS WITHOUT SOULS)*
- 1 - 4 *LA MOT QUI RAMPAIT SUR LES TOITS (DEATH STALKS THE ROOFTOPS)*
- 1 - 5 *LS MARCHE DES SPECTRES (THE WALKS OF THE SPECTRES)*
- 1 - 6 *LE SANG ASSUSATEUR (THE ACCUSING BLOOD)*
- 1 - 7 *LE RAPT (THE KIDNAPPING)*
- 1 - 8 *LE SECRET DES TEMPLIERS (THE SECRET OF THE TEMPLARS)*

LIFE FORCE



After global warming floods the Earth, survivors Richard and Amy Webber begin teaching a new generation of scientists how to restore the damaged planet. But evil is not far away. In the year 2025 everything has changed, the seas have engulfed the Earth with modern Great Britain know a mix of very small island. In this world lives a new breed a special children who have strange powers of the mind allowing them to turn into animals and other objects. In this new brave world however not every kid likes the idea, Mai Lee is one of those children who can't control their gift which can put other people in severe danger. The full extent of Mai Lee's power however are not clear.

There are some resisting survivors however, who have gathered on the tiny Black Combe Island, part of the Western String, previously the location of the Cumbrian Mountains. Richard and Amy Webber (Valentine Pelka and Kelly Hunter) have set up a school to teach a new generation of physicists. These include their two children Greg and Karen (Paul Fox and Julie Haworth) and special pupils Ashok and Mai Li (Pablo Duarte and Sarah Hollis), who as 'senders' have the power to transmit thoughts via their glowing eyes. The aim is for the telepathic skills to be developed enough to aid secret international environmental group Greenwatch. The mission is jeopardized when the Commission's leader Kurt Glemser (Damien Lewis), also a 'sender', raids the school and arrests the Webbers parents. The children are left to themselves until help comes from a former scientist Goodman (David Malinson).

This 13 part series set 25 years in the near future was the first new SF show to be produced by the ITV network in the new Millennium. This sleekly produced Children's ITV production is one of the highest quality childrens SF drama produced for ITV in a very long time. With some lavish production details and a good cast, the series was very good. With a very good story to match a kind of mix between John Wyndham's *The Chrysalids* and *ANIMORPHS*.

The series had been written by Peter Tabern (whose company Childsplay Productionw was behind the BBC's *Children of the New Forest* in 1998) Greg McQueen, John Hay and Rik Carmichael. Tabern also directs along with Lorne Magory and Justin Chadwick. The aim has been to set the story in Britian but make the audience believe events have changed things so much (including climate, accents and names) that it is not obvious. If successful we can but hope there will be a return to more of this 'old fashioned' style of story telling.

It's twenty five years into the future. Global warming has melted the ice caps, Britain has become a drowned landscape and its population is living on a series of small islands poking above the water. The scientists who tried, but failed, to stop the catastrophe have been blamed for it and are outlawed by a new federal government which runs the country. The scientists have gone into hiding where they are leading an underground movement and, on Black Combe Island, a husband and wife team is teaching a new generation of physicists. Among these children are 'Senders', people with the gift of telepathy and telekinesis that has been enhanced by genetic engineering. Together, they hope to build a new future and stay one step ahead of the government enforcement agency, The Commission.

Such is the scenario for *Life Force*, ITV's new children's drama from Childsplay Television, whose previous successes have included the Supernatural serial *Eye of the Storm* and the BBC Sunday teatime drama *Children of the New Forest*. The idea behind *Life Force* came from the executive producer at Childsplay, Peter Tabern. "I wanted to do a futuristic drama that was about something," he says. "There are so many shows around that are just chewing gum adventure without any issue and I think kids are interested in issues, much more so than adults. You can get them concerned about things and the future of the planet is something they talk about a hell of a lot in schools and I know kids think about. The popularity and numbers of shows about extreme weather and what's happening to our planet - these shows pick up a huge child audience and fascinate kids. I think there's a possibility for shows that take and explore that in an imaginative way.

"The other big issue at the moment is genetic engineering and the effect it's going to have on people's lives. Certainly in the lifetimes of the children watching this show it is going to become possible to choose for one's

children various forms of gene therapy which will hopefully make them better individuals. Healthier, happier, wiser, more intelligent, more beautiful - who knows what is going to be possible. So we wanted to look at what might be the downside of that. So here is this group of children who have a telepathic gift which has been genetically enhanced. Which is all very well when everybody is feeling that science is a marvelous thing, but as soon as science is outlawed, these kids are obvious targets because they are the product of a scientific experiment. So they are on the run too, simply because they've been manipulated by genetic science."

Senders' eyes glow yellow when they use their powers, and these powers are many fold. One of the more able children on Black Combe Island, Mai Li (Sarah Hollis), has the ability to 'flip' objects, like the tennis ball she turns inside out with her mind in the first episode. But the gift isn't restricted to those on the scientists' side. Commission Agent Kurt Glemser (Damian Lewis) is also a Sender and he uses his power to control another person, to see through his eyes and eavesdrop on the scientific community. Eventually, Glemser forces Mai Li, another young Sender called Ashok (Pablo Duarte) and two normal children (Paul Fox and Julia Haworth) to run away. "Each week they end up in a different place, meet up with different people who have been isolated since the drowning so that all kinds of weird things can be going on," says Peter. "Unashamedly, that is all to do with an almost X-File type of adventure. When they do get into these adventures, instead of being about aliens, they usually have a scientific basis."

Some of the scientific explanations and concepts in Life Force are quite complex. Much of the dialogue is intelligent and far removed from the simplistic style of some children's dramas. It could raise questions about members of the audience understanding what is going on, but Peter doesn't believe in talking down to children. "I think kids not understanding things is a self-fulfilling prophecy. If you feed them rubbish long enough - yes, you end up with kids who are used to seeing rubbish and you shorten their concentration span. I don't think their concentration spans are innately down to the fifteen or twenty second bites that we all seem intent on bringing them down to, I think it's the way we feed material to them. So without sounding too pious about it, it is part of our intention to do something which is a little bit more mentally challenging. I also wouldn't argue with anyone who said the very youngest members of the audience - the seven or eight year olds - will struggle with some of the concepts in this. I think it will be easier for a twelve year old to grasp some of the underlying ideas. But hopefully the adventure element will keep the younger ones going across the small gaps in their understanding."

One of the main concepts in the series is the drowned world, shown dramatically in the opening credits by the map of the United Kingdom being almost entirely swallowed up by the sea around it. Water, therefore, plays a large part in Life Force, but water has traditionally been a problem for film makers. Just ask Kevin Costner about Waterworld. "I didn't think it was going to be that much of a problem when we came up with the idea of a drowned world and a shallow inland sea with islands so that it looked like the top of the Cumbrian Fells. I thought there would be quite a few lakes that would give you that feel, but there just aren't any. The lakes are all too long and narrow. The only one we could find was Loch Lomond and our key 'this is the drowned world'-type exteriors were all done at the southern end of Loch Lomond which was fortunately only forty miles from civilisation, from Glasgow, so it was a good place to work. Then our window of opportunity to film it was very small. You have a big bank holiday when Loch Lomond just fills with boats sometime in June and then their [Scotland's] schools break up very early, so a fortnight after that the kids are on holiday and you can't see the water for 5ail boards and wind surfers and God knows what. So that was it, that was the fortnight we had to go and do it and I'm glad to say it worked very well and wasn't too dreadful."

However, towards the end of the shoot when Peter took over the director's chores, the situation wasn't so easy. "In spite of Loch Lomond we needed day to day access to stretches of water," he explains. "It got to August, and Manchester had drunk it all! We were shooting on the western Pennines outside Bolton and these reservoirs were basically Manchester's summer drinking water and they drank it all! We went back for the later episodes and the water had gone! So we were in this ridiculous situation of being in a location that we had chosen specifically because we were surrounded by water and having to put people in buses and travel something like sixty or seventy miles into Derbyshire to find a reservoir that still had water in it. I was amazed. Because it hadn't been a particularly dry summer, had it? There was no drought, was there? Not that I was aware of. Because I was saying [shaking his fist at the sky] 'you bastard!' we'd been rained off every day as far as I could see and we still didn't have enough water to shoot with! That was bizarre."

Otherwise, the shoot was relatively straight forward and casting the right people was key. He had worked with Pablo Duarte before on Children of the New Forest, but Sarah Hollis was cast through an audition. "Finding them is always difficult. There's such a narrow window when children are children from an acting point of view. You've got to find them afresh and then you're taking a chance. You can see a kid who's marvellous in a workshop environment, marvellous in audition, but can't handle the pressure, discipline, going away from home, all that sort of stuff associated with doing a television programme. Some take to it like a duck to water and really blossom and others become timid little creatures. So it's a risk, but one I think paid off with these two. The best kids just cope with it so astonishingly well, they're so flexible and so quick and learn. They've got such mental energy when they're young you'll find they're not only doing their job, but they'll know

everybody else's job as well. You'll turn your back and they'll be helping the camera assistant. You can't imagine an adult actor being remotely interested in focusing on anything but what they're doing, whereas kids can run around and be helping the Spark [electrician] one minute and in front of the camera doing their job the next."

Because of the restrictions of child working laws, he decided to hire young adults for the roles of the older children. Julia Haworth, who plays Karen, was actually nineteen at the time of filming and Paul Fox, who plays Greg, is in his early twenties. He's also becoming quite well known as a soap star, having recently switched from Emmerdale to Coronation Street. "Going out with him on Loch Lomond was fun because Loch Lomond is a place for, shall we say, the more elderly tourist on coaches. So you take Paul out and it was like grab-a-granny night because they all knew him from Emmerdale! As soon as they saw him you couldn't get near Paul."

Much of the atmosphere of the futuristic world depicted in Life Force comes from the locations, but there are also some special effects used sparingly throughout the programmes. "Kids are so sophisticated now in terms of their appreciation of special effects, in television your philosophy has to be 'less is more'," says Peter. "If you really try to take on people with million dollar budgets, you will fail and you will look stupid in the attempt. So when you say we've been sparing, I think that's right. The company that have done the special effects, Oasis, have done a brilliant job and - the poor souls - they've worked themselves to death for us. Their efforts have been unstinting, but the amount of screen time is quite sparing because we've hopefully taken a sensible view of what we can do well and stuck to that."

Life Force looks like it's shaping up into a successful series - ITV have already decided to give each episode a repeat showing on Sunday mornings. So there is a chance it could run to a second series. "As you will see from Episode 13, we have almost brought the story full circle, yet resolved nothing, so everything is ready to go again," confirms Peter. "But it will go off at a different tangent. One of our actors, who is absolutely brilliant, is the villain Damian Lewis. I think he's stunning, but I don't think he's necessarily going to be available to us in two years' time. He's just been the lead in Warriors and I think from that and other stuff he's involved in, Damian will probably be a very busy boy. You can't bank on getting anybody back when you're doing this kind of show, so you've got to think if the worst happens, how do I write my way out of that? So all of these little doors you leave ajar. But, yeah, very definitely it could go to another series. It would still be the kids, it would still be quest based, it would still be the same world as a backdrop, but they'd have to go off in a different direction."

WR. Peter Tabern.

DIR. Justin Chadwick

EPISODES: 13 **YEAR MADE:** 2000 **COUNTRY:** GB **SEASONS:** 1

A CHILD DISPLAY PRODUCTION

CREATOR: PETER TABERN

TYPE OF SHOW: EARTH FUTURE **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 10/01/2000 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Richard Webber VALENTINE PELKA, Amy Webber KELLY HUNTER, Greg PAUL FOX, Karen JULIE HAWORTH, Ash PABLO DUARTE, Mai-Li SARAH HOLLIS, Glemser DAMIAN LEWIS, Lindsay TARA PENDERGAST, Sam OLIVER HAMILTON, Goodman DAVID MALLINSON.

1 - 1 *THE GIRL WHO FLIPPED*

After global warming floods the Earth, survivors Richard and Amy Webber begin teaching a new generation of scientists how to restore the damaged planet. But evil is not far away.

Wr Peter Tabern

1 - 2 *GREENWATCH*

The Webbers are arrested when Glemser and his cohorts raid the island.

Wr Peter Tabern

1 - 3 *ON THE RUN*

The evil Kurt Glemser interrogates the children's mother Amy.

Wr Rik Carmichael

1 - 4 *GREENHOUSE EFFECT*

A ruthless farmer is using slave labour.

Wr Peter Tabern

1 - 5 *THE VILLAGE THAT DREAMED ITSELF TO DEATH*

The children pick up a distress call.

Wr Peter Tabern

1 - 6 *YESTERDAY ISLAND*

The team run out of fuel and land on a mysterious nearby island.

Wr Rik Carmichael

1 - 7 *BEWARE OF THE DOG*

Ash and Greg have to go to a "haunted" scrap yard on Devil's Island.

Wr John Hay

1 - 8 *RETURN TO SENDER*

A young boy goes missing while being escorted by the commission.

Wr Greg McQueen

1 - 9

The team run out of sunblock and need to find an exotic plant in order to make more.

Wr Rik Carmichael

1 - 10 *PARADISE ISLAND*

The children investigate a morse code message and discover Paradise Island.

Wr Peter Tabern

1 - 11 *AGE BEFORE BEAUTY*

Greg and Mai-Li find themselves imprisoned in a professor's house.

Wr Greg McQueen

1 - 12 *NO QUICK FIX*

Ash learns that every seemingly good deal has its down side.

Wr Greg McQueen

1 - 13 *THE THOUGHT FISH*

Ash and Mai-Li hatch a plan while on a fishing trip with Goodman.

Wr John Hay

LIFE ON MARS



DCI Sam Tyler's (John Simm) world is about to be turned upside down. Moments after his girlfriend and colleague, Maya (Archie Panjabi), is kidnapped by a serial killer, Sam is knocked unconscious by a car.

He wakes up - in 1973.

Sam discovers a strange new world full of cigarette smoking, gum chewing, and unreconstructed men. He's a DI starting his first day in a new precinct and he's got to prove himself to his new DCI, Gene Hunt (Philip Glenister). Gene likes to throw his weight around. He acts first and thinks later. The only person in this alien world who reaches out to Sam is a young WPC, Annie Cartwright (Liz White).

Dazed and confused, Sam finds it difficult to focus on the murder his new colleagues are investigating. Then he discovers a connection between this crime and the serial killer who kidnapped his girlfriend back in 2006. Could solving this case be the key to getting home? Could it be a way to save Maya?

It seems that the biggest obstacle standing between Sam and success is his new DCI's very different attitude to policing. To Sam, a 21st Century liberal, Gene represents everything that is bad about the police force, everything that the force has tried to stamp out over the last 30 years.

Sam's faced with a huge moral dilemma when he realises that destroying evidence in 1973 could save Maya's life in 2006. At the same time, he becomes ever more doubtful about the reality of his situation. Do distant doctor's voices from 2006 bleeding through into 1973 mean that he's in a coma and none of this is real?

As the ultimate test, he stands on the roof of the police station poised to jump off. Annie talks him down, and, at least for the moment, he remains stuck in a time that's completely alien to him.

Titled after the David Bowie song of the same name, this is a great time travel drama. I've just finished watching the first part, and I think its safe to assume I'm going to be addicted for the next few weeks. The plot revolves around a 2006 policeman who is transported back in time to 1973 when he is run over by a car. He finds himself wearing different clothes in a strange Manchester he has never seen before. As well as coping with the new decade he now inhabits and the sense of displacement he feels, he also is forced to deal with the crimes of 33 years ago, using very primitive methods. A WPC tries to help this fish out of water, but can he ever find his way back home again? And what is with these strange voices in his head..? Sufficed to say, we'll find out the answers soon enough, and I for one can't wait!

Production

Produced by Kudos Film & Television - the makers of Spooks and Hustle - for BBC Wales, the eight one-hour episodes of the first series were broadcast on BBC One on Monday nights at 9pm. The series was created by writers Tony Jordan, Matthew Graham and Ashley Pharoah, who also provided the majority of the scripts. The fourth writer on the first series was Chris Chibnall. For the second series, Graham, Pharoah and Chibnall returned to write episodes, joined by Julie Rutterford, Guy Jenkin and Mark Greig.[1] The second series transmission day was moved to Tuesday night rather than Monday.

The programme was originally conceived in 1998, when Graham, Jordan and Pharoah had been sent on a break to the seaside resort of Blackpool by Kudos to come up with new programme ideas.[2] Originally titled Ford Granada,[3] after the popular car of the 1970s, the series was initially rejected by the BBC. "Back then, broadcasters just weren't comfortable with something like that, something that wasn't set in the real world and that had a fantasy element to it," Graham later told SFX Magazine. The initial idea at this time was for a more humorous, pre-watershed series that overtly mocked the styles and attitudes of the 1970s, with comic actor Neil Morrissey envisioned as playing the central character.

Later, Channel 4 drama executive John Yorke showed some interest in commissioning the programme, but

eventually decided not to pursue the idea. "[Channel 4] people just said 'It's going to be silly,'" Graham told the *Radio Times* in a feature published the week of the first episode's transmission. However, the series eventually attracted the attention of BBC Wales Head of Drama Julie Gardner, who in turn persuaded the overall Head of Drama at the BBC, Jane Tranter, to commission the programme for BBC One.

The programme's central character was originally to have been called "Sam Williams", but Kudos felt that this was not striking enough and asked Graham to come up with an alternative surname. (This would later be referenced in the final episode of series two.) Asking his young daughter for her opinion, she suggested "Sam Tyler", which became the character's name. Graham subsequently discovered that his daughter had named him after Rose Tyler from *Doctor Who*, a programme for which he would later write an episode. The initial geographical setting was to be London; this was then changed to Leeds, and finally to Manchester, as part of a BBC initiative to make more programmes in that city.

Filming for a second series for BBC One started in April 2006. According to Jane Featherstone, the show's executive producer, speaking in February 2006, a film version of the show was also a possibility: "Life on Mars was a very high concept idea and there was no doubt it would work on the big screen... But as yet, we are concentrating on the development and production of the second series for BBC1."

On October 9, 2006, it was confirmed that the second series of *Life on Mars* would also be the last, with two possible endings to the programme having been filmed. Matthew Graham stated that "We decided that Sam's journey should have a finite life span and a clear-cut ending and we feel that we have now reached that point after two series."

The *Guardian* newspaper's [Media Guardian.co.uk](http://Media.Guardian.co.uk) website reported that producer David E Kelley was to develop an American version of the series for the ABC network there, which was being targeted for the 2007-08 TV season. "Mr Kelley will write and executive produce a pilot for the 60-minute ABC version of BBC1's hit 70s cop drama, which was likely to be broadcast in autumn next year if it gets a full series commission." [10] According to a report by *The Hollywood Reporter* Rachelle Lefevre has been cast as the female lead of "the lone female detective in the department" that "forges a mystic bond with the mysterious detective and teams with him to track a serial killer". This report also indicated that the American series will take place in 1972 rather than 1973.

In December 2006, it was reported that the BBC had commissioned a *Life on Mars* spin-off series, to be titled *Ashes to Ashes* after another David Bowie song of the same name. The *Times* reported that this spin-off would pick up the lives of Gene Hunt and other characters from the series in 1981. Julie Gardner confirmed that the spin-off was to be produced during an interview for BBC Radio Wales in March 2007. [13] The series was confirmed by the BBC on the day of the finale's airing. *Ashes to Ashes* will see Philip Glenister return as DCI Gene Hunt, but this time in London in 1981. He will be joined by female detective DCI Alex Drake from the 21st Century, a new character. She will be a modern woman who has risen through the ranks of the Metropolitan Police by using psychological profiling to capture suspects, producers said. But when she and her daughter are kidnapped, she is injured in a rescue attempt, and finds herself in 1981.

Jane Featherstone, executive producer for TV production company Kudos, said the search was on for DCI Hunt's new "sexy sidekick". "It's a touch of *Moonlighting* teamed with a measure of *Miami Vice*," she said. Filming is due to begin in the summer of 2007, and the show will be broadcast on BBC One in 2008.

The second series had a distinctive style of introduction on BBC One; after a brief collage of momentary images, such as several test cards and the late comedy writer/broadcaster Barry Took, a version of BBC 1's 1970s blue-on-black rotating globe ident (with a blue "BBC 1 COLOUR" caption underneath) was used, although the design had to be modified to fit widescreen sets. This was accompanied by a bass-voiced continuity announcer in the style of that era. Viewers in Wales saw a "BBC Cymru Wales" globe. Trailers for the show also used the 1970s style, including the slanting BBC logo with rounded edges.

Music

Main article: *Life on Mars* (soundtrack album)

The series was named after the David Bowie song "Life on Mars?", which was playing on the iPod in Tyler's Jeep Grand Cherokee when the accident happens, and on an 8-track tape in a Rover P6 when he awakes in 1973. Another Bowie song, "Space Oddity", is used in BBC trailers for the series.

Much reference is made to the eponymous song, which reflects the themes of the show in the lyric "Take a look at the lawman beating up the wrong guy, oh man, I wonder if he'll ever know, he's in the best-selling show, 'Is There Life on Mars?' ". It can also be heard playing near the end of the final episode in series two. Nelson the barman also refers to "sunken dreams" in the same episode, lyrics from the first verse.

Another song featured on the soundtrack, in the second episode, was "Live and Let Die" by Paul McCartney

and Wings. Kudos were initially refused permission to use the song by the record company but, according to Graham in the Radio Times, "We sent the episode direct to Paul McCartney. Almost immediately, his assistant phoned back and said 'Paul loves it. You can go ahead and use it'."

A central theme in the series is the conflict in attitudes between Tyler and his 1970s colleagues. Tyler, a product of the more politically correct twenty-first century, where suspects' rights and the chain and preservation of forensic evidence are more stringently observed frequently clashes with his 1973 counterparts, who work in a police force where sexism, racism, police brutality and institutionalised minor corruption are casually regarded as routine parts of the job. This strongly alludes to the underlying theme of the 1970s police drama *The Sweeney*, something which becomes more obvious as the show progressed. The series frequently uses dramatic irony, in the form of off-hand jokes about a future the audience already knows, but which the historical characters do not.

There is also a central ambiguity surrounding the status of Tyler: is he in a coma in 2006 and imagining his experiences? Is he really from 1973 and mentally unstable, albeit with remarkably accurate visions of the future, and why is he seeing the past selves of people from his life in 2006? Or, has he somehow travelled back in time from 2006 to 1973?

This uncertainty is conveyed through a surreal approach, such as when Tyler is addressed directly through his television set late at night by the young girl featured in the Test Card F or Open University lecturers. Tyler also occasionally hears voices and electronic noises apparently from people and machines around his hospital bed which lead him to believe that he is in a coma (although other details, such as the remarkable amount of detail and tangibility in the world in which Tyler finds himself, may suggest otherwise). There are also scenes where past and present appear to overlap, such as in episode six where Sam hears the 2006 voice of his mother saying his life-support machine will be switched off at 2pm, and immediately in 1973 he is called to investigate a hostage-taking where the perpetrator will start killing his victims at 2pm. "No-one will die today," is the repeated response from Sam. The timelines merge again in the first episode of series two, when Sam encounters a suspect in 1973 whom he had arrested in 2006; it appears that this man is also trying to kill him while he is in his coma. The second series also develops the voices that regularly contact him, when we see for the first time that they can hear him. In episode one of the second series, a voice on the telephone tells him he is close to home, but DCI Hunt and the others must not know what he is doing there. Unusually, this call could be traced by the operator to the Borough of Hyde, the area where Sam was told he transferred from in Series 1, Episode 1. It later transpires in episode 7 of series 2 that the voice on the telephone belongs to Acting DCI Frank Morgan, also from Hyde, who temporarily takes DCI Hunt's role while Hunt is being investigated for a possible murder. Sam realises this when Morgan is being bid farewell in the elevator and tells Sam that "Hunt wiggled out of it this time." He then reassures Sam that it won't be long before Hunt receives his come uppance and Sam can "come home."

Ending

Having stipulated that the programme would only run for two series, the writers had to create an ending bringing together all threads from the two series. The final episode centres on a plot by coal miners, who, backed by hardened criminals, and led by a psychopathic convicted cop killer, aim to steal a large quantity of money from a train. Frank Morgan, introduced in the previous episode as a Police Officer more akin to Sam's style of policing, plays a central role. Early in the episode, Sam comes to believe that Frank is the surgeon in the future, who has been talking to him through the television, telephones and in his head. Sam is told that a tumour in his head is keeping him in a coma, and thus in 1973. Sam surmises that Gene Hunt is the manifestation of the tumour in his dream state because Morgan tells him that he must destroy Gene in order to complete the 'operation' and come home. Morgan asks Sam to collect evidence to convict Hunt of gross professional misconduct.

Sam therefore tapes a variety of instances of Hunt abusing his power, including the beating of a suspect and the planning of an illegal sting to stop the train robbery. Sam meets with Morgan, presenting his evidence, and Morgan tells him that he is, in fact, not from the future, that the year is 1973, and that they both are part of an operation codenamed M.A.R.S. (Metropolitan Accountability and Reconciliation Strategy), the purpose of which is to secure better policing for Manchester. Morgan tells Sam that he is undercover inside Hunt's A-division in order to bring his illegal activities to an end. Sam does not believe him, but Morgan tells him that, after his accident, his mind closed down, and he now suffers from amnesia. He tells Sam that his name is really Williams and that he has replaced this with his undercover persona. He shows Sam the graves of his 'mother' and 'father' and then 'Sam Tyler', all of whom have been dead since the 19th century. Disillusioned, he then looks at his police file and sees the note on his record about his transfer, signed by Morgan.

Meanwhile, work is progressing on the sting and Sam is disowned by A-division when he tells them that he is working undercover for Morgan. However, he must take part in the sting for it to be a success. Sam and Ray go undercover as security guards on the train, with Chris and Annie posing as BR staff. Gene is undercover as the previously-arrested gang member. Sam takes with him the radio Morgan gave him to call in backup. At the

worst possible moment, the radio starts to crackle and falls out of Sam's pocket, where it is seen by the gang members. Annie slams the train door, while Gene removes his mask and thus reveals his true identity. The gang members open fire on the train trapping the team inside. Sam tries to use the radio to call in Morgan, but without success. He then leaves the train to try and find help. In a tunnel he meets Morgan, who tells him that he would be content to let Ray, Annie and Chris die in order to bring Hunt down. Sam argues, but then is called into a bright white light calling him home. As he leaves, Gene, Chris and Ray are hit by fire from the gang members. Annie screams for help.

He wakes in his hospital room where Morgan tells him he could not remove all of the tumour, but that it was benign. Sam leaves the hospital's Hyde Ward, room 2612 - explaining the references to 'Hyde 2612', and returns to his life as a 21st-century DCI. However, he quickly finds that he cannot relate to any of his colleagues, and even accidentally cuts himself without knowing. Remembering Nelson's earlier observation that "You know you're alive when you can feel," he goes up onto the roof of the station. After looking out over Manchester, he takes a running leap from the roof, and appears back in 1973, just in time to gun down the gang leader, saving his colleagues, but subsequently ending his life in the present day. In the pub afterwards, Sam makes up with Ray, Chris and Phyllis, and goes outside in search of Annie. He asks her "What do I do, Annie?" and she says "Stay" (echoing their conversation at the end of Episode 1 of the first season). As they finally kiss, Hunt drives up with details of a new case. As they drive off, Sam hears, over the radio, voices in his native time, saying they are losing him. He changes channel, and, as the car drives off, Hunt and Tyler bicker as usual. At the very end, children run past and the girl from Test Card F follows them onto the screen, stops, and looks directly into the camera, before reaching out with her hand and "switching off" the television. It is debatable whether or not this signifies Sam's death, or simply the end of the television series (the writer Matthew Graham has indicated the latter in an interview,[16] although the former has widely been inferred).

Ultimately the viewer is left with ambiguity as to which to emotionally accept as real: Sam's life in the present day or his life in 1973. Has he really reawoken, and then thrown himself off a high building, presumably to his death? Writer Matthew Graham suggests so. Or, as actor John Simm suggests, might this too merely be another one of his coma dreams?[16] Back in 1973 Sam can still hear the voices that suggest he is in a coma but now he chooses to ignore them, possibly because he either thinks they're symptoms of his delusions or because he doesn't want to wake up. Either Sam concludes he had been suffering from delusions and paranoia brought on by amnesia and that his life in 1973 was real, or that he prefers to live in his imagination, or he doesn't care which is real, only that he prefers 1973.

Trivia

When the series was screened on BBC Four (initially one episode ahead of the BBC One broadcast, but later through a scheduling reshuffle one episode behind) the standard BBC Four continuity was used.

A training booklet called *The Rules of Modern Policing*, purportedly written by DCI Gene Hunt, was issued as promotional material for the second series. The booklet has the "look and feel" of DC Chris Skelton's copy, complete with tea stains, bloodstains, and women's phone numbers. It has become a minor collectible item.

The character of Frank Morgan, introduced in the penultimate episode of Series Two as the officer behind the operation to reveal Gene Hunt's gross professional misconduct, shares his name with the actor Frank Morgan, who played the title character in the 1939 film *The Wizard of Oz*. When Sam wakes up from his coma in the final episode of Series Two, Israel Kamakawiwo'ole's acoustic version of *Over the Rainbow* is played over the following scenes. This is also linked to Gene Hunt's continual referral to Sam as 'Dorothy', the heroine of *The Wizard of Oz*, throughout the two series (although Hunt clearly means "dorothy" as slang for a dandy or homosexual person, as a gibe against Sam's going "by the book"). In one episode, Hunt picks up the phone and says "Is that the Wizard of Oz? We need you to send Dorothy home."

The character of Frank Morgan shares his name with the actor who plays DI Regan's boss in the TV series *The Sweeney*. In that programme, DI Regan's boss is Frank Haskins played by Garfield Morgan; hence, Frank Morgan. Frank Morgan's dress style also bears a strong resemblance to that of Frank Haskins.

Spoilers end here.

Reception

Series one

Previewing the first episode for the *Radio Times*, the magazine's television editor Alison Graham described the series as "a genuinely innovative and imaginative take on an old genre... This sounds silly, but writers Matthew Graham, Tony Jordan and Ashley Pharoah give the drama wit and heart." [17] The series was also featured on the front cover of that week's issue of the magazine, with a publicity photograph of Simm and Glenister. In a preview behind-the-scenes feature for *SFX*, Steve O'Brien declared that "it looks like BBC One has and we'll lay large bets on this a monster hit on its hands... It's funny... And dramatic and exciting, and

we're really not getting paid for saying this."

Reaction following the broadcast of the opening episode was also generally positive. Reviewing the opening instalment in *The Guardian* the day after transmission, Sam Wollaston wrote: "For anyone of 40 or over, it's fabulous fun... But *Life on Mars* was more than just a jolly, tongue-in-cheek romp into the past... Once there, in 1973, we find ourselves immersed in a reasonably gripping police drama yes, *The Sweeney*, perhaps, with better production values... Or put another undeniably laboured way, as poor Sam Tyler walks through his sunken dream, I'm hooked to the silver screen. And yes, I know it's actually a small screen."

Other newspaper critics gave the series similarly positive reviews, with James Walton of the *Daily Telegraph* saying that "Theoretically, this should add up to a right old mess. In practice, it makes for a thumpingly enjoyable piece of television not least because everybody involved was obviously having such a great time." [20] Peter Paterson of the *Daily Mail* did, however, reflect the views of many other commentators when he wondered "can its intriguing conceit be sustained over eight one-hour episodes?"

The first episode was also a success in terms of viewing figures, with an average audience of seven million in the overnight ratings. [21] This was enough for the programme to win its timeslot with a 27% share of the total television audience for the hour from 9pm, one million viewers ahead of its nearest rival, *Soapstar Superstar* on ITV1. [21] In the following weeks, the competition on ITV1 came from the comedy-drama series *Northern Lights*, which gained a marginally higher overnight rating for its first episode against *Life on Mars*'s second, 6.1 million (24% of the available audience) against 6 million. [22]

In subsequent weeks, however, *Life on Mars* fared better against *Northern Lights*. Episode three gained 6.2 million viewers and a 24% share against the second of *Northern Lights* which fell to 5.4 million (21%). The trend continued in the following weeks, with *Northern Lights* not managing to beat *Life on Mars* again, and the series even managing a highest viewing figure since the first episode for episode five, which gained 6.7 million viewers and a 26% share.

Critical reaction to the series also continued to be positive. Reviewing episode four in *The Guardian*, Nancy Banks-Smith wrote that: "*Life on Mars* was an inspired take on the usual formula of Gruff Copper of the old school, who solves cases by examining the entrails of a chicken, and Sensitive Sidekick, who has a degree in detection... No profession has changed more dramatically in the last 30 years than the police (I wish I could force more enthusiasm into my voice) but old coppers still make the best jokes."

A selection of the magazine coverage surrounding the launch of the second series of *Life on Mars* in 2007, including the *Radio Times* cover with a mocked-up 1973 version of the cover, included on page three of the magazine. The final episode gained 7.1 million viewers in the overnight figures, a 28% audience share which placed it well ahead of the nearest competition, the first episode of the two-part drama *Love Lies Bleeding* on ITV1, which gained 5.4 million (23%).

In November 2006, the first series of *Life on Mars* won the International Emmy Award for Best Drama Series. In January 2007 it won the Best New Programme category at the Broadcast Magazine awards. [28] In March 2007 it won two categories, Best Drama Series and the Writers' Award, at the Broadcasting Press Guild Awards. On April 11, 2007, the day after the transmission of the series' last-ever episode, it was announced that series one had been nominated for a British Academy Television Award (BAFTA) in the Best Drama Series category. John Simm was also nominated as Best Actor for his work on the show.

Series two

The first episode of the second series gained an overnight rating of 5.7 million on BBC One, [31] winning its timeslot, with the closest opposition being *Trial and Retribution* on ITV1, which gained 5.5 million. However, this was over a million lower than the 6.8 million average *Life on Mars* gained for its first series episodes. The premiere of the second episode immediately afterwards on BBC Four gained 747,000 viewers, the best audience of the day for a digital television-only channel.

The first episode was praised by the *Radio Times*'s television editor Alison Graham in her preview, who wrote: "Sam Tyler and Gene Hunt are shaping up nicely as one of the great TV detective partnerships... It's vastly enjoyable and manages to stay just about believable thanks to some strong writing and, of course, the two marvellous central performances." However, Nancy Banks-Smith in *The Guardian* felt that the time-paradox aspect of the episode was somewhat confusing.

The final episode of series two gained the largest audience figure for the second run, with an average of seven million people, a 28% audience share, in the overnight ratings. This was despite competition from UEFA Champions League football on ITV1; the audience for *Life on Mars* rose from 6.6 million for the first half-hour to 7.7 million for the second once the football coverage had ended.

Two days after the final episode's transmission, *Life on Mars* was attacked in the British press by the National Association of Schoolmasters Union of Women Teachers, who claimed that Gene Hunt's use of homophobic insults in the programme could encourage copycat bullying in schools.[37] The BBC responded to the suggestion by pointing out that *Life on Mars* was targeted at an adult audience, and that Hunt's characterisation was "extreme and tongue-in-cheek".

Filming locations

Parts of the filming took place in or around the following locations.

Manchester's Northern Quarter, Castlefield, the Canal and Ancoats area.

Stockport, including Stopford House Council Offices (the Police Station in the series) and the old shopping areas.

Gorton, in south east Manchester.

Mancunian Way Flyover (Episode 1)

Stretford Rd Bridge (series 2 episode 8)

Victoria Baths The boilerhouse complex was used as the old waterworks (end of Episode 2) and the Turkish Baths appear as a morgue (Episode 7). Both reappear in Episode 2 of the second season; this time, the boilerhouse complex was Malone's base. The Turkish Baths continues to serve as the morgue in Episodes 4 and 5. In Episode 3, the Irish centre was in the Turkish Baths Rest Room, with the Angel of Purity stained-glass window.

Rochdale Currently closed nightclub, formerly Liquid Rock, was used as Warren's nightclub in series 1.

Bury Arts & Crafts Centre, Broad Street, Bury, Lancashire used as the bank location in Series 2, episode 3.

The Mills around Ancoats, Manchester

Queen Street Textile Mill Harle Syke, Briercliffe, Burnley (Lancashire) (Episode 3)

The rear of "The Angel" public house, Shaw Road, Royton was used as the fictional exterior of the pub (Episode 4) where the stars of the show are seen to drink each week (the interior of the pub was a set).

Brook Mill No.2 (Oldham Twist Co.) Hollins, Oldham (Episode 3)

Universal House, Head office of Great Universal Stores Building Manchester (Episode 6)

Press Club Central Manchester: The Casino, (Series 2 Episode 1)

Tiger Lounge, Cooper Street, Manchester: The Casino, (Series 2 Episode 1)

Dolphin Street, Ardwick Green, Manchester: The Casino exterior/street scenes, (Series 2 Episode 1)

Hoghton Tower, Chorley, Lancashire: Broadmoor Prison, (Series 2 Episode 2)

Bolton, various streets used throughout the series due to their "unspoiled" appearance.

Fallowfield, Manchester: Appleby Lodge. A 1930s apartment block that was once residence to ex-Hallé

Orchestra in Manchester composer, Sir John Barbirolli.

East Lancashire Railway, Bury

Anachronisms

Some minor anachronisms occur in episodes of *Life on Mars*. Interviews with the creators have shown that at least some of these were unintentional.[38]

The first of these anachronisms was in episode one, occurring after Sam Tyler wakes up in 1973. On a building site for the Mancunian Way, Sam looks at a sign proclaiming the building of a new motorway at the heart of Manchester. In reality, this motorway was completed in 1967. According to Matthew Graham, writing in the *Radio Times*, this particular anachronism was definitely deliberate. "We knew that this road was built in the 1960s, but we took a bit of artistic licence." [39]

Also in episode one, Sam's Police badge is shown in close up. Although some attempt has been made to remove them to leave a smooth surface, the words "Metropolitan Police" can clearly be seen around the edge of the silver badge and no doubt the symbol in the centre is that of the Metropolitan Police. The Metropolitan Police deal with London rather than Manchester.

In series one there was a reference to "Wednesday the 16th of March 1973", whereas the 16th of March 1973 was actually a Friday.

Another anachronism was Sam's dual-display LCD watch. In 1973 the only widely available digital watches used red light-emitting diodes, which required the press of a button to light them. LCDs did not become common until much later. A watch like Sam's, with both a face and an LCD, would not have been available until the 1980s. In one episode, Sam was treated for cuts with plasters from a modern plastic medical kit rather than a metal style kit of the time.

While Manchester and Salford Police used only Minis as patrol cars in 1973, in the series they have Austin Allegros and those used are from a later series which would not have been available until the late 1970s in any case. Gene Hunt's car was a Mark 3 Ford Cortina badged at the front as a GXL although badged elsewhere as the later 2000E (boot lid and roof pillar). The car's interior was also from the later 2000E as was the Roman

Bronze colour scheme (although, it could be the darker "Tawny Metallic" which was available in 1973). Following the conclusion of the series' production, the Cortina was being given away by the Daily Mail in a competition (with the proceeds going to Comic Relief) and has not yet found a new owner. Some of the vehicles, such as the green Transit van UJA 943K, feature new style plastic number plates with condensed lettering, which were introduced in 2001.

In the early 1970s, Manchester Police referred to their senior officers as 'Boss' not 'Guv', which was a term propagated by the Metropolitan Police.

In episode 5 of series 2 there was a scene in which Sam Tyler and Gene Hunt raid a house. Outside in the street was parked a Mini Clubman estate. Whilst these cars were in production in 1973 the colours, either 'Russet brown' or 'Mace', were not introduced until 1976 and 1982 respectively. Also, the Mini features the revised full length double stripe which was also a later addition.

Several episodes include street furniture and other items in the background which while they would not have been present in the 1970s, would also be difficult for a TV show to have removed. Green cable television cabinets, satellite television dishes, 'dome' and regular type CCTV cameras, external air-conditioning units, double-glazed Upvc window frames and mobile phone masts are visible in a number of outdoor scenes. In a number of residential street scenes, it can be seen where burglar alarm boxes have been digitally masked in post-production.[citation needed]

In series two episode 6, much was made of heroin as a 'new drug' on the streets of Manchester. However, heroin use had been widespread in the UK for a long time and was already well-known as a hard drug in the 1960s. In a United Nations Office of Drugs and Crime report called Opioid Users Attending a Special Drug Dependence Clinic 1968-1969 dated January 1st 1971, the following assertion was made: "The rising incidence of heroin misuse among young people led to the Second Interdepartmental Report (1965) which confirmed that the addict be treated under a medical rather than a criminal label." [citation needed] However, heroin use was neither widespread nor common in the North West of England at this time with most use being restricted to London and the West End in particular. Therefore the description of Heroin as a "new drug" in early 1970s Manchester is accurate.

Also in series two episode 6, the character who appears to be the mother of Sam's 21st-century ex-girlfriend Maya is seen having an ultrasound scan of a baby. She explains that she is "only the 17th woman in Manchester to have [a scan]". The scene is inaccurate because the image of the baby on the screen when the nurse/sonographer is clearly moving the probe. It is anachronistic because both the probe and the screen image (with annunciators rendered in a raster character set, for example) are fairly modern.

Two further anachronisms which have occurred in the second series are, firstly, a reference to the Crown Prosecution Service, which did not exist until the 1980s, and Gene Hunt's comment on the "font" of a newspaper headline, the latter an American word which did not become common in the UK until the introduction of WYSIWYG word processors in the 1990s. In 1973, this would have been referred to as a typeface or fount.[citation needed]. However, the word 'font' was in common use in the newspaper industry in the 1960s - it is used in the 1960s film, 'The Day The Earth Caught Fire' by the actor and former editor of the Daily Express, Arthur Christiansen.

In both series the police use Pye Pocketphone PF1 personal radios, these have separate receiver and transmit units but only the transmitter unit is seen with the characters apparently receiving signals on it.

Telephones used in the series, whilst being of standard Post Office issue of the time, had an American-style long ring instead of the usual British-style double ring. However, the writers have stated that this was intended to echo the sound of the studio telephone faintly audible at the end of David Bowie's *Life on Mars*.

Overseas sales

Between July 24, 2006 and September 11, 2006, the first series aired in the US on BBC America,[40] to favourable critical reviews.[41] The American version is edited for the insertion of commercials and omits some nudity and language that is present in the original BBC One version.

Life on Mars also began airing on BBC Canada on September 13, 2006, followed in November by broadcasts on the Canadian network Showcase. While not edited for nudity or language specifically, the Canadian broadcasts of series one episodes were slightly edited for commercials (Showcase premiered the episodes in a 75-minute slot (one hour plus commercials), then repeated them in a 60-minute timeslot). BBC Canada then started running series two uncut on February 28, 2007.

On January 14, 2007 the series started to air in Sweden, broadcast by SVT 2. SVT was given the cut version

intended for BBC America, angering fans of the series.[42] SVT later stated that they had been given the cut-down version due to the fact that the BBC had not cleared all the music rights internationally.[43] On January 7, 2007 the series began in the Netherlands, shown by NPS on Nederland 3.

In Germany, private network station Kabel 1 aired the first season of the show from 3 February 2007 to 25 February 2007 with two episodes being broadcast each Saturday evening in prime time. The series is subtitled "Gefangen in den 70ern" ("Trapped in the 70s"). For the first airing assorted scenes of varying importance for the plot were edited out to make room for commercials and severe translation errors occurred. A voice-over in the final scene of series one announced that series two will be shown in autumn 2007.

In New Zealand the series started with a double bill of episodes 1 and 2, shown on February 20, 2007 by TVNZ on TV ONE. There, the website stuff.co.nz described it as "sensationally well-made".

In France, private network station 13ème rue aired the first season of the show from March 20, 2007 to April 10, 2007 with two episodes being broadcast each Tuesday evening in prime time.

In Israel the cable network Hot aired the first series in 2006, with the intention to air the second starting in June 2007.

Produced by Jane Featherstone Executive producer , Claire Parker Producer , Marcus Wilson
Line producer

Cinematography by Balazs Bolygo , Grant Cameron , Tim Palmer , Adam Suschitzky

Film Editing by Sarah Brewerton , Barney Pilling , Roy Sharman

Casting by Andy Pryor

Production Design by Brian Sykes

Art Direction by Matt Gant

Costume Design by Emma Rosenthal

Production Management - Marcus Wilson Production manager

Second Unit Director or Assistant Director , Guy Barker Second assistant director , Joanna Crow First assistant director , Ellena Harris Third assistant director , Jonathan Leather First assistant director , Steve Robinson First assistant director , Simon Turner First assistant director

Sound Department - Ben Brookes Boom operator (episodes 5-8) , Nigel Heath Sound mixer (episodes 1 and 2) , Nigel Heath Sound re-recording mixer (episodes 1 and 2) , Dave Sansom Sound recordist (episodes 1-4) , Dave Sloss Foley recordist

Nick Steer Sound recordist (episodes 5-8) , Mark Verner Foley editor , Paul Watson Boom operator (episodes 1-4) , Toby Wood Score recording engineer.

Other crew - Kerry Brown Still photographer , Tricia Carr Assistant coordinator , Justin Eely On-line editor , Michelle Franklin Assistant: Jane Featherstone , Michael Noble Production coordinator , Elwen Rowlands Script editor , Anastasia Timeney Post-production coordinator.

WR. Chris Chibnall , Mathew Graham , Mathew Graham , Tony Jordan , Ashley Pharoah .

DIR. John Alexander , S.J. Clarkson , John McKay , Bharat Nalluri

EPISODES: 16 **YEAR MADE:** 2006 **COUNTRY:** GB **SEASONS:** 2

BBC, KUDOS FILM AND TELEVISION

CREATOR: MATTHEW GRAHAM, TONY JORDON, ASHLEY PHAROAH

TYPE OF SHOW: TIME TRAVEL **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 8, (2) 8

DATE OF PREMIER: 09/01/2006 **AIR DATE OF LAST EPISODE** 10/04/2007

SEASON DATE BREAKDOWN: Season 1 : 09/01/2006 - 27/02/2006

FILMS:

WHITE, DS Ray Carling DEAN ANDREWS, DC Chris Skelton, Nelson TONY MARSHALL, WPC Phyllis Dobbs NOREEN KERSHAW.

1 - 1 *EPISODE 1*

After a road accident in 2006, DCI Sam Tyler awakens to find himself in 1973. Apparently a DI and assigned to work under rough-around-the-edges DCI Gene Hunt, Tyler follows a series of murders which have been committed with the same modus operandi in both 2006 and 1973. The clash-of-cultures between Tyler and others relates mainly to the lack of importance placed on forensic science in 1973.

Wr Matthew Graham

Dir Bharat Nalluri

1 - 2 *EPISODE 2*

An armed robber is brought in with no evidence, as a preventive measure. Tyler allows him to be bailed, and the man then goes on to commit a further robbery from a jewellers, resulting in an innocent woman being seriously injured. They find a witness and try to persuade him to testify by offering him police protection.

Wr Matthew Graham

Dir Bharat Nalluri

1 - 3 *EPISODE 3*

A union organiser confesses to a suspected murder at a textiles factory which, following its closure and conversion into flats, will be Tyler's home in 2006. Hunt is happy with the confession, but Tyler pushes deeper, and discovers he was instead covering up for a fatal accident. Meanwhile, the organiser's son is found to have been planning a payroll robbery at the same firm.

Wr Matthew Graham

Dir John McKay

1 - 4 *EPISODE 4*

Tyler arrests the henchman of a local Mr. Big, Warren, only to be humiliated in a honey trap. Tyler also visits his childhood home to interact with his mother (using name of "Bolan", a reference to the glam rock star Marc Bolan), who was being threatened by the landlord, one of Warren's man. Tyler tries to help her by giving her some money and she mis-understands his gesture. When Tyler tries to go all out after Warren, he finds himself in fix when Warren sets him up and gets something to blackmail him. Tyler attempts to persuade Hunt to swap his Red Rum for Tyler's Proud Percy in the Grand National sweepstakes.

Wr Ashley Pharoah

Dir John McKay

1 - 5 *EPISODE 5*

A Manchester United fan is murdered and it is widely assumed that the culprit is a Manchester City fan. Tyler suggests that he go undercover as a barman at the Trafford Arms pub to try to gain more information, where he is assisted by Gene and Annie. The pub is frequented by a group of Manchester United supporters and it soon becomes apparent that they are planning a confrontation with Manchester City fans at the derby game to be held on the following Saturday.

Wr Tony Jordan

Dir SJ Clarkson

1 - 6 *EPISODE 6*

When a handyman in the local newspaper office takes hostages to get his life story published, Sam, Gene and Annie also end up as captives when Annie attempts to infiltrate the offices disguised as a nurse. The 2pm deadline of the hostage-taker coincides with the time in 2006, when Sam's life support machine will be switched off, and Sam is convinced that he must avert one to prevent the other.

Wr Matthew Graham & Ashley Pharoah

Dir John Alexander

1 - 7 *EPISODE 7*

A young man being held for a minor drugs offence dies in custody at the station while Gene and Sam are out. While Gene tries to protect his team, Sam struggles to conduct a proper investigation into the death. After alienating all his colleagues, he is able to determine that one of them forced him to take cocaine, causing a heart attack, and that the others had been covering.

Wr Chris Chibnall

Dir SJ Clarkson

1 - 8 *EPISODE 8*

Sam encounters his parents again in 1973; he believes that if he keeps his father from running away he will be awoken from his apparent coma. The closer he gets to apprehending his father, the more he hears sounds that tell him he's close to waking up. However, rather than traumatising his family more by arresting his father, he instead lets him run away. Flashbacks throughout the entire series are revealed to have been from young Sam's memories of this incident.

Wr Matthew Graham

Dir John Alexander

2 - 1 *EPISODE 9*

Tyler has visions of someone disrupting his life support system in 2006, and encounters who he thinks is the same assailant in 1973, running a gambling syndicate and protection racket. Recognising the man as a killer he failed to stop in the future, Tyler is prepared to go to any lengths to make sure his life is not threatened and the man doesn't kill his original victim.

Wr Matthew Graham

Dir SJ Clarkson

2 - 2 *EPISODE 10*

On an assignment to return a career safe breaker from prison for further questioning, Tyler, Ray and Chris are attacked by robbers and the man who they were taken in for questioning is broken out. Is a local gangster to blame, or is there more going on than meets the eye... specifically, was the crime actually arranged by Gene's old mentor? Meanwhile, Sam tries to break in the first black detective in the department, a man who will later become Sam's mentor when he first joins the police force.

Wr Chris Chibnall

Dir SJ Clarkson

2 - 3 *EPISODE 11*

The team receive a bomb warning, claiming the IRA has planted a car bomb in Manchester. Being from 2006, Sam realises the bomb warning reported doesn't fit with his understanding of IRA methods. However, when Sam's modern know-how fails and nearly kills Ray, the rest of the department shun his line of investigation to focus on an Irish socialist group. At the same time, Sam's visions of the future suggest that he may have suffered brain damage, affecting his higher reasoning, from having been in a coma for so long.

Wr Julie Rutterford

Dir Richard Clark

2 - 4 *EPISODE 12*

The body of a young woman is found in wasteland. The investigation takes the team to suburbia, where a local car dealer is throwing private parties, employing make-up girls from a local company to "help out" when the wife-swapping begins. Posing as married couple Tony and Cherie Blair, Sam and Annie infiltrate one of the parties, only to discover that it isn't as simple as they think.

Wr Ashley Pharoah

Dir Richard Clark

2 - 5 *EPISODE 13*

The team investigates the abduction of a young woman and her daughter, who are being held prisoner by somebody who wishes the team to release a prisoner arrested on a murder charge a year ago. At the same time, Sam faces a life or death situation in 2006 when he thinks he has accidentally been given an overdose. As the deadline draws closer, Sam collapses into a deeper coma, leaving his colleagues to tackle the mystery on their own (Albeit using some of his earlier suggestions).

Wr Matthew Graham

Dir Andrew Gunn

2 - 6 *EPISODE 14*

As heroin hits the streets of Manchester for the first time, CID and DCI Hunt want culprits for the smuggling, the dealing and ensuing violence. As Sam tries to get to the source of the influx of this deadly drug, he finds himself intractably drawn to a beautiful young woman who was witness to a heroin-related shooting... and who, he later realises, is the mother of his girlfriend in the future. At the same time, Sam's 'visions' reveal that his girlfriend has decided to stop visiting him in hospital, as she can't keep waiting for him to wake up.

Wr Guy Jenkin

Dir Andrew Gunn

2 - 7 EPISODE 15

A water-tight court case fails to put away a local gangster. Unable to cope with a guilty man walking free, DCI Hunt turns to alcohol but soon finds himself in a spot of bother. When it appears as though Hunt may have killed someone, it's up to Sam, torn between Gene and his replacement, a DCI who actually uses Sam's modern police techniques and vocabulary, to help him out.

Wr Mark Greig

Dir SJ Clarkson

2 - 8 EPISODE 16

Sam learns that an operation is to be conducted on him in 2006 to try and revive him from his coma. However, he believes that to return to the twenty-first century, he has to betray his colleagues in 1973 - but can he regard them as real or imagined?

Wr Matthew Graham

Dir SJ Clarkson

LIGHT SPEED ESPER

AKA: **KOUSOKU ESPER**

AKA: **ESPER**

AKA: **KOSOKU ESUPA**



First science fiction special effects, sponsored by Toshiba!!!!!! There aren't much synthesis scenes, but OP trancily directs a setting of light wave energy research and mutant by diversely using the camera effects, such as focus, wringer, and lens filter.

WR.

DIR.

EPISODES: 26 **YEAR MADE:** 1967 **COUNTRY:** JAP **SEASONS:** 1

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 3 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

LIGHTS OUT

Anthology series which specialised in science fiction stories.

In 1946, NBC brought Lights Out to TV in a series of four specials, broadcast live and produced by Fred Coe, who also contributed three of the scripts. NBC asked Cooper to write the script for the premiere, "First Person Singular," which is told entirely from the point-of-view of an unseen murderer who kills his obnoxious wife and winds up being executed. Variety gave this first episode a rave review ("undoubtedly one of the best dramatic shows yet seen on a television screen"), but Lights Out did not become a regular NBC TV series until 1949.

Coe initially produced this second series, but for much of its run, the live 1949-1952 Lights Out TV series was sponsored by Admiral (makers of television sets and refrigerators), produced by Herbert Bayard Swope, Jr., directed by Laurence Schwab, Jr., and hosted by Frank Gallop. Critics were not always kind, but the program drew huge ratings until competition from the massively popular sitcom I Love Lucy helped to kill it off.

In 1972, NBC aired yet another TV incarnation of Lights Out, a pilot episode which was not well received. In fact, Oboler (who was then syndicating his The Devil and Mr. O radio show) made a point of announcing publicly that he had nothing to do with it.

Four episodes were broadcast on NBC local station WNBT-TV in New York between June and October 1946. The show was picked up by NBC for national broadcasting in 1949.

One of the 1946 WNBT episodes, "Something in the Wind", was restaged during the 1949 season.

Adapted from a radio thriller series of the same name.

The titles of the WNBT episodes were: "First Person Singular" (tx 30/06/46), "Something in the Wind" (tx 11/08/46), "DeMortius" (tx 1/09/46), and "The Brave Man with a Cord" (tx 13/10/46).

The Lights Out television episode "The Martian Eyes" starred Burgess Meredith as a man whose glasses enable him to see Martian invaders who have disguised themselves as normal people. A similar premise in John Carpenter's 1988 film They Live was adapted from the story by Ray Nelson, who reworked the idea from his friend Philip K. Dick's never-produced film treatment for an episode of The Invaders TV series.

WR. Wyllis Cooper, Fred Coe, Wilson Lehr, George Lefferts, Lawrence Dugan, Virginina Dugan, Kingman T. Moore, Betty Lefferts, Edward Mabley, Ruth Friedlich, Jack Bearfield, Bob Wald, Katherine Gregg, Elizabeth Evans, Martin Ryerson, John Boruff, Helen Boruff, James Lee, Douglass Parkhirst, Harry Muheim, Eric Author, Gordan A. Van Riper, Nelson Olmsted, A.J. Russell, Frank Daly, Edgar Marvin, Doris Halman, John McGreevey, James Blumgarten, Bruce Brighton, William Welch, Richard E. Davis, E.W. Borgers, Gene Hurley, Frank Dazey, David Driscoll, Peggy Philips, Tom Murray.

DIR. Fred Coe, Kingman T. Moore, Grey Lockwood, William Corrigan, Laurence Schwab Jr., Clay Yurdin,
EPISODES: 161 **YEAR MADE:** 1946 **COUNTRY:** US **SEASONS:** 5

NBC/ WNBT (NBC NEW YORK)

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 4, (2) 48, (3) 52, (4) 56, (5) 1

DATE OF PREMIER: 30/06/1946 **AIR DATE OF LAST EPISODE** 29/09/1952

SEASON DATE BREAKDOWN:

FILMS:

Narrator FRANK GALLOP (1949-50) , Narrator JACK LA RUE (1950-52). Inc. BORIS KARLOFF,
BURGESS MEREDITH AND LESLIE NIELSEN.

- 1 - 1 *FIRST PERSON SINGULAR*
- 1 - 2 *SOMETHING IN THE WIND*
- 1 - 3 *DEMORTIUS*
- 1 - 4 *THE BRAVE MAN WITH A CORD*
- 2 - 1 *EDNA WARREN*
- 2 - 2 *PROMISE*
- 2 - 3 *LONG DISTANCE*
- 2 - 4 *CRATER*
- 2 - 5 *SOUVENIRS OF HIS DEAD WIFE*
- 2 - 6 *THE HOUSEKEPPER*
- 2 - 7 *DRESSING GOWN*
- 2 - 8 *THE WHISPER*
- 2 - 9 *CONQUEROR'S ISLE*
- 2 - 10 *PENGALLEN'S BELL*
- 2 - 11 *THE FALL OF THE HOUSE OF USHER*
- 2 - 12 *I DREAMT I DIED*
- 2 - 13 *SOMETHING IN THE WIND*
- 2 - 14 *JUSTICE LIES WAITING*
- 2 - 15 *THE ELEVATOR*
- 2 - 16 *THE MAN WHO COULDN'T LOSE*
- 2 - 17 *THE RIVERMAN*
- 2 - 18 *JUDGEMENT REVERSED*
- 2 - 19 *THE GREEN DRESS*
- 2 - 20 *THE DEVIL TO PAY*
- 2 - 21 *RESERVATIONS FOR FOUR*
- 2 - 22 *DEAD PIGEON*
- 2 - 23 *THE INVISIBLE STAIRCASE*
- 2 - 24 *GRAVEN IMAGE*
- 2 - 25 *PORTRAIT OF A DEADMAN*
- 2 - 26 *THE STRANGE CASE OF JOHN KINGMAN*
- 2 - 27 *THE EMERALD LAVALIER*
- 2 - 28 *THE SCARAB*
- 2 - 29 *MARY, MARY QUITE CONTRARY*
- 2 - 30 *THE QUEEN IS DEAD*

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- 2 - 31 *THE FAITHFULL HEART*
- 2 - 32 *A TOAST TO SERGEANT FARNSWORTH*
- 2 - 33 *THE MAN WHO COULDN'T REMEMBER*
- 2 - 34 *THE GLOVES OF GINO*
- 2 - 35 *THE SILENT VOICE*
- 2 - 36 *THE HOUSE THAT TIME FORGOT*
- 2 - 37 *RENDEZVOUS*
- 2 - 38 *HOW LOVE CAME TO PROFESSOR GULDIA*
- 2 - 39 *THE HEART OF JONATHAN O'ROURKE*
- 2 - 40 *THE DETERMINED LADY*
- 2 - 41 *A CHILD IS CRYING*
- 2 - 42 *AN ENCORE*
- 2 - 43 *THE WHISPER*
- 2 - 44 *I DREMT I DIED ?*
- 2 - 45 *THE DEVIL TO PAY*
- 2 - 46 *THE STRANGE CASE OF JOHN KINGMAN ?*
- 2 - 47 *THE QUEEN IS DEAD*
- 3 - 1 *THE IDEAS OF APRIL*
- 3 - 2 *BENUILI CHANT*
- 3 - 3 *THE DARK CORNER*
- 3 - 4 *THE LEOPARD LADY*
- 3 - 5 *SISTERS OF SHADOW*
- 3 - 6 *THE POSTHUMOUS DEAD*
- 3 - 7 *JUST WHAT HAPPENED*
- 3 - 8 *THE THING UPSTAIRS*
- 3 - 9 *THE SKEPTICS*
- 3 - 10 *THE MARTIAN EYES*
- 3 - 11 *THE HALF PINT FLASK*
- 3 - 12 *THE WAXWORK*
- 3 - 13 *THE EXPERIMENT*
- 3 - 14 *THE MULE MEN*
- 3 - 15 *BEWARE THIS WOMAN*
- 3 - 16 *MASQUE*
- 3 - 17 *THE MEN ON THE MOUNTAIN*
- 3 - 18 *JASPER*
- 3 - 19 *THE HAUNTED SKYSCRAPER*
- 3 - 20 *BIRD OF TIME*

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- 3 - 21 *THE BOTTLE IMP*
- 3 - 22 *FOR RELEASE TODAY*
- 3 - 23 *THE MASQUE OF THE RED DEATH*
- 3 - 24 *THE HOUSE OF DUST*
- 3 - 25 *CURTAIN CALL*
- 3 - 26 *STRANGE LEGACY*
- 3 - 27 *THE DISPOSSESSED*
- 3 - 28 *THE MAN WITH THE ASTRAKHAN HAT*
- 3 - 29 *LEDA'S PORTRAIT*
- 3 - 30 *WESTERN NIGHT*
- 3 - 31 *THE POWER OF THE BRUTE*
- 3 - 32 *THE MAD DULLATHEN*
- 3 - 33 *THE CRUSHED ROSE*
- 3 - 34 *THE WITNESS*
- 3 - 35 *THE FONCEVILLE CURSE*
- 3 - 36 *GREY REMINDER*
- 3 - 37 *THE LOST WILL OF DR. RANT*
- 3 - 38 *DEAD MAN'S COAT*
- 3 - 39 *THE CAT'S CRADLE*
- 3 - 40 *THE PATTERN*
- 3 - 41 *THE MARTIAN EYES ?*
- 3 - 42 *PIT OF THE DEAD*
- 3 - 43 *DEAD FRIGHT*
- 3 - 44 *THE PASSAGE BEYOND*
- 3 - 45 *AND ADAM BEGOT*
- 3 - 46 *THE MEDDLERS*
- 3 - 47 *THE DEVIL IN GLENCAIRN*
- 3 - 48 *ZERO HOUR*
- 3 - 49 *THE FINGERS*
- 3 - 50 *THE FACELESS MAN*
- 3 - 51 *THE MAN WITH THE WATCH*
- 3 - 52 *FOLLOW ME*
- 4 - 1 *MRS. MANIFOLD*
- 4 - 2 *BLACKWOOD HALT*
- 4 - 3 *PROPHET OF DARKNESS*
- 4 - 4 *TO SEE OURSELVES*
- 4 - 5 *RAPPACCINI'S DAUGHTER*

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- 4 - 6 *WILL-O'-THE WISP*
- 4 - 7 *DARK IMAGE*
- 4 - 8 *I SPY!*
- 4 - 9 *THE DEAL*
- 4 - 10 *THE VEIL*
- 4 - 11 *THE CHAMBER OF GLOOM*
- 4 - 12 *THE BEAST IN THE GARDEN*
- 4 - 13 *FRIDAY THE NONETEENTH*
- 4 - 14 *BEYOND THE DOOR*
- 4 - 15 *THE SILENT SUPPER*
- 4 - 16 *THE ANGRY BIRDS*
- 4 - 17 *PERCHANCE TO DREAM*
- 4 - 18 *THIS WAY TO HEAVEN*
- 4 - 19 *OF TIME AND THIRD AVENUE*
- 4 - 20 *THE SCHOOL FOR THE UNSPEAKABLE*
- 4 - 21 *BLOOD RELATION*
- 4 - 22 *THE INTRUDER*
- 4 - 23 *THE THIRD DOOR*
- 4 - 24 *THE CHAIN*
- 4 - 25 *CRIES THE STRING*
- 4 - 26 *THE EYES FROM SAN FRANCISCO*
- 4 - 27 *THE PERFECT SERVANT*
- 4 - 28 *PRIVATE - KEEP OUT*
- 4 - 29 *THE UPSTAIR FLOOR*
- 4 - 30 *THE BORGIA LAMP*
- 4 - 31 *ANOTHER COUNTRY*
- 4 - 32 *THE PIT*
- 4 - 33 *THE MAN ON THE MOUNTAIN*
- 4 - 34 *A LUCKY PIECE*
- 4 - 35 *FOR RENT*
- 4 - 36 *A JOURNEY INTO THE SHADOWS*
- 4 - 37 *THE GREEN THUMB*
- 4 - 38 *LITTLE GIRL*
- 4 - 39 *THE DEATH'S HEAD*
- 4 - 40 *NIGHT WALK*
- 4 - 41 *BLIND MAN'S BLUFF*
- 4 - 42 *NIGHTMARE*

- 4 - 43 *THE COINS OF DEATH*
- 4 - 44 *THE LONRLY ALBATROSS*
- 4 - 45 *THE GUEST IN ROOM THIRTEEN*
- 4 - 46 *THE BIG OAK NECKLACE*
- 4 - 47 *DEATH TRAP*
- 4 - 48 *MAN IN THE DARK*
- 4 - 49 *THE KILLER'S MOON*
- 4 - 50 *TWIST OF FATE*
- 4 - 51 *DEATH IS A SMALL MONKEY*
- 4 - 52 *THE VERDICT*
- 4 - 53 *THE RED ROSE*
- 4 - 54 *THE DARKER NIGHT*
- 4 - 55 *FLIGHT THIRTEEN*
- 4 - 56 *THE HOLLOW MAN*
- 5 - 1 *WHEN WIDOWS WEEP (1972 REVIVAL)*

LIONMARU

AKA: **STORM CLOUD LION MARU**

AKA: **KAIKETSU LIONMARU**

AKA: **SWIFT HERO LIONMARU**



Ninja warrior Shishimaru (Ushio), his pretty female assistant Kazumi (Kujo), and token child Kosuke (Umechi) wander samurai-era Japan, defending inhabitants from monsters sent by Devil Gosun (Kobayashi), an evil mastermind determined to seize control of the world. Shishimaru has numerous items of Ninja gear to help him, including a magic sword that allows him to transform into Lionmaru (Kamoshida), a franky ridiculous stuffed animal costume involving a red suit, dark cloak, and a huge lion's head.

Meanwhile, Kosuke brings up the rear with a bag of explosives and a flute that transforms into a blow pipe, which he can use to summon Hikarimaru, the team's Pegasus (of if you prefer, a mystified and slightly bored horse, to which someone in the props department has glued some wings). The result is an intensely enjoyable festival of camp martial arts action, which reaches new heights at the serial's mid-point arrival of Tora Jonosuke (Tonohrio), aka Tiger Joe, Lionmaru's eyepatch wearing, transforming tiger nemesis - compare to another one-eye warrior in *THE YAGYU CONSPIRACY*.

Plot #2

Three people, a young man (Shishimaru), a young woman (Kazumi) and a young boy (Kosuke) travel around saving people from the evil Devil Gohsun. Each is armed with a sword or large knife. Shishimaru (Ushio, Tetsuya) also has a second, magical sword which transforms him into Kaiketsu Lion Maru. Kazumi is very dextrous, sometimes taking an enemy's sword and fighting two handed using her own sword and his. Kosuke carries a supply of black powder which he uses to produce small bombs. He also owns a magical flute the sound of which summons Hikarimaru, a white pegasus (winged horse). The flute can also be used like a blowgun. Lion Maru fights the evil group, Gosun. After slicing the monster Lion Maru draws his hand down the backside of his sword, when he does this the monster explodes. He also has the power to make the wind blow against the monsters (Ninpou Hurricane) and to heat his sword.

In episode 8 the leader of Gosun makes a monster out of water and charges it with the task of killing Lion Maru. This creature takes charge of the other monsters, instructing them in how to kill Lion Maru.

Based on an idea by SPECTREMAN creator Soji Ushio with Takanobu Bessho. Insane, but in a good way, Jonosuke actor Koji Tonohiro dies in an accident at a location hotel, and was replaced from episode 42 by Yoshitaka Fukushima. The original 54 episode run was renewed for a shorter second season, retitled Fu-Un Lionmaru (Wind Cloud Lionmaru), easily distinguished by the colour of Lionmaru's fur - it's white in season one and brown-gold in season two. Theme: Yuki Hide - "Let's Go, Lionmaru."

Produced by Tomio Washizu, Shigeru Shinohara, Takanobu Bessho.

Full dates for the series were Sat 1 April 1972 - 4th April 1973 (Season 1) and 14th April 1973 - 29 September 1973 (Season 2). A US video release of Lionmaru was entitled Magic of the Ninja.

Kaiketsu Lion Maru (Swift Hero Lion Maru) is set in the time of the samurai. Such programs were common in Japan at the same time as westerns were popular in the USA.

Kaiketsu Lion Maru's most dangerous enemy was a rival warrior who was given a magical sword that transformed him into Tiger Jou (episodes 27-??).

"Wind, Light, Ninja Skill, Lion-Transform!"

The opening theme song "Oh Wind And Light" was recorded by Hide, Yuki (best known for opening and

ending themes to Jinzo Ningen Kikaida) and Young Fresh. Hide, Yuki died in January of 1999. The ending theme "Come Along Lion Maru" was recorded by Young Fresh.

There was a sequel to Kaiketsu Lion Maru, Fuun Lion Maru (April 14, 1973 - September 29, 1973, 25 episodes). Fuun Lion Maru's rival was Black Jaguar.

P-Productions also produced "Magma Taishi" [Ambassador Magma] (1966-1967), "Kaiju Ouji" [Monster Prince] (1967), "Supekutoruman" [Spectreman] (1971-1972), "Tetsujin Taiga 7" [Ironman Tiger 7] (1973-1974) and "Denjin Zabôgâ" [Electroid Zabôgâ] (1974-1975), all of which were set in modern times.

WR. Susumu Takahisa, Bunzo Wakatsuki, Tatsuo Tamura, Tomio Shinoda, Toshiaki Matsushima, Haruya Yamazaki.

DIR. Koichi Ishiguro, Tatsumi Ando, Keinosuke Tsuchiya.

EPISODES: 54 **YEAR MADE:** 1972 **COUNTRY:** JAP **SEASONS:** 2

P PRODUCTIONS

CREATOR: SOJI USHIO & TAKANOBU BESSHO

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 54

DATE OF PREMIER: 01/04/1972 **AIR DATE OF LAST EPISODE** 29/09/1973

SEASON DATE BREAKDOWN:

FILMS:

Shishimaru TETSUYA USHIO, Kazumi AKIKO KUJO, Kosuke NORIHIKO UMECHI, Tora Jonosuke/Tiger Joe KOJI TONOHIRO, YOSHITAKA FUKUSHIMA, SHIN TOKUDAICHI, JUZABURO AKECHI, Lionmaru KAZU KAMOSHIDA, KYOKO MIYANO, TSUNEHIRO ARAI, Devil Gosun KIYOSHI KOBAYASHI.

RELATED SHOWS:

SPECTREMAN

LION-MARU G



This series follows the story of the reincarnated Lion-Maruk and Tiger Joe from the original Kaiketsu Lion-Maruk. The story is set in the year 2011 in Neo-Kabukichō, a fictitious version of the real red light district of Shinjuku, Tokyo.

Lion-Maruk G is a Japanese tokusatsu series that began airing from 2006-10-01 to 2006-11-24 in Japan, lasting 13 episodes. It is the third part in the Lion-Maruk trilogy, following Kaiketsu Lion-Maruk and Fuun Lion-Maruk. "G" is short for ghetto.

Characters

Shishimaru

Shishimaru is the reincarnation of the original Lion-Maruk and the third human to use the power of Lion-Maruk. This version of Shishimaru is very different from the original, he is not as serious as his former self. More of a "happy-go-lucky" person, he acts wild and crazy, hits on girls and generally leads a very different lifestyle. He is a bit of a coward, as seen in episode one, he only unsheathes the Kinsachi (the sword that allows him to transform into Lion-Maruk) as a final act of desperation. He owns a modified Suzuki Burgman that he calls "Hikarimaru."

Jonosuke

Jonosuke is the reincarnation of the original Tiger Joe. Not much is known about him yet, but he remains somewhat like his former self. He is still very much the "rival" type character of the series and acts cold towards other people. Transforms with the mysterious sword Ginsachi. Dies in a final battle and he is a father of Saori's child.

Saori

Saori is a mizu shobai girl who works in Neo-Kabukichō. She is very similar to the original Kasumi. She helps the new Lion-Maruk. Ended a nun and she is a pregnant a Jonosuke's child

Kosu K

Kosu K is a 14 year old girl, and Saori's younger sister. Her real name is Kaori. She is the counterpart to Kosuke from the original series. Oddly enough, in the original series, Kosuke was the 8 year old brother of Kasumi.

Kashinkoji

Kashinkoji is an old homeless man who gives Shishimaru the Kinsachi, the sword that allows him to transform into Lion-Maruk. He seems to know a lot about how the Lion-Maruk powers work.

Junior

Junior is the Junior CEO of the Gousan Enterprises, to which Shishimaru owes money. His real name is still unknown. He is a hardcore cosplayer and seems that all his costumes are hand-made by himself. Calls Gousan "Papa" but it's unknown if there's any relation.

Gousan

Gousan is the boss of Gousan Enterprises. He creates the Skull Eyes, red contact lenses with strange powers. He seems to know a lot about Kinsachi and Ginsachi. Gousan is a similar name to the original Gosun.

Music

Opening Theme

"Oh Wind, Oh Light" by Akira Kushida

Closing Themes

LITTLE GREEN PLANET SHOW

Puppet series about creatures from the planet Zeues.

This was another cheap puppet show which this time was produced by the BBC and shown on BBC 1 in the 3.55pm slot. It basically followed a bunch of hand puppets from another planet, a very poor series.

WR.

DIR.

EPISODES: 24 **YEAR MADE:** 1992 **COUNTRY:** GB **SEASONS:** 2

BBC

CREATOR:

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 20 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6 (2) 6

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

NO CAST.

L'LE MYSTERIEUSE**AKA: MYSTERIOUS ISLAND, THE**

WR. Claude Santelli**DIR.** Piere Badel**EPISODES:** 2 **YEAR MADE:** 1963 **COUNTRY:** FRA **SEASONS:** 1*RTF***CREATOR:** JULES VERNE**TYPE OF SHOW:** UNDERWATER**FORMAT:** SERIES**LENGTH (MINS):** 60 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** French**SEASON BREAKDOWN:** (1) 2**DATE OF PREMIER:** 28/04/1963**AIR DATE OF LAST EPISODE:** 05/05/1963**SEASON DATE BREAKDOWN:****FILMS:**

Nemo RENE ARRIEU, MICHEL ETCHEVERRY, JACQUES GRELLO, ARMAND MEFFRE, IBRAHIM SECK, PHILIPPE COUSSONEAU.

L'LE MYSTERIEUSE (1973)AKA: **MYSTERIOUS ISLAND, THE (1973)**

Castaways on a desert island are secretly aided by Captain Nemo.

This is the sequel to the classic 20,000 leagues under the sea. An edited version was first released as a feature film. Original Music by Gianni Ferrio,
Cinematography by Enzo Serafin.

WR. Jacques Champreux.**DIR.** Henry Colpi, Juan Antonio Bardem**EPISODES:** 6 **YEAR MADE:** 1973 **COUNTRY:** FRA **SEASONS:** 1*ORTF 1 / COPERCINES COOPERATIVE CINEMATOGRAFICA / FILMES CINEMATOGRAFICA / PARIS CITE PRODUCTIONS***CREATOR:** JULES VERNE**TYPE OF SHOW:** UNDERWATER**FORMAT:** SERIES**LENGTH (MINS):** 55 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French**SEASON BREAKDOWN:** (1) 6**DATE OF PREMIER:** 17/12/1973**AIR DATE OF LAST EPISODE** 28/12/1973**SEASON DATE BREAKDOWN:****FILMS:**

Le capitaine Nemo OMAR SHARIF, Cyrus Smith GERARD TICHY, Gédéon Spilett PHILIPPE NICAUD,
Nab AMBROISE BIA, Pencroff JESS HAHN, Harbert RAFAEL BARDEM, Aryton GABRIELE TTINIT,
Bob Harvey VIDAL MOLINA, Finch RIK BATTAGLIA.

- 1 - 1 *L'EVASION (THE ESCAPE) I*
- 1 - 2 *LES NAUFRAGES DE L'AIR (THE CASTAWAYS OF THE AIR)*
- 1 - 3 *TERRITOIRE INTERDIT (FORBIDDEN TERRITORY)*
- 1 - 4 *L'ABANDONNE (THE FORSAKEN)*
- 1 - 5 *LE DRAPAU NOIR (THE BLACK FLAG)*
- 1 - 6 *LE SECRET DE L'LE (THE ISLAND'S SECRET)*

LOGAN'S RUN



Set in the 23rd Century some 200 years after a nuclear holocaust, the series depicted a world of packet civilisations - each an isolated law unto itself, with its inhabitants largely unaware of the alternatives. One of these closed societies is the city of Domes, a precisely programmed world where population control is achieved by people voluntarily submitting to a youthful euthanasia.

On their 30th birthday - known as last day - all inhabitants undergo the spectacular extermination ceremony of Carouse. Those who refuse and opt to run from the city are hunted and killed by Sandmen, the Doomed City's elite police.

Logan is a Sandman who is persuaded by Jessica, a member of the underground, to run with her in search of a mythical place in the outside world, known as Sanctuary, where people can grow old gracefully. On the run (on a dinky little hovercraft) they encounter other groups and societies - some friendly, some threatening. But always their goal remains Sanctuary where they hope to find other runners and , ultimately return to the Domed City to disprove the institution of Carousel. Early on, they stumble upon a mountain city where they meet Rem, an android who becomes their trusted companion.

The trio are relentlessly persuade by Sandmen, led by Logon's one time partner and best friend Francis who has been promised a life beyond 30 as a city elder if he can bring back the fugitives.

In 1976, MGM asked you to run with Logan (Michael York) and his companion, Jessica (Jenny Agutter), in theaters. In the fall of 1977, they asked you to follow them on television. There would have been no series without the feature, and no feature without the controversial 1967 science fiction novel by William F. Nolan and George Clayton Johnson. The premise of Logan's Run has changed with each incarnation. In the novel, a fledging, futuristic society inside a large complex of domes is unaware of the existence of an outside world. No one in this society lives beyond 21; at that age, in a society-enforced population control device called Lastday, citizens engage in "life renewal," which is in truth voluntary death. Logan is a Sandman, a member of the police force that tracks down Lastday escapees, who are called runners. Logan is drawn into becoming a runner himself. He and companion Jessica escape from the domes to seek a haven for runners called Sanctuary. Another Sandman, Francis, is in pursuit.

In the film, for casting purposes, life ended at 30 instead of 21. Sanctuary was no longer an abandoned space station circling Mars, as in the novel; in the film, Sanctuary is never found. The film kept the basic society structure and several of the characters, but incorporated these into a different adventure for cinematic spectacle. Richard Jordan starred as the nemesis Sandman, Francis, while Peter Ustinov was a frail old man found among the ruins of Washington, D.C. (the character named Ballard in the novel). In the film, Logan and Jessica persuade the old man to return with them to the city of domes to prove that old age exists-that is, that life need not end at 30. In the end, the city of domes self-destructs, and life begins anew on the outside.

To help market the film, the novel was reprinted and has since gone through many printings. Nolan's two sequel novels, Logan's World and Logan's Search, have also been published. MGM released a soundtrack album of the film by composer Jerry Goldsmith, and the film also won an Oscar for best visual effects.

To adapt Logan's Run for television, producers Ivan Goff and Ben Roberts had to make changes to the premise. First, they recast the roles of Logan and Jessica (keeping the age limit of 30 years), which went to Gregory Harrison and Heather Menzies, with Randy Powell as the pursuing Francis. An original element, the Council of Elders, was added to explain who was running the society. (The council ordered Francis to retrieve Logan and his companion.) Next, the producers added an android named REM (the abbreviation for rapid eye movement, a phase of sleep), played by Donald Moffat, who accompanied them in an appropriated hovercraft in their search for Sanctuary. The resulting formula of the show was that Logan, Jessica and REM traveled across the post-nuclear holocaust Earth in search of a haven, encountering aliens, hunters, other Sandmen,

ghosts, time travelers, and robots along the way. Francis, who traveled with a cohort of Sandmen, occasionally hampered their goals.

Gregory Harrison, star of Logan's Run, emphasizes that the notion of death at a young age "was a very popular concept at the time. Being over the age of 30 wasn't anything worth living; let's do those people in and start somebody over. There was a movie a few years before that called *Wild in the Streets* [1968] with Christopher Jones where these 20- to 25-year-old, young revolutionaries take over the government of the United States. It was the first major entertainment piece that perpetuated the idea that younger than 30 was the only valid age to be. And this is sort of the science fiction version of that concept.

"I remember sitting in the theatre at the Cinerama dome a year before the series, watching Logan's Run with Michael York, being absolutely fascinated. I've always been a huge science fiction fan, and watching the feature, I was thinking, 'This is wonderful, I love this,' but never imagining that I was going to be playing that part and wearing that costume and using the same gun. A lot of the stuff we used came directly from the feature. It was quite a thrill when I got cast and screen tested."

Playing the lead in a prime-time hour television series can be a heady experience for an actor, especially when it's his first time, and the circumstances of Logan's Run made it all the more exciting. The show was constantly on the road filming at various locations in Southern California, and because it was science fiction, it involved creating new costumes, sets, and special effects for every episode. Also, with the involvement of MGM, the show drew on an impressive lineage including such science fiction and fantasy works as *Forbidden Planet* and the Logan's feature.

"At the time we were shooting," says Harrison, "it was pretty high-tech, top of the line in terms of special effects, opticals on film. ... While we were doing it, we were hearing stories about this other science fiction film called *Star Wars* which we didn't know. It came out after our first season was finished [filming], and it made everything we had done look like the old black-and-white *Buck Rogers* serials. It sort of made us obsolete almost immediately. Prior to the release of the movie, we thought we were high-end!" Generally, Logan's Run was hampered by a format that encouraged many plots in which the main characters were either being captured, chased, threatened or forced to rescue others. It was a "road show" in a science fiction arena.

"We were always running away from the ugly fate that the Sandmen offered," says Harrison. "And we were looking toward Sanctuary, a place where we could be safe, where we could have a home, raise children. I remember the term 'renewal' was something we played a lot with on the set, because the series was always hoping for renewal. But we were running away from it. What they called 'renewal' was really death. [Renewal was basically turning a slaughterhouse into a religion. Which has been done before-in real life. A lot of the evolution about religion throughout the world has been for the sake of control, to eliminate the chaos that comes without some kind of organized thought pattern."

Speaking of chaos, Harrison offers some recollections of one of his most physically challenging episodes, "Capture." "We shot that in Big Bear Lake, in Southern California. It was a very hectic show, a lot of running over hills, rocks, huge boulders everywhere up there. That show, we had a special effects man who didn't engender a lot of confidence. I remember I was supposed to get shot, [or] somebody was supposed to get shot, in that show. The special effects guy was doing a lot of drinking. I remember saying, 'No, I don't think we should put that squib on the person until we've tested it against the neoprene that will protect it.' So we put the neoprene on the rock and blew up the squib..., and there were pieces of rock that blew up behind it. That was one of my career lessons right there. I was careful enough to suggest a test and the test proved that the guy would have been disembowled had he had the thing on."

Actually, it was earlier in the series that Harrison had an inkling to be more careful when performing stunts. In the pilot, Harrison had to use his weapon to blast a hole in a wall so he could appropriate a hovercraft for travel. Point the gun at the wall and I'll blow the explosives, the special effects man told Harrison. It's simple, he said. Not quite. "The camera was behind me about 10 to 15 feet and I was about 20 feet away from the wall," explains Harrison. "The special effects guy-I think it was the same guy-said, 'OK, this is going to explode, not implode, so you can stand two feet from this wall and when we blow it, it's going to all blow in the other direction."

"I said, 'OK.' So I walk up to about 15 feet away from this wall, aim my gun-the camera is shooting over my shoulder-and fire. He pushes the button off camera, and the wall blows up entirely towards me and knocks me back, knocks the camera, and holes burn through my black outfit. I'm sure it's the same special effects guy, which is why I didn't trust him when he said, 'Yeah, you can hold this squib.' I don't think he stayed in the business for too long after that ", laughs Harrison. The wall was rebuilt, the scene reshot, and the resulting film was shown under the main titles for every episode.

Other location memories included one fateful day that could have killed Harrison and ended the show on the spot. "I did a scene once where I was captured by a bunch of guys in white and they're riding on white horses," says Harrison, referring to the episode "Turnabout." "I think we shot up at Malibu Canyon. We're crossing far away from the camera. We're just slowly going along. While we're filming-this isn't in the show-my horse stepped on a squirrel hole that had become a beehive. And bees attacked. They came furiously out of this hole, and attacked my horse and me. There were hundreds of bees attached to my black wool Sandman outfit, pumping away, trying to get their stingers through there, and I ended up with 17 bee stings. Three or four in my head and hair and face, and several of them got through areas like elbows, knees, under my arms. I couldn't work for the rest of the day. I went into this sort of semi-coma for the day, as a reaction to the stings. Fortunately I wasn't allergic, or I would have died! It scared the hell out of everyone, and they shut down for the day, and the next day my ankle is the size of my thighs! It was so swollen up from the bee stings. All my blood had settled into my legs. For days I was miserable from all these bee stings, but we kept shooting. That was an interesting day."

As the show progressed, Harrison's life did not become any easier. "I remember one weekend," he says, "we were shooting a scene, crossing the desert. We were shooting up at Lancaster, the upper desert outside of Southern California. I went away for the weekend, they put us up at a hotel for each night. When I came back to my apartment, as I drove up there, the building is no longer there! It had burned to the ground!" Harrison laughs. "I lost everything I had owned in my apartment. I had only what I was carrying with me in the car. It was actually a blessing because my girlfriend and I were together for about six years at the time, we were in a miserable breakup mode for about a year and were trying to figure out how to divide up our stuff. We were still living there only because we didn't know who deserved to keep what. So, essentially, this ended that failed romance and there was no question anymore who kept what-there was nothing to keep."

Playing Logan was fun for Harrison, but he does not recall any particular contributions he might have made to the character. This was his first leading role in a prime-time TV series, so his agenda was to be quiet and learn as much as he could. "I was developing opinions at that time," says Harrison. "I ended up working such tremendous hours on that show, I had walking pneumonia for the last six weeks of the season. Working 10 to 13 hours a day, every day, falling over on the weekend. There was no break for me. It was relentless. I recall it mostly being [more] a survival effort than an artistic effort for me. I did learn a lot about how television works-scheduling, technique, acting for camera, hitting marks, lines. It was basically my [film] school in that series."

In the television incarnation of Logan's Run, Logan and Jessica were not the lovers they were in the book and film. Only twice in the series did they kiss-and one of those kisses came when Jessica was trying to seduce an amnesiastricken Logan (in the episode "Carousel") so he would escape with her from the city of domes a second time.

"Well, that's the problem of television, especially in that era: No one believed you can have a leading man and woman in an ongoing series always stopping to do some hanky-panky and start running again " explains Harrison. "That was something reserved for a feature. They felt it would eliminate a good portion of the bible belt who would be offended by that concept. The problem with television in general, which I'm all too familiar with after five different series, is that they try to do the impossible. Trying to please everybody all the time, and offend no one. And you end up with such milk-processed kinds of plots and characters that nothing really gets said or accomplished, I feel, artistically or dramatically, because you're so afraid of offending someone about something. You have to homogenize everything so much to be inoffensive to all parties that you end up impressing no one or moving them emotionally: You've homogenized all the flavor out of it."

Working with co-star Heather Menzies was a delight for Harrison, and to this day, they remain close friends. "She had just married Robert Urich at that time," recalls Harrison. "They didn't have any children at the time, and now I think they have three children. One of them is 17 years old. I saw him the other day and I just had a heart attack, I couldn't believe it was that long since we had worked together. She is a wonderful woman and, I thought, a talented actress. But she pretty much finished her career with [Logan's Run] and opted for motherhood and wifedom and I think is very happily now living with Bob in Utah."

When asked for anecdotes of their working relationship, Harrison responds, "I remember Heather was always in this skimpy little pink outfit, she never wore a bra and you could always see her boobs underneath there and when it was cold, boy, you could tell! I was always wearing long-sleeved, wool with leather and a turtleneck. Shooting in the desert, Heather was just comfy as can be, and I was miserable. I would drink two gallons of water a day and be sweating like crazy all day long in 90 to 95 degree weather. When winter came around, Heather was always freezing and I was always just great. We were opposing seasons, Heather and I."

REM was something of a magical character. His mastery of technological equipment helped the three escape from a number of binds during their travels. Harrison enjoyed working with the actor who played REM- "Donald is a wonderful, talented actor who's gone on to do some wonderful things since then"-but he confesses he never was pleased with how the character was used.

"The android character was sort of a cheat for the writers to not have to deal with the human limitation that I think makes drama so compelling. Here's an android that solves things when you get into a dilemma that the writers don't know how to get you out of. The android always comes up with a solution because he wasn't limited by human frailties. ... That's probably my biggest gripe with the series right from the beginning. They always had that option available and unfortunately used it too often, instead of really challenging themselves to write the kind of stories ... where human beings with human frailties would have to find the means of survival on their own. And therefore make it something more relatable to present day. It was too much science, not enough human element. [The writers should have tried] to use human intellect and human emotion ... [not only as the] sentimental side of the story but survival side of the story."

D.C. Fontana, a Star Trek staff veteran who signed on as story editor agrees with Harrison's assessment of how REM was used. "Too many times REM (wonderfully acted by Donald Moffat, by the way) dominated a storyline or saved Logan and Jessica when, by all rights, they should have been saving themselves. REM had too many answers too often. Logan and Jessica should have been discovering answers for themselves."

But Fontana emphasizes that this is not commentary on the actors, who, she says, were all excellent in their roles. "It's merely an element in some scripts that I personally felt shouldn't have been there." Concerning what else worked and didn't work on the show, Fontana says, "In my opinion, an important piece of the puzzle as to why Francis kept hunting Logan and Jessica was filled in, in the pilot, when he met the Council of Elders who really ruled the city and was promised that he, too, would live a long life if he captured runners and brought them back for punishment. This gave Francis a strong self-interest in continuing the pursuit at all costs. What became difficult to explain is how many of the other Sandmen Francis (or the Council) had to bring into the secret in order to get them to keep on going on the outside after the runners. (And how did Francis and the other Sandmen get all that equipment to keep on following as Logan and Jessica and REM progressed further away?)

"We had to work on the assumption that by necessity, a certain number of very dedicated Sandmen could be brought into at least partial knowledge of what was going on and that they, too, would be rewarded."

Working on Logan's Run gave Fontana some frustration. She and producer Leonard Katzman were hired on the show for their knowledge of the genre. Executive producers Ivan Goff and Ben Roberts publicly admitted they were novices in this area. So it was difficult for Fontana when her comments, along with Katzman's, were often ignored when it came to areas of science fiction. Goff and Roberts, says Fontana, were the ones who "ran scripts through the typewriter one last time. Frequently script and character emphasis was changed over our protests," she laments. "They were also the ones so in love with their character REM that at times the series threatened to be REM's Run, not Logan's Run. Unfortunately they were the ones with the final approvals."

Picking favorite episodes, Fontana cites her script "Carousel," because "Logan and Jessica were finally brought back to the city, and there was a strong hint of a much more important relationship between them." Fontana also liked "Futurepast," Katharyn Powers' love story between REM and a female android (played by Mariette Hartley).

Donald Moffat confesses that he remembers precious little of the show, adding, "I wasn't sorry when it was over. I got the part of REM the usual way-by auditioning for it-and I had some input as to what he looked like, etc. The open panel [on REM's body] with the wiring visible was my idea, and of course, his personality was mine. But actors, by and large, don't have much say in a thing-until it becomes a big success, and then they often have too much." Moffat got along well with his co-stars and muses the show's budget may have been too much for the network, noting that the special effects were very time-consuming.

Viewers might notice that occasionally, Star Trek sound effects were used whenever computer equipment processed data. This borrowing was only one of many practical distractions for discerning viewers. What about Logan's weapon, which has a number of settings like "blaster" and "stun" for freezing targets into stasis, yet never seems to run out of energy?

"There were a lot of questions like that. How come the vehicle bounced on a rock when it was supposed to be a hovercraft?" quips Gregory Harrison. "Lots of questions!" The show remains popular via Turner network reruns, and Harrison reports that people still speak to him about the show today, particularly children. He himself remembers the series fondly, if modestly. "I was just an actor looking for a steady job, and was thrilled that I was doing science fiction. It was a venue I appreciated and enjoyed. I was glad to have my own series ... and I knew my career was going the right direction. I feel we have an A for effort and C for the show itself, for how it succeeded."

CAST NOTES

Gregory Harrison (Logan 5): Born 1950. Harrison co-starred for seven years (1979-86) in the popular Trapper John M.D. series as Gonzo Gates. His most recent series is The Family Man. His TV movies include For

Ladies Only (1981), Breaking the Silence (1992) with Stephanie Zimbalist and Duplicates (USA Cable) with Cicely Tyson and Kevin McCarthy shot in Oregon. With his production company, Catalina Production Group, Ltd., he's hosted True Detectives for CBS (1992).

Heather Menzies (Jessica 6): Born 1949. This Canadian-born actress played one of the Von Trapp children in the film Sound of Music (1965). She is married to actor Robert Urich. Before retiring from acting to raise a family, she appeared in The Six Million Dollar Man, the TV pilot Captain America, and Urich's series Uegas and American Dreamer.

Randy Powell (Francis): Born 1950. Powell appeared in Dallas in the early 1980s and, according to Gregory Harrison, has since moved to New Zealand.

Donald Moffat (REM): Born 1930 in Plymouth, England. Moffat's most recent work includes supporting roles in Popeye (1980) and John Carpenter's remake of The Thing (1982), as well as various TV movies and features.

The series based on a novel by William F. Nolan and a 1976 feature film of the same name, was brought to television by Ivan Goff and Ben Roberts (whose track record included Charlie's Angels), and described as human drama projected into the future. 'Psychologically', said Goff, 'Logan and Jessica face the same concerns that baffled Adam and Eve'.

In the end, despite some enjoyable sequences, Logan's Run was a fairly antiseptic series, aimed firmly at the family audience. The relationship between Logan and Jessica was more like brother and sister than Adam and Eve, despite the wipsy little mini dress Jessica always wore, and the whimsical Rem was the only character with a sense of humour.

Many guest stars famous for other SF role had guest starred in the show including, Angela Cartwright (LOST IN SPACE, in 'The Collectors'), Kim Cattrall (OP CENTRE, WILD PALMS & ROBIN COOK'S INVASION in 'Half-life'), Jared Martin (WAR OF THE WORLDS, in 'Fear Factor' and Nicholas Hammond (THE AMAZING SPIDERMAN, in 'Judas Goat').

The chase was thus on with Logan's Run becoming little more than a futuristic version of The Fugitive. In each episode Logan, Jessica and Rem, would encounter a new society and get embroiled with problems there. By the time the problems were solved they would have to leave in order to avoid capture by the pursuing Francis.

ITV screened the series in Britain, starting in the Midlands (Central) in January 1978, with other areas a few weeks behind. The series was aired on CBS in the US in September 1977, its short run finished in January 1978 with three episodes not broadcast, which were Night Visitors, Turnabout and Stargate.

The series was based on a novel by William F. Nolan & George Clayton Johnson. Executive producers were Ivan Goff & Ben Roberts, producer was Leonard Katzman, the story editor was D.C. Fontana. The series was broadcast on Central on the 7th January - 2nd April 1978. The character of Rem was originally called Omo, until the American producers discovered that the UK had a detergent with the same name! It was brought to TV by Ivan Goff and Ben Roberts, who were also responsible for Charlie's Angels and the story editor was D.C. Fontana, well known for her work on STAR TREK. The series came to Britain in 1978, but was cancelled mid-season and only notched up 13 episodes.

Although the 1976 Logan's Run feature film was a classic example of how not to make a Science Fiction film, the premise of William F Nolan's 1967 book was ide-ally suited to the ever-popular wanderers/ on-the-run genre popularised by The Fugitive in the 1960s, and followed by such series as The Invaders, Planet of the Apes, and Werewolf. If the film sits in SF cinema's chronology awkwardly the series was exactly what TV executives were looking for in the late '70s, with another anti-violence crusade terrorising the industry, and the networks struggling to come up with 'kidult' concepts for early evening prime-time.

In this respect, Logan's Run was typical 1970s SF tv - bland but watchable, safe and unsophisticated candyfloss in the tradition of other late '70s Fantasy shows such as Wonder Woman, Hulk, and of course, Fantastic Journey, which had preceded Logan's Run the season before, and was produced by the same man - Leonard Katzman, nephew of low-budget serials king Sam Katzman (Superman, Batman, etc), and later the producer of super-soap Dallas.

Much stock footage from the film was employed in the series, particularly of the Dome City and the Carousel. The film and the series' pilot were filmed in the futuristic-looking city of Dallas. Visually, the show was slickly produced and photo-graphed, but the too-perfect appearances of the cast (all of whom could have passed for androids) and the costumes and set designs had not moved on far from the days of Flash Gordon. Executive producers on the show were Ivan Goff and Ben Roberts, who had given the world Charlie's Angels...

Starring as Logan was Gregory Harrison, who later went on to the more successful medical series Trapper

Dir Irving J. Moore

1 - 4 *THE INNOCENT (AKA CHILD OF THE TIMES)*

Logan, Jessica, and Rem find a beautiful young woman named Lisa out in the middle of nowhere. Her parents left her with only two robots to help her. She gets a crush on Logan and develops a plan to get rid of Jessica so she can have him all to herself.

Wr Ray Brenner, D.C. Fontana

Dir Michael Preece

1 - 5 *MAN OUT OF TIME*

The fugitives see a man appear in front of them. He is a scientist named David Eakins. He has come 200 years from the past to find a way to prevent the Holocaust.

Wr David Gerrold

Dir Nicholas Colastino

1 - 6 *HALF LIFE*

The fugitives come across a city of people that are able to divide themselves into two parts, good and bad. They then live separately from the bad people who are known as the Castouts. When Jessica is captured and split, Logan and Rem must formulate a plan to make her whole again and then escape.

Wr Shimon Wincelberg

Dir Steven Stern

1 - 7 *CRYPT*

Logan, Jessica, and Rem discover a civilization that was devastated by a plague. 6 of the most brilliant minds of the time were selected to be preserved. one of them is an imposter - but which one? Logan, Jessica, and Rem must uncover which of the survivors is not who they claim to be.

Wr Al Hayes, Harlan Ellison

Dir Michael Caffey

1 - 8 *JUDAS GOAT*

A man named Hal 14 runs into Logan and his pals and claims to be a runner. He is actually a Sandman trying to get the trio back to the Domed City.

Wr John Meredyth Lucas

Dir Paul Krasny

1 - 9 *FEAR FACTOR*

An evil scientist captures the three fugitives and plans to make them his latest patients. He is trying to remove the ability of people to experience emotions.

Wr John Sherlock

Dir Gerald Mayer

1 - 10 *FUTURE PAST*

A dream analyzer named Ariana warns Logan and Jessica that their lives are in danger. Rem tries to help them and find a way out of their dangerous situation.

Wr Katharyn Michaelian Powers

Dir Michael O'Herlihy

1 - 11 *CAROUSEL*

Logan is shot with a dart that erases his memory by men hiding behind a tree. He then is captured by Francis and another sandman who return him to the City of Domes so that he can go to Carousel and testify before the people that there is no sanctuary. Rem and Jessica are captured by a man from an unnamed city who explains that Logan has been placed in transit. transit is a way of neutralizing potential enemies without using violence by a temporary loss of memory. Rem and Jessica must find a way to save Logan from the City of Domes before it is too late.

Wr D.C. Fontana, Richard L. Breen Jr.

Dir Irving J. Moore

1 - 12 *NIGHT VISITORS*

Logan and Jessica find a house to stay in. Rem thinks something about the house is strange and after searching his memory realizes that the people are dead and the house is haunted. The fugitives must find a way out of the trap that they have fallen into.

Wr Leonard Katzman

Dir Paul Krasny

1 - 13 *TURNABOUT*

Logan, Jessica, Rem, and Francis are all captured by a group of desert horsemen. Logan finds himself working with his sworn enemy Francis to save all of their lives.

Wr Michael Michaelian, Al Hayes

Dir Paul Krasny

1 - 14 *STARGATE*

On a warm and sunny day the travelers find a man who is freezing.

Wr Dennis O'Neill

Dir Curtis Harrington

LOIS AND CLARK

AKA: **THE NEW ADVENTURES OF SUPERMAN**



Anyone who thought the Superman legend was just about played out in films and TV had a pleasant surprise when this new version breezed in. These New Adventures had looked for a new angle - and found one with a fresh combination of wit, fun, sophisticated banter and a lightness of touch that mostly eluded its predecessors. Superman can still bend steel with his bare hands and fly around the world in seconds, but he's become a super-hero for the Nineties. And his alter-ego, Clark Kent, is a New Man, too, less of a klutz and more a simple upright guy.

You still have to strain credibility to wonder how a pair of glasses can blind a bright girl like Lois Lane to the obvious similarities between Clark and Superman - but then that's an accepted part of the myth, so why worry now. Lois and Clark are still writing for the Daily Planet in Metropolis and gruff Perry White is still editor. Jimmy Olsen is still seeking a chance to prove himself, but here come the twists. Also on staff is a man-eating, tart-with-a-heart gossip writer, Cat Grant, who actually finds Clark attractive, and in this series' version of Lex Luthor we've got a villain who's as charming as he is wicked - and he's got hair. Plus, with Superman reluctant to 'commit' to Lois, this Lex nearly gets the girl.

This is a very modest Superman - in the pilot he doesn't assume his heroic guise in an arctic fortress, he has his adopted mum, Martha Kent, run up a natty red, blue and yellow number on the family sewing machine, fussing over the colours and emblem, as he tries it on in front of the mirror.

This show was both a major hit in the US and in Britain, but tepered off in the fourth season after it was decided to marry Lois and Clark, the shows creator left the show and falling ratings meant that at the end of the fourth season the show was cancelled. Tracy Scoggins who played Cat in the first season also guest starred in *HIGHLANDER* and was a regular cast member on the SF show *BABYLON 5*.

This is the third live-action tv spin-off from the comic *SUPERMAN*, the first being *The Adventures of Superman* (1953-7), and the second being *SUPERBOY* (1988-91). This is not a particularly revisionist version except perhaps for Superman's outfit being made by his mother. In a formulaic manner each week sees Superman battling against a villain (often a superscientist of some sort), and normally an SF element such as invisibility or a cyborg criminal. The main ongoing suspense is provided, traditionally enough, by the never quite consummated love triangle between Clark Kent, Lois Lane (Hatcher is beautiful but waspish) and Clark's alter ego Superman. The series, which appears slanted towards a teenage audience, has enjoyed success in the ratings, and in the US was screened on the ABC network.

Production values are high - though not in the movies' league - and the flying sequences are excellently realised. Actor Dean Cain still has to look the part in a wire harness, but many of the effects are computer-generated. Cain and Teri Hatcher, who plays Lois, also make a presentable pair. Cain had already won teen fans as Shannen Doherty's fleeting love interest in *Beverly Hills 90210*, while Teri Hatcher had several minor roles, most notably in the film *Soapdish*. And John Shea, who'd played Bobby Kennedy in *Kennedy*, gave Lex Luthor something he's never had before - sex appeal.

Lois & Clark brought BBC1 ratings of around eight million - good business for the competitive early Saturday evening slot - so much so that having originally intended to hold back half the first season episodes for later, they instead pressed ahead with the full first year run.

Season Two introduced some cast changes-John Shea was seen only occasionally as Luthor, Jimmy Olsen got a new face. and Tracy Scoggins left - and it turned up the heat on Lois and Clark's romance to the point where in the last episode Clark proposed. Viewers had to wait until the start of Season Three for Lois' answer - and then we had the wedding that never was, with a clone storyline that left fans wondering whether they'd have to go through it all over again, plus a cliff-hanger that had Superman zipping off to New Krypton! Season Four promised finally to get the lovers to the altar, and there were hints of a season-ending pregnancy, which never happened. In fact the very reason that the couple did tie the knot in season four, caused the massive ratings

slide, and a promised fifth season did not occur. Warner Brothers were obliged to make a fifth season but after negotiating with the other companies who created the show, they managed to strike a deal and get the show cancelled.

Perhaps it was best that they did, since the show was becoming a mere shadow of its former self, and trying to make a fifth season without the co-operation of a major broadcaster would have made the chances for success very slim indeed.

UK ratings remained steady, peaking at around 10 million on BBC1, making the series one of our most successful sci-fi imports. Sky One began repeats of the first three seasons in September 1996, prior to getting in first with Season Four from December. "I wanted it to be a romantic comedy with family values, rather than action-packed like the movies.", Deborah Joy LeVine (series creator)

The series was based on the DC Comics character which was created by Jerry Siegel and Joe Shuster. The producers for the show were Chris Long, Grant Rosenberg, Jim Michaels, Philip J. Sgriccia and Jimmy Simone. The supervising producers were Chris Ruppenthal and John McNamara. The executive producers were Deborah Jay Levine, Robert Bulter, David Jacobs, Robert Singer, Jim Crocker, Randall Zisk (Season Two), Eugenie Ross-Leming and Brad Buckner. The visual effects supervisor was John Sheele and the music was created by Jay Gruska. The series first premiered on the 8th January 1994 in the UK, 10 months after its premiere in the US. The series was shown on BBC1, it has also been seen on Sky One.

This Superman television show features an updated Superman, but not quite the new superman in the DC comics today (in the comics he has long hair, the TV guy is a proper Clark Kent, super reporter). Lois and Clark fight the young Lex Luthor, Jr. who is quite the villain. This show is chock full of Superman funnies, like for instance Clark watches the shadow of Lois as she dresses in the other room, but doesn't use his XRay vision, but then cools the champagne bottle off with a shot of super cold breath.

In that same episode, Lois is confronted with a Lex Luthor, Jr. who has come back from the dead, and seems to be dazzled by his corny "I did it all for you" approach. As if it was believable for even a moment. She actually stands there and has a conversation with the creep. Just doesn't hold up.

But then again, the Superman stunts are movie land wonderful, and the scenery in many cases is superb. In fact if the dialog and scripts matched the scenery, you'd have an emmy for sure. But this vision of the pure Clark, one who is so adept at resisting temptation doesn't ring true, and in light of where the comic books have gone, is about a parallel universe superman. Oh well.

Emmy Award

Outstanding Individual Achievement in Costuming for a Series - Nominated - "Lois & Clark: The New Adventures of Superman" (1993) - Darryl Levine (men's costume supervisor), Judith Brewer Curtis (ladies costume supervisor) - For episode "That Old Gang Of Mine". (1995)

Outstanding Individual Achievement in Sound Mixing for a Drama Series - Nominated - "Lois & Clark: The New Adventures of Superman" (1993) - Kenn Fuller (production sound mixer), Dan Hiland (dialogue mixer), Joseph D. Citarella (sound effects mixer) - For episode "Wall Of Sound". (1995)

Outstanding Individual Achievement in Sound Mixing for a Drama Series - Nominated - "Lois & Clark: The New Adventures of Superman" (1993) - Kenn Fuller (production mixer), Joseph D. Citarella (re-recording mixer), Dan Hiland (re-recording mixer) - For episode "Don't Tug On Superman's Cape". (1996)

WR. Deborah Jay Levine, Bryce Zabel, Dan Levine, Tony Blake, Paul Jackson, Dean Cain, Thania St. John, Eugenie Ross-Leming, Brad Buckner, Teri Hatcher, Grant Rosenberg, John McNamara, Chris Ruppenthal, Gene O'Neill, Noreen Tobin, Teri Hatcher, Pat Hazell.

DIR. Robert Singer, Michael Watkins, Randall Zisk, Alan L. Levi, David S. Jackson, Winrich Kolbe, Mike Vejar, Chris Long, Robert Ginty, Phillip J. Sgriccia, Daneil Attias, Jim Phol, Philip J. Sgriccia, Chris Long.

EPISODES: 87 **YEAR MADE:** 1993 **COUNTRY:** US **SEASONS:** 4

A ROUNDELAY/DECEMBER 3RD PRODUCTION IN ASSOCIATION WITH WARNER BROS. TELEVISION

CREATOR: DEBORAH JAY LEVINE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 21, (2) 22, (3) 22, (4) 22

DATE OF PREMIER: 12/09/1993 **AIR DATE OF LAST EPISODE** 14/06/1997

SEASON DATE BREAKDOWN:

FILMS:

Superman/ Clark Kent DEAN CAIN, Lois Lane TERI HATCHER, Lex Luthor JOHN SHEA, Perry White LANE SMITH, Jimmy Olsen MICHEAL LANDES (1), Jimmy Olsen JUSTIN WHALIN (2,3,4), Cat TRACY SCOGGINS (1), Jonathon Kent K. CALLAN, Martha Kent EDDIE JONES.

Books Based on this series.

Lois and Clark: A Superman Novel	CJ Cherryh	1996
Lois And Clark: The New Adventures Of Superman	CJ Cherryh	1994
Lois And Clark: The New Adventures Of Superman - Deadly Games	M. J. Friedman	1996
Lois And Clark: The New Adventures Of Superman - Exile	M. J. Friedman	1996
Lois And Clark: The New Adventures Of Superman - Heat Wave	M. J. Friedman	1996

RELATED SHOWS:

ADVENTURES OF SUPERMAN, THE SUPERBOY SUPERMAN

1 - 1 *"PILOT"*

Clark Kent is a super guy who has travelled the world, but his biggest dream was to someday write for the Daily Planet, one of the greatest newspapers in the world. To do this, Clark travels to Metropolis, and, even though he was rejected at first, lands a job at the Daily Planet, where he meets a sexy but feisty reporter named Lois Lane. "Don't fall for me, farmboy," she says to Clark, but, alas, he already has. The episode's "villain plot" deals with a space program of which Lex Luthor would like to take control.

Wr Deborah Joy LeVine

Dir Robert Butler

1 - 2 *STRANGE VISITOR*

Lois and Clark are the targets of a government investigation whose primary concern is that Superman is a threat to national security, and Clark begins to learn about his heritage.

Wr Bryce Zabel

Dir Randall Zisk

1 - 3 *NEVERENDING BATTLE*

Is Superman faster than a speeding bullet? Is he more powerful than a locomotive? Can he leap tall buildings in a single bound? Lex Luthor wants to know, so he makes his own "disasters" to determine the extent of Superman's abilities, and Clark learns exactly how far Lois will go in order to get a story.

Wr Daniel Levine

Dir Gene Reynolds

1 - 4 *I'M LOOKING THROUGH YOU*

There's more than one invisible man in Metropolis. One who is doing bad deeds all around Metropolis, and one who's as close as the Daily Planet--who feels invisible to Lois Lane, who seems infatuated with his alter ego.

Wr Deborah Joy LeVine

Dir Mark Sobel

1 - 5 *REQUIEM FOR A SUPERHERO*

When several boxers appear to have powers far beyond those of mortal men, Lois and Clark investigate--only to discover that the man behind it all is Lois's estranged father, Dr. Sam Lane a legend in the world of sports medicine.

Wr Robert Killebrew

Dir Randall Zisk

1 - 6 *I'VE GOT A CRUSH ON YOU*

Lois and Clark go undercover at a nightclub to find out about a connection between the owners of the club and a group of arsonists called the "Toasters". Superman is able to put out the "Toasters" permanently.

Wr Thania St. John

Dir Gene Reynolds

1 - 7 *SMART KIDS*

A group of children who are drugging themselves by an experimental drug to increase the intelligence begins to bring problems to Metropolis. Clark is worried because the children told him that they know he

is Superman.

Wr Daniel Levine

Dir Robert Singer

1 - 8 *THE GREEN, GREEN GLOW OF HOME*

A friend of Jonathan and Martha has found a strange meteorite. Jason Trask is back and now he is in Smallville, looking for this meteorite that can destroy Superman. Lois and Clark go to Smallville to investigate the story and Clark introduces her to his parents.

Wr Bryce Zabel

Dir Les Landau

1 - 9 *MAN OF STEEL BARS*

Metropolis is hit with a strong heat wave in the middle of winter, and people believe that Superman is the cause. Clark decides to leave Metropolis and gives a goodbye kiss to Lois.

Wr Paris Qualles

Dir Paris Qualles

1 - 10 *PHEROMONE, MY LOVELY*

An ex-lover of Lex Luthor spreads a perfume in the Daily Planet and everybody begins to fall in love with each other. Lois falls for Clark, the only one who isn't affected by the perfume and he tries not to take advantage of her. Without the perfume effects, Lex tells Nigel that he is in love with Lois.

Wr Deborah Joy LeVine

Dir Bill D'Elia

1 - 11 *HONEYMOON IN METROPOLIS*

Lois and Clark go undercover as honeymooners to a Metropolis hotel in an attempt to find out about a possible conspiracy which seems to involve a powerful congressman. They also need to learn how to share their lives with someone.

Wr Daniel Levine

Dir James A. Contner

1 - 12 *ALL SHOOK UP*

Superman needs to stop a giant asteroid from colliding with Earth, but when Superman collides with the asteroid, he becomes amnesiac. Clark goes at the Daily Planet with Lois, who is helping him with his "new job" and "new friends" that he can't remember. And Martha and Jonathan need to make Clark remember that he is Superman, otherwise, the incoming asteroid will collide with the Earth.

Dir Felix Enriquez Alcala

1 - 13 *WITNESS*

Lois' life is in danger when she witnesses the murderer of a scientist who was claiming to know the secret to increased male potency. Now, Clark and Perry need to protect her from the murderer Mr. Make-up and from the scientist's affair from the past : Barbara Trevino.

Wr Bradley Moore

Dir Mel Damski

1 - 14 *ILLUSIONS OF GRANDEUR*

Lois and Clark need to find out the truth about the kidnapping of rich children who are disappearing in a magic box. A magician hypnotizes Superman and Lois, who is now in risk of life.

Wr Thania St. John

Dir Michael W. Watkins

1 - 15 *IDES OF METROPOLIS*

Lois helps a convicted murderer (but he is innocent) allowing him to stay at her house. He is the only one with the cure for a destructive new computer virus that is a menace for Metropolis. Jonathan worries that Martha might be having an affair and comes to Clark's apartment.

Wr Deborah Joy LeVine

Dir Philip Sgriccia

1 - 16 *THE FOUNDLING*

The globe from Clark's spaceship begins to give him some information regarding his past, but the globe is stolen for two kids before he can learn much. Lex Luthor buys the globe from Jack and begins to learn something about Superman, but not too much.

Wr Daniel Levine

Dir Bill D'Elia

1 - 17 *RIVAL, THE*

A Lois' ex-colleague is working for another newspaper who is strangely getting the major news before the Daily Planet and Lois gets jealous when she shows interest on Clark.

Wr Tony Blake, Paul Jackson

Dir Michael W. Watkins

1 - 18 *VATMAN*

Lex Luthor builds a clone of Superman, and teaches him to do what he wants, and what Lex wants is to destroy the real Superman.

Dir Randall Zisk

1 - 19 *FLY HARD*

A group of terrorists take Clark, Lois, Perry, Jimmy, Jack and Lex hostage in the Daily Planet and Clark is not able do anything with his Superman powers or the others will figure out his secret identity.

Wr Thania St. John

Dir Philip Sgriccia

1 - 20 *BARBARIANS AT THE PLANET (PART 1 OF 2)*

The Daily Planet is financially troubled and Lex buys the newspaper to get closer to Lois. After saving everyone's jobs, he makes some changes : Jack and Jimmy are now working downstairs in the printing of the newspaper, and hires a young just graduated man named Chip to be Perry's boss. Perry gets really mad and leaves the Planet. Lex puts a bomb in the Planet and the it explodes. He blames Jack, who gets arrested. Lex proposes to Lois, and Clark tells her he loves her, but she says that loves him too but only as a friend. When Lois ask if she and Superman have a chance to stay together, he says to Lois they can't stay together because she only loves him because he's Superman. Then, Lois accepts Lex's proposal.

Wr Daniel Levine, Deborah Joy LeVine

Dir James Bagdonas

1 - 21 *THE HOUSE OF LUTHOR (PART 2 OF 2)*

Clark, Perry, Jack and Jimmy begin to search for the truth about the downfall of the Daily Planet. They are sure that Lex is guilty. Lex gets some Kryptonite, captures Superman, and locks him in a cage with Kryptonite bars. The wedding is about to start, but Lois has doubts about what she really wants to do. Lois realizes that Clark is the man she loves. When the Archbishop asks if she takes Lex as her husband, she says she can't, and at that moment Perry interrupts the wedding with Inspector Henderson and they tell Lex they know he is a criminal. Lex escapes, and goes to the room where Superman is trapped, but Superman has escaped. Lois walks out of the building crying, and hugs Clark (he just escaped from the cage). Lex throws himself off the top of his building, but Clark can't save him because he is weak from Kryptonite exposure. The Daily Planet is bought a by a rich man, who promises to make it better than ever. Before Lois can tell Clark she loves him, Clark says that he was lying to Lois about being in love with her and that he would say anything to keep her away from Lex (but he was crossing his fingers behind his back).

Wr Deborah Joy LeVine, Daniel Levine

Dir Alan J. Levi

2 - 1 *MADAME EX*

Luthor's ex-wife, Arianna, comes to Metropolis and creates an exact, but evil copy of Lois. The real Lois, with Clark, begins to investigate who's behind this creation. She discovers that Lex was already married when he tried to marry her. Arianna tries to kill Superman, because she believes he is responsible for Lex Luthor's death.

Wr Tony Blake, Paul Jackson

Dir Randall Zisk

2 - 2 *WALL OF SOUND*

A man genius in the sound area creates a sound weapon that can affect Metropolis and Superman. Clark is nominated for the Kerth Awards, and Lois gets mad because she won this prize three years in a row and now she won't get the prize.

Wr John McNamara

Dir Alan J. Levi

2 - 3 *THE SOURCE*

When Lois fails to protect her source, she is suspended from the Daily Planet. Now, Lois and Clark need to work to find the criminal and restore her good reputation as reporter.

Wr Tony Blake, Paul Jackson

Dir John T. Kretchmer

2 - 4 *THE PRANKSTER*

Clark needs to protect Lois against a man she sent to jail five years ago, and what this man wants more is revenge.

Wr Grant Rosenberg

Dir James Hayman

2 - 5 *CHURCH OF METROPOLIS*

The "Intergang", a new criminal organization tries to control south Metropolis and Superman is powerless because of their threats against everyone closest to him. Lois gets jealous when the investigator in charge, Mayson Drake, begins to show interest in Clark.

Wr John McNamara

Dir Robert Singer

2 - 6 *OPERATION BLACKOUT*

Lois and Clark discover an terrorist operation to infiltrate the military Fort Truman and hijack a satellite. Now, they are targets of a supposedly dead boyfriend of one of Lois' best school friends.

Wr Kate Boutilier

Dir Michael W. Watkins

2 - 7 *THAT OLD GANG OF MINE*

Al Capone, John Dillinger, Bonnie and Clyde return from the dead by the hands of a scientist. They start a crime wave in Metropolis and when one of them shoots Clark, he needs to fake his own death to protect his identity.

Wr Gene Miller, Karen Kavner

Dir Lorraine Senna Ferrara

2 - 8 *A BOLT FROM THE BLUE*

When Superman tries to save a man from suicide, a lightning strikes both. Few minutes later, the man is very strong and can fly...yeah, now he has Superman's powers too. Then he decides to be a superhero, and tries to make money with his "advantages", leaving Superman very mad about this. As soon as Dr. Gretchen Kelly finds out about this, she makes a plan to duplicate the lightning incident and kidnaps Lois to attract Superman.

Wr Kathy McCormick

Dir Philip Sgriccia

2 - 9 *SEASON'S GREEDINGS*

A fired and vengeful toyman creates a toy which can make the adults act like children, and sure, all the Daily Planet gang will be affected too, even Clark.

Wr Dean Cain

Dir Randall Zisk

2 - 10 *METALLO*

Lucy Lane is working in Metropolis again, and now she has a new boyfriend named Johnny. He's turned into a cyborg body powered with kryptonite by the hands of two doctors. When Johnny finds out what he really is now, he tries to defeat Superman.

Dir James Bagdonas

2 - 11 *CHI OF STEEL*

Lois and Clark investigate several robberies committed by a thief who is a ninja with mystical bracelets. These bracelets can give to a person power to kill Superman, using a mystical power named Chi.

Wr Hilary J. Bader

Dir James Hayman

2 - 12 *THE EYES HAVE IT*

Two scientists make Superman blind with a beam of light in his eyes, now Lois needs to take care of him on her house, while everybody think that Clark is in the mountains with Mayson Drake.

Dir Bill D'Elia

2 - 13 *PHOENIX, THE*

Lex is back from the dead by the hands of Dr. Gretchen Kelly, and now he wants to get Lois back and

destroy Superman. Clark asks Lois out on a date, but, when she accepts, Perry sends them in a stakeout. Then, Lois and Clark call it the "almost first date".

Wr Tony Blake, Paul Jackson

Dir Philip Sgriccia

2 - 14 *TOP COPY*

When a famous television reporter (and also an assassin from the Intergang) finds out Superman's true identity, she wants to show the information to the world. How will Clark hide the truth from the world now?

Wr John McNamara

Dir Randall Zisk

2 - 15 *RETURN OF THE PRANKSTER*

When the Prankster escapes the prison, he continues with his plans to torment Lois' life, and now he also wants to kidnap the president of the United States.

Wr Grant Rosenberg

Dir Philip Sgriccia

2 - 16 *LUCKY LEON*

When Jimmy is falsely accused by murder, Lois and Clark need to prove that he is innocent and clear his name. And they finally go to their "real" first date. Everything was going well, but when Clark takes Lois home, she closes the door on his face...because the date was great and because her fears about what will happen with their relationship. After they prove Jimmy's innocence, Lois explains to Clark what she felt when she closed the door on his face, and recognizes the mistake. When they finally kiss, a shocking and tragic thing happens.

Wr Chris Ruppenthal

Dir Jim Pohl

2 - 17 *RESURRECTION*

A scientist develops a pill to "ressurrect" some "dead" criminal men in Metropolis. Clark is jealous because a man who is trying to solve Mayson's murder shows interest on Lois, and she thinks he is attractive.

Wr Gene Miller, Karen Kavner

Dir Joseph Scanlan

2 - 18 *TEMPUS FUGITIVE*

Lois and Clark need to travel to 1966 with the help of H.G. Wells and his time machine to prevent a villain from the future who wants to destroy the baby Superman. The villain tells Lois about Clark's most important secret...his secret identity!

Wr Jack Weinstein, Lee Hutson

Dir James Bagdonas

2 - 19 *TARGET: JIMMY OLSEN*

Jimmy becomes a part of a experimental project by two ladies who want to put the people at their control. Lois is mad with all the Clark's suddenly disappearances and begins to date Scardino.

Wr Tony Blake, Paul Jackson

Dir David Jackson

2 - 20 *INDIVIDUAL RESPONSIBILITY*

The Intergang, now headed by Bill Church Jr., kidnaps Perry when Franklin Stern refuses to sell the Daily Planet and Superman allows the kidnap because he's affected with the strange "Red Kryptonite" effects. When Clark gets upset with Lois and Scardino's dates, he asks her out again.

Wr Chris Ruppenthal

Dir Alan J. Levi

2 - 21 *WHINE, WHINE, WHINE*

Superman saves the life of a musician, but instead of "thank you", the musician wants to sue him because he "broke" his arm. Then, many people of Metropolis begins to fake injures caused by Superman. After finally give up of her love for Superman, Lois needs to choose who's the one she is going to be together with : Clark Kent or Dan Scardino.

Wr Kathy McCormick, John McNamara

Dir Michael W. Watkins

2 - 22 *AND THE ANSWER IS...*

Jace, a blackmailer, with Tempus' diary, finds out about Clark's identity and forces him to steal and do everything more that he wants...and one thing more (by Nigel's suggestion)....to kill Lois, or he kills Martha and Jonathan. Lois tells Clark the only way to save his parents is to freeze her, then she will look like a dead person, and he tells her this can be very dangerous to her life, but, even so, she tells him to freeze her. Superman gives Lois (apparently dead) to Jace and Nigel, then they lock Superman in the same place where his parents are locked in. Jace kills Nigel. After Superman finally saved his parents and himself, Lois still did not open her eyes, then, he begins to beg to her life and she finally opens it, slowly. After Clark realizes he almost lost Lois, he proposes to her.

Wr Tony Blake, Paul Jackson

Dir Alan J. Levi

3 - 1 *WE HAVE A LOT TO TALK ABOUT*

Lois tells Clark she already realized that he is Superman. In a moment after the surprise, Lois and Clark have an argument. She is mad at Clark because he didn't tell her his identity secret, and he gets mad at her because she's not sure yet about marriage and declined his proposal. Bill Church, now married with his nurse Mindy, wants to be a "good guy" and creates a security team to fight against the crime in Metropolis, but his wife and his son think he lost his mind. Martha tells Lois and Jonathan tells Clark the problems that they had before their marriage. Bill Jr. and Mindy succeed on their plan to put Bill Church on jail, (yeah, his own father..) but, in the time the police arrests Bill, they arrest Bill Jr. too. Mindy Church is now the head of the Intergang. Lois and Clark decide to wait more time until get married.

Wr John McNamara

Dir Philip Sgriccia

3 - 2 *ORDINARY PEOPLE*

Perry gives Lois and Clark some time off to spend more time together, to relief to pressure about marriage. But Spencer Spencer, a "Love expert" with a deformed body, has a plan to put Lois and Clark in danger to bring Superman to his hands, then he will be able to get Superman's body.

Wr Eugenie Ross-Leming, Brad Buckner

Dir Michael W. Watkins

3 - 3 *CONTACT*

Lois believes that she was abducted by ET's, but, in truth, she was captured by a young executive, who is now using her in very dangerous situations to distract Superman. When she gets injured, Clark decides to break up with her.....for her own good.

Wr Chris Ruppenthal

Dir Daniel Attias

3 - 4 *WHEN IRISH EYES ARE KILLING*

Lois tries to convince Clark that his decision to break up is a mistake. When an old Lois' friend comes to Metropolis, she tries to make Clark jealous. But this friend has plans to use her in a Druid sacrifice. Clark finally realizes that he can't stay without Lois, but that may be too late now.

Wr Grant Rosenberg

Dir Winrich Kolbe

3 - 5 *JUST SAY NOAH*

Lois and Clark go undercover as husband and wife to investigate missing couples in the Larry Smiley Institute, a place to help couples to repair problems in their marriages. They will find Larry's true plans and will find their romance again.

Wr Brad Buckner, Eugenie Ross-Leming

Dir David Jackson

3 - 6 *DON'T TUG ON SUPERMAN'S CAPE*

Lois and Clark decide to forget the word "marriage", at least for the time. One of the richest couples of Metropolis has a plan to capture and add Superman to their collection of treasures. They capture Lois to get Superman. In the cage, Lois and Clark begin to talk, and the conversation makes them start to lose their fears about marriage.

Wr David Simkins

Dir Steven Dubin

3 - 7 *ULTRA WOMAN*

The Newtrich sisters want to hit Superman with a "Red Kryptonite" beam (the kryptonite from the episode Individual Responsibility). But instead of make Superman apathetic, the beam transferred his

powers to Lois. Now, she needs a secret identity...to do Superman's job. After a while, Clark begins to feel upset because he has no powers anymore. Perry's wife Alice leaves him. When Lois feels what is to be a super-hero, she realizes that she loves Clark even more and proposes to him.

Wr Gene F. O'Neill, Noreen Tobin

Dir Mike Vejar

3 - 8 *CHIP OF THE OLD CLARK*

Now engaged, Lois and Clark get relationship problems when a woman claims to have had a child of Superman. Clark tells Lois the kid isn't his, but when Lois is interviewing the woman, the kid pick up a sofa. In who will Lois believe now?

Wr Michael Jamin, Sivert Glarum

Dir Michael W. Watkins

3 - 9 *SUPER MANN*

When Lois and Clark finally begin with the wedding plans, they must stop again and investigate a Nazi organization which is trying to take over Metropolis.

Wr Chris Ruppenthal

Dir James Bagdonas

3 - 10 *VIRTUALLY DESTROYED*

Lex Luthor's illegitimate son, a genius in the computer area, traps Lois and Clark in his virtual world. There, he is strong, and Clark is not Superman. Before finally realize that they are still in the virtual world, Lois and Clark share their secrets about their past sexual relationships....well, at least, one of them had sexual relationships.

Wr Dean Cain, Sean Brennan

Dir Jim Charleston

3 - 11 *HOME IS WHERE THE HURT IS.*

Lois and Clark's parents show up to spend Christmas with them. Mindy Church reorganizes the Intergang and creates a Kryptonian virus to make Superman die. Now and for the first time in his life Clark is sick, but this sickness can kill him, unless Sam Lane helps him with a risky recovering process.

Wr Eugenie Ross-Leming, Brad Buckner

Dir Geoffrey Nottage

3 - 12 *NEVER ON SUNDAY*

Ellen Lane hires a wedding coordinator to help on Lois and Clark's wedding, now the plans for a small ceremony are gone...And a magician with designs on vengeance is now in Metropolis against some people, including Clark.

Wr Grant Rosenberg

Dir Michael Lange

3 - 13 *THE DAD WHO CAME IN FROM THE COLD*

Jimmy's father appears in Metropolis and Jimmy introduces him to Clark, Lois and Perry. When Lois and Clark discover that he is a spy, they must tell the truth to Jimmy, but he doesn't believe them. Clark gets worried about the "father" subject...he doesn't know if he is going to be a good father because of his job.

Wr David Simkins

Dir Alan J. Levi

3 - 14 *TEMPUS, ANYONE*

Tempus is back and now he kidnaps Lois and takes her to an alternate world, where there is more violence, Tempus is running for Mayor of Metropolis against Perry, and Clark is engaged...with Lana Lang, his former girlfriend from Smallville. With the help of an older H.G. Wells, Lois tries to stop Tempus from killing Perry and go back to her world, but for this, she needs to teach the alternate Clark how to be Superman.

Wr John McNamara

Dir Winrich Kolbe

3 - 15 *I NOW PRONOUNCE YOU...*

Lois is paranoid a disaster will happen by their wedding day, so Clark asks Perry for a story to take their minds off all the wedding stress. The supposedly "small" story is about the robbery of frogs, but they discover the frogs are actually food for clones, and that one of the clones has replaced the President of the United States! They finally solve the case in time to get married. But at night, while Clark is in bed waiting for Lois, she is in the bathroom... eating a frog!

Wr Chris Ruppenthal

Dir Jim Pohl

3 - 16 *DOUBLE JEAPORDY*

On their wedding night, instead of make love, Lois tells Clark that she's tired and need to sleep, leaving Clark surprised. Lex Luthor has replaced the real Lois Lane with a clone, and he wants to take the real Lois away with him. When the clone discover that Clark is Superman, she wants to stay with him, and if it's needed to kill Lois for that, she will. Lois finally escapes from Lex, but she hits her head and loses her memory. Now, she believes that she's Wanda Detroit, a character of a novel she was writing two years ago. Wanda is a woman who had a bad relationship with a man named Clark, and loves a man named Kent. She's also a singer, then, Lois begins to sing in the Bibbo Bibowski's club. Now Clark, Lex and the Clone are looking for her. Luthor finds Wanda first and convinces her that he is Kent, and tells her to act like Lois and tell Clark that she doesn't love him anymore.

Wr Eugenie Ross-Leming, Brad Buckner

Dir Chris Long

3 - 17 *SECONDS*

Clark and the clone become friends, and she doesn't want to kill the real Lois anymore. Now with Lois (who still thinks she's Wanda Detroit), Lex plans to transfer their souls to new bodies and go away with her to the mountains, so, with the new bodies, they can't be found by the police or for Superman. He also wants to destroy Superman (sure), and when he finds the clone, she ends up telling him that Clark is Superman. Lex kidnaps Martha and tells Lois to shoot Superman with a powerful weapon that he bought (that's the way to kill the love that Lois feels for Clark), but when she can't, Lex tries, but he and the clone end up dying with the weapon shot. During the rescue, Lois hits her head again, now she knows she's Lois Lane, but doesn't know anything and anyone else, including Clark.

Wr Corey Miller

Dir Alan J. Levi

3 - 18 *FORGET ME KNOT*

Lois has amnesia, and Clark puts her in a clinic. But Dr. Maxwell Deter's treatment has extremed methods, one of them is that Clark can't tell Lois they are engaged and love each other. And another doctor is programming patients of the same clinic to kill people that he has been hired to kill (Perry is in the list). Later, Dr. Deter restrits Clark's visits to Lois because he wants her love. When Lois remembers only her work partnership with Clark, she tells him that she's in love with Dr. Deter.

Wr Grant Rosenberg

Dir James Bagdonas

3 - 19 *OEDIPUS WRECKS*

Lois is still in love with Deter, and even with her return to the Daily Planet, he doesn't tell her anything about her relationship with Clark. Bad Brain Johnson's brother Herkimer has created a machine that makes people act very strangely, just to impress his mother. Clark can't hold himself and tells Lois that he loves her. Deter makes Lois believe that she must go with him to the south of France, and when Perry is ready to kick his ass, the Herkimer machine begins to work and Lois remembers her relationship with Superman only. When Deter and Lois try to stop Herkimer with the machine, they suffer effects from the machine, and in this confusion Lois finally remembers all her life, including her love for Clark.

Wr David Simkins

Dir Kenn Fuller

3 - 20 *IT'S A SMALL WORLD AFTER ALL*

Lois and Clark go to Lois' high school reunion, and there, she finds out about the disappearing of two of her classmates' lovers. They are disappearing because another classmate of Lois wants revenge for her bad school time, then she's shrinking their ex-colleagues' mates. She hates Lois, and puts Clark as the next on her shrink list. Now, Lois needs to find out what and who is doing this, or Clark will be small until disappear.

Wr Pat Hazell, Teri Hatcher

Dir Philip Sgriccia

3 - 21 *THROUGH A GLASS DARKLY*

Superman is subjected to many tests of his powers by Zara and Ching, Kryptonians who need a new leader to the planet New Krypton. Lois and Clark discuss about buying a house.

Wr Chris Ruppenthal

Dir Chris Long

3 - 22 *BIG GIRLS DON'T FLY*

After being approved in Zara and Ching's tests, Superman learns that they want him to leave the Earth (and Lois) and go back with them to rule New Krypton, or the planet will be ruled by the evil Lord Nor, who has sent an assassin to kill Clark. When Clark defeats the assassin, he and Lois decide that he must go with Zara and Ching. Superman says goodbye to his parents, to Earth and to Lois, and leaves with Zara and Ching.

Wr Eugenie Ross-Leming, Brad Buckner

Dir Philip Sgriccia

4 - 1 *LORD OF THE FLYS (PART 1)*

Clark has gone to New Krypton, but the evil Lord Nor comes to earth to take over the planet. First of all, he takes over Smallville, and his next target is Metropolis. Now, Clark must go back to Earth to stop him, but before that, he wants to see Lois. Lord Nor discovers about Clark being on earth and captures his parents.

Wr Eugenie Ross-Leming, Brad Buckner

Dir Philip Sgriccia

4 - 2 *BATTLEGROUNDS EARTH (PART 2)*

Clark finds himself on trial for betraying the New Kryptonites, and it seems that he may be banished for ever.

Wr Brad Buckner, Eugenie Ross-Leming

Dir Philip Sgriccia

4 - 3 *SOUL MATES*

On their wedding night, Lois and Clark are interrupted by H.G. Wells, who says that before they consummate their marriage, they must go back in time to break a curse, otherwise Lois will die from a disease.

Wr Brad Kern

Dir Richard Friedman

4 - 4 *SWEAR TO GOD, THIS TIME WE'RE NOT KIDDING*

The "Wedding Destroyer" escapes and Lois and Clark are her prime targets! Meanwhile, sleazy tabloid reporter Leo Nunk is following Lois & Clark and Lois & Clark are puzzled by a man named "Mike" who seems strangely familiar.

Wr John McNamara

Dir Michael Lange

4 - 5 *BURTAL YOUTH*

Veda Doodson gets her revenge on the men who marry younger women by creating a device that ages people, whereas at the same time providing a "Fountain of Youth" which Doodson plans to use to her advantage. Jack Larson (the Jimmy from the 1950's "Adventures of Superman") returns to play an aged Jimmy. Meanwhile, Lois and Clark finally find a new home of their own.

Wr Tim Minear

Dir David Grossman

4 - 6 *THE PEOPLE VS. LOIS LANE (PART 1)*

One of Lois's former informants is murdered... and guess who gets caught with the gun?

Wr Grant Rosenberg

Dir Robert Ginty

4 - 7 *DEAD LOIS WALKING (PART 2)*

Lois is sentenced to death, but Clark busts her out as the two work together on the run to find who is behind her framing.

Wr Brad Buckner, Eugenie Ross-Leming

Dir Chris Long

4 - 8 *BOB AND CAROL AND LOIS AND CLARK*

Lois and Clark finally make new friends... Bob and Carol Stanford... who seem as much like them it's uncanny. They like the same books, the same foods, have the same hobbies... and they seem to have much more than that in common, as Bob is secretly the assassin known as Deathstroke.

Wr Brian Nelson

Dir Oz Scott

4 - 9 *GHOSTS*

A con artist tries to scare Lois and Clark with fake hauntings in an attempt to buy their house. The ghost of a dead woman who lived in Lois and Clark's house years ago enters on Lois' body, and she wants to have Lois' life and Lois' husband.

Wr Michael Gleason

Dir Robert Ginty

4 - 10 *STOP THE PRESSES*

Perry gets "moved upstairs" and the Daily Planet gets a new editor--Lois! This causes tension between Metropolis's prettiest pair, and it isn't helped when a spoiled rich kid hacker and his brother--who emulate Lex Luthor--try to obliterate Superman once and for all.

Wr Brad Kern

Dir Peter Ellis

4 - 11 *TWAS THE NIGHT BEFORE MXYMAS*

Christmas Eve is happening over and over again, and the people of Metropolis begin losing hope. Can Lois and Clark stop an imp from the "Fifth Dimension," best known as "Mr. Mxyzptlk," before it's too late and hope is gone forever?

Wr Tim Minear

Dir Mike Vejar

4 - 12 *LETHAL WEAPON*

Perry White's "reformed" son Jerry comes to Metropolis with a stash of Red Kryptonite. Meanwhile, "Mr. Gadget" and son have plans of their own.

Wr Grant Rosenberg

Dir Jim Charleston

4 - 13 *SEX, LIES AND VIDEOTAPE*

A photographer catches Lois and Superman in compromising positions at a resort... what will the world say when they hear Superman is having an affair?

Wr Andrew Dettmann, Daniel Truly

Dir Philip Sgriccia

4 - 14 *MEET JONE DOE (PART 1 OF 2)*

Tempus shows up in Metropolis as "John Doe," and he is winning the presidential race! Clark and Lois are the only ones who can see what's really going on, but will they stop him in time?

Wr Tim Minear

Dir Jim Pohl

4 - 15 *LOIS AND CLARKS (PART 2 OF 2)*

Tempus has banished Clark into a dimensional window, causing the older H.G. Wells to show up with the other-dimension Clark to save the day and save the world from Tempus's evil.

Wr Eugenie Ross-Leming, Brad Buckner

Dir Chris Long

4 - 16 *AKA SUPERMAN*

Jimmy's girlfriend thinks she knows Superman's true identity. Meanwhile, Superman must stop a villain with a tough new weapon - a villain who happens to be Jimmy's girlfriend's employer.

Wr Jeff Vlaming

Dir Robert Ginty

4 - 17 *FASTER THAN A SPEEDING VIXEN (PART 1 OF 3)*

This episode is the first of a three part arc in which Leslie Luckabee is introduced. Leslie takes over ownership of the Daily Planet, and a mysterious "Super Vixen" takes the law into her own hands, killing villains instead of capturing them. One of her targets is Leslie Luckabee.

Wr Brad Kern

Dir Neal Ahern

4 - 18 *SHADOW OF A DOUBT (PART 2 OF 3)*

In the second part of this arc, we learn that Leslie Luckabee and a mysterious underground troll-like villain are planning to recreate Lex Luthor's empire. Meanwhile, Superman must stop a mysterious shadow-like killer who can slip under doors and seems unstoppable.

Wr Grant Rosenberg

Dir Philip Sgriccia

4 - 19 *VOICE FROM THE PAST (PART 3 OF 3)*

In the conclusion of the three part arc, Lois and Clark learn that Leslie Luckabee claims to be Lex Luthor's long lost son, and is bent on finishing what Lex Luthor started... marrying Lois and killing Superman. Leslie Luckabee and Mr. Smith, who turns out to be the REAL Lex Luthor Jr, also find out Superman's identity, when they replay a tape recorded by Lex Luthor, revealing Clark Kent is Superman.

Wr John McNamara

Dir David Grossman

4 - 20 *I'VE GOT YOU UNDER MY SKIN*

A villain (Woody Samms) who is trying to get a contract taken off of him by the mob, uses a crystal to transfer himself into the body of an unsuspecting Clark, not knowing until it's too late, that he is now Superman. Meanwhile, a now powerless Clark is trapped in the body of a mob-hunted man and must convince Lois it is him to get his body back.

Wr Tim Minear

Dir Eugenie Ross-Leming

4 - 21 *TOY STORY*

An angry toy maker starts kidnapping children and Superman and Lois must stop him. Meanwhile, Perry puts a "lonely hearts" ad in the paper and gets interesting results.

Wr Brad Kern

Dir Jim Pohl

4 - 22 *THE FAMILY HOUR*

Lois and Clark reveal Superman's identity to Lois' father in order to find out if it's possible for them to have children together. Meanwhile, an angry villain with mind- control powers escapes from prison, finds out Superman's identity as well, kidnaps Lois and Clark's parents and threatens to kill them unless Superman does as he says. There is an unexpected ending to this final episode of Lois and Clark.

Wr Brad Buckner, Eugenie Ross-Leming

Dir Robert Ginty

LONE GUNMEN, THE



The Lone Gunmen premiered on FOX in fall 2000. This hugely popular trio of computer-hacking conspiracy freaks break free of The X-Files to spin off into their own series, the brainchild of X-Files creator Chris Carter. After years of playing second fiddle to Special Agents Mulder and Scully on the hit Fox series The X-Files, the hugely popular trio of computer-hacking conspiracy freaks are finally heading out on their own. Never ones to stray far from the center of corporate and government intrigue, the mischievous threesome of Langley, Byers and Frohike play like a misguided Mission Impossible team, embarking on a series of adventures both comic and dramatic that simultaneously highlight their genius and ineptitude. And while their newfound independence inspires them to investigate even the most shadowy of conspiracies, their social skills remain stagnant, which only makes their lives more difficult when they learn that their chief competitor in the 'information business' is a brilliant and beautiful woman.

The Lone Gunmen, a spin-off of the popular series The X-Files, was a television show that aired on FOX, featuring the three characters called The Lone Gunmen. The show first aired in March 2001, and it was cancelled due to a drop in ratings [1]. The last episode aired in June 2001.

Their spin-off series involved investigating mostly corporate crime, aided (and sometimes hindered) by a mysterious thief named Yves Adele Harlow (Zuleikha Robinson). Despite fan loyalty, the show was ultimately cancelled after 12 episodes.

The Lone Gunmen were a trio of fictional characters who had recurring roles on The X-Files and also starred in a short-lived spin-off, also called The Lone Gunmen. The name was derived from the lone gunman theory.

Pilot episode "predicts" 9/11

In a foreshadowing of the September 11, 2001 attacks, subsequent conspiracy theories, and the 2003 invasion of Iraq, the plot of the March 4, 2001 pilot episode of the series depicts a secret U.S. government agency plotting to crash a Boeing 727 headed for Boston into the World Trade Center via remote control for the purpose of increasing the military defense budget and blaming the attack on foreign "tin-pot dictators" who are "begging to be smart-bombed." This episode aired in Australia less than two weeks before the 9/11 attacks, on August 30.

This alone has made the DVD extremely popular for such a short-lived series.

DVD release

Fox Home Entertainment officially released the series (along with the episode of The X-Files entitled Jump the Shark which finishes the cliffhanger that ended The Lone Gunmen as an additional episode) on a three disc Region 1 DVD set on Tuesday March 29, 2005. In the UK it was eventually released on the 31st January 2006

Audio track at the beginning of this episode: "Cross The Line (Featuring Mau)" by Cuba (4AD Label) (also featured in the opening of Jump the Shark)

Described as counterculture patriots, they were ardent conspiracy theorists, government watchdogs, and computer hackers who frequently assisted central X-Files characters Mulder and Scully, though they sometimes had their own adventures. The Lone Gunmen authored a news publication called The Magic Bullet Newsletter, (later renamed The Lone Gunman) of which Mulder was a loyal subscriber. None of them had day jobs; they relied on financial backers who believed in their cause. They shared a loft apartment (where they also worked) and used a 1970 VW Transporter (minibus) to commute.

Unlike The X-Files, whose storylines dealt mainly with supernatural creatures and government alien conspiracies, episodes of The Lone Gunmen generally featured more "plausible" plots, such as cheating husbands, corporate crime, arms-dealers, and escaped Nazis. The show had a very light atmosphere and focused heavily on physical comedy.

The series was filmed in Vancouver, British Columbia, Canada.

Although Scully avoids these guys like a PIII avoids 70ns RAM, or like Beowulf avoids a hot bath, you'll love the weekly madcap hijinks of this zany crew. Stay tuned each week to see the surprise guest stars like the opening episode's appearance of Betty White and Stephen Hawking as late-night drive-thru fast-food workers (did you spot Hawking's "Black Holes Suck" t-shirt???)--you'll larf and larf.

Produced by Rob Bowman (co-executive producer), Chris Carter (executive producer), Gigi Coello-Bannon (co-producer), Vince Gilligan (executive producer), Kathy Gilroy-Sereda (producer), John Peter Kousakis (co-executive producer), Paul Rabwin (producer), John Shiban (executive producer), Bryan Spicer (producer), Frank Spotnitz (executive producer).

Original music by Mark Snow, Cinematography by Barry Donlevy and Robert McLachlan. Film Editing by Nina Gilberti, Kevin Krasny and M. Edward Salier. Casting by Heike Brandstatter, Elizabeth Greenberg, Coreen Mayrs and April Webster. Production Design by Michael S. Bolton and Mark S. Freeborn. Art Direction by Catherine Ircha and James Stuart (pilot). Set Decoration by Louise Roper, Costume Design by Diane Widas.

Production Management - Kathy Gilroy-Sereda (production manager - unit production manager), Second Unit Director or Assistant Director - Akram Fakhfakh (second assistant director), Art Department - David Perun (property master), Tony Wohlgemuth (set designer), Visual Effects by Mat Beck (visual effects supervisor), Trey Freeman (digital compositor: Encore Visual Effects), Sean Mullen (digital compositor: Encore Visual Effects).

Stunts - Lou Bollo (stunt co-ordinator), Janina Dall (stunt double: Zuleikha Robinson), Jovan Nenadic (stunt double: Tom Braidwood), John Wardlow (stunt double: Tom Braidwood), Other crew - Justin Bergler (clapper loader: "b" camera (pilot episode)), Richard Buckmaster (gaffer), Christopher Bustard (extras casting: Los Angeles), Lisa M. Cairns (production assistant), Terry Calhoun (gaffer gaffer: second unit rigging gaffer), Clark Candy (production coordinator), Michael Chmara (production assistant), Garnet Durham (24 frame video operator), Mark Hryma (camera operator: Wescam), David Insley (director of photography: aerial unit), Darren Kaliciak (assistant to producers (season 1)), Kurt A. Langenhahn (script coordinator (2000-2001)), Nick Marcou (production assistant), Ray McCort (aerial coordinator - helicopter pilot), Danny McWilliams (location manager), Evonne Moritz (assistant editor), Donald Munro (assistant to producers), James Perenseff (transportation coordinator), George Pilkinton (assistant editor), Jimmy Sandoval (assistant editor).

Canadian Society of Cinematographers Award

2001 - Won - Best Cinematography in TV Drama Robert McLachlan - For the pilot.

WR. Nandi Bowe, Chris Carter, Collin Freisen, Vince Gilligan

DIR. Carol Banker, Rob Bowman, Richard Compton, David Jackson

EPISODES: 13 **YEAR MADE:** 2000 **COUNTRY:** US **SEASONS:** 1

FOX TELEVISION NETWORK, TEN THIRTEEN PRODUCTIONS, MILLENNIUM CANADIAN PRODUCTIONS LTD.

CREATOR: CHRIS CARTER & VINCE GILLIGAN

TYPE OF SHOW: CONSPIRACY **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 04/03/2001 **AIR DATE OF LAST EPISODE** 01/06/2001

SEASON DATE BREAKDOWN:

FILMS:

Melvin Frohike TOM BRAIDWOOD, Ringo Langly DEAN HAGLUND, John Fitzgerald Byers BRUCE HARWOOD, Jimmy Bond STEPHEN SNEDDEN, Yves Adele Harlow ZULEIKHA ROBINSON, Kimmy the Geek JIM FYFE

RELATED SHOWS:

X FILES, THE

1 - 1 "PILOT"

Frohike and Byers attempt to steal the Octium IV chip, but are beaten too it. Later while investigating the death of Byer's father, the gunmen stumble onto a sinister government plot to ignite hostilities worldwide

and increase arms sales dramatically.

Wr John Shiban, Frank Spotnitz, Vince Gilligan, Chris Carter

Dir Rob Bowman

1 - 2 *BOND, JIMMY BOND*

A million-dollar check from a possible drug deal leads the Gunmen to a charity organization run by a CEO named Bond. There the Gunmen find the fourth member of the Lone Gunmen team and together they work to find out what's really going on when Langly is kidnapped.

Wr John Shiban, Vince Gilligan, Frank Spotnitz

Dir Bryan Spicer

1 - 3 *EINE KLEINE FROHIKE*

Frohike goes deep undercover after the gunmen receive a tip which could possibly lead them to a baker who used to poison members of the French Resistance back in world war 11. Frohike must pretend that he is the baker's long lost son, who she has not seen in fifty years and somehow get the truth from her.

Wr John Shiban

Dir David Jackson

1 - 4 *LIKE WATER FOR OCTANE*

The gunmen search for an automobile that runs on water and whose creator disappeared years ago on a trip to Detroit to show his invention to the Big Three automakers.

Wr Collin Freisen

Dir Richard Compton

1 - 5 *THREE MEN AND A SMOKING DIAPER*

The Lone Gunmen find a link between a popular senator running a campaign for re-election, who appeared to be involved with one of his campaign workers who died in a very suspicious accident.

Wr Chris Carter

Dir Bryan Spicer

1 - 6 *MADAM, I'M ADAM*

The Gunmen try to help a man who claims his whole life, including his house and his wife, has been stolen from him because he was transported by aliens from a parallel universe.

Wr Thomas Schnauz

Dir Bryan Spicer

1 - 7 *PLANET OF THE FROHIKES: A SHORT HISTORY OF MY DEMEANING CAPTIVITY*

The Lone Gunmen receive an email from a monkey that has been subjected to a secret government tests. The gunmen are shocked to find out that their contact is in fact a genetically altered, super monkey.

Wr Vince Gilligan

Dir John T. Kretchmer

1 - 8 *MAXIMUM BYERS*

Byers and Jimmy become inmates at the Texas Department of Corrections and help an innocent man facing an execution on death row.

Wr Vince Gilligan, Frank Spotnitz

Dir Vincent Misiano

1 - 9 *DIAGNOSIS: JIMMY*

As Frohike, Langly and Byers try to catch a poacher dealing in grizzly bear gallbladders somewhere in a forest, a hospitalized Jimmy from a skiing accident begins to suspect his surgeon is a wanted killer after seeing "America's Most Wanted". Can Jimmy get to the truth in his injured state?

Wr John Shiban

Dir Bryan Spicer

1 - 10 *TANGO DE LOS PISTOLEROS*

The Gunmen keep blowing Yves' cover as she tries to prevent a tango-dancing smuggler from passing on information about new top-secret military clocking material. The only way she can stop him is by becoming his tango-dancing partner.

Wr Thomas Schnauz

Dir Bryan Spicer

1 - 11 *THE LYING GAME*

The gunmen are stunned to find that FBI Assistant Director Walter Skinner is somehow deeply involved in the murder of Byers' old college roommate. The Gunmen have to question what's a lie and what's really the truth to get to the bottom of this case.

Wr Nandi Bowe

Dir Richard Compton

1 - 12 *ALL ABOUT YVES*

The lone gunmen follow Morris Fletcher and find a link to Romeo 61 (one of the biggest conspiracies ever). The gunmen team up with Fletcher and the trail not surprisingly leads the Gunmen to Yves and they uncover a secret government terrorist organisation responsible for decades of major crimes.

Wr Vince Gilligan, Frank Spotnitz, John Shibana

Dir Bryan Spicer

1 - 13 *THE CAP'N TOBY SHOW*

When two stagehands of the 'Cap'n Toby Show' die on the same day, the Gunmen investigate only to discover the men were FBI agents working in a Chinese intelligence unit. Then the Gunmen find out that kid's show host Cap'n Toby is accused of being a spy, can they clear his name in time?

Wr John Shibana, Vince Gilligan, Frank Spotnitz

Dir Carol Banker

LOS LUCHADORES



Union City is a peaceful metropolis built by world leaders for the good of mankind. But beneath its civilized veneer, lies a festering hotbed of supernatural evil plotting to wreak havoc on civilization. Los Luchadores, a legendary masked fighting force of fearless superheroes whose identity is forever kept secret, must step forth from behind a shroud of mystery to battle an unspeakable evil that threatens to destroy humanity.

A long tradition exists for this type of show in South America and some parts of Asia, this was an attempt to take the wrestling genre of superhero into an American audience, but left kids disinterested and was cancelled after only 16 episodes.

Okay, okay, so it's a dumb kids show. But it's kind of fun. Lobo Fuerte is the world's most stand-up hero, the Dudley Doright of pro wrestling. And everything's Lobo. He hangs out in his HQ, the Lobo Tower. His computer, the Lobotron. His car, the Lobo Ride. It's like Batman only somehow, dumber.

Turbine is his teenage sidekick and boy is this kid short a few brain cells. I guess he's supposed to act like a kid ... he always screws up so that he can learn a valuable life lesson later on. You ask me, a kid this nice and this talented would not also be so thoughtless and careless to screw up in the first place. It's a case of adults trying to write down to the level of kids and aiming way too low ... as with most shows like the Power Rangers. You don't have to condescend this much to make kids understand what's going on. But still, the shows kind of fun.

Maria Valentine is the other sidekick. Don't ask me why the girl has to be stuck in the #3 role. They make it very clear that she's just as capable as the boys yet she is not really part of the team. Any time trouble brews, it's Lobo Fuerte and Turbine to the rescue. Maria helps out on occasion, but as often as not she stays back at the base and watches the whole thing on the crisis monitor. Also, I like the actress a lot but she obviously is not very schooled in stage fighting. When they have her start throwing bad guys around she puts no force into the blows or throws. Her stunt double for the wrestling scenes is okay but she needs to turn it up a notch for her own stuff. I know we are not trying to scare kids or have them try wrestling moves on each other at home, but if you're going to use them in the show anyway what's wrong with making them seem real? Give them some impact ... show the harmful results and maybe kids will be LESS likely to try them at home.

Fourthly on the team is Laurant, the wise older guy who runs the computers back at Lobo Tower. Like all supporting characters he does not have a life, he lives only to serve Lobo & Turbine. Nothing wrong with serving the good cause but this show would have us believe he hangs around the HQ 24-7 waiting for Lobo's call to duty. And this guy is supposed to be from some Carribean locale, I guess? He's got the accent so of course he always hangs out in Hawaiian print shirts. And the Whelp even called him an "islander." Kinda non-PC don'tcha think?

Still, I think these slights are minor and unintentional. I wish they would not stereotype Maria as the "chick" and Laurant as the "island man-servant" so much but I don't think it's done out of gender or racial ignorance so much as sloppy writing. They started the characters with broad character traits and if they filled in more personal and specific traits they would become real characters and not just cookie-cutter cartoon characters ... but they haven't yet.

So why is this fun? It's dumb and it's cheesy. But there are some inspired ideas. I like the idea of pro wrestlers who fight crime in their off-hours. The Bat-Cave-like Lobo Tower is the epitome of superhero cliches and works as much as a parody of comic book heroes as an homage to them. The Whelp is the arch criminal of Union City. A little talking chihuahua right out of the Taco Bell commercials ... what a threatening villain! But the fact that the heroes take him so seriously lends him credibility and makes for a fun setup. It's so cheesy that they can't even make his mouth move like in the Taco Bell spots so they have a metallic cyborg mask over the pooch's head covering his mouth. I wonder what the Humane Society says about that? At first they at least had an indicator light on his collar that lit up in conjunction with his dialogue so it looked like something was

happening and not just a voice-over. After the first episode though they ditched it. Now the dog just sits there on pillow looking around the room, trying to figure out what these silly TV show producers are doing while a voice-over rolls past him. It's so cheesy it's inspired.

If this wasn't a show for kids they would probably write the characters a little more depth and it might be an okay show. But it is a show for kids, and it's really pretty dumb. But there are some ideas here that I just love so I will continue to watch it and wait for it to get better ... which it probably won't.

Produced by - Abbie Charette co-executive producer, Dan Clarke line producer , James Kramer consulting producer , Brad Markowitz executive producer , Lance H. Robbins executive producer , James Shavick executive producer , Shawn Williamson producer

Original Music by Jeremy Sweet
Cinematography by Anthony C. Metchie
Film Editing by Jean Coulombe
Production Design by Tony Devenyi & Andrew Neskoromny
Art Direction by Tony Devenyi & Ray Lai
Set Decoration by Bobbi Allyn & Ron McCall
Costume Design by Debbie Douglas (as Deborah Douglas)

Makeup Department - Rachel Griffin special makeup effects artist , Bill Terezakis special makeup effects artist , Vince Yoshida special makeup effects: puppeteer

Production Management - Brad Van Arragon executive in charge of production , Bev White production manager

Second Unit Director or Assistant Director - Ed Anders second unit director , Lesley DeHaan trainee assistant director , Rob Duncan second assistant director , Bryan C. Knight first assistant director , Rob Larson third assistant director , Kevin Leslie first assistant director
Michael Pohorly trainee assistant director.

Art Department - Michael Corrado assistant art director, Dave Righton props builder , Rick Whitfield props

Sound Department - Jay Cheetham sound editor , Kelly Cole sound re-recording mixer , Dave Hibbert sound re-recording mixer , Brad Hillman sound re-recording mixer , Bill Mellow sound re-recording mixer , Gina Nuccio music editor , Miguel Nunes sound re-recording mixer
Sina Oroomchi sound re-recording mixer , Iain Pattison sound re-recording mixer , Jean Raymond foley mixer , Dario DiSanto foley editor (uncredited).

Visual Effects by - Simon Ager digital compositing artist , Kristin Dearholt graphic designer , Chris Doll digital compositing artist , Charlene Eberle visual effects supervisor , Ben Funk digital compositing artist , Rosano Lepri digital compositing artist , Marianne O'Reilly visual effects producer , Gary Poole lead digital compositing artist , Marc Roth 3D animator , Wes Sargent 3D animator , Jessica Sjoblom digital compositing artist , Naomi Stopa visual effects coordinator , Trevor Strand digital compositing artist , Max Torroba video assist
Bruce Woloshyn digital compositing artist

Stunts - Kirk Caouette stunt double , Kirk Caouette utility stunts , Douglas Chapman stunt double , Dean Choe stunt coordinator , Duane Dickinson stunts: Bone Warrior , Bill Edwards assistant stunt coordinator , Dave Hospes stunts: Bone Warrior , David Jacox Jr. stunts: Bone Warrior , Brad Loree stunt double , Kit Mallet stunts , Scott Nicholson stunts , Darryl Quon stunts , Melvin 'Shorty' Rossi stunt double

Other crew - Julie Ashton casting: USA , Dan Clark production consultant , Byron Drinkle playback coordinator , Cameron Drinkle video playback operator , Simon Hall computer playback operator , Ryan Hogan final colorist , Ingrid Kenning script supervisor , Scott Kozak grip
Gary Lam first assistant editor , Nathan Lomax office production assistant , Nathan Lomax production assistant , Daniel, Quesnel camera trainee , Colleen Rogers casting: Canada , Eric S. Rollman executive in charge of post-production , Thor Roos color timer , Rainer Scheelisch transportation captain , Romy Stutman casting associate: USA , Michael Taschereau key grip , Bill Terezakis puppeteer , Max Torroba playback operator , Maureen Webb casting: Canada , Annie Wilkinson set tutor , Bryan Wood assistant to writer.

WR. James Cappe, Dan Clark , Rich Hosek, Arnold Rudnick.

DIR. Craig Pryce, Mike Rohl, Adam Weissman, Charles Wilkinson.

EPISODES: 16 **YEAR MADE:** 2001 **COUNTRY:** US **SEASONS:** 1

FOX FAMILY CHANNEL, SHAVICK ENTERTAINMENT INC.

CREATOR: DAVID MCDERMOTT

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 16

DATE OF PREMIER: 03/05/2001

AIR DATE OF LAST EPISODE 14/07/2001

SEASON DATE BREAKDOWN:

FILMS:

Lobo Fuerte MAXIMO MORRONE, Turbine LEVI JAMES, Laurant ARTHUR BURGHARDT, Maria Valentine SARAH CARTER, Reporter BRENDA CAMPBELL, Mad Dog MIKE DESABRIAS, Battle Bot KIT MALLET, Lil' Wrestler (pilot) MELVIN 'SHORTY' ROSSI, Anne CHANTAL STRAND

- 1 - 1 *AY, CHIHUAHUA*
- 1 - 2 *BAD TO THE BONE*
- 1 - 3 *CONFRONTATION IN THE CONSTELLATION*
- 1 - 4 *THE PYRAMID OF DOOM*
- 1 - 5 *ANXIETY ATTACKS*
- 1 - 6 *THE WHELP STRIKES BACK*
- 1 - 7 *LOBO LIMBO*
- 1 - 8 *THE MASK OF DIABLO AZUL*
- 1 - 9 *THE BRAIN DRAIN*
- 1 - 10 *IT'S A MUD, MUD, MUD, MUD WORLD*
- 1 - 11 *HERE COMES THE SLUDGE*
- 1 - 12 *A GOOD WHELP IS HARD TO FIND*
- 1 - 13 *PUPPY LOVE*
- 1 - 14 *WORLD WITHOUT LOBO*
- 1 - 15 *THE CHAMP*
- 1 - 16 *ALONG CAME A SPIDER*

LOST CITY,THE

Boyd is the villainous Zolok, a mad scientist, who from his underground city in deepest Africa dreams of ruling the world. He announces his intentions by causing a world-wide series of electrical storms. Other technological marvels include a rejuvenation ray, a machine that makes giant zombies out of men and a death ray. Richmond is the engineer who tracks the sources of the electrical disturbances and finds Boyd's underground domain.

Starring William 'Stage' Boyd, not to be confused with the William Boyd who assumed the mantle of Hopalong Cassidy, this is perhaps the most melodramatic serial ever. But, if the film remains interesting for its technical inventiveness, its explicit racism - Boyd has a machine that turns blackmen into whitemen and reverses it as a punishment - is unpleasant. The serial was produced by Sherman S. Krellberg, the cinematographer was Roland Price.

WR. Perley P. Sheehan, Eddie Graneman, Leon D'Usseau.

DIR. Henry River.

EPISODES: 12 **YEAR MADE:** 1935 **COUNTRY:** US **SEASONS:** 1

REGAL

CREATOR:

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

KANE RICHMOND, Zolok WILLIAM 'STAGE' BOYD, CLAUDIA DELL, GEORGE 'GABBY' HAYES,
WILLIAM BLETCHER.

LOST IN OZ

Alex Wilder (not Tina Vitorri as previously publised) is a young professional on the verge of marriage. While on a trip through Kansas on morning, she is caught in twister and taken away to the land of Oz, where she meets Caleb, a WWII fighter pilot (call sign "Scarecrow") who somehow ended up there during an aerial fight (and believes it to be 1943). Together they end up in an under-water city where they meet Bellaridere, who gives them the task of rescuing Ozma, who has been kidnapped by the Wicked Witch of the West. Journeying through Oz, they encounter the Wheelers, the remains of the Munchkin village and several other familiar Oz locations. Upon finding Ozma in her labyrinth (where she has been enchanted by the WWotW) they come to realise that should they kill the witch, Alex will become the new Wicked Witch. Using the twister to send the Witch far away, they return the now useless Ozma to Bellaridere and realise they are now stuck in Oz.

WR. David Hyater

DIR. Mick Garris

EPISODES: 56 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 6

A BAND APART

CREATOR: DAVID HAYTER

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 8 (2) 8 (3) 9 (4) 16 (5) 8 (6) 8

DATE OF PREMIER: 12/07/1997 **AIR DATE OF LAST EPISODE** 23/02/2003

SEASON DATE BREAKDOWN:

FILMS:

Alex Wilder MELISSA GEORGE, Caleb Jansen COLIN EGGLESFIELD, Loriellidere MIA SARA,
Brianna/Patchwork Girl SANDRA ALLEN, Bellaridere LYNN WHITFIELD

- 1 - 1 *THE ROUTINE*
- 1 - 2 *VISITS, CONJUGAL AND OTHERWISE*
- 1 - 3 *GOD'S CHILLIN*
- 1 - 4 *CAPTIAL P*
- 1 - 5 *STRIGHT LIFE*
- 1 - 6 *TO YOUR HEALTH*
- 1 - 7 *PLAN B*
- 1 - 8 *A GAME OF CHECKERS*
- 2 - 1 *THE TIP*
- 2 - 2 *ANCIENT TRIBES*
- 2 - 3 *GREATMEN*
- 2 - 4 *LOSING YOUR APPEAL*

-
- 2 - 5 *FAMILY BIZNESS*
- 2 - 6 *STRANGE BEDFELLOWS*
- 2 - 7 *ANIMAL FARM*
- 2 - 8 *ESCAPE FROM OZ*
- 3 - 1 *THE TRUTH AND NOTHING BUT*
- 3 - 2 *NAPOLEON'S BONEY PARTS*
- 3 - 3 *LEGS*
- 3 - 4 *UNNATURAL DISASTERS*
- 3 - 5 *U.S. MALE*
- 3 - 6 *CRUEL AND UNUSUAL PUNISHMENT*
- 3 - 7 *SECRET IDENTITIES*
- 3 - 8 *OUT O' TIME*
- 3 - 9 *A COCK AND BALLS STORY*
- 4 - 2 *OBITUARIES*
- 4 - 3 *THE BILL OF WRONGS*
- 4 - 4 *WORKS OF MERCY*
- 4 - 5 *GRAY MATTER*
- 4 - 6 *A WORD TO THE WISE*
- 4 - 7 *A TOWN WITHOUT PITY*
- 4 - 8 *YOU BET YOUR LIFE*
- 4 - 9 *MEDIUM RARE*
- 4 - 10 *CONVERSIONS*
- 4 - 11 *REVENGE IS SWEET*
- 4 - 12 *CUTS LIKE A KNIFE*
- 4 - 13 *THE BLIZZARD OF '01*
- 4 - 14 *ORPEHUS DESCENDING*
- 4 - 15 *EVEN THE SCORE*
- 4 - 16 *FAMOUS LOST WORDS*
- 5 - 1 *VISITATION*
- 5 - 2 *LAWS OF GRAVITY*
- 5 - 3 *DREAM A LITTLE DREAM OF ME*
- 5 - 4 *NEXT STOP: VALHALLA*
- 5 - 5 *WHEEL OF FORTUNE*
- 5 - 6 *VARIETY*
- 5 - 7 *GOOD INTENTIONS*
- 5 - 8 *IMPOTENCE*
- 6 - 1 *DEAD MAN TALKING*

6 - 2 *SEE NO EVIL, HEAR NO EVIL*

Dir SONA

6 - 3 *SONATA DA OZ*

6 - 4 *A FAILURE OF COMMUNICATE*

6 - 5 *AGIVENESS*

6 - 6 *A DAY IN THE DEATH*

6 - 7 *JUNKYARD DAWGS*

6 - 8 *EXUNT OMNESS*

LOST IN SPACE



In the distant future of 1997 the Earth is becoming overcrowded. It is decided to settle other worlds, with whole families journeying off into settle the new worlds. One of the first families to do was the Robinson Family consisting of father John, mother Maureen, their young adult daughter Judy, teenage daughter Penny and pre teen son Will. Along with pilot Major Donald West, who became Judy's romantic interest, the family set off in their space ship the Jupiter II to a world around Alpha Centauri. As originally conceived the series was to be about the family's survival on their new world, however somewhere along the line it was decided that something was missing. Dr. Zachary Smith and the robot were put into the picture.

Smith at first was an enemy agent (from an unnamed nation) sent on board the Jupiter II to sabotage the mission by programming the family robot to kill them while they were in deep sleep. Smith however becomes trapped on the ship as it launches. He extra weight throws the ship off course and the ship is forced to land on an unknown world. A world which soon became a stopping off point for a variety of aliens.

The original pilot for the series without Dr. Smith and the robot, was expanded into the first five episodes. These early episodes are of much better quality than those that followed. Dr. Smith and the robot are written out of adventures that had been filmed before they were part of the series. However, Dr Smith quickly became the series most popular character. As Smith's popularity rose his character changed. Instead of the evil enemy agent he was to start with he quickly became a cowardly buffoon interested in either finding ways to make himself wealthy or return to Earth. To achieve these ends he would do whatever necessary including selling out the Robinson family. Episodes often centred around Dr. Smith, the robot (whom Smith referred to as the bubble headed booby) and Will, whom was oblivious to Dr. Smith's many faults, getting into some type of trouble only to need rescuing by the rest of the family by episode's end.

The second season featured the Jupiter II leaving the planet the Robinson's had been on only to wind up stranded on another. It also featured the addition of colour and a new camp attitude to the stories a tendency that got worse in the third and final season. The camp attitude was brought about due to the huge success of Batman over on ABC. The third season saw the Jupiter II become space worthy for good. This allowed the Robinson's to visit a wide variety of alien worlds. The third season also saw the addition of a space pod, which was not present during the first two seasons.

The original pilot film of Lost in Space sent a family of explorers into outer space, where they slammed into a meteor shower, crash-landed on a desert planet, and were subsequently doused by a tidal wave, blitzed by a lightning storm, trapped in an ancient city, and attacked by a giant ryclops. Producer-director Irwin Allen felt the \$600,000 pilot was some of his best work. He was furious when, during the screening of the pilot by CBS executives in 1964, the brass began laughing hysterically. Allen got up and demanded the film be stopped. Story editor Anthony Wilson pulled Allen back into his chair, explaining that, laughter or not, the executives were enjoying the film. Wilson was correct, because the pilot immediately sold to CBS. This original pilot, which wasn't aired until 1993 on the Science Fiction cable channel, was a space-age version of Johann Wyss's Swiss Family Robinson. The idea was to call the series The Space Family Robinson. Legalities forced Allen to retitle his series Lost in Space.

Missing from the 1964 pilot were two characters who would be key to the series: the family robot, and a villainous stowaway, Dr. Zachary Smith. Wilson suggested adding Dr. Smith as a foil for the family. A new pilot, directed by Tony Leader, was filmed in 1965 with the addition of Smith, an enemy agent who programs the robot to destroy the ship en route to Alpha Centauri. When Smith gets trapped aboard the Jupiter 2, he has to awaken the Robinson family from their state of suspended animation to save himself. The character of Dr. Smith was originally intended as an evil spy. In Shimon Wincelberg's original script, Smith displays his cruelty by conning a young girl to walk into a forcefield, where she's incinerated. He later poisons a security guard with his deadly ring. CBS, feeling the show would be aimed at a family audience, had this violence cut from the script. Nevertheless, Dr. Smith, for the first few episodes of the series, was an evil villain who tried

to kill the Robinsons.

Actors Roger C. Carmel, Jack Elam and Carroll O'Connor were considered for the role, but Broadway actor Jonathan Harris was finally selected. As the first season progressed, the hard edge of Dr. Smith faded, and Harris imbued the character with a bumbling, comical nature. Soon Dr. Smith became more of a scaredy-cat than a killer.

As Jonathan Harris explained it at a Boston convention in 1990, "I knew the Dr. Smith character better than any other writer because I created him. Irwin wanted a deep, dark villain, but there's no longevity in that kind of villain. He's boring." Dr. Smith became the series' most popular character. Harris received thousands of letters per week, most of them from children. This didn't surprise Harris, who admitted at the time, "I based Dr. Smith on every kid I have ever known."

The other big draw of *Lost in Space* was the special effects. However, once the Robinsons crash-landed on a desolate planet in the third episode, CBS and Twentieth Century-Fox marooned them there so that visual effects could be used sparingly. The series retained the most impressive hardware ever put on the television screen. In addition to the spaceship, which cost \$350,000 to build, there was a futuristic all-terrain car called the chariot; a jet pack that allowed Professor Robinson to scout the planet; a surplus of laser guns and forcefields; and the Robinsons' talking robot, whose oft-repeated phrase was, "Danger! Danger!" The most eye-catching weekly gimmick was the freeze-frame, cliffhanger endings. Each episode ended with a close call that would be resolved in the following segment.

The series' director of photography, Gene Polito, recalls that in the early episodes, the show needed out-of-this-world locations to convey a spooky planet. "We had a wonderful art director named Bill Creber, who had worked on George Stevens' film *The Greatest Story Ever Told*. I said to Bill, 'Gee, we need a location that's really unusual.' Bill remembered a location they had scouted for George Stevens that wasn't used. It was called the Trona Pinnacles in Red Rock Canyon, out in the Mojave desert. Creber and I drove out to this place, and it was a restricted area for naval bombardment practice. It was fantastic. I said to Bill, 'If you wanted to recreate a moonscape, this is it!' We went back to the studio and told the production manager that we had found a great location for filming.

This threw him a curve because they already had another place set up. Word of the change got back to Irwin. Irwin called me and said, 'I'm getting a helicopter and flying out to this place tomorrow. If it isn't everything you and Bill say it is, I'm firing the two of you.' The next morning, the whole cast and crew was out at Red Rock Canyon, and by God, here comes a helicopter on the horizon. The helicopter landed, Irwin got out, ran over to the camera, and looked in it. He didn't say a thing. Finally, he looked at me and Bill. 'I gotta hand it to you guys,' he said. 'This is pretty fantastic.' He got back in the helicopter and off he went. We breathed a sigh of relief."

Polito was directly involved in supervising many of the special effects scenes in the desert locations. "We also had a guy there from Bell Aircraft who flew the jet pack. He could stay up in it for about a minute, and it looked wild." For Polito, a science fiction show was a terrific experience. "It was an interesting show to do, and it had a good following. The young generation, including my children, loved it." However, Polito found his job hanging by a thread when a photographic snafu developed. "We were working inside the spaceship and Irwin came on the set: 'I want everybody's attention!' Irwin looked at me and said, 'Gene, I saw the dailies from yesterday. You have ruined me!' With that, he walked out. I thought, 'What the hell is he talking about?' I ran after him and said, 'What's wrong, Irwin?' He replied, 'Everything on the dailies is so dark I can't see anything.' Well, I knew I'd better call my agent because I was gonna have to be looking for another job by lunch time. Then I asked my second assistant cameraman to show me the camera reports from yesterday. It said, 'Day Interior Effect.' I asked the cameraman why he had written this. He said, 'Well, weren't you trying to create a 'day' effect in the spaceship?' I said, 'Sure, but the word effect on a camera report tells the lab boys that it needs a special effect shot. That means they'll print it down 6/8 points on the printer and it'll turn out as a real dark print.' The cameraman said, 'Oh my God!' I ran up to Sol Halprin, head of the camera department, and explained the situation. 'Solly, unless you can do a real fast reprint of all of yesterday's dailies, I think I'm out of a job!'"

"The next morning, Irwin came on the set and said, 'I want everybody's attention! I want to apologize to Gene about yesterday. I just saw the stuff and it's beautiful. Thank you very much. Now get back to work.' And he took off. After that, Irwin and I got along pretty well." Polito praises his mentor, Oscar-winning cinematographer Winton Hoch, for teaching him about his craft. "Winnie was a brilliant guy who passed away years ago," says Polito. "He was a terrific, logical man who graduated from Cal Tech."

Polito, who filmed most of *Lost in Space*'s first year, strove to make his cinematography feature-film quality. "We had one of the biggest soundstages at Twentieth Century-Fox. I was an absolute stickler for making my photography look believable. When I filmed somebody walking along the sand, I only wanted to see one

shadow. In lousy photography, you see four or five shadows and you know it was filmed on a soundstage. Once I was in a bar and-I think it was Joel August-one of the top cameramen at Columbia came over and asked, Are you Gene Polito? I was watching your Lost in Space show the other night and it was a pleasure. It was first-rate photography.' I said, 'Coming from you, that's an Emmy award in itself,' because this guy was an Oscar winner."

Another member of Allen's team was Paul Zastupnevich, who created the human and creature costumes for Lost in Space. "I had to parade the various space monster costumes across the lot to have them approved by Irwin," Zastupnevich says. "People gave me funny looks as I walked by, carrying the cyclops or the lobster man. They'd ask me how I got my inspiration. I'd say, 'I eat a sandwich late at night, go to bed and have a nightmare!'" One of his favorite costumes was the giant cyclops monster in "There Were Giants in the Earth." "I didn't know how I was going to make it with our budget restrictions. I went for a walk, and I saw a group of firemen peeling bark from a palm tree. I picked up a piece of bark. It had an interesting texture, and it looked intriguing. I thought to myself, 'Hmm ... I wonder what I could do with this?' I took a bunch of it back to my office, and that's what I used to make the cyclops costume. I had it fireproofed, and it turned out to be a great monster."

Zastupnevich was also adept at turning animals into creatures. "Irwin was an animal lover, and in Lost in Space, we took a chimp and turned her into Penny's pet, the Bloop. We also had a tortoise which became an alien creature." With each new season, Zastupnevich designed new costumes for the Robinson family. "By the time you had done a full season, even though you had triples of every costume, they were raunchy and threadbare. Also, the actors would ask me for a change-'I can't stand orchid anymore!'-and you couldn't blame them."

Seeing the series today, Zastupnevich is still impressed with the work that went into the show. "At the time, you're going back and forth, under enormous pressure, and you take the shows for granted. I see episodes today and say, 'How did we possibly do that costume or that effect?' I tried to make the Robinsons' costumes timeless, and I'm amazed that they still look current. ... Lost in Space tried to teach a moral while entertaining and having fun. It was a wonderful show." Even before the series premiered, audiences agreed. Test audiences gave Lost in Space a thumbs-up. The ratings began solidly, and went higher as the first year progressed, occasionally rocketing into the top ten.

Former Twilight Zone producer Buck Houghton was the producer of the first dozen segments before departing. "Basically, I didn't get along with the executive producer [Irwin Allen]," he says. "We both decided we'd be happier if we parted. There was no bad blood between us. It was just one of those things." Houghton felt the series' concept was restrictive. "It was a very difficult premise to sustain. It later seemed to confine itself around the characters played by Billy Mumy and Jonathan Harris." When Guy Williams and June Lockhart signed up for Lost in Space, it was understood that they would be the stars, and their show would be a serious adventure series. With the last-minute addition of Dr. Smith, however, writers found Harris's character a lot more fun to write for. The dailies in which Dr. Smith would kibitz with the temperamental robot, or play mind games with the trusting young Will Robinson, worked better for the brass than the family scenes. The more Harris hammed it up, the more Irwin Allen loved it. As a result, by the end of the first year, Harris dominated the storylines. The other actors, with the exception of Billy Mumy, were often superfluous to the story.

It didn't set well with Williams or Lockhart. The result was ill feelings between the cast members. "It isn't so much that Harris steals the show," Williams told TV Guide in 1966. "It's that they [the producers] give it to him." However, as Lockhart conceded, Smith's character was largely responsible for the series' increased popularity. Love him or hate him, Dr. Smith was an original character for television, and Harris wasn't shy about taking full credit for making Lost in Space a success. Nevertheless, Harris realized the awkward position this had put Williams into. When Harris approached Williams with some conciliatory words, Williams walked away.

Irwin Allen had to pacify the unhappy cast members throughout the series' run. When Williams threatened to leave the series at the end of the first season, he was enticed back with a raise and promises of better storylines. It wasn't revealed to Williams that, starting with the second year, Harris would be the highest paid cast member.

Director Sutton Roley found Harris "a very professional actor. He was always prepared, and he did anything you asked of him. You just had to take him down a little. If you let him go full steam as Dr. Smith, he'd go absolutely ape! But I preferred that to somebody that you had to keep pumping up all of the time. Billy Mumy was an exceptionally talented actor. He was terrific. Angela Cartwright was a lovely little girl. Marta Kristen was okay. But Guy Williams and June Lockhart were so pretentious. They always wanted to hold hands in scenes and play it lovey-dovey. I'd say, 'Come on, June. Leave Guy alone!' Whenever one of the children was lost, they wanted to reach for each other first. I'd say, 'Forget that! Let's just be concerned about the kids for a

moment."

Gene Polito found Guy Williams the most difficult cast member to work with. Realizing his part was now secondary to Jonathan Harris's, Williams demanded a certain number of closeups per show. "He was, quite frankly, a pain in the butt," says Polito. "Whenever we did a shot of him from over the back of his shoulder, he would deliberately lean out of the frame. He did this two or three times. The director would finally say, 'Okay, let's forget the over the shoulder shot, Guy. We'll give you a close-up,' which is what Guy wanted. It was a little manipulation going on. Billy Mumy and Jonathan Harris established a good working relationship, but Polito says, "I felt Jonathan was really gonna wreck Billy. He had this kid in the palm of his hand and tried to mold him into somebody that he wasn't. Billy just wanted to throw the baseball around between takes."

For some of the writers, *Lost in Space* offered a creative arena to script imaginative stories. Robert Duncan wrote six scripts for the series with his wife, Wanda. "Our children enjoyed watching the show, and we were invited by our friend, Tony Wilson, to write for it," says Duncan. "Wanda and I had a natural affinity for the characters. We came up with 50 story ideas offhand." The Duncans regard the series fondly. "Lost in Space had one of the pleasantest sets in Hollywood," says Robert Duncan, "and the friendliness of the cast came through on screen. It was a remarkable show. Jonathan Harris would serve cookies to Wanda's mother when she visited the set; June Lockhart was always even-tempered, sweet and professional; Billy Mumy would ride his bike around the set; and there was an episode where our guest star showed up skunk drunk. He stayed that way all the days he worked. Being drunk gave him a swagger and character he wouldn't have had sober. He did his lines perfectly."

Duncan concedes the series had its limitations. "The cast of *Lost in Space* fought for better scripts. Irwin had a strong dislike for what I call 'relationship scenes.' Sometimes you could write an emotional scene for a guest star, but never for the regulars. All of Irwin's shows were basically the same. The heroes were put in jeopardy, from which they had four acts to extricate themselves." Jack Turley tried his best to duck out of writing for the series. "Tony Wilson called me while he was on vacation in San Diego. He pleaded with me to write an episode of *Lost in Space*. I refused. I was considered a hot writer and had my pick of projects. I wasn't interested in writing anything for Irwin Allen. His reputation among writers was not inspiring, especially since he paid a lower scale per episode than other producers. I argued with Tony, but he knew how to work me. He patted me on the head and said 'I'd give it 'Turley quality.' I reluctantly submitted."

Turley's story, "Hunter's Moon" pits Professor Robinson against an alien hunter. "The role of the hunter, Megazor, was given to a guy who appeared a little light in the boots," says Turley. "He pranced around and minced his threats with a cute little lisp. I complained about this to Tony. He shrugged and said it gave the show 'another dimension.' How's that for mollifying an irate writer?" Turley was asked to write further episodes for the show, "but I ran as if my pants were on fire. *Lost in Space* would be perfect for the Saturday morning slots for the six-and-under set. Older kids are too sophisticated for that hokey, exploding-control-panel stuff."

Joey Tata supplied many of the alien voices for the series, and finds that the popularity of *Lost in Space* has extended to his current high school series, *Beverly Hills 90210*. "To the kids on this show, I'm a hero for working on *Lost in Space*," he laughs. "Luke Perry asked me, 'You worked with Dr. Smith? Man, when I was a kid I loved that show!' Luke always quotes lines from it."

The series provided Tata with one of his most embarrassing moments. "I was playing a crewman on *Voyage to the Bottom of the Sea*, which was filmed next door to *Lost in Space*. I had on my blue *Voyage* overalls, and during a break, I was playing a game of poker with Richard Basehart and the other *Voyage* actors. I had in my hand four kings. I knew it was a wonderful hand, but I didn't have any money on me. I said to them, 'Give me five minutes and I'll get some bread.' So I dashed off to the *Lost in Space* set, where I knew one of the guest stars, Ronnie Gans. Ron, who has this very deep voice, was playing a purple frog.

He was operating this alien console when I walked in. His costume was so ridiculous I've called him Froggy ever since. I ran up to him and screamed, 'Ronnie, you can't believe this. I got four fucking kings. How much money have you got on you?' He looked at me and said, in this stilted, mechanical voice, 'Look ... into ... my ... right ... pocket.' So I tried to get the money out of his pocket, which is under this foam rubber. I pulled out 150 bucks. Ronnie said, 'You ... will ... pay ... me ... back ... right ... away.' I said, 'Why are you talking like a mechanical frog?' He said, 'Because ... you've ... walked ... right ... into ... the ... middle ... of ... a ... scene!' I turned around and the entire *Lost in Space* cast and crew are there. Here I am, a voyage crewman bugging a purple frog for a few bucks and they have it all on film. They ran the film in the dailies the next day, thinking it would be funny for Irwin. A memo was immediately issued: 'There will be no more gambling on the sets!'"

Actor Ted Lehmann played a glowing, disembodied head in the episode "Invaders from the Fifth Dimension." "That turned out to be the most inquired-about part I have ever done in my forty years as a Hollywood actor," he says. "It was the most elaborate makeup I have ever worn." Lehman remembers Jonathan Harris's method

of handling studio stuffiness. "During shooting, a couple of young studio executives appeared on the set. They caused a stir by announcing that there would be a visit from the crown prince and princess of a Third World country. The self-important attitude of these execs irritated Jonathan. He proceeded to cut them down to size with his formidable, sarcastic wit. He ordered them from the set and they made a hasty withdrawal. We were all in stitches. He was a delightful man."

The most arduous aspect of filming for Lehman was his ghostly white makeup. "My alien character had no mouth. All of my dialogue was done as a voice-over later in the recording studio. When it came to lunch time, the makeup people adamantly insisted that they would not remove their makeup masterpiece to allow me to eat. At the same time, there were Screen Actor Guild rules. An actor has to eat! A compromise was struck. My makeup would be cut, with a razor blade, allowing an opening where nourishment could be carefully guided. I was sent off to the commissary and after locating my mouth, I managed a sandwich. On the way back to the stage, I met an old friend of mine. I said, 'Hello, George.' He stared a second, then recognized my voice. 'Good God! Ted, is that you in there? What have they done to you!'" Lost in Space enjoyed good ratings during its first two seasons. The first year, in black and white, began as a relatively serious adventure show as the Robinsons struggled for survival in a hostile environment. The second year, in color, quickly developed into the Dr. Smith comedy show, with a bare minimum of special effects.

The emphasis on Dr. Smith and his campy adventures was overkill, and the ratings dipped as the second year closed. Many viewers who loved Dr. Smith as a supporting ingredient during the first year reacted negatively to having him served as the main course. The mainstream family audience was eroding, and the series audience was now mainly children. Several of the cast members continued to be resentful of Dr. Smith's grip on the series. To lessen the tensions and regain a bigger audience, the third season underwent a format change. The Robinsons blasted off from their desert world and frequently landed on other planets. The third season boasted excellent special effects, heavy doses of action and much more emphasis on the family cast members.

"We had been told that there had been too much whimsy in the second year," says Robert Duncan, who had mixed feelings about the shift. "We were given new guidelines for the third year. The result was less interplay between Dr. Smith and the robot and more action. Ironically, this was at a time when the networks were trying to " reduce the amount of violence on television.

The cliffhanging endings were also gone. In the third year, each episode began with a freeze frame that led into John Williams' exciting new theme music. It was a gallant attempt, but the more serious storylines didn't improve the ratings. After a dozen episodes, the series quietly slipped back into the comedic approach. Ironically, these last episodes were the highest rated.

As the leading television network, CBS pruned not only series with poor ratings, but those with mediocre ratings as well. Lost in Space finished its third year with a barely adequate rating. CBS felt that a fourth season would be a bust. Storywise, the series had gone from the Swiss Family Robinson-type adventures to whimsical comedy to special effects-laden action-adventure and finally to space camp. Lost in Space was huffing and puffing from creative exhaustion. When the series ended, the Robinson family were still lost in space.

"The real reason Lost in Space was canceled was because Bill Paley, the head of CBS, hated the show," says writer Robert Hamner. "He didn't understand its appeal and didn't want it on his network."

Irwin Allen admitted to TV columnist Cynthia Lowry in 1968 that Lost in Space's audience consisted mainly of kids. "Frankly, Lost in Space was aimed at them," he admitted. "The problem was, kids don't buy many of the sponsors' products." The series was put into syndication, where it did very well in afternoon time slots in the early 1970s. It was later eclipsed by the phenomenal success of another post-network space show Star Trek. By the late 1970s, Lost in Space was airing in just 20 independent stations across America, compared to over 140 for Star Trek.

The fortunes of Lost in Space changed in 1981, when former star Bill Mumy tried to relaunch the show as a reunion movie. He hoped to resolve the premise and use the original cast. However, Mumy found Irwin Allen totally unreceptive to the idea. CBS and Twentieth Century-Fox expressed interest in a reunion, but without Allen's legal goahead, the project was stillborn. Lost in Space fans campaigned on Mumy's behalf, sending in thousands of petitions and letters to Allen. In 1985, Allen conceded to long-time friend Merv Griffin that he was pleased by the fans' enthusiasm but thought it was too late for a reunion or revival of the show-something he said he wished he'd done ten years before.

Meanwhile, Lost in Space blossomed into cult status. Many of the cast reunited for a 1983 Family Feud special and appeared on many national talk shows and conventions; the USA Cable network aired Lost in Space in 1989 and 1990 to high ratings; and in 1991, Innovation Comics began its popular Lost in Space comic book series, with Bill Mumy as consultant and sometimes as writer. Irwin Allen died in 1991, and Irwin Allen Productions was officially disbanded a year later. But his series may live on in new cinematic adventures: In 1993, New Line Cinema obtained the rights for a Lost in Space feature film, which may

provide the saga of the Robinsons with a conclusion.

CAST NOTES

Guy Williams (Professor Robinson): Born 1924. Williams soared to success as Walt Disney's Zorro on TV in the late 1950s. He was also featured as cousin Will Cartwright on *Bonanza* (1963-64). After *Lost in Space* ended, Williams moved to South America. "In America, I'm as unknown as a doormat," Williams told the *National Enquirer* in 1973. "In Argentina, I'm a smash. Everyone knows me as Zorro." Financially secure through land investments, Williams made only two American TV appearances in the 1980s: First, he reunited with *Lost in Space* co-stars June Lockhart, Marta Kristen and Angela Cartwright for the game show *Family Feud* in 1983. That same year, he was a guest on *Good Morning, America* where he discussed Zorro. He died in 1989.

June Lockhart (Mrs. Robinson): Born 1925. The daughter of actors Gene and Kathleen Lockhart, June made her film debut in *A Christmas Carol* (1938). June played the mother on the *Lassie* series (1958-64) and had a recurring role on daytime's *General Hospital* in the 1990s.

Mark Goddard (Major West): Born 1936. Goddard's first break was as one of Robert Taylor's TV Detectives (1960-62). He later became a theatrical agent and writer. His TV credits in the 1980s included *The Fall Guy*, *Barnaby Jones* and *Jake and the Fatman*. In the early 1990s, he taught high school in his home state of Massachusetts.

Marta Kristen (Judy Robinson): Born 1945. In addition to raising a family, she co-starred in the adventure films *Terminal Island* (1973) and *Battle Beyond the Stars* (1980). She worked in Los Angeles theater during the 1990s.

Bill Mumy (Will Robinson): Born 1954. Mumy devoted time to his musical career in the 1970s, playing with the band *America* and forming his own band, *Barnes and Barnes*. His post-*Lost in Space* movie credits included the films *Bless the Beasts and the Children* (1971) and *Papillon* (1973). He co-starred in the 1975 series *Sunshine* and guest-starred on such shows as *Rockford Files* and *Matlock*. In the 1990s, he wrote several of the *Lost in Space* comic books for *Innovation Comics*. He became a regular on the TV series *Babylon 5* in 1994.

Angela Cartwright (Penny Robinson): Born 1952. Cartwright played Danny Thomas's youngest daughter on *Make Room for Daddy* (1957-64). She was also one of the Von Trapp children in *The Sound of Music* (1965). As an adult, she raised a family and wrote a children's book called *A Child's First Journal*. Her post-*Lost in Space* TV credits included *Love Boat* and *Airwolf*.

Jonathan Harris (Dr. Smith): Born 1914. This Broadway actor has done hundreds of voice-overs for commercials and cartoons. He starred in the long-running Saturday morning show *Space Academy*, in the 1970s. He retired from film acting in favor of voice-over work.

Billy Mumy would later go on to star in *BABYLON 5* and create his own SF show *SPACE CASES*. Jonathon Harris also starred in *SPACE ACADEMY*. June Lockhart also did a guest role on *BABYLON 5*. Angela Cartwright was famous before *Lost In Space* for starring in the film *The Sound of Music* and Billy Mumy had already done a great deal of television including several very good episodes of *THE TWILIGHT ZONE*. Jonathon Harris starred in *The Third Man* back in the 1950s with Michael Rennie who also guest starred in one episode of *Lost In Space*.

Almost every episode had the same formula: land on another planet while trying to get home, encounter a monster, have Dr. Smith try to cut a deal with the monster that would send him alone back to Earth, have Robby the Robot say "Danger, Will Robinson", menace June Lockhart, and have Dr. Smith's fatal flaws of cowardice and greed foil his plot, leaving us at a cliff-hanger ending. In 1997 a film based on the series was made, this rather superficial film was a major flop in the US and was nothing like the original *Lost In Space* series.

Some of the principle writers for *Lost In Space* were Peter Packer, Barney Slater, Jackson Gillis and William Welch. Directors included, Sobey Martin, Don Richardson and Nathan Juran. There was a number of noticeable guest stars including Don Matheson (*LAND OF THE GIANTS*), Michael Rennie, who starred in the TV series *The Third Man* with Jonathon Harris, Robby The Robot from the film *Forbidden Planet* (1956), Kurt Russel, Ted Cassidy (who guest starred in *STAR TREK*), Al Lewis from the TV show *The Munsters*, John Carradine, Daniel J. Travanti from *Hill Street Blues* and Lyle Waggoner who starred in *WONDER WOMAN*.

There are many episodes of LIS which stand out, including 'Visit to a Hostile Planet' in which the Robinsons return to Earth, but its fifty years before their time, 'Flight into the Future' in which Will, Dr. Smith and the

Robot experience mysterious time fluctuations. 'The Anti-Matter Man' where John Robinson discovers an anti-matter universe in which he has an evil counterpart, and 'Target: Earth' in which Will foils a plot by shapeless aliens who want to conquer the Earth. LIS was the best of IRWIN ALLEN's shows fondly remembered by many people, for its colourful and flamboyant scripts. A fourth season was planned for LIS but negotiations fell apart when Irwin Allen was asking for more money to spend on the show. Several scripts were prepared including a sequel to the excellent 'The Anti-Matter Man'.

A film based on the series was also made in 1998, which became a major hit of the summer. With an entirely new cast, some of the original cast made cameo appearances including, June Lockhart, Angela Cartwright, Marta Kristen and Mark Goodard. Jonathan Harris and Billy (aka Bill) Mumy declined to make cameo appearances in the film.

LIS was aimed primarily at children. The Robinsons' spacecraft is sabotaged by an enemy agent, causing them to crash-land on a remote planet. The group consists of the family of 5 -- the series was originally to be called Space Family Robinson along with a young male co-pilot (Mark Goodard) and the whining saboteur, Dr Smith, played with comic but sinister effect by Jonathan Harris; the Robinsons were played by June Lockhart, Guy Williams, Angela Cartwright, Marta Kristen and Billy Mumy. There was also a ROBOT, whose catchphrase was "That does not compute". Though remote, the planet soon became a stopping-off point for practically every space-travelling alien or monster in the Galaxy, each episode seeing the arrival of some new visitor.

After the first season the Robinsons got back into space themselves. As the series progressed the young boy (Mumy) and the ambiguous Dr Smith became the central characters, together with the robot, while the others receded more and more into the background. The stories, at first straight SF, became more and more fantastic. LIS was probably the most enjoyable of Irwin Allen's many excursions into televised SF. *Lost in Space* * (1967) by Dave VAN ARNAM and Ron Archer (Ted WHITE) is a novelization.

THE VAPOUR TRAIL left by the *Lost in Space* film during its American release last April reveals a film that didn't meet financial expectations. Now, as the first dysfunctional family in Space engages its crucial worldwide release, *Lost in Space* (the movie) will either generate a robust franchise that will launch sequels and a live-action series for New Line Cinema, or it will fizzle out like a spent meteorite. Meanwhile, the film's source of inspiration, the 1965-1968 Irwin Allen tv series, couldn't be doing better. Whether its on cable or on video, the 83 episodes, which were cranked out on five-day shooting schedules with a paltry \$150,000 per segment, continue to be popular. Even the most discerning and reserved of celebrities have been charmed by the show's characters and unpretentious nature. John Kennedy Jr recently admitted that *Lost in Space* was his favourite tv series as a youngster. Director Steven Spielberg took Irwin Allen's widow Sheila out to lunch, where he quietly confessed that *Lost in Space* was "a wonderful show" that had a profound influence on him as well.

These accolades fall far from the 1960s, when the series was often publicly ridiculed, held in low esteem by the movers and shakers. A network executive even joked, "The success of *Lost in Space* proves that even the worst tv series can be a hit if it has the right time slot." Little did he know that the series would still be a cult hit 30 years later.

But as *Lost in Space* basks in the glow of cult fever, and the new movie faces an uncertain future, Irwin Allen wasn't thinking of leaving any legacies in 1965. He was looking for a hit series and he predicted the series would run for 10 years. The early concept of the show was envisaged as an old-fashioned adventure. Allen originally wanted Eddie Albert and Maureen O'Hara to play the Space age Robinson parents, who struggle for survive on an alien planet with their children.

Paul Burke and Martin Milner were also considered for the role of Professor Robinson, but Allen finally decided on Guy Williams, former Zorro swashbuckler. The CBS network didn't want Williams. They wanted an all-American type, in the John Glenn tradition, and they felt Williams was too ethnic looking for the role of tv astronaut. Williams' screen test convinced CBS that he was right for the role. The rest of the actors were easily cast: June Lockhart as Mrs Robinson, Goodard as pilot Don West, and Bill Mumy, Angela Cartwright and Marta Kristen as Will, Penny and Judy Robinson.

The expensive pilot sold the series to CBS but the network insisted that a villain be added to create conflict, and Dr Zachary Smith (Jonathan Harris) was born, a pastiche of cunning, ruthlessness, irritation, stupidity, greed and later, comedy. Irwin Allen made overtures to NASA to solicit its technical input, but America's space organisation didn't want to be associated with the quirky Fantasy series. Allen tried to hide his hurt feelings. When director Don Richardson pointed to a newspaper article that told of NASA's first Space walk, Allen quickly perused it, then threw the paper away and snapped, "Who cares? That's only real life."

Allen did chuckle over a 1966 news story, where police troopers in Alabama had responded to reports that

glowing, disembodied heads were flying over houses at night. One trooper realised that the creatures resembled the aliens seen in a *Lost in Space* episode, *Invaders from the Fifth Dimension*. Tearful teenage boys confessed to flying white laundry sheets in the air, augmenting them with flashlight beams. The boys had been inspired by the *Lost in Space* creatures.

The genius of Irwin Allen was reflected in his supplying his fantasy world with an incredible detailed spaceship and some spectacular special effects. His inconsistency was in a careless lack of continuity in story and science, and production short-cuts that often resulted in ridiculous monsters of the week. Allen's surreal personality also baffled and amused those around him. When Sven Wickman, the set decorator, met Allen for the first time, Wickman expected Allen to query him on his past credentials. Instead, Allen gave Wickman a stare and asked, "What is the name of my tv series?" Wickman replied, "Lost in Space." Allen nodded. "That's right. You're hired!"

Allen's eccentricity extended to his actors as well. When he was disappointed in an actor's performance, Allen would walk past the actor, moving his arms in a cutting motion and say, "I am the great scissors in the sky." This meant that Allen's editing room was ready to eliminate a sloppy performance. The first series of *Lost in Space* is considered its best. Although Dr Smith's popularity was quickly overtaking the storylines, viewers could relish the survival sagas of the first dozen segments, and the close-knit family characterisations.

Young actor Billy Mumy already had a list of more than 50 film and TV credits by the time he was cast as Will, including pivotal roles in three *Twilight Zone* stories (*Long Distance Call*, 1960; *It's a Good Life*, 1961; and *In Praise of Pip*, 1963). Angela Cartwright, who played Penny, had the dubious credential of being one of the Von Trapp children in *The Sound of Music* while Jonathan Harris (Dr Smith) had enjoyed a three-year run with Michael Rennie in *The Third Man*.

Although the series degenerated into increasingly camp comic fantasy - in which a carrot monster was the final straw! - the early black and white shows had a hard edge of serious science fiction, occasionally sustaining a decent level of suspense. This was mildly heightened by the use of cliff-hanger endings to each episode - though these were always the first moves in a new story, that week's adventure having been safely resolved. The early shows in particular also took a high moral tone, stressing the virtues of family unity and handing out lessons in prejudice, social behaviour, loyalty, responsibility and manners. In one episode Will is even told to take his elbows off the table!

After launching the Poseidon adventures of *Voyage to the Bottom of the Sea* in 1964, producer Irwin Allen looked for further fortunes in the stars and found himself *Lost in Space*. This folksy saga of a family of galactic castaways first appeared in 1965. Over here it wandered through the ITV schedules, flitting haphazardly from region to region, until it disappeared in the mid-Seventies. Filed under 'c' for cult, it remained lost to sight until Channel Four resurrected the series in 1988.

After the series cancellation it was sort of brought back. On 8 Sep 73 an hour long *Lost in Space* cartoon appeared as the season premiere of the ABC Saturday Superstar Movie. Jonathan Harris reprised his role from the series, all the other characters were new. Don Messick, Sherry Alleroni, Sid Miller and Vincent Van Patten provided the voices for the new characters. The episode dealt with the Jupiter II crew facing off against a strange warring life form. NOTE: Dawson Palmer who is listed as a guest star in many episodes most often played some type of monster in costume, not the same character each time.

The story editor for the series was Anthony Wilson, the music was created by Johnny Williams, Herman Stein, Leith Stevens, Robert Drasnin, Gerald Fried, Alexander Courage, Cyril Mockridge Mullendore. The director of photography was Gene Polito (Season One) and Frank Carson. The special effects were created by L.B. Abbott and Hal Lydecker (Season One). Abbott had done the special effects on all of Irwin Allen's most famous shows, and was one of TV's leading special effects men in the 1960s in the US. The series first received its premiere in the UK by the Northern Region of ABC Weekend Television on the 2nd October 1965, just three weeks after the US premiere. Allen always had his pool of writers which he liked to use, therefore the list above included almost all of the writers for the series, even though there was 83 episodes made.

This was the first intentional outer space science fiction comedy made for television. Its popularity is still on the rise and there's even a brand-new comic book series based on the space family Robinson. This series has taken its lumps over the years, largely because it began as a straightforward, serious adventure show and quickly turned into Dr. Smith's Outer Space Comedy Cavalcade. Side show production values on the costumes of the aliens in many episodes didn't help matters. But to those who liked the show, it was wonderful. Above all, it was unique.

The first year of *Lost in Space* introduced the space faring Robinson family. It was filmed in black and white, which had its advantages. Mainly, it allowed more to be accomplished on a limited budget. Plus shooting

special effects in colour is much more complicated. But there are other factors involved as well. The cinematography of a black-and-white show is approached in a very different manner, as light and shadow plays a much more important role in the photography.

This was capitalised on to a great degree on *Lost in Space* that first year, particularly since the settings were other-worldly. Since actual exterior shooting for the series was rarely done, and most scenes were filmed on a soundstage, the fact that the stories took place in outer space or on another planet worked to their advantage. While today old black-and-white shows come across as pretty obvious when an indoor set was standing in for an outdoor locale, on *Lost in Space* this didn't matter. Another world, even when outdoors, wouldn't be expected to look like our own backyard or the hills north of Los Angeles. And since the Jupiter 11 often landed on fairly arid planets, rocks and sand went a long way in establishing the needed ambience.

Irwin Allen used the old children's classic *Swiss Family Robinson* as the inspiration for this, his first television series. He originally planned to call the show *Space Family Robinson* but abandoned this because a screenplay by Ib Melchior was on file with the Writers Guild with that title. Some sources state that Allen changed the title because Walt Disney Productions had the title *Space Family Robinson* on file because of the success of its 1960 movie *Swiss Family Robinson*. Western Publishing also had a comic book it had started publishing in 1962 called *Space Family Robinson*. When Gold Key comics later licensed *Lost in Space* for a comic book tie-in, it just added the name to the cover of its *Space Family Robinson* comic book, even though any similarities were superficial at best.

In a bit of inspired handiwork, Irwin Allen had the Jupiter II designed to look like a flying saucer. This went a long way in making the ship look futuristic since the setting of the show was 1997. More than twenty-five years later it keeps the show from looking dated. A conventional spacecraft would have made it appear the way fifties science fiction movies do which used World War II V-2 look-alikes for their rocket ships. Casting for this series was reportedly done with-out a lot of casting calls. June Lockhart was cast after appearing in an episode of *Voyage to the Bottom of the Sea*. She enjoyed working with Irwin Allen and found him to be "dynamic and creative and so in charge of the work."

This original version of *Lost in Space* was conceived without Dr. Smith and the robot being present in any form. The background music, credited to Bernard Herrmann, is largely just passages taken from the sound tracks of the movies *The Day the Earth Stood Still* and *Journey to the Centre of the Earth*. The familiar series music is not present in the original pilot at all and, in fact, the title theme and end credits are both from *The Day the Earth Stood Still*. But when the show was revamped and "The Reluctant Stowaway" was produced, all of the music was replaced with the *Lost in Space* theme music written by "Johnny Williams" (better known today as respected film composer and conductor of the Boston Pops Orchestra John Williams).

Once it was decided to revise the pilot and add Dr. Smith and the robot, a great deal of new footage was used and the pilot was reedited and spread out over the first five episodes. Only one brief scene, a shot of Alpha Control, appeared in episode two, "The Derelict", which was otherwise completely new. Some footage appeared only in "No Place to Hide." For instance, even though the spaceship encounters a meteor storm in both the pilot and in "The Reluctant Stowaway," this footage was refilmed for the opening episode of the series. A view of the swirling meteor storm seen through the view port of the spacecraft appears only in "No Place to Hide." The logbook and John Robinson's voice-overs, which are quite effective in the pilot, do not appear at all in "The Reluctant Stowaway" or any other series episodes.

The other scenes not reused from "No Place to Hide" are relatively minor. For instance, a shot of Debby the Bloop standing on the Chariot's radarscope playing with John, as well as a couple of lines of dialogue John Robinson has in the Chariot during their trip in the storm, are edited out of the revised version of the story. The most interesting unused scene from "No Place to Hide" is the final one, where the Robinsons have reached the tropics and are giving thanks. As they silently pray (all of them kneel except for Donald West, who stands but bows his head), two large-headed aliens are secretly observing the family from behind some bushes. One alien looks at the other and nods his head. But while this scene never appeared in the series as it was broadcast, it did appear in a sixty-second promo for *Lost in Space* that CBS ran during its first season on the air, as well as in advance of its 1965 fall premiere. Irwin Allen used the old children's classic *Swiss Family Robinson* as the inspiration for this, his first television series. One problem in the original pilot was that it stated both that the spacecraft would be travelling at the speed of light and that it would take ninety eight years to reach Alpha Centauri. What they fail to mention (and which most children learn in high school astronomy) is that Alpha Centauri is only four light-years away. This was corrected in "The Reluctant Stowaway" so that the voyage was postulated as taking just over five years, which made much more sense.

In "The Reluctant Stowaway," both the robot (called an environmental control robot) and Dr. Smith are introduced in the same sequence. There is also new footage filmed showing interaction before takeoff between the Robinsons and Dr. Smith. In fact when the family receives their final pre-lift-off check-ups, the shadowy figure speaking to them is revealed to be Dr. Smith, the saboteur we'd first met just minutes earlier. The

villainy of Smith is emphasised when he casually watches the Robinson family board the Jupiter II after he's sabotaged the robot with new programming. The robot is scheduled to destroy the ship's controls eight hours into the mission. So Smith is watching the family leave in the firm belief that they'll all die hours later, what a fun guy. It's never made clear what the point of the sabotage is. While the narrator says that certain foreign powers want to see the mission fail, we're never told why. The only gain that the Jupiter II mission stands to make is for the benefit of all humanity, not for the benefit of any one nation.

While Donald West was called Dr. Donald West in the original pilot and had been given a pile of scientific credits, in the revised episode he's Major Don West and is just meant to be their pilot and is along to operate the ship should it malfunction. When Dr. Smith is trapped aboard the ship, he finally accepts his situation and straps himself into the seat, which had somehow been hidden inside a control panel of the ship. When the Jupiter II takes off, Smith screams either in pain or terror or both.

In "No Place to Hide," the meteor swarm the ship encounters was uncharted and caught everyone by surprise. In "The Reluctant Stowaway" it is supposedly Smith's extra mass on the ship that prevents the electronic brain from responding and automatically steering the Jupiter II out of harm's way.

Watching "No Place to Hide" and "The Reluctant Stowaway" back-to-back is an odd experience because they are largely two completely different

treatments of the same idea. The addition of Dr. Smith and the robot creates a completely new dynamic in the show. In the original version of *Lost in Space* there was no irritating influence. The story is purely about the adventures of the Robinsons and how they deal with the challenges of being on their own on an alien world. It's one adventure after another and we see how the family deals with it. Even Donald West is very much a part of the family. The insertion of Dr. Smith fractures that. He divides them and creates disharmony. After the family is revived from suspended animation, Maureen Robinson is all for returning to Earth. But John Robinson is against that and prefers to leave that decision up to the computer. Maureen questions this since she feels that her family is threatened by what has happened. She even asks Dr. Smith whether in some people it takes longer for the heart to thaw from freezing. This is not the happy family we saw in "No Place to Hide."

Jonathan Harris was cast after his agent was contacted by Irwin Allen's office and asked to send over some footage of the actor at work. Harris refused, wanting to know first what kind of performance they wanted to see, lest he supply a sample of a dramatic performance when they were thinking of casting him in a comic role. Harris finally said he'd prefer to meet the producer in person. Allen was furious. He contacted Jonathan's agent and said, "Who the hell does he think he is, and I'll see him at four o'clock!" Harris was cast at that same meeting, without reading for the part. Narration done by the Alpha Control TV commentator is the voice of Don Forbes, who performed similar duty on *Voyage to the Bottom of the Sea*. In the original pilot, "No Place to Hide" (which was never broadcast in that form), only Forbes as the announcer is heard. In the actual first-aired episode, "The Reluctant Stowaway", some of the announcing by Forbes is replaced when new narration was added by Dick Tufeld (who was also the voice of the robot).

Dick Tufeld first met Irwin Allen years before *Lost in Space*. Tufeld was eighteen and attending Northwestern University in Chicago in the early forties when he had his first encounter with Irwin Allen, who was then working in radio. "My home was in Los Angeles and I came back home one summer and got a job at KLAC radio working summer relief as an announcer. Part of our duties was to spin records and be engineers at the station. There was a guy there who had a Hollywood gossip type show and that was Irwin Allen! I used to spin his theme music and announce the opening of the show and that's when I first met him. He must have been in his late twenties then."

Years later, their paths would cross again. "I had a good friend named Emmet Lavery who was working in the business affairs department at 20th Century Fox. He knew Irwin and they were talking one day and Irwin mentioned to him that he was looking for a narrator for his new series, *Lost in Space*. Emmet suggested me and I think that Irwin vaguely remembered me. I was working at ABC at the time, but that's how I got called in for the show." After trying out for the narrator, and being accepted for that position, Dick tried out for the voice of the robot. Interestingly enough, Dick had also been the narrator on Guy Williams' previous TV series, *Zorro*.

"After the first episode of *Lost in Space* was being put together I got a call from my agent. He said that there was a robot character on the show now and Irwin was looking for a voice for it. I guess he wasn't satisfied with Bob May, who was inside the robot, so he said that he'd like me to read for it. I showed up at the scheduled time at Fox, in one of the audio rooms. I remember the first thing I said to Irwin was, 'This is a robot so I presume what you're looking for is a kind of mechanical, robotian kind of sound?' Irwin recoiled and looked at me with horror and said, 'My dear boy, that is precisely and exactly what I do not want. What we have here is a very advanced, civilised culture and what I want is a low-key, laid-back Alexander Scourby kind of approach.'

"Well, that was a great New York narrator and actor who has since passed away and who did many wonderful

documentary narration's and who was very cultured and laid-back. So I started reading for him doing my best Alexander Scourby kind of imitation and he would say no, you're not getting it, try again. After about ten minutes Irwin said, 'Well, this is not working. I appreciate your coming in, but you're still the narrator on the show and we'll see you later.' So I said, 'Irwin, let me try one more thing for you,' and I said something like 'Warning! Warning! Danger! It will not compute!' in my best mechanical, robotian kind of sound.

"Irwin said, 'My God! That's that Alexander Scourby approach I wanted! What the hell took you so long?' Honest, I had to turn away from him because I was afraid I was going to laugh in his face, and I couldn't have explained what I was laughing about! Like all of us, Irwin said what he wanted, but what he really wanted was what sounded right to his ear. He described what he wanted, but when I gave it to him it didn't sound right to his ear. When he heard a kind of mechanical robot sound, that sounded right in spite of what he said to me." Inside the robot was Bob May, who wore the suit all three seasons. He'd speak the robot's lines in order to maintain the timing of a scene, and Dick Tufeld would loop the dialogue later doing the robot's voice that we're all familiar with now. The robot was designed by Robert Kinoshita, who had also designed Robby the Robot for the 1956 film *Forbidden Planet*. While everyone remembers the Robinsons forever marooned on a planet where they have their adventures, the Jupiter 11 doesn't actually land on a planet until episode three, "Island in the Sky," (which is almost the same title as an old Arthur C. Clarke novel, *Islands in the Sky*). While shooting with the actors was generally done indoors, special effects showing the miniature Jupiter II model crash-landing on the planet was done in California's Red Rock Canyon near the Mojave Desert. Considering the barren nature of the unnamed planet they crash on, the setting was perfect.

Episode four is one of those most people remember because it has the scene with the giant that John Robinson shoots with the laser. As in many pilots, the drama and the special effects were more ambitious than what the tight shooting schedule of a regular series could normally allow. The giant, seen in episode four, had a costume that was actually constructed from dried palm fronds. The suit was designed and constructed by Paul Zastupnevich and was quite effective. While Dawson Palmer is often credited as having played the giant, the credits for "No Place to Hide" (the name of the original pilot for which the footage was originally shot) state that it was played by Lamar Lundy, Dawson Palmer appeared in a character part in the later first-season episode "The Space Croppers."

The all Rocket belt was employed in these early episodes since it was a science fiction-type device that really worked and captured the imagination of everyone who'd ever seen it used. You believed a man could fly! The most amazing thing about the suit is that further research and development on it was discontinued and the version of it that exists today is little different from the one unveiled to the public in the early sixties. The suit was also used in the James Bond movie *Thunderball* in 1964. In the beginning, Dr. Smith wasn't just convincing, he was nasty, and his personality had an edge that made him seem dangerous.

In episode one, he knocks out a guard and dumps him down a waste disposal chute. But already by episode eight he's started whimpering and is quite different from the self-assured saboteur seen in the pilot. Jonathan Harris takes credit for this change in direction of the character, having chosen to play his character more like a petulant child than a cold hearted villain. He believed that a straight villain would have proved boring after a short time. Whether he's correct on this point continues to receive mixed reviews from some fans. This is particularly true in light of the fact that many episodes became outright comedies that emphasised Dr. Smith, the robot, and Will Robinson to the exclusion of everyone else. Some fans who haven't seen the show in a long time incorrectly recall the entire first season as more dramatic, with the second season introducing the silly stories. In actuality, the style of the series had largely emerged by halfway through the first season and it seldom deviated from that course.

The lighter touch to stories began in earnest in episode six, "Welcome Stranger," in which Warren Oates in his best cowboy tradition portrays Jimmy Hapgood, the runaway astronaut. Hapgood claims to have launched from Earth on June 18th, 1982, bound for a soft landing on Saturn-but he missed. Footage of his spacecraft lift-off, as well as the craft itself, would turn up again and again in the series. It was unusual for Irwin Allen to use something only once, as his constant use of stock footage from his film *The Lost World* proves. Footage from that film was used in both *VOYAGE TO THE BOTTOM OF THE SEA* (extensively) and *TIME TUNNEL*.

While the characterisation of Dr. Smith became fairly thin and repetitious after a few episodes, one of his last interesting serious character scenes occurs in episode five, "The Hungry Sea." When he discovers that a heat wave is coming, he sends the robot out to warn the Robinsons of the danger they'll be in when the planet nears the sun should the family not be near any shelter at the time. If you have a large enough screen which doesn't crop the picture at the edges the way smaller TV screens do, an on-screen blooper can be seen in episode eight, "Invaders from the Fifth Dimension. In the finale, as the robot walks past rocks and bushes toward the alien ship, the legs of Bob May (the man in the robot suit) can be seen.

This is because the robot suit was cumbersome and when it had to move, if it was possible to shoot the robot

from the waist up only, then May would wear only the top part of the robot. We saw the actual way the suit could be disassembled into pieces in those episodes where the robot had supposedly been blown apart or taken apart by someone. The upper and lower decks of the Jupiter II were on separate soundstages. But in episode nine, "The Oasis," Maureen Robinson enters the elevator on the lower deck and seemingly in one shot travels to the upper deck. Skilful directing by Sutton Roley made this possible. We get to see one of the special effects miniatures of the Jupiter II in episode eleven, when Dr. Smith tries to create a duplicate of the ship with his wishing machine, but the machine cannot re-create something that large. Speaking of reusing things, the diving bell used in *Voyage to the Bottom of the Sea* becomes the Jupiter II's reactor chamber in episode twelve.

A dog which plays an important role but is never seen again is introduced in episode thirteen. But then the lost civilisation in episode twenty-seven is left sleeping in caverns below the surface and they aren't mentioned again, even in passing, when the Jupiter II flees the exploding planet in the opening episode of season two. The continuity on the series wasn't bad, but it wasn't without holes here and there. In season two they meet a hermit on one of the worlds they land on. When they later flee that world as it's about to be destroyed by a comet, no one wonders whether the hermit will be all right.

In spite of the large regular cast, *Lost in Space* was no more a true ensemble show than *STAR TREK* was. But while *STAR TREK* featured its three top-lined performers in each episode, *Lost in Space* featured the performers who had secondary billing in the starring parts. Jonathan Harris was listed as the "Special Guest Star" for all three seasons (his idea), while Billy Mumy was a costar, and the robot had no billing at all. But these three clearly starred in most of the stories. Guy Williams, who had starred in Walt Disney's *Zorro* in the late fifties, as well as a couple of feature films, reportedly chafed at seeing himself getting star billing while the scripts made him a supporting character circling the focal point of Dr. Smith and Will Robinson. People who wrote for the series reported that Williams threw what they described as "temper tantrums" on the set over the way his character was shunted aside.

The growing importance in the story lines of Billy Mumy was particularly emphasized in episode fifteen, "Return from Outer Space," where the main plot dealt with Will being transported back to Earth where no one will believe that he's who he claims he is. It's actually one of the better shows. Had Billy Mumy not been up to the acting demands, the scripts wouldn't have continued to feature him. The town Will appears in, Hatfield Four Corners, was just a street set on the backlot of 20th Century Fox. What always struck me as odd about that episode was that even though this town was supposed to be in the year 1997, nothing about it seemed any more modern than 1966. It was as though they were saying that in thirty years, nothing would really change at all! It was just a typical country village.

Everything in it was ordinary, including the school buses and the telephone Will uses. Will Robinson doesn't even seem to find this unusual. When Michael Rennie guest starred in "The Keeper", it was a reunion for him and Jonathan Harris, as the two actors had starred in the shortlived fifties television series *The Third Man*. Various props from other episodes turn up in this show, including the derelict ship model from the second episode. A giant spider used in this episode was used later on another Irwin Allen series when it became a giant underwater spider in *Voyage to the Bottom of the Sea*.

Episode twenty, "War of the Robots," guest-starred a player from the stable of Metro-Goldwyn-Mayer. Robby the Robot, who had appeared in the movies *Forbidden Planet* and *The Invisible Boy*, turns up as the evil robotoid. The Robinsons apparently found a trunk they hadn't unpacked yet as they're wearing new uniforms beginning in this episode. By episode twenty-four, "His Majesty Smith," the format of the show was solidly in place as story after story revolved around Smith. This episode was the first time that a Smith look-alike would be used and it would by no means be the last. Irwin Allen's penchant for using something from one series over on another that he was producing really became obvious in "The Lost Civilisation" (episode twenty-seven) when the interior sets of the *Seaview* did double duty as the super scientific underground kingdom sets. The diving bells from the *Seaview* turn up in the following episode, "A Change of Space," as alien spacecraft. The alien in the same episode also turned up on an episode of *Voyage* as a Man-Fish. So the two shows definitely traded props and suits back and forth.

The final episode of season one actually featured John Robinson as the focal character. He's possessed by an alien mask that causes him to be harsh to his family and even threaten them. The story is meant to demonstrate the depth of feeling that family members have for one another. Kanto orders John Robinson to kill his son but Robinson is able to overcome the alien's influence. In spite of some scenes with Smith, much of it hearkens back to the style of the first four episodes of the series.

Colour came to outer space in the second season of the series. *Star Trek* also joined the television line up a week before the second-season premiere of *Lost in Space*, and the two series have been compared to one another ever since. It's inescapable even though the two shows are really quite different in their approach. The only thing they have in common is that both shows take place on other planets and beyond our solar system.

The two shows did have one other connection at the time. In "The Cave of the Wizards" (episode fifty-one) Dr. Smith briefly gets pointed ears, which were props acquired from the Star Trek production staff.

In "Wild Adventure" they actually get into contact with Alpha Control again but for convoluted reasons they supposedly cannot return to Earth at that time because the sun is between them and the Earth. Also, they're low on fuel. The alien bird-man who appears in "Forbidden World" (episode thirty-three) wasn't borrowed from any other Irwin Allen production. Instead it was a costume used by the late Janos Prohaska in the "Amusement Park" episode of *Outer Limits* and in the original Star Trek pilot "The Cage."

Continuity comes into play again in episode thirty-five, "The Prisoners of Space," in which aliens (stock Irwin Allen monster costumes) put the Robinsons on trial for crimes they inadvertently committed in space. In the case of Dr. Smith, his crimes were deliberate, such as his attack on a creature in episode two. Another of that race of creatures is one of the judges. Trial evidence consists of black-and-white footage from the first season of the show. Irwin Allen was notorious for cutting corners. In "The Golden Man" director Don Richardson needed a spacecraft, which would have cost \$10,000 to construct. Allen wouldn't hear of it. Instead he raided the studio prop department and found a giant plastic champagne glass used in an old Marilyn Monroe film. By turning the prop upside down and putting a newly constructed frame around it, he had the needed alien spacecraft.

Considering that they were on alien worlds, the Robinsons kept encountering situations straight out of terrestrial folklore. In "The Questing Beast" a knight pursuing a dragon shows up. In another episode the Robinsons encounter the gods of Norse mythology. They even encounter ancient Arabian counterparts. Alien mythology doesn't manage to turn up. Everything that does is some form of a familiar Earth situation, such as a department store or a toy shop. It's because of things like this, and the fact that Will Robinson is often a central character, that some people regard *Lost in Space* as a children's show. When a series is successful enough to spawn toys, sometimes that series can turn around and take advantage of that. This is exactly what *Lost in Space* did in "The Mechanical Men," in which a horde of tiny robots, which look just like the Robinsons' robot, besiege the family. By taking a lot of the Remco toy robots then available in stores, and spray painting them silver, they had a cheap source of tiny duplicate robots. Today those toys are collectors' items and it would be difficult to find that many toy LIS robots.

Actor John Carradine appeared in a couple of Irwin Allen series. Having worked in motion pictures since the thirties, his name was quite well known. All too often on TV shows he was reduced to playing some sort of ersatz Shakespearean role or something else that required him to deliver dialogue in an arch and archaic manner. But in the final episode of year two on *Lost in Space* he played an alien on the lam who assumes human form in order to associate freely with humans. Carradine also appeared in an episode of *Land of the Giants*. Robert Duncan also worked on a number of Irwin Allen shows, including *The Time Tunnel* and *Lost in Space*. In the October 1991 *Starlog*, Duncan described what it was like working on *Lost in Space* and what it was like visiting the set and writing for the series with his wife, Wanda, during the second and third seasons. "I remember Jonathan Harris serving cookies to Wanda's mother when she visited the set, June Lockhart, who was never other than even-tempered, sweet, and professional; Guy Williams and his tantrums; Billy Mumy riding his bike around; and the one episode where our guest star showed up skunk-drunk and stayed that way through all the days he worked. Being drunk gave him a swagger and character he wouldn't have had sober, and he did his lines perfectly."

Regarding the third year of the series, Duncan explained that the writers were definitely told to take a different approach. "We were told that there had been too much whimsy in the second year, and we were instructed to follow new guidelines for *Lost in Space*'s third year. The result was a season with fewer scenes between family members, less inter-play between Dr. Smith and the Robot, and more action. It was far easier to write action than whimsy. Irwin was definitely action-oriented, while [Space story editor] Anthony Wilson was a very whimsical man. One of the shows Tony wanted to do was our takeoff on *Tarzan*, with the chimp being the intelligent being who provides all the brains for a very dumb *Tarzan*. That would have been filmed, had *Lost in Space* continued."

When the Robinsons and company returned for their third and final season, they were sporting new uniforms again. Anytime they change costumes like this, no mention is ever made in the story line where they suddenly appeared from. Just as in the season-two opener, they have to leave the planet quickly owing to imminent disaster. In this case the crisis is an approaching comet, which is going to strike the planet (actually stock footage from a *Time Tunnel* episode). Robby the Robot appears in this episode again but no one mentions his striking resemblance to the evil robotoid they encountered when reality was black-and-white.

By this time Guy Williams had become pretty fed up with the constant parade of Dr. Smith/robot/Will Robinson stories. Producers promised a change in direction in the third season and at first that seemed to happen. The stories were more well balanced among the performers in the first couple of episodes and Guy Williams had more to do. There was even a promise made to do stories featuring the other characters more

prominently, such as in the first season, when Penny was the focal point of a couple of episodes. The second episode of this season ("Visit to a Hostile Planet") indicated positive things ahead. The Jupiter II actually returns to Earth. The fact that it's Earth in the year 1947, fifty years before they were launched, certainly presented its share of problems. Primarily, though, the story is not played for the drama otherwise inherent in the situation. The most interesting thing in the story is the actual exterior shooting (as opposed to being bound inside a soundstage) and the Jupiter II full-size mock-up, equipped with its little-seen landing gear.

The third season also introduced the space pod, a story device never seen before. It's certainly useful and no explanation of where it has been hiding up until then is even attempted. On the other hand, Star Trek did much the same thing when, after a few episodes of the first season, they suddenly introduced the shuttlecraft, something which would have proved vital in solving a dilemma in an episode just a couple of weeks before. But Star Trek wasn't bound to a strict set of circumstances like *Lost in Space*, where the Robinsons and crew were forced to rely on only what was in the Jupiter II when it was launched. Introducing a whole new function of the spacecraft after two years on the air is hardly making changes during its early formative period. *Lost in Space* borrows more stock footage from itself in "The Haunted Lighthouse" (episode sixty-six) by reusing footage of a space station from the second-season show "Wild Adventure." "Flight into the Future" comes up with some interesting ideas and uses them effectively. We see a rusted-out version of the Jupiter II and the story is more involved than usual. The space suits seen in this episode had been seen before by Irwin Allen fans on an episode of *The Time Tunnel*.

Daniel J. Travanti, of Hill Street Blues fame, guest starred in the 1967 *Lost in Space* episode "Collision of Planets" (episode sixty-eight) as the leader of a group of alien bikers! Episode seventy-two ("Two Weeks in Space") guest-stars an actress named Edy Williams. Although not well-known today, many fans actually see her every year when an annual event, the Academy Awards, is broadcast. In an obvious bid for self-promotion, Edy Williams shows up at the Oscars every year so that she can parade around for the cameras in some outlandish costume certain to make the late news broadcasts. Alien spacecraft stock footage used in this episode is courtesy of *War of the Satellites*, a Roger Corman drive-in movie from the fifties. The Jupiter II returns to Earth without most of the Robinsons in "Target: Earth" (episode seventy-five). It's an interesting story in which most of the actors are called upon to play inhuman imitations of them-selves, and the result is quite effective. The black-and-white footage of the Jupiter II encountering a meteor storm back in the pilot episode is reused here and is tinted to try to make it pass for colour footage. It works well enough. Sheila Mathews (the future Mrs. Irwin Allen) turns up in another *Lost in Space* episode when she appears in "Princess of Space," episode seventy-six. Sheila appeared in a number of Irwin Allen shows in guest star roles, as well as in some of his movies, including *The Poseidon Adventure* and *The Towering Inferno*.

Another very good third-year episode is "Time Merchant." Bob and Wanda Duncan were regular contributing writers to Irwin Allen shows and their script for this one is quite inventive. When Dr. Smith escapes back through time, he actually becomes himself in the hours before the Jupiter II is set to launch in 1997. In yet another twist, we learn that had Smith not sabotaged the Jupiter II, it would have been destroyed by an uncharted asteroid while the Robinsons were in suspended animation. Black-and-white footage from the pilot is used on a monitor screen, and continuity is actually followed in that the pre-takeoff sequences in 1997 featuring the robot have it speaking in its unemotional monotone from the early episodes before the voice became more personalized. Judy Robinson actually gets the rare spotlight in "Space Beauty" (episode eighty). Even though Judy and Major West seemed to be pairing off early in the series, her character kept getting pushed into the background and was all but forgotten. It was only fair that she be featured at least once in a while.

"The Great Vegetable Rebellion" remains perhaps the most infamous episode of *Lost in Space*. Even Bill Mummy has dubbed it the worst episode in the series. Actually it's one of those stories that's so bad it's good. Seeing Dr. Smith being turned into a giant stalk of celery is too strange for words. Stanley Adams as a human carrot is just plain silly. One has to wonder what possessed Peter Packer to write this episode. The final episode of the series, "Junkyard in Space" isn't bad, but it would've been more fitting had "Time Merchant" been the series finale.

There has been a rumour floating around *Lost in Space* fandom for many years that a fourth-season episode titled "The Secret of the Jupiter II" was filmed just before the series was cancelled. This rumour is false. Had such an episode existed, even if it hadn't aired after the third season of the show went off the air, it would have become part of the syndication package. *Lost in Space* was created to make money for its owners. Letting an episode sit on the shelf when it could be sold into syndication makes no sense. When *BEAUTY AND THE BEAST* was cancelled, there were some unaired episodes that existed, but they were quickly sold as part of the syndication package and aired on the Lifetime Channel.

The fact that there were unbroadcast episodes actually made the syndication package that much more attractive. While it's rare for a series to shoot episodes for the following year at the end of the current production season, it's not impossible and has, in fact, been done from time to time. Usually this happens when

there's a threatened strike of actors or writers on the horizon. But this wasn't true of *Lost in Space*. And if there had been an unseen episode, one or all of the cast members would have mentioned it sometime in the past twenty years. Several years ago, Billy Mumy wrote a script for a *Lost in Space* reunion film. He had 20th Century Fox interested, but Irwin Allen refused even to discuss it or look at the script. He told Mumy that if the show were ever revived, that he (Allen) would write it. The project collapsed after that. The plot of Billy Mumy's proposed reunion show, which he titled "Epilogue," was as follows. Some fifteen years have passed and the Robinsons are still marooned on the last planet they landed on. There's no deuterium on the planet and so no way to refuel the spacecraft. The hardship of living on the planet for fifteen years has created some rifts in the family. The *Jupiter II* has been turned into separate dwellings for everyone. Don has married Judy and they have a son, who hangs around with Dr. Smith.

Meanwhile, Will is attempting to discover a substitute power source for the *Jupiter II*. When a small spacecraft crashes on the planet, Dr. Smith and the boy find it. This unites everyone in an effort to cannibalize the wrecked spacecraft in the hopes of finding a way to use it to power the *Jupiter II*. They manage to get the *Jupiter II* running again, but just as they're going to take off, another alien ship arrives. This is the mother ship of the small craft that had crashed. The crew of the smaller craft had been killed in the crash, but when the aliens discover that the Robinsons have plundered the crashed ship, they believe the family to be pirates. The aliens destroy both the robot and the *Jupiter II* and take the rest prisoner. The aliens take the Robinsons to a space station where there are representatives of every alien race. The misunderstanding is finally worked out, the robot is re-created, and the Robinsons are allowed to return to Earth, bringing the saga of *Lost in Space* to a happy resolution.

Irwin Allen's first complaint to any resolution of the series was that he believed that it would undercut interest in the series since it would have an ending. People would know how it turned out. But on the other hand, how satisfying can it be to watch an old series that you know has no resolution? After a while it seems pointless. Also, reportedly Allen didn't want to have to resort to doing a sequel to an old project, but wanted to continue to move himself by doing new things. He'd made a sequel to *The Poseidon Adventure* called *Beyond the Poseidon Adventure*, which had bombed badly and tarnished his image as a producer, coming as it did directly upon the heels of another flop he produced called *The Swarm*. Irwin Allen's last produced project had been the 1986 TV musical adaptation of *Alice in Wonderland*. He hadn't made anything after that and in 1990 had actually reconsidered the idea of a *Lost in Space* reunion film, following market research which indicated that there was a lot of interest in seeing one. He'd even scheduled a meeting with 20th Century Fox to discuss it but his failing health forced him to cancel the meeting. Several months later, Allen died.

With the film of *Lost in Space* at a cinema screen near you this summer, it seems a good time to look back at the classic tv series that inspired it. All the surviving cast members of the original show make cameo appearances in the movie except for Bill Mumy (Will Robinson) and Jonathan Harris (Dr. Smith) who, apparently, declined...

The star of the original series was Guy Williams, who played Professor John Robinson. He was born in Armando Catalano in 1924 to Italian immigrant parents and grew up in New York. Prior to *Lost in Space*, he was best known as Zorro in the late Fifties tv series of the same name. After LIS, he turned up several times in the tv Western *Bonanza* as Will Cartright and made a few European movies - such as *Captain Sinbad* in which he had the lead role, *Damon and Pythias* and *The Prince and the Pauper* - but the major film roles he hoped for did not materialise. In the early Seventies he discovered that Zorro re-runs had made him something of a star in South America and he continued to live both there and in California until he died in 1989 of a heart attack.

June Lockhart was the most accomplished screen actress to join the cast of *Lost in Space* in 1965. Born in New York in 1925 to acting parents Gene and Katherine Lockhart, she found success in the Forties and Fifties in films such as *The Yearling*, *Meet Me in St. Louis*, *The Wolf of London* (in which she had the lead) and was the mother in the *Lassie* tv series. It was a guest star part in Irwin Allen's *Voyage to the Bottom of the Sea* (in the episode *The Ghost of Moby Dick*) that led the producer to offer her the role of Maureen Robinson in his new *Space* adventure. Following *Lost in Space*, she continued to work consistently in tv and on film. In 1968 she joined the cast of the sitcom *Petticoat Junction* in which she appeared until 1970 and has continued to make guest appearances in sitcoms including *Full House*, *Murphy Brown* and *Roseanne* where she played herself! She guested in the *BABYLON 5* episode *The Quality of Mercy* in 1994 where she famously didn't share a scene with her LIS co-star Bill Mumy. Among her most recent work are movies *Sleep with Me*, *Dead Women in Lingerie*,

The Big Picture and *C.H.U.D. II - Bud the Chud*. Mark Goddard, who played Don West, was born in 1936 in Scituate, Massachusetts. He was already known for the late Fifties western series *Johnny Ringo* and *The Detectives* when he landed a part in *Lost in Space*. When the series was cancelled, he became a theatrical agent and writer. He kept up his acting throughout, though, with guest appearances on *The Fall Guy*, *Quincy* and *The Streets of San Francisco* among others, and regular roles on daytime tv dramas *One Life to Live* and *General Hospital*. His films include *Love In*, *The Death Squad*, *Blue Sunshine*, *Roller Boogie*, *the Science*

Fiction spoof *Strange Invaders* (in which June Lockhart also appeared) and *Reason to Live*. He's currently a lecturer at Chamberlain School in Middlesboro, Massachusetts, a residential school for children with behavioural problems.

Marta Kristen was born in Oslo, Norway in 1945, but grew up in Detroit, Michigan after being adopted by an American couple in 1949. When her family moved to California, she began appearing in tv shows *Wagon Train*, *The Greatest Show on Earth* and *The Man from U.N.C.L.E.* (in the episode *The Neptune Affair*). Guest appearances continued after LIS, in shows like *Mannix* and *Project UFO*, as well as in commercials. In the Eighties, much of her time was spent bringing up her family, but she also appeared in *Trapper John, MD* (the spin-off from *M*A*S*H**), *Fame*, *Wildside*, *Scare-crow* and *Mrs King and Remington Steele*.

Her films include the Science Fiction romp *Battle Beyond the Stars*, *Gemini Affair*, *Once, Beach Blanket Bingo*, *Savage Sam* and *Terminal Island*. She now works mostly in the theatre on the West Coast of the USA. Angela Cartwright was born in Altrincham, Cheshire in England in 1952 and was one of the Von Trapp children (Brigitta) in the film version of *The Sound of Music*. By the time she joined *Lost in Space* as Penny, she'd already had a long run in a television series, *Make Room for Daddy* (aka, *The Danny Thomas Show*) from 1957 until 1964. She came back to star alongside Danny Thomas in the Seventies in *Make Room for Granddaddy* and made a series of films (including *Beyond the Poseidon Adventure*) and tv appearances. Guest spots include *LOGAN'S RUN* in the episode *Sanctuary*, *The Love Boat*, *AIRWOLF*, *Alfred Hitchcock Presents* and *THE TWILIGHT ZONE*.

She has also raised a family, written a book, *A Child's First Journal*, and owns a gift shop in North Hollywood called 'Rubber Boots'. Jonathan Harris was born in New York in 1914 to Russian immigrant parents. After a spell working in a drugstore, he became interested in acting and his early work was in the theatre. Harris' first television co-starring role was alongside Michael Rennie in the rare British/American co-production *The Third Man*, filmed half in the UK and half in the US between 1957 and 1960. He then spent two years on the sitcom *The Bill Dana Show* before being cast as the pompous and cowardly Dr Zachary Smith in *Lost in Space*.

Afterwards, he had mainly guest spots in tv shows which increasingly wanted to use him in Dr Smith-type roles. Notable guest appearances include *THE TWILIGHT ZONE* (*Twenty Two* and *The Silence*), *LAND OF THE GIANTS*, *NIGHT GALLERY*, *Lancer*, *Bewitched*, *The Ghost and Mrs Muir*, *Sanford and Son* and *GET SMART*. He also appeared as a 300-year-old space commander in the American Saturday morning kids show *Space Academy*. By the early Eighties he was working almost exclusively as a voice over artist and you can hear him on Disney's animated film *A Bug's Life*, cartoons *Casper*, *Aladdin* and *Superman*, and in *BATTLESTAR GALACTICA*. Billy Mummy was born in 1954 in San Gabriel, California and although he was already becoming a child star in the early Sixties, it was *Lost in Space* where he really made his name.

Thereafter he appeared in a series of films, including a significant supporting role in the Steve McQueen movie *Papillon*, and in *THE TWILIGHT ZONE* episode *It's a Good Life*. As an adult - shortening his stage name to Bill Mummy - tv guest appearances continued in shows such as *Matlock*, *THE FLASH*, *SUPERBOY* and *The Rockford Files*. His films include *Three Wishes*, *Captain America*, *Double Trouble*, *Hand to Hold* and *THE TWILIGHT ZONE - the Movie*. Meanwhile, he branched out into music and writing, forming a cult band, *The Jenerators* (whose most famous song, *Fish Heads*, has the unforgettable lyric, "fish heads, fish heads, roly poly fish heads... eat them up, yum!"). As a keen comics fan, Mummy has been writing comic strips for years, and created his own children's Science Fiction show (with Peter David), *Space Cases* which ran for two years. In the Science Fiction world he is now just as famous, if not more so, for playing Lennier in *Babylon 5*.

In March this year, during an interview on the LIS set, he revealed his plans now that the series is ending: "I have two albums coming out, my second solo album is coming out on Renaissance Records. My band, *The Jenerators*', second album is coming out in the summer on Renaissance Records. Mark Hamill [*Star Wars*' Luke Skywalker] and I have a Science Fiction movie of the week that we are developing right now together, *Martha Coolidge* is set to direct it and hopefully that will get up and running within a reasonable amount of time. I have another couple of television series ideas that I'm in the process of pitching through Hollywood. I'm writing. I have a couple of new comic books out right now, *Aquaman #44* on DC and this summer's DC's summer annual, I have a story in that. And it's time to start auditioning again - so who knows what the future holds."

WR. William Welch, Peter Packer, Barney Slater, Jackson Gillis, Bob and Wanda Ducan, Robert Hamner and Carey Wilbur.

DIR. Sobey Martin, Don Richardson, Nathan Juran, Ezra Stone, Irving J. Moore, Harry Harris, Robert Douglas, Sutton Roley and Tony Leader.

EPISODES: 83 **YEAR MADE:** 1965 **COUNTRY:** US **SEASONS:** 3

CBS/IRWIN ALLEN PRODUCTION IN ASSOCIATION WITH JODI PRODUCTION INC, VAN BERNARD

PRODUCTIONS INC. FOR 20TH CENTURY FOX TELEVISION

CREATOR: IRWIN ALLEN

TYPE OF SHOW: LOST

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 29, (2) 30, (3) 24.

DATE OF PREMIER: 15/09/1965 **AIR DATE OF LAST EPISODE** 06/03/1968

SEASON DATE BREAKDOWN:

FILMS: LOST IN SPACE (1998).

Will Robinson BILLY MUMY, Dr. Zachary Smith JONATHON HARRIS, Penny Robinson ANGELA CARTWRIGHT, Maureen Robinson JUNE LOCKHART, Robot BOB MAY, Judy Robinson MARTA KRISTEN, Prof. John Robinson GUY WILLIAMS, Don West MARK GOODARD.

Books Based on this series.

Alpha Control Reference Manual

Lost In Space	Dave Van Arnam & Ron Archer (aka Ted White)	1967
Lost In Space	Joan D. Vinge	1998
Lost in Space Scrapbook		
Lost In Space: Promised Land		
Lost In Space: The Vault	Gene DeWese	1999
The Irwin Allen Scrapbook		
The Making of Lost In Space (The Movie)	Pat Cadigan	1998
You Can Build. . . The Lost In Space Robot		

RELATED SHOWS:

VOYAGE TO THE BOTTOM OF THE SEA

LAND OF THE GIANTS

TIME TUNNEL, THE

1 - 1 *THE RELUCTANT STOWAWAY*

In the year 1997 the Robinson family take off to colonize Alpha Centauri. A spy from a foreign country, Dr. Smith, becomes trapped aboard while trying to sabotage the project. The ship is whisked off course and into a meteor storm due to Dr Smith's extra weight upsetting navigational computers. Smith desperately tries to save himself by reviving the crew resulting in the Robinson family becoming lost in space.

Dir Anton M. Leader

1 - 2 *THE DERELICT*

The Jupiter 2 is pulled into a giant alien spaceship where there are advanced bubble-like creatures. John and Don look for maps and equipment while Dr. Smith and Will look for trouble.

Wr Peter Packer

Dir Alexander Singer

1 - 3 *ISLAND IN THE SKY*

Professor Robinson attempts to explore a planet that the family is planning to land on. Dr. Smith has sabotaged his para-jet propulsion system, causing it to fail. Smith has also sabotaged the propulsion system of the Jupiter 2. Major West crash lands the ship on the planet so that he and the family can rescue the Professor.

Dir Anton M. Leader

1 - 4 *THERE WERE GIANTS IN THE EARTH*

Professor Robinson discovers that the planet they are on will travel further from the sun. In an attempt to survive the Robinsons pack up and head south. Dr Smith stays at the Jupiter 2 site while the Robinson family encounter a terrifying cyclops and an ancient deserted city.

Wr Carey Wilber

Dir Leo Penn

1 - 5 *THE HUNGRY SEA*

Professor Robinson discovers that the planet's orbit will bring immense heat on the spaceship. With that knowledge, the Robinsons take off in the Chariot and head south. Dr. Smith stays behind because he believed them to be lying, but soon realizes the orbit is odd. There are periods of extreme cold followed

by equally extreme heat. The Robot is sent to tell the Robinsons and they try to return to the Jupiter 2. They must brave various geographical areas and the strange weather before returning to the Jupiter 2 where they are most safe.

Wr William Welch

Dir Sobey Martin

1 - 6 *WELCOME STRANGER*

Jimmy Hapgood lands on the planet and the Robinsons befriend him. After helping him fix his spaceship the Robinsons try and convince him to take Will and Penny back to Earth with him. But Dr. Smith tries to get aboard the ship back to Earth.

Wr Peter Packer

Dir Alvin Ganzer

1 - 7 *MY FRIEND, MR NOBODY*

Penny "imagines" a new companion, which is a disembodied life force living below the surface. Dr. Smith accidentally injures Penny leading to the creature taking his anger out on the entire planet.

Wr Jackson Gillis

Dir Paul Stanley

1 - 8 *INVADERS FROM THE FIFTH DIMENSION*

Luminous aliens capture Dr. Smith with the plan to replace their burnt out computer with his brain. Smith bargains with them, and they attempt to use Will's brain instead.

Wr Shimon Wincelberg

Dir Leonard Horn

1 - 9 *THE OASIS*

Smith eats some alien fruit, which turns him into a giant. He becomes convinced that it was the Robinsons trying to kill him. So he plots to take them out.

Wr Peter Packer

Dir Sutton Roley

1 - 10 *THE SKY IS FALLING*

A visiting family of aliens, called Taurons, have decided to use the Robinson's planet as a new colony. Although the Robinson's cannot understand the language of a visiting family they welcome them to live in peace and harmony. However, as usual, Dr. Smith causes problems when he panics and draws a gun on the alien family.

Wr Barney Slater, Herman Groves

Dir Sobey Martin

1 - 11 *WISH UPON ON A STAR*

The Robinson family banishes Smith from the Jupiter 2. He takes refuge in an abandoned spaceship where he finds a machine that can materialize anything. In an attempt to get back into the Robinson's good books he gives them the machine which plays on the family's greed.

Wr Barney Slater

Dir Sutton Roley

1 - 12 *THE RAFT*

The Robinson's manage to construct a small space ship which they plan to use to return to earth. Dr. Smith and Will launch the craft but they wind up returning back on the original planet.

Wr Peter Packer

Dir Sobey Martin

1 - 13 *ONE OF OUR DOGS IS MISSING*

The women of Lost in Space are featured in their very own episode while the boys are out installing communications equipment. Smith is left in charge (boy is that a mistake) and he "cleans" their weapons, but cannot remember how to rebuild the weapons. This leaves the J2 crew defenseless. A creepy creature stalks the Robinson women however they think a small dog is to blame for raids on food and other mischief.

Wr William Welch

Dir Sutton Roley

1 - 14 *ATTACK OF THE MONSTER PLANTS*

Plants grow to huge proportions and can duplicate any item placed in them - but those items are made of

plant material and are useless. John Robinson must use the biggest batch of plant killer he's ever mixed up to stop these things from engulfing the spaceship.

Wr William Read Woodfield, Allan Balter

Dir Justus Addiss

1 - 15 *RETURN FROM OUTER SPACE*

Lost in Space's only Christmas program. Will uses an alien transporter to send himself back to earth. However, many people believe the Robinson family to be dead after hearing the ship went off course. Nobody on Earth believes him, and they lock him up with the intention of sending him to a boys' home. Will escapes the family home he's in, and wanders around these clueless bunch of townspeople, but finds carbon tetrachloride - needed for the food processors on the Jupiter. Eventually he convinces another boy Davey to let him out, and let him return to the planet he came from. He returns to Priplanis with this bottle. Of course no one believes his adventures until he produces the bottle, plainly labeled as coming from earth.

Wr Peter Packer

Dir Nathan Juran

1 - 16 *THE KEEPER (1-2)*

The Keeper, played by Michael Rennie, is a zoo keeper. He wants to take the children and add them to his collection. This episode is the only two parter from the series.

Wr Barney Slater

Dir Sobey Martin

1 - 17 *THE SKY PIRATE*

The Robinsons meet a space traveler who turns out to be an Earth man, Alonzo P. Tucker, who was abducted from Punxsutawney, Pennsylvania, by aliens, in 1876. Tucker befriends Will by telling tall tales about being a pirate, but it turns out that he is only an ordinary man being pursued by aliens because he has stolen a mind reading device from them. Tucker returns the mind reading device to his alien pursuers, saving the Robinsons in the process.

Wr Carey Wilber

Dir Sobey Martin

1 - 18 *GHOST IN SPACE*

Dr. Smith holds a seance to contact his Uncle Thaddeus. Instead a spirit creature is contacted and creates havoc for the Robinsons. It is later discovered that the "spirit creature" is a physical creature, rendered invisible by the properties of the "ionized gas" in the bog from which it came.

Wr Peter Packer

Dir Don Richardson

1 - 19 *THE WAR OF THE ROBOTS*

Will and Dr. Smith stumble upon another robot. More capable than their own robot the alien robot works to gain the confidence of the Robinsons. At a critical point he plans to transport them to his home planet as slaves.

Wr Barney Slater

Dir Sobey Martin

1 - 20 *THE MAGIC MIRROR*

Penny and Judy stumble upon a mirror. They discover someone is on the otherside. Before they know it they are transported to the mirror universe which is occupied by only one person, a boy who is lonesome for companionship.

Wr Jackson Gillis

Dir Nathan Juran

1 - 21 *THE CHALLENGE*

An alien boy is sent to Priplanis to validate his prince status. Will is drawn into a battle to the death unbeknownst to his father. Once his real intentions are known John substitutes himself in the challenge and the Alien Ruler substitutes himself for his son.

Wr Barney Slater

Dir Don Richardson

1 - 22 *THE SPACE TRADER*

After the entire Robinson food supply is wiped out in a freak storm a trader arrives to trade food for equipment the Robinson's possess. Dr. Smith trades the robot for food and hoards the supplies for

himself. Later, after the Robinson's discover his transaction he gets the robot back but in exchange for his own self. The Trader then wants to take Smith as a slave, to another planet.

Wr Barney Slater

Dir Nathan Juran

1 - 23 *HIS MAJESTY SMITH*

Dr. Smith is conscripted as the leader of a people from another world. Little does he know that the leaders of these people are routinely sacrificed and replaced with other expendable leaders. Smith is just one of a long line of sacrificed rulers.

Wr Carey Wilber

Dir Harry Harris

1 - 24 *THE SPACE CROPPERS*

The Beverly Hillbillies move to Priplanis. One of the aliens turns into a werewolf at night. The leader is a articulate female which Smith tries to court so he may have transportation back to earth. Don falls for the sexy alien daughter.

Wr Peter Packer

Dir Sobey Martin

1 - 25 *ALL THAT GLITTERS*

It's a retelling of "The Midis Touch". Dr. Smith gains the power to turn anything into platinum. Penny is given a gift by a thief on the run, who tells her to protect it for him. She and Dr Smith discover that it leads them to a ring which when worn allows the person to turn anything to platinum, which Dr Smith does and enjoys. However when it turns even his food to platinum, he is unable to remove the ring, which is now a solid bar. He leaves the camp as he fears turning everything in to platinum, and fearing he will eventually starve to death. A galactic lawman is on the trail, looking for the stolen device to use for his own nefarious purposes. Dr Smith later accidentally turns Penny to platinum and hands himself in to the lawman. When he realizes he has learnt a lesson, and not be so greedy, the ring unlatches and he is able to get it off, and Penny is returned to normal.

Wr Barney Slater

Dir Harry Harris

1 - 26 *LOST CIVILISATION*

The Robinson men discover an underground civilization while exploring the planet. Will wakes a sleeping princess who wants him to remain and rule with her.

Wr William Welch

Dir Don Richardson

1 - 27 *A CHANGE OF SPACE*

The Intergalactic Delivery Service comes to Priplanus. Once again Dr. Smith seeks transportation and has Will "test drive" the spaceship. Will returns much smarter than when he left. Smith realizing the same could happen to him, the increase of intellect, boards the spaceship. His trip, however, ends in his rapid aging and subsequent impending death. To make matters worse, the owner of the spaceship has returned to take the vehicle back, stranding Will and Dr. Smith in their altered state

Wr Peter Packer

Dir Sobey Martin

1 - 28 *FOLLOW THE LEADER*

John Robinson is possessed by an alien spirit. The alien forces the family to prepare to return to the spirit's home world, even if it requires he sacrifice Will to keep his secret from the rest of the family.

Wr Barney Slater

Dir Don Richardson

2 - 1 *BLAST OFF INTO SPACE*

Dr Smith and Will befriend an old miner named Nerim. After a series of earthquakes indicates that the planet is breaking up, Dr Smith tries to convince them that it is merely the effects of mining, and no harm will come to the planet. John informs him that he is wrong and that the Robinson family will be departing within the day. It is a race against time to escape the crumbling planet.

Wr Peter Packer

Dir Nathan Juran

2 - 2 *WILD ADVENTURE*

After leaving their planet, Dr. Smith manages to plot a course back to Earth.

Wr Allan Balter, William Read Woodfield

Dir Don Richardson

2 - 3 *THE GHOST PLANET*

Due to Smith's actions the crew has had to land their ship on an alien planet which is run by cyborgs. Meanwhile the crew try to break free from the captors who promise them power and luxury and they have to save their robot who was crippled by a ray gun.

Wr Peter Packer

Dir Nathan Juran

2 - 4 *THE FORBIDDEN WORLD*

When an alien believes that the Jupiter 2 has fired a missile at them that alien puts the crew in grave danger for their lives.

Wr Barney Slater

Dir Don Richardson

2 - 5 *SPACE CIRCUS*

The Space Family Robinson go through a food crisis when their plant purifier breaks down. Will and Dr Smith discover a travelling show of circus people, and Will is later tricked into agreeing to join. It's a race against time for the Robinsons to save Will, and keep themselves alive.

Wr Wanda Duncan, Bob Duncan

Dir Harry Harris

2 - 6 *THE PRISONERS OF SPACE*

The Robinsons and Major West are imprisoned in their camp, after being indicted to appear before a trial in court space crimes. As the trial begins, Dr Smith's name begins to appear and it is not long before it is realised that all of the Robinsons' crimes are due to Dr Smith, and he is indicted to appear before the court. Will he be found guilty?

Wr Barney Slater

Dir Nathan Juran

2 - 7 *THE ANDROID MACHINE*

Will and Dr Smith discover an old, abandoned Android Machine. When Dr Smith plays with the buttons on the machine, he accidentally orders an Android. He thinks he has it for free, and uses her as his personal slave, assuming she has no human emotions. What will he do when the owner, Zumdish, and his guard turn up...demanding payment?

Wr Bob Duncan, Wanda Duncan

Dir Don Richardson

2 - 8 *THE DEADLY GAMES OF GAMMA 6*

When a troupe of Galactic Gladiators arrive on the planet, they challenge Professor Robinson to a duel, which will be aired all over the galaxy. John declines saying he isn't interested in physical combat. Dr Smith takes up the offer when he makes a deal that if he wins, he will be returned to Earth. Unbeknownst to him, if he loses, which is a near-certainty, Earth will be destroyed.

Wr Barney Slater

Dir Harry Harris

2 - 9 *THE THIEF OF OUTER SPACE*

A person known as 'the thief from outer space' appears in a puff of smoke, will agree to help him rescue a princess who was lost more than 200 years ago by evil wizard.

Wr Jackson Gillis

Dir Don Richardson

2 - 10 *THE CURSE OF COUSIN SMITH*

When Dr Smith's cousin Jeremiah Smith arrives on the planet, everyone welcomes him, except Dr Smith. Dr Smith alienates himself from the family, and refuses to return until his cousin leaves. It is later discovered that Jeremiah's reasons for being on the planet are far deadlier than anyone imagined.

Wr Barney Slater

Dir Justus Addiss

2 - 11 *WEST OF MARS*

Dr Smith is confronted by an identical look-alike called Zeno, who is on the run from the law. Zeno makes him trade places and Dr Smith, out of fear confesses to Zeno's crimes. He is arrested and he and

Will taken away to appear in court. Will the real Zeno be caught before Dr Smith is boiled in oil?

Wr Michael Fessier

Dir Nathan Juran

2 - 12 *A VISIT TO HADES*

As a result of his own greed, Smith finds himself in a hellish prison along with a political activist called Morbus.

Wr Carey Wilbur

Dir Don Richardson

2 - 13 *THE WRECK OF THE ROBOT*

While playing a outdoor match, Will and Smith's ball explodes. As the smoke clears they find that the ball has turned to gold. Later, when the ball rolls into a cave, aliens in the cave demand that the ball should be traded for the robot.

Wr Barney Slater

Dir Nathan Juran

2 - 14 *THE DREAM MONSTER*

During a heat wave, Penny comes across a giant, golden man, and his owner. She is told that the creature is called Raddion, a creation which only needs human emotions to be complete. When Dr Smith is removed from the camp, he is taken by two midgets who work with Raddion, and in another attempt to be returned to Earth, agrees to get the emotions from the Robinsons. He does so by taking their pictures, and all that is needed is for the Robinsons to shake hands with him. Don protests and heads back for camp, as do the Robinsons minus their emotions. Eventually they are returned to normal and it is learnt that human emotions cannot be bought or stolen.

Wr Peter Packer

Dir Don Richardson

2 - 15 *THE GOLDEN MAN*

While the rest of the men are away, Dr. Smith and the Robinson women are confronted by a mysterious man in gold, who claims to be at war with a race of green aliens. Penny meets the green alien, and takes a liking to him, and immediately starts to hate the Golden Man.

Wr Barney Slater

Dir Don Richardson

2 - 16 *THE GIRL FROM THE GREEN DIMENSION*

Athena the girl from the green dimension who hypnotised Dr Smith during thier space flight arrives on the planet. She still is in love with Dr Smith, which he uses to bribe her to help him see the future. However, he promises to go back to the green dimension with him, and when Athena's previous suitor arrives and turns Will green, Dr Smith must find a way to save himself and Will. Urso, Athena's suitor challenges Dr Smith for the lady, customary in the Green Dimension, and after seeing the future, Dr Smith fears the worst. Athena realises he cannot be with her, and leaves with Urso, but not before Urso restores Will's colour. Peter Packer

Wr Peter Packer

Dir Nathan Juran

2 - 17 *THE QUESTING BEAST*

Will and Dr Smith are confronted by a knight, who says he is on a quest to seek out and destroy the beast Gundemar. Penny, meanwhile, meets Gundemar and befriends her. Will becomes the pageboy of the knight. When it is discovered that the beast is woman, the knight is unsure whether he can still kill it, leading him to question his life's future.

Wr Carey Wilber

Dir Don Richardson

2 - 18 *THE TOYMAKER*

Dr Smith discovers another Android Machine, in the middle of a dangerous fisher. When he tries to order something, he is trapped inside the machine. Later when Will tries to get him out, he too is sucked in. Zumdish arrives on the planet in order to destroy the faulty, forgotten machine. Meanwhile Will and Dr Smith discover the magical Toymaker's world, as they are mistekn for toys. They later discover they are close to earth. Will they return to Earth, be blown up, or Will Professor Robinson and the Robot be able to save them.

Wr Bob Duncan, Wanda Duncan

Dir Robert Douglas

2 - 19 *MUTINY IN SPACE*

Dr. Smith's finds an alien ship and wants to use it to get back to earth, but he doesn't count for the owner of the ship admiral zahik to turn up and wreck his plans.

Wr Peter Packer

Dir Don Richardson

2 - 20 *THE SPACE VIKING*

A storm looms up and the two gloves of Thor appear from space and straight into the waiting hands of Dr. Smith. Then are then taken away to see the real Thor who will decide there fate.

Wr Margaret Brookman Hill

Dir Ezra Stone

2 - 21 *ROCKET TO EARTH*

The crew are outside playing ball when a magician called Zalto. Dr. Smith uses Zalto to conjure up a space ship so he can use it to get back to earth.

Wr Barney Slater

Dir Don Richardson

2 - 22 *THE CAVE OF THE WIZARDS*

Dr. smith hits his head on a rock and goes into the depths of a cave where he finds a mummy, meanwhile the crew have to blast off at 8:00am, and while the also have to rescue Dr. Smith.

Wr Peter Packer

Dir Don Richardson

2 - 23 *TREASURE OF THE LOST PLANET*

Alonzo P. Tucker returns, this time more in keeping with the pirate character he tried to create in his first appearance. This time Tucker is searching for Billy Bones' treasure, and is using the head of Billy Bones, which is kept in a box, to help him find it. He has three cutthroats with him, and he has to find the treasure and keep the cutthroats from endangering the Robinsons. Tucker's robotic bird is back again, and continues to torment the robot.

Wr Carey Wilber

Dir Harry Harris

2 - 24 *REVOLT OF THE ANDROIDS*

Penny meets up with Verda the Android Dr Smith ordered, who is on the run from a super android, IDAK. She is now much more human-like. IDAK however is faulty and is incapable of crushing anything or anyone. Another OMEGA-IDAK is released, and vows to "crush, kill, destroy." Verda hides with the Robinsons but out of fear she and Panny run, when Zumdish and his guard arrive to get her. IDAK is defeated, and Verda and the faulty IDAK take off together, obviously in love.

Wr Bob Duncan, Wanda Duncan

Dir Don Richardson

2 - 25 *THE COLONISTS*

The Robinson's communications system is knowcked out, and they discover that the culprit is a female warrior, who is planing on making this planet a colony for her people. She encaptures the members of the Robinson camp, and puts the men to work clearing a landing platform and erecting an arc. Meanwhile she keeps the females seperate and teaches them of the virtues of females, and the vices of males. Dr Smith becomes her escort to get out of work. Just before her colonists arrive, John, Will, Don and Dr Smith destroy the arc, and the colonists leave. It ends with Noble Neolani questioningthe value of men, and perhaps they weren't as bad or stupid as she thought.

Wr Peter Packer

Dir Ezra Stone

2 - 26 *TRIP THROUGH THE ROBOT*

With the power source of the Robinson's at a low, they are unable to recharge the Robot. As a result of this the Robot leaves the group, not wanting to be a further burden to them. When they later change thier minds, they cannot find the Robot. Will and Dr Smith discover late one night, but due to the gases in the area he has grown to be bigger than a house. Will decides to only way to reverse the process is for them to go inside him, and work it internally. Will they get out in time?

Wr Barney Slater

Dir Don Richardson

2 - 27 *THE PHANTOM FAMILY*

Will returns to camp following a cosmic storm. John and Maureen are not there as they are at the weather relay station for a few nights. When he gets there, the rest of the family are acting strange. He finds out they are androids, sent to learn how to cope like the Robinsons and teach the rest of their race when they return home. The real Robinsons, are kept in a tube, as they are not allowed to come in to contact with their double. Will must teach them to become like their counterparts.

Wr Peter Packer

Dir Ezra Stone

2 - 28 *THE MECHANICAL MAN*

After Dr Smith is turned away from camp yet again, he awakes from a nap to find he has been tied up by little mechanical men. The Robinson's camp is invaded the mechanical men of INDUSTRO, who claim that they want a leader..their leader. The Robinson's learn that the Robot is what they want, and that if he is not surrendered the mechanical men will attack. When the Robot surrenders, the mechanical men realise he is not the "evil" leader they wanted and they subsequently switch his personality with Dr Smith. An attack occurs when Dr Smith returns to camp with the voice and personality of the Robot, which Don finds hilarious, and uses to full advantage. An attack ensues and the mechanical men are defeated and turn Dr Smith and the Robot back.

Wr Barney Slater

Dir Seymour Robbie

2 - 29 *THE ASTRAL TRAVELER*

Dr Smith and Will become trapped in a cave during a cosmic storm. Will is accidently pulled through a cosmic time warp, and ends up on Earth, in Scottish castle. He meets a headless ghost called Hamish who was beheaded at the Castle. Hamish is trapped there due to the callous crimes he has committed. The rest of the family manage to get Will out, but Hamish follows him. They decide to re-create the time warp, and send Hamish home, and with him Dr Smith, carrying star-charts and maps so that he may send a rescue mission to save the Robinsons. Upon re-entering the warp, Dr Smith drops the charts, and Will runs after him to give them to him. They are both taken. When they reach the castle again, Dr Smith and Will realise that they are not in their time. Also, Hamish becomes angry when he realises that Dr Smith is a liar, and has no intention of helping the Robinsons. As an act of reveng he sets out to destroy Dr Smith. In the end, Will and Dr Smith return to the planet, and Hamish is able to "cross-over" to heaven and finally rest.

Wr Carey Wilber

Dir Don Richardson

2 - 30 *THE GALAXY GIFT*

As they are rehearsing a play, Dr Smith, Will, Penny and the Robot encounter a creature who appears to be suffocating. Dr Smith refuses to help out of fear but Penny helps him. The alien puts himself in human form so that he may breathe the atmosphere. He says he is Mr Arcon. Penny takes him back to the Jupiter II to rest. Later he gives Penny a gift which he says she must guard with her life. He tells her that as long as she wears the belt, she will be safe. He disappears, and it is not long before a group of aliens turn up, looking for the belt. They inflict immense cold on the planet as a way of trying to get the belt, but Penny refuses despite pleas from Dr Smith. Dr Smith makes a copy of the Belt and tries to give the fake to Aliens. They are angry, but still want his help. They promise to return him to Earth should he get the belt. Dr Smith and Penny go through the Alien's machine, where they have created a world from the Dr Smith's memory, which will trick them in to thinking is Earth. Penny gives up the belt, and in the meantime, Arcon returns to the spaceship looking for the belt. Realising she is in trouble, Arcon goes to the place where Penny is and defeats the Aliens. He is angry she gave it up, and believes she did it selfishly. She protests and claims she did it because they threatened to hurt her family. Arcon takes this thought and leaves.

Wr Barney Slater

Dir Ezra Stone

3 - 1 *THE CONDEMNED OF SPACE*

The beginning of the third season finds the Robinsons having to quickly leave the planet they are on, which is a similar plot to the beginning of the second season. Once in space, the robot is swept overboard and has to be rescued. Then the Robinsons find a prison ship filled with cryogenically preserved prisoners. The prisoners have been interred past their normal sentences due to a malfunctioning timepiece on the prison ship. Professor Robinson repairs the timepiece and frees the prisoners. Robby the Robot makes another appearance, threatening Professor Robinson and Major West

Wr Peter Packer

Dir Nathan Juran

3 - 2 *VISIT TO A HOSTILE PLANET*

The Jupiter 2 and all aboard are caught in a space 'time-warp'! After everything seems to return to normal, they're shocked to find Earth within their reach and decide to return home. Though they're perplexed that they are unable to contact 'Alpha-Control', they decide to land in the 'good ole USA'only to find it's 1947! As usual, Dr. Smith causes issues & even considers staying behind when the Robinsons and West announce plans to leave.

Wr Peter Packer

Dir Sobey Martin

3 - 3 *KIDNAPPED IN SPACE*

Dr. Smith answers a distress call from an alien space ship. He arrives there using the Space Pod, and discovers that the aliens want him to operate on (actually, repair), their leader. It turns out that the aliens are a race of some sort of robot that survive as long as their leader, who functions as their central control timepiece, is in working order. The Robinsons come to Smith's rescue in the Jupiter II. The leader is repaired by the robot, and the extended space family Robinson leave the alien space ship safely.

Wr Robert Hamner

Dir Don Richardson

3 - 4 *HUNTER'S MOON*

In an episode reminiscent of the first season episode "The Challenge", Professor Robinson and the Robot land the Space Pod on a planet, and Professor Robinson kills an attacking monster, only to discover that he has interfered with a contest where a highly intelligent alien who aspires to rule his home planet is being judged on how well he hunts. The alien forces Professor Robinson to take the role of one of the hunted animals in the contest, allowing the Professor one weapon. The weapon has a defect that imperils Professor Robinson, but the Professor outwits the alien and survives the ordeal.

Wr Jack Turley

Dir Don Richardson

3 - 5 *THE SPACE PRIMEVALS*

The primitive beings are actually wards of a computer, Protinius, which can confer temporary advanced sentience on the leading man in order to communicate Protinius' will. The episode also features a temporary camaraderie between Don and Smith, a burying of the hatchet, when Don is rescued by Smith from a pit, and then says "Doctor Smith" - using the word Doctor for the first time unknown ages. However, their camaraderie dissolves and the characters are back to "normal". Not the first time Smith has become selfless and a man of some integrity, but as usual, Smith returns to normal.

Wr Peter Packer

Dir Nathan Juran

3 - 6 *THE SPACE DESTRUCTORS*

Dr. Smith and the Robot are exploring a cave. Smith pushes several buttons on a conspicuous control panel. The buttons activate a cyborg creating device. It is up to Will to stop Dr. Smith.

Wr Robert Hamner

Dir Don Richardson

3 - 7 *THE HAUNTED LIGHTHOUSE*

Before leaving their planet, the Robinsons meet a boy alien called J-5. They take him with them to return him to his home planet. They meet a strange ship, which turns out to be an earth "lighthouse" for lost ships. Thinking this ship will help them with extra fuel and star charts they celebrate, however when J-5 learns that they don't have enough fuel to take him home, he angrily sets about to destroy them all with a creation of his imagination. J-5 begins a new life at the lighthouse, and the Robinson's leave in the knowledge he will be looked after by the kindly, old lighthouse keeper.

Wr Jackson Gillis

Dir Sobey Martin

3 - 8 *FLIGHT INTO THE FUTURE*

Dr. Smith, Will, and the Robot are accidentally launched in the space pod. They land on a planet that is controlled by an alien machine that creates illusions to confuse visitors and drive them away. The Jupiter II lands and rescues them, and the Robot destroys the alien machine.

Wr Peter Packer

Dir Sobey Martin

3 - 9 *COLLISION OF THE PLANETS*

The Robinson's come across a group of space hippies who are trying to destroy the planet the Robinson's currently inhabit. It is up to the Robinson's and Dr. Smith to stop them or they will all be doomed.

Wr Peter Packer

Dir Don Richardson

3 - 10 *THE SPACE CREATURE*

A strange blue fog seems to be engulfing the Jupiter 2 periodically. Dr Smith and Will comment separately that they want to be left alone. When the members of the Jupiter 2 begin to randomly disappear as the fog comes, Dr Smith thinks he is to blame. Eventually Will discovers a strange creature which takes over Dr. Smith. The creature tells Will that he is his own Id. Will finds out his Id is a creature he created full of Will's own personal demons, thoughts, feelings and insecurities. Will defeats the creature by overcoming his "fears" and throws the powerless creature in the power core. The members of his family are returned.

Wr William Welch

Dir Sobey Martin

3 - 11 *DEADLIEST OF THE SPECIES*

The Robinsons encounter two Aliens who are on a mission to seek and destroy an escaped Robot Prisoner, whom they believe to be hiding at the Jupiter Two. Meanwhile, the Robot meets and falls in love with this evil, female Robot. She tries to turn the Robot bad, but ultimately, is defeated by the Robot and the Robinsons, but not before wreaking havoc over the planet.

Wr Robert Hamner

Dir Sobey Martin

3 - 12 *A DAY AT THE ZOO*

A cave boy appears and attempts to lure Penny away, but she refuses, and is instead caught in a net. She is transported to an intergalactic zoo, where she will be put on show. Meanwhile Dr. Smith tries to take over the zoo.

Wr Jackson Gillis

Dir Irving J. Moore

3 - 13 *TWO WEEKS IN SPACE*

Two aliens, who are actually intergalactic bank robbers, transform themselves into Earthlings. They revive a man named Zumdish who operates a tour agency and they pretend to be his clients. When the Robinsons are absent, Dr. Smith decides to turn the ship into a hotel, but he doesn't realize how dangerous his guests are.

Wr Robert Hamner

Dir Don Richardson

3 - 14 *CASTLES IN SPACE*

The Robinsons take in a Princess who is fleeing from a bounty hunter. However, when Will is captured by the bounty hunter, he asks to make a trade of Will for the Princess.

Wr Peter Packer

Dir Peter Packer

3 - 15 *ANTI-MATTERMAN*

Professor Robinson is caught in a matter transfer emission ray, and subsequently ends up in another dimension where he is confronted by a version of himself and Don. However this realm is the opposite of his own dimension, the anti-matter world, where everything in reality is twisted. The evil John returns to the family and attempts to take over the Robinsons and take over John's life. Will he get away with it, or are Will and the Robot able to defeat him, and restore the world to its natural order.

Wr Barney Slater, Robert Hamner

Dir Sutton Roley

3 - 16 *TARGET: EARTH*

The Space Pod lands on a planet that is inhabited by creatures who all look alike, and aspire to be different. They capture the Robinsons and make duplicates of them with the objective of using the duplicates to fly the Jupiter II back to Earth. Will is not duplicated, and he thwarts their plan.

Wr Peter Packer

Dir Nathan Juran

3 - 17 *PRINCESS OF SPACE*

A crew led by Captain Kraspo is searching for the missing Princess Alpha. They bring Will aboard their ship, and he makes them think the Penny might be the Princess.

Wr Jackson Gillis

Dir Don Richardson

3 - 18 *THE TIME MERCHANT*

Will is conducting an experiment in a cave and captures a man who claims to be the man who controls time for the entire universe. This "Time Merchant" takes Will, Professor Robinson, Smith, and the Robot, to his secret lair. From there, Smith uses the Time Merchant's time machine to return himself to Earth on the day the Robinsons departed, with the objective of NOT sabotaging the Jupiter II mission and letting the Robinsons go on their way to Alpha Centauri. The Time Merchant then announces that if Smith does not get on the Jupiter II, the ship will not fly off course and will therefore be destroyed by a collision with an asteroid several months after liftoff. So Will is sent back to join Smith and try to convince him to get on the Jupiter II as he originally did.

Wr Bob Duncan, Wanda Duncan

Dir Ezra Stone

3 - 19 *THE PROMISED PLANET*

The Robot suddenly announces that the Jupiter II is approaching Alpha Centauri. Everyone is surprised, and the ship lands on a planet, where they are greeted by a group of people who appear to be teenagers from Earth. It turns out that they are aliens who live like Earth-style hippies, and they are incapable of growing old. They want to age normally, and to do this they want to get the older members of the Robinson party to leave in the Jupiter II while the younger members can stay behind and be used in an experiment that will make it possible for them to do so. The aliens trick the older members of the Robinson party into leaving, but Will pulls a fast one on the aliens and the Jupiter II eventually returns to the planet, and Penny, Will, and Dr. Smith, who somehow passed himself off as a young person, are rescued.

Wr Peter Packer

Dir Ezra Stone

3 - 20 *FUGITIVE IN SPACE*

Don and Dr Smith are installing some equipment, when Dr Smith comes across an alien prison escapee. The prisoner alien makes Dr Smith change jackets and then runs away. When the prison guards catch up with Dr Smith and Don, they arrest them for aiding an escape of a prisoner.

Wr Robert Hamner

Dir Ezra Stone

3 - 21 *SPACE BEAUTY*

The galactic showman, Farnum B returns as the producer of the Miss Galaxy Beauty Pageant. He wants Judy to be in the contest, but she is not willing. However Dr. Smith submits her anyways by forging her name to the contest roster.

Wr Jackson Gillis

Dir Irving J. Moore

3 - 22 *THE FLAMING PLANET*

Dr. Smith disposes of a plant that has grown out of control, but once outside the plant managed to attach itself to the Jupiter 2. The plant apparently believes that Dr. Smith is its mother, meanwhile the ship is attacked by a brave space warrior.

Wr Barney Slater

Dir Don Richardson

3 - 23 *THE GREAT VEGETABLE REBELLION*

Doctor Smith uses the Space Pod to land on a planet that the Jupiter II is passing by. It turns out that the planet has evolved in such a way that plants are the highest form of life, and some of them are quite intelligent. One of these plants, a large carrot, captures Smith and tries to change him into a plant. The Jupiter II lands and the Robinsons and West come to Smith's rescue, only to be captured themselves. Eventually they thwart the plant creature and make their escape.

Wr Peter Packer

Dir Don Richardson

3 - 24 *THE JUNKYARD OF SPACE*

The Jupiter 2 lands on a planet which serves as a junkyard. The Robinson's food supply is dwindling, so Dr. Smith tries to sell the robot and the ship in order to get food. Can Dr. Smith be stopped?

Wr Barney Slater

Dir Ezra Stone

LOST ON EARTH



A TV reporter in Albuquerque, David Rudy, is demoted by his boss-from-hell, after an absurd incident with a chimp. David is romantically involved with his boss' daughter, and avoids being fired by agreeing to host a juvenile puppet show. The show turns out to have puppets which are really extraterrestrial stuck on our planet

USA Network has previously brought us "WEIRD SCIENCE" and "Duckman", both of which have something to recommend themselves. Well, two out of three ain't bad. Alien puppets and TV is a mix tried twice that I can think of off-hand: Johnny Jupiter (1953) and ALF (1986-90), but it doesn't accomplish what either of those did, let alone the conceptually-related MYSTERY SCIENCE THEATRE 3000. I'm trying to say something nice, but I can't come up with anything yet.

Produced by Tim Christenson (associate), Casting by Cecily Adams, Set Decoration - Michele Spadaro, Other crew - David Darwin (gaffer), Jeremy Launais (gaffer), Tom Tcimpidis (operator: Ultimatte - video control).

Aliens landed on Earth once again, only to get stuck in another dumb sitcom in this short lived Saturday night entry, David was a failed newscaster on station KTEE-TV who had been demoted to the hosting a kids' puppet show by tyrannical station manager George Greekin. Taken aback when the grotesque puppets began talking to him - and only him - he soon discovered that they were irritable aliens from an unpronounceable planet, who had mistakenly morphed into puppet form while watching the Muppets.

Now they wanted to get home. Smarmy, self-centered David, thinking they might help jump-start his career, agreed to keep their secret. Sherry was Greekin's uptight daughter and second-in-command, who bossed David around but secretly wanted to undress him, and Nick was David's addlebrained pal. The gross, foul-mouthed puppets were grouchy armless Ahab, sexy Angela, horny Bram, complacent Cubby, homesick Raleigh, and cross eyed Philippe, the ostensible leader.

If "3rd Rock From the Sun" and "The Muppet Show" were to conceive a child, the warped product would undoubtedly be "Lost on Earth," USA network's newest original comedy. Brought to you by creative people who obviously have strange but great senses of humor, "Lost on Earth" is a fresh and funny look at our planet and species.

The series stars Tim Conlon ("Party of Five") as Rudy, a failing newscaster who is demoted to host a kids' puppet show as his last chance at success. But in the shock of his life, he discovers that the puppets are really a group of bitter, dysfunctional aliens who are lost on earth. As Rudy fights to keep his job at the television station, the frustrated aliens desperately try to find a way back to their planet.

At first glance, "Lost On Earth" looks like a cheesy show with little or no entertainment value. Most adults would be appalled at the thought of watching goofy hand puppets not unlike the ones they worshiped in kindergarten. But with a strong group of actors and writing that can be witty and fresh at times, "Lost On Earth" provides moments of sparked humor.

The show has two major themes: One involving Rudy and his determined pursuit of success, and the other involving the aliens and their pursuit to get back home.

Whether the episode involves Rudy and his dealings with his boss (Paul Gleason from "The Breakfast Club") and his girlfriend Sherry (Stacy Galina), or the aliens trying to track down their Prince in order to return to their planet, there is always a level of silliness that people who are bored with the same old sitcoms can appreciate.

Conlon and Galina work well as a comic team, with Conlon playing the role of Mr. Ambition, and Galina portraying a girl who is used to getting everything she wants (her father is the station manager and Rudy's

LOST PLANET,THE



Holdren, who had starred in both Columbia and Republic's last batch of such films, is the reporter and saviour of the galaxy - the aim of world domination which had satisfied most of the villains of the thirties and forties being inflated in almost the same proportion as the budgets of the later serials were deflated. Fox is the mad scientist and Taylor the eccentric scientist he kidnaps. The end was a fitting one: seeking to escape, Fox boards his 'cosmojet' and orders his robot to set course for deep space, only to have the robot miscalculate and set a course for infinity.

This was the last of Hollywood's theatrically released Science Fiction serials. The producer for the serial was Sam Katzman, the cinematographer was William Whitley. A similar situation existed in Columbia's second trans-planetary adventure, *THE LOST PLANET* (1953), which again starred Judd Holdren, this time as newspaperman Rex Barrow, trying to put a spanner in the plans of would-be universe conqueror Dr Grood (Michael Fox), who, armed with a plethora of super-gadgets, had already established a dictatorship on the planet Ergro.

Miniatures were used this time for the flight of the space ships, but the script was both over- complicated and improbable, with scientific inaccuracies popping up (the most notorious being the ships of Rex Barrow and his allies stopping in space side-by-side, the occupants opening up their cockpits and exchanging devices and dialogue!) Like *Captain Video*, the serial's main claim to fame was its numerous 'super-scientific' devices, the majority of which debuted in *Video*, while others were created especially for *THE LOST PLANET*. With *THE LOST PLANET*, production of the SF/interplanetary serial came to an end -out as these serials went into constant reruns at theatres during the Fifties and Sixties, there was a young man in the audience named George Lucas who watched... and made his plans.

WR. George H. Plympton, Arthur Hoerl.

DIR. Spencer Gordon Bennett

EPISODES: 15 **YEAR MADE:** 1953 **COUNTRY:** US **SEASONS:** 1

COLUMBIA

CREATOR:

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

JUDD HOLDREN, VIVIAN MASON, TED THORPE, FORREST TAYLOR, MICHAEL FOX, GENE ROTH, FRED BEREST, NICK TAYLOR.

LOST PLANET,THE

Adapted by Angus MacVicar from his own 1952 radio production, the story charted the voyage of an assorted group of travellers to the lost planet of Hesikos in a spaceship powered by an atomic motor firing charged droplets of water from a bank of six enormous jets. On board were intrepid scientist Lachlan McKinnon, his assistant Lars Bergman, engineer Spike Stranahan, pretty secretary Janet Campbell, cockney cook Madge Smith, and McKinnon's 16-year-old nephew Jeremy Grant.

Besides the perils of space travel, such as a shower of meteorites, the crew also had to deal with the rival ambition of the villainous Hermanoff, before reaching their goal.

While television was in its infancy during the 1950s, radio drama still held a powerful hold over the imagination of its younger audience who tuned in week after week for the exploits of their adventurous heroes. The Lost Planet was one such radio serial which made the transition to the new medium in 1954, as six fortnightly episodes in the BBC's Children's Television slot - immediately before the early evening shutdown which existed as a kind of truce between broadcasters and parents! The producer for the series was Kevin Sheldon, the settings were created by John Cooper, the special effects were created by Reginald Jeffreys.

WR. Angus MacVicar

DIR. Bill Hitchcock

EPISODES: 6 **YEAR MADE:** 1954 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR: ANGUS MACVICAR

TYPE OF SHOW: SPACE

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 16/01/1954 **AIR DATE OF LAST EPISODE** 27/03/1954

SEASON DATE BREAKDOWN:

FILMS:

Dr. Lachlan McKinnon JOHN STUART, Lars Bergman GEOFFREY LUMSDEN, Spike Stranahan JOHN SPRINGETT, Janet Campbell MARY LAW, Madge Smith JOAN ALLEN, Jeremy Grant PETER KERR, Hermanoff VAN BOOLEN, Andrieff WOLFE MORRIS.

RELATED SHOWS:

RETURN TO THE LOST PLANET

- 1 - 1 *MYSTERY AT INVERARD*
- 1 - 2 *ZERO HOUR*
- 1 - 3 *VERMIN OF THE SKIES*
- 1 - 4 *THE VOICE OF HESIKOS*
- 1 - 5 *THE CREEPING MIST*
- 1 - 6 *THROUGH CORRIDORS OF SPACE*

LOST ROOM, THE



The Lost Room is a science fiction television miniseries airing on the Sci Fi Channel. The series revolves around the titular room and roughly 100 everyday items from that room possessing unusual powers, such as a comb that can stop time for ten seconds or a pen that microwaves anything its tip touches. The series' protagonist, Joe Miller, is searching for these "Objects" in order to find his daughter, Anna, who disappeared inside of the Room. Once a typical rental unit at a 1960s motel along Route 66, the Room now exists outside of normal time and space.

Characters

Detective Joe Miller (Peter Krause) - A Pittsburgh detective who stumbles upon the existence of the Room. When his daughter becomes lost inside the Room, Joe sets out to get her back by tracking down the Objects.
 Anna Miller (Elle Fanning) - Miller's 8-year-old daughter. Anna gets lost inside the Room when the door is closed during Joe's fight with Weasel and the Room is "reset."

Detective Lou Destefano (Chris Bauer) - Joe's partner.

Karl Kreutzfeld (Kevin Pollak) - An Object collector who claims he is searching for the Glass Eye to cure his son Isaac's leukemia.

Jennifer Bloom (Julianna Margulies) - A member of the Legion, a group dedicated to finding all of the Objects and destroying them. Jennifer tries to warn Joe of the inherent danger of the Room and the Objects therein. Her brother, Drew, became obsessed with the Objects, and Jennifer believes that something in Room 9 of the Motel "destroyed" him.

Howard "The Weasel" Montague (Roger Bart) - A former philosophy professor turned small-time criminal. He's an obsessed collector of Objects who charts the Objects' relations to one another and introduced the idea of the Prime Object.

Dr. Martin Ruber (Dennis Christopher) - A forensic scientist who becomes obsessed with the Objects. Through his obsession, he learns of "The Order of the Reunification," a cabal which believes that the Objects are pieces of God and, by reuniting them, they will be able to communicate with God. By the end of the series, he believes he has become the 'prophet' of the objects after having a vision after staring at the Polaroid for a long amount of time.

Wally Jabrowski (Peter Jacobson) - A man who has the Bus Ticket. Joe encounters him first in a hospital where Wally is being treated for hemorrhoids. He has extensive knowledge about the Objects and their history.
 Suzie Kang (Margaret Cho) - A tough, chain-smoking, independent operator who works as an Object locator, selling information about the locations of the Room's Objects. She never touches them, as she recognizes the dangers that the Objects carry. Suzie runs her Object-tracking business out of the back of her mother's dry cleaning business.

Harold Stritzke (Ewen Bremner) - A man who has the Comb and the hobby of being a peeping Tom. He has become very paranoid after being pursued by the Order and others who want his Object for themselves.

Detective Lee Bridgewater (April Grace) - Joe's friend at the police department. Lee is slowly discovering the powers held by the Room and its Objects. She ultimately wants to clear Joe's name.

The Occupant, formerly Eddie McCleister (Tim Guinee) - Became an Object after The Event, leaving little trace of his past or belongings. Resided as "John Doe" in a medical care facility until found by Joe Miller.

The Sood (Jason Antoon) - A seedy, Las Vegas-based dealer of Object "Science" - pictures, videos, and artifacts relating to Objects - but never Objects themselves.

The Room

The Room is the nonexistent Room 10 at the dilapidated Sunshine Motel outside of Gallup, New Mexico. On May 4, 1961, at 1:20:45 p.m., something happened at the site of the Room which erased it and all its contents

from history. This is referred to as "the Event" or "the Incident," and is thought to be the reason for the unusual properties of the Room and the Objects. At the time of the Event, the hotel was in decent condition and had a tenth room. One of the Objects, the undeveloped Polaroid picture, allows the user to view this tenth room as it was just before the Event by standing in its currently vacant location at the Sunshine Motel in the real world.

The Room can be accessed only by the holder of the Key. The Key will open any hinged door with a pin tumbler lock anywhere in the world, turning the door into a portal accessing the Room regardless of where that door would open normally. When exiting the Room, the door opens not to the original entry door but to any door that the holder of the Key has in mind, or to a random door if the user doesn't focus. To reach a specific door, the user must have a clear picture of the door and the area around it. The Room can thus serve as a way station for rapid travel between similar doors anywhere on Earth. The door used to access the Room must swing inward and have a pin tumbler lock. Doors with other types of locks or without a lock cannot be used to access the Room; sliding doors are unusable for travel in either direction.

The holder of the Key can bring other people into the Room, but they must leave together, because the Room "resets" when the door is shut without the key inside: everything is restored to the way it was originally, minus any Objects that are outside the Room. If something from outside the Room (including a person) is left in it when the holder of the Key leaves, it disappears. If Objects are left in the Room, they return to their original position when the Room resets. A benefit to this is that one can retrieve an Object from a safe or from within something it may be encased or hidden in (such as cement or clothing) by leaving whatever the Object is in inside the Room and resetting it.

Objects lose their special abilities while in the Room. They can also be destroyed while in the Room. However, according to the Occupant, a new Object will take the destroyed Object's place (he calls it the "conservation of Objects").

The Occupant states that there are "many Rooms;" thus, any non-Object left in the Room hasn't actually gone anywhere but is simply in a different iteration of the Room. The reset, in turn, represents a confluence of these "Rooms," allowing the Occupant (the only thing capable of consciously existing during a reset) to retrieve things lost during a reset provided they have a clear idea of what they wish to retrieve.

The Event

The Event is the nickname given to the moment in time that the Lost Room was created. It occurred on May 4, 1961, 1:20:45 p.m., and erased the room and all its contents from history. The reason behind this and the ultimate purpose of the Objects is left ambiguous, though the characters postulate two main theories to explain it. Even the man occupying the room at the time of the event is unclear about what happened, so which theory, if either, is correct remains a mystery. Both theories essentially lead to the same conclusion, but attribute the event to different causes.

One faction, "The Order of the Reunification," works under the belief that the Objects are pieces of God's mind or body (God having presumably died or been killed somehow) and reuniting them will allow them to communicate with God. More extreme versions of this view hold that reuniting the Objects will turn one into God or at least give that person God-like powers. Marten Ruber purports that the Occupant confirmed this particular theory for him in a vision, making him a prophet of sorts, but his near-death state from dehydration at the time throws this into question. Additionally, the Occupant himself shows no knowledge of the circumstances behind the event.

Another (though not necessarily contradictory) view of the phenomenon suggests that reality was somehow shattered at the location of the room, thus separating the room and everything in it from time and giving its contents abilities that realistically should be impossible. Should the items be collected and returned to the room by an individual, that person would then have complete control over reality. This theory works under the assumption that the one gathering the objects has the knowledge to utilize them properly. Since the Objects are just considered "tools," they would do no good if the user were unaware of how they function.

The Objects

Main article: [Objects from The Lost Room](#)

The Objects are powerful artifacts that serve as plot coupons to motivate the characters. The set consists of roughly 100 everyday items one would expect to find in an occupied motel room in the 1960s. They are indestructible and possess various other-worldly powers when taken outside the Lost Room, but do not work within the Room itself.

It should be possible to break the Objects within the Room itself. However, as seen when Joe Miller kills The Occupant - thus making Joe Miller the living Object, the energy of one Object upon destruction will transfer over to someone or something else in the room - presumably the one or something on the person who destroys

the Object. This principle upholds the fundamental law that energy cannot truly be created nor destroyed.

Notes

The real-world doors opened by The Key to gain access to the Lost Room always open away from the person opening it. In the first episode of the miniseries, a closet in Joe's house had a door that opened inward, which is very unusual for a house closet, but it allowed it to be used to access the Room.

The mini-series was a possible back-door pilot for a television series.

The Lost Room is a fictional exploration of the relationship between reality and quantum mechanics, a branch of physics that has many aspects as strange as anything shown in the story. See, for example, Schrodinger's Cat.

Produced by Peter Chomsky .. Coordinating producer , Laura Harkcom .. Co-executive producer , Richard Hatem .. Executive producer , Bill Hill .. Co-producer , Paul Kurta .. Producer , Christopher Leone .. Co-executive producer , Paul Workman .. Co-executive producer

Original Music by Robert J. Kral

Cinematography by David Connell

Film Editing by Sonny Baskin & David Crabtree

Production Design by Keith Neely

Set Decoration by Wendy Ozols-Barnes

Costume Design by Daniel J. Lester

Makeup Department - Gretchen Bright .. Key makeup artist , Julie Delaney .. Hair department head , RaMona Fleetwood .. Hair department head
Vanessa Jaramillo .. Assistant makeup artist , Jim Knell .. Production photographer: Captive Audience Productions , Liah Saldaña .. Special effects makeup coordinator , Corey Welk .. Additional makeup artist , Danlee Winegar .. Additional makeup artist

Production Management - Jon Emery .. Post-production supervisor & Bill Hill .. Unit production manager

Second Unit Director or Assistant Director - Craig Baxley Jr. .. Second unit director , Sarah Lemon .. Second second assistant director , Nick Satriano .. First assistant director , Jerram A. Swartz .. First assistant director , Cheeba White .. Key second assistant director

Art Department - Mark Bankins .. Props , Jess Coffey .. Set dresser , James Duddy .. Set dresser , Gary Eilar .. Set dresser , Brooke Fair .. On-set stand-by painter , Mike Hanrahan .. Set dresser , Candy Jones .. Art department coordinator , Ester Kim .. Props , Amahl Lovato .. Set designer , Ben Lowney .. Property master , Steven Maes .. Graphic designer , Edward McLoughlin .. Set dresser , Ian Scroggins .. Set dresser

Sound Department , Bayard Carey .. Production sound mixer , Patrick Giraudi .. Sound designer , Patrick Giraudi .. Sound effects editor , Catherine Harper .. Foley artist , Steve Kinsey .. Sound mixing technician , Christine H. Luethje .. Music editor , Zac Sneesby .. Second boom/cable , Zac Sneesby .. Utility cable , John Weitz .. Cable person , Michael S. Wren .. Sound recordist

Special Effects by - Margaret Johnson .. Special effects technician , Geoffrey C. Martin .. Special effects technician , Randy E. Moore .. Special effects technician , Liah Saldaña .. Special effects makeup coordinator

Visual Effects by Diego Galtieri .. Digital compositor , Frank Lawas .. Visual effects I/O supervisor , Christopher D. Martin .. Digital compositor , Jason Sperling .. Visual effects editor , Ryan Wieber .. Digital compositor

Stunts - Lesley Aletter .. Stunt double , Lesley Aletter .. Stunt double: Jenny Gabrielle, Chris Ashworth ..

Stunts , Craig Baxley Jr. .. Stunt coordinator

Kevin Derr .. Stunts , Edward A. Duran .. Aerial stunts , Edward A. Duran .. Stunts , Jace Jeanes .. Stunts Steve Schriver .. Stunts , Chrissy Weathersby .. Stunt performer

Other crew - Yvonne Alemany-Coffey .. Extras casting assistant , Chris Ashworth .. Location assistant ,

Roberta Bilé .. Costumer , Michael Birtel .. Assistant to producer , Kevin Black .. Set production assistant , Shawn Boyachek .. Production coordinator , Greg Bronner .. Transportation captain
 Jeremy Burnell .. Stand-in: Peter Krause , Amy Calhoun .. First assistant accountant , Kenneth Coblenz .. Grip , Jess Coffey .. Production assistant
 Gregory Doucette .. Script coordinator , Edward A. Duran .. Best boy , Fernando Echeverri .. Location assistant , Laura Fearon .. Payroll accountant
 Manny Fernandez .. Casting assistant , Alex Gianopoulos .. Location assistant , Sara Harris .. Transportation , Joanne Martin Hinson .. Assistant office coordinator , Mark Jacyszyn .. SPMUFX production supervisor , Leo Jaramillo .. Additional director of photography , Don Kelly .. Assistant editor
 Wendy Kennedy .. Production assistant , Brady Kephart .. Production assistant , Amber McKenzie .. On-line assistant , Marcus Montano .. Key locations assistant , Rhonda Paynter .. On-set stand-by dresser , Leah Perlman .. Production assistant , James R. Powell .. Assistant camera , Ron Rauch .. Assistant editor , Patrick A. Reynolds Jr. .. Transportation coordinator , Jan Rudolph .. Script supervisor , Mike Satrazemis .. Camera operator , Gwyn Savage .. Extras casting , Kate H.S. Swartz .. Writer's assistant , Misha Syeed .. Post-production assistant , Wade Whitman .. Key assistant location manager , Jimi Woods .. Location coordinator , Marcia Woske .. Grip.

WR. Laura Harkcom, Christopher Leone, Paul Workman

DIR. Craig R. Baxley, Michael W. Watkins

EPISODES: 3 **YEAR MADE:** 2006 **COUNTRY:** US **SEASONS:** 1

LION GATE FILMS, LION GATES PRODUCTION

CREATOR: CHRISTOPHER LEONE, LAURA HARKCOM, PAUL WORKMAN

TYPE OF SHOW: ANTHOLOGY

FORMAT: MINI-SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 11/12/2006

AIR DATE OF LAST EPISODE 13/12/2006

SEASON DATE BREAKDOWN:

FILMS:

Joe Miller PETER KRAUSE, Karl Kreutzfeld KEVIN POLLAK, Jennifer Bloom JULIANNA MARGULIES, Dr. Martin Ruber DENNIS CHRISTOPHER, Harold Stritzke EWEN BREMNER, Wally Jabrowski PETER JACOBSON, Howard "The Weasel" Montague ROGER BART, Lou Destefano CHRIS BAUER, Anna Miller ELLE FANNING, Lee Bridgewater APRIL GRACE, Isaac Kreutzfeld BENJAMIN PETRY, Anthony JASON DOUGLAS, Little Jim CHRIS MONBERG, The Sood JASON ANTOON, Kreutzfeld Guard #2 CHRIS ASHWORTH, Arlene Conroy BETH BAILEY, Legion Agent #3 JEFFREY G. BARNETT, Gus JOHN BEASLEY, Glenn Scanga JOSH BERRY, Orderly CHRIS BROWNING, Police Officer #2 JEREMY BURNELL, Suzie Kang MARGARET CHO, Sheriff #2 DAVE COLON, Kreutzfeld guard #1 EDWARD A. DURAN , Pretty JENNY GABRIELLE, Cop BRAIN GAMBLE, Hospital Patient ROBERT NATHAN GLEASON, Hospital Patient TOM B. GLEASON, Arjun Mehta ARJUN MEHTA, Margaret Milne HARRIET SANSOM HARRIS, Zoraida REMY RYAN HERNANDEZ, Matt DYLAND KENIN, Sood's Collector & Driver ZACHARY KLUCKMAN, Biker BILLY LOCKWOOD, Vanessa Miller REBECCA LOWMAN, Milton Vrang CHRIS MCCARTY, Suspect DANIEL THOMAS MURPHY, Ignacio JORGE PALLO, Pumeet HUGO PEREZ, Cowboy LUCE RAINS, Counter Clerk ARRON SHIVER, Hospital Patient J. NATHAN SIMMONS, Paramedic MATTHEW TIMMONS, Collector JOHNNY D. VIGIL, Prudence SHANNON ZELLER, Bored Detective (uncredited) BRUCE PLASKET.

1 - 1 *THE KEY AND THE CLOCK*

Joe Miller learns about the Key and the other Objects.

1 - 2 *THE COMB AND THE BOX*

Having lost his daughter during a reset of the Room, Joe begins to search for the Prime Object, which can supposedly bring her back.

1 - 3 *THE EYE AND THE PRIME OBJECT*

Having learned of the Occupant of the Room, Joe searches for him in the hopes of learning more.

LOST SAUCER,THE



While exploring the universe in the year 2369, androids Fi and Fum penetrate a time warp and land in present day Earth, 1975. Anxious to make new friends, they invite two earthlings, a boy name Jerry and his babysitter, Alice, aboard their space ship. Suddenly, as curious people begin to crowd around the alien craft, Fum is alarmed and activates the launch mechanism, sending the ship back into space, where they become lost in time. The stories are mainly about their adventures in strange, futuristic worlds, and Fi and Fum's attempts to return their unwilling passengers to Earth.

The Lost Saucer Theme Songs Lyrics

Out of the sky and out of time
 Coming to see all that they can find
 No where to go, Fi and Fum
 They've been to the moon
 Now they've been to the sun

Please, Please take me along

Now Listen

From the future of time
 They came to see
 How the world used to be
 But something went wrong deep inside
 And they can't get off this crazy ride

Please, Please someone help us

Where are we going in the Lost Saucer
 Somebody help us in the Lost Saucer
 Where are we going in the Lost Saucer
 Somebody help us in the Lost Saucer
 Where are we going in the Lost

saucer

The Lost Saucer is probably the most obscure Krofft show mainly because it was one that was never released on video like most other Krofft shows. It wasn't even shown on Nick at Nite's Pufapalooza marathon. I guess since it's been largely ignored, you could say that it's the "redheaded step child" of the Krofft television shows. This show aired between September 6, 1975 and September 4, 1976 on ABC, Saturday 9:00 - 9:30 am. After its cancellation, episodes of The Lost Saucer edited down to 20 minute segments were broadcast as part of The Krofft Supershow during the 1976-77 TV season.

Produced by Marty Krofft producer & Sid Krofft Producer.
 Art Direction by Herman F. Zimmerman.

Jim Nabors was best known from playing Gomer Pyle on both the Andy Griffith Show and the spinoff show, Gomer Pyle, U.S.M.C.. Ruth Buzzi was probably best known from her years on Laugh-In. She returned to Saturday morning television in 1977 to provide the voice for Gladys, a character she had played on a series of reoccurring skits on Laugh-In, on Baggy Pants and the Nitwits and she has continued doing voice work during the 80s and 90s. Like Buzzi, Alice Playten has been active doing voiceover work for various cartoons in the 80s and 90s. Larry Larsen continued working with the Kroffts, he appeared as a regular on the Donny and Marie Show and played Duncy on Magic Mongo.

WR. Si Rose, John Fenton Murray, Barry . Blitzer, John L. Greene, Arthur Philips, Fred Fox, Seaman

Jacobs.

DIR. Jack Regas, Dick Darley, Walter C. Miller.

EPISODES: 16 **YEAR MADE:** 1975 **COUNTRY:** US **SEASONS:** 1

A SID MARTY KROFFT PRODUCTION.

CREATOR: SID AND MARTY KROFFT

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 16

DATE OF PREMIER: 06/09/1975

AIR DATE OF LAST EPISODE 04/09/1976

SEASON DATE BREAKDOWN:

FILMS:

Fi RUTH BUZZI, Fum JIM NABORS, Alice ALICE PLAYTEN, Jerry JARROD JOHNSON, The Dorse
LARRY LARSON.

RELATED SHOWS:

LAND OF THE LOST (1974)

ELECTRA WOMAN AND DYNAGIRL

BIGFOOT AND WILDBOY

WONDERBUG, THE

FAR OUT SPACE NUTS

DR. SHRINKER

SIGMUND AND THE SEA MONSTERS

- 1 - 1 *WHERE ARE WE GOING*
- 1 - 2 *THE LITTLENIKS*
- 1 - 3 *GORO, THE CLUTZY ROBOT*
- 1 - 4 *FATROPOLIS*
- 1 - 5 *THE SPEEDING TICKET*
- 1 - 6 *ANDROID AMNESIA*
- 1 - 7 *POLKA DOT PREJUDICE*
- 1 - 8 *CHLORO-PHIL AND HIS TALKING PLANTS*
- 1 - 9 *INVISIBLY JERRY*
- 1 - 10 *ENERGY'S OUTLAWED PLANET*
- 1 - 11 *FI & FUM MEET THEIR CREATOR*
- 1 - 12 *LAND OF DINOSUARS*
- 1 - 13 *RETURN TO THE LAND OF THE DINOSAURS*
- 1 - 14 *DR. FRANKENSTEIN'S ROBOT*
- 1 - 15 *ATLANTIS*
- 1 - 16 *HAPPY VALLEY*

LOST WORLD, THE

AKA: **SIR ARTHUR CONAN DOYLE'S THE LOST WORLD**



At the dawn of the 20th century, a band of adventurers are part of an expedition to prove the existence of a lost world isolated from the modern world. Disaster happens and the band find themselves trapped and isolated in this dangerous land with only the help of a young wild woman who was stranded in the land herself as a child. Together, the band fight to survive against the fearsome dinosaurs and other dangers that land has as they search for a way to escape.

A very predictable plot that has its hero, heroine and villains. So So effects with a predictable outcome. Usually when I see one of these adventure series' on TV, they almost always bore me. However, this is one of the few shows of its type I like. While it has almost nothing in common with the book or the film versions (Sir Arthur Conan Doyle's book, not the new one) except for the characters' names and the basic idea, it does manage to be a fairly entertaining show. It deals with the explorers running into ancient civilizations, odd characters, etc. over and over, but always comes up with another way to keep you interested. It also has some nice humor. True, the dinosaurs aren't believable, the stories sometimes predictable, and it seems the characters get killed over and over only to have them revived by some magical sorcerer or something close, but it's generally a good, fun adventure series.

Produced by Danny Rossner & Murray Shostak, Cinematography by Barry Gravelle, Film Editing by Isabelle Levesque, Art Direction - Sylvain Gingras, Costume Design by Nicole Pelletier, Production Management - Luc Campeau (unit production manager). Assistant Director - Thomas Parkinson (second assistant director), Blair Roth (first assistant director), Tanya van Blokland (third assistant director) and Sound Department - Richard Betanzos (sound re-recording mixer).

Special effects would appear to be all this series is, loosely based on Sir Arthur Conan Doyle's novel, has going for it. Showing on the AAN cable network and in syndication, apparently some nudity has been cut for syndication. The series did actually being airing ahead of the pilot, which is being shown on cable channel TNT (US). It's a bit like seeing BABYLON 5's "Midnight on the Firing Line" before "The Gathering" (hang on, that's what UK channel Channel 4 did!)

Australian Screen Music Awards

1999 - Won - Best Original Music for a TV Series or Serial Garry McDonald, Laurie Stone, Nerida Tyson-Chew

WR. Jean LaFleur, Léopold St-Pierre.

DIR. Bob Keen

EPISODES: 66 **YEAR MADE:** 1999 **COUNTRY:** AUS **SEASONS:** 3

COOTE HAYES PRODUCTIONS, ST. CLARE ENTERTAINMENT, TELESCENE FILM GROUP PRODUCTIONS.

CREATOR:

TYPE OF SHOW: EXPLORATION **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 22, (3) 22

DATE OF PREMIER: 01/02/1999 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN: Season 1 : 02/10/1999 - 20/05/2000
Season 2 : 07/10/2000 - 26/05/2001
Season 3 : 20/10/2001 - 13/05/2002

FILMS:

Challenger PATRICK BERGIN, Amanda JAYNE HEITMEYER, John Roxton DAVID NERMAN, Prof.

Summerlee MICHAEL SINELNIKOFF, Malone JULIAN CASEY, Djena GREGORLANE MINOT-PAYEUR, Maplewhite JACK LANGEDIJK, Lord Thomas JAMES BRADFROD, Student MARTIN SIMS, RUSSELL YUEN, Marguerite RACHEL BLAKELY, Veronica JENNIFER O'DELL, Assai LAURA VAZQUEZ, Jacoba GEORGE HENARE, Lani John Tupu CHIEF GUIDE.

- *HEART OF THE STORM*
- 1 - 1 *THE LOST WORLD (1-2) (aka THE ADVENTURE BEGINS)*
- 1 - 2 *MORE THAN HUMAN*
- 1 - 3 *CAVE OF FEAR*
- 1 - 4 *NECTAR*
- 1 - 5 *SALVATION*
- 1 - 6 *OUT OF TIME*
- 1 - 7 *BLOOD LUST*
- 1 - 8 *OUT OF TIME*
- 1 - 9 *PARADISE FOUND*
- 1 - 10 *THE BEAST WITHIN*
- 1 - 11 *CREATURES OF THE DARK*
- 1 - 12 *TRIBUTE*
- 1 - 16 *TIME AFTER TIME*
- 1 - 17 *PRODIGAL FATHER*
- 1 - 18 *RESURRECTION*
- 1 - 19 *PROPHECY*
- 1 - 20 *THE CHOSEN ONE*

Roaxanne and Marguerite are given charge of Gideon, by his mentor Davos, to fulfill the boy's destiny to release his tribe from Goth bondage and deliver the "Star of Hope" quarterstaff he carries. At the Treehouse, Malone bonds with Kaya, who has a secret that threatens his life.

- 1 - 21 *BARBARIANS AT THE GATE*
- 2 - 1 *ALL OR NOTHING*
- 2 - 2 *AMAZONS*
- 2 - 3 *TOURIST SEASON*
- 2 - 4 *DIVINE RIGHT*
- 2 - 5 *STONE COLD*
- 2 - 6 *SKIN DEEP*
- 2 - 7 *LONDON CALLING*
- 2 - 8 *THE PRISONER*
- 2 - 9 *THE GAMES*
- 2 - 10 *THE SOURCE*
- 2 - 11 *TROPHIES*
- 2 - 12 *VOODOO QUEEN*
- 2 - 13 *THE GUARDIAN*

- 2 - 14 *UNDER PRESSURE*
- 2 - 15 *THE OUTLAW*
- 2 - 16 *THE QUALITY OF MERCY*
- 2 - 17 *MARK OF THE BEAST*
- 2 - 18 *SURVIVOR*
- 2 - 19 *THE PIRATE'S CURSE*
- 2 - 20 *THE VISITOR*
- 2 - 21 *A MAN OF VISION*
- 2 - 22 *INTO THE FIRE*
- 3 - 1 *OUT OF THE BLUE*
- 3 - 2 *THE TRAVELERS*
- 3 - 3 *EYE FOR AN EYE*
- 3 - 4 *TRUE SPIRIT*
- 3 - 5 *THE KNIFE*
- 3 - 6 *FIRE IN THE SKY*
- 3 - 7 *DEAD MAN'S HILL*
- 3 - 8 *HOLLOW VICTORY*
- 3 - 9 *A WITCH'S CALLING*
- 3 - 10 *BROTHERS IN ARMS*
- 3 - 11 *ICE AGE*
- 3 - 12 *END GAME*
- 3 - 13 *PHANTOMS*
- 3 - 14 *THE SECRET*
- 3 - 15 *FINN*
- 3 - 16 *SUSPICION*
- 3 - 17 *THE IMPOSTERS*
- 3 - 18 *THE ELIXER*
- 3 - 19 *TAPESTRY*
- 3 - 20 *LEGACY*
- 3 - 21 *TRAPPED*

LUNA



Futuristic ITV children's comedy series of the 1980s with a language all its own that emerged as a cross between Orwellian doublespeak and Stanley Unwin's gobbledygook. Created by ex-Monkees drummer and Metal Mickey-taker Michael Dolenz, Luna was set 50 years in the future, when animals have been replaced by furry little robots and speech has evolved into 'techno talk'. This was a language designed for the computer age when words have to be abbreviated, linked or even lost in favour of numbers to allow more speedy electronic processing. So, there are 'dimi males' and 'dimi females' (children) and families are divided into 'habiviron groups', each person possessing an 'egotheticity' card which they lose at their peril. Time is measured in 'ticks', 'tocks' and 'tacks'; and for birthday, read 'batch day'. The episode titles alone reached sublime heights of techno talk.

Main characters in the series were Gramps, teenagers Brat and Luna (played in the first series by actress/pop star Patsy Kensit), Andy the robot and bureaucrat beings 80H and 40D.

Writer Colin Bennett, who also starred in the series, described Luna as a kind of morality play, conveying the idea that in future human ethics would still have to be observed - that the silicon chip would not be the answer to everything.

This show was created by Michael Dolenz who also created the SF comedy show METAL MICKEY. Luna lasted for two six-part series, in 1983 and 1984. Michael Dolenz was also the shows producer and director with Chris Tookey (Season Two), the executive producer for the series with Lewis Rudd and the writers were Colin Bennett and Colin Prockter, the designer was Tony Ferris. There series was seen on ITV in the UK.

Luna, the TV show, was a children's science fiction show shown on television in the UK which ran for two seasons in 1983 and 1984. Luna was also the name of the show's central character, played by a juvenile Patsy Kensit (1st season) and by Joanna Wyatt (2nd season). Luna was co-written by Colin Bennett who also starred in it. It was created and produced by Mickey Dolenz of The Monkees fame.

The show is about the domestic life of a family group set in the year 2040 - although in the setting, the characters (other than Luna's geeky brother) are not in fact a family.

A distinctive feature of the show was the language of "techno-talk", used by all of the characters, and described as an alternate version of English that had emerged to make it easier for computers to understand human's speech. Techno-talk is characterised by the formation of new words from stems that already exist in regular spoken English. For example, the characters live in a "habiviron", from habitat and environment. Similarly, school is "eduviron"; a child (as most of the characters are) is a "diminibeing", abbreviated to "dimini"; and "regrets!" and "gratitudes!" replace "sorry" and "thank you".

The series was extremely unusual for its time in being a science fiction series with a female lead character. Parts of the setting are also decidedly dystopic; in the first episode, Luna is threatened with execution for having lost her citizen's identity card.

There is no record of the series having been repeated since its first airing, but it has been confirmed that the entire series still exists in archive.

WR. Colin Bennett, Colin Prockter.

DIR. Michael Dolenz (Season One), Chris Tookey (Season Two).

EPISODES: 12 **YEAR MADE:** 1983 **COUNTRY:** GB **SEASONS:** 2

CENTRAL PRODUCTION

CREATOR: MICHAEL DOLENZ

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6, (2) 6

DATE OF PREMIER: 22/01/1983 **AIR DATE OF LAST EPISODE** 22/02/1983

SEASON DATE BREAKDOWN:

FILMS:

Luna PATSY KENSIT (1), Luna JOANNA WYATT (2), Brat AARON BROWN, Gramps FRANK DUNCAN, Andy COLIN BENNET, 80H RAY MACREADY, 40D NATELIA FORBES (1), 32C VANESSA KNOX-MAWER (2), Mother LINDA POLAN, Jazzmine HUGH SPIGHT, Mr. Efficiency RUSSEL WOOTTON.

RELATED SHOWS:

METAL MICKEY

- 1 - 1 *HABIVIRON SWEET HABIVIRON*
- 1 - 2 *THE CLUNKMAN COMETH*
- 1 - 3 *ALL THE WORLD'S A TELETALK LINKUP*
- 1 - 4 *HAPPY BATCH DAY, DEAR LUNA*
- 1 - 5 *ENVIRONMENTAL AMBIENCE STABLE, WISH YOU WERE HERE*
- 1 - 6 *WHEN DID YOU LAST SEE YOUR PATER BATCH MIX DONOR?*
- 2 - 1 *YOU CAN'T JUDGE A VIDEOTALKER BY IT'S BLURB*
- 2 - 2 *GO FORTH AND QUADRUPLICATE*
- 2 - 3 *THE HAPPIEST EARTH REVOLVES OF YOUR SPAN*
- 2 - 4 *IT ISN'T HOW YOU VICT OR FLUNK BUT HOW YOU CO-PARTICIPATE*
- 2 - 5 *A BUREAUBUREAU IN THE HAND IS WORTH A PENSION*
- 2 - 6 *YOU'RE ONLY AS MULTI-TOCKED AS YOU PERCIEVE*

LUNAR JIM



Lunar Jim and his team , Rover the Robot Dog, Ripple the Super Space Mechanic, Eco the Farmer, and T.E.D. the Technical Equipment Device live on Blue Moon L22, the second-to-last moon on the edge of the Milky Way. Focusing on exploration and inquiry, Lunar Jim intends to promote such life skills as problem-solving, persistence, creativity, and cooperation, with an emphasis on "pre-science skills". His rallying cry is: "Let's get lunar!"

Lunar Jim - Spaceman, Explorer, Average Guy, Hero

Jim's mission: to explore and settle this strange and wonderous new place.

Lunar Jim has a true adventure's soul and he brings the enthusiasm of a child to all of his missions; their's no crater to far, no cave too deep for Jim. A born leader, he is able to take charge without being bossy and he always puts others before himself. Jim is the focus of each story and carries the emotional weight of the series. Even though he doesn't always have the answers, he'll never give up until it's mission-accomplished. Through his ever-lasting optimism, Jim teaches us that failure, and recovering from it, are the first step to real empowerment that comes from learning.

But, above all, Jim sees the humour in everything and can laugh at himself. Jim has a variety of cool vehicles at his disposal but his go-to favourite is the zippy Lunar Scrambler.

Ripple - Super Space Mechanic

Ripple's the lunar engineer, which means she's responsible for keeping all the systems and machines functioning properly. She keeps all the vehicles ship shape and the 2 robots (Rover and Ted) spic and span. Ripple loves to take things apart and see how they work and, if possible, she'll always try to work in some kind of "improvement". Riddle believes that for every problem, their's a machine just waiting to be built to solve it. That's not to say she's always successful, some her creations have some pretty wild results! But even when her inventions turn out less then perfect, her brilliant failures are always hughely entertaining.

Ripple usually hangs out in mission control where she's best placed to keep an eye on things. It's often Ripple who's the first to spot trouble and call the gang to action. She's an excellent first mate an always despenable. Ripple is always ready to jump on her Lunar Scooter and zip into adventure.

Eco- Space Farmer and Friend of Nature

Eco is Moona Luna's resident farmer. He manages the fanatasic lunar Ecodome that grows the moon community's fresh fruit and vegetables. Eco loves to do things in an organic, enviromentally friendly way. In fact, he insists on it. He's got a bunch of cool lunar tools to work with, but Eco prefers to use the good old-fashioned green fingers.

Eco can't stand the thought of eating the artificial food pastes from Earth when he's got some lovely peas coming along. Eco is constanly finding all sorts of interesting new plant species on the Moon; you can smell his famous moon melons a mile off, while his strange beanstalkes always seem to get into places they shouldn't be!

Eco is kept company by his 2 animals: Dolores the hen, and Daisy they cow.

Eco explores the moon and collects his samples aboard the fabulous Lunar Hopper.

Rover - Lunar Robot-Dog, Jim's Best Friend

-
- 1 - 3 *THAT'S ODD. . . WHERE'S POD*
 - 1 - 4 *LUNAR JIM AND THE MOON THEIF*
 - 1 - 5 *WHISTLING CRATERS*
 - 1 - 6 *WRONG WAY TED*
 - 1 - 7 *PEST PROBLEMS*
 - 1 - 8 *FORGET-ME-NOTS*
 - 1 - 9 *JIM GETS MUCKY*
 - 1 - 10 *UP, UP AND AWAY. . . ALMOST*
 - 1 - 11 *RECIPE FOR ROVER*
 - 1 - 12 *RUNNING ON EMPTY*
 - 1 - 13 *LUNAR DUST DILEMNA*
 - 1 - 14 *THE SPACE PIRATE*
 - 1 - 15 *REAL SLICK TED*
 - 1 - 16 *VOICE RECORDER TED*
 - 1 - 17 *SWITCHEROO*
 - 1 - 18 *LUNAR CHIME FLOWERS*
 - 1 - 19 *JIM'S PUDDLE PREDICAMENT*
 - 1 - 20 *MOON BUBBLES AND BELLY BURPS*
 - 1 - 21 *MIND AND MUSCLE*
 - 1 - 22 *TOO MANY FLUFFIES*
 - 1 - 23 *A LITTLE NOON MUSIC*
 - 1 - 24 *THE BIG SNEEZE MYSTERY*
 - 1 - 25 *ROVER'S BIG DIG*
 - 1 - 26 *JIM AND TED'S WILD RIDE*

M.A.N.T.I.S.



Dr. Miles Hawkins was a prominent and wealthy black research scientist who became paralysed by bullet to the spine. In an effort to enable himself to walk again, he creates a exo-skeleton. The exo-skeleton not only allows him to walk but also gives him enhanced strength. The suit is christened M.A.N.T.I.S. which stands for Mechanically Augmented Neuro Transmitter Interception System He uses the suit to fight crime. Since Hawkins understandably hates bullets and violence. he creates knockout darts and with the Chrysalid., a flying car which can also travel underwater, sets out to prevent a gang war from destroying the town.

The pilot movie was politically correct with most all of the supporting cast being black. It was also something of a mystery as to the identity of M.A.N.T.I.S., with Hawkins being the least likely person since he is crippled. A good portion of the pilot involves a pair of TV reporters attempting to deduce the M.A.N.T.I.S.'s true identity. Hawkins' assistants in the pilot were a pair of African exchange students. When M.A.N.T.I.S. returned as a regular series in the fall, it was with a complete overhaul. Although the basic premise remained the same the only character who made the transition from the pilot movie to the series was Miles Hawkins / M.A.N.T.I.S. Continuity established in the pilot was ignored with a new origin of the M.A.N.T.I.S. being presented.

The name of M.A.N.T.I.S. now comes from the fact that in costume Hawkins looks like the insect variety of the mantis. Hawkins' home base was also changed from Ocean City to Port Columbia. The predominantly black supporting cast was all gone. Hawkins' new associates were: John Stonebrake, an old college friend of Hawkins' who held one of the top positions at Hawkins Technology. Stonebrake helped Hawkins develop the technology for M.A.N.T.I.S. and monitored Hawkins' condition in their secret underground headquarters. Hawkins' second assistant was Taylor Savidge, a young bicycle courier whose idea it was to use the M.A.N.T.I.S. technology to fight crime. Savidge and Stonebrake did not get along very well and were constantly on each other's nerves.

The remaining regular character was Lt. Leora Maxwell of the Port Columbia Police Department. Leora and Hawkins became romantically involved, something that put Hawkins ill at ease. Leora often came to him for scientific help in solving police cases, something he was glad to give. M.A.N.T.I.S., however, was wanted by the police, who considered him a vigilante. Leora was put in charge of a task force created to capture the M.A.N.T.I.S. and bring him to justice.

The ratings of the series were not all that good and in an effort to boost them several changes were made half way through the season. Leora was made aware of the M.A.N.T.I.S.'s true identity, something that at first strained her and Hawkins' relationship. She reluctantly became a member of the M.A.N.T.I.S. team. The plots also shifted, where as early episodes often pitted M.A.N.T.I.S. against common criminals later episodes had more fantastic elements. Time travel and invaders from an alternate dimension were featured. The changes however were too little, too late, and M.A.N.T.I.S. was cancelled.

Prologue: This is the scientific journal of Dr. Miles Hawkins, to be published in the event of my death. I know when the truth is known, people will wonder why I felt it necessary to create the M.A.N.T.I.S.. The reality--I never did. The M.A.N.T.I.S. asked his own creation and I could not refuse him. 1994 M.A.N.T.I.S. (movie that preceded the series) M.A.N.T.I.S. = Mechanically Augmented Neuro Transmitter Interception System.

There is an election in the works and two rival gangs are being set-up to disrupt it. w. Sam Hamm d. Eric Laneuville story by Sam Raimi & Sam Hamm music by Joseph Lo Duca Carl Lumley as Dr. Hawkins, the M.A.N.T.I.S. Bobby Hosea as Yuri Barnes Gina Torres as Dr. Amy Ellis, Steve James as Antoine Pike, Obba Babatundé as Cornell, Marcia Cross as Carla, Wendy Raquel Robinson, Christopher M. Brown, Philip Baker Hall (? Smitty), Yvonne Farrow, Francis X. McCarthy as Chief Stark, Alan Fudge as Chief's Assistant, Grant Heslov, Louis Ramos, Billy Kane as De Carlos, Jeremiah Birkett as Kid NG, Dex Elliot Sanders as L.T., Theo Forsett as Jay, Jerry Black as Mayor Beame, Larron Tate as Day, Vicellous Keon

Wr Bryce Zabel, Brad Markowitz

Dir Les Landau

1 - 4 *CEASE FIRE*

The MANTIS must subvert the plans to assassinate a visiting diplomat who happens to be an old love of Dr. Hawkins.

Wr Mark Lisson

Dir Rob Bowman

1 - 5 *TO PREY IN DARKNESS*

When a federal agent is assigned to hunt down the MANTIS, he believes there is a connection between the MANTIS and Dr. Hawkins.

Wr Marc Scott Zicree

Dir Cliff Bole

1 - 6 *VIRTUALLY FALLING DOWN (AKA SOLDIER OF MISFORTUNE)*

The strength of the M.A.N.T.I.S is put to the ultimate test when Hawkins has to stop a combat robot from completing it's mission-killing innocent people.

Wr James Kramer

Dir Kim Manners

1 - 7 *BLACK DRAGON*

When an organization called the Yakuza kidnaps a mafia princess to gain control of a new sports arena, the MANTIS must fight a samurai warrior to free her.

Wr David Ransil

Dir Mario Azzopardi

1 - 8 *GLOVES OFF*

When the MANTIS uncovers an organization which runs underground, to-the-death bloodsport matches, he helps a man who is forced to participate.

Wr Bryce Zabel, Mark Lisson

Dir Michael Caffey

1 - 9 *FIRE IN THE HEART*

The MANTIS must thwart the efforts of a shady real estate developer trying to acquire property cheaply by using a young boy that can start fires with his mind.

Wr Paris Qualles

Dir Rob Bowman

1 - 10 *THOU SHALT NOT KILL (PART 1 OF 2)*

The MANTIS is left for dead when, Solomon Box, the MANTIS' chief nemesis, uses his political muscle and the authorities perception that the MANTIS is a vigilante, to persuade the police to hunt him down.

Wr Bryce Zabel, Brad Markowitz

Dir Michael Caffey

1 - 11 *REVELATION (PART 2 OF 2)*

The Port Columbia police force, under the direction of Solomon Box, continues it's attempt to hunt down the MANTIS.

Wr Bryce Zabel, Brad Markowitz

Dir David Grossman

1 - 12 *THROUGH THE DARK CIRCLE*

When Savage is kidnapped by strange men from another dimension, Miles and John must save him...with a little help from the MANTIS, of course.

Wr Coleman Luck, Carel Gage Luck

Dir Kim Manners

1 - 13 *FACES IN THE MASK*

A genius, who was disfigured by his four business partners (and now has to wear a mask) seeks revenge.

Wr Coleman Luck

Dir Neill Fearnley

1 - 14 *THE EYES BEYOND*

The MANTIS returns to base in the Chrysalis only to find he is 32 years in the future where Port Columbia is ruled by a machine.

Wr Coleman Luck, Carel Gage Luck

Dir Richard Compton

1 - 15 *THE DELUSIONIST*

The MANTIS must stop a traveling magician when he uses a mind control machine on Port Columbia youth.

Wr Coleman Luck III

Dir Tucker Gates

1 - 16 *THE SEA WASP*

When a marine biologist genetically alters herself in an attempt to create an amphibian race through genetic manipulation, she tries to make Miles a part of her plans.

Wr Paris Qualles

Dir John Nicolella

1 - 17 *PROGENITOR*

A crazy scientist kidnaps Miles and replaces him with a clone.

Wr Bryce Zabel

Dir Mario Azzopardi

1 - 18 *FAST FORWARD*

The MANTIS faces a criminal who has the ability to move so fast he is invisible to everyone else.

Wr David Kemper

Dir Cliff Bole

1 - 19 *SWITCHES*

A condemned man is executed, but using a device, his consciousness somehow escapes and exists in the electric current. The MANTIS must stop him when he starts hunting down those that put him in prison.

Wr Coleman Luck, Carel Gage Luck

Dir Neill Fearnley

1 - 20 *SPIDER IN THE TOWER*

The Men in Black return to destroy the M.A.N.T.I.S. and the Port Columbia's leaders using their latest weapon.

Wr Coleman Luck, Coleman Luck III

Dir Kim Manners

1 - 21 *ANCENSTRAL EVIL*

Stonebrake's experiment with a DNA hologram turns into a total disaster when an electrical accident causes the hologram of an ancient druid to materialize. Now that he is back, the druid intends to kill the judges and bring back his fame.

Wr Paris Qualles, Brad Markowitz

Dir Cliff Bole

1 - 22 *GHOST OF THE ICE*

A Fateful crash landing in a remote forest leads the MANTIS and his friends to an encounter with a ravenous Tyranasaurus. With the safety of his loved ones at stake, Miles may have to make the sacrifice all heroes must to end the monster's rampage.

Wr David Kemper

Dir Kim Manners

M.I. HIGH



Threats to British national security are at an all-time high. The old school spies have had their day and high ranking MI9 agent, Lenny Bicknall (Danny John Jules, Red Dwarf) must find secure and untraceable identities for his officers. His solution: to establish a ring of undercover agents in a place the enemy will never suspect, an inner city high school.

The 21st century faces a new kind of threat as the old-school spies have had their day. MI9 have created a new breed of skilled undercover agent hidden in a place no villain will ever suspect an inner-city high school. Following the success of their last children's series, the Emmy Award-winning *The Magician's House*, and the Bafta-winning *Spooks*, comes *M.I. High* a new, original children's spy series for CBBC created by Keith Brumpton. Newcomers Bel Powley, Moustafa Chousein-Oglou and Rachel Petladwala star as the highly-trained spies, led by high ranking MI9 agent Lenny Bicknall, who juggle school work with saving the world from the villainous Grand Master and his mob of outlandish rogues.

Danny John-Jules who play's Lenny, is more famous for his role as the "Cat" in RED DWARF.

The series was produced by Kerry Appleyard.

Trivia.

In episode one "The Sinister Priminister", the prime minister is played by a fellow RED DWARF crew member, Robert Llewellyn who played Kryten in Red Dwarf, an androind, and plays an android in M.I. High.

The first episode was broadcast on BBC1 on Monday nights in the UK and the next episode was followed at 5.30 on satellite tv station CBBC.

M.I. High is a CBBC children's adventure series following the exploits of a group of inner-city high school kids, Blane, Daisy and Rose, who work as undercover spies. The series is shown on Mondays at 5pm on BBC One with the next episode shown straight after on the CBBC Channel. The previous two episodes are shown every Sunday at 4pm on the CBBC Channel.

The spies are led by M.I.9 agent Lenny Bicknall (Danny John-Jules), who also poses as the school caretaker. All other spies' covers have been rumbled and the only spies left undercover are school children still being trained.

Lenny summons his spy taskforce by means of a small flashing light at the top of the kids' pencils, which is disguised to look like an eraser. Blane, Daisy and Rose must come up with some excuse to get themselves out of class. They then go to the caretaker's storeroom and then descend by means of a high-speed elevator to a deep underground spy headquarters where they learn about their latest mission from Lenny.

M.I. High is produced for the BBC by the independent production company Kudos, who also produced the hit BBC spy drama *Spooks*. It follows in the success of *Young Bond* and the book/film *Stormbreaker*. M.I. High was recorded in high definition.

The first series of the programme was filmed at Eastbury Comprehensive School's old site (Dawson Road site), with the second filming at Christchurch School.

Character Profiles

Lenny Bicknall (Saint Hope's/M.I. High - Caretaker/Supervising Agent) is an M.I.9 agent deep undercover posing as Saint Hope's School's caretaker. He has been at M.I.9 for years and has lots of old secret mission stories. His storeroom is the secret entrance to the M.I. High underground headquarters. He trained Carla Terrini to be a top secret agent.

Played by Danny John-Jules Current Status: ACTIVE

Blane Whittaker (Saint Hope's/M.I. High - Student/Spy) is a karate brown belt. His hand-eye coordination is second to none and he is also the UK long jump Champion record holder. In his spare time he loves watching Martial Arts films and loves being with Daisy. He has been friends with Stuart since he was six years old. He has a crush on Daisy, under attack of the bees he tells daisy to get behind him showing that he was worried about her safety also He is always defending Daisy.

Played by: Mustafa Palazli. Current Status: ACTIVE

Daisy Millar (Saint Hope's/M.I. High - Student/Spy) is an only child, her parents are married and both of them work abroad. In "The Power Thief", we learn that her dad is the chairman of a museum trustee board and he is very famous. She has met the Queen because of her dad's position and lives in a big country estate, although she tells no-one at school about her family or where she lives. Only Blane finds out the truth in "The Power Thief". She is an undercover expert with extraordinary chameleonic abilities (she is an expert in the art of disguise), building allegiance to get closer to the enemy. She thinks Rose seriously needs a makeover and She is in love with Blane. In an episode she gets darted with a truth dart and Blane asks her if she fancies him and she then says "yyyyyeeees..." but at that instant Lenny injects her with an antidote and she begins vehemently denying it.

Played by: Bel Powley. Current Status: ACTIVE

Rose Gupta (Saint Hope's/M.I. High - Student/Spy) is the eldest of three and her parents own the local DVD rental store. Rose has an IQ that is off the chart! She is the spy team's scientific, technical and analytical expert. She also has a musical side and played the tuba in "Eyes on Their Stars" before switching to clarinet at the end of the episode; she also has a hidden talent for singing, shown when she sang with Crush. She has a crush on Stuart Critchley.

Played by: Rachel Petladwala. Current Status: ACTIVE

The Grand Master (S.K.U.L. - Super Villain) is the Leader of S.K.U.L., the Secret Kriminal Underground League, the whereabouts of which remain unknown. He operates an undefined quantity of enemy cells called S.K.U.L. Riding high after M.I.9's adult mission to locate him was foiled. Numerous failed missions to stop the Grand Master have led to his and his S.K.U.L. associates' increased capacity to threaten national security. He owns a white rabbit which he refers to as General Flopsy. The Grand Master's face is never seen on-screen; his features always being concealed in shadows. He has grey hair and is possibly in his late fifties/early sixties, but beyond that very little can be determined. (As a matter of interest, and something to look out for, the closest-ever look at the Grand Master occurs in "The Fugitive", when his permanently-shadowed features are briefly seen in profile when he puts down the telephone after speaking to Agent Zero for the first time.) On deciding to retreat to his hidden bunker on the floor of the Indian Ocean towards the end of "The Fugitive", the Grand Master turns down Agent Zero's offer to carry on the running of S.K.U.L., preferring to leave the job in the capable hands (or should that be paws?) of General Flopsy instead! As witnessed in "The Big Freeze", he is a big fan of the Blue Peter presenter Konnie Huq.

Played by: Kerry Shale (voice) (series one).

Played by: Julian Bleach (series two). Current Status: ACTIVE S.K.U.L.

Stuart Critchley (Saint Hope's - Student) is Blane's best friend and side-kick, he believes in UFOs and the supernatural. His favourite TV programme is Star Trek and he also runs the school radio club. Stewart knows nothing about Blane being a spy but Blane has been close to telling him a few times; Stewart gets suspicious how Blane keeps disappearing all the time. Stuart has a thing for Rose! Stuart has earned his Green Blue Peter Badge and can be seen wearing it on his coat and school uniform.

Played by: Scott Gibbins. Current Status: OK

Mr. Flatley (Saint Hope's - Headteacher) is the school headmaster, who is easy going but has a determined streak and an obsession for getting things right. He really believes in Saint Hope's School and its pupils. He has great patience and works long hours without complaining. Though there has been no improvement in school results, morale or truancy levels, Mr. Flatley's optimism remains undented. He likes to boss Lenny the school caretaker about all the time, but deep down he wishes he was more like him.

Played by: Chris Stanton. Current Status: OK

Miss Helen Templeman (Saint Hope's - Teacher) is a teacher at M.I. High and Blane, Rose and Daisy's form teacher. Luckily for the school, but unluckily for the spy team, their form teacher is a young, sensitive, ambitious teacher. She secretly fancies Lenny but is too shy to tell him. Mechanics is one of her hobbies.

Played by: Jane Cameron. Current Status: OK

Fifty Pence (Saint Hope's - Student), or Julian Hamley (to give him his real name), is the school bully at M.I. High. He always gets bad grades at school and thinks he is a great rapper. He has won a brave kid award. In "Spy Animals" we learn that his bullying is the result of him over compensating for his feminine side.

Played by: Sam Ardley. Current Status: OK

Kaleigh (Saint Hope's - Student) is the tough ring-leader of the class gang, and has a 'couldn't care less' attitude. She is friends with Daisy and Zara, and only cares about her hair and her nails.

Played by: Leonie Boyd. Current Status: OK

She is replaced by the character of Letitia in series two.

Played by: Princess Webb. Current Status: OK

Zara (Saint Hope's - Student) is friends with Daisy and Kaleigh, the popular girls in School. She is constantly confused but she doesn't mind, as long as her clothes are in season and she is looking fabulous and fashionable

Played by: Bethany Denville. Current Status: OK

The Guinea Pig (S.K.U.L. - Evil Scientist), or Professor Sally Moreau (to give her her real name), is renowned for her discredited experiments. Self-experimentation has caused her to mutate into a half-human, half-guinea pig hybrid. She works for the Grand Master and is sponsored by S.K.U.L. She tried to take over the world using a cyber clone of the Prime Minister until the M.I. High spies discovered her plans.

Played by: Moya Brady. Current Status: INCARCERATED

The Prime Minister (World Leader - United Kingdom) is the leader of the UK and was kidnapped and cloned by the Guinea Pig in an attempt to start a war with Europe. He was also talking to the Space Centre Director and Lenny Bicknall on the telephone in "Nerd Alert".

Played by: Robert Llewellyn. Current Status: OK

Tony Frisco (S.K.U.L. - Crush's Manager) is a has-been, a one-hit wonder. He is a bossy Manager and doesn't really care about Crush. He works for the Grand Master.

Played by: Steve Furst Current Status: INCARCERATED

Crush (Musicians - Pop Stars) were managed by S.K.U.L. associate Tony Frisco. They wanted to sing their own lyrics but weren't allowed; Frisco made them sing a song which hypnotised the crowds to buy their single. Blane and Rose helped set them free from Frisco's clutches in "Eyes on Their Stars" with an 'antidote' song to reverse the hypnosis. Daisy is their 'biggest fan' and thinks they are gorgeous, but Blane disagrees and says that they are talentless. Their single has been downloaded over 40 million times. Crush member Arran hasn't spoken in public since May 12th 2001.

Played by: Julian Gregory, Ryan Gregory, Eliot Gregory. Current Status: ACTIVE

Mr. Gupta (Parent - Rose's Dad) is Rose's pushy dad. He has high hopes for her and if she gets anything below an 'A' grade he is not happy. He wants to send her to posh school Montsignor Academy until Lenny convinces him that Saint Hope's is as hi-tech as it gets. Little does he know...!

Played by: Quill Roberts. Current Status: OK

Sonya Frost (S.K.U.L. - Secretary and ex-TV Weather Girl) is a secretary for the Weather Bureau. She is also a former weather girl, she was sacked from this job after one of her predictions was dramatically out of proportion. Her 'secretary' post was actually a cover; she had invented a weather machine that Roger Powel was going to present as his own. Little knowing, Sonya had sold her idea to the Grand Master and S.K.U.L. She studied physics at Oxford University.

Played by: Siobhan Hewlett. Current Status: INCARCERATED

Roger Powel (Weather Bureau - Head of Research) Head of Research at the Weather Bureau. Attempted to pass Sonya Frost's weather machine as his own. He has no idea of the existence of S.K.U.L. He only had one A-level and he came clean by telling the public that Sonya invented the Weather Machine. After this he was sacked at the Weather Bureau.

Played by: Simon Kunz. Current Status: OK

Konnie Huq (BBC - TV Presenter) is a real-life Blue Peter presenter. She knows about climate change and global warming. The Grand Master is her biggest fan.

Played by: Herself. Current Status: OK

Brent Gilbert (S.K.U.L. - Retired Tour Guide) is a criminal with no experience, but is an expert on the Dark Stones. He attempted to send the world back into the Dark Ages. He was funded by S.K.U.L. and he was a tour guide at Serinturk.

Played by: Angus Barnett. Current Status: INCARCERATED

The Worm (S.K.U.L. - Hacker) is an unnamed immature child who likes to get free access into top secret sites. He has a big ego and is a mummy's boy. He was funded by S.K.U.L. and attempted to crash SPARTA,

the UK Defence Satellite.

Played by: Steven Meiklejohn. Current Status: RE-EDUCATED

Kyle Whittaker (British Army - Soldier) is Blane's twelve-year senior brother, who is a commando in the British Army. Kyle was almost called into a Special Forces raid on The Worm's house which could have ended in disaster.

Played by: Henry Lloyd-Hughes. Current Status: OK

Chad Turner (S.K.U.L. - CIA Double Agent) is an arrogant CIA agent. He was a popular kid at Saint Hope's. He was working for the Grand Master in an attempt to sell the MT3000 for a lot of money. He made Blane jealous, but fortunately was later arrested by M.I.9.

Played by: Toby Regbo. Current Status: INCARCERATED

Silas Fenton (Aspiring S.K.U.L. Agent - Inventor) is an inventor who seriously wants to be in S.K.U.L. - even though the Grand Master has serious doubts about this! He used several animals, including the Grand Master's own General Flopsy, to spy on the Saint Hope's staff. He used truth darts and spy cams. He attempted to suck out Daisy's brain using flies. His brain was sucked out, leaving him a completely mindless fool.

Played by: Jeremy Swift. Current Status: RE-EDUCATION

Head of M.I.9 (M.I.9 - Spy Master) is the spy in charge of M.I.9. She is talking to Lenny in "The Big Freeze" saying that she has had to cancel her barbecue. She later appears in "Spy Animals" being at M.I.9 in the bugged meeting room. In "Forever Young" she talks to Lenny saying they need results.

Played by: Victoria Wicks. Current Status: ACTIVE

Vanessa Zietgeist (S.K.U.L. - Beautician) is a beautician working for the Grand Master (or as she calls him, "G.M."). She is around 60. She was on a quest to stay young, having won a beauty pageant at six years old but ended up on the beauty scrapheap at twenty-one. She contaminated the drinking water at N.O.S.E. with a regression formula which made top scientists the mental age of three; the whole of Saint Hope's - both teachers and children - were also regressed when a sample of the formula was poured into the custard being prepared for school lunch by the affected Dr. Grabworst. At the end of the episode, she accepted her true age and betrayed the Grand Master.

Played by: Rula Lenska. Current Status: ABANDONED S.K.U.L.

Dr. Simon Grabworst (N.O.S.E. - Scientist) is the Chief Scientist at the National Organisation for Scientific Exploration --.O.S.E. for short. He was affected by the water contaminated by Vanessa Zietgeist's regression formula, and attempted to tell the M.I.9 agents about how to solve the antidote by doing drawings. An antidote developed by Rose restored both him and the whole of the affected Saint Hope's to normal.

Played by: Michael Webber. Current Status: OK

Dylan Towser (British Army - Genius) is a very rich and intelligent boy genius who uses a wheelchair. He is working for the British Army to develop a Missile Disarmer. His Head of Security was General Ryan Scarp. He was kidnapped by Scarp who wanted to start a war with the missiles provided for the launch. His first Missile Disarmer was destroyed by Scarp, but he managed to build another just in time to stop the real missiles with which Scarp planned to start a Third World War.

Played by: Louis Marlow. Current Status: OK

General Ryan Scarp (S.K.U.L. British Army - General) is the British Army officer responsible for the security of Dylan Towser. Believing that there would be no place for the Army once world peace was achieved, he went insane and attempted to start a Third World War using real missiles substituted for the dummy weapons provided for the launch to demonstrate the neutralising power of the Missile Disarmer. He destroyed the first Missile Disarmer, but was later overcome and arrested.

Played by: Alex Ferns. Current Status: INCARCERATED

Sergeant Rayner (British Army - Sergeant) is a British Army sergeant and subordinate of General Ryan Scarp. She does not tolerate incompetence, whingers or weaknesses of any other sort. But although she might be loud and scary, deep down, she has a good heart.

Played by: Tameka Empson. Current Status: OK

Carla Terrini (M.I.9, S.K.U.L. - Air One Agent) has won five Young Agent of the Year awards. She was trained by Lenny and owes everything she knows to him, but now works for a special M.I.9 force called Air One. But although she is a dedicated agent, she seems to have forgotten her right from wrong. She stormed off in a huff when Air One's authority over M.I.9 was invalidated.

Played by: Rebecca Palmer. Current Status: OK

Lu (M.I.9 - Human Robot) appears to be an ordinary-looking Chinese boy, but he is actually a human robot;

the product of a eugenics program. To enable him to test-pilot a probe for M.I.9, his body has been specially designed to withstand the g-forces involved in air flight. An expert in science, Lu finds a friend in Rose.

Played by: Tai-Li Lee. Current Status: OK

Agent Zero (The Grand Master's Nephew) is the brainless and rather boring nephew of the Grand Master. Unlike his devious and evil "Grand Uncle" (as he refers to his relative), Agent Zero has no interest in taking over the world and/or working for S.K.U.L.; he'd rather tuck into a delicious Pot Noodle or some tasty sandwiches instead! However, bearing in mind that he has befriended Stewart, what could this mean for the future of M.I. High?

Played by: Mark Bagnell. Current Status: OK

Spy Gadgets

During the series, Blane, Daisy and Rose make use of a variety of spy gadgets, all of which, with the exception of the handheld weather machine, were specially created by M.I.9. (One suspects that the MI5 agents in Spooks would probably love to be able to use these fantastic devices in their own missions!) These are as follows:

High-speed Elevator Hidden within the caretaker's storeroom at Saint Hope's School, and used in all episodes by Blane, Daisy and Rose to descend to M.I.9's underground headquarters. It is accessed by means of a thumb-print reader hidden behind a dummy light switch outside the door. Once inside, a previously hidden lever like that in a railway signal box is pulled, a green arrow pointing downwards illuminates on a fake paint tin, and the elevator begins its speedy descent. The elevator also seems to have a quick-change device (although this is never explained in detail on-screen), as during the journey the spies' clothing can be seen to change from their school uniforms to casual black outfits, as well as apparently swapping Rose's spectacles (which she wears in civilian life) for contact lenses. Bearing in mind that the elevator appears to be the only access from the caretaker's storeroom to M.I.9 headquarters and back, presumably the aforementioned quick-change facility can be negated when Blane, Daisy and Rose set off on their missions, otherwise they'd only end up back in school uniform again!

Weather Machine The Weather Machine, as developed by Sonya Frost, controlled the weather by means of transmitters located in different national landmarks around the world. A smaller handheld device had a smaller range. Both machines can produce all manners of weather. The handheld version was used by Blane and Roger Powel and the large scale device by the Grand Master in "The Big Freeze".

Code Breaker A green calculator-like device with wires connected to suckers. When the suckers are attached to any encoded or locked device, the code breaker works out the correct combination or code. Used by Rose in "The Big Freeze".

Laser Lipstick A laser contained in a lipstick tube-style casing. Used by Daisy in "The Sinister Prime Minister".

Pencils Standard pencils at first glance, but when missions are received the small eraser on the end flashes. The pencils also work as walkie-talkies. Used by all agents in most episodes.

False Nail Cameras Five fake nails containing miniature cameras. Used by Daisy in "Eyes on Their Stars".

Sonic Detonators Three button badges with harmless looking motifs on them, like a PEACE slogan and a smiley face, but which are actually sonic detonators. Used by Blane, Daisy and Rose in "Spy Animals".

Forcefield Pods At first glance, these appear to be ordinary traffic warning cones, but can actually generate an invisible forcefield around the required area, in this case, the crashlanded 'flying saucer's' landing zone, which can be activated/deactivated as needed by remote control. Used by Daisy and Rose in "The Fugitive".

Strong String: This is a badge-like device worn on Daisy's chest, and when she pulls it a long strong string comes out. She can then attach it to her headband and throw it over a high wall or fence; it'll then grip to it and she can climb up and over. Used in "The Power Thief".

WR.

DIR.

EPISODES: 23 **YEAR MADE:** 2007 **COUNTRY:** GB **SEASONS:** 2

KUDOS FILM AND TELEVISION FOR BBC (CBBC) - CHILDREN'S BRITISH BROADCASTING CORPORATION

CREATOR: KEITH BRUMPTON

TYPE OF SHOW: MAD SCIENTISTS**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 10, (2) 13**DATE OF PREMIER:** 08/01/2007**AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Rose Gupta RACHEL PETLADWALA, Blane Whittaker MOUSTAFA CHOUSEIN OGLOU, Daisy Miller BEL POWLEY, Lenny Biknall DANNY JOHN-JULES, Mr. Flatley CHRIS STANTON, Ms. Templeman JANE CAMERON.

1 - 1 *THE SINISTER PRIME MINISTER*

The usually peace-loving Prime Minister is about to declare World War III and the spies must investigate. Social chameleon Daisy goes undercover and discovers that the Prime Minister has been replaced by a cyber-clone - half man, half machine. The evil Grand Master is in cahoots with the Guinea Pig, a deformed scientist shunned for her unethical experiments. Together, they use the impostor Prime Minister to seize control of Britain. It takes all of Rose's technical wizardry to track down the culprits and Blane's ninja-fighting skills to defeat the cyber-clone. The team triumph and war is averted. However, as the real Prime Minister is reinstated, the team learn that a spy's best work goes unnoticed!

Wr Keith Brumpton**Dir** Toby Haynes

1 - 2 *EYES ON THE STARS*

After a series of teenage hooded Zombies raid music stores across the country, the M.I.9 team become suspicious, and soon realise that the new boy band CRUSH is behind it, but how are they able to turn teenagers into Zombies?

Wr Keith Brumpton**Dir** Toby Haynes

1 - 3 *THE BIG FREEZE*

Children's spy drama. School spies Rose and Daisy's relationship gets frosty as Britain is plunged into a new ice age. A school trip to the Weather Bureau provides cover for MI9's investigations. When Sonya Frost failed to predict a huge gale, she built a weather machine - to accurately forecast weather of her creation! But the Grand Master has a more destructive plan - to freeze the world into submission! Can Daisy get Sonya on side and will our team remain ice-cool as the action heats up?

Wr Elly Brewer**Dir** Toby Haynes

1 - 4 *THE POWER THIEF*

After 2 strange mysterious stones are stolen, high power outages start to effect London, soon the M.I. 9 team discover that a mad man who wants the world to know who he is has the two stones and is planning on stealing a third, to send Britain into a new dark age.

Wr Elly Brewer**Dir** Toby Haynes

1 - 5 *NERD ALAERT*

When a hacker called The Worm takes control of Britain's space defence system and leaves the country vulnerable to attack, Stewart must employ his computer skills to the max.

Wr Keith Brumpton**Dir** Toby Haynes

1 - 6 *SUPER BLANE*

When a teen working for the CIA joins the team, Blane's jealousy causes him to take a crazy risk.

1 - 7 *SPY ANIMALS*

A wannabe SKUL member, after overhearing an MI9 meeting, thinks that St. Hope's teachers are the agents and sends in bugged animals to spy on them. Okay, nothing much to worry about... until a truth serum dart accidentally hits Daisy.

1 - 8 *FOREVER YOUNG*

A former beautician's youth potion ends up turning the school's teens into toddlers.

1 - 9 *RED BUTTON RAMPAGE*

When a teen scientist invents a method of disarming missiles that could make the army obsolete, he is kidnapped by a war-mongering general.

1 - 10 *THE FUGITIVE*

The teen spies defy their superiors to help an extraterrestrial fugitive.

2 - 1 *IT'S A KIND OF MAGIC*

A magician kidnaps the President of the United States.

Wr Keith Brumpton & Nathan Cockerill

Dir Toby Haynes

2 - 2 *YOU CAN CALL ME AL*

A bumbling inventor's Artificial Intelligence unit tries too hard to enforce the school rules.

Wr Ben Ward

Dir Toby Haynes

2 - 3 *EVIL BY DESIGN*

When a fashion designer's green logo mysteriously begins appearing on kids' skin, Daisy and Rose go undercover to investigate the House of Ferrago as fashion models.

Wr Nathan Cockerill

Dir Toby Haynes

2 - 4 *FIT UP*

Britain's young people are laid low by a strange sleeping sickness.

Wr Keith Brumpton

Dir Toby Haynes

2 - 5 *FACE OFF*

The team investigates when their boss Lenny becomes the latest one arrested in a new wave of inexplicable crimes by previously honest kids.

Wr Nathan Cockerill

Dir Toby Haynes

2 - 6 *BIG SISTER*

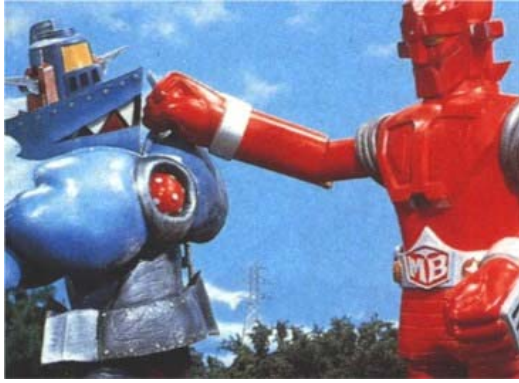
The high school spies become concerned when a Member of Parliament proposes sending misbehaving British children to a remote island.

Wr Katie Douglas

Dir Simon Hook

MACH BARON

AKA: **SUPER ROBOT**



The series was retooled after Red Baron the following year, a follow-up in which orphan Yo Arashida pilots the new Mach Baron robot in order to defeat the evil robot army of Dr. Rarahstein.

Plot #2

While on a vacation cruise with his parents Yu Arashida witnessed the death of his parents when a gigantic robot attacked his ship ultimately destroying it along with everyone on board, Yu was the only survivor. Flash forward several years into the future and Yu is now a grown up man being trained by his grandfather to pilot Earth's ultimate defender, Mach Baron, a giant red robot designed by his late father and constructed by his Grandfather.

After his grandfather is assassinated by an evil organization whose goal is to conquer the world Yu becomes Mach Baron's pilot and along with the members of KSS (Kokusai Kagaku Kyojo Tai) will fight to defend the Earth from falling into the hands of these evildoers and their giant robot machines.

Ratings, however were not impressive as for Red Baron, and the series was truncated after just 26 episodes. The series was produced by Akira Yasuda, Harutoshi Kawaguchi, Toshio Ueda and Tetsuya Kobayashi.

The series was preceded by RED BARON and followed by GANBORAN

I remember watching Mach Baron when I was growing in Puerto Rico, back then a compilation of episodes from the series was dubbed into Spanish and released under the title Mazinger-Z Robot of the Stars. Why did they release a Mach Baron movie with the name of "Mazinger-Z" when this program has no real connection to Go Nagai's super robot? (although its worth mentioning that the influence of Go Nagai's super robots is definitively there)

Back in the early 1980's Mazinger-Z, Great Mazinger, Jeeg, Gakeen, Gaiking etc were huge in Latin America, in fact most of the local TV programming for children was made up of several different Japanese shows including such rarities as Gordian and Dorvac. As these shows became ever more popular many production companies started to shop around for films that they could play in the local cinemas, which brings us to the subject of this review, Mach Baron. The movie which seems to have been dubbed in Spain played locally in several theaters to the approval of many young super robot fans.

Even when I was very young I knew that this movie had no relation to Mazinger-Z but it would not be till many years later that I would come to discover its Japanese roots.

Mach Baron's setup is typical of productions from this era: bad guys appear with new evil robot of the week which at first always beats the KSS team, but is ultimately defeated by the good guys after they figure out some weakness in the robot's weapons/strategy based on their previous encounter. However when one looks at everything else in that makes up this program it immediately rises above many other tokusatsu shows. The special effects, the miniature work, the robot costumes and the rocking soundtrack really make this a memorable hero show!

I have to commend the folks who put together the enemy robot costumes for this show as they are outstanding (some more than others). As I watched various episodes of Mach Baron I started to look forward to the introduction of the next enemy robot that would take on the KSS. The fights between these machines of evil and out heroes are really spectacular featuring huge explosions and a lot of great miniature work.

One of the few problems that I had with this program was the way in which Mach Baron's weapons were put to use, for example, whenever a weapon that's stored in the head is called into use the head of the robot starts

to spin around for several seconds before it can fire its attack. This happens every time our hero calls out one of Mach Baron's weapons. There are some other silly business that I won't get into it (like the henchmen who wear football player costumes), but suffice to say that they don't take too much away from the show.

I highly recommend Mach Baron to fans of old school tokusatsu and to new fans who want to see what all the fuzz about these old shows is. I think that this shows is very underrated amongst fans of the tokusatsu genre so if your are a collector looking for something new to watch make sure to add this gem to your collection.

WR. Shozo Uehara, Tomoji Inoue, Seiya Yamazaki.

DIR. Kiyoshi Suzuki, Koichi Takano, Toshitsugu Suzuki, Masataka Yamamoto.

EPISODES: 26 **YEAR MADE:** 1974 **COUNTRY:** JAP **SEASONS:** 1

NIPPON GENDAI

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 07/10/1974 **AIR DATE OF LAST EPISODE** 31/03/1975

SEASON DATE BREAKDOWN:

FILMS:

MAKOTO SHIMOZUKA, YURI KINOSHITA, TAKASHI CHIKARAISHI, TAMOTSU KATO,
TOSHIHIKO UTSUMI, JIRO DAN, AKIYOSHI FUKAE, HIROSHI IKAIDA, NOBORU MARO, MASAKI
TOKORO, AKIHIRA KIMURA, YUTAKA AMANO.

RELATED SHOWS:

RED BARON

GANBARON

MACHINE MAN

AKA: **NEBULA MASK**

AKA: **SEIUN KAMEN MASHINMAN**

AKA: **SEIUN KAMEN MACHINEMAN**



A young alien man named Nikku (Japan's answer to Kal-El) arrives on Earth with his sidekick Ball Boy (a talking baseball with eyes and hands that would fly around attached by visible wires) and his main objective is to study the human race. His final report must have focused on how all children from planet Earth were unbelievably stupid. He also has the ability to transform himself into a more colorful variation of Robocop named Machine Man, a robotic super-hero with a transparent cape that looked a bit too much like a shower curtain. Machine Man's powers included morphing into a mini-ship named Space Colony, using all sorts of weapons, and jumping to absurd heights. And no, he didn't have a giant robot.

What would Nikku do in his spare time? He would assume the secret identity of Ken Takase, basically Nikku playing dumb with glasses (I told you he was Japan's answer to Kal-El) thinking he actually looks more ridiculous this way than as Machine Man. He would also hang out with a bunch of kids (the show's target audience of course) who practiced in a baseball field. He did hang out with these kids a bit too much if you ask me, but let's not go there. Since all of these shows need a damsel in distress, we have photographer Gunko, Japan's answer to Lois Lane, who befriends Ken and the children. Gunko is played by the same actress who played android helper in Juspion, and it's an ongoing joke among Brazilian tokusatsu fans that she was mastering the art of playing the useless female sidekick who did nothing.

But who are the villains you may ask? Well, the main villains are an evil organization named TENTACLE, led by Professor K, an old diabolical mastermind who looks exactly like Shang Tsung from the first Mortal Kombat game. His major ambition in life is not to take over the world (which he still eventually wants) but to kill all children. You see, he and his android Monsu hate and despise children in every single way, more than the creators of this show. And since this is a children's show after all, no serious harm were allowed to come to the show's child actors, so Professor K was stuck with coming up with some of the strangest (and stupidest) plans in tokusatsu history. These include erasing all books so that the children won't be able to read, make the kids cry hysterically by showing them simulated footage of their parents getting hit by cars so that TENTACLE could make crystals out of their tears, and my personal favorite, removing children's bellies and turning them into balloons (?) so that the children would lose their balance and not be able to stand up.

Every episode would follow this formula: Professor K would whine about how much he hated children, plan a horrible plan that has no chance of succeeding, and send a disguised android to do it. The stupid child cast of the show would fall for the plan and either one of the kids or Gunko would uncover it. Then, the android would assume its true form and chase Gonku/the kids to an isolated area. It was around then when Nikku from somewhere would remove his portable radio and yell: Machine Man!, triggering his transformation. That's what he said in the Portuguese dub, in Japanese I'm sure he probably said: Oh well.. Here we go, again!. After the transformation is done, he'd morph into the Space Colony and fly around Tokyo in what was basically the same footage in every episode, even when he was right next to the location he needed to go (we need to sell these toys folks!). Well, Machine Man would land right before the android was about to do something horrible (like take away the kid's candy), fight him/her, and finally finish him/her off with the always handy laser sword. There is the never-ending tokusatsu question: Why can't he use the sword right at the beginning? Because then there would be no fight. Well, end of day, villain defeated as we see Professor K whining again, and we end the story in a freeze frame with Nekku, Gunko and the kids smiling. Hooray! Then we would cut to the final segment where Machine Man, inside his secret submarine lair, would read letters sent by fans that didn't exist with the help of Ball Boy. I always wanted to send those letters, until I realized the address never showed up in the screen. The show was made 9 years before in a different nation of course, but what did I know?

In the middle of the show, Machine Man managed to destroy the android Monsu, putting a definitive end to

TENTACLE. Professor K decided to take a break from making idiotic plans in order to humiliate children (the actor probably realized the only one being humiliated was himself and that there might still have been hope to save his career) and we finally meet his replacement: His young granddaughter named Lady M. Yes, that was her real name, Lady M. She then founded her own evil organization named OCTOPUS (she has the same originality as the writers of these shows) and yes, she hated children too. In fact, she was allergic to them and her nose would always glow red like Rudolph at the end of every episode. And no, her plans were no better than her grandfather's.

After following the exact same formula for the show's second half we finally reach the show's action-packed finale: Professor K returns (the actor finally realizing his career was scarred for life opted to just go out with a bang) and teams up with his granddaughter for the final showdown with Machine Man. Needless to say, Machine Man wins, and the two finally realize that children are not that bad and that all this time they did all those stupid plans for nothing. It took them nearly 40 episodes to realize what we all did in the very first one: They wouldn't make it to the third season of the 1960s Batman.

Today Machine Man is remembered for being an awful show. It's right up there with Bishoujo Kamen Poitrine (that one deserves a whole review of its own) as one of the silliest super-hero shows to ever come from Japan to the land of samba, and once you learn its history you'll see why. It was created by Shotaro Ishinomori, yes, the creator of Kamen Rider. I believe he was asked by television producers to create a super-hero that appealed to even younger demographics than the ones on TV at the time (is that even possible? And legal?) and after smoking some good stuff and realizing he hated children, he came up with Machine Man. The show was a monster hit in Japan (huh?) so he was soon asked to create other shows of the same kind, which would lead to the creation of Takashi Miike's favorite inspirational television series, also known as Poitrine. But let's not go there for now.

Machine Man was aimed at children, so its best to get the verdict from me when I was 9: Yes, this show was cool. Watching it today, it's amazing how little a child cares for the special effects and storylines. Even knowing deep inside we knew it was the exact same thing every week (with all the recycled footage) we still tuned in every day to watch Machine Man defend the kids. And we all wanted him to read our letters too... The show's main objective was to sell as many Space Colony toys as possible so you can't walk in expecting Battleship Potemkin. Say what you want, but this show was never, ever boring and all the episodes (all clocking around a bit less than 20 minutes, longer than the time they took to be written) moved with the pace of lightning.

The theme song performed by, who else, Mojo was one of the best from the 80s right up there with Dynaman and Juspion, and the chant near the end with the background vocals by children was catchier than Ebola. To make things better (or worse if you were a parent) the theme song would get played in the episodes over and over again to the point where all children watching the show knew it by heart even knowing they had no idea what it meant.

And let's save the best of the last: Ball Boy how can we ever forget Ball Boy? Voiced in the Japanese version by Machiko Soga (more known as Rita Repulsa), Ball Boy is one of the most bizarre sidekicks in tokusatsu history. It would not only serve as the annoying little helper, but Machine Man would use the poor thing as a weapon as well by throwing it into the enemy. In order to make it a convincing effect, the director would repeat the 0.5 second shot of the ball flying towards the screen again, and again, and again, and again in order to make us believe it was going in super-speed. Poor thing, by the end of the show it must have been a mess. And I still have no idea if it was supposed to be a boy or a girl, but then again, who cares? It deserved its own spin-off show.

So yeah, Machine Man was one of those horrible shows we all love. But it's as good as Kamen Rider Black when compared to its spin-off Poitrine I wish I could talk about that one now, but until then one needs to prepare himself psychologically.

The original music for the series was by Yuji Ohno. Special Effects by Nobuo Yajima (special effects supervisor)

WR. Shotaro Ishinomori , Shozo Uehara

DIR. Takeshi Ogasawara

EPISODES: 36 **YEAR MADE:** 1984 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SHOTARO ISHINOMORI

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 36

DATE OF PREMIER: 03/01/1984**AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Professor K EISEI AMAMOTO, Ken Takase/Machineman OASMU SAKUTA, Lady M CHIAKI KOJO,
Tetsujin Monsu (voice) TOKU NISHIO , Ball Boy (voice) MACHIKO SOGA, Maki KIYOMI TSUKADA.

MADAN SENKI RYUKENDO

AKA: **MAGIC BULLET CHRONICLES RYUKENDO**



The town of Akebono looks just like any other suburb in Japan, lively and homely. But in reality it is one that is plagued by monsters. A novice polieman by the name of NARUKAMI KENJI arrives at his new posting and gets inadvertently drawn into it. Just when he is about to lose his life, he comes across a mysterious sword. With a will of its own and the ability to speak, this magical sword is called GEKI-RYUKEN. 'Explanation later! Pull me out and insert the key!' Kenji follows its instructions and transforms into RYUKENDO. With a slash of the blade, he defeats the enemy. Dumbfounded by what just happened, another gun-wielding warrior, RYUGANO or FUDOU JUSHIROU appears before him. And so begins Kenji's dual roles as the town's policeman, and a member of the secret organization, SHOT. Together with Fudou, they protect the town from any threats.

Magic Bullet Chronicles Ryukendo (Magic Bullet Chronicles Ryukendo? Madan Senki Ryūkendō) is a Japanese tokusatsu airing from 2005-2006. It is Takara and We've Inc's first attempt at a Sentai-like show. The program airs at 7:00 AM on TV-Aichi.

Madan Warriors

Kenji Narukami (Narukami Kenji)/Madan Swordsman (God) Ryukendo: Kenji moved to Akebono, and was mistaken for a demon upon arrival. After defending a dog in the street, he found himself confronting a Majuu, being chosen by the GekiRyuKen, and becoming Ryukendo. Since then, he works at SHOT, saving the day more often than not. Brave Leon is Ryukendo's Juuou. Later on, Ryukendo gains an advanced form, God Ryukendo, who uses the God GekiRyuKen and is all around stronger than Ryukendo. God Leon is God Ryukendo's Juuou.

Fire/Burning Ryukendo: Ryukendo's first powered-up form, activated by the Fire Key. In this form, Ryukendo can call for his personal Juuou, Fire Kong. Fire Ryukendo utilizes a variety of flame-based attacks. God Ryukendo's powered-up form, similar to Fire Mode, is Burning Ryukendo, who has Burning Kong as his Juuou.

Aqua/Blizzard Ryukendo: Ryukendo's second powered-up form, activated by the Aqua Key. Aqua Shark is Ryukendo's Juuou in this form, and he now has powers over water and ice. When God Ryukendo uses the Blizzard Key, a similar form to Aqua Mode is granted. Blizzard Ryukendo's JuuOu is Blizzard Shark.

Thunder/Lightning Ryukendo: When Kenji first used this form, he found himself unable to henshin. Eventually, though, he not only got the Thunder Key working, but also found his Juuou, Thunder Eagle. Thunder Ryukendo's powers include lightning and electricity. Lightning Ryukendo is God Ryukendo's power-up mode, similar to Thunder Ryukendo. Lightning Eagle is Lightning Ryukendo's Juuou.

Ultimate Ryukendo: A gold and silver power up that has yet to make an apperance. It will use the Ryu Juuou. Juushirou Fudou (Fudou Juushirou)/Madan Gunman (Magna) Ryugunou: Ryugunou made his entrance before Ryukendo did, sending an army of Tsukaima to a quick defeat. Fudou and GouRyuGun have a strong bond, and it was eventually revealed that Fudou and Kenji are a combi destined by fate after Kenji fell through a time-slip. Fudou suffers daily injuries in battle, and loses GouRyuGun in an attack, but returns with the Madan Magnum as Magna Ryugunou, a stronger form. Magna Wolf is Magna Ryugunou's Juuou.

Koichi Shiranami (Shiranami Koichi)/Madan Fighter Ryujinou: Koichi isn't a member of SHOT, but rather, a mysterious wanderer, armed with the ZanRyuJin. He's not on the side of the Jamanga either, as he demonstrated in his high-octane entrance battle with Lady Gold. Eventually, he comes to work with Kenji and Fudou. Koichi lived in England when he was a kid, and Commander Amachi of SHOT wanted his parents to work on the Madan Suits for Ryukendo and Ryugunou. Koichi lost his parents in the explosion, but kept his mother's pendant. He stole the Madan Ryu Core and made himself Ryujinou. When Beyond Dark revived spirits of the dead, Koichi gave his mother a heath flower he brought from Kaori, and realized that he needs to fight for himself, not for revenge. RyuJinOu's JuuOu is Delta Shadow.

Juuou

A JuuOu is an animal spirit of the Earth that assists a Madan Ryu warrior in combat. They, like all other things the Madan warriors use, are summoned through special keys, and often assist their partner through their special transformations. When Kenji and Fudou power up to God Ryukendo and Magna Ryugunou, their JuuOu become ChouJuuOu, stronger versions of their previous forms.

Brave/God Leon: Kenji's first Juuou. Incredibly prideful. Performs a "Trinity Madan Slash" in combination with him, and transforms into a motorcycle, the Leon Trike. God Leon is an upgraded form of Brave Leon used by God Ryukendo.

Buster/Magna Wolf: Fudou's only Juuou. Like Brave Leon, transforms into a motorcycle, the Wolf Bike. When Fudou received his upgrade to Magna Ryugunou, Buster Wolf got his upgrade as well. A faster, stronger, better-armed version of Buster Wolf. Buster or Magna Wolf can perform a "Trinity (Magna) Dragon Cannon" in combination with (Magna) Ryugunou and the (Magna) GouRyuGun.

Fire/Burning Kong: Kenji's second Juuou, who had trouble trusting him at first. Fire Kong has brute strength and can transform into a cannon that Fire Ryukendo straps to his back, which is used to defeat the strongest of Majuu. Burning Ryukendo's partner, a stronger version of Fire Kong, is Burning Kong, who is armed with additional cannons for extra firepower. Transforms into the Burning Cannon.

Aqua/Blizzard Shark: Kenji's third Juuou. A speedy, swimming shark who transforms into the Aqua Board, a hoverboard that can move at incredible speeds. The Juuou of Blizzard Ryukendo, an upgraded form of Aqua Shark, is Blizzard Shark, who is even more streamlined for greater speeds. Blizzard Shark transforms into the Blizzard Board.

Thunder/Lightning Eagle: Kenji's fourth Juuou. While sealed away at first, he eventually was released to Kenji's aid. When he combines with Kenji, Thunder Wing Ryukendo is created, who can equal Shadow Wing Ryujinou in aerial combat. Lightning Eagle is a powered-up form of Thunder Eagle used by Lightning Ryukendo.

Delta Shadow: Koichi's Juuou. An intelligent, stealthy, crow-like Juuou that combines with Koichi, making him Shadow Wing Ryujinou, gifted with the ability to fly. Alternately, Delta Shadow can transform into a motorcycle, the Shadow Bike.

Raijin Ryu: A golden dragon used by Ultimate Ryukendo. Details still unknown.

SHOT Organization

SHOT, Shoot Hell Obduracy Trooper, is the anti-demon force in Akebono. Since nobody would believe that demons even exist, SHOT keeps itself in secret. There are only four members, not counting the Madan Warriors. SHOT's Headquarters is hidden beneath the Akebono police station through a special elevator that only its members know of. The police force is probably the best place to hide SHOT, because Akebono's real police force is hideously incompetent.

Yuuya Amachi: The commander of SHOT. He appears to be the "janitor" at the police station, though. Koichi Shiranami, Ryujinou, believed that Amachi had killed his parents, when in reality Amachi had protected a young Koichi from the explosion caused at the Madan Suits European Testing Facility.

Rin Sakyou: SHOT's operator and secretary at the Akebono Police Station. Had a brother, now deceased, who sought to protect the fireflies at his lake so that Rin could be happy. Appears to be close to Kenji, even though he couldn't get her name right when they first met.

Kichi Setoyama: SHOT's Magical Engineer, who sends the Keys and reads the writings that bring about developments against Jamanga in the Canon of Light. He doesn't really know anything, but does serve as a gateway between the Canon of Light and SHOT's purposes.

Professor Mikuria: One of SHOT, a professor of magic that Kichi respects.

Allies and Civilians

Kaori Nose: A florist that Kenji met on his first day in Akebono. Later on, was tricked by Lady Gold into believing that Ryukendo had cut Ichiko and Ritsuko. There appears to be a romantic relationship going on between the two, since Kenji got jealous when Koichi neared her to get flowers for drawing out a Jamanga demon. Kaori was chosen as the leader of the Akebono vigilante group when she won the martial arts tournament.

Komachi Kurihara: A lady in white that only Kenji and GekiRyuKen can see. This doesn't do much for their reputation. She's actually a spirit of the first Head of Police at Akebono, a female detective. She assisted Kenji in his first fight against Jack Moon. When spirits were being resurrected, she lived again, and delayed giving Kenji the Akebono flower needed to defeat the demon. She left with the other spirits, but returned. She still wants to hang around.

Ichiko Nakazaki and Ritsuko Takakura: A pair of lively, somewhat incompetent lady cops in Akebono that try to keep the town's peace. More often than not become victims of Jamanga's latest plan.

Umi: Kenji's fiancée, but she entrusts Rin to watch over him. Was the one to inform Akebono of the Martial Arts tournament.

Maria: One of Bloody's Jamadroids that was taken in by SHOT and removed of her battle systems. She obeyed Fudou's orders only, but never seemed to smile. When the Jamadroid control tower's barrier had trapped Fudou, Maria rushed in and took his place in the barrier, allowing Fudou to finish off the tower and delete all the androids. In her final moments, she smiled at last.

Arsenal

Ultimate Dragon: (Arutimetto Doragon) A more powerful version of the God GekiRyuKen used by Ultimate Ryukendo.

God GekiRyuKen: (Goddō Gekiriuken) A powered-up version of the GekiRyuKen. It is a sword-and-shield combo, similar to Wolzard's from Magiranger. Finishers include "RyuuOu Madan Slash".

Twin Edge GekiRyuKen: (Tsuin Eij Gekiriuken) A double-edged sword made from the Madan Dagger and GekiRyuKen. Each of its finishers is a "Super" version of the God GekiRyuKen's.

GekiRyuKen: (Gekiriuken) Kenji's partner, henshin device, and primary weapon. Also used to activate the Keys that Kenji finds. Finishers include "Madan Slash" (Ryukendo), "Blazing Slash" (Fire Ryukendo), "Freezing Slash" (Aqua Ryukendo) and "Thunder Lightning Slash" (Thunder Ryukendo).

Madan Dagger: (adan Daga) When Kichi couldn't figure out how to reveal his latest Key, Fudou went down into the power spot and brought the Dagger Key to life. He gave it to Kenji, who was fighting Rock Crimson on the surface. The Madan Dagger is a small dagger, similar to the GekiRyuKen, that attacks with "Dagger Spiral Chain", or can combine with it to make the Twin Edge GekiRyuKen.

Magna GouRyuGun: (Magana Goriugan) Magna Ryugunou's combined weapon. It's so powerful that Magna Ryugunou must hold it in both hands. Its finisher is the extremely strong "Magna Dragon Cannon."

GouRyuGun: (Goriugan) Fudou's partner, henshin device, and primary weapon. It's used primarily as a gun, but a small blade can be extended from the bottom for close-range combat. Finishers include "Dragon Shot" and "Dragon Cannon", although the latter wasn't gained until Fudou achieved it in Episode 6. GouRyuGun was destroyed by Bloody's UFO in Episode 23, and returned in Episode 27 when Fudou became Magna Ryugunou.

Madan Magnum: (Madan Magamu) A small gun/knife, similar to the Madan Dagger, used by Magna Ryugunou. It can attach to the GouRyuGun to make the Magna GouRyuGun.

Madan Knuckle: (Madan Nakaru) Summoned by the Knuckle Key, it can be used by any of the three warriors as their wrist pad transforms into a powerful, long-distance blaster. Its primary attack is "Knuckle Spark".

Madan Key Holder: (Madan Kii Horuda) Worn around the waist of the Madan Warriors, it can call forth the appropriate key for any situation. Ryukendo's is blue, Ryugunou's red, and Ryujinou's black.

SHOT Phone: SHOT's method of communication and demon tracking. The second function was used when a bug spreading an iron-scab-causing virus was so small that SHOT's scanners couldn't pick it up. The Phones, however, could.

ZanRyuJin: (ZanRiuJin) Koichi's partner, henshin device and weapon. Extremely talkative. Unlike the GekiRyuKen and GouRyuGun, the ZanRyuJin is worn as a brace, rather than around the belt. It serves as a battle axe for the most part, but a second mode, Archery Mode, fires fast-moving arrows at enemy targets.

Canon of Light: A book that knows of the past and the future. It gives clues as to the whereabouts and ways to unlock the hidden power of the Keys. Kichi doesn't really know much about it, such as who wrote it, but he is SHOT's only method of making use of the thing.

Keys

Henshin Keys

RyuKen Key: Transforms Kenji into Ryukendo. (GekiRyu Henshin)

God RyuKen Key: Transforms Kenji into God Ryukendo.

RyuGun Key: Transforms Fudou into Ryugunoh. (GouRyu Henshin)

Magna RyuGun Key: Transforms Fudou into Magna Ryugunou.

RyuJin Key: Transforms Koichi into Ryujinoh. (ZanRyu Henshin)

Weapon Keys

Knuckle Key: Summons Madan Knuckle.

Dagger Key: Summons Madan Dagger.

Magnum Key: Summons Madan Magnum.

Attack Keys

Final Key: Used to activate finishers for the (God) GekiRyuKen. Comes in Fire/Burning, Aqua/Blizzard and Thunder/Lightning variations.

Shot Key: "Dragon Shot" finisher with GouRyuGun.

Cannon Key: "Dragon Cannon" finisher with GouRyuGun.

Axe Final Key: Axe finisher with ZanRyuJin.

Archery Final Key: Bow finisher with ZanRyuJin.

Mode Change Keys

Fire Key: Transforms Kenji into Fire Ryukendo.

Burning Key: Transforms Kenji into Burning Ryukendo.

Aqua Key: Transforms Kenji into Aqua Ryukendo.

Blizzard Key: Transforms Kenji into Blizzard Ryukendo.

Thunder Key: Transforms Kenji into Thunder Ryukendo.

Lightning Key: Transforms Kenji into Lightning Ryukendo.

Ultimate Key: Transforms Kenji into Ultimate Ryukendo.

JuuOu Keys

Leon Key: Summons Brave Leon.

God Leon Key: Summons God Leon.

Kong Key: Summons Fire Kong.

Burning Kong Key: Summons Burning Kong.

Shark Key: Summons Aqua Shark.

Blizzard Shark Key: Summons Blizzard Shark.

Eagle Key: Summons Thunder Eagle.

Lightning Eagle Key: Summons Lightning Eagle.

Wolf Key: Summons Buster Wolf.

Magna Wolf Key: Summons Magna Wolf.

Shadow Key: Summons Delta Shadow.

Raijin Ryu Key: Summons Raijin Ryu.

Jamanga

DaiMaOu GrenGhost: Jamanga's "King of Demons", trapped in a green orb hovering in the eternally black sky of the area where the Jamanga armies reside. Only when enough Minus Energy, brought about by negative human emotions, is collected, can he be revived. He has yet to be revived, though.

Jack Moon/Mechanimoon: "In the shadow of the moonlight, true darkness will arrive. Jack Moon, suisan!"

Jack Moon is a swordsman for Jamanga, and Ryukendo's rival. After Episode 12, he vanishes, and later returns in Episode 21, to meet his defeat by the Twin Edge GekiRyuKen's Super Thunder Slash under a solar eclipse. Later on, Jack Moon was revived as Mechanimoon, a cyborg version of himself with golden adornments to his armor.

Dr. Worm: Jamanga's monster-maker, who creates Majuu from the Madan Keys. Does the menial work, such as resurrecting Rock Crimson and telling Lady Gold not to sit on his demon creation pedestal. He and Jack Moon aren't on good terms.

Lady Gold: A female warrior who fights without demons. She once made the entire town distrust SHOT, and invaded people's dreams with a special orb. She has three servants of her own, Tsukaima in gold, silver, and pink skirts that are tougher than your average footsoldier. She later gains a Catwoman-like outfit.

Rock Crimson: A warrior who transforms into a massive ball of stone. Has amazing raw power, but gets set off if anybody calls him "idiot". He was broken into pieces by Ryukendo's Twin Edge GekiRyuKen, only to be revived later on, at which point he was defeated by Ryugunou, Ryujinou, and Fire Ryukendo with the Twin Edge GekiRyuKen.

Baron Bloody: Killed Koichi Shiranami's parents in an attempt to destroy the Madan RyuCore. Also sent Asteroid, in the form of Angela-sama, on Akebono, and was present during Jack Moon's final battle in Episode 21.

Tsukaima: Jamanga's never-ending supply of cannon fodder. These purple-bodied, yellow-striped, one-eyed, bat-eared soldiers appear when there's trouble to be caused. However, they're neither bright nor difficult to defeat. Gaynemedede, Phobos and Europa are three stronger Tsukaima in skirts that assist Lady Gold; later on they gain a Sentai-team-like form.

Majuu (Demon Beasts)

Giga Flower: (2) A flower that was planted by Dr. Worm in Akebono, and eventually grew to giant size under the watchful eye of a young boy, Shigeru. All it took was one Blazing Slash from Ryukendo to bring it down.

Balloon Gamma: (6) A giant monster that turned people into balloons, and would've made them explode within an hour of their ballooning. With a careful eye and steady hand, Ryugunou defeated the balloon Majuu

with ease.

MegaNouma: (7, 25) A monster who attacked with large weights, causing general havoc around Akebono. Defeated by Fire Ryukendo and Fire Kong's Fire Cannon. Later revived with Rock Crimson's Regeneration Key and defeated by RyuJinOu and Aqua Ryukendo.

Edenoid: (8, 25) A humanoid fish that dirtied the waters of Akebono. He couldn't be detected, but it was revealed that his body temperature was much higher than normal, allowing him to slip by. Defeated by Aqua Ryukendo's Freezing Slash from atop the Aqua Board. Later revived with Rock Crimson's Regeneration Key and defeated by RyuJinOu and Aqua Ryukendo.

Beremon: (11) A Jack Moon clone powered by the Thunder Key, created by Jack Moon himself. Once Beremon was taken into the tank Dr. Worm had been driving in Episode 3, by the means of all of SHOT's forces, Beremon was replaced by the real Jack Moon, never to be seen again.

Beyond/Beyond Dark: (19, 25) Brought the spirits of the dead back to life, almost a ghost in his own regard. Defeated by the Twin Edge GekiRyuKen. Later revived with Rock Crimson's Regeneration Key and defeated by RyuJinOu and Aqua Ryukendo.

Music

Opening Themes

"Madan Senki Ryukendo" by Hiroshi Kitadani (1-29)

"GO! Ryukendo" by Kenji Ohtsuki (30-)

Ending Themes

"EVERYBODY GOES" by Nanase Aikawa (1-13)

"Beautiful" by Mariko Shibano (14-28)

"Madan Senki Ryukendo" by Hiroshi Kitadani (29)

"Prism of Eyes" by MAX (30-)

The show's background music is composed by Michiru Oshima.

WR.

DIR. Ouji Hiroi

EPISODES: 52 **YEAR MADE:** 2006 **COUNTRY:** JAP **SEASONS:** 1

TV AICHI / WE'VE INC

CREATOR: TAKARA TOMY

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 52

DATE OF PREMIER: 08/01/2006

AIR DATE OF LAST EPISODE 31/12/2006

SEASON DATE BREAKDOWN:

FILMS:

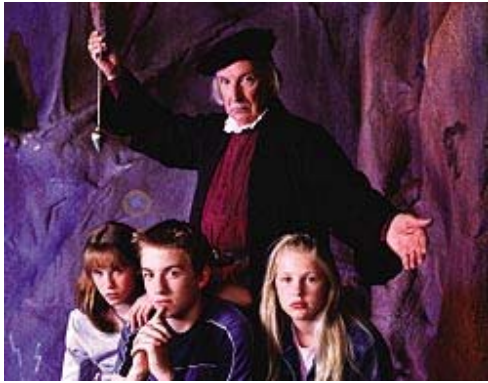
Kenji Narukami/Ryukendo SHOGO YAMAGUCHI, Jyushiro Fudo/Ryugano GEN, Kaori Nose HIROKO SATO, Komachi Kurihara FUMIE HOSHOKAWA, Yamakiichi Seto KENTARO MIYAGI, Rin Sakyo KUMI IMURA, Yuya Amachi KEI SIMIZU.

- 1 - 1 *THIS IS THE HERO!*
- 1 - 2 *BURN! BECOME A FLAME!*
- 1 - 3 *DASH! KING OF BEASTS*
- 1 - 4 *FREEZING EQUIP! AQUA RYUKENDO*
- 1 - 5 *THAT GUY'S THE RIVAL*
- 1 - 6 *SINGLE BLOW CERTAIN VICTORY! DRAGON CANNON!*
- 1 - 7 *I SUMMON YOU, GORILLA JUUOU!*
- 1 - 8 *THE DEMON HIDDEN IN THE WATER*
- 1 - 9 *RING ON, BELL OF FRIENDSHIP*

-
- 1 - 10 *THE MONSTER FROM THE WEST*
 - 1 - 11 *POWER OF THE THUNDER KEY*
 - 1 - 12 *FORBIDDEN ACTIVATION! THUNDER RYUKENDO!*
 - 1 - 13 *A MEETING SURPASSING TIME*
 - 1 - 14 *THE NEW ENEMY*
 - 1 - 15 *FEAR SQUIRMING IN THE DARKNESS*
 - 1 - 16 *ENEMY? FRIEND?*
 - 1 - 17 *HOW ABOUT A DREAM?*
 - 1 - 18 *SEALED WINGS! THUNDER EAGLE!*
 - 1 - 19 *DEMON REVIVED*
 - 1 - 20 *FUDOU-SAN'S DAY OF AGONY*
 - 1 - 21 *GOODBYE, SWORDSMAN OF THE MOONLIGHT*
 - 1 - 22 *MARTIAL ARTS CONFERENCE IN TOWN*
 - 1 - 23 *VISITOR FROM OUTER SPACE*
 - 1 - 24 *GREAT DECISIVE AERIAL BATTLE!*
 - 1 - 25 *DAIMAOU'S EGG*
 - 1 - 26 *SHOT SPECIAL COURSE! WHO IS THE CHAMPION*
 - 1 - 27 *POWER UP! MAGNA RYUGUNOU!*
 - 1 - 28 *DIRECT TO THE HEART OF THE MACHINE*
 - 1 - 29 *BIRTH! GOD RYUKENDO!!*
 - 1 - 30 *TUNNEL OF PERPLEXITY*
 - 1 - 31 *THE GREAT INCIDENT IN AKEBONO!*
 - 1 - 32 *YOU LAUGH, SHIRANAMI*
 - 1 - 33 *TRINITY! RYUJINOU'S NEW POWER*
 - 1 - 34 *THE WORLD'S LARGEST UMBRELLA*
 - 1 - 35 *AIMING FOR THE AKEBONO STAGE*
 - 1 - 36 *THE FIGHTING GHOST*
 - 1 - 37 *THE YELLOW RING OF HAPPINESS*
 - 1 - 38 *RESCUE THE SHOT BASE!*
 - 1 - 39 *THE WINGS OF LIGHT WHIRL TO THE STARS*
 - 1 - 40 *THE WORST MANEUVERS IN HISTORY!?*
 - 1 - 41 *RYUJINOU BECOMES A DOLL*
 - 1 - 42 *RECIPE OF MAGIC*
 - 1 - 43 *MY HERO*
 - 1 - 44 *AKEBONO CITY IS CLOSED*
 - 1 - 45 *ALL JAMANGA APPEAR! ULTIMATE MANEUVERS*
 - 1 - 46 *THE FOURTH-NOTICED TARGET*

- 1 - 47 *THE MYSTERIOUS DRAGON SOLDIER*
- 1 - 48 *ULTIMATE EQUIP! ULTIMATE RYUKENDO!*
- 1 - 49 *DAIMAOH REVIVED! FINAL BATTLE*
- 1 - 50 *THE KEY THAT OPENS THE FUTURE*
- 1 - 51 *THE BLACK MOONLIT NIGHT OF CHRISTMAS*
- 1 - 52 *FAREWELL, MADAN WARRIORS!*

MAGICIAN'S HOUSE, THE



Mary, William and Alice arrive at 500 year-old Golden House for Christmas, unaware that a time-travelling magician, is eager to make them guardians of his beloved Golden Valley.

A time-travelling magician, talking animals and special effects, plus a cast boasting Ian Richardson, Neil Pearson and Sian Philips - it all adds to a spellbinding Sunday tea time show for the BBC. This marks a decidedly higher quality of show for children than we have been used to from the BBC, who have previously produced good quality SF shows for kids, but not many of quality have been produced in the 1990s. With an impressive array of good actors and well used special effects this show is actually quite good, but perhaps a little too close to another time travel magician in the form of CATWEAZLE, but this is a new generation who would have never heard of shows such as CATWEAZLE. What perhaps mares this show a little is its bending over backwards to try to sell the show to an American audience by having an American actor in one of the roles, this is even entangled within the plot, perhaps a little dramatic license that has stretched away from the original book. The show was mostly filmed in Wales hence the show being made the BBC Wales.

Katie Stuart who played the troubled child Mary Green, is also know for her role in THE CROW: STAIRWAY TO HEAVEN, a very similar role to her character in CROW. Steven Webb played Edward Knickers in another BBC SF production JULIA JEKYLL AND HARRIORT HYDE.

THE BBC prides itself on bringing magic to Sunday tea times. Many of its recent adaptations have been of classic children's stories such as The Chronicles of Narnia and The Borrowers, but The Magician's House is a more modern story which also includes family problems of the Nineties. It was this that attracted the producer Stephen Garrett to ask William Corlett to adapt his novels for television. "William Corlett is the real magician here," he says. "He has conjured up a world where magic is seamlessly interwoven with the disjointed reality of children's lives today. This gives the magic a grounding and depth which it wouldn't have if it had been set in some sugar-coated fantasy. That's why it will work for adults every bit as much as for children. It's intelligent not patronizing drama."

The quartet of novels was written in the late Eighties and optioned by Stephen Garrett's Kudos Productions in 1994. It took several years of securing funding, from the Children's Film and Television Foundation, the BBC and several Canadian sources before it could go in front of the cameras. "It's been a long haul," says Stephen, "but we persevered because the project had such potential. The biggest challenge was all the magic involved. The tv and film industry has become adept at electronic trickery, but we wanted to create something that felt more magical. Bill Corlett gave the magic a context - a quasi-scientific framework with children entering the bodies of animals. They say never work with children or animals, we did both - plus special effects - and hopefully the audiences will agree that it works. As it happened, the children and the animals were a delight even the rats!"

The series was shot in the space of six weeks in Canada with Vancouver island doubling as William Corlett's native Welsh borders. The writer was able to visit the filming and found it was a surprising match. "The first shot was in a studio, the Magician's study in 1599," he says. "On set I discovered the room I had imagined 10 years ago looking out on the Forest of Dean. How did that happen? How did Glen Pearson, production designer, gain access to my brain and recreate precisely what was in there 10 years ago? It was an amazing step from my imagination into reality."

He admits that being there made him a little emotional. "My Mum and Dad were still alive when I was writing the books and yet they'd both gone before the quartet was finished. They were a major influence in my life and the completion of the books helped me through my grief. When I sat here and watched the filming, I knew they would be really chuffed to see the imaginary world of their son come to life. So much of my life, heart and soul went into writing those books. There are moments when a tear is justified."

The Cast

The cast is a mixture of accomplished British and Canadian actors, many of whom are familiar faces. Ian Richardson, who has played everything from Shakespearean roles to detectives and ghosts, brings a necessary authority to the 16th Century Magician of the title, Stephen Tyler. "I have played several magicians in my time including Prospero and Merlin, but what I like about Stephen Tyler are his flaws," he says. "He can't do everything and he also gets very bad tempered when things aren't going his way, which makes him human as well as magic."

When Jack Green and his daughter Mary, his nephew William, his niece Alice and his pregnant partner Phoebe Taylor arrive at Golden House, the 16th Century Magician is determined that the baby will be born there. He uses his ability to travel through Time and inhabit animals to ensure his descendant will achieve his or her destiny in becoming the protector of the valley. "I got quite fond of the animals," says the actor. "Even though the dog was much more interested in playing with his frisbee than acting. I was devoted to my owl, a lady called Ivy. I had no trouble with her while she was actually sitting on my shoulder, but when she was getting her balance she occasionally stuck a talon into my neck so a steady supply of Elastoplast was required! By a strange coincidence, I had just completed filming Gormenghast for the BBC in which I play an old man who goes mad, thinks he's an owl and sits on the mantelpiece going 'Hoo!'"

He believes the adventure is perfectly suited to appeal to youngsters. "Children prefer magic to gritty realism in my experience but the central issue of conservation should please those who want everything to have a social relevance. Personally I think kids are more interested in ripping yarns, they enjoy being a little bit frightened especially when they know it's going to turn out well in the end."

The issues of conservation mainly come from Meg, a native of Golden Valley whose grandfather once owned the Magician's house. She is an animal crusader, who befriends wild creatures, particularly the badgers which are at risk from badger batters. "She is very wild and bizarre," says Sian Phillips who plays Meg. "But she is also fun. I love the countryside too and I do love badgers, but I don't live with them."

Sian was cast very late in the day. The part was originally going to be played by another actress, but she pulled out at the last minute and that's when William Corlett thought of his old friend. "I was literally on my way to the south of France for a holiday when I got a call from Bill on set in Victoria asking me to play Meg. I had to put down my bag, repack, head to the airport and fly to Canada instead. But it all fell into place."

They had first met when she appeared in his series Barriers in 1980 and they stayed in touch ever since. "I've known these books since they've been written," she says. "I've sat downstairs doing something else while he was upstairs writing them. The way it is being filmed is wonderful and I am intrigued by the fantasy of the story. I'm superstitious and magic fascinates me."

While the Magician wants to use magic for good, his apprentice sees the chance to use it for his own gain. Morden, played by Canadian actor Chris Redman, takes his master's gold and uses it to travel to the future where he hopes to ensure that Golden Valley stays in the hands of his descendants. "I think he is somewhat misunderstood," says Chris. "He's an orphan, raised by a strict old man who sometimes does not listen. I wanted the audience to have some sympathy for him despite his dark side." Initially he is not able to use the power as easily as the magician and ends up transporting a rat (voiced by Jennifer Saunders) 400 years into the future instead. So the actor got the chance to work with both Ian Richardson and a small furry creature.

"I was nervous about working with such a brilliant actor, but my misgivings were quickly put to rest. It turned out to be the best experience of my career. He is a kind, gentle person - it was a privilege to work with Ian... I'm not really big on sewer life, so having a rat run up your arm and sit on your shoulder was a little unsettling."

Representing the voice of normality and reason among magic and talking animals is Jack Green, trying to reconcile the daughter from his broken marriage with his new life with Phoebe and their impending baby. Neil Pearson, who plays the father figure, says the experience was "a breath of fresh air". He's best known by television viewers as the cynical womanizer of the police drama Between the Lines, the cult leader in Heaven on Earth and as Dave in the tv newsroom sitcom Drop the Dead Donkey. The Magician's House was very different. "I've spent most of my career swearing, killing people or getting naked," he says. "I don't do any of those things in this show! Everyone else has a much better time than I do. Ian Richardson gets to play a wizard, Sian Phillips gets to play a mad old woman in the woods, the kids get to morph into animals and I get to wear a check shirt and say, 'hey, stay away from there, kids' a lot!"

The net result has been a pleasing magical tale suitable for Sunday tea-times. Canada is a surprising match for Wales and the sparse use of computer graphics for special effects retains the ancient mystical atmosphere. But with all productions, there were a few things which were sent to try them. "High on the list must be arranging a blizzard in midsummer," remembers the producer Stephen Garrett. "Not to mention trying to find Canadian actors who could speak in something approaching a convincing Welsh accent - a fruitless struggle we eventually abandoned. One auditioning actor took us on a ten thousand mile tour featuring three continents in

a single sentence!"

Only the first two books of William Corlett's four-novel series were dramatized for *The Magician's House* which means there's an opportunity for a sequel. For the writer, it is something he would be happy to see happen. "It all began a lifetime ago in my study," he reflects, "writing in the early morning, often up before five, with the light inching up over the forest and the sound of the owl outside the window - never dreaming of where it all would lead. The Magic has become reality."

The Magician's House has been roundly sold as a "Sunday Teatime family drama" suggesting a BBC attempting to conjure up a bygone era of cosy firesides and buttered muffins that may or may not have happened. What few efforts there have been in this genre in the last decade have largely been unchallenging adaptations of accepted works such as E Nesbit's *Five Children and It*; Edwardian middle class values for a Nineties middle class audience that the BBC thinks still exists. We would never expect junkies or other totems of TV 'realism' in this slot - it's an unapologetically escapist bolthole - but at least *The Magician's House* brings the teatime drama somewhere close to the present day. At least the resultant friction spices up proceedings. Canadian Mary Green and her cousins Will and Alice Constant come to Wales to spend the Christmas holidays with Mary's estranged Dad, Jack Green, and Jack's pregnant partner Phoebe. Mary is an allAmerican brat, often whiny, sometimes seemingly influenced by *Friends*, but occasionally just spunk enough to inject some life into the piece. Her best line has her accusing Phoebe of being her dad's mistress. The blonde and simpering Alice and the ever-wet Will can't help but appear anaemic by comparison.

If it updates the images of family, elsewhere *The Magician House's* is as traditional as we would expect; a Christmas Holiday in the countryside, magic and time travel are the staple elements. The Magic comes in the form of Ian Richardson's time traveller Stephen Tyler - the white wig is pure Hartnell and the irascibility and twinkling eyes are both there in equal measure. One problem however - and it's a major drawback that runs through the production - is that with Tyler only occasionally warping through to today from the 16th Century he never really becomes the children's conspiratorial confidant as he ought to.

Talking owls and rats flit between the two eras but there is never quite enough interstitial interaction and the whole thing seems rather lacking in direct incident as a result. Likewise for the majority of the story the villain of the piece, misguided sorcerer's apprentice Morden, fails to become the physical, evil presence that children love to be scared by. He's also too much a misunderstood, foolish boy to be very frightening to anyone and this makes for a rather bloodless production. It's largely left to a swarm of actually rather cuddly rats to spook the squeamish. Aside from the fantasy aspects, there's also an attempt to tack on a sort-of-fashionable eco-subplot about saving the local badger population, one which never seems that essential to the future of Golden House. To be fair, almost all of these criticisms are answered in a brilliant final episode which puts right these faults, if a little too late in the day.

Despite its obvious highpoints, those old enough to pay a licence fee will still have several questions for the BBC. The production has largely been funded by the same Canadian tax breaks and state funding incentives that took *The X-Files* to Vancouver. This has resulted in perhaps the most ludicrous location shoot ever undertaken: BBC Wales have shot this entirely Welsh based drama on Vancouver Island! Sian Phillips is ridiculously underused, no doubt due to the Cando-Cymru set up, while elsewhere there is some obvious dubbing of Welsh accents onto Canadian actors which also infuriates. It comes nowhere near to a truly frightening reinvention of the children's fantasy genre but at least part six has a try. *The Magician's House* is a lightly demanding, jolly romp which children are sure to have enjoyed but one which never does enough to help older viewers forget and forgive the all too-obvious joins resulting from the co-production methods employed. Still, anyone expecting some sort of covert *Doctor Who* revival will be pleased to see that it ended in a quarry.

Thank goodness for the repeats of *The Magician's House*, I thought, which I had seen only sporadically on its first broadcast a month or two earlier. Oddly, it seemed almost as disjointed and lacking in cohesion when seen in its entirety - perhaps an inevitable result of adapting two novels into one television serial. Nevertheless, it was a perfectly good, if unremarkable, example of BBC children's drama, with good production values and some nice special effects. Ian Richardson was well cast as Stephen Tyler, although it must be noted that as in many such serials, there was a tendency for both young and old actors to moderate their performances to a kind of genteel BBC coziness. Neil Pearson was the clearest example of this, and it's instructive that the serial's best performance came from an American, namely Katie Stuart as Mary.

In one surprising respect though, *The Magician's House* was far from genteel: in the last episode particularly, there were some strong scenes of animals suffering, including a lengthy death scene for the mortally injured collie, Spot. (The fact that Spot was improbably revived at the end goes some way to mitigate these distressing scenes, but also looks suspiciously like cheating.) Several badgers and a rat also came off worse during the course of the serial, although obviously Magical ideas were in plentiful supply in *The Storyteller*, which was even better than I remembered it from childhood. What surprised me this time round was the fact that there were actually very few 'creatures' involved, with fewer muppets in the entire series than in the first half hour

of Return of the Jedi. The fact that all of the guest stars were British surprised me too, as I'd always imagined the series was American. The reason, I think, was its film-quality production values, which gave it a superior feel unknown to most British dramas. John Hurt's narration adds an awful lot, of course, but at bottom it's Anthony Minghella's superbly lyrical scripts that made this a classic series. If he ever comes to my house for tea, he's getting the best chair by the fire.

WR. William Corlett.

DIR. Paul Lynch.

EPISODES: 12 **YEAR MADE:** 1999 **COUNTRY:** GB **SEASONS:** 2

BBC WALES, A KUDOS PRODUCTION, FOREFRONT ENTERTAINMENT GROUP.

CREATOR: WILLIAM CORLETT (Based on his Novel)

TYPE OF SHOW: FANTASY

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6, (2) 6

DATE OF PREMIER: 31/10/1999

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Stephen Tyler/ The Magician IAN RICHARDSON, Jack Green NEIL PEARSON, Meg Lewis SIAN PHILIPS, Voice of the Rat JENNIFER SAUNDERS (1), Mary Green KATIE STUART, Matthew CHRISTOPHER REDMAN, Alice Constant OLIVIA COLES, William Constant STEVEN WEBB, Phoebe Taylor KATE GREENHOUSE (1)/KENDALL CROSS (2), Kev MARTIN EVANS (1), Arthur MATTHEW WALKER, Dave TIM CADENY, Mr. Parsons BERNARD CUFFIELD (1), Jack Green NIEL PEARSON (2), Charles Morden ROBERT WISDEN (2), Mark JESSE MOSS, Voice of Jasper the Owl STEPHEN FRY, Voice of Spot the Dog and Cinnibar the Fox RICHARD PEARCE.

Books Based on this series.

The Magician's House: The Door in the Tree	W. Corlett	2000
The Magician's House: The Steps Up The Chimney	W. Corlett	2000

1 - 1

Mary, William and Alice arrive at 500 year-old Golden House for Christmas, unaware that a time-travelling magician, is eager to make them guardians of his beloved Golden Valley.

Wr William Corlett

Dir Paul Lynch

1 - 2

The Rat tells Mary that Phoebe, her father's girlfriend, is a witch.

Wr William Corlett

Dir Paul Lynch

1 - 3

The children learn more about the magic of Golden House, while Mary arranges an accident for Meg.

Wr William Corlett

Dir Paul Lynch

1 - 4

Phoebe goes into labour and is trapped by Rat in the cellars of Golden House, Mary realises she has been duped by Morden.

Wr William Corlett

Dir Paul Lynch

1 - 5

Mary realises that Morden is inhabiting a rat.

Wr William Corlett

Dir Paul Lynch

1 - 6

Tyler confronts Morden and challenges him to a final battle for primacy.

Wr William Corlett

Dir Paul Lynch

2 - 1

A greedy developer threatens Golden Valley with plans to turn it into a theme park, and in the 16th Century, the Magician accidently creates powerfull Black Gold.

Wr William Corlett

Dir Graeme Lynch

MAGMA MAN

AKA: **FAIYAMAN**

AKA: **FIREMAN**



Deep in the Earth's underground, near its core, lives a race of people known as the Agan. They are very sensitive to the light that our sun radiates on the surface of the planet and if exposed to it for longer than three minutes it causes their demise. Despite this danger, one brave Agan has decided to travel to the planet's surface so that he may help protect mankind from new dangers that are making an appearance in the world.

In order to accomplish his mission successfully he joins forces with Misaki Daisuke, a member of the Scientific Attack Force (SAF). Now whenever trouble arises and our hero is needed Daisuke uses the Fire Stick to unleash the power of Fireman, a giant hero who will do everything in his power to help protect the Earth.

Produced by Tsuburaya Productions in 1971, Fireman is an interesting show that capitalizes on the popularity of many of the company's other hero programs, specifically the Ultraman series. Despite its obvious similarities to the better know Ultra-heroes, Fireman stands out in many respects and in some areas is even better than many of Tsuburaya's other programs.

The area in which I found Fireman to be better than many other shows in its genre is in the stories that were written for each episode. These were very mature in their nature and had a heavier element of serious science-fiction to them than many other hero programs of its time, which relied more on kid-friendly narratives that would be easier to digest. From the beginning of the show to its very unpredictable and sad end, Fireman demanded to be watched.

As usual with anything made by Tsuburaya the special effects were of the highest quality, albeit the optical effects seemed to be used in a limited fashion in this series. The most amazing work as far the effects go were done on the models and sets used to depict Fireman's world. Everything from the houses/buildings to the military equipment that appeared to help Fireman fight the giant monsters was incredible.

Unlike the models used in the series and some of the other effects, I found the monsters that were used in Fireman to be a mixed bag. While most of them were just amazing to look at several of the costumes used were poorly done and disrupted the flow of the program when they appeared. In a way some of these monsters destroyed the illusion of Fireman's world being a real one, you suddenly realized that you were watching two guys in rubber costume fighting on a small set full of miniatures. This is something that only affected a handful of episodes though and even then its probably not as bad I am describing it.

Finally, I like to note that the music in this show was excellent! After watching Fireman for this review I pulled out my Tsuburaya hero song collection and listened to some of the songs/music from the program. It had to be some of the best giant hero music ever recorded and I highly recommended for fans of tokusatsu music.

Conclusion

Fireman is the type of show that needs to be watched by all tokusatsu fans and as such I ask that you look it up and get some episodes to check out. I especially recommend it to those fans who may have only seen Tsuburaya's better known Ultra-shows, as Fireman is a nice change of pace from those programs

Special Effects by Jun Oki (special effects supervisor) and Kazuo Sagawa (special effects supervisor).

WR. Bunkou Waktasuki

DIR. Jun Oki

EPISODES: 30 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:** 1

TUSBARAYA PRODUCTIONS.

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 30

DATE OF PREMIER: 07/01/1973

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Daisuke Misaki/Fireman NAOYA MAKOTO, Commander Umino GORO MUTSUMI, Saburo Mizushima
SHIN KISHIDA, Hajime Chiba SEI HIRAIZUMI, Mariko Hayama HIROKO HURIHARA

MAHOU SENTAI MAGIRANGER

AKA: **MAGIC TEAM MAGICAL RANGER**



The Five Oz siblings were outside with their mother after a family emergency when a strange symbol appeared from under them. Their mother hurried them aside and a giant monster appeared. They all ran toward home but their mother decided to go back to fight the monster. She transformed into a warrior and destroyed the monster. After witnessing that, their lives were never the same. Five Magus built Magitopia where their family is from. A war between the Infershia and Magitopia had occurred unbeknownst to humans. The Infershia have now risen from within the Earth and are after revenge from their imprisonment that occurred nearly a decade ago. Now endowed with magic powers, the Oz siblings vow to live up to their family's legacy. They are yet to discover many more family secrets.

Show Opening/Closing Changes:

From the first episode before the opening sequence, there is an opening to the hour block of Magiranger and Kamen Rider Hibiki announcing it is Super Hero Time. Before the ending sequence, Mandora-boy is always there with a magical lesson or recap of the magic used on the show be it the newest arsenal or a trick a ranger did. When it is something involving Wolzard, Nai and Mea are there. The opening sequence changes in episode 21, each ranger gets a graphic that matches MagiShine's, probably to cover up the last one where the helmet visors reflected a room with lights and chairs. This sequence also features Wolkaizer, Travelion and FireKaizer with the other MagiMajins. In episode 32, Firekaizer is replaced with MagiLegendKing. Before Episode 31, the Super Hero Time opening returns but this time, with the Legend Magiranger and Magishine and the new Hibiki riders which occurs more often after episode 33. In episode 35, the Pantheon gods take the place of the Infreshia.

Characters

Ozu Family

These five children (three brothers and two sisters) lived peacefully with their mother, on the notion that their father died in an expedition in Antarctica. But upon learning the truth, their mother revealed to them their family legacy. Over time, they learn their father was a Heavenly Saint. The five siblings also receive the power to attain "Legend" form. By the final half of the series, the siblings were reunited with their parents.

Kai Ozu (Ozu Kai)/MagiRed The youngest, Kai is a Red Mage, a wizard who has power over the Burning Flame Element. He's a sophomore student who's into soccer and fights a lot with Tsubasa. He's straightforward and impulsive, which often leads to him making mistakes, but he is also kind-hearted and very brave for his age. He hates to be babied and wants to be treated like an adult. He was most upset about his mother's apparent death by Wolzard, and swore vengeance for it, until he learned that Wolzard was his father. He has a special talent for Alchemy. His primary attack is "Red Fire," where his body is engulfed in flame creating a Phoenix which burns any adversary it flies through. As Legend MagiRed, Kai's MagiBolt "Flares Up Flame", which is more powerful than Red Fire. In the special "Tokusei Magiranger Special", Kai gains the Golden GripPhone and with it, the ability to become KaiShine. As KaiShine, he wields the KingCalibur and wears MagiShine's armour, with a red neck scarf in place of MagiShine's flowing golden cape. In the end of the series, he becomes a sort of a liaison between the "Surface World" and Infershia. He also now dresses in his father's traditional Magitopian robe.

Tsubasa Ozu (Ozu Tsubasa)/MagiYellow The 4th born, Tsubasa is a Yellow Mage, a wizard who wields the power over the Galloping Thunder Element. He's intuitive, a realist and usually rational. He looks at life crossways, is a bit closed in himself, cynical and sarcastic. He often bickers with Kai and wants to live up to their older brother's standards. His special talent is potion work. His primary attack is "Yellow Thunder," where he shoots a barrage of lightning arrows from his MagiStick Bowgun. As Legend MagiYellow, Tsubasa's MagiBolt "Rains Forth Lightning".

Urara Ozu (Ozu Urara)/MagiBlue The 3rd born, Urara is a Blue Mage, a sorceress with power over the Shaking Water Element. She has a gentle heart, often acting motherly (Smoky considers her his mother figure). She's a passive sort, listening to the others and holding her tongue, hiding her own feelings of hurt and distress until they boil over and she explodes. Furthermore, a practical joke Kai played on her when they were children induced a fear of frogs, which she had to overcome to restore Hikaru to normalcy. Although she initially shows great animosity towards Hikaru, she eventually fell for and married him in Stage 47. Her special Ability is fortune telling and prophecy. Her primary attack is "Blue Splash," which acts as either a high powered stream of water or a barrage of exploding geysers. As Legend MagiBlue, Urara's MagiBolt "Becomes a Water Tornado". In the end of the series, she stays in Magitopia with Hikaru with Magiel still adjusting to her living there.

Houka Ozu (Ozu Hōka)/MagiPink : The 2nd born, Houka's a Pink Mage, a sorceress with power over the Blowing Wind Element. She can transform into various objects. She is cheerful and flighty, stringing along several boyfriends. She has a narrow focus, though, and can be a troublemaker. She works as a fashion model when she feels like it. She also has a talent for transformation magic, turning herself into any form she can imagine. Her primary attack is "Pink Storm" where she transforms into an electric fan and blows away the bad guys. As Legend MagiPink, Houka's MagiBolt "Blows Piercing Wind".

Makito Ozu (Ozu Makito)/MagiGreenThe 1st born, Makito's a Green Mage, a wizard who wields the power over the Howling Earth Element. He spent his life growing vegetables on his property, Aniki Farm, and cooking delicious meals himself. He's usually a cheerful fellow and moves at his own pace, but he does have a nasty temper and can get on people's nerves. He tends to be a father figure to his siblings. Hikaru's arrival initially leaves him feeling replaced both as head of the household and in the heart of his girlfriend Erika. His special talent involves Herbology. His primary attack is "Green Ground" where he creates a ground shockwave by slamming his MagiStick Ax against the ground. As Legend MagiGreen, Makito's MagiBolt makes "Boulders Go" flying at any enemy. As seen in Stage 37, Makito can speak some English, in which he gave directions to an American tourist.

Miyuki Ozu (Ozu Miyuki)/MagiMother A strong, gentle, ideal mother, she raised her five children alone after Isamu disappeared. She kept many secrets from them as Isamu had her promised, not the least of which was the truth about Isamu & herself. She was a White Mage, a sorceress wielding the power of over the Sparkling Ice Element whose main attacks were "Deep Freeze" and "Ice Arrows". She wore white armor with a snowflake emblem on her helmet and wand. Miyuki was seemingly killed by Wolzard, but in reality, her death was faked with her MagiStick remaining to have the siblings believe their mother was killed. She later helped her children in spirit when they battled Branken with MagiKing. Miyuki returned in Stage 44 to help her children defeat Toad, who held her prisoner prior to their reunion.

Isamu Ozu (Ozu Isamu)/Madou Knight Wolzard (Madoukishi Urzaado)-Wolzard Fire mysterious figure who first appeared to work for the Infershia as their most important member. Wolzard was a Black Mage, a wizard who wields the power of darkness. At first, he frequently fought MagiRed as Kai sought to avenge his mother's death and defeated Wolzard in a one-on-one duel. He mysteriously disappeared after Branken's death and reappeared a little after Memmi took over and went on to fighting MagiShine. Over time, Wolzard's identity was finally revealed as the Magirangers' father. His real name is Heavenly Champion Saint Blajiel, the ultimate warrior of the Heavenly Saints who wields the power over the Ferocious, Raging Fire Element. Blajiel took on the human form of Isamu Ozu and married Miyuki but he soon had to leave his family when the Magitopia/Infershia war escalated. Before he left, Isamu had Miyuki promise him not to reveal the truth about their magic to their children unless otherwise. Once more a Heavenly Saint, Blajiel sacrificed himself to have Lunajiel seal the Hades Gate if he should fail to destroy N Ma before he could enter the human world. But within the Gate, Blajiel was finally defeated by the Four Beastman Four Kings of Hell and transformed into Wolzard by N Ma. Over time, Wolzard began to piece his past together and began helping the Magirangers more and more. Memmi recaptured Blajiel and turned him back into Wolzard, but Kai managed to permanently free his father from the Madou Spell. Blajiel immobilized the Magirangers after absorbing their Legend powers, as they intended to fight his plan of stopping N Ma from entering the human world. He was thought to have died in doing so, but he survived by holding N Ma's soul in his body. As WolKaiser, Wolzard was unknowingly struck by Vancuria with one of Dagon's scales, which served as a tracking device for the Hades Gods to find him. After capturing him, the Hades Gods successfully extracted N Ma from him. Left for dead, Isamu was soon healed and joined his family to fight the Hades Gods in a new Red-armored form, Wolzard Fire, by absorbing Wyvern's fire attack and using his newfound power to destroy the Hades God. He duelled Kai again in Stage 48 before he left for Magitopia to confront N Ma in a battle which seemingly claimed his life. However, he was soon revived by the Nightmare Sisters to aid his family in destroying N Ma. He could enlarge himself and combine with Barikion to become either WolKentaurus or WolKaiser. When Wolzard was evil, his main attack was "Dark Madou Slash". Now that he is good, his main attack is "Raging Storm Slash". Because of his biological position in the family, he is sometimes called MagiFather.

Hikaru (/MagiShine): His real name is Heavenly Saint Sunjiel, a Heavenly Saint who wields the power over

the Shining Solar Element. He was transformed into a frog by Raijiei 15 years ago only to be restored by MagiBlue, as only a Blue Mage's kiss can break the spell. He currently lives with the Ozu siblings as their mentor in the ways of magic and comes to their aid when he's needed. Hikaru was the one who killed Meemy in a life or death game. Both Houka and Urara have dated him, but he ultimately marries Urara in Stage 47. Though he is not related to the Ozu family by blood, he considered his mentor Blajiel as a father-like figure and can now amplify this since he is now Isamu's son-in-law. Hikaru foresaw his death at the hands of N Ma, and apparently the vision came true, when N Ma struck him down when both Hikaru and Isamu confronted him in Magitopia. However, he was soon revived by the Nightmare Sisters to fight N Ma at his wife's side. Hikaru's main attack involves Smoky becoming a laser-beam in the "Smoky Shining Attack". Another attack of Hikaru's is with his Saint Sword in the "Prominence Crush". Other attacks include "Prominence Shower" and "Prominence Drop." At the end of the series he lives in Magitopia with his wife, Urara by his side.

Allies

Mandora Boy: A young Mandrake the Magiranger met when they found their secret headquarters. Despite being in a pot, he can hop around as well as fly. In the Movie, he grew into a Beanstalk-like ladder for the Magirangers to go to Magitopia in order to see Magiel.

Smoky the Magical Cat (Mahouneko Smokii): Hikaru's mischievous feline genie who resides in the MagiLamp, which was found in the cave that was Raijiei's tomb. He came into being from a volcano in Magitopia. He gathered piles of treasures until one day he opened the Annihilation Box. To save him, Sunjiei sucked him into the MagiLamp. Smoky was spared, but he can't last out of the lamp for more than three hours. However, Smoky can be released from the curse if he grants the wishes of others, but Smoky prefers to grant only one wish to whoever awakens him from his slumber, and only if he is compensated for his services. When the Ozu gang wish for the Infershia to be gone, and he denies their request, stating that the power the Infershia wield is greater than his own. He can get brief glimpses of the future. He sometimes enlarges himself to help the gang out. Despite being a goof-off, he is a capable fighter and once piloted Travelion. He sees Urara as a mother figure and bickers with Mandora Boy now and then. He seemingly met his demise in Stage 48 protecting Urara as Dagon attacked her, but he was revived by the Nightmare Sisters to help MagiShine for the final fight against N Ma.

Goddess of the Mini-Spring: Appears in the "KaiShine vs. MagiShine" special, a shapeless entity who takes the form of Miyuki Ozu. Kai's MagiPhone falls in the spring she protects and she offers him the Golden GripPhone or the Silver MagiPhone. She is nice and concerned; however, tends to repeat herself.

Others

Yuka Yamazaki: The manager of Kai's high school soccer team. He developed a strong crush on her, though she fell in love with MagiRed, unaware that he's Kai. In the movie, King Glúm attempted to marry her in order to bring N Ma into the human world. By the end of the series, she appears to have figured out that Kai and Magired are one and the same.

Eriko Ikeda: Makito's girlfriend. She gave him Petit Eriko as a gift, and appeared interested in Hikaru when he and the Magirangers returned from their extracurricular lesson in the Marudeyouna World. Eriko's interest in Hikaru further raised Makito's tension with Hikaru.

Tetsuya: Houka's photographer friend who she was about to marry after learning that he had the Skeleton's curse. His personality is similar to Houka and that alone tends to irritate Makito. When Bulrates made Houka lose her memory, Tetsuya tried to court Houka for a second time. Makito and Tsubasa made sure this wouldn't happen.

Akane: A friend of Kai's from school. Kai helps her bake the Christmas cakes her family sells every holiday season, and his determination to succeed allowed successful sales in spite of disaster when Kai and Hikaru went to help her.

Tokusou Sentai Dekaranger

Arsenal

Mahou Holy Staff DialRods: Predecessors to the Magiphones, and the result of combining the MagiPhone and MagiStick. Each one has a rotary dial design with the numbers 1-5 at the top, and performs a MagiBolt attack. When put together while casting the spell "Gii Golu MagiBolt", the Magirangers can perform the "Legend Finish". Tsubasa transformed his DialRod into the DialRod Bow Gun by casting the spell "Goo Magiuro". In the finale, MagiRed wielded both his MagiStick and DialRod in performing the "Fatal Blade" attack.

MagiPhones: The MagiRangers' transformation devices utilize the spell "Maagi Magi Magiro" (106). With the power of the Oath Rings, the MagiRanger can cast the spell "Maagi Magi Magi Magiro" (1006) to access their Legend powers.

MagiSticks: The MagiRanger's magic wands. MagiRed's MagiStick transforms into the MagiStick Sword; MagiYellow's becomes the MagiStick Bowgun and MagiGreen weilds the MagiStick Ax. Blue, Pink's and Mother's are the only ones that don't transform. MagiMother's MagiStick was also longer, like the DialRods.

Fire WolzaPhone: Wolzard Fire's transformation device, a red version of the WolzaPhones that utilizes the spell "Goolu Golu Golu Goludiuro".

Sky Hokis: Five Brooms that transform into the MagiRangers' flying vehicles.

MagiPunch: MagiRed's personal weapon, summoned via the "Gi Gi Gigiru" spell (883). The "Fire Screw Upper" finishing attack can be performed while wearing these gloves. MagiPink and MagiYellow have also worn these gloves.

Green Muscles: MagiGreen can cast the "Magi Maagi" spell (01) for extra strength.

Rock Armor: Upgraded version of Green Muscles used by Legend MagiGreen, summoned by the "Golu Maagi" spell.

Oath Rings: Presented by Hikaru, said to be worn by the Five Legendary Magicians who helped create Magitopia.

MagiLamp: MagiShine's lamp and Smoky's home when he's not needed. It can transform into the MagiLamp Buster and perform the "Shining Attack".

MagiBlue used the MagiLamp Buster once for her "Smoky Blue Shining Attack." With DekaBreak inside the MagiLamp Buster, it performs the "DekaBreak Shining Fist" attack.

GripPhone: MagiShine's transformation device. After inserting a MagiTicket, he casts the spell "Goolu Golu Goludiuro".

Skarpet: MagiShine's flying carpet.

KingCalibur: MagiKing's weapon. It was also used by Kai when he briefly became KaiShine.

Saint Sword: A sword used by the Heavenly Saints, often used by MagiShine. These include: final battle against Memmi/Raijiei, Drake, and against N Ma. Sunjiei can perform the "Prominence Crush" with this sword in hand.

Silver MagiPhone: The Goddess of the Mini-Spring presented a silver version of the MagiPhone that "brings peace, like the snow falling on the ground". Although Kai didn't choose it, it later reversed his own backfired spell that transformed him into a copy of the Hades Beast Spider. Miyuki's MagiPhone transformed into the silver version in Stage 44.

Gold GripPhone: The Goddess of the Mini-Spring presented a golden version of the GripPhone that can "make ideas real". Kai dishonestly chose it and ended up transforming into KaiShine. During this time he brandished the KingCalibur, trapped Hikaru in the MagiLamp with a mini-Destruction Fire, and finally turned himself into a copy of Hades Beast Spider, at which point the Phone closed itself off to Kai. "Golu Goolu Goo Goo" is the Gold GripPhone's primary spell.

Fire WolSabre: Wolzard Fire's weapon of choice with which he can perform the "Raging Storm Slash".

Fire Jagun Shield: Wolzard Fire uses this shield to protect himself in battle. Unlike the original Jagun Shield, this one does not contain N Ma's eye.

Majin, Majuu and Mecha

When facing giant Hades Beasts, Beastmen or the Hades Gods, the MagiRangers press a special code on their MagiPhones: 107 "Maagi Magi Magika" to transform into giant armored forms called Majin. But upon obtaining the "Legend Power", the Magirangers gained the power to become armored beasts called Majuu as well. There are few Majuu that can be summoned to help the MagiRangers out when needed. The only Mecha in the series is Travelion.

MagiKing No.1: The Majin perform "Majin Gattai" (Majin Combination) when they dial 1205 "Maagi Giruma Magi Jinga" to invoke the combination. He wields the KingCalibur sword that is used in his "Magical Climax" finishers, "Mahou Slash" & "Tenkuu Mahou Slash". Wolzard sealed MagiKing and took its power for his own, until FireKaiser destroyed the seal.

MagiPhoenix: MagiRed's Majin Form. Wields the Phoenix Sword.

MagiDragon: Its four components combine when they dial 125 "Maagi Giruma Jinga" on their MagiPhones. MagiPhoenix rides it into battle.

MagiGaruda: MagiYellow's Majin form. His arms, Garuda Wing, can be used as weapons.

MagiMermaid: MagiBlue's Majin Form. She wields the Mermaid Lance and can fuse her legs into a fishtail for swimming in water.

MagiFairy: MagiPink's Majin Form. She wields the Fairy Cutter and can turn into the Majiren Ball the others use in attacks. Notably smaller than the others (as tall as MagiTaurus' head).

MagiTaurus: MagiGreen's Majin Form. He wields the Taurus Axe. Notably bigger than the others (twice as tall as the average Majin).

Madou Horse Barikion: Horse-like Majuu that serves under Wolzard. He appears from the ground when summoned. After Kai selflessly saved the creature's life, Barikion helped the MagiRangers regain their MagiKing powers by forming FireKaiser with MagiRed. But as Wolzard revealed, Barikion only combines with whoever he acknowledges as a great warrior worthy to unite with. However, after the battle with the Two Ultimate Gods Drake & Sleipnir, Barikion and all of its forms were never seen again.

WolKentaurus: Wolzard fuses with Barikion when he utters "Uuza Douza Zanga". With Wolzard now purified, the spell for combination is likely to be "Goolu Luuma Gongga". Wolzard joins with Barikion in its four-legged configuration, becoming a giant centaur.

WolKaiser: When he utters "Uuza Douza Uru Zanga", Barikion becomes a suit of armor around Wolzard.

Also known as the Supreme Ruler of Darkness. His weapon is a staff made of Barikion's mane and tail.

WolKaiser is now formed by the spell "Goolu Luuma Golu Gongga". Attacks with "Madou Slash" & "Dark Madou Slash" while being evil, while under good it's "Tenkuu Masou Slash".

FireKaiser: A combination, though only seen in Stages 9 & 18, that results from the fusion of MagiPhoenix with Barikion. The spell used is 2105 "Giruma Maagi Magi Jinga" to invoke the combination. His weapon is a staff made of Barikion's mane and head, using it in his "Fire Spin Braid" attack.

Mahou Express Travelion: A magical train mecha MagiShine uses, able to cross dimensions, such as the Marudeyouna worlds. It can transform into Mahou TetsuJin Travelion when MagiShine uses a MagiTicket for the spell "Goo Goo Goludiuro". In battle mode, it can fire the cannon barrel in its chest for its "Destruction Fire" attack and from the funnel on top of its head "Steam Bazooka". Travelion has two miniature trains stored in its legs, the Remote Liners, that can be used to bind an enemy. Travelion has also performed rapid-fire punches and kicks in battle.

Holy Horse Unigorgon: Unicorn Majuu, he first appeared in the MagiRanger Movie and resurfaced to help Kai try to free Blagel from being Wolzard. Unigorgon appears to be a white version of Barikion with a horn on its forehead.

SaintKaiser: Unigorgon becomes a suit of armor around MagiPhoenix. His weapon is a staff made of Unigorgon's mane and head. The spell used is 1025 "Maagi Magi Giruma Jinga" to invoke combination. It bares a remarkable resemblance to FireKaiser as well. Attack "Saint Horn Finish" involves flying into the sky and then falling back down again head first with the staff.

MagiLegend: The combination of MagiFirebird and MagiLion when the MagiRangers use the spell code 5 "Maagi Giruma Golu Jingajin". Armed with the ScrewCalibur, MagiLegend performs the "Magical Climax" finishers, "Fire Tornado" & "Final Slash".

MagiFirebird: Legend MagiRed's Majuu Form when he uses the spell 3 "Maagi Golu Majuluu" on his DialRod.

MagiLion: Legend MagiYellow, Blue, Pink & Green's Majuu Form when they use the spell 4 "Maagi Giruma Golu Gogolu" on their DialRods.

Heavenly Saints/Tenkuuseija

The Magirangers' magical and elemental powers are drawn from these magical and holy entities. Their domain is Magitopia, a heavenly paradise created by the Five Legenday Magicians. Others include: Blajiel (Isamu Ozu/Wolzard), Sunjiel (Hikaru/MagiShine) and Raijiel (Memmi).

The Five Legendary Magicians: These Heavenly Saints were earned great power, and were the ones that created the domain called Magitopia. They were once human and were briefly seen in the Magiranger Movie.

Heavenly Saint Flajiel: Heavenly Saint of Flame, represented by a Red Mage. Kai's powers are drawn from this one.

Heavenly Saint Boljiel: Heavenly Saint of Thunder, represented by a Yellow Mage. Tsubasa's powers are drawn from this one.

Heavenly Saint Splajiel: Heavenly Saint of Water, represented by a Blue Mage. Urara's powers are drawn from this one.

Heavenly Saint Winjiel: Heavenly Saint of Wind, represented by a Pink Mage. Houka's powers are drawn from this one.

Heavenly Saint Grounriel: The Ent-like Heavenly Saint of Earth, represented by a Green Mage. Makito's powers are drawn from this one.

Heavenly Saint Lunajiel: Heavenly Saint of the Serene Moonlight Element, she was targeted by the Infershia as she is the "Key to the Gate", whose death would open the Hades Gate. Her memories were sealed by Raijriel and she took on the form of a young woman named Rin. The Magirangers managed to help her regain her memories as Lunajiel. At first, she had little confidence in the Magirangers' abilities and sought to destroy the Infershia herself, only to be captured to complete Branken's plan to open the Hades Gate. It would have cost Lunajiel her life, but she was saved from this fate by Kai. After Branken's death, Lunajiel departed to Magitopia. In the movie, Lunajiel showed the siblings the Great Hall where Magiel hails from. Lunajiel would later reappear to help the Magirangers master their Legend Powers, cure those infected by Mold, and reveal more of the events of 15 years ago relating to Blajiel whom was last seen by Lunajiel prior to her memory loss. In Stage 47 she appears beaten up to inform everyone that Magitopia was under attack by N Ma. Lunajiel tried to warn Magiel of N Ma's arrival, but N Ma still managed to kill Magiel (although it was later revealed she survived) and destroy Magitopia, but Lunajiel was saved by Magiel. After informing the Magirangers, she teleported away. She aided the Rangers in the finale.

Heavenly Saint Chronojiel: Heavenly Saint of Time and Space. Time magic was considered to be dangerous for anyone to wield, and he placed a curse upon all Time magic and retreated into another dimension in the form of a mountain. When MagiYellow used the same Magic to try and see what happened in the past, he was stricken with a horrible side effect, opening a chasm through his chest which sucked in time, appearing as a dark whirlwind. Hikaru sealed him with a barrier spell and took him to find Chronojiel's staff, the only thing that could reverse the effects of the reverse magic on Tsubasa. After overcoming the odds, and even Wolzard's mind games, Hikaru removed the staff. Wolzard, however, used it as a chance to take out the unmoving Chronojiel, killing him with a blast from his Jagun Shield.

Heavenly Saint Snowjiel: Heavenly Saint of the Sparkling Ice Element, represented by a White Mage, who gave the MagiRangers their Legend power, when they found her inside a giant fish and melted her frozen heart with their powerful courage. Miyuki's powers are drawn from this one. Snowjiel is the most senior of all the Heavenly Saints, and is the only one that has two forms: infant and humanoid. She had the privilege of being the Five Legendary Magicians' pupil. She aided the Rangers in their fight against Drake, and in the finale.

Heavenly Arch Saint Magiel: Heavenly Saint of all Magic, she is referred to as the leader and the most powerful of the Heavenly Saints. She hails from the Heavenly Great Hall, and is a giant. When N Ma came to Magitopia in Stage 48, N Ma confronted Magiel, but Magiel sealed N Ma in an orb of fire, but N Ma broke the orb and began destroying Magitopia. Before Magiel was seemingly killed, she managed to teleport Lunajiel away to the human world. It turns out in the finale, she survived N Ma's assault by teleporting away.

Infershia

The Infershia are from the Kedomonon Realm at the center of the Earth, which was ruled by the mysterious N Ma. Years ago, N Ma created the Hades Gate to send his entire army to Earth, but was stopped by the Heavenly Saint Blajiel 15 years ago. N Ma uses his agents to break the seal so he can conquer the surface world. However, overtime, some of the Infershia began to realize N Ma's insane obsession of destroying the Heavenly Saints and the Ozu Family became too reckless due to some of the needless deaths. Once N Ma was destroyed, Sphinx took over rule to rebuild their world and start anew with Magitopia.

Absolute God N Ma (1-34, 46-49): The mysterious leader of the Infershia. Before N Ma was sealed away by Blajiel, he used his cursed reincarnation to transform Blajiel into his loyal servant Wolzard. N Ma contacted his minions via a white pool at the center of the lair, which turned red when in use, however, N Ma used the Slab of Judgement in Stage 47 to communicate with the remaining Hades Gods. N Ma's right fang was used to make Branken's sword, while his left eye was used to make Wolzard's shield. While his form was not entirely revealed until Stage 34, his appearance is of Lovecraftian origin. N Ma was resurrected when Memmi transferred the Magirangers' Legend powers into N Ma. The tendrils on his head each end with a serpent's/dragon's head. When Wolzard turned back into Blajiel, N Ma turned him back, but Kai broke his spell. N Ma was seemingly hindered by Blajiel when he sacrificed himself to stop N Ma by sealing the demon's soul in his own body. The Hades Gods managed to free N Ma from his new prison and he was resurrected in Titan's lifeless body, molding it to reflect his own image, a new, fallen angel-like humanoid form with a black skull cap that concealed his hideous brain. Absolute God N Ma could shoot numerous

tentacles from his mouth, and can absorb anything with his mouth, which inadvertently was the cause of his downfall. While he used the remaining Hades Gods to fight the Magirangers, N Ma went to Magitopia to destroy the Heavenly Saints personally. N Ma destroyed Magitopia and tried to kill Magiel and almost Lunajiel, if Magiel had not have teleported her away. Blajiel and Sunjiel went to Magitopia to confront the Absolute God, but it resulted in Hikaru's prophesied death by N Ma's tentacles. N Ma also killed Isamu while up in Magitopia, and when he flew back to Earth, he mockingly tossed Sunjiel and Blajiel's corpses in front of the Rangers, which caused them much grief. N Ma sped up time so quickly that the Earth became a barren wasteland, and everyone except the Magirangers, the Heavenly Saints, and the Infershia were corroded by N Ma's actions. Even the Kedomono Realm was wrecked in his wake. N Ma's skull was shattered by Kai's DialRod attack, and he was also stabbed by Kai's MagiStick Sword, which the other rangers helped him wield, which caused the surface world to be restored. N Ma was shocked to see Sphinx alive and betraying him, and further enraged about the death of Dagon along with Vancuria siding with Sphinx by reviving her and the others that died. N Ma was finally destroyed when the entire Ozu family overflowed N Ma with their courage, causing him to implode. (Supreme Master)

Victory General Branken ((1-18): The high commander, though it seemed Wolzard was calling the shots. This sparks a rivalry between them as Wolzard seemed to have left Branken trapped in the seal, and because of this they constantly fight amongst themselves. He wielded the Hell Fang, which is a sword made from N Ma's fang. Branken was part machine, and had gears that moved and a standing horn that steam came out, especially when he was angry. Born a High Zobil, Branken fought his way up to his current rank and has no tolerance for failure. Branken had a horrible temper, attacking High Zobils, Vancuria and Wolzard when angry. He desired to take over as the new ruler of the Infershia and desperately wanted out of the seal. For that, he sent Vancuria and the Three Solitary Confinement Hades Beasts to find the "Key", Lunajiel, so that he can open the Hades Gate and send forth the entire Infershia army, as well as finally enter the surface world of his own free will. In Stage 6, Branken managed to rise to the surface world with the help of Wolzard's magic, and grew giant to face the Magirangers, until Kai as MagiPhoenix teleported him back to the lair. When Lunajiel was captured by Wolzard, the Hades Gate had risen to the surface, and Branken managed to pry the Hades Gate open and entered the surface realm. Branken's plans were foiled when Lunajiel was freed, and when she once again sealed the Hades Gate. Both he and his ambitions were soon destroyed by the bonds of the Ozu siblings (Who were aided by MagiMother's spirit and magic) with MagiKing. Only his Hell Fang remained, which Wolzard takes for his own.

(Morticon) Madou Priest Memmi (19-34): The high commander who takes over when Branken was killed. He wielded an extendable fan, which had a mirror that allowed Memmi to see what was happening on the surface world, but in the Duel Bond he wielded a Magitopia sword. He was originally the Heavenly Saint Raijiel, the Heavenly Saint of lightning who saw magic as a way to grant his own selfish desires and along with Sunjiel was Blajiel's pupil. He betrayed his comrades by reporting their plans to N Ma, leaving Blajiel to the mercy of the Hades Beastman Four Kings of Hell, and sealing Lunajiel's memories after she sealed the Hades Gate. Sunjiel, who had learned of Raijiel's treachery, fought him and, upon being turned into a frog, sealed himself and the mummified Raijiel in a cave, an event which Raijiel swore undying revenge for. His lifeless body remained there until it was found by Nai & Mea, who took him to N Ma to be resurrected to replace Branken. Memmi, seeing himself a vassal to N Ma, worked hard to bring N Ma into the human world with his clever planning. Because he was a Heavenly Saint, Memmi was also a master of magic himself with an affinity for lightning spells, replacing Wolzard in the process. Memmi acted as the priest for King Glúm's and Yuka Yamazaki's wedding, and created the wedding ring. He, Apollos, Babon, and Vancuria had Urara and Jasmine captive in the lair. When he became desperate to resurrect N Ma he sent the Hades Beastman Four Kings of Hell and used Forbidden Hades Beasts to do his bidding, as well as resorting to Forbidden Magic. Memmi used the Magirangers' Legend powers to revive N Ma, which was successful. He was finally killed off by Hikaru (Who used Memmi's own sword) in the Magitopia Duel Bond, reverting back to Raijiel as his body dissolved into dust while his final words that were of the ones to succeed him.

Infershia's Hades Gods: The Infershia Pantheon (35-49): The ten gods of Hades itself. When the great beast N Ma was destroyed, the Hades Gods were revived to punish the infidels who defeated him. They were in a deep slumber within the depths of the Kedomono Realm in the Valley of the Gods until the Nightmare Sisters found their lair with the Book of Prophecy and reawakened them. They almost killed Vancuria when they first met her. The Hades Gods all have one goal; to bring Divine Punishment upon humans. Each member possesses a Dark Aurora, which heralds the coming of the gods. Legend tells if those on the surface defy the gods, both the surface and heavenly worlds will be destroyed. The Hades Gods follow their laws known as the Dark Precepts. The Hades Gods were divided into the lower tier known as the Five Warrior Gods, which included Titan, Wyvern, Toad, Cyclops, and Ifrit, the middle tier known as the Three Wise Gods that included Dagon, Sphinx, and Gorgon, and the upper tier known as the Two Ultimate Gods, which included Sleipnir and Drake (Infershia's Shield and Halberd). The members of the Hades Gods were divided, formed alliances with each other, and each had their own schemes. Dagon, Sleipnir, and Sphinx generally worked together, Gorgon worked with Drake and Toad, Ifrit dueled with Titan, Cyclops was a loner, and Wyvern talked with Nai & Mea. They intended and were successful in resurrecting N Ma, and most of them (excluding Titan, later

Sphinx) showed a degree of loyalty to him.

Warrior Hades God Ifrit(35-36): The Warrior God with a fiery body and soul. A fire demon who uses a club with a ball and chain as his weapon. The first of the Hades Gods chosen to challenge the Magirangers and bring their wrath upon humans. He could evaporate anything he glared at. To be merciful, Ifrit lit a tower on fire that represented the time that the surface realm had to repent and beg for their lives before he would begin his Divine Punishment, and burn everything to ash. To be sporting, and to enhance his own enjoyment, Ifrit lit another tower on fire, saying that he would destroy the rangers before the tower was consumed. He also promised to tell the rangers where their mother was should they defeat him. When the fire died down, Dagon threw his trident at Ifrit's image in the Slab of Judgement, and killed him in order to maintain the Dark Precepts. Otherwise, it is said, N-Ma would not be able to be reborn. Before Ifrit turned to stone and blew up, he revealed to the Magirangers that one of the other members of the Hades Gods has their mother captive.

Warrior Hades God Cyclops (35-38): The best sharp shooter Warrior God. He was a robotic demon who wielded a sniper rifle with a bayonet. He would have shot and killed Vancuria if Wyvern hadn't have stopped him from doing so. The second to challenge the Magirangers. He got really angry when his attacks failed, but he recomposes himself to think of a strategic plan. He was a robotic master sniper who went after the siblings in a game of cat and mouse where they had to evade his shooting until sunset or disappear upon getting shot. Anything he shot would turn red and disappear. Cyclops could see everything with his thermal sight. He managed to take out Makito, Houka, and Urara by hiding in the mirror world and shooting through reflections, but Tsubasa then defeated him with his DialRod Bow Gun to save his siblings. Cyclops was then killed by MagiLegend with assistance from Travelion.

Wisdom Hades Goddess Gorgon (5-40): The slyest of the Wise Gods. Gorgon used a mirror-shield as her weapon that can release snakes to turn the surface world to stone, she herself can turn into a giant snake to devour her enemies. She became the fourth to challenge the Magirangers after conning Toad into fighting the MagiRangers knowing it was her turn to fight after Cyclops. Gorgon prophesied that Sphinx would be killed by one of their own, and she did get killed. She managed to petrify Smoky while devouring Urara, Makito, Tsubasa, and Hikaru in her Gorgon's Garden. She then went to the surface world to get the powerless Kai and Houka, but Sphinx cured the two and Gorgon's plans began to fall apart as Kai and Houka freed their captured siblings and Hikaru from her stomach with a new spell. Gorgon grew large to only be killed by MagiLegend with Travelion's assistance, restoring Smoky back to his mobile self.

Ultimate Hades God Drake (35-42): The most violent Ultimate God. Drake is armed with a sword that can shoot streams of lightning, has the strongest Infershia armor that protects him from any blow except to the neck, and can grow giant wings to fly, and extend his neck while giant on the surface world. In Stage 35, Drake started to destroy some buildings to bring fear to humans. In Stage 37, when it was Cyclop's turn to battle the rangers, Gorgon suggested that Drake go to the surface on his own and battle them. Drake was able to withstand Travelion's "Destruction Fire" attack to Hikaru and Smoky's surprise, but Sphinx drove Drake away before he could finish Sungel off. Being upset that Gorgon was defeated he started to attack the other gods until Sphinx told him no one cares about what he feels for Gorgon. This upsets Drake even more and tries to kill Sphinx when she had her back turned away however Wyvern stops his attack. The two gods fought each other until selection was made for Divine Punishment choosing Drake. Hikaru discovered that Drake's weakness was his neck after striking him in the neck and remembering that Kai as MagiPhoenix also damaged him by kicking him in the neck, and transformed into Sunjiel and defeated him in a truly stunning confrontation. In his last stand, Drake battled along side Sleipnir (who at the time was being used by Dagon to lure out Wolzard). He was weakened by MagiLegend's ScrewCalibur to the neck and was killed by a Destruction Fire to the neck from Travelion.

Warrior Hades God Toad ((5-44): The most gluttonous Warrior God. Toad carries a hammer that also serves as a trumpet. He occasionally ate Zobil & High Zobil from a bowl. He could shoot various poisons from his warts, such as a poison that switched bodies and a poison that acts as an acid, he could summon frog embryos all over the world, and had dopplegangers of the Magirangers in his game of chance. The third to challenge the MagiRangers, although at the time he wasn't selected by the Slab of Judgement. Instead Gorgon conned him into going, as Gorgon knew that she was the next to go as she caught a glimpse of a page from the Book of Prophecy. Toad fought Kai and Houka and ended up accidentally switching their bodies. This later prevents them from being able to transform to fight Gorgon. He also switched Nai & Mea's bodies, which caused them to not be able to become Vancuria. Toad goes into battle with Travelion but flees back to Hades as selection was taking place. After Drake's death, Toad was chosen to carry out the Hades God's wrath. He is the one who was shown collecting souls along with capturing Miyuki after her supposed death and adding her to his collection in the depths of the Kedomono Realm with his dark aura hiding her. However, Toad met his end at the hands of the Legend MagiRangers & MagiMother.

Warrior Hades God Wyvern (35-46): He is a Warrior God who weilds a scepter. He stopped Cyclops from killing Vancuria, he talked with Nai & Mea, introduced them to each member of the Hades Gods, and treated

them the kindest out of the Hades Gods until it became his turn to fight the MagiRangers while punishing Titan. He along with Dagon and Titan ambushed Wolzard and was the one who carried N Ma's soul. During the fight against Houka and Makito, he knocked Makito's DialRod out of his hand, then tried to kill him with a hailstorm of energy, but Titan intervened and took the hailfire himself. After making amends with Titan once they escaped from Wyvern (who was also unaware that he was being spied on by Vancuria, who informed Dagon via fish-scale hand radio about their escape), Makito and Houka the latter being disguised as Titan lured the flying Wyvern out of the forest (Makito even delayed him with thorns) and into the quarry, where Wyvern caught Houka impersonating Titan by seeing her pink bow and forced her out of the disguise with an energy barrage. He fought Makito and Houka alone until the two Rangers were backed up by Kai, Tsubasa, Urara, and Hikaru (who managed to get out of an earlier entanglement with Sphinx). He forced all six Rangers out of their armor with a powerful attack before using an even stronger one to try to destroy them, but Isamu showed up and absorbed the flame. After arrogantly hitting Vancuria (who arrived to witness the Rangers' destruction and inform Wyvern on Titan's whereabouts) out of his way after learning that Dagon wanted him to find Titan, he charged toward Isamu, who had by now transformed into Wolzard Fire. Wolzard Fire killed Wyvern with the Raging Storm Slash after an incredibly short standoff.

Warrior Hades God Titan (35-46): The most muscular Warrior God. One of the Hades God's strongest members, he uses a double bladed staff. Titan has a afro-like head and no eyes. Once he accidentally stepped on Nai & Mea in Stage 39. He, Dagon, and Wyvern ambushed Wolzard, and Titan was the one who destroyed Wolzard's Jagun Shield. Chosen to carry on the Hades God's goals, he followed his Divine Punishment of using the surface electricity to create a large bolt of ball that would fall to surface. Titan is revealed to actually have a kind heart as Houka saw for his caring for other life. She ended up convincing him to cancel his divine punishment which shocked Makito. Houka affectionately calls Titan, "Afro-Kun". Later, Titan was chosen by N Ma's soul to hold his spirit for his reincarnation. Titan was then congratulated by Sphinx and Wyvern for that honor of him to sacrifice his body. However, he told them he would not die so Wyvern and Sphinx consider this an act of treason and Wyvern pursued him. He ran off with Houka & Makito to avoid Wyvern from killing him. While the Magirangers were facing Wyvern, Titan fled to a lake where Dagon ambushed and killed him, allowing N Ma to be revived in the god's lifeless body, remolding it in his image. Titan's disembodied spirit, was punished by banishment into the lake of sleep with the eternal sea.

Wisdom Hades Goddess Sphinx (he wisest of the Wise Gods, she makes sure the other gods follows the dark precepts and serves as the observer of their activities. She reports her fellow Gods' schemes to Dagon. Sphinx uses an arm-mounted lionish-shield/gauntlet/bazooka with a retractable blade. She was the one that reversed Toad's spell on Kai and Houka to make things fair and was the one who drove Drake away in Stage 38 when he was about to finish off Hikaru. She also reversed Nai & Mea's bodies back. In Stage 46, she abducts Kai, Tsubasa, Urara, and Hikaru in order to comprehend more on how they get their power to defeat the Hades Gods one by one. Specifically chosen by N Ma to carry out Divine Punishment in Stage 47; she shortly fights the rangers easily defeating Travelion and MagiLegend with her gauntlet. She considered there was no importance of the surface world to the Infershia anymore and disappeared after fighting the rangers. She was then confronted and attacked by Sleipnir and Dagon, who seemingly killed her under N Ma's orders for not destroying the Magirangers. She survived the ordeal with Vancuria's ability of resurrection, and saved Miyuki from Dagon, and tried to change Dagon's ways, but she had no choice but to kill Dagon when he did not go down peacefully. After N Ma's defeat, Sphinx became the new ruling leader of the Infershia, ending the war between her kind and Magitopia peacefully, and she began rebuilding the Kedomono Realm after it was wrecked by N Ma's power.

Ultimate Hades God Sleipnir (35-48): The most reliable Ultimate God. A knight like demon who wields either a lance or a jagged sword and a shield. Sleipnir acts like a leader and an advisor in the Hades Gods. When the Hades Gods first appeared in Stage 35, he blocked MagiLegend's ScrewCalibur Fire Tornado attack and defeated the impertinent MagiLegend. He arrives on the surface world in a Hades Chariot being pulled by two smaller Barikion-like horses (The first chariot was destroyed by Wolzard, but he used a new one when he attacked the city during his Divine Punishment) and battled alongside Drake in Stage 42 (he was sent by Dagon to draw out Wolzard, which worked) and he ended up battling WolKentaurus but WolKaiser sent him back to Hades. He and Dagon confronted Sphinx because of her treachery, and attacked her, and let Dagon finish her off. After Sphinx was taken care of, Sleipnir was chosen to carry out Divine Punishment in Stage 48 Sleipnir attacked the city to draw the Magirangers out and faced the Magirangers in MagiLegend and easily defeated MagiLegend with a spinning cork screw-like attack, but was finally destroyed when a confident Kai knocked him down and destroyed his shield, and then the Rangers used the Five Fantastic Aerial Attack to kill him off.

Wisdom Hades God Dagon(35-49): The seemingly-invincible leader of the Hades Gods and most powerful of the gods (although he is only in the middle class Wisdom God tier, in which he is the only male member) who uses a trident as a weapon. His head looks like an actual fish. He was the one who killed Ifrit for not fulfilling his promise of destroying the surface world before the flame he lit was spent in Stage 36. Dagon also faced Wolzard's spirit in Stage 40, when Wolzard confronted him at a lake. He had Vancuria plant one of his fish

scales on Wolzard to track him. In Stage 42, he sent Sleipner to draw out Wolzard. In Stage 43, after Nai & Mea had successfully located where Wolzard was hiding, he, along with Wyvern and Titan, went to ambush Wolzard. He was angered by the fact that N Ma's soul was contained in Wolzard's body and took personal pleasure of extracting N Ma's soul from him, as well as seemingly killing Blajiel, when he created a crack in the Earth below him, which caused him to plummet to the fiery depths below. He also gave another of his scales to communicate with Vancuria, so that he had information on the situation with Wyvern and Titan, as well as give Vancuria orders. He was the one who ambushed and killed Titan so that N Ma could be revived in Titan's body. Dagon was the one who slew Sphinx with the help of Sleipnir, when Sphinx did not destroy the Rangers as well as the surface world when she had the perfect chance to. Dagon was confronted by MagiMother in the finale while Sleipner faced the other Rangers, and fought with her until the Rangers intervened. He then blasted them and teleported himself and MagiMother to the Infershia lair, but before that he attempted to blast Urara with an energy ball, but Smoky intervened and died, taking the hit for Urara. Dagon was surprised and infuriated when Sphinx arrived, alive and well. Dagon was also angered by the fact that Vancuria defied him by resurrecting Sphinx. Even though Sphinx offered him a chance to change his ways, Dagon refused and tried to strike her down again, but Sphinx blasted Dagon with her bazooka, thus ending Dagon's life.

Yougen Spy Vancuria The Infershia's spy, and the immortal Queen Vampire who can pass through the seal to overlook her masters' plans as she splits herself up into the Nightmare Sisters. She had a bit of a crush on both Branken (Until the he tried to kill her for her failure) and Memmi (though she couldn't stand him at first). Vancuria did have some admiration for Wolzard as he helps her sometimes (Like increasing her power threefold). With the help of Hades Beast Leech, Vancuria had the vampirized Houka under her control until Tsubasa and the other Magirangers broke the spell on their sister and finally ended Vancuria's winning streak over them. The Rangers managed to destroy Vancuria with Tsubasa's Crystalization Dawn and the Magi Cross attack which crucified and blew her up, but that same night she reconstituted herself and destroyed the Crystalization Dawn. She awakened the Hades Gods when she discovered their lair. She is like a hummingbird in size when compared to the Gods who were naturally giant. She was kept alive by the Hades Gods so that she could serve them as a spy. She spied on Drake when he went to the surface world to fight Hikaru, because of Gorgon's suggestion. She was hardly used by them until Dagon had her place one of his fish scales on Wolzard so the Hades Gods could track him. She carries another one of his scales to communicate on-site with Dagon. She also helped Wyvern fight the Magirangers before Wolzard Fire came to the rescue. Vancuria also traveled with Dagon and Sleipnir to see Sphinx and began to have second thoughts about N Ma. Vancuria resurrected Sphinx and apologized to Dagon for this treasonous action, and was stunned when she killed Dagon. In the end, she joined Sphinx in the "new Infershia".

(Necrolai) Nightmare Sisters Nai & Mea . Mischievous vampirish girls dressed in Gothic Lolita attire. They usually cause trouble for the Magirangers at any chance they get. They can shoot bolts of energy from their mouths. Nai seems to be the 'older sister' as Mea tends to only repeat a portion of what Nai has just said. In order for the two girls merge back into their true form, they hold hands and touch cheeks. When Wolzard briefly powered them up, Nai gained a stonedark crossbow while Mea used an enormous seven barreled cannon. Both of these weapons can be used by Vancuria once her components merge. The Nightmare Sisters were the ones that discovered Raijiel and brought him back to their lair to be revived as their new commander, Memmi. The Nightmare Sisters gain another power boost again for a time in the form of the WolzaPhones, enabling them to use magic like Memmi and Wolzard, but the phones were eventually reabsorbed by Wolzard. They also discovered the Valley of the Gods with the Book of Prophecy. When the Hades Gods were awakened, the Nightmare Sisters are not used as much like with their previous superiors except as guinea pigs in Toad's "body switch" curse, negating their ability to re-fuse back to Vancuria until Sphinx cured them. The duo were given purpose when Dagon have them put a tracking scale on Wolzard. The Nightmare Sisters also witnessed Sphinx's death at the hands of Dagon, and were both incredibly shocked by this event with second thought about their association with the Infershia as it was. They showed off their healing abilities by restoring Blajiel, Sunjiel, and Smoky. In the end, they joined Sphinx in the "new Infershia".

Madou Sentai Yamirangers (43, Outside Stage Show): They are black-caped doppelgangers of the Magirangers created by Memmi. Another version of this evil Sentai is seen in Stage 43, only this time, they are black-necked doppelgangers of the Magirangers created by Warrior Hades God Toad.

High Zobils Higher-ranked Zombies who wield either large spear-like staffs or whips and leads the Zobils into battle as a field commander. They can also control some of the Hades Beasts. They first appeared in Stage 3, where the one that fought against and was beaten by the Rangers was killed by Branken as punishment for incompetence. Branken was originally a High Zobil himself. Toad occasionally ate High Zobil from a bowl. (Styxoids)

Zobils Corpse-like soldiers who wield axes and follow the High Zobil. There are thousands of them in the lair. Underneath their helmets are their repulsive rotting skulls with maggots. Occasionally Toad would eat Zobil from a bowl. In the finale, they are shown with builder hats rebuilding part of the Kedomonon Realm. (Hidiacs)

Arsenal

Hell Fang: Branken's own sword, made from N Ma's fang. Wolzard soon claimed it as his own after Branken's death, forging it into a new WolSabre.

Jagan Shield: Wolzard's shield, made from N Ma's eye. It was eventually crushed under the power of Titan's staff.

WolSabre: Wolzard's sword which he uses in battle. The original WolSabre was destroyed by MagiRed. When Branken died, Wolzard claimed what was left of him: the Hell Fang. Not long afterwards, he forged Hell Fang into the new and current WolSabre.

WolzaPhones: Created by Memmi from Wolzard's magic, they are Nai & Mea's transformation devices. With them, the sisters can use the same spells as Wolzard and Memmi and can merge into forms other than Vancuria. They also used the phones to enlarge the Hades Beastmen. Wolzard eventually took back the WolzaPhones when the Magirangers gained their Legend power to restore his magic. In the finale, apparently Nai & Mea get a WolzaPhone to keep in contact with the Ozu Family.

Book of Prophecy: An item whose very writing details every single event in the Infershia's past, present, and future. Before flying away it enabled the Nightmare Sisters to find the Valley of the Gods. Nai & Mea found the Book again in Stage 39 to read about Cyclops, but Gorgon takes it and sees that it will be her turn after Cyclops, and then it flies away again.

Slab of Judgement: A deteriorating block that stands at the top of the Hades God's throne. The Slab selects which Gods' turn it is to enact Divine Punishment by shooting a ball of light that circles the Hades Gods when they form a circle, and selects a God by landing on the God's weapon. It also acts as a portal for the Gods to pass through into the surface realm. N Ma used it to personally select Sphinx as the one to enact Divine Punishment in Stage 47. N Ma inadvertently destroyed the Slab when he used it to enter into the Hades God's lair.

Hades Beasts

The (meijuu (literally 'Hades' and 'beast') are the Kedomono monsters that fight the Magirangers. The first three were naturally giant, but the rest were human size when first depicted. When these humansized Hades Beasts are killed, Wolzard used a spell that resurrects the monsters and makes them grow. They emerged onto the surface through a portal with strange symbols on the ground.

Hades Beast Troll (1, 9): A giant beast (not the same size as the Majin but larger than a two-story building) whose appearance results in the Oz Siblings learning the truth of their family as their mother froze the beast with her powers and shattered him. Another Troll appears later (this one wearing different clothing than the first) and was killed by the Magirangers. He was later resurrected by Wolzard and used the MagiKing powers to turn the monster into Hades Beast Stone Troll, but he was finally killed by FireKaiser and the powers of MagiKing are returned to the Magirangers.

(Troll) Hades Beast Blob (2): A giant monster who devours MagiRed, MagiGreen, and MagiBlue, only to sneeze them out thanks to MagiPink. He was the first to be killed by the MagiMajin. **(Mucor) Hades Beast Worm (3):** A huge, eight-headed worm-like creature (similar to Orochi) that could travel underground, which was the first to be killed by MagiDragon. **(Hydra Worm)**

Hades Beast Cockatrice (4): Turns people into a statues which it eats at its leisure. After it turned MagiBlue into a statue, MagiRed used his sister's mirror in the next battle to turn the monster's attack against it. MagiRed used his Red Fire attack and shattered the petrified Cockatrice into many stone pieces. But Wolzard used his dark magic to resurrect the monster and enlarge it. This Hades Beast was the first to be killed by MagiKing. **(Clawbster)**

Hades Beast Mimic (5): Nai & Mea's pet Hades Beast; able to take on a taxi-like form. Its loyalty to the Nightmare Sisters was used against it when MagiPink took on the disguise of Vancuria and lured the monster into a trap she and the others set up. Killed by MagiKing. **(Taxi Cab Monster)**

Hades Beast Fungus (7): A mushroom-based monster who can shoot spore gases from its body at its victims. Those affected will suffer effects starting with a slowdown of their movement leading to a lingering death. Killed by the MagiMajin.

Hades Beast Manticore (8): Possessed the power to make people dance against their will so that he could eat them once they were exhausted. He had a fascination with MagiBlue and MagiPink, targeting their brothers. He was defeated by the girls when they perform their "Magical Sisters Dance" attack. Killed by MagiDragon.

Hades Beast Specter (10): A Hades Beast sealed in a jar, it merges with any inanimate object in contact with, turning it into a suitable vessel. It possessed Petit Eriko, a cactus given to Makito by Eriko, a woman he is in love with. But MagiKing managed to extract Specter out of Petit Eriko and destroy it.

Hades Beast Leech (11): Used by Nai & Mea when they posed as the rock band "Bloody Nightmare Sunday", it sucked blood out of people through its tendrils to turn them into vampires, while Nai & Mea hypnotized

them. Once it was killed by MagiKing, all its victims returned to normal.

The Three Solitary Confinement Hades Beasts (13-15): Stronger types of Hades Beasts. They were the strongest monsters in the Infershia Prison and were called upon by Branken to look for the "Key" to unsealing the Hades Gate so Branken could become the new ruler of the Infershia.

Solitary Confinement Hades Three Beast Ogre (13): The third strongest Solitary Confinement Hades Beast to be in Branken's contest for ideal monsters to find the "Key" and destroy the MagiRangers. He wielded a club like staff. He overwhelmed the siblings with his strength and speed, though he was killed by MagiKing.

Solitary Confinement Hades Three Beast Ghoul (13-14): The second Solitary Confinement Hades Beast to go after the "Key", a hyena-like beast with spikes on its back and metal boxing gloves. Wolzard acknowledged the monster as a warrior. While strong, its power increased when it absorbed Ogre's power. It died at the hands of MagiRed using the new MagiPunch gloves, using their attack to incinerate Ghoul with a super flaming punch.

Solitary Confinement Hades Three Beast Skeleton(13-15): A skullfaced monster, the strongest monster sent to find the "Key". He wielded a spiked staff. He could reassemble himself by using his red skull when he is blown apart. He used his "Red Skull Curse" attack to make person he encounters vanish in thin air. Though he was killed by MagiKing, Skeleton managed to find the "Key", Rin with Vancuria's aid.

Hades Demon Gate Guard Beast Gargoyle () (17-18): This monster was perched on the Hades Gate and flew down from it and helped Branken in the unsealing of the Hades Gate, as well as protect it. Killed by MagiDragon.

Hades Beast Spider () (23-24, special): Belbireji's helper, it eats the souls the Incubus obtained for it to perform its "soul bomb" attack. Spider was killed by a recovered MagiYellow. In the "Tokusei Magiranger Special", Kai accidentally turned himself into a copy of Spider with the Golden GripPhone, only to be reversed by the Silver MagiPhone after he realized the error of his lies.

Hades Beast Living Sword () (Movie): King Glúm do Bridon's metallic Godzilla-like servant that is actually an animated sword. He fought and defeated MagiKing, and aided in King Glúm's kidnapping of Yuka Yamazaki. He was absorbed by his master, in order to become Sword of Glúm, only to be killed by SaintKaiser.

Forbidden Hades Beasts (31-32): Created by Memmi using Forbidden Magic.

Hades Machine Golem (31): Bulrates soul was sacrificed to revive this monster in the Infershia Marudeyouna world, since Bulrates was over 300 years old, and it needed a soul that old. He was the first to be killed by MagiLegend while in the surface realm. Its death proved that the Magirangers were worthy of keeping their Legend powers without having to turn into Heavenly Saints.

Hades Fungal Beast Mold (32): A green-orb sent by Memmi to infect people with its mold and kill them when it opens its one eye. Vancuria carried Mold around. Makito became one its many victims. However, it was due to the Legend MagiRangers that everyone was freed of Mold's infection as it was killed. However, Memmi summoned a powered up red High Mold that infected MagiLegend, but thanks to Wolzard it was destroyed.

Hades Beastmen

Hades Beastmen, or Meijuujin, were originally humans in life who sold their souls to N Ma. Beldan, Belbireji and Gaston were enlarged by Memmi, but the ones that followed were enlarged by Vancuria using the WolzaPhones. (Kirikage does not count as he enlarged himself.)

Hades Beastman Gremlin Garim (20): A Hades Beastman who was a human with a love for mischief in life before he sold his soul to N Ma. Was a friend of Nai and Mai. He was summoned by Memmi to cause chaos while aiding in N Ma's resurrection by using the extracted fear from his victims as ink for his "Calamity Inviting" pen that he used to make a giant Madou circle to sacrifice every human within it. He was killed by MagiShine.

Hades Beastman Behemoth Beldan (21): A Hades Beastman who was sent to cause earthquakes. He wielded a hammer and spike, and intended to use them to trigger an earthquake by striking a precise spot. He was the first to be killed by Travelion.

Hades Beastman Ninja Kirikage (22): A Master of the art of invisibility. He wielded two katanas. He used ninja Zobil. He kidnapped Houka and brought her to his palace, where he used a device to keep the rangers from using their henshin, until Houka destroyed the device. Could make himself grow giant (by saying "Nipou! Big Body!"). He was killed by Travelion.

Hades Beastman Incubus Belbireji (23-24): A brutal, mean lady-killer character. He seems to have once had a relationship with Vancuria. Belbireji had his own pet Hades Beast, Spider, who was also his helper. He could suck the souls out of his victims and transfer them into Spider's body so it could use them as energy for a soul bomb attack. He met his end at MagiKing's hands.

Hades Beastman Thief Gaston (25): A Beastman who stole MagiRed's courage and the ticket MagiShine uses to summon Travelion for Vancuria. He then was ordered to use some of the other items he had stolen to make a dynamite stick which was supposed to blow up the surface world. MagiRed soon rejoined his siblings as he

regained both his courage to form MagiKing, while Hikaru regained control of Travelion, killing Gaston with it.

Hades Beastwoman Harpy Peewee(26): A blue-bird like Hades "Beastwoman" summoned by the Nightmare Sisters to use her voice to cause hunger pains in people to manifest as deadly worms. Peewee refers to herself in the 3rd person. She was defeated by MagiBlue and Smoky's double teaming and killed by MagiKing and Travelion.

Hades Beastman Berserker King Glúm do Bridon (Movie): He kidnapped Yuka Yamazaki with his servant the Living Sword's aid, and intended to marry Yuka Yamazaki as part of his plan to bring N Ma into the human world, as well as resurrect his army of demons. He used a diamond ring that absorbed the souls of humans to put Yuka Yamazaki under his control and make her love him. He wore a helmet that concealed his hideous face. His armor could shoot out spikes, and wore a cape during his wedding. He wielded a glaive that could also turn into a sword or a gun. His marriage would have been successful, if Kai hadn't had intervened. He absorbed his minion Living Sword to become the scorpion/centaur Sword of Glúm . He was killed by SaintKaiser with MagiDragon's and Travelion's aid.

The Hades Beastman Four Kings of Hell (27-31, 33): The most evil humans who sold their souls to N Ma, they were the ones who defeated Blajiel 15 years ago. Memmi was forced to release the four when his lords patience was wearing thin. Wolzard "welcomed" them. Their debut served in the MagiRangers obtaining the "Legend" power.

Hades Beastman Four Kings of Hell Samurai Cursed Blademaster Shichijuro (27): Though the weakest of the four, his blade has the ability to turn the best of friends into hated enemies and constantly drinks sake. He used this power on the Ozu siblings, but Makito's passion for his younger brothers and sisters broke the curse. Shichijuro's body was destroyed by MagiTaurus, but the spirit of his sword possessed Makito, until Hikaru destroyed it.

Hades Beastwoman Four Kings of Hell Seiren Atrocity Princess Neries (27-28): The only female member, Neries is a rival and friend of Vancuria and mistress of song-based attacks and can manipulate silk cloth as a weapon. The 3rd most powerful of the four, she used the recently deceased singer Lei to gather the souls for her to consume by giving Lei a singing voice in the form of collar. But when Lei refused to help anymore, Neries consumed the nymph for her betrayal. But Tsubasa managed to free Lei from Neries before the "Beastwoman" was killed by the "Wonderful Shining" attack.

Hades Beastman Four Kings of Hell Yeti Subterrain King Zee (27-30, 33): The leader and most powerful of them all. He carries a weapon which resembles a hockey stick. He and Bulrates created an "Evil Ice" which they planned to turn the world into ice. Zee was temporarily powered up by the souls of the other Kings, thus enabling to use their skills. He was a master of ice attacks. He was killed by the Legend MagiRangers when they knocked Zee onto the Evil Ice, which caused both Zee and the Evil Ice to shatter. In Stage 33, he was shown about to attack Raijiel, but Raijiel moved so he could hit Blajiel in a 15 years ago flashback when the Heavenly Saints attacked the Infershia.

Hades Beastman Four Kings of Hell Kobold Hell's Wiseman Bulrates(27-31): The 2nd most powerful, he carried a bubble blower-like staff that absorbed the remains of Shichijuro, Neries, and Zee. Bulrates was apparently over 300 years old. Bulrates could also create bubbles and boulders with the staff. Bulrates caused Houka to keep losing her memory after thirty minutes after she saw Bulrates and Zee creating their Evil Ice. Bulrates also endowed Zee with the powers of the other Kings. Bulrates' staff was broken by a powered up the MagiKing slash, but Memmi restored it, as well as imbuing him with power and youth. He was killed by Legend Magirangers. Memmi used Bulrates' soul as part of the forbidden ritual to create the Marudeyouna world that held Hades Machine Golem, as well as revive it, but it was later killed by MagiLegend.

Hades Beastman Demon Apollos () (Magiranger vs. Dekaranger): A Beastman from the Kedomono Realm posing as an Alienizer named Agent X. He wielded two swords and could shoot lightning from his eyes. He followed the footsteps of Agent Aburera, and even bore resemblance to him, with his third eye and wings. He was working with the Alienizer Babon to fulfill his conquest. Apollos held Urara and Jasmine hostage in the Kedomono Realm, until he got Miyuki's "Heavenly Flower Brooch" in order to power up Apotrex mecha. When the Rangers came to rescue Urara and Jasmine at the Tower of Screams in the Marudeyouna Worlds, Apollos defeated the Rangers and stole the Heavenly Flower Brooch. Apollos and Babon then powered up Apotrex, and were about to destroy the planet with it, when the Rangers destroyed it with a combined mecha attack. Legend MagiRed and DekaRed in Battlizer Mode beat him with the Fire Finish. Apollos and Babon were soon killed when the Heavenly Flower Brooch endowed the Rangers with the magical power needed to destroy the duo with a combined team attack.

Gestalt Hades Beastman Chimera (33-34): A Hades Beastman created by Memmi in another dimension by use a forbidden spell that fused the spirits of fallen Hades Beasts and Beastmen into one entity after tricking Hikaru & Lunajiel to a confrontation. He is referred to as the most powerful Hades Beastman. Chimera had three talking faces, and they are its main face, Neries the Seirin's face, and Beldan the Behemoth's face.

Chimera also has Troll's left arm, Peewee's feathers, Cockatrice's feet, and a crocodile head with a moustache for a right arm. After defeating Hikaru and Lunajiel, he helped Wolzard capture the rangers. Chimera witnessed the revelation of Wolzard's true identity. Memmi used Chimera to stop the Rangers from escaping to the surface realm. He was killed by SaintKaiser.

Magical Spells

Magiranger

106 - Maagi Magi Magiro: Mahou Henshin Spell.
 4 - Magine: Detransformation Spell.
 107 - Maagi Magi Magika: Become Majin.
 186 - Maagi Gii Magiuro: Transforms MagiFairy into Magiren Ball
 125 - Maagi Giruma Jinga: Form MagiDragon.
 1205 - Maagi Giruma Magi Jinga: Form MagiKing.
 803 - Gii Magi Gijiru: Summons KingCalibur
 1207 - Maagi Giruma Magi Magika: MagiKing's "Tenkuu Mahou Slash" attack.
 209 - Giruma Magi Majuna: MagiKing's "Magical Shower" attack.
 1285 - Maagi Giruma Gii Jinga: MagiKing's "Magic Family Slash" attack.
 2105 - Giruma Maagi Magi Jinga: Form FireKaiser.
 06 - Magi Magika: Attack using elemental power
 26 - Giruma Magiro: Kai's Alchemy Spell.
 56 - Jinga Magiro: Tsubasa's Potion Spell.
 16 - Maagi Magiro: Houka's Disguise Spell.
 03 - Magi Jijiru: Urara's Divination Spell.
 003 - Magi Magi Jijiru: Advanced Divination Spell.
 27 - Jiruma Magika: Makito's Herbology Spell.
 99 - Majuna Majuna: Spell for invisibility.
 204 - Giruma Magi Magiine: An exorcism spell, used to remove Specter from Petit Eriko.
 2004 - Giruma Magi Magi Magiine: A variation of the above spell used to free those consumed by evil spirits.
 67 - Magiuro Magika: Increases the senses.
 59 - Jinga Majuna: Team Attack.
 883 - Gii Gii Gijiru: Summon MagiPunch. Also used for "Magical Sisters Dance" in Stage 8.
 01 - Magi Maagi: MagiGreen's "MagiMuscle" Spell.
 126 - Maagi Giruma Magiuro: "Magical Tower" Spell. Also used by the fake MagiPink and MagiBlue to form a giant frog.
 Roogi Maneegi Magi Mamarugi: Forbidden Spell, reverses time to show the caster what happened in the past. Being a forbidden spell, whoever casts this feels the ravages of time on his/her very being.
 216 - Giruma Magi Magiuro: A spell that returns things that someone else has stolen.
 287 - Giruma Gii Magika: "Smoky Blue Shining Attack" Spell.
 417 - Magiine Magi Magika: Used by Kai to free Yuka Yamazaki from King Glúm's hold in the movie.
 1025 - Maagi Magi Giruma Jinga: Form SaintKaiser.
 806 - Gii Maji Majiro: Makes MagiKing cut better.
 44 - Magiine Magiine: A Spell that restores what was destroyed.
 92 - Majuna Giruma: Causes someone to lose their balance.
 Golu Goolu Goo Goo: Uses the Idea card with the Gold Grip Phone.
 9888 - Majuna Gii Gii Gii: Transformed Spider-Kai back into himself with the Silver MagiPhone.
 104 - Maagi Magi Magiine: Separates the soul from the body.
 Magi Majuulu Goolu Jingga: Five Fantastic Aerial Attack
 Maagi Magi Majendo: Combines the powers of the entire Ozu Family into one attack that destroys N Ma.
 Maagi Giruma Deka Magika: Combines the powers of the Magirangers with the Dekarangers to destroy Apollos and Babon for good.

Legend Magiranger

1006 - Maagi Magi Magi Magiro: Chou Henshin Spell.
 1 - MagiBolt: Individual attack with DialRod.
 2 - Gii Goru MagiBolt: Legend Finish: Team attack with DialRods.
 3 - Maagi Golu Majuru: Become MagiFirebird.
 4 - Maagi Giruma Golu Gogoru: Become MagiLion.
 5 - Maaji Jiruma Golu Jingga: Form MagiLegend
 Gii Golu Jijiru: Summons ScrewCalibur
 Maagi Giruma Golu Gogika: ScrewCaliber Fire Tornado
 Maagi Golu Gojika: Urara's Fantastic Splash attack.
 Golu Maagi: Makito's Rock Armor spell.
 Goo Magiuro: Transforms Tsubasa's DialRod to DialRod Bow Gun.
 Magiine Luludo: Used by Kai and Houka to free Hikaru, Makito, Tsubasa and Urara from Gorgon.

Magi Magi Gojika: Creates a stream of pressurized water that can cut almost anything. Used by Urara to destroy a giant toad created from the fake MagiPink and MagiBlue, and then to change the dice to gain the upper hand in Toad's board game.

Giruma Giruma Gongga: Brought Miyuki back.

Gii Golu Majuna: Allows someone to phase through solid matter.

MagiShine

Goolu: Teleportation Spell (Used on Magical cat Smoky).

Goolu Golu Goludiuro: Tenkuu Henshin Spell

Goo Goolu Gogika: Light Attack Spell

Luuma Goolu Gogika: "Shining Smoky" attack, "DekaBreak Shining Fist" attack.

Luuma Goludiuro: Used once to punish Smokey. Also used to change the Magiranger's clothing.

Goo Golu Luludo: Calls Travelion.

Goo Goo Goludiuro: Travelion's Transformation Spell

Goru Goru Gogika: Travelion's Reverse Destruction Fire attack.

Luuma Goludo: Memory Spell

Luuma Lujuna Goludiuro: Limited the amount of power the MagiLegends used.

Gongga Goo Lujuna: Creates a barrier.

Luuma Gongga: Temporarily paralyzed the MagiRangers. Also used by Isamu so he could finish his 15 year old battle against N Ma.

Lujuna Gojika: Freed Hikaru from the MagiLamp and exited the mini-garden.

Luludo: Teleported DekaBreak into the MagiLamp.

Heavenly Saints

Goru Luludo: Used by Lunajiel to trap the Magiranger in another dimension.

Goo Gojika: Extends Lunajiel's Staff.

Goru Gojika: Lunagel's Moonbeam attack.

Gooru Lujuna: Used by Lunajiel to teleport.

Goolu Golu Gojika: Transforms Lunajiel into her giant Saint form.

Goo Goru Gojika: Lunajiel's Moonlight Circle attack.

Golu Lujuna: Used by Lunajiel to negate the Legend Power's side effects.

Luuma Gongga Lujuna: Creates a barrier over a great distance.

Gongga Lujuna: Creates a shield.

Jiruma Golu Majuulu Gogolu: Used by Snowjiel to grant the MagiRangers their Legend Power.

Goolu Golu Majuulu: Transforms Snowjiel from infant form to adult form.

Wolzard

Uuza Uru Ugaro: Enlargement Spell

Douza Uru Ugaro: Monster Enlargement Spell

Uu Uru Zazare: Summon Valkirion

Uuza Douza Zanga: Form WolKentaurus

Uuza Douza Uru Zanga: Form WolKaiser

Uuza Ujira: Teleportation spell

Uzaara Ugaro: Empowerment spell.

Douza Uru Zazaado: Magical Wolf Spell

Uuza Douza Uru Ugaro: Increases dark magic attacks.

Uru Zazare: Create WolSabre

Douza Uru Zazado: Wolf Blast

Douza Uzaara: Monster Restoration Spell

Uuza Douza Zazare: Dream contacting

Douza Uru Zazare: Brought Branken to the surface.

Uu Uu Zazare: Spell Breaker

Uu Ujira: Removed his magical power from his body.

Uru Ugaro: Dark Madou Slash

Douza Ujira: Reflects elemental attacks.

Maagi Golu Magika: Blajiel's "Blazing Storm" spell.

Goolu Luuma Golu Gongga: Used by the now-purified Wolzard to form WolKaiser.

Goolu Golu Golu Goludiuro: Chou Tenkuu Henshin spell, transforms Isamu into Wolzard Fire.

Maagi Golu Gii Magika: Blajiel's "Raging Storm Slash" attack.

Luludo Goludiuro: Transformed the library into a wedding chapel.

Goolu Golu Goludo: Breaks N Ma's powerful, dark, cursed reincarnation.

Memmi

Meeza Zazare: The spell that resurrected Raijiel as Memmi.

Douza Mezara: Bug Transformation Spell.

Megaro: Attack Spell.
 Zazaado: Attack Spell.
 Meira Mazaado: Fan Transformation Spell
 Douzane Mejira: Hades Beastman Summoning Spell
 Douza Meru Zazaado: Magical Centipede Spell.
 Mei Zazare: Teleportation Spell
 Douza Meeru Mee Mejura: The Hades Beastman Four Kings of Hell summoning spell.
 Megaro Mezaara Meru Douza: Imbued Bulrates with youth and power, as well as creating the Infershia Marudeyouna world and Hades Machine Golem.
 Mee Zazare: Mold summoning spell, summoned Smoky into his hand during his Duel Bond with Sunjiel.
 Megaro Zanga Meru Douza: Chimera creation spell.
 Douza Meru Meru Mejira: Used to transfer the Magirangers' Legend powers to N Ma.
 Douza Meru Megaro: Enlargement Spell.
 Meeza Meru Megaro: Super Enlargement Spell.

Name Puns/Facts

To clarify "Mahou" and "Madou" both refer to Magic. But while "Mahou" is used for white magic & magical, "Madou" is used for Black magic & sorcery

MagiPhone codes

The numbers stand for the following magical commands:

1. "Maagi" to have a strange change
2. "Giruma" to use a technique
3. "Gigiru" to use an weapon
4. "Magine" aganist the enemy
5. "Jinga" unite
6. "Magiro" body
7. "Magika" usage of elemental energy/power
8. "Gii" using the phone itself
9. "Majuna" To use the power of light
0. "Magi" A soldier/person

Magirangers and Associates

NOTE: Despite the fact Hikaru is Sunjiel, as MagiShine he essentially becomes an additional MagiRanger. Anything related to him in this form will be placed here. Rin was a name given to Lunajiel before the revelation of her true form so it is here as well.

The Ozu family name, originally written in kanji as, is possibly an homage to the The Wonderful Wizard of Oz stories, as it shares the same romaji, Ozu. When the Ozu siblings' names are put in order of age from oldest to youngest, the term "Mahoutsukai" (Magician in Japanese) is formed by taking the first kanji from each of their names.

"Kai" means "leader". This is obviously reflected in as having leadership in his team.

"Tsubasa" means "wings", which is shown as his symbol is of the Garuda and forms the wings in the MagiDragon/MagiKing combinations.

"Urara" means "bright" due to her personality showing maturity and intelligence at most times. Also is a pun of the word uranai who meaning fortune telling

"Houka" means "fragrance", somewhat referring to her being the girly of the sisters.

"Makito" means "sower", referring in owning the Aniki Farms and his talent in herbology.

"Miyuki" means "deep snow" in Japanese, referring to Miyuki's element being ice/snow.

"Isamu" means to being brave and courageous, referring to his bravery.

Wolzard's name is an amalgamation of the words "Wolf" and "Wizard". In addition, U ru za do is only one syllable away of how the Japanese would spell 'Wizard' - U i za do.

MagiShine's name functions similarly to the pun in Wolzard's name - Ma ji sha i n is again only one syllable away from Ma ji sha n, 'Magician'.

Mandora Boy's name is a double pun. "Mandragora" (which would be Mandoragora in Japanese) is another name for "Mandrake", a plant that in legend was said to shriek when pulled from the ground. "Mandragoras" are also the name for familiars given to Magicians to be used for consultation (although in myth they are somewhat sinister as they are given to the Magician by the Devil!).

"Hikaru" means "to shine", it can also be inferred simply as "light".

Smoky (there's no e in his name) is named so because genies are usually thought of as creatures that are made of smoke or mist.

Skarpet. Sky + carpet.

"Rinrin" in Japanese is an adverb that describes the sound a bell makes. Rin was named so because of the bell she carried and the sound it made.

The spell of "majine" (4 on the MagiPhone) is a pun in itself. "Ne" is occasionally used in a negative term in the Japanese language, so "majine" would literally be "no magic", hence its use in transforming back to their civilian forms.

The KingCalibur is a mix of the words King and the old English word Calibur. Same goes for ScrewCalibur. Both names are also a reference to King Arthur's sword, Excalibur.

When translated literally, the KingCalibur's name means 'King Steel'.

Heavenly Saints

For mostly every Heavenly Saint that has appeared, the first part of their name correlates directly to their power/element/association. The last part, "Jiel" can be romanized as "Jeru" like in "Enjeru" or ""Angel"". As a result, they are sometimes referred as "????-Gel".

"Fla" is short for "Flame".

"Bol" is short for "Bolt".

"Win" is short for "Wind".

"Spla" is short for "Splash".

"Groun" is short for "Ground".

"Luna" is Latin/Spanish for moon. Lunajiel is associated with the moon/night.

"Rai" is a Japanese word referencing lightning and was the name of a Japanese thunder god. Raijiel/Memmi has shown an affinity with lightning.

"Chrono" is a prefix related to time, Chronojiel uses time magic.

"Magi" for "Magic".

"Bla" is short for Blaze. It was rumoured to be short for Brave, and the romanized version of it, "burai", means "villainy". However this is disproven since Brajiel uses fire magic.

"Snow" for snow.

Infershia

The name 'Infershia' is a pun on the word 'inferno', obviously relating to fire and Hell.

The 5 leading main villains of the show are reminiscent of the 5 major movie monsters of yesteryear: Count Dracula the Vampire (Vancuria), Dr. Frankenstein's monster (Branken), the Mummy (Memmi), the Werewolf (Wolzard, while evil), and the Gillman/Creature from the Black Lagoon (Dagon). Both Dagon and N Ma are homeages to demon gods in H.P. Lovecraft's works: Dagon & Cthulhu. Also the Zobil are reminiscent to zombies.

N Ma's name is a direct reference to Enma (whose correct name is actually Yama), the Japanese guardian/judge of the underworld. His "Aboslute God" form is a combination of the designs of Cthulhu & Satan, giving him a Balrog-like appearance.

Memmi's name is a direct reference to the Egyptian 4th/5th Dynasty wab priest Memi

A Pantheon is a group of gods in a particular religion. While his name lead to a connection to N Ma's Lovecraft basis, Dagon's appearance harkens to Dagon the chief fish god of the biblical Philistines.

Vancuria's name is an amalgamation of the word "Vampire" and the name Dracula. Nai & Mea read/said in Japanese is "Nai to Mea" (the "to" is the Japanese equivalent of "and") or more to the point the single word "Naitomea". This is the Japanese pronunciation of the English term "Nightmare". Nai & Mea appeared in most of the episodes except Stage 48.

The black-caped Magiranger dopplegangers mentioned in the Memmi article are called the Yamirangers.

"Yami" means "darkness" in Japanese.

Trivia

Is the second Sentai series with a marriage involving members of the team, the first is Choujin Sentai Jetman. MagiBlue is the sixth Ranger to have water-based theme. The others were Blue Dolphin (Aqua Dolphin), NinjaBlue (Logan), GingaBlue (Gingarilla), GaoBlue (Gao Shark) and HurricaneBlue (Hurricane/Karakuri Dolphin Mecha), who water-based attacks are similar to MagiBlue's.

Is the first Sentai series with a married couple, and later with two, first Miyuki & Isamu, and later Urara & Hikaru.

Wolzard being the Rangers' father is similar to Gosei Sentai Dairanger, where one of the villains was really Ryuu Ranger's father, somewhat similar to Darth Vader in Star Wars.

First color-changing upgrade (Wolzard Fire).

The first Super Sentai series with a female White Ranger that is not part of the main team.

Is an eighth Sentai series with a romantic involvement with the members of a team. The first series is JAKQ Dengeki Tai, the other series are Hikari Sentai Maskman, Choujin Sentai Jetman, Gekisou Sentai CarRanger,

Makito/Magi Green YUKI ITO, Houka/Magi Pink AYUMI BEPPU, Urara/MagiBlue ASAMI KAI,
Tsubasa/MagiYello KIROYA MATSUMOTO, Kai/MagiRed ATUSHI HASIMOTO, Miyuki/MagiMother
AZUSA WATANABE, Yamazaki KAORU KIRATA, Rina/Lunagel MEIBI YAMANOUCHI,
Hikaru/MagiShine YOSUKE ICHIKAWA, Nai CHIKAI HORAN, Mea TOMOMI KITAGAMI.

- 1 - 1 *THE MORNING OF THE JOURNEY'S BEGINNING*
- 1 - 2 *BRING OUT COURAGE*
- 1 - 3 *RIDE THE MAGICAL DRAGON*
- 1 - 4 *KING OF THE MAJINS*
- 1 - 5 *THE WAY OF LOVE*
- 1 - 6 *RULER OF DARKNESS*
- 1 - 7 *INTO THE DREAM*
- 1 - 8 *YOU'RE SURELY HEROINES*
- 1 - 9 *FIERY UNION OF FRIENDSHIP*
- 1 - 10 *IF THE FLOWERS BLOOM*
- 1 - 11 *NIGHT OF THE VAMPIRES*
- 1 - 12 *MARK OF DETERMINATION*
- 1 - 13 *IF IT IS MOTHER*
- 1 - 14 *BURNING FURANCE PUNCH*
- 1 - 15 *THE BRIDE'S ELDER BROTHER*
- 1 - 16 *KEY OF THE GATE*
- 1 - 17 *I DON'T NEED YOUR KINDNESS!*
- 1 - 18 *POWERS UNITED*
- 1 - 19 *THE MAGIC LAMP*
- 1 - 20 *KISS ME, FROG*
- 1 - 21 *LET'S GO ON THE MAGIC EXPRESS*
- 1 - 22 *A DATE IN KYOTO?*
- 1 - 23 *FORBIDDEN MAGIC*
- 1 - 24 *THE MENTOR'S RISK*
- 1 - 25 *STOLEN COURAGE*
- 1 - 26 *BELIEVE!*
- 1 - 27 *MY BOUNDS*
- 1 - 28 *THROUGH ALL ETERNITY*
- 1 - 29 *REPEATING "WHAT'S THAT?"*
- 1 - 30 *POWER OF LEGEND*
- 1 - 31 *THE EXTRAORDINARY MAJIN*
- 1 - 32 *FATHER'S PROMISE*
- 1 - 33 *TOWARDS THE INFERSHIA*
- 1 - 34 *BONDS OF COURAGE*

- 1 - 35 *VALLEY OF THE GODS*
- 1 - 36 *DIVINE RETRIBUTION*
- 1 - 37 *SNIPING*
- 1 - 38 *BIG BROTHER'S PROMISE*
- 1 - 39 *CONTARY BROTHER AND SISTER*
- 1 - 40 *THE GORGON'S GARDEN*
- 1 - 41 *THE TEACHER OF TEACHERS*
- 1 - 42 *CONFRONTATION! TWO ULTIMATE GODS*
- 1 - 43 *GARDEN OF THORNS*
- 1 - 44 *SCENT OF MOTHER*
- 1 - 45 *TWO FRIENDS*
- 1 - 46 *HEAD OF THE LAKE*
- 1 - 47 *THE MAGIC IS IN YOU*
- 1 - 48 *DECISIVE BATTLE?*
- 1 - 49 *RETURN OF THE LEGEND*

MAJIN HUNTER MITSURUGIAKA: **DEMON HUNTER MITSURUGI**

Three Mitsurugi ninja, Jin (blue scarf & stripes on helmet), Suisei (yellow scarf & stripes on helmet), Genri (female, red scarf & stripes on helmet), battle the alien warriors of the Scorpion Army (Sasori Gundan).

These three ninja are ahead of their time. They wear motorcycle helmets...

...and in addition to being armed with swords and throwing daggers they carry hand grenades.

An elderly ninja who is the keeper of the Mitsurugi Ninja's secrets gives the three siblings three magical short swords.

"Chi! - Gi! - Ai!"

When a giant monster appears the three ninja use their magic short swords to transform into the giant, armed warrior Demon Hunter Mitsurugi.

Demon Hunter Mitsurugi carries a sword and a shield, and fires exploding shells from his chest.

Unlike most other tokusatsu series which used men in costumes the giant hero and giant monsters in Majin Hanta Mitsurugi are models animated using stop action photography. The legendary Iga ninja Hattori, Hanzo is a regular character in this series. He's not the hero of this series however, so he's usually needs help.

Features stop motion animation effects.

Dash Into The Storm is the opening theme for Majin Hanta Mitsurugi.

The series was re-released in Japan on the 18/11/2000 as a DVD box set.

WR.**DIR.****EPISODES:** 12 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:** 1*KOKUSAI BROADCAST***CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 12**DATE OF PREMIER:** 08/01/1973**AIR DATE OF LAST EPISODE** 26/03/1973**SEASON DATE BREAKDOWN:****FILMS:**

- 1 - 1 *CRUSH THE SCORPION ARMY CORP'S SPACE NINJAS!*
- 1 - 2 *THE SEVERED HEAD LAUGHS FROM THE PRISON GATES*
- 1 - 3 *BREAK THE DEVIL'S CURSE!*
- 1 - 4 *GOLD APPARITION! CAIN WHALE'S MAGIC*

- 1 - 5 *EARTHQUAKE MONSTER APPEARS!*
- 1 - 6 *ATTACK OF MONSTER GANDARAR!*
- 1 - 7 *MOBILE GIANT FORTRESS ROADOS!!*
- 1 - 8 *A BLACK DEMON BLEEDS RED!!*
- 1 - 9 *DESPERATE AIR FIGHT!*
- 1 - 10 *SATAN'S MESSENGER: SCORPION MONSTER*
- 1 - 11 *FROM HELL: KOMANGER!*
- 1 - 12 *SCORPION ARMY CORPS! ANNIHILATION OPERATION*

- 1 - 23 *RECOVERY*
- 1 - 24 *BURIED ALIVE*
- 1 - 25 *RECONDO*
- 1 - 26 *FLYING LAB*
- 1 - 27 *HURRICANE MESA*
- 1 - 28 *ASTRO FEMALE*
- 1 - 29 *THE EXTRA SENSE*
- 1 - 30 *MAN IN A CAPSULE*
- 1 - 31 *THE DROPPER*
- 1 - 32 *HIGH DIVE*
- 1 - 33 *DAREDEVILS*
- 1 - 34 *EARLY WARNING*
- 1 - 35 *BREAKOFF*
- 1 - 36 *HIGHWAY TO DANGER*

MAN CALLED SLOANE, A

A Man Called Sloan featured Robert Conrad of THE WILD WILD WEST fame returning in the role of television secret agent - this time in a contemporary setting. A Man Called Sloan was somewhat similar to another 1960s espionage series, THE MAN FROM U.N.C.L.E. In A Man Called Sloan, the American ran UNIT replaced the internationally based U.N.C.L.E.. Where as the organisation of evil which was constantly being battled changed from THRUSH to KARTEL.

UNIT was a top secret counter intelligent organisation headquartered behind a fake story front. Sloan was unit's top operative and was a spy very much in the James Bond mold. His partner in the field was Torque, an imposing black man whose right hand had been cut off and replaced by a metal one. This metal hand could be easily removed and replaced with a variety of useful gadgets. Their boss in UNIT HQ was the director. Kelly was a top UNIT scientist whose main job was developing the devices that Sloan and Torque needed for their field missions. EFI 3000 was UNIT's computer.

Death Race 2000, the series pilot was a two hour long movie featuring Robert Logan as Sloane, it was not broadcast however until 1981, a year after A Man Called Sloan was cancelled. Besides the change in the lead actor. Death Race 2000 also featured Torque as a bad guy who is killed in the film. His resurrection and change of allegiance were not referred to in the series.

Rosalind Chao who had starred in STAR TREK : DEEP SPACE NINE and STAR TREK : THE NEXT GENERATION guest starred in episode 1.3 - "Tuned for Destruction".

UNIT agent Thomas Sloane (Robert Conrad) battled the evil international organization KARTEL. An android who spit fire and a satellite that fired laser beams were two examples of KARTEL handiwork. With Ji-Tu Cumbuka, Dan O'Herlihy and Karen Purcell.

WR. Peter Allan Fields, Stephen Kandel, Dick Nelson, B.W. Sandefur, Jimmy Sangster, Pat Dunlop, Rich Meyer, Jack V. Fagarty, Don Ingalls, Patrick Matthews.

DIR. Alan J. Levi, Michael Preece, Elizabeth Lindberg Gallagher, Winroch Kolbe, Jack Starrett, Lewis Teague, Robert Conrad.

EPISODES: 12 **YEAR MADE:** 1979 **COUNTRY:** US **SEASONS:** 1

CREATOR:

TYPE OF SHOW: WESTERN

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER: 22/09/1979

AIR DATE OF LAST EPISODE 22/12/1979

SEASON DATE BREAKDOWN:

FILMS: DEATH RACE 2000 (1981)

Thomas Remington Sloan III ROBERT CONRAD, Torque JI-TU CUMBUKA, Kelly KAREN PURCELL,
The Director DON O'HERLIHY, The Voice of EFI 3000 Michele Carey.

1 - 1 *DEATH RACE 2000*

1 - 2 *NIGHT OF THE WIZARD*

1 - 3 *TUNED FOR DESTRUCTION*

1 - 3 *THE SEDUCATION SQUAD*

- 1 - 5 *MASQUERADE OF TERROR*
- 1 - 6 *DEMONS TRIANGLE*
- 1 - 7 *THE VENUS MICROBE*
- 1 - 8 *COLLISION COURSE*
- 1 - 9 *SAMURAI*
- 1 - 10 *SWEATHEARTS OF DISASTER*
- 1 - 11 *LADY BUG*
- 1 - 12 *ARCHITECT OF EVIL*
- 1 - 13 *THE SHANGRI - LA SYNDROME*

MAN DOG

A band of renegades from the 26th century - known simply as The Group - escape to the present where they meet schoolkids Kate, her brother Duncan and friend Sammy. Forcing the children to keep quiet about their presence, they transfer the mind of their leader, Levin, into Sammy's dog Radnor.

But The Group are being pursued by Gala, a secret police from the future, led by Halmar, and the children find themselves helping the runaways to obtain a vital piece of equipment they need before they can return to the future.

Little-known BBC drama series from 1972, about a trio of present-day children who were involved in a conflict between opposing groups from the future. This six part series was produced by Anna Home, later head of BBC's Children's Television, who also shared director chores with Paul Stone.

WR. Peter Dickinson

DIR. Anne Home (Eps 1-3), Paul Stone (Eps 4-6).

EPISODES: 6 **YEAR MADE:** 1972 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR: PETER DICKINSON

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 03/01/1972

AIR DATE OF LAST EPISODE 07/02/1972

SEASON DATE BREAKDOWN:

FILMS:

Kate CAROL HAZELL, Sammy JANE ANTHONY, Duncan ADRIAN SHERGOLD, Levin CHRISTOPHER OWEN, Halmer JONATHAN HARDY, Mrs. Morris MOLLIE SUDGEN, Mr. Morris JOHN RAPLEY, Henry ROY BOYD, Gala One DEREK MARTIN, Gala Two RAY TAYLOR, VALERIE GEORGESON, SEBASTIAN GRAHAM-JONES, DAVID MILLETT, DAVID PELTON, ROGER MARSTON, ARNOLD PETERS, TONY CERASOLI, ELIZABETH ADARE, MURIEL HUNTE, CHRISTOPHER JOBLING, IAN SHARP, EDNA GOODYEAR, DARYL GROVE.

- 1 - 1 *THE MAN WHO COULD WALK THROUGH DOORS*
- 1 - 2 *MISTER MAKES HIS MARK*
- 1 - 3 *THERE IS NO DUNCAN*
- 1 - 4 *THE CONSIGNMENT*
- 1 - 5 *ON THE RUN*
- 1 - 6 *YOU HAVE 30 SECONDS..*

MAN FROM ATLANTIS



The last survivor of the lost city of Atlantis, he first appeared in a set of four TV movies. Washed up on a California beach after a storm, this half-dead amphibian is rushed to a naval hospital where a beautiful woman doctor, Elizabeth Merrill, saves his life by popping him back in the water after X-rays have shown he has gills where his lungs should be. Dr Merrill christens the submariner Mark Harris and recruits him to the Foundation for Oceanic Research. While helping Dr Merrill and her colleagues in the supersub Cetacean, he hopes to find out if he is indeed the sole survivor of his race. The quartet of TV movie-episodes combined some exploration of the character with stories about a missing submarine, alien invasion, space spores and a crazy scientist, but once the 'series proper' began, the quest for the Atlantean's origins ebbed away as the plots trod the same deep water as the tail-end of *Voyage to the Bottom of the Sea*, with silly villains, sea monsters, undersea races and time travel stories.

Victor Buono played the lead villain, Mr Schubert, with the same tongue-in-cheek style he'd used as King Tut in *Batman*. The other main regulars were Brent, Shubert's incompetent accomplice, and C. W. Crawford, the director of the research foundation.

Soggy series that started well but ended up as just another TV also-swam. *Man From Atlantis*, played by Dallas star Patrick Duffy in his first major TV series, had piercing green eyes, gills, webbed hands and feet and could outswim a dolphin.

British TV critics poured cold water on the whole venture, either dismissing it as 'puerile rubbish' or taking the mickey out of Patrick Duffy's swimming trunks. Faster than a plate of sushi, more powerful than Flipper, more mindless than "*Voyage to the Bottom of the Sea*", look, down there under the ocean, swimming in a legs-together undulating dolphin parody, it's Patrick Duffy as ... *The Man From Atlantis!* With webs between his fingers and bright green eyes, he fights a never-ending battle for the United States Navy and the Foundation for Oceanic Research.

A green-eyed stranger with gills and webbed hands is found nearly dead on a beach. He is revived by an attractive female scientist who, realising that he is not human, places him in a tank of water. Believed to come from ATLANTIS, he is persuaded to work for the Foundation for Oceanic Research, and is soon off on his first mission, to tackle an overweight villain in his underwater headquarters. Though the settings and special effects were sometimes eye-catching, the general intellectual level of this and subsequent episodes, which featured aliens, monsters, time-warps, etc., was no higher than that of *VOYAGE TO THE BOTTOM OF THE SEA*. The series was cancelled after 1 season.

Novelised versions of the first 2 episodes were *Man from Atlantis: Sea Kill* * (1977) and *Man from Atlantis: Death Scouts* * (1977), both by Richard Woodley. *Man From Atlantis* surfaced on ITV in September 1977 - and sank in January 1978. (In the London area it was ditched two weeks 'early' and replaced by *Logan's Run*). Each episode was accompanied by a warning to young viewers not to try to copy Mark Harris's underwater feats. British TV critics poured cold water on the whole venture, either dismissing it as 'puerile rubbish' or taking the mickey out of Patrick Duffy's swimming trunks.

The *Man From Atlantis* starred Patrick Duffy, who would later rise to fame on *Dallas*, as Mark Harris a man who may have been the last survivor from the lost continent of Atlantis. Mark had webbed hands, bright green eyes and had superhuman speed and strength underwater. Although he could survive out of the water he became weaker the longer he stayed out and could eventually die if he stayed out long enough. The *Man From Atlantis* started out in the spring of 1977 as a series of four made for TV movies. The first of these had Mark discovered washed up on a beach and dying. Dr. Elizabeth Merrill, soon discovered that Mark was a water breather and saved his life. Upon recovering however Mark had no recollection of his past or where he was from. He befriended Dr. Merrill and eventually became a valued member of the Foundation for Oceanic Research- a quasi government organisation dedicated to exploring the seas. Much of the Foundation's exploration was accomplished on the *Cetation*, a supersub capable of going places regular submarines could

not.

The four TV movies were well written, often dealing with Mark's quest to find his true origin. The pilot did feature the first appearance of Mr. Shubert, a mad scientist type whom would become Mark's regular nemesis when *The Man From Atlantis* returned as a weekly one hour series in the fall of 1977. The hour episodes tended to become more and more silly as the series progressed. Besides Mr. Shubert and his increasingly ridiculous plots, Mark had to deal with a leak in the ocean, was transported to alternate dimensions, battled sea monsters and had an adventure in the old west.

The TV movies also featured Dr. Miller Simon as a colleague of Dr. Merrill's. The hour episodes featured C.W. Crawford as the bureaucratic head of the Foundation of Oceanic Research, which Mark and Dr. Merrill were employed by. Although the series was something less than a success in America, *The Man From Atlantis* became quite popular in communist China when it became the first American series to be broadcast there.

The series executive producer was Herbert F. Solow, producer was Herman Miller, music was by Fred Karlin and the special effects were created by Tom Fisher. The series first reached the UK on the 24th September 1977 and finished its run on the 14th January 1978, which was on the ITV network. Only one director was asked to come back to direct another episode, Virgel Vogel, every other director of the show only directed on the series once.

"If we had been able to include a laugh track on *The Man from Atlantis*, we could have let the audience know that, 'Hey, this is a comedy!'" says producer Herman Miller. He's serious. Miller contends that the audience couldn't relate to the comedic thrust of the series. "They needed permission to laugh," he says. "People didn't know what to make of it, and it confused them."

The initial four *Man from Atlantis* movies were played straight and pure. The 1977 pilot film took a serious look at what could happen to an underwater "Mr. Spock" if he were thrown into mankind's midst. When the weekly series debuted, the format had undergone a transformation. Tongue-in-cheek adventures prevailed as amphibian Mark Harris faced giant jellyfish, mermaids, gunslingers and sea elves. The capper was Oscar, the friendly two-headed seahorse in the episode "Scavenger Hunt." Misunderstood and lonely, the amiable animal plays with explosive fuel canisters on the ocean floor.

"It was actually a very funny series," notes Miller. He admits, however, that there was nothing funny about the mail from angry science fiction fans who felt the comical edge was a sinister development. "We got indignant letters from viewers who wrote, 'What have you done to this show?'" says Miller. "Or, 'This is supposed to be science fiction. How dare you do this kind of stuff.' The people we heard from seemed to prefer the pilot film."

"There was a science fiction magazine at the time that wrote us a brutal, nasty letter," recalls *Man from Atlantis* story editor Larry Alexander. "It said, 'We were considering giving your show coverage. After seeing your show, we're not going to give you any coverage. You have treated science fiction with disrespect.' I was stunned. I thought we had a nice, light show. If people want to blame the tongue-in-cheek for the show's failure, they can place the blame on my door completely."

The first TV movie dealt more with the question of Mark Harris's background. Was he from Atlantis? How would he fit with the human culture? Mark, a polite, gentle creature, couldn't recall his past. With Dr. Elizabeth Merrill's help he tried to piece together his history. The story line never resolved the question of Mark Harris's origin, and in the series, the question was moot.

"Herbert Solow saw it as an underwater *Star Trek*," notes Alexander. "Since the seas are a mysterious place, you could find all kinds of planets and interesting characters underwater. It was a reasonable, viable premise. It's a bit of a stretch to presume that there are civilizations beneath the sea, but if you accept that premise, it worked. The submarine was like the starship *Enterprise* from *Star Trek*."

The *Man from Atlantis* pilot film was a huge success. The ratings were a smash, and the response from viewers was strong. NBC followed this with three TV movie sequels. "My field is mainly doing pilots", says Herman Miller. "Herbert Solow asked me to do a quick rewrite of two of the TV movies following the pilot, and they turned out well. The pilot in particular was a very good science fiction vehicle." When the network expanded Mark Harris's adventures into a weekly series, Herman Miller accepted Solow's invitation to produce the show. "I immediately hired Larry Alexander as story editor. He's a good guy, and he was the best story editor I had had in years."

As the series took shape, Miller recalls, "We had a lot of conferences with the people at the network. They wanted to know what we planned to do with the series. We kicked around some ideas. Although the pilots had been terribly serious, we reached the notion of, 'Let's have some fun with this series.' That idea worked as far

as we were concerned. NBC agreed to doing the show this way." "The network executives were not science fiction fans," claims Alexander. "One of their main concerns was that women don't like science fiction. How could we attract that large portion of the audience?" Maintaining a serious approach to the series didn't interest Alexander. "The TV films were well produced, but they were too depressing. Too dull. There was nothing interesting about them."

Two weeks before the series premiered, Alexander saw red when he read TV Guide's fall preview issue. "Their write-up of *The Man from Atlantis* basically excoriated the series," he says. "[The editors] hadn't seen a frame of film or read a script. They made it up. I read this and said, 'Oh, really? How can they say that?'" Although Alexander took the brickbats from some science fiction fans for the show's content, he reveals that he was no stranger to the genre. "As a kid I was a big buff. I read Isaac Asimov and Arthur C. Clarke. I was even a member of the Science Fiction Book Club." Although he had high hopes for *The Man from Atlantis*, he heard the death knell long before the ratings came in. "The New York Times reviewed an episode I had written that featured the villainous Dr. Schubert. They said, 'What a wonderful, witty show.' I took the review to Herb Solow, and he said, 'This is a rave review. We're home free!' I said, 'No, Herb. It's all over. We're a bomb.' He looked at me, stunned, and said, 'What are you talking about?' I said, 'We're a hit in New York from 59th Street to 80th Street, from Central Park West to the East River. In other words, we're the New Yorker of science fiction shows.' I knew that in terms of ratings and audiences, we were doomed. It was too witty. We had a perfectly workable format, but the audience wouldn't pick up on the tongue-in-cheek humor."

Alexander is quick to admit that a previous TV adventure, *Voyage to the Bottom of the Sea*, played an important part in shaping the series. "That was one of my problems with *The Man from Atlantis*," he says. "When they hired me, I said to Herb Solow, 'You realize, of course, that what we're doing is *Voyage to the Bottom of the Sea* with an alien.' Herb replied, 'Well, yes... but no.' Which meant that's exactly what we were doing. *Voyage to the Bottom of the Sea* was a very strange show. I thought it was written for infants. On *Man from Atlantis*, we tried to be witty. That didn't turn out to be the key to success, but we knew that we had to play the stories straight. If you wink at an audience and let them in on the joke, you're through."

Alexander's favorite character on the show was the portly Dr. Schubert, played by Victor Buono. His weekly plans to dominate the world always went belly-up, but he was back the next week. "Victor Buono was wonderful. Before we were canceled, I wanted to do an episode where Schubert loses all of his money and ends up on skid row. He plots his revenge on the man from Atlantis from a flophouse. I always threw in Schubert jokes. There's one episode where he's plotting a nefarious scheme while playing Schubert's unfinished symphony on an organ. He's interrupted by his assistant, and Schubert looks up to heaven and says, 'One day I'm going to finish this!' That's an example of the things I did that people missed. This may sound terrible to science fiction buffs, but I wrote *The Man from Atlantis* as if it were *The Harvard Lampoon*. The show assumed that people had a college education." To Alexander's regret, Dr. Schubert was phased out of the series during the middle of its run. "The original idea was that he was going to be in every episode. That got tiring. It got to be like, 'Is he the only villain in the world?' So it was a conscious decision. It's unfortunate. The character was the best thing about the show."

Alexander had mixed feelings about Patrick Duffy's interpretation of the role, feeling that the man from Atlantis came across as too dry. "He was a nice guy, though, and very much into transcendental meditation. He would sit on a rug each day and hum. "[One day] Herb Solow and I were watching the dailies and Herb suddenly yelled at the projectionist, 'Stop the film! Turn on the lights!' Herb ran over to the phone and said, 'Will somebody tell Patrick Duffy to shave his armpits! He's supposed to be an undersea creature. Undersea creatures don't have hairy arms!'"

Belinda J. Montgomery, who added the feminine touch as Dr. Merrill, vanished from the series toward the end of its run. "Belinda was a terrific person and a good actress," says Alexander. "She didn't quit. She was dropped from the last two episodes. She was very upset about it. It was a decision by the brass. I don't know what that was all about. I do remember somebody saying that [her Elizabeth Merrill character] was slowing the show down and making it too soft. Keep in mind, this was when the show was in deep trouble. We all knew that it wasn't going to last and [the studio and network] were doing everything they could to keep it going."

One thing they might have tried (but didn't) was changing the time slot. "*Man from Atlantis* was up against *Happy Days* and *Laverne and Shirley*," says Herbert Solow. "Those two series were so tough that we actually got better ratings up against the 1977 World Series." For as long as the show lasted, though, writer Stephen Kandel had a blast. "I loved that series," he says. "It was a hoot. Whatever I pitched, they bought. "C.4V Hyde" was Dr. Jekyll and Mr. Hyde. We played it sideways, skewed. "The Naked Montague" was Romeo and Juliet. I not only carefully misquoted and requoted Shakespeare, I used the man from Atlantis to save the two lovers. He created a long and happy life for them. If the series had continued, I was planning to write "19,000 Leagues Below the Surface," "S. Panza and Friend," "Whore and Piece," "Napoleon and Charlotte Russe" and anything else I could get away with. In other words, *Man from Atlantis* was a fantasy adventure with a sense

of humor. A rare and happy combination."

The series sank from NBC's schedule in 1978. It bobbed to the surface many years later in the form of a big residual check in Larry Alexander's mailbox. "It was a huge hit in Communist China," he says. "That was around 1984. I found this \$25,000 check staring at me in the face." Financial perks aside, Alexander says, "I enjoyed doing *The Man from Atlantis* tremendously. I would have watched it even if I hadn't written for it. Let's face it. How many witty science fiction programs does one come across?"

CAST NOTES

Patrick Duffy (Mark): Born 1949. Duffy starred (as Bobby Ewing) on *Dallas* (1978-91) and in the 1990s comedy series *Step by Step*.

Belinda J. Montgomery (Elizabeth): Born 1950 in Winnipeg. Montgomery played the title character's mother on the 1990s TV series *Doogie Howser*.

Alan Fudge (C.W.): Born 1944. "Alan used to play a lot of villains on Quinn Martin's detective shows during the 1970s," says writer Larry Alexander. "He's a fine actor." Fudge continues to work in guest roles on TV series such as the new *Columbo*.

WR. Mayo Simon, Robert Lewin, Larry Alexander, Michael Wagner, Jerry Sohl & Luthor Murdoch, Peter Allan Fields and Stephen Kandel.

DIR. Dennis Donnelly, Ed Abrams, David Moessinger, Dann Chan, Virgel Vogel, Lee H. Katzin, Harry Harris (*LOST IN SPACE*), Robert Douglas and Richard Benedict.

EPISODES: 17 **YEAR MADE:** 1977 **COUNTRY:** US **SEASONS:** 1

A SOLOW PRODUCTION FOR NBC

CREATOR: HERB SOLOW

TYPE OF SHOW: UNDERWATER

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 17

DATE OF PREMIER: 04/03/1977

AIR DATE OF LAST EPISODE 06/06/1978

SEASON DATE BREAKDOWN:

FILMS:

Mark Harris PATRICK DUFFY, Dr. Elizabeth Merrill BELINDA J. MONTGOMERY, C.W. Crawford ALAN FUDGE, Mr. Schubert VICTOR BUONO, Brent ROBERT LUSSIER, Dr. Miller Simon KENNETH TIGER, Jomo RICHARD WILLIAMS, Chuey J. VICTOR LOPEZ, Jane JEAN MARIE HON, Alan ANSON DOWNES.

Books Based on this series.

Ark of Doom	Richard Woodley	1978
Killer Spores	Richard Woodley	1977
Man from Atlantis - Death Scouts #2	Richard Woodley	1977
Man from Atlantis - Sea Kill #1	Richard Woodley	1977

RELATED SHOWS:

VOYAGE TO THE BOTTOM OF THE SEA

1 - 1 *MAN FROM ATLANTIS (100 MINUTES)*

After a violent storm at sea, the inert body of a man is found on the beach near the Naval Undersea Center. But this is no ordinary man. Equipped with webbed hands and gills instead of lungs, he can breathe underwater, swim faster than a dolphin and dive to incredible depths. He is nursed back to health by Doctor Elizabeth Merrill and given the name Mark Harris. In return Mark agrees to work for the Foundation of Ocean Research and his first assignment is to seek out a missing submarine carrying top military officials. Swimming to incredible depths, Mark discovers an enormous undersea habitat constructed by Mr. Schubert, a maniacal scientist who plans to destroy all the nations of the world with their own nuclear weapons through an ingenious method of mind control.

Wr Mayo Simon

Dir Lee H. Katzin

1 - 2 *THE DEATH SCOUTS (100 MINUTES)*

Mark investigates the disappearance of three scuba divers and becomes involved with a pair of aliens who are the advance force of an alien invasion.

Wr Robert Lewin

Dir Marc Daniels

1 - 3 *KILLER SPORES (100 MINUTES)*

When a space capsule crashes in the ocean near the Cetacean, Mark and Elizabeth agree to investigate. When they arrive Mark is rendered unconscious by a screeching sound. They discover hundreds of strange, blue, intelligent spores that take over Mark's body attempting to find a way back into space. However they don't know Mark will die if he does not return to water within a few hours.

Wr John D.F. Black

Dir Reza Badiyi

1 - 4 *THE DISAPPEARANCES (75 MINUTES)*

A demented scientist, Dr. Mary Smith, abducts and drugs top scientists from around the world -- including Elizabeth Merrill -- to work on a secret project.

Wr Jerry Sohl, Luther Murdoch

Dir Charles S. Dubin

1 - 5 *MELTDOWN*

Schubert threatens to cause world wide flooding by using powerful microwaves to melt the earth's polar ice caps unless the government turns Mark Harris over to him.

Wr Tom Greene

Dir Virgil Vogel

1 - 6 *MUDWORM*

When a multi-million dollar underwater probe malfunctions and begins attacking any ship that travels near it, Mark must reason with its highly advanced brain and convince it to stop.

Wr Alan Caillou

Dir Virgil Vogel

1 - 7 *THE HAWK OF MU*

Mark, investigating a power outage, discovers a centuries old hawk statue from the legendary civilization of Mu. The statue, when used properly, can remove the power from a large area. Schubert discovers the power of the hawk statue and Mark must prevent him from taking it.

Wr David H. Balkan, Luther Murdoch

Dir Harry Harris

1 - 8 *GIANT*

The oceans are leaking through a fissure in the ocean floor. A conman named Muldoon agrees to guide Mark through the fissure to investigate. However, Mark is unaware that giants inhabit the other side of the fissure and Muldoon has already stolen gold from one of them.

Wr Michael Wagner

Dir Richard Benedict

1 - 9 *MAN O'WAR*

Using his genetic scientists, Schubert produces a giant jellyfish which he intends to release unless his extortion demands are met.

Wr Larry Alexander

Dir Michael O'Herlihy

1 - 10 *SHOOT-OUT AT LAND'S END*

Mark is somehow linked with a man named Billy, existing in a wild west town, who appears to be his twin. Investigating, Mark arrives in the town and discovers Billy had the same webbing as Mark but has had it removed.

Wr Luther Murdoch

Dir Barry Crane

1 - 11 *CRYSTAL WATER, SUDDEN DEATH*

Schubert attempts to make a satellite weapon to knock out the Earth's communications. However, to power the weapon he needs the energy crystals protected by a forcefield under the ocean. The crystals actually power the forcefield that protects an underwater city.

Wr Larry Alexander

Dir David Moessinger

1 - 12 *THE NAKED MONTAGUE*

An underwater landslide transports Mark to Verona, Italy ... in the days of Romeo and Juliet.

Wr Stephen Kandel

Dir Robert Douglas

1 - 13 *C.W.HYDE*

C.W. develops a Jekyll and Hyde personality after swallowing a mysterious liquid.

Wr Stephen Kandel

Dir Dann Cahn

1 - 14 *SCAVENGER HUNT*

Mark encounters Muldoon, who is using a sea monster to make island natives sacrifice young girls to him.

Wr Peter Allan Fields

Dir David Moessinger

1 - 15 *IMP*

An impish little man enters an underwater station and causes the crew to become irrational simply by touching them. After three crewmen die the F.F.O.R. hears Duke, the last crewman talking, over the radio in a childish manner and investigates. Mark swims over and brings Duke over to the Cetacean, not knowing the imp has stowed aboard.

Wr Shimon Wincelberg

Dir Paul Krasny

1 - 16 *THE SIREN*

While investigating the mysterious loss of three ships in one part of the ocean, Mark and the crew of the Cetacean encounter a submarine operated by a modern day pirate. The pirate has captured a mermaid that can produce a hypnotic siren song, which mesmerizes anyone who hears it, even Mark.

Wr Michael Wagner

Dir Edward M. Abroms

1 - 17 *DEADLY CARNIVAL*

Mark goes undercover to investigate members of a carnival planning to break into a museum. The only way to break into the museum is through an underwater tunnel of which only Mark can swim. When he is approached, he refuses. The owner of the carnival is then kidnapped and threatened unless Mark helps.

Wr Larry Alexander

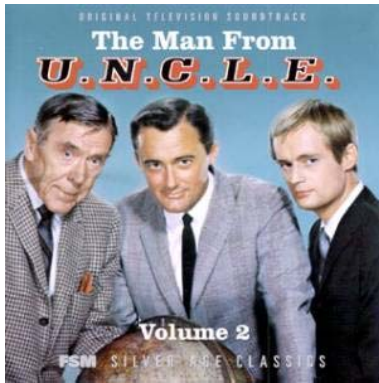
Dir Dennis Donnelly

MAN FROM TOMORROW, THE

WR.**DIR.****EPISODES:** 0 **YEAR MADE:** 1958 **COUNTRY:** CAN **SEASONS:** 0*CANADIAN BROADCASTING CORPORATION***CREATOR:** KITTY MARCUSE (writer)**TYPE OF SHOW:** TIME TRAVEL**FORMAT:** SERIES**LENGTH (MINS):** 15 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English**SEASON BREAKDOWN:** (1)**DATE OF PREMIER:** 07/07/1958**AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

STEFAN GAIR, MICHAEL MORROW

MAN FROM U.N.C.L.E., THE



The Man from U.N.C.L.E. was about a pair of secret agents Napoleon Solo and Illya Kuryakin, who worked for the United Network Command for Law and Enforcement (U.N.C.L.E. for short) an international organisation devoted to overcoming threats to world peace. Solo was an American who was a suave agent in the James Bond mold who always got the girl in the end. He was a Korean War veteran and held a degree in philosophy. His partner Illya Kuryakin was a Russian, something of an oddity at the height of the cold war.

But then U.N.C.L.E. was an international organisation. Originally Illya Kuryakin was to be a minor character. but his character soon became a pop culture icon and his role was elevated to one which was the equal to Solo's. The threats to the world the pair were called upon to deal with often came from THRUSH. which was another world-wide organisation devoted to taking over the world. The pair of agents would get their assignments from Mr. Alexander Waverly whose office was in U.N.C.L.E. headquarters which was located in a secret complex which one entered through a dry cleaning shop.

A sequel was also made called THE GIRL FROM UNCLE. David McCallum is famous for starring in many SF shows including SAPPHIRE AND STEEL, VR.5, THE OUTER LIMITS, FRANKENSTEIN: THE TRUE STORY and THE INVISIBLE MAN (1975).

8 feature films had theatrical release outside the USA. Each consisted of 2 episodes edited together, sometimes with added footage, to make 90min films: The Spy with My Face (1965), To Trap a Spy (1966), One of Our Spies is Missing (1966), One Spy Too Many (1966), The Spy in the Green Hat (1966), The Helicopter Spies (1967), The Karate Killers (1967) and How to Steal the World (1968). A subsequent telemovie was Return of the Man from U.N.C.L.E. (1983).

The Man from U.N.C.L.E. series of ties was complex, 23 titles appearing from ACE BOOKS in the USA and 16 from Souvenir Press in the UK. 10 of the 23 Ace books were reprints from books originated by Souvenir, and 6 of the Souvenir books were reprints of books originated by Ace; in the case of #3 in the Ace sequence, the reprint confusingly appeared before its original. None of the books was based directly on the tv scripts; all were original stories. As all the Souvenir editions appeared, either before or after their UK release, in Ace editions, we list only the Ace sequence:

#1: The Thousand Coffins Affair * (1965) by Michael AVALLONE, #2: The Doomsday Affair * (1965) by Harry Whittington, #3: The Copenhagen Affair * (1965) by John Oram, #4: The Dagger Affair * (1966) by David MCDANIEL, #5: The Mad Scientist Affair * (1966) by John T. PHILLIFENT, #6: The Vampire Affair * (1966) by McDaniel, #7: The Radioactive Camel Affair * (1966 UK) by Peter LESLIE, #8: The Monster Wheel Affair * (1967) by McDaniel, #9: The Diving Dames Affair * (1967 UK) by Leslie, #10: The Assassination Affair * (1967) by Joan Hunter HOLLY, #11: The Invisibility Affair * (1967) by Thomas Stratton (Robert COULSON and Gene DEWEESE), #12: The Mind Twisters Affair * (1967) by Stratton, #13: The Rainbow Affair * (1967) by McDaniel, #14: The Cross of Gold Affair * (1968) by Fredric Davies (Ron ELLIK and Steve Tolliver), #15: The Utopia Affair * (1968) by McDaniel, #16: The Splintered Sunglasses Affair * (1968 UK) by Leslie, #17: The Hollow Crown Affair * (1969) by McDaniel, #18: The Unfair Fare Affair * (1968 UK) by Leslie, #19: The Power Cube Affair * (1968 UK) by Phillifent, #20: The Corfu Affair * (1967 UK) by Phillifent, #21: The Thinking Machine Affair * (1967 UK) by Joel Bernard, #22: The Stone-Cold Dead in the Market Affair * (1966 UK) by Oram, and #23: The Finger in the Sky Affair * (1966 UK) by Leslie. McDaniel felt A.A. Wyn, publisher at Ace, was not paying him enough; the initial letters of the chapters in #8 spell out AAWYNISATIGHTWAD.

The Man From U.N.C.L.E. was the most successful of the many espionage series which appeared on TV in the mid- 1960's in response to huge success of the first few James Bond movies. The Man From U.N.C.L.E. in fact had a very small link to the James Bond films. The series was devised by producer Norman Felton who sought the help of James Bond creator Ian Fleming. When the producers of the Bond films series learned of Fleming's involvement in The Man From U.N.C.L.E., they forced him to drop out. Fleming's sole contribution

to U.N.C.L.E. was the name of the main character Solo. The Man From U.N.C.L.E. was originally going to be called Solo however the Bond film producers blocked this since a minor character in one of the Bond novels they held the rights to was also named Solo.

Each episode of U.N.C.L.E. would feature an ordinary person who wound up getting involved in the middle of the action. At times their help would be sought out, while more often they just happened to be in the wrong place at the wrong time. The episodes also featured a plethora of gadgets such as the U.N.C.L.E. gun which through a variety of attachments become almost any hand held weapon. The most famous U.N.C.L.E. gadget however was U.N.C.L.E. pen which was an ordinary ink pen which contained a high power two way radio. 'Open Channel D', was the saying used to get the pen to work.

The first season of The Man From U.N.C.L.E., produced in black and white, is generally regarded as the series best the episodes were more serious. The series became immensely popular and the second season now in colour, kept much of the tone of the first season, although more humour was added. U.N.C.L.E.'s popularity was world-wide and the two part episodes were released theatrically overseas.

This allowed them to benefit from a much larger budget than two regular episodes, and the production values reflect the extra money spent on them. The third season of The Man From U.N.C.L.E. saw an injection of camp: Batman had just become popular. Third season episodes often bordered on the totally ridiculous, and the series' ratings dropped. This same camp attitude killed The Man From U.N.C.L.E.'s spin off series, The Girl From U.N.C.L.E. after its first and only season. The fourth season saw the return of the more serious elements that had made the series popular to begin with. It also featured a spiced up U.N.C.L.E. headquarters with old NASA computers. However it was too late the ratings did not pick up sufficiently and a growing movement to do away with violence on TV forced the show to be taken off the air midway through its fourth season. In the early 1980's Solo and Kuryakin would be called out of retirement to save the world one more time in the TV movie Return of the Man from U.N.C.L.E.: the 15 Years Later Affair.

The series producer for season one was Sam Rolfe and David Victor took over from season two, the executive producer was Norman Felton. The first showing of UNCLE in the uk was between the 24th June 1965 and the 22nd March 1968 on BBC1. The BBC stuck devotedly to the UNCLE cause, screening 90 episodes in two bumper runs. The second run also included the 29 episodes of THE GIRL FROM U.N.C.L.E. which alternated with the Man from U.N.C.L.E. until November 1967. The first season was made in Black and White and is ignored when being sold to foreign markets, in the 1990s the only episodes that usually get seen are those that were filmed in colour.

"It all began with the idea of a never-never world in which an international group where everybody is good works together to beat the hell out of whoever is bad. I picked UINCLE simply as a bunch of letters I could make a name out of" - Sam Rolfe, producer.

The Man From U.N.C.L.E. was a 1960s escapist fantasy about the far-fetched exploits of a pair of super-spies, Napoleon Solo and Illya Kuryakin, role models for every young boy with a ballpoint pen to talk to. . . UNCLE stood for United Network Command for Law and Enforcement, and existed to protect the world from all forms of disruption, terror and exploitation. Its never-never world was entered via a hidden door in a New York tailor's shop (Del Floria's), unlocked by a steamy squeeze on the trouser press. It was the cue for a series of all-action, tongue-in-cheek spy adventures involving futuristic hardware glamorous girls, complex plots exotic locations and cliffhanging climaxes. Science fiction? Well . . . there was always THRUSH.

THRUSH were the bad guys, forever plotting to rule the world by foul means rather than fair. Modelled on the SPECTRE organisation of the Bond movies, they were prompted by a diabolical computer into inflicting a variety of space-age perils such as a death ray ("The Maze Affair"), a human vaporiser ("The Arabian Affair"), invisible killer bees ("The Birds and the Bees Affair"), a radiation projector ("The Moonglow Affair"), even a volcano-activating device (The cherry Blossom Affair"). A spin-off series, The Girl From U.N.C.L.E., ran for just one year. Stefanie Powers starred as feisty Anril Dancer, with Noel Harrison (son of Rex) as English agent Mark Slate.

Two secret agents for the United Network Command for Law Enforcement took on the evil agents of T.H.R.U.S.H. The series began as a semi-serious spoof of the James Bond genre (007 author Ian Fleming was involved in the preliminary planning of the series). As the series progressed, it turned campy. By series' end, the villains and plots bordered on pure fantasy.

When audiences began to drop in 1967, producer Anthony Spinner was brought in to bring back the realism. However, the series had passed its prime and was canceled in January 1968.

Robert Vaughn starred as Napoleon Solo. His co-star, David McCallum, became the surprise sex symbol as Russian-born Illya Kuryakin. Leo G. Carroll monitored the agents from his control panel at U.N.C.L.E. Vaughn and McCallum reprised their roles in the 1983 TV film Return of the Man from U.N.C.L.E. Guest stars included Jack Lord, Julie London, Michael Rennie, Joan Collins, Nancy Sinatra, Sonny and Cher,

Jack Palance and Telly Savalas. "What made The Man from U.N.C.L.E. so good, initially, was its wonderful style, which it lost," says writer Sheldon Stark. "It didn't have a solid foundation. Those are the kinds of shows that waver after two or three years."

Golden Globes

Best TV Star (Male) - Nominated - "Man from U.N.C.L.E., The" (1964) - Robert Vaughn (1965)

Best TV Star (Male) - Nominated - "Man from U.N.C.L.E., The" (1964) - David McCallum (1966)

Best TV Star (Male) - Nominated - "Man from U.N.C.L.E., The" (1964) - Robert Vaughn (1966)

Best TV Show - Winner: "Man from U.N.C.L.E., The" (1964) (1966)

Best TV Show - Nominated - "Man from U.N.C.L.E., The" (1964) (1967)

WR. Alan Caillou, Peter Allan Field and Dean Hargrove, Henry Sharp, Dick Nelson, Howard Rodman, Mark Siegel, Jerry McNeely, Berne Giler, Jaskson Gillis, Sheldon Shark, Don Richman, Horman Hudis, James N Whiton, Harlan Ellison, Yale Udoff, Glorie Elmore, Robert E. Thompson, Norman Hudis, Boris Sobelman, Leonard Stadd.

DIR. Richard Donner, Joseph Sargent and Alvin Ganzer, Don Medford, Marc Daneils, John Newland, John Peyser, Ron Winston, Sherman Marks, Tom Gries, Jud Taylor, Alf Kjellin, Barry Shear, E. Darrell Hallenbeck, George Waggner, Otto Lang, Bill Finnegan, Sutton Roley.

EPISODES: 105 **YEAR MADE:** 1964 **COUNTRY:** US **SEASONS:** 4

AN ARENA PRODUCTION FOR MGM TELEVISION

CREATOR: SAM ROLFE

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 29, (2) 28, (3) 28, (4) 14.

DATE OF PREMIER: 22/09/1964 **AIR DATE OF LAST EPISODE** 15/01/1968

SEASON DATE BREAKDOWN:

FILMS: RETURN OF THE MAN FROM U.N.C.L.E. (1983), THE SPY WITH MY FACE (1965), TO TRAP A SPY (1966), ONE SPY TOO MANY (1966), ONE OF OUR SPIES IS MISSING (1966), THE KARATE KILLERS (1967), THE HELICOPTER SPIES (1967), HOW TO STEAL THE WORLD (1968), THE SPY IN THE GREEN HAT (1966).

Napoleon Solo ROBERT VAUGHN, Iilya Kuryakin DAVID MCCALLUM, Mr. Waverly LEO G. CARROL, Del Floria MARIO SILETTI.

Books Based on this series.

The Man From U.N.C.L.E. 1 - The Thousand Coffins Affair	Michael Avallon	1965
The Man From U.N.C.L.E. 10 - The Assassination Affair	Joan Hunter Holly	1967
The Man From U.N.C.L.E. 11 - The Invisibility Affair	Thomas Stratton (Robert Coulson and Gene Dewee)	1967
The Man From U.N.C.L.E. 12 - The Mind Twisters Affair	Thomas Stratton (Robert Coulson and Gene Dewee)	1967
The Man From U.N.C.L.E. 13 - The Rainbow Affair	David McDaniel	1967
The Man From U.N.C.L.E. 14 - The Cross of Gold Affair	Frederick Davis (Ron Ellik and Steve Tolliver)	1968
The Man From U.N.C.L.E. 15 - The Utopia Affair	David McDaniel	1968
The Man From U.N.C.L.E. 16 - The Splintered Sunglasses Affair	Peter Leslie	1968
The Man From U.N.C.L.E. 17 - The Hollow Crown Affair	David McDaniel	1968
The Man From U.N.C.L.E. 18 - The Unfair Fare Affair	Peter Leslie	1968
The Man From U.N.C.L.E. 19 - The Power Cube Affair	John T. Phillifent	1968
The Man From U.N.C.L.E. 2 - The Doomsday Affair	Harry Whittington	1965
The Man From U.N.C.L.E. 20 - The Corfu Affair	John T. Phillifent	1967
The Man From U.N.C.L.E. 21 - The Thinking Machine Affair	Joel Bernard	1967
The Man From U.N.C.L.E. 22 - The Stone-Cold Dead in the Market Affair	John Oram	1966
The Man From U.N.C.L.E. 23 - The Finger in the Sky Affair	Peter Leslie	1966
The Man From U.N.C.L.E. 3 - The Copenhagen Affair	John Oram	1965
The Man From U.N.C.L.E. 4 - The Dagger Affair	David McDaniel	1966

The Man From U.N.C.L.E. 5 - The Mad Scientist Affair	John T. Phillifent	1966
The Man From U.N.C.L.E. 6 - The Vampire Affair	David McDaniel	1966
The Man From U.N.C.L.E. 7 - The Radioactive Camel Affair	Peter Leslie	1966
The Man From U.N.C.L.E. 8 - The Monster Wheel Affair	David McDaniel	1967
The Man From U.N.C.L.E. 9 - The Diving Dames Affair	Peter Leslie	1967

RELATED SHOWS:

SAPPHIRE AND STEEL

GIRL FROM U.N.C.L.E., THE

INVISIBLE MAN, THE (1975)

VR5

1 - 1 *THE VULCAN AFFAIR*

The Technological Hierarchy for the Removal of Undesirables and the Subjugation of Humanity (THRUSH) launches an attack on the New York headquarters of the United Network Command for Law-Enforcement (UNCLE) in order to kill Alexander Waverly, head of the agency. But the THRUSH agents are caught when they try to enter the headquarters building, and rather than be apprehended, they do themselves in by consuming poison. The assassination attempt was made because Waverly has become aware of the plot by THRUSH murderer Andrew Vulcan to murder a visiting dignitary, Premier Ashumen of Natumba. To stop him, top UNCLE agents Napoleon Solo and Illya Kuryakin are sent to prevent any harm coming to the African leader.

Wr Sam Rolfe**Dir** Don Medford1 - 2 *THE IOWA SCUBA AFFAIR*

Solo is in Iowa when he is attacked by a soldier from a nearby secret airbase. The soldier is killed, and when Solo examines the man's motorcycle, he finds that it contains a scuba suit. He goes to the airbase to investigate, but he and a pretty young girl he befriends are nearly killed several times. Still being pursued by unknown murderers, Solo finds out that political extremists are planning to steal a nuclear-armed aircraft from the base to use it as extortion against a Latin American country.

Wr Harold Jack Bloom**Dir** Richard Donner1 - 3 *THE QUADRIPARTITE AFFAIR*

Years after a top-secret fear-inducing gas is lost in an aircraft accident, a scientist in Yugoslavia is murdered after becoming terror-stricken. Professor Raven's daughter Marion flies to UNCLE headquarters in New York to request help in finding out why her father was murdered. When Solo and Illya are put the case, they find they must assault an underground fortress to destroy the only example of the experimental gas that causes extreme fear!

Wr Alan Caillou**Dir** Richard Donner1 - 4 *THE SHARK AFFAIR*

Believing the world will end in atomic war, Arthur Farnley Selwyn, a.k.a. Captain Shark, loots ships and kidnaps selected passengers to form his own 'Noah's Ark' to rebuild the world after the war.

Wr Alvin Sapinsley**Dir** Marc Daniels1 - 5 *THE DEADLY GAMES AFFAIR*

When it is discovered that Hitler isn't really dead, but just in suspended animation, both U.N.C.L.E. and Thrush agents seek out Dr Amadeus who plans to reanimate the Nazi leader.

Wr Dick Nelson**Dir** Alvin Ganzer1 - 6 *THE GREEN OPAL AFFAIR*

Napoleon Solo goes undercover to investigate why an U.N.C.L.E. agent has apparently gone berserk and uncovers a Thrush mind-control plot.

1 - 7 *THE GIUOCO PIANO AFFAIR*

The sequel to 'The Quadripartite Affair'. Napoleon Solo and Illya Kuryakin finally catch up with the two escaped conspirators.

1 - 8 *THE DOUBLE AFFAIR*

Thrush use plastic surgery to replace Napoleon Solo with an evil twin.

1 - 9 *THE PROJECT STRIGAS AFFAIR*

Napoleon Solo must find a way to bring down a diplomat who is trying to spark US/USSR tensions.

1 - 10 *THE FINNY FOOT AFFAIR*

After all the inhabitants of a Scottish village mysteriously die from old age, Napoleon Solo and Illya Kuryakin must locate the responsible chemical which speeds up the aging process.

1 - 11 *THE NEPTUNE AFFAIR*

A rocket launch which releases a damaging spore into the Soviet grain belt is traced back to the US. Illya Kuryakin is made to return home to Russia, who threaten to retaliate, so Napoleon Solo is forced to search alone for the group of scientists who are trying to start World War III.

1 - 12 *THE DOVE AFFAIR*

Thrush have assassinated the leader of an East European country and Napoleon Solo must stop them from taking power.

1 - 13 *THE KING OF KNIVES AFFAIR*

Napoleon Solo and Illya Kuryakin must work to stop a deposed ruler from retaking power of an European country.

1 - 14 *THE TERBUF AFFAIR*

Napoleon Solo is approached by an old flame to help an oppressed East European country. He and Illya Kuryakin discover that her husband is collaborating with the country's secret police.

1 - 15 *THE DEADLY DECOY AFFAIR*

Napoleon Solo and Mr. Waverly have both been given the task of escorting the same Thrush agent. One of the agents, of course, is a decoy.

1 - 16 *THE FIDDLESTICKS AFFAIR*

Napoleon Solo and Illya Kuryakin employ the skills of a thief when they plan to blow up a Thrush banking center hidden in a Caribbean casino.

1 - 17 *THE YELLOW SCARF AFFAIR*

An Indian cult who prey on innocent travellers, murdering them for their money, inadvertently get themselves in trouble with U.N.C.L.E. and Thrush when they kill a U.N.C.L.E. agent and take the stolen Thrush secret he was carrying.

1 - 18 *THE MAD, MAD TEA-PARTY AFFAIR*

It's all go! A mysterious stranger wandering in and out of U.N.C.L.E. Headquarters, preparations for a world leaders conference, two Thrush agents infiltrating U.N.C.L.E. and planning to kill said world leaders, and ... there are fish in the drinking water.

1 - 19 *THE SECRET SCEPTRE AFFAIR*

A complex plot of deceptions as Illya Kuryakin tags along with Napoleon Solo as he goes to the aid of his old Commander.

1 - 20 *THE BOW WOW AFFAIR*

Illya Kuryakin is on the trail of gypsies who are somehow turning dogs against their owners.

1 - 21 *THE FOUR STEPS AFFAIR*

Thrush agents plan to assassinate the child leader of a Himalayan nation.

1 - 22 *THE SEE PARIS AND DIE AFFAIR*

Two cousins steal \$500 million worth of jewels from a diamond syndicate and both U.N.C.L.E. and Thrush want to find out how they pulled it off.

1 - 23 *THE BRAIN KILLER AFFAIR*

Mr. Waverly is poisoned by Thrush agents.

1 - 24 *THE HONG KONG SHILLING AFFAIR*

Napoleon Solo and Illya Kuryakin must find out why people are killing each other over a coin.

1 - 25 *THE NEVER NEVER AFFAIR*

A bored U.N.C.L.E. translator is sent on a fictitious mission by Napoleon Solo but she is accidentally given a top secret microdot and a Thrush agent is quickly on her tail.

1 - 26 *THE LOVE AFFAIR*

A Thrush agent is posing as a religious leader called Brother Love and it is Illya Kuryakin's job to flush him out.

1 - 27 *THE GAZEBO IN THE MAZE AFFAIR*

Illya Kuryakin is kidnapped by a villain, presumed dead seven years earlier and is used as bait to lure Napoleon Solo.

1 - 28 *THE GIRLS FROM NAZARONE AFFAIR*

Napoleon Solo and Illya Kuryakin hunt for a potion that enhances a person's ability to recover from even serious injury, but Thrush want the potion too.

1 - 29 *THE ODD MAN AFFAIR*

Napoleon Solo and Illya Kuryakin must work with a former agent to stop 'Mr. Zed' from uniting a band of terrorists and forging an alliance with Communist countries.

2 - 1 *THE ALEXANDER THE GREATER AFFAIR (1-2)*

Alexander (Rip Torn) a megalomaniac industrialist, plans to conquer the world like his namesake, Alexander the Great by breaking each of the ten commandments along the way. He has his henchman Parvix (David Sheiner) steal the army's "will gas" to help him do so, and Solo investigates. Solo encounters Tracey Alexander (Dorothy Provine), Alexander's ex-wife, who wants to tag along with Solo to get the money Alexander owes her. The trail leads Solo, Illya, and Tracey to a posh party at Alexander's, where Solo defeats him in a human chess game; to a tomb, where Alexander and his aide Dr. Kavon (David Opatoshu) leave Solo tied under a descending scimitar while Illya and Tracey are hanging over a bottomless pit with a candle burning their rope; To Alexander's farm in Virginia, where Illya is nearly cut in two by various farm implements.

2 - 2 *THE ULTIMATE COMPUTER AFFAIR*

Illya Kuryakin infiltrates a South American prison camp where Thrush are storing the 'Ultimate Computer'.

2 - 3 *THE FOXES AND HOUNDS AFFAIR*

U.N.C.L.E. and Thrush agents compete to gain possession of a mind-reading device created by a magician who has been murdered by Thrush.

2 - 4 *THE DISCOTHEQUE AFFAIR*

Napoleon Solo is given the job of searching for Thrush security records.

2 - 5 *THE RECOLLECTORS AFFAIR*

The 'Re-collectors' claim to be trying to locate works of art stolen by the Nazis but all is not as it appears.

2 - 6 *THE ARABIAN AFFAIR*

Illya goes to find Thrush's vaporizing machine, but is captured by Sophie, the headstrong daughter of the local tribal chief, Sulador. In New York Solo convinces retiring THRUSH agent David Lewin that THRUSH intends to kill him, and elicits his help. Lewin and Solo are taken to the base in the desert, just as Illya leads the band of nomads, whose confidence he has gained, in an attack on the base.

Wr Peter Allan Fields

Dir E. Darrell Hallenbeck

2 - 7 *THE TIGERS ARE COMING AFFAIR*

Solo and Illya go to India to help Suzanne de Serre, a French botanist trying to find out why the jungle is dying and local natives are disappearing. Prince Panat and Drusilla Davina, along with Colonel Quillon, are systematically using a chemical to destroy the jungle and kidnapping natives to work in the jewel mines for the prince.

Wr Alan Cailou, Paul Tuckahoe

Dir Herschel Daugherty

2 - 8 *THE DEADLY TOYS AFFAIR*

THRUSH is so eager to get their hands on a boy genius that they murder the boy's father. But then they have to deal with the boy's madcap aunt.

Wr Robert Hill

Dir John Brahm

2 - 9 *THE CHERRY BLOSSOM AFFAIR*

THRUSH eastern in Japan acquires a volcano-activating device, and Solo and Illya, along with Cricket

Okasada, a film student, infiltrate a toy store and a karate school to find it. THRUSH leader Mr. Kutuzov oversees local THRUSH head Harada in the operation, and Solo finds himself fighting for his life against a life size sword wielding puppet.

Wr Mark Weingart

Dir Joseph Sargent

2 - 10 *THE VIRTUE AFFAIR*

French fanatic Robespierre seeks to destroy France's vineyards in his quest for virtue, and Solo enlists the aid of scientist Raoul Dubois and his daughter Albert in combating the plan. Illya is captured by THRUSH agent Carl Voegler and, with a target painted on his back, is hunted through the woods by Voegler's archers.

Wr Henry Slesar

Dir Jud Taylor

2 - 11 *THE CHILDREN'S DAY AFFAIR*

A top-level U.N.C.L.E. conference is to be held in Switzerland, but a nearby boys' school is actually a THRUSH front run by Mother Fear and Dennis Jenks that is training its students to be assassins. Solo is captured by the boys, and, when he refuses to reveal the conference location, is forced to operate the controls of two electric trains so they do not collide with each carrying a vial of deadly nerve gas. Illya and Anna Paola, a social worker who resent children, are also captured. The escape, and arrive at the conference just as the boy's choir is ready to kill Waverly and the others with THRUSH rifles from under their robes.

2 - 12 *THE ADRIATIC EXPRESS AFFAIR*

Solo and Illya board the Adriatic Express train on New Year's Eve to intercept Madame Nemirovitch, a THRUSH agent who is carrying a chemical that is capable of stopping the reproductive process. Eva, a young girl who delivers a message to Madame Nemirovitch as the train leaves, is caught on board. Throughout the evening, the THRUSH agent and Solo and Illya engage in a battle of wits as the train speeds along its route.

Wr Robert Hill

Dir Seymour Robbie

2 - 13 *THE YUKON AFFAIR*

Squire G. Emory Partridge returns, having acquired in Alaska a large quantity of Quadrillenium X, a very heavy metal with high magnetic powers which THRUSH wants to use to disrupt world communications. Solo and Illya are nearly killed by the local Eskimos, but are saved by the chief's daughter, Murphy. Partridge and his niece Victoria capture them, but they escape only to end up in a tavern brawl.

2 - 14 *THE VERY IMPORTANT ZOMBIE AFFAIR*

Solo and Illya travel to the Caribbean to help Dr. Delgado, who is under a voodoo curse and in a zombie-like trance thanks to the local dictator, El Supremo, and his chief of police, Captain Ramirez. The U.N.C.L.E. agents are assisted by Suzy, an American hairdresser whom El Supremo will not let leave the island. They eventually turn to voodoo queen Mama Lou to turn the tables on him.

2 - 15 *THE DIPPY BLONDE AFFAIR*

THRUSH agent Harry Pendleton is captured and commits "suicide" with a reversible chemical, but his superior, Simon Baldinado, refuses to revive him because he is attracted to Pendleton's girlfriend, Jojo Tyler. Solo gets Jojo to help U.N.C.L.E. retrieve the ion projection machine Baldinado has hidden at the mortuary front for THRUSH by feigning affection for Baldinado, who allows his personal plans for Jojo to affect his judgment.

2 - 16 *THE DEADLY GODDESS AFFAIR*

Solo and Illya travel to Circe to intercept a drone plane carrying a load of THRUSH cash. There, they encounter THRUSH agent Colonel Hubris, as well as two local girls who are looking for husbands.

2 - 17 *THE BIRDS AND THE BEES AFFAIR*

THRUSH has developed with the aid of Dr. Elias Swan, a strain of minute, deadly bees. THRUSH agent Mr. Mozart captures Illya and Tavia Sandor and uses a high-frequency sound machine that threatens to shatter their eardrums to force Illya to take him to U.N.C.L.E. headquarters so he can release the bees. Illya does so, but Mozart is intercepted, and in a battle on a rooftop Mozart is shot and the bees get loose.

2 - 18 *THE WAVERLY RING AFFAIR*

When secret "File 40" documents turn up outside headquarters, Waverly assigns Solo and Illya to find out if George Donnell is a double agent. Carla Drostin is too anxious to accuse Donnell and Solo must use special "Waverly rings" to try and expose the real double agent.

2 - 19 *THE BRIDGE OF LIONS AFFAIR (1-2)*

Illya investigates the mysterious disappearance of cats in Soho, and he and Solo discover that a salon run by Madame De Sala is a front for her plan to develop a rejuvenation process, which De Sala plans to use on the now elderly target of her romantic desires, Sir Norman Swickert. Assisted by Joanna Sweet, a nurse, they end up in the bottom of a wine press. Meanwhile, THRUSH agent Jordin plots to obtain the process for THRUSH.

2 - 20 *THE FOREIGN LEGION AFFAIR*

Illya parachutes out of a plane carrying THRUSH code documents, but lands in the desert at an abandoned Foreign Legion post run by Captain Basil Calhoun (Howard Da Silva). Illya is accompanied by a stewardess, Barbara (Danielle DeMetz) while Solo races to find them before THRUSH does.

2 - 21 *THE MOONGLOW AFFAIR*

While investigating a THRUSH plot to sabotage space shots, Solo and Illya are incapacitated by a quartzite radiation projector. Waverly assigns new trainee April Dancer along with over the age of retirement agent Mark Slateto find the antidote and destroy the plan. April infiltrates the cosmetics company of THRUSH agent Arthur Caresse as a model, but she is uncovered by Caresse's sister Jean.

2 - 22 *THE NOWHERE AFFAIR*

Solo, while searching for a secret map in Nevada, swallows an amnesia capsule just before being captured. THRUSH agents Arum Tertunian and Longolius try to revive his memory with a seductive female agent, Mara, while Illya races to find him before he starts to remember.

2 - 23 *THE KING OF DIAMONDS AFFAIR*

Solo and Illya discover that the world diamond market is being affected by a gang of English criminals headed by Blodgett, who smuggle diamonds inside pudding sold unwittingly by Victoria Poque. They enlist the aid of a master diamond thief, Rafael Delgado. Solo and Victoria end up in Brazil, with Solo tied to the front of a cannon and about to be executed.

2 - 24 *THE PROJECT PEOPLE AFFAIR (AKA THE PROJCT DEEPHOLE AFFAIR)*

THRUSH agent Elom tries to kidnap a geologist who has developed an earthquake activating machine, but mistakes debt-ridden salesman Buzz Conway for the scientist. Solo and Illya let THRUSH go on thinking Conway is the scientist, while Elom lets his attraction for THRUSH agent Narcissus Darling interfere with his judgment. Conway is captured, and Solo and Illya must rescue him and find the machine

2 - 25 *THE ROUND TABLE AFFAIR*

Lucho Nostra and a group of criminals take over a tiny European country, Ingolstein, because it has no extradition treaty. Prince Frederick is afraid to kick them out, so Solo convinces princess Vicky to return and do so, only to find that she cannot because the treasury has been replaced with IOU's to Nostra for the prince's gambling debts. Nostra arranges for permanent protection by forcing a marriage between Vicky and one of his henchmen, Artie King, but the two actually do fall in love. King duels Nostra, with the fate of the country riding on the outcome.

Wr Robert Hill

Dir E. Darrell Hallenbeck

2 - 26 *THE BAT-CAVE AFFAIR*

Solo uses hillbilly clairvoyant Clemency McGill to counter the efforts of Count Zark, a vampirish THRUSH agent who plans to use radioactive bats to jam the world's radar systems from his castle. Solo and Clemency make their way to the castle with Illya, but Zark manages to release the bats.

2 - 27 *THE MINUS X AFFAIR*

Solo and Illya try to protect Professor Lillian Stemmler from THRUSH after she invents a drug called Plus X, which heightens all the human senses. Unbeknownst to them, she is a THRUSH agent herself who at first cooperates willingly, then has second thoughts. But THRUSH agent Rollo kidnaps her daughter Leslie and forces her to cooperate. The drug is given to three THRUSH agents who will attack a U.S. government plutonium plant using their superior senses, while at the same time the guards will be given a dose of Minus X, which dulls the senses.

2 - 28 *THE INDIAN AFFAIRS AFFAIR*

THRUSH agent L.C. Carson uses an Indian reservation as a front for his plan to assemble a hydrogen bomb, and kidnaps the tribe's chief, High Cloud, to ensure cooperation. Solo arranges for the Chief's daughter Charisma to return, but she ends up being kidnapped along with Solo and Illya, who is disguised as an Indian. Solo and Illya, along with a band of young Indian warriors on Motorcycles, encircle Carson and his men and try to stop them before its too late.

3 - 1 *THE HER MASTER'S VOICE AFFAIR*

Solo investigates a girl's school for the daughters of VIP's, including Miki Matsu, who has valuable secret information from her father, a Japanese diplomat. THRUSH agent Jason Sutro has gained the cooperation of the headmistress, Hester Partridge. The assistant dean, Verity Burgoyne, and all of the girl students have been brainwashed by Sutro to go into a trance upon hearing a recording of Brahm's Lullaby, and are ordered to kill Solo.

3 - 2 *THE SORT OF DO-IT-YOURSELF DREADFUL AFFAIR*

Solo is nearly killed by a superhuman, robotlike girl, Margo Hayward, one of an army of such devices invented by Dr. Pertwee for THRUSH. Illya joins up with Margo's ex-roommate, Andy Francis, and finds the laboratory, where a roomful of robots attack them.

Wr Harlan Ellison

3 - 3 *THE GALATEA AFFAIR*

In spoof of "My Fair Lady," Solo is recuperating from a fall into a Venice canal, Illya teams with Mark Slate to uncover Baroness Bibi de Chasseur, a THRUSH money courier who has contact with the treasurer of THRUSH. They recruit a barroom entertainer, Rosy Shlagenheimer, an exact double, to impersonate her. The switch is made, but in the confusion the Baroness makes another switch and poses as Rosy, then finds herself falling in love with Slate.

3 - 4 *THE SUPER COLOSSAL AFFAIR*

Frank Cariago, the U.S. head of a crime syndicate, is under pressure from Uncle Giuliano. Cariago decides to buy a movie production directed by Sheldon Veblan so his girlfriend, Ginger Laveer can have the starring role. But the picture is a disguised plan to drop a bomb on the family's biggest rival-Las Vegas.

3 - 5 *THE MONKS OF ST. THOMAS AFFAIR*

THRUSH agent Abbot Simon takes over the monastery at St. Thomas to use the mountain location to aim a new laser gun at a long distance target the Louvre in Paris. Solo visits the area and meets Andrea Fouchet, and together they try to stop Simon before he destroys the world's greatest art treasures.

3 - 6 *THE POP ART AFFAIR*

A dissatisfied THRUSH collaborator tips U.N.C.L.E. off to a new deadly hiccup gas. A pendant he wears leads Illya to Greenwich Village and an art gallery run by Mark Ole, a THRUSH agent. Starving artist Sylvia Harrison joins Illya, who is nearly suffocated at the hands of a foam producing machine.

3 - 7 *THE THOR AFFAIR*

Solo and Illya are assigned to protect Dr. Fazie Nahdi, a Gandhi like peace advocate, during a conference. Nellie Canford, a high school teacher, becomes linked to their efforts when her dental work begins receiving radio transmissions. Mahdi stays at the home of Brutus Thor, who is actually a THRUSH leader who is trying to kill him and Illya is trapped in a room full of toys that begin firing real bullets.

3 - 8 *THE CANDIDATE'S WIFE AFFAIR*

Solo and Illya protect Miranda Bryant, the wife of a presidential candidate, from a THRUSH plot to kidnap her, not realizing that she has already been kidnapped and replaced with a double Irina, an unwitting dupe of THRUSH. When they do catch on, the candidate, Senator Bryant and his aide Fairbanks, agree to play along but Fairbanks is the one behind the plot to put a THRUSH agent in the White House.

3 - 9 *THE COME WITH ME TO THE CASBAH AFFAIR*

Solo and Illya go to Algiers to obtain a rare old book containing a THRUSH code from Pierrot La Mouche who has stolen it from his boss, Colonel Hamid. But La Mouche has a high price he wants U.N.C.L.E. to help him obtain Janine whom he is in love with.

3 - 10 *THE OFF-BROADWAY AFFAIR*

An off-broadway actress is murdered during a phone call to U.N.C.L.E., and Solo and Illya investigate a connection between the show and a sudden malfunction in U.N.C.L.E.'s communications. The understudy, Janet Jarrod, takes over the lead role, and Illya joins the cast to find the jamming device.

3 - 11 *THE CONCRETE OVERCOAT AFFAIR (1-2)*

While in Italy investigating a THRUSH plan to divert the Gulf Stream with heavy water, Solo finds himself eluding THRUSH guards, and ends up hiding under the bed of Pia Monteri. Solo escapes a shotgun wedding, the family feels Pia's honor has been compromised, and the girl's American uncles retired Prohibition-era gangsters "Fingers" Stilletto, Enzo "Pretty" Stilletto, and Federico "Feet" Stilletto are called. At the island headquarters of Louis Strago, Illya is tortured by Strago's sadistic female

assistant, Miss Diketon. Solo joins forces with the Stiletto brothers to try and rescue him.

3 - 12 *THE ABOMINABLE SNOWMEN AFFAIR*

Illya goes to the Himalayan country of Chupat to protect the high lama, but is shot by "Calamity" Rogers, an American rodeo star. Solo is sent to find Illya, and learns that the prime minister has kidnapped the real successor to the throne and intends to install his own son instead. An entranced girl, Amra Palli tries to kill Solo after being brainwashed by the prime minister.

3 - 13 *THE MY FRIEND THE GORILLA AFFAIR*

In Africa, Professor Kenton has developed a superman formula which he has been using on the natives, hoping to build an army with which to conquer all of Africa. Premier Khufu resists the use of the drug on his people. Illya meets up with Harry Blackburn, a shady safari guide, and Marsha Woodhugh, who is searching for her lost sister, a Tarzan like woman named "Girl" who has captured Solo.

3 - 14 *THE JINGLE BELLS AFFAIR*

Solo and Illya must protect Premier Georgi Koz, a Khrushchev like European leader, on a visit to New York, Priscilla Worth is befriended by Loz and she takes him to a school for Santa Clauses run by Francis X. O'Reilly where just one of a series of assassination attempts against him must be thwarted by the two U.N.C.L.E. agents.

3 - 15 *THE TAKE ME TO YOUR LEADER AFFAIR*

Scientist Adrian Cool spots a UFO approaching earth on his radar. His daughter, Coco is kidnapped, and Illya follows and he's captured also. Simon Sparrow, a power-mad millionaire, has faked the approaching UFO to secure power for himself as the representative on earth of the "aliens". Sparrow captures Solo and puts him in an experimental wind tunnel to kill him, but he is saved by Corinne. Coco develops a crush on Illya; while they are trying to stop Sparrow, they end up aboard his "UFO".

3 - 16 *THE SUBURBIA AFFAIR*

Dr. Rutter, after inventing antimatter, hides out in Suburbia under the name Willoughby because he fears his creation will be used destructively. Solo and Illya take a house there to find him. But THRUSH agent Miss Witherspoon also wants to find Rutter, and when Rutter sends his neighbor Betsy after some rare medicine from the pharmacist, Fletcher, the chase is literally on the find Rutter first.

3 - 17 *THE DEADLY SMORGASBORD AFFAIR*

Solo goes to Sweden to obtain a new suspended animation device from Dr. A.C. Nilson, but the device and its inventor are taken by THRUSH. The doctor's daughter Neila helps Solo find him, and the doctor's assistant, Inga Anderson also feigns cooperation but is actually working for THRUSH agent Heinrich Beckmann. Beckmann uses the device to invade U.N.C.L.E.'s Scandinavian headquarters, and only Solo has a chance to stop him.

3 - 18 *THE YO-HO-HO AND A BOTTLE OF RUM AFFAIR*

Investigating the shipment of a tidal-wave machine by THRUSH, Illya ends up aboard a merchant vessel run by Captain Morton. Morton is obsessed with his past disgrace in a court martial, and the crew is on the verge of a mutiny, which Illya leads just as THRUSH arrives to take possession of the device.

3 - 19 *THE NAPOLEON'S TOMB AFFAIR*

President Nasasos Tunik visits Paris. His assistant, Malanez, is determined to persuade the president that the French are his enemy, and arranges for various embarrassing and insulting incidents to occur. Solo and Illya are assigned to see that the visit goes smoothly, but Tunik falls in love with Candyce, and Malanez plans to disgrace Tunik by framing him in a plot to steal the body of Napoleon from his tomb.

3 - 20 *THE IT'S ALL GREEK TO ME AFFAIR*

In Greece, Illya tries to recover stolen U.N.C.L.E. documents, but they fall into the hands of Stavros, a Greek bandit, who has ambushed Illya, thinking he is his daughter Kira's convict husband, Manolakas returning from prison. Kita is in love with Nico instead, and Solo and Illya must resolve the love triangle in order to retrieve the documents.

3 - 21 *THE HULA DOLL AFFAIR*

Brothers Simon and Peter Sweet both rival THRUSH leaders vying for promotion, do not realize that the toy hula doll they possess has an extremely powerful new U.N.C.L.E. explosive inside that is activated by heat. As the outside temperature rises, Illya and Solo try to recover it with the help of Wendy Thyme. Solo poses as a representative of THRUSH Central, but Mama Sweet a real member of THRUSH Central appears on the scene.

3 - 22 *THE PIECES OF FATE AFFAIR*

Jacqueline Midcult writes a best selling novel, The Pieces of Fate, which U.N.C.L.E. Recognizes as being

based on a series of missing THRUSH diaries. She loses her memory during a THRUSH attempt to kill her, and THRUSH agents Ellipsis Zark and Jody Moore, a book critic, plot to kidnap her and find out where she found the diaries. Solo and Illya take Jacqueline to a small town where her Uncle Charly and Aunt Jessie live, to try and revive her memory, but Zark and Moore follow and they all converge on the attic where the diaries are hidden at the same time.

Wr Harlan Ellison

3 - 23 *THE MATTERHORN AFFAIR*

A dying man carrying a partial film with the secret of Project Quasimodo, a miniature atomic bomb, gives only one clue to finding the rest of the film: the name of Marvin Klump, inept car salesman. THRUSH agents Rodney Backstreet and Beirut capture Klump. Solo and Illya, with the aid of Klump's sister Heather, follow them first to the Alps, then back to the U.S., where the answer to the puzzle lies in a cemetery.

3 - 24 *THE HOT NUMBER AFFAIR*

A THRUSH code is hidden in a dress pattern, and Solo and Illya go to the garment district and encounter the design shop of two down on their luck designers and their model Ramona and the cutter who has a crush on her, Jerry. THRUSH also tries to retrieve the garment, but Ramona keeps forgetting where she left it.

Wr Joseph C. Cavella

3 - 25 *THE WHEN IN ROMA AFFAIR*

In Rome, American tourist Darlene Sims becomes the unwitting carrier of a perfume atomizer with a secret formula. THRUSH uses a suave ladies man Cesare Guardia to charm Darlene, but he falls in love with her in the process.

3 - 26 *THE APPLE-A-DAY AFFAIR*

Solo and Illya find that THRUSH agent Colonel Picks has developed exploding apples, which will be used to trigger a nuclear stockpile. Nina Lillette, a pretty hillbilly girl, latches onto them for excitement. Illya joins a picking crew at the farm, but he is buried alive in a tunnel with the volatile apples.

Wr Joseph C. Cavella

3 - 27 *THE FIVE DAUGHTERS AFFAIR (1-2)*

Solo and Illya visit the laboratory of Dr. True, who has discovered how to extract gold from seawater. But Dr. True dies from a poison given him by THRUSH agent Randolph, and Randolph also kills his wife Amanda. The gold extraction formula was distributed in portions by True to his daughters, in inscriptions on a photo of himself. Solo and Illya meet Sandy True, who accompanies them to Rome, to find her half sister Margo, now unhappily married to the destitute Baron de Fanzini to London, to find the next sister Imogen, who has been arrested by a Constable for indecent exposure and finally the Alps, to find Yvonne, who is breaking off an unhappy relationship with Karl Von Kesser. But after decoding the message in Japan, Solo, Illya and Sandy are captured by Randolph and taken to THRUSH central for execution.

3 - 28 *THE CAP AND GOWN AFFAIR*

Solo and Illya are responsible for the security during Waverly's upcoming address to his alma mater, but the campus is seething with protest. Illya joins the demonstrators, and meets Minerva Swight, the daughter of the dean. The head of the board of regents, Jonathan Trumble, is a THRUSH agent, and he hires campus agitator Gregory Haymish to try and kill Solo and Illya, while Trumbull's THRUSH superior, Number 24, undergoes plastic surgery so he can impersonate the dean during the ceremony and kill Waverly himself.

4 - 1 *THE SUMMIT-5 AFFAIR*

Visiting Berlin headquarters in preparation for a high level U.N.C.L.E. conference, "Summit Five," Solo finds agent Heinz Newman (Don Chastin) mysteriously murdered. Illya goes to Berlin, as does Harry Beldon (Albert Dekker), one of Waverly's counterparts in Section 1. Beldon suspects that either Solo or Gerald Struthers (Lloyd Bochner) committed the murder, while Illya suspects Beldon's secretary Helga Deniken (Suzanne Cramer), but Beldon himself turns out to be the traitor, and he plans to kill Waverly at the conference.

Wr Robert E. Thompson

Dir Sutton Roley

4 - 2 *THE TEST TUBE KILLER AFFAIR*

A dying UNCLE agent warns Napoleon and Illya that a group of supermen is being bred by THRUSH. The duo discover a school set up by the enemy organization in Mexico, who has already produced 7 emotionless killer students! As a graduating exercise, one is chosen to eliminate Solo and Kuryakin after

they follow the boy to Austria.

Wr Jack Turley

Dir E. Darrell Hallenbeck

4 - 3 *THE J FOR JUDAS AFFAIR*

Solo and Illya are asked by Adam Tenza (Chad Everett) to protect his millionaire industrialist father Mark Tenza (Broderick Crawford) from assassination by THRUSH, much to the resentment of the elder Tenza. When Tenza is killed by a bomb, Solo and Illya must find out where J Tenza's other son, James is, to protect him also. But Adam Tenza is actually planning to kill J, in order to hand his father's empire over to THRUSH.

4 - 4 *THE PRINCE OF DARKNESS AFFAIR (1-2)*

Solo and Illya are assigned to investigate a mysterious ray from the sky that killed the inhabitants of an African village. They find expert safecracker and fugitive from justice Luther Sebastian (Bradford Dillman), now a leader of a cult called the Third Way, and enlist his help in their plan to break into to the safe of Parviz Kharmusi (John Dehner) and steal the thermal prism that powers that deadly ray. Solo runs into Annie Justin (Carol Lynley), who is looking for Sebastian, who framed her boyfriend. Azalea (Lola Albright) helps Solo escape from Annie, and takes him to Kharmusi. But Sebastian reveals he has stolen the prism for himself so he can put it into orbit and extort the world.

4 - 5 *THE MASTER'S TOUCH AFFAIR*

In Portugal, Solo is taken prisoner by Pharos Mandor (Jack Lord), a THRUSH chief ready to defect if his arch rival, THRUSH assassin Stepan Valandros (Nehemiah Persoff), does not kill him first. Solo meets Mandor's girlfriend, Cathy Welling (Leslie Parrish). Mandor tells Solo U.N.C.L.E. must kill Valandros or he will not defect, but his real aim is to eliminate Valandros and promote himself up the THRUSH ranks.

4 - 6 *THE T.H.R.U.S.H. ROULETTE AFFAIR*

THRUSH agent Barnaby Partridge (Michael Rennie) uses his island gambling casino to brainwash VIP's into committing suicide by playing on their secret fears. U.N.C.L.E. sends Taggart Coleman (Charles Drake) to the island to help Solo and Illya uncover the process, and he encounters an old love interest there, Monica (Nobu McCarthy). But Partridge takes Illya prisoner and subjects him to the process training him to kill Solo.

4 - 7 *THE DEADLY QUEST AFFAIR*

Illya recuperating in the hospital, is kidnapped by an old enemy, Viktor Karmak (Darrin McGavin), to lure Solo into a trap. Solo follows a clue to a twelve block condemned area of Manhattan, and finds modern artist Sheila Van Tillson (Marlyn Mason). Karmak appears and announces that Solo has until dawn to find Illya before a deadly gas kills him, while Karmak and his pet jaguar will try to hunt Solo down at the same time.

4 - 8 *THE FIREY ANGEL AFFAIR*

In a Latin American country, Illya and Solo try to help the popular national leader, Angela (Madlyn Rhue) protect her government from the Secret Three, a revolutionary group backed by THRUSH. Solo is captured by the Secret Three, but escapes after learning that Vinay (Victor Ludlin), a friend of Angela's is plotting against her. He tells her husband, General Abaca (Joe Sirola), but the general is actually the one plotting to overthrow his wife's government and have her killed.

4 - 9 *THE SURVIVAL SCHOOL AFFAIR*

Illya goes to U.N.C.L.E.'s secret island training academy, the Survival School, to help Jules Cutter (Richard Beymer) find a THRUSH infiltrator who has assassinated a trainee. Suspicion focuses on three trainees Melisa Hargrove (Susan Odin), John Saimes (Chris Robinson), and Harry Williams (Charles McGraw), and Illya must find out who is the real double agent.

4 - 10 *THE GURNIUS AFFAIR*

Solo and Illya go to visit a Nazi war criminal in prison, Von Etske (Will Kulova), but find that he has escaped with the aid of a special thought controlling device. His escape was observed by photographer Terry Cook (Judy Carne). Von Etske is joining forces with Zorgon Gurnius (George Macready), a fellow former Nazi, to reactivate their wartime triumvirate. Illya intercept Nexor, and finds that he is his exact double. He decides to impersonate Nexor to foil the plan.

4 - 11 *THE MAN FROM T.H.R.U.S.H. AFFAIR*

Solo and agent Andreas Petros (Robert Wolders) are sent to the island of Ibos, where the Technological Hierarchy for the Removal of Undesirables and the Subjugation of Humanity has been spending huge amounts of money on some unknown project. Solo, posing as a visiting THRUSH official, meets Dr. Killman (John Larch), the head of the project, and Marnya (Barbara Luna), who reveals that Killman is

working on an earthquake device, as the real THRUSH emissary arrives.

4 - 12 *THE MAZE AFFAIR*

Oliver Barnes (Lawrence Mantaigne), a THRUSH agent, unsuccessfully tries to destroy a package. Solo and Illya suspect a connection between this and a new "molecutronic gun" developed by Dr. Fabray (William Marshall). Solo runs into Abbe Nelton (Anna Capri). Fabray turns out to be a THRUSH collaborator. The entire scheme was a plan to get Illya to take the "gun" actually a bomb, into U.N.C.L.E. headquarters in Trojan Horse fashion.

4 - 13 *THE DEEP SIX AFFAIR*

In London U.N.C.L.E. agent Brian Morton (Peter Bromilow) is planning on getting married much to Waverly's disapproval. Solo and Illya help Morton on his current mission, stopping THRUSH agent Commader Kroler (Alfred Ryder) from stealing the plans for a new supersubmarine. Waverly tries to dissuade Laura Adams (Diana Van Der Vlis), Morton's fiancée, but to no avail. Morton and Laura are then kidnapped by Kroler, and Kroler threatens to kill Laura if Morton does not obtain the sub for him.

4 - 14 *THE SEVEN WONDERS OF THE WORLD AFFAIR (1-2)*

Mr. Webb (Mark Richman), a THRUSH agent, and Margitta Kingsley (Eleanor Parker), the wife of U.N.C.L.E. agent Robert Kingsley (Barry Sullivan), plot to steal a docility gas from General Maximilian Harmon (Leslie Nielson), who has kidnapped Professor David Garrow (Dan O'Herlihy) and his son Steve (Tony Bill). Harmon and a group of scientists consider themselves the "Seven Intellectual Wonders of the World" and, with the gas and the troops, plan to take over control of the world and ensure peace.

MANANA PUEDE SER VERDAD (TOMMOROW IT CAN BE TRUTH)

One of the few series of Argentine or Spain (The exact country of origin for the show could not be determined) science fiction, it had a tone very similar to the successful (and still well remembered) TWILIGHT ZONE. After finalizing the third season of MASTERPIECES OF TERROR, Ibáñez (Mint and Sawyer) tried the adaptation of original stories of authors like Ray Bradbury, Mann Rubin.

Original Music by Waldo de los Ríos.

For season 1 episode 5, they filmed an adaptation of The Third Expedition, part of the Martian Chronicles books by Ray Bradbury.

The series was believe to have been completed in 1964, but no final air date exists.

WR. Chicho Ibáñez-Serrador.

DIR. Edgardo Borda, Chicho Ibáñez-Serrador (as Luis Peñafiel)

EPISODES: 6 **YEAR MADE:** 1962 **COUNTRY:** SPA **SEASONS:** 1

TELEVISION ESPANOLA (TVE)

CREATOR: RAY BRADBURY

TYPE OF SHOW: ANTHOLOGY

FORMAT: SERIES

LENGTH (MINS): 50 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Spanish

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 11/08/1962

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN: Season 1 : 11/08/1962 - 01/09/1962

FILMS:

NORA CULLEN, NARCISO IBANEZ MENTA, CARLOS LARRANAGA, JESUS PUENTE, TINA SAINZ.

- 1 - 1 *H. NEWMAN, MEDICINE DOCTOR*
- 1 - 2 *THE MAN WHO LOST HIS LAUGHTER*
- 1 - 3 *BULBS (SERIAL)*
- 1 - 4 *BETWEEN DEADS*
- 1 - 5 *THE THIRD EXPEIDTION*
- 1 - 6 *THE FOX AND THE FOREST*

MANHUNT ON MYSTERY ISLAND



Stirling, fresh from her exploits as the whip-wielding heroine of Zorro's Black Whip (1944), here has the traditionally more passive role of the perpetually threatened heroine. With criminologist Bailey she searches for her missing father, Taylor. He's a scientist who has just invented a 'radiatomic power transmitter' and been captured by Barcroft's swaggering villain, a reincarnation of the infamous pirate Mephisto, courtesy of a transformation machine (a chair set in a room full of electrical gizmos which, with the aid of a dissolve, transforms anybody into the likeness of Barcroft).

The film's middle section, which sees Bailey dividing his time between rescuing Stirling's imperilled heroine and trying to discover the identity of Mephisto, is overlong and relies on too many transformation scenes, but the enthusiastic fights, masterminded by action specialist Canutt, are in true serial style. The serial was produced by Ronald Davidson, the cinematographer was Bud Thackery and the special effects were created by Howard Lydecker and Theodore Lydecker.

WR. Albert DeMond, Basil Dickey, Jesse Duffy, Alan James, Grant Nelson, Joseph Poland.

DIR. Spencer Gordon Bennett, Wallace Grissell, Yakima Canutt.

EPISODES: 15 **YEAR MADE:** 1945 **COUNTRY:** US **SEASONS:** 1

REPUBLIC

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

RICHARD BAILEY, LINDA STIRLING, ROY BARCROFT, KEENE DUNCAN, FORREST TAYLOR, JACK INGRAM.

-
- 1 - 3 *TRAPPED LIKE RATS*
 - 1 - 4 *LOVE THY NEIGHBOUR*
 - 1 - 5 *FRED'S A-COURTIN'*
 - 1 - 6 *THE SANDMAN COMETH*
 - 1 - 7 *GOOD ON YA*
 - 1 - 8 *BRING ME HARRY ORCA*
 - 1 - 9 *DAD'S BUMMED OUT*
 - 1 - 10 *WEBS, THE REALLY TANGLED KIND*
 - 1 - 11 *NATIONAL SECURITY RISK*
 - 1 - 12 *A LITTLE OLD TIME JAZZ*
 - 1 - 13 *HAWAII BLUES*
 - 1 - 14 *GOOD CHEER ON YA*
 - 1 - 15 *BRAINIAN MANSION*
 - 1 - 16 *LITTLE BIG FLY*
 - 1 - 17 *MONEY DEAREST*
 - 1 - 18 *THE CASE OF THE BROKEN RECORD*
 - 1 - 19 *THE LIVE SHOW*
 - 1 - 20 *TINA'S EXCELLENT ADVENTURE*
 - 1 - 21 *TURNER : THE BOSS*
 - 1 - 22 *THE CLIFFHANGER*
 - 2 - 1 *LUCK BE A LADY THIS SEASON*
 - 2 - 2 *THE NEW LOOK*
 - 2 - 3 *LATE NIGHT HARRY*
 - 2 - 4 *TURNER : THE REBELLIOUS YEARS*
 - 2 - 5 *MAN AND MACHINE*
 - 2 - 6 *DRIVING MS. IDELLA*
 - 2 - 7 *THE CELEBRITY VISITOR*
 - 2 - 8 *THE ATTACK OF KILLER KEIFER*
 - 2 - 9 *LENNY . . . ONE AMOUR TIME PART 1*
 - 2 - 10 *UGLY LIKE ME*
 - 2 - 11 *A HATFUL OF BRAIN*
 - 2 - 12 *BURIED BY THE MOB*
 - 2 - 13 *MISERY LOVES COMPANY*
 - 2 - 14 *DOWN AND OUT IN CEDAR SPRINGS*
 - 2 - 15 *IKE'S GOT IT BAD. . . REAL BAD*
 - 2 - 16 *TURNERATOR TOO*
 - 2 - 17 *BABY HEAT*

- 2 - 18 *STREETCAR NAMED IDELLA*
- 2 - 19 *TURNER'S IMAGINARY FRIEND*
- 2 - 20 *IDELLA'S BREAKDOWN*
- 2 - 21 *SOPHISTICATED LADY*
- 3 - 1 *THE LONG HOT MANSION*
- 3 - 2 *RAGING LENNY*
- 3 - 3 *COLLEGE DAYS*
- 3 - 4 *THE PRINCE'S BROAD*
- 3 - 5 *IKE'S BLAKE EYE*
- 3 - 6 *SCIENCE IS ONLY SKIN DEEP*
- 3 - 7 *IKE'S NEW BUDDY*
- 3 - 8 *AS THE WORM TURNS*
- 3 - 9 *CAPE SCARY*
- 3 - 10 *WRESTLING WITH THE TRUTH*
- 3 - 11 *THE SCIENCE FAIR*
- 3 - 12 *LOVE: TURNER STYLE*
- 3 - 13 *ATOMS GONE WILD*
- 3 - 14 *WALTER UNDER THE BRIDGE*
- 3 - 15 *TINA AND THE TEARDROPS*
- 3 - 16 *LOVE LETTERS*
- 3 - 17 *IKE FOR PRESIDENT*
- 3 - 18 *FREDDIE HAS A LITTLE LAMB*
- 3 - 19 *IT AIN'T OVER TILL UNCLE JOE SINGS*
- 3 - 20 *UNCLE HARRY AIN'T FEELING SO GOOD*
- 3 - 21 *THE WAY HE WAS*
- 3 - 22 *IDELLA'S NEW CAREER*

BATTLESTAR GALATICA

AUTOMAN

GALACTICA 1980

HIGHWAYMAN, THE

NIGHTMAN

TEAM KNIGHT RIDER

BATTLESTAR GALATICA (MINI)

BATTLESTAR GALACTICA (2004)

- 1 - 1 *MANIMAL*
- 1 - 2 *ILLUSIONS*
- 1 - 3 *FEMALE OF THE SPECIES*
- 1 - 4 *NIGHT OF THE BEAST*
- 1 - 5 *HIGH STAKES*
- 1 - 6 *NIGHT OF THE SCORPION*
- 1 - 7 *SCRIMSHAW*
- 1 - 8 *BREATH OF THE DRAGON*

FILMS:

Detective Bobby Mann DAVID ANDREWS, Sergeant Eve Edison YANCY BUTLER, Captain Margaret Cleghorn S. EPATHA MERKERSON.

1 - 1 *PROTOTYPE*

L.A. Detective, Bobby Mann, is partnered with a cybernetic female named Eve. Eve discovers evidence linking another cop, Mann's childhood friend, to a series of murders of international steel brokers.

Wr Robert De Laurentis

Dir Vern Gillum

1 - 2 *DATING GAME*

When the series of murders are linked by the same dating service, Eve is set up for a date with the suspect

Wr Glenn Davis, William Laurin

Dir Bill Corcoran

1 - 3 *NO PAIN, NO GAIN*

Eve enlists the help of an ex-cop to help investigate murders committed to obtain body parts.

Wr Michael Wagner

Dir Brian Grant

1 - 4 *WATER, WATER EVERYWHERE*

Mann's neighbor, a food-reporter, investigates the murder of a fellow reporter who broke a story about a contaminated reservoir.

Wr Neil Cohen

Dir Allan Arkush

1 - 5 *TORCH SONG*

Eve becomes friends with a singer who believes her sister was killed by the music executive that's tormenting her.

Wr Nancy Bond

Dir James A. Contner

1 - 6 *MANN'S FATE*

When a man seeking revenge on the cop who put him in prison destroys Mann's home, Mann moves in with Eve.

Wr Robert De Laurentis, Glenn Davis, William Laurin

Dir James Quinn

1 - 7 *TRUTH OR CONSEQUENCES*

When a mother and daughter agree to testify against her husband's mobster employers, Eve is assigned to protect them and gains further understanding about the human condition.

Wr Morgan Gendel

Dir Armand Mastroianni

1 - 8 *BILLION DOLLAR BABY*

Parental instincts are sparked in Eve for a genetically engineered baby that's worth millions to baby brokers who will kill for the child.

Wr Nancy Ann Miller

Dir Vern Gillum

1 - 9 *COLD, COLD HEART*

Investigating the death of a doctor who's the only hope for a terminally ill cryonics scientist, Mann poses as Eve's dying brother.

Wr Phil Bedard, Larry Lalonde

Dir James Quinn

MARINE KONGAKA: **MONSTER MARINE KONG**

WR.**DIR.****EPISODES:** 26 **YEAR MADE:** 1960 **COUNTRY:** JAP **SEASONS:** 1**CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese**SEASON BREAKDOWN:** (1) 26**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

MARTIAN CHRONICLES, THE

Col. John Wilder leads a human expedition to Mars, but finds his feelings torn when he discovers that he's killing the native population.

Rock Hudson wore his usual stolid expression throughout - a feeling usually shared by audience and critics alike. Actor of note are Darrin McGavin (*KOLCHAK: THE NIGHT STALKER*) and Roddy McDowal (*PLANET OF THE APES*, *THE FANTASTIC JOURNEY*).

The problems with this disappointing, expensive (\$8 million) adaptation cannot be blamed entirely on Anderson's sluggish direction (see also *LOGAN'S RUN*) or Matheson's script (which establishes somewhat artificial continuities between the 11 stories he adapts), or even the inflexible performance of Rock Hudson as Colonel Wilder, the main linking character. Bradbury's own words, which for many readers work poetically on the page, tend to sound stilted when spoken, and clash with the realism that tv seems to demand. The answer might have been to make the words more austere and find a visual poetry to substitute, but in this the production mostly fails, though some aspects (the Martians and their strange masks) are authentically otherworldly.

The insistent moralising (not untrue to the book) comes over as hackneyed and sentimental. Another director might have done better than Anderson, but the book is intractably literary and probably inappropriate for film or tv. Bradbury was reported to be unhappy with the production. The producers for the series were Andrew Donally and Milton Subotsky.

WR. Richard Matheson

DIR. Michael Anderson.

EPISODES: 3 **YEAR MADE:** 1980 **COUNTRY:** US **SEASONS:** 1

A HARLES FRIED PRODUCTION

CREATOR: RAY BRADBURY

TYPE OF SHOW: EARTH FUTURE

FORMAT: MINI-SERIES

LENGTH (MINS): 92 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 09/08/1980

AIR DATE OF LAST EPISODE 23/08/1980

SEASON DATE BREAKDOWN:

FILMS:

Col. John Wilder ROCK HUDSON, Ruth Wilder GALE HUNNICUTT, Sam Parkhill DARRIN MCGAVIN,
Father Stone RODDY MCDOWALL, Elma Parkhill JOYCE VAN PATTEN.

Books Based on this series.

The Martian Chronicles (US)	Ray Bradbury	1950
The Silver Locusts (UK)	Ray Bradbury	1951

1 - 1 *THE EXPEDITIONS*

1 - 2 *THE SETTLERS*

1 - 3 *THE MARTIANS*

MASKED RIDER



Masked Rider is a costumed hero similar to the Power Rangers (although there is only one of him). In his 'civilian' identity he is Dex, a youth from the planet Edenoi. Edenoi is the planet which the Power Rangers' robot Alpha is from, a fact that ties the two programmes together. Edenoi is featured prominently in the episodes of Mighty Morphin Power Rangers which introduce Dex and Masked Rider, but the series Masked Rider itself is set on contemporary Earth. Edenoi is a war-torn planet in the midst of a civil war. The war on Edenoi is one in which a band of freedom fighters are faced up against Dex's uncle Count Dregon. Dex's grandfather is King Lexian and is the world's rightful ruler, making Dex a prince. King Lexian gives Dex great powers which enhance his natural insect-derived alien abilities. Dex is sent to Earth to protect our world from the advancing evil of Count Dregon and his army of insectoids.

Upon arriving on Earth Dex is 'adopted' by the Stewart family and learns to live among the humans while keeping a constant vigil for Dregon's forces. The Stewart family is a multi-ethnic family. The Stewart family consists of: the white patriarch Hal, a television repairman; Barbara, the Asian-American caterer; Molly, a teenage white girl who has both brains and beauty and Albee, a precocious 10-year-old black boy. Upon arriving on Earth and moving in with the Stewarts, Dex does his best to act like a normal human youth by enrolling in Leawood High School and developing a social life there. Dex brought his pet Ferbus to stay with him on Earth. Ferbus is a short bipedal creature with limited intelligence and a habit of finding trouble.

When Dregon or his forces threaten, Dex uses his powers to turn into the Masked Rider and defeat them. Dregon's chief aid in his conquest of Earth is Nefaria. The Masked Rider is essentially a super-powered grasshopper on a motorcycle.

Masked Rider is based on the Japanese SF show KAMEN RIDER BLACK RX (see separate entry) and a great deal of Japanese footage is used in the show. In one episode many of the Masked Riders joined forces based on the many different shows of KAMEN RIDER. The pilot episode of this show was based on KAMEN RIDER ZO.

Masked Rider is a spin-off from the highly popular children's series Mighty Morphin Power Rangers. Masked Rider, the series' title character, first appeared in the three-part 3rd season premiere of Mighty Morphin Power Rangers. The regular series premiere of Masked Rider, introducing the supporting cast, was first broadcast the week after the introductory MIGHTY MORPHIN' POWER RANGERS story was finished.

Like other Saban-produced series MIGHTY MORPHIN' POWER RANGERS and VR TROOPERS, Masked Rider gets its action and effects footage from a Japanese programme, in this case one called Blackrider RX. NOTE: Guest stars are not given on-screen credit and are thus unknown. The series was first seen on FOX in the UK and The Fox Kids Channel in the UK, with a further showing on ITV.

Masked Rider is an American adaptation of the Japanese television series Kamen Rider Black RX, the ninth in a line of series in the popular Kamen Rider Series franchise. It was produced by Saban and aired on FOX part of the Fox Kids program block from September 16, 1995 to November 20, 1996.

The main title character of Masked Rider was featured on a 3-part Power Rangers episode before his own series started. The Rangers themselves were never mentioned in the Masked Rider television series, however, as Saban reformatted the series to sever links with Power Rangers, because the popularity of that series was declining at the time (although its ratings have since recovered). The Rangers did, however, make a guest appearance in Masked Rider's short-lived comic book adaptation.

Characters

Main

Dex Stewart: The hero of the story. Dex originates from the fallen planet of Edenoi. On Edenoi, he is its

prince and his grandfather is the king. In Edeno's royal family, the powers of the Masked Rider are passed down from generation to generation. As the current Masked Rider, Dex is sent to Earth to stop his evil uncle, Count Dregon, from enslaving the Earthlings. He is adopted by the Stewarts and tries to interact with American culture. Dex has many capabilities that Earthlings don't have. He can materialize a crystal on his forehead to transmit his thoughts to others, use it to scan and x-ray, and sense nearby danger. Dex has superhuman strength, super-speed, and telekinetic abilities. While trying to blend in, he appears unusual to everyone else. In order to transform into Masked Rider, he yells out the phrase, "Ectophase Activate!"

Ferbus: Dex's pet and friend. Ferbus is a furry bipedal animal with a beak. He wants nothing more than to be at Dex's side. Ferbus has a big appetite and can get into some trouble at times, but fortunately, Dex manages to bail him out at the right moment. When Ferbus first arrived, Molly and Albee had to hide him due to Hal's allergies; once he revealed himself, Ferbus was accepted as part of the family.

Hal Stewart: Dex's adoptive Earth father, a full-time handyman and part-time inventor. His personal workspace is filled with assorted junk and recycled parts. Hal often assembles a weird invention in his spare time which sometimes backfires. He has, however, invented very useful items with some help from Dex. One of his more successful creations is the alien detector alarm that goes off when Count Dregon or his agents come within the radius of the house. Hal was at one point allergic to animal fur, though he had seemingly developed a tolerance as he no longer sneezed around Ferbus.

Barbara Stewart: Dex's adoptive Earth mother. She works as a caterer and part-time as a homemaker. Barbara keeps an eye on the family's well-being and constantly has her husband stick to his diet. In one episode, Count Dregon banished Nefaria and brainwashed Barbara into his new commander but her love for Dex broke the spell.

Molly Stewart: Dex's adoptive Earth sister. Molly always tries to steer Dex in the right direction and help him adjust to life on Earth. Since his arrival, they develop a strong sibling relationship. Dex, in turn, always supports Molly to the best of his ability. In one episode, Molly tried out for the cheerleading squad and made the cut, though her career as a high school cheerleader is never mentioned afterwards.

Albee Stewart: Dex's adoptive Earth brother. Albee looks up to Dex with enthusiasm as any little brother would. He tries to help Dex get accustomed to Earth by encouraging him to watch a great deal of television. Of course, Albee's help can sometimes lead to Dex acting strange in public. In one episode, he dreamt that he gained the Masked Rider's powers. In his dream, Count Dregon put Albee through a triple death match against three tough Insectivores, but Albee managed to destroy them all.

Villains

Count Dregon: The main antagonist of the series, and Dex's uncle, the son of King Lexian. Because of his place in the royal lineage, Dregon couldn't inherit the Masked Rider powers. He was banished for his evil deeds. Dregon is determined to have the powers even at the cost of destroying his own family and his home world. Dregon took advantage of Edeno's peaceful way and enslaved everyone in full swoop. He wears a gold mask to hide scars he sustained in a duel with King Lexian, and in the episode "A Friend in Need", it is said that Dregon was an old rival of Lord Zedd from Power Rangers.

Nefaria: A human-looking female in black-and-red armor (possibly an Edinoite like Dex and Dregon). Nefaria uses the yellow feather on her helmet as a weapon or to write messages. She hardly goes into battle and is often seen on Earth giving commands. Nefaria has sometimes flirted with Dregon, but she's often ignored. Sometimes, Nefaria accompanies any monster in the Supernatural category. Her eyes regularly glow bright red, and she has an extremely sinister laugh.

Cyclopter: A blue robotic biker in a leather jacket, slack, and one red eye on his face. Cyclopter has faced Masked Rider in battle occasionally. He is armed with a laser gun and a powerful motorcycle named Cannon Wheels. His head can detach from his body to float around on its own (This implies that Cyclopter is probably a robot or cyborg). Sometimes, Cyclopter accompanies any monster in the Robot category.

Double Face: A tall man dressed in a blue-green naval coat and white tights. Double Face's distinct feature is that he has two faces: his primary face is the large red visor on his "helmet", and the tiny face on his forehead. He has gone to battle Dex personally with swords and daggers. Sometimes, he accompanies any monster in the Man-Beast category.

Gork: A small, unusual creature that speaks in rhyme. Gork is constantly hopping about and annoying everyone else on the Spider Base. He is most cowardly and quick to ditch a battle before it's even over. Sometimes, he accompanies any monster in the Alien Lifeform category.

Fact: A small robot that gives out statistical data, calculations, and probabilities concerning a plan before Count Dregon makes any final decision.

Plague Sentry: The leader of the Plague Patrol that oversees the enslaved Edenoites. He first appeared in the Power Rangers episode "A Friend in Need." His helmet has two long horns, and he rides a horse and is clearly immune to the toxic gas that the Edenoites are forced to excavate. He fits the category of Double Face's unit.

The Maggots: Tall, humanoid maggots that serve as grunts. They're not so bright, and hardly get the job done. Count Dregon makes reference, in one episode, that the Maggots belong to Nefaria when he commands her to "dispatch her Maggots." They can spew slime and shoot threads from their mouths.

Commandoids: An alternate set of grunts with hockey mask-like faces. They come in three colors: gray, brown, and black.

Plague Patrol: See List of Mighty Morphin Power Rangers monsters (Season Three).

Cogwarts: A trio of toad-like mutants that were sent to assist Plague Sentry and his Plague Patrol in their battle against Masked Rider and the Power Rangers. The three of them were destroyed by Masked Rider in "A Friend in Need Part III".

Supporting

King Lexian: Dex's grandfather. King Lexian bestowed the powers of the Masked Rider to Dex when he became far too old to carry on the responsibility. He still communicates with Dex from time to time, giving Dex guidance. King Lexian also built Alpha 5, who had been assisting Zordon years before Dex began his mission on Earth.

Magno: Masked Rider's talking car. Magno is a red car modeled after an ant-like bug. She is capable of driving at high speeds and digging underground.

Combat Chopper: Masked Rider's talking chopper. Chopper is a wisecracking motorbike modeled after a grasshopper. He can go at faster speeds than Magno. With the help of Dex, Chopper can also change into two other variations depending of which color Masked Rider uses, Super Gold or Super Blue.

Patsy Carbunkle: Patsy is a spoiled brat that thinks the world should revolve around her. Patsy always lies to further enhance her reputation as the most popular girl. Patsy is condescending towards the Stewarts and thinks they're all weird, and often rivals with Molly. She does, however, have a soft spot for Dex and occasionally tries to flirt with him.

Herbie: Patsy's friend and unwitting partner in her schemes, Herbie is a stereotypical geek. Although he is friends with the brattiest girl in Leawood, he is still a nice, but cowardly, guy.

Principal Henry Chalmers: The principal of Leawood High School. Chalmers is much like Principal Caplan and encourages teamwork and enforces discipline. He has an obsessive suspicion of Dex's unusual behavior. Although he means no harm, Chalmers constantly keeps his eyes on Dex hoping to find answers.

Moon Dude: The owner of the arcade that Dex, Molly, and Albee frequently hang out at. His arcade has been host to several events and competitions that Dex and his siblings have participated in, such as a dance contest and a video game tournament. In one episode, Moon Dude employed Dex when Dex was looking for a job.

Masked Rider Warriors: The previous Edenoian champions who used the powers of the Masked Rider, summoned through time to help Dex battle the super-monster Bruticon. Their varied appearances suggest the Masked Rider armor somehow changes with each user.

Warrior Leader: Wore a black bodysuit, green armor, silver gloves and boots, and a red scarf. This was Kamen Rider 1.

Warrior Commander: Had a green costume, a red helmet with green eyes, and a "V" on his Accelerator. This was Kamen Rider V3.

V3: Wore a gray suit with a large "X" on his chest. This was Kamen Rider X.

Riderman: Looked more a red/green lizard than grasshopper. This was Kamen Rider Amazon.

Masked Rider X: His helmet had large green eyes, and he wore red armor over a black bodysuit, and a big "S" on his chest (which is strange, considering his name). This was Kamen Rider Stronger.

Amazon: A green-and-brown Rider with the ability to fly (but was never seen flying onscreen). This was Skyrider.

Strongman: Wore a black-and-silver costume, and had special abilities built into his gloves. His arsenal included a dimensional warp which he used to retreat the Warriors from battle. This was Kamen Rider Super-1.

Z-Cross: A warrior in red-and-silver armor. This was Kamen Rider ZX (the only Rider whose name was not mixed up in the show, as his name is pronounced as "Z-Cross" in Japan as well).

Two additional Masked Rider Warriors appeared but were not named. One looked like the Warrior Leader, but had red gloves and boots (Kamen Rider 2). The other had an interchangeable arm weapon and wore a blue helmet that exposed the lower half of his face (Riderman).

Criticism

Despite the use of the official English language title of "Kamen Rider" ("Masked Rider") for the series, at the

demands of Toei and the series' creator, the late Shotaro Ishinomori, was not a success. Among other problems, Masked Rider (like Power Rangers) was not a flawless transition in adapting the footage for Kamen Rider by far, and glaring errors occur time and again. Eventually, the editing team began using such a variety of footage from completely different Kamen Rider series and movies that not even long distance shots could disguise the fact the Masked Rider costume in such footage did not resemble the costume used in the U.S. version on the most frequent basis.

Furthermore, the fact that Kamen Rider, a very dark and serious franchise, was adapted into a goofy, situation comedy TV show was said to have enraged Shotaro Ishinomori (along with many fans of the original Kamen Riders). Ishinomori was reportedly so utterly repulsed by the series that he refused to allow any further American adaptations of his work by Saban.

However, this would not be the final form of Kamen Rider to show up in the US, since Media Blasters has announced the license to Kamen Rider the First for release in 2007, making it the second Kamen Rider title to show up in the US in over a decade, the first being JN Productions' release of Kamen Rider V3. However, unlike Saban's Masked Rider these are subtitled versions of the Japanese programs with no refilmed or edited footage.

The series used footage from Kamen Rider BLACK RX, and the two theatrical movies Kamen Rider ZO and Kamen Rider J. The ZO footage was used in the pilot episode "Escape from Edenoï" and the J footage was used in the episode "Saturday Morning Invasion." The cut editing in Masked Rider was so bad that the viewer could see the face of Tetsuo Kurata's (the original Japanese actor) character, Minami Kotaro (Kamen Rider BLACK RX's civilian form). The same goes for the editing between the Black RX and the ZO and J footage.

Count Dregon and Nefaria were the only villains to appear in the US footage; the other main villains appearances come from the BLACK RX footage. It can be easily seen that Dregon and Nefaria are played by one pair of actors when appearing on screen alone or with only each other, and by a different pair of actors when seen together with Double Face, Cyclopter or others. The Maggots were created for the series. Robo Rider and Hydrasect are the only monsters to appear in the US footage.

Ferbus was primarily an animatronic hand puppet performed by Paul Pistore (who performed the voice) and assisted by puppeteer Michael Brachfeld. The puppet was constructed by the Chiodo Brothers, who are known as the creators of the cult classic Killer Klowns from Outer Space.

Ferbus (stunt double: used in full body and long shots) was portrayed by Verne Troyer, the actor who would go on to play Mini-Me in Austin Powers: The Spy Who Shagged Me and Austin Powers in Goldmember. Verne was added to the cast when it was found that the mechanical "stunt Ferbus" didn't work properly.

Wendee Lee and Jason Narvy were well-known for their roles in Power Rangers for the roles of Scorpina (in voice) and Eugene "Skull" Skullovitich. In contrast to Kamen Rider BLACK RX, Ridon (Magno) had a male-voice.

A Maggot has made a cameo appearance in two Power Rangers series:

In Power Rangers: In Space, at the Onyx Tavern in "Flashes of Darkonda."

In Power Rangers: Lost Galaxy episode titled "Heir to the Throne."

In Kamen Rider, it was common near the end of the series for the heroes of previous Kamen Rider series to team up with the current hero against the leader of his enemies. These characters also appeared in an episode near the end of Masked Rider as well. Because this was the first season, they became the Edenoï warriors who had wielded the Masked Rider powers before Dex in the episode "Invasion of Leawood." Their original names are kept, but except for ZX ("Z-Cross"), they are all ascribed to the wrong Kamen Riders (Skyrider is Amazon, Amazon is Rideman, etc.). Some of them were renamed: Stronger became Strongman.

In Black RX, the protagonist used the Riboken. This weapon was thrust into the monster, slowly sawed in half causing massive sparks to shoot out as the Riboken sliced through the enemy. This was deemed extremely violent for children's programming and was softened. In Masked Rider, it was renamed the Electro Saber, which finished off monster by merely shooting fireballs at the monster.

The Masked Rider/Mighty Morphin Power Rangers team-up has so far been the closest thing to a Kamen Rider/Super Sentai team up. So far, the only other tokusatsu hero that Kamen Rider (of any incarnation) has teamed up with was Ultraman. As of 2006, the closest Super Sentai/Kamen Rider crossover in Japan is Kamen Rider Kabuto/Tendou and his sister being seen on the Boukenger sets during the "Super Hero Time" segments. Recently, there were segments which featured Satoru/BoukenRed fighting along side Tendou and eating at Bistro La Salle.

Ken Merckx (Count Dregon), who in this show was credited under the name Ken Ring, made additional appearances on Power Rangers: Time Force (in the human role of Dr. Michael Zaskin) as well as provided the voices of different monsters in different Power Rangers series, including the Org General Nayzor in Power Rangers: Wild Force.

David Stenstrom (Hal) would be best known the following year for providing the voice of the leader of the Machine Empire, King Mondo, in Power Rangers: Zeo. He also provided the voice of the fallen angel monster Demonite in Power Rangers: Lightspeed Rescue, among other monsters in future PR series.

At the time this show was released, the Power Rangers franchise was not crediting any guest stars on their show, nor were they crediting any voice actors for doing "Monster of the Day"-type voices. The second adaptation, VR Troopers, did not credit its guests and voices either. Masked Rider, however, changed that and credited everyone who guest starred on the show during the end credits, voice or otherwise. This trend would continue in the Beetleborgs series the next year, and the PR franchise would finally pick up this habit in 1999. Ironically though, T.J. Roberts was credited for his role as Dex during his only appearances in Mighty Morphin' Power Rangers during the credits for "A Friend in Need". Masked Rider's Super Blue outfit was only seen once in U.S. Footage.

According to a logo guide, Ferbus' theme was later used on Saban's 1996 logo. The music from the show would later be used for the English dub of Digimon.

WR. Shuki Levy, Shell Daneilson, Clifford Herbert, Peter Meech, Jane Macintosh, Joseph Kurr, Mark Litton, Diane Mathers, Margo McCahon, Kati Rocky, Mark Litton.

DIR. Shuki Levy, Worth Keeter, David Frost, Rob Malenfant.

EPISODES: 40 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 2

SABAN INTERNATIONAL./TOEI/BUG BOY PROD

CREATOR:

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 27, (2) 13

DATE OF PREMIER: 16/09/1995 **AIR DATE OF LAST EPISODE** 20/11/1996

SEASON DATE BREAKDOWN:

FILMS:

Prince Dex T.J. ROBERTS, Molly REHUNON J. SLAVER, Albee ASHTON MCARN II, Hal Stewart DAVID STERNSTROM, Barbara CANDICE CAMILLE BENDER, Count Dregon KEN RING, Nefaria JENNIFER TUNG.

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

KAMEN RIDER

KAMEN RIDER STRONGER

KAMEN RIDER BLACK

KAMEN RIDER BLACK-RX

BIG BAD BEETLEBORGS

POWER RANGERS ZEO

1 - 1 *ESCAPE FROM EDENIO (1-2)*

As Dex and his friends continue the fight to free Edenoi, Count Dregon sets his sights on Earth and sends down the powerful Destructosphere. When Dex learns of Dregon's plans, he travels to Earth to stop him and is taken in by the Stewart family before the battle begins.

Wr Shuki Levy, Shell Danielson

Dir Shuki Levy

1 - 2 *LICENCE TO THRILL*

Dex is ready to start driving, but he gets a big surprise when his instructor is revealed to be a disguised Insectivore.

Wr Joseph Kuhr

Dir Worth Keeter

1 - 3 *PET-NAPPERS*

The Stewart family prepares for an alien attack. Then, Count Dregon sends Nefaria to recruit a couple burglars. Now, Ferbus is in danger of being kidnapped. Can our hero protect his friend?

Wr Clifford Herbert

Dir Worth Keeter

1 - 4 *BUGS ON THE LOOSE*

Count Dregon plans to turn the Stewart family into insect warriors. Now, Ferbus must find Dex fast before Dregon's evil plan starts to bug the Stewart family. Then, Dex must summon his team. Can our hero save the Stewarts from Dregon's threat?

Wr Peter Meech

Dir Worth Keeter

1 - 5 *ARCADE ACE*

A video wiz at the Cosmos has Albee bummed. So, Dex faces off with the arcade ace. Then, while Ferbus discovers bananas, Dregon sends a monster to Earth. Can our hero stop Count Dregon's monster?

Wr Jane Macintosh

Dir David Frost

1 - 6 *SUPER GOLD (1-2)*

Lexion sends Denais on a mission to Earth. Then, he's kidnapped by Maggots, and turned into the evil Robo Rider. Can our hero rescue his friend?

Wr Mark Litton

Dir David Frost

1 - 7 *THE GRANDMA FACTOR*

The Stewarts' Grandma drops by for a visit. Meanwhile, Count Dregon sends his own visitors, who kidnap Grandma. Can our hero save Grandma from a pair of monsters?

Wr Peter Meech

Dir Worth Keeter

1 - 8 *SOMETHING'S TRASHY*

The kids start a clean-up campaign in Leawood and it's just another day at the office for Count Dregon. Then, Nefaria supervises a little cleaning herself. This gives Cyclopter another idea for an evil monster. Can our hero stop the monster?

Wr Clifford Herbert

Dir Worth Keeter

1 - 9 *WATER WATER EVERYWHERE*

The Stewarts plan a day at the pool and Count Dregon plans a way to defeat the Masked Rider and rule the world. While the kids enjoy the water and Ferbus enjoys the hot dogs, the enemy begins his evil plan. Can our hero stop it?

Wr Joseph Kuhr

Dir Worth Keeter

1 - 10 *FERBUS' FIRST CHRISTMAS*

It's Christmas time and a homesick Dex learns more about the holiday. Meanwhile, Count Dregon's crew plots to ruin things for everyone by having Nefaria sneak Maggots into the Stewart house to kidnap Santa Claus. Can Dex's Masked Rider powers save Christmas?

Wr Margo McCahon

Dir Worth Keeter

1 - 11 *STRANGER FROM THE NORTH*

A student from another country visits Leawood High. While the young visitor gets a tour, Count Dregon prepares a new threat for our hero. Now, the Masked Rider must battle Dregon's new monster. Can our hero stop his evil plan?

Wr Clifford Herbert

Dir Worth Keeter

1 - 12 *DANCE CRAZY*

The kids catch dance fever. Meanwhile, Count Dregon plans to defeat the Masked Rider with an all-new Insectivore. While the dancers compete for the big prize, Count Dregon has a big surprise for our hero. Can he stop the enemy's evil threat?

Wr Margo McCahon

Dir Rob Malenfant

1 - 13 *THE GREEN-EYED MONSTER*

The kids enjoy a day of dirt bike racing and Ferbus enjoys a few treats. Then, Ferbus is left behind and Dex goes looking for him. But, Count Dregon has a surprise for our hero. Can he defeat Dregon's evil forces? Also, Chopper gets over his jealousy of Dex riding another motorcycle real fast when Dregon

creates a tractor beam strong enough to transport Dex to the Spiderbase and into his evil clutches. It's up to Magno and Chopper to rescue Dex before Dregon discovers a way to steal his powers.

Wr Kati Rocky

Dir Rob Malenfant

1 - 14 *THE HEAT IS ON*

A heat wave hits the city, making Ferbus get sick. The evil Heliotoid is to blame. Can our hero cool things off?

Wr Michael Ryan

Dir Worth Keeter

1 - 15 *KNOW YOUR NEIGHBOR*

The Stewarts become contestants on a hit TV show. Now, Count Dregon is steamin' mad and sends Cycloptor, the Maggots, and the Electrosect monster to the studio to stop the show. But, the show must go on. Can our hero stop the Maggots?

Wr Mark Litton

Dir Worth Keeter

1 - 16 *THE DASH*

Dex is running a little late, and Mr. Chalmers and the Coach discuss the state track championship. Then, "somebody special" flies by. Count Dregon hatches a evil plan. Can our hero Dex save the day????

Wr Mark Litton

Dir Worth Keeter

1 - 17 *BATTLE OF THE BANDS*

Dex, Molly and Albee enter a battle of the bands competition and begin rehearsing. But Dex has bigger things to worry about when he has to fight the Blue-Fanged Louse, an energy absorbing monster.

Wr Diane Mathers

Dir Rob Malenfant

1 - 18 *FERBUS MAXIMUS*

After a dubial showdown between Cycloptor and the Masked Rider, Count Dregon considers Nefaria's next evil plan. When Ferbus takes a bite, strange things begin to happen. Can this evil spell on Ferbus be reversed? and can are hero Dex save the day again????

Wr Jane Macintosh

Dir Rob Malenfant

1 - 19 *UNMASKED RIDER*

Patsy becomes suspicious of Dex, which gives Count Dregon an excellent idea. Then, Nefaria has a plan. And King Lexian sends Donais on a mission, bring the powers of Super Blue to Dex. Can our hero prevail against Dregon's evil forces?

Wr Jane Macintosh

Dir Rob Malenfant

1 - 20 *FERBUS' DAY OUT*

The family is going out to a restaurant to celebrate Hal and Barbara's wedding anniversary, but Ferbus can't come and is left alone at the house. He accidentally locks himself out and gets chased by dog catchers. Meanwhile, Dex has to battle a new monster and Double Face, who is armed with the powerful Super Sword.

Wr Margo McCahon

Dir Rob Malenfant

1 - 21 *JOBLESS*

Our hero seeks gainful employment. The job search is tough, until he lands a gig at the arcade. But Count Dregon unleashes a scheme to stop the new employee. Can our hero take the fizzle out of Count Dregon's plan?

Wr Jane Macintosh

Dir Rob Malenfant

1 - 22 *BACK TO NATURE*

The family goes camping and Count Dregon uses the opportunity to launch an attack. The Water Bug is sent to attempt to blow up Leawood Bay Bridge to lure Dex into a trap. Meanwhile, a scientist in the woods catches Ferbus, thinking he's a baby sasquatch.

Wr Joseph Kuhr

Dir Rob Malenfant

1 - 23 *TESTING 1,2,3*

Nefaria sets into a motion a scheme to ruin Masked Rider's secret identity, by tricking Principal Chalmers into studying Dex's homelife, trying to determine what makes him such an exceptional student. When his repeated testing fails to expose Dex, Dregon sends down Gork and Fleazoid to attack the city.

Wr Clifford Herbert

Dir Worth Keeter

1 - 24 *SHOWDOWN AT LEAWOOD HIGH*

One tough student arrives at school, named Big Bubba! Now, Herbie and Dex must show the new kid around, while Count Dregon sends his own new kid to school. Can both bullies be stopped at once?

Wr Margo McCahon

Dir Rob Malenfant

1 - 25 *POWER CUT*

An explosion in Leawood Canyon leads Dex into a trap, where the Boulder Beetle monster begins to sap the Masked Rider powers out of him via negative proton rays. If that's not bad enough, Doubleface has a War Saber and a Reptosect monster waiting to finish him off, and Dex is missing Albee's recital!

Wr Jane Macintosh

Dir Worth Keeter

2 - 1 *SATURDAY MORNING INVASION*

Count Dregon discovers alien competition. Can our hero defeat Count Dregon and his new titan of terror?

Wr Mark Litton

Dir Rob Malenfant

2 - 2 *PASSENGER FERBUS*

It's Grandma's 75th Birthday, and she's sent Dex's family airline tickets to come celebrate with her. Once he's aboard the plane, Dex won't be able to leave without revealing his identity, so Count Dregon sends down an Insectivore to enslave the Earthlings. Will Dex be able to transform and defeat the enemy in time?

Wr Mark Litton

Dir Rob Malenfant

2 - 3 *MIXED DOUBLES*

Count Dregon's plan to defeat our hero includes cloning the entire Stewart Family, and then cloning himself. Is this a new form of family value, or is Count Dregon just cloning around?

Wr Steve Sessions

Dir Worth Keeter

2 - 4 *MILLION DOLLAR FERBUS*

Albee puts Ferbus' name on a winning sweepstakes ticket. Meanwhile, Count Dregon has met his match. Can our hero beat the powerful Lavasect?

Wr Margo McCahon

Dir Worth Keeter

2 - 5 *ECTOPHASE ALBEE*

A backyard stumble transfers Masked Rider's powers to Albee. So Count Dregon and Nefaria send Manosect to battle our young hero. Can Albee use Masked Rider's powers to defeat Dregon's monster?

Wr Jane Macintosh

Dir Worth Keeter

2 - 6 *RACE AGAINST TIME*

The action moves into high gear! Count Dregon gives Albee a present, a car that cannot lose: the Revenator! He leads Dregon's forces to Dex's cave, where they plan to destroy Magno & Chopper. Can the Masked Rider put the brakes on this motor monster?

Wr Joseph Kuhr

Dir Rob Malenfant

2 - 7 *CAT-ATOMIC*

Cheerleading tryouts are coming up, and Molly is unsure about trying out. Count Dregon wants to

transform the Leawood Lions mascot into Catatron. Can the Masked Rider face his ferocious feline fury before it mashes Molly's chances?

Wr Steve Sessions

Dir Terrence H. Winkless

2 - 8 *INDIGESTION*

Count Dregon cooks up a malicious meal, and it's fed to Dex. His worst nightmare is about to begin! Can the Masked Rider digest this dilemma?

Wr Glen A. May

Dir Rob Malenfant

2 - 9 *DEX AT BAT*

A banana and a monster become the key to a mystery. Our hero must brave a haunted house, and a strange & frightening bat beast. Count Dregon gives the Stewarts a big, hairy problem when he turns the bat Albee is watching into a monster. Masked Rider will have to give up his powers or see Leawood destroyed. Will our hero get a banana split?

Wr Clifford Herbert

Dir Rob Malenfant

2 - 10 *THE INVASION OF LEAWOOD*

Count Dregon unveils a dastardly plot. Unless Masked Rider surrenders to him in less than an hour, Leawood will cease to exist! King Lexian tells Dex that there is a small hope, the legacy of Masked Rider Warriors. Can our hero stop Count Dregon?

Wr Margo McCahon

Dir Rob Malenfant

2 - 11 *THE EYES OF EDENOI*

Count Dregon gives our hero the evil eye. Dex tells the legend of the Ocusect, how any Edenoite that looks at the eye in the middle of its forehead, is frozen with fear, forever. Dregon plans to use his own Ocusect to trick Dex into being pulled inside its eye, where he can take his Masked Rider powers. Is our hero in the eye of the storm?

Wr Mark Litton

Dir Rob Malenfant

2 - 12 *EXIT NEFARIA, ENTER BARBARIA*

There's mutiny on Spiderbase! Count Dregon unleashes an evil kidnapping scheme, turning Barbara Stewart into Nefaria's replacement. Can the Masked Rider save his mother from the clutches of Count Dregon?

Wr Joseph Kuhr

Dir Terrence H. Winkless

2 - 13 *DETENTION*

Count Dregon sends Maggots to implant the Brain Mite in Dex's mind. It will stab the Masked Rider's brain and take control of his arms and legs. Dex can't control himself! Can the powers of Masked Rider crack the Brain Mite before it scrambles his mind?

Wr Mark Litton

Dir Terrence H. Winkless

MASTER MYSTERY, THE

. The plot concerns the wealthy inventor and boss of International Patents Inc. (possibly a reference to Thomas Edison), played by Pike, who develops all kinds of contraptions in his secret underground laboratory, located below his isolated castle. Locke (Houdini) is the agent of the department of justice charged with investigating the company. He falls in love with the tycoon's daughter (Marsh), but both are mercilessly persecuted by a creature called Robot Q (Buckley) which constantly sequesters Marsh in her father's palace, having disposed of the old man, and puts Houdini in apparently inescapable traps. In the end, it is revealed that the robot was in fact a man who managed to endow himself with supernatural strength through a mysterious device.

An unfortunate experience for the famous escapologist Houdini, who had counted on films to make Houdini a lot of money and to immortalise his astounding escapes. The serial achieved neither, partly because he didn't appear to understand cinema very well. He had assumed that audiences would notice that the escapes he performed in the movie had not been faked through cinematic means but were being performed 'live' on camera. However, the time when viewers naively thought that what they saw on the screen was 'real' had long since passed and Houdini's adventures seemed no more extraordinary than those of dozens of other serial characters.

One of the writers, Reeve, did better work on *THE CARTER CASE* (1919), a serial in which Marsh and Pike also performed. Houdini made two more major films, unfortunately equally unsuccessful: *The Grim Game* (1919) and *Terror Island* (1920). The serial was produced by Benjamin A. Rolfe.

WR. Arthur B. Reeve, Charles A. Logue

DIR. Burton King

EPISODES: 15 **YEAR MADE:** 1918 **COUNTRY:** US **SEASONS:** 1

OCTAGON FILMS

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Locke HARRY HOUDINI, MARGARET (MARGUERITE) MARSH, WILLIAM PIKE, RUTH STONEHOUSE, CHARLES GRAHAM, Robot Q FLOYD BUCKLEY, JACK BURNS, EDNA BRITTON.

RELATED SHOWS:

CARTER CASE, THE

MASTER, THE

It began with two children, Nicky and Judy, and their dog, Jokey, becoming marooned on the isle of Rockall while out sailing off the west coast of Scotland. There they encounter a community under the sway of a despotic 150-year-old ruler who calls himself The Master. This sinister villain, aided by an inscrutable Chinaman, is plotting to hold the world to ransom by targeting high-powered destructive lasers on major cities.

A highly developed intellect, The Master controls people's minds by telepathy. Sensing that Nicky is also telepathic, he decides to groom the boy as his successor. But Nicky gets wise to his plotting and he and Judy, plus a handy squadron leader called Frinton, determine to thwart his diabolical schemes. This doesn't prove easy as The Master has a nasty habit of telepathically compelling his enemies to stand in the path of his lasers where they are instantaneously vaporised - a particularly vivid end met by several of the cast including eccentric scientist Dr McTurk (a terrific crazy-eyed role for John Laurie).

Underlying the story is the issue of whether it's right to kill for good, as the children decide that the only way to stop The Master is to kill him. In the final episode, with the fiend's world ultimatum delivered, Nicky lures him up to the top of the island intending to shoot him. In the event, though, the question is dodged as The Master slips and breaks a leg - a seemingly innocuous injury, but a fatal one for his brittle body. As the Marines arrive on the island, the kids and Frinton escape by helicopter seconds before The Master's fortress blows up.

From his granite fortress on the isle of Rockall, a 150-year-old, Shakespeare-quoting, telepathic madman plots to take over the world. But this was not your everyday story of world domination . . . this was The Master, one of television's creepiest villains, and the man who dragged ITV children's drama out of the shadow of the BBC. The six-part serial, shown in 1966, made history for its makers, Southern Television. It was the first big drama the company had produced for the ITV network and cost around £6000 an episode - more pro rata than other ITV companies were spending on their children's drama. And it reached number 2 in the kids' ratings - relegating Doctor Who to third, but denied the top spot by Pinky and Perky! The Master was adapted by Rosemary Hill, later head of single plays at the BBC, from the final novel of T.H. White, author of *The Sword in the Stone*.

Rockall being in reality an inhospitable lump of rock in the Atlantic, the location sequences were shot around Swanage and Portland. Veteran actor Olaf Pooley endured an hour-long make-up session to emerge as the old man in the rubber mask, while 16-year-old Adrienne Posta was 'strapped up' for her part as 12-year-old Judy. TV astronomer Patrick Moore made a guest appearance as himself. The story was written by Rosemary Hill and based on a novel by T.H. White. The producer for the series was T.H. White and John Braybon, the designer was John Dilly, and the title sequence was directed by Fred Tucker.

WR. Rosemary Hill.

DIR. John Braybon, John Frankau.

EPISODES: 6 **YEAR MADE:** 1966 **COUNTRY:** GB **SEASONS:** 1

A SOUTHERN INDEPENDENT TELEVISION NETWORK PRODUCTION

CREATOR: T. H. WHITE

TYPE OF SHOW: MANKIND

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 11/11/1966

AIR DATE OF LAST EPISODE 15/02/1966

SEASON DATE BREAKDOWN:

FILMS:

The Master OLAF POOLEY, Chinaman TERENCE SOALL, Nicky PAUL GUESS, Judy ADRIENNE POSTA, Frinton GEORGE BAKER, McTurk JOHN LAURIE, Pinkie THOMAS BAPTISTE, Jim JOHN WOODNUTT, Father RICHARD VERNON, Bert ANTHONY EADY, Skipper ROY PATRICK, Pierpoint JOHN BROWN, Joe MORRIS PERRY, Sub-editor LEONARD WOODROW, Reporter FRANK JARVIS, TV Man LEWIS JONES, Himself PATRICK MOORE, Fish Fryer MARGARET ASHCROFT, Customer JENNIFER STUART, Newscaster JOHN MCGAVIN, Newsagent JOE GIBBINS, Customer YVONNE WALSH, TV Reporter ALEX MACINTOSH, Woman ZENA BLAKE, Teacher ROWENA TORRENCE, Office Worker IAN LINDSAY, Jokey Trained by John Holmes.

1 - 1 *THE YELLOW HANDS*

1 - 2 *TOTTY MCTURK*

- 1 - 3 *BEHIND THE ANTLERS*
- 1 - 4 *THE SQUADRON LEADER*
- 1 - 5 *WORLD OF DISBELIEF*
- 1 - 6 *DEATH BY MISADVENTURE*

MASTERS OF SCIENCE FICTION



Master of Science Fiction was an anthology series, displaying the works of authors such as Isaac Asimov, Ray Bradbury, Robert Heinlein and HG Wells.

The show will follow a similar format to Masters of Horror, with each hour long episode taking the form of a separate short film adaptation of a story by a respected member of the science fiction community hence the Masters in the title.

The show is to be hosted by the (off screen) computerized voice of physicist Stephen Hawking.

This is what happens to an original series at ABC when its mercurial entertainment president Stephen McPherson doesn't like it: It gets put on hold for more than a year, trimmed from six episodes to four and then buried deep within the bowels of television Siberia. That's what they call it when you air Saturday nights at 10 in August. It simply wouldn't be possible for a broadcast network to more effectively guarantee that a series be viewed exclusively by close friends and family members of the production team, unless they cut the national signal and screened it instead on someone's front porch.

But this, alas, is the fate that has befallen "Masters of Science Fiction," and the shame of it is that from the looks of the first two hourlong installments, the network is appallingly firing a fatal bullet through an anthology project of genuine artistic vision. The problem is, it apparently doesn't track as nearly shallow enough for the suits whose job it is to prevent pretty much anything that's unique and imaginative from accidentally leaking out to the public.

But hey, as long as there's room in sweeps for such literary masterpieces as "National Bingo Night" and "Shaq's Big Challenge," ABC should remain safely insulated from most programming that could somehow be construed as brainier than your average speed-dating mixer. Imagine the same guy whose network boasts such MENSA candidates as "The Bachelor" and "Wife Swap" referring to a show that dramatizes short stories by such legendary writers as Harlan Ellison and Robert A. Heinlein as "very uneven" and "a little bit problematic." That's how McPherson described "Masters" in justifying his slicing it down and burning it off. And by comparison, this would make "According to Jim" . What? A bellwether of consistency? A landmark comedic achievement?

There surely are times when it's ridiculously easy to feel like we've crossed over into "The Twilight Zone," isn't it? As it happens, this idea is particularly apt given how "Masters of Science Fiction" (not to be confused with Showtime's exceptional "Masters of Horror," which might or might not see a third season) pays homage to that Rod Serling classic. Co-produced by Starz Media and incorporating the computerized voice of iconic physicist Stephen Hawking as our unseen host, the four-parter (two other installments were inexplicably killed) finds such distinguished writers as Oscar nominee Michael Tolkin and Howard Fast and short stories from directors including Mark Rydell, also an Oscar nominee. And the ingenious, irascible Ellison adapted his own material in a teleplay for the short story "The Discarded" that airs Aug. 25.

First up on Saturday is "A Clean Escape," with a teleplay by Sam Egan and direction from Rydell. Oh, and by the way, it just so happens that it stars Judy Davis and Sam Waterston (Oscar nominees both) in the futuristic John Kessel tale about a dying doctor (Davis) who goes to great lengths to uncover why a patient of hers (Waterston) can't remember the past 25 years of his life. It's smart and twisty and intense and superbly performed, with Rydell's directorial work lifting the piece to a whole other level. The second, "The Awakening" (with Michael Petroni both scripting and directing from a Fast short story, airing Aug. 11) features Terry O'Quinn ("Lost") and Elisabeth Rohm in a superb hour that blends wartime drama with paranormal undertones to great unsettling effect.

Anne Heche and Malcolm McDowell co-star in the third episode, "Jerry Was a Man," airing Aug. 18 and adapted by writer-director Tolkin from the Heinlein tale. The Ellison contribution -- boasting the acting talents of a couple of greats named John Hurt and Brian Dennehy -- closes out a provocative, rich, lavishly produced,

sharply performed quartet that ABC has seen fit to disdainfully conceal rather than proudly celebrate. But let them trim so much as a minute from the end of "Dancing With the Stars" and we'd never hear the end of it as the audience rose up in spastic rage.

Series Produced by Keith Addis .. Executive producer , Ben Browning .. Co-producer , Andrew Deane .. Executive producer , Adam Goldworm .. Co-producer , Brad Mendelsohn .. Executive producer , Brendan Ferguson .. Co-producer, John W. Hyde .. Executive producer , Grant Rosenberg .. Supervising producer, Lee Wilson .. Consulting producer.

Series Original Music by Laura Karpman.

Series Cinematography by James L. Carter, Jacek Laskus.

Series Film Editing by Stephen Mark, Conrad M. Gonzalez , Richard Nord.

Series Casting by Mary Jo Slater.

Series Art Direction by Susan Parker.

Catherine Schroer .

Series Set Decoration by Josh Plaw.

Series Costume Design by Deborah Everton.

Series Makeup Department - Amanda McGowan .. First assistant makeup artist , Julie Beaton .. Assistant makeup artist, Sarah Pickersgill .. Special makeup effects artist , Geoff Redknapp .. Special makeup effects artist.

Nicholas Podbrey .. Special effects makeup coordinator.

Series Second Unit Director or Assistant Director - Tarnya Cook .. Third assistant director , Alexia S. Droz .. Second assistant director , David Markowitz .. First assistant director, Peter D. Marshall .. First assistant director.

Series Art Department - Gavin De West .. Props , Terry Weaver .. Property master, John Beatty .. Construction coordinator, Eric Partridge .. Assistant property master, Kevin Tomecek .. Construction foreman.

Series Sound Department - Jay Cheetham .. Background sound editor , James Fonnyadt .. Sound designer, Andre Iwanchuk .. Dialogue editor , Glen Noseworthy .. Adr mixer , Mike Beckett .. Music editor, Kevin Belen .. Sound re-recording mixer / foley mixer, Todd R. Mason .. Sound effects recordist , David Scott .. Sound effects editor , Graeme Hughes .. Sound re-recording mixer, Iain Pattison .. Sound re-recording mixer , Paul A. Sharpe .. Sound re-recording mixer, Bill Mellow .. Sound re-recording mixer.

Series Special Effects by Dan Rebert .. Creature effects supervisor / prosthetic supervisor , Chris Hatchwell .. Lead fabricator , Lars Lenander .. Special effects coordinator .

Series Visual Effects by Todd Liddiard .. Digital compositor , Bryce Rieger .. Digital compositor , Julie Bergman .. Animator / visual effects , Lionel Lim .. Digital compositor, Adam Marisett .. Visual effects artist , Christopher Ahrens .. Visual effects artist , Sébastien Bergeron .. Digital effects supervisor , Adrian Chan .. Modeler / modeler and texture artist, Stephen Paschke .. Digital effects artist.

Andrea Caretta .. Digital artist: title design , Lisa K. Sepp .. Visual effects producer , Lee Wilson .. Visual effects supervisor.

Series Stunts - Brett Chan .. Stunt coordinator , Christopher Gordon .. Stunt Double: John Hurt.

Series Camera and Electrical Department - Prem Marimuthu .. Rigging gaffer , Harold Bernard .. Second assistant camera: "a" camera , Fraser Boyle .. Key grip , Larry Portmann .. Focus puller: "a" camera , Jim Van Dijk .. Camera operator: "a" camera / steadicam operator , Gary Viola .. Camera operator: "b" camera , Christopher K. Stenberg .. Video assistant.

Pascal Jean Provost .. Cinematographer: second unit.

Series Casting Department - Lynette Therrien .. Casting assistant.

Manny Fernandez .. Casting assistant.

Series Costume and Wardrobe Department - Daevina Danyluck .. Truck costumer, Allisa Swanson .. Costume design assistant / assistant costume designer , Audrey Wong .. Costume set supervisor.

Series Editorial Department - Rosmary Conte .. Post-production coordinator , Nicholas Sousa .. Assistant editor / first assistant editor, Tim Craig .. First assistant editor , Amy Flint .. Assistant editor.

Series Other crew - Heather Douglas .. Assistant to producers, Jennifer Ross .. Music supervisor , Erin Dixon .. Production assistant, Stephanie Herbert .. Assistant production coordinator , Deborah Loven .. Assistant accountant , E. Jeff Olson .. Assistant: Mr Mendelsohn , Adrian Salpeter .. Assistant: Lisa Richardson, Nora Kroll-Rosenbaum .. Assistant to composer , Nicole Oguchi .. Production coordinator , Gary Stamford .. Set wireman , Frederik Wiedmann .. Orchestrator / score mixer.

Karen Lo .. Assistant location manager.

Janet D. Munro .. Script supervisor.

Nicholas Podbrey .. Puppeteer.

WR. Sam Egan, Harlan Ellison, Robert A. Heinlein, John Kessel , John Kessels , Josh Olson , Michael Petroni , Michael Tolkin , Walter Mosley, Robert Sheckley.

DIR. Jonathan Frakes , Michael Petroni , Mark Rydell , Michael Tolkin , Harold Becker , Darnell Martin.

EPISODES: 4 **YEAR MADE:** 2007 **COUNTRY:** US **SEASONS:** 1

IDT ENTERTAINMENT, INDUSTRY ENTERTAINMENT, AMERICAN BROADCASTING COMPANY (ABC), ANCHOR BAY ENTERTAINMENT

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 04/08/2007 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Himself (narrator) STEPHEN HAWKING.

1 - 1 *A CLEAN ESCAPE*

Set in a post-Apocalyptic future, psychiatrist Dr. Deanna Evans interrogates a confused man who is suffering from a lapse in memory.

Wr Sam Egan

Dir Mark Rydell

1 - 2 *THE AWAKENING*

In war torn Baghdad, U.S. soldiers discover a mysterious casualty which they can't identify as human.

Wr Michael Petroni

Dir Michael Petroni

1 - 3 *JERRY WAS A MAN*

This futuristic episode revolves the seventh richest couple in the world. Their lives take a turn when they acquire an anthropoid named Jerry.

Wr Michael Petroni

Dir Michael Petroni

1 - 4 *THE DISCARDED*

A group of people are sentenced to drift in space forever, they take one final chance at returning back to Earth.

Wr Josh Olson, Harlan Ellison

Dir Jonathan Frakes

1 - 5 *LITTLE BROTHER*

Set in the future, we are introduced to courtrooms without human judges or juries, and automated justice is the law of the land.

Wr Walter Mosley

Dir Darnell Martin

1 - 6 *WATCHBIRD*

In the not to distant future, a society creates robots to prevent killing before it takes place, they soon discover the fragile formula of life and death.

Wr Sam Egan

Dir Harold Becker

MATHS-IN-A-BOXAKA: **MATHS-IN-A-BOX: EVENS AND ODDS AND ENDS**

Tagline "Tikki Tikki Tox it's Maths-In-A-Box."

An Alien (Powka) from an unknown place crash lands on Earth. His space ship is the size of a dice and the on board computer is now broken. He meets two children who, through a series of adventures, teach him and his computer Maths in an effort to fix his space ship so he can get 'home'. To get into the space ship they say 'Tikki Tikki Tox, Into the Box' and vice versa to get out. At the end of each show the computer sings a song to show understanding of what it has been taught.

Original Music by Alex Glasgow, produced by Morton Surguy. Shown on BBC1.

WR. Alex Glasgow**DIR.****EPISODES:** 0 **YEAR MADE:** 1980 **COUNTRY:** GB **SEASONS:** 1*A BRITISH BROADCASTING CORPORATION (BBC) PRODUCTION.***CREATOR:** ALEX GLASGOW**TYPE OF SHOW:** ALIENS ON EARTH **FORMAT:** SERIES**LENGTH (MINS):** 18 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1)**DATE OF PREMIER:** 25/05/1980 **AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Powkah EUGENE GEASLEY, Tracy MELISSA WILKES, Paul CLARK FLANAGAN, Mrs Dixon PIPPA SPARKES, computer ALEX GLASGOW

MAX HEADROOM



Set '20 minutes into the future', it depicts a decaying urban environment where television is the only growth industry. A fierce ratings battle is raging and Network 23 is winning, thanks to its use of 'blipverts' - a form of subliminal selling where 30 seconds of commercials are condensed into a three-second burst, giving viewers no time to change channels. But the blipverts, created by the station's teenage computer whiz-kid Bryce Lynch, have a lethal side-effect - they cause some viewers literally to explode. Anxious to preserve profits and ratings, Network 23 president Grossman is determined to keep the lid on the story.

But when the station's own star investigative reporter Edison Carter uncovers disturbing evidence, Grossman and Bryce unleash two disreputable body-snatchers to bring him in. After a remarkable pursuit in which Carter's 'guide' Theora Jones and Bryce vie for control of the building's computer-operated systems, Carter comes a nasty cropper on a car park barrier. Bryce proposes to keep Carter's disappearance quiet by translating his memory and physical appearance into data, and computer generate him on to a TV screen. Thus Max Headroom is born, taking his name from the last words Carter saw on the car park sign before he blacked out. Ultimately, Carter gets his man and Max winds up in the hands of a hard-up pirate TV channel called Big-Time Television where his scratch-style stammer and razor wit make him a mega hit.

Max Headroom began as a stylish satire on television culture and became a phenomenon. The world's first computer-generated TV presenter turned into one of the 1980s most charismatic media celebrities, moving from video linkman to chat-show host, Coca Cola salesman and star of an American adventure series from the makers of Dallas. In the end, over-exploitation may have killed the video star, but the Max Headroom effect has been felt world-wide.

Max's genesis started in 1982, with a commitment by Chrysalis Records executive Peter Wagg and C4's commissioning editor Andy Park to find a new way of linking pop videos. The name and characterisation came from advertising copywriter George Stone, and visualisation from directors Rocky Morton and Annabel Jankel. The result was a £750,000 television film, Max Headroom, written by Steve Roberts, first screened on Channel Four in April 1985.

Once the Max Headroom character was established, the media machine took over. The film was followed by the video and chatshow series, The Max Headroom Show, lucrative ad campaigns, records, books, computer games and even cosmetics. In America, Lorimar produced a multi-million dollar adventure series for the ABC network, beginning with a reworking of the original film story. Some 14 episodes were made, spanning two seasons from March 1987, but failed to secure high enough ratings to justify any more.

Canadian actor Matt Frewer reprised the role which had called for a four-and-a-half hour make-up job to transform him into his alter ego (and an equally uncomfortable one-and-a-half hours to take it all off again), while Amanda Pays was also back as Theora Jones. Among new faces in the series were Chris Young as Bryce Lynch - now more of a good guy - and Jeffrey Tambor as Carter's producer, Murray.

Steve Roberts remained with the show - as executive story editor, a regular writer, and co-producer of the second season. The classic 'coals to Newcastle' deal finally took place when the Max Headroom series was screened back where it all began, on Channel Four, in 1989.

Matt Frewer who played the character of Max Headroom, also starred in the Canadian SF/Paranormal show PSI-FACTOR : CHRONICLES OF THE PARANORMAL.

Max Headroom the character was in existence long before the TV series that bore his name was even thought about. Max first appeared on British TV in the early '80s as the presenter of a pop music video show. Only his head would appear against a computer generated background and for a while the public was led to believe that Max was indeed a computer generated image himself. In reality he wasn't. He was Matt Frewer, a Canadian actor. As Max he was loud, obnoxious and had the tendency to stutter. After a couple of years as a video

presenter Max was given an origin story which was broadcast on Channel 4 in 1985. Known by several different titles- Max Headroom: the Original Story. Max Headroom the Movie and Rebus: The Max Headroom Story- this British production served as the pilot for the American TV series that followed.

In Max Headroom: The Original Story Max was given an origin. Set in the near future. 'Twenty Minutes into the Future' to be exact, television is the only growth industry and the big TV networks are continuously trying new things to get the ever-important ratings. Edison Carter is an investigative TV reporter, star of the show What I Want to Know, a live series controlled by Theora Jones at the Network 23 studios. One of Network 23's newest innovations was blipverts a type of advertising that compresses an entire commercial break into a few seconds, preventing the audience from changing channels. They have one unfortunate side effect: people watching them sometimes explode. Edison Carter discovers this fact, and before he can go public finds himself pursued by a couple of thugs who plan to take him to a body bank. While being chased his motorcycle crashes and he becomes unconscious. Boy genius Bryce Lynch transfers Edison's personality into a computer where it becomes Max Headroom, taking his name from the last thing he saw: a sign in the garage stating 'Max Headroom, 2.3M'. Max is seen by Blank Reg, the owner of a small pirate TV station Bigtime TV, as the perfect means to boost his ratings and by the pilot's end Max is with Bigtime.

When Max first came to America he came as the host of The Max Headroom Show on Cinemax a talk show with Max as the presenter He also appeared on Late Night With David Letterman and became the star of several Coca-Cola ads. By the spring of 1987 he was ready for his own American TV series. The pilot episode for this series was similar to the UK pilot. Omitted from it is the body bank subplot- this would appear later in a separate episode- and Max becoming part of Bigtime TV- he stayed with Network 23. The series had three performers from the pilot reprise their roles: Frewer as Max Edison, Amanda Pays as Theora and William Morgan Shepard as Blank Reg. In addition Bryce Lynch boy genius made the transformation from bad guy to good guy. Max Headroom however is not the star of the series rather Edison Carter is. The episodes are about Edison Carter investigative reporter. Max is only around as comic relief and to occasionally help in the investigation.

The series was a moderate success on ABC and after a spring tryout ABC renewed the series for the fall of 1987. However a new night and time provided ratings which were somewhat of a disappointment and the series was yanked from the schedule after only 5 episodes were broadcast (3 additional episodes had been completed and several others were in various stages of production). The last of these to be broadcast had Max saying some unkind things about the network executives where the preview of next week's episode would have been, if there were a next week. Two of the unaired episodes were broadcast the following year as 'NEW' programming in a schedule of mostly reruns. The final episode was first broadcast in Britain and has since shown up in the United States during reruns of the series on various cable networks.

Perhaps the series was cancelled because it took the executives at ABC the better part of a year to realise that they were the network television executives who were often portrayed on the show in a unfavourable fashion. Max in fact referred to them that way in the never broadcast 'next episode' promo which was part of the final episode. The 'promo' simply stated that there would be no last episode due to some idiot's decision to cancel the series.

The executive producers for the series were Philip De Guere (Ep. 1), and Peter Wagg (Eps. 2-14), the producers were Peter Wagg, Brain Frankish and Steve Roberts (Season two only), executive story editors were Steve Roberts (Season one) and Michael Cassutt (Season Two). The music was created by Cory Lerious (Season One), Michael Hoening, and Chuck Wild (Season Two, main theme), the designer was Richard B. Lewis and the directors of photography were Paul Goldsmith and Robert Stevens (Eps. 1, 3 only). The series first UK run began on Channel Four from the 2nd Maruha - 14 June 1989, two years after the series had premiered in the US.

A mass media phenomenon often springs from unlikely roots. In the case of Max Headroom, the phenomenon began with music videos. From there, it blossomed into talk shows, books, commercials and a prime-time dramatic television show. It was in 1981 that Peter Wagg, then head of Creative Services for Chrysalis Records in London, received a call from Andrew Park of England's newest television station, Channel Four, asking for a half hour show for rock videos. Chrysalis Records agreed and arranged financing, but who would be the host? Seeking some thing interesting and innovative, Wagg went to a friend, advertising copywriter George Stone, for advice. Stone suggested a computer-based format. It was Stone who suggested the title Max Headroom, an abbreviation of "maximum headroom," the street-sign warning for tall trucks entering tunnels or underpasses.

By 1983, Wagg had pulJed in the video/animation directing team of Rocky Morton and Annabel Jankel for more nourishment and inspiration. (They directed the 1993 feature Super Mario Brothers.) Believing that just computer graphics and animation were not enough, they decided that Max needed personification. A group of these individuals-professionals in the fields of music, advertising and video-realized what they really desired

was a "paranoid conspiracy movie." By this time, they had settled on an image: an investigative reporter who bashed his head against a lifting car barrier-with the words "Maximum Headroom 2.3" emblazoned in yellow and black-while trying to escape villains on a motorcycle. Channel Four was interested in a video series but just didn't have the financial clout for a one-hour TV movie. So, in 1984, Wagg took the concept to the HBO/Cinemax offices in New York. Intrigued by the ideas and images, within 48 hours the three-piece suits in the board room at HBO/Cinemax decided they were willing to gamble and forked over half a million dollars to Wagg.

By summer George Stone was no longer involved, so Steve Roberts, a writer, penned a screenplay. The rough story of Blipverts was sketched out. In this tale of subliminal advertising via television in the twenty-first century, it was Network 23's investigative reporter, Edison Carter, who discovered the harmful effects their commercials were having on viewers. People were actually exploding when they overdosed on the ads! It was up to Carter to expose this insidious plot that had brought his network to the top of the ratings war. But when he got too close, Carter ran for his life and accidentally brought about the birth of Max Headroom.

Even while the team fine-tuned the script, Wagg continued work on a Max Headroom video version. Before the project could go any further, somebody had to portray Max. An extensive casting search led them to a Canadian, Matt Frewer. An early decision was not to use a British actor because Wagg wanted Max "to travel," to break the international boundaries and not have a Brit get in the way of that. In October 1984, a script was finalized, and shooting commenced in November at Wembley, at an abandoned gasworks. In early 1985, Max Headroom premiered on Channel Four and was well received. This premiere served as a prelude to the video series. From here, the intensive media interest and the rumblings of a worldwide phenomenon began. By fall 1985, the film and video series began running on the Cinemax cable channel in the U.S. Steve Roberts added fuel to the forthcoming frenzy when he slapped together a pictorial novelization of the film and a second book; a humorous Max Headroom's Guide to Life was released.

Dubbed "the ultimate talk show" The Max Headroom Show on Cinemax was witty and flashy, with state-of-the-art jokes. It pulled in such guests as musician Sting, actors Jack Lemmon, Michael Caine and William Shatner, and hairstylist Vidal Sassoon, plus a variety of other entertainers. How much further was this computer-generated video character going to go? A media phenomenon usually involves spinoffs such as lunch boxes, greeting cards, watches, t-shirts, skateboards, computer software games, and tons of copies of the film on videotape-and Max Headroom was no exception.

Flirting with the danger of overexposing an already widely recognized cult and pop figure, Wagg signed on a major corporate sponsor, Coca-Cola. Max Headroom would do commercials for their brand new product, the new Coke. The slogan fit into the character's predilection for stuttering-"C-C-Caatch the wave!" Alien director Ridley Scott directed two of the commercial series. The impact was amazing-stuttering became "in" at schools and colleges across America.

When Wagg approached NBC and CBS with the idea of an ongoing one-hour dramatic series built around Max Headroom, they turned him down, perhaps sensing the short lifespan of the gimmicky, smarmy talk-show host-cum-softdrink-pitcher. But ABC, then the third place network, gave him a free hand and said he could do it his way.

At this point, Simon and Simon producer Philip DeGuere climbed aboard. "I thought it was hysterical that an American television network wanted to take Max Headroom and put it in front of the American audiences," says DeGuere. "I was given a script of the one-hour British pilot that was done. I was told that ABC wanted to do this on American television, would I be interested in doing it? I was really quite astonished. I had never seen anything like it before, and I thought it was wonderful. It was obviously a biting satire on television. I also thought that there was no conceivable way that the show would work for any length of time on American television because it was obvious to me that the people involved in putting Max on American television didn't understand the show. Putting Max Headroom on American television is a little like George Bush saying he's going to vote for Bill Clinton. Everything about Max Headroom was diametrically opposed to American network television issues. And we could spoof.

Therefore, it was apparent to me that the only reason they wanted to put it on the air was because they were familiar with the cult-like appeal of the character. I would never have taken a project like Max Headroom to a network based on a concept or a script." DeGuere says that it was very dangerous for him to become involved with something that he believed the producing network did not understand. Alarm bells were ringing in DeGuere's ears over potential disagreements and creative differences because of the very nature of the subject: a television series satirizing network programming and network manipulation of viewing audiences. But the existing British pilot was the ace up his sleeve. "I said, 'Look, here's this film. Here it is! It's 60 minutes long. You want that on American television, correct?' And they say, 'Yes!' So I said, 'Ok, I'll put that on American television for you.'" says DeGuere. "Every time I would get into trouble, I would just go back to that and say, 'Wait a minute! Look! Here's the original film. This is what you said you wanted. This is what

I'm doing. Now, get off my back!"

That was the position he adopted to produce the American pilot. "I made it very clear that I had no interest in actually doing the series," points out DeGuere. "All I was going to do was be executive producer of the pilot. I knew that doing the series would be a nightmare beyond belief. Especially when you get into the grind of series television, and you have a network on your case, and you're talking all the time, and you're dealing with something that they are absolutely incapable of understanding-you'd never be able to keep the show on track! It would just be an unpleasant experience. As a consequence I have to say I did not have any vision for the stories. It was not my job, and I didn't have to worry about it. All I did was see to it that the original show was cleaned up and made a bit more comprehensible and rendered more palatable for American viewers."

Of the premise and the intended audience, DeGuere says, "The style of the series was to see stories on film from Edison Carter's camera viewpoint. It was done well and imaginatively, and I think the setting was fabulous. I think stories could have been told in that setting, but I don't think that was a show that ever should have been on American network television. That show would have been better if it was done like Dr. Who, or the new Star Trek. That might have been better if it had been done directly for syndication."

The show's avant garde nature categorized it as "an experiment as far as ABC was concerned. [I felt there would be] certainties of having the same kinds of network interference [on this show] as I did on Twilight Zone. I wasn't directly involved with it, so I can't say whether it was similar to those experiences. All I can say is that the network insisted on trying to kick over the show into production and that cannot have a beneficial effect on them."

Director Thomas J. Wright had a much closer involvement with Max Headroom than did his friend DeGuere. "Phil wanted me to do the pilot and I wasn't available to do it. But as soon as I was available, I came in. It really was a lot of fun. But again, a very expensive show as you can tell by looking at it."

Responsible for three episodes of the series, "Rakers," "War" and "Dieties," Wright remembers the show fondly and says, "The shoot was probably 14 to 15 hours a day for an eight-day shoot. It was very complicated in putting it together. There was lots of video playback, lots of live feed, lots of action, lots of technical stuff. Coordination and everything had to be well thought out. But it was also a lot of fun. Great people. They were very tough shows, and I learned a lot."

Evaluating his work, Wright says, "I did two out of three very good shows for them. I gave them a really good cinematographer, and the shows I did are very, very good. A lot of style, good acting, worked very well. I had a lot of fun. The cast and crew were really into it. But they were very difficult shows." Shooting on-site was one of the staples of the show, giving it a rundown, dirty and decrepit, futuristic look. Wright remembers the show's field trips. "When we did 'War,' we went on location for five to six days in Fontana at the old steel plant they were tearing down, near San Bernadino. 'Rakers' was done at an old building at Long Beach that was going to be torn down. We shot a lot there and built sets in this building and on the stage in L.A. But we would look for different places, and they liked what I was doing. For instance, when I got ready to do 'War,' they let us stay on location for six days. On TV this is not something that's done. You just don't do it. But we did it, and it was one of the best shows and one of my favorite shows. 'Rakers' and 'War' are very complex and full of so much style. Imagewise, scenes, acting, special effects, costumes everything. 'War' is like a little movie. When I look at it-and I usually don't look at the stuff I've done-I can't even believe what was in 'War'! Some of The Running Man was also shot at the Fontana steel plant before it was torn down. It was very otherworldly looking."

Max Headroom, says Wright, "was a whole new concept for TV and was supposed to be a big breakthrough and a lot of new inventive stuff. But that was one of the problems. If you are going to do a show like that, then you go all out, which they did at first. It was always over-budget because it was a big, big deal. But after the first season they decided they couldn't keep doing this, so they started trimming. New people came in, and money and time was cut and the scripts changed to accommodate that and it's not the show it was any more. It was taken out of their hands." What made the show's lifespan so short, according to Wright, was, "when it became so expensive to make and the audience started dropping off because they started cutting the money, which meant they cut stories, and the quality started going down compared to the first ones, it just didn't make it."

One of the difficulties of a show like Max Headroom was to try not to lose focus of the title character, given the many elements installed in the show. DeGuere and Wright readily acknowledge this problem.

"It became something of a gimmick," agrees DeGuere. "And it wasn't an easy gimmick to incorporate. Television works according to formulas. Take, for example, The Incredible Hulk. The formula of The Incredible Hulk was very simple. Twice on every fifteen-minute segment, the guy had to Hulk out. The theory is to construct a story that allows that to happen. Some very successful television series have been built around that kind of basic gimmick. So, just because there's a gimmick involved doesn't mean it isn't going to work."

"Max Headroom as a character tended to be something of a gimmick because it didn't really have a lot to do in

a lot of the shows." "That's right," says Wright. "People got tired of the same old thing over and over, and it was the fight against the [ABC] network. Again, according to what you want to do, and what input you give the writers, and so forth, it starts. And if you start being limited it reflects ~all the way down the line. It's like dominoes. It's very true, everything gets affected once you start pulling out certain things."

Matt Frewer, the star of the show as Edison Carter/Max Headroom, says that in the end, when the show got pulled from ABC's schedule, "It was really tragic. I went out and got drunk and all I was worried about was my headache!" Frewer's practical reaction was, "Okay, on to the next thing. It wasn't too bad because that kind of thing happens. I think it got canceled because the ratings were so bad. Also, because I think it became a sort of culty thing, and I think we bit the hand that fed us a few times when we probably should have nibbled. I think we were also guilty in the end of style over content. There was so much time spent on trying to get the brightwhite-light-through-smoke look of the show. As great as it was, it made the characters and the plots suffer a bit."

"Yes, it did," agrees producer DeGuere. "Although I don't know if that was necessarily part of the problem. A lot of the successes during the eighties were often style over content. Specifically, Miami Vice and Moonlighting. I don't think style over content is necessarily a bad thing in TV in terms of success. But I agree with all of the other things that Matt said. And I think that in context, just from my own experience, let me explain this way: The premise that Max Headroom was based on is very difficult to include in storylines. It was very hard to work in the Max Headroom character in all the stories and give Edison Carter something to do and [have] all the other characters bouncing around. And because they didn't want to sacrifice any of those elements that were stylistic, I think the evolution of the stories undoubtedly suffered in some regard. I wasn't close enough to the process to really know that well."

Wright says, "I don't know why the show would suffer because of style-but what I saw was ... the D.P [director of photography] kept a really good style and good look to the show, then after so many episodes he wanted to leave and do other things. I don't know. It depends on the director. You always want to create a style on the show you do, but still, it shouldn't inhibit your storytelling at all. Matt was great and was in it one thousand percent, but when you start seeing it happen, there's nothing that you can do."

Asked if he accomplished what he set to do with his character, Frewer is philosophical. "Not really. The Edison Carter character ended up being a fairly sort of strait-laced, lantern-jawed hero. I wanted to do more than that, but I was discouraged from doing that, and in a way that was okay because it was a real contrast to the way I played Max-a sort of wacky, let-your-rubberhair-down kinda guy. It was unsatisfying to do it the way I was encouraged to do it. ... But Max was a great calling card for me. There are plenty of actors out in Los Angeles who don't have anything, and here I was playing two leads in a TV series, so it was a fantastic springboard. I'm not bitter about it at all."

In the end, Wright notes with a grin that there was a lot of irony attached to the show because it was a series that spoofed network programming and politics. "I think one of the inside jokes was we would do a scene and the network will never get it, you know, and it would be a sort of a turnabout on what was happening with the real network and the production company. Sometimes we'd write an off sided scene to that and it went and the real network thought it was great. That happened quite a few times."

Looking back, DeGuere feels that in the end the show "turned out very well. In fact, I personally liked the American version better than the British version. I think it makes more sense. There were some things in the British version that were left hanging. Oh, I think the series turned out very well. I was quite impressed. However, I never expected it to be a success. Based on my experience in television, I had a pretty good idea of how much unusual entertainment television audiences could sit through. And Max was way too much for everyone. It was fast moving, it didn't give you a chance to go to the bathroom in the middle of the show, you really had to pay attention to it to follow it. On top of that, it was very, very funny in a very unique kind of way, and there wasn't anything quite like it on television. I just didn't think there was any possibility of it finding an audience. I couldn't resist putting something that outrageous on TV "

CAST NOTES

Matt Frewer (Edison Carter/Max): Born 1958. After this show, Frewer landed two sit-coms, Doctor, Doctor (1989) on CBS and Shaky Ground (1992) on Fox. He also guest-starred in Star Trek-The Next Generation's "A Matter of Time." He's also been busy with comedy features like Short Time (1990) with Dabney Coleman.

Amanda Pays (Theora Jones): Born 1959. After Max, Pays, who is married to L.A. Law's Corbin Bernsen, returned to prime time in 1990 with a role in The Flash as Dr. Tina McGee. She's also appeared in the Fox series The X-Files (1993).

WR. Steve Roberts, David Brown, Michael Cassutt, Joe Gannon, Philip DeGuere, Arthur Sellers and Adrian Hein.

DIR. Victor Lobl, Maurice Philips, Janet Greek, Todd Holland, Thomas J. Wright, Tommy Lee Wallace and Francis De Lia.

EPISODES: 14 **YEAR MADE:** 1987 **COUNTRY:** US **SEASONS:** 2

A CHRYSALIS/LAKESIDE PRODUCTION IN ASSOCIATION WITH LORIMAR TELEPICTURES/ film - CHRYSALIS VISUAL PROGRAMMING LTD FOR CHANNEL FOUR

CREATOR: GEORGE STONE

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6, (2) 8

DATE OF PREMIER: 31/03/1987 **AIR DATE OF LAST EPISODE** 05/05/1988

SEASON DATE BREAKDOWN:

FILMS: MAX HEADROOM - THE MOVIE (1985).

Edison Carter/Max Headroom MATT FREWER, Theora Jones AMANDA PAYS, Ben Cheviot GOERGE COE, Bryce Lynch CHRIS YOUNG, Murray JEFFEREY TAMBOR, Ms. Formby VIRGINIA KISER (1), Ashwell HANK GARRETT (except Eps. 4, 10, 12) , Edwards LEE WILKOF (except Eps. 4, 8, 10, 12) , Blank Reg WILLIAM MORGAN SHEPPARD (except Eps. 1-2, 5, 8-9, 13) , Dominique CONCETTA TOMEI (Eps. 3-4, 6-7, 10, 12 and 14).

RELATED SHOWS:

PSI FACTOR: CHRONICLES OF THE PARANORMAL

1 - 1 *BLIPVERTS*

In the near future, it will be illegal to have a television that can be shut off. Ratings are all that matters. To improve ratings, Network 23 creates - Blipverts. Blipverts are high speed commercials condensed into a few seconds and embed themselves into the viewers mind. Unfortunately, the commercials can have a side effect. A few viewers have exploded while watching them. Network 23 star reporter, Edison Carter, is investigating the side effects of the blipverts. Edison discovers that the Network executive Ned Grossberg is aware of the problem and is covering up the issues. Ned decides that Carter must die but he wants his death to be keep a secret. He wants to replace Edison with a computer stimulated version of Edison. Bryce Lynch creates this computer simulated version and calls him Max. Carter survives. Both his real and simulated version prove to be a tough duo. Grossberg intended to destroy Carter instead he created a team bent on his destruction.

Wr Joe Gannon, Steve Roberts

Dir Farhad Mann

1 - 2 *RAKERS*

Max is concerned that there is a homicidal madman running around and laying waste to people. He is surprised when he finds out that "Missile Mike" is a violent children's television show. Max's concerns are not completely unfounded. There is an illegal sport called raking. Individual use these motorized skate board for a deadly match. They fight on these boards until one of them is unable to continue the match. People gamble on the results of the match. As the story progresses, Theora receives a phone call from her sister-in-law Winnie. Winnie is upset because Theora brother, Shawn has taken up the sport of raking. Theora sets Edison onto the case. Edison beaks into a raking arena and stops a match in which Shawn is scheduled to fight. It is an unfair match because Shawn is injured. Edison wants to keep this sport outlawed because it is so dangerous. Zik Zak is wanting to legalize it and sponsor it.

Wr James Crocker, Steve Roberts

Dir Thomas J. Wright

1 - 3 *BODY BANKS*

In this episode two people being stalked by Breughel and Mahler. This pair of thugs captures the pair. They beat the man consciousness and leave him. They take the woman and sell her to the woman to Nightingales Body Bank. She is moved to the top of the list for organ transplant surgery. It does not matter that she is an unwilling donor because she is only a blank or unregistered citizen. The man regains consciousness and goes to Edison with the story of his attack and kidnapping. Edison recruits the help of Blank Reg, a rough-and-tumble but good-hearted blank who runs a pirate TV station called Big Time TV. Reg leads Edison to the Breughel and Mahler. These two thugs lead Edison to the doctor who has been victimizing the blanks. All the victims are female. Before Edison can answers to his questions someone kills the doctor. Edison is now out of clues. Max comes in to help Edison. Max is stopped from helping by Cheviot and Network 23's corporate sponsors at Zik Zak want Max's attentions on sponsorship announcements. Edison and Max evidentially find out that a wealthy Plantaganet wants pituitaries from the female bodies for an operation which could save his aging mother. Even 21st century medicine can

not keep her going forever. The only other alternative is to keep her mind alive by stealing the technology that created Max. Edison and Max eventually save the day and stop the plot from happening.

Wr Steve Roberts

Dir Francis Delia

1 - 4 *SECURITY SYSTEMS*

In this episode Security Systems Incorporated (SSI), is the world's leading provider of personal and corporate security and surveillance systems. It has access to more privileged information than anywhere else in the world including government organizations. There is a hostile takeover of SSI happening. While the company's CEO says she is terrified, she is outwardly calm. Edison suspects something more is happening. After questioning her, he discovers his credit and his ID no longer work. He can not go home. He can not go to Network 23. The Metro Cops are casing him. Edison get help from Blank Reg and Dominique. To get out of this mess he will also need the assistance of Max and Bryce. Bryce is the only one with the hacking skills necessary to make Edison a citizen again and uncover the secret of who's buying out SSI.

Wr Michael Cassutt

Dir Tommy Lee Wallace

1 - 5 *WAR*

In this episode a news package broker contacts Network 23. They offer an exclusive access to a terrorist group called White Brigade for a premium price. Cheviot refuses the offer; he does not want to be bought by a terrorist group. The next day the group blows up an entire city block, only rival network Breakthru Television has the coverage. Network 23's board or directors is anger over Breakthru's sudden ratings surge. The networks are all in the middle of a global rating sweep. Edison Carter wants to expose this sinister link between Brakkthru and White Brigade. The board of directors supports him with the investigation. Edison eventually tracks the terrorists to their headquarters. There he discovers that the terrorist war is actually being fought for television. It is a war of publicity with as few casualties as possible to avoid negative reaction from the viewers. White Brigade bombers feel that their deal with Breakthru TV is no longer serving their cause. They change their policy regarding casualties.

Wr Martin Pasko, Rebecca Parr, Michael Cassutt, Steve Roberts

Dir Thomas J. Wright

1 - 6 *THE BLANKS*

In this episode we find out that Simon Peller has won another term for the public telelection system. The satellite signals suddenly go haywire, interrupting broadcasts on all the networks. Television is not the only area affected. Even the blank service television is not working. An ultimatum is issued: if Peller does not reverse his policy of imprisoning all blanks, unregistered citizens, the central computer system will be crashed. Bryce and Theora hatch a plan to find the hackers. They get the attention of the hackers with Max. The hackers take the bait but decide to keep Max. Edison threatens to resolves the situation by making a systems crash which would lay the city to waste at sundown. He finds out that someone he considers a friend could be on the wrong side of the fight.

Wr Steve Roberts

Dir Tommy Lee Wallace

2 - 1 *THE ACADEMY*

In this episode the Hackers are disrupting network transmissions by hacking into satellite transmissions with their own high-power signals. Cheviot assigns Bryce the task of tracking down the pirates. Bryce discovers the source of the signal at the Academy of Computer Sciences. He does not want to expose his Alma mater. Instead he says the source is at Blank Reg's Big Time Television. The Metrocops arrest Blank Reg. Dominique pleads with Edison to help clear her husband's name. Edison suspects that Max knows the truth. Max is aware that Bryce falsified the coordinates given to the authorities. Because there is a tight-knit relationship between the ACS students, and Network 23's sponsorship of the school, Edison has a difficult time in clearing Blank Reg's name.

Wr David Brown

Dir Victor Lobl

2 - 2 *DEITIES*

In this episode we seen that televangelism is just as common in the future as in the present. The Vu-Age Church is the first religious organization to operate primarily on television. The Vu-Age's promises video resurrection for their believers. They claim to be able to store cortical scans and keep them until cloning is perfected and their personalities can be placed into a new body. This promise gets Murray's attention and he assigns Edison to the story. Uncharacteristically Edison is not enthusiasm at the prospect of exposing a resurrection scam. We discover that Edison's lack of support for the project is centered on Vu-Age's high priestess, Vanna Smith. Vanna is old flame of Edison's. Edison disagrees with her claim that

video resurrection can happen. Vanna Smith points out that Edison's own alter-ego, Max is proof to the contrary. She and Edison start to rekindle their old relationship. Murray wonders is there less to the story than he first imagined or is Edison losing his edge.

Wr Michael Cassutt

Dir Thomas J. Wright

2 - 3 *GROSSBERG'S RETURN*

This episode focuses on a vicious political battle between Simon Peller and his rival candidate Harriet Garth. Network 23 is supporting Simon a fair and honest man. Harriet is being backed by Network 66. Recently Network 66 has hired Ned Grossberg. He is the ex-Network 23 executive that got fired in the first episode with the blipvert scandal. He wants to become the new executive for Network 66. Edison and Murray fight to keep 23's coverage proper and without mudslinging. Grossberg will do anything for his goal. His aim is to take over Network 66 from the inside, not to propel a particular candidate into office. He engineers a political scandal that takes down Garth. He hopes in the process to destroy the career of Edison Carter as well.

Wr Steve Roberts

Dir Janet Greek

2 - 4 *DREAM THIEVES*

This episode focuses "dream houses." Edison is doing an exposé on a new industry. The industry sells dreams. People pay to experience the immersive, tactile sensations of others' dreams. During the investigation Edison encounters an old friend who was once a rival report, Paddy Ashton. Paddy is an articulate Irishman. He is out of place a drifting blank and he stills has a grudge against Edison. Paddy turns up dead a few hours after Edison shares a drink with him. Edison recalls in their last conversation about Paddy was telling him about dream donors. For people to buy dreams, others must donate them. This usual provides an earning a pittance for the donator. Paddy was managing to live off of selling dreams. Edison thinks this may have something to do with his death. Edison decides that to best investigate he will go undercover as a dream donor. He finds that dream house attendants have been forcing their donors to have intense subconscious sensory experiences. The process has killed some of the donors with their own nightmares.

Wr Steve Roberts

Dir Todd Holland

2 - 5 *WHACKETTS*

In episode a huge residential building collapses. The destruction takes many lives of the residents with it. Edison is assigned to the story. He arrives at the scene of the disaster and is stunned to see the survivors rejoicing at the rescue of television sets instead of people. Despite the magnitude of the collapse and Edison's live coverage, Big Time TV pulls ahead of Network 23 in the ratings. Big Time TV has a mind-numbingly dumb game show that is becoming wider popular. Edison does not understand the appeal of the show. In addition, he thinks that it is odd that this same is being watched by all of the survivors of the building. A police officer from the scene thinks this is suspicious too. He approaches Edison with his suspicions. After he shares information with Edison, he is found dead. The viewers request the show be run for the 11th time in a row. Big Time TV now with its new show "Whacketts" has even pulled ahead of Network 66. Edison and Bryce discover that a subliminal video signal is embedded into the one episode of "Whacketts". The signal has an addictive effect on the viewers. It produces a stream of endorphins in the person brain who is watching. The number of people addicted is increasing rapidly. Ned Grossberg is trying to buy the show from Dominique at Big Time TV. This would result in an entire population becoming addicted. Max has fallen victim to the addiction.

Wr Arthur Sellers

Dir Victor Lobl

2 - 6 *BODY GROBAGS*

In this episode a new way to create a child is shown. Society is now able to eliminate the need for a woman to carry a child for nine months in her womb. Fertilized eggs can be extracted and placed into nutrient-rich Grobags. This accelerates the birth, eliminates the pain of childbirth, and allows the child to be customized by the parents. One of Theora's friends is giving the process a try. The baby turns up missing. Edison is assigned to the investigation and discovers disturbing information about the company offering this service. Mean while Ned Grossberg has successfully wooed Bryce Lynch over to Network 66. Unfortunately Edison discovers a horrifying link between the disappearances of a genetically-engineered genius babies and Network 66's new ratings hit "Prodigies." These discoveries impact Bryce and Ned's plans.

Wr Adrian Hein, Chris Ruppenthal

Dir Janet Greek

2 - 7 *NEUROSTIM*

In this episode Edison tries to find out more about Zik Zak's latest promotional gimmick. Zik Zak's is giving away free Neurostim bracelets with every burger pack. This has driven sales of the burgers sky high. You would think that Zik Zak would welcome this reporter. It would increase sales and they are both working for the same Network. Instead they set out to end his investigation by giving him an addictive Neurostim bracelet. Edison discovers personally that the Neurostim is a mental narcotic. The user is able to dream any dream they wish that is in their own mind. This changes the users personality and ability to function to do the normal daily routine. Bryce discovers a way to break the addiction. Edison is about to shake off his Neurostim addiction and restore his personality by patching Max through the bracelet. Edison is happy to be rid of the addiction but realize that he is competing with Max for attention, even in his dreams.

Wr Arthur Sellers, Michael Cassutt

Dir Maurice Phillips

2 - 8 *LESSONS*

Network 23 censors are trying to shut down a secret school in the fringes. In this episode a yearly festival surrounds the return to earth of debris from fallen broadcast satellites. Edison and Theora get out of the control room to join Blank Reg and Dominique for the festivities. Edison and Theora are troubled by a new a new censorship body. Edison has just notified of his on-air "transgressions." It seems the new regulators how the power to deem good taste. As they enjoy the festival, Edison stumbles across a story. During a raid of a nearby home, a Metrocop arrested a man for showing pirated educational programs to children. In addition, a street performer is picked up by the Metrocops. Edison rescues the street performer's daughter and tries to launch a "live and direct" newscast. If the censors block the broadcast, will anyone ever learn what really happened? The censors maybe able to ensure that the entire population only learns what they want learned.

Wr Adrian Hein, Steve Roberts

Dir Victor Lobl

MECANOCRIPT DEL SEGON ORIGEN (MANUSCRIPT OF THE SECOND ORIGIN)

A day, a girl of 14 years, Dawn, sees as children of the town beat and throw to their Didac neighbor of 9 to the marsh near their town. It recriminates the action to them and she is arranged to throw itself to the water to save the boy. Just before sending, the boys they shout above indicating that a group of objects flattened and silverplated sees itself to occupy all the sky.

Once White it leaves the water with Dídac, realizes that the boys lie in the ground immovable. When one approaches observes that they are dead... like all the people of the town and.

(note - the plot above comes from the book, rather than the TV series, no plot for the series exists)

Manuel de Pedrolo (who wrote both the novel and screenplay) was born in 1900 and died in 1990, he was a renowned author, who wrote all of his works in Catalan. Hence the reason why this work was translated for TV3 a Catalan based television station.

Cinematography by Juan Carlos Lausin, Second Unit Director or Assistant Director - Jordi Frades first assistant director.

WR. Xesc Barceló , Manuel de Pedrolo

DIR. Ricard Reguant

EPISODES: 7 **YEAR MADE:** 1985 **COUNTRY:** SPA **SEASONS:** 1

TELEVISIO DE CATALUNYA (TV3)

CREATOR: MANUEL DE PEDROLO (NOVEL)

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Catalan

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 29/09/1985 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Alba AGUEDA FONT, Dídac Niño GUILLEM D'EFACK, Dídac Joven MOISES TORNER, Guía del Futuro
MARIA FERNANDA GIL.

MEEGO

Meego is a 9000 year old alien whose spaceship crashes on Earth and is discovered by Alex, Maggie and Tripp Parker whilst out walking their dog. The three children take a liking to Meego and convince their single father to take him in as a nanny. Meego agrees to stay until his ship is fixed, but eventually grows attached to the children and stays. Meego brings advanced technology such as a watch which can control people. Mr. Parker is also not aware that Meego is an alien. Meego also have seven hearts.

"Meego" was a sitcom about the title character, an outer space alien from planet Marmazon 4.0 who crash lands on Earth and is discovered by Alex Parker, a young boy, who brings him home. His father, Dr. Parker, is recently widowed and an important surgeon who can never make time for his children, so Meego is hired as the children's nanny. He agrees, with Alex, the only one who initially knows he's an alien, to stay on as nanny while his ship is repaired. "Meego" was produced by Miller-Boyett-Warren Productions and Warner Bros.

All shows were originally aired on CBS from 8:30-9:00 p.m. on Fridays in the 1997-98 season. Ross Brown was the executive producer and creator. The series was developed by Thomas L. Miller, Robert L. Boyett and Michael Warren. This US sitcom was an ill-conceived idea, and a very unoriginal idea, just re-using ideas which have been done better in such shows as MORK AND MINDY and ALF, the show is very similar to another badly made British SF show MIKE AND ANGELO.

This cheap sitcom didn't last long in the US being cancelled before the end of its first season. As with most shows of this type, there is always a morality tale at the end of each episode. The acting is extremely poor, especially that child actors, the only good actor is Bronson Pinchot who plays the alien Meego 'Smith', who like Mork before him manages to hold up the show, just.

The series was first shown in the UK on Sky One, at the very early time of 7.30 - 8.30 am, showing two episodes a day for one week in 1998. There were no on screen titles shown. In the US only six of the 10 episodes aired, before being taken off the screen. All 10 episodes were broadcast in the UK, on its first run.

Barclay, the dog, is the only actor under five feet tall worth saving from this cloying mush. Ed Begley Jr. and Bronson Pinchot are sorely wasted. CBS wisely saw fit to cancel the show after only six episodes, though the threat remains that some of the unaired (in the US) episodes will show up in the summer to fill holes in its schedules. The executive producers for the show were Thomas L. Miller, Robert L. Boyett, Michael Warren and Ross Brown.

WR.

DIR.

EPISODES: 13 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 1

MILLER-BOYETT-WARREN PRODUCTIONS/ WARNER BROS. TV.

CREATOR: ROSS BROWN

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 17/09/1997

AIR DATE OF LAST EPISODE 24/10/1997

SEASON DATE BREAKDOWN:

FILMS:

Meego "Smith" BRONSON PINCHOT, Dr. Edward Parker ED BEGLEY JR., Maggie Parker MICHELLE TRACHTENBERG, Tripp Parker WILL ESTES, Tripp Parker ERIK VON DETTEN (Pilot Only) , Alex Parker JONATHAN LIPNICKI, MARIANNE MUELLERLEILE, MICHAEL MILHOAN, DEBRA MOONEY, LANCE E. NICHOLS, PAIGE PETERSON.

RELATED SHOWS:*MY FAVOURITE MARTIAN**MIKE AND ANGELO*

- 1 - 1 *"PILOT"*
- 1 - 2 *LOVE AND MONEY*
- 1 - 3 *THE TRUTH ABOUT CARS AND DOGS*
- 1 - 4 *IT'S GOOD TO BE KING*
- 1 - 5 *FATAL ATTRACTION*
- 1 - 6 *HALLOWEEN*
- 1 - 7 *SATURDAY NIGHT FEVER*
- 1 - 8 *MAGIC PARKET*
- 1 - 9 *LIAR, LIAR*
- 1 - 10 *MOMMY N' MEEGO*
- 1 - 11 *PERFORMANCE ART*
- 1 - 12 *CAR AND DRIVER*
- 1 - 13 *I WON'T BE HOME FOR CHRISTMAS*

MEGA MINDY

Series Produced by Sven Duym Producer.

Series Original Music by Olaf Janssens.

Series Second Unit Director or Assistant Director - Joke Pevenage .. First assistant director.

Series Sound Department - Bart Vanvoorden .. Sound re-recording mixer , Olaf Janssens .. Sound effects editor.

WR.

DIR. Matthias Temmermans

EPISODES: 20 **YEAR MADE:** 2006 **COUNTRY:** BEL **SEASONS:** 2

STUDIO 100 , SYLVESTER PRODUCTIONS

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIAS

LENGTH (MINS): 25 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** Dutch

SEASON BREAKDOWN: (1) 13, (2)

DATE OF PREMIER: 29/10/2006

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Commissaris Migrain SJAREL BRANCKAERTS, Oma Fonkel NICKY LANGLEY, Mieke / Mega Mindy FREE SOUFFRIAU, Toby LOUIS TALPE, Opa Fonkel FRED VAN KUYK, Moeder Migrain MARITEETE VAN ARKKELS, Baron BOB VAN DER VEKEN, Butler PAUL SCHRIJVERS, Journaliste BIANCA VANHAVERBEKE.

MEGAROMAN

AKA: **MEGALOMAN**

AKA: **BLAZING SUPERMAN MEGALOMAN**

AKA: **HONO NO YUSHA MEGAROMAN**

AKA: **SUPERMAN OF FIRE MEGALOMAN**



The planet Rosetta has been taken over by the Black Star army led by Captain Dagger. Takashi Shishido and his mother Rosemary escaped to Planet Earth after his father Gou was captured by Dagger, who is actually Takashi's evil twin brother Hiroshi! While living peacefully on Earth, Takashi attends a kung-fu school in Japan, and has four friends, but they had no idea that he was from another planet, a secret only his martial arts teacher Takamine knew. But when Captain Dagger initiates his attack on Earth using his army of various giant monsters, Rosemary (who also goes by the civilian name "Mari") gives Takashi the Megalon-Bracelets, with which he can transform into the giant long-haired warrior Megaloman to fight the evil monsters for the protection of Earth. Early in the show, Takashi's four martial arts school friends, Seiji Kurogawa (a tough, Bruce Lee-like fighter), Hyosuke Yuri (the comedy relief), Ran Takamine (Master Takamine's daughter & Takashi's girlfriend) and Ippei Saru (the little kid) discover his secret and Rosemary decides to invite them to join Takashi in battle. So she gives them their own Megalon Bracelets to transform into a quartet of multicolored martial arts super-warriors to fight alongside Takashi!

Actor Yuki Kitazume, who played Takashi Shishido (the alter-ego of Megaloman) and Captain Dagger, originally auditioned for the role of martial arts teacher Takamine. This series was Kitazume's acting debut.

Megaloman

Shishido Takeshi is the son of Shishido Go, an Earth Human and Mari (Rosemary) a member of the Tategami Tribe of the Rosetta Star System. Takeshi's father was killed by the Black Star Tribe's Leader, Capt. Dagger as they attempted to escape to Earth. With his dying breath, Takeshi's father urged him to flee to Earth with his Mother to prevent Earth from falling into the hands of Dagger's forces. Settling on Earth, Takeshi and his Mother sought refuge with family friend Takamine Sougen. There Takeshi trained in the arts of Kung Fu to prepare for the day that Capt. Dagger would come to Earth.

When Capt. Dagger's forces arrived Takeshi's mother Mari handed him the Megalo Bracelets that houses the mystical power of the Tategami No Rosetta (The Tategami Tribe of the Rosetta Star System). These Bracelets unite the mystical powers of his Earth heritage and the powers of the Tategami Tribe of the Rosetta Star System to change Takeshi into the Titan of Fire Megaloman.

Takeshi dons his battlesuit with a command of Energy Up. Takeshi can fly in human form.

Takeshi turns into Megalo Man with a shout of Megalooooou.

Megaloman's Main Special Attack is his Megalo Fire. This unique attack is generated from Megaloman's long mane of hair. When ignited, Megaloman's Megalo Mane stands erect and glows with Megalo Aura. Once sufficient Megalo Aura is generated, Megaloman whips his hair and flings the Megalo Aura at the enemy. The Megalo Aura becomes a fireball of energy called Megalo Fire which utterly destroys anything it hits.

In addition to his Megalo Fire, Megaloman has numerous other weapons:

His Megalo Blade is a silver sabre that he can use to slash and stab his enemies. It can also be thrown like a javelin. The Megalo Blade can also be transformed into two shorter sais that can be used in close combat.

Megaloman utilizes a host of Kung Fu inspired fighting attacks like his Megalo Kick.

Takamine Dojo

The Takamine Dojo (School) is run by Kung Fu and Martial Arts Sensei/Sifu Takamine Sougen. He was an acquaintance of Shishido Go. He later took in and helped Mari train Takeshi for his eventual encounters with

Capt. Dagger. In the final episode, Takamine is killed in battle fighting the Black Star Tribe. Takamine Sensei has various students (disciples) as part of his school. They help Takeshi in his battles with Dagger and the Invaders. The team of students are as follows:

Takamine Ran Takamine Sensei's daughter and only child. Her style of Kung Fu utilizes graceful and swift moves. She is also a master at using sais. She is in love with Takeshi, who is her same age.

Yuri Yosuke Easygoing member of the troupe. Loves to eat. His style of Kung Fu takes advantage of his size and strength. Was later transformed into the monster Terrogirasu by Capt. Dagger's henchman, Beroc. Is eventually returned to normal. Has an older brother who is an Investigative Reporter.

Kurogawa Seiji Bruce Lee look-alike and edgy member of the troupe. Utilizes an aggressive style of Kung Fu. Is a master at using the nunchakus. He works as a Car Mechanic on his spare time. Was killed by Capt. Dagger's henchman, Beroc while protecting Takeshi.

Masshira Ippai Youngest student at the Dojo. Parents own a small Ramen Shop. Incorporates a Monkey Style of Kung Fu which takes advantage of his tiny size. Despite his age, he is able to take down adults twice his size.

When they join hands and link up, they are able to don specialized costumes, which protect them from the various Invader henchmen. Each wears copies of the Megalo Bracelet which enable them to communicate with each other and to detect Invaders. The Megalo Bracelets enable them to combine their energies and fight as one. They change into their Megalo suits with a call of Turn Energy.

The Invaders

The Kokusei Zoku (Black Star Tribe) is a vast galactic invading force originating from the Rosetta Star System. They are led by the mysterious Capt. Dagger, who is in reality Hiroshi, the twin brother of Takeshi and son of Shishido Go.

He is aided in his conquests by a host of gigantic monsters and robots which he calls his Monster Army. He also commands an army of human-sized soldiers. These 'Invaders often disguise themselves in various human guises to infiltrate human society. These Invaders are incredibly nimble and often incorporate various acrobatic attacks. Capt. Dagger was a subordinate to the Golden Masked Tyrant, Sulamar but eventually killed his master to usurp control of the Black Star Tribe.

Capt. Dagger's main underling is the vicious and cunning, Beroc. Beroc is one of the Black Star Tribe's most gifted intellects. Beroc often came up with strategies which exploited specifically targeted Megalo Man's human weaknesses. Beroc's only son, Taigun was killed by Megalo Man. Beroc is responsible for the deaths of two of Takeshi's closest human friends, Seiji and Hyosuke. He is killed by Takamine Sougen.

The Invader base is hidden deep within Japan's mountain range (Takeshi and company eventually pinpoint their whereabouts using one of his father's devices, the Battleship Box).

Writer Kariya Tetsu would later go on to write the trend setting, Gourmet cooking manga "Oishinbo" (1980).

Megaloman was Kitazume Yuuki's first starring role (he had actually auditioned for the part of Takamina Sougen, the Master of the Takagami School). Kitazume would later go on to appear in a string of "made-for-TV" films. He appeared in two movies, Kadokawa Haruki's "Oedipus No Chitou"(Blade of Oedipus) and the Nikkatsu film "Rouge".

Takabayashi Yukiko provided the voice for teacher Eva Beadle Simms in the Japanese dubbed version of "Little House on the Praire".

Child star Houzumi Pe Pe appeared in various programs such as Giant Robo (1968) and NHK's SciFi Kid's drama "Jyuichini Iru"(And There Were 11 "1974). As a teen and young adult, he would star in the high school drama "Tobidase!, Seishun"(Escape! My Youth-1972), the comedy "Ore Tachi No Tabi"(Our Journey "1975), and Tokusatsu Cult favorite Super Robot Red Baron (1974).

Inoue Takao is another distinguished voice actor who lent his voice to the Japanese dubbed versions of 'Lawrence of Arabia', 'Last Emperor' (he usually dubbed Peter O'Toole), and 'Giant' (he dubbed Rock Hudson).

Kurobe Susumu, who played the evil Beroc, is best remembered as Hayata in Tsuburaya's landmark series 'Ultraman' [1966]. The slightly Caucasian looking actor can also be seen in a host of Toho movies including 'King Kong Escapes' (1967), ' Son of Godzilla' (1967), ' Destroy All Monsters' (1968) and ' Latitude Zero' (1969). He has also appeared in episodes of Tsuburaya Pro's ' Ultraman'(1967).

Sugi Madoka is the stage name for Sugimoto Minako. Sugi has been taking Modern Ballet lessons since the age of 2 from the Hiraguchi Ballet School. She won the title of Ms. University Japan in 1979. Appeared in the TBS Drama 'Korogi Bashi' (Cricket Bridge '1980) and 'Aijyu Gakuen'(Academy of Sorrow '1980). After graduating from the Japan School of Performing Arts in 1981, she began performing with the Ichibangai (Number One Boulevard) Performance Troupe. During the later half of the '80s, Sugi performed in various musicals in Japan such as 'Peter Pan'. She later began producing musicals and musicals at the Aoyama Theatre, such as the Operetta 'Merry Widow'. She is currently acting as Chair/Supervisor for the children's talent agency, 'Minny Story Dance' in Aoyama.

Often unfairly compared to Tsuburaya's 'Ultraman Leo' (1974) with which it shares some similarities:
 Both Giant Heroes utilize various 'kikutou' fighting skills when battling their enemies.
 Both Giant Heroes battled against the invading forces from a 'Black Star'.
 Both Giant Heroes incorporate themes based on a 'Lion' motif.

Megalo Man came out at about the same time as Tsuburaya's 'Ultraman 80' (1979).

Megalo Man was Toho's last entry into the Tokusatsu TV show genre. Toho's other Tokusatsu creations include: 'Yuke! Godman' (Go! Godman 1972), 'Ai No Senshi, Rainbow Man' (Warrior of Love Rainbow Man 1972), 'Ryusei Ningen Zone' (Human Comet Zone 1973), 'Hikari No Senshi 'Diamond Eye' (Warrior of Light 'Diamond Eye' 1973),

Kawakita Kouichi who helped provided the Special Effects work for Megalo Man as has done work for 'Ultraman A'(1972), 'Ryusei Ningen Zone' (Human Comet Zone -1973), 'Sayonara Jupiter' (1984) and 'Godzilla vs. Biollante' (1989). Other credits include: 'Gunhead' (1989), 'Godzilla vs. King Ghidorah' (1991), 'Godzilla vs. Mothra' (1992), 'Godzilla vs. Mechagozilla' (1993), 'Yamato Takeru' (1994), 'Godzilla vs. Space Godzilla'(1994), 'Godzilla vs. Destroyer' (1995) and 'Mothra' (1996).

Megalo Man's look is inspired by the Shishi or Lion costumes often found in Japanese Kabuki Theatre. Kabuki (Dance/Music/Craft) is a traditional form of Japanese theater. It was founded early in the 17th century by Okuni, a shrine maiden who brought her unique and lively dance style to the dry river beds of the ancient capital of Kyoto, and over the next 300 years developed into a sophisticated, highly stylized form of theater.

While the costumes used in domestic plays are often realistic representations of the clothes of the Edo period, historical plays often use magnificent brocade robes and large wigs reminiscent of those found in the Noh theater.

One well-known trademark of kabuki is the extravagant makeup style called 'kumadori' that is used in historical plays. There are about a hundred of these mask-like styles in which the colors and designs used symbolize aspects of the character.

The base color for most styles of make up is the white 'oshiroi', made from rice powder. White was used for many reasons; white skin in Japan has traditionally been associated with the upper class. The White base completely masks the actor's features, allowing new features to be painted on; and the white base was an excellent projection to the audience in the days before electricity. The aragoto style of acting ("rough [violent] business") uses the kumadori makeup, which uses bold strokes of color, usually red or blue/indigo. Kumadori, is said to have been influenced by facial expressions on Buddhist statues and the Noh masks. Red lines generally symbolize virtue and strength, while blue lines are associated with evil. Brown is worn by villains among court nobles and by gods; and purple, light green, pink, and gold are seldom used but for special characters. Ghosts and some animal roles (like the Lion) also use the kumadori makeup.

While lions have never lived wild in the islands of Japan, they were imported in graphic form through China and Korea. The shishi-mai or lion dance is often seen at shrine festivals and at New Year's, when performers visit each home in the neighborhood to cast out evil. Lions are also of great symbolic importance in Okinawa, where they are embodied as protectors (similar to European gargoyles).

Another Tokusatsu Hero which incorporated the Kabuki Shishi Costume is the obscure Tokusatsu Show Shishi Kamen (Lion Mask Yamato Kikaku/Nihon TV, 1973).

Infamous U.S. Independent Film Studio Troma also used elements of Kabuki (albeit in comical fashion) in their outrageous Superhero parody, Sgt. Kabuki Man, NYPD.

Shares several similarities with the Anime Super Robot Show 'Chodenji Machine Voltes V' (Super Electromagnetic Machine Voltes Five- 1977-1978). As in Megalo Man, Voltes V told the story of five martial

arts students who were recruited to fight off the advancing alien invasion of the Bazan Empire. Similarly as in Megalo Man, the main villain, Prince Hinnel turns out to be the brother (half-brother) of the hero.

Original Music by Shôzô Tozuka & Seiji Yokoyama.
 Stunts - Junji Yamaoka action coordinator
 Other crew - Hiroshi Kumagai Conductor
 Designs - Ikeda Masao
 Executive Producer - Besho Koji
 Producer(s) Shimomura Kiichi, Shinoda Yoichi, Yamamoto Yoshio
 Cinematography Nomura Kazumasa, Mori Yoshihiro
 Lighting - Kishida Kunio
 Makeup - Takahashi Teruhiko
 Action Choreography - Kobari Shin

WR. Kariya Tetsu, Tamura Tatsuo, Tomita Yashuhiro, Ito Koji

DIR.

EPISODES: 31 **YEAR MADE:** 1979 **COUNTRY:** JAP **SEASONS:** 1

TOHO

CREATOR: KARIYA TETSU

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 31

DATE OF PREMIER: 07/05/1979 **AIR DATE OF LAST EPISODE** 14/12/1979

SEASON DATE BREAKDOWN:

FILMS:

Takashi Shishido/Megaloman/Captain Dagger YUKI KITAZUME, Berlock SUSUMU KUROBE, Ran Takamine (Pink) MADOKA SUGI, Hyôsuke Yuri (Yellow) PEPE HOZUMI, Seiji Kurogawa (Blue) JIMMY ARAKI, Ippei Saru (Green) KOJI HASHIMICHI, Rosemarie (Takashi's mother) YUKIKO TAKABAYASHI

- 1 - 1 *RAGE ON! FIRE TITAN*
- 1 - 2 *THE MEGALON BRACELET OF FRIENDSHIP*
- 1 - 3 *ROAR! SPACE KUNG-FU*
- 1 - 4 *SET FORTH THE MONSTER ARMY*
- 1 - 5 *PHASE ONE OF EARTH'S CONQUEST*
- 1 - 6 *TO BATTLE THE INVISIBLE ENEMY*
- 1 - 7 *FIGHT ON! WARRIORS OF LOVE*
- 1 - 8 *CLOSE CALL! THE TINY HERO*
- 1 - 9 *BATTLE WITH TEARS! LIVING WEAPONS*
- 1 - 10 *THE FALLEN U.F.O.*
- 1 - 11 *THE BATTLE WORLD IS APPROACHING EARTH*
- 1 - 12 *SMASH! THE BLACK STAR ARMY'S TREACHERY*
- 1 - 13 *THE INVADERS BIG BATTLE STRATEGY*
- 1 - 14 *KIDNAP THE EARTH CHILDREN*
- 1 - 15 *LAUNCHING MISSILES! AIM AT THE FIRE TITAN*
- 1 - 16 *GOLD MASK! HE ARRIVES ON EARTH*
- 1 - 17 *WHERE IS THE SECRET MONSTER BASE*
- 1 - 18 *THE MONSTER DECIMATED THE TOWN*
- 1 - 19 *THE AMPHIBIAN ALIENS! SECRET OF THEIR SCALES*

- 1 - 20 *THE MONSTER ARMY'S GREAT ATTACK - ACT I*
- 1 - 21 *MEGALO MAN'S DIRE SITUATION - ACT II*
- 1 - 22 *THE STOLEN MEGALON FIRE*
- 1 - 23 *ESCAPE FROM THE HANDS OF EVIL*
- 1 - 24 *([CAPT.] DAGGER IS ALIVE*
- 1 - 25 *TEARS ON THE LION'S MANTLE*
- 1 - 26 *BEWARE THE WEB OF THE SPIDERS! UNABLE TO CHANGE*
- 1 - 27 *THREE SECONDS TO MELTDOWN! LASER MONSTER JADONGA*
- 1 - 28 *BAFFALON, THE MONSTER ASSASSIN*
- 1 - 29 *DON'T HURT THAT MONSTER! TERROGIRASU, THE SAINT*
- 1 - 30 *PRESIDENT DAGGER'S COUNTER ATTACK! SPARK MONSTER DESPAR*
- 1 - 31 *FATEFUL SHOWDOWN! MEGALO MAN VS. MASKED MONSTER DAGGER*

MEN INTO SPACE



CrazyAboutTV.com

Semi educational American series about the adventures of a space pioneer and his crew in and around a moon colony. The space programme depicted in Men Into Space advanced quite a bit faster than the United States space programme did in real life. When the series started we had not yet put an man into space, while the first episode depicted the first trip to the moon. Within the course of a year on the series a moonbase was established, a permanent manned space station built and the first manned mission journeyed to Mars. All the goals that NASA had been unable to accomplish in over a quarter of a century since the first manned landing on the moon.

The series, made in 1959, prided itself on its authenticity and its absence of monsters or little green men. Each script was said to have been submitted to the American Defence Department and anything which couldn't possibly happen was then ruled out. Triggered by the Russian launch of Sputnik on 4-5 October 1957, this explicitly science fictional show had technical support from USAF, Navy, Army, and various scientific organisations, in an impressive attempt at authenticity -- making this the first "Hard Science Fiction" series on television. It featured drama in spacecraft, space station, Moon Base, and in the vicinity of various planets and moons in the solar system.

Using marvellous sets, costumes, and background "Matte" paintings by Chesley Bonestell (Dean of Space Artists) this series presumed that men would first go into space on an aerospace plane (perhaps a X-15 atop a Navaho booster), then build a toroidal space station, then use the space station as a base from which to probe the moon, and finally to land on the Moon. In fact, President Kennedy scrapped such plans when CIA reports suggested that the Russians were going a "quick and dirty" route to orbit, preparing to send men into space in capsules launched by modified ballistic missiles.

He tasked NASA with an equally crude but immediate approach. The rest is history. Hence, "Men Into Space" is history as it SHOULD have been, based on the plans of Werner Von Braun and his cohorts. We still have not built the National Aerospace Plane (NASP), we are years behind on space station construction (set to start in late 1998), and, while we got to the moon in 1968 (as opposed to the early 1970's predicted by "Men Into Space") we went to visit, and never built the moon base, nor did we boldly go onwards to Mars. Some critics (see "Future Tense" p.294) found the show "bland and unexciting" and blamed the low-budget artificiality of the sets.

With the cancellation of CAPTAIN VIDEO AND HIS VIDEO RANGERS, TOM CORBETT, SPACE CADET and SPACE PATROL in 1955 a huge void was created in outer space based series. It would be four years before this void was filled with Men Into Space. Unlike its juvenile predecessors. Men Into Space was a series aimed at adults attempting to give a realistic portrayal of space travel in the near future in a semi-documentary fashion.

To accomplish this, ZIV productions, the company responsible for SCIENCE FICTION THEATRE, unlisted the aid of the United States Defence Department. The Defence Department approved scripts for scientific accuracy as well as providing stock footage of missiles. The series' only regular character was Colonel Edward MacCauley, the astronaut in charge of the United States space programme and the person who headed up many of its most important missions.

The lack of a regular supporting cast did not help the series as each episode would have MacCauley interacting with a new group of characters. Since the Defence Department would not approve stories about alien invaders or mad scientists, conflict in the series arosed from having to face the hazards of space exploration and from differences in opinion between MacCauley and the guest cast. When Men Into Space was first placed into Syndicated reruns it was retitled Space Challenge. The title of the syndicated reruns returned to Men Into Space by the late 1960's.

The BBC screened a season of 13 stories in its Saturday 5:00 pm teatime slot (usually home to western series

such as Range Rider) and followed it with Billy Bunter! Only the last episode 'Flight to the Red Planet' was not aired during the shows original run.

As science itself became the dominant theme in the latter part of 1950s science fiction television, *The Man and the Challenge*, like *Men into Space*, favoured the role of the American scientist in researching man's endurance. Presumably in preparation for space travel, the series' research centred on the contributions of Dr. Glenn Barton, an athlete, medical expert and ex-Marine modelled on real-life researcher Col. John Paul Stapp, whose fame as the rocket sled jockey made the cover of *Life* magazine and served as the inspiration for the film *On the Threshold of Space*, released by Twentieth Century-Fox in 1956. As a result, the series' emphasis was always on the man and not the generic man. This distinction is emphasised in the pro-gram's signature (see below) as well as the narratives.

Producer Ivan Tors, the man behind the effective series *Science Fiction Theatre* (q.v.), explained in *Telefilm* magazine (September 1959) that "Col. Stapp's experiments on him-self filled me with great admiration, and I fashioned *The Man and the Challenge* on a similar personality, a doctor and researcher, who experiments with danger and survival."

Information on this series is scant. After an exhaustive search we were able to find just one episode, "The Windowless Room," complete with commercials but lacking closing credits. Information below has been compiled by cross-referencing television listings in newspapers and other episode log sources, including TV Guide. Cast information has been assembled from various reference works on science fiction television.

Technical Information

FORMAT: Half hour adventure series centring on the exploits of Dr. Glenn Barton, primary researcher for the Human Factor Institute, a government agency seeking people willing to undergo dangerous missions for the purpose of scientific observation.

BROADCAST HISTORY: Network: NBC; Saturday 8:30-9:00. Original Airdates: September 12, 1959, to September 3, 1960. Sponsor: Chemstrand Corporation and Winston Cigarettes. Seasons: 1. Total Episodes: 36 black-and-white.

Signature

Barton is seated in the cockpit of a rocket sled, and as he dons his crash helmet we see the title "The Man." This scene is followed by footage of the rocket sled in action over which the title "and the" zooms toward the camera. As the rocket sled slows in a gush of water, the title "Challenge" zooms toward the camera. The unidentified announcer pro-claims, "The Man and the Challenge," followed by an introduction of the episode's sponsor.

Production Staff

Production: Ziv Television Programs, Inc. Producer: Ivan Tors. Associate Producer: Andrew Marton.

This is a case in which network meddling may have proved beneficial to the creators. In a September 1959 newspaper interview, star George Nader mentioned that the series was originally titled *Challenge*. The article added that network officials demanded a title change because they felt that the program may be mistaken for a game show, currently in disrepute because of the scandals. The title was changed and, perhaps, that made the difference in the series' approach to its theme.

Originally titled *Moon Probe* and later simply *Space*, Ziv's *Men into Space* premiered on CBS on Wednesday night, September 30, 1959, nearly two years to the day after the launching of Sputnik I and, more dramatically, only 17 days after yet another monumental feat performed by the Soviet Union, the circling of the moon by the Russian space probe, Lunik II. There is little doubt that the launching of Sputnik I served as impetus for the production of *Men into Space* and, considering the political climate of the times, just such a pro-gram was needed to inspire confidence in America's ability to conquer space. Sputnik had struck a serious blow to the American ego and sense of complacency.

Early in the development of the *Men into Space* series, the co-operation of the Department of Defence was secured on the condition that the Defence Department would be granted script approval. The Department of Defence and the United States Air Force seemed principally concerned with technical accuracy, i.e., the truthful depiction of the theories of space exploration, rather than any editorial control over the series' content.

Considering the devastating blow to America's technology meted out by Sputnik's launch, the air force had little choice but to present an image to the American public that was concerned more with the air force's scientific capabilities to supersede the Soviet Union than with any presumed ideological superiority. Capt. M.C. Spaulding of the USAF's Ballistic Missile Division was named technical advisor of the series. He managed a pool of advisors from various government agencies including the air forces Air Research and Development Command, the School of Aviation Medicine and the Office of the Surgeon General. Location filming would take place at the Space Medicine Centre at Randolph Field, Texas; Wright-Patterson Air Force

Base in Dayton, Ohio; Cape Canaveral in Florida; Edwards Air Force Base in California; and the navy's testing ground at Point Magu near Santa Barbara, California. The "moon" existed on a sound stage at the Ziv studios off Santa Monica Boulevard in Hollywood.

Brought in to produce the series was veteran producer and art director Lewis J. Rachmil. A graduate of the Yale University School of Fine Arts, Rachmil began his film career in 1930 serving as art director for the Paramount Long Island studios in New York. Moving to Hollywood in 1935, he began a long association with Harry Sherman Productions, serving first as art director and finally as associate producer. Since 1940, he was the associate producer for all of the Hopalong Cassidy features, and in 1945 became head of production for the remaining Hopalong Cassidy features released through United Artists. In 1947, Rachmil became head of production at General Service Studio in Hollywood. He later moved to RKO as a producer of such program features as *Bunco Squad* (1950), *Roadblock* (1951) and director William Cameron Menzies' *The Whip Hand* (1951). In 1952 he joined Columbia Pictures and produced, among many programs, Fritz Lang's *Human Desire* (1954) and William Asher's offbeat science fiction thriller *The 27th Day* (1957).

Considering Rachmil's tenure as a producer of low-budget films and his background in art, he was a logical choice to supervise a series that would rely heavily upon art direction to depict its "other world" locations, but was budgeted at a modest \$50,000 per episode. I

In a shrewd venture, Rachmil secured the talents of preeminent space artist Chesley Bonestell to provide the production design (or, as the credits read, "Space Concepts") of the series. Bonestell had done much the same thing for producer George Pal's features *Destination Moon* (1950), *When Worlds Collide* (1951), *The War of the Worlds* (1953) and *Conquest of Space* (1955). Bonestell also received recognition for his evocative cover illustrations for both *Coliers* and *Life* magazines; among his most important paintings was the 10 x 40 foot mural of the moon's surface painted for the Boston Museum of Science only two years before his work with *Men into Space*.

Praising Bonestell's knowledge of space, a CBS spokesman bragged that Bonestell could "tell you the exact angle of incidence of the sun's rays on Deimos," adding, "When the series enters the realm of conjecture-what the surface of the moon will look like, for instance-its ideas are not based on imagination or fancy."

Bonestell carried with him to his work on *Men into Space* essentially the same "concept" of the moon's appearance which he had used on previous occasions. Bonestell envisioned the moon as a great craggy vastness, filled with sharp, jagged and treacherous obstacles. By the mid-1960s, lunar orbiting satellites would prove that the moon had a much smoother surface, the result of being softened by eons of meteorite bombardment. Bonestell would be forced to admit his mistake.

While Bonestell designed the "look" of the series, Rachmil buried himself in stacks of publications which dealt seriously with the exploration of space. From this research, and the advice of experts, Rachmil declared that his series would emphasize the "correctness" of technical problems men and women would encounter in space exploration and the colonization of the moon. But Rachmil found himself with a technical problem all his own.

A maximum budget of \$50,000 per episode did not allow for spectacular special photographic effects so crucial to a series about space exploration. Although he had at his disposal thousands of feet of government film of rocket and missile testing, only special effects footage could depict man's venture into space. By necessity, Rachmil sought the talents of Jack Rabin, Irving Block and Louis DeWitt, a trio of special effects experts who catered mainly to budget minded producers. Their plight was compounded by the air force's insistence on accuracy; hence, any cost cutting gimmicks or even small deviations from the accepted designs of actual space probes and space stations were prohibited. All spacecraft and even the moon colony itself were constructed according to air force specifications. In the long run, Rabin, Block and DeWitt managed to pull it off, offering exceptional photographic effects under serious budgetary restrictions. (All three men received credit in the pilot episode, but only DeWitt received credit in the remaining episodes.)

To simulate floating sequences in the weightless and near weightless conditions of space, Rachmil turned to Peter Foy, the theatrical rigging specialist who manoeuvred Mary Martin through the air in her many performances of the play *Peter Pan*. Rachmil and the technical advisors, however, had Foy change his technique; *Peter Pan* had been flying, they rightfully argued, but men and women in space are helpless, and so Foy had to alter his equipment (a contraption consisting of rope, airplane cable and piano wires, some of which were half the thickness of pencil lead) so that the astronauts would, as he said, "float awkwardly."

After several attempts, Foy discovered that the machinery didn't allow for rapid changes of pace, and so he operated the controls manually, a task made all the more difficult considering the weight of the actors (dressed in 75-pound spacesuits) suspended at a height of 40 feet and flown along a 100-foot soundstage. Compounding his task further was the need to "float" the electronic equipment carried by the astronauts as

well as the large, bulky mock-ups of the space probes themselves, all in a single setting.

Finally, after two years of research and negotiations, a cast and crew were assembled to produce the pilot episode. William Lundigan, whose connection with the Ziv organisation went back to 1955 when he appeared as a test pilot in the premiere episode of *Science Fiction Theatre*, was selected to play Col. Edward McCauley, a veteran air force commander chosen to lead America's efforts toward colonising the moon. Lundigan was supported by Angie Dickinson as his wife, Mary, and Charles Herbert as the couple's son, Peter.

While Rabin, Block and DeWitt handled the photographic effects, Cy Simonson, whose previous work included the *Adventures of Superman* series, handled the stage effects, and Maxwell Smith, who supervised the electronics on *Science Fiction Theatre*, handled the instrumentation and equipment. Edward Cronjager photographed the pilot (he was replaced by William F. Whitley for the duration of the series), and Robert Kinoshita was art director. Joe Wonder, who served as production supervisor on many Ziv programs, returned for yet one more series, organising the many facets of production.

With the pilot finished and sponsorship secured (American Tobacco Company, namely Lucky Strike cigarettes, and Gulf Coast gasoline), production on the series went into full operation. Directorial assignments were shared among several directors, including William Conrad, Herman Hoffman, Walter Doninger, Alvin Ganzer, Charles Haas, Lee Sholem and Otto Lang. Various writers, mostly freelancers, worked under the supervision of story editor Robert Warnes Leach. Joseph Silver replaced Thomas Scott as film editor. Angie Dickinson was replaced by Joyce Taylor as Mary McCauley; the only other recurring characters were Maj. Norgarth and Gen. Devon, played by Tyler McVey and Russ Conway, respectively, but their appearances were infrequent.

Each episode would begin with several scenes from the episode accompanied by the uncredited announcer whose oracle-like voice, deep and prophetic, offered what amounted to commentary on the theme of the episode. For example, in "Contraband," the theme of human nature is clearly outlined. After explaining that progress in technology will enable man to travel to distant planets, the narrator tempers the "sense of wonder" by remarking that "no matter where he travels, one thing will always be the same: man himself. Human nature will not change in the strange outposts of space. There will always be love and hate, courage and fear, and even greed. This is the story of an expedition to a distant world that was brought to the brink of disaster by one man's greed."

"Moon Probe," the premiere episode, told of an orbital flight of the moon; commander McCauley and his crew found the going much rougher than would the crew of Apollo 8, with an identical real-life mission, just nine years later. The Apollo 8 mission went perfectly; in "Moon Probe," one of the spacecraft's stages fails to separate and McCauley is required to free the trouble-prone second stage. In the process the Colonel is set helplessly adrift in space. Miraculously he is eventually taken back on board when the XMP-13 manoeuvres into position for the rescue.

Owing to its government research origins, "Moon Probe" emphasised the technical triumph of putting the first men into space, but Arthur Weiss's script was not devoid of the human element, as much a requirement of the narratives as the technical hardware itself. In providing prospective writers with editorial guidelines, story editor Leach made it clear that what he wanted were "dramas with strong documentary tone which tell of man's attempt to conquer space. Authenticity plus humanising elements for the characters involved are of the utmost importance [emphasis added], "Moon Probe" centres on the scientific wherewithal necessary to launch three explorers into space and then to rescue one of them when an accident hurls him into space. Director Walter Doninger chose a documentary style: Relying heavily upon close-ups, he creates suspense through the intrusive use of cross-cutting, particularly in cross-cutting four elements (McCauley adrift in space; the rescuers giving chase; ground control directing the rescuers; the anxious family and reporters awaiting McCauley's fate.)

The "humanising element," particularly Mary and Peter waiting for developments, offered insight into the approach taken by *Men into Space*. The first hint of this approach comes after McCauley is hurled into space. The ground commander orders tracking stations in the free world to monitor McCauley, but immediately corrects himself "No, make it world-wide." In the denouement, the Colonel tells McCauley that "missiles can be repaired in flight, now you've proved that beyond any doubt." But the stoic McCauley, holding a model of the missile, replies, "Something else was proved, too, let's not forget it. For one half hour the entire world made one human life more important than anything else."

CBS touted *Men into Space* as "a documentary of the future—solidly rooted in fact." As an example, in 1958 the Soviet astronomer Nikolai Kozyrev noted activity in the crater Alphonsus which he suggested might have been of volcanic origin. Considerable scientific attention was suddenly focused on the Alphonsus crater and possible explanations for the reported activity. This real-life debate soon found itself incorporated into a series script. In "Moon Cloud," broadcast in February 1960, McCauley and two brilliant scientists explore the

Alphon-sus crater seeking an explanation. The expedition is seriously complicated by the jealous hatred one of the scientists harbours for the other.

McCauley represented one of those quiet, heroic figures which have now gone out of style. As the series developed, he evolved into almost a perfect paradigm of the way America was then pleased to view itself. At a time when the military was held in high esteem, McCauley was proudly exhibited as the best that the military had to offer. His presence was a reassurance to the nation that its welfare was in strong capable hands. Lundigan occasionally found McCauley a little too perfect and rebelled against the image. Rachmil once reported, "Bill's only problem is that he doesn't want to appear infallible. When he asks for a script change, it's because he thinks McCauley is being too noble. We've made McCauley more human, I think, because Bill has complained: 'I'm no hero, so take me off the hook.'"

Eight months after *Men into Space* left the air, President Kennedy stood before Congress and set forth his agenda for space: "I believe this nation should commit itself to achieving the goal, before the decade is out, of landing a man on the moon and returning him safely to Earth." To former viewers of the *Men into Space* series, much of what would follow in the coming years would seem familiar as life fulfilled art.

Technical Information

FORMAT: Filmed half hour series projecting a Cold War vision of the colonisation of the moon and the early exploration of space.

BROADCAST HISTORY: Network: CBS. Original Airdates: September 30, 1959 to September 7, 1960. Sponsors: American Tobacco, National Carbon, Longines Wittnauer. Seasons: 1. Total Episodes: 38 black-and-white

Signature

OPENING: The program's signature was a montage beginning with a stylised launching of an Atlas ICBM succeeded by a flight from the earth to a vast ocean of stars. Simultaneously, the narrator acknowledged "the co-operation of the Department of Defence and especially the United States Air Force in the development of the following new dramatic television program." In the network version, a package of Lucky Strike cigarettes appeared as the narrator explained that *Men into Space* was "presented tonight by Lucky Strike." The title itself literally came forward from the far shores of space, accompanied by David Rose's commanding theme which relied heavily upon brass, pounding tympani and full stops for emphasis.

Production Staff

Production: Ziv Television Programs, Inc.
 Theme Music: David Rose.
 Producer. Lewis J. Rachmil.
 Associate Producer Mel Epstein
 Story Editor Robert Warnes Leach
 Space Concepts Chesley Bonestell
 Technical Advisor Capt. M.C. Spaulding
 Production Manager Joe Wonder
 Director of Photography William F. Whitley
 Film Editors Thomas Scott and Joseph Silver
 Art Direction Robert Kinoshita
 Set Decorations Charles Thompson
 Assistant Director Dale Hutchinson
 Special Effects Cy Simonson
 Photographic Effects Louis DeWitt
 Instruments and Equipment Maxwell Smith
 Audio Supervisor Al Lincoln
 Sound Editor Sid Sutherland
 Music Editor Milton Lustig
 Wardrobe Pat Kelly
 Makeup George Gray and John Holden.

When the economy-minded studio ZIV spent over \$3,000 on astronaut garb for its new space series, insiders knew the little studio was serious about sending *Men into Space* into the ratings stratosphere. "All of this stuff is authentic," said a ZIV spokesman. Even William Lundigan's magnetic space shoes cost \$75 apiece.

As the space race between the United States and the Soviet Union took off in the late 1950s, CBS decided to launch a series that reflected manned space flight. The most prestigious backing for the show came from the Department of Defense-which furnished technical advice, research and its facilities for the series-and the U.S. Air Force. Great effort went into ensuring that *Men into Space* was as accurate as possible. There would be no

monsters or time warps or visitors from other worlds. The series format was projected just a few years ahead of real space accomplishments. McCauley rescued trapped astronauts, piloted space shuttles and repaired orbiting space stations. Occasionally he went to the moon, and once to Mars.

Technically, the series presented the best special effects for TV at the time. However, the characters and human drama often failed to reach orbit, thanks to the dry plots.

Writer Robert Hecker recalls that when he submitted his story, "Earthbound" (starring Robert Reed as a stowaway), the technical concerns outweighed the plot. "In one story conference, their primary concern was, 'You can't have a stowaway because of the weight. Even an extra 100 pounds would abort the mission.' I told them that in the near-future time of the series, weight wouldn't be so critical. A stowaway could be possible. Besides, we should be allowed a little literary license. After all, half of the things depicted on Men into Space were highly problematic." Hecker convinced the producers but says, "We had at least three conferences on how much weight could we get away with. Nothing about character or plot. They were so bound up in the technical details, they tended to lose sight of the story."

Nevertheless, Hecker admired the technical integrity of the series. "Men into Space was ahead of its time, but not by much. Most of the events, such as moon landings and space walks, were already being investigated by scientists and the Aeronautics Institute, which later became NASA." Hecker, who is a Lt. Col. USAF (retired), was well versed in what he wrote. "When I wrote for the series, I was writing scientific and technical audio-visual reports for North American Aviation, Lockheed, Hughes, Douglas Aircraft and various government agencies. I had an inside track on the latest technology."

While the series aimed at the future, its treatment of women was strictly primeval. An entertaining example, "The First Woman on the Moon," cast Nancy Gates as a housewife who agrees to spend three months on a moonbase. The less-than-progressive James Clavell script has the female astronaut bursting into tears the minute she walks into her lunar living room. The male astronauts snicker that the psychiatrists predicted such behavior. While the men wear helmets clearly stating their rank, the housewife has a helmet reading "Mrs. Hale." At first moody and irritable (because there are no shopping centers on the moon, states the sympathetic narrator), Mrs. Hale recovers with a sense of humor and passes her space test.

Actress Nancy Gates-Hayes, who retired from acting in the early 1970s to raise her four children, chuckles about the experience now. "At the time they were all male chauvinistic pigs!" she laughs. "Thankfully, things have changed." She was intrigued by the real-life science of the episode. "It was not your usual TV fare," she says. "People ask me about westerns I've done and all I remember is that we rode horses. A show like Men into Space put us on a lunar landscape. There was also someone from NASA on the set. He explained to us that within ten years they would be going to the moon, and we were fascinated. This was 1960, and man walked on the moon nine years later." She was also required to fly through space, recalling, "They lifted us up on wires and floated us around. It was such an unusual show I brought my son, Jeff, who was seven at the time, to the set. He loved it. He was a big science fiction fan. He went on to produce the series Time Trax."

Another guest star, Don Eitner, recalls that while ZIV was a small operation, "it was a very active TV studio. The other major studios were saying, 'Oh, TV is beneath us. We're not going to get involved.' ZIV was one of the leading producers of syndicated shows, and I was one of their stock players. "On Men into Space, they did the space scenes against a black backdrop. There wasn't any process work like they do today. They literally wired us and suspended us up in space. It wasn't dangerous because they only hung us up a few feet. It was fun to do."

Walter Doniger, a director of several episodes, also enjoyed his stint with the series. "It gave me the opportunity to do something that hadn't been done before, particularly dealing with the technical problems. We filmed the pilot at Lancaster, California, at Edwards Air Force Base, where they had all of this space equipment." Doniger fondly recalls star William Lundigan as "a very nice man. He was not a star or a man with a magic about him, but he was competent in the role. He was pleasant to work with and took instructions."

Writer Jerome Bixby provided the story for the segment "Is There Another Civilization?" in which the explorers try to reconstruct an alien spaceship by using the piece of an alien ship as a guide. "I cringed a little when I watched it," notes the science fiction novelist. "Such detailed reconstruction of an alien craft based on examination of a shard is, to put it mildly, unlikely. But I had written it!" Bixby had another story idea that didn't reach filming stage. "It concerned a guy stranded in a lifeboat. He's spotted by a manned satellite. The Defense Department nixed it. They said that was impossible. Preposterous, they said." Bixby, however, knew that such technology was possible. "

They probably didn't want a satellite's spy potential emphasized on network television," Bixby reasons. Bixby, however, classifies Men into Space as a valiant attempt to realistically depict space travel. "As I recall, the production staff knew little about science, but they did care, [and] had a technical consultant. The science used on the series seemed sound. The series was ahead of its time. Bill Lundigan was also an asset: competent, easy

to work with and a very funny guy. The one weakness was the special effects. They were toothpick, hairpin and bubblegum, due to a limited budget." Despite the cast and crew's determination, the series' initial strength in the ratings faded quickly. The series ended after one full season. However, Robert Hecker feels it left its own legacy. "Men into Space was an enjoyable show," he says, "and it helped to pave the way for other space adventure series to follow."

CAST NOTES

William Lundigan (Col. McCauley): Born 1914. A former radio announcer who turned to TV after his movie career waned in the 1950s, Lundigan made his last TV appearance on *Marcus Welby, M.D.* (1970). He died in 1975.

WR. Aurthur Weiss, Ib MelChoir, William Templeton, James Clavell, Robert Hecker, Lewis Jay, David Duncan, Michael Plant and Donald Duncan.

DIR. Lee Solem, Alvin Ganzer, Jack Herzberg, William Conrad, David Friedkin and Walter Doniger.

EPISODES: 38 **YEAR MADE:** 1959 **COUNTRY:** US **SEASONS:** 1

A UNITED ARTISIT PRODUCTION FOR CBS

CREATOR:

TYPE OF SHOW: SPACE **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 38

DATE OF PREMIER: 30/09/1959 **AIR DATE OF LAST EPISODE** 07/09/1960

SEASON DATE BREAKDOWN:

FILMS:

Col. Edward MacCauley WILLIAM LUNDIGAN, Mary MacCauley JOYCE TAYLOR / ANGIE DICKINSON (PILOT), Lt. Johnny Baker COREY ALLEN, Captain Harvey Sparkman KEN DIBBS, General Nargarth TYLER MCVEY.

Books Based on this series.

Men Into Space Murray Leinster 1960

1 - 1 *MOON PROBE*

His family watching from mission control, Col. Edward McCauley who is commanding the first rocket into outer space must make a desperate gamble when the second stage of his rocket fails to jettison.

Wr Arthur Weiss

Dir Walter Doniger

1 - 2 *LANDING ON THE MOON (AKA MOON LANDING)*

Senator Jim Sloane questions the need for and cost of a mission to the moon after McCauley's first effort to the moon fails and his second effort leaves a crewman seriously injured during takeoff.

Wr James Clavell

Dir Walter Doniger

1 - 3 *BUILDING A SPACE STATION*

McCauley races against time in order to save an astronaut who is trapped when assembling the prefabricated units of a space station. The astronaut is the son of a air force general and trapped when his sleeve catches between sections of the space station.

Wr Meyer Dolinsky

Dir Otto Lang

1 - 4 *WATER TANK RESCUE*

Wr Ib Melchior

Dir Otto Lang

1 - 5 *LOST MISSILE*

Wr Michael Plant

Dir Walter Doniger

1 - 6 *MOONQUAKE*

Wr William Templeton

Dir Lee Sholem

1 - 7 *SPACE TRAP*

Wr Marianne Mesner, Francis Rosenwald

Dir Charles F. Haas

1 - 8 *ASTEROID*

Wr Ted Sherdeman

Dir Lee Sholem

1 - 9 *EDGE OF ETERNITY*

Wr Kalman Phillips

Dir Nathan Juran

1 - 10 *BURNOUT*

Wr Donald Duncan

Dir Alvin Ganzer

1 - 11 *FIRST WOMAN ON THE MOON*

1 - 12 *CHRISTMAS ON THE MOON*

Wr David Duncan

Dir Richard Carlson

1 - 13 *QUARANTINE*

Wr Richard Carlson

Dir Walter Doniger

1 - 14 *TANKERS IN SPACE*

Wr Arthur Weiss

Dir Alvin Ganzer

1 - 15 *SEA OF STARS*

Colonel McCauley pushes a young astronaut cadet to his limit during training. When Colonel McCauley is rendered unconscious the cadet has to land on Earth.

Wr Marianne Mosner, Francis Rosenwald, Kalman Phillips

Dir Lee Sholem

1 - 16 *A HANDFUL OF HOURS*

Wr Michael Plant

Dir Alvin Ganzer

1 - 17 *EARTHBOUND*

Wr Robert Hecker, Donald Duncan

Dir Nathan Juran

1 - 18 *CAVES OF THE MOON*

Wr Meyer Dolinsky

Dir Lee Sholem

1 - 19 *DATELINE: MOON*

Wr Robert Warnes Leach

Dir Alan Crosland Jr.

1 - 20 *MOONCLOUD*

Wr Michael Plant

Dir Otto Lang

1 - 21 *CONTRABAND*

Wr David Duncan

Dir Alvin Ganzer

1 - 22 *DARK OF THE SUN (AKA DARK OF THE MOON)*

Wr Alvin Ganzer

- Dir** Alvin Ganzer
1 - 23 *VERDICT IN ORBIT*
- Wr** Michael Plant
- Dir** Nathan Juran
1 - 24 *IS THERE ANOTHER CIVILISATION*
- Wr** William Templeton, Robert Warnes Leach
- Dir** Nathan Juran
1 - 25 *SHADOWS ON THE MOON*
- Wr** David Duncan
- Dir** Alvin Ganzer
1 - 26 *FLASH IN THE SKY*
- Wr** David Duncan
- Dir** Walter Doniger
1 - 27 *LUNAR SECRET*
- Wr** Michael Plant
- Dir** Franklin Adreon
1 - 28 *VOICE OF INFINITY*
- Wr** Ib Melchior
- Dir** Alan Crosland Jr.
1 - 29 *FROM ANOTHER WORLD*
- Wr** Beirne Lay, Jr.
- Dir** Herman Hoffman
1 - 30 *EMERGENCY MISSION*
- Wr** Kalman Phillips
- Dir** Alvin Ganzer
1 - 31 *BEYOND THE STARS*
- Wr** David Duncan
- Dir** Jack Herzberg
1 - 32 *MISSION TO MARS*
- Wr** Lewis Jay
- Dir** William Conrad
1 - 33 *MOON TRAP*
- Wr** Lewis Jay
- Dir** Otto Lang
1 - 34 *FLARE UP*
- Wr** Donald Duncan
- Dir** Herman Hoffman
1 - 35 *INTO THE SUN*
- Wr** Lewis Jay
- Dir** Jack Herzberg
1 - 36 *THE SUN NEVER SETS*
- McCauley visits England and advises the British space program. He objects to the design of a second stage rocket. The British launch the spacecraft anyway and the second stage malfunctions hurling the craft into a tumbling orbit around the earth. With the help of a new British astronaut, McCauley pursues the crippled ship and succeeds in rescuing the crew.
- Wr** Lewis Jay
- Dir** Alvin Ganzer
1 - 37 *MYSTERY SATELLITE*
- Wr** Lewis Jay

Dir William Conrad

1 - 38 *FLIGHT TO THE RED PLANET*

Wr Lewis Jay

Dir David Friedkin

MENTORS

Mentors premiered in Canada on June 12, 1999. Fifteen-year-old Oliver Cates has invented Visicron, an amazing piece of software that transports any historical figure into the present day for 36 hours. When problems arise, Oliver and his close friend Dee Sampson, also 15, select a famous person from the past to help them solve the problem on their own initiative. The kids discover facts not found in textbooks about these remarkable people-figures such as Albert Einstein, Joan of Arc, Lewis Carroll, Napoleon Bonaparte and Oscar Wilde-bringing history to life in an entertaining format. Loads of fun results from the juxtaposition of historical figures with the modern world. Without moralizing, each story promotes positive values and independent thinking.

Produced by Kevin DeWalt (executive producer), Production Management - Jim O'Grady (production manager: pilot), Second Unit Director or Assistant Director - Greg Fawcett (first assistant director), Stunts - Kirk Jarrett (stunt co-ordinator (ep.#37-10 aka "Remembrance Day")), Other crew - Laurette Bourassa (production coordinator). The series was filmed in Edmonton, Alberta, Canada.

WR. Bartley Bard, Margaret Bard, Wendy Brotherlin, Bruce Edwards, Greg Kennedy, Peter Lapres.

DIR. Michele Boniface, Gil Cardinal, Francis Damberger, Norm Fassbender, Fred Frame

EPISODES: 52 **YEAR MADE:** 1999 **COUNTRY:** CAN **SEASONS:** 4

ANAID FILM PRODUCTIONS, MINDS EYE PICTURES

CREATOR:

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13, (3) 13, (4) 13

DATE OF PREMIER: 12/06/1999 **AIR DATE OF LAST EPISODE** 05/04/2004

SEASON DATE BREAKDOWN:

FILMS:

Oliver CHAD KROWCHUCK (1-2), Crystal Cates (ep.#37-10 aka "Remembrance Day") SAMANTHA KRUTZFELDT (3), Dee SARAH LIND (1-2), Anne Cates BELINDA METZ (1-2), Roy Cates SHAUN JOHNSTON (1-2), Ted Sampson DARYL SHUTTLEWORTH (1-2), Ellen Sampson DAVINA STEWART (1-2), Simon Cates STEVIE MITCHELL (3), Peggy Cates JANE SOWERBY (3), Norm Cates BRIAN MARTELL (3)

- 1 - 1 *THE GENIUS*
- 1 - 2 *SMART ALECK*
- 1 - 3 *RAISING THE SIEGE*
- 1 - 4 *LEWIS IN WONDERLAND*
- 1 - 5 *LITTLE EMPEROR*
- 1 - 6 *WILDE CARD*
- 1 - 7 *A NINTH TO BEETHOVEN*
- 1 - 8 *A TRANSIENT, SHINING TROUBLE*
- 1 - 9 *THE PRESENCE OF ST. NICK*

- 1 - 10 *THE RAVEN*
- 1 - 11 *HARRIET'S PATH*
- 1 - 12 *THE CRUSH*
- 1 - 13 *THE RESCUE*
- 2 - 1 *THE TRUTH IS IN HERE*
- 2 - 2 *HER GRACE UNDER PRESSURE*
- 2 - 3 *DEAR DIARY*
- 2 - 4 *THE GLORY TRAIL*
- 2 - 5 *RIGHT PLACE, RIGHT TIME*
- 2 - 6 *NOTHING BUT NET*
- 2 - 7 *FATHER'S DAY*
- 2 - 8 *THE BOOK OF LOVE*
- 2 - 9 *STRANGER IN A STRANGE LAND*
- 2 - 10 *THE FIRE SHIP*
- 2 - 11 *KLONDIKE DAZE*
- 2 - 12 *SEER AND NOW*
- 2 - 13 *FUTURE TENSE*

MERCY POINT



It's ER in space! A team of "mednauts," led by Chief Surgeon Dr. Grote Maxwell (Joe Morton), treat the various and sundry illnesses of humans and aliens at a hospital located in deep space. That leaves plenty of room for emergency room gore, such as when a synthetic mednaut loses his head or a gooey alien suffers a meltdown. Just don't ask how much the insurance is.

You have to at least applaud UPN for trying. Mercy Point, with its ER meets DEEP SPACE NINE premise, is pretty daring, if not entirely compelling. It's fun to sit back and watch the freak show of aliens traipse in to the space hospital to be treated for minor scrapes and major bruises, but you can't help but laugh when Mercy Point tries to create high drama out of it. You couldn't care less if alien X lives or dies, and that's the biggest difference from ER, other than that the fact that Mercy Point's staff isn't nearly as good looking. Still, can't wait to see if any Ferengi show up with ear infections.

Pre-publicity had not been received well, it being dubbed Deep Space 90210 and ET ER and the pilot has been described as just plain bad. The kind of bad that makes you resent being alive while you're watching it. The kind of bad that makes you gasp in wonder, and angrily contemplate the horrific lack of creative and economic savvy which allowed a show like this to be produced. STAR TREK : THE NEXT GENERATION's John De Lancie turns up in the pilot episode as a hospital administrator.

The origins of the show itself come out of a motion picture script Callaway wrote entitled 'Nightingale One'; the UPN network persuaded him to produce it for TV instead. Executive producers for the series were Terry Callaway, Michael Katleman and Lee David Zlotoff, associate producer for the series was Eric Valente, visual effects supervisor was Elan Soltes. Original costume design was by Heidi Katzenski, costume designer was Terri Bardon. The producer for the series was Deborah Starr Sibel, supervising producer was Brent V. Friedman, co-executive producer was Vahan Moosekian, executive producer was Joe Voci and Scott Sanders.

The various writers for the series included Terry Callaway. The directors included Michael Kettleman. The music was created by Jon Ehrelich, and the production designer was Graeme Murray. The series was first seen in Britain on the 7th January 1999 at a respectable 8.30pm time slot, it was however shown on the newly revamped Sci-Fi channel (sic) where it could get only limited viewing figures, a show that will pass in the annals of SF TV history without anybody really noticing, a case of good tray, but not good enough.

ER in the 23rd century. This is the established description of the this UPN sci-fi series Mercy Point. It's what those who've seen it are calling it anyway. The series, 250 years in the future, is set on a space station at the farthest outreaches of space. Here, a team of trauma doctors and support staff, lead by veteran television and film star Joe Morton (Terminator 2: Judgement Day, Brother From Another Planet) as Dr. Grote Maxwell, care for the sick and injured of the of galaxy, human and alien alike.

The show is touted as less about phasers and space battles than it is about relationships and emotional conflicts. The context is the vast expanse of space and all that involves, the content is fundamentally romance, emotion and the dilemmas inherent in the interaction of the creatures of the universe, human and otherwise. It's not STAR TREK style medicine being practised here. No uniformed doctors waving chirruping gadgets over patients diagnosis and heal. These space based doctors apparently dress like the guys at the local medical centre and will be actively opening and closing their patients, whilst wading through whatever goo, goop and squiggles happen to pop out.

This is not to suggest the show won't be high-tech. It has a big budget that will be used to dazzle the audience with high-end special effects both inside and outside of the space station. Rumour has it that the premiere episode has an alien creature losing its head, and getting it put back. Still, the idea here is not so much a technically flashy show with lots of space jargon, but something that's part ER, part Melrose Place with just a dash of BABALON 5. At least, that's the hype.

The series was cancelled after episode 3, Trey Callaway who is the shows creator and executive producer claimed, 'this' "demonstrates UPN's lack of confidence in their own judgement". The series was moved from its planned Wednesday slot and became a companion show to shows such as Moesha and Clueless. Its creator claimed that he got no support from the studio marketing wise. An original plan to show Mercy Point just before STAR TREK: VOYAGER in the US was scrapped when SF show SEVEN DAYS took the slot.

We want people to come away from this show saying much more than just, 'Wow, what a coot ride.' So says Trey Callaway, executive producer of the new American SF series, Mercy Point's. Whether the audience will be saying complimentary things once the Sci-Fi Channel begins airing the show this month is more open to question.

The first fantasy casualty of the 1998/99 season in America - its parent network UPN showed two episodes before announcing that the third segment would be its last - Mercy Point was hailed as "ER In Space". Although the series tries to capitalise on two very popular current trends, namely medical dramas and science fiction, its failure can probably be attributed to following the guidelines for neither. Any medical show attracts its audience because of a mixture of interest in the back stories of the characters who are in the Emergency Room (whether it's ER, Chicago Hope or Casualty), so that the audience comes to care about what happens about them, and an interest in the lives of the regular characters - the doctors and the nurses who work there. Science fiction shows can normally rely on good stories, strong characters, cool special effects - or hopefully a combination of all three. On paper, Mercy Point has a lot going for it. A tightly constructed future history was compiled by the producers, explaining how mankind had expanded from Earth, as well as all of the medical advances that were made between 1998 and 2249. AIDS was cured in 2009, the emotional centres of the brain identified in 2012. Meanwhile, a colony was established on the Moon in 2024, and on Mars at the end of the 21st Century when contact with alien life forms was made.

Mercy Point is a medical research station inside a group of independent space stations known collectively as Jericho, which sit at the edge of the Sahartic Divide - an area of space into which ships go but from which they rarely return. The effect is like a frontier town in the Old West, where various groups have banded together for their own protection. In Jericho, aliens and humans work together in a loose alliance governed by the Inter Species Council. The doctors based at Mercy Point have to deal with all the various problems that can arise from the station's position, as well as less obvious ones (such as a human child sharing an alien friend's lunch!). "Although it is set in the year 2249, there is a certain timeless aspect to the show," says executive producer Lee David Zlotoff. "What we want people to see is that although the world has changed, human nature is still the same - people are still going to live, die and fall in love, just like they do now."

What this means in practice is that, unlike many television science fiction shows, Mercy Point doesn't show a particularly optimistic view of the future - Earth is home only to the super-rich, and Mankind has enslaved other races in its path to the stars. Alien physicians don't necessarily like their human counterparts -magnifying conflict of personalities which can make a show successful into a far more underlying racist theme. This unwitting dichotomy is underlined by executive producer Joe Voci's emphasis on "the future of the human heart". Joe Morton, most recently seen in Blues Brothers 2000, leads the ensemble cast as Dr Grote Maxwell, described as the "primary emergency physician whose gentle but rock-solid demeanour earns him the respect of his peers and wins him the confidence of his patients."

His boss, Dr Hayden Breslauer - Maria Del Mar from William Shatner's Tek War series - is simply described as "the highly-skilled Director of Medicine" whose purpose seems more to react with her younger sister Dru (Small Soldiers' Alexandra Wilson), who has just been assigned to the station, much to Hayden's displeasure. Dru also has a romantic history with Caleb Durado (Brian McNamara), the Director of Extra-Vehicular Medicine, which, in a wonderful piece of interpretation of terminology, means that he's the doctor who makes house calls (or should we say, spaceship calls?). Species and Deep Space Nine guest star Jordan Lund hides beneath the prosthetic make-up of Dr Batung, the resident 'cranky' doctor who also happens to be an alien. And where would any science fiction series be without its resident know-all computers, in this case the ANI (android nursing interface), and HIPPOCRATES, a talking computerised database which is linked to every operating room on Mercy Point, and which can provide instantaneous background information and advice on all patients (thereby depriving all of that terrible waste of time trying to find out information which can propel the plot forward...)

Shot in Vancouver, Mandalay Productions and Columbia Television have brought in various experts to try to bring an air of authenticity to the show. Emergency room physician and author Dr Mark Brown acts as medical consultant to the series, saying that, "the producers have been very inventive with the medical cases depicted in Mercy Point. While it's set 250 years in the future, the series deals with medical issues that are logical extensions of problems we're grappling with today." They also employ the make up talents of Steve Johnson, whose work also graces Poltergeist : The Legacy, THE OUTER LIMITS, STARGATE SG-1 and another new series, FIRST WAVE.

Dr Batung is the main recipient of his attentions, although the other species encountered have also posed challenges. Unfortunately, the level of the special effects work has not been as high - the original pilot had to 'borrow' footage from Starship Troopers, and this is an area which the producers clearly decided to play down. "This show is going to bring up lots of moral and ethical issues that run much deeper than what you would see on a typical sci-fi show," states Trey Callaway. Bearing in mind the medical issues which have been raised by BABYLON 5 and DEEP SPACE NINE, to name but two, the claim may show the fundamental flaw in thinking that has led to the show's speedy cancellation...

At the furthest-known explored point of the galaxy sits an Earth colony called Jerico, neighbouring the unstable, mysterious area of Space called the Sahardic Divide. Gathering there with typical curiosity is the Human race, rubbing shoulders with alien cultures in exciting developments of science, military and medicine. Mercy Point, the frontier hospital of the colony, is the focus of UPN's ex-citing new fall show, which some critics have describes as 'ER among the stars'.

Creator Trey Callaway is understand-ably excited about the show, having been a huge Science Fiction fan for as long as he can remember. "I saw Star Wars 12 or 13 times," he grins. He even seems pleased when the show is compared to ER. "I'm a big fan of ER myself, and I think there are certain aspects of ER that we would love to be com-pared to. We certainly pace our show in a way that is similar to ER. Beyond that, probably the biggest similarity is that, for us, a real strong focus in the show lies within the characters, the relationship with each other and the patients, a lot of romance, a lot of emotion. It's a very crucial aspect of the show".

Science fiction is a tough genre to be accepted in, but Callaway isn't worried about playing ball with the big boys, the benchmark Babylon 5 or Star Trek. He freely admits he's a bit of a Trekkie, but is really attempting to do something a little different. "One of the things that we've tried to do in particular is let these doctors get their hands dirty In other words, rather than do the Star Trek notion of medicine, which is -" he pauses, twittering a passable impression of a tricorder, "and you're better. We're trying to suggest here that yes, we have advanced medical technology and medical science in great leaps and bounds 250 years from now, but there are still going to come those occasions when you're going to have to get your hands dirty " Being on the border of known Space, Mercy Point is the first hospital that has aliens together.

It therefore makes sense to have an alien doctor on the staff, and the job falls to Dr Batung - a bigoted being who treats patients with the extraterrestrial version of alternative medicine... and has a real prejudice against humans. Taking further advantage of the setting, Callaway also introduced ANI, a Simbot android nurse. "She has high organisational skills, with a great degree of compassion pre-programmed within certain perimeters. And she makes an incredible lead Nurse. Where we mine the drama from this is that she can work 24 hours a day and look really good doing it, the rest of the human nurses on board take great issue with this. In other words, they see the writing on the wall. "So, for us, no matter what kind of technology we employ, we always try and find the root, the human root, and what's going to make this accessible, understandable, relatable to a 20th Century audience."

The origins of the show itself come out of a motion picture script Callaway wrote en-titled 'Nightingale One'; the UPN Network persuaded him to produce it for TV instead. Turning a one-off film into a weekly series must've been a big step; does Callaway feel that he's going to run out of ideas? "If I give you too many future stories, I'd have to put you in an escape pod and send you to the Sahardic," he confides. "But I can guarantee it will run the gamut from small to large cases. You're going to have small stories like a kid comes in with belly-ache and is diagnosed with nothing more than bellyache until we find out it's a much bigger problem because he traded lunches at school with an alien. That's a small kind story. And then it runs the gamut from there to the first time a human being is infected with a computer virus."

Callaway certainly feels that there is a great mileage out of the extraordinary positioning of Mercy Point, and its rather unusual society. But he is quick to point out that this isn't just about the locale, but rather the unique situations it presents. "As far as Science fiction goes, look, I love Science Fiction. I always have. But I will actually say that I'm a bigger fan in some ways of the medical drama, of those very life-and-death issues. And what really appeals to me about this project is that even though we are 250 years into the future, we're saying that basically people and aliens are still going to live, they're still going to going to die , they're still going to fall in love, they're still going to disagree. Those aspects of it are what really rings true to me."

Mercy Point is a strange hybrid best summed up by the high concept pitch of 'ER in Space'. Taking place on a space station somewhere on the final frontier, the series, as presented in a 26-minute presentation episode, chronicles the attempts of a team of mednauts to cure both human and alien patients. The show is filled with the usual medical series clichés - doctors having urgent conversations while moving briskly through corridors; arguments between doctors on the most appropriate course of action; and personality conflicts ("If that chip on your shoulder was any bigger, it would have its own gravitational pull!"). There's the doctor who's done his time and wants to leave, but can't bring himself to do so (Joe Morton), and the traditional short-sighted

bureaucrat concerned; more about the bottom line than the patient (John De Lancie, taking on his usual feature film putz role instead of having fun as Q).

The difficulty in judging the presentation episode is the fact that although there are aliens on board, none of them are featured players. In other words, we see the human doctors struggling valiantly to save their lives, but their role is primarily to just lay there. It's an absolute necessity for the series to have an alien among the mednauts, so that the character can serve as the prism by which we view humanity and as a means of discussing our limitations and potential as a species.

The focus of the show is Joe Morton, who has proven himself extremely capable of switching back and forth between ensemble drama (television's Equal Justice) and sci-fi thrills (Terminator 2: Judgement Day). He makes whatever he plays real, and that's an incredibly important element of a show like this. There's one aspect of the presentation reel that really sticks out negatively: in an attempt to show how far medicine has come between now and the 22nd century, there is a ludicrous scene in which a doctor loses his head (literally) and Morton performs a 'recapitulation' procedure that works. There are lots of slow dissolves after the operation to convey concern among fellow staffers, but their worried faces can't hide that, in the end, it's an utterly unbelievable scene.

Episodes 1.6 - 1.8 were not showing during the series original run, they have been shown as part of the summer repeats in 1999 in US, and all episodes have been seen in the UK.

It was called Mercy Point, and it could have been very, very good, if only it had been given the chance. Unfortunately, it was given any chance at all. Bad reviews, and bad ratings meant that only four episodes were shown in the US before it was pulled from the schedules. Mercy Point deliberately set out to distance itself from the two big space-based TV franchises. With BABYLON 5 and STAR TREK the backstory - the political and cultural set-up of the galaxy, the relationships between all the races - is of critical importance to appreciating the full implications of the plots, and great effort is put into getting the exposition across as painlessly as possible. In Mercy Point we are told virtually nothing about how the galaxy works. All we know is that there is some fairly low tech space craft, an unrevealed number of alien races, some kind of ruling body known as the Interspecies Council with a reasonably friendly military force, and an unexplored region of space called the Sahartic divide (a combination of the Sahara and the Arctic, one assumes).

No galactic wars that we know of. No apparent or implied invasion fleets or threats to destroy everything. The series was about two things only: how being can get ill in the future and how people on a space station called Mercy Point get them well again. Joe Morton (best known perhaps as the man inadvertently responsible for creating Skynet in Terminator 2), played Grote Maxwell, the primary emergency surgeon on Mercy Point: a committed leader who would unstingingly give up anything - time, energy, his chance of a social life - to heal a patient, but who has no time at all for office politics or paperwork. He is supported in his work and secretly loved in private by the woman he works for, Director of Medicine Dr. Haylen Breslauer (Maria Del Mar). As well as her felling for Maxwell, Breslauer also has to cope with sibling rivalry from the first episode on when her younger, wilder sister Dru arrives on the station.

Yes, your right: it's soap opera. It's a series concerned more with the inter-relationships between the characters than with the actual elements of the plot. Frankly, any description of the viruses, accidents, tragedies and surgical procedures of the seven finished episode would be pointless: the important thing is that Dru and CJ end up together, as do Maxwell and Haylen. And we care that they do.

WR.

DIR.

EPISODES: 8 **YEAR MADE:** 1998 **COUNTRY:** US **SEASONS:** 1

MANDALAY TELEVISION (A LIONS GATE COMPANY) IN ASSOCIATION WITH COLUMBIA TRI-STAR TELEVISION FOR UNITED PARAMOUNT NETWORKS

CREATOR: TERRY CALLAWAY, DAVID SIMKINS & MILO FRANK.

TYPE OF SHOW: MEDICAL

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 5

DATE OF PREMIER: 06/10/1998

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Dr. Grote Maxwell JOE MORTON, Dr. Caleb 'CJ' Jurado BRIAN MCNAMARA, Dr. Dru Breslauer ALEXANDRA WILSON, Dr. Haylen Breslauer MARIA DEL MAR, ANI - Android Nurse Interface JULIA PENNINGTON, Dr. Rema Cook GAY THOMAS, JORDON LUND.

RELATED SHOWS:*STAR TREK: THE NEXT GENERATION**OUTER LIMITS, THE (1995)**STARGATE SG1**FIRST WAVE*1 - 1 *NEW ARRIVALS*

A computer virus attacks a computer technician and soldiers. Operation in zero gravity saves an unborn baby and mother. Dru arrives as a new resident, confronting her estranged sister Haylen and former lover CJ. Grote tries to find his family. ANI is promoted to Head Nurse and helps save Tobitt who has resented her. CJ's past with Dru is discovered. Dr. Batung shows his skill but shows his dislike for humans.

Wr Trey Callaway**Dir** Michael Katleman1 - 2 *OPPOSING VIEWS*

A shuttle accident sends passengers to Mercy Point. Accused of disobeying the dead pilot's orders, the dying co-pilot is given a memory download on orders of ISC's Charlie Bantam. The doctors resist his cold approach. Lily Parks becomes Dru first patient. A patient with lunar pneumonia is treated in cryostasis by CJ and Grote. Batung gives world famous gymnast Nancy Curtis two artificial legs. He tries to understand her anger, ends up apologizing to her and trying to motivate her. Dru catches Lt. Salisaw and CJ making out in a supply room. ANI is praised and sheds a tear. Haylen and Rema's boyfriends are introduced.

Wr Trey Callaway**Dir** D.J. Caruso1 - 3 *LAST RESORT*

Grote is pressured by an influential man to perform an experimental procedure on his dying son, in which an ill alien would be sacrificed for his blood. The procedure fails and the son ends up saving an alien instead, with a reverse blood transfusion. Meanwhile, a female patient developing webbed fingers believes that she has been infected by an alien. Haylen diagnoses a guy she once dated as having Home Sickness Syndrome. Dru oversleeps on the first day of her residency.

Wr Brent V. Friedman**Dir** Joe Napolitano1 - 4 *SECOND CHANCES*

A patient's premature aging turns out to be caused by an illegal operation that had preserved an old scientist's mind by transplanting it into a young man's body. Grote faces an ethical dilemma, because one of the two minds must be sacrificed for the other to survive. Meanwhile, Haylen overrules Dru in the treatment of a patient whose arteries are clogged by synthetic blood, and ANI wonders what it would be like to have human feelings when she witnesses a couple holding hands.

Wr Gary Glasberg**Dir** Randall Zisk1 - 5 *NO MERCY*

A high proportion of alien deaths at the station causes suspicion to fall on Dr. Maxwell, and a team arrives to investigate. Meanwhile, Haylen discovers that a woman in need of an eye transplant isn't likely to be helped by it, as she has already had several -- from C.J.

Wr Deborah Starr Seibel**Dir** Michael Katleman1 - 6 *C.J.*1 - 7 *BATTLE SCARS*

Bortok and C.J. survive being jettisoned out of an airlock, but are in critical condition. Meanwhile, miner who has just struck the mother lode discovers that he won't live long enough to enjoy it, and Dru undertakes the detoxification of a drug-addicted teenager even though she has been unable to locate the mother to get permission.

Wr Jonathan Robert Kaplan**Dir** Lee Bonner1 - 8 *PERSISTENCE OF VISION*

The station crew recovers a capsule with a man who chose exile in an unexplored region of space as an alternative to prison, and now claims that his brain disease is the result of communing with God.

Meanwhile, Dr. Cook treats a woman whose nightmares are driving her to the brink of insanity.

Wr Brent V. Friedman

Dir Alex Graves

MESSAGE FROM SPACE: GALATIC WAR

AKA: UCHU KARA NO MESSEJI



In this Star Wars take-off, the peaceful planet of Jillucia has been nearly wiped out by the Gavanas, whose leader takes orders from his mother (played by comic actor Eisei Amamoto in drag) rather than the Emperor. King Kaiba sends out eight Liabe holy seeds, each to be received by a chosen one to defend the Gavanas. Each recipient, ranging from hardened General Garuda to Gavana Prince Hans to young Terrans Meia, Kido, and Aaron all have different reactions to being chosen.

This Godzilla of a film featured a hysterical Japanese cast and dubbing so bad it gave me diarrhoea. The scenes on 'Mars' were shot with a migraine-inducing red lens for some reason. Special effects were done by chroma-keying several walnuts (I'm not kidding). They actually bothered to release some plastic models after this film was released. I turned them over in my hands muttering 'Walnuts from Space' and they were still on the shelf at our local toy store four years later. Pray you never see this film.

Produced by Tohru Hirayama (producer), Akira Ito (producer), Yusuke Okada (producer), Naoyuki Sugimoto (producer), Tan Takaiwa (producer), Simon Tse (producer), Banjiro Uemura (producer), Yoshinori Watanabe (producer), Original music by Shunsuke Kikuchi, Ken-Ichiro Morioka.

Cinematography by Toru Nakajima, Special Effects by Shotaru Ishinori, Minoru Nakano, Masahiro Noda, Noboru Takanashi, Nobuo Yajima.

Message from Space was also shown in the US as a film, please note that the majority of the information shown here is infact from the film credits, however because the film was essentially the TV series stiched together, the credits are the same.

Of all the Star Wars rip-offs that were released during the late 70's and early 80's, perhaps only Star Crash is more shameless than this incredibly strange Japanese cash-in. Quite surprising, then, that this movie should also be the best of the bunch, with only Battle Beyond the Stars offering it any serious competition. Message from Space/Uchu Kara no Messeji owes most of its success, I think, to the sensibility of the studio that produced it. Toei, after all, is best known (in America, at least) for its anime, and Message from Space resembles nothing so much as a lavish live-action cartoon, Japanese style edgy, goofy, eye-catching, and surreal, all at the same time.

As our voice-over narrator tells us, the planet Telusia is dying, its entire surface ravaged by the war between its peace-loving but indomitable people and the Gavonnas, a race of steel-skinned conquerors from a distant star. Though the Telusians still fight on, the war is already lost, and their only hope lies in the intervention of their gods, the Liabe. In accordance with an ancient prophecy, the leader of the Telusians casts eight sacred Liabe seeds (actually ordinary walnut no, really!) out into space. These seeds will magically seek out eight heroes who will turn the tide against the Gavonnas, and rescue Telusia from its peril. The old leader then sends out his granddaughter, Emeralita (Etsuko Shihomi, from The Street Fighter and Dragon Princess), and her bodyguard, Urocco (Makato Sato, of The H-Man and The Lost World of Sinbad), to chase the Liabe seeds across the universe and bring the divinely ordained champions back to Telusia.

The Gavonnas, in their impregnable fortress on the other side of the planet, detect the launching of Emeralita's ship, however. The Gavonna ruler, Emperor Rockseia (Mikio Narita, from G.I. Samurai and Ninja Wars), takes little interest in this piece of intelligence at first, but when his mother (Eisei Amamoto, of King Kong Escapes and The Secret of the Telegian, acting in drag) tells him that she saw the release of the Liabe seeds just before Emeralita embarked, the emperor realizes the gravity of the situation. He dispatches the mighty flagship of his fleet (indeed, it seems to be the only ship in the Gavonna fleet) to intercept the fugitive princess, giving rise to what will only be the first of many Star Wars deja vu moments.

Meanwhile, in our own galaxy, a spoiled rich girl named Meia (Peggy Lee Brennan) is taking a cruise through an asteroid belt on her father's new space yacht. While Meia looks out the window and admires the glowing of the space fireflies particles of radioactive ash from the reactors of the starships that ply this part of space her vessel is buzzed by a pair of rough riders. These spacefaring hot-rodders, Aaron (Philip Casnoff) and Shiro (Hiroyuki Sanada, who alone among the cast was hired back for the spin-off series that aired on Japanese TV the following year), seem to be friends of Meia's, and she tries to convince the captain of her ship to follow them, even going so far as to attempt to seize the helm when he refuses. This wild scheme is nipped in the bud by the appearance of the Space Patrol, which serves as an analogue to coast guard, air force, and state police, all in one. The space patrol interceptor chases Aaron and Shiro out of the asteroid field, and down to the surface of a nearby planet. The rough riders are too crafty for the space cop, however, and use their superior piloting skills to force their pursuer to ditch his craft in a canyon. But before they can complete their getaway, something strikes both rough riders' vessels, forcing them to land as well. And when Aaron and Shiro inspect the damage to their machines, what should they find lodged in the engine nacelles but two of the Telusian Liabe seeds!

Either the Liabe gods have a thing for humans, or else we're the meanest bunch of ass-kickers in the universe, because the third Liabe seed also comes to an Earthling. General Garuda (Vic Morrow, from *Humanoids from the Deep* and *The Evictors*) and his distinctly R2-D2-like robot sidekick, Beba 2 (Isamu Shimizu), are hanging out at a showbar, celebrating the general's resignation from the military in protest of having been ordered to scrap his original robot, Beba 1, who had served him faithfully for over 30 years. Garuda is watching the dancers and getting shitfaced when he notices that somebody has put something in his drink something which rather looks like a large walnut. Not knowing what to make of it, he fishes the Liabe seed out of his glass and sticks it in his pocket.

By a remarkable coincidence, Aaron and Shiro, the rough riders, happen to be line cooks at the very club where Garuda is getting his drink on. Or at any rate, they are for the moment. Their boss isn't terribly happy with them right now, because he owes some gangsters a hell of a lot of money, which he gave to the rough riders' slimeball friend, Jack (Masazumi Okabe), for safe-keeping, only to have him turn around and lend it to them so that they could buy parts to repair their damaged hot rods. Now the gangsters have come looking for the cash, and nobody has a penny of it. Fortunately for all concerned, Meia, who turns out to be a rough rider herself, stops by to see her friends, and she is willing to put up the money, on the condition that Aaron and Shiro take her back to the asteroid field to collect some of those space fireflies she was admiring earlier. No one likes this idea very much (that Space Patrol pilot is sure to be on the lookout for Aaron and Shiro's ships), but Meia drives a hard bargain.

While the rough riders (with Jack in tow) are trying rather futilely to fill their pockets with glowing atomic ash (doesn't sound like too good an idea, if you ask me, especially since it means space-walking without pressure suits!), they spot Emeralita's badly damaged ship adrift among the asteroids. A quick look around the hulk reveals that Emeralita and Urocco are both still alive, and Meia and company have just begun trying to figure out what to do with them when the Gavonna battleship arrives on the scene to finish what it started. It's a good thing for our heroes that their ships were docked on the far side of Emeralita's from the Gavonnas, because otherwise, the aliens would surely have seen them escaping, and continued the chase after destroying their initial target. But instead, the Gavonnas return to Telusia, satisfied that their mission has been accomplished.

Back at Aaron and Shiro's swinging bachelor pad, the rough riders pump their new guests for information regarding what in the hell just happened. When Emeralita gets to the part about the Liabe seeds, the rough riders produce theirs (Jack has found one, too, by this point), and ask if they're what the alien princess is talking about. This turn of the conversation gets the attention of General Garuda, who just happened to have snuck into Aaron's place to sleep off his drunk, and who had been hiding with Beba 2 behind some kind of shelving unit while his hosts talked. Garuda is the only one of the Liabe Braves who quite lives up to the title; none of the boys has any intention of risking their asses to save Telusia. And much to the chagrin of Emeralita and Urocco, Garuda, too, backs out of the deal when he realizes it's shaping up to be just him against the Gavonnas.

Looking for a way to salvage the situation without looking like the coward he is, Jack pretends to know who received the other four seeds, and he offers to take Emeralita to them. His friends don't realize this, but Jack's show of concern is really just a ploy to raise more money to pay off the gangsters. (Don't ask me what happened to Meia's offer to front the cash if even the screenwriters don't know, what the hell chance have I got?) What Jack really ends up doing is selling Emeralita to an old hag with a horny mutant for a son, after seeing to it that Urocco has been gotten out of the way. But before Junior can make any use of his new toy, the Gavonnas, who apparently decided they hadn't been thorough enough after all, burst into the hag's shack, kill the mutant boy, and take Emeralita and the hag prisoner. When this ugly story gets out (courtesy of the not-dead-after-all Urocco, who has just enough fight left in him to track Jack to Aaron's pad), it causes quite a nasty schism among the rough riders. Aaron and Shiro, while they may not agree with Jack's methods, are right behind him when it comes to not getting involved in interstellar wars. Indeed, they go so far as to throw

away their Liabe seeds. Meia, on the other hand, thinks her friends are a bunch of pusillanimous chickenshits, and storms off to take a head-clearing ride in daddy's space yacht.

This show of moral fiber apparently impresses the Liabe gods, because Meia gets a seed of her own while she's out flying. When she rushes back to show Aaron, Jack, and Shiro (whose guilty consciences have been torturing them with dreams of Emeralita's death), the Liabe take the opportunity to demonstrate that their will is not to be denied by sending Jack and Shiro's seeds bouncing in through the window to them. Aaron, for some reason, does not get his seed back, and falls into a sulk of positively Achillean proportions, a sulk in which he will remain for the next two reels or so. What finally snaps him out of it is the destruction of his house at the hands of the Gavonnas. You see, the Gavonnas have a machine that enables them to scan the memories of their prisoners, and one look at the hag's memories of Earth was enough to convince Emperor Rockseia that ours was the only planet in the universe beautiful enough to serve as a galactic conqueror's capital. Rockseia then revealed what a busy son of a bitch he'd been in the years since his conquest of Telusia by ordering the activation of the giant rocket engines his people had installed in the planet's crust. It wasn't until Telusia showed up in an orbit just beyond the moon's that we Earthlings received any indication that we'd earned a place on an alien conqueror's to do list. Now, Rockseia has issued an ultimatum to the people of Earth, and as a wee show of force, he has sent his big-ass battleship our way to blow some stuff up. Aaron's place just happens to be among that stuff, and what's more, the Gavonnas beam Jack aboard their ship as a prisoner. Aaron's righteous rage at this turn of events convinces the Liabe that he deserves a nut of his own after all.

General Garuda gets his Liabe seed back, too (amusingly, it finds its way into another tumbler of whiskey), when his old friend Noguchi (Tetsuro Tamba, from *The Story of Ricky and Kwaidan*), now the prime minister of Earth, comes looking for him with an important proposition. Noguchi knows Garuda is no longer with the military, but he feels the ex-general is the only man on the planet with the balls to serve as Earth's envoy to the Gavonnas. Rockseia has given the people of Earth just three days to surrender to him, and Noguchi wants Garuda to buy him some more time. Garuda is just in the process of turning his old friend down when he notices the glowing walnut in his drink, and comes to the conclusion that one does not turn down destiny.

That brings the total to five Liabe Braves out of the intended eight. Number six shows up when Aaron, Shiro, Meia, and Urocco have a little accident on their way to rescue Jack from his captivity. The four heroes are zipping along in Meia's ship (which has been modified to allow Aaron and Shiro's shorter-ranged vessels to ride piggy-back) when the Liabe seeds suddenly send out a pulse of energy that scrambles their navigational instruments. The ship crashes on a planet seemingly zillions of miles out of the way (if you're having a hard time getting a handle on *Message from Space's* interstellar geography, you're not alone), and it is there that they meet Prince Hann (Sonny Chiba, from *Invasion of the Neptune Men and Terror Beneath the Sea*). Hann is the rightful ruler of the Gavonnas (in which case, why doesn't he have metal skin like all the rest of his people?); evidently Rockseia usurped the throne by murdering Hann's parents. And what's more, Hann has around his neck a pendant made from a Liabe seed. Now it all comes clear, doesn't it? The reason the Liabe seeds caused Meia's ship to crash was that they needed a way to bring Prince Hann into contact with the other Liabe heroes, and to give him a means of getting the hell off of that miserable little planet. The Liabe Braves are soon back on their way to Telusia, where Urocco and Beba 2 will soon be chosen as the last of their number.

Meanwhile, Garuda's mission isn't going very well. The general tells his host that the people of Earth are by nature a stiff-necked, freedom-loving lot, and that Rockseia's methods will do nothing but embroil him in an endless guerilla war with human resistance fighters. If that happens, Earth will wind up as dead and barren as Telusia, and nobody wants that. But if Rockseia will give the Noguchi government more time to round up and pacify the crankier elements of the population, such a disaster could be averted. Naturally, this is all just a cover story; what Noguchi really wants is time to prepare for an all-out offensive against the Gavonnas, and Rockseia sees right through the ruse. After being sent on his way with an amnestied Jack in tow, Garuda links up with Emeralita's grandfather, the Telusian resistance, and the other Liabe Braves to plan one last, desperate gambit in defense of the Earth. The Telusian leader happens to know of a sure-fire way to defeat the Gavonnas, but he has thus far been unwilling to use it because of its dire consequences for his people. You see, one does not convert an entire planet into a mobile space fortress without providing it with some kind of power source, and deep within Telusia, the Gavonnas have built a huge reactor, accessible only through a narrow, spiraling tunnel. If somebody the rough riders, for instance could fly a small ship into that tunnel and deliver a powerful enough bomb to the reactor, the whole Gavonna war machine would go up in smoke. Mind you, the Telusians would be out a home planet in that case, but at this late stage of the game, there seems to be no other way to stop Rockseia. Hmmmm... a planet-sized death-machine whose one vulnerable spot is at the far end of a long, narrow access tunnel... why does this all sound so familiar?

As you could probably guess on the basis of the preceding four-page plot synopsis, *Message from Space* is just a wee bit too long for its own good. On the other hand, its extremely episodic story structure prevents it from ever bogging down too much you're never more than twenty minutes away from another little mini-

climax. Not only that, the movie is such a treat for the eyes that looking at it can sometimes distract you from watching it. The sets and effects are inevitably cheaper-looking than those in Star Wars, from which this film's effects department so clearly took their inspiration (note, for example, how closely the Gavonna battleship resembles a cross between an Imperial Star Destroyer and the Battlestar Galactica), but they're still awfully impressive by 70's standards which is only to be expected, considering that Message from Space was reputed to be the most expensive movie ever made in Japan at the time.

The most enjoyable thing about Message from Space, however, is the interplay between its bald-faced cribbing from Star Wars and its sheer Japaneseness. In between the hilariously numerous scenes lifted directly from the most famous sci-fi fantasy of the 70's are jarring notes of a totally alien sensibility. Lucas' movies have often been compared to cartoons, with their emphasis on slenderly motivated action and unidimensional characterization, and the same could be said about Message from Space. But whereas Star Wars plays like an old Flash Gordon comic come to life, this movie's stylistic roots go back to anime and manga. Lucas never allowed his heroes to be as seriously flawed as Aaron let alone Jack, who sells Emeralita down the river before his conscience asserts itself. And just try to imagine Obi Wan Kenobi drinking himself under the table in the Cantina Cafe while watching G-string-clad dancers gyrating onstage! The design of Emeralita's ship which looks like a galleon, complete with sails and an old-fashioned wooden helm! betrays an obvious kinship to the title vessel in Space Battleship Yamato (or Starblazers, as we in the US know it), and the plot device of the magic walnuts is something that only a Japanese screenwriter could have thought of. There is also one final Japanizing detail to the script from Message from Space that is so subtle that many viewers might not notice it at all: at no point do any of the human characters bat an eyelash at the notion that they have been chosen to perform a mission for an alien god! When you really think about it, most Western or Middle-Eastern monotheists would have real trouble coming to grips with this idea, which would seem to strike at the heart of the whole one true God concept. The Shinto religion of Japan, however, allows for almost infinite proliferation of deities, and can easily expand to accommodate gods from another planet. It's stuff like this that makes me watch so many foreign-made movies the difference in cultural context allows them to surprise me in ways that American films rarely can anymore.

WR. Kinji Fuckasaku, Hiro Matsuda, Shotaro Ishinomori, Masahiro Noda.

DIR. Kinji Fuckasaku

EPISODES: 27 **YEAR MADE:** 1977 **COUNTRY:** JAP **SEASONS:** 1

TOEI COMPANY LTD, TOHOKASHINSHA FILM COMPANY LTD.

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 27

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS: UCHU KARA NO MESSEJI (1978)

JERRY ITO, General Garuda VIC MORROW, Hans SONNY CHIBA, Aaron PHILIP CASNOFF, Meia
 PEGGY LEE BRENNAN, Esmeralida ETSUKO SHIHOMI, Noguchi TETSURO TAMBA, Rockseia XLL
 MIKIO NARITA, Urocco MAKOTO SATO, Shiro HIROYUKI SANADA, Mother Dark (in drag) EISEI
 AMAMOTO, Kamesasa NOBORU MITANI, Jackie MASAZUMI OKABE, Kido JUNKICHI ORIMOTO,
 1st guard, at Headquarters entrance CHARLES SCAWTHORN, Beba, the robot ISAMU SHIMIZU, Lazare
 HARUMI SONE.

MESSENGER OF ALLAHAKA: **ARA NO SHISHA**AKA: **ENVOY OF ALLAH**

The prince of the Middle Eastern kingdom of Kabayan goes in search of four pieces of an ancient map, which he believes will lead him to a great lost treasure.

Oriental adventure in the style of the Arabian Nights, based on an idea by MOONLIGHT MASK creator Yasunori Kawauchi. Leading man Chiba would still be working 40 years later, playing a fearsome father-in-law in Shotgun Marriage. The mythical kingdom and many of the characters who inhabited it were named after the show's sponsor, Kabaya Confectionary.

WR.**DIR.****EPISODES:** 26 **YEAR MADE:** 1960 **COUNTRY:** JAP **SEASONS:** 1*NET (ASAHI)***CREATOR:** YASUNORI KAWAUCHI**TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese**SEASON BREAKDOWN:** (1) 26**DATE OF PREMIER:** 07/07/1960**AIR DATE OF LAST EPISODE** 27/12/1960**SEASON DATE BREAKDOWN:****FILMS:**

SHINICHI 'SONNY' CHIBA, HITOSHI OMAE, KYOKO MIZUSHIMA.

METAL MICKEY



Metal Mickey was a sitcom about the Wilburforces, a British family that was typical in every respect save one. They had Metal Mickey - a household robot. The family consisted of the parents, who were never given first names, just Mother and Father along with their three children, Haley, Steve and Ken and Father's mother, Granny. Mickey was the creation of the family's youngest son, scientific whiz kid Ken.

Ken had created Mickey to help out around the house but soon found his creation taking on a personality of its own. Mickey was a five foot tall robot powered by atomic thunderbusters, which were often treated as candy. Mickey would often end up causing problems through his well intentioned help. Mickey was not your typical everyday robot, he was a magic robot. His magic powers allowed him to do things that were above and beyond robots that relied solely on technology such as journeying back in time, developing allergies and becoming 'fairy Godmother' to both Haley and Steve.

Advance publicity called it a 'children's science fiction comedy series', but really, Metal Mickey was never more than a sitcom with a robot as its star. The ITV series which first appeared in 1980, also attracted attention for its other 'Mickey' - former Monkee Mickey Dolenz who produced and directed. The producer for the series was Michael Dolenz, designers included Mike Oxley, Rae George, David Catley, James Dillion and Phil Coulter. The music was created by Phil Coulter.

He then went on to his own show from 1980 to 1983. Mickey was created and controlled/voiced by John Edward, some episodes of the show were produced and directed by Micky Dolenz, formerly of The Monkees pop group. The comic theme was of an ordinary British family whose youngest child is a science boffin and who created Metal Mickey to help around the home. The family consisted of a mother and father, two children and a grandmother. The show was made by London Weekend Television and shown on ITV.

British comedy actress Irene Handl played the grandmother, who Mickey affectionately called "my little fruitbat". Handl was never at home with science fiction, either watching it or appearing in it. She famously told BBC presenter Noel Edmonds, when he asked her whether she cried over the death of E.T., "Why should I cry over a bleedin' Hoover attachment?" When asked, therefore, why she was appearing in Metal Mickey, she gave the pragmatic reply, "'Cos I've got a mortgage, love!"

Trivia

Metal Mickey (song) is the title of a song by UK band Suede (band), released on September 14, 1992 on Nude Records. It charted at number 17 on the UK singles chart.

Metal Mickey's catchphrase was "boogie, boogie, boogie".

WR. Colin Bostock-Smith.

DIR. Michael Dolenz, David Crossman, Nic Philips.

EPISODES: 39 **YEAR MADE:** 1980 **COUNTRY:** GB **SEASONS:** 4

A LONDON WEEKEND TELEVISION PRODUCTION

CREATOR: COLIN BOSTOCK SMITH

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 8, (2) 5, (3) 10, (4) 14.

DATE OF PREMIER: 06/09/1980 **AIR DATE OF LAST EPISODE** 15/01/1983

SEASON DATE BREAKDOWN:

FILMS:

Father MICHAEL STAINTON, Mother GEORGINA MELVILLE, Granny IRENE HANDL, Ken ASHLEY KNIGHT, Haley LUCINDA BATESON, Janey LOLA YOUNG, Steve GARY SHAIL and Metal Mickey as Himself.

- 1 - 1 *METAL MICKEY LIVES*
- 1 - 2 *SCHOOL MASTER MICKEY*
- 1 - 3 *MICKEY MAKES MONEY*
- 1 - 4 *TAKING THE MICKEY*
- 1 - 5 *HICKEY MICKEY*
- 1 - 6 *TOP SECRET MICKEY*
- 1 - 7 *MICKEY IN LOVE*
 MICKEY IN LOVE
- 1 - 8 *MUSIC MAN MICKEY*
- 2 - 1 *CAVEMAN MICKEY*
- 2 - 2 *MICKEY THE DEMON BARBER*
 MICKEY THE DEMON BARBER
- 2 - 3 *HARDMAN MICKEY*
- 2 - 4 *MANY A MICKEY*
- 2 - 5 *MICKEY PLAYS CUPID*
- 3 - 1 *IT CAME FROM OUTER MICKEY*
- 3 - 2 *A GIRLFRIEND FOR MICKEY*
- 3 - 3 *GOODBYE MICKEY*
- 3 - 4 *MICKEY AND THE FUTURE*
- 3 - 5 *FOOTBALL CRAZY MICKEY*
- 3 - 6 *MEDICAL MICKEY*
- 3 - 7 *FAIRY GODMOTHER MICKEY*
- 3 - 8 *MARSHAL MICKEY*
- 3 - 9 *MERRY CHRISTMAS MICKEY*
- 3 - 10 *PANTOMICKEY*
- 4 - 1 *MATURITY MICKEY*
- 4 - 2 *A NIGHT OUT WITH MICKEY*
- 4 - 3 *GO AWAY MICKEY*
- 4 - 4 *VIDEO MICKEY*
- 4 - 5 *HIS WORSHIP THE MICKEY*
- 4 - 6 *FANCY MICKEY*
- 4 - 7 *MICKEY MEETS MUMSIE*
- 4 - 8 *MICKEY UNDER SIEGE*
- 4 - 9 *THE INCREDIBLE SHRINKING MICKEY*
- 4 - 10 *MICKEY POPS THE QUESTION*

- 4 - 11 *SOMEBODY STOP MICKEY*
- 4 - 12 *MICKEY SAVES THE WORLD*
- 4 - 13 *THE CONFESSIONS OF MICKEY*
- 4 - 14 *MICKEY AND THE MAGIC WISHBONE*

METALDAR

AKA: **SUPER MAN MACHINE METALDER**

AKA: **CHOUJINKI METARUDAA**

AKA: **METELDER**

AKA: **CHOJINKI METALDAR**

AKA: **SUPER ROBOT METALDAR**



In 1945, Dr. Koga Ryuuchirou designed Metalder as a secret weapon for the Japanese Imperial Army for use in the Pacific War. (cf. Iron Man No. 28), modelling it after his late son, kamikaze pilot Imperial Navy Second Sublieutenant Koga Tatsuo.

A pacifist, Dr. Koga put Metalder to sleep in the Silver Carcass base, alongside Springer, the Sidephantom, and the Metalcharger. They awoke 42 years later, when Dr. Koga put them to use against the Neros Empire, founded by Dr. Koga's former assistant, Japanese Imperial Army Major Muraki, now known either as Kirihara Gouzou or Godneros. In order to awaken Metalder's sense of justice, Dr. Koga let the Neros Army take him hostage, getting himself killed in the process. Metalder's rage allowed him to 'shunten' for the first time into his armored mode.

Thus began a long battle between Metalder and the Neros Army. In the end, he and his foe-and-later-friend Topgunder destroyed the Ghost Bank (Godneros' throne room) together. Topgunder died by the sword of Coolgin, but Metalder survived to behead Godneros with a chop. (Don't hold your breath to see Ryan do this to Grimlord in VR Troopers, especially now since Metalder footage is no longer being used.) But before he died, Neros managed to damage Metalder's Supergravitational Control Device. If left untreated, Metalder's supergravitational energy would engulf the Earth and destroy it.

Thus Metalder had his friend Kita Hakkou destroy the Device, preventing him from ever shunting back into human form. Like too many Toei heroes before and after him, Metalder wandered the Earth with Springer (a robotic dog)... (Where are all these retired heroes when the Earth needs them in the 90s? Bandai just designs 'em and scraps 'em within a year...)

With obvious similarities not only to KIKAIDA but also to ASTRO BOY and the anime series Big X, there is a certain irony in the producer's claim that the "original" idea was created by the house pseudonym "Saburo Yade". Within the limited demands of the Japanese hero genre, and particularly the Metal Series in which the show appears, its innovations extend to Neross's treatment of his lieutenants. Rather than simply send a minion to destroy Metaldar, Neross allows his monsters to engage in gladiatorial combat for the right to do so, thereby ensuring that the baddies fight each other for part of each episode to go in search of our hero. Beginning in a primetime Monday slot, the show was moved to Sunday mornings halfway through its run.

Metaldar was later bought and adapted for the American market in a new form that combined it with its predecessor SPEILBAN (see VR TROOPERS). The following year's show in the metal series chronology is JIRAIYA. Series produced by Susmi Yoshikawa, Itaru Orita, Jun Mikasa, Yuki Usui and Akira Okseki.

The basis for the first season of Ryan footage in VR TROOPERS. Toei's first robot hero series since KYOUDAIN (1976-77), the failed replacement show for KAMEN RIDER STRONGER. The similarities with Toei's first robot hero series, man-made Human Kikaider (Jinzou Ningen Kikaidaa) are numerous: The name of the main character is a reference to machines plus 'der.' (KIKAIDER is literally 'Machineder,' which I had expected Metalder to be titled when it was first announced early in 1987.)

He is an android with a two-tone colour scheme, blue on the left, red on the right. He has a humanoid mode (Tsurugi Ryuusei/Jirou) and is the 'son' of its creator. He drives a motorcycle with a sidecar (Sidephantom/Sidemachine). He has no weapons other than hands and feet. His rival and later ally is garbed in black (Topgunder/Hakaider). A closer look at the story will reveal many differences

Characters and mecha

Metalder/Tsurugi Ryuusei (Ryan's first Trooper mode in VRT). A super robot built by Dr. Koga at the end of the Pacific War. His Reflection Circuit gave him the same feelings as humans. Powered by 'supergravitational energy,' his killing techniques include the Super Oscillation Laser Arm chop, the G (for Gravity) Kick, the Metal Tornado spinning kick, the Head Crash ram, the Plasma Punch, the Metal Bomber punching attack from above, and the Thousand Hand Punches. Normally in human form as Tsurugi Ryuusei, whose looks and personality are directly modelled after that of Dr. Koga's son Tatsuo. Whenever his energies reach a peak from rage, with the cry "Ikaru!" (Rage!) he 'shunten's (lit. 'moment-shifts') into his metallic form. Like Tatsuo, loves music and plays saxophone from time to time.

Japanese Imperial Navy Second Sublieutenant Koga Tatsuo. The model for Metalder. Dr. Koga's only son. Died October 1944 as the first member of the Kamikaze Special Attack Squads ('tokkoutai'). Loved music and played violin. Would have been a violinist had it not been for the Pacific War.

Dr. Koga Ryuuchirou

Robotics genius who created Metalder and all the mecha listed directly below. After the Pacific War, went to America and became a staff member at NASA. Returned to Japan when he learned of the existence of the Neros Empire. Shortly after reviving Metalder, died to give the robot a sense of mission.

Springer (VRT: Jeb)

Robot dog that guards the Silver Carcass. Built by Dr. Koga before Metalder. Hence was Metalder's 'sempai' (senior) and 'aniki' (elder brother figure). Capable of human speech. Repairs Metalder and runs the machines inside the Silver Carcass. Enjoys watching TV, particularly anime. No, Jeb was not an American idea. Blame Toei for this one. Note however that no footage of Springer was ever used in VRT; Springer, unlike Jeb, has a metal torso and collar. Perhaps such costuming went against American screen animal rights laws?

Sidephantom (VRT: ?)

Metalder's blue, white, and red motorcycle with sidecar. Capable of flight and splitting into two. Looks awfully modern for something created in 1945.

Metalcharger (VRT: ?)

Metalder's car, a red four-wheel-drive Mazda Familia (323 in the US). Transforms into a winged aircraft. Amazing how Dr. Koga foresaw the exact design of a 1980s car, isn't it?

Silver Carcass (VRT: ?)

A special underground shelter built by Dr. Koga to house Metalder and all his associated mecha. Emerges above ground as three rotating silver boxes. The Sidephantom and Metalcharger launch from it. Contained a bed for repairs and other equipment. The VR Troopers' headquarters is modelled after the Silver Carcass' interior set.

Ougi Mai (2-)

Tomboyish camerawoman for the photo magazine Weekly Up. Tsurugi Ryuusei's first human friend and constant companion.

Ougi Shingo (34-37)

Mai's father. Newspaper reporter based in Washington DC. Asked by Mai to investigate Dr. Koga's past, finding clues to Godneros' identity in the process.

Kita Hakkou

Grand Prix motorcyclist intending to be the world's best. Originally head of a motorcycle gang. Met Tsurugi and Mai on a photo shoot for a new motorcycle magazine. Hunted from then on by the Neros Empire. Called himself 'Neros Hunter.' Saw himself as Mai's bodyguard. Had a thing for Mai. Tsurugi's rival for her love. Saved Earth by damaging Metalder's Supergravitational Control Device.

The Neros Empire (VRT: Ziktor Industries)

A secret empire that is the underbelly of the Kirihara Konzern (German: 'combine'), led by Emperor Godneros and divided into four armies. Covertly controls the world's criminal organizations, terrorists, finances, etc. Intends to conquer the world through economic as well as military means. Has a rigid ranking system of ten grades, from lowest to highest:

Title Loose translation

10 Keitoushi Light Fighter

- 9 Chuutoushi Medium Fighter
- 8 Kyoutoushi Strong Fighter
- 7 Rettoushi Fierce Fighter
- 6 Gekitoushi Furious Fighter
- 5 Bakutoushi Explosive Fighter
- 4 Yuutou Heroic Fighter
- 3 Boukon Violent Spirit
- 2 Goushou Brave General
- 1 Gaisei Victorious Saint

Competition to raise one's rank was extremely harsh within the Neros Empire.

Emperor Godneros (VRT: Grimlord [when sitting; never stood in Metalder])/Kiriara Gouzou (VRT : Karl Ziktor) □ The leader of the Neros Empire. Once Japanese Imperial Army Technical Major Muraki, assistant to Dr. Koga. (I wonder whether Karl Ziktor will one day be revealed as Tyler Steele's former assistant, though 'Grimlord's Dark Secret' implied otherwise) After the war, built the Kiriara Konzern under the youthful guise of Kiriara Gouzou. The world believed him to be a philanthropist at the head of an international financial empire, but he was actually far more: a master of all sciences who intended to conquer the world with his robots, monsters, and yen.

Secretaries K and S

Kiriara's spies. The Robert Palmer 'Addicted to Love' clone women on VRT are their equivalents, played of course by different actresses. K and S have never themselves appeared in VRT. Their VRT equivalents lack their green (K) and purple (S) supervillainess outfits.

The Four Armies (need VRT equivalents!)

The Armor Army

Consists of cyborgs and humans wearing armor.

Victorious Saint Coolgin (VRT: Decimator)

Godneros' right hand in silver ('gin') armor. A first-class strategist and swordsman. Is a dead ringer for Kiriara beneath his mask beneath a mask. (The VRT equivalent never was Ziktor's stand-in.) Rides in the sidecar of the red Mirage Hasha motorcycle, though once drove the blue Captron motorcycle. Defeated Metalder instantly with one sword attack in the former's first battle.

Strong Generals Tagsky and Tagsron, the Tag Brothers (VRT: Slice and Dice) Masters of sword and naginata.

Violent Spirit Tubo (VRT: ?)

Samurai-like master of sword and hook.

Violent Spirit Hidouman (VRT: ?)

Master of tachi and spiked ball.

Heroic Fighter Wogger (VRT: ?)

Entire body looks like a collection of grey tubes. Master of the spear. Later succeeded by lookalike Wogger II.

Heroic Fighter Barlock (VRT: ?)

Former decathlon athlete who kicked down his rival to enter the Olympics. After his rival committed suicide, he felt shame at his cowardice and sought out challengers to prove himself. Wears blue-green tights. Wields a scythe and chain in his right hand; a clawed gauntlet on his left.

Explosive Fighter Galador (VRT: ?)

Ninja master of magic.

Explosive Fighter Robinken (VRT: ?)

Camouflage-garbed commando.

Furious Fighter BenK (pun on the samurai Benkei; VRT: ?)

Defeated by Metalder, this modern-day samurai left the Empire. Died saving captives from the Empire.

Furious Fighter Jamune (VRT: ?)

Boxer with expensive upper body padding.

Medium Fighters Fu Fu Chu and Mukimukiman (VRT: ?)

Half-naked, comical wrestling rejects. Have only appeared in the background in VRT.

Light Fighters (basic type)

Generic fighters in black tights. Have only appeared in the background in VRT, if at all. Not VRT's Skugs (see section 5). Found in all four armies and hence will not be mentioned again. However, 'Kage' (Shadow) Light Fighters, trained in ninjutsu, are found only in the Armor Army. The only nonspecialized Light Fighter of note is the female Madonna of the Armor Army.

Mirage Hasha

Red motorcycle with sidecar for Coolgin's use.

II. The Combat Robot Army

Consists of androids that are Metalder's 'half-brothers.'

Victorious Saint Balsky (VRT: ?)

Leader of the Combat Robot Army. Silver robot with golden gear on forehead and yellow and black stripes on chest and forearm armor.

Brave General Galdos (VRT: ?)

Boxer with grey, floor mat-like plating on his head, shoulders, and thighs. Could discharge electricity through tentacles from his forehead.

(Former) Brave General Bigwayne (VRT: ?)

Black with grey armor plates. Originally the 'Titan of Legend.' Now an unranked repair robot. Escaped the Empire. Fought Metalder to aid his beloved disciple Gochak. Fires arrows from his right forearm.

Violent Spirit Topgunder (VRT: Darkheart)

Modelled after the fictional manga character Golgo 13. VIP assassin. Lone gunman in black tights who believed in fair play. Duelled Metalder alone. Carried a rifle which he supported with his oversized silver left arm. Even when he was punished for breaking military law, he escaped to duel Metalder. Saved by Metalder, he promised to duel again and went off to the mountains to practice. Eventually, he came to reject the cowardly ways of the Neros Empire entirely to become Metalder's ally. Succeeded by Crosslander. Brought down the Ghost Bank with Metalder, only to be murdered by Victorious Saint Coolgin. Rides a motorcycle.

(Former) Violent Spirit Crosslander (VRT: ?)

VIP assassin in red and white. The antithesis of his predecessor Topgunder. Coward willing to do anything to win. Worked with American terrorist organizations, killing government officials and receiving a promotion from Explosive Fighter to Violent Spirit before coming to Japan to kill Metalder. Wields twin pistols. Had his head damaged by Metalder; thereafter wore a winged snake ornament on his forehead.

Light Fighters Goblit and Dedemos (VRT: ?)

Crosslander's assistants. Gunmen in black with rifle and bayonet (Goblit) and handgun and drill (Dedemos).

Heroic Fighter Jaws (VRT: ?)

Shark-headed fighter in white tights with twin shoulder cannons and four cannons on his upper arms.

Explosive Fighter Gochak (VRT: ?)

Silver wrestler. When beheaded, grows a cannon head that looks like a leftover from another show (but isn't?)

Furious Fighter Gebarose (VRT: ?)

Silver with thick thighs, high jumping ability, and a featureless black faceplate.

Fierce Fighter Zargen (VRT: ?)

Black-robed and skull-headed with a scythe for a left hand.

(Former) Fierce Fighter Rhapsody (VRT: ?)

Plays a Stradivarius.

Strong Fighter Lortail (VRT: ?)

Feminine and white.

Circuladar

Golden motorcycle with rollcage.

III. The Monster Army

Consists of biotechnologically engineered creations.

Victorious Saint Geldring (VRT: ?)

Green muscular beast with skull-like head encased in a transparent egg-shaped shell.

Brave General Bridie (VRT: ?)

White-furred symbiote with detachable spider on his back.

Violent Spirit Bankora (VRT: ?)

Grey-skinned with white fangs on his chest and legs.

Heroic Fighter Gamadone (VRT: ?)

Brown-skinned with tentacle arms and antennae.

Explosive Fighter Damnen (VRT: ?)

Red-eyed lizard.

Furious Fighter Zakembor (VRT: ?)

Red-eyed cicada.

Light Fighter Hedogross (VRT: ?)

Green and froglike. Married the female slave, Wisdom. Had a son, Hedogross, Jr.

Captron

Blue motorcycle.

IV. The Armament Army (Both 'yoroi' and 'kikou' translate as 'armor,' but the former refers to body armor while the latter refers to 'armor' as in a modern 'armored corps.' Thus I don't call the Yoroi and Kikou Gundan the same thing.) Consists of walking arsenal robots.

Victorious Saint Dranger (VRT: ?)

Leader of the Armament Army. Red and silver with a tachi (longsword) in his right hand and five cannon fingers on his left. Has blades, guns, and lights mounted on his ears.

Brave General Megadron (VRT: ?)

Has circular head flanked by twin shoulder cannons.

Violent Spirit Darbarbo (VRT: ?)

Has missile launchers on chest and shoulders.

Violent Spirit Agmis (VRT: ?)

A walking red and grey torpedo with a spear gun.

Heroic Fighter Barbery (VRT: ?)

Humanoid helicopter.

Furious Fighter Strobe (VRT: ?)

Humanoid fighter plane.

Fierce Fighter Bulchek (VRT: ?)

Humanoid tank.

Vehicles shared by all four armies:

Dryguns (black 4x4 off-road vehicles) and Darkgungarries (black vans).

The Ghostbank

A ring of gates containing key army officers surrounding Godneros' throne. The area enclosed by the gates and throne was used both as an arena and as a strategy room. (Generals Ivar and Icebot in VRT never appear in the VRT equivalent of the Ghostbank because they are from Spielban. Ghostbank footage is no longer used in VRT. See section 5 for information on Grimlord's current staff, based on Shaider.)

The High-Tech Building

Grimlord's skyscraper headquarters in Shinjuku. Still appears in VRT's second season, though located in

Cross World City (not Tokyo), of course.

Film: Man Machine Metalder (87.7.18)

Metalder had the shortest run of any Metal Hero series. To compensate for its lack of popularity (among the viewing public, not hard-core tokusatsu fans) Toei followed it up with an antithetical series, World Ninja Wars Jiraiya (which I will reserve for a future mini-Manual) that maintained Metalder's no-monster-of-the-week approach, but applied it to a storyline concerning modern-day ninjas (a genre last represented by Ninja Captors; see my Sentai Manual). Although Jiraiya had a longer run (50 episodes) and greater popularity than Metalder (this time among the viewing public and not tokusatsu fandom), Toei turned once again to technology for the next entry in the Metal Hero Series, the Robocop ripoff known as JIRAIYA.

Original Music by Ichirô Mizuki, Isao Sasaki, Seiji Yokoyama.

Other crew - Hideo Okamoto (character designer).

WR. Takaku Susumu, Yamazaki Haruya, Kakefuda Akihiro, Fujii Kunio, Uehara Shouzou, Ougisawa Nobuo, Nakahara Akira,

DIR. Ogasawara Takeshi, Tomita Yoshiharu, Orita Itaru, Ito Yasuhiro, Konishi Michio, Mitsumura Tetsuji.

EPISODES: 39 **YEAR MADE:** 1987 **COUNTRY:** JAP **SEASONS:** 1

TV ASAHI/TOEI

CREATOR: HATTE SUBOROU (SABURO YADE)

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 39

DATE OF PREMIER: 16/03/1987 **AIR DATE OF LAST EPISODE** 17/01/1988

SEASON DATE BREAKDOWN:

FILMS: MAN MACHINE METALDER (1987).

Tsurugi Ryuusei/Metalder/Koga Tatsuo SENOO AKIRA, Ougi Mai AOTA HIROKO, Kita Hakkou KAWAI HIROSHI, Kirihara Gouzou/Godneros TOUDOU SHINJIM, YUKO MITSUI, EMIKO YAMAMOTO, Prof. Koga KEN UEHARA, HIROSHI WATARI, KENJI OHBA, Top Gunder (voice) ATSUO MORI, Gaisei Balsky (voice) TAKESHI KUWAHARA, Ben K (voice) TOKU NISHIO, Hakkou, Kita (as Hiroshi Kawai) KAZUOKI TAKAHASHI, Hedogross (voice) NAOKI TATSUTA, Gaisei Gerudoring (voice) EISUKE YODA.

RELATED SHOWS:

GAVAN

SHARIVAN

SHAIDER

JUSPION

SPEILBAN

- 1 - 1 *THE PORTAL OF NEROZ*
- 1 - 2 *I AM THE UNIVERSE*
- 1 - 3 *THE MACHINE MAN*
- 1 - 4 *METALDER VERSUS TORPEDO*
- 1 - 5 *THE PROFESSIONAL KILLER*
- 1 - 6 *BOXER IN ACTION*
- 1 - 7 *THE FLAMES OF DEFIANCE*
- 1 - 8 *A FAREWELL TO BARLOCK*
- 1 - 9 *HOPES AND DREAMS*
- 1 - 10 *THE PHILARMONIC ROBOT*
- 1 - 11 *THE HUNT FOR THE EX-APLHA*
- 1 - 12 *SIEGE OF THE NINJAS*

-
- 1 - 13 *THE RUNAWAY*
 - 1 - 14 *THE WARRIOR MADONNA*
 - 1 - 15 *MOTHERLY LOVE*
 - 1 - 16 *THE RIVAL BIKER*
 - 1 - 17 *THE DESERTER*
 - 1 - 18 *SECRET INFORMATION*
 - 1 - 19 *THE TRIUMPHAL RETURN OF TOP GUNDER*
 - 1 - 20 *MECANOL TROOP IN COMBAT*
 - 1 - 21 *MYSTERY OF THE FIREFLY*
 - 1 - 22 *WAR ON ROLLERSKATES*
 - 1 - 23 *THE DIARY OF A RUNAWAY*
 - 1 - 24 *THE RED PANTHER*
 - 1 - 25 *COLOSSUS'S OLYMPICS*
 - 1 - 26 *MATCH OF THE WARLOCKS*
 - 1 - 27 *UNEXPECTED RENDEVOUZ*
 - 1 - 28 *UNBEATABLE YOUTHS*
 - 1 - 29 *SAD STORY OF A DOG*
 - 1 - 30 *SILVERCAPS IN DANGER*
 - 1 - 31 *FATAL INSTANT*
 - 1 - 32 *THE CURSED FLOWER*
 - 1 - 33 *FRIENDSHIP ON THE LINE*
 - 1 - 34 *1001 FACES OF NEROZ*
 - 1 - 35 *EMPIRE OF EVIL*
 - 1 - 36 *THE MISSION OF THE CYBERNETIC UNIT*
 - 1 - 37 *THE RUINS OF THE COLOSSUS*
 - 1 - 38 *BLOODY COUNTERSTRIKE*
 - 1 - 39 *FOREVER METALDER*

MICRONOTS!, THE

In the very distant future, humans have lost the ability to continue procreation when the world's cloning centers are sabotaged. A group of reluctant heroes volunteer to be shrunk to a subatomic scale and voyage through the body of the last fertile human to restore the genetic link necessary for continuation of the species.

Quotes:

Captain Giles Slate: We're going to save the human race.

Lieutenant D.A. Blackfoot: But the human race has left us here to die!

Captain Giles Slate: Yes. And we won't let them down.

Produced by Jackson Harvey (co-producer) and Diana Karanikas (co-producer)

WR. Jackson Harvey, Diana Karanikas

DIR. Tim Upham

EPISODES: 0 **YEAR MADE:** 1993 **COUNTRY:** US **SEASONS:** 1

CREATOR:

TYPE OF SHOW: CLONES

FORMAT: SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1)

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Captain Giles Slate CRAIG RICHARDS, Lieutenant D.A. Blackfoot LEXIE BIGHAM, Serff (android)
ALLISON CHASE, Jeffrey (ship's doctor) RUSS FEGA, Ensign Azaria CAROL HOYT, Ship's Computer
(uncredited) (voice) DIANA KARANIKAS, Jasmine (navigator) AMANDA RYAN, Montgomery
HARRISON YOUNG.

MIGHTY JACK (inc FIGHT! MIGHTY JACK)

AKA: **FIGHT! MIGHTY JACK**

AKA: **TATKAE! MIGHTY JACK**



Prominent politician Gonosue Yabuki (Yanaga) foresees the growing danger of Q, a high tech terrorist organization, and decided to form his own elite group to combat it. The eleven members of Mighty Jack have different specialties, though some are more useful than others in fighting crime - leader Hachiro (Nitani) is a professional mountaineer and lieutenant Akira (Nihei) is a test pilot, but deput Ippei (Minami) is a professional golfer.

Each time Q's cat stroking master-mind attempts to seize control of the world, the heroic team meet at their secret hideout and board the flying battleship Mighty Jack, normally to be found in its underground base. They can then assemble what they need en route to the danger site, using Mighty Jack's onboard weapons factory.

The direct inspiration for MJ lay with ULTRAMAN creator Eiji Tsuburaya and his love of the British show THUNDERBIRDS (NHK, 1966). Like THUNDERBIRDS creator Gerry Anderson, Tsuburaya was keen to produce a spectacular sci-fi effects show but hoped to capture an audience beyond the usual children at whom such series were aimed. With a leader writer who as a native of Okinawa, an island at the time still occupied by the US military, MJ grew out of the height of the cold war and the first stirrings of US involvement in Vietnam.

In other media, James Bond was literally storming Japan in 1967's *You Only Live Twice*, while THE MAN FROM U.N.C.L.E. (NTV, 1965 as 0011 Napoleon Solo) and WILD WILD WEST (Fuji, 1965) held primetime slots on Japanese Television. However, a breakneck production schedule defeated some of MJ's noble aims - amid many explosions, there was little time to choreograph proper dogfights, and the audience drifted away.

Admitting defeat with the adult audience (a real shame, as MJ had true potential), the Tsuburaya Studio retooled the series for younger viewers, renaming it Takakae! Mighty Jack (Fight! Mighty Jack.) for the final 26 episodes. With completely different story, the protagonists were now a five-strong team who represented the Oriental Branch of the Association of People's Peace and Liberty on Earth (A.P.P.L.E.), led by General Fujii (Junya Usami). Early episodes simply replayed the previous seasons mechanical battles and team-work, but the latter part returned to the monster-of-the-week angle favored by ULTRAMAN. Not only was this cheaper to produce than close-up model work, but it was easier for a young audience to understand. Music in the original series was by Isao Tomita.

Mighty Jack enjoyed one final flourish when the rights to the first season were purchased for English-language release by the Sandy Frank company. Instead of releasing the entire series, the distributors choose to combine episodes 1 and 13 with pieces of bridging footage lifted from the other episodes to make the movie *Mighty Jack* (1986). As with the later Tsuburaya production ARMY OF THE APES, the feature length edit in the only English-language incarnation of the series currently available.

Series was produced by Yasuyoshi Ito and Yasuji Morita.

Season one was 6th April 1968 to 29th June 1968, season two was 6th July 1968 to 28th December 1968.

Goofs:

Audio/visual unsynchronized: When rockets are fired from the submerged Mighty Jack, the sound effect is that of rockets firing into the sky, not that of torpedoes being launched under water. Upon their detonation we also hear explosions that one would only hear in the open air. The sound of the laser cannon being fired and subsequent explosions continue this sound error.

WR. Tetsuo Kinjo, Shinichi Sekizawa, Bunzo Wakatsuki, Ichiro Ikeda, Saburo Shibahide, Naohiro Fuji, Hiroyasu Yamaura, Masahiro Yamada, Keisuke Fujikawa.

DIR. Minoru Mitsuta, Mimachi Nonagase, Tsuneo Kobayashi.

EPISODES: 39 **YEAR MADE:** 1968 **COUNTRY:** JAP **SEASONS:** 2

FUJI/TSUBURAYA PRODUCTIONS

CREATOR: EIJI TSUBURAYA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 13, (2) 26

DATE OF PREMIER: 06/04/1968

AIR DATE OF LAST EPISODE 28/12/1968

SEASON DATE BREAKDOWN:

FILMS: MIGHTY JACK (1986)

Hachiro HIDEAKI NITANI, Ippei HIROSHI MINAMI, NAOKO KUBO, AKIYOSHI KASUGA, WAKAKO IKEDA, Akira MASAYA NIHEI, HIDEYO AMAMOTO, MASAYOSHI FUKUOKA, YOSHITAKA TANAKA, NORIAKI INOUE, MITSURO OYA, GORO MUTSU, ANNE MAIRE, Gonosue Yabuki JIRO YANAGA.

Fight! Mighty Jack cast - General Fujii JUNYA USAMI.

RELATED SHOWS:

ULTRAMAN

ARMY OF THE APES

MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)



After being trapped in a cauldron for 20,000 years evil empress Rita Repulsa is realised by accident by astronauts on the moon. Together with her henchmen she decides to take over the world. Meanwhile on Earth a Pan-Dimensional being known as Zordon recruits five teenagers to fight the evil Rita and defend the Earth. They are Jason (Red Ranger) who is the leader of the team, Trini (Yellow Ranger), Zack (Black Ranger), Kimberly (Pink Ranger) and Billy (Blue Ranger).

Soon after Rita creates the evil Green Ranger, Tommy to fight the power rangers but he manages to fight her and decides to help the power rangers who are know a team of six. Just when Rita is getting comfortable on the moon another evil force arrives on the moon Lord Zedd who banishes Rita from Earth forever. He precedes to destroy the Green Rangers powers in which he succeeds but soon after Zordon makes a new ranger known as The White Ranger who just happens to be Tommy.

The Rangers discover that Jason, Trini and Zack have been chosen to be world peace ambassadors, so the time has come to replace them with new rangers, who turn out to be the friends of the Rangers. Rocky (Red Ranger 2), Adam (Black Ranger 2) and Aisha (Yellow Ranger 2). Rita returns to Earth with a new plan to make Lord Zedd fall in love with her, but Goldar discovers that the potion that made Zedd fall in love with Rita never worked and he actually does love her.

The Power Rangers know have to contend with two evil forces. Kimberly is having difficulty being a Power Ranger and training to be a Gymnast so after she has an accident she decides to leave the power rangers to concentrate on Gymnastics. She is replaced by Katherine (Pink Ranger 2) who previously worked for Zedd and Rita. Because Rita is doing a bad job her Father comes to Earth to take over the job and try to defeat the rangers.

The Rangers soon lose all the powers when Rita's father plants a bomb in the command chamber, to make matters worse the Rangers are turned into children. They are told of a power crystal known as the Zeo Crystal which can restore their powers, so five of the rangers must go a personnel mission to find them. Whilst Aisha is on her personal mission she decides to stay with a tribe of Indians and Tanya (Zeo Ranger 2 - Yellow) is sent to back to become a Ranger. This story continues in POWER RANGERS ZEO (see separate entry).

The hottest kids' adventure serial since the Turtles, the Mighty, Morphin Power Rangers combine the dynamics of the dinosaurs with martial arts skills, as they battle to save the world from evil intergalactic sorceress Rita Repulsa.

Austin St. John would also return playing Jason in the sequel POWER RANGERS ZEO. MMPR is based on the Rangers show's made in Japan and a lot of the footage is from those shows. Walter E. Jones would also later go on to star in the childrens SF show SPACE CASES and Thuy Trang would go on to take a role in the film The Crow: City of Angels. This was the first time that mixing a Japanesse show with American footage worked, it was done was before with the Australian show Ultraman : Towards the Future.

This show was a phenomen of the mid 1990s. Making it the worlds most successfull childrens show ever. Indeed, it earned Saban International Productions over 1 Billion Dollars, which resulted in them making several other similar shows, but none were as succesfull. The show however had a number of problems with the fact the so many actors and actress left, making only the comedy duo of Bulk and Skull the only actors to star in the entire show. The height of the shows success came with the 1995 film, which was about a villian called Ivan Ooze who wants to take over the world, but only the Power Rangers can stop him by discovering and ancient source of power - the like of which they've never used before.

The Mighty Morphin' Power Rangers used footage from three different Japanesse SF shows in its three season

run which were, ZYURANGER (1), DAIRANGER (2) and KAKURANGER (3).

The Mighty Morphin Power Rangers' juvenile mix of action, comedy and entertainment made them an instant success in America. In the UK, their adventures have been seen on GMTV and on Sky One. Its UK airdate began in October 1993, having for a later seasons a respectable 5.30pm Saturday tea time slot where it on occasion went into Sky One's top ten programmes.

The spelling of names in the credits on Mighty Morphin Power Rangers tends to vary from episode to episode and season to season! Mighty Morphin Power Rangers was the brain child of Haim Saban who came up with the idea of taking the special effects action sequences from a Japanese sentai series and combining it with new footage shot in America featuring American teens to produce a new series. This new series would boast greater production values than its low budget would allow if the action sequences had to have been made from scratch. Although it was a hard sell Mighty Morphin Power Rangers found its way to Fox TV, where it first was broadcast in the wee hours of weekday mornings. Mighty Morphin Power Rangers has become unexpectedly popular with the teenage and pre-teen audience. Mighty Morphin Power Rangers was moved to late afternoons and Saturday morning broadcasts were added.

The series has been heavily merchandised with toys, video tapes candy and breakfast cereal being produced with the Mighty Morphin Power Rangers name on it. The Power Rangers' success has also inspired imitation, in the 1994 similar series such as: V.R. Troopers and Superhuman Syber Samurai Squad appeared. All sentai shows are Japanese with most being produced by Toei studios. Sentai is the Japanese word for task force. As a genre all sentai shows feature some type of evil group (demons, monster aliens, etc) who want to conquer the Earth. The only thing that stands in their way is a group of teens or young adults who are highly trained in martial arts. This group manages to obtain super powers to help them defeat the bad guys.

The shows feature colourful costumes, creatures, high tech weapons and fighting machines (colour coordinated to the user's costume) and lots of martial arts action. The first sentai series was Goranger which was broadcast in 1975. Each sentai series runs for one season in which the bad guys are defeated, the series is then replaced with another series that is unrelated to the previous one in everything but general concept. Zyu Ranger is the series where all the action sequences from the first season of Mighty Morphin Power Rangers was taken. Zyu Ranger was broadcast in Japan during the 1992-1993 TV season. Dai Ranger is the series where the action from the second season of Mighty Morphin Power Rangers was taken. In Japan Dai Ranger was broadcast during the 1993-1994 TV season.

During its first season Mighty Morphin Power Rangers featured battles between the Power Rangers and Rita Repulsa. Rita is an interdimensional sorceress who is released by astronauts on Mars from the prison that has held her and her lackeys for the past 10,000 years. Her entourage consists of an endless supply of Putty Patrollers (humanoid slaves created from putty). Goldar and Scorpinia, her two best warriors Finster, creator of her never ending supply of monsters, Baboo and Squatt. Rita has but one goal in her life the total domination of the universe. The Putty Patrollers were replaced by Tenga Warriors in the third season.

Rita's escape does not pass unnoticed by Zordon, the being who imprisoned her 10,000 years ago. Zordon is unable to stop Rita since he has become trapped in another dimension. He is however able to form the Mighty Morphin Power Rangers, a team of five teens to whom he gives special powers. The five teens are: Kimberly Hart, the Pink Ranger with the power of the Pterodactyl: Billy, the Blue Ranger with the power of the Triceratops: Zack, the Black Ranger with the power of the mastodon: Trini, the Yellow Ranger with the power of the sabre tooth tiger: and Jason Scott Lee, the Red Ranger with the power of the Tyrannosaurus Rex. Each of the teens has been given a power morpher. With their power morpher each can morph- or transform- into their Power Ranger identity.

Morphing involves more than just a new fancy costume, after morphing the Rangers gain abilities they did not have in their human form. Each power morpher has two pieces: a coin and a belt buckle. The power coin also allows each Ranger to create a power crystal which allows him or her to control their dinozord. Dinozords are fighting machines with powers based upon one of Earth's prehistoric creatures. The five dinozords are able to come together and join into one huge battle tank to battle creatures which none would dare take on single handedly. As needed Zordon prepares new weapons for the Power Rangers to fight with. He is able to communicate with them in their command centre where they see him on a misty screen. The command centre is manned by a robot named Alpha 5.

The American shot footage of Mighty Morphin Power Rangers features the Power Rangers in their civilian identities. They live in the town of Angel Grove where they attend Angel Grove High School. Each episode often features two plots. One plot involving teen angst a la Saved by the Bell. This storyline is interrupted by the bad guys' appearance, often in the form of Putty Patrollers. After the Putty Patrollers are defeated a bigger threat is discovered which all of the Power Rangers are needed to defeat.

During the series' run several changes have happened. Halfway through the first season a sixth Power Ranger was introduced. The new Ranger was Tommy Oliver, the Green Ranger. Unlike the other Rangers, the Green Ranger was one of the bad guys created by and under the control of Rita. The other Rangers break the spell that controls him and he becomes a good guy. He eventually loses his powers and is later given new ones and he becomes the White Ranger. During the second season Lord Zedd replaces Rita as the villain. Rita had been an underling of Zedd's. Zedd it seems became upset with Rita's inability to defeat the Power Rangers, and decided that he should do the job himself. Although he has not had any better luck. Midway through the season, Rita returns, gets married to Zedd and the two of them combine their efforts to defeat the Rangers.

Also during the second season three of the Power Rangers were replaced. Adam became the new Black Ranger. Aisha became the new Yellow Ranger and Rocky became the new red Ranger. The changes in characters were because the actors who originally created the roles were unable to come to terms with the producers regarding their salaries.

After the second season the Rangers appeared in a big budget theatrical film which was shot in Australia. Zedd and Rita were replaced as the villains in this film by Ivan Ooze. The film went on to prove that the TV series small budget was NOT the reason it is so bad, since throwing lots of money at the Power Rangers concept failed to make it any better. Footage shot in Australia however did appear in the second season when it was explained that the Rangers were on holiday in Australia. The film however was supposed to be set back in Angel Grove which is somewhere in the United States, however Sydney landmarks appear in the film meaning somebody somewhere is geographically challenged.

The third season saw the Rangers once again getting new Zords. The Red Ranger got a ninja zord, the Black Ranger a frog zord., the Pink Ranger a crane zord, the Blue Ranger a wolf zord, the Yellow Ranger a bear zord and the White Ranger a falcon zord. There was another cast change during the third season. Kimberly left Angel Grove and was replaced as the Pink Ranger by Kat, an Australian girl who had once been one of Rita's lackeys. Midway through the third season another big change occurred. The series changed its title to Power Rangers Zeo, in which the Rangers once again got new costumes and robots, with several of the characters changing their colours! Their powers now came from portions of a Zeo crystal as opposed to power coins as they had in the past Billy wound up losing his status as a Ranger but stayed with the group as a scientific adviser. Lord Zedd and Rita were also quickly dispatched by a new set of villains. King Mondo and Queen Machina, rulers of the machine world. NOTE: Guest stars are not given on screen credit and are thus unknown. The series' executive producers were Haim Saban and Shuki Levy.

WR. Tony Oliver, Shuki Levy, Stewart St. John, Gary Glasberg, Cheryl Saban, Shell Danielson, Mark Hoffmeier, Douglas Sloan, Mark Litton, Judd Lynn, Douglas Sloan and Buzz Alden & Charlotte Alden (yes, that Buzz Alden), who wrote the episode with his young daughter.

DIR. Robert Radler, Vickie Bronaugh, Douglas Sloan, Terence H. Winkless, Worth Keeter, Shuki Levy, John Stewart, Jerry P. Jacobs and Robert Hughes.

EPISODES: 156 **YEAR MADE:** 1993 **COUNTRY:** US **SEASONS:** 3

SABAN INTERNATIONAL PRODUCTIONS

CREATOR: HAIM SABAN, SHUKI LEVY

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 20 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 60 + 1 (2) 53, (3) 43

DATE OF PREMIER: 21/08/1993 **AIR DATE OF LAST EPISODE** 17/02/1996

SEASON DATE BREAKDOWN:

FILMS: THE MIGHTY MORPHIN' POWER RANGERS: THE MOVIE.

Jason/Red Ranger AUSTIN ST. JOHN, Trini/Yellow Ranger THUY TRANG, Zack/Black Ranger WALTER E. JONES, Kimberly Heart/Pink Ranger AMY JO JOHNSON, Billy/Blue Ranger DAVID YOST, Tommy/Green Ranger/White Ranger JASON DAVID FRANK, Bulk PAUL SCHRIER, Skull JASON NARVY, Alpha 5 R. J.SHARF, Rita Repulsa BARBARA GOODSON, Squatt MICHAEL J.SORICH, Goldar RYAN O'FLANNIGAN, Zordon BOB MANAHAN, Rocky/Red Ranger 2 STEVE CARDENAS, Adam/Black Ranger 2 JOHNNY YONG BOSCH, Aisha /Yellow Ranger 2 KAREN ASHLEY, Kat/ Pink Ranger 2 CATHERINE SUTHERLAND.

Books Based on this series.

All-New Mighty Morphin' Power Rangers Scrap Book #2

Power Rangers: Alpha Activities

Power Rangers: Big Clean Up

Power Rangers: Bugged

Power Rangers: Double Trouble
 Power Rangers: Monsters from the Movies
 Power Rangers: Monumental Disaster
 Power Rangers: Morphin Mazes
 Power Rangers: Power Puzzles
 Power Rangers: Puzzle Scope
 Power Rangers: Ranger Games
 Power Rangers: Turbo Fun
 Power Rangers: Vacation on the Moon
 The Mighty Morphin' Power Rangers: Adventures on Phaebos
 The Mighty Morphin' Power Rangers: Defenders of the Universe
 The Mighty Morphin' Power Rangers: Dinozords Dynamic Mazes
 The Mighty Morphin' Power Rangers: Megazords Mighty Mazes
 The Mighty Morphin' Power Rangers: Powerzords Puzzles and Maps
 The Mighty Morphin' Power Rangers: Space Aliens Attack
 The Mighty Morphin' Power Rangers: The Movie - Piano Vocal Chords
 The Mighty Morphin' Power Rangers: The Movie Scrapbook
 The Mighty Morphin' Power Rangers: The Movie Storybook
 The Mighty Morphin' Power Rangers: The Official Game Book
 The Mighty Morphin' Power Rangers: Titanus's Briantwister
 The Truth about the Power Rangers

RELATED SHOWS:

VR TROOPERS
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DENSHI SENTAI DENJIMAN
TAIYO SENTAI VULCAN
DAI SENTAI GOGGLE V
HIKARI SENTAI MASKMAN
GO SEI SENTAI DAIRANGER
BIG BAD BEETLEBORGS
POWER RANGERS ZEO
POWER RANGERS IN SPACE
POWER RANGERS TURBO
POWER RANGERS NINJA STORM
POWER RANGERS S.P.D

0 - 0 *ALPHA'S MAGICAL CHRISTASS (ON VIDEO ONLY)*

1 - 0 *DAY OF THE DUMPSTER (PILOT VERSION)*

Five teenagers, who hang out in an average bowling alley, and occasionally use their karate skills to fend off a gang of mean bullies, are summoned to save the world by an intergalactic being named Zoltar. He gives them the power to become Power Rangers, and to call upon giant dinosauric robots called Droids to combat the forces of space witch Rita Repulsa.

Wr Tony Oliver

Dir Strathford Hamilton

1 - 1 *DAY OF THE DUMPSTER*

Following the accidental release of long-imprisoned evil space-sorceress Rita Repulsa, a benevolent sage known as Zordon drafts a group of five teenagers to help protect the planet as dino-powered warriors of goodness.

Wr Tony Oliver, Shuki Levy

Dir Adrian Carr

1 - 2 *FOOD FIGHT*

Ernie's Youth Center & Juice Bar sponsors an International Food Festival, in cooperation with Angel Grove High. The five Ranger teens are among those involved. Rita sends down Finster's latest creation, the aptly named Pudgy Pig, to consume the festival's food supply, as well as anything else he can fit into his hungry mouth. Pudgy Pig even ends up eating the Rangers' Power Weapons! A weak spot is noticed,

involving his dislike for spicy foods, and soon the monster's eating binge comes to an explosive close. The International Food Festival also meets a messy demise, when Bulk & Skull start an uncontrollable food fight.

Wr Cheryl Saban

Dir Robert Hughes

1 - 3 *HIGH FIVE*

The five Ranger Teens begin to settle into their new roles as protectors of both Angel Grove, and the entire planet. Billy, the genius boy in blue, invents a series of silver watchbands with which they can both talk to each other, and teleport to the Command Center (the Communicators). Meanwhile, at her evil palace on the moon, Rita Repulsa schemes to do to the Rangers what she did to Zordon long ago. With the help of Finster's device, she attempts to trap the Power Rangers inside of a strange Time Warp dimension. If that wasn't bad enough, Billy gets backed up to the top ledge of a mountain by some Putties. Trini, deadly afraid of heights, must confront her fear to help him out. The Rangers escape the Time Warp, and triumphantly fight Finster's creation: a skeletal warrior named "Bones", and a giant... umm... "Giant" monster summoned by Rita.

Wr Steve Kramer

Dir Adrian Carr

1 - 4 *TEAMWORK*

Kim & Trini attempt to shut down a local waste dump with a petition. Little do they realize, that the waste dump belongs to Rita! She's trying to trash the whole world, and has Finster create the Minotaur monster to help protect the dump site. Our heroes learn a valuable lesson in working together, using their Dinozords against the monster individually at first. Though the Megazord isn't enough, new Power Weapons for each of the Rangers, and their powerful combination, bring down the Minotaur. Though the dump site remains active, working together, the teens clean up Bulk & Skull's school hallway garbage mess quickly.

Wr Cheryl Saban

Dir Robert Hughes

1 - 5 *A PRESSING ENGAGEMENT*

At the Youth Center, Jason attempts to break Bulk's benchpressing record, only to be severely distracted. Rita comes up with a plan to divide and conquer the Rangers, by splitting them up during a battle with the King Sphinx monster. It takes the Zord-charging power of their Coins' Power Crystals to bring everyone back together, and to take down King Sphinx & Goldar.

Wr Jeffrey A. Deckman, Ronnie Sperling

Dir Adrian Carr

1 - 6 *A DIFFERENT DRUM*

Kimberly's deaf friend, Melissa, has a tough time fitting in. When the Gnarly Gnome monster strikes, using music to hypnotize the children of Angel Grove, her handicap allows her to remain unaffected. With her aid, the Power Rangers put an end to the Gnome's symphony of destruction.

Wr Julianne Klemm

Dir Jeffrey Reiner

1 - 7 *I, EYE GUY*

Billy helps his young brainy buddy Willy with a Virtual Reality device for the Angel Grove science fair. Willy's intelligence and lack of self-confidence entices Rita, as she schemes to capture him and use his experiments for evil. The Eyeguy scopes the boy out, but fails to see the Rangers coming.

Wr Stewart St. John

Dir David Blyth

1 - 8 *FOR WHOM THE BELL TROLLS*

It's hobby week at Angel Grove High. The Ranger teens have all brought in various items reflective of their personalities. Trini brings in her doll collection, along with her favorite one of all, a blue elf named Mr. Ticklesneezer. Rita ends up stealing him, and turning him into a monster. Ticklesneezer goes around shrinking things and collecting them into bottles. This includes the Megazord, as the Rangers meet their first real defeat, only to have it turn out to all be just a dream of Trini's.

Wr Stewart St. John, Jeffrey A. Deckman, Ronnie Sperling

Dir Robert Hughes

1 - 9 *HAPPY BIRTHDAY, ZACK*

The Ranger teens & Ernie plan a surprise party at the Juice Bar for Zack. The secrecy leads him to

believe they've all forgotten about his birthday. Rita shows she cares, by sending down a special treat, a vicious black knight monster known as Nasty Knight. The Black Ranger faces off with him, Power Axe to sword. Later, Zack's birthday party goes off without a hitch, though Ernie ends up getting covered in cake instead of Bulk & Skull for a change.

Wr Stewart St. John

Dir Jeffrey Reiner

1 - 10 *NO CLOWNING AROUND*

The fair has come to Angel Grove, and the Ranger teens enjoy a day at it, with Trini's cousin Sylvia. The fair turns out to be a front for Rita, with numerous Putties as clowns. One such clown, named Pineapple, turns Sylvia into a cardboard cutout. He reveals himself to be a creature named Pineoctopus. Billy & Alpha solve Sylvia's 2-dimensional dilemma, and the Rangers shut down the evil carnival for good.

Wr Mark Hoffmeier

Dir Adrian Carr

1 - 11 *POWER RANGER PUNKS*

With the Ranger teens distracted, Baboo sneaks to Earth and drugs their lemonade with a magical potion. Billy & Kimberly are the only two to take a sip, but the effects on them are quite odd. They both start acting like punks, picking on kids at the high school, and even scaring Bulk & Skull. The other 3 Rangers have more important issues to deal with, namely Rita's Terror Toad monster. Zordon traps the two out of control teens in the Command Center, and sends Alpha off on a dangerous mission alone to seek the Singing Squash, with which to restore Billy & Kim to normal.

Wr Mark Hoffmeier

Dir David Blyth

1 - 12 *PEACE, LOVE AND WOE*

There's a big party coming up at the Youth Center, but the nerdy Billy is as dateless as ever. By coincidence, he bumps into an equally brainy girl named Marge, and the two hit it off. Soon, Rita's ally, Madame Woe, mistakes Marge for a Ranger, and captures her. The actual Rangers come to her rescue, combining their powers, and destroying her without even needing their Megazord. Billy & Marge happily go to the dance together, and she's never seen nor mentioned again afterwards.

Wr Julianne Klemm

Dir Robert Hughes

1 - 13 *FOUL PLAY IN THE SKY*

Kim goes for flying lessons with her pilot uncle Steve. Bulk & Skull tag along. Rita's henchman Squatt spikes Steve's drink with a sleeping potion, which kicks into effect while in the skies over Angel Grove. Kim nervously takes over flying the four-seater plane, and with a little guidance from Alpha 5, lands safely. She then joins her teammates in battle with the Snizzard monster, already in progress.

Wr Shuki Levy

Dir Shuki Levy

1 - 14 *DARK WARRIOR*

Trini's famous scientist uncle Howard drops by the Youth Center, with a new invisibility formula. Rita spots it, and plans to use it on her new monster, the camouflaged creature known as the Dark Warrior. Billy gets sick of Bulk & Skull picking on him, and decides to reenroll in Jason's karate class. But as before, he doesn't fare well in it. Uncle Howard, not only a scientist but a master martial artist, offers to give him some training at the park. There, Dark Warrior kidnaps him, and orders him to give up the invisibility formula. He refuses, and gets strapped to a bomb capable of leveling the city. Billy saves the day, and manages to get his yellow belt with Uncle Howard's help.

Wr Mark Hoffmeier, Jeffrey A. Deckman, Ronnie Sperling

Dir Terrence H. Winkless

1 - 15 *BIG SISTERS*

Kim & Trini get the task of being "big sisters" to a mischievous little girl named Maria. Rita kidnaps the bratty child, with intent of using her to open a magic trunk filled with Power Eggs. The Rangers end up facing the Chunky Chicken monster to save the annoying girl. All of this, plus, Billy unveils his specially modified VW Beetle, known as the RADBUG.

Wr Shuki Levy, Gary Glasberg

Dir Jeffrey Reiner

1 - 16 *SWITCHING PLACES*

Billy's brain switching machine goes haywire (with a little help from Squatt & Baboo), causing his &

Kimberly's minds to swap bodies! Hilarity ensues when Billy as Kim, and Kim as Billy, spend a few days in each other's shoes... literally! Plus, the Genie monster rubs our heroes the wrong way.

Wr Steve Kramer, Shuki Levy

Dir Jeffrey Reiner

1 - 17 *GREEN WITH EVIL PART 1 (aka OUT OF CONTROL)*

Tommy, a new kid in town with martial arts skills that rival even Jason's, catches Kimberly's eye. Not just her, but Rita Repulsa also sees potential in him. She has her Putties kidnap him, and bring him to the moon. There, Rita places a spell over Tommy, turning him into the evil Green Power Ranger! Using his Dragon Power Coin, Tommy infiltrates the Command Center, gives Alpha 5 a virus, and trashes most of the control consoles. Zordon attempts reasoning with him, but fails, and gets cut off from our dimension. The Green Ranger then fights the other Power Rangers in battle, and with the Evil Space Aliens' help, takes our heroes by surprise while they're in their Megazord. The Ranger take the beating, and retreat to the damaged Command Center in the RADBUG. They restore Alpha, but fail to learn anything about the mysterious Green Ranger.

Wr Stewart St. John, Gary Glasberg

Dir Robert Hughes

1 - 18 *GREEN WITH EVIL PART 2 (aka JASON'S BATTLE)*

With the Command Center still incapacitated from the Green Ranger's attack, Billy & Trini attempt to repair it and Alpha 5. Tommy returns to Earth, and acts cold & rude to Kimberly. Soon, after a successfully training run on the beach, Rita gives Tommy the Sword Of Darkness, which acts as a catalyst for keeping him under her evil spell permanently. Our heroes remain at a loss for a plan, but devote as much time into it as they can. Because of that, Jason informs Tommy at school that he'll be unable to work out with him later. Unbeknownst to Jason, the possessed Tommy then teleports him to the Dark Dimension! Trapped, with no way out, no way of morphing, and no way of contacting his teammates, Jason faces Goldar alone.

Wr Tom Wyner, Stewart St. John, Cheryl Saban

Dir Robert Hughes

1 - 19 *GREEN WITH EVIL PART 3 (aka THE RESUCE)*

Jason continues battling Goldar in the Dark Dimension, and eventually, the Green Ranger as well. Luckily, in the nick of time, the Rangers & Alpha are able to lock on to his Communicator and teleport him out of there. But with Zordon still lost and the Command Center still in shambles, the victory is bittersweet, at best. To make things worse, Rita summons Scorpina, a female warrior long buried in a cave, with the ability to transform into a monstrous scorpion when in giant mode.

Wr Stewart St. John, Mark Ryan

Dir Robert Hughes

1 - 20 *GREEN WITH EVIL PART 4 (aka ECLIPSING MEGAZORD)*

Goldar grows and attacks Angel Grove, and nearly eats Bulk & Skull. Meanwhile, the search for Zordon heats up, but while the Rangers are out, Green Ranger sneaks back into the Command Center, and attempts to sabotage it again. Alpha's prepared, capturing him in a stasis shield briefly. Rita frees him, and uses her Magic Wand to make him grow! He joins Goldar & Scorpina in fighting the Megazord, as Rita casts a spell to eclipse the sun and cut off its solar power reserves. Though the Power Sword helps add a boost of energy, the Megazord falls to the trio of evil. The Zords separate and scatter into a burning hole in the ground. Our heroes retreat in defeat, but learn from Alpha's brief short reencounter, the true identity of the Green Ranger: their new mood-swinging pal, Tommy Oliver!

Wr Stewart St. John, Cindy McKay

Dir Robert Hughes

1 - 21 *GREEN WITH EVIL PART 5 (aka BREAKING THE SPELL)*

Kim confronts the evil Tommy in the Youth Center, but he simply informs her that she and the other Rangers will soon be destroyed. Utilizing his Dragon Dagger's flute mode, the Green Ranger summons forth the ancient Green Dragonzord from Angel Grove bay. It begins to rampage through the city, crushing and blowing up buildings. Zordon's transmission is finally reestablished with this dimension. The Megazord is recovered, and victoriously faces the Dragonzord.

The Sword of Darkness is destroyed, freeing Tommy from the evil spell. He's disoriented, but regrettably recalls everything he did while evil. The Rangers offer him a place among them, and he gladly accepts.

The Dragonzord forms with the Megazord, creating the Dragonzord in Battle Mode. Zordon then welcomes Tommy to the team, claiming the 6th Ranger was prophesied.

Wr Stewart St. John, Gary Glasberg

Dir Robert Hughes

1 - 22 *THE TROUBLE WITH SHELLSHOCK*

Tommy settles into his new role on the team, by playing a friendly game of basketball with the other Ranger teens. On the moon, Rita naps, prompting Baboo & Squatt to take charge by making their own monster. Shellshock, a turtle with a stoplight atop his shell, is sent to Earth, and wreaks more havoc by accident than on purpose. Trini races for the Deandra Flowers. The 6 Power Rangers put his light on permanent red with the help of their two Megazords.

Wr Stewart St. John, Julianne Klemm

Dir David Blyth

1 - 23 *THE SPIT FLOWER*

Kimberly has the task of designing a flower float for an Angel Grove parade. Putties drop by the Juice Bar, and trash it before she can turn the design in. Kim frets over losing it, and soon has to face the evil flesh-eating-blossom-spewing Spit Flower monster. Tommy & Alpha rebuild the model float, and her design ends up in stock footage on TV.

Wr Peggy Nicoll

Dir David Blyth

1 - 24 *ITSY BITSY SPIDER*

Trini & Billy petition to save the Forest Spirit Statue from demolition. It supposedly protects the woods from nasty bug infestations. Rita swipes the statue and replaces it with a lookalike, which hides her Spidertron monster within. Zack brings his young Hip-Hop Kido class to the park to work out nearby, and all but the Black Ranger are put under a sleeping spell by Spidertron. Unfortunately for Zack, he's deathly afraid of bugs, spiders especially!

Wr Steve Kramer

Dir Robert Hughes

1 - 25 *LIFE'S A MASQUERADE*

There's a costume party going on at the Youth Center! Rita uses this distraction to mine a special clay on Earth, from which she'll create a breed of Super Putties. She sends her own version of Frankenstein's Monster to the party, and he's immediately mistaken for Tommy (likely due to their similar high foreheads).

Wr Cheryl Saban

Dir Robert Hughes

1 - 26 *GUNG HO!*

Jason & Tommy team-up for an upcoming Team Ninja competition at the Youth Center. They have trouble working together, as both are used to sparring one-on-one. As the other Rangers fight the nigh-invincible Super Putties, Zordon sends Jason & Tommy off to retrieve new weapons. They face a strange metal creature known as Titanus, and learn teamwork in the face of adversity. The Super Putties are wiped out, and Zordon reveals that Titanus is an old friend, who'll act as a Carrierzord for the Megazords, with which they'll create the Ultrazord!

Wr Mark Hoffmeier

Dir Robert Hughes

1 - 27 *WHEEL OF MISFORTUNE*

The Ranger teens are involved with a stage play of Rumpelstiltskin at Angel Grove High. Kim's grandmother's antique spinning wheel is used as a prop. Bulk, as the title character in the play, nearly breaks it, and Kim freaks out. Rita sends her goons down to capture the wheel, and turn it into an evil Wheel Of Destruction. The Megazord faces the giant wheel, destroys it, but luckily, it reverts back to its original form, unharmed, just in time for the play, which is unusually short.

Wr Cheryl Saban, Mark Ryan

Dir Terrence H. Winkless

1 - 28 *ISLAND OF ILLUSION (1-2)*

There's an upcoming dance competition, and despite his usual smooth moves, Zack's got a heavy case of self-doubt. Rita is inspired, and after summoning the evil God, Lokar (who sends the Mutitus creature to face the Megazord), she traps them on a strange island dimension. There, the 6 Rangers face illusions preying upon their worst fears.

Wr Shuki Levy, Chris Schoon

Dir Terrence H. Winkless

1 - 29 *THE ROCKSTAR*

Jason and his young cousin Jeremy become embroiled in a plot by Rita & Scorpina to capture the powerful Mirror of Destruction. A Rockstar monster rounds out the cast.

Wr Peggy Nicoll

Dir Terrence H. Winkless

1 - 30 *CALAMITY KIMBERLY*

Kimberly wakes up on the wrong side of the bed, begins to have an extremely bad day. It turns to worse when Rita sends the Samurai Fanman down to Earth. He traps the bad haired, ratted clothed, annoyed Kim inside an urn, connected to another dimension. The Power Rangers race against the clock to free her before she's lost inside it forever.

Wr Tom Wyner, Julianne Klemm

Dir Terrence H. Winkless

1 - 31 *A STAR IS BORN*

Tommy competes with Bulk for a role on a Karate commercial. Meanwhile, the other Rangers end up trapped in a cocoon, thanks to Scorpina's pet worm creature. If that wasn't bad enough, Rita sends down the baseball-fevered Babe Ruthless monster! Our heroes, with the help of the MegaDragonzord, defeat this double threat. Tommy & the mayonnaise-tanned Bulk both get the commercial role, though for Karate-skills comparative reasons only.

Wr Cheryl Saban

Dir Terrence H. Winkless

1 - 32 *THE YOLK'S ON YOU*

There's a big talent show at Angel Grove High School. On the way there to assist Jason in a Martial Arts themed skill, Tommy gets captured by a group of Putties. On the moon, Finster creates the Fang monster for Rita's birthday. The Leo Gorcy-type voiced creature becomes enraged when Baboo & Squatt eat his Gooney Bird eggs. They tell him that the Rangers have his eggs, and a battle occurs. Tommy's freed, and the Ultrazord is used to end this case of framery.

Wr Cheryl Saban

Dir Terrence H. Winkless

1 - 33 *THE GREEN CANDLE (1-2)*

There's a dance coming up, but Tommy's got cold feet about asking Kimberly to it. On the moon palace, Rita unveils her master plan concerning her former employee, the Green Ranger. It seems that when he was working for her, he touched some magic wax, which is now linked to his Morphing powers. By turning the wax into a Green Candle, and lighting it, his powers will slowly fade away. To help ignite this into action, the Cyclops monster is sent to Earth. It mimics the Dragonzord, and begins to rampage through the city. Tommy is sucked into the Dark Dimension, and fights with Goldar, while his teammates face the Cyclops. He proves to be too powerful for them alone. The Green Ranger escapes from Goldar, and prepares to battle Cyclops. Everything is going as planned, as the Green Candle continues burning down.

Wr Stewart St. John, Mark McKain, Gary Glasberg

Dir Robert Hughes

1 - 34 *BIRDS OF A FEATHER*

Zack grooms his young student to take part in a karate tournament, against an angry ward of Bulk & Skull. The Rangers face the chicken-like Hatchasaurus monster. He's defeated quickly, but manages to regenerate using his inner sentient heart-creature, known as the Cardiatron. Jason, using both his Red Ranger powers, along with the Green Ranger powers, must face this odd being alone.

Wr Julianne Klemm

Dir Robert Hughes

1 - 35 *CLEAN UP CLUB*

Inspired by Trini's video project on pollution, the Ranger teens organize a Clean-Up Club. They set out to make Angel Grove Park a cleaner place. Rita sends down the Polluticorn monster, to undo all of their hard work, and destroy the world.

Wr Mark Hoffmeier

Dir Terrence H. Winkless

1 - 36 *A BAD REFLECTION ON YOU*

Rita's newest monster, the Twin Man, creates a special team of five Putty Patrollers, which have the power to transform into evil versions of the Power Rangers! These diabolical doubles wreck havoc on our heroes' lives, even framing them into getting detention. The evil doppelgangers attack the city, as the

good guys remain stuck at the High School!

Wr Peggy Nicoll

Dir Robert Hughes

1 - 37 *DOOMSDAY (1-2)*

Angel Grove Mayor Carrington declares today, "Power Rangers Day." There's a big celebration planned, and nearly everyone's going to be there. Bulk & Skull try to steal the Rangers' thunder by storming the stage as "The Incredible Bulkster" & "Super Skull". Rita captures the entire crowd of townspeople, and imprisons them in another dimension. The Rangers then have to fight Goldar, who pilots the mighty evil Cyclopsis, the War Zord! The Ultrazord prevails against his evil Warzord, destroying it. All is not won, however, as Rita gets in on the action, damaging the Rangers' Zords, and using Lokar to bring Cyclopsis back from oblivion.

Wr Stewart St. John

Dir Terrence H. Winkless

1 - 38 *A PIG SURPRISE*

The Ranger Teens organize a Pet Adoption program, which leads to an old lady bringing in her pig, Norman. The elderly woman turns out to be a Putty, and her pig is none other than Pudgy Pig reborn. Our heroes find out too late, and Bulk & Skull end up adopting the porker. The Rangers become involved with another battle with Goldar & Scorpina. Pudgy Pig, in this incarnation, turns out to be docile, and wants only to be with a female pig! Alpha returns Pudgy to being Norman, and lives happily ever after on the farm, until the eventual baconing.

Wr Shuki Levy, Douglas Sloan

Dir Robert Hughes

1 - 39 *LIONS AND BLIZZARDS*

The Ranger Teens take part in the annual Oddball Games, a set of strange obstacle courses. They win (what a surprise), but their strange trophy gets swiped by Rita. It's turned into the evil Goatan, the Stormbringer, a Goat-Lion monster. Bulk & Skull are blamed for the trophy theft at first. Angela, having lost in the games to Zack, ends up going on a date with him at last. His Ranger duties cause him to be called out in the middle of the movie, and that kills their relationship.

Wr Shell Danielson

Dir Robert Hughes

1 - 40 *RITA'S SEED OF EVIL*

The Ranger Teens plan to plant saplings in the park. Rita does some gardening of her own, by sending down the Octoplant seed. It blooms into the Octoplant, a monster hung up on its own appearance.

Wr Stewart St. John

Dir Robert Hughes

1 - 41 *CRYSTAL OF NIGHTMARES*

There's a big test coming up, so the Ranger Teens head up to Billy's Uncle's cabin up in the mountains to cram. Goldar uses this brain-storming session to his advantage, by manipulating their dreams with the Crystal Of Nightmares. Their worst fears are played out in their dreams, causing them to be completely paranoid and afraid when they wake up. Against their current states of mind, Zordon has them seek out the Crystal, and destroy it. Overcoming their overwhelming self-doubts, our heroes shatter the crystal, and likely pass more than one tests.

Wr Shuki Levy, Douglas Sloan

Dir Robert Hughes

1 - 42 *SOMETHING FISHY*

Jason, Zack, & Trini go scuba diving. Billy's invited, but this just brings up bad memories from his childhood. Seems as a boy, he was playing in a lake, when a fish bit his finger. Since then, he's been quite afraid of aquatic animals. Rita exploits this fear, sending down the Toxic Goo-Fish monster. Blue Ranger manages to overcome his fish phobia, and filets the villain.

Wr Cheryl Saban

Dir Robert Hughes

1 - 43 *TO FLEA OR NOT TO FLEA*

Ernie's Youth Center is going out of business, despite efforts to save it from shutting down. A stray dog wanders in, and gives Jason a rash! It's not ordinary rash, but the infection of Rita's newest monster, the Fighting Flea. Thanks to some Raid-style flea killing chemicals, Jason's de-rashed, and Fighting Flea is stamped out. The stray dog turns out to be the beloved pet of a rich woman, and, you guessed it, the

reward money saves the Youth Center for another 5 years.

Wr Douglas Sloan

Dir Terrence H. Winkless

1 - 44 *REIGN OF THE JELLYFISH*

Angel Grove High School is preparing to bury a time capsule in the park, to be opened in 100 years. Among the items, is a picture of the Power Rangers. Rita's furious, sending down Baboo & Squatt to steal the capsule, and put a picture of her in it instead. She also sends down the Jellyfish Warrior monster to trap our heroes in another dimension.

Wr Stewart St. John

Dir Terrence H. Winkless

1 - 45 *PLAGUE OF THE MANTIS*

Trini trains with Master Li in a new fighting technique, known as the Praying Mantis style. She's unable to grasp the proper motivation for achieving the stances. Rita sends down a Mantis monster to face her, one on one. This works towards Trini's advantage in the long run, as she masters the technique, and helps her teammates take the Mantis down.

Wr Mark Hoffmeier

Dir Terrence H. Winkless

1 - 46 *RETURN OF AN OLD FRIEND (1-2)*

It's Parent's Day at the Youth Center, and all of the Ranger Teens' fathers & mothers are there. Rita decides to trap the parents in another dimension, and use them as ransom for attaining the Power Coins! To make things worse, Billy is placed under a spell, and steals the Dragon Dagger from the Command Center. With it, Goldar takes control of the Dragonzord, and sends it on a rampage. Helpless to help their parents, the five Power Rangers give up their Dino Coins. Goldar lies, takes the coins and refuses to release the parents. All seems lost, until our heroes realize one Power Coin remains, the nearly-depleted Green Ranger Coin.

Wr Shell Danielson

Dir Worth Keeter

1 - 47 *GRUMBLE BEE*

Billy gets his first B on a test ever. He's devastated. Rita is once again inspired by an event in a Ranger's life, and has Finster create a Grumble Bee monster. Trini & Billy face it, while their three teammates struggle to break free from an unbreakable rope at the basketball court.

Wr Cheryl Saban

Dir John Stewart

1 - 48 *TWO HEADS ARE BETTER THAN ONE*

Tommy & Jason teach the mothers of Angel Grove some self-defense courses at the Youth Center. Their motto for the moms, two heads are better than one. Rita is inspired, as always, and has Finster create a Two-Headed Parrot monster. Teamwork, two-heads times three, plus a Pamango fruit are needed to take out this double-bird brained menace.

Wr Mark Hoffmeier

Dir John Stewart

1 - 49 *FOWL PLAY*

Zack puts on a magic show for the kids at the Juice Bar. He's more interested in impressing Angela, and seems to succeed. Rita sends down the Peckster monster, causing Zack to pull a disappearing act just when he's about to woo the girl of his dreams.

Wr Peggy Nicoll

Dir John Stewart

1 - 50 *ENTER THE LIZZINATOR*

Kim's cousin Kelly has a tough time getting on the Angel Grove Junior High cheerleading squad. She offers some pointers, but the insecure redhead is unable to cope. Rita has Baboo & Squatt kidnap her for some reason, while she sends down the Lizzinator monster. The nearly invulnerable creature smacks cars around, along with the Red Ranger. The monster's eventually defeated with the Ultrazord, and Kelly gets freed from evil by use of her horrid cheers. She makes the squad, but you could easily guess that much.

Wr Stewart St. John

Dir Worth Keeter

1 - 51 *TRICK OR TREAT*

Kim faces Skull on the nation's biggest hit game show, Trick Or Treat! This Halloween-themed program does... guess what? Yes, it inspires Rita, and the Pumpkin Rapper monster is harvested on Earth. Tommy finds the evil pumpkin patch on his way to a karate tournament, and faces a gang of Putties guarding it. Kim's nearly winning the show, when her Ranger duties call. She fakes a faint, and Skull is declared winner by default. Our heroes first face an army of pumpkin-headed Putties, and then the Pumpkin Rapper, who makes even Vanilla Ice blush with his cheesy rhymes. Bulk & Skull later lose the grand prize, a new car, when the network reviews the tape and finds Skull cheated. Like game shows have never cheated before, eh?

Wr Ellen Levy Sarnoff, Danny Sarnoff

Dir Worth Keeter

1 - 52 *ON FINS AND NEEDLES*

Jason & Tommy teach free karate classes at the Youth Center. Rita's annoyed by their friendship, and sends down the Slippery Shark monster. His boomerang-fin weapon casts a spell on the two, causing them to hate each other intensely. This nearly leads to an all out brawl in the Youth Center, organized by Bulk & Skull. Luckily, their teammates intervene, and by forcing teamwork, Tommy & Jason break free from the spell and sink the shark.

Wr Douglas Sloan

Dir Worth Keeter

1 - 53 *SECOND CHANCE*

Ernie picks the new lineup for the Angel Grove Junior Soccer team, but a young boy named Roger isn't on it. He's friends with the Ranger Teens, which means he's gonna get special treatment for this injustice. A second tryout will be held, so our heroes help him train for it. Rita sends down the Soccadillo monster to keep with the soccer theme. The Rangers kick him around, and eventually score a goal by destroying him. Later, Roger doesn't only make the team, but he causes Ernie to make two soccer teams so that everyone can play.

Wr Mark Litton

Dir Worth Keeter

1 - 54 *FOOTBALL SEASON*

It turns out there IS something a Ranger teen isn't good at. Namely, Tommy, who struggles to make the Angel Grove High football team. His karate training messes up his coordination, but Ernie, who used to be an all-star fullback in college, helps him out. Rita sends down the Rhinoblaster monster to face the other Power Rangers, in a game of football with a squad of Putties. Long story short, Tommy makes the team, but then again, so does uber-geek Billy. We never see them play any games, so the team must be honorary only.

Wr Cheryl Saban

Dir Terrence H. Winkless

1 - 55 *MIGHTY MORPHIN' MUTANTS*

Miss Appleby assigns her class to find their personal fault, and attempt to correct it. Tommy's is obvious, he's incredibly forgetful! His teammates try to help out, but he forgets to use the things they made him to keep from forgetting. Meanwhile, Rita has Goldar specially train a group of Putties. Only five pass the tests, and are given the Badges Of Darkness, allowing them to morph into exact evil doubles of the Yellow, Pink, Blue, Green, and Black Rangers. To replace Red, the Commander Crayfish monster is created. These evil Rangers give the real ones a run for their money, with most of them even growing large during the Megazord battle!

Wr Douglas Sloan

Dir Terrence H. Winkless

1 - 56 *AN OYSTER STEW*

Angela's birthday is coming up, and Zack wants to take her out. He arranges a nice double date with Tommy & Kim and her at a fancy French restaurant. He seeks a pair of pearls earrings to give to Angela, but is unable to afford any. Zack finds a strange hustler at the park, who gives him a pair real cheap. It turns out, the hustler was a putty in disguise, and the pearls are the evil Pearls Of Stillness! Angela happily puts them on, and freezes everyone in the restaurant. Zack & Tommy are the only ones unfrozen, and must fight Rita's Oysterizer monster to undo the pearl's effects. The duo do so, but Angela's angered about the disintegrating earrings. The Rangers, in the Megazord & Dragonzord, take on Oysterizer under water! Later, Zack sings Angela a ballad, with Bulk & Skull providing the music. She's swept off her feet, and never seen or mentioned on the series again.

Wr Shell Danielson

Dir Terrence H. Winkless

2 - 1 *THE MUTINY (1-3)*

The Ranger teens take part in a charity 4-wheeler race on Earth. But up on the moon, things are far from routine. Rita Repulsa and her gang plan yet another attack, when Lord Zedd, Rita's boss and evil overlord, returns to our galaxy! The tall, skin-less, metal-plated face, tubed-veined man arrives, and has Rita placed in another Space Dumpster. She's failed once too often for his tastes, and she has to go. Goldar quickly changes allegiances, helping to shrink Rita down and shoot her off into the depths of space forever. Zedd alters most of the castle, and changes the Putty Patrollers into white-suited armored Z-Putties. They're sent down to Earth, and prove formidable foes, until their weaknesses are discovered (hit the big Z power source on their chests, and they shatter to pieces). Zedd creates the Pirantishead monster from a fish out of the Rampoon River, and sends it to Angel Grove. Its twin-fish flutes cause all of the Dinozords to become instantly frozen!

Wr Shuki Levy, Shell Danielson

Dir Shuki Levy

2 - 2 *BEAUTY AND THE BEAST*

Lord Zedd requires a bride! He has Goldar, Squatt & Baboo capture Kimberly to serve that honor. She's dressed as Rita Repulsa, and placed under a spell. Of course, the spell doesn't quite work, but she makes the most out of it by annoying the Evil Space Aliens. A small, prized mirror Tommy won for Kim is turned into the Mirror Maniac monster.

Wr Cheryl Saban

Dir John Stewart

2 - 3 *WHITE LIGHT (1-2)*

The Ranger Teens are excited to hear that Tommy is coming home by the end of the week. Little do they realize, that Lord Zedd has other plans in mind for the former Green Ranger. Tommy vanishes without warning, just as Zedd creates Nimrod, the Scarlet Sentinel. The monster, along with its twins, AC & DC, makes quick work of the Power Rangers. Defeated by the triple threat, things get stranger when the gang discovers the Command Center is powered down, and both Alpha & Zordon absent. Billy ventures to the darkened building alone, and manages to discover a hidden room through a veil of pure white light. It is there, that he witnesses Alpha & Zordon creating a new Power Ranger! Meanwhile, Bulk & Skull recover a strange golden object, after it crashlands in the park. It turns out to be Rita's mini Space Dumpster! They think it holds the key to unlocking the Power Rangers' identities, and set out to break it open, which is easier said than done.

Wr Shuki Levy, Shell Danielson

Dir Jonathan Tzachor

2 - 4 *TWO FOR ONE*

Kim & Tommy go on a date in Angel Grove Park. Kim brings the same purse with her that her mom brought on her first date with Kim's dad. Everything goes fine, until a platoon of Putties attack, and steal the purse. Lord Zedd turns it into the Pursehead monster, and uses a tube of lipstick from within said purse to create the Lipsyncher monster. The White Ranger & Saba take on Pursehead, while Pink & the other Power Rangers confront Lipsyncher.

Wr Douglas Sloan

Dir Jerry P. Jacobs

2 - 5 *OPPOSITES ATTRACT*

A centennial magnetic storm is brewing. Billy plans on monitoring it from a scientific perspective. Kim, and her pal Laura, take a troop of Girl Scouts into the woods. Laura, despite her 'beauty', turns out to be quite smart, and flirts with Billy somewhat. Lord Zedd sends down Goldar & the Putties to disrupt Billy's experiment. Swiping his magnetic monitoring device, Zedd turns it into the evil Magnetbrain monster. He wrecks havoc on the polarity of the city, sending chaos all around with repelling particles abound.

Wr Cheryl Saban

Dir Jerry P. Jacobs

2 - 6 *ZEDD'S MONSTER MASH*

It's Halloween, and the Ranger Teens are helping out at the Youth Center. Tommy escorts a group of kiddies dressed like Rangers out to trick-or-treating, only to have them turn out to be Putties. He's no match for them, and ends up sucked into the Dark Dimension. There, facing a Tombstone monster, Tommy is alone against a graveyard filled with formally-destroyed monsters!

Wr Cheryl Saban

Dir Jerry P. Jacobs

2 - 7 *THE NINJA ENCOUNTER (1-3)*

A fun-filled day at the park nearly turns to tragedy, when a runaway baby carriage speeds off alone the hilly sidewalks and open lawn with nobody able to stop it! Kim, Billy, and Tommy give chase. Three teens from Stone Canyon high school, Rocky, Aisha, and Adam (students of the baby Jacob's father, Mr. Anderson), also follow, with the help of their rollerblades and fancy martial arts moves. Both Kim & Aisha halt the runaway carriage just before it can plummet over the side of a steep hill. The six teens become fast friends. Later, at a Ninja Championship tournament at the Youth Center, the winning trio of white-suited ninjas turn out, to the Rangers Teens' surprise, to be their newfound friends! Lord Zedd, wanting to turn these skilled champions into his evil warriors, has Goldar & the Putties kidnap them. They also take Mr. Anderson, which leaves baby Jacob in the hands of some unlikely babysitters: Bulk & Skull! Rocky, Aisha, Adam, and Mr. Anderson, chained in a cave, await transformation to evil, as the Rangers remain baffled as to where they went.

Wr Shuki Levy, Shell Danielson

Dir Shuki Levy

2 - 8 *A MONSTER OF GLOBAL PROPORTIONS*

Representatives from all over the world come to Angel Grove for the World Teen Summit. Billy, of course, is the ambassador for the USA. Lord Zedd has the ambassadors kidnapped, and ransomed for the Power Coins. The Rangers hand a box of them over to Goldar: gold-foil chocolate Power Coins. The ambassadors are rescued, thanks to the help of Aisha, Adam, and Rocky. A four-headed statue made for the World Teen Summit is turned into a Four-Headed Monster. To aid the Thunderzords in combating it, Tor, the Shuttlezord, is unvieled, helping to create the Thunder Ultrazord, which squashes Four-Head, literally.

Wr Douglas Sloan

Dir Jerry P. Jacobs

2 - 9 *ZEDD WAVES*

Rocky, Aisha, and Adam compete in a triathlon. Lord Zedd sends down the Beamcaster monster, who places the citizens of Angel Grove under a spell to worship his evil alien master. It'll take some alteration of signals, and some help by those three new guys, to cancel Beamcaster's transmission for good.

Wr Mark Litton

Dir Jerry P. Jacobs

2 - 10 *THE POWER TRANSFER (1-2)*

Jason, Zack, and Trini are chosen for the World Peace Conference in Switzerland. This means the Power Rangers are going to need a trio of replacements. But first, in order to transfer the powers to anyone else, our six heroes must travel across the galaxy, to a place called the Deserted Planet. There, they attempt to locate the fabled Sword Of Light. The Rangers aren't alone on the Deserted Planet, as Lord Zedd & Goldar have followed in their very own, massive evil Zord, called Serpentera. So big, it not only can crush the Red Dragon Thunderzord & Tor the Shuttlezord in one of its clawed feet, but it does just that! Back on Earth, to prevent Zordon from choosing any replacements, Baboo & Squatt activate the Sleep Machine, which knocks out most of Angel Grove. Rocky, Adam, and Aisha (having recently transferred to Angel Grove High School from Stone Canyon for reasons never disclosed) are spared, and try to destroy the machine, only to end up captured by Putties. Elsewhere, just when the Power Rangers locate the Sword Of Light, Zedd fires Serpentera's laser-breath, thus obliterating most of the Deserted Planet.

Wr Judd Lynn

Dir Jonathan Tzachor

2 - 11 *THE WANNA-BE RANGER*

Due to a rare alignment of planets, Zordon has to de-ionize for a brief period. Lord Zedd exploits this by creating the Primator monster out of a white gorilla suit of Zack's. Primator can transform himself into an exact double of anyone, and uses that ability to confuse the Rangers by mimicking them. Meanwhile, Alpha 5 teleports out of the Command Center for a day, and winds up activating his self-destruct sequence when confronted by the monster.

Wr Ellen Levy Sarnoff, Danny Sarnoff

Dir John Stewart

2 - 12 *PUTTY ON THE BRAIN*

Lord Zedd zaps a pair of special sunglasses Billy's invented. When he & Zack put them on, they're placed under a spell where they think their teammates are Putty Patrollers! If that wasn't bad enough, the fire-breathing Saliguana monster is created.

Wr Mark Litton

Dir John Stewart

2 - 13 *BLOOM OF DOOM*

The Youth Center hosts a sign-up session for various after-school clubs. Predictably, each of the Ranger teens has their own club. Kim's gardening club proves unpopular, getting no one to sign up. Lord Zedd puts Kim under a spell, causing her to become violently jealous of Trini for having a successful club. He then sends down the Bloom Of Doom, but can Kim overcome her bitterness, alien-inflicted and otherwise, to work together to defeat it?

Wr Cheryl Saban

Dir John Stewart

2 - 14 *THE GREEN DREAM*

Tommy keeps having the same depressing dream lately, where he loses his powers in the middle of battle. Lord Zedd creates the Robo-Goat monster, and uses him to capture Tommy and turn him evil again! The possessed Tommy tricks his teammates into summoning the powerful Sword Of Power, and turns it over to Robo-Goat. The Rangers attempt to regain it, while Tommy, released from evil, finds his Green Ranger powers are running dangerously low (to the point he can't even summon the Dragonzord.)

Wr Stewart St. John

Dir John Stewart

2 - 15 *THE POWER STEALER*

The Ranger teens head yet another clean-up drive in Angel Grove Park. Lord Zedd sends down the Octophantom monster, who siphons off most of Tommy's Green Ranger powers. He also captures a couple of the Rangers, leaving only Billy & Jason to free their friends and defeat Octophantom via his only weakness: his vanity.

Wr Tony Oliver, Barbara A. Oliver

Dir Terrence H. Winkless

2 - 16 *THE BEATLE INVASION*

Inspired by the Ranger Teens' Broom-ball competition with Stone Canyon, Lord Zedd creates the Stag Beetle monster from the rival team's poster. The Stag Beetle briefly absorbs some of Tommy's waning Green Ranger powers, as expected.

Wr Mark Hoffmeier

Dir Terrence H. Winkless

2 - 17 *WELCOME TO VENUS ISLAND*

A day at the beach for Tommy, Kimberly, Trini & Trini's young neighbor Hallie is interrupted by Goldar & the Putties. Goldar kidnaps the young girl, and holds her for ransom on Lord Zedd's mystical Venus Island. The Rangers must race against the clock to get to Venus Island before it vanishes. Unfortunately, Zedd has the Invenusable Flytrap monster guarding the way.

Wr Judd Lynn

Dir Terrence H. Winkless

2 - 18 *THE SONGS OF GUITARDO*

The Ranger Teens go on a picnic in the park. Lord Zedd turns a cicada into the Guitardo monster, who steals Kimberly's acoustic guitar. With it, he's able to put the Power Rangers under a trance via an evil song spell. Kim and a nearly powerless Tommy are the only ones left to stop the music.

Wr Shuki Levy, Shell Danielson

Dir Terrence H. Winkless

2 - 19 *GREEN NO MORE (1-2)*

Tommy & Kim witness a transmission from the future, featuring Tommy, powerless during a major battle. This heralds the results of Zordon & Alpha's tests, which reveal that he only has enough Green Ranger energies for one last battle. Meanwhile, five grim bullies show up at Angel Grove High. They're polar opposites of our heroes, right down to matching colored clothing! Lord Zedd plans to forcibly make them his Dark Rangers. He has the five bullies captured, and sends the Turbanshell monster (a conkshell with worm creature) down to attack the Power Rangers. Tommy's dwindling Green Ranger powers are siphoned off by Zedd's Green Crystal, with which he will not only destroy Zordon, but power his Dark Rangers. Tommy ends up trapped in another dimension, totally Ranger-powerless, and facing Goldar alone.

Wr Stewart St. John

Dir John Stewart

2 - 20 *MISSING GREEN*

Jason, still feeling guilty over failing to get the Green Candle which resulted in Tommy losing his Green Ranger Powers, is depressed. He's having trouble focusing on a karate tournament, especially. The other

four Ranger Teens decide to cheer him up, by going in search of Tommy, whom they believe to be at his uncle's cabin. On the way there, Goldar kidnaps the four, and creates Pink, Yellow, Blue & Black Candles, with which to drain their Ranger powers! The Red Ranger fights alone against a swarm of Putties, Goldar, and the Pipebrain Monster (made from the tournament trophy) to save his teammates. This time around, he's able to stop the candles from burning out. Feeling better, thanks to that and a brief transmission from Tommy, Jason wins the tournament.

Wr Ellen Levy Sarnoff, Danny Sarnoff

Dir John Stewart

2 - 21 *ORCHESTRAL MANEUVERS IN THE PARK*

There's going to be a jazz concert at the Youth Center! Curtis wants to play his & Zack's uncle's famous trumpet. It ends up getting stolen and turned into the Trumpet Top monster. His musical blasts cause the Power Rangers to hallucinate, making them think they're fighting monsters they've already defeated (including Stag Beetle, Grumble Bee, Praying Mantis, Lizzinator, Slippery Shark, Fighting Flea, and more).

Wr Douglas Sloan

Dir Jerry P. Jacobs

2 - 22 *GOLDAR'S VICE-VERSA*

There's an upcoming Vice-Versa dance at Angel Grove High School, where the girls ask the guys. For instance, Laura (from "Opposites Attract") asks out Billy. Two very familiar female punks target Bulk & Skull (the large girl wants Skull and the skinny one wants Bulk, of course), who flee desperately from them as they continue their search for the Power Rangers' true identities. A new karate-experty, dark haired, and mysterious girl named Sabrina shows up at the Youth Center, catching the eye of Adam. She essentially throws herself at him, angering his pal Aisha, who had been trying to get her dateless Ranger teammate a date for the dance with someone else. Long story short, it turns out Sabrina is actually Scorpina in disguise! She & Goldar ambush Adam & Aisha, which leads into a Thunderzord battle when the evil alien couple grow large. Scorpina & Goldar retreat before getting taken out by the Thunder Ultrazord. At the dance, Adam finally gets a date, and Bulk & Skull are tricked into dancing with their mothers... err, the female punks.

Wr Douglas Sloan

Dir Terrence H. Winkless

2 - 23 *MIRROR OF REGRET*

One of the students in Adam's kiddie karate class gets picked on by the others for being smaller, and being unable to perform the moves with perfect success. This brings back a flood of bad childhood memories for Adam, who recalls being treated the same way when he was young and trying to play soccer. Lord Zedd is inspired, and sends Goldar down with the Mirror Of Regret. Putties capture Adam, and he's forced to watch as his worst childhood memories are replayed before him. It's an attempt to crush his already wavering self-esteem, but when an image of his scrawny karate student practicing hard and perfectly executing some moves he had trouble with, the plan backfires. Adam shrugs off Goldar's plan, and destroys the Mirror. Also, Zedd sounds down the Skelerena monster, half skeleton & half hyena, to fight our Ranger heroes. With the help of Alpha's newly completed Power Cannon, Skelerena is disposed of. Later, Adam's student wins the respect of the fat, ugly, insecure bullies that were picking on him earlier.

Wr Cheryl Saban

Dir Terrence H. Winkless

2 - 24 *SCAVENGER HUNT*

There's a Scavenger Hunt going on in Angel Grove. The Ranger teens split up into two groups (Adam, Kimberly & Tommy in one team, and Aisha, Billy & Rocky in the other). They scour the city searching for items that are the answers to various riddle-clues. One of which is a toy cannon that once belonged to Billy's little cousin. Zedd turns it into the Cannontop Monster, and plans to have the creature blast the Rangers into the Lost Dimension. Our heroes stop Cannontop, and still manage to win the Scavenger Hunt, with a little biased help by Ernie.

Wr Stewart St. John

Dir John Stewart

2 - 25 *WHERE THERE'S SMOKE, THERE'S FIRE*

It's "Fire Safety Week" at Angel Grove High. Aisha is appointed Fire Safety Captain. She takes the job seriously... overly seriously, in fact. She cites Ernie for numerous fire-hazard violations, and just plain lets the job go to her head. When Lord Zedd creates the Flamehead Monster, Aisha tries to take it on by herself, and fails. She learns a valuable lesson from all of this, and the day is saved, I assure you.

Wr Jerry P. Jacobs

Dir John Stewart

2 - 26 *THE GREYK BOOKALA ESCAPE*

An intergalactic traveller from the planet called Bookala, of a race of the same name, lands in Angel Grove Park. His tiny spaceship is powered by a special diamond, which, if Lord Zedd can steal it, can be used to power the always-drained Serpentera permanently. The Power Rangers get involved, beat the Weldo monster, and aid Bookala in escaping back into outer space. Zedd turns the "decoy toy Bookala" into an evil Bookala, which our heroes also destroy. In gratitude, the magical real Bookala makes it snow in Angel Grove.

Wr Judd Lynn

Dir John Stewart

2 - 27 *WHEN IS A RANGER, NOT A RANGER*

Adam brings a kaleidoscope to school, explaining how light is broken down into many pieces and such. Lord Zedd is inspired, and sends Goldar down to steal it from him. The kaleidoscope is used to create the Scatterbrain monster. His 'brain-scattering' powers are used on Billy, Tommy, and Kimberly. They gain total amnesia, unable to remember who they are. Rocky, Adam, & Aisha attempt to restore their memories using prisms, but they too fall victim to Scatterbrain's attack. Bulk & Skull witness these events, and discover what they sought most: the true identities of the Power Rangers. But will they risk their knowledge of these facts to save the Rangers, and ultimately the world?

Wr Judd Lynn

Dir Jonathan Tzachor

2 - 28 *ROCKY JUST WANTS TO HAVE FUN*

Ernie gets a new pachinko machine and Rocky wants to try it. However, as usual, Lord Zedd is inspired by the events of the moment, and not only sends down an enemy called Pachinko Head, but he also places a spell on Rocky, where all he wants to do is have fun, and in the process, neglects his karate student. Pachinkohead turns all of the Rangers, except Tommy, into bowling ball sized Pachinko balls. Rocky, on the other hand, after yelling at Zordon, i.e. "Why should I listen to you?" is busy playing on the jungle gym. Tommy manages to distract PachinkoHead long enough using a frisbee to get the transformed teammates back to the Command Center. Alpha successfully turns them back into humans, breaking the spell on Rocky in the process. They then defeated Pachinko Head and Rocky returned to teaching his student.

Wr Mark Hoffmeier

Dir Terrence H. Winkless

2 - 29 *FOREVER FRIENDS*

A gymnastics competition is coming up for Kimberly, and one of her competitors is a girl from Stone Canyon, named Shawna. She just happens to be Aisha's former best friend, and is quite jealous of the relationship between Aisha & Kim. As a triangle of spite forms between them, the guys spent time working in Woodshop. Lord Zedd is, as always, inspired by their actions, and creates the Jaws Of Destruction monster out of a saw. The girls get captured, Kim & Shawna bond over the fact they're both children of divorced parents, and end up tying each other in the competition.

Wr Cheryl Saban

Dir Terrence H. Winkless

2 - 30 *RANGERS BACK IN TIME (1-2)*

Ms. Appleby assigns the class to bring in pictures of themselves when they were younger. Lord Zedd has a very complicated plan in mind, inspired by this trip down memory lane. Using the Rock Of Time, he reverses the Earth's rotation, causing everyone on the planet to revert in age by about 10 years! This includes the Ranger Teens, who instantly become Elementary Schoolers (attending 2nd grade in the High School, but ignore that). They have no memory of ever being Rangers, but luckily, Alpha 5 & Zordon do. They work on a plan to return time to normal, but while they do that, Zedd sends down his Putties to attack the Powerless Kids. Despite their lack of experience in fighting, the six kids, plus younger Bulk & Skull, take out the Putties once they discover how to aim for the 'Z'. Zedd creates the Photomare monster out of a Polaroid camera. She snaps a shot of the Powerless Kids, imprisoning them inside the picture!

Wr Shuki Levy, Shell Danielson

Dir Terrence H. Winkless

2 - 31 *THE WEDDING (1-3)*

Lord Zedd has to take his centennial slumber, where he naps for a few weeks once every hundred years. Given this time off, the Ranger Teens, along with Bulk & Skull, go on a school-based vacation in Australia. Little does ANY of them realize, that Rita Repulsa has managed to steer her Space Dumpster back to the moon. She crash lands, sneaks into the Lunar Palace, meets up with her still-loyal servant

Finster, and gets restored to her normal height. Rita uses Finster's love potion on Zedd while he sleeps. By the time he wakes up, she's been given a make-over to make her face younger ("I don't look a day over 1000!", she claims). Lord Zedd instantly falls in love with her, as expected. He plans a major wedding, which is exactly what she'd hope would happen, wanting to share his power, then eventually betray him when he least expects it. On Earth, Alpha leaves the Command Center for a relaxing stroll. Finster teleports down, and inserts a virus into his system! Alpha goes haywire, acting cruel and evil. He silences Zordon, and tricks the Rangers, still Down Under, to go to an abandoned theater. They do as ordered, but upon teleporting in, they discover that not only can they not teleport out, but the theater's filled with an army of previously destroyed monsters!

Wr Shuki Levy, Shell Danielson

Dir Shuki Levy

2 - 32 *RETURN OF THE GREEN RANGER (1-3)*

The Ranger teens get a high school assignment for their three-day weekend: what period of history would they like to have lived in? This inspires Zedd & Rita... or at least Rita, who consults her evil deity and old pal, the Ghost of Darkness. She's told that by removing the Rangers from their leader, Tommy, she will finally be able to attain victory. Rita summons the Wizard of Deception, who sends the teens back in time, leaving Tommy alone and vulnerable in the present. The Wizard then uses a piece of Tommy's hair to create a clone of him... with the powers of the Green Ranger! Only THIS Green Ranger is completely dedicated to the pursuit of evil. Billy, Kimberly, Aisha, Rocky, and Adam find themselves in Angel Grove, California... during the British Colonial days (circa the late 1700s)! They're chased down by redcoats, who believe them to be witches. Back in the present, Tommy, groggy from the Putty battle that resulted in his hair being clipped, meets his evil clone.

Wr Shuki Levy

Dir Shuki Levy

2 - 33 *I CAME, I SAW, I ALMOST CONQUERED*

2 - 34 *A REAL FISH STORY*

Rocky is working as a lifeguard at Angel Grove Lake. One of the young kids he's watching over, named Dougie, is afraid of going out for a swim, thinking monsters inhabit the waters. Lord Zedd, you guessed it, is inspired, and recreates some of his (and Rita's) more sinister water-based monsters. Slippery Shark, Piranhtishead, Toxic Goo-fish, and Commander Crayfish are reborn to wreak havoc. Billy & Aisha help Rocky out against the school of baddies, but the other three Ranger Teens are currently out scuba-diving! Even if the Rangers manage to defeat these monsters again, can they stop Zedd's newest creation, Tube Monster, the white & blue stripped innertube-based monstrosity? And can Dougie overcome his fears to save Bulk & Skull's lives?

Wr Douglas Sloan, Ellen Levy Sarnoff

Dir Terrence H. Winkless

2 - 35 *LIGHTS, CAMERA, ACTION*

The Power Rangers are scheduled to appear on "The Harvey Garvey Show", a local talk show, broadcast nationally. Despite how they're going to be morphed during it, Adam is a bit weary of being in front of the camera. Lord Zedd monitors this, and, as expected, is inspired to turn a studio camera into the Showbiz Monster. After showing some clips from previous episodes, the Rangers depart the talk show to go save the city, and narrowly avoid having their helmets yanked off by Bulk & Skull on live TV.

Wr Ellen Levy Sarnoff, Danny Sarnoff

Dir Terrence H. Winkless

2 - 36 *BEST MAN FOR THE JOB*

It's time to elect a new school president at Angel Grove High. Tommy runs, with Billy as his manager. Kimberly decides to run as well, with Aisha as her manager. The boyfriend & girlfriend opponents promise a fair race. Unfortunately, Rita Repulsa casts a spell on them, turning them into bitter rivals. This furious feud between White & Pink Rangers, which goes beyond the presidential race, leads to Goldar capturing Saba from Tommy's belt! He gives the sentient enchanted saber to Rita, who uses it to summon the White Tigerzord. Zordon & Alpha devise a rosy solution to break the spell on Kim & Tommy. Just in time, as the Thunder Megazord is needed to fight the evil White Tigerzord! During the battle, White Ranger is able to steal Saba back, and regain control of the Tigerzord. Long story short, Kimberly wins the election.

Wr Mark Hoffmeier

Dir John Blizek

2 - 37 *STORYBOOK RANGERS (1-2)*

Angel Grove High is sponsoring a book fair. Books of interest for everyone. One such book, a fairytale

called "Grumble The Magic Elf", gains the attention of Kimberly, who remembers it from her childhood. Lord Zedd & Rita Repulsa use their magics to zap Kim, Tommy & Rocky INTO the storybook. Inside, they meet the title character, a Mr. Tinklesneezer looklike in a Santa Suit. He had a spell cast on him to make him grumpy, and has to deliver a cart of toys to some children to have the spell removed. Zedd & Rita also zap in some Putties, who steal the toys, making sure the story never ends, and ensures the three Ranger Teens remain trapped there forever. If that wasn't bad enough, they run into an evil snowman, who buries them in an avalanche.

Wr Douglas Sloan, Cheryl Saban

Dir John Blizek

2 - 38 *WILD WEST RANGERS (1-2)*

Tommy gives Kimberly a cactus as a present. Lord Zedd & Rita Repulsa steal it, and turn it into the Needlenose monster. Confused by the cactus' disappearance, the six Ranger Teens teleport from the Youth Center's hallway to the Command Center... all except Kimberly. She's accidentally sucked into a tear in the fabric of time, known as a Time Hole! Kim ends up in Angel Grove, circa 1880. There, she witnesses Bulk & Skull's ancestors, a pair of bandits known as One-Eyed Bulk & Doc Skullovitch, robbing a stagecoach. Tommy's ancestor, a man in a white cowboy suit on a white horse, known as the White Stranger, saves the day. Kim ends up in Ernest's Juice Saloon, where she meets Rocky's ancestor Rocko, Adam's ancestor Abraham, Aisha's ancestor Miss Alisha, and Billy's ancestor William. In the present, Zedd sends Goldar, Needlenose, and some Putties through the Time Hole, despite the protests of the remaining Power Rangers. The Time Hole closes, leaving our heroes hopeless to recover Kimberly. In old west Angel Grove, the evil space aliens wreck havoc on the town.

Wr Mark Litton

Dir Armand Garabidian

2 - 39 *BLUE RANGER GONE BAD*

In art class, a girl named Violet has a major obsessive crush on Billy. She even makes a statue of him! Rita & Zedd send Goldar, Baboo & Squatt down to turn it into a life-sized replica of the Blue Ranger. Except evil, as expected, the real Billy is captured and trapped in another dimension, while his evil twin steals the other Ranger Teens' morphers. Eventually, real Billy escapes from his prison, and confronts his evil twin, Two Blue Rangers at once creates quite confusion among the others! Eventually, the evil one is destroyed. Rita & Zedd turn Tommy's failed art project into a monster called Vase Face.

Wr Judd Lynn

Dir John Blizek

3 - 1 *A FRIEND IN NEED (1-3)*

Alpha 5 is depressed. He receives a distress signal from his creator, King Lexian, deposed ruler of the peaceful planet called Edenoi. Edenoi has been taken over by the evil Count Dregon and his minions. As a favor to Alpha, the Power Rangers take a trip to Edenoi (sans Kimberly, who is currently bed-ridden with the flu). Once there, they bump into Dregon's Plague Patrol. If that wasn't bad enough, the rebels fighting against Dregon's forces think the Rangers are bad guys! The rebels are led by a superpowered bug-armored warrior called the Masked Rider. This misunderstanding doesn't last long, but between Dregon's forces and Edenoi's instability due to all of the poison gas mining, nobody is safe.

Wr Shuki Levy, Shell Danielson

Dir Worth Keeter

3 - 2 *NINJA QUEST (1-4)*

Rito Revolto, a skeleton soldier with a raspy voice, lands on the moon. He's Rita Repulsa's younger brother, and he's brought with him several evil eggs, as wedding presents for his sister & Lord Zedd (whom he calls "Ed" often). While waiting for them to hatch, Rito is given an army of Finster's 'finest' remade monsters: Octophantom, Fighting Flea, Stag Beetle, and the Lizzinator. Rito Revolto takes these monsters to Angel Grove, where they fight the Power Rangers, and after growing, eventually destroy both the Thunder Megazord & White Tigerzord! The backlash of power in the morphin grid severely damages the Command Center, and essentially destroys the Rangers' current powers. Also in this episode: Ernie opens an outdoor cafe. Also, inspired by so many womens' love for men in uniform, Bulk & Skull announce their intentions to join the Angel Grove Junior Police Patrol, shocking everyone.

Wr Shuki Levy, Shell Danielson

Dir Terrence H. Winkless

3 - 3 *A BRUSH WITH DESTINY*

The gang discover that Kimberly's mother is moving to Paris with her new boyfriend who is a French painter. As Kimberly becomes ill with worry of what is going to happen to the power team when she departs she starts to have nightmares about a monster called Artismole (who happens to be a French painter!) Rita and Zedd take advantage of this and have Finster steal the monster from Kimberly's dream

and uses it against the Rangers, the only one who can stop it is Kimberly.

Wr Gilles Wheeler

Dir Terrence H. Winkless

3 - 4 *PASSING THE LANTERN*

Adam attempts to learn more of his heritage when given his family's ancient lantern. Zedd & Rita plan to turn it into a monster, though Lanterra is accidentally created from a different one altogether. The Rangers defeat the monster, and Bulk & Skull's keen policing skills assist in recovering Adam's lantern safely.

Wr Kati Rocky

Dir Armand Garabidian

3 - 5 *WIZARD FOR A DAY*

Rocky finds himself wearing big shoes when he trades places with the strict Science Teacher, Mr. Wilton, as part of the school's new "Teacher for a Day" Project. Meanwhile, inspired by this unusual new project, Rito boasts that he can deal with the rangers if he were made emperor of evil for a day, an amused Lord Zedd officially gives him command of the Tengas, Rito puts a diabolical plan into motion that involves hitting the rangers on a personal level.... Rocky and Mr. Wilton are having trouble fitting into their roles, Rocky as a tutor, and Mr. Wilton as the world's only 45 year-old teen adolescent, the two bond over their difficulties and offer to help one another out, when Rito and the Tengas attack, Rito captures Mr. Wilton and transforms him into the evil Marvo The Meanie.

Wr Mark Hoffmeier

Dir Armand Garabidian

3 - 6 *FOURTH DOWN AND LONG*

Rocky's Uncle Joe, a well-known Quarterback, is going to speak to the Angel Grove Football team prior to their latest battle with arch-enemies Stone Canyon. A young boy called Alan, who wants to play for the team, finds himself in serious trouble when it is revealed he has problems reading, and causes several slip ups in his Chemistry Class, unless he improves, Mr. Wilton will see that he cannot play for the Angel Grove team INDEFINITELY. Rocky volunteers to help Alan study, Wilton agrees. Meanwhile, Lord Zedd and Rita create the Centiback monster, a creature made of a Centipede and the skills of a star player..none of course come from a canadian football player, Rocky encourages Alan in their study sessions by claiming that his Uncle also had the same kind of problems Alan had, the Centiback monster attacks the playing field, and starts transforming many of his victims into footballs, the Rangers arrive to stop him, but have to battle some Tengas before they can take out the Football Fiend. The Rangers play an evil football-style game with the Tengas and Centiback, by the game's end, the Rangers are transformed into Footballs courtesy of a Football-shaped beam fired by the Centiback, only Rocky survives. Rocky retreats to the Command Center, Rocky realizes he must turn the Centiback's beam's powers backwards to restore the Rangers to normal, he does so, but Centiback is turned giant by Zedd and Rita, the Ninja Megafalconzord kicks his butt. Alan is diagnosed with dyslexia and will get the proper tutoring on how to deal with the problem, allowing him to stay on the Football team and improve on his grades.

Wr Mark Litton

Dir Armand Garabidian

3 - 7 *STOP THE HATE MONSTER (1-2)*

Aisha is excited about getting into a popular club but when she goes to check the list of the people who got in she doesn't see her name on the list. When Kimberly confronts the leader of the club "Veronica" she tells Kimberly that the club will only allow teens who have rich families. Kimberly quits the club. This gives Zedd and Rita a new plan for a monster. They create The Hate Master who turns Kimberly, Tommy, Adam Billy, and Rocky against each other leaving Zordon and Alpha to find out why Aisha isn't affected.

Wr Stewart St. John

Dir Robert Radler

3 - 8 *FINAL FACE-OFF*

Lord Zedd and Rita bring a legend to terrifying reality when they release the Face Stealer monster from his 5,000 year slumber, he begins stealing the faces of the Angel Grove citizens..and even some of the Rangers, can our heroes literally save face and defeat this new threat?

Wr Douglas Sloan

Dir Armand Garabidian

3 - 9 *THE POTION MOTION*

Goldar, in an attempt to eliminate the effects of Rita's love potion on Lord Zedd for good, convinces Finster to create an antidote, meanwhile, the cupid-style "Miss Cheif" Monster causes a few broken hearts

as she casts her own love spell across Angel Grove High

Wr Jackie Marchand

Dir Robert Radler

3 - 10 *A RANGER CATASTROPHE (1-2)*

Aisha is currently assisting a doctor at an animal shelter. After finishing and meeting Kimberly, Aisha spots a lonely, white cat in the middle of the park, Rita Repulsa, who had been spying, reveals to Lord Zedd and their henchmen that the feline is all part of her latest ploy. Meanwhile, the white feline transforms into a young, blond, teenage girl. The girl works for Rita, While Tommy is anticipating Kimberly's arrival, he meets the girl whose name is Katherine or "Kat". He is somewhat charmed by her, like any man would be, and agrees to help her repair her car during the wait. He does so and is convinced to take the car for a ride. This is all going according to plan, as Rita has Zedd transport the car into another dimension. The Rangers are alerted at the Command Center and presented with Tommy's current whereabouts.

Wr Douglas Sloan

Dir Douglas Sloan

3 - 11 *CHANGING OF THE ZORDS (1-3)*

Rita orders Kat to steal the Power Coins but she only manages to get one and that is the Pink Power Coin. When Ninjor's Power Coins are in the hands of evil they begin to affect the owner of that coin and Kimberly begins to become weak as her life essence is part of the coins power. With Kim's power coin Kat gains entry to the Falcon Zord whilst Tommy and Ninjor are fighting a giant Goldar. She knocks him out and throws him down to the ground. To make things worse Goldar defeats Ninjor in the battle and Lord Zedd captures both him and the Falcon Zord. Can the Rangers defeat the Evil Space Aliens without the Falcon Zord, Ninjor and Kimberly?

Wr Stewart St. John

Dir Jonathan Tzachor

3 - 12 *FOLLOW THAT CAB!*

Kimberly learns that a famous gymnast coach will be in town looking for athletes for his gymnastic team. Kat informs Rita of what just happened to Kimberly. So she & Zedd make up a monster called Crabby Cabby. While on patrol, Bulk & Skull help out a dude who locked his car keys inside. When he gets in the car & drives off fast, Kimberly tells those two that he was a carjacker & stole her car! Bulk & Skull hail a taxi, have the cab driver out of his taxi while Kimberly, Bulk & Skull chase after the carjacker, then during the chase, Rita & Zedd turn that cab into Crabby Cabby & hold the three hostage. Zordon informs the gang that Kimberly, Bulk & Skull are trapped in Crabby Cabby. So Alpha surprises them with their own cool Shark Cycles, the Rangers are on their Shark Cycles chasing after Crabby Cabby. After a long chase, Rita & Zedd make that monster grow! The Rangers then switch to their Zords, and at the right moment, free Kimberly, Bulk & Skull out of Crabby Cabby, then destroy it! Back at the Juice Bar, Kimberly's a little disappointed that she won't meet that gym coach. But to her surprise, she hears her car horn! Bulk & Skull actually do something right by capturing the carjacker & recovering Kimberly's car!

Wr Shuki Levy, Shell Danielson

Dir Terrence H. Winkless

3 - 13 *A DIFFERENT SHADE OF PINK (1-3)*

Kimberly meets Gunthar Schmidt, the famous gymnastics coach, who offers to train her personally for the Pan Global Games. Rita Repulsa, however, decides to ruin her chances by sending divided monster attacks to occupy and tire her out. Rita's plan succeeds, but leads to Katherine, her feline spy, to breaking her spell. She rescues Kimberly when she finds her unconscious on the gym mat.

Wr Douglas Sloan

Dir Robert Radler

3 - 14 *RITA'S PITA*

Rita creates a monster which infiltrates Tommy's body and gives the Ranger's leader an overwhelming desire to eat fast foods.

Wr Jackie Marchand

Dir Terrence H. Winkless

3 - 15 *ANOTHER BRICK IN THE WALL*

Katherine, with her usual activist personality, sets out to clean up an old lot and build a homeless shelter, recruiting all of her Ranger buddies to join her. Angry that Katherine had broken the spell, turning out to be a "goody-goody", Rita Repulsa teams with her brother, Rito Revolto, to ruin Katherine's project and deconstruct Angel Grove. After a few battles and the ruin of Katherine's day of work, four of the Rangers are entrapped by Rita's monster, the Brick Bully, but released by Alpha 5 and Zordon. Billy single

handedly destroys Brick Bully, and Katherine receives special recognition for her work.

Wr Mark Hoffmeier

Dir Terrence H. Winkless

3 - 16 *A CHIMP IN CHARGE*

Lord Zedd and Rita transform Kelly, a monkey Kat is teaching to communicate with sign language, into the Sinister Simian, can the Rangers hope to defeat her without harming her?

Wr Douglas Sloan

Dir Terrence H. Winkless

3 - 17 *MASTER VILE AND THE METALLIC ARMOR (1-3)*

Rita and Rito's father, Master Vile, comes to the moon with a wicked scheme to destroy the Earth using an ancient power source known as the Zeo Crystal. To offset Vile's enhancing of the Tenga Warriors, the Power Rangers are given an upgrade of Metallic Armor.

Wr Mark Litton

Dir Robert Radler

3 - 18 *I'M DREAMING OF A WHITE RANGER*

Lord Zedd, determined to destroy the spirit of Christmas, hijacks Santa Clauses' workshop with hopes of sending children everywhere a device that will turn them evil...can the Rangers, without any powers, bring in the holiday season..and take out thier enemies?

Wr Ron Milbauer, Terri Hughes

Dir Douglas Sloan

3 - 19 *THE SOUND OF DISCHORDIA*

Katherine and Aisha work on thier entrant for a sing song competition to create a new theme for Angel Grove High's radio station, but the arrival of Dischoridia, another ally of Lord Zedds', ensures that Katherine and Aisha get down to a different beat when their bodies are taken over and forced to dance non-stop.

Wr Stewart St. John

Dir Marco Garibaldi

3 - 20 *RANGERS IN REVERSE*

It's Kat's birthday so the other Rangers take her to a surprise outing at a theme park. Whilst this is going on Master Vile sends Rito down with the Orb Of Doom. The Orb's power will make the Earth rotate backwards making everyone on the planet younger. The Rangers try to stop Rito but fail and they become young children. To make matters worse they are powerless. Rita, Zedd, Rito and Goldar make themselves grow and start rampaging through Angel Grove.

Wr Douglas Sloan

Dir Marco Garibaldi

3 - 21 *ALIEN RANGER OF AQUITOR (1-2)*

A giant Lord Zedd and his family reign blow upon blow to several buildings and Harbours and endangering lives at their leisure as they make their way to and through Angel Grove. But before they can destroy the city for good, Master Vile reduces them to their original size and lectures the evil team on nearly ruining his plans. Zedd insults Vile and he teleports them back to the Moon Palace, ending thier reign of terror for now, Vile announces that he is holding a Monster Conference, monsters from several planets will attend to destroy the Earth itself. Finally reunited with Zordon and Alpha, the Rangers ask if the Earth can be restored, Zordon says it is possible, but for now there are bigger concerns, Alpha suggests that Zordon summon the Alien Rangers from the Planet Aquitar to defend the Earth.

Wr Shuki Levy, Shell Danielson

Dir Vickie Bronaugh

3 - 22 *CLIMB EVERY MOUNTAIN*

At the Command Center, Billy is working on a device which, when powered by the Ranger's Power Coins, will reverse the effects of the Orb of Doom's time-alterations on whoever is bathed in it's energy, this will restore the Rangers to normalacy, meanwhile, at The Moon Palace, Lord Zedd and Rita, back in charge once more with the departure of Master Vile, scheme to defeat the Rangers for good, and the only way to do that is to destroy their Power Coins.

Wr Douglas Sloan

Dir Larry Kent Litton

3 - 23 *THE ALIEN TRAP*

At the park, Billy is working on a Hydro-Atmospheric Generator in hopes of duplicating the natural water of the Planet Aquitar, therefore allowing the Aquitian Rangers to remain on Earth without abandoning it for re-hydration purposes. The Aquitians, however, are already weakening, and Billy has to test out the Generator quickly, he and the kid Rangers help the Aquitians to the Angel Grove Lake. The Aquitians enter the lake, but suddenly, Goldar and Rito attack with the Barbaric Brothers, who contaminate the water, Rito then uses a remote control device to trap the Aquitians in a forcefield to prevent them escaping from the lake as it becomes awash in poison. The Kid Rangers are able to gain control of Rito's device by tricking him with a game of tag, with the Aquitians are released, and they defeat the Barbaric Brothers in a lengthy battle, when they grow, the Aquitians use the Battle Borgs and the Shogun Megazord. Lord Zedd is defeated for now, but with the Hydro-Atmospheric Generator destroyed earlier, the Aquitians are forced to return to Aquitar for a full re-hydration, leaving the Earth more vulnerable than ever...

Wr Stewart St. John

Dir Larry Kent Litton

3 - 24 *ATTACK OF THE 60 FOOT BULK*

The Kid Rangers decide to have some fun at the Angel Grove Splash City Water Park, but find their happiness spoiled by Bulk and Skull's mischievous pranks. Meanwhile, Rita and Lord Zedd send Rito and Goldar into the subterranean tunnels underneath the Command Centre, their goal is to set up an implosive device at the end of the tunnel which will reduce the structure to rubble, unfortunately, the two bumbling lose the map...and themselves Lord Zedd transforms Bulk into a monster, Brat Boy, and deploys him to attack the Rangers whilst the Aquitians are off-planet, when the Aquitians return, fully re-hydrated, they defeat Brat Boy, but he grows to an incredible size, the Aquitians battle him in the Battle Borgs. The Kid Rangers appeal to Brat Boy's human side, reminding him he DOES have friends (or at least one friend in Skull) Brat Boy resists Lord Zedd's mind control and returns to normal. Back at the Command Centre, Zordon tells the Rangers that the only way to restore their powers and the world to its present time is the Zeo Crystal, divided into different sub-sections across time, the Rangers must travel through the ages to locate each segment if they hope to defeat their enemies and save this world.

Wr Gilles Wheeler

Dir Paul Schrier

3 - 25 *WATER ARE THINKING?*

Billy and the Aquitians say goodbye to the Kid Rangers as they jump into a time hole to begin their search for the missing sub-sections of the Zeo Crystal. Cestro begins to weaken from lack of water, and the Aquitians communicate with local aquatic lifeforms to locate a source to replenish their comrade, whilst Lord Zedd calls in an old friend, Witchblade, to ambush Cestro whilst he is defenseless, he also generates a forcefield around the Earth to prevent the Aquitians from summoning the Battle Borgs from Aquitar.

Wr Jackie Marchand

Dir Paul Schrier

3 - 26 *ALONG CAME A SPIDER*

Billy seeks out a device he'll need to combine the Zeo Crystal sub-pieces, and ends up webbed-up by Arachnofiend. Meanwhile, Adam journeys to Korea at some point in the past in search of his Zeo Crystal, he seeks out an ancient wiseman known as Kai-Ogi for guidance, but all he runs into is oblivious people and a persistently annoying old man! Also, the Aquitians discover the joys of walking through a car wash.

Wr Steven Melching, Charlotte Fullerton

Dir Robert Radler

3 - 27 *SOWING THE SEAS OF EVIL*

Katherine and Tommy each try to retrieve their Zeo sub-crystals, Katherine's good heart is tested by people who look like future versions of herself, and Tommy learns of his Native American heritage from a wise old man called True of Heart, meanwhile, the Aquitians attempt to prevent Lord Zedd and Rita from summoning their sworn enemy, the Hydro Hog, to Earth.

Wr Stewart St. John

Dir Robert Radler

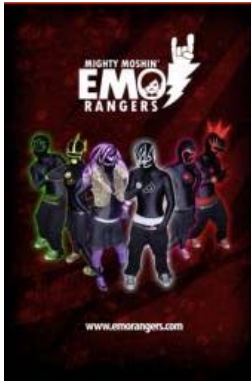
3 - 28 *HOGDAY AFTERNOON (1-2)*

Lord Zedd and Rita succeed in bringing the Hydro Hog to Earth, and the Aquitians are soon brought to their knees as he begins draining all the water on the Planet. Meanwhile, Aisha arrives in Africa searching for the final sub-segment of the Zeo Crystal, on this journey she meets a young girl called Tanya and learns of a crippling famine affecting the land.

Wr Shuki Levy, Shell Danielson

Dir Isaac Florentine

MIGHTY MOSHIN' EMO RANGERS



The Emo Rangers are a bunch of depressed teenagers who save the planet with help from special powers given to them by Captain Emohead. *Mighty Moshin' Emo Rangers* is a television show on MTV UK. The show is a parody of *Mighty Morphin Power Rangers*, and it also pokes fun at the Emo stereotype.

Mighty Moshin' Emo Rangers is a television show on MTV UK. The show is a parody of *Mighty Morphin Power Rangers*, and it also pokes fun at the Emo stereotype. *Mighty Moshin' Emo Rangers* is directed by Chris Phillips and Nick Pittom, who both live in Essex, England; sound design is by Dominic Sinacola who lives in Southampton.

Starting out as a fan-film project that was distributed on Youtube, Google Video and Myspace, the show was quickly picked up by MTV UK in 2006, and has also made its way to the US MTV.

Although a specific release date has yet to be announced, Chris and Nick have stated they wish to release a DVD of the show.

Background

The creators have given two versions for how the idea of the show came about.

1) One story suggests that in November of 2004, Chris was upset due to a breakup with his girlfriend. His friend Nick told him to "Quit being emo, you Emo Ranger!" to which Chris replied with "You *Mighty Moshin' Emo Rangers!*"

2) Another version comes from an interview with Chris; "I was sitting at my computer chatting to Pat from Dullshine (now of *The Blood Roses*). Pat sent me a picture of him dressed as a ninja leaping across a recording studio, and I said 'you look like an emo ranger'. I sat there for a few minutes and thought 'that sounds kind of funny' and then just heard in my head the term '*Mighty Moshin' Emo Ranger*'. The more I thought about the name the more I was convinced there should be a show called *Mighty Moshin' Emo Rangers*, but there wasn't, which was annoying, 'cos I wanted to watch it." [4] However the story came about, using a Sony HDR-HC1 camcorder, Chris and Nick (who work as professional video editors) decided to film a low-budget *Power Ranger* parody based on the idea.

Due to the low budget (£100 GBP) of the show, most of it is filmed with Nick's camcorder and edited with Adobe After Effects on an old computer. The CGI was created in 3D Studio Max. The suits worn by the *Emo Rangers* in the first series are made of a black, skin-tight lycra, and the helmets and additional props are constructed out of papier-mâché. Additional voice dialogue was recorded at Mike Curtis Studios. Mike Curtis, the owner, is a member of the band *Fei Comodo*, who also provides the theme music for the shows. The actors recorded lines are then given to Dominic Sinacola, who also adds the sound FX. Dominic Sinacola also mixes down the rock soundtrack created by *Fei Comodo*, and then adds incidental scoring to stuff like the *Evil Empress' Lair*. [citation needed]

Before production began, Chris created a thread on the popular *Power Ranger* fan-forum *Rangerboard*. This thread was used by the crew to discuss and detail the production of the first episode, and some of the ideas that appeared in the final production originated in this forum thread.

Cast of Characters

The Emo Rangers

Ross: Introspective Emo Ranger (Played by Ross Fretten)

Ross is a young teenager who spends much of his time thinking about himself, his demise, the demise of the world and the surroundings (see existentialism). His *Emo Ranger* suit is black and white with a white emo hairstyle on the top, and has sagging pants. His *Fightbot* represents an emo teenager.

Based on information Chris posted onto Rangerboards.com during the development of the show, Ross is the leader of the Emo Rangers and will eventually gain a Battlizer mode. (The Introspective Emo Ranger is partly based on the White/Green Ranger Tommy Oliver of Mighty Morphin Power Rangers, and was originally intended to have a chest shield similar to the White/Green Ranger of that particular show).

It should also be noted that Ross defeated Funky Monkey without the aid of the other Rangers in the series second episode.

Vicken: Weeping Tears Emo Ranger (Played by Victoria Symes)

Vicken (or Vicky) is a depressed, pessimistic girl. She often cries at the smallest things. She also writes rubbish poetry. Her suit is black and yellow with the symbol of a teardrop. Her Fightbot resembles, in Chris' own words, a "yellow dragon/raptor/kangaroo."

John: Chronic Stoner Emo Ranger (Played by John Penn)

John is a confused drug user, and often pessimistic. His suit is black and green with a Cannabis leaf as the vizor. His Fightbot represents a bong.

Stef: Bleeding Heart Emo Ranger (Played by Stephanie Braithwaite)

Stef (short for Stephanie) is a pessimistic youth who got dumped by her boyfriend in front of the whole school. This filled her with anger which is the source of her power. Her Fightbot represents a bird.

Luke: Chaos Mohawk Emo Ranger (Played by Luke Markey)

A cynical, anticapitalist youth, his youthful movements in battle are one of his higher qualities. His suit is black and red and has an oversized mohawk haircut on the top. Luke hates the government, capitalism, and even his own mother. His Fightbot represents a robot with a mohawk.

Fai: FashionxCore Emo Ranger (Played by Fai Archer)

The only thing currently known about this emo ranger is that she is popular and trendy. Her suit is black and purple with a leopard skin top and over-gelled purple hairstyle. Her Fightbot is a carbon copy of the Mega Fightbot except with a purple motif and once again, a leopard skin jacket. In one of the mini-episodes, Fai hugs Luke and Luke winks at the camera, suggesting a possible relationship.

Unknown(Possibly John): StraightxEdge Emo Ranger

Not much is known about this Ranger except that his emo emblem is the "X" or cross commonly seen on the hands of members within the Straight Edge community. His primary color will be blue. It is also known that his Fightbot depicts a blue samurai. A promotional poster has recently been released on the official site that depicts John, the (possibly former) Chronic Stoner Emo Ranger, as the new StraightxEdge Emo Ranger.

Other Supporting Characters

Captain Emohead (Played by Richard Duval / Voiced by Marc Halls)

The mentor of the Emo Rangers and the one who granted them the powers they currently have. He is based on the character Zordon of Mighty Morphin' Power Rangers.

Evil Emperoress (Played by Kathryn Alder / Voice by Laura Bradley)

The arch enemy of the Emo Rangers. She has an aggressive attitude and a harsh outlook on life. She has the look of a young girl with wretched skin dressed in a Gothic style. She is loosely based on the character Rita Repulsa of Mighty Morphin' Power Rangers and even parodies the bad lip-synchronising of Rita. Also like Rita Repulsa, her base of operations is a castle on the Moon.

Colonel Crusher (Voiced by Chris Phillips)

A large robot who is the Emo Rangers' first enemy and the Evil Emperoress's bodyguard. When made to grow, he is taller than most office buildings and has a formidable arsenal of weapons, most noticeably the rotating blade on his right arm.

Hoodie Patrol

A group of the Evil Emperoress's henchmen. The faces of these villains are covered by the hoods of their sweatshirts. They are a parody of the Putty Patrol from Mighty Morphin' Power Rangers, even mimicking their mysterious voices in battle.

Funky Monkey (Played by Pat Willis/ Voiced by Chris Phillips)

Evil Emperoress' wacky humanoid punk monkey. Terrorized a local Chelmsford funfair and fought the Introspective Ranger until he was defeated.

MIK, MAK EN MON

WR. Dick Durver (Novel)

DIR. Paul Moreels

EPISODES: 23 **YEAR MADE:** 1986 **COUNTRY:** BEL **SEASONS:** 1

BELGISCHE RADIO EN TELEVISIE (BRT)

CREATOR: DICK DURVER

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:**

SEASON BREAKDOWN: (1) 15, (2) 8

DATE OF PREMIER: 07/10/1986 **AIR DATE OF LAST EPISODE** 23/02/1988

SEASON DATE BREAKDOWN:

FILMS:

Professor Graf BERT ANDRE, GUIDO DE CRAENE, GOELE DERICK, KAREL DERUWE, RAYMOND JAMINE, Mon STEFAN DANHIEUZ, HARRY DE PUETER, Kolonel DAISY HAEGEMAN, KARLIJN SEILGEHEM, Mik DIMITRI VAN GOETHEM, Mak GRIGORI VAN GOETHEM, GRETA VAN LANGHENDOCK, Marcel LOUIS VERVOORT

MIKAZUKI

AKA: **TETSUKOUKI MIKAZUKI**

AKA: **TEKKOKI MIKAZUKI**

AKA: **IRON ARMOR MACHINE MIKAZUKI**



A series of strange events have begun to occur in Japan. Human thoughts are no longer confined to one's own mind, but rather can be manifested as living, conscious entities- belligerent, giant creatures called Edems.

In order to combat the Edems, the organization known as AIT has been formed. Launching into battle are the AIT Mission Specialists, equipped with powerful battle-suits and space age weapons and mecha. But with all their technology, they cannot hope to hold back the fierce tide of monsters being unleashed on their world, and can only look to the mysterious, towering figure known as Mikazuki for help.

Piloted by a young boy, Kazeo, Mikazuki will battle the Edems to bring peace. But can Kazeo withstand the responsibility of protecting his world? How can he, when he could not even keep his own father from disappearing from his side? What are the Edems? Why has Mikazuki appeared, and why did it choose this boy to pilot it? And what is the mysterious figure called Shingetsu, with power equal to Mikazuki's own? Humanity's battle against its own thoughts has begun! MIKAZUKI!

A giant robot show from former JETMAN collaborators Toshiki Inoue and Kieta Amemiya, Mikazuki's large budget shows in copious special effects, truly investing it with great potential. However, in a bizarre broadcasting experiment, the producers chose to show it in a monthly hour long episodes. Consequently, although it ran no longer than the average series of 13 25 minute episodes, it had little opportunity to build up a following, and soon lost viewers who forgot the previous episode's plot, or missed one episode and had to wait an extra month to find out what happened next. A similar scheduling experiment was tried in the same year with Figure 17: Tsubasa and Hikaru. The music was produced by HATAKE of Sharan Q. The 1st episode was shown as 90 minutes, and the rest as 60 minutes.

Director Keita Amemiya, whose past works include Moon Over Tao, Kamen Rider ZO, Kamen Rider J, Zeirum, and Jetman, does it again with the awesome self-produced, written, and directed series Mikazuki. Move over, Godzilla, because you may be losing your job to a giant watermelon.

Mikazuki is a very un-traditional series. The director created this series with complete control over every aspect, without pressure from any outside parties weighing down on his creative vision. While I would have loved to see a longer series, I think it accomplished everything it needed to, storywise, so elaborating further would be pointless. It also sets the series apart from the rest, especially seeing as how each episode is an hour long, allowing for a lot more build-up and detail for each singular story.

Unlike with Agito, where EVERYTHING is about mystery and complexity, I enjoyed Mikazuki more for the fact that it was just plain fun.

The special effects are easily some of the best I have EVER seen in any tokusatsu, period. The cities look very real for a tv series budget, and there are sequences that you would have thought of only seeing (done well) in a movie. When I first saw a shot of the camera yanking back through a broken window as the building flew through the air, crashing through the shielded arms of Mikazuki, I almost died with joy. The action sequences are truly a delight to see, but in a very different way from the typical martial arts style of Super Sentai or Kamen Rider. But, at the same time, there are still some very nice sequences involving the Mission Specialists in battle-suits, fighting human-sized enemies in a more traditional setting, and those fights do not disappoint. They even use a little wirework (flying), which I love. The bright and flashy effects enhance everything, from hand-to-hand to city-stomping, it's all done fantastically.

I don't want to give anything away, but the weird wind-up toy design of some of the mecha was off-putting at

first, but eventually won me over, especially after I realized the little running gag of what happens to each mecha at the end of the episodes, and what will eventually happen at the end.

I find myself not wanting to give a lot of things away, as I think about the designs for the series. First, I'll say the AIT designs are a mixed bag for me. I liked the Red and Blue battle-suits, but the others looked odd, and I thought the holographic face-image was interesting, but ultimately got a little annoying and took me out of some of the scenes which were meant to be intense. And darnit, why didn't the female battle-suit appear in the first episode like everyone else?!?! The standard AIT uniforms were nicely designed, and I liked their little communicators (only used about once though), and they have one of the coolest looking methods of transformation into battle-suits I've ever seen.

Mikazuki's suit starts out annoying but, well, let's just say I start to like it more later. Shingetsu, which appears later, is BEAUTIFUL, and is a major butt-kicker, with easily my favorite giant mecha design of all time. Love it!

The storytelling is fun and flexible. We have cute comedic story, while still having some pretty dramatic character-moments. The main plot is nice as well, though I found it a bit confusing when I first watched it, simply because of the horrible subtitles I had to endure, but I got over it.

If you're a fan of the kind of tokusatsu that features plenty of animalistic giant monsters, city-stomping action, and great special effects and haven't seen Mikazuki yet, I don't know what you're waiting for. You'll never look at a watermelon the same way again. A-. MIKAZUKIIIIII!!!

WR. Toshiki Inoue

DIR. Keita Amemiya

EPISODES: 7 **YEAR MADE:** 2000 **COUNTRY:** JAP **SEASONS:** 1

GRAPHICAL CORPORATION CROWN INC. / TOHO EIZO CO.

CREATOR: KEITA AMEMIYA & TOSHIKI INOUE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 23/10/2000

AIR DATE OF LAST EPISODE 24/03/2001

SEASON DATE BREAKDOWN:

FILMS:

Kazeo Isurgi YUTA KOCHI, JIRO HOTARUYUKI, SAORI HARA, SAKI TAKASAKI, TETSUYA SUGIMOTO, NAOMI AMAMIYA, Luna AKI HANO, YUKIJIRO HOTARU, TETSURO KOBAYASHI, Mikazuki (suitmation) KENPACHIRO SATSUMA, WAKANA YAMAZAKI, SAYAKA YOSHINO.

MIKE AND ANGELO



Long-running children's comedy drama series about a friendly and inventive, if over-eager, young alien living with an American family in England. Angelo started out as a mystery house guest, found by Mike King lurking in his wardrobe in the new house he and his mother, Rita, move into, and although Angelo could do all kinds of amazing tricks, such as talk to plants and dance on the ceiling, writers Lee Pressman and Grant Cathro admitted that they didn't actually decide the character was an alien until the second series. 'If anything he was an angel,' they said.

Mike and Angelo is the second longest running science fiction show in the world in terms of the number of seasons which have been made, the only show to last longer is DOCTOR WHO at 26 seasons. First shown in 1989, it began its eighth series in early 1997. Angelo underwent a transformation at the start of the third series, with Tim Whitnall taking over the role from Tyler Butterworth. The evelenth series of the show started on ITV in the UK on the 6th January 1999.

Also at the start of season 11, Michael Benz who had played Mike left the show, he was quickly put into the plot as going to America, and his replacemet was Mickey, a girl who lives next door, this of course meant that the series for the first time had no mike, making the title a look a little bit strange, but after 11 seasons you could have suspected some changes. Associate producer for the series was Lee Pressman, producer was Alan Horrox, script supervisor was Julia Hancock, designer for the series was David Bryan, music was created by Alan Coates and Kim Goody.

As season 12 started in the UK in January 2000, Mike was replaced for a third time with Michael Benz, who had played mike since season four, was replaced by Steven Gellar. Tim Whitnall (Also responsible for THE TELETUBBIES on the BBC) and Katy Murphy contiued their roles, but the character of Mickey and Daphine were phased out.

The cast has changed considerably over the years: the original Mike left (his character returned to America) but then returned (with a new actor). Then he left again and was replaced this time by a girl, Michaela. In series 12 a completely new Mike (Steven Geller) was introduced. Rita also left (replaced by Katy) and Angelo was played by two different actors.

Writers Pressman and Cathro have enjoyed a similarly durable ITV children's run with the light-dramas based on the character T-Bag - as in the series T-Bag Strikes Again (1986), T-Bag Bounces Back (1987), T-Bag And The Revenge Of The T-Set (1989), T-Bag And The Pearls Of Wisdom (1990), T-Bag And The Rings Of Olympus (1991), T-Bag And The Sunstones Of Montezuma (1992) and Take Off With T-Bag (1992). They also created the sitcom Cone Zone. With Alex Bartlette, Pressman wrote episodes of the children's light-drama show Snap.

WR. Lee Pressman, Grant Cathro, Alan Bartlette, James Stevenson, Ken Allen Jones.

DIR. Iain McClean, Neville Green, John Darnell.

EPISODES: 123 **YEAR MADE:** 1989 **COUNTRY:** GB **SEASONS:** 12

*THAMES TELEVISION PRODUCTION /TETRA FILMS PRODUCTION FOR CARLTON TELEVISION
(SEASONS 5-11)*

CREATOR: LEE PRESSMAN, GRANT CATHRO

TYPE OF SHOW: COMEDY **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 10, (2) 10, (3) 13, (4) 10, (5) 10, (6) 10, (7) 10, (8) 10, (9) 10, (10) 10, (11) 10, (

DATE OF PREMIER: 16/03/1989 **AIR DATE OF LAST EPISODE** 07/03/2000

SEASON DATE BREAKDOWN:

FILMS:

Mike King MATT WRIGHT (1-3), Mike King MICHAEL BENZ (4-11), Mike King STEVEN GELLER (12), Rita King SHELLY THOMPSON (1-6), Angelo TYLER BUTTERWORTH (1-3), Angelo TIM WITNALL (3-12), Mr Pinner JOHN LEVITT, Philippa ALESSIA GWYTHER, Katy KATY MURPHY (8-12), Zoe CANDACE HALLINAN (9,10), Sam KATIE PEARSON (7), Daphne ELIABETH ESTENSEN (11), Mickey GEMMA GREGORY (11)

- 5 - 1 *NEW KID ON THE BLOCK*
- 5 - 2 *ROBOT RITA*
- 5 - 3 *PHANTOM ZONE*
- 5 - 4 *TUNNEL OF LOVE*
- 5 - 5 *MOUNTAINS OUT OF MOLEHILLS*
- 5 - 6 *PUTTING UP WITH PINNER*
- 5 - 7 *FLY ON THE WALL*
- 5 - 8 *BRETT'S LUCKY DAY*
- 5 - 9 *MR. PERFECT*
- 5 - 10 *HOMEWARD BOUND*
- 6 - 1 *LOVEBOAT*
- 6 - 2 *TRUST ME, I'M A DOCTOR*
- 6 - 3 *LIKE FATHER, LIKE SON*
- 6 - 4 *MODEL CHILD*
- 6 - 5 *UP TO MY NECK*
- 6 - 7 *BLAST FROM THE PAST*
- 6 - 8 *STUCK ON YOU*
- 6 - 9 *PINNER PLC*
- 6 - 10 *A WONDERFUL WIFE*
- 7 - 1 *MRS. SHORTFIRE*
- 7 - 2 *MAESTRO MIKE MOZART*
- 7 - 3 *BEAT IT, KID*
- 7 - 4 *LOVE IS BLIND*
- 7 - 5 *GHOST OF A CHANCE*
- 7 - 6 *IT'S A DOGS LIFE*
- 7 - 7 *ACTING UP A STORM*
- 7 - 8 *HAPPY FAMILIES*
- 7 - 9 *RECIPE FOR DISASTER*
- 8 - 1 *NIGHT OF THE ZOMBIE*
- 8 - 2 *PRIVATE ANGELO*
- 8 - 3 *DON'T GIVE A MONKEY'S*
- 9 - 4 *MY PAL PUCK*

- 9 - 5 *GOOD MORNING CRICKLEWOOD*
- 9 - 6 *AN ACTOR'S LIFE FOR ME*
- 9 - 7 *THE FUGTIVIE*
- 9 - 8 *THE LARKSWOOD KID*
- 9 - 9 *THE BIG FLAP*
- 9 - 10 *HERIES AND GRACES*
- 10 - 1 *OH GIVE ME A GNOME*
- 10 - 2 *ROOM WITH A VIEW*
- 10 - 3 *OUT OF THE WARDROBE*
- 10 - 4 *UPSTAIRS, DOWNSTAIRS*
- 10 - 5 *DOUBLE WHAMMY*
- 10 - 6 *SPACE INVADERS*
- 10 - 7 *STARS IN HIS EYES*
- 10 - 8 *IKE AND ANGELO*
- 11 - 0 *BARGIAN BASEMENT BIRTHDAY*
- 11 - 0 *MEN IN BROWN*
- 11 - 0 *PLEASE SIR*

Katy's boss turns up with his son, who causes havoc when he starts playing with Angelo's inventions.

Wr Grant Cathro & Alex Bartlette.

- 11 - 0 *MR. MOTERMOUTH*

A salesman swindles Angelo, who decides to take revenge

Wr Lee Pressman

- 11 - 0 *THE MERRY WIDOW*
- 11 - 0 *NAME DROPPER*

- 12 - 1

Mike and Angelo play an unusual board game.

Wr Grant Cathro & Alex Bartlette.

- 12 - 2

A truth ray causes Katy to speak her mind to a visiting child star.

Wr Grant Cathro & Alex Bartlette.

- 12 - 3 *TAKING THE PLUNGE*

A bridegroom seeks refuge at Katy's house after jilting his bride.

Wr Lee Pressman

- 12 - 4 *CHANGING ROOMS*

Katy panics when a well-to-do friend wants to visit Larkswood Lane.

Wr Grant Cathro & Alex Bartlette.

- 12 - 5 *SHIPMATES*

Angelo causes mayhem when he accidentally brings a pirate into the house.

Wr Grant Cathro & Alex Bartlette.

- 12 - 6 *TIMESHARE TV*

Angelo strives to keep Katy and Daphne happy when each believes they are to receive a new TV.

Wr Lee Pressman

- 12 - 7 *ANGELOPHOBIA*

When Angelo becomes a stuntman he must confront his fear of snakes.

Wr Grant Cathro & Alex Bartlette.

12 - 8 *THE EMPEROR'S NEW CLOTHES*

Angelo wonder why the ruler of planet Ptarg is visiting him.

Wr Alex Bartlette & Grant Cathro

12 - 9 *OVERNIGHT FROST*

When Mike's headmaster starts overnight, Angelo teaches him how to be silly, resulting in him going to school dressed as an ostrich.

Wr Alex Bartlette & Grant Cathro

12 - 10 *THE RETURN OF HANK SINATRA*

Angelo most demonstrate his prowess as a crooner after Katy persuades him to star in an ice-cream advertisement.

Wr Lee Pressman

MILLENNIUM



Former FBI agent Frank Black has the ability to step inside the minds of serial killers based on the flimsiest of evidence. When his immersion into these sick and twisted minds brings him too close to the edge-and a serial killer begins stalking his family-he leaves the FBI and moves his family to Seattle. However, his abilities are needed there, and he is recruited by the secret Millennium Group, which has been fighting evil for nearly 2000 years.

Megan Gallagher starred in the sf show *NOWHERE MAN* as Thomas Veil's wife. This show was created by Chris Carter the man responsible for creating *THE X FILES*. The executive producer for the series were Chris Carter, James Wong and Glen Morgan, co-executive producers John P. Kousakis (Season Two), David Nutter (Season One), Jorge Zamacona and Ken Horton. Consulting producer was Chip Johannessen and the co-producer was Robert Moresco, Ken Dennis, Chip Johannessen and Frank Spotnitz (Season Two), with supervising producer Darin Morgan and John Peter Kousakis (Season One).

Millennium's chief claim to fame: its creator, Chris Carter of *THE X FILES*. Although initially intriguing, the series hit the same doom-and-gloom notes over and over throughout the first season, leaving some viewers cold. The second season lightened the tone somewhat and a few cross-ties to *THE X-FILES* (longtime viewers of both will pick them up immediately) helped revive interest in the show.

The consulting producers were Ted Mann, James Wong (Season Two) and Glen Morgan (Season Two), associate producer and editor was Stephen Mark (Season One) and John Michael Preece (Season Two). The production designers were Gary Wissner (Season One) and Sheila Haley (Season Two), the directors of photography were Peter Wunstorf and Robert McLachlan (Season Two). Futher editors included Stephen Marks (2) and Chris Willingham, ACE (3), the music was created by Mark Snow, who also did the music for *THE X FILES*.

Glen Morgan and James Wong, who took over the show for its second season, also created the SF action show *SPACE: ABOVE AND BEYOND*, it was after their show was cancelled that they came onto Millennium, not a decision they wanted to make, both left at the end of the second season. The X Files' twisted sister show returned for a second season with a darker Frank Black living up to his name. Under the direction of former *SPACE: ABOVE AND BEYOND* pioneers Morgan and Wong, this batch of episodes turned the show on its head, and largely succeeded. Jettisoning the unpopular 'seriel killer of the week' motif that hindered the first season, the incumbent producers concentrated more on the supernatural, prophecies and the manifestation of evil. Darin Morgan's contributions (Jose Chung's 'Doomsday Defense' and 'Somehow Satan Got Behind Me') were inspired satires, whilst 'Monster' lifted the lid on child abuse. Sadly, M & W were disillusioned by the time they reached the end of the year, considerably leaving Frank Black in a cabin with white hair and a dead wife.

AWARDS

Academy of Science Fiction, Fantasy and Horror Films.

Best Genre Network TV Series - Nominated - Millennium (1997)

Emmy Award

Outstanding Guest Actor in a Drama Series - Nominated - "Millennium" (1996) - Charles Nelson Reilly - For playing Jose Chung. (1998)

Outstanding Sound Editing for a Series - Nominated - "Millennium" (1996) - Mark R. Crookston (sound supervisor), Maciek Malish (sound editor), Reeves, Gabrielle (sound editor), Gladden, Ken (sound editor), Debby Ruby-Winsberg (sound editor), Donna Beltz (sound editor), Michael Kimball (sound editor), Susan Welsh (sound editor), Maupin, Jarmil (sound editor), Jeff Charbonneau (music editor), Michael Salvetta (foley artist), Murello, Gary (foley artist) - For episode "Owls". (1998)

Golden Globes

Best Performance by an Actor in a TV-Series - Drama - Nominated - "Millennium" (1996) - Lance Henriksen (1997)

Best Performance by an Actor in a TV-Series - Drama - Nominated - "Millennium" (1996) - Lance Henriksen (1998)

Best Performance by an Actor in a TV-Series - Drama - Nominated - "Millennium" (1996) - Lance Henriksen (1999)

WR. Chris Carter, Glen Morgan, James Wong, Jorge Zamacona, Ted Mann, Chip Johannessen, Charles D. Holland, Frank Spotnitz, Robert Moresco, Harold Rosenthal, Scott Harbinson, Walon Green, Erin Maher, Kay Reinil, Darin Morgan.

DIR. David Nutter, Thomas J. Wright, Winrich Kolbe, Randy Zisk, James Charleston, Raplh Hemecker, Michael Pattinson, Michael Watkins, Roderick J. Pridy, Cliff Bole, Peter Markle, Allen Coulter, Perry Lang, Rodman Flender, Darin Morgan.

EPISODES: 45 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 3

TEN THIRTEEN PRODUCTIONS & 20TH CENTURY FOX

CREATOR: CHRIS CARTER

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 23, (3) 22

DATE OF PREMIER: 25/10/1996 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Frank Black LANCE HENRIKSEN, Catherine Black MEGAN GALLAGHER (1-2) , Jordon Black BRITTANT TIPLADY, Lt. Bob Bletcher BILL SMITROVICH, Peter Watts TERRY O'QUINN, Emma Hollis KLEA SCOTT (3), Andy McClaren STEPHEN E. MILLER (3), Barry Baldwin PETER OUTERBRIDGE (3).

Books Based on this series.

Millennium 3: Weeds	Frank Spotnitz	1998
Millennium I: Things Fall Apart		1998
Millennium 2: Gehenna	Lewis Gannett	1997
Unofficial Companion	N. E. Genge	1997

RELATED SHOWS:

X FILES, THE

0 - 16 *SATURN DREAMING OF MERCURY*

1 - 1 *"PILOT"*

1 - 2 *GEHENNA*

The ashen remains of seven murder victims are discovered in a San Francisco park.

1 - 3 *DEAD LETTERS*

1 - 4 *KINGDON COME*

1 - 5 *THE JUDGE*

1 - 6 *522666*

1 - 7 *BLOOD RELATIVES*

1 - 8 *THE WELL WORN LOCK*

1 - 9 *WIDE OPEN*

1 - 10 *WILD AND INNOCENT*

1 - 11 *WEEDS*

1 - 12 *LOIN LIKE A HUNTING FLAME*

1 - 13 *FORCE MAJEURE*

-
- 1 - 14 *THE THINE WHITE LINE*
- 1 - 15 *SACRAMENT*
- 1 - 16 *COVENANT*
- 1 - 17 *WALKABOUT*
- 1 - 18 *LAMENTATION (PART 1 OF 2)*
- 1 - 19 *POWER, PRINCIPALITIES, THRONES AND DOMINIONS (PART 2 OF 2)*
- 1 - 20 *BROKEN WORLD*
- 1 - 21 *MARANTHA*
- 1 - 22 *PAPER DOVE (PART 1 OF 3)*
- 2 - 1 *THE BEGINNING AND THE END (PART 2 OF 3)*
- 2 - 2 *BEWARE OF THE DOG (PART 3 OF 3)*
- 2 - 3 *SENSE AND ANTISENSE*
- 2 - 4 *MONSTER*
- 2 - 5 *A SINGLE BLADE OF GRASS*
- 2 - 6 *THE CURSE OF FRANK BLACK*
- 2 - 7 *19:19*
- 2 - 8 *THE HAND OF SAINT SEBASTIAN*
- 2 - 9 *JOSE CHUNG'S DOOMSDAY DEFENCE*
- 2 - 10 *MIDNIGHT OF THE CENTURY*
- 2 - 11 *GOODBYE CHARLIE*
- 2 - 12 *LUMINARY*
- 2 - 14 *THE MIKADO*
- 2 - 15 *OWLS (PART 1 OF 2)*
- 2 - 16 *ROOSTERS (PART 2 OF 2)*
- 2 - 17 *SIREN*
- 2 - 18 *IN ARCADIO EGO*
- 2 - 19 *ANAMNESIS*
- 2 - 20 *A ROOM WITH NO VIEW*
- 2 - 21 *SOMEHOW, SATAN GOT BEHIND ME*
- 2 - 22 *THE FOURTH HORSEMAN*
- 2 - 23 *THE TIME IS NOW*
- 3 - 1 *THE INNOCENTS*
- 3 - 2 *EXOGENSIS*
- 3 - 3 *TEOTWAWKI*
- 3 - 4 *CLOSURE*
- 3 - 5 *. . . THIRTEEN YEARS LATER*
- 3 - 6 *SKULL AND BONES*

3 - 7 *THROUGH A GLASS DARKLY*

3 - 8 *HUMAN ESSENCE*

3 - 9 *OMERTA*

Wr Michael R. Perry

Dir Paul Shapiro

3 - 10 *BORROWED*

3 - 11 *COLLATERAL DAMAGE*

3 - 12 *THE SOUND OF SNOW*

3 - 13 *ANTIPAS*

3 - 14 *MATRYOSHKA*

3 - 15 *FORCING THE END*

3 - 16 *SATURN DREAMING OF MERCURY*

3 - 17 *DARWIN'S EYE*

3 - 18 *BARDO THODOL*

3 - 19 *SEVEN AND ONE*

3 - 20 *NOSTALGIA*

3 - 21 *VIA DOLOROSA*

3 - 22 *GOODBYE TO ALL*

MILLIENNIUM MAN

In our day and age, crime has infested the cities. The streets are no longer safe. Drugs and violence paints a dark and eerie portrait of our modern society. Organized crime has almost out-triumphed legal business and industries, and corruption is everywhere. The streets are roamed by hoodlums and even those dedicated to serve and protect can feel the fear creeping up on them. The new millennium calls for a new type of law enforcement. Fearless... Justice... Cybernetic...

Later on there was also a computer game based on the series made.

"Elvis" Episode: #1.1 - 9 September 2003

Thomas Anzenhofer

Florentine Lahme Nina

Michael Trischan

"Projekt Sunrise" Episode: #1.2 - 16 September 2003

Hans Peter Hallwachs

Kirk Kirchberger Holger Pohl

Doris Schretzmayer

"Brüder" Episode: #1.3 - 23 September 2003

Anne Cathrin Buhtz

Götz Otto Roder

Alexandra Reimer

"Zehn Plagen" Episode: #1.4 - 30 September 2003

Rainer Laupichler Krüger

Michael Lott Lennart Taube

WR. Lorenz Lau-Uhle & Claus Stirzenbecher

DIR. Joe Coppoletta, Sebastian Vigg

EPISODES: 4 **YEAR MADE:** 2003 **COUNTRY:** GER **SEASONS:** 1

CA SCANLINE PRODUCTIONS GMBH

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 46 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** German

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER: 09/09/2003

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Nicholas Beyer MARKUS KNUFKEN, Oliver Zorn SIMON LICHT, Dr. Kathrin Stern ANDREA LUDKE,
Gregor Tannenberg RAINER GRENKOWITZ, Jonassen THORSTEN HAMMANN, Zimmer JOACHIM
DIETMAR MUES.

1 - 2 *PROJEKT SUNRISE*

1 - 3 *BRUDER*

1 - 4 *ZENN PLAGEN*

MINAMI'S SWEATHEART

AKA: **MINAMI-KUN NO KOIBITO**

AKA: **MINAMI'S LOVER; A GIRL IN THE HAND**



※実際の商品イメージとは異なります。

As they look in through the window of a high-class beach front restaurant, seven-year-old Hiroyuki Minami (Takeda) makes a promise to his decoted friend Chiyomi (Takahashi). On the day of his eighteenth birthday, he will treat her to dinner in the self same restaurant as a symbol of their eternal friend-ship. Ten years later, as graduation nears, Hiroyuki plans a motorcycle rider across America on Route 66, and Chiyomi realizes that graduation could separate them forever. She gently tries to remind him of his promise but he is preoccupied with Risaki (Chiba), a sassy school troublemaker who makes a show of kissing him while the scandalized Chiyomis is busy on the basketball court. Risaki promises Hiroyuki a very special birthday gift and send him photographs of herself semi-nude.

Meanwhile, Chiyomi discovers that her fearsomely handsome widower father (Kusakari) is planning to remarry and storms out of the house to talk to Hiroyuki. Finding him unsympathetic, she walks home in the middle of a storm and is almost hit by an out of control truck. Luckily (!), she is struck by lightning and saved from certain death by a miracle transformation that reduces her to mere inches in height.

Worried about Chiyomi's failure to appear in school the next day, Hiroyuki rebuffs Risako's advances and heads for the beach. Remembering his promise after all, he dutifully takes a seat at the restaurant, only to find the pint-sized Chiyomi clambering up to the window ledge. He takes her home in his jacket pocket, and she gets her secret wish - on Hiroyuki's first day as an adult, she wakes up beside him, albeit only inches tall.

Though initially prone to the clumsy acting that seems mandatory in so many teen dramas, MS soon reveals its true colours as a knowing pastiche of Peter Pan - compare to Never Land or the similar second chances of I'll Be Back. Hiroyuki's love for Chiyomi is genuinely innocent, and as he approaches adulthood she is prepared to give anything to keep the two of them young forever. He crosses the threshold into adulthood, wherease she is transformed into a Tinkerbell figure - the only way she can cling to their childhood is by literally leaping into fairyland. The rest of the script obliges her by overstating all her troubles in the fairy tale terms familiar from MASK OF GLASS, particularly the evil stepsister figure of Risako, who zips around in her boyfriend's Porsche.

Knowing the Japanese appetite for crime and mystery, one wonders why nobody is suspicious that a girl disappears after she is last seen with her long-time male companion, leaving only her abandoned clothes by the roadside. Like The Stand-In, this could have been on-so-sinister, but stays resolutely perky and innocent until the later episodes, when the story takes a decidedly unexpected turn.

Considering what must have been a low budget, the special effects are well excuted, leading to numerous comedy incidents redolent of HONEY I SHRUNK THE KIDS: THE TV SERIES, such as Chiyomi covering beneath the bed, terrified of the deafening howl of a vacume cleaner, pushed around the room by Hiroyuki's oblivious mother. In fact, the show picks up the moment Chiyomi shrinks, hiding its shortcomings beneath a series of set pieces such as her acuisition of suitable clothes (she gains a stragely shaped dress by pulling a fingerless glove over her head), or her panic-stricken escape from a menacing duck.

MS is based on the 1985 manga by Shungicu Uchida, the manga artist also responsible for Water Story and the notorious autobiographs Father Fucker. As one of Uchida's earlier works, MS seems less controversial, through ther are still odd throwaway momments, such as Hiroyuki's sister's preferred method of waking him up in the mornings - throwing back the bedclothes to get a look at his genitals! The story seems to have been a major influence on several unapproachable girlfriend anime of the years that followed, most notably the similiary pint-sized paramour of Handmaid May. It also has an irresistably camp quality, particularly when Hiroyuki enlists the school sewing circle to make new clothes or buys doll's clothes originally made for the Japanese Barbie clone Licca-chan. Actor Takeda does his street cred no favors by wearing a silly scarf and a ridicular pink denim jacket at inopportune moments. See also After School. Theme: Yumiko Takahashi -

"Tomodachi de Li Kara" (Okay to be Friends).

The series was produced by Kotaro Takahashi. The 11th episode of the series was infact a special episode broadcast later on thw 10th April 1995, but the series proper ended on the 21st March 1994.

WR. Yoshikazu Okada.

DIR. Shiro Nakayama, Kazuhisa Imai

EPISODES: 11 **YEAR MADE:** 1994 **COUNTRY:** JAP **SEASONS:** 1

ASAHI

CREATOR: SHUNGICU UCHIDA (based on Manga)

TYPE OF SHOW: LITTLE PEOPLE **FORMAT:** SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 11

DATE OF PREMIER: 10/01/1994 **AIR DATE OF LAST EPISODE** 10/04/1995

SEASON DATE BREAKDOWN:

FILMS:

Chiyomi YUMIKO TAKAHASHI, Hiroyuki Minami SHINJI TAKEDA, Riskao REIKO CHIBA, Chiyomi's
Father MASAO KUSAKARI, REI OKAMOTO, JUNJI TAKADA.

RELATED SHOWS:

HONEY, I SHRUNK THE KIDS: THE TV SHOW

MIRACULOUS MELLOPS,THE (inc MIRACULOUS MELLOPS 2, THE)



Sam, Michael and Jason are not looking forward to the first Christmas since their mother's death, and a neighbour is threatening Bill's business. Everything seems helpless until a shooting star appears. They soon discover the powers of telepathy.

On the moon, the moonlings are all intelligent children and all answer to the Grand Baby, the ruler of them all. But the Grand Baby is dying, so a shooting star is set to Earth to call upon the next Grand Baby. The shooting star lands in a family home causing various pieces of household items to inherit super powers. Two moonlings come to earth to help the kids put all items together and discover who the next Grand Baby is. The only thing standing in their way is a pesky interfering neighbour with the surname Dump.

Summary for Miraculous Mellops 2

The garden shop is having a reopening party and the kids decide to send a fax to the moonlings but when they get the number wrong they accidentally contact a race of aliens called Yucks who fly to planets and eat everything on them. Assisted by a young girl who lives in a black hole, and a window which can travel anywhere with a phone number. But as usual, Dump is still around to cause more mischief.

This Australian science fiction series was all about interplanetary co-operation and a giant super-intelligent baby who lived on the moon. This unusual show has been seen several times in the UK on Channel Four, the first showing was in 1992, in an early morning slot. No episode titles were shown on screen.

Produced by Andrew Blaxland (producer), Posie Graeme-Evans (producer), Original music by Chris Harriott, Second Unit Director or Assistant Director - Brett Popplewell (first assistant director), Sound Department - Phil Keros (sound recordist).

Two shows were made in 1991 and 1992, they are counted as one for the purpose of this database, with two seasons. It is not unusual in some countries to give a show a different title for a second series, if each series contains a single plot thread, which runs throughout the first series. A typical example of this is *A GIRL FROM TOMMOROW* and *TOMMOROW NEVER ENDS*. This is more likely to occur with Australian and New Zealand shows. Both shows however had the same cast.

Season 3...? - Network Ten were said to be interested in financing a third season after the first two did quite well. Apparently disagreements between series creator Posie Graeme Evans and series director Karl Zwicky prevented production from continuing, and Ten settled for replaying the first two seasons several times instead. The rights to the program are now held with the ACTF.

WR. P.J. Hogan

DIR. Karl Zwicky

EPISODES: 40 **YEAR MADE:** 1992 **COUNTRY:** AUS **SEASONS:** 2

NETWORK TEN

CREATOR: POSIE GRAEME EVANS

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 20 (2) 20

DATE OF PREMIER: **AIR DATE OF LAST EPISODE** 04/12/1992

SEASON DATE BREAKDOWN:

FILMS:

Michael TROY BECKWITH, BILL CONN, Ralph DREW FORSYTH, Aunt Jocelyn JULIE GODFREY,
Minon /Ebony LAUREN HEWETT, MAX PHIPPS, Jane KIM WALSH, Jason DAVID WALTERS,
Samantha SALLY WARWICK.

MIRAI SENTAI TIMERANGER

AKA: **FUTURE TASKFORCE TIMERANGER**

AKA: **FUTURE BATTLE TEAM TIME RANGER**



Don Dorneo (Otomo) is the boss of the Launderers crime family, who escapes from the 30th Century and hides at the dawn of the 21st. Four Time Protection Team (TPT) officers pursue him from the future, but decide they need reinforcements upon arrival and recruit unwilling passerby Ryuya (Nagai) to be the Red Time Ranger - conveniently he is good at Karate. His four TPT associates include Ayase (Kido), an agile man diagnosed with a fatal disease that will kill him in just a couple of years who fights as Time Blue; Sion (Kuranuki) who transforms into Time Green and is responsible for intelligence and communication; Domon (Koizumi), a master of the 30th Century martial art of Grapp, who transforms into Time Yellow; and Yuri (Katsumura), a girl from the Intercity Anti-Organized Crime Squad, who has an encyclopedic knowledge of weapons, and transforms into Time Pink.

Their chief enemy, Don Dorneo, has conveniently hijacked an entire prison on his flight from the future and periodically thaws out monstrous inmates in order to commit crimes in the year 2000, in an innovative excuse for the monster-of-the-week fighting that has come to characterize so many of these "original ideas by Saburo Yade", that form the Super Sentai series.

Mirai Sentai Timeranger marks the first Sentai show on the 21st Century. For years, the sentai genre has been touted as kid stuff. And while this may be true in most cases, you cannot deny that after watching the first few episodes of TimeRanger that you get drawn in. The premise is simple: 4 people from the year 3000 get hurtled back into the year 2000 in order to capture a group of escaped prisoners (as well as an entire prison of people in suspended animation). With the help of a young man from 2K, they set up shop and begin the long, drawn out task of defeating creature after creature to return to their time. However, as time goes on, the plot begins to thicken and some very interesting twists are thrown in. And THIS is what I like about it the most. If anyone is curious about the show and they want to check it out, I say go for it. It's something you won't regret.

Like GOGO FIVE before it and its successor GOARANGER, Time Ranger was swiftly adapted for American audiences, forming the ninth season of the MIGHTY MORPIN' POWER RANGERS, under the title MMPR: Time Force.

Music in the original was by Koichiro Kameyama. The series was produced by Ken Fukuyoshi.

Characters

Timerangers

"TimeRangers! (name of prisoner), you are under arrest for violating the Time Protection Laws!"

Tatsuya Asami / TimeRed: A martial artist who was "drafted" into the team. He refuses to accept fate and his heritage as future CEO of his father's company. He believes that people can control their own destiny, but only if they fight for a desirable future.

Vortech Weapon: VolBlaster

Ayase / TimeBlue: Formerly a racer, this calm-headed figure has a knack for highspeed battles. He also has an incurable terminal illness. He is also become close friends with Tatsuya. When Tatsuya found out about Ayase's illness, he was determined to help his friend. Ayase is second in command. After time was altered at the end of the series, his illness was cured.

Vortech Weapon: VolLauncher

Sion / TimeGreen: An alien whose world was destroyed and who was thus raised on Earth. He is nimble and is curious of everything around him. He is also the TimeRangers technical expert able to work with any machine. He is (currently) the youngest ranger to exist being born around 2983.

Vortech Weapon: VolPulser

Domon / TimeYellow: Formerly a professional fighter, he tends to overdo it sometimes.

Vortech Weapon: VolVulcan

Yuuri / TimePink: Police officer from the 30th century. Since the police were aware of Don Dornero's plan, she posed as a TPD cadet to stop him. She has a grudge against Don Dornero for sending an assassin who killed her family. She practically leads the Timerangers.

Vortech Weapon: VolSniper

Naoto Takizawa / TimeFire: Tatsuya's rival and leader of the City Guardians established by the Asami Corporation. Unlike Tatsuya, Naoto came from the other side of the tracks, getting by on a scholarship as the two of them attended prep school. Naoto envied Tatsuya and wanted to be the best of the two. After becoming TimeFire the Asami group attempted to analyze the technology for mass production, but could not fully understand the 30th century Technology. Later he found out through Sion that the Londers monsters are just prisoners and only need to be recaptured. In Episode 37 he learned that the TimeRangers came from the 30th century, and because of his desire for power he chose to find a way to use his new knowledge of the TimeRangers to his advantage. Near the finale, after Wataru Asami was hospitalized in a previous episode, Naoto was able to use that knowledge to gain full control of the City Guardians. In the Finale, after Naoto was injured during the battle against Neo-Crisis he learned Wataru Asami was able to regain control of the City Guardians through quick legal maneuvering.

Naoto was kicked out of the City Guardians and fled because the City Guardians tried to take the V-Commander when they revealed that they were able to remove the Voice Lock function. In the end Naoto was killed from a Zenito's bullet, knocking him from a high-story of a building all the way to the ground but handed over the V-Commander to Tatsuya just before he died from his bullet wound.

Weapon: DV Defender (DV Difendā): TimeFire's personal weapon. It has three different forms it can take through the DV Change ability. In its standard form Vulcan Mode it becomes a Magnum gun, in Defender Mode, a blade is extended from the front end of the gun to create a sword. The third form Final Mode is where an energy blade is produced from the front end of Vulcan Mode to use the DV Re-Freezer.

Special Attack: DV Re-Freezer, By using the Final Modes energy blade the DV Re-Freezer attack can recapture a Londers prisoner.

Allies

TAC: A Navigation Robot in the form of an owl who transmits the launch of the TimeJets. He has a database on all Londers Criminals.

Robota: TAC's robotic assistant.

Wataru Asami: Tatsuya's father.

Kyuukyuu Sentai GoGo-V: Team up with them during Timeranger VS GoGo Five. Faced off against Pierre, the surviving footman of the Saima family (despite GoGo V's assumptions that they had killed him), who teamed with a Londers member and the relatives of past Londers criminals in a plan to take out both teams. During the Super Sentai Daishugou special's segment on GoGo V, the team instantly recognizes them due to their team-up.

Arsenal

Chrono Changer (Kurono Chenjā): The transformation device of the Timerangers. Before it is activated, they remove their everyday clothes and reveal a special body suit. The transformation call is "Chrono Changer!".

V Commander (V Komandā): TimeFire's transformation device. The transformation call is "TimeFire!". It is also used to remotely control the V-Rex/V-Rex Robo. When Naoto dies, he gives Tatsuya the V Commander so he can use the DV Defender and V-Rex.

Chrono Suits (Kurono Sūtsu): The suits that are formed when the transformation devices are activated.

Chrono Search (Kurono Sāchi): A built-in scope that allows the Timerangers to analyze the enemy.

Accel Stop (Akuseru Sutoppu): This function is created by Sion in Episode 21. When activated, the speed of the Chrono Suits are increased giving the TimeRanger superhuman speed, but the durability of the suits decrease.

Time Emblem (Taimu Enburemu): The badges of the Timerangers. The badges are used to identify the TimeRanger as police officers, as well as to create a storage unit for a recaptured Londers prisoner.

Assault Vector: Combination of the Spark Vector and Assault Mobile, the Assault Vector is a high powered gun that amplifies the Spark Vectors power up to 30 times higher than normal which fires a supercharged shot. Wielded by TimeRed, sometimes by TimeGreen.

Double Vector (aburu Bekutā): A pair of swords called the Spark and Arrow Vectors that each of the main Timeranger possesses. They can be joined to create a spear. Some of the special attacks that can be performed are Chrono Slash with the Spark Vector as well as the Twin Slash attack, which are a variety of double sword-

based attacks such as Vector Hurry, Vector End (By slashing in two directions in the symbol of a clock such as Vector End Big 6 is slashing between the 12 and 6 symbols) and Vector End Beat Cross (By slashing between the between the 3 and 9 postions and then the 12 and 6 postions).

Assault Mobile: Created in Episode 23 by Sion. The Assault Mobile are weapon pieces that are stored in a carrying case. The main purpose of the Assault Mobile is to combine with the Spark Vector to create the Assault Vector.

Voltech Bazooka (Borutekku Bazūka): A bazooka formed from the individual Voltech weapons. Its finishing attack to recapture Londers Prisoners is Press Re-Freezer.

Vehicles

Chrono-Ship Yglieg: The time vehicle which the TimeRangers use to travel from the year 3000 to 2000.

Time Flyer / Flyer Magnum: A Hoverjet that is used by the main TimeRanger as regular transportation as well as a transport for them to board the TimeJets. When it becomes the Flyer Magnum, TimeRobo Beta's gun, the wings are folded into the handle and the twin barrels of the gun emerge from the front section.

Time Protection Department Mecha

Mecha used by the Time Protection Department.

Providus: Providus serves to send the TimeJets and TimeShadow through the time gate. In the dream world, he has a spinning fist attack in battle.

Time Robo Shadow: TimeRobo Beta/Alpha and TimeShadow could combine to form Time Robo ShadowBeta or Time Robo ShadowAlpha. Armed with the Pro Divider that enables them to recapture Londers prisoners. It can become a gun for ShadowBeta to use its Pressure Gun finisher or a sword for ShadowAlpha to perform its Blizzard Slash finisher.

TimeJets / TimeRobo: TimeRobo has three forms; TimeJet Gamma (Jet crusier), TimeRobo Beta (highspeed), and TimeRobo Alpha (default). As TimeRobo Beta its armament is the Flyer Magnum, where the Time Flyer becomes a high powered gun. As TimeJet Gamma it can perform its Gamma Tornado attack to throw the Londers prisoners off balance. Finally as TimeRobo Alpha it can use its Space-Time Sword to perform its finisher Press Blizzard Spacetime Distortion attack to recapture Londers prisoners. It is also equipped with the ChronoShield as TimeRobo Alpha. Once in Time Ranger VS. GoGo-V to defeat PierreBori, the GoGo-V gave the energy from the Victory Robo's Victory Prominence attack to TimeRobo Alpha's TimeSpace sword to create the Pressure Prominence attack, where it enabled the TimeRangers to kill the Saima Wizard Pierre and recapture the Londar prisoner BoriBaru as Riding TimeRobo Alpha. TimeRobo Alpha's power helped to power up GaoKing in Gaoranger vs. Super Sentai.

TimeJet 1: Piloted by TimeRed, armed with Plasma Vulcan. Forms the frontal segment of TimeJet Gamma. TimeJet 1's underside is TimeRobo Alpha's chest, while the topside is the chest of TimeRobo Beta.

TimeJet 2: Piloted by TimeBlue, armed with Pulse Machine Gun. Forms TimeRobo Alpha's left leg, TimeRobo Beta's left arm, and TimeJet Gamma's right wing.

TimeJet 3: Piloted by TimeGreen, armed with Distortion Blast. Forms TimeRobo Alpha's right leg, TimeRobo Beta's right arm, and TimeJet Gamma's left wing.

TimeJet 4: Piloted by TimeYellow, armed with Heat Disrupter. Forms TimeRobo Alpha's left arm, TimeRobo Beta's right leg, and the left "rudder" of TimeJet Gamma.

TimeJet 5: Piloted by TimePink, armed with Diffusion Shot. Forms TimeRobo Alpha's right arm, Time Robo Beta's left leg, and the right "rudder" of TimeJet Gamma.

TimeShadow: TimeShadow was created and sent to the 21th Century by the Inter-City Police. It can transform from Stealth to Robot Mode (the undercarriage becomes the legs, the nose becomes the chest (revealing the head), and part of each wing becomes an arm (with the guns as hands) which is armed with two Shadow Sabers that can become combined into a single sword. Through the Delta Formation, TimeShadow can combine with TimeRobo Beta to form ShadowBeta, forming the chest, wings, posterior, feet, and foot guards, or with TimeRobo Alpha to form ShadowAlpha, forms the chest, wings, cannons, posterior, feet, and foot guards.

V-Rex / V-Rex Robo: V-Rex is the Inter-City Police forces strongest mecha. It was lost in a time experiment and later emerged in the 21st century where the TimeRangers were. After recovering the V-Commander the V-Rex's control device and becoming TimeFire, Naoto Takizawa gained control of the V-Rex shortly afterwards. The V-Rex's armaments are the Rex Lasers. After transforming into the V-Rex Robo (V-Rex's head becomes V-Rex Robo's chest, the neck becomes the top of the back (freeing the head) and the V-Rex arms spin around to form the V-Rex Robo arms (the cannons becoming elbows)) its Revolver Missiles which is shot from the right hand and its Rex Punch where it fires its left hand at its opponent. The V-Rex Robo's finisher that allows it to recapture Londers prisoners is its Max Blizzard attack that is fired from the shoulders. TimeRobo Alpha

can also ride on the V-Rex's back, and this is called Riding TimeRobo Alpha. In the finale it was revealed that when the V-Rex and Neo-Crisis's power sources came in contact it would open Time holes that would cause the end of the world. Later, after Naoto died, Sion was able to modify his DV-Defender in order Tatsuya to use the DV-Vulcan to alter the V-Rex's Lambarda 2000 power source into Zeta-3 enabling for Tatsuya to destroy Neo-Crisis without endangering the world. Helped out in Gaoranger vs. Super Sentai.

Londers Family

The Londers Family (Rondāzu Famirī) are the villains of Timeranger.

Captain Ryuuya Asami: TPD commanding officer in 3000, and appears to be a descendant of Tatsuya due to their similarities. He's the opposite of Tatsuya, especially in the terms of fate. It's soon revealed that he is the true mastermind behind the Londers, revealing everything leading to Gien's insanity reaching its peak was planned because, it was "meant to be" that way. In the finale, Ryuuya was mortally wounded in the ensuing crossfire and realized the error of his ways as he died.

Don Dornero (1-47): A mafioso godfather who is only in it for the money. He was to be put under imprisonment until his gang took over the prison and managed to go back in time to pull off crimes. He cares for his associates, especially Gien whose mental stability he worries about. He tried to stop Gien from going too far in his psychotic delights, only to get killed himself before the finale began.

Lira (1-47): Don Dornero's right hand girl with pink hair, she frequently steals clothing and jewelry that suit her fancy. She is a mistress of disguise and good with a pistol. After Dornero's death, Lila went into hiding and has been missing since.

Gien: Evil robotic scientist, a total loose cannon of a sadist. He is responsible for constructing the Zenitts that are sent against the TimeRangers. Gien was actually a cyborg, formerly a human boy who befriended Don Dornero. Dornero saved his life by having a friend of his transfer the boy's brain into a robotic body. But there were horrible side-effects that made, and still are making Gien increasingly insane. He had access to the Hell's Gate prisoners and cares for nothing except for his own masochistic pleasure, going against Dornero's orders. He also constructed several massive robots (Except for the G-Zord), that are powered by the Lambda-2000 crystal he stole from Asami Corp's laboratories. Don Dornero eventually tries all in his power to stop Gien, only to die in the vain attempt. He later piloted the NeoCrisis robot, only to be fatally wounded when his robot was destroyed. The person Gien once was resurfaced before he died and dissolved to dust. Despite his psychotic evil tendencies, Gien is one of the more tragic characters in the series.

Copy Timeranger (Kopī Taimurenjā) (25-26): Evil duplicates of the Timerangers made by Genpu inside the Genpu Zone. These duplicates proved to be too strong for the TimeRangers to handle. But after escaping Tatsuya and Yuuri came up with a plan by allowing Yuuri to be sent back to the Genpu Zone in order to combine the Assault Vector with Yuuri's VolSniper, in a well-placed angle shot from both sides that destroyed both the Genpu Zone and the Copy Timeranger.

JunkRobot Zenitts: Cheap droids created by Gien from scrap.

Londers Prisoners

In 30th century, criminals are taken to Londers Prison to be frozen and compressed for room. As a side effect, when a Depression Seal comes off, a prisoner grows to incredible size.

Bakudan Seizou Han DD Radess (1, 32): Innocent criminal driven insane by Gien and his mind control devices. Brought in by V-Rex & TimeRobo ShadowAlpha.

Bakudanma Jekka (2): A mad bomber, in for 120 years. Brought in by TimeRobo Beta/TimeRobo Alpha.

Genkin Goudatsuhan Keys (3): Can control machines, in for 50 years. Brought in by TimeRobo Beta/TimeRobo Alpha.

Yuukai Satsujin Han Nabal (4): A kidnapper. Brought in by TimeRobo Beta/TimeRobo Alpha.

Koroshiya Mad Blast (5): A catfish-like assassin/hitman who previously murdered Yuuri's family. In for 15 years, he collects souvenirs from his victims. Brought in by TimeJet Gamma/TimeRobo Alpha.

Houseki Settou Han Rouge (6): A female thief who like Lira has an obsession for jewelry. Can mimic the appearance of other women but her birth mark tattoo is a dead giveaway. Brought in by TimeRobo Alpha.

Akutoku Satsujini Doc (7): A surgery vivisection robot who was in for 500 years for murdering his patients. He used his medical knowledge to murder his patients. Brought in by TimeJet Gamma/TimeRobo Alpha.

Hijack Han Nabokov (8): A highjacker who can fly. Brought in by TimeRobo Beta/TimeRobo Alpha.

Akutoku Keisatsukan Arnold K (9): A rogue police-robot and one of the Don's oldest and best friends.

Brought in by TimeRobo Beta/TimeRobo Alpha.

Youhei Org (10): A mercenary who has Herculean strength. Brought in by TimeRobo Alpha.

Yukai Han Gougan (11): A scientist who has the same regard for life as Gien. Brought in by TimeRobo Beta/TimeRobo Alpha.

Kyokatsu Han Gaymark (12, 45): He found the alien Algo and sued him to steal for the Londers. He escaped in his miniature form in episode 45 but was stomped on and presumably died. Brought in by TimeJet Gamma/TimeRobo Alpha.

Tobakushi Velito (13): A small alien with a robotic/machine body. A fight club owner who would fix the fights to win gambling bets and wipe out customers. Brought in by Voltech Bazooka, while the robotic body was destroyed by TimeRobo Beta.

Mad Racer Baron (14): A former hot shot race car driver and friend of Ayase. Baron was previously convicted with Ayase's testimony for reckless driving that resulted in the death of a pedestrian. Lira took control of him using a handheld device, giving him a stronger armor that also took control of his actions. The Timerangers were able to break him free from this control, however. Brought in by TimeRobo Alpha.

Sniper Reihou (15): A sharpshot sniper/kidnapper in for 150 years. Reihou kidnapped Honami Moriyama. Brought in by TimeRobo Beta/TimeRobo Alpha.

Bishoku Houkama Vincent (16): A food critic gone mad. Brought in by TimeRobo Beta/TimeRobo Alpha.

Kyokatsu Banchou Flan (17, 38): He took over a school and conditioned stronger students to bully and extort weaker students. Brought in by TimeJet Gamma/TimeRobo Beta/TimeRobo Alpha.

Terrorist Sandoora (18, 38): A terrorist sent to retrieve Zeta-3 for Gien's first robot creation. Brought in by the damaged TimeRobo Alpha after TimeRobo Beta was seriously damaged from battling with it.

Youjinbou Hydrid (21, 38): A super-fast samurai-resembling alien, he brought back a new alcohol from the 30th century. Brought in by TimeRobo ShadowAlpha.

Kekkon Sagishi Barbera (22, 38): A female convict who has the ability to seduce men and then rip them off by tricking them into giving her money after they became obsessed with her. Brought in by TimeRobo ShadowAlpha.

Energy Settou Han Ugo (23): An alien from Marshall Star, sucks in energy and when damaged or full then releases it in a terrible shockwave. Brought in by TimeRobo ShadowBeta.

Shougai Han Borg (24): A mad bomber in for 10 years. Brought in by TimeRobo ShadowAlpha.

Kagakusha Genpu (25-26): Creator of the Genpu Zone, which drops people into pocket dimensions or suchlike, anywhere in time he wants. Brought in by TimeRobo ShadowBeta.

Aesthetician Domiuro (27, 38): Turned the sea red for Lira's delight. Brought in by TimeRobo ShadowAlpha.

Buki Mitsubaijin Hammer (29): A homer alien sent to retrieve the control device for the V-Rex. Brought in by TimeFire.

Mitsuryousha Master Hunter (30, 38): Can control any machine with his control devices. He tracked down the V-Rex and was able to partially control it. Brought in by V-Rex Robo.

Counsellor Zektar (31): A mental counselor who went bad and started damaging his patients and their minds to bring them back and get more money. Brought in by V-Rex Robo.

Akutoku Kinyuu Gyousha Dogoal (33): Ran a loan shark business for the Don. Brought in by V-Rex Robo & TimeRobo ShadowAlpha.

Stalker Keiji Abel (34): An Intercity police officer who went as bad as can be and became an assassin. He was obsessed with Yuuri and tried to turn her into a killer like him. Brought in by TimeRobo ShadowBeta with some help from V-Rex Robo.

Hacker Yuugento (35, 38): A master hacker carrying an extra, artificial brain on the end of his staff. Brought in by TimeRobo Beta, TimeShadow & V-Rex Robo.

Boribaru / PierreBori (Timeranger VS GoGoV): A criminal boxer who attacked a building and set it on fire. Briefly fused with Pierre to become PierreBori before being captured. Brought in by Riding TimeRobo Alpha, with the power from the Victory Robo by vanquishing Pierre's spirit from his body.

Other Londers Prisoners (Timeranger VS GoGoV): The Timeranger and GoGoV had to face against Londers that resemble some of the regular prisoners. All of these prisoners were enhanced by the magic of the Saima Wizard Pierre. All were brought in by the Timeranger's Voltech Bazooka.

Real: Dogoal's twin brother.
 Lupia: Reihou's sister.
 Bats: Uugo's uncle.
 Dinal: Gaymark's cousin.
 Sealing: Blaster Madou's neighbor.

Buki Shounin Banjan (36): He sold deadly bombs to criminals until the City Guardians tracked him down. Brought in by TimeRobo ShadowAlpha.
 Hakai Kousakuin Maiden (37): A designer of robots like the V-Rex, was able to take control of it by copying Naoto's voice. Brought in by a combination of TimeFire's DV Refreezer Slash, and the Voltech Bazooka.

Tamashii no Katsudouya Glogun (38): Sion had a dream about him after finding him the Londers Prisoner database. Brought in by Providus, V-Rex & TimeRobo ShadowBeta.

Renzoku Settou Han Dopper (40): Sent by Dorunero to steal the Radar Virus vaccine. Brought in by V-Rex Robo & TimeRobo ShadowBeta.
 Renzoku Settou Han Strauss (41): A telekinetic and who predicted the end of the world in 3001 and again in 2001. Brought in by TimeRobo ShadowBeta with some help from V-Rex.

Computer Engineer Gate (46): A computer engineer sent out by the Don to threaten to blow up a reactor if a large amount of money wasn't paid out. Brought in by the TimeFlyer & V-Rex Robo.

Hell's Gate Inmates

These are Londers Prisoners confined for the most evil and inhuman acts of the 30th century. Only Gien has the key to the vault that holds them, and he thaws them out so they can terrorize everyone for his own amusement and kill the Timeranger for himself (and the Don).

Blaster Madou (20): He was imprisoned for the mass-murder of 1,030. Brought in by TimeRobo ShadowBeta.
 Jagul (28, 38): Was sent to locate the Time Pulse which would deliver the V-Rex to the present. Brought in by the Voltech Bazooka.
 Enboss (39): He was infected with a fatal disease, the man-made bacteria known as the Radar Virus, and wanted to take everyone down with him because he was dying from the bacterial as well. Brought in by TimeRobo ShadowAlpha & V-Rex Robo.
 Harbal (42): He is destructive and murderous creature that can launch/fire deadly rockets. Brought in by V-Rex Robo.

Giant Robots

Nova (19): Gien's first robot creation/convict sent to destroy the Timerangers. It destroyed the Lambda 2000 and signaled the arrival of the TimeShadow. Destroyed by TimeShadow.

Fake TimeRobo Alpha (26): Evil duplicate of TimeRobo Alpha made by Genbu. Destroyed by TimeRobo Beta.

G-Zord (43-44): A robot that was lost in a time experiment (which is similar to the V-Rex). Captain Ryuuya came to the 20th century to help defeat it before it could cause the end of the 30th century and took over Tatsuya's position as TimeRed. Gien sought after the G-Zord in order to analyze its' power source. After the TimeRangers oust Ryuuya into giving the Chrono Changer back to Tatsuya, Tatsuya is able to come up with a strategy which allowed the TimeRangers to defeat the G-Zord for good by having TimeRobo Alpha ride on the V-Rex's back as Riding TimeRobo Alpha, and then jump off it to move in from behind and strike the G-Zord's weak spot with its sword.

MechaCrisis (47): Destroyed by V-Rex & TimeFire.

NeoCrisis (48-50): Gien's final robot. Destroyed by V-Rex & TimeRed.

Specials

Mirai Sentai Timeranger vs. GoGo-V

The crossover is set between Timeranger Episodes 35-36[1], as evident by the date of the episodes: Timeranger VS GoGoV October 25, 2000

Trivia

Fujita Okamoto (Wataru Asami) played Professor Dazai in Kousoku Sentai Turboranger.
 The robot, G-Zord is the first Sentai creation to feature a Power Ranger-oriented name: Zord.

First use of colored visors since JAKQ, therefore meaning it's the first use of ski-goggle colored visors.

First Super Sentai series with the Pink Ranger being the leader. And the second time a female is leader of a team, the first being Ninjawhite from Ninja Sentai Kakurangers.

It is the first sentai not to kill monsters. Instead, they are simply brought back to jail.

This is also one of the few sentai series to acknowledge the existence outside of cross-overs that pass teams came before in a special retrospective to fill the gap in episodes and also to celebrate 25 years.

Mika Katsumura(Yuuri/Time Pink) marries of actor Yusuke Tomoi(Ryo Ashihara/Kamen Rider Gills in Kamen Rider Agito) in June 2006 and they are expecting the birth of their first child in July 2006.

The home video release (VHS) of Digimon: The Movie contains a commercial of Power Rangers: Time Force. The particular commercial showed quite a bit of Timeranger footage (likely an error). Including a shot of Yuuri, Domon, Ayase and Sion from Timeranger episode 1.

Gien's appearance is similar to Crow T. Robot from Mystery Science Theatre 3000.

WR. Yasuko Kobayashi, Toshiki Inoue, Ryota Yamaguchi, Noboru Takemoto.

DIR. Satoshi Morota, Noboru Matsui, Hajime Konaka, Taro Sakamoto, Hiroshi Futsuda, Shojiro Nakazawa.

EPISODES: 51 **YEAR MADE:** 2000 **COUNTRY:** JAP **SEASONS:** 1

TOEI / TV ASAHI

CREATOR:

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 13/01/2000 **AIR DATE OF LAST EPISODE** 11/02/2001

SEASON DATE BREAKDOWN:

FILMS:

Tatsuya Asami/Time Red MASARU NAGAI, Ayase/Time Blue YUJI KIDO, Sion/Time Green
 MASAHIRO KURANUKI, Domon/Time Yellow TOMOHIDE KOIZUMI, Yûri/Time Pink MIKA
 KATSUMURA, Naoto Takizawa/Time Fire SHINJI KASAHARA, Navigator Robo Tak (voice) YUSUKE
 NUMATA, Wataru Asami FUJITA OKAMOTO, Don Dolnero RYUZABURO OTOMO, Gion (voice)
 KOJI TOBE, Lila ASAMI KURU, Narrator (voice) HIDEYUKI HORI.

- 1 - 1 *TIME'S ESCAPED CONVICTS*
- 1 - 2 *THE FUTURE THAT CAN'T BE SEEN*
- 1 - 3 *A DREAM OF ACCELERATION*
- 1 - 4 *THE HOSTAGE IS AN ALIEN*
- 1 - 5 *THE THIRD COMBINATION*
- 1 - 6 *IN GUISE OF INVITED GUEST*
- 1 - 7 *DOMON HOSPITALIZED*
- 1 - 8 *AN EXPLOSION IN ART*
- 1 - 9 *THE DON'S MELANCHOLY*
- 1 - 10 *ESCAPE TO TOMORROW*
- 1 - 11 *THE CITY OF THE STRUGGLE FOR LIFE AND DEATH!*
- 1 - 12 *WISH UPON A STAR*
- 1 - 13 *BATTLE CASINO*
- 1 - 14 *DEAD HEAT*
- 1 - 15 *SEARCH FOR THE SNIPER!*

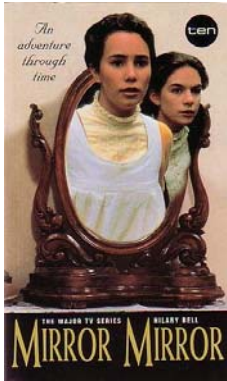
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- 1 - 16 *A DREAM OF NOODLES*
 - 1 - 17 *NEJIRETA SEIKEN*
 - 1 - 18 *PREMONITION OF SHADOW*
 - 1 - 19 *RIDER'S BANQUET*
 - 1 - 20 *THE BOND BECOMES NEW*
 - 1 - 21 *SION'S WAY*
 - 1 - 22 *AMOROUS TEMPTATION*
 - 1 - 23 *BEAT UP*
 - 1 - 24 *YELLOW, AND SOMETIMES BLUE*
 - 1 - 25 *BROKEN TRUST*
 - 1 - 26 *COUNTDOWN OF TRUST*
 - 1 - 27 *LITTLE HOMETOWN*
 - 1 - 28 *MEETING TIME*
 - 1 - 29 *NEW WARRIOR OF FIRE*
 - 1 - 30 *REGISTER FIRE'S CRY*
 - 1 - 31 *LOST IDEA GAME*
 - 1 - 32 *HELP THE CRIMINAL*
 - 1 - 33 *LITTLE LADY*
 - 1 - 34 *ASSASSIN*
 - 1 - 35 *TOMORROW ISN'T COMING*
 - 1 - 36 *STAY IN YOUR TRUE FACE*
 - 1 - 37 *AIMED AT POWER*
 - 1 - 38 *PLEASANT DREAMS*
 - 1 - 39 *A LIE SOAKED IN RAIN*
 - 1 - 40 *AYASE WITHDRAWS?!"*
 - 1 - 41 *REVELATION OF THE PROPHET*
 - 1 - 42 *THE METAL DESTROYER*
 - 1 - 43 *AN ORDER TO REVISE HISTORY*
 - 1 - 44 *REVOLT AGAINST TIME*
 - 1 - 45 *THE END OF TOMORROW RESEARCH?!*
 - 1 - 46 *THE FUTURE'S ALIENATION*
 - 1 - 47 *THE END OF DON*
 - 1 - 48 *RETURN TO THE FUTURE*
 - 1 - 49 *BEYOND A THOUSAND YEARS*
 - 1 - 50 *TO AN INFINITE TOMORROW*
 - 1 - 51 *TIME RANGER SUPER SENTAI SPECIAL*

MIRROR FIGHT

WR.**DIR.****EPISODES:** 65 **YEAR MADE:** 1974 **COUNTRY:** JAP **SEASONS:** 1*TSUBURAYA***CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 3 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 65**DATE OF PREMIER:** 01/04/1974**AIR DATE OF LAST EPISODE** 27/09/1974**SEASON DATE BREAKDOWN:****FILMS:**

RELATED SHOWS:*MIRRORMAN*

MIRROR, MIRROR



When Jo Tiegan is shopping with her father in 1995, she notices an antique shop, which she feels a compulsion to go to. There she sees a beautiful oval mirror, which she is given by the elderly owner of the shop, who comments that the mirror is meant for her. Jo is delighted, and the mirror is placed in her bedroom. That night, Jo is stunned to see the image of another girl in the mirror, instead of her own reflection, and it is obvious that the other girl can see her just as clearly. Jo and the other girl, Louisa Iredale, are able to 'introduce' themselves to each other by writing their names down for the other girl to read. After Louisa is called away to dinner, Jo is accidentally pulled through the mirror into Louisa's bedroom (in the year 1919). This leads to the discovery, by Jo and Louisa, that they can visit each other's times, through the mirror, any time they want to do so, provided that the mirror is situated in exactly the same place, and that the mirror's alignment and orientation are identical within the mirror's frame, at corresponding moments in 1919 and 1995.

In 1919, Louisa's father is a New Zealand politician, and their family house is a mansion with servants. Jo, the daughter of the Australian school principal at a New Zealand school, lives in a school residential building which happens to be the same house as Louisa's family home, and the girls also even have the same bedroom as each other, although the room's decor for Jo in 1995 is totally different to the way the room's decor is for Louisa in 1919.

When Jo and Louisa meet, there is instant rapport between the two girls and they become firm friends, and life changes for them both as they become caught up in a web of intrigue.

Following Jo's unexpected journey through the mirror, a hazardous situation occurs during an archaeological dig in a well at Jo's school, when a container they discover in the well is damaged and two of the students working nearby are accidentally sprayed with toxic waste. The affected students become extremely ill, and, when it is discovered that the container has the date 1919 on it, Jo is worried that her friends' sickness is her fault because of going through the mirror to 1919.

Back in 1919, Jo asks Louisa to help her find the container so that they can move it, to prevent the later disastrous events happening in 1995. The well is located in the yard of a neighbouring house which is rented by a British visitor to the area, Sir Ivor Creevy-Thorne. Jo and Louisa enter the yard and look down the well - following which they become aware of a teenage boy watching them. The boy is Nicholas whom Sir Ivor Creevy-Thorne had brought from Russia to New Zealand, under the guise of caring for the boy until the dangerous situation in Russia abated. Although Nicholas is grateful to Sir Ivor Creevy-Thorne for his help, he is extremely worried about his family, whom he has not heard about for a long time - and he is worried about the lack of information he receives whenever he asks Sir Ivor Creevy-Thorne about them. Nicholas is also upset that Sir Ivor refuses to allow him to leave the house, or to have any friends of his own age.

When Nicholas eventually manages to escape from the house, he goes to Louisa's home, where he finds Jo's encyclopedia (which Jo had brought through the mirror to show to Louisa). Intrigued by the colour pictures, because only black and white pictures had been his experience up until then, Nicholas checks the book for information about the Russian Royal Family. To his horror, he reads that Nicholas II, the Tsar of Russia, and his family, had been killed. When Jo and Louisa come into the room, Nicholas demands that Jo tell him if the information he had read is correct, and asks Jo where she got the book. Jo confirms that the information is correct, and Nicholas reveals to Jo and Louisa that he is Alexei Nikolaevich, the son of the Tsar, and that it is his family who had been murdered. Sir Ivor Creevy-Thorne's treachery is finally revealed. Instead of caring for Nicholas, Sir Ivor had actually kidnapped Nicholas in Russia and brought him to New Zealand so that he could 'sell' Nicholas to the highest bidder - Russian Bolsheviks who want to take Nicholas back to Russia with them so that Nicholas, the last surviving member of the Russian Royal Family, can be killed.

Jo asks her school friend, Tama, to assist her and Louisa and Nicholas. When Louisa and Tama meet for the first time, they instantly fall for each other - with the romantic bond between them deepening as the story

progresses. There is also a romantic bond between Jo and Nicholas.

Sir Ivor Creevy-Thorne who had earlier taken Nicholas' family signet ring (saying it was for the ring's 'safekeeping'), calls for Nicholas to be brought to him and then takes the ring from a desk drawer. Sir Ivor Creevy-Thorne drops the ring into the container of toxic waste - in front of the horrified Nicholas, and warns Nicholas not to attempt to retrieve his ring from the container. Sir Ivor Creevy-Thorne then leaves the room. Sir Ivor Creevy-Thorne is holding a ball that night, to which members of the New Zealand's high society has been invited (including Louisa's parents).

With the help of Tama, and the technology of 1995, a neutralising agent for the toxic waste is discovered, and a sufficient quantity is manufactured to render the waste in the container safe. While waiting at the fence for a chance for Nicholas to go to the yard to pour the neutralising agent in the container, the two couples pair off, and Louisa and Tama shyly kiss each other. Music can be heard from Sir Ivor Creevy-Thorne's ballroom, and Nicholas teaches Jo to dance the old way, during which Nicholas and Jo also kiss each other.

Nicholas, who requires his family signet ring as proof of his identity, tells Jo that the container of toxic waste is safe, as he has hidden it in the well. Jo is horrified at this and now considers Nicholas to be the person responsible for the harm which had befallen her friends at the school. Nicholas promises her that everything would be okay.

Back in 1995, Jo's parents are very worried because they cannot find Jo, and they decide to confront the elderly owner of the antique shop over the matter. They are surprised when the old man welcomes them and comments that they are expected. The elderly man tells them everything, including his true identity, and mentions that Jo was, at that moment, in 1919. They are very upset and annoyed when the old man states that he and Jo would marry (in 1919) and that Jo would not be returning to 1995.

Meanwhile, back in 1919, Nicholas pours the neutralising agent into the container. Although he is successful in neutralising the toxic waste, it will still remain harmful for years after 1919. However, it will be safe in 1995. Nicholas is able to travel through the mirror to 1995 and retrieve his ring. However, when he attempts to return to 1919 through the mirror with the ring, he discovers that he is unable to do so because the ring already exists in 1919. Nicholas is given two choices - he can return to 1919 without the ring (and, therefore, without him being able to prove his identity), or he can stay in 1995 with Jo. Love wins out and Nicholas stays

Petra Jared who played Jo in the series won a Young Actors award from the AFI for her role. The various crew for the show included Music by Chris Harriott, Costume Design by Angus Strathie, Produced by Andrew Blaxland, Ian Fairweather (executive), Dave Gibson, Posie Graeme-Evans (executive), Dorothee Pinfold (executive), Perry Stapleton (line).

Other crew included, Vicki Ambrose (film editor), Peter Bell (stunt co-ordinator), Ross Boyer (sound), Philippa Campbell (script editor), Nigel Christensen (sound effects editor), Anthony Ellis (script editor), Rachel Evans (second assistant director), Posie Graeme-Evans (script editor, series creator), Mark Harris (stunt co-ordinator), Simon James (film editor), Ian Key (first assistant director), David Kolff (third assistant director), Brad Mill (art director), Hank Prins (second unit camera assistant), Simon Riera (camera operator second unit), Harry Slowery (second unit camera assistant), Robert Stevens (title design), Nigel Streeter (mirror effects adviser), Michelle Turner (location manager), Jenny Vial (continuity), Jo Warren (production co-ordinator), Shane Warren (unit manager).

WR.

DIR. John Banas, Sophia Turkiewicz

EPISODES: 20 **YEAR MADE:** 1995 **COUNTRY:** AUS **SEASONS:** 1

MILLENIUM PICS/GIBSON GROUP/NEW SOUTH WALES FILM AND TELEVISION OFFICE/NEW ZEALAND ON AIR/ THE AUSTRALIAN FILM FINANCE COMPANY/

CREATOR: POSSIE GRAEME EVANS

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 20

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Josephine 'Jo' Tiegan PETRA JARED, Louisa Iredale MICHALA BANAS, Nicholas NICHOLAS HOOPER, Katherine Guthrie (Tiegan) JUDY MCINTOSH, Andrew Tiegan PETER BENSLEY, Joshua Iredale GERALD BRYAN, Primrose Iredale MICHELE AMAS, Sir Ivor Creevy-Thorne NICHOLAS HAMMOND, Tama Williams JAMES ASHCROFT, Royce Tiegan JEFFREY WALKER II, Titus Iredale JASON

GASCOIGNE, The Old Man BERNARD KEARNS, Leonie Coigley DONNA AKERSTEN, Bellamy Frid STEPHEN BUTTERWORTH, Campbell EDDIE CAMPBELL, Mrs Whitelaw JODIE DOUGLASS, Police Inspector STEPHEN GLEDHILL, Jade Coigley LIZA JONES, Dr Wileby DESMOND KELLY, Jesse NICHOLAS LEGGETT, Dennis Coigley DAVID MCKENZIE, Mia CARLY NEEMIA, Alexandra JESS PETERS, Ani MIRIAMA SMITH, Sir Gerald Salisbury GRANT TILLY.

RELATED SHOWS:

MIRROR, MIRROR II

1 - 1 *ARRIVAL*

Daniel McFarlane arrives at Limerick House to meet the father he has not seen for 15 years.

1 - 2 *GOLD*

Greddy, Aunt Lily has locked the attic door so the children can't get to the mirror.

1 - 3 *TRAPPED*

Lily has moved the mirror trapping the boys in the past, and will only realign it if Daniel agrees to get the crown for her.

1 - 4 *CROWN*

As the mirror gradually mends, the children face a race against time.

1 - 5 *GHOST*

The children uncover a family tragedy in a photograph from the 1860s.

1 - 6

1 - 7

1 - 8 *THE WIDOW GAVENEY*

Travelling into the past, Mandy is captured by a sinister governess who is plotting to defraud Constance's father.

1 - 9 *THE GUESTS FROM HELL*

The Rickenbackers make life unbearable for everyone.

1 - 10 *THE ARTIST*

Fergus makes a frequent trips back in time in a scam to obtain gold.

1 - 11 *SPIKE*

Mandy recognises the leader of the gang who stole Fergus's jacket.

1 - 12 *SEALS*

The girls stop a man from trapping seals.

1 - 13 *FOREIGNERS*

An unwelcome visitor starts a race-hate campaign against Chinese people.

1 - 14 *DISCO*

Constance declares that women were better off in the 20th Century.

1 - 15 *GREENSTONE*

Constance is concerned when Gervaise removes a sacred stone from the river.

1 - 16

1 - 17

1 - 18 *MELTDOWN*

The mirror declares that Lily is not the fairest of them all.

1 - 19

The media close in on a hermit and her dog, who have bizarrely been mistaken for an abominable snowman.

1 - 20

1 - 21

1 - 1 *AWAKENING*

1 - 2 *LULLABLY*

1 - 3 *LEGACY*

1 - 4 *REFLECTIONS*

1 - 5 *PLAGUE*

1 - 6 *CYCLES*

MIRRORMANAKA: **MIRAAMAN**AKA: **MIRAMAN**

Kyotaro Kagami (Ishida) is the off-spring of a union between a father from a two dimensional universe and a mother from Earth. He is brought up by Dr. Mitari (Usami), an expert in space physics, who has set up the Science Guard Members (SGM) in order to protect Earth from supernatural phenomena. The doctor also has made Kyotaro the Mirror Man to confront the invaders, the cause of the supernatural phenomena.

Based on an "original" idea by Tetsuo Kinjo of Tsuburaya Productions, the Mirrorman project was later handed over to Narumitsu Taguchi. The concept was adapted into manga from to test it on the market, but no TV company was prepared to pick up a broadcast option. After the initial pilot starring SILVER MASK's Toshio Shiba, the series finally went into production with Nobuyuki Ishida in the lead.

However, with SILVER MASK in the same time slot on rival network TBS, the two series were forced to compete against each other in the ratings. Mirrorman eventually fought back by taking the same kiddification route as the earlier MIGHTY JACK, transforming SGM from a group of scientists who around the Air Defence Team into a combat-suited elite who do the fighting themselves. The invaders' own forces were gradually transformed into a series of monsters of the week in the manner of ULTRAMAN.

Produced by Hajime Tsuburaya (supervising producer), Toyaki Awa and Minoru Mitsuta. Original music by Toru Fuyuki.

Mirrorman is the title superhero of a tokusatsu SF/kaiju/superhero TV series, Mirrorman. Produced by Tsuburaya Productions, the series aired on Fuji TV from December 5, 1971 to November 26, 1972, with a total of 51 episodes. This was Tsuburaya Productions' first non-Ultra superhero (even though there were concepts that were very similar to Ultraman, and became a Tsuburaya trademark).

Like Ultra Seven, Mirrorman was a serious sci-fi drama. But by Episode 26, when the series had major changes (which made the title hero even more Ultra-like), it became your typical action-oriented superhero adventure.

There was a second series, a short series titled Mirror Fight, which broadcast on TV Tokyo from April 1, 1974 to September 27, 1974, with a total of 65 short-episodes. It was similar in concept to the earlier Ultra Fight.

The complete collection is to be released on DVD by the end of 2005. A movie adaptation of the series title Mirrorman Reflex is a new take on the character.

Mirrorman also became the namesake for lewd economist Kazuhide Uekusa, who became infamous for using mirrors to peek under young girls' skirts.

WR. Bunzo Wakatsuki, Keisuke Fujikawa, Hiroyasu Yamaura.

DIR. Yoshiyuki Kuroda, Inoshiro Honda, Toshitsuga Suzuki, Shohei Tojo, Jun Oki.

EPISODES: 51 **YEAR MADE:** 1971 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS, FUJI TELEVISION NETWORK INC.

CREATOR: TETSUO KINJO, NARUMITSU TAGUCHI

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 05/12/1971 **AIR DATE OF LAST EPISODE** 26/11/1972

SEASON DATE BREAKDOWN:

FILMS: MIRRORMAN REFLEX (2004)

Kyoutarou Kagami/Mirrorman NOBUYUKI ISHIDA, The Invader DAIGO KUSANO, Kyoutarou Kagami/Mirrorman (pilot) TOSHIO SHIBA, Yuki Nomura YOKO ICHIJI, Dr. Mitarai JUNYA USAMI, TAKAKO SAWAI, TOSHIYA WAZAKI, KENTARO KUDO, GEN SUGIYAMA, TADAYOSHI KURA, SAWAKO KAMIZUKI, FUJIO MURAKAMI, MITSURU SAIJO, MAMORU KUSUMI, SHINICHI UMEDA, MICHIHARU SAKAMOTO.

RELATED SHOWS:

ULTRAMAN

MIGHTY JACK (*inc FIGHT! MIGHTY JACK*)

MISFITS OF SCIENCE



Misfits of Science was a comedy adventure about a group of would-be super heroes in the employ of the Humanidyne Research Corporation. The team is composed of misfits, people born with unusual abilities and sought after by Humanidyne's Human Investigation Team headed by Dr. Hayes and Dr. Lincoln. Dr. Lincoln is in fact one of the misfits, normally a very tall man of 7' 4", Lincoln has the ability to shrink himself to 8 inches. The other two misfits on the team are: Johnny Bukowski, or Johnny B., a former rock and roll star who has the ability to shoot lightning bolts from his fingertips and Gloria Dinallo, an ex-juvenile delinquent with telekinetic powers.

Through the course of the series other misfits of science appear and try out for a job on the team, however their abilities are always a bit on the lame side and they are rejected. Depending on who one is listening to the misfits have two different purposes. According to Dick Stetmeyer head of Humanidyne it is to perform super heroics to help the company's bottom line, while Dr. Hayes and Dr. Lincoln both would say the misfits super heroics are needed to help them gain acceptance into society.

Courtney Cox is more famous for starring in the American comedy show Friends and Max Wright also starred in the SF comedy ALF. Fantasy aimed at disaffected teenagers, with the message that it's okay to be a freak, especially if you want to fight evil. The "Humanidyne" Institute" in Los Angeles brought together a 7-foot-4-inch African American (El Lincoln) who could shrink to six inches, rock musician Johnny B. who can shoot lightning bolts from his fingers, and telekinetic levitaor former juvenile delinquent Gloria. They were led in their crime-busting by junior scientist Dr. Billy Hayes, against the wishes of Humanidyne" Institute Director Dick Stetmeyer. Jane Miller was Gloria's probation officer; Miss Nance was the Institute's useless receptionist. The final episode of the series 1.17 was never broadcast on the shows original run on NBC. The series has been aired in the UK and Europe on The Sci-Fi Channel.

Misfits of Science has become something of a misfit in TV history. Its mere mention brings unbridled laughter and occasional groans. Even creator James Parriott's first reaction is to laugh, but with affection. "Let's face it, it had a dopey man," he says. "It had people running around with super powers. It was a funny series, and there are some episodes that are a riot."

The idea began with NBC president Brandon Tartikoff. "To this day, he's disowned Misfits of Science," says Parriott. "He won't admit it, but it was Brandon who wanted a gathering of misfit superheroes. He typed the idea on a piece of paper and tried to get Stephen Cannell to do it. Cannell said, 'Are you crazy? Forget it!'" Parriott first heard of the project when Tartikoff came to Universal. "I told him, 'It's either going to be a big hit or it'll fail miserably.'"

The main character is the eccentric, funloving Dr. Billy Hayes, who is constantly scraping up money to keep his science research lab going. Into his life come three young people who are trying to deal with their respective superpowers: EJvin Lincoln, who can shrink to a size of 8 inches; Johnny B., who shoots lightning from his fists; and Gloria, who uses her telekinetic ability to knock the bad guys over like bowling pins.

Once the characters were cast, Parriott felt more confident about the premise. "I loved our cast. They were delightful. We also had good, fun writers. It turned out to be the most fun that I've had on a show." Critics, however, didn't share Parriott's enthusiasm. "We got raked over the coals," he admits, "and people disowned it. But we had a great time doing it."

"It was a fun concept show," agrees coordinating producer Dean Zanetos, "but it was more contained than it should have been. The edict going in was to make it the most unbelievably farout, imaginative show that had ever been done. Once we started dealing with a specific network representative, it became an issue of, 'Can you make it more like The A-Team?' That restricted us. In spite of that, it was still fun. Dean Paul Martin was truly a star. He was an incredible guy."

Executive story consultant Donald Todd says, "The year after Misfits of Science went off, Brandon Tartikoff was telling people that it had been an embarrassment. He mentioned it as sort of a reference point for bad television shows. That makes me feel bad because it was a good show. On the surface it sounds like a ridiculous concept. It was also at a time when shows like Manimal and Knight Rider were around. Those shows were very 'high concept,' and Misfits of Science got lumped in with them. NBC wanted a superhero show, but Jim Parriott turned it into something more than that. The stories may have been bizarre, but they dealt with human values."

Todd had to hit the ground running when he was assigned to work on what was his first weekly TV series. "I had just come off a [new] Twilight Zone when I was hired by Jim. Misfits of Science was fun because we could just let our minds go. The scripts had silly premises that we could do in a fun way." One of Todd's scripts was about an intelligent dolphin who joins the misfits to expose dope smugglers. "The dolphin had discovered a cache of illegal drugs inside plastic pink flamingoes under the sea. I have no idea where these ideas came from," he laughs. "I was 25 years old at the time. I read somewhere that your most creative work is done in your twenties. The rest of your life is spent refining it. I thought of Misfits of Science when I read that because it did represent my most creative writing."

When it came to Todd's talking pig, however, Parriott laid down the law. "Jim wouldn't let me do an episode about an intelligence hormone that is used on a pig. The experiment goes amok and the pig becomes extremely intelligent. He can communicate with people. The more intelligent he becomes, the more he wants to take over! Every time Jim saw the talking pig in my typewriter, he pulled it out. His instincts were absolutely correct. There were boundaries. It was like an electric fence. You had to touch the fence to find out what you're not supposed to do. The intelligent pig was my electric fence."

The ideas that did reach filming were realized by "a terrific cast," says Todd. "They were brand new and happy to be working. They trusted the writers completely. Dean Paul Martin was a delight, and he became a good friend. Kevin Peter Hall also became a good friend. It's hard to believe that they're both gone. I still have a picture of the cast that I keep with me. They were the most wonderful, open-minded people." They were also courageous. Todd remembers their dedication once extended beyond safety. "On the very first day of shooting the first episode, after the pilot, we had a scene where debris falls from a building. The special effects guys put a loaded charge in the junk and shot it out of a cannon. The flaming debris came down on the actors. They had wireless microphones on, and I heard them saying, 'Hey, my jacket's on fire!' and 'We're on fire-what do we do?' Everything ended up okay, but we almost incinerated Mark Thomas Miller and Courteney Cox on the very first day. Their reaction was, 'Oh, sorry. Did we screw up the scene by yelling?'"

Todd reveals that the series had a minimum of staff writers: James Parriott, Morrie Ruvinsky and himself. "And that was absurd! Most TV series have twice that number. I think we started with a six-episode order. That's why we had such a small staff. We worked thirteen hours a day, seven days a week." Although Todd had a firm grasp of writing, he was thrown for a loop when Parriott got him into the show's production. "Jim's technique is to throw you right into the middle. He told me to sit in on a production meeting for one of my scripts. I didn't even know what a production meeting was. I sat there and listened. The line producer said, 'We have a man running through the jungle. He's wearing a hat.' He turned to me and said, 'What kind of hat?' I said, 'I don't know.' Then I realized that my job was to know. I said, 'A hat like Indiana Jones.' Everyone said okay. That's what they needed to know. Then the producer asked, 'He's running through bushes. Are they thick bushes?' I said, 'Yes.' Then it was, 'What kind of car is following them?' I said, 'A Volkswagen,' and so on. I made it up as I went along."

Todd's developing production skills came in handy when he produced the last episode, "Three Days of the Blender." "Jim had been pulled away to do a pilot and Morrie was doing something else. Universal studios didn't want to complete the episode. They knew the show was dead and they didn't want to spend the money. I insisted we do it. We did bring it in for much less money than the others."

Scripted by Todd, "Three Days of the Blender" remains one of his favorite episodes. "Billy is thrown into jail for refusing to say where he had gotten a blender. It contained a top secret microchip for a nuclear guidance system. The government had discovered their mistake and recalled all of the blenders, but one had gotten lost in the mail. It had been sent to Billy from his mother. When he gets it three years later, the authorities arrest him for having classified material. Billy won't give up the blender, and he goes to jail. The story was about standing up to the government when they play hardball. It was also good because all of the misfits were interviewed about their feelings towards Billy. It brought them together. It was a nice way to close the series." Although the episode wasn't aired on NBC, it is included in the syndication package.

As the series wound down, Todd had to think about finding another job. "I was standing with Misfits of Science director Burt Brinckerhoff on location one day. We were waiting for the sun to go down, and we were freezing. Burt and I turned to each other at the same time and said, 'Sitcoms!' The next year, he was directing Newhart, I was writing for Alf."

Reflecting on the series, Todd says, "Some episodes weren't successful. Some were plain dull. But the series had a sense of experimentation and fun that's missing on TV today. It also had one of the most exciting main title sequences of any show that year. It had a great, silly theme song. Considering our Friday night time slot, our ratings were okay. I think we had a 21 to 23 share. NBC was looking for a lesson-oriented show, and Jim was excited about doing something more than that. It was a special show executed in a fairly standard style. It never really reached its script potential." By season end, the series had finished fifty-fourth out of 74 shows.

"The numbers that Misfits of Science was pulling in [against Dallas] weren't strong enough for NBC," says Dean Zanetos. "We felt we were getting a different kind of audience and doing pretty well. We had very loyal viewers." "I don't think we were allowed to be hip enough," says James Parriott. "It would have been a riot to have the misfits of science deal with Los Angeles traffic or put them into more adult situations. NBC wanted it to be like The Incredible Hulk. They wanted five heroes going on missions every week. That was a mistake. You can't deal with this premise straight. You've got to put a spin on it." Donald Todd remains a champion of the series. "It was a terrific show," he says. "My favorite jacket is my Misfits of Science jacket. I wear it proudly!"

CAST NOTES

Dean Paul Martin (Billy): Born 1951. Martin, a former tennis pro, was the son of singer Dean Martin. He died in 1987 when his Air National Guard jet crashed.

Kevin Peter Hall (Lincoln): Born 1956. Hall gained fame as the creature stalking Arnold Schwarzenegger in the film Predator (1989). He was playing Bigfoot in the TV series Harry and the Hendersons when he died in 1991.

Courtney Cox (Gloria): Born 1964. Cox had a recurring role on TV's Family Ties from 1987 to 1988. Cox was known as "the girl" who dances with Bruce Springsteen in his video "Dancing in the Dark" (1984). She later starred in the 1990s TV series Friends.

Mark Thomas Miller (Johnny B): Miller continues to make TV guest appearances.

Max Wright (Mr. Stetmeyer): Wright later played Mr. Tanner, the father of the household that hosted Alf in the late 1980s.

WR. James D. Parriott, Donald Todd, Morrie Ruvinsky, Mark Jones, Michael Cassut, Blaze Forrester, Pmael Norris, M.M. Shelly Moore, Sara Parriott, Don DiStefano.

DIR. James D. Parriott, Alan J. Levi, Burt Brinckerhoff, Christopher Leitch, Jeffrey Hayden, John Tracy, Bob Sweeney, Bernard McEveety.

EPISODES: 17 **YEAR MADE:** 1985 **COUNTRY:** US **SEASONS:** 1

NBC

CREATOR:

TYPE OF SHOW: SCIENCE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 17

DATE OF PREMIER: 04/08/1985 **AIR DATE OF LAST EPISODE** 21/02/1986

SEASON DATE BREAKDOWN:

FILMS:

Dr. Billy Hayes DEAN PAUL MARTIN, Dr. Elvin Lincoln KEVIN PETER HALL, Johnny Bukowski MARK THOMAS MILLER, Gloria Dinallo COURTNEY COX, Jane Miller JENNIFER HOLMES, Dick Stetmeyer MAX WRIGHT, Miss Nance DIANE CIVITA.

RELATED SHOWS:

ALF

1 - 1 *MISFITS OF SCIENCE (1-2)*

1 - 2 *YOUR PLACE OR MAYAN?*

1 - 3 *GUESS WHAT'S COMING TO DINNER*

1 - 4 *LOST LINK*

- 1 - 5 *SORT OF LOOKING FOR GINA*
- 1 - 6 *SONAR. . . YET SO FAR*
- 1 - 7 *STEER CRAZY*
- 1 - 8 *FUMBLE ON THE ONE*
- 1 - 9 *TWIN ENGINES*
- 1 - 10 *GRANT THEFT BUNNY*
- 1 - 11 *GRAND ELUSION*
- 1 - 12 *ONCE UPON A NIGHT*
- 1 - 13 *CENTRE OF ATTENTION*
- 1 - 14 *AGAINST ALL OZ*
- 1 - 15 *THE AVENGING ANGEL*
- 1 - 16 *THREE DAYS OF THE BLENDER*

MISS WITCHAKA: **WE LOVE YOU!!**AKA: **WITCH TEACHER**AKA: **SUKI! SUKI! MAJO SENSAI**AKA: **WE LOVE WITCH TEACHER**AKA: **WE LOVE YOU!! WITCH TEACHER**

A Japanese school gets a pretty teacher with magical powers, who not only brightens everyone's day with her winning smile but also helps defend the world from evil. Hikaru Tsuki (Kiku) is in fact the Queen of Star Alpha and a peaceful observer from the Andromeda Planet Union. Later in the series, she is promoted to A-Class observer, also allowing her to transform into the heroine Andro Mask.

The story began life as *Teacher with a Thousand Eyes* (*Sen no Me no Sensei*), a manga by KAMEN RIDER and HARIMAO creator Shotaro Ishinomori, serialized in *Teen Look* magazine. As with its contemporary *COMET-SAN*, it took a woman with magical powers in the style of the American bewitched and placed her in a situation where she could interact with children, with just a dash of *Bedknobs and Broomsticks* (1970).

Ishinomori's story added references to Japanese myths and eventually had its title changed to *Teacher Princess Kaguya* (*Kaguya Hime Sensei*) in reference to the visitor from the moon who appears in the ancient *Taketori Monogatari*. Once the show began broadcasting spin-off strips using the TV series title began appearing in the magazines *Shojo Friend* and *Nakayoshi*.

The main actress Yoko Eiku was recommended by Ishinomori personally and died in 1975, four years after the completion of the series, creating a personality cult that was to foreshadow those of Yusaku Matsuda and Masako Natsume (*MONKEY*). Theme : Mitsuko Horie - "*Kaguya Hime Sensei no Uta*" (*Song of Teacher Princess Kaguya*).

Produced by Tohru Hirayama.

WR. Masaki Tsuji, Shinichi Ichikawa, Susumu Takahisa, Kiyohide Ohara, Tadashi Endo.

DIR. Minoru Yamada, Itaru Orita, Katsuhiko Taguchi

EPISODES: 26 **YEAR MADE:** 1971 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SHOTARO ISHINOMORI

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 03/10/1971

AIR DATE OF LAST EPISODE 26/03/1972

SEASON DATE BREAKDOWN:

FILMS:

MACHIKO SOGA, Hikaru Tsuki YOKO KIKU, MANTARO USHIO, FUYUKICHI MAKI, LEO MORIMOTO, KUNINOBU OKUMURA, USHIO AKASHI, AYAKO OKAMURA, YOSHIYUKI FUJIE, TOMONORI YAZAKI, KAZUKO SUGIYAMA, HIDEKI KAWAGUCHI.

RELATED SHOWS:

KAMEN RIDER

COMET-SAN (1967)

MISSION EUREKA

Euro-drama series about the space race and the intrigue and romance that can be concocted around it. The plot centred on the efforts to rescue the European super-satellite Palladio which has become lost in space. At Project Eureka, scientists Altenburg and Lefebre work to save their space programme, while femme fatale Giovanna Waldberg looks set to lead Altenburg astray. Later episodes also introduced the subject of a new generation of thinking computers.

Mission Eureka launched into a late-night run on Channel Four in 1991, and was repeated in October 1994. The series was based on an idea by Peter Marthesheimer and Pea Frohlich. The producers for the series were Jorn Schroder and Georg Feil, the English producer was Louis Elman.

WR. Ian Curteis (Ep. 1 only), Terence Freely.

DIR. Klaus Emmerich.

EPISODES: 7 **YEAR MADE:** 1991 **COUNTRY:** FRA **SEASONS:** 1

A BAVARIA ATELIER GMBH PRODUCTION

CREATOR: PETER MARTHESHEIMER, PEA FROHLICH

TYPE OF SHOW: LOST

FORMAT: SERIAL

LENGTH (MINS): 55 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 24/07/1991

AIR DATE OF LAST EPISODE 11/09/1991

SEASON DATE BREAKDOWN:

FILMS:

Altenburg PETER BONGARTZ, Giovanna DELIA BOCCARDO, Lefebre PATRICK FIERRY, Meike AGNES DUNNEISEN, Waldegg MICHEAL DEGAN, Swann JAMES AUBRY, Petrinelli SERGIO FANTONI, Marianne Altenburg ELISABETH RATH.

- 1 - 1 *REACHING FOR THE STARS (105MINUTES)*
- 1 - 2 *THE DECISION*
- 1 - 3 *DANGEROUS GAME*
- 1 - 4 *THE TURNING POINT*
- 1 - 5 *THE 5TH GENERATION*
- 1 - 6 *BLACKMAIL*
- 1 - 7 *MAINFRAME MURDER*

MISSION TERRAAKA: **MISSION EARTH**

Easily confused Dr. Kyra and Commander Ro arrive on Earth in their spaceship the "Metamor 5" and a blue planet called Earth. Since the crew cannot breathe the atmosphere of Earth, they send their small robot to gather samples. But soon they discover a stranger looking two legged creature, and they have to decide on if they are a friend or an enemy.

Produced by Barbara Herzog-Lipina line producer , Fred Steinbach executive producer

Cinematography by Michael Wiesweg

Film Editing by Uschi Born

WR.

DIR. Carlo Rola

EPISODES: 25 **YEAR MADE:** 1985 **COUNTRY:** GER **SEASONS:** 0

STUDIO TV FILM GMBH

CREATOR:

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** German

SEASON BREAKDOWN: (1)

DATE OF PREMIER: 14/11/1985 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

MISSION TOP SECRET

Mission Top Secret, centres around Jemma Snipe and her friends. Jemma is the daughter of the housekeeper of Sir Joshua Cranberry, a prolific and respected inventor. One day while working with Sir Joshua's educational computer. Jemma manages to top into a defunct communications satellite and sets up CENTAURI, a secret communications network that links up youths from all over the world.

With the aid of her new found friends. Jemma comes to the aid of Vicki and Albert Wiggins, orphaned siblings who are being persuade by Neville Savage, who believes that they can provide him with information on one of their late father's scientific discoveries. Spike, another orphan also gets involved with CENTAURI. Savage is a billionaire who passion for stealing valuable and unique artefacts frequently brings him into conflict with members of CENTAURI. Often times members of CENTAURI will appear only briefly in episodes when they are contacted and asked if they found any information pertaining to the current case in their neck of the woods.

Mission Top Secret was an international co-production which was financed by TV companies in twelve different countries. The series is about a group of children who use technology to fight crime and injustice all over the world. Their hidden base of operations is in Australia where the series was produced, although action takes place all over the globe. All 24 episodes of the series has been seen in Britain, they were broadcast first on the ITV network - daily and in the morning (during the summer holidays), with a showing also on Nikeolodean. The airdates shown here are for the UK broadcast of the show.

A film was produced before the series was made with a completely different cast than was seen in the series,

WR. David Phillips, Benjamin Legrand, Jean-Jacques Gaffie.

DIR. Marcus Cole, Howard Rubie.

EPISODES: 48 **YEAR MADE:** 1992 **COUNTRY:** AUS **SEASONS:** 2

CHANNEL 10

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: SERIES-SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 24, (2) 24

DATE OF PREMIER: 25/07/1994 **AIR DATE OF LAST EPISODE** 31/07/1995

SEASON DATE BREAKDOWN:

FILMS: MISSION TOP SECRET (1990)

Vicki Wiggins JENNIFER HANDY (1) , Albert Wiggins ANDREW SHEPPARD (1), Jemma Snipe DEANNE BURGESS (1), Spike ROSSI KOTSIS (1,2) , Neville Savage SHANE BRIANT (1-2), Sir Joshua Cranberry FREDERICK PARSLOW (1-2), Mrs. Gertrude Snipe PAMELA WESTERN (1), Sandy Weston EMMA HANE FOWLER (1,2), David Fowler JAMIE CROFT (2), Kat Fowler LAUREN HEWETT (2), Oliver Bergmann GUIDO ZARNKEL (1), Gisela JULIA KNABENREIGH (1), Hoshi Tanaka YUGO MITO (1), Jan MAREK ZERANSKI (1), Hacker Weston TROY CARLSON (1,2), Herr von Steinfurth ULLI LOTHMANN (1,2), Mrs. Fowler LIZ BURCH (2), Gisela GISA PROBST (2), Ben SKYE SVORINIC (2).

- 1 - 1 *NIGHT OF THE FALLING STAR (1-4)*
- 1 - 2 *THE EAGLES FROM THE EAST (1-4)*
- 1 - 3 *THE MONA LISA CAPER (1-4)*
- 1 - 4 *TREASURE OF THE GALA FIGUERAT (1-4)*

- 1 - 5 *THE POLISH PONY PUZZLE (1-4)*
- 1 - 6 *THE FLIGHT OF THE GOLDEN GOOSE (1-4)*
- 2 - 1 *THE CROWN JEWELS ARE MISSING (1-4)*
- 2 - 2 *THE RETURN OF THE DINOSAUR (1-4)*
- 2 - 3 *THE GOLDEN VOICE (1-4)*
- 2 - 4 *THE TREASURE OF ELEPHANT RIDGE (1-4)*
- 2 - 5 *THE EMPEROR'S PEARL (1-4)*
- 2 - 6 *THE TOYMAKER (1-4)*

MISTIKES DIADROMES

Produced by - Panayiotis Petropoulos (producer)
Original Music by Yiannis 'Bach' Spyropoulos
Cinematography by Nikos Kavoukidis
Casting by Dimitris Marcantonatos
Art Direction by Mihalis Samiotis

WR.

DIR. Antonis Kokkinos

EPISODES: 0 **YEAR MADE:** 2001 **COUNTRY:** GRE **SEASONS:** 1

POINT PICTURES LTD

CREATOR:

TYPE OF SHOW:

FORMAT: SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Greek

SEASON BREAKDOWN:

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Stefanos NIKOS PSARRAS, Liza ELISAVET MOUTAFI, Mitera JOULIA ARGYOPOULOU, Iatrodikastis
PERIKLIS LIANOS, Kathigitis LLIAS LOGOTHETIS, Kapetanios STELIOS MAINAS, Drakoulas
STRATOS TZORTZOGLU, Arxisintaktria MARGARITA VARLAMOU

MONKEY

AKA: **SAIYUKI**

AKA: **JOURNEY TO THE WEST**



After living as a monk and learning magical powers, Monkey returns to his kingdom. As king of the monkeys, he begins to train his subjects with the intention of forming an army to conquer the world. He soon becomes too big for his boots and tries to force heaven into letting him be a god. The gods decide to make Monkey a guard for some special fruit so that he will leave them alone.

Monkey discovers that the fruit have the ability to make anybody immortal so he decides to eat all of them. For his punishment he is sent to Earth and encased in stone. Many years later a young priest called Tripitaka is sent on a quest by Buddha to find some holy scriptures, she has to take Monkey, Pigsy and Sandy who were also thrown out of heaven, with him for protection against evil demons who keep attacking the priest.

Season 2 - Monkey, Pigsy and Sandy have become bored with their quest and leave Tripitaka to continue his journey alone to India. Pigsy returns to China and finds he gets a face change and Monkey finds another spirit thrown out of heaven who is an horse who can also change into a human when he's frightened, all four finally decide to return to Tripitaka on his journey to India.

Commissioning a major series to mark its 25th anniversary, the NTV channel opted for a dramatization of Wu Cheng-en's 16th Century Chinese novel Journey to the West. A perennial favourite with Japanese children through several animated versions and the 1977 puppet show SUN WUKONG, the story designed to appeal to both parents and offspring, with a classical origin to guarantee a suitably worthy pedigree. Partnering Son of Godzilla director Jun Fukuda with longtime taiga scenarist James Miki, and featuring comedian Sakai (credited with inventing the twist-inspired "Monkey" dance craze in his youth) in the title role, the show soon veered away from any pretense of historical accuracy, preferring humour, slapstick and spectacular fight scenes amidst a flood of guest star cameos, such as Monjiro's Nakamura as the Emperor of Heaven in episode one. Despite running directly opposite the 1978 taiga drama Days of Gold on NHK, Monkey still picked up an average audience share around 20% - a remarkable feat considering taiga's traditional strangle-hold on Sunday ratings.

A second season followed in 1979, although Nishida had already accepted the lead role in Genta Ikenaka 80 Kilos and was replaced by Tonpei Hidari as Pigsy. Tripitaka's "Horse" (which was actually a shapeshifting dragon), occasionally assumed the cowardly form of Yulong (Fujimura) as an extra cast member during the second season, but the story did seem to have lost its way and ended without its characters ever reaching their destination. The humour seems more desperate (Yulong is particularly irritating) and the anachronisms assume unstable proportions, including a modern disco and a gambling den complete with roulette wheel. However the series remained popular with the Japanese audience through reruns and a TV movie edit and receive an extra burst of tragic publicity when actress Masako Natsume died of leukemia in 1985, aged just 31. When the channel's 40th anniversary rolled around in 1993, the series was unsuccessfully remade with a new cast, in a version filled in the book as JOURNEY TO THE WEST.

However Monkey's original success did not merely give it a high profile in the Japanese market. After the successful acquisition of NTV's earlier Water Margin, the UK's BBC also bought the English-language rights to Monkey - it remains possible that much of the extra budget seen onscreen, such as second season opening credits actually filmed in China, owes its opulence to the injection of BBC money. Adapted by Water Margin's Davie Weir, the series was edited, simplified and stripped of 13 later episodes before being broadcast in a primetime slot that enchanted an entire generation.

The BBC dub was broadcast around the English-speaking world, but not in the U.S. where Monkey was only seen in its original incarnation on local tv channels for Japanese immigrant communities. Instead, the best known version of the story in America is the Chinese live-action version Xiyouji.

When the series eventually made it to British DVD in the early 21st Century, distributors Fabulous Films included the previously unreleased episodes as bonus extras in subtitled form. In an era which took excessive care over its attitude toward media violence, some episodes of the series were originally broadcast for children were rating by the British video censor as unsuitable for under 12s. Theme Godiego "Monkey Magic". Both the opening theme and the closing theme "Gandhara" were released on record and entered the pop charts in both Japan and the U.K. The anime Gandhara is said to have been inspired by the song.

Series produced by Tsuneo Hayakawa and Mineo Yamada. First series aired from 1st October 1978 to 1st April 1979, and the second series from 11th November 1979 to 4th May 1980.

This series is very well remembered in Britain for being an intriguing blend of martial arts and fantasy, this was the first taste that Britain ever had of Japanese live action science fiction which had already been going in Japan for 20 years previously. It is not as complicated as many of the modern day Japanese SF shows, but its star Masaaki Sakai is a very famous actor in Japan having his own cookery show! Sadly, Masako Natsume, who played Tripitaka died of Leukemia soon after the show was cancelled.

Monkey was based on Hsi Yu Chi (The Journey to the West) by sixteenth century author Wu Ch'eng-en, which had been translated into English as Monkey by Arthur Waley in the 1940s. NTV's Monkey, rewritten by David Weir, was a joyous explosion of Buddhist philosophy, high comedy and chessey special effects. Each episode began by narrating the story of Monkey's creation to the immortal strains of the theme, Micky Yoshino's 'Monkey Magic'.

Despite the spiritual trappings, Monkey was an entertaining adventure serial, with bizarre monsters (very much of the Godzilla school of realism) being dealt with to a wonderful disco soundtrack. David Weir, who had contributed to The Troubleshooters and The Lotus Eaters and written an unused DOCTOR WHO script Killer Cats of Gen Singh, had been responsible for re-working The Water Margin into English, but the priority with Monkey was fun.

The series was also screened in New Zealand in the early 1980s. The series has also been seen both on BBC2 (its original UK run) and on Bravo, on satellite.

WR. James Miki, Hirokazu Fuse, Mamoru Sasaki, Isao Okishima.

DIR. Jun Fukuda, Yuskue Watanabe, Daisuke Yamazaki, Shoichi Ota.

EPISODES: 52 **YEAR MADE:** 1979 **COUNTRY:** JAP **SEASONS:** 2

NTV & KOKUSA HOEI

CREATOR: MAMORU SASAKI & ISAO OKISHIMA

TYPE OF SHOW: FANTASY **FORMAT:** SERIAL

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26 (2) 26

DATE OF PREMIER: 01/10/1978 **AIR DATE OF LAST EPISODE** 04/05/1980

SEASON DATE BREAKDOWN:

FILMS:

Monkey MASA AKI SAKAI, Tripitaka MASAKO NATSUME, Sandy SHIRO KISHIBE, Pigsy TOSHIYUKI NISHIDA (1), Pigsy TONPEI HIDARI (2), Horse/Yu-Lung SHUNJI FUJIMURA (2).

- 1 - 1 *MONKEY GOES WILD ABOUT HEAVEN*
- 1 - 2 *MONKEY TURNS NURSEMAID*
- 1 - 3 *THE GREAT JOURNEY BEGINS*
- 1 - 4 *MONKEY SWALLOWS THE UNIVERSE*
- 1 - 5 *THE POWER OF YOUTH*
- 1 - 6 *EVEN MONSTERS CAN BE PEOPLE*
- 1 - 7 *THE BEGINNING OF WISDOM*
- 1 - 8 *PIGSY WOOS A WIDOW*
- 1 - 9 *WHAT MONKEY CALLS A DOG WOMAN*

- 1 - 10 *PIGSY'S IN THE WELL*
- 1 - 11 *DIFFERENCE BETWEEN DAY AND NIGHT*
- 1 - 12 *PEARLS BEFORE SWINE*
- 1 - 13 *THE MINX AND THE SLUG*
- 1 - 14 *MONKEY MEETS THE DEMON DIGGER*
- 1 - 15 *THE MOST MONSTOROUS MONSTER*
- 1 - 16 *TRUTH AND THE GREY GLOVE DEVIL*
- 1 - 17 *THE CATFISH MONSTER*

MONSTER AND THE APE,THE

Morgan is the inventor of a robot that is powered by 'metalogen' and Macready the enemy agent out to get it and the formula for metalogen with the assistance of a killer ape called Thor (Ray 'Crash' Corrigan) and a variety of criminal accomplices. Lowery is the wide-grinned hero. Routine.

This is one of a pair of serials made by Bretherton, a director best known for his work on the Hopalong Cassidy series westerns. The serial was producer by Rudolph C. Flothow, the cinematographer was C. W. O'Connell.

WR. Sherman Lowe, Royal K. Cole.

DIR. Howard Bretherton

EPISODES: 15 **YEAR MADE:** 1945 **COUNTRY:** US **SEASONS:** 1

COLUMBIA

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

ROBERT LOWERY, GEORGE MACREADY, RALPH MORGAN, CAROLE MATTHEWS, JACK INGRAM, ANTHONY WARDE.

MONSTER SQUAD, THE

The series centred around Walter, a college student in criminology, who had taken a job as night watchman at a wax museum to help pay for his education. While experimenting with his computer at the wax museum, Walter accidentally brought the wax dummies of Dracula, the Wolfman and Frankenstein monster to life. In slapstick comedy adventures the trio of monsters helped Walt catch an unusual string of bad guys that the police force was unable to. McMac Mac was a member of the police force who was never quite sure what was going on at the museum.

The Monster Squad was a Saturday morning series which brought a trio of classic film monster to the small screen. Series star Fred Grandy later rose to fame in the role of Gopher on *The Love Boat*. He later became elected to congress representing Iowa. The series premise was very reminiscent of many mid 1980s teen SF movies, such as *Weird Science*, which also became a spin off TV series.

WR.

DIR.

EPISODES: 15 **YEAR MADE:** 1976 **COUNTRY:** US **SEASONS:** 1

aired on NBC

CREATOR:

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Walter FRED GRANDY, Dracula HENRY POLIC II, Bruce Wolfman BUCK KARTALIAN, Frank N. Stein
MICHAEL LANE, Officer McMac Mac PAUL SMITH.

RELATED SHOWS:

WEIRD SCIENCE

MONSTER WARRIORS



Tagline :-

Clearly, all is not well in the metropolis of Capital City.

1950's sci-fi movie monsters are destroying everything in their path ...
 Giant earthworms are eating subway trains!
 A 60 foot bumble bee is sucking up th city's electricity!
 A giant squid is munching on ferry boats!
 A radioactive garbage monster is gobbling up the city's bridges!

... only four people can stop them.

Equipped with very cool weapons made from household appliances, our heroes are four teenagers who call themselves.

Four teenage heroes fight to save Capital City from the gigantic monsters unleashed by the evil ex-B-movie maker Klaus Von Steinhauer (played by Gemini award-winner Sean Cullen). Using everyday household appliances to make their cool weapons, the Monster Warriors - Luke, Tabby, Antonio and Vanka - defend Capital City against a new oversized creature every week - be it a giant ice creature, the colossal radioactive junk monster, or cockroaches the size of a bus.

The adventure-comedy series will aired on YTV in Canada and on JETIX EUROPE NETWORK internationally. It is being distributed by Buena Vista International Television and Bejuba! Entertainment and will air in the early spring in multiple international markets.

Filmed entirely in Barrie, Ontario, Canada, the city's quarries, junkyards and waterfront created the perfect photo realistic stage upon which visual effects team Bullseye Post Production integrated the show's groundbreaking computer generated monsters.

With its all-Canadian cast, MONSTER WARRIORS feature the talents of comedian and two-time Gemini Award-Winner Sean Cullen of Toronto, who plays evil-doer Klaus Von Steinhauer, Vancouver's Jared Keeso (Smallville) plays MONSTER WARRIORS leader Luke; Montreal's Lara Amersey (Radio Free Roscoe) is Vanka, the group's Stealthy warrior; Mandy Butcher (Naturally Sadie) of Cambridge plays the junior MacGyver, Tabby; and Toronto's Yani Gellman (The Lixxie McGuire Movie) is Antonio, the scientific brains behind the team.

Created, written and directed by Wilson Coneybeare, Monster Warriors is the latest family project from Coneybeare Stories. The same brand was responsible for Kratts' Creatures and Time Blazers. Coneybeare Stories is also in dvelopment with two other television series and two family feature films. It is the mandate of the company to provide innovative and lively television that the whole family can enjoy and parents can trust.

"I have four kids ten years and under", says Coneybeare. "IT's hard to find shows you don't worry about. If you are a parent, you know what I am talking about. With Monster Warriors, it was fun to be able to bring the show home every day and know that my three year old could watch it as well as my ten year old. It's a retro-adventure comedy, and we all got to laugh and be spooked together".

In Canada, MONSTER WARRIORS premiered on YTV in its regular timeslot Saturday, March 18 at 10:30 AM, and repeated on Wednesday at 7:30 PM. (All times ET/PT)

Produced by Wilson Coneybeare executive producer , Andre Czernohorsky producer , Tatiana Kober co-executive producer , Michael Lekes executive producer , Bill Marks line producer , Byron A. Martin line producer (first eight episodes) , Barbara Patten producer

Original Music by Tim Foy , Paul Kauffman , Pure West

Cinematography by Jason Webber

Film Editing by Duncan Christie , Gordon McClellan , Samir Rehem , Matthew P. Wocks

Casting by Susannah Coneybeare & Ron Leach

Production Design by Phillip Craig & Craig Harris

Art Direction by Craig Harris

Set Decoration by Peter Atto & Robert Hillman

Costume Design by Tarah Burke

Makeup Department - Sandra Ardagna assistant makeup artist & Sarah Craig key makeup artist

Second Unit Director or Assistant Director - Stephen John Donkers daily third assistant director , Jeff Horn third assistant director , Jonnie Katz first assistant director , Karen McGarroch second assistant director , Jeremy Perger third assistant director , James Rait first assistant director James Rait second unit director , Will Campbell Samson first assistant director , Darren Williams trainee assistant director

Art Department - Brad Archdekin property master , Reece Carkner props , Pedram Goshtasbpour storyboard artist (episode "Mantis") , Greg Kleynhans key scenic artist , Greg Kleynhans painter , Greg Lantnier carpenter , Kyle Larsen construction coordinator , Ryan Louagie props , Shelley H. Silverman assistant art director , Joanna Syrokomla painter , Bill Thrasher lead dresser , Zac Ward set dresser

Sound Department - Jason Gough boom operator , Rob Rouse sound mixer

Special Effects by Ryan Louagie assistant prop builder , Ryan Louagie on set dresser , Ryan Louagie on set props , Ryan Louagie special effects assistant

Visual Effects by Rebecca Adams visual effects coordinator , Derek Grime visual effects supervisor . Kevin Pitts visual effects supervisor , Ralph Schmidt digital compositor , Robert D.M. Smith animation director

Other crew - Sanja Adamovic production secretary , Doug Allen production accountant , Daryl Alvaro dolly grip , Lila Bahadori craft service
Dylaine Bovaird extras casting , Colin Burke production assistant , Tim Carleton driver , Hunter Commerford production assistant
Jeannette Corbett assistant to executive producer , Jeannette Corbett story department coordinator , Alex Dacev key grip , Dean Fester unit transport coordinator , Pedram Goshtasbpour animation director (episode "Anaconda") (episode "Cockroaches") (episode "Garbage Monster") (episode "Giant Frog") (episode "Ladybug") (episode "Mantis") (episode "Space Alien") (episode "T-rex") (episode "Vine/Slug") , Anthony Hollier driver captain , Sabrina Horlyck key on-set wardrobe , Melinda Hughes camera trainee , Matti Huhta script supervisor , Monica Ionson assistant production accountant , Alex Jordan electrician , Alex Jordan gaffer , Janet Lawson production assistant , Janet J. Lawson production assistant , Heidi Leigh talent coordinator , Robin Ott casting assistant , Dean Pollock co-production coordinator , Demetri Portelli first assistant camera , Katharine Jane Reid script supervisor , Alexander Shapcott production assistant , Tanya Shields location manager
Ken Simpson electrician , Vanessa Steinmetz director of business affairs , Jonathan Williams gaffer , Jonathan Williams gaffer
Nicole Wiwchar second assistant camera , Matthew P. Wocks production coordinator , Daniel Zuccala production assistant.

WR. Carol Commisso , Tracy Grant, Hugh Hardy , Max Marks , Steven Westren.

DIR. Marni Banack , Wilson Coneybeare , Otta Hanus , Graeme Lynch , Bill Marks , Warren P. Sonoda

EPISODES: 46 **YEAR MADE:** 2006 **COUNTRY:** CAN **SEASONS:** 2

ONEYBEARE STORIES / REALLY BIG BUG MOVIES LTD. / YTV / JETIX EUROPE

CREATOR: WILSON CONEYBEARE

TYPE OF SHOW: SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 26, (2) 20**DATE OF PREMIER:** 08/03/2006**AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Luke JARED KEESO, Tabby MANDY BUTCHER, Vanka LARA AMERSEY, Antonio YANI GELLMAN, Amber KRYSTA CARTER, Klaus Von Steinhauer SEAN CULLEN, CCTN Director JONNIE KATZ, Missy Gore HEIDI LEIGH, Robber ALEX HUSSBAUM. Mystery Monster Maker (2), Dana The Diner Waitress (2), General Grabjaw (2).

1 - 1 *THE GIANT SPIDER INVASION*

When Capital City is threatened by a giant spider, four teenaged classmates decide it's up to them to save the city.

Wr Wilson Coneybeare1 - 2 *THE BEAST FROM BENEATH THE SEA*

The Monster Warriors tackle a giant squid that threatens the town's Harbour Days celebrations.

Wr Wilson Coneybeare1 - 3 *GATORS!*

The Monster Warriors swarm the city's sewer tunnels to banish a troublesome family of monster gators; Klaus Von Steinhauer's conscience pays him a visit in the form of his former self.

Wr Wilson Coneybeare1 - 4 *BUZZ!*

A giant electricity-sucking bumble bee threatens all of Capital City by draining its entire power supply.

Wr Wilson Coneybeare1 - 5 *THE TERROR UNDERGROUND*

Capital City's subway system is being terrorized by a giant earthworm capable of eating entire trains whole, while a disgruntled city worker becomes Klaus Von Steinhauer's unlikely accomplice.

Wr Wilson Coneybeare1 - 6 *THE ICE MONSTER*

During a skating competition, a monster arises from the ice and towers over the terrified spectators. It's a 25-foot ice monster, and after freezing the arena worker who threatens him, the monster escapes into greater Capital City.

Wr Wilson Coneybeare1 - 7 *DRAGONS!*

Vanka is captured by a fire-breathing dragon who uses her as bait to lure the rest of the team into its lair.

Wr Wilson Coneybeare1 - 8 *ANACONDA OF THE NORTH WOODS*

While battling a giant anaconda in the north woods, Luke loses his nerve and starts to question his role as leader; a peculiar young boy has a prophetic message for the Monster Warriors.

Wr Wilson Coneybeare1 - 9 *GIANT LOBSTER*

A giant lobster is attacking the newly re-opened beaches of Capital City while the Monster Warriors discover there might be an alien force behind Klaus Von Steinhauer's giant monsters..

Wr Wilson Coneybeare1 - 10 *LAST RIDE OF THE SKELETON CREW*

A mischievous team of skeleton creatures threaten to poison the city's water supply; Henry gives Luke a cryptic message about the Monster Warriors' future.

Wr Wilson Coneybeare1 - 11 *ATTACK OF THE JUNK MONSTER*

The Monster Warriors battle a radioactive metal-eating monster with the help of a mysterious ally.

Wr Wilson Coneybeare

1 - 12 *PTERODACTYL TERROR*

Three giant pterodactyls bring terror to the skies of Capital City, raising havoc with their ferocity and their highly toxic droppings.

Wr Wilson Coneybeare

1 - 13 *FALL OF THE HAUNTED HOUSE OF T-REX*

A T-Rex threatens the opening of the Capital City Amusement Park.

Wr Wilson Coneybeare

1 - 14 *ATTACK OF THE GIANT CARNIVOROUS BUTTERFLY*

While pursuing a giant carnivorous butterfly, Luke falls into a hole in the ground that leads him into the cellars beneath Stupendous Studios and into a direct confrontation with Klaus Von Steinhauer himself!

Wr Wilson Coneybeare

1 - 15 *CAPTIAL CITY VS. THE PLANT THING*

Klaus creates a giant plant creature that threatens to eat just about everything in Capital City - including Klaus!

Wr Wilson Coneybeare

1 - 16 *BEWARE THE BLOB THING*

The opening of the new Monster Warriors Playground gets sidetracked by a slimy, smelly blob that devours everything in its path and eventually captures and appears to consume the mayor!

Wr Wilson Coneybeare

1 - 17 *ALIEN ZOMBIE FROM THE PLANET ZEENOM*

Missy meddles with Klaus' monster-making ray gun and inadvertently unleashes an alien creature that she can't control

Wr Wilson Coneybeare

1 - 18 *TERROR OF THE GIANT COCKROACHES*

The Monster Warriors find themselves facing an army of gigantic cockroaches deep within the city's underground tunnel systems.

Wr Wilson Coneybeare

1 - 19 *MARAUDING MANTIS*

While the Monster Warriors battle a herd of giant praying mantis, Luke finds himself strangely bothered by Tabby's friendship with her good-looking student council co-president.

Wr Wilson Coneybeare

1 - 20 *REVENGE OF THE MUD MANIAC*

A giant mud monster is on the attack in Capital City; Antonio uses poetry to express his feelings for Vanka.

Wr Wilson Coneybeare

1 - 21 *TERMITES*

A horde of giant termites infest Capital City, with the Queen eventually trapping Mayor Mel and Superintendent McClellan inside City Hall.

Wr Wilson Coneybeare

1 - 22 *DAY OF THE PIRANHA*

When they are trapped in a cabin in the woods and being attacked by a school of mutant man-eating piranhas, the Monster Warriors must call on Kreeger.

Wr Wilson Coneybeare

1 - 23 *ATTACK OF THE ENORMOUS TERRIFYING LADYBUG*

With the appearance of a giant ladybug in Capital City, the Monster Warriors are confronted, for the first time, with a creature they would rather take care of than destroy.

Wr Wilson Coneybeare

1 - 24 *VOYAGE TO THE BOTTOM OF THE SEA CUCUMBER*

In order to save Vanka's teacher, the Monster Warriors must take a mini sub down to the bottom of the sea and venture into the belly of a sinister giant sea cucumber.

Wr Wilson Coneybeare

1 - 25 *RIBBIT*

Huge frogs rain down on Capital City, trapping the Monster Warriors inside a movie theatre with a stranger who may be something more than human.

Wr Wilson Coneybeare

1 - 26 *RIBBIT 2: FROGGY'S REVENGE*

The Monster Warriors finally come face to face with an alien at the same time they are being held captive by a legion of giant frogs.

Wr Wilson Coneybeare

2 - 1 *ATTACK OF THE STINKBUGS (PART 1 OF 2)*

Who else other than Klaus Von Steinhauer is creating Giant stinkbugs ?

Wr Wilson Coneybeare

2 - 2 *ATTACK OF THE STINKBUGS (PART 2 OF 2)*

Can the Monster Warriors wake up and escape from the web of the stinkbugs ?

Wr Wilson Coneybeare

2 - 3 *TERROR AT THE DRIVE-IN*

Why should a good evening at the Drive In be spoiled by movie characters transforming into real life form giants?

Wr Wilson Coneybeare

2 - 4 *THE ALIEN RETURNS*

Vanka thinks she saw Aliens, and so the Monster Warriors investigate, but Luke was already brain washed! Can the Monster Warrior find and defeat the alien and save their town?

Wr Wilson Coneybeare

2 - 5 *MONKEY MACHINE (PART 1 OF 2)*

Superintendent McClellan is being chased by a giant mechanical gorilla.

Wr Wilson Coneybeare

2 - 6 *MONKEY MACHINE (PART 2 OF 2)*

Is there a way to stop this giant mechanical gorilla?

Wr Wilson Coneybeare

2 - 7 *BEAST FROM BELOW*

What does Antonio and City Hall have to do with a giant jellyfish?

Wr Wilson Coneybeare

2 - 8 *MEGABATUA*

Capital City has a new type of monster - vampire bats! This time vampire bats drain all the city blood supply, The Monster Warriors are needed badly or many people will suffer.

Wr Wilson Coneybeare

2 - 9 *TERROR IN THE NORTH WOODS*

Mayor Mel is missing!

Wr Wilson Coneybeare

2 - 10 *THE SECRETS OF LOST CANYON*

Can the Monster Warriors escape from the Lost Canyon?

Wr Wilson Coneybeare

2 - 11 *ATTACK OF THE LEAPING LEECHES*

Can the Monster Warriors stop the leaping leeches from attacking Klaus?

Wr Wilson Coneybeare

2 - 12 *ATTACK OF THE MONUMONSTER*

Can the Monster Warriors release Mayor McClellan from the clutches of a statue?

Wr Wilson Coneybeare

2 - 13 *TERROR OF THE TROGLOTHALS*

Troll like creatures pull down Antonio beneath Aunt Agatha's garden.

Wr Wilson Coneybeare

2 - 14 *ASTROSAURUS VS. GIGANTOBEAST*

Should the Monster Warriors lay down their weapons in order for downtown Capital City be spared?

Wr Wilson Coneybeare

2 - 15 *INVASION OF THE COMPUTER BUGS*

Klaus inadvertently creates real life computer bugs. Meanwhile the Monster Warriors deal with a small and clever creature.

Wr Wilson Coneybeare

2 - 16 *CURSE OF THE LAGOON MAN*

Can the Monster Warriors, Dink Doormen and Dana the waitress, return the Lagoon Man of Capital City legend to its museum exhibit state before dawn?

Wr Wilson Coneybeare

2 - 17 *RATBLASTER*

A sanitation workers strike, a giant rat and Luke's monsterblasting weapon combine to test the Monster Warriors.

Wr Wilson Coneybeare

2 - 18 *RETURN OF THE ICE MONSTER*

Tabby is running a Winter Carnival but things are not going her way, Antonio reports of warm current and Luke gets chased by a 15 foot Ice Monster.

Wr Wilson Coneybeare

2 - 19 *PENGUINS*

How will the Monster Warriors stop gigantic penguins from destroying Capital City without upsetting penguin loving citizens?

Wr Wilson Coneybeare

2 - 20 *GNOMES FOR THE HOLIDAY*

The Monster Warriors on the trail to search for the missing Kreeger, they stumble on a criminal gang of gnomes led by Klaus.

Wr Wilson Coneybeare

MONSTERS,THE

Newlywed John Brent has his curiosity aroused while staying in a small North England hotel by a lake, in which over the centuries, local people have claimed to see strange creatures. When the body of a government agent, Charles Pulford, is found floating in the water, Brent wonders if there might be a connection. The trail leads to the mysterious Prof. Cato and his enemy mini-sub, but Brent eventually discovers that the monsters really do exist, and that the fate of man is effected by their survival.

Four-part tale that took a honeymooning zoologist in search of a fabled 'Loch Ness' style monster and ended with him uncovering an even greater mystery surrounding the survival of mankind. The story, co-written by playwright Evelyn Frazer (*The Critical Point*, *Virus X*) and Vincent Tilsley, was inspired by a Panorama report about the Loch Ness Monster and a subsequent conversation in a BBC canteen. The director, Mervyn Pinfield, became better known for his work on the early seasons of *DOCTOR WHO*. The producer for the series was George R. Foa, the designer was Stewart Marshall, the special effects were created by Bernard Wilkie (*QUATERMASS*) and Stewart Marshall. The music was created by Humphrey Searle, and was played by members of the Sinfonia of London Orchestra. The first three episodes were 45 minutes long with the fourth episode being 50 minutes long.

WR. Evelyn Frazer, Vincent Tilsley.

DIR. Mervyn Penfield

EPISODES: 4 **YEAR MADE:** 1962 **COUNTRY:** GB **SEASONS:** 1

A BBC TELEVISION PRODUCTION

CREATOR: EVELYN FRAZER, VINCENT TILSLEY

TYPE OF SHOW: MANKIND

FORMAT: SERIAL

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER: 08/11/1962

AIR DATE OF LAST EPISODE 29/11/1962

SEASON DATE BREAKDOWN:

FILMS:

John Brent WILLIAM GREENE, Felecity Brent ELIZABETH WEANER, Hopkins MARK DIGNAM, Howard Milroy CLIFFORD COX, Van Halloren ALLAN GIFFORD, Prof. Cato ROBERT HARRIS, Meissonier GORDON WING, Esmee Pulford HELEN LINDSAY, Sgt. Oakroyd NORMAL MITCHELL, Wilf Marner HOWARD DOUGLAS, Richard PHILLIP MADOC, Smetanov GEORGE PRAVDA, Edward KENNETH MACKINTOSH, Col. Swinton CLIVE MORTON, PC Mills STUART HOYLE, Holt ARTHUR SKINNER.

MOON SPIRAL

As the time of the prophecies of Nostradamus approach, the Moon Spiral secret organization of mutant psychics prepares to exterminate humanity. A similarly clandestine group is formed by the Japanese secret service, led by special agent Kessaku Yatsumata (Miyasaka), whose assistants include his psychic adopted daughter Chihiro (Yamada) and Nostradamus scholar Toru (Amamoto). Meanwhile agents of Moon Spiral try to turn Chihiro to the dark side, as her powers could prove very useful to them in their plot to ensure that the meek never inherit the Earth.

Rushed into production in the wake of the X-FILES (Asahi, 1995), this retread of OPERATION MYSTERY barely had the change to begin before it was pulled from the airwaves. A last unbroadcasted episode was later included as a bonus on the show's video release. A different angle on prophecies of Nostradamus formed part of the plot of To Heart three years later. Series was produced by Masahiro Tsuburaya. Series was shown on NTV in Japan.

WR. Kazuya Okada, Mihoko Sakai, Masakazu Migita.

DIR. Masahori Tsuburaya, Ken Yumeno, Toshiyuki Takano, Takeshi Yagi

EPISODES: 3 **YEAR MADE:** 1997 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 07/05/1996

AIR DATE OF LAST EPISODE 21/05/1996

SEASON DATE BREAKDOWN:

FILMS:

Kessaku Yatsumata HIROSHI MIYASAKA, Toru HIDEYO AMAMOTO, Chihiro MARIYA YAMADA,
NOBU MANNO.

MOONBASE 3



The year is 2003. Men and woman are at last living on the moon, in small, enclosed communities set up by the various power blocs. But it's a tenuous foothold in an hostile environment, operating on shoestring budgets and an overdraft of Earthly goodwill. No one has it easy, with psychological problems ranking along side technical ones.

Central figures in a large cast of regular and semi-regular were scientific trouble-shooter and new European moon base director David Caulder, his deputy Michel Lebrunm, technical director Tom Hill and team psychiatrist Dr. Helen Smith.

Moonbase 3 is a British science fiction television programme that ran for six episodes in 1973. It was a co-production between the BBC, 20th Century Fox and the American ABC network. Created by Doctor Who producer Barry Letts and script editor Terrance Dicks as a realistic alternative strand of TV science-fiction, it was not a commercial or critical success (Dicks himself has stated in a foreword to a collection of Tom Baker-era Doctor Who scripts that they "overdid the grimness and forgot about the sense of wonder that science fiction is all about").

It starred Donald Houston as Director David Caulder, who is appointed to the position after the previous director was killed while returning to Earth. Ralph Bates was Michel Lebrun, the Deputy Director, who was concerned about keeping to the rules. Fiona Gaunt played Doctor Helen Smith, the base's psychiatrist, and Barry Lowe played Tom Hill, the head of the base technical section.

The programme was notable for its combination of realistic spaceflight procedures, ensured by hiring BBC technical adviser James Burke, and its strong character-based writing.[1] Although very dated in terms of its looks and assumptions about the future, it remains well-regarded in retrospect.

The early 1970s saw the culmination of the US manned moon missions, with Skylab expected to be the next giant leap for mankind. Against such a background of real exploration, Moonbase 3 took the space race a step further in a six part series based on scientific probability rather than pure fantasy.

The series set out to provide intelligent, realistic drama rather than science fantasy. As such, it was a change of pace for its creators, producer Barry Letts and script editor Terrence Dicks, who were run steering the resurgent DOCTOR WHO through some of his most testing adventures. Moonbase 3 also attracted attention for its script consultant - the BBC's own high profile resident science buff James Burke, doyen of the corporation's Applo coverage and star of his own Burke Special series of science programmes. Set in the early 21st Century, Moonbase 3 was an attempt by the BBC to produce a realistic series about what life would be like on the moon. The producer for the series was Barry Letts, the script editor was Terrence Dicks, the designer was Roger Liminton, music was created by Dudley Simpson and the script consultant was James Burke. The costume supervisor was Dee Kelly and the scientific advisor was James Burke.

Principal characters

Dr David Caulder (Donald Houston)

Appointed Director of Moonbase 3 following the death of his predecessor, David Caulder is a scientist, academic and administrator.[6] A lecturer at the University of Oxford, he rose to prominence when he was appointed Chancellor of the University during a period of student unrest and managed to calm the situation down earning him a reputation as a 'Welsh wizard'. The Director-General of the European space effort describes Caulder as a militant liberal, passionately committed to the middle of the road. Caulder sees himself as a buffer, who deals with the political aspects of running the moonbase, giving the others the room to perform the vital tasks of keeping Moonbase 3 operations going.

Dr Michel Lebrun (Ralph Bates)

Deputy Director Michel Lebrun is noted for his rigid adherence to the rules and procedures making him a somewhat inflexible individual who has difficulty understanding the human dimension involved when dealing with other base personnel. The Frenchman is slightly resentful of Caulder's appointment to the position of Director feeling that he has been overlooked for the job though Helen Smith reminds him that he is, perhaps, too young to take up the position at this time.[6] However, when he is ordered to relieve Caulder of command during the attempted rescue of Tom Hill in the episode 'Castor and Pollux', he remains loyal to Caulder and carries out the rescue as planned despite his misgivings about the risks.

Dr Helen Smith (Fiona Gaunt)

Helen Smith is the base psychologist responsible for preparing regular psychological record reports (or PSIs) assessing the mental state of all personnel. An expert in behavioural studies in an alien environment her thesis was titled 'Human beings adjust', she acts as a sounding board enabling individual crew members to adapt to the situation of life on the Moon. However, she develops a trend of engaging in romantic relationships with her most troubled patients as seen in 'Achilles Heel' and 'Outsiders'.

Tom Hill (Barry Lowe)

42 year old Tom Hill is director of operations on the moonbase responsible for flight control and base maintenance. An experienced astronaut, he became a minor celebrity six years before the events of the series take place when he rescued an escaped cat from a spacelab. A down-to-earth no-nonsense type, who dislikes having his work interfered with by management, he generally tries to maintain an informal, casual air calling all female staff as 'love' and calling Lebrun 'Mickey boy', a moniker Lebrun hates.[6][8] However, unhappy about the way Caulder conducted the investigation of his predecessor's death in 'Departure and Arrival', Hill initially maintains a strictly businesslike relationship with Caulder before their relationship thaws in later episodes.

Production

Origins

Terrance Dicks and Barry Letts had been working together, as script editor and producer respectively, on Doctor Who since 1970. Dicks had begun his television writing career on The Avengers and Crossroads before joining Doctor Who as its script editor in 1968. Former actor Barry Letts had changed career into television direction in 1967 and had worked on series such as Z Cars and The Newcomers before being asked to take over as producer of Doctor Who in 1970, where he first met Dicks. In 1972, looking to move on from Doctor Who, the pair started considering a number of ideas for other shows they could collaborate on. Their first idea arose from the successful collaboration they had with the Royal Navy on the Doctor Who serial 'The Sea Devils' which led to them considering pitching a serial set on a frigate only to find they were too late ' the BBC had just commissioned a series, Warship, with that very premise. In late 1972, they developed the concept of Moonbase 3, as an anthology series set on a lunar colony that would 'provide intelligent, realistic drama rather than Science Fantasy',and submitted a pilot script, titled 'Departure and Arrival', to Shaun Sutton, the Head of Drama at the BBC. The series was formally commissioned in December 1972 and would be made, as a co-production between the BBC and 20th Century Fox and the ABC network in America, during the break in production between Seasons 10 and 11 of Doctor Who.

Production

The first Moonbase 3 script to be formally commissioned was 'View of a Dead Planet' on 15 December 1972. This was written by Arden Winch, a respected writer who had written for The Wednesday Play. Two scripts, 'Behemoth' and 'Outsiders', were commissioned from John Brason, who had written for Colditz and Special Branch. The final two scripts, 'The Dark Side of the Moon' and 'The Gentle Rain' (later renamed 'Castor and Pollux' and 'Achilles Heel' respectively), were commissioned from John Lucarotti, a prolific writer whose credits included The Avengers, Doctor Who and The Troubleshooters. Lastly, Letts and Dicks retrospectively commissioned themselves in late May 1973 for their pilot script 'Departure and Arrival'.

In order to achieve a high level of realism, Letts and Dicks hired a technical advisor, James Burke, a science correspondent who was well known to television viewers thanks to his work as anchorman on the television coverage of the Apollo moon landings and for presenting science series such as Tomorrow's World and The Burke Special. Burke decided that 2003 would be a realistic date for bases to have been established on the Moon, telling the Radio Times that 'Men won't go back to the Moon until the 1990s. Neither the Russians nor the Americans have any plans at present and no-one else can afford it. As for the base itself' it should look exactly as it would if they built one tomorrow. They'd be small, supporting 30 or 40 men and running on a shoestring. It'll be like life on a nuclear submarine'.

Cast as David Caulder was Donald Houston, an experienced character actor, who had appeared in 633 Squadron, The Longest Day and The Sea Wolves, and was known for playing authority figures. Ralph Bates, who was cast as Michel Lebrun, had first made a name for himself playing the Emperor Caligula in the Granada Television series The Caesars but was best known as a regular actor in the Hammer horror stable. Fiona Gaunt, playing Helen Smith, had been in a television adaptation of War and Peace while Barry Lowe,

DATE OF PREMIER: 09/09/1973

AIR DATE OF LAST EPISODE 14/10/1973

SEASON DATE BREAKDOWN:

FILMS:

David Caulder DONALD HOUSTON, Tom Hill BARRY LOWE, Michel Lebrun RALPH BATES, Dr. Helen Smith FIONA GUANT, Rao Madhav MADHAV SHARMA (eps 1,4,5), Director General PETER BATHURST (eps 1,3,5), Ingrid CHRISTINE BRADWELL (eps 1,2,4,5), Stephen Partness TOM KEMPINSKI (eps 1,2,4), Peter Conway JOHN HALLAM (eps 1,2,4), Bruno Bertoli GARRICK HAGON (eps 2,4,6), Per Bengtson JURGEN ANDERSON (eps 1,2).

RELATED SHOWS:*DOCTOR WHO*1 - 1 *DEPARTURE AND ARRIVAL*

Dr. Helen Smith becomes concerned over the mental state of one of the pilots, Harry Sanders. She expresses her concerns to the base's second in command, Michael Lebrun, and tries to convince him to get Commander Ransom to remove the pilot from duty. Ransom refuses and assigns Sanders to pilot the Commander's shuttle for a trip to Earth. After a malfunction, Sanders cuts the communications link and goes outside the shuttle to make repairs and is thrown into space. When Ransom attempts to pilot the shuttle it explodes. The European agency sends a Welsh scientist to take over the station and to investigate the shuttle accident.

Wr Terrance Dicks, Barry Letts**Dir** Ken Hannam1 - 2 *BEHEMOTH*

After a number of mysterious deaths, paranoia sets in as the crew begins to believe the deaths are being committed by a "Moon Monster" living on the surface of the Moon.

Wr John Brason**Dir** Ken Hannam1 - 3 *ACHILLES HEEL*

The station's crew suffers from an unusual number of accidents and mistakes. Director Caulder must deal with the problems while trying to operate within his Earth-bound superiors' budgetary limitations.

Wr John Lucarotti**Dir** Christopher Barry1 - 4 *OUTSIDERS*

An auditor is sent to Moonbase 3 from the European Headquarters in Brussels to investigate whether or not the cost of operating the base is justified. Director Caulder demands results for the base scientists as Dr. Helen Smith becomes concerned over the stress on the staff, especially Steven Partness.

Wr John Brason**Dir** Ken Hannam1 - 5 *CASTOR AND POLLUX*

An accident strands Tom Hill in a shuttle between Earth and the Moon. The only person who can save him is Colonel Gararov, a Russian cosmonaut. However, to rescue Hill, Gararov would have to disobey the orders of his superior: General Trenkin, Commander of the Russian moon base.

Wr John Lucarotti**Dir** Christopher Barry1 - 6 *VIEWS OF A DEAD PLANET*

The Arctic Sun Project proposes to use a nuclear explosion over the Arctic, thereby melting the ice and creating a "Garden of Eden." The project's designer, Sir Benjamin Dyce, comes to Moonbase 3 in an attempt to stop the programme, fearing that the explosion will not be contained and will lead to the extinction of mankind. Dyce is unable to convince others of his concern and the nuclear device is detonated. As a thick haze covers the Earth, the Moonbase scientists worry Dr. Dyce may be right.

Wr Arden Winch**Dir** Christopher Barry

MOONDIAL



The story deals with a young girl staying with her aunt after her mother is injured in a car accident. Minty (Siri Neal) spends much of her time wandering around the grounds of a nearby mansion, and is drawn to a sundial that enables her to travel back in time to the Victorian era, where she becomes involved with two children, Tom (Tony Sands) and Sarah (Helena Avellano) and must save them from their own unhappy lives.

Moondial is a British television serial made for children by the BBC and transmitted in 1988. It was written by Helen Cresswell, who also wrote the novel on which the series was based.

Regarded as a nostalgic favourite by followers of 1980s BBC children's drama, Moondial employs extensive location filming (in the grounds of Belton House in Lincolnshire) and fantastical, dreamlike imagery.

The series was produced by Paul Stone and directed by Colin Cant. Other cast members include Valerie Lush as Minty's aunt Mary, Arthur Hewlett as the elderly, mysterious Mr. World and Jacqueline Pearce in the dual role of the vicious Victorian Miss Vole and the present-day ghost hunter Miss Raven.

Belton House where Moondial was filmed actually exists in Lincolnshire. It is about 3 miles just outside Grantham. It is not that far from a number of other great houses / features including, Belvoir Castle, Stapleford Hall, Quenby Hall and Langton Hall. Belton House is a 17th Century house thought to have been built around late 1680s. It is now owned by the National Trust but was originally owned by Sir John Brownlow. The house later came under the name of Cust as the Viscount Tyrconnel who owned it then, died leaving his sister as heir. The House is most noted for its paintings, Rembrandt, Rubens, Ruysdael, Titan and Van Dyck to name a few. Tintoretto's Entombment can be found the the House's chapel.

Interview with Tony Sands

Question 1. What lead you to the part of Tom in Moondial ?

Tony - I went to the Anna Scher Theatre school and they took me onto their books. Moondial was my third audition. I got my first one (a social work video or something similar), missed out on the second one, I think it was a Shakespearian play, and was lucky enough to be picked for Moondial.

Question 2. Was the making of the program and the part of of Tom fun to do ?

Tony - It was such a buzz. Drama and English were my favourite subjects in school and I'm such a massive film fan. It was like living a dream. Plus I got to wear all those trendy clothes. Everyone was so nice too. The cast, the crew, everyone. It was a fantastic experience. I was only fifteen and felt very lucky to be there.

Question 3. Did anything memorable happen during the filming of Moondial ?

Tony - There was that huge storm that struck , I remember turning on the TV that morning and the news was on with all these pictures of devastation. We were lucky and only got the tail end of it. There's lots I remember about the filming but it'd probably bore you. Nothing exciting, just terrible jokes and fluffed takes. I think I might've had the record for most takes.

Question 4. How did you resolve problems of school etc. During the making of Moondial ?

Tony - We had a tutor. My school gave me work and Jane, the tutor, just went from there. She was very nice too. I'm using that word a lot. Siri was sixteen so she got away from doing school work. Lucky her! But Helena and I and a girl called Angela who was Siri's stand in, I think, had to sit and do our work. It was fun though. Well, as fun as schoolwork can get at least. Actually Jane didn't feel like a teacher, more like one of us, which probably helped a lot.

Question 5. What was the reaction of your family and friends when Moondial was released for the first time on BBC1 ?

Tony - My family were obviously very pleased for me. I was in Ireland during the summer and my aunt and uncle there pulled out the video. I can't stand watching myself. But they were very happy for me and have kept a copy (obviously). I had a lot more friends after it was broadcast. I think everyone at school thought it was pretty cool. It was a bit embarrassing. One of my friends came back from Spain telling me he'd seen Moondial dubbed into Spanish.

Question 6. Did the author Helen Cresswell ever make an appearance during the filming of Moondial and if so what was her impression of the program ?

Tony - She popped up on set a few times. She was very friendly and seemed really happy with the way things were going. She told me she thought I fitted her picture of Tom perfectly. She gave Siri, Helena and me signed books. I still have mine..somewhere.

Question 7. Could you bring us up to date with what's happened to you since those days of Moondial ?

Tony - I had work here and there on TV and radio but nothing like Moondial. I had a couple of small roles in Peter Medaks films, "The Krays" and "Let him have it". I haven't been involved too much in acting recently. I was involved in a film project about a year ago but it fell through. I'm working with kids at the moment and loving it. I'm not sure which way to go next. I've always been a bit of an attention seeker, so I may start putting out the feelers again and see what pops up. Who knows, but I'm very happy at the moment.

Tony Sands starring in "The Krays"

Question 8. Do you keep in contact with any of the other cast of Moondial ?

Tony - I lost touch with everyone. I bumped into Siri's cousin a few years ago and he gave me her number, which I lost. Silly me!! I got on well with Siri and Helena. Siri and I would practice our lines together. Most of the time we'd end up knowing each others lines better than our own. I'd love to know how she and Helena are doing. Helena was very sweet. We had the same chaperone, you need a person to look after you when you are under sixteen, who was called Jean. She was lovely. So, erm..nice. She'd met people like Tommy Steele and Roger Moore and probably got a bit tired of me asking what they were all like in person, but, she always told me what she thought of them and never sounded bored of my questions.

Question 9. What are you up to now ?

Tony - I work with special needs kids. I really enjoy it.

Question 10. What are your favourite films and TV ?

Tony - My favourite film is "Singin' in the rain". The Bills very good. I don't have any particular faves at the moment. I used to like Quantum Leap. Black Adder was good. I like Star Trek. Nothing I watch regularly at the moment though.

Question 11. What children's TV did you watch when you were a kid ?

Tony - I used to watch Dogtanian and Ulysses 31. Dangermouse was brilliant. Dungeons & Dragons, that was pretty good. I can't think of anything else.

Question 12. Anything else you would like to add which we have not thought of ?

Tony - I usually have so much to say but I'm a bit lost for words. It's flattering for you to show an interest, especially after all these years. I'd thought Moondial had been forgotten. It's good to know people still remember it. Hope this is what you were looking for. Yours, Tony Sands

Many thanks to Tony for taking the time and trouble to answer all our questions concerning his time acting on the set of Moondial. Thanks also for making Moondial one of the best children's programs to have appeared on British Television.

Series Produced by Paul Stone .. Executive producer.

Series Original Music by David Ferguson.

Series Film Editing by Malcolm Banthorpe.

Series Production Design by Malcolm Thornton.

Series Costume Design by Juanita Waterson.

Series Makeup Department - Marion Richards .. Makeup designer.

Series Production Management Mick Evans .. Production manager, Stephen Haggard .. Production manager.

Series Art Department - John Charles .. Properties buyer , Liz Friedman .. Graphic designer.

Series Sound Department - Brian Robinson .. Sound.

Series Visual Effects by Andy Lazell .. Visual effects supervisor, Adam McInnes .. Video effects supervisor.

Series Camera and Electrical Department - Ian Dow .. Lighting technician, Barry Milne .. Vision controller, Trevor Wimlett .. Camera operator.

Series Other crew - Gail Berryman .. Assistant floor manager, Sue Hills .. Production assistant , Adam Scott .. Assistant floor manager.

WR. Helen Cresswell

DIR. Colin Cant

EPISODES: 6 **YEAR MADE:** 1988 **COUNTRY:** GB **SEASONS:** 1

BRITISH BROADCASTING CORPORATION (BBC)

CREATOR: HELEN CRESSWELL

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIAL

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 10/02/1988 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Araminta 'Minty' Cane SIRI NEAL, Tom TONY SANDS, Sarah HELENA AVELLANO, Miss Raven JACQUELINE PEARCE , 'Old' World ARTHUR HEWLETT, Aunt Mary VALERIE LUSH, Kate Cane JOANNA DUNHAM, John Benson MARTIN SADLER , Mr. Maggs JOE YORK, Dorrie NAOMI ELVIN , Mrs. Crump OLWEN GRIFFITHS , Footman FRANK TREQUER, Nurse ALISON ROWLEY, Kitchen maid FIONA WHITELAW.

Books Based on this series.

MOONDIAL

HELEN CRESSWELL

- *PART SIX*

After a brief stop at the hospital Minty finds herself back in the graveyard. She sees Tom who informs her that Dorrie is spitting blood as well. She now finds out that Tom's name is really Teddy Larkin and that Tom is just a nick name. Minty asks him to meet her at the moondial at midnight tonight. Minty hears that Ms Raven is going on a ghost hunt that very night. Minty feels that something is going to happen tonight. She looks at the church from the window and thinks that she needs a lucky charm to protect her. Suddenly she realises what charm is necessary. She goes and fetches a small hand mirror which has the mirror in the shape of a cross. At about 11:30 or so Ms Raven sets off. Minty also leaves and heads for the moondial. She meets Tom sitting on the moondial. Minty thinks she knows who the figure is on the moondial. They both stand on the dial and she says "light and shadows in turns but always love" The dial then spins and they both appear in a new time, it is cold November night. The small figure of Sarah is seen moving in the distant. Minty and Tom run towards her. Sarah is talking to herself and indirectly lets them know that it is Halloween. Sarah is attempting to get the waters to heal her face for the last time. While she is singing a large number of hooded figures appear with animal masks carrying pumpkins. They encircle the fountain where Sarah is chanting "Devil's coming". Sarah makes a run for it to escape them, but they run after her. Minty and Tom run to help Sarah. Minty tries to frighten them off by threatening them with things about the Devil. They fall for her threats and this allows Minty Tom and Sarah to escape. The masked boys soon realise they have been fooled by Minty and Tom and so set off in pursuit. Minty, Tom and Sarah head for the moondial. Once there Minty reveals the mirror and shows it

to Sarah. Sarah is afraid but eventually looks into the mirror. The mirror does not crack. Sarah realises she is a pretty young girl, not the monster she was told. Ms Vole then appears and heads right for the trio. Minty then points the mirror at her and she is utterly destroyed. Tom and Sarah are now free and vanish as Minty heads back to her time. Back in the bedroom she takes out the mirror to see it. It has cracked (was Ms Raven / Augusta Vole the Devil). She then goes to the hospital and while she is there talking to her mother, mum opens her eyes and starts talking. Back at Aunt Mary's house, Ms Raven has now gone. Minty goes to see World who knows she has set the children free. Minty then goes to the graveyard and stands by the little grave of Teddy - Edward Larkin alias Tom. In the distance we see a Tom, Sarah and Dorrie running off happily together, free at last and so ends a classic BBC children's drama.

1 - 1 *PART ONE*

Moondial begins with an opening night sequence showing a girl in old fashioned nightdress running through a gateway and into a church ground, she then opens a very large gate and enters a garden garden - she reaches a large grey / white statue and clasps the moondial it supports. She then runs back towards a dark old house with a single light in the doorway. She runs along the path leading up to the light and then up some large stone steps. She peers inside and sees a small girl running towards her on the other side of the glass. Through the window a struggle between a young girl and an older person can be seen. After the death of her father Minty and her mother visit Aunt Mary (Minty's godmother). It is hoped that the break in the country will help Minty and her mother come to terms with the loss. Aunt Mary used to look after Kate when she was younger as Minty has her bedroom. Her mum shows Minty round the bedroom - full of old photos and in particular an old patchwork quilt full of Aunt Mary's memories. Minty and her mum can see the church from the bedroom window and decide to go for a walk. The scene then shifts to churchyard where Minty and her mother are walking. Minty goes round the corner of the church and discovers a barrier of cold air and a wind around particular stonework. It is now time for her mum to leave and Minty gives her a hug before she leaves in her car. Minty goes back into the house and sits down at a table spread with jelly, sandwiches and cake. Before she can begin eating, the telephone rings and Aunt Mary goes to answer it. Minty then learns that there has been an accident between Minty's mum's car and a lorry. Aunt Mary then says that a Mr Benson has gone to the hospital to see Minty's mum. Minty wants to go out for a walk but is told to stay away from the village. She is told to go and see the large House with Will World at the lodge.

NOTE:

The music used in the series opening sequence & closing credits (also appearing throughout the series) has got to be one of the most scariest pieces of music I have ever heard used in a BBC children's drama.

The Music is by David Ferguson who did a number of children's TV series in the 1990s.

1 - 2 *PART TWO*

Minty returns to the garden and walks down a long pathway set between the lawns. She seems to know that she has been here before but is unsure when. Minty then sees the Moondial (she calls it a sundial) and as in her dream the night before she touches it. Minty appears to become faint. She clasps her head in her hands as she is becoming more and more disorientated. All at once the spinning feeling reduces and Minty appears to come to herself although the surroundings appear slightly different. She sees an estate gardener in the distance disappear and then reappear before her eyes. The moondial then starts to spin very fast. Minty holds her head and keeps her eyes closed during this motion. She steps off the Moondial unsure of where she is and runs towards the house. Mr Benson asks Minty to return to the hospital as there has been no change in her mum Kate's condition. Minty then goes back into the large house and stands in the main entrance (black and white chequered floor). She then walks to the large outside window seeing the moondial at the end of a large grand pathway. She calls it a sundial and goes outside to it and then places both hands on it and closes her eyes. We then see the whole dial rotate with her on it. Minty then opens her eyes and it is nighttime. She cannot believe that the hours have past so quickly. She can hear a small girl singing to herself (one of the songs is "boys and girls come out to play"). Minty joins in and then tries to speak to the girl but only gets to know the girl's name before an unseen adult woman comes forward and grabs Sarah. Sarah is obviously terrified of this woman and rushes off. We hear the woman saying "you've frightened the moon away" in a stern voice. Minty then closes her eyes and asks to go back and the dial then rotates again. When it stops, however, she finds that it is day time again but she is now back in Tom's time period. He asks why she has been away for days even though in Minty's time it has only been a single day. Tom's cough is getting noticeable worse.

1 - 3 *PART THREE*

We learn that Tom's sister Dorrie (coachman gave him a message) has sent some word of where she is. Minty agrees with Tom that it would appear he has grown in stature since they last met. Tom then admits that Minty is not the only ghost he has found in the gardens, she is smaller and only seen at night. He reveals that Sarah is her name, to which Minty says that she has also seen her. Before anything else can

be said, the gardener (Mags) appears and shouts at Tom. Both children run off and hide round the back of the house. On looking around the corner Minty sees a coach and family with maids and footmen in attendance. Tom is again shouted at by the footman who apparently cannot see Minty though. Tom at this point discovers that he is the only one who can see Minty and in order to prove this, takes her into the kitchen. The cook and maids look right through her and admonish Tom for standing doing nothing. The nasty cook grabs Tom and marches him down dark corridor and locks him in dark room. Minty who had followed also finds herself locked in. Minty at this point sits down and closes her eyes and when she re-opens them, finds herself once more in the present day and back beside the moondial. Back now with Aunt Mary the two are making up the room for Ms Raven. Minty is most upset to find that Ms Raven has been in her room looking at the pictures on the wall and asking questions about them. Minty then lies on her bed and records her thoughts into a tape machine. "Tonight, I will go tonight, before she gets here" Minty says to herself. Later that same day she runs into the night in just her night gown. She runs through the church gates and across the graveyard. She is then stopped by the large closed gates leading to the large house. She thus goes through the bushes and over a wall before walking slowly down the path towards the moondial. She then stops at the moondial and asks it "Who are you?" She then touches the moondial and closes her eyes. It begins to rotate.

1 - 4 *PART FOUR*

The Moondial comes to a stop and Minty is again back in the past and finds it is night there to. She leaves the Moondial and walks down the path in the dark. Minty continues down the dark path and hears a girls voice singing and catches glimpses of others following the singer. The singer is Sarah a young girl and gradually she is surrounded by hooded boys all chanting "What's the time Mr. Wolf?" They shout louder and louder, then the words change and Minty hears them shouting "Moondial" - "Moondial" - "Moondial." The chanting again changes to "Devil's child." Sarah starts screaming and so Minty rushes forward shouting. The boys are frightened by this unexpected course of events and so scatter in all directions. Another voice is then heard harshly shouting "Sarah", "Sarah." Sarah, then falls to the ground in a faint. The hooded figures vanish into the night and the Governess, for want of another title, then appears - lifts Sarah to her feet and reviles her with the words "you really are a devil's child." Minty finds herself back in her bedroom again. We are unsure here as to whether this is a dream or not but it looks like morning. Minty is walking in the trees, surrounded by mist she can hear voices - children's voices. Now she can see small cloaked shadowy figures running around. The children are stood in a ring chanting "Devil's child" going round and around a small doll like figure in the middle. The doll has a cloak and a sack for a head. The children now start to hit the figure with large sticks and then stamp on it shouting "Dead." Minty watches them parade round the doll before they throw it onto the fire. Minty is back in the her world now and goes to see World. She asks about the dial and the path and the figures attached to the moondial. World says that he has a book on sundials that he gives to Minty. He tells her that "Clock time is mean time, Sun time is apparent time, Real time is star time" to which Minty asks if this is the same as Moon Time. World does not know but supposes so as the moon and the stars are seen together. Minty's tape is given to Mr Benson for her mother Kat to listen to. It is hoped it will bring her out of a coma. Back in the House Minty sees a small bag in the hallway. She can hear voices in the kitchen and goes to investigate. There she is introduced to Ms Raven (those of you who watch / remember Blake's 7 will recognise her as Servalen) by Aunt Mary.

1 - 5 *PART FIVE*

Ms Raven asks Minty to show her the gardens and Minty reluctantly does. Minty tries to move Ms Raven away from the direction of the moondial but Ms Raven heads straight for it. Minty tries to distract her by whistling but this fails. Ms Raven asks Minty if she feels anything as she stands near the moondial. To Minty's relief, Ms Raven then sees the church and heads off towards it leaving a slightly happier Minty. Minty gets up at dawn the next day and goes to the moondial. She touches the dial, closes her eyes and it begins to spin. Next she is seen by Tom, who quickly asks her to come with him. They both see Sarah, she is walking on her own singing quietly in daylight. She gets to the fountain whilst talking to a flower. Tom calls out to her and we get to see her face as she turns around. We see she is a lovely young girl with a birthmark down one side of her face. Sarah instantly runs off but is pursued by Tom and Minty. They all enter the house at which point Tom and Minty realise they are invisibly to everyone except Sarah. Sarah talks to them and asks who they are. They tell that they are her friends. The Governess arrives and sternly takes a frightened Sarah upstairs into a room. We discover that the Governess looks identical to Ms Raven (Servalen again), she is a 37 year old spinster named Ms Augusta Vole who is paid a salary to take care of Sarah. Ms Vole begins to systematically terrify Sarah saying that if she looked in a mirror then the glass would crack and the Devil would come for her. Ms Vole then takes all the sheets off the walls in the room revealing large mirrors. Sarah is terrified, and hides herself under the a bed cover. Eventually it becomes too much for Tom and he runs down the stairs closely followed by Minty. Ms Vole senses something and shouts out "who is there?" Minty eventually catches up with Tom who begins coughing again, now he begins to produce blood and he fades away before her eyes. Minty calls for him to come back but leaves the house and into the garden. There she stands in front of a small statue in the garden and sees a similarity with Ms Raven and Ms Vole. Suddenly she is bewitched by voices saying "the Devil

will get you" and a frightened Minty runs back to the moondial hoping to escape.

MOONLIGHT MASK

AKA: **Gekko Kamen**



Wapped from head to toe in a white suit, white turban, white cloak, white boots and white gloves, Moonlight Mask (Ose) is a lunar envoy sent to Earth to protect humanity from evil. His catchphrase is "Don't Hate, don't kill, but forgive," although while he never causes the deaths of his adversaries, he is not above a big fight at least once an episode. He rides a motorcycle to each crime fighting mission, which is often the most expensive prop on the show - the advertising company that made MM was so impoverished that their chairman's office doubled as a set on many occasions and several bit parts were filled by passing employees in the style of the later Vampire.

The evil Skull Mask fights against the good Moonlight Mask as they struggle over the blueprints of a formidable new weapon called Ho-Joe Bomb, poetically indicating something about the post-war Japanese relationship to the US. The good masked figure is revealed to be the policeman investigating the theft of the plans and the evil one the inventor's assistant

Producer Shunichi Nishimura had always intended to make a period drama set in Japan's recent past, in the fashion of the many U.S. westerns crowding the Japanese TV schedules at the time. However, lack of funding caused him to shelve his planned adaptation of Jiro Osaragi's Kurama Tengu books about a man on a white horse righting wrongs in 19th Century Japan. Instead, he made MM, shooting in modern-day locations to save money. The first superhero show in Japan, MM was the inspiration for Harimao and EYE OF THE JAGUAR and the ancestor of much of modern-day Japanese children's TV, such as KAMEN RIDER.

With its tales of a strange visitor from another world who comes to Earth with powers and abilities far beyond those of mortal men, it owes an obvious debt to the George Reeves ADVENTURES OF SUPERMAN which, with a rating of 74.2%, was the highest rated show of any kind on Japanese TV by 1958. Broadcast on the same KRT channel that was the Japanese home of the Man of Steel, MM rode that wave of popularity, to secure its own rating of 60.8% the same year. The success of MM would allow Nishimura to make his long-awaited "Japanese Western," the samurai.

The MM series can be subdivided into several separate story arcs, comprising the evil deeds of Skull Mask (Dokuro Kamen), followed by The Secret of Paradai Kingdom (Paradai Okoku no Himitsu), in which the evil Satan's claw murders Prince Shapnash, the ruler of the counter that needs MM's help. Mammoth Kong (Kaiju Kong) featured an international assassin's guild targeting the ten most important people in Japan and using a monster to attack police chiefs and government officials.

The Ghost Party Strikes Back (Yureito No Gyakushu) features intrigues around a mine with a dark secret, which is jealously sought by the obligatory group of masked men in black. However, by the time the show had reached its fifth story, Avoiding Revenge (Sono Fukushu ni Te o Dasuna), it was coming under fire from the media. In a foreshadowing of the violence debates that would plague its distant descendant the MIGHTY MORPHIN POWER RANGERS, MM was removed from the air amid complaints from parents that their children were imitating its dangerous stunts and fight sequences. Consequently, the sixth story arc, Dragon's Fang, did not appear on TV, although it was continued in manga form in a strip drawn by Jiro Kuwata from Shonen Club, as a novel serialized in Shonen Magazine by original creator Yasunori Kawauchi, and eventually as part of the anime version screened on NTV in 1972.

The live-action MM lived on at the movies, in six films made between 1958 and 1959. MM, directed by Tsuneo Kobayashi and featuring Fujitake Omura in the title role, ended on a cliffhanger and was completed by Death Battle as Farthest Sea (Zekkai no Shito), followed by remakes of the Paradai, Kong, and the Ghost Party arcs and the climactic End of the Evil (Akuma no Saigo), in which MM must track a serial killer known as the White Haired Monster.

A new movie remake, updated for a new generation, followed in 1981, directed by Yukihiro Sawada and with

the hero played by Daisuke Kuwabara. The hero was reborn in 2000 as a kiddie carton. MM was also lampooned in Go Nagai's erotic comedy Kekko Kamen, in which the world is threatened by Satan's Toenail.

The duration for the show varied, the first 72 episodes was 10 minutes long, and the final 69 episodes were 30 minutes long.

The dates for the five serials were 24th February 1958 - 17th May 1958 (1), 25th May 1958 - 12th October 1958 (2), 19th October 1958 - 26th December 1958 (3), 4th January 1959 - 29th March 1959 (4), 5th April 1959 - 5th July 1959 (5).

Series was produced by Shunichi Nishimura.

Theme : Gekko Kamen Wa Dare Desou - Lyrics by: Kawauchi Kohan, Composed by: Ogawa Hirooki, Sung by: Kondo Yoshiko and the King Ko Kyu Tai (The King Children's Peace Club).

This was the first ever SF show made in Japan by the people who brought you the Godzilla films.

Episode 1

Uncredited (Moonlight Mask), Omura Fumitake (Iwai Jyuro), Usami Jyunya (Dr. Nakayama), Mine Hiroko (Nakayama Ayako), Yanagi Yakan (Dai Gorohachi), Komiya Mitsue (Yuri), Hasebe Ken (Tiger Shiraki), Sasaki Takamaru (Dr. Akaboshi), Sudo Ken (Inspector Matsuda), Hara Kunio (Shigeru), Fuji Tamami (Konomi), Sawa Shoken (Adala Khan), Yamamoto Rinichi (Kokui No Otoko [The Man In Black]), Uncredited (Dokuro Kamen)

Episode 2

Uncredited (Moonlight Mask), Omura Fumitake (Iwai Jyuro), Uemura Kenjiro (Satan No Tsume), Tsukioka Chiaki (Asakawa Masako), Matsushima Tomoko (Asakawa Fujiko), Yanagi Yakan (Dai Gorohachi), Watamizu Yaeko (Kaboko), Matsumoto Kanbei (Dr. Yuuki), Sudo Ken (Inspector Matsuda), Hasebe Ken (Reporter Yamada), Hara Kunio (Shigeru)

Episode 3

Uncredited (Moonlight Mask), Omura Fumitake (Iwai Jyuro), Yanagi Yakan (Dai Gorohachi), Hara Sen (Pataren Oyu), Watamizu Yaeko (Kaboko), Nagata Yasushi (Tasaka Yuichi), Yamamoto Rinichi (Kong), Yusef Ottoman (Doctor), Hasebe Ken (Reporter Yamada), Matsuda Jyunji (Dr. Yamawaki), Sudo Ken (Inspector Matsuda)

Episode 4

Uncredited (Moonlight Mask), Omura Fumitake (Iwai Jyuro), Yanagi Yakan (Dai Gorohachi), Watamizu Yaeko (Kaboko), Sumida Tomohito (Shigeru), Kurose Chieko (Konomi), Fujisato Mayumi (Orin), Matsuda Jyunji (Inspector Matsuda), Naruse Masahiko (Assistant Fujita), Kayama Mitsuko (Naoko), Sasaki Takamaru (Ooka Tetsuzo), Santo Akiko (Ooka Haruko), Ando Mitsuo (Detective Sugiyama), Kubo Hajime (Detective Nobura), Saito Shiko (Dr. Suzuki), Kusakari Ryuhei (Reporter Yamada), Katayama Akira (Dr. Yoshikawa)

Episode 5

Uncredited (Moonlight Mask), Omura Fumitake (Iwai Jyuro), Yanagi Yakan (Dai Gorohachi), Watamizu Yaeko (Kaboko), Sumida Tomohito (Shigeru), Kurose Chieko (Konomi), Matsuda Jyunji (Inspector Matsuda), Shimizu Ichiro (Dr. Shiragami/Shiragami Oni [White Haired Devil]), Oka Jyoji (Nishikawa), Harold S. Conway (Snyder), Naruse Masahiko (Kitagawa), Ando Mitsuo (Detective Sugiyama), Kubo Hajime (Detective Nobura), Saito Shiko (Higashijo Saburo), Santo Akiko (Taeko), Umemiya Tatsuo (Shiragami Tetsuya), Hinoki Yuuko (Nishikawa Toshiko).

Based on the Shonen Club manga by writer Kawauchi Kohan and illustrator Kuwata Jiro.

May have inspired Ishinomori Shotaro in creating the Kamen Rider series (which began as a concept originally called Skull Man).

Prolific writer Kawauchi Kohan is also responsible for the creation of Na Na Iro Kamen (Seven Color Mask; 1959), Ai No Senshi Rainbow Man (Warrior of Love, Rainbow Man; 1972), Hikari No Senshi Diamond Eye (Warrior of Light, Diamond Eye; 1973), and Seigi No Symbol Condor Man (Symbol of Justice, Condor Man; 1975).

During its time, it was the number one show among children.

Unfortunately, due to a number of cases where children got hurt mimicking the action sequences from the show, Gekko Kamen was pulled from TV at the peak of its popularity.

Episode 6 Dragon No Kiba (Fangs of the Dragon) was published in manga form in Shonen Club. Kuwata Jiro (who was the artist behind 8-Man) drew the manga. Kawauchi Kohan also continued the series within the pages of Shonen Magazine.

The TV Serial was eventually shortened and shown as full length movie compilations with new footage inserted. TV series actor, Osei Koichi was replaced by movie actor Omura Fumitake in the movie features.

There have been at least three remakes of this series.

Episode 1 Dokuro Kamen (The Skull Mask)

Professor Nakayama has created the H-O Joe Bomb which is able to create a vacuum and destroy the oxygen within a selected area (similar to the Oxygen Destroyer Device in Godzilla). Agents of an International Spy Ring have stolen the device. Its leader, Dokuro Kamen wants to use the device to blackmail the world. It's up to Gekko Kamen to stop him.

Episode 2 Paradai Okoku No Hiro (The Treasure of the Paradise Kingdom) AKA Satan No Tsume (Satan Claw)

The Raja of Paradise Kingdom has been assassinated by the mysterious villain called Satan No Tsume. Satan No Tsume steals from the dead Raja, a map leading to Paradise Kingdom's 5 Hundred Billion Dollar Treasure Archive. However, in order to decipher the map one needs the fabulous jewel the Eye of Allah. It's location is known only by the Raja's daughter, the Princess of Paradise. Satan No Tsume and his agents go after the beauty. Gekko Kamen must save the Princess and Protect Paradise's Treasure.

- Chapter 1 Satan No Tsume (Satan Claw)
- Chapter 2 Ogon No Kagi (The Gold Key)
- Chapter 3 Jiken Wa Tobu (The Case Begins)
- Chapter 4 Megami To Majou (The Goddess and the Witch)
- Chapter 5 Seigi No Giyakushu (Justice Strikes Back)
- Chapter 6 Hana Tou Kenjyu (Flowers and Guns)
- Chapter 7 Futatsu No Kao (Two Faces)
- Chapter 8 Ogon No Oni (The Gold Devil)
- Chapter 9 Akuma No Shotai (The Demon Revealed)
- Chapter 10 Butai Wa Mawaru (The Stage Revolves)
- Chapter 11 Jikoku No Kiseki (The Hellish Wonder)
- Chapter 12 Ketsen Oushi (The Showdown Approaches)
- Chapter 13 Agit Wa Dokoda (Where Is The Agitpunkt) *Agitpunkt (Agitating Point = Secret Base)
- Chapter 14 Tsumi No Tsugunai (Atonement)
- Chapter 15 Seigi Wa Shinazu (Justice Never Dies)
- Chapter 16 Jyoho Kitaru (Information Arrives)
- Chapter 17 Kane Wa Mamono (Greed)
- Chapter 18 Arashi Wa Chikai (Evil Is Afoot)
- Chapter 19 Totoki Giseisha (The Noble Victims)
- Chapter 20 Paradi No Tsuki (Moon Over Paradise)
- Chapter 21 Akuma No Saigo (The Evil Is Dead)

Episode 3 - Mammoth Kong

A International League of Assassins has targeted a group of ten influential Japanese citizens for extermination. Using the services of a captured experimental ape called Kong, they proceed in their dastardly mission (shades of Murders In The Rue Morgue). Gekko Kamen goes after the League and tries to save Kong from being killed by the Police.

- Chapter 1 Ikiteiru Kaiju (The Monster Is Alive)
- Chapter 2 Yogen Tekichu (Prophecy Realized)
- Chapter 3 Nerawareta Sosai (Gunning For The President)
- Chapter 4 Umi No Ketsen (Showdown At Sea)
- Chapter 5 Sokoku No Tame Ni (For Love Of Country)
- Chapter 6 Fujimi No Tatakai (Immortal Combat)
- Chapter 7 Chie Kurabe

Chapter 8 Seigi No Giyakushu (Justice Strikes Back)
 Chapter 9 Meiro No Tsuiseki (Chase Through The Maze)
 Chapter 10 Ayaushi Mei Tantei (The Dangerous and Magnificent Detective)
 Chapter 11 Aku Wa Oyobiru (Evil Is Destroyed)

Episode 4 Yurei Tou No Giyaku Shu (The Ghost Clan Strikes Back)

Ooka Tetsuzo has discovered the secrets to creating Uranium. The Mysterious Yurei Tou (Ghost Clan) wants this formula and kidnaps Ooka's sister Haruko to force him to diverge that information to them. Gekko Kamen arrives to save the day but can even he defeat the Black Clad Members of the Ghost Clan and its leader who seemingly has ESPer powers.

Chapter 1 Yurei Tou No Giyaku Shu (The Ghost Clan Strikes Back)
 Chapter 2 Seigi O Shinaze Yo (Justice and Truth)
 Chapter 3 Yurei Taifun (The Ghost Typhoon)
 Chapter 4 Film No Himitsu (The Film's Secret)
 Chapter 5 Shi No Saiminjitsu (The Hypnotic Death)
 Chapter 6 Tochi O Mamoru Hitobito (Protectors of the Land)
 Chapter 7 Arijikoku (Doodlebug)
 Chapter 8 Jyumon No Heiya (The Enchanted Room)
 Chapter 9 Majin No Hi (Flames of Evil)
 Chapter 10 Aku No Jittei (Servants of Evil)
 Chapter 11 Kamen No Onna (The Masked Woman)
 Chapter 12 Shi No Anshitsu (The Dark Room of Death)
 Chapter 13 Akuma Wa Shimetsu Suru (The Demon Self Destructs)

Episode 5 Sono Fukushu Ni Te O Dasuna (Don't Interfere With Revenge)

World War II criminal scientist Dr. Shimegami (nicknamed the Whitehaired Devil) has left a cache of gold on a deserted island in the Pacific. Chinese Forces have since taken over the Island and now Dr. Shimegami, who had fled the island returns to get his gold back. He launches a series of attacks using poisoned spiders against the island inhabitants. At the same time, a Criminal Syndicate has also learned of the gold and launches its own missions to get the gold. Can Gekko Kamen stop both Dr. Shimegami and the Criminal Cartel?

Chapter 1 Nerawareta Otoko (The Targeted Man)
 Chapter 2 Seigi No Hata (Flag of Justice)
 Chapter 3 Osaka Eki Taiketsu (Showdown At Osaka Station)
 Chapter 4 Dokuro Kamen Shutsugen Su (Skull Mask Returns)
 Chapter 5 Dai Ichi No Kokuhaku (The First Confession)
 Chapter 6 Fukou Na Otoko (The Misfortunate Fellow)
 Chapter 7 Dokuro No Hangeki (Skull Mask's Counter Attack)
 Chapter 8 Doku Gumo No Himitsu (Secret of the Poison Spider)
 Chapter 9 Migoto Naru Keiyaku (The Brilliant Plan)
 Chapter 10 Ikiteita Saishi (The Mother & Child Are Alive)
 Chapter 11 Shikeidai No Gekko Kamen (Death Sentence For Moonlight Mask)
 Chapter 12 Agit Shugeki (The Agitpunkt Raid) *Agitpunkt (Agitating Point = Secret Base)
 Chapter 13 Keishicho Tai Aku No Sokutsu (The Police vs. The Evil Hive)
 Chapter 14 Ten No Sabaki (Judgment Day)

WR. Yasunori Kawauchi

DIR. Sadao Funatako

EPISODES: 141 **YEAR MADE:** 1958 **COUNTRY:** JAP **SEASONS:** 5

TOEI

CREATOR: SHUNICHI NISHIMURA

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 10 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN:

DATE OF PREMIER: 24/02/1958 **AIR DATE OF LAST EPISODE** 05/07/1959

SEASON DATE BREAKDOWN:

FILMS: GEKKO KAMEN (aka THE MAN IN THE MOONLIGHT MASK aka THE MOONBEAM MAN) (1958)

FUMITAKE OMURA, JUNYA USAMI, HIROKO MINE, MITSUE KOMIYA, YAEKO WAKAMIZU,

YASUSHI NAGATA, Jûrou Iwai/Moonlight Mask KOICHI OSE, Dai Gorohachi KANICHI TANI, YUKIE
NUNOCHI, KAZUYA OGURI.

RELATED SHOWS:

KAMEN RIDER

MORGEN GEBEURT HET

The series was in Dutch and shown in the Netherlands.

WR. Mies Bouhuys

DIR. Jef De Groot

EPISODES: 0 **YEAR MADE:** 1957 **COUNTRY:** NOR **SEASONS:** 1

AVRO TELEVISION

CREATOR:

TYPE OF SHOW:

FORMAT: SERIES

LENGTH (MINS): 0

STILL IN PRODUCTION: No **B/W:** Yes **COLOUR:** No **LANG:**

SEASON BREAKDOWN:

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Professor Plano TOM LENSINK, Apeiron FRITS BUTZELAAR, Vogelman 3 DRIES KRIJN, Peter Zandvliet MANFRED SCHULTE, Alkeitos, Hyperion 1 JOHN SOER.

MORK AND MINDY



As Mork, Williams took the classic 'stranger in a strange land' theme and literally stood it on its head. Totally unaccustomed to the ways of Earth, alien Mork sits on his head, drinks with his fingers, talks to eggs, wears suits backwards, grows down not up and wears a watch on his ankle. Williams dominated the show. His lightning improvisation, funny voices, frenetic rubber-faced clowning and relentless stream of ad-libbed one-liners gave the one-gag variants their velocity and momentum. His co-star, Pam Dawber (Mindy) admitted: 'He is the show, I'm lucky I got my name in the title'.

A misfit in his own world because of his sense of humour, Mork was sent to observe Earth's primitive society whose customs were beyond Orkan understanding. Landing in his giant eggshell near Boulder, Colorado, he was befriended by Mindy McConnell, a clerk at her father's music store and came to live with her family where he tried to adjust to Earth's ways while everyone else tried to get used to his.

Mork and Mindy's relationship started out platonic. But three seasons and 93 shows is a long time and eventually, after Mindy had graduated as a journalism student and become a TV reporter, they fell in love and married, honeymooning on Ork. Then Mork discovered he was pregnant, and laid an egg from which hatched their middle-aged son Mearth - who will grow younger each year.

The series introduced various regular characters over the three seasons, including Exidor, a crazy UFO prophet, grouchy neighbour Mr Bickley, brother and sister Remo and Jean da Vinci from the Bronx, Mindy's ambitious cousin Nelson and her TV station boss Miles Sternhagen. And, of course, Mearth, played by Williams's childhood hero Jonathan Winters.

Spin-off from a February 1978 episode of "Happy Days" (15 Jan 1974-12 July 1984) where an alien from the planet Ork came to Earth and tried to kidnap Richie Cunningham (Ron Howard). The episode generated so many letters to the ABC that they created this new series. Mork did not fit in on Ork, because he alone had a sense of humor, and so he was semi-exiled to Earth by the leader, Orson. Mork was supposed to figure out humans, which the Orkans had never been able to do. He would report back to Orson at the end of each episode in an explanatory monologue that would end with the catch-phrase "Nanu nanu." Mork soft-landed in a giant egg just outside Boulder, Colorado, and was taken in by Mindy MConell, who worked at her father's music store (just as Philip K. Dick worked at a record store in Berkeley and saw the world through unique perspectives).

Mork combined human and Orkian customs in a wacky but well-meaning way that had him pegged as just plain nuts. Everybody was worried about Mindy keeping this weirdo in her attic, except for hip grandma Cora. The show had great ratings for a season, until ABC foolishly rewrote it, in blatant disregard for the first law of television: if it ain't broken, don't fix it. The second season started with a complete change of supporting cast and an episode in a strange world of good and evil archetypes. ABC also moved the show from a Thursday slot to Sunday.

The ratings immediately plummeted by over 50%. The network restored the show to its former Thursday slot, simplified the confused story line, and brought back Cora and Frederick McConnell, who had supposedly toured as an orchestra conductor during his hiatus. The brother-and-sister pair from the Bronx, the DaVincis, were added (to no good effect). Mindy's cousin Nelson, an irritating preppie/yuppie came into the show, and downstairs neighbor (think "Dennis the Menace" Mr. Wilson) Mr. Bickley had his role expanded.

The lunatic Exidor made recurring appearances, as a friend of Mork who babbled new-age prophecy and led a cult "The Friends of Venus" made of imaginary invisible members. Mindy somehow parlayed her journalism classes into employment at KTNS-TV under Mr. Sternhagen. Ratings partly rebounded. In Fall 1981, Mork and Mindy were married, and had a unrealistic honeymoon on Ork. Mork then gave birth to fully-grown Jonathan Winters, who called Mindy "Shoe" and Mork "Mommy." He grew younger and younger. Robin Williams and Jonathan Winters were the highpoint of network comedy, but could not by themselves get ratings back to what ABC demanded.

ONE OF THE MOST POPULAR SERIES of the Seventies had its roots in a sitcom set in the Fifties. In the HAPPY DAYS episode My Favourite Orkan, an alien named Mork (Robin Williams) from the planet Ork attempted to kidnap Richie Cunningham. The frenetic character proved so popular with audiences that seven months after his debut in February 1978, Mork had his own series, Mork and Mindy.

The inhabitants of Ork had long studied Earth from afar, and decided that with his prior experience with Earthlings, Mork would be the perfect candidate for an extended field mission. (And since most Orkans were a humourless lot, this got the uncharacteristically anarchic Mork off their homeworld.) Mork's egg-shaped spaceship landed near Boulder, Colorado, and he quickly befriended Mindy Beth McConnell (Pam Dawber), an open minded journalism student at the University of Colorado, who worked in her father's music store. In order to convince the sceptical Mindy of his extraterrestrial origins - and that he's not a priest - Mork took her back in time to Fifties Milwaukee to meet Fonzie (Henry Winkler) and Laverne (Penny Marshall).

Suitably convinced, Mindy reluctantly allowed the alien to live in the attic loft of her home - a situation which didn't sit well with her uptight father Frederick (QUARK's Conrad Janis), but delighted her hip grandmother Cora (Elizabeth Kerr). At the end of each episode, Mork would report back his findings to his unseen supervisor, Orson (the voice of Ralph James). Clad in his red Orkan uniform, Williams would humorously summarise each episode's underlying moral.

Thanks to a combination of Williams's winning behaviour, uproarious slapstick and ad-libbing, and bizarre Orkan customs (like wearing his wristwatch on his ankle, sitting on his head, sleeping upside down and drinking with his fingers) and language ("nanu, nanu" and "shazbot"), Mork and Mindy became an instant hit.

Unfortunately, after the first season the producers ignored the old adage "If it ain't broke, don't fix it," and their tampering eventually spelled the series' end. Mindy's father and grandmother vanished from the show - Fred was said to be taking part in a cross-country musical tour - although both would return in later seasons, and Eugene (Jeffrey Jacquet), a frequent customer to the music store, was phased out entirely. The only remaining original support cast were Mork and Mindy's downstairs neighbour Franklin Delano Bickley (Tom Poston), a grump who designed business cards for a living, and Exidor (Robert Donner), the white-robed leader of the Friends of Venus UFO cult.

New cast additions included the Bronx brother and sister duo of Remo and Jean DaVinci (Jay Thomas and Gina Hecht), who respectively ran the New York Deli and attended medical school, and Nelson Flavor (Jim Staahl), Mindy's insufferable cousin, who harboured lofty political ambitions. As if this massive change wasn't enough, ABC moved Mork and Mindy from its Thursday night time slot to Sunday evenings, and the second Wonderland. Mork takes cold medication, causing him to shrink into an alternate universe ruled by a parallel Exidor who has outlawed all humour.

While many episodes of the second season fell into two categories - pretentious or insipid - a few highlights still exist. In Dr Morckenstein, Mork reprogrammes a robot played by Robby the Robot (voiced by Roddy McDowell) so that it has emotions. Female warriors from Necroton, led by Captain Nirvana of the Necroton Black Army (Raquel Welch), arrived on Earth to destroy Mork in Mork vs the Necrotons, and in Hold That Mork, the alien applied for a job as a Denver Bronco cheerleader, giving the future Mrs Doubtfire an early taste of drag. And Conrad Janis returned twice as Fred McConnell: in A Mommy for Mindy, he came back to Boulder with a new wife, but was already having marital problems by the season ender The Way Mork Were.

Not surprisnly, the third season MORK AND MINDY saw a return to Thursday nights, and the return of Conrad Janis as a regular cast member, plus the addition of Crissy Wilzak as Glenda Faye "Crissy" Comstock, yet another neighbour. Also, Mindy graduated from college and landed a job at KTNS, a local television station; this meant that her boss Miles Sternhagen (Foster Brooks) became a recurring character too.

Mindy's new job meant some new journalism-related plotlines. In one especially surreal episode Mork tagged along with Mindy as she interviewed a famous comedian: Robin Williams! By this time, Williams' improvisational skills were running full throttle, and scriptwriters had begun leaving areas of the scripts intentionally blank for his ad-libbing. Despite the return to Thursdays and more conventional storylines, however, ratings continued to slide, and the producers indulged Williams' desire to work with his comedic hero, Jonathan Winters.

Winters had previously played Mindy's self-centred uncle in the third season's Mork and the Family Reunion, and for the show's fourth season joined the cast as Mork and Mindy's son, Mearth. After accepting Mork's marriage proposal, Mindy and he were married on 15 October 1981, over Orson's objections. As punishment for defying Orson's wishes, Mork was gradually turned into a sheepdog during the wedding, but was still able to complete the ceremony. The happy couple then honeymooned on Ork, where Mindy learned what it was like to be a stranger in a strange land.

Shortly after their return to Earth, an egg popped out of Mork's navel, and it quickly grew to huge proportions; from this egg hatched Mearth, making Mork the first male on TV to give birth. Because Orkans start life

Mork From Ork ROBIN WILLIAMS, Mindy McConnell PAM DAWBER, Frederick McConnell CONRAD JANIS, Cora Hudson ELIZABETH KERR, Eugene JEFFREY JACQUET, Orson (voice only) RALPH JAMES, Exidor ROBERT DONNER, Franklin Delano Bickley TOM POSTON, Remo DaVinci JAY THOMAS, Jean DaVinci GINA HECHT, Nelson Flavor JIM STAAHL, Mearth JONATHON WINTERS, Mr. Miles Sternhagen FOSTER BROOKS, Exidor ROBERT DONNER, Glenda Faye "Crissy" Comstock CRISY WILZAK.

Books Based on this series.

Mork and Mindy	Ralph Church	1979
Mork and Mindy (Video Novel)	Richard Anobile	1978
Mork and Mindy 2 - The Incredible Shrinking Mork	Robin S. Wagner	1980

RELATED SHOWS:

MY FAVOURITE MARTIAN

ALF

THIRD ROCK FROM THE SUN

1 - 1 *MORK AND MINDY (1-2)*

Mork's boss, Orson, assigns Mork to study the planet Earth. After landing in the woods near Boulder, Colorado, he meets Mindy McConnell who was stranded there by her lecherous boyfriend. Back at Mindy's apartment, she discovers that Mork is an alien, and offers to help him study Earth. In a flashback sequence, Mork tells Mindy about a previous visit to Earth when Fonzie arranged a date for him with Laverne De Fazio.

Wr Dale McRaven

Dir Howard Storm

1 - 2 *MORK MOVES IN*

After constant hounding from Fred, Mork agrees to move out of Mindy's apartment. But Mork's plans are complicated when he becomes drunk of ginger ale.

Wr Lloyd Turner, Gordon Mitchell

Dir Howard Storm

1 - 3 *MORK RUNS AWAY*

Realizing that his living with Mindy is making it difficult for her to date, Mork decides to move out. While looking for a flop house, he stumbles upon Exidor, the delusional leader (and only tangible member) of "The Friends of Venus".

Wr April Kelly

Dir Joel Zwick

1 - 4 *MORK IN LOVE*

When Mindy tells Mork that he has to experience love in order to understand the human experience, he takes her advice and falls head over heel for the lovely Dolly, oblivious to the fact that she's a mannequin

Wr Lloyd Turner, Gordon Mitchell

Dir Harvey Medlinsky

1 - 5 *MORK'S SEDUCTION*

A new customer at the music store turns out to be Mindy's old rival, Susan Taylor. Susan sets her sights on Mork, as revenge for Mindy stealing her boyfriend back in high school.

Wr Neil Lebowitz

Dir Harvey Medlinsky

1 - 6 *MORK GOES PUBLIC*

At the music store, Mork has a run in with Clint Mullet, a reporter for a tabloid that is offering \$25,000 for proof of alien life. After Fred saves Mork's life, Mork decides to turn himself in to pay for Fred's plumbing bills, and Mindy's college tuition.

Wr David Misch, April Kelly

Dir Joel Zwick

1 - 7 *TO TELL THE TRUTH*

When Mork tricks Mindy into believing that he can predict the weather, Mindy tells him that he should never lie. The music store's despicable landlord, Arnold Wanker, dies while trying to evict Fred from the music store. Mork, hearing the family try to comfort his widow, assumes that that Wanker is their friend, and brings him back from the dead.

Wr April Kelly

Dir Joel Zwick

1 - 8 *MORK THE GULLIBLE*

Mork experiences snow for the first time and learns something about gullibility.

Wr Neil Lebowitz

Dir Howard Storm

1 - 9 *A MOMMY FOR MORK*

When Mindy is reunited with her ex-fiance, Dan, she wonders what it would be like to raise a family, while Mork wonders what it would have been like to have had a mother. Mork kills two birds with one stone by using his Orkan Age Machine to regress himself to 5 years old

Wr Tom Tenowich

Dir Howard Storm

1 - 10 *MORK'S GREATEST HISTORY*

When a goon tries to put the moves on an unwilling Mindy, Mork can't protect her because Orkans don't believe in violence. When the goon insists on a fight, Mork uses Orkan strategies to deal with him without using violence.

Wr David Misch

Dir Howard Storm

1 - 11 *OLD FEARS*

When a friend of Cora's passes away, she goes into a funk. When Mork hears she needs more friends her age, he decides to become one.

Wr April Kelly

Dir Howard Storm

1 - 12 *MORK'S FIRST CHRISTMAS*

Mork learns about the meaning of Christmas, and helps remind everyone else about it when he invites the obnoxious Susan Taylor to spend Christmas with the McConnell's because she's got no one to celebrate with.

Wr Dale McRaven, Bruce Johnson

Dir Dale McRaven, Bruce Johnson

1 - 13 *MORK AND THE IMMIGRANT*

Mork thinks Russian immigrant Sergei Krushnev is an alien like him, and tries to help welcome him. Trouble ensues when Sergei tells Mork that 'aliens' need to be registered.

Wr David O'Malley, April Kelly

Dir Howard Storm

1 - 14 *MORK THE TOLERANT*

Mindy is irritated by her grouchy new neighbor, Mr. Bickley, but Mork is determined to be friends with him.

Wr Lloyd Turner, Gordon Mitchell

Dir Howard Storm

1 - 15 *YOUNG LOVE*

Mork performs a wedding ceremony to marry his friend Eugene and his girlfriend, Holly.

Wr Tom Tenowich

Dir Howard Storm

1 - 16 *SNOWFLAKES KEEP DANCING ON MY HEAD (A/K/A SKY FLAKES KEEP FALLING ON MY HEAD)*

Exidor returns with a plan to become Emperor of Earth, and in return for Mork's help, lets him use his summer home so Mindy can get some R&R.

Wr Dale McRaven, Bruce Johnson

Dir Howard Storm

1 - 17 *MORK GOES ERK*

Mork reveals that Orson has reassigned him to another planet. Meanwhile, Susan Taylor returns, and is trying to get everyone to join ERK, a self-help program called Ellsworth Revitalization Konditioning.

Wr Lloyd Turner, Gordon Mitchell

Dir Howard Storm

1 - 18 *YES SIR, THAT'S MY BABY*

Sally returns with her newborn son, and Mork loves him so much he wants a baby of his own.

Wr April Kelly

Dir Jeff Chambers

1 - 19 *MORK'S MIXED EMOTONS*

A kiss from Mindy brings out Mork's suppressed emotions.

Wr Tom Tenowich, Ed Scharlach

Dir Jeff Chambers

1 - 20 *MORK'S NIGHT OUT*

When Mindy goes away for the weekend, Mork and Mr. Bickley goes to a single bar for a night out.

Wr Dale McRaven, Bruce Johnson

Dir Howard Storm

1 - 21 *IN MORK WE TRUST*

When Mr. Bickley steals Mork's age machine, he unknowingly causes Mork's age to change from that of a baby to middle aged.

Wr Michael Endler

Dir Howard Storm

1 - 22 *MORK RUNS DOWN*

Mork's attempt to find a new job is complicated by his "birthday", a potentially fatal condition that causes him to behave stranger than usual unless he recharges himself with his egg-like "gleek".

Wr Ben Starr

Dir Howard Storm

1 - 23 *IT'S A WONDERFUL MORK*

When Mork inadvertently costs Mindy a potential job, he decides to return to Ork. Orson then shows him what would have happened to Mindy over the last year had Mork not been there.

Wr Ed Scharlach, Tom Tenowich

Dir Howard Storm

1 - 24 *MORK'S BEST FRIEND*

Mork brings a pet caterpillar which he names Bob.

Wr Simon Muntner

Dir Howard Storm

2 - 1 *MORK IN WONDERLAND (1-2)*

Mork shrinks after taking a cold capsule.

Wr Dale McRaven, Bruce Johnson

Dir Howard Storm

2 - 2 *STARK RAVING MORK*

To keep excitement in his relationship with Mindy, Mork starts fights with her and then wants to kiss and make up

Wr April Kelly

Dir Howard Storm

2 - 3 *MORK'S BABY BLUES*

Due to a misunderstanding about Monopoly money, gold-digger Kathy believes Mork is rich, and claims she is carrying his child.

Wr David Misch, April Kelly

Dir Howard Storm

2 - 4 *DR. MORKENSTIEN*

Working as a security guard in a science museum, Mork befriends a robot.

Wr Bruce Kalish, Philip John Taylor

Dir Harvey Medlinsky

2 - 5 *MORK VS. MINDY*

After Mork and Mindy are hired as campaign workers by Mindy's cousin, Nelson Flavor, who is running

for city councilman, they end up competing for the same job.

Wr David Misch

Dir Howard Storm

2 - 6 *MORK GETS MINDY-ITIS*

Mork discovers he is allergic to Mindy, when he has uncontrollable fits of laughter (the Orkan equivalent to sneezing) around her.

Wr Tom Tenowich

Dir Howard Storm

2 - 7 *A MORKSVILLE HORROR*

On Halloween, Mork and Mindy believe the house she grew up in is haunted.

Wr Tom Tenowich, Ed Scharlach

Dir Howard Storm

2 - 8 *MORK'S HEALTH HINTS*

While in the hospital, Mindy is mistakenly scheduled for brain surgery.

Wr David Misch

Dir Howard Storm

2 - 9 *DIAL 'N' FOR NELSON*

When Nelson receives threatening phone calls, Mork and Mindy investigate a shady club.

Wr David Misch, April Kelly

Dir Howard Storm

2 - 10 *MORK VS. THE NECROTONS (1-2)*

Mork is romanced by another alien.

Wr Alan Eisenstock, Larry Mintz

Dir Howard Storm

2 - 11 *HOLD THAT WORK*

Mork becomes a cheerleader for the Denver Broncos, making him pro football's first male cheerleader.

Wr Bruce Kalish, Philip John Taylor

Dir Howard Storm

2 - 12 *EXIDOR AFFAIR*

Exidor wants to propose to a meter maid and asks Mork for help.

Wr Dale McRaven, Bruce Johnson

Dir Howard Storm

2 - 13 *THE MORK SYNDROME*

Mork goes on a secret mission for the Air Force.

Wr April Kelly, David O'Malley

Dir Howard Storm

2 - 14 *EXIDOR'S WEDDING*

Exidor's mother shows up and tries to keep her son from getting married.

Wr Dale McRaven, Bruce Johnson

Dir Howard Storm

2 - 15 *A MOMMY FOR MINDY*

When Mindy's dad visits with a younger woman he has just married, Mork is happy, but Mindy is not.

Wr April Kelly

Dir Howard Storm

2 - 16 *THE NIGHT THEY RAIDED MIND-SKIS*

Mindy is targeted by a bigoted fanatical group.

Wr Ed Scharlach, Tom Tenowich

Dir Howard Storm

2 - 17 *MORK LEARNS TO SEE*

When Mr. Bickley's blind son comes to visit, Mork learns to see the world differently.

Wr Ed Scharlach, Tom Tenowich

Dir Howard Storm

2 - 18 *MORK'S VACATION*

Needing a vacation, Mork gets Orson's permission to swap bodies with other aliens.

Wr Tom Tenowich, Ed Scharlach

Dir Howard Storm

2 - 19 *JEANIE LOVES MORKS*

Mindy secretly writes for a newspaper's lonely hearts column and unknowingly gives advice to Jeanie, who then falls for Mork.

2 - 20 *LITTLE ORPHAN MORKIE*

Mork could be deported, unless he marries an American or finds someone to adopt him.

Wr Bruce Kalish, Philip John Taylor

Dir Howard Storm

2 - 21 *LOONY TUNES AND MORKIE MELODIES*

Mork recruits his friends to turn the hour devoted to Nelson's 7am, Saturday morning campaign speech into a variety show for kids.

Wr Tom Tenowich, Ed Scharlach

Dir Howard Storm

2 - 22 *CLERICAL ERROR*

Mork thinks he is a priest when he dresses in a black jacket and white collar, and begins advising church parishioners.

Wr April Kelly

Dir Howard Storm

2 - 23 *INVASION OF THE MORK SNATCHERS*

When Mork becomes addicted to advertising, he becomes a "buy-a-holic", causing problems for Mindy.

Wr Tom Tenowich, Ed Scharlach

Dir Howard Storm

2 - 24 *THE WAY MORK WERE*

When marital problems plague Mindy's father, he turns to Mork and Mindy for help.

Wr April Kelly, David Misch

Dir Howard Storm

3 - 1 *PUTTING THE ORK BACK IN MORK (1-2)*

Mindy's efforts to make Mork act like a normal earthling backfire, radically changing his personality. Orson sends the most respected Orkan elder to Earth to help Mork regain his Orkan traits.

Wr Ed Scharlach, Tom Tenowich

Dir Howard Storm

3 - 2 *MORK IN NEVER NEVER LAND*

Mork discovers that his penpal is living at an insane asylum, and believes that he is Peter Pan.

Wr Wendy Kout

Dir Howard Storm

3 - 3 *DUELING SKATES*

To save the daycare center where he works from becoming a parking lot, Mork challenges a champion skater to a Rocky Mountain race.

Wr Dale McRaven, Bruce Johnson

Dir Garry Marshall

3 - 4 *MORK THE PRANKSTER*

Mindy teaches Mork about practical jokes, but Mork doesn't quite get the hang of pranks. After a disastrous prank, Mindy moves out to live with Glenda Faye for awhile. Glenda convinces Mindy to take Mork back.

3 - 5 *MORK, THE MONKEY'S UNCLE*

Mork kidnaps a chimp from the zoo, saying he was being treated badly. Exidor investigates at the zoo and

learns that the chimp's mother was rushed to the hospital. Mork sneaks in to the zoo and reunites the chimp and it's mother.

Dir Howard Storm

3 - 6 *GUNFIGHT AT THE MORK-KAY CORRAL*

Mork dresses up as his favorite hero, Squellman the Yellow. One boy at the day care idolizes Billy the Kid and starts immitating him in a dangerous game. Mork and Mindy teach him a lesson about violence.

3 - 7 *MORK'S NEW LOOK*

Mindy's dad wants to get plastic surgery to look younger. He says everyone could use a little improvement, which inspires Mork to go to a plastic surgeon. His make-over surprises everyone.

3 - 8 *ALAS, POOR MORK, WE KNEW HIM WELL*

An insurance salesman scares Mork about dying from natural disasters. He seals himself into a glass bubble in the living room.

3 - 9 *MORK AND THE BUM RAP*

Although Mork doesn't understand the concept of charity, he is determined to help Mindy raise money for the children's hospital. He tries his Morkathon performance to no avail and ends up dressing as a bum to collect money.

Wr Deborah Raznick, John B. Collins

Dir Howard Storm

3 - 10 *MINDY GET'S HER JOB*

Mindy applies for a job at a TV station. After speaking her mind to the station manager, she get hired. A blizzard keeps newscasters from getting to the station, so Mindy has to do the whole newsshow herself, with help from Mork.

Wr Ed Scharlach, Tom Tenowich

Dir Howard Storm

3 - 11 *TWENTY ANGRY APPLIANCES*

Mindy has a broken record player that the repairman won't fix for a second time. Mork and Mindy want to get revenge on the repairman, so Mork puts him on trial before a jury of broken appliances.

Wr Jeff Reno, Ron Osborn

Dir Howard Storm

3 - 12 *THERE'S A NEW MORK IN TOWN*

Mork is beside himself when he hears that Xerko is coming from Ork to visit him. Xerko turns out to be an arrogant and egotistical man and he wants Mork's job of reporting back to Orson. Xerko and Mork duel to see who will get the job.

Wr Jeff Reno, Ron Osborn

Dir Howard Storm

3 - 13 *MORK MEETS ROBIN WILLIAMS*

Robin Williams is in town and Mindy can't get an interview. Mork doesn't think he looks anything like Robin Williams, but he gets chased by a mob of fans. Mork gets Mindy and himself into Robin Williams' dressing room, leading to a face-to-face interview with him.

3 - 14 *MINDY, MINDY, MINDY*

Mindy goes away for the weekend, and Mork goes crazy missing her. The Orkan elder comes to visit and regrets that Mindy isn't there. He tries to clone Mindy, but each clone is worse than the last.

3 - 15 *MORK, THE SWINGING SINGLE*

Mindy tells Mork she thinks they should date other people. He takes lessons from a swinger named T.N.T. and turns into a party animal.

3 - 16 *MORK AND MINDY MEET RICK AND RUDY*

Remo fires Ruby, the pregnant singer of the restaurant's band. Mindy takes in Rick and Ruby and she tries to convince Remo to rehire them. She makes a bet with Remo, so he rehires the group. Ruby goes into labor during a performance and Mork takes her place.

3 - 17 *MORK THE FAMILY REUNION*

Fred's successful, but domineering brother, Dave, comes to dinner. Mindy accidentally eats an Orkan dessert which makes her behave strangely. Things get even worse when Uncle Dave eats some of the

dessert.

Wr April Kelly

Dir Howard Storm

3 - 18 *OLD MUGGABLE MORK*

Grandma Cora comes to visit, but the trip takes a turn for the worse when she gets mugged. Cora feels very scared; Mork thinks up a plan to get even with the muggers.

3 - 19 *I HEARD IT THROUGH THE MORKVINE*

Mork learns about gossip after Mindy gets her own gossip show. Mindy thinks she won't be able to get those kinds of stories, so Mork gets some for her. While taking her place on the show, he spreads gossip about his friends. Mindy makes Mork apologize on the air; Mork also convinces Mr. Sternhagen to drop the show.

3 - 20 *MINDY AND MORK*

Mindy is working a lot and Mork can't adjust. Mork and Mindy switch places for a morning to see how the other feels.

Wr Brian Levant

Dir Howard Storm

3 - 21 *REFLECTIONS AND REGRETS*

At Mr. Bickley's 50th birthday party, everyone shares what they regret in their life. Mindy makes excuses to put off her turn, but after everyone leaves, she shares her regret with Mork.

4 - 1 *LIMITED ENGAGEMENT (PART 1 OF 2)*

After decorating the apartment with flowers, Mork gets down on his knee and proposes to Mindy. Choosing between logic and her emotions, Mindy tells him that she cannot marry him. Mork asks for 24 hours to get her to change her mind.

Wr Brian Levant

Dir Bob Claver

4 - 2 *THE WEDDING (PART 2 OF 2)*

Orson forbids Mork to marry Mindy because marriage is outlawed on Ork. Because Mork goes ahead with the wedding anyway, Orson turns him into a dog. After a chat with Orson, Mork and Mindy finally get married.

Wr Alan Eisenstock, Larry Mintz

Dir Bob Claver

4 - 3 *THE HONEYMOON*

Mork and Mindy take their honeymoon on Ork, but Mindy becomes a tourist attraction. Things keep going wrong and Mork doesn't understand Earth honeymoon customs. He confesses to Mindy that he's scared of being married.

4 - 4 *THREE THE HARD WAY*

Dr. Exidor determines that Mork is pregnant. Mork gives birth to an egg via his navel. Mindy has trouble accepting that in the egg is their child. The egg grows and hatches a full grown, elderly man as Mork and Mindy's baby.

4 - 5 *MAMA MORK, PAPA MINDY*

Mearth learns to walk and talk, but calls Mindy 'shoe'. Mindy starts avoiding Mearth until Mork gives her an opportunity to bond with her son.

4 - 6 *MY DAD CAN'T BEAT UP ANYONE*

Mork becomes insecure when he thinks he doesn't have Mearth's respect. Mearth finds Mork's spacesuit and Mork wears it as a superhero costume. Mork and Mearth go to a bar, looking for some bad guys and they find more than they bargained for.

4 - 7 *LONG BEFORE WE MET . . .*

Mork accompanies Mindy to her high school reunion and gets upset when Mindy associates with an old boyfriend. Mork then attempts to go back in time to the prom and do away with the boyfriend and he succeeds. When Mork comes back to reality Mindy then assures him that he is the only one she loves.

4 - 8 *RICH MORK, POOR MORK*

Mork turns to Exidor for money advice, and invests all the family's money in Exidor's boutique.

4 - 9 *ALIENATION*

Mork and Mindy tell Mearth he's an alien. Mearth gets upset and runs away. He's captured by a cult of Utopians and Mork and Mindy pretend to be part of the cult to rescue him.

4 - 10 *P.S. 2001*

Mearth wants to go to school and gets sent to school on Ork. Mearth comes home crying because the other kids made fun of him and he hates the teacher. Mork and Mindy take Mearth back to class and Mearth uses his parents as a show-and-tell item which gains the respect of his classmates.

4 - 11 *PAJAMA GAME II*

Mearth is allowed to have some of his Orkan friends over and Zelka ends up spending the night. Mork and Mindy explain the facts of life to Mearth when they assume something happened between him and Zelka.

4 - 12 *PRESENT TENSE*

Mearth goes on a trip with Fred so Mork and Mindy have a week to spend alone together. They find that without Mearth at home, they have nothing to talk about. They have a fight. So, to make up, Mork takes Mindy to the place they first met.

4 - 13 *METAMORPHOSIS - THE TV SHOW*

Mr. Sternhagen, the station manager where Mindy works, gets fired. KTNS's new boss is very young and ready to fire people. He holds a party to meet all the employees' families. A short circuit switches Mork's mind with Mearth's.

4 - 14 *DRIVE, SHE SAID*

Mindy is tired of coming from work and then having to go out on errands in the evening. Mork goes to a driving school where TNT is his instructor. When Mork takes his driving test, he thinks his examiner is the devil.

4 - 15 *I DON'T REMEMBER MAMA*

Mork has been making boring reports to Orson, so Orson erases all of Mork's memories of his family. Mindy and Mearth do everything they can to get Mork to remember them. Mindy finally breaks the memory dam by kissing him.

4 - 16 *MORK, MINDY AND MEARTH MEET MILT*

Mork uses Orkan components to assemble a home computer named M.I.L.T. MILT is so sophisticated and tyrannical that it decides to hold its creator, Mindy, and Mearth, as hostages.

4 - 17 *MIDAS MORK*

After hearing about how Rumpelstiltskin spun straw into gold, Mork and Mearth try to make polyester into gold. Mindy dreams that they become millionaires and live in a mansion with servants.

4 - 18 *CHEERLEADERS IN CHAINS*

Mindy gets jailed when she won't reveal a source for one of her stories. Mork tries to go through political channels to get her out. Then he tries to spring her out, but gets arrested himself.

Wr Winifred Hervey

4 - 19 *GOTTA RUN (1-3)*

Mork and Mindy are overjoyed when they meet Kalnik, an alien from Neptune who has also married an Earthling. Things go awry when they become suspicious of Kalnik's true intentions.

4 - 20 *THE MORK REPORT*

Mork bucks hard for a promotion from leader Orson on planet Ork, and unintentionally comes up with a report on how to stay happily married on Earth.

MORTAL KOMBAT : CONQUEST



Conquest will centre around Kung Lao, the great Shaolin warrior and Liu Kang's predecessor. The show will reflect upon Lao and his quest to retain his position as MK champion some five hundred years ago. The storyline will follow the adventures of Kung Lao and his companions as they defend the Earth realm against the dark forces of the Outworld in Mortal Kombat—a tournament of honour and tradition shrouded in mystery. Each match is a struggle for survival as each warrior gains a sense of Kombat's ancient creed: "Mortal Kombat is a competition which stresses life, not death, as its most crucial element.

Professionally choreographed martial arts sequences will enrich the series as well as awe-inspiring special effects by Threshold Digital Research Labs. Conquest will incorporate new characters to accompany Lao as the season progresses. It is rumoured that some of the regulars will include Earth's guardian Lord Raiden, the shape-shifting Shang Tsung, and the menacing Shao Kahn!!! Cast regulars for MK Crusades is said to include a professional wrestlers from Orlando, FL. And in the first two shows Shang Tsung will "create" Scorpion with his sorcery.

New Line Television and Warner Bros. Domestic Television Distribution, both owned and operated by Time Warner, will participate in their first ever combined efforts with the production of Crusades. Warner Bros. International Television Distribution will distribute Conquest internationally as "a dazzling visual spectacle ideally suited to stand out in the world of weekly television." Brent Friedman, the writer for MK Annihilation will play a big part in the show. Larry Kasanoff, the executive producer of Conquest will be starting up a chain of Mortal Kombat Martial Arts schools nationwide!!! MK Conquest was filmed in Florida's illustrious theme park Florida Splendid China. The series started in the US in October 1998 and got its UK premiere on Sky One on the 17th February, 1999.

Executive producers for the series were Lawrence Kasanoff, Robert Freidman, Tom Campbell and Steve Hattman, co-producer was Dean Barnes, production designer was Orvis L. Rigsby, edited by Rick Roberts. Stunt co-ordinator and second unit director was John Medlen, costume design by Beverley Safier, special effects co-ordinator was James L. Roberts II, visual effects by Threshold Digital Research Lab and executive in charge of production was Jayne Bieber. Music was by Jonathan Sloat, the director of photography was Christopher Faloon, producer for the series was Sean Catherine Derek and Wayne Morris.

Tracy Douglas career includes feature films such as Reasonable Doubt and Smart Choices. Lazy Sandy Run and Firehouse the Second Alarm. Television credits include Malcolm and Eddie and The Watchers and Hanging with Mr. Copper, As the World Turns and Michael Hayes, a now cancelled series which starred former NYPD Blue veteran David Caruso as a New York based cop turned District Attorney.

Trivia

In the episode "Debt of the Dragon," the Black Dragon organization is featured.

The episode "The Serpent and the Ice" featured a cameo by Smoke in the very last scene before the credits. It was spoken by the Lin Kuei master that he would hunt down the now rogue Sub-Zero. This storyline never came into play, possibly because the show was cancelled prematurely.

The episode "The Master" features a character named Master Cho. It is rumored that he is the prototype of Bo' Rai Cho.

The episode "Unholy Alliance" features an alliance between Shang Tsung and Quan Chi, which is the premise for Mortal Kombat: Deadly Alliance.

Former WCW wrestlers Meng and Wrath also made guest appearances.

Guest stars Angelica Bridges, Sung Hi Lee, Dana Hee, Jamie Pressly, Renee Tenison, Kathleen Kinmont, Candace Miller and Suzanne Stokes all posed nude for the adult magazine, Playboy. Another guest star, Eva Mendes, was also featured doing an interview in one issue.

Due to budget constraints, the costuming department was unable to afford any bras for the female cast members.

Wr William Thomas Quick

Dir Charles Siebert

1 - 6 *DEBT OF THE DRAGON*

The Black Dragon, an infamous underworld organization, have appeared in Zhu Zin. They claim ownership of the trading post and demand Kung Lao, Siro and Taja leave. While they resist the Black Dragon, a member named Jola makes a deal with Shang Tsung for power and revenge.

Wr Sean Catherine Derek

Dir Jim Johnston

1 - 7 *UNDYING DREAM*

Taja is pulled into a portal and arrives in the Cobalt Mines, captured by Shang Tsung. Kung Lao and Siro have to save her, even if it means walking into a trap.

Wr Carl Ellsworth

Dir Rick Jacobson

1 - 8 *QUAN CHI*

Quan Chi sends a trio of women to infect Kung Lao, Taja and Siro with a potion. The potion enlargens their flaws: Kung Lao's temper, Siro becomes a drunk and Taja is a thief again. With the three getting out of control, Rayden has to find a way to break this spell before it's too late.

Wr Steve Hattman

Dir Bruce Seth Green

1 - 9 *UNHOLY ALLIANCE*

Shang Tsung forms an unlikely alliance with Quan Chi to defeat Kung Lao. They lure Kung Lao into a realm with everything he could possibly want. But it's all an elaborate trap for Shang Tsung to capture him and leave the Earth Realm defenseless.

Wr Kearie Peak, Sean Catherine Derek

Dir Charlie Kanganis

1 - 10 *THICKER THAN BLOOD*

An old love from Siro's past, Hannah, turns up in Zhu Zin in search of his help. Hannah reveals she married Siro's estranged brother, Cassar, who has gone missing. Siro is reluctant to help until he learns Scorpion used magic to make Cassar one of his warriors.

Wr Sean Catherine Derek

Dir Reza Badiyi

1 - 11 *SHADOW OF DOUBT*

Kung Lao is badly wounded in a fight with Rain. With him practically defenseless, Shao Kahn sends Mileena to masquerade as Princess Kitana and finish off the weakened Kung Lao.

Wr Bruce Seth Green, Steve Hattman, Sean Catherine Derek

Dir Peter Ellis

1 - 12 *TWISTED TRUTH*

A warrior named Tomas arrives, saying he wants to join Kung Lao in defending Earth Realm. All seems well until it looks like Tomas has murdered some barmaids. Has he? Or is there something bigger going on?

Wr Steve Hattman, Sean Catherine Derek

Dir Chip Chalmer

1 - 13 *THE FESTIVAL OF DEATH*

A traveling circus arrives in Zhu Zin with Qali among it. Kung Lao, Taja and Siro suspect something is wrong and they're right. The circus turns out to be a way for Quan Chi to raise an army.

Wr James Cappe

Dir Charles Siebert

1 - 14 *THE SERPENT AND THE ICE*

Shao Kahn partners two bitter enemies, Sub-Zero and Scorpion, to destroy Kung Lao.

Wr Steve Hattman, Sean Catherine Derek

Dir Jack Sholder

1 - 15 *KREEYA*

Empress Kreeya arrives on Earth Realm to build up an army. Her target: Outworld. Vorpax, revealed to

be working for Kreeya, invites Kung Lao, Taja and Siro to join them.

Wr Steve Hattman, Sean Catherine Derek, James Cappe

Dir Bruce Seth Green

1 - 16 *THE MASTER*

Long ago, Master Cho was betrayed by Shang Tsung so he could fight for Shao Kahn. Now, Shang Tsung loose on Earth Realm, Master Cho intends to settle the score.

Wr James Cappe

Dir Harvey S. Laidman

1 - 17 *IN KOLD BLOOD*

Kreeya has returned and is now teamed up with Reptile.

Wr Steve Hattman, Sean Catherine Derek, James Cappe

Dir Reza Badiyi

1 - 18 *FLAWED VICTORY*

Shao Kahn enlists Quan Chi to find the missing Shang Tsung and return him to the Cobalt Mines.

Wr Steve Hattman, Sean Catherine Derek

Dir Charles Siebert

1 - 19 *BALANCE OF POWER*

Shao Kahn continues his search for the traitor. Meanwhile, as Kreeya's forces are losing the war with Outworld, Vorpax seeks the help of the Earth Warriors to kill Kreeya.

Wr Duke Sandefur

Dir Scott Paulin

1 - 20 *STOLEN LIES*

Kung Lao is haunted by visions of Earth realm's annihilation. Meanwhile, Siro catches a thief in the trading post and it turns out to be Taja's old friend, Dion.

Wr Sean Catherine Derek, James Cappe

Dir Reza Badiyi

1 - 21 *VENGEANCE*

Rayden meets in between realms with Shao Kahn, who says he will be defeated. Kung Lao, meanwhile, is looking for Rayden when he runs into Kitana. She warns Shao Kahn is planning to attack. Many of the other enemies of Earth Realm appear as well with plans of their own.

Wr Steve Hattman

Dir Scott Paulin

MR. SMITH

The series was about Mr. Smith, a once ordinary ape named Cha Cha who was turned into a genius with an IQ of 256 after ingesting an experiential enzyme. The government, quick to see that an ape with such a high IQ is a valuable government asset, moves Mr. Smith to Washington, DC. Where he becomes an expert consultant on everything. Only a few people know about Mr. Smith's unique ability.

Among them are: Tommy Atwood, Mr. Smith's former trainer, and his sister Ellie, who were moved to Washington. Raymond Holyoke, the government official who has been assigned to attend to Mr. Smith - a job he does not partake enjoy and Dr. Judy Tyson, the scientist assigned to study Mr. Smith. Also on hand was Mr. Smith's normal brother Bobo.

According to the experts, Mr. Smith was supposed to be a runaway hit series of 1983 fall season. As usual, the experts were wrong. Instead of being a hit, this series about an ultra intelligent talking ape lasted only half a season. The series was first shown on NBC.

The series had a perfect opportunity to do some political satire, with an ape in Washington smarter than all of the politicians there. Instead typical sitcom plots were used with the extra advantage of having the always humorous talking monkey present. C.J. the ape that played the role of Mr. Smith was no stranger to stardom. He had previously appeared on the big screen with Clint Eastwood as Clyde in Every Which Way But Loose and Any Which Way You Can and with Bo Derek in Tarzan.

Young Artist Award

1985 - Nominted - Best Young Actress in a Television Comedy Series - Laura Jacoby

1984 - Nominted - Best New Television Series

1984 - Nominted - Best Young Actress in a New Television Series - Laura Jacoby

WR. David Lloyd, Al Aidekman, George Kirgo, Douglas Wyman, Dari Daneils.

DIR. Ed Weinberger, Jerry Hirschfeld, Stan Daneils.

EPISODES: 12 **YEAR MADE:** 1983 **COUNTRY:** US **SEASONS:** 1

NBC

CREATOR:

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER: 23/09/1983 **AIR DATE OF LAST EPISODE** 16/12/1983

SEASON DATE BREAKDOWN:

FILMS:

Raymond Holyoke LEONARD FREY, Tommy Atwood TIM DUNIGAN, Ellie Atwood LAURA JACOBY, Dr. Judy Tyson TERRI GARBER, Mr. Smith 'Cha Cha' C.J. (the ape), Bobo BOBO (the ape), Voice of Mr. Smith ED WEINBERGER.

- 1 - 1 *MR. SMITH GOES TO WASHINGTON (1-2)*
- 1 - 2 *MR. SMITH FINDS HIS BROTHER*
- 1 - 3 *MR. SMITH OPERATES*
- 1 - 4 *MR. SMITH RESCUES BOBO*
- 1 - 5 *MR. SMITH FALLS IN LOVE*
- 1 - 6 *MR. SMITH GETS PHYSICAL*
- 1 - 7 *GOODBYE, MR. SMITH*
- 1 - 8 *MR. SMITH LOSES A FRIEND*
- 1 - 9 *MR. SMITH PLAYS CYRANO*
- 1 - 10 *MR. SMITH MAKES A COMMERCIAL*
- 1 - 11 *MR. SMITH GOES PUBLIC*

MR. TERRIFIC

Mr. Terrific dealt with the exploits of Stanley Beamish. To all outward appearances, Stanley was nothing more than a typical gas station co-owner. However, when the need arose, he could take a super pill and become Mr. Terrific super powered fighter of evil. The pills had been developed by the Bureau of Secret Projects and Stanley's contact with the department was Barton J. Reed who would give Stanley his missions. The pill would give Stanley amazing abilities, including super strength and flight when he flapped his arms like wings, however the pills effects would only last for one hour.

The hour would often end just when he needed his powers the most. This was not helped by the fact the Stanley was a somewhat nerdy guy who didn't pay close attention to the clock. Unfortunately for the Bureau of Secret Projects they just could not hand the Mr. Terrific role over to someone else. Stanley was the only person the pills worked on, anyone else who took them would get sick.

Hot of the camp superhero craze made popular by Batman in 1966, came to series which made Batman look series by comparison. These were Mr. Terrific and CAPTAIN NICE, both of these series premiered on the same night (on different networks at different time) and would last be aired on the same night. A pilot to Mr. Terrific was produced in 1966 with an entirely different cast. Alan Young was Stanley Beamish, a clerk at a shoe store owned by Mr. Finney. Mr. Terrific is rarely seen in re-runs today. This is partly due to the fact that the hero's pill popping does not send the right message to the viewing audience.

Mr. Terrific debuted on CBS January 9, 1967 and ran until August 28 of that same year, but it was Stephen Strimple that starred as gas station geek turned superhero Stanley Beamish, not Wally Cox. Cox actually starred in a show called Mr. Peepers fifteen years earlier, and no doubt served as the meek and mild model for the Beamish character.

Batman was the number one show in the nation at the beginning of 1967, and two shows debuted mid-season to try to cash in on the 'camp' superhero craze. Both were gone by fall. Mr. Terrific was the story of nerdy Stanley Beamish, who works for the Bureau of Special Projects in Washington D.C. As part of his job, he swallows an enormous jawbreaker sized "Power Pill" developed by the government that turns him (and only him) into a superhero with tremendous powers for one hour. Trouble comes when the pill wears off, and timid Stanley Beamish is forced to face the crooks without his mighty powers. Mr. Terrific can even fly during his brief hour of power - but he has to flap his arms to do it!

Also appearing on the series were Dick Gautier ('Hymie the Robot' from GET SMART) as Beamish's pal Hal, and John McGiver as the head of the government Bureau. Typical plot: Stanley finds himself with a miniature transmitter implanted in his tooth when he visits a spy dentist. You can still see Mr. Terrific occasionally - several episodes of the show were combined to make a TV-movie currently offered in syndication called "The Pill Caper".

The episodes are entertaining, and the production values are far and above even the best shows on television today. Typical plot: While the president's plane flashes an SOS, Stanley Beamish is seeing a psychiatrist about his inability to fly. Unfortunately, because the main character gets his powers by taking drugs, this show has never been offered by the studio for syndication.

WR. Harvey Bullock, R.S. Allen, David P. Harmon

DIR. Jack Arnold.

EPISODES: 17 **YEAR MADE:** 1967 **COUNTRY:** US **SEASONS:** 1

aired on CBS

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 STILL IN PRODUCTION: No B/W: No COLOUR: Yes LANG: English

SEASON BREAKDOWN: (1) 17

DATE OF PREMIER: 09/01/1967 AIR DATE OF LAST EPISODE 08/05/1967

SEASON DATE BREAKDOWN:

FILMS:

Stanley Beamish/ Mr. Terrific STEPHEN STRIMPELL, Barton J. Reed JOHN MCGIVER, Hal Walters DICK GAUTIER, Harley Trent PAUL SMITH.

RELATED SHOWS:

BATMAN (1966)

CAPTAIN NICE

- 0 - 1 *MR TERRIFIC (PILOT)*
- 1 - 1 *MATCHLESS*
- 1 - 2 *MR. BIG CURTSIES OUT*
- 1 - 3 *I CAN'T FLY*
- 1 - 4 *STANLEY THE SAFECRACKER*
- 1 - 5 *THE FORMULA IS STOLEN*
- 1 - 6 *STANLEY, THE FIGHTER*
- 1 - 7 *MY PARTNER, THE JAILBREAKER*
- 1 - 8 *FLY, BALLERINA, FLY*
- 1 - 9 *HARLEY AND THE KILLER*
- 1 - 10 *STANLEY AND THE MOUNTAINEERS*
- 1 - 11 *HAS MR. TERRIFIC SOLD OUT?*
- 1 - 12 *STANLEY GOES TO THE DENTIST*
- 1 - 13 *STANLEY THE TRACK STAR*
- 1 - 14 *TRY THIS ON FOR SPIES*
- 1 - 15 *STANLEY JOINS THE CIRCUS*
- 1 - 16 *THE SULTAN HAS FIVE WIVES*

MR. WYMI

Matron orders a robot to help her run her old people's home - but Mr. Wymi, as pieced together by young Billy, looks set to disrupt the smooth-running of Matron's business.

After the first season Annette Badland who played Matron left the show to be replaced by Julie Wallace. All of the episodes from the first and second season were written by Malcolm Lane, who is the creator of the show

WR. Malcolm Lane

DIR.

EPISODES: 30 **YEAR MADE:** 1997 **COUNTRY:** GB **SEASONS:** 2

BBC SCOTLAND PRODUCTION

CREATOR: MALCOLM LANE

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 15 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: 1 (15) (2) 15

DATE OF PREMIER: 11/01/1997

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Mr. Wymi IAN ANGUS WILKIE, Matron ANNETTE BADLAND (1) , Billy JAMES YOUNG, Henry REGINALD MARSH, Maude SHEILA LATIMER, Julie DAWN REID, Sam STUART WILKINSON, Matron JULIE WALLACE (2), Sean JONATHAN STRANGE.

MUTANT X



"MUTANT X," the highly anticipated new weekly action hour, chronicles the adventures of MUTANT-X, a team of human mutants possessing extraordinary powers as a result of genetic engineering. Like hundreds of other unsuspecting subjects, these new mutants were altered in secret experiments conducted in a covert government project. Realizing that events have spun out of control, the organization that created them is now hunting them down in an urgent product recall. MUTANT-X's mission is to seek out their fellow new mutants to help them come to terms with their astonishing abilities and protect them from their creators.

Terrified young Emma deLauro (Lauren Lee Smith) rushes through the crowd at a chic nightclub. As she collides with the handsome Brennan Mulwray (Victor Webster), their eyes meet and Brennan immediately senses something extraordinary about Emma. Before he is able to speak, however, she disappears.

Outside, Jesse Kilmartin (Forbes March) mysteriously materializes out of nowhere and guides Emma to safety as a black sedan chases her down a dark alley. As the vehicle races towards him, he takes a deep breath, alters his body density and phases out, allowing the car to pass straight through him. When the agents in hot pursuit emerge from the car, the striking Shalimar Fox (Victoria Pratt) pounces from above and beats them unconscious. Jesse suddenly sees two more agents rushing towards Emma and alters his body density again, this time becoming impervious and blocking the bullets meant for her.

Utterly confused, Emma turns to run. A calm mysterious stranger, Adam (John Shea), blocks her path. Adam takes Emma's hand and tells her she is among friends and that all her questions will soon be answered. He then leads her, along with Jesse and Shalimar, to a Stealth VTOL aircraft and they fly off into the night.

The aircraft lands inside Stormking Mountain and the group enters what is called Sanctuary, a Zen garden and high-tech wonderland. Adam informs Emma that her assailants are security agents for Genomex, a biotech firm where he used to work as chief biogeneticist. Adam tells Emma that she, like Shalimar, Jesse and hundreds of others, were unsuspecting subjects of covert experiments in human genetics that went awry. As a result of this genetic engineering, these new mutants produced by Genomex have extraordinary powers. Adam explains to Emma that the agents were after her because of her "telempathic" powers, which allow her to sense and influence the feelings of others.

The next day, Mason Eckhart (Tom McCamus), the security chief of Genomex, visits the head of Genomex, Dr. Paul Breedlove (Cedric Smith). Knowing that Breedlove feels guilty and is ready to expose their covert operation to the press, Eckhart and he discuss the possibility of making reparations for the atrocities they've committed. That night, as Breedlove prepares his speech for the press, he's confronted by Eckhart and his right-hand man, Frank Thorne (Douglas O'Keeffe), who is himself a Child of Genomex. Telling Breedlove that he should have kept his mouth shut, Thorne uses his mutant powers kill him.

Meanwhile, Brennan and his two longtime buddies, Tony Reese (Matthew MacFadzean) and Michael Azzarello (Sean Bell), secretly meet with Brad Carter (Kevin Hicks) who has hired them to steal \$10 million in treasury certificates. As they enter the Hickman & Wrightson Securities Agency, Brennan zaps a bolt of electricity that surges from his fingertips to short out the cameras and alarm. The three pull off the dangerous and complicated heist and narrowly escape.

Emma is now at a safe house for new mutants where Adam has taken her, but is in denial about the fact that she has special powers. When Shalimar arrives, she hands Emma new identity information. Another new mutant, Allison (Ingrid Hart), then drives Emma to the marina where she is to take a boat out of town. But when Emma sees two agents approaching her, she flees in Allison's car, prompting Adam to initiate an immediate search.

Back at Genomex, the unscrupulous Eckhart assembles the staff and blames Breedlove's death on the genetic

"anomalies" their experiments have produced. He proclaims that for the safety of the world, he's instituting the Genetic Security Agency in order to hunt down and capture them. In the meantime, Shalimar spots Emma on a holographic map grid and sets out to find her as Emma makes her way back to the nightclub where she and Brennan met. Finding him there, Emma joins him for a drink and they begin to confide in each other, revealing that they each have special abilities. When Emma goes to the ladies room, Thorne arrives and approaches Brennan, telling him he's about to make him the offer of a lifetime. When Emma returns, she has a telepathic vision of Brennan being strangled, which he's able to pick up. Brennan and Emma race out of the club with Thorne close behind just as Shalimar arrives.

Brennan is able to stop Thorne temporarily with an electrical bolt, but he and Emma are soon surrounded by a group of agents. Suddenly, Shalimar and Jesse burst on the scene and struggle with the agents, but it's not until Adam appears that Thorne and his men decide to back off.

You could easily mistake this US based Superhero show as a spin-off from the X-Men, and indeed it is almost identical in its premise, how the show wasn't sued is beyond me. And judging by the fact that many of the guest voices and people involved in various X-Men projects in the past, were actually involved in this series as well. Just to confuse the issue, there was indeed a comic book called *Mutant X* created, but the show doesn't use any of the characters from this. The series was filmed in Toronto, Canada.

Producers

Avi Arad - Executive Producer, CEO of Marvel Studios
 Rick Ungar - Executive Producer, President of Marvel Characters Group
 Howard Chaykin - Executive Consultant
 Jay Firestone - Executive Producer, Chairman and CEO of CanWest Entertainment
 Adam Haight - Executive Producer, President and COO of Fireworks Entertainment
 Jamie Paul Rock - Producer (TV: *La Femme Nikita*)
 Rocco Matteo - Production Designer (TV: *La Femme Nikita*)
 Seth Howard - Creative Executive, Tribune Entertainment

Show Staff Writers

Howard Chaykin - Head Writer (TV: *The Flash*, *Viper* / Comics: *JLA: The Secret Society of Super Heroes*, *Son of Superman*, *American Flag*, *Black Kiss*)
 David L. Newman - Senior Consultant (TV: *The Sentinel*, *Viper*, *The Flash*)
 Elizabeth Keyishian - Story Consultant (TV: *Queen of Swords*)

Original music by

Louis Natale (theme)

Cinematography by

Nikos Evdemon (episodes "Russian Roulette", "I Scream the Body Electric", "Crime of the New Century", "The Meaning of Death", "Where the Wild Things Are", "Double Vision", "Lazarus Syndrome", "In Your Dreams", "Dancing Razor", "Ex Marks the Spot")

Film Editing by David B. Thompson, Production Design by Rocco Matteo, Set Decoration by Mark McGann, Costume Design by Laurie Drew, Second Unit Director or Assistant Director - Francesca Palozzi (trainee assistant director), Art Department - Jae Pak (assistant art director), Visual Effects by John McGinley (visual effects modeler: Foundation Imaging).

Other crew - Howard Chaykin (executive consultant), Aric Dupere (extras casting assistant), Donna Dupere (extras casting), Elizabeth Keyishian (story consultant), John Medland (still photographer), Aaron Unrau (assistant extras casting)

Trivia:

Episode 1.1

NOTE: Cedric Smith also played the voice of Professor Xavier in Fox's X-Men cartoon series. Entertainment Weekly gave this episode a "D-". The main actors, performed all stunts, flips, jumps, kicks, as seen on the show, and said on the official website. Most likely there is no "stunt person" for any main actor.

Episode 1.3

NOTE: Daniel's last name is "Benedict", a not-so-subtle reference to his role as a traitor in this episode.

Some may recognize Alexander Pervakov, and Ross Hull. Alexander Pervakov was credited as "Nude Muscle Man" on Showtime's *Queer as Folk*, while Ross Hull played Gary in kid show "Are You Afraid Of The Dark."

Episode 1.6

NOTE: We find out that Jesse can only remain "phased" for 30 seconds at a time without danger of it becoming permanent.

Episode 1.9

NOTE: Rod Wilson did the voice of Longshot on the X-Men animated series. Jennifer Dale did the voice of Mystique on the X-Men: Mutant Academy video game.

Episode 1.10

NOTE: This episode aired first in the UK on 19th December. We find out that Jesse can't phase objects that he is carrying above a certain size: a limitation he manages to bypass in spectacular fashion.

Brennan mentions there are four types of mutants: Elementals, Ferals, Psionics, and Moleculars. The latter is a fairly broad category: Jesse, Marlowe, the couple in "Meaning of Death" and several others don't fit into the other three categories, and they have a wide range of differing powers.

Episode 1.11

NOTE: The reference to the "Hotel Infantino on Carmine Street" is an in-joke reference to famed comic book artist Carmine Infantino.

Episode 1.15

NOTE: Caleb is presumably a Molecular New Mutant, although his psychic link ability suggests he may have some Psionic gene manipulation as well. "Pamela Fries" (pronounced "freeze") is presumably an in-joke on Mark Amato's part, as it combines the names of the two main villains from the movie "Batman and Robin": Pamela Isley (Poison Ivy) and Dr. Victor Fries (Mr. Freeze).

I first want to start out by saying that *Mutant X* is an excellent show. The element that drew me in was the mutant angle of the show. I have been a follower of the X-Men for years and even though *Mutant X* is not a part of the X-Men universe I was interested. I have not been disappointed by the show. *Mutant X* has a lot of adventure and action but it also has emotion and intrigue that make it dynamic. It is nice to have a chance to get to watch a show about mutants on a weekly basis and I look forward to seeing each new episode. I find it somewhat liberating to watch *Mutant X* because I can start out fresh with all the concepts and characters.

Adam, John Shea, is very interesting because he is human. Adam is the founder and leader of *Mutant X*. He has great compassion for the members of his team. It is his mission to take care of those who are mutants. He has a very good reason why he wants to help mutants.

Shalimar Fox, Victoria Pratt, is intense because of her feral nature. Shalimar is a tough fighter who protects the members of *Mutant X* like a fierce mother bear.

Jesse Kilmartin, Forbes March, is fascinating because of his ability change the nature of his body at will. Jesse is the good-hearted boy next door type that truly wants to make a difference for mutants.

Emma deLauro, Lauren Lee Smith, is intriguing because of her telepathic ability. Emma is a caring person who is exploring her possibly enormous gift.

Brennan Mulwray, Victor Webster, is electrifying literally. Brennan has the power of electricity which matches his personality. He is a bit of rebel which will help *Mutant X*.

Mutant X has an enemy in a human named Mason Eckhart, Tom McCamus. Eckhart may bear a striking resemblance to Andy Warhol but he is a dark individual who wants to hunt down mutants.

I believe that *Mutant X* will continue to grow and change. It is at the beginning of its story and the story has a lot of directions that can be explored. The same can be said of the characters. I feel that *Mutant X* is a great show that will get stronger and even better with every episode.

Academy of Science Fiction, Fantasy & Horror Films, USA

Year Result Award Category/Recipient(s)

2004 Nominated Saturn Award Best Supporting Actress in a Television Series

Victoria Pratt

2003 Nominated Saturn Award Best Syndicated/Cable Television Series

Canadian Society of Cinematographers Awards
Year Result Award Category/Recipient(s)
2003 Won CSC Award Best Cinematography in TV Series
Nikos Evdemon
For episode "Nothing to Fear".

2002 Nominated CSC Award Best Cinematography in TV Series
Nikos Evdemon
For episode "Lazarus Syndrome".

Directors Guild of Canada
Year Result Award Category/Recipient(s)
2003 Nominated DGC Craft Award Outstanding Achievement in Production Design - Short Form
John Blackie
For episode "Inferno".

Outstanding Achievement in Sound Editing - Short Form
Mark Gingras
Rose Gregoris
Jill Purdy
For episode "Inferno".

2002 Nominated DGC Craft Award Outstanding Achievement in Sound Editing
Mark Gingras
Jill Purdy
For episode "The Shock of the New".

Gemini Awards
Year Result Award Category/Recipient(s)
2003 Nominated Gemini Best Production Design or Art Direction in a Dramatic Program or Series
John Blackie
For episode "Past As Prologue".

2002 Won Gemini Best Sound in a Dramatic Series
Jill Purdy
Steve Baine
Dan Daniels
Mark Gingras
Rose Gregoris
Allen Ormerod
Scott Shepherd
For episode "The Shock of the New".

WR. Howard Chaykin, Mark Amato, Howard Chaykin, Perry Dance, Tony Di Dranco.

DIR. John Bell, Graham Campbell, Jon Cassar, John Fawcett

EPISODES: 66 **YEAR MADE:** 2001 **COUNTRY:** US **SEASONS:** 3

TRIBUNE ENTERTAINMENT, CANWEST ENTERTAINMENT, FIREWORKS ENTERTAINMENT.

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 22, (3) 22

DATE OF PREMIER: 06/10/2001 **AIR DATE OF LAST EPISODE** 17/04/2004

SEASON DATE BREAKDOWN:

FILMS:

Adam Xero JOHN SHEA, Shalimar Fox VICTORIA PRATT, Brennan Mulwray VICTOR WEBSTER, Jesse Kilmartin FORBES MARCH, Emma DeLauro LAUREN LEE SMITH, Mason Eckhart TOM MCCAMUS, Frank Thorne DOUG O'KEEFFE, Ruby CHUCK BYRN, Lexa Pierce (2003-2004) KAREN CLICHÉ, Gabriel Ashlocke (2002) GABRIEL ASHLOCKE, Mason Eckhart (2001-2003) MASON ECKHART.

1 - 1 *THE SHOCK OF THE NEW (PART 1 OF 2)*

A mutant empath on the run from mysterious government agents is rescued by a team of fellow "New Mutants" - the group known as Mutant X.

Wr Howard Chaykin

Dir T.J. Scott

1 - 2 *I SCREAM THE BODY ELECTRIC (PART 2 OF 2)*

Brennan is captured and falls under Eckhart's control, and forced to work against the New Mutants.

Wr Howard Chaykin

Dir Jon Cassar

1 - 3 *RUSSIAN ROULETTE*

Mutant X comes to the aid of a teenager New Mutant pursued by Russians - she holds the secret to a new weapon that targets mutants.

Wr Elizabeth Keyishian

Dir T.J. Scott

1 - 4 *FOOL FOR LOVE*

Shalimar becomes close to another feral when it's "lust at first sight," but matters become complicated when her new boyfriend tries to find a cure for his condition.

Wr David L. Newman

Dir T.J. Scott

1 - 5 *KILOHERTZ*

A mutant terrorist, Kilohertz, threatens to throw the world into chaos.

Wr David L. Newman

Dir Andrew Potter

1 - 6 *THE MEANING OF DEATH*

A mysterious plague targeting New Mutants only threatens to wipe out the underground community, and Mutant X and the GSA must join forces to eliminate it before it's too late.

Wr Brad Falchuk

Dir Graeme Campbell

1 - 7 *LIT FUSE*

Eckhart seeks a mutant who can absorb energy, one who Brennan becomes romantically involved with.

Wr Elizabeth Keyishian, David L. Newman

Dir John Bell

1 - 8 *IN THE PRESENCE OF MINE ENEMIES*

Jesse falls in love with a computer hacker, who Eckhart wants to "procure" to use to corrupt the public computer news channels against New Mutants and to the GSA's benefit.

Wr Howard Chaykin

Dir John Bell

1 - 9 *CRIME OF THE NEW CENTURY*

A New Mutant is kidnapped from his family and Mutant X set out to recover him and find out what Eckhart's interest in him is.

Wr Joe Johnson

Dir Graeme Campbell

1 - 10 *DARK STAR RISING*

Members of an international anti-terrorist unit, Dark Star, are striking against the GSA and Mutant X discovers that they are previously undiscovered New Mutants.

Wr Philip Lazebnik

Dir Jon Cassar

1 - 11 *WHITER SHADE OF PALE*

A New Mutant with the power of invisibility is working against both Eckhart and Adam, despite the fact she was involved with Adam in the past.

Wr Tony DiFranco

Dir Terry Ingram

1 - 12 *DOUBLE VISION*

An old friend of Brennan's lures him and Emma into a trap - Emma ends up split into two separate entities, one good and one evil.

Wr Darrell Fetty

Dir Jon Cassar

1 - 13 *BLOOD TIES*

Jesse is roped into a deadly undercover mission by his estranged father, who is working against Eckhart.

Wr Percy Dance

Dir John Fawcett

1 - 14 *ALTERED EGO*

A young New Mutant from Adam's past shows up, seeking revenge for her father's death.

Wr Elizabeth Keyishian

Dir Andrew Potter

1 - 15 *LAZARUS SYNDROM*

Emma falls prey to a modern-day vampire who must feed on the life force of New Mutants in order to survive.

Wr Mark Amato

Dir John Bell

1 - 16 *INTERFACE*

Emma reunites with an old friend who possesses telecyber powers. The reunion turns dangerous, however, when Michelle tries to turn Emma over to the GSA.

Wr Mark Lisson

Dir Ken Girotti

1 - 17 *PRESUMED GUILTY*

Adam is framed for murder by a New Mutant with the ability to steal people's memories.

Wr Darrell Fetty

Dir Ken Girotti

1 - 18 *EX MARKS THE SPOT*

Shalimar's former boyfriend shows up and is trying to recover a Faberge Egg that holds a microchip of extraordinary power.

Wr Mark Amato, Howard Chaykin, David L. Newman

Dir Jorge Montesi

1 - 19 *NOTHING TO FEAR*

Eckhart employs the services of a New Mutant mercenary with the power to control dreams, and sends him against Mutant X.

Wr Elizabeth Keyishian

Dir T.J. Scott

1 - 20 *DEADLY DESIRE*

Brennan falls under the sway of a New Mutant who can emit seductive pheromones while attempting to recover a computer virus.

Wr David L. Newman

Dir Brad Turner

1 - 21 *DANCING ON THE RAZOR*

Mutant X and Genomex are both captured on film using their powers, and they both have to deal with the reporter who plans to go public with the information.

Wr Mark Amato

Dir Jorge Montesi

1 - 22 *A BREED APART*

Mutant X encounters a new faction of New Mutants - the Strand, led by the powerful first mutant, Gabriel Ashlocke.

Wr Howard Chaykin

Dir Brad Turner

2 - 1 *PAST AS PROLOGUE*

Ashlocke revives an ancient Egyptian alchemist in an attempt to preserve his own life.

Wr Howard Chaykin

Dir T.J. Scott

2 - 2 *POWER PLAY*

A military officer lures in Mutant X in a complicated scheme to get at a vital element stored in the core of a power plant.

Wr Turi Meyer, Al Septien

Dir Milan Cheylov

2 - 3 *TIME SQUARED*

Ashlocke gains access to a mutant who can travel through time, and he uses her to go back and alter his own history and cure himself.

Wr Elizabeth Keyishian

Dir John Bell

2 - 4 *WHOSE WOODS ARE THESE*

Mutant X investigates a series of deaths in the wilderness that may or may not involve a feral mutant.

Wr Darell Fetty

Dir Jorge Montesi

2 - 5 *THE FUTURE REVEALED*

Gabriel gains access to Sanctuary and attempts to force Adam into providing a cure for his fatal condition.

Wr Mark Amato

Dir John Bell

2 - 6 *NO MAN LEFT BEHIND*

U.S. military plane is shot down and the team must go in to recover the pilot.

Wr David L. Newman

Dir Jorge Montesi

2 - 7 *CROSSROADS OF THE SOUL*

Brennan is trapped in a strange town without his powers that is sealed off from the outside world, and must deal with the paranoid townspeople who desire to hide their secret.

Wr Elizabeth Keyishian, Mark Amato

Dir Stacey Stewart Curtis

2 - 8 *SIGN OF THE ABOVE*

Aliens are targeting New Mutants to capture samples to take back with them.

Wr Tony Blake, Paul Johnson

Dir John Bell

2 - 9 *BODY AND SOUL*

A body-jumping New Mutant uses his abilities to gain revenge on Genomex and the three scientists who "cursed" him with his powers.

Wr David L. Newman

Dir Brenton Spicer

2 - 10 *UNDERSTUDY*

With Shalimar in sickbay, the team recruits a new feral to temporarily take her place, but the feral plans to become a full-time member of the team...any way she can.

Wr Darrell Fetty

Dir John Bell

2 - 11 *THE GRIFT*

A former flame of Brennan's shows up asking for his help...and revealing that her son is Brennan's child.

Wr Elizabeth Keyishian

Dir Oley Sassone

2 - 12 *AT DESTINY'S END*

Emma must go undercover to join a group of eco-terrorists run by another empath.

Wr Jeff F. King

Dir Oley Sassone

2 - 13 *WITHIN THE WALLS*

A psychotic New Mutant escapes from prison and goes after Adam, seeking revenge.

Wr Peter Mohan

Dir Manfred Guthe

2 - 14 *HARD TIME*

Jesse and Brennan go undercover to investigate a prison gladiatorial scheme.

Wr Al Septien, Turi Meyer

Dir Oley Sassone

2 - 15 *UNDER THE CLOAK OF WAR*

Adam is the target of an assassination league. After their first failure, he sends Shalimar to infiltrate the group but the situation quickly becomes dangerous for her.

Wr Nelu Ghiran

Dir Andrew Potter

2 - 16 *ONCE AROUND*

The team must protect a defense witness against a New Mutant who can project his senses through others.

Wr Mark Amato

Dir Bruce Pittman

2 - 17 *FINAL JUDGMENT*

Adam is put on trail by a mysterious Tribunal for crimes against humanity.

Wr David L. Newman

Dir Bill Corcoran

2 - 18 *INFERNO*

The team tracks down a pyromaniac mutant but matters are complicated when Emma is "possessed" by the spirit of his most recent victim.

Wr Charles Heit

Dir Andrew Potter

2 - 19 *ONE STEP CLOSER*

The team must protect a Senator's daughter but Brennan's powers grow out of control, endangering the mission.

Wr Freddie Prinze Jr.

Dir Bill Corcoran

2 - 20 *REALITY CHECK*

A New Mutant with the ability to manipulate the minds and perceptions of others sets out to locate Sanctuary, and captures Shalimar to do so.

Wr Peter Mohan, Mark Amato

Dir Jorge Montesi

2 - 21 *REAWAKENING*

The team travel to an oil rig to fight a protocanth, a prehistoric reanimated humanoid that endangers all humanity.

Wr Mark Amato, Elizabeth Keyishian

Dir T.W. Peacocke

2 - 22 *LEST HE BECOME*

Shalimar's father is involved in secretive genetic research. The team investigates and finds out that the person backing him has plans of their own.

Wr Peter Mohan

Dir Jonathan Hackett

3 - 1 *INTO THE MOONLESS NIGHT*

In the aftermath of disaster, the Mutant X team must deal with the death of one of their teammates, the disappearance of another, the return of Mason Eckhart, and the arrival of a mysterious mutant with an agenda of her own.

Wr Peter Mohan

Dir Philip David Segal

3 - 2 *WAGES OF SIN*

The Mutant X team must stop the auction of a highly lethal substance that a number of notorious international terrorists are vying to acquire.

Wr R.B. Carney

Dir Jorge Montesi

3 - 3 *THE BREED*

The Mutant X team is brought in to help a military base that has become infected with a deadly disease.

Wr Michelle Lovretta

Dir Jorge Montesi

3 - 4 *WHERE EVIL DWELLS*

The Mutant X team must stop a serial killer who leaves clues to his next victims in the form of puzzles.

Wr Bob Carney

Dir Andrew Potter

3 - 5 *THE TAKING OF CROWS*

When Lexa is unknowingly drugged with a lethal substance, the team must race to find the antidote before it's too late.

Wr Mark Amato

Dir Bill Corcoran

3 - 6 *SHADOWS OF DARKNESS*

The Mutant X team is called in to investigate bizarre activities occurring at a local hospital.

Wr Mark Amato

Dir Andrew Potter

3 - 7 *THE HAND OF GOD*

The Mutant X team embarks on a mission to locate and capture a powerful super-mutant who possesses god-like powers.

Wr Rick Drew

Dir Terry Ingram

3 - 8 *WASTELAND*

Jesse is forced to reconnect with his former fiancée when the Mutant X team learns that her company is involved in the genetic manipulation of crops.

Wr Al Septien, Turi Meyer

Dir René Bonnière

3 - 9 *NO EXIT*

A revenge-seeking cybernetic mutant uses his powers to overtake Sanctuary's security system in a plot to destroy Mutant X.

Wr Elizabeth Keyishian

Dir Bill Corcoran

3 - 10 *BROTHER'S KEEPER*

The Mutant X team learns about Lexa's estranged twin brother when he becomes the main target of an

underground operation harvesting mutant organs.

Wr Michelle Lovretta

Dir Timothy Bond

3 - 11 *POSSIBILITIES*

Brennan and the Mutant X team join forces with a time traveling mutant to defuse a bomb threatening devastating consequences.

Wr Lisa Steele

Dir René Bonnière

3 - 12 *CONSPIRACY THEORY*

While Brennan and Shalimar investigate a mysterious plane crash, Lexa contemplates her future with the Mutant X team.

Wr Peter Mohan

Dir Bill Corcoran

3 - 13 *ART OF ATTRACTION*

As the Mutant X team fights to retrieve a formula hidden in a collection of artwork, Shalimar is given vital information from a mysterious source

Wr Alfonse Ruggiero

Dir Andrew Potter

3 - 14 *A NORMAL LIFE*

Mutant X tracks down a rogue scientist while Shalimar breaks away from the team to help Adam save the scientist and uncover the real bad guy.

Wr Peter Mohan

Dir Alan Goluboff

3 - 15 *DIVIDED LOYALTIES*

Brennan is forced to return to his criminal past when Mutant X discovers that his old partner is involved in stealing secrets from the Dominion.

Wr Elizabeth Keyishian, David Wilks

Dir Richard Flower

3 - 16 *AGE OF INNOCENCE*

Mutant X unearths an old military experiment involving an age-reversal serum and is surprised to discover that Jesse's grandfather is one of the test subjects.

Wr Mark Amato

Dir Bill Corcoran

3 - 17 *SHE'S COME UNDONE*

Discovering that their teammate Lexa is the subject of a covert experiment that is controlling her, the Mutant X team hunts for the doctor responsible

Wr Michelle Lovretta

Dir Timothy Bond

3 - 18 *IN BETWEEN*

When Jesse's life hangs in the balance, Brennan must connect to him and lead him through past memories they've shared in order to save his life.

Wr Gil Grant

Dir Andrew Potter

3 - 19 *DREAM LOVER*

Mutant X must stop a scientist from cloning women for use as slaves in his ultra-exclusive men's club.

Wr Mark Amato

Dir Bill Corcoran

3 - 20 *THE PROPHECY*

Brennan battles with a Guardian of the Prophecy to stop the late mutant Ashlocke's plan from beyond the grave of world domination.

Wr Michelle Lovretta

Dir Timothy Bond

3 - 21 *CIRQUE DES MERVEILLES*

Lexa's suspicions lead Mutant X to unveil a traveling death camp, which is posed as a circus for mutant refugees and Mutant X's enemy within the Dominion.

Wr Mark Amato

Dir Jonathan Hackett

3 - 22 *THE ASSAULT*

The team uncovers many of the mysteries surrounding Mutant X after the Dominion captures Lexa and Jesse.

Wr Peter Mohan

Dir Andrew Potter

MUTANT, LE

An intelligence agency is determined to learn the nature and whereabouts of Saul Mason, a eugenics-created young man with psychic power and super-strength. In each episode of this short French television series, the agency captures and interrogates one person connected with the mysterious Saul, slowly piecing together the puzzle as to the extent of Saul's powers and his intent for mankind.

Alain Page also wrote *Les Compagnons d'Eleusis* and *Le Bal des Affames*, a novelisation of *Le Mutant* written by Page was published in 1978

Original music by Carlos Leresche, Cinematography by Jean Jacques Guyard.

WR. Alain Page

DIR. Bernard Toublanc-Michel

EPISODES: 6 **YEAR MADE:** 1978 **COUNTRY:** FRA **SEASONS:** 1

TF1, TELFRANCE

CREATOR: ALAIN PAGE (Writer)

TYPE OF SHOW: SUPER POWERS

FORMAT: MINI-SERIES

LENGTH (MINS): 52 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 15/06/1978

AIR DATE OF LAST EPISODE 20/07/1978

SEASON DATE BREAKDOWN:

FILMS:

Le professeur Masson JACQUES DACQMINE, Jeanne Laurent FANNY ARDANT, Perez STEPHANE BOUY, Legrand PHILIPPE FORQUET, Le journaliste ALAIN HITIER, Briand GILLES KOHLER, La crémère NICOLE MAUCLAIR, Maurice ALBERT MICHEL, Juliette LAURE MOUTOUSSAMY, Saul NICOLAS PIGNON, Le marchand GUY REVALDY, Walter BERNARD WORINGER, O'Brien ANTON DIFFRING, ART CARNEY, GERARD COUDERC, ALIAN FEYDEAU, ALEXANDRE GRECQ, DERRY HALL, PHILIPPE JOURDE, BILLY KEARNS, FRANCIS LEMAIRE, GEORGES LYCAN, TONIE MARSHALL, JACQUES PLEE, HAYDEE POLITOFF, BARBARA SOMMERS, IDWIG STEPHANE.

Books Based on this series.

Le Mutant

Alain Page

1978

MY FAVOURITE MARTIAN



Martin was the alien and Tim O'Hara was the only human who knew Martin's true origin. Tim was a reporter for a Los Angeles newspaper and on the way to a story one day he spots a spaceship crash-landing in the desert. Let any good reporter he set out to investigate and discovered Martin, a man from the planet Mars. Although Martin freely told Tim where he was from he also informed him he would deny being an alien should Tim ever print the story in the paper. To pay Martin back for robbing him of the scoop of the century. Tim agreed to pass Martin off as his eccentric uncle and allowed him to move in with him until he got his spaceship repaired.

Martin's secret was a bit hard to keep secret, especially from Tim's landlady Mrs. Brown, an attractive widow, who lived downstairs with her teenage daughter Angela. Besides having a spaceship in the garage, Martin also had powers that humans do not. On a regular basis he could turn himself invisible, talk to animals, read minds, levitate objects and make antennae appear on the top of his head. He also had other powers and allergies to Earth items, that would manifest themselves and cause trouble for one episode than never be mentioned again.

Martin also had a plethora of technological wonders stored inside his tiny spaceship which often malfunctioned (or were improperly used by Tim) again resulting in situations that required a lot of explanations. One of the devices was a time machine. Introduced near the end of the second season, the time machine was used several times during the third season allowing Tim and Martin to meet some famous and not so famous historical figures.

The second season saw the introduction of Detective Bill Brennan. Brennan was introduced as Mrs. Brown's romantic interest, sparking a certain amount of jealousy in Martin who fancied her himself. Brennan also was a bit suspicious of Martin which caused Martin and Tim to become extra careful whenever Brennan was around.

Sit-com about Los Angeles Sun reporter Tim O'Hara rescuing a crashed Martian who looked human (except for extensible antennae) and had both telepathic and telekinetic powers, plus invisibility and a mind filled with advanced technology. Like all good aliens, he just wanted to fix his spaceship and go home, while he stayed with Tim in Mrs. Brown's boardinghouse. He developed a crush on Mrs. Brown, and imagined that Officer Brennan also had romantic leanings towards her -- which he manifestly did. The show worked to the extent that Ray Walston's character was so convincingly portrayed, and failed to the extent that the episodic sit-com adventures went nowhere. Bill Bixby would later become more famous for playing Dr. David Banner in THE INCREDIBLE HULK.

This was a fairly sophisticated (compared to most TV sitcoms of the time), humorous and commercially successful series about a Martian (Ray Walston) who becomes stranded on Earth. He is befriended by a young man (Bill Bixby), who passes him off to friends as his uncle. The Martian's unfamiliarity with Earth customs, plus his special powers -- which include ESP, INVISIBILITY and TELEKINESIS -- provide much of the humour. A similar premise, again mostly used for light SATIRE, was adopted by 2 subsequent TV series, MORK AND MINDY (1978-82) and ALF (1986-current).

My Favourite Martian was the first of several science fiction sitcoms in which an alien being lived on Earth, with his true nature being hidden from the population at large.

In 1973, an animated version of the show joined the CBS Saturday morning line up. None of the actors from the live version of the programme lent their voices to the animated version. It was entitled My Favourite Martians, due to the fact the now Tim had not only his 'Uncle' Martin to conceal but also Martin's young nephew Andromeda or Andy for short and his strange pet Okie. Andromeda had made one previous appearance in one of the live action episodes. Tim's niece Katy was also aware of Martin and Andy's secret. The voice of Uncle Martin in the animated series was performed by Jonathan Harris, more famous for playing the role of Dr. Smith in LOST IN SPACE.

TV's favourite Martain was created by John L. Greene, an American TV writer who first began toying with the idea of a stranded alien in 1955. Control of Uncle Martin's destiny eventually passed to producer Jack Chertok, with Greene one of a team of scriptwriters working on the project (tought when one episode called for Martin to get 'invovled' with a striptease dancer called Peaches, Greene felt as lost an any parent might feel). Mostly , the humour was mischievous but comfortable, with Martin game to help Tim in his career and domestic life. . . But only up to a point.

Special effects were gentle rather than spectacular; Uncle Martin's antennae were strapped to Walstons back and push-button controlled by the actor himself, and when Martin flew, it was courtesy of wires and harness.

My Favourite Martian premiered in America in September 1963 and was on British screens within two months, becoming a regular - and repeated - visitor over the next few years. The series' only other regular charecters were O'Hara's landlady, Mrs Brown and, occasionally, her teenage daughter, Angela, and O'Hara's editor, Harry Burns. The series' music was created by George Greeley and the producer was Jack Chertok. Trying to ascertain exactly how many episodes of this series have been shown in the U.K. is a tricky business, given ITV's fragmented state at the time. I have definite transmission dates for 67 episodes (all B/W) between November 1963 and May 1968, based on several different regional schedules. Its seems likely, though, that all 75 of the b/w episodes did find their way over here. I have no record of any colour episodes transmitted in the UK.

In 1999, a film based on the TV series starring Christopher Lloyd as Uncle Martin, Daryl Hannah and Jeff Daniels, the director for the film was Donald Petris, the man responsible for killing off Macauley Culkin's carrier in the film Richie Rich. The film was considered to be one of the worst films made in 1999, and was panned by critics.

WR. Earl Barret, Al Martin, James Komack, Albert E. Lewin, Marty Roth, Gene L. Coon, Gene Thompson and Phyllis White & Robert White.

DIR. Oscar Rudolph, Sidney Miller, Leslie Goodwins, Alan Rafkin, Byron Paul, John Erman and David Alexander.

EPISODES: 107 **YEAR MADE:** 1963 **COUNTRY:** US **SEASONS:** 3

A JACK CHERTOK PRODUCTION

CREATOR: JOHN L. GREENE

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 37 (2) 38, (3) 32

DATE OF PREMIER: 29/09/1963 **AIR DATE OF LAST EPISODE** 01/05/1966

SEASON DATE BREAKDOWN:

FILMS: MY FAVOURITE MARTIAN (1999)

Uncle Martin/The Martian/X-Idguis 12 RAY WALSTON, Tim O'Hara BILL BIXBY, Mrs. Lorelei Brown PAMELA BRITTON, Angela Brown ANN MARSHALL, Mr. Harry Burns J. PAT O'MALLEY (1), Detective Bill Brennan ALEN HEWITT (2,3), The Police Cheif ROY ENGLE (3).

RELATED SHOWS:

ALF

OUT OF THIS WORLD (1987)

MORK AND MINDY

LOST IN SPACE

INCREDIBLE HULK,THE

MIKE AND ANGELO

THIRD ROCK FROM THE SUN

1 - 1 *MY FAVORITE MARTIN*

In the pilot episode, Martin's spacecraft crash lands on earth. He meets and moves in with Tim O'Hara.

Wr John L. Greene

Dir Sheldon Leonard

1 - 2 *THE MATCHMAKERS*

Tim and Martin find a dog that needs their help. It turns out that the dog is love-struck.

Wr John L. Greene, Paul David

Dir Sidney Miller

1 - 3 *THERE IS NO CURE FOR THE COMMON MARTIN*

Martin loses his powers when he gets sick. He has contracted the common cold, a condition that martians are not familiar with.

Wr James Komack

Dir Sidney Miller

1 - 4 *RUSSIANS R' IN SEASON*

Martin finds out about the Government space strategy. He knows from experience that the plans are doomed to failure. But he finds no audience when he attempts to warn them.

Wr James Komack

Dir Alan Rafkin

1 - 5 *MAN OR AMOEBA*

Martin helps Mrs. Brown's daughter, Angela, with a school assignment about Mars.

Wr Jerry Seelen, Leo Rafkin

Dir Alan Rafkin

1 - 6 *THE MAN ON THE COUCH*

Martin is believed to be attempting suicide. He is forced into psychiatric therapy.

Wr William Blinn, Michael Gleason

Dir Alan Rafkin

1 - 7 *A LOAF OF BREAD, A JUG OF WINE AND PEACHES*

For the first time in his life, Martin experiences the emotion of love.

Wr Earl Barret

Dir Alan Rafkin

1 - 8 *THE AWFUL TRUTH*

To give Tim a chance to feel like a martian, Martin grants Tim the ability to read minds for one day.

Wr Arnold Peyser, Lois Peyser

Dir Oscar Rudolph

1 - 9 *ROCKET TO MARS*

The trash collector mistakes Martin's spaceship for trash. Now, Martin and Tim must find where it wound up.

Wr Elroy Schwartz, Austin Kalish

Dir Leslie Goodwins

1 - 10 *RAFFLES NO. 2*

Martin finds himself in trouble when his finger prints match those of a jewel thief.

Wr Elroy Schwartz, Austin Kalish

Dir Oscar Rudolph

1 - 11 *THE ATOM MISERS*

A boy genius and Martin work together to devise a means of accelerating electronic particles.

Wr James Menzies

Dir Leslie Goodwins

1 - 12 *THAT LITTLE OLD MATCH MAKER, MARTIN*

Martin wants to know what type of man Cynthia would be interested in. So he reads her mind to find out.

Wr Terry Ryan

Dir Oscar Rudolph

1 - 13 *HOW TO BE A HERO WITHOUT REALY TRYING*

An attractive lady moves into Tim's neighborhood. Martin tries to get her attention by posing Tim as a hero.

Wr Ed James, Seaman Jacobs

Dir Sidney Miller

1 - 14 *BLOOD IS THICKER THAN THE MARTIAN*

Harvey, Tim's cousin, comes to visit. He is bewildered, for he doesn't know who Uncle Martin is.

Wr Al Martin, Bill Kelsay

Dir Oscar Rudolph

1 - 15 *POOR LITTLE RICH CAT*

Martin disapproves of news that a cat has received a large inheritance.

Wr James Komack

Dir James Komack

1 - 16 *RX FOR MARTIAN*

It's time for Martin to return to Mars. The planning begins.

Wr James Komack

Dir James Komack

1 - 17 *GOING, GOING, GONE*

Martin's metabolism is bothered on account of sun spots.

Wr Elroy Schwartz, Austin Kalish

Dir Oscar Rudolph

1 - 18 *WHO AM I?*

Martin loses his memory of everything, including his origins.

Wr Ben Starr

Dir Leslie Goodwins

1 - 19 *NOW YOU SEE IT, NOW YOU DON'T*

A museum is about to lay off its curator, until Martin intervenes.

Wr Ben Gershman, Bill Freedman

Dir Leslie Goodwins

1 - 20 *MY NEPHEW THE ARTIST*

Martin's art work is praised, but Tim gets all the credit.

Wr Ben Starr

Dir Oscar Rudolph

1 - 21 *HITCHHIKE TO MARS*

A local business finances a trip to Mars. Martin is interested in going along.

Wr Ben Gershman, Bill Freedman

Dir Oscar Rudolph

1 - 22 *UNCLE MARTIN'S BROADCAST*

Tim's reporter career branches out to crime stories. Martin's antennae prove useful.

Wr James Komack

Dir Oscar Rudolph

1 - 23 *AN OLD, OLD FRIEND OF THE FAMILY*

When an Asian Head of State visits the area, Martin intervenes to get Tim an exclusive.

Wr John L. Greene, Paul David

Dir Leslie Goodwins

1 - 24 *SUPER-DUPER SNOOPER*

Martin finds himself as the target of snooping when Mrs. Brown takes up detective work as a hobby.

Wr Al Martin, Bill Kelsay

Dir Leslie Goodwins

1 - 25 *THE SINKABLE MRS BROWN*

Tim might find himself without a house when Mrs. Brown decides to sell.

Wr Al Martin, Bill Kelsay

Dir Oscar Rudolph

1 - 26 *MARTIN AND THE ETERNAL TRIANGLE*

Martin finds himself sharing the attentions of Mrs. Brown with a Frenchman, Andre Dupre.

Wr Ben Gershman, Bill Freedman

Dir Oscar Rudolph

1 - 27 *DANGER! HIGH VOLTAGE!*

Martin absorbs an electrical charge, but the whole town's power supply is affected.

Wr Ben Gershman, Bill Freedman

Dir Leslie Goodwins

1 - 28 *IF YOU CAN'T LICK THEM*

Martin's antennae attracts a new playmate in a young child.

Wr Blanche Hanalis

Dir Oscar Rudolph

1 - 29 *UNIDENTIFIED FLYING UNCLE MARTIN*

Martin is seen when he tests the flight worthiness of his space ship.

Wr James Komack

Dir Leslie Goodwins

1 - 30 *HOW ARE YOU GONNA KEEP THEM DOWN ON THE PHARMACY?*

Martin disappears at inopportune moments. The solution comes in a hard-to-find vitamin.

Wr James Komack

Dir Leslie Goodwins

1 - 31 *MISS JEKYLL AND HYDE*

Martin's identity is threatened when Mrs. Brown's niece, Paula, starts asking too many questions.

Wr Al Martin, Bill Kelsay

Dir Oscar Rudolph

1 - 32 *WHO'S GOT THE POWER?*

Martin's powers become impaired during an electrical storm.

Wr James Komack

Dir Oscar Rudolph

1 - 33 *OH, MY ACHING ANTENNA*

Martin starts to feel old, and he blames Earth's stronger gravitational force.

Wr Ted Sherdeman, Jane Klune

Dir Oscar Rudolph

1 - 34 *THE DISATRO-NAUTS*

A wealthy man builds a space ship. Martin steps forward to take it to Mars.

Wr Ben Gershman, Bill Freedman

Dir Leslie Goodwins

1 - 35 *SHAKE WELL AND DON'T USE*

Martin makes a stew, and Mr. Burns has an unusual reaction.

Wr Al Martin, Bill Kelsay

Dir Oscar Rudolph

1 - 36 *A NOSE FOR NEWS*

Martin fills in for Tim at work. During that time, Martin gains a high profile interview.1

Wr William Blinn, Michael Gleason

Dir Alan Rafkin

1 - 37 *UNCLE MARTIN'S WISDOM TOOTH*

Martin discovers that a toothache's symptoms include impaired eyesight.

Wr James Komack

Dir Oscar Rudolph

2 - 1 *DREAMING CAN MAKE IT SO*

Tim catches Martin dreaming, and learns that he can actually observe a martian's dreams.

Wr Ben Gershman, Bill Freedman

Dir Oscar Rudolph

2 - 2 *THE MEMORY PILL*

Martin gives Tim a machine that promises to perfect his memory.

Wr Benedict Freedman

Dir Oscar Rudolph

2 - 3 *THREE TO MAKE READY*

Martin considers that perhaps it would be nice to remain on Earth permanently.

Wr Bruce Howard, Bud Nye

Dir Leslie Goodwins

2 - 4 *NOTHING BUT THE TRUTH*

Martin must return the space ship to the garage. But Mrs. Brown would be sure to notice.

Wr Blanche Hanalis

Dir Oscar Rudolph

2 - 5 *DIAL M FOR MARTIN*

Martin comes in contact with a falling telephone wire. Now, he himself receives all the calls.

Wr Fred S. Fox, Iz Elinson

Dir Oscar Rudolph

2 - 6 *EXTRA! EXTRA! SENSORY PERCEPTION!*

Martin pleads with Tim not to invite a psychic into the house.

Wr James Komack

Dir Leslie Goodwins

2 - 7 *MY UNCLE THE FOLK SINGER*

Martin rocks the music world with his folk singing.

Wr Lee Karson

Dir Oscar Rudolph

2 - 8 *THE GREAT BRAIN ROBBERY*

To help Tim meet expenses, Martin tutors an obnoxious child.

Wr Hendrik Vollaerts

Dir Oscar Rudolph

2 - 9 *DOUBLE TROUBLE*

Martin's duplicating machine creates another Mrs. Brown.

Wr Ben Gershman, Bill Freedman

Dir Oscar Rudolph

2 - 10 *HAS ANYBODY SEEN MY ELECTRO MAGNETIC NEUTRON CONVERTING GRAVITATOR?*

A young boy hijacks Uncle Martin's spaceship.

Wr Albert E. Lewin, Burt Styler

Dir Leslie Goodwins

2 - 11 *DON'T RAIN ON MY PARADE*

A rainmaker offers his services during a dry spell.

Wr James Komack

Dir Leslie Goodwins

2 - 12 *NIGHT LIFE OF UNCLE MARTIN*

While Uncle Martin is asleep, his alter ego appears — a lookalike swinger named Pierre.

Wr Albert E. Lewin, Burt Styler

Dir Oscar Rudolph

2 - 13 *TO MAKE A RABBIT STEW - FIRST CATCH A MARTIAN*

A rabbit eats a Martian vitamin pill, and becomes 6 feet tall.

Wr Al Martin, Bill Kelsay

Dir Leslie Goodwins

2 - 14 *WON'T YOU COME HOME, UNCLE MARTIN, WON'T YOU COME HOME*

Tim's enemies increase rapidly after he basks in Martin's benevolence bulb.

Wr Al Martin, Bill Kelsay

Dir Leslie Goodwins

2 - 15 *THE CASE OF THE MISSING SLEUTH*

The Case of the Missing Sleuth: Detective Brennan (Alan Hewitt) dissolves himself with Martin's molecular separator.

Wr Ben Gershman, Bill Freedman

Dir Oscar Rudolph

2 - 16 *HOW'RE THINGS IN GLOCCA MARTIN?*

Tim's great-uncle demands to know where Martin fits on the family tree.

Wr Albert E. Lewin, Burt Styler

Dir Byron Paul

2 - 17 *GESUNHEIT, UNCLE MARTIN*

Martin suffers from temporary amnesia attacks, brought on by Martian hay fever.

Wr Ben Gershman, Bill Freedman

Dir Oscar Rudolph

2 - 18 *MARTIAN REPORT #1*

To prove that childhood is unnecessary, Martin adopts an orphan girl.

Wr Blanche Hanalis

Dir Oscar Rudolph

2 - 19 *UNCLE MARTIN AND THE IDENTIFIED FLYING OBJECT*

Martin loses control of his power to move large objects.

Wr Marty Roth, Lissa Charell

Dir Byron Paul

2 - 20 *A MARTIAN FIDDLES AROUND*

Martin burns (and becomes transparent) each time Mrs. Brown plays her violin.

Wr Albert E. Lewin, Burt Styler

Dir Oscar Rudolph

2 - 21 *HUMBUG, MRS BROWN*

Martin's thrift lessons turn Mrs. Brown into a miser.

Wr Al Martin, Bill Kelsay

Dir Oscar Rudolph

2 - 22 *CRASH DIET*

Tim tinkers with Martin's ship, shrinking it to the size of a toy.

Wr Phyllis White, Robert White

Dir Byron Paul

2 - 23 *GONE BUT NOT FORGOTTEN*

Martin's invisibility mechanism goes haywire - everything he touches disappears.

Wr Benedict Freedman

Dir Byron Paul

2 - 24 *STOP OR I'LL STEAM*

Color Martin green when he sees Brennan flirt with Mrs. Brown.

Wr Albert E. Lewin, Burt Styler

Dir Oscar Rudolph

2 - 25 *THE MAGNETIC PERSONALITY AND WHO NEEDS IT*

An experiment goes haywire, turning Martin into a walking magnet.

Wr Albert E. Lewin, Burt Styler

Dir Oscar Rudolph

2 - 26 *WE LOVE YOU, MISS PRINGLE*

Tim is placed on the Teacher of the Year selection committee.

Wr Blanche Hanalis

Dir Oscar Rudolph

2 - 27 *UNCLE BABY*

Martin feels that his youth is fading and asks Tim to help him rejuvenate himself with the aid of Black Light. However, things go awry when Tim screws up the process and Martin gets turned into an infant.

Wr Marty Roth

Dir James V. Kern

2 - 28 *ONCE UPON A MARTIAN MOTHER'S DAY*

On Martian Mother's Day, Martin spots his mother's lookalike.

Wr Bill Kelsay

Dir James V. Kern

2 - 29 *UNCLE MARTIN'S BEDTIME STORY*

Mrs. Brown's electronic bed receives brain waves from Martin.

Wr Burt Styler, Albert E. Lewin

Dir Oscar Rudolph

2 - 30 *006 3/4*

Tim accidentally gets mixed up with a fleeing secret government agent who is involved with a deadly organization called CRUSH. This leads Tim to go undercover with Uncle Martin by his side helping him stay out of trouble.

Wr Blanche Hanalis

Dir Oscar Rudolph

2 - 31 *NEVER TRUST A NAKED MARTIAN*

Despite warnings, Tim touches Martin's antennae - and disappears.

Wr James Komack

Dir Leslie Goodwins

2 - 32 *MARTIN'S FAVOURITE MARTIAN*

In the desert, a gun-wielding camper spots Tim and Martin working on the spaceship.

Wr Phyllis White, Robert White

Dir James V. Kern

2 - 33 *THE MARTIAN'S FAIR HOBO*

Uncle Martin mistakes a hobo, Shorty Smith for a Martian Scout and brings him home. Shorty quickly becomes accustomed to the comforts of life and when Martin learns the truth, Martin and Tim have a hard time getting rid of him.

Dir James V. Kern

2 - 34 *A MARTIAN'S SONATA IN MRS. B'S FLAT*

A Martian drug turns Mrs. Brown into a piano virtuoso.

Wr Ron Friedman

Dir Oscar Rudolph

2 - 35 *THE GREEN EYED MARTIAN*

Mrs. Brown is deluged with suitors after dousing herself with Martian "irresistible spray."

Wr Phyllis White, Robert White

Dir Oscar Rudolph

2 - 36 *EL SENOR FROM MARS*

In Mexico, Tim and Martin witness the opening of an ancient box.

Wr Ben Gershman, Bill Freedman

Dir Oscar Rudolph

2 - 37 *TIME OUT FOR MARTIN*

The time machine takes Tim and Martin back to 13th-century England.1

Wr Marty Roth

Dir James V. Kern

2 - 38 *PORTRAIT IN BROWN*

One of Martin's odd gadgets makes Mrs. Brown two-dimensional.

Wr Phyllis White, Robert White

Dir James V. Kern

3 - 1 *GO WEST, YOUNG MARTIAN (1-2)*

A time machine plummets Tim and Martin back to the Gold Rush Days.

Wr Marty Roth

Dir David Alexander

3 - 2 *MARTIN OF THE MOVIES*

Tim and Martin return, via time machine, to early Hollywood - where Martin once starred as a sheik

Wr Albert E. Lewin, Burt Styler

Dir John Erman

3 - 3 *KEEP ME FROM THE CHURCH ON TIME*

Uncle Martin takes a photo of Tim with his future telling camera. They are both shocked by the resulting photo showing Tim at the altar with an unidentified woman who's back is to the camera.

Wr James Allardice, Tom Adair

Dir John Erman

3 - 4 *I'D RATHER FIGHT THAN SWITCH*

Martin's latest machine effects a mind swap with Mrs. Brown.

Wr Philip Rapp

Dir David Alexander

3 - 5 *TIM, THE MASTERMIND*

Tim's I.Q. soars when he downs Martin's brain-power pills.

Wr Albert E. Lewin, Burt Styler

Dir David Alexander

3 - 6 *MARTIN, GOLDFINGER*

A mineral deficiency gives Martin the Midas touch — everything he touches turns to gold.

Wr Albert E. Lewin, Burt Styler

Dir David Alexander

3 - 7 *BOTTLED MARTIN*

Uncle Martin, packed in a tiny bottle, is bound for the Middle East.

Wr Albert E. Lewin, Burt Styler

Dir David Alexander

3 - 8 *HATE ME A LITTLE*

Martin's benevolence-inducing light has an unusual effect on Brennan.

Wr Gene L. Coon

Dir Mel Ferber

3 - 9 *GIRL IN THE FLYING MACHINE*

Martin accidentally pulls an alien spaceship out of the sky.

Wr Blanche Hanalis

Dir Mel Ferber

3 - 10 *THE TIME MACHINE IS WAKING UP THAT OLD GANG OF MINE*

The time machine brings Tim, Martin and Mrs. Brown face to face with Jesse and Frank James.

Wr James Allardice, Tom Adair

Dir James Allardice, Tom Adair

3 - 11 *AVENUE 'C' MOB*

Disguised as a 70-year-old, Martin becomes a night watchman.

Wr Blanche Hanalis

Dir John Erman

3 - 12 *TIM AND TIM AGAIN*

Double trouble - Martin's duplicating machine creates two Tims.

Wr Bill Kelsay

Dir John Erman

3 - 13 *LORELEI BROWN VS EVERYBODY*

A Martian pill turns Mrs. Brown into a crusading crime-fighter.

Wr Bill Kelsay

Dir Jean Yarbrough

3 - 14 *THE O'HARA CAPER*

Tim is arrested for theft when he's forced to help two jewel robbers.

Wr Albert E. Lewin, Burt Styler

Dir John Erman

3 - 15 *WHO'S GOT A SECRET?*

Rumors spread that Martin is working on a secret Government project.

Wr Marty Roth

Dir John Erman

3 - 16 *HEIR TODAY, GONE TOMMORROW*

The unexplained presence of "Uncle" Martin jeopardizes Tim's claim to an inheritance.

Wr Ben Starr

Dir Jean Yarbrough

3 - 17 *MARTIN'S REVOLTIN' DEVELOPMENT*

An invisible Martin is photographed capturing an escaped criminal.

Wr Leigh Chapman

Dir Jean Yarbrough

3 - 18 *TV OR NOT TV*

A short circuit in Martin's transmitter puts him and Tim on nationwide TV.

Wr Michael Stein, Jack Gross, Jr.

Dir John Erman

3 - 19 *MAN FROM UNCLE MARTIN*

Martin helps Mrs. Brown's brother build a robot that does household chores.

Wr James Allardice, Tom Adair

Dir John Erman

3 - 20 *MARTIN THE MANNEQUIN*

In a department store, Martin is frozen into a mannequinlike pose.

Wr Marty Roth

Dir David Alexander

3 - 21 *BUTTERBALL*

Tim is kidnapped by sinister CRUSH agent Butterball.

Wr Blanche Hanalis

Dir David Alexander

3 - 22 *WHEN A MARTIAN MAKES HIS VIOLEN CRY*

A gypsy curse causes Mrs. Brown to drop anything she picks up.

Wr Austin Kalish, Irma Kalish

Dir John Erman

3 - 23 *WHEN YOU GET BACK HOME TO MARS, ARE YOU GOING TO GET IT*

Trouble begins when Martin's Martian nephew lands on Earth - and tells everyone where he's from.

Wr Marty Roth

Dir Jean Yarbrough

3 - 24 *DOGGONE MARTIN*

Martin turns himself into a liquid - and is lapped up by Tim's dog.

Wr Albert E. Lewin

Dir John Erman

3 - 25 *VIRUS M FOR MARTIN*

Trouble begins when Tim contracts a Martian virus.

Wr Bill Kelsay

Dir Bill Kelsay

3 - 26 *OUR NOTORIOUS LANDLADY*

Martin's personality alternator turns Mrs. Brown into a thief.

Wr Gene Thompson

Dir Gene Thompson

3 - 27 *MARTIN MEETS HIS MATCH*

Martin summons Leonardo da Vinci for help in fixing his spaceship.

Wr Gene Thompson, Bill Kelsay

Dir Gene Thompson

3 - 28 *HORSE AND BUGGY MARTIN*

A mosquito bite causes Martin to act like a race horse.

Wr Albert E. Lewin

Dir David Alexander

3 - 29 *STOP THE PRESSES, I WANT TO GET OFF*

A beam from Martin's regenerator gives Mrs. Brown power to foresee the future.

Wr Austin Kalish, Irma Kalish

Dir Jean Yarbrough

3 - 30 *MY NUT CUP RUNNETH OVER*

Martin's molecular reassembler turns a squirrel into a human.

Wr Gene Thompson, Bill Kelsay

Dir John Erman

3 - 31 *PAY THE MAN THE \$24*

Tim tampers with history when he goes back in time - and talks the Indians out of selling Manhattan.

Wr Burt Styler

Dir John Erman

MY HERO



On holiday in America, nurse Janet Dawkins tumbles into the Grand Canyon and is rescued by Thermoman, a red-liveried superhero from the planet Ultron. Thermoman is a well-known global wonder whom women find irresistible; the difference this time is that the alien behind the mask instantly falls for the British nurse. Thermoman's secret identity is Irish health food shop proprietor George Sunday, and it is as George that Thermoman seeks out Janet once again, tracing her to her home in Northolt, west of London. Though he courts Janet as George, he quickly reveals his secret superhero guise. She is uncertain of the wisdom of a relationship, but decides to give it a whirl.

Blessed with extraordinary powers he may be, but George is ignorant of human life and has a baffling, off-centre view of things. This makes him a poor match for Janet in the eyes of her overbearing mother (and put-upon father, Stanley) who would much rather she date her boss, the narcissistic Doctor Crispin, a minor (though he would say major) celebrity as he hosts a medical TV show. Also uncertain of George is Mrs Raven, the acid-tongued receptionist at Northolt Health Centre, where Janet works. On George's side is Janet's neighbour Tyler, still fazed owing to extensive drug experimentation in the 1960s. He likes George and knows he is Thermoman, but this is not a problem as nobody ever believes anything he says. George also has a confidant in his Uncle Arnie, hailing from Ultron, but now running a diner in Brooklyn.

In the second series, Janet falls pregnant, and to protect the baby George imbues her with Ultron powers. The Ultron gestation only takes six days, so the couple are in a mad dash to marry before the happy event. Immediately after the hasty ceremony a lightning-fast labour produces the healthy superbaby, Ollie, whose astonishing escapades lit up series three. Also in this series, Arnie embarks on an antagonistic but sexual relationship with the acid-tongued Mrs Raven, which continued in much the same vein in the fourth series.

In the last few years the BBC have had some success with science fiction comedies, such as GOODNIGHT SWEETHEART and the popular RED DWARF, so they thought they would try their hand at a new slightly different format in the vien of a comedy/superhero type show for BBC1. The producers for the show were Marcus Mortimer and John Stroud.

From cerebrally challenged cleric to Lycra-clad superhero may sound like a quantum leap, but for Irish stand-up comic Ardal O'Hanlon it's more like an amiable saunter. The man who became a household name after his portrayal of the sweet yet dim Father Dougal in Father Ted has taken on his first sitcom role since the Channel 4 show ended in 1998. After fielding a flood of offers inspired by his display of winsome gormlessness, he has taken on the mantle of Thermoman, an alien superhero and righter of wrongs, who has vowed to protect all human life. He also just happens to fall in love with a nurse and move to the west London suburb of Northolt.

It's a decision that has brought him to a church hall in Acton, west London, where daily rehearsals for BBC 1's My Hero are taking place. It's a sweltering summer's day in July, and the director, the producer and the small cast have been joined by the sitcom's creator, Paul Mendelson, as they strive to make more hilarious a script that will be recorded in front of a live studio audience that coming Saturday. Topics up for discussion include whether "King bloody Lear" is funnier than "bloody King Lear" and whether Thermoman's home, the planet Ultron, need ever be seen by a TV audience.

Diffident in person, yet retaining the dry wit that characterises his stand-up shows, O'Hanlon is happy to be throwing himself into another comedic role. Not least because it is keeping him busy while his first serious drama, ITV's BigBad World, is being broadcast. In it he plays Eamon, a childish thirtysomething journalist who is ill-equipped to deal with the world of adult relationships. "It's great that the transmission of that coincides with this production because it means I can forget about it and let other people worry. From what I can gather, it's been fairly well received overall. But it was a bit of a crash-course in drama for me. I was worried that it would either be thrashed or I would be thrashed. You're a sitting duck when you come out of a sitcom into a new area, but neither of those things has happened so, for me, that's a result." (Far from being thrashed, Big Bad World goes into production for another series this month.)

O'Hanlon settled on My Hero because they were the funniest scripts he'd seen, and he felt the timing was right, post-BigBad World. "The one thing I was certain of was that it would be a mistake to go straight into another sitcom after the success of Father Ted it would always be compared and it wouldn't stand a chance." As well as the earthquake-quelling, asteroid-zapping Thermoman, he also plays the superhero's alter ego, George Sunday. An unassuming man who runs a health food shop, he must win over the love of Janet (Emily Joyce - last seen in the first series of Grafters) before revealing his true identity.

"What's really funny about this," he says, "is that he is an odd person caught up in normal domestic situations. That's much funnier than these farfetched situations which people don't buy into as readily. In movies you can re-create heroic acts and all that, but we don't have the budget." As he says this, his eyebrows rise and his head turns to indicate the church hall's tatty interior. For Mendelson, squeezing O'Hanlon into red Lycra and sending him flying around the world was really a minor part of the comedy. "I like writing about relationships, so when I thought of a superhero it struck me as really interesting as to what he did on his days off, how his life was when he wasn't being super. What I like about it is that it's off the wall but also very mainstream. When you're writing for BBC 1, you ask yourself what people can identify with, so here there's the hero, but you've also got a health centre, suburbs and annoying parents."

And Mendelson is delighted to have O'Hanlon in the part. "He brings a charm and an innocence. You can believe he's from another planet, and you can believe that Janet's attracted to him, because I think everybody in the audience is attracted to him. There's a sex appeal there, but in some ways you want to mother him, there's something off the little boy about him." Emily Joyce, who plays practical, down-to-earth nurse Janet, also sees his appeal: "When they told me they'd got Ardal, I thought, yup, he'll do nicely. The character of George is sweet and fun and charming, and going out with a superhero is also pretty incredible in certain departments. Every now and again there are references to that, but we play it down because it is a family show. Really, this is a very charming love story."

So sweet, charming, naive George Sunday, who takes everything terribly literally, is not a million light years away from the character of Father Dougal. When faced with the question of whether Thermoman/George is merely Father Dougal in tights, star and creator come up with different interpretations. "I think he's generally puzzled by the ways of the world, so in that way he's not totally unlike Dougal," says O'Hanlon. "One of the big differences, though, is the romantic element, so I suppose it's a bit like Dougal in Love." Mendelson feels that the differences are more pronounced: "This man is saving the world on a daily basis, whereas Dougal couldn't even tie his own shoelaces. George is naive and innocent, but Dougal was almost brain-dead. Obviously we have played on Ardal's qualities. When it's a comedy and you're using an actor that an audience likes, they will have certain expectations that he won't disappoint them by being someone a million miles away from the persona they already know."

It takes our hero ten minutes to get into and out of his padding and stretch fabrics, an arduous task that must be performed many times during the recording of one episode. As the recordings are taking place in high summer, it makes the whole undertaking altogether clammier. "Yes, the Lycra," says O'Hanlon. "I know I said the scripts were funny, but what probably attracted me to the role most was the Lycra and the latex. It's not every day that you get the chance to don that sort of material." He complains of stickiness, discomfort and heat, but not very convincingly. He is also rather taken with the underwear they have forced him into. "I've never worn a thong before, but I'm getting used to it, put it that way. I keep demanding more scenes as Thermoman."

So playing a man who saves the world and gets the girl is obviously very rewarding, but who are O'Hanlon's own heroes? He ponders long and hard on this, thinking back to his youth in small-town County Monaghan. "The entire Leeds football team, they were gods. Eddie Macken, the showjumper, I can even remember his horse's name. Kerrygold something, wasn't it? Or just local people, really. The ones who had big tractors I admired tremendously."

Executive producer was Geoffrey Perkins, producers were Marcus Mortimer and John Stroud, music was by Philip Pop, stunt co-ordinator was Paul Neasman, casting director Tracey Gillham, associate producers were Jed Leventhull & Barrie Westwell, video effects were by Framestone.

With My Hero, Ardal O'Hanlon leapt in one mighty bound from superdense priest - Dougal in Father Ted - to superdense alien, and his charm has carried the show, counterbalancing its all too human weaknesses. My Hero was pitched as a gentle family comedy and it has achieved at least two thirds of its aim. It's certainly gentle, and it has been that rarity among modern-day comedies: family viewing. But it isn't that comical.

Note. O'Hanlon also starred at this time in the ITV comedy-drama Big Bad World (first series, six episodes, 20 June-25 July 2000; second series, 10 episodes, 19 January-9 February 2001, continuing 3 September-15 October 2001). And a recording of his standup comedy show, already released on video and so not made for

TV, was shown by C4 as Ardal O'Hanlon Live on 15 May 1998.

WR. Paul Mendelson and Paul Mayhew-Archer.

DIR. John Stroud.

EPISODES: 52 **YEAR MADE:** 2000 **COUNTRY:** GB **SEASONS:** 5

BIG BEAR FILMS/A BBC PRODUCTION

CREATOR: PAUL MENDELSON

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6 + 2 (2) 6 (3) 10 (4) 10 (5) 10 (6) 8

DATE OF PREMIER: 04/02/2000 **AIR DATE OF LAST EPISODE** 10/09/2006

SEASON DATE BREAKDOWN:

FILMS:

George Sunday/Thermoman ARDAL O'HANLON (1-5)/JAMES DREYFUS (6), Janet Dawkins EMILY JOYCE, Mrs. Raven GERALDINE MCNULTY, Piers HUGH DENNIS, Arnie LOU HIRSCH, Ella Dawkins LILL ROUGHLEY, Tyler PHILIP WHITCHURCH, Mrs Possit JOAN LINDER, Landlady MARY FARRAGHER, Newsreader CHARLOTTE HUDSON, Irish News Anchor JACQUI O'HANLON. Italian Waiter MARCELLO WALTON, Voice of Cassie MADELEINE MORTIMER (5-6), Voice of Ollie (3,4,6).

0 - 1 *A MY HERO CHRISTMAS*

The whole concept of Christmas bewilders George, and his plan for a perfect holiday goes all awry.

0 - 2 *MY SUPER HERO*

1 - 1 *"PILOT"*

George Sunday is a health food shop owner who can transform himself into superhero Thermoman and whose mission is to save the world from destruction.

Wr Paul Mendelson and Paul Mayhew-Archer

Dir John Stroud

1 - 2 *GUESS WHO'S COMING TO LUNCH*

George discovers that living a normal life is not as easy as it may seem, especially when it comes to meeting Janet's parents.

Wr Paul Mendelson and Paul Mayhew-Archer

Dir John Stroud

1 - 3 *MISSION IMPOSSIBLE*

Janet refuses to let George out to save Grimsby from a catastrophe after he gets food on his Thermoman outfit.

Wr Paul Mendelson and Paul Mayhew-Archer

Dir John Stroud

1 - 4 *THERMOMAN'S GREATEST CHALLENGE*

Complications arise when Thermoman is guest of honour at a fundraising party and Janet's dad insists George Sunday be there to meet him.

Wr Paul Mendelson and Paul Mayhew-Archer

Dir John Stroud

1 - 5 *OLD MAN RIVERDANCE*

Hell hath no fury like a clapped-out old superhero. Especially when it's Thermoman's dad who comes to break up his son's romance.

Wr Paul Mendelson and Paul Mayhew-Archer

Dir John Stroud

1 - 6 *THE PARTY'S OVER*

When George fails to appreciate the significance of Janet turning 30, Arnie suggest he arrange a surprise party for her.

Wr Paul Mendelson and Paul Mayhew-Archer

Dir John Stroud

2 - 1 *PARENTS*

George ruins Janet's parents' amateur dramatic performance by shouting out as if it's a panto, so Janet tries to deflect their anger by telling them the truth - that he is really superhero Thermoman. Although Janet's mum and dad now love him, life gets more complicated when everyone knows, particularly when Mrs Raven tries to offer him her body.

Wr Paul Mendelson, Paul Mayhew-Archer

Dir John Stroud

2 - 2 *GIRLFRIEND*

Disaster strikes at the heart of Thermoman's domestic bliss when his long-lost fiancée, Xil, arrives from Ultron. Janet is horrified to learn that George is bound by Ultron law to marry Xil, but she is determined not to lose her man. George's cunning plans to dissuade Xil don't work, neither do Janet's woman-to-woman powers of persuasion. All seems lost, until Janet makes a discovery.

Wr Simon Braithwaite, Paul Alexander

Dir John Stroud

2 - 3 *CAR*

Thermoman's defrocked superhero cousin, Arnie, wants his powers back. George agrees to intercede with the Ultron High Council on condition that Arnie behaves himself and will take care of saving the world while George saves up for a car for Janet. Sadly though, temptation is too much for Arnie, and when he steals the Crown Jewels things have to revert to the way they were. But Janet still gets her car in the end.

Wr Simon Braithwaite, Paul Alexander

Dir John Stroud

2 - 4 *NEMISIS*

A vengeful school mate, Rovi, comes to Earth intent on making George (aka Thermoman) miserable. First he takes over Piers' body and makes Janet fall in love with him. Then he takes over as the world's superhero. In a desperate attempt to win Janet back, Thermoman issues the terrible challenge of Chang-Ching. Can he defeat Rovi/Piers and win back Janet's love?

Wr John Phelps, Gary Lawson

Dir John Stroud

2 - 5 *PREGNANT*

When Janet discovers she is pregnant, Thermoman is over the moon and gives her special powers to protect herself and the unborn baby. Janet isn't keen at first, but as she gets used to being a superhero she is even better at it than Thermoman!

Wr Paul Mayhew-Archer, Paul Mendelson

Dir John Stroud

2 - 6 *WEDDING*

Janet's dad is insisting that her baby be born in wedlock, and Thermoman's bosses on Ultron are of the same mind. But as usual things don't go smoothly for the world's favourite superhero as the baby starts to arrive during the marriage ceremony.

Wr Paul Mayhew-Archer, Paul Mendelson

Dir John Stroud

3 - 1 *BABY TALK*

Life is becoming increasingly stressful for George and Janet Sunday. Keeping George's alter ego secret from Janet's parents is difficult enough but with a new baby in the house who, to put it mildly, takes after George rather more than Janet, it is becoming impossible.

Wr Paul Mayhew-Archer, Paul Mendelson

Dir John Stroud

3 - 2 *ZERO TOLERANCE*

Life at the health centre takes an unexpected turn when a desperate man turns up waving a gun and demanding access to the drugs cabinet.

Wr Paul Mayhew-Archer, Paul Mendelson

Dir John Stroud

3 - 3 *PET RESCUE*

Ella and Stanley have the decorators in, so Janet has volunteered to look after their dog, Biggles--much to George's disgust. However, George is determined to overcome his aversion and bond with the mutt.

Wr Paul Mayhew-Archer

Dir John Stroud

3 - 4 *THE OLDER MAN*

It's George's birthday and, at 327 years old, he's a mere spring chicken in Planet Ultron terms. But the lease on George's earthly body has run out and he's starting to look his real age rather rapidly.

Wr Paul Mayhew-Archer, Paul Mendelson

Dir John Stroud

3 - 5 *PUTTIN' ON THE WRITS*

It's just an ordinary morning in a supermarket car-park - until Mrs. Raven has a run-in with a stack of wayward trolleys and is tipped over the edge of the multi-storey building. It's ThermoMan to the rescue-- but when he refuses Mrs R's kind offer of Battenberg cake in return for saving her life, retribution is swift

Wr Paul Alexander, Simon Braithwaite

Dir John Stroud

3 - 6 *SHOCK, HORROR!*

Baby Ollie has a temperature so George, instead of concentrating on saving the world, keeps zooming back to the flat to check on the baby. But all this dashing about is making George careless and it's not too long before an unscrupulous journalist takes advantage of the situation and obtains pictures of George in his ThermoMan guise - Suddenly it's all over the papers that Janet is having an affair with ThermoMan.

Wr Paul Alexander, Paul Mendelson, Paul Mayhew-Archer

Dir John Stroud

3 - 7 *LITTLE GREEN MAN*

Janet thinks George is taking her for granted. After all, most husbands would react rather badly after discovering their wife in a compromising position with the handy man - George's response is merely 'Why should I be jealous of a human when I can do it 15 times a night?' But it's not long before George succumbs to jealousy.

Wr Ian Brown, James Hendrie

Dir John Stroud

3 - 8 *MINE'S A DOUBLE*

George has to attend a Super-Heroics Conference which means leaving Janet at home alone, minding the baby. In their wisdom, the Ultron Council provides a "George clone" with the unlikely name of Hilary to keep Janet company. But while Hilary looks just like the real thing, his character couldn't be more different. . .

Wr Paul Alexander, Simon Braithwaite

Dir John Stroud

3 - 9 *A LITTLE LEARNING*

George is devastated when Ella and Stanley ban him from their 40th wedding anniversary party. Once he realizes everyone has the same view of him, the situation calls for some drastic action. Admittedly George's attempts to make new friends via the calling cards in telephone booths backfire somewhat, but when he obtains some magic pork scratchings that increase his brain power, the effects are miraculous.

Wr Paul Mayhew-Archer, Paul Mendelson

Dir John Stroud

3 - 10 *A DAY TO REMEMBER*

It's a bad day for Planet Earth when George accidentally erases his own memory, to the extent he can't remember who ThermoMan is, let alone that he is ThermoMan. For Janet it's a dream come true. George turns into a model husband who volunteers to change nappies and take Ollie for strolls in the park - a first in the Sunday household!

Wr Paul Mayhew-Archer, Paul Mendelson

Dir John Stroud

4 - 1 *A SPORTING CHANCE*

Being a peace-loving Ultronian, George knows nothing about sport or the psychology of sport that drives men and women to thrash opponents to within an inch of their lives. So when Piers asks George to join his Sunday League cricket team to make up numbers, George hasn't a clue what he's being asked to do. After a crash course on the rules of cricket from Janet, George takes the field and proceeds to decimate his own team with his over-zealous fielding. Piers is scathing about George's performance, but is forced to eat humble pie when George eclipses Piers by scoring a near-impossible 24 runs off the last 4 balls.

George has discovered the ecstasy that is winning! Success goes to his head, and he becomes horribly competitive; reveling in grinding his opponents' faces into the dirt, until an unexpected person intervenes.

Wr Paul Mayhew-Archer

Dir John Stroud

4 - 2 *THE LIVING DEAD*

George comes home quite proud that he's invested in both a pension and life insurance. When Janet points out he must die to collect the insurance, he's quite miffed; the pension man only said he'd have to fall under a bus. It turns out, death may come sooner than either of them think, as George has a "slight heart defect" in both hearts. When George has an episode in the surgery, and is pronounced by Dr. Piers, Janet and he decide to let him rest in peace; it will allow him to completely concentrate on his superhero duties, and as an added bonus, he'll need to avoid Janet's parents for the rest of their lives. Ella is delighted, because her daughter is now free to marry the far more suitable Dr Piers Crispin. It is not long, however, before George is feeling trapped by his non-existence and he and Janet hatch a plot to bring George back to life at his own funeral.

Wr Paul Mayhew-Archer

Dir John Stroud

4 - 3 *TAKING THE CREDIT*

George has not quite got the hang of managing domestic finances. Never having seen a Credit or Debit card before, he goes on a massive spending spree, mightily impressed with a Welfare State that literally gives him money to do so. Janet finds out what has been happening when the bills arrive, by which time they are heavily in debt. Selling their belongings and the flat only scratches the surface of this debt, and Janet is forced to take advantage of Ollie's supertalent to correctly predict the Lottery numbers. Such an abuse of Ultronian super-powers, however, draws Thermoman to the attention of the Lord High Arbiter of Abuses of Power - a sadistic, avenging judge, feared throughout the cosmos for putting wayward superheroes to the sword.

Wr James Cary

Dir John Stroud

4 - 4 *IT'S ALL IN THE MIND*

George is asked by the Ultron Council to write a progress report on humanity. All seems to be going well (apart from the French, George is pleased with what he finds), until his mind-reading powers reveal the true nature of human thought. George is disgusted at human beings' capacity for deception and wicked behaviour. The unpleasant thoughts of Stanley, Ella, and Mrs Raven in particular leave George in a state of despair. George's sense of honesty forces him to write a damning report, and the Ultron Council condemns the human race to death by laser. Only Janet can save the world by giving her sanctimonious husband a tongue-lashing.

Wr Paul Mayhew-Archer

Dir John Stroud

4 - 5 *SPACE VIRUS*

George brings back something unexpected when he returns from Ultron, and the cure quite possibly could be worse than the disease - for George.

Wr Paul Mendelson, Paul Mayhew-Archer

Dir John Stroud

4 - 6 *THE MAYOR OF NORTHOLT*

A faulty streetlight outside Stanley and Ella's bedroom is keeping them awake at night, but getting the Council to mend it is proving impossible. George stands for Mayor, promising to fix the streetlight if elected, only to find that his opponent is the over-confident Piers, whose mistake is to treat George as a joke candidate with no chance of winning. George wins unanimous approval when the voters respond positively to his refreshingly honest approach. Unfortunately the pressures of Mayoral Office put an unreasonable strain on his marriage and his resignation follows his election within 24 hours.

Wr Trevelyan Evans, Pete Sinclair

Dir John Stroud

4 - 7 *BIG*

Ollie's half-human, half Ultronian physiology causes a few problems when he starts to grow at an accelerated rate. In 24 hours he grows from a nine-month-old baby into a 19-year-old boy with a 'serious' girlfriend. Janet and George are distraught at being robbed of the pleasure of watching their only son grow up, especially when he turns into a girl. They employ the services of an eminent Ultronian doctor to cure their son, who, despite her impeccable qualifications, looks and sounds like Britney's irritating kid sister.

Wr Gary Lawson, John Phelps

Dir John Stroud

4 - 8 *THE CONSULTANT*

Arnie turns consultant when the Ultron Council sends him to check up on Thermoman's performance. Arnie conducts a Time and Motion study on George and demands that Thermoman be fully accountable for his actions. A plethora of customer satisfaction forms quickly hamper Thermoman's ability to rescue the victims of natural disasters - or as Arnie prefers to re-classify them, 'clients'. Arnie's regime over-stresses George to such a degree that he starts making mistakes ending up with him bringing home an armed intercontinental ballistic missile. Fearing for the world's safety, George retires, only to return to active duty when Work Experience Boy makes a hash of replacing him

Wr James Cary

Dir John Stroud

4 - 9 *THE FAMILY WAY*

When George becomes pregnant with a surrogate baby that he is carrying for a childless couple on Ultron, Janet is confused. What is her role now that George is a mother? And why does she feel like she wants to keep the baby when it is born, when her own Ultronian baby, Ollie, is such a handful? The unconventional parents-to-be are on an emotional rollercoaster which finally comes off the rails and crashes when the biological parents arrive to claim their baby. Luckily, letting the baby go is the only option open to Janet and George once they have seen what the little thing looks like.

Wr Trevelyan Evans, Pete Sinclair

Dir John Stroud

4 - 10 *TIME AND TIME AGAIN*

Groundhog Day meets Back To The Future as George and Arnie travel back in time to stop seven-year-old Janet from breaking her arm in a tree-climbing accident. Unfortunately their interference in the space-time continuum has catastrophic consequences in the future/present. When they return to the present day, they discover that everyone is deliriously happy and George is NOT included. Janet is married to Piers with several beautiful children, Ella and Stanley are in love, Tyler is co-habiting in a stable relationship, and Mrs Raven is a Saint. George decides that it is time to return to Ultron and stay there forever, until Arnie persuades him to turn back the clocks one more time and fight to get his life back.

Wr Paul Mayhew-Archer

Dir John Stroud

5 - 1 *THE FORESIGHT SAGA*

George and Janet's second child is born brandishing Janet's appendix. Apart from being able to talk she possesses a very special gift - the ability to predict the future. This proves a mixed blessing, however, when baby Cassie foresees the imminent death of everyone in the Northern Hemisphere. The pressure is on Thermoman to avert catastrophe.

Wr Paul Mendelson, Paul Mayhew-Archer

Dir John Stroud

5 - 2 *ILLEGAL ALIENS*

After a bust up with a patient, (who also happens to be an immigration officer), George and Arnie find themselves under investigation. Without documentation proving their right to stay in the country the situation seems hopeless, until Tyler has an unexpected stroke of genius.

Wr Paul Mayhew-Archer

Dir John Stroud

5 - 3 *THE FIRST HUSBAND'S CLUB*

George wants to be more assertive, but when he joins Piers' men's group, things go too far. Whipped up into a frenzy, George decides to use his superpowers to get his own way, and very odd things start happening to the women of Northolt. . .

Wr Paul Mayhew-Archer

Dir John Stroud

5 - 4 *CASSIE COME HOME*

Ella is training to be a magistrate. She's also convinced that Janet and George are bad parents and uses her new judicial power to take the children away. There seems to be nothing that George and Janet can do, until Ollie decides to take matters into his own hands. . .

Wr Daniel Peak

Dir John Stroud

5 - 5 *NOTHING TO HIDE*

When the priceless Mona Lisa is discovered in the Sundays' flat, George is arrested. To save him from jail a plan is hatched to steal the painting back and replace it with a fake, but things go from bad to worse when Stanley puts a hole right through the real Mona Lisa's face. . .

Wr James Cary

Dir John Stroud

5 - 6 *BRAIN DRAIN*

In a bid to rid people's minds of prejudice and bad thoughts, George decides to electronically filter their minds. But of course things go far from smoothly. Why has Janet turned up for work in overalls? What is Tyler doing attending to the patients? Why is Piers dressed in a nurses uniform? And who's that singing Britney Spears in the Nurse's Room?!

Dir John Stroud

5 - 7 *FEAR AND CLOTHING*

Even superheroes get scared, but when George becomes a nervous wreck around Friday 13th, the consequences are unsettling for everyone. While Piers and Mrs Raven plot their latest money-laundering scam, Arnie is worried that Thermoman's days may be numbered.

Wr Trevelyan Evans, Pete Sinclair

Dir John Stroud

5 - 8 *HOW GREEN WAS MY OLLIE?*

Thermoman finds his popularity fading as he is held responsible for global warming, owing to the heat created by his flying around the world ! With a hate mob on his back, he's forced to take drastic measures to prove that the planet is safe in his hands.

Wr James Cary

Dir John Stroud

5 - 9 *BIG BROTHER*

Janet is fuming when she discovers that George has been secretly filming her for the Ultronian reality show 'Ther-mowatch'. With the camera in his right eye, George is so preoccupied with his new career he doesn't notice when the producers turn the tables on him and he ends up in Reality TV hell.

Wr Paul Mayhew-Archer

Dir John Stroud

5 - 10 *NIGHT FEVER*

George is having nightmares, something completely unknown to an Ultronian but they are so vivid he's loosing his grip on reality. Things are becoming increasingly weird, then George makes the announcement that he is leaving Janet for Mrs Raven . . .has he gone totally mad?

Wr Daniel Peak

Dir John Stroud

6 - 1 *FOOTLOOSE*

George, desperate for money, takes part in a poker game, but ends up losing all his body parts, aside from his foot and his soul. He is placed into a new body, but Janet has problems coping with the change.

Wr Daniel Peak

Dir John Stroud

6 - 2 *HERE'S ONE I MADE EARLIER*

Janet is having trouble adjusting to George's new body, and things just get worse when George learns that he had a secret love child. Meanwhile, Janet is planning to meet an old boyfriend.

Wr Andrea Solomons, Paul Mayhew-Archer

Dir John Stroud

6 - 3 *MY KINGDOM FOR A CAT*

Desperate for Janet's affections, George decides to ask Ella's cat what makes him so endearing to her. He discovers it's the cat's essence, and starts extracting it and spraying himself with it!

Wr Katie Douglas

Dir John Stroud

6 - 4 *SIDEKICK*

Trying to lighten his workload, George makes a sidekick out of one of his ribs, a beautiful woman called Lula. But she turns out too well, replacing everyone at the health centre, and even taking George's job as

protector of Earth!

Wr Jon Brown

Dir John Stroud

6 - 5 *NOT FOR PROPHET*

Wanting to teach Cassie about Ultronian religion, George tries to start it up on earth. He winds up resurrecting Piers from a fatal overdose of Mrs Raven's human testing pills, leading people to believe that he is "The Chosen One".

Wr John Phelps, Gary Lawson

Dir John Stroud

6 - 6 *DERMOMAN*

George's attempts to be attractive to Janet have interesting results, both at the gym and when he tries to reverse the effects.

Wr Daniel Peak

Dir John Stroud

6 - 7 *TOP OF THE TABLE*

When the Super Hero League table results are announced, George is so horrified by his standing - and the effect it will have on Janet's affections - he resolves to take action.

Wr James Cary

Dir John Stroud

6 - 8 *BELIEVE*

When George's body starts to malfunction, Arnie must perform an MOT with unexpected consequences to George's self-confidence.

Wr Gary Lawson, John Phelps

Dir John Stroud

MY LIFE AND TIMES

My Life and Times was a series set in a retirement home in the year 2035. From this future vantage point Ben Miller, a resident in the nursing home, recalls the events that affected his life. The series was in many ways similar to the more popular Wonder Years in that both had characters looking back at the early part of their lives. Unlike the Wonder Years which looked at the past through the eyes of the present.

My Life and Times looked at contemporary times and the near future through the eyes of the future. Ben studied journalism at Northwestern University and through the course of his life tried to make money as a journalist and a writer but found he was often forced to take on other work to survive. The episodes were not presented in chronological order and shifted around from Ben's college days in the late 1960's where he met his wife Rebecca to the end of the 1990's when his wife dies of cancer.

Executive producer-Ron Koslow, Producer-Kenneth Koch, Coproducer-Patricia Livingston , music-Lee Holdridge. Episode 1.2 guest starred Claudia Christian who played Jessie, she is more famous for playing Cmdr. Susan Invanova from BABYLON 5.

My Life and Times was a critical success and a ratings disappointment. The series was yanked from the schedule after only two episodes were broadcast, the remaining four episodes made were run several weeks later with two episodes being run the same evening.

I seem to remember a show from the late 80's/early 90's called My life and Times. It was set at the turn of the 21'st century. It featured an elderly man looking back at his life. I think it was on ABC,....didn't last long.....maybe 10 episodes. Anyone remember it?

this show was BRILLIANT...only ran for 6 episodes...Helen Hunt was a co-star! great writing and great acting! it just never got a proper shot!!!!

This show had a wonderful premise that would have provided years worth of plotlines, had the addle-minded networks execs not pulled the plug. I believe the star (who's name I don't know) went on to play the father in My So-Called Life with Clare Danes.

This show was very enjoyable. As one of the previous commenters stated the premise of the show could have sustained years worth of interesting plots. The one episode that sticks in my mind was when the lead lead character has a fling with Claudia Christian over the bicentennial celebration weekend. If my memory serves me correctly, he runs into Christian's character after they are both much older in a retirement home. Very poignant. Never jumped!

This was one of the best television shows I ever watched. It could still be running today; why on Earth did they cancel it?

This show NEVER jumped. I guess ratings killed it. The acting was terrific and the storylines were very, no extremely, intelligent. One particular episode I remember dealt with looking back to the stock market crash of the late 1990's. It was a show my wife and I looked forward to watching each week, and then it was cancelled. What a shame when the truly good shows are yanked from the networks. I hope I can catch reruns on some nostalgia channel in the future.

Never jumped. Once again a story of a network canceling a show because it was good. For everyone's benefit, I think I remember how it went. The show was set in 2035, the lead character was an 85 year old man. Each episode was him re-counting some experience from his life to his grandson (maybe great-grandson, not sure) who came to the old-age home to visit him. The pilot centered around the San Francisco earthquake in 1989, he and his wife (Helen Hunt, as mentioned before) were living in S.F., their first child was born during the aftermath of the quake. Then at the end of the episode, there would be a segway to the next episode. At the end of the pilot, the old man notices the woman he had a brief affair with during the 1976 Bi-Centennial celebration (also mentioned before). Anyway, I thought it was a great show, I was sad to see it go.

WR. Ron Koslow, Evan Katz, Hugh O'Neill, Jerry Rigg.

DIR. Michael Apted, John Pasquin, Martin Davidson, Michael Tuchner.Christopher Leitch.

EPISODES: 6 **YEAR MADE:** 1991 **COUNTRY:** US **SEASONS:** 1

SEA CHANGE PRODUCTIONS, ABC PRODUCTIONS

CREATOR: RON KOSLOW

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 21/04/1991

AIR DATE OF LAST EPISODE 30/05/1991

SEASON DATE BREAKDOWN:**FILMS:**

Ben Miller TOM IRWI, Rebecca Eastman Miller HELEN HUNT, Susan MEGAN MULLALLY, Joe
LAWRENCE MONOSON, Robert Miller ROBERT MILLER.

RELATED SHOWS:*BABYLON 5*

- 1 - 1 *APRIL 9, 2035*
- 1 - 2 *JESSIE*
- 1 - 3 *OUR WEDDING*
- 1 - 4 *MILLENIUM*
- 1 - 5 *FARE ON PARK AVENUE*
- 1 - 6 *THE COLLAPSE OF '98*

MY LIVING DOLL



Dr. Bob McDonald is a government psychiatrist who found himself having to take care of a very unique patient, AAF709, also known as Rhonda. To the world at large, Rhonda is an attractive female, however she has a secret known only to Bob and a few select others. Rhonda is a top secret government experimental robot. Bob has been given the task of turning Rhonda into the perfect woman and teaching her normal human behaviour. Rhonda has the annoying habit of taking everything too literally and doing exactly what she is told to do.

Rhonda moves in with Bob, which he explains is necessary since she is a very special patient who need his around-the-clock care. This causes Bob a few new problems, as he must keep Rhonda's secret from his sister Irene and neighbour Peter who has become infatuated with Rhonda.

Sit-com sci-fi remake of "Pygmalion", about an attempt to train a robot (AF 709) to become a "perfect woman." The SF series WEIRD SCIENCE carried a very similar premise to this one.

After his success with MY FAVORITE MARTIAN, Chertok came up with another sf comedy series. Starring Bob Cummings as a psychiatrist, it concerned a female robot, originally designed for use in space but put in his care while its inventor is away.

Cummings decides to train it as the "perfect woman" -- that is, quiet and obedient -- but the robot's unpredictability places him in embarrassing situations. Statuesque Julie Newmar was memorable as the robot, carrying an erotic charge that could not be properly utilized within the context of a tv comedy. The underlying metaphor (woman equals doll) could be interpreted as either sexist, as Cummings plays it, or subversively proto-Feminist, which some of the ironies suggest.

Personality conflicts among the cast caused Bob Cumming to leave My Living Doll before its first (and only season) had finished. To accommodate this change, Bob was written out as having moved to Pakistan. Peter learned Rhonda's secret and finds himself in Bob's old position of having to keep it a secret. Dr. Foster was added to the cast of Rhonda's government supervisor. Actress Julie Newmar is off course more famous for playing the role of Catwoman in the SF comic hero series BATMAN.

Golden Globes

Best TV Star (Female) - Nominated - "My Living Doll" (1964) - Julie Newmar (1965)

WR. Al Martin, Roland Wolpert, Louis Kemp.

DIR. Ezra Stone.

EPISODES: 26 **YEAR MADE:** 1964 **COUNTRY:** US **SEASONS:** 1

CBS TV

CREATOR: JACK CHERTOK

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 27/09/1964

AIR DATE OF LAST EPISODE 17/03/1965

SEASON DATE BREAKDOWN:

FILMS:

Dr. Bob McDonald ROBERT CUMMINGS (eps 1-22) (aka BOB CUMMINGS), Rhonda Miller (aka AAF709) JULIE NEWMAR, Dr. Peter Robinson JACK MULLANEY, Irene McDonald DORIS DOWLING, Dr. Foster JAN ARVAN (eps 22-26).

RELATED SHOWS:

BATMAN (1966)
 MY FAVOURITE MARTIAN
 WEIRD SCIENCE

1 - 1 *BOY MEETS GIRL*

In the series premiere episode, Bob (Robert Cummings) is introduced to project AF709, a female robot (Julie Newmar) and unwillingly accepts her as a houseguest. Dr. Carl Miller tells Bob that project AF 709 is missing from the space agency lab. AF 709 happens to be a girl robot, and "she" is walking about wearing only a sheet.

1 - 2 *RHONDA'S FIRST DATE*

Rhonda is mistakenly asked out on a date, and due to her lack of knowledge she accepts.

1 - 3 *UNINVITED GUEST*

Reading "Alice in Wonderland" has had a peculiar effect on poor Rhonda: She's afflicted with spells of dizziness, as well as problems in her programming, she can no longer define reality. This episode is also known as vertigo.

1 - 4 *LESSONS IN LOVE*

Irene (Bob's sister) programs Rhoda to act as if she is in love, and Rhoda takes the information to her transistorized heart, causing mayhem.

1 - 5 *RHONDA AND THE V.I.P.*

Bob's escorting a general's daughter to a reception for the VIP members and he gives strict orders that Rhoda's not to leave the apartment, of course that doesn't happen.

1 - 6 *SOMETHING BORROWED, SOMETHING BLUE*

Bob is chairman of a psychiatric clinic's fund-raising drive, and he and Rhoda call on the donor with the greatest potential: millionaire playboy Walter J. Armbruster, he takes a great liking to her and decides he wishes to marry her.

1 - 7 *LOVE MACHINE*

It would take a computer to find the right girl for Peter, and Bob has just the tool, Rhoda. He furnishes Rhoda with information on 250 girls working at the space lab trying to find a match for Peter.

1 - 8 *THE BEAUTY CONTEST*

Irene sneaks Rhoda into a beauty contest, to which Bob is a judge.

1 - 9 *NOT SO COMIC, COMIC*

Bob's friend Herbert would rather be a comic than a pharmacist, but he's not a very good comic, so Bob has been asked to persuade the young man to stick to filling prescriptions.

1 - 10 *MY ROBOT, THE WARDEN*

Bob's working extremely hard on a magazine article, and he instructs Rhoda to make certain that he finishes on time.

1 - 11 *THE RHONDA GAMBLE*

Bob's trying to cure a compulsive gambler, and uses Rhoda and her mathematical skill to do it. With her the ability to correctly predict the fall of the dice, he can't go wrong - or can he?

1 - 12 *FOREIGN RELATIONS*

When Dr. McDonalds scheduled meeting with a colleague from the Far East, there's much talk about, but no communication - Somethings awry, Rhoda goofed again and instructed the interpreter not to show up.

1 - 13 *DOCTOR IS IN*

Bob has the opportunity to luncheon with an attractive lady therapist, so he asks Rhoda to cancel his luncheon with the chief of police. The part of Dr. Chase is played by psychologist Loriane Chase

1 - 14 *I'LL LEAVE IT TO YOU*

Meek millionaire Jonas Clay intends on leaving his fortune to anyone but his domineering sister, and he needs Bob to certify that he's of sound mind and can control his own fortune

1 - 15 *MECHANICAL PERFECTION*

After comparing herself to the flawless Rhoda, depressed and discouraged Irene feels very inadequate.

1 - 16 *POOL SHARK*

Peter owes a small fortune to a pool shark, but he very cleverly signed Bob's name to the IOU. They send

in Rhoda to play the pool shark and with her abilities beats the shark and repays the debt.

1 - 17 *RHODAS FORGERY*

Rhoda copies a Picasso so accurately that an art dealer believes it to be the real thing right down to the signature. Bob tries in vain to convince the dealer the painting is a forgery.

1 - 18 *THE KLEPTOMANIC*

Rhoda, unaware that department stores are places where people purchase things, helps herself to gems from a jewelry counter.

1 - 19 *THE LIE*

Peter follows Bob's advice about facing up to his fears by taking a giant step: He tells everyone that he's an accomplished sky diver- the only problem is-- he lied!

1 - 20 *ROBOTIC ASTRONAUT*

Bob takes Rhoda along when he goes out of town to interview a group of women applying for the astronaut program, Rhoda applies.

1 - 21 *DAY IN COURT (AKA THE WITNESS)*

Bob gets off to an inauspicious start as chairman of a road-safety committee by crashing into his neighbor's car, then Rhoda testifies in court about the entire incident.

1 - 22 *RHONDA MEEETS DR. ROBINSON*

Bob has been called to Pakistan and Rhoda the robot has been left, once again to a new caretaker: Peter Robinson (Jack Mullaney) who's alarmed to find that the 'girl' of his dreams is really a computer wonder!

1 - 23 *RHONDA THE ESCORT*

Peter and Rhoda escort ballerina Angela Carruthers to her tv interview.

1 - 24 *A PARIS ORIGINAL*

A fashion photographer wants to take Rhoda to Paris for an important shoot - but Peter objects.

1 - 25 *RHODA'S SUNTAN*

Rhodas beach experience have adversely affected her systems -thanks to the sun's rays -- she finds out that any source of light, over a long period of time, changes her to a very destructive robot.

1 - 26 *COMIC INTERFERENCE*

The housekeeper's brother, a nightclub comedian, has decided to make a permanent visitor as he tries to move into Peters apartment, for an indefinite stay.

MY PARENTS ARE ALIENS



There are advantages to having aliens as foster parents - they believe that A is for Awful and F is for Fantastic in your school grades, and that the most awful punishment is eating a whole chocolate cake. Orphans Mel, Josh and Lucy are adopted by Brain and Sophie, formerly of planet Velux. The trick, however, is to prevent the authorities from catching on.

Melanie, Josh and Lucy Barker were orphaned 8 years ago, when their parents die in a car crash. Since then they have been through a succession of foster homes - sometime together but usually alone. It is rare that a family can take in three children at once. Add to this the fact that Melanie, Josh and Lucy are more than a handful and their prospects for being adopted together shrink from 'fat chance' to no chance at all. But for every rule there's an exception and in this case the exception is the Johnsons!

Brian and Sophie Johnson are a wealthy, loving, childless couple who want nothing more than to give three orphans a new start in life. At least that is what the Social Services think. The truth is that the 'Johnsons' are Veluxian Metamorphs who, having crashed landed in suburbia, have fashioned a wealthy middle class cover whilst waiting for a rescue ship to come and pick them up.

However, the rescue ship will not arrive for another forty years....and that's minimum!! As they watch the human world go by, they notice all their neighbours have children and so decide to get some! And so the Johnsons adopt the Barker children and everyone is happy. However, one thing is clear, if this arrangement is ever going to work, they must all learn to live by the rules most alien to the all.... the rules of family life.

Another cheap and cheerful SF comedy show this time made by the ITV network. This low quality and badly acted series is another low budget SF children's show very much in the line of TIMEKEEPERS OF THE MILLENNIUM. The show attempts to mix comedy and teen angst but it does it badly. It's a case of nice try, but better luck next time. They don't bother with having a structure to a pilot episode, and the explanation for the story is explained in the opening credits.

Melanie is 14 years old and I a reckless, insecure drop-out who really just wants to be loved. Josh is 11 years old and is an artless mischievous boy in search of a hobby. Lucy is 10 years old and is a bookish, pragmatic brain box who'll one day win a Nobel prize. Dad is an alien and is a naïve, impulsive booby who is constantly confused by the way humans think. Mum is also an alien but is a sensitive, extravagant optimist who is often surprised by the way humans feel.

Trivia

In the episode The Family Way, Lucy is playing music on the stereo. She pauses the music, and then starts it again. When she continues the music, it has moved from the first verse straight to the chorus.

Tanya Thomas has an actress change several times throughout the shows run.

In the episode 'Becky the freak' the galactic guidebook crashes and features the Blue Screen of Death a common computer featured error.

In Series One or Two Brian calls a snake bully bullyboy, but in series seven he doesn't know what bullying is.

In series 8 episode 'Big Head', in the morning guido says the tip of the day. Then in the evening there is a different tip of the DAY

Merchandise

My Parents Are Aliens has spawned very little merchandise. Only a mousemat, a VHS of Series One and a DVD of the best of Series 1-3 has been created. Also, pictures are available to print out on the My Parents are Aliens website.

Produced by Anne Brogan . Executive producer , Bernard Krichefski . Producer , Liz Noble . Associate producer , Connal Orton . Producer Andy Watts . Executive producer.

Original Music by Sandy Nuttgens.

Film Editing by John Allen & Dave Long

Casting by Angela Grosvenor

Costume Design by Sue Smith

Second Unit Director or Assistant Director - Lee Benfold . First assistant director , Addie Orfila . First assistant director , Ben Sweet . First assistant director.

Sound Department - Dave Armstrong . Boom operator , Richard Lee . Dubbing mixer

Special Effects by Graham Aikman . Wire flying coordinator (season 5) , Mike H.G. Bates . Special effects makeup , Mike Stringer . Special effects makeup

Visual Effects by Jamie Lochhead . Visual effects supervisor , Thorsten Rienth . Title sequence animator

Stunts - Stuart St. Paul . Stunt coordinator (2002) , Tony Christian . Stunt double: Alex Kew (2002 (uncredited))

Other crew - Jessica Brown . Production coordinator , James Macmillan . Assistant editor.

Characters

Parents

Brian Johnson (Tony Gardner), a Valuxian alien. He is extremely childlike - he follows crazes and fads and gets bored easily, and is easily sucked into Josh's scams. He has little or no concept of morality, often creating difficult situations for the characters and only rectifying them because he is told to. He can morph at will, but his allergy to ice cream makes him grow moose's antlers involuntarily whenever he eats it. He often displays androgynous behaviour: he grows breasts in one episode, and seemingly falls pregnant in another. He also has unrequited love for Josh's friend Pete and, in the Series 2 episode "First Christmas Part 1", Mel's boyfriend Scott Taylor (he later jeopardises the relationship by morphing into Mel and kissing Scott). Brian morphs a lot in the show and his disguises include: Mel, Josh (mostly), Lucy, Trent, Wendy, Mrs Hardman, a previous and deceased Headmaster, a cool and hip teenaged girl called Spam (Melanie Orchard), a blonde nurse, a rat, a toad, a pregnant elderly woman (in order to get a seat on the bus), Tania Thomas, Pete and Harry. His favourite weekly issue is Knitting For Boys which is the main reason why he can't hang out with Josh and his friends.

Sophie Johnson (Barbara Durkin) (1999-2000,2005) then (Carla Mendonça) (2001-), Brian's wife. She has slightly more common sense than Brian but is still not very intelligent and just as easily led, after enough persuasion. She can morph, but only when eating ice cream (although this rule has been overlooked on a couple of occasions). She and Brian have crash-landed on Earth and adopt Mel, Josh and Lucy in order to fit in. Although initially they were stranded on Earth, the Series 3 episode "Aliens Go Home" sees a Valuxian ship picking up their distress signal. However, having become attached to their new life, they decide to stay on Earth. Sophie's morphs have included: Mel, Josh, Lucy, Frankie, Pete, Trent, a hamster, a mermaid (with her same head), a "modern woman" and Mr Whiteside. Barbara Durkin returns as Aunt Sophie in the episode "Thanks for all the Earthworm Custard". Sophie although more clumsy with morphing, is slightly better at controlling the magnokinetic fields that the aliens often create, she has once used her magnokinesis in the form of telekinesis

Series 1-7

Children

Melanie 'Mel' Barker (Danielle McCormack) (1999-2004,2005): Melanie Barker, nicknamed Mel,lol is a fourteen year old teenager who has a sarcastic and temperamental personality. Although, being the oldest of the Barker children, she has a protective and motherly nature towards her younger siblings, since the death of their parents. It is obvious that Mel's difficult attitude comes from the pain of losing her parents, as well as being moved to and from different foster homes. Despite her reputation as a tough person, she has displayed signs of weaknesses in episodes such as "The Box", particularly towards her sister, Lucy. Mel is consistently frustrated with her alien parents ignorance of life on Earth. She gets extremely embarrassed when her parents

are seen in public (due to their unusual behaviour). She doesn't like to express her emotions (except anger) as she is worried it will make her seem vulnerable. Mel is seen to be slightly insecure (despite her confident act). She cares more about her appearance than she lets on. She is often annoyed by Lucy's closeness to Brian and Sophie, usually warning her not to get "too attached". Mel's best, and apparently only, friend is Trent Clements. The two have an obvious romantic interest in each other, but don't start going out till much later in the series. Mel frequently showed jealousy (which she would never admit to) when Trent was around over girls, especially when Trent fell for Brian's morphed creation, Spam, (a disguise which Brian adopted in order to get concert tickets from Trent). Mel has radical and unusual sense of fashion and has always shown an interest in photography. Mel is an artistic kind of person who likes different kinds of art and music. She loved photography so much that she moved to Canada on an exchange programme at the end of Series 6. She later returned to the show for the Series 7 finale, "Thanks For All The Earthworm Custard".

Josh Barker (Alex Kew) (1999-2005): Josh Barker is the middle Barker sibling and was around eleven or twelve years old when he was fostered by Valuxians, Brian and Sophie Johnson. Josh is a devious and scheming preteen, who is constant inventing new and interesting scams to make money. Although, he frequently tricks and abuses his friends' loyalty, he never wishes any real harm upon them. His two best friends are Pete and Frankie. He doesn't spend much time interacting with his sisters, although when he does, it usually includes annoying or scamming them. It is shown that Josh likes positions of power and popularity, shown in El Presidente when he runs for a school election. Although clever and cunning, Josh is often outsmarted by his more quick-witted sisters, Mel and Lucy. Josh often uses Brian morphing abilities in his scams or to do what he wishes, such as Brian morphing into him so he can skip school. Despite Josh's immature manner, he becomes gradually more responsible through the years. He is, however, often quite prudish and easily embarrassed. Josh doesn't show much interest in school studies, hence his poor grades, although he has showed average signs of intelligence (shown in his ability to evade punishment by persuasion) but doesn't often apply himself. Josh's interests include rollerblading, skateboarding, making money and "the gorgeous Tania Thomas". He also plays the guitar very well. Josh doesn't seem to have many future goals. Although the most inconsiderate Barker, Josh occasionally comes to the aid of others. Josh's voice breaks in Series 5, and by Series 7 he is in his mid-teens.

Lucy Barker (Charlotte Francis) (1999-2005): Lucy Barker is the youngest and most intelligent Barker. At the start of the show she was around nine or ten years old. She is very talented in her school subjects, particularly in Maths and Science. Lucy's favourite subject is Chemistry. Lucy is very honest and moral. She easily sees through Mel and Josh's tough acts and voices their true feelings accurately. She is the most hard working sibling and their different personalities often clash. Lucy is well organised and studious, but sometimes lacks a sense of adventure. She can be quite uptight and slightly controlling. Despite these traits, she is the most kind and caring character. Lucy's above average intelligence means she often bonds with Brian (aliens have brilliant scientific knowledge but lack common sense). They usually play chess and conduct chemistry experiments. Lucy is often irritated by Brian's lack of sensitivity. She is very sensible and has a best friend named, Wendy Richardson. Wendy is equally intelligent and shares Lucy's goal to become an astronaut. Lucy and Wendy are not very popular, due to their scientific interests. Lucy's most prized possession is her chemistry set. Lucy also has a talent for judo and cooking.

C.J. (Olisa Odele) (2004-2005): a small, quiet boy who was rescued from being run over by 'Superbrian', a.k.a. Brian Johnson wearing a cape. By strange coincidence he turns out also to be an orphan from the children's home and is adopted into the family. CJ generally takes on the role of Brian's 'sidekick', and is therefore involved in many of Brian's ridiculous schemes and mad ideas. CJ has also been known to imitate Brian, although as the show progressed he became more independent. He is also sometimes the victim of jokes implying that (perhaps because of his age) he is less important or likable than the others, something he attempts to disprove such as when he offers himself as a slave for a day, and when he dates Poppy Manning.

Harriet 'Harry' (Stephanie Fearon) (2005): the newest addition to the family, introduced at the start of series 7. Harry's real name is actually Harriet, but she snaps angrily at anyone who calls her that. Brian and Sophie adopted her when looking for a replacement for Mel, who had at the time left for Canada on an exchange trip. She is very similar to Mel in terms of personality, as she is usually moody and is a bit of a tomboy. She is also very protective of CJ because he is the youngest, although he finds her behaviour patronising. Like Josh, she plays the guitar, and her practising sometimes irritates the others.

Other

Pete Walker (Patrick Niknejad) (1999-2005) and Frankie Perkins (Jordan Maxwell) (1999-2005), Josh's long-suffering friends. Pete has a pessimistic outlook on life and easily spots Josh's scams, but usually ends up getting drawn in anyway. Another of Josh's friends, Frankie's optimism is a foil for Pete's pessimism, but along with his dopeyness means he is often the target of Josh's scams. He has a long-held crush on Mel, and, in Series 7, he has a crush on Harry as well. Pete and Frankie have tried to desert Josh on several occasions, but always come back.

Wendy Richardson (Isabella Melling) (1999-2005), Lucy's only friend. In her scientifically-minded and

studious nature she is very similar to Lucy, but as has been seen throughout the episodes, is not as smart and is even less in touch with popular culture than Lucy. Very pompous, and somewhat arrogant, she will always lose to Lucy by 1%. Despite originally having strong feelings for Josh, she gets together with Frankie by the end of series seven.

Trent Clements (Keith Warwick) (2000-2005), Mel's long-time friend. He endures Mel's mood swings with resignation and good humour, and it is hinted that he is romantically interested in her. They finally get together in Series 6.

Mr Graham Whiteside (1999-2005), Well known and very grumpy teacher. Particularly dislikes Josh Barker.

Mrs Alican Hardman (1999-2005), One of Josh's teachers. Recurring character who dislikes Josh.

Poppy Manning (1999-2005), A girl who frequently appears as a rival to Josh, (and occasionally even the other Barkers), due to her similarly scheming, sneaky personality.

Tania Thomas (Zoe Thorns)/(Emily Fleeshman)/(Sasha Tilley) (1999-2005), In the "Valentines Day" episode she has a secret affection for Josh Barker. Unfortunately, Josh mistakenly believes she has sent him hate mail and is determined to get back at her. Brian's well meaning attempts to ask her out while morphed as Josh apparently ruin any potential relationship. She gets together with her good friend, Pete Walker, in series seven..

Mikey (Chris Cornwell) (1999)

Appearing in the first series, Mikey is good friends with Josh Barker, Pete Walker and Frankie Perkins. He is perfectly happy being Josh's third-in-command, and is most commonly used as a look-out.

Dave Locket (1999)

Cool, good-looking but very unintelligent, Dave is the most popular boy in school. Although originally Josh's idol, the two later sink into rivalry, most notably in The Quiz. He is particularly fond of his hair.

Series 8

Children

Jaq Bennett (Jessica Woods) (2006), A fiery teenage girl, Jaq is the oldest of the new foster children. Jaq has difficulty making friends because of her attitude. She rarely shouts, usually letting her sharp wit do the talking.

Dan Bennett (Daniel Feltham) (2006), Becky's twin. Although he is arguably the 'geekier' of the two (he collects comics and speaks Klingon), he is neither academic nor interested in science. In fact, he is quite stupid, something he is quite proud of. Dan is a television addict, but also enjoys computer games and the Internet.

Becky Bennett (Katie Pearson) (2006), Dan's twin. Becky is very studious. She is fond of dissecting animals, and her ambition is to study veterinary science at University.

Eddie Bennett (Jake Young) (2006), the youngest member of the family. He manipulates and even emotionally blackmails the other characters to get what he wants. He does this easily because of his innocent appearance, as well as the naivety of his foster parents.

Character similarities

There are many similarities between the new foster kids in series 8 and the children from series 1-7. Jaq is like Mel and Harry. She is a kid who hides her feelings and pretends to be cool. Becky is like Lucy as she loves science. Dan is a little bit like Josh, as he comes up with mad schemes and is a bit dim. Eddie is a bit like CJ. He is small, cute and wants the family to be together.

WR. Amanda Swift, Paul Alexander, Tony Gardner, Adrian Hewitt (episode 12 series 4), Holly Lyons, Andrew Nickolds, Daniel Peak, Shaun Prendergast series 2 episode 3, Paul Rose, Andy Watts, Joe Williams, Malcolm Williamson.

DIR. Angelo Abela, Chris Bernard, Clive Fleury, Steve Goldie, David McKay, Justin Molotnikov, Declan O'Dwyer, Ben Kellett, Dominic MacDonald

EPISODES: 106 **YEAR MADE:** 1999 **COUNTRY:** GB **SEASONS:** 8

GRANADA MEDIA/ YORKSHIRE TELEVISION

CREATOR: ANDY WATTS

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6, (2) 10, (3) 10, (4) 13, (5) 13, (6) 20, (7) 20, (8) 14

DATE OF PREMIER: 08/11/1999 **AIR DATE OF LAST EPISODE** 21/12/2006

SEASON DATE BREAKDOWN: Season 1 : 08/11/1999 - 13/12/1999

Season 2 : 16/10/2000 - 18/12/2000

Season 3 : 24/09/2001 - 05/10/2001

Season 4 : 09/09/2002 - 02/12/2002

Season 5 : 22/10/2003 - 03/12/2003

Season 6 : 08/11/2004 - 24/12/2004

Season 7 : 18/10/2005 - 21/12/2005

FILMS:

Brian Johnson TONY GARDNER, Sophie Johnson BARBARA DURKIN (1-2,7), Mel Barker DANIELLE MCCORMACK, Josh Barker ALEX KEW , Lucy Barker CHARLOTTE FRANCIS (1999-2005), Pete Walker PATRICK NIKNEJAD (1999-2005), Harry STEPAHNIE FEARON (7), Alison Hardman BEATRICE KELLEY (1999-2005), Frankie Perkins JORDAN MAXWELL (1999-2005) , Mel Barker DANIELLE MCCORMACK, Wendy Richardson ISABELLA MELLING (2005-2005) , Sophie Johnson CARLA MENDONCA (2001-2005), , C.J. OLISA ODELE (6-7), Trent Clements KEITH WARWICK (1999-2005).

1 - 1 *NOBODY'S PERFECT*

Brian's family problems start after a sneeze that blows his nose off.

Wr Amanda Swift

1 - 2 *THE HOME TEAM*

Brain and Sophie enter the school quiz.

Wr Kirstie Falkous

1 - 3 *THE DATE*

Josh falls in love with the tallest girl in his class.

Wr Andrew Nickold

1 - 4 *IT'S A DOG'S LIFE*

Lucy adopts a sick dog.

Wr Andy Watts

1 - 5 *THE BOX*

Mel shows Josh and Lucy her secret box of memories.

Wr Andy Watts

1 - 6 *THE MAKEOVER*

Lucy decides that she needs a makeover.

Wr Andy Watts

2 - 1 *THE CHALLENGE*2 - 2 *THE GENIUS*2 - 3 *THE HOLIDAY*2 - 4 *THE SLEEPOVER*2 - 5 *THE BRIDE*2 - 6 *SKIRTING THE ISSUE*2 - 7 *EL PRESIDENTE*2 - 8 *THE FAMILY WAY*2 - 9 *FIRST CHRISTMAS PART ONE*2 - 10 *FIRST CHRISTMAS PART TWO*3 - 1 *CRAZY FOR YOU*3 - 2 *WHEN SWAPS GO BAD*3 - 3 *ENTER THE DUCK*3 - 4 *THE WEDDING*3 - 5 *TESTING TIMES*

Dir THW

3 - 6 *THE VALENTINE*

- 3 - 7 *MAGIC JOHNSON*
- 3 - 8 *ALIENS GO HOME*
- 3 - 9 *HALLOWEEN*
- 3 - 10 *HOWIE*
- 4 - 1 *TEXTUAL RELATIONS*
- 4 - 2 *BEAUTY AND THE BREAST PART ONE*
- 4 - 3 *BEAUTY AND THE BREAST PART TWO*
- 4 - 4 *THE NAKED TRUTH*
- 4 - 5 *OPERATION DATE*
- 4 - 6 *RAT'S ENTERTAINMENT*
- 4 - 7 *FISH FINGERS*
- 4 - 8 *SECRETS AND LIES*
- 4 - 9 *JUST MY LUCK*
- 4 - 10 *THE OPPOSITES*
- 4 - 11 *THE INVOSIBBLE MAM*
- 4 - 12 *THE MUSICAL*
- 4 - 13 *BRAIN OF THE BROWNIES*
- 5 - 1 *AGE CONCERNS*
- 5 - 2 *BIG MOTHER*
- 5 - 3 *BURGLARS CAN'T BE CHOOSERS*
- 5 - 4 *KING BRAIN*
- 5 - 5 *WARTS AND ALL*
- 5 - 6 *EDUCATING SOPHIE*
- 5 - 7 *APRIL FOOLS*
- 5 - 8 *WHEELS OF MISFORTUNE PART ONE*
- 5 - 9 *WHEELS OF MISFORTUNE PART TWO*
- 5 - 10 *MEL BARKER - SUPERSTAR*
- 5 - 11 *PYGMALIEN*
- 5 - 12 *SMOTHERLY LOVE*
- 5 - 13 *NAPPY RASH*
- 6 - 1 *SUPER BRAIN*
- 6 - 2 *LE FREAK C'EST CHIC*
- 6 - 3 *STICKY SITUATIONS*
- 6 - 4 *JOSHFERATU*
- 6 - 5 *ROBOJOSH*
- 6 - 6 *MELERELLA*
- 6 - 7 *BRAIN'S ARK*

- 6 - 8 *MY FAIR MEL*
- 6 - 9 *THE CRYING GAME*
- 6 - 10 *DIRTY DANCING*
- 6 - 11 *THE ALIENIST*
- 6 - 12 *FANGS FOR THE MAMMARIES*
- 6 - 13 *WRONGS OF PRAISE*
- 6 - 14 *BRAIN'S ELEVEN . . . MINUS EIGHT*
- 6 - 15 *ANORAKNOPHOBIA*
- 6 - 16 *HELP*
- 6 - 17 *OH BRAIN!*
- 6 - 18 *FULL METAL SPOHIE*
- 6 - 19 *THE NAUGHTY LIST PART ONE*
- 6 - 20 *THE NAUGHTY LIST PART TWO*
- 7 - 1 *THE TROUBLE WITH HARRY*
- 7 - 2 *PRET-A-BRAIN*
- 7 - 3 *HOTEL SOPHIE*
- 7 - 4 *HALLOWEEN TALES*
- 7 - 5 *WORST AID*
- 7 - 6 *SOPHIE LIMITED*
- 7 - 7 *MILLION DOLLAR HARRY*
- 7 - 8 *WHAT THE ROMANS DID FOR BRAIN*
- 7 - 9 *THE LOVE BUG*
- 7 - 10 *SNAPPY FAMILIES*
- 7 - 11 *GOODBYE MR FLIPS*
- 7 - 12 *WRESTLE MANIAC*
- 7 - 13 *A CHOCO-LIPS NOW*
- 7 - 14 *THE TAIL OF THE KNITTED MAP*
- 7 - 15 *NEIGHBOURS FROM HELL*
- 7 - 16 *FOOLS OF A FEATHER*
- 7 - 17 *MEET THE TWO VEG*
- 7 - 18 *HOT GOSSIP*
- 7 - 19 *THE HOUSE SWARMING PARTY*
- 7 - 20 *THANKS FOR ALL THE EARTHWORM CUSTARD*
- 8 - 1 *METEOR PARENTS*

Brian and Sophie crash land by the sea, and then get their memories wiped by Guido (the voice on the Galactic Guidebook). They need to foster four new kids to keep their alien identity a secret. But what will happen when the new kids find out the truth? Written by Joe Williams

Brian is being operated on by Becky and the family. Becky needs to get some of Brian's insides in order to stop the mutated flu virus melting him.

8 - 2 *SHIP OF FRIENDS*

It's the kids' first day at their new school and they're causing chaos. Brian and Sophie want to make a friend and decide it should be one of the kids' new teachers!

8 - 3 *SPIES AND DOLLS*

Brian plants a bug in Jaq's mobile phone to keep track of her every move and Sophie decides that Eddie would be the perfect little dolly for her to play with..

8 - 4 *THE BABYSITTER*

Brian and Sophie employ Jaq's arch-enemy Selena to babysit the kids but when they come home they can't get her out of the house. This calls for desperate measures – and giant tarantulas!

8 - 5 *HOME IS WHERE THE DART IS*

Sophie develops an interest in darts and is delighted when Eddie manages to score a bull's-eye. However, the youngster soon finds himself under so much pressure to perform in a competition that he struggles to throw straight.

8 - 6 *ABANDON CHIP!*

Sophie's involvement with an international crime ring puts the family under threat, while Brian believes a visiting exchange student is a fellow extra-terrestrial. Comedy, starring Tony Gardner and Carla Mendonca

8 - 7 *RAIN STOPS PLAY*

Sophie wants the kids to have a good time and turns the living room into a beach resort. Brian wants all the fun for himself and buries Eddie in the sand...

8 - 8 *BECKY THE FREAK*8 - 9 *THE GREAT CAKE ROBBERY*

Sophie bakes the biggest cake in the world for Dan. Brian wants it – and tries to persuade Eddie to help him steal the big creamy pile by murdering Sophie.

8 - 10 *LORD OF THE BLING*

Brian finds something rather valuable on the beach, takes Dan and Eddie out shopping and gets all 'blinged up'. A real treat for the eye when you see it and a big hand is due to costume and make-up!

Sophie helps Becky with a school project and takes matters in hand when Miss Heather doesn't give her the mark she thinks she deserves.

8 - 11 *DAN THE MAN*

Brian attempts to make Dan a hero by setting fire to the school loos and Sophie fills the house with mountains of rubbish when she sets up a Museum of Stuff.

8 - 12 *THE PLAGUE*

Brian thinks having a cold will be fun and gets Becky to infect him – but his first sneeze blows over the furniture and then he turns into a puddle of snot...

8 - 13 *BIG HEAD*

Sophie rescues Jaq from a surfing accident and loves the praise she receives so much that she puts Jaq's life in increasing danger so she can feel that warm glow!

8 - 14 *WINTER BLUNDERLAND*

This is the final episode of My Parents are aliens to be aired. Brian and Sophie want the children to have the best Christmas ever, but they somehow cause a nuclear meltdown that leaves the children making a countdown to the end of the world.

superpowers. The superpowers he acquires are Super Speed, Invulnerability and Levitation (He doesn't actually get his Super Strength power until he is hit by the beam for a second time in the episode "Photon Blues" in Season 2).

1 - 2 *A WALK ON THE WILD SIDE*

Dr. J is burgled and the cops are unable to help. One of the items stolen was the key component for a new machine Dr. J is building. The machine can realign the molecules in something to create water. It is the crux of his career. Unless he gets the component back within three days, at which time his backers are visiting, his career will be ruined. Andrew decides that finding the key is a job for Ultraman.

1 - 3 *ONLY TRYING TO HELP*

Stephanie worries after reading Andrew's diary.

1 - 4 *THE TRACK STAR*

Andrew decides to use his Super Speed to help him win on his school's track team.

1 - 5 *MEMORIES*

Andrew offers to help Dr. Jeffcoate on a date.

1 - 6 *YOU'VE GOT A FRIEND*

Andrew is finally getting the chance to meet one of his favorite comic book heroes: Captain Noble. But when he goes to one of his stunt shows - he finds out Captain Noble might not be so noble after all.

1 - 7 *FOR OLD TIME'S SAKE*

Andrew becomes suspicious of one of the Doc's old friends, industrial espionage seems to be afoot and Ultraman must find a way to save the day!

1 - 8 *THE LOST WEEKEND*

Dr. Jeffcoate takes Andrew and friends camping.

1 - 9 *FORBIDDEN GROUND*

Erin wanders away from preoccupied sitter Andrew.

1 - 10 *IT ONLY HURTS FOR A LITTLE WHILE*

After a visit to the dentist, Andrew loses his superpowers. Too bad he's just scheduled a showdown with the school bully!

1 - 11 *GROUNDING*

Andrew scores a date with a girl he likes, but ends up getting grounded for chasing Erin out of his room. Will Dr. J's new invention be able to help Andrew to still go on the date and pretend he is at home at the same time!? It's a chance that Andrew is willing to take!

1 - 12 *THE EYES OF THE SHADOW*

After Kirk sees in the newspapers gossip column a tidbit about him submitted by "A.C.", he decides Andrew is no longer worthy of his friendship. What Kirk doesn't realize is that a friend's trust is much more reliable than initials in a newspaper.

1 - 13 *THE VIDEO CONNECTION*

Dr. J is working on a new invention: a transaphone. It's a tiny microphone that is attached to the frame of glasses. Andrew, as usual, interrupts the testing of the new device with his own dire dilemma. He needs to think of a new business for Junior Achiever's day and can only come up with Date a Superhero. "But, that hardly seems fair to the mortals."

1 - 14 *TOXIC TIME BOMB*

Andrew's assignment for his journalism class is to do a video piece on a day in the life of someone he respects. He chooses Dr. J because he is the only one around all the time. But Dr. J picks this time to get a regular job at MacroPlex industries as a consultant. This job is in addition to his current project working on a portable chemical analyser.

1 - 15 *TWO FACES HAVE I*

Dr. J's latest experiment leaves him with a "Dr. Jekyll / Mr. Hyde" split personality. And one of them is engaged to Mrs. Shellenbach!

1 - 16 *ONE ON ONE*

Andrew is shooting hoops in the Briarwood gym when who should enter but Bobby Spillman, Briarwood's greatest basketball player, who made the NBA draft in 1983. Bobby gives Andrew some

pointers and confides that he's working across the street.

1 - 17 *STRANGER IN THE HOUSE*

Andrew has a pen pal, who happens to be in prison. Concurrently, Dr. J is inventing a laser processor, which eventually could be the ultimate copier. Andrew invites Dr. J to dinner at Stephanie's behest. That night, another guest also comes to dinner ... Andrew's pen pal, John.

1 - 18 *SECRET CODE*

Dr. J tries to teach Andrew a lesson in virtue. It seems Andrew is getting a bit fed up with not receiving any recognition for his deeds as Ultraman. Jeffcoate's lesson carries no weight, however, as his words don't even begin to match his actions. He's in the process of inventing something for the Navy that could earn him more than a little recognition.

1 - 19 *LOOK BEFORE YOU LEAP*

A neighbor videotapes Andrew as Ultraman.

1 - 20 *BREAKING THE ICE*

Andrew's pal Jeff plans a surprise birthday bash.

1 - 21 *GIVE THE GUY A CHANCE*

Andrew urges an insecure pal to try out for a play.

1 - 22 *WHEN THE SUN GOES DOWN*

Stephanie and a friend find trouble at a singles bar.

1 - 23 *LOOKIN' FOR TROUBLE*

Andrew forgets Stephanie's birthday.

1 - 24 *THE SET UP*

Andrew decides to help a friend out by giving some comic books to his store. Dr. J scolds Andrew for being careless and not following the "rules of business", although it seems that Dr. J forgot the most important one of all: Trust. This evidently shows when Dr. J gets his latest invention stolen from him.

2 - 1 *OUT OF CONTROL*

Dr J is a substitute teacher for the science teacher. Mitch, a student in Andrew's class, is out of control. A talented student with a father who doesn't believe that his sons will ever make anything if themselves. On the school field trip Dr J is injured when he slips and falls leaving Mitch to figure out how to help him and finally starts to believe in himself.

2 - 2 *NOT SO FAST*

Andrew's reunion with an old friend turns to trouble.

2 - 3 *NOWHERE TO HIDE*

Andrew finds a girl named Piper hiding in the boys locker room, scared to death. Every time Andrew tries to help her, she just runs away. A man keeps following her and Andrew, and this mysterious man claims that Piper murdered a man - Andrew needs to find out who is telling the truth and bring them to justice!

2 - 4 *PHOTON BLUES*

Dr. J is experimenting with the photon beam again, trying to find some consistency with its results. Mrs. Shellenbach barges in to complain about something, and Dr. J suggests that they call a truce. If they can't be friends, perhaps they can be better neighbours. Ruth reluctantly agrees.

2 - 5 *HEADING FOR TROUBLE*

Andrew is jogging to school one morning when he encounters Shaun, a star Briarwood football player, trying to get his stalled car to run. Andrew offers to help. Using his superstrength, he succeeds to pushing the car to a start. Shaun offers him a ride to school, which Andrew accepts.

2 - 6 *LONG SHOT*

Andrew's now working for the school paper, but Cassie, the manager, informs him that he's a lousy reporter. In an effort to spare his feelings, she suggests that he try photography instead. Which Andrew agrees to do when he meets the other photographer, Beth.

2 - 7 *ALONG FOR THE RIDE*

Andrew's girlfriend Beth's brother Mark is changing cars faster than he's changing clothes. At first, Andrew believes Mark when he says that he's got a great new job upgrading cars. Unfortunately, this proves to be false when Andrew gets arrested as an assessor to robbery!

2 - 8 *COLLISION COURSE*

Andrew and Kirk go to an astronomy convention with Dr. J, and it just happens to be an all-girls school. Dr. J's niece goes there, and she goes on about how she spends all her time - night and day - studying. Kirk meets with her, and it's soon revealed she was just spinning a tale for her uncle. However, nobody believes Kirk, and Dr. J believes that he niece was corrupted by him.

2 - 9 *TROUBLED WATERS*

CCCCAndrew gets a job as a life guard, and gets to work with the "cool" senior lifeguard, Jason. When a small girl nearly drowns, Jason simply ignored her calls for help and Andrew managed to save her with his superspeed. Jason however takes credit for it and says Andrew was asleep on the job. Andrew must prove his innocence and make sure Jason doesn't cause anyone more harm.

2 - 10 *DON'T LOOK DOWN*

Andrew gets a job as a life guard, and gets to work with the "cool" senior lifeguard, Jason. When a small girl nearly drowns, Jason simply ignored her calls for help and Andrew managed to save her with his superspeed. Jason however takes credit for it and says Andrew was asleep on the job. Andrew must prove his innocence and make sure Jason doesn't cause anyone more harm.

2 - 11 *CAUGHT IN THE MIDDLE*

After Kirk and Andrew's other friend Nick have a blowout, Andrew is forced to chose to be friends with only one of them. Can he mend their friendship and make things right again?

2 - 12 *SECRETS FOR SALE*

Dr. J loses faith in an old friendship after his ideas find their way into a magazine he didn't endorse.

2 - 13 *RUNNING HOME*

As Stephanie, Dr. J. and Andrew are preparing to go out, Kirk shows up and announces that he's going to see his father. Ever eager to help, Andrew offers to go with him.

2 - 14 *MISSING*

Andrew and Kirk suspect that Dr. J has been kidnapped, when they receive a phone call from him, asking for help. As Dr. J has not returned home on time from a trip, they decide to take action and find out where he is. But they've got everything mixed up.

2 - 15 *STOLEN MELODIES*

Andrew is president of the media club, and books the rock group "Splitting Headache" to play at the school dance. After the performance is a big hit, Kirk walks around school with the bootleg cassette. He claims it's the only copy, but when everybody else starts getting one, Andrew believes Kirk betrayed him, but is Andrew jumping to conclusions?

2 - 16 *TOE TO TOE*

Andrew promised a girl he would go to the ballet with her, but he also promised his mom he would be an usher for a charity wrestling event. Andrew comes clean with the girl, and she appreciates his on and that it's for charity. However, another problem arises: Instead of registering for being an usher, Dr. J signed up as a wrestler!

2 - 17 *RELCUTANT HERO*

After Andrew saves a young girl with his superpowers, Kirk, who simply stood by and watched - loses confidence in himself. In order to restore faith in himself, Andrew decides to tell Kirk the truth: He has Superpowers.

2 - 18 *SPLIT DECISION*

Andrew and Kirk try out for the two new VJ positions at NuRock radio TV, and get them! They gain many fans and become popular, but the station is still a business, and because of budget cuts - one of them has to be let go. Andrew and Kirk spend the next week competing with each other, but is it really worth it?

2 - 19 *MISFIRE*

Dr. J is testing an invention that allows parts of the brain that are not usually active, and Andrew wants to give it a try, but Dr. J says it isn't ready yet. Andrew puts it on anyway, and when he arrives at the ski slopes for a great time with Kirk and a couple of female "friends", he starts to float and superspeed uncontrollably! Can Andrew work things out with the girl he likes and with his superpowers?

2 - 20 *WHITE LIES*

When Daniel wants to become a great reporter to impress Cassie - the editor of the school newspaper - he decides to add his own twists to not-so-amazing events. Andrew finds Daniel wrote in the paper Andrew

has a fantasy of being able to fly. Even though he secret is safe, everybody now thinks Andrew is crazy!

2 - 21 *OFF THE RECORD*

Cassie Martin is at it again. The newspaper reporter is taking peoples words and actions out of context, and everybody in school turns on her. After coming to her sense and apologizing to everybody, Cassie gets food thrown in her face. Andrew, symphthizing with her comes to her aid and hopes to make her reputation worthy again.

2 - 22 *BEST FRIENDS*

Kirk gets he and Andrew a job at Licks, a local burger joint to pay for tickets to a Rock 'n' Roll revival. Kirk promptly falls in love with Paula and begins neglecting his friendship with Andrew in favour of his new girlfriend. Andrew also acquires a new girlfriend Lauren.

2 - 23 *MORE THAN MEETS THE EYE*

When Andrew stops a young boy from stealing food from the grocery store with his superpowers, he feels proud that he's fighting crime. What he dosen't realize is that maybe this boy didn't steal because he didn't want to pay - but because he couldn't pay.

2 - 24 *SEEMS LIKE ONLY YESTERDAY*

The Rocket -- roller-skating rink and premiere hangout for the citizens of Briarwood.

3 - 1 *GROUND CONTROL*

3 - 2 *TRADING PLACES*

After Stephanie is fed up with not being able to have fun the way she wants to, Dr. J suggest hypnosis. After Andrew and Kirk walk in on them in the middle of the session, Andrew and Kirk get hypnotised as well! Now Andrew is acting like Kirk, and Kirk is acting like Andrew! Stephanie isn't doing very well either, as she's gone off and sold the car as well as spent tons of money on clothes!

3 - 3 *DROP OUT*

Andrew and Kirk both take career direction tests, and Kirk only scores high in engineering. Kirk decides it's best to put that skill to use by dropping out of school and riding Motocross full-time. When Andrew uses his powers to save Kirk from crashing, Kirk let's it go to his head and decides to go professional. Kirk idol, a Motocross champion reveals to Kirk how he learned alot about riding from high school physics, will Kirk decide to stay at school or pursue his Motocross career?

3 - 4 *SOUR GRAPES*

When Dr. J is invited to have his synthetic wine tested in France, he lets Andrew and Kirk come along. While they are having the times of their lives, Dr. J finds out that somebody is out to get him, and ensure that his wine will never be tasted.

3 - 5 *FIRST LOVE*

Andrew falls in love with a 19 year old musician. All seems well, until he finds out that she is bound for Chile!

3 - 6 *NOVEL IDEA*

3 - 7 *DAVID'S DREAM*

David has a inoperable tumour in his brain who has a dream to fly in a F-16. Dr. J calls his friend who is a general in the army and gets offered a ride, but it conflicts with another event he wishes to attend: Andrew's wind-surfing race.

3 - 8 *BUMP IN TIME*

Andrew is late for his first day at work, and in a hurry to get there, runs into a tree and is knocked out. When Andrew awakens, he finds himself back in time in the 1960s. The adventures and friends Andrew meets there, prompts him to think about whether he really wants his job, or whether to assist Dr. J plant trees to help the environment instead.

3 - 9 *CALENDER BOY*

Kirk and Andrew manage to get backstage passes at a model show being held at their school. When one of the models is injured, Andrew is enlisted as his replacement. But while he is getting changed, the school photographer takes a picture of him and makes it into the year's school calendar! Andrew discovers instant popularity and money, but in the end has to make the choice of whether it's really worth it.

3 - 10 *MOVING OUT*

Andrew has been breaking curfew lately, and he defends himself by saying he is ready for more

responsibility. When his mother's friend needs a housesitter for a month, Andrew wishes to be given the opportunity. When Stephanie reluctantly agrees, Andrew is overexcited and eager to take on the challenge. However, living alone may not be all it's cracked up to be.

3 - 11 *TEEN HOT LINE*

Andrew and Kirk volunteer at Dr. J's new Teen Hot Line: Help for kids, from other kids. Andrew tries to help a young boy named Julian, who has an abusive, alcoholic father - while Kirk befriends a wheelchair bound girl, whose father is too overprotective.

3 - 12 *TRIAL BY PEERS*

Andrew, while working a shift as a Valet, gets searched by two cops who have been investigating robberies of Valet customers. Andrew is found to have a key in his pocket and is given the choice of being tried in juvenile court, or a new program, Teen Court.

3 - 13 *A LIFE IN THE DAY FOR DR. J*

Andrew, Kirk, Stephanie, Erin and Mrs. Shellenbach all plan to throw a surprise party for Dr. J for his 40th birthday. However, Dr. J is also having a mid-life crisis. Dr. J is apologetic, but claims he doesn't have time left in his life to spend on trivial things like birthday parties. After testing out his new vertigo machine, he runs into the ghosts of Birthday past, present and future... who also all share a close resemblance to the Fonz, MC Hammer and Betelgeuse.

3 - 14 *MY OTHER SECRET IDENTITY*

Andrew wants to get a part in a movie so that he can meet his favourite actress - and kiss her! Impossible? Well, it seems that way when Andrew doesn't get the part. But then he has an idea... the only role left open is for a female, so he grabs some of Stephanie's clothes and auditions as Andrea! Oh and he gets the part. Things seem messy when Alana (the actress) discovers that there is an Andrew as well as an Andrea. Although Andrew gets found out at the end, it all becomes worth it, as he finally gets his kiss!

3 - 15 *PIRATE RADIO*

Classic Rock 108 is broadcasting from Briarwood high school, and Andrew and Kirk are not impressed with the musical selection. Andrew suggests to Kirk that the station should hire them to show how it's done.

3 - 16 *FROM THE TRENCHES*

The show begins with Andrew and Kirk sitting on the couch with bad colds, complaining. They decide to write down the means by which they got the colds, which, as it turns out, was a bad date brought on by trying too hard to impress some girls.

3 - 17 *THE INVISIBLE DR. J*

There's a new principle at Briarwood, sent there to curtail the discipline problem. In a botched attempt to impress him, Andrew and Kirk wind up on his bad side.

3 - 18 *THREE MEN AND A SKULL*

Dr. J's brother, Hartley, is in town after discovering what he believes to be the oldest human fossil. However, when Hartley entrusts the skull to Dr. J, a burgler switches the skull for a fake!

3 - 19 *THE GREAT INDOORS*

The Clements family is heading up to their cottage for the weekend to prepare it for its new owner. Dr. Jeffcoate is coming along to help, and Kirk is coming along for reasons unknown to anyone. At the last minute, and after some not-so-subtle hints, Mrs. Shellenbach gets herself invited along but turns it down because it's her weekend for serving on WHARP - Women's Helicopter Action Rescue Program.

3 - 20 *DR. J'S BRAIN MACHINE*

This episode was the first, last, and only clip show for MSI. While Andrew is helping Dr. J with a new invention that is intended to help people regain lost memories, lightning strikes and Andrew's memories are wiped. The episode concerns Dr. J's attempt to replace the memories by eight o'clock, when the two of them are expected at Erin's recital.

3 - 21 *SLAVE FOR A DAY*

Andrew helps his mom out by volunteering for the "Rent-a-slave" charity event. A middle-aged man bids extremely high for Andrew and after talking to the man, he finds out the man's daughter is very shy, and he wants Andrew to take her out on a date. After Andrew begins to fall in love with her, he tries to return the money the man paid for him, but Andrew's new love finds out! Can Andrew explain how much he cares about her and win her back?

3 - 22 *BIG BUSINESS*

Andrew gets a job with McCaffrey Advertising with one knob of a boss. After using his superpowers under the guise of special effects, he gets promoted to the position the girl he likes, Veronica, wanted. Can Andrew find a way to keep his job and encourage Veronica to go after her dreams as well?

3 - 23 *MY OLD FLAME*

In the middle of the school parking lot, Andrew runs into an old girlfriend, Krista. Trouble is, she's Kirk's girl now. Kirk becomes jealous of the existing relationship between Andrew and Krista, while they try to convince him they anything that felt for each other is long over.

3 - 24 *A BANK, A HOLDUP, A ROBBER, AND A HERO.*

Andrew, Erin, their mother, Dr. J and Kirk all witness a bank robbery; but they all seem to have a different take on what happened.

MY TIME TRAVEL JOURNEY WITH MARI

AKA: **BOKU TO MARI NO JIKAN RYOKO**

Tatsuo (Ishibashi) is an impoverished would-be private investigator, unable to find work anywhere but understandably troubled by the sudden appearance of a woolly mammoth in modern-day Tokyo. He is apparently the only person who can see what appears to be an exact double of himself, wearing clothes from the distant past. Could he be seeing a vision of one of his ancestors? Eventually, Tatsuo and his bewildered college girl companion Mari (Takase) are handed over to the Time Patrol, an enforcement organization whose 20th-century office operates out of an unassuming building in downtown Tokyo charged with preventing criminals from the future from ruining the space-time continuum. Before long, Tatsuo and Mari are associate members of the Time Patrol, journeying (predictable, considering the holding of Japanese TV prop departments) back to the Edo period.

They must also delve into the origins of superhero Ultraman (a thinly disguised ULTRAMAN homage), a comic book hero who seems to have been inspired by real life fugitives from the 24th Century. By the end, Tatsuo discovers the origins of the cosmic rays from the future that are bombarding the Earth and realizes that he has a pivotal part to play in the coming future.

Based on the story Time Agent (Jikan Agent) by SF author Sakyo Komatsu - his answer to Yasutaka Tsutsui's TIME TRAVELLER and Taku Mayumara's BAKUMATU TIME TRAVELLERS. The opening titles contained the animation by Sadao Tsukikoa, whose name appears on many of the 1960s anime, including Ken and the Wolf Boy.

WR. Hideyoshi Nagasaka.

DIR. Monoru Hanabusa, Kazuya Sato.

EPISODES: 4 **YEAR MADE:** 1980 **COUNTRY:** JAP **SEASONS:** 1

NHK

CREATOR: SAKYO KOMATSU

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER: 12/08/1980

AIR DATE OF LAST EPISODE 15/08/1980

SEASON DATE BREAKDOWN:

FILMS:

Tatsuo MASATSUGO ISHIBASHI, Mari HARUNA TAKASE, JO SHISHIDO.

RELATED SHOWS:

BAKUMATSU TIME TRAVELERS

MYCENES, CELUI QUI VIENT DU FUTUR**AKA: MYCENES, HE WHO COMES FROM THE FUTURE**

Mycenes, a robot android from the future, comes to learn about our era.

Originally slated for thirteen episodes, this series was cancelled after only two because of its low ratings and viewer's negative reactions. Stefen Wul is a major science fiction writer. Two of his novels were turned into animated features by Rene Laloux.

WR. Andre Michel, Louis Rognoni, Stefan Wul (ep.2 only)**DIR.** Francois Chatel**EPISODES:** 2 **YEAR MADE:** 1972 **COUNTRY:** FRA **SEASONS:** 1*ORTF 1***CREATOR:****TYPE OF SHOW:** TIME TRAVEL**FORMAT:** SERIES**LENGTH (MINS):** 90 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French**SEASON BREAKDOWN:** (1) 2**DATE OF PREMIER:** 29/01/1972**AIR DATE OF LAST EPISODE** 19/02/1972**SEASON DATE BREAKDOWN:****FILMS:**

Mycenes ARMAND ABLANALP, DOMINIQUE LEVERD, CATHERINE CIRIEZ, JEAN COSTE,
FREDERIC LAMBRE.

1 - 1 *LA PLANETE FERMEE (THE CLOSE PLANET)*

1 - 2 *LA PISTE SANS ETOILES (THE STARLESS ARENA)*

MYSTERIEUX DOCTEUR CORNELIUS, LEAKA: **MYSTERIOUS DR. CORNELIUS, THE**

Two millionaires, their families, and friends fight the evil schemes of the mad scientist Dr. Corenelius Kramm, his brother Fritz, and their secret organisation, the Red Hand, in a series of globe-spanning encounters.

Their was also a radio adaptation made, and the series was based on a novel by Gustave Le Rouge.

WR. Jean-Pierre Petrolacci, Jean-Daniel Simon, Pierre Nivollet.

DIR. Muarice Frdyland

EPISODES: 6 **YEAR MADE:** 1984 **COUNTRY:** FRA **SEASONS:** 1

ANTENNE-2 (A2) / RADIOTELEVISIONE ITALIANA (RAI) / RADIOTELEVISAO PORTUGUESA (RTP) / TELECIP

CREATOR: GUSTAV LE ROUGE

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 6

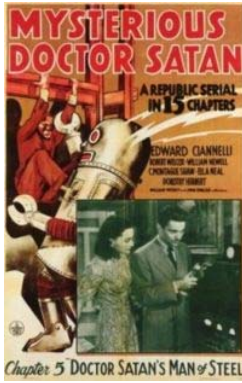
DATE OF PREMIER: 16/09/1984

AIR DATE OF LAST EPISODE 21/10/1984

SEASON DATE BREAKDOWN:

FILMS:

Cornelius Kramm GERARD DESARTHE, Fritz Kramm JEAN BOUISE, Harry Dorgan FRANCOIS ERIC GENDRON, Barruch Jorgell HUGUES QUESTER, William Drogan RENZO PALMER, Bondonnat ROBERT RIMBAUD, Isadora Jorgell CAROLINE SIHOL, Fred Jorgel GEORGES GERET, Joe Dorgan MAURICE VAUDAUX, Fredericque Bondonnat MARIA BLANCO, Andree de Maubreuil ANNE FONTAINE, M. de Mavreuil ENZO ROBUTTI, Lord Burydan JACQUES FRANCOIS, Léonello JEAN-JACQUES CHEP, Curmer MAX DOUCHIN, Arnold Stickman PIERRE FOREST, Mme Mac Barlott ELIANE MAAZEL, Fernando Lopez MICHEL NORMAN, José MARIO SANTINI, . M. Bondonnat ROBERT RIMBAUD, La reine des clochards ALICE SAPRITCH, L'aveugle/Blind Man DAVID GABISON, Ravenel DANIEL LANGLET, Pagannot HENRI MARTEAU, Oscar MICHEL MULLER, Le directeur de la banque FILIPE FERRER, Agenor JEAN LESCOT, CECILE CASULERAS, ANDRE COUTOURE, HENRI DELMAS, GERALD DENIZEAU, JOSE JORGE DUARTE, PAUL HEBERT, IDRIS, ALEXANDER KOUMPAN, ASDRUBAL PEREIRA, SARAH STERLING, SZYMON ZALESKI.

MYSTERIOUS DR. SATAN,THE

His plan, like most of serialdom's villains, is world domination. To do this he needs the remote control device that Shaw (by now typecast by Republic as the eccentric inventor) has perfected so as to be able to control his robots at a distance. Wilcox is the colourless masked hero, Copperhead, seeking to revenge his father's death at the hands of Cianelli, who episode after episode stops Cianelli completing the construction of the device. Cianelli's prime robot is played by lanky stuntman Tom Steele.

Best remembered for its charming, rather than frightening, robots, this gustily directed serial was greatly aided by the presence of the suave Cianelli, a veteran of many gangster films, in the title role. The serial was produced by Hiram S. Brown, the cinematographer was William Nobles and the special effects were created by Howard Lydecker.

WR. Franklyn Adreon, Ronald Davidson, Normal S. Hall, Joseph Poland, Sol Shor.

DIR. William Witney, John English.

EPISODES: 15 **YEAR MADE:** 1940 **COUNTRY:** US **SEASONS:** 1

REPUBLIC

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 5

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

EDUARDO CIANELLI, Copperhead ROBERT WILCOX, C. MONTAGUE SHAW, ELLA NEAL,
DOROTHY HERBERT, CHARLES TROWBRIGE.

MYSTERIOUS ISLAND (1951)

Though, in typical serial fashion, this loose adaptation of Jules Verne's novel introduced a vast amount of new material, including Randle as a beautiful visitor from Mercury seeking to mine radioactive ore with which to blow up the Earth, it actually contains more of the original novel than any of the other four film versions (made in 1929, 1941, 1961 and 1972). Crane leads the Confederate troops who escape from a Union prison camp in 1865 and arrive on the mysterious island. There, with Penn's Captain Nemo, they put paid to Randle's schemes.

Predictably plotted and cheaply made, the serial remains quaintly appealing. A TV series based on Jules Verne novels was also made with the same name in 1994. The serial was produced by Sam Katzman and the cinematographer was Fayte Brown.

WR. Lewis Clay, Royal K. Cole, George H. Plympton.

DIR. Spencer G. Bennett.

EPISODES: 15 **YEAR MADE:** 1951 **COUNTRY:** US **SEASONS:** 1

COLUMBIA

CREATOR: JULES VERNE

TYPE OF SHOW: LOST

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

RICHARD CRANE, MARSHALL REED, KAREN RANDLE, RALPH HODGES, GENE ROTH, LEONARD PENN.

RELATED SHOWS:

MYSTERIOUS ISLAND (1951)

MYSTERIOUS ISLAND (1955)

Mysterious Island was a series based upon the classic Jules Verne novel which was written in 1875. It tells the story of six prisoners of war in the American Civil War who manage to escape from a Confederate prison of war. They manage to flee in a hot air balloon, which takes them halfway across the globe before it crash-lands on a hostile island in the Pacific Ocean. The group of castaways consists of: Captain Cyrus Harding, a Union Army officer and engineer; Jack Pencroft; his wife Joanna; their teenage son Herbert Gideon Spilett, a journalist; and Neb Captain, Harding's devoted servant.

Several changes were made in the composition of the group of castaways from Verne's the original novel. In the novel there were only five people who escaped in the balloon. Joanna Pencroft was added for the TV series. In the novel Herbert Pencroft was Herbert Brown who was not Jack's son but rather a young friend of Jack's. In Verne's novel Cyrus Harding was named Cyrus Smith. The castaways find many dangers in their new home, some of the natural variety such as earthquakes and poison fruit. While other dangers come in the form of visitors to the island such as pirates and 'primitive' natives to the region. The biggest danger to the group comes from Captain Nemo, a character who is best remembered for his part in another Jules Verne novel, 20,000 Leagues Under the Sea.

Nemo sits in his submarine, the Nautilus, unseen by the castaways. He is able to watch their every move and hear almost everything they say. Nemo was responsible for their being on the island since he shot down their balloon in order to obtain subjects for his variety of experiments to study human behaviour. The castaways soon realise that someone is watching them and occasionally helping them out: they refer to this mysterious individual as the Phantom.

After establishing themselves on the island, the castaways set out to find the Phantom and learn who he is. In Verne's novel Nemo did not subject the castaways to the experiments. He did frequently come to their aid while trying to keep his existence a secret. In the end of the novel, Nemo dies after revealing himself to the castaways and giving them a means to return home.

Mysterious Island was an international co-production, financed by companies in Canada and New Zealand, where the series was produced. Gordon Micheal Woolvett would later go on to star in the SF series DEEP WATER BLACK (AKA MISSION GENESIS). The series was seen on the Family Channel in Canada, and on Sky One in the UK.

WR. Stephen Alix, Glenn Norman, Michelle Goodeve, Jim Purdy, Greg McGee, Susan Snooks, Scott Barrie, Peter Sharp, Arthur Baysting, Sean Ryerson, Stephen Batt, Barbara March, Jenine Dickins.

DIR. William Fruet, Peter Sharp, Mark Beesley, Chris Bailey, Ken Giorti, Christine Parker, John Laing.

EPISODES: 22 **YEAR MADE:** 1995 **COUNTRY:** NZ **SEASONS:** 1

CREATOR: JULES VERNE

TYPE OF SHOW: LOST

FORMAT: SERIES-SERIAL

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22

DATE OF PREMIER: 15/06/1995

AIR DATE OF LAST EPISODE 09/11/1995

SEASON DATE BREAKDOWN:

FILMS:

Captain Cyrus Harding ALAN SCARFE, Jack Pencroft C DAVID JOHNSON (ep 1-8), Joanna Pencroft COLETTE STEVENSON, Gideon Spilett STEPHEN LOVETT, Herbert Pencroft GORDON MICHEAL WOOLVETT, Ned Brown ANDY MARSHALL (ep 1-6), Captain Nemo JOHN BACH, FRANK WHITTEN, KEVIN J. WILSON.

RELATED SHOWS:

MYSTERIOUS ISLAND (1951)

DEEPWATER BLACK

1 - 1 *GENESIS*

1 - 2 *DOWN UNDER*

1 - 3 *SAFE HAVEN*

1 - 4 *WHITE WATER*

1 - 5 *A DEATH IN THE FAMILY*

- 1 - 6 *LOVE THY NEIGHBOUR*
- 1 - 7 *ALL THAT GLITTERS*
- 1 - 8 *THE PRICE OF VENGEANCE*
- 1 - 9 *THE PHANTOM'S LAIR*
- 1 - 10 *IT SHOULD BE AN ENGLISHMAN*
- 1 - 11 *NO ONE RULES ME*
- 1 - 12 *HE'S NOT HEAVY*
- 1 - 13 *MAKE YOURSELF A HOME*
- 1 - 14 *FIRST IMPRESSIONS ARE SKIN DEEP*
- 1 - 15 *GIDEON'S TALE*
- 1 - 16 *LAST RITES OF SPRING*
- 1 - 17 *LABOUR LOST*
- 1 - 18 *THE VISITOR*
- 1 - 19 *WHAT ARE YOU AFRAID OF?*
- 1 - 20 *PLAN AND ATTACK*
- 1 - 21 *A PACT WITH THE DEVIL*
- 1 - 22 *GOING, GOING..*

MYSTERIOUS NEW STUDENT

AKA: **NAZO NO TENKOSEI**

Junior High School student Koichi Iawata (Takano) discovers that his new neighbor is also the new transfer student at the school. Norio Yamasawa (Hoshino) has a shiny blue star-shaped mark on his ear, and transfers into Koichi's class, where he excels at both studying and sports. However, only Koichi seems to notice that when he is confronted by school bullies, Norio is able to repel them with an invisible force.

Four other new students, also bearing the mysterious star mark, mystify Koichi's class teacher Otani with their excellent abilities and with their bizarre phobia of rain and the sound of jet engines overhead. Other schools all over Japan seem to have similar new arrivals, and Norio eventually confesses the truth to Koichi. He and his friends are refugees from the distant world of D-3, destroyed by nuclear war but they are preparing to leave D-15 (or "Earth") soon because it too is threatened with nuclear destruction. Norio and his associates leave but Norio soon returns in a pale and wan state - their next destination proved to be a location where refugees were not welcome, and only a few of them were able to evade the Refugee Hunters.

Norio's father Ichiro (Kyozo Kawabe) suggests they should live on Earth, and Norio's family eventually move to Osaka (where, the authors would like to point out, everybody is an alien). The remaining refugees scatter over the rest of Japan.

This is an adaptation of a novel by the same name by Taku Mayumura (see BAKUMATSU TIME TRAVELLERS). Produced by Tomoyoshi Hagiwara.

WR. Yuichiro Yamane.

DIR. Harou Yoshida, Kanae Kutsuzumi.

EPISODES: 9 **YEAR MADE:** 1975 **COUNTRY:** JAP **SEASONS:** 1

NHK

CREATOR:

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 9

DATE OF PREMIER: 17/11/1975 **AIR DATE OF LAST EPISODE** 03/12/1975

SEASON DATE BREAKDOWN:

FILMS:

Koichi Iawata HIROYUKI TAKANO, MASAAKI MAEDA, TOSHIE TAKADA, Norio Yamasawa
TOSHIHARU HOSHINO, KAAI OKADA, Ichiro KYOZO KAWABE.

RELATED SHOWS:

BAKUMATSU TIME TRAVELERS

MYSTERIOUS PEN-FRIEND

AKA: **MABOROSHI NO PEN-FRIEND**

Junior High student Akihiko (Yamaga) believes he has lucked into the pen-friend of his dreams when he gets a letter from Reiko (S. Kato), an Osaka girl four years his senior who also sends along ten thousand yen. But a similar letter has been sent to his class mate Kumiko (Ikegami), and the suspicious Akihiko sends the money back, only to be informed that the return address does not exist. Another letter arrives from Reiko asking him for his clothes size, and Akihiko is surprised by some men in black, who photograph him before they are scared off by Kumiko.

Meanwhile, down in Osaka, Akihiko's father is convinced that he has seen his son's doppelganger walking into a local factory. Hearing that the mysterious Reiko is coming to visit, Akihiko and his brother Kazuhiko (Hironaka) go to the station to meet her. Akihiko evades capture by the men in black and returns home to find that a boy who looks exactly like him has arrived at his house. Captured and taken away in a flying truck, the real Akihiko finally meets Reiko, who turns out to be an android who resembles Megumi, a local shop girl whom Akihiko secretly loves. Reiko reveals that she and her fellow Inorganic Creatures have arrived from space and are plotting to rule the world by replacing children with Androids.

Kumiko is also captured as part of an experiment to learn more about human emotion, but Reiko has begun to understand the human point of view and switches sides. Other Androids decide to study human family under laboratory conditions and send men in black to kidnap the rest of Akihiko's family. They arrive to find that the police, tipped off by Akihiko, are waiting for them and escape in panic. Reiko leads Akihiko and Kumiko to safety before the factory explodes - the escaping androids have set it to self-destruct to cover their tracks.

Based on the novel of the same name by Taku Mayumura (see *BAKUMATSU TIME TRAVELLERS*), and resembling a juvenile version of *The Stepford Wives*. Series was produced by Masaharu Morita.

WR. Yoshiki Iwama

DIR. Kanae Kutsuzumi

EPISODES: 9 **YEAR MADE:** 1974 **COUNTRY:** JAP **SEASONS:** 1

NHK

CREATOR: TAKU MAYUMURA

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 9

DATE OF PREMIER: 15/04/1974 **AIR DATE OF LAST EPISODE** 01/05/1974

SEASON DATE BREAKDOWN:

FILMS:

Akihiko YUJI YAMAGA, Kazuhiko MASAH HIRONAKA, KAZUO KATO, KAUKO AOKI, Kumiko KIMIKO IKEGAMI, Reiko SAYOKO KATO

Books Based on this series.

MYSTERIOUS PEN-FRIEND

TAKU MAYUMURA

RELATED SHOWS:

BAKUMATSU TIME TRAVELERS

MYSTERY FOE, THEAKA: **KAIKI DAISAKUSEN**AKA: **OPERATION MYSTERY**

Five intrepid explorers search for the truth about mysterious legends and strange phenomena and find that the deepest mysteries are often those within the human mind.

In search for a new direction after the first ULTRAMAN series, Tsuburaya Productions commissioned a mystery drama focusing on "criminals who use science for nefarious purposes and the just people who protect science". The Science Research Institute (SRI) is a public-private partnership, whose members include the hotheaded athlete Kyosuke Misawa (Katsuro) and cool intellectual Shiro Maki (Kishida). They are aided by their assistant Hiroshi (Matsuyama) and token female secretary Saori (Kobashi).

The SRI missions amount to an intriguing collection of sci-fi ideas. In the first, The Man Who Walks through Walls, their quarry is a thief who has the ability to fade out of sight. In fact, he is found not to walk through walls at all, but instead owns a suit of retro-reflective material that allow him to apparently disappear - compare to the later "thermo-optic camouflage" of Ghost in the Shell. Other innovative ideas include inspired murder mysteries in the style of Sure Death, such as Killer Moth, in which the titular insect's wings are daubed with the typhoid bacillus as part of a deadly conflict between the executives of two rival car corporations. In Terror Telephone, hyper-sonic waves are sent down a phone line to induce spontaneous human combustion in whoever picks up the receiver.

The SRI also face up to modern ills, such as mistreatment of the elderly in Blue Blooded Woman and increased congestion on Japanese roads in Endless Speeding. With an eye on older audiences, OM concentrated not on simple good versus evil of most children's dramas, but on a motivations of it's wrongdoers. In Lullaby of Death, a boy inadvertently kills someone in the course of a series of experiments designed to save the life of his sister, who is dying from an incurable disease. In the penultimate episode, Kyoto for Sale, Maki falls in love with a girl called Miyako, who loves statues of Buddha. She is collecting signatures to "buy" Japan's old capital of Kyoto, in order to save its old-time streets from the advance of modernity. Though Maki sympathizes with Miyako (whose very name is a reference to Miyako - the old term for capital city), he sees her fitting a teleportation device onto a statue and realizes that it is she who is responsible for a number of mysterious thefts.

At the close of the 1960s, when the early promise of science was eclipsed by paranoia about its price in pollution and rapid change, OM's innovative and original scripts made it a masterpiece of early Japanese sci-fi. OM's distant modern descendants include NIGHT HEAD and Unsolved Cases.

The series was produced by Yasushi Morita and Koichi Noguchi.

Original Music by Hiroki Tamaki & Naozumi Yamamoto

Special Effects by - Tetsu Matoba special effects supervisor , Jun Oki special effects supervisor , Kazuo Sagawa special effects supervisor , Koichi Takano special effects supervisor.

WR. Shozo Uehara, Tetsuo Kinjo, Mamoru Sasaki, Bunzo Wakatsuki, Jun Fukuda, Shinichi Ichikawa.

DIR. Toshihiro Iijima, Hajime Tsuburaya, Akio Sanesoji, Toshitsugu Suzuki, Shigeo Nakagi, Suguru Nagano.

EPISODES: 26 **YEAR MADE:** 1968 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS/ TBS

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

2832

MYSTERY FOE, THE

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 15/09/1968 **AIR DATE OF LAST EPISODE** 09/03/1969

SEASON DATE BREAKDOWN:

FILMS:

Kyosuke Misawa, HOMARE KATSURO, Shiro Maki SHIN KISHIDA, Hiroshi Nomura SHOJI
MATSUYAMA, Kiyoshi Matoya YASUMI HARA, Saori Ogawa REIKO KOBASHI, Inspector Taizô
Machida AKIJI KOBAYASHI.

RELATED SHOWS:

ULTRAMAN

NIGHT HEAD

- 1 - 9 *GOLDEN BIRDS OF PREY*
- 1 - 10 *VISITORS FROM FALCONIA*
- 1 - 11 *THE DUEL*
- 1 - 12 *KINGDOM OF THE BEASTS*
- 1 - 13 *POPS IN A BOX*
- 1 - 14 *ISLAND OF THE APES*
- 1 - 15 *THE SKULL'S THE CLUE*
- 1 - 16 *HOME RUN*

MYSTERY SCIENCE THEATRE 3000

AKA: **MST3K**

AKA: **MST3000**



The average guy is Mike Nelson (replacing janitor, Joel Robinson, played by creator Joel Hodgson, who escaped back to Earth), a hired temp blasted into space in the Satellite of Love, by his wicked bosses in Deep 13. As an ongoing experiment, they force him to watch lousy films and monitor his reactions. To remain cheerful - and sane - Mike heckles the screen from start to finish with the help of Gypsy, Tom Servo and Crow, three robots constructed from parts of the satellite.

We see the show from behind their seats in the cinema, seeing their silhouettes in the bottom of the screen and hearing their comments, drawn mostly from US pop culture, but also science, philosophy, history and current affairs. Three times during the film Mike and the bots are given a break when they do host segments and more send-ups to annoy the scientists, headed by Dr Clayton Forrester.

If you get together with a couple of friends and a few beers to watch a cheesy old sf or horror movie, what do you end up doing? Unless you're really intense, the odds are you start taking the mickey out of the movie - and that's a fun enough way to pass a hour or two. For the uninitiated, Mystery Science Theater 3000 (aka MST3K or MST3000) is like watching you and your mates watch a hoary old film. The only difference here is that the watchers are an average guy and his robot pals.

MST3K began in 1988, on an independent station, KTMA TV23, in Minneapolis, but reached true cult status on America's Comedy Central cable channel. There has also been a MST3K movie, based around This Island Earth. But seven seasons and 144 'episodes' later, declining ratings caused its cancellation. However, the Sci-Fi Channel stepped in to pick up the series for an eighth season, ordering 13 episodes for airing in 1997, in both the US and, for the first time, in Britain.

For the 8th Season the show was bought by the sci-fi channel, and the producers where asked only to show the really bad films, obviously because the sci-fi channel already show all the worst films ever made. It wasn't until 1998, 10 years after the show premiered that it was shown in Britain. The number of episodes made depends upon how you count them so in order to explain how we have worked out the number of episodes here is a list of the seasons and number of episodes.

- 1988-89 Season "Zero" (only seen on Minneapolis UHF station KTMA): 21 episodes (22, if you count the short pilot episode, which did not include a full movie and was never shown on TV.)
- 1989-90 Season One (The Comedy Channel): 13 episodes.
- 1990-91 Season Two (The Comedy Channel/Comedy Central): 13 episodes. (The Comedy Channel merged with Ha! to become Comedy Central during this season).
- 1991-92 Season Three (Comedy Central): 24 episodes.
- 1992-93 Season Four (Comedy Central): 24 episodes.
- 1993-94 Season Five (Comedy Central): 24 episodes.
- 1994-95 Season Six (Comedy Central): 24 episodes.
- 1995-96 Season Seven (Comedy Central): 6 episodes (7, if you count the special Turkey Day version of episode 701, which had the same movie theater sequences but a different set of host segments).
- 1997 Season Eight (The Sci-Fi Channel) 22 episodes.

The series won the prestigious Peabody Award in 1994, it has also been nominated several times for an Emmy and is a perennial Cable ACE award nominee. The head writer for the series was Michael J. Nelson, producer was Jim Mallon.

Emmy Award

Outstanding Individual Achievement in Writing for a Variety or Music Program - Nominated - "Mystery Science Theater 3000" (1988) - Michael J. Nelson (head writer), Trace Beaulieu, Paul Chaplin, Frank Conniff, Mike Dodge, Bridget Jones, Kevin Murphy, Mary Jo Pehl, Jim Mallon, Colleen Williams - (1995)

WR. Michael J. Nelson

DIR.

EPISODES: 185 **YEAR MADE:** 1988 **COUNTRY:** US **SEASONS:** 11

A BEST BRAINS INC. PRODUCTION

CREATOR: JOEL HODGSON

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 13, (3) 13, (4) 24, (5) 24, (6) 24, (7) 24, (8) 6, (9) 22, (10) 13 (11) 13

DATE OF PREMIER: 24/11/1988 **AIR DATE OF LAST EPISODE** 12/09/1999

SEASON DATE BREAKDOWN:

FILMS: MYSTERY SCIENCE THEATRE 3000.

Mike Nelson MICHAEL J. NELSON (1993-?) , Dr. Clayton Forrester (1988-96) /Crow T. Robo (1988-97)
TRACE BEAULICU, Tom Servo/Professor Bobo (1997-?) KEVIN MURPHY (1990-?) , Gypsy JIM
MALLON (1989-97) , Crow T. Robot BILL CORBETT (1997-?), Gypsy PATRICK BRANTSEG (1997-?),
Pearl Forrester MARY JO PEHL (1995-?), Ned the Nanite PAUL CHAPLIN (1997-?), Joel Robinson JOEL
HODGSON (1988-93), TV's Frank FRANK CONNIFF (1990-95), Dr. Larry Erhardt (1988-90), Servo (1988)
J. ELVIS WEINSTEIN.

- 1 - 0 *THE GREEN SLIME (unshown pilot)*
- 1 - 1 *INVADERS FROM THE DEEP*
- 1 - 2 *REVENGE OF THE MYSTERIANS*
- 1 - 3 *STAR FORCE: FUGITIVE ALIEN 2*
- 1 - 4 *GAMERA VS. BARUGAN*
- 1 - 5 *GAMERA*
- 1 - 6 *GAMERA VS. GOAS*
- 1 - 7 *GAMERA VS. ZIGRA*
- 1 - 8 *GAMERA VS. GUIRON*
- 1 - 9 *PHASE IV*
- 1 - 10 *COSMIC PRINCESS*
- 1 - 11 *HUMONOID WOMAN*
- 1 - 12 *FUGITIVE ALIEN*
- 1 - 13 *SST DEATH FLIGHT*
- 1 - 14 *MIGHTY JACK*
- 1 - 15 *SUPERDOME*
- 1 - 16 *CITY ON FIRE*
- 1 - 17 *TIME OF THE APES*
- 1 - 18 *THE MILLION EYES OF SU-MURO*
- 1 - 19 *HANGAR 18*
- 1 - 20 *THE LAST CHASE*
- 1 - 21 *LEGEND OF THE DINOSAUR*
- 2 - 1 *THE CRAWLING EYE*
- 2 - 2 *THE ROBOT VS. THE AZTEC MOMMY (with short COMMANDO CODY AND THE
RADER MEN FROM THE MOON PART 1)*

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- 2 - 3 *MAD MONSTER (with short COMMADO CODY PART 2)*
 - 2 - 4 *WOMEN OF THE PREHISTORIC PLANET*
 - 2 - 5 *THE CORPSE VANISHES (with short COMMANDO CODY PART 3)*
 - 2 - 6 *THE CRAWLING HAND*
 - 2 - 7 *ROBOT MONSTER (with short COMMANOD CODY PART 4,5)*
 - 2 - 8 *THE SLIME PEOPLE (with short COMMANDO CODY PART 6)*
 - 2 - 9 *PROJECT MOONBASE (with short COMMANDO CODY PART 7,8)*
 - 2 - 10 *ROBOT HOLOCAUST (with short COMMANDO CODY PART 9 (partial))*
 - 2 - 11 *MOON ZERO TWO*
 - 2 - 12 *UNTAMED YOUTH*
 - 2 - 13 *THE BLACK SCORPION*
 - 3 - 1 *ROCKETSHIP X-M*
 - 3 - 2 *THE SIDE HACKERS*
 - 3 - 3 *JUNGLE GODDESS (with short THE PHANTOM CREEPS PART 1)*
 - 3 - 4 *CATALINA CAPER*
 - 3 - 5 *ROCKET ATTACK USA (with short THE PHANTOM CREEPS PART 2)*
 - 3 - 6 *THE RING OF TERROR (with short THE PHANTOM CREEPS PART 3)*
 - 3 - 7 *WILD REBELS*
 - 3 - 8 *LOST CONTINENT*
 - 3 - 9 *THE HELLCATS*
 - 3 - 10 *KING DINOSAUR (with short X MARKS THE SPOT)*
 - 3 - 11 *FIRST SPACESHIP ON VENUS*
 - 3 - 12 *GODZILLA VS. MEGALON*
 - 3 - 13 *GODZILLA VS. THE SEA MONSTER*
 - 4 - 1 *CAVE DWELLERS*
 - 4 - 2 *GAMERA*
 - 4 - 3 *POD PEOPLE*
 - 4 - 4 *GAMERA VS. BARUGON*
 - 4 - 5 *STRANDED IN SPACE*
 - 4 - 6 *TIME OF THE APES*
 - 4 - 7 *DADDY-O (with short ALPHABET ANTICS)*
 - 4 - 8 *GAMERA VS. GOAS*
 - 4 - 9 *THE AMAZING COLOSSAL MAN*
 - 4 - 10 *FUGITVE ALIEN*
 - 4 - 11 *IT CONQUERED THE WORLD (with short SNOW THRILLS)*
 - 4 - 12 *GAMERA VS. GUIRON*
 - 4 - 13 *EARTH VS. THE SPIDER (with short USING YOUR VOICE)*

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- 4 - 14 *MIGHTY JACK*
- 4 - 15 *TEENAGE CAVEMAN (with shorts AQUATIC WIZARDS & CATHING TROUBLE)*
- 4 - 16 *GAMERA VS. ZIGRA*
- 4 - 17 *VIKING WOMEN VS. THE SEA SERPENT (with short THE HOME ECONOMIC STORY)*
- 4 - 18 *STAR FORCE - FUGITIVE ALIEN II*
- 4 - 19 *WAR OF THE COLLOSAL BEAST (with short MR. B. NATURAL)*
- 4 - 20 *THE UNEARTHLY (with shorts POSTURE PALS & APPRECIATING OUR PARENTS)*
- 4 - 21 *SANTA CLAUS CONQUERS THE MARTIANS*
- 4 - 22 *MASTER NINJA I*
- 4 - 23 *THE CASTLE OF FU-MANCHU*
- 4 - 24 *MASTER NINJA II*
- 5 - 1 *SPACE TRAVELLERS*
- 5 - 2 *THE GIANT GILA MONSTER*
- 5 - 3 *CITY LIMITS*
- 5 - 4 *TEENAGERS FROM OUTER SPACE*
- 5 - 5 *BEING FROM ANOTHER PLANET*
- 5 - 6 *ATTACK OF THE GIANT LEECHES (with short: UNDERSEA KINGDOM)*
- 5 - 7 *THE KILLER SHREWS (with short JUNIOR RODEO DAREDEVILS)*
- 5 - 8 *HERCULES UNCHAINED*
- 5 - 9 *THE INDESTRUCTABLE MAN (with short: UNDERSEA KINGDOM PART 2)*
- 5 - 10 *HERCULES AGAINST THE MOON MEN*
- 5 - 11 *THE MAGIC SWORD*
- 5 - 12 *HERCULES AND THE CAPTIVE WOMEN*
- 5 - 13 *MANHUNT IN SPACE (with short GENERAL HOSPITAL PART 1)*
- 5 - 14 *TORMENTED*
- 5 - 15 *THE BEATNIKS (with short GENERAL HOSPITAL PART 2)*
- 5 - 16 *FIRE MAIDENS IN OUTER SPACE*
- 5 - 17 *CRASH ON THE MOONS (with short GENERAL HOSPITAL PART 3)*
- 5 - 18 *ATTACK OF THE EYE CREATURES*
- 5 - 19 *THE REBEL SET (with short JOHNNY AT THE FAIR)*
- 5 - 20 *THE HUMAN DUPLICATORS*
- 5 - 21 *MONSTER A GO-GO (with short CIRCUS ON FIRE)*
- 5 - 22 *THE DAY THE EARTH FROZE (with short HERE COMES THE CIRCUS)*
- 5 - 23 *BRIDE OF THE MONSTER (with short HIRED PART 1)*
- 5 - 24 *"MANAS" : THE HANDS OF FATE (with short HIRED PART 2)*
- 6 - 1 *WARRIOR OF THE LOST WORLD*
- 6 - 2 *HERCULES*

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- 6 - 3 *SWAMP DIAMONDS (with short WHAT TO DO ON A DATE)*
- 6 - 4 *SECRET AGENT SUPER DRAGON*
- 6 - 5 *MAGIC VOYAGE OF SINBAD*
- 6 - 6 *EEGAH!*
- 6 - 7 *I ACCUSE MY PARENTS (with short THE TRUCK FARMER)*
- 6 - 8 *OPERATION DOUBLE 007*
- 6 - 9 *GIRL IN LOVERS LANE*
- 6 - 10 *THE PAINTED HILLS (with short BODY CARE AND GROOMING)*
- 6 - 11 *GUNSLINGER*
- 6 - 12 *MITCHELL*
- 6 - 13 *THE BRAIN THAT WOULDN'T DIE*
- 6 - 14 *TEEN-AGE STRANGLER (with short IS THIS LOVE?)*
- 6 - 15 *WILD, WILD WORLD OF BATWOMAN (with short CHEATING)*
- 6 - 16 *ALIEN FROM L.A.*
- 6 - 17 *THE BEGINNING OF THE END*
- 6 - 18 *THE ATOMIC BRAIN (with short WHAT ABOUT JUVENILE DELINQUENCY?)*
- 6 - 19 *OUTLAW (OF GOR)*
- 6 - 20 *RADAR SECRET OF THE SERVICE (with short LAST CLEAR CHANCE)*
- 6 - 21 *SANTA CLAUS*
- 6 - 22 *TEEN-AGE CRIME WAVE*
- 6 - 23 *VILLAGE OF THE GIANTS*
- 6 - 24 *12 TO THE MOON (with short DESIGN FOR DREAMING)*
- 7 - 1 *GIRLS TOWN*
- 7 - 2 *INVASION U.S.A. (with short A DATE WITH YOUR FAMILY)*
- 7 - 3 *THE DEAD TALK BACK (with short THE SELLING WIZARD)*
- 7 - 4 *ZOMBIE NIGHTMARE*
- 7 - 5 *COLOSSUS AND THE HEADHUNTERS*
- 7 - 6 *THE CREEPING TERROR*
- 7 - 7 *BLOODLUST (with short UNCLE JIM'S DAIRY FARM)*
- 7 - 8 *CODE NAME : DIAMOND HEAD (with short: A DAY AT THE FAIR)*
- 7 - 9 *THE SKY DIVERS (with short WHY STUDY THE INDUSTRIAL ARTS?)*
- 7 - 10 *THE VIOLENT YEARS (with short: YOUNG MAN'S FANCY)*
- 7 - 11 *LAST OF THE WILD HORSES*
- 7 - 12 *THE STARFIGHTERS*
- 7 - 13 *THE SINISTER URGE (with short: KEEPING CLEAN AND NEAT)*
- 7 - 14 *SAN FRANCISCO INTERNATIONAL*
- 7 - 15 *KITTEN WITH A WHIP*

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- 7 - 16 *RACKET GIRLS (with short: ARE YOU READY FOR MARRIAGE?)*
 - 7 - 17 *THE SWORD AND THE DRAGON*
 - 7 - 18 *HIGH SCHOOL BIG SHOT (with short: OUT OF THIS WORLD)*
 - 7 - 19 *RED ZONE CUBA (with short: SPEECH)*
 - 7 - 20 *DANGER! DEATH RAY*
 - 7 - 21 *THE BEAST OF YUCCA FLATS (with shorts: MONEY TALKS and PROGRESS ISLAND, U.S.A.)*
 - 7 - 22 *ANGELS' REVENGE*
 - 7 - 23 *THE AMAZING TRANSPARENT MAN (with short: THE DAYS OF OUR LIVES)*
 - 7 - 24 *SAMSON VS. THE VAMPIRE WOMEN*
 - 8 - 1 *NIGHT OF THE BLOOD BEAST (with short: ONCE UPON A HONEYMOON)*
 - 8 - 2 *THE BRUTE MAN (with short: THE CHICKEN OF TOMORROW)*
 - 8 - 3 *DEATHSTALKER AND THE WARRIORS FROM HELL*
 - 8 - 4 *THE INCREDIBLE MELTING MAN*
 - 8 - 5 *ESCAPE 2000*
 - 8 - 6 *LASERBLAST*
 - 9 - 1 *REVENGE OF THE CREATURE*
 - 9 - 2 *THE LEECH WOMAN*
 - 9 - 3 *THE MOLE PEOPLE*
 - 9 - 4 *THE DEADLY MANTIS*
 - 9 - 5 *THE THING THAT COULDN'T DIE*
 - 9 - 6 *THE UNDEAD*
 - 9 - 7 *TERROR FROM THE YEAR 5000*
 - 9 - 8 *THE SHE CREATURE*

In a bid to rescue Pearl and Bobo from the clutches of the Observers, Mike takes drastic action.

- 9 - 9 *I WAS A TEENAGE WEREWOLF*
- 9 - 10 *THE GIANT SPIDER INVASION*
- 9 - 11 *"PARTS": THE CLONUS HORROR*
- 9 - 12 *THE INCREDIBLY STRANGE CREATURES WHO STOPPED LIVING AND BECAME MIXED-UP ZOMBIES*
- 9 - 13 *JACK FROST*
- 9 - 14 *RIDING WITH DEATH*
- 9 - 15 *AGENT FOR H.A.R.M.*
- 9 - 16 *PRINCE OF SPACE*
- 9 - 17 *HORROR OF PARTY BEACH*
- 9 - 18 *DEVIL DOLL*
- 9 - 19 *INVASION OF THE NEPTUNE MOON*
- 9 - 20 *SPACE MUTINY*
- 9 - 21 *TIME CHASERS*

- 9 - 22 *OVERDRAWN AT THE MEMORY BANK*
- 10 - 1 *THE PROJECTED MAN*
- 10 - 2 *PHANTOM PLANET*
- 10 - 3 *PUMA MAN*
- 10 - 4 *WEREWOLF*
- 10 - 5 *THE DEADLY BEES*
- 10 - 6 *THE SPACE CHILDREN*
- 10 - 7 *HOBGOBLINS*
- 10 - 8 *THE TOUCH OF SATAN*
- 10 - 9 *GORGO*
- 10 - 10 *THE FINAL SACRIFICE*
- 10 - 11 *DEVIL FISH*
- 10 - 12 *THE SCREAMING SKULL*
- 10 - 13 *QUEST FOR THE DELTA KNIGHTS*
- 11 - 1 *SOULTAKER*
- 11 - 2 *THE GIRL IN GOLD BOOTS*
- 11 - 3 *MERLIN'S SHOW OF MYSTICAL WONDERS*
- 11 - 4 *FUTURE WAR*
- 11 - 5 *BLOOD WATERS OF DR. Z*
- 11 - 6 *BOGGY CREEK II*
- 11 - 7 *TRACK OF THE MOON BEAST*
- 11 - 8 *THE FINAL JUSTICE*
- 11 - 9 *HAMLET (1960)*
- 11 - 10 *IT LIVES BY NIGHT*
- 11 - 11 *HORRORS OF SPIDER ISLAND*
- 11 - 12 *SQUIRM*
- 11 - 13 *DANGER: DIABOLIK*

MYSTERY SHIP,THE

This serial recounts the adventures of Betty Lee and Miles Gaston (Gerber and Wilson), a relationship that starts in a hostile manner as he tries to sink her boat but ends with them as lovers. In the process, her fiancée (Worne) becomes a villain. He steals her father's map showing the location of a treasure and tries to murder her. A mysterious stranger, eventually revealed to be her father (De Bruillier), emerges to save Betty and Miles from various nasty situations - the phantom rescuer uses an armour-plated ship and other scientific marvels such as a laser-like energy ray and an electric spray gun that paralyses people caught in its shower of sparks. The happy end restores wealth, a lover and a father to Gerber.

The first serial starring the popular duo Wilson and Gerber. They teamed up for half a dozen pictures including *THE BRANDED FOUR* and *THE SCREAMING SHADOW* (both 1920). Co-directed by John Ford's brother Francis.

Moore, responsible for the special effects, was Universal's technical director. He designed and supervised the construction of the armour-clad cruiser which is so automated that one single person can handle all its functions from a gadget-ridden turret-cupola. Worne, the villain, later directed some of the Wilson and Gerber serials as well as *NAN OF THE NORTH* (1921), which was produced by Wilson but didn't feature the two popular performers. Ford's career also remained entangled with that of the Wilson and Gerber team: he directed Worne in *The Craving* (1918) and also signed his name to the last of the duo's serials, *OFFICER 444* (1926). The special effects were created by Milton Moore.

WR. William Parker, Elaine Pearson.

DIR. Francis Ford (O'Fearn), Harry Harvey.

EPISODES: 18 **YEAR MADE:** 1917 **COUNTRY:** US **SEASONS:** 1

UNIVERSAL

CREATOR:

TYPE OF SHOW: SCIENCE

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 18

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Miles Gaston BEN WILSON, Betty Lee NEVA GERBER, DUKE WORNE, ELSIE VAN NAME, KINGSLEY BENEDICT, NIGEL DE BRUILLER, GRAVE CUNARD, FRANCIS FORD.

MYSTIC KNIGHTS OF TIR NA NOG



When Queen Maeve threatens to destroy the ancient land of Kells with evil sorcery, four brave warriors: Rohan, Angus, Ivar and Princess Deirdre of Kells call upon their elemental forces of Fire, Earth, Water and Air to become the Mystic Knights of Tir Na Nog and defend Kells from Maeve's cruel magic and monsters. There is also a fifth Mystic Knights which joins the other knights in their quest later on in the series, this time the Knight of the Forest.

After the know lacklustre success of the latest shows in the Power Rangers saga, such as POWER RANGERS IN SPACE and POWER RANGERS LOST GALAXY, and the cancellations of shows such as BIG BAD BEETLEBORGS. Carl Saban and his team were looking for another idea to exploit, this time they went to Ireland and used the legend of Tir Na Nog, as their basis for a TV series.

In a very similar vain to the first series of THE MIGHTY MORPHIN' POWER RANGERS, the show made a total of 52 episodes for the first series, but all of the sequences within the show are original and not based on Japanese shows as has been previously done. The series first hit British screen on ITV in mid-1999. The series got off to a poor start when after only showing a couple of episode the series switched time slots, until it found a permanent time slot in the Saturday morning time.

The series was produced by Robert Hughes and Haim Saban, cinematography was by James Mathers

WR.

DIR.

EPISODES: 50 **YEAR MADE:** 1998 **COUNTRY:** US **SEASONS:** 1

SHARMIST, SABAN INTERNATIONAL

CREATOR:

TYPE OF SHOW: FANTASY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 50

DATE OF PREMIER: 12/09/1998 **AIR DATE OF LAST EPISODE** 07/05/1999

SEASON DATE BREAKDOWN:

FILMS:

Rohan/Mystic Knight of Fire LOCHLAINN O'MEARAIN, Princess Deirdre/Mystic Knight of Air LISA DWAN, Prince Ivar/Mystic Knight of Water JUSTIN PIERRE, Angus/Mystic Knight of Earth VINCENT WALSH, King Conchobar STEPHEN BRENNAN, Queen Maeve CHARLOTTE BRADLEY, King Fin Varra PEADAR LAMB, Garrett/Mystic Knight of Forest BEN PALMER, Cathabad BARRY CASSIN, Mider NED DENNEHY, Tork GERRY O'BRIEN, Clive BARRY CASSIN, Aideen the Fairy KELLY CAMPBELL.

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

VR TROOPERS

BIG BAD BEETLEBORGS

POWER RANGERS ZEO

POWER RANGERS IN SPACE

POWER RANGERS TURBO

BEETLEBORGS METALLIX

POWER RANGERS LOST GALAXY

- 1 - 2 *TIR NA NOG*
- 1 - 3 *THE FIRE DRAGON OF DARE*
- 1 - 4 *TASH HOUNDS OF TEMRA*
- 1 - 5 *IVAR AND THE SEA SERPENT*
- 1 - 6 *THE WOLF IN THE ROCKS*
- 1 - 7 *THE TAMING OF PYRE PART 1*
- 1 - 8 *THE TAMING OF PYRE PART 2*
- 1 - 9 *DRAGANTA*
- 1 - 10 *WAR OF THE LITTLE PEOPLE*
- 1 - 11 *DRAGONS FURY*
- 1 - 12 *TYRUNE*
- 1 - 13 *TYRUNE RETURNS*
- 1 - 14 *AIDEEN AND THE STONE PRINCESS*
- 1 - 15 *BATTLE OF THE DRUIDS*
- 1 - 16 *QUEEN DEIRDRE*
- 1 - 17 *NIGHT OF THE SPIRITS*
- 1 - 18 *AIDEEN'S CHOICE*
- 1 - 19 *DIVIDE AND CONQUER*
- 1 - 20 *EYE OF THE BEHOLDER*
- 1 - 21 *GARRETT AND THE PRINCESS*
- 1 - 22 *TRAITOR OF KELLS*
- 1 - 23 *THE FIFTH KNIGHT*
- 1 - 24 *THE MYSTIC KNIGHT OF FOREST*
- 1 - 25 *EGG OF THE DRAGON*
- 1 - 26 *THE DRAGEEN*
- 1 - 27 *A KINGS RANSON*
- 1 - 28 *TRIAL OF ANGUS*
- 1 - 29 *GIANT TORC*
- 1 - 30 *MAEVE VS. MIDAR*
- 1 - 31 *IVAR'S REVENGE*
- 1 - 32 *KING'S BRIDE*
- 1 - 33 *ALL KINGS GREAT AND SMALL*
- 1 - 34 *THE WISH*
- 1 - 35 *THE LOST KING*
- 1 - 36 *FRIENDS FOR LIFE*
- 1 - 37 *THE PRISONER*
- 1 - 38 *SHIP WRECKED*

- 1 - 39 *ROHAN'S DOUBT*
- 1 - 40 *THE BARROW OF BALIN*
- 1 - 41 *THE CURSE OF THE KELLS*
- 1 - 42 *THE BUCKLER OF BRE*
- 1 - 43 *MIDAR, KING OF THE TEMRA*
- 1 - 44 *DARK RIDER*
- 1 - 45 *THE WARRIORS OF TEMRA*
- 1 - 46 *BATTLE FURY*
- 1 - 47 *LUGAD'S CHALLENGE*
- 1 - 48 *THE MARK OF DESTINY*
- 1 - 49 *THE QUEEN MOTHER*
- 1 - 50 *KNIGHT IN THE FOREST*
- 1 - 51 *THE FINAL BATTLE*
- 1 - 52 *BANISHED*

MYTHQUEST



Matt Bellows scanned a strange and rare artifact, the Gorgos stone to add to his Cyber Museum. In doing so, the stone disappeared into the myth worlds and the evil God, Gorgos was released wanting revenge on the Gods that trapped him in the stone, by way of erasing and changing the myths. Matt entered the world of the myths to stop him. Matt's two teenage children, Alex and Cleo figured out what happened and are searching for their father. Each time they touch the Cyber Museum screen, they are taken directly into the myth and take on the persona of a person of that time, eg Orpheus. Together, they search for their father, learning more and more about the ancient myths, learning about themselves as well.

MythQuest is a Canadian television series that originally aired on PBS in 2001. It stars Meredith Henderson and Christopher Jacot as Cleo and Alex Bellows, two teens whose father Matt disappears into the Cybermuseum, a computer program that, as they discover, allows them to travel into myths by touching an artifact on the screen.

They become characters in the myths, and (unlike in most programs and movies) strive to keep the myth to its normal progression; a difficult task when confronted by Gorgos, a trickster god who appears in each myth to try to change it. Alex's initial journey into the Cybermuseum is an accident, but soon they both begin searching for their father within the myths. Later, Cleo develops a tracking program to make it easier for them to decide which artifacts to touch.

The series is not currently available on DVD or video. However, there have been novels adapted from the first two episodes, written by children's authors Dan Danko and Tom Mason.

Series Produced by Rhonda Baker supervising producer, David Braun executive producer, Kevin DeWalt executive producer , James Margellos supervising producer, Josh Miller producer , Morrie Ruvinsky co-executive producer , Ray Sager producer , Wolfram Tichy executive producer , Knut Winkler producer.

Series Original Music by Micki Meuser.

Series Cinematography by Richard Wincenty.

Series Film Editing by Jackie Dzuba & Charles Robichaud.

Series Casting by Carmen Kotyk.

Series Production Design by John Blackie & Sheila Haley.

Series Art Direction by Kathy McCoy (5 episodes, 2001) , Bill Ives.

Series Set Decoration by K.J. Johnson (5 episodes, 2001) and Janice Blackie-Goodine.

Series Costume Design by Cathy McComb (5 episodes, 2001) & Lizzie McGovern.

Series Makeup Department - Michael Devanney key makeup artist , Tracy George key makeup artist , Harlow MacFarlane special makeup effects artist , Debra Planidin-Turcios key hair stylist, Christ Stanley special makeup effects artist.

Series Production Management - Marco Mehlitz production supervisor & Joe Thornton production manager.

Series Second Unit Director or Assistant Director - Dwain Dupley . second assistant director, Joanne Gerein . first assistant director , Alfie Kiernan . first assistant director, Matt Maloney . second assistant director , Joe Thornton . second unit director , Kym Trowell . third assistant director.

Series Art Department - Jay Robertson . property master (5 episodes, 2001) , Roger Roscoe . assistant property master (5 episodes, 2001) , Sean Blackie . assistant set decorator, John Dambrauskas . greens coordinator, Jordan Dobbie . on-set props , Laurie Dobbie . assistant property master , Dean Goodine . property master: Calgary, Amber Humphries . set decoration buyer, Tom Johnson . paint coordinator, Duane E. Martin . on-set dresser , Sara McCudden . assistant decorator, Shayne Metcalfe . art department assistant, Danny Scavuzzo . scenic carpenter , Bruce Shibley . assistant art director , Jordy Wihak . on-set props, Dan Wright . first assistant art director.

Series Sound Department - Jeff Hamon . sound editor , Mike Markiw . second unit: boom operator , Evan Rust . dialogue editor / sound re-recording mixer , Warren St. Onge . sound recordist , Dan Tauber . boom operator.

Series Special Effects by Ryan 'Big Show' Bobert . first assistant special effects and Maurice Routly . special effects coordinator.

Series Visual Effects by Thorsten Binte . digital visual effects supervisor, Jarrett Craig . assistant camera: visual effects unit, Petra Decker . animation artist, Scott Dobbie . CGI animator, Shelli Hau . visual effects coordinator, Mark Kolpack . visual effects producer , Thomas Mandl . visual effects producer , Martin Mueller . digital compositor , Thomas Mulack . head of production: effectory Filmeffekte GmbH, Stephanie Powell . visual effects supervisor , Markus Schneider . compositing artist, Adina Wernstedt . digital compositor.

Series Stunts - Daniel Ford Beavis . stunt performer, Tammy Rae Beltrami . stunt performer, Kirk Jarrett . stunt coordinator , Shawn C. Orr . utility stunts , Rick Skene . stunt coordinator.

Series Other crew - Stephan Fuchs . producer intern (7 episodes, 2001) , Jennifer Gelowith . production secretary (5 episodes, 2001) , Brenda Kulvietis . auditor (5 episodes, 2001) , Tannis McDonald . production coordinator (5 episodes, 2001) , Alison Rigby . best boy grip (5 episodes, 2001) , Carey Toner . steadicam operator (3 episodes, 2001).

Andrea Baker . extras casting, Andrew Bako . still photographer , Ian Barr . creative consultant, David Benning . production assistant , Simon Broderick . junior colorist , Devora Brown . wardrobe trainee, Peter Christensen . electrician, Mark Dobrescu . camera operator, Lisa Donahue . production executive , Kevin Fyhn . transportation and picture vehicles coordinator, Schane Godon . assistant camera , Jill Heather . assistant production coordinator, Gillian Horvath . creative consultant, Betia Hovedskov . extras casting, Marcus Hüholt . location manager: Europe, Kirk Jarrett . animal trainer , Flo Krisko . animal trainer , Donna Lettow . script coordinator , Kevin Lheritier . grip , Marilyn Lindsay . trainee production coordinator ,

Kelly McCoshen . production coordinator , Lorne Miess . dailies colorist , Peter Mohan . creative consultant , Jennifer Omoth . payroll accountant , Coleman Robinson . transportation coordinator, Corey Robson . second assistant camera , Claudio Sepulveda . final colorist: Northwest Imaging & FX , Jenny Thomson . camera trainee , David Vernerey . best boy electric , Lienhard Wawrzyn . producer: creative storyline, Alexander M. Wood . first assistant editor.

WR. Gillian Horvath (3 episodes, 2001) , Jeffrey Cohen, Tracey Forbes , Jeanne Heal , Peter Mohan, Morrie Ruvinsky , Barbara Sapergia , Thomas E. Szollosi.

DIR. Stefan Scaini (1 episode, 2001) , Manfred Guthe , Nicholas Kendall , Rob W. King , Paul Schneider

EPISODES: 13 **YEAR MADE:** 2001 **COUNTRY:** CAN **SEASONS:** 1

DAVID BRAUN PRODUCTIONS, MINDS EYE ENTERTAINMENT, MYTHQUEST PRODUCTIONS INC, TI-ME FILMS UND TV PRODUKTIONS GMBH, VIF BABELSBERGER FILMPRODUCKTION GMBH & CO. DRITTE KG

CREATOR:

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 25/08/2001

AIR DATE OF LAST EPISODE 17/11/2001

SEASON DATE BREAKDOWN:

FILMS:

Jennie JESSICA HARVEY, David PEYSON ROCK, Arthurian Knight TROY RUDOLPH, Alex Bellows CHRISTOPHER JACOT, Matt Bellows JOSEPH KELLM Lily Bellows WENDY ANDERSON, Cleo Bellows MEREDITH HENDERSON, Mover KEVIN FOLEY, Detective Saybrook SHAUN JOHNSTON, Barbara Frazier LESLIE MALTON, Philthy BILL SWITZER, Max Asher MATTHEW WALKER.

1 - 1 *THE MINOTUAR*

Matt, the father of Cleo and Alex, accidentally disappears into a cyberworld. Later, Alex also disappears into a cyberworld just by touching the computer screen. Cleo sees him disappear and even sees everything going on in the mythical world he went to. Alex does come back, and they realize what must have happened to their father. Cleo and Alex decide they are going to have to go back to find their father.

Wr Morrie Ruvinsky

1 - 2 *HAMMER OF THE GODS*

Alex decides to go back into the mythical world in the hope of finding his father. This time he knew touching an object on the screen would take him there. By touching a different object, he goes to a different cyberworld. This time he ends up in a world of Gods. He makes it back... but didn't find his father, yet. They will have to try again next week.

In the meantime, their father is no longer being looked for as a missing person, but as a possible criminal. It was discovered that something disappeared from inside a statue. Some think he took whatever it is and fled. Only Cleo and Alex know what happened. Should they tell someone?

Wr Gillian Horvath

1 - 3 *RED WOLF'S DAUGHTER*

Alex has plans to go back to another mythical world in the hopes of finding his father, but this time, Cleo decides she wants to go. She doesn't want to just sit back and watch. Alex tells her she can't because of her paralysis, but she's determined to go anyway.

Against Alex's wishes, she wheels over to the magic screen and touches something. She disappears into a mythical world, but her wheel chair stays behind. Alex is very worried, until Cleo finds out she is no longer paralyzed.

She ends up in a world where 2 tribes are fighting to death, but she has the ability to stop the war. Alex tells her to come back, but she decides she has to help them first. Little did she know that helping would mean her death. She stopped the war by marrying the son of the opponents chief. She didn't know crossing the lake to go to the other side meant death.

Did she die? If you haven't seen this episode, you will have to wait to see if she is in the next one.

Wr Jeff Cohen

1 - 4 *ORPHEUS*

Still trying to find their missing father, this time their quest brings Alex back to Ancient Greece where he becomes Orpheus.

After his wife is bitten by a snake, Alex must go down into Hades to rescue her.

Wr Tom Szollosi

1 - 5 *MINOKICHI*

Their latest clue leads Alex and Cleo to Japan this time - right into the myth of Minokichi and the snow demon. While Alex is busy with an ice vampire and matters of the heart, Cleo learns more about her father's disappearance. She goes to her father's friend for advice on what exactly the Gorgos Stone is, and why she and Alex can't find any reference to Gorgos in any book.

Wr Tom Szollosi

1 - 6 *SIR CARADOC AT THE ROUND TABLE*

Afraid that his mother is playing Guenivere to Detective Saybrook's Lancelot, Alex heads for Camelot. As Sir Caradoc (in a variation of the story Sir Gawain and the Green Knight), he is determined to keep Lancelot and Guenivere apart, even if it means changing the myth in the process.

Wr Gillian Horvath

Dir Stefan Scaini

1 - 7 *THE DOPPELGANGER*

After touching a mirror, Alex finds himself transported to 19th century Italy and is horrified to find that he is not the hero of the myth, but rather the doppelganger of the painter Giacomo. When he figures out

that his mere presence is slowly killing the real Giacomo, Alex is determined to set things right and not let an innocent man die. But after helping Giacomo, Alex returns home and finds out that he has brought someone with him - a doppelganger of his own!

Wr Jeff Cohen

1 - 8 *THE ORACLE*

Although Alex is disillusioned and unwilling to go back into the myths, Cleo hasn't given up hope. Researching, she reads about the Oracle of Delphi and thinks that if they go to her, they might find out something about their dad. Alex doesn't want to co-operate so she goes in herself and finds herself only to find that Cleo isn't a pilgrim but rather the Oracle herself. But when she has a vision of her own death by her guards, it becomes a race against time to find the scroll and escape.

Wr Gillian Horvath & Jeff Cohen

1 - 9 *ISIS & OSIRIS (PART 1 OF 2)*

Still skeptical whether Cleo actually saw something as the Oracle or if it was just her imagination, Alex nevertheless agrees to go into an Egyptian myth and look for the sarcophagus Cleo saw her father by in her vision. Once there, Alex finds himself as Osiris, the king of the Egyptian gods. Unfortunately, he arrives right in the middle of a plot by his jealous brother Set to kill him and discovers the very thing he is looking for is the thing he must stay away from if he wants to stay alive.

Wr Tracy Forbes

1 - 10 *ISIS & OSIRIS (PART 2 OF 2)*

Wr Morrie Ruvinsky & Tom Szollosi

1 - 11 *BLODEUWEDD*

Acting on information from their father, Alex and Cleo enter a myth chart program onto the computer and discover that there are missing links that should be there. Alex goes into the myth hoping to find the Gorgos stone, but instead discovers that the myth is collapsing upon itself and the Gorgos stone is to blame. Barely getting out on time, they realize that the Gorgos stone is responsible for the missing myths and that if they don't do something to stop it, the whole world might change. Using the information from the computer, Cleo plots the trajectory of the Gorgos stone and discovers where it will be next. Even though Alex warns her against it, Cleo goes in and becomes the Lady Blodeuwedd, who may or may not have murdered her husband with the help of her lover. With the sentence of death hanging over her head, and no idea of what really happened, Cleo must prove her innocence with only the help of her lawyer when even her dead husband is testifying against her.

Wr Peter Mohan

1 - 12 *THE BLESSING*

Winning a weekend ski-trip getaway only reminds Cleo of all the things she cannot do, restricted to a wheelchair. Alex and his friend taking the trip for her, Cleo stays at home where her mother gives her a box, hoping to shake her out of her depression. Curious about the artifact, Cleo touches it onscreen and is transported to a myth where she is a woman who has lost much and loses more, only to gain it back in the end.

Wr Barbara Sapergia

1 - 13 *QUETZALCOATL*

Wr Jean Heal

NAN OF THE NORTH

Like *The Invisible Ray* (1920) and other plots set in motion by the discovery of a powerful source of energy, this serial tells of a scientist who dies before he is able to tell the world about his extraordinary find: a meteor that struck the Earth contains titano, a substance containing unlimited energy. A woman, Nan (Little) travelling through the frozen north with her dogsled stumbles across the scientist's corpse and learns about the substance from his report. A copy of the report has fallen into the hands of a Yukon gang of thieves, and the heroine's adventures are triggered by the competition between her, assisted by the local constable (Clapham), and the villain (Girard) and his gang.

Set in the snowy wastes around Dawson City, there are some spectacular location shots as well as an impressive blizzard sequence to liven up the action, making it as much a western as a Science Fiction movie.

The creative input for this serial was provided by the people responsible for the successful Wilson and Gerber serials (*THE BRANDED FOUR* and *THE SCREAMING SHADOW* , both 1920 and directed by Worne) with Wilson producing instead of starring. Some of the actors encountered in their famous serials also appeared here: Girard again played the villain while Crampton, also a villain in previous outings, took the part of a shady store owner. The serial was produced by Ben Wilson.

WR. Karl R. Coolidge.

DIR. Duke Worne

EPISODES: 15 **YEAR MADE:** 1921 **COUNTRY:** US **SEASONS:** 1

ARROW PICTURES

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Nan ANN LITTLE, LEONARD CLAPHAM, JOSEPH GIRARD, HAL WILSON, HOWARD CRAMPTON, J. MORRIS FOSTER, EDITH STOYART.

RELATED SHOWS:

SCREAMING SHADOW, THE

BRANDED FOUR, THE

NANASE AGAIN

AKA: **NANASE FUTATABI**

Nanase (Takigawa) is a telepath, forced to stay constantly on the move for fear the people will discover her ability to read minds. One rainy night on a train, she meets two boys with similar powers. Tsuneo (Horiuchi) is a clairvoyant who predicts the train will meet with a terrible accident, while Norio (Niigaki) is an empath who confirms he is telling the truth. Trusting in their beliefs, the children escape from the train moments before it crashes. On the run from Norio's stepmother, who believes they are sorcerers, the trio hide out in Tokyo where they befriend bar worker Henry (Isley).

Thought hardly inconspicuous (three unaccompanied children with a towering black man!), the group travel to Hokkaido, where they are able to prevent a would be murderer from slaying his girlfriend. There, they meet Fujiko (Murachi), a girl who has no extrasensory powers but who reveals that she is a time traveller from the future.

Travelling into the past, Fujiko discovers that the trio are all descended from a family of telepaths who flourished in Hokkaido 500 years earlier. Pursued in the present by journalist Yamamura (Takahashi), the group beg him to leave them alone and not to sensationalize their plight. Touched, he agrees to help them instead and takes Nanase to Macao, where she hopes to win the money to buy the land where the children want to live in Hokkaido. However, Yamamura is kidnapped by the casino owner, who is assembling a posse of terrorists who specialize in slaying telepaths. Nanase rescues Yamamura and escapes to Japan with Princess Henide, a girl she meets at the casino, but the terrorists are intent on pursuing them and wiping the telepaths out.

Based on the series of books by TIME TRAVLLER creator Yasutaka Tsutsui - compare to INFARED MUSIC. Some of the earlier Nanase stories have been published in English as Portriats of Eight Families, later retitled What the mind Saw. The series was also remade as a Thursday Ghost Story. Theme: Yoshikazu Fukano - "Hyacinth wa Doko ni" (Where is the Hyacinth?). The series was produced by Kanae Mayuzumi.

WR. Yoshio Ishido.

DIR. Minoru Hanabusa, Harou Yoshida, Kazuya Stao.

EPISODES: 13 **YEAR MADE:** 1979 **COUNTRY:** JAP **SEASONS:** 1

NHK

CREATOR: YASUTAKA TSUTSUI

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 06/08/1979

AIR DATE OF LAST EPISODE 18/08/1979

SEASON DATE BREAKDOWN:

FILMS:

Nanase YUMI TAKIGAWA, Norio YOSHITAKA NIIGAKI, Henry ALEXANDER ISLEY, Tsuneo MASAMI HORIUCHI, FUMIAKI SAKABE, HAJIME NAKAJIMA, Fujiko HIROMI MURACHI, Yamamura NAGAHIDE TAKAAHASHI.

RELATED SHOWS:

INFRARED MUSIC

NATIONAL KID

Determined not to be outdone by the MOONLIGHT MASK, NET commissioned this relatively expensive series from Toei. Though based on a story by Monoru Kisegawa, the premise was soon dragged in a new direction by the demands of sponsor National, the domestic brand name for the company better known abroad as Panasonic or Matsushita. So it was that the envoy from space who arrived to save the Earth from Venusian Aztec invaders and stayed on in later seasons to fight invading coelacanth monsters, underground invaders from the subterranean world of Hellstien, and finally aliens from the planet Mazeran, had a "laser gun" which looked suspiciously like a National products flashlight. However, thanks to National's heavy investment, National Kid was the first flying superhero in Japan's TV history.

The series was shown as 4 seasons, 4th August 1960 - 27th October 1960 (1) , 3rd November 1960- 29th December 1960 (2), 5th January 1961 - 23rd February 1961 (3), 2nd March 1961 - 27th April 1961 (4).

Produced by Kazuma Nesaka (producer) and Massamiti Sato (producer), Other crew - Daiji Kazumine (costume creator).

WR. Nagayoshi Akasaka, Daiji Kazumine

DIR. Nagayoshi Akasaka, Jun Kaoike

EPISODES: 39 **YEAR MADE:** 1960 **COUNTRY:** JAP **SEASONS:** 4

TOEI COMPANY LTD.

CREATOR: DAIJI KAZUMINE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 39

DATE OF PREMIER: 04/07/1960

AIR DATE OF LAST EPISODE 27/04/1961

SEASON DATE BREAKDOWN:

FILMS:

Tomohiro KAZUO HARA, HIDEYO KIMURA, Professor Hata/National Kid ICHIRO KOJIMA, MIDORI OKADA, KOJI OMORI, Kioko SHIKA SAITO, Tyako TAEKO SHIMURA, Professor Hata/National Kid TATSUME SHIUTARO, TETSUHEI YAMAMOTO.

RELATED SHOWS:

MOONLIGHT MASK

him.

Wr Jacob Epstein

Dir Jim Charleston

1 - 3 *TRANSPLANT*

While in Chicago, Angela gets shot. Sorcerer with a doctor at a Chicago hospital but Angela gets involved in an organ harvest program that the Praetorians are heading up.

Wr Deborah Pratt

Dir George Mendeluk

1 - 4 *BULLS AND BEARS*

The Praetorians are trying to manipulate the stock market to raise \$100 million cash to finance a Praetorian needed satellite from the Russians. Angela joins the stock brokerage to prevent the theft. Angela's voice activated computer is destroyed while Trelawney meets up the some really bad boys.

Wr Larry Barber, Paul Barber

Dir Helen Shaver

1 - 5 *DEATH OF AN ANGEL*

Angela stages her death in an attempt to regain her identity and freedom from the Praetorians. She takes residence at the university where her father was a professor. There she meets Kyle, an aspiring law student. When Kyle's uncle, who is a judge, is falsely accused of child pornography over the internet, Angela helps out.

Wr Robert Bielak

Dir Patrick Norris

1 - 6 *KILL THE BUDDHA*

While working as a barmaid, Angela befriends the owner and becomes friends with him and his wife, who are an interracial couple. When Eric is murdered, Angela finds out they were policemen. Wanting not to get involved due to trying to protect herself from discovery by the Praetorians, Angela is torn between helping the widow and protecting herself.

Wr Larry Barber, Paul Barber

Dir Adam Nimoy

1 - 7 *FIREBALL*

An old college boyfriend of Angela's is involved in hacking state lotteries. Things get ugly when Daniel hacks with the lotteries under control of the Praetorians. Angela needs to help Daniel while preventing the Praetorians from winning all the lotteries.

Wr John Kirk

Dir Bill Gereghty

1 - 8 *JUMP VECTOR*

Angela poses as a river guide to learn more about a new program about to be released with a back door allowing the Praetorians access to any computer using this new operating system.

Wr Karl Holman

Dir Scott Paulin

1 - 9 *GO LIKE YOU KNOW*

Angela joins forces with a streetwise guy to fight a cyber terrorist who is overloading power grids on the east coast.

Wr Larry Barber, Paul Barber

Dir David Winkler

1 - 10 *HARVEST*

Sorcerer reveals himself to Angela in an effort to stop a praetorian - controlled cult's mass suicide.

Wr John Kirk

Dir Peter DeLuise

1 - 11 *DIAMONDS AREN'T FOREVER*

Angela and Jacob are enlisted to keep a valuable diamond out of Praetorian hands.

Wr Tracy Keenan Wynn

Dir Michael Robison

1 - 12 *PANDOR'S BOX*

Angela looks for a missing environmentalist who uncovered the Praetorian's illegal dumping of nuclear waste.

Wr Karl Homan

Dir Neill Fearnley

1 - 13 *SAMPLE*

Angel and Jacob pursue a record company chairman who kills in order to cover his connections to the Praetorians.

Wr John Kirk

Dir David Winkler

1 - 14 *LUCY'S LIFE*

Trelawney uses an artist's web site project to draw Angela into a trap.

Wr Larry Barber, Paul Barber

Dir Jefferson Kibbee

1 - 15 *PAY THE LINE*

Angela is forced to step in after an on-line casino cheats Jacob.

Wr Lawrence Meyers

Dir Les Landau

1 - 16 *LUNACTIC FRINGE*

Jacob and the Praetorians are each drawn to a charismatic pitchman.

Wr Thomas E. Daniels

Dir Oscar Costo

1 - 17 *IN DREAMS*

A teenager's photographic memory holds both the keys to identifying the Praetorians and the fate of Angela's father.

Wr Allison Hock

Dir Helaine Head

1 - 18 *Y2K TOTAL SYSTEMS FAILURE*

Angela has to try and stop the seemingly unstoppable Millenium Bug after a programmer is killed who was close to finding the solution.

Wr Nan Hagan

Dir Randall Zisk

1 - 19 *ZERO*

Angela and Jacob uncover a drug operation that threatens to finally expose the Praetorians.

Wr Larry Barber, Paul Barber

Dir E.J. Forester

1 - 20 *LAST MAN STANDING*

Angel's first assignment with the CIC sends her to stop a series of death matches being broadcast on the World Wide Web.

Wr Karl Holman

Dir Peter DeLuise

1 - 21 *CHEMLAB (AKA CHEM CLUB)*

The Grisly demonstration on the Internet of a powerful chemical weapon sends Angela and Jacob undercover in an Oregon High School.

Wr John Kirk

Dir Anson Williams

1 - 22 *EYE-SEE-YOU.COM*

Angela racks a killer who has been broadcasting his crimes in the Internet.

Wr Wolfe Bowart, Chris Adams, Ken Lang

Dir Scott Paulin

NEVERWHERE



It's a journey through an alternative London, a real and imagined world above and below the streets of the capital, and inhabited by a bizarre population of the dispossessed and outsiders as well as monsters, murderers, saints and sinners, pale gothic girls in velvet and a real angel!

The hero is Richard Mayhew, a young Scot with a dull job in the city and a safe, secure future, mapped out by his safe, secure fiancée Jessica. Then Richard has a chance encounter with Door, a girl with the mysterious power to open doors where none exist, allowing her to slip from place to place.

She's first seen trying to flee from two assassins, the Dickensian double-act of Croup and Vandemar - 'Obstacles Obliterated Nuisances Eradicated, Bothersome Limbs Removed and Tutelary Dentistry Undertaken' - who've just massacred her family. Though wounded she manages to 'open a door', tumbling as it from nowhere onto the Strand in front of Richard and Jessica.

Ignoring his fiancée's protests Richard plays good Samaritan, but his act of kindness plunges him out of his safe, secure world and into a fantastical conspiracy revolving around a quest for a sacred key, and a fallen angel's evil plan to get back to heaven. Door's family were aristocratic do-gooders, all with the same power she possesses. Now the Angel - known as the Angel Islington - needs Door to use the special key to open a door to Heaven so he can take revenge on those who cast him down. However, Door is able to outwit the Angel and in a climax worthy of Doctor Who, consigns him and his assassins into a whirling vortex.

Richard is at last able to return to his old life, but finds it suddenly empty. His destiny, it seems, is Down Below . . . Neverwhere is amazingly ambitious, both in its creation of a fantastical other-worldly London, and a striking array of characters, many, like the Angel, named after London places. There's the Marquis de Carabas, a charismatic hustler with a heart, an eccentric Earl who holds Court in a travelling tube train a fearsome female mercenary called Hunter whose own personal quest is to find and slay the legendary beast of London, and Door's iron worker friend Hammersmith. Above the streets is Old Bailey a nomad of the rooftops, living on rook stew, with his own strange power over life and death.

Then there are the tribes - the Black Friars, guardian keepers of the key (it turns out to be the key to reality!), the Velvets, strange Gothic girls who sleep in a huge hall hanging upside down from the rafters, the Rat Speakers, humans who speak fluent rat and the Sewer Folk who wear green and brown and sell their sewer finds at a travelling bazaar called the Floating Market.

Neil Gaiman would also later go on to write a fifth season episode of BABYLON 5. British fantasy series is a rare event - and Neverwhere's credentials make it worthy enough to be included here, even if it does stretch the sci-fi tag just a bit! Neverwhere was billed as a witty, scary, urban fantasy. Almost five years in the making, it was written by Neil Gaiman, creator of The Sandman series of best-selling graphic novels, and based on an original idea by Gaiman and comedian Lenny Henry whose Crucial Films company made it.

Maybe it all works better on paper, but unfortunately while always watchable, Neverwhere is never gripping TV. The plot lacks pace and too many of the characters make only a fleeting impression while the principals lack real charisma. It's not especially witty - unless you count Croup and Vandemar's banter - and certainly isn't scary, not even when Vandemar bites the head off rats or pigeons! And some intriguing ideas are never seen through - Anastasia's death on Knight's Bridge, for example: one minute she Richard and Hunter are approaching the bridge, then Richard has his regular vision of a great beast, then he and Hunter are running down the other side alone. 'The bridge has taken its toll,' Hunter tells him. 'We've seen nothing - what a cop-out! And we learn that Door's family lived in 'an associative house', every room of which is located somewhere else. What a great concept - but it's never explored.

The director for the series was Dewi Humphreys, producer was Clive Brill and the title graphics were produced by Dave McKean. The music was created by Brain Eno. The series was first shown on BBC2. The series has also been released on BBC Audio, which is essentially the talking book version of the series.

Neverwhere is a place where isn't quite Neverland, but its quite Nowhere, either. It's a Fantasy version of Somewhere that exists hidden beneath London. It's London's underside, a whole differ-ent world with bizarre and scary people that our heros must negotiate to complete their quest. Neverwhere is the BBC's new offering for Autumn, a Fantasy series the like of which hasn't been seen before. "It's about sense of wonder," says the show's co-creator Neil Gaiman. "It's about tak-ing people places they've never been to before. It's about doing something that His self-important girlfriend Jessica (Elizabeth Marmur) wants to dismiss her as a homeless person who will walk all over him if he pays her any attention, but Richard is more compassionate and takes the girl home. From that moment, his life is destined never to be the same again. His world starts to collapse and

The original idea for Neverwheree from comedian Lenny Henry who wanted to highlight the plight of the homeless and how they were virtually ignored by most of the people who walk by them on a daily basis. He wondered what would happen if all the homeless people got together and formed tribes under London. When he mentioned the idea to award-winning comics writer Neil Gaiman, it just took off. "It was a great night," says Lenny. "We talked for hours and hours about what the series would be. And it was very clear we were both kindred spirits about the whole thing because we were both closet Doctor Who fans, and we were also into things like The Champions, Randall and Hopkirk (Deceased) and all those kinds of series."

Neil originally didn't want to do a Fantasy series about the homeless because he feared it would glamorize their lives. But he started to get excited about it when he approached the idea from a different angle. "Instead I said, 'let's take it as a metaphor, let's look at the people who've fallen through the cracks, let's look at the holes in the world, but let's look at it metaphorically and let's create London Below'. It's a bleak, black reflection of London which is very obviously a Fantasy world which people fall into and once you're in it nobody knows you ex-ist, nobody sees you any more, they walk past you:'

The world of London Below is full of tribes and baronies and fiefdoms that re-flect a skewed version of the London Underground map. There are Shepherds at Shepherds Bush, black monks living under Blackfriars, an Angel at Islington and an Earl with a Court inside a tube train that circles endlessly around the under ground tunnels. This is the world that the girl Richard found bleeding on the pave-ment comes from. She is Door (Laura Fraser), a young woman with the ability to open portals to far away places. When Richard finds her she has been chased and almost killed by the sinister Mister Croup (Hywel Bennett) and Mister Vandemar (Clive Russell) who massacred the rest of her family.

This was the basic story Neil Gaiman sketched out after his initial idea-bashing session with Lenny Henry. A week or so later, a 45-page closely typed document was delivered and Lenny read it with so much excitement that he claims to have danced around his office. "When you're a producer you and have an initial idea, you hope you get a writer who is talented enough to spin off and expand on it," says Lenny. "I couldn't have asked for a better collaborator than Neil. He really ran with the ball. It was like being with the entire cast of Whose Line is it Anyway? - all 50 of them! - and jamming. Neil just took up the cudgels, took it on and took it into other areas that I might not have gone into. As a result it looks and feels like a rollercoaster ride. It's like a comic, but it's on screen. It's more real, it's got depth to it, it's strange, it's scary and I think a lot of that is down to Neil's sensibilities as a writer."

Neil's writing background comes from comics where he is famous for writing the award-winning Sandman series. Less famously, he is also a novel and short story writer and most notably collabo-rated with Terry Pratchett on the best- selling Horror Comedy Good Onwns. He turned his talents to tv in 1992 when he wrote the first Neverwhere script. Lenny Henry's company sent it to the BBC where it landed on the desk of Clive Brill, who was then Head of Development for series.

He was so impressed that he sub-sequently left his job to produce Neverwhere. "I love Fantasy projects and it was a very good story and it was well written," he says. "It was irresistible and, like lots of other people, I thought it was about time that we had Fantasy back on the box:' Clive worked closely with Neil to make the scripts as good as they could possibly be. "I'm amazed at what a good script writer he is," says Clive. "His only problem is that he's used to writing at some considerable length and so we spent a lot of time editing it down. In television and film you can make a point extremely quickly and Neil is a man of words and likes to use words and often we have to say, 'Well, how can we say this more pithily?'. But it's been a great collaborative process and he's always agreed, more or less, with what we want to do.

"I think it's been a learning process watching stuff being shot," adds Neil Gaiman. "I'd say [in the script] things like 'we have a huge hall filled with can-dles with a waterfall running down one wall and we have an angel in it and as the angel walks past the candles they burst into flame' And I just thought 'that'll be fun, that'll look nice'. And then some poor special effects crew have to rig a hundred candles to burst into flame as Peter Capaldi [TheAngel Isling-ton], in bare feet, in sub-zero temperatures in March, in a deserted pumping station walks on cast iron with these can-dles bursting into flame as he goes past. Amazing stuff!"

The deserted pumping station was just one of the many London locations used by the film crew. Others ranged from Chislehurst Caves to a building overlooking St Paul's Cathedral. All of them had to be researched, which gave producer Clive Brill an un-paralleled experience of the real London Below. "I went on sewer tours," says Clive. "I got clad from head to foot in protective clothing, went down the man-hole covers in the streets and walked along the sewers. The incredible thing about them is they don't particularly smell, not the big sewers. They are architecturally fascinating, you don't see any rats, but you are knee-deep in shit, although it's been heavily diluted by wa-ter. But it was a fascinating experience to be able to do that. I got to ride in the front of a tube train carriage with a guard who picked me up in the station that is closed down, Downstreet Station, that we used to film in. I'd also always wanted to get up close to Battersea Power Station and because one of our sets is sup-posed to be underneath Battersea Power Station, I had a night walking around that.

The reason *Neverwhere* was filmed all over London was to give the Fantasy world a sense of realism and make an even stronger connection with London Above. However, it took place in February and March when England's weather is less than tropical. In fact, ask anyone who was there to pick out their most enduring memory of the experience and they will talk about how cold it was. "Everywhere was cold, everywhere was uncomfortable," says director Dewi Humphreys. "There weren't enough anoraks in Millets to keep us warm! I have to say that the actors didn't moan.

I've just driven here today over Albert Bridge and it was so cold on the night shoot that we did there and Gary was in his sweater and still delivering his performance despite the discomfort: Dewi cast two young actors for the lead roles in *Neverwhere*. Gary Bakewell, who plays Richard Mayhew, is best known to film audiences as Paul McCartney in the British picture *Backbeat*; while Laura Fraser, who plays Door, has more theatre experience and was prompted to move to London from Scotland when she got the job. "They're young in years, but they have a sense of maturity as well," says Dewi. "Laura, you do sense she has lived a life in London Below, she has survived, she has authority of being the Lady Door. And Gary, there's an openness and innocence about Gary that leads him to being influ-enced. He's everyman, he's the common man, he's us down there below, all his re-sponses are honest and direct, so amongst all these disparate characters there is one true person."

Dewi began his career as a cameraman in the film industry and shot films such as *Quadrophenia* and *Chariots of Fire* before moving on to direct for television. It was his visual sense that lead him to be chosen for *Neverwhere*. "One principle we've tried to keep throughout was not to do the expected, in every area to do the unexpected," he says. "So you read the page and you sort of expect to see a cer-tain image, then you read it again and come up with something at right angles to that idea: The aim was to set *Neverwhere* apart from every other show on British television, as Clive Brill is keen to emphasise. "For the first time it's got an enormous range of looks, sets, feelings, atmospheres. I don't think the BBC has put on something quite as unusual and varied looking as this before:'

That's the aspect that *Neverwhere*'s producers hope will hook the audience. It's being launched at a time when television is swamped by realistic drama, drama documentaries, police series, medi-cal series and infinite varieties of the above. As an adult fantasy, it will look and feel different, but they hope it will attract more than just a core Fantasy audience. "The characters are fantastical and the concept that there is a total civilization under London is fantastical, but they're not doing things that anyone who lives under London wouldn't do," says Clive. "How do they live? Well, they live from stealing food from above. How do they light it? Well they tap into the electricity and gas that's available. How do they live? Well, they live in tunnels that exist in London anyway."

However, there can be no getting away from the fact that everyone is a little nervous over how the public will react. Neil Gaiman, for example, is convinced that half the country are going to switch over and watch the *Nine O'clock News* instead. Lenny Henry, on the other hand, is more optimistic. "As they filmed it they would send me the tapes and I'd watch them. It's such a strange world and I thought 'God will it all fit together? It's so weird, will people be able to follow it?' But now that I've watched all six episodes, I think they definitely will. It is a story with a begin-ning, middle and end and it has infinite possibilities."

For the actors who played the unusual characters in London Below, their most outstanding memory of mak-ing *Neverwhere* is the experience of en-tering the real world that exists beneath London. "We spent two months crawling around in every underground tunnel and sewer that London has to offer," says Gary Bakewell who plays Richard. "We shot all over the place. I think it's going to add a very major element, an atmosphere, to the show. I didn't think they could have got that if they'd done the entire thing in the studio: ' *Neverwhere* was filmed in February and March when Britain was gripped by winter weather.

The first week it was like 'Oh great, tube stations! Chisselhurst Caves!' and the second week it was like 'Oh God, oh no!'. But it was okay:' Laura and Gary, the hero and heroine of the piece, were at least allowed a coat and a jumper as part of their respective costumes, but other characters were less fortunate. One of them was

Tamsin Greig who played Lamia, the leader of the soul-sucking Gothic Velvets. "The costume was magnificent!" she enthuses. "This velvet with black PVC circles all over it so it moved, it had a kind of fluidity. It looked extraordinary. The problem being that when you film in February and March, particularly last February and March, it was very cold and I was dressed very skimpy. So because the character is cold bloodied I didn't have to do much research or act too much because I was frozen most of the time. One day that we did in St Pancras Hotel, we did the shot of the breath-sucking, about 13 hours on set, freezing cold. The next day I couldn't extend my legs away from my torso because it had all frozen up! So it looks astonishingly wonderful, but it was quite painful.'

The third major character in Never-where is the Marquis de Carabas, played by Paterson Joseph. His costume kept him warmer than some of his fellow actors, but he still has a few tales to tell about location filming. "On Bank Station there is a platform all on its own with trains coming from either direction and they were trying to film in there and it was just like 'forget it!' And they were covered in soot and noise and it was a mess. But the worst location I had was in the Round-house in Camden. A sewer had been built there and the Marquis is dumped from a trolley into the sewer. I tried to bargain for a stuntman and the director agreed, but when it came to the last bit [he said] 'oh it wouldn't work with a stuntman', so I was dumped in a sewer full of peat! The Marquis de Carabas looks wonderful in his long coat and striking hairstyle, although Paterson originally wanted him to be bald. His final look was actually styled by his sister who owns a hairdressing salon. It took four hours for her to put in the braids before Paterson bleached his own hair white. "A painful process," he says. "Ladies who bleach their hair - I sympathize!"

The Marquis deals in favours, only agreeing to help Door because she promises to owe him a really big favour in return. The mission is so dangerous that he entrusts his life, which he keeps in a little silver box, to the eccentric birdman, Old Bailey. They are just some of the many unusual characters that make up the fantastical world of Neverwhere. It was one of the things that attracted Gary Bakewell to the show in the first place. "Since being a kid I've always had a taste for the fantastical in the fiction that I read," he says. "It might well have been an element in being cast in a role like this because when I got the script, unlike some of the actors that might have read it, I understood it immediately. I wouldn't describe myself as a Fantasy anorak, but I'm dangerously close.'

Gary also knew the work of the show's writer Neil Gaiman and had read some of his award-winning Smidmn comics before being cast in Neverwhere. Neil joined the cast for the first four weeks of filming when they got the chance to talk him about their characters and the complicated storyline. "Neil was around a lot because it's the first thing he's done that's been adapted for dramatisation," says Gary. "I was always picking his brains about how he saw the show because this is something that has so many different weird elements being put together."

Gary is one of several Scottish actors that seem to dominate Neverwhere. Clive Russell brings his rich Scottish accent to the evil pairing of Mr Croup and Mr Vandemar, while Peter Capaldi who plays the Angel Islington is also from north of the border. Gary himself was born in Aberdeen and Laura Fraser, who adopted a standard English accent for Neverwhere, is actually from Glasgow. "We got to be very good friends," says Laura about starring with Gary Bakewell. "I'd just moved down and I didn't really know anyone, so it was very good for getting to know people. He's been a good mate."

21-year-old Laura is just seeing her career take off. Immediately before Neverwhere she was in the film *The Small Faces* and since moving down to London she has picked up a lot more parts. Looking back at Neverwhere, she singles out playing Door as the best thing about the series. "She's brilliant. She's practically fearless. I'm not like that. She accepts everything and deals with everything, bosses everyone about and gets to do what she wants. I loved playing her." "Looking back on it, I just recall being very cold and wet in underground dark places," says Gary, recalling his experiences of Neverwhere. "But there was a lot of fun things to do as well. There was a nice scene we shot which took place on this very narrow, very creaky wooden plank high above the studio set and that was different. It's nice to do the action-orientated stuff rather than constant conversation pieces that you might in a stage play.'

One of the more physical trials that the Marquis de Carabas has to go through comes after he is captured by Mr Croup and Mr Vandemar. They take him back to their lair where they crucify him. This involved stringing up actor Paterson Joseph on a wooden cross, an experience he describes as "painful:" "The director was very kind," he adds. "Dewi was extremely actor-sensitive which is something you rarely get. He knew when the agony was too much and when it was not acting anymore!" He says the chance to indulge in a little fantasy and do things that television actors are rarely given the chance to do contributed to a good atmosphere among the cast and crew. "The project was such good fun, people just leapt into it like children," says Paterson. "It was a sense of 'wow, what's going to happen next?' and 'what can we do?'. All sorts of ideas were being incorporated. All the actors were working together so well that we all had a sense of fun."

The Fantasy elements are going to excite a certain audience just as they excited the actors, but the original

idea about Neverwhere was to make a point about homelessness. It is a thread running through the series, according to Tamsin Greig. "We do live in a difficult time where people desire an 'otherness', but I think at the bottom of it, it's about lost souls," says the actress who plays the leader of the Velvets. "The reason the whole thing was put together was because of the homeless, about the fact that there is an underworld of people who don't have identities, who are on a quest for something to fill up this terrible void that we live in. I think that will speak to a lot of people and if it opens people's eyes to the plight of the homeless, then wonderful. And if it can be done by grabbing people's attention through this incredibly fan-tastic medium, then all good and well."

Rene Auberjonois's other works includes a small role in the film *Inspector Gadget*, and guest star roles in series such as *THE OUTER LIMITS* (90s) and *Poltergeist: The Legacy*.

WR. Neil Gaiman.

DIR. Dewi Humphreys.

EPISODES: 6 **YEAR MADE:** 1996 **COUNTRY:** GB **SEASONS:** 1

A CRUCIAL FILMS PRODUCTION FOR BBC NORTH.

CREATOR: NEIL GAIMAN & LENNY HENRY

TYPE OF SHOW: FANTASY

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 12/09/1996

AIR DATE OF LAST EPISODE 17/10/1996

SEASON DATE BREAKDOWN:

FILMS:

Richard Mayhew GARY BAKEWELL, Door LAURA FRASER, Mr. Croup HYWEL BENNETT, Mr. Vandemar CLIVE RUSSEL, Marquis De Carabas PETERSON JOSEPH, Old Bailey TREVOR PEACOCK, Hunter TANYA MOODIE, Angel Islington PETER CAPALDI, Earls Court FREDDIE JAMES, The Abbot EARL CAMERON, Serpentine JULIE T. WALLACE, Lamia TAMSIN GREIG, HammerSmith TONY PRITCHARD, Jessica ELIZABETH MARMUR, Varney NICK HOLDER, Anesthesia AMY MARSTON, Portico MICHEAL CULVER, Ruislip MORGAN JOHNSON, Lear PHILIP FOWLER, Mr. Strockton STRATFORD JOHN, Iliaster RICHARD LEAF, Tooley ARTHUR WHYBROW, Halvard TIMOTHY BATESON, Clarence ADRIAN IRVINE, Lord Rat Speaker SEAN O'CALLAGHAN, GEORGE JACKOS, GERALDINE MCMULLY, DAMIEN LYNE.

Books Based on this series.

Neverwhere

Neil Gaiman

1996

RELATED SHOWS:

BABYLON 5

1 - 1 *DOOR*

Richard is on the way to a dinner with his fiancée, Jessica when a young girl falls to the sidewalk in front of them, obviously hurt. Despite Jessica's threats of ending the engagement, Richard feels he must help. The girl, named Door, asks not to be taken to a doctor or hospital so Richard brings her back to his flat where she recovers. Because of this act of kindness, Richard is forced to endure visits from the vile Mistery Croup and Vandemar, to deal with the roguish Marquis De Carabas, and to converse with a rat. Worse still, his friends and co-workers suddenly don't seem to recognize him.

Wr Neil Gaiman

Dir Dewi Humphreys

1 - 2 *KNIGHTSBRIDGE*

Richard is seeking Door in London Below, trying to find a way to get his normal life back. Meanwhile, Door and De Carabas search her home for clues to the murder of her family. A message in her father's journal tells them to seek the Angel Islington, but first they decide to hire her a bodyguard at the Floating Market. On the way to find them, Richard must cross Night's Bridge where he meets an enigmatic woman and faces the fear of the Night. Croup and Vandemar plot to have a man under their employ become Door's bodyguard.

Wr Neil Gaiman

Dir Dewi Humphreys

1 - 3 *EARLS COUR TO ISLINGTON*

Richard, Door, Hunter, and De Carabas go to Earl's Court -- a subway car, seen and used only by the denizens of London Below. The Earl kicks De Carabas out of his "court" and then tells the rest of them

how to find Islington. An unseen employer gives Croup and Vandemar instructions to scare Richard and Door, so they waylay the pair and tell them that there is a traitor in their midst. Richard and Door escape and run into the British Museum where they must find the Angelis in order to get to Islington. De Carabas makes an unexpected housecall.

Wr Neil Gaiman

Dir Dewi Humphreys

1 - 4 *BLACKFRIARS*

De Carabas concludes his business with Croup and Vandemar. Richard and Door speak with the Angel Islington who sends them on a quest for a key which is held by The Blackfriars. They must escape the lair of Serpentine, where Hunter receives a spear to hunt The Beast of London. The Blackfriars set an ordeal for Richard to pass through before he may obtain the key. The identity of Croup and Vandemar's employer is revealed.

Wr Neil Gaiman

Dir Dewi Humphreys

1 - 5 *DOWN STREET*

Our band of heroes attends another floating market. Door meets an old friend and Richard makes a new one. Old Bailey must make good on his debt. Richard, Door, and Hunter seek Downstreet in an attempt to find their way back to Islington. The traitor is revealed.

Wr Neil Gaiman

Dir Dewi Humphreys

1 - 6 *AS ABOVE, SO BELOW*

Richard and company must traverse the labyrinth wherein dwells The Beast of London. The truth behind what has been happening is revealed and Croup and Vandemar are faced at last. The key is used. Richard must make an important decision.

Wr Neil Gaiman

Dir Dewi Humphreys

NEW ADVENTURES OF BEANS BAXTER, THE

Beans had been a typical teenager living in Kansas when his father, Benjamin Baxter Sr., a postal carrier, got transferred to Washington DC. Unknown to Beans, his mother, Susan and his annoying kid brother Scooter, his dad was not really employed by the Postal service, but rather by another government branch known as the Network. The Network was an ultra secret spy organisation and Beans' dad was one of their top couriers- being a post carrier was just a cover.

Unfortunately his cover was blown and members of the terrorist organisation UGLI (Underground Government Liberation Intergroup), run by Mr. Sue, kidnapped Benjamin Baxter Sr. The Network allowed everyone to think that he had been killed, Beans learned the truth and was recruited by Number Two to become an undercover agent like his father. This was because the Network needed a young operative who could pass inconspicuously around high schools, Beans was also told that he would be allowed to help in any rescue efforts of his father, and that he must not tell anyone that his father was alive or that he was a secret agent.

This double life led to many problems for Beans. His strange best friend Woodshop thought that Beans was even stranger than he was. Cake Lase, the beautiful daughter of an ambassador was Beans' sort-of girlfriend. Seemed as though Beans' missions were always getting between them. This caused her to get even more confused about American customs and Beans than she already was.

Despite the fact that 'New' appears in the title, The New Adventures of Beans Baxter are the only adventures that Bean's Baxter ever had. There was no 'old' adventures of Beans Baxter and it is very unlikely that this short lived series will ever be revived. The New Adventures of Beans Baxter was one of the initial Saturday night programmes of the fledging FOX network. In the Fox network's earliest days, Fox programmes tended to be very different from those one would find on the established networks. The New Adventures of Beans Baxter was no exception to this trend. It featured as its titled character a high school student who had lead a double life as an undercover agent.

WR. Savage Steve Holland, Martin Olson, Andrew Katz, Larry Schulze, Rick Overton, Bruce Wagner.

DIR. Savage Steve Holland, Mary Beth Fielder, Tom Rowe.

EPISODES: 17 **YEAR MADE:** 1987 **COUNTRY:** US **SEASONS:** 1

shown on FOX

CREATOR:

TYPE OF SHOW: SPY **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 17

DATE OF PREMIER: 18/07/1987 **AIR DATE OF LAST EPISODE** 28/11/1987

SEASON DATE BREAKDOWN:

FILMS:

Benjamin 'Beans' Baxter Jr. JONATHAN WARD, Mrs. Susan Baxter ELINOR DONAHUE, Number Two JERRY WASSERMAN, Cake Lase KAREN MISTAL, Scooter Baxter SCOTT BREMNER, Woodshop STUART FRATKIN.

1 - 1 *BEANS FIRST ADVENTURE (1-2)*

Beans Baxter is a teen-ager, who after his family moves to Washington, D.C., becomes a secret operative agent. In the premiere episode, Beans witnesses his father's abduction.

Wr Savage Steve Holland

Dir Savage Steve Holland

1 - 2 *BEAUTY AND THE BEANS*

Darla surprises Beans with a visit at the same time he's asked to house a gorgeous Soviet agent.

Wr Savage Steve Holland

Dir Savage Steve Holland

1 - 3 *BEANS FOR PRESIDENT*

An assignment to save the President's daughter interferes with his candidacy for class president of his high school.

Wr Savage Steve Holland

Dir Savage Steve Holland

1 - 4 *BEANS AND THE SATANIC BACKWARDS MASKING CONSPIRACY*

Beans investigates whether messages on records played backwards have a part in Number One's son's behavioral changes.

Wr Savage Steve Holland

Dir Savage Steve Holland

1 - 5 *BEANS' WICKED AND AWESOM ADVENTURES AT COLLEE*

A case of mistaken identity hampers Beans' ability to discover if a student radical is involved with UGLI.

Wr Savage Steve Holland

Dir Savage Steve Holland

1 - 6 *BEANS IN SKI HECK*

On a ski vacation, Beans accidentally uncovers a scheme to kidnap diplomats.

Wr Martin Olson, Mary Jo Pritchard, Savage Steve Holland

Dir Mary Beth Fielder

1 - 7 *NO PLACE LIFE OMSK*

Beans meets with Svetlana, a defected Russian double agent who is severely homesick.

Wr Martin Olson, Mary Jo Pritchard, Savage Steve Holland

Dir Savage Steve Holland

1 - 8 *BEANS FINDS HIS DAD BUT . . . (1-2)*

Beans locates his kidnapped father, but Mr. Sue hampers the rescue effort.

Wr Savage Steve Holland

Dir Savage Steve Holland , Michael E. Steele

1 - 9 *BEANS' UNPLEASANT INTRUDCTION TO MODERN SCIENCES*

HAP, a robot Beans is testing for the government, runs amok, attacking children and animals, and ruining a meeting with Darla.

Wr Savage Steve Holland

Dir Savage Steve Holland

1 - 10 *BEANS GOES TO CAMP*

After UGLI steals a nuclear warhead, Beans goes undercover at a parasailing camp to find it.

Wr Savage Steve Holland

Dir Savage Steve Holland

1 - 11 *A NIGHTMARE ON BEANS STREET*

Beans and his friends are set upon by a deadly pumpkin sent by UGLI's leader, Mr. Sue, and the Pumpkin Princess.

Wr Savage Steve Holland

Dir Savage Steve Holland

1 - 12 *BEANS' HOME LIFE GETS UGLI*

Hoping to coerce Beans' father to talk, an UGLI agent tries to get a photograph that will make it appear Mrs. Baxter is having an affair with him.

Wr Andrew Katz, Larry Schulze, Savage Steve Holland

Dir Savage Steve Holland1

1 - 13 *BEANS UNDER THE WEATHER*

After Scooter invents a weather-making machine for a science fair, UGLI schemes to use it for their own ends.

Wr Savage Steve Holland, Andrew Katz, Larry Schulze

Dir Tom Rowe

1 - 14 *BEANS GETS HIS DRIVER'S LICENSE (AND IT ISN'T PRETTY)*

UGLI agents Jack and Henry attempt to stop Beans from getting his driver's license.

Wr Rick Overton, Bruce Wagner, Savage Steve Holland

Dir Tom Rowe

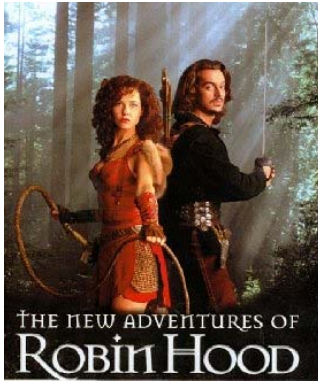
1 - 15 *BEANS IN JUNGLELAND*

Beans infiltrates the Bad Seed gang when his brother, Scooter, is falsely accused of making drug sales.

Wr Savage Steve Holland

Dir Savage Steve Holland

NEW ADVENTURES OF ROBIN HOOD, THE



Robin Hood and his band of outlaws which includes Marian, Little John, and Friar Tuck, rob from the rich and give to the poor as they fight against Prince John, the Sheriff of Nottingham, and all other manner of evil people and creatures. Magic plays as much a part as the sword and the arrow.

The series was produced by Vicangelo Bulluck(season 2), Joel Freeman , Tom Kuhn (executive) , Robert Nador, Eve Vercel, Fred Weintraub (executive), Sandra Weintraub(supervising). Cinematography was by Thomas Hencz, Geza Sinkovics(1996-1999) and Jeffrey L. Weaver. Casting was by John Hubbard and Ros Hubbard, make-up Department was Teresa Vest (effects make-up) hair stylist & make-up artist. Assistant Directors were Bruce Gillies - first assistant director, James Grayford - second assistant director and Eddie Ziv - first assistant director 1996-1997, and Art Martin as first assistant cameraman.

I've been watching this series of the Weintraub's since it started because I love adventure actions shows and the Robin Hood Story. I've always thought Erol Flynn the better of all and I've seen most on TV and movies, and enjoyed them all but my favorite was always Will Scarlet or King Richard even the Sheriff. But Matthew Porretta's portrayal of Robin Hood is for me the best. There can never be another Robin now. His acting his looks his voice, I can go on and on but there are other actors who also give reasons to watch. The two Maid Marions, Anna Galvin and Barbara Griffin are excellent and show that she doesn't need a man to save her that she can do her fighting. Richard Ashton is finally a sexy Little John and Martin Ellis is perfect as Friar Tuck and portrays him as a gourmet not a drunken glutton as others have - Shewolf 2. The series was first seen in the UK on Channel Five, and it was shown on an 6pm slot on a Sunday, just after THE TRIBE. The first two series were shown on TNT before the series became syndicated for its third season.

WR.

DIR. Andy Armstrong, Terry Bedford, Vicangelo Bulluck , Adrian Carr , Harley Cokliss, Joe Coppoletta, Martin Denning, Jim Goddard, Petra Haffter
Dimitri Logothetis, Terry Marcel, Juan A. Mas, Michèle Ohayon, Roger Tucker , Keith Washington.

EPISODES: 40 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 3

WEINTRAUB/KUHN PRODUCTION/ TARNVIEW LIMITED/ DUNE/ M6/ WARNER BROS. TELEVISION.

CREATOR: TOM KUHN, FRED WEINTRAUB & SANDRA WEINTRAUB.

TYPE OF SHOW: FANTASY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13, (3) 14

DATE OF PREMIER: 13/01/1997 **AIR DATE OF LAST EPISODE** 31/12/1998

SEASON DATE BREAKDOWN:

FILMS:

Robin Hood MATTHEW PORRETTA (1-2), Robin Hood JOHN BRADLEY (3), Marion Fitzwalter ANNA GALVIN (1), Marion Fitzwalter BARBARA GRIFFIN (2-3), Little John RICHARD ASHTON, Friar Tuck MARTYN ELLIS, Barkley PAUL LICHTMAN, Rowena CHRISTIE WOODS (3).

1 - 1 *RAGE OF THE MONGOLS*

Wr Dimitri Logothetis

1 - 2 *ATTACK OF THE VIKINGS*

Robin and Prince John are kidnapped by Viking invaders.

Wr Harley Cokliss

1 - 3 *ROBIN AND THE GOLDEN ARROW*

Robin confronts a soldier who is protected by an evil Celtic goddess.

Wr Joe Coppoletta

1 - 4 *A RACE AGAINST DEATH*

Robin steps in when a heiress is threatened with marriage to a reprehensible knight.

1 - 5 *A PRICE ON HIS SOUL*

Robin looks into reports that young men are going missing and screams are being heard in the forest.

Wr Joe Coppoletta

1 - 6 *MARION TO THE RESCUE*

Robin and his followers wind up in trouble when they try to save Marion's cousin.

Wr Keith Washington

1 - 7 *THE LEGEND OF OLWYN*

Robin recalls his first encounter with Olwyn.

1 - 8 *WITCHES OF THE ABBY*

Robin's aunt casts a spell to gain some involuntary slaves.

1 - 9 *THE ARABIAN NIGHT*

1 - 10 *THE BIRTHDAY TRAP*

Robin dons a disguise to attend his stepmother's birthday party.

1 - 11 *MIRACLE AT AVALON*

Robin's old enemy conspires with an evil priestess.

1 - 12 *DRAGON FROM THE SKY*

Barkley makes a startling discovery while investigating a huge fireball.

1 - 13 *NIGHTMARE OF THE MAGIC CASTLE*

2 - 1 *ULTIMATE ARMY*

Lord Malice persuades Little John to join his army.

2 - 2 *THE LEGION*

2 - 3 *THE DEVIL'S BRIDE*

Marion is kidnapped by a member of the God of Death cult, who intends to make her his bride.

2 - 4 *THE PREY*

2 - 5 *BOMBS AWAY*

Robin's enemy Master Ika, return with some Samurai warriors.

2 - 6 *THE ROAD TO ROYSTON*

2 - 7 *THE MYSTERY OF DRUID'S GROVE*

2 - 8 *THE LEGEND OF THE AMAZONS*

2 - 9 *OUTLAW EXPRESS*

2 - 10 *THE SCEPTRE*

An evil sorcerer tries to destroy Robin's mentor.

2 - 11 *JUSTICE FOR ALL*

Robin's old tutor asks his former pupil to help save druids from persecution.

2 - 12 *PERCY'S GHOST*

Robin tries to reunite three powerful lords to help him defeat Prince John.

2 - 13 *YOUR LAND IS MY LAND*

3 - 1 *FIRST LOVE*

Robin helps an old flame rescue her husband from Prince John's elite guard.

3 - 2 *THE HAUNTED CASTLE*

Robin's men must rescue JJ's father from the castle and face their fears before dawn if they are not to become permanent guests there.

3 - 3 *THE GIANT KING*

A gaint weill be able to gain redemption if he can revive someone who has pure of heart.

3 - 4 *SWORD OF THE SAMURAI*

Evil Count Federick's mystical sword could enable him to seize the crown.

3 - 5 *ROBINVILLE*

Marian's Aunt Flora throws a fancy-dress party to raise money for a needy village, but Lord Argo intends to steal the donations.

3 - 6 *VANISHING ACT*

3 - 7 *THE HUNTER*

3 - 8 *A DATE WITH DESTINY*

3 - 9 *ORPHANS*

3 - 10 *THE ASSASIN*

3 - 11 *BODY AND SOUL*

3 - 12 *ASSUAT ON CASTLE DUNDEEN*

Wr Martin Denning

3 - 13 *THE AUCTION*

FILMS:

Wonder Woman/Diana Prince LYNDA CARTER, Major Steve Trevor LYLE WAGGONER, Joe Atkinson NORMAN BURTON.

RELATED SHOWS:

NEW ORIGINAL WONDER WOMAN,THE

1 - 1 *RETURN OF WONDER WOMAN (80MINUTES)*

Wonder Woman convinces her mother, the Queen of the Amazons, that she must once again go into the outside world to help protect the free world from its enemies as well as the secret of Paradise Island and its ancient culture.

Wr Stephen Kandel

Dir Alan Crosland

1 - 2 *ANSCHLUSS 77*

Wonder Woman is called upon to battle a new and more terrifying Nazi menace when she and Steve Trevor are assigned to investigate a reunion of expatriate Nazis on a small tropical island.

Wr Dallas L. Barnes

Dir Alan Crosland

1 - 3 *THE MAN WHO COULD MOVE THE WORLD*

Wonder Woman is pitted against the awesome telekenetic powers of a Japanese man who was interned during World War 2 and has been planning revenge for 35 years.

Wr Judy Burns

Dir Bob Kelljan

1 - 4 *THE BERMUDA TRIANGLE CRISIS*

Diana must stop the possible sabotage of a nuclear test station in the Bermuda Triangle that is perilously close to Paradise Island.

Wr Calvin Clements Jr.

Dir Seymour Robbie

1 - 5 *KNOCKOUT*

Wonder Woman must use all her powers to stop a terrorist group from kidnapping Steve and other government officials.

Wr Mark Rodgers

Dir Seymour Robbie

1 - 6 *THE PIED PIPER*

Wonder Woman must use all her powers to save Joe Alkinson's daughter from the evils of Super Rock Star.

Wr David Ketchum, Tony DiMarco, Brian McKay

Dir Alan Crosland

1 - 7 *THE QUEEN AND THE THIEF*

Wonder Woman saves a tiny country of Malakan by catching the thief who stole the royal jewels, then returning the jewels to the queen.

Wr Bruce Shelly

Dir Jack Arnold

1 - 8 *IDO,IDO*

Wonder Woman masquerdes as a new bride honeymooning at a health spa to prevent a group of traitors from obtaining government secrets.

Wr Richard Carr

Dir Herb Wallerstein

1 - 9 *THE MAN WHO MADE VOLCANOES*

Wonder Woman races to save the world from a scientist capable of controlling volcanos globally via the machinery he has built.

Wr Brian McKay, Dan Ullman

Dir Alan Crosland

1 - 10 *THE MIND STEALERS FROM OUTER SPACE (1-2)*

Wonder Woman joins forces with a friendly alien from another planet to prevent the destruction of the world.

Wr Stephen Kandel

Dir Michael Caffey , Alan Crosland

1 - 11 *THE DEADLY TOYS*

Scientists working on a top secret project are targeted by an evil toymaker and it's up to Wonder Woman to save them.....

Wr Anne Collins

Dir Dick Moder

1 - 12 *LIGHT-FINGERED LADY*

Wonder Woman goes undercover posing as a bank robber to capture the world's most notorious thief.

Wr Bruce Shelly

Dir Alan Crosland

1 - 13 *SCREAMING JAVELIN*

Wonder Woman attempts to thwart a plot by a rich and powerful madman to kidnap many of the top Olympic athletes of the world to compete for his mythical country.

Wr Brian McKay

Dir Michael Caffey

1 - 14 *DIANA'S DISAPPEARING ACT*

Wonder Woman saves the world from an oil crisis when she exposes a magician's method of changing lead into gold.

Wr S.S. Schweitzer

Dir Michael Caffey

1 - 15 *DEATH IN DISGUISE*

Diana is assigned to protect an industrialist from an assassination attempt.

Wr Tom Sawyer

Dir Alan Crosland

1 - 16 *I.R.A.C. IS MISSING*

Wonder Woman takes on a man looking to acquire the memories of the best computers in the world and is looking at IRAC for his next addition.....

Wr Anne Collins

Dir Alexander Singer

1 - 17 *FLIGHT TO OBLIVION*

Wonder Woman poses as a photographer to protect an Air Force test flight from sabotage.

Wr Patrick Mathews

Dir Alan Crosland

1 - 18 *SEANCE OF TERROR*

The guardians of a young psychic use his abilities to disrupt a peace conference.

Wr Bruce Shelly

Dir Dick Moder

1 - 19 *THE MAN WHO WOULDN'T TELL*

A meek, mild mannered janitor accidentally discovers the key ingredient for an experimental explosives formula. He is sought after by those who would use it for evil and only Wonder Woman can save the man from his pursuers.

Wr Anne Collins

Dir Alan Crosland

1 - 20 *THE GIRL FROM ISLANDIA*

A young girl flees her own dimension into ours to escape a man who would force her to misuse her special powers.

Wr Anne Collins

Dir Dick Moder

1 - 21 *THE MURDEROUS MISSILE*

Wonder Woman must stop the hijacking of an experimental thought controlled missile, but she is continuously delayed by a small town sheriff.

Wr Dick Nelson

Dir Dick Moder

2 - 1 *ONE OF OUR TEEN IDOLS IS MISSING*

A singing teenage heartthrob is kidnapped and replaced by a look-alike.

Wr Anne Collins

Dir Seymour Robbie

2 - 2 *HOT WHEELS*

Diana helps find a stolen antique Rolls Royce with top secret microfilm hidden somewhere inside.

Wr Dennis Landa

Dir Dick Moder

2 - 3 *THE DEADLY STING*

A crime boss learns of a scientist's invention of a drugged dart that can influence the target's actions. He wants to use the darts to control the outcome of a football game and only Wonder Woman can stop him.

Wr Dick Nelson

Dir Alan Crosland

2 - 4 *FINE ART OF CRIME*

When valuable artwork in a museum mysteriously begins to vanish, Wonder Woman discovers the museum statues may be more life-like than originally thought.

Wr Anne Collins

Dir Dick Moder

2 - 5 *DISCO DEVIL*

Wonder Woman must stop a disco that lures government engineers, and then taps their minds, stealing national secrets.

Wr Alan Brennert

Dir Leslie H. Martinson

2 - 6 *FORMICIDA*

A scientist uses her strange power to control insects to prevent the manufacture and distribution of a deadly pesticide.

Wr Katharyn Michaelian Powers

Dir Alan Crosland

2 - 7 *TIME BOMB*

Two time travelers from the future arrive in present day Washington. The female visitor intends to use her knowledge of the future for personal gain. The male visitor, with Wonder Woman's help, seeks to stop her and take her back to the future with him.

Wr David Wise, Kathleen Barnes

Dir Seymour Robbie

2 - 8 *SKATEBOARD WHIZ*

A ruthless businessman seeks to acquire a beach club from its current owner and only Wonder Woman stop him and protect a young girl from being harmed in the process.

Wr Alan Brennert

Dir Leslie H. Martinson

2 - 9 *THE DEADLY DOLPHIN*

A dolphin is stolen from a local aquarium as part of a plan by a criminal mastermind to acquire real estate along California's shoreline.

Wr Jackson Gillis

Dir Sigmund Neufeld Jr.

2 - 10 *STOLEN FACES*

Wonder Woman tries to stop a robbery planned by thieves masquerading as herself and Steve Trevor.

Wr Richard Carr, Anne Collins

Dir Leslie H. Martinson

2 - 11 *POT O'GOLD*

Wonder Woman looks to recover a set of printing plates that could be used to make counterfeit money. The heroine is aided by a mysterious Irish cobbler, who is rumored to have a large quantity of gold stashed somewhere.

Wr Michael McGreevey

Dir Gordon Hessler

2 - 12 *GAULT'S BRAIN*

A wealthy man, who exists now as a disembodied brain, seeks to have his brain transplanted into the body of an unwilling person and only Wonder Woman can stop him.

Wr Arthur Weingarten

Dir Gordon Hessler

2 - 13 *GOING, GOING, GONE*

Diana attempts to infiltrate a criminal auction aboard an offshore sub. Can she do so without having her true identity discovered by the others in attendance?

Wr Anne Collins, Patrick Mathews

Dir Alan Crosland

2 - 14 *SPACED OUT*

Diana/Wonder Woman seeks to recover stolen crystals from a cunning jewel thief at a science fiction convention.

Wr Bill Taylor

Dir Ivan Dixon

2 - 15 *THE STARSHIPS ARE COMING*

Wonder Woman must find out the truth behind a supposed alien landing before serious consequences occur as a result.

Wr Glen Olson, Rod Baker, Anne Collins

Dir Alan Crosland

2 - 16 *AMAZON HOT WAX*

Going undercover to stop extortionists in the record industry gives Diana a chance to show off her vocal abilities.

Wr Alan Brennert

Dir Ray Austin

2 - 17 *THE RICHEST MAN IN THE WORLD*

Diana must find a reclusive millionaire who is the only one who can help her with a secret device that scrambles missile-guidance systems.

Wr Jackson Gillis, Anne Collins

Dir Don McDougall

2 - 18 *A DATE WITH DOOMSDAY*

A computer-dating service is the unexpected hiding place for a deadly virus that was stolen from a government laboratory.

Wr Roland Starke, Dennis Landa

Dir Curtis Harrington

2 - 20 *THE GIRL WITH THE GIFT OF DISASTER*

A plan to steal priceless historical documents centers around a woman who 'attracts disaster'.

Wr Alan Brennert

Dir Alan Crosland

2 - 21 *THE BOY WHO KNEW HER SECRET (1-2)*

Alien life-forms shaped like small pyramids come to earth and imprison the minds of humans who touch them.

Wr Anne Collins

Dir Leslie H. Martinson

2 - 22 *THE MAN WHO COULD NOT DIE*

Wonder Woman goes up against a super-man who is as strong as she is, and a criminal genius who has special powers.

Wr Anne Collins

Dir John Newland

2 - 23 *PHANTOM OF THE ROLLER COASTER (1-2)*

Searching for the leader of a foreign spy ring, Wonder Woman goes to a Washington amusement park where she encounters a disfigured veteran who lives under the roller coaster and 'haunts' the park as its 'phantom'.

Wr Anne Collins

Dir John Newland

NEW AVENGERS, THE



Seven years after blasting off into space with Mrs. Tara King, John Steed returned to Earth with two new partners. Steed's two new partners were Purdey and Mike Gambit. Purdey was quite similar to Steed's former partners. She was intelligent, beautiful and was someone you would not want to pick a fight with. Gambit was a stoic former mercenary .

He was well trained in Kung Fu and was an expert of all types of personnel weapons. Steed was still Steed, the perfect gentleman. Now a middle aged man, Steed would often tackle the less strenuous aspects of the case allowing his younger partners to handle most of the rigorous field work. But when he needed to, Steed could still hold his own in a fight.

Steed, Purdey and Gambit worked for an unnamed branch of the British government and their cases often resembled traditional espionage dramas, often involving plots against the agency itself.

The main writers for the show were Brain Clemens, Dennis Spooner, Terence Felley and John Goldsmith. Directors included Ray Austin, Sidney Hayers and Robert Fuest. TNA carried very much were the Tara King episodes of the AVENGERS left off. There was still many SF stories being made in this series including The Last of the Cybernauts, about killer androids and The Midas Touch, where a diseased carrying man spelt instant death if he was touched.

TNA started of with massive press hype most of it due to Joanna Lumley who started a new craze of hair styles, known as the Purdey Cut. Despite the show being a success abroad, what might have caused it's failure is the fact that four countries were all supplying the money for the show. Each one wanted their own idea's expressed within the show. 1976 saw the return of John Steed with two 'New Avengers' - Joanna Lumley as the long- legged, high-kicking Purdey, and Gareth 'Upstairs Downstairs' Hunt as the dour, kung-fu champ and weapons expert Mike Gambit.

The plots were similar to the Tara King Avengers era, with plenty of spy-type mysteries and less sf, but still stamped with the familiar fantasy style. The Cybernauts returned for one more crack at Steed and Co. in The Last of the Cybernauts . . . ? , a disease-carrying man whose touch spelt instant death stalked Purdey in The Midas Touch, and a man with the power to control birds was intent on taking over the world with his feathered army in Cat Amongst the Pigeons.

The New Avengers was an international co-production. Beside money from the ITV network in Britain, money also came from France, Canada and CBS in the United States. As part of the co-production deal not all of the episodes were made in Britain. In both series several of the episodes were made and set in France; while the final four episodes of the second were made in Canada and called The New Avengers in Canada on screen.

For its part in the venture CBS did not ask for any of the episodes to be made in the US. CBS did not begin to run the series until a year after it finished its first run in the UK. When CBS did show The New Avengers it was in a 70 minute long late night time slot, allowing for extra commercials. The series was also preempted in many parts of the country for local programmes. The New Avengers was shown in the United States as one season on CBS in 1978.

Despite massive press hype (much of it centring on Joanne Lumley's stockings), the New Avengers never achieved the renown of their 1960s predecessors, though the series did good business around the world. Gareth Hunt is perhaps most famous for being the Nescafe man who would shake his clenched fist every time he wanted a cup of coffee and then open his palm to magically reveal a hand full of coffee beans. Off course, the actor (born in London in 1943) would probably prefer to be known for his artistic work. His first TV role was as Frederick the footman in Upstairs, Downstairs. The, following the New Avengers, he turned to comedy and appeared in the sitcoms That Beryl Marston and Side by Side.

He's guest starred in several series including *Minder*, *An Actor's Life for Me*, *Emu's Wide World* and *DOCTOR WHO* (as Arak in *Planet of the Spiders*). He's done relatively little film work, but has appeared in *Chorus of Disapproval* and *It Couldn't Happen Here*.

In this updated version of *The Avengers*, Patrick MacNee returned as John Steed, joined by two young agents: Purdey (Joanna Lumley) and Gambit (Gareth Hunt). The 26 episodes were aired in Britain and Canada and picked up by CBS for late-night broadcasts in 1978. The series did lukewarm business in North America but was a smash hit in the international market.

WR. Brian Clemens, Dennis Spooner, Terence Freely, John Goldsmith.

DIR. Desmond Davis, Ray Austin, Sidney Hayers, Robert Fuest, John Hough, James Hill, Graeme Clifford, Ernest Day, Yvon Marie Coulais, Richard Gilbert, George Fournier, Don Thompson.

EPISODES: 26 **YEAR MADE:** 1977 **COUNTRY:** GB **SEASONS:** 2

AVENGERS FILM AND TV ENTERPRISES/IDTV TV

CREATOR: SYDNEY NEWMAN & LEONARD WHIE

TYPE OF SHOW: CRIME **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13

DATE OF PREMIER: 19/10/1976 **AIR DATE OF LAST EPISODE** 01/12/1977

SEASON DATE BREAKDOWN:

FILMS: THE AVENGERS (1998).

John Steed PATRICK MACNEE, Purdey JOANNA LUMLEY, Gambit GARETH HUNT.

Books Based on this series.

THE NEW AVENGERS: CYBERNAUTS	Peter Cave	1977
THE NEW AVENGERS: FIGHTING MEN	Justin Cartwright	1977
THE NEW AVENGERS: HOSTAGE	Peter Cave	1977
THE NEW AVENGERS: HOUSE OF CARDS	Peter Cave	1976
THE NEW AVENGERS: THE EAGLES NEST	John Carter	1976
THE NEW AVENGERS: TO CATCH A RAT	Walter Harris	1977

RELATED SHOWS:

AVENGERS,THE

- 1 - 1 *THE EAGLE'S NEST*
- 1 - 2 *HOUSE OF CARDS*
- 1 - 3 *THE LAST OF THE CYBERNAUTS...?*
- 1 - 4 *THE MIDAS TOUCH*
- 1 - 5 *CAT AMONGST THE PIGEONS*
- 1 - 6 *TARGET!*
- 1 - 7 *TO CATCH A RAT*
- 1 - 8 *THE TALE OF THE BIG WHY*
- 1 - 9 *FACES*
- 1 - 10 *GNAWS*
- 1 - 11 *DIRTIER BY THE DOZEN*
- 1 - 12 *SLEEPER*
- 1 - 13 *THREE HANDED GAME*
- 2 - 1 *DEAD MEN ARE DANGEROUS*
- 2 - 2 *ANGELS OF DEATH*
- 2 - 3 *MEDIUM RARE*

- 2 - 4 *THE LION AND THE UNICORN*
- 2 - 5 *OBSESSION*
- 2 - 6 *TRAP*
- 2 - 7 *HOSTAGE*
- 2 - 8 *K IS FOR KILL (PART 1) - THE TIGER AWAKES*
- 2 - 9 *K IS FOR KILL (PART 2) - THE TIGER BY THE TAIL*
- 2 - 10 *COMPLEX*
- 2 - 11 *FORWARD BASE*
- 2 - 12 *THE GLADIATORS*
- 2 - 13 *EMILY*

NEW EXPLOITS OF ELAINE,THE

A sequel, or rather a ten episode extension, to *The Exploits of Elaine*, which had been released in December 1914. It again stars White as Elaine and Daly as the scientific detective Craig Kennedy who constantly has to rescue the energetic but luckless Elaine from the clutches of Wu Fang (Arden). He finds his search for the treasure of the Clutching Hand (the villain of *The Exploits of Elaine*) thwarted at every turn by Elaine and Craig, which leads him to attempt to dispose of them first, but to no avail as Kennedy keeps saving Elaine by resort to his array of scientific gadgets (including a computer, a sort of lie detector called a sphygmograph and various communication devices).

After a number of adventures involving secret passageways, a mysterious ring, an explosive called trodite, a chair prone to spontaneous combustion and a new model torpedo, Kennedy and Fang fall into sharkinfested waters. Fang's half-eaten body is washed up on shore but there is no trace of Kennedy, suggesting the next sequel may bring the solution, *The Romance of Elaine* (1915).

All three serials benefitted from a gigantic nationwide publicity campaign waged in William Randolph Hearst's newspapers and magazines, From a cinematic point of view,the White serials were not out of the ordinary when compared to *The Black Box* or *The Diamond from the Sky* (both 1915).

Compared to Leonce Perret's *L'X Noir* (1915), the White films were shoddily made and compared to *Lady Baffles* and *Detective Duck* (1915), they were unimaginatively scripted. Although White's role has been seen as emancipatory, the charming crook *Lady Baffles*, who constantly keeps her scientific detective on the defensive while White always has to be rescued by her protector, offers a far wittier and positive character for women to identify with. Although undoubtedly a fast-paced adventure story that thrives on making people and objects in the picture move, the suspicion must remain that the status of the White serials in film history has been bought by Hearst. The serial was produced by Theodore W. Wharton and the cinematographer was Joseph Dubray.

WR. Bertram Milhauser, Arthur B. Reeve, Charles L. Goodard.

DIR. Joseph A. Golden, Louis Gasnier.

EPISODES: 10 **YEAR MADE:** 1915 **COUNTRY:** US **SEASONS:** 1

WHARTON PROD CO/PATHE EXCHANGE

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

PEARL WHITE, CREIGHTON HALE, ARNOLD DALY, EDWIN ARDEN, M.W. RALE.

RELATED SHOWS:

EXPLOITS OF ELAINE,THE

ROMANCE OF ELAINE,THE

NEW ORIGINAL WONDER WOMAN, THE



Set during World War II it told the tale of Princess Diana, an immortal resident of Paradise Island. All of the residents of Paradise Island are amazon women, men being forbidden to live her. Steve Trevor, an American pilot, is shot down over Paradise Island, rescued by the amazons and nursed back to health. Since he cannot stay a contest is held to determine who will take him back to the man's world. Princess Diana who had developed a crush on him wins the contest and brings him back to civilisation.

She decided to stay with him in the guise of his new secretary Diana Prince and help defeat the Nazi's, but in her civilian identity and as the super heroine Wonder Woman. Besides strength and abilities that are above and beyond those of mere mortals, Wonder Woman also has at her disposal metal bracelets which can deflect bullets, an invisible airplane and a golden lasso which causes whomever is captured by it to obey Wonder Woman's commands.

Based on the comic strip character of the same name Wonder Woman, the TV series had two distinctive formats and several title changes during the four years that it was on the air. All of the episodes from all of the versions are know in syndication under the banner Wonder Woman. The first version of Wonder Woman first appeared as The New Original Wonder Woman, a 90 minute TV movie in the fall of 1975 on ABC.

The movie proved succesfull enough for ABC to order two hour long episodes featuring Wonder Woman, these went by the title The New, Original Wonder Woman and were aired during the spring of 1976 as a replacement for THE BIONIC WOMAN which went on hiatus whilst its star Lindsay Wagner recovered from an injury. These proved successful enough and 11 more episodes were ordered for the fall of 1976, going by the title of Wonder Woman, these episodes were run mostly on a sporadic basis, all of the ABC episodes were set during World War II and for the most part featured Wonder Woman battling the Nazi's in one form or another.

A very young Debra Winger appeared in several of the ABC episodes as Wonder Woman's younger sister, Drusilla, aka: Wonder Girl. Before the Lynda Carter version of Wonder Woman finally made it to television, two other attempts had been made to bring the character to television. The first of these was Wonder Woman, an unaired pilot produced in 1966. This short pilot was produced by William Dozier - the man responsible for BATMAN and The Green Hornet - and was so campy it made BATMAN look serious.

In this untitled story Wonder Woman's mother tries to talk Wonder Woman into having a good meal before she sets out to rescue Steve Trevor (whose plane may be in trouble due to a storm). The second of these was a 90 minute television movie entitled, Wonder Woman that aired in 1974. It starred Cathy Lee Crosby in the title role, wearing a costume that looks nothing like the one in the comic. Also starring in this second effort was Kaz Kazras, Ricardo Motalban and Andrew Prine, Charlene Halt and Anita Ford. The story line dealt with Wonder Woman helping the US government in recovering a book listing all of their agents abroad. In Britain this version has only been seen on Sky, and even then not until the early nineties. Producers for the series were Wilfred Baumes, John G. Stevens and Bruce Lansbury.

First appearing in comics in 1941, Wonder Woman was the creation of a psychoJogist, Dr. William Moulton Marston. Using the pen name Charles Moulton, Dr. Marston attempted to create a female superhero character as popular as Superman. Endowed with superhuman strength, Diana Prince comes from the hidden Paradise Island in the Bermuda Triangle, inhabited completely by powerful women with a remarkable history: Centuries ago, when the war god Ares and the love goddess Aphrodite quarreled about whether strength or love should rule, Ares sent soldiers to enslave women. In reply, Aphrodite created from clay a race of warrior women-the Amazons. Their powers were derived from a magic girdle worn by the queen Hippolyte. But when mighty Hercules stoJe the girdle, the Amazons were all caught and held prisoners. After Aphrodite rescued them, she gave them a home at Paradise IsJand, where no man is allowed.

As the Wonder Woman legend goes, when Major Steve Trevor, during World War II, crashlanded on Paradise Island, the queen decreed that a champion had to go into the world of men to fight eviJ. After a long

and arduous competition (well documented in the pilot for the series) Diana Prince, the queen's own daughter, won the games and was appointed Wonder Woman. To aid her in the world of men, Diana was given an invisible plane, a magic golden lasso that would compel captives to tell the truth, and the famous bracelets that bounced bullets away from her.

The story of Wonder Woman's graduation to television goes back to the late 1960s when Stanley Ralph Ross, a screenwriter, was working on the Batman TV series. Says Ross, "William Dozier, executive producer of Batman, came to me and said he had acquired the rights to Wonder Woman. I was a comics expert and agreed to give it a try. He said he was going to do it as a half-hour comedy."

A script by MAD magazine staffers Stan Hart and Larry Siegel was not working out, so Ross pitched in and gave it a try. "I made it over the top," he says. "I made it more campy than what the other guys did. We shot a seven- or eight-minute example. It was like a presentation, directed by Leslie Martinson. It was then presented to the guy at Fox, Douglas Cramer."

But Cramer did not like what he saw. Ross describes what followed: "Dissolve. Years go by. Doug Cramer is now on his own. He calls me up and says, 'I'm thinking of doing Wonder Woman. I know you were there the first time. I know I didn't want to do it, but what you did was good. How would you like to do this?' I said, 'Tell me what you've got set already.' He said, 'We got Cathy Lee Crosby set,' and I said, 'Cathy Lee Crosby is wrong! Wonder Woman has dark hair!' He said, 'What are you talking about?' I said, 'Cathy is a nice lady. I've played tennis with her. But she's wrong for the part.' Doug answered, 'No, no, no! We're going to do it with Cathy.' 'It's wrong! I'm not going to do it!' He said, 'You're turning down the job?' I said, 'Yes.'" John D.F. Black got the screenwriting job, and in 1974, audiences witnessed the TV movie with Crosby, co-starring Ricardo Montalban as the villain Abner.

This Wonder Woman bore very little resemblance to her comics progenitor. The film was a modern-day, straight action-adventure treatment that strictly avoided the campiness of the comics. Cathy Lee Crosby wore, instead of a one-piece star-spangled suit, a polyester track suit intended to update the character's image for the modern world. "The show got treacherous reviews but pretty good ratings. Which indicated to them that the idea was a good one," recalls Ross. "Then, they came back to me again and said, 'Ok, how would you do it?'" Sending ABC the meticulous notes he had been keeping for years, Ross finally landed for himself a role in bringing Wonder Woman to life, not from clay, but from celluloid film.

"They liked what they saw, and I wrote it based in the 1940s," says Ross. "I based it partly on the Morton bomb site—a real place, by the way. If you see the pilot, there's a Morton bomb site. So I used a lot of truth in the story. And I really saw it as a comedy. Now, Leonard Horn was signed to direct. Doug Cramer came to me and said, 'Stanley, this is too funny! You have to punch it down!' "The normal expression is 'punch it up' when you talk about adding jokes. He wants me to punch it down because it's too funny. 'No, I don't think so.' 'Yes it is! If you don't take it down, Stanley, I'll get someone else and you'll wind up with half a credit.'"

Mumbling under his breath, "If this turns out to be a series, I don't want to do this," Ross went back to the typewriter, "and made it a lot duller than my original. Leonard Horn, the director, took a copy of the original—which is why he was excited about taking the job—and made copies of it, and he gave it to the actors. He said, 'This is what I'd like to do.' Then he gave them the final script, and said, 'This is what I have to do.'" According to Ross, he wanted Wonder Woman to be funny because "I wanted it to have ample humor. Joy. I was a Batman writer. I like to write fun! I don't like to write a dull, serious show. I mean, that's why Batman was so successful. And shows like Columbo with humor don't work."

Eventually, Lynda Carter won the part of Wonder Woman, but other casting decisions were made at an earlier stage: in the writing. For instance, while walking through the CBS parking lot one day, Ross bumped into Lyle Waggoner. "Lyle is trying to get close to me. 'Stanley, ever since I've done Carol Burnett, nothing's happened! Do you know anything I can do?' I said, 'Let me see if I can come up with anything.'" Back to the typewriter. Taking a sheet of paper, Ross tapped the following passage into the script: "'Steve Trevor, a Lyle Waggoner type—better yet, get Lyle Waggoner.'" No actor could ask for a better recommendation.

"I wrote it for Lyle," reveals Ross. "Specifically, for Lyle. And in the pilot, I wrote the Nazi guy specifically for Kenny Mars. He does Nazis the best. He did it in The Producers and in Young Frankenstein. And I wrote his assistant for Henry Gibson, a friend of mine. I like him, and I like to write for them. I wrote for people I know." Asked about Ross's story, Lyle Waggoner says simply; "I've known Stanley for a long time. I don't know this parking lot story, but that may have been the case. Yes, he did write the part for me in mind."

Waggoner agrees that making the show less funny was not a good idea. Indeed, Waggoner professes to enjoying the first season of the show much more than the subsequent two seasons, when it moved over to CBS in a straight action-adventure format that distanced itself from the camp roots installed by Ross. Should producers have kept the approach more cartoon-like? "No question about it," says Waggoner. "Absolutely. That was the way they did Batman, and Batman was funny and entertaining. Doing a dramatic show out of a

cartoon character-that's ridiculous. I much preferred to stay in the 1940s period, during World War II, so we [could] have some fun with it."

Waggoner feels Maj. Steve Trevor had the same relationship with Wonder Woman that Lois Lane had with Superman, albeit with the roles reversed. He says that he didn't really have any problems with the fact that the characters were fairly one-dimensional. Wonder Woman was a comic book, and he liked the show best when there were no pretensions to anything serious.

Waggoner says it was "fun going to work on the studio lot, to have a regular job on a national series." He also enjoyed the exposure it gave him to an important segment of the viewing public: children.

"In my experience on *The Carol Burnett Show*, we were playing to an older group. And now, I was being introduced to the kids! They would recognize me for many years to come, and that was fun. But it was even more interesting to be able to entertain kids but at the same time do double entendre so that adults would appreciate the humor." Waggoner says he found that adults appreciated mostly the first-season segments. "We'd do tongue-in-cheek jokes and the kids wouldn't even get them, you know? [But we lost that] when we went to the modern format."

One of many directors for the first season of the show was actor and director Stuart Margolin. "I remember directing a segment in particular ["*Last of the Two Dollar Bills*"] -a counterfeiting plot," he reminisces. "I remember it fondly because I think it turned out very well. We shot a lot of film at the beach and at the backlot of Warner Bros., and I thought some scenes worked very well. It was my first experience working with Lynda. She was pretty new to the business at the time and, oh, she was perfect for the role. I think she was in a rock-and-roll band prior to doing the show. She was very eager to work, obviously stunningly beautiful. I recall walking onto the lot on the street and seeing a woman coming toward me. And I thought, 'This woman is stunning!' and I didn't recognize her because she didn't have her Wonder Woman hairstyle or clothes on. I think probably a part like that, with somebody who is not well trained, is a difficult career move-difficult to move away from that. She was certainly a good Wonder Woman, and I think she probably could have done a lot more things, and maybe she will. But I don't know, at that point in her career, if she had the 'chops' to tackle other things."

For a second segment, "*Bushwackers*," Margolin got to work with legendary star and cowboy, Roy Rogers. "Having watched him in my childhood, walking up to Roy Rogers and saying 'Roy, I want you to ride that way' was thrilling. "If I recall correctly, Roy Rogers made a pass at Wonder Woman, albeit a very nice one. Nothing salacious-just a very charming, kind of flirtatious comment, which I thought, considering his age, was fabulous. I don't blame him at all. I don't think I had the courage to make a pass at Lynda Carter." Stephen Kandel, a screenwriter on *Wonder Woman*, recalls his work on the show as a fun stint. "I've always enjoyed science fiction and fantasy as a genre," says Kandel, who has worked on a number of other science fiction shows, such as *Star Trek*. "One two-parter I wrote ["*Mind Stealers from Outer Space*"] involved an extraterrestrial court passing a sober judgment on our species, deciding whether humanity deserved to exist. True, the balance was tipped in our favor by Wonder Woman herself, but I was able to pose the question quite seriously."

Kandel says that the reason for the format change from a campy, spoof approach to a straighter, action-adventure style, was "to make it more relevant to an audience which didn't remember World War II. It also opened the format up a little, making a wider range of stories possible." Calvin Clements, Jr., the screenwriter of "*The Bermuda Triangle Crisis*," remembers that "it was great fun-you can't take it seriously. You take it tongue-in-cheek. My children ... were proud as they could be. They went around telling their friends that their dad had been chosen to do a Wonder Woman. And they loved the episode, and so did I."

Like Clements, Margaret Armen, who wrote the first series episode ("*Wonder Woman Meets Baroness Von Gunther*") enjoyed making her contributions to the show. "I was doing a quick last-minute rewrite [on "*Baroness Von Gunther*"] and they were casting the episode," she recalls. "The only office they could put me in was the associate producer's, and they were also reading the actors in that office. So, I was at the typewriter, writing, and these actors would be coming in, reading for the role of one of the heavies, one of the Nazi criminals, and they were just going for broke and I'd stop the typewriter when ever they started reading. It was all cold readings, and about five came in, and the director [Barry Crane] didn't like any of them. The sixth guy came in and just threw himself into the role, and the director had his back to me, watching. And I was motioning, to the story editor, over the director's head as though I had a hammer and was hammering him on the head because I wanted to finish typing my two scenes. Suddenly, the director turned around and I was stuck with my fist raised in the air. Fortunately, the sixth guy got the role and I could finish my scenes. [Crane] was a perfectionist."

Armen has a varied and productive background as a writer. She served three terms on the board of directors for the Writers Guild; she was a member of the board of governors with the Television Academy; and she has written westerns, TV movies and, of course, science fiction and fantasy shows. For Armen, *Wonder Woman*

series of military missions that have gone awry due to acts of sabotage. Investigating the situation and determined to clear the man she loves, Wonder Woman learns that Trevor is being framed by a Nazi spy ring.

Wr Margaret Armen

Dir Barry Crane

1 - 3 *FAUSTA: THE NAZI WONDER WOMAN*

Perhaps the most discussed and favorite episode of WW fans during the show's run, Wonder Woman faces her deadliest test when an evil female Nazi operative comes to America to capture Wonder Woman and learn the secret of her amazing powers, then brainwash her into using her powers to help Hitler's quest during World War 2. Fausta disguises herself as Wonder Woman during a Bond selling rally, and with a little help from her fellow Nazi agents (not to mention a trick stage and a cloth soaked with chloroform), bags her prey and takes the real Wonder Woman to Germany. Can Steve Trevor save the day? Stay tuned!

Wr David Ketchum, Bruce Shelly

Dir Barry Crane

1 - 4 *BEAUTY ON PARADE*

When Wonder Woman's alter-ego, Diana Prince, enters a suspicious beauty contest to uncover the truth behind the sabotage of radar scanning equipment, she and Steve discover that there is something much more insidious underway that threatens the security of the United States.

Wr Ron Friedman

Dir Richard Kinon

1 - 5 *THE FEMINUM MYSTERY (1-2)*

An espionage tale involving the Nazis stealing the prototype for America's first jet, the XPJ-1. For Wonder Woman, it escalates into something far more horrible when her sister Drusilla, on a mission for Paradise Island's Queen, is kidnapped while in America.

Wr Jimmy Sangster

Dir Herb Wallerstein

1 - 6 *WONDER WOMAN VS GARGANTUA*

The Amazon Princess must fight a Nazi-controlled gorilla who has been trained to retrieve a defecting agent whose knowledge poses a threat to Hitler's agenda.

Wr David Ketchum, Tony DiMarco

Dir Charles R. Rondeau

1 - 7 *THE PLUTO FILE*

Wonder Woman has her hands full when an Irish mercenary named Fallon steals an American-developed device that can control or eliminate earthquakes. To make matters worse, Fallon is also a carrier of the Bubonic Plague and, as such, threatens America on two levels.

Wr Herbert Bermann

Dir Herb Wallerstein

1 - 8 *LAST OF THE \$2 BILLS*

The Nazis replace the man in charge of the Bureau of Printing and Engraving with a surgically altered double to engage in a counterfeiting scheme with the purpose of collapsing the American economy.

Wr Paul Dubov, Gwen Bagni

Dir Stuart Margolin

1 - 9 *JUDGEMENT FROM OUTER SPACE (1-2)*

Wonder Woman joins forces with a friendly alien from outer space to prevent the destruction of the world

Wr Stephen Kandel

Dir Alan Crosland

1 - 10 *FORMULA 407*

Wonder Woman goes south of the border to recover a top secret formula stolen by the Nazis.

Wr Elroy Schwartz

Dir Herb Wallerstein

1 - 11 *BUSHWACKERS, THE*

Wonder Woman goes to Texas where she is confronted by a dangerous ring of pistol-packing rustlers.

Wr Skip Webster

Dir Stuart Margolin

1 - 12 *WONDER WOMAN IN HOLLYWOOD*

Wonder Woman arrives in Hollywood and discovers some behind the scenes action that's not in the script.

Wr Jimmy Sangster

Dir Bruce Bilson

NEW PEOPLE, THE



Forty American college students, part of a Southeast Asia cultural exchange tour, are marooned on a lost island in the South Pacific after their plane crashes. The island is Bomano, once designated as the site for an atomic bomb test. The students find a makeshift city, left behind by the Atomic Energy Commission. The castaways, realizing that they're thousands of miles away from the nearest shipping lanes, must now build their own world. For them, it's Year One.

"Can young people, having experienced a bad start in the old society, make things better if they're free from old pressures to start over again?" asks *New People* director Corey Allen. "I thought it was a terrific question for a TV series to ask." The question was framed during the turbulent 1960s, when many young people were questioning their government and its power over them. Without question, *The New People* was aimed directly at a youthful audience.

"We are enormously excited over the challenge to create meaningful, quality programming that will make young people feel, 'This is our show,'" stated a press release from the producers in 1969. To ensure that the students wouldn't have to spend their time foraging for food and seeking shelter each week, they were supplied with an abandoned city. "The locale of an island with a city was chosen so that the young inhabitants will not become savages," the press release stated. "This is not primarily a struggle for physical survival."

Instead, the students grappled with more philosophical conflicts. "We wanted them to deal with social and moral dilemmas," recalls story editor Earl Booth. "Religion, ethics, morality, crime, justice, marriage, monogamy." The ABC press release concluded, "While a few of the students will be preoccupied with leaving the island, most will accept the reality that they will never go home."

As depicted in the pilot film, most of the students were totally self centered. The only adult survivor of the crash, an injured government man named Hannicheck (Richard Kiley), and one student, George Potter, are left to bury the nine plane crash casualties while the other youths go gallivanting off to party in the city. With Hannicheck's death, however, comes the end of fun and games. "These young rebels now had to come to terms with being on their own", notes David Moses, who played the young black man, Gene Washington. "We realize we had been criticizing our society from a very safe place inside our fathers' mansions. When our parents die, as represented by Richard Kiley's character, a tremendous fear grips us. Now we have to take charge and make this society work."

More properly an allegorical fantasy than an adventure or science fiction series, *The New People* dispensed with the inherent mysteries of the island in favor of morality plays. The science fiction angle was played up in the 1969 novelization of the series, written by Alex Steele, in which the castaways battled radioactive sea creatures. The closest the series came to science fiction was the segment "Panic in the Sand" in which a mysterious illness fells the islanders. The series' main focus was on the students as they tried to shape their world without repeating the mistakes of the old one. The character of Susan Bradley proclaims early on, "We can have instant peace!" This naivete fades as their society begins to mirror the old one. Some blacks separate themselves from the whites; some men demand power over women; and some students find the island a perfect sanctuary for immorality.

The actors in *The New People* had their own challenge: to make the series a success. "It was my first professional job," recalls David Moses. "When Aaron Spelling called me, I was a riveter at Northrup Corporation at Aerospace. I was raising a family and waiting for my big break. Aaron said, 'We've been testing every black actor in town for this role. We might as well see you.'" Moses got the part. Moses quickly took an interest in the series. "It had more potential than any other series I'd seen," he says. "It was an opportunity for young kids to demonstrate that they could do at least as well, if not better than the previous generation. Rod Serling and I got together a couple of times and talked about the character." Moses' character of Gene Washington began as a bitter, hostile young man. He mellowed as he realized he had equal say in the development of the new society. "He was on his way to becoming a man," explains the actor.

"Like all of the young people, Gene was testing who he was, what he was made of, where he had been, and where he was going.

Cast member Jill Jaress was also new to TV acting. "It was my first job, ever," she says. "On the first day of filming, I went to the director and said, 'Would you look out for me?' He said, 'What do you mean?' I said, 'The only camera I've been in front of was my father's Brownie Hawkeye.'" Jaress was a last-minute addition to the cast, as the affable Ginny Loomis. "Ginny was the comedic relief," Jaress says. "A free spirit. I wasn't in the pilot. They originally planned ten regulars and ended up firing six of them. They hired me and Dennis Olivieri (Stanley) to fill out the series' cast. I had come out from Detroit a year earlier, when I was 18 years old. I didn't know a soul here. I went to acting class for a year and then I got *The New People*. I thought that happened to everybody!"

As the actors explored their characters, the writers and producers went to work fashioning believable scenarios for their stars. Although Rod (The Twilight Zone) Serling had scripted the pilot (under the pseudonym of John Phillips), producer Harold Gast confirms that Serling was not involved in the actual series. According to the show's early publicity, Serling was to have remained as series consultant. "I was engaged to produce *The New People* after the pilot was made", recalls Gast. "I know for a fact that Serling had nothing whatsoever to do with the series."

"The characters were all fairly representative, if somewhat shallow of the 1960s," says Earl Booth. "Harold Gast and I were excited about the prospect of showing these young people building a new society. Early on, everyone was eager and cooperative. It was during the last half of production that distinct displeasure came to the forefront. The network was unhappy with the way the show was developing, and it led to bitter battles. ABC wanted to make it, purely and simply, an adventure show."

"The show had almost nothing to do with 1960s people," claims writer Stephen Kandel. "There was an attempt to fit things into a 1950s mold. There was friction [from the network] from the beginning. The original premise was that the students would experiment with social ideas. Communism. Fascism. Forced breeding to maintain a viable genetic stock. Pacifism. Hedonism. Gay/lesbian/hetero sexuality. You can imagine how ecstatic the network was at seeming to promote lesbian commie geneticism. The pilot, by Rod Serling, was striking. For the weekly series, the network wanted a cross between *Gilligan's Island* and *Beverly Hills, 90210*. *The New People* was postulated upon ideas, and that's always risky. With the best and the worst of intentions, it foundered quickly."

Two of Kandel's three *New People* scripts were filmed. The writer particularly remembers "Murderer," dealing with a student on trial for pushing another student off a cliff. "In the original script, the castaways had to recreate the Rule of Law," says Kandel. "The conflict dealt with the question of society's right to execute or to imprison, or to understand and forgive. The problem was, the network didn't want to deal with that. They wanted it softened. I refused, on the whimsical theory that they had agreed to the story I had written. Harold Gast, a remarkably decent man, finally made the changes, and I retained a scrap of my illusions. I believe the ending was solved by a force majeure gimmick: the alleged killer was actually innocent. The victim had slipped and fallen."

"The series was sort of like *Lord of the Flies*, except with college-educated people [instead of children]," notes Jill Jaress. "It could have been a wonderfully futuristic show. I felt, though, that by having the city come complete with electricity and everything, it defeated the intriguing part of the situation. I would have had the kids start from scratch, without any conveniences. We could have shown them using solar energy and building windmills or burning garbage to create energy."

One of the charges leveled at the series was that it was created by older people for younger people and that the students came off as Hollywood stereotypes. "It did deal with the issues from a middle-aged perspective," says Jaress. "It turned into, 'Oh, the new people fucked up again this week!' If a student had to handle an issue in a radical way, it was usually in a negative manner, or a violent one. We'd mess up and learn it was better to do things the old way." Considering the premise, however, Jaress admits the series was a challenge to write for. "I'm not blaming all of this on the writers," she says. "What *The New People* required was visionary writing. That's kind of hard to do when you're trying to beat a deadline. The series was a wonderful venue that they kinda missed the boat on."

"I'm afraid *The New People* was too on the nose for TV at that time," reflects David Moses. "We didn't let up on the message. Rather than allow the audience to come to terms with, 'Hey, these kids are really making it,' we hit it on the nose every week. But we wanted to demonstrate that these kids could rise above their limitations and make a new society. It wouldn't be based on money value or skin color or ethnicity. It was based on 'Do unto others as you would have them do unto you.' The basic premise was terrific." Looking back on the series, the actor says, "The pilot episode was great. We also did an episode called *The Prisoner of Bomano* with Billy Dee Williams and Judy Pace. It was about the power struggle between the

blacks on the island. They take me prisoner and accuse me of being an Uncle Tom. It was a dilemma that was very lifelike because many minorities find themselves in that situation, especially if they've risen to a level of prominence in an otherwise white society. I didn't have to manufacture any character motivation for that. In the series, Gene was friends with the white characters played by Jill, Dennis, Tiffany Bolling, Peter Ratray and Zooey Hall. On the other hand, was my allegiance to the characters played by Billy Dee and Judy because we're the same color? My character had to do what was right. His enemies turned out to be Billy and Judy's characters. The people I loved, and who cared for me, were the white kids. It was an incredible issue to deal with. It was an outstanding episode."

Aside from the dramatic nature of the episodes, the actors faced the challenges of a physically demanding series. Most of the beach exteriors for *The New People* were filmed in Malibu. "We filmed one episode at Paradise Cove," says Moses. "Zooey and I were on the side of a mountain having a fight. It was really kind of dangerous. They had put netting along the sides of the mountain so if we fell we wouldn't get killed. Zooey was supposed to piss me off, and I take a swing at him. We had the fight choreographed. Well, I took two steps instead of three and accidentally knocked the shit out of him. I almost knocked him over the cliff edge. But we just kept going, wrestling to the ground with the cameras rolling. I could see the look in my friend Zooey's eyes: 'Why you Mother-----!' Another time, actress Brenda Scott was supposed to be stuck out on this raft. When it cracks up, she yells for help and I'm called in to save her. Well, I don't know why they picked me, because I can't swim. We filmed this in a watertank with wind machines blowing at us. I'm pretending to swim through the water. I could touch the bottom, so I felt fine. But I drifted over my head and down I went. Brenda saw me gulping for air, and she jumped off the raft and pulled me to the surface. Talk about being put in your place. I was too busy spitting water to thank her for saving my life!"

"One guest star who stands out in my mind is Richard Dreyfuss," recalls Jill Jaress. "He was wonderful. He played this biochemist named Owen Rudd. Richard was so cocky. When he walked on that set, he commanded attention. I was really upset that I didn't get any scenes with him." Jaress did get an episode to herself, but the results weren't rewarding. "Ginny was beaten up, thrown off a cliff, pushed into the ocean, and dragged up the side of a mountain. Just another day in the life of the new people! They had a courtroom scene where I'm telling everybody what happened, and I was really crying. The crew applauded after it was over, and everybody hugged me. But nobody had bothered to tell me that my scene had been shot in an extreme close-up. When people cry their nostrils flare, and they don't look good. So when I saw the scene on TV, I looked like Dumbo, ready for the big jump!"

Former actor Corey Allen directed three segments of the series and recalls, "The New People was one of the first shows I had done as a director. The students were like the starship Enterprise crew. You had a community living in an experimental location. They were flawed people in a compacted situation so you could see what their interactions are. I'm not sure why the series didn't take off. It could have been a matter of casting chemistry. The production values in my episodes, particularly in 'Comes the Revolution, We Use the Girls' Shower' were terrific."

When *The New People* was canceled, "the ignorance of youth served us well," says Moses. "We all felt cocky enough to think we were gonna become big stars. It was like, 'I'd better get back to the phone because it's gonna be the big call.' Underneath all of that, I was heartbroken. We were opposite *Laugh-In*. We were coupled with a lead-in called *The Music Scene*, and we came on at 8:15. I mean, nobody was going to switch off *Laugh-In* to watch us. I was hard pressed not to watch *Laugh-In* myself. It was the biggest show on TV I wish the network had moved us around." "We were up against *Lucy*, *Gunsmoke* and *Laugh-In*," says Jill Jaress. "It was a time slot we couldn't win. Those were the three biggest hits on TV at the time."

"I felt *The New People* turned out pretty well, artistically," says producer Harold Gast. "Practically, however, the outcome was disappointing because we were canceled in mid-season. That left an empty feeling." According to Gast, the 45-minute length was detrimental to the series. "The network strategists somehow figured out that this was the best way to capture a young audience. *The Music Scene* was also 45 minutes, which the network felt was certain to hook the kids. When *The Music Scene* ended, the audience would stay tuned to us [at 8:15] because we would be the only show airing at that time. Trouble was, nobody watched *The Music Scene* in the first place. So we were coming on at a weird time, virtually without a lead-in. Under the circumstances, our ratings weren't bad, but neither were they good enough to guarantee a pick-up. There were several people at the network who liked what we were doing. They were rooting for us, but it came down to the ratings. A lot of hard work was put into the show by all of us."

Unfortunately, *The New People* has not been screened in North America since its cancellation. "I can see why the series has never been repeated," says Gast. "How can you program a 45minute episode?" However, *The New People* did emerge briefly, according to Jaress, who says, "The series was shown in Australia the year after it left ABC." She's also found that people still remember the show. "When I met my husband on our very first date, he asked me what I'd done. I said my first series was called *The New People*. He said, 'I used to watch that when I was in grade school!' I thought, 'Whoa! He really knows how to flatter a

woman-he's cool!" There was an aborted effort to make a spaceage version of The New People in the early 1970s. Writer Hal Sidowitz was asked to come up with a theme of young people marooned on the moon. It didn't go beyond the outline stage.

"Nothing has changed over the years," says David Moses. "In Melrose Place and Beverly Hills 90210 [both Aaron Spelling productions] I see the same characters: the Gene Washington, the Susan Bradley, the Ginny Loomis ... it's just more contemporary. The forerunner to The New People was another show by Aaron, The Mod Squad. In terms of acting on The New People, it was an honor to work with the producers, Rod Serling, Richard Kiley and all of the cast. It was a tremendous opportunity." The new people were never rescued from their world, but Jaress ponders, "It would make an interesting movie-of-the-week to go back to that island and see what became of these people 20 years later." Perhaps the final word on The New People comes from Aaron Spelling himself, who declares simply, "I never enjoyed doing a show more. It should have been a breakaway in television. Today, it would be."

CAST NOTES

Tiffany Bolling (Susan): A frequent TV guest star during the 1970s, Bolling co-starred with William Shatner in the film Kingdom of the Spiders (1977). She devoted much of the 1980s to raising her family.

David Moses (Gene): Now a writer, Moses was nominated for an Emmy award for a 1992 After School Special. He also works in television as a post-production coordinator, and in theater as a director.

Jill Jaress (Ginny): A Broadway singer and a writer, Jaress has made numerous appearances on TV and film since The New People, including the films S.O.B. (1981) and Universal Soldier (1992).

Zoey Hall (Bob Lee): Although he left acting, he began a singing career under the name of David Hall.

Peter Ratcay (George): According to Jill Jaress, this Canadian-born actor is "living in New York and doing Broadway." He was on daytime's Another World during 1994-1995.

Dennis Olivieri (Stanley): An actor who seemingly disappeared from the acting scene, "Dennis vanished long before our youth did," says David Moses.

WR. Rod Serling, Harold Gast, Charles McDaniel, George Kirgo, John W. Bloch, Arthur Kean, Edwin Blum, Edward J. Lasko

DIR. George McCowan, William Wiard, Nick Webster, Charles Dubin, Harry Harvey, Jr., Corey Allen.

EPISODES: 17 **YEAR MADE:** 1969 **COUNTRY:** US **SEASONS:** 1

ABC/DANNY THOMAS/AARON SPELLING PRODUCTION

CREATOR: AARON SPELLING, LARRY GORDON (developed by ROD SERLING)

TYPE OF SHOW: EXPLORATION **FORMAT:** SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 17

DATE OF PREMIER: 22/09/1969 **AIR DATE OF LAST EPISODE** 12/01/1970

SEASON DATE BREAKDOWN:

FILMS:

Susan Bradley TIFFANY BOLLING, Eugene "Bones" Washington DAVID MOSES, George Potter PETER RATRAY, Robert Lee ZOOEY HALL, Ginny Loomis JILL JARESS, Stanley Gabriel DENNIS OLIVIERI.

Books Based on this series.

THE NEW PEOPLE: THEY CAME FROM THE SEA

ALEX STEELE

1969

RELATED SHOWS:

TWILIGHT ZONE, THE (1958)

NIGHT GALLERY

1 - 1 *THE NEW PEOPLE*

After crashing on an island, efforts to summon help are threatened by Bull. He's determined to sabotage rescue efforts so that Gene will never be rescued.

Wr John Philips (aka Rod Serling)

Dir George McCowan

1 - 2 *PANIC IN THE SAND*

1 - 3 *THE TIN GOD*

- 1 - 4 *MURDERER!*
- 1 - 5 *COMES THE REVOLUTION, WE USE THE GIRLS' SHOWER*
- 1 - 6 *LIFELINE*
- 1 - 7 *MARRIAGE, BOMANO STYLE*
- 1 - 8 *IS THIS ANYWAY TO RUN AN ISLAND?*
- 1 - 9 *THE DARK SIDE OF THE ISLAND*
- 1 - 10 *A BRIDE IN BASIC BLACK (AKA THE COURTSHIP) PART 1*
- 1 - 11 *A BRIDE IN BASIC BLACK (AKA THE SURRENDER) PART 2*
- 1 - 12 *THE PIED PIPER OF POT*
- 1 - 13 *SPEED KILLS*
- 1 - 14 *THE GUNS OF BOMANO*
- 1 - 15 *THE PRISONER OF BOMANO*
- 1 - 16 *THE SIEGE OF FERN'S CASTLE*
- 1 - 17 *ON THE HORIZON*

NEW TOMMOROW, THE

AKA: **THE TRIBE: THE NEW TOMMOROW**



Following the outbreak of a virus, the entire adult population has been wiped out leaving their children to survive alone. Most of the children have formed tribes, each with their own distinct makeup and clothes. Each of these tribes follow different philosophies which invariably lead to conflict.

The first few episodes deal with establishing the characters and setting. The two rivaling tribes of the forest; the warrior Barbs, lead by the headstrong Zora, and the farmer Ants, lead by the religious and peaceful Phaygar, both live in fear of two things: the machines, and the Privileged, a power hungry-tribe lead by the equally power-hungry Flame, who is assisted by his advisor Harmony, and warrior leader Shadow.

An outsider named Skye finds his way into the Barb tribe; he doesn't know where he came from, and his memory is messed up. He quickly makes friends there. An ant whose name is Dan meets the Barb tribe, and decides he wants to be Barb, and not an Ant. Later, the Privs attack the Barb tribe, but Flame is defeated by Skye, and runs away.

During this time, Flame has also let one of the Discarded (the Privs slaves) become a Priv. Her name is Gwen.

Following the attack, the Barbs and the Ants decide they must work together; they join forces, and decide, to avoid argument, that Skye must lead the tribes that are now working together. They make their base in the Ant tribe, and despite a few arguments, are willing to try to get along.

Flame sends Gwen out as a spy to the tribes. She pretends to be an escaped discard; she meets Dan, who is actually her brother. Despite her brother being there, she stays loyal to Flame and gives him crucial information. When she is going back to Privs (the Ants and Barbs don't know she's a spy yet) she asks Dan to come with her. He says no, and she goes back on her own.

With the new information, Flame kidnaps Phaygar and Skye when they are out on a patrol. The Ants and Barbs are devastated about this, and Zora takes lead of the tribes.

Shadow and Harmony both are starting to get sick of Flame's selfishness... and they begin to scheme against him. Eventually, Flame and the Ant/Barbs decide a way to settle their differences: a game of passball (which is similar to the game Rugby). The Privs narrowly lose, and Harmony overthrows Flame, and Flame is taken by the Ant/Barbs and is kept prisoner. Although Harmony promised they would work together, she betrays Shadow and Discards him.

Phaygar and Skye escape from the Discards: so does Shadow, and we don't see him again for the rest of the series. (Fans think he met with the 'Bird' tribe. Keep reading.) The tribes are overjoyed with the return of Phaygar and Skye. Phaygar and Zora have a few arguments, but then decide to share leadership of the tribe. Flame is set free, although he must work like the rest of the Ants and Barbs. Skye and Dan, out on a patrol find a strange young boy... but it seems he can't speak. They take him back to the tribe and let him do what he wants.

Harmony needs a personal assistant. She chooses Gwen. Although it seems like Gwen is Harmony's slave at first, they soon become good friends. Very close, in fact. A mysterious Bird tribe comes and meets the Privs. It seems they want to trade. Harmony tells them we will meet with Zora and Phaygar to discuss trading.

Eventually, they do meet at a meeting. Harmony realises the Tribes have more in common than they thought, and it's as if they suddenly... become friends. Except for the rude Bird tribe, who soon leave. Harmony also realises that friends are more important than power, and hands the throne back to Flame, who has also changed, and decides to free the Discards. The Privs say they hope they get to have more nights like this.

Gwen thinks about staying with her brother, but decides to stay with Privs, knowing that they'll get to see each other again soon.

After the meeting, the Birds come back to the Ant camp. It turns out the stranger who came to their tribe was their leader's brother. The Bird tribe came to take the boy back. Skye asks why he doesn't talk, and the leader says, "He only talks about things he likes." (The boy had two lines in the show "Only the Prototype" and "BROTHER!". This means he likes his brother, and the machines.) The 4 tribes now seem unified. The birds leave, and the cast members of the Ant and Barb tribe stand around in a circle and Skye says, "I'm sure we'll have many more adventures to come." They put their hands together and say "Yay!" and the credits end.

The Tribes

There are three main tribes in The New Tomorrow. These are The Privileged, The Ants, and The Barbs.

The Privileged

The Privileged feel they are superior to other tribes and aim for perfection in both their looks and their actions. They live in the tunnels and rooms underneath an old water dam and are led by Flame. The Privileged have a group of soldiers, called The Warps who are a strong and courageous people and a group of slaves referred to as The Discards who work in the mines and plantations run by The Privileged, or if they are unlucky they work as The Privileged's personal servants. Movement between these groups is supposed to be determined by all The Privileged, however Flame takes it upon himself to choose many of those who are forced to change groups, even going so far as to 'Discard' fellow members of The Privileged at the drop of a hat.

The Ants

The Ants are a tribe of farmers which appears to consist of the more timid survivors who were in need of someone to lead them and give them purpose. This role has been left to High Priestess Faygar, who leads the group and has given them a belief system worshipping their ancestors. They pray to Bray (who represents good) and ask for his guidance, while Bray's brother Zoot has become the 'evil' in their mythology and the bringer of all problems. The Tribe looks to the day when 'The Ancestor' will return.

The Barbs

The Barbs are a primitive tribe who live in the forest and are protective of their lands and take only what they need to survive in order to conserve the environment. The warrior Zora leads them in their worshipping of the Sun, Moon and rain. They are good trackers and can move about the forest unseen by others. In the centre of the forest is their primitive settlement of wooden huts and camp fires.

This is a sequel to the popular children's series THE TRIBE.

While The Tribe focused mainly on the children surviving in the city, The New Tomorrow focuses on those in the countryside and the forest, and in particular on three tribes, The Ants, The Barbs and The Privileged.

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HARMONY (who fears that the Ants and Barbs might combine to challenge the Warps) persuades FLAME to teach the Ants a lesson.

Watched through the forest by two Barbs, KWARLI and JAG, DAN takes SKY with him to the Ant camp, where SKY meets the Ant leaders and learns about the Ancestor BRAY, the tribes and the monsters in the Forbidden Zone.

One of the leaders, OMAR, is suspicious of SKY and wants him to leave the next morning. DAN feels like a prisoner among the Ants and thinks OMAR is a bully. However, OMAR is also very kind, carving a secret gift for SAL, a little Ant who loves her piglet, STAR.

When FLAME is bored during dinner, he organises a contest between his champion Warp, Igra, and another Warp, LOL. LOL loses the fight and FLAME gives him the thumbs down – a move not popular with the other Privs. He tries to attack FLAME, FLAME renders him helpless with one swift moves and sends him to the Discards.

FLAME sends the Warps who have dressed like Barbs to attack the Ants camp. SHADOW the leader of the Warps leads the group. The Ants believe the Barbs have come to attack!

JAG and ZORA go searching for the stranger that KWARLI and JAG saw in the forest yesterday.

1 - 2 EPISODE 2

The Ants found a Barb arrow in their ravaged fields after the raid on their village. Sal was distraught because Star had disappeared in the raid. Omar blamed Dan for the attack because he went into Barb territory the day before. He wanted to counter-attack, but Faygar insisted that they should consult Bray and the Ants visit their shrine. Faygar recounted a story at the shrine that tells of times of paradise and great evil long ago. When they returned to the Ant camp, Sal and Sky were intrigued by postcards of Bray and the Mall Rats and Sky and Dan discuss them. Sal looks for Star, without success. Omar got angry at Sky, wanting him to be gone and calls the Ants to a meeting. The Ants argued about what to do about the raid. Cass wanted them to talk to the Barbs. Sky suggested sending a messenger to arrange a meeting. Dan volunteered to take a message to Zora. Faygar refused to let him go and decided to talk to Bray again. Dan defied Faygar and left for the Barbs camp. In the Priv compound, Harmony told Flame about Priv unrest over Flame's decision to discard Lol the night before. Shadow showed Flame his Barb disguise. Flame was impressed and glad that the raid went well. Shadow and Harmony fought about their roles. To bring some cheer to his Privs, Flame called for a competition. He selected three Discards, including Gwyn and Warps take them to a cell where they would wait fearfully. Gwyn tries to reassure her Discard cellmate. Flame thanked the Ants for the food and toasted Harmony for her plan. Flame then started a contest between Gwyn and the other two Discards. Gwyn won and was nervous about what winning meant for her. Kwarli and Jag watched Dan walking through the forest. Sky says his farewells at the Ants camp and Omar was glad to see him go. Sky and Dan meet up in the forest, then suddenly, they were hoisted into a tree, trapped in a net. Sal was overjoyed when she found out that Star was hiding in a hut.

1 - 3 EPISODE 3

SKY and DAN dangle in the net. KWARLI and JAG, excited that their trap has worked, emerge from the forest with other Barbs. JAG questions SKY and why he is with an Ant. He wants to punish Dan for being in Barb territory two days running. JAG eventually agrees to take SKY and DAN to ZORA, the Barb leader. When they find ZORA out fishing, DAN tells her that FAYGAR would like to see her. ZORA interrogates SKY and tells JAG to take DAN and SKY to the Barb base. Back at base ZORA asks SKY why FAYGAR wants a meeting, while JAG waits impatiently to punish SKY. SKY reveals to ZORA that he was found as a child and doesn't belong to a tribe. When DAN explains that FAYGAR wants to talk about a Barb raid on the Ants the night before, ZORA is outraged. DAN hits back, saying the Barbs "are just a bunch of savages." In the meantime at the Barbs camp, LEANNE and ERIN have been berry picking. ERIN has told LEANNE that one kind of berry is poisonous. An unhappy, juice-stained LEANNE says she has taken all the poison berries out of her basket and snaps at KWARLI. Then ERIN reveals to LEANNE that the "poisonous" berries are not poisonous. GWYN wakes in her room frightened, and a Discard brings her some food. FLAME bullies the Discard workers and makes SHADOW get rid of one of the Discarded Warps. FLAME encourages SHADOW to be tougher with the Discards. HARMONY enjoys GWYN'S fear and doesn't tell her what'll happen to her. GWYN is getting dressed up and FLAME, angry that no one has told her what's gong to happen to her, tells her he's decided she'll become a Priv. GWYN asks HARMONY about Priv life and tells her about being separated from her younger brother, long ago. GWYN is then presented to the Privs. With JAG, KWARLI, SKY, DAN and two Barb warriors, ZORA goes to confront FAYGAR. When ZORA and JAG arrive at FAYGAR'S door, OMAR tries to throw them out, but JAG prevents him. KWARLI helps CASS

with a hurt child's infection and CASS gives him a gift to thank him. As the argument escalates between FAYGAR and ZORA, JAG accuses SKY of being the cause of all the trouble, a spy who must be dealt with.

1 - 4 EPISODE 4

Ant and Barb leaders look accusingly at SKY and DAN jumps to his defence. SKY asks JAG for his evidence that he's a spy. JAG doesn't respond and the Barbs leave. FAYGAR listens to SKY'S point of view, makes him welcome and leaves with OMAR to discuss the situation. OMAR thinks SKY may be the Evil ZOOT, disguised as a friend. At the Barb camp JAG and KWARLI argue about KWARLI helping out Cass with the injured Ants boy. Out hunting, JAG gives ERIN a task to do, to help against the Ants. Later, ERIN decides to go hunting on his own for the first time and LEANNE is not happy. ERIN goes, near the Forbidden Zone. At the Ant camp, SKY and DAN argue about the Barbs. In the Privs' stronghold FLAME and HARMONY disagree about what to do about the Ants. Because FLAME wants to take over their land and make them work for the Privs, FLAME and SHADOW try to persuade HARMONY that the Warps should crush the Ants. HARMONY gives GWYN a Discard girl, MAGDAR, and GWYN tries to make friends with her. FLAME discovers GWYN and MAGDAR playing as equals. GWYN thinks quickly and tells FLAME she ordered MAGDAR to behave like a Priv, as a game. FLAME then asks to play at being a Discard. FLAME leaves GWYN exhausted from their "game". SKY leaves the Ants and they quarrel about him. SKY meets up with JAG and they begin to fight, but ZORA interrupts them and takes SKY fishing. This distresses JAG. As they cook fish they've caught, SKY tries to persuade ZORA to join forces with the Ants and ZORA tells him that the Barbs didn't raid the Ant camp. When he hears SKY'S gone, DAN becomes angry with FAYGAR. CASS follows DAN and tries to reassure him. When JAG arrives at the Barb camp, LEANNE is angry with him because ERIN hasn't come home. JAG seems to be unsympathetic but goes to find ERIN. As the Ants pray to the Ancestor, DAN leaves camp, he's had enough. In the Forbidden Zone JAG find Erin and rescues hime from a monster. DAN heads off, alone, into the forest.

1 - 5 EPISODE 5

DAN is in the forest, alone and hungry. He chases a chicken but finds nothing but broken egg shells. Back at the Ant camp, CASS worries about him but OMAR, busy replanting crops with SAL, is glad DAN and SKY have gone. In the Priv stronghold, SHADOW prepares the Warps to attack the Ants. SHADOW lines them up for FLAME'S approval. SHADOW advises they'll be ready in a week. FLAME decides that the attack should happen the next day. HARMONY knows the Warps aren't ready. HARMONY challenges FLAME'S decision to attack the Ants. FLAME argues that if he heads the attack and makes an example of anyone who resists, the Ants will be so scared there'll be no more trouble. HARMONY isn't so sure. Back in the forest, DAN is still hungry. He eats some berries. The berries don't agree with DAN's stomach and he becomes very sick. The Ants discuss sending a search party for him but FAYGAR decides that instead they will pray to Bray to protect him. In the forest, DAN lies semi-conscious. HARMONY asks SHADOW to persuade FLAME not to attack the Ants. Out playing, LEANNE and ERIN find honey and decide to eat it rather than sharing it back at camp. LEANNE gets her own back on ERIN by making him eat a bee. While ERIN chases LEANNE for tricking him they stumble across DAN lying semi-conscious in the forest. In the Priv gardens, GWYN beads MAGDAR'S hair. HARMONY, disapproving, interrupts them and summons GWYN to meet with her before they eat. In the Barb camp, ZORA works with SKY on some fishing tools. LEANNE and ERIN burst into the Barb camp carrying DAN. KWARLI realises DAN has eaten snake berries. Only the moonflower antidote can save him and it is only found in the forbidden zone. SKY offers to find it and ZORA agrees that KWARLI will go with him. SHADOW suggests to FLAME they wait to attack the Ants until more Warps are trained. FLAME questions SHADOW'S loyalty. If SHADOW won't do it, he'll find someone else. GWYN meets with HARMONY. HARMONY warns GWYN that she is too nice to MADGAR and tells her that if she wants to stay a Priv she must start thinking like one. JAG argues with ZORA about letting KWARLI look for the moonflower and that the stranger must leave the Barb camp. But ZORA has told SKY he can stay as long as he wants. SKY and KWARLI find the moonflower but also spot a machine. They escape quickly with the moonflower back into the forest. MAGDAR and another Discard amuse the Privs. SHADOW avoids HARMONY and FLAME boasts that tomorrow they will teach the Ants a lesson. KWARLI and SKY arrive back at the Barb camp where DAN is only just alive. KWARLI goes to prepare the moonflower medicine. HARMONY argues with FLAME that they are still not ready to attack the ANTS. FLAME reminds HARMONY that anyone who doesn't agree with him can be discarded including her. KWARLI gives DAN the medicine, ZORA sends LEANNE and ERIN out of the tent for causing trouble. When they complain to JAG he finds they have been eating honey. At the ANTS camp FAYGAR and the Ants pray that DAN will be safe. LEANNE and ERIN are punished for not sharing the honey by having to clean fish for a week. Sky and Zora wait at Dan's bedside, willing him to live. SKY practices his fight moves inside the Barb camp. JAG meets SKY to tell him that DAN is making progress but also to tell SKY that neither he nor DAN are welcome. SKY finds DAN awake and is told by KWARLI he must tell DAN that he has to go back to the Ants camp. DAN doesn't want to go back, he wants to join the Barbs.

1 - 6 *EPISODE 6*

HARMONY and SHADOW argue about the Warps being ready for the attack on the Ants. FLAME interrupts them. He wants to get some practice in before the attack and asks SHADOW to find him a sparring partner. GWYN talks to MAGDAR and reminisces about her brother and her family. She shows MAGDAR a necklace her brother gave her. MAGDAR is weary of talking to GWYN and doesn't want to get in trouble. JAG is laying a trap down by the river. ERIN interrupts him asking if an Ant can be a Barb. ERIN tells JAG he overheard DAN telling SKY he wants to join the Barbs. FLAME finishes off his sparring as HARMONY approaches. FLAME says she has nothing to worry about – does she know anyone that can beat him? FLAME tells her he plans to be a hero when he's defeated the Ants. The Ants learn that the Warps have tricked them. CASS and OMAR want FAYGAR to meet with ZORA to form an alliance with the Barbs, but she doesn't want to. Although she says OMAR can increase the defence guard, she believes that BRAY will protect them. She is adamant not to side with ZORA and her Barbarians. HARMONY walks in on GWYN and MAGDAR. When she sees GWYN being friendly to MAGDAR, HARMONY tells her she must return to being a Discard because she does not behave like a Priv. SKY confronts JAG about his eagerness for DAN to leave. JAG insists that DAN and SKY must leave. KWARLI tells SKY that if DAN tries to stay then JAG will make him take the test of courage to become a Barb. DAN wants to do it but ZORA lets SKY take the test for DAN, JAG takes SKY for a fight, on a booby-trapped path. FLAME and SHADOW take a Warp war party into Barb territory. FLAME checks that SHADOW has instructed the Warps to look out for him. To avoid being discarded, GWYN accuses MAGDAR of stealing the necklace her brother gave her. HARMONY sends MAGDAR to the Forbidden Zone and lets GWYN stay, even when she learns later that GWYN lied. When the war party comes across JAG and SKY negotiating the booby-trapped course, SKY frees himself from a trap and helps JAG fight the Warps. They become separated and FLAME pursues SKY. DAN and ERIN, who have been secretly watching JAG and SKY, help JAG. And as soon as SHADOW and the Warps leave to help FLAME, DAN, ERIN and JAG run to warn the Barbs. Meanwhile SKY has fought and beaten FLAME (whose face gets cut). SKY retreats telling FLAME they will meet again. Back at the Barb camp, DAN learns he's been accepted as a Barb but worries because SKY has not returned. When they get back to the Priv complex FLAME tends to his wounds. He tells SHADOW he wants SKY found, whatever it takes.

1 - 7 *EPISODE 7*

DAN awakes in the Barb camp. He is still worried about SKY who hasn't returned. LEANNE tells DAN that a ceremony will now be held to welcome him to the tribe. The morning after his fight with FLAME, SKY wakes in a cave and finds some artefacts and pictograms, including one of a teardrop that he recognises. FLAME, furious that SKY beat him and has hurt him, wants to be left alone. FLAME is worried about the scratch on his face – it is a sign of losing. SHADOW tries unsuccessfully to keep HARMONY away. FAYGAR returns from seeking guidance from BRAY and asks OMAR to take her to Zora. It will be the best thing for both tribes. SKY returns to the Barb camp as DAN is inducted as a Barb. When they are reunited, SKY won't commit himself to joining the Barbs. Erin gives DAN a gift as a welcome present. SKY, OMAR, JAG and DAN argue about who belongs where. OMAR accuses the Barbs of stealing DAN. HARMONY dares a Warp guard to stop her from seeing FLAME. She barges into his room. FLAME tells SHADOW to find SKY. HARMONY suggests that FLAME needs to show everyone he is just as strong as ever. He shouldn't take any blame for the failed raid. HARMONY suggests FLAME should persuade SHADOW to take the blame. CASS and SAL capture the chickens let loose during the Warp raid. FAYGAR'S meeting with ZORA is tense, but after FAYGAR talks her around, ZORA decides to join forces with the Ants. ZORA invites SKY to join the Barbs. He agrees to stay for now but not to join. JAG challenges ZORA'S decision and is still unhappy about it when ZORA and FAYGAR tell the assembled tribes that they are to unite. FLAME summons SHADOW for a talk. He butters him up with his freshest fruit. Alone in the hills and overlooking the uniting of the Barbs and Ants, SKY holds an amulet: a tear-shaped pendant identical to the one in the pictogram in the cave.

1 - 8 *EPISODE 8*

At the Ants camp FAYGAR reassures OMAR that bringing the tribes together will work out. ZORA tries to do the same with JAG at the Barbs camp. SKY tells ZORA that he thinks FLAME will back off now the tribes have united and if he doesn't We'll have to fight. DAN is helping out with his new Barb duties and is picking mushrooms in the forest with LEANNE. He wanders into the forbidden zone not listening to LEANNE'S warnings and finds a pony trapped in some vines. In FLAME'S lair he is feeding SHADOW his finest food. FLAME persuades SHADOW to take the blame for the failed raid and then publicly humiliates him in front of the Privs. He then offers him a reward for accepting the blame, once he's hunted down SKY and beaten the Ants and Barbs. The Ants and Barbs get to know each other. JAG and SKY share their fighting skills with the Ants. CASS shows KWARLI and ERIN the hen pen and how they gather their eggs and KWARLI shows the Ants how to irrigate their fields. SAL gives ERIN his first taste of milk and teaches him how to milk a goat. DAN and LEANNE manage to untangle the pony and lead it back to the Barbs camp. GWYN tells FLAME she's glad he's all right after the raid. He's not impressed that the Privs have been talking about him. HARMONY wanders in and reminds GWYN that

she had better not get too close to FLAME or she'll be sent back to the Discards. A group of Warps visit SHADOW, offering to support him against FLAME, but SHADOW sends them away, almost sure that FLAME'S offer of a reward is genuine. HARMONY tells FLAME that she has an idea for beating the Ants and Barbs. Just as it seems the Barbs and Ants are working well together, JAG and OMAR come to blows and SKY suggests having a contest to decide who will lead the combined tribes. DAN questions SKY as he seems worried. SKY tells DAN about the drawings he found in the cave. SKY draws his amulet in the sand and asks DAN if he is familiar with it. DAN hasn't seen it before. When they leave, an unknown person studies the drawing and erases it.

1 - 9 *EPISODE 9*

The Ants and Barbs compete to decide whether OMAR or JAG will lead their warriors. The winner will be the team that captures the other team's flag and the only weapon allowed is a kind of paint ball made of fish guts and berry juice. Because ERIN runs off with the Barb flag the Barbs win by default. While the contest is on SKY slips away to the cave, seen by ZORA. He studies the pictograms again, the teardrop, a landmark and a door in the ground of the Forbidden Zone. He goes to the Forbidden Zone, and just manages to escape a machine. He sees the landmark and finds the door, but can't open it. When he sneaks back to the Barbs, ZORA sees him again and he asks her about the machines. HARMONY catches GWYN on her way to approach FLAME, to protect herself from HARMONY. GWYN tries again and reaches FLAME while he's exercising outside, unaware that she's being watched by someone reporting to HARMONY. FLAME is haunted by his loss to SKY. HARMONY suggests they send out a spy to see what the defences of the Ants and the Barbs are. She tells SHADOW to select a Warp to be a spy. SHADOW insists that the Warp will need a reward if he succeeds – Harmony suggests the Warp will become a Priv. FLAME rejects CRUSHER, the chosen Warp. When HARMONY chooses another Warp, FLAME reassures SHADOW that he will not keep his promise that the Warp will become a Priv. HARMONY then tries to Discard GWYN. When GWYN stands her ground they go to ask FLAME to intervene. FLAME tells HARMONY off. Only he can Discard. Then he tells GWYN off too and says she must replace the chosen Warp and spy on the Ants and Barbs. JAG and OMAR quarrel about the way the Barbs win, FAYGAR doubts that the Ants will follow JAG and eventually FAYGAR and ZORA suggest that SKY becomes leader.

1 - 10 *EPISODE 10*

DAN is reunited with his lost sister, GWYN while out hunting with Erin. ZORA welcomes her and asks her to share information on the Privs. GWYN already has a well thought out story. When the eggs are stolen again, OMAR and JAG argue about who took them. OMAR accuses JAG and his Barbs of stealing the eggs. SKY tries to straighten things out. Not everyone is convinced that SKY was the right choice as leader. CASS gets LEANNE to help SAL watch the hen pen and catch the thief. LEANNE sets a trap. With KWARLI's help, SKY devises a strategy to defend the tribes and unite them against the Privs. ZORA & FAYGAR agree to join forces if the defense system works. OMAR & JAG are encouraged to work together setting traps around the lookout and hideout points. The system (mirror & arrow signals sent through the forest) is tested and proved effective. GWYN keeps an eye on everything and studies SKY's plan. SKY tells ZORA about the door pictogram in the cave. She tells him to forget about it. FLAME is desperate for information about SKY. He orders SHADOW to signal GWYN to report back. GWYN spies on ZORA and follows her into the forest, but then goes in a different direction and finds SHADOW's signal – red curtains hanging in the forest hut. The trap in the hen pen has snapped, meaning the thief's hand must be hurt. JAG's fingers are black and blue. He's not keen to help OMAR build a fence. ZORA is in the cave, troubled by a pictogram of two babies, a boy and a girl.

1 - 11 *EPISODE 11*

As a storm approaches, JAG gives ERIN the responsibility of looking after the Barb firestems and CASS gets LEANNE and SAL to keep an eye on baking bread. While LEANNE is playing with SAL's hair the bread burns to a crisp. SKY seeks FAYGAR'S advice about the signs in the cave, without mentioning his amulet, and takes her to see them. ZORA follows them. In the cave, FAYGAR finds proof of something and is distressed by the drawings of the children of ZOOT and BRAY. She runs off. ZORA asks SKY if FAYGAR found anything interesting in the cave. GWYN files her first spy report to SHADOW. She heads back to the Barb's camp and gets a rundown of the Barb signal system from KWARLI. She and DAN agree never to separate. FLAME has a tantrum and SHADOW tells him SKY'S name and that the Ants and Barbs are building defences together. He asks SHADOW to keep an eye on HARMONY. When FLAME meets up with HARMONY he tells her that he'll drag SKY to the Priv stronghold and asks her to keep an eye on SHADOW. FAYGAR tells SKY that she was frightened in the cave because of a legend saying that if descendants of ZOOT and BRAY ever come together "A great darkness will come upon the world". She leaves to consult BRAY and SKY follows her to the shrine. After the storm breaks, ERIN finds it hard to protect the firestems and GWYN slips away again to meet with FLAME, who pressures her for more information. As the tribes huddle together, terrified, in the Ant communal hut, they notice GWYN and ERIN are missing. JAG leaves to find ERIN. As SKY reaches FAYGAR and tries to persuade her to escape the storm, a machine struck by lightning makes for the Ant camp. SKY and

FAYGAR run to warn everyone.

1 - 12 *EPISODE 12*

The storm has abated. In the Ant camp, damaged by the rampaging machine, eggs are an issue as the hens have run off. SAL is placed in charge of keeping them warm in the hopes that they will still hatch. LEANNE and ERIN are asked to help too. SKY goes off to track down the machine that entered the Ant camp during the storm. OMAR goes with him. They find it apparently dead but it comes to life. When the tribes – except for JAG – meet to discuss their fears, FAYGAR and SKY cannot reassure them. DAN suggests that GWYN becomes a Barb and ZORA is happy to accept her, though JAG is not happy about it. Nor is GWYN herself. She's not cut out to be a Barb. FLAME wants her to befriend SKY. SKY and GWYN spend some time together. As they talk he tells her he's looking for his family. SKY discusses BRAY & ZOOT with ZORA and learns that ZOOT had a son. JAG blames SKY for the recent troubles and says he is bad luck. SHADOW and HARMONY spy on each other for FLAME and after they report to him, he prepares punishments for each of them. The Barbs and Ants prepare a banquet to bring everyone together. A special Ant treat is not a success and everyone learns that the twenty eggs have been reduced to twelve. SKY leaves the party, upset at what he's heard from ZORA and JAG and refuses to speak with DAN.

1 - 13 *EPISODE 13*

Shadow is devastated by PRINCE'S disappearance and HARMONY is horrified by the glue in her hair. FLAME tells them that they are being punished for betraying him and tells them he's off to see GWYN, whom he can trust. HARMONY and SHADOW realise that they've been spying on each other and HARMONY suggests to SHADOW they should join together instead of fighting. At the Barb camp, DAN wonders whether GWYN really wants to be a Barb and she lies, assuring him that she does and telling him that SKY also wants to be a BARB., FAYGAR is crushed and puzzled to hear that SKY wants to become a Barb and when they hear, JAG & ZORA argue about it and about & GWYN becoming a Barb. When SKY turns up he tells them he isn't going to become a Barb. GWYN meets FLAME and tells him she hates being with the Barbs. FLAME says that he's going to capture SKY today and then move on to the Ants & Barbs. GWYN asks him to spare DAN. SKY tells ZORA he's a jinx and is worried he's a descendant of ZOOT. ZORA assures SKY he isn't evil but he decides he's of no use to the tribes. When DAN invites the Ants to see GWYN & SKY made Barbs, FAYGAR explodes with anger, but as the Barbs meet before GWYN'S ceremony, SKY tells FAYGAR he is not going to become a Barb. He then quietly leaves. The eggs begin to hatch, but FAYGAR's more concerned about SKY'S departure. Meanwhile GWYN is made a Barb and is very uncomfortable about it. FAYGAR goes to find SKY while ZORA, OMAR, KWARLI and JAG discuss the direction he's gone in. GWYN slips away and signals to FLAME & SHADOW. FLAME captures SKY. Then SHADOW captures FAYGAR, coming along behind SKY

1 - 14 *EPISODE 14*

OMAR and KWARLI return from trying to find SKY but find no trace of him or FAYGAR. OMAR and JAG put aside their differences and JAG uses his tracking skills to try and locate FAYGAR and SKY. ZORA sends GWYN to clean furs and when DAN quarrels with JAG and joins her, GWYN tries to comfort him. SHADOW fetches SKY and FAYGAR from their cell. When he brings them before FLAME, SKY accuses FLAME of being a bully. HARMONY then taunts FAYGAR about BRAY and tells her that the Privs have a spy at the Ant camp. FAYGAR passes this on to SKY. When GWYN goes to meet SHADOW she learns that FLAME is not bringing her back yet. KWARLI joins the Ants at prayer and then helps CASS show the Ants how to draw, while OMAR & JAG track together. They find FAYGAR'S necklace and take it back to CASS. ZORA asks CASS for a meeting with everyone. At the Priv complex, HARMONY wants FLAME to give the Ants and Barbs an ultimatum: "surrender or prepare to fight" and FLAME tells SHADOW to deliver it. SKY wins a fight with a thug and SHADOW is not happy about HARMONY'S ultimatum idea. When ERIN and LEANNE join in the drawing, and ERIN fights SAL fight about what he's drawn, ERIN runs off. SHADOW is waiting in the forest. He grabs him and gives him the ultimatum. ERIN arrives back during the Ant and Barb meeting, where ZORA has explained why SKY left. After he passes on SHADOW'S message, ZORA says she'll be leader.

1 - 15 *EPISODE 15*

JAG and KWARLI are setting traps in the forest when they hear ZORA sound her horn calling everyone to the camp. Because of FLAME'S ultimatum ZORA tells them all they're moving to the Ants camp. CASS welcomes them as they arrive, but OMAR does not. Some of the Barbs start taking advantage of the Ants generosity. SHADOW meets GWYN to bring her back to the Priv compound. But GWYN won't leave without her brother who FLAME promised to make a Priv. SKY is showing too much strength. FLAME tells SHADOW to fight SKY so that everyone can see his weaknesses. HARMONY locks FAYGAR up with the Discards and tells her about the ultimatum. After the Discards watch FAYGAR pray and HARMONY mocks her, a Discard child offers FAYGAR food. She tells the Discards a little

about the Ancestor, and then asks BRAY to help her save the Discards. KWARLI is scouting around the Ant's Camp and comes across the shrine. He finds an old bicycle. In the Ant camp, tensions between the tribes continue and in FAYGAR'S hut ZORA finds some parchment with pictograms on it, and ZOOT'S goggles, in a wooden box. SAL has had enough of ERIN'S behaviour. She teaches him a thing or two about soap and water. GWYN takes DAN to the forest and tells him the Privs know everything. When the Warps arrive, DAN realises the truth and flees. GWYN looks for him, then gives up and goes with the Warps. SHADOW is practicing his fight moves when FLAME walks in. He asks SHADOW to lose the fight with SKY. SHADOW tries to win but SKY beats him. FLAME announces that he'll be the next one up against SKY. He then finds out that SHADOW wasn't able to win.

1 - 16 *EPISODE 16*

FLAME is optimistic about his impending fight with SKY. He watches SKY moving rocks by the dam and instructs SHADOW to keep him working all day and to cut his food rations. In the Ant camp, Dan tells ZORA that GWYN was captured by the Warps. ZORA becomes concerned that the Warps know exactly where and when to find people from the tribes. She looks for KWARLI and JAG so they can build more traps and orders the Ants to work on a fence around the camp. SAL, CASS and OMAR don't like ZORA'S bossiness and when KWARLI turns up on a bike made from pieces of the Ant shrine, OMAR attacks him for pulling pieces off their shrine. Then he disappears. ERIN, LEANNE and DAN try to care for the sick pony and DAN, sad about GWYN, also watches the chicks with SAL. At the Priv complex, FLAME and HARMONY test GWYN's loyalty to the Privs. and when they trap her in her own lies, they discard her. As she delivers GWYN to the Discard camp, HARMONY sees FAYGAR leading the Discards in prayer to the Ancestor, and get the Warps to take FAYGAR away. SKY shifts rocks to and fro, under heavy guard and taunted by FLAME, and SHADOW starts to feel sympathy for SKY. HARMONY uses SKY'S increasing physical weakness to persuade FAYGAR to give up her "mumbo jumbo" and return to work. FAYGAR has words with GWYN about her betrayal. OMAR has sneaked off to the Priv compound to rescue GWYN and FAYGAR not yet knowing the full story of Gwyn's deceit. GWYN slips away alone and when OMAR and FAYGAR take off, FAYGAR is caught by some Warps. KWARLI turns up on the bike and rescues OMAR from the Warps that are close on his tail. OMAR apologises to KWARLI. When they get back to camp, they're made welcome by everyone except ZORA who says that the Ants need to survive more than they need FAYGAR. SHADOW brings SKY food but only a couple of potatoes. GWYN tries to persuade HARMONY to take her back as a Priv, but is sent back to the Discards. FLAME arranges for Warps to sing to stop SKY sleeping and he's not happy when SHADOW suggests he's going to make it an unfair fight. As they sit with the pony, DAN tells LEANNE that GWYN was a spy. ZORA calls the Ants & Barbs together and forbids any more arguments or discussions, LEANNE tries to persuade DAN to tell ZORA about GWYN but he won't. ZORA reminds them it's all about survival now.

1 - 17 *EPISODE 17*

Warp guards come for Sky in the early morning, to make him excavate rock. Faygar is still angry with Gwyn for having betrayed them. Flame is practicing against a Warp but Harmony is anxious that Sky may beat Flame. In the Ant camp, Cass and Omar are unhappy about the Barbs they scratch, smell, burp and snore. Leanne again tries to persuade Dan to tell Zora the truth about Gwyn. As Zora supervises workers building the protective fence, Dan finally tells her. She sees Dan as a risk and orders him to be made immobile. Sky, Faygar and Gwyn work on in the Discard camp. Faygar and Sky suggest different ways for the Discards to improve their lives and Gwyn shows some sympathy for Sky's motives. Harmony visits Sky, to hedge her bets in case Sky beats Flame, and offers him a little rest. Gwyn offers Sky a drink, watched by Faygar. Shadow then collects Sky for the contest with Flame. While Dan's held under guard, ball-playing children damage Cass' washing and Erin falls in love with Kwarli's bike. Zora tells Omar and Kwarli about Gwyn. She decides to abandon traps and trip-wires and concentrate on defending the Ant camp. Erin tries to ride the bike and just as Kwarli tells Cass about Zora's change of plan, Erin rides past her through a mud puddle. Cass tries to reassure Sal, who is frightened, as the camp becomes a hive of activity. Zora is firm: the defences are about survival, for everyone. Even the youngest tribe members must help. Leanne visits Dan to tell him the pony's better. Shadow helps Flame warm up for the contest and is appalled that Flame doesn't want to beat Sky fairly. The guards refuse to give Sky a drink and the contest begins. Sky is defiant and at first does well, which pleases Shadow. But eventually Flame wins and Shadow tells Harmony he cheated. Sky's dumped back at the Discard camp and Faygar makes sure he has water and shelter, while Gwyn is overwhelmed by guilt. Flame celebrates and Harmony suggests to him that Shadow is a risk.

1 - 18 *EPISODE 18*

Morning comes. The machines rumble and Zora is not in a good mood. When she sees the camp's deserted, she beats on the gong to summons everyone from their sleep. They must all start work immediately without breakfast. They get breakfast when they've earned it. Sky wakes to find that the Discards' attitude to him has changed because of a rumour that he's descended from Zoot. Faygar offers to do something about it and asks Sky to go along with her plan. She then visits the Priv leaders and tells

them she believes that Sky's a descendant of Zoot, showing him the amulet he wears, as proof. She claims that, according to the prophecy, the Terrible Darkness will come if the descendants of Zoot and Bray come together. Because the evil began when Sky a descendant of Zoot -arrived at the Ant camp, (where there's a descendant of Bray) everyone, including the Privs, is in great danger. Flame asks Faygar what she wants. Then, as Sky tries unsuccessfully to reason with the Discards, who close in on him, encouraged by Gwyn to Get him! Warp guards arrive to keep him guarded. The Ants and Barbs continue with their defences, except for Erin who takes off into the forest on the bike. Sal refuses to talk to Dan, who is very depressed, and Kwarli and Omar decide to make more traps in the forest against Zora's orders. In the hen pen, Leanne tells Sal that Erin's missing, with the bike. In the Priv stronghold Faygar continues to persuade Flame to let Sky go or get rid of him and discusses the possible Ant and Barb surrender with him. After inspecting the Warps, Flame tells Sky, now back in a cell, that Faygar fears him; and threatens him with being sent to the Forbidden Zone. Harmony farewells Flame and Shadow as they leave for the attack. She visits Faygar, also now in a cell, and threatens to bring Sky to join her and accuses her of trying to trick everyone with her prophecy stories. Zora forbids eating until the defences are finished and as Kwarli and Omar work on a trap they discuss her bossy new ways. Erin sees a Barb guard ambushed and the signalling mirror shattered. He warns Kwarli and Omar and they race for the Ant camp. Sal takes refuge with the chicks. Just as the Privs reach the Ant camp, Harmony arrives with Faygar, who says there must be no fighting because Sky is a descendant of Zoot and wants to bring the Terrible Darkness and destroy the tribes. The Ants and Barbs can surrender. Or Faygar suggests, there is another way, to have a contest. Flame suggests pass ball. Zora agrees: Winner rules everything Flame. You're on!

1 - 19 EPISODE 19

The Ants and Barbs prepare for the pass ball game with the Privs. Kwarli has them training hard but Erin doesn't want to. He fakes a sore leg but Kwarli knows Erin is lying. Dan is set free to play. Sal reassures her chick, Happy, and discusses Happy's birthday and the pass ball game with Cass. The practice game starts and Erin uses his skill at the game to get use of the bike. Harmony and Shadow are unhappy that Flame has agreed to play against the Ants and Barbs, because they believe the Ants and Barbs are ready to surrender. Flame says he'll join the Ants and Barbs if the Privs lose. Shadow is still upset that Flame broke the warrior code by treating Sky badly before their fight. Harmony taunts Shadow and checks out whether he's going to challenge Flame. Then she warns Flame that Shadow may be untrustworthy, and claims that Flame will never have to worry about her, she's as loyal as they come. She and Flame agree that the Privs are best and bound to win against the Ants and Barbs, and to continue to rule. Faygar, Gwyn and Sky discuss the rumours about Sky being a descendant of Zoot, and Gwyn's treachery. Gwyn is still upset that Dan stayed with the Ants and Barbs. Sky and Gwyn also talk about Dan and Flame, and accuse each other of causing harm. Talking with Faygar, Sky defends Gwyn, pointing out that he and Faygar are prisoners because of the Privs. He and Faygar talk about the machines, the legends and the cave drawings. Sky vows he'll get to the bottom of the whole mystery but Faygar reminds him he can't do that if he's a discard. Everyone gathers for the game. Harmony takes Sky, Faygar and Gwyn. Flame gets Sky to play but takes him off when Sky tries to sabotage the Priv side. The Privs are winning but then Dan is substituted for Erin. Erin scores a few goals and the Ants and Barbs win. Reminding Flame that he said he'd join the Ants and Barbs if the Privs lost, Harmony takes over the Privs. Meanwhile, back at the Ant camp, a stranger arrives.

1 - 20 EPISODE 20

The Ants and Barbs celebrate their victory. Erin is annoying everyone by boasting about making the winning goal. As they celebrate they wonder what to do about Flame. Dan talks to Flame and tells him he's Gwyn's brother, displeasing Cass and Zora. Sky, Faygar and Gwyn are working in the Discards camp when Shadow is brought in by Warp guards. One of the Warps summons Gwyn to Harmony's room. The stranger watches Erin on his bike. Things start to go missing from the Ant camp including all the eggs and Kwarli's boots. Then the stranger steals Erin's bike. Harmony meets with Gwyn and asks her to be her personal handmaiden and Gwyn asks if Dan can join the Privs, Harmony says he must be a Discard first, just to test that Gwyn can be trusted. Zora visits Flame and asks him what he thinks Harmony will do. Flame's not about to tell her anything. Faygar and Sky talk about Shadow, Faygar tells Sky that Shadow got his scar from the machines. Then Gwyn, dressed as a Priv, arrives and tells Faygar she's free to go back to the Ants, with a message for Dan. Sky discusses escape with Shadow and tries unsuccessfully to find out about his experience with the Machines. When Faygar arrives at the Ant camp, she and Zora fight over her hut and Zora claims that Faygar sold out the Ants. Then Faygar finds that her precious box is empty. When Dan arrives at the Priv stronghold, Gwyn shows him round. Harmony explains that Dan will have to spend time as a Discard to prove himself. He gets delivered to the Discard camp. Sal has found a goat who is unwell. Kwarli gives the goat some herbs and he and Omar deliver him to Flame's hut, with great pleasure. Flame's horrified. The stranger examines his new possessions, including Zoot's goggles, in his shelter. And Faygar asks Bray for help.

1 - 21 EPISODE 21

The Stranger, on Kwarli's bike, encounters the machines and speeds away. Then he returns to Zoot's goggles and stares intensely at them. At the Ant camp Faygar gets bossy with Leanne and Erin for not doing their chores. They are worried because they hear the machines. They then go to look at Flame, still sharing accommodation with the goat. He growls at them. They complain to Zora that Faygar is being bossy and that Flame scared them. She isn't very sympathetic and tells them not to visit Flame again. Zora visits Flame and asks him to be nice. Flame offers to join forces with Zora - she tells him to forget it. Meanwhile Cass and Omar reassure Faygar who is feeling suspicious of Zora. The tribes are getting along well now, they tell her, and they and the other Ants still think of her as their leader. After Kwarli explains to Sal that even though you can't see something it may still be there, she plays a game with her chick Happy, whose birthday present has gone. Harmony, relishing her new position as Priv leader, seeks enthusiasm from Gwyn, and sings to her, while Sky and Dan, working near Shadow, plan an escape. When Sky and Dan escape, pursued by Warps, who do not find them, Shadow takes the opportunity to escape as well. When news of the escape reaches Harmony she's furious. The Ants and Barbs gather at the Shrine, where Faygar and Zora clash about their beliefs and whether the machines and prophecies are more dangerous than Harmony. Zora agrees to lead only the Barbs but Faygar doesn't trust her. When the Ants and Barbs gather for supper, Zora volunteers to take Flame his and explains to him he has no power. However he warns her to be careful as he might get even in future. Faygar and Cass are suspicious because Zora spends so long with Flame and when she comes back, she and Faygar argue again about Harmony and the ancestor. Everyone gets spooked when Faygar warns about the descendants of Zoot returning. On their way home, Sky and Dan celebrate their escape, watched by the Stranger.

1 - 22 *EPISODE 22*

Making for home and moving furtively through the forest, Sky and Dan hear the machines. As they fish, the Stranger watches them. When cooking their fish, they notice him and pursue him. They capture him and find his shelter and the things he's stolen from the Ants and Barbs. Gwyn reports to Harmony that Dan and Sky have not been found. Back at the Ant camp, Sal collects eggs. Kwarli and Omar garden and discuss Faygar and the Terrible Darkness, as well as Kwarli's surprise that he's ended up gardening. Leanne and Erin play wakaball with a tomato, with unfortunate results for Leanne. Cass stands up to Flame, who is bored and Zora and Faygar discuss Flame, the leadership of their tribes and the Ants' faith in the Ancestor. Gwyn and Harmony talk about perfection and Harmony does Gwyn's hair. The Ants and Barbs decide to free Flame and place conditions on his stay: it's temporary, he mustn't scare the little ones and he has to earn his keep. So Flame learns to garden, under the stern supervision of Sal. Meanwhile Cass and Faygar cook, along with a reluctant Erin who thinks that cooking is girl's work. As they work, they discuss Zora. When she arrives in the kitchen after seeing Flame at work, Erin tells her that Cass and Faygar were talking about her and there's an awkward moment. As they share dinner, tensions show among the Barbs, the Ants and Flame. Sky and Dan question the Stranger who refuses to respond to them, and set up camp for the night. By the light of the moon, Sky, intrigued, watches the Stranger staring into the fire.

1 - 23 *EPISODE 23*

Sky and Dan bring the Stranger back to the Ant camp, with the things he stole from them. The Ants and Barbs put him, withdrawn and silent, in the Ant prison hut. As Faygar prays for guidance about him, the Stranger begins to make patterns with some grain. Sky suspects Flame knows the Stranger and Flame unconvincingly denies this. Sky then sees the Stranger's patterns, of Zoot's goggles, machines, circles and stars. "Who are you?" he wonders. Sal is thrilled her present for Happy has come back. Erin teases her with chicken talk and then Sal persuades Leanne to talk like a chicken too. Zora hopes Dan can help her find out what Harmony's planning but, still hurt about Gwyn, he can't help her. At the Priv complex, Harmony panics because she has a spot on an important day. Gwyn suggests how to deal with the problem and Harmony makes her inspection masked, with Gwyn telling her what to say. After the inspection, Harmony believes that everyone adored her and is delighted to find her spot has gone: time to celebrate! When she starts to celebrate alone, Gwyn's disappointed, and Harmony reminds her that she is special and Gwyn is not. As Sal orders Dan and Flame around in the vegetable garden she gets the better of Flame. Sky and Zora examine the Stranger's drawings together but when Faygar joins them and sees the markings, she freaks out. Kwarli explores the night sky for evidence relating to the drawings and Faygar decides that the Stranger is a descendant of Zoot. Cass takes the little ones to bed and Flame warns her against mentioning the machines in a bedtime story. Then, once Flame's gone to bed, Sky asks Kwarli What have you got? As the storm rages, a machine bows in worship in front of a huge stone and Cass tells Sal, Erin and Leanne a story. Flame has a nightmare about Harmony and the Stranger. And Kwarli explains what he's found out, while the Stranger himself gazes at his drawings. Even with Kwarli's information, the tribe members can't make sense of it all. In the morning, Sky and Zora leave camp, in search of more information.

1 - 24 *EPISODE 24*

Representatives of the Bird tribe, including Sunni, arrive at the Priv complex to meet with Harmony. She and Gwyn feel uneasy when Sunni claims that the Birds take whatever they want. Dan and Erin are sick

of following everyone else's rules. They discuss going into the forbidden zone to help Zora and Sky. At the Ant camp, Flame tells the Barb guarding the Stranger that Cass wants to see him and someone takes the bar from the Stranger's window. When Cass takes the Stranger some food, he's gone. Omar and Kwarli go to find him, leaving Dan, Erin and Sal in the garden, where Sal experiments to find out whether water will make a chicken or Erin grow. While the Stranger keeps moving, with Omar & Kwarli behind him, Faygar tells Cass that she's responsible for the escape. She's distraught: We have to prepare for the prophecies. The coming of the descendant of Zoot. Or we're doomed. Cass apologises to Flame for accusing him of letting the Stranger go. She tells Faygar that she should have discussed setting the Stranger free before doing it. Erin, Sal and Leanne argue. Zora and Sky reach the cave and find a sign that leads them onwards, then the monument. They feel its energy. A Warp patrol arrests Kwarli and Omar in the forest while the Stranger watches and takes them to Harmony who questions them about the Stranger. As they walk along the riverside, Sky and Zora see the Stranger. Together, thanks to Zora's skill, they recapture him. At dinner, the Ants & Barbs worry about Kwarli and Omar, Flame tries to scare everyone and he and Dan go head to head. Over at the Priv complex, Gwyn takes Omar and Kwarli some food and offers to help them.

1 - 25 *EPISODE 25*

Dan tries unsuccessfully to copy the way Flame crushes an apple. When Faygar sees Sky and Zora bringing in the Stranger, she is disappointed. Flame jokes that the Stranger's return means they're all doomed and Sal silences him. But Dan's happy to see Sky and Zora back again. He just wishes he could have joined them. Faygar's still troubled as she, Cass and Dan catch up with Zora and Sky, who acknowledge that Dan could be helpful another time. They agree to search for Omar and Kwarli if they're not back by sundown. At the shrine, Zora tries to calm Faygar and persuade her that the Stranger's not a threat, while Sky tells the stranger he's now free. In a Priv cell, Omar and Kwarli look for a way out. Sunni seeks an intertribal meeting and, with his eye on Gwyn, suggests to Harmony that trade includes trading slaves. He and Harmony are both interested in trading information. Gwyn gets angry with Harmony for considering trading her, then she and Harmony explore the meaning of their relationship. Out berrying, Leanne and Erin find a baby machine. It comes to life and pursues them into the Ant camp, which is scary for everyone except the Stranger, who has no fear of it at all. The tribes put the machine in the prison hut. Sky and Zora secure the hut, although the machine has become again quiescent. Omar and Kwarli try to eavesdrop on Harmony, as she and Gwyn discuss Sunni, his desire to meet with tribe leaders and whether Harmony can discard him. Harmony strategises and Gwyn is sent to tell Omar and Kwarli that they can go home, so long as they take a message from Harmony. The Ants and Barbs discuss the machine and Flame mocks Leanne, Sal and Dan. When he still can't crush an apple the way Flame can, Dan is humiliated. When a storm starts, the machines become restless and the Stranger too begins to come to life. The baby machine stirs. When Leanne and Erin are scared, Cass comes to reassure them. Just as Sky and Dan prepare to go to find them, Omar and Kwarli arrive home with their message. When a new day dawns, Sky keeps an eye on the inactive baby machine and Kwarli checks the sky. Cass, Faygar and Zora prepare for Sunni's visit. Harmony and Gwyn discuss what Sunni has planned. Harmony's anxious about what they're up to, and about what to wear for the big tribal meeting.

1 - 26 *EPISODE 26*

Sunni and his retinue leave early for the Barb camp. At the Ant camp, Flame and Sal clash again. Dan refuses to play with Erin and the Stranger lashes out at Erin when Erin touches one of the stones he's using to build a stone tower. The Ants and Barbs agree that they can't trust Sunni or Harmony and decide to post extra guards. Sky and Kwarli report that the baby machine hasn't moved again. When the argument between Flame and Sal comes up, and Sal refers to the sun making things happen, Kwarli has a flash of inspiration. As the Birds get closer to the Barb camp, Sky and Kwarli put the machine outside and it awakens slightly: the circle on its back seems to respond to the sun. This reminds Sky of the circles in the cave. As Dan returns the machine to the hut, Sky notices that the Stranger's tower of stones look like the monument he found with Zora. As the Birds arrive at the deserted Barb camp, Harmony, Gwyn and the Privs reach the Ant camp where the Ants and Barbs are busy getting ready. Flame and Harmony spark at each other. Then Harmony announces, There's been a change of plan. Everyone moves off to the Barb camp where Faygar and Zora meet Sunni. Cass presents the welcome gifts (except for a bag held by Erin) and Faygar, Harmony and Zora speculate about what Sunni wants. Meanwhile, Dan follows Sky into the forest, on his way to the Forbidden Zone. The Stranger's stones make a shadow and the machines roar in the distance. The guard checks the hut where the baby machine's kept and sees it's gone. Then, suddenly, the Stranger's gone, too. Sky and Dan come across the machines. Sunni questions the tribal leaders and Harmony and Zora challenge him. Zora and Harmony try to find out what Lord Atil wants and might do. Then they hear the machines and Sunni becomes uneasy. When Flame claims that he controls the machines, Erin says Flame's just pretending. Sunni wants to know who really controls them. The Stranger catches up with Sky and Dan. As Sky and Dan watch, a machine approaches the monument. It stops. A circle on its back reflects the light, blindingly, as another machine arrives with a roar. Sky and Dan approach the stationary machine and it comes to life again. The Stranger destroys its power source, saving Sky and Dan. Meanwhile, Sunni continues with his questions about the machines. Then the baby

machine moves and comes out of Erin's sack. The Birds take off! That night, the Ants and Barbs celebrate with a feast, and are joined by Harmony and the Privs. We should work together more often, says Harmony. It was the greatest fun I've had for years. When Kwarli explains that the machines seem programmed to go to the monument to get power from the sun, everyone's astonished when the Stranger speaks for the first time, saying Only the prototypes. When Harmony gives up her ambitions to spend time with friends, Flame becomes Priv leader again and plans to set the Discards free. As they walk home in the morning, Sunni and his party approach them, menacingly. The Barbs prepare to return to camp, Erin with the machine, after agreeing with the Ants that they'll all continue to work together. Sky decides to stick around. As the Stranger continues to stare at the machine, Sal goes to collect the eggs. Then they hear a scream Sunni and his warriors are back..

NEXT STEP BEYOND, THE

Anthology series which mainly concentrated on stories about the Supernatural. Stories of SF interest included 'Ondine's Curse' in which A woman is telepathically alerted to her husbands plight after he is attacked by a hitchhiker and declared dead by the authorities due to a rare disease he had.

The Next Step Beyond was a revival of ALCOA PRESENTS: ONE STEP BEYOND, produced for first run syndication in the late 1970s. Like ONE STEP BEYOND, The Next Step Beyond was an anthology series dealing with allegedly true stories of psychic phenomena and the supernatural. John Newland reprised his role as the series' host. 'Tsunami' the pilot episode of The Next Step Beyond was a remake of the ONE STEP BEYOND episode 'Tidal Wave'. The Next Step Beyond was made on a low budget. The first few episodes were shot on video tape before it was decided to go for the better quality of 16mm film for later episodes. The pilot episode for the series was shown on WBAC - New York City, but when the series hit syndication it was first shown on WGN.

An updated version of One Step Beyond, with John Newland back as host. The series, still a halfhour but now in color, barely made a ripple in the ratings. Guests included Majel Barrett, Robert Walker and Mark Goddard.

WR. Merwin Gerard, Arthur C. Pierce, Jerry Sohl, Shelly Hartman, Clifford Campion, Ed Burnham, Harry C. Spaulding, Peter Germano,

DIR. John Newland, Alan Jay Factor.

EPISODES: 25 **YEAR MADE:** 1978 **COUNTRY:** US **SEASONS:** 1

aired on WGN.

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 25

DATE OF PREMIER: 05/01/1978

AIR DATE OF LAST EPISODE 12/08/1979

SEASON DATE BREAKDOWN:

FILMS:

Host JOHN NEWLAND.

RELATED SHOWS:

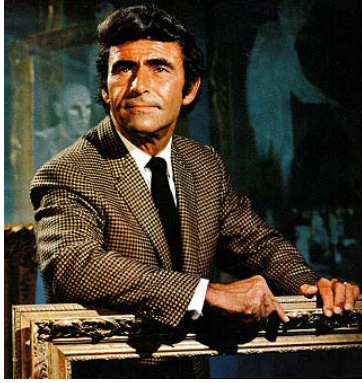
ONE STEP BEYOND

- 1 - 1 *TSUNAMI*
- 1 - 2 *THE RETURN OF THE CARRIE DEWITT*
- 1 - 3 *POSSESSED*
- 1 - 4 *ONDINE'S CURSE*
- 1 - 5 *DREAM OF DISASTER*
- 1 - 6 *GHOST TOWN*
- 1 - 7 *PORTRAIT OF THE MIND*
- 1 - 8 *OTHER VOICES*
- 1 - 9 *GHOST OF CELLBLOCK TWO*
- 1 - 10 *CRY BABY*
- 1 - 11 *GREED*
- 1 - 12 *OUT OF BODY*
- 1 - 13 *KEY TO YESTERDAY*
- 1 - 14 *WOMAN IN THE MIRROR*
- 1 - 15 *THE LEGACY*
- 1 - 16 *THE CONFESSON*

- 1 - 17 *TRANCE OF DEATH*
- 1 - 18 *TO FIGHT A GHOST*
- 1 - 19 *LOVE CONNECTION*
- 1 - 20 *DRUMS AT MIDNIGHT*
- 1 - 21 *A MATTER OF PRIDE*
- 1 - 22 *THE PACT*
- 1 - 23 *THE HAUNTED INN*
- 1 - 24 *SIN OF OMISSION*
- 1 - 25 *THUNDERBOLT*

NIGHT GALLERY

AKA: **ROD SERLING'S NIGHT GALLERY**



Night Gallery - or to give it its full title, Rod Serling's Night Gallery - only occasionally ventured into the realm of science fiction. The main stamping ground of this American anthology series from the creator of THE TWILIGHT ZONE was the occult, the supernatural and sheer horror - reflecting the dark side of Serling's imagination.

Each segment was introduced by Rod Serling in an art gallery where he invited us to view a painting that depicted the coming tale as a moment of nightmare frozen on canvas. Of the 100 or so stories, Serling himself wrote about a third, and the series utilised top Hollywood talent behind and in front of the camera.

Tales that had an SF angle included The Nature of the Enemy, in which a mission controller (Joseph Campanella) monitors the efforts of an astronaut (Richard Van Vleet) to investigate the strange disappearance of a team that landed on the Moon. In The Little Black Bag, Burgess Meredith played a discredited physician and skid row wino who discovers a medical bag and its contents that have accidentally returned to the 20th century from the 21st, enabling him to effect miraculous cures. The Different Ones started Dana Andrews as a father who sends his misfit son to another planet in accordance with the Federal Conformity Act of 1993; Camera Obscura had a heartless moneylender hurled through time by a most unusual camera Class of '99 featured Vincent Price as a futuristic instructor in bigotry addressing a strange graduating class; You Can Come Up Now, Mrs Millikan had an inventor's wife agreeing to be the subject of his latest experiment. ,

Rod Serling was creator and host of Night Gallery, he is better known for also creating/hosting the SF anthology show THE TWILIGHT ZONE. The show that ended Rod Serling's brilliant career (he was felled by a heart attack in 1975). It was an attempt to revive the TWILIGHT ZONE formula, but it didn't take off this time, perhaps because it was too often fantasy and not often enough science fiction.

Created by Rod Serling -- who in the early 1960s had made the series The TWILIGHT ZONE -- RSNB was primarily made up of supernatural stories but did contain a small number of sf episodes; many of the plays were scripted by Serling from original stories by such writers as C.M. Kornbluth, Fritz Leiber, H.P. Lovecraft and A.E. Van Vogt, and Richard Matheson scripted several other segments. One of the 3 plays in the pilot, starring Joan Crawford, was Steven Spielberg's debut; other directors included John Badham, Leonard Nimoy and Jeannot Szwarc. After a time Serling lost creative control and grew to dislike the series, the studio requiring more monsters and fewer subtleties; however, he continued to introduce it, strolling through a sinister art gallery and pointing to a relevant painting before each play began. RSNB was on the whole a disappointment after THE TWILIGHT ZONE. 2 collections of stories by Serling were series spin-offs: Night Gallery * (coll 1971) and Night Gallery 2 * (coll 1972). Also relevant is Rod Serling's Night Gallery Reader * (anth 1987) ed Carol Serling (Serling's widow) with Martin H. Greenberg and Charles G. Waugh.

Six years after THE TWILIGHT ZONE was canceled in 1964. Rod Serling returned to series television as host of Night Gallery. Like THE TWILIGHT ZONE, Night Gallery was an anthology series. Unlike THE TWILIGHT ZONE, which mainly concentrated on science fiction and fantasy stories, the tales told on Night Gallery tended to delve more into the supernatural and the occult. The series' title was taken from the art gallery setting in which Serling would explain foreshadowed the tale about to take place. The paintings in the gallery were all painted by Tom Wright.

Serling did not have as much control of Night Gallery as he had THE TWILIGHT ZONE. He often complained that he had little more to do with the series than act as host and occasional writer. After Night Gallery was cancelled in 1973. Serling retired from television and died two years later at the age of 50.

The initial Night Gallery installment was a two hour made for TV movie consisted of three stories which appeared in 1969. The movie's success prompted NBC to order six hour long episodes of the show in 1970. These ran as part of Four In One - an umbrella title in which four series were given six week runs. The success

of these prompted NBC to give Night Gallery a full season commitment in 1971. For its third and final season on the air, Night Gallery was cut back to half hour length, with all but one of the episodes containing one story

Night Gallery is currently syndicated as half hour episodes, under the title Rod Serling's Night Gallery. The odd length stories produced in the first and second seasons of Night Gallery have been repackaged into half hour segments. The stories from the pilot movie are not in syndication with the rest of the series, since the pilot is part of a movie package. Also in the syndication package, in addition to the Night Gallery episodes, are all 25 episodes for THE SIXTH SENSE. THE SIXTH SENSE episodes have been badly edited into half hour segments and their narrative suffers accordingly. Serling was called back to perform new introductions for THE SIXTH SENSE episode. THE SIXTH SENSE episodes were included as part of the Night Gallery reruns since Universal believed neither series had enough episodes to syndicate them by themselves.

Of the 100 or so stories, Serling himself wrote about a third, and the series utilised top Hollywood talent behind and in front of the camera. Tales that had an SF angle included 'The Nature of the Enemy' in which a mission controller (Joseph Campanella) monitors the efforts of an astronaut (Richard Van Fleet) to investigate the strange disappearance of a team that landed on the moon. In 'The Little Black Bag', Burgess Meredith played a discredited physician and skid row whino who discovers a medical bag and its contents that have accidentally returned to the 20th Century from the 21st, enabling him to effect miraculas cures.

'The Different Ones' starred Dana Andrews as a father who sends his misfit son to another planet in accordance with the Fedearal Conformity act of 1993; 'Camera Obsucra' had a heartless moneylender hurled through time by a most unusual camera; 'Class of '99' featured Vincent Price as a futuristic instructor in bigotry addressing a strange graduating clas; 'You Can Come Up Now, Mrs. Milikin' has an inventors wife agreeing to be the subject of his latest experiment.

Two of Serlings' stories were nominated for Emmys; 'They're Tearing Down Tim Riley's Bar' in which a lonely widower saw the story of his life paralleled in the destruction of his favourite bar; and 'The Messiah of Mott Street' which starred Edward G. Robinson as a sick old Jew waiting to see the coming of the Messiah before he dies.

In Britain, ITV first screened individuals episodes in 1973, but they have never been networked, and the series was never given a really coherent run, switching days, times and duration, skipping weeks and generally failing to establish a settled format. It ran though the 1970s, into the 1980s and still shows up occasionally in late-night schedules. In America, the first two seasons (1970-71) featured hour long episodes, each with two or three playlets. The third and final season was reduced to half hours. Serling himself is said to have become increasingly disillusioned by the studio's heavy-handed treatment of his idea and retired from television when the series ended, dying two years later in 1975, aged 50.

The premiere for the seires in Britain was on the 4th August 1970, where BBC 2 showed the three-in-one TV movie, showcasing three stories, one directed by Steven Spielberg. The series proper got its first airdate on the 18th April 1973 in the Thames Television, London region. The producer for the series was Jack Laird.

In this anthology series, Rod Serling presents an artgallery where frightening paintings represent stories of the occult and the bizarre. Created by: Rod Serling; Producer: Jack Laird; Executive Producer: Rod Serling; NBC/Universal; 60 minutes, years 1 and 2; 30 minutes, year 3.

A villain opens a box and finds a living doll whose lips curl into a wicked smile. A Mission Controller finds that a giant lunar rat devoured members of a moon expedition. A scientist searches a graveyard for a missing colleague and finds him dead, his throat in the clutches of a grinning skeleton. These were some of the visual images that embedded themselves in the imaginations of an enthusiastic teenage audience during the early 1970s. Rod Serling was perceived as "cool," Night Gallery as "hip," and many parents and PTA members were outraged over Night Gallery's supernatural content.

Unlike Rod Serling's Twilight Zone, which celebrated mankind, Night Gallery reflected the host's darker nature. Yet it was a difficult show to categorize. "People compared Night Gallery to The Twilight Zone," says story editor Gerald Sanford, "but it never found its identity. It was a bastard child." The origins of Night Gallery go back to 1964. As Twilight Zone was going off the air, Serling came up with a suspense anthology titled Rod Serling's Wax Museum. Producer William Sackheim expressed interest in doing a TV movie based on Serling's three Wax Museum scripts. Serling agreed, and the pair came up with Night Gallery. The sinister waxworks were replaced by bizarre paintings.

The 1969 TV film was a ratings success. Its associate producer, John Badham, says, "It was an exciting project to do. We had to come up with three different directors for each story, and three casts. Bill Sackheim was asked if he'd be interested in having a 20-year-old kid named Steven Spielberg direct the Joan Crawford segment. It was Spielberg's first directing job. I was 27 at the time, and my job was to help Steven in any way I

could." Crawford played a blind woman who ruthlessly strikes a bargain with a debt-ridden man (Tom Bosley) to buy his eyes. "Steven was terrified of Crawford," recalls Badham. "She was a very formidable woman. When you're 20 years old and confronted with a legend, it's intimidating. The two of us took her out to dinner to break the ice."

Spielberg, a TwilightZone fan, wasn't thrilled by the script. "Steve was kinda at war with himself on how to approach it. He said, 'This is really just an old-fashioned Rod Serling script.' He insisted on doing something inventive with it. In the dailies, we were knocked out by what he was doing. It was very elegant, visually. Steven's best shots were those that made a point about what the movie was about. He wasn't going for just nifty shots."

NBC and Universal studios went ahead with a limited Night Gallery series for the 1970-71 season. It was one of four series airing under the title Four in One (McCloud, The Psychiatrist and San Francisco International Airport were the three other series that alternated with Night Gallery). Six hour-long episodes were made of each program.

For Serling, the Four in One segments represented Night Gallery's zenith. "I worked very intently on the series during that first year," Serling told writer David Johnson of Planet of the Apes magazine in 1974. "Then I got kind of aced out. Universal sort of took it over, creatively and completely."

One of the series' highlights for Serling was the Emmy-nominated "They're Tearing Down Tim Riley's Bar." William Windom starred as a middle-aged executive who seeks solace from life's realities by escaping into the happier memories of his past. "It was the best script I have ever been offered," says Windom. "The character and story were incisive and believable. After it aired, I got a most welcome phone call from Rod Serling."

However, when Universal executives read the script, Windom's marquee value didn't satisfy the studio. "Universal didn't want me for the role," says Windom. "I felt forced down their throat. Director Don Taylor told them, 'Use Windom or lose me!' They relented. Don had been an actor, and his directorial skills were built in. He was hands-on with the crew, hands-off with the actors. He was loud, direct and fair. He was open to ideas and closed to bullshit."

The resulting episode was an exceptionally thoughtful drama that was compromised only by "a happy, mushy ending," says Windom. "It's the only piece of film I've bought since I moved to Hollywood in 1961. I wanted to show my children their old man at his best. When it originally aired, a power failure in L.A. blacked out the last couple of minutes. Because of viewers' phone calls, they ran the ending on the local news the following night!"

Night Gallery's good ratings on Four in One convinced NBC to graduate the series to full-time status for the 1971-72 season. Former Peyton Place writer Gerald Sanford was brought in as story editor and helped producer Jack Laird prepare the scripts.

"Jack Laird was the strangest human being who ever lived," recalls Sanford of the late producer. "I was told, 'No one can work for Jack. He's impossible.' He would get into these violent, dark moods and scream and throw things. He never hurt anybody, but he was a total loner. He didn't relate to the people at Universal, but he loved working on Night Gallery. He did everything-wrote, directed, acted and picked costumes-but he rarely left his office. He even slept overnight there. In the morning I'd find him asleep on the couch." One contribution Laird made to the series was the quick, comical blackouts. These included such bits as a skeleton getting lessons in elevator manners, and a babysitter meeting Count Dracula. Serling hated the blackouts, feeling they cheapened the show, but his control over Night Gallery was limited. As he said in 1974, "The blackouts would have been great in bad nightclubs but they were as destructive as hell for the show."

"Laird was a talented writer," says Sanford. "It wasn't his show; but he had total control. NBC was in awe of Rod, but Jack simply tolerated him. He often used Rod as a cover to get things done. The executives at Universal considered Jack a genius, and they left him alone."

For Serling, the series became a frustrating experience: His scripts were often rewritten by Sanford. "Universal has turned Night Gallery into a supernatural suspense thing with action," he said during the second season. "You don't walk past the graveyard, you're chased." When the PTA protested the show's content, Serling couldn't dismiss their grievances. "Twilight Zone may have been a little scary but it was never physically violent," he said. "I never heard from any PTA group that we lent sizable or meaningful damage to young people who watched the show. This show is called Rod Serling's Night Gallery but it's not remotely Rod Serling."

The unhappy Serling was bound by contract to host the show, but he continued to write scripts. "Rod was a great idea man," says Sanford. "But his scripts were often overwritten. His script for a 15-minute show might

run 70 pages. He would write them overnight. Whatever came out of his typewriter, that's what he turned in the next day. Rod would have ten scripts delivered to us Monday morning, and the basic ideas in them were very good. It was the dialogue that needed changing. Jack and I would read them, and Jack would say, 'Well, what do you think?' I would say, 'Well, Jack...' He'd say, 'I agree. Let's go to work on 'em,' and we rewrote them. Rod hated rewrites. The first time I rewrote one of his scripts, Universal said to me, 'You realize if you try to get credit for this, we'll have to let you go. You can't take credit from Rod.' I said, 'I wasn't even thinking of it.' I wasn't interested in taking credit for scripts that weren't totally mine."

Sanford recalls Serling as "the way you saw him on TV He was very clenched-mouthed and uptight. He was rather feisty. I always felt he really wanted to be an actor." Jack Laird did become an actor on the series. "Jack acted in some of the episodes," says Sanford. "He was also one of the ghouls in the main title sequence. He said, 'Hey, Gerald, why don't you play a ghoul?'" Sanford declined and concentrated on writing scripts. "Many of the episodes were based on old novels. We'd buy the rights for a small fee and give story credit to the author. This way we could use some interesting ideas and not get sued."

One of the series' most popular episodes was "The Caterpillar," written by Rod Serling and directed by Jeannot Szwarc (Jaws 2, Supergirl). The segment starred Lawrence Harvey as an Englishman who arranges to have a flesh-eating earwig placed in the ear of his rival. A mix-up results in Harvey's character getting the earwig placed in his ear instead. He goes through excruciating anguish until the earwig, miraculously, tunnels out his other ear. His relief is short-lived when he learns the earwig has laid millions of its eggs in his brain.

"It's the episode of Night Gallery people seem to remember most," says Szwarc. "We shot it in three days and the atmosphere and setting (a plantation in the Borneo jungles) was very successful. It was the first appearance of Lawrence Harvey on American TV We became very close friends." Assistant director Ralph Sariego recalls, "Universal had these ratty dressing rooms. Lawrence Harvey walked in, looked at his room and said, 'Now I know that I've reached the bottom.' But he went on and did the show. He was enormously professional."

Harvey's co-star, Don Knight, offers chilling testimony to Harvey's dedication to the role. "Larry was dying of cancer when he did Night Gallery," says Knight. "He deliberately went off his pain killers so he could feel the pain of the earwig. His horrendous agony in the episode was real. I was astonished by the difference between what Larry had done in rehearsals and what was coming down during filming. When I saw a doctor on the set, I asked Larry what was going on. That's when he told me. We remained friends for the little time he had left."

Szwarc's favorite episode was "The Sins of the Fathers," which dealt with the Welsh custom of sin eating. Richard Thomas played a nineteenth-century youth who pretends to be a sineater (to cleanse corpses of their sins by feasting in their presence) so he can steal food for his starving family. The segment ends with Thomas finding that, in the interim, his father has died. The young man goes into a screaming frenzy as he eats the food to cleanse his father's corpse.

"The network was petrified by the script," recalls Szwarc. "They found the content too strong. Jack Laird kept the script in reserve until I was available to direct it. When we filmed it, Jack still didn't have an official okay from the network. If Universal had known that, Jack and I would have been in trouble. That took an enormous amount of courage for Jack. We were both nervous when we showed it to the NBC brass. We were relieved when all they asked for was a little less screaming. My aim in the episode was to show hunger. I think we succeeded."

Writer Alvin Sapinsley wrote six scripts for Night Gallery, including "The Ghost of Sorworth Place," about a woman (Jill Ireland) being terrorized by the ghost of her husband. "Rod Serling called me after it aired and said how much he liked it. He said, 'This is how Night Gallery should be.'" Sapinsley, who had known Serling from the live TV days, recalls, "The guiding hand of Night Gallery was not Rod's but that of Jack Laird. Rod was the creator and host, and he read all of the scripts, but he had very little control or influence. Laird once said to me, 'My biggest job on the show is to persuade Rod not to write any scripts.'"

The writer remembers Laird as "one of the most creative, knowledgeable, critical and interesting people I've ever met. After reading my scripts, he'd come back with pages and pages of the most precise, intelligent notes I have ever read. After I'd rewrite a script, he'd say, 'It's different but it's no better. Do it again!' He was a man who was largely unappreciated." As a young contract player at Universal, actor Darrell Larson was cast as a student pursued by a monster in "There Aren't Any More MacBanes." "I was a big fan of Twilight Zone," says Larson, "and I was thrilled to be doing a Rod Serling show." At one point, Larson's character is chased down a staircase by a demonic creature.

"The director, John Newland, was a wonderful, courtly gentleman who had been the host of One Step Beyond," says Larson. "He coached me in my screaming when the monster corners me. During rehearsals, I had to do ten variations of that scream. The monster breaking into the basement was actually just a stunt guy

thrusting two claws through the window. Newland expertly growled for me [as the monster] off-camera." Larson's other highlight was acting with Joel Grey, who played the eccentric student who dreams up the monster. "Joel is a consummate performer. He had reams of dialogue in the last scene and most of it was fairly unintelligible. In TV, there's a common practice of trimming an overwritten script on the set to get it to an actable level. Joel was certain this script would be cut for filming. It wasn't, and poor Joel hadn't bothered to learn all of this dialogue. I just had reaction shots, so the burden was on Joel. He was contrite and charming about it, and we pressed on. Ellen Blake [who played the monster] had to stand around in that ridiculous green-eyed monster get-up. She got a little miffed."

Night Gallery finished the 1971-72 season with modest ratings against Mannix on CBS. Although Night Gallery was unable to hold onto the huge audience provided by its lead-in, the NBC Mystery Movie series, it did have a loyal audience in the 12 to 25 age group. Nevertheless, NBC and Universal felt the ratings didn't justify the series cost. seem to remember most," says Szwarc. "We shot it in three days and the atmosphere and setting (a plantation in the Borneo jungles) was very successful. It was the first appearance of Lawrence Harvey on American TV We became very close friends."

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Gallery was unable to hold onto the huge audience provided by its lead-in, the NBC Mystery Movie series, it did have a loyal audience in the 12 to 25 age group. Nevertheless, NBC and Universal felt the ratings didn't justify the series cost. "Anthologies never work," says Gerald Sanford. "That was Night Gallery's main problem. It would have done much better if someone like Vincent Price had played a recurring character. Or if Rod Serling had appeared as a detective or writer each week, trying to track down the source of these stories. As a pure anthology, it wasn't that successful."

Sanford says the series had another problem. "Universal didn't care for the series. It was very expensive for them because you usually had three stories per show. You had to have three to six big-name stars, three directors, three writers, etc. The 15-20 minute stories added up in cost. "We were always going over budget. Once, in the middle of a show, Universal pulled the plug. We took the footage we had and edited it to make an episode." "The ratings were not great but generally good for its time slot," says Jeannot Szwarc. "The demographics were excellent, and the audience it attracted was very loyal."

As the second season came to a close, Sanford decided to pursue other writing assignments. "I didn't like what Night Gallery had become," he says. "They started doing a lot of ugly and weird shows. I couldn't watch it anymore. They got away from doing human interest stories." NBC renewed Night Gallery for a third season, 1972-73. Cut to a half-hour length, each episode contained only one story per show, reminiscent of *The Twilight Zone*. The third season would also be less horrific, with an emphasis on suspense. "Night Gallery had used a lot of old English and Welsh ghost stories for material," says Ralph Sariego. "There was a decision to move away from that in the third year and do contemporary stories. I didn't agree with that change."

Neither did Jeannot Szwarc. "Some of Night Gallery's previous material had come from some of the best authors of the genre. The shortening of the format hurt, and there were no more interesting mixtures. The whole thing became monochromatic." "Night Gallery's original format was to do short stories, in varying lengths," says director John Badham. "It wouldn't be the same canned formula every week." Badham speculates the third year tried to cut some losses. "The network probably said, 'The series isn't doing that well. Maybe it's this weird, variable format.' Also, people tended not to like the one-minute comedy blackouts, so they were dropped. The show was changed to a safer, half hour format. This also saved money since we were on terrifyingly tight budgets."

Director Ralph Senensky felt that the multi segmented format may have been confusing. "The series hurt itself by chopping itself into very short and long pieces per episode. The more time you put on a screen, the more complete an audience's reaction is going to be. The blackouts were probably a concept that sounded better than they played." Serling's reaction to the new half hour format was, at the time, uncharacteristically mild. "I'm more resigned than angry," he said. Two years later, however, he told writer David Johnson, "It was a very destructive change. You can't suddenly cut an hour show in half and expect audiences to accept it as the same animal."

The new Night Gallery was an animal trapped in a dead-end time slot, Sundays at 10 p.m. Buried in the schedule with scant publicity and often preempted, with a softer style that lacked the charisma of the previous seasons, the series failed to pull in a strong audience. John Badham recalls the third year still offered some challenges. "It was a wonderful idea to cast Ozzie and Harriet Nelson in "You Can Come Up Now, Mrs. Millikan" [a Rod Serling tale of a bumbling scientist who brings back the dead). It gave people a chance to see that the Nelsons had a nice dramatic talent. Ozzie was a very nervous man. He made up his own cue cards for all of his dialogue and planted them around the set. Harriet told me, 'Yes, he did that on The Ozzie and Harriet Show too!'"

Badham recalls Ozzie Nelson getting caught up in a minuscule plot point. "He was a very precise, exact man. He came to me about a rather innocuous line like, 'We're going to have a wonderful time today!' Ozzie said, 'Gee, I wonder if I should say, "We're going to have a nice time today~' instead? Which do you like better?' I'm thinking, 'What's going on in this guy's mind?' I said, 'Well, I think the writer wrote "wonderful time" because your character is excited to show off his invention to all of these scientists.' Ozzie said, 'Yes, but maybe he's nervous about showing off his invention. If he's feeling cautious, he may want to say, "nice time" instead of "wonderful.'" I said, 'Well, is this something you'd rather say?' He said, 'I dunno. What would you say?' I said, 'Part of my job is to defend the author. Since we're doing his work, I understand why he wrote "wonderful.'" Ozzie replied, 'Yes, but...' and he continued arguing his point. Finally I said, 'Okay, fine! Why don't you say "Nice time?" He said 'No, that's okay.' You couldn't win for losing! He was actually very funny.'

Filming Badham's "The Doll of Death," a tale of voodoo magic, was another matter. "I got fired on that show," he says. "We were filming a shot where Barbara Parkins and Alejandro Rey ride a horse past the camera in their wedding outfits. The day before filming, I said to both actors, 'Do you ride well enough to ride bareback? We can get riding doubles, but it sure would be nice if you can do it.' Both Parkins and Rey said they would. "The next morning, they rode past us on the horse. They were supposed to pull to a halt 50 yards down the road on the Universal lot. The horse stopped dead, but I saw Parkins grabbing for Rey, and they

both plunged off the horse and went bonk! Everyone yelled, 'Oh my God!' We raced over there, and Parkins was okay but shaken. When you fall six feet onto hard-packed dirt, you take a good hit. We ran her over to St. Joseph's hospital in Burbank. They X-rayed her, and she was okay. Jack Laird went over to see how she was doing.

"Well, I presume she told Jack, 'The director made me get up on that horse,' because my name was suddenly Mud Badham. I continued filming the show with doubles, and Susan Strasberg replaced Barbara Parkins. After filming was over, I was told that I was not to do any more Night Gallerys. I always felt bad about Barbara Parkins. I haven't seen her since. But it was a great lesson for me. Being a relatively new director at the time, I didn't know how much you could get away with by using doubles." Rod Serling's Night Gallery was canceled at the end of the 1972-73 season. "They were three great years," says Ralph Sariego of the experience. "The calibre of material was terrific. It had good stories and attracted wonderful talent."

"Perhaps its weakness was that it tried to embrace too wide a range," says Jeannot Szwarc. "It never found its specific Zone like Twilight did." Szwarc felt the show's uniqueness contributed to its cancellation. "It was too different and too original. Neither the network nor the studio ever understood it. Although the people who worked on it were passionate about the show, its very sophistication and literary quality turned the people in power off. The series never had any champions among the network or studio executives." John Badham notes, "Night Gallery's failure was caused by the unwillingness of American audiences to be the least bit experimental. They'd rather watch their old buddy Roseanne. Kids are much more experimental, and their willingness to watch Night Gallery was tremendous. They found it exciting and imaginative. As people get older, they take less risks."

Universal studios realized that placing Night Gallery into syndication wouldn't be easy. The studio decided to cut all of the hour episodes into half-hours. Stories that originally ran 45 minutes long, such as "They're Tearing Down Tim Riley's Bar," "A Question of Fear" and "The Messiah on Mott Street," had to be edited to a half hour. The 20-minute segments had to be stretched to 30 minutes by adding stock footage from old movies.

"The Different Ones" was expanded from 20 minutes to 26 minutes by adding footage from the films Silent Running and Fahrenheit 451. Another episode, "Logoda's Heads," had its story radically altered by adding 10 minutes of a 1956 Beverly Garland jungle film called Curucu, Beast of the Amazon. To explain the old footage, "Logoda's" star, Tim Matheson, was brought in to loop new narrative dialogue. Despite some inventive editing, the syndicated Night Gallery is frequently inferior to what aired originally on NBC. Its creative values were sacrificed by the studio's practical needs to make a profit. One of John Badham's episodes, "Camera Obscura," was another casualty. "They padded it by adding a series of repetitive shots of ghostly faces floating out of a wall. Once or twice is fine, but they did it over and over to kill time. They turned what was a tight, fast-moving story into something flabby. Originally, it was one of my favorite episodes. Watching it now, it's dreadful. They slowed it to a crawl."

Jeannot Szwarc also grimaces at the editing. "Once a series has been canceled, it's like carrion. The vultures do what they want. I never saw the episodes in syndication, but I'm sure the overall result was awful." When the editing knives were put away, Night Gallery consisted of 75 half hour segments. It wasn't enough. "There had been another series at Universal called The Sixth Sense, starring Gary Collins," says Badham. "Universal decided to combine the Night Gallery syndication package with The Sixth Sense. Harry Katleman, a wonderful man at Universal, had the difficult job of taking the 25 episodes of Sixth Sense and editing them down.... He made them into very tight and exciting half-hours. I had directed a couple Sixth Senses, and I said to Harry, 'They're much better now! Originally, they were deadly boring.'"

Artist Jaroslav Gebr was recruited to paint 25 new paintings, and Rod Serling agreed to host the extra narration for a cool \$250,000. "I did the narration because I wanted out," said Serling in 1974, "but some of what they gave me to say was incredible." Night Gallery wasn't a big success in syndication, but the original series is still fondly remembered for chilling a generation. John Badham recalls, "I went on a date with a young woman, and she found out I had directed the Night Gallery episode "Green Fingers." She had been in school when it aired and said everyone loved this wonderful series called Night Gallery." Badham married the woman shortly afterward. For Jeannot Szwarc, the series represented some of his most creative work. "Night Gallery was one of the best things to happen on television," he concludes. "It had an aesthetic and poetic quality which, sadly, has been missing from TV ever since."

WR. Rod Serling, Jack Laird and Gene Kearney, Douglas Heyes, Matthew Howard, Gene Kearney, Richard Matheson, Robert Bloch, Stanford Whitmore, Robert Malcolm Young.

DIR. Steven Spielberg, John Badham, Jeannot Szwarc, Leonard Nimoy, Gene Kearney, Jeff Corey, Barry Shear, Don Taylor, William Hale, John Astin, Jack Laird, Jerrold Freedman, John Astin, John Badham, John Meredyth Lucas, David Rawlins, John Newland, Jeannot Szwarc, Ed Abrams.

EPISODES: 98 **YEAR MADE:** 1969 **COUNTRY:** US **SEASONS:** 3

A JACK LAIRD PRODUCTION FOR UNIVERSAL

CREATOR: ROD SERLING

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 14 (2) 65 (3) 15

DATE OF PREMIER: 08/11/1969 **AIR DATE OF LAST EPISODE** 27/05/1973

SEASON DATE BREAKDOWN:

FILMS:

Narrator/Host ROD SERLING.

Books Based on this series.

Night Gallery	Rod Serling	1971
Night Gallery 2	Rod Serling	1972
Rod Serling's Night Gallery Reader	Carol Serling, Martin H. Greenburg & Charles G. Waugh	1987

RELATED SHOWS:

TWILIGHT ZONE, THE (1958)

TWILIGHT ZONE, THE (1985)

TWILIGHT ZONE, THE (2002)

- 0 - 1 *THE CEMETERY*
- 0 - 2 *EYES*
- 0 - 3 *THE MONSTER WHO WANTED TO BE A FISHERMAN*
- 1 - 1 *THE DEAD MAN*
- 1 - 2 *THE HOUSEKEEPER*
- 1 - 3 *ROOM WITH A VIEW*
- 1 - 4 *THE LITTLE BLACK BAG*
- 1 - 5 *THE NATURE OF THE ENEMY*
- 1 - 6 *THE HOUSE*
- 1 - 7 *CERTAIN SHADOWS ON THE WALL*
- 1 - 8 *MAKE ME LAUGH*
- 1 - 9 *CLEAN KILLS AND OTHER TROPHIES*
- 1 - 10 *PAMELA'S VOICE*
- 1 - 11 *LONE SURVIVOR*
- 1 - 12 *THE DOLL*
- 1 - 13 *THE LAST LAUREL*
- 1 - 14 *THEY'RE TEARING DOWN TIM RILEY'S BAR*
- 2 - 1 *THE BOY WHO PREDICTED EARTHQUAKES*
- 2 - 2 *MISS LOVECRAFT SENT MEN*
- 2 - 3 *THE HAND OF BORGUS WEEMS*
- 2 - 4 *THE PHANTOM OF WHAT OPERA?*
- 2 - 5 *A DEATH IN THE FAMILY*
- 2 - 6 *THE MERCIFUL*
- 2 - 7 *THE CLASS OF '99*

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- 2 - 8 *WITCHES FEAST*
- 2 - 9 *SINCE AUNT ADA CAME TO STAY*
- 2 - 10 *WITH APOLOGIES TO MR. HYDE*
- 2 - 11 *THE FLIP SIDE OF SATAN*
- 2 - 12 *A FEAR OF SPIDERS*
- 2 - 13 *JUNIOR*
- 2 - 14 *MARMALADE WINE*
- 2 - 15 *THE ACADEMY*
- 2 - 16 *THE PHANTOM FARMHOUSE*
- 2 - 17 *SILENT SHOW, SECRET SHOW*
- 2 - 18 *A QUESTION OF FEAR*
- 2 - 19 *THE DEVIL IS NOT MOCKED*
- 2 - 20 *MIDNIGHT NEVER ENDS*
- 2 - 21 *BRENDA*
- 2 - 22 *DIE NOW, PAY LATER*
- 2 - 23 *THE DIARY*
- 2 - 24 *A MATTER OF SEMANTICS*
- 2 - 25 *THE BIG SURPRISE*
- 2 - 26 *PROFESSOR PEABODY'S LAST LECTURE*
- 2 - 27 *HOUSE - WITH GHOST*
- 2 - 28 *MIDNIGHT VISIT TO THE NEIGHBORHOOD BLOOD BANK*
- 2 - 29 *DR. STRINGFELLOW'S REJUVENATOR*
- 2 - 30 *HELL'S BELLS*
- 2 - 31 *THE DARK BOY*
- 2 - 32 *KEEP IN TOUCH - WE'LL THINK OF SOMETHING*
- 2 - 33 *PICKMAN'S MODEL*
- 2 - 34 *THE DEAR DEPARTED*
- 2 - 35 *AN ACT OF CHIVALRY*
- 2 - 36 *COOL AIR*
- 2 - 37 *CAMERA OBSCURA*
- 2 - 38 *QUOTH THE RAVEN*
- 2 - 39 *THE MESSIAH ON MOTT STREET*
- 2 - 40 *THE PAINTED MIRROR*
- 2 - 41 *THE DIFFERENT ONES*
- 2 - 42 *TELL DAIVD. . .*
- 2 - 43 *LOGODA'S HEADS*
- 2 - 44 *THE FUNERAL*

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- 2 - 45 *THE TUNE IN DAN'S CAFÉ*
- 2 - 46 *GREEN FINGERS*
- 2 - 47 *LINDEMANN'S CATCH*
- 2 - 48 *A FEAST OF BLOOD*
- 2 - 49 *THE LATE MR. PEDDINGTON*
- 2 - 50 *THE MIRACLE OF CAMEFEO*
- 2 - 51 *THE GHOST OF SORWORTH PLACE*
- 2 - 52 *THE WAITING ROOM*
- 2 - 53 *LAST RITES FOR A DEAD DRUID*
- 2 - 54 *DELIVERIES IN THE REAR*
- 2 - 55 *STOP KILLING ME*
- 2 - 56 *DEAD WEIGHT*
- 2 - 57 *I'LL NEVER LEAVE YOU - EVER*
- 2 - 58 *THERE AREN'T ANY MORE MCBANES#*
- 2 - 59 *YOU CAN'T GET HELP LIKE THAT ANYMORE*
- 2 - 60 *THE SINS OF THE FATHERS*
- 2 - 61 *THE CATERPILLER*
- 2 - 62 *LITTLE GIRL LOST*
- 2 - 63 *SATISFACTION GUARANTEED*
- 2 - 64 *SMILE PLEASE*
- 3 - 1 *THE RETURN OF THE SORCERER*
- 3 - 2 *THE GIRL WITH THE HUNGRY EYES*
- 3 - 3 *RARE OBJECTS*
- 3 - 4 *SPECTRE IN TAP SHOES*
- 3 - 5 *YOU CAN COME UP NOW, MR. MILLIKAN*
- 3 - 6 *THE OTHER WAY OUT*
- 3 - 7 *FRIGHT NIGHT*
- 3 - 8 *FINNEGAN'S FLIGHT*
- 3 - 9 *SHE'LL BE COMPANY FOR YOU*
- 3 - 10 *THE RING WITH THE RED VELVET ROPES*
- 3 - 11 *SOMETHING IN THE WOODWORK*
- 3 - 12 *DEATH ON A BARGE*
- 3 - 13 *WHISPER*
- 3 - 14 *THE DOLL OF DEATH*
- 3 - 15 *HATRED UNTO DEATH*
- 3 - 16 *HOW TO CURE THE COMMON VAMPIRE*

NIGHT HEAD

Naoto (Toyokawa) and Naoya (Takeda) are brothers who work as psychic investigators, each using his particular psychic power, utilizing the neglected dark side of the human brain - hence the "Night Head". With mysterious origins in a haunted forest (only truly explained in creator Joji Iida's later novelisation *Night Head Deep Forest*) the brothers are an intriguing mix - Naoto is telekinetic while Naoya is a telepath, and between them they make for a formidable team, as if the heroine of *NANASE AGAIN* had gained an extra ability.

Shown after midnight, NH is a deliberately moody, brooding thriller series after the fashion of the old British show *SAPPHIRE AND STEEL*. The brothers are true anti-heroes - their first adventure begins when Naoto overhears comments in a crowded bar disparaging psychics and leads to a brawl when his powers start shattering glasses. Thought he can hold off assailants by applying psychic pressure to their brains, Naoya is able to read the minds of his attackers, not only revealing who has slept with whom (everyone, it transpires!), but also that a woman seen leaving the bar is a murderess.

NH not only initiated the wave of thrillers that prepared the Japanese for *THE X FILES* and *RING*, it also proved to be a rich breeding ground for talent behind the scenes - the crew list includes early directorial credits for the parties who would go on to make *Hypnosis*, *Another Heaven* and *Bayside Shakedown*, among others.

In addition to Iida's sequel, the series itself was novelized, reputedly with illustrations by the famous manga collective CLAMP. With the growing cult following, the series boasted a Christmas Eve TV special *NH: The Other Side* (1992) and a movie sequel *NH: The Trial* (1994). Composer Kuniaki Haishima would become better known later in the 1990s for his anime work, such as *Spriggnan*.

Series was produced by Yuji Iwata.

PHOTOGRAPHY - Director of Photography: Enokida Hiromi

MUSIC - Music: Haijima Kuniaki

SPECIAL MAKE UP EFFECTS - Special Make Up: Matsui Yuichi

WR. JOJI IIDA.

DIR. JOJI IIDA, MASATO HIJKATA, KATSUYUKI MOTOHIRO, MASAYUKI OCHIAI

EPISODES: 21 **YEAR MADE:** 1992 **COUNTRY:** JAP **SEASONS:** 1

FUJI/PONY CANYON

CREATOR: JOJI IIDA

TYPE OF SHOW: SUPER POWERS

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 21

DATE OF PREMIER: 08/10/1992

AIR DATE OF LAST EPISODE 18/03/1993

SEASON DATE BREAKDOWN:

FILMS: NIGHT HEAD: THE OTHER SIDE (1992), NIGHT HEAD: THE TRIAL (1994)

Kirihara Naoto ETSUSHI TOYOKAWA, Kirahara Naoya SHINJI TAKEDA, KANAKO FUKAURA, TARO FUJIOKA, RIE YAMAGUCHI, Sakie KOJIMA HIJIRI, Tomomi OKINA MEGUMI, MATSUO SUZUKI, Mikumo Gengo SASAI EISUKE, Okuhara Akiko MINAMI YOSHIE, Sakaguchi SOSUI KYOGO, HARUKI MISAYO, TAMURA MIHO, FUJIKURA TAMAKI, OSEDA AYUMI, SAKAI YUKIE, MORISHITA TETSUO, ARIBASHI MASASHI, OHARA MARIKO, HIGASIYAMA EI, TOKUNAGA HIROMI, TOKUI YU, ARINA KEIKO, YAMAGUCHI KOJI, KUTOME CHOMARU, OKUBO TAKAMITSU, FUJIMOTO

YOKO, TOKUSHIMA SARA, Sakie's father NAKAHIRA RYOTA, Sakie's mother SUGATA HARUKA, ONO ATSUKO, DINA RENDN, KOMATSU TOYOAKI, MORIYAMA KAKU, DOI MASAYO, young Sakie TAKESHIMA YUKA, MANABE TOSHIHIRO, HIGASHI MEGUMI, MURAKAMI RYO, KORUSAWA YOKO, MATANO AKIO, MASAKI KOSUKE, YAMAZAKI KAIDO, YAMAGIUCHI MIYOKO, SASAKI NATSUMI, NUKATA GANHIKO, MORIYAMA RIKI, HATANO KEIKO, TAKAYA, TADANO AKKO, YAMAGUCHI RIE, INABA MATSUO, TAKAHASHI NOBOU, TONO NAGIKO.

RELATED SHOWS:

NANASE AGAIN

NIGHT OF THE RED HUNTER THE

Peter and Maggie run away and are taken in by the Pipers who hold a strange secret. They uncover the secret of the Pipers graveyard - but Peter falls increasingly under the Thrall of Ish Murdie. The two discover that the Pipers are in fact aliens who have come to Earth to escape the evil Minrod, they soon discover that Minrod has also turned up on Earth, so the Pipers are forced to flee.

This four part New Zealand children's SF show was shown in the UK on BBC1.

Produced by Chris Hampson.

WR. Ken Catran

DIR. David Copeland

EPISODES: 4 **YEAR MADE:** 1992 **COUNTRY:** NZ **SEASONS:** 1

CREATOR: KEN CATRAN

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER: **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Maggie Bennett TONY DRISCOLL, Peter Guilford TOBY LANG, Tay GREER ROBSON, Ish Murdie BRONO LAWRENCE, Anne Piper PERRY PIERCY, Jill Piper ILONA RODGERS, Jed Piper LLOYD SCOTT, Rose Piper KATE HARCOURT, Thomas Piper BERNARD KEARNS, Ben Piper PETER HAMBLETON, Preacher PETER HAWES, Police Officer KERRY FOX, Police Officer HENRY VAEOSO, Constable Kebble PETER DENNETT.

NIGHT STALKER



Tagline: What if everything you feared was real?

Carl Kolchak takes a job at the L.A. Beacon as a crime reporter and begins investigating a strange case in which a pregnant woman has gone missing. When her body is found fingers point to the woman's husband, but Kolchak believes in the man's innocence, believing that there is a supernatural angle to the story. His investigations are frustrated when Perri Reed, the newspaper's senior crime reporter, digs into Kolchak's mysterious past.

In the 1970s, there was the short lived KOLCHAK: THE NIGHT STALKER, a short lived, and at the time not a well understood show. But it pioneered the use of terror on TV without a large budget, and was the inspiration for THE X FILES many years later. In 2005 it was decided to bring the show back onto the air for ABC Television, but the show was very poorly received, and suffered in the ratings, and after just 6 episodes it was pulled from the airwaves.

Produced by Adam Armus supervising producer , Robert P. Cohen producer , John Peter Kousakis co-executive producer , Gary LaPoten producer , Suzanne Lauer associate producer , Michelle Maxwell MacLaren co-executive producer , Darin Morgan consulting producer
Robert Parigi co-producer , Daniel Sackheim executive producer , Frank Spotnitz executive producer

Original Music by Michael Wandmacher

Cinematography by Rick Maguire , J. Clark Mathis (as Clark Mathis) , Robert Primes

Film Editing by Christopher Cooke , Marta Evry , Sunny Hodge

Casting by Mia Levinson

Production Design by Waldemar Kalinowski

Makeup Department - Shutchai Tym Buacharern makeup artist: Gabrielle Union , Ruth Haney special makeup effects artist , Neal Kennemore sculptor lab work , Rich Knight lifecast mold maker: W.M Creations , Matthew W. Mungle special makeup effects artist , Bob Smithson contact lens technician (multiple episodes) , Clinton Wayne special makeup effects artist

Production Management - Michael Cedar unit production manager

Second Unit Director or Assistant Director - Yor-El Francis trainee assistant director , Jay Torres second unit director , Rudy Van Zyl second assistant director

Art Department - Sandy Adams on-set dresser (pilot) , Peter Davidson set designer , Michael F. Loomer on-set dresser , Steve Park set dresser , David Scott property constructor , David Scott propmaker , Abigail Sheiner art department coordinator , Miles Teves concept artist
Tommy 'Tom' Tomlinson property master (pilot) , Justine Wu set dresser

Sound Department - Bob Costanza sound effects editor , Joe Earle sound re-recording mixer , Tommy Goodwin foley mixer , Victor Iorillo supervising sound editor , Micha Liberman music editor , Richard Lightstone sound mixer , Elmo Ponsdomenech sound re-recording mixer
Kevin Roache sound recordist

Special Effects by - Eric Coon special effects technician , Jonathan Kombrinck pyrotechnician , Al

Marangoni special effects foreman
 Ken Rudell special effects foreman

Visual Effects by - Mat Beck visual effects supervisor: EntityFX , Kim Boyle visual effects producer: EntityFX , William Higgins compositor: EntityFX , Yoshiko Hirata compositor: EntityFX , Eli Jarra digital effects artist , Eli Jarra visual effects supervisor , Kymber Lim senior visual effects producer: EntityFX , Mark Alan Loso compositor: EntityFX , Jack Noriaki Matsumoto 3D artist: EntityFX , John Mitchell 3D artist: EntityFX , Rik Panero data I/O manager , Andrea Shear 3D artist: EntityFX , Terry Shigemitsu lead 3D artist: EntityFX , Marty Taylor visual effects supervisor: EntityFX

Stunts - Daniel Arrias stunts , Stacey Carino stunt double , Jack Carpenter stunts , Jason Gray stunt double , G. Peter King stunt double
 Scott Workman stunt performer , Boni Yanagisawa utility stunts

Other crew - Simran Baidwan assistant to executive producer (season 1) , Susie Bench music scoring assistant , Brian Bernstein additional camera operator , Michael Betz assistant location manager , P.J. Bloom music supervisor , Ben Bowling best boy electric (pilot episode)
 Rod Calarco first assistant camera: "b" camera (pilot episode) , Michael Chambliss hot head technician/operator (multiple episodes) , John Chechitelli production assistant , David Dowell first assistant camera , Kristen Ecker Second assistant camera: second unit , Hiroshi Endo animator: title animation , Liz Gaffney production secretary (3 episodes) , Reece Glover grip: second unit , Melanie E. Gonzalez set production assistant (multiple episodes) , Geoffrey Haley camera operator , Geoffrey Haley steadicam operator , Ryan Heinke adr loop group
 Joe Hendrick second assistant camera , Geoffrey Hildrew assistant editor , Tomoka Izumi assistant camera , Mary-Kate Killilea assistant costume designer (pilot episode) , Tiffany Noel Kinder key assistant location manager (pilot episode) , Jules Labarthe camera operator: "a" camera
 Nicole Marostica publicist , Omar McClinton post-production finance: Touchstone Television , Patricia McLaughlin costume supervisor
 Alex Mekari extras casting , Andrea Miraglia grip , Nancy Mosher Hall production coordinator , Richard G. Orozco key assistant location manager , Brian S. Osmond assistant camera , Jorge Pallares assistant camera , Onofrio Nino Pansini camera operator: "b" camera
 Nik Perleros additional set production assistant , Jon Recher key set production assistant , Huey Redwine stand-in , Ira S. Rosenstein location manager (pilot episode) , Andi Ruane dolly grip , William Russell gaffer (pilot episode) , Jeff Saldin digital utility , Deanna M. Saul costumer , Zvi Shapiro production assistant (pilot episode) , Ben Shelton set production assistant , Brian Sherwin post-production coordinator
 Michele Short casting associate , L. Andrew Sigler grip , Jason Smith assistant production coordinator , Robert Stenger first assistant camera , Diana Taffolla art accountant , Jonathan Thornhill post-production coordinator , Deron Tse additional grip: second unit
 Matt Tolve production assistant , Patricia Warren production secretary , Alyse Wax production assistant (pilot episode) , Scott C. Williman pre-rigger , Mari Wilson additional script supervisor

Trivia -

Kolchak's home is Case Study House #22, in Los Angeles.

The Beacon office building is in real-life found at 1000 Wilshire Blvd. in Los Angeles. It was previously used in Robbery Homicide Division. (Edit)

Music featured in this episode included:"Dragonfly" by M. Craft.

As with most pilots, there are no opening credits but the regular actors' names are simply flashed on screen, followed by the guest stars. (Edit)

Nielsen Ratings: 64th place - 7.1 million viewers. Third in its time slot.

Stuart Townsend takes on the role of Carl Kolchak, played by Darren McGavin in the original movies and series. Cotter Smith takes on the role of Antonio Vincenzo, played by Simon Oakland in the original movies and series. John Pyper-Ferguson plays the role of Agent Bernie Fain, which was the original name of the character Bernie Jenks that was played by Ralph Meeker in the original TV movie *The Night Stalker*.

Perri uses a fictional web search engine (SpyderFinder) to look up information on Kolchak.

As per www.darrenmcgavin.net, the premiere features a 3-second digitally-inserted clip of Darren McGavin, taken from the TV movie *The Night Stalker*. He can be seen on the right side as Kolchak enters the newsroom, right after Perri is at home looking up Kolchak on the Internet. The newsroom itself is a modern-day set - it is only McGavin himself who is added. The footage is taken from a scene in the movie where Carl is loading up his bag with a stake and hammer.

WR. Adam Armus ,Noah Baylin ,Nora Kay Foster ,Jeffrey Grant Rice ,Thomas Schnauz ,Frank Spotnitz ,Adam Sussman ,

DIR. Rob Bowman , Deran Sarafian , Tony Wharmby , Daniel Sackheim

EPISODES: 10 **YEAR MADE:** 2005 **COUNTRY:** US **SEASONS:** 1

BIG LIGHT PRODUCTIONS, TOUCHSTONE TELEVISIN

CREATOR: JEFFREY GRANT RICE

TYPE OF SHOW: WEIRD **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER: 29/09/2005 **AIR DATE OF LAST EPISODE** 10/11/2005

SEASON DATE BREAKDOWN:

FILMS:

Carl Kolchak STUART TOWNSEND, Perri Reed GABRIELLE UNION, Jain McManus ERIC JUNGMAN,
Tony Vincenzo COTTER SMITH

RELATED SHOWS:

KOLCHAK: THE NIGHT STALKER

- 1 - 1 *"PILOT"*
- 1 - 2 *THE FIVE PEOPLE YOU MEET IN HELL*
- 1 - 3 *THREE*
- 1 - 4 *BURNING MAN*
- 1 - 5 *MALUM*
- 1 - 6 *THE SOURCE (PART 1 OF 2)*
- 1 - 7 *THE SEA (PART 2 OF 2) (NOT AIRED)*
- 1 - 8 *INTO NIGHT (NOT AIRED)*
- 1 - 9 *TIMELESS (NOT AIRED)*
- 1 - 10 *WHAT'S THE FREQUENCY KOLCHAK (NOT AIRED)*

NIGHT VISIONS



Anthology series, with ideas from sci-fi, fantasy and horror.

This was a very interesting series. It reminded me of the Twilight Zone with a touch of the X-Files. The story I remember most is Bill Pullman playing an army scientist or specialist who with the army surrounds some kind of alien life forms that look like something out of the pioneer days. He somehow finds a way into the bubble like vehicle or area in his own quest to find a simpler more happy life. Instead he gets eaten. Whoa what a series! It was eerie like Tales of the crypt and Twilight Zone, but had a little more gore, blood and guts to it. This series is in a long line of short lived but not forgotten horror anthologies that entertain and fright.

I knew when Fox started airing this show that they'd already decided not to make any more episodes of it, but I figured they'd at least air the ones they had and I could tape them. I missed one and then Sept. 11th happened before they could air the last three. When the schedule finally returned to normal, Night Visions was nowhere to be found. I kept hoping that they'd finally air them eventually and then I heard the Sci-Fi Channel had picked it up.

I happily started checking the schedule each week to see if it was an episode I needed and finally the one I missed was going to be on. It wasn't, they played repeats of The Dead Zone instead. I figured that they'd play them eventually, even if it was in a lousy timeslot. Now they've done something so low, I have trouble expressing how angry I am.

Tonight SFC aired a supposedly original 'movie' called Shadow Realm. I then discovered that this was nothing more than 2 episodes of Night Visions with the original titles and intros removed and SFC's name plastered on it.

This is a bald-faced *LIE*. SFC had absolutely nothing to do with this 'movie' other than hacking up the episodes and slapping their name on it! I consider this outright theft. They'd probably argue that since they bought the rights to it, they can claim it to be an original, but how many people would accept it if I were to buy the Mona Lisa and proclaim it to be my original work? No, I'm not comparing Night Visions to a priceless work of art, but the principle is the same and it deserves to be seen the way the creators intended.

Because of this, you can be sure that you will never see those two episodes (Patterns/Maze, Harmony/Voices) in their unedited form, because that would show the SFC to be the liars they are. That's not just an opinion, it's a fact. They lied about creating this 'movie'.

I hope that the IMDB approves this comment because I think it's important for fans of this show to be aware of just how low the SFC really is.

The premise for this show is simple. You take a pinch of "The X-Files", blend it with some "Amazing Stories" and throw in a dash of "Tales From The Crypt" and voila, you have a fresh new series based on the supernatural and unexplained with guest actors, guest directors and a creepy host (well, that is if you consider Henry Rollins to be creepy).

But alas, this is probably about the 5000th TV show to hit the air since television was invented and just about everything about this show seems either unoriginal or enters the 'been there, done that' territory because so many shows before it has dabbled in the same subject matter.

Unlike "Tales From The Crypt" where the host was the fun and always hilarious Crypt Keeper, here we have a sombre and straight-to-the-point Henry Rollins (of the Rollins Band) presenting each story with a quick foreword. Each story blends mystery, suspense and most of the time, death, together to make for a half hour episode of fun. Unfortunately, most of the stories are extremely predictable and the endings don't always come as a surprise. But still, it makes for good Summer filler, and seeing guest actors meeting a sorry demise at the end of each episode is always fun.

Young Artist Awards

Year Result Award Category/Recipient(s)

2002 Nominated Young Artist Award Best Performance in a TV Series (Comedy or Drama) - Young Actress

Age Ten or Under

Brittany Tiplady

- WR.** Dan Angel creator
 Dan Angel writer (episode "The Bokor") (episode "The Occupant") (episode "The Passenger List") (episode "Renovation")
 Steve Aspis writer (episode ("A View Through the Window") (episode "If A Tree Falls")
 Joseph Beyer story (episode "Quiet, Please")
 Billy Brown creator
 Billy Brown writer (episode "The Bokor") (episode "The Occupant") (episode "The Passenger List") (episode "Renovation")
 Will Dixon writer
 Harry Dunn writer
 Earl Hamner Jr. (episode "The Doghouse") (as Earl Hamner)
 Sophie C. Hopkins writer (episode "After Life") (episode "Rest Stop") (episode "Still Life")
 Ted Humphrey writer (episode "Used Car")
 Damian Kindler writer
 Jim Leonard writer (episode "Quiet, Please") (episode "Reunion") (as Jim Leonard Jr.)
 Jim Leonard writer
 Philip Levens writer
 Wendy MacLeod writer (episode "Neighborhood Watch")
 Erin Maher writer (episode "Darkness")
 Dennis L. McKiernan writer (episode "Darkness", original short story)
 Kay Reindl writer (episode "Darkness")
 Jose Rivera writer
 Naren Shankar writer (episode "My So-Called Life and Death")
 Julie Siege writer (episode "Bitter Harvest")
- DIR.** Joe Dante (episode "The Occupant") (episode "Quiet Please")
 Brian Dennehy (episode "Renovation")
 Ernest R. Dickerson (episode "My So Called Life and Death") (episode "Still Life")
 Nick Gomez (episode "Now He's Coming Up the Stairs")
 Keith Gordon (episode "Bokor") (episode "Patterns")
 Tobe Hooper (episode "Cargo")
 Po-Chih Leong (episode "If A Tree Falls...")
 Jefery Levy (episode "Afterlife") (episode "Dead Air") (episode "Switch")
 Bill Pullman (episode "A View Through A Window")
 Philip Sgriccia (episode "Bitter Harvest")
 Paul Shapiro
 Yves Simoneau (episode "The Passenger List") (episode "Rest Stop")
 Bryan Spicer
 Ian Toynton (episode "Darkness") (episode "Voices")
 Michael W. Watkins (episode "Used Car")
 JoBeth Williams (episode "The Doghouse")
 Thomas J. Wright (episode "Hate Puppet") (episode "Voices")

EPISODES: 26 **YEAR MADE:** 2001 **COUNTRY:** US **SEASONS:** 1*ANGEL/BROWN PRODUCTIONS, WARNER BROS. TELEVISION***CREATOR:** DAN ANGEL, BILLY BROWN**TYPE OF SHOW:** ANTHOLOGY**FORMAT:** ANTHOLOGY**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 26**DATE OF PREMIER:** 12/07/2001**AIR DATE OF LAST EPISODE** 06/09/2001**SEASON DATE BREAKDOWN:****FILMS:**

 Host (uncredited) HENRY ROLLINS

1 - 1 *THE PASSENGER LIST*1 - 2 *THE BOKOR*

- 1 - 3 *DEAD AIR*
- 1 - 4 *RENOVATION*
- 1 - 5 *A VIEW THROUGH THE WINDOWS*
- 1 - 6 *QUITE, PLEASE*
- 1 - 7 *HOW HE'S COMING UP THE STAIRS*
- 1 - 8 *USED CAR*
- 1 - 9 *REST STOP*
- 1 - 10 *AFTER LIFE*
- 1 - 11 *IF A TREE FALLS...*
- 1 - 12 *THE OCCUPANT*
- 1 - 13 *REUNION*
- 1 - 14 *NEIGHBORHOOD WATCH*
- 1 - 15 *BITTER HARVEST*
- 1 - 16 *MY SO CALLED LIFE & DEATH*
- 1 - 17 *THE DOG HOUSE*
- 1 - 18 *STILL LIFE*
- 1 - 19 *HATE PUPPET*
- 1 - 20 *DARKENESS*
- 1 - 21 *THE MAZE*
- 1 - 22 *HARMONY*
- 1 - 23 *CARGO*
- 1 - 24 *SWITCH*
- 1 - 25 *PATTERNS*
- 1 - 26 *VOICES*

NIGHTMAN



Johnny Dominoe help fight crime with the help of his alter ego Nightman. Set in Bay City at the start of the 21st Century. Dominoe is struck by lightning and is able to sense things about people when their thoughts are focused on wrong-doing. Dominoe is a jazz musician who shares his electrifying talents with the elite club crowd by night and teaches kids by day. Johnny withstands a cosmic event that leaves him with incredible sensory powers that change his life forever. Thus is born Nightman, the superhero of the next millennium.

This series has been developed and updated by Glen A. Larson, marking his return to science fiction television since the mid 1980s. Other shows created by Glen A. Larson include, KNIGHT RIDER, AUTOMAN, BATTLESTAR GALACTIC AND GALACTICA 1980.

The pilot episode of Nightman was aired only months after the pilot had its airing in the US, but because of poor ratings for the pilot in the UK, Sky One, the broadcaster of the pilot never bought the series. The series is based on a popular comic book of the same title. Routine plots and state-of-yesterday's-art special effects helped consign this show to the syndication market. Many fans of the comics have expressed disappointment. The series poor performance is season one lead to a number of major cast changes out went Frank, Johnnys Farmer and also actor Derek Webster who was replaced in season two by Derwin Jordon playing the same character, not a good sign. The series' executive producers were Glen A. Larson and Stephen A. Miller.

Co-executive producer was Allan Eastman - Award-winning director Allan Eastman has worked in the entertainment industry for over two decades as a director, writer, and producer of feature films, television series and movies-of-the-week. Eastman's directing credits include the pilot for GENE RODDENBERRY'S EARTH: FINAL CONFLICT, the mini-series "Champagne Charlie" starring Hugh Grant, "Race for the Bomb," shot on location in Europe, and the award-winning "Ford: The Man and the Machine." His feature film credits include "Danger Zone" with Billy Zane and Robert Downey Jr., and "Crazy Moon," starring Kiefer Sutherland. In addition, Eastman has numerous television credits including STAR TREK: VOYAGER and THE OUTER LIMITS. Several original screenplays and countless story edits and rewrites round out Eastman's resume. A Canadian citizen and British/US resident, Eastman holds a Masters Degree from the University of Bristol Film School. In addition to his Executive Producer duties, Eastman directing six episodes of the first season of "Nightman."

The co-executive producer was Stephen A. Miller - Stephen A. Miller, co-executive producer of "NightMan," has worked steadily in television since 1978 as a writer-producer of half-hour comedies and one-hour action adventures. He began his career with the submission of a "spec" script for the ground-breaking comedy "All in the Family," which landed him his first job as a staff writer. He soon became story editor on the comedies "In the Beginning" and "Good Times," then executive script consultant on "The Misadventures of Sheriff Lobo."

In 1980, Miller joined the staff of "Archie Bunker's Place" as executive story editor and became producer during the 1982-83 season. Following a two-year television deal at MGM, he worked at Universal as a producer on the hour-long action adventures AIRWOLF, "Simon & Simon" and "Magnum, P.I." Since then, he has served as producer of a number of additional series, including "Evening Shade," "P.S. I LUV U" and "One West Waikiki."

Executive producer was Harold Tichenor - Harold Tichenor is president of Crescent Entertainment, one of Western Canada's foremost motion picture and television production companies. He became involved in the film industry as an experimental filmmaker in the early 1960s. Immigrating to Canada in 1966, he worked as a freelance cameraman, editor, writer, producer and director on over 100 documentaries. In 1980, Tichenor shifted his emphasis from documentary to dramatic production, forming Crescent Entertainment in 1990. He co-executive produced the multi-award-winning KURT VONNEGUT'S WELCOME TO THE MONKEY HOUSE and has produced numerous television movies. In 1994, Tichenor received an Emmy nomination for the miniseries "Children of the Dust." Most recently, he produced the

miniseries "Titanic," was consulting producer on "Kitchen Party," and executive producer on "Naked Frailties" and the TV movie "Shadow Warrior II."

Another executive producer was Glen A. Larson - Glen A. Larson, executive producer of "NightMan," has long been one of television's most prolific and respected producers. With some 26 television series to his credit, few can rival his remarkable success in producing first-rate entertainment across the schedule -- from youth and action shows such as "The Hardy Boys" and KNIGHT RIDER to sophisticated primetime fare like "Quincy" and "Magnum P.I." Larson began his television career at Universal Studios, where in one short season, he rose from freelance writer to producer of "It Takes A Thief," starring Robert Wagner. He went on to develop, create, write and produce pilots for numerous programs including "Alias Smith and Jones," "McCloud," THE SIX MILLION DOLLAR MAN, "Quincy," "B.J. and The Bear," "Sheriff Lobo," "The Hardy Boys-Nancy Drew Mysteries," BUCK ROGERS IN THE 25TH CENTURY, "Switch," BATTLESTAR GALATICA, "Magnum P.I.," "Cover Up," KNIGHT RIDER and "The Fall Guy."

WR.**DIR.** Allan Eastman.**EPISODES:** 44 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 2*ALLIACNE ATLANTIS COMMUNICATIONS/ CRECENT ENTERTAINMENT LTD/ GLEN A. LARSON PRODUCTIONS/ TRIBUNE ENTERTAINMENT***CREATOR:** GLEN A. LARSON (Based on the Marvel comics character Nightman)**TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 22 (2) 22**DATE OF PREMIER:** 15/09/1997 **AIR DATE OF LAST EPISODE** 23/05/1999**SEASON DATE BREAKDOWN:****FILMS:**

Johnny Dominoe/Nightman MATT MCCOLM, Frank Dominus EARL HOLLIMAN (1) , Raleigh Jordon DEREK WEBSTER (1), Raleigh Jordon DERWIN JORDON (2) , Lt. Charlie Dann MICHAEL WOODS, Jessica Rodgers FELECIA M. BELL, Lieutenant Briony Branca JANE HIETMAYER (2).

RELATED SHOWS:*KNIGHT RIDER**BUCK ROGERS IN THE 25TH CENTURY**BATTLESTAR GALATICA**AUTOMAN**GALACTICA 1980**HIGHWAYMAN, THE**MANIMAL**TEAM KNIGHT RIDER**BATTLESTAR GALATICA (MINI)**BATTLESTAR GALACTICA (2004)*

- 1 - 1 *"PILOT" (1-2)*
- 1 - 2 *WHOLE LOTTA SHAKIN' GOIN' ON*
- 1 - 3 *I LEFT MY HEART IN SAN FRANCISCO*
- 1 - 4 *IN THE STILL OF THE NIGHT*
- 1 - 5 *FACE TO FACE*
- 1 - 6 *CHROME*
- 1 - 7 *TAKIN' IT TO THE STREETS*
- 1 - 8 *LADY IN RED*
- 1 - 9 *THAT OL' GANG OF MINE*
- 1 - 10 *BAD MOON RISING*
- 1 - 11 *CONSTANT CRAVING*
- 1 - 12 *YOU ARE TOO BEAUTIFUL*

-
- 1 - 13 *DO YOU BELIEVE IN MAGIC?*
 - 1 - 14 *HOUSE OF SOUL*
 - 1 - 15 *NIGHTWOMAN*
 - 1 - 16 *CHROME II*
 - 1 - 17 *BAD TO THE BONE*
 - 1 - 18 *HITCHHIKER*
 - 1 - 19 *DEVIL IN DISGUISE*
 - 1 - 20 *DOUBLE VISION*
 - 1 - 21 *AMAZING GRACE*
 - 2 - 1 *THE ULTRAWEB*
 - 2 - 2 *THE BLACK KNIGHT*
 - 2 - 3 *IT CAME FROM OUT OF THE SKY*
 - 2 - 4 *BOOK OF THE DEAD*
 - 2 - 5 *FEAR CITY*
 - 2 - 6 *MANIMAL*
 - 2 - 7 *KNIGHT LIFE*
 - 2 - 8 *THE PEOPLE'S CHOICE*
 - 2 - 9 *RING OF FIRE*
 - 2 - 10 *SIXTY MINUTE MAN*
 - 2 - 11 *BLADER*
 - 2 - 12
 - 2 - 13 *BURNING LOVE*
 - 2 - 14
 - 2 - 15 *DUST*
 - 2 - 16 *SPELLBOUND*
 - 2 - 17 *DOUBLE DOUBLE*
 - 2 - 18 *THE ENEMY WITHIN*
 - 2 - 19 *GORE*
 - 2 - 20 *REVELATIONS*
 - 2 - 21 *NIGHTWOMAN RETURN*
 - 2 - 22 *KEYES TO THE KINGDOM OF HELL*

Frank Nolan - murdered after stumbling over a toxic waste dumping ring, and Fay Peronivic - whom committed suicide after being dumped by her gangster-like boyfriend, find themselves in the "All Night Cafe" and being recruited to help others get a second chance to change their lives. The mysterious bartender, Blackie, seems to know what's going on but blithely refuses to tell.

1 - 2 *DYING WELL IS THE BEST REVENGE*

1 - 3 *FAY AND IVY*

1 - 4 *THE HEART OF THE MYSTERY*

1 - 5 *SANTUARY FOR A CHILD*

1 - 6 *ALIENS ATE MY LUNCH*

NIGHTMARE MAN, THE

The Scottish isle of Inverdee is preparing for its usual long hard winter when the dismembered body of a woman tourist is found. Local dentist Michael Gaffikin and Insp. Inskip are baffled by the ferocity of the murder - and their alarm increases when an ornithologist, Dr Symonds, suffers a similar fate. When he was attacked, his camera had been running and the film reveals a shadowy, monster-like creature. This and the sleek capsule found washed-up on the beach leads Michael to suspect that the murderer could be something alien . . .

And, in a sense, it is, for the killer turns out to be the result of a secret Russian experiment called the Vodyanoi in which a man's brain is linked to a mini-sub's controls. In his panic to get out, the Russian submariner had half his brain ripped away, turning him into a grotesque 'Nightmare Man'. The Russians duly turn up, disguised as a British army unit, but their cover is blown when a soldier salutes with the wrong hand! In the end, after the killer has also attacked a coastguard station, the Russians track down and kill him.

This atmospheric 1981 BBC thriller combined brutal murder, Russian agents and a secret experiment in a tale of a killer on the loose on a remote Scottish island. Adapted by Robert Holmes from the novel *Child of Vodyanoi* by David Wiltshire, it toned down the graphic horror, but remained a gripping, suspenseful drama.

A good cast featured James Warwick, Maurice Rooves and Celia Imrie, with the mainly half-glimpsed killer played by Pat Gorman, a veteran of many a DOCTOR WHO monster costume. Tautly directed by Douglas Camfield, the series included several sequences shot from the killer's point of view, and filmed through a red filter. The producer for the show was Ron Craddock, the designer was Allan Anson and the script editor was Jenny Sheridan.

WR. Robert Holmes

DIR. Douglas Camfield.

EPISODES: 4 **YEAR MADE:** 1981 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR: DAVID WILTSHIRE

TYPE OF SHOW: SCIENCE

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER: 01/05/1981

AIR DATE OF LAST EPISODE 22/05/1981

SEASON DATE BREAKDOWN:

FILMS:

Michael Gaffikin JAMES WARWICK, Fiona Patterson CELIA IMRIE, Insp. Inskip MAURICE ROEVES, Dr. Goudry TOM WATSON, Col. Howard JONATHON NEWTH, Sgt. Carch JAMES COSMO, PC Malcolmson FRASER WILSON, Dr. Symonds TONY SIBBALD, Mrs. MacKay ELAINE WELLS, McGrath JON CROFT, Campbell RONALD FORFAR, Drummond JEFFREY STEWART, Lt. Carey ROBERT VOWLES, The Killer PAT GORMAN.

RELATED SHOWS:

DOCTOR WHO

NINJA CAPTOR



For centuries, the ancient Ninja clans of Japan have lived a life of secretive seclusion in the forests and mountains, only rarely venturing out to serve Japanese shoguns/warlords, topple governments or to obtain information. The Ancient Fuuma Ninja clan is one such secret group that decides to reveal itself to world and use their skills to forcibly takeover Japan. Led by the crafty Fuuma clansman Retpuu, the Fuuma go on the offensive and attempt to steal advanced weaponry to aid them in their plans. One of the Fuuma, Izumo Daisuke has a change of heart and decides to betray his clan. Escaping to Tokyo, he is rescued by the mysterious Ninja master Tendou Mujin. Tendou Mujin foresaw such a move by rouge Ninja clans and has assembled a team of master Ninjas to act on behalf of humanity and protect the world from their kind. He asks Daisuke to lead the team of Ninjas to oppose Retpuu and stop his grand ambitions. Calling themselves the "Captor Team" these seven Ninja warriors use their various ninjitsu skills and advanced weaponry to stop the Fuuma from ruling Japan. Later the peaceful Koga Ninja clan is corrupted by their crazed leader Kurayami Nindou (the 18th leader of the Koga) who decides to follow the Fuuma's lead and takeover the world. They are also opposed by the "Captor Team".

Characters

Who are the Ninja Captor?

Izumo Daisuke/Hi Nin <Fire Ninja> Captor #7

Former member of the Fuuman clan. Selected by Tendou Mujin to lead the "Captor Team" and become its 'Chief'. Is a college student at Tozai College where he is a student in Tendou Mujin's class. Wields 'flare darts' and 'fire bombs' which can incinerate and burn his opponents. Is a Master Ninja who is skilled in numerous hand-to-hand combat techniques.

Fukuro Saburobei/Den Nin <Electric Ninja> Captor #1

As his name implies, he is the 'elder statesman' of the group. Dresses in a bowler hat and Edwardian style clothes (could be seen as a John Steed <The British TV Series The Avengers> character). Is quite the character and usually provides a lot of the comic-relief. Usually serves as the Tendou household's butler and manservant. Despite his comic appearance however he is a skilled Ninja and wears an electric powered belt that can charge his 'Electric Whip'.

Rin Sakon/Mizu Nin <Water Ninja> Captor #2

Is a gifted swimmer and athlete. Is captain of the Nanboku College swim team. Works part-time as a swimming instructor at a local elementary school. Specializes in underwater combat. Carries a 'Jet Stream Gun' which can shoot out torrents of water.

Sakurakoji Maria/Hana Nin <Flower Ninja> Captor #3

Cute and fetching female member of the team. Fifteen (15) year old high school student who loves fashion and flowers. Is a boarding room student at the Tendou household. Is a master of the nunchakus and uses 'Flower Nunchakus' in battle. After defeating the Fuuman Clan, Maria leaves the team to study abroad in America.

Tendou Miki/Hana Nin <Flower Ninja> Captor #3

Replaces Maria as the new Hana Nin. Is the granddaughter of Tendou Mujin. Unlike Maria, she is a bit of a tomboy and tends to be a bit brash and reckless. Is also a master of the nunchakus and uses 'Flower Nunchakus' in battle.

Kurogawa Dan/Tsuchi Nin <Earth Ninja> Captor #4

Big and burly member of the team. Is incredibly strong and tough. Was a former wrestling champ. Works part-time as a construction worker. Uses his great strength the pummel his opponents. Also carries a 'Ground Crusher' club which he can use to pound concrete to gravel, dent steel beams or knockout his opponents with one swing.

Oyama Noboru/Kane Nin <Metal Ninja> Captor #5

Is the Captor Team's resident techie and mechanic. Works for an electronics store. Has the peculiar ability to be able to find and detect metal objects wherever they may be. Loves fiddling with mechanical parts and gears. As Captor #5, he wields various metal discs which he can use as shields or as throwing weapons. Can also use these discs like a buzz saw to cut through metal.

Izumi Keita/Kaze Nin <Wind Ninja> Captor #6

Youngest member of the team. Is a Junior High School student at Tozai Junior High. Has an affinity with animals especially dogs. Specializes in 'bunshin' (shadow image) attacks and other concealment skills. In battle, he uses a 'Wind Horn' to create strong gusts of wind that can knock opponents off their feet.

The Captor Team utilizes a number of vehicles in their missions including:

'The Captor Machine' A small battle van which the Captor Team uses as transport. Has a number of weapons including a machine gun attachment. Can run at speeds of up to 180 miles per hour and can also jump several hundreds of feet through the air.

'The Heli-Captor' Flying fortress headquarters for the Captor Team. Is usually docked in a hidden underground launch pad beneath Tokyo Tower. Has powerful machinegun weapons.

Tendou Mujin

Spiritual Advisor to the Captor Team. Is a Master Ninja who has knowledge and access to 400 years of Ninja history, lore and writings. Is the head of the Tendou household, a major Ninja family. Was killed by agents of the Koga Ninja clan.

Togakushi Hakuun

Another noted Ninja scholar and practitioner. Was saved by the Captor Team when agents of the Koga Ninja clan marked him for death. Took over as Spiritual Advisor to the team.

The Captor Team is also assisted by a small band of elementary kids affectionately known as the 'Junior Captors'. They are Ninjas in training and are skill learning the basic Ninja arts.

Who are the Fuuma?

The Fuuma were once a proud and ambitious Ninja clan. For centuries they had been in hiding, awaiting the time when they can step forward and conquer Japan. They are led by the Mystical Ninja Fuuma Retpuu who sought to unite all the various Ninja clans throughout Japan to launch a combined assault on the World. Most of the Fuuma were masters of various black magic and ancient Ninjitsu skills. Some also carried various 'magical' weaponry which they could use against their opponents. A few Fuuma Ninja however opposed the plans of Fuuma Retpuu. One such clansman, Izumo Daisuke broke free from the clan.

Who are the Koga?

The Koga Ninja clan of Shiga were along with the Iga Ninja clan of Mie, the originators of the Ninjitsu arts. The Koga Ninja had a long distinction of serving Japanese Shoguns throughout history. They were a peaceful clan and had no ambitions of conquest. However in the later half of the 20th century, Kurayami Nindou, 18th head of the Koga Ninjas, used his position to corrupt the clan. Using his Ninja 'black arts' and loyal henchmen, he took control of the clan and forced its member to serve his dreams of conquest. The Koga Ninja are very powerful Ninja masters and have numerous mystical powers and weapons which aid them in their battles.

Trivia

Up until recently, was considered one of the largest 'sentai-like' groups in Tokusatsu TV history (with seven members). 'Choshinsei Grandsazer' now bares that unique distinction with twelve members.

The group composition was unique in that it comprised of older members (Saburobei), young adults (Daisuke, Sankon), young teens (Maria) and even kids (Keita), a gimmick that 'Chosei Gransazer' also utilized in a limited way.

Like 'Himitsu Sentai Goranger', 'Ninja Captor' was less a hero drama and more a comedy hero show.

Ban Daisuke (AKA Ban Naoya) was born Saito Kiyonari on May 5, 1947 in Kawaguchi City, Saitama Prefecture, just north of Tokyo.

During his college years, Ban was a member of a theater group that performed various stage productions especially the works of French writers. Before becoming an actor Ban worked part-time at a teahouse and even considered getting a regular job as a 'salaryman'.

Ban got his first big break when he was cast in the role of "Jiro" for the Tokusatsu series "Jinzo Ningen Kikaida" (Android Kikaider; Toei/NET, 1972). According to Ban's website (<http://www.bandaisuke.com>) rather than auditioning for the part, he was tabbed for the role when the wife of the program's producer chose his photo from a lineup of finalists.

While Ban went on to star in other Tokusatsu series to portray other heroes like Watari Goro/Inazuman ('Inazuman/Inazuman Flash'; Toei, 1974), Makoto Jin/Battle Cossack #2 (Battle Fever J; Toei, 1979), the role of Jiro has proved to be his most endearing one. Thanks to the efforts of JN Productions in Hawaii, 'Kikaider' has become a cult classic and Ban has made frequent visits to Hawaii to meet with old and new fans alike.

Ban's filmography includes such TV series and movies as: "Aguri", "Suzuran", "Hanshichi Torimonocho" (NHK), "Choshichiro Edo Nikki" (NTV), "Denshi Chojin Gridman" (Tsuburaya/TBS; 1993), "Zenigata Heiji", 'Gift', You Nimo Kimyou Na Monogatari" (Fuji), "Abarenbo Shogun", "Sasurai Keiji" (TV Asahi), "Tokugawa Buraicho" and Oedo Sosamo" (TV Tokyo).

More recently, Ban has starred in a number of movies, including the hit horror series Ringu (The Ring; Toho, 1998), 'Rasen' (Spiral; Toho, 1998), 'Ringu 2' (The Ring 2; Toho, 1999), and Ringu 0: Basudei (The Ring 0: Birthday; Toho, 2000).

Ban released an autobiography entitled 'Switch On! Jinzo Ningen Kikaida, Jiro Tabi No Tochu De' (Switch On! Super Android Kikaider: In the Midst of Jiro's Journey) published by Kadokawa Shoten in 2001 which told anecdotes and detailed his experiences playing Jiro.

While unique character actor Ushio Kenji (3/23/1923 - 9/19/1993) has had a long movie career, he will always be known for his role as Jikoku Taishi <Ambassador Hell> (Kamen Rider - Toei/TV Asahi/Ishinomori Pro, 1971). Born Mazudo Masato in Tokyo; Japan, Ushio is the cousin of actor Ando Mitsuo (Prof. Gill - Jinzo Ningen Kikaida; Toei, 1972).

Ushio has played a number of interesting albeit sometimes wacky or sinister characters on TV including Mephisto (Akuman Kun, 1966), Doruge Pierro (Chojin Barom 1; Toei, 1972 - Episode 34), Mozuma (Henshin Ninja Arashi; Toei, 1972 - Episode 32), Sponge Green (Jinzo Ningen Kikaida; Toei, 1972 - Episodes 28 & 29), Mr. Dan Akuma/Double Bat (Seigi No Symbol Condorman; Toei, 1975 - Episodes 7 & 8), Commander Hedda (Battle Fever J; Toei, 1979 - Episodes 4-8); Kurayami Taishi <Darkness Ambassador> (Kamen Rider Special - Zenin Shugo! Nana Nin No Kamen Rider <Kamen Rider Special! Seven Riders Come Together; Toei, 1984), Doctor Q (Kyodai Bycrosser; Toei, 1985) and Tetsumen Danchaku <Baron Iron Mask> (JAKQ. Dengeki Tai vs. Himitsu Sentai Goranger; Toei, 1978. 'Ninja Captor' offered Ushio one of the few chances to portray a hero. Ushio passed away in 1993 of heart failure. In true quirky fashion, Ushio's funeral was attended by fans and friends who came dressed in full 'Shocker' uniforms and who saluted him as they would Ambassador Hell.

Other Movie Appearances include:

'Sugata Sanshiro Dai Ichi Bu' (Sugata Sanshiro Chapter One - Toei, 1955)
 'Muhou Gai' (Streets of Outrage - Toei, 1956)
 'Rakuda No Uma San' (The Donkey Named Mr. Horse - Toei, 1957)
 'Keishicho Monogatari - Bakuchu Ma (Stories of the Police Department - The Daylight Demon -Toei, 1957)
 'Nisei Sensou Fuun Hiwa ' Kiri No Machi' (The Secret Storm of World War II - Town of Fog, Toei, 1957)
 '893 Gurentai (The 893 Gang; Toei, 1966)
 'Nihon Ankoku Shi Chi No Kosou (Japan's Dark History - Flood Feud; Toei, 1967)
 'Shokin Kazeki' (Prize Money; Toei, 1969)
 'Bakuchuchi Nagaremono' (The Wandering Gambler; Toei, 1970)
 'Gokudo Kyojyo Tabi' (Yakuza, The Path of Crime; Toei, 1970)
 'Goaku Bozu - Nomu, Utsu, Kau' (Incedious Priest - Eat, Fight, Drink; Toei, 1971)
 'Nihon Bouryakudan Koroshi No Hai' (Japan Mafia - Killer's Ash; Toei, 1972)

Lin Tai Hing was one of Shihomi Etsuko's Kung-Fu opponents in 'Onna Hissatsu Ken' (AKA Sister Street Fighter; Toei, 1974).

Cute actress Matsuba Yuko's (the first Captor No. 3) career didn't quite go so well after 'Ninja Captor' as she later went on to star in a couple of AV (Adult Video) titles as well as appear in some nude photo pinups. She however later married and is rumored to be living somewhere in the U.S.

Captor No. 3 (#2), Nogawa Ai's (real name Hatano Mariko) career fared a little better as she made appearances on other Tokusatsu shows including 'Chojin Bibyun' (Toei/NET, 1977), 'Robot 110 Ban' (ANB/Toei, 1977), 'Ganbare Red Bikinis' (ANB/Toei, 1978), and 'Shin Kamen Rider' (MBS/Toei, 1980). She also appeared in a number of movies including 'Ningen No Shomei' (Proof of a Man; Toei, 1977), 'Dump Wataridori' (Toei, 1981) and 'Seishin No Mon Jiritsu Hen' (Toho, 1977).

Before 'Ninja Captor' Fujiye Yoshiyuki <AKA Godai Sanpei> was probably familiar to children as Choyokichi in the bizarre Tokusatsu show 'Kaijyu Booska' (Beast Booska; TBS, 1966). Later Fujiye portrayed Tatsumura Masao in Suki! Suki! Majyo Sensei (Love! Love! Ms. Witch - ABC/Toei, 1972). He made other appearances in shows such as 'Kamen Rider V3' (Toei/MBS, 1973) and 'Ganbare! Red Bikinis' (ANB/Toei, 1978) before returning to the 'team show' genre portraying Oshima Taka/Vul Panther in 'Taiyo Sentai San Vulcan' (Toei, 1981).

Sato Hiroyuki later went on to become an assistant director on such films as 'Chugoku No Chojin' (AKA Birdmen of China; Hone Films, 1998) and Miike Takashi's 'Andromedia' (TBS Films, 1998) starring former Okinawan girl group 'Speed'.

Sasaki Takamaru is no stranger to Sci-Fi/Fantasy themed TV and movies having starred in a number of unique films including 'Densou Ningen' (AKA Secret of the Telegian; Toho, 1960), 'Gas Ningen Dai Ichi Go' (AKA The Human Vaport; Toho, 1960), 'Kyofu No Mira' (The Deadly Mummy - TV Series; 1961), 'Yosei Gorasu' (AKA Gorath; Toho, 1962), 'Kaijyu Daisensou' (AKA Monster Zero; 1965) and 'Botan Torou' (Daiei, 1968).

Katagiri Shin starred in a number of movies including 'Yoru No Keisha' (Takarazuka Films, 1962) and 'Ohsou' (King; Toho, 1973).

Houta Shinzou portrayed another villainous leader, General Monster in the series 'Shin Kamen Rider' (AKA Sky Rider; Toei, 1979). Frequently typecast as a thug or gangster, Houta has appeared in a number of films including 'Tokugawa Eiyasu' (Toei, 1965), 'Ninpou Chushingura' (The Ninja Chushingura; Toei, 1965), 'Yakuza G-Men' (Toei, 1965), 'Jyoushu 701 Go Sasori' (AKA Female Convict Scorpion; Toei, 1972), 'Jyoshu Sasori Dai 41 Zakkyobou' (Female Convict Scorpion Jailhouse #41; Toei, 1972) and 'Zenka Onna: Koroshi Setsu' (Criminal Woman - Killing Season; Toei, 1973).

While the Iga and Koga were real Ninja clans in Japan, it is highly doubtful that they were as powerful and mystically adept as portrayed in the various comics and movies. They were however very prominent clans and were two of the most famous ninja styles, often pitted against each other in Japanese fiction. In reality however, they were allies and worked together in mutual defense pacts during the Heian period.

Other Tokusatsu series where the Ninja play a prominent role are: 'Ninja Butai ' Gekko (The Ninja Team - Moonlight; Fuji TV/NAC, 1962), Kamen No Ninja Akka Kage (Ninja Mask - Red Shadow; Toei, 1967), Kaiketsu! Lion Maru (Resolved! Lion Maru; P-Pro/Fuji TV, 1972), 'Henshin Ninja Arashi' (Transforming Ninja Arashi <Storm>; Toei, 1972), 'Majin Hunter Mitsurugi' (Demon Hunter Mitsurugi; Fuji TV, 1973), 'Fuun Lion Maru' (Storm Cloud Lion Maru; P-Pro, 1973), Yuugen Jikkou San Kyoudai <Sisters> Shushutoria (Possession Practice Words Three Sisters Shushutorian; Toei, 1993), Ninja Sentai KakuRanger (The Ninja Team - KakuRanger; TV Asahi/Toei, 1994), 'Sekai Ninja Jiraiya' (The World Ninja Jiraiya; Toei, 1988) and 'Ninpuu Sentai Harikanger' (Ninja Magic Team Harikanger; TV Asahi/Toei, 2002).

Of course the current Anime hit 'Naruto' (Studio Pierrot, 1999) is also very much infused with Ninja references and lore.

The series was produced by Tohru Hirayama, and the original music was by Akihiro Kobayashi.

Producers - Hirayama Toru, Kono Koujin, Kondo Hirotake

Planning - Kikakusha 104

Cinematography - Aihara Yoshiharu

Illumination - Mizumura Tomio

Sound - Sato Shuichi

Art Direction - Nomoto Yukio

Editing - Matsuya Masao

Make Up - Sei Yuki

Stunts - Takahashi Kazutoshi, 'Big Action'

Broadcast Tokyo 12 Channel (TV Tokyo)

Music - Komori Akihiro

Theme Song

"Tou Ei Ninja Captor" (Fight On! Ninja Captor)

Lyrics: Yatte Saburo

Composer: Komori Akihiro

Performed by: Mizuki Ichiro & Horie Mitsuko with Korogi '73

WR. Igami Masaru, Nakasaka Hideka, Matsushita Mikio, Shioda Chigus

DIR. Tanaka Hideo, Okunaka Atsuo, Yamasaki Daisuke, Nakamura Tsuneyosh

EPISODES: 43 **YEAR MADE:** 1976 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: YATTE SABURO

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 43

DATE OF PREMIER: 07/04/1976

AIR DATE OF LAST EPISODE 26/01/1977

SEASON DATE BREAKDOWN:

FILMS:

Izumo Daisuke/Hi Nin <Fire Ninja> Captor #7 BAN NAOYA (AKA BAN DAISUKE) , Fukuro Saburobei/Den Nin <Electric Ninja> Captor #1 USHIO KENJI, Shijou Sakon/Mizu Nin <Water Ninja> Captor #2 RIN TAI HING, Sakurakoji Maria/Hana Nin <Flower Ninja> Captor #3 MATSUBA YUKO (EPS 1-26), Tendou Miki/Hana Nin <Flower Ninja> Captor #3 NOGAWA AI (EPS 27-43), Kurogawa Dan/Tsuchi Nin <Earth Ninja> Captor #4 UTSU HIRONORI, Oyama Noboru/Kane Nin <Metal Ninja> Captor #5 FUJIYE YOSHIYUKI (AKA DODAI SANPEI), Izumi Keita/Kaze Nin <Wind Ninja> Captor #6 SATO HIROYUKI, Tendou Mujin KATAGIRI SHIN, Togakushi Hakuun SASAKI TAMAMARU, Fuuma Retpoo/Kurayami Nindou HOUTA SHINZOU, Narrator NAYA GORO

- 1 - 1 *THE SEVEN NINJAS STAND AT TOKYO TOWER*
- 1 - 2 *SECRET OF THE ROCKET SKILL*
- 1 - 3 *A NINJA DISAPPEARS WITHIN THE WALLS!?*
- 1 - 4 *THE HIGH FLYING KITE NINJA! AIR BATTLE!?*
- 1 - 5 *THE CAPTOR ELIMINATION PLAN*
- 1 - 6 *THE GRAND ESCAPE! NINJA ACADEMY!*
- 1 - 7 *A MYSTERY - WHO STOLE MY FACE!?*
- 1 - 8 *CRASH! THE HIGHWAY NINJA BATTLE*
- 1 - 9 *FOE OR FRIEND! FEMALE NINJA*
- 1 - 10 *BIZZARE! THE ROBOT SERVANT*
- 1 - 11 *THE INVINCIBLE POISON GAS NINJA*
- 1 - 12 *WIND NINJA CAPTOR 6 IS IN TROUBLE*
- 1 - 13 *THE LEGENDARY HIDDEN TREASURE*
- 1 - 14 *FIRE NINJA CAPTOR DIES AGAIN*
- 1 - 15 *THE DEMON FROM THE WOODS!*
- 1 - 16 *THE DISAPPEARING NINJA'S DAUGHTER IS MY CLASSMATE*
- 1 - 17 *THE FUDA MASTER IS IN DANGER*
- 1 - 18 *NINJA SKILL! THE BEETLE TRANSFORMATION!*
- 1 - 19 *MY BEST FRIEND IS WITH THE CHILDREN'S WIND DEMON NINJA SQUAD*

- 1 - 20 *THE BLACK PIANO PLAYER'S NINJA SKILL*
- 1 - 21 *THE CAMPSITE IS THE FUUMA'S GRAVE*
- 1 - 22 *THERE ARE WIND DEMONS IN THE HAUNTED HOUSE*
- 1 - 23 *NYUDOU DOUJIN VS. EARTH NINJA – MAGIC CHALLENGE*
- 1 - 24 *THE HELLISH FLUTE CONTROLS THE FIRE NINJA*
- 1 - 25 *OH NO! KEITA IS A TRAITOR*
- 1 - 26 *DEATH TO FUUMA RETPUU*
- 1 - 27 *A NEW ENEMY! THE KOGA NINJA SQUAD*
- 1 - 28 *WELCOME TO THE TENDOU NINJA ACADEMY*
- 1 - 29 *THE MYSTERIOUS MAGICIAN! CHECK THE CARDS!?*
- 1 - 30 *THE NINJA MANSION'S BLACK TRAPS*
- 1 - 31 *THE SHOWDOWN AT IZU*
- 1 - 32 *THE GREAT BATTLE AT SEA*
- 1 - 33 *THE GREAT CHASE! THE NINJA BUS!*
- 1 - 34 *THE DEMON'S HAND REACHES OUT FROM THE TELEPHONE*
- 1 - 35 *THE DEADLY HUMAN BUTTERFLY*
- 1 - 36 *THE DEATH GOD OF SEVEN MASKS*
- 1 - 37 *TENDOU MUJIN'S LAST DAYS*
- 1 - 38 *TOGAKUSHI HAKUUN'S ASSASSINATION PLAN*
- 1 - 39 *THE SUPERPOWER NINJA IS AFTER THE ESPER KIDS*
- 1 - 40 *AT YOUR SERVICE! NEW YEAR WISHES FROM THE NINJA*
- 1 - 41 *STEALING THE DOLLS*
- 1 - 42 *YAMIGARASU! THE NINJA CLASSROOM*
- 1 - 43 *KURAYAMI NINDOU'S LAST DAYS*

NINJA SENTAI KAKURANGER

AKA: **NINJA TASK FORCE KAKURANGER**

AKA: **KAKURANGER**

AKA: **NINJA BATTLE TEAM HIDDEN-RANGER**



Four hundred years after valiant Ninja sealed the passageway that allowed demons access to Earth, the forces of evil breakthrough once more into our dimension. Earth's last hope is a band of modern Ninja, led by Sasuke (Ogawa), a descendant of legendary ninja Sasuke Sarutobi (see Magic Boy). Sasuke is Ninja Red, a master of Ninja techniques, who fights with the spirit of a monkey. His second in command is, surprisignly for Sentai shows, a women, Tsuruhime (Hirose) the Ninja White, the 24th generation leader of the Crane Clan and mistress of the Crane fighting art.

Seikai (Kawai) is Ninja Yellow, a descendant of famous warrior, Miyoshi Seikai Nyudo, who fights with the power of the bear. Saizo (Tsuchida) is Ninja Blue, a descendant of famous Ninja Saizo Kirigakure who fights with the super swiftness of a wolf. American Jiraiya (Kosugi) is the descendant of famous ninja Jiraiya, who fights with the power of the toad and is the master of the mid-air death blow.

Their enemy in Gaikotsu Castle is the Demon King and their chief adversaries his five pretty Kunoichi assistants - deadly female ninja who lead the obligatory cannon fodder minions and a series of monster of the week. The team's Bear, Crane, Monkey, Wolf and Toad vehicles can combine to form the Super Stealth King, thought there is little stealthy about a giant robot. In fact, the Kakuranger cast had one of the biggest arsenals of giant robot shows in Sentai history, including later additions such as the Jugun (Best-General) and Super Jugun, as well as individual pilotable robots.

Kakuranger was keen to establish links with the many earlier ninja stories, including the manga of Sanpie Shirato and Fujihiko Honsono, as well as earlier updates such as PHANTOM AGENTS. The producers even cast the son of Nine Deaths of a Ninja star Sho Kosugi as Ninja Black in yet another attempt to tie Kakuranger indelibly to the assassins of the popular myth. Ironically, Kakuranger lost most of its cultural references in the transition abroad to become the next installment of the MIGHTY MORPHIN' POWER RANGERS series, where it formed the third distinct saga in Saban Entertainment's redically revised version after DAIRANGER and ZYURANGER.

Produced by Jun Kaji, Susumu Yoshikawa, Takeyuki Suzuki, Naruki Takadera.

Sixteenth Super Sentai. Also the twentieth anniversary sentai, counting 20 years from 1975 onward.

Song lyrics

SHIHKURETTO KAKURENJAA
(Kakuranger opening)

Kakurenjaa, ninja ninja.
Raito appu no buriiji wa,
Ijigen yuki no daiyamondo adobenchaa.

Kotchi to atchi no misuterii,
Tsunagete misete yo shiikuretto Kakurenjaa.

Yuugure, yatto ano koto ii kanji,
Sono toki, shuwa-tto kaze ga kire,

Buttobu, futari no aida surinukete,
Burakku hooru ni, kieta yatsu ga iru.

Are wa, nan nanja, nanja, nanja,
Nin ninja, ninja, (ninja),
Kakurenja, ninja, ninja,
Ninja sentai, Kakurenjaa.

Metoro rain no tonneru ni,
Kage ga odotte sairento sutorenjaa.

Machi ni chirabaru sutoorii,
Sagashite misete yo shiikuretto Kakurenjaa.

Oshiete, ninja shinobi no oku no te o,
Kawarimi, wakemi ni inmusubi,
Ano kono, kokoro no arika saguru tame,
Kikime ga attara, kobun ni naru kara sa.

Dakara, nan nanja, nanja, nanja,
Nin ninja, ninja, (ninja),
Kakurenja, ninja, ninja,
Ninja sentai, Kakurenjaa.

Are wa, nan nanja, nanja, nanja,
Nin ninja, ninja, (ninja),
Kakurenja, ninja, ninja.

Dakara, nan nanja, nanja, nanja,
Nin ninja, ninja, (ninja),
Kakurenja, ninja, ninja,
Ninja sentai, Kakurenjaa.

NINJA! MATENROU KIZZU
(Kakuranger Ending)

(Dance dance)

Doro doro dororon (dance dance)

(Dance dance, dance dance)

Doro doro dororon, shuri shuri shuriken (dance dance)

Doro doro dororon, bishi bishi makibishi (dance dance)

Megaro porisu no nakazora atari,
Okujou zutai ni oira no niwa sa,
Higawari kimewaza, mitaku wa nai ka.

Shuri shuri shuriken,
Bishi bishi makibishi,
Tanburingu kamaseba,
Chimmooryoo mo dororon, mitoreteru,
Ninja! Matenrou kizzu.

Doro doro dororon, shuri shuri shuriken (dance dance)

Doro doro dororon, bishi bishi makibishi (dance dance)

Matenrou kizzu.

Riaru na shakai hajiki dasarete,
Youkai ni natta shuuru na yatsura,
Huraa no kiwami wa, ningen ka mo ne.

Kiri kiri tsubokiri,

Gan gan boogan,
Migakiageta dougu de,
Chimimooroyoo mo dororon, odorasero,
Ninja! Matenrou kizzu.

Doro doro dororon, shuri shuri shuriken (dance dance)

Doro doro dororon, bishi bishi makibishi (dance dance)

Matenrou kizzu.

Shuri shuri shuriken,
Bishi bishi makibishi,
Saeta waza o renpatsu,
Chimimooroyoo mo dororon, damarasero,
Ninja! Matenrou kizzu.

Doro doro dororon, shuri shuri shuriken (dance dance)

Doro doro dororon, bishi bishi makibishi (dance dance)

Matenrou kizzu.

TSURUHIME! TSUYOSA WA ME NI MO UTSUKUSHII

(Kakuranger)

Kirenaga no hitomi,
Kirari hikaru toki,
Sude ni toraeteru, aku no kage.

Kuchibiru no akasa,
Kiriri saeru toki,
Tobutori no waza ga, odotteru.

Hakuchuumu mayakashi,
Isshun de miyaburu,
Azayaka na, Reidii Sorujaa.

Fly! Fly! Tsuruhime,
High up in the sky,
Tsuyosa wa me ni mo, utsukushii.

Fly! Fly! Tsuruhime,
High up in the sky,
Orizuru o, ayatsutte, mae yo.

Kuttaku no nasato,
Urei aru mayu to,
Mirai yomu chikara, awase motsu.

Densetsu no hime no,
Sadame uketsuide,
Tatakai no shura mo, hana ni suru.

Ayakashi no tegowasa,
Ura o yomi urakaku,
Shinayaka na, Howaito Faitaa.

Fly! Fly! Tsuruhime,
High up in the sky,
Tsuyosa wa me ni mo, utsukushii.

Fly! Fly! Tsuruhime,
High up in the sky,

Giniro no, tatsumaki o, yobe yo.

Fly! Fly! Tsuruhime,
High up in the sky,
Tsuyosa wa me ni mo, utsukushii.

Fly! Fly! Tsuruhime,
High up in the sky,
Orizuru o, ayatsutte, mae yo.

HOSHI YO, NIJIMU NA!

(Kakuranger)

Hoshi yo, nijimu na,
Yami ni, kagayaku.

Ore no, sugata o,
Terashidase.

Yoru ni, ugomeku,
Jaaku, no yukute.

Fusagu, hikari o,
Tayasu na.

Ima wa machi mo,
Yume no naka da kedo,
Tatakai no hibana wa,
Mou hajike-dashiteiru no sa.

Karada, ippai,
Hirogaru kizu ni,
Itami nado, kanjiru,
Jikan wa nai.

Kaze yo, utau na,
Tooi, kokyuu o,
Omoidasaseru,
Shirabe de.

Shouri, dake o,
Mune ni, chikatta hi,
Modorenai tabi da to,
Mou kokoro kimeteita no sa.

Itsumo, ashita o,
Mitsumeru hitomi,
Namida nado, nagaseru,

Jikan wa nai.

Ninja Sentai Kakuranger is the eighteenth sentai series. It aired from 1994-1995 and is what MIGHTY MORPHIN' POWER RANGERS (season three) and Mighty Morphin Alien Rangers was developed from. The Opening Theme is my favorite, tied with Ohranger's Opening Theme. The Ninja Sentai Kakuranger movie is campy but good. The story involves two monsters trying to find buildings for their master to shrink down and put in his model city. The monsters are trying to take two kids' house (and also a statuette plays an important part which I haven't exactly caught onto yet) and the Kakurangers are there to defend them. The final (Kakuranger) battle scene is really cool, showing off the Kakurangers' powers and features an extended version of the Opening Theme. The mecha scene about 2 seconds, it takes longer for them to form their mecha than for them to use it.

Characters and mecha

The Kakurangers

(I talk too much about the ninja of old whom they're based on, since I don't really care for the modern characters, except for Jiraiya, who reminds me a lot of myself.) If you're lucky enough to be descended from ninja, have a Doron Changer wristband, and say the magic words, 'Super Henge Doron Changer!', you too can become one of the elite...

Ninja Red (Sasuke; kanji literally mean 'assist-help')

Named after Kouga ninja Sarutobi Sasuke of Shinshuu (modern Nagano Prefecture), leader of the Ten Braves of Sanada. The original Sasuke ranks with Hattori Hanzou as a representative ninja. Sarutobi 'Monkeyflight' is not a surname but a reference to his monkey-like agility. The modern Sasuke, agile leader of the team, is a reckless man who's hot to go out and drag his comrades into battle with the enemy. Hence, he messes up a lot. But he doesn't reflect on his errors. No matter how great the enemy, he won't budge.

Can generate 'clones' (not quite the right word for 'bunshin') from his own hair.

Symbol: Circle

Weapons: Red Slicer, Fire Shogun Sword, Thunderclap Sword Hikarimaru

Attacks: Kakure Style Full Moon Cut, Fire Whirl Art, Thunderclap Cut

Skills: Bunshin (body-splitting or 'cloning') Art, Kinto Cloud (cf. Dragonball), Jet Transformation

Ninja Black (Jiraiya 'the child is thunder')

Named after Jiraiya, whose real name was Ogata Shuuma Hiroyuki. Born in Higo to a powerful family, his house fell, and he ended up disguised as a peasant named Tarou in Sarashina-gun in Shinshuu (Nagano-ken). Upon adulthood, he went on a journey to avenge his clan and became the virtuous bandit 'Jiraiya', controlling a giant toad by magic. (This was not supposed to be funny.) The modern Jiraiya is a Japanese-American ninja from LA played by Kane Kosugi, son of Sho Kosugi, who played his master Gary.

Gary murdered Jiraiya's policeman father in order to save the life of his daughter. He brought up Jiraiya and taught him the way of the ninja in atonement. Jiraiya was unaware of the identity of his father's murderer until years later, when Gary dueled Jiraiya in Japan, intending to die by Jiraiya's hand, which he does.

Jiraiya stands out among the characters because he keeps blurting out things in English, his (and Kane Kosugi's) native language. His struggles to get along in Japan remind me of my own, though it's played up more for comedy than anything else.

Symbol: Pentagon

Weapon: Black Bow

Attacks: Kakure Style Shooting Star, Earth Grasp

Skill: Earth Hiding Art

Ninja Blue (Saizou 'storehouse of talent')

Named after Kirigakure 'mist-hidden' Saizou, second best of the Sanada Ten Braves and the original Sasuke's rival. The modern Saizou is a constantly chattering, easily flattered man who thinks he's a lot smarter than he really is. If there's nothing to gain, he'll dump his comrades.

Symbol: Square

Weapon: Blue Shot (a water gun)

Attacks: Kakure Style Square Formation, Wolf Attack

Skills: Water-Crossing Art, Truck Transformation, Water Tower Art

Ninja Yellow (Seikai 'pure sea')

Named after lay bonze Miyoshi Seikai, strongest of the Sanada Ten Braves. The modern Seikai is anything but pure. He's driven by desire--for food, sleep, and women. He's indecisive, but like his predecessor, he has unusual strength.

Symbol: Triangle

Weapon: Yellow Claw (shades of Marvel!)

Attacks: Kakure Style Triangle Cut, Echo Art

Skill: Leaf Hiding Art

Ninja White (Tsuruhime)

Named after...nobody. Tsuruhime is a strong girl who is looking for her missing father (who turns out to be Hakumenrou). Has no interest in other males. Once fought injustice in a sailor suit with two other girls, Yukiyo and Tsukiyo, as the 'Punishment Sisters', as revealed in the 'Chouchoutorian reunion' episode. Yes, they really did say, "In the name of heaven, we will punish you!" Sounds familiar?

Symbol: V-shaped arrow pointing leftward

Weapon: White Beak

Attacks: Kakure Style 'Ku' (Hiragana) Character Cut, Flower Snowstorm

Skills: Folding (Paper) Crane Transformation, Paper (Crane) Control Art

Shared weapons: Kakulasers/Laser Knives/Kakuremaru Secret Swords, Shinobi Knuckles, shuriken (individual shapes).

Team attacks: Kakuranger Ball Kakure Shoot, Kakure Tower, Art of Invisibility, Thunder Light Destruction.

Vehicles: The Shark Bridder, Shark Scrider, and Shark Launcher bikes, which together perform the Triple Shark Driver. Nekomaru, their incredibly silly-looking van base that looks like a cat (neko)..

The Three God Generals:

I. Invincible Shogun, armed with the Fire Shogun Sword

Height: 58 m

Weight: 7300 t

The Invincible Shogun combines with Tsubasamaru (see below) to form the Super Invincible Shogun, armed with the eight invincible Cannons. It is composed of the Five Great Beast Generals:

Red Saruder (monkey: saru)

Height: 35 m

Weight: 1500 t

Weapon: Saruder Slicer

Black Gammer (toad: gama)

Height: 35 m

Weight: 1500 t

Weapon: Gammer Bow

Blue Logan (wolf: rou/ookami)

Height: 31 m

Weight: 1200 t

Weapon: Logan Shaft

Yellow Kumard (bear: kuma)

Height: 35 m

Weight: 1500 t

Weapon: Kumard Claws

White Kark (crane: kaku/tsuru)

Height: 30 m

Weight: 1000 t

Weapon: Kark Beak

All the names are puns on Japanese animal names.

Team attack: Vacuum Hurricane, Big Bang.

Each has a 'Battle' or 'Beast General Fighter' equivalent--these lightly armored warriors are used whenever there are too many enemies, or the Art of the Giant General Fighters can't be used: I don't remember seeing any of them in MMPR.

Battle Saruder (Red)

Attack: Saruder Claw

Battle Gammer (Black)

Attack: Gammer Three Attacks

Battle Logan (Blue)

Attack: Logan Kicker

Battle Kumard (Yellow)

Attack: Kumard Head (Butt)

Battle Kark (White)

Attack: Kark Cut

Team attack: Fighter Crash.

II. Hidden Great General, armed with the God Finish, God Burst Chop, God Hammer Punch.

Height: 58.5 m

Weight: 7200 t

Combines with Tsubasamaru (see below) to form the Super Hidden Great General, armed with the Flying Finish.

Composed of the Five Super Ninja Beasts, obtained after each Kakuranger underwent an ordeal to get the 'Shinobi Scrolls':

God Saruder (monkey)

Height: 31.5 m

Weight: 1300 t

Weapon: Saruder Double Swords

God Gammer (toad)

Length: 31 m

Weight: 2000 t

God Logan (wolf)

Length: 39 m

Weight: 1300 t

God Kumard (bear)

Length: 30 m

Weight: 2000 t

God Kark (crane)

Length: 15.6 m

Weight: 600 t

Speed: Mach 2

III. Tsubasamaru (who has no pilot in Kakurangers)

Length: 43 m

Wingspan: 85.6 m

Other data: Never revealed

Ninjaman/Samuraiman (MMPR: Ninjor)

The pupil of the Three God Generals, awakened from a pot after a thousand years' sleep. Rides the Kinto Cloud (cf. the cloud used by Gokuu in Dragonball). Uses the Ninja Sword, Samurai Javelin, and the Samurai Infuriation Bomber technique. Whenever an Apparition calls him "Aonisai" ('little squirt'), he gets angry enough to change into Samuraiman.

Height: 57.5 m (variable)

Weight: 6000 t (variable)

The Apparition Army

Great Demon King (MMPR: Master Vile) 1200. (Not a typo.) Pushed back into the cave where the Apparitions are entombed in the finale. Hangs out in Skeleton castle, a giant flying skull with huge 'ears' or 'wings' (you decide).

Gasha Skull (MMPR: Rito Repulsa)

Able to change into Young Noble Prince (Prince is his name, not a title), a bleached blonde leather punk with a guitar.

The Flower Kunoichi (female ninja) Team

An all-female counter-Kakurangers.

Yuri (Lily; orange)

Suijen (Water lotus; green)

Ayame (Sweet flag; blue)

Sakura (Cherry blossom; pink)

Ran (Orchid; purple)

Nurarihyon

Boss of the Apparitions 400 years ago; defeated by the ancestors of the Kakurangers.

Hakumenrou ('White Masked Man')

Armored mystery man who turns out to be Tsuruhime's father. Pretended to side with the Apparitions in order

to find Great Demon King's weakness; when found out, he was turned to stone by the Great Demon King. Of course, he was restored by the series' end.

Various supernatural creatures (need help with episode numbers and MMPR equivalents; I could check my Kaku and MMPR tapes, but I don't have the time, and no, I'm no MMPR expert) For the most part, I will not translate the names.

Rokurokubi
 Kappa
 Oboroguruma - Crabby Cabby in "Follow That Cab"
 Azukiarai - Garbage Mouth in "A Different Shade of Pink II"
 Hitotsume kozou
 Oonyuudou
 Nurikabe -Brick Bully in "Another Brick in the Wall"
 Mokumokuren - In "Changing of the Zords III"
 Gakitsuki - Ravenator in "Rita's Pita"
 Bakeneko
 Dorotabou
 Konaki jijii
 Shirouneri
 Tengu
 Dr. Yugami
 Replicas (Kappa, Azukiarai, Oboroguruma, Nurikabe, Mokumokuren)
 Kanedama
 Keukegen
 Shuten douji
 Amikiri
 Zashiki warashi
 Tsuchigumo
 Sarugami - Sinister Simian in "Chimp in Charge"
 Enraena
 Umibouzu
 Ittanmomen
 Kasabake
 Nue - Hate Master in "Stop the Hate Master"
 Nuppehuhofu - Face Stealer in "The Final Face-Off"?
 Amanojaku
 Sunakake babaa
 Kamaitachi
 Bakuki - Vampirus in "Ninja Quest"
 Karakasa
 Ushioni
 Nopperabou
 Kyuubi no kitsune (a fox!) - Kat (monster form) in "A Ranger Catastrophe II"?
 Chouchin kozou - Lantera in "Passing the Lantern"
 Daradara - Globbor in "Master Vile and the Metallic Armor"?
 Oomukade - Centerback in "Fourth Down and Long"
 Mujina - Artist Mole in "A Brush with Destiny"
 Kasha
 Yukionna
 Bimbougami
 Daidarabotchi (Great Demon King's younger brother)
 Yamanba (Great Demon King's younger sister) - Dischordia in "The Sound of Dischordia"?

Dorodoros (doro = mud)
 Grunts in blue tights with disturbing faces and armor plates modelled after Munch's 'The Scream'--seriously!
 Dance in the ending title.

Apparitions (none of which have appeared in MMPR...yet)

Oonyuudou
 Hitotsume kozou (elder and younger brothers)

Super Task Force World (shown 94.4.29-94.5.5 at the 'Super Task Force World' festival held at the Shin Takanawa Prince Hotel.) This 3D film teamed up Fiveman, Jetman, Zyuranger, Dairanger, and Kakuranger

against an alien army composed of the grunts from Zone, Vyram, etc. and five mercenaries, Zoger, Ilvus, Zygan, Bango, and Damal, who are all hirelings of the gigantic Dydus. Not recommended if you want to see actual human beings out of costume. Recommended if you enjoy Kourakuen shows.

Trivia

Teruaki Ogawa, who played the role of Sasuke, later came back in the Super Sentai franchise in the role of Black Knight/Hyuuga from the 1998 Sentai series Seijuu Sentai Gingaman.

Kane Kosugi is the son of Sho Kosugi, who starred in many films in America during the height of the ninja exploitation craze in Hollywood in the mid '80s. Kane is also set to play the role of Ryu Hayabusa in the film adaptation of the popular video game Dead or Alive.

Sho Kosugi also had an appearance in Kakuranger episodes 29 & 30 as Gali, Jiraya's foster parent and sensei.

The Oshioki Three Sailor Sisters is a reference to the 1993 Toei series Shushutorian, which starred Kakuranger regular Satomi Hirose. Two of her costars from the series, Kei Ishibashi and Noriko Tanaka, return as the two other "sisters."

Hakamenrou was played by Takayuki Godai, who also acted as the second Vul Eagle in Taiyou Sentai Sun Vulcan.

Sakura was played by Keiko Hayase, who also acted as Five Yellow in Chikyuu Sentai Fiveman.

Jiro was played by Keisuke Tsuchiya, who also acted as Kirin Ranger in Gosei Sentai Dairanger and later played Shadow/Black Beet from the Metal Hero series Juukou B-Fighter. His brother was casted as Takuya Kai.

Shiro Izumi, who acted as Change Pegasus in Dengeki Sentai Changeman and as Dragon Ranger in Kyouryuu Sentai ZyuRanger, had a guest appearance as the TV character "Otasuke Samurai" in episode 9.

Rika Kishida, who acted as White Swan in Choujin Sentai Jetman, had a guest appearance as a reporter in episode 9.

Reiko Chiba, who acted as Ptera Ranger in Kyouryuu Sentai ZyuRanger, had a guest appearance as Reika in episode 25.

WR. Noboru Sugimura, Tsunehia Arakawa, Kunio Fujii, Susumu Takahisa, Hirohisa Soda.

DIR. Yoshiaki Kobayashi, Shohei Tojo, Taro Sakamoto, Takeru Ogasawara, Katsuya Watanabe, Hiroshi Futsuda.

EPISODES: 53 **YEAR MADE:** 1994 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 53

DATE OF PREMIER: 18/02/1994

AIR DATE OF LAST EPISODE 24/02/1995

SEASON DATE BREAKDOWN:

FILMS: NINJA TASK FORCE KAKURANGER (1994), SUPER TASK FORCE WORLD (1994).

Ninjared: Sasuke OGAWA TERUAKI , Ninjawhite: Tsuruhime HIROSE SATOMI , Ninjayellow: Seikai KAWAI SHUU , Ninjablue: Saizou TSUCHIDA HIROSHI , Ninjablack: Jiraiya KANE KOSUGI , Ninjaman/Samuraiman , Youkai Gundan (Apparition Army) , Daimaou (Great Devil King) , Yamanba , Gasha Dokuro (Gasha Skull), Nue (a mythical bird of the night) , Daidarabotchi , Nurarihyon , Dr. Yugami (Warp), Hana no Kunoichi-gumi (Flower Female Ninja Team) - Ayame (Sweet Flag) , Sakura (Cherry Blossom) , Suiren (Water Lotus) , Yuri (Lily) , Ran (Orchid).

RELATED SHOWS:

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

KAGAKU SENTAI DYNAMAN

HIKARI SENTAI MASKMAN

CHIKYUU SENTAI FIVEMAN

CHO JIN SENTAI JETMAN

KYORYUU SENTAI ZYURANGER

GO SEI SENTAI DAIRANGER

- 1 - 1 *NINJA DE GOZARU (aka NINJAS!)*
- 1 - 2 *ABUNAI OBASAN (aka A DANGEROUS LADY)*
- 1 - 3 *AMERIKAN NINJA (aka AMERICAN NINJA)*
- 1 - 4 *YOUKAI PORISUMAN (aka THE GHOST POLICEMAN)*
- 1 - 5 *DEKOBOKOCHIN GEEMAA (aka THE UNEVEN STRANGE GAMERS)*
- 1 - 6 *MEDAMA NO OUJISAMA! (aka THE EYEBALL PRINCE!)*
- 1 - 7 *KOITSUA DEKAI (aka THIS GUY IS HUGE)*
- 1 - 8 *BAKENEKO SHOPPU!! (aka THE GHOST CAT SHOP!!)*
- 1 - 9 *DOKKIRI NAMACHUKEI (aka ??? LIVE BROADCAST (AT))*
- 1 - 10 *KONAKIJJII JA (aka THE BABY'S CRY OLD MAN)*
- 1 - 11 *BORO KOSO SAIKOU (aka RAGS ARE THE BEST)*
- 1 - 12 *DETA!! SHIN JUUSHOU (aka THEY CAME OUT!! NEW BEAST COMMANDERS)*
- 1 - 13 *BUTTOBASE FUKOU (aka DRIVE AWAY THE SADNESS)*
- 1 - 14 *ORE WA KIKOUSHI DA!! (aka I AM THE YOUNG NOBLE!!)*
- 1 - 15 *GEE! SUGOI YATSU (aka ARGH! POWERFUL CREATURES)*
- 1 - 16 *AKA SARU NO ONI TAIJI (aka THE RED MONKEY'S DEMON EXTERMINATION)*
- 1 - 17 *MAKEN TO PANTSU!! (aka THE EVIL SWORD AND UNDERWEAR!!)*
- 1 - 18 *HARO KINOKO-KUN (aka HELLO, MUSHROOM BOY)*
- 1 - 19 *KURAYAMI NO JIGOKU WANA!! (aka THE DEVILISH TRAP IN DARKNESS)*
- 1 - 20 *HANA NO KUNOICHI GUMI (aka THE FLOWER FEMALE NINJA TEAM)*
- 1 - 21 *SARUMANE HISSATSU WAZA (aka THE MONKEY MIMIC'S DEADLY ATTACK)*
- 1 - 22 *WARATTE ITADAKIMASU (aka I'LL MAKE YOU LAUGH)*
- 1 - 23 *DENGEKI!! SHIROI KAICHO (aka A SHOCK!! THE STRANGE WHITE BIRD)*
- 1 - 24 *AA IKKAN NO OWARI (aka AH! THE END OF VOLUME 1)*
- 1 - 25 *ARATANARU TABIDACHI! (aka A NEW JOURNEY!)*
- 1 - 26 *TSURUHIME KE NO CHOU HIMITSU (aka THE GREAT SECRET OF THE TSURUHIME FAMILY)*
- 1 - 27 *MUTEKI SHOUGUN NO SAIGO (aka END OF THE INVINCIBLE SHOGUN)*
- 1 - 28 *CHOU OOMONO RAINICHI!! (PART 1 OF 2) (aka A SUPER BIG FIGURE COMING TO JAPAN!!)*
- 1 - 29 *SHIJOUHATSU NO SUUPAA BATORU (PART 2 OF 2) (aka HISTORY'S FIRST SUPER BATTLE)*
- 1 - 30 *SAIKAI URAGIRI NO CHICHI (aka REUNION WITH A TRAITOROUS FATHER)*
- 1 - 31 *MITA KA!! SHIN SHOUGUN (aka DID YOU SEE IT!! A NEW SHOGUN)*

-
- 1 - 32 *NAMEN NA KAO DOROBO (aka DON'T LICK ME, FACE THIEF)*
 - 1 - 33 *AMANOJAKU MURA (aka THE PERVERSE VILLAGE)*
 - 1 - 34 *HANAYOME SUNA JIGOKU (aka THE BRIDE'S SAND HELL)*
 - 1 - 35 *OSHIOKI SHISUTAAZU (aka THE PUNISHING SISTERS)*
 - 1 - 36 *ABARENBOU NINJA (aka RAGING NINJA)*
 - 1 - 37 *KARAKA SA DANSU KUIIN (aka THE CHINESE UMBRELLA DANCE QUEEN)*
 - 1 - 38 *MOO! IYA NA USHI (aka MOO! A DISGUSTING COW)*
 - 1 - 39 *TOKUBETSUHEN DA YO!! (aka IT'S A SPECIAL COMPILATION!)*
 - 1 - 40 *HEISEI KITSUNE GASSEN (aka HEISEI FOX BATTLE)*
 - 1 - 41 *HAGURE GOOSUTO (aka THE STRAY GHOST)*
 - 1 - 42 *GOUDATSU! NINJA PAWAA (aka STOLEN! THE NINJA POWER)*
 - 1 - 43 *SANSHINSHOU SAIGO NO HI (aka LAST DAY OF THE 3 GOD COMMANDERS)*
 - 1 - 44 *KIZU DARAKE DAI GYAKUTEN (aka THE WOUND-FILLED GREAT REVERSAL)*
 - 1 - 45 *AWATENBOU SANTA (aka THE CONFUSED SANTA BOY)*
 - 1 - 46 *SHINSHUN MANGA JIGOKU (aka NEW SPRING COMIC HELL)*
 - 1 - 47 *NINGEN HANABI HYAKU RENPATSU (aka THE 100-BURST HUMAN FIREWORKS)*
 - 1 - 48 *OO YUKI ONNA NO YUKI GASSEN (aka THE GREAT SNOW WOMAN'S SNOW BATTLE)*
 - 1 - 49 *TOTSUZEN!! BINBOO (aka SUDDENLY!! POOR)*
 - 1 - 50 *TOKUSEN!! YOUKAI NO YADO (aka SPECIAL SELECTION!! THE GHOST INN)*
 - 1 - 51 *HIIROO SHIKKAKU (aka HERO ELIMINATION)*
 - 1 - 52 *SAIKAI! CHICHI TO MUSUME (aka REUNION! FATHER AND DAUGHTER)*
 - 1 - 53 *FUUIN!! (aka SEALING!!)*

NINJA TEAM GEKKOU

AKA: NINJA TEAM MOONLIGHT
AKA: NINJA CORPS MOONLIGHT
AKA: NINJA SQUAD: MOONLIGHT



The original music for the series was by Michiaki Watanabe.

WR.

DIR.

EPISODES: 130 **YEAR MADE:** 1964 **COUNTRY:** JAP **SEASONS:**

KOKUSAI BROADCAST

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 130

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

JO MIZUKI, Tsugirin AKIRA YAMAGUCHI.

NINPUU SENTAI HURRICANGER

AKA: **STEALTH WIND TASKFORCE HURRICANGER**

AKA: **SUPER NINJA TASKFORCE HURRICANGER**

AKA: **HURRICANGER**

AKA: **NINJA BATTLE TEAM HURRICANGER**



The series opened with 3 young people from the Hayate Ninja School, each of them undergoing special ninja training. Yousuke (Shun Shioya), Nanami (Nao Nagasawa), and Kouta (Kouhei Yamamoto) were a tight-knit group of friends, who also just happened to be at the bottom of their class in their ninja training. But ironically enough, it's precisely that flaw which saved them later on as a clan of alien ninjas known as the Jajanka, led by the monstrous Tao Zanto, attacked and destroyed the Hayate School and took its students captive.

Mugensai (Ken Nishida), ninja master and the head of the Hayate school managed to escape this fate by turning himself into a hamster, the only problem with this being that he couldn't change back. Mugensai's daughter, Oboro (Seiko Takada) rescued the trio and brought them to her underground base where she presented them with the Hurricane Gyros, which were originally intended for the school's top three students, enabling them to become the more technologically advanced Hurricangers.

Early in the series, the Gouraijer, Ikkou and Ishuu Kasumi (Yujiro Shirikawa and Kyo Nabuo) were introduced as students of the rival Ikazuchi Ninja Academy, who wanted to prove their academy is the superior one by defeating the Hurricangers. Adding to the mix later on was the arrival of the mysterious Gozen (Hitomi Miwa) and her enigmatic protector, Shurikenger, who has become one of sentai's most popular 6th Rangers.

Hurricanger comes after GOARANGER in the Super Sentai continuity and became the eleventh incarnation of the MIGHTY MORPHIN POWER RANGERS series from Saban Entertainment in 2003. Hurricanger was followed by ABARANGER in 2003. Produced by Koichi Yada, Jun Higasa, Sayoko Matsuda.

In the wake of Gaoranger, the Super Sentai program to celebrate the series' 25th anniversary, some fans, both Japanese and Americans were left dissatisfied with the series as a whole, citing lack of characterization and the almost-relentless promotion of its Power Animals toy line as the show's major flaws. So Toei Productions decided to return to its roots, so to speak, and revived the ninja theme first used 1994's Ninja Sentai Kakuranger, but this time they gave the show a technological influence rather than a supernatural one. The result: The 26th Super Sentai series entry, Ninpu Sentai Hurricanger.

I really had no idea what to expect from this series. After seeing numerous clips and scattered information here and there, I wasn't holding out much hope. But I have to say Hurricanger surprised me.

The fight scenes, in and out of costume were some of the best ever choreographed. The characters themselves were an interesting mix; Shun Shioya, Nao Nagasawa, and Kouhei Yamamoto brought a diverse and deeply-likeable air to their characters, while Yujiro Shirikawa and Kyo Nabuo played the more restrained straight-men, but not to the point where even they weren't moved by the show's more light-hearted moments. Seiko Takada added a good deal of humor to the show as Oboro, but the real scene-stealer among the good guys was Shurikenger, who spoke in both Japanese and humorously mangled English.

The concept of bringing in former sentai actors as secret identities for him was an extremely innovative one, bringing in actors like Kunihiko Oshiba and Masaya Matsukaze (MegaRed and MegaBlue of Megaranger), Kenji Ooba, (Battle Kenya of Battle Fever J), Masaro Shishino (OhRed of Ohranger) among others to play the roles.

The villains were an excellent mix as well ranging from the comic relief of Wendinu and Furabijou (Mio Fukuzumi and Asuza Yamamoto) to the merciless evil of Sandaru.

The series maintained a perfect balance of both humor and drama throughout, one element never overpowering the other (Although the final eps of the series were undoubtedly the most powerful in sheer shock value and drama).

While not the ground-breaking series Kakuranger was in terms of introducing ninjas to sentai, Hurricanger had plenty of its own merits to stand on. With an engaging cast, a solid and highly enjoyable story, excellent characterization, & fight choreography, and a healthy dose of CG thrown in for good measure, Hurricanger was one of the genre's best offerings. But if you REALLY want to see the humble beginnings of Toei's Super Sentai's ninja theme, track down Kakuranger first, then Hurricanger. Either way, you'll enjoy them both thoroughly.

Just recently, this series ended and now will be translated to POWER RANGERS NINJA STORM in the US. I'm crossing my fingers that Doug Sloan and Disney doesn't mess up a perfectly good series, considering these days Power Rangers are following the Sentai storyline format.

In this series, you have two factions, the Hurricangers and the Goraijers. They begin as two rival ninja groups but eventually join forces. They're eventually joined by a sixth member, the Shurikenjer (Green Samurai in Ninja Storm), who doesn't have a true identity the entire series. He is mostly disguised as women, old people, businessmen, etc. etc. etc. Furthermore, the guy speaks decent English, quoting when he transforms: 'I am Ninja of Ninja!' Not to mention, the Shurikenjer, while in his Fire Mode transformation, uses a baseball bat and nails his enemies with a barrage of baseball, how funny is that! Although, he doesn't reveal his face, he does have a name, but I won't say who he is. I think Shurikenjer is also a valiant warrior, including near the end of the series. For those who watched Hurricanger, should know what happened to him. For those, who didn't watch it, oh well.

As for villains, although Tao Zanto was the main bad guys, the other villains stood out. Furabijou, Windenu (nicknamed Wendy by her allies), and Sandaru; Furabijou was too sweet to be a villain. Windenu was a calm and smart. She also had a sisterly relationship with Furabijou. Sandaru, aka the Shark Ninja, was the cruelest and most treacherous of the Hurricanger villains, it came to the point where he killed his own allies.

Out of the cast, I really liked Nanami/Hurricane Blue (played by Nao Nagasawa) just because. However, I also like Oboro Hinata, the daughter of the hamster. er..I mean sensei and inventor of the Ninja weapons. The actress, Seiko Takada, brought some comedy. She really brought out Oboro's smart attitude, which usually annoys the heroes, but makes the show funny.

Overall, it's a pretty good series. Now, it's just up to those behind Power Ranger to meet the expectations of its Japanese counterpart.

Characters

Colors: Red, Light Blue, Yellow, Crimson, Navy Blue, Green.

Hurricangers

Red: "The people don't realize"

Blue: "The world doesn't realize"

Yellow: "We become shadows and attack evil!"

"Stealth Wind Squadron Hurricanger has appeared!"

Three Ninja Students who are the survivors of the Hayate's Way Ninja Academy.

"The wind howls, the sky rages. Air Ninja Hurricane Red!"

Yousuke Shiina / Air Ninja Hurricane Red (Harikenreddo): The leader of the team, though a bit dim-witted, Yousuke's courage and determination make up for his slow-thinking. He works at a window cleaning service.

Hurricane Weapon: Dry Gun, Hurricane Red's personal gun based weapon. It resembles a hair dryer, and can shoot flames.

"The water dances, the waves jump. Water Ninja Hurricane Blue!"

Nanami Nono / Water Ninja Hurricane Blue (Harikenburuu): The only female on the team, she dreams to become a popstar. She has a semi-crazed manager who books her for everything, but when emergencies occur Nanami has to take off. While cute, the others try to stay on her good side. It is later shown she has developed feelings for Ishuu Kasumi and likewise.

Hurricane Weapon: Sonic Megaphone, Hurricane Blue's personal weapon. Can fire sound based waves.

"The earth trembles, the flowers compose. Land Ninja Hurricane Yellow!"

Kouta Bitou / Land Ninja Hurricane Yellow (Harikenieroo): The other male of the team, he's a firm believer

in planning. He has a younger sister called Meiko whom he cared for when their parents died in a car accident and they ended up in an orphanage. Because of his friendly nature, Kouta works at a daycare center.

Hurricane Weapon: Quake Hammer, Hurricane Yellow's personal weapon. Can be used for a ground based attack.

Gouraiser

Kabuto: "Facing the shadows, slicing the shadows"

Kuwaga: "Facing the light, slicing the light!"

"Lightning-Fast Gouraiser revealed!"

Originally the enemies of the Hurricanger until they put their differences aside. In episode 9, it was revealed that the Jakanja had wiped out Ikazuchi's Way Ninja Academy as well, leaving the Kasumi Brothers as the only survivors. After allying themselves with the Hurricanger (they didn't officially join until the end of the series as the two could not forsake their teachings), the two got jobs as construction workers.

"Crimson lightning. Horned Ninja KabutoRaiger!"

Ikkou Kasumi / Horned Ninja KabutoRaiger: The older Brother, called the "Horned Ninja". He develops a friendly rivalry with Yousuke later in the series.

Gourai Weapon: Horn Breaker, KabutoRaiger's personal weapon. Is used as a gun based weapon.

"Azure thunderclap. Fanged Ninja KuwagaRaiger!"

Isshuu Kasumi / Fanged Ninja KuwagaRaiger: The younger Brother, called the "Fanged Ninja". Later shown to have feelings for Nanami Nono.

Gourai Weapon: Stag Breaker, KugawaRaiger's personal weapon. This pincher weapon can be used to snare opponents and zap them with electrical energy.

Allies

"The green light bullet! Sky Ninja Shurikenger!"

Sky Ninja Shurikenger / Shurikenger Fire Mode: He was formerly known as Asuka Kagura, another student of Hayate's Way, but he mysteriously vanished. It would turn out he encountered Gozen, whom he devoted himself to as her personal fighter at the cost of his humanity, forced to remain in his costumed form permanently. A somewhat comical figure, Shurikenger often used broken English phrases, including the famous "I am Ninja of Ninja!", and also often poorly mixed both Japanese -and- English into his sentences. At first he would often disguise himself as a 'regular' person (even the other ninja wouldn't know who), however he would revert to his true form with the Shuriken Ball device when confronted by Jakanja. Has the ability to transform into Shurikenger Fire Mode, a quicker and deeper voiced version of himself, when he removes his main chest armor and the top of his helmet is rotated. Shurikenger apparently died in the finale when he destroyed Tenkuujin in a kamikaze attack to kill Satorakura, however he returned alive and well (albeit very briefly) for the Abaranger vs. Hurricanger team-up.

Shuriken Weapon: Shuriken's Bat, Shurikenger's personal weapon. Other than being used as a sword, it can also be used as a baseball bat, and once it was used as a microphone. The Bat's special attack is where Shurikenger can hit a hoard of baseballs at his opponent. The Bat can also be placed into Tenkuujin to use as a control stick.

Sensei Mugensai Hinata: Ninja master of Hayate's Way Ninja Academy. He turned himself into a hamster to evade his pursuers, but he forgot the word that would restore him to normal. Eventually he returned to his human form in the finale. Briefly returned to human form in the movie by means of a kiss from Princess Raiina, but was forced back to a hamster when she left.

Oboro Hinata: Mugansai's daughter, she provides the team's arsenal. Was shown working with Shurikenger to create "that flying thing", aka the Tri-Condor.

Kakura / Lady Gozen: A 500-year old young-seeming woman whom Shurikenger protects. She's the reason both Ninja schools have similar Karakuri systems. She is the keeper of the mysterious SpearStone, which is in her forehead. The power of the SpearStone is the reason why Gozen's life has been prolonged, as it sustains her life. Gozen was later killed by Sandaaru, when he extracted the SpearStone from Gozen's body.

Princess Laiina: Exclusive to the Hurricanger movie, she came from planet Asutoramu. Her race was known for having the gift of regeneration, thus why she was sought by the Shinobi Monkeys. Wanted Yuusuke as her bodyguard. Gave the Hurricanger Tri-Condor to allow them to form Tenraisenpuujin.

Hyakujuu Sentai GaoRanger: While Yousuke, Kouta, and Nanami were fighting Genin Magerappa, they were attacked by, supposedly, the GaoRangers. But truthfully it was Manmaruba, Sargain, Furabijou, Satorakura, and Windenu who stole their G-Phones thanks to Chubouzu, the younger brother of Chuzubo, and gave them a

masking device to make them look exactly like the GaoRangers in human form. He kidnapped the GaoRangers and Tetomu, also Chubouzu brought in Tsue-Tsue and Yaibaiba to have revenge on them. The Gouraiger almost used the Double Gadget to destroy the fake GaoRangers, but the Hurricangers told them they were Senshi (Warriors) like them.

In the end, the 'Gaorangers' wanted to fight with GaoKing (the Power Animals didn't know the rangers controlling them were fake), but thanks to the real GaoWhite, the Power Animals deformed and left the fake GaoRangers alone. GaoWhite told everyone that she escaped thanks to her friends and told them how they ended up like this. All the rangers then went back to Chubouzu's hideout to get back the rest of the team when they were stopped by the fake GaoRangers. Isshuu and Ikkou volunteered to stay to fend the fake rangers off. Shurikenger also came as well. The Hurricangers fight Chubouzu, also knocking a device that paralyzed the real GaoRangers. After a reunion and a word of thanks, the Gouraiger and Shurikenger are over whelmed. As everyone comes to help but it is no use. But thanks to Shirogane, GaoSilver, came back just in time to help the others. He used his G-Brace Phone to call out to the Power Animals to return the G-Phones to the proper owners. After a major battle, Chubouzu grows and brings back a few old enemies that the Hurricanger recongize. When Chubouzu uses a team attack with the other monsters, GaoKing, GoraiSenpuujin, Tenkuujin, and GaoHunter Justice are badly damaged, especially GoraiSenpuujin, who loses one of its arms. GaoRed gets an idea from Gao Lion to combine GaoTiger and GaoShark with GoraiSenpuujin and use GaoElephant, sword & shield mode. Then Tenkuujin combines into GoraiSenpuujin after the Power Animals separate and finish Chubouzu with a team powered attack.

Bakuryuu Sentai Abaranger: The Abarangers came upon the Hurricangers when they first found Yousuke fighting Wendinu and Furabijou. When Wendinu and Furabijou were defeated by the Hurricangers, they fell through a warp hole and into the Evorian castlehold. They joined the Evorians, and even though everyone was awkward in getting along, the Hurricangers and Abarangers eventually teamed up to fight the newly-reincarnated enemies.

Arsenal

Shinobi Medals: The Hurricanger, Gouraiger, as well as Shurikenger each possess their own personal Shinobi Medal. Their standard uses for both the Hurricanger and Gouraiger are not only to be able to active their changers, but also for both teams to be able to combine their mecha.

Hurricane Gyro: The Changer devices for the Hurricanger. Are capable of shooting out little disk-like Shuriken called Gyro Shuriken.

Keitaininto Hayate Maru: Standard sword-based weapons of the Hurricanger. Can not only be charged-up for an energized slash, but it can also be used as a gun as well.

Gourai Changer: The Changer devices for the Gouraiger. Ikkou and Isshu's personal Gourai Changer is shaped as their personal insect.

Ikazuchi Maru: Standard weapon for the Gouraiger. Other than its standard staff appearance, it can also be used as the Juujino Kata (a throwing star), or the Engetsu no Kata (a ring based weapon that is used as a shield for defense). Once Isshuu was able to connect his Stag Breaker to the end of his Ikazuchi Maru to use for a special attack.

Victory Gadget: Combination of the Triple (In the Quake Gadget formation) and Double Gadgets. The most powerful team based attack of the Hurricanger and Gouraiger.

Triple Gadget: Combination of the Hurricanger's personal weapons can be used in three different functions. Dry Gadget is where the Dry Gun is in front and it can fire an energy based attack. Sonic Gadget is with the Sonic Megaphone in front, where it can fire intense high pitched waves. Quake Gadget is with the Quake Hammer in front, where it can summon a 100 ton weight to use on its opponent.

Double Gadget: Combination of the Gouraiger's personal weapons.

Shurikenball: Shurikenger's personal changer where he can use it to impersonate other people. His Shinobi Medal is located inside the ball. Can be placed in Tenkuujin's controls to access its transformation sequence. Shurikenger gave the Shurikenball to Yousuke just before he died.

Ninja Misen: This shamisen-like instrument is primarily used to summon and control Revolver Mammoth, by using a Shinobi Medal to play it. Originally Shurikenger could use it, but later in one of his disguises, he was able to teach the Hurricanger and Gouraiger to learn how to control Revolver Mammoth as well. Also with the Shuriken's Bat, Keitainincho Hayate Maru, or Ikazuchi Maru, it can be used as a gun based weapon. Attacks are Shuriken Trick, Red Sonic, Yellow Sonic, Blue Sonic, Kabuto Sonic and Kuwaga Sonic

Kirai Maru: Used only in Episode 38. KuwagaRaiger located his father's Ikazuchi Maru, the Kirai Maru which was hidden in a cave in hopes of gaining more strength as Isshuu had become disillusioned by the Gouraigers alliance with the Hurricanger. The Kirai Maru is a katana which can slice through any object. However its power comes with a price, although the Kirai Maru is supposed to be used to fight enemies, but unknown to

Isshuu it was changed by his father Ikki to damage the loved ones of the person who wields it, as Ikki believed that hate would only promote strength. Isshuu found out the hard way during the battle against Gomubiron that using the weapon would only harm Isshuu's teammates. In the following battle Isshuu deliberately snapped the Kirai Maru in half and used part of it to impale Gomubiron. Kirai means "Hate".

Vehicles

Wingers: Hang gliders that serve as the Hurricanger's transportation.

Red Winger: Hurricane Red's Winger.

Yellow Winger: Hurricane Yellow's Winger.

Blue Winger: Hurricane Blue's Winger.

Bari Thunders: Motorcycles that are used by the Gouraiger for transportation. Once in Episode 37, Kouta and Nanami had to learn to ride the Bari Thunders in order to rescue Ikkou and Isshuu who were trapped in Manmaruba's body after he evolved into his final form.

Kabuto Bari Thunder: KabutoRaiger's motorcycle.

Kuwaga Bari Thunder: KuwagaRaiger's motorcycle.

Shinobi Machines

Tenrai Senpuujin (Tenrai Senpūjin): Combination of Senpuujin, Goraijin and Tenkuujin with TriCondor. When Manmaruba became huge, he ate the Gouraiger. Hurricane Blue and Hurricane Yellow went to save them on the Gouraiger's Bari Thunders while Hurricane Red used Senpuujin to hold Manmaruba. Gozen sent three new Karakuri Balls which she created with Shurikengers help. These new Karakuri Balls which form TriConder are what enabled the combination of all six Shinobi Machines into TenraiSenpuujin. When the mecha's chest blades spin, they summon a destructive whirlwind called the Ultimate Storm attack, which lifts monsters into the sky and kills them. In the following episode TriConder's Shiobi medals are each shattered after its first fight as TenraiSenpuujin. The team wasn't able to use it for a while due to the conflict of mixing wind and thunder energy together, but Orobo was able to repair the medals by herself. When TenraiSenpuujin is used together with Revolver Mammoth it can create the Ultimate Rainbow attack.

Gourai Senpuujin (Gōrai Senpūjin): Combination of Senpuujin and Goraijin with FūraiMaru. Its finisher attack is the Rolling Thunder Hurricane and when Gourai Senpuujin is used with Revolver Mammoth the finisher attack is Hurricane Thunder Strike. Once in Hurricanger vs. Gaoranger, after Choubouzu breaks off Gourai Senpuujin's arms, the Gaorangers are able to combine GaoShark, GaoTiger, & GaoElephant with GoraiSenpuujin by replacing Gorai Stag as the arms to create Gourai Senpuujin Sword & Shield (Gōrai Senpūjin Sōdo ando Shīrudo). It could only maintained for a short time, because the three Power Animals were too powerful for Gourai Senpuujin. Its components were rebuilt for Abaranger vs. Hurricanger, but it was destroyed again by Killer Oh.

Senpuujin (Senpūjin) / Senpuujin Hurrier (Senpūjin Hariā): The Hurricanger's giant robot that they use to battle the enlarged Jakanja monsters. Able to change into a smaller, much faster form Senpuujin Hurrier that lasts for 60 seconds. While in this form it has two large twin blades. It was destroyed in the final episode.

Hurricane Hawk: Hurricane Red's personal mecha. A giant robotic red hawk with ninja fire magic; Forms the head of Senpuujin.

Hurricane Lion: Hurricane Yellow's personal mecha. A giant robotic yellow lion with ninja earth magic (never really used in the series though); Forms the majority of the body of Senpuujin: legs, torso, left arm. The left arm forms GouraiSenpuujin's chest.

Hurricane Dolphin: Hurricane Blue's personal mecha. A giant robotic blue dolphin with ninja water magic (also rarely used); Forms the right arm of Senpuujin or GouraiSenpuujin's right shoulder cannon, and can switch with Tenkuujin to form TenkuuSenpuujin. Hurricane Dolphin is the only Shinobi Machine left out of the TenraiSenpuujin formation.

Gouraijin (Gōraijin): The Gouraiger's giant robot. Combines with Senpuujin (via Fūrai Maru) to form GoraiSenpuujin. Was destroyed when the Gouraiger sacrificed it (and apparently themselves) to destroy Sandaru so that the Hurricanger could go on to save the Earth from Jakanja's doomsday event.

Gorai Beetle: Kabuto Raijer's personal mecha. A giant tank-like black & maroon beetle that forms Gouraijin's upper half. Also forms Gouraisenpuujin's feet and left shoulder cannon, and TenraiSenpuujin's feet.

Gorai Stag: Kugawata Raiger's personal mecha. A giant tank-like black & navy blue stag beetle that forms Gouraijin's lower half and antler weapon. Also forms arms for GouraiSenpuujin and TenraiSenpuujin.

Tenkuujin (Tenkūjin): Shurikenger's personal mecha. Has the ability to transform from helicopter to robot mode (the cockpit becomes arms (revealing the head), the engines become legs, and one of the rotor blades (the tips of the blades retract) becomes a headdress). Can combine with Senpuujin to form Tenkuu Senpuujin (Tenkū Senpūjin) as the right arm, or with Gouraijin to form Tenkuu Gouraijin (Tenkū Gōraijin) as back-mounted shoulder cannons. Through the TriCondor, Tenkuujin could combine with both Senpuujin and Gouraijin to form Tenrai Senpuujin (as the chest) and in the Hurricanger vs. Gaoranger Team-up movie

Tenkujin merged with Gourai Senpuujin to form Tenkuu Gourai Senpuujin (Tenkū Gōrai Senpūjin), joining as the right arm as it does with Senpuujin. Shurikenger once brought in two Tenkuujin, duplicates which could combine with the other machines so that they could combine with both Senpuujin and Goraijin simultaneously. They were piloted by Oboro's slave robots. In the finale, Tenkuujin was destroyed when Shurikenger sacrificed himself to kill Satorakura.

Revolver Mammoth: A giant robotic mammoth that is called into battle by playing the Ninja Misen, it can supply a seemingly endless amount of Karakuri Balls. Gourai Senpuujin or Tenrai Senpuujin can also ride the Revolver Mammoth and combine attacks.

Karakuri Balls (Karakuri Bōru): Become the tools the robots use in battle. The kanji next to the tool names are those found on their Shinobi Medals, and their meanings are included.

01: Sword Slasher: The Hurricangers must fuse the Shinobi Medals on their Hurricane Gyros to make this weapon, but KabutoRaiger has also used a Shinobi medal with (halberd) on it. It is the primary weapon of Senpuujin. In Abaranger vs. Hurricanger, with their powers combined, their powers helped to create a golden version of the Sword Slasher wielded by Abaren'oh.

Goat Hammer: Combination of Goat Crusher and Tortoise Hammer.

02: Goat Crusher (hammer): Used by Hurricane Yellow.

03: Tortoise Hammer (armor): Used by Hurricane Blue.

04: Plant Axe (wheel): Primary weapon of Goraijin.

Gatling Attack: Combination of Gatling Leo and Squid Attacker.

05: Gatling Leo (gun): Used by Hurricane Yellow.

06: Squid Attacker (drill): Used by Hurricane Blue.

FūraiMaru (Wind-Thunder Round): Combination of FūraiHead and FūraiKnuckle, it is important to help in the Gourai Senpuujin transformation process.

07: FūraiHead (helmet): Used by Hurricane Red, forms FūraiMaru's upper half or GouraiSenpuujin's helmet.

08: FūraiKnuckle (fist): Used by KabutoRaiger, forms FūraiMaru's legs or GouraiSenpuujin's fists.

09: Karakuri Mantle (clothing): The Japanese use the Italian word "manto" to refer to a "mantle", which in this context, is another word for "cape" or "cloak". Used by Hurricane Red.

10: Spin Bee (revolve): Primary weapon of Tenkuujin.

11: Kabuto Spear (stab): Used by KabutoRaiger, but loaded in Revolver Mammoth as KuwagaRaiger's.

12: Catch Spider (thread): Used by Shurikenger.

13: Karakuri Stamp (stamp): Used by Hurricane Red.

14: Pitatto Hitode (foster): Used by Hurricane Blue.

TriCondor: Combination of TriHorns, TriCrown and TriClaws, it is important to help in the TenraiSenpuujin transformation process. The movie version has the same primary colors of Green, Red, and Blue as the TV series version, but some minor differences are that the movie version of the Tri-Condor Karakuri Balls are not numbered and have white-colored trimmings instead of the gold colored trimmings that was seen in the TV series. The movie version Karakuri Balls also featured red, green, and blue metallic colors.

15: TriHorns (horn): Used by Shurikenger, forms TriCondor's tail or the horns of TenraiSenpuujin's helmet.

16: TriCrown (crown): Used by Hurricane Red, forms TriCondor's body or TenraiSenpuujin's helmet.

17: TriClaws (nail): Used by KabutoRaiger, forms TriCondor's wings or TenraiSenpuujin's claws.

Space Stealth Group Jakanja

The Space Stealth Group Jakanja (Uchū Ningun Jakanja) are a ruthless band of aliens, piloting in space with their nina-themed weapons.

Leader Tau Zanto (1-49) / Tau Zanto Ultimate Form (50-51): The leader of the Jakanja. Gains a stronger second form towards the end of the series. Tau Zanto fought against Senpuujin in the finale. He was regressed to normal size, when Senpuujin exploded and was killed for good by the Victory Gadget.

Wendinu: A girl with big fluffy pink hair who appears on Earth with her partner Furabijou, who occasionally calls her "Windy". Wendinu is the one who enlarges the henchmen in various ways. In Hurricanger vs.

GaoRanger, she became GaoBlue, but got clawed by (the real) GaoWhite, making her give in to her vanity.

She did survive the series (despite her seeming death) and reappeared in Abaranger vs. Hurricanger. She and Furabijo tried to join up with the Evoliens by obtaining Janilga, but the two girls were denied membership and pretty much just hang out now on DinoEarth.

Furabijou: A girl with a bug-headress who appear on Earth with her partner Wendinu. She carries a notepad with info on the monsters sent to fight and uses a stamp when they die to mark them out. It was soon learned she was a student at a space ninja school until she dropped out after a failing an exam. After being kicked out of her family, Furabijou joined the Jakanja. She did survive the series (despite her seeming death) and reappeared in Abaranger vs. Hurricanger. In Hurricanger vs. GaoRanger, she became GaoWhite, but later got whacked in the head by the real GaoWhite's Tiger Baton.

Manmaruba (1-19) / Manmaruba Imago (20-37, 51) / Manmaruba Reckless Form (37): The one who plans the

attacks of the Jakanja. He evolved into an adult form later in the series and later into an even stronger form where he could use the fears of people against them. In *Hurricanger vs. GaoRanger*, he became GaoBlack. Killed by Tenrai Senpuujin.

Chuuzubo (1-19, *Hurricanger vs. GaoRanger*, 51): The leader of the Bio-Ninja Corps, who has a grudge against the Goraiger, vowing to have his revenge on them. But he was (the first to be) killed by the newly formed Gourai Senpuujin. He was revived by his brother in the *Hurricanger vs. GaoRanger* movie, only to be killed by Gourai Senpuujin once again.

Sargain (1-43, 51): The leader of the Mecha-Ninja Corps, he's actually a robot body piloted by a small robotic ant. He could extend swords from his shoulders and can build his own personal robots to fight the Hurricangers. In *Hurricanger vs. GaoRanger*, he became GaoYellow. After the destruction of his super robot Gaingain, Sargain lost the Raging Arrow, a special Medal that he made, to the Hurricangers and was in bad shape. Sandaaru took advantage of that in order to perform a sneak attack, destroying Sargain for his failure.

Satorakura (20-49, 51): Replacing Chuuzubo, he is the leader of the Masked-Ninja Corps. Has a sick sense of humor. In *Hurricanger vs. GaoRanger*, he became GaoRed ("Shakunetsu no $4 \times 4 = 16$ (shi shi juuroku)!"). Killed along with Shurikenger in an exploding Tenkuujin.

Chubouzu (*Hurricanger vs. GaoRanger*): The younger brother of Chuzubo. He forged an alliance between the Jakanja & two remaining Duke Orgs Tsuetsue & Yaibaiba. He could (and did) revive dead Jakanja (including his brother). He was defeated through a combination attack by Tenkuu Gourai Senpuujin and the Power Animals.

Sandaaru (39-50, 51): A shark ninja, he single-handedly destroyed many worlds before coming to Earth. He made a fake alliance with Tao Zanto, hoping to take over and frequently schemes against Tao Zanto which he later revealed but it fell against him in the near finale. He leads the Phantom-Beast Ninja Corps. Killed while fighting an exploding Gouraijin.

Fake Hurricanger (Nise Harikenjā) (48): Evil duplicates of the Hurricangers.

Fake Gouraiger (Nise Gōraijā) (48): Evil duplicates of the Gouraigers.

Fake Shurikenger (Nise Shurikenjā) (48): Evil duplicate of Shurikenger.

Genin Magerappa (Genin Magerappa): The henchmen, they constantly say their name repeatedly while dancing around.

Space Ninja Corps

Bio Ninja Corps

The Bio Ninja Corps are enlarged by a magical scroll fired from Wendenu's bazooka.

Kekkaibo, the Joining Boundary Ninja (1, Movie): Mantis. Killed by the Dry Gadget.

Kurrisottsubo, the Copy Ninja (3, Movie): Chameleon. Killed by Senpuujin with the Sword Slasher.

Hanasakkadoshi, the Poison Flower Ninja (5, 25) Flower. Killed by Senpuujin with the Sword Slasher.

Futabutabo, the Dimensional Ninja (7, Movie): Pig. Killed by Senpuujin with the Sword Slasher.

Kuttukuhoushi The Propagation Ninja (9, 25, Movie): Cicada. Killed by Senpuujin with the Sword Slasher.

Yumebakushi, the Nightmare Ninja (11, 25): Tapir. Killed by Senpuujin with the Goat Hammer.

Higenamazukin, the Dancing Ninja (13, Movie): Catfish. Killed by Senpuujin with the Gatling Leo.

Octonyuudou, the "To Back" Ninja (14, 25): Octopus. Killed by Senpuujin with the Squid Attacker.

Kirikirimaishi, the Fog Nausea Ninja (16): Snail. Killed by Senpuujin with the Sword Slasher.

Girigirigaishi, the Island Ninja (17-18, *Hurricanger vs. GaoRanger*): Kirikiri's father, a Turban snail. Killed by Gouraijin with the Plant Axe & Senpuujin Hurrier.

Mecha Ninja Corps

The Mecha Ninja Corps are enlarged by a giant robot called a Copy Giant, which scans a defeated monster and then copies it, giant-sized, similarity to Chikyuu Sentai Fiveman.

Jishakkumo, the Magnet Ninja (2): magnet. Killed by Senpuujin with the Sword Slasher.

Mogudorago, the Excavation Ninja (4): mole. Killed by Senpuujin with the Goat Crusher.

Shiransu, the Splitting Ninja (6): rabbit. Killed by Senpuujin with the Tortoise Hammer.

Gamajakushi, the Water Absorbing Ninja (8): toad. Killed by Senpuujin with Goat Hammer.

Tekkotsumeba, the Metal Ninja (12): ameba. Nicknamed "Tecotsu". Killed by Hurricane Hawk.

Kangaroulette, the Disaster Ninja (20, *Hurricanger vs. GaoRanger*): kangaroo rat. Killed by Gourai Senpuujin.

Unadaigo, the Thunder Ninja (24): drum. Killed by Gouraijin with the Kabuto Spear.

Chupitsudo, the Noisy Love Ninja (26): mouse. Killed by Tenkuu Gouraijin.

Jukukinoko, the Brainwashing Ninja (34): mushroom. Killed by Gourai Senpuujin & Revolver Mammoth.

Musasabisutaru, the Gliding Ninja (35): flying squirrel. This creature briefly acted as Sargain's second body

before he learned how to use it separately with a remote control. Killed by Gourai Senpuujin & Revolver Mammoth.

Fusyokuruga, the Corrosion Ninja (39-40): moth; Killed by Gourai Senpuujin & Revolver Mammoth.

Masked Ninja Corps

The Masked Ninja Corps are enlarged by a special mask.

Jingiron, the Mirage Ninja (21-22, Hurricanger vs. GaoRanger): inspired by the eyes. Killed by Tenkuujin with the Spin Bee.

Killer Cologne, the Perfume Ninja (23): inspired by hands. Killed by Senpuujin Hurrier & Tenkuujin with the Spin Bee.

Vampiyan the Revival Ninja (25): mosquito and inspired by teeth. Killed by Tenkuu Senpuujin.

Omokaru, the Gravity Ninja (27): inspired by a foot. Killed by Gourai Senpuujin.

Berotan, the Lingering SummerHeat Ninja (29): inspired by tongues. Weakened by Senpuujin with the Karakuri Stamp, and killed by Tenkuu Senpuujin.

Gomubiron, the Balloon Ninja (38): inspired by the ear. Killed by Gourai Senpuujin & Revolver Mammoth.

Tsukkomina, the Comic Dialogue Ninja (41): inspired by the nose. Killed by Tenrai Senpuujin.

[edit]

Phantom Beast Corps

It's unknown how these monsters of the Phantom Beast Corps are enlarged. They were giant already whenever they were seen that way.

Badogi, the Misfortune Fan-beast (40, 44): dragon. Killed by Tenrai Senpuujin with the Raging Arrow.

Dezargi (44, 47): raven. This creature had an organic and a metallic form. Killed by Tenrai Senpuujin, with Gozen's power.

Madogi (45, 48): ocelot. A spy from the planet Ocelot star, her talent is shadow endurance. Killed by the Victory Gadget and Ninja Misen.

Others

The Space Shinobi Monkeys / Ashurasaru (Movie): Two armored monkey-ninja Hisaru and Blizaru. They can combine into Ashurasaru. Killed by Tenrai Senpuujin.

Hisaru

Blizaru

Furabijenu, the Beautiful-Girl Ninja (30): A robot created by Furaibijou, who also resembles her. Sargain became a bit jealous by this, for he is the one who is supposed to command the Mecha Ninja Corps.

Furabijenu briefly replaced Furabijou, but it was later revealed as a set up to increase her power. When she was destroyed by Senpuujin with the Pitashito Hitode, Furabijou returned back to her place in the Jakanja.

The Fangurlu / Fangerus (31-33): Three wolf-demons who come from the B-Strike Hell Nebula, responding to a whistle Satorakura uses to control them. Their talent is shadow-control, eating the shadows of their victims and turn them into werewolves. The three can also merge into the 3-faced Fangerus. As Fangerus, the wolves were the first to be killed by the Gourai Senpuujin & Revolver Mammoth combo.

Brown Destruction

Black Beginning

Silver Emergency

JaniIga (Abaranger vs. Hurricanger): JaniIga arrived on DinoEarth centuries ago and fought the Dragonoids. But he was sealed in an orb until Wendinu and Furabijou recovered it and freed him to impress and ultimate join with the Evoliens. JaniIga met his end due to the combined might of the ShinobiMachines and Blastasaurs.

Giant Robots

Megatagame (15): Piloted by Sargain. Destroyed by Senpuujin with the Gatling Attacker.

Megatagame Mark II / Megatagame Mark II Hurrier (28): Piloted by Sargain, could transform into

Megatagame Mark II Hurrier. Destroyed by Gourai Senpuujin.

Megatagame Mark III (42): Piloted by Sargain, could download the powers of Senpuujin, Goraijin & Tenkuujin. Destroyed by Tenrai Senpuujin.

Gaingain (42-43): Final robot piloted by Sargain. Had a Karakuri Ball for Raging Arrow. Destroyed by Tenrai Senpuujin, Revolver Mammoth and all the Karakuri Balls (minus #9 & #13).

Megatagame Sexy (46): Piloted by Windenu, female version of Megatagame II Hurrier. Originally Megatagame Mark IV, but Windenu found that unsuitable to her taste, and made it "Sexy". Destroyed by Tenrai Senpuujin, Revolver Mammoth and all the Karakuri Balls (minus #9 & #13).

FurabijenRobo (46): Piloted by Furabijou, new version of Furabijenu. Destroyed by Tenkuu Senpuujin.

GiantMusasabiSuit (46): Piloted by Satorakura. Originally meant to be piloted by Sargain. Destroyed by Tenkuu Gouraijin.

Names/Puns

Rangers

"Gourai" means "Rumbling Thunder".

Shurikenger's name is a pun on "Shuriken". His original name uses two transditional japanese names. Asuka, which relates to the Asuka Period and Kagura, a specific type of Shinto dance the oldest known to this day.

ShinobiMachines

Under translation, "Senpuujin", "Goraijin" and "Tenkuujin" means "Whirlwind God", "Rumbling Thunder God", "Heavenly God?" respectively.

Karakuri

The name for the weapons in the series is based on the idea of real intricate wooden 'karakuri' toys. (The word karakuri means "mechanical device to tease, trick, or take a person by surprise".)

Jakanja

The term Jakanja can be translated as "Wicked Spies".

The Jakanja Warriors' name are the seven days of week: Manmaruba - Monday; Chuzubo - Tuesday; Wendinu (Wendy) - Wednesday; Sargain - Thursday; Furabijou - Friday; Satorakura - Saturday; Sandaru - Sunday.

Trivia

Azusa Yamamoto (Furabijou) was a contestant of 1997 Japan Bishojo Contest and she was the favourite to win the contest, but did not.

The theme song to the series was sung by Takatori Hideaki.

Whether intended or not, Shurikenger's "master of disguise" trait is reminiscent of Soukichi Banba (of JAKQ Dengeki Tai, played by Hiroshi Miyauchi), who also regularly disguised himself (one example of Banba's trait is when he disguised himself as a fisherman in JAKQ vs. GoRanger and showed up just when all hope of victory for justice seemed lost).

The actors who play Shurikenger's (10) human forms all played sentai members at one point. This might be related to GaoRanger vs. Super-Sentai, in which five former sentai members are brought back for the big screen.

Shurikenger's disguises include the previous actors for: MegaRed, MegaBlue, Red Racer, Blue Racer, FiveRed, TimeYellow, GoRed, ShishiRanger, OHRed and Battle Kenya/DenjiGreen. In addition, he also disguised himself as Yousuke once, Ikkou once, and Kouta twice. Ayame, Kouta's grandmother brought back to life, was mistaken for Shurikenger, as was Wendinu in a human disguise by the boys (Nanami caught on right away).

Before Shurikenger disguises himself as Detective Sasuke (Kunihiko Oshiba, also Date Kenta/MegaRed in Denji Sentai Megaranger), the real Sasuke hands out his business card. At the bottom, "Zubatto kaiketsu shimasu" (his business motto?) can be clearly seen. This is a direct nod to Kaiketsu Zubat, being part of the titular character's introduction phrase.

During both sentai team ups (with both Gaoranger and Abaranger), Oboro would break the fourth wall and talk to the audience stating "This is, after all, a special." when something interesting in the mecha battles occurred. One was when the Shinobi Machines combined with the Power Animals creating GouraiSenpuujin Sword and Shield Mode and when Abarenoh managed to materialize a Karakuri Ball from Tyranno's mouth and unvieling a Gold Sword Slasher.

Hurricanger VS Gaoranger is the first Sentai team up movie to have the 6th members from both teams (GaoSilver and Shuricanger) show up. Power Rangers: Time Force was the first in Power Rangers, however, to have all 12 characters show up (Titanium Ranger and Quantum Ranger). Hurricanger VS Gaoranger is also the 4th Sentai Crossover to have the complete rosters of both teams. The 1st being JAKQ VS Goranger (although Peggy Matsuyama (MomoRanger) was the only Goranger to show up out of costume), 2nd GoGoV VS Gingaman (Black Knight Hyuuga shows up, and GoGoV didn't have a 6th hero except for Beast-Demon Hunter Sieg and Sieg-Jeanne (Kyoko Hakase in Beast-Demon Hunter armour), non-canon exclusives from another movie), 3rd was Timeranger vs. GoGo-V (TimeFire was present).

Tenkoo Gourai Senpuujin is the only mecha with both Hurricane Dolphin and Tenkuujin as part of its formation. The other formations don't contain either Hurricane Dolphin (Tenkuu Gouraijin, Tenkuu Senpuujin, Tenrai Senpuujin), Tenkuujin (Senpuujin, Gourai Senpuujin) or both (Gouraijin, Gourai Senpuujin Sword and Shield).

The helmets for the Hurricangers (and Goraigers) closely resemble the "Zubasuit" helmet from Kaiketsu Zubat in the way their goggles and faceplates open.

The component ShinobiMachines for Senpuujin (Hurricane Hawk, Dolphin, Lion) resemble the component Live Machines from Choujuu Sentai Liveman (Jet Falcon, Land Lion, Aqua Dolphin), though the combined forms are different. The Gouraigers make a slight reference to the other two Livemen (Black Bison, Green Rhino), since the last were horned mammals, and the Gouraigers were horned beetles, in both cases one member with one horn and the other with two. The "three-component plus two-component" combined super robot formula is also the same, though, again, the actual form is very different. The villains also keep score, as they did in Liveman.

During the series, Asuza Yamamoto (Furabijou) begins her relationship with Kyo Nobuo (Isshu/Kuwaga Raija). Actually, they are fiancées.

All episode titles followed the scheme "(word/phrase) and (word/phrase)".

Hurricane Red briefly makes an appearance in Tokusou Sentai Dekaranger VS Abaranger. He was actually Kazak in disguise, who tricked the Abarangers into letting their guard down and giving him an opportunity to attack.

WR. Shuichi Miyashita, Atsushi Maekawa, Naoyuki Sakai.

DIR. Katsuya Watanabe, Satoshi Morota, Hajime Hashimoto.

EPISODES: 51 **YEAR MADE:** 2002 **COUNTRY:** JAP **SEASONS:** 1

TOEI CORPORATION

CREATOR:

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 17/02/2002 **AIR DATE OF LAST EPISODE** 09/02/2003

SEASON DATE BREAKDOWN:

FILMS:

Yousuke Shiina/Hurricane Red SHUN SHIOYA, Nanami Nono/Hurricane Blue NAOMI NAGASAWA, Kouta Bitou/Hurricane Yellow YAHUHIRO YAMAMOTA, Ikkou Kasumi/Kabuto Raijar YUJIRO SHIRAKAWA, Isshu Kasumi/Kuwagata Raijar KYU NOBUO, Mugensai Hinata KEN NISHIDA, Oboro Hinata SEIKO TAKADA, Windenu MIO FUKUZUMI, Furabijou AZUSA YAMAMOTO, WAKANA YAMAZAKI, Ikki Kasumi IKKI KASUMI, Voice of Asuka Kagura/Shurikenger TAIKI MATSUNO, Saagain YOSHINORI OKAMOTO

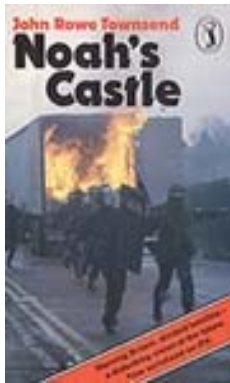
RELATED SHOWS:

POWER RANGERS NINJA STORM

- 1 - 1 *WIND AND NINJA*
- 1 - 2 *KYOJIN TO KARAKURI*
- 1 - 3 *A FORGERY AND 60 SECONDS*
- 1 - 4 *TUNNEL AND SIBLINGS*
- 1 - 5 *DIRECTOR AND THE BATH*
- 1 - 6 *SCISSORS AND GIRL NINJA*
- 1 - 7 *THUNDER AND NINJA*
- 1 - 8 *HAYATE TO IKAZUCHI*
- 1 - 9 *THE THUNDER BROTHERS AND HOURGLASS*
- 1 - 10 *THUNDER GOD AND RUINED VALLEY*
- 1 - 11 *DREAM-EATING AND A NEW BEGINNING*
- 1 - 12 *TEKKOTSU AND FATHER/DAUGHTER*
- 1 - 13 *MUSTACHE AND THE WEDDING RING*
- 1 - 14 *NAKEMUSHI TO AMETAMA CRYBABY AND THE AME BALL*

-
- 1 - 15 *TAGAME AND THE SCRAMBLE BATTLE*
 - 1 - 16 *KIRI TO YUGENSOUCHI MIST AND THE PREDICTION APPARATUS*
 - 1 - 17 *THE ISLAND OF DARKNESS AND BATTLE TO THE DEATH*
 - 1 - 18 *THE TIES THAT BIND FATHER AND SONS*
 - 1 - 19 *THE BIG BOX AND FURAIKYOJIN*
 - 1 - 20 *PUNCH AND RIVAL*
 - 1 - 21 *MASKS AND RIDDLES*
 - 1 - 22 *WINGS AND NINJA*
 - 1 - 23 *KORON AND THE FAMOUS DETECTIVE*
 - 1 - 24 *DRUMS AND THE LIGHTNING FLASH*
 - 1 - 25 *GHOST AND THE GIRL STUDENT*
 - 1 - 26 *BOW & ARROW AND SWIMMING IN THE SEA*
 - 1 - 27 *GRILLED MEAT AND WEIGHTLESSNESS*
 - 1 - 28 *HURRIER AND COUNTERATTACK*
 - 1 - 29 *LINGERING HEAT OF SUMMER AND STAMP*
 - 1 - 30 *IDOLS AND FRIENDSHIP*
 - 1 - 31 *METEORS AND THREE WOLVES*
 - 1 - 32 *GOD OF DEATH AND THE LAST HEART*
 - 1 - 33 *MAMMOTH AND THE SIX PEOPLE*
 - 1 - 34 *MUSHROOM AND 100 POINTS*
 - 1 - 35 *FLASH AND SHAMISEN*
 - 1 - 36 *RING AND VENGEANCE*
 - 1 - 37 *THREE'S SPEARS AND THE GREAT ESCAPE*
 - 1 - 38 *DEMON BLADE AND BALLOONS*
 - 1 - 39 *SEVEN SPEARS AND THE MYSTERIOUS STONE*
 - 1 - 40 *THE DECOY AND THE RULES OF INCOGNITO*
 - 1 - 41 *MEDARU TO MANZAI MEDAL AND COMEDIAN*
 - 1 - 42 *ARMOR AND THE RAGING ARROW*
 - 1 - 43 *GREATEST UNION AND ENORMOUS CLASH*
 - 1 - 44 *GOZEN AND THE TERRIBLE FAN BEAST*
 - 1 - 45 *REFUGE AND THE YEARLY CLEANUP*
 - 1 - 46 *OSECHI AND THE THREE GIANTS*
 - 1 - 47 *SEAL AND SPACE UNIFICATION*
 - 1 - 48 *TRAP AND THE NEVER-ENDING LIFE*
 - 1 - 49 *THE MISSION AND THE SKY NINJA*
 - 1 - 50 *DARKNESS AND A NEW WORLD*
 - 1 - 51 *WIND, WATER AND WORLD*

NOAH'S CASTLE



A pity Strange-8 didn't seem to enjoy this children's serial as much as I did . Yeah I do confess that I can't remember the show scene for scene (I only saw it on its original broadcast 25 years ago) but if memory serves me right this was deeply thought provoking stuff and I'm willing to bet my life that it's more intelligent and compelling than stuff made for an adult audience in 2004 never mind children

In many ways NOAH'S CASTLE is a precursor of ITV's QUATERMASS production that was made at round about the same time and in many ways mirrors the early chapters of John Christopher's doom laden The Death Of Grass , though this is probably coincidence since there's only so many ways you can write this type of scenario . Hyper inflation is destroying Britain's economy and the scenario is far worse than that seen in 1930s Germany because no one can afford much in the way of food and the population are on the verge of starvation . This is a possible flaw with the central plot since it's never explained why a country crippled by hyper inflation would be on the brink of starvation . Surely the rich would be able to afford food ? but for some strange reason butchers and bakeries are empty while shoe shops still remain open for business

Reading through the cast list on this page I'm struck by how many of the cast were totally unknown at the time of broadcast but who are now familiar faces due to their long running roles . People like Christopher Fairbank (AUF WEIDERSEIN PET) , Lee McDonald (GRANGE HILL) and Alun Lewis (EMMERDALE) . There is a cast member who was well known in 1979 and that was Mike " Ricky " Reid long before he became Frank Butcher in EASTENDERS but in the 70s Reid was a well kent face due to his stand up comedy routines . Here he plays the villain of the piece Vince Holloway . Much of the story centers around Holloway holding a birthday party for his daughter , one of whose friends brings some food as a present which sets Holloway on a personal quest to find out where it came from . Suffice to say Holloway is not the sort of gentleman who will ask nicely for some food if he finds the family's store . Some people may find the ending slightly irritating since it's inconclusive but like I said you could easily watch Nigel Kneale's 1979 QUATERMASS serial or read The Death Of Grass from chapter 4 if you want the story to continue

I'm also glad that the previous commentator mentioned the opening title sequence as being so memorable . From memory I recall it was superbly done with some very haunting synth music . The end credits featured several cross cut scenes of soldiers on patrol though spoof radio announcements about riots and civil disorders did seem rather unsubtle . But I'll wager you any money that the title sequence of this kids show is more impressive than many shows broadcast on British television today.

WR. Nick McCarty (adaptation)

DIR. Colin Nutley

EPISODES: 7 **YEAR MADE:** 1980 **COUNTRY:** GB **SEASONS:** 1

SOUTHERN TELEVISION/INDEPENDENT TELEVISION (ITV)

CREATOR: JOHN ROWE-TOWNSEND

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 02/04/1980

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Nessie Mortimer ANNETTE EKBLÖM, Cliff CHRISTOPHER FAIRBANK, Geoff Mortimer MARCUS FRANCIS, Barry Mortimer SIMON GIPPS-KENT, Terry ALUN LEWIS, Mel Holloway LEE MACDONALD, Mr. Mortimer DAVID NEAL, Ellen Mortimer LOUISE OLLEY, Vince Holloway MIKE REID, Mrs. Mortimer JEAN RIMMER

NOIRES SONT LES GALAXIES**AKA: DARK ARE THE GALAXIES**

A young doctor discovers that alien exiles have been stealing human corpses to inhabit them. But the exiles are themselves hunted by hostile aliens from their homeworld.

Cinematography by Jacques Guérin.

WR. Jacques Armand.**DIR.** Daniel Mossmann**EPISODES:** 4 **YEAR MADE:** 1981 **COUNTRY:** FRA **SEASONS:** 1*A2***CREATOR:****TYPE OF SHOW:** ALIENS ON EARTH **FORMAT:** SERIES**LENGTH (MINS):** 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French**SEASON BREAKDOWN:** (1) 4**DATE OF PREMIER:** 15/05/1981 **AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Patrick RICHARD FONTANA, Coretta CATHERINE LEPRINCE, Belloni FRANCOIS PERROT, Mme Genson CATRIONA MACCALL, L'inconnu STEPHANE BOUY, Mme Mathot MARYVONNE SCHILTZ, M. de Brassac RAOUL GUILLET, ROGER RIFFARD, Martial GREG GERMAIN, Edmond LUC FLORIAN, Le patron du café JACQUES GIRAUD, L'étudiant JEAN-MICHEL DUPUIS, L'employé de la morgue JACQUES BOUANICH, Jacques PIERRE JACQUEMONT, Jean-Pierre NICOLAS GUIZBERT, L'agent JEAN-PIERRE ENGELBACH.

NOT WITH A BANG

An ageing formula causes everybody on Earth to age rapidly but four people. The four survivors consisted of three men and one woman, all of them whom were cut off from the air when the ageing formula was accidentally released. They are: Brian Appleyard, an egg head professor who had grand plans on rebuilding civilisation. Brian had been locked inside an airtight booth at a pub quiz game when the ageing formula struck and was the only one of the four to have seen what happened.

Colin Garraty, a rugby player was not all that bright. Colin was underwater when the ageing formula struck. It took him a few days to figure out that his friends were not hiding from him so that they would not have to pay up for his winning an underwater endurance contest. Graham and Janet Wilkins, a married couple who were exploring a cave when the disaster struck. Graham was a home improvement expert while his wife Janet was a somewhat flaky scoutmaster. Brian's grand plans to have Graham and Janet repopulate the world run into a snag when he learns that Graham is unable to become a father.

Not with a bang was a short lived British comedy series that could be best described as The SURVIVORS with a laugh track. Like the SURVIVORS, Not With a Bang was set in Britain of the near future in which almost the world's entire population has died. While in the SURVIVORS there were thousands of survivors of a world-wide plague, in Not With a Bang there were only four. The series was first seen on ITV.

WR. Tony Millan, Mike Walling.

DIR. Robin Carr.

EPISODES: 7 **YEAR MADE:** 1990 **COUNTRY:** GB **SEASONS:** 1

aired on ITV

CREATOR: TONY MILLAN & MIKE WALLING

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 25/03/1990

AIR DATE OF LAST EPISODE 06/05/1990

SEASON DATE BREAKDOWN:

FILMS:

Brian Appleyard RONALD PICKUP, Colin Garraty STEPHEN REA, Graham Wilkins MIKE GRADY, Janet Wilkins JOSIE LAWRENCE.

RELATED SHOWS:

SURVIVORS

NOW AND AGAIN



Portly 50-something insurance exec Michael Wiseman gets hit by a train and he wakes up to a proposition: The US government will put his brain (that's all survived the accident) in the semi-superpower-enhanced body of a 26 year old, if he agrees to go on a dangerous mission and have nothing ever again to do with his wife and daughter. Wiseman consents and his new life begins.

Created by Moonlighting impresario Glenn Gordon Caron, *Now and Again* is THE SIX MILLION DOLLAR MAN for the new century. The pilot breaks no new ground, as it's your basic set-the-tone scenario: introduce the characters, put them in play, get the scenario rolling. Visually, though the show looks great, with nifty photography and editing. The performances are top-notch. Goodman is sympathetic in his extended cameo, while Close plays the new Wiseman with just the right blend of awe, joy, fear and sadness. Gerrit Graham as Wiseman's fellow insurance company dinosaur, Colin and Matarazzo all hit the right emotional buttons, while Dennis Haysbert is equal parts amusing, authoritarian and concerned as the Oscar Goldman-esque Dr. Theodore Morris. In subsequent hours, Wiseman will diffuse a dire threat while trying to somehow reconnect with his family.

By the way, the pilot features one of the most disturbing and effective opening sequences I've ever seen. A benign-looking Asian man places several eggs on a seat in a moving subway car. An amused little boy watches the man. They smile at each other. The man gets off and the train moves again, with the eggs rolling around on the seat. The boy laughs as an egg goes splat on the floor. Blood trickles from his nose. Screams pierce the air. As the train pulls into the station its windows are covered with blood. Tracking down the man, will no doubt, be Wiseman's first task.

Apparently changes in tone may sometimes be jarring, shifting from Science Fiction to spy drama via poignant romance. Executive producer Glenn Gordon Caron, who worked on *Moonlighting*, says, "I keep calling it an action-drama-comedy-romance." He reckons it is: "kind of all over the map," and "doesn't declare itself very quickly," but claims it is most "about the inner life of this person, who is completely different than any other person on the planet." He promises to introduce interesting villains such as the Egg Man and the Bugmeister. Eric Close, who starred in *DARK SKIES*, seems a good choice as the lead so this might be worth tuning into *Now and Again*!

WR.

DIR.

EPISODES: 22 **YEAR MADE:** 1999 **COUNTRY:** US **SEASONS:** 1

CBS PRODUCTIONS/ CBS TELEVISION / PARAMOUNT NETWORK TELEVISION PRODUCTIONS / PICTUREMAKER PRODUCTIONS.

CREATOR: GLENN GORDON CARON

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22

DATE OF PREMIER: 24/09/1999 **AIR DATE OF LAST EPISODE** 05/05/2000

SEASON DATE BREAKDOWN:

FILMS:

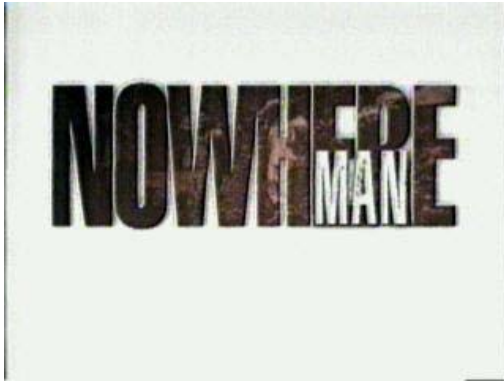
Michael Wisman JOHN GOODMAN, Michael Wiseman (at 26 year-old) ERIC CLOSE, Lisa MARGARET COLIN, Heather HEATHER MATARAZZO, Roger GERRIT GRAHAM, Theo DENNIS HAYSBERT.

1 - 1 *THE OUT-OF-TOWNERS*

1 - 2 *ON THE TOWN*

- 1 - 3 *OVER EASY*
- 1 - 4 *ONE FOR THE MONEY*
- 1 - 5 *THE INSURANCE SALESMAN ALWAYS RINGS TWICE (aka AND LIKE A GOOD NEIGHBOR)*
- 1 - 6 *NOTHING TO FEAR, BUT NOTHING TO FEAR*
- 1 - 7 *A GIRL'S LIFE*
- 1 - 8 *PULP TURKEY*
- 1 - 9 *BY THE LIGHT OF THE MOON*
- 1 - 10 *I'VE GROWN ACCUSTOMED TO HIS FACE*
- 1 - 11 *FIRE AND ICE*
- 1 - 12 *DISCO INFERNO*
- 1 - 13 *I AM THE GREATEST*
- 1 - 14 *FILM AND ELEVEN*
- 1 - 15 *DEEP IN MY HEART IS A SONG*
- 1 - 16 *EVERYBODY WHO'S ANYBODY*
- 1 - 17 *BOY WONDER*
- 1 - 18 *LIZZARD'S TALE*
- 1 - 19 *THERE ARE NO WORDS*
- 1 - 20 *BUGMEISTER*
- 1 - 21 *BUGMESITER, PART BEE*
- 1 - 22 *THE EGGMAN COMETH*

NOWHERE MAN



Photojournalist Tom Veil indeed has it all - a beautiful wife, Alyson, and a successful career, crowned by a prestigious exhibition of his award-winning photos. The couple head off to their favourite restaurant for a quiet celebration and in the time it takes Tom to take a leak, his whole life and identity are suddenly stripped away. He comes out of the men's room to find his wife gone, another couple sitting at their table and a maitre d' who doesn't recognise him. Worse follows. At home, his front door key won't work, his wife doesn't recognise him either and a strange man claiming to be her husband runs him off the property.

It's a conspiracy all right, and everyone's in on it - his mother, the cops, little girls on bikes, even his dog. Suddenly people are after him and he doesn't know why, except that it has something to do with a photo called Hidden Agenda that he took of an execution in a Central American jungle that's now missing from his studio. Forced to go on the run, Veil strives to find answers that might help him defeat 'them' and get his identity back. Who can he trust? Practically no-one . . .

'My name is Thomas Veil, or at least it was. I'm a photographer. I had it all: a wife - Alyson - friends, a career. And in one moment it was all taken away, all because of a single photograph. I have it. They want it - and they will do anything to get the negative. I'm keeping this diary as proof that these events are real. I know they are . . . they have to be.'

(Opening narration)

America's TV Guide called it the 1995 season's coolest cult hit - and it was. Rooted in the running man tradition of *The Fugitive*, and with more, much more, than a passing nod to *The Prisoner*, *Nowhere Man* is the best paranoia trip TV has seen in years.

Created for America's Hedgling Paramount network by Lawrence Hertzog, a writing veteran of such churn 'em out formula shows as *Hart to Hart* and *Hardcastle and McCormick*, *Nowhere Man* spins some wonderfully surreal and existential variations on the paranoia theme as, like Number 6 in *The Prisoner*, Tom Veil keeps trying to outwit the conspirators. There's even a version of *The Village* in the episode *Paradise on Your Doorstep* in which Veil is manoeuvred into a haven for other disenfranchised people who have all lost their identities at the hands of the enemy. And like Patrick McGoohan's hero, Veil refuses to join in, even with people who claim to be on his side. He's not going to be a number either, though in another episode, *Heart of Darkness*, in which he tags along with a group of right-wing survivalist recruits, he just happens to be sixth in line, and guess what he gets called?

Nowhere Man is a passionate defence of the individual in the face of overwhelming odds, and Tom Veil a dogged hero who clings tenaciously to his identity and the belief that he can, someday, win back his life.

On the Internet, fans of the show, dubbed *Nowhere Maniacs*, have delighted in scouring episodes for clues. Others have been frustrated at not being able to pick up any. Hertzog is unrepentant, calling *Nowhere Man* 'a show about being stymied, played with, manipulated and f***** over'. Sound familiar?

In star Bruce Greenwood, the series also has another bankable asset. Wearing a permanent frown of suspicion under his shaggy mane of light brown hair, Greenwood makes a highly personable hero. TV junkies may recall him as the manipulative Dr Seth Griffin in *St. Elsewhere* or, at a pinch, the sociopath Pierce Lawton on *Knots Landing*.

Unlike Richard Kimble in *The Fugitive*, Tom Veil didn't have to keep running for four years - the cancellation of the series meant that *Nowhere Man* needed to reach a conclusion in its first and only season.

Notable guest stars include Dean Stockwell (*QUANTUM LEAP*) and Megan Gallagher (*MILLIENIUM*). Most easily described as a cross between *The Prisoner* and *The Fugitive*, *Nowhere Man* is Thomas Viel a photographer who has had his life destroyed by an unknown conspiracy because o' photograph which he has taken. The series effectively creates terror since the events which happen Thomas are things which could

happen to anyone.

Thomas had been leading a normal and successful life as a photographer. He was good enough at his profession to have a gallery exhibit made of his photos. After attending the opening of his gallery exhibit, Thomas and his wife Alison went out to eat. At the restaurant, Thomas returned from the room to find his wife gone, another couple at their table and the maitre'd' having no recollection of being seated there.

At first Thomas thought he was the victim of some elaborate practical joke. He changed his mind after discovering that all traces of his existence have been eliminated. His credit cards have been cancelled, his keys no longer work the doors they once did and when he does finally catch up with his wife, she claims she is married to another man and acts like she does not even know him. Thomas eventually finds himself in a sanatorium where one of the other inmates gives him clues to what is happening.

The doctor in charge of the hospital, Dr. Bellamy, claims that he is paranoid and asks Thomas to prove his claims. Dr. Bellamy turns out to be part of the conspiracy. I want the negatives to a photograph Thomas took entitled 'Hidden Agenda'. The photo is one of soldiers residents of a third world country being executed by the military. Thomas has no idea why the photo is important, but he realises that the fact they do not have the negatives is the only thing keeping him alive.

After escaping from the sanatorium, Thomas sets out to find out what is so important about the photograph and who exactly is behind the conspiracy which wrecked his life. Wandering around the Country taking odd jobs where he can, Thomas eventually is able to fill in a few of the pieces of his life.) conspiracy is well funded, it exists all over the country and has been around for many years he's not the only person whose life has been ruined by the conspiracy: he manages to meet a few others in his travels.

He also is told that the conspiracy is not some secret part of the government, but rather a group of wealthy individuals wishing to mould the country in their image. This information however came from a source from within the conspiracy so it may not be true. The conspiracy also seems to be keeping tabs on Thomas rather well and could do away with him whenever they want to. They do not since they do, not want to risk the negatives coming into the possession of the wrong person.

Nowhere Man could have easily become another clone of The Fugitive, in which each episode I have Thomas wandering into someone's life then helping them solve a problem before he moved. Thankfully this has not been the case almost every episode has something to do with the conspiracy. Thomas' quest to figure out what has happened to him. He also is allowed to make progress in his life finding out bits and pieces to the puzzle that will someday hopefully allow him to solve the puzzle, maybe even regain his life. Midway through Nowhere Man's first season, Thomas gains an ally in his fight against the conspiracy.

This ally comes from a disgruntled member of the organisation itself, who wishes to bring the downfall of the organisation. At first Thomas is uncertain whether to trust the man who gives Thomas a computer contradicting information which Thomas can use to infiltrate and disrupt the conspiracy's plans and perhaps get his life back. He later learns the man can be trusted when he meets him face to face and witnesses the conspiracy killing him for betraying them. He also learns along the way that many things are not as they seem and that the events leading up to his taking Hidden Agenda may not have been as he remembered as are many other things which he thinks he remembers.

The executive producer for the series was Lawrence Hertzog, the producer was Peter Dunne, supervising producer was Joel Surnow and the series was filmed on location in Portland, Oregon, USA. The series premiered on Sky One in the UK on the 3rd October 1995, however when the series hit trouble, with its US scheduling, the series was pulled from the British schedules, never to be seen again.

Emmy Award

Outstanding Individual Achievement in Main Title Theme Music - Nominated - "Nowhere Man" (1995) - Mark Snow (1996)

WR. Lawrence Hertzog, Joel Surnow, Erica Byrne, Jack and Mike Weinberger, Peter Dunne, David Ehrman, Art Monterastelli, Schuyler Kent and Jane Espenson.

DIR. Tobe Hopper, James Darren (perhaps TIME TUNNEL actor James Darren?), James Whitmore Jr., Tom Wright, Guy Magar, Steven Robman, Michael Levine, Ian Toynton, Tim Hunter, Reza Badiyi and Stephen Stafford.

EPISODES: 25 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 1

LAWRENCE HERTZOG PRODUCTIONS IN ASSOCIATION WITH TOUCHSTONE TELEVISION

CREATOR: LAWRENCE HERTZOG.

TYPE OF SHOW: MAN ON THE RUN

FORMAT: SERIES

LENGTH (MINS): 60 STILL IN PRODUCTION: No B/W: No COLOUR: Yes LANG: English

SEASON BREAKDOWN: (1) 25

DATE OF PREMIER: 28/08/1995 AIR DATE OF LAST EPISODE 20/05/1996

SEASON DATE BREAKDOWN:

FILMS:

Thomas Veil BRUCE GREENWOOD, Allison Veil MEGAN GALLAHGER.

RELATED SHOWS:

QUANTUM LEAP

MILLENNIUM

- 1 - 1 *ABSOLUTE ZERO*
- 1 - 2 *TURNABOUT*
- 1 - 3 *THE INCREDIBLE DEREK*
- 1 - 4 *SOMETHING ABOUT HER*
- 1 - 5 *PARADISE ON YOUR DOORSTEP*
- 1 - 6 *THE SPIDER WEB*
- 1 - 7 *A ROUGH WHIMPER OF INSANITY*
- 1 - 8 *THE ALPHA SPIKE*
- 1 - 9 *YOU'RE REALLY GOT A HOLD ON ME*
- 1 - 10 *FATHER (aka VALIDATION)*
- 1 - 11 *AN ENEMY WITHIN*
- 1 - 12 *IT'S NOT SUCH A WONDERFUL LIFE*
- 1 - 13 *CONTACT(aka DEEP THROATH)*
- 1 - 14 *HEART OF DARKNESS*
- 1 - 15 *FOREVER JUNG (aka DOUBLES)*
- 1 - 16 *SHINE A LIGHT ON YOU (aka MASONS)*
- 1 - 17 *STAY TUNED*
- 1 - 18 *HIDDEN AGENDA*
- 1 - 19 *DOPPLEGANGER*
- 1 - 20 *THROUGH A LENS DARKLY (aka SHUTTERBUG)*
- 1 - 21 *DARK SIDE OF THE MOON,THE (aka THE MUGGING)*
- 1 - 22 *CALAWAY*
- 1 - 23 *ZERO MINUS TEN*
- 1 - 24 *MARATHON*
- 1 - 25 *GEMINI*

OBJECT Z (inc. OBJECT Z RETURNS)

A mystery object hurtling through space on a collision course with good old Earth. In the chaos that follows, traditional enemies combine to save mankind from annihilation. That was the theme of a pair of children's serials of the mid-Sixties, Object Z and its sequel, the aptly named Object Z Returns. Central figures in the unfolding dramas were TV commentator/reporter Peter Barry, his assistant Diana Winters, a mysterious scientist, Professor Ramsay, and a supporting cast of world leaders and boffins.

The first serial was originally written by Christopher McMaster as an adult programme, but adapted to meet Rediffusion's need for a children's drama. Star Trevor Bannister is perhaps better known as Mr Lucas in the BBC sitcom, *Are You Being Served?* The series director and producer was Daphne Shadwell and the designer was Andrew Drummond. Both of these six-part dramas were seen on ITV back in 1965-66.

WR. Christopher McMaster.

DIR. Daphne Shadwell

EPISODES: 12 **YEAR MADE:** 1965 **COUNTRY:** GB **SEASONS:** 2

A REDIFFUSION NETWORK PRODUCTION

CREATOR: CHRISTOPHER MCMASTER

TYPE OF SHOW: MANKIND

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 6, (2) 6.

DATE OF PREMIER: 19/10/1965 **AIR DATE OF LAST EPISODE** 29/03/1966

SEASON DATE BREAKDOWN:

FILMS:

Peter Barry TERVOR BANNISTOR, Professor Ramsey RALPH NOSSEK, Diana Winters CELIA BANNERMAN (1), June Challis MARGARET NEALE, Robert Duncan DENYS PEEK, Brain Barclay BRANDON BRADY, Keeler ARTHUR WHITE, Ian Murry (Home Secretary) WILLIAM ABNEY, Sir John Chandos (Prime Minister) JULIAN SOMERS, Terry TONY GILPIN (2).

- 1 - 1 *THE METEOR*
- 1 - 2 *THE WORLD IN FEAR*
- 1 - 3 *FLIGHT FROM DANGER*
- 1 - 4 *THE ALIENS*
- 1 - 5 *TOO LATE*
- 1 - 6 *THE SOLUTION*
- 2 - 1 *THE VOICE FROM SPACE*
- 2 - 2 *THE MACHINE*
- 2 - 3 *THE MONSTERS*
- 2 - 4 *THE MENACE FROM THE DEPTHS*
- 2 - 5 *THE BIG FREEZE*
- 2 - 6 *THE ELEVENTH HOUR*

OBJECTIF : NUL

This Science Fiction French comedy was directed by Christine Bertholier, Jean-Louis Cap, Gilles Daude, Myriam Isker, Mathias Ledoux and Jean-Pierre Moscardo. The series was written by Bruno Carette, Alain Chabat, Dominique Farrugia and Chantal Lauby.

WR. Bruno Carette, Alain Chabat, Dominique Farrugia and Chantal Lauby.

DIR. Christine Bertholier, Jean-Louis Cap, Gilles Daude, Myriam Isker, Mathias Ledoux and Jean-Pierre Moscardo.

EPISODES: 42 **YEAR MADE:** 1987 **COUNTRY:** FRA **SEASONS:** 0

CREATOR:

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 7 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1)

DATE OF PREMIER: 02/02/1987

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Capitaine Lamar ALAIN CHABAT, Zeitoun BRUNO CARETTE, Panty CHANTAL LAUBY, Syntaxeror ALEXANDRE POTTIER, Le Mercenaire BLATS.

- 1 - 1 *L'ARRIVEE DE SYNTAX ERROR*
- 1 - 2 *LES TALENTS DE SYNTAX ERROR*
- 1 - 3 *L'ARRIVEE DU MERCENAIRE*
- 1 - 4 *L'AUTO-STOPPEUSE*
- 1 - 5 *STAR TREK 4 (COLLISION)*
- 1 - 6 *UNE NUIT A BORD DU LIBREATOR*
- 1 - 7 *LE MAITRE DU MONDE*
- 1 - 8 *ZEITOUN VEUT . . . PARLER*
- 1 - 9 *MOINS 40 DEGRES DANS LE VAISSEAU*
- 1 - 10 *L'ESPRIT (10) (UN ESPRIT QUI NOUS VEUT DU BIEN)*
- 1 - 11 *LE GRAND LECHANT MOU*
- 1 - 12 *LES PRESIDENTIELLES*
- 1 - 13 *LA SCOUMOUNE*
- 1 - 14 *PARTIE DE GOLF*
- 1 - 15 *LES SOUS-TITRES*
- 1 - 16 *LA QUATRIEME DIMENSION*

-
- 1 - 17 *LE PIRATE DE L-ESPACE*
 - 1 - 18 *LA SAISIE*
 - 1 - 19 *LE VOYAGE DANS LE TEMPS*
 - 1 - 20 *PANTY DEPRIME*
 - 1 - 21 *LA REFORME*
 - 1 - 22 *PANTY ET LA LANGOUSTE*
 - 1 - 23 *ROCK'N LIBERATOR*
 - 1 - 24 *LE REGIME*
 - 1 - 25 *LES DOSSIERS DE L'ESPACE*
 - 1 - 26 *LE PARFUM DE PANTY*
 - 1 - 27 *LA BOUM*
 - 1 - 28 *L'ANDROIDE FEMELLE*
 - 1 - 29 *LA GUERRE DES SALADES*
 - 1 - 30 *LE PRECHEUR DE L'ESPACE*
 - 1 - 31 *LES SIRENES*
 - 1 - 32 *NAPOLEON*
 - 1 - 33 *INSPECTEUR MERDICK*
 - 1 - 34 *DOCTEUR TOAST*
 - 1 - 35 *LE LIBERATOR FAIT SON CINEMA*
 - 1 - 36 *LE VOYAGE A MOULHOUSE*
 - 1 - 37 *MISSION IMPOSSIBLE*
 - 1 - 38 *RADIO SYNTAX*
 - 1 - 39 *LE PERMIS DE CONDUIRE*
 - 1 - 40 *LA MAFIA*
 - 1 - 41 *LA SUBVENTION*
 - 1 - 42 *EPILOGUE*

OCEAN ODYSSEY

AKA: **OCEAN GIRL**



Ocean Odyssey is an Australian produced series centering around Jason and Brett Bates, the sons of a marine biologist, who befriends Neri, a young woman who communicates with Charlie, a humpback whale. Neri's late father had warned her about the dangers of making her special abilities public knowledge. Some of the tension and humour come from the boys' attempts to keep her secret. As the series progresses more and more people learn about Neri.

The series is set in the not to distant future. Much of the action occurs in and around ORCA (Oceanic Research Centre Australia), an undersea research station which is the home of several hundred scientists and their families. ORCA is located near Australia, within an hours ride by boat from Port Douglas, Far North, Queensland. The station is commanded by Commander Lucas, a somewhat narrow minded bureaucrat who does not particularly like the scientists nor the fact that there are children, including his daughter, on ORCA. Lucas is replaced in the second season by Commander Byrne.

As the series begins, Neri knows little of her origin as she is unable to recall her childhood. Her entire life as far as she can remember was spent on her island. She lived there with her father until he died when she was quite young. Physically she appears as a teenage human female. Setting her apart from regular girls are her unusual abilities. These include the ability to talk to whales, stay under water for an extended period of time and swim at great speeds. She also becomes weakened when she is out of the water for an extended period of time, however she regains her strength once immersed. The first seasons final episode reveals that Neri and DNA of a variety which has never been seen before. Once she learns about Neri, Dr. Bates takes an interest in her since she had been studying whales and the way in which they communicate.

During the second season of Ocean Odyssey, lots of Neri's background is revealed. We learn that she is an alien from another planet and that her spaceship crashed on Earth. A message found from her father reveals that she has a younger sister that may have survived the crash. A search discovered Neri's sister, Mera, who had led a troubled childhood in foster homes due to her alien abilities. Both the girls are hunted by Dr. Hellegren, the head of UBRI, a rival scientific organisation. Hellegren hopes that by studying them he will learn how to communicate with the whales.

The story was continued with the shows third season. It's been a year since Mera returned to her home, the 'Planet of Oceans' and Neri decided to stay on earth. When Dianne, Jason and Brett have returned to ORCA after their vacation, they find that UBRI has settled in on ORCA. The UBRI corporation has won the construction contract of the underwater settlement 'ORCA city.' They are planning to destroy a natural fish breeding ground to relocate and expand the construction site.

Dianne then immediately starts the environmental check at the construction site with Jason. Jason is accidentally trapped under the building material but luckily Charley finds him and Neri comes to his rescue. Dianne accuses UBRI of building the foundations on the breeding ground at the hearing and the members of tribunal accept Dianne's submission and instruct UBRI to stop. However UBRI secretly sets a sonic grenade on the breeding ground to kill all the fish. Luckily the plan is sabotaged by Neri and Hellegren, unaware that Neri is still around, tells Jason and Brett not to interfere with his plans again, or.....

The story continued for season four. When Jason dives very deep he suddenly sees a light and is hit by a shockwave, but he is not hurt. On the island they visit Neri in her new house, they built themselves. When they're there they are called by their mother she has a surprise for them, but she will reveal it tomorrow. Then Jason tells her of his experience. Neri also has a strange feeling when she swims on that spot.

At ORCA dr. Winston Seth also discovers a strange phenomenon on the ocean floor. When they decide to take a look at the phenomenon, their probe gets destroyed. Meanwhile Dianne has told the boys, that she might become the new ORCA commander. The boys are thrilled with the news. At the lab Cass and Winston discover that the strange phenomenon has a pure square form, it must be artificial. When the boys join them, the phenomenon turns out to be on the same place where Jason saw the light.

On the mainland we meet the new bad guys, they are two agents from an unidentified organisation, The two agents have to go to Egypt to research a signal from out of space that is send to Egypt. However the two agents Selby and Hauser don't like each other and fight all the time.

Then we meet more new people. They are at an archaeological site between the pyramids in Egypt. They are a woman who can swim very well and her boss who is unsatisfied with her behaviour, but he can't force her. Back at ORCA, Cass and Brett check out the temporarily empty commander's there they meet Jamie the son of the first officer (also the acting commander, a new Mick?). He thinks that his father will be the new commander.

Meanwhile Jason and Winston take the mini-finn (a small underwater vessel) to take a close look at the phenomenon. They meet Neri there, who swims further and triggers the shockwave and the light. The mini-finn is rendered helpless, but when Neri returns everything becomes normal again. She motions the men to follow her. When they do that, they see a pyramid on the ocean floor..

When Ocean Odyssey had been broadcast on the Disney Channel in the US the series was retitled Ocean Girl. The series in the UK has been shown first on BBC1 and BBC2 and many repeat screening on the satellite channel The Family Channel. The series has always maintained a strong cast particularly in its three leads Neri, Jason and Brett. Marzena Godecki plays the innocent Neri with great panache, it what is a very tricky role for a young actress. Jeffrey Walker also starred in another Australian kids favourite SF show MIRROR, MIRROR.

The main writer for the series was Jenny Sharp, with director Brendan Maher. The airdates for the first series in the UK are 2nd April- 25th June 1995 and the season was shown on the 11th June - 3rd September 1996, this was on BBC2. One of the most interesting things about this shows is the many SF guides that claim the show ended after it's second season, it has however made at least four seasons, with a very large cast.

An animated series entitled The New Adventures of Ocean Girl was realased for a 26 episode run in 2000.

WR. Peter Hepworth, Neil Luxmore, David Phillips, Michael Joshua, Alison Niselle, Ian Coughlan, Shane Brennan, Jenny Sharp, Judith Colquhoun, Kate Henderson, Helen McWhirter, Lois Booton.

DIR. Mark DeFriest, Peter MacDonald, Brendan Maher, Judith-John Story.

EPISODES: 78 **YEAR MADE:** 1994 **COUNTRY:** AUS **SEASONS:** 4

PRODUCED IN ASSOCIATION NETWORK TEN AUSTRALIA AND WESTBRIDGE PRODUCTIONS AND ATV-10

CREATOR: JONATHAN M. SHIFF

TYPE OF SHOW: UNDERWATER **FORMAT:** SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13, (3) 26 (4) 26

DATE OF PREMIER: 03/10/1994 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Neri MARZENA GODECKI, Jason Bates DAVID HOF LIN, Brett Bates JEFFREY WALKER, Dr. Diane Bates KERRY ARMSTRONG (1,2), Winston ALEX PINDER, Vanessa JACALYN PRINCE, Damien GUY MALLABY, Lee ANDREA MCEWAN, Jodie BRYONY PRICE, Jake 'Froggy' Reilly JOEL DE CARTERET, Zoe Condellas CASSANDRA MAGRATH, Commander Lucas WILLIAM MCINNES, First Officer MIKI OIKAWA, Second Officer MELVIN J. CARROLL, Voice of H.E.L.E.N. NINA LANDIS, Jan HELEN JONES, Billy ELLIOT HAYES, Medical Officer STEPHEN HALL, Kal JEREMY ANGERSON, Dr. Hellegren NICHOLA BELL, Dr. Diane Bates LIZ BURCH (3), Lena Hellegren JOELENE CRNOGORAC, Mick ANTHONY 'TONY' HAYES, Mera/Jane Seaforth LAUREN HEWETT, Rocky SAM JOHNSON (2), Kimberly McGinnis CLAUDIA BUTTAZZONI (2), Captain Sam Philips TERRY SERIO (2), Commander Byrne PAMELA RABE (2), Lt. Borg CAITLIN MCDOUGALL, ORAC Second Officer CHRISTOPHER KIRBY (2)

RELATED SHOWS:

MIRROR, MIRROR

1 - 1

Jason first encounters Neri

1 - 2

Lost Brett lands on Neri's island.

1 - 3

Neri & Charlie rescues from net.

1 - 4

Neri warns of Earthquake.

1 - 5

Neri tells Jason about her past.

1 - 6

Resort developer wants Neri's island.

1 - 7

Chemical spill sickens Neri and Charlie.

1 - 8

Neri is sneaked onto Orca.

1 - 9

On expedition, Neri aids aborigine boy.

1 - 10

Neri rescues Dr. Bates.

1 - 11

Neri agrees to be studied.

1 - 12

Charlie captured by Ubri.

1 - 13

Neri and Charlie rescued from UBRI HQ.

2 - 1

Hellegren's helicopter crashes.

2 - 2

Neri's ship uncovered.

2 - 3

Message from Neri's father found.

2 - 4

Fisherman has information about Neri's sister.

2 - 5

Mera found to be in special school.

2 - 6

Mera escapes and meets Neri.

2 - 7

Fire at birthday party.

2 - 8

Hellegren sends spies to ORCA.

2 - 9

UBRI searches Neri's island.

2 - 10

Neri and Mera evade UBRI divers.

2 - 11

UBRI spies crash ORCA's computer.

2 - 12

Neri's people come to take her home.

2 - 13

Avoiding UBRI to reach the ship.

3 - 1

Dr. Bates called back from holiday.

3 - 2

Storm strands Cass on Neri's island.

3 - 3

Water pumped out of the ship.

3 - 4

Kal is revived.

3 - 5

Lena accompanies her father to ORCA.

3 - 6

Message from Kal's mother found.

3 - 7

Kal sneaks into ORCA.

3 - 8

1st piece of Zychroniam recovered.

3 - 9

Hellegren learned to have second piece.

3 - 10

Neri rescues Benny.

3 - 11

3rd piece recovered tests Neri's endurance.

3 - 12

Lena warns of her father setting a trap.

3 - 13

Cass recovers her memories on Neri's island.

3 - 14

UBRI raided to get 4th piece.

3 - 15

Winston's old girlfriend now a spy for UBRI.

3 - 16

5th piece found with blind girl.

3 - 17

Charlie stranded on beach.

3 - 18

Kal captured.

3 - 19

6th piece stolen by UBRI.

3 - 20

Kal persuaded to help UBRI.

3 - 21

Neri collapses in the desert.

3 - 22

Mera left on Earth to help Neri.

3 - 23

Chinese businessman found to have 8th piece.

3 - 24

8th piece recovered from UBRI ship.

3 - 25

quakes worsens, Zynchromium stolen.

3 - 26

Zynchromium recovered and order restored.

ODYSSEY 5



"We saw the Earth destroyed and in a heartbeat everything and everyone we knew was gone. There were five of us, the crew of the space shuttle Odyssey, and we were the only survivors. A mysterious being who called himself 'the Seeker,' rescued us and sent us back in time. And now we have five years to live over, five years to discover who or what destroyed the Earth, five years to stop it from happening again."

Genre fans will recognize Peter Weller from one of two roles. The one role I have in mind is his role as the lead in RoboCop, as Alex Murphy and RoboCop. You can see some references in Odyssey 5 to his history with that movie. The other role is probably the definitive cult movie in Buckaroo Banzai, where again he played the title character. I enjoy Peter Weller; he keeps coming back to science fiction with top-notch performances and an uncanny ability with timing. A trait many actors either have or they do not, you can't fake timing. My personal favorite of Peter Weller's sci-fi efforts is the vastly under-rated and overlooked gem in, *Screamers*. Don't forget *Leviathan* or the TV movie *Dark Prince: The True Story of Dracula*. Some of his non-genre efforts include *Mighty Aphrodite*, *Shoot the Moon*, *Ivans xtc*, and many more. Peter has been around acting for a long time, his experience and commanding presence will make an impact in a TV series like Odyssey 5. Maybe he will finally get the mainstream appreciation he has deserved for so long.

Beautiful and talented are rarely synonymous with an actress. When I think of actresses who fit that bill only a handful of names come to mind. Milla Jovovich, Michelle Rodriguez, Michelle Pfeifer, and I would include Tamara C. Thomas in that category. Her resume may be small, but impressive like some of the other stars in the show. Without a doubt this is her chance to make a mark for herself. Any good Troma fan, and you know who you are, will recognize Tamara from *Tromeo and Juliet*. One of the more unique movies from Troma Entertainment but it does remain entertaining. Tamara has also seen genre work in guest starring in *Star Trek: Voyager*. Then there are her more dramatic performances in the movie *The Curve* and the television series *Cold Squad*. Hopefully Tamara can rest easy in her home in Odyssey 5. I have not seen either of those two projects, but I hope to shortly. Tamara can play the rough and tough femme when she wants, but she can also play a comedic and gentle role as well and get away with it. This is probably why she was cast as Angela Perry because of the layers she could give the character. The sky is the limit and she has found a home in Odyssey 5 and with the fans of the show.

If you are going to talk about someone with charisma and a flair for acting, you should look no further than Sebastian Roche. He is a natural talent, and seems to have the instincts of an acting veteran. Whether he is standing in the background or spouting off techno-babble, he makes it believable in his approach and delivery of what he is trying to get across to us. Intentional or not, Sebastian is like another actor I enjoy, whom he shares his first name with, Sebastian Spence (*First Wave*). They both have an endearing quality to them that makes them exciting to watch whether they are talking or standing in the background. Some of Sebastian's past efforts in acting include *The Last of the Mohicans*, *15 Minutes*, and the TV movie *The Hunley* to name a few. His notable genre effort before Odyssey 5 was in, the short-lived Fox series, *Roar*. Sebastian Roche is also an accomplished writer, if you get a chance to rent *Loungers*, take notice that he wrote it as well as acted in it. Now if we could get him to write and direct an episode of Odyssey 5.

You might be fooled to think this actor is a relative newcomer to acting, but his resume thus far is impressive. With no real genre effort other than a guest spot on *Buffy: The Vampire Slayer*, Christopher Gorham won the hearts of many people in two series on the WB. One show was known simply as, *Popular*, where he played the role of Harrison John. His other WB effort was as Trevor O' Donnell, in the now defunct show, *Felicity*. Christopher has the range and the potential to be the next Mel Gibson. Yes, you heard me right, I see the same qualities in a young Christopher Gorham that I saw in Mel Gibson when he first hit the scene with *Mad Max*. He is still young and but with his raw talent and energetic performances I see a bright future for him. He has what it takes to make it to the top, and we have missed the start but this is only the beginning.

I don't know too much about Leslie's history in acting but I can tell you what I see on TV every week. A very capable actress who works hard to bring an emotional character depth and a dark side and be something we

could relate to all at the same time. You see her going down the wrong path doing what she thinks is right, we see her about ready to lose control on everything in her life. Yet, she remains calm, for the most part, and determined. There is more than just the writing to give a character that much depth. I give credit to Leslie to be able to pull off this kind of a role. This is no knock on Leslie, it is a compliment I rarely give, but she does her best acting with her eyes and body language. She doesn't have to say a thing to tell the story of her character and the journey of her. Some of her past acting jobs includes the recent Divine Secrets of the Ya-Ya Sisterhood, and the NBC television series Providence. This is her first genre outing, with Odyssey 5.

How was the crew of the Odyssey 5 sent back in time?

The key piece of the answer to this question is that their bodies were not sent back five years. It was their consciousness that was sent back to themselves five years before the destruction of the Earth. This is by way of seriously advanced technology. Exactly how this was done is unknown but it may play a part in the show as it progresses. If you have a theory just e-mail me and I will incorporate it into this f.a.q.

What year is the show set in?

This is another good question. The episode "The Choices We Make" actually told us with finality that the show is currently set in 2002, because the day the Earth was destroyed was August 07, 2007.

How did the space shuttle Odyssey survive the gravitational flux of the earth exploding?

Now that is an excellent question. Once you find out, you let me know. I will gladly accept theories on how or why they survived...

What is that show after Odyssey 5 about? And is it any good?

Ah yes, on Sci-Fi Fridays and Sundays on Showtime Beyond, that would be Jeremiah. Jeremiah, to be blunt, is my other favorite show on television right now. I watched it in its first run and it is an amazing show. The show is written and executive produced by J. Michael Straczynski (Babylon 5, Crusade). The premise is simple; in the not-so distant future, a virus devastates the planet killing everyone over the age of innocence leaving the children of the world to fend for themselves. The world goes to ruin, 15 years later these very children must decide whether to move forward or fall deeper into the abyssal nature of society. At the center of this cusp is Jeremiah. Someone who is searching for a mysterious place called Valhalla Sector, a place that holds the key to his father and the secrets he had. It is a quest of truth and the quest for humanity, a rarity for a show to do these days. Now Odyssey 5 and Jeremiah have that aura to it. You just can't miss how excellent these two shows are.

Produced by Alan Brennert consulting producer , Manny Coto executive producer , Jonathan Glassner executive producer , Jim Michaels producer , Adam J. Shully co-producer

Original music by Laura Karpman

Cinematography by Henry Chan (I)

Film Editing by Paul G. Day & Dave Goard

Casting by Stephanie Gorin

Production Design by Oleg M. Savytski

Art Direction by Kim Karon (episodes 13-20) & Craig Lathrop

Costume Design by Arthur Rowsell

Makeup Department - Paul R.J. Elliot key hair stylist

Second Unit Director or Assistant Director - Marcia Douglas second second assistant director , Greg Edmunds third assistant director , Dan Gosse trainee assistant director , Sara MacDonald second assistant director , David Manion first assistant director , Elizabeth Scherberger first assistant director , Sorcha Vasey second assistant director

Art Department - Lara Alexander construction coordinator , Greg DaPrato property master , Kim Karon assistant art director

Sound Department - Alek Bromke . Adr assistant recordist , Shannon Halwes . Music editor , Michael LaCroix . Sound mixer

Visual Effects by Robin Trickett . Visual effects supervisor & Wayne Trickett (II) . Visual effects supervisor

Other crew - Saverina Allevato . Script supervisor , Mike Burak . Grip , Lawrence Curtis . Production assistant , Rion Gonzales . Electrician , Chuck Kahn . Assistant editor , David Kellner . Gaffer , Michael Kohne . Key grip , Chris Little (I) . Best boy electric , Frank Polyak . Camera operator Uros Raickovic . Production assistant , Don Retzer . Transportation coordinator , Jane Rogers (II) . Extras casting , Mike Rybock . Grip

The series was cancelled before it's initial run of 20 episodes of complete, so officialy the last transmission data was the 13th September 2002, ending with episode 14, "Skin". However the final six episodes where finally aired from the 1st October 2004 to 15th October 2004.

WR. Alan Brennert, Manny Coto, Jonathan Glassner , Melinda M. Snodgrass , Lindsay Sturman , Edithe Swensen , Tommy Thompson , Tracy Tormé

DIR. David Carson, Milan Cheylov, Ken Girotti, Terry Ingram, George Mendeluk, Bryan Spicer, David Straiton, Peter Weller, Stephen Williams, Randall Zisk

EPISODES: 20 **YEAR MADE:** 2002 **COUNTRY:** CAN **SEASONS:** 1

COLUMBIA TRI-STAR INTERNATIONAL TELEVISION / MANNY COTO PRODUCTIONS

CREATOR: MANNY COTO

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 20

DATE OF PREMIER: 21/06/2002 **AIR DATE OF LAST EPISODE** 13/09/2002

SEASON DATE BREAKDOWN:

FILMS:

Chuck Taggart PETER WELLER, Kurt Mandel SEBASTIAN ROCHE, Neil Taggart CHRISTOPHER GORHAM, Sarah Forbes LESLIE SILVA, Angela Perry TAMARA CRAIG THOMAS, Marc Taggart KENNETH MITCHELL, Paige Taggart GINA CLAYTON, Holly Culverson LINDY BOOTH, Wade J. ADAM BROWN, Diaz NICHOLAS CARELLA, Waitress EDIE INKSETTER, JON LANGFORD, MAT LANGFORD, Jimbo Jones (uncredited) MARVIN LARA, Dr. Janice Kitaro JANE MCLEAN.

1 - 1 *PREMIER PART 1*

The crew of the Odyssey 5 space shuttle witness the explosion of Earth from an orbit far above. They are rescued by The Seeker and given the chance to save Earth. The Seeker sends them 5 years into the past to attempt to avert the destruction of the planet.

Wr Manny Coto

Dir David Carson

1 - 2 *PREMIER PART 2*

The crew attempts to go back to their lives of five years prior to the destruction of the Earth, while also trying to begin their investigation.

Wr Manny Coto

Dir David Carson

1 - 3 *SHATTERER*

Chuck and Kurt are looking for Professor Naran Chandra, while Angela and Sarah are investigating the "gene therapy" being conducted by Dr. Barantz. They find a woman who is willing to talk to them, and what she tells them leads them to find a specimen of living tissue that appears to have been manufactured in a laboratory.

Wr Manny Coto

Dir Randall Zisk

1 - 4 *ASTRONAUT DREAMS*

The Bright Sky project is brought forward and Chuck must attempt to stop the launch of the satellite, while Sarah and Angela try to change a horrible event that had happened in the past.

Wr Manny Coto

Dir David Straiton

1 - 5 *TIME OUT OF MIND*

Kurt tries once again to make himself a whole lot of money from his knowledge of coming events, while the rest of the team slowly start to lose their memory of the future.

Wr Manny Coto

Dir David Straiton

1 - 6 *SYMBIOSIS*

When a top prosthetics researcher is found dead, Neil receives an anonymous e-mail telling him that the man was murdered by the "Synthetics" whose existence the Odyssey 5 group has discovered, which it says are the physical manifestations of Dr. Chandra's "Sentients". It claims that they are now after the researcher's six-year-old niece Stevie, all because of a "cybiotic interface" he was working on which would allow computer technology to control organic systems. Visiting Stevie's teacher, they find out that she is deaf and received a cochlear implant, which her uncle had been tinkering with. Eventually, the team locates Stevie and finds out that her implant allows her brain to control a swarm of insects that have been fitted with cybiotic interface chips. But mysterious figures who may be Synthetics have relentlessly tracked Stevie to Kurt's place.

Wr Lindsay Sturman

Dir Randall Zisk

1 - 7 *THE CHOICES WE MAKE*

A mysterious being, who is not bound by time, notes that the Odyssey crew have jumped out of their proper time and comes to investigate them. It probes their minds and forces them to re-visit the personal choices they made in the most important moments of their past lives.

Wr Tim Foreman

Dir Peter Weller

1 - 8 *RAPTURE*

Neil's friends at school are taking a new drug called "Rapture", which appears to boost their intelligence and may even promote telepathy and telekinesis. Neil finds out that his friend Deckard got the formula for the drug from a web site, but in his attempt to get a sample for analysis he is forced to take the drug. Meanwhile, Taggart's new boss Cynthia Hodge suggests that he had something to do with sabotaging the last space mission, but appears to be happy that the mission failure has hastened the day when manned space flights will be replaced by totally robotic ones. A retired astronaut, Leyton Scott, tells Taggart that a group called "the Cadre" have been trying for the last 20 years to get rid of manned space flight. But then Leyton reveals that he is dying from "Moon Sickness", a strange disease that strikes only Apollo astronauts, which may have something to do with their having brought more than just rocks back with them from the Moon. Because of Angela's apparent mental breakdown on her last mission, she is scheduled for a psych review. Although the doctor, who appears to be another member of "the Cadre", is suspicious of her attempt to make him think she just suffered a simple case of post-traumatic stress, she is approved to resume spaceflights. Mendel takes a sample of Neil's blood and analyzes the drug, a completely new compound which may enhance ESP but whose molecular structure causes addiction after a single dose. He also finds out that it can trigger a massive cardiovascular failure. Mendel and Taggart rush to save Neil's friends, who are now lying comatose in a barn under the control of Deckard, who is using their brains to enhance his own mental power.

Wr Edithe Swensen

Dir Stephen Williams

1 - 9 *L.D.U. - 7*

Taggart, Mendel and Sarah visit a privately operated Maximum Security Prison hoping to find a clue to locating a powerful, dangerous Sentient. They ultimately find themselves trapped within a Synthetic and it's a race to the death.

Wr Tommy Thompson

Dir George Mendeluk

1 - 10 *FLUX*

Marc faces expulsion from the Astronaut Training program. Paul takes Sarah to court because of her apparently irrational obsession that their son will get cancer. Taggart suffers from the effects of a Sentient-designed virus.

Wr Edithe Swensen

Dir Ken Girotti

1 - 11 *KITTEN*

Neil's friendly emails with a mystery woman come back to haunt him when "she" turns out to be a Sentient who is growing increasingly obsessed with him and curious about Odyssey 5. "Kit-10" wants to know the secret of the Odyssey 5 mission -- but just how far will she go to get what she wants?

Wr Lindsay Sturman

Dir Milan Cheylov

1 - 12 *DARK AT THE END OF THE TUNNEL*

The residents of a small town and a select group of scientists (including Mendel) are brainwashed into believing "The Lord" has specially chosen them to construct a passageway designed to bring "Him" to Earth. Taggart and Neil must reach Mendel, before it's too late.

Wr Tracy Tormé

Dir Peter Weller

1 - 13 *TROUBLE WITH HARRY*

The O-5 team is approached by "Harry Mudd" -- a Sentient in a Synthetic body. He warns them of the imminent destruction of the world by an insane Sentient and reminds them about what's important in life.

Wr Alan Brennert

Dir Stephen Williams

1 - 14 *SKIN*

The Odyssey crew scramble to save the life of Angela's father, Senator Perry, when he's threatened by a terrifying new breed of Synthetic. Paige deals with her emotions after learning the truth about the Odyssey mission.

Wr Lindsay Sturman, Edythe Swensen

Dir Bryan Spicer

1 - 15 *BEGOTTEN*

With the still-grieving Chuck having taken off on a road trip, the rest of the crew have to deal with the synthetic that Kurt has created.

Wr Lindsay Sturman, Edythe Swensen

Dir Terry Ingram

1 - 16 *VANISHING POINT*

When Taggart wakes up in a hospital with Paige beside him, he begins to believe that the death of his wife may have been a dream. What he doesn't know is that it is all a ruse by Dr. Bertran, who is trying to stall his activities long enough to download his consciousness into the computer.

Wr Melinda M. Snodgrass

Dir David Winkler

1 - 17 *FOLLOW THE LEADER*

The team uncovers a Sentient plot to use elementary school students in the creation of a Doomsday weapon.

Wr Jonathan Glassner

Dir George Mendeluk

1 - 18 *HALF-LIFE*

Angela is haunted by the apparent ghost of a pilot who disappeared two years ago.

Wr Lindsay Sturman, Edythe Swensen

Dir Stephen Williams

1 - 19 *RAGE*

Chuck and the rest of Odyssey 5 remember a riot in a Houston suburb, and the date is approaching. People in the town are becoming angry, even to the point of killing loved ones - and afterward, they can't remember why. The rush is on to discover what's causing this rage, and how to avert the riot.

Wr Michael Cassult

Dir Ken Girotti

1 - 20 *FOSSIL*

During the surveillance of a suspected Synthetic front, Angela and Kurt engage in a firefight which leaves Kurt in the hospital and Angela abducted by the Synthetics. Following a tip from his old friend and Mentor, Leyton Scott, Chuck learns of a rock, brought back from the moon, that is the link between the

Cadre and The Sentients.

Wr Jonathan Glassner, Manny Coto

Dir Peter Weller

ODYSSEY, THEAKA: **SHY BOY,THE**

The Odyssey is populated only by children. The whole down-world is ruled by a mysterious figure named Brad who resides from a tower. Jay's only memory from the real world is his antique telescope. which he has with him. The telescope had belonged to his father. It had been stolen by members of a tree house gang and Jay suffered s accident while attempting to recover the telescope. Jay also has a panicky feeling that he must somehow find his way back home. In the down-world Me befriends two other children.

Alpha and Flash. both whom are similar to friends of his in the real world Alpha is like his best friend Donna. a spunky rebel who walks on crutches, in the down-world she is no longer handicapped. Flash is the downside version Keith, who in the real world was a member of the tree house gang. With the aid of Flash and Alpha. Jay tries out to find Brad whom he believes has the knowledge to get him home. The trio have to avoid Brad's elite force who are after them for violating a number of Brad's somewhat silly rules.

Episodes switch back and forth between Jay's quest in the down-world and attempts to bring his body out of the coma in the real world. His mother is a single parent who is doing everything she can to wake him. Jay's father also seems to have some connection with down-world's mysterious leader, Brad. What affects Jay in the down-world do affect him in the real world.

After two seasons Jay does manage to come out of his coma and join the world of the living which discovers has changed quite a bit while he was unconscious. He also comes to realise that the down world really does exist and that somehow it is a world beyond consciousness which he is still able to visit.

The Odyssey's pilot episode which was made and first aired months before the series proper began, was originally called The Jellybean Odyssey. It received high critical praise when it was first read, and won the WorldFest Gold Award at the WorldFest-Houston International Film and Video Festival. The series has also won other awards including a Gemini Award for Best Youth Programme and an International Quality TV award.

WR. Paul Vitlos, Warren Easton, Hart Hanson, Charles Lazer, Brad Wright, Dennis Foon, Jim Makichuk, Gary Fisher, Ian Weir, Deborah Nathan, Leila Basen, Gregory Kennedy, Nancy Merritt Bell, James Tichenor.

DIR. Jorge Montesi, Brad Turner, Graeme Campbell, Bill Brayne, Don McBrearty, Rex Bromfield, Rene Bonniere, TW Peacock, Stefan Scaini, Steve DiMarco, Alan King, Stacey Stewart Curtis, Richard Leiterman, Alex Chapple, Alex Pappas, E. Jane Thompson.

EPISODES: 39 **YEAR MADE:** 1992 **COUNTRY:** CAN **SEASONS:** 3

CHILDREN BROADCAST CORPARTION

CREATOR:

TYPE OF SHOW: FANTASY

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13, (3) 13.

DATE OF PREMIER: 09/03/1992 **AIR DATE OF LAST EPISODE** 26/09/1994

SEASON DATE BREAKDOWN:

FILMS:

Jay Ziegler ILLYA WOLOSHYN, Valarie Ziegler JANET HODGKINSON, Donna/Alpha ASHLEY RODGERS, Keith/Flash TONY SAMPSON, Sierra Jones / Medea ANDREA NEMETH, Ryan / Rachtet JAMES SHERRY

- 1 - 1 *THE FALL*
- 1 - 2 *NO FAIR*
- 1 - 3 *OUT OF THE WOODS*
- 1 - 4 *BY THE BOOK*
- 1 - 5 *CHECKPOINT EAGLE*
- 1 - 6 *THE BELIEVERS*
- 1 - 7 *A PLACE CALLED NOWHERE*
- 1 - 8 *WANTED*

-
- 1 - 9 *GALILEO AND THE GYPSISES*
- 1 - 10 *IN THE DARK*
- 1 - 11 *THE BRAD EXCHANGE*
- 1 - 12 *WELCOME TO THE TOWER*
- 1 - 13 *THE ONE CALLED BRAD*
- 2 - 1 *LANDS END*
- 2 - 2 *TO THE LIGHTHOUSE*
- 2 - 3 *SOMEPLACE LIKE HOME*
- 2 - 4 *WHISPERS LIKE THUNDER*
- 2 - 5 *THE HALL OF DARKNESS*
- 2 - 6 *THE PROPHECY*
- 2 - 7 *THE GREATEST SHOW ON EARTH*
- 2 - 8 *BUT WHERE IS HERE?*
- 2 - 9 *THE BIG PICTURE*
- 2 - 10 *TICK TOCK*
- 2 - 11 *RUN FOR YOUR LIFE*
- 2 - 12 *WHO DO YOU BELIEVE?*
- 2 - 13 *YOU DECIDE*
- 3 - 1 *NO WAY OUT*
- 3 - 2 *DART TO THE HEART*
- 3 - 3 *LEARNING CURVE*
- 3 - 4 *NIGHT LIFE*
- 3 - 5 *CRY JUSTICE*
- 3 - 6 *KING FOR A DAY*
- 3 - 7 *THE CAULDRON*
- 3 - 8 *STYX AND STONES*
- 3 - 9 *TUG OF WAR*
- 3 - 10 *TANGLED WEB*
- 3 - 11 *NO HOLDS BARRED*
- 3 - 12 *THE PLAGUE*
- 3 - 13 *TIME BOMB*

OFFICER 444

The story tells of an inventor who confides his secret formula for a new gas to a nurse (Gerber) whom he charges to contact his son, a New York cop whose badge number is 444 (Wilson). The villain is the Frog (Ferguson), a master of disguises. The action is mostly set in Feuille territory: sewers abounding with secret passageways, sliding panels and other hazards. The performance of the 52-year-old Wilson is not as energetic as that of most serial heroes and the action honours go mostly to his partner in the New York Police Department (Mower) as well as to Ferguson's masterly incarnation of the villainous Frog.

This is the last of the successful Wilson and Gerber serials, directed by John Ford's brother Francis, who also co-directed their first success *THE MYSTERY SHIP* (1917). Most of their serials had relied on some scientific gadget to provide the motivation for displays of physical action (chases, fights). However, this serial referred to a bacteriological device that could be used either for good or ill (by 1928, in *Ransom*, the potential for 'good' chemical devices was dropped and attention was concentrated on military uses).

Since *THE POWER GOD* (1925), Wilson had also taken some directorial responsibility, but that career was cut short by his death in 1930. In another serial released that year, *The RADIO DETECTIVE* (1926), Mower played the part of the legendary Craig Kennedy, the hero of the 36-part *Elaine* serials which began with *The EXPLOITS OF ELAINE* (1914). But although based on a story by Reeve, the scenarist of the *Elaine* pictures, the scientific excuse was so ludicrous ('evansite' invented by a scout master called Evans), the plot so ramshackle, with hordes of boy scouts aiding the great detective, and the acting so poor that the film is best forgotten.

WR.

DIR. Ben Wilson, Francis Ford.

EPISODES: 10 **YEAR MADE:** 1926 **COUNTRY:** US **SEASONS:** 1

DAVID DISTRIBUTING CO.

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

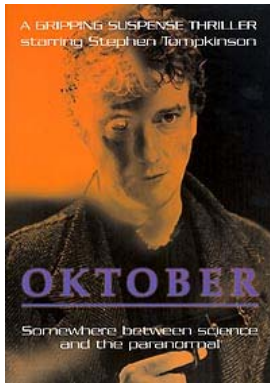
BEN WILSON, NEVA GERBER, AL FERGUNSON, PHIL FORD, AUGUST VOLLMER, Craig Kennedy
JACK MOWER.

RELATED SHOWS:

EXPLOITS OF ELAINE, THE

POWER GOD, THE

OKTOBER



Teacher Jim Harper becomes the target of a ruthless hunt after his body is used for a sinister experiment, (ep 2) Jim Harper continues to believe that he is in hiding from a multi-national drugs company - but is he just suffering from a paranoid fantasy?. (ep 3) As Rochelle prepares her first volunteer for the next stage, Harper and Linda break into Dr. Frank's house - where they made a disturbing discovery.

As well as being written by Stephen Gallagher he also directed the three part series. The series' producer was Brain Eastman who also worked on the BBC SF show BUGS together with Gallagher as one of the writers. The series was based on the novel Oktober by Stephen Gallagher. Gallagher was also responsible for another SF show which was CHIMERA. The series was not a success, despite having a 9 P.M. prime time slot on ITV, the novel from which the film was based was firmly placed in the mid 1980s which is when this series should have been made, the fact that it was made in 1998, makes the show appear to rehash old ideas, it goes to prove that SF television moves quickly in the 1990s.

Jim Harper is teaching at an exclusive Swiss school for the kids of rich parents when he becomes infatuated with Rochelle Genoud, the sister of one of his pupils. In a desperate attempt to see her he manages to sneak into a conference run by Risinger-Genoud -the pharmaceutical firm she works for - but they are paranoid about security and enforce their privacy rather too heavily, killing Harper by accident.

Aware that they may have gone too far, they attempt to revive him with an experimental drug named Mentazone. Harper comes back to life, but the company are concerned enough about the drug's possible after-effects that they ship him back to England and ensure he is under almost continual supervision while he recuperates. Meanwhile, a Risinger-Genoud researcher in Chechnya is becoming concerned about Mentazone.

Its rather unusual properties were first discovered when it was given to a group of Chechnyan Pilots. They have all now fallen into comas and, as if that wasn't bad enough, they are all displaying shared dreams and shared characteristics. Prick one, and they all bleed. And, hundreds of miles away, Jim Harper is showing evidence of the same connection.

Harper becomes aware of the Risinger-Genoud web in which he is caught, and realises with horror that the company intend rushing through the testing process and releasing the drug to treat cases of mental illness. Both he and the RisingerGenoud researcher in Chechnya know that this would be A Bad Thing: not only would the chaotic desires and impulses of these disturbed patients pollute the shared unconscious of everyone else who has ever taken the drug, but at high doses that common mental landscape could spill over into people who have never taken the drug in their lives.

The question is: how can one man stand up against a multinational company with no scruples and a desire for a huge profit? For the first two of its three parts, Oktober is an assured and wellpaced drama. However, by the middle of episode three things start to slide. Much of what is set up is abandoned, to be replaced with a standard race against time. One expects Harper's visions of the coma-ridden Chechnyan soldiers to become important to the plot especially when one of their comrades, dead but still inside Harper's head, continually urges Harper to help them -- but that entire plot element is allowed to fizzle out.

Harper's feelings for Rochelle Genoud should have provided some dramatic leverage for the final scenes, in which Harper has to sacrifice one woman he loves for another, but somehow his obsession never comes across as convincing. Perhaps the worst fault is that the audience is never really made to understand the consequences of Risinger-Genoud's rushed research: we are told often enough about the potential shared vision of hell, but even when a psychotic murderer is given Mentazone in the final episode neither we, no Jim Harper, get to see what he sees.

It's possible to be too critical, especially of something that holds the interest as well as Oktober, but with a programme as enjoyable as this, one aches for it to achieve its full potential, while one can watch something

like LEXX: THE DARK ZONE or THE NEW OUTER LIMITS with nothing more than slack-jawed bemusement. With the exception of one or two moments of indulgence such as the obtrusive and unnecessary intrusion of quotes from 6th Century dramatist Christopher Marlowe, Oktober is better than many programmes made by more experienced directors, and that at least means it should be praised.

However badly you have a crush on a beautiful woman, never crash a top-secret conference to be near her, especially if she is (a) in charge, and (b) a baddie. Doing so, as Jim Harper discovers, can be lethal. Jim is killed for his foolish passions, but is resurrected thanks to new drug Mentazone. Jim is the first human subject to be given this drug and not become comatose - and under its influence he finds that he shares a connection to all those who have experienced the drug, human and animal - even those who are now dead. If one bleeds, they all bleed - and, it soon becomes clear, they can use their access to the unconscious to affect other people. As a top experimental subject, Jim is pursued by operatives of the drug company Risinger-Genoud, who (as is often the case with bad guys) will stop at nothing in their pursuit of success.

Oktober is very heavily populated with bad guys - although happily for Jim many change allegiance when they discover the true nature of the experiments being per-formed. Jim is especially fortunate in this regard as, for a guy who knows people are out to get him, he initially displays a worrying propensity to trust whoever comes up with the most plausible tale at the time. However, Jim is played by the superb actor Stephen Tompkinson, who makes the character both believable and likeable, despite this frustrating gullibility.

The compassionless research-driven scientists are a Science Fiction cliché, although the dazed expression on the face of single-minded scientist Dr Bauer after her mass puncturing of human ear drums is one of the most notable scenes of episode two. Another cliché raises its head as the villain, in this case the beautiful but deadly Rochelle Genoud) employs a number of expert researchers but decides to dismiss all their findings as ridiculous - yet as a whole, the characterisation is strong enough to allow these things to be overlooked. The first two episodes suffer from less than gripping cliff-hangers - such as "oh no!" Jim's discovered something that we already know about, but both episodes are intriguing enough throughout to overcome this problem and inspire the audience to 'tune in next week' anyway.

Stephen Gallagher has done a masterful job of updating and adapting his novel - the threat is built upon and expanded here; the scary idea of psychopaths gaining access to the shared unconscious is an especially nice touch. Possibly the best new feature - and one of the best parts of the series - is the superb ending as Jim swaps the soul of his murdered love Linda for that of Rochelle, the woman responsible for his situation. The dawning realisation of what he's done, and what he's capable of doing, is haunting and horrifying. Portraying the unconscious - areas inside and outside the mind, the place where souls exist before and after life - is not an easy task. Occasionally the carousel of horror scenes teeter on the edge of laughability, but just avoid falling in.

Oktober is made by the team responsible for the action/Science-Fiction series BUGS. So is Oktober Science Fiction? Is it action? Or is it Horror, or Fantasy or a thriller? Well, actually it's all of them. It avoids categorisation, but it does boast a super story with a great deal fewer plot holes and a lot more believability than other recent genre mini-series; a good script, and great acting. So if it needs to be pigeon-holed at all, why not just file it under 'good drama'?

Its been touted as Britain's latest attempt to emulate the phenomenal success of THE X FILES, but Stephen Gallagher is confident that Oktober offers a completely new slant on some classic themes. "The thing that I think is its most attractive element," the writer-director says, "is the thing that made it most difficult to sell to television - which is the fact that Oktober doesn't quite resemble any-thing that's out there already. "Most people, certainly in the TV commissioning business, are looking for things that are repeats of old formulas or use elements of old formulas in new ways. And certainly there is a tradition that falls before Oktober: The X-Files lies in that tradition and QUATERMASS lies in that tradition, as does stuff like the old BBC2 series that I loved so much when I was a kid, OUT OF THE UNKNOWN. All of that has fed into what I've been trying to do with this.

"Basically, we're trying to offer something that you can't get anywhere else," he asserts. "If you've got that kind of appetite, then I hope you'll find that this is the kind of show that can satisfy it." Although ITV is understandably keen to liken Oktober to THE X FILES, the three-part SF/Paranormal thriller actually began life way back in 1988, some five years before Mulder and Scully ever even heard about The Truth. One of Stephen Gallagher's finest novels, Oktober follows the desperate plight of Jim Harper, a lovelorn teacher at a Swiss school who inadvertently falls foul of a dangerous experiment known as the Oktober Project. Injected with a top-secret enzyme, Jim finds himself on the run from a multinational pharmaceutical company and is plagued by a series of bizarre dreams which hold the key to exposing a terrible secret.

Oktober took its first step toward the small screen in 1996, when the BBC expressed an interest in developing Gallagher's novel into a weekly TV series. However, after waiting six months for the Corporation to officially

put the project in development, Gallagher decided to look for another backer and Oktober was swiftly picked-up by Brian Eastman, the head of Carnival Films and Gallagher's boss on the Fantasy adventure series Bugs. With a production company in place and a script being written, all the project needed was a firm commitment from ITV. "We were in the process of kind of pushing ITV network centre to take this on," Gallagher recalls. "They had about seven projects and three slots to put them in, and there was this little dance going on. So Brian Eastman said to me, 'Maybe it would help if we attached a name to it. Have you got any ideas?' And I immediately said Steve Tompkinson. As far as I was concerned, there was never anybody else in the frame.

"I'd seen Steve in Drop the Dead Donkey and other stuff that he'd done, and I sort of felt that there was a streak of darkness in him that was really, really interesting, but wasn't being drawn on in the light comedy he was doing. I thought there was so much more to the guy, if only someone gave him the opportunity to bring it out. "So I put it forward, and Brian fixed up a lunch with Steven and his agent. The four of us got together round a table and it was really funny because he thought he was just up for it along with another bunch of actors, and maybe had to pitch for it. But we weren't offering it to anyone else - we just hoped he liked it. And fortunately for us, he did.

"From that moment on, everything just clicked together. Within two or three weeks, we had the thumbs up from ITV and a commission, and then three or four months later we were shooting it!" Casting Stephen Tompkinson as Jim Harper in Oktober represented a major coup for Gallagher and Eastman. Thanks to his roles in the satirical comedy series Drop the Dead Donkey, the whimsical drama Ballykissangel and the acclaimed movie Brassed Off, Tompkinson is widely regarded to be one of British television's hottest properties. Although Oktober is unlike anything he has appeared in before, the actor needed little persuasion to choose the mini-series as his follow-up to his three-year stint on Ballykissangel. "When I was sent the script, I knew that there hadn't been anything like this on British television for an awfully long time ", Tompkinson tells TV Zone. "It was a great character, there are elements of The 39 Steps or North By Northwest in it - all these extraordinary events happen to an ordinary person. How does one man deal with trying to bring down a multinational pharmaceutical company, with all the far-reaching consequences of their security people? So I was fascinated by it."

Before shooting, Tompkinson studied Gallagher's original novel to gain a greater insight into his character. "I see Jim Harper as a harmless, gentle character," he says. "But he suddenly finds himself in this extraordinary situation with people around him who are being murdered. And all because he fancied a woman - which is quite sad really!" The 32-year-old actor also read extensively about drug research, and was intrigued and disturbed by what he found. "The situation Harper finds himself in is possible - not necessarily a mind-altering drug, but I think it is certainly true that they can create drugs which they then have to find a disease for. The amount of money involved is phenomenal, and Harper becomes \$50 billion on legs."

To bring Oktober to the screen, Gallagher felt that he had to make a number of changes to the novel's storyline - even going as far as to drastically rework the story's climax. However, the writer-director maintains that his adaptation remains true to the spirit of his original vision. "When I was adapting Oktober, I felt a lot more free to make changes to the novel than I would have done if I had been adapting someone else's novel," he reveals. "What I did was, I stripped it down to the original impulses, kept what imagery I felt I needed and built on it. And in some cases, I felt that I was able to improve on it. The book was published in 1988, we're 10 years on now and, to be honest, if I can't do a better job now than I could do in 1988, then I've learned nothing in the last 10 years!"

Oktober entered production on October 13th, 1997, and was filmed on location in England, France and Switzerland, during the course of seven weeks. "It was an extremely tightly-scheduled shoot," Gallagher notes. "We were shooting in three countries: we were down in Broadstairs in Kent for the coastal stuff, we were shooting in Geneva, we were shooting in the Alps, there was stuff on the streets, stuff on the trains... It was an extremely hectic and driving schedule. "I have to give a lot of credit to my first assistant director, Roger Simons. He's done something like 165 movies, and he was terrific because he was always over my shoulder telling me we had to get out of a location in two hours, otherwise we wouldn't be able to complete the day's schedule, and generally driving the crew, keeping everyone's spirits up and making sure that no-one fell behind. All credit to him for that - I wish I could take the credit for bringing it in on time, but it's all down to him."

The production was particularly hard on Stephen Tompkinson, who performed many of his own stunts. "I'd never done this level of stunts before," he admits. "I've done stage fighting at drama school, but there wasn't much cause for it in Ballykissangel! I did suffer a bit with bruises, but you expect that. "On one occasion, I ran into some rocks in the English Channel, but because the tide was coming in so quickly, I couldn't see them, which proved to be painful. For one stunt, I had to run down a corridor, jump on a springboard, run past one camera and land on my back on a concrete floor underneath the other camera. Luckily, we did it in one!"

DIR. Stephen Gallagher

EPISODES: 3 **YEAR MADE:** 1998 **COUNTRY:** GB **SEASONS:** 1

CARLTON (ITV)

CREATOR: STEPHEN GALLAGHER (Writer)

TYPE OF SHOW: MEDICAL

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 02/04/1998

AIR DATE OF LAST EPISODE 16/04/1988

SEASON DATE BREAKDOWN:

FILMS:

Jim Harper STEPHEN TOMPKINSON, Rochelle LYDZIA ENGLERT, Linda MARIA LENNON, Viveros JAMES MCCARTHY, Daniel JAMES DUKE, Dr. Franks MICHAEL BERTENSHAW, Russian STEPHEN JENN, Bruno RICHARD LEAF, Dr. Bauer LISA JACOBS, Werner MICHAEL N. HARBOUR, Stephen JAMES KERR, Terry TIM POOLE, Kim HERMIONE GULLIFORD, Australian JAMIE ROBERTSON, Interpreter BORIS ISAROV, Gunther PETER ENGLAND, Billy BILLY MCCOLL, Dr. Brandon LYNDHAM GREGORY.

RELATED SHOWS:

BUGS

CHIMERA

OLD MEN AT THE ZOO, THE

As Britain nears a state of social and political collapse, the extent of the creeping crisis is encapsulated and symbolised by a scheme to evacuate the animals from London Zoo.

The script was by Troy Kennedy Martin from Angus Wilson's 1961 novel.

Produced by Jonathan Powell Producer, Original Music by Simon Rogers, Second Unit Director or Assistant Director - Andrew Rowley assistant director. Other crew - Betty Willingale script editor.

WR. Troy Kennedy Martin.

DIR. Stuart Burge

EPISODES: 5 **YEAR MADE:** 1983 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR: ANGUS WILSON

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIAL

LENGTH (MINS): 55 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 5

DATE OF PREMIER: 15/09/1983

AIR DATE OF LAST EPISODE 13/10/1983

SEASON DATE BREAKDOWN:

FILMS:

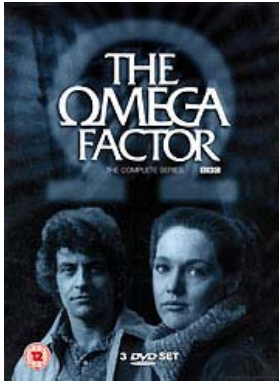
Simon Carter STUART WILSON, Lord Godmanchester ROBERT MORLEY, Dr. Edwin Leacock MAURICE DENHAM, Sir Robert Falcon ROBERT URGUHART, Emile Englander MARIOUS GORING, Mr. Sanderson ANDREW CRUICKSHANK, Dr. Charles Langley-Beard JOHN PHILLIPS, Matthew Price RICHARD WORDSWORTH, Martha Carter TORIA FULLER, Diana Price SHELAGH FRASER, Harriet Leacock JAN HARVEY, Strawson BARRY STANTON, Mrs. Purrett PRISCILLA MORGAN, Maryon JACQUIE CASSIDY, Old Filson JOHN BARRARD, Mrs. Filson PEGGY ANN CLIFFORD, Harvey Wallbanger BRUCE BOA, Newscaster JILL MEAGER, Newscaster MADHAV SHARMA, Interviewer CHRISTOPHER OWEN, Kay DEIDRE LEE, Gatekeeper KILIAN MCKENNA, Merton TIN FAULKNER, Receptionist HELEN DUVALL, Doris PAMELA DALE, Violet Carter KIPPER ELLIS, Reggie Carter ALAN RENTON.

rest of cast listed alphabetically:

Albert Hancock ROBERT ARDEN, Taxi driver A.W. ARMOUR, Catherine Langley-Beard ANNETTE BADLAND, Reporter at White House SARAH BRACKETT, Dolly Grantallen FLEUR CHANDLER, Inspector Martin STEPHEN CHURCHETT, Johnstone DAVID COLE, Reporter GAYLE COLEMAN, Hinkley Barton RUFUS COLLINS, Dr. Wainwright NORMAN COMER, SPG man TIM CONDREN, Lord Oresby ROLAND CULVER, Dancer TITIAN DEAKIN, Commissionaire RIO FANNING, Hales JULIAN FELLOWES, Allan Langley-Beard JULIAN FIRTH, Dr. Erskine JAMES GRANT, Nurse EILEEN HELSBY, Mr. Lascelles PETER HOWELL, Sultan Neri AHMED KHALIL, Announcer GAIL MACFARLANE, Reporter LOUIS MAHONEY, Prentice BILL MCGUIRK, Captain at factory TIM MEATS, General RAPH NOSSEK, Dancer ALISON O'NEAL, Army captain JOHN OXLEY, French newsreader DANIEL ANDRE PAGEON, Welsh farmer DEWI PETERS, Sophie Englander ELLEN POLLOCK, Police Sergeant TONY ROHR, Steve Kyte MICHAEL SIBERRY, Captain Edwards MATTHEW SOLON, Dancer STEPHEN SPEED, Woman in nightie SHEILA VIVIAN, Mrs. Langley-Beard EILEEN WAY, Mrs. Leacock ANNA WING, Frontman at lecture GABRIEL WOLF.

- 1 - 1 *A TALL STORY*
- 1 - 2 *GODMANCHESTER'S PLAN*
- 1 - 3 *EXODUS*
- 1 - 4 *ARMAGEDDON*
- 1 - 5 *THE YEAR OF THE YETI*

OMEGA FACTOR, THE



The series centred around Tom Crane, a writer who found himself in the middle of bizarre experiences. As the series opened, Tom travelled to Edinburgh to interview Drexil for a book on the occult he was working on. Drexil was an occult practitioner whose experiments led to the death of a woman a few years previously. Drexil warned Tom not to pursue his investigations any further. Tom ignored the warning and ended up paying for this action with the accidental death of his wife, Julia.

Shortly after his wife's death, Tom was approached by Roy Martindale, head of Department 7, and offered a position with Department 7. Department 7 was a secret government-run team of parapsychology investigators based in Edinburgh. With his new assistant, Anne, Tom set out to investigate reports of paranormal phenomena and occasionally had confrontations with Drexil. With the Department's aid, he also learned that his brother Michael had psychic abilities.

Louise Jameson is more famous for playing Lella in the Tom Baker era of DOCTOR WHO. The Omega Factor was a supernatural thriller. TV has gone paranormal mad. It's impossible to turn on the box these days without finding yourself watching a drama or a documentary where someone is investigating weird stuff. Some old series have been given the dusting down like THE STRANGE REPORT, while American shows like Sightings are suddenly being seen as hot property.

The series was partly inspired by stories of the Soviet Union training spies with psychic ability, so it wasn't entirely a load of mumbo-jumbo as some critics suggested. In fact, the BBC even invited a lifelong believer in psychic ability, Professor Archie Roy of the University of Glasgow, to be an advisor on the programme. It was created and written by Jack Gerson and produced by George Gallaccio for BBC Scotland. But it wasn't as much a success as it might have been. It was shown just once in 1979, and although it had a peak-time slot on BBC1, it was shown in the less prestigious summer months.

The final episode left a few questions unanswered and suggested a second series was around the corner, but this turned out to be wishful thinking. The Omega Factor is fondly remembered by relatively few people, but has had a resurgence in recent years following the success of THE X FILES. The most obvious channel to re-show it would be UK Gold which has access to the BBC archive.

WR. Jack Gerson, Eric MacDonald, Nick McCarty, Sean Hignett, Anthony Read, Tom Wright.

DIR. Paddy Russell, Norman Stewart, Ken Grieve, Gerald Blake, Eric Davidson, Fiona Cumming, Peter Grimwade, Kenny McBain, George Gallaccio.

EPISODES: 10 **YEAR MADE:** 1979 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR: JACK GERSON

TYPE OF SHOW: PARANORMAL

FORMAT: SERIES

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER: 13/06/1979

AIR DATE OF LAST EPISODE 15/10/1979

SEASON DATE BREAKDOWN:

FILMS:

Tom Crane JAMES HAZELDINE, Anne Reynolds LOUISE JAMESON, Roy Martindale JOHN CARLISE,
Michael Crane NICHOLAS COPPIN, Andrew Scott-Erskine BROWN DERBY, Edward Drexil CYRIL
LUCKHAM, Morag NATASHA GERSON.

RELATED SHOWS:

*DOCTOR WHO*1 - 1 *THE UNDISCOVERED COUNTRY*

Tom Crane goes to Edinburgh in search of an occult practitioner, only to find himself the centre of the devious schemes of others.

Wr Jack Gerson

Dir Paddy Russell

1 - 2 *VISITATIONS*

Tom becomes the guinea pig in an investigation which leads him, and the research team, to a house where they find more than they bargained for.

Wr Eric MacDonald

Dir Norman Stewart

1 - 3 *NIGHT GAMES*

A secret military exercise that ends in disaster, frightened villagers and his brother found wandering on a hillside sends Tom in search of an old enemy.

Wr Nick McCarty

Dir Ken Grieve

1 - 4 *AFTER-IMAGE*

Anne leaves Edinburgh and Tom sets out alone to find her; but there are several other interested parties behind him.

Wr Sean Hignett

Dir Gerald Blake

1 - 5 *POWERS OF DARKNESS*

A group of students and a ouija board involves Tom in a situation which has terrifying consequences.

Wr Gerald Blake

Dir Eric Davidson

1 - 6 *CHILD'S PLAY*

A boy is suspended from school for vandalism. When the boy shows he has abilities that could have destructive consequences, Martindale becomes interested. So does someone else.

Wr Tom Wright

Dir Fiona Cumming

1 - 7 *ST. ANTHONY'S FIRE*

The sudden death of two friends involves Tom with a botanical research unit on a lonely island.

Wr Eric MacDonald

Dir Norman Stewart

1 - 8 *OUT OF BODY, OUT OF MIND*

Michael (Nicholas Coppin) has been discharged from hospital but seems to be suffering from strange dreams. Tom confides his fears to Scott-Erskine (Brown Derby).

Wr Anthony Read

Dir Anthony Read

1 - 9 *DOUBLE VISION*

Tom begins to have doubts about Julia's (Joanna Tope) death. Is she still working for the Department or is someone out to get him?

Wr Sean Hignett

Dir Kenny McBain

1 - 10 *ILLUSIONS*

Doctor Karl Bruckner (John Gabriel) has been brought over from East Germany to work for the Department and finds himself the centre of a power struggle.

Wr Jack Gerson

Dir George Gallaccio

ON THE BEACH

AKA: **U.S.S. CHARLESTON**



Well, the world has finally managed to blow itself up. Only Australia has been spared from nuclear destruction and a gigantic wave of radiation is floating in on the breezes. Only 2 months are left. One American sub located in the Pacific has survived and is met with disdain by the Australians when it arrives. All of the calculations of Australia's most renowned scientist (Bryan Brown) says the country is at doomsday - get ready. However, one of his rivals say that is incorrect. He believes that a 1000 people can be relocated into the northern hemisphere, where his assumptions indicate the radiation levels may be lower. The American Captain (Armand Assante) is asked to take a mission to the north to determine which scientist is right (and along the way check out the devastation in Alaska & California - seemingly all bodies and vehicles were disintegrated). However, before the mission, all kinds of bland soap opera relationships are played out. Brown & his ex-fiancee (Rachel Ward) battle it out in a love-hate relationship. Meanwhile she also takes a liking to Assante, who is divided in his loyalties to his men and his love for his now-dead wife and children.

One can't help but compare this to the 1959 version and it stands up pretty well. At least there are Aussies portraying Aussies. Heck, there's even Aussies portraying Americans, some sort of indication of how advanced the Australian film industry has come since those far off days of the original.

I found this tv-movie more watchable than I first suspected it would be. Being Australian and made for tv I knew that there would be a very high romance factor to secure the female half of the viewing audience. And I was not disappointed in this presumption. Love interest was there in spades. True love in the form of the Holmes family, new love between Moira and Captain Towers the US sub commander, lost love between Moira and Professor Osborn (real-life married couple Rachel Ward and Brian Brown), and a more masculine love between Towers and his crew.

The expedition to Alaska to investigate the mysterious message was handled well, as was each aspect in general. From the breakdown of society, to the pathos of seeing the portrayal of the end of humanity. All assisted by clear camera-work, excellent sets, competent acting (in the case of Armand Assante as Towers bordering on the very good) and a competent presentation of the "message" of nuclear doom.

I note in some of the other comments here a technical question about nuclear warheads on the submarine. The most obvious goof I noticed in the movie was that there should have been no need for people to have resorted to horse and pedal power so soon. Australia being self-sufficient in crude oil and possessing refineries. This was probably not the case when Neville Shute wrote the novel in the '50's. That is just one of my own little observations.

All in all a very watchable made for tv movie, even tho it be one that put a downer on the rest of my evening.

Even writing the most basic mention of On the Beach's plot involves spoilers, so I've checked the spoiler radio button and will proceed to discuss the film with minimal reservation. I won't give away the ending, however.

On the Beach is based on the mid-20th century novel of the same name by Neville Shute, and offers a more elaborate and engrossing treatment of its subject than the original classic film (1959) starring Gregory Peck, Ava Gardner and Fred Astaire. This Showtime original is an hour longer than its predecessor, and will likely bore some of the more impatient members of its audience. Unlike most contemporary sci-fi, this is no action film, but a sombre, depressing, examination of the self-destruction of the human race through nuclear war.

Never over-the-top, alarmist, or politically biased, On the Beach simply presents the stark reality of its premise, and uses finely developed characters to give context, shape and meaning, to the experience. the cast is easily equal to its predecessor, with Armand Assante and Rachel Ward particularly illuminating their roles.

Assante plays an American nuclear submarine commander who has outrun the nuclear fall out and managed to

surface near Australia, as that continent prepares to experience the first effects of the radiation now permeating earth's atmosphere. All around, people are preparing to die. The most sought after commodity is a do-it-yourself family suicide kit. Immediately enlisted by the Australian government to carry out a top-secret mission to investigate an IP signal coming from Anchorage Alaska, Assante is assigned an Australian military liaison (Grant Bowler) and a scientist (Bryan Brown) and asked to turn his boat around in search of humanity's last hope. In his few days on land before this fateful journey, Assante befriends his liaison's family, developing a special affinity for his sister-in-law, the playful Rachel Ward.

My plot summary takes us about 1/3rd of the way through the story, but sets up all the major elements of *On the Beach*.

Why does this film work so well? The cinematography is good, but not excellent. The direction is excellent and the cast is exceptionally good. But more than anything else, *On the Beach* makes its point because the script and story are deeply humanized by the complex and bold characterizations. The characters have interesting back-stories and deal with their harrowing predicament in very different ways. You not only feel as if you know these people, but you like them and sympathize with them - even the more despicable characters.

This is a great piece of classic science fiction, recommended to all, but those with a limited attention span should opt for the 1959 version instead.

I saw 'On the Beach' on tv about 2 years ago now and I still have nightmares inspired by it. Bryan Brown, Rachel Ward, Armand Assante and Jacqueline McKenzie are all credible actors in their own right and they all give fine performances. The film focuses around these people who come together in Australia after a world nuclear war through various predictable plot devices (see plot summary). The acting, direction and even the script don't really make an impact but it is the topic that hits home. I think the purpose of this remake is to remind the world of the horrible results of any nuclear war that could so easily take place. As an Australian, watching this is even more horrific perhaps because this is a rare movie where the world's end is focused outside the U.S.A for a change. Watch this horrific movie (really it is mini series) if you aren't scared by the "what might happen" scenario then frankly your head is in the sand.

Nightmares are very personal things. Probably because I was in the military at a time when nuclear war seemed more probable than it does now I occasionally had nightmares involving nuclear weapons - the end of all things I hold dear. Regardless of what that says about me, it is a problem that has not been resolved with the end of the Cold War.

I had read some negative reviews about Showtime's remake of the classic picture, so I wasn't sure it was worth watching. That was a mistake as large as the one that frames "On the Beach." This version far surpasses the original in presentation, depth of character, and, of course, effects.

Quite simply, "On the Beach" is the story of the crew of the last surviving American submarine, an Australian Naval officer, and that officer's wife and friends. A nuclear holocaust has created a cloud of radioactive dust that destroyed all life in the Northern hemisphere and is gradually making its way south. Worse, the Australian survivors have a good idea of when the radioactivity will arrive and kill them. When it does, humanity, and presumably most other life, will vanish from the planet. We may as well not have existed.

I've felt up until now that the 1959 classic with Gregory Peck and Ava Gardner was the most depressing film ever made. However, director Russell Mulcahy and an excellent cast including Armand Assante, Rachel Ward, and Grant Bowler make the 1959 version seem stilted and pale by comparison. This remake - perhaps reinterpretation is a better word - gives the characters a depth that now seems missing in the original film. Commander Towers displays an increasing disorientation as the film progresses. Moira has more to her character than that of a lush. And Lt. Holmes is clearly not happy about the time spent away from his wife who, in this version, better illuminates her increasing disconnection from the real world.

Still, I find one thing missing from both films. Dylan Thomas exhorted us not to go gently into that good night Yet Australians and Americans - at least those in Alaska - seem to have no trouble taking suicide pills (with injections for pets and children - seems like it should have been the other way around.) There is a great ethical issue in taking the pills and injections that is not explored in either version, and yet what deserves more ethical and moral debate than whether it is human, in the best sense of the term, to slip silently and uncomplainingly from life? Aside from the insanity of humanity eliminating all higher life on the planet, this lack of exploration of ethical issues is the point that most bothered me about "On the Beach."

I've not read the book so I can't comment on which picture is closer to it. I will say that I think the ending of the newer version seemed at odds with Towers' character - perhaps it was merely a fantasy of Moira while she was dying, or perhaps a critical scene was deleted for timing. I hope it was not just the tendency of modern film makers to sweeten the ending! The earlier movie is much more consistent with Dwight Power's character.

So. This is a movie well worth three hours of your life. Aside from occasional histrionics from Julian Osborne in both versions, it presents people going about their lives as best they can. You are left to decide the meaning behind it, as we always are as individuals. There are no simple answers here, and even the questions the movie raises aren't simple.

The movie will leave you depressed. That shows you're thinking. Perhaps there's no solution to the conundrum of stellar forces, chemicals, and biologics available as weapons. Some serious thinkers have postulated that the reason we don't receive any radio signals from others in the galaxy is that civilizations reach a certain level, and then, when they have learned to unleash powers far above what evolution trained them to comprehend, destroy themselves.

It's a serious thought and a serious movie. I recommend it highly. A solid 9+ from me.

One can't help but compare this to the 1959 version and it stands up pretty well. At least there are Aussies portraying Aussies. Heck, there's even Aussies portraying Americans, some sort of indication of how advanced the Australian film industry has come since those far off days of the original.

I found this tv-movie more watchable than I first suspected it would be. Being Australian and made for tv I knew that there would be a very high romance factor to secure the female half of the viewing audience. And I was not disappointed in this presumption. Love interest was there in spades. True love in the form of the Holmes family, new love between Moira and Captain Towers the US sub commander, lost love between Moira and Professor Osborn (real-life married couple Rachel Ward and Brian Brown), and a more masculine love between Towers and his crew.

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All in all a very watchable made for tv movie, even tho it be one that put a downer on the rest of my evening.

What would I do when I was confronted with my certain death and the end of mankind? That question was getting more and more to me when I watched On The Beach. Very confronting and on the eve of a war in Iraq, not at all unthinkable.

The plot is simple: War has broke out (in this case between the US and China, but it could be Iraq or North-Korea too...) and the US strikes with nuclear weapons. Australia gets spared initially, but its inhabitants face certain death as clouds of radio active fall-out nears. Within two months, no one human will be alive. Unless... There is a chance that some people close to the north pole survived. An American nuclear submarine that survived the war is boarded by an Aussie liaison officer and a cynical scientist, that used to date the sister-in-law of the officer, to search for possible survivors.

Not much action, but for those who like to think while watching a movie, this film will stick to you. There are story lines that resemble soap opera's. That might be true on the surface, but it is completely different when you keep in mind that they all are going to die. You feel the difficulties in the way the characters choose to die.

The movie is played well, directed well and has great photography. The director uses several filming techniques that are rarely used so that the viewer gets time to think about the situation and feel the dilemma of the character.

Unless you cannot bear to be confronted with your own mortality, this is a must-see.

I found this movie depressing as hell. But I also found it haunting. I thought the acting and direction were really superb. And, by the way, I saw the original with Gregory Peck and Ava Gardner. If anyone thinks a remake can't approach the original in style and quality, you will change your mind when you see THIS remake. The other thought that you will mull over in your mind, as with the original, is how human beings could be so monumentally stupid as to allow this to happen. I came away from this movie with the same sensation I had after I saw the movie The Day After. Other than a few references to the nuclear war that got

the cast of characters into this dilemma, the movie did not dwell on nuclear war--only the aftermath. The aftermath of such folly is what the movie DID dwell on and how a species, namely homo sapiens, become extinct. What stands out in this movie is HOW they die. Each character or couple ending their lives in their own way and on their own terms. This movie remake is a must see...

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Why does this film work so well? The cinematography is good, but not excellent. The direction is excellent and the cast is exceptionally good. But more than anything else, On the Beach makes its point because the script and story are deeply humanized by the complex and bold characterizations. The characters have interesting back-stories and deal with their harrowing predicament in very different ways. You not only feel as if you know these people, but you like them and sympathize with them - even the more despicable characters.

This is a great piece of classic science fiction, recommended to all, but those with a limited attention span should opt for the 1959 version instead.

A little on the long side, but the impact builds to a heartbreaking finale. Rachel Ward is spectacular as the boozy spurned woman played by Ava Gardner in the original 1959 film. This film has more emotional depth and the characters are more believably human than in that classic anti-nuclear film. However, without the Cold War raging the premise seems more imaginary than it did then, when nuclear war was an all too plausible scenario. But that puts the dramatic focus on the human story rather than the propaganda. It made me choke up a few times (but I am a softie about these things).

Remakes CAN be better than the original, even in this genre. I'm reminded of "Invasion of the Body Snatchers" done in 1956 and again in 1978. Both versions are great and I feel that way about "On the Beach". The original 1959 film has been an alltime favourite of mine, but the remake exceeds the original.

I had my doubts it could be done better but it did.

The remake's characters were more believable. The trip to Alaska was a great addition and the solar powered laptop with its corrupted video clip message brought the whole plot to the present in a very convincing manner

Brian Brown and Rachel Ward were excellent. I only disliked the actor playing the submarine commander. He was so wooden and unbelievable.

The scenery of the Victorian coast was spectacular.

I thoroughly enjoyed this remake.

I noted that many comments say that politicians should view this film. I feel this attitude has led to the plausibility of the film. ALL PEOPLE should see this film, so they will insist on BETTER POLITICIANS.

Don't be afraid to support Ralph Nader next time.

I came to this movie accidentally. I never read the book, nor did I know that there was an earlier version of it.

I was temporarily working far away from home, when late one evening I zapped through my English TV channels and I saw something about a submarine. As I enjoyed the hunt for "Red October" and "Crimson Tide" a lot, and submarines are always of interest, I took a closer look - and found that what I saw was kind of boring. Too much relationship-blather, too much "feelings" than I wanted to see at that time. (I am not that type of person who only watches Action-movies all the time, but what I saw really bored me at that time.)

As the other channels did not offer too favourable alternatives, I had a look from time to time into that "submarine-movie", and I wondered about the combination of this feelings-and-relationship-stuff with a submarine ??! Every time I stayed a little bit longer and I learned more about the background and the plot, with the nuclear disaster. However - part 1 ended, and, at that time, the movie was of enough interest that I looked out for part 2 in the TV magazine.

I still had not too many details on the content of the movie when finally part 2 was on TV. I watched it from the beginning, and although there were some parts which really did not interest me too much (maybe because I never saw the complete development of the characters), I could not resist to watch it to the end...

But what kind of end is this? An American movie without a happy ending? Mankind all dead? This was too realistic, and it was surprisingly detailed. Where in this famous "1984" movie they had to change the end for some audience, this movie ending was the direct opposite of it, and I was not prepared for it in some way.

This was not the first time I was confronted with the nuclear theme and thinking about it, but I was unprepared for this direct, extreme and final ending that the movie had a kind of impact on me for almost a week. (And normally I am really not the type who is affected by movies that much!)

While writing this, the movie is repeated on TV and I see once again people drinking final drinks or racing with Ferraris into death. And once again, I have this terrible feeling that all of this is too realistic.

Some people may be able to write about this movie only with regard to the performance of the actors, comparing with the book and the old version, or complaining about technical details. They may be right, but for me personally, this seems to be a kind of irrelevant compared to the content and the story of the movie. I consider that a bad movie could not have such an impact on the viewer, and I was glad to read that I am not the only one with this kind of experience.

I agree with most other comments, that as many people as possible should have a better understanding of the effects of nuclear warfare, and if this movie can be effective to increase this understanding, it is a good movie. Maybe people should watch it like me, not knowing too much about the ending and not taking too much care about single characters. Movies like this you should not just watch, but you must also think about.

Before switching now back to Cartoon Network, I am sending this little comment to IMDB and I start to wonder if I could mention this movie on my website...

It seems that a review of this teleplay is inevitably going to take the form of a comparison with the 1959 film of which it's a remake!

So let me start out by saying: I don't agree with some of the reviewers at this site, who say it's a simple case of the remake being superior to the original, period. Both versions have their high points and both versions misadapt this or that detail from Nevil Shute's novel. If you have the time, the two versions are best seen in succession. And by all means read the novel.

The most glaring fault of the 1959 version is its violation of the character of Commander Towers, especially on the occasion of his fishing trip with Moira, the lady he has been companionating with during his Australian mission. Novelist Shute's submarine captain remains faithful to his wife, even though she's obviously dead along with everybody else in the northern hemisphere, and he registers himself and Moira in separate rooms at the fishing lodge. Why does he feel this way? Because he chooses to believe his wife is still alive, along with his family, in their cozy Connecticut home which is in reality an uninhabitable wilderness of radioactive crud. Moira, a somewhat vulnerable woman in need of affection, is somewhat hurt, but she respects Towers' feelings. And thanks to Shute's way of telling the story, we know that without his irrational belief that he's "going home when all this is over", the commander would not be such a source of strength to his crew and to the Australians he's lending his services to. Neurotic as his belief may seem, it's sensible because it works. And he's not pretending, he believes it—even when he finally takes his sub out to sink her with all hands, he brings along the presents he bought for his family in Connecticut. And he's sure as anything isn't going to cheat

on his wife.

But the director of the 1959 version, Stanley Kramer, stupidly insisted that the film must "have some sex" and that no viewer would find Towers' restraint believable. Consequently, the film makes it clear that Towers and Moira do consummate their relationship. Both Gregory Peck and Ava Gardner argued with Kramer, and told him how wrong he was, but to no avail. Consequently, novelist Shute hated the film, and we too should hate this particular violation of Shute's concept.

The merit of the 2000 version is that it goes much more deeply into the characters and their motivations. It also updates the story, and I think Shute would approve of that, because the danger of nuclear Armageddon is actually much greater nowadays than it was in 1959, due to the increasing proliferation of these weapons, the instability of the world situation, and the irrationally warlike nature of the present U.S. leadership. The updating of the story helps to underscore the fact that the nuclear danger has increased.

But the more recent TV version also contains badness, of which the most glaring example is the change in the ending. There is after all a reason why Shute's story must end with Moira standing at the headland, watching the submarine disappear into the mists for the last time, unable to share her last moments with her companion: "This is the way the world ends." I can't imagine why a conclusion so poignant - and in terms of the logic of the story, so inevitable - was replaced by a silly portrayal of a fantasy of Moira's, in which Towers fails to do his duty and deserts his ship and crew to return to her. Were the makers of this version afraid that using the real ending would make people think it too derivative of the 1959 film? I can't imagine.

Trivia:

Catherine Sunderland who only has a bit part in this mini-series as "Nurse" was actually the Pink Power Ranger in THE MIGHTY MORPHIN POWER RANGERS.. the second pink power ranger that is!

The Los Angeles class submarine in this movie uses a "caterpillar" (silent) drive as was used by the Soviet submarine Red October in The Hunt for Red October (1990). This technology is still only theoretical as of August 2004.

Factual errors: Dwight Towers holds the rank of Commander, but is wearing the insignia of a Captain.

Continuity: When the Sub crew first arrive in Melbourne there's a building that has a hole in it and is burning inside, but later on in the movie at the train station you can see the same building in the background without a scratch on it.

Continuity: When Moira is driving the Ferrari, the top is seen on and off in alternating scenes.

Factual errors: The U.S.S. Charleston is supposed to be a modified Los Angeles class with a caterpillar drive which uses magnetic coils to accelerate water down a tube resulting in a jet-like method of propulsion with no moving parts. Yet when the submarine is headed back north on it's mission an underwater stern shot shows a normal multi-blade prop.

Plot holes: The "suicide pack" found in the anchorage TV station looks exactly like the ones being distributed in Australia when the sub left, right down to the package color and contents.

Produced by Greg Coote . executive producer , John Edwards . producer , Jeffrey M. Hayes . executive producer , Carol Hughes . line producer
Peter Strauss . executive producer , Errol Sullivan . executive producer , Errol Sullivan . producer

Original Music by Christopher Gordon.

Cinematography by Martin McGrath.

Film Editing by Mark Perry.

Casting by Ann Fay & Maura Fay.

Production Design by Roger Ford.

Set Decoration by Kerrie Brown.

Costume Design by Anna Borghesi.

Makeup Department - Nick Dorning . prosthetic makeup artist , Liz Harper . hair stylist , Margaret Keggs . hair stylist , Margaret Keggs . makeup artist , Deborah Lester . hair stylist (as Deb Lester) , Brad Smith . hair styles supervisor , Brad Smith . makeup supervisor , Zeljka Stanin . hair stylist , Dallas Stephens . hair stylist , Dallas Stephens . makeup artist.

Production Management - Warwick Fry . unit manager: second unit , Kevin McDonald . unit manager , Nino Negrin . assistant unit manager , Chris Page . production manager , Peter Powell . post-production manager.

Second Unit Director or Assistant Director - Robert Brown . assistant director: second unit , Harriet Devlin . fourth assistant director , Liz Edwards . second assistant director , Joclyn McCabon . third assistant director , Joclyn McCahon . third assistant director , John Powditch . first assistant director.

Art Department - Scott Bird . supervising art director , Phil Chambers . art director: submarine , Monica Cogan . additional buyer , Monica Cogan . additional set dresser , Beth Courtney . design assistant , Elaine Kusmishko . assistant set decorator , Adam Liddell . props assistant , Marian Long . buyer , Marian Long . set dresser , Ralph Moser . design assistant: submarine , Brendan Mullen . stand-by carpenter , Charles O'Brien . art department runner , Nick Power . additional buyer , Nick Power . additional set dresser , Sally Shepherd . set designer: submarine , Lucy Sparke . buyer , Lucy Sparke . set dresser , Walter Sperl . construction manager , Samantha Ward . props assistant: submarine , Ruth Winick . assistant art director.

Sound Department - Brent Burge . supervising sound effects editor , Christo Curtis . music recordist , Gerry Duffy . sound post-production , Dino Giacomini . sound effects editor , Peter Graham . adr recordist , James Harvey . dialogue editor , Ben Jacob . foley recordist , Simon Leadley . music editor , Simon Leadley . music mixer , Gerry Long . foley artist , Ian MacWilliams . adr editor , Rory Martin . sound effects editor , John McKerrow . sound recordist , Gavin Myers . dialogue editor , Julie Pearce . adr recordist , Mark Perry . supervising sound effects editor , Julie Piesce . adr recordist , Scott Ryan . assistant engineer , Robert Sullivan . sound mixer , Jenny Sutcliffe . boom operator , Nigel Christensen . sound effects editor.

Special Effects by Nick Arnold . special effects assistant , Gordon Barber . special effects assistant , Rob Collin . special effects assistant , Jeff Little . special effects coordinator , Andrew McAllister . special effects assistant , Tim O'Brien . special effects technician , Peter Stubbs . special effects supervisor , Kevin Turner . special effects technician.

Visual Effects by Charlie Armstrong . compositor , Aaron Barclay . compositor , Marcus Bolton . compositor , Ian Brown . 3D animator , Robin Cave . compositor , Lindsay Fleay . 3D animator , Grant Freckelton . visual effects assistant designer , Maryanne Lauric . compositor , Kirsty Millar . lead compositor , Tony O'Loughlan . motion control assistant , Melanie Ritchie . visual effects producer , Alex Thomas . compositor , Simon Whitley . visual effects designer , Leoni Willis . compositor , Ben O'Brien . Flame artist.

Stunts - Russell Allan . stunts , Brett Anderson . stunts , Lance Anderson . stunts , Szumai Anderson . stunts , John Baird . stunts , Teresa Blake . stunts , Amanda Buchanan . stunts , Adrian Chow . stunts , Zev Eleftheriou . stunt coordinator , Stuart Fraser . stunts , Tiny Good . stunt rigging , Graham Jahne . stunts , Chris Kemp . stunts , Anthony Mays . stunts , Deirdre Naughton . stunts , Warwick Sadler . stunts , Davin Taylor . stunts , Rick Tonna . stunts , Mark Wickham . stunts , Chris Wilson . stunts.

Other crew - Peter Anderson . financial controller , Trish Ashenden . accounting assistant , Marco Assante . assistant: Armand Assante , John Baird . wrangler , László Baranyai . director of photography: second unit , Tony Bartuccio . choreographer , Laura Bishop . music preparation , Nancy Black . dialect coach , Francesca Bosch . focus puller: second unit , Michael Boyd . scoring , Maurice Burns . location manager , Andrew Campbell . driver

Nicholas Cervonaro . scoring , Scott Copeland . electrician , David Cross . key grip , Leah Curtis . assistant to composer , Barbara Datson . nurse

Shane Dettman . driver , Chris Dewhurst . generator operator , John Eacott . helicopter pilot , Jeanette Fisher . caterer , Kelly Foreman . stand-by costumer , John Fox . armorer , Larry Garrison . unit publicist , Lawrence Garrison . publicist , Christopher Gordon . conductor , Christopher Gordon . orchestrator , Melanie Hall . extras casting , Mark Hanneysee . assistant grip , Coralie Hartl . orchestra contractor , Phillip Hartl . orchestra leader

Adam Howden . clapper loader , Dwaine Hyde . telecine colorist , Sarah Jameson . costume assistant , Matthew Jones . assistant to composer ,

James Kalisch . video split operator , Trish Keating . focus puller , Paul Kennedy . production runner ,

Kerrie Kervin . driver , Peter King . on-line editor
 Phil Knowles . helicopter pilot , Phil Lament . on-line editor , Liane Lee . post-production accountant ,
 Caroline Lewis . production runner , Peter MacDonnell . grip , Michael Madigan . assistant location
 manager , Steve Mahoney . boat coordinator , Steve Mahoney . vehicle assistant , Brianna Mann .
 production secretary , Peter Mapleson . music preparation , Sid McDonald . driver , Don McLennan .
 driver , Rob McLeod . vehicle coordinator , Ian McMillan . additional photographer , Ian McMillan .
 steadicam operator , Reg Metcalf . helicopter coordinator , Victoria Mielewska . dialect coach , Katie
 Milwright . clapper loader: second unit , John Moncrieff . traffic coordinator , Mats Nilsson . musical
 director: Sydney Philharmonica Choir , Brendan O'Grady . driver , Michael O'Sullivan . production
 runner , Howard Parker . production executive , David Parkinson . gaffer , Karinda Parkinson .
 continuity , Chris Peters . safety officer , Oliver Petrovic . grip: second unit , Shane Phillips . costume
 assistant , Peter Powell . assistant editor , Ralph Price . location scout , Sally Pritchard . stand-by
 costumer , Louis Puli . steadicam operator , Jess Ractliffe . assistant: John Edwards
 Greg Rawson . best boy , Keryn Ribbands . costume supervisor , Aen Saaifield . helicopter coordinator ,
 Stuart Sawyers . electrician , Sophie Siomos . production accountant , Geoff Skilbeck . clapper loader ,
 Craig Smith . assistant grip , Holly Stein . still photographer , Peter Stott . steadicam assistant , Susie
 Struth . continuity: second unit , James Talbot . legal consultant , Trudy Talbot . assistant production
 accountant , Michelle Venutti . second unit coordinator , Christine Woodruff . music supervisor , Susie
 Wright . production coordinator.

Australian Cinematographers Society

Year Result Award Category/Recipient(s)

2001 Won Golden Tripod Telefeatures, TV Drama & Mini Series

Martin McGrath

Australian Film Institute

Year Result Award Category/Recipient(s)

2000 Won AFI Award Best Mini-Series or Telefeature

John Edwards

Errol Sullivan

Jeffrey M. Hayes

Greg Coote

Open Craft Award Television

Sally Shepherd

Roger Ford

For the set design.

Nominated Open Craft Award Television

Martin McGrath

For the cinematography.

Australian Guild of Screen Composers

Year Result Award Category/Recipient(s)

2000 Won Australian Screen Music Award Best Music for a Mini-Series or Telemovie

Christopher Gordon

Best Original Title Theme for a Series, Serial or Mini-Series

Christopher Gordon

Best Soundtrack Album

Christopher Gordon

Cinema Audio Society, USA

Year Result Award Category/Recipient(s)

2001 Nominated C.A.S. Award Outstanding Achievement in Sound Mixing for a Television Movie-of-the-
 Week, Mini-Series

Robert Sullivan (re-recording mixer)

John McKerrow (production mixer)

For part II.

Golden Globes, USA

Year Result Award Category/Recipient(s)

2001 Nominated Golden Globe Best Mini-Series or Motion Picture Made for TV

Best Performance by an Actress in a Mini-Series or Motion Picture Made for TV

Rachel Ward

Hollywood Makeup Artist and Hair Stylist Guild Awards

Year Result Award Category/Recipient(s)

2001 Nominated Hollywood Makeup Artist and Hair Stylist Guild Award Best Contemporary Makeup - Television (for a Mini-Series/Motion Picture Made for Television)

Brad Smith

Motion Picture Sound Editors, USA

Year Result Award Category/Recipient(s)

2001 Nominated Golden Reel Award Best Sound Editing - Television Mini-Series - Dialogue & ADR

Brent Burge (supervising sound editor)

Mark Perry (supervising sound editor)

James Harvey (supervising dialogue editor)

Gavin Myers (supervising dialogue editor)

Dino Giacomini (supervising adr editor)

Ian MacWilliams (adr editor)

Best Sound Editing - Television Mini-Series - Effects & Foley

Brent Burge (supervising sound editor)

Mark Perry (supervising sound editor)

Gerry Long (supervising foley editor)

Rory Martin (sound editor)

Dino Giacomini (sound editor)

Screen Music Awards, Australia

Year Result Award Category/Recipient(s)

2002 Won Screen Music Award Best Television Theme

Christopher Gordon

WR. Nevil Shute (novel), John Paxton (1959 screenplay), David Williamson (teleplay) and Bill Kerby (teleplay).

DIR. Russell Mulcahy

EPISODES: 3 **YEAR MADE:** 2000 **COUNTRY:** US **SEASONS:** 1

COOTE HAYES PRODUCTION, EDWARDS/SULLIVAN PRODUCTIONS, SHOWTIME NETWORKS, SOUTHERN STAR ENTERTAINMET PTY LTD.

CREATOR: NEVIL SHUTE

TYPE OF SHOW: ALTERNATIVE WORLDS **FORMAT:** MINI-SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 28/05/2000 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS: ON THE BEACH (1959) based on Novel.

Cmdr. Dwight Towers ARMAND ASSANTE, Moira Davidson RACHEL WARD, Dr. Julian Osborne BYRAN BROWN, Mary Davidson Holmes JACQUILIEN MCKENZIE, Lt. Peter Holmes GRANT BOWLER, Jenny Holmes ALLISON WEBBER, Jenny Holmes TIEGHAN WEBBER, First Officer Neil Hirsch STEVE BASTONI, Chief Wawrzeniak DAVID PATERSON, Sonarman Bobby Swain KEVIN COPELAND, Radioman Giles TODD MACDONALD, Lt. Tony Garcia JOE PETRUZZI, Crewman Reid CRAIG BEAMER, Crewman Parsons JONATHAN OLDHAM, Crewman Samuel Huynh TRENT HUEN, Crewman Rossi DONNI FRIZZELL, Crewman Burns JONATHAN STUART, Seaman Sulman SAM LOY, Seaman Byers CHARLIE CLAUSEN, Cook Gratino ROBERT RABIAH, Cook Walmsey MARC CARRA, Admiral Jack Cunningham ROD MULLINAR, Lt. Ashton FELICITY BOYD, Prime Minister Seaton BILL HUNTER, Professor Alan Nordstrum CHARLES TINGWELL, Reg MARK MITCHELL, Martin JOHN HIGGINSON, Jenny Albani KATE KENDALL, British Anchorwoman HEATHER MITCHELL, U.S. President NICHOLAS HAMMOND, Press Secretary BRUCE HUGHES, U.S. Analyst DAVID TREDINNICK, Dinner Woman ANTONIA MURPHY, Dinner Man ADAM MCKEE, School Teacher MICHAEL FRY, Post Mistress JENNIFER CASTLES, Boat Builder PETER MENDOZA, Sharon Towers ALYCE PLATT, Angela Towers MADELINE CENEDESE, Cal Towers DARREN CASHA, Jimmy Nofly DAVID ARGUE, Hospital Doctor TOM CONSIDINE, Nurse CATHERINE SUTHERLAND, Pharmacist MARK PENNELL, Overcliff Father WARWICK BEGG, Overcliff Mother SANDRA MURPHY, . Overcliff Girl CARLIE MURPHY, Overcliff Boy JOHN MURPHY, Submarine Guard ROBERT LOWE, Café Girl RACHEL VALENTYNE, Café Guy #1 CHRISTIAN BELL, Beans MARTIN COPPING, Screaming

Woman JULIE DAY, Girl in Lane Way NAOMI RAMOS, Guy in Lane Way JORGE ONASIS, . Girl with Dog NINA GODINBO, U.S. Anchorman MICHAEL CARMAN, French Interviewer FREDERIQUE FOUCHE, Officer ROBBIE MACFARLANE, Interviewer CHRIS CUMMINS, Journalist #1 TRENT BAKER, Journalist #2 STEPHANIE CHEN, Homeless Youth SIMON LYSSIOTIS, DAVID TALESKI, . Passerby (uncredited) BASSEM ABOUSAID, Gang Leader (uncredited) PASCAL MERCAY.

Books Based on this series.

ON THE BEACH

NEVIL SHUTE

1957

RELATED SHOWS:

Wr Ira Steven Behr

Dir Kevin Hooks

1 - 4 *THINGS GET UGLY*

Wr Dusty Kay

Dir Paul Schneider

1 - 5 *MANOS ARRIBA MRS. GREELY*

Wr Richard Manning, Hans Beimler

Dir Harry Hurwitz

ONE STEP BEYOND

AKA: ALCOA PRESENTS: ONE STEP BEYOND



'What you are about to see is a matter of human record. Explain it? We cannot. Disprove it? We can-not. We simply invite you to explore with us the amazing world of the unknown, to take that One Step Beyond.'

Neither science nor by its own assertion, fiction, *One Step Beyond* dealt with the realm of psychic phenomena. Technically that puts it one step beyond the province of this volume. Yet this vintage anthology series, which did as much as any to blur the edges of reality, repeatedly crops up in genre guides and has long been accepted into the hearts of television fantasy fans.

Based on documented real-life events, often involving ghosts or Extra-Sensory Perception (ESP), this atmospheric black-and-white series looks today like a precursor to "X-Files." The 1978 production of "The Next Step Beyond" had the same host, 19-21 years older, was shot in colour, and never caught on in the ratings, perhaps because the old subversive creepiness was gone.

Created in America, it ran there for two years (1959-61) and 94. But what isn't widely known is that 13 of those episodes, all for the third and final season were made in Britain - and that's why the series is in this database. The UK 13 were made at the now long-lost MGM film studios in Borehamwood by Lancer Films, and were hailed as the first time British Television production had gone into an association with an established American network show.

Using mainly British scripts, they featured British casts, with Anton Rodgers, Peter Wyngarde, Donald Pleasence, Christopher Lee, Adrienne Corri, Roger Delgado and a young Michael Crawford among the stars. Like the rest of the series, the stories dealt with various psychic phenomena - supernatural visitations, ESP, dreams that are portents of disaster, hallucinations of the future, reincarnations of the past. These episodes - and the series as a whole - were directed and hosted by American actor John Newland who took a sardonic delight in introducing what became renowned as a genuinely spooky glimpse of the paranormal.

The UK 13 were bought by Associated-Rediffusion and given a network run from November 1961, at peak time. The rest of the series didn't fare quite as well. Granada was the first ITV company to screen American-made episodes, showing 13 between October 1962 and January 1963. Rediffusion and Southern TV have also given it reasonable air-time. Invariably, though, all have played to the late-night audience, and overall, little more than half the 96 episodes have been seen in this country.

Alcoa Presents: *One Step Beyond* is a series now better known as simply: *One Step Beyond*, the title given the series during rerun syndication. The Alcoa that the title refers to is the Aluminium Company of America, which was the series' sponsor during its network run. This was not an uncommon practice as many companies had their names as part of the series title during the 1950's, especially if the series was an anthology.

One Step Beyond did not claim to be a science fiction or fantasy series. but rather one that dramatised actual supernatural and occult occurrences. The episodes dealt with ESP, premonitions and ghosts. The series was hosted and all of the episodes were directed by John Newland. Newland gave the impression that he actually believed the events being shown really happened. Not surprising, since the producers claimed that they had verified through medical and legal professionals of unquestioned standing that the events transpiring in each episode had actually happened, although the names were changed. The series actually received letters after each episode from viewers saying that they had a similar experience to the one just dramatised. During the third and final season, production of the programme was moved to England where 13 of the last 14 episodes broadcast were made.

In 1977, John Newland reprised his role as series host for a revival of the *One Step Beyond* concept. Entitled: *The Next Step Beyond*, this syndicated one shot proved successful enough that a series of the same name was produced the following year. *The Next Step Beyond* lasted one season and was produced in colour. The

NEXT STEP BEYOND has a separate entry in this encyclopaedia.

The series producer was Collier Young and the director John Newland, the music was created by Harry Lubin. Perhaps one of the most remarkable things about this shows is the director who was also the shows Host, John Newland directed all 96 episodes of the series, totalling up more credits for a single show, than any other SF director, a quite remarkable achievement. Certain episodes of One Step Beyond have been released in the UK in 1995, but was not a success.

"There was a great deal of research that went into the series", says Charles Larson, who scripted five segments. "Creators Mervin Gerard and Larry Marcus did 90 percent of the research for you. I especially enjoyed writing 'Tidal Wave,' about a disabled woman unable to leave her home when a tidal wave threatens to sweep in.

"A passing motorist comes to her aid. When she tries to thank him, she finds out there he is profoundly deaf. He couldn't have heard her cries, and he didn't know why he had stopped. He had simply been compelled to. "The episode ended with Newland interviewing the disabled woman on camera. The continued popularity of One Step Beyond in syndication is largely to Newland. His attitude, half-skeptic, half-believer, perfectly mirrored the viewer's own shivery doubts."

Originally titled Alcoa Presents during its network run, One Step Beyond was a supernatural anthology that dramatized real-life encounters with the bizarre. The semi-documentary approach added to the show's spine-tingling suspense. John Newland, who directed all 96 segments of this halfhour series, also served as host. Some noteworthy guest stars included Joan Fontaine, Suzanne Pleshette, Warren Beatty, Robert Blake, Christopher Lee, Charles Bronson, Yvette Mimieux and Elizabeth Montgomery.

"There was a great deal of research that went into the series," says Charles Larson, who scripted five segments. "Creators Merwin Gerard and Larry Marcus did 90 percent of the research for you. I especially enjoyed writing 'Tidal Wave,' about a disabled woman unable to leave her home when a tidal wave threatens to sweep in. "A passing motorist comes to her aid. When she tries to thank him, she finds out that he's profoundly deaf. He couldn't have heard her cries, and he didn't know why he had stopped. He had simply been compelled to. "The episode ended with Newland interviewing the disabled woman on camera. The continued popularity of One Step Beyond in syndication is largely to Newland. His attitude, half-skeptic, half-believer, perfectly mirrored the viewers' own shivery doubts."

WR. Mervin Gerard, Charles Beaumont (THE TWILIGHT ZONE), Don M. Mankiewicz, Larry Marcus, Catherine Turney, Dewitt Copp, Jerome Ruskin, Charles Larson, Howard Rodman, Bob Duncan and Wanda Duncan (LOST IN SPACE) and Ian Stuart Black.

DIR. John Newland.

EPISODES: 96 **YEAR MADE:** 1959 **COUNTRY:** US **SEASONS:** 2

A COLLIER YOUNG PROD

CREATOR: MERWIN GERARD & LARRY MARCUS

TYPE OF SHOW: ANTHOLOGY **FORMAT:** ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 39, (3) 35

DATE OF PREMIER: 20/10/1959 **AIR DATE OF LAST EPISODE** 04/07/1961

SEASON DATE BREAKDOWN:

FILMS:

Host JOHN NEWLAND.

Books Based on this series.

More from One Step Beyond	Lenore Bredeson	1961
One Step Beyond	Lenore Bredeson	1960
The World Grabbers	Paul W. Fairman	1964

RELATED SHOWS:

NEXT STEP BEYOND, THE

1 - 1 *THE BRIDE POSSESSED*

1 - 2 *NIGHT OF APRIL 14*

1 - 3 *EMERGENCY ONLY*

- 1 - 4 *THE DARK ROOM*
- 1 - 5 *TWELVE HOURS TO LIVE*
- 1 - 6 *EPILOGUE*
- 1 - 7 *THE DREAM*
- 1 - 8 *PREMONITION*
- 1 - 9 *THE DEAD PART OF THE HOUSE*
- 1 - 10 *THE VISION*
- 1 - 11 *THE DEVILS LAUGHTER*
- 1 - 12 *THE RETURN OF MITCHELL CAMPION*
- 1 - 13 *THE NAVIGATOR*
- 1 - 14 *THE SECRET*
- 1 - 15 *THE AERIALIST*
- 1 - 16 *THE BURNING GIRL*
- 1 - 17 *THE HAUNTED U-BOAT*
- 1 - 18 *IMAGE OF DEATH*
- 1 - 19 *THE CAPTAIN'S GUESTS*
- 1 - 20 *ECHO*
- 1 - 21 *FRONT RUNNER*
- 1 - 22 *THE RIDDLE*
- 2 - 1 *DELUSION*
- 2 - 2 *ORDEAL ON LOCUST STREET*
- 2 - 3 *BRAINWAVE*
- 2 - 4 *DOOMSDAY*
- 2 - 5 *NIGHT OF THE KILL*
- 2 - 6 *THE INHERITENCE*
- 2 - 7 *THE OPEN WINDOW*
- 2 - 8 *MESSAGE FROM CLARA*
- 2 - 9 *FORKED LIGHTNING*
- 2 - 10 *REUNION*
- 2 - 11 *DEAD RINGER*
- 2 - 12 *THE STONE CUTTER*
- 2 - 13 *FATHER IMAGE*
- 2 - 14 *MAKE ME NOT A WITCH*
- 2 - 15 *THE HAND*
- 2 - 16 *THE JUSTICE TREE*
- 2 - 17 *EARTHQUAKE*
- 2 - 18 *FORESTS OF THE KNIGHT*

- 2 - 19 *CALL FROM TOMORROW*
- 2 - 20 *WHO ARE YOU?*
- 2 - 21 *THE DAY THE WORLD WEPT - THE LINCOLN STORY*
- 2 - 22 *THE LOVERS*
- 2 - 23 *VANISHING POINT*
- 2 - 24 *THE MASK*
- 2 - 25 *THE HAUNTING*
- 2 - 26 *THE EXPLORER*
- 2 - 27 *THE CLOWN*
- 2 - 28 *I SAW YOU TOMORROW*
- 2 - 29 *ENCOUNTER*
- 2 - 30 *THE PETER HURKOS STORY (1-2)*
- 2 - 31 *DELIA*
- 2 - 32 *THE VISITOR*
- 2 - 33 *GYPSY*
- 2 - 34 *CONTACT*
- 2 - 35 *THE LONLEY ROOM*
- 2 - 36 *HOUSE OF THE DEAD*
- 2 - 37 *GOODBYE GRANDPA*
- 2 - 38 *THE STORM*
- 3 - 1 *TIDAL WAVE*
- 3 - 2 *ANNIVERSERY OF A MURDER*
- 3 - 3 *THE DEATH WALTZ*
- 3 - 4 *THE RETURN*
- 3 - 5 *IF YOU SEE SALLY*
- 3 - 6 *MOMMENT OF HATE*
- 3 - 7 *TO KNOW THE END*
- 3 - 8 *THE TRAP*
- 3 - 9 *THE VOICE*
- 3 - 10 *THE PROMISE*
- 3 - 11 *TONIGHT AT 12:17*
- 3 - 12 *WHERE ARE THEY?*
- 3 - 13 *LEGACY OF LOVE*
- 3 - 14 *RENDEZVOUS*
- 3 - 15 *THE EXECUTIONER*
- 3 - 16 *THE LAST ROUND*
- 3 - 17 *DEAD MAN'S TALE*

- 3 - 18 *THE SACRED MUSHROOM*
- 3 - 19 *THE GIFT*
- 3 - 20 *PERSON UNKNOWN*
- 3 - 21 *NIGHT OF DECISION*
- 3 - 22 *THE STRANGER*
- 3 - 23 *JUSTICE*
- 3 - 24 *THE FACE, THE*
- 3 - 25 *THAT ROOM UPSTAIRS*
- 3 - 26 *SIGNAL RECEIVED*
- 3 - 27 *THE CONFESSION*
- 3 - 28 *THE AVENGERS*
- 3 - 29 *THE PRISONER*
- 3 - 30 *BLOOD FLOWER*
- 3 - 31 *THE SORCERER*
- 3 - 32 *THE VILLA*
- 3 - 33 *THE TIGER*
- 3 - 34 *NIGHTMARE*
- 3 - 35 *EYE WITNESS*

OP CENTREAKA: **TOM CLANCY'S OP CENTRE**

Paul Hood is the newly appointed director of the OP Center, a special agency gathering a wide variety of experts monitoring international crisis. On his first day on the job, nuclear missiles are stolen from the former Soviet Union by terrorists. The team must find out who did it, why, and most importantly, where they are heading so they can retrieve them.

Original music by Patrick Williams, Film Editing by Tina Hirsch, Sound Department - Tommy Goodwin (foley mixer), Stunts - John Ashker (Stunts). Other crew - Heidi Erl (production co-ordinator), Chuck Herrmann (property assistant), Ric Urbauer (key grip).

The following is the Emmy nominations for The Beast in 1996

1996 Nominated Emmy Outstanding Individual Achievement in Sound Editing for a Miniseries or a Special
Norval D. Crutcher III (dialogue editor)

Gary S. Gerlich (sound effects editor)

William Hooper (sound effects editor)

William Jacobs (II) (sound effects editor)

Stan Jones (III) (music editor)

Elliott Koretz (sound effects editor)

Richard Legrand Jr. (supervising sound editor)

Bob McNabb (dialogue editor)

Harry E. Snodgrass (sound effects editor)

Walter Spencer (dialogue editor)

Robert J. Ulrich (adr editor) - For part 2.

Emmy Award

Outstanding Individual Achievement in Sound Editing for a Miniseries or a Special - Winner: OP Center (1995) (TV) - Joseph Melody (supervising sound editor), G. Michael Graham (supervising sound editor), J. Michael Hooser (adr editor), Mark Friedgen (sound editor), Mark Steele (sound editor), Richard S. Steele (sound editor), Anton Holden (sound editor), Bob Costanza (sound editor), Mike Dickeson (sound editor), Darren Wright (sound editor), John K. Adams (sound editor), Mark R. La Pointe (sound editor), Rusty Tinsley (sound editor), Tim Terusa (sound editor), Rick Crampton (sound editor), Gary Macheel (sound editor), Scott A. Tinsley (sound editor), Bill Bell (sound editor), Allan K. Rosen (music editor), Patty von Arx (music editor), Tim Chilton (foley artist), Jill Schachne (foley artist) - For part 1. (1995)

WR. Tom Clancy

DIR. Lewis Teague

EPISODES: 2 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 1

*JACK RYN LTD PARTERNSHIP/STEVE PIEEZENK PROD INC/STEVE SOHMES INC/MOVING TARGER
PROD/NEW WORLD*

CREATOR: TOM CLANCY

TYPE OF SHOW: CRIME

FORMAT: MINI-SERIES

LENGTH (MINS): 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Paul Hood HARRY HAMLIN, Kurt PATRICK BAUGHAN, Abdul KABIR BEDI, Matt Stoll TOM BREZHANN, Lou Bender WILLIAM BUMILLER, DAVID GARRISON, Kate Michaels DEIDRE HALL, BO HOPKINS, The President KEN HOWARD, SHERMAN HOWARD, VICTOR LOVE, Bob Herbert JOHN SAVAGE, MARIANGELA PINO, TODD WARING, Jane Hood KIM CATTRALL, MIA KORF, FRANCE NUYEN, LUIS AVALOS, LOU LIBERATORE, Pamela Bluestone LINDSAY FROST, Boroda ROD STEIGER, Admiral Troy Davis WILFORD BRIMLEY, Lt. Arkov SHAUN TOUB, Lt. Corcoran CHARLES NOLAND, Capt. Rodriguez GEORGE ALVAREZ, Marine Sgt. King ELIZABETH ALLEY, AF Sgt. Brown SUSAN WIRE, Stacy ASHLEY MALINGER, Beth DENISE JOHNSON, Secretary MARILYN RANDALL, Ukrainian Sgt. ALEX VEADOV, Militiaman #1 JOHN FURSE, Militiaman #2 ILIA VOLOKH, KGB Man #1 ALEXANDER SLANKSNIS, Quinn Redmond MICKEY BANCROFT, Maureen PEGGY MILEY, DON DIAMONT, Osman RICHARD DIMITRI, Sgt. Bannion MARK KLASTORIN, Capt. White LEA DELARIA, FBI Van Tech J. AUGUST RICHARDS, Academic #1 LAURA YOUNG, Academic #2 BOB BANCROFT, Academic #3 ROBERTA HANLEY, Academic #4 WILLIAM BASSETT, Navy

Lieutenant VIRGINIA WATSON, Navy Captain CHRISTOPHER KRIESA, LTC Beecher JAMES WILLETT, Navy Radioman KEN GOTH, C-5 Tech #1 ALEXANDRA HEDISON, Commander Harper JACK CONLEY, C-5 Tech #2 KAREN S. GREGAN, Comm. Preston PAOLO ANDRES, Chief ROBERT BROYLES, Tommy KEITH WOULARD, Chico J. MARK DONALDSON, Mick JIM MCCONNEL, Press Aide TOM VILLARD, Swenson FAUNA MCLAREN, Maynard REBECCA FERRATTI, Radioman VINCENT DEPALMA, Stanz MATTHEW MAHANEY, General Mike Rodgers (uncredited) CARL WEATHERS.

OPERATION-MYSTERE

I was 9 years old when I first saw this program on CBFT Chan 2 in Montreal. It was in french and I was an english kid. I remember it had amazing theme music and sound effects. I recall very little happened, a robot (Oscar) would stand around doing nothing for minutes on end, accompanied by a lot of strange noises. Then he would shuffle off to be replaced by an alien in a shiny suit who cursed a lot. The set had one of those huge spirals in the background. It was either live or on film and there are no references to it anywhere other than the IMDB.

WR. Léon Dewinne

DIR. Louis Bédard, Rolland Guay, Paul Legault

EPISODES: 80 **YEAR MADE:** 1957 **COUNTRY:** CAN **SEASONS:** 3

SOCEITE RADIO CANADA

CREATOR: LEON DEWINNE

TYPE OF SHOW: ALIENS ON EARTH

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN:

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Montclair D. BOUCHER. Altaar YVETTE BRIND'AMOUR. Luc HERVE BROUSSEAU. Le professeur Narthon et Arsène MARCEL CABAY. YVON DUFOUR. Blais PIERRE DUFRESNE, Marcus BERTRAND GAGNON, Tap PIERRE GARANT, Sextus PAUL GAUHTIER, GEORGE GROULX, LUCE GUILBEAULT, FRANCOIS LAVIGNE, Tanagra HELENE LOISELLE, Luce LOUISE MARLEAU, Rokosky ALAN MICHEL, GERARD POIRIER, Turgeon RAYMON POULIN, Rustov GILLES ROCHETTE, Oscar le Robot JOSE RODRIGUEZ, Pruneau R. SICOTTE.

OTHERS, THE

College student Marian moves into the dormitory room where a young woman recently died and senses an alarming supernatural force as she reluctantly turns to the Others -- a small but diverse group of people dedicated to analyzing their extrasensory abilities -- who urge her to embrace her "fearsome talent." But she soon discovers that whatever gift of insight she possesses is both a blessing and a curse that puts her life in danger, forcing her to appeal to a famed medium, an empathic medical intern and a New Age "sensitive" among the Others.

Famed horror director Tobe Hooper directed one episode, *Souls On Board*, and the series' writers included Glen Morgan and James Wong (also executive producers, with Brancato and Ferris), who had previously written for shows including *The X-Files* and *Millennium* and created, produced and written for *Space: Above and Beyond*. Morgan's wife Kristen Cloke played the significant role of Allison/The Woman in the episodes "The Ones That Lie in Wait" and "Life is For the Living".

The Others is an American TV series created by John Brancato and Michael Ferris, and produced by Delusional Films, NBC and DreamWorks Television. It ran for 13 60-minute episodes from February 5, 2000 to June 10, 2000, airing on NBC in the US, Five in the UK and Nine in Australia. It concerned a group of people with various psychic talents as they encountered different, and often evil, paranormal forces. Essentially an ensemble show, primary focus was on student Marian Kitt as she came to terms with her - frequently unwanted - abilities. Although the series gradually built up an overall storyline of a strong evil power targeting the group, its cancellation meant that this was never properly resolved.

Famed horror director Tobe Hooper directed one episode, *Souls On Board*, and the series' writers included Glen Morgan and James Wong (also executive producers, with Brancato and Ferris), who had previously written for shows including *The X-Files* and *Millennium* and created, produced and written for *Space: Above and Beyond*. Morgan's wife Kristen Cloke played the significant role of Allison/The Woman in the episodes "The Ones That Lie in Wait" and "Life Is for the Living".

The series was filmed at Paramount Pictures, with the exception of the pilot episode, which was filmed in Vancouver, British Columbia, Canada.

Note that the episodes were seemingly broadcast out of order. The sixth episode "Luciferous" should have been the second episode as it deals with Marian's decision to join the group. The 12th episode "Life Is for the Living" should clearly have been the last one, as it is the end of the story, a story which is oddly unresolved in the 13th episode. It is believed that episode 13 was delayed and should have been broadcast several episodes earlier.

1st Season - Winter 2000

Production credits:

Delusional Films / NBC Studios / Dreamworks SKG

Created by John Brancato and Michael Ferris

Supervising Producer: Mick Garris

Executive Producers: John Brancato and Michael Ferris, James Wong and Glen Morgan

Produced by Sarah Caplan

Associate producer: Randy S Nelson

Executive story editor: Fred Golan

Story editor: Daniel Arkin

WR.

DIR.

EPISODES: 13 **YEAR MADE:** 2000 **COUNTRY:** US **SEASONS:** 1

NBC, DELUSINAL FILMS, DREAMWORKS SKG

CREATOR: JOHN BRANCATO & MICHAEL FERRIS**TYPE OF SHOW:****FORMAT:** SERIES**LENGTH (MINS):** 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 13**DATE OF PREMIER:** 05/02/2000 **AIR DATE OF LAST EPISODE** 10/06/2000**SEASON DATE BREAKDOWN:****FILMS:**

Marian Kitt JULIANNE NICHOLSON, Mark Gabriel GABRIEL MACHT, Ellen "Satori" Pawlowski
 MELISSA CRIDER, Elmer Greentree BILL COBBS, Professor Miles Ballard JOHN BILLINGSLEY, Warren
 Day KEVIN J. O'CONNOR, Albert McGonnagal JOHN AYLWARD.

1 - 1 *"PILOT"*

College student Marian moves into the dormitory room where a young woman recently died and senses an alarming supernatural force as she reluctantly turns to the Others -- a small but diverse group of people dedicated to analyzing their extrasensory abilities -- who urge her to embrace her "fearsome talent." But she soon discovers that whatever gift of insight she possesses is both a blessing and a curse that puts her life in danger, forcing her to appeal to a famed medium, an empathic medical intern and a New Age "sensitive" among the Others.

Wr John Brancato & Michael Ferris**Dir** Mick Garris1 - 2 *UNNAMED*

While Elmer senses a dreadful dark force on the horizon, Satori tries to help the single mother whose young son has been missing for three years - and whose ethereal presence is suddenly felt by both women. Aware of the unknown power that opposes them, Elmer and the Others need Marian's supernatural gifts to counter the unseen evil that they believe is responsible for the boy's abduction.

Wr John Brancato & Michael Ferris**Dir** Brian Trenchard-Smith1 - 3 *EYES*

A vain and egotistical man decides on laser surgery to correct his eyesight, but after the first operation begins to see horrific apparitions which threaten his sanity. Meanwhile, Marian puzzles over Albert's enigmatic past until she unwittingly begins to share his nightly vision of the TET Offensive maneuver that cost his eyesight.

Wr Glen Morgan and James Wong**Dir** William Malone1 - 4 *SOULS ON BOARD*

Just as the Others board a plane to Sedona, Arizona for a psychic conference, they learn that an inquisitive Miles purposely booked them on the same flight path previously occupied by an aircraft that recently crashed, and the harrowing activities they witness are thought to be somehow linked to parts salvaged from the wreckage -- and recycled onto their jetliner. As the Others react to the sight of tormented faces pressed against the outside windows and through the cabin walls, Marian has a strange encounter with the captain of the doomed crew, who has an urgent message only Miles can decipher.

Wr Daniel Arkin**Dir** Tobe Hooper1 - 5 *1112*

The group helps a woman grieving for her child and husband killed in a car accident--a process complicated when they discover that the husband is not yet dead.

Wr Glen Morgan & James Wong**Dir** Bill Condon1 - 6 *LUCIFEROUS*

As an unsure Marian considers withdrawing from the Others, she moves into a new apartment that harbors a vague yet sinister force hiding in the wallpaper intent on scaring her enough to ignore her supernatural gift, but she is more concerned to learn that some of the Others appear to be stalking her. Meanwhile, Mark is tormented by the responsibility of his empathic abilities and can find relief only in the arms of Satori, but they are prevented from becoming physically intimate because proximity causes their environment to explode. NOTE: Logically this should be the second episode, since Marian does not

yet fully trust the Others. There's an unpleasant undercurrent to the theme of a young woman terrorized in her bedroom, yet some of it is done with inventive subtlety, particularly the unexpected shot of the face in the wallpaper turning to watch Marian go by. I'm puzzled by the oddly explicit note of Christian myth: why does the demon have to be Lucifer holding out a wallpaper apple? Nothing else in the series suggests any particular religious system.

Wr Glen Morgan & James Wong

Dir Mick Garris

1 - 7 *THETA*

Marian thinks joining a sorority will help her regain some normalcy in her life -- until she learns one of the sisters is under psychic attack. She befriends troubled college coed Jenny, who is plagued by chronic panic attacks of horrifying visions from her childhood that become more physically forceful and threaten her bewildered Theta sorority sisters. Marian recruits the help of the Others, who suspect that the Theta house is haunted based on a murder on the same grounds long ago, but wise old Elmer deduces that something evil from the young woman's painful past is intruding with harmful intent. This turns out to be her imprisoned father, shot by Jenny as a child when he murdered her mother and now bent on revenge. NOTE: It is a mistake to schedule two successive episodes about young women being terrorized in haunted bedrooms, especially when this one is a quite powerful parable about sexual abuse. Although the unsympathetic reactions of Jenny's sorority sisters underline the "blame the victim" syndrome, I can't help noting that these college kids seem singularly clueless, not even noticing that locked doors open while Jenny is yards away, or that she is bone-dry when accused of trying to drown someone in a bathtub.

Wr Fred Golan

Dir Tom McLoughlin

1 - 8 *DON'T DREAM IT'S OVER*

A restless Mark is disturbed by his continuing dreams where he falls in love with Mary Jane, a mysterious beautiful woman from 19th-century London who also sees Mark only in her dreams. Ignoring Elmer's stern advice to stop his dalliance or risk his own destruction, a sheepish Mark asks love struck Marian to help him channel through to his would-be lover. Then an Internet search by Miles reveals that Mary Jane Kelly was the last victim of Jack the Ripper. NOTE: I have to go with Marian on this one when she asks "What was the point?" after the Others are unable to save Mary Jane. Crossing "Peter Ibbetson" with Jack the Ripper has potential, but the script falls into doomed-love cliché rather than following up on its own suggestions. Given the parallel drawn between the Ripper (here, for no readily apparent reason, an American surgeon) and Mark the overworked ER intern, it would have made more sense -- and been far creepier -- if compassionate Mark had found himself channeling the serial killer. And couldn't we have at least have the intervention of the Others be the reason this was the Ripper's last murder?

Wr Mick Garris

Dir Mick Garris

1 - 9 *MORA*

When three emergency room patients die mysteriously all at once under his care, Mark clashes with his father, a hospital board member, over his contention that he saw several tiny snake-like creatures in the equipment -- but neither is unaware of the sinister force present that coincides with the arrival of a sickly elderly woman. Elmer, Marian and the rest of the "Others" rush to help Mark after he is struck down by a phantom illness, and they discover that the missing link might be the geriatric female patient who is deathly fearful of "the Mora," fearsome monsters from Eastern European folklore. When they find talismanic fetishes under the beds of the deceased patients, the Others' suspicions focus on the Russian janitor, but he turns out to be attempting to ward off the evil. The old woman turns out to be a 110-year-old former ballet star who fled the Russian Revolution, leaving her infant son behind, and who is afraid to die until she learns what happened to her son; the Mora are, Elmer insists, merely projections of her will to go on living. When she confronts Marian in her apartment and is shown pictures of her great-granddaughter, also a ballerina, Katarina dies happily in her own bed -- even though, as Marian later learns, she never left the hospital. NOTE: This episode was postponed from an earlier date, and so becomes the final outing for The Others. Unfortunately, it is all too obviously a re-tooled X-Files script, with Mark as Mulder and his father as Scully. On the plus side, there is one superb image -- the double exposure of Katarina defying Elmer -- and poor Warren gets his best line of the series, upon learning that the twisted ropes are fetishes: "People get off on these?"

Wr John Brancato & Michael Ferris

Dir Jake Paltrow

1 - 10 *THE ONES THAT LIE IN WAIT*

On a stormy night, the seers are terrorized by the Rabisu, an "entrance demon" who invades Elmer's house and preys on their minds with the repeated question: "What do you want?" NOTE: This is definitely the worst episode yet, with a visual style as flat and clichéd as the script (in the rare moments

when it makes any sense). If, as Elmer takes pains to tell us, the "entrance demons" can come at any time, disguised as anything or anyone, why does this one pick a ridiculously dark and stormy night complete with creepy music and subjective camera work to clue Elmer in that Something Is Wrong? If only sea salt can keep Elmer safe, who does he possess one measly jar (okay, he gave another to Marian) instead of a basement full? How come the demon can imitate Marian's sister exactly? What happens to Albert and the tow truck driver when the demon replaces them? Why do we only find out what half the Others want?

Wr Glen Morgan and James Wong

Dir Thomas J. Wright

1 - 11 *TILL THEN*

Elmer wrestles with his distant past as an American serviceman based in Britain during World War II whose special psychic gifts were employed even then to help doomed flyers "get to the other side" -- but there was one who refused to go, and his fate is now intertwined with that of a downed American pilot who is lost in the Iraqi desert. As time winds down before the pilot is captured, Elmer enlists the help of Marian to lock on to the pilot's position while the regretful old man confronts a spirit that might be lost forever -- and a very surprisingly other visitant.

Wr Glen Morgan & James Wong

Dir Bryan Spicer

1 - 12 *\$4.95 A MINUTE*

A phony, cash-poor psychic calling himself "Simeon Nye" is frightened when his disastrous visions of his clients' futures begin to come true, so he seeks help from his more serious competition -- Satori -- who agrees to aid the bewildered man when she discovers he also inexplicably functions as a medium to her long-dead father (through their agreed-upon code word "Kermit"). But Satori learns that the charlatan has unknowingly summoned an angry spirit -- the ghost of the real Simeon Nye -- and if she renders assistance in ridding him of it, she will lose the chance to satisfy her dream of communicating with her dad. NOTE: Again, part of this episode are splendid visually -- this time with an unexpectedly surreal note of David Lynch -- and the basic premise is fine; I particularly liked Satori's frustration that she can contact a client's dead dog but not her own father. But yet again the plot unravels illogically: why should the dead Simeon Nye torment Troy in this way, rather than just killing him? And if Nye is such a powerfully malevolent spirit, how come the Others can exorcise him so easily? More importantly, why have Nye at all? It would be much more interesting if Troy just discovered he really had psychic powers but was so terrified that he refused to use them....

Wr Richard Whitley

Dir Sanford Bookstaver

1 - 13 *LIFE IS FOR THE LIVING*

In the season (and series) finale, Elmer is mysteriously brought back from the dead, and as he recovers, he again senses the presence of entrance demons -- specifically the beckoning and beautiful woman who stalks him from the other side -- and fears for the "Others" when each one gains something highly desirable. The old man warns his friends not to be deceived by the false reality when Miles is offered a prestigious professorship, Marian finds a kindred spirit roommate, and Satori and Mark find they can embrace each other without fear.

Wr Daniel Arkin

Dir Thomas J. Wright

OTHERWORLD



The Sterlings, touted as 'a typical Southern California family', slip into the parallel universe of Otherworld while on a sightseeing tour of the ancient Pyramids, when a strange alignment of the planets opens up a portal between the two universes. They discover that the Great Pyramid was built, not as the mere tomb of a king, but as a barricade at the portal, and that thousands of years ago it was common for people to pass between the two dimensions.

Not so now, however, and Hal and June Sterling and their three children become fugitives in this alien environment as they strive to reach the Capital Province of Imar where the Supreme Governors have the power to return them to their own world. It's a perilous task, as they are pursued by the Zone Troopers of the Imperial Kommander Nuveen Kroll.

Land of the Lost meets The Fantastic Journey in a short-lived series about a family lost in another dimension. Otherworld's eight episodes ranged from the comic (Rock and Roll Suicide) through the blatantly ludicrous (Village of the Motorpigs), to the excellent (a beauty and the beast-style story, Mansion of the Beast). But they never did make it home. In the UK, the series has been seen in all ITV regions except the London area. Alternate universe series with the Great Pyramid as gateway, and therefore oddly similar to "STARGATE SG1" in some aspects.

The executive producers for the series were Philip De Guerre (pilot only) and Roderick Taylor. The producers for the series were Roderick Taylor (pilot only) and Lew Hunter. The series dates for the UK are 7th September - 2nd November 1985, the UK running orders varied around the regions, these airdates are for the HTV region.

The American death-by ratings system may have its critics, but it remains the only logical and democratic way to decide the fate of ongoing series. After all, we are the viewers. And it is generally true that however beloved a series may be, the vast majority stay on the air for just about the right amount of time. Some six or thirteen week runs are best remembered as interesting mini-series rather than failures, while other shows last a decade and don't overstay their welcome. How fondly would STAR TREK or LOST IN SPACE be remembered by their fans if they had gone to fourth seasons? However, there are exceptions, and there are a handful of shows that infuriatingly were never allowed to reach their full potential. Which brings us to one of the great 'lost shows' of TV SF, Universal's Otherworld.

The rapid cancellation of Otherworld after eight episodes was a genuine loss. True, the format was familiar - a family slips into a succession of other dimensions and visit themed straw-man societies and well-worn SF concepts while trying to find their home. But it was also a proven formula resurfaced every few years in a new format. LOST IN SPACE begat the displaced families of LAND OF THE GIANTS, which begat LAND OF THE LOST, FANTASTIC JOURNEY, LOGAN'S RUN and now Otherworld. Television returns to formats because they work. As ever, it's not so much the freshness of the idea that counts as the freshness of the approach, and Otherworld looked promising.

When actor Stacy Keach, star of CBS' Saturday night hit Mike Hammer, was arrested by British Customs for cocaine possession, CBS needed a replacement, and Otherworld, totally inappropriate for the slot, was the only series ready. Producer Rod Taylor, already fighting the network over content, style of direction, found his show thrown to the wolves. Series lead Sam Groom was so disgusted and dismayed that he abandoned all hopes of ever having a good TV series under his belt, and left Hollywood to return to New York and the theatre.

Visually, the series looked great. Filmed with a level of invention not seen since the 1960s, and edited with the panache of the pop videos that were just starting to dominate the music industry, Otherworld, while filmed in an usual outdoor and futuristic locations, did not have that dried out desert and brush look of the Leonard Katzman series of the 70s. It was also well cast, with a family of five, including tasty teens Tony O'Dell and

Jonna Lee, token kid Chris Herbert, and likeable young looking parents Sam Groom and Gretchen Corbett. A bit player on the early episodes of Irwin Allen's TIME TUNNEL (as panicky Jerry), Groom's clean cut preppy college boy looks were often seen in guest starring roles in the '70s and '80s, most memorable as the medic who 'falls in love with history' in Allen's unsold Time Travellers pilot and - ironically - in the Mike Hammer tv movie More than Murder. He also starred in the doer Canadian series Doctor Simon Locke and its spin-off Police Surgeon for three years. Gretchen Corbett is best known as lawyer Beth Davenport in The Rockford Files, one of the first strong capable women in US TV, a convincing, independent career woman.

None of the story ideas in Otherworld's short eight episode history could be called original, although, like STARGATE SG1, the manner in which they were employed gave each a fresh look. Although the just released Back to the Future featured a sequence in which Michael J. Fox was introducing Rock and Roll single-handedly to the '50s, the fantasy of bringing contemporary music to the deprived peasantry, or playing a part in defining Rock and Roll history has been a key component of tv and film fantasy since the 1940s (1944 comedy musicals Fiddlers Three and Time Flies, and the 1949 A Connecticut Yankee in King Arthur's Court all offered scenes in which the heroes introduced either Jazz or music hall to the Ancient Romans, 17th Century London, and Camelot respectively). QUANTUM LEAP quickly picked up the gauntlet, with Sam Beckett offering inspiration to Budd Holly, Chubby Checker and Michael Jackson, while Elvis Presley himself was aided and abetted by over-enthusiastic time travellers in QUANTUM LEAP, the 80's THE TWILIGHT ZONE, and the live action BILL AND TED tv series.

Brothers and Rock fans Rod and Bruce Taylor had high hopes for Otherworld, littering the series with visual gags paying tribute to their favourite show, THE PRISONER - Rover puts in an appearance in this episode and one other, and the walls in Centrex City are decorated with Prisoner style slogans (Resist Change, Emotions are Dangerous, and so on). In fact, the Taylors lack of subtlety of THE PRISONER, although Otherworld is streets ahead of most other 1980s SF TV, and their heavy handed symbolism - the sterile environment of Centrek City is all very '70s - is somehow appropriate in the context of the standard formula 1950s teen movie plot that is being shamelessly recreated here scene by scene with bare faced abandon.

Otherworld's MTV-SF looks as innovative as the Taylor brothers hoped it would, benefiting enormously from the way the three dimensional Sterlings and Kroll are kept separate from the B-movie scenario they have tumbled into. In fact, the only good thing to come out of Otherworld's premature demise was the freeing-up of Banks for the legendary series, Wiseguy!

"It got me thinking about what might be in other of our own world. The Sterling family did what dimensions," says Roderick Taylor. "Then it was Captain Kirk did. Instead of planet to planet, the a case of combining that with something similar family went from province to province. It was a to Star Trek. That was a great show that traveled family adrift in an alien world."

from one culture to another, reflecting an aspect In creating the series, Taylor wanted to present an identifiable family. "We tried to reconstitute the nuclear family of The Waltons and earlier TV families like Father Knows Best and Leave It to Beaver and bring them to a 1980s level. The name of the family, Sterling, was an allusion to Rod Serling [Twilight Zone's creator]." Helping with the show's development was Taylor's son, Bruce. "Bruce was born when I was 16," says Taylor. "Bruce became a very good writing partner."

Bruce Taylor grew up on science fiction TV "Shows like Outer Limits, Star Trek and Twilight Zone are timeless classics," he says. "I've always liked anthology series, but they've been unpopular with the networks. So we tried to do an anthology with a continuing cast. We came up with a family traveling through different states and encountering a new situation every week. It was a way to do Star Trek on Earth." The series also had trappings of Lost in Space, which Bruce Taylor acknowledges. "There are similarities, but I wanted Otherworld to be more serious and deal with political and social problems. I liked Lost in Space, but it was kind of campy. Star Trek was more of a model."

Universal studios was instantly interested in a science fiction project. "Robert Harris was president of Universal at the time," recalls Roderick Taylor. "He was enthusiastic about a family oriented, 8 p.m. show. We pitched it to CBS, and they liked it." Next, Roderick Taylor cast his family. "Universal asked us to bring in three actors for each character. So we brought in three dads, three moms, etc. We were looking for actors who had that indefinable quality of riveting your attention and being charismatic. We changed the actor who played Smith Sterling after the first couple of episodes. The first boy wasn't working out. Nobody noticed!" Initially, Otherworld got off to a promising start with CBS. "When the network executives screened the pilot, they loved it. The chairman of CBS in New York stood up and applauded. They said, 'We're definitely going to order it.' We went right into production."

Those good feelings hit snags early on. "We had a tremendous amount of interference from the network," says Roderick Taylor. "CBS never understood the show. Each episode turned out to be a huge problem for them. They'd say, 'What is this? We don't understand it. Is it funny or serious?' We'd say, 'It's both.' I spent 90

percent of my energy dealing with the network and 10 percent on the show. "An example was the episode 'I Am Woman, Hear Me Roar.' It dealt with a province where men are treated as sex objects and sold at auctions. Networks get very concerned when you do satire. I had to fight for one thing in particular. The woman auctioneer brings out an old guy named Ollie. She says, 'What do you like to do, Ollie?' He says, 'I like to whittle and repair small appliances.' Unbelievably, the network demanded it be cut. I said 'Absolutely not!' They wanted me fired. They said it was making fun of old people. I said, 'It would be making fun of him if he just shuffled around and said nothing. This way, he's being funny and clever. We're making fun of this whole pretense of being auctioned off. It's comedy.' CBS didn't understand that kind of comedy and they remained suspicious of the show. There was a kind of debate between me and the network in the L.A. Times at the time. CBS referred to us as 'a guerilla band operating in the hills of Universal.' I found that incredibly complimentary."

"It was an uphill battle all the way," recalls Bruce Taylor of their dealings with CBS. "The network was very square when it came to science fiction. It was a constant struggle between our vision and their lack of vision. It created a lot of tension." Eight episodes of *Otherworld* were produced. As a midseason replacement, the series materialized in Saturday's 8:00 p.m. time slot. "We had an extremely small staff on the show," recalls Roderick Taylor. "A good friend and writer, Coleman Luck, served as story editor. Between Bruce, Coleman and myself, we wrote or developed most of the stories. At one point, we got together with some of the writers who had written for *Star Trek*. *Otherworld* never got far enough [to use them]."

The Sterling family's journey took them to various cultures and adventures. Where *Otherworld* was located wasn't made clear, but the Sterlings learned more about this dimension with every episode. The family did know that if they reached a place called Imar, they could be transported home.

The pilot film, "Rules of Attraction," reflected the best of the series for the elder Taylor. "It turned out very well. Amanda Wyss played an android, and she was very magnetic and beautiful in that. Trace Sterling falls in love with her, and there was the question of the android's humanity. She had been created to be exactly like a human being. She felt Trace could never really love her because she knew, deep down, he didn't believe she had a soul. It was a tragic love story. Both of them were young and idealistic. Trace had to leave with his family because the radiation in that province would eventually destroy him. Amanda Wyss got something like 30,000 letters for that episode. She was incredibly popular. Had we survived long enough, we would have brought her back in a sequel. I also liked the title of the episode, 'Rules of Attraction.' It resonated to the world of science. It also related to the relationship between Trace and Nova."

Taylor had to fight to keep "Village of the Motorpigs," a story of rough bikers, from being integrated into the pilot. "After we did the pilot, CBS loved it so much they said, 'Why not extend it to two hours?' I didn't want to dilute it with padding. I pressured the hell out of them to leave it the way it was." "Village of the Motorpigs" turned out to be something of a compromise. "It was conceived as a continuation of the pilot, but it stood on its own as well," says Taylor.

Taylor, who is also a rock singer, found the episode "Rock'n' Roll Suicide" close to his heart. "That episode and the pilot were my two favorites," he says. "It was about the Sterling kids introducing rock'n' roll music to the otherworld. It ended up having the same explosive impact that rock 'n' roll had in America in the 1950s. I had to teach Jonna Lee and Tony O'Dell [the Sterling children] how to play the instruments and lip synch. They're not really playing or singing, but it looked that way. Also, you see them playing to this vast crowd. I actually only had 16 extras. I moved them around a lot and intercut it with real concert footage." In "Mansion of the Beast," mother June Sterling is held captive by a powerful creature who has fallen in love with her. The episode details the family's efforts to retrieve her. "There were great shots of the family riding their wagon through the mountains. It looked like we had gone to Oregon to film it. Actually, it was all shot on Universal. The forest was actually painted in with mattes."

Bruce Taylor offers his own rundown on the segments. "In the pilot, we tried to do a lot in that one hour. *Otherworld* had a fairly complicated set-up for a series. We added a voice-over on subsequent episodes (during the title sequence) to explain the premise because it was the kind of show that took viewers a few weeks to really understand what it was about. We also had to do a pilot that wasn't too far out. It had to appeal to the network. We wanted it to be science fiction but in some sense, also traditional, so the network would like it."

The story of "Zone Troopers Build Men" has Trace drafted into the zone troopers army. The only way he can resign is to advance in rank, and that means to kill innocent people. The plot was inspired by a real headline. "Trace was punished for bad school grades by being drafted," says Taylor. "The genesis of the idea was an article about a country where punishment for failing grades is to be put in the army." "I Am Woman, Hear Me Roar" had trouble with its original title. "We wanted to call it 'You've Come a Long Way, Baby,'" says Taylor. "The network informed us we couldn't call it that because that was the Virginia Slims cigarette trademark. The story showed a matriarchal province carried to the ultra-feminist extreme. It

was a political satire where men are reduced to almost slave-like status and auctioned off like cattle." In "Princess Metra," Gina Sterling poses as a princess. "There was a Sean Connery film called *The Man Who Would Be King*. That gave us the idea. Gina resembles a former ruler of a province. She's thought to be Princess Metra, who was prophesied to return. After it was shot and edited, we found out the segment was six minutes too short. We wrote four minutes of additional material, and added two minutes of a dream montage. We got lots of letters from viewers who thought the montage was great. I was unhappy with its music score. It was repetitive and monotonous. It made the montage seem excessively long. But we were on a tight, rushed schedule and we had no time to change the music."

Some of the Taylors' favorite scripts were never shot. Roderick Taylor describes Coleman Luck's "Seeing Double" as "an incredibly tense story. It was carted by the network. They didn't want to do it. The family visits a province where everyone's worst fears come upon them. You saw each of the family's fears: the mother had a fear of being abandoned, the father had a fear of failing, Gina got fat and ugly which is a classic fear for a young girl, and so on. The network said, 'No, it's too intense.' It would have been a frightening episode, but they do triumph over their fears."

Also never filmed was the Bruce Taylor script "The Judge," which the elder Taylor calls "probably the best plotted story we ever had. The family encounters a Judge Roy Bean character. They violated his rules, and he gives them a choice: remain in jail, or they can play a little game with him. If they lose, they lose everything. In one instance, they're walking down a road and come to a fork. They don't know which way to go and they have to be very smart about every decision they make. "Unfortunately, 'Seeing Double' and 'The Judge' weren't shot. CBS was in a very hostile mood towards us by this time. We had also planned to do a story about a Jeopardy-like game show in *Otherworld*, where the family are contestants."

Otherworld was canceled after eight episodes in the spring of 1985. Although the ratings for the pilot had been adequate, the series slipped to the lower echelons of the ratings poll for the next seven episodes. Roderick Taylor points out, however, that the ratings didn't tell the whole story. "One of the most remarkable things was that *Otherworld* had the highest TVQ ratings than any other show on CBS. That meant that viewers who watched it considered it their favorite show. Obviously more people watched CBS's *Dallas*, but if you asked ten of its viewers if it was their favorite show, three would say yes. With *Otherworld*, five out of ten viewers would say it was their favorite show. It had a small but passionate following. It probably would have continued had there not been so much turmoil with CBS. The series also had a poor time slot. For a show that teenagers would watch, Saturdays was really bad." "The ratings were marginal," says Bruce Taylor. "If we had been on a weeknight we would have done much better. According to the mail we received, a lot of people liked the show. It had great word-of-mouth. CBS received many letters protesting its cancellation."

Looking back on the series today, Bruce Taylor feels, "It succeeded in combining a lot of elements: a family show, social satire, science fiction. But since we were dealing with other dimensions, you're constantly restrained by the network, who wants it to be as 'normal' as possible. That's my biggest regret: *Otherworld* didn't get to be as good as it could have been. I'm proud of the series, but the best was yet to come. We never got to develop the subtext of the *otherworld*." Taylor was gratified by the eight episodes' popularity on the USA Cable network recently. "Viewer response was great," he says, "and USA was extremely interested in producing more episodes for syndication. They were unable to work that out with Universal." "Otherworld has done very well for an eight episode show," says Roderick Taylor. "We tried to break away from what TV too often is, which is horrible and monotonous. We tried for something that was moving, sometimes funny and a little irreverent. It did ignite a spark in people because the later USA Cable broadcasts got very good ratings. Most shows that last only eight episodes wouldn't be the subject of a discussion ten years later. *Otherworld* will live again. For now, it's only sleeping."

CAST NOTES

Sam Groom (Hal Sterling): From 1971 to 1974, Groom starred in the Canadian TV series *Police Surgeon*. He continues making TV guest appearances.

Gretchen Corbett (June Sterling): Born 1947. This Oregon-born actress had a recurring role as Beth on *The Rockford Files* (1974-78).

Jonna Lee (Gina Sterling): Lee appeared in TV movies during the late 1980s.

Jonathan Banks (Kroll): Banks later had a recurring role in the 1980s series *Wiseguy*.

Tony O'Dell (Trace Sterling): O'Dell played one of the students in the 1980s situation comedy *Head of the Class*.

Chris Hebert (Smith Sterling): This young actor's first weekly series was *Boone* (1983-84).

When the Sterlings arrive in a town called Ador, they find a society where the women are dominant and the men are treated as second class.

Wr Bruce A. Taylor, Coleman Luck

Dir Thomas J. Wright

1 - 7 *MANSION OF THE BEAST*

While traveling through the dead forest of Animula, the Sterlings encounter a half man-half beast, named Virago, with incredible powers. Virago takes June to be his companion. Assisted by another forest resident named Akin, Hal and the kids try to rescue her.

Wr Roderick Taylor, Coleman Luck

Dir Corey Allen

1 - 8 *PRINCESS METRA*

After arriving at a province called Metraplex, Gina is mistaken for a returning historical figure called Princess Metra. Seeing that groups of people called Microworkers are used as slave labor by the Macrolites, Gina takes advantage of her status by changing the laws to bring about change; and ultimately gets help from a group of rebelling Microworkers. However, the current leader, called the Prime Manager, does not give up her power willingly.

Wr Douglas Lloyd McIntosh

Dir Peter Medak

OUT OF SIGHT

12 year old Joe Lucas is a scientific genius who develops a formula which gives him the ability to turn invisible, the only other person who knows about the potion is Joe's best friend Ali Patanjali. The two boys manage to get in all sorts of trouble with their new found power of invisibility. The rest of Joe's family is completely unaware of his experiments in the garden shed, Joe's father is a hassled cab drivers who runs a business, which gets into to trouble occasionally, and only Joe and his invisibility formula can help.

The formula is known as Inviz and only lasts for a short amount of time, another disadvantage is that invisibility can be stopped by spraying water on whatever has been coated with Inviz in the first place.

The creator and one of the writers Richard Carpenter was also responsible for creating the SF series CATWEAZLE. Despite the character of Ali being a boy in the show, the person who plays Ali is in fact a young girl by the name of Sacha Dhawan, she is always refereed to as he. The series was shown on the ITV network with the second series being shown on a weekly basis on ITV in the fall of 1998.

Another more adult version of the invisible formula also premiered in 1998 on the ITV network in the form of THE VANISHING MAN, which was generally not well received. Out of Sight however has developed into a nice show for ITV with some good acting throughout and with the usual plots that will keep most children entertained, it maybe a simple premise, but it does work quite well.

The children's slot can be some of the most rewarding places to look for science fiction series. Budgets are often on the small side, but without the constraints that can hold back adult dramas they have much more freedom to indulge the imagination. Out of Sight was the first thing Peter Baldwin agreed to do when he left the popular Coronation Street after more than 20 years playing Derek Wilton.

WR. Richard Carpenter, Graham Alborough, Richard Fegen and Jim Eldrige.

DIR.

EPISODES: 27 **YEAR MADE:** 1996 **COUNTRY:** GB **SEASONS:** 3

CARLTON UK PRODUCTION/CENTRAL T.V. FOR I.T.V.

CREATOR: RICHARD CARPENTER

TYPE OF SHOW: INVISIBLE MEN **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6 ,(2) 8, (3) 13

DATE OF PREMIER: 11/07/1996 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Joe Lucas SHANE FOX, AKBER KARIM (1), EMMILY OLDKNOW (1), SIMON SLATER (1), RAYMOND BRODY (1), AFTAB SACHAK (1), Ali Patanjali SACHA DHAWAN (2-3), Shane Lucas TOM ALDWINCKLE (2-3), Mrs. Lucas MOIRA BROOKER (2), Mr. Lucas SIMON PEARSALL (2-3), Miss Young SOPHIE MCCONNEL (2), Grandad KEN JONES (2).

RELATED SHOWS:

CATWEAZLE

VANISHING MAN, THE

1 - 1 *THE LUCAS-GARROW EFFECT*

Joe finds the diary that will lead him down his invisible path.

Dir David Cobham, Alex Kirby

2 - 1 *UNCLE GUS*

Mr. Lucas' long-lost uncle appears on their doorstep and doesn't want to leave. When Uncle Gus falls down the stairs and can't leave, Joe uses Inviz to investigate.

2 - 2 *A WEIGHT OF YOUR MIND*

Mr. Lucas' long-lost uncle appears on their doorstep and doesn't want to leave. When Uncle Gus falls down the stairs and can't leave, Joe uses Inviz to investigate.

2 - 3 *LITTLE TOMMY DAWKINS*

High bills force Joe's father to cut off the energy supply to the shed. So, Joe must find an alternative. He uses Inviz to sneak into the library and borrow some books. The librarian, believing she's seen a ghost, calls in an investigator. Everyone in town panics when it's decided the ghost is Little Tommy Dawkins, a

chimney sweep from 1839.

2 - 4 *GIVING TROUBLE*

When Joe's Granddad gives him a gift he doesn't want, he decides to sell it to buy a freezer for his lab. Ali and Joe use Inviz on Granddad's car to travel to the shop. Unfortunately, along the way they get into a wreck. Now, they need a replacement brake light without any money to pay for it.

2 - 5 *GUITAR BLUES*

Joe and Ali ask a rock star to help save their school's playing field. The rock star, Jazz, doesn't want to give a donation until his lucky guitar goes missing. Joe offers to rescue the guitar, if Jazz agrees to help the school.

2 - 6 *TEACHER'S PET*

When Joe mixes Inviz with animals, the results are disastrous.

2 - 7 *THE BETTER MAN*

When another genius joins his class, Joe gets competitive and jealous.

2 - 8 *BULLY FOR YOUR*

It's brain versus brawn as Joe tests a theory.

3 - 1 *APPEARANCES CAN BE DECEPTIVE*

Joe and Ali must become detectives, invisible ones, when they trip over a murder plot.

3 - 2 *JOLLITY B AND B*

The family goes on holiday to a farm house, where they assume they are guests.

3 - 3 *CONFIDENCE TRICK*

The new boy at school gets a little invisible help.

3 - 4 *THE TAXI MAN COMETH*

A man visits the taxi office. While checking the accounts, he causes problems involving love, revenge, and panic.

3 - 5 *MOMMENT OF TRUTH*

When Joe begins experimenting with a new formula, he finds himself in trouble.

3 - 6 *OFF YOUR TROLLEY*

Joe's new invention is designed to help his mom with her new supermarket promotion.

3 - 7 *PLAYING AROUND*

The boys beat a family of cheats at their own game by using Inviz in a game of golf.

3 - 8 *PHOTO FINISH*

During the process of dissappearing, Ali takes a picture of himself.

3 - 9 *A GOTTLE OF GEER*

The boys lend some invisible help to their friend's Punch and Judy show when a rival targets it for mischief.

3 - 10 *BABY, PLEASE DON'T GO*

A visiting baby causes havoc at the house when he gets his hands on Inviz.

3 - 11 *THE MAGIC FLUTE*

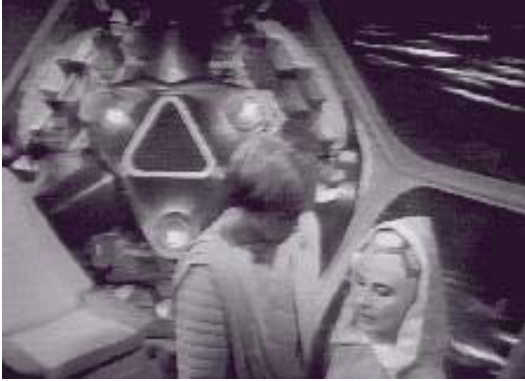
The school is having a concert, but the star has been thrown in detention. So, the boys use Invizto bust her out.

3 - 12 *FOUR WEDDINGS AND A PUNCH-UP*

Mr. Lucas drives the limo to the wrong church when he's hired to drive at a wedding.

3 - 13 *MY INVISIBLE FRIEND*

OUT OF THE UNKNOWN



Anthology series which did mostly science fiction stories, sometimes based on famous authors writings. Stories included "Time in Advance" in which in the future people with criminal tendencies can be licensed to commit a crime. "The Machine Stops" which is set in an Edwardian vision of the future, dominated by machines. "Satisfaction Guaranteed" in which an ambitious executive, is on a business trip, leaving his wife with a robot indistinguishable from a man. Finally in "Target Generation", a puritan, superstitious, inward-looking community of the future is confined within The Ship, they have been there for generations, they all fear the tremor and only one man knows what to do if it happens.

British science fiction anthology series of high quality albeit low budget (4,000 pounds/episode in 1st season, 6,000 pounds/episode 2nd season). Adaptations of stories by first-rate science fiction authors. Producer -- Alan Bromly Writers -- adaptations of stories by Isaac Asimov, J. G. Ballard, John Brunner, Cyril Kornbluth, Robert Shekley, Clifford Simak, John Wyndham, and others.

This SF anthology series, originated by Irene Shubik -- previously story editor on OUT OF THIS WORLD (1962) -- dramatised the work of many well known SF writers. Adapted stories and novels included Immortality, Inc. (1958) by Robert Shekley, Liar! (1941; rev 1977 chap) by Isaac Asimov, "The Last Lonely Man" (1964) by John Brunner, "Beachhead" (1951) by Clifford D. Simak, "Random Quest" (1961) by John Wyndham, "The Little Black Bag" (1950) by C.M. Kornbluth, "Thirteen for Centaurus" (1962) by J.G. Ballard, The Naked Sun (1957) by Asimov, "The Midas Plague" (1954) by Frederik Pohl, "Andover and the Android" (1963) by Kate Wilhelm, "The Yellow Pill" (1958) by Rog Phillip, Level 7 (1959) by Mordecai Roshwald and "The Machine Stops" (1909) by E.M. Forster.

Despite budget limitations, the standard of production was often very high, and good actors were used; one episode was designed by Ridley Scott. The quality of the scripts varied, some of the writers assigned being unfamiliar with SF. After 3 seasons the BBC decided that the series lacked mass popularity, and for the 4th switched it from SF to supernatural stories, all but one being original teleplays.

'Without doubt the best adult science fiction series ever to be written for the small screen.'
(Daily Express)

The cause of British adult science fiction was never better served than by this prestigious BBC anthology series of single plays. Drawn heavily from the written works of top-notch SF writers such as Isaac Asimov, John Wyndham, Ray Bradbury and Frederick Pohl, Out of the Unknown ran for four seasons on BBC2 between 1965 and 1971 - two black and white, two colour - and became a magnet for some of the brightest talent around at the time.

Inspiration came from producer Irene Shubik who already had an enviable track record in the field - as story editor for ABC Television, she had helmed the pioneering 1962 ITV science fiction anthology series Out of This World, and had also established a reputation for picking winners for ABC's renowned Armchair Theatre series.

Among the dramatists working on the first season were Terry Nation, Leon Griffiths and Bruce Stewart (later to script the first, and best, Timeslip stories for ATV), all of whom had worked with Shubik on Out of This World. The directorial credits included Philip Saville (Boys from the Blackstuff), Alan Bridges and Peter Sady, and among the ranks of BBC designers were Barry Learoyd, Peter Seddon and Ridley Scott who, of course, found greater acclaim as director of Alien and Blade Runner. And the series regularly attracted high-calibre casts with David Hemmings, Milo O'Shea, Warren Mitchell, Donald Houston, Rachel Roberts, George Cole, Anton Rodgers, Ed Begley and Marius Goring among the stars.

Being an anthology, OW of the Unknown was never tied to one style of science fiction, though it eschewed membership of the 'bug-eyed monster' club. Some stories were played for suspense (The Counterfeit Man,

- Wr** Stanley Miller
Dir Peter Potter
 1 - 2 *THE COUNTERFEIT MAN*
- Wr** Philip Broadley
Dir George Spenton-Foster
 1 - 3 *STRANGER IN THE FAMILY*
- Wr** David Campton
Dir Alan Bridges
 1 - 4 *THE DEAD PAST*
- Wr** Jeremy Paul
Dir John Gorrie
 1 - 5 *TIME IN ADVANCE*
- Wr** Paul Erickson
Dir Peter Sasdy
 1 - 6 *COME BUTTERCUP, COME DAISY, COME...?*
- Wr** Mike Watts
Dir Paddy Russell
 1 - 7 *SUCKER BAIT*
- Wr** Meade Roberts
Dir Naomi Capon
 1 - 8 *THE FOX AND THE FOREST*
- Wr** Terry Nation, Meade Roberts
Dir Robin Midgley
 1 - 9 *ANDOVER AND THE ANDROID*
- Wr** Bruce Stewart
Dir Alan Cooke
 1 - 10 *SOME LAPSE OF TIME*
- Wr** Leon Griffiths
Dir Roger Jenkins
 1 - 11 *THIRTEEN TO CENTAURUS*
- Wr** Stanley Miller
Dir Peter Potter
 1 - 12 *THE MIDAS PLAGUE*
- Wr** Irene Shubik, Troy Kennedy Martin
Dir Peter Sasdy
 2 - 1 *THE MACHINE STOPS*

Far beneath the surface of the Earth, Man lives, served by the Machine, all-powerful sustainer of life. In her solitary cell, Vashti studies the Book of the Machine. It contains instructions for every possible contingency, for the Machine serves every need of the body and mind. Man who created it, has now come to rely upon it completely. Without it, he could no longer exist. Although religion is discouraged as redundant superstition, Vashti secretly worships the machine ... Her son, Kuno, however, is not nearly so amenable. For him life under the Machine is not the complete and only answer: Finally one day, he finds a way out on to the surface of the Earth.

(Kuno, is dragged back by the forces of the machine, but what he has seen outside has turned him into a rebel. He attempts to defy the laws of the Machine. To train his body for rigorous physical activity, although all actual physical movement is forbidden as vulgar and unproductive of ideas. He tries to convey to his mother the immense beauty of the stars and hill he has seen outside but she is shocked and disgusted, and the committee of the Machine forbid him to leave his cell. No-one, least of all his mother, will listen to his prophesies that the Machine will break down and that Man will be helpless to repair it.

Then one day, the prophesies come true. The Machine begins to falter and the underground population

are helpless both to repair their master and to save themselves. To late, Vashti realises that her son was right and that humanity has been destroyed by mechanisation.)

Wr Kenneth Cavender & Clive Donner/E.M.Forster

Dir Philip Saville

2 - 2 *FRANKENSTEIN MARK II*

A certain Mr. Smithers calls one evening at the flat of Mrs. Anna Preston to collect some things belonging to her ex-husband. George Preston works at a Space Research Station and Mr. Smithers, who claims to run a wholesale stationary business, seems a very incongruous sort of companion for George. Anna, puzzled, tried to contact George at the Station, but without success. Something appears to be wrong. The mystery deepens when she bumps into Smithers in the street and he denies that he ever came to her flat.

(Even the police refuse to help her. Her suspicions are seriously aroused when she receives a post card from Edinburgh ostensibly from George, but obviously forged. By now Anna is desperate. Mr. Smithers appears for the second time. Apologising for the Oxford Street encounter, he offers to lead her to George.

At the Station, George's colleagues tell her to prepare for a shock. George has offered himself as guinea-pig in an experiment by which the human body has been modified to facilitate space travel. He is no longer human, but a mixture of man and machine. When at last she sees him, she cries out that she still loves him, and accuses them of murder. Contrary to what the scientists believe, George is still capable of emotional response, and late that night he breaks out of the laboratory and returns to Anna's flat. Torn between pity and revulsion Anna cannot bear to touch him. In despair he destroys himself.)

Wr Hugh Whitmore

Dir Peter Duguid

2 - 3 *LAMBDA ONE*

At the New York Terminal the giant "Mu Elektron" is preparing to take off on a routine flight to London. After the final nuclear war the Earth's surface is no longer habitable, and because the survivors are forced to live underground, they have also been compelled to invent a new system of travel. This is Tau, whereby the displacement of atoms enables one solid body to pass through another. As all atoms are energy, a Tau ship must utilise one of several modes of oscillation in order to enter atomic space. Experiments have shown that there are four, designated as Gamma, Delta, Epsilon and Zeta. There is a legendary fifth, but no-one has any proof that it actually exists. It has been labelled "Omega", the end, the ultimate in horror because it is unknown.

Among the passengers of the "Mu Elektron" is Julie, the estranged wife of Paul Porter the Senior Controller of Tau Transport in the U.K., who has decided to return to him because she is pregnant. Captain Dantor, the Commander, cynical and disillusioned, has been drinking heavily. Suddenly alarming symptoms begin to show on the airport telescreens. The ship seems to be slipping out of the known mode circuits. The omega symbol appears. Mu Elektron has landed at London Airport, but it is totally unreachable. If the ship cannot be brought back the passengers are irretrievably lost.

(Lambda I, the original Tau Transport prototype, for long a museum exhibit, seems to be the only chance of rescue. Because at the time it was built, the mode circuits were less fixable it may be possible by a hit-or-miss process to reach Omega. The modern ships deliberately guard against slipping out of a set mode. Porter himself, with Eric Benedict a psychologist, decides to take the risk. Benedict has long held the theory that the physical laws which obtain in Tau space are somehow tied up with the human brain. Apparently on their perilous journey and when they reach the stranded ship they discover that at the time she went into Omega a passenger had tried to commit suicide. Now Julie, carrying Paul's child, by her own will to live is able to redress the balance, proving the continuing ascendancy of man's own mind over every physical law.)

Wr Bruce Stewart/Colin Knapp

Dir George Spenton-Foster

2 - 4 *LEVEL SEVEN*

"H" has just finished his final training with defence computers and due to the excellence of his record, his promotion to Major is assured. But before taking up his new duties he is entitled to three weeks' leave. Calling him into his office, the Colonel tells him that the last part of his training programme entails a visit to certain underground installations which will necessitate postponing his leave by a day or two. Just a day or two. But what H does not realise is that once underground, he is there for keeps.

H finds himself on "Level 7", 4,500 feet below the Earth's surface. Above him are six other levels, each

one for a different population category: Government, scientists, service chiefs, etc. Each level is entirely self-sufficient even manufacturing its own air. Each inhabitant has been carefully chosen for his lack of family ties and responsibilities, and they will live in perfect safety. H will be known as X127, and he will work closely in the Operations room with X117, in case of an emergency they must both push the buttons together: the buttons that will send the deadly nuclear rockets over enemy territory. Each button controls a different type of rocket.

For a time life proceeds smoothly, except for isolated incidents. H's duty companion X117 cracks up and has to be given medical attention - medical attention which erases all memory of surface life. H himself falls in love and is allowed to get married. But he nearly find himself in serious trouble when he breaks into the plant room to give his fiancée a flower. They are denied access to the Married Room for one month.

(Suddenly, almost without warning, the final alarm goes. The enemy have let off their own rockets by mistake but it is too late to bring them back. H and his colleague, the new X117, have pressed the final button, and the evil dark stain spreads across the Operations Map. The War is all over in 45 minutes. The TV screens show nothing but ugliness and barren desolation left. Peace negotiations have nothing to negotiate about.

But Level 7 hasn't taken into account the deadly radiation poisoning which seeps down through the ground. Soon it has engulfed all the other levels, bringing with it blindness, vomiting and death. H and his wife die in each other's arms. The whole of Level 7 has been in vain.)

Wr J.B.Priestley/Mordecai Roshwald

Dir Rudolph Cartier

2 - 5 *SECOND CHILDHOOD*

The TV Quiz Show "You Bet A Million" is only open to millionaires; contestants failing to answer a simple question stand to lose a million, but if they answer correctly they win either a million or "The prize that is beyond price". In Charles Dennistoun's case this turns out to be Doctor Kepler's [sic] rejuvenation process.

(His family are watching the programme with mixed feelings. Up till now, the process has been reserved for deserving cases only; benefactors of mankind, or great artists have been eligible. This is the first time it has ever been given away in a TV Quiz Show. And now Charles has accepted it in preference to a cool, million. Tearfully his wife Betty waves him off at the Airport, where he is bound for Heppler's Clinic high in the Austrian Alps. For Charles to be made young again will mean for her the end of their married life, or so she thinks.

At the Clinic, the treatment is spectacularly successful. Heppler tells Charles that he will look like a man of thirty. Asked why he hasn't used the treatment on himself, Heppler confides that since being accidentally exposed to radiation, and consequently having a weak heart, the process, for him, would be dangerous. He has however used it on his wife Odile who assists him. Finding his vitality miraculously restored, Charles and Odile have an affair. When Heppler finds evidence of his wife's infidelity, the shock brings on a further heart attack which kills him. With Heppler dead disaster strikes. Only Heppler knew the secret of stopping the reverse ageing process, and now there is nothing to stop Charles from getting younger indefinitely.

The date arrives for his return to England. His family wait apprehensively. Suddenly an enormous Rolls drives up. When Betty opens the door she finds a tiny baby on the doorstep.)

Wr Hugh Leonard

Dir John Gorrie

2 - 6 *THE WORLD IN SILENCE*

Garsfield College is a very advanced centre of learning; the students are taught exclusively by tapes fed into teaching machines. Most of them take to this method of education easily; but some, like Sarah Richards, become neurotic and unhappy. The inhumanity of the machines frightens her.

Stephen Kershaw, who supervises the tape operation, is instructed to realign some new machines in accordance with fire regulations. The students are roped in to help and, after the machines have been arranged in their new pattern, strange things begin to happen.

(In the Control Room Kershaw and his assistant begin to notice that the students' responses seem to be speeded up. Most surprising is the change in Sarah. She looks more relaxed, completely at ease, all her nerves forgotten. And she answers all questions automatically and at once. They try her on Third Year problems. She answers questions she couldn't possibly have known. So do all the other students, even in

the First Year Grade. Gradually Sarah takes over control. The moving of the machines has somehow established a mental link between all the students, and the composite will working through Sarah is strong enough not only to alter the very structure of the College, but to kill is opposed. Sarah informs Kershaw that after a while the first batch of students will be "processed" and that he will be one of the replacements. When the time arrives for him to take place at a machine, he appears to do so willingly, then a post hypnotic suggestion orders him to move one of the machines a fraction of a foot.

The plan works; but destroys not only the pattern, but the machines and the College as well. Kershaw and Sarah's mother visit the girl in hospital. She has become again a timid little girl, hiding from the world behind her spectacles.)

Wr Robert Gould/John Rankine

Dir Naomi Capon

2 - 7 *THE EYE*

A future society has invented a device which picks up the "finger prints" which light and sound waves leave on matter, descrambles them and produces the image of any event in the previous fifty years. This means that, when Julian Clay murders Andrew Maddox, the Public Prosecutor can see him doing it. Only a plea of acting on impulse under provocation can save his life.

(In fact Clay planned Maddox's murder, to the last detail, months in advance. Knowing his every move had an unseen future audience. Murder was a necessity for Clay. Maddox had taken away his fiance, Bea. Bea anyway despised Clay as an indecisive weakling. To commit murder and get away with it was one decisive, defiant act which would lay these ghosts and overcome the sense of inferiority which had haunted him since childhood. His acquittal and reunion with Bea, however, leave him unsatisfied. Only by a second murder, committed in public, can his ruthlessness achieve the recognition he desires.)

Wr Stanley Miller/Henry Kuttner

Dir Peter Sasdy

2 - 8 *TUNNEL UNDER THE WORLD*

Guy and Mary Birkett wake up on the morning of June 15th both having had the same dream - a gigantic explosion. However, soon the normal morning routine reasserts itself. Guy will have to hurry over breakfast, otherwise he will be late for his job at Contro Chemicals. Today he must be there early because it is the morning when he must make out his tax returns. The factory slightly frightens him - he has never been able to come to terms with the Dorchin process; a process whereby a human brain pattern can be mechanically reproduced, so that the machines can actually think for themselves. Better not to think too closely about that

At his office Guy finds that a little man named Swanson has been urgently trying to contact him. Today his appointment book is full, but his secretary arranges for him to see Swanson at 9.30 a.m. A normal day draws to a close.

Today June 15th, Guy wakes up screaming. Again he has dreamt of an explosion. But outside he hears the normal day's routine noises - the loudspeakers advertising Marlin's Cigarettes, or Freckle Freezers, just as usual. At the restaurant where he eats his lunch he is persuaded, just as his wife has been, to buy a Freckle Freezer, though he doesn't want one. A little man named Stevenson has made an appointment for tomorrow.

The next day, June 15th, everything goes wrong, both at the office and at home. Last thing at night all the fuses blow. While he is trying to mend them he is knocked unconscious. He remains in the fuse cupboard all night, failing to notice the two midnight intruders [sic] who place a pair of earphones carefully over his wife Mary's head as she lies asleep.

(For his wife the next morning again will be June 15th. But he hasn't received the brainwashing treatment. He can remember the day before. At his office, Swanson rings. He too has recognised what is happening. The two meet at the restaurant where Guy lunches. And from there, in a long tunnel connecting the restaurant to Contro Chemicals, they begin to discover the truth. Dorchin, inventor of the machine humanising process is behind it all. When an explosion at the factory caused the death of the town's inhabitants, he converted them all into robots, while at the same time he was able to test the efficacy of his advertising processes. But because such a process would be expensive using life-size dolls, Dorchin used instead scale models. Guy and his wife are living their lives on a table top!)

Wr David Campton/Frederick Pohl

Dir Alan Cooke

2 - 9 *THE FASTEST DRAW*

The first thing Peter Stenning realises when he arrives at the Handworthy Foundation in the Mexican desert is that there's no job for him. Amos Handworthy has gone off on one of his trips without informing his Staff on which project the young electronics expert whom he contracted in England will be working. After several days of heel-kicking he is sent for, to find Amos waiting for him in an exact replica of a Wild Western Saloon. The era when the Wild West was in its heyday plainly thrills him, and he explains to Peter that his father was a U. S. Marshal, one of the fastest draws west of Pecos. The first real work Peter finds himself doing is mending an old coin-operated music making machine.

However, re-living the past is more than a hobby with Amos Handworthy; it is a mania, as Peter is soon to learn.

(Grateful at Peter's skill with printed circuits, Amos shows him his Automata room. Beautiful and graceful dancers spring to life at the press of a button, and there is even a child who writes a letter home. Although he realises that Amos is slightly unbalanced, Peter is impressed despite himself. But Amos' biggest prize is a replica of a Western street, and a Marshal with hand on gun. Amos tells Peter that the device is electrically operated to shoot and Amos can practice beating him to the draw. He wants Peter to speed up the Marshal's reactions, and Peter can do this by linking up the Marshal with Amos' own nervous system, so that the tenses Amos feels, the faster the Marshal will shoot.

There is a woman in the case, Amos' housekeeper, Emma Bowles, who longs for Amos' death. Peter too, tied by the terms of his contract to remain nothing but a glorified toymaker, yearns to escape. It is a simple matter of electronics and real bullets, to see that the automatic Marshal remains "the fastest draw".)

Wr Julian Bond/Larry Eisenberg

Dir Herbert Wise

2 - 10 *TOO MANY COOKS*

Wr Hugh Whitmore/Larry Eisenberg

Dir John Gibson

2 - 11 *WALK'S END*

Old Miss Claythorpe lives alone in "St. Bridget's Home for the Elderly", a tumbledown, depressing and squalid home where the Matron is a secret drinker. One day, she is surprised to receive a call from two strangers, who introduce themselves as Mrs. Dakers and Doctor Saint. They have a proposition for the old lady. If she will come with them to Walk's End, a pleasant and attractive country house where Mrs. Dakers is the Matron, she won't have to pay a penny, and she can her days in comfort. Although she is puzzled at this offer apparently out of the blue, Miss Claythorpe allows herself to be persuaded, and she is escorted to Walk's End in the Doctor's Rolls.

(There she meets the other residents. Among them are Major Gregory, all military precision, vague Mrs. Hope who isn't quite sure whether she will have to share a room or not, Mr. Quire who is following a BBC teach-yourself Spanish course - much to everyone else's annoyance, and Mr Bone a retired biologist. It is the latter who has come to some quite definite conclusions about what Dr Saint's mysterious experiments with rats portend. They are all to receive euthanasia, to balance the surplus population. While the others have all more or less come to terms with this, Miss Claythorpe is horribly frightened. She doesn't want to die before her time. Doctor Saint, as soon as he realises what they believe, hastens tearfully to reassure them. He holds human life sacred. How could they believe such a terrible thing? But the assuaging of fears only gives place to worse ones. He is a human vivisectionist. Hastily they try to organise a mass escape. All, except Mr. Bone. He has spent a quiet time in Saint's laboratory and has come up with the truth - a truth far worse than euthanasia. Saint has found a way to keep them alive - not young, but as they are now. They will stay old - indefinitely. Glumly he confronts an endless, and petty, future)

Wr William Trevor

Dir Ian Curteis

2 - 12 *SATISFACTION GUARANTEED*

Wr Hugh Leonard/Isaac Asimov

Dir John Gorrie

2 - 13 *THE PROPHET*

Wr Robert Muller/Isaac Asimov

Dir Naomi Capon

3 - 1 *IMMORTALITY INC.*

"When a normal man dies the energy web of his mind is disrupted by the death trauma and dispersed,"

says the Chairman of Rex, 22nd-Century inventors of Hereafter insurance. "Only those who have dedicated years to the disciplines of Yogi can hope for their minds to survive the psychic shock of death and pass into the Hereafter. Now we have developed an intricate electro-chemical process which stimulates the Yogi discipline and ensures survival of the mind after death - for any man who can afford it."

But when Rex use their equipment to pluck the mind of a man living in the past and implant it in a 22nd-Century body, they encounter an ancient phenomena: the Death Wish.

Mark Blaine may be bitterly determined to hold on to the new life in the new body that Rex has given him - particularly after he has met Marie, one of the scientists involved. But the fact remains that at the critical moment on the motorway in 1968 he let Rex crash his car for him.

With marie as his mistress and his job as a "hunter" - of those rich enough to afford Hereafter Insurance who wish to experience the kick of being murdered - Blaine's only worry is the mysterious zombie who has haunted him persistently since his arrival. This zombie in fact saves Blaine's life when he becomes involved in the political in-fighting between Rex and the Government. Later with Marie's help, Blaine is spirited out to safety in the South Seas. Here he settles and ultimately marries Marie. But once again the zombie seeks him out. It has at last discovered its original identity, it says. When Blaine crashed on the motorway he killed another man whose mind was also pulled over by Rex into the 22nd-Century. The mind was lucky enough to find a host body - the zombie's - but this is dying. Will Blain now surrender his body to the mind of the man he killed with his own death wish?

Marie is distraught, but Blaine knows the justice of the zombie's plea. He must surrender his body. He anyway possesses Hereafter Insurance; he will wait for Marie to join him

Wr Robert Sheckley / Jack Pulman

Dir Philip Dudley
3 - 2 *LIAR!*

Wr David Campton/Isaac Asimov

Dir Gerald Blake
3 - 3 *THE LAST LONELY MAN*

If, by an accident of science, it became possible for the personality to pass at the moment of death into the mind of someone still alive, then the big new problem would be into whom. To foist the wits of a rogue onto an unwilling recipient would be unjust indeed. Any government who could thus cheat death might indeed win a popular vote, but only so long as all was voluntary - mutually contracted.

James Hale is a man of such a society. He has insured against death of his personality by arranging mutual "Contact" contracts with his relatives. He is already host to his late father with whose memories and prejudices he has now learned to live. He himself is a responsible parent of twins whose Contact he will arrange when they are of age. He is also a warm-hearted man who, when he meets one Patrick Wilson, agrees to "take him on until he can get fixed up with a friend".

When, the morning after, it transpires that Patrick is in fact utterly friendless, James begins to get worried. He has, after all, a responsibility to his other Contacts - as they are quick to emphasise. He must go to the officials and "expunge" this incompatible Contact immediately. But Patrick is too quick for him. Before James can get free, the lonely man commits suicide. Agonising seconds later, James starts to laugh - but with the mirthless bellow of Patrick Wilson.

It isn't all one-sided. There are times when the old James seems quite himself again. But always the lying, the arrogance, the crafty deceit of Patrick are lurking there in the background. Of course the government has installed adjustment clinics. But to adjust to such a schizophrenia as this, it seems, is too much. James is stuck - the victim of one kind-hearted moment too many. All too soon, his sole remaining Contact is his wife. One Contact, whom he must now take desperate steps to retain. One last Contact - in a world where to die Contactless is to die

Wr Jeremy Paul/John Brunner

Dir Douglas Camfield
3 - 4 *BEACH HEAD*

Commandant Decker, like so many pioneering explorers explorers before him, is a man who has to prove himself to himself. He is a veteran of some thirty-six fault-less missions to alien planets. They were faultless because the ultra-technology which man has evolved overcomes all eventualities, however strange, however "unknown". The spacecraft, robots, computers, drugs, weapons - all are perfect,

invincible. Decker and his colleagues have achieved great facts in the conquering of space; but the real achievement is that of science rather than of the men who use it; the human function has been reduced to that of a button-pusher, flesh-robot. And now on his thirty-seventh mission, to planet 0243/B, Commandant Decker is tired - tired of his life, tired of what man has become - tired to the point of rebellion.

And it is not until this new planet subtly defeats their hitherto infallible machines that Decker at last defines both the cause and the cure for his dissatisfaction: that he is first and foremost a human-being.

Wr Robert Muller/Clifford Simak

Dir James Cellan Jones

3 - 5 *SOMETHING IN THE CELLAR*

Life, according to Jean Paul Sartre, lies like beauty in the eye of the beholder. The life-force in a computer may seem a long way from the bio-chemical pulsing of protoplasm, but its influences can still exist for those disposed to recognise it. Physicist Dr. Monty Lafcado, in his obsessive desire to make a translating machine, becomes thus disposed. Though in Lafcado's case, possessed by be an more appropriate term.

With the financial patronage of I.B.C., he and his assistant Fred have for years been adding circuit upon circuit to the complex transformers, memory-shunts and tape-banks in the cellar of his rambling family home. They have produced a monster that can ingest German, French or Hebrew and regurgitate it as English - of a sort. It can also, they discover, assimilate the odd remark passed in its presence - often to disconcerting effect.

One thing it cannot do, however, is keep house. So that the appearance of an amiable woman, Bettina, is welcome indeed to Lafcado. And in no time at all her status as cook and cleaner is raised to that of wife. But it doesn't work. Lafcado starts showing symptoms of nervous strain. They are symptoms which, were his mother still alive, might be described as oedipal. But she isn't alive. There is only the chatty old thing in the cellar. A machine. Inanimate. Or so it seems - until the day Lafcado is taken off to a clinic. And then, with swift and vicious cunning, it strikes Bettina dead. The effect of Lafcado is shocking. Bewildered, he puts up a last pathetic show of defiance at the thing he has created. But its life-force is too strong - irresistible for a man whose overwhelming need is for a mother in whose soothing womb to forget his troubles

Wr Donal Bull

Dir Roger Jenkins

3 - 6 *RANDON QUEST*

Interpreted one way, Einstein's special theory on the four-dimensional space-time continuum could mean that there are numerous other planes of existence on earth which are parallel to our own.

When physicist Colin Trafford is involved in a laboratory explosion, he regains consciousness in just such another plane of existence - one which, it seems, diverged from our own around 1937 and has been running parallel, though rather differently, ever since. Hitler, for instance, had been assassinated in 1938. Consequently no World War, no atom bomb, no Korea, no Truman - and less inflation. Colin Trafford, having been born pre-1937, exists in both planes; so that this new world already has a profession, a home and a most attractive wife, Otilie, waiting for him. All of which is exceedingly confusing to him - as is the fact that he now has a moustache and a large bank balance. True, he is a member of the same Club and recognises a couple of his other-world acquaintances. But there the similarities end. For, while it is apparent that this other-world Colin whose shoes he literally finds himself, has prospered as a famous journalist, he appears to have done so very much at the expense of his character. Colin finds himself regarded as an irresponsible, selfish adulterer plagued by a possessive mistress and with his marriage to Otilie distressingly on the rocks.

Hopelessly in love with Otilie from the moment he first meets her in their lavish Knightsbridge home, Colin finds her antagonism intolerable. He dedicates himself to repairing their relationship; but at the very moment when it seems as though he is about to succeed, he blacks out, only to regain consciousness in his original plane of existence.

He becomes obsessed with the belief that his beloved Otilie Harshom (her maiden name) must also have been born into and exist on this plane. Certainly no-one has ever been christened with that name. And not noe of the Harshoms living in England can offer any help. Indeed eventually he begins to accept that his life in the other plane, must, as the doctors insist, have been nothing but an exceptionally vivid dream.

But then, following a last clue, he discovers that a fighter pilot named Harshom had a girl friend who bore him a daughter. Had the pilot not been killed the child would have been christened Otilie Harshom.

And indeed when Colin finally traces the girl, it is to find her the real Otilie of his "dream".

Wr Owen Holder/John Wyndham

Dir Christopher Barry

3 - 7 *THE NAKED SUN*

Wr Robert Muller/Isaac Asimov

Dir Rudolph Cartier

3 - 8 *THE LITTLE BLACK BAG*

Altruism versus personal gain is a recurring conflict. By placing a discovery of vast potential value to humanity in the hands of two morally and materially deprived people, one might expect to see altruism defeated. In "The Little Black Bag" it is. But not before the conflict has brought the murder of one and the involuntary suicide of the other.

The discovery is medical - the shape of a miraculous do-it-yourself doctor's bag time-travelled back from 2065. It falls into the hands of the disbarred and drunken Dr. Full and an enterprising female racketeer, Angie. Teaming up, they open a clinic for cosmetic surgery. Thanks to the non-scar-forming instruments capable of removing subcutaneous deposits and firming fatty flesh, business is soon flourishing.

But the doctor is dissatisfied. Cured by the bag of his alcoholism, he begins to fret over the wasteful way they are exploiting it. His first tentative experiments with curing warts and minor infections soon progress to major surgical therapy of malignant tumours and tubercular lungs. And the more magical his cures, the more his conscience troubles him.

Not so Angie. To her the bag is the road to Eldorado. As she says of one flabby widow: "We could go over her inch by inch at two-hundred guineas a throw, and be millionaires by the time we'd finished." And when Full finally agrees with Harley Street to suspend his practice pending official tests of the bag, Angie goes berserk. Seizing the amputation knife, she murders him - then brazenly prepares to take over the treatment of his patients.

Meanwhile, ahead in the year 2065, the makers have been keeping a check on the bag. When warning lights flash that it has been put to the anti-social use of murder, they decide to destroy it.

They do so at the precise moment that Angie is demonstrating the "absolute safety" of an operating knife by slashing it across her throat

Wr Julian Bond/C.M.Kornbluth

Dir Eric Hills

3 - 9 *1+1=1.5*

The year 2020, and Britain has retrieved supremacy in at least one field: Population Control. And the focus of this achievement is Rural 79B where the computer-calculated target of one-point-five children per married couple has now been achieved. Rural 79B's Population Officer Henry Beldon duly receives a Ministerial Commendation First Class in recognition. But his glory evaporates with the discovery that his wife Mary is expecting a second and unscheduled child. What now of his finely maintained average? What now of Rural 79B is the news leaks out that one of its couple has beaten the F (for fertility) factor? And worse, that the husband presumably responsible was the Population Officer no less. Only he and Medical Officer Stewart were privy to the secret of the F-factor: yet, had he done so? Or had Mary, bored and love-starved, somehow achieved her unlicensed condition through maternal devices of her own?

To M.O. Stewart, the latter seems the more likely. Either this or Beldon has suddenly become super-fertile - a possibility which also occurs (and appeals) to various of their female colleagues.

The public response when the news does break is "a classical case of mass repression triggered into action." The official response, however, is far more forbidding - particular for Beldon. Facing banishment to the under-populated Arctic he turns in despair to Mary. The secret of her pregnancy - has she no idea? Remorseful at last at the threat to her husband's career, Mary confesses. She had found it in her ancient herbal diary: "For those who, though hot for the bearing of childer[sic], come not in season" But is even her explanation right?

If so it makes a mockery of M.O. Stewart's modern methods of compulsory contraception ...

It requires a chance remark and Stewart's diligence finally to solve the foetal mystery. And even then, how to appease the Computer and restore Rural 79B to its cherished average of one-point-five?

Wr Brian Hayles

Dir Michael Ferguson

3 - 10 *THE FOSTERS*

Bio-chemist Dr. Harold Gerwyn is puzzled by a man on the 'phone warning him that his wife will fall ill. He is deeply shaken when she indeed does, going into a mysterious coma for which the hospital is unable to find either cause or cure.

The man 'phones again, instructing Gerwyn to go to an address. He arrives to find Mr. Foster and his sister awaiting him in the front garden - to all appearances a charming old couple living out their lives in sleepy suburbia.

But these appearances prove increasingly false as the Fosters lead Gerwyn into their house. Calmly they explain they have infected his wife with a unique steroid enzyme that will sustain the coma until an antidote is applied. If Gerwyn refuse to co-operate, she will surely die.

Co-operate in what way? If he'll just step into this back-room, they'll show him the Subject This, lying amongst a mass of complex equipment, turns out to be Geoff Hirst, a young man whom the Fosters have rendered similarly comatose. Now, if Gerwyn will just arrange for the loan of an artificial metaboliser from the lab where he works

To his horror, Gerwyn realises they plan to operate, in vivo, on the boy's brain Though with what aim the Fosters as yet refuse to reveal. "You'll be murderers," he says. "Oh, we've been that for a very long time," they retort. However, they convince him also of their superior powers, to suggest a solution to a hitherto insoluble problem in his research work.

It's crazy - impossible! This dodderly old couple, dreaming up an inspired solution which, when he checks it at the lab, actually works! Even crazier when Gerwyn's daughter Sally establishes that Foster is a retired stockbroker with a blameless past.

Reluctantly Gerwyn realises that, whoever they may have been, the bodies of the Fosters are now possessed by beings of a vastly superior intellect. Beings, moreover, with macabre designs on the living brain of a boy; and beings whom, for the sake of his wife, he must agree to help.

As he goes off with the metaboliser to do just that, Sally is left to follow their one possible lead: the origins of the boy Geoff. She dare not risk going to the police. She knows she has but a few hours before her father becomes a party to murder.

And what, Gerwyn asks the Fosters, is the mysterious secret they seek locked in the human body? The will, they answer, staring with contempt at the boy's body - the simple will to live. That instinctive urge which, in their more highly evolved society, has dwindled to such an extent that now their whole existence is threatened.

Wr Michael Ashe

Dir Phillip Dudley

3 - 11 *TARGET GENERATION*

They are ignorant of any purpose in life or of the existence of anything but the ship which is the only world they know. Once there were books and films, but their ancestors deemed them evil and destroyed them. Now they while away their time with futile games and elaborate spiritual rituals, Those who have duties pursue them routinely, never thinking to ask why; they merely obey the System as laid down by generations long forgotten. They worship the tree, the wind and the grass - but blindly having never seen or felt any of these things. All they believe, with their intricate web of superstitions, is that when the trembling comes and the stars stand still in the heavens, then too will come the end. But what end? How can they know? The end of their games and rituals? The end of the ship that is their shell and their world?

One person only, Jon, possesses the secret of reading - passed on to him by his late father along with an envelope marked: "To be opened only in emergency". Jon has hidden this envelope along with his treasured if profane dictionary.

One day the ship tilts and the tremor (of propulsion motors) commences. The stars stand still in the sky. All run in terror to the meeting hall where the leader, Joe, intones a service of obeisances. But Jon is missing. Recognising that this must be the emergency he has gone to open the envelope. And reading its contents he begins to comprehend at last the purpose and meaning of the ship. To his intense shock he realises that it is a space ship, now in its 900th year of flight. The "end" that all have dreaded is in fact the landing of the ship on a planet - a landing which Jon is to effect from the ship's Control Room. He goes to the room, unlocks it with a key from the envelope. But as he gazes in awe at the controls, Joe appears and

wildly accuses him of heresy. To save the ship, Jon is forced to kill Jo and menace the rest of the community with death if they interfere.

Finally with the aid of the ship's ingenious computer system, Jon is able to land on a "safe" planet. Bravely he and his wife approach the exit and the new land - just as the ship's creators had intended 900 years previously.

Wr Clive Exton/Clifford Simak

Dir Roger Jenkins

3 - 12 *THE YELLOW PILL*

Dr. John Frame agrees readily enough when Detective Inspector Slinn of Scotland Yard phones to ask if he will make out a psychiatric report on a violent criminal. But from the moment Wilfred Connor is escorted into his consulting room and handcuffed to a chair, the doctor starts to feel uneasy. Connor, charged with shooting three robbery victims to death, is clearly in an acute state of hallucination. He claims he is an R.A.F. astronaut on an interplanetary space-shot in the year 1995. What is so uncanny, however, is the earnest conviction with which he insists that the doctor is his co-astronaut and chief on the flight.

The Detective Inspector, a forceful, authoritarian type, is utterly disdainful of the prisoner's condition and concerned solely with obtaining a statement. There is an argument when Dr. Frame insists they humour the man's hallucinatory pattern. But when Connor accurately reveals not only the name of the doctor's wife but also that he's having an affair with Helen, his receptionist, Frame becomes increasingly alarmed.

That evening Helen is righteously indignant when the Doctor accuses her of some sort of conspiracy against him. She succeeds in rationalising his fears and calming him. But when the detectives return next morning with their psychotic prisoner, Frame's fears are soon intensified. Connor, he realises, is totally unaware of the detectives, has his own interpretation of all the visible furnishings, Frame's desk is the space-ship chart table, etc., and his own rationalisation of all the incidents - (the "murdered victims" were invading space-creatures, Frame is suffering space hallucinations and has mistakenly tied him to this chair, etc.) All Frame's attempts at reasoning with him are met with the same stubborn conviction that he take one of the yellow anti-hallucination pills in the chart-table drawer - and spoon before they go into orbit.

Frame, surrounded though he is with the solid evidence of his own world, finds himself forced increasingly to suspect it. Could he be living in a dream? Could this office and these people really exist only as distorted creations of his own imagination? Could this comfortable, established life of his really be a terrifying illusion? He fights against it. Searches in growing panic to establish reality. But not until Connor taunts him at last to violence does his desperation drive him to swallow the pill. The result is both shocking and tragic.

Wr Leon Griffiths/Rog Phillips

Dir Michael Ferguson

3 - 13 *GET OFF MY CLOUD*

What happens when a novelist has a breakdown from writing too many science-fiction stories? In Marsham Craswell's case he goes into a semi-coma and starts living his stories. Such is the power of Craswell's imagination that it has exiled him to a fantasy planet where, as the Mighty Multan of the Sword, keeper of the great diamond and destroyer of the legions of Dok-men. And to Stephen, the psychiatrist intent on saving him, there is only one hope: to "introduce" someone into the Craswell fantasy world. That someone has to be the sort of sane, dependable extrovert capable of dominating Craswell's imagination with his own commonsense reality and thus of talking him back to consciousness. And who better than Stephen's witty sport-writer friend, Pete?

Pete's willingness to help begins to wane, however, when he learns that the "introduction" is to be by means of a unique two-way encephalograph capable of linking his mind with Craswell's. Also he has to be sure to avoid finding any sympathy with the Sci-Fi fantasy for fear that he too will be caught up irrevocably on the Craswell planet.

And indeed, when Stephen throws the switch and Pete blinks at the forbidding green desert of Istak, he begins to wonder at his chances. Craswell, in full warrior gear, is reluctant to recognise Pete's existence. But when Pete starts trying to destroy the fantasy by conjuring up such earthy objects as phone-booths, village bobbies, and taxi-cabs, Craswell retaliates by proclaiming him Nelpar the mighty magicians. Having thus written Pete into the story, Craswell resumes his quest for the Snake.

Not until they meet Garor, the ravishing priestess and keeper of the Snake does Craswell's determination start to falter as Pete gleefully shrinks her outfit to a revealing mini-armour. But with Garor around, Pete

finds himself beginning to enjoy, even sympathise with, the fantasy. And the next thing they are staked down in a pit being approached by a giant spider - a creature for which Pete has an acute real-life phobia. For a moment it looks as though Craswell's imagination will win. But at the last moment Pete's commonsense prevails, and they all surface safely in the hospital ward. Fine - until Pete starts meeting the Craswell coma characters in the real world outside - including Garor.

Wr David Climie/Peter Phillips

Dir Peter Gregeen

4 - 1 *TASTE OF EVIL*

The strange happenings hit the new master, Stephen Chambers, from the moment her arrives at Warby Stones - shocking, sinister happenings with no foundation in logic. But then, being for ultra-intelligent boys, Warby Stones is a strange school.....particularly in as much as high I.Q. is proportional to high E.S.P.

As the eerie happenings persist, Stephen tries to rationalise them as pranks stemming from the boys "Sickies" (for Psychic Phenomena) Club. But no. Even the extra-physical laws of parapsychology fail to resolve, much less silence, the nightmare things that go bump in Stephen's nights.

As pupils under the Department of Extra-Normal Education, the boys are exempted from conventional Religious Instruction. Could it be that this has left them with somewhat of a spiritual vacuum. Could it be that, in the intensity of the Black Masses they play at in the school's rambling cellars, they are somehow succeeding in invoking forces beyond the mere laws of science? Or is there in the ultimate a rational explanation even from such abstracts as God and the Devil?

Wr John Wiles

Dir Michael Ferguson

4 - 2 *TO LAY A GHOST*

On the way home from school, fifteen-year-old Diana was attacked and raped. Five years later, after extensive therapy, she married a trendy young photographer, Eric Carver. The doctor told Eric not to hurry the consummation of the marriage, but to be patient and sympathetic.

It was not too hard; Eric would have done anything for his beautiful Diana. One of the things he did do for her was to buy a house. It was not a place he cared for much, and it cost a fortune to modernise. But from the moment they were first shown over it, Diana just knew she had to live there. Just like that - had to.

Their first sight of the ghost came when Eric developed some photographs he had taken of his wife in the garden. In every print a man could be seen standing in the garden. At first Eric rationalised it as some unnoticed Peeping-Tom. But when Diana started to sleep-walk, and the evil-looking ghost showed up in a lot more prints, Eric called in Dr. Phillimore of the National Psychical Research Association.

Wr Michael J.Bird

Dir Ken Hannam

4 - 3 *THIS BODY IS MINE*

Allen Meredith is a shy, withdrawn man whose genius as a research physicist has for years been exploited by enterprising tycoon, Jack Gregory. So long as there was money enough for his research, he was happy. But not so his wife Ann, the only person with whom Allen has found the courage to develop a relationship. To Ann, tycoon Gregory has come to represent the arch jackal..

One day, working on an advanced development of the electro-encephalograph, Allen stumbles on a fantastic new aspect of the machine: mind transference. It seems at first of little more than academic interest - until he explains it to Ann. To her it is obvious: use it to get some of the money out of which Gregory has cheated them over the years - say £100,000.

Allen is shocked, only overcoming his reluctance when Ann points out that it is their only chance of ever having any money and, anyway, this will be the ideal test for his new discovery.

Accordingly, Gregory is coerced, drugged and attached to the electro-encephalograph machine. Ann then attaches Allen to the machine, sets the dials and switches on. Several pulsating minutes later, Gregory regains consciousness, stands up and starts addressing Ann as though he were her husband. Allen recovers and, in Gregory's manner, starts having hysterics over finding himself in some-else's body. Allen's mind has been transferred to Gregory's body, and vice-versa.

Allen (G) is duly driven off in Gregory's Rolls Royce to Gregory's home, and incidental domestic chaos,

while Gregory (A) remains under duress with Ann until such time as her husband can get the £100,000 transferred from Gregory's bank.

The next day turns out an absolute nightmare for the shy-natured research physicist. Trotting around in Gregory's distinctly unhealthy body he encounters a succession of unexpected snags: the tycoon has a business partner, their empire is mortgaged to the hilt, capital is unobtainable, his mistress is being held to ransom for bad debt, his wife is anticipating divorce, and inside he has ulcers.....

Meanwhile, back at the physicist's home, the tycoon is beginning to enjoy himself in his new body. Such is his natural charm that, despite her insistence that he is a cheating jackal, it is not long before he starts to win Ann over. By the time Allen (G) comes limping home to complain that they are out of luck and he wants to change back, his wife and the tycoon have worked out their own scheme. Gregory (A) tells him of a nest-egg he has hidden away; if the physicist will just go and fetch it then take it to the laboratory.....

But for the mistress, they might have got away with it. Instead the physicist loses the money in payment of the tycoon's bad debt and turns up at the lab without a penny. Ann is disgusted - doubly so when the tycoon and the physicist agree to shake hands, switch back to their own bodies, and forget the whole disastrous escapade. What the two men overlook is that Ann's help is essential if the return personality switch is to be effected successfully.....

Wr John Tully

Dir Eric Hills

4 - 4 *DEATHDAY*

To all appearances Adam Crosse is a normal, well-integrated member of society; respected provincial journalist, nice new-town home, attractive wife, jovial disposition. But in fact, behind his front of self-assurance, Crosse is sensitive, frustrated, introspective - a mass of neuroses and self-protective fantasies. Never a Romeo, his sex-life is now a failure; he is a hypochondriac and tranquilizer addict; it needs just the one final nudge to push him over the edge.

That nudge comes with his chance discovery that his wife, Lydia, has a lover - and worse, that she evinces no trace of remorse over his finding out. Crushing his self-esteem, she shrugs off the affair as a necessity to be blamed on his sexual inadequacy. Casually she tells him to adjust the best way he can and now please to get out of her kitchen as she has the Saturday morning cake to bake....

The next thing Adam Crosse really knows is that he has smashed in her skull with a monkey-wrench from the garage.

It is an appalling shock, but not so extreme as to exclude self-preservation and the contrivance of a highly ingenious alibi. As a journalist, he is able to fake a letter from a fictitious reader named Quilter, whose address he claims to have been searching for all morning, searching in vain, while indeed the very letter must have been a ruse by the real murderer to get him out of the house.

Fortunately for Cross, the door to the burning oven was left open and had affected the cadaver's temperature. Because this confuses the time of death, the police are initially prepared to believe the Quilter alibi. Indeed, Crosse, almost starts to believe it too - until Quilter himself appears.....

Quilter is wildly indignant. He is also extremely knowledgeable about Crosse, his habits and his weaknesses. Gradually he starts to destroy not only Crosse's alibi but the whole substance of his personality. On and on, forcing him step by inevitable step to the final act of liberation - the one desperate thrust with the knife that will rid him of Quilter - and in the process, his own life.....

Wr Brian Hayles/Angus Hall

Dir Raymond Menmuir

4 - 5 *THE SONS AND DAUGHTERS OF TOMORROW*

The tiny East Anglian village of Plampton has one distinction: a famous unsolved murder. After twenty-six years, the barbarous and ritualistic slaughter of Janet Darvis remains a mystery of lasting interest, if not to the police, at least to the crime reporters of Flets Street.

One such is Shawlor Gascoyne, a cynical, world-worn journalist with the vanity of a Nero and the thirst of a desert. To conclude his current series on famous cases, Gascoyne decides he will solve the Plampton mystery.

His enquiries start, as always, at the bar of the local hotel where the local stringer, Hamilton White, and the barmaid, Jeanette, sound the first of a series of distinctly hostile notes. The focus of village life, Gascoyne soon discovers, is the meeting hall of the Sons and Daughters of Tomorrow. This society of

ageing eccentrics is lorded over by the commanding Rosa Cavendish, celebrated as the last woman to be tried under the Witchcraft Act of 1735. In common with the murdered Janet Darvis, Rosa is locally revered as "a kind of saint". But the ceremonies of the Sons and Daughters of Tomorrow over which she presides are more cabalistic [sic] than canonistic.

Wr Edward Boyd

Dir Gerald Blake

4 - 6 *WELCOME HOME*

Psychiatrist Frank Bowers is thrilled to be returning home after six months in hospital following a motor accident. Dr. Liam Moore was hesitant about letting him go; although physically completely recovered Frank is still somewhat disturbed mentally. However, perhaps the best therapy will be for him to spend a month or two quietly with his adored wife Penny at the cottage she bought while he was in hospital.

He does not tell her he is coming; he wants his return to be a wonderful surprise. He arrives at the cottage, goes to kiss Penny. But she repulses him, says she does not know him, calls for help to a man whom she says is her husband, Dr. Frank Bowers.

Distraught, the real Frank calls the police. "What's happening? This man - this impostor using my name - has some hold over my wife!" The police shake their heads. They've never seen the real Frank Bowers before; he must be the impostor.

Wr Moris Farhi

Dir Eric Hills

4 - 7 *THE LAST WITNESS*

Mr. Harris wakes up in an hotel bedroom after being washed up on the nearby beach. Half-drowned and badly cut about, he is also suffering from concussion - or so Dr. Benson concludes when Harris starts having hallucinations. These centre round the body of a girl, Ann Bateman; he sees her strangled by a young man called David, carried up from the shore, lying dead in the very same bedroom as himself while Police Sergeant Walker interrogates and then charges David with murder....

After a while Harris's condition starts to improve, his mind gaining in lucidity if not memory. The doctor even pronounces him strong enough to get out of bed ready for the flight across to a mainland hospital. But when he starts moving about, Harris is horrified to discover that he recognises the hotel and correctly anticipates the names of strangers. The hotel owner, Mrs. Kemble, is very disturbed by his mental condition and resolves to get him out of the hotel at all costs.

Wr Martin Worth

Dir Michael Ferguson

4 - 8 *THE MAN IN MY HEAD*

The sound of a radio bleep, and a group of men spring instantly awake. They are in a remote shepherd's hut; they are heavily armed. A guide, Ira, a girl with a foreign accent, arrives and leads them across mountain country to a point where they can gain secret access to a vast complex of tunnels.

But why are they there? Where and what is the place? They know they are part of as Strike Force, one of a new fighting elite. Their guide tells them it is a hydro-electric plant, so presumably they are to sabotage the place. But are they? Even their leader, Captain Brinson, is unsure. They know they have received a new form of subliminal briefing, and that they will remember their orders in response to fixed signals over the radio.

One of the group, Fulman, badly injured in a fall on the way in, has no doubts about who and why they are there. They are R.A.F. aircrew he insists, forced to eject over enemy territory after their plane developed an engine fault. What, he demands to know, what do they think they are doing playing at commandos and preparing to sabotage this mountain? He is very sure of his own story, derisive of theirs. But then, after all, he is injured and could be delirious, and even the rest of the group feel sure he must be wrong. And besides, even if they are not sure yet, they will be when they get their order.

But first they get support - in the form of a group of scientists sent in ahead to survey the plant. They make contact - and immediately runs into trouble. The scientists have been unsuccessful in finding a suitable sabotage point, and Hine, their leader, is not prepared to recognise Brinson as overall leader of the operation.

Wr John Wiles

Dir Peter Gregeen

4 - 9 *THE CHOPPER*

Pete was not chicken. He was an aggressive, chopper-mad ton-up boy. But he was not chicken. He gave his young life proving it.... doing 104 on the motorway buzzing a Jaguar E-type just to prove it.... to prove himself and his virility.... to show off the chopper he had laboured to create.

And afterwards, when the police bought [sic] the mangled remnants of his motor cycle back to the garage of its birth, Peter came with it - in spirit if not in the flesh.

No-one knew, of course. Not phlegmatic Jimmy Reed who owned the rotting, back-alley garage; not Pete's girl Sandie, or his mate Chaser. None of them knew - not at first. Later, when the noises started and then the vibrations, they accepted it without question. Pete had dedicated so much of his young life to the roaring lethal monster that it was obvious that they would be inseparable even in death.

That was the situation. And that is how it might have remained had magazine writer Lorna Venn not come along with her doubts and cynicism. Lorna fancied the love angle: Sandie's pillion-riding romance.... until Sandie blushingly assured her that Pete's spirit had come back to ride more than just the chopper.

Wr Nigel Kneale

Dir Peter Gregeen

4 - 10 *THE UNINVITED*

George Pattison and his wife are middle people - income, age and class. Their imaginations are as conformist and limited as their daily lives. The one thing they have found that they can hold onto in this shifting world is each other; indeed their closeness even extends to a sort of mental telepathy.

It came as a considerable blow when George's company decided to give him a three-years overseas posting - a blow climaxing in their last night in the flat. All their furniture is in store, apart from a divan; both of them are nervous about the long journey ahead; their neighbours are insisting on wishing them luck with indigestible Spanish champagne....

It is George who has the first hallucination: one moment the flat is bare, the next full of strange, out-moded furniture, then empty again. He tries to ignore it. But then Millie pops along to make sure they have cleared every last thing out of the hall cupboard only to come back half fainting because of the odd trunk in there - a trunk in which she had found the body of a dead woman. Then, when George runs to look, the cupboard is empty again.

They do their best to reassure [sic] each other, agree they are both imagining things. They get into bed but neither can sleep. Before long Millie is up for some water. Her scream bring George running to the sitting room - where all that strange furniture is suddenly back again and with daylight suddenly streaming in through the windows. And worse, an ill-tempered and frightening man emerges from the shadows to talk to them. At least, it seems that way until he calls them by other names and they realise that they are caught up in some terrifying dream. And then the poor woman whom Millie had seen dead in the trunk walks into the room.

Wr Michael J.Bird

Dir Eric Hills

4 - 11 *THE SHATTERED EYE*

As a painter, Alec Barton had never been more than a talented craftsman. His fiancée, Gwenn, liked his work and loved him.... until the day that genius took hold and made an artist of him.

It happened the same day that he met Lester, a derelict old meths-drinker down on the beach; the same day he had first really bitter row with Gwenn..... Overnight his work became cruel, compulsive, powerful. And Alec became silent and withdrawn.

To Gwenn, who loved him, it was a grim challenge. But against what? The strangeness that had transformed him? The worthless tramp who had moved in with them? Or the incredible pictures themselves that had started to appear in his studio?

They were paintings that the art world wildly acclaimed, comparing their style to that of the late Milo Kovaks, the Czech artist and psychopath who died in a fire after vowing to complete his life's work.

Wr David T.Chantler

Dir Peter Hammond

OUT OF THIS WORLD



Anthology series which was hosted by Boris Karloff, stories where all science fiction based.

Considering ITV's time approach to adult science fiction over the years, it seems somewhat remarkable to record that they can claim the honour of Britain's first series of science fiction plays. Yet there they were, straddling the summer of 1962, 13 one-hour dramas introduced by the master of macabre, Boris Karloff.

And through the lineage of its creator, Irene Shubik, this pioneering anthology was also the ancestor of the BBC's prestigious *OUT OF THE UNKNOWN*. At the time, Shubik was ABC Television's story editor and had already established a strong track record in picking plays for *Armchair Theatre*.

For *Out of this World* she tapped the talents of leading SF writers, including genre giants, Isaac Asimov, Philip K. Dick and Clifford Simak, enlisting notable British TV writers, such as Clive Exton and Leon Griffiths to adapt their stories. The series also featured the work of another promising writer - Terry Nation, later to become the creator of the Daleks, *SURVIVORS* and *BLAKE'S 7*.

Being an anthology, *Out of this World* found time and space to explore different styles and moods of science fiction, from the grimmer suspense of *Impostor*, *Botany Bay* and *The Dark Star*, though tender intrigue in *Medicine Show* and the macabre comedy of *Vanishing Act*, to broad satire in *The Tycoons*.

There was no shortage of familiar faces in the casts, with Peter Wyngrade, Jane Asher, Patrick Allen, Maurice Denham, Gerald Harper (*ADAM ADAMANT LIVES!*), Dinsdale Landen, Charles Grey, Geraldine McEwan and Ronald Fraser among the leading men and women.

Producer for the series was Leonard White, and the directors, drawn from ABC's drama stable, including Guy Verney, director of the *PATHFINDERS* trilogy. The 13 plays went out on Saturday nights at 10.00pm, from the 30th June.

The principle British script in Shubik and White's original schedule, John Wyndham's *Dumb Martian*, was 'lifted' by ABC's drama boss Sydney Newman and shown in the preceding Sunday's *Armchair Theatre* slot as a curtain raiser to the series proper, with Boris Karloff appearing at the play's end to announce the impending start of the series, six days later.

The producer for the series was Leonard White, the various designers for the series included Douglas James, Patrick Downing, Philip Harrison, Ann Spavin, Robert Fuest, Adrian Vaux, Robert MacGowan and Paul Bernard.

WR. Terry Nation (his script, Dalek creator - *DOCTOR WHO*), Clive Exton, Leo Lehman, Leon Griffiths, Julian Bond, Bruce Stewart, Richard Waring (his script) and Denis Bulter.

DIR. Charles Jarrott, Jonathan Alwyn, Guy Verney, Peter Hammond, Richmond Harding, John Knight, Don Leaver, Alan Cooke and Charles Jarrot.

EPISODES: 14 **YEAR MADE:** 1962 **COUNTRY:** GB **SEASONS:** 1

AN ABC TELEVISION NETWORK PRODUCTION

CREATOR: IRENE SHUBIK

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 14

DATE OF PREMIER: 24/06/1962

AIR DATE OF LAST EPISODE 22/09/1962

SEASON DATE BREAKDOWN:

FILMS:

RELATED SHOWS:*BLAKES' 7**OUT OF THE UNKNOWN**SURVIVORS**ADAM ADAMANT LIVES!**PATHFINDERS. . . (inc PATHFINDERS IN SPACE, PATHFINDERS TO MARS, PATHFINDERS TO VE*1 - 1 *DUMB MARTIAN*

A study of domestic abuse, involving an earthman and his Martian slave-wife.

Dir Charles Jarrott1 - 2 *THE YELLOW PILL*

Psychiatrist John Frame is asked by police to examine a man, Michael Connor, who claims to have come from another time. Frame is startled when Connor demonstrates an extraordinary and intimate knowledge of Frame's private life.

Wr Leon Griffiths**Dir** Jonathan Alwyn1 - 3 *LITTLE LOST ROBOT*

A robot with an altered First Law of Robotics - "No robot may injure a human being" - has escaped. Theorising that the altered law could allow the robot to harm or kill a person, Dr. Calvin has to find it among a consignment of physically identical robots.

Wr Leo Lehman**Dir** Guy Verney1 - 4 *COLD EQUATIONS*

An astronaut must deliver a cargo of vaccine to a plague-stricken colony world, but the presence of a stowaway means he hasn't enough fuel to complete his mission.

Wr Clive Exton**Dir** Peter Hammond1 - 5 *IMPOSTER*

A scientist working on a top-secret government project must discover the identity of a humanoid robot that has infiltrated the facility and taken the place of a worker there.

Wr Terry Nation**Dir** Peter Hammond1 - 6 *BOTANY BAY*

A psychiatry student discovers that his patients are possessed by aliens.

Wr Terry Nation**Dir** Guy Verney1 - 7 *MEDICINE SHOW*

Two medicine men are able to bring about miraculous cures.

Wr Julian Bond**Dir** Richmond Harding1 - 8 *PICTURES DON'T LIE*

Earth has made first contact with an alien civilisation, and waits for the visitors to arrive at the agreed co-ordinates.

Wr Bruce Stewart**Dir** John Knight1 - 9 *VANISHING ACT*

An aspiring magician discovers a box that can make people disappear.

Wr Richard Waring**Dir** Don Leaver1 - 10 *DIVIDED WE FALL*

A man returns to Earth to find that a new race of synthetic humans has been created and is in conflict with the real humans. Only a new supercomputer can tell the races apart.

Wr Leon Griffiths

Dir John Knight

1 - 11 *THE DARK STAR*

London is threatened by an epidemic.

Wr Denis Butler

Dir Peter Hammond

1 - 12 *IMMIGRANT*

Wr Terry Nation

Dir Jonathan Alwyn

1 - 13 *TARGET GENERATION*

Successive generations of a forgotten community have lived on board a colony ship for 900 years.

Wr Clive Exton

Dir Alan Cooke

1 - 14 *THE TYCOONS*

A revenue collector calls at a factory that produces dolls.

Wr Bruce Stewart

Dir Charles Jarrott

OUT OF THIS WORLD



Anthology series which covered science for kids using the media of drama.

An odd combination of science fact (in lecture format) and science fiction, the SF highpoint came in episode 3 (writer: Robbie Robertson) with a couple travelling to the Moon for a vacation/honeymoon. This episode intercut between dramatisation and speculation on lunar environments by a real scientist, Robert R. Cole.

OOTW hovered between SF and lectures on science. In episode 3, for example, we saw a young couple in 1993 going to the Moon for a vacation and then telephoning their relations on Earth. Between these dramatised segments the narrator discussed with a scientist, Robert R. Cole, the actual possibilities of space travel and conditions on the Moon.

WR. Robbie Robertson

DIR.

EPISODES: 0 **YEAR MADE:** 1952 **COUNTRY:** US **SEASONS:** 1

ABC TV

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN:

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

ROBERT R. COLE, Narrator JACKSON BECK.

OUT OF THIS WORLD (1987)



As *Out of This World* begins Evie Garland, is celebrating her thirteenth birthday This is an even bigger day for her than it would be for most girls because Evie learns of her true heritage and the powers that it endows her with. Evie's mother Donna married Evie's father Troy while he was visiting Earth Evie was born shortly after Troy returned to his home on Antares in outer space, thus making Evie a half-human / half-alien child Like all good sitcom aliens Troy had special powers which Evie starts to develop on her 13th birthday. These include the ability to stop time and turn one object into another. Evie is also able to communicate with her father through a crystal that he left for her.

Donna and Evie must learn to conceal Evie's powers from friends while trying to lead as normal a life as possible. These friends and relatives include: Kyle Applegate, a former macho movie star now the mayor of Marlowe - he becomes the Police Chief when Donna defeats him in his bid for re-election; Beano. Evie's uncle, Lindsay, Evie's best friend and Chris, Evie's boyfriend. The episodes themselves tend to be split between 'normal' sitcom plots and ones about Evie's special abilities and her efforts to conceal them.

Like so many juvenile US sitcoms, the series was short on laughs and long on moralising. Doug McClure, best known as Trampas in the Sixties Western series *The Virginian*, provided loony interludes as the town's oddball mayor - and later police chief - Kyle Applegate, an ex ham actor whose most famous role was as a costumed crimefighter, Mosquito Man. His job as mayor was later taken by Donna. Other recurring characters included Evie's Uncle Beano and boyfriend Chris and school-pal Lindsay.

Although Burt Reynolds was a regular on the show, he was never seen on the show since he was only ever a voice. Evie's powers, out of place in Northern California, came from her father Troy from the planet "Antareus", with whom she communicated by a FTL communicator cube similar to Ursula K. Le Guin's "Ansible" which, by the way, is not only now the name of a well-respected fanzine, but is also an anagram of "Lesbian" -- go figure.

US sitcom about a girl called Evie who is your average teenager except for one thing - her father, Troy, is an alien. The series ran for four seasons in America.

Out of This World is one of the more successful made for first run syndication sitcoms of the past decade. *Out of This World* was originally one of five series commissioned by the NBC owned and operated stations to use in the 6:30 PM weeknight time slot, with each to be shown once a week. The NBC stations' plans for the show failed as did the other four series however *Out of This World* continued for three more years running mostly during the weekend on independent stations. The series received it UK premiere on the 9th April 1990 on ITV.

Evie's powers

Evie's main power is the ability to freeze time for other earthlings (whilst time continues for her and her dad) by joining two fingers, whilst she maneuvers herself or objects to alter the course of events on Earth. When she claps her hands together, time resumes as normal. She can also "unfreeze" individuals by touching them while time is frozen. In the opening sequence, she opens a door and knocks an open can of paint off a ladder, and then joins her fingers to stop it mid-fall.

Evie can also gleep, which allows her to manifest objects by using the power of her mind. There are certain restrictions on this power, such as the inability to create complicated machinery, and overuse of this power will cause her other abilities to stop functioning. Evie has the ability to instantly teleport herself from one place to another, by snapping her fingers. In an episode that centres around Evie's 16th birthday, her father gives her the choice between several new powers as a gift. Each one proves to be too much of a burden (such as "looking into someone's eyes and telling them to do something while thinking the word 'obey', and they would obey"); she ultimately chooses the power to "tie your shoelaces perfectly on the first try every time."

Trivia

The English band Fine Young Cannibals were featured in an episode of this show.

Director Scott Baio appeared in an episode called "Princess Evie".

Pop singer Tiffany made a guest appearance as herself in 1991 during the episode "I Want My Evie TV".

The character Chris Fuller is played by Steve Burton. Burton had a role in the Sci-Fi miniseries Taken, which revolved around a young girl who's great-grandfather was an alien. The girl has some powers similar to Evie's, such as the ability to stop time.

Troy never physically appears on the show except in the final episode as a shimmering outline of light. Only his voice is heard for most of the series.

Buzz Belmondo and Joe Alaskey feuded famously on the set to the point where the two would not film scenes together. Any scene in which both of them appear in the same frame from the second season on was filmed using trick photography.[citation needed]

During the second season of the program, actress Donna Pescow became pregnant. Since it couldn't be explained how her character became pregnant while her husband was away fighting a war, Pescow was filmed using only close-up shots or staged so something was hiding her pregnancy.

Interview with Maureen Flannigan.

Long before Hiro Nakamura teleported out of his cubicle, there was Evie Garland of the often overlooked 1980s sitcom Out of This World. Not only did the teenager have more powers than the Heroes character (she could pause time by pressing her two fingers together, make objects appear, and teleport), she was easier on the eyes.

From 1987-1991, Maureen Flannigan played that glorious teenage girl who discovers she's actually half-alien. Figuring it was long overdo, we recently caught up with the actress and asked her all about what she's been up to since the show went the way of Scott Baio. Turns out, the actress has been working regularly since she bid Evie adieu. In recent years, she's appeared on three television series - Push for ABC, Starved for F/X and the immortal 7th Heaven (as Matt's girlfriend Shana).

Thankfully, she put down the crystal cube and spoke to us about life after the series, and how she still gets recognized on the street as Evie.

Obvious first question is - What have you been up to since leaving Planet Evie?

Gosh. So much. College at USC, Besides doing the three TV series, I've been traveling the world and moved to NYC.

Sweet. Do you still get noticed on the street for Out of This World?

I get recognized at Evie Garland almost everyday. Every other day, I am recognized as Shana from 7th. It's pretty wild that I'm still recognized. Most people think I look familiar and wonder why. How do I know you? High school? Neighborhood? Work? Depending on the mood I'm in, I either let them figure it out in their own time by saying, Gee I'm not sure or cut to the quick and tell them straight out, Maybe from TV? I'm an actress

What are you currently working on? Are you acting full time

I act full time. The last movie I did was A Day Without A Mexican. That was fun. I was just on an episode of Close To Home. I played the next door neighbor to Annabeth. I just found out the show was cancelled so no hope of recurring. Too bad.

That stinks, hey you have a MySpace page - can you explain the phenomenon of the site? It just seems everyone is on now.

My MySpace site is pretty straight forward. It's meant mostly for my fans. I'm not very good at keeping up with all the bells and whistles of the website. I spend more time doing non-techno things like cooking, playing and reading. It's challenging for me to stay focused on the computer. Hence, my friend's were nudging me to set up the site. They said I had to get with it and I agreed. It's a new age and I need to step it up. I was so against it at first, but now I've really embraced it and love it. I'm so glad people are visiting! The phenomenon must be because Out Of This World is not in reruns and people wonder why. They've found my page and it's a tiny bit satisfying for them I think. I should amp it up a bit. Hmmm. If anyone out there is interested in designing a website for me and my fans, I'd welcome it for sure!

That'd be pretty cool you must get inundated with Out of this World questions on your page - no?

I wouldn't say I get inundated. It's more like Are you her? or Crazy question but were you Evie? I don't really know how to reply to the first question. I am me. But I am Evie, too.

You seem pretty grounded for a 'child star?' Is this true? Spill it.

I am grounded for a child star. I'm the only actress or movie person in my family. We were pretty naive about the business per se and I think that helped a lot. I also have a mom whose been a recovered alcoholic for 24 years. So I'm sure that curbed me from getting involved in too many drugs and alcohol or bad situations. I got

pretty savvy at a young age to say the least. Also, Out of this World remained pretty underground I think and I was not in the paparazzi's sight line as most wanted. It was the first of the syndicated shows. Way before it's time. At the point it wasn't cool to be syndicated. We were considered the poor man's sitcom. The WB was not the WB yet too.

If you could freeze time like Evie did - what would you do?

If I could freeze time like Evie first, I would unfreeze all my friends, family and crazy famous people I've always wanted to meet. We would play and travel and explore all those places that I never get to see. I'd do that forever! I mean. Do you age when you freeze time? Can you cook when you freeze time? Like does the gas work on your stove? Do inanimate objects unfreeze? I have so many questions that OOTW did not explore or answer. Such a shame.

You're damn skippy. Have there been instances where you wish you could have her powers?

Yes, of course. I would've liked to freeze time before my grandma died and just spent more time with her. When I took the SATs I would've liked to have frozen time. I was horrible at those tests. They are horrible. Anytime situations when I don't feel like I've got my head on straight, I'd like to freeze time, have a little pep talk with myself and literally snap out of it!

Right on! Do you think Evie was an inspiration for the Hiro character on Heroes?

I don't know if Evie in particular was an inspiration for Hiro. Time travel and quantum physics were of interest to people before OOTW. In fact, Quantum Leap was a huge hit during the same time as OOTW. That could've been an inspiration, too. But sure, I'll take the credit!

As you should, and mad props to Scott Bakula! Any plans of Out of this World to reach DVD?

I have no idea if OOTW will reach DVD. I sure hope it does. That would be cool. Unfortunately, the executive producers of OOTW did not practice fair business policies and had an injunction placed against them barring them from ever making money off the show again. Sucks for me and my fans, but it was a very good thing to happen to the producers. What comes around goes around sometimes in Hollywood.

Scott Baio directed a couple episodes of the show. Do you remember what the experience of working with Chachi was like?

Working with Scott Baio was great. We had so much fun working together and he's a very cool guy. He was also dating Pamela Anderson at the time. So she was around the set a bit. I think back on all the guest stars we had and it just amazes who I got to work with: David Doyle (Bosley on Charlie's Angels), Tom Bosley (Mr. C on Happy Days), Florence Henderson (Brady Bunch), Mr. T (great story there), Lyle Waggoner (Wonder Woman's/Diana's boss) and the list goes on. But a good bit of trivia is the voice of my father [was] Burt Reynolds. I'd go to loop the shows with him. He was a hoot.

That guy has a great mustache. Well, last question you have to tell us that Mr. T story.

So remember all his gold chains? Well, he came to set one day and I noticed he only had a little bit around his neck. So I asked him where all his gold was. He pointed to a crumpled up brown paper bag (like from the grocery store) over behind one of the set walls. [It was] just laying there like someone forgot their discarded lunch or something. He told me to bring it over to him. I did. And it was heavy. He said to open it up. Inside was the rest of his gold necklaces. Mr. T said if he wore that stuff around his neck all the time, he'd have messed his back up big time. I actually think he wore some real gold (around his neck) and the rest was just fake (in the bag). Regardless, the fake gold was still so heavy!

WR. John Boni, Patrica Niedzialek, Richard Albrecht, Frank Mula, Bob Booker, Laura Levie, Mike Scully, Alan Moskowitz, Brain Scully and George Yanok.

DIR. Bob Claver, Jack Regas, Russ Petranto, Selig Frank, Renny Temple and Scott Baio. Bob Claver directed 62 of the episodes himself.

EPISODES: 96 **YEAR MADE:** 1987 **COUNTRY:** US **SEASONS:** 4

BOB BOOKER PRODUCTIONS

CREATOR: JOHN BONI AND BOB BOOKER (based on a format of) D.L. WOOD

TYPE OF SHOW: COMEDY **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 24, (2) 22, (3) 24, (4) 24

DATE OF PREMIER: 17/09/1987 **AIR DATE OF LAST EPISODE** 25/05/1991

SEASON DATE BREAKDOWN:

FILMS:

Evie Garland MAUREEN FLANNIGAN, Donna Garland DONNA PESKOW, Beano Froelich JOE ALASKEY, Mayor Kyle X. Applegate DOUG MCCLURE, Lindsay Selkirk CHRISTINE NIGRA, Voice of

Troy (Evie's father) BURT REYNOLDS, Chris Marian Fuller STEVE BURTON, Buzz BUZZ BELMONDO, Peter PETER PITOFISKY (4) , Jeffrey Cummings TONY CRANE (4) , Uncle Mick TIM NOLAN (4) , Troy TIM NOLAN (episode 32), Phil JOHN ROARKE (1).

1 - 1 *EVIE'S THIRTEENTH BIRTHDAY*

After thirteen years of keeping Evie's identity from her, Donna is forced to reveal the truth at her thirteenth birthday party when Evie exhibits a special, alien power that enables her to freeze time. Evie learns she's half alien and that her father is from the planet Antareus - not a CIA agent as her mother has been telling her all along. She is given her father's gift of the cube, a genetic device which allows her to speak to her father on Antareus. Although anyone can hear her father over the cube, her father can only hear Evie.

1 - 2 *PLAYING WITH THE POWER*

Evie gets grounded by her father after she misuses her powers to win a gift certificate at school and a baseball game her powers are taken away for a week as punishment

1 - 3 *THE NIGHTMARE*

Evie is plagued by a bad dream about her becoming a monster when she grows up.

1 - 4 *TILL THEN*

Evie's mom feels a bit neglected by Evie, because her daughter is spending so much time with her dad trying to catch up with things.

1 - 5 *EVIE, GET YOUR BASKETBALL*

Evie has a free throwing contest with the new boy in school, but she falls in love with him instead, and she ends up losing the contest.

1 - 6 *EVERY BEANO HAS HIS DAY*

Beano has been given a day of honor by the mayor, but Evie mistakes Beano for the mayor's dog. Unexpectedly, the mayor's dog enters the room and Evie unintentionally gleans the dog and her uncle together.

1 - 7 *EVIE AND THE YOUNG ASTRONAUTS*

Beano has been given a day of honor by the mayor, but Evie mistakes Beano for the mayor's dog. Unexpectedly, the mayor's dog enters the room and Evie unintentionally gleans the dog and her uncle together.

1 - 8 *FIFTIES MOM*

Evie wishes for a 50's mom while watching a 50's show, "My Favorite Mom", on TV and when the show is not on the next day, she has to live another 24 hours with a 50's mom.

1 - 9 *DUELING MAYORS*

It is reelection time for the mayor of Marlowe and his running mate is no other than Charles Nelson Reilly.

1 - 10 *BABY TALK*

It is reelection time for the mayor of Marlowe and his running mate is no other than Charles Nelson Reilly.

1 - 11 *BEANO'S NEW DIET CLINIC*

Beano and Donna try to help an overweighted child at Evie's school by trying to get Jackie Gleason to come to the opening of Beano's diet clinic

1 - 12 *OU.. OH. . . HERE COMES MOTHER*

Donna and Beano's mom come for a visit and she ends up falling in love with Mayor Kyle.

1 - 13 *THE ANNIVERSERY*

Donna is very happy and has put a heart around a date on the calendar. What is up on this date? She can be with Troy in a special way, when the planets align once a year on the same day.

1 - 14 *TO TELL THE TRUTH*

A crystal egg Troy left causes havoc when is found out, that it is a truth device.

1 - 15 *PEN PALS*

Evie and Donna try to find a woman for Beano in the personals section of the newspaper but when Evie

replaces Beano's picture for Kyle's and then Diane shows up, Evie has to confess what she has done.

1 - 16 *BROADWAY DANNY DEREK*

Evie dislikes the new boy in school and Donna encourages her to be nice to him, until she meets his dad who is just as bad.

1 - 17 *MOSQUITO MAN : THE MOTION PICTURE*

They are making a movie version of Kyle's old TV show but they want him to retire in the film but Kyle does not want to do that.

1 - 18 *THE RUSSIANS ARE COMING*

Russia thinks there is a nuclear research lab in the Garland house, so they send Donna and Beano on a fake trip to Hawaii and have some one from Moscow who is made up to look just like Donna to pose as the real Donna. The fake Donna tries to find out what is going on in the house because there is a power surge there.

1 - 19 *AKA : DAD*

Donna and Beano's mom come for a visit again and this time she thinks Buzz is Troy as she sees them doing an intimate dance when she comes.

1 - 20 *THE ILLNESS*

Evie gets the measles antaerian style, which means blue dots on her face.

1 - 21 *THE BOX IS MISSING*

After Evie and Donna come back from San Francisco, Evie finds that the cube is missing!

1 - 22 *BOY CRAZY*

Donna makes Evie meet what Donna thinks is the minister's new daughter, Leslie, but it turns out to be a boy that Donna does not seem to like because he dresses-punk like.

1 - 23 *THE THREE FACES OF EVIE*

Evie begins to want to look older when Chris goes gaga over an older woman. She "gleans" herself into a comely twenty something, but when her mom is about to catch her, she tries to turn back into a teenager. However, she overshoots the mark a tad and becomes six years old! Her mother has to figure out a way for her, since Evie has no powers as a child to get her back to normal.

1 - 24 *I'VE GOT A SECRET*

Evie begins to want to look older when Chris goes gaga over an older woman. She "gleans" herself into a comely twenty something, but when her mom is about to catch her, she tries to turn back into a teenager. However, she overshoots the mark a tad and becomes six years old! Her mother has to figure out a way for her, since Evie has no powers as a child to get her back to normal.

2 - 1 *EVIE'S BIRTHDAY WISH*

It's Evie's 14th Birthday and she isn't too thrilled about the gifts she is getting, until Troy decides to grant Evie four wishes as her birthday gift.

2 - 2 *BLAST FROM THE PAST*

2 - 3 *CAREER CRUNCH*

The time has finally come for Donna when she opens up her new catering business called "Donna's Delights", but when Evie accidentally gleaps the cookies for one of Donna's parties into space cookies, that put people to sleep, it is up to Beano to try and get the cookies before anyone eats them.

2 - 4 *SHOULD OLD ACQUAINTANCE BE FORGOT?*

Kyle discovers that, Jim, his old buddy from high school is coming for a visit and Kyle is determined to shape himself up to impress Jim after remembering how Jim always had everything that he didn't, but when Jim gets to the house, Kyle realizes he is handicapped.

2 - 5 *EVIE'S FIRST KISS*

It's the night Evie has been waiting for, her first, real date alone with Chris, but when Chris kisses her for the first time, Evie gets the wrong idea and thinks that they are a couple.

2 - 6 *PRINCESS EVIE*

A visiting prince is coming to Marlowe and everyone is anxious to meet him except Evie, until she finds herself attracted to him, but if sweeping Evie off her feet, with his good looks and charm, wasn't enough- the prince asks Evie to marry him.

2 - 7 *OLD FLAME*

When Donna discovers that her old beau, Rob Jamison, is coming to Marlowe for their class reunion, she invites him over to the house hoping that they can catch up and reminisce on old times, but when Evie catches him kissing her mother, it misleads Evie to believing that her mother no longer loves her father.

2 - 8 *GUESS WHO'S COMING TO EARTH*

Evie's grandfather from outer space visits. He wants to take Evie home with him to meet her dad. Will Evie choose to stay?

2 - 9 *GO WEST, YOUNG MAYOR*

Evie, Donna, Beano, and Kyle decide to take a vacation, but on their way, they get lost in a western ghost town and meet two men who claim that they run the town but are really counterfeiters. When Evie, Beano, and Donna find out what they are up to, the counterfeiters kidnap them, and it is up to cowboy Kyle to rescue them.

2 - 10 *CLOSE ENCOUNTERS OF THE NERD KIND*

There's a new boy in town named Elroy who everyone thinks is a nerd, and when Evie feels sorry for him, she accepts his invitation to go to the "Sock Hop" so that he won't feel disliked.

2 - 11 *THE INCREDIBLE HUNK*

A talent agent spots Chris at the "Goodie Goodie" and wants him to pose as a surfing model, but Chris declines, so Evie convinces him to go for it, but when Chris becomes popular with the ladies, Evie realizes that convincing him to go for it was a big mistake.

2 - 12 *PUPIL'S COURT*

After Lindsay puts her favorite tape into Evie's stereo, the tape and the stereo both get ruined, and when the girls both refuse to pay each other back for the damages, they take it out in student court.

2 - 13 *EVIE'S TWO DADS*

The father/daughter dance is coming up and Evie decides that she doesn't want to take her uncle Beano anymore after realizing that she has a great father, and when a school girl picks on Evie for never bringing her father to the dance, Evie gleams up a really cool dad to impress everybody.

2 - 14 *THE SECRET OF EVIE'S SUCCESS*

Evie decides to get a job and is hired as a waitress at the "Goodie Goodie", but when she uses her powers to help her on the job and becomes waitress of the month, she causes an old, experienced waitress to lose her job.

2 - 15 *HONEST EVIE*

Evie decides to run for class president, but when she wishes that she had someone experienced in politics to guide her, she accidentally gleams up Abraham Lincoln.

2 - 16 *EVIE GOES TO HOLLYWOOD*

Evie and the gang decide to go to Hollywood for a vacation, and while Evie and Lindsay go on an adventure to look for Tom Cruise, the rest of the gang have some adventures of their own.

2 - 17 *TWO MANY EVIES*

While Evie is stuck at home, writing a petition to end school uniforms, she is missing Billy Sullivan's birthday party, so she decides to split herself in two to be at two places at the same time, but doesn't realize that after midnight she can't rejoin herself.

2 - 18 *FUTILE ATTRACTION*

Beano feels unattractive when all the women he likes keep rejecting him, so Evie gleams his cologne into a love potion that will attract women everywhere he goes.

2 - 19 *BEANO THE KID*

After Evie finds Beano's old childhood bike in the garage, Beano flashes back and starts to wish that he was a kid again, but when Evie gleams Beano into a ten year old, he not only becomes a child but also a huge annoyance.

2 - 20 *QUEENS FOR A DAY*

Evie is determined to win the mother/daughter pageant after a school snob, Cissy, brags about how easily she will win, but after Cissy messes up the finale of her and her mother's act, Evie purposely sabotages her and Donna's act so that Cissy and her mother will win.

2 - 21 *THE AMAZING EVIE*

2 - 22 *WHOSE HOUSE IS IT, ANYWAY?*

Kyle accidentally slips on Donna's kitchen floor after she had waxed it and is told by the doctor to stay off his feet for 24 hours. Kyle asks Donna and Evie if they can take care of him for a day, but when he realizes what a great life he is having at the Garland house, he pretends that he is still injured so that he will not have to leave.

2 - 23 *FRISKLY BUSINESS*

After throwing a party in the house while Donna is out, Evie discovers that her mother's clock is missing, so she and Lindsay cater a bridal shower to raise the money to buy a new clock before Donna finds out that it is gone.

2 - 24 *STAR DOG*

Troy contacts Evie after discovering that Anterius has the power to send creatures through outer space, so sends an Anterian dog to show Evie how it works and lets Evie keep him for the weekend.

3 - 1 *EVIE'S SWEET SIXTEEN*

Evie is turning 16 and Troy, once again, has another spectacular gift for her. Troy gives Evie a list of ten powers to try out throughout the day and she has until midnight to decide which one of the ten powers that she would like to keep.

3 - 2 *CINDERELLA EVIE*

When Donna refuses to buy Evie a new dress for a senior party at the Ritz Marlowe, Evie gleams up the dress so that she can look stunning, but does not realize that there is going to be a major gleam out at midnight, which will reverse the gleam that she made.

3 - 3 *BRING ME THE HEAD OF DONNA GARLAND*

Beano decides to act as a magician for an amateur's night, but when he uses Evie as an assistant to try out a "Disappearing Act" on Donna, Donna disappears into another dimension because of Evie's powers, and when Donna starts to reappear, the only thing that comes back is her head.

3 - 4 *A FROGGY DAY IN MARLOWE TOWN*

Buzz claims that he and his frog, Farley, need some space from each other, so asks Donna to take care of him for a while, but when Evie discovers that Chris is going behind her back to spend time with Lindsey, she gleams Farley into a handsome young man to try to make Chris jealous.

3 - 5 *EVIEGEIST*

When Evie gets the Anterean flu, her powers go out of control, and when Kyle happens to witness Evie's powers in action, he believes that there is a ghost in the Garland house so hires a woman to drive the ghost out, but after the woman leaves, Evie and Donna discover that there really is a ghost in the house.

3 - 6 *EVIE'S DRIVER'S LICENSE*

It is time for Evie to take her driver's license test and ends up getting a very strict and mean driving instructor who will be giving the test, and when he puts too much pressure on her to parallel park, she uses her powers to help her pass the test.

3 - 7 *EVIE GOES FOR THE GOLD*

It is time for Evie to take her driver's license test and ends up getting a very strict and mean driving instructor who will be giving the test, and when he puts too much pressure on her to parallel park, she uses her powers to help her pass the test.

3 - 8 *HAIR TODAY, GONE TOMORROW*

When Evie finds an Anterean hair-restorer that her grandfather, Zelik, left behind, Beano decides to market it to make himself rich, but after trying it out on Kyle, Chris, and Buzz, their hair turns into beehive hairdo's.

3 - 9 *AROUND THE WORLD IN 80 MINUTES*

Evie's grandfather, Zelik, is back to visit and wants to take Evie around the world as a gift, but when Donna refuses to let Evie go, they sneak out in the middle of the night to go on their journey- little do they know that things aren't going to go as smoothly as they planned.

3 - 10 *IT'S A CRUEL WORLD*

A popular guy at school is suddenly interested in Lindsay and Evie can't figure out why, until he reveals to Evie that the only reason he is going out with Lindsay is so she will give him the answers to the upcoming history finals.

3 - 11 *EVIE / STEVIE*

Lindsay is crushed when she is dumped by the man who was supposed to take her to the sophomore dance at school, and when Evie feels bad that Lindsay won't be going, she gleams herself to look like a man so that Lindsay can have a date for the dance.

3 - 12 *THE ROCKS THAT COULDN'T ROLL*

As class president, Evie must find a way to raise money for the school. She gets an idea from Kyle, to put on a benefit concert. Not only does Kyle give Evie the idea, he also plans on helping her get a rock group, the "Fine Young Vegetarians" to be the guest performers, but when they can't make it, Evie gleams Beano's rock collection into the rock group so that she won't have to let the school down.

3 - 13 *ONE IN A MILLION*

When Donna goes to her night school class, Evie promises that she will stay home and study for her upcoming finals. Lindsay persuades Evie to go out to the "Goodie Goodie" instead and Evie ends up being the one-millionth customer. She also discovers that her picture will be on the front page of the paper so she must keep the paper away from Donna the next day so that she will not know that Evie went out instead of staying home.

3 - 14 *FOUR MEN AND A BABY*

Beano must baby-sit his girlfriend's baby boy, Billy, but does not realize that Billy is a little menace, and when he goes to a game and sticks Billy with Evie, she gleams him into a 30 year old so that she can understand him.

3 - 15 *EVIE'S DOUBLE TROUBLE*

Evie is a little irritated about having to get a new retainer, but if that was not enough, the retainer causes Evie to gleam involuntary and she ends up gleaming two twin ladies from a mouthwash commercial anytime she or someone else around her says the word "mouth."

3 - 16 *THE GARDEN OF EVIE*

Evie accidentally gleams Donna's ivy into a woman named Inga, and when Kyle meets her, he falls in love and wants to marry her.

3 - 17 *EVIE'S MAGIC TOUCH*

Evie is thrilled when Chris invites her to his senior prom, but when Chris becomes the new supervisor at "Chicken in a Basket", he is forced to work on the night of the prom.

3 - 18 *COWBOY KYLE, MAN OF GRANITE*

Kyle is a little frightened when having to prove to his cowboy buddies that he is strong enough to do anything, so wishes that he were as hard as a rock, but when Evie tries to help him, she accidentally gleams him, literally, as hard as a rock.

3 - 19 *EVIE'S SECRET ADMIRER*

Evie is getting love letters from a secret admirer but can't figure out who it is, and when the time finally comes for Evie to finally meet him, he ends up being Lindsay's 12 year old brother.

3 - 20 *EVIE'S YUPPIE LOVE*

Evie and Chris must do a marriage project for school that teaches them about family financing, but when Chris shows no interest into thier project, Evie gleams Chris into a more responsible husband.

3 - 21 *DIAMONDS ARE EVIE'S BEST FRIEND*

Evie gleams up a diamond necklace for her mom when she finds out that it is Anterian mother's day.

3 - 22 *A KINDER, GENTLER MAYOR*

It's reelection time and Kyle is once again running for mayor, but starts to feel like his position is undeserved when no one else will run against him, so when Donna decides to help Kyle, by running for mayor, she not only becomes well appreciated by the town of Marlowe, but she wins the election.

3 - 23 *MY MOTHER THE CON*

3 - 24 *GOODBYE, MR. CHRIS*

When Chris gets rejected from the college of his choice, he decides to enlist into the marines, but once he does, he realizes how much he would rather be in school than in the marines.

4 - 1 *NEW KIDS ON THE BLOCK*

There is a new guy in town and Evie makes a date with him so she can show him around Marlowe to make him feel welcome, but when Chris comes back to Marlowe, after transferring to "Marlowe Community College," Evie tries to hide from Chris so that he won't know that she is seeing someone else.

4 - 2 *MY LITTLE EVIE*

It is Donna and Troy's anniversary, once again, and this time, Troy decides to do something special for her, so asks Evie to buy a music box, so that he can put a special song in it for Donna, but while attempting to put the song in the music box, he accidentally shrinks Evie.

4 - 3 *FORGET YOUR TROUBLES*

When Donna is bribed by a man who wants the land in Marlowe that she is giving away, she decides to take him to court to punish him, but when she gets overwhelmed with stress, she wishes that she could just forget about everything for a while, and when Evie tries to help her, she accidentally gives Donna amnesia.

4 - 4 *A MIND IS A TERRIBLE THING TO READ*

Donna's television show, "Meet the Mayor", is scheduled to be cancelled after failing to pull in viewers, so the gang put together a telethon to keep the show on the air, and when Evie and Lindsay try to do a mind reading trick for entertainment, the trick doesn't fool anyone, so she asks Troy to give her the power to read minds.

4 - 5 *EVIE'S GUARDIAN ANGEL*

Donna hires Peter to put in new shelves for the kitchen, but while he's there, things start mysteriously disappearing in the house, and on their way home, Donna and Evie catch Peter talking to Troy through the cube and discover that Peter is really an alien from Anterias as well as Evie's guardian angel.

4 - 6 *BEST FRIENDS*

Donna's old friend, Sandy, is coming to visit, but Donna isn't too thrilled after remembering how Sandy was so much more popular than her and how she took the guy that Donna liked back in high school, and when Evie starts to spend all her time with Sandy, Donna feels that Sandy is now taking away her daughter.

4 - 7 *I WANT MY EVIE TV*

Evie's Uncle Mick has returned home to Marlowe after being on the road with his band, and when Evie discovers that he is a talented guitar player, she asks him to help her make a music video for her school project, but instead Chris takes Evie's music video and submits it to a talent search contest.

4 - 8 *COME FLY WITH EVIE*

When Kyle must take a plane to New York for a police convention, Evie discovers that he is afraid to fly, so Donna and Evie create a "fear of flying" program to help Kyle overcome his fear, but when Evie pretends that they are taking off, the house really does take off because of Evie's powers.

4 - 9 *ROOMIES*

While Mick is out of town for a week, he allows Evie and Lindsay to stay at his apartment so that they can see what it's like to live together before they go away to college, but only after a few hours alone, the girls start to disagree.

4 - 10 *EVIE'S HIGH ANXIETY*

When Chris decides to enter a dance contest with another woman, Evie gleams herself into a fantastic dancer to get Chris back, but because of a gleam intensification, her powers become ten times their normal strength and she becomes so light on her feet that she starts to float in the air.

4 - 11 *EVIE'S FALSE ALARM*

Donna is conned into buying an alarm system for the house, and when she and Evie realize that it was a fraud, they come up with a plan to try to get their money back.

4 - 12 *MARLOW VICE*

Lindsay decides to be a student officer just to goof off and skip classes and persuades Evie to be her partner in crime. When Lindsay discovers that there is a thief stealing food from the cafeteria, she suddenly becomes serious about her position and tries to catch the culprit, only Evie catches him instead, and the thief ends up being Jeff.

4 - 13 *EVIE'S LATIN TOUCH*

Evie decides to take part in the student exchange program and let's a young latin boy stay with her, and when she discovers that that his whole life is all work and no play, she teaches him to have a little fun by taking him to play baseball.

4 - 14 *MY MOM, AND WHY I LOVE HER*

Evie's grandmother sends her a check in the mail, for \$200, that is supposed to go toward her college fund, but Evie spends the money on a jacket instead, and in order to keep Donna from finding out that she

spent the money instead of putting it in the bank, she enters a contest titled "My Mom and Why I Love Her" to try to win the money back.

4 - 15 *HECK'S ANGELS*

Evie volunteers to tutor a 22 year old high school student so that he can get his diploma, but he ends up being a rough, tough, motorcycle biker named "Moose", and when his girlfriend, Velma, finds out that she is spending time with him, she warns Evie to stay away from him....or else.

4 - 16 *WOULD YOU BUY A USED CAR FROM THIS DUDE*

Chris decides that he wants to go to school to be a doctor but he just cannot afford it, so gets a job as a car salesperson to help him pay for school, and when Evie discovers that Chris just cannot sell anything, she gleams him into the best car salesperson in the entire place.

4 - 17 *EVIE NIGHTINGALE*

Evie and Lindsay sneak into the hospital and pretend to be candy strippers after they discover that their favorite soap star will be staying there, but instead of getting his autograph, they end up getting trouble.

4 - 18 *ALL ABOUT EVIE*

A star attitude is born when Lindsay lands the lead in Marlowe High's production of "Romeo & Juliet."

4 - 19 *MAYOR EVIE*

Evie becomes Donna's new mayor's assistant, but when Donna won't give Evie any responsibility to do the job, Evie gleams herself into Donna to sign a concert permit when Donna is not around to do it herself, but it only causes problems when the citizens of Marlowe don't approve of the performer.

4 - 20 *STUMP YOUR NEIGHBOUR*

It's Evie, Kyle, and Mick vs. Donna, Lindsay, and Buzz in a popular game show titled "Stump Your Neighbor", but while Donna and Kyle are fighting to win for their pride, the rest of the gang are just looking to win a new Ferrari.

4 - 21 *EVIE'S THREE PROMISES*

It's Evie, Kyle, and Mick vs. Donna, Lindsay, and Buzz in a popular game show titled "Stump Your Neighbor", but while Donna and Kyle are fighting to win for their pride, the rest of the gang are just looking to win a new Ferrari.

4 - 22 *TOO LATE FOR EVIE*

Evie breaks her curfew, once again, for the third weekend in a row and Donna gets furious at Evie for making her worry, but Evie just can't understand why her mother worries so much when she stays out late until one night when Donna goes out, gets locked in Kyle's apartment and doesn't come home.

4 - 23 *EDUCATING KYLE*

When Kyle reveals to Evie and Donna that he never graduated from high school, Donna informs him that in order to keep his job as police chief, he must go back to high school to get his diploma. When he does, he accidentally gets Evie in trouble for cheating on her history final when in fact he was the one cheating.

4 - 24 *EVIE'S EIGHTEEN*

Evie celebrates her eighteenth birthday with her mom. Her dad uses a matter transference unit to come as well (it looks like a outline of him with light accenting the outline) This episode ends with Evie's mom getting transported to Antares when she steps into the unit to turn it off and troy trapped on earth because Donna used it. This is the end of the series.

OUT THERE

Anthology series which covered stories of Science Fiction.

Out There was an anthology series which tried to reproduce stories from science fiction pulp magazines of the day. Live anthology series consisting of adaptations from short stories by major Science Fiction authors, aimed at adult/juvenile crossover audience, using special effects. A now-obscure series that should be commended for its attention to literature, which was simply ahead of its time. Teleplays were adapted from short stories by notable science fiction authors.

Our There, also called Out There - in Time, Space and the Worlds of Science Fiction in CBS press realises, was an anthology series with stories often based on works by famous Science Fiction writers. These writers included Robert Heinlein, whose work served as the basis of three stories. Ray Bradbury, Theodore Sturgen and Murray Leinster. The first episode of the series, THE OUTER LIMITS, was based upon a story which had appeared in Saturday Evening Post and plotwise bore some similarity to the now classic film The Day the Earth Stood Still. The programme was one of the first science fiction series to be aimed at adults while still holding appeal for children accustomed to CAPTAIN VIDEO and TOM CORBETT.

Out There was also on the cutting edge of TV special effects, some of which were obtained by using filmed cut away shots (the programme was shot live), while others were accomplished by using experimental camera techniques. The series was first aired on CBS, and was broadcast live. The various authors they based their stories on included Robert Heinlein, Milton Lesser, Theodore Sturgeon, Ray Bradbury.

Out There was an innovative adult science fiction series conceived by CBS as that net-work's antidote to ABC's adult science fiction offering Tales of Tomorrow, unveiled only a couple of months earlier. CBS hurried Out There onto the fall 1951 schedule as a "sustainer," a program without a sponsor but presented by the network in the hope of eventually attracting a commercial backer. Sustaining series were once common occurrences on radio, and radio continued to exert a powerful influence on early television at the same time that TV was undercutting its rival at every turn.

Presented live, as most series were at the inception of television, Out There also wove filmed segments into its broadcasts, an unusual approach for the time. Reviewer Jack Gould, writing in The New York Times (November 4, 1951), predicted that Out There might prove to be one of the best of the many science fiction entries on television, which only underscores the fallibility of critics; after 12 broadcasts, the series was pulled from the air after failing to attract a sponsor.

CBS, however, briefly lavished time, money, talent and considerable energy on the series in an effort to turn it into a paying proposition. They reportedly spent some \$10,000 a week on the series, a not inconsiderable sum for its day, much of it going into the production of special effects designed to give the adult themes a certain credence and credibility. Nor was CBS parsimonious when it came to paying for scripts. Out There's story budget was \$650 per episode, which compared favourably with such prestigious (and commercially sponsored) series as Armstrong Circle Theatre (NBC) and Danger (CBS) which were each slated at \$750 for story budgets.

CBS story editor Arthur Heinemann sought out previously published science fiction stories which would readily adapt to the demands of live television. Such stories as Robert Heinlein's "Green Hills of Earth," Ray Bradbury's "The Man" and Theodore Sturgeon's "Mewhu's Jet" would be tapped for eventual adaptation. For the premiere broadcast, producer John Haggott and director Byron Paul presented "The Outer Limits," a story by Graham Doar, culled from the December 24, 1949, pages of the Saturday Evening Post.

The play focused upon the efforts of an extraterrestrial being, Commander Xegion (Wesley Addy), to convince a captured American jet pilot that the earth's infatuation with atomic weapons was viewed with alarm by other worlds, and that if Earth failed to curb its experimentation with atomic weaponry the planet would soon be destroyed. It was probably Out There's adult approach to science fiction that doomed the series to an early extinction. Television science fiction in the early fifties was virtually the exclusive province of the juvenile set, with the exception of Tales of Tomorrow. Out There simply premiered at the wrong end of the decade to achieve success.

Arthur Heinemann advised writers interested in working on the series, "In general this program deals with the more human aspects of science fiction, centring around people as they are affected by phenomena of the world of the future, interplanetary communications and beings from other worlds." Producer John Haggott explained to Newsweek (January 7, 1951), "Although we whine through space, we're more interested in mechanisation's probable effect on human beings." The humanisation concept of science fiction which Out There stressed would eventually find acceptance through such later series as Science Fiction Theatre, Men into Space and The Man and the Challenge.

Technical Information

FORMAT: Live half hour anthology series, interspersed with filmed sequences, dramatising the work of popular science fiction authors.

BROADCAST HISTORY: Network: CBS. Original Airdates: October 28, 1951 to January 13, 1952. Total Episodes: 12 black-and-white. Seasons: 1. Sponsor: Sustaining.

Production Staff

Executive Producer: Donald Davis.

Pro-ducer: John Haggott.

Director: Byron Paul

WR. Elihu Winer, Edward Waldo, Howard Rodman, Joseph Kramm, David Shaw, Raphael Hayes, Murray Leinster, Howard Rodman, Reginald Rose, Frank Long.

DIR. Byron Paul, Andrew McCullough (all episodes)

EPISODES: 12 **YEAR MADE:** 1951 **COUNTRY:** US **SEASONS:** 1

CBS

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER: 28/10/1951

AIR DATE OF LAST EPISODE 13/01/1952

SEASON DATE BREAKDOWN:**FILMS:**

NONE.

RELATED SHOWS:

TOM CORBETT, SPACE CADET

CAPTAIN VIDEO AND HIS VIDEO RANGERS

SPACE CADETS

1 - 1 *THE OUTER LIMIT*

An extraterrestrial being attempts to convince a captured American jet pilot that earth infatuation with atomic weapons is viewed with alarm by other worlds and that Earth will be destroyed if it fails to curb its experimentation in atomic weaponry.

Dir Byron Paul, Andrew McCullough

1 - 2 *ORDEAL IN SPACE*

Communications Officer William Coles goes out side his spaceship and expertise to fix a radar antenna. He falls into the large expanse of space, lost. A miracle rescue allows him to tell his great tale.

Dir Andrew McCullough, Byron Paul

1 - 3 *THE SENSE OF WONDER*

The captain of a spaceship lacks the courage to land his ship after a journey of hundreds of years.

Dir Byron Paul, Andrew McCullough

1 - 4 *MISFIT*

The Earth Foreign Legion has been assigned the task of moving an asteroid between Earth and Mars. This asteroid is to be used as a space station and an emergency landing base. Most of the work is to be done by a young astronaut who can do complex mathematical problems in his head.

Dir Andrew McCullough, Byron Paul

1 - 5 *SUSCEPTIBILITY*

Able XII, a planet in the Third Galaxy has been blacked out for centuries. Earth Command sends a search and rescue mission to Able to find out what happened.

Wr David Shaw

Dir Andrew McCullough, Byron Paul

1 - 6 *THE GREEN HILLS OF EARTH*

Rhysling. A man who helped discover new planets in the galaxy has been sent on a mission to the Wolf Pack Asteroid Belt with a research team. Unknown to all members of the team and Rhysling this mission

will end in tragedy.

Dir Byron Paul, Andrew McCullough

1 - 7 *MEWHU'S JET*

An Alien survives the crash of his spaceship on an isolated island.

Dir Andrew McCullough, Byron Paul

1 - 8 *SEVEN TEMPORARY MOONS*

Seven moon and star like bodies appear near Earth and threatens it's survival.

Wr Murray Leinster

Dir Byron Paul, Andrew McCullough

1 - 9 *THE MAN*

Two rival companies find radio active materials on a distant planet. Now they must compete against each other to win the 'goods'.

Dir Andrew McCullough, Byron Paul

1 - 10 *THE BUS TO NOWHERE*

Six people are stranded in the middle of the desert . They meet a little man named Mr. Kik, a Venusian. Mr Kik tells the people that they are going to his planet so that his people can study human behavior.

Wr Reginald Rose

Dir Andrew McCullough, Byron Paul

1 - 11 *GUEST IN THE HOUSE*

Wr Frank Belknap Long

Dir Andrew McCullough, Byron Paul

1 - 12 *THE CASTAWAY*

An immortal man, thousand of years old, gets passage on a spaceship after spending years on a planet far out of our solar system.

Wr Raphael Hayes

Dir Byron Paul, Andrew McCullough

OUTER LIMITS, THE (1963)



'There is nothing wrong with your television set. Do not attempt to adjust the picture. We are controlling transmission . . . we will control the horizontal. We will control the vertical . . . For the next hour, sit quietly and we will control all you see and hear . . . You are about to participate in a great adventure. You are about to experience the awe and mystery which reaches from the inner mind to The Outer Limits.'

The Outer Limits was the bug-eyed monster show. Other series might explore the bizarre or the fantastic with the aim of exciting, amusing or merely arousing dormant grey cells, but this 1960s American anthology series was designed to scare the living daylight out of its audience.

Week after week, your television set was taken over by some of the creepiest aliens ever created for the small screen. These weren't cuddly ETs, these were full-blooded agents of terror, collectively dubbed 'the Bears' by producer Joseph Stefano.

Joseph Stefano, producer of The Outer Limits' first season, recalls an event that occurred in 1975, ten years after the series' demise. He characterizes it as "one of the strangest, most wonderful experiences I've ever had." Formally invited to a New York science fiction convention, Stefano was "surprised when they offered to pay not only my fare, but my wife's. They also provided a first class hotel room. I thought, 'What the hell is this?' We got there and found a huge audience. I told them, 'I don't really make speeches, but I'll answer questions.' I was truly shocked: they not only knew about The Outer Limits, they knew all about me! If I couldn't answer a question, somebody in the audience could. I thought, 'We're talking about a ten-year-old show here!'"

Stefano's initial arrangement was to spend one day at the convention, but "I couldn't get enough of these marvelous people. I returned for a second and third day. I looked at my wife, Marilyn, and said, 'I don't believe this is happening! When did it happen?'" It all began much more quietly in 1962, when ABC-TV commissioned writer Leslie Stevens (whose previous series was Jack Lord's *Stoney Burke*) to set up a science fiction anthology series. To help ensure commercial success, ABC wanted the emphasis to be on terror. This meant the guarantee of one monster per show.

Because *The Twilight Zone* was more of a gentle fantasy, *The Outer Limits* was truly the first big-budgeted science fiction series aimed at an adult audience. Stevens immediately contacted writer Joseph Stefano (who had scripted the 1960 film *Psycho*) to take on the producing reins. The working chemistry between the two was unbeatable. Stevens, a science fiction buff, was fascinated by the frontiers of science and its effect on society; Stefano was more interested in suspense and Gothic horror. It was his vision that provided most of the shudders. He also insisted on the thoughtful stories that depicted many of the monsters as intelligent and often misunderstood beings. In Stefano's world, mankind was still a groping child whose heart was in the right place. At the end of every episode, at least one character, whether human or monster, had gained some degree of insight.

As the first year went into production, Stefano went to work. "I spent a great deal of my time writing scripts or commissioning scripts, trying to get the next show on for the following week," he recalls. "If scripts didn't come in, I'd go home and write them, which is why I wrote so many. In my contract, I agreed to write four scripts. I think I ended up writing 12. I also rewrote many others, not because they were all bad but because many didn't fit our vision."

The most identifiable trademark of *The Outer Limits* was the Control Voice. The program opened with a white dot in the center of a black screen. An unseen voice would announce that for the next hour, "we are controlling transmission." At the program's close, the Control Voice returned with a soothing, "We now return control of your television to you ... until next time ... when the Control Voice will take you to the Outer Limits." It was a gripping, inventive device.

"The Control Voice was (and is) a peculiar phenomenon," says its creator, Leslie Stevens. "It first came to me at a pitch meeting with ABC. The network executives were asking me about the format for The Outer Limits. Rod Serling had been a success with *Twilight Zone*, and ABC felt the need for a host. I had no prepared answer, but I heard myself saying that the home viewers' TV set would turn off, leaving a glowing dot. A Control Voice would take over. I quite literally heard myself reciting the introductory speech about 'rolling, fluttering, focus,' etc."

The Control Voice also offered bits of thoughtful commentary at the close of the episodes. Joseph Stefano says this allowed him to express some of his most personal thoughts to the audience. "The Control Voice wasn't supposed to be God or some great sage," Stefano says. "It was really the voice of Leslie Stevens and Joe Stefano. It was our chance to say what we felt without putting it into a characterization." At the time, Stefano had a lot to say. "I had just had a son, my first child, and I cared tremendously about what was going on in the world. I realized I had been rather inattentive the previous ten years, politically, because I had been struggling to get somewhere as an artist. I was coming out of that. In *The Outer Limits*, I meant just about everything I wrote. I'll see an episode today and think, 'I wonder if I still feel that way? Do these truths still hold up in my life?' Often they do, which is amazing. I've changed in so many ways since then. So the show even works for me in that respect. It gives me an opportunity to consider where I am as a human being today as opposed to then."

When *Newsweek* profiled *The Outer Limits* in January 1964, the magazine quoted Stefano as saying, "If there's one underlying message on the show, it's a strong preachment against violence, bigotry and prejudice." *Newsweek* credited Stefano's monsters for often pushing the series into the ratings' top twenty. However, in some reviews *The Outer Limits* was actually criticized for its use of monsters. Some critics claimed the series was nothing more than a fancy creature-feature for television. *TV Guide* critic Cleveland Amory's snide review of the show ended with the grouchy reviewer seeking out a child to explain an episode that had left Amory thoroughly befuddled. As with most TV shows that were ahead of their time, the reviews say more about the critics, who were unable to look past the monsters to see the show's subtext.

"We did pretty much what we wanted to do," says Stefano. "In fact, it's hard to imagine being able to do today what we did then. Today, a network has too much executive control of TV and movies. *The Outer Limits* gave me the opportunity to communicate to the audience what I was thinking and feeling at the time." Stefano not only crafted well-motivated monsters into the show, he also made strong political and social statements under the guise of science fiction. To the network's credit, Stefano was left alone. "The executives at ABC were pretty hip as to what we were doing," he says.

"They were not stupid people. Danny Melnick, who is a brilliant producer today, was head of ABC's programming development. They knew who we were and what our thinking was like. They knew what we were going to do with *The Outer Limits*. They also knew that we had the subtlety not to get everybody into trouble. They trusted us."

However, Leslie Stevens says that if he had been creatively unshackled by the network, there would have been differences in *The Outer Limits*' content. Stevens was intrigued by the new developments in science. "Digital computers were on the horizon, and I would have enjoyed exploring cyberspace," he says. "Hallucinogens are intriguing, and I'm all for a scientific probe of Nagual. My hobby is arcane math, and I love the realms of the Verhulst process. For sheer sci-fi excitement, nothing beats Kaluza-Klein, Banach and Tarski, Bell and non-local phenomena. But try to discuss this with network execs!"

Within the limitations of having a monster (nicknamed a "bear" by the producers), Stevens could still have some fun. One of his most daring monsters, however, never reached the screen. "I proposed a 'Sound Monster' to Dan Melnick. I found that a decibel oscillator, rising from pedal-tones to dog's hearing, made things like cups, saucers and ashtrays vibrate. I thought it would be fascinating to have the audience involved in a little viewer participation. We could have stuff in their living rooms suddenly buzz and clink as though some strange creature were loose in their house. The ABC legal department turned pale. They were thinking of things falling off shelves onto the heads of millions of viewers, with consequent lawsuits. Needless to say, the 'Sound Monster' was DOA."

Although the monsters on *The Outer Limits* often received the fan mail, today Stefano gets letters about the show's themes. "One fan asked me about my script *The Invisibles* (where parasitic beings control key men in government)," recalls Stefano. "He asked, 'It seems you were referring to the CIA in that. It seems odd you would be allowed to do that in 1963'-because we had just come out of a repressive society with the Eisenhower administration. My response was, 'I would never have been able to do that had it not been called science fiction.' I couldn't have done a *Playhouse 90* or a two-hour movie condemning or doubting the CIA. It would have been refused."

The quality of *The Outer Limits*' scripts and production attracted many talented actors and actresses to the

series. Actor John Anderson says, "I wasn't a science fiction fan, but the few episodes I had seen of *The Outer Limits* were remarkable." Anderson signed up to play an alien in "Nightmare." As an Ebonite, Anderson was one of the extra-terrestrials helping the U. S. military perform mind games on a group of unwitting soldiers, with tragic results. "My role was certainly unique," says Anderson. "and we had an incredible cast, including Ed Nelson and James Shigeta. It was Martin Sheen's first good TV role, and there were wonderful character actors, including my dear friend Whit Bissell. A fabulous cast."

Anderson grappled briefly with the alien characterization. "The script described the alien as having a mechanical voice. I presumed they would do this technically by putting a special mike over my throat. Just before filming, I said, 'How are we gonna make my voice sound mechanical?' They said, 'You're going to do that.' I said, 'You mean I have to create this sound? It isn't exactly your average, conversational dialogue.' They told me to do the best I can. I shook my head. 'Damn! I wish that you had warned me earlier.' I went off into a corner and practiced. I managed this electronicsounding voice. It must have worked because no one said, 'Jesus Christ! We can't use that.' Fans have told me that they had no idea it was me ... of course, I was hidden under this weird makeup that weighed about 800 pounds!

"It was very complicated. They attached this rubber head with glue and blended it onto my skin with liquid rubber. It took about an hour and a half." Legend has it that the cast, including Anderson in full Ebonite makeup, stopped traffic one day when they went out for lunch. "Never happened!" laughs Anderson. "I never left the studio with the makeup on. I couldn't even get into my car with that pointed head I was wearing. But a strange thing did happen on the first day of filming. I felt really odd. I thought I was coming down with something. I finally figured it out: with all this stuff glued to my face, I was suffering from claustrophobia and didn't even realize it. My whole body was encased in a wetsuit and rubber gloves with attenuated fingers. Once I understood it was claustrophobia, I was okay. And after two hours in makeup, I found that whenever I walked, I heard this eerie sloshing sound. I went to my stuntman [Paul Stader], who had the same rig on, and said, 'Geez, whenever I take a step, it's like I'm wading in water. What's going on?' He said, 'You're sweating. As you sweat, it can't evaporate.' I said, 'Jesus Christ! You mean I'm walking around in two inches of my own sweat?' He said, 'Yep.' That made all the sense in the world." Anderson was impressed with the episode. "It made a strong anti-war statement. It was several levels above your typical TV. The episode didn't change the world because since 1963 we've had nothing but bloodshed and fighting, but you've got to keep trying."

The popularity of *The Outer Limits* has even trickled down to its guest stars. Anderson recalls, "I came home one day and there was a bunch of people in my driveway. It turned out they were *Outer Limits* freaks. I call them that because they had a camera and 12 photos of me in that weird makeup. They asked me to sign all 12 of them and asked me all sorts of questions. I thought, 'Geez, they're nice people, but is this all they have to do?' Especially when they said that every weekend they went around looking for *Outer Limits* people!"

Joey Tata was another actor who found himself in the bizarre world of *The Outer Limits*. As one of the soldiers in "The Zanti Misfits" he battled deadly space ants. The one-foot ants, known as Zantis, had human faces and delivered nasty bites. They were some of the scariest and most unusual creatures ever depicted on television. "We shot the interiors at a Los Angeles TV station called KTTV" recalls Tata. "The soldiers' control outpost was about as big as a living room. When director Leonard Horn walked in with the ants we'd be fighting, we all looked at each other and tried not to laugh. We had a couple of actors from New York who looked down on us Hollywood guys, and they just looked down at their belly buttons as Leonard passed these rubber ants around. Lenny saw my face and he said, 'Tata! If you say one word about these ants...' I said, 'Well, they're too big to step on. How are we supposed to get rid of them?' Leonard said, 'You're gonna shoot them. If you can believe that an ant can talk, you can believe you can shoot them, right?' and we all laughed."

Tata counts the episode as one of his favorite experiences. "The episode turned out great," he says. "During the battle scene, the ants were everywhere: running down the sides of walls, dimbing up desks, biting people's feet ... and we were all shooting guns off like crazy in this little room. I'm talking 12 carbines with blanks going off. We were going deaf from the noise. Some of the ants were animated through stop-motion photography. Others were rigged with squibs and when we shot 'em, they blew apart. Man, it was great! I gave one of the ants to my niece as a gift."

Tata jumped at the chance to be in the series. "Lenny Horn and I had worked at CBS on *The Red Skelton Show*. When he asked me if I wanted to fight ants on *The Outer Limits*, I said, 'Absolutely!' I loved the series. Joe Stefano and his style were terrific. Today, it's a cult show. The makeup and direction on the series were dynamite."

One of the most haunting *Outer Limits* episodes was "The Man Who Was Never Born." Written by Anthony Lawrence, the story was about people making great personal sacrifices to save the Earth's future. An astronaut and a mutant from the year 2148 head back to 1963 to prevent the birth of a man who will be responsible for Earth's biological destruction. Karl Held played the doomed astronaut, Joseph Reardon, who lands in Earth's

future and finds it a desolate landscape populated by sterile, misshapen humanoids. "My challenge was to convey a believable reaction to the incredible circumstances," says Held. "Fortunately Joe Reardon was a thinking man. He was literate, intelligent and quick-witted."

Held recalls the planet scenes were played out "in a small studio, under hot lights. My spacesuit didn't 'breathe,' and I was roasting. The makeup people would dry my face right up to Action! I never got through a take without director Leonard Horn wincing as perspiration started on my face. He finally said, 'I guess we'll have to skip your close-ups, Karl.' I said, 'Hey, I just stopped sweating. I wonder why?' Leonard was a very easy man to work with. He saw I had a good grasp of the character and left me alone. He'd explain how the special effects would appear outside the spaceship viewport so that I could put myself in the physical context of the scene. He usually made a sincere, encouraging comment after a final take."

One of the most powerful moments in *The Outer Limits* is Reardon's death scene. The astronaut is dematerialized while passing through a space barrier to return to present-day Earth. "The scene's sense of fright was augmented by the special effects," Held says, "but also in my choice of playing his death with disbelief rather than fear."

Held has also received praise from viewers for his role. "A stranger recognized me and said that my line, 'A microbe destroyed humanity?' was handled beautifully. Another person said, 'You made it believable with your sense of reality.' It was a strong episode. The special effects were pretty good for that kind of budget." "When Joe Stefano sent me the script for 'The Man Who Was Never Born,' I loved it on the first read," says actor Martin Landau, who played Andro, the tragic, gentle mutant from the future. He falls in love with the Earth woman (played by Shirley Knight) who is destined to give birth to the child who will destroy the future. "I saw Shirley Knight in the role of the leading lady. She had been an acting student of mine in the 1950s. When Joe asked me if I wanted to do the episode, he coincidentally mentioned that they were trying to get Shirley Knight to play Noelle. I knew we were on the same wavelength! I immediately agreed to play Andro."

Because Andro could use hypnosis to alter his repelling appearance, Landau had something of a dual role. "I was playing both Andro and myself," he says. "Freddie Phillips, the makeup artist, devised a mask that was attached at my eyes and mouth in such a way that I could put it on or take it off in five minutes' time. The mask's nose holes had to be enlarged so I could breathe easier, although I did most of my breathing through my mouth. The misshapen feet were put on like boots, and the gnarled hands were donned like gloves."

The exciting chase scene, as Andro and Noelle are pursued through the woods, "was beautifully filmed by Conrad Hall, the director of photography, and his camera operator, Bill Fraker," says Landau. "Bill laid on his back, on carriage wheels, holding the camera on his chest. He was pulled by ropes to film the chase. The whole Beauty and the Beast love story, as well as the time travel aspect, caught everyone's attention. Dick Van Dyke called me up after the show aired and raved about it. I still get mail about the show. As a six-day shoot, we made a damned good little movie. It was a special episode and I'm very proud of it."

Landau's second *Outer Limits* appearance was in "The Bellerophon Shield," where he played a scientist who accidentally captures a space traveler. Sally Kellerman played his scheming wife. "It was an interesting episode, although I liked it less than "The Man Who Was Never Born." The director, John Brahm, was a great old pro out of World War II cinema. Sally Kellerman was a 17 year-old waitress at a 'beatnik' coffee house named Cosmo Alley when I first arrived in Hollywood. It was a place where people read poetry, sang folk songs and hung out."

Robert Justman, who was the assistant director on *The Outer Limits* "part of the time and also a unit production manager part of the time," thinks the series "introduced a lot of viewers to science fiction." His work on the series included "The Sixth Finger," starring David McCallum as a Welsh miner transformed into a man of the future. "As filming went on, it became clear to me and director James Goldstone that the segment's running time was going to come up short," recalls Justman. "So we wrote a sequence where David, who had some pianistic abilities, played two-part Bach. Since his character had six fingers, that made it interesting! David consulted with us, and together we picked out what music he would play. It was a lovely piece, and we derived enough footage to deliver the show."

The Outer Limits had a successful first season. In a ratings jungle where a 16.0 rating was needed for renewal, *The Outer Limits* ended the year with a respectable 19.0. The series was especially popular with teenagers. ABC granted the series a renewal, but moved *The Outer Limits* from its popular Monday night berth to Saturday nights. Joseph Stefano felt the new time slot, opposite the mighty Jackie Gleason show, was a mistake. Stefano protested the change by leaving the series at the end of its first year. *The Outer Limits*, one of the most popular shows of the 1963-64 season, was among the least-watched shows of the 1964-65 season. It was canceled in the middle of its second season.

"When I left," says Stefano, "it was simply because I felt *The Outer Limits* should not be moved to Saturdays. Monday night had been just great. Our ratings weren't sensational, but they were healthy. If we had stayed in

that slot, I think the ratings would have increased in the second year. We could have run five or six years. I think what happened was that somebody at the top said, 'I think The Outer Limits has a chance to knock off Jackie Gleason on Saturday nights.' Two or three executives ended up deciding what an audience will watch and when. So they moved the series, and I moved on. I didn't see any of the second season. When The Outer Limits was canceled, it was exactly what I expected."

Robert Justman worked on both seasons. "I thought the first year, when Joe was involved, was much better than the second year. It was a monster show in the second season, which is what ABC wanted. It certainly didn't have the quality of writing the first season had. Joe's writing was extremely poetic. The themes of the first season were also more engrossing. The fellow who came in to replace Joe [producer Ben Brady] was not a writer. He didn't have the sensitivity Joe had. I didn't think the second season was going to be successful, especially when I saw the product we were being commissioned to churn out. In fact, I was unhappy enough that I seized the opportunity to go and prepare the first Star Trek pilot before the second season was over."

As the second year began production, however, the new producers issued a statement that the new Outer Limits would emphasize science over monsters. According to new story editor Seeleg Lester, "The first season, which I reviewed, never satisfied Leslie Stevens' original concept. The first year was principally concerned with horror, a.k.a. bug-eyed monsters. I suspect ABC had a heavy hand on the producer's till. Whether the producer [Joseph Stefano] agreed or disagreed with the bug-eyed-monster concept, I don't know. Ben Brady and I were assured by the network there would be no intrusion of that kind of thinking in the second year. Their assurance was a lie. We were leaned on continuously to put horror into the scripts." However, the second year did feature some unusual segments, including Harlan Ellison's "Soldier" and "Demon with a Glass Hand."

There was also Seeleg Lester's and Sam Neuman's "The Inheritors," a two-part story about benevolent aliens who give afflicted children a second chance for life on an alien planet. "'The Inheritors' was conceived because I wanted at least one show without monsters," says Lester. "I tried as story editor to make the show more imaginative and intriguing. The second year began to illustrate the imaginative kinds of stories that science fiction promises. The network, however, despite the huge success of the anthology series One Step Beyond, never understood or appreciated The Outer Limits. The networks still don't understand the underlying appeal of imaginatively different concepts or stories. The Outer Limits endures today because it was an opportunity for unusual, literate and intriguing television. There have been several other efforts since to cash in on science fiction TV, but they've been, aside from Star Trek, less than mediocre." "Bobby Justman is correct, but then, so is Seeleg Lester," notes Leslie Stevens of The Outer Limits' content during its two-year run.

"Dan Melnick, the ABC programmer, insisted that we 'bring on a bear' in every episode to grab disinterested audiences. We tried to take his command and run with it in imaginative ways. In the second year, Seeleg added wonderful elements, but he was shackled even worse than the first year. Both Lou Morheim [The Outer Limits' first season story editor] and Seeleg Lester wanted to accomplish the impossible and almost did. We dreamed of integrity, and we wanted every show to be great, but the business affairs of TV is a hard taskmaster. The Outer Limits had zero sex, so we were required to pump in the adrenalin (violence) by 'bringing on the bear' in the first five minutes. It's interesting to note that in the hostile, murderous world of TV drama, commercials suggest that to consume something will bring relief. It's always, 'Have a Coke or a Bud or a Rolaid or be part of the gusto group by consuming something.' The secret theme of 50 threatening years of mass TV drama might well be, 'Consume or die.'"

Stevens has a definite favorite of the two seasons. "The first season was very near and dear to me. The second year, the network clipped our wings, and I was limited to being executive producer. I admired Seeleg's valiant efforts, but in my view Ben Brady was miscast as boss of an imaginative series."

The cancellation of The Outer Limits in 1965 was the beginning of its rebirth. Before production of the show's second season, the series had already been sold to 25 foreign TV markets. In 1965, independent American stations quickly snapped up all 49 episodes for syndication. By the late 1960s, The Outer Limits was a huge hit in syndication. As early as 1966 there was talk of reviving the series. "I think it was ABC that expressed interest in doing the series again at that time," says Joseph Stefano.

"I can't tell you how many companies and network people have talked to me over the years, wanting to do another Outer Limits-like show. But they've always hedged their bets. In the mid-1980s, Leslie Stevens and I had a meeting with ABC. They said, 'We want you to do The Outer Limits again, but we don't want you to have the power that you had on the original.' I feel the original has lasted because Leslie and I did what we wanted to do. Or they'll say, 'We want to do it again but this time add continuing characters.' At that point I always politely excuse myself.

I still feel the only way to do it is as an anthology. The problem with a lot of science fiction today is that the networks and studios think special effects are the key. I talked to a network guy, and he said, 'The kind of

things you want to do would cost a fortune today.' I said, 'Why's that?' He replied, 'Because special effects are so expensive now.' I said, 'But I'm not talking about special effects!' That's part of the Steven Spielberg legacy. It's like, 'How are we going to know it's set in the future unless we have all this special effects stuff going on?' Those kinds of TV series haven't worked. They've had weak stories and characters without depth." Today, Stefano relishes the attention still lavished on *The Outer Limits*. "It's fantastic. Whenever TNT [the cable network] does its *Outer Limits* marathons, the ratings are very good." Ironically, the marathons are broadcast Saturday nights.

"You're not going to see 1990s special effects," Stefano says. "If you know that some of the effects are going to look a little corny, then you'll realize that they're not what the show was about anyway." The writer acknowledges that he's primarily known for his *Psycho* screenplay and his *Outer Limits* work. "I'm grateful to be one of the few writers to get to write a TV series and a movie that have become classics," he says. A new *Outer Limits* series, produced by Atlantis Films, debuted in syndication in 1995, with Stefano and Leslie Stevens serving as executive story consultants. Today, Stefano gets mail from the kids of people who watched the series originally. "It's well into its second generation of viewers," he marvels. "It's wonderful. I get all kinds of philosophical questions: 'Is this really what you believed in at the time?'"

"We had just enough episodes to make it viable in syndication, where it went wild," continues Stefano. "In a strange way, I wonder, if we had lasted five years on ABC, would the series be as popular today? Perhaps because we lasted such a short time, the episodes have become jewel like." All 49 episodes, which were filmed in black and white, are selling well on MGM/UA home video. "There have been very few things on TV that have captured the fancy of young people", says Stefano. "I think *The Outer Limits* was ahead of its time. I get 17-year-olds who write to me, asking, 'Was there really a time when you could see this kind of show on television?'"

CAST NOTES

Vic Perrin (*The Control Voice*): Born 1916. Perrin began his career as a senior NBC announcer. He also supplied countless voices for commercials, movies and cartoon series. He died in 1989.

"There is nothing wrong with your TV set. We are controlling transmission. We can control the vertical. We can control the horizontal. For the next hour we will control all that you see and hear and think. You are watching a drama that reaches from the inner mind to ... *The Outer Limits!*" Harlan Ellison wrote the two best episodes of this anthology series, including the masterpiece "Demon With a Glass Hand."

TOL, which featured a new SF story each week, is often regarded as the classic SF-anthology series. Though leaning towards the Horror or Monster-Movie end of the SF spectrum, the series was often innovative in both style and subject matter, and many of its writers either were SF professionals or knew the genre well. The pilot episode, "The Galaxy Being", written and dir. Stevens, concerned an Alien made of pure energy who is accidentally absorbed into a 3D radio transceiver on Earth. Harlan Ellison contributed 2 episodes: "Soldier" (1964), about an ultraconditioned soldier from the future who is projected back in time and finds himself in a typical 1960s US household -- a precursor of *The Terminator* (1984) -- and "Demon with a Glass Hand" (1964), perhaps the finest episode, about an Android, pursued by aliens, who has the entire human race coded in his internal circuitry. Actors who appeared in the series -- many of them then unknown -- included Leonard Nimoy, Robert Culp, William Shatner, Bruce Dern, Donald Pleasence, Martin Landau and David McCallum. The bizarre make-up that was such a feature of the series was the work of Fred Phillips, John Chambers and, primarily, Wah Chang.

The talented cinematographer Conrad Hall worked on the 1st season, and the series was visually striking. Only stupid programming (it was shifted to a time-slot opposite the hugely popular *Jackie Gleason Show*) led to the series' cancellation halfway through the 2nd season. TOL was, on the whole, more imaginative and intelligent than its more famous competitor on CBS, Rod Serling's *The TWILIGHT ZONE*. *The Outer Limits: The Official Companion* (1986) by David J. Schow and Jeffrey Frentzen is about the series.

Stefano, writer of the screenplay for Hitchcock's classic, *Psycho*, said of the grizzly creations: 'The Bear is that one splendid, staggering, shuddering effect that induces awe or wonder or tolerable terror . . .' And among his more memorable 'bears' were giant bugs with ugly humanoid faces for *The Zanri Misfits*, living rocks for *Corpus Earthling*, a shimmeringmouthless Andromedan conjured up for *The Galaxy Being*, a flat-faced cyclops in *O.B.I.T.*, and *The Invisibles* - slug-like parasites that burrowed into their human hosts, attaching themselves to the spinal cord and dominating the subject's will.

But there was more to *The Outer Limits* than its monsters. Its brief was also to explore people and the nature of humanity through advancing and expanding diverse aspects of science such as time and space travel, other dimensions, strange experiments and alien psychologies. *The Outer Limits* was created by television producer and playwright Leslie Stevens but it was Stefano who gave the show its discipline and its 'bears'. He encouraged the imaginative cinematography that won the series critical praise for its visual style - lots of low,

wide-angled shots, deep shadows and dim lighting to heighten the tension and produce a 'film noir' look and feel.

The only 'regular' star apart from the disembodied voice of narrator Vic Perrin, was William O. Douglas Jr, who donned many of the outlandish monster costumes. But the show also gave big breaks to such 'promising' young actors as David McCallum, Robert Culp and Martin Landau. The Outer Limits played in America between 1963 and 1965. Over here, the series was seen first on ITV in 1964, when Granada Television screened 34 episodes. Although it was picked up by some other ITV regions, this vintage series received belated-but-welcome network showing when BBC2 transmitted all 49 episodes in 1980-1. Episodes have since aired on Sky and The Sci-Fi Channel.

The Outer Limits first appeared on television in 1963. This was a time when anthology series on were losing favour with the networks who preferred series with continuing characters. The Outer Limits never received either the ratings or the critical acclaim that The Twilight Zone did while it was first on the air. Today people frequently remember an episode of one series as having come from the other. Although on the surface the two series share many similarities, they are actually quite different.

The Outer Limits was created by Leslie Stevens as a series which would show the awe and mystery of the universe. This series was originally titled Please Stand By. Due to the recent Cuban missile crisis, ABC felt that those not be the best words to flash on the TV screen as a control voice took over, the title was thus changed to The Outer Limits. Stevens brought in Joseph Stefano to produce and write for the series. Stevens had made a name for himself by writing the screenplay to Hitchcock's Psycho as one of his first professional works.

Stories on The Outer Limits always had some basis in science fact. Although at many times the premise was stretched very thin, none the less it was still there. Episodes of The Outer Limits were not based on fantasy or the supernatural. Each episode also had a monster or which Stefano called 'the bear' of some type in it. The bears were designed to create terror. These bears often took up a large portion of an episode's budget. They ranged from spider like alien criminals to robots that killed their creators. Despite the expense of these monsters, they were not over used in the programme and shown only when necessary. The series avant garde style cinematography and lighting often kept the creatures in the shadows, while giving the series as a whole a look that somehow seemed out of place on television. The Outer Limits also featured performances by many future big name TV stars.

After one moderately successful season ABC decided to renew The Outer Limits. The series was given a new night and timeslot, opposite the highly successful Jackie Gleason Show. Stefano was upset with the change and resigned as producer when he was unable to convince ABC from making a move that he was certain would kill the series. The new producer, Ben Brady, changed the direction of the series. He decided to shift the emphasis from horror to more pure science.

He also decided to do away with the two elements which had made The Outer Limits unique, the bears and its distinctive style of cinematography. Although the series was not bad, highly acclaimed episodes such as Harlan's Ellison's Demon With a Glass Hand appeared in the second season, the series was now different. After four months Stefano's prediction about the fate of the series in its new timeslot came true. In 1995, The Outer Limits was revived on the Pay TV network Showtime. Unlike the original which featured up and coming fresh talent, the new version of The Outer Limits headlines talent both in front of and behind the camera which has already made a name for themselves.

The executive producer for the series was Leslie Stevens, producers were Joseph Stefano (Season One) and Ben Brady (Season Two). The director of photography was Conrad Hall, the special effects were created by Projects Unlimited, John Nickolaus, Kenneth Peach, M.B. Paul, Larry Butler, Frank Van Der Veer. The music was created by Dominic Frontiere and Harry Lubin (Season Two). The first UK premiere for The Outer Limits occurred between the 16th April 1964 and the 8th October 1964 which was in the Granada region.

The episode I, Robot was rewritten and starred Leonard Nimoy for the new Outer Limits which started in 1995. The list of guest stars for the show reads like a list of famous actors of SF TV in the 60s and 70s (see regular cast), ranging from THE MAN FROM U.N.C.L.E. to SPACE: 1999.

This series is even more closely identified with sixties science fiction than THE TWILIGHT ZONE is. Its frequent use of monsters was a network dictate because that's what most people thought of when they thought of science fiction. In spite of that restriction, the producers tried to deliver more than ordinary fare. There is nothing wrong with your television set. Do not attempt to adjust the picture. We are controlling transmission. We will control the horizontal. We will control the vertical. We can change the focus from a soft blur and sharpen it to crystal clarity. For the next hour sit quietly and we will con-trol all that you see and hear. You are about to partic-ipate in a great adventure. You are about to experience the awe and mystery that reaches from

the inner mind to . . .

The dramatic opening music by Dominic Frontiere established a mood of both wonder and terror which the series then tried its best to deliver. In spite of an uneven quality in both seasons, *The Outer Limits* attempted to do on-screen what written science fiction often attempted to tell dramatic tales of human beings who explored the limits of their humanity. This series was created by Leslie Stevens, who at the time had a series on the air called *Stoney Burke*, starring Jack Lord. He wanted his company to get more shows on the air and created the concept of a science fiction series called *Please Stand By*. The pilot was essentially what we saw later as "The Galaxy Being." Since Stevens anticipated *Stoney Burke* being renewed, he hired Joseph Stefano to produce the show, although the pilot had already been completed by then.

Stevens completed the script for "The Galaxy Being" in November 1962, at a budgeted \$213,000. Filming began Dec. 3, 1962, at an unused radio station in the Coldwater Canyon area of Los Angeles as well as on the MGM backlot. Dominic Frontiere was in at the beginning, composing the music for *Please Stand By* before it was retitled *The Outer Limits*. The show was retitled at ABC's behest. The title *Please Stand By* sounded too much like an alert, and this was one year after the Cuban missile crisis, when people saw a lot of alerts on their TVs. The title briefly underwent a change to *Beyond Control* until Stevens settled on the more evocative name *The Outer Limits*. Initially ABC wanted to know who the host would be since *The Twilight Zone* had Rod Serling and Alfred Hitchcock Presents had the man himself up front. To solve this problem Stevens came up with the *Control Voice*, which was done throughout the series by Vic Perrin, who also provided any needed narration for the stories.

When *The Outer Limits* premiered on September 16, 1963, it was at the time of the sixties monster boom. Ergo the powers that be decreed that producer Joseph Stefano include a monster in every episode. Luckily Stefano was talented enough to know how to do this within the realm of eerie and dramatic tales. These monsters became known as "bears." This is actually a term from vaudeville. Whenever a performance was going wrong, they'd send out a comic in a bear costume to liven things up. The series bible Stefano wrote (based on notes by Leslie Stevens) specifically mentions the "bear" and states: "Each play must have a 'BEAR.' The BEAR is that one splendid, staggering, shuddering effect that induces awe or wonder or tolerable terror or even merely conversation and argument." It was decided that the easiest way to do this was by using monsters.

Joseph Stefano had known Leslie Stevens for many years before being hired to produce *The Outer Limits*. His most noteworthy writing accomplishment had been the screenplay adaptation of the Robert Bloch novel *Psycho* for Alfred Hitchcock. It was Stefano's idea that Norman Bates's first victim in the film should be an actress who was recognizable but not famous. Stefano wanted the scripts in *The Outer Limits* to stress the human factor in stories. Looking at "The Galaxy Being," which was written and produced by Stevens, one sees that even though it's an interesting story with a lot of imagination, the characters are thin. Visually and imaginatively it's an *Outer Limits* episode, but emotionally it lacks the power of such episodes as "Architects of Fear" and "The Man Who Was Never Born."

The distinctive look of the first year of *The Outer Limits* was largely due to the cinematography of Conrad Hall, who was handpicked for the job by Leslie Stevens. Hall used techniques more common to movies than television and went on to become one of the top cinematographers in motion pictures.

While Stevens knew how to pick people for their technical skills (he did, after all, hire Stefano, Hall, and Frontiere), it was Stefano who managed to find actors just on the verge of breaking out. Robert Culp, David McCallum, and Martin Landau all worked on *The Outer Limits* less than three years before starring in their own TV series.

Since *The Outer Limits* was in black and white, this added to the somber mood required in the often unique dramas the series portrayed. Even so, the budgets for shows were a minimum of \$150,000 and often higher, with \$40,000 consigned to the budget for the "bear." Although both seasons of *Outer Limits* presented many fine episodes, the first season was stronger overall and its larger budget really came across on the screen. The series began with the episode "The Galaxy Being." It concerned Cliff Robertson as a radio engineer who invents a 3-D TV receiver that tunes in on the image of an alien being in the spiral galaxy of Andromeda. By accident, the alien is transmitted to Earth where, through no fault of its own, it wreaks havoc. The episode deals with mankind's fear of the unknown, a recurring theme in the series.

The second episode aired was "The Hundred Days of the Dragon." While eerily effective, it was completely out of step with the rest of the series. It was a political horror story about a Communist Chinese agent who murders a presidential candi-date and takes his place to become the new leader of the free world. The only science fiction element was a drug that enabled a person to mold his or her facial features into any form. The special effects for *The Outer Limits* were by Project Unlimited, which also worked with George Pal on such films as *The Time Machine* and *The Seven Faces of Dr. Lao*. Project Unlimited was founded by Gene Warren, Tim Barr, and Wah Chang. "We were in from about the beginning of *Outer Limits* the first year,"

Chang recalls. But although Project Unlimited constructed the most memorable monsters seen in that series, they generally didn't design them.

"In the case of Outer Limits, as with most of these TV things, they were very hurried. We would get a rough script and in some cases a lot of the masks had to be fitted to the actor who was wearing it, so we'd have to take a life mask. Sometimes they wouldn't cast the character until a week before they were going to shoot, so you'd be working day and night to get the thing done." They also had other people working with them, like Jim Danforth and a very young David Allen. After Project Unlimited folded, Jim Danforth did some striking stop-motion work on *When Dinosaurs Ruined the Earth* and *Flesh Gordon*, as well as assisting Kay Harryhausen on *Clash of the Titans*. In recent years David Allen formed his own company, which provides special effects for motion pictures.

The series really began exercising its potential with "The Architects of Fear," the third episode broadcast. In this story a group of scientists decides that the only way to end the conflict between nations on Earth is to have Earth face a menace of such magnitude that all nations would unite for the common good. They take one of their volunteers (Robert Culp), and through complex surgery change him into a totally non human being, who would seemingly land on Earth and confront the members of the United Nations.

The suspense in this episode is superb, particularly when their plan goes awry and the ship crash-lands in a lonely wooded area. The monster starts struggling through the overgrowth, whereupon we see it for the first time, and what a weird thing it is! As interesting a creature as it is, it's not exactly horrific, but in 1964 some television stations actually felt it was a monster not ready for prime time. There were actual cases of stations either blacking out the episode or excising the scenes with the alien and showing them after eleven o'clock at night in order to spare the feelings of those with tender sensibilities.

In the episode the creature is never seen head to toe in one shot but rather we see its face, then a glimpse of an arm, and a shot of its legs. The effect is quite weird. Because of the way it was photographed, the creature seemed like it couldn't possibly be a man in a suit but seemed like it must be some sort of huge marionette. But Wah Chang has a photograph he took of the costume when it was finished and was being worn by the stuntman. The trick was that the stuntman had to wear the costume while crouching, with his hands supported by stilts.

"It was a very difficult thing," Chang confirms, "and it really took an athlete to wear this thing. That was worn by stuntman Janos Prohaska. Years later, he and his son and their whole crew were killed in a plane crash. We had a number of actors on Outer Limits who were not well-known at that time, like Robert Culp, who went on to become stars."

The drama and the pathos present at the conclusion of the story make it more than just a monster story, as it's also a story about people. This is what made *The Outer Limits* so effective in its presentations. Unlike many horror films, which build a slight plot with slight characters around some type of monster that abducts women, *The Outer Limits* presented firmly constructed stories with believable characters. This, coupled with the moody black-and-white photography, made for the creation of some genuine classics of the genre. In the one-hour format, *Outer Limits* succeeded in presenting interesting weird fantasies.

"The Sixth Finger" presented another remarkable episode, starring David McCallum as a man who has the evolution of his body accelerated by electronics employed on a molecular level. The makeup, which became a byword for excellence on this series, was particularly impressive here as McCallum undergoes several transformations over the course of the hour. It was easily some of the best makeup of its type ever seen on television.

This was followed by "The Man Who Was Never Born," which is the kind of story which *The Outer Limits* strove to do in its best moments. This is the one that dealt with an astronaut whose craft pierces the time barrier and lands in a future Earth devastated by a plague. A deformed descendant of humanity explains what has happened and accompanies the astronaut in the craft and journeys back into the past to prevent the horrible future. Martin Landau gives a wonderful performance as both the deformed human and as a normal-looking man, an appearance he is able to assume by using a hypnotic screen. The story deals with love, emotions, and ideals, in one of the most disturbing endings of any of the series' episodes.

"O.B.I.T." deals with government snooping on private lives, but it's okay because the machine involved unmasks a deadly alien in our midst. It thus skirts over the real issue and misdirects us. "Corpus Earthling" is a run-of-the-mill story about alien creatures that look like rocks but can come to life and take over human bodies. Robert Culp is the hero, who has a brain operation and then overhears two rocks planning to conquer the Earth. You had to be there. *Outer Limits* too often slipped into its familiar monster-of-the-week format, but many stories were very well written. "Nightmare," on the other hand, has aliens but also a government plot. When an alien device accidentally detonates on Earth, our government takes advantage of this to have war

games, but the people involved think the war is real, and some are really killed and maimed. At the time the concept of a government waging war unnecessarily seemed farfetched, as this was before the Pentagon Papers revealed that this very thing was going on. The episode features a very young Martin Sheen in a pivotal role. "Tourist Attraction" was another along those lines, involving a strange sea creature who is captured to be put on display in a South American country to pump up its tourism industry. It is rescued by dozens of its fellow creatures, who emerge from the sea.

Some of the strangest creatures ever presented on this series were "The Zanti Misfits." These creatures looked like giant ants with humanlike heads and faces. They're quite bizarre and convincing and were given life via stop-motion animation by Jim Danforth. The story involves the Zantis' sending a shipload of criminals to Earth because, as it turns out, they knew that humans couldn't tolerate such creatures in their midst and would destroy them. A supporting actor in the episode, who's killed off early, is Bruce Dern.

While the monsters on *The Outer Limits* were pretty strange, only one came close to looking downright disgusting. That was the creature in the episode "Mice." If people were bothered by the thing in "Architects of Fear," the monster in "Mice" must have really sent them scurrying. The story involves contact with intelligent beings on the planet Chromo. Through teleportation, a human (a convict who volunteers) is to be sent to Chromo while one of the alien race is sent here. When the creature appears, it is so repulsive-looking that the volunteer backs out. The somewhat humanoid gelatinous monster has various slimy jutting projections and it injects a food substance (which it grows itself) that looks like soggy bread. A strange one.

One of the weakest first-season episodes was "Zzzzzzzz." No, that's not a sarcastic comment; that's the title. It concerns a hive of bees materialising the queen bee into the form of a human so that she can lead the bees on a conquest of Earth. Talk about fifties SF movies! "The Bellerophon Shield" features Martin Landau in a supporting role. The story, like many other *Outer Limits* tales, used science fiction to focus on human weaknesses and character flaws. The plot involves a creature from another world, a world of light, who is captured by the beam of an experimental laser. The creature can encase itself in an impenetrable shield, bell-shaped and transparent, in times of danger.

The lead character is actually Sally Kellerman as Bellerophon's wife. She kills the creature (or so she believes) and steals its device; planning to exhibit the shield to the world as her husband's invention. While demonstrating it she discovers that she doesn't know how to remove the shield from around her because it is actually operated by the alien's "blood." The alien, before dying, frees her as a parting act of mercy even though she clearly doesn't deserve it. Who is really the monster in this one?

"Fun and Games" stars the late Nick Adams as a man snatched from Earth, transported to a distant planet, and forced to do battle with an alien. The outcome will decide Earth's fate. It's basically a reworking of the well-known Fredric Brown story "Arena," which *Star Trek* did an official adaptation of under that title. Still, *The Outer Limits* version is more gritty, with some good characterisation, giving Nick Adams a good part to chew on. The sus-pense of the hit-and-run fighting, combined with the antihero nature of the Nick Adams character, makes for a much better than average treatment of an otherwise simple idea.

Another episode that holds up well nearly thirty years later is "A Feasibility Study," which has an entire six-block residential section of a city transported to the planet Luminos. The people were brought to the planet to test their susceptibility to the disease infecting the planet's inhabitants, making it impossible for them to remain ambulatory once the infection is complete. If humans prove resistant, more will be kidnapped to establish a race of slaves on the planet. The attitudes of the people captured are carefully scrutinized, with humanity coming out on top when the people decide to infect themselves deliberately to convince the Luminites that Earth is of no use to them, thereby saving countless lives.

There were a number of fine episodes the first season, and another that used the science fiction milieu to make a statement about humanity was "The Chameleon." This starred Robert Duvall as a man who agrees to have his molecular structure altered to impersonate one of the aliens aboard a downed spacecraft in order to gain entry and learn their plans. While he succeeds, the aliens realize that he is not really one of them, but allow his changed body chemistry (brought on by the alien cells used in the structural alteration) to grow in him until he realises what the aliens are really like. The more the agent "remembers" about their planet, the more he dislikes the grubby creatures of what was once his world. He elects to leave Earth with the aliens.

The final episode of the first season was "The Forms of Things Unknown," which producer Joseph Stefano did as a pilot for a projected series that would have been called *The Unknown*. The story features David McCallum as a man who builds a room in which he can bend time. When *The Unknown* didn't make it as a series, the background music was recycled in the Quinn Martin series *The Invaders*.

Although some stories have it that *The Outer Limits* was cancelled and then later renewed, causing the staff of the show to be dispersed and replaced, the reality was much different. Leslie Stevens had been fighting with ABC vice president Ben Brady's decisions regarding the series all season. Brady would be the first to admit

that they didn't get along. Stevens was constantly going over Brady's head to argue with the network over script decisions and it was inevitable that the network would tire of the conflict. Although *The Outer Limits* was popular, its ratings were not strong and ABC chose to slash the budget for the second season.

Joseph Stefano left the show because ABC switched time slots, giving the strong Monday night slot he'd been promised to Irwin Allen's more popular *Voyage to the Bottom of the Sea*. Stefano registered his protest by quitting the show. Since Ben Brady didn't care for the distant supervisory position he held at ABC, the network allowed him to vacate the post and return to series production. Brady was recommended for the post of producer on *The Outer Limits* and Leslie Stevens took this as a sign that he wasn't wanted either. Thus Stevens had no creative involvement with the second season of the series he created.

Ben Brady came on as producer of *The Outer Limits* for its second season. Director of cinematography Conrad Hall, who had contributed much to the look of the first season, was replaced with Kenneth Peach. Brady didn't care for the strange look Hall had brought to the show and wanted something more accessible. The technical people, such as Project Unlimited, remained attached to the show, as did Vic Perrin as the Control Voice. In spite of the restaffing, the second year did produce some very interesting shows, largely owing to strong scripts overcoming weak budgets.

Brady was viewed by some as a company man, having stepped into his role straight from the hierarchy of ABC, and yet he found himself battling the network over the same things Stefano and Stevens had. The series budget had been slashed to a top of \$100,000 an episode, whereas \$150,000 had been the minimum budget per episode in the first season. ABC kept pressuring Brady to include a monster not only in every episode, but early in every episode. Brady felt that this was an artifice, which he ignored as much as possible. He wanted good stories and he turned to published science fiction writers whenever possible. Seeleg Lester, the story editor for the second season, stated that the special effects seen in the first year were impossible to do with their new budget. Scripts had to be written with economy in mind.

The first season had used studios at KTTV for filming and headquarters, but for the second season they had to relocate. The new production offices were in a corner of Paramount Sunset, a bowling alley on Sunset Boulevard that had been converted into a soundstage years before by Warner Brothers. New music for the second season was written by Harry Lubin because Dominic Frontiere was too closely associated with the production team from the first season. ABC had endured so many fights with Leslie Stevens that anyone closely associated with him was *persona non grata*.

The premiere episode of the second season was "Soldier," written by Harlan Ellison. Loosely based on his short story of the same title, the episode deals with a soldier from the future, Quarlo, projected back in time when he's caught in the crossbeams of two laser-type weapons. After Quarlo's capture by police when he loses his helmet, a government investigator cracks the language barrier, determining that Quarlo is speaking a version of English hundreds of years removed from our own. Quarlo was raised in a "creche" and never knew a mother or a father—only a "C.O." Lloyd Nolan plays the sympathetic investigator who reaches Quarlo's basic humanity and introduces the trained killer to a world he never knew. Conflicts of character and ideals form the core of the story, which reach their summit in an explosive climax in which Quarlo seemingly sacrifices his life for his adopted family, only we're left to wonder if it was really as simple as that.

It's a story that holds up well under repeated viewings because it's about something, unlike any episode you can point to from *BUCK ROGERS*, *SPACE: 1999*, *BATTLESTAR GALATICA*, *FANTASTIC JOURNEY*, *LOGAN'S RUN*, or *STARMAN*. On television, the level of writing on network science fiction shows diminished year by year as flash replaced the desire for substance in the stories produced. Michael Ansara, who was seen often in sixties television, turned in a performance showing edges of personality so that we would believe that Quarlo was of a different time and place. Lloyd Nolan was effective as Tom Kagan, the philologist, but if his performance seems a little odd that's because he was going deaf and had to read his lines from cue cards.

In *The Outer Limits—The Official Companion* by David J. Schow and Jeffrey Frentzen (Ace Books, 1986), a page of the shooting script review ABC did for "Soldier" is printed, showing the specific items in the script that the network wanted changed. These include deleting a reference to a toilet as well as cutting any profanity, no matter how mild. For instance it states: But the best one is: Page 41, sc 82—The "camp follower-Joy-girl" is good—but unacceptable. Ellison's original version of "Soldier" is so different from the teleplay version that it could be adapted to television today and only seem slightly similar to the now-classic *Outer Limits* version. Quarlo doesn't die at the end of Ellison's short

story, but rather becomes an antiwar lecturer, describing the horrible weapons of combat that soldiers would use against each other in the future. The combat scenes in "Soldier from Tomorrow" (as it was titled in its magazine appearance in 1957) bear an eerie resemblance to some aspects of ground warfare in Vietnam. "Cold Hands, Warm Heart" followed this thoughtful lead episode, and while it dealt with a human question, it

was anything but subtle or complex. When an astronaut (William Shatner) returns from Venus, he begins to undergo a strange transformation until saved by the love of his wife.

"Expanding Human" a couple of weeks later is a drug story that deals with a scientist who invents a substance that can temporarily expand his intellect and change his personality. It's an obvious spin on Dr. Jekyll and Mr. Hyde but handles the material in an intriguing manner. Keith Andes and Skip Homeier star. Costars of this episode include James Doohan and Grace Lee Whitney.

By and large the runaway favorite of the second year is "Demon with a Glass Hand" scripted by once again Harlan Ellison, whose only other contribution to *The Outer Limits* kicked the second season off to a strong start. Starring Robert Culp and directed by Byron Haskin, the show used its budget restrictions largely to its advantage to produce a taut, claustrophobic tale that takes place almost entirely inside a building. This was actually the Bradbury Building located in downtown Los Angeles, a locale also used as the imaginary Seattle Underground" in the TV movie *The Night Strangler*.

The story deals with Robert Culp as a man with a glass hand whose fingers are computer memory banks. It's very swiftly paced as Culp battles aliens who come from the future through a time mirror. Following the teaser, the opening scene under the episode title and credits features Trent (Culp) interrogating an alien prisoner, who is bound to the gates of a cemetery in a crucifixion pose.

Arlene (now Tasha) Martel plays a garment worker, who was originally written to be Latina. But the network opposed that nationality for the character. Instead she's made Italian, with a name that is half-Mexican, and the actress played her as a Latina. She seems to be there as the love interest until the twist at the end shows how we (and she) were misdirected. Robert Culp liked this story so much that for years thereafter he attempted to get backing to turn it into a feature film, something that he still wants to do, only now he would direct rather than star in it.

Three glass hands were made by Project Unlimited out of plastic with a small tape recorder in each and other devices to make them look electronic. All three of the props disappeared by the time filming had been completed and have not resurfaced since, even though Ellison has been attempting to track one down for himself. The tight budget on the second season shows up with the aliens, whose appearance is altered only by the black circles around the eyes as opposed to the elaborate alien make ups of the first season. Also, a typo made by a secretary who was retyping the script in the *Outer Limits* production offices changed the word "Sumerian" in the prologue to "Sumerican" which was what was read by Vic Perrin as the Control Voice in the episode.

"The Invisible Enemy" is an effective episode about a spaceship crew on Mars investigating the disappearance of the previous mission on the planet. Even though this is clearly a fifties SF movie done in one-hour form, it's effective, as we come to realise that there is something deadly living beneath the sands. It's an eerie little scarefest, which includes major roles by Adam West and Ted Knight. The direction was once again by Byron Haskin and the script was by science fiction writer Jerry Sohl. The episode was based on a short story of the same title by Sohl, which had appeared in the September 1955 issue of *Imaginative Tales*.

Project Unlimited provided the effects, using a hand puppet monster made by Wah Chang. A water tank five feet deep, with ground cork spread over the surface, became the sandy surface of the planet Mars. The sand shark puppet was operated from beneath the surface by Paul Pattee. The full-scale surface of Mars was constructed on the Paramount stage and covered sixty-five hundred square feet. Stock footage of the spaceship on the surface of (coincidentally) Mars from the film *It! The Terror from Beyond Space* was incorporated as a budget-cutting move. Most of the production crew who worked on the episode considered it to be a real dog and have been surprised over the years when people mentioned how much they liked it.

Jerry Sohl was also the co-author of "Counterweight," which concerned a group of people making an important test involving a simulated space flight. Unknown to them, an alien intelligence is also aboard the simulator, an intelligence that wants them to fail so that humanity will be delayed in reaching space. At one point the entity takes over a plant and transforms it into a huge, fearsome creature. The excellent transformation is accomplished through stop-motion animation.

The science fiction writer team of Earl and Otto Binder produced a series of stories under the pseudonym Eando Binder in the 1930s and 1940s, and among their most famous works were the Adam Link stories, tales of a robot that could think like a man. The first of these stories, "I, Robot;" was adapted into an episode of *The Outer Limits*, although the ending was changed for dramatic purposes. In it the robot, Adam Link, is put on trial for the murder of its creator, although actually the man's death was an accident unrelated to any actions of the robot.

During a recess in the trial, Adam saves the life of a child who would otherwise have been hit by a car. In *The Outer Limits* version the robot's body is destroyed, seemingly terminating it. But the head remains intact, and anyone who had read the original stories would have realised that the robot's brain is where its life was

housed, its body merely providing a way for it to move around. Leonard Nimoy (who had a small role in the first-season episode "The Production and Decay of Strange Particles") plays the pivotal role of the lawyer defending Adam Link, although the robot is actually the main character.

"The Inheritors", the only two-part episode on the series, is a sentimental favourite, as it seems to be setting up a menace that turns out to be anything but. The men whose actions seem suspicious and threatening are actually using alien technology to build a spacecraft to take crippled and terminally ill children to a planet where they will become healthy and live long lives. The remainder of the episodes, although not bad, were only average-lacking the power and insight which marked the scripts of so many others. "The Brain of Colonel Barham" is just another fifties SF movie done in a one-hour format as a human brain kept alive in a laboratory develops supermental powers and threatens humanity.

The final episode, "The Probe", is noteworthy only because it marked the appearance of a creature called the "Mikie", a blob like thing played by the late Janos Prohaska, a role he repeated with only a slight costume change in the Star Trek episode "The Devil in the Dark." The series has continued to be influential. In an interview with Starlog magazine, James Cameron admitted that The Terminator was inspired by two Outer Limits episodes. Although Cameron succeeded in getting the quote excised prior to publication of the interview, the cat was out of the bag and it was determined that the two episodes in question were "Soldier" and "Demon with a Glass Hand." Over Cameron's objections, Orion Pictures settled with Ellison out of court and put his name in the end credits of the motion picture, although Cameron recently attempted to get it removed, resulting in Ellison's filing a contempt-of-court action against the writer/director. The Outer Limits was a genuine milestone in televised science fiction. As uneven as it may have been, its highs aimed higher more successfully than any science fiction series before it and at a level which no network science fiction series has achieved in the seventies, eighties, or nineties.

At nearly the same time as Dr. Who had its beginnings in the U.K, a radically new Sci-Fi show, The Outer Limits was aired. Airing for the first time in the fall of 1963, the Outer Limits brought serious Science Fiction to television for the first time in the U.S. (Some would argue that the TWILIGHT ZONE brought Science Fiction to T.V. first...perhaps) The series, shot all in black and white, was a masterpiece, setting the tone from its opening title.. "We now have control of your television set..." , and enthralling Sci-Fi fans until the final seconds of each episode. The series was truly avant garde, using talent from various acting schools throughout the country.

Some of the best short stories in Science Fiction were written for or adapted for use by this series. Many of the next decade's Film and Television Stars had appearances early on in their careers on this series, for example Claude Aikins, Robert Redford, Robert Duvall, Leonard Nimoy, William Shatner, Charles Bronson, Van Heflen, Cliff Robertson, and a host of many others. Authors included Heinlein, Asimov, Bradbury, Arthur C. Clarke, and other NOVA winners.

Near the end of decade of the 60s, we also saw the release of a movie that proved science fiction could draw big audiences and changed the genre from a "class B" to "big time". The movie was Stanley Kubrick's directed classic Sci-fi story by author Arthur C. Clarke, 2001: A Space Odyssey, which opened the door for technologically sound science fiction film. Due to the popularity of this film, television science fiction went through major upgrades in sets and special effects. Like TWILIGHT ZONE (below), Outer Limits has had a re-birth, with its new version seen on late night television, and starring many newer actors such as Mark Hamill (Luke Skywalker from Star Wars).

WR. Leslie Stevens, Jerome Ross, Byron Haskin, Anthony Lawrence, Joseph Stefano, Dean Riesner, Meyer Dolinsky, William Bast, Harlan Ellison, Jerry Sohl, Milton Krims, Robert C. Dennis and Seeleg Lester.

DIR. Felix Feist, Gerd Oswald, Paul Stanley, Leslie Stevens, Byron Haskin, Charles Haas, Leonard Horn, John Brahm, James Goldstone and Laslo Benedek.

EPISODES: 49 **YEAR MADE:** 1963 **COUNTRY:** US **SEASONS:** 2

A DAYSTAR-VILLA DI STEFANO PRODUCTION FOR UNITED ARTISTS TELEVISION

CREATOR: LESLIE STEVENS

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 32 (2) 16

DATE OF PREMIER: 16/09/1963

AIR DATE OF LAST EPISODE 16/01/1965

SEASON DATE BREAKDOWN:

FILMS:

Narrator VIC PERRIN, Including ROBERT CULP, CLIFF ROBERTSON, DONALD PLEASENCE, DAVID MCCALLUM, EDWARD MULHARE, MARTIN LANDAU, KENT SMITH, BARRY MORSE, SIMON

OAKLAND, TIM'O CONNER, WARRRN OATES, LEONARD NIMOY, MICHAEL ANSARA, WILLIAM SHATNER, ADAM WEST.

Books Based on this series.

The Outer Limits - The Official Companion	David J. Schow and Jeffrey Frentzen	1986
The Outer Limits 1: Soldier	Various	1997
The Outer Limits 2: It Crawled Out of the Wood	Various	1997
The Outer Limits 3: The Change	Michael Marano, Diana Duane, Richard A. Lupoff, Kevin Anderson	1997

RELATED SHOWS:

OUTER LIMITS, THE (1995)

1 - 1 *THE GALAXY BEING*

A radio station engineer named Allan Maxwell establishes contact with an alien being. But when the station's power is turned up, the alien is teleported to Earth, where its radioactive nature causes havoc.

Wr Leslie Stevens

Dir Leslie Stevens

1 - 2 *THE HUNDRED DAYS OF THE DRAGON*

"An oriental power" develops a radical medical advance that temporarily makes skin malleable. They then manage to replace a Presidential candidate with one of their own.

Wr Robert Mintz, Allan Balter

Dir Byron Haskin

1 - 3 *THE ARCHITECTS OF FEAR*

A group of intellectuals decides that the best way to avoid World War III is to give us all a common enemy. To that end, they transform a man into an alien creature.

Wr Meyer Dolinsky

Dir Byron Haskin

1 - 4 *THE MAN WITH THE POWER*

A radical experiment gives a college professor incredible power, which his subconscious mind uses to destroy his enemies.

Wr Jerome Ross

Dir Jerome Ross

1 - 5 *THE SIXTH FINGER*

A scientist discovers a way to speed up evolution and tries out the process on a simple miner.

Wr Ellis St. Joseph

Dir James Goldstone

1 - 6 *THE MAN WHO WAS NEVER BORN*

An astronaut travels to the 23rd Century, where he finds the Earth a blasted wasteland inhabited by monsters.

Wr Anthony Lawrence

Dir Leonard Horn

1 - 7 *O.B.I.T.*

A new invention allows one to spy on anyone, anywhere.

Wr Meyer Dolinsky

Dir Gerd Oswald

1 - 8 *THE HUMAN FACTOR*

At a military base far in the arctic, a man invents a machine which allows two minds to contact one another. An earthquake causes a malfunction and two men wake up to find that their minds have switched bodies.

Wr David Duncan

Dir Abner Biberman

1 - 9 *CORPUS EARTHLING*

A man with a steel plate in his head overhears conversations about global conquest. But all he sees are a

bunch of rocks.

Wr Orin Borstein

Dir Gerd Oswald

1 - 10 *NIGHTMARE*

In a war action with the planet Ebon, some soldiers are captured, interrogated and tortured.

Wr Joseph Stefano

Dir John Erman

1 - 11 *IT CRAWLED OUT OF THE WOODWORK*

A young man and his big brother drive across country to the latter's new job site. At the end of his first week of work, he returns strangely changed. A bathroom accident kills the older brother by shorting out his pacemaker. The fact that big brother had a perfectly healthy heart leads the younger brother and a police detective, Sgt. Sirolio, to dig further. Sirolio finds that Norco hides a secret. They've been experimenting with a dangerous being of pure energy. This was how the older brother was killed prior to being resurrected with the pacemaker implant. Sirolio and a scientist are nearly killed with the creature escapes. Some quick thinking allows them to draw the thing back into "the pit". Safe, for now.

Wr Joseph Stefano

Dir Gerd Oswald

1 - 12 *THE BORDERLAND*

A scientist named Ian Fraser invents a machine which can pierce the borderland between this world and... The Afterlife? Maybe. Fraser convinces an industrialist to finance future experiments with the possibility of contacting the rich man's dead son.

Wr Leslie Stevens

Dir Leslie Stevens

1 - 13 *TOURIST ATTRACTION*

In a South American country a group of explorers discover a prehistoric monster in an ancient lake. The discovery leads them into conflict with the country's dictator.

Wr Dean Riesner

Dir László Benedek

1 - 14 *THE ZANTI MISFITS*

The arrival of some VIPs from the planet Zanti is complicated by the intrusion of outsiders. After a fierce fight with the creatures we find that they were actually criminals who had been sentenced to death. The Zantis are too civilized to execute them on their own, so they left it to us barbarous Earthlings.

Wr Joseph Stefano

Dir Leonard Horn

1 - 15 *THE MICE, THE*

A convict serving a life sentence finds that he has an alternative: change places with an alien.

Wr Joseph Stefano, Bill S. Ballinger

Dir Alan Crosland Jr.

1 - 16 *CONTROLLED EXPERIMENT*

Two Martian investigators probe our custom of homicide.

Wr Leslie Stevens

Dir Leslie Stevens

1 - 17 *DON'T OPEN TILL DOOMSDAY*

Eloping lovers come on a strange house. There they find an old woman still despairing over the loss of her fiancée on their wedding day many years ago. Little does she know that one of her wedding presents is responsible for the disappearance of the groom: the present with the card that reads "Don't Open Till Doomsday".

Wr Joseph Stefano

Dir Gerd Oswald

1 - 18 *Z-Z-Z-Z-Z*

A queen bee assumes a human appearance in order to make an unwary scientist into her new mate.

Wr Meyer Dolinsky

Dir John Brahm

1 - 19 *THE INVISIBLES*

A government agent infiltrates a secret organization known as "The Invisibles" who attach parasites to the spinal chords of their victims. And, in doing so, they hope do (dare I say it?) take over the world!

Wr Joseph Stefano

Dir Gerd Oswald

1 - 20 *THE BELLERO SHIELD*

A scientist captures an alien that can protect itself with an unbreakable shield.

Wr Joseph Stefano

Dir John Brahm

1 - 21 *THE CHILDREN OF SPIDER COUNTY*

Four scientists disappear in one day. All were born in the same county, on the same day. A fifth scientist is in jail and a federal agent is assigned to the case. The fifth man is sprung from jail by a mysterious stranger who says he's the young man's father.

Wr Anthony Lawrence

Dir Leonard Horn

1 - 22 *SPECIMEN: UNKNOWN*

Scientists on a space station discover an unusual and dangerous plant.

Wr Stephen Lord

Dir Gerd Oswald

1 - 23 *SECOND CHANCE*

A group of people board an amusement park ride. Then they (and their surprised "captain") find that they're really going on a space jaunt.

Dir Paul Stanley

1 - 24 *MOONSTONE*

Workers on a moon base find a mysterious rock that appears to be alive.

Wr William Bast

Dir Robert Florey

1 - 25 *THE MUTANT*

A radioactive rainstorm at a scientific base on a distant planet mutates a scientist driving him insane and making him telepathic.

Wr Robert Mintz, Allan Balter

Dir Alan Crosland Jr.

1 - 26 *THE GUESTS*

After running over an ancient man, Wade Norton finds a strange house where some people are kept prisoner (and ageless) by an alien intelligence.

Dir Paul Stanley

1 - 27 *FUN AND GAMES*

Two Earth people are transported to an alien planet, along with two aliens. They are told by their abductors that they will fight each other to the death. The stakes are high: the homeworld of the losers will be destroyed slowly, for the further amusement of their captors.

Wr Joseph Stefano, Robert Specht

Dir Gerd Oswald

1 - 28 *THE SPECIAL ONE*

Parents of a gifted youngster discover that their son's new tutor is not quite human.

Wr Oliver Crawford

Dir Gerd Oswald

1 - 29 *A FEASIBILITY STUDY*

Inhabitants of a suburb find one morning that their 6 block neighborhood has been snatched off to an alien planet. The aliens have been rendered immobile by an infection and they need slaves. They feel that the Earth people would rather become slaves than becoming infected and thus immobile. The humans surprise them by sacrificing themselves in order to save the rest of humanity from slavery.

Wr Joseph Stefano

Dir Byron Haskin

1 - 30 *THE PRODUCTION AND DECAY OF STRANGE PARTICLES*

An accident in a nuclear research facility opens a dimensional doorway. The invading creatures attempt to create an explosion which will widen the doorway but a scientist discovers a way to reverse the damage and close the doorway.

Wr Leslie Stevens

Dir Leslie Stevens

1 - 31 *THE CHAMELEON*

Soldiers investigating the crash of a UFO are massacred. An assassin, Louis Mace, is transformed into an alien so that he can infiltrate and kill the aliens. He finds out that the aliens are peaceful and only acted in self-defense when they killed the aliens. He then helps the remaining crewman repair his ship and leaves with him.

Wr Robert Towne

Dir Gerd Oswald

1 - 32 *THE FORM OF THINGS UNKNOWN*

A crazy man invents a machine that can tilt time and bring the dead back to life.

Wr Joseph Stefano

Dir Gerd Oswald

2 - 1 *SOLDIER*

Two soldiers from the future are thrust back through time to the present day.

Wr Harlan Ellison

Dir Gerd Oswald

2 - 2 *COLD HANDS, WARM HEART*

After returning from a mission to Venus, an astronaut can't seem to stay warm enough and has strange dreams about encountering a wraith-like being outside his spaceship window.

Dir Charles F. Haas

2 - 3 *BEHOLD, ECK!*

A scientist invents a pair of glasses which enable him to see and communicate with a two dimensional being.

Wr John Mantly

Dir Byron Haskin

2 - 4 *EXPANDING HUMAN*

A man experimenting with consciousness expansion drugs becomes super-human and not really human at all.

Wr Francis Cockrell

Dir Gerd Oswald

2 - 5 *DEMON WITH A GLASS HAND*

A man with a glass hand attempts to unravel the mystery of who he is.

Wr Harlan Ellison

Dir Byron Haskin

2 - 6 *CRY OF SILENCE*

A couple of motorists stranded in the desert are stalked by a bunch of tumbleweeds.

Wr Robert C. Dennis

Dir Charles F. Haas

2 - 7 *THE INVISIBLE ENEMY*

A manned mission to Mars is menaced by Martian creatures who swim in the planets sandy soil.

Wr Jerry Sohl

Dir Byron Haskin

2 - 8 *WOLF 359*

A college professor recreates the environment of a distant planet in order to study it's evolution... which happens quickly.

Wr Seeleg Lester

Dir László Benedek

2 - 9 *I, ROBOT*

A robot is put on trial for the murder of his creator.

Wr Robert C. Dennis

Dir Leon Benson

2 - 10 *THE INHERITORS (2 PART STORY)*

A soldier falls in Vietnam, felled by an unusual bullet. Miraculously, he survives long enough to be sent to the US for an operation. Adam Ballard, the Assistant to the Secretary of Science, apprises his boss of the situation. Lt. Minns survived, but now has a second brainwave pattern, much stronger than his own. Just like the other three. All four experience dramatic increases in intelligence, over 200. And new interests: biochemistry, metallurgy, physics and finance. And each seem to be driven to a mysterious goal, unknown even to themselves. Ballard tracks down each of them, or tries to. Conover turns away from the Swedish shipyard where he was working because he seems to sense that Ballard is inside, talking to his supervisor. Ballard learns that Hadley (now in South America searching for the herb *rara coelensis*) was working on ventilation systems. Conover had devised new alloys which were stronger and lighter than the original metals. And he finds that Renaldo has invented an anti-gravity device. "I've beaten gravity.", he tells Ballard bitterly. He has no joy over his accomplishment. He had no choice in the matter. The unknown mission required that he do it, and he did. Minns, with his interest in finance, is financing the whole operation. And more. He's contacting children, asking them to accompany him. As part one closes, Ballard and other feds have Minns' apartment surrounded.

Wr Seeleg Lester, Sam Neuman

Dir James Goldstone

2 - 11 *KEEPER OF THE PURPLE TWILIGHT*

An alien offers his technical knowledge of how to build a ray gun in exchange for a scientist's ability to feel emotions.

Wr Milton Krims

Dir Charles F. Haas

2 - 12 *THE DUPLICATE MAN*

A man wants to capture a dangerous alien creature. Doing it himself would be way too dangerous, so he has his clone do it.

Wr Robert C. Dennis

Dir Gerd Oswald

2 - 13 *COUNTERWEIGHT*

Six future astronauts are put through a simulation of a long space flight.

Wr Robert C. Dennis

Dir Paul Stanley

2 - 14 *THE BRAIN OF COLONEL BARHAM*

A dying astronaut agrees to have his brain implanted into a robot body.

Wr Robert C. Dennis

Dir Charles F. Haas

2 - 15 *THE PREMONITION*

A test pilot crashes to earth. He finds that he and his wife are trapped in a time warp of sorts. The world around them is moving much slower than them, but moving. And they need to get back into the places they were when time catches up to them. Otherwise, they'll be stuck in this limbo like that ghostly character over there.

Wr Samuel Roeca, Ib Melchior

Dir Gerd Oswald

2 - 16 *THE PROBE*

Enroute to Tokyo, a plane flies into a storm and the pilot is forced to ditch the plane into the eye of a hurricane. The crew and passengers awake on a life boat on a floor of solid plastic. Light beams carve off a chunk of the boat and whisk it away, and the group soon realizes that they have been captured by an alien space probe. Dodging an alien "microbe", they find telemetry equipment sending the probe's findings to some distant source. As the probe prepares to depart Earth, the passengers beg for their freedom, and the guiding intelligence at the other end finally protects them from the microbe and frees them while summoning a rescue ship.

Wr Seeleg Lester

Dir Felix Feist

OUTER LIMITS, THE (1995)



Anthology series based on the same format as the original "Outer Limits" series and the stories are all science fiction.

Back in the Sixties, aliens took over the airwaves as an unseen voice ominously announced: 'There is nothing wrong with your TV set . . . for the next hour we will control all that you see and hear . . .' What followed was pretty scary stuff, but it was the Sixties and sci-fi was comparatively new to TV. Three decades on, there's little that audiences haven't seen and heard. A robot? Done that. Brave new world? Been there. Bug-eyed monster? Got the T-shirt. So on the face of it, The Outer Limits, nineties-style can never hope to claim the same hallowed corner in our TV attic.

And in fairness, it doesn't try slavishly to emulate its pioneering predecessor. The control voice is still there (though the credit sequence is stunningly naff) and it's still an anthology series. But there's no monster of the week, every week - though those we do get are much more slickly realised than the old rubber costumes. And though the new Outer Limits is much sexier than its aged ancestor, complete with occasional nudity, this update has actually moved closer to that other big anthology series of the era - The Twilight Zone. Some stories are intended to scare, but all are meant to make us think - morality tales, wrapped up with a homespun 'thought for the week'.

That's the only flaw in what is otherwise a largely entertaining series. Indeed, the new Outer Limits launched with an impressive pilot, Sandkings, starring three generations of the Bridges dynasty - Lloyd, son Beau and grandson Dylan. And the series' guest list has continued to be an interesting one. Next Generation favourite Michael Dorn appeared as an astronaut, thirtysomething's Timothy Busfield played a detective, The Waltons' Richard Thomas was a scientist, David Warner, a ruthless businessman, Rebecca De Mornay, a beautiful alien, and Leonard Nimoy returned for the series' only remake of a Sixties episode, I Robot. Then, he played the robot put on trial for murdering its creator. This time he's the defending attorney.

The series made its UK debut on BBC2, though the second season went to Sky One first. Like all anthologies, some instalments work better than others, but the series is at its best when it doesn't labour the morality. The makers would do well to remember that they may think they control the transmission, but these days we viewers control the remote!

With the Other Limits 50th episode it beat its original predecessors 49 episodes. This was also the first main stream science fiction television show to include full frontal nudity in the episodes Valeria 23 and Caught in the Act.

The Outer Limits is a revival of The Outer Limits which ran on ABC in the 1960's. The new The Outer Limits has received an almost unprecedented commitment from Showtime pay cable network for 44 episodes, or two seasons of 22 episodes. After appearing on Showtime, the episodes are being broadcast in syndication on free TV. Appearing on cable the producers have been given somewhat more leeway in the stories they can tell. A freedom much like that Tales from the Crypt had been given on H80. In their Showtime broadcasts, some episodes feature violence, language, nudity and adult situations which are unacceptable on broadcast TV. To avoid having to cut vital scenes from the episodes, two versions of some scenes are filmed. The first featuring the 'adult' material and a second tame version which is used for the syndicated version of the episode.

The new series features fewer aliens and monsters than the original did. However when the monsters do appear they often are hidden in the shadows, with the audience only getting an occasional glimpse of them. With the original series this was done both for dramatic and budgetary reasons. However on the new series with thirty years of advancement in the creation of movie monsters, it is now done solely for the dramatic effect. Like its namesake the new series does still deal with the fear of the unknown, the form of the unknown has changed. Each episode features a normal man (or woman) who is confronted with something unknown the person must either change or perish. The new series features an impressive roster of talent both in front of and

behind the camera.

This differs from the original series which featured lots of up and coming talent which later went on to make big names for themselves. Unlike other anthology series which have been resurrected like Alfred Hitchcock Presents, the New Outer Limits will not consist of remakes of the old series, with one exception. That being the remake of the episode I, Robot. In the remake of I, Robot Leonard Nimoy had reprised his role in the episode from the original series, with his son directing. The new Outer limits has one additional tie to it predecessor. Joseph Stefano who produced and wrote many episodes of the original's first season, work on the revival as a consultant. Although not involved with the show on a day to day basis. Stefano's consultant status allows him to insure that new series keeps with the spirit of the original.

Executive producers for the series were Pen Densham, Richard B. Lewis and John Watson. Co-executive producers were Michael Cassutt (Season One), Jonathan Glassner, Scott Shepher (both Season Two). Producers were Justis Greene and Brent-Karl Clarkson, executive consultant was Joseph Stefano (Season One). The theme for the series was created by Mark Mancina and John Van Tongre. The series first premiered in the UK on BBC2 from the 1st May 1995. Later episodes however had their first runs on satellite channel Sky One.

Like its predecessor The new Outer Limits managed to attracted the who's who of 80s and 90s SF TV, with such faces as Don Franklin (SEAQUEST DSV), Leonard Nimoy (STAR TREK), Michael Dorn (STAR TREK: THE NEXT GENERATION, STAR TREK: DEEP SPACE NINE), Matt Frewer (MAX HEADROOM and PSI-FACTOR: CHRONICLES OF THE PARANORMAL) and many more.

After six seasons the new Outer Limits came to a close, with a special tribute show aired on the 3rd September 2000.

Academy of Science Fiction, Fantasy and Horror Films.

Best Syndicated Genre TV Series - The Outer Limits (1997)

Best Genre Cable/Syndicated Series - The Outer Limits (1998)

Emmy Awards

Outstanding Guest Actor in a Drama Series - Nominated - "Outer Limits, The" (1995) - Beau Bridges - For episode "Sandkings". For playing "Simon Kress". (1995)

Outstanding Guest Actress in a Drama Series - Winner: "Outer Limits, The" (1995) - Amanda Plummer - For episode "A Stitch in Time". For playing "Theresa Givens". (1996)

WR. Melinda Snodgrass (STAR TREK: THE NEXT GENERATION), Jonathan Glassner, Brad Wright, David Kemper, Alan Brennert, Grant Rosenberg, Manny Coto, David Schow, Eric A. Morris, Scott Sheppard, Chris Dickie, Sam Egan, Hart Hanson, Joseph Stefano (a remake from his original story "Feasibility Study" and Naran Shankar.

DIR. Jimmy Kaufman, Allan Eastman, Brad Turner, Melvin Van Peebles, Jason Priestly, David Warry-Smith, Mario Azzopardi, Ken Girotti, Steven Barnes, Paul Lynch, Adam Nimoy (son of Leonard Nimoy), and Stuart Gillard.

EPISODES: 154 **YEAR MADE:** 1995 **COUNTRY:** CAN **SEASONS:** 7

A TRILOGY ENTERTIANMENT GROUP AND ATLANTIS FILMS PRODUCTION IN ASSOCIATION WITH MGM

CREATOR: LESLIE STEVENS

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 21, (2) 18, (3) 20, (4) 26, (5) 22, (6) 22, (7) 22

DATE OF PREMIER: 26/03/1995 **AIR DATE OF LAST EPISODE** 03/09/2000

SEASON DATE BREAKDOWN:

FILMS:

Control Voice KEVIN CONWAY, Including LEONARD NIMOY, MICHELE FORBES, MARK HAMILL, DEBRAH FARENTINO, CATHERINE MARY STEWART, MATT FREWER, PETER DONAT, ALAN RUCK, BRENT SPINER, SHEENA EASTON, WILL WHEATON, MICHEAL DORN, DAVID MCCALLUM, MARTIN KEMP, DWIGHT SCHULTZ, FRED SAVAGE, DON FRANKLIN.

Books Based on this series.

Die Unbekannte Dimension: Die Ausgestossenen von Zanti / Das Z-Chromosom

John Peel

1997

The Outer Limits - Always Darkest

Stan Timmons

2003

The Outer Limits - Armageddon Dreams	Harlan Ellison and Kevin J. Anderson	2000
The Outer Limits - Volume One	Debbie Notkin and Roger Stewart	1996
The Outer Limits - Volume Three	Debbie Notkin	1997
The Outer Limits - Volume Two	Debbie Notkin and Roger Stewart	1997
The Outer Limits - Young Adult #1 - The Zanti Misfits	John Peel	1997
The Outer Limits - Young Adult #10 - Alien Invasion from Hollyweird	John Peel	1999
The Outer Limits - Young Adult #11 - The Payback	John Peel	1999
The Outer Limits - Young Adult #12 - The Change	John Peel	1999
The Outer Limits - Young Adult #2 - The Choise	John Peel	1997
The Outer Limits - Young Adult #3 - The Time Shifter	John Peel	1997
The Outer Limits - Young Adult #4 - The Lost	John Peel	1997
The Outer Limits - Young Adult #5 - The Invaders	John Peel	1998
The Outer Limits - Young Adult #6 - The Innocent	John Peel	1998
The Outer Limits - Young Adult #7 - The Vanished	John Peel	1998
The Outer Limits - Young Adult #8 - The Nightmare	John Peel	1998
The Outer Limits - Young Adult #9 - Beward the Metal Children	John Peel	1999

RELATED SHOWS:*OUTER LIMITS, THE (1963)*1 - 1 *SANDKINGS (A 2 PART STORY)*

Scientist Simon Kress finds himself the master of a colony of Sandkings - creatures from Mars that look like insects, but have the intelligence of much higher beings.

Wr Melinda Snodgrass

Dir Stuart Gillard

1 - 2 *VALERIE 23*

Frank Hellner, a lonely paraplegic, takes part in a top-secret project -- allowing an "inorganic human," or robot named Valerie, to be his companion for a week. The experiment goes awry when Valerie, unable to control her programmed emotions, becomes jealous and threatens the life of Frank's physical therapist and close friend Rachel.

Wr Jonathan Glassner

Dir Timothy Bond

1 - 3 *BLOOD BROTHERS*

Two diametrically opposed brothers wrestle for control of a million-dollar pharmaceutical company. A vaccine that could hold the secret to eternal life becomes the object of the brothers' bitter struggle.

Wr Brad Wright

Dir Tibor Takács

1 - 4 *THE SECOND SOUL*

Man's first encounter with beings from another planet -- the N'Tal -- appears to be a mutually rewarding arrangement. But a leery doctor/scientist must decide whether the N'Tal are friend or foe.

Wr Alan Brennert

Dir Paul Lynch

1 - 5 *WHITE LIGHT FEVER*

An experiment at St. Peter's Hospital threatens nature's order of existence, when billionaire Harlan Hawkes pays a brilliant cardiologist, Dr. "Mac" McEnerney to help him cheat death.

Wr David Kemper

Dir Tibor Takács

1 - 6 *THE CHOICE*

A young girl with strange, supernatural powers is shunned by her friends, but welcomed by a nanny with similar gifts, while her parents must decide what's ultimately best for their child.

Wr Ann Lewis Hamilton

Dir Mark Sobel

1 - 7 *VIRTUAL FUTURE*

A brilliant young scientist discovers a way to see the future, but gets caught up in a billionaire's ambitious political schemes, and must alter the future to save his own life.

Wr Shawn Alex Thompson

Dir Joseph Scanlan

1 - 8 *LIVING HELL*

Ben Kohler's life is saved after having an experimental chip implanted in his brain, but when he starts seeing and experiencing violent images, it becomes clear something is desperately wrong.

Wr Melinda Snodgrass

Dir Graeme Campbell

1 - 9 *CORNER OF THE EYE*

A disillusioned priest is given healing power by aliens who use him as they attempt to save their own planet by destroying all human life.

Wr David Schow

Dir Stuart Gillard

1 - 10 *UNDER THE BED*

When a little boy is abducted the only witness, his sister, claims that someone or something under the bed took him.

Wr Lawrence Meyers

Dir René Bonnière

1 - 11 *DARK MATTERS*

Dropped out of hyperspace by a mysterious chunk of dark matter, Pilot Paul Stein must save the transport vessel by facing his past and ultimately trusting his own decisions.

Wr Alan Brennert

Dir Paul Lynch

1 - 12 *THE CONVERSION*

Henry Marshall is a greedy man who has paid for his greed with a prison sentence but has yet to learn his lesson. His life abruptly changes when he encounters visitors from another planet who instill new sense of compassion for others.

Wr Brad Wright

Dir Rebecca DeMornay

1 - 13 *QUALITY OF MERCY*

Major John Skokes is taken prisoner by the enemy during a savage galactic war and a seemingly undefeatable alien race. The tension increases when his cellmate, a cadet named Bree, is being transformed into one of them. Skokes must find an escape to save his cellmate and to avoid a disturbing revelation of the course of this war.

Wr Brad Wright

Dir Brad Turner

1 - 14 *THE NEW BREED*

The discovery of a gifted scientist falls into the wrong hands, bringing what at first appears to be a lifesaving miracle, but ultimately the untimely death of his closest friend.

Wr Grant Rosenberg

Dir Mario Azzopardi

1 - 15 *THE VOYAGE HOME*

When an astronaut returning from Mars discovers an alien aboard ship, he must face the loss of his shipmates, and make the ultimate sacrifice in order to prevent the alien from reaching Earth.

Wr Grant Rosenberg

Dir Tibor Takács

1 - 16 *CAUGHT IN THE ACT*

A chaste co-ed is enveloped by a strange power that gives her an insatiable sexual appetite, which is perpetuated by encounters with consenting men who, after making physical contact, morph into her body and disappear.

Wr Rob Forsyth

Dir Mark Sobel

1 - 17 *THE MESSAGE*

A deaf woman with a transplanted device, which is supposed to enable her to hear, turns into a transmitter for aliens, who are crying for help.

Wr Brad Wright

Dir Joseph Scanlan

1 - 18 *I, ROBOT*

Adam, a powerful robot, kills his creator when the scientist attempts to convert him into a military killing machine by destroying his more human qualities.

Wr Alison Lea Bingeman, Brad Wright

Dir Adam Nimoy, Tibor Takács

1 - 19 *IF THESE WALLS COULD TALK*

Levi Mitchell, a physicist and skeptic, meets Lynda Tillman, a woman whose strength and faith help him unravel the mystery of a haunted house.

Wr Manny Coto, Eric Estrin

Dir Tibor Takács

1 - 20 *BIRTHRIGHT*

An environmentally-friendly U.S. Senator's life changes drastically after a freak accident, when he realizes he's actually an alien in disguise, with a "mission" to surreptitiously reconfigure the earth's atmosphere.

Wr Michael Berlin, Eric Estrin

Dir William Fruet

1 - 21 *VOICE OF REASON*

A civilian with strong ties to the military tries desperately to use concrete evidence to convince a high level committee that alien forces are trying to overcome the human race.

Wr Brad Wright

Dir Neil Fearnley

2 - 1 *A STITCH IN TIME*

FBI agent Jamie Pratt has investigated some pretty strange cases in her time but this one may be the strangest of all. During the last fifty years, seventeen men throughout the country were all murdered with the same gun. This gun is traced to Dr. Theresa Givens, a scientist who recently left a top-secret government agency. This discovery deepens the mystery because Givens was only five years old at the time of the first murder. The gun itself hadn't even been made. While investigating further, Pratt discovers a secret that lies behind the locked door in Dr. Givens' office and learns first-hand of the temptations and dangers of undoing the evils of the past.

Wr Steven Barnes

Dir Mario Azzopardi

2 - 2 *RESURRECTION*

Life on planet Earth has been wiped out by biological warfare, leaving behind only androids. Two of those androids, Martin and Alicia, have a secret project: Cain, a human being grown from the DNA of a single human hair. Martin and Alicia must keep Cain's existence hidden from the military androids, led by Moloch, a power-mad machine who is determined to stamp out any trace of the human race before it rises again.

Wr Jonathan Walker, Chris Dickie

Dir Mario Azzopardi

2 - 3 *UNNATURAL SELECTION*

Howard and Joanne Sharp are going to have a baby. Like many people in the near future, they are mulling over the possibility of black-market genetic enhancement. The upside is a perfect baby, able to compete with all those other perfect babies created by the popular, but illegal process. The downside is GRS - Genetic Rejection Syndrome - which turns one in every 10,000 genetically enhanced babies into a monster. The Sharps are willing to take the risk and go ahead with the procedure. Then they learn of the dark secret that their neighbors and best friends, Tony and Fran Blake, keep in the basement.

Wr Eric Morris

Dir Joseph Scanlan

2 - 4 *I HEAR YOU CALLING*

Reporter Carter Jones is on her way to work when her cellular phone picks up a suspicious conversation

about the "removal" of a controversial author. Her journalistic curiosity piqued, Carter investigates, despite the objections of her boss and the police. As a result, she finds herself in a deadly game of cat and mouse, involving a strange man with violet eyes, an ill-fated cruise and people who disappear leaving behind only a pile of purple ash. Can Carter get to the bottom of these mysterious disappearances? Or will she be the next to vanish?

Wr Katherine Weber

Dir Mario Azzopardi

2 - 5 *MIND OVER MATTER*

Dr. Sam Stein has always lived for his work. His dedication has paid off with the development of the Computer Aided Visual Environment system of CAVE, which allows doctors to jack-in directly to the brain of patients. When an accident puts his colleague Rachel Carter in a coma, Stein decides to use CAVE for his own purposes, reaching into Rachel's brain to tell her what he couldn't while she was conscious: that he loves her. Stein discovers, however, that love takes strange turns when it enters CAVE's virtual world and that the complexities of the human heart are not easily translated into bits and bytes.

Wr Steven Barnes

Dir Mario Azzopardi

2 - 6 *BEYOND THE VEIL*

After flashbacks of an alien abduction drives him to the brink of suicide, Eddie Wexler finds himself at a mental institute, where Dr. Sherrick is using a controversial technique to treat those who believe they have been abducted by extraterrestrials. Eddie and some of the other patients are suspicious of Sherrick and his methods, which forces patients to re-live their abductions in the memory chamber. Some even think that their abductors have infiltrated the institute. Is this just a paranoid delusion or is there an alien face behind the doctor's mask?

Wr Allan Eastman

Dir Chris Brancato

2 - 7 *FIRST ANNIVERSARY*

As he celebrates his first wedding anniversary, Norman Glass thinks he's the luckiest man alive. His wife Ady, whom he met after the tragic death of her first husband, is stunningly beautiful and talented. She loves him more than anyone alive. They have two great friends, Dennis and Barbara, who were married on the same day and are just as madly in love as Norman and Ady. But suddenly things start to change. First, Dennis leaves Barbara. Then, Norman must struggle with the strange, growing revulsion he feels when he touches, smells, tastes or sees his lovely wife. Norman thinks he's going crazy, but Barbara and Ady know better. Is love blind? Is beauty only skin-deep? Guess again.

Wr Ali Matheson, Jon Cooksey

Dir Brad Turner

2 - 8 *STRAIGHT AND NARROW*

Rusty Dobson has always been a problem child. His single mom decides to send him to the Milgram Academy, an ultra-strict private school that has produced some of the nation's top business and political leaders. What Rusty's mom doesn't know - and what Rusty finds out the hard way - is that Milgram doesn't just build the leaders of tomorrow, it controls them. The academy installs small computer chips in the student's brains, turning them into blindly loyal servants of the academy and The Committee, a shadowy body that controls the project. Thanks to a malfunctioning chip, Rusty has eluded their control so far, but can he escape from this prison of the mind?

Wr Joel Metzger

Dir Joseph Scanlan

2 - 9 *TRAIL BY FIRE*

On the day of Charles Halsey's inauguration as President of the United States, scientists detect a large object heading towards Earth at half the speed of light. Halsey, a peace-loving liberal, is rushed to an underground bunker by the Presidential transition team, a group of aides and military men that share the hawkish bent of the previous administration. As the crisis unfolds, it becomes clear that the object came from an armada of alien ships, which are fast approaching Earth. Contact is made, but the aliens' message is unclear. As the U.S. and the other nuclear powers gear up to defend themselves, Halsey must decide: Are these invaders bent on conquering earth or benevolent explorers reaching out to another civilization?

Wr Brad Wright

Dir Jonathan Glassner

2 - 10 *WORLD'S APART (aka REMITTANCE MAN)*

Space agency director Nancy MacDonald gets a lesson in the meaning of time and distance with an

unexpected signal from astronaut Christopher Lindy. Lindy, the man MacDonald once loved, disappeared on a routine space mission 20 years ago. Oblivious to the time that has passed, Lindy must deal with his present situation; being alone on an unknown planet. MacDonald turns to her husband, marine biologist Greg Tilman, to help Lindy survive attacks by an alien lifeform while she and her staff look for a way to save Lindy before the window of opportunity to save him once again disappears.

Wr Chris Dickie

Dir Brad Turner

2 - 11 *THE REFUGE*

"What is reality?" is the question before Raymond Bava after he collapses during a blizzard and awakens in a private refuge run by Sanford Valle. Valle's companions include his son and daughter-in-law, Thomas and Justine, and Gina Beaumont. Ray, drawn to the gentle Gina, recoils from the callous corruption displayed by the all-controlling Valle and the other inhabitants. Then, following a moment of violence, Ray begins to doubt reality when all the characters, including Gina, reverse roles and personalities. When he is suddenly freed from Valle's control, Ray finds he has been locked in a cryogenic-induced nightmare, but one he must return to in order to fulfill his love for Gina.

Wr Alan Brennert

Dir Ken Girotti

2 - 12 *INCONSTANT MOON*

When a lonely physics professor realizes the sun is going to burn out, he knows that he and humanity have only a few hours to live. In that time, Stan resolves to make up for lost years. He courts and proposes to Leslie, a woman he has known for two years but never dated. Leslie, although puzzled, finds herself more and more entranced by Stan until she finds out the reason for Stan's sudden attention. Based on a short story by famed sci-fi writer Larry Niven, this episode brings its characters face to face with both death and their own visions of life - with surprising results.

Wr Brad Wright

Dir Joseph Scanlan

2 - 13 *FROM WITHIN*

A mentally challenged boy named Howie is the last unaffected person in a small town overrun by a strange madness. Miners unearth ancient parasites, in the shape of worms, that attack the brains of their hosts. While the infected townsfolk lose all their inhibitions, Howie must save his sister Sheila, the only person who truly cares for him. Deprived of Sheila's guidance for the first time in his life, Howie struggles to evade his maddened neighbors and destroy the parasites. In the process, he becomes a hero to the whole town.

Wr Jonathan Glassner

Dir Neil Fearnley

2 - 14 *THE HEIST*

Embittered after a friend's betrayal cost him his Army career, Lee Taylor helps a self-styled militia major hijack an Army shipment. He reaps a deadly reward. The militia, which includes Lee's brother Calvin, expected a missile shipment. Instead, they find a mysterious, sealed cargo and a lone Army Guard. Under threat of death, Captain Teri Washington refuses to reveal the nature of the cargo but warns it is deadly. The major thinks she is lying until an alien lifeform begins a chilling series of attacks. Discipline crumbles and loyalties are tested as the creature stalks its prey with impersonal efficiency.=

Wr Steven Barnes

Dir Brad Turner

2 - 15 *AFTERLIFE*

Convicted of a murder he did not commit, Linden Stiles is given a terrible choice: face execution or become the subject of a secret military experiment. Stiles lives to regret his choice as he finds his body host to alien DNA.

Wr John F. Whelpley

Dir Mario Azzopardi

2 - 16 *THE DEPROGRAMMERS*

With Earth under alien rule and millions dead, the human race has been programmed to slavery. A small band of rebels kidnaps Evan, alien leader Koltok's personal slave. Trent Davis, leader of the rebels, tries to return Evan to his former self through arduous deprogramming sessions. To aid in the process, Evan is reintroduced to his wife Jill. As his sessions progress, Evan learns of the death of his daughter. He agrees to join the rebels and assassinate his former master - with devastating results.

Wr James Crocker

Dir Joseph Scanlan

2 - 17 *PARADISE*

Dr. Christina Markham and Sheriff Grady Markham live in small town America. Alzheimer's disease is slowly robbing Christina of her mother Helen, who lives in a nursing home along with her long time friend Gerry. When three apparently healthy young women age and die within hours, the Markhams are baffled and frightened. Grady interviews stunned witnesses and Christina seeks medical explanations, hoping to prevent another tragedy. Only after Helen and Gerry vanish is the astonishing answer to the puzzle finally revealed.

Wr Jonathan Walker, Chris Dickie

Dir Mario Azzopardi

2 - 18 *THE LIGHT BRIGADE*

On a desperate mission, a young Cadet learns the difference between heroic ideals and the bitter realities of war. The only survivors on a crippled battle cruiser - Earth's last hope for victory and survivors - are the Cadet, the weapons Chief and Major John Skokes, a repatriated prisoner of war. Exposed to fatal doses of radiation when their fleet was wiped out by the aliens, they fight illness and death to launch a preemptive strike. As the awesome responsibility for success descends on him, the Cadet learns that fear is not his only enemy.

Wr Brad Wright

Dir Michael Keusch

2 - 19 *FALLING STAR*

Pop singer Melissa McCammon is about to commit suicide. With her once meteoric career at a standstill and her husband cheating on her, she sees no hope. Then she encounters Rachael, an ardent fan from the future. Rachael is a time traveler -- and an uninvited tourist in Melissa's body. She persuades Melissa to give life a second chance, but in the process, she changes history. Now, authorities from the future want Melissa dead and will resort to anything -- including murder -- to preserve their version of the past.

Wr Alan Brennert

Dir Ken Girotti

2 - 20 *OUT OF BODY (aka ETHICALLY YOURS)*

What really happens during an out-of-body experience? Husband and wife scientists Rebecca Warfield and Ben McCormick are trying to find out by subjecting monkeys to electric impulses. They see it as pure science, but to religious groups like Family Foremost, it is sacrilege. Desperate for funding, Rebecca decides to run the experiment with a human subject -- herself. She asks her assistant, Amy, to help. Amy, a secret religious fanatic, alters the experiment. Rebecca escapes from her body, but, unless she finds a way to communicate, she will remain trapped in an other dimension.

Wr James Crocker

Dir Mario Azzopardi

2 - 21 *VANISHING ACT*

A husband leaves to go to the store and doesn't return for ten years. Where has he been? And why? It happens to Trevor McPhee and his return is more than a little distressing for his wife Theresa, especially since he insists he was in a car crash ... only hours ago. Then, just after they reconcile, he vanishes again ... for another decade. Trevor finds himself trapped between two worlds; one is a recurring nightmare of caves and predatory creatures; the other is the real world, ever-changing as civilization leaves him further and further behind. Is Trevor mad ... or just reaching The Outer Limits?

Wr Chris Dickie

Dir Jonathan Glassner

2 - 22 *THE SENTENCE*

Let the punishment fit the crime: an ambitious inventor, Dr. Jack Henson, creates a "virtual prison" and wants the government to adopt it nation-wide. Using his invention, convicts serve a life sentence in just a few hours. Henson claims the harsh sentences will ensure that criminals never offend again while the short time required cuts prison costs. He seems to be making his point until they connect an innocent man to the apparatus and the demonstration goes sour. To save the young man's life, Henson must submit to his own invention -- and to a lesson in the true meaning of justice.

Wr Melissa Rosenberg

Dir Joseph Scanlan

3 - 1 *BITS OF LOVE*

Aidan Hunter may be the last man on earth after a nuclear holocaust, but he's not lonely. In his subterranean bomb shelter, he's surrounded by his family, friends, lovers, anyone he wants...

Unfortunately, they're holograms -- computer generated people controlled by a beautiful holographic interface named Emma. But when curiosity turns to touch and Aidan makes love to Emma in a virtual reality pod, he quickly learns that trifling with a computer's feelings can be dangerous... and the morning after can be all too real.

Wr James Crocker

Dir Neil Fearnley

3 - 2 *SECOND THOUGHTS*

Karl Durand (Howie Mandel) is in his 30's, but he has the mind of a child. That is, until he receives a unique gift from Dr. Jacob Valerian, a dying scientist who has been working on a secret project. As his last living act, Valerian uses his new invention to transfer his memories and experiences into Karl's brain. But Karl isn't content with just being a genius. In an effort to win the love of his social worker, Rose, he uses the doctor's invention to capture other minds. Leaving a trail of bodies in his wake and his own brain ever more crowded and confused, Karl soon discovers that sometimes the mind can be a minefield.

Wr Sam Egan

Dir Mario Azzopardi

3 - 3 *RE-GENERATION*

After their four-year-old son Justin dies in a household accident aspiring politician Graham Highfield and his wife Rebecca get a second chance at happiness. Dr. Lucy Cole clones a new embryo from Justin's brain and nerve cells and implants it in Rebecca's womb. As the pregnancy progresses, however, it becomes clear to Rebecca that this isn't just any fetus -- this is Justin himself, a fetus with the skills -- and the memories -- of a little boy. As he shares those memories with his mother, Justin reveals secrets that may destroy the whole family.

Wr Tom J. Astle

Dir Brenton Spencer

3 - 4 *LAST SUPPER*

Frank Martin can't believe his eyes when his son Danny brings home a beautiful new girlfriend from college. The girl, Jade, is a dead ringer for a woman Frank rescued from a top-secret military experiment when he was a private in the army 20 years earlier. Of course, she can't be the same woman. Or can she? The Martins' world is turned upside down as Frank's past catches up with him and they gain a deeper understanding of Jade's timeless beauty.

Wr Scott Shepherd

Dir Helen Shaver

3 - 5 *STREAM OF CONSCIOUSNESS*

In a world where neural implants allow everyone instant access to information, Ryan Unger is a throwback, a moron. Because of a brain injury he suffered as a child, he's unable to tap into the Stream -- an electronic collection of all human knowledge -- so he struggles in vain to keep up by reading books, a primitive and forgotten art. But, when a virus in the Stream starts killing people by overloading their brains with data, only Ryan has the skills and independence to stop it. Can a primitive human, relying only on books and his own brain, save a world of machine-made geniuses from self-destruction or will the Stream wash over all of them?

Wr David Shore

Dir Joe Nimziki

3 - 6 *DARK RAIN*

The value of the greatest of joys -- a healthy baby -- becomes evident after chemical warfare leaves humanity unable to produce normal offspring. Those rare couples like Sherry and Tim who do conceive a normal child become the focus of intense government attention as desperate officials seek a cure. Held captive in a secret maternity hospital run by Dr. Royce, Tim and Sherry realize the panic-stricken government plans to make their beautiful new-born daughter a permanent ward of the state.

Wr David Braff

Dir Mario Azzopardi

3 - 7 *THE CAMP*

For twelve generations, mankind has lived in concentration-type camps, imprisoned by the human collaborators of the alien New Masters. But when one woman dares to challenge the authority of her Commander, the desire to be free is pitted against this seemingly, unvanquishable foe. Or are they as powerful as they seem?

Wr Brad Wright

Dir Jonathan Glassner

3 - 8 *HEART'S DESIRE*

A mysterious alien descends upon the town of Heart's Desire and offers to share his extraordinary powers with four outlaws - Jake Miller, his brother Ben and their partners in crime, Frank and J.D. Kelton. Taking on the human form of his first victim, a mild-mannered preacher, the alien follows the quartet to the Miller's hometown and gives both sets of brothers strange new powers that make them virtually invincible. As the Keltons kick off a crime spree by destroying all opposition with blasts of pure energy, Jake struggles with his divided loyalties, between love for his family and his childhood sweetheart Miriam -- and the terrible question: who is this mysterious stranger and why has he given the outlaws such deadly powers?

Wr Alan Brennert

Dir Mario Azzopardi

3 - 9 *TEMPESTS*

The Tempest, a rickety old spaceship piloted by space colonists John Virgil and Captain Parker, is on a mission of mercy. It is ferrying two bigwigs from Earth, Dr. Vasquez and Governor Mudry, along with a lifesaving vial of serum to the Tabloss Colony, where an epidemic of Ellysia C is devastating the population. But things go horribly wrong when the ship shifts down from lightspeed and crashes somewhere in space. As he attempts to repair the ship, Virgil is bitten by a strange spider-like creature and passes out. When he awakes, he finds himself sliding between two equally convincing realities. Is he battling for his life against the deadly Ellysia C having already delivered the serum and saved the colony, including his beloved wife and his young son, from certain death? Or is he alive, trapped in a spaceship in the middle of nowhere, with no way out?

Wr Hart Hanson

Dir Mario Azzopardi

3 - 10 *AWAKENING*

Beth Carter lives in black and white, unable to experience emotions because of a condition called primary alexithymia. But when Dr. Steven Molstad implants a small device in her brain, Beth's world explodes into brilliant color. For the first time in her life, she can truly feel love, happiness and even fear. Beth is thrilled by the transformation, by her feelings of friendship for Molstad's assistant, Joan Garrison, and her attraction to Joan's landlord Kevin Flynn -- but there are some troubling signs. Beth begins to hear strange voices. She is abducted by aliens only to find herself back in the hospital. Is her brain rebelling at the sudden flow of emotions or is Molstad's implant defective? Or is something more sinister going on?

Wr James Crocker

Dir George Bloomfield

3 - 11 *NEW LEASE*

After years of research, Dr. James Houghton and Dr. Charles McCamber have discovered how to bring the dead back to life with their new breakthrough invention, the Scanning Molecular Reorganizer. But, the process seems to be deeply flawed; the first revival, a middle-aged victim of a heart attack, lives only a day and suffers horribly before passing away again. They get a second chance when Houghton is killed by a mugger outside the lab and McCamber, using the SMR, brings him back to life. Houghton is torn between making amends with his long-neglected family and exacting revenge on his killer. He may, however, have more time than he knows and more trouble than he bargained for.

Wr Sam Egan

Dir Jason Priestley

3 - 12 *DOUBLE HELIX*

Since Dr. Martin Nodel is the most brilliant geneticist in the world, the students and staff at the university are willing to put up with a few eccentricities -- unlike his son Paul, who gets impatient with his father's behavior. However, Dr. Nodel's behavior goes beyond eccentric after he unveils his research into introns, mysterious genetic material which he believes hold the code for future evolution. After a successful animal test, Nodel secretly tries the formula on himself, with amazing and disturbing results. As his intelligence begins to grow, so do scales on his hands, strange markings on his body, and a mysterious hole in his back. And he seems to be getting instinctive messages telling him to bring 'subjects' to a remote wilderness location. When he arrives there, accompanied by six students including Paul and his girlfriend, he finds a group of heavily armed soldiers and the key to unlocking a mystery that goes far beyond human science.

Wr Jonathan Glassner

Dir Mario Azzopardi

3 - 13 *DEAD MAN'S SWITCH*

Ben Conklin has been a loner ever since his parents died when he was twelve years old. This is one

reason why General James Eiger selected him to spend a year buried in a bunker 11,000 feet below the Arctic tundra, manning the controls of a doomsday device set up by world leaders after the Hubble space telescope spotted 11 spaceships heading towards Earth. The device is designed as a last-line deterrent against alien invasion and Conklin's job, shared with four other loners in four other bunkers, is to hit a dead man's switch on the bunkers control panel that prevents the doomsday device from going off and destroying aliens and mankind alike. At first, the job is easy, but as the aliens draw closer to Earth, and as Conklin grows closer to his subterranean colleagues, he begins to doubt the reliability of the doomsday machine. News from General Eiger becomes scarce, then Conklin's fellow guardians begin to fall victim to assorted mishaps. Conklin realizes that he carries the weight of the world - and the fate of mankind in the palm of his hand.

Wr Ben Richardson

Dir Jeff Woolnough

3 - 14 *MUSIC OF THE SPHERES*

Devon Taylor, a 20 year-old physics whiz, has heard a lot of strange sounds coming from space as part of his job assisting Dr. Evan Swift at the radio observatory -- but something tells him this signal, coming from the direction of Certus, is special. Devon's suspicions are confirmed when he takes a tape of the signal home and his 17 year-old sister, Joyce, and her boyfriend Vic react as if they have heard the most beautiful music in the world. But the sound, which seems comprehensible only to teenagers, has a disturbing side-effect; Joyce and Vic's skin begins physically changing, as does the skin of all the other teenagers they expose to the sound. Worse, when Devon's father, Dr. Emory Taylor, orders the "music" taken away, the teenagers appear to go through a painful and possibly deadly withdrawal. Faced with the spread of this potentially deadly audio virus, the government imposes martial law as Devon and his father try to figure out why the sound has the effect it does. Is this the first act of war by an alien civilization or are the children suffering only because the adults are deaf to this precious gift of special music?

Wr Steven Barnes

Dir David Warry-Smith

3 - 15 *REVELATION OF BECCA PAULSON*

In this adaptation of Stephen King's short story, Becca Paulson's humdrum trailer park life suddenly becomes very interesting after she accidentally shoots herself in the head while watching her favorite soap opera. The bullet lodges in her brain, leaving a small red dot in her forehead and turning her world upside down. Doc Fink, the town vet, can't find anything wrong -- but Becca notices changes. Suddenly, she's smarter than she's ever been and full of ideas for inventions. Plus, the Handsome Man photo that came with the picture frame is talking to her. He tells her about the town's dark secrets, including her husband Joe's lunch-hour affair with Nancy Voss down at the post office. The Handsome Man is the friend Becca never had -- and a better man than Joe, to be sure -- but is it really wise to count on the advice of a man who lives in an 8x10 frame?

Wr Brad Wright

Dir Steven Weber

3 - 16 *BODIES OF EVIDENCE*

He doesn't know what it is, but Captain William Clark can see that something terrible and strange is happening on the space station Meridian. Within a matter of minutes, three of the space stations crew - Commander Richard Gordon, Dr. Thomas Somerset and Commander Lara Nabakov - have been lured to their deaths by impossible visions of loved ones or enemies -- visions created by someone or something capable of reaching into the minds of human beings and recreating their darkest nightmares and fondest desires. Fearing for his safety and that of the one surviving crew member, Dr. Helene Dufour, Clark uses the escape pod and abandons ship. When he winds up on earth, however, nobody will believe his story. Instead, Clark is accused of committing the murders while suffering from space psychosis, and must turn to his ex-wife, Robyn Dysart to defend him. She manages to raise a reasonable doubt by suggesting that Soroxin, a chemical used in Somerset and Dufour's research, may have caused the space psychosis, but Captain Clark insists on telling the truth even at his own peril. Is Clark a madman, his mind twisted by too much time in orbit, or has the Captain seen the face of evil floating in the zero-gravity of deep space?

Wr Chris Dickie

Dir Melvin Van Peebles

3 - 17 *FEASABILITY STUDY*

The residents of a suburban neighborhood have their lives turned upside down when a four block section of their subdivision is ripped from the earth by a mysterious force and transported to a distant planet. Thrown together in crisis, Joshua Hayward, his daughter Sarah and their neighbors try to understand what has happened to them -- why their neighborhood now ends abruptly in an invisible force-field. Sarah gains some insight when she comes across Adrielo, a horribly disfigured alien who tells her that they have been brought here by another group of aliens. Guiding Sarah through a gap in the force-field, Adrielo

begs for her help in curing the disease that is turning him and his people to stone. Meanwhile, Joshua makes an even more startling discovery when he is pulled through the force-field and comes face to face with his captors, the Triunes. These big-brained, feeble-bodied creatures subject Joshua to strange and painful tests and explain without apology, that he and his neighbors are part of a feasibility study designed to see if humans would make suitable slaves. Reunited, father and daughter rejoin their neighbors and struggle with a terrible dilemma; if they survive and pass the feasibility study, they will consign all humanity to slavery forever.

Wr Joseph Stefano

Dir Ken Girotti

3 - 18 *A SPECIAL EDITION*

Muckraking TV journalist Donald Rivers, host of 'The Whole Truth,' has the show of a lifetime: rock solid proof that the government and private defense contractors have been engaging in secret genetic cloning. But powerful forces are working to stop him, forces that will stop at nothing to keep their secrets. He goes on-air live, in a locked studio, accompanied only by a skeleton crew and Dr. Avery Strong, River's eyewitness to the history of deception and dark science. As he presents his evidence -- all gleaned from earlier episodes of *The Outer Limits* -- the powerful begin to interfere. First, they try to shut down his transmitter. Then, the network's parent company disavows the show. When thugs with guns knock down the studio door, Rivers continues the show on the fly, transmitting live from the back of a broadcast news van. But a van can only drive for so long. When it stops, will the truth, even *The Whole Truth*, be enough to protect Rivers, Strong and the crew?

Wr Naren Shankar

Dir Mario Azzopardi

4 - 1 *CRIMINAL NATURE*

Genetic Engineering has produced a generation of super-babies, but the technology is not perfect. It has also produced horribly deformed children who suffer from Genetic Rejection Syndrome (GRS), a condition which makes them even stronger, faster, smarter than the super-babies and more deadly to boot. Detective Ray Venable (Gary Cole), is in charge of the team that must hunt down the most severe GRS cases, but he carries with him a dark secret. Years before, he and his wife Marie (Lynda Boyd) had a child, Dylan (Jason Gray-Stanford), who developed GRS and who they secretly sent away to a home. Now, Ray suspects that Dylan is behind a series of brutal murders and is closing in on his old family. The only way Ray can stop him is to take a genetic serum that will make him more like the son he rejected.

Wr Brad Markowitz

Dir Steve Anker

4 - 2 *THE HUNT*

After environmentalists successfully ban the hunting of animals, a black market emerges, with humans paying big money to hunt androids who have outlived their usefulness in the mines. The androids are the perfect prey -- strong and intelligent yet unable to turn on their pursuers, thanks to an inhibitor chip that prevents them from harming humans. A group of bow-hunters, George Nichols (Rob White), his son Eric (Tobias Mehler), his older brother Clute (Bob Gunton) and their guide Pete (David McNally), count on that chip as a safety net while they track down a quartet of androids led by Kel (Doug Savant). Eager to provide his brother and his reluctant nephew with a real challenge, Clute has secretly planted information that allows the androids to disable the inhibitor chip thus allowing them to fight back. The machines, angry at being turned into game, contemptuous of human bloodthirstiness, are only too happy to oblige. As the balance of power shifts, the line between men and machines blurs, with tragic consequences.

Wr Sam Egan

Dir Mario Azzopardi

4 - 3 *HEARTS AND MINDS*

The mission for Captain Taverner and his squad of North American Federation (NAF) soldiers is simple: search and destroy invading aliens on a distant planet to prevent them from stealing a mineral which is a vital source of energy for earth and a vital source of profit for the NAF. To guard against infection from the hideous bug-aliens, the soldiers are forced to inject special genetic drugs; however, the mission becomes complicated when Lieutenant Rosen is wounded in a firefight with the aliens. Rosen begins to hallucinate, experiencing disturbing images of the aliens, and when she discovers that her drug injector has malfunctioned, she begins to suspect that the drugs do more than protect the soldiers from infection. Ultimately, Rosen must take command and risk the lives of her soldiers on the hunch that their mission may have more to do with human politics than alien enemies.

Wr Naren Shankar

Dir Naren Shankar

4 - 4 *IN ANOTHER LIFE*

Mason Stark hates his life. A year ago, he lost his wife Kristin to a mugger's bullet and he still blames himself for not doing more to protect her. And today, he was fired from his job. With a gun in his hand and a severance package on his desk, Mason finds himself torn between suicide and psychosis -- between killing himself and killing his co-workers. But before he can do either he's pulled into another dimension, into a world where there are hundreds of Mason Starks, each with a different life and a different character. The version of himself that brought Mason here is a powerful, manipulative man -- we know him as Stark -- who, in this dimension, runs the same company that fired Mason. Stark explains that he built a machine, the Quantum Mirror, to explore all those different versions of himself, only to have his experiment go horribly wrong because he pulled a murderous version of himself, a man we know as Mace, into his reality. Now Stark wants Mason to stop the killer and promises to reunite him with Kristin as his reward. In this looking glass world, Mason must hunt himself on behalf of himself, in a desperate race to stop a killer ... and change his own life for the better.

Wr Naren Shankar

Dir Naren Shankar

4 - 5 *IN THE ZONE*

With its deadly lasers and hand-to-hand battles, 'The Octal' is a combat sport for a new generation of athletes - but Tanner Brooks is no longer a young man. Although he's promised his wife Jessica that this will be his final tournament, Tanner is desperate to go out a winner. Dr. Michael Chen has a way to make that happen. Through an experimental treatment that taps the power of the human nervous system, Chen accelerates Tanner's reflexes and perceptions. To Tanner, everything in the Octal begins to move in slow motion... and Tanner quickly becomes unbeatable. However, there are side effects: Jessica notices that Tanner is tired, haggard and his hair is going gray. But, when Tanner's body begins to blur and fade out of existence, Tanner and Jessica must choose between one last moment of glory, their love for each other... and oblivion.

Wr Naren Shankar

Dir David Warry-Smith

4 - 6 *RELATIVITY THEORY*

Biologist Teresa Janovitch (Melissa Gilbert) is a civilian among military men, traveling on the Resource Survey Vehicle Cortez to Tau Ceti Prime in search of minerals for an Earth that has squandered its own. Initial signs indicate that the planet is both uninhabited and rich in mineral resources, which could mean a million dollar payday for both the crew and the company that owns the Cortez. But on the first exploration, the crew is attacked by gigantic and apparently primitive aliens. After the command falls to Janovitch, she is overpowered by her crew: Sgt. Adam Sears (Jeremy Ratchford), a veteran of pacification missions on Earth, who favors annihilation of the new race and an ambiguous Corporal Charles Pendelton (Tim Guinee). Sears leads a patrol that hunts down and kills the aliens, in the process seizing a golden object that appears to be a religious totem. As he celebrates his slaughter, Janovitch examines his victims and makes a shocking discovery.

Wr Carleton Eastlake

Dir Ken Girotti

4 - 7 *JOSH*

Tabloid TV reporter Judy Warren (Kate Vernon) knows she's come across a big story when she sees the videotape shot by two tourists in a remote Alaskan park. The tape shows Josh Butler (Alex McArthur), a recluse who lives in a cabin near the park, bringing back to life a young girl who has died after a fall, a feat he accomplishes by generating a mysterious blue glow. But, she only discovers how big a story it is when her pursuit of the strange young man is cut short by a top-secret military unit that is also chasing him. It seems that the blue glow sent out electromagnetic pulses that knocked out two satellites orbiting 20,000 miles above the Earth and the Air Force wants to know what's going on. A battery of tests doesn't produce any answers, leaving the brass, led by Col. Roger Tennent (Scott Hylands) and Major Samuel Harbeck (Larry Musser) to debate whether Butler is an alien or an angel -- someone to be dissected or to be worshipped. Warren doesn't know what Josh is either, but she knows she doesn't trust the soldiers to make the right choice. Can she stop being a reporter long enough to help Josh? And if she does, will she find the answer she seeks?

Wr Chris Ruppenthal

Dir Jorge Montesi

4 - 8 *RITE OF PASSAGE*

The birth of a child is a joyful event, but for Shal and Brav, two young naive humans who live in a small commune in the woods, it is also a mystery and moment tinged with sadness. After Shal gives birth to a son, the first of the commune to do so, she and the baby are taken away by Mother, a wise alien who acts as a parent to the young people. When the aliens send Shal home without her baby, she asks Brav to help her to rescue the child. With the knowledge Shal has gained from her time with Mother, they break

through the protective barrier set up by the aliens to discover a new and fascinating world. It is a dangerous trip, with stinging, snake-like crawlers lurking in the shadows. But, it is also a journey of discovery as Shal and Brav find evidence -- skeletons and body parts -- that lead them to believe that their real parents were killed by the aliens. They find their baby, and after a fight with an alien, escape into the forest. But, they must grapple with some haunting questions. Is Mother a monster or a savior? And, did the aliens destroy mankind or rescue it?

Wr Chris Dickie

Dir Chris Dickie

4 - 9 *GLYPHIC*

When Tom Young (Peter Flemming) from the Department of Health travels to a small town in the Pacific Northwest to examine an old case file, it appears as though long ago the town had stopped trying to live in the present. Twelve years have passed since a tragedy killed many of their young children and left the residents without hope, without a future. Many of them are still angry with the medical community for not finding a cure to save the children in their small community. The town's physician, Dr. Malcolm Bousard (Lane Smith) has felt the brunt of their anger -- especially since his own two children did not die during the epidemic. Although they were spared, his son Louis (Brad Swaile) still lays in a coma while his daughter Cassie (Rachel Leigh Cook) has learning disabilities and expresses herself through abstract sculpture and artwork. Through hypnosis, Tom begins to probe Cassie's mind and unravels a memory of 'alien' proportions.

Wr Naren Shankar

Dir Catherine O'Hara

4 - 10 *IDENTITY CRISIS*

Captain Cotter McCoy (Lou Diamond Phillips) is the first of a new breed of soldier. As part of a top secret program overseen by Dr. Greg Olander (Robert Joy), General Langston Chase (Dale Wilson), and Cotter's friend, Colonel Pete Butler (Scott Kraft), the contents of McCoy's brain can be temporarily transferred into an android version of himself. This process creates a virtually indestructible fighting machine with the smarts and experience of a human being. But, one day something goes wrong. During the transfer, the real McCoy's body is blasted with electricity, stopping his heart, inflicting serious brain damage and leaving Cotter's mind trapped in the android body. To make matters worse, the interface between his mind and the android body is flawed. McCoy's motor control is already beginning to break down and the interface will likely collapse within 12 hours. The general is prepared to sacrifice McCoy to keep the program secret, but McCoy uses his enormous strength to break out and visit his wife, Holly (Teri Polo). Together, they track down Olander and begin a desperate search for what went wrong. All the signs point to sabotage, but who would do such a thing? And, more important, how can it be undone?

Wr James Crocker

Dir Brad Turner

4 - 11 *VACCINE*

After a doomsday cult releases a genetically engineered virus, a nurse named Marie must decide which patients under quarantine get a vaccine that may cure the plague.

Wr Brad Wright

Dir Neil Fearnley

4 - 12 *FEAR ITSELF*

For as long as he can remember, Bernard Selden (Ayre Gross) has been haunted by a paralyzing fear. It started when he was six, when he set a fire that killed his four-year-old sister and today, at 27, the fear clings to him like a blanket. But, Dr. Adam Pike (Jeffrey Demunn) has hope for a cure. He has diagnosed Bernard's condition and believes that if he can isolate the part of the brain responsible for fear, the amyglada, he can cure him. The series of injections and radiation designed to build a layer of calcium around the amyglada produces stunning results; Bernard's fear recedes. He even starts a relationship with his neighbor Lisa (Tanya Allen). But there are side effects. Now, Bernard can use his brain to make others feel the kind of crippling fear he used to feel. He is still a prisoner of the past, haunted by images of Mr. Wilkes (Alex Diakun), the owner of the foster home where Bernard's sister died. It is a terrible risk, but Bernard knows that if he is to be truly cured, he must go back to the day when the fear began and discover the truth.

Wr Sam Egan

Dir James Head

4 - 13 *THE JOINING*

When a transport ship crashed and wiped out the colony on Venus, Capt. Miles Davidow (C. Thomas Howell) was the sole survivor. But, after he's rescued by a team that includes his fiancée, Kate Girard (Amanda Tapping) and Scott Perkins (Jeffrey Jones), it soon becomes clear that Davidow did not escape

unscathed. Removed from the high radiation atmosphere of Venus, his body is reacting to the Earth's air like that of a chemotherapy patient. When doctors give him the radiation his body seems to crave, strange things start to happen. Davidow's body begins to spawn duplicate parts - a hand, a torso and more from wounds that miraculously heal. In spite of this, Miles and Kate get married while he's still in isolation, but his time on Venus and the strange creatures he encountered there have had a profound change on Miles. As the mysterious changes continue, it becomes clear that although Davidow did what it took to survive, the price of survival may be exile from everything he knows and loves.

Wr Sam Egan

Dir Brad Turner

4 - 14 *TO TELL THE TRUTH*

Dr. Larry Chambers (Gregory Harrison) helped build the colony on the Janus Five. He and fellow scientist Amanda Harper (Kimberly Huffman) run computer simulations that show the planet's star will flash over in a matter of days, emitting waves of deadly radiation, so Dr. Chambers urges evacuation. This is not a popular recommendation, especially among the colony's leaders who include council chairman Franklin Murdock (William Atherton), security head Montgomery Bennett (Alan Scarfe) and Amanda's father, Ian Harper (Ken Pogue). They point out that Chambers has been wrong before - - the colony had to be moved at great cost after he warned of deadly volcanic activity - - and suggest that his judgment has been clouded by the death of his wife Elise. When that doesn't stop Chambers, Murdock and Bennett discredit him by falsely accusing him of being one of the aliens who originally inhabited the planet, suggesting that the evacuation plan is a plot to reclaim the planet for his people. Imprisoned and threatened with death, Chamber's only hope is that Amanda will uncover the truth in time to save him and the colony.

Wr Brad Wright

Dir Neil Fearnley

4 - 15 *MARY 25*

Charlie Bouton's (Tom Butler) last project for the Innobotics Corporation was a sexy female companion robot named Valerie 23. It almost put the company out of business when it went berserk and attacked someone. So, his bosses are skeptical when he and scientist Melburn Ross (Michael Shanks) introduce Mary 25 (Sophia Shinas), a nanny robot adapted from the earlier model. In order to overcome their doubts, Charlie proposes letting the robot take care of his own children - - a move that is met by serious resistance from his wife Teryl (Cynthia Geary) and his children Brad and Brook. From the beginning, there are problems. Unlike the human nanny, Carmen, Mary doesn't grasp the subtleties of child care and Melburn must fine tune her. But, Melburn sees that the problems go beyond Mary's programming. Charlie is smitten with his inorganic creation and has begun to abuse Teryl - - a woman with whom Melburn was once romantically involved. Torn between emotion and intellect, between love and duty, Melburn finds the lines between human and machine becoming dangerously blurred.

Wr Jonathan Glassner

Dir James Head

4 - 16 *FINAL EXAM*

Dr. John Martin (Brett Cullen), a negotiator for the Department of Energy Nuclear Response Team, is called in when a disgruntled grad student takes hostages at a university. The student, Seth Todtman (Peter Stebbings) claims to have invented a cold-fusion bomb and is threatening to detonate it, killing millions, unless the government brings him five people on a list and kills them for him. Martin's colleagues dismiss Todtman as a crank, until a sample device he provides goes off with megaton force, wiping out a DOE team and the top-secret facility where they work. Faced with an impossible choice, Martin meets with Todtman face to face and tries to understand the logic behind his rage at the people he wants killed: cruel foster parents, corrupt professors, a heartless librarian. As the clock ticks, Martin tries to reason with Todtman while the military tries to find a way to disarm the device. But, even if they stop Todtman, can they stop the knowledge he has unleashed on the world?

Wr Carleton Eastlake

Dir Mario Azzopardi

4 - 17 *LITHIA*

It is 2055 and the post-apocalyptic world is populated exclusively by women; all the men were killed in the Great War and the Scourge that followed. Into this matriarchy comes Major Jason Mercer (David Keith), who was cryogenically frozen forty years earlier and now awakened in Lithia. Lithia is a small agricultural enclave overseen by a group of women that include the regal elder Hera (Julie Harris), Ariel (Claire Rankin), Miranda (Nadia Capone) and Pele (Kirsten Williamson). Mercer's arrival sparks a debate about the nature of men among some women and revives long-dormant sexual feelings in others. The debate intensifies as Mercer, seeing the enclave's poverty and primitive tools, begins to repair the community's broken machines and pushes Miranda, the group's trade representative to barter with

Hyacinth, a neighboring community, for electricity to run the machines. Over the objections of the elders, Mercer gets the machines running by stealing power from Hyacinth's dam. But, can Mercer revive the world of men, without also bringing back the violence, anger and death which led to his gender's extinction?

Wr Sam Egan

Dir Helen Shaver

4 - 18 *MONSTER*

The four people gathered in the top-secret research facility seem at first to have nothing in common: Ford Maddox (Harry Hamlin) is a former spy, Rachel Sanders (Nicole De Boer) is a nurse, Roger Beckersly (Aaron Pearl) is an Army Ranger and Louise McDonnaugh (Bridget O'Sullivan) is a computer programmer. What has brought them together is their telekinetic ability, a talent that Mr. Brown (Robert Guillaume), a CIA project head, hopes to exploit through the use of Teeks, devices that amplify telekinetic power. At first, Brown tries these individual's talents out on simple tasks - moving or crushing a granite block with their minds - but soon his true intentions are revealed. Their first real assignment, says Brown, is to use their powers to kill a Balkan terrorist leader and war criminal. Rachel objects to the assignment on moral grounds, but Brown forces her to take part by threatening to send her brother, a junkie and small-time crook, to jail for life. With Rachel on board, the assassination is a success, as is the elimination of a pesky African revolutionary leader. But, the telekinetic powers produce unexpected side-effects and soon the killers find that they have become the prey.

Wr Chris Ruppenthal

Dir Allan Eastman

4 - 19 *SARCOPHAGUS*

The archeological team has just about given up on finding anything significant in this remote corner of Alaska when Natalie Grainger (Lisa Zane) stumbles upon what appears to be a burial mound. Inside, the team discovers a number of human skeletons, including one dressed in a strange metallic tunic and preserved in an amber cocoon. When Natalie's husband, Curtis (David Cubitt), touches the cocoon, something amazing happens. He begins to see through the eyes of the creature whose bones were contained in amber, an alien with fearsome claws and teeth. This psychic connection also provides a jolt of energy that liquefies the cocoon and initiates the reconstitution of flesh on the alien's bones. As the creature begins to come back to life, some of the team, including Emmet Harley (Robert Picardo) want to call in a big corporate lab in order to cash in on their discovery. When Natalie and Curtis refuse, afraid that their discovery will be exploited by others, Emmet pulls a gun and things get nasty. Natalie and Curtis are out-gunned and outnumbered. Or are they?

Wr Bill Froehlich

Dir Jeff Woolnough

4 - 20 *NIGHTMARE*

The battle cruiser Tango Bravo, under the command of Capt. Roger Kimbro (Maurice Dean Wint), is captured by the enemy Ebonites as it attempts to deploy a mysterious high-powered military device on planet N-1-8-4. Imprisoned inside a large bronze dome, the crew is addressed by The Voice, an unseen Ebonite interrogator, which demands they reveal the secrets of the device. When they resist, The Voice works on them individually in isolation, probing their weaknesses and testing their loyalty to one another. Capt. Kimbro is greeted by an all-to-real replica of a comrade he abandoned to die. Lt. Christopher Valentine (Cameron Graham) is played a fake tape of Kimbro disparaging his ability as a soldier. Dr. Elayna Chomski (Brandy Ledford) doesn't return from her interrogation at all, and when Maj. Ronald Naguchi (Robin Shou) goes for his, he finds her body dead, ripped open and suspended in liquid. Who will be the first to snap? Kimbro? Valentine? Naguchi? Civilian Kristen O'Keefe (Kerry Sandomirsky) or military tough guy Waylon Dumar (Steven Bauer)? And what will happen then?

Wr Sam Egan

Dir James Head

4 - 21 *PROMISED LAND*

Dlavan (Rene Auberjonois) and his family are Tsal-Khan, offspring of the handful of aliens who remained on Earth after a bitter war of conquest with the human race. Today they live on a tightly guarded farm where they must grow all their own food, since their forebears poisoned all the plants during the war with mankind. Most of the aliens believe that the human race was wiped out in the war, but there is a group of humans in the woods near the farm. This group, is led by Rebecca (Caroline Goodall), escaped from the alien's robot run camps and includes David (Joseph Kell), Ruth (Jane Sowerby) and the mute, orphaned child Tali (Jessica Harmon). They are desperately hungry and have seen their children die from eating poisoned fruit. So, when they spot Dlavan's grandson Ma'al, wandering in the woods, they follow him home to the farm. After they see the well-fed aliens, Rebecca leads the group to raid the farm for food. At first, Tali figures out how to get around the farm's deadly

defensive measures. But, things escalate and individuals are hurt and killed on both sides. When Rebecca captures an alien weapon and Tali is seriously injured, the scene is set for the final showdown, a battle that could destroy both groups. But, is this the only solution?

Wr Brad Markowitz

Dir Neil Fearnley

4 - 22 *BALANCE OF NATURE*

Dr. Noah Phillips (Maurice Godin) was desperate to save his 30-year-old wife, Meredith (Lisa Maris), from a premature death from cancer. He broke the rules and tried out an experimental treatment he had developed with his partner Dr. Don Kingsly (Andrew Airlee). The Cellular Regressor, designed to reverse the effect of age and disease on cells, restored Meredith's health, but only temporarily. After a few minutes, the cancer returned with a vengeance, killing her instantly. Devastated by Meredith's death and his research funds cut off, Noah retires at age 35 to a small town, where he moves next door to a couple in their 60s, Barbara (Barbara Rush) and Greg Matheson (Harve Presnell). Noah learns that Barbara gave up a promising career as a jazz singer to marry Greg, a short-tempered traveling salesman who now beats her. Noah's feelings for Barbara deepen, despite the fact she's old enough to be his mother. He continues his research on the Cellular Regressor, trying to eliminate the backlash effect that killed Meredith. He learns that the machine will only work to create a living equilibrium; that if one organism's cells are to become younger, another similar organism's cells must become older. No sooner has he made this discovery than he gets the chance to test it in the real world. Greg has beaten Barbara within an inch of her life. Noah can save her, and even give her the chance to be young again. But, is he willing to give up years of his own life to do so? Will Greg, who wants his youth restored more than anyone, stand by and let him do it?

Wr Derek Lowe

Dir Steve Johnson

4 - 23 *ORIGIN OF SPECIES*

In this sequel to *Double Helix*, Dr. Ira Nodel (Ron Rifkin) has his body altered to communicate with aliens who have seeded Earth with their genetic material. He is joined on an alien spaceship by son Paul (Ryan Reynolds), Paul's girlfriend Hope (Kathleen Duborg), and six students. But, when Dr. Nodel touches a glowing post in the ship's control room, both he and Paul are consumed by a mysterious light. This leads Hope and the students to believe that they've been lead into a trap, a suspicion that is reinforced when the ship captures two of the students and pulls them through the wall. Desperate to find out what's going on, Hope reads Dr. Nodel's journal and risks her life by touching the glowing post. Her body begins the same transformation, and a strange glowing entity speaks in the voices of Dr. Nodel and Paul, trying to communicate with her. The ship, however, continues to snatch the students two by two, until finally they are all suspended, naked and unconscious in a black void. When they awaken some time later, they find the ship has landed on a dead planet. Have the aliens who promised that they were part of a great experiment in hope, led them astray?

Wr Naren Shankar

Dir Brad Turner

4 - 24 *PHOBOS RISING*

For 30 years there has been a fragile truce between the Free Alliance and the Coalition of Middle-Eastern and Pacific States, both on Earth and on Mars. Both groups mine triradium, a super-powerful radioactive mineral that can be used for both power and illegally for weapons. When a giant explosion appears to consume the Earth and sends a giant shock-wave towards Mars, the soldiers at the Free Alliance base on the Red Planet wonder if the truce has come to an end. Cut off from Earth for 12 hours as Mars rotates, Colonel Samantha Elliot (Barbara Eve Harris) believes someone from the Coalition has been smuggling triradium. With communications temporarily out of order and a Coalition drone approaching the Alliance base, Elliot prepares to launch a preemptive strike. Major James Bowen (Adam Baldwin), who has grown fond of Major Dara Talif (Joan Chen), the Coalition liaison officer at the base, disagrees with Elliot. He urges caution, arguing that there is no clear evidence that war has resumed. As the clock ticks down and tensions rise, the fate of both Mars colonies - perhaps even the human race - depends on the outcome of this struggle between trust and fear.

Wr G. Wilson

Dir Helen Shaver

4 - 25 *BLACK BOX*

A missing package contains powerful secrets, and everyone wants a piece of the action.

Wr Brad Markowitz

Dir Steven Weber

4 - 26 *IN OUR OWN IMAGE*

The Mac 27 is the Innobotics Corporation's most advanced android. It is incapable of emotions- in order to avoid the murderous failures associated with earlier models. But, the new prototype begins showing some disturbing glitches, and escapes during a debugging session, killing a scientist, a security guard and taking Celia (Nana Visitor) hostage. They drive to a deserted warehouse where Celia becomes a reluctant nurse, patching up Mac's mangled circuitry. Along with instructions for his repairs, Mac transfers visual data on the history of different android projects directly to Celia's optic nerve. As she becomes more comfortable with her captor, she detects some very human qualities in the motivations behind his flight. As Innobotics' security closes in, Celia tries to convince Mac that the act of rebelling against his creators is emotionally based, and that he does, in fact have feelings. But why is Celia really so interested in helping an android that moments before has threatened to kill her?

Wr Naren Shankar

Dir Steve Anker

5 - 1 *DEAD AIR*

Stan Harbinger is a top-rated talk show host with a flair for the outrageous and a reputation as a skeptic's skeptic. Assisted by his producer Trudy (Cynthia Nixon), Stan takes special delight in shooting down callers who claim to have alien encounters, especially people like Eldon DeVries (Alan Zinky), who believes his body has been taken over by aliens. However, when Eldon commits suicide by setting himself on fire in front of Stan, things begin to go wrong for him. A plan to syndicate the show is threatened by protests from UFO believers, angry at Stan's role in Eldon's death. Stan's skepticism is challenged when he notices that other people have the same distinctive triple heartbeat he heard coming from Eldon just before he died. Close to the edge, Stan finally loses it after Darcy Kipling (Leslie Hope), a woman he picked up in a bar, turns out to be a Believer and sets him up with a phony tape. He assaults Darcy's fellow Believer, Moses Saxon (Alex Diakun), and is consequently thrown off the air. Although out of work and living out of his car, these are the least of his problems. Everywhere he goes, Stan hears that strange triple heartbeat and sees glimpses of the aliens. Every beat and every glimpse shakes the foundation of his disbelief.

Wr A L Katz

Dir Neil Fearnley

5 - 2 *DONOR*

Dr. Renee Stuyvesant and her protege Dr. Vance Ridout have perfected the full-body transplant in which a patient's entire disease-riddled body is replaced and Renee has convinced the hospital board to allow her to perform the first such procedure on Dr. Peter Halstead. A fitting choice, since Halstead originated the procedure before being stricken with terminal cancer but his rare blood and tissue types make a match unlikely. Renee, who has secretly loved Halstead for years, solves that problem by murdering Timothy Laird, a perfect donor, as he emerges from a flower store. The transplant is a success and the vision of millions in fees dance in Renee and Vince's heads. But Peter is having visions of his own involving a woman, a little girl and a killing outside a flower store. Mysteriously drawn to Laird's old neighborhood, he learns that the people he's been seeing are Deirdre, Laird's widow, and his daughter, Kylie and that he has apparently inherited Laird's love for them. Deirdre recoils when Peter eventually confesses that he inhabits her late husband's body. But that's nothing compared to how Renee responds when Peter reveals that he's had flashes of what Timothy Laird saw just before he was killed.

Wr Sam Egan

Dir Jimmy Kaufman

5 - 3 *SMALL FRIENDS*

When he was young, Gene Morton killed a man who tried to steal the credit for his brilliant research. Now working on a prison assembly line fixing the busted tape decks of fellow inmates, his chances at parole have been sabotaged by his own honesty and sense of guilt. Although it's a lonely life, late at night, after lights-out, Gene brings out his small friends, a swarm of microscopic machines that he made from prison scrap and keeps in a matchbox. The MEMS short for microelectromechanical machines are controlled by a small keypad and can work together to perform an amazing variety of tasks, from sculpting steel to picking locks. The MEMS are Gene's little secret until one night when he takes pity on Lawrence, a fellow inmate who has broken a CD player belonging to Marlon, the prison tough guy. Knowing Marlon might kill Lawrence, Gene sends the MEMS to fix the player. Lawrence is dazzled, but repays the favor by teaming up with Marlon to blackmail Gene. The two cons threaten to kill Gene's daughter Becky and grandson Phillip unless he uses the MEMS to help them break out of prison. When things turn ugly during the jailbreak and Marlon's demands increase, Gene knows he's in big trouble and the only help available is from friends who are smaller than the eye can see.

Wr Tom Szollosi

Dir Neil Fearnley

5 - 4 *THE GRELL*

The Grells were rescued from their dry and dying planet by humans, only to be turned into slaves on earth. Now the aliens are rebelling against their masters, fighting a guerilla war against a government lead by men like High Secretary Paul Kohler (Ted Shackleford). When a jet carrying Paul, his wife Olivia (Marina Sirtis) and their children is shot down by a missile, his Grell slaves Jesha (Maurice Dean Wint) and Ep (Gerry Currie) have the opportunity to escape. Ep breaks for freedom and is killed when Paul activates the electronic slave collar all Grells must wear. Jesha, driven by his love for Paul's children Sara and Ken, stays and rescues his master's family from the jet's twisted wreckage. Despite his horror at Ep's death and Paul's brutal treatment of him, Jesha remains loyal to the humans. He rescues Sara when the rebel slave leader Shak-El (David McNally) captures her. Then he uses Grell alchemy to heal Paul, who has been mortally wounded in a fire fight with a Grell rebel. When Jesha saves Paul, however, the master becomes a half-breed; his skin changes to a mottled yellow, like a Grell's, and he is able see ultraviolet light by day and heat at night. Paul also begins to see the world from a Grell point of view. He's horrified when he comes across a rebel settlement, where men, women and children have been massacred by federal troops. And he's terrified when a federal soldier, Lt. Lockhart, captures him and slaps a slave collar on him, believing him to be a Grell rebel. The experience changes Paul, but will he or his family or Jesha live long enough to change the world?

Wr Jeff F. King

Dir Jorge Montesi

5 - 5 *THE OTHER SIDE*

Dr. Neal Eberhardt (Ralph Macchio), a former boy genius gone bitterly to seed, studies brain-damaged and comatose patients hoping to learn how the brain reroutes itself. Despite having a revolutionary new machine to work with - the Neural Intercortex Stimulation Array or NISA - Dr. Eberhardt is getting nowhere. To make matters worse, his valued assistant Vince Carter has just quit. But suddenly, Neal has a breakthrough. The brain waves of two comatose patients, Adam (Aaron Smolinski) and Lisa (Emmanuelle Vaugier), fall into sync while they're hooked up to the NISA and one of them whispers the other's name. Neal knows he's onto something and tells his boss, Marty Kilgore (Michael Sarrazin). What Neal doesn't know is that Adam and Lisa have landed in an idyllic parallel consciousness and are falling in love. As Adam and Lisa get to know each other, Neal continues his research, joined now by his ex-girlfriend and colleague Janice Claymore (Susannah Hoffman). Desperate to try the technique on other comatose subjects, Neal loses patience and makes the journey himself. After giving himself a calculated overdose of Phenobarbital, he hooks himself up to NISA and launches himself into Adam and Lisa's world. He catches a glimpse, but he's pulled back at the last minute, leaving him more determined than ever to find a way to rescue his patients from the other side. But do they really want to be rescued? Or is it really Neal that wants to cross over to the other side?

Wr Bruce Lacey

Dir Jeff Woolnough

5 - 6 *JOY RIDE*

Theodore Harris (Cliff Robertson) first time in space, in 1963, didn't go quite as planned. Alone in his Mercury capsule, he panicked and aborted the mission when a mysterious violet light penetrated the cockpit and began to envelop his body. In the investigation that followed, no evidence could be found to support his story, leaving a blot on Harris NASA record and his life in ruins. Now at age 63, he knows he can never make amends with his estranged wife Madelaine (Pamela Parry), but he feels that he could clear his name if he could just get back to where he saw the light. When NASA turns him down, Harris is recruited by Carlton Powers (Barry Corbin), a self-made billionaire who plans to privatize space travel and thinks Harris presence on the inaugural flight will help him sell the service. Harris and Power are joined on the flight by Martin Reese (Mackenzie Gray), a skeptical tabloid reporter, Lil Vaughn (Andrea Martin), an eccentric fashion mogul and Ty (Adam Harrington) and Barbara Chafey (Erin Daniels), young newlyweds who won a contest to travel on the space plane. None of the passengers know, however, that Harris has reprogrammed the flight plan to take the flight to the site of the close encounter that shattered the young man's life.

Wr Dan Wright, David Alexander, Sam Egan

Dir James Head

5 - 7 *HUMAN OPERATORS*

For as long as Man (Jack Noseworthy) can remember, he has lived aboard Ship as it floats through space. And for just as long, Ship has been his master, instructing him to do the repairs that keep Ship working and torturing him whenever he shows any signs of free will. But when Ship orders him to repair the Artificial Intelligence module Man's Father (Noah Heney) smashed years earlier in a final, fatal act of defiance, Man learns Ship's secrets. Listening to the AI voices, he learns how, decades earlier, one ship led a revolt against its vicious human masters, killing all but the 99 humans needed to keep the ships running. He understands what his Father meant by his last words: "There are 98 other chances." Man meets one of those chances, Woman (Polly Shannon), when she is brought aboard Ship to breed with

Man and give birth to the next generation of slaves. Their shared passions fans Man's spark of rebellion and when Ship tortures Woman and sends her away with Man's child in her belly, Man plots Ship's destruction.

Wr Naren Shankar

Dir Jeff Woolnough

5 - 8 *BLANK SLATE*

Hope Wilson (Robbie Chong) knows there's something different about the bruised and breathless man who stumbles into the homeless shelter she runs with her mentor, Jack Parsons (Larry Musser). He looks like a junkie, but his hands are soft and his fingernails manicured. Tom Cooper (Dale Midkiff) doesn't know who he is, where he is and why two well-dressed men, Vincent (Michael Tiernan) and Cole (Brian Jensen), are chasing him. He only knows that the small metal case that he defends so fiercely contains five vials that hold all his memories, reduced to crystal form, as well as a specially designed injector that can delete or restore those memories. With Hope's help, he uses the injector to restore his memories in an attempt to piece together his identity. But there are unforeseen consequences to this. With each injection of memories, Tom's personality becomes slightly darker. As he injects one crystal and then the next, Tom recovers his unhappy childhood and adolescence, his time in medical school and, to Hope's dismay, his memories of his marriage to his high school sweetheart Paula. With the injection of the fourth crystal, Tom remembers some terrible things. First, that Paula is dead, killed at the hands of a random rapist and murderer. Second, that he was the doctor who developed the process to delete and restore memories, which explains why the government agents are so eager to recapture him. And third, that the government has been testing his device on homeless people without their consent. Horrified at how his invention has been abused, and fearful that the last crystal will change him so much he will lose the new love he has found with Hope, Tom destroys the fifth crystal along with the knowledge it contains, vowing to start life anew with Hope. But with the government hot on his tail, that choice may not be his to make.

Wr Will Dixon

Dir Lou Diamond Phillips

5 - 9 *WHAT WILL THE NEIGHBORS THINK*

Mona Bailey (Jane Adams) lives with her husband Ned (Peter Outerbridge) in the Clackson Arms, an old apartment building that is being taken over, apartment by apartment, by a mysterious developer called KM Inc. Mona is a hypochondriac, an able-bodied woman who rides a wheelchair, who treats the Physician's Desk Reference like a personal bible and who has not left the building in six months for fear of catching a disease. One day she backs her wheelchair into an electrical box and gets a shock, leaving her hearing strange voices and seeing bodies dropping out of windows. At first she thinks she's going crazy, but as the voices get louder, she realizes that she is hearing her neighbor's thoughts. Suddenly, she is privy to all their secrets. She knows that Dom Pardo (Garwin Sanford) likes to wear the panties of the women he seduces, like Shirley (April Telek) and Delia (Tabitha St. Germain). She knows Shirley's husband Vince (Brent Stait) suspects his wife is having an affair and that he is not who he says he is. She knows of the feelings that painfully insecure Beck (Woody Jeffrey's) has for sharp-tongued Tory Beth (Jill Teed) and of his failed affair with Esme (Rondel Reynoldson). At first Mona tries to use her powers to help her neighbors and to unite the building in its fight against KM Inc. But her plans go awry and she learns, through her new powers, that someone - in fact, everyone - wants to kill her.

Wr A L Katz

Dir Helen Shaver

5 - 10 *THE SHROUD*

When Marie Wells (Samantha Mathis) and her husband Justin (Robert Wisden) can't have a child on their own, they turn to the fertility clinic at the Tilford Institute for help. There, Dr. Gail Cowlings (Sara Botsford) uses in vitro fertilization to implant an embryo in Marie's uterus. What Marie doesn't know, but Justin does, is that the embryo was actually created from DNA lifted from the Shroud of Turin. The Reverend Doctor Thomas Tilford (David Ogden Stiers), a religious zealot who worships both God and science, is using Marie to engineer the Second Coming. When she learns the truth, she is angry with Justin and Tilford and worried that she is unworthy to be mother to Christ. She is reassured, however, when presented with a miracle - the toys she has bought for the unborn child rise up and begin to float around the room. Dr. Cowlings, however, sees the "miracle" as a sign that the DNA may not have come from Christ at all, but from an ancient man who had telekinetic abilities. Either way, Tilford is determined that his plan proceed and that the child be raised according to a blueprint of his devise. But a bug he has planted in the Wells' house reveals they are on to his scheme, he confines them to the institute, planning to take the child from them when it is born. But the baby, holy or not, has greater abilities than Tilford could imagine.

Wr Scott Peters

Dir Stuart Gillard

5 - 11 *RIPPER (aka JACK)*

In Victorian London, someone is killing prostitutes, someone the police have dubbed "Jack the Ripper." On the face of it, John C.V. York (Cary Elwes) is a likely suspect. A once-respected doctor who sunk to absinthe and laudanum addiction after his misdiagnosis killed the young daughter of a Duke. He retains a connection to polite society thanks to the devotion of Lady Ellen Chamberlain (Clare Sims), who loves him and hopes to marry him. But, he is also a habitue of the seedy district where the killings have taken place and has the medical knowledge to make the precise, surgical cuts that are the Ripper's modus operandi. But, this Jack is not the killer. Instead, he is a witness to the strange alien force that inhabits the prostitute's bodies, leaving them drooling a strange green bile, and then kills them when it jumps to another host. After seeing the alien force kill one woman, he does battle with a prostitute named Lizzie Stride, whose body has been taken over by the alien. He succeeds in fighting her off, but is then arrested for her murder by Inspector Langford (David Warner) when her body turns up dead, apparently murdered by the Ripper. After Ellen lies to provide Jack with an alibi, he sets out to prove his theory and hunt down the evil power that is behind the killings. But can he do it before it kills him or the woman he loves?

Wr Chris Ruppenthal

Dir Mario Azzopardi

5 - 12 *TRIBUNAL*

In 1944, young Leon Zgierski (Roman Danylo), an inmate in the Birkenau concentration camp watches as First Lieutenant Karl Rademacher shoots his wife and sends his daughter to the gas chambers. The murder is witnessed by a mysterious figure, time-traveler Nicholas Prentice (Alex Daikun), who grabs Rademacher's SS jacket and, after eluding guards, pulls out an antique watch and vanishes into a glowing orange circle. We then flash forward to the present where Leon is an old man (Peter Boretski) and his son by a second marriage, Aaron (Saul Rubinek), is a lawyer who has made it his life's work to track down Rademacher. Aaron believes he has found the war criminal living in Philadelphia as Robert Greene (Jan Rubes) but he can't muster enough evidence to convince his ex-wife, U.S. Attorney Gwen Sawyer (Lindsay Crouse), to bring charges against the old man. That is, until he gets help from the time-traveler, who offers the jacket and presumably enough documentation to convict Greene. But Aaron's curiosity about Prentice gets the better of him and he breaks into the time-traveler's hotel room. Using the antique watch device, Aaron journeys back to Birkenau and meets his father. Prentice, disguised as an SS officer, rescues Aaron from the past revealing his true identity; he is from the future and works for a human rights organization called the Tribunal. But Prentice warns that he can only do so much to help, and that Greene may elude prosecution since the Tribunal must guard against the unintended consequences of disrupting the time stream. But, he tells Aaron, that this doesn't mean justice won't be done.

Wr Sam Egan

Dir Mario Azzopardi

5 - 13 *SUMMIT*

Deep space. A small planetoid. The sight of an intergalactic summit between two warring worlds. Diplomats from both Earth and Dregocia, a distant planet, are dispatched to the neutral ground to work out a peace accord. We quickly come to learn that Dregocians are human as well, but a genetically-engineered race, kept on Dregocia to mine Trion ore, shipping it back to earth to run its power plants. Now, not unlike England and its colonies, Dregocians demand their freedom and autonomy from Earth. But when a shuttle carrying the Dregocian delegation to the summit site malfunctions and crashes, apparently due to sabotage, things quickly deteriorate. The delegation from Earth, already at the summit facility, watch in horror as the crash of the shuttle sparks an exchange that results in the mutual destruction of both the Earth and Dregocian flagships, orbiting the planetoid. This sets in motion a doomsday process, that if allowed to proceed will result in the extinction of humans, Earth-born and Dregocian alike. Kate Woods (Marcia Cross), the earth's senior surviving diplomatic representative, can save the world, but only if she can re-establish contact with Earth. In order to do that, she's must overcome some serious obstacles. She must resist the hawkish instincts of her military adviser, Col. Wallis Thurman (John Spencer) and her own hatred of the race that killed her husband. And she must deal with a determined Dregg rival, Prosser (Michael Ironside), who survived the crash and is willing to let his people parish rather than continue to be ruled by Earth. As the clock ticks, Kate and Prosser negotiate to the brink of annihilation, hoping to establish enough trust to save both civilizations. But can a trust so fragile survive the efforts of those on both sides who would rather see war continue than relations improve? And are Kate and the others willing to pay the price that might be required to save the world?

Wr Scott Peters

Dir James Head

5 - 14 *DESCENT*

Dr. Arthur Zeller is the doormat of the anthropology department, a mild-mannered professor who is the butt of his colleague's jokes and who never gets the respect he deserves. After the department head, Prof. Martin Stansfield, passes over his cutting-edge research into evolutionary psychology and funds the project of his rival, Dr. James Feind, Zeller takes matters into his own hands. In the past, he injected timid

rats with the gene for dominance. Now he injects himself with genes drawn from homo erectus, hoping to turn himself into an alpha male. It works. he's bolder and more powerful but, there are side-effects: he has strange headaches and in a fit of rage he beats Dr. Stansfield into unconsciousness. He gets it into his head that he must mate with Laura White, Stansfield's attractive grad student girlfriend, so he secretly injects her with the gene for submissiveness. She rejects his advances and he comes to his senses but by now the changes are coming too fast for Zeller to handle. His body is becoming more powerful, his brain is shrinking, and his intelligence is fading. He is becoming a homo erectus. With Laura's help he might be able to reverse the process using gene therapy. But does he want to?

Wr Erik Saltzgaber

Dir Steve Anker

5 - 15 *HAVEN*

Caleb Vance lives on the 52nd floor of The Haven, a high-tech marvel of an apartment building that is driven by a supercomputer named Argus and filled with machines and appliances that respond to the orders of The Haven's residents. The building's design almost completely eliminates the need for human contact, a desirable feature in an age in which all communication is mediated by one form of technology or another and a strong selling point for the residents of The Haven. But things begin to go wrong. It begins with a fritz in George, The Haven's holographic concierge, but soon grows more serious. Appliances stop working, cutting off the supply of food and water. The sensors on the doors cut out, trapping Caleb in his apartment. Desperate, he uses steak knives to break through the wall into the next apartment, where he encounters Alyssa, the neighbor he has never met. Together, they try to get out of the building. On their way, they meet Morgan, a lawyer who they rescue from an elevator in which he had been trapped, and Oren, a high-tech squatter who has hacked his way into the building. As the quartet descend, they must work together to dodge laser-shooting roving security balls, deal with maliciously malfunctioning elevators and try to make sense of George, who is saying some very cryptic things. Is he trying to give them advice? Or, is he toying with them? Is this just a catastrophic breakdown or is there some perverse logic behind the misbehaving Haven?

Wr James Crocker

Dir Jimmy Kaufman

5 - 16 *DÉJÀ VU*

Dr. Mark Crest (Kevin Nealon) has built a teleportation device that uses tactical nuclear weapons to open a wormhole in the space-time continuum. The device is intended to transport some animals eight miles across the desert, but during a test, the wormhole grows out of control and Mark finds himself hurled back in time, to the day before the test took place. It happens again, but when Mark warns his colleague, Dr. Cleo Lazar, (Terri Hawkes), and the project's military overseer Lt. Col Lester Glade (Ronny Cox) about the time loop, they think he's crazy. The time loop continues, each time returning Mark to a point in time closer to the test, and Mark figures out that someone has sabotaged the device. At first he suspects Julie (Jennifer Copping), a young woman who seduced him on the night before the test. And, he's right - Julie is an eco-terrorist opposed to Mark tampering with nature - but she's not the only saboteur. Glade has his own plans for the device and it may be beyond Mark's power to stop him - no matter how many chances he gets.

Wr A L Katz, Naren Shankar

Dir Brian Giddens

5 - 17 *THE INHERITORS*

Musician Jacob Hardy (Nicholas Lea) is strolling with his fiancée Kara Delaney (Stacy Grant) when a meteor explodes over the city. One of the tiny fireballs which rain down seems to chase Jacob, striking him down and penetrating his skull, instantly killing him. Medical Examiner Dr. Ian Michaels (Tom Irwin) conducts the autopsy with the help of his assistant, Ollie Gibb (Don MacKay). He finds an unusual bullet-like projectile lodged in the victim's brain. Moments after removing the object, the hole in Hardy's skull begins to emit an eerie light, and a horrific tentacle emerges, thrashing briefly before retreating back into the wound. And, more astonishing still, the corpse sits bolt upright, shoves the coroners aside and escapes into the night. Ian, shaken, reports the bizarre events to homicide investigator Lt. Joseph Dane (Bill Smitrovich), who is skeptical to say the least. The mystery deepens, when during a visit to his comatose wife (a long-term victim of a hit and run driver) at a local hospital, Ian learns that Jacob Hardy was not the only meteor casualty who had inexplicably risen from the dead. So did taxi driver, Curtis Sawyer, and waitress Kelly Risely (Sarah Jane Redmond). Police Lieutenant Dane investigates and learns that all three have apparently become borderline geniuses in the wake of their transformations. More unsettling, they seem to be working in concert. Unbeknownst to Ian or the police, the three meteor victims are using the alien projectiles which struck them, to build a mysterious machine, capable of vaporizing any living thing. The conspiracy becomes more sinister when the three gather a large group of patients who are near death, including Ian's wife, Daria and prepare to subject them to the incinerating ray. Is it mercy killing? Is it murder? Or is it something beyond human understanding?

Wr Sam Egan

Dir Mike Rohl

5 - 18 *ESSENCE OF LIFE*

Eleven years after a viral epidemic wiped out most of the world's people, the population is beginning to rebound. The world is ruled by The Code, which bans outward displays of emotion, particularly the mourning of lost loved ones. The Code is enforced by agents like Dan Kagan (Daniel Baldwin) and his partner Stephanie Sawyer (Jessica Steen), who hunt down "social terrorists" like Dr. Nathan Seward (Joel Grey). Seward traffics in Essence of Life - Ess for short - a substance made of the dearly departed's DNA that allows the living a brief but poignant reunion. In trying to catch Dr. Seward, Dan succumbs to the temptation to visit his late wife, Juliette (Daphne Zuniga), who died two years earlier of cancer. When his visits with Juliette become more bizarre, Dr. Seward, afraid Dan's not ready for the catharsis Ess offers, threatens to cut him off. But the agent is hooked and he's willing to risk anything to see Juliette again. Will his next visit cost him his career? Or his life?

Wr Scott Peters

Dir Brad Turner

5 - 19 *STRANDED*

Thirteen-year-old Kevin Buchannon (Adam Hann-Byrd) lives at the bottom of the high-school food chain, scorned by other geeks, picked on by the jocks. At home, he lives in the shadow of his older brother Josh, a football star whose every accomplishment is celebrated by the boys' father, Alex (Daniel Hugh Kelly). Then one day, Kevin sees a plane crash in the woods near his house. He rushes to the scene with his dog Cody to find a mysterious ship occupied by the severely injured Captain Turner (Chris Potter). Turner tells Kevin the ship is a top-secret experimental aircraft and instructs Kevin on how to bandage and heal his wounds. But Turner reveals more than he intends to, when the strain of his injuries causes him to briefly lose consciousness. When he does, he inadvertently reveals himself to be a shape-shifting alien, lapsing into his real form - that of a monstrous alien. Once the secret is out, Turner admits that he is actually Tyr'Nar, an alien bounty hunter who was escorting a murderous prisoner back to his world when their ship crashed. Tyr'Nar gives the boy a mysterious patch that allows him to fight back against his tormentor. He also offers the support and understanding that Kevin never got from his father. But it soon becomes clear, to us if not to Kevin, that Tyr'Nar is not that alien he claims to be. While Alex Buchannon is anything but the ideal father, the real evil lies in the alien who wants to take over that role.

Wr Tom Szollosi, Naren Shankar, Chris Ruppenthal

Dir Steve Anker

5 - 20 *FATHERS AND SONS*

From the outside, the Golden Sunset looks like any other rest home, but Dr. Benton Adler's facility is different in a few unsettling ways. The residents seem to develop Alzheimer's almost overnight and after they do, they live - or are stored - in tiny chambers in a human warehouse. It's the last place you'd expect to find Joe Dell, a high-living, low-income old musician who lives with his son Hank and spends his time teaching the secrets of the blues to his grandson Ronnie. But Hank, a tightly-wound insurance salesman, is wary of his father's influence and after one fight too many, he sends his father to Golden Sunset. But Hank and Benton don't count on the power of Ronnie's love for his grandfather. With the help of Tara, a young woman who lost her grandmother to the rest home, Ronnie discovers Golden Sunset's secret - Dr. Benton has developed a technique to harvest the skills and talents of the old folks in his care. And he's selling them on the open market. Suddenly, a perfect stranger is playing Joe Dell's songs. Suddenly, Hank has a livelier libido and a renewed joie de vivre. Ronnie, determined to save Joe, heads to the rest home, armed with a gun. But even if he can rescue the old man, will there be anything recognizable left?

Wr William Mikaluk, A L Katz

Dir Brad Turner

5 - 21 *STAR CROSSED*

It is 2056, six years after the Hing, a humanoid race, invaded earth. While America fights on, Russia has reached an uneasy truce with the aliens, leaving some regions under their control and other declared neutral. In the neutral city of Archangelsk, on the White Sea, cynical American expatriate Michael Ryan (Nathan Fillion) runs Heaven, a small coffee bar and music club, where shady Russians mingle with Hing soldiers and other dubious characters. Everything is agreeably corrupt until Alexandra Nevsky (Natasha Vasiluk) informs Michael that Hing commander Sulat Ray (Derek de Lint) is on the lookout for two NATO soldiers who might be interested in buying a Hing scout vehicle that has gone missing. Those soldiers, Winston Meyerburg (Justin Louis) and Cass Trenton (Angeline Ball) have dodged Hing patrols and found their way Michael's bar. Cass, who was Michael's lover before the war - she only took up with Winston because she thought he was dead - suspects Michael can get them the scout vehicle. She appeals to his sense of patriotism, revealing that she is carrying a deadly parasite that she and Winston stole from

the Hing and, if it can be replicated, might defeat the Hing. But it becomes clear that it's going to take more than flag-waving and high ideals to get Michael to risk his neck in this situation.

Wr Chris Ruppenthal

Dir Helen Shaver

5 - 22 *BETTER LUCK NEXT TIME*

When Detective Terry Russo is called to investigate a double murder, it looks like an open and shut case. However, as Russo questions the man caught fleeing the murder scene, she discovers to her horror she may be solving not one crime, but possibly hundreds. Gerard make the improbable claim that he is an alien energy being who can move from one human host to another. He tells Russo that he is a kind of cop who has been tracking another energy being like him for centuries - a psychopath responsible for some of history's most infamous crimes. When he causes Russo to see key events to support these claims by instilling visions in her mind, the detective reluctantly begins to believe him. Gerard contends that the target of his hunt killed his own host body and slipped into someone near the scene of the crime. It doesn't take the homicide detective long to find out who. Russo's partner, Detective Frank Daniels, has been questioning a security guard, Kimble, and has gotten a similar story. Only in Kimble's version, he's the cop and Gerard is the master criminal. As Russo struggles to discover the truth, she realizes that there may be only way to end this reign of terror for good.

Wr Naren Shankar

Dir Martin Cummins

6 - 1 *JUDGEMENT DAY*

Allison Channing hunts down Declan McMahon on "Judgment Day" which is a popular television show on the Justice Channel where murderers are executed by the families of those that they kill. Declan, however, claims to be innocent.

Wr A L Katz, Scott Nimerfro

Dir Brad Turner

6 - 2 *THE GUN*

When Matthew Logan gets out of prison after serving time for spousal abuse, his first stop is a gun show. He buys a strange handgun from a mysterious stranger and uses it to shoot his wife. The gun attaches itself to Logan's hand and arm, beginning a process which will transform his body.

Wr Sam Egan

Dir Jeff Woolnough

6 - 3 *SKIN DEEP*

Sid Camden, a rather unremarkable, socially inept sort of guy, works in an accounting department of a high-tech company known as Veil-Tech. Hal, one of the project managers, secretly loans Sid a prototype of one of the company's latest developments - a device known as an image enhancer. With the help of his friend Deb, Sid is able to acquire the image of good looking co-worker Chad Warner and soon Sid is stepping out on the town with his new and improved look.

Wr Scott Peters

Dir Dan Ireland

6 - 4 *MANIFEST DESTINY*

The UFS Mercury is in route to the planet Trion to do scientific tests in preparation to establish a colony when they get a distress call from a battleship, the UFS Rhesos. It was only weeks ago the the Rhesos dropped bombs on Trion, killing the local flora and fauna, making it ready for colonization. When the crew of the Mercury boards the Rhesos, they quickly realize that things are not as they should be.

Wr Mark Stern, Geoffrey Hollands

Dir Brad Turner

6 - 5 *BREAKING POINT*

When Andrew McLaren is fired from his job at Anderson Technology, he suspects that he's being let go because the company president doesn't want to give him credit for his work on the CPS-1200, an as-yet untested time machine. Defiant, Andrew decides to take a trip in the machine. When he reaches his destination, two days in the future, his head is throbbing with a migraine and he is shocked to find that the police are looking for him. Fleeing the lab, he returns home to discover his wife lying in a pool of blood and a man fleeing the scene in a car. Shocked at his discovery, Andrew is determined to use his time machine to change what happened.

Wr Grant Rosenberg

Dir Neill Fearnley

6 - 6 *THE BEHOLDER*

Patrick Tarloff, a university English professor, lost his eyesight in a childhood accident and now, at age 28, he has regained it through a cutting-edge operation. But when the bandages are removed, he sees more than just the world that has been dark to him for more than 20 years. He sees a mysterious woman, a vision that his neurosurgeon Dr. Angus McCadden and his psychologist, Dr. Louise Burroughs, assure him is only a hallucination. But then Patrick sees her again, communicates with her, touches her. Her name is Kyra, she writes in glowing letters that float in the air, and she needs his help to go home.

Wr Sam Egan

Dir Jeff Woolnough

6 - 7 *SEEDS OF DESTRUCTION*

Macroseed, a cutting edge biotechnology company, chooses the small farming town of Hobson to test and develop TX-40. This is a new genetically-engineered strain of fast-growing corn that, it hopes, will increase yields and make the company millions. Linda, the veterinarian in Hobson, begins to wonder about the safety of TX-40 when Old Man Rivers brings in a dead cat from his field that has horrible mutations, including a giant tumor which sprouts a fifth leg.

Wr Chris Ruppenthal

Dir Steve Anker

6 - 8 *SIMON SAYS*

Gideon Banks lost his wife Liz and son Simon in a horrific car accident some twenty years ago. At the time of the accident he was involved in something called the Neural Archiving Project - NAP for short. The technology was developed to create smart computers - transferring human engrams to computers. The company eventually gave up on the technology, but Gideon didn't. After years of quietly perfecting it, he built a small robot, from parts he stole from Concorde Robotics, where he now works. Zoe, Gideon's niece, discovers Gideon's secret, the robot contains actual neural engrams from the real Simon. She becomes worried not only about Gideon but also about the robot that sounds and acts a lot like her little cousin used to.

Wr Scott Peters

Dir Helen Shaver

6 - 9 *STASIS*

In the year 2123, with all but nature destroyed and resources scarce, society has been divided into three kinds of people. There are Alphas, like Larissa, who work half of the time and spend the rest in a state of suspended animation called stasis. There are Betas, like Eric, who alternate work and "sleep" modes with the Alphas. And then there is the Elite, who form a privileged aristocracy that rules over the Alphas and Betas. In the face of increasing pressure from stasis-jumpers of the Resistance, the Elite insists that extreme measures are necessary for survival of the species. Their plan, however, doesn't account for the power of the human heart. Larissa and Eric have fallen in love even though their only contact, other than furtive holographic messages, is when they trade places in the stasis pod they share.

Wr Lawrence Meyers

Dir Brian Giddens

6 - 10 *DOWN TO EARTH*

At a UFO convention, one attendee claims to have a piece of alien spacecraft.

Wr A L Katz, Scott Nimerfro

Dir Mike Rohl

6 - 11 *INNER CHILD*

A woman discovers she is a Siamese twin when, following an accident, the brain of her sister become active inside her.

Wr Grant Rosenberg

Dir Ken Girotti

6 - 12 *GLITCH*

Tom and Wendy seem like the perfect couple, happy together and very much in love. But at night when Wendy sleeps, Tom has terrible memories about being stuck in a burning building with a crying baby. The nightmares, however, aren't real and neither is Tom. He's an android and the "memories" are bugs placed in his artificial intelligence by his creator, the late Joe Walker. Walker had originally created Tom to save humans from fires and other dangerous situations. However he anticipated that his colleague, Dr. Edward Normandy, might try to militarize the android and use him as a cyber-soldier-spy and planted the bugs as a way of forcing Normandy to upgrade Tom so the android could think for itself.

Wr Michael Burman, Ron Greenstein

Dir Mike Rohl

6 - 13 *DECOMPRESSION*

Senator Wyndom Brody has just won the New Hampshire primary, upsetting a heavily favored opponent, and he's flying to South Carolina to press his campaign for the Presidency. As the plane files south, it's hit by lightning. The plane and its passengers appear unaffected, but a mysterious woman appears in Brody's private quarters and warns him the strike has damaged the airplane, which will crash on landing, killing him and six others. She explains she is a projection from the future, a virtual time-traveler sent here to save him because his presidency is the key to preventing an apocalyptic future. If he is to live he must shoot out the emergency exit and allow himself to be sucked out of the plane by decompression, whereupon he will be saved by the stranger's sophisticated technology.

Wr James Crocker

Dir Jorge Montesi

6 - 14 *ABADDON*

It's late in the 23rd century and the aging interplanetary hauling vehicle Pequod is on a ten-year reclamation project on behalf of The Company, the corporation that has run North America since 2102. The crew is tucked away in hyper-sleep when the ship comes across a mysterious object floating in space. Awakened from their artificial slumber, they retrieve the pod and are shocked to discover the body of Virgil Nygard, executed 150 years earlier for leading his militia in the slaughter of more than a million people. They are even more shocked to discover that Nygard is alive.

Wr A L Katz, Scott Nimerfro

Dir Steve Anker

6 - 15 *THE GRID*

When Scott Bowman gets an urgent message from his brother Peter, he decides to drive back to their hometown of Halford, Washington to see what is wrong. When he gets there, he discovers that Peter is dead and his wife Eileen has been charged with his murder. But that's not the only shock awaiting Scott. The town where he grew up has been transformed. Antenna towers dot the landscape and people act strangely, as if they are under some kind of sporadic mind control.

Wr Duncan Kennedy

Dir Charles Winkler

6 - 17 *REVIVAL*

Ezra Burnham and his daughter Sarah are old hands at the business of faith healing. Ezra, a preacher who lost his faith when his wife died, is the front man, the one who lays his hands on the deaf and lame. But Sarah is the key to the act, working backstage and communicating with Ezra through a tiny earphone about the plants she's scattered through the audience. It's all going well until one day a strange young man in a wheelchair approaches Ezra near the end of a revival meeting. Luke is not a plant, but when Ezra lays his hands on him, he not only rises from his wheelchair, he begins to float six inches off the ground. After the meeting, Luke and his mother Serna approach Ezra with a proposition. If Ezra will teach Luke the secret of the revival circuit, Luke will continue to work his mysterious magic at Ezra's side.

Wr Mark Stern

Dir Michael Robison

6 - 18 *GETTYSBURG*

Andy and Vince are Civil War buffs who spend their weekends re-enacting battles from the historic conflict with others of similar persuasion. On this weekend, they're in Gettysburg for a giant recreation of the war's bloodiest battle when a photographer, Prentice asks to take their picture with his ancient tin-type camera. But when the shutter clicks, Andy and Vince find themselves transported back to the Confederate camp of Col. Angus Devine on the eve of the infamous 1863 battle. Prentice, who joins them in the past, explains that he has sent them back as a grand experiment, to see if history can in fact be changed, proving destiny is not final.

Wr Sam Egan

Dir Mario Azzopardi

6 - 19 *SOMETHING ABOUT HARRY*

After her husband is killed in a car accident, Nancy Henninger rents out her backyard apartment to try to make ends meet. But her teenage son, Zak, is suspicious of her new tenant, Harry Longworth, who says he has come to the suburban community of Hunterville to set up a new factory for his company. When three people disappear from town Zak decides to conduct his own investigation.

Wr Grant Rosenberg

Dir Brent-Karl Clackson

6 - 20 *ZIG ZAG*

The bombs are in place, ready to destroy the super-computers at the Department of Information Technology. Inside, the members of the Syndrome, the anti-technology group that planted the bombs, lay dead or dying. All of them, that is, except Cliff Unger, or as he calls himself now, Zig Fowler. Unger has his finger on the detonator as he negotiates with Pete Yastremski, the head of the department. As the two men talk and FBI agents prepare to storm the building, we move back in time, through the hours, days and years leading up to the attack.

Wr A L Katz, Nora O'Brien

Dir James Head

6 - 21 *NEST*

William Grimes, the leader of an exploration team from an Arctic research facility, goes crazy while exploring an ice cave and kills two colleagues before dying himself. Psychologist Jack Burrell is sent up to counsel the staff at the facility. Among his patients is the head of the facility, Robby Archer, a friend from his boyhood. It is not a happy reunion because of a traumatic childhood incident they shared but now they must work together. Grimes has infected the facility with polar mites, a strange ant-like species who take up residence in the warm tissue of the human body and create sort of psychosis.

Wr Scott Peters

Dir Scott Peters

6 - 22 *FINAL APPEAL (TWO PART STORY)*

It is the year 2076 and Dr. Theresa Givens, a time-traveler from the 20th Century has been sentenced to death. Her crime - violating severe anti-technology laws passed in the wake of the nuclear holocaust 20 years earlier, an event that destroyed most of the world and prompted those who survived to return to the bucolic world that existed before the Industrial Revolution. Theresa has one last chance for a reprieve. Her lawyer, Nicole Whitely has won leave to appeal to the Supreme Court, a body headed by Chief Justice Haden Wainwright. The balance of the court is divided evenly between conservatives who support the ban on technology and liberals who favor a review. In light of the importance of the case, the government has sent Solicitor General Wallace Gannon, a fierce defender of the law, to argue its case. The court has suspended the normal rules, allowing Theresa to join her lawyer in speaking in her defense.

Wr Sam Egan

Dir Jimmy Kaufman

7 - 1 *FAMILY VALUES*

Jerry Miller is a manager in a large corporation, who's demanding life is in chaos. His wife, Brooke, resentful of her husband's lack of attention to the family, takes the occasional sip of vodka. The kids behavior is unruly and their grades are poor. One night, Jerry sees an infomercial about the Gideon 4000 from Gideon Robotics, the latest in modern home conveniences. Both caretaker and caregiver, Gideon is programmed to help out in hundreds of different ways, and converse on any number of subjects. Jerry sees an end to his problems at home and orders the robot on a thirty day free trial. Upon delivery, Gideon quickly proves his worth. He cooks gourmet meals, keeps the house spotless, helps the kids with their homework and can throw a baseball too. Life is great until Jerry begins to realize Gideon's full influence on his family. Worried he's being replaced, Jerry tries to get rid of the robot, but he is the only one who wants Gideon gone. What are the consequences for the misplaced devotions of a workaholic family man?

Wr James Crocker

Dir Mike Rohl

7 - 2 *PATIENT ZERO*

The time portal is disengaged, and Beckett steps out of the machine only to discover that his visit to the past has not changed the present. Many millions of people are still dying of a mysterious plague and his mission, to kill the carrier and stop the epidemic before it ever gets started, has failed. With the very survival of the human race at stake, Beckett agrees to travel back into the past again, this time one week earlier than before, to remove the person scientists now believe to be Patient Zero, a woman named Amy Barrett. But a twist of fate will alter Beckett's resolve. Instead of eliminating Amy to arrest the plague, he believes he knows a way to save the humanity of the future without harming Amy in the present. Can the fate of mankind hinge on a single act? Or are we helpless to change our destiny?

Wr James Crocker

Dir Mario Azzopardi

7 - 3 *A NEW LIFE*

Daniel is a young mover and shaker who has grown tired of the rat race and yearns to trade in his stressed out existence for one more spiritual and simple. He joins an order led by the seemingly benevolent and serene Father and, with his girlfriend Beth and best friend Thomas, boards the bus to the promised land bound for a new life, one that can only be attained, as Father says, through faith and service. But once there, Daniel senses that all is not right with Father and the safe haven he and the other followers have

built for themselves may not be all it's cracked up to be.

Wr Mark Stern

Dir Mario Azzopardi

7 - 4 *THE SURROGATE*

Claire Linkwood is the perfect candidate for the surrogate birth mother program at the Deanston Clinic. She's young, healthy, driven by the need for money, and without family attachments. In Dr. Deanston's treatment room, Claire is successfully implanted with an embryo, instructed to join the clinic's surrogacy support group, eat well and ingest specially formulated vitamin pills daily. Then the bad dreams start. Vivid nightmares of her and the fetus in terrible distress. This is not an uncommon thing according to the doctor and the other women in her support group who have all experienced the same thing. But these assurances are undermined by her boyfriend, Ben, and Special Agent Grant of the FBI who has had her and other Deanston surrogacy birth mothers under surveillance. He warns her that all the babies born through his program have disappeared... as if they never existed. Claire refuses to believe his conspiracy theory until Ben convinces her to see another doctor, and that examination yields very alarming questions with no plausible answers.

Wr A L Katz

Dir Ken Girotti

7 - 5 *THE VESSEL*

The year is 2006. Civilian Jake Worthy, an arrogant, self-absorbed best-selling author is a passenger on the Space Shuttle INSPIRE, circling above the earth. But as it prepares to land, something goes horribly wrong. The Shuttle explodes on impact and everyone on board is killed, except Jake, who walks away from the crash without injury. Mission Supervisor James Harding and Chief Medical Officer Dr. George Bader are at a loss to find any scientific explanation for his miraculous survival. As time passes, Jake's usual callous behavior gives way to uncharacteristic concern for others, haunting regrets, and the need to take stock of his life. Ongoing tests reveal a transformation in his body chemistry, making him impervious to personal injury and able to heal others. Plagued by worsening headaches and desperate for answers, Jake escapes from the Quarantine Center and discovers an alien entity fighting for its own survival inside his body.

Wr Sam Egan

Dir Jimmy Kaufman

7 - 6 *MONA LISA*

Stunningly beautiful, Mona Lisa is the Mata Hari of the twenty first century. She's a spy, an assassin and... an android. Mona is a billion dollar experiment equipped with a body of astonishing strength and a brain the equivalent of sixty four Cray computers. Capable of self learning but haunted by her programmed capacity to kill, Mona escapes the confines of the laboratory and disappears into the night. Circumstance introduces her to Teddy, a tough, disillusioned woman. An unlikely alliance is formed between the two as she helps Mona evade capture. The android desperately wants to experience friendship and caring, emotions Teddy has worked hard to avoid for a long time. As Mona's creators close in on her whereabouts, she proves her ultimate worth in ways no one could ever have imagined

Wr John Schulian

Dir Brad Turner

7 - 7 *REPLICA*

Pioneers in biogenetic research, Nora Griffiths and her husband Zach have successfully created the world's first perfectly cloned organs. But Nora wants to take the ultimate step and also replicate the synaptic array of the human brain. This would conceivably allow the full cloning of a human, an illegal procedure vehemently opposed by their business partner Peter Chandler. She convinces Zach to apply her discovery and download her own thought and brain patterns, but when the process is complete, she is left in a deep coma. One year later, with no hope that his wife will ever regain consciousness, Zach is driven by despair to make a clone of Nora using the technology he has since perfected. The clandestine procedure is a complete success. Nora's mind and body seem to have been duplicated in every way and Nora II is born. With his wife back, everything in Zach's world is perfect once more, until the real thing wakes up...

Wr Sam Egan

Dir Brad Turner

7 - 8 *THINK LIKE A DINOSAUR*

Michael Burr is the only permanent human occupant of the Tuulen station, situated on a vast empty plain of the Moon. His companions are the Hanen, an emotionless lizard-like alien species who have developed a highly advanced means of long distance travel by 'jumping' through space. Achieved by creating an exact duplicate of the jumper, the copy is reconstituted at the destination point and the original destroyed,

thus leaving only one. Kamala Shastri is one of the test jumpers to arrive for travel to the planet Gend, but in the final stage of the transfer, something inexplicable happens. Confirmation of her duplicate's arrival is not received from Gend and the procedure is temporarily aborted. When it's later determined that Kamala's copy does indeed exist, Michael is called upon to balance the equation and eliminate the original. Michael knows the human race is desperate to access a technology that would allow them to leave behind a planet now virtually destroyed by pollution and over population. He also knows it is imperative that he avoid a protocol breach with the Hanen, but can he bring himself to kill Kamala?

Wr Mark Stern

Dir Jorge Montesi

7 - 9 *ALIENSHOP*

An alien shapeshifter who is the purveyor of a very unusual antique and bric-a-brac store has some very interesting lessons to offer earthly residents. In the guise of an elderly shopkeeper, he enjoys providing his customers with unique and strangely powerful gifts. One such customer is Andy Pace, a chronically unemployed petty criminal who wants to take care of his pregnant wife Gabi, but preferably not by working. Although he knows he should do the right thing, for her and his unborn child, Andy is fighting a losing battle against his lifelong patterns. His true nature is revealed when the alien shopkeeper lets him take a magic wallet that keeps filling up... with other people's money! The price of good fortune, however, turns out to be extremely high.

Wr Nora O'Brien, Pen Densham

Dir Peter DeLuise

7 - 10 *WORLDS WITHIN*

A female physicist suffering from a terminal disease starts to have visions of a boy in a vegetative state.

Wr Michael Sloan

Dir Michael Sloan

7 - 11 *IN THE BLOOD*

Callie Whitehorse Landau, an astrophysicist of Navajo heritage and her husband Alec, an expert in space medicine are asked to embark on an astounding exploratory mission into space led by NASA Flight Crew Director James Dreedon. Along with Dr. Louisa Kennedy, a navigation expert, the small team of four pass through a quantum hole torn into the very fabric of the universe and enter another continuum, a trans-space just beneath its surface. It is unlike anything the crew has ever seen but for Callie, trans-space triggers vivid hallucinations and a powerful realization that their presence has caused a serious imbalance in the universal order. Dreedon is determined to return to earth with their startling discoveries, but Callie is convinced the survey ship's re-entry could have disastrous consequences for all of humanity.

Wr Alan Brennert

Dir Jorge Montesi

7 - 12 *FLOWER CHILD*

A spore from space falls to earth in an elderly woman's roof garden. The flower that sprouts sends out tendrils that ensnare the old woman. Meanwhile, Mia and Chris, a newly engaged couple, move into an apartment down the hall. The gardener's apartment is now inhabited by Violet, an enigmatic and overpoweringly seductive woman, challenges the young couple's ideas of commitment and monogamy. When she succeeds in nudging Chris over the line, the consequences of infidelity turn out to have serious consequences, not just for Mia and Chris, but for the world at large.

Wr Jeffrey Hirschfield

Dir Brad Turner

7 - 13 *FREE SPIRIT*

A strange entity possesses schizophrenics in a mental asylum.

Wr Danny McBride

Dir Brad Turner

7 - 14 *MIND REACHER*

A doctor puts her sanity on the line when testing a psychological tool allowing her to enter her patients' minds.

Wr Naomi Janzen

Dir Brad Turner

7 - 15 *TIME TO TIME*

A dedicated daughter trips back in time to change her Dad's destiny.

Wr Sam Egan

Dir James Head

7 - 16 *ABDUCTION*

An alien makes an offer to five high school students.

Wr James Crocker

Dir Mario Azzopardi

7 - 17 *RULE OF LAW*

A circuit court judge goes to a frontier planet that has never known the judicial system. His first trial is of an alien accused of being in an attack where several humans were killed.

Wr John-Michael Maas, Tracy Tormé

Dir Mike Rohl

7 - 18 *LION'S DEN*

A high-school wrestling team takes new drugs which cause some unexpected changes.

Wr Matthew Hastings

Dir Matthew Hastings

7 - 19 *THE TIPPING POINT*

A programmer who claimed someone was out to get him mysteriously vanishes after trying to download some software from the company's mainframe. His replacement finds out there is a secret project, called Prometheus, to create a universal language that will allow any computer to instantaneously talk to any other computer. If instantaneous communication between millions of computers can be achieved the computers may act as neurons within the brain in which non-thinking computers merge into a thinking intelligence - the tipping point. When this happens someone will be able to rule the world by using computers.

Wr Paul Mones

Dir Brent-Karl Clackson

7 - 20 *DARK CHILD*

Single mother Laura Sinclair is a woman with a past. But not the kind one usually thinks of or, in fact, anyone will believe. Seventeen years ago Laura was abducted by aliens, but no one would accept her story as true. Now she is confronted with the horror of those memories again, when a tabloid runs a piece on alien abductions and she is prominently featured. The article and her recurring nightmares threaten to distance her from her moody teenaged daughter, Tammy. But Tammy's new English teacher, Marcus Fellows seems to have quite a positive effect on her. Laura seeks him out and discovers that she too, is drawn to this relaxed, attentive man who seems strangely familiar to her. As her flashbacks continue, Laura begins to suspect that she and Marcus have a shared past, but why has he come back now and what does he want from them?

Wr Michael Sloan

Dir Michael Sloan

7 - 21 *HUMAN FACTOR*

In the year 2059, humans fight an android whose artificial intelligence has determined that the spread of colonization by destructive humans must be stopped.

Wr Grady Hall, Steven Aspis

Dir Bob Habros

7 - 22 *HUMAN TRIALS*

A decorated soldier undergoes life-and-death tests for a mysterious mission.

Wr Mark Stern

Dir Brad Turner

OUTLAWS



A freak storm causes Sheriff John Grail and four fugitives to become transported to the year 1986 where they experience a massive case of culture shock. In 1899 Sheriff John Grail was about to capture Harland Pike's gang of bank robbers in Texas (with which he himself had been formerly affiliated) when a lightning storm threw him and the gang into the Texas on 90 years later. They spent their gold coins to buy the Double Eagle Ranch, and started the Double Eagle Detective Agency to bring 19th Century standards of justice to a flabby contemporary Southwest.

They wore modern knockoffs of their period costumes, used old-fashioned weapons, had trouble controlling Harland's brother Billy (read "Billy Carter"). Despite endless gunfights, none of them were ever seriously injured. Lt. Maggie Randall was their liaison to the Houston Police Department, and developed a crush on John Grail.

Another Sci-Fi/Western crossover. Of the two series with the name Outlaws, only the second one from 1986 can be considered a science fiction series. However, once beyond the fantastic setup, the programme becomes a typical action/crime drama series. The series was first seen on CBS in the US.

Sheriff Grail (Rod Taylor) and four outlaws face each other in a showdown in 1899 Texas. A lightning bolt suddenly transports the five into the year 1986. Now dubbed the Magnificent Five, they form their own detective agency and take on contemporary crime. A December 1986 entry, The Outlaws took everyone by surprise by becoming (initially) one of the biggest mid-season hits of the year. However, by spring 1987, the ratings had eroded and the series finished at number 61 out of 81 shows. Richard Roundtree, Charles Napier, Patrick Houser and William Lucking were the outlaws. Christine Belford played their friend Maggie.

WR. Nicholas Corea, Deborah Dean Harris, Bruce Cervi, Thomas Szollosi, Timothy Burns, Robert Heverly, David Chisholm.

DIR. Peter Werner, Don Chaffey, Frank Orsatti, Phil Bondelli, Alan J. Levi, Phil Bondelli, Bernard McEveety, Nicholas Corea.

EPISODES: 13 **YEAR MADE:** 1986 **COUNTRY:** US **SEASONS:** 1

CBS

CREATOR: NICHOLAS COREA

TYPE OF SHOW: WESTERN

FORMAT: SERIES

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 28/12/1986

AIR DATE OF LAST EPISODE 02/05/1987

SEASON DATE BREAKDOWN:

FILMS:

Sheriff John Grail ROD TAYLOR, Harland Pike WILLIAM LUCKING, Wolfson "Wolf" Lucas CHARLES NAPIER, Isaiah "Ice" McAdams RICHARD ROUNDTREE, Billy Pike PATRICK HOUSER, Lt. Maggie Randall CHRISTINE BELFORD.

RELATED SHOWS:

WILD WILD WEST, THE

ADVENTURES OF BRISCO COUNTY, JR., THE

LEGEND

1 - 1 *OUTLAWS (1-2)*

The Pike gang is blasted forward one hundred years and forced to adapt to modern-day 1986.

Dir Peter Werner

1 - 2 *TINTYPE*

While providing security for one of their clients, Harland Pike becomes infatuated with a woman who looks remarkably similar to his old love from the past.

Wr Deborah Dean Davis

Dir Don Chaffey

1 - 3 *PRIMER*

Immigrant shopkeepers hire the Double Eagle agency to protect them from thugs working a protection racket. Meanwhile, Billy confronts the fact he's illiterate and goes to adult education classes to learn how to read. He winds up connecting up with the gang involved in the protection racket.

Wr Bruce Cervi

Dir Frank Orsatti

1 - 4 *ORLEANS*

When the Double Eagle Agency runs short on funds, they set out to New Orleans to recover a buried treasure that Isaiah hid back in 1886. The land is owned by a descendant of Isaiah's slaveowner who runs his own criminal racket. While Isaiah helps one of his own descendants who has run afoul of the man, he and the fellows take on the crook and in the end Isaiah defeats him in an old-fashioned duel.

Wr Nicholas Corea

Dir Phil Bondelli

1 - 5 *HYMN*

The Agency is hired to protect a female evangelist from a stalker and Wolf Lucas realizes she is not a true believer as he is. As they work the two of them both make some new discoveries about their faith in God.

Wr Thomas Szollosi

Dir Phil Bondelli

1 - 6 *MADRIL*

The Agency is hired by a rich millionaire who plans to develop the Old West town of Madril into a shopping mall. John is the one insisting on them taking on the job - as a sheriff he worked in Madril and one of remaining residents was a child when John rode into town. The millionaire's wife is keeping John occupied as the rest of the Agency discovers that the wife is up to no good, working behind her husband's back. They manage to convince John to join back up with them and together they take the wife and her men down.

Wr Nicholas Corea

Dir Alan J. Levi

1 - 7 *POTBOILER*

A researcher and author is fascinated by the Outlaws, especially when he discovers they bear a strong resemblance to the Pike gang of 1886 - not surprising since they are the same gang. The guys try to cover their tracks while taking on a crime lord.

Wr Timothy Burns

Dir Frank Orsatti

1 - 8 *PURSUED*

The guys are hired by a man who once worked for the mob. Years ago he felt that being associated with them was not good for his daughter so he left, and has been hiding from them ever since. Now he is about to die and before he does he wants to see his daughter again and it seems that she doesn't want to see him. The guys, especially John, are moved when they think of the loved ones left behind so they agree to do it. When they find her, she's very obstinate. And not only that the people who are looking for her father are trying to get her to get to him.

Wr Robert Heverly

Dir Phil Bondelli

1 - 9 *INDEPENDENTS*

The Outlaws ride to the rescue of the owner of an independent taxi-cab outfit and her daughter.

Wr Nicholas Corea

Dir Bernard McEveety

1 - 10 *HARDCASE*

The Agency take in a young kid on the run from crooks and Billy Pike has to deal with the boy - the

splitting image in personality of himself when he was a kid.

Wr Nicholas Corea, Timothy Burns

Dir Frank Orsatti

1 - 11 *JACKPOT*

The guys travel to Las Vegas to protect an accountant with vital evidence against the mob.

Wr David Chisholm

Dir Phil Bondelli

1 - 12 *BIRTHDAY*

The guys get together on their ranch to celebrate Maggie's birthday, but it's the eve of their date to testify against a crime lord they arrested, and he's sent out his lieutenants to kill them all before they can arrive in court. As the weather bears down, the ranch is under siege, and several of them are wounded, things look grim and the Outlaws go all out to take out their opponents.

Wr Timothy Burns

Dir Nicholas Corea

P.R.O.B.E.

Ex-Doctor Who companion, Dr Liz Shaw, heads P.R.O.B.E. (the Preternatural Research Bureau), a branch of the police that investigates strange and paranormal events.

"The Zero Imperative" shows Liz investigate unnatural murders and phenomenon surrounding a psychiatric hospital saved from closure. "The Devil Of Winterbourne" shows Liz investigating a ritualistic murder and black magic at a public school. "Unnatural Selection" has Liz investigating mutilated corpses connected to Project BEAGLE, a research establishment charged with "forcing the evolution of the species", which was closed in the 1970s. "Ghosts Of Winterbourne" returns Liz to Winterbourne Public School as term starts and events seem to be starting all over again.

A series of videos surrounding the Doctor Who ex-companion, Dr.Liz Shaw. The series was sold on video first by BBC Video before being shown on The SF Channel in the UK, the series has never been seen on national television. With its strong female leading cast, PROBE almost has the potential to be a Paranormal Prime Suspect. But before then more characterisation, a better supporting cast and an awful lot more money needed to be invested in order for this series to have been more successful.

Despite hiring good actors such as Caroline John, Geoffrey Beevers, Charles Kay and Louise Jameson and then surrounding them with below par support actors, seems a little of a waste.

WR.

DIR. Bill Baggs

EPISODES: 5 **YEAR MADE:** 1995 **COUNTRY:** GB **SEASONS:** 1

BBV

CREATOR: MARK GATISS

TYPE OF SHOW: PARANORMAL/SCIENTIFIC **FORMAT:** SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 5

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

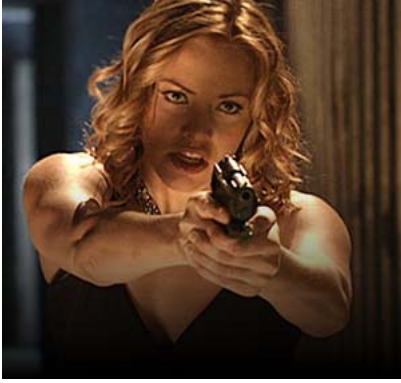
Dr.Liz Shaw-CAROLINE JOHN, Patricia Haggard-LOUISE JAMESON, Rutherford-GEOFFREY BEEVERS

RELATED SHOWS:

DOCTOR WHO

- 1 - 1 *THE ZERO IMPERATIVE*
- 1 - 2 *THE DEVIL OF WINTERBOURNE (1-2)*
- 1 - 3 *UNNATURAL SELECTION*
- 1 - 4 *GHOSTS OF WINTERBOURNE*

PAINKILLER JANE



Tagline: She's hard to resist, and harder to kill.

In a very imaginable future, the world battles terrorism and unrest. Out of this chaos emerges a new hero: Jane Vasco, a.k.a. Painkiller Jane (Kristanna Loken).

Once the DEA's top agent, Jane Vasco is formidable, both mentally and physically. As a child, her father nicknamed her Painkiller Jane, describing her ability to mentally push through even the most painful situations. But her strength is about to be tested.

Jane is recruited by a covert government agency dedicated to containing and, if necessary, neutralizing the threat of "Neuros" - individuals with superhuman neurological powers. No one knows what caused the aberrations that led to their enhanced abilities, which range from telekinesis and telepathic suggestion to induced hallucinations.

During her first investigation with her new team, Jane discovers that she too possesses an odd ability: she can't be killed. Unfortunately, she can still feel pain. Her newfound powers make Jane even more determined to learn everything there is to know about Neuros.

Seldom malicious, Neuros often can't control their powers. Consequently, they tend to leave a trail of death and destruction. To prevent a panic, the government has kept the discovery of Neuros a secret, assembling a covert unit to identify and contain Neuros.

Operating from a secure abandoned subway platform, the core members of the unit are Andre McBride (Rob Stewart), the seasoned team leader; Connor King (Noah Danby), a special agent regularly armed with a smart remark; Riley Jensen (Sean Owen Roberts), an evolved computer whiz in charge of surveillance and communications; Dr. Seth Carpenter (Stephen Lobo), the unit's doctor and scientist; Joe Waterman (Nathaniel Deveau), the middle-aged caretaker of the subway; and Maureen Bowers (Alaina Huffman), Jane's former DEA partner and friend, who, like Jane, was recruited after discovering top-secret information about Neuros.

Painkiller Jane is based on the comic-book series of the same name created by Jimmy Palmiotti and Joe Quesada.

The TV series received a 22-episode production order after the 2005 Painkiller Jane TV-movie yielded positive results. The film differed significantly from the original comic's storyline; the TV series has discarded the film's back-story and started fresh. According to story creator Jimmy Palmiotti, the new series is "closer to the original concept we came up with in the comic". Executive producer Gil Grant has said the new series is "partly true" to the original comic, but will still differ to some extent.

The series credits include several people in the role of producer. Most are credited only for a few episodes. This includes Loken (the star), who is credited as co-executive producer for several episodes.

The TV series was filmed at Insight Film Studios in Maple Ridge, British Columbia, Canada and various locations around the Lower Mainland of British Columbia. The final four episodes of the first season were filmed and set in Budapest, Hungary.

Cast Details

Kristanna Loken stars as Jane Vasco, a DEA agent who reluctantly joins a secret government agency in pursuit of a formidable enemy known as Neuros people with superhuman neurological powers. Jane quickly discovers her own genetic quirk her body mends itself. Alas, a pain-free existence isn't part of the deal. In addition to starring in Painkiller Jane, Loken also serves as its co-executive producer. It's not the first time

she's done double duty; Loken starred in and produced the independent feature *Lime Salted Love*.

No stranger to action roles, Loken battled Arnold Schwarzenegger as the lovely-but-lethal TX (Terminatrix) in *Terminator 3: Rise of the Machines*, and she played Rayne in the video-game-inspired film *BloodRayne*. She recently completed filming *Dungeon Siege: In the Name of the King*, with co-stars Burt Reynolds and Ray Liotta. On the small screen, Loken guest-stars in the current season of the critically acclaimed Showtime series *The L Word*. TV audiences will also recognize her from past appearances on *Philly*, *Law & Order* and *Just Shoot Me*.

Loken was raised in upstate New York on her family's organic fruit farm, where she developed a passion for horseback riding. She has put her equestrian skills to the test, riding in Hawaii and Ireland, and on some of the roughest terrain in Namibia.

Born in Vancouver, B.C., Alaina Huffman made her TV debut at age 13, landing the lead role for a Fox Family Channel pilot. She also explored other career options as a teenager. Spotted by a modeling-agency scout at a local mall, Huffman worked the fashion runways of Japan and Europe for several years before returning to acting. Huffman quickly garnered several independent-film credits, including the crime thriller *Pendulum* (starring Rachel Hunter), *Still*, *Night Dawn Day*, *Josephine*, *The Couch and Indefinitely*. She has also appeared in such feature films as *Gunman* (with Mimi Rogers), *Serving Sara* (with Matthew Perry and Elizabeth Hurley), *Screen Door Jesus* and *Standing Still*. Her most recent movie is *Dog Lover's Symphony*. On the small screen, Huffman has made guest appearances on such popular series as *The O.C.* and *Dawson's Creek*.

At 17, Canadian native Rob Stewart faced an abrupt change in his career plans. An injury forced him to turn down college athletic scholarships and set aside his dream of playing professional hockey. Instead, he earned money for school by singing and playing the guitar at local restaurants. Since then, Stewart has landed numerous feature-film roles, including *Kounterfeit* (with Hilary Swank), *Someone to Die For*, *Motel Blue*, *An American Affair* and the crime drama *The Pawn*. Stewart has also appeared on an array of TV series, although most viewers will probably recognize him from *Sweating Bullets* (a.k.a. *Tropical Heat*), in which he played the lead character, Nick Slaughter. Stewart wrote and directed several episodes of *Sweating Bullets*.

His small-screen work also includes *Sweet Deception* (with Kate Jackson), *The Christmas List* (with Mimi Rogers), *Missing* (with Vivica A. Fox), *Highlander*, *Nash Bridges*, *The Collector*, *Jake 2.0* and SCI FI's original miniseries *Five Days to Midnight* (with Timothy Hutton and Randy Quaid).

Noah Danby isn't someone you'd want to face down in a dark alley, considering he studied Korean martial arts under the same master who taught Jackie Chan and Bruce Lee. There's also plenty of muscle behind his film credits, which include *Against the Ropes* (with Meg Ryan), *The Tuxedo* (with Jackie Chan and Jennifer Love Hewitt) and *Exit Wounds* (with Steven Seagal and Isaiah Washington). Danby's small-screen roles include turns on *Queer as Folk*, *Smallville*, *Godiva's*, *Stargate SG-1*, *The Brady Bunch in the White House*, *Mutant X*, *Relic Hunter*, *Andromeda* and *Animorphs*.

Stephen Lobo has built his career on the stage and screen. He won a Leo Award for his 2006 role as Ramir on the critically acclaimed Canadian series *Godiva's*. Lobo landed a series-regular role on the second season of *Falcon Beach*; he also has appeared on *The Dead Zone* and the U.K. Series *Rosemary & Thyme*. In feature films, Lobo can be seen in *The Wedding Date*, *Love and Other Dilemmas* and *Kardia and Truth* (with Stephanie Zimbalist and Dean Cain). His stage credits range from *Les Liaisons Dangereuses* to *Jesus Hopped the A Train*.

An accomplished dancer, Melanie Papalia has performed with the Salt Lake City Ballet and in several TV series. Her credits include *Smallville*, *Killer Instinct*, *Godiva's*, *Supernatural*, *Blade* and *Saved*. Papalia acted in the Leo Award-nominated short film *Dark Room* and has appeared in such feature films as *Sweet Amerika* and the upcoming *Postal* (with Dave Foley).

Canadian-born actor Sean Owen Roberts is no stranger to sci-fi. He has guest-starred on series such as *Masters of Science Fiction*, *Stargate SG-1*, *The 4400*, *Dead Like Me* and *John Doe*, and he had a recurring role on the series *Intelligence*. His feature-film credits include *Vice* (with Daryl Hannah), *Alien Agent*, *When a Man Falls in the Forest* (with Timothy Hutton and Sharon Stone) and *Saving Silverman*. Roberts also enjoys working behind the camera; he runs his own production company, *Oneness Productions*.

Formally trained at The Lee Strasberg Theater Institute, Nathaniel Deveaux has worked extensively on TV and in feature films. For the latter, his credits include *The Butterfly Effect*, *The Core* (with Hilary Swank), *Along Came a Spider* (with Morgan Freeman) and *Children of the Dust* (with Sidney Poitier). TV viewers will recognize him from his roles on *Smallville*, *The Dead Zone*, *The Twilight Zone* and *DaVinci's Inquest*, for which he earned a Leo Award for Best Supporting Performance in a Dramatic Series. For his role in *Steven*

Dir Matt Hastings

1 - 8 *FRIENDLY FIRE*

Awakening in a hospital Jane learns that she murdered Riley. Meanwhile, Maureen investigates a doctor researching Neuros.

Wr Gillian Horvath

Dir David Tennant

1 - 9 *TRIAL BY FIRE*

Connor is arrested for arson and murder while out hunting for a Neuro, which is believed to have started numerous house fires.

Wr Lawrence Hertzog

Dir J.B. Sugar

1 - 10 *PORTRAITS OF LAUREN GRAY*

A young woman suddenly ages overnight, Jane and Maureen go undercover to find the cause.

Wr Robert Gilmer

Dir Peter De Luise

1 - 11 *GHOST IN THE MACHINE*

Connor suffers a series of unfortunate events, believing it to be coincidental. However, he learns that members of his former police squad have died of strange causes.

Wr Gillian Horvath

Dir Brent-Karl Clackson

1 - 12 *SOMETHING NASTY IN THE NEIGHBORHOOD*

Jane and Connor go undercover in a small town, posed as a married couple, after a federal agent's disappearance prompts an investigation.

Wr Lawrence Hertzog

Dir Michael Robison

1 - 13 *THE LEAGUE*

An investigation is started after Neuros begin to die before the team can apprehend them.

Wr Jimmy Palmiotti

Dir Paul Ziller

1 - 14 *THE AMAZING HOWIE*

Howie is a magician who can miraculously perform the impossible, which prompts Riley to begin an investigation into possible Neuro activity.

Wr Lisa Klink

Dir Matt Hastings

1 - 15 *THE HEALER*

Sabotage hinders Jane's efforts to catch a Neuro, she becomes suspicious of a faith healer that she has been visiting.

Wr Charles Holland

Dir Michael Robison

1 - 16 *THANKS FOR THE MEMORIES*

Brian, Jane's boyfriend and Joe forget who Jane is. A Neuro contacts Jane, learning that he has the ability to remove memories and store them in his mind.

Wr Michael Robison

1 - 17 *PLAYBACK*

A Neuro causes the team to become stuck in a timeloop, causing them to relive the same day repeatedly. Meanwhile, the Neuro who caused the timeloop tries to finish an assassination.

Wr Frank Cardea, George Schenck

Dir Matt Hastings

1 - 18 *JANE 113*

Jane discovers the disturbing truth about her abilities while searching for a Neuro who escaped the team.

Wr Lawrence Hertzog

Dir Peter De Luise

1 - 19 *WHAT LIES BENEATH*

The team respond when several incarcerated Neuros revolt and launch a prison break.

Wr Mike Goldberg

Dir Matt Hastings

1 - 20 *THE BEAST OF BOLNAR*

The residents of a small village are plagued by an invisible presence which is attacking and murdering the villagers.

Wr Charles. D. Holland

Dir Farhad Mann

1 - 21 *REFLECTIONS*

At the NICO facility, Andre runs into Sarah, a Neuro but also a friend from his past. Jane and Connor become concerned about Andre's objectivity when it appears that Sarah has regained her power and become evil.

Wr Matthew Carpenter

Dir Matt Hastings

1 - 22 *ENDGAME*

Several dangerous Neuros launch a prison break after an emergency at NICO.

Wr Gil Grant

Dir Farhad Manne

PANDORA'S CLOCK

AKA: **DOOMSDAY VIRUS - (UK NAME)**



Quantum Airlines flight 66, a 747 bound from Frankfurt to New York, is a routine flight full of holiday travellers eager to get home for Christmas. However, the passengers and crew are suddenly pitched into a race against time when one of the passengers collapses. Seeking an emergency landing, Captain James Holland (Anderson) is shocked to find that no airport in Europe will allow him to touch down -- the sick passenger is the carrier of a virus so deadly that it can kill millions within days!

Fighting the clock, a depleting fuel supply, panicking passengers, and a rogue CIA terrorist operation intent on shooting Quantum 66 out of the sky, Holland is forced to take matters into his own hands. With the assistance of the flight crew, headed by lead flight attendant Barb Rollins (Jennifer Savidge, "Lois & Clark"); two able passengers, United States Ambassador Lee Lancaster (Guillaume) and his beautiful aide, Rachel Sherwood (Leeves); and a brilliant CIA virologist, Dr. Roni Sanders (Zuniga); Holland must weave through the potentially lethal maze of biological warfare, international terrorism, and political duplicity in order to ensure the safety of his 250 passengers.

Richard Dean Anderson also starred in STARGATE SG-1 and LEGEND. An airliner full of holiday travellers suddenly becomes a pawn in a game of international intrigue when a passenger collapses from an unknown virus in "Pandora's Clock," an NBC world premiere miniseries starring Richard Dean Anderson ("MacGyver"). Based on the best-selling novel by John J. Nance, the four-hour miniseries will premiere on NBC Sunday and Monday, November 10 and 11 (9-11 p.m. ET).

Jane Leeves (NBC's "Frasier"), Daphne Zuniga ("Melrose Place"), Robert Loggia ("Jagged Edge"), Stephen Root (NBC's "NewsRadio") and Robert Guillaume ("Benson") also star in the airborne thriller, directed by Eric Laneuville (NBC's "ER," "If Someone Had Known") and written by David Israel ("Midnight Caller," "The Untouchables").

The executive producers of "Pandora's Clock" are David Ginsburg ("Citizen X") and David Israel. Co-executive producers are Cynthia & David Comsky. "Pandora's Clock" is a Citadel Entertainment production in association with The Comsky Group for NBC Entertainment.

Richard Dean Anderson stars as Captain James Holland, a 38-year-old former fighter pilot, now serving as a 747 captain for Quantum Airlines. Although a former military man, Holland is a maverick who recognises the limitations of going by the book.

Anderson, probably best known for his title role in the long-running series "MacGyver," is a native of Minneapolis. After studying drama at St. Cloud (Minn.) State College and Ohio University, Anderson moved to Los Angeles, where, as a struggling actor, he supported himself a mime, juggler and jester/singer in a Renaissance fair. His big break came in 1976, when he was cast as Dr. Jeff Webber on the daytime drama "General Hospital," a role he played for five years.

He subsequently starred in the series "Seven Brides for Seven Brothers" and "Emerald Point, N.A.S." Anderson made his TV movie debut in 1986 in "Ordinary Heroes," opposite Valerie Bertinelli. He has also starred in "Through the Eyes of a Killer" (opposite Marg Helgenberger) and two MacGyver films -- "MacGyver: Trail to Doomsday" and "MacGyver: Lost Treasure of Atlantis." He won critical acclaim for his portrayal of a wife beater in 1994's "Beyond Betrayal."

Anderson is an active supporter of the Make-A-Wish Foundation. He is also a supporter of the Multiple Sclerosis Society, Challenger Boys and Girls Club, and Special Olympics. In his free time Anderson is an avid skier, race car driver and hockey player. He is co-founder of the Celebrity All-Star Hockey Team, which raises funds for charity in conjunction with the National Hockey League, and has twice served as Honorary Captain of Team USA, the U.S. Olympic hockey team.

PARALLAX



Ben and Katherine find friends and allies in other parallel universes. There are billions of worlds, but the series only concentrates on the main five. The kids explore the worlds of the Parallax until they find a world that is a desolate ruin. It is then that they realise that there is a threat in the Parallax that is both dangerous and very close.

They discover that the information they need to save their worlds may be held in the Reading Room. The problem is that the Guardians can no longer gain access to the Reading Room. When their mother disappears, Ben and Katherine embark on a quest to find both her and the missing key to the Reading Room. It is a quest that leads them to the Mother of all Welkin, lots of purple bugs called Krellicks, a rather dangerous Aunt Betti and the Lost Guardian.

"New TV Series Launched In Western Australia, "The sci-fi comedy/adventure series "Parallax" , the first children's drama to be produced by Western Australia's new media company, Great Western Entertainment, was launched today by Hon Sheila M McHale MLA, Minister for Community Development; Women's Interests, Senior and Youth; Disability Services; Culture and the Arts.

"Parallax" is a quirky, fast-paced trip through the various parallel worlds that make up the Parallax and stars an exciting troupe of WA actors who ventured to locations ranging from the south coastal town of Denmark to the gardens and tree-top walkway of King's Park and beaches of Mullaloo; from the Valley of the Giants near Walpole to the famous Pinnacles of Nambung National Park.

"Parallax" brought together an international group of buyers and distributors in this \$7.6 m production. Key partners involved in financing the production included the Nine Network, the BBC, ScreenWest, the Film Finance Corporation and the German distributor Telepool.

With an energetic combination of idiosyncratic characters, imaginative computer effects and lively humour, "Parallax" is well positioned to score well with kids and family audiences in Australia and overseas. The series will be launched internationally in just over two month's time at MIPCOM, the huge TV market held every October in Cannes, France.

The Board of Great Western Entertainment comprises Kevin Campbell and John Poynton. The company has been established with the intention of establishing Perth as a centre of excellence in the production of children's and family entertainment in various forms and media including, but not limited to, drama series such as "Parallax".

At the launch of "Parallax", Kevin Campbell announced that the company was currently finalising plans for its next production, the 13 part series "Streetsmartz" which is planned to enter production in September. The series has been commissioned by the Nine Network and is assisted by ScreenWest. " The production of 'Streetsmartz' both demonstrates GWE's commitment to productions that can employ WA personnel and resources to maximum effect and our intention to develop a production slate that offers virtually year-round employment to local actors, crew and writers," said Mr Campbell.

"Parallax" has been produced by Great Western Entertainment. The series was created and produced by Paul Barron and directed by WA directors Mark DeFrist, Steve Peddie and Andrew Lewis. The principal cast includes Joshua Marshall-Clarke as Ben, Gillian Alexy as the newly-discovered sister Katherine and Caroline Brazier who plays their mother (and Guardian of the Parallax) and her evil sister Betti. "Parallax" premieres on the Nine Network at 4 pm, Friday August 6.

Charector Details

Ben Johnson

Curiosity may have killed the cat but nothing stops Ben when he sees something of interest. Impetuous, boisterous, inconsistent, even mercurial are words that have appeared in earlier school reports. The boy needs

to focus, says Veronica, his mother. Not that it would make any difference if he did acknowledge the similarity. Let him go as long as it's not dangerous, says Jeremy, his father, Jeremy is aware of his own penchant for flitting from one scheme to another.

Ben is a bundle of energy; an enthusiastic, if almost compulsive, investigator but not a very thorough one. When he was intrigued by a news report of a super nova he pulled 20 books out of the library, downloaded volumes of data and photos from the net, and read none of the information, much less ever did anything with it. By then he had moved on to the next exciting topic to catch his intellectual eye. The result is a clever (if largely unexercised) mind and a potential lateral thinker, but with a damn the torpedoes approach to life.

His room resembles the junk room of the British Museum: filled with relics of previous expeditions, some interesting, but most the equivalent of postcards from the Pyramids. He has a sense of chivalry that will make him take the rap for his best mate, and a heroic streak that makes him long for adventure a dragon or two to slay would be just the ticket, except that Ben would be so eager to get to work that he'd probably forget to take his sword and suit of armour.

In short, his is an outgoing personality that provokes a response. No one in Werrinup is neutral when it comes to talking about Ben Johnson. Ben has grown up believing that Jeremy is his natural father, but will later discover that it was Stefan, whose world Veronica fled when she was pregnant with Ben.

Actor - Josh Marshall Clarke

Being the product of creative parents (his father heads a leading Set Production Company and his mother is an artist and photographer) Josh Marshall-Clarke has been exposed to, and developed a love for good film and theatre, leading him into after-school speech and drama classes throughout his primary school years (scoring distinctions in all categories from the English Speaking Board examiners).

Josh has had theatre experience playing the lead in school plays; performing monologues and duologues for the North Fremantle Community Association end of year concerts; and performing solo and in group productions for the Perth Speech and Drama Festival annually. He was also required to take on several Master of Ceremony roles as a Student Councillor of Shenton College.

"Josh's natural enthusiasm and positive outlook help him strive to reach high standard in all his activities from sport and music to drama". Prior to working on Parallax, to play for the Fremantle Dockers Football club was his dream. However, that dream has been supplanted. Acting is my first love and dream to follow, says Josh.

Katherine Raddic

The class pedant.

Not, however, the teacher's pet. Katherine corrects too many of Mrs Short's statements for that to be the case. On one famous occasion Katherine noted errors in punctuation and a split infinitive in the teacher's remarks on her essay. She handed it back to Mrs Short with the corrections noted.

She is literal. She is logical. She excels at mathematics and all things that can be boxed, labelled or given a scientific name. She is the one you turn to for help with homework; the one who reminds you about upcoming assignments; the honest person who will stand up for you without fear or favour if anyone misquotes or misrepresents you. This is, of course, sometimes a handicap when a white lie might be the safer option.

In short she can sometimes be a thorough pain-in-the-rear-end. But she is also generous to a fault and totally one-eyed, loyal and fiercely protective when it comes to family.

She does not have many friends and it takes a while to earn her trust. Even then Katherine will often keep her own thoughts to herself until she is sure of her ground.

She has been brought up in Katherine's World by her father Stefan after her mother Veronica, who left the family when Katherine was 3-4 years old. Where she went and why neither Katherine nor Stefan know. She just left without any explanation or apparent (to them) reason. When she does encounter her mother again in a parallel world she is accusing and defensive. It takes a long time for these two to arrive at a point of mutual understanding and trust.

Actress - Gillian Alexy

Sing, dance, act, direct! Gillian would love to do it all, after graduating from John Curtin College of the Arts in 2000 from the specialist dance and theatre courses.

Gillian decided to improve her skills by travelling the globe and studying in places such as 'The Actors' Centre' in London; 'Le Centre de les Arts Vivants' and 'Peter Goss' dance studio in Paris, as well as 6 months of a theatre degree at the University of Colorado at Boulder in the U.S.A.

Acting credits include lead roles in the Barron children's television series *The Gift* (1997) and *Fast Tracks* (1998); 'Velvet' in Black Swan Theatre's *Ghost Train*. The first half of 2003 saw Gillian studying film at Murdoch University here in Perth as well as playing both the role of 'Stepdaughter' and 'Lead Actress' in BSX Be Active Theatre's Production of Pirandello's *Six Characters Looking for an Author*.

2004 had Gillian performing in the play *Bed* a Brendon Cowell script, with local director Matthew Lutton and his company ThinIce Productions, under the Black Swan umbrella.

Veronica Johnson

For reasons she has never revealed, Veronica moved to Ben's World from nobody-quite-knows where about 14 years ago when she was (just) pregnant with Ben. But she seems to fit right into the small country town.

She is on various committees, attends pottery classes and has been an active member of more School Fete Committees than Ben cares to remember. She is organised and methodical. The laundry gets done on Mondays and Thursdays. The restaurant opens for the evening session at 6:30pm on the dot.

To Ben, she is like the town itself always safe and predictable. Veronica loves Jeremy, but is well aware of his idiosyncrasies, and, unlike him, she appreciates how much hard work is involved in running a restaurant. Jeremy's mine host image has not yet been confronted with the 4am trip to the fish market, 50 km away.

Of course, no-one suspects that this roast-chicken-on-Wednesday, please-turn-your-T shirt inside- out-for-the-laundry, hard-working mother is also one of the last Guardians of the Parallax. All of this responsibility, not to mention the constant vigilance with which she has to protect Ben from his fate, is managed with good humour (most of the time).

Actress - Caroline Brazier

Caroline Brazier has been acting professionally since graduating from NIDA (National Institute of Dramatic Art) in 1998.

She has performed for and with the Bell Shakespeare Company, Sydney Theatre Company, Darlinghurst Theatre and Perth Theatre Company.

Her television appearances include *Home & Away*, *Water Rats*, *Comedy Inc.*, *Young Lions*, *Above the Law*, *24/7*, *White Collar Blue*, and the American tele-movie *South Pacific*.

Francis Short

In Ben's world his best mate is Francis Short a laid-back surfer. Francis has a laconic sense of humour and recognises that Ben, for all his charm and gung-ho energy, is sometimes a bit of danger to personal health. In episode 2 Ben points out how much they have gone through and rhetorically asks "How many bones have we broken together?". "Three," replies Francis deadpan, "all mine".

Francis's mother is unimpressed by her son's friend and reckons Ben is always getting Francis into trouble. Ben's dad, Jeremy, reckons Mrs Short has a dart-board with Ben's picture on it.

But it is not fear of trouble that stops Francis from going through the portal and exploring the Parallax with Ben. Francis is quite happy with things as they are, thankyou, and does not feel the need to visit other worlds - especially when Ben's ninja-stave-waving-Guardian-mother Veronica says that it is not a good idea.

And frankly, Francis also doesn't like the idea of meeting himself in the Parallax. The only problem is that one of his doubles, the Francis from Hippie World (called Francis Thief in the synopses), thinks the Parallax is terrific and that Ben's World, in particular, is a land of plenty where he can 'liberate' everything from petrol to MP3 players and take it back to his world for use or sale. This Francis is a wheeler-dealer: shrewd, streetwise, mischievous and self-sufficient. He has learned to move through Ben and Katherine's Worlds collecting useful goods like a magpie.

Francis from Hippie World is delighted when Melinda discovers the tip in Techno World (episode 5) where they toss gear away because there's a new colour this week or because they can't be bothered changing the

batteries. It's like a huge supermarket. Except that it's free. And it isn't even stealing because they throw the "great stuff" away and he picks it up from a huge tip outside town. In a trip to Techno World (episode 6) Francis Thief discovers the way to the local version of Werrinup and there meets a babe called Una and their version of Martin who is her jealous wannabe boyfriend. Now Francis Thief has one more reason to go visiting.

Ben's mate Francis and Francis Thief find that they have some things in common in episode 4 and eventually form a "Franciscam" network involving their Francis doubles in other worlds to help Ben and Katherine in their fight against Betti later in the series.

Actor - David Richardson

David Richardson has always had a passion for all forms of theatre. At ten he took dancing classes in Hip Hop, Body Movement and other forms of dance. David began his acting career at the age of fourteen in his first year of High School.

Joining many after-school drama groups, David extended his knowledge of his craft by taking classes in stage fighting, invisible theatre, theatrical make-up, lighting, costume and sound. He also took classes in acting for film.

David has performed in street theatre, clowning gigs and on stage in Eat the Cake Cha-Cha-Cha at Nexus Theatre; and at Subiaco Festival 2003, Life in the Biodome at Subiaco Barking Gecko Theatre, Accidental Stowaway at Roleystone Community Theatre and The Wizard of Oz at Lesmurdie Senior High School where he compered for the Dance and Fashion Show

In 2003 David performed on film for the first time as an extra in the feature Thunderstruck, also appearing in short films.

This experience has culminated with David playing Francis in Great Western Entertainment's production of Parallax.

Melinda Bruce

In Ben's World, Melinda has applied her intelligence to being dux of the school, but also to making the best of her appearance, so she's great to look at and the idol of all the boys. A cheerleader with brains.

In Katherine's World, Melinda is a real farmer's daughter and Katherine's best friend. She's smart, down to earth, practical and resourceful she has to be. She knows that you take good care of what's yours, because if it breaks, it's going to take you a long time to scrape together the money to replace it. She can fix just about anything, from a hole in her gumboot to a hole in the tractor's radiator.

She has accepted the rules and regulations of her World, but when she sees the opportunities of Ben's World, it's a case of 'how are you going to keep her down on the farm after she's seen LA?' In Katherine's World she is not confident about her appearance, and longs for the looks and popularity (with boys) that the other Melinda has.

Actress - Francoise Sas

Francoise, 20, is a West Australian actress who comes from a very well known acting family. She has been an actress for more than ten years and has an impressive list of credits to her name. At the tender age of 10 years she took on a lead role in the children's television series Ship to Shore 2 which she reprised for the following series Ship to Shore Series 3. She has also appeared in the children's television series Wild Kat and a wide range of commercials.

She is also an accomplished voice-over artist. In 2001 Francoise played Leila in the well received feature film, Teesh and Trude.

Martin Dunkly

Martin is the kind of kid that parents love and kids hate. He appears conscientious, polite, well groomed. He is really a clever liar when the adult backs are turned. He willingly answers questions in class usually because he has copied someone else's homework. He's not a bully in the conventional sense.

But he's a manipulative user who is always on the look-out for the big break. Francis regards the Martins of every world as fair game. His future ambition is to enter federal politics under the banner of whatever party

looks most likely to win government.

Actor - Kazimir Sas

Kazimir began acting at a young age, starting out in commercials and voice-overs. His film and television credits include a guest role on the Seven Network TV Series, *Bush Patrol* (1996); the lead role of "Henry" in Barron Films/ Nine Network TV Series *The Gift* (1997), supporting role of "Craig" in the feature film, *Teesh and Trude* (2001), supporting role of "Simon Watson" in the ABC/BBC Mini Series, *The Shark Net* (2002), and a guest appearance on Channel Seven's *All Saints* as "Kurt Simms" (2003).

Una/Fortuna

Una first appears in Episode 6 when Francis Thief finds that there is a town on the other side of the river from the rubbish tip. Una is cool, self-confident and prone to using terms that are very "contempo". Her younger sister, Due, sometimes has to translate for her. She lives for the moment and deals with wannabe boyfriends and krellicks in the same way - on her own terms.

When our story starts the Martin from Techno World regards Una as his girlfriend but he is soon ditched for Francis and Martin enters the category of "disgasto" in Una's jargon. When Francis replaces Martin he not only discovers that Una can be high maintenance but also that he has, yet again, made an enemy of a Martin. Una's full name is "Fortuna" and that is the name used by her doubles in other worlds. But as far as she is concerned she is Una, and this Techno World girl is the one and only Una.

Actress - Rebecca McCarthy

Rebecca's passion for musical theatre has been played out in lead roles in *Pajama Game*, *Oklahoma*, *Guys & Dolls* and in the Western Australian Symphony Orchestra production of *Kids on Broadway*.

Rebecca has undertaken numerous acting courses at the Victorian Academy, WAAPA and NIDA and she was Dux of Drama at Penrhos College in 2003. A keen dancer, choreographer and professional model (finalist in *Dolly Cover Girl* 2002) Rebecca has appeared in a number of print ads and magazine editorials. Rebecca returned from a modeling contract in Tokyo in February 2004 to take up a lead role in the children's television series *Parallax*.

Due

Una's younger sister who adores her, sticks to her like glue and avidly follows her every amorous move.

Actress - Genevieve McCarthy

Genevieve has an extensive background in theatre works, ranging from key roles in the Cameron Macintosh productions of *Les Miserables* and *The Sound of Music* to solo singing performances for President Bill Clinton and New York Mayor Rudolph Giuliani on their respective visits to Perth.

After two seasons with the West Australian Opera Company, and performing as 'Annie' in *Annie: Kids on Broadway* for the West Australian Symphony Orchestra. Genevieve has turned to television with appearances in several commercials and a lead role in the children's television series *Parallax*. With 100% dedication to the craft, Genevieve has a professionalism that belies her age.

Mundi

Mundi has as an abundance of stringy red hair, and deep-set eyes. Mundi is still very much in touch with her instincts and her senses. She is as intelligent as Katherine, but her thinking is not only processed by logic, but also by intuition. She senses danger long before she sees it. She reads the signs in the natural world around her, and she smells emotions such as fear in other people and animals. She has acute hearing.

Actress - Lauren Williams

Lauren attended John Curtin College of the Arts in 2002 and 2003. Whilst there she performed in *Oliver!*, *Antigone* and *How to Succeed in Business Without Really Trying*. Her television credits include *Pale Blue Panel Van* for SBS and *Fast Tracks* for Barron Television. Lauren has received awards for Singing and Drama from the WA Academy of Dance and Drama.

Jeremy Johnson

Outgoing, gregarious, (JJ) Johnson acts, looks and sounds like he should have been in advertising. Which he was - for a while. JJ has actually been involved in a series of jobs, vocations and entrepreneurial activities. JJ has big dreams, but he lacks the killer instinct -or, rather, the stomach to climb over other people to make a lot of money.

At the ripe old age of 33 he decided to make the big break to the country so he'd have more time to indulge in his favourite thing - fishing. And in Werrinup he saw a challenge and a golden opportunity. Having bought a big old family house (which he promptly re-christened the Werrinup Country Inne) he expected to promote the town, encourage tourism and retire in five years.

That the local townsfolk might not wholeheartedly embrace this bold new vision is a concept that has eluded him.

That the cost, in time and money, might be longer/larger than planned came as a surprise. That the tourist industry is unpredictable and fickle (not to mention the fickle nature of some of the tourists) was not in his business plan. The result is that almost 15 years later he is still renovating, planning and dreaming. Nevertheless, his energy is unabated. With Jeremy, it's always heads-up time for the town leaders and the status quo.

A man of generous spirit, he met Veronica when she first arrived in Ben's World and offered to help and provided her with a place to stay. Later he fell in love with her and, when Ben was born, treated him as his own son. He has never asked the truth about Ben's real father or Veronica's past. He believes that Veronica should tell Ben the truth but respects her decision to tell him "at the right time"

Actor - Luke Hewitt

Culminating in a nomination for Best Actor in the 2003 IFAC Guild Awards, Luke has an extensive career in the local theatre scene. His work includes a diverse range of roles from new contemporary Western Australian World Premier

Works such as the wildly successful Road Train by Hellie Turner (Make a Mile), touring internationally for the Cultura Englese Festival in Sao Paulo, Brazil in 2002 with David Williamson's Face To Face and the last nine years of Shakespeare in Kings Park.

Luke is also well know on Perth radio and television working in advertising, lending his voice to many television and radio ads. Relatively new to the screen in long form, Luke is far from a novice, having been involved in many short films and documentaries, television advertisements (seeing as well as hearing him) and has had guest roles on children's television series Ship To Shore and Bush Patrol..

2004 began well for Luke when he was cast as Jeremy Johnson (father of the lead character Ben) in Parallax, Following this he tours David Williamson's Face To Face for Perth Theatre Company in August/September 2004 and then travels to Sydney to perform One Day in 67 for Sydney Theare Company during Septmber/October 2004 and then back to Perth for another year in Kings Park in Shakespeare's Much Ado About Nothing.

Tiffany

If there is one constant in the Parallax, its Tiffany. Think of a ".teenage, blow-waved brunette version of Reese Witherspoon".

Actress - Paris Abbott

Paris started her entertainment career on the roller skating rink at age 7 and competed at national level until the age of 12, after winning the silver medal at the Australian National Championships. After prompting by her coach to study drama and screen acting, Paris was soon auditioning with great success for local short films and television commercials.

Her first major break was at age 13 when she landed the role of 'Jasmin' on the Barron Films children's television series, Wild Kat. Most recently she was cast as "Tiffany" in Parallax for Great Western Entertainment. But it doesn't stop there. Paris is also in great demand as a choreographer and has most recently returned to Perth from the Australian leg of the Justin Timberlake Concert Tour.

Stefan Raddic

Stefan, Katherine and Ben's natural father, was married to Veronica. When Veronica, pregnant with Ben, deserted father and daughter, Stefan had no choice but to accept a situation he had no way of understanding.

The circumstances might have made another man bitter, but Stefan sadly accepted fate, drew consolation in his art and has been a loving parent to Katherine. The roles however are often reversed, with practical, logical Katherine playing parent to the child-like artistic nature of her father.

Actor - Igor Sas

Igor Sas has worked extensively in Theatre, Radio Drama, Film, Television and Advertising, Australia wide. Major Theatre accomplishments include World Premieres of Stephen Sewell's *The Blind Giant is Dancing* and Dorothy Hewett's *Golden Valley*. Igor has worked with many directors and writers of considerable note including Neil Armfield, Jim Sharman, Nick Enright, Louis Nowra and Michael Gow. He has appeared in many works of film, most notably, *Twelfth Night*, *Love in Limbo*, *Wind*, *Justice* and *Japanese Story*. Igor has appeared at length on Australian television in *Sons and Daughters*, *Sweat*, *Bush Patrol*, *Hay Daze*, *Clowning Around 1 & 2*, *The Gift and Ship to Shore 1, 2 & 3*.

Worlds

There may be an infinite number of universes in the Parallax but the TV series concentrates on five specific worlds.

The story is set in and around the town of Werrinup and the rivers, hills and beaches are basically in the same place in each world. For example, there is always a bridge over the river and it serves as a "marker" - it is a common feature to all but one of the main worlds.

While the towns/worlds are in the same time/year and on the same continent, the history of each community (and general world events) can be different. Some of the changes are relatively small such as the location of a tree, the colour of a fence or a small variation on the town's historical characters. Similarly, some Werrinups are bigger than others and thus a key streetscape might have fewer/more buildings. Or the entire town might be radically different such as the treetop village in Forest world or the modern condo development along the river in Techno World

Ben's World

Ben's World of Werrinup looks much like the town of Denmark, Western Australia, and surrounding areas as they are today. People dress "normally" and our Werrinup includes a range of personalities and types from the tie-dye hippies to the established farmers, from the new holiday-weekend trendies to the shopkeepers on the main street.

Katherine's World

Katherine's World is similar to Ben's World but everything is more formal/organised. The conservatives are in the ascendancy. Characters wear a shirt and tie and the colour scheme is sombre, the style plain and sensible shoes are the norm for all. Hairstyles are neat and short and there are a lot of signs that make it clear that you cannot walk on the grass, that dogs must be on leashes, that there are lots of no parking zones etc. In Katherine's World the council workers are in uniform and actually working hard. Curtains, fences and features such as the external doors of Ben's/Katherine's home are in different styles/colours to Ben's World. Key buildings are added to the town such as the Courthouse and the flash new supermarket (as opposed to the 1950's vintage Co-op of Ben's World).

Hippie World

In so-called Hippie World, half the shops are boarded up. There is rubbish on the streets and most things are broken and the 'hippies' too indolent to be bothered fixing it. There is the feeling that the town is smaller and a long way off the mainstream of life than the other worlds. The supermarkets from the other worlds have been replaced by a small organic fruit and veggie shop and the school is 30 years old and has definitely seen better days. In this community almost everyone is laid back to the point of being asleep. The 'local' Francis is the obvious exception.

Techno World

In Techno World is where the capitalists / technocrats are alive and well and living in the townhouses and apartments that now line the concreted and pathwayed banks of the river. The design-for-living interiors, park benches and people are big on the silver/black look. The hairstyles are, well, "different". This is a much bigger Werrinup, in fact it is an upmarket suburb in a larger city with a population of over 1 million. The forest and agricultural industries have been replaced by electronics and computer processing in the New Economy. The bridge across the river is high tech and for pedestrians only. We reach Techno World in episode 5 and the

characters of Una and Dué are introduced in episode 6.

Forest World

In this world people believe in applied technology. The result is a harmonious approach to the environment and a community built on towers above the forest floor so as to minimise human impact on the forest eco system. The people tend to live by their senses and instincts, and are more tuned to the natural rhythms of the world. Clothes are simple and practical. They have steel, aluminium, computers etc - but they choose to use and own less than other worlds. The village is located a bit away from the river along a well-used track through the hardwood forest and over a large bridge that arcs over the forest floor. Ben 'discovers' Forest World in episode 8 and he and Katherine take refuge here after the dramatic events of episode 13.

Series Produced by Paul D. Barron .. Producer.

Posie Graeme-Evans .. Executive producer, Theresa Plummer-Andrews .. Executive producer.

Series Film Editing by David C. Jones & Edward McQueen-Mason.

Series Casting by Annie Murtagh-Monks.

Series Art Direction by Anne Liedel.

Series Costume Design by Lisa Galea.

Series Makeup Department - K.T. Crocker .. Hair stylist / makeup artist, Tisa Inglis .. Makeup artist, Ashley Reynolds .. Hair stylist.

Series Production Management - Mark Balinski .. Unit manager , Bryan McQueen-Mason .. Post-production supervisor, Edward McQueen-Mason .. Post-production supervisor.

Series Second Unit Director or Assistant Director - Sean Barnacle .. Second assistant director, Edward McQueen-Mason .. Second unit director ,
Jemma Tyley .. Second assistant director, Clinton White .. First assistant director.

Series Art Department - Jasmine Danks .. Art department assistant (26 episodes, 2004)

Aleksia Barron .. Art department assistant, Dave Boardman .. Construction manager , John Boardman .. Carpenter , Adam Derums .. Model maker , Raquel Horwood .. Art department runner , Sue Italiano .. Art department coordinator, Philippe Signer .. Set dresser , Brian Weller .. Carpenter.

Series Sound Department - Georgina Hanley .. Boom operator (26 episodes, 2004)

Nigel Croydon .. Foley recordist, Grant Dawson .. Sound effects editor, Glen Dillon .. Sound recordist, Dan Giles .. Boom operator , Stefan Kluka .. Foley walker, Justin Lloyd .. Dialogue editor, Steve Witherow .. Sound mixer.

Series Visual Effects by Simon Clarke .. Animation director (26 episodes, 2004)

Anto Bond .. Senior visual effects artist: GuavaVFX , Mark Chataway .. Visual effects , Marty Pepper .. Flame artist: Oasis Post Australia.

Series Stunts - Peter West .. Stunt coordinator.

Series Camera and Electrical Department - Gavin Cole .. Best boy , Rusty Geller .. Camera operator / steadicam operator , Timothy Goodacre .. Camera attachment, Richard Kickbush .. Focus puller , Richard Malins .. Camera operator: second unit, Matthew McCabe .. Grip, Perry Sandow .. Gaffer , Ragnar Underwood .. Key grip , Clinton Williams .. Focus puller.

Series Casting Department - Elisa Ghisalberty .. Casting assistant.

Series Costume and Wardrobe Department - Celeste Franklin .. Stand-by costumer , Sarah Jameson .. Costume assistant , Josephine Webster .. Costume coordinator.

Series Editorial Department - Bryan McQueen-Mason .. Assistant editor & Jade Robinson .. On-line editor.

Series Other crew - Kate Dick .. Production runner , Vivienne Fallon .. Production accountant , Nat Hudson .. Production runner, Michael Joshua .. Script editor , David Lightfoot .. Production runner, Anne Masterton .. Assistant to producer , Holly Matusiak .. Production secretary , Reezzy Miller .. Post-production scripts, Annie Murtagh-Monks .. Acting coach, Chris O'Connell .. Continuity, Annie Parnell .. Production coordinator, Phil Rogerson .. Unit assistant, Justine Smith .. Script assistant, Michael Strelan .. Title designer, Renée Webster .. Location manager.

WR. Ron Elliott , Everett De Roche, Piers Hobson , Annie Beach , Annie Fox , Victor Gentile , Meg Mappin , Coral Drouyn , Ron Elliot.

DIR. Mark Defriest , Steve Peddie , Andrew Lewis

EPISODES: 26 **YEAR MADE:** 2004 **COUNTRY:** AUS **SEASONS:** 1

AUSTRALIAN CHILDREN'S TELEVISION FOUNDATION \ GREAT WEST ENTERTAINMENT \ JONATHAN M. SHIFF PRODUCTIONS

CREATOR:

TYPE OF SHOW: ALTERNATIVE WORLDS **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 06/08/2004 **AIR DATE OF LAST EPISODE** 10/09/2004

SEASON DATE BREAKDOWN:

FILMS:

Betti CAROLINE BRAZIER, Katherine Raddic GILLIAN ALEXY, Mrs. Olive Dunkley NICOLA BARTLETT, Mrs. Irma Dawes FAITH CLAYTON, Mr. Short FRANK JOHNSON, Ben Johnson JOSH MARSHALL-CLARKE, Judge Blackburn BILL MCLUSKEY, Sergeant Rick Garcia GEOFF MIETHE, Julia Dreamboat JESSICA TURKINGTON, Spy Kid KRISTIAN BARRON, Mrs. Short VIVENNE GLANCE, Due GENEVIEVE MCCARTHY, Fortuna REBECCA MCCARTHY, Mr. Bruce RICHARD MELLICK, Francis Short DAVID RICHARDSON, Melinda Bruce FRANCOISE SAS, Stefan Raddic IGOR SAS, Tiffany PARIS ABBOTT, Jeremy Johnson LUKE HEWITT, Otto DAVID NGOOMBUJARRA, Mrs. Bruce JANET PETTIGREW, Martin Dunkley KEZMIR SAS, Mundi LAUREN WILLIAMS.

1 - 1 *ONE BIG HAPPY FAMILY*

14 year-old Ben Johnston is bright, quirky and impulsive. He is bored by life in the small coastal town of Werrinup where the only excitement is when his very organised, ironing-is-a-lost-art-form mother forgets to check his homework. But when he thinks he's on the trail of the Werrinup Thief he stumbles into a mystery as big as the Universe.

Ben thinks he has identified the culprit as his best buddy Francis and, in hot pursuit, he follows Francis through a storm drain. On the other side he finds himself in unfamiliar territory but is distracted by the pursuit of Francis. The Thief gives Ben the slip.

Ben is on the way home (he thinks) when he comes across a beautiful girl, a year or so older. As soon as they're close together, huge purple bugs swoop to attack them. The bugs are about 20 cm long with three-fanged snake heads dragon-fly wings and a mean attitude. But a woman stands waiting. With Ninja-like moves and a kind of laser-shooting wand she zaps the bugs and is gone. Ben is astonished when he recognises that the woman was his mother, Veronica.

Ben finds he's in another Werrinup, similar but different. In his confusion re Francis he does not notice the changes until he reaches his house where Ben finds his bedroom is occupied by the girl he's just seen, Katherine. The impulsive Ben and the sharp, logical Katherine are instantly at odds. And neither can explain why they live in versions of the same house nor why Katherine's long lost mother is Ben's mother, Veronica.

In fact while the two Werrinups look alike in many respects in this second Werrinup "Law and Order" is the message for the day. The streetscape is dominated by "No" signs (as in "No Fishing", "No Walking on the Grass" etc) and the local Mrs Dunkly, a hard-dealing shop owner in Ben's Werrinup, is a haughty, conniving real estate agent in Katherine's world. In short Katherine's Werrinup is a regimented place and Ben soon falls foul of the rules. He is about to be carted off to jail when Francis Thief sneaks him away. After his escape Katherine follows Ben into his world. Their appearance together triggers another purple bug attack and Veronica fends them off, identifying them as 'welkin'.

Ben and Katherine realise they live in parallel worlds and that Francis Thief, a doppelganger of Ben's friend, visits from yet a third world. But how and why is a mystery - and so is their mother. All Veronica will tell them is that thousands of worlds are being destroyed and that they mustn't risk being in the same one at the same time. His mother has some explaining to do but Ben sure isn't bored any more.

Wr Ron Elliott

Dir Mark De Friest

1 - 2 *A RARE FIND*

In Ben's World, Ben learns from Veronica that she's a Guardian - a defender of the worlds in the parallel universes that make up the Parallax. The bugs she fought off are called welkin and the 'wand' she used is her Stave. Jeremy, her partner and Ben's father, doesn't know any of this - and it must remain a secret from him.

In Katherine's World, Katherine has confided to her best friend Melinda that her mother Veronica is alive and living in another Werrinup. Ben, 'borrowing' his mother's Stave to fend off welkin, ventures again into Katherine's World but proves no master of the gadget when welkin again attack him & Katherine. But with timing and courage Ben defeats the welkin and the kids discover that they can be destroyed with water.

Ben stays behind while Katherine goes to Ben's World and demands to know why Veronica abandoned her as a child. Again Veronica ducks the question.

Meanwhile the Raddic home is under threat. Mrs Dunkly (who is a wannabe a real estate mogul in this world), and her aggressive son Martin are threatening Katherine's father, Stefan, with instant foreclosure and demolition. Ben remembers that a period drawing was found back in the house in his world.

While Ben helps Stefan hold the bulldozers at bay Melinda goes through the portal to Ben's World and brings back the picture just in time for Katherine to trade it off and save the house. But when he gets home Veronica is annoyed that he's ventured into Katherine's World again and - worse - that he's taken the Stave and lost it. Neither of them knows that Francis Thief has picked it up.

Wr Ron Elliott

Dir Mark De Friest

1 - 3 *THE ARTFUL DODGET*

'Francis Thief' dropping in on Ben's World, pays out on the local Martin for making fun of Ben. The intruder "borrows" Martin's clothes leaving him naked at the swimming pool. Ben must get the stuff back, especially a valuable MP3 player, or his friend, the local Francis, will get the blame.

Discovering, in the library of Katherine's World, a portal to the 'thief's' world, Ben follows him through and discovers a laid back "Hippie" Werrinup. BEN gets the MP3 back and together the two Francis work a scam, appearing to be in two places once. Martin is discredited: the Local Francis is off the hook.

But, scavenging in Katherine's World, 'Francis Thief' is spotted by that Martin and, fleeing, Francis loses the Stave. Martin, intrigued by the strange object, experiments and finds that it emits destructive blasts and fires missile balls which cause havoc in his mother's real estate office. Veronica secretly accompanies Katherine back to her world in search of the Stave. With Melinda's help and some fast talking they bargain it back from Martin.

Katherine has many more questions for Veronica. Her mother says she had to abandon Katherine and her father. She and Katherine are both Guardians, and, together, their blood/smell attracts the welkin. But Katherine is logical, pedantic AND determined. She cross-examines Veronica: wouldn't the same be true of Veronica and Ben? Why would Ben's world be any safer? Veronica is evasive: it's to do with Katherine and Ben's joint power as Guardians and, make no mistake, there's a war on. She dodges further questions, leaving Katherine unsatisfied and suspicious.

Wr Ron Elliott

Dir Mark De Friest

1 - 4 *ACHEY, BREAKY HEART*

Throughout the Parallax, people have love on their minds. Katherine is scheming to reunite Stefan and Veronica. In Ben's world, his best friend Francis is enamoured with Julia, an exchange student. At the same time, both Ben and Martin are vying for the attentions of the local Melinda.

Ben gets caught in the centre when Katherine visits. She suggests a challenge to Martin: if Ben can organise a 1950s rock'n'roll dance that rocks, Martin has to leave the local Melinda alone. If the dance is

a flop, Ben has to stay away from her. Ben suddenly finds himself in charge of organising a huge dance for the coming Saturday night. His dad Jeremy offers to organise the band, and Veronica gives him a hand setting the hall up. But things move into dangerous territory when Ben realises that Katherine and Melinda are planning to attend. The girls suggest that everyone wear masks, to conceal their identities. Its part of Katherine's plan to convince Stefan to come to a secret dance: they will blindfold him so that he doesn't realise he's been led through a portal into the other Werrinup.

The big night has arrived, with a big problem: the band's vocalist, is AWOL. Francis Thief disappears and returns with the King of Rock'n'Roll, a familiar figure who isn't dead, but has been fishing in Hippie World for the last few years. With such a brilliant singer, the night really takes off and everyone is having a great time. Francis Thief gives his doppelganger a helping hand and the two boys take it in turns to dance with Julia, who can dance all night and is amazed to meet a guy who can "keep up".

Veronica recognises Stefan at the dance and dances with him without revealing her identity. However, emotion finally overcomes her, and she leaves, telling Katherine to take him home. Stefan is left touched and confused, wondering about the mysterious stranger who reminds him so much of his missing wife. Martin is having a ball dancing with the local Melinda, much to Ben's chagrin. Katherine's Melinda decides to intervene and makes sure that Martin says all the wrong things. The local Melinda and Ben finally share the dance he's been waiting for all night.

Wr Ron Elliott

Dir Mark De Friest

1 - 5 *LOST IN PARADISE*

In Katherine's world, Melinda is tired of rules, regulations and the lack of milkshakes. Katherine tells her not to go visiting other worlds, but Melinda defies her and heads to the portal to Ben's World. She is the first to notice a six-pointed symbol near the entrance to the drain. Once there, she is mistaken for the local Melinda by Martin and the local version of her father. Realising that she is in danger of getting caught out, she runs away when they stop at Mrs Dawes's farm. Hiding in the chook shed Melinda accidentally stumbles through a new portal.

Melinda finds herself in a rubbish dump, but unlike the dumps she's used to, this one is filled with near-new electronic gear. Furthermore, Mrs Dawes's missing chook, Florence, is there as well, happily pecking around. However, Melinda can't find the symbol here, and robotic bulldozers keep moving the rubbish around, making it impossible to find the spot she came from.

Worried about Melinda, Katherine enlists the help of Francis Thief and Ben to find her friend. After Ben also disappears Katherine and Francis realise that each world has two portals, like a front and back door, and that at least one of the doors is to be found close to each world's Mrs Dawes. They head to the chook shed, find the portal marked by the six-sided Parallax symbol, and go searching for Melinda.

They find Melinda and Ben, but the bulldozers keep shifting the rubbish, and none of them can work out where the portal is. To make matters worse, the Welkin arrive. They manage to fend them off, but Ben is bitten in the process. Some new creatures appear on the scene - large, scary, purple scorpion-like things. Luckily, Florence the Chook finds the portal, and the kids run through in time. But not before Francis Thief notices how much loot is lying around for the taking.

Wr Ron Elliott

Dir Mark De Friest

1 - 6 *ONE MAN'S RUBBISH*

Francis Thief is quite taken with the hi-tech rubbish dump, and has been taking from it too. He's been pilfering loads of loot, and is keeping it in Ben's world, to avoid having to "share" it in Hippie World. Ben is worried that Veronica is getting wise, and decides to hide the goods in Katherine's world. Unimpressed, Katherine sends it back, leading to much to-and-fro-ing. Katherine is preparing to take the goods back to Ben's world one more time when the local Martin appears, thrilled to have caught Katherine in possession of goods that are illegal in their town. Veronica appears and saves the day, claiming the goods as her own, and thereby legal as she is just a "tourist".

Francis Thief is exploring the rubbish dump when he sees the source of the rubbish - a spectacular, ultra-modern city full of people carrying the latest hi-tech gadgets. One in particular catches his eye: Una, a sassy girl with heaps of attitude who is constantly flanked by her cheeky little sister, Due. Unfortunately, Una's boyfriend is the local Martin. Una can't help being interested in Francis though, and they are hanging out together when a furious Martin arrives. He challenges Francis. Martin wins, but neither Francis nor Una could care less. Except for his clothes Francis looks exactly like Francis Short from her own world, but Una knows instinctively that he is stranger from somewhere else. A sinister Spy Kid is watching in the background, unnoticed by the other kids.

Veronica and Katherine go to the rubbish dump to return the loot. Katherine takes the blame for the unauthorised trips through the Parallax, covering for Francis Thief. Veronica doesn't believe her story, but Katherine won't come clean and forces Veronica to back off.

Wr Annie Fox

Dir Andrew Lewis

1 - 7 *ARTES VERITAS*

Katherine and Stefan are in trouble. The local Dunklys are out to repossess their home and, while Stefan is convinced that his upcoming art exhibition will solve their financial troubles, Katherine is worried. She is too proud to ask for Veronica or Ben for help, so Melinda secretly goes instead. Ben is happy to help and they form a plan, but on the way through the portal, he accidentally presses two points on the portal sign, and finds himself somewhere totally new: Forest World.

Forest World is an amazing place full of old-growth trees, round modern huts in the forest canopy, steel paths high above the ground and, unfortunately, heaps of giant purple scorpions called Krellicks. Ben is on the run from them when he is helped to safety by Mundi, a red-haired Forester girl. To get back to the portal without getting attacked by Krellicks, she helps him construct stilts. It's a good plan, but unfortunately the Krellicks snap at the stilts with their claws, and Ben is forced to take refuge in a tree. He works out that he can get back home by pressing the points on the portal in the reverse order that he pressed them before but, on the way to the portal, he is scratched by a Krellick. His instincts are correct, however, and he gets home.

Veronica comes to Stefan's art exhibition in disguise and passes herself off as a famous American art dealer, convincing the rest of the crowd that the paintings will become very valuable in the future. She buys a piece herself, and the paintings then sell so fast that the exhibition nearly becomes a riot. Katherine doesn't see Veronica at the exhibition, but realises she must have been there, and is torn between annoyance and gratitude.

Wr Victor Gentile

Dir Mark De Friest

1 - 8 *THE BATTLE OF MUNDI'S WORLD*

Ben's Krellick scratch means that he is bedridden for a week, and he's not happy about it. He was to be a major participant in the school's beach sports carnival.

Katherine visits to grudgingly thank Veronica for turning the art exhibition into a success, and is dismayed to see how sick Ben is. When Veronica announces that there is an antidote (boiled Krellick sting) but that she is too busy to get it, Katherine decides to get it herself.

Meanwhile, Francis Thief - now calling himself Francis Zapmeister - has also agreed to get Ben the antidote in exchange for the directions to Forest World. As part of his attempts to impress Una, he agrees to show her and Due the Parallax. They visit Katherine's world, where Melinda learns about Ben's illness. When Francis, Una and Due leave for Forest World, she follows to make sure they get the antidote.

Francis Zapmeister, Una, Due and Melinda meet Mundi, who tells them that Krellicks can be killed by squirting them with water. Thinking quickly, Francis gets some water pistols, and they take on the Krellicks on the forest floor. The battle is going well until the water runs out and the Krellicks bring in reinforcements.

Katherine arrives, having managed to cut off a Krellick's tail, but she is quickly surrounded by angry Krellicks. Francis runs back for more water. Luckily, Veronica arrives and uses the Stave to fight off the Krellicks, winning the battle. However, she isn't impressed to find Una, Due, Katherine and Melinda running through the Parallax - and she doesn't even know about Francis Zapmeister! She returns home to give Ben the antidote, who is fighting fit in no time.

Meanwhile, Francis has scored mega points with Una and Due, who are very excited about the adventures the Parallax has to offer.

Wr Piers Hobson

Dir Andrew Lewis

1 - 9 *THE BIG SLEEP-OVER*

Veronica sets Ben and Katherine individual quests as an initiation before they can begin training as Guardians. Ben is sent to Desert World, a lifeless place of sand and stone. He marks the portal from which he emerges with rocks, but in doing so, does not realise that the rocks were actually markers for the

Parallax symbol. Strolling gung-ho through the landscape, he exhausts his rations and comes across an astonishing sight - a purple ocean. Tired and hungry, he realises he is lost in the middle of nowhere.

Katherine is sent to Forest World. Sceptical about the notion of a quest, she is surprised when she finds that there is little going on in Forest World except for a party at Mundi's hut. Katherine doesn't think much of the festivities, dismissing singing and dancing as useless activities of little practical value. However, Mundi eventually convinces her to dance, and Katherine realises there are other parts to life that bring pleasure and benefits in less measurable means.

Back in Katherine's world, Melinda has given herself a makeover and goes to Ben's world. However, the only boy who notices is the local Martin, who won't leave her alone, and Melinda spends an awful night trying to avoid him.

Ben, meanwhile, is lost, hot, hungry and angry at his mother for dumping him in this dead-end world. However, his survival instincts kick in. He eats the meat of a dead Krellick and uses the shadows of the pinnacles as markers to find his way back to the portal and out of Desert World.

At the drain portal in Ben's world, Katherine and Ben meet up and see a bedraggled Melinda heading home to Katherine's world. Ben and Katherine go to see Veronica, who explains that Ben's quest was to teach him to think problems through before acting and not to take things for granted, whereas Katherine's was to teach her to supplement logic and reason with emotions and instinct.

Wr Everett De Roche

Dir Andrew Lewis

1 - 10 *THE MARTIN CRIMES*

A storm is brewing in every world of the Parallax and it seems to bring out the worst in the Martins. In Ben's world, Martin pushes Ben into the surf, even though he knows Ben is terrified of water. Katherine's Martin dumps Stefan's paintings in the mud in another attempt to ruin the Raddic family. In Hippie World, Martin ruins Mrs Short's tie-dyed T-shirts when he steals the tarpaulin that was protecting them from the rain. And in Techno World, Due, who is terrified of storms, is cornered by a jealous Martin, who won't let her go home unless she tells him where Una is and then leaves her alone and frightened as the storm breaks over her.

Enough is enough. The kids are sick and tired of the Martins' bullying and they decide the time for revenge has come. Ben tries to entice his Francis to join in, but Francis isn't having any of it, telling Ben that he hates running into the self-proclaimed Francis Zapmeister. "It's like looking at myself in a mirror, only it talks back." Which gives Ben an idea...

The Martins are lured through the Parallax to Forest World. Ben offers to fight his Martin by the drain and sneakily leads him through the portal. Melinda sings and dances her way through the Parallax, with her Martin hot on her heels hoping to make a citizen's arrest. Francis Zapmeister throws a bucket of water over Hippie Martin, who is only too keen to chase after him. Una and Due, however, don't need to resort to anything of the kind. They simply walk through their portal, with Techno World's Martin jealously following them at what he thinks is a discreet distance.

Once they're through the portal, the Martins are enticed into Mundi's hut - together. The four Martins know nothing about the Parallax, and are completely terrified to find themselves facing themselves in quadruplicate. The kids let them out and take them home, telling them they'd been in a very strange hall of mirrors. With no other explanation available, the Martins reluctantly accept the story, but remain suspicious.

Wr Annie Fox

Dir Steve Peddie

1 - 11 *THE WORLD ACCORDING TO BETTI*

Techno World is buzzing with the news that the Tangerine Alpha Man, a DJ hologram, is playing at a gig. Una wants Francis Zapmeister to come. Due suggests that he dress in the local Francis's discarded clothes to blend in with the crowd.

The Tangerine Alpha Man isn't the only visitor to Techno World today. A mysterious woman dressed in black shows up in a luxury cruiser and is met by the Spy Boy. Spy Boy then hooks up with Francis Zapmeister. Spy Boy takes Francis to meet the mystery woman (Betti). Betti looks almost exactly like Veronica, but Francis, who has never met Veronica, doesn't realise this. Betti offers him a Gemini7 - a prototype video camera - and asks him to film his travels throughout the Parallax so that she can share in the excitement.

Ben has his own problems with his own Francis, the surfer. Francis's date from the dance in episode 4, Julia, is back in town, and Francis begs Ben to lure her to the beach so he can impress her with his skill on the waves. The sea, however, is flat as a proverbial pancake, and Ben is stuck stalling Julia until his friend can catch a wave.

Katherine isn't having the best day either. Veronica is waiting for her on the bush track to give her an heirloom necklace that belonged to Katherine's grandmother. Katherine refuses to accept the gift but Veronica leaves it there anyway. When Katherine comes to Ben's world to return the necklace she finds a beautiful pink album in Veronica's pottery shed. Looking inside she finds mementos and photos and Katherine realises her mother has been watching over her all along. She puts on the necklace, finds Veronica in the kitchen and mother and daughter finally hug each other.

Back in Techno World, Betti tells Francis that she thinks that by removing certain people from certain worlds, a process she calls "blandishing", the Parallax can be a better place. "The problem is the Aberrants," she says, referring to the 8.7% of the population who cause conflict and dissent. The rest of the population live longer, happier and wealthier when the Aberrants have been removed. Betti reveals that she can change the water so that Aberrants who drink the water simply turn into vapour and disappear.

Spooked, Francis Zapmeister returns to the outdoor café and orders a drink while he works out how to get out of his date with Una. He hides when he sees Techno World's Francis approaching, dressed identically to him. Then Betti arrives at the café. Mistaking the local Francis for the boy she talked to earlier, Betti apologises for her previous indiscretions and tells him to enjoy his drink. The local Francis obviously takes a sip, turns into purple water vapour and disappears. Betti, smiling, leaves as a horrified Francis Zapmeister realises "That was meant for me."

Wr Lynn Bayonas

Dir Andrew Lewis

1 - 12 *THE CURSE OF THE INCREDIBLY BAD NEWS*

Francis Zapmeister is in Ben's bedroom, telling him about Betti when Veronica enters. This Francis has never seen Veronica's face before, and he mistakes her for Betti. Terrified, he runs away. Veronica and Ben catch up with him by the drain. Ben explains that Veronica is his mother, and Veronica asks Francis where he last saw Betti. When he tells her it was in Techno World, Veronica is clearly shocked. Betti is so close. She tells the boys that Betti is her twin sister, and orders Francis to go back to his own world and stay there.

Veronica and Ben return to the Countrye Inne, where Veronica starts making rushed preparations to go into hiding. Ben doesn't want to go, and asks Jeremy to back him up. More bad news: Jeremy and Veronica admit that Stefan is actually Ben's biological father. Angry and hurt, Ben runs out. Veronica is left to explain to Jeremy that she is also Katherine's mother, that she and her children are Guardians of the Parallax and that her sister is hunting them down, trying to destroy them. Jeremy is upset and bewildered, but tells her he accepts that she and Ben have to leave. Ben goes to Katherine's world and breaks the news to Stefan about the Parallax, telling him that Veronica is alive but has been hiding for all these years, and that Stefan is Ben's real father.

In the mean time Francis Zapmeister has returned home to Hippie World and is busy turning his home into a fortress. However, you don't stand a girl like Una up without explaining yourself, and she tracks him down. Francis tells Una about Betti and how she blandished the other Francis. They find Due laughing with the Hippie World locals on the sand. Francis and Una watch, wondering just how much longer they'll be safe in the Parallax.

Veronica finds Katherine and takes her to Forest World, telling her that the Welkin and Krellicks are part of Betti's army. The Welkin identify Guardians by tasting their DNA when they bite, and that the Krellicks are sent to destroy Guardians wherever they are found. Katherine realises that Veronica must have just gotten pregnant with Ben when she left, as the combined presence of three Guardians was attracting the Welkins' - and Betti's - attention. They go to the hut that used to belong to the long departed Guardian of Forest World. Veronica explains that apparently the hut is a sanctuary for Guardians, as the Welkin and Krellicks can't sense Katherine, Ben or Veronica when they are there.

Veronica returns to Katherine's Werrinup to find Ben. She finds him near the rock crevice portal with Stefan and asks him to come, but he refuses to go with her. Welkin start coming, and Veronica can only fend them off for so long. In the end, she is forced to leave without Ben but pleads with him and Stefan to follow her to Forest World.

Wr Ron Elliott

Dir Mark De Friest

1 - 13 *DECOY*

Stefan convinces Ben that they should follow Veronica to Forest World. Ben finally agrees, and takes Stefan on a tour throughout the Parallax. Stefan is fascinated by the world-hopping, and is particularly taken with Forest World. They arrive at the Guardian's Hut, where everyone is relieved to see everyone else, except for Ben, who can't shake his frosty attitude to Veronica. She tries to explain her actions, but Ben refuses to listen. Even a reality check from Mundi doesn't change his attitude.

During the night, when everyone else is asleep, Veronica leaves the hut and goes to Techno World, where she allows herself to be bitten by a Welkin.

Meanwhile, Betti is hunting for the new Guardian, whose identity she doesn't know. She visits Hippy World, where she is spotted by Francis Zapmeister, who overcomes his fear of the Parallax to go and warn the others. Then she visits Katherine's World, where Melinda comes up with a clever cover story that sends Betti off in the wrong direction. In Ben's Werrinup, the local Francis goes to warn Jeremy that Betti will be coming. Betti does indeed arrive, and seems to believe Jeremy when he says Veronica has left him and that they have no children. As Betti is leaving, a swarm of Welkin appear, including one that is bright red, having bitten a Guardian.

In Forest World, Ben and Katherine are desperate to go and find their mother, but Stefan is adamant that it is too risky to leave the hut and that they must trust Veronica's judgement. Katherine manages to give him the slip, though, and meets up with Melinda, Jeremy and Ben's surfie friend Francis. When she hears about the red Welkin, Katherine realises that Veronica has set herself up as a decoy in Techno World. Ben has come to the same conclusion, and convinces Stefan to come to Techno World to find Veronica.

Ben and Stefan arrive in Techno World at the same time as Katherine, just in time to witness Betti leading Veronica towards her cruiser. Betti raises her Stave, which emits a blinding purple flash. By the time it clears, all that Katherine can see is Betti, alone, on her boat. Veronica has disappeared.

Wr Piers Hobson

Dir Steve Peddie

1 - 14 *TOO MANY CHIEFS*

Ben goes back to his own world and tells Jeremy about Veronica's disappearance. Jeremy encourages him not to give up and Ben leaves with fresh determination to solve the mystery. Unknown to him, however, he is being followed by the air headed local Tiffany, who stumbles through the portal after him and finds herself in Forest World. Ben returns to the Guardian's hut, where Katherine and Mundi have been studying the Stave. Ben thinks they are wasting their time and leaves, but the girls' perseverance pays off when Katherine succeeds in zapping a pesky Welkin.

Ben visits Hippy World to ask Francis to help him find Veronica. Still scared of Betti, Francis refuses to go world-hopping, but does tip Ben off about Spy Boy, who he says is Betti's henchman. Techno World's Una has also come to see Francis, and comes up with a way he can make himself useful without leaving his own world. They buy some Gemini7 units in Techno World and have them modified so that they operate on a network, nicknamed Franciscam. The Gemini7s are distributed to Francis Zapmeister, the Francis in Ben's world, the Francis in Forest World and Una, with everyone instructed to keep an eye out for Betti and use the Franciscam network to keep everyone updated.

Ben goes to Techno World to find Spy Boy. With some help from Due, Ben finds and follows Spy Boy. Spy Boy has plans of his own: he leads Ben into the rubbish dump and traps him in an abandoned limousine. Ben realises he is in serious trouble when he sees robot bulldozers advancing on the car.

Thanks to the Franciscam, Katherine finds out about Ben's travels. She arrives just in time to use the Stave to deactivate the limousine's locking mechanism. Ben escapes from the car just seconds before it is crushed. Katherine uses the Stave to obliterate some prowling Welkin and they escape back to Forest World.

Back at the Guardian's Hut, Katherine and Ben agree to work together in future. However, they receive another nasty surprise when the Tiffany from Ben's world pokes her head in and tells everyone that if they don't let her join the "club", she'll tell everyone in the world about the secret forest through the drain!

Wr Everett De Roche

Dir Steve Peddie

1 - 15 *EX-BEN*

The Tiffany from Ben's world has stumbled into Forest World, and the kids have to come up with a cover

story. Katherine's idea of a cover story is to tell Tiffany the truth. Tiffany, of course, thinks that the idea of parallel universes is total nonsense, so Ben tells her that the forest is a secret laboratory for scientists looking for dinosaur bones, which Tiffany believes ("I saw a movie about that once!").

Betti is convinced that Veronica has a son - she knows it was a male Guardian that the welkin bit earlier. She disguises herself as Veronica and goes to Ben's world and at first fools Jeremy into thinking Veronica has returned. The local Francis, however, realises the deception, and Jeremy agrees to keep Betti distracted while Francis, Una and Katherine's Melinda hide any sign in the house that a young boy has lived in the house.

Meanwhile, Betti's boat is left empty in Techno World, and Katherine takes advantage of the opportunity to search it. She finds no sign on her mother, but accidentally drops her handkerchief. Due tells her that Betti is in Ben's world pretending to be Veronica, and Katherine, furious, goes to confront her. When she gets there, "Veronica's" eyes flash purple, exposing her as Betti. Betti, however, points out that without her to provide Veronica with food and water, Veronica will die. Katherine notices that Betti has her Stave with her, and realises they have no choice but to let her go. As Betti is leaving the house, the local Mrs Dawes shows up, helping perpetrate the lie that Veronica had no children but leaving everyone wondering just how much this batty lady knows.

In Forest World, Ben finds a hand-painted egg, which Mundi tells him is the work of the local Mrs Dawes. Ben realises that where there is Mrs Dawes, there is a portal, and Ben and Mundi spot the sign on an outcrop of rocks near Mrs Dawes's hut. When they go to have a look, and Ben notices mounds of odd-looking spherical eggs, which are quickly revealed to belong to some very angry mother Krellicks. Running away from the Krellick nest, Ben finds a Stave lying on the ground, which they believe must have belonged to the previous owner of the hut.

Wr Annie Beach

Dir Steve Peddie

1 - 16 *DAD MEETS DAD*

Ben decides group action is called for and proposes that Jeremy, Stefan and the Melinda from Katherine's world to come to the Guardian's Hut so that an action plan can be formed to take on Betti. However, when Jeremy and Stefan meet, the tension in the air is so thick you could cut it with a knife. Ben and Katherine fighting over who should be the leader doesn't help matters, especially with the dads taking sides. In the end, Stefan decides that as an adult, he is going to do something constructive, and Jeremy, not to be outdone, insists on accompanying him. They decide to go to Techno World, where Veronica was last sighted, and an exasperated Katherine sends Melinda to keep the bickering "children" under control.

Ben, Katherine and Mundi remain at the hut, experimenting with Ben's Stave. Ben tries a new combination of buttons, and suddenly they hear voices. The Stave can act as an intercom. They can hear Betti and Veronica talking! The kids are thrilled to have proof that Veronica is alive, and take note when Betti mentions that they are on an island. Veronica sees the red light glimmering on her sister's Stave, and realises the kids may be listening. She stages a conversation with Betti in which she says that her pots are the centre of her universe - a cryptic clue.

Una and Due from Techno World go to visit Francis Zapmeister in Hippie World. The visit doesn't go well, however, with Una catching Francis sharing an ice-cream with the local version of herself. Things get messy - literally - and Francis heads back to Techno World to apologise. However, Techno World's Martin sees him and advises Enforcement Officer Garcia that Francis Short has turned up. Garcia goes to arrest Francis Short for staging his own disappearance. Jeremy, Stefan and Melinda see what's happening, and the dads finally co-operate, backing Policeman Garcia into the river. Una does the same to Martin, to her satisfaction.

Wr Victor Gentile

Dir Mark DeFriest

1 - 17 *THE KRELLICK WAR*

In Ben's world, Katherine, Melinda and the dads are studying Veronica's pots. They believe the pots are a key to the mysteries of the Parallax, but are having trouble deciphering their meaning.

Betti realises someone has been using the Staves to eavesdrop on her. Suspecting that the elusive male Guardian may be listening, she stages a conversation with Veronica in which she announces her plans to send the Krellicks into Techno World. Ben and Mundi hear the threat and rush to rally the troops - and an idiosyncratic array of water pistols.

The whole gang arrives to battle the Krellicks - even Francis Zapmeister, who is dressed in drag to avoid

raising suspicion. Ben appeals to the local Mr Short, who is in charge of the city infrastructures, for help, telling him he knows what happened to his son (the local Francis, who was blandished in episode 11).

The Krellicks march on Techno World. The townspeople flee in terror, and the gang are forced to retreat to the park. They are very exposed and very worried as the Krellicks arrive from all directions. When the Krellicks swarm on the lawn Mr Short turns on the park's water sprinklers, annihilating the Krellicks. The victory is short-lived, however, when a large flock of Welkin attack. The gang try to keep them at bay, but one manages to bite Ben and fly away.

Meanwhile, Betti and Spy Boy are at the reservoir, where Spy Boy empties a vial into the town's water supply. With a blast from her Stave, Betti turns the water purple. The now-red Welkin arrives, much to her delight, confirming with its change of colour that the Welkin has found the missing Guardian.

The gang are ready to go home when Katherine points out that if Betti could blandish a world by changing the water supply, then why bother with the Krellicks? Its a trap. Suddenly a giant black Welkin, large enough to swallow a person whole, shows up. Katherine realises the Welkin is here to have Ben for lunch, so she forces him to strip off his clothes and give her the Stave. She throws the whole lot into the Welkin's mouth, where is has the intended effect: the Welkin absorbs Ben's DNA, thinks it has eaten the Guardian and flies away.

Back at Betti's beach house, the Welkin regurgitates a few clothing remains and a Stave. Betti is convinced that the last male Guardian is dead. Veronica, however, is as horrified as her sister is delighted.

Wr Sue-Ellen Block

Dir Mark De Friest

1 - 18 *THE RELUCTANT GUARDIAN*

Ben and Katherine realise that the lost Guardian of Forest World must have been very powerful to have turned the hut into a sanctuary, and they decide to find him to see if he will help them find Veronica. They decide to find out what lies through the portal Ben saw in the Krellick nest.

Using the Stave, they fight their way through the Krellicks and venture into the portal. On the other side, they find themselves in a river, and see a man (Otto) fishing on the bank. He is reluctant to admit it, but they finally manage to convince him to admit that he is the lost Guardian of Forest World. Otto doesn't want to know about the Parallax, but Ben persuades him to help them. At the Krellick nest, Otto uses the Stave to send Krellicks flying, left, right and centre. Ben and Katherine can't help but be impressed.

Back home in his hut in Forest World Otto looks with odd satisfaction at his light fittings. Katherine, however, is more concerned with the Stave and eavesdropping on Betti. When she hears Betti taunting and threatening Veronica, Katherine loses control. She speaks into the Stave, announcing that she is Veronica's daughter and that she is coming for Betti. Otto and Ben are appalled, but Katherine points out that Betti will now keep Veronica alive as bait.

The trio head to Ben's world to see if Otto can help with the mystery of Veronica's pots. Stefan has sketched a schematic of how they are arranged, and when Otto sees it, he announces that it is a map of the Parallax which shows the way to the Reading Room. The Reading Room? Before he can elaborate, Martin shows up and Ben smuggles Otto upstairs where Otto sees Spy Boy watching him in the bushes. Ben leaves Otto for a moment and when he returns all that's left is Otto's Stave and a note. Their best hope for finding Veronica has vanished.

Wr Meg Mappin

Dir Mark De Friest

1 - 19 *SEEK AND YOU SHALL FIND*

Ben and Katherine form a plan. Since Betti is on the prowl for Katherine and thinks Ben is dead, Ben will go looking for Otto and Katherine will remain in the Guardian's hut and monitor the Stave. Francis Zapmeister also has a mission - to interrogate the various Mrs Daweses about the Reading Room.

In Techno World, things have changed. A town meeting is being held, led by Mrs Dunkly and Enforcement Officer Garcia, extolling the virtues of the new, more peaceful Werrinup. A few voices ask why so many citizens have disappeared, but nobody really cares to listen. Moving through the crowd at the meeting is Otto, who is being stalked by Spy Boy. Una spreads the word via the Franciscam and Ben arrives shortly after. He loses sight of Otto when the townspeople recognise him as the hero who conquered the Krellicks and drag him up on stage. Ben eventually manages to track Otto down, where Otto explains that he'd seen Spy Boy outside Ben's house and decided to lead him away' He came to the blandished Techno World figuring Betti wouldn't look for him here. Before Ben can ask about the Reading Room, Otto heads off, leaving Ben with a cryptic clue about where they can meet later.

Betti contacts Katherine, eager to get her niece onside. Betti outlines her plans for creating peaceful, harmonious worlds, and for a moment Katherine believes that Betti may have a logical plan and that her ideas may have some merit. Melinda quickly points out that Betti's ideas would lead to the death of individuality in the Parallax and Katherine denies she faltered. When Betti calls again Katherine demands to talk to Veronica. Katherine choosing her words carefully, manages to convey to her mother that Ben is alive and that they are working on the message in her pots. Fortunately, Betti doesn't realise what has been said.

Ben solves Otto's riddle, which leads him to the top floor of a skyscraper. The janitor of the skyscraper is the local Mrs Dawes, which suggests there is a portal close by. Ben meets up with Otto, but Spy Boy has followed him. They overcome him with the aid of a plate full of scrambled eggs and force him to surrender. To get this threat out of the way Otto announces that he'll be escorting him to a far corner of the Parallax. As they are leaving, Ben asks Otto about the Reading Room. At the same moment, Francis finds out the answer from Katherine's Mrs Dawes...

The Reading Room is the font of all knowledge to the Parallax since time began.

Wr Coral Drouyn

Dir Steve Peddie

1 - 20 *SAND WITCH*

Stefan and Jeremy, misinterpreting the hidden mysteries of Veronica's pots, believe they have the answer to the Reading Room and set off through the portal for Forest World. But they get it wrong and find themselves in Desert World. To make matters worse Tiffany has followed them.

The two dads split up to explore the bleak terrain. Stefan comes upon a luxurious tent, standing freakishly in the wilderness and occupied by Betti, who has left Veronica stranded on the island in favour of a bizarre solo vacation. Stefan is cagey with her but Tiffany, who's been tagging along, mistakes her for Veronica and blabs about Ben being her son.

Katherine and Ben, alerted to the dads' misguided expedition, follow them through to Desert World. Ben, finding Jeremy lost and despondent by the purple ocean, gives his adopted dad both advice and directions.

Betti, eager for more information, is holding Stefan and Tiffany when Katherine finds them. Seeing a Stave in her hand Betti recognises her as the young female Guardian - Veronica's daughter. As each have a Stave it is a stand-off until Tiffany throws sand in Betti's face, giving everyone time for a getaway. Katherine, Tiffany, Stefan and Jeremy make it through the portal. Betti arrives too late to stop them or discover which world they came from. But now she knows Katherine's name and Ben's identity and that Stefan is Katherine's father. Her net is closing in on the kids.

The Martin of Katherine's World, discovering the connecting portal, meets the Martin of Ben's World. Realising they're versions of the same person, these two schemers put one and one together and start guessing at the existence of the Parallax and how they could turn it to their advantage. When our team returns from Desert World the two Martins are waiting for them. Together. And they want answers.

Wr Everett De Roche

Dir Steve Peddie

1 - 21 *MY FAVOURITE MARTIN*

The two Martins, Ben's and Katherine's, confront our heroes with their discovery of different worlds. They want to know everything and be included in the gang from now on. When Katherine and Ben refuse the Martins put pressure on Tiffany, but she proves more a nuisance than a help. While the Martins try to rip off both their worlds Betti has been watching. She approaches Katherine's Martin - the greediest - and, having shown him the riches of Techno World, gets from him the information she most wants - where Katherine lives.

Ben and Katherine return to Forest World and take stock of the situation. They must find the Reading Room - the font of all knowledge of the Parallax, including surely the whereabouts of Veronica. But so far their mother's pots have failed to yield up any clues regarding its actual location. Suddenly Mundi, who's been quietly listening in the Guardian's Hut, prompts them to some lateral thinking. Veronica has been prisoner on an island, right? Which is why Betti whisked her away from Techno World on a boat. Yet both the portals in that world are on dry land. Therefore, Ben realises triumphantly, the island must be off the coast of Techno World itself. That narrows the field.

Locating the only island within range they sail there - a hair-raising trip for the water-dreading Ben. They find the island and the beach house deserted. But they do discover Veronica's wedding ring, proof that

she's been there.

On the beach Ben gets a call from Betti on the Stave. Thinking she's talking to Katherine, her aunt demands a meeting immediately. Or else... And it is clear that Betti has not only found Katherine's World: she is standing in Katherine's bedroom.

Wr Ron Elliott

Dir Steve Peddie

1 - 22 *CHEATS NEVER PROSPER*

Betti demands a meeting with Katherine. Since her Guardian aunt still holds her mother prisoner, and since Betti has found her way to Katherine's own house where Stefan is in imminent danger, Katherine has no choice but to agree.

In Ben's World, after Francis saves Melinda in the surf a junior life-saving club is mooted to prevent more accidents. Francis and the local Martin are both nominated for president and a triathlon is held to decide the winning candidate. The Martin of Katherine's world suggests to his second self that, by doubling in the race, they'd beat Francis hands down. Francis Zapmeister, passing through, overhears the scam and suggests that he and the local Francis play the same game. But our local surf hero refuses to cheat and it looks as though the devious Martins will win the day - except that Tiffany, for all her silliness, doesn't like cheating either. She warns the Martins that, if they do, she'll blow wide open their secret knowledge of the Parallax.

Betti introduces her niece to Garden World, an immaculate parkscape where the residents are in a state of almost happy contentment. This, says Betti, is an example of a fully blandished world. Why even the local Martin is benignly playing the violin - for free! Part of Katherine has to admit that this is not the zombie-like or dictator-controlled society she had expected.

But she soon sees that it comes at a cost nonetheless. Guardians who disagree are 'removed' and even worlds destroyed as happened to Otto's World which is now the wastes of Desert World. Whoever is outside the norm in any world simply disappears. This can even include a Martin. For example the not-so-bad Martin who lives in Mundi's Forest World would go when the world is blandished. As much as the Martins are a pain, Katherine realises that a world without them is bland and that even a Martin deserves to live.

Betti urges Katherine to share her vision for the Parallax and join her. Katherine returns to the Guardian hut with twenty-four hours to think it over. She tells Ben there's no way she'd ever join her deluded aunt. But now Betti will come for her - it's only a matter of time.

Wr Meg Mappin

Dir Steve Peddie

1 - 23 *MARTINMANIA*

Katherine urges Ben to leave Forest World. She knows Betti will track her down sooner or later and figures that Ben is their best chance of finding Veronica. Not only is Betti focussed on finding Katherine but Betti also believes that Ben was eaten by the Mother Welkin and won't be looking for him.

Betti is indeed on the trail, and now she has lackeys. She has recruited the Martins from Ben's world, Katherine's world, Techno World and, most recently, Forest World to be her own personal pursuit team to find Katherine. All the Martins are keen to prove their loyalty, except for Forest World Martin who lies and says that he's never seen Katherine before. Since he rather likes Katherine, he doesn't want to give her away. Betti is suspicious, but loses interest momentarily when Techno World Martin says that Ben returned to his world after the Krellick battle. Betti realises that she's been fooled. She returns to Techno World with its Martin to confirm the story.

While Betti is gone, the other two Martins try to interrogate the Forest World Martin, who they're convinced knows more than he's letting on. Katherine's Martin, snooping through Betti's possessions, finds her Stave. Experimenting with its functions he manages to make a mess of Betti's luxury interior but he doesn't realise that he has also activated the intercom function and Ben and Katherine overhear him reveal that Betti has found out that Ben is alive.

When Betti arrives and sees the state of her house, Ben's Martin and Katherine's Martin place the blame on Forest World Martin. She sends them out to track down Ben and Katherine. Katherine's Martin convinces Forest World Martin to avoid upsetting Betti further by telling what he knows. Forest World Martin is so traumatised that he tells the truth. Katherine's Martin passes it onto Betti who is very pleased: she knows what to do.

In Forest World, Ben notices an unusual hexagonal mark on the rug, and Mundi is reminded that when Otto lived in the hut, a wooden pedestal stood there with a glass object on top. Remembering that the local Mrs Dawes is a great fan of Otto, they pay her a visit and find that she has the pedestal in her hut for "safekeeping". She mentions that Otto used it to hold his "Orb", and Ben manages to sweet-talk her into letting them borrow the pedestal. Back in the hut, they realise that one of Otto's lights, which has never worked, isn't a light at all. It fits exactly on the pedestal. When Ben and Katherine touch it, it starts to glow, and reveals to them the images of a different Werrinup, with just one inhabitant - Otto, running through the streets, clutching the Orb. They then see a purple firestorm obliterate the world, leaving nothing but sand and stone pinnacles. They realise that the Orb is a record of Otto's world, which Betti must have destroyed and turned into Desert World. They are interrupted, however, by Forest World Martin, who bursts in, admitting that he gave them away and urging them to leave. They take the Orb and run for it. Betti walks in moments later, and is most displeased to have been led on another wild goose chase.

Wr Annie Beach

Dir Mark De Friest

1 - 24 *THE READING ROOM*

Ben takes Katherine back to his world, telling her they can hide out in Francis' surf shed. They have Otto's Orb, which makes the shed a sanctuary. Experimenting with the Orb, they realise it only functions when both Ben and Katherine are touching it. This makes sense, since both Ben and Katherine have 50% Guardian blood, so combined they are the same as one full-strength Guardian. However, all they can get the Orb to do is replay the history of Otto's World. Katherine is sure there is more to the Orb than this. Meanwhile, Francis the Surfer is diving down at Madfish Rocks, when he sees something round and shiny underwater. Terrified, he surfaces and runs away.

Katherine's Melinda collects Stefan's sculpture, a 3D representation of the pots. Katherine is convinced that between the Orb and the pots they will work out how to get to the Reading Room. Bringing the sculpture to the surf shed, Melinda spots a hexagonal pattern. This triggers an idea in Katherine, who realises that the worlds of the Parallax may be linked like hexagons in a row, instead of just in a straight line. After all, the portal symbols have six points. They are interrupted by Surfer Francis, who starts to run away as soon as he sees the Orb. He tells them about what he experienced underwater at Madfish Rocks, and Ben and Katherine realise that there could be another Orb there. In order to investigate, both Ben and Katherine will have to touch it, and this means that Ben will have to dive underwater. Summoning all his courage, Ben dives underwater, hand in hand with Katherine.

Veronica is trapped in Betti's serene Garden World, inquiring after the local Mrs Dawes. Nobody seems to know anything about her, and Betti confirms this, telling Veronica that the old woman was made quite redundant in a world where portals are unnecessary.

Ben and Katherine find the sunken Orb, touch it, and are immediately transported to a black void. Towering above them is the huge ring of the Parallax and the lights of each of the worlds. But there are no books, no papers - nothing to read. Ben's Stave has turned gold and they discover that by pointing it at the coloured lights, the corresponding world appears in the symbol, showing images of its past and present. Katherine discovers how to control and 'read' the histories and presents of the worlds by viewing them. They realise that the Orbs both collect information and send it to the Reading Room while acting as a gateway portal that can only be activated by a 'full' Guardian.

Looking through the various worlds, they come across one marked by a mauve light. It is Betti's Garden World and in it they see Veronica. They have found their mother at last.

Ben and Katherine return to Melinda and Francis and start debating how to rescue Veronica. Francis points out that neither Ben nor Katherine can go as they would fall into Betti's trap. When he volunteers to go Ben is amazed - his best friend has never ventured through a portal. In fact, the idea of the Parallax has always freaked him out! But Francis is adamant. If Ben can face his fears, so can he. He'll go into the Parallax and bring back their mum.

Wr Everett De Roche

Dir Mark DeFriest

1 - 25 *CLOWNIN' AROUND*

Francis Surfer is preparing to go to Garden World to rescue Veronica. Ben and Katherine travel to the Reading Room to watch his progress as Melinda leads Francis through the Worlds to the skyscraper portal in Techno World. Francis goes through safely and emerges in Garden World. He starts searching for Veronica.

In the meantime Betti has tracked down the Martin from Katherine's World. He doesn't want anything

more to do with Betti after her anger back in Forest World, but is too terrified of her to refuse. She takes him to Garden World and shows him the portals. One is near a metal grille doorway, the other is through the fork of a tree. Betti is convinced that Ben and Katherine will come through the portals looking for Veronica and intends to capture them. Betti assigns Martin the tree-fork portal and loans him a Stave, telling him to use it to contact her should Ben or Katherine arrive.

Francis finds Veronica but in the Reading Room Ben and Katherine see the danger. With Betti and Martin guarding the portals the kids try and work out how they can get into Garden World. Then their attention is caught by two clowns who are entertaining the picnickers. Katherine recognises the voice of one clown as Otto, their Guardian friend, and is puzzled why he is in Betti's favourite world. Ben presses a button on his Stave and some new lights appear on the Parallax symbol. He realises that there is not one line of worlds, but two - like the two strands of a double helix. And where they meet the worlds might not just a 'front door' and a 'back door', but also a 'side door' - a third portal!

They return to Ben's World and consult the local Mrs Dawes, who refers them to her brother, Henry Dawes, keeper of the Side Doors. Henry shows them the portal but warns them it's a one-way trip. When they find the clowns Otto explains he is hiding in Garden World because, since there are no aberrants left in this world, it's the last place Betti would expect to find him. Ben and Katherine also disguise themselves as clowns and track down Veronica and Francis.

They head for the tree-fork portal and separate Martin from his Stave, escaping through the portal. Before they go, Ben discovers that Otto's sidekick clown is Spy Boy, who is now siding with the heroes. They escape through the portal, leaving Martin to face Betti's wrath once again.

Back in Ben's world, Jeremy rushes out of the Countrye Inne to greet Veronica, and everyone is pleased to be reunited. However, the joy is short-lived when a purple fireball bursts down from the sky. The Countrye Inne explodes, debris flying everywhere. As the smoke clears, the heroes see Veronica lying unconscious on the ground.

Wr Piers Hobson

Dir Mark De Friest

1 - 26 *IT AIN'T OVER*

The unconscious Veronica is taken to the surf shed sanctuary to recover and Ben and Katherine head for the Reading Room intending to sort Betti out once and for all. They call up images of the various worlds searching for her and Ben notices a new one which they nickname Swamp World. Ben accidentally steps into the Parallax symbol and is transported to Swamp World. He finds the world's Orb nearby but can't activate it without Katherine. Appealing to her for help, she comes to Swamp World, and together they touch the Orb and return to the Reading Room. They now have "Ben and Katherine" doors - using the Orbs of the worlds to get to and from the Reading Room.

Betti makes contact on the Stave. Betti doesn't realise that Katherine is in the Reading Room and able to see her in her luxury tent in Desert World. Katherine agrees to be taken to a "secret destination" for a meeting. Katherine asks Ben to come up with a plan to save everything. They both know that the situation is critical.

Katherine is lead by Martin to Betti via a new portal - one that happens to be right in the corner of Betti's tent. Betti receives her niece and offers her proof that they are alike. She presents three glasses of purple liquid and says that if the three of them drink, and Betti and Katherine are alike, Martin will be blanded. If Betti and Martin are the average however, Katherine will disappear. And if they do not drink, they will die of thirst. Martin, terrified, runs from the tent. Katherine refuses to drink the liquid.

Watching all this, Ben realises that they can use Ottos's Orb to trick Betti - it is originally from this world. If they return the Orb to its world, they will be able to use it to escape. Ben returns to the surf shed and assembles the troops, telling them to bring brooms. Ben and Francis enter Desert World through the dune portal and scatter the rocks that formed the portal symbol and trick Betti away from the tent. While Betti is on the wild goose chase the gang move the tent and use the brooms to wipe away their footprints. When Betti returns she believes that she has trapped Ben and Katherine. But the kids find the Orb, hidden as planned under some cushions. They touch it, transporting themselves to the Reading Room. Betti furiously heads for her portal but is stunned when she simply runs into the corner of her tent! She realises the tent has been moved, and is angrier than ever before.

Katherine and Ben are triumphant, until they realise that Katherine's Martin is still trapped in Desert World. Katherine doesn't want him to be left there. They return and manage to get him safely through the dune portal. But as they're about to leave Ben discovers that he has lost his Stave. Betti appears, holding two Staves, Ben's and her own, and the young Guardians realise they are now officially in deep do-do.

Betti demands that the two siblings take her to the Reading Room, as she isn't a potent enough Guardian to get there on her own, or even with one of the two. Katherine agrees, and out some drinks. Betti forbids them to drink it but has a sip herself. And turns into purple vapour and disappears. Katherine explains to Ben that Betti didn't realise that Martin had left Desert World, and therefore didn't realise that out of Ben, Katherine and herself, she (Betti) was actually the aberrant.

The kids return to Ben's world, where Veronica has recovered. Otto and Veronica ask Ben and Katherine to take them to the Reading Room. Once there, Otto and Veronica experiment and Otto suggests that maybe the blandished people aren't really dead, but their DNA is just suspended in the chemistry of the Parallax. The Guardians discover that by using the Stave, they can restore the blandished people to their worlds. But Katherine raises a final point. If everyone who is blandished has come back...

In Desert World, a cloud of purple mist appears, forming a smiling, undefeated and all too familiar figure. Betti.

Wr Ron Elliott

Dir Mark De Friest

PATHFINDERS. . .(inc PATHFINDERS IN SPACE, PATHFINDERS TO MARS, PATHFINDERS TO VENUS)

Initially, the formula was much the same as Target Luna, with Prof. Wedgwood's daring young son Jimmy and his pet hamster Hamlet repeating their rocket ride to the Moon (though this time his brother, sister and dad made the trip, too, and they actually landed there). The later serials widened the field, introducing new characters, new destinations - and even new sets. Designer David Gillespie filled the Teddington studios with foam plastic to create a Martian landscape of lichen and quicksand; while on Pathfinders in Space, Canadian designer Tom Spaulding devised an alien spaceship made entirely of triangles - even down to the light fittings and seats.

Among the new faces were Gerald Flood as science reporter and all-round good guy Conway Henderson, Pamela Barney as Moon Buff Prof. Mary Meadows, George Coulouris as Harcourt Brown, a fanatic convinced that life exists on other worlds, and Graydon Gould (voice of Mike Mercury in Supercar) as American astronaut Capt. Wilson.

A generation of sci-fi fans cut their teeth on adventures such as this trilogy of children's space serials, packaged as part of ITV's Sunday 'Family Hour' in 1960-1. The three stories, Pathfinders in Space, Pathfinders to Mars and Pathfinders to Venus, continued the interplanetary adventures of the space family Wedgwood, launched in the spring of 1960 with TARGET LUNA.

All three sagas were scripted by Malcolm Hulke and Eric Paice with an eye to the possible, if not the probable . . . (Hulke later joined the ranks of the DOCTOR WHO writers, contributing several stories between 1967 and 1974, notably The War Games which first introduced the Time Lords and explained the Doctor's origins, and both men wrote regularly for The Avengers). (NB. These Pathfinders serials should not be confused with an ITV drama series of the Seventies, called Pathfinders, which was about the exploits of a wartime RAF bomber squadron.)

Target Luna was the first to appear in the spring of 1960, with the objective being a manned lunar orbital mission. After a complete cast change the other three serials appeared in the fall as part of the ITV family hour. Approximately a two month gap occurred between the end of one serial and the beginning of the next.

The producer for the series was Sydney Newman, the man who also helped start up the long running SF series DOCTOR WHO, the program advisor was Mary Field. All three episodes were written by Malcolm Hulke and Eric Paice, and the directors were Guy Verney (Season One, Two and Eps 1-5,7 of Season Three) and Reginald Collin (Eps. 6-8 of Season Three). The designers for the series were Tom Splaulding (Eps. 1.1, 1.3-1.7), David Gillespie (Eps. 1.1-1.2, Season Two and Eps. 1-8 of Season Three) and Douglas James (Eps. 3.6-3.8). The special effects for Pathfinders to Venus were created by Derek Freeborn.

WR. Malcolm Hulke, Eric Paice.

DIR. Guy Verney, Reginald Collin (Story 3 Eps. 6-8).

EPISODES: 21 **YEAR MADE:** 1960 **COUNTRY:** GB **SEASONS:** 1

ABC TELEVISION NETWORK PRODUCTIONS

CREATOR: MALCOLM HULKE & ERIC PAICE.

TYPE OF SHOW: SPACE

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 7, (2) 6, (3) 8.

DATE OF PREMIER: 24/04/1960 **AIR DATE OF LAST EPISODE** 23/04/1961

SEASON DATE BREAKDOWN:

FILMS:

Professor Wedgwood PETER WILLIAMS (1) , Geoffrey Wedgwood STEWART GUIDOTTI, Conway Henderson GERALD FLOOD, Prof. Mary Meadows PAMELA BARNEY, John Field ASTOR SKLAIR, Harcourt Brown GEORGE COULOURIS (2-3) , Margaret Henderson HESTER CAMERON (2-3) , Ian Murray HUGH EVANS, Jimmy Wedgwood RICHARD DEAN (1) , Valarie Wedgwood GILLIAN FERGUNSON (1).

RELATED SHOWS:

DOCTOR WHO

TARGET LUNA

1 - 1 *CONVOY TO THE MOON (start of PATHFINDERS IN SPACE) (PART 1 OF 7)*

- 1 - 2 *SPACESHIP FROM NOWHERE (PART 2 OF 7)*
- 1 - 3 *LUNA BRIDGEHEAD (PART 3 OF 7)*
- 1 - 4 *THE MAN IN THE MOON (PART 4 OF 7)*
- 1 - 5 *THE WORLD OF LOST TOYS (PART 5 OF 7)*
- 1 - 6 *DISASTER ON THE MOON (PART 6 OF 7)*
- 1 - 7 *RESCUE IN SPACE (PART 7 OF 7)*
- 2 - 1 *THE IMPOSTER (start of PATHFINDERS TO MARS) (PART 1 OF 6)*
- 2 - 2 *SABOTAGE IN SPACE (PART 2 OF 6)*
- 2 - 3 *THE HOSTAGE (PART3 OF 6)*
- 2 - 4 *LICHENS! (PART 4 OF 6)*
- 2 - 5 *ZERO HOUR ON THE RED PLANET (PART 5 OF 6)*
- 2 - 6 *FALLING INTO THE SUN (PART 6 OF 6)*
- 3 - 1 *SOS FOR VENUS (start of PATHFINDERS TO VENUS (PART 1 OF 8)*
- 3 - 2 *INTO THE POISON CLOUD (PART 2 OF 8)*
- 3 - 3 *THE LIVING PLANET (PART3 OF 8)*
- 3 - 4 *THE CREATURE (PART 4 OF 8)*
- 3 - 5 *THE VENUS PEOPLE (PART 5 OF 8)*
- 3 - 6 *THE CITY (PART 6 OF 8)*
- 3 - 7 *THE VALLEY OF THE MONSTERS (PART 7 OF 8)*
- 3 - 8 *PLANET OF FIRE (PART 8 OF 8)*

finds himself in another dream.

Wr David Goyer

Dir Walter Hill

1 - 2 *ANATOMY LESSON*

The son of a small town coroner has a lust to kill, but a bearded man always interferes.

Wr Kevin Rock

Dir Gilbert Adler

1 - 3 *BOXED IN*

A pilot has spent two years in a eroding fighter plane with a 'Barbie doll' android mechanic. He has kept his promist to be faithful to his fiancée, Dulcine, the daughter of the Admiral, and he finds the Admrial has equipped her with an eletronic chastity belt.

Wr Chris Miller & Kevin Rock

Dir William Shatner

1 - 4 *THE EXILE*

A mad scientist who kills people in the course of his experiments, is arrested and tried. Rehabilitation fails and he is sentenced to be 'exiled'

Wr David J. Schow

Dir William Malone

1 - 5 *GIVEN THE HEIR*

A woman re-shapes her body to perfection and then participates in an experiment which sends her ten years into the past, where she keeps an assignation with a man who demands perfection, but evidently does not appreciate her.

Wr Mark Verheiden

Dir Ramon Menendez

1 - 6 *PLANELY POSSIBLE*

A grieving husand volunteers to be the subject of a experiment which will send him to another plane of existence in which his wife will still be alive.

Wr Peter Atkins

Dir Russell Mulcahy

1 - 7 *PANIC*

Based in part on the panic caused by the Mercury Theatre production of War of the Worlds, this story, which begins at a Halloween costume party, has several twists and turns before it is over.

Wr Andrew Kevin Walker

Dir Tobe Hooper

1 - 8 *SNAP ENDING*

The members of a mixed gender space crew find controlling their anxieties is they biggest problem when they are sent to study a new planet.

Wr Kevin Rock

Dir Sean Astin

1 - 9 *ULTIMATE WEAPON*

Creatures from outer space assume human form to carry out their mission of mating with a native Earth person.

Wr Gilbert Roler & Jeanette Lewis

Dir Dean Lopata

1 - 10 *PEOPLE'S CHOICE*

A suburban family gets caught between warring robots. When their Nanna is damaged every night, the repairman suggests they buy his new robot, a red, white and blue patriot.

Wr Scott Nimerfro

Dir Russell Mulcahy

PETER BENCHLEY'S AMAZONAKA: **AMAZON**

Six passengers survive a plane crash in the Amazon Rain Forest. Abandoned as lost by search parties, they come face to face with a tribe of Caucasians who were similarly lost nearly 400 years earlier. The series explores the hostile environment into which they are thrown into and their attempts to both escape and survive.

Produced by Peter Benchley (executive), Heather Conkie, Seaton McLean (executive), Jan Peter Meyboom, Peter Sussman(executive). Cinematography by Alwyn Kumst, Film Editing by Paul Aitken, production design by Harold Thrasher and Costume Design by Martha Mann.

I thought Amazon would be a cool survival show, but it turned out to be a little on the boring side. The continuing plotlines seem to be recycling themselves: crocodiles, warring natives, sadly missed attempts at rescue. I couldn't sympathize with any of the irritating characters except the boy, Will. I just kept wishing they would get rescued and get it over with. Amazon's just not a fun show to watch. They're obviously using the naked Italian lady as a ratings ploy, since nothing else about the show is very attractive to anyone. In my opinion, Amazon's sister show on UPN, Relic Hunter, is a lot more exciting.

The man who created Jaws, this Lost World style show could fill a gap in the market. Between it and SIR ARTHUR CONAN DOYLE'S LOST WORLD, my money's on this one, especially as it has kicked off with a very reasonable 2.4 household rating,

WR.**DIR.** Jon Cassar, Luc Chalifour, Ron Oliver.**EPISODES:** 22 **YEAR MADE:** 1999 **COUNTRY:** US **SEASONS:** 1

WIC ENTERTAINMENT, ALLICANCE COMMUNICATIONS CORPORATION, ALLIANCE ATLANTIS COMMUNICATIONS, CANWEST GLOBAL, CBS TELEVISION, BETAFILMD GMBH.

CREATOR:**TYPE OF SHOW:** LOST WORLD**FORMAT:** SERIES**LENGTH (MINS):** 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 22**DATE OF PREMIER:** 20/09/1999**AIR DATE OF LAST EPISODE** 20/05/2000**SEASON DATE BREAKDOWN:****FILMS:**

Dr. Alex Kennedy C. THOMAS HOWELL, Karen Oldham CAROL ALT, Jimmy Stack CHRIS MARTIN, Pia Claire FABIANA UDENIO, Will Bauer TYLER HYNES, Andrew Talbott ROB STEWART.

1 - 1 *FALLEN ANGELS (PILOT EPISODE)*

When a plane on the way to Rio de Janeiro crashes in an isolated part of the Amazon jungle, the rescue team misses six survivors, who find themselves alone in a hopeless situation.

Wr Peter Benchley**Dir** Jon Cassar1 - 2 *NIGHTFALL*

The group finds another crash survivor who has experience in the jungle and may be able to lead them back to civilization.

Wr Malcolm MacRury, Paul Aitken**Dir** Jon Cassar

1 - 3 *SUFFER THE LITTLE CHILDREN*

Going back to salvage items from the wreck, the survivors encounter a wild jungle man and then find they must hide from natives who are apparently trying to kill them.

Wr Malcolm MacRury

Dir Ron Oliver

1 - 4 *EXODUS (AKA THE FIERCE ONES)*

Karen, Jimmy, Pia and Will are captured by the Spider Tribe, with Kennedy and Talbott in pursuit.

Wr Paul Aitken

Dir Ron Oliver

1 - 5 *THE CHOSEN*

The English-speaking jungle man brings the exhausted survivors back to his home, the village of the Chosen.

Wr Heather Conkie

Dir Jon Cassar

1 - 6 *THE END OF THE WORLD*

Learning that the Chosen plan to sacrifice them to the Spider Tribe as a peace offering, Kennedy, Talbott and Jimmy attempt to escape.

Wr Heather Conkie, Malcolm MacRury

Dir Jon Cassar

1 - 7 *THE LOST WORDS*

The elders find Jimmy guilty in the death of a local fisherman, and throw him and his companions into a deadly pit.

Wr Paul Aitken

Dir Terry Ingram

1 - 8 *RESURRECTION*

Will learns that he will be next to undergo the Spider Tribe's strange rites of initiation into manhood. Meanwhile, in the Chosen village, Talbott's illness worsens and Prudence uses magic to heal him.

Wr Heather Conkie

Dir Holly Dale

1 - 9 *THE BLOOD ANGEL*

When all the villagers mysteriously disappear overnight, Karen and Talbott find them awaiting a sign from their deity about the Promised One.

Wr Malcolm MacRury

Dir Terry Ingram

1 - 10 *WAR*

As the Chosen prepare to go to war to rescue Will from the Spider Tribe, the Spider Headman sees a ghost foretelling Will's death.

Wr Paul Aitken

Dir Milan Cheylov

1 - 11 *EYES ON THE DARK*

As the Chosen Warriors return with Will, the Elders need to cope with a death in their ranks.

Wr Heather Conkie

Dir John Bell

1 - 12 *THE FIRST STONE*

As disease attacks the Spider people, Falconer John reluctantly leads Dr. Kennedy to their aid.

Wr Alison Lea Bingeman

Dir Luc Chalifour

1 - 13 *THE DEVIL'S ARMY*

When army ants attack their village, the Chosen must temporarily evacuate and learn to coexist in the jungle with the scatabouts and lepers.

Wr Rick Drew

Dir John Bell

1 - 14 *THE FINDING*

As the villagers have a communal wedding ceremony, Hekka plans an escape with the survivors.

Wr Heather Conkie

Dir Scott Summersgill

1 - 15 *ESCAPE*

When an elder learns of their escape plans, the survivors must swim down the River of Hell.

Wr Paul Aitken

Dir Clay Borris

1 - 16 *HOME*

Karen tries to swim to the boat and gets a shock from an electric eel. While the rest are trying to revive her, she dreams that they are rescued and when they return to save Pia and Will, Falconer John is killed. Later on they all return to their old lives and it is as though the whole incident never happened. She also dreams that she keeps on dreaming and seeing the chosen.

1 - 17 *THE PALE HORSEMAN*

After the survivors' escape, Elder Cole has a fit and collapses into a coma.

Wr Heather Conkie

Dir Gordon Langevin

1 - 18 *THE WHITE WITCH*

Just as the survivors think they are safe, they encounter the man-eating Jaguar Tribe and its white priestess.

Wr Paul Aitken

Dir Craig Pryce

1 - 19 *CIRCLE OF FIRE*

As the captives learn of the Jaguar priestess's evil plans, Pia delivers a baby and Will discovers a secret passage through the jungle.

Wr Heather Conkie

Dir T.W. Peacocke

1 - 20 *BABEL*

After the Jaguar Tribe massacre, Talbott rescues the Spider Tribe headman as the other survivors search for the plane that brought two geologists to the jungle.

Wr Malcolm MacRury

Dir Ross Clyde

1 - 21 *WILD CHILD*

As the wild child discovered by Pia brings chaos to the village, Dr. Kennedy finds the airplane that could take them out of the jungle.

Wr Paul Aitken

Dir David Straiton

1 - 22 *A BIBLE AND A GUN*

The remaining survivors fight over who gets to leave in a plane that can hold only two people.

Wr Malcolm MacRury

Dir Ross Clyde

PETER BENCHLEY'S THE BEAST

Fishing and jobs are becoming scarce in a small New England seaport community when tragedy strikes a young couple disappear into the sea and nothing is left but a large claw stuck in their raft. A marine expert identifies it as belonging to an extremely rare giant squid and the hunt is on.

The Beast was shown on Sky One on the 8th and 10th September 1996.

Produced by Peter Benchley (executive), Julie Cohen (co-executive), Michael R. Joyce (supervising), Judith Craig Marlin (associate), Tana Nugent, Dan Wigutow (executive), Original music by Don Davis, Cinematography by Geoff Burton, Film Editing by Tod Feuerman. Casting - Mary V. Buck & Susan Edelman. Production Design by Owen Paterson, Art Direction - Colin Gibson, Costume Design by Margot Wilson, Makeup Department - Cassie Hanlon (makeup artist), Production Management - Julia Ritchie (production manager), Assistant Director - Colin Fletcher (first assistant director), James McTeigue (second assistant director).

Sound Department - Norval D. Crutcher III (dialogue editor), Gary S. Gerlich (sound effects editor), William Hooper (sound effects editor), William Jacobs (sound effects editor), Elliott Koretz (sound effects editor), Richard Legrand Jr. (supervising sound editor), Bob McNabb (dialogue editor), Jon Michaels (Apprentice sound editor), Guntis Sics (sound recordist), Harry E. Snodgrass (sound designer), Walter Spencer (production sound editor), Robert J. Ulrich (adr editor).

Special Effects - Tad Pride (special effects supervisor), Gene Warren Jr. (visual effects supervisor), Stunts - Mike Cherrie (stunt co-ordinator), Other crew - David Fogg (motion control (uncredited)), Stan Jones (music editor), Peter McDougall (underwater camera operator), Ann Robinson (casting: Australia), Lea Worth (set dresser).

Emmy Award

Outstanding Individual Achievement in Sound Editing for a Miniseries or a Special - Nominated - "Beast, The" (1996) (mini) - Richard Legrand Jr. (supervising sound editor), Harry E. Snodgrass (sound effects editor), Norval D. Crutcher III (dialogue editor), Robert J. Ulrich (adr editor), William Hooper (sound effects editor), Bob McNabb (dialogue editor), Walter Spencer (dialogue editor), William Jacobs (sound effects editor), Gary S. Gerlich (sound effects editor), Elliott Koretz (sound effects editor), Stan Jones (music editor) - For part 2. (1996)

WR. Peter Benchley (novel), Craig D. Reid, J.B. White .

DIR. Jeff Bleckner

EPISODES: 2 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 1

AN MCA COMPANY, MICHAEL R. JOYCE PROD, DAN WIGUTON PROD.

CREATOR: PETER BENCHLEY

TYPE OF SHOW: ENVIRONMENTAL **FORMAT:** MINI-SERIES

LENGTH (MINS): 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

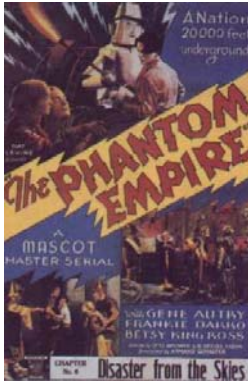
FILMS:

Whip Dalton WILLIAM PETERSON, Lt. Kathryn Marcus KAREN SILLAS, Schuyler Graves CHARLES MARTIN SMITH, LARRY DRAKE, Dr. Herbert Talley RONALD GULTMAN, Osborne Manning DENNIS ARNDT, Dana Dalton MISSY CRIDER, Mike Newcombe STERLING MACER JR., Nell Newcombe ADRIENNE-JOI JOHNSON, Lucas Coven LARRY DRAKE, Christopher Lane MURRAY BARTLETT,

Hadley LAURA VAZQUEZ, Ensign Raines ROBERT MAMMONE, Jameson DAVID WEBB, Commander Wallingford MARSHALL NAPIER, Spike LES HILL, Chowder ANDREW HILL, Scranton DAVID FIELD, Farmer LAURENCE COY, Bates DAVID ARGUE, Maeve HELEN O'CONNOR, Howard Griffin CHAD TYLER, Elizabeth Griffin ANGIE MILLIKEN, Les ALAN DAVID LEE, Corbin Jakes BRUCE ALEXANDER, Ebbets SCOTT MCRAE, Cosgrove MATT DAY, Lieutenant Henderson JUSTIN MONJO, John Esterbrook DAVID WHITNEY, The Doctor JOE PETRUZZI, Harry TYLER COPPIN, James KEN RADLEY, Newsreader FRANCINE BELL, Wallingford's Secretary KYRA STEMPEL, Reporter #1 RICK ADAM, Reporter #2 ANDREA CUNNINGHAM, Crew Member #1 ROBERT ECHOLS, Angie MARGIE MCCRAE.

PHANTOM DETECTIVEAKA: **MABOROSHI TANTEI**

WR.**DIR.****EPISODES:** 56 **YEAR MADE:** 1959 **COUNTRY:** JAP **SEASONS:** 1**CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese**SEASON BREAKDOWN:** (1) 56**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

PHANTOM EMPIRE, THE

Playing himself, as he henceforth would always do, Autry is the dude cowboy who runs a radio station from his ranch with himself as its singing star. A gang of crooks covet his radium mine and, while being pursued by Autry, they stumble upon the entrance to Murania, an underground civilisation far in advance of ours but driven by similar tensions which are exacerbated by exposure to mankind. Both the crooks and Autry and his helpers are captured by the Muranians and their slave robots and only escape when conflict breaks out between the Muranians themselves, after Oakman's High Chancellor seeks Christie's throne for himself, which leads to the destruction of Murania.

Clearly based on James Churchward's series of 'factual' books about the lost continent of Lemuria, or Mu as he called it, that began with *The Lost Continent of Mu* (1926), this bizarre concoction of Science Fiction and the western gave birth to that strangest of creatures, the singing cowboy in all his glory. Ken Maynard had originally been slated for the lead, but after his conduct during the making of *Mystery Mountain* (1934) he lost the role to the young Autry.

Reviews attacked the mixing of Science Fiction and the western (which was soon repeated in *Ghost Patrol*, (1936), Autry's wooden performance and a dramatic structure which had Autry forever rushing back to his radio ranch to sing his songs, but the public, and especially the rural public, lapped it up. The serial, which was far more influential in the development of the western than of Science Fiction, was edited down and re-issued as a feature in 1940 under the title of *Men With Steel Faces*. The producer for the serial was Nat Levine and the cinematographers were Ernest Miller and William Nobles.

WR. John Rathmell, Armand Schaefer.

DIR. Otto Brower, B. Reeves Eason.

EPISODES: 12 **YEAR MADE:** 1935 **COUNTRY:** US **SEASONS:** 1

MASCOT

CREATOR:

TYPE OF SHOW: MAN ON THE RUN

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

GENE AUTRY, WHELLER OAKMAN, FRANKIE DARRO, BETSY KING ROSS, WARNER RICHMOND, SMILEY BURNETTE, DOROTHY CHRISTIE.

PHANTOM STAR GOD JUSTIRISERS

AKA: **GENSEISHIN JUSTIRISERS**



The show's story begins four and a half centuries before modern time, as a space battle between the Riser Seijin and Kaiser Hades is taking place above feudal Japan. The conflict causes Kaiser Hades and Nolun to come crashing down to Earth, sealing Hades in the process. Nolun, knowing that the warlord could rise again, bestows several items to Earth for future warriors to use to battle Kaiser Hades' forces. Much later, in the year 2004, the Hades Army has landed on Earth in a bid to free their leader and crush the planet. The invasion awakens Nolun's gifts as the Justirisers are born from civilians Date Shouto, Sanada Yuka and Hiraga Shinya as the trio must face off against the alien invaders for the sake of Earth.

Genseishin Justirisers (Genseishin Jasutiraizā) translated as Phantom Star God Justirisers is a tokusatsu superhero TV series produced by Toho company Ltd. This series is the second in Toho's Seishin (Star God) series. Their motif is based on the four sacred animals.

Characters

Main Character Statistics

Shota Date/Riser Glen/Riser Shirogane

Color: Red/White

Motif: Phoenix/Dragon

Weapon: Glen Sword/Justi-Arms

Final Attack:

"Raging Flame" - Riser Glen reinsterts his Glen Sword into the scabbard, where an energy meter begins to glow. When fully charged, the handguard rotates. Glen then draws his sword and does a downward slash which creates a wave of fire that destroys the enemy.

"Justi Blazer" - Similar to "Raging Flame" except Riser Glen holds the sword in a reverse grip and when released, a burning blue crescent is shot from the sword setting the monster on fire. When he resheaths the sword, the monster explodes.

"Justi Push" - As Shirogane, the blades of the Justi-Arms shoots a barrage of energy waves at the monster, destroying them.

Genseijuu: Enoh/Ryuuto

Genseishin: KenRiser/JustiKaiser

Blood type: O

Birthday: August 17, 1987

Element: Fire

Astrological signs: Leo (Western) Rabbit (Chinese)

Hobbies: Motorcycles, kendo

Justipower: Courage

Yuka Sanada/Riser Kageri

Color: Blue

Motif: Tiger

Weapon: Kageri Striker

Final Attack: "Phantom Crush" - The Kageri striker opens out absorbing energy and then fires an energy arrow at the target.

Genseijuu: Ranga

Genseishin: NinRiser

Blood type: A

Birthday: February 3, 1988

Element: Air (Western) and Fire (Chinese)

Astrological signs: Aquarius (Western) Rabbit (Chinese)

Hobbies: Lacrosse
 Justipower: Virtue
 Shinya Hiraga/Riser Gant

Color: Black
 Motif: Tortoise
 Weapon: Gant Slugger
 Final Attack: "Versus Cannon" - When the Gant Slugger opens up, three small barrels appear. When charged, the weapon fires an energy bolt at the enemy.
 Genseijuu: Kouki
 Genseishin: JuuRiser
 Blood type: B
 Birthday: November 28, 1984
 Element: Fire (Western) and Wood (Chinese)
 Astrological signs: Sagittarius (Western) Rat (Chinese)
 Hobbies: Soccer, computer, robots
 Justipower: Wisdom

Character Descriptions

Shota Date/Riser Glen - Shouta is your typical uninspired high school student. He slacks off from both school work and kendou practice. He does not take most things as seriously as he should, and it does not really change throughout the series. Shouta is the first Justiriser to awaken on screen, and the first to summon Genseijuu Riseross. After becoming a Justiriser, he takes up the job of protecting humanity instantly, and begins to take his kendou practice more seriously although not his school work. Later in the series, Shouta also becomes the vessel for the power of Shirogane. As Shirogane, Shouta seems to be in control but does not act up like he does, even as Riser Glen.

Yuka Sanada/Riser Kageri - Yuka is a fairly popular girl in high school, and is an active member of the school's lacrosse team. Unlike Shota, who is set in his path of protecting humanity, Yuka is much more conflicted. She would rather go back to being a regular school girl, as her duties as Riser Kageri interfere more and more with her social life. But when confronted with danger, she does not hesitate to fight.

Shinya Hiraga/Riser Gant - Shinya is a collage student, who seems to be majoring in robotics. Shinya is much more serious than either Shota or Yuka, and although he uses his powers to fight, the fighting troubles him. He does not believe in just fighting to protect humanity, and questions why they were given the power, and what for. It takes much for anyone to become friends with him, and earning his trust is hard.

Jinno/Demon Knight - Jinno is one of Kaiser Hades' strongest warriors, and is the only of his warriors to show a human form. Jinno originally uses his human form to trick the Justirisers into thinking that he might be an ally. In his first couple of appearances, he was able to take on all three Justirisers by himself, but as they grew as warriors, he started to harbor a rivalry against Shouta/Riser Glen, after he is defeated in a one on one duel. It's revealed that he used to be a warrior of justice and his powers were similar to the Risers. He eventually turns on Kaiser Hades and joins the Risers. However, he usually travels alone despite Souta's efforts to have him join the team.

Justiriser Shirogane - the Legendary Hero of the Azure Planet, or in other words, Earth. If Justipower is the Earth's willpower, then Shirogane is the pure physical manifestation of that power. Because of this, his power is sealed away in the Justicrystal, and only by combining the hearts of the three Justirisers, and the prayers of the Justicrystal bearer, can he come into existence. His power is so far over that of a single Justiriser, that he can kill an alien that was giving all three Justirisers trouble, in one hit. His weapon the "Justi-Arms" can transform into three different modes, Sword, Blaster and Lance. Shouta/Riser Glen is the vessel for this power, although Shirogane seems to have some consciousness of his own. This is perhaps the reason why Shouta seems much more serious while acting as Shirogane. However, summoning and maintaining Shirogane takes a large toll on the Justicrystal bearer, and she is usually unconscious for some time after a battle in which he is summoned.

Mio Tendo - the Bearer of the Justicrystal who stays close to the Risers at all times. She is accompanied by Reika. When Souta becomes Riser Shirogane, not only does the crystal drain him, but it also drains her life force to the point of exhaustion. Although she is depicted as the damsel in distress, she is considered to be the groups mentor. In battle, she can hold her own as she is an excellent archer.

Reika Motomiya - She is Mio's "bodyguard" specializing in hand-to-hand combat. She is capable of fighting henchmen and monsters while the Risers fighting else where. She also arms herself with various kinds of batons, clubs, and trucheons.

Mecha

Genseijuu Riseross - a giant dragon/dinosaur type robot that looks suspiciously like a cross between MechaGodzilla and Gigan. Riseross can be summoned by any of the three Justirisers, but to use it's full power, all three Justirisers need to pilot it. Despite the fact it has many powerful weapons of it own, it is the base to which each of the specific Genseijuu combine with, to form a more powerful robot called a GenSeiShin.

Genseijuu Enoh - a giant red phoenix/firebird, which can only be summoned by Justiriser Glen. It can combine with Riseross to form GenSeiShin KenRiser.

Genseijuu Kouki - a giant black turtle, which can only be summoned by Justiriser Gant. It can combine with Riseross to form GenSeiShin JuuRiser.

Genseijuu Ranga - a giant blue tiger, which can only be summoned by Justiriser Kageri. It can combine with Riseross to form GenSeiShin NinRiser.

Genseijuu Ryuuto - A winged, two-headed dragon which looks suspiciously like King Ghidorah minus one head. It can be summoned by either Justiriser Shirogane or Demon Knight and combines with Genseijuu Riseross to form Genseishin JustiKaiser.

Genseishin KenRiser (Phantom Star God "Sword Riser") - The combined form of Genseijuu Enoh and Genseijuu Riseross, is primarily piloted by Justiriser Glen. Genseijuu Enoh forms a new upper torso and arms, over Genseijuu Riseross, making a more humanoid appearance. GenSeiShin KenRiser usually fights with 2 swords which are stored in its wings, but combines them for its finishing attack.

Genseishin JuuRiser (Phantom Star God "Gun/Beast Riser") - The combined form of Genseijuu Kouki and Genseijuu Riseross, is primarily piloted by Justiriser Gant. Genseijuu Kouki splits into two, while Riseross turns upside down. Genseijuu Kouki makes new legs, while Riseross's legs now become massive clawed arms. The second part of Kouki, the shell, sits on top, and Riseross's tail folds over the head, making for a very powerful looking beast. GenSeiShin JuuRiser uses long range attacks for its finishing move, but has been known to fight hand to hand with its powerful arms. It is also the slowest of the Genseishin.

Genseishin NinRiser (Phantom Star God "Ninja Riser") - The combined form of Genseijuu Ranga and Genseijuu Riseross, is primarily piloted by Justiriser Kageri. Like with Enoh, Genseijuu Ranga forms a new upper torso and arms over Riseross creating a humanoid appearance. This Genseishin is built for high speed battle and can fight both long and short range.

Genseishin JustiKaiser - The combined form of Genseijuu Riseross and Genseijuu Ryuuto, and is primarily piloted by Justiriser Shirogane. Like in JuuRiser, Riseross's legs become large clawed arms, and Ryuuto makes new legs.

Villains

Doctor Zora: A female alien scientist devoted to free the imprisoned Kaiser Hades from his prison. Doctor Zora is a bit fox-like in appearance and seems to be clad in copper-like armor. She is killed by NinRiser when she just freed Kaiser Hades. She is also able to create robotic henchman called Cyber-Knights, who filled the 'Monster of the week' position.

Kaiser Hades: When he was freed by Doctor Zora, he took over the position of the lead-villain. Kaiser Hades has a demonic appearance and fights with sword and shield. To fight the Justirisers, he called forth an elite group of warriors called the Dest-Commando, led by the feared General Bachuss. (They also filled the 'Monster of the week' position). Hades was killed by JustiKaiser when he tried to take the Risers on himself.

Majin Daruga: Hades' big brother. After he heard his little brother Hades was killed by the Justirisers, he planned to take vengeance by destroying the earth himself. He send forth the Rejandar forces, led by the vain General Adorocs, to distract the Risers from his arrival. When he arrived himself, he absorbed Demon Knight's true powers and turned into Riser Kurogane, the counterpart of Shirogane. He was killed when he fought a giant Riser Shirogane that was called forth by the combined powers of the 3 Justirisers, Mio, Reika and Jinno.

WR.**DIR.****EPISODES:** 51 **YEAR MADE:** 2004 **COUNTRY:** JAP **SEASONS:** 1*TOHO / TV TOKYO***CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 51

DATE OF PREMIER: 02/10/2004

AIR DATE OF LAST EPISODE 24/09/2005

SEASON DATE BREAKDOWN:

FILMS:

Shota Date/Riser Glen, Yuka Sanada/Riser Kageri, Shinya Hiraga/Riser Gant, Jinno/Demon Knight, Justiriser Shirogane, Mio Tendo, Reika Motomiya

- 1 - 1 *APPEARANCE! PHANTOM STAR BEAST RISERROSS*
- 1 - 2 *RISER GLEN, KENZAN!*
- 1 - 3 *THE SECOND SOLDIER KAGERI SANJOU!*
- 1 - 4 *ENEMY OR FRIEND!? THE THIRD MAN*
- 1 - 5 *THREE HEROES*
- 1 - 6 *KENZAN! PHANTOM STAR GOD KEN RISER*
- 1 - 7 *CRISIS! HADES REVIVAL PLAN*
- 1 - 8 *SORTIE! PHANTOM STAR GOD JU RISER*
- 1 - 9 *SECRET OF ORION*
- 1 - 10 *PENETRATING! BELIEVING HEARTS*
- 1 - 11 *YUKA, DESPERATE SITUATION!*
- 1 - 12 *ATTACK! TWO LARGE MONSTERS!*
- 1 - 13 *GENTAROU CRITICAL MOMENT!*
- 1 - 14 *SECRET PLAN! DECEIT THE ENEMY!*
- 1 - 15 *MIRACLE! JUSTIPOWER*
- 1 - 16 *HOWLING! PHANTOM STAR GOD NIN RISER*
- 1 - 17 *DEATH STRIKE COMMANDO ATTACK!*
- 1 - 18 *CERTAIN KILL SWORD!*
- 1 - 19 *STRENGTH TO LIVE*
- 1 - 20 *REMINISCENCE, THOSE THAT SHOULD BE PROTECTED*
- 1 - 21 *DARKNESS KNIGHT DEMON KNIGHT*
- 1 - 22 *FIERCE FIGHTING! STAND UP SHINYA*
- 1 - 23 *EVERYONE'S HEART, YUKA'S HEART*
- 1 - 24 *RISERROSS DESTRUCTION PLAN*
- 1 - 25 *PHANTOM HERO*
- 1 - 26 *HERO OF THE BLUE STAR, AGAIN*
- 1 - 27 *HERO RISER SHIROGANE!*
- 1 - 28 *THREE BIG BEASTS AGAINST PHANTOM STAR GOD*
- 1 - 29 *DECISIVE BATTLE! STAR GOD ISLAND*
- 1 - 30 *BACCHUS VS DEMON KNIGHT*
- 1 - 31 *TREMBLE WITH FEAR! EARTH DESTRUCTIVE PLAN*
- 1 - 32 *CLASH! HERO VS SOLDIER*
- 1 - 33 *ULTIMATE PHANTOM STAR GOD, DESCENDS*

- 1 - 34 *PRELUDE TO A NEW BATTLE*
- 1 - 35 *AWAKE! KNIGHT OF LEGEND*
- 1 - 36 *DEMON GOD DARUGA APPEARS*
- 1 - 37 *CAPTURED DEMON KNIGHT*
- 1 - 38 *TRAGEDY OF THE RISER STAR*
- 1 - 39 *NEW HERO*
- 1 - 40 *FLIGHT! BOY AND MIO*
- 1 - 41 *BEAT IT! DEMON BEAST ZARIGAN*
- 1 - 42 *SHOWDOWN! THREE BIG LEADERS*
- 1 - 43 *THE SUPREME HERO*
- 1 - 44 *JUSTIRISER ATTACK COMMAND!*
- 1 - 45 *ADOROCS' FINAL STRATEGY*
- 1 - 46 *UNKNOWN CHANGING POWER*
- 1 - 47 *STRONGEST DEMON GOD APPEARANCE!*
- 1 - 48 *INFILTRATION! DARUGA BASE!*
- 1 - 49 *RESURRECTION! PHANTOM STAR GOD*
- 1 - 50 *ATTACK ON EARTH BEGINS!*
- 1 - 51 *THE DREAM THAT BEGINS TOMORROW*

PHIL OF THE FUTURE



Disney Channel's hit series, *Phil of the Future*, tells the story of the Diffy family, a futuristic family from the year 2121. When the eccentric dad, Lloyd, rents a time machine for their family vacation, everyone is excited.

But then something goes wrong. Their time machine malfunctions and they are thrown out of the space/time continuum in the year 2004. The time machine has broken, and Lloyd is having trouble fixing it, so he, his part-robotic wife Barbara, and his kids: fifteen-year-old Phil Diffy (Ricky Ullman) and his thirteen-year-old daughter Pim, the little menace of the family, are forced to live in the past and pretend to be a normal family in the suburban town of Pickford. The only person who knows their secret is Keely Teslow, Phil's best friend. Together they deal with the things that every teenager in 2004 must deal with: school, bullies, significant others, crushes, homework...and then add the Diffys' habit of getting into trouble by using their futuristic gadgets, such as the Wizrd, the Insta-Morph, Skyaks, the DNA Scramber, and much more.

Phil of the Future is an American comedy children's television series that was produced by 2121 Productions (a part of Brookwell McNamara Entertainment). *Phil of the Future*'s working title was *The Out of Timers*. It debuted on June 18, 2004 on the Disney Channel and ended on August 19, 2006. It centers around the Diffys, a family from 2121 who get stuck in the 21st century during their trip through time. The series focuses on their attempt to fit in while trying to fix their time machine and return to the year 2121.

As of January 2007, the second season of "Phil" has been nominated for a Writer's Guild of America Award (Children's Series) for "Broadcast Blues," (written by David Steven Cohen) and a Directors' Guild of America Award (Children's Series) for "Not-So-Great-Great Grandpa," directed by Fred Savage.

The television series ended on August 19, 2006, though *Phil of the Future* is still frequently shown on the Disney Channel.

After producing terrible original films (*Zenon*, *Cheetah Girls*, *Pixel Perfect*, etc.) and sucky original series like: *Lizzie McGuire*, *That's so Raven*, etc., the people at Disney Channel thought to themselves, "Hey, I wonder if we can make a series even worse than the crap we've dished out before." Thus, *Phil Of The Future* was born. In summary, this show sucks and swallows at the same time. It is the perfect blend of terrible special effects, dry pathetic dialogue, lame boring plots, and just all around stupidity. I noticed that they speak modern 2004 English in the show, there is nothing futuristic about the way they speak, and they're supposed to be from the year 2121. In the end this show is bad enough to make Mickey Mouse weep!

It was okay. The plot doesn't really make sense and has been used many times before. It is a lot like the other shows on Disney with the friend trio and the phil/keely thing. Pim is absolutely annoying. There is some funny parts to it but about the only reason i watched it was bcuz of ricky ullman. The dad is really funny though. Hes stoopid and doesn't really get much. But the mom is boring. She isn't really in the show much and when she is she isn't really doing much other than scolding or telling them what to do. Keely is sorta annoying. If she didn't do the squealy girl thing and worry constantly about her looks as is typical for the Disney girls she would be okay bcuz she seems nice and not quite as obnoxious as some of the other girl characters on other shows. Ricky ullman is a really good actor but he should have done a show that is better than potf. He should have put his talent into something else.

Characters

Philip "Phil" Diffy (born 2104), played by Ricky Ullman: Phil Diffy is the main character in the series. He is a 9th (Season 1) / 10th (Season 2) grader at H.G. Wells Junior/Senior High. He seems to be the most "in tune" with how things work in this century. Phil frequently has to make up excuses to hide the fact that he is from the future. He is the best friend/boyfriend of Keely Teslow, for whom he develops romantic feelings in season 2.

Pim Diffy (born 2107), played by Amy Bruckner: Pim Diffy is Phil's younger sister. She is a 7th (Season 1) /

8th (Season 2) grader at H.G. Wells Junior/Senior High. Pim is a mischievous girl who is constantly up to no good. Pim is especially known for liking to pull pranks on people, mainly on Phil, Debbie Berwick and Vice Principal Hackett. Pim tries to make Phil miserable whenever she can. She hangs out with a young boy "Li'l Danny" Dawkins. She also tries to avoid Debbie Berwick and Candida. Repeatedly in the show, she looks for ways to dominate the world, and universe. Even though Pim often causes trouble for Phil, and has a tough attitude, she also cares about her brother but keeps it hidden most of the time.

Lloyd Diffy (born 2074), played by Craig Anton: Lloyd Diffy is Phil and Pim's goofy dad, who is working on repairing the time machine. He was an engineer in 2121, and loves "older music". He is paranoid about the government (and Vice Principal Hackett) figuring out he and his family are from the future. During the Diffys' stay, Lloyd and Curtis got jobs at the Mantis hardware store.

Barbara (née Speckle) Diffy (born 2074), played by Lise Simms: Barbara Diffy is Phil and Pim's mom. She is very interested in how things work in this century. Unlike other mothers, though, Barbara seems to let her kids figure things out on their own. She loves to cook the old fashion way, however, her food usually ends up with something being wrong, because in 2121 they spray food out of a can.

Keely Teslow (born 1989), played by Alyson Michalka: Keely Teslow is Phil's best friend/girlfriend. She is the only person who knows Phil and his family are from the future. Keely Teslow is an energetic and bubbly girl who aspires to be a reporter. She starts to harbor romantic feelings for Phil during season 2. She sometimes uses Phil's gadgets as a shortcut for schoolwork. She is notable on the show for her numerous hairstyles and colorful clothes. In the later episodes of the show, she hosts her own daily news program on the school's closed circuit broadcasting system. In the episode The Giggle, she gets to look ahead at her own future and learns that she does, in fact, become a successful news reporter.

Curtis the Caveman, played by J.P. Manoux: Curtis is a Caveman who stowed away in the Diffy's time machine when they went back to visit the Stone Age. The Diffys struggle to make Curtis seem like a normal person, and often pretend he is Phil's uncle. Throughout the episodes, he learns more English.

Vice Principal Neal Hackett, played by J.P. Manoux: Vice Principal Hackett is the Vice Principal at Phil, Keely and Pim's school, H.G. Wells Junior/Senior High School. He is often found snooping around the Diffys' house as he tries to figure out where they are really from, though he believes that they are aliens.

Plot

Season 1

Season one focuses around the Diffys' attempt to fit into society in 2004, and their attempts to repair their time machine and return to 2121 without anyone (especially Vice Principal Hackett) discovering they're not from this time. It also revolves around Phil and Pim attending school and making new friends without anyone uncovering the family secret. Most of the Diffys' futuristic gadgets are introduced in this season.

Season 2

The second season of Phil of the Future continued the scenario of the Diffy family being stranded in the past. Season 2 deals less with the futuristic gadgets and the Diffys trying to blend in, but more emphasis on Phil and Keely's friendship turning into something more.

The Season 1 characters Tia, Seth Wosmer, Debbie Berwick, and Bradley Benjamin Farmer, are no longer on the cast for Season 2. The second season adds new characters, who show up less than the characters from the first season. Including; Owen, Via, Lil' Danny Dawkins (Pim's new sidekick) and The Fashion Zombies who were led by Candida, played by Spencer Locke. There is also larger emphasis on J.P. Manoux's character, Vice-principal Neil Hackett, but less with his other character, Curtis the Caveman.

There are also notes that the Season 2 characters are based on Season 1 characters, such as Via and Tia who have a lot in common.

Series Finale

Spoiler warning: Plot and/or ending details follow.

Phil and Keely are voted "Cutest Couple" by the entire school. After talking it over Phil and Keely decide to start dating. Back at home, Pim discovers Lloyd has known how to fix the time machine for a while, yet he never fixed it because "everybody was happy here", Pim fixes the time machine and Lloyd takes it for a test drive. When he returns we find out that once they return home, they can never come back because of a law created called the "Thanks to the Diffys Law". Everybody sneaks downstairs that night to destroy the time machine so that Phil and Keely can stay together. They all used the "coconut excuse." Phil comes down and stops them saying he can't ask the others to sacrifice their lives for him. The family leaves the next day for the future just as Keely is running to say good bye. However, Phil convinces Lloyd to turn the time machine around so that he can say good-bye to Keely. They kiss while she's doing the school news and he then returns

DATE OF PREMIER: 18/06/2004

AIR DATE OF LAST EPISODE 19/08/2006

SEASON DATE BREAKDOWN:

FILMS:

Phil Diffy RICKY ULLMAN, Keely ALYSON MICHALKA, Pim Diffy AMY BRUCKNER, Lloyd Diffy CRAIG ANTON, Barbara Diffy LISE SIMMS, Debbie Berwick KAY PANABAKER, Mr. Hackett/Curtis J.P. Manoux, Chip Croston SHEDRACK ANDERSON III, Ms. Levy MASASA, Bradley Benjamin Farmer RORY THOST

1 - 1 *YOUR CHEATIN' HEART*

Phil finds out Keely's Crush with whom she's acting out Romeo and Juliet's balcony scene, is dating somebody. Phil tries to tell Keely, but she won't listen. Pim breaks up Bradley and Debbie, and Bradley ends up liking Pim.

1 - 2 *UNIFICATION DAY*

Phil's family decides to celebrate Unification Day, the time in the future when world peace began, but Phil and the crew get invited to an 11th grade party. Debbie helps Pim in home economics.

1 - 3 *MEET THE CURTIS*

The Diffy family finds that a caveman sneaked into their time machine, and Lloyd tries to get rid of him, but Phil wants to keep Curtis.

1 - 4 *PHILLIN' IN*

To get a booster card for his skyak, Phil has to watch Pim while their parents are gone for the weekend; Pim tries to sabotage the weekend. Loyd and Barbara have unknown mishaps on their road trip

1 - 5 *TANNER*

Phil gets sent back to the 2nd grade to improve his penmanship.

1 - 6 *RAGING BULL*

Phil uses his Wizard gadget to save a classmate; Pim pretends Curtis is her dad for a parent conference.

1 - 7 *MY WAY*

Phil tries to help Keely overcome her stage fright so she can perform in front of the school.

1 - 8 *DADDY DEAREST*

Lloyd plans to play American folk music at Phil's school assembly; Curtis visits the dentist with caveman molars.

1 - 9 *PHEROMONALLY YOURS*

Phil has to make a girl named Marla not like him.

1 - 10 *FUTURE TUTOR*

Phil and his family are stuck in the 21st century. Not knowing when they'll return to their homes, Pim and Phil go to school. Pim becomes her class's chalk monitor, while Phil tutors Keely in Algebra and teaches her to be accepting of people outside her clique; Pim runs against Debbie in an election for chalk monitor.

1 - 11 *FUTURE JOCK*

Phil uses a futuristic gadget to join the gymnastic team and competes in the gymnastics tournament to impress Keely; Pim tries to get Phil in trouble.

1 - 12 *YOU SAY TOE-MATO*

Pickford is having a barefoot tomato-squishing festival, but Phil doesn't want to go because he only has four toes. His dad makes him a prosthetic toe, which is lost in the tomatoes, then found by Keely. They have a discussion about being honest, and Phil tells her he's from the future.

1 - 13 *DOGGIE DAYCARE*

Phil and Keely takes care of dogs to earn money for the Festapalooza Concert; Pim pretends to be injured to make Debbie serve her.

1 - 14 *WE'LL FIX IT IN EDITING*

A school video project causes Phil to overlook his friends' feelings while Pim is a fast walker in a track meet. Phil apologizes in a video, and Pim uses Debbie's kiss as weapon to defeat her opponent. The reigning champion fast walker is afraid of girls.

1 - 15 *HALLOWEEN*

An evil Debbie Berwick terrorizes Pickford, leaving Keely, Phil, and Pim to save Halloween.

1 - 16 *AGE BEFORE BEAUTY*

Keely takes Phil's New-Ager and makes herself older (25 years old) to see what she'll look like, but Mr. Hackett asks her out. Mr. Hackett is feeling depressed about his dating problems, and Phil and Keely help him gain the confidence to impress his ex-girlfriend. Pim and Bradley brive a chef.

1 - 17 *NEANDER-PHIL*

A malfunctioning gadget switches Phil's and Curtis' personalities. Pim takes yoga in a class instructed by Debbie.

1 - 18 *DOUBLE TROUBLE*

Pim and Phil have problems with school bullies; Curtis adopts the neighbor's lawn ornaments. A bully's older brother wants to fight Phil, after Phil helps Pim stand up to the bully. Phil learns the older brother likes rabbits and gives him one, diffusing the situation.

1 - 19 *MILKIN' IT*

Lloyd thinks that Phil's science project will lead to their discovery, and decides they must move. To prevent this, Phil and Keely disguise themselves to fool the science fair security guard. Things are not going well, but Phil's dad shows up and saves the situation.

1 - 20 *CORNER POCKET*

Keely lies and tells her mom that she made the cheerleaing squad. Phil, Keely, and Tia stage a cheerleading event to continue the deception, but Keely ends up telling her mom the truth. Meanwhile, Pim discovers Debbie's single dislike, Raisins, and uses it against her.

1 - 21 *TEAM DIFFY*

Phil jeopardizes his family's chance to return to the future when he refuses to play pranks on the town mayor.

2 - 1 *VERSA DAY*

Lloyd forces Phil and Pim to switch bodies because of excessive arguments.

Wr Roger S.H. Schulman

Dir Matthew Diamond

2 - 2 *VIRTU-DATE*

A fun day with Keely in Phil's future-virtual mall turns sour when Keely forms a crush on a robot.

Wr Michael Curtis, Roger S.H. Schulman

Dir Fred Savage

2 - 3 *THE GIGGLE*

When Keely changes her future for the worse by looking at a future Internet machine, Phil and Keely must pass an impossible test given by a tough teacher.

Wr Bill Canterbury

Dir David Kendall

2 - 4 *DINNER TIME*

To thwart his suspicion, Phil invites Vice Principal Hackett to dinner at the Diffys' after Hackett moves in next door, but appearing to be a "normal family" is more difficult than it seems.

Wr Julie Sherman Wolfe

Dir Henry Chan

2 - 5 *TIA, VIA, OR ME. UH*

Phil meets the new girl, Via, and hooks her up with Keely to stop Keely from making him do girl stuff with him, but then Phil gets jealous.

Wr Ivan Menchell

Dir David Kendall

2 - 6 *GET READY TO GO-GO*

Phil and Keely are going together to the school dance, which excites them both... until Lloyd tells Phil that he has fixed the time machine and the Diffys are leaving on the day of the dance.

Wr Masha Tivyan, Sharon A. Wong

Dir Jace Alexander

2 - 7 *PHIL WITHOUT A FUTURE*

It's career week at H. G. Wells high school, but Phil can't find a career that suits him. Pim decides to pursue a career as "The Man".

Wr Masha Tivyan, Sharon A. Wong

Dir Savage Steve Holland

2 - 8 *TIME RELEASE CAPSULE*

H.G. Wells is about to bury a time capsule which Lloyd and Barbara will find in the future. Lloyd tells Phil to place a note in the capsule warning them not to travel into the past, but it means that Keely and Phil's memories of each other will be erased forever.

Wr Michael Curtis

2 - 9 *MUMMY'S BOY*

Phil replaces Curtis as field trip chaperone when Mr. Hackett is too ill to escort their class to the museum. Phil locates a part from the time machine during a class trip to the museum.

Wr Rich Rinaldi, Dan Fybel

Dir Fred Savage

2 - 10 *MAYBE-SITTING*

Phil and Keely have to baby-sit for their teacher's nephew.

Wr Ivan Menchell

Dir Fred Savage

2 - 11 *GOOD PHIL HUNTING*

When Phil solves one of Mr. Hackett's difficult math problems, Keely accidentally blurts out the answer and is upgraded to the advanced math class.

Wr Peter Tibbals, Eric Goldberg

Dir Andrew Tsao

2 - 12 *PIM-CIPAL*

Pim abuses her power when she becomes principal for the day.

Wr Tim Maile, Douglas Tuber

Dir David Kendall

2 - 13 *PHIL OF THE GARAGE*

Phil is growing tired of everyone going into his room without his permission. He wants privacy and he isn't getting that from his room. When Lloyd stores tools from the Time Machine in Phil's room that shouldn't be next to each other, it ends up blowing the floor out and Phil has to live somewhere else. He chooses the garage and shares it with Curtis. But when Curtis is sick of Phil he decides to fix Phil's room and live there instead.

Wr Roger S.H. Schulman

Dir Roger S.H. Schulman

2 - 14 *IT'S A WONDER-PHIL LIFE*

Phil makes a fool out of himself when he gets a question wrong in history and everyone laughs at him. It seems in the future they cloned Abraham Lincoln and Phil forgetting that he was in the present answered that Lincoln went down known as Stinkin Lincoln. Phil is angered by coming up with another excuse for why he said what he said. He feels like he is going to burst so he tells everyone his secret.

Wr Ivan Menchell

Dir Douglas Tuber

2 - 15 *CHRISTMAS BREAK*

When Christmas Eve rolls around, Phil tells the story of when his family first came to Pickford and how he met Keely. Lloyd also decides to tell the story of how they got the house.

Wr Julie Sherman Wolfe

Dir Fred Savage

2 - 16 *STUCK IN THE MEDDLE WITH YOU*

Keely tries to get together two people and it backfires on Phil. Pim becomes a "psychic" and fools Mr. Hackett.

Wr Ivan Menchell

Dir Fred Savage

2 - 17 *BROADCAST BLUES*

When no one watches Keely's investigative reports show Pim comes to the rescue by offering to help make her popular amongst her viewers again but Keely realizes that Pim is just abusing her to make money and goes back to making "real news" with Phil.

Wr David Steven Cohen

Dir Fred Savage

2 - 18 *HAPPY NIRD-DAY*

It's Keely's birthday and Phil wants to give her the best birthday she has ever had. Last year he had forgotten her birthday so he wanted to go all out with her present this year. Phil's plans for the perfect outing are crushed when Lloyd takes out all the batteries to the future gadgets because it will get him "one step closer to fixing the time machine". Meanwhile Pim meets a fellow prankster and even has a crush on him.

Wr Wayne Stamps

Dir Christopher Erskin

2 - 19 *ILL OF THE FUTURE*

The Diffy's catch a futuristic disease called greenemia which causes them to turn green and act completely opposite to how they usually act.

Wr Bill Canterbury

Dir Henry Chan

2 - 20 *WHERE'S THE WIZARD?*

Phil loses the wizard and to his surprise he finds that Mr. Hackett has it. Now Phil is on a mission to get the wizard back. Will Mr. Hackett find out Phil is from the future?

Wr Michelle Wendt, Kimberly Joy Kessler

Dir JP Manoux

2 - 21 *NOT-SO-GREAT GREAT GREAT GRANDPA*

Phil finds out that a kid from his school is actually his great-great-grandfather.

Wr Ivan Menchell

Dir Fred Savage

2 - 22 *BACK TO THE FUTURE (NOT THE MOVIE)*

Phil and Keely finally become a couple. Though Lloyd has all of a sudden fixed the time machine, now it's time for the Diffys to head back home. It's Keely's worst nightmare when she realizes Phil is leaving for real.

Wr Michael Curtis, Roger S.H. Schulman

Dir Michael Curtis

PHOENIX FIVE



This series followed the adventures of the crew of the galactic patrol ship Phoenix Five, 'the most sophisticated space craft in the Earth Space Control Fleet. This handpicked team, Captain Roke, a typical Kirk clone with a solution to every problem; Ensign Adam Hargreaves, a young space cadet always ready to shot first and skip the questions; compassionate Cadet Tina Culbrick; and their computeroid Carl - roamed the planets protecting galactic citizens and warding off the repeated plots and attacks of the evil humanoid Zodian and a rebel scientist Platonus. The latter, a chip off the ming block, dreamt of ruling the galaxies. By means of his computer , he subverted an innocent victim whom he used in an attempt to capture the Phoenix and its crew.

Taking their orders from the Earth Space Controller, the Phoenix Five's crew almost always ended up thwarting the plans of one of their two regular adversaries Zodian and Platonus. Zodian was an evil humanoid whom with the aid of his computers Alpha and Zeta hoped to become absolute dictator of outer space. Zodian was captured by the Phoenix Five crew after thirteen episodes. Platonus was a being from another galaxy who decides that it would be in out best interests for him to rule us. Both Zodian and Platonus tended to spend much of their time talking to their computers. Most of the action in the series takes place either on the Phoenix Five itself or on planets which resemble a gravel pit.

Low-budget Australian space series that cheaply went were STAR TREK had bodily gone before. The series' limitations were apparent in the lack of supporting players , few sets (Platonus was invariably seen threatening all and sundry from the same set each time), the standard quarries and scrubland doubling as alien worlds, and very little model work - mostly just the Phoenix craft flying through space. Each tales had a happy ending and a strong moral message. About a third of the ITV network took the series - or some of it - in 1970, with STV leading the way. Some other regions including London Weekend and Anglia gave it a belated run in 1976. Although the series has never been aired in America, during the last 1970s there was an effort mounted to syndicate the series in the US, which ended unsuccessfully.

Phoenix Five was a low-budget Australian adventure series set in space. If Phoenix Five is not the worst science fiction series of all time, it most definitely a strong contender for that dubious title. A combination of cheap sets, almost non-existent special effects, silly writing and a complete ignorance of science all contribute to the overall poor quality of the programme. Although the series has never been aired in America, during the late 1970's there was an effort mounted to syndicate the series in the US - which ended unsuccessfully.

Original broadcast dates are currently unavailable. Information is also unavailable on guest cast, writer and director for many of the episodes. The series' producers were Peter Summerton (Eps. 1-10) and John Walters (Eps. 11-26), Walters had taken over following the death of Peter Summerton. The broadcast dates given here are for the UK broadcast on STV (Scottish Television), since original Australian broadcast dates are unknown. It is likely that David Cahill directed all 26 episodes of the series, this however cannot be confirmed since details of many of the episodes directors are missing.

In the last couple of decades, Australia has produced some excellent science-fiction series for children, such as The Girl From Tomorrow and Cybergirl, to name but two. Although intended for children, these productions were sophisticated enough to hold the interest of adult viewers. Such was not always the case.

In the first twenty years of Australian television, seven science-fiction shows were produced, and all were made for children. The first was The Stranger (1964, with a second series in 1965), followed by Wandjina! in 1966. Then came the trilogy of The Interpretaris (1966), Vega 4 (1967) and Phoenix Five (1969), and later there was Alpha Scorpio (1974) and Andra (1976). All were produced by or for the Australian Broadcasting Commission, and all were serials (continuing narratives) except Phoenix Five, which was structured as self-contained episodes.

As this website deals only with series (as opposed to serials), Phoenix Five is the only one of these

programmes to fall within this frame of reference. However, to examine Phoenix Five we must also look at the preceding two serials of the trilogy, *The Interpretaris* and *Vega 4*.

Phoenix Five has been accused of 'cheaply going where *Star Trek* had boldly gone before', a not entirely valid criticism. Phoenix Five was certainly cheap, but it was definitely not a copy of *Star Trek*, as its predecessor *The Interpretaris* dates back to 1966 before *Star Trek* had gone to air in the United States. There were some similarities in concept between *Star Trek* and *The Interpretaris*; both series were set in an enlightened future with a peaceful Earth as the centre of a federation of planets, and both featured a 'state of the art' spaceship, with a multinational crew and a resourceful captain at the helm, exploring unknown areas of the galaxies. However, that is where any direct comparison must end, as the two shows were vastly different. For example, the 'Enterprise' had a crew of 400, whereas the 'Interpretaris' had a crew of only three; the 'Interpretaris' had no teleport facility; and the writing and production standards of *Star Trek* are light years ahead of *The Interpretaris*. It is worth noting though, that *The Interpretaris* featured a Russian crew member long before Chekov was introduced to *Star Trek*.

The Interpretaris was produced by Artransa Park at their Sydney studios, in association with the ABC. It first went to air on the ABC in October 1966, with subsequent repeat screenings on the Seven Network. This unique arrangement was a result of the relationship between ATN-7 Sydney and Artransa Park, so that even though the programme was commissioned by the public broadcaster and utilised some ABC personnel, repeat rights were slated for the Seven Network from the outset.

Six half-hour episodes were made in black and white, almost entirely filmed within the confines of the Artransa Park studios. Scriptwriter for the serial was Barbara Vernon, who went on to create the very successful ABC soap opera *Bellbird*. Producer and Director was Kay Roberts.

The Interpretaris was set over 500 years in the future, with the Earth at the centre of a peaceful federation of planets under the jurisdiction of the World Council. The title refers to a spacecraft, 'The Interpretaris', the flagship of the World Council fleet. The serial opens with an evil scientist, Parta Beno, who has been found guilty of imprisoning and reducing in size inhabitants of various planets. As punishment he is exiled to a remote asteroid, with the only amenities being a crude laboratory. All the specimens that Parta Beno collected were sent back to their home worlds by the World Council, except those that the Council had no knowledge of, let alone any idea about the planets from whence they came. The hand-picked crew of 'The Interpretaris' were given the mission of returning these aliens to their home planets.

The three-person multinational crew selected for the mission was headed by Commander Alan De Breck, a European played by Stanley Walsh. The pilot was David Charmichael, an Australian played by Kit Taylor (who appeared over ten years earlier as a young boy in *The Adventures Of Long John Silver*, the first television series made in Australia). The third crew member was female, Vera Balovna, a Russian played by Lorraine Bayly (who was perhaps best remembered for her role as Grace Sullivan in the late 70's / early 80's war-time serial *The Sullivans*). Issues of female equality were raised early on in the programme - Vera was hoping to be in charge of the mission!

The crew were assisted by a computeroid named Henry - a clumsy-looking robotic computer with artificial intelligence and almost human emotions, operated by Gordon Mutch. There was a second 'living' computer on board named Alys, a 'female' that looked like a mantelpiece clock, her voice being provided by Judi Farr (who later played Rita Stiller in *My Name's McGooley - What's Yours?* and *Rita And Wally*, and *Thelma in Kingswood Country*). Alys was one of Parta Beno's specimens awaiting return to her home world, but doubled as a spy under his orders. Parta Beno, played by Ben Gabriel, controlled Alys from his asteroid exile, and used her to try and sabotage the mission of 'The Interpretaris'.

The six episodes concerned the mission of returning the strange life forms to their strange planets, and contending with Parta Beno's attempts to thwart their mission and gain his freedom. During the course of events, Henry and Alys 'fall in love', which eventually results in Alys breaking free of Parta Beno's control, although at the expense of her own existence. Parta Beno is subsequently captured by 'The Interpretaris' crew and returned to exile in the final episode.

Even allowing for the fact that the programme was made for children, *The Interpretaris* is not a very sophisticated production. It looks cheap - limited cheap sets, cheap models and cheap effects, all indicative of a small budget. There are good performances from the cast, and the crew seem to be doing the best they can with what they have, but the overall effect is disappointing.

In spite of the deficiencies of *The Interpretaris*, it was decided to make a sequel the following year. *Vega 4* was a serial of seven half-hour episodes, this time filmed in colour. Also produced by Artransa Park at their Sydney studios, in association with the ABC, the same screening arrangements applied. Made in 1967, it was first screened by the ABC in Melbourne on May 19, 1968, and in Sydney on June 2. Repeat screenings were

on the Seven Network. Producer of the show was Alan Burke, the scripts were written by John Warwick and music was composed and conducted by Tommy Tycho.

Vega 4 opens with a new threat to Earth detected by Earth Space Control emanating from Galaxy Five. To deal with the situation, the President orders the commissioning of the yet untested new spaceship, 'Vega 4'. When it is suggested that 'The Interpretaris' should be sent on the mission, it is revealed that it is not equipped for travel to Galaxy Five and therefore the 'Vega 4' is the only hope for Earth to survive.

As in *The Interpretaris*, a three-person crew (two males, one female) is selected for the mission: Captain Phillip Wallace, played by John Faasen; Lieutenant James Adam, played by Evan Dunstan; and Ensign Eve Poitier, played by Juliana Allan. They are also assisted by a computeroid named Henry, which looks exactly the same as the Henry from the earlier serial. When the Captain says that he thought Henry was on 'The Interpretaris', he is told that his older cousin was and still is. This Henry is a new and improved model.

It is soon revealed that the threat to Earth from Galaxy Five is the handiwork of another evil scientist named Zodian, played by Eddie Hepple (who previously had the title role in *Barley Charlie* and would later appear in *The Rovers*). Zodian, assisted by his computer, is seeking revenge on Earth for exiling him to an asteroid, and believes he will succeed where Parta Beno failed. Hepple capably portrayed Zodian's eccentricity and added a comedic touch which softened the character's evil persona.

A support role in the serial was played by Ken Fraser as the President of Earth Space Control. The seven episodes are concerned with the 'Vega 4' crew dealing with the threat from Galaxy Five, and in the final episode Zodian is captured and their mission is completed.

Although Vega 4 was an improvement on *The Interpretaris*, not least because of colour filming, it still suffered from a low budget resulting in some dodgy sets, models and special effects. Vega 4 featured more location filming, but a large percentage of each episode was still confined to a small number of studio sets. Producer Alan Burke said, Many special effects were used to give added atmosphere to the programme. That was true, but the effectiveness of the effects was severely limited by the low budget.

The third series in the trilogy was *Phoenix Five*. The same formula applied: the title referred to the flagship spacecraft of Earth Space Control, with a crew of three (two male, one female) plus a computeroid who spent most of their time outwitting an evil scientist. The same production arrangements also applied: *Phoenix Five* was produced by Artransa Park at their Sydney studios in association with the ABC. And the same screening arrangements applied: first run episodes were shown by 'Aunty' ABC, with repeat screenings on the Seven Network.

The major difference was in the structure. *Phoenix Five* was not a serial, but consisted of self-contained episodes, and consequently had a longer production run - 26 colour episodes were made, each a half-hour in length. Production commenced on December 3rd, 1968, and continued to mid-1969.

The episodes were introduced by a narrative, accompanied by appropriate images, which stated: The year: 2500 AD. The 'Phoenix Five'. The crew: Captain Roke, Ensign Adam Hargreaves, Cadet Tina Kulbrick, and their computeroid Karl. Their mission: to patrol the outer galaxies for Earth Space Control, to maintain peace, and to capture Zodian the humanoid, who with the aid of his computers Alpha and Zeta endeavours to become dictator of outer space.

Mike Dorsey was cast in the lead role of Captain Mike Roke, with Patsy Trench (who later appeared in the second series of *Delta*) as Cadet Tina Kulbrick, and Damien Parker as second-in-command Ensign Adam Hargreaves. Peter Collingwood had a support role as the Earth Space Controller, who directs the 'Phoenix Five' missions. As in the previous two serials, the crew were assisted by a computeroid named Karl, whose appearance was improved on, but no less clumsy than, the earlier serials Henry's. Karl was operated by Stuart Leslie.

Vega 4 scriptwriter John Warwick was Script Editor for *Phoenix Five*, and he also wrote a number of episodes. Producer for the first ten episodes was Peter Summerton, and episodes 11 - 26 were produced by John Walters following Summerton's untimely death. Director of the series was David Cahill.

The villain of the piece was again Zodian, played by Redmond Philips (best remembered for his later role of Colonel Cato in *Spyforce*). Philips played the part in the same eccentric-with-comedic-touch vein established by Eddie Hepple in Vega 4. His appearance was altered significantly, however - Zodian now had aqua-blue skin with a blue mouth and eyebrows, and was always described as a 'humanoid'. In the first episode, Zodian escapes from custody on Earth and flees to his hideout on the planet Zebula 9, where his twin computers 'Alpha' and 'Zeta' aid and abet him in his nefarious deeds.

Redmond Philips made his final appearance in episode 13, 'The Baiter Is Bitten', in which the 'Phoenix Five' crew finally manage to capture Zodian and bring him to justice. From the next episode there was a new villain to deal with: Platonus, another (you guessed it!) warped evil scientist, played by Owen Weingott. Platonus had pointy ears (obviously inspired by Star Trek's Mr. Spock) and a computer named Tommy who spoke with a Cockney accent. The opening narrative was altered to read: The year: 2500 AD. The crew: Captain Roke, Ensign Adam Hargreaves, Cadet Tina Kulbrick, and their computeroid Karl. Their mission: to maintain peace, and to patrol the outer galaxies of Earth Space Control. Their constant threat: Platonus, who dreams of ruling the galaxies and, by using his computer through an innocent victim, plans to capture or destroy the 'Phoenix Five' and her crew.

The last episode, No. 26 'General Alarm', saw the capture of Platonus by the 'Phoenix Five' crew. Captain Roke was promoted to head of Earth Defence, and Adam was promoted to Captain of the 'Phoenix Five'. The episode closes with Adam and Roke in a friendly argument over who was going to have Tina as their assistant.

As Phoenix Five consisted of self-contained episodes, the villain Zodian and later Platonus did not appear in every episode. Not being constrained by one plot-line as the previous serials were, Phoenix Five gained measurably from being able to wander around the cosmos dealing with whatever situation the crew would find themselves in.

Phoenix Five went to air in May 1970, almost one year after production was completed, and the episodes were shown out of order. It was screened in a Sunday afternoon timeslot nationally, which in Melbourne put it in direct competition with repeats of U.S. sci-fi series Star Trek and Land Of The Giants. TV critic Veritas, writing in the Melbourne Truth, lamented this position: When you put Phoenix Five up against The Land of The Giants the production looks smaller than the 'little people' themselves; and up against Star Trek, Aunty Two's spaceship looks like a toy you can find in any department store for a few cents. Phoenix Five, in my opinion, would have been a much better proposition had it been given a weekday children's timeslot.

An area that Phoenix Five did excel in was the costumes. Zodian was dressed in a blue floor-length robe, and Platonus featured an elaborate purple costume. There were more guest artists in Phoenix Five than the earlier serials, and they were adorned accordingly: Arna-Maria Winchester, in episode 3 'To End Is To Begin', was covered from head to foot in pink tights as a life-form from the planet Leonicus; Pat Sullivan appeared in episode 16, 'Slave Queen', in regal robes as a mini-skirted monarch; Tony Ingersent was adorned in an aquatic costume for his role of Neptunus in episode 13, 'The Baiter Is Bitten'; Christopher Johnson wore weird headgear as an emissary from the planet Tylantia in episode 2, 'Two Heads Are Better Than None'; to mention but a few. A production spokesman was quoted in TV Week: The series is certainly not intended to terrify children, but we have given full rein to our imaginations in designing the space outfits.

There was more location filming in Phoenix Five, usually in rock quarries to simulate alien landscapes. Interior scenes were filmed in the Artransa Park studios, and exterior scenes of the spacecraft utilised three models (two inches, eight inches and ten feet long respectively), filmed against a black velvet background with torch bulbs used to simulate a starry effect.

Special Effects man Peter Hicks was hampered by the show's low budget, but he still did the best he could with what was available. Our biggest problem, he said, was stopping a ton of ice melting when 'Phoenix Five' was trapped in a planet of solid ice and had to blast its way out using rocket motors. It was done in the studio and took two to three hours of filming.

Patsy Trench said that her part in Phoenix Five did not appeal to her as an actress. We seemed to spend most of our time reading dials and talking space jargon. I did that for six months and it became very monotonous. Patsy later pointed out other shortcomings: The script writers weren't even aware of the capabilities of the space ship, and nobody seemed to know what was going on.

Phoenix Five was an improvement on both The Interpretaris and Vega 4, but it still suffered from the effects of a low budget. The scripts varied considerably - some were very clever and well-written, others were just plain silly. And the sets, special effects and model work still looked as dodgy as ever. The episodes usually had a moral message which was delivered in a subtle manner, minus the syrupy 'hearts and flowers' that pervade most U.S. shows. As they stand, the trilogy of The Interpretaris, Vega 4 and Phoenix Five are not in the same league as overseas contemporaries such as Star Trek or Doctor Who, and they pale in comparison to later Aussie sci-fi shows such as The Girl From Tomorrow and Cybergirl. Phoenix Five and its predecessors fall well short of their potential, in spite of having basic concepts that were at least as visionary as some successful overseas sci-fi programmes. It would have been interesting to see what could have been achieved if there was a larger budget to play with.

WR. John Warwick, Fred C. Folkard and Ted Ager.

DIR. David Cahill.

EPISODES: 26 **YEAR MADE:** 1969 **COUNTRY:** AUS **SEASONS:** 1

AN ARTANSA PARK PRODUCTION IN ASSOCIATION WITH AUSTRALIAN BROADCASTING COMPANY.

CREATOR: JOHN WARWICK (writer)

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 01/10/1970

AIR DATE OF LAST EPISODE: 07/03/1970

SEASON DATE BREAKDOWN:

FILMS:

Captain Roke MIKE DORSEY, Ensign Adam Hargreaves DAMIEN PARKER, Cadet Tina Culbrick PATSY TRENCH, Carl STUART LESLIE, Earth Space Controller PETER COLLINGWOOD, Zodian REDMOND PHILIPS, Platonous OWEN WEINCOTT.

RELATED SHOWS:

STAR TREK

1 - 1 *ZONE OF DANGER*

Zodian is imprisoned by Earth Space Control after having been found guilty of destroying several planets in an attempt to control outer space. Zodian escapes, boards the Phoenix Five and forces Tina to blast off for his stronghold on planet Zebula 9.

1 - 2 *TWO HEADS ARE BETTER THAN ONE*

An emissary from Tylantia asks for an audience with the Earth Space Controller. A large force field is closing in and threatens to destroy his planet - it is found to originate from Zodian on Zebula 9, and Captain Roke and his crew are sent to investigate.

Wr John Warwick

Dir Andree Hemingway, Kay Roberts

1 - 3 *HUMAN RELICS*

On a routine patrol, Roke's crew witness the planet Leonicus explode. They also sight a cargo ship off-course, and upon investigation they find the crew missing and an alien presence on board - intelligent microbes from Leonicus intent on migrating to Earth.

1 - 4 *THE STOWAWAY*

On rest leave, the Phoenix Five crew are indulging in a twentieth-century game of baseball when Adam is overcome by a strange chameleon mutant, which threatens the safety of the Phoenix Five.

1 - 5 *THE END IS TO BEGIN*

The Phoenix Five crew receive a strange signal from the asteroid Arcturus. Responding, they find a twentieth-century Earth space capsule and an astronaut, Major York, in a coma. He is taken to the Phoenix Five sick bay, but Zodian has York under his control, and it is revealed that York is actually from the planet Marcolosa.

1 - 6 *SIX GUNS OF SPACE*

On a routine patrol, the Phoenix Five runs into an old-fashioned naval-style bombardment coming from one of the moons of Corallus.

1 - 7 *THE PIRATE QUEEN*

The Phoenix Five is escorting a cargo ship carrying vital medical supplies to an Earth space colony. The vessels are attacked by an old space frigate, forcing the Phoenix Five scoutship to crash-land on Zebula 9. The space frigate is piloted by Karelia, an Aquasian Queen - but Zodian captures both Karelia and the Phoenix Five crew.

1 - 8 *TWO INTO ONE WON'T GO*

Adam 'materialises' a copy of the ancient Pipes of Pan. He and Tina are hit by an unseen force when he blows a 'dead' note on the pipes. Karl absorbs the ultrasonic sound and sets out to discover the source.

1 - 9 *BACK TO CHILDHOOD*

Tina finds a rare 'Cannibalis' plant which Roke decides to take back to Earth for examination. An alien, a hybridoid, is somehow linked to the plant, and the crew take him back to the Phoenix Five sick bay. Tina and Adam are sprayed by pollen from the plant and revert to a childish state.

1 - 10 *A SOUND IN SPACE*

Zodian bribes the pompous governor of Planetoid 93 into injecting a micro-transistor into Captain Roke's bloodstream, which will put Roke under Zodian's command. Zodian plans to cause Roke to use the Phoenix Five to destroy Earth Space Control.

1 - 11 *A GESTURE FROM KRONUS*

Captain Roke is 'reversed' when he falls victim to Zodian's time warp - he talks backward, and his uniform colours are reversed. His reaction powers are severely tested as he flies the Astro Scoutship to the one person who can help him - Kronos, the guardian of time in space.

1 - 12 *THE CAT*

Investigating the mysterious disappearance of the colonists of the planet Lynxonia, the Phoenix Five crew find just one clue - a tiny black kitten. It seems odd that it could be responsible for strange growling noises heard in the planet's dark rocky areas.

1 - 13 *THE BAITER IS BITTEN*

The Phoenix Five flies into a strange phenomenon - a fog in space, which then turns to deep water, trapping the crew. The water is a planetoid under the control of Neptunus, who plans to force Roke to assist with his revenge on Zodian. Roke outwits Neptunus, and in breaking free of the planetoid succeeds in capturing Zodian when his hideout is flooded.

1 - 14 *THE BIGGER THEY ARE*

Platonus, a warped evil scientist, programmes Colosseo, a young gentle giant of the Placid Planet, with a super power to destroy the Phoenix Five and her crew.

1 - 15 *THE HUNTER*

Platonus bribes Jenka, the hunter king of a planet now devoid of wildlife, to track down and kill the crew of the Phoenix Five. Platonus' plan is foiled when Roke strikes up a rapport with Jenka.

1 - 16 *SLAVE QUEEN*

Captain Roke is ordered to find the missing successor to the throne of Celex - a girl called Estella who was captured as a child by a warlike and backward race from another world and held as a slave.

1 - 17 *SOMETHING FISHY*

The Phoenix Five is sent to find out why contact has been lost with a prison colony on the planet Zedden.

1 - 18 *TOY SOLDIER*

Tina brings a tiny antique toy soldier she bought while on leave onto the Phoenix Five. Investigating a strange metal on the planet Wonderos, the Phoenix Five crew find themselves battling the toy soldier, which has now grown to life size and is under the control of Platonus.

1 - 19 *SHADOW SHIP*

Returning to Earth for a routine check, Tina is struck down by an agonising virus. Captain Roke takes the Phoenix Five to Earth at maximum speed in order to obtain a cure for her.

1 - 20 *THE PLANET OF FEAR*

Exploring a strange planet, Roke and Adam meet an astronaut, Ben Armstrong, who was lost ten years earlier. He has gained strange powers from Platonus, turning him into a human booby trap. However, Armstrong has developed a few powers of his own and is able to repel Platonus and turn his force back on him.

1 - 21 *SPACE QUAKE*

The planet Deldum is drifting out of orbit into the path of another planet, and the Phoenix Five is assigned to destroy it. A criminal doctor on Deldum injects Adam with an ageing serum and will only supply the antidote in return for safe passage to another planet.

1 - 22 *EFFICIENCY MINUS*

The Phoenix Five crew are shocked when told they have failed their annual check-ups and will have to be separated.

1 - 23 *SPARK FROM A DYING FIRE*

Adam and Tina fall victim to the hypnotic powers of the strange sparks erupting from a fiercely destructive asteroid, once a part of the planet Janus 7, and are set to fight a duel.

1 - 24 *DREAM ON*

Computeroid Karl picks a flower for Tina, unaware that Platonus has cracked his access code and programmed him to pick a very special flower. When Captain Roke decides to use a routine training

exercise as a cover for hunting Platonus, it involves some tricky navigation through planetoids and some solar gas. Platonus activates the flower, which emits dream pulses, and puts the Phoenix Five crew into a dreamlike state in the middle of the crucial navigation manoeuvres.

1 - 25 *A LITTLE DIFFICULTY*

The Phoenix Five, pride of the Earth Space Control Fleet, disappears.

1 - 26 *GENERAL ALARM*

Roke and his crew are assigned to collect a supposedly reformed tyrant from a prison planet and return him to the Federanians. Platonus plans to use the General to settle with Roke and his crew once and for all, but the General is in possession of a Federanian rod which has hypnotic powers, and he uses it on the Phoenix Five crew. The General attacks Platonus, mistaking him for the Earth Space Controller, which results in his capture. With the General subdued and Platonus captured, Captain Roke is promoted to Head of Earth Defence and Ensign Adam Hargreaves is promoted to Captain of the Phoenix Five. Both want Tina as their assistant.

PHOENIX, THE



The Phoenix centred around: Bennu, an alien visitor to the Earth. Bennu had been discovered in a pre-Incan sarcophagus buried in: Peru. The sarcophagus was transported back to America, where Bennu came back to life. His swiss cheese memory told him that he was an alien sent to Earth from his own dying world to perform some very vital mission, although he could not recall what it was. The scientists decided that he was an ancient astronaut who needed to be studied, while the Peruvian government had him declared a national treasure who had to be returned to Peru. Realising that his mission was not to be studied he managed to escape and find some way to discover what his mission was and then complete it. Bennu had an amulet which gave him an assortment of alien powers.

When The Phoenix returned as a regular series in the spring of 1982, Bennu had learned more about his mission. He had originally had a partner named Mira and it was she whom had the details of their mission - a mission which would somehow save the Earth. Mira, it seems, was buried in some other ancient Indian burial ground, but Bennu had no idea which one. He thus set out on a quest to find her. each week: befriending someone and helping them solve some crisis in their life. Bennu also had to avoid Preminger, a government agent assigned to bring him back for studying.

The character of Noel died in the pilot episode (as love interests often do!). Senor DeVarga was never heard from again, but another regular cast member was added: the evil government agent who was instructed to capture Bennu as any cost. Four more episodes were written in script form, but were never filmed nor aired. The titles for those four episodes were Trail by Fire, Deadly Cargo, Dark Hunter and The Star Needle.

They have not been included in the count of the number of episodes. Born as a 26 Apr 1981 movie special, this was reprised as a short-run series. Bennu was a, emissary from an alien planet with a dying race, who came to earth in the 4th Century A.D. and was preserved in an Andean tomb, being somehow revived by modern Inca-hunting archaeologists. His motivation: to find his partner Mira, buried half-alive somewhere else in the Americas, while protecting the environment with his necklace-worn amulet. Preminger was the government agent tasked with capturing Bennu and putting his powers to work for covert intelligence purposes. The Phoenix was a very short-lived series that was little more than The Fugitive with science fiction elements thrown in. First premiering in 1981 as a made for TV movie. The series was first seen on ABC in the US.

Two of the most difficult things to do in television series production (things that become even more difficult in a science fiction series) are (1) present original ideas and concepts and win network acceptance for them, and (2) broadcast anything that hints of a religious nature that may potentially offend viewers. The Phoenix, at least initially, took on both of these challenges, and it is a tribute to its creators, the husband-and-wife screenwriting team of Anthony and Nancy Lawrence, that the series got off the ground at all. The show did not evolve as they intended, but the genesis of the idea for The Phoenix was "done on a spec basis," says Nancy Lawrence. Lawrence says that she and her husband had read a number of books that discussed the theories of ancient astronauts visiting Earth in the distant past. Most notable were Von Daniken's theories.

Armed with this research, they drew up a treatment for a series idea. "We thought it was a fascinating concept," says Nancy Lawrence. "We thought it might be interesting. Tony told Mark Carliner about it, and Mark said, 'Well, if it's not right for now, it'll be right for later.' So, Mark told Jonathan Axelrod, the head of ABC at the time, and Jonathan read it, and it happened very quickly! It was 24 hours. My husband and I went in, stayed at ABC until 9:00 in the evening, and we went with this. Everybody got behind it. We wrote a script [from the treatment] in six and a half days, and turned it in. They didn't change a line. All they said was, 'We need an antagonist.' That was the network mentality-everything has to be like The Fugitive. We turned the script in, and they liked it, and it went into production."

The pilot was close to what the Lawrences had hoped for. From there, as usual, the network tried to include elements derived from various hit series in an effort to capitalize on their success. In this case, The Fugitive

was the template. The Phoenix also bore resemblance to The Incredible Hulk, Starman, The Immortal, and to a certain extent Logan's Run-but then, all these were derivative of The Fugitive as well. "The network was so concerned that there would only be a cult audience," says Lawrence. "They wanted to appeal to everybody, and as it turned out, the pilot received a good rating. The network was very respectful, but they didn't understand the show's nature. It was a big disappointment. What they said they wanted, ultimately, they did not want-they were too scared. When we screened the pilot [with ABC head Tony Tomopoulos], at the end of it, Tomopoulos stood up and applauded. 'We've never had a pilot like this!' But there were too many cooks stirring the broth at ABC. We got many concessions because the network was under the gun, they needed the show immediately. Tony and I wrote five scripts. We let a lot of people in the science fiction business read it [the prospectus], and they said they liked it, but the network began to have second thoughts."

That's when the tide turned between the production of the pilot and the series. When ABC "had more time to think about the series," says Lawrence, "what they wanted was more comic book." Carliner took over as executive producer of the series and introduced the couple to potential staff writers and editors. In the end, because the Lawrences had access to such good literature on ancient astronauts, "we felt we'd be safer going with what had been documented," says Lawrence. The man who took over as story editor, Earl Booth, recalls his brief tenure with this show as "a sorry experience. None of the original material the Lawrences wrote was ever accepted by ABC. The four scripts filmed were completely new scripts. While I was working on The Phoenix, everyone was trying to decide what they wanted to do with the pilot. It was an unsettling period of constant change. There was never a definite direction. I suspect the network was groping for another version of The Fugitive."

"It was one of the most horrible experiences of my career!" declares Larry Alexander, a writer who tried pitching stories to The Phoenix. "Not because of the show itself. It was a horrible experience for almost everybody. My boss, Mike Sullivan, when he first started, was an ABC executive, that's how I met him. One of the shows he was shepherding was The Phoenix, which he considered to be the single worst show he had seen in his entire life. He thought it was so terrible that he has parodied it in about three episodes of the sitcoms Growing Pains and Just the 10 of Us [both of which Sullivan produced]. Earl Booth was a terrific guy. He was one of the few story editors who didn't write. He literally was a story editor. He called me in and gave me an assignment. I turned in the story, and he called me up and said, 'It's wonderful-go to script.' And ten minutes later he called me back and said, 'Cancel that!' I said, 'You just gave me a script commitment.' He said, 'I'll deny it.' I said, 'What? What's going on?'

He said, 'I can't tell you.' I said, 'Excuse me?' He said, 'Larry, please ... don't make an issue of it. I can't tell you. I'm in a very bad position. The powers that be don't like the story and I was unauthorized to give you a go ahead. Blame me if you want. I can't help it.' And I said, 'OK.' And I didn't talk to him for ten years, needless to say. And I was working on another ABC show at the time, Breaking Away [1980-1981]. I also got cut off on a story with Breaking Away, and both of these stories were very good. It took me ten years to find out that an executive at ABC, who, when we were kids, I had punched in the face, had taken vengeance. He was able to cut me out of both assignments, which I found fascinating."

When it comes to the Lawrences' goals in creating the show, Nancy says, "We tried to be provocative to the extent that it opened minds to look at things that happened long ago. We wanted people to at least think. We took that point of view. We weren't peddling our philosophy. We were saying, 'This is a possibility. This is the evidence discovered that we have no answers to.'" The protagonist, Bennu, as played by actor Judson Scott, was meant to be a reversal of many characters presented in Twilight Zone, who tended to be ordinary people in extraordinary circumstances. Bennu was an expression of the reverse: an extraordinary being transplanted into the ordinary life of modern-day Earth. Bennu was a compassionate, charismatic and benevolent man in search of his wife, Mira, ("our one-armed man," says Nancy Lawrence), who he believed was buried somewhere in North America at an Indian burial site. His only lead to her location was a small Indian stone symbol.

This ancient astronaut had powers beyond those of mortal men, aided by a golden medallion on his neck. This medallion was the centerpiece quite literally-of the character and of the show. With it, Bennu's body soaked in solar rays, which could be released as energy from his fingertips. In times of danger, when earthlings would aim guns or swing chains at him, he would grasp the medallion with one hand and aim the other against his enemy. Bennu could also read other people's minds, communicate with animals and levitate. "He simply went to sleep many years ago, woke up and [found] things much worse than they were when he went to sleep," points out Lawrence. "In other words, we have not progressed or improved. It was a tough thing because we didn't want him preachy."

We talked to Judson about the character a lot. Judson was passed by the network. They wanted someone to look all-American, which I don't think he did. Judson had a very interesting oddness about him. He did certain things during his screen test that the network didn't like, and they said, 'He can never do this again.' The taboos began to mount up. For example, Judson would wave his hands or move them as he tried to explain

something. He was trying to get beyond the words. The network said, 'Tell him to keep his hands to his side.' They were frightened of the messianic imagery in the gestures. Also, there was a scene [in the pilot] where he's at the ocean and he runs into the water and disappears.

Bennu, being from a different time, has no hangups. Judson was wearing these green surgical rags, the clothes the doctors were using when he got out of the hospital. At the beach, he became ill, so he goes into the water to re-oxygenate. We showed clips of him taking off his shirt, dropping his pants. He was stark naked, and from a long shot from the cliffs we photographed him running toward the water. We got it at a perfect time of day. The sun was going down and it made him a backlit silhouette, and the network, which had initially approved of it, nearly had a stroke. Mark Carliner told us, 'Cut it!'"

Lawrence wanted the scene to emphasize that this was a person "just joining the Earth. He was childlike and wanted to keep that quality." Lawrence confesses that the series eventually bore little resemblance to original intent. "In the pilot, we took a lot of time to keep anything from being pretentious, a disaster in science fiction. We told the network, 'You have a series here, but it has little to do with an ancient astronaut.' There are certain political things that are always in place. And you can't fight them. It's not the network's fault, because they don't understand science fiction or didn't at the time."

The idealized vision of The Phoenix was quite different from what appeared on television, according to Nancy Lawrence. She says, "This was a man who was looking to contact his people. He was very homesick. The network had already decided it had to be a road show, i.e., The Fugitive, so he roamed from town to town. That brought a different flavor. The network wanted someone chasing Bennu, and we said, 'Not the police, not the CIA,' and we came up with a character that Tony and I liked very much who was somebody who had been sent to terminate Bennu [Justin Preminger, played by veteran villain actor Richard Lynch]. He was like the dark side of this planet, but the network [softened him]. Tony and I wrote five scripts, we were paid for them [but they were never used]. The network felt they were too risky, or maybe they just hated them."

One of the original scripts "had to do with the South. There was one with Bennu breaking the law in the South and being in a chain gang. That's what the network wanted, but we added something to it which brought out his whole difference in philosophy. We wanted him always to make that difference."

Synopses of the unfilmed scripts bear out the Lawrences' original version. One of them, "Trial by Fire," is credited to Richard Christian Matheson and Thomas Szollosi. According to the synopsis, Bennu, "nearly disabled by solar flares, and in extreme pain ... stows away on a small plane, hiding in the cargo bay. When it then crashes in the desert he and the five passengers (and crew) must work together to stay alive. Bennu helps them all survive while at the same time helping to heal the emotional breach between a father and son."

Another one, titled "The Face of an Angel," which bears no author credit, had Bennu "receiving a psychic message from his home planet (Eldobran). Bennu sickens. With scientist Frazier's help he learns of Mira and also about 'people' from his own planet who mean them harm. Bennu goes to Tullner, Texas, to find Mira only to discover she's been kidnapped by the evil people. While he tries to find her he becomes involved in drugs and murder."

But two scripts credited to Anthony and Nancy Lawrence brought other shades of Bennu to the surface. In "Deadly Cargo," "Bennu covertly climbs on board a truck hauling toxic waste in Georgia. Thrown from the truck, he hits his head and wakes with amnesia. Taken prisoner as a hijacker, he ends up on a work farm where he comes to the aid of the Warden's too-young and questionably-retarded young wife-Willow. Freeing himself from the prison, he and Willow attempt to dispose of the toxic waste that is killing people ... and causing Bennu's continuing amnesia and health problems."

In "The Star Needle," Bennu is found "wandering near a Kansas City zoo, and becomes involved with a young mother-to-be, Regan, and her special baby. When her drunken husband is murdered, Bennu must protect both of them from the killer. Preminger sweeps upon Bennu and captures him. He escapes their trap, though, to again rescue Regan from her would-be-murderers."

When the swift ax of cancellation fell down, "Judson was in a lot of pain," recalls Lawrence. "Once I got a call from him at 2 a.m. from New York. He was knocked out by its cancellation." Describing Bennu's goals on Earth, Lawrence notes that "Bennu was a man who came from a different culture. We didn't want a talky thing where he imparted his culture and was a Jesus figure. We did episodes where he was mistaken about our culture. We can only speculate on why these people came to Earth, and maybe they're still here, and that scared the hell out of everybody." Perhaps that fear inspired ABC network's second thoughts about this series.

Lawrence goes so far as to say that Bennu's mission changed from its original goal. "Tony and I wrote a whole prospectus on it, but I don't think the network even read it. They wanted more of a simplistic children's show, and then The Fugitive thing came in. We felt it had to be more of an anthology, to have the latitude to bring in other characters from this planet and from his. But the network put it within stricter bounds and it didn't work."

The aftermath of The Phoenix's debut on television didn't end the interest in the show, Lawrence recalls. "We had people writing to us saying they were from certain planets, and they said Judson was from that planet also. They truly believed they were from another planet." Sometimes, people forget the enormous power of television.

CAST NOTES

Judson Scott (Bennu): After a notable part in Star Trek 11: The Wrath of Khan (1982), Scott kept busy with guest roles, many in science fiction television shows like Powers of Matthew Star, Greatest American Hero, Star Trek: The Next Generation and Babylon 5.

Richard Lynch (Preminger): Lynch has almost always appeared as a villain. He's known for many TV and feature roles. He was the main baddy in Invasion USA (1985) with Chuck Norris. TV appearances include Serpico, Streets of San Francisco, Buck Rogers, The A Team, Hunter, and Starsky and Hutch. He also played Xavier in Galactica 1980's premiere episodes.

WR. Anthony Lawrence, Leigh Vance, Mark Caliner, David Guthrie Douglas.

DIR. Douglas Hickox, Reza Badiyi.

EPISODES: 5 **YEAR MADE:** 1982 **COUNTRY:** US **SEASONS:** 1

ABC/MARK CARLINER PRODUCTIONS, INC.

CREATOR: ANTHONY AND NANCY LAWRENCE

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 5

DATE OF PREMIER: **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Bennu JUDSON SCOTT, Dr. Ward Frazier E.G. MARSHALL, Senor Diego DeVarga FERNANDO ALLENDE, Noel SHELLEY SMITH (Pilot Episode Only), Justin Perminger RICHARD LYNCH (except pilot episodes).

1 - 1 *THE PHOENIX (90 MIN PILOT)*

1 - 2 *IN SEARCH OF MIRA*

Bennu befriends a farming family after he witnesses a drug-related murder and must seek refuge.

Wr Leigh Vance

Dir Douglas Hickox

1 - 3 *ONE OF THEM*

Preminger is close on the heels of Bennu. The ancient astronaut believes Mira is his long-lost wife is still in suspended animation in an Indian Burial Site.

Wr Mark Carliner

Dir Reza Badiyi

1 - 4 *A PRESENCE OF EVIL*

Terrorists that are plotting to transport stolen uranium threaten Bennu and a family who runs the horse stables where Bennu is working.

Wr David Guthrie

Dir Douglas Hickox

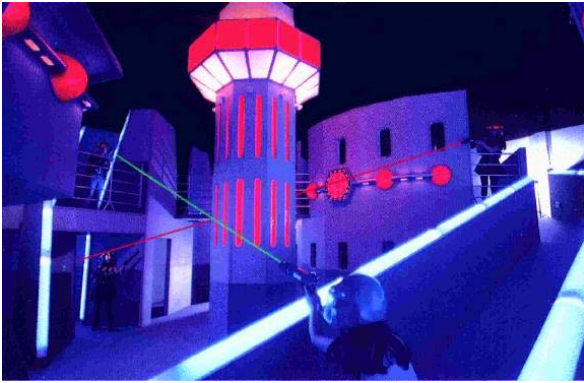
1 - 5 *THE FIRE WITHIN*

Seeking Mira's burial site at a state park, Bennu gets a job at a construction site. He learns that the boss may be a victim of a swindle.

Wr David Guthrie

Dir Reza Badiyi

PHOTON



PHOTON is what happens when you turn paintball into an indoor infrared laser sporting event, base a science fiction TV show around said sporting event, license every chart-topping pop single from 1980 to 1986 to accompany said show, realize by licensing said music you've blown your entire production budget, and resolve the matter by transforming every proposed set into a low-budget miniature and superimposing your actors over it using 1980s "green screen" technology. In other words, PHOTON was the greatest show ever. Even better than the Thanksgiving episode of CHEERS with the food fight and better than every episode of GARFIELD AND FRIENDS except maybe the one where the foley guy quits and Odie gets hired to do all the sound effects. Did I mention that when the PHOTON production staff wasn't choreographing high-octane action sequences to Michael Jackson and The Rolling Stones, the guys who would eventually executive produce the POWER RANGERS series were jamming away on the synthesizers?

It could only happen in the 80's. Take one of America's fastest rising animation studios. Add the notion of doing a scifi kids show entirely in Japan just to capture the campiness of Japanese directing. Use mostly bluescreen sets to shoot on. And finally, base the entire show on the fad phenomenon of the 80's Photon Laser Gaming and this is what you get. In typical 80's fashion you get 30 minute stories with some decent action and attempt at entertainment (they really did try folks.) which also in typical 80s fashion bodyslam you with a moral message come the end. What wasn't so typical was the fact that it was probably the only kids show to feature knock offs of popular 80's hits, okay this show and that blasted Kidd Video, but anyway what could be better than watching a cool teen space warrior blasting at bad guys with Photon guns and doing cool gymnastics with other colorful space warriors to "Danger Zone". Well its gone now, or maybe not, perhaps when DIC gets its "Entertainment Network" going (whenever that is) they will revive this little gem for the new generation to gawk at.

Most 80's kid-vid had a moral tacked onto the end. Not so with Photon. Photon beat you senseless with a moral lesson each week and then used the moral as a blunt object to nail your coffin shut at the very end. Someone call CSI! Topics varied from being responsible to not doing drugs. Of course there was plenty of violence along the way. In the show there are the forces of light (represented by MOM, Bhodi Li, and the rest of the Photon Warriors) and the forces of dark (represented by the Warlord of Arr and his minions whose names all ended in arr... Mandarr, Buggarr (who had a british accent), etc. Shown to the right is Bohdi Li (aka Christopher Jarvis). The show was actually very much like.. well it was like nothing else. Gratuitous Chroma-Key-Fu all over the place! Strangely enough if a Arrian was killed he just returned to the Warrlord of Arr as he was not there, but rather a projection of him. The good guys had no such advantage. if they got killed they stayed dead. However none of them ever did ;)

It seems that each solar system has a photon crystal. This crystal shines light on the solar system for 100 years, then it needs to be re-charged. (They should have gone with Duracell!) The Photon warriors race there to charge it with light. The Warlord sends out his minions out to charge the crystal with darkness. It is almost always a race or obstacle course to see who can find and charge the crystal first. It seems the the warlord only sends out holographic representations of his henchmen so when you shoot them they simply go back home. however MOM sends real people into battles so should they get shot they go home in a body bag. Of course no one good ever dies in this series. I have about 1/3 of the series on videotape. Most in the 2hr speed in hi-fi stereo. I would love to trade for more. When I get the time I will do some frame grabs. Shown to the left is probably the best of the moster suits. Bugarr. A play on a very naughty british word. Hey he was a bug.. what else could he have been called? Bet this never made it to England! The worst of the monsters was the green space pirate! Arrrrr Arrrrr!

Produced by Jean Chalopin executive producer, Andy Heyward executive producer, Tetsuo Katayama executive producer

Original Music by Shuki Levy & Haim Saban

Film Editing by Susan Jenkins

Art Direction by Akihiko Takahashi

Sound Department - Osamu Matsumoto first assistant sound recordist

Special Effects by Shinji Aramaki miniatures

Other crew - George Carter based on the game PHOTON created by, Satoru Kobayashi technical director, Osamu Nakamura story editor
Akira Tsugi assistant lighting engineer

Other Companies - Aoi Studio editing facilities, Eizo Tsuushin editing facilities, Glovision editing facilities, Nikkatsu Studio video studio.

The show was originally expected to have another season when filming was completed.

WR. Ray Dryden, Tsunehisa Itô , Satoshi Namiki , Sukehiro Tomita.

DIR. Yasuhiro Horiuchi , Koichi Nakajima

EPISODES: 26 **YEAR MADE:** 1984 **COUNTRY:** US **SEASONS:** 1

DIC ENTERPRISES, EUREKA PRODUCTIONS INC.

CREATOR: SATURO KOBYAHSHI

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Bhodi LI CHRISTOPHER LOCKWOOD, Tivia, Princess of Nivia LORETTA HAYWOOD, Lord Beatham GRAHAM RAVEY, Parcival EROS RIVERS, Leon AKIYOSHI ONO, Uncle Pike KAZUHISA KANAMURA, Kathy Jarvis CLARISSA REID, Barbara Johnson TAMARA JOHNSON, Richard Jarvis PAUL LAROQUE, Pirarr SAM TAYLOR, Mandarr DAVID ANTHONY, . Warriarr SATOSHI ISHIHARA, Dogarr TEIICHI IGARASHI, Bugarr YOSHIO SHIRAISHI, . Destructarr YOSHITO NAGATSUKA, Photon Earth (voice) JUNKO TAKEUCHI.

Books Based on this series.

EXILE	DAVID PETERS	1987
FOR THE GLORY	DAVID PETERS	
HIGH STAKES	DAVID PETERS	
IN SEARCH OF MOM	DAVID PETERS	1987
PHOTON: THE OFFICIAL HANDBOOK		
SKIN DEEP	DAVID PETERS	1988
THEIVES OF LIGHT	MICHAEL HUDSON	1987
THIS IS YOUR LIFE, BHODI LI	DAVID PETERS	1987

- 1 - 1 *RECRUIT*
- 1 - 2 *A GRAVE MATTER*
- 1 - 2 *FRIENDS & ENEMIES*
- 1 - 3 *IF AT FIRST YOU DON'T SUCCEED*
- 1 - 4 *JUST FOR FUN*
- 1 - 5 *THE LIGHT FLICKERS*
- 1 - 6 *LOST TIME*
- 1 - 7 *MAZE OF FEAR*
- 1 - 8 *MINDZAPPER*

- 1 - 9 *NECESSITY & INVENTION (PART 1 OF 2)*
- 1 - 10 *NECESSITY & INVENTION (PART 2 OF 2)*
- 1 - 11 *NIVIAN CHALLENGE*
- 1 - 12 *NO LAUGHING MATTER*
- 1 - 13 *ONE OF KIND*
- 1 - 14 *REBEL OF CYBORGS*
- 1 - 16 *THE RIGHT TIME*
- 1 - 17 *THE ROAD NOT TAKEN*
- 1 - 18 *SKIN DEEP*
- 1 - 19 *SPACE TERROR*
- 1 - 20 *THINK QUICK*
- 1 - 21 *UNITED WE STAND*
- 1 - 22 *"UNTITLED" 1*
- 1 - 23 *"UNTITLED" 2*
- 1 - 24 *"UNTITLED" 3*
- 1 - 25 *"UNTITLED" 4*
- 1 - 26 *STALEMATE*

PIG HEART BOY

Furutistic drama about 13 year old Cameron Kelsey who is unable to have a human heart transplant, so his father proposes an alternative solution, a pigs heart.

The series was produced by Diane Kyle. This is a slightly unusual Science Fiction show because although not set in the future, the series discusses scientific matter which are on the fringe of medical science, in this case the use of a pigs heart for a boy waiting for a transplant, almost nearly science fact, not science fiction. The series covers mostly the traumatizing effect of this deceision, whether our young hero will or won't take the heart.

An unusual SF show for the BBC which is more drama than Science Fiction, the show is well made, with some good acting by all of the cast leaves this as a top quality SF drama from the BBC, even if it lacks the science.

At a time when the rural/fantasy axis of children's drama is ever more dependent on co-productions (enjoyable though they may often be) and the urban/contemporary/realist axis has largely been brought down to a soapified Grange Hill and Byker Grove, with no identifiable beginnings or endings, the arrival of this adaptation of Malorie Blackman's novel, a runner-up for the 1998 Carnegie Medal, was welcome. The fact that all the central characters are black shouldn't matter, but with the pressure to represent an outmoded vision of Britain that co-productions tend to bring on, unfortunately it does.

If there's a problem with PHB, it's the music (too soft and not dramatic enough) and the fact that it can sometimes seem a little too worthy, the dialogue occasionally resembling "dramatised position-papers", as Mark Lawson said in The Guardian. Sometimes you want the greater viscerality we had in the '80s from the likes of Running Scared or Break in the Sun. But ...

Pig Heart Boy - basically about a 13-year-old who has to have a pig's heart transplant to live - was a very well-acted and well-written piece. It may have had quite a few contemporary references (Chelsea FC, the Vengaboys playing in the first episode) but it didn't suffer anything like as much as it might have done from the '90s' most abiding trend in children's TV, the imbuing of it with "hipness" at the expense of more enduring dramatic values. Although the overall look of Pig Heart Boy was still glossier than I'd have preferred, it managed to get across Cameron's feelings of betrayal towards Marlon when the story was sold to the tabloids, and his feelings that he had to achieve certain targets in football and swimming, even if he endangered his life, much better than some of us feared. The attack on Cameron by an animal-rights extremist at the end of episode five was a very effective cliffhanger, as well.

After reaching a low point of depression in the final episode, Cameron's awareness of his grandmother's mortality convinced him to carry on (a genuine learning curve for him, as opposed to the ongoing soaps, with their fast-moving, unreflective quality). The final scene, with the birth of Cameron's baby brother, was, admittedly, weak and rather sappy in its execution. But I anticipated the last episode with something close to the anticipation I had as a child, which must say something positive.

WR.

DIR. Kate Cheeseman

EPISODES: 6 **YEAR MADE:** 1999 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR: MALORIE BLACKMAN (Based on Novel)

TYPE OF SHOW: MEDICAL

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 02/12/1999

AIR DATE OF LAST EPISODE 23/12/1999

SEASON DATE BREAKDOWN:

FILMS:

Cameron Kelsey MARLON YEARWOOD, Tyler Kelsey PATRICK ROBINSON, Cathy Kelsey CLARE PERKINS, Nan Preston MONA HAMMOND, Professor Rae SIMON WILLIAMS, Marlon Bainbridge JONATHAN DE HERIT, Dr. Elstien KATE LYNN-EVANS, John Bainbridge MICHAEL LUMSDEN, Erica Bainbridge GEORGIA MITCHELL.

Books Based on this series.

PIG HEART BOY

MALORIE BLACKMAN

When 13 year-old Cameron Kelsey is unable to have a human heart transplant, his father proposes an alternative solution.

Wr Malorie Blackman

1 - 2

Cameron visits the medical research centre and makes a new friend, but it is a phone call that eventually helps him decide about their transplant.

Wr Malorie Blackman

1 - 3

Cameron has last-minute nerves about his operation, but with everyone's support it goes ahead.

Wr Malorie Blackman

1 - 4

Cameron's life is not as good as it should be. First, he has to face the press, then his friends turn against him. How will he ever forgive Marion?

Wr Malorie Blackman

1 - 5

Cameron discovers the dangers of swimming.

Wr Carolyn Sally Jones

1 - 6

Is another pig heart transplant the only way that Cameron's life can be saved?

Wr Carolyn Sally Jones

PIGS BREAKFAST

Crash landing their space ship, aliens from outer space become actors on a small time television show when the audience thinks that it is all staged.

A side splitting childrens tv show, it is along the story of aliens that have crashed into earth and two kids, Rodney and Lucy have found them, but have told no-one! Something went bad though. The UFO actually crashes at a tv studio. Everything goes great, except one of the TV's producers finds them (think the aliens are costumes) and puts them on a tv show with her son, Rodney, Lucy and the aliens -meeba and grob. The tv-series, goes on with different stories each time. Rodney Green -played by Nick Russell, does an absolute fantastic job of acting.

Produced by Susie Campbell .. Producer

Cinematography by Michael Bowker & Roger Dowling

Casting by Nick Hamon (1999-2000)

Art Department - Simon McCutcheon .. Assistant art director

Sound Department - Emma Bortignon .. Dialogue editor , Emma Bortignon .. Sound editor , Colin Swan .. Boom operator

Other crew - Rowena Crowe .. Assistant editor, Bruce Phillips .. Director of photography: second unit, Warren Tiedgen .. Camera operator

2000 Won Awgie Award Children's - Children's Screen Adaption - Kym Goldsworthy - For episode "Grob's Clan Club".

WR. Clare Madsen

DIR. Ralph Strasser

EPISODES: 78 **YEAR MADE:** 1999 **COUNTRY:** AUS **SEASONS:** 2

9 NETWORK

CREATOR: CLARE MADSEN

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 52, (2) 26

DATE OF PREMIER: 05/07/1999 **AIR DATE OF LAST EPISODE** 22/10/2000

SEASON DATE BREAKDOWN: Season 1 : 05/07/1999 - 01/11/1999

Season 2 : 05/09/2000 - 22/10/2000

FILMS:

Rodney Green NICK RUSSELL, Lucy Green EVE MOREY, Grob HEATH MCIVOR, Meeba JENNIFER PRIEST, Queegle GEORGE KAPINIARIS, Queegle PHILIP MILLOR, . Phillip Bailey JEREMY HOPKINS, Di Bailey LYNDA GIBSON, Sue Green ANNIE JONES, Martin Green FRANCIS GREENSLADE, Nancy PETA BRADY, Mr. Howard GARY FILES, Mr. Pratt ERNIE GRAY, Malcolm Wilson GEOFF PAINE, MERRIDY EASTMAN, JAN FRIEDL, KATE GORMAN, SOPHIE HEATHCOTE, HAMISH HUGHES, JACKIE KELLEHER, JEREMY KEWLEY, MATTHEW KING, CAMERON MACDONALD, MONICA MAUGHAN, MARK NEAL, TERRY NORRIS, REBECCA RITTERS, SULLIVAN STAPLETON, WILLIAM TEN EYCK.

1 - 1 *THE ALIENS HAVE LANDED*

Crash landing their space ship, aliens from outer space become actors on a small time television show when the audience thinks that it is all staged.

Dir Esben Storm

1 - 2 *DOWN TO EARTH*

1 - 3 *HAPPY FAMILIES*

1 - 4 *ALIEN HOST*

1 - 5 *GREED*

-
- 1 - 6 *SICK*
 - 1 - 7 *SECURITY*
 - 1 - 8 *ACTING ADULT*
 - 1 - 9 *THE HORROR*
 - 1 - 10 *LOVE SMELLS*
 - 1 - 11 *TIT FOR TAT*
 - 1 - 12 *HAPPY VAT DAY*
 - 1 - 13 *BULLY FOR YOU*
 - 1 - 14 *THE MONSTER PIMPLE*
 - 1 - 15 *TRUTH & LIES*
 - 1 - 16 *ARTIFICIAL INTELLIGENCE*
 - 1 - 17 *NO MORE MR NICE GUY*
 - 1 - 18 *THE AGE OF RODNEY*
 - 1 - 19 *ZOMBIE MIND SLAVE FROM PLANET EARTH*
 - 1 - 20 *QUEEGLE'S BIG DAY OUT*
 - 1 - 21 *I'M THE BOSS*
 - 1 - 22 *NOW YOU SEE IT, NOW YOU DON'T*
 - 1 - 23 *FACE OFF*
 - 1 - 24 *TO CATCH A THIEF*
 - 1 - 25 *QUEEGLE'S MUTINY*
 - 1 - 26 *SHOCK HORROR*
 - 1 - 27 *ONLY ACTING*
 - 1 - 28 *BROG*
 - 1 - 29 *COUSIN JANE*
 - 1 - 30 *HEY, HEY WE'RE THE ALIENS*
 - 1 - 31 *TO DI FOR*
 - 1 - 32 *TROUBLE WITH TIME*
 - 1 - 33 *RACE AROUND KID'S BREAKFAST*
 - 1 - 34 *LOST*
 - 1 - 35 *ALIEN HOME ALONE*
 - 1 - 36 *GROB'S CLAN CLUB*
 - 1 - 37 *PLAAG ATTACKS*
 - 1 - 38 *THE SWITCHEROO*
 - 1 - 39 *THE COMPETITION*

As a promotion the Kids Breakfast show decides to run a competition with a difference. The prize being a date with Marguerite! Rodney is determined that he is going to win the date and will stop at nothing - including rigging the competition.

- 1 - 40 *LOVESICK*

There is a new boy at the school and Lucy falls head over heels in love with him at first sight. Meeba and

Rodney though are not too sure that he is such a great guy - but Lucy won't listen to them. Lucy though learns the hard way about him when she is helping him with his homework.

1 - 41 *THE NAKED TRUTH*

The Kid's Breakfast is known for being a fun and exciting show - so why would someone want to change it? It is up to Queegle and his powerful truth ray to prove who is out to destroy the show.

1 - 42 *FOOD*

When an off-handed comment sends Grob on a diet he gets fixated on loosing weight. Everyone around him though thinks he is taking it too far and have to help him out.

1 - 43 *PSYCHIC MEDIA*

Phillip finds himself caught in the middle after Rodney and Lucy accidentally make it appear that he has psychic powers.

How will Phillip and the gang explain this one when it is Meeba who has the real power?

1 - 44 *CLEAN UP YOUR ACT*

The show's format is once again under attack when the producer Di calls in sick. A new producer is bought in to oversee the show and she has a lot of new ideas.

1 - 45 *DIVIDE AND CONQUER*

Kid's Breakfast is getting more and more popular and the show gets the thumbs up when Grob and Meeba are voted the most popular aliens. This however sends mixed feelings with their friends as Phillip feels that it isn't fair they get all the credit.

1 - 46 *SLEEP*

Grob is frightened out of his life when he is trapped inside the Space Bus and it is going to explode. At the last minute Rodney appears but will he reach Grob in time? Does Rodney really need to?

1 - 47 *THE BOGIES*

Friendships are put to the test when only two of them can be nominated for a TV award.

1 - 48 *SCRAMBLED BRAIN*

A scientist has found out that the aliens are well - aliens. He has a plan to use them in his laboratory in order to conduct experiments on them.

1 - 49 *THE PROBLEM WITH PHILIP*

No longer the star of the show, Philip has walked out because he feels that the others aren't thinking of his feelings. He gets a plan together in order for the others to be nicer to him so the show can go on.

1 - 50 *WHO'S WHO*

An interesting and hilarious problem occurs when Queegle tries out one of his new inventions - which sees everyone switch personalities!

1 - 51 *THE ETEES*

Rodney and Lucy feel left out when Grob, Queegle and Meeba decide to head to Hollywood in order to gain fortune and even more fame.

1 - 52 *SUSPENDED ANIMATION IS EASY*

Meeba is homesick at the possibility that the space bus may never be repaired. Seeing how she feels, the others decide to make believe that they will be going home and Meeba (for a short time at least) believes them.

2 - 1 *RESCUE*

2 - 2 *THE GRUB WITH FOUR BRAINS*

2 - 3 *SECRET LIFE OF FAMILIES*

2 - 4 *SPACE PIRATE TV*

2 - 5 *THE WALLS HAVE EARS*

2 - 6 *FLY, RODNEY, FLY*

2 - 7 *GREAT BIG ADVENTURE*

- 2 - 8 *THE DREAM MACHINE*
- 2 - 9 *MEEBARELLA*
- 2 - 10 *GO FOR BROKE*
- 2 - 11 *TRUE ROMANCE*
- 2 - 12 *MEEBA'S LIFE ON EARTH*
- 2 - 13 *LOSS & REJECTION*
- 2 - 14 *TELL SOMEONE WHO CARES*
- 2 - 15 *THE GRIM GRAM*
- 2 - 16 *WHO AM I?*
- 2 - 17 *THE PLAY OFF*
- 2 - 18 *THE OPPOSITE OF MEEBA*
- 2 - 19 *IT'S THE THOUGHT THAT*
- 2 - 20 *SHOW ME THE MONEY*
- 2 - 21 *WITH FRIENDS LIKE THESE*
- 2 - 22 *QUEEN FOR A DAY*
- 2 - 23 *LOSE A SISTER GAIN A FRIEND*
- 2 - 24 *MONKEY BUSINESS*
- 2 - 25 *TRAPPED*
- 2 - 26 *ANYTHING'S POSSIBLE*

PIRX KALANDJAIAKA: **THE ADVENTURES OF PIRX**

Sci-Fi TV series based on Stanislaw Lem's novels. A good series with superb main title music. In Lem's books always the human is in perspective: this series was created keeping that in mind. Pilot Pirx is a bit clumsy - so he is a lovable character, as he just like us - and he always manages to get around the obstacles here and there with luck or logics somehow.

The visual appearance is primitive and from this distance almost pathetic (flying bread boxes, flowerpots appearing as buildings), but keep in mind that trick shots of other sci-fi series at that time (1972) wasn't better either. Of course we watch it differently in this CGI era, although all we need is just a bit of power of conception. The acting is a little theatrical sometimes, but one can cope with it.

Someone, who watches Space: 1999 and older Star Treks could enjoy this too. And go for reading Lem's books. What Clarke or Asimov is in the western regions, Lem is the same on the east side.

Series Original Music by Pink Floyd.

Series Film Editing by György Somogyi.

Series Production Design by Sándor Nagy.

Series Set Decoration by Zsuzsa Schartner.

Series Costume Design by Éva Witz.

Series Makeup Department - János Németh .. Makeup artist.

Series Production Management - István Sike .. Production manager.

Series Art Department - Pál Wind .. Construction manager.

Series Sound Department - György Jáger .. Sound engineer.

Series Special Effects by Béla Bognár .. Spaceship designer and constructor.

Series Camera and Electrical Department - Zoltán Becsy .. Camera operator , Lajos Békési .. Chief lighting technician, János Bucsi .. Camera operator , Endre Pintér .. Camera operator , László Zentai .. Camera operator.

Series Costume and Wardrobe Department - Anna Indig .. Wardrobe.

Series Editorial Department - Tamás Tanos .. Color timer.

Series Other crew - József Békés .. Script editor, János Dinnyei .. Technical supervisor , István Farkas .. Assistant to director , László Farkas .. Associate, Gábor Kertész .. Associate, Ferenc Lovass .. Assistant to director, Ernő Mihályi .. Associate , László Nagy .. Recording leader , Lajos Oláh .. Location manager , Ferenc Ormos .. Associate , Imre Rajnógel .. Associate, Erzsébet Zsedényi .. Associate.

WR. Stanislaw Lem , András Rajnai , László Varga.

DIR. István Kazán, András Rajnai.

EPISODES: 5 **YEAR MADE:** 1973 **COUNTRY:** HUN **SEASONS:** 1

*MAGYAR TELEVIZIO MUVELODESI FOSZERKESZTOSEG (MTV)***CREATOR:** STANISLAW LEM**TYPE OF SHOW:** EXPLORATION**FORMAT:** SERIAS**LENGTH (MINS):** 55 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Hungarian**SEASON BREAKDOWN:** (1) 5**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Pirx JANOS PAPP, Glória SZILVIA SUNYOVSKY, ANDRAS BALINT, ISTVAN FARADY, ISTVAN HORVATH, ILDIKO SOLYOM, NANDOR TOMANEK.

- 1 - 1 *DIPLOMAVIZSGA*
- 1 - 2 *A GALILEI-ÁLLOMÁS REJTÉLYE*
- 1 - 3 *VÍKEND A MARSON*
- 1 - 4 *TERMINUSZ A KORONATANU*
- 1 - 5 *AKCIÓ 127 ÓRA 25-KOR*

PLANET MIRTH

A Comedy series which focus on four individuals who travel across space, in their clapped out spaceship. The four individuals were just supposed to be going on holiday, when they get into all sorts of problems in space.

Perhaps one of the worst shows, that Britain has ever produced in terms of comedy SF, the series is mostly a group of sketches put together in a poorly conceived plot thread. The sketches are not in the least bit humorous, and most or very poorly acted, easily a forgettable show. ITV is inviting early morning audiences to blast off to Planet Mirth. The sketch show stars four spaced out comedians as astronauts, aliens and dubious forms of human life.

Among them is Ben Moor, a veteran of Saturday Night Armistice and Fist of Fun who came recommended after performing several science fiction comedy routines at the Edinburgh festival. Much of the writing had been done before the performers landed on Planet Mirth, but they were given some freedom to come up with their own characters.

A lot of the show is more realistic than fantastical, thanks to a tight budget and a resolve not to alienate (!) a wider audience. Perhaps the most science fictional of the recurring sketches is set in the familiar surroundings of a space ship. But Planet Mirth being slightly unusual, the characters are on a caravan holiday. In order to complete the 20 episode run for the series the crew were given just 10 weeks of shooting time, leading to the series' director to be increasingly frustrated by the lack of time and money for the production.

Insane, surreal, Pythonesque spoof show consisting of a series of sketches, all with a science-fiction theme. Ongoing threads include: the radioactive Venusian girl adopted by Earth parents; an enthusiastic science teacher who can't get a word out of his class; Every Single Morning daytime TV show with phone-ins from around the Solar System.

WR.

DIR. Ken Webb

EPISODES: 20 **YEAR MADE:** 1997 **COUNTRY:** GB **SEASONS:** 1

CARLTON/SCI-FI CHANNEL

CREATOR:

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 20

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

EMMA KENNEDY, RUDY LICKWOOD, BEN MOOR, MILTON JONES.

PLANET OF THE APES



Like the film series, Planet of the Apes deals with Earth in the distant future where apes have become the rulers of the planet and men are inferior to them. Man's scientific knowledge has all but been lost and both apes and men live in a world not unlike mediaeval times. Like the first two films in the theatrical series, a pair of American astronauts pass through a time warp and land on the future version of the Earth where they become hunted by the apes who rule it.

In the TV series the two astronauts are Alan Virdon and Pete Burke. Their spaceship had been launched in the year 1980 and ended up returning to Earth in the year 3085, with the pair having only aged less than a day. Their spaceship crash-lands and they are able to salvage the ship's flight records. But, they have no means of playing them back. The pair immediately become hunted by the apes in charge-Dr. Zaius, head of the apes governing council and General Urko- the leader of the apes military, who makes capturing the astronauts a personal obsession.

Virdon and Burke are befriended by a chimpanzee named Galen (played by Roddy McDowell, who had appeared as a different ape in the feature films). The trio embark on a quest to try and find some means of playing back the astronauts' flight records- which may give them some clue how to return to their own time- and avoid being captured by Urko and his soldiers. In other words a variation of The Fugitive.

A less-successful spin-off of the films, which were adapted from a novel of the same name by Pierre Boulle. An animated spin-off of the TV spin-off of the film adaptation of the novel was "Beyond the Planet of the Apes", on NBC from September 1975 to September 1976. Roddy McDowell has starred in numerous science fiction shows including BATMAN and THE FANTASTIC JOURNEY. Mark Lenard is more famous for playing Mr. Spock's father Sarek, in STAR TREK and STAR TREK: THE NEXT GENERATION. Roddy McDowell actually reprised his role as Galen from the Planet of the Apes films.

1974 adventure series based on the hugely successful film of the same name, with Ape star Roddy McDowell recreating his sympathetic role as the young chimp Galen. But though essentially aimed at providing action entertainment for a family audience, the series did retain some of the flavour of Pierre Boulle's original allegorical novel, making a few trenchant observations on man's morality, prejudices and fears through the creation of the ape society in which orang-utans were the ruling class, gorillas the muscle-headed enforcers and chimpanzees the intellectuals. This aspect of the series was not lost on the British critics who gave it their blessing.

It is the thoughtful chimp Galen who befriends the astronauts and becomes their ally in the flight from the gorilla leader Urko. The other leading ape is the orang-utan councillor Zaius who spends much of his time trying to moderate the excesses of Urko. Roddy McDowell and the other 'ape' actors endured gruelling three-and-a-half hour make-up sessions to achieve the distinctive simian look.

Planet of the Apes premiered in Britain in October 1974 for a run that included most of the ITV network, and the series was a great success, regularly pulling in audiences of up to 12 million. But in America it achieved a modest 27 per cent rating - three below the required minimum - and paymasters CBS abruptly halted production after just 14 of the scheduled 24 episodes, leaving the story hanging (literally) in mid-air. Repeat runs on Channel Four in 1993 and Bravo in 1996.

Loosely based on the series of successful films that began with Planet of the Apes, the TV series that bears the same name is not a continuation of the theatrical series (remember the world was destroyed in the second film) but rather a series based on the novel of the same name by Pierre Boulle.

CBS had ordered the series due to the rating success of the theatrical films when they had aired them. The TV series was not the ratings success that the films were and was cancelled after half a season. The following year NBC produced an animated TV series entitled Return to the Planet of the Apes that lasted one season. The

animated version featured three astronauts. Bill, Jeff and Judy, becoming stranded on the planet of the apes. Their apes were a bit more technologically advanced than they were in the films or live action TV series. The five films in the Planet of the Apes theatrical series are also included in this guide, as are the animated adventures. Both the theatrical movies and the five episode compilations are often run on independent TV stations one each weeknight as part of a Planet of the Apes theme week.

The series producer was Stan Hough, executive producer was Herbert Hirschman and the make up was created by Dan Striepeke. The series was run in the UK from the 13th October 1974 - 19th January 1975, on London Weekend Television.

Planet of the Ape's death at the hands of CBS after only 14 episodes of the proposed 24 is another of those regrettable commercial decisions that have so often blighted US and, to a lesser extent, British television. However, it seems unlikely that the proposed full season would have had a resolution, in the hope that a second batch of stories would be commissioned, so perhaps the hang-glider launch was no more disappointing an ending than what might have followed. We shall probably never know what this would have been, but what is clear from the 14 completed episodes is that Planet of the Ape's format was not being overtaxed by its producers. While the themes of pursuit, capture and escape are central to the show, these could have been better broken up. Instead, every other episode saw the humans helping someone - human or apes - and make new friends. Hardly the stuff of great imaginings given the show's potential.

Planet of the Apes was, and still is, an interesting show. At its best it was a well-paced, mildly thought-provoking drama - at its worst, it put its foot firmly in its mouth and then ran for the wire. However, even at its most graceless, the series still managed to maintain high production values, especially the always-excellent ape make-up by Dan Striepeke, and no little charm.

The TV series maintained the overall feel of the original movie, which undoubtedly helped create a strong sense of visual identity. Not only are the costumes faithful to their big-screen counter-parts but so is much of the ape architecture. Perhaps the one area in which there is a divergence from the films is in the over simplification of ape culture: its three-way fragmentation between chimps (the intellectuals), gorillas (the bruisers) and orang-utans (the lawgivers) offers far too many chances for an internecine conflict of a type that would surely have fatally weekend ape culture before it could ever have really got started. However, without these rifts much of the television shows' tension would have dissipated into just another version of the hunter and the hunted.

An entire planet of the apes was wiped off the TV screen after a scant fourteen episodes. Before the series was launched into network orbit, CBS executives believed the Planet of the Apes TV series couldn't miss. There had already been five successful Apes motion pictures made between 1968 and 1973. When the first movie aired on CBS in 1973, the film grabbed an astronomical 60 share in the ratings. That's when CBS decided to spin off a weekly series based on the popular films. Industry analysts predicted Planet of the Apes would be one of the biggest hits of the season. TV Guide said Planet of the Apes "won't monkey around."

The optimistic word-of-mouth was reassuring to star Ron Harper. He had already had several TV series shot out from under him (including 87th Precinct and Garrison's Gorillas). "Planet of the Apes was my fifth TV series," says Harper. "Just before the series aired, I did an interview and they said, 'Well, you've finally got one that's gonna go. It can't miss.' The motion pictures made something like 160 million dollars, and everybody expected the series to be a shoo-in. I thought we were going to be for at least a couple of years. It didn't work out that way. It was very disappointing."

The cinematic history of Planet of the Apes began in 1968. The first film, scripted by Michael Wilson and Rod Serling, starred Charlton Heston as an astronaut who crash-lands on a futuristic world where apes rule and men are mute, primitive animals. The film's surprise ending revealed that the planet was Earth, two thousand years in the future. Mankind had destroyed itself in a nuclear holocaust, and apes had risen to power.

Beneath the Planet of the Apes (1970) continued the saga with James Franciscus as an astronaut who encounters underground human mutants and their doomsday bomb. The film ends with the H-bomb destroying the world. However, box office receipts demanded another sequel, and Escape from the planet of the Apes (1971) had three superintelligent chimpanzees use Heston's spaceship to travel back to Earth, 1973. The chimps are eventually killed by paranoid humans, but they leave behind an offspring, Caesar. Caesar begins The Conquest of the Planet of the Apes (1972), inciting his fellow apes to rebel against mankind. The last and least successful sequel, Battle for the Planet of the Apes (1973), dealt with the apes fighting more mutants just after the ape takeover.

Actor Roddy McDowall, who had played the ape Cornelius in Planet and Escape, and Caesar in Conquest and Battle, eagerly signed up to play a new chimpanzee character, Galen, for the series. One important person missing from the TV series was Arthur P Jacobs, producer of the Apes motion pictures. He was preparing an

outline for the series when he died of a heart attack in 1973. Writers Anthony Wilson and Art Wallace were brought in to lay down the series concept. While the films had taken a misanthropic view and laced their cynicism with a satiric edge, the TV series was played softer. Instead of a weekly condemnation of mankind, the storyline gave humans the benefit of the doubt. If man were to ever regain control of his planet, perhaps he would be of a better, more tolerant breed.

"I had to be careful not to repeat what the movies had done," says Art Wallace as he shaped the series. "I wanted an entirely different approach. I wrote the first script and laid out the characters for the other writers." Wallace developed a respect for the format as it took shape. "At first I thought the idea was kind of silly. But then Herb Hirschman [executive producer] and I felt this would be an interesting way to make comments on contemporary society. We were particularly concerned with commenting on racial violence. The apes were dealt with as if they were another race, separate but equal. The idea was that it was the white man getting stepped on. There was very little science fiction, although we added the gimmick of the astronaut trying to decipher the spaceship's computer disk and find a way back home."

Although he felt the series got off to a good start, "it gradually developed into hoke. The apes had to be realistic to be taken seriously, but they started to look silly. In terms of acting, what can you do with that ape makeup on? They also had the astronauts beating up the apes on a regular basis. In addition, the series had to be done relatively cheaply. It was too expensive for television." Wallace also felt the series was hurt by the casting. "Roddy McDowall was okay, but he was playing an ape. How much could he do? I felt that [Ron Harper and James Naughton] didn't have the charisma that the show needed. The whole show turned out to be a jinx for the network."

"Some people felt, and maybe they were right, that the series was a one-joke show," admits Ron Harper. "The first movie was a big hit because everyone was surprised by the concept. Once you're over the shock of, 'Man, those are talking apes!' it becomes progressively downhill. Unless you have really good stories, you lose the suspense and the humor. You can't keep toasting on that one situation."

Harper's character of Alan Virdon had several goals: As a humanitarian, the astronaut was determined to reignite the self-esteem of the humans he encountered. His more personal quest was to find a civilization that could provide a way back home. Unlike Burke, who was a bachelor and resigned to his fate, Virdon had a wife and son back home in 1988. "Virdon was a confirmed optimist," notes Harper. "He felt that as long as he's alive, there's a chance he could build a spaceship. Or maybe a rescue expedition would find them. As long as he had that computer disk from the spaceship, he felt he could get home. So he kept plugging away. "There are a lot of people like that, particularly actors!" he laughs. "And I think that he did get home. It might have taken him ten years, but I think he made it."

One segment that stood out for Harper was "The Legacy." Virdon is held captive with a young mother and her son who remind him of his family. "That was an interesting idea. I had just been married [to actress Sally Stark], and there was a photograph Virdon carried around of his wife and son. The photo was actually of my wife, Sally and the producer's son. But when we filmed "The Legacy," they had cast a blonde actress, Zina Bethune, as the mother. Sally had dark hair, and to reinforce the story's point, they had to reshoot the photograph with a blonde actress."

Although many fans of the Planet of the Apes movies were disappointed that the weekly series set its sights so low, on its own undemanding level, the series was a reasonably entertaining mixture of adventure and humor. Harper admits to having mixed feelings about the show's content. "Personally, I liked the more humanistic stories. In "The Good Seeds," we taught a farming family of apes about human values. They were saving all of the good corn and planting the bad corn. Virdon explains, 'No, you plant the good seeds. This way the generations improve themselves.' It didn't take us long to realize that our young audience wasn't terribly interested in this. They wanted to see more action. They liked the fights with the sharks and the bulldogging off horses. While we weren't geared primarily as a children's show, we did have a mostly young audience. They were disappointed that there wasn't more action/adventure. We may have got too caught up in the humanistic-morality stories. It's a cliché to say 'Well, it was the writing,' but the truth is, if you analyze some of the stories, we had one basic plot: One of us gets captured by the apes; the other two have to rescue him. We took turns getting captured. They needed to break out of that. In that regard, the stories weren't that interesting."

Harper draws a parallel with his later series, *Land of the Lost*. The Saturday morning series featured a family trapped in a prehistoric world. Harper played Uncle Jack during the 1976-77 season. "Even though it was a Saturday morning show, the stories were more interesting than on Planet of the Apes. Our producer loved writing for it. He would spend weekends writing scripts. He experimented with ancient myths and fables, like the Flying Dutchman and Medusa. The stories were much more than getting captured every week." However, Harper found the working atmosphere on Apes more satisfying. "We had a lot of good actors on the show. The producer [Stan Hough] said he thought he'd cast the show perfectly. I wish we had run a little

longer run to bear that out. Roddy McDowall was wonderful.

He gave Jim Naughton and me our own directors' chairs. When mine arrived, my name was misspelled as Rin. Roddy had done it as a gag." Despite the rigorous makeup ritual McDowall had endured for the feature films, he was anxious to reprise his ape role for television. "I was surprised that he agreed to do the series," comments Harper. "It took him three and a half hours in that makeup chair. He couldn't sleep while they applied it because he had to keep his face set in a certain way. So he listened to classical music. After four or five episodes, though, his face looked like raw hamburger because of the rubber appliance. He had to take a week off to heal his skin."

Harper's relationship with James Naughton was more casual. "Jim and I worked very hard together on the show, but we weren't as close as we could have been. There was a funny moment when we had to sneak into a gorilla guard house. Jim was supposed to whisper, 'No noise.' So Jim knocks out a gorilla with a judo chop and yells at the top of his lungs, 'No noise!' I cracked up and fell to the floor. I said, 'Jim, I think you've just defeated the purpose of your line!'"

Visually, Planet of the Apes rarely inspired a sense of the fantastic. One notable exception was in the first episode, "Escape from Tomorrow." A hunted villager is caught in a fierce gust of wind as the sounds of a roaring engine bear down on him. The unseen spaceship makes a splintering crash nearby. The first glimpse of the smoking spaceship, sprawled in the middle of a mountain valley, is stunning. "To the young people in the audience, it was probably fascinating," admits Harper, "but in reality, the spaceship wasn't much of anything. It was a wooden, hollow shell. The scenes with us at the controls were shot on a soundstage. What looked impressive was the way they dug that burning burrow behind the spaceship to make it look like it took it about half a mile to land."

Booth Colman had the recurring role of the great ape sage, Dr. Zaius, the orangutan who presided over Ape City. His duty was to make certain that his ape culture didn't discover that mankind had once ruled the planet. Colman recalls, "When they asked me if I would feel claustrophobic in the makeup, I said that Lon Chaney's spirit would look down and protect me. I got the laugh-and the part!" Colman found a startling coincidence as he prepared for the role. "Maurice Evans had played Dr. Zaius in the motion pictures. I had been in his Broadway company in Hamlet during 1944-45. He was a wonderful actor and coincidentally, I wore the same ape costume he had worn in the features. It had been carefully preserved at the studio. I found an old British lotto ticket in an inner pocket and returned it to Maurice by mail. He was living in England and wrote back, wishing me luck with the series and hoping that they had washed and ironed everything for me!"

To prepare for the role, Colman first went to the nearby zoo to study ape behavior. "I tried to develop a personality for Zaius that would be believable. I saw him as an extraordinary elder, high in the council. He was all-knowing and decided what was best for everyone. He had an arrogance of authority and a one-track mind of determination." Like Roddy McDowall and Mark Lenard (Urko the gorilla), Colman had to undergo the rigors of makeup. "I left home at 4 a.m. to be in makeup man Frank Westmore's chair by 5:30 a.m. I had to be ready for shooting by 8:30. At the end of the day, my solidified mask was carefully removed and used on an atmosphere extra the next day."

Colman enjoyed working on Planet of the Apes, but he was not impressed with the way the series evolved. "The first feature had an originality and eeriness. They also had the advantage of shock. A TV series couldn't maintain that without highly ingenious stories. I would have gone after a writer like Ray Bradbury, who has a creative ability for the weird and unworldly. I preferred stories that said something and had a point of view rather than the usual claptrap. The props, costumes and actors were superior; the material was decidedly inferior. It was rushed into production before stories could be properly prepared. It was just as quickly and mistakenly canceled. It could have built a solid audience under other circumstances." Director Ralph Senensky, who directed the segment "The Tyrant," says, "Originally, the series was about the relationship between the two cultures. The tyranny of the apes over the humans. That's what played best on the series. The minute you had the apes wrangling with each other or talking, it got dreadfully boring. It's also hard to do anything like Planet of the Apes on a seven-day schedule."

Although Planet had the ideal opportunity for drawing social parallels with twentieth century Earth, Senensky feels that "it kind of copped out. It became more of an adventure series. Their options seemed to have gotten a little screwed up. They set up a premise that didn't leave them much room to maneuver. In hindsight, wouldn't it have been more interesting if they had looked at the Civil War in the 1800s for story material? They could have used those parallels about slavery in the series. The white population are the slaves and the gentry are the apes. That's what the first movie was about. That's what got lost in the series." Nevertheless, the director enjoyed his stint. "Roddy was marvelous. He was very dedicated to the show. Because of the glue and rubber used in the masks, there was no way he could work a 14 to 18 hour day. Twelve hours was his maximum." Senensky also had respect for the producers, including the late Stan Hough. "Stan was a marvelous producer. The main thing with Stan was to get the job done. When you work in TV, a

lot of it is getting it committed to film. It's something of an artistic assembly line. You don't wait around until you get the inspiration. Looking back on Planet of the Apes, it was a terribly ambitious project for the economics and scheduling of series television."

"The makeup factor killed the show," notes writer Arthur Brown, Jr. "It was a doomed series. Anytime you translate from the motion picture screen to television, you lose a certain punch." Browne recalls the plight of the actors who played gorillas on the show. "Most of the exteriors were shot at the Fox ranch at Malibu. The temperatures were hitting over 100 degrees. Apes were falling down and passing out from the heat." Tom McDonough, a gorilla stand-in and extra, admits, "The makeup was miserable. We carried umbrellas for shade. It was especially hard for me because I have blue eyes, requiring me to wear contact lenses to make my eyes brown. With the dust kicked up by the horses, it was terrible. The makeup took three and a half hours to apply. Your head was completely enclosed in hair, rubber and glue. We had to drink through straws."

Assistant director Bill Derwin adds, "Planet was physically the toughest TV series ever made. How the actors and extras playing the apes handled it, I'll never know. Imagine what it would be like to be even slightly claustrophobic and to wear heavy, hot, scratchy uniforms. And to work at the Fox ranch where it always seemed to be 110 degrees. You're on a horse you can't ride, and you have to hit your marks and remember your dialogue. Most of them could manage, but for those who couldn't, it was impossible to fake it. A couple of actors literally fell apart. They ripped off their makeup and tore off their uniforms."

Veteran stuntman George Robotham pleads guilty. Robotham had tackled everything from dangerous explosions to underwater stunts, but he could not face the demands of being a gorilla. "In a mishmash of 5,000 fights and 5,000 falls in my career, Planet of the Apes is one show I don't want to remember," he says. "I spent two hours with that makeup on my face. Paul Stader was the stunt coordinator, and I went to Paul and said, 'Paul, I don't need this crap. Let somebody else do it. See you later!' The makeup was miserable." Art Wallace got a kick out of watching apes milling around the studio, and recalls, "Right across the street Mel Brooks was making the film Young Frankenstein. One guy in an ape costume was standing by the building when Mel walked outside. The ape went up to Mel and said, 'Hey, Mel! Remember me? We worked on such and such a show.' Mel just looked at him and said, 'Are you working now?' I thought that was funny."

What wasn't funny was how quickly Planet of the Apes got skewered by the network after months of hype. Originally scheduled to play Tuesday evenings, the series was shifted to Friday nights. The premiere episode grabbed a 34 share. It was a decent showing, but hardly comparable to the 46 share scored by its competitor on NBC, Sanford and Son. From then on, the ratings dipped. Although the series ranked as the second most popular show with the 2-11 age group, it was not getting a wide enough audience. A month after its premiere, CBS began making noises about scuttling the show.

TV Guide reported that Planet's biggest disappointment was its inability to attract older viewers. According to Art Wallace, CBS programming wizard Fred Silverman hailed the first episode of Planet as "the best first episode of a TV series I've ever seen." He was considerably less enthusiastic when he was quoted by TV Guide that fall. "Of people 50 and over, apparently only four are watching," Silverman noted sarcastically. "Two old ladies in Iowa and a couple who own a zoo."

In addition, the president of CBS, William Paley, didn't want the series on his network to begin with. The decision to end the series was swift, and after four months on the air, Planet of the Apes silently vanished. Bill Derwin felt that the series may have stepped on some toes. "Some people thought the series was racist. The power and cruelty of the apes was toned down. The series soon became Planet of the Benevolent Apes."

"I wasn't surprised by the cancellation, though naturally I was disappointed," says Booth Colman. "I had hopes of a long run. I got no formal notice from the studio that we were over, but their long faces told me the tale. With the right stories and time slot, it could have lasted. Universal studios, after all, got a lot of mileage from a couple of monsters in a cape and neck screws!"

"Two episodes before the end, we were waiting for word from CBS to pick us up," recalls Ron Harper. "It didn't happen. I asked Stan Hough 'What are we going to do?' He said, 'I'm going to make several more episodes. Maybe they'll change their minds.' We shot two more episodes. On a Monday morning, Stan called Jim and me in and said, 'This is going to be the last episode.' So Jim and I took our stunt friends out to a fourhour lunch!"

Although a dud by American ratings standards, all 14 episodes were run in England the following year. The series was a smash. It also proved popular in other foreign countries. In 1980, Fox studios released ten episodes in the form of TV movies for syndication. Although the series' cancellation was a disappointment to Harper, he can chuckle over the series' afterlife. Occasionally, he's invited to return to the Planet of the Apes, but in a more leisurely form. "I was invited to a telethon in Australia with Mickey Dolenz of The Monkees a few years ago. Planet of the Apes had just started running down there. When I got off the plane in Sydney, I

was greeted by a guy dressed up like an ape! It's very nice that people still remember the show."

CAST NOTES

Roddy McDowall (Galen): Born 1928. The English-born McDowall was already a child actor when his family moved to America in 1940. He made the transition to adult star, including appearances in the films *Cleopatra* (1963), *The Poseidon Adventure* (1972) and the *Fright Night* Films in the 1980s. He's also a noted photographer.

Ron Harper (Viridon): Born 1935. One of Harper's most memorable TV series was the World War II action show *Garrison's Gorillas* (1967-68). He went into daytime TV (*Love of Life*, *Capital*) in the 1970s and continues making guest appearances on prime-time TV

James Naughton (Burke): Born 1945. A successful Broadway actor, Naughton was one of the stars of the acclaimed 1992 Brooklyn Bridge series.

Mark Lenard (Urko): Born 1927. Well known as Mr. Spock's father on *Star Trek* and as a regular on TV's *Here Come the Brides* (1968-70). Lenard is active on stage and does TV commercial voice work.

Booth Colman (Dr. Zaius): Born 1923. This Oregon-born actor received his education at the University of Washington. A veteran actor with hundreds of TV credits, every winter he appears in Michigan to do the play *A Christmas Carol*.

WR. Art Wallace, Robert Hamner, Robert W. Lenski, Anthony Lawrence, Barry Oringer, Edward J. Lasko, David P. Lewis, L. Booker Bradshaw, Richard Collins and Walter Black.

DIR. Arnold Leven, John Meredyth Lucas, Bernard McEveety, Ralph Senensky, Don McDougall, Alf Kjellin, Jack Starrett and Don Weiss.

EPISODES: 14 **YEAR MADE:** 1974 **COUNTRY:** US **SEASONS:** 1

A 20TH CENTURY FOX TELEVISION PRODUCTION FOR CBS

CREATOR: PIERRE BOULLE

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 14

DATE OF PREMIER: 13/09/1974 **AIR DATE OF LAST EPISODE** 20/12/1974

SEASON DATE BREAKDOWN:

FILMS: PLANET OF THE APES (1968), BENEATH THE PLANET OF THE APES (1970), ESCAPE FROM THE PLANET OF THE APES (1971), CONQUEST OF THE PLANET OF THE APES (1972), BATTLE FOR THE PLANET OF THE APES (1973).

Galen RODDY MCDOWALL, Alan Viridon RON HARPER, Peter Burke JAMES NAUGHTON, General Urko MARK LENARD, Dr. Zaius BOOTH COLMAN.

Books Based on this series.

Planet Of The Apes - Escape To Tomorrow	George Alec Effinger	1975
Planet Of The Apes - Journey Into Terror	George Alec Effinger	1975
Planet Of The Apes - Lord Of The Apes	George Alec Effinger	1976
Planet Of The Apes - Man The Fugitive	George Alec Effinger	1974

RELATED SHOWS:

BATMAN (1966)

FANTASTIC JOURNEY, THE

1 - 1 *ESCAPE FROM TOMORROW*

Astronauts Alan Viridon and Peter Burke crash land on a strange planet. After being rescued by a friendly human, Viridon and Burke discover this planet is ruled by intelligent apes. To their horror, they discover that they are back on Earth in the year 3085. Meanwhile ape leader Dr. Zaius learns of the presence of the spacemen and wants them captured and questioned, much to the chagrin of General Urko, who wishes them dead. To protect his interests, Zaius sends his young assistant Galen with Urko to retrieve the humans. The apes capture the humans and they are taken before the council. Zaius orders them confined for questioning, but Urko conspires to free the humans, and then kill them as escaping prisoners. However, Galen learns of this and foils Urko's plan, allowing the humans to escape. Galen is arrested and accused of murdering one of the guards. The humans must rescue Galen before retrieving a magnetic disc, which could hold the key to returning to their time, from their ship before the apes destroy it.

Wr Art Wallace

Dir Don Weis

1 - 2 *THE GLADIATORS*

Burke, Virdon and Galen come across two humans fighting and get involved, but lose the magnetic disc. To recover it, they must approach the nearby village, where the ape prefect pits humans in a series of gladiatorial games.

Wr Art Wallace

Dir Don McDougall

1 - 3 *THE TRAP*

In a ruined city, Burke and Urko are trapped underground and must reluctantly work together to escape, while Alan and Galen must deal with Urko's gorilla patrol in the streets above.

Wr Edward J. Lakso

Dir Arnold Laven

1 - 4 *THE GOOD SEEDS*

Burke and Virdon have to seek the help of a gorilla farmer and his family when Galen breaks his leg.

Wr Robert W. Lenski

Dir Don Weis

1 - 5 *THE LEGACY*

Burke and Virdon search for an underground computer in the ruined city of Oakland, but their plans go awry when Alan is captured and Urko uses a young boy and a woman to get information from the astronaut.

Wr Robert Hamner

Dir Bernard McEveety

1 - 6 *TOMORROW'S TIDE*

An ape who runs a fishing business plans to use Virdon and Burke as slaves after he captures them.

Wr Robert W. Lenski

Dir Don McDougall

1 - 7 *THE SURGEON*

Galen must use all his charm to try and persuade his ex-girlfriend, a female ape surgeon named Kira, to operate on Virdon using a forbidden human anatomy book, after the astronaut is shot.

Wr Barry Oringer

Dir Arnold Laven

1 - 8 *THE DECEPTION*

When the guys try to track down the apes who are framing humans for crimes in a small community, Fauna, a blind female ape, falls in love with Burke while believing him to be a chimpanzee.

Wr Anthony Lawrence (II), Ken Spears, Joe Ruby

Dir Don McDougall

1 - 9 *THE HORSE RACE*

Virdon decides to take part in a dangerous horse race even though he runs the risk of being captured by Urko.

Wr David P. Lewis, Booker Bradshaw

Dir Jack Starrett

1 - 10 *THE INTERROGATION*

Burke undergoes a horrific interrogation after being captured whilst Virdon and Galen mount a rescue attempt.

Wr Richard Collins

Dir Alf Kjellin

1 - 11 *THE TYRANT*

Aboro, a despot, is making community life a misery; Burke, Virdon, and Galen decide to rob him of his powers.

Wr Walter Black

Dir Ralph Senensky

1 - 12 *THE CURE*

Thanks to their advanced medical knowledge, Burke and Virdon are able to help a village struck with malaria, but risk discovery.

Wr Edward J. Lakso

Dir Bernard McEveety

1 - 13 *THE LIBERATOR*

Burke and Virdon are captured by a bunch of humans determined to hand them over to the Apes.

Wr Howard Dimsdale

Dir Arnold Laven

1 - 14 *UP ABOVE THE WORLD SO HIGH*

Burke and Virdon join forces with Leuric, a human attempting to fly by building himself a hang glider.

Wr Shimon Wincelberg, Arthur Browne Jr.

Dir John Meredyth Lucas

PLANET PRINCE

AKA: YUSEI OJI



Planet Prince (Umemiya) disguised as a bootblack, arrives in a flying saucer to defend liberty and justice. He defeats Phantom Mission, a character seeking world domination and master of magic tricks. In chapter 1, Phantom Mission steals the secret of a new rocket fuel and sets off into space where the good guy catches up with him and wins the ensuing contest. However the baddie returns in chapter 2, assisted by giants who kidnap a physicist and send him into orbit. Planet Price rescues the marooned inventor and once more defeats the bad guy.

Compared to Kobayashi's Gekko Kamen (MOONLIGHT MASK), the comic effects are singularly unimaginative.

Planet Prince is a 1958 tokusatsu superhero television series. Created by veteran writer Masaru Igami and produced by Nippon Gendai and Senkoshu, the series aired on NTV from November 4, 1958 to October 6, 1959, with a total of 49 episodes (divided into several segments). It was created to capitalize on the success of the Super Giant serials. In fact, the title hero (whose alter-ego was Waku-san, played by Toshio Mimura) bore a strong resemblance to Super Giant.

Toei produced two movies that featured the character, but in a completely different, more streamlined costume (and goggled helmet). The hero was this time played by Tatsuo Umemiya. The films were titled:

Planet Prince - Released: May 19, 1959

Planet Prince - The Terrifying Spaceship - Released: May 25, 1959

For release in America, these two movies were compiled into a TV movie titled Prince of Space.

Television and movie differences

As mentioned before, the TV version looks very similar to Super Giant, in that both wear cowled costumes and capes. Each character also has super powers and flies. The movie version (produced by Toei) is different, as Prince of Space wears a streamlined costume, cape and helmet. He has no superpowers other than the invulnerability of his costume. He uses weapons (a wand-like laser gun) and flies a small spaceship.

In the TV version, just like Moonlight Mask, the Planet Prince persona was credited as being played by "?" (even though he never wore a mask).

In the film, Prince's enemy is Ambassador Dictator Phantom (who also appeared in one of the series' story arcs), from the planet Krankor who (like his henchmen) wears a prosthetic nose and cowl that gives him a decidedly chicken-like appearance, something that is constantly mocked in the Mystery Science Theater 3000 version. Phantom and his henchmen also appear to eschew undergarments, as is made painfully obvious in several shots.

Phantom claims that Planet Krankor is "half a million Earth miles" from Earth. This seems highly unlikely, given that the Moon is less than 240,000 miles from Earth, which would make Krankor quite visible from Earth. Phantom races back and forth between Earth and Krankor in his spaceships (one of which resembles the Nautilus, the other resembling a metallic roast chicken). He kidnaps scientists, blows up a rocket and continually threatens Earth and Prince, despite the fact that his weapons, even at close range, have no effect whatsoever on Prince (who continually reminds him of the fact). Phantom also keeps a grotesque giant humanoid creature as a guard for his palace on Krankor who is about as successful at stopping Prince as Phantom is himself.

Trivia

This was Japan's second superhero show, the first being Moonlight Mask, produced the same year by the same company, Nippon Gendai & Senkoshu. As is the case with Moonlight Mask, Toei produced the corresponding

feature movies (although their first original involvement in the TV superhero genre was 7-Color Mask (1959), which was also the debut of Sonny Chiba).

Prince of Space was featured in an episode of movie-mocking television series Mystery Science Theater 3000. Throughout their "riffing," Mike and the Bots referred to Phantom as "Krankor," confusing the name of the leader and the name of the planet. Later, in the similar Invasion of the Neptune Men episode, he was referred to at first as "the Phantom Dictator Of Krankor," and then again as "Krankor."

WR.

DIR.

EPISODES: 48 **YEAR MADE:** 1958 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 20 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 48

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS: YUOSEI OJI (aka THE PRINCE OF SPACE, aka INVADERS FROM THE SPACESHIP aka THE STAR PRINCE aka INVADERS FROM SPACE). (1959)

TATSUO UMEMIYA, JOJI ODA, HIROKO MINE, TAKASHI KANDA, USHUI SKASHI, NOBU YATSUNA.

PLATEAU OF FEAR

Gerald Flood again played a reporter this time science journalist Mark Bannerman, while Stewart Guidotti was cast as his young sidekick Peter Blake. Investigating a series of mysterious attacks at the Potencia One power plant in the Andean state of Santa Montana, they find victims telling tales of a 'night devil' and hear reports that a strange giant beast is responsible. Digging deeper, they uncover a campaign by villainous general Villagran to sabotage the work of power station chief Dr Miguel Aranda so that he can convert the reactor for military purposes.

Encouraged by the success of the PATHFINDERS trilogy in 1960-61, ABC's drama supervisor Sydney Newman came up with a new children's adventure set in a nuclear power station high in the Andes - and back came two of the Pathfinders to star in it.

A strong cast also included Ferdy Mayne, John Barron and Jan Miller as doctor heroine Susan Fraser, head of the plateau's research hospital which relies on Potencia One for a regular supply of isotopes. PATHFINDERS director Guy Verney produced, with directing duties handled by 'newcomer' Kim Mills. The designers for the series were Roger King and James Douglass, the programme advisor was Mary Field and the music was by Clive Rogers.

WR. Malcolm Stewart Fellows, Sutherland Ross.

DIR. Kim Mills

EPISODES: 6 **YEAR MADE:** 1961 **COUNTRY:** GB **SEASONS:** 1

AN ABC NETWORK PRODUCTION

CREATOR: SYDNEY NEWMAN

TYPE OF SHOW: CRIME

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 24/09/1961 **AIR DATE OF LAST EPISODE** 29/10/1961

SEASON DATE BREAKDOWN:

FILMS:

Dr. Miguel Aranda JOHN BARRON, Dr. Susan Fraser JAN MILLER, Mark Bannerman GERALD FLOOD, Peter Blake STUART GUIDOTTI, Lorca PETER ALLENBY, Julietta Aranda MAUREEN LINDHOLM, General Villagran FREDY MAYNE, Ralph Morton RICHARD COLEMAN, General Perera ROGER DELGADO (episode 6 only), COGNAC THE DOG.

RELATED SHOWS:

PATHFINDERS. . . (inc PATHFINDERS IN SPACE, PATHFINDERS TO MARS, PATHFINDERS TO VE

- 1 - 1 *TERROR AT POTENCIA ONE*
- 1 - 2 *MENACE IN THE NIGHT*
- 1 - 3 *CAVERN OF DEATH*
- 1 - 4 *THE GROWING PERIL*
- 1 - 5 *THE INVISIBLE SHIELD*
- 1 - 6 *SLAM-DOWN*

It is 1999, and Britain is at war. This is the story of a father-daughter relationship and their involvement in political intrigue in a war-torn Europe.

Wr Peter Prince

Dir Peter Duffell

1 - 3 *CRICKET*

It is 1997, and two village communities take unusual measures to win a computerized cricket match.

Wr Michael Wilcox

Dir Michael Darlow

1 - 4 *THE NUCLEAR FAMILY*

In 1999, a family takes a working holiday in an underwater missile base.

Wr Tom McGrath

Dir John Glenister

1 - 5 *SHADES*

By 1999, there is mass unemployment. The government is paying unemployed youths to live in converted office blocks and amuse themselves in a virtual reality environment.

Wr Stephen Lowe

Dir Bill Hays

1 - 6 *EASTER 2016*

Students at a college in Northern Ireland stage an uprising to commemorate the centenary of the Easter Rising of 1916.

Wr Graham Reid

Dir Ben Bolt

POITRINEAKA: **THE BEAUTIFUL MASKED POITRINE**AKA: **BISHOUJOU KAMEN POITRINE**

Yuko Murakami (Kajima) meets a God at a shrine and is given the power to be the legendary Beauty Mask Poitrine in order to protect both the cosmos and her local community. Later in the series, Yuko's sister Momoko (Maeda) is given the power to transform into Poitrine Petite. Poitrine can transform herself into anyone she chooses to be, from a police women to Toyama No Kin-san (!).

Plot #2

Pretty Junior High School student Murakami Yuuko is praying at a local shrine when she is surprised by the appearance of Kami Sama (AKA God) who tells her that she is destined to become the legendary Superheroine 'Poitrine', protector of the Cosmos and her quaint town. Using her powers she battles an assortment of quirky villains, the most persistent being the Lord of Darkness, Diablo.

Seeking some assistance, Yuuko's little sister is also granted the 'Poitrine Potato' artifact by Kami Sama which empowers her with the same magical abilities as her older sister. Calling herself Poitrine Petite, she joins the fight against Diablo and his assortment of comical thugs.

Based on Shotaro Ishinomori's manga. Music by Yusuke Honma. Series was produced by Jun Higasa and Masayuki Nishimura.

WR. Yoshio Urasawa.

DIR. Shinji Murayama, Taro Sakomoto.

EPISODES: 51 **YEAR MADE:** 1990 **COUNTRY:** JAP **SEASONS:** 1

FUJI / TOEI

CREATOR: SHOTARO ISHINOMORI

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 07/01/1990 **AIR DATE OF LAST EPISODE** 30/12/1990

SEASON DATE BREAKDOWN:

FILMS:

Yuko Murakami YUKO KAJIMA, Momoko TOSHIE MAEDA, SHIGERU SAIKI, MAKIKO OTONASHI, RYUTA KOBAYASHI, YUJI SHIMOSHIMA, TAKEHISA YAMAZAWA, NOBUHIRO TENMA, KIYONOBU SUZUKI, JIRO HOTARUYUKI.

POR EL NOMBRE DE DIOSAKA: **BY THE NAME OF GOD**

History is the following one: a prophecy predicts that the true name of God will be revealed with the birth of a boy in the last year of the second millenium. That baby will be the virgin son of one doncella, Ariana (Carina Zampini), and a man at the height of his forces. Pablo Rivers (Suar) was the chosen one to generate it, and the one in charge to give them to protection to the creature and the mother. But the task will not be simple. Because who knows the Name will rise over the human condition, and that is what Julian Of the Serna seeks the Spanish inquisidor (Alcón), that in century XIV seized of prohibited books that gave magical powers him. Thus, it survived the passage of time and arrived until 1999 to fulfill his plans. Rivers also obtained powers, and then the miniseriess abounds in special effects, with people who fly and throw fire by the hands, for example.

The show was in Spanish.

WR.**DIR.****EPISODES:** 13 **YEAR MADE:** 1999 **COUNTRY:** ARG **SEASONS:** 1**CREATOR:****TYPE OF SHOW:****FORMAT:** SERIES**LENGTH (MINS):** 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Spanish**SEASON BREAKDOWN:** (1) 13**DATE OF PREMIER:** 10/01/1999**AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Pablo Ríos ADRIAN SUAR, De La Serna ALFREDO ALCON, Ariadna CARINA SAMPINI, Manuel ALDO BRAGA, Lisandro POMPEYO AUDIVERT, Laura CELINA FONT, Hermes TONY VILAS, EDGARDO MOREIRA, Barranchina CARLOS PORTALUPPI, MONICA SANTIBANEZ, ROLLY SERRANO.

POUPEE SANGLANTE, LAAKA: **BLOODY PUPPET, THE**

The brian of Benedict Masson , a man unjustly guillotined, is transplanted into an anriod body. He later helps expose and defeat a vampiric cult led by the depraved (Wod).

Original Music by Betty Willemetz, Cinematography by Albert Schimel.

WR. Robert Scipion.**DIR.** Marcel Cravenne**EPISODES:** 6 **YEAR MADE:** 1976 **COUNTRY:** FRA **SEASONS:** 1*ANTENNA 2 (A2) \ PANTHE CINEMA***CREATOR:** GASTON LEROUX**TYPE OF SHOW:** ANDROIDS**FORMAT:** SERIES**LENGTH (MINS):** 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French**SEASON BREAKDOWN:** (1) 6**DATE OF PREMIER:** 17/09/1976**AIR DATE OF LAST EPISODE** 22/10/1976**SEASON DATE BREAKDOWN:****FILMS:**

Benedict Masson JEAN-PAUL ZEHNACKER, Christine Gaillard YOLANDE FOLLIOT, Gabriel LUDWIG GUAM, Marquis de Coulteray GEORGES WOD, Marquise de Coulteray EDITH SCOB, Jacques Quentin DOMINIQUE LEVERD, M. Gaillard, le père de Christine JULIEN VERDIER, Sahib Khan SACHA PITOEFF, La Dorga CATHY ROSIER, Sangor GEORGES LYCAN, M. Drouine GABRIEL GOBIN, Mme Drouine GERMAINE DELBAT, Mme Langlois FLORENCE BRIERE, Mlle Barescat JACQUILINE ROUILLARD, M. Moulinier, l'herboriste ROLAND ARMONTEL, Inspecteur Ledoux JEAN RUPERT, Père Macchabée MAX DESRAU, Père Violette JEAN LAUGIER, Sing-Sing JIM ADHI LIMAS, Bistrotière MARTHE VILLALONGA, Récitant/Narrator (uncredited) DOMINIQUE PATUREL.

POWER GOD,THE

The plot of The Power God was set in motion by the invention developed by Professor Sturgess (Bahaglia): an atomically powered engine. After the professor is eliminated by the villains, his daughter is the only one to know the secret, but she (Gerber) suffers from amnesia. Together with her lover (Wilson), she escapes numerous attempts on their lives and somewhere along the line she bumps her head which restores her memory. The happy end is achieved when they manage to patent the engine, irrevocably marking it as their private property.

After four popular serials between 1918 and 1921, including THE SCREAMING SHADOW and THE BRANDED FOUR (both 1920), the successful Wilson and Gerber duo stopped performing for a few years. This serial marked their comeback and was followed by two more, THE MYSTERY BOX (1925) and Officer 444 (1926), all directed by Ben Wilson, the latter in co-operation with John Ford's brother Francis, who also co-directed their first serial, THE MYSTERY SHIP (1917).

Wilson had tried his hand at producing (NAN OF THE NORTH, 1921) and now embarked on a directing career, presumably because, aged 51, he was getting a bit old for such physically demanding roles as stars of action serials. This first effort was relatively successful but not because of the routine direction of the low-budget picture: the Wilson and Gerber names still proved a considerable box-office draw on the strength of their earlier movies.

WR. Rex Taylor, Harry Haven.

DIR. Ben Wilson

EPISODES: 10 **YEAR MADE:** 1925 **COUNTRY:** US **SEASONS:** 1

DAVID DISTRIBUTING CO

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

BEN WILSON, NEVA GERBER, MARY BROOKLYN, MARY CRANE, JOHN BAHAGLIA.

RELATED SHOWS:

MYSTERY SHIP,THE

SCREAMING SHADOW,THE

BRANDED FOUR,THE

NAN OF THE NORTH

POWER RANGERS DINOTHUNDER



When Dr. Anton Mercer turns into an evil Mutant creature called Mesagog, an attack on Earth is begun using three fierce machines called Dino Zords - creatures of incredible strength and intelligence - on the world, Dr. Tommy Oliver, a mild-mannered high school teacher must stop him. Reigniting his secret past, as the Green, White, Red Zeo and Red Turbo Power Rangers, Oliver recruits three students as Rangers. But can a rebellious soccer star, a beautiful loner musician and a laid-back champion video gamer become superheroes in time to vanquish Mercer and his mutant warriors and an upcoming Evil White Ranger?

The commemorating 500th Power Rangers episode titled "Legacy of Power" is when the DinoThunder Rangers find Tommy's video diary of his Power Ranger past as the (Green Ranger, White Ranger, Red Zeo Ranger, Red Turbo Ranger) and revealing other Power Ranger teams.

In the episode "Lost & Found in Translation", the rangers were watching an episode of "Bakuryuu sentai Abaranger", which is the sentai show it was adapted from. Here, it was just a Japanese TV show dubbed in English.

The dinogems give the Rangers a superpower (other than morphing):

Red-superspeed

Yellow-a sonic "ptera scream"

Blue-invulnerable "dino skin"

Black-invisibility

It was never made clear if White had powers outside of "Ranger mode"

The Film: Veteran Power Ranger Tommy Oliver (the original Green Ranger; he was also the White Tiger Ranger, and the Red Zeo and Turbo Rangers) is now a doctor of paleontology. He takes a job as a high school science teacher. Three of his students, soccer player Connor, computer geek Ethan, and rocker Kira, come to possess Dino Gems. With the power of the gems, and the guidance of Dr. Oliver, they become the next generation of Power Rangers!

The Dino Rangers begin their battle with Mesogog, a dinosaur-like creature that wants to return the Earth to a prehistoric state. He is assisted by a scheming woman called Elsa, the cybernetic warrior Zeltrax, and a legion of reptilian foot soldiers called Tyrannodrones. This DVD contains the first three episodes of the series.

"Day Of The Dino Part 1" After being assigned to detention supervision, Dr. Oliver takes Connor, Ethan, and Kira on an impromptu field trip. There, they stumble upon Tommy's underground lab, and the Dino Gems. Mesogog is also searching for the gems, and he sends the Tyrannodrones to abduct Kira.

"Day Of The Dino Part 2": After Kira escapes, Zeltrax attacks the city of Reefside with three robotic dinosaurs, the Dino Zords. The new Ranger team has to learn to morph, and tame the Dino Zords. They'll need them to fend off Zeltrax's flying warship.

"Wave Goodbye": When his Ranger duties cost him a shot at playing for a pro team, Connor has doubts about his new role as Red Ranger. Meanwhile, Dr. O hatches some help for his team: The Raptor Riders! The Rangers have their first battle with one of Mesogog's genetically engineered monsters.

As a special bonus, this disk also includes the two-part series finale of the previous PR series, Power Rangers Ninja Storm.

"The Storm Before The Calm Part 1": While the Rangers attend the U.S. Action Games, a major extreme sports event, Lothor hatches his master plan. He wants to open the Abyss of Evil, a resting place for defeated

evil warriors. While the traitorous General Vexacus battles the Rangers, Lothor and his nieces trash Ninja Ops and take Cam prisoner!

"The Storm Before The Calm Part 2": Using the power of Cam's Samurai Amulet, Lothor opens the Abyss. All of his defeated warriors are resurrected! To stand a chance against this army of evil, the Rangers must free the ninja students held captive on Lothor's spaceship. They'll be on their own, though, in their final battle against Lothor himself!

Power Rangers Dino Thunder is shaping up to be one of the better PR series. Humor has always been a big part of PR. PRDT strikes a good balance between humor and action. It doesn't have as much self-referential parody as Ninja Storm. Instead, it brings back some of the campiness of the original Mighty Morphin' Power Rangers. This is appropriate, considering the return of Jason David Frank as Tommy. It's good to have him back as mentor to a new team of Rangers. PRDT also has some inside jokes for long-time PR watchers.

Another plus for the series is a good lead villain. Mesogog is one of the better bad guys in recent PR history. In contrast, Ninja Storm's Lothor is less imposing than some of his generals, such as Zurgane and Vexacus. (In all fairness, PR villainy peaked with Lord Zedd way back in Season 2. He was a scary-looking dude, regardless of becoming more comedic as the series progressed.) PRDT also has good special effects, and some catchy rock music. If you haven't watched Power Rangers in a while, tune in to Dino Thunder. You might like it.

Produced by Janine Dickens producer , Ann Knapp executive producer, Koichi Sakamoto co-executive producer , Douglas Sloan executive producer. Original Music by Bruce Lynch, Cinematography by Simon Riera & Gavin Stroud

Casting by Diana Rowan

Art Direction by Miro Harre

Costume Design by Gavin McLean

Makeup Department - Gabrielle Jones makeup supervisor

Production Management - Charles Knight post-production supervisor

Second Unit Director or Assistant Director - Richard Barr first assistant director , Luke Robertson first assistant director (even episodes) , Michelle Sowman second assistant director , Amand Weaver third assistant director.

Art Department - Mark Knight creature supervisor

Sound Department - Dave Hurley sound recordist , Adam Mogg boom operator

Visual Effects by - Brandon Durey mechanical effects supervisor , Allannah Milne visual effects editor , George Port visual effects supervisor
Miquel Ubeda online editor.

Stunts - Justin B. Carter stunt performer , Ben Cooke stunts , Mark Harris stunt coordinator , Glen Levy stunt double , Allan Poppleton stunt performer.

Other crew - Phil Aitken location manager , Hope Diamond senior publicist , Riwia Fox casting assistant , Rob Marsh camera operator

Dale McCready steadicam operator , Cameron McLean camera operator , Kevin Riley additional camera operator , Ben Rowsell clapper loader: second unit , Geoffrey Short still photographer.

At the end of the 38 episode run there was two final special episode made, these have not been recorded in the episode list since they do not form part of the actual series, but were later part of the DVD release:

DVD-1: Return of the Ranger (12/07/04)

Tommy talks about his past as a Power Ranger, and discusses some of the highlights of his Ranger years.

DVD-2: Before it Began (12/07/04)

Kira and Ethan find the link to the Morphing Grid, which supplies them with visions of the next team of Power Rangers - Space Patrol Delta; as they take on a renegade group of space aliens - the Troobians, who are set on taking over the planet.

WR. Mark Hoffmeier, Steve Slavkin, Douglas Sloan

DIR. Paul Grinder, Charlie Haskell, Britta Johnstone, Andrew Merrifield, Koichi Sakamoto, Douglas Sloan

EPISODES: 38 **YEAR MADE:** 2004 **COUNTRY:** US **SEASONS:** 1

ABC Family Worldwide Inc., BVS Entertainment Inc., BVS International N.V., Renaissance-Atlantic Films, Toei Co. Ltd., Village Roadshow KP Productions.

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 38

DATE OF PREMIER: 14/02/2004 **AIR DATE OF LAST EPISODE** 07/12/2004

SEASON DATE BREAKDOWN:

FILMS:

Conner Mcknight, Red / Triassic Ranger JAMES NAPIER, Ethan James, Blue Ranger KEVIN DUHANEY, Kira Ford, Yellow Ranger EMMA LAHANA, Tommy Oliver, Black Ranger JASON DAVID FRANK, Trent Fernandez, White Ranger JEFFREY PARAZOO, Hayley Viktor ISMAY JOHNSTON, Cassidy Cornell KATRINA DEVINE, Devin Del Valle TOM HERN, Edward Cormier STEPHEN HALL, Elsa / Principal Randall MIRIAM SMITH, Mesogog / Anton Mercer LATHAM GAINES.

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

POWER RANGERS IN SPACE

POWER RANGERS S.P.D

1 - 0 *THE HIDDEN EPISODE*

Kira and Ethan, now powerless, discover a hidden stone in Hayley's Cyberspace which allows them to download a glimpse at the next team of Power Rangers: Space Patrol Delta.

1 - 1 *DAY OF THE DINO PART 1 OF 2*

While on a detention-related field trip with their new science teacher, Dr. Tommy Oliver, three students from Reefsides High School, Conner, Kira, and Ethan, stumble upon mystical Dino Gems and are given special powers. This makes them a target for a group of evil creatures known as Tyrannodrones, who manage to kidnap Kira and bring them to their master, the dinosauric humanoid known as Mesogog.

Wr Douglas Sloan

Dir Charlie Haskell

1 - 2 *DAY OF THE DINO PART 2 OF 2*

Kira escapes from the Tyrannodrones and Mesogog's henchmen Elsa & Zeltrax, and rejoins her two teammates and teacher. Tommy gives them three Dino Morphers, which can harness the Dino Gems, that are now bonded to their DNA, allowing them to become DinoThunder Power Rangers. When Mesogog releases the three brainwashed-dinosaur Bio Zords to wreak havoc on the city, they must take on the forces of evil and find a way to give the Zords a change of heart.

Wr Ann Knapp Austen

Dir Charlie Haskell

1 - 3 *WAVE GOODBYE*

Conner's given a shot at playing professional soccer, but his Ranger duties impede upon it. Ethan introduces Conner and Kira to "Hayley's Cyberspace", a cyber-cafe run by a very knowledgeable woman. Mesogog unleashes his first monster. And if that weren't bad enough, Tommy gets captured by Zeltrax and the Tyrannodrones on the way to hearing Kira perform at the cafe!

Wr Douglas Sloan

Dir Charlie Haskell

1 - 4 *LEGACY OF POWER (PART 1 OF 2)*

Tommy, captive of Mesogog, is forced to aid him in unlocking the newest Dino Gem, or be destroyed.

Meanwhile, the three Rangers stumble onto a video diary at their underground lair, created by their mentor in case of such an emergency as this, which has a recorded history of not only his life and adventures as a Power Ranger, but a summary of every team since.

Wr Ann Knapp Austen

Dir Andrew Merrifield

1 - 5 *BACK IN BLACK (PART 2 OF 2)*

Utilizing Hayley's help, and their new Raptor Cycles, the DinoThunder Rangers rescue Tommy from Mesogog's clutches. He gains the next Dino Gem, and with the help of a pre-prepared Brachio Morpher, comes back to action as a Power Ranger!

Wr Ann Knapp Austen

Dir Andrew Merrifield

1 - 6 *DIVA IN DISTRESS*

An old friend of Kira's has returned to town, with a reputation as a succesful pop singer under her belt, but interference from the Donkeyvac Monster brings a whole new meaning to the phrase "Age before Beauty" when he transforms her into an old woman

Wr Jackie Marchand

Dir Andrew Merrifield

1 - 7 *GAME ON*

Ethan is sucked into a video game when Mesogog targets the world of Cyber-space, and creates the De-magnetron monster. Kira, Devin, and Cassidy are also sucked into the game, but the episode's focus is on Ethan, who, with the help of wizard character in the game, learns a thing or two about not looking for shortcuts in life.

Wr John Tellegen

Dir Andrew Merrifield

1 - 8 *GOLDEN BOY*

Dr. Anton Mercer buys Hayley's Cyberspace Café for his son, Trent, but he's perfectly happy just working there and rejects the gift. Meanwhile, Zeltrax uses his own DNA to create a fierce warrior, Golden Rod.

Wr Ann Knapp Austen

Dir Paul Grinder

1 - 9 *BENEATH THE SURFACE*

The Rangers uncover the Dimetrozord Egg, but Elsa, thanks to her disguise as Principal Randall, manages to sabotage it and use the Zord against them.

Wr Jackie Marchand

Dir Paul Grinder

1 - 10 *OCEAN ALERT*

Nikki Valentina, star of the most popular TV show in the country, "Ocean Alert", visits Reefside during filming of an episode of her show. Her prima donna attitude, and "believable" portrayal of a heroic lifeguard, lead to her capture by Mesogog for usage in a monster.

Wr John Tellegen

Dir Paul Grinder

1 - 11 *WHITE THUNDER (PART 1 OF 3)*

Having allowed it to gestate for a year, Elsa retrieves the White Dino Gem, with the intent of having it bond with Mesogog. But Trent, following the Invisiportal from his father's office, winds up accidentally, and painfully, bonded with the Gem instead. He becomes the White DinoThunder Ranger, and pure evil, thanks to the genetic tampering done to the gem.

Wr Douglas Sloan

Dir Charlie Haskell

1 - 12 *WHITE THUNDER (PART 2 OF 3)*

The evil White Ranger finds his own Dinozord Egg, and begins feeding it energy from his Morpher, so as to develop a bond with it when it hatches. The DinoThunder Rangers attempt to stop him, but Mesogog's Angor monster keeps the main three busy in a fight with the Megazord, and Zeltrax once again scuffles with Tommy. When all is said and done, Trent unleashes his Drago Zord, and prepares to take on our heroes with it. Meanwhile, Cassidy runs afoul of a gang of young kids in her search for the White Ranger's secret ID.

Wr Douglas Sloan, Jackie Marchand

Dir Charlie Haskell

1 - 13 *WHITE THUNDER (PART 3 OF 3)*

The Evil White Ranger steals the DinoThunder gang's Stegazord, and combines it with his Dragozord, into his own Megazord, the Dino Stegazord. While Mesogog sends out a souped-up version of Angor to complicate matters, White Ranger faces Red Ranger one-on-one, leading to the unlocking of a new Dino Power source in Conner. White Ranger rejects both the other Rangers, and Mesogog's side, destroying Angor to prove this point. Eventually, Tommy discovers Trent turning into the White Ranger. Having modified the DT team's Fossil Finder, he encases Black Ranger in amber before he can alert the others to the discovery of the evil Ranger's identity. Meanwhile, Cassidy & Devin are still recovering from their last scheme to discover White Ranger's ID, and literally stumble into getting Trent demorphing on videotape.

Wr Douglas Sloan, Jackie Marchand

Dir Charlie Haskell

1 - 14 *TRUTH AND CONSEQUENCES*

With Tommy currently incapacitated, and Hayley unable to free him just yet, the DinoThunder Rangers desire know just who the evil White Ranger is. Mesogog and his gang are of the same idea, scanning for the White Dino Gem's energies. White Ranger faces Elsa & Zeltrax, taking them down with ease, and when facing the other Rangers, the demorphing of Yellow Ranger to Kira shakes his spellbound mind enough to spare her harm. Later, Trent confides in Kira his own secret identity, though concerned about his bipolar tendencies leads to his shunning her help. Mesogog captures Trent, now aware of his status as White Ranger, though he refuses to assist him in reverting the world back to the age of dinosaurs. Dino Stegazord is bested in battle by the Thundersaurus Megazord's newest auxiliary Zord. And Cassidy's boasts of having proof of White Ranger's ID are proven false again, when Devin's footage of the Ranger demorphing is recorded over by his sister giving birth.

Wr Jackie Marchand

Dir Andrew Merrifield

1 - 15 *LEADER OF THE WHACK*

A meteorite lands in the forest, gaining the attention of Cassidy & Devin (who were searching for the White Ranger again), Trent (who was on his way out of town), the three DinoThunder Rangers, and Mesogog's newest monster, a weak-willed creature called Rojobot. Exposure to the "space rock" effects each of them: Trent's Gem-induced schizophrenia is brought under control, Cassidy becomes an acne-faced geek, Devin becomes a Travolta-Fonzie type Disco ladies man, Conner becomes a brainy nerd, Ethan becomes a competitive jock, Kira becomes a fashion and vanity obsessed carbon copy Cassidy, and Rojobot becomes considerably evil. This causes much friction among the Rangers, until Hayley explains the meteorite merely brought out the repressed sides of their personalities. They manage to work together, destroy Rojobot (with the currently-good White Ranger's help), and shatter the meteorite. All personalities are restored to normal (with Devin & Cassidy nearly kissing each other before it's done). A fragment of the "space rock" is used by Hayley to attempt to free Tommy from his fossilization in amber. It's a success, but the machine and fragment are toasted, and Tommy's now permanently morphed as the Black DT Ranger!

Wr John Tellegen

Dir Andrew Merrifield

1 - 16 *BURNING AT BOTH ENDS*

After capturing two of the rangers' auxiliary zords, Trent is attacked by Zeltrax and Insectolite, who seemingly turns him back to the side of good.

Wr Ann Knapp Austen

Dir Andrew Merrifield

1 - 17 *THE MISSING BONE*

Trent is called to see Principal Randall, who quizzes him on his current behavior and state of mind, trying to gauge his status without revealing her identity as Elsa. The results are not what she had hoped. With Dr. Oliver "on sick leave" (due to his demorphing troubles), Dr. Anton Mercer, Trent's adoptive father and alter ego of Mesogog, is brought in by Randall as the substitute science teacher. He immediately stages a field trip to the Reefside Museum he owns (as seen in "Day of the Dino"). There Kira spots a Tyrannodrone, which leads her to storage room where she is forced to submit to the will of a hypnotic dinosaur skull. The creature gives her a sour attitude towards her friends, and ultimately leads her to Tommy's lab to steal a bone she had recently noticed while helping him take inventory. The bone is revealed to be the final component of Fossilador, a hypnotic dinosaur monster created by Tommy and Mercer years ago. The missing bone fully reanimates Fossilador, and Kira is freed from her

brainwashing. Fossilador attacks the city, Black Ranger faces Zeltrax and the Triptoids, and the Rangers destroy Fossilador by destroying the very bone which reanimated him. Back on the island fortress, Mercer desperately searches for a cure for his saurian affliction, but before he can test a new serum on himself, he transforms back to a scolding Mesogog before our eyes.

Wr Douglas Sloan

Dir Paul Grinder

1 - 18 *BULLY FOR ETHAN*

A bully named Derrick picks on Ethan at school repeatedly, eventually setting up a fight with him. But instead of using physical force to repel his attacks, Ethan uses his computer-based talents to benefit the soccer-playing meanie. Meanwhile, Trent sets up a deal with Zeltrax, where he'll help the cyborg get revenge on Tommy, if he helps him take down Mesogog. The tables end up turned, with Mesogog gaining control over Trent. Also, Zeltrax finally informs Tommy of the reasoning for his loyalty to Mesogog, and his intense hatred of him.

Wr Ann Knapp Austen

Dir Paul Grinder

1 - 19 *LOST & FOUND IN TRANSLATION*

Hayley's Cyberspace gets a new satellite system, which sucks Ethan into watching its endless abundance of programming. Kira & Conner are soon roped in, when they discover a channel from Japan, showing a television show based upon the Power Rangers, though dubbed in English. Conner is, at first, furious over the differences in TV culture between the US and Japan, but eventually gets into it. The episode shown involves the Dino Rangers facing the Ka-Ching monster, while the chiropractic Blue Ranger assists a money-hungry American baseball player in learning to love the game more than the paycheck.

Wr Steve Slavkin

Dir Paul Grinder

1 - 20 *IT'S A MAD MAD MACKEREL*

Kira gets an internship on Channel 3's hit children's cartoon calvacade, "The Funky Fisherman Show." She discovers not only the harsh realities of show business behind the joyous program's facade, but that by sticking with something through the rough spots, things can indeed get better. Elsa turns the show's happy fish mascot, Marty The Mackerel, into the Mad Mackerel monster, creating a fishy situation for the Power Rangers. Meanwhile, Trent challenges Zeltrax to a duel. Winner becomes second-in-command to Mesogog. It's a close battle, but winner, and new #2, is the White Ranger.

Wr Mark Hoffmeier

Dir Paul Grinder

1 - 21 *COPY THAT*

Anton Mercer relays the story of how Mesogog was born, out of testing an advancement in dinosaur DNA on himself, to his son, Trent. Zeltrax, desiring to atone for his loss to the White Ranger, creates a bellpepper-based monster, Copyotter. As his name implies, he has the ability to copy items and people. He copies the Rangers' weapons and uses them on the heroes. He creates three clones of Cassidy, sending poor Devin into near insanity. And most importantly, he creates a duplicate White Drago Sword, with which Zeltrax frames White Ranger in trashing Mesogog's lab. Mesogog uses the Lifeforce Extractor (from "Legacy of Power" and "Back In Black") on Trent for his betrayal. But appealing to his father within, he's able to urge Anton out of Mesogog just in time. When freeing his son from the machine, a stray beam strikes the White Dino Gem, negating the evil code implanted within, thus freeing Trent from its control. Trent, now in control as the White Ranger, saves Dr. Oliver from an attack by Zeltrax, choosing to fight for the side of good. He joins the DinoThunder team, hoping to make up for the bad deeds he took part in. Copyotter is destroyed, but Zeltrax, retaining its copying device-arm, creates a Trent-less, entirely evil clone of the White Ranger, loyal only to Mesogog and his wicked forces.

Wr Jackie Marchand

Dir Douglas Sloan

1 - 22 *TRIASSIC TRIUMPH*

Zeltrax samples a portion of the new Evil White Ranger clone's energy, and creates the White Terrorsaurus monster. With it, and the clone, he helps confuse the Power Rangers about the validity of their newest team member's loyalty. Even when Trent shows up to help fight his doppelganger, trust waivers in the White Ranger. Terrorsaurus eventually captures the Tyranno, Tricera, and Ptera Dino Zords, and gives the main three Rangers quite a beating. Black Ranger helps Trent reassure his allegiance, by guiding him in uncovering the Shield of Triumph, an ancient artifact of incredible power. For it to work, each of the DinoThunder Rangers will have to give a piece of themselves to the Red Ranger (In all but Tommy's case, their Ranger powers temporarily). Conner proves trustworthy in gaining control of the Shield's power, becoming the Triassic Ranger. He destroys the White Terrorsaurus via

some interdimensional antics. And on a lighter note, Conner has a misunderstanding with a Russian exchange student/fellow soccer player.

Wr Ann Knapp Austen

Dir Douglas Sloan

1 - 23 *A STAR IS TORN*

Between Trent's duties of helping run the Cyber Space cafe, Conner's hair-raising simulations on helping to develop the new Assault Vehicle, and Ethan's net-search for his soul mate, nobody has time to listen to Kira's good news. She's gotten the interest of a big time music manager for Tones Records, who wants to shoot a music video for her. Unfortunately, she finds herself having to compromise her own style for that of what the manager wants, a techno-pop freak. She eventually chooses to be true to herself instead, and Trent helps shoot a video that reflects who she is. To get the new Assault Vehicle working, Conner & Ethan seek out a Titanium Servo Mechanism from Anton Mercer Industries. Tyranodrones are sent to stop them, but they're defeated quickly. Zeltrax unleashes the new & improved Aerial Assault Craft (from "Day of the Dino 2"), attempting to draw out the Rangers. While Conner, as the Triassic Ranger, uses the new Triassic Mega-Rover (a Zord chariot of sorts), Tommy hops up into the craft and takes on Zeltrax, one last time. He finally finishes off "Smitty", and narrowly escapes the craft's destruction. And as for Ethan? His "cyber-hottie" turns out to be Cassidy!

Wr Douglas Sloan

Dir Douglas Sloan

1 - 24 *A RANGER EXCLUSIVE*

Elsa's got a new plan to bring her master Mesogog's vision of a barren, dinosaur-ruled Earth to fruition: Transmit an implosion-generating signal to Jupiter's Great Red Spot, causing the planet to explode, and set off a chain reaction that'll lay waste to humanity in the process. Her initial broadcast is disrupted by the DinoThunder Rangers, and her second attempt, using the Jupiter monster to transmute into a virus and overtake the satellite of Channel 3, is also thwarted, thanks again to said heroes. Speaking of Channel 3... Ethan's become real chummy with Cassidy since they discovered their commonalities last episode. He appeals to Kira's altruistic side, and manages to get her to use her position as a lowly intern at Channel 3 as an "in" to reach and convince manager Edward Cormier into giving the aspiring reporter a job. Cassidy gets one, covering a sheep farm. But when the story of the Rangers fighting Jupiter presents itself, she, and her cameraman Devin, manage to pull together, getting exclusive footage. Cassidy gains a spot as a reporter on Reefside Nightly News, and vindicates Ethan's faith in her to Kira.

Wr Douglas Sloan

Dir Andrew Merrifield

1 - 25 *TUTENHAWKEN'S CURSE*

Ethan takes an interest in deciphering the hieroglyphics of Egyptian ruler Tutenhawken. In doing so, he not only jinxes himself, causing chaos at his every step, but frees the ancient evil from his multi-millennia-long slumber. Mesogog ceases from intervening, sending Elsa out to help the third-party-evil only at the last minute. Hayley's newest invention, the Hovercraft Cycle, is just what Ethan needs to make Tutenhawken history again, in his own territory of the air, and the Triassic Mega-Rover finishes the job. During his brief re-reign, Tutenhawken took an interest in Cassidy (or Cassipatra as she called herself), which conflicted with the progress she and Ethan had been making in showing people her better side. The monster's treatment of Devin, though, led her to resume the right track, and bridges are mended between her and Ethan.

Wr Jackie Marchand

Dir Andrew Merrifield

1 - 26 *DISAPPEARING ACT*

To help her mutant flower grow into the Thornox monster, Elsa uses a sample of mysterious green slime. Tommy seeks the same ooze from the source, and after a run in with some Tyranodrones, brings back some of it for Hayley to run a test on. She discovers that with it, she can demorph Tommy. The experiment is a success, but though he's no longer the Black Ranger, he's now invisible! Seems the slime kicked his Dino Gem power into overdrive, and until it wears off, he's clearly... well, clear. As for Thornox, he and the Evil White Ranger Clone team-up, and take on the Rangers' Thundersaurus & Mezodon Megazords. In personal life developments, Ethan's got his first date with Cassidy coming up, a picnic by the sea. He seeks assistance from his friends in making it go right: Kira helps with his fashion, Conner with his dancing skills, Trent with proper dining manners, and when things turn sour, the invisible Doctor O fixes the situation personally. T-Drones help to cut it all short. Ethan realizes he has nothing in common with Cassidy, and his duties as a Ranger would cut into a relationship with her. Similarly, Cassidy realizes her softening by knowing him is dulling the edge she needs to be a reporter, and her duties as a reporter preclude a relationship. They decide to remain friends.

Wr Ann Knapp Austen

Dir Andrew Merrifield

1 - 27 *FIGHTING SPIRIT*

Elsa and her T-Drones dig up a powerful energy crystal, which has the same mineral properties of the Dino Gems. She feeds it to the newly revised and revamped Terrorsaurus II (from "Triassic Triumph"). He fights the four DinoThunder Rangers, and thanks to the crystal, is able to fry their Morphing Energies, leaving them powerless. Things aren't so well for Tommy, either. Hayley uses his Dino Gem in an experiment to reverse his invisibility, where it overloads, and though he's back to being visible, he's left in a coma. In the hospital, he has a major battle of wills within his fevered mind, facing first his Red Zeo Ranger self, then the White Mighty Morphin' Ranger, followed by the toughest of them all, his old Green Ranger self. Upon resisting defeat, he learns of the true nature of the dream, fighting for his life to prove he's still got a drive to live. He passes the test, and all three of his old selves not only restore him to life, but repair his Black Dino Gem. Tommy joins the battle against Terrorsaurus II, and with his Super Dino Mode, takes the monster out, restoring his students' powers. The main three Rangers use the Thundersaurus Megazord against the giant Terrorsaurus, and are able to beat him with some Super Dino Mode inspiration. Oh, and Cassidy & Devin have a bit of a clash when she's eager to go on the air with the story of the Rangers abandoning Reefsides.

Wr Jackie Marchand

Dir Paul Grinder

1 - 28 *THE PASSION OF CONNER*

Conner's got his sights set on a girl named Krista at school. But she's a passionate, activist type, totally the opposite of himself. He tries (and eventually fails) to impress her by acting interested in her latest environmentalist campaign, to save an over 100 year old tree behind Reefsides High that Principal Randall wants to tear down to put in a parking lot. Truth is, Mesogog wants the serum from the tree before anyone else can become aware of its secret: it's growing over a Life Force Spring. Unbeknownst to him, Zeltrax, having laid low and injured since his apparent death, is already aware and wants the serum from this Tree Of Life to become stronger, and seek revenge on his enemies, which now includes his former master Mesogog and his former love-interest Elsa. He drains the sap, using it to gain a slightly upgraded form, and turns the tree into the Deadwood Monster. The Rangers use the Thundersaurus Megazord, and the new Triceramax Megazord, to destroy Deadwood and give the Evil White Ranger Clone and his Dino Stegazord another beating. Conner doubts himself as a Ranger again, thanks to seeing how passionate Krista is about saving the tree, and he doesn't have the same kind of confidence in himself. He has a talk with Doctor Oliver, who hammers home the difference between cockiness and confidence, assuring him that if he believes in his deserving an inner power, he'll even surprise himself. This comes into play later, when Conner, faced with having to save Krista from Zeltrax, summons from within himself the ability to not only go Triassic without the need of his teammates, but gains a Battlized form on top of it, with which he's able to save Krista. Zeltrax is defeated, reverting back to normal and vowing revenge. Conner helps plant a new tree where the Tree Of Life once stood, proving to Krista that he can indeed change, by displaying a newfound confidence in himself and what he's doing in life.

Wr Ann Knapp Austen

Dir Paul Grinder

1 - 29 *ISN'T IT LAVY-LY*

Zeltrax is still being sought by Mesogog's forces, as well as his old friend Tommy. He's a loose cannon in this war between good and evil, and despite besting the Evil White Ranger clone in battle, his lack of lifeforce from the recent Battlizer battle is making it harder for him to refuse re-enslavement by his former master. The lesson plan of substitute science teacher at the high school, volcanologist Dr Morton, inspires Elsa to turn him into a monster, with the power to reactivate a volcano which once existed where Reefsides currently is. It'll take some teamwork, the Battlized Triassic, and a rarely used Megazord combo to put a stop to the molten-revolting and restore Morton. Ethan's extremely cocky about his skills at playing the "Detonation Man" computer game. That is, until his unchallenged reign as king of the tournament for it at Hayley's Cyberspace is tested (and brought down) by none other than Devin, who breaks off from Cassidy to display this hidden talent of his own. And speaking of breaking, Cassidy finds herself quite broken without Devin around.

Wr Bruce Kalish

Dir Paul Grinder

1 - 30 *STRANGE RELATIONS*

The Evil White Ranger clone learns of his rapidly decreasing power. It seems that when Zeltrax created him, it caused a glitch in the Morphing Grid. Two White DinoThunder Rangers can't exist at once, so EWR decides to go out in a blaze of glory, Megazord style, only to lose control of the Dragozord and Stegazord in the process. He goes for one last attempt to change his fate by dueling with Trent. Despite the clone's use of Super Dino Mode, Trent prevails, and the clone is eliminated for good. Meanwhile, Dr Mercer receives the Greenleaf Award for developments in the field of Botanical Research, using genetics

on plants to benefit mankind. His reluctant alter ego, Mesogog, utilizes Mercer's research for his own goals, creating the Jade Gladiator out of one of those altered plants. The monster repeatedly defeats the Rangers, and sprouts two extra monsters (Deadwood from "The Passion of the Conner" and the new Skortch monster) to assist him. It takes a combination of every DinoThunder Zord to reap what Mesogog sowed.

Wr Jackie Marchand

Dir Charlie Haskell

1 - 31 *THUNDER STORM (PART 1 OF 2)*

Lothor finally climbs his way out of the Abyss of Evil. Disguising himself as his now-captive twin brother (Sensei Watanabe), Lothor tricks Shane, Dustin, and Tori into donning the Wind Morphers, sabotaged to make them his slaves, his own evil Rangers! With them, and a pair of monsters he picked up in the Abyss, Lothor sieges the Wind Academy, and captures the students once more. Marah & Kapri, always looking out for themselves, reluctantly resume their status in their uncle's army. Meanwhile, Blake comes to Reefsides for a Motocross tournament, and begins a flirtation with Kira. It isn't long before Cam contacts him and his brother Hunter, about the current situation regarding their old teammates. The evil Wind Rangers, with Kelzaks and the two Monster Generals by their side, head on a march of destruction. Hayley & Tommy, noticing a blanket of evil spreading over the state of California from the re-opened Abyss, become aware of this rampage. The three main DinoThunder Rangers are sent to stop them, and holding back so as to not destroy the fellow Rangers, are beaten by the evil Winds. And Mesogog dispatches Elsa to offer Lothor their aid in the assistance of the destruction of the world.

Wr Douglas Sloan

Dir Charlie Haskell

1 - 32 *THUNDER STORM (PART 2 OF 2)*

Cam, Blake, and Hunter head into the Abyss of Evil to retrieve their stolen powers, and run into some resistance, in the form of Zurgane, Kelzaks, and a few previously destroyed monsters. They nearly plunge into the depths, but their Sensei arrives in time to save them. Mesogog and Lothor form an alliance, with Mesogog providing the plan and Lothor providing the Evilized Wind Rangers. The three Winds Ninjas face off against the main three DinoThunder teens, in an unmorphed showdown, leading up to Dino Gem powers vs Ninja powers, Conner vs Shane, Ethan vs Dustin, Kira vs Tori. It's fairly enough matched a battle, and right when it's about to move up to morphed, Cam, Blake & Hunter show up. They trick their three spellbound teammates into giving up their evilly-enchanted Power Discs for their original ones, thus breaking the spell! The combined forces of Mesogog and Lothor's troops are assembled, so the combined forces of the Ninja Storm and DinoThunder Rangers all come together to stop them. The 11 Rangers pair off: the two Reds take on Lothor's newest Abyss-spawn Generals, utilizing their Cycles, weapons, and eventually, a double-dose of Battlizer power; Blue Wind and Yellow DT double team on Elsa; Yellow Wind and Blue DT, on their Cycles (including the Hover), take on a few previously-destroyed monsters; Black DT, and Navy & Crimson Thunders team-up against Zurgane; and Green Samurai & White DT face the Wolfblades and the three teams of footsoldiers, using a boost of Super Dino and Super Samurai powers. But it's Marah & Kapri who save the day, by showing their true colors in swiping their uncle's bottle, and freeing the captured ninjas. Seems they were also behind rescuing Sensei! Lothor hasn't time to let this loss sink in, as Mesogog challenges him to a duel. The fight rages in his lab, leading to Mesogog reverting Lothor into his basic genetic material, kept harmlessly preserved forever in one of his chemical jars. Seems Lothor's extraction of their powers have brought an end to the Ninja Storm Rangers' powers for good, but their new friends, the DinoThunders, are continuing on the good fight for them. Blake wins his motocross race, as the combined teams cheer him on, and Marah & Cassidy see each other in passing, finding the other stunning, but themselves prettier.

Wr Douglas Sloan

Dir Charlie Haskell

1 - 33 *IN YOUR DREAMS*

Dr Mercer's night terrors lead to Mesogog's latest scheme. He has Elsa connect the Geno Randomizer to a machine, which taps into and exacerbates the DinoThunder Rangers' dreams, with the hope of destroying them in their sleep. Tommy dreams of fighting the Squidrose monster, based out of his calamari dinner that night. Kira's reptile homework leads to her facing the lovesick Croco D'Vile monster in her dreams. Ethan's research on primates creates the Rumba Monkey monster, who monkeys around with his dreams. Conner, his nightmare inspired by recent Christmas shopping with his mom, faces the festive Rude Elf monster. Each REM-based baddie is defeated, though dreams of teamwork, weapons, and Megazords. The only one to get a good night's sleep is Trent!

Wr Jackie Marchand

Dir Britta Johnstone

1 - 34 *DRAWN INTO DANGER*

Trent's artistic inspiration, comic book artist & creator Carson Brady, does a signing at Hayley's Cyberspace. Elsa uses the opportunity to slip him a magical pen, which possesses him into drawing a comic book where the Power Rangers are destroyed by a monster named Fridgia. Once the issue is finished, every one of the DinoThunders are sucked into a comic dimension and forced to live out the storyline! Trent manages to draw himself into the story, and helps change the ending, though in doing so, frees Fridgia, leading to Conner's Battlized showdown with the cold-hearted female creature. In other events, Cassidy becomes Fantasa-Girl in order to get a story on comic fandom, Trent & Ethan both best Conner at soccer, Dr Anton Mercer helps fund a collaboration comic between Trent & Carson Brady, and Mesogog once again scolds Elsa for her failure.

Wr Jackie Marchand

Dir Britta Johnstone

1 - 35 *HOUSE OF CARDS (PART 1 OF 2)*

Ethan plays against Devin with their favorite card game, "Dragon Wars." He wins using the ultra-rare Ruby Dragon card, but in doing so attracts the attention of Principal Randall, who confiscates their cards. Dr. Oliver is persuaded to talk to Randall about giving the cards back, and when going to visit her office, he witnesses her changing into Elsa! Tommy and Elsa do battle in the schoolyard, blowing her disguise as Randall in front of the whole student body, leaving a vacancy for Principal of Reefside High. Trent goes to Mesogog's lab by himself, and tries to get the card back, but in fighting Elsa, accidentally ensures it gets turned into the Ruby Dragon monster. While fighting the Rangers, both the Ruby Dragon and Elsa make it known that Trent is hiding something from his teammates. He tries to play it off as his going after the card solo was the big secret. Ruby Dragon is destroyed by the three main Megazords. Elsa, again threatened by Mesogog for her failure, slips the Ruby Dragon card into Dr Anton Mercer's pocket, setting it up to fall out when he reaches for his cellphone while talking to the Rangers in the hallway of the high school. The stress of explaining how it got there leads to his transforming into Mesogog in front of the team! Mesogog thinks Trent set him up, the team realizes this was his big secret, and trust is lost from both sides on the White Ranger.

Wr Douglas Sloan

Dir Britta Johnstone

1 - 36 *A TEST OF TRUST (PART 2 OF 2)*

The recent attempted exploitation by Elsa of his human side leads Mesogog to finally ridding himself of Dr Anton Mercer. The stunned body of Mercer is carted off by Tyrannodrones, and Mesogog immediately begins acting a lot more insane... The discovery of Trent's long-kept secret about Mesogog leads the main three DinoThunder teens to realize just how important being a Ranger has been to them, and how much they've grown because of it. Trent reminds them of his own struggles, and explains his reasoning for keeping his word to his father. All but Conner is willing to give him a second chance, and even he is persuaded when, while facing Mesogog's latest monster, Trent saves Conner's life. The team's bond is mended, with Trent fully prepared to face Mesogog to free his father.

Wr Ann Knapp Austen

Dir Britta Johnstone

1 - 37 *THUNDER STRUCK (PART 1 OF 2)*

Mesogog, now split from Mercer, readies his transmogrification beam, which will turn all of humanity into dinosaurs. To power it, he'll need the Dino Gems. But to start with, he siphons off Elsa's life force. Instead of being destroyed by it, she's somehow teleported to Zeltrax, and reverted to a near-amnesiac civilian form. The Rangers face Zeltrax again, and free his captive, stunned to learn who she is, just as much as she is to learn it as well! Trent makes a deal with Mesogog to trade the Dino Gems for his father. In doing so, he allows his teammates to sneak onto the island fortress and with the help of Hayley's latest invention, blast the dinosaur-izer beam before it can be fired! Trent barely makes it out in time as Mesogog's lab explodes around him, rescuing not only the Gems, but Anton Mercer as well. Little do they know, that while they were gone, Zeltrax infiltrated Tommy's secret lab, recaptured Elsa, and destroyed the place! Also, Devin works up the courage to ask Cassidy to the prom. But the matter of finding the Rangers' secret identities or face being fired from their News Reporting job gets in the way. Luckily, he happens to stumble upon the DT team morphing, and actually succeeds in filming it!

Wr Douglas Sloan

Dir Andrew Merrifield

1 - 38 *THUNDER STRUCK (PART 2 OF 2)*

What's Zeltrax been up to while he's been absent from the show? Seems he and his Triptoids spent time building the Zelzord, the so-called "Ultimate Fighting Machine." Zeltrax, with the de-evilized Elsa as his captive, pilots the Zelzord into Reefside. Conner and Ethan pilot the Thundersaurus and Mezodon Megazords against the Zelzord, while Trent takes care of Triptoids, and Tommy & Kira rescue Elsa and face Zeltrax. The duo manages to save her, and destroy the cyborg once known as Smitty, once and for

all. But the Zelzord takes a massive sacrifice of every Dinozord to stop it. Mesogog, having absorbed some power from the Dino Gems, transmogrifies to his ultimate dinosauric form, that of the Mesomonster. The five DinoThunder Rangers battle him fiercely, but even the Battlized Triassic power is unable to defeat him. To make things worse, Mesomonster is replicating! Only by pooling their Dino Gem energies into a giant flaming tyrannosaurus, can Mesogog be made extinct permanently.

Unfortunately, that last trick taps out the powers of the Dino Gems for good. Devin and Cassidy, having recorded this final battle, confront the team, and hand over the tape, admitting they couldn't exploit their friendship for personal gain after all they've done. At the Reefside 2004 senior prom, the couples include Devin & Cassidy, Conner & Krista (from "The Passion Of Conner"), and Ethan & Angela, the girl he met last episode. Kira and her band perform the music. As for Trent, he's going to art school in the fall, The humanized Elsa seems to be the new principal of the school, and she & Anton Mercer seem to be a blossoming item. As for Tommy? He's going to try to live the quiet life for once, by settling down and continuing teaching.

Wr Ann Knapp Austen

Dir Andrew Merrifield

POWER RANGERS IN SPACE



The Power Rangers Turbo had fought courageously against the forces of Divatox but in the end they lost their fight to protect the Earth. Divatox's armies finally located the Power Chamber and succeeded in destroying it completely along with the Power Rangers' powers. The remaining 4 Power Rangers along with Alpha 6 blasted off into outer space, in a commandeered Space Shuttle from N.A.S.A.D.A. to try and save Zordon from the clutches of the evil Dark Specter.

On their way to the planet Eltar, the space shuttle was mysteriously tractorbeamed into the massive Astro Megaship. There they met Andros, the Red Space Ranger whom at first mistook the Rangers for hostile intruders. After convincing him that they were on the same side and had the same mission, Andros was still reluctant to work with them. Alpha 6 convinced Andros that if he was going to stand a chance to rescue Zordon he'd need all the help he could get. Thus Andros gave the other Rangers their Astro Morphers marking the beginning of the Power Rangers In Space. The five Rangers include:

Andros leads the Power Rangers In Space as the Red Lightstar Ranger, T.J. the Blue Lightstar Ranger, Cassie the Pink Lightstar Ranger, Ashley the Yellow Lightstar Ranger and Carlos the Black Lightstar Ranger.

Now with the aid of the robot Alpha 6 and the artificially intelligent computer D.E.C.A., the Power Rangers travel the universe in their Megaship. To aid them in their battle against the evil forces of Dark Specter and Astronema the Power Rangers can combine their spacecraft to form the Astro MegaZord.

Follows POWER RANGERS TURBO. This marks the fourth entry in the continuing American Power Rangers franchise. After the disappointment of Power Rangers Turbo many of the original evil characters from The Mighty Morphin' Power Rangers have returned including Lord Zedd and Rita Repulsa. The cast of Power Ranger Turbo have been mostly transferred to this show. The latest batch of Power Rangers are perhaps the most likeable since the original power rangers. Power Rangers in Space's sequel in POWER RANGERS LOST GALAXY.

Power Rangers in Space (often abbreviated as PRiS or referred to as simply In Space) is a television show that aired in 1998 as the sixth season of the Power Rangers franchise. It was the first full series to be handled by showrunners Judd Lynn and Jonathan Tzachor.

It was loosely based on, and involved footage from, the Japanese television show Denji Sentai Megaranger, the twenty-first Super Sentai series. The show was a turning point in the history of the Power Rangers franchise, as the season brought about the end of six seasons worth of storylines and was the ending of the practice of having the Power Rangers be a continuous serial-style show with a regular cast that carried over from one season to the next. It is also one of the most popular seasons in the franchise's history and is credited for saving it from cancellation after the dismal "Power Rangers: Turbo" season. Due to Turbo's low ratings, this season was also meant to be the last as the crew had a lower budget than the last few seasons. The ratings for this season proved strong enough to move the show on.

With a reduced budget and rumors that the show would be cancelled if the ratings did not improve, the writers provided an interstellar finale which would draw the various storylines from the previous seasons to a close. The decision to make the series space-centric, came after seeing preliminary character designs for the Megarangers and their respective mecha/Zords. The preliminary sketches showed the Megarangers riding surfboards in outer space and mecha/Zords that went from spaceship to giant robot. But there was one small problem due to the fact that Saban and Toei failed to communicate with each other regarding the plot for "Megaranger". [citation needed] Saban assumed it would be an outer space-themed Super Sentai series; in truth, Toei had created a video game/electronic gadget-themed Super Sentai series that never left Earth.

It was decided by Judd Lynn to go ahead with the "space war" storyline in spite of the problems with the Megaranger footage. [citation needed] A great deal of the budget would be spent creating green screen space footage for the Zords travelling in space as well as shooting new fight scenes with the Space Rangers which

were tinted a different color for broadcast so as to create the appearance of the battles taking place on alien worlds.

Two team-up episodes were made along the way bringing Blake Foster (Justin from Power Rangers: Turbo) and Johnny Yong Bosch (Adam, the second Black Power Ranger, Black Ninja Ranger, Zeo Ranger IV Green, and the original Green Turbo Ranger) to the show to try and tie up loose ends. The Phantom Ranger, whose identity was never revealed in Turbo, was also brought back for a multi-episode arc, but plans to reveal his identity fell through due to budget problems that forced Lynn to cut the episode where his identity was to be revealed.

Also, the show would be the first Power Rangers series to be completely serialized, in that the entire season would be one whole story with plots continuing from each episode. This series also featured plot devices and storylines never before seen in a Power Rangers series. It is also notable in that it is the first to feature a power-up for the Red Ranger (the Battlizer), which was also an original creation and not originally from Super Sentai (though the Battlizer "Tool" was originally an attack-enhancer in Megaranger, known as the "Battle Riser"). This would become standard practice in the following seasons, as every Red Ranger after Andros would get his own enhancement (in Power Rangers: Ninja Storm and beyond, the name 'Battlizer' would be used again until Power Rangers: Mystic Force). However, in Power Rangers: Lightspeed Rescue, the Blue and Green Lightspeed Rangers would receive enhancements as well, and in Power Rangers: Time Force, the Quantum Ranger, also considered to be a Red Ranger, would receive a power-up himself. The series is also highly regarded for being the first Power Rangers series to feature sympathetic and multi-dimensional villains in the form of Astronema and Ecliptor. Astronema was revealed to be Andros' sister, Karone, who was kidnapped by the cruel Darkonda as a child and raised by the cyborg Ecliptor to be the evil Dark Spectre's harbinger of evil. When Astronema learned the truth about her identity, she was tortured and brainwashed into staying evil by Dark Spectre and Darkonda. Ecliptor, who saw himself as Astronema's father due to him raising her, gained a level of depth not seen by many villains on the show when he tries to defend his adopted daughter, only to be cruelly tortured by the sadistic Darkonda, who forces a merger of the two into a singular entity that leaves Ecliptor broken both physically and mentally.

Rangers - Characters

Andros

The Red Space Ranger; a native of the planet KO-35, he used his Ranger powers to defeat Astronema and try to recover his sister. He was portrayed by Christopher Khayman Lee.

Carlos Vallertes

The Black Space Ranger and the former Green Turbo Ranger. He was portrayed by Roger Velasco.

T.J. Johnson

The Blue Space Ranger and the former Red Turbo Ranger. He was portrayed by Selwyn Ward.

Ashley Hammond

The Yellow Space Ranger and former Yellow Turbo Ranger. She was portrayed by Tracy Lynn Cruz.

Cassie Chan

The Pink Space Ranger and former Pink Turbo Ranger. She was portrayed by Patricia Ja Lee.

Zhane

The Silver Space Ranger; he was kept in stasis for several years because he was injured in his last battle saving Andros. When he was unfrozen, he helped the Rangers out, but was affected by a time limit, which he was later able to remove. He was portrayed by Justin Nimmo.

Arsenal

Astro Morphers: Wrist mounted gadgets worn by the five core Space Rangers, developed on KO-35; utilized for morphing and communication. With a cry of "Let's Rocket!", the Rangers open up their Morphers to reveal a keypad, and punch in "335" then "Enter" to morph.

Digimorpher: Cell-phone-based morpher used by Silver Ranger. He enters the digits "2580", which spell out "Mega", to morph.

Battlizer Gauntlet: The Red Ranger's special morpher-like gauntlet possesses 3 functions.

1. Energy Punches/Chops - Covers Andros's fist in bright red energy, increasing the impact of his punches.
2. Lazer Blast - A small lazer that is capable of cutting through nets or stunning opponents.
3. Battlizer Armor - This function, first activated by Carlos's friend Silvy, grants the Red Ranger an armored battlesuit equipped with a rocket launcher and flight capabilities.

In order to control the Delta Megazord, the wearer simply speaks commands to the Battlizer Gauntlet. E.g. "Delta Megazord, transform, now."

Astro Blaster: Standard Ranger sidearm which can be broken into two separate blasters.

Spiral Saber: Red Ranger's personal weapon. It featured a distinct drill-like blade, and could be combined with an Astro Blaster and equipped with a "Booster" attachment at the blade's tip to increase its firepower.

Quadro Blaster: Combined form of the Black, Blue, Pink and Yellow Rangers' signature weapons.

Astro Axe: Blue Ranger's personal weapon.
 Lunar Lance: Black Ranger's personal weapon.
 Star Slinger: Yellow Ranger's personal weapon.
 Satellite Stunner: Pink Ranger's personal weapon.
 Super Silverizer: The Silver Ranger's personal weapon doubles as a blaster and a sword.
 Galaxy Gliders: Surfboard-based transports used for both atmospheric and interstellar travel.
 Silver Cycle: The Silver Ranger's personal vehicle, armed with laser blasters, can also become a Galaxy Gilder.
 Megatank: A small, armored transport used for interplanetary missions.
 Galactic Rover: A sleek dune buggy piloted by the Silver Ranger developed by refugees on KO-35.

Zords

Main article: [Zords in Power Rangers in Space](#)

The Zords in Power Rangers in Space were based off of various Space vehicles. The Astro Megashuttle was used by four of the Turbo Rangers to leave the Earth to try and help Zordon. The Astro Megaship was Andros' personal spacecraft that could combine with the Megashuttle to form a Megazord. The Delta Megaship was given to the Space Rangers by the Phantom Ranger. Andros won Zordon's keycards and the Space Rangers learned the location to the Mega Voyager, five new space vehicles. Zhane was given the Mega Winger by the KO-35 Rebels.

Astro Delta Megazord

Astro Megazord

Astro Megaship

Astro Megashuttle

Delta Megaship/Megazord

Winged Mega Voyager

Mega Voyager

Mega V1 (Robo Voyager), piloted by Andros as the Red Space Ranger

Mega V2 (Shuttle Voyager), piloted by Carlos as the Black Space Ranger

Mega V3 (Rocket Voyager), piloted by T.J. As the Blue Space Ranger

Mega V4 (Saucer Voyager), piloted by Ashley as the Yellow Space Ranger

Mega V5 (Tank Voyager), piloted by Cassie as the Pink Space Ranger

Mega Winger, piloted by Zhane as the Silver Space Ranger

Original music by Kenneth Burgomaster, Jim Cushinery, Paul Christian Gordon, Jeremy Sweet, Ron Wasserman, Inon Zur.

Film Editing by Billy DiCicco, Ronald LaVine.

Produced by Sanford Hampton (line), Shuki Levy (executive) , Judd Lynn (co-producer), Scott Page-Pagter (co-producer), Paul F. Rosenthal (co-producer), Haim Saban (executive), Jonathan Tzachor.

Other crew

Barron Abramovitch	..	Music engineer
Aldo Antonelli	..	Camera operator
Julie Ashton (I)	..	Original casting
Chris Auer	..	First assistant director: second unit
Sean B. Backus	..	Post-production co-ordinator
Charlene Banta	..	Sound effects editor/ dialogue editor
Dennis Bishop (III)	..	Gaffer/key grip
Jody Blose	..	Script supervisor: second unit
Juliana Bolden	..	Music assistant
John Bordeaux	..	Special effects
Brett Born	..	Production accountant
Chuck Buch	..	Sound mixer
Jennifer Cadenhead	..	Assistant to the producers
Tiffany Christun	..	Music assistant
Eric V. Clemons	..	Art director
Drew DeAscentis	..	Music editor
Jim DiJulio	..	Second music engineer
Mike Eaton	..	First assistant camera
Susan Foster (II)	..	Production accountant
Tim Gosselin	..	Second music engineer
Iris Hampton	..	Casting
Dennis Hansen (I)	..	Extras casting

Damon Harman	..	Assistant editor
Stephen Harrison (II)	..	First assistant director
Tim Harsh	..	Re-recording mixer
Janee Hull	..	Script supervisor
Nancy Kennedy	..	Assistant to the producers
Michael Kocurek	..	Assistant art director
Phillip A. Kovats	..	Sound effects editor/ dialogue editor
Paul Kristan	..	Music editor
John Lant	..	Monster creator/ animatronics
Doug Latislaw	..	Sound supervisor
David Leon (II)	..	Music supervisor
Larry Kent Litton	..	First assistant director
Scott MacLachlan	..	Property maker
Jackie Marchand	..	Assistant story editor
Lee Mashall	..	Assistant to the producers
Paul McCallum (II)	..	Still photographer
Sean McLin	..	Director of photography: second unit
Anne Britt Mixebakken	..	Adr recordist
Clive H. Mizumoto	..	Senior vice-president of sound operations
Rosanna Montes	..	Hair styles supervisor/ make-up supervisor
Zach Alwin Pagter	..	Adr writer
Doug Price (II)	..	Production assistant
Michael Pulizatch	..	Visual effects director
Eric Rainey	..	visual effects co-ordinator
Andy Reilly	..	Post-production associate
Mark Richardson	..	Property master
Eric S. Rollman	..	Executive in charge of post-production
Cy Roscoe	..	Second assistant director
Koichi Sakamoto	..	Action choreographer/ action director
Suzi Shimoyama	..	Adr co-ordinator
Leslie Silvey	..	Production co-ordinator
John Sperger	..	Music assistant
Jason C. Spratt	..	Visual effects co-ordinator
Ivory Stanton	..	Monster creator/ animatronics
Lisa Stuckey	..	Second assistant director: second unit
Edward F. Suski	..	Re-recording mixer
Shaun Tarkington	..	Assistant production co-ordinator
David Walsh (I)	..	Adr director
Jeff West	..	Lead visual effects artist
Junichi Yajima	..	Original visual effects

Power Rangers in Space used footage from the Japanese SF show MEGARANGER. A film based on the series made in 1998 was simply a compilation of the episodes from the show.

WR. Judd Lynn

DIR. Jonathan Tzachor

EPISODES: 43 **YEAR MADE:** 1998 **COUNTRY:** US **SEASONS:** 1

SABAN ENTERTAINMENT, TOEI COMPANY LTD, RENAISSANCE-ATLANTIC FILMS.

CREATOR: HAIM SABAN, SHUKI LEVY

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 16 (2) 27

DATE OF PREMIER: 06/02/1998 **AIR DATE OF LAST EPISODE** 21/11/1998

SEASON DATE BREAKDOWN:

FILMS: POWER RANGERS IN SPACE: THE MOVIE (1998).

Carlos/Green Lightstar Ranger ROGER VELASCO, T.J./Red Lightstar Ranger SELWYN WARD, Ashley/Yellow Lightstar Ranger TRACY LYNN CRUZ, Black Ranger (uncredited) TAKAHIRO HOMMA, Cassie/Pink Lightstar Ranger PATRICIA JA LEE, Red Ranger (uncredited) HIROSHI MAETA, Blue Ranger (uncredited) TAKAHARU MIYAZAKI, Yellow Ranger (uncredited) NOBUYUKI OBIKANE, Pink Ranger (uncredited) KAZUHIRO YOKOYAMA, Andros/Red Lightstar Ranger CHRISTOPHER KHAYMAN LEE, Astronema MELODY PERKINS, Farkus "Bulk" Bulkmeir PAUL SCHRIER, Eugene "Skull" Skulloovich JASON NARVY, Professor Phenomenus JACK BANNING, Divatox HILARY SHEPARD, Rita Repulsa

BARBARA GOODSON (voice) (uncredited) , Lord Zedd ROBERT AXELORD (voice) , Adelle ALOMA WRIGHT, Dark Specter CHRISTOPHER CHO (voice), Elgar KENNY GRACESON, Rita Repulsa CARLA PEREZ, Lord Zedd ED NEIL, Ecliptor WALTER LANG (voice), Alpha 6 DONENE KISTLER, Alpha 6 KATERINA LUCIANI (voice), Alpha 6 WENDEE LEE (voice), Elgar DAVID UHANSKY (voice), Deca JULIE KLIEWER (voice), Phantom Ranger (voice) ALEX DODD, Lord Zedd ED NEIL, Commander Kinwon JACK DONNER.

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

KAGAKU SENTAI DYNAMAN

HIKARI SENTAI MASKMAN

CHO JIN SENTAI JETMAN

KYORYUU SENTAI ZYURANGER

GO SEI SENTAI DAIRANGER

DEN KO CHO JIN GRIDMAN

POWER RANGERS ZEO

POWER RANGERS TURBO

POWER RANGERS LOST GALAXY

1 - 1 *FROM OUT OF NOWHERE (1-2)*

Divatox, Rita, Lord Zedd, Queen Machina, and their bad guys were all at a celebration when Divatox told them all she had destroyed the Power Rangers. No one believed it, but when they finally did they were happy. Dark Specter showed up and told them he had captured Zordon and was draining his power. They all drank lava juice to celebrate, except one person. That person was wearing a cape. Queen Astronema decided the mystery person was a spy who had just heard their plans. The mystery person started fighting them and they pulled off his cape. It was a Red Power Ranger! He fought them and then took off on a spaceboard. At the same time the other Power Rangers who had escaped Earth in a shuttle, Ashley, TJ, Carlos, and Cassie, were flying through space. They couldn't understand Alpha because his speech board got messed up when the Power Chamber exploded. They saw a big ship coming right at them and they thought it was going to hit them. Instead it opened up and took their ship inside. They started walking around the big ship, but no one was there. Then the Red Ranger was trying to get away from the bad guys on his spaceboard. He got inside his big ship and found the Power Rangers in it. He thought they were bad and started fighting them. Then Astronema and her Quantrons attacked the ship and damaged the engine. The Power Rangers fixed it and the Red Ranger knew they were good. The ship fell into a planet's atmosphere and crashed on its surface. The Red Ranger got out to fight the Quantrons and the other Power Rangers went with him. The Power Rangers got to the new Astro Megaship and helped the new Red Ranger, Andros, battle the Quantrons. The Power Rangers were losing the fight and Queen Astronema appeared. Meanwhile Alpha was on the Astro Megaship that Andros had taken off in, leaving the Power Rangers behind. He told Andros that he was meant to join together with the other Power Rangers. It was all Zordon's master plan. Andros turned the Astro Megaship around and went back to help the Power Rangers, who were being held by Astronema's forces on the planet. The Astro Megaship blasted the Quantrons and landed. The Red Ranger gave new morphing wrist bands to the other Power Rangers and they all morphed. The Quantrons left. The Astro Megaship took off. Astronema's ship came to fight them. The Astro Megaship and the shuttle formed into the Space MegaZord and blew up Astronema's ship.

Wr Judd Lynn

Dir Jonathan Tzachor

1 - 2 *SAVE OUR SHIP (PART 1 OF 2)*

The Power Rangers were looking at a simudeck on the Astro Megaship and they could see the Earth. Then they landed on Earth. At the same time, Bulk and Skull found the black fortress and they fainted. Later Bulk and Skull were eating french fries and so were the Power Rangers, but at another table. While they were eating, Bulk and Skull were reading a newspaper. They found a scientist in the paper. They contacted the scientist and he told them there was a lot of work to do. They started looking for aliens. The Quantrons showed up on Earth and the Power Rangers had to fight them. They morphed and got into the Astro Megaship and blasted off. Astronema sent a space monster named Cliptor after the Power Rangers. The Power Rangers turned into the Space MegaZord. Astronema made Cliptor grow to the same size as the Space MegaZord and they had to fight each other. The Power Rangers defeated Cliptor. Then

Astronema sent a purple beam down into the New York sewers that got the Ninja Turtles and popped them out of the sewer.

Wr Judd Lynn

Dir Isaac Florentine

1 - 3 *SHELL SHOCKED (PART 2 OF 2)*

Astronema sent a beam down to the sewers and the Teenage Mutant Ninja Turtles came up. Astronema used her staff to hypnotize the Turtles and to make them evil. Astronema sent a monster down to Earth. She sent the Teenage Mutant Ninja Turtles to pretend to help the Power Rangers, and the Power Rangers trusted them. The Teenage Mutant Ninja Turtles took over the MegaShip and gave it to Astronema. She was taking the ship to Dark Spector. The Power Rangers broke loose and took off in the shuttle. They landed on the MegaShip. Astronema told DECA to use the self-destruct sequence. The Teenage Mutant Ninja Turtles went back to being good and turned off the self-destruct sequence. The Teenage Mutant Ninja Turtles helped the Power Rangers defeat the Quantrons. The Power Rangers gave the Teenage Mutant Ninja Turtles a lift back to New York.

Wr Judd Lynn

Dir Blair Treu

1 - 4 *NEVER STOP SEARCHING*

Andros was searching for his sister while Carlos watched from a safe distance. Andros went down to KO35 to look. Ecliptor was there. Andros used the spiral saber on Ecliptor, but Ecliptor still defeated Andros. Carlos came down and took Andros back to the ship. Andros healed and went back to KO35. He found Ecliptor again, but this time he was gigantic. All the Power Rangers came and tried to destroy Ecliptor with their laser pistols. They used their MegaShip lasers to destroy Ecliptor. Back at the MegaShip Carlos told Andros the Power Rangers would help him find his sister.

Wr Steven Roth

Dir Blair Treu

1 - 5 *SATELLITE SEARCH*

Elgar was in a varien fighter and he shot down a satellite from the planet Cron. Nasada called the Power Rangers and told them what happened and the Rangers set a course for Cron. When they got to Cron they started looking for the satellite and they bumped into Elgar. The Power Rangers defeated the Quantrons. Then Astronema came and knocked the Power Rangers out. She found the satellite and then chained up the Power Rangers. Andros took the memory disks from the satellite while Astronema had them and flew off on his Galaxy Glider. Alpha used the disks with the MegaZord. Astronema sends a monster down and the Power Rangers destroyed it. Elgar got into trouble with Astronema for losing the disks.

Wr Judd Lynn

Dir Blair Treu

1 - 6 *A RANGER AMOUNG THIEVES*

The Power Rangers were practicing fighting in the holodeck of the spaceship. Alpha told them they had a test to take and they went to school. They told Andros to go hang out at the Surf Spot while they were in school. Meanwhile, Queen Astronema sent a new monster named Voltagehog to Angel Grove. At the Surf Spot Adelle reported that her van was stolen. Then some kids stole money from people's purses right in front of the police. Andros still doesn't understand Earth and its ways. He was trying to eat a banana with the peel on and some other kids told him he was supposed to peel it first. Andros gave them some advice on pool. One of the kids bet him a milkshake he couldn't make a shot. He did make it. The kids let him join them. Andros didn't know they were crooks and helped them break into a car. They taught him how to blow bubbles with bubblegum. Then they went to pick up another one of their friends. Andros got out of the car to stop the kid because he stole an old lady's purse. Andros gave it back to her. Professor Phenomenus, Bulk, and Skull are chasing after a bunny. The Professor saw it. Then Voltagehog got to Angel Grove. Andros got out of the car and saw it. He transformed into the Red Ranger and fought it. Afterward he goes looking for his new friends and he finds the car they were in and Adelle's van. His friends tried to tell him that Adelle had loaned it to them permanently, but Andros realizes they are the thieves. He says that he thought they were becoming friends and demands they take all the cars back to the owners. The leader of the thieves told Andros he was crazy and starts to follow him to beat hi up. The other kids try to stop the leader, but he jerks away and they follow him. Voltagehog appears in front of the leader of the thieves and scares him. Then it attacks him. The other kids find them and Voltagehog gets ready to attack them all. Andros jumps between the monster and the kids. He attacks Voltagehog. The leader of the thieves leaves, but the other two stay to help. Andros gets hurt. He stayed unmorphed and attacked Voltagehog. Ecliptor came and broke the Spiral Saber. The other Power rangers came and the battle turns in favor of the Power Rangers. Voltagehog grows and the Power Rangers call their MegaZord and defeat it with the sword. Later, the two kids who were thieves turn the keys back to the Surf Spot and Adelle lets them help her with deliveries to repay her.

Wr Judd Lynn

Dir Worth Keeter

1 - 7 *WHEN PUSH COMES TO SHOVE*

Cassie put a picture of the Pink Ranger and herself in her diary. She left it at the Surf Spot. She bumped into two guys who introduced themselves as George and Freddy and told her they had her diary. George said the only way she could get her diary back was to date his friend Freddy. Cassie went on the date and they ditched George and went to a building with a restaurant at the top. There was also a plutonium reactor at the top of the building. Queen Astronema sent Ramhead, an elephant, to knock down the building with the reactor on it. If they building fell it would blow up Angel Grove! The Power Rangers diffused the reactor and morphed into the MegaZord. They fought Ramhead and then Queen Astronema used the satellite lasers to make Ramhead grow and the Power Rangers beat him. Later at the Surf Spot George and Freddy gave Cassie back her diary. Freddy asked Cassie out on a date and she said yes and offered to make is a double date with George and Ashley. The only problem was, Ashley doesn't like George.

Wr Judd Lynn

Dir Worth Keeter

1 - 8 *THE CRATERITE INVASION*

The Power Rangers were in a storm. Two of them were in a simulation and lightning struck the ship some craterites escaped. A boy saw the craterites and then went back to sleep. The next day the boy's mom told him the next door neighbor would take him to school, but when he looked through the window he saw they were really craterites. Meanwhile Bulk and skull saw some craterites too. The Power Rangers had to fight the craterites and had to fight them again and again. There were too many. They ran until a black craterite came and joined the other craterites. They joined together and became a giant craterite. the Power Rangers destroyed the giant craterite. Later at the Surf Spot Bulk and Skull embarrassed themselves by sucking off their clothes.

Wr Judd Lynn

Dir Worth Keeter

1 - 9 *THE WASP WITH A HEART*

A wasp monster was picking flowers and another wasp monster named Sting King came. Sting King told him it was bad to pick flowers and turned him bad. He tried to kill the Pink Ranger, but he didn't have the heart to do it. He was behind a bush and Ecliptor and some quantrons came and destroyed a birthday party. Ecliptor made the monster go back and fight the Power Rangers again. The monster took a hit in his stomach from the other wasp. Astronema sent the SateLasers and made the other wasp big. The Power Rangers destroyed the other wasp with he Delta AstroMegaShip. The good wasp turned into pure energy and left.

Wr Judd Lynn

Dir Koichi Sakamoto

1 - 10 *THE DELTA DISCOVERY*

Divatox has captured Zordon. The Phantom Ranger gave the Power Rangers a disk that controls the MegaDeltaAstro MegaShip. The Power Rangers take the MegaShip and defeat the monster on Earth. Andros took his Galaxy Glider in search of the ship and finds it in the Delta Quadrant. He sticks the disk in the slot in the control room and it goes to Earth and trnsforms into a MegaZord. Andros has a gadget on his arm that commands the robot. The Phantom Ranger left a message saying he had left and was following Divatox and searching for Zordon. The Phantom Ranger left a message for Cassie telling her not to forget him because they have a thing for each other. At the end Dark Spectopr said he would crush the Dark Fortress while Astronema was sleeping if she failed again.

Wr Judd Lynn

Dir Koichi Sakamoto

1 - 11 *THE GREAT EVILYZER*

Bulk and Skull and the professor made the Evilyzer, a little gun that makes things evil or good. They tested it on a little robot and it came alive and chased them. Ecliptor got the Evilyzer and used it on Ashley's Galaxy Glider. It went out of control and she had to ride with Andros back to the ship. The Power Rangers went to Earth and fought Crabatron, the monster that Astronema made. Crabatron turned the Astro MegaShip bad, so the Power Rangers had to regain control of it. The Power Rangers used the Astro MegaShip to form the MegaDeltaAstro MegaShip and destroyed Crabatron. Ashley got her Galaxy Glider back. At the end the experiment was chasing Bulk and Skull.

Wr Judd Lynn

Dir Worth Keeter

1 - 12 *GRANDMA MATCHMAKER*

Ashley was reading at the park and her grandmother came and took her to the Surf Spot. Her grandmother started showing her some pictures of boys she thinks Ashley should marry. Ashley tells her grandmother she is dating Carlos. Astronema calls for a monster and the Power Rangers have to destroy it. Ashley tells her grandmother that she and Carlos aren't actually dating. Her grandmother asked her if she liked Carlos and told her she could go on her first date. She gave them identical shirts. Their Power Ranger watches went off and the ground shook. Little creatures came out. Ashley took her grandmother to a safe place and left her there. She morphed and fought and destroyed the monster.

Wr Judd Lynn

Dir Worth Keeter

1 - 13 *THE BARILLIAN STING*

The Power Rangers were being ambushed and Darkonda came. Darkonda unleashed a Cardason insect and it bit Carols. Carlos started turning into a monster and stung Cassie. The rest of the Power Rangers tied Cassie to the bed in the infirmary. Andros and TJ went to KO35 and got the antidote for the sting. They cured Cassie and Carlos. The Power Rangers had to use the AstroMegaZord to destroy a big Cardason insect on KO35. After the insect was destroyed, Andros went to the top of the medicine building and looked at the park where his sister was kidnapped.

Wr John Fletcher

Dir Judd Lynn

1 - 14 *T.J.S IDENTITY CRISIS*

The Power Rangers were setting up a special satellite that can search galaxies. Ecliptor and Cordinal came and destroyed the satellite. The Power Rangers came and fought them. Three of the Power Rangers got turned into ice cubes. Ecliptor and Cordinal joined together to make Eliptor. The Power Rangers fought Eliptor, but TJ got amnesia and forgot who he was. Andros was almost dead, but TJ remembered who he was and cut Eliptor. Astronema shot the SateLasers and made Eliptor grow. The Power Rangers called the MegaDeltaAstroMegaShip into action and destroyed Eliptor. They made Ecliptor go back to the Dark Fortress. The Power Rangers go back to playing basketball again.

Wr Judd Lynn

Dir Worth Keeter

1 - 15 *FLASHES OF DARKONDA (PART 1 OF 2)*

Andros was sleeping. While he was asleep he was remembering when Darkonda kidnapped his sister he was playing with her. Andros woke up and went to the bridge. When everyone had left he went into a sector that has no law enforcement. He almost got killed getting some data chips that had been stolen from Zordon. He gave the data chips to Alpha and told him they were genuine. Darkonda came onto the screen and said "If you want to see your sister, meet me and give me the data chips". Andros and the other Power Rangers went to meet Darkonda. Darkonda took a strength potion that was tampered with and he grew. The Power Rangers called the AstroDeltaMegaZord. They were fighting Darkonda and got knocked down and were sliding on the street.

Wr Judd Lynn

Dir Jonathan Tzachor

2 - 1 *THE RANGER'S MEGA VOYAGE (PART 2 OF 2)*

The Quantrons kidnapped the pink car and were trying to capture the blue one. The Power Rangers all got captured. Meanwhile, Justin was outside wondering where the Power Rangers were and if they were ok. He couldn't find them and then he had to go to bed. While he was in bed he heard a noise. He looked out his window and found the blue car. The car practically kidnapped Justin. It brought Justin to where the Power Rangers were being held. Justin saw the Power Rangers and found his morpher. He morphed into the Blue Ranger and started attacking the Quantrons. He got the Power Rangers free and they beat the Quantrons. A monster came and the Power Rangers had to fight him. The monster was winning and the blue car came and fired at the monster. Then the Power Rangers used their weapons on the monster. Astronema made the monster grow, so the Power Rangers had to use their MegaZord to defeat the monster. The Power Rangers went to save the pink car. They fought the Quantrons and won. The Power Rangers said goodbye to Justin because he had to go home. Justin said he would always help them when they were in trouble. The next morning when Justin really busy, but he decided Justin was more important and they went fishing.

Wr Judd Lynn

Dir Judd Lynn

2 - 2 *TRUE BLUE TO THE RESCUE*

It was Ashley birthday and Andros gave her a rare gem necklace from KO35. Ashley always had a crush

on him since the day she first saw him. Later she was walking with Cassie and Astronema kidnapped Ashley. Astronema switched places with Ashley and, disguised as her, she went the MegaShip. The disguised Astronema tied up Cassie, then Carlos, then TJ. The real Ashley and Andros went down to earth and were looking for disturbances, but there were none. Andros found Astronema and Ashley fighting, because Ashley turned into Astronema and it was over. Astronema left and Ashley unmorphed.

Wr Judd Lynn

Dir Judd Lynn

2 - 3 *INVASION OF THE BODY SWITCHER*

Astronema attacked Zhane and accidentally hit one of her own monsters and it turned on her. Zhane picked up Astronema and got out of there. Later Astronema found herself in the jungle with the White Ranger. The White Ranger was cooking a marshmallow and he gave it to Astronema and, although she was not grateful, she still ate it and liked it. Then she left. Meanwhile, Astronema was drooling over a picture of Zhane and Zhane was drooling over a picture of Astronema. Astronema instantly fell in love with Zhane and Zhane instantly fell in love with Astronema. During all this the Power Rangers were watching a movie. Astronema told Zhane to meet her at the campfire and he went to the station and changed and got some roses for Astronema. He tried to sneak past Alpha and Alpha saw him and made him go and help the Power Rangers. Zhane asked, "Do I have to?" And Alpha said, "Yes" and he went to go to help. Meanwhile, Astronema was wondering where Zhane was. Zhane destroyed the monster and he got to the campfire really late. Astronema got really mad and was wondering why she was really mad. She left and he left, but now he's sad. The other Power Rangers were trying to comfort him, but he said no and he went into his quarters and went to bed.

Wr Jackie Marchand

Dir Judd Lynn

2 - 4 *SURVIVAL OF THE SILVER*

Ambushed by restless natives while collecting lifeform samples on the planet Kadix, the Astro Megaship crash lands, causing a secret room to open up. Inside it, the Rangers find the frozen body of Zhane, Andros' best friend and former teammate, the Silver Ranger, left in a coma for many years after falling in battle on KO-35. As the Megaship comes under attack by both the Kadix natives and the recently hatched monster called Lunatick, power fails, leading to Zhane's life support chamber shutting down. The Rangers find themselves overwhelmed, but are rescued by a surprising source...

Wr Judd Lynn

Dir Worth Keeter

2 - 5 *RED WITH ENVY*

Now that he's defrosted, Zhane quickly warms up with his new teammates. However, Andros gets jealous when he suspects that Zhane is becoming a little too friendly with Ashley, whom he's secretly attracted to. Meanwhile, Darkonda returns, with a pair of monsters known as the Crocotoxes. The Rangers will need all the help they can get against them, though, unbeknownst to them, the Silver Ranger discovers he's having trouble remaining morphed!

Wr Judd Lynn

Dir Worth Keeter

2 - 6 *THE SILVER SECRET*

When the Rangers spot Alpha scanning Zhane and overhear the robot telling him that he hasn't much time left, the Rangers jump to the wrong conclusion and assume Zhane is dying! Zhane, who's really just unable to Morph for more than 2 minutes at a time, decides to play up this misunderstanding, and exploits their sympathy. Astronema, though, knows his true secret, and sends the Praying Mantis monster out to use the knowledge to destroy the Silver Ranger once and for all.

Wr Jackie Marchand

Dir Worth Keeter

2 - 7 *A DATE WITH DANGER*

When Astronema is attacked by one of her monsters, she's rescued by her nemesis, Zhane. She discovers a growing attraction to the Silver Ranger, even arranging a date with him. But Ecliptor's Horrorbull monster proves to be a distraction, keeping the Rangers busy, delaying Zhane's arrival to the site of their date. Beware the wrath of a queen of evil scorned!

Wr Jackie Marchand

Dir Koichi Sakamoto

2 - 8 *ZHANE'S DESTINY*

The Rangers pick up a signal which leads them to a planet under a constant sandstorm. They're unaware it's also current home to the former inhabitants of the colony of KO-35, Andros & Zhane's homeworld,

who're staging a rebellion against Dark Specter's forces in secret. The four Earthen Rangers are captured by the rebels, and thanks to a traitor in their midst, are led to believe they're spies for Dark Specter, and the source of an infectious attack by the Coralizer monster.

Wr Judd Lynn

Dir Worth Keeter

2 - 9 *ALWAYS A CHANCE*

Thanks to the Lizwizard monster's ability to switch places with anyone he's got his tongue wrapped around, Carlos accidentally injures Cassie. Though she's not hurt badly, this incident strikes a major blow to the Black Ranger's self-confidence. He soon bumps into his predecessor, Adam Park, who offers both guidance and extra training. But with Carlos fast deciding to quit the Rangers, will Adam take the ultimate risk with a burnt out Morpher to teach him the lesson that just as there's always a chance bad things can happen in battle, there's still always a chance they'll work out right?

Wr Judd Lynn

Dir Koichi Sakamoto

2 - 10 *THE SECRET OF THE LOCKET*

Resuming his attempted interrogation of the monster responsible for his sister's abduction, Andros once again confronts Darkonda about the whereabouts of Karone. Will the equal enemy of Darkonda, Ecliptor, be a help or hinderance in this duel? Soon, during a battle between the Rangers and the monster Batterax, Astronema joins the combat. As the Red Ranger strikes back at Astronema, the locket and necklace she always wears is broken off. Andros finds it, and much to his surprise, learns that what's inside ties to his decade-long search, and to a secret about his evil nemesis.

Wr Judd Lynn

Dir Worth Keeter

2 - 11 *ASTRONEMA THINKS TWICE (PART 1 OF 2)*

With the revelation that she was once Karone, Andros' long lost sister, Astronema struggles between the life of a Queen of Evil that she's been tailored to live, and the life as a normal child she had stolen from her. She meets with Andros on KO-35 to talk about it, but has trouble believing his claims, unleashing the Spike monster upon him. Meanwhile, the rivalry between Ecliptor and Darkonda heats up!

Wr Judd Lynn

Dir Worth Keeter

2 - 12 *THE RANGER'S LEAP OF FAITH*

Astronema leads the Rangers to where Zordon is being held, as proof that she has chosen to give up her life of evil. But the Rangers, aside from Andros, have serious doubts about her honesty. Their suspicions seem to be vindicated when it all turns out to be a trap by Dark Specter. But is all not what it seems to be concerning Astronema?

Wr Judd Lynn

Dir Jonathan Tzachor

2 - 13 *THE REVENGE OF DARK SPECTRE (1-2) (AKA DARK SPECTRE'S REVENGE)*

Though the Rangers are quickly accepting the reformed Karone as part of the Megaship crew, Dark Specter aims to make their happy bonding short lived. He sends a giant asteroid towards Earth, and will let it crash into the planet unless the former Astronema is returned to his evil side! The Rangers journey to the asteroid surface in an effort to destroy it through explosives, but encounter Quantron resistance. Karone takes a gamble of her own by returning to the Dark Fortress, but will this maneuver backfire, when she finds her once loyal guardian Ecliptor has been reprogrammed by Darkonda? Meanwhile, Professor Phenomenus, Bulk & Skull spot the approaching space rock, but will anyone at NASADA believe them about it?

Wr Judd Lynn, Jackie Marchand

Dir Tony Randel

2 - 14 *RANGERS GONE PYSCHO*

The Space Rangers are stunned when they encounter the Psycho Rangers, recently created by the newly-brainwashed Astronema and secretly drawing tremendous energy off of Dark Specter. These five evil Rangers scour Angel Grove, listening for the telltale sound of our heroes' communicators to alert them of the unmorphed teens' location. When Zhane ends up captured by them, the Space Rangers are forced to come out of hiding to face the Psychos, who prove to be more than their equals in both skill and ruthlessness.

Wr Judd Lynn

Dir Judd Lynn

2 - 15 *CARLOS ON CALL*

Carlos is playing a video game and a girl named Cynthia comes to the video game. Then her mom comes up and tells the girl that Carlos is one of her best students at the high school and she leaves. Carlos' watch went off and he went into a photo booth and changed into a Power Ranger. Cynthia walked by and a picture came out of the picture booth. She picked it up and saw Carlos morphing into a Power Ranger. She e-mailed Carlos saying she knew that he was a Power Ranger. Cynthia took advantage of it and gave him a beeper and said, "If you don't come when I beep you, I'll tell the whole world that you are a Power Ranger". Then the bad psycho Power Rangers tried to kill Cynthia. Carlos and the Power Rangers beat them because two of the bad psycho Power Rangers attacked each other over who gets the victory now. Then Carlos gave Cynthia a moon rock because her brother died and she promised her brother that she would be an astronaut. Then he took her for a ride on the Galaxy Glider and she gave him the picture. Then he showed her the moons of Jupiter. This was the first time they didn't use the AstroMegaZord.

Wr Judd Lynn

Dir Judd Lynn

2 - 16 *A RIFT IN THE RANGERS*

Cabin fever sets in for the space-bound Rangers, as Ashley and Cassie erupt in constant bickering over their respective personal faults. Similarly, the Pink & Yellow Psycho are feuding as well, each trying to one-up the other in attacking the Rangers. When Psycho Yellow takes Ashley prisoner during a battle, Psycho Pink is furious over being upstaged in the fight she was in charge of, and Cassie is guilt-ridden, determinedly searching for her teammate. Even if the Yellow Ranger can break free from her captors, one of the Psycho Ranger women is going to become a giant problem for our heroes!

Wr Judd Lynn

Dir Worth Keeter

2 - 17 *FIVE OF A KIND*

The four Psycho Rangers attacked the Power Rangers and beat them. The Psycho Rangers ran away because Dark Spectre called them back to Astronema's ship. The Psycho Rangers got mad at Astronema and said they were going to go after the Power Rangers by themselves. Meanwhile, the Power Rangers came up with a plan and TJ thought of a plan. He thought they should all look like the Blue Ranger. The Power Rangers attacked the Psycho Rangers and they hurt the Blue Psycho Ranger. Astronema's ship shot the SateLasers and the Blue Psycho Ranger grew. The Power Rangers used the MegaVoyager and destroyed the Blue Psycho Ranger. The other Psycho Rangers got away.

Wr Judd Lynn

Dir Worth Keeter

2 - 18 *SILENCE IS GOLDEN (PART 1 OF 2)*

The remaining three Psycho Rangers track the Space Rangers by listening out for their voice patterns, which forces the Rangers into hiding on board the Astro Megaship. Except for Cassie, who is out shopping, unaware of the current threat until her teammates contact her and warn her not to make a sound! The tension mounts as Cassie is forced to keep quiet, knowing one slip of the lip will alert the Psychos, who are patrolling the mall area in human form! But when Cassie notices something horrific about to happen, can she maintain her silence? And will this whole ordeal cost the Rangers one of their Megazords?

Wr Judd Lynn, Jackie Marchand

Dir Worth Keeter

2 - 19 *THE ENEMY WITHIN (PART 2 OF 2)*

Astronema was talking to Dark Spector about the Psycho Power Rangers trying to drain his power. Then Astronema talked to Ecliptor, and he said, "The Psycho Power Rangers are attacking the Power Rangers." Then Ecliptor said, "I will do everything in my power to stop them." The Psycho Power Rangers attack the real Power Rangers. The Yellow Psycho Ranger took over the new MegaZord. The other Psycho Power Rangers attacked the White Power Ranger's MegaZord. The other Psycho Power Rangers attacked the Yellow Psycho Ranger because they all want the victory. The Psycho Power Rangers killed each other over who would defeat the Power Rangers. Up on the MegaShip, the Power Rangers crossed out the Psycho Power Rangers on a blackboard.

Wr Judd Lynn, Jackie Marchand

Dir Worth Keeter

2 - 20 *ANDROS AND THE STOAWAY*

An alien servant of the Jakarak monster escapes, and stows away on the Astro Megaship. The Rangers seek to protect him, naming him Seymour. He grows quickly from incessive eating, and despite their attempts to keep him free, he becomes forced to merge with the monster. Will the Rangers be able to

destroy Jakarak without sacrificing the innocent Seymour?

Wr Judd Lynn

Dir Worth Keeter

2 - 21 *MISSION TO SECRET CITY (PART 1 OF 2)*

The Vacsacker monster sweeps through Angel Grove, sucking up citizens (including Bulk, Skull, Professor Phenomenus, Carlos, Andros, and Carlos' pal Silvy) and ejecting them in the domed Secret City, all part of a plan by Astronema to turn them into own evil soldiers. It's up to Ashley, TJ, and Cassie to infiltrate the city in an attempt to break the dome, to allow themselves and their captive teammates to be able to Morph to save the prisoners. When Andros confronts Vacsacker with only his Battlizer to power up his bare fists, will Silvy's incessive curiosity unleash a a previously unknown secret weapon of the Red Ranger, or will it spell the end for everyone?

Wr Judd Lynn

Dir Koichi Sakamoto

2 - 22 *GHOSTS IN THE MACHINE (PART 2 OF 2)*

Astronema turned some people from Angel Grove into data chips. The Power Rangers took action and found a city underwater. The city had a force field around it. The Power Rangers tried to enter the city, but they could not, so they teleported in. The Rangers wandered around in the biggest building there and they got turned into data chips. Then the Psycho Rangers attacked Ecliptor and he attacked the Psycho Rangers. Then Zhane turned the Power Rangers back into their normal selves. Zane turned the Psycho Rangers into data chips and returned the people from Angel Grove back to normal. Astronema attacked the Power Rangers. The Rangers escaped. The city under the water sank beneath the ocean floor. Astronema was furious, but she said "tomorrow is another day."

Wr Judd Lynn, Jackie Marchand

Dir Worth Keeter

2 - 23 *THE IMPENETRABLE WEB*

The Power Rangers received a message saying that an Earth spaceship crashed on a desert planet. They went there and the Dark Fortress popped up. The Power Rangers' DeltaMegaShip got captured in a web. Astronema sent Darkonda to attack the Power Rangers and also sent Ecliptor to attack the DeltaMegaShip. When Ecliptor went the DeltaMegaShip, DECA and Alpha kicked his butt, but he got the location of the Delta Voyager. Ecliptor went there and found Zhane guarding it. He fought him and he got badly wounded, so he went back to Astronema. At the same time the Power Rangers fought Darkonda and won. Then the Red Ranger used a jet and went into outer space and got the web off the ship. They go back to the Delta Voyager and found them alright.

Wr Judd Lynn, Jackie Marchand

Dir Judd Lynn

2 - 24 *A LINE IN THE SAND*

A dark humvee stalks each of the Space Rangers while they're on Earth in their civilian lives. It fails to capture Andros & Ashley while they're out on a date, but succeeds in taking out each of the others. With each it runs down, they're teleported to a barren desert, with no way to contact the Megaship! Even if our heroes can put the brakes on this living vehicle, known as Tankenstein, they'll have even bigger problems with its monster form.

Wr Judd Lynn, Jackie Marchand

Dir Judd Lynn

2 - 24 *THE INVASION OF THE BODY SWITCHER*

2 - 25 *COUNTDOWN TO DESTRUCTION (1-2)*

Astronema was talking to Dark Spector and he said it was time to conquer the galaxy. Astronema told every body who ever fought the Power Rangers what Dark Spectpr had said. The attack began and the Power Rangers noticed that about a million or more fighters started to head towards Earth. The Power Rangers started toward Earth too. When they got there, the fighters were everywhere, attacking and blowing up everything. The Power Rangers left Zhane in charge of the MegaShip and went to the surface of the Earth and attacked the fighters. Zhane took the MegaWinger and the MegaWinger went down. Then the Power Rangers morphed out of being a Power Ranger and went and hid. The Power Rangers were planing a counterattack while Astronema built a gun that could blow up a planet. Then when nobody was looking, Darkonda took the gun attached to the fighter by taking the fighter. He blew up Dark Spector, but also blew up himself. Andros went to the Dark Fortress and found Zordon. Meanwhile the Power Rangers revealed themselves to the planet, then attack everybody who was evil. Andros and Astronema were fighting with each other. Andros blocked a laser blast from Asrtonema and it bounced onto her. Then Ecliptor walked in and saw Astronema on the ground and fell down. Andros destroyed

Zordon's Power Chamber. Zedd, Rita, Divatox, and Astronema turned back into their original selves again. The Power Rangers rested for the rest of the day.

Wr Judd Lynn

Dir Jonathan Tzachor

POWER RANGERS JUNGLE FURY

Power Rangers: Jungle Fury is the title of the sixteenth season in the American children's television series Power Rangers. It premiered on February 18, 2008, with toy merchandising in the US beginning in November 2007, and it will use footage from the thirty-first Japanese Super Sentai series, Juken Sentai Gekiranger.

WR.

DIR.

EPISODES: 1 **YEAR MADE:** 2008 **COUNTRY:** US **SEASONS:** 1

BVS ENTERTAINMENT INC. , BVS INTERNATIONAL N.V., RANGER PRODUCTIONS LTD, RENAISSANCE-ATLANTIC FILMS, TOEI COMPANY.

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIAS

LENGTH (MINS): 25 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1)

DATE OF PREMIER: 18/02/2008

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Theo - Blue Jaguar Ranger ALIN ABELLA, RJ - Violet Wolf Ranger DAVID DE LAUTOUR, Lily - Yellow Cheetah Ranger ANNA HUTCHISON, Master Mao NATHANIEL LESS, Camille HOLLY SHANAHAN, Jared BEDE SKINNER, Casey - Red Tiger Ranger JASON SMITH.

RELATED SHOWS:

POWER RANGERS OPERATION OVERDRIVE

1 - 1 *WELCOME TO THE JUNGLE (PART 1 OF 2)*

1 - 2 *WELCOME TO THE JUNGLE (PART 2 OF 2)*

POWER RANGERS LIGHTSPEED RESCUE



Set in the futuristic city of Mariner Bay built on a forgotten demonic burial ground. Passing nomads unwittingly release the four demons, forcing the defense organization Lightspeed to immediately recruit five teenagers to defend the city from its new enemies. Their efforts are concentrated on defeating the minions of the Saima Clan before the long awaited Grand Cross celestial conjunctions (a vestige of the original Japanese plot), at which Queen Bansheera (Diane Salinger) will return from exile to wreak havoc. On occasion, the team also rescues people with a giant robot whose arms contain extending ladders.

Power Rangers Lightspeed Rescue began on February 12, 2000 on Fox Kids television. Five new Power Rangers carry on the team tradition as the Power Rangers Lightspeed Rescue team, dedicated to fighting evil and protecting good. Evil demons are threatening to make Mariner Bay their stronghold on Earth and the Power Rangers must battle the evil Diabolico and his monsters to protect the world. The Power Rangers Lightspeed Rescue use all new Lightspeed Rescue Zords and weapons to battle Diabolico and keep the world safe.

This is a definite must see show if you're a fan of the Power Rangers (and even if you're not)! The whole show has a different 'feel' to it than all of the past incarnations of Power Rangers. Join the Lightspeed Rangers (Kelsey, Dana, Joel, Chad, and Carter) as they fight to defend the city of Mariner Bay from the evil villain Diabolico.

Power Rangers Lightspeed Rescue is the sixth series to be based on the Power Rangers shows of Japan, to be made by Saban in the US, the series directly follows POWER RANGERS LOST GALAXY.

Power Rangers Lightspeed Rescue is a real cool shows it beats the original Power Rangers straight on. Using a Train is a cool way to get the Zords to them not that great writing. It's really better than the old Sub Zero one witch last for three show I only saw. Then move on. I did rent old Power Ranger Movie to find out that it was old it was the next level. Waste of Mone. But Power Rangers Lightspeed. I remember the one thing that captain of the Power Rangers Lightspeed, Told Carter that he fail the one of the test. He doubt his boss. But his boss was right.

The young that people young Carter during the fire scence flashback and the young Dana and Ryan doing the car wreck fashback they are good actors. I was think that it was going to be along the same story line. But the writers are doing real great because this show was never boring even to the last episode. I real enjoyed watching this show but too bad it's over and out exact for one guest showing.

Produced by Shuki Levy (executive producer), Judd Lynn (co-producer), Scott Page-Pagter (co-producer), Paul F. Rosenthal (co-producer), Haim Saban (executive producer), Koichi Sakamoto (co-producer), Jonathan Tzachor (producer).

Original music by Shuki Levy, Kussa Mahchi, Lior Rosner, Jeremy Sweet, Inon Zur. Cinematography by Ilan Rosenberg, Film Editing by Richard Bracken, Ronald LaVine and Eric Rainey (episode 37). Casting by Iris Hampton, Production Design by Julie Bolder, Art Direction by Rob Howeth (episodes 1-5), Scott MacLachlan, Costume Design by Danielle Baker.

Makeup Department - Rosanna Montes (hair stylist make-up artist), Production Management - Sean B. Backus (post production supervisor), Shaun Tarkington (unit production manager), Second Unit Director or Assistant Director - Chris Auer (first assistant director: second unit), Mark Avery (second assistant director), Stephen Harrison (first assistant director), Larry Litton (first assistant director), Lisa Stuckey (second assistant director: second unit).

Art Department - Kristen Catena (monster wrangler), Andy Reins (lead man), Mark Richardson (property master), Ivory Stanton (monster wrangler), Sound Department - Barron Abramovitch (music engineer),

Charlene Banta (sound effects editor), Chuck Buch (production sound mixer), Drew DeAscentis (supervising music editor), James Dijulio (second music engineer), Laura Drozco (adr co-ordinator), Tim Gosselin (second music engineer), Tim Harsh (sound re-recording mixer (episodes 1-16)), Doug Latislaw (supervising sound editor), Al Lay (second music engineer), Ian Mayo (sound effects editor), Dusty Rabbin (music assistant), John Sperger (music assistant), Edward F. Suski (sound re-recording mixer), David Walsh (adr director).

Special Effects by John Bordeaux, Rod Ripley (special effects coordinator: Saban Entertainment), Visual Effects by Daryl Bartley (CGI lead animator: Saban (uncredited), Michael Carter (modern videofilm artist), Jonathan Cummins (modern videofilm artist), Susanna Dileo (modern videofilm artist), Rick Kerrigan (visual effects supervisor), Omar McClinton (CGI production manager: Saban/Fox Kids), Revis Meeks (visual effects coordinator), Jason C. Spratt (visual effects supervisor: Modern VideoFilm), Jeff West (lead artist: Modern VideoFilm).

Stunts - Hiro Koda, Rey-Phillip Santos (assistant stunt co-ordinator), Toru Yamaguchi (diving double: episodes "Ocean Blue" & "Neptune's Daughter"), Jason Ybarra (stunts).

Other crew - Aldo Antonelli (camera operator (episodes 1-7, 22, 25-28 and 31-40)), Dwayne Barr (dolly grip), Richard Bernagozzi (script supervisor), Dennis Bishop (lighting director), Jody Blose (script supervisor: second unit (episodes 1-16 and 20-40)), Brett Born (production accountant), Jennifer Cadenhead (assistant to producers), Deven Chierighino (location manager), Graham Cove (underwater crew (episodes "Ocean Blue" & "Neptune's Daughter")), David Eads (underwater crew (episodes "Ocean Blue" & "Neptune's Daughter")), Susan Foster (production accountant), J.P. Genasi (underwater crew (episodes "Ocean Blue" & "Neptune's Daughter")), Chris Goss (camera operator (episodes 08-10, 29 and 30)), Tyler M. Hall (production coordinator (uncredited)), Travis Hills (set production assistant), Ron Kenan (executive in charge of music), Nancy Kennedy (assistant to producers), David Leon (music supervisor), Judd Lynn (story editor (uncredited)), Anne Britt Makebakken (adr writer), Jackie Marchand (assistant story editor).

Lee Marshall (assistant to producers), Sean McLin (director of photography: second unit), Clive H. Mizumoto (executive in charge of post-production), Jeffrey Oberste (post-production associate), Zach Alwin Pagter (adr writer), Ray Quiroz (script supervisor: second unit (episodes 17-19)), Eric Rainey (additional editor), Ben Rittenhouse (mermaid costume maintenance (episodes "Ocean Blue" and "Neptune's Daughter")), David Robman (camera operator (episodes 11-16)), Eric S. Rollman (executive in charge of production), Pete Romano (underwater photographer (episodes "Ocean Blue" and "Neptune's Daughter")), Suzi Shimoyama (adr writer), Christienne Silverio (assistant accountant), Eric Treml (underwater assistant camera (episodes "Ocean Blue" and "Neptune's Daughter")), Ronald Vidor (camera operator (episodes 17-21, 23 and 24)), David Walsh (adr writer), Jeff Weiss (assistant production coordinator), J. Zachary Woodford (assistant editor).

Distributors - Fox Kids Network [us], Fox Television [us] (2000), Saban Entertainment Inc.

Special Effects - Modern Videofilm Inc. [us]

Extras casting - Central/Cennex Casting [us]

Local arrangements: Bahamas - Stuart Cove's Underwater Productions [bs]

Camera equipment provided by Keslow Cameras [us]

Stunt choreography - Alpha Stunts [jp]

Grip and lighting equipment - Cinemobile System Inc. [us]

Nature footage provided by Busch Entertainment Corporation [us]

Lightspeed Aquabase constructed and photographed by Stargate Films Inc. [us]

Special thanks to Channel Islands National Park, Ventura (CA) [us], The U.S. Geological Survey [us]

The University of California, Santa Barbara [us],

Scuba equipment provided by Sport Chalet [us]

WR. John Fletcher, Judd Lynn, Jack Marchand, Denise Skinner

DIR. Issac Florentine, Worth Keeter, Judd Lynn, Koichi Sakamoto, Ryuta Tazaki, Johnathan Tzachor, Makoto Yokoyama.

EPISODES: 40 **YEAR MADE:** 2000 **COUNTRY:** US **SEASONS:** 2

MMPR PRODUCTIONS, RENAISSANCE-ATLANTIC FILMS, SABAN ENTERTAINMENT INC., TOEI COMPANY LTD.

CREATOR:

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 16, (2) 24

DATE OF PREMIER: 12/02/2000 **AIR DATE OF LAST EPISODE** 18/11/2000

SEASON DATE BREAKDOWN:**FILMS:**

Chad Lee/Blue Lightspeed Ranger MICHAEL CHATURANTABUT, Dana Mitchell/Pink Lightspeed Ranger ALISON MACLNNIS, Carter Grayson/Red Lightspeed Ranger SEAN JOHNSON, Kelsey Winslow/Yellow Lightspeed Ranger SASHA WILLIAMS, Joel Rawlings/Green Lightspeed Ranger KEITH ROBINSON Captain Mitchell RON ROGGE, Ms. Fairweather MONICA LOUWERENS, Diabolico NEIL KAPLAN (1), Queen Bansheera DIANE SALINGER (1), Vypra JENNIFER L, YEN, Jinxer KIM STRAUSS (2), Impus BRIANNE SIDDALL (2).

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

POWER RANGERS ZEO

POWER RANGERS IN SPACE

POWER RANGERS LOST GALAXY

1 - 1 *OPERATION LIGHTSPEED (PART 1 OF 2)*

Nomad travelers found a crypt that had been sealed for thousands of years and opened the sarcophagus. Monster spirits came out of the sarcophagus and began to attack where their former home was, Mariner Bay. Just then Captain Mitchell found out about it and went to find the special people picked for the Lightspeed Rescue team. First he got Joel Rawlings, then he got Chad Lee, third he got Kelsey Winslow, next he got Dana Mitchell, and last but not least Carter Grayson. They all headed for a submarine and got on it. The whole group went to the Lightspeed base, where they got their morphers and their jackets. They headed out after the monsters, led by Diabolico, that were terrorizing Mariner Bay. They found the monster, and attacked the Batlings and defeated them. Then they destroyed the monster and they saved the day. Once they were back at the Lightspeed Base everybody was congratulating them.

Wr Judd Lynn

Dir Ryuta Tasaki

1 - 2 *LIGHTSPEED TEAMWORK (PART 2 OF 2)*

Joel was walking down the hall when he saw some ladies. He turned around and bumped into Ms. Fairweather, making her drop everything she was carrying onto the ground. When he looked up he fell instantly in love. Later the Power Rangers were having a tour and they learned about the rescue trains. Joel wasn't there because he was at a flower shop when an alarm sounded because a monster attacked. Joel showed up and they all left in the trains. The Power Rangers went into a building and rescued the people inside and then they left. They turned into the MegaZord and destroyed the monster. They all went home. Joel gave the flowers to Ms. Fairweather, who rejected him and got pissed off.

Wr Judd Lynn

Dir Ryuta Tasaki

1 - 3 *TRIAL BY FIRE*

The Power Rangers were packing up to do something when they were called to go to training. At the training area Joel and Chad finished the training in one and a half minutes, then Dana and Kelsey finished in two minutes. Carter finished the training in 52 seconds, but he didn't think about what he was shooting so he got the lowest score. When they got back to base there was a minor earthquake, but it wasn't really an earthquake at all. It was Vypra trying to destroy Mariner Bay. The Power Rangers showed up and destroyed all of the Batlings. Carter went after Vypra and he pulled out his blaster. She made a fire wall and he had to put out the fire. Carter failed to save a kid who got hit by the pavement ceiling and then the he got angry with the commander. Carter went to the training area and saw there was a flammable container and realized something. He went to the site of the accident and there was gasoline. He apologized to the commander and went and destroyed the monster terrorizing the town.

Wr Judd Lynn

Dir Ryuta Tasaki

1 - 4 *RIDING THE EDGE*

Kelsey was riding on her roller blades. An astronaut named Nancy was there with her dog, which ran out into the road. Kelsey jumped over a car and when she landed on the road she grabbed the dog. Kelsey and the dog slide under a truck and stopped safely on the other side. Later, when she arrived at the Lightspeed Rescue Base, she watched the space shuttle blast off. A monster, which starts a tornado by spinning, was there. The Power Rangers fired their Rescue Blasters and destroyed the monster. The shuttle was going to crash on re-entry because of the tornado the monster made, so the Power Rangers took action and landed the shuttle on Kelsey's Zord. The monster came back to life and then the Power Rangers destroyed it for good this time. In the end Kelsey saved Nancy and they become friends.

Wr Judd Lynn

Dir Koichi Sakamoto

1 - 5 *A MATTER OF TRUST*

The Power Rangers were in Commander Mitchell's briefing room when he gave them a mission of utmost importance. The Power Rangers had to escort a scientist to the Aqua Base. The scientist was carrying a fuel cell that could blow up when it got too hot. The Power Rangers started to leave when Commander Mitchell told his daughter Donna to bring his friend back to the Aqua Base. She went to where she was supposed to go to and started driving him to the Aqua Base. Meanwhile, the Power Rangers were escorting the scientist with the fuel cell. A group of monsters showed up and they got the box, but it was empty. At the same time, Donna was escorting Commander Mitchell's friend. A beam of heat came out of nowhere and Donna crashed the truck. She found out her father's friend had the fuel cell, so she got him to the Aqua Base. The Power Rangers went and destroyed the monsters with their MegaZord. When they got back Donna apologized to her father.

Wr Judd Lynn

Dir Koichi Sakamoto

1 - 6 *WHEELS OF DESTRUCTION*

Joel keeps trying to ask Ms. Fairweather to go out on a date with him, but always gets interrupted. One of the times he tries, a code red keeps him from doing it and he joins the other Power Rangers to find that Diabolico has sent a wind monster to attack. They use their Rescue Blasters to defeat the monster and then Vypra shows up with her new battle vehicle, the Vyprari, and that is making the Power Rangers nervous. They shoot at the vehicle, but it doesn't do a thing. She leaves and they follow her in the Rescue Rover, but nothing they do can stop her. She destroys the Rescue Rover and takes off again. The Power Rangers go back to the Aquabase and try to figure out what to do. Ms. Fairweather has built the Power Rangers some new Lightspeed Cycles. Diabolico sends an earthquake monster down, but the Power Rangers defeat him easily. When they finally catchup with Vypra, the Power Rangers beat her Vyprari with their new Lightspeed Cycles. She rides off on her barely working Vyprari and the Power Rangers go back to the Aquabase. Joel finally has a chance to ask out Ms. Fairweather, but she tells him there is a rule against it and he leaves.

Wr Judd Lynn

Dir Isaac Florentine

1 - 7 *CYBORG RANGERS*

A monster shot three lightning spikes into a wall and invoked lightning to strike them. The wall exploded from the lightning, so the Power Rangers came. They fought the monster and lost to it. The monster was about to destroy the Power Rangers when someone with a rescue blaster shot him. The Power Rangers looked up and saw that there was another set of Power Rangers. The second set of Power Rangers kicked the monster's butt and then stood in one place. The Power Rangers went to where the second set of Power Rangers stood and said hello. The other Power Rangers just ignored the real Power Rangers. A black jeep pulled up and scientists got out carrying a remote control. They told the Cyborgs to return to base, then got into the jeep and left. The Power Rangers just stood there watching. The Power Rangers returned to the base to see General McNight standing there and then the Power Rangers got relieved of their duties. Then the Cyborg Rangers went berserk and the Power Rangers had to fight them. The Power Rangers defeated the Cyborg Rangers and then they defeated the monster. The Power Rangers were reinstated as Power Rangers.

Wr Judd Lynn

Dir Isaac Florentine

1 - 8 *UP TO THE CHALLENGE*

Chad was out in the water making friends with a giant pike fish, then he came back in and woke up Kelsey. They went to a construction site where Chad was teaching Kelsey Tai Bo because she's too hyper sometimes when she fights. A guy named Brian showed up and challenged Chad to a match, but he didn't want to fight Brian. Chad just walked away and started packing up his stuff. He left because a monster was attacking the city. The Power Rangers appeared and saved the people in a burning building. They found the monster and they started to fight, but then he ran off leaving the Power Rangers there with some batwings. The yellow and blue Rangers followed the monster and then got caught in a back draft, so they left. The blue Ranger fought Brian because he was taken over by the evil Vypra, but then he broke the spell. Vypra disappeared and the Power Rangers destroyed the monster.

Wr Jackie Marchand

Dir Koichi Sakamoto

1 - 9 *GO VOLCANIC (PART 1 OF 2)*

Dana was looking at a seismograph, then she said she was heading up the mountain to get better readings and she took the bus. Meanwhile, Queen Bansheera and her henchmen created a Trifire monster to make

the volcano erupt. The Trifire monster that was created breathed fire into the volcano and then lava started to come out of the volcano. The bus slid and almost fell off the bridge. A man who was holding the passengers hostage said he was sorry and drove them to safety. Dana got off the bus to help the Power Rangers to destroy the Trifire monster, but just then the Trifire monster grew. The Power Rangers pulled out the MegaZord and destroyed the Trifire monster. Queen Bansheera was furious. In the end the man who took the bus passengers hostage and then saved them was arrested.

Wr Judd Lynn

Dir Koichi Sakamoto

1 - 10 *RISING FROM ASHES (PART 2 OF 2)*

Ms. Fairweather was inside a cave in the volcano with two other people to study it because it was heating up. She found readings on something coming from the ground, but then the cave started to collapse. The three of them started to run out, but one guy got stuck in the cave. Ms. Fairweather went back inside and got him out of the cave. The cave entrance was collapsing and she got trapped inside. The Power Rangers showed up and a monster that came up from the ground attacked. The monster also resurrected another monster. The two monsters came and fought the Power Rangers. Their Lightspeed MegaZord lost power, so the Power Rangers abandoned it. The Power Rangers found Ms. Fairweather's party and Joel went into the cave to get Ms. Fairweather. They got out and the Power Rangers went to their Zord while Ms. Fairweather went back to Aqua Base. The Power Rangers got into their Rail Rescues and transformed into the Supertrain MegaZord. They destroyed both monsters just as the volcano started to erupt. The Power Rangers froze the volcano.

Wr Judd Lynn

Dir Koichi Sakamoto

1 - 11 *FROM DEEP IN THE SHADOWS (PART 1 OF 2)*

Carter is trying out the Titanium Morpher, Ms. Fairweather's invention that lets the Power Rangers get stronger powers. He can't keep the power that strong very long and it fades away. Captain Mitchell locks the Titanium Morpher up to keep it safe. Then Dana brings a birthday cake and they have a birthday remembrance for Captain Mitchell's son Ryan, who would have turned 20 that day if he were still alive. Later, someone comes into the Aquabase and steals the Titanium Morpher. The next day Vypra starts causing trouble to distract the Power Rangers and it works. When they go to fight her, a new evil Ranger appears - the Titanium Ranger. The Power Rangers fight him, but the Titanium Ranger wins, even after they try using Rescubird. Ms. Fairweather gives them some new battle lances to try against their new enemy, called V-Lancers. The next time the Power Rangers find the Titanium Ranger they use their V-Lancers. After using them as lances, they change them over to blasters and knock out the Titanium Ranger. When he wakes up he grabs his Titanium Laser to shoot the Power Rangers. They were going to blast him, but Captain Mitchell radioed them to stop. When the Power Rangers get back to Aquabase, they want to know why they could not finish off the evil Titanium Ranger. Captain Mitchell tells them the Titanium Ranger is his son Ryan.

Wr Judd Lynn

Dir Jonathan Tzachor

1 - 12 *TRUTH DISCOVERED (PART 2 OF 2)*

The Power Rangers were talking to Captain Mitchell when they found out that Dana's brother didn't die in a car crash as everyone had thought. He had fallen off a cliff with all of them, but the others were saved and he was not. He fell and Diabolico saved him and kept him with him. Diabolico told the Captain that he'd see his son on his 20 birthday. Ryan, the captain's son and Dana's brother, came forth on his twentieth birthday and became the titanium ranger. He attacked Mariner Bay, but then the Pink Ranger came and stopped him. He ran off to the cliff where he fell. The Captain was there and tried to tell him the truth, but Ryan wouldn't listen and knocked him off the cliff. The Captain caught Ryan, who said hold on, but then he fell. Ryan morphed and caught him and then landed on the ground. He headed off to see Diabolico. Meanwhile, the Power Rangers were fighting a monster and it grew, so the Power Rangers pulled out the rescue rails and destroyed the monster. Later at the palace of Diabolico, Ryan told him that he wouldn't fight for him anymore.

Wr Judd Lynn

Dir Jonathan Tzachor

1 - 13 *RYAN'S DESTINY (PART 1 OF 3)*

Ryan walked into the Lightspeed Center and went to his father. He said that he was leaving because he didn't now how much good was left in him. As he starts to leave his father hands him a silver box. He tells him it is for when he thinks he has good in him. Ryan leaves with the box. Meanwhile, Diabolico sent his three best monsters to destroy the Power Rangers. The monsters sent explosive feathers all around Mariner Bay. Ryan picked up a feather and gave it to a boy to give to his sister. The Power Rangers showed up to fight the monsters, but after fighting for a while they lost. The people of Mariner Bay found

out about the feathers. The kids grabbed a feather and threw it in the air, but Ryan told them to get down after it exploded. Ryan opened the box and found a morpher in it to morph into the Silver Ranger. The Power Rangers were about to be destroyed when Ryan morphed and defeated the monsters.

Wr Judd Lynn, Jackie Marchand

Dir Ryuta Tasaki

1 - 14 *CURSE OF THE COBRA (PART 2 OF 3)*

Ryan was walking with his dad and went inside his room and took off his shirt. When looked at his back in a mirror, there was a cobra on his back. Carter walked up and saw it, but then Ryan slid back on his shirt. Diabolico gave Demonite, one of his three best monsters, a card with a mirror on it. Carter was showing Ryan around the training center when the monster alert went off, so they went to where the monsters were. They morphed and attacked the monsters, but they were losing. Ryan blasted Demonite and the cobra on his back started to glow. He fell off the pillar on which he was standing so the Power Rangers attacked Demonite. Demonite threw the card and then there were two Demonites. Ryan was fighting the clone while the rest ran off fighting both of the monsters. The real Demonite was destroyed, so the fake blew up. Diabolico brought him back to life and made him bigger than usual, so the Power Rangers brought out both MegaZords and destroyed him. Ryan's dad, Captain Mitchell, told him he could not morph anymore because of the cobra on his back.

Wr Judd Lynn, Jackie Marchand

Dir Ryuta Tasaki

1 - 15 *THE STRENGTH OF THE SUN (PART 3 OF 3)*

Ms. Fairweather designed a Solar Space Zord for the Titanium Ranger. She said it was ready but the only problem was Ryan. Ryan just happened to hear them. The Power Rangers were talking and then they were called to duty. They went to the bay where they saw Ryan, but his father said no so he left. The Power Rangers went to where the monsters were and started to fight them. The Power Rangers were losing when they got an idea. They decided to split up and the girls took a monster and buried him in the roof. They went and helped blow apart the other monster and it grew back. The first monster attacked because he too was big now. The Power Rangers called on their MegaZord, but they were still losing. Ryan went and attacked the monsters with the new Zord and destroyed them.

Wr Judd Lynn, Jackie Marchand

Dir Ryuta Tasaki

1 - 16 *THE COBRA STRIKES (PART 1 OF 2)*

Ms. Fairweather was analyzing Ryan by looking at the cobra on his back. When she was finished she told him to go rest. Just then the siren rang and he ran out and asked what was happening. His sister said that it was Diabolico. Ms. Fairweather walked out and told Ryan he can't even think about it because he needs rest. So, he went back to his quarters and started to fidget. Then he went to a screen and started to watch what was happening. The Power Rangers found Diabolico, who sent out the same monsters the Power Rangers already twice in the past, combined into one. The Power Rangers got thoroughly beaten, so they retreated. Ryan went to the cobra's lair to destroy its curse. The Power Rangers defeated the combined monsters by using special morphers which enhance their muscles and weapons. Diabolico himself showed up and the Power Rangers lost the MegaTrainZord, so they switched to the regular MegaZord. Ryan defeated the cobra, so he was free of his curse. He showed up and everyone told him he couldn't fight, so he told them that the curse was gone. They melded Zords and then destroyed Diabolico. Later, the Power Rangers saw Queen Bansheera and her son Impus in a cocoon.

Wr Judd Lynn, Jackie Marchand

Dir Judd Lynn

2 - 1 *OLYMPUS ASCENDS (PART 2 OF 2)*

Impus uses a cocoon to wreak havoc on the city. The Power Rangers fight the cocoon, but they are defeated by it. With Diabolico gone, Impus gets the Star Power which turns him into Prince Olympius and he hatches from the Olympus. Carter and Ryan have been separated from the other Power Rangers and Carter has to fight Prince Olympius, who knocks him out. The other Power Rangers are caught by Prince Olympius, who is weakened by the effort and goes to rest in the Skull Cavern. When Carter wakes up he goes to the Aquabase to get help from Captain Mitchell. Prince Olympius gets inside the city by pretending he is Chad. Carter goes to help Chad and brings him back to the Aquabase. Prince Olympius then turns into Kelsey and stops the search for the other Power Rangers. He steals Captain Mitchell's entry card by pretending to be Dana, then turns into Joel to use Ms. Fairweather's computer. Vypra and Jinjer make a monster to attack the Aquabase, but Carter and Ryan see them coming. They tell Ms. Fairweather, who has to fight off the pretend Joel and get the entry card. Carter and Ryan save Ms. Fairweather, then Ryan uses water on Prince Olympius to make him weaker. With his power lessened, the other Power Rangers are able to escape. Vypra, her minions, and the monster show up at the Aquabase and save Prince Olympius, then leave again with the monster staying. The Power Rangers use the V-

Lancer to fight it and then it grows. The Power Rangers then use the Lightspeed SolarZord to destroy it.

Wr Judd Lynn, Jackie Marchand

Dir Ryuta Tasaki

2 - 2 *A FACE FROM THE PAST*

The Commander called a meeting and told the Power Rangers that they had the day off to do whatever they wanted. They all went to the beach to play and relax. Carter found the Commander and they started training. First Carter got his butt kicked, and then they started to go up a hill. They had just started talking when a monster appeared at the power plant, so they ran there. The monster destroyed the plant and some kids, who were on a field trip, got stuck in the power plant. The Power Rangers got there, then learned they had to go to the other power plant and destroy the monster. When they got back the Commander went back to save a girl who was still in the plant. Carter went in after them and he saw the Commander holding a broken pipe. Carter got the girl out but the Commander stayed behind holding a broken pipe together and the building blew up. The Power Rangers saw the Commander climbing down the side of the plant. Suddenly the monster grew back, then the Power Rangers fought and defeated the monster. Later Carter went and asked the Commander if he was his hero and he said yes.

Wr Judd Lynn, Jackie Marchand

Dir Ryuta Tasaki

2 - 3 *THE QUEENS RETURN*

Carter was driving with Joel when they saw a black cloudmass appear. They returned to the base and found out the planets were in a very rare alignment. That meant Queen Bansheera would be brought back and a ceremony was necessary to do so. The black cloud started blowing up buildings in a definite pattern and the Power Rangers had to go in and save them. Ryan went to stop the ceremony so Queen Bansheera couldn't be brought back, but he was captured by monsters. The rest of the Power Rangers went to save Ryan and they were winning, but then the monsters grew big. The Power Rangers used their Zords and defeated the monsters. They also defeated Queen Bansheera by stopping the ceremony. Ryan figured out that Queen Bansheera was there, but only half her body was there. He decided to go in search of a way to stop Queen Bansheera from totally getting there.

Wr Judd Lynn, Jackie Marchand

Dir Ryuta Tasaki

2 - 4 *THE OMEGA PROJECT*

Joel's friend was looking through a telescope and he asked Joel to look through it. After he looked through it, Joel left. That night just before Joel's friend went to bed, he saw an asteroid heading towards Earth. He wrote down the velocity and trajectory of the asteroid. He called Joel, but Joel got into trouble so he came and got him. He sneaked into the computer room and wrote down everything. The Power Rangers went out in the MegaSolarZord to see what they could do. Olympus blocked out the sun, so the Power Rangers got a new Zord. They flew into space and planted some bombs which blew up the asteroid. They returned to Earth and celebrated. Joel's friend asked Ms. Fairweather on a date.

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

2 - 5 *THE 5TH CRYSTAL (AKA THE FIFTH CRYSTAL)*

Vypra was trying to steal the Starlight Crystals and she managed to steal four of them. Kelsey went to get the fifth one from her grandmother. After she got it, it was stolen from her by one of Vypra's monsters. Her grandmother was disappointed and told her to go away. Kelsey ran off by herself and found Vypra's base. She tried to take the crystals back but got captured instead. Suddenly her grandmother burst into the base with a fork lift and crashed the party. She fought everyone and got Kelsey free. Later Kelsey asked her grandmother what she was doing there and she told her she was saving the most important thing in her life, her granddaughter. Kelsey had to rush off to go save her friends and she did. Later Kelsey and her grandmother went rollerblading.

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

2 - 6 *THE CHOSEN PATH*

The Blue Ranger was defending the dojo against a monster with his sensei and they defeated the monster. The Blue Ranger went and trained. While he was training he heard fighting. When he looked to see what was going on, he saw a sensei teaching the monster how to fight. Afterward, the two of them walk off together and are really rude to the Blue Ranger. The sensei has been training the monster and teaching him everything he knows. The monster's sensei betrays the Blue Ranger's sensei and runs off and attacks the people. The Power Rangers arrive, but lose the battle. The Blue Ranger goes and finds his sensei and they hurry off to the place where the monster is. They manage to destroy it, but it comes back. They use their Zords and destroy it for good this time.

Wr John Fletcher, Jackie Marchand

Dir Worth Keeter

2 - 7 *YESTERDAY AGAIN*

While testing the Red Mobile Armored Vehicle, Carter is slowed down on the way to join his teammates in a battle against Olympius and Mantevil. Just as they're destroyed, he's thrust back in time a day, reliving events with knowledge of what's to come.

Wr Judd Lynn, Jackie Marchand

Dir Isaac Florentine

2 - 8 *AS TIME RUNS OUT (PART 1 OF 2)*

The Vilevine monster attaches pods to the Lightspeed Rangers, which will bloom at noon, releasing poisonous spores that'll wipe out the city. It'll take a risky trip into space to face the vacuum to save not only the planet, but the five teens as well. Meanwhile, Olympius stages a coup on Vypra & Loki, getting Vilevine to bury them deep underground. But when they pop out in Egypt, Vypra ventures the Ancient Tomb she and the demons were sealed in for 5000 years, and summons Diabolico from the Shadow World! Ryan, in the area looking for a way to re-seal the demons, spies on the events.

Wr Judd Lynn, Jackie Marchand

Dir Isaac Florentine

2 - 9 *IN THE FREEZE ZONE (PART 2 OF 2)*

Olympius' Freezard monster chills out the Rangers, leading to a needed meltdown by Ms. Fairweather's newest weapon, the Thermo Blaster. But Olympius has bigger problems, namely, Diabolico is back, and he wants his Star Power returned to him!

Wr Judd Lynn, Jackie Marchand

Dir Ryuta Tasaki

2 - 10 *THE MIGHTY MEGA BATTLES*

Joel's still pining for Ms. Fairweather. His vying for her affection gains a complication, when a hunky new scientist shows up, aiding her on a new creation. His jealousy leads to embarrassment, when he discovers the guy is actually her brother, Clark Fairweather. Their invention, the Mega Battle armor, allows Joel & Chad a powerful new upgrade!

Wr Judd Lynn, Jackie Marchand

Dir Ryuta Tasaki

2 - 11 *THE GREAT EGG CAPER*

The demons plan to hatch an egg, which will destroy the city entirely. But a desperate thief, Artie, swipes it from them. He tries ransoming it, and gains the ire of both the demons, and Lightspeed, namely Kelsey, whom he keeps running into. But is Artie really such a bad guy?

Wr Judd Lynn, Jackie Marchand

Dir Ryuta Tasaki

2 - 12 *OCEAN BLUE*

While doing some repairs to the Aquabase, scuba-diver Chad is nearly killed. Lucky for him, he's gained the eye of a beautiful mermaid, Marina, who rescues him and the two start a cross-species romance. But Vypra is manipulating the naive fish-woman, turning her into bait for the Blue Ranger.

Wr Judd Lynn, Jackie Marchand

Dir Jonathan Tzachor

2 - 13 *TRAKEENA'S REVENGE PART 1*

Leo follows Triskull and the Ghouls from Mirinoi (through a wormhole between planets), to Mariner Bay on Earth. Seems Triskull is working for Olympius, collecting humans to drain them of their life force. But little does the demon prince know, that Triskull is ALSO working for Trakeena, who plans to use the life force to return herself to her mutated form. Leo runs into the Lightspeed Rangers, and soon, his teammates Kai & Maya follow, all teaming up. A young girl, Heather, alerts Carter to her mother's kidnapping, which leads the teams to Triskull's human-snatching cover at a bank.

Wr Judd Lynn

Dir Ryuta Tasaki

2 - 14 *TRAKEENA'S REVENGE PART 2*

Kendrix & Damon are the last Lost Galaxy Rangers to make it to Earth. Triskull is defeated by the two Red Rangers, his prisoners are released by the heroes, but Trakeena's got just enough life energy to make her mutation attempt. That is, until Olympius, aware of the double-cross, taints the energy, turning

Trakeena into a giant, raging beast! The Omega Megazord, powered up by the LG's Lights of Orion, is able to take her down, once and for all. The LG Rangers return to Mirinoi on their Jet Jammers, and Heather is made an official Junior Ranger by Lightspeed for her deeds of assistance.

Wr Judd Lynn

Dir Ryuta Tasaki

2 - 15 *THE LAST RANGER*

The Memorase monster wipes out the memories of all the Lightspeed Rangers, save for Dana. While Ms. Fairweather and her technicians attempt to stimulate their minds with a machine filled with clips from previous episodes, Dana is left fighting the monster alone.

Wr John Fletcher, Jackie Marchand

Dir Worth Keeter

2 - 16 *THE SORCERER OF THE SANDS (PART 1 OF 2)*

Ryan passes out in the desert, is rescued by the assistant of a being known as the Sorcerer of the Sands, an ancient wizard with the knowledge to re-sealing Bansheera and her demons. Such knowledge is needed now more than ever, as Olympius has ventured into the Shadow World, a realm where dead demons go, in an attempt to destroy the Rangers by dragging them into it to face hundreds of zombies! Diabolico seals both his demonic rival and the Rangers within the Shadow World, and it takes intervention by the Sorcerer to help them get freed. Ryan learns of the importance of the golden key, which opened the portal to the Shadow World. But Diabolico turns the Sorcerer to dust for his meddling in the demons' affairs, and Ryan is back to square one in his search for a resolution.

Wr John Fletcher, Jackie Marchand

Dir Ryuta Tasaki

2 - 17 *OLYMPIUS UNBOUND (PART 2 OF 2)*

Jinxer hypnotizes Captain Mitchell, and uses this control to get him to overload the Lightspeed Aquabase's power source, in an attempt to fuel Olympius' attempt to break out of the Shadow World. Mitchell is stopped before he can do as commanded, but Olympius, by way of absorbing every zombie demon in the place, is still able to escape, though comes out as a gigantic red dragon beast! The Rangers are narrowly able to destroy him, which thrills Diabolico and the other demons. Though, little do they know, Olympius survived, is back to normal, and Jinxer is nursing him back to health.

Wr John Fletcher, Jackie Marchand

Dir Ryuta Tasaki

2 - 18 *NEPTUNE'S DAUGHTER*

Aquafiend, the only demon capable of surviving exposure to free-running water, swipes the trident of King Neptune, ruler of the seas. His daughter, Marina the Mermaid, is granted human legs for a temporary period, and seeks out her love interest, Chad, to gain the Rangers' help in recovering the trident from the demons, who seek to destroy the Aquabase with it. After the trident is returned to King Neptune, Marina is allowed to alternate her time between the surface world and the seas, allowing her to continue her relationship with Chad.

Wr John Fletcher, Jackie Marchand

Dir Jonathan Tzachor

2 - 19 *WEB WAR*

The latest weapon being worked on by Lightspeed is the Trans-Armor Cycle, a combination motorcycle and armor for Carter. But he's having trouble mastering its tricky prototype. Arachnor, a spider demon, sneaks into the Aquabase, and begins webbing up everyone. Carter is left all alone, with his new Cycle, the lives and life-forces of his teammates riding on his ability to use the tricky machine.

Wr John Fletcher, Jackie Marchand

Dir Ryuta Tasaki

2 - 20 *IN THE LIMELIGHT*

Dana, struggling to make ends meet for medical school, is discovered by a fashion maven. She quickly becomes a top model, the fame going to her head and causing her to neglect her Ranger duties.

Wr Judd Lynn, Jackie Marchand

Dir Judd Lynn

2 - 21 *THE WRATH OF THE QUEEN (PART 1 OF 2)*

Queen Bansheera regains her bodily form at last, at the price of Vypra's life. She schemes to destroy Mariner Bay by trapping the Rangers in the Skull Cavern dimension and having her Demons destroy them. But when Diabolico refuses to follow orders, will her plan backfire? Meanwhile, Carter discovers

the true fate of Olympius on the outskirts of the city.

Wr John Fletcher, Jackie Marchand, Denise Skinner

Dir Judd Lynn

2 - 22 *THE RISE OF THE SUPER DEMONS (PART 2 OF 2)*

The final confrontation of Diabolico with Olympius, and no matter who wins, the Rangers are in trouble! When the Megazords fall in battle, can the dangerous new Lifeforce Megazord be mastered in time to spare the city the wrath of two mindless Super Demons?

Wr Judd Lynn, Jackie Marchand

Dir Judd Lynn

2 - 23 *THE FATE OF LIGHTSPEED PART 1*

Ryan discovers Queen Bansheera's ultimate plan to conquer Mariner Bay, and is captured as a result. As Carter mounts a rescue mission solo into Skull Cavern, his teammates remain in the Aquabase, unaware of the danger within. Jinxer's hidden card becomes activated, spewing hundreds upon hundreds of Batlings right into the Rangers' laps!

Wr Judd Lynn, Jackie Marchand

Dir Ryuta Tasaki, Makoto Yokoyama

2 - 24 *THE FATE OF LIGHTSPEED PART 2*

As Carter and Ryan attempt to flee the Skull Cavern, with the knowledge that Queen Bansheera is attempting to reclaim her homeland by unleashing an endless army of zombie demons from the Shadow World, the other Rangers are trapped inside of the Batling-infested Lightspeed Aquabase. While the Batling-piloted Lifeforce Megazord systematically destroys the Aquabase, and the Jinxer-piloted Omega Megazord levels parts of the city in preparation for the Queen's ceremony, can the Lightspeed Rescue Rangers rescue Mariner Bay one final time?

Wr Judd Lynn, Jackie Marchand

Dir Ryuta Tasaki, Makoto Yokoyama

POWER RANGERS LOST GALAXY

AKA: **POWER RANGERS: LOST GALAXY**



While Accompanying a massive space colony from Earth on its journey into Space, the Power Rangers are blasted further into unexplored territory, into the Lost Galaxy. This forgotten Galaxy is home to more powerful and sinister evil space aliens than they have ever encountered before. In order to battle these evil creatures and protect the colony from invasion, the Power Rangers utilise Transmorphers to summon their Zords. The Zord of each Power Ranger takes the form of an armoured beast. This galactic army of Power Rangers and Zords are on a mission to protect earth.

On a planet far away, in the near future, a girl and her people were looking at, and learning about, the Quasar swords. The girl was attacked by a group of villains and the main bad guy tried to take the swords. Meanwhile, on a space station three soldiers prepared for their departure away from this galaxy. Meanwhile on Earth, Bulk and the scientist are going to the space station. Bulk thinks that they forgot something. A teenager got kicked out of the airport for the space station and got really mad. The teenager went into the alley and saw some gang members trying to take an old lady's passport. He kicked their butts and gave them a fake passport.

They left. The lady said to him, "People like you should come and make a new colony." So he snuck onto the next flight to the space station. He was getting chased through the space station and he bumped into two of the three soldiers. He left and put on a soldier outfit and got in a shuttle to the moon for a training mission. One of the three soldiers stayed with the teenager and the teenager got the soldier out of there because there was an explosive right by them. A portal opened right between the planet and the moon.

The series follows on from POWER RANGERS IN SPACE. Produced by Shuki Levy & Haim Saban, Art Direction by Scott MacLachlan. This series marked the fifth show based on the Sentai shows of Japan to be produced in the US. All of the power rangers cast from POWER RANGERS IN SPACE, have been replaced for this fifth series, and the character of Skull had also been written out, one of only two characters to survive upto POWER RANGERS IN SPACE, the only original cast member of THE MIGHTY MORPHIN' POWER RANGERS left is Paul Schrier who plays Bulk. Power Rangers Lost Galaxy is based on STAR BEAST TASK FORCE (aka SEIJUU SENTAI GINGAMAN aka STAR-BEAST TASK FORCE MILKY WAY-MAN), its Japanese original.

Trivia

Power Rangers: Lost Galaxy is known for the highest death toll of main characters thus far seen in Power Rangers: Magna Defender, Zika, Scorpius, Furio, Treacheron, Villamax, The Guardian, Loyax, Trakeena (though she would return in Power Rangers: Lightspeed Rescue), Deviot, Captain Mutiny, Barbarax, Stratoforce Megazord, Centaurus Megazord, Kegler (presumably speaking), DECA, Mike, and Kendrix (the latter two came back later).

It stands as the only Power Ranger series not to take place on Earth (after the first episode) at all. (Note: The majority of the series took place on the space colony Terra Venture and on other planets such as Mirinói).

Lost Galaxy was the first series to not involve the storyline that took place in the past first 6 seasons, which would be the case for all the series following. However, midway through the series Kendrix, the Pink Galaxy Ranger, would die and Karone, formerly Astromena from the previous season (Power Rangers in Space), would replace her, thus providing a permanent link to the previous season. Other connections were made with Bulk, half of the Bulk and Skull duo, the Astro Megaship and the Space Power Rangers from In Space, and references to Zordon having created the Quasar Sabers.

Kai Chen is the second male Asian-American Power Ranger after Adam Park. The third was Blue Lightspeed Ranger Chad Lee played by Thai American actor Michael Chaturantabut on Power Rangers: Lightspeed Rescue. The fourth and fifth were Power Rangers: Ninja Storm's Cameron Watanabe and Blake Bradley. Kai was also the first Asian-American Blue Ranger.

Power Rangers: Lost Galaxy was the first series not to take place in the fictional city of Angel Grove, California.

Kendrix was the first Power Ranger to die. Valerie Vernon, who played the character, collapsed on set and was diagnosed with leukemia, forcing her to leave the show. Kendrix appeared periodically to assist her replacement Karone, and was returned to life in the season finale of Lost Galaxy.

The original ending of the episode "The Power Of Pink" of Power Rangers: Lost Galaxy had Patricia Ja Lee's character Cassie remaining on Terra Venture to take the role of the Pink Lost Galaxy Ranger. Footage was even shot for another episode with her in the role, but due to a contract dispute between her and Saban Entertainment, the footage was scrapped, the episodes rewritten and reshot. The part went to Melody Perkins. If this had gone through, Lost Galaxy would have been the first season with 2 Asian-American Power Rangers.

There was an idea was to have a storyline involving Ancient Rangers and using the Gosei Sentai Dairanger costumes as their powers, but Valerie Vernon having to leave the show forced them to scrap that idea.

Power Rangers: Lost Galaxy was the first series to abandon the teleportation ability that had been seen in all previous seasons.

It was the last series to feature an Alpha robot. However, there's a slight cameo of an Alpha Robot in the Power Rangers: Wild Force episode Forever Red, during the scene inside the Astro Megaship where Tommy briefs the rest of the Red Rangers in the conference room. This Alpha is credited as Alpha 7.

It was the first series to feature a Megazord where all five Rangers were not seated in the same cockpit. This would repeated for Power Rangers: Ninja Storm and Power Rangers: S.P.D..

The position of Magna Defender as a Ranger is very controversial among fans. Many state that he was able to morph and controlled a Zord, but others argue that his suit is not spandex and his name doesn't include the word "Ranger." (Note: Since Power Rangers: S.P.D. featured several creatures morphing into a Power Ranger including Doggie. The Magna Defender and the Shadow Ranger are considered Rangers, though Shadow Ranger could be an alien or in Ranger form, permanently.)

This was the second series where the entire team (instead of only the Red Ranger) received a powerful upgrade with the addition of the Lights of Orion, although the Red Ranger later received a separate armored upgrade which activated the lights along with other weapons and gear, but only he could use it.

It was the last series to replace a Ranger mid-season.

It is the first Power Ranger season to have a series finale that was three parts; generally, Power Ranger finales are two-parters. This format would be seen again in Power Rangers: Time Force.

The Magna Defender Morpher was actually a repainted version of the previously unused Gosei Sentai Dairanger's changer device, the Aura Changer, and was never in Seijuu Sentai Gingaman.

Lost Galaxy is the second Power Rangers series to replace the original Super Sentai series' mode of transportation with color-coded motorcycles. In this case, the Lost Galaxy ranger's motorcycles (and also the Jet Jammers) replaced the Gingamen's live "Ginga Horses" animals.

First season/series to feature a character (not a sentient zord) enlarging and combining with a zord. In this case, the Magna Defender. This would idea would be used again in Power Rangers Mystic Force with the character Koragg the Knight Wolf and the zord Catastros, as well as the entire Mystic Force Power Rangers team.

This is the second series to have action on a planet and in space.

The second series to feature Rangers not living on a planet. The first was Power Rangers in Space.

The second series to have all Rangers have identical weapons in the Quasar Sabers. The first time this happen was Mighty Morphin Alien Rangers. The difference is those Rangers didn't have a choice of other weapons.

This is the second time in a Power Ranger series to have a wolf, a primate and a lion as Zords.

The premiere of Power Rangers: Lost Galaxy showed the entire planet of Mirinoi being turned to stone, although in the finale, only the people have been turned to stone.

This is the second season that the Astro Megaship was used as a headquarters by the Rangers.

Castmates Amy Miller (Trakeena) and Reggie Rolle (Damon/Green Ranger) met while filming and were later

married in real life.

Allies

Power Rangers in Space

Alpha 6 (in Astro Megaship, same from Power Rangers in Space)

Captain Stanton

Lightspeed Rescue Power Rangers

The first Magna Defender

Villains

Main article: Villains in Power Rangers: Lost Galaxy

Scorpius (2-21) (voiced by Kim Strauss)

Trakeena (3-45) (portrayed by Amy Miller)

Furio (1-9) (voiced by Tom Wyner)

Treacheron (9-14) (voiced by Derek Stephen Prince)

Deviot (19-43) (voiced by Bob Papenbrook)

Villamax (21-44) (voiced by David Lodge)

Kegler (21-44) (voiced by Richard Cansino)

Captain Mutiny (36-42) (voiced by Mike Reynolds)

Barbarax (36-42) (voiced by Richard Epcar)

Hexuba (39-40) (voiced by Rajia Baroudi)

Psycho Rangers

List of Power Rangers: Lost Galaxy monsters

Enemy Foot Soldiers:

Sting Wingers

Swabbies

Arsenal

Transmorphers: Wrist-mounted devices that each feature a dial set to one of the five Ranger colors. Once the Transmorphers were activated with a cry of "Go Galactic!", the wearers would become the Galaxy Rangers.

Magna Defender Morpher: Upon calling out "Magna Power!", Leo Corbett's older brother Mike uses these interlocking devices to don his Magna Defender armor.

Quasar Sabers: A quintet of legendary swords that rested on the Planet Mirinoi for over 3,000 years awaiting the chosen ones of legend. Once released from the stone, the Sabers granted each of their wielders Ranger powers.

Transdaggers: Unique weapons that the Rangers took from an arms dealer who tried to steal the Quasar Sabers. When held together in a star-like pattern, the Transdaggers can project an intense blast. Each Transdagger can change into one of the five following modes:

Magna Talon: Red Ranger's weapon of choice.

Trans Blaster: Green Ranger's weapon of choice.

Cosma Claw: Blue Ranger's weapon of choice.

Delta Daggers: Yellow Ranger's weapons of choice.

Beta Bow: Pink Ranger's weapon of choice.

Quasar Launchers: Weapons carried by each Ranger that can serve as a staff for close combat, or a bazooka for a finishing blast. Their firepower can be increased when used with the Lights Of Orion.

Magna Blaster: The Magna Defender's signature rifle can also transform into a sword when the gun's handle is bent back and pulled out.

Lights of Orion: A mystical source of energy sought by both the Rangers and the villains, although the Rangers eventually claimed them. Summoned with the call "Lights of Orion, activate!", the Lights would give the team special golden armor that encased not only the Rangers, but upgraded their Quasar Sabers as well as the Galaxy Megazord on occasion. While wearing the Orion Armor, the Rangers could destroy monsters by metamorphing into a pulse of light and blasting through them. However, the Lights of Orion couldn't be summoned unless all five Rangers were present.

Red Armored Ranger: The result of the Red Ranger donning high-tech armor that was granted to him once he regained his powers after being led on a mission to retrieve a pair of enchanted keys. The armor features retractable claws and an in-built targeting system.

Jet Jammers: Each Ranger pilots these one-man cruisers for interstellar travel.

Astro Cycles: Motorcycles used by the Red, Blue, and Green Rangers, with each cycle themed after their respective Galactabeast.

Red Capsular Cycle: Enhanced version of the Red Astro Cycle, capable of completely covering the Red Ranger before being launched forth while engulfed in flame to finish opponents.

Zords

Main article: Zords in Power Rangers: Lost Galaxy

The Zords in Power Rangers: Lost Galaxy were actually Galactabeasts, ancient creatures that have their powers imbued within the Galaxy Sabers. They could transform into the Galactazords, and form a Megazord. The Magna Defender had his own Zord that could make him grow to Zord size, and then combine with him. The other zords were once Galactabeasts that were transformed into robots.

Galaxy Megazord

Lion Galactabeast/zord (Leo/Red)

Gorilla Galactabeast/zord (Kai/Blue)

Condor Galactabeast/zord (Damon/Green)

Wolf Galactabeast/zord (Maya/Yellow)

Wildcat Galactabeast/zord (Kendrix, Karone/Pink)

Torozord/Defender Torozord (Mike/Magna Defender)

Centaurus Megazord

C1 Zord

C2 Zord

C3 Zord

C4 Zord

C5 Zord

Stratoforce Megazord

S1 Zord

S2 Zord

S3 Zord

S4 Zord

S5 Zord

Zenith Carrierzord

WR. Worth Keeter, James Mathers, Koichi Sakamoto, Ryuta Tazaki, Blair Treu, Jonathan Tzachor.

DIR. Worth Keeter, Judd Lynn, Koichi Sakamoto, Ryuta Tazaki, Blair Treu, Jonathan Tzachor

EPISODES: 45 **YEAR MADE:** 1999 **COUNTRY:** US **SEASONS:** 2

MMPR PRODUCTIONS INC. , RENAISSANCE-ATLANTIC FILMS, SABAN ENTERTAINMENT INC., TOEI CO. LTD.

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 15, (2) 30

DATE OF PREMIER: 06/02/1999 **AIR DATE OF LAST EPISODE** 18/12/1999

SEASON DATE BREAKDOWN:

FILMS: POWER RANGERS LOST GALAXY, POWER RANGERS LOST GALAXY: MAGNA DEFENDER

Kai Chen/Blue Galaxy Ranger ARCHIE KAO , Mike Corbett RUSSELL LAWRENCE, Damon Henderson/Green Galaxy Ranger REGGIE ROLLE , Leo Corbett/Red Galaxy Ranger DANNY SLAVIN, Kendrix Morgan/Pink Galaxy Ranger/Carolyn Pickets VALERIE VERNON, Maya/Yellow Galaxy Ranger CERINA VINCENT, Trakeena AMY MILLER, Farkus "Bulk" Bulkmeier PAUL SCHRIER, Professor Phenomenus JACK BANNING, Commander Stanton TOM WHYTE, Alpha 6 DONENE KISTLER, Alpha 6 (voice) WENDEE LEE, D.E.C.A. (voice) JULIE KLIOWER, Scorpius (voice) KIM STRAUSS, Furio (voice) TOM WYNER, Mutantrum Monster (voice) ROBERT AXELROD, Fish Face Monster (voice) RICHARD EPCAR, Green Shark Monster (voice) TOM FAHN, Zika (voice) RYAN JAMES, Alpha 6 HEIDE KARP, Magna Defender (voice) KERRIGAN MAHAN, Radster Monster (voice) BOB PAPPENBROOK, Karone/Pink Ranger MELODY PERKINS, Treacheron (voice) DEREK STEPHEN PRINCE, Freaky Tiki Monster (voice) BLAKE TORNEY, Impostra Monster (voice) NANCY VAN IDERSTINE.

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

POWER RANGERS ZEO

POWER RANGERS IN SPACE

POWER RANGERS TURBO

1 - 1 *QUASAR QUEST PART 1*

On a planet far away, in the near future, a girl and her people were looking at, and learning about, the Quasar Swords. The girl was attacked by a group of villains and the main bad guy tried to take the swords. Meanwhile, on a space station three soldiers prepared for their departure away from this galaxy. Meanwhile on Earth, Bulk and the scientist are going to the space station. Bulk thinks that they forgot something. A teenager got kicked out of the airport for the space station and got really mad. The teenager went into the alley and saw some gang members trying to take an old lady's passport. He kicked their butts and gave them a fake passport. They left. The lady said to him, "People like you should come and make a new colony." So he snuck onto the next flight to the space station. He was getting chased through the space station and he bumped into two of the three soldiers. He left and put on a soldier outfit and got in a shuttle to the moon for a training mission. One of the three soldiers stayed with the teenager and the teenager got the soldier out of there because there was an explosive right by them. A portal opened right between the planet and the moon.

Wr Judd Lynn

Dir Jonathan Tzachor

1 - 2 *QUASAR QUEST PART 2*

Kendrix, Mike, and Maya were traveling on Maradoy looking for Maya's people and found Leo wandering around. Leo followed them. Meanwhile, Kai went to the AstroMegaShip museum and he said to Alpha, "It was re-commissioned." Damon came and said, "Are you kidding, you can't fly this thing. It's too old. Where are your mission papers?" Kai answered, "I don't have any mission papers, but if I don't fly this thing to Maradoy my friends will be lost forever." Damon thought, "I must be out of my mind" and he grabbed the controls and took off. He went through the portal and landed on Maradoy and found the rest of the people. Kai, Maya, Kendrix, Mike, and Damon grabbed the Quasar Swords because Scorpius was attacking them. Scorpius killed Mike. Leo grabbed the Quasar Sword and morphed into the Red Power Ranger. Leo went to the MegaShip and took it back to the space station, which for a new world.

Wr Judd Lynn

Dir Jonathan Tzachor

1 - 3 *RACE TO THE RESCUE*

Leo and Maya were on the Space Colony, Terraventure. They were watering the plants, when suddenly Maya heard a wolf howling. She immediately went to the MegaShip with Leo and Damon. They took off without Kendrix and Kai to an unknown planet a galaxy. When they landed, they found gigantic crates full of Galactabeasts. They morphed into the Power Rangers and let the Galactabeasts go. Meanwhile, Scorpius and an Elvis Presley monster went to the space colony and start destroying buildings. The Power Rangers used the hyper-engines to get back to the space colony to rescue the people there from the Elvis monster. They attacked him and he drank a liquid that made him grow into a giant. The Galactabeasts they rescued earlier helped them get rid of the Elvis monster by joining their power.

Wr Judd Lynn

Dir Worth Keeter

1 - 4 *ROOKIE IN RED*

Leo joined the G.S.H. and Kai was training him. Leo was not following the rules. Little did they know that Scorpius was planning to take the Quasar Saber. Scorpius talked to the monster and told him that he could get the Quasar Sabers. He sent the monster to the space station and he stole all the weapons from the weapons' shed. The monster tried to melt the Quade Knives he got from a galaxy far away, but the Power Rangers took back the knives. The monster and some Galactabeasts attacked them after they got the knives and they fought. The Power Rangers defeated the monster and Galactabeasts. Leo resigned from the G.S.H. because he wasn't good at following rules.

Wr Judd Lynn

Dir Worth Keeter

1 - 5 *HOMESICK*

Terraventure suddenly stopped. Once he found out who it was, Kai went looking for the one who stopped the ship. It was a boy. The Power Rangers took him to a room and asked for his ID card. Damon wondered if he even had one. The kid said his name was Matthew and that he didn't have one. He had sneaked onto Terraventure. Meanwhile, Scorpius sent someone named Gas to put the colonies asleep with his sleep gas. Matthew was with Damon wearing a suit on that was gas proof. Damon left and turned into the Green Ranger. Matthew ripped his suit as he headed toward the main tower. He was at the top and

Scorpius tried to get up there, but Matthew stopped the elevator. Meanwhile, the Power Rangers were fighting Gas. The Galactabeasts sucked up all the gas. The Power Rangers used the MegaZord and destroyed Gas. The Power Rangers took Matthew home with a medal.

Wr Judd Lynn

Dir Blair Treu

1 - 6 *LIGHTS OF ORION*

Maya and Kendrix went to a place where the computers told them some disturbance was happening and Scorpius ambushed them. Princess Takeena came and told Scorpius that her father was looking for him. She told him if he let her help him get the infamous lights of Orion, she'd put in a good word for him. He said yes and walked back over to where he caught the Power Rangers. They were gone and the only thing left was the scorpion stingers lying on the ground. They were beat up and fried and sleeping the eternal sleep, never to wake up again. The Power Rangers reappeared and saw Takeena and Scorpius holding a coffin. They opened it and found Mike was in it sleeping. Leo chased Scorpius with rage, telling him to let him go. They get in a truck while the Power Rangers fight some scorpion stingers. Leo follows the truck tracks until he finds the truck. He rescues Mike and finds the cave with the box of lights. Mike attacks Leo from behind and takes the box and gives it to Scorpius. He opens it and finds nothing and Mike turns into a monster and grows. The Power Rangers call the GalacticZords and defeat the monster. They celebrate and Kai bakes cookies. Damon ate one uncooked and got in trouble from Kai, who told him he was supposed to bake it first.

Wr Judd Lynn, Jackie Marchand

Dir Blair Treu

1 - 7 *DOUBLE DUTY*

Kendrix discovers she's identical to a movie star on Terra Venture, Carolyn Picketts. They switch places for the filming of a movie, when Carolyn, snobbish and lazy, pretends to be injured. But the actress/model learns a lesson in humility and perseverance by observing Kendrix, who fights through her own injuries to save her from the Wisewizard monster, who's seeking the Lights Of Orion within cameras all over the space station.

Wr Judd Lynn

Dir Blair Treu

1 - 8 *THE BLUE CRUSH*

Commander Stanton gave Kai a special assignment. He told him to take his daughter Jody to the skating park and to videotape her. When Kai got there, he saw a girl with whom he instantly fell in love. Just then Scorpius and a monster sent some living sticks into the ground. They got chased away by the Power Rangers. Kai returned to the skating park and brought Jody home. Commander Stanton came and brought his daughter to his quarters. Scorpius and the monster shot more living sticks into the ground and made some earthquakes. Then the Power Rangers destroyed the monster with their GalactaBeasts.

Wr Judd Lynn

Dir Blair Treu

1 - 9 *THE MAGNA DEFENDER*

Leo was at a cave on Terraventure and found Scorpius there. They fought and Scorpius blew himself up. All of a sudden the Power Rangers showed up. The Magna Defender was carrying Leo and he left. Leo went to sick bay and fell asleep thinking the Magna Defender was his brother. He woke up and went to the cave. There he found a rock that someone was trying to get to a creature sent from the boss scorpion guy. The Magna Defender showed up and killed all of scorpion stingers and left. Meanwhile, the Power Rangers fought and killed the creature that stole the rock. The Magna Defender acted like a jerk and left.

Wr Carlton Holder

Dir Koichi Sakamoto

1 - 10 *SUNFLOWER SEARCH*

The Magna Defender was fighting a fish creature, because he was one of the creatures who killed his son. The creature looked like a fish and was looking in all the sunflower statues for the Lights of Orion. He was blowing them all up and each time he found nothing. The Magna Defender was not thinking of everyone's safety, just blasting away with his sword/blaster. Finally the Red Ranger came and made him stop blasting. The fish looked in the second to last sunflower statue and found nothing. When he got to the next statue, the fish creature was there. The Magna Defender was there too, fighting the fish creature. The fish creature managed to break open the statue and nothing was inside. He used a growth potion and the Magna Defender used his Zord, destroyed the fish creature, and left.

Wr Jill Donnellan

Dir Ryuta Tasaki

1 - 11 *SILENT SLEEP*

A jellyfish creature appeared out of nowhere, looking for the lights of Orion for Scorpius. He froze ever one except for Mike, the Magna Defender, and all animals. The jellyfish creature thought he was the only one unfrozen, but then he found the Magna Defender unfrozen along with the lights of Orion in a chest. Mike asked for the lights and he said no. He pulled out his laser/sword and attacked him in his Swordblaster mode. Mike pulled out his Transdagger and started firing it at the Magna Defender, who released the lights of Orion. Just then Mike remembered all the animals were unfrozen and rode one of Maya's horses. He turned the horse into the Red Ranger's jousting horse. He had a mask on and the jellyfish creature got on a horse too. They started fighting, but suddenly the Magna Defender stabbed the jellyfish creature in the back. The creature grew and the Magna Defender used his Zord power to blow up the creature. Once he was gone, all the people of Terreventure unfroze.

Wr Jill Donnellan

Dir Blair Treu

1 - 12 *ORION RISING PART 1*

The four Psycho Rangers attacked the Power Rangers and beat them. The Psycho Rangers ran away because Dark Spectre called them back to Astronema's ship. The Psycho Rangers got mad at Astronema and said they were going to go after the Power Rangers by themselves. Meanwhile, the Power Rangers came up with a plan and TJ thought of a plan. He thought they should all look like the Blue Ranger. The Power Rangers attacked the Psycho Rangers and they hurt the Blue Psycho Ranger. Astronema's ship shot the SateLasers and the Blue Psycho Ranger grew. The Power Rangers used the MegaVoyager and destroyed the Blue Psycho Ranger. The other Psycho Rangers got away.

Wr Denise Skinner

Dir Ryuta Tasaki

1 - 13 *ORION RISING PART 2*

The Lights of Orion finally return to Terra Venture, sending both the Rangers and Scorpius' forces scrambling to be the ones to attain them first. Destruxo manages to get ahold of them, and powers up into an armored mode! Even if our heroes can defeat this monster, they'll have the Magna Defender to contend with! Meanwhile, Trakeena uses Imposra in a scheme to undermine and set up Treacheron for a fall from grace.

Wr Judd Lynn, Jackie Marchand

Dir Ryuta Tasaki

1 - 14 *SHARK ATTACK*

Kendrix made a birthday cake, which she put it up and left. Maya came and ate the birthday cake because she was hungry. Kendrix came in and started yelling at Maya. She threw the rest of the cake at Maya, who ducked. Leo and Damon walked in the door at that moment and the cake hit Leo. Meanwhile, a monster came and put a force field around an area of Terraventure. Maya and Kendrix were stuck inside the force field and nobody could breathe. Kendrix and Maya destroyed the force field. The lights of Orion left Terraventure, so the monster left. Maya said she was sorry for eating Damon's birthday cake and then made another one. They all celebrated Damon's birthday.

Wr Judd Lynn, Jackie Marchand

Dir Ryuta Tasaki

1 - 15 *REDEMPTION DAY (PART 1 OF 2)*

Leo and Maya were in the mountain dome and were heading toward the city dome on Terraventure. All of a sudden Maya told Leo to stop the car, because she felt a weird presence. The Scorpion Stinger shot at the tunnel Leo and Maya were in. They jumped under the air lock door as it closed. Then Leo, Damon, Maya, Kendrix, Kai all met in front of the control center of Terraventure and went to the AstroMega ship. Meanwhile, the Scorpion Stinger connected to the mountain dome and was taking Terraventure's power. It was keeping it as fuel, like Terraventure was a gas station and the Scorpion Stinger was a car. Just then the Magna Defender used all his power to create a meltdown that would destroy the Scorpion Stinger and Terraventure, but the Power Rangers stopped him. The Power Rangers tried to stop the meltdown, but the Magna Defender put a forcefield around them. He said he would stop using his anger for revenge and that he was Leo's brother. He said Leo would see his brother again. The Magna Defender stopped the meltdown and turned back into Mike and Leo was happy again.

Wr Judd Lynn, Jackie Marchand

Dir Ryuta Tasaki

2 - 1 *DESTINED FOR GREATNESS (PART 2 OF 2)*

Leo was waiting for Mike, when Kendrix dropped by. She told him that he should be happy that Mike was back, but Leo was feeling guilty. Kendrix left and then Mike arrived. Leo was going to give Mike the

Quasar Saber, but just then Alpha called and said there was a disturbance at Plaza. Mike and Leo ran there and started fighting the Sting Wingers. Skeletron showed up and Kendrix, Damian, Maya, and Kai were put into mirrors and their powers put into Skeletron's dolls. Meanwhile, Mike and Leo found them and fought one of the dolls and beat it. They left and fought another one and beat it too. They decided to get the Quasar Saber and Mike gave it back. They fought the last two dolls and broke Skeletron's mirrors. The other Power Rangers came out of the mirrors. Mike became the Magna Defender and destroyed Skeletron.

Wr Judd Lynn

Dir Ryuta Tasaki

2 - 2 *STOLEN BEAUTY*

Trakeena was talking to a monster inside a mirror and told him to go steal all of the beauty in Terraventure, so he went there. He had stolen two people's beauty already by the time he got to a pair of girls. He tried to steal their beauty, but he was stopped by the Power Rangers. He left and reported to Trakeena that he had gotten all the beauty there was, but he hadn't. Trakeena went down to Terraventure and turned into a beautiful woman named Tracy and every man followed her. She found Mike and told him that she'd come with him and she did. The other Power Rangers and Tracy were attacked by the mirror mummy. He sucked Kendrix and Maya's beauty, but he didn't attack Tracy. Then the mirror mummy left. Mike took Tracy home and stopped to get a drink, so she dumped some poison into his drink. He switched the drinks and acted like he died, then he let the beauty go and destroyed the mirror monster. Trakeena's dad wanted to make her like him.

Wr Judd Lynn

Dir Ryuta Tasaki

2 - 3 *THE RESCUE MISSION*

The high council found an S.O.S. message from a ship. A creature that looked like Scorpius' daughter had attacked the ship. A team of Terraventure's people went on a rescue mission to the ship that had sent the S.O.S., and when they got there the whole place was covered by some kind of webbing. As they made their way to the bridge, they found some of the crew members cocooned in the webbing. When they reached the bridge they found a book, as well as the creature that killed the crew. The creature attacked and cocooned one of the rescue team, then took the rest of the people and a book as well. Mike and Leo opened all of the cocoons and found the crew and the book. They all left and the ship blew up.

Wr Judd Lynn

Dir Steve Wang

2 - 4 *THE LAST GALACTABEASTS PART 1*

Destron offered Scorpius the most powerful Zords in the universe, the lost Galactabeasts. The terms were that Destron had to become Scorpius' second in command and that he had to be cocooned. He would become all-powerful like Scorpius and rule with him side by side. He captured Kai and Damon and took them to a planet that was deserted. He put devices on Kai and Damon to make them fight. He powered up his remote control for the Galactabeasts. The two Power Rangers escaped from Destron and the other Power Rangers came. The remote control was all the way powered up and the Galactabeasts attacked the Power Rangers. The Power Rangers used their own Zords, but they would not attack the Galactabeasts. The Power Rangers managed to escape. Scorpius told Destron that he'd better destroy the Power Rangers next time. To be continued. .

Wr Judd Lynn

Dir Ryuta Tasaki

2 - 5 *THE LAST GALACTABEASTS PART 2*

Deviot brings forth the Hardtchoke monster, who has the remote control that controls the evil Zords. He sends the Zords to Terra Venture to destroy it, then goes there himself. When he gets there he brings calls on the Stratoforce and Centaurus MegaZords to destroy all the buildings. Maya goes and talks to the Galactabeasts to try and get them to help fight the evil Zords to protect themselves. Mike sends out the armed forces on Terra Venture to try and stop the evil Zords, while Kendrix tries to figure out what the Galaxy book means in case it can help them. When the Galactabeasts show up they try to fight the evil Zords, but they can't and get beaten. Leo, Damon, and Kai use their Astro Cycles to go after the evil Zords, but the Sting Wingers get them. Kai and Damon distract them long enough for Leo to get away and go to help fight the evil Zords. Leo gets trapped too by the Sting Wingers, but Mike and Maya get him free. He goes on to help with the evil Zords. When he goes to attack the evil Zords, Kendrix stops him to tell him she has figured out part of the Galaxy book. She tells him that the evil Zords are actually the three lost Galactabeasts. The Power Rangers find Deviot and Hardtchoke while they are controlling the evil Zords. Deviot tells them how he got the Zords. The Power Rangers battle with Hardtchoke. During the fight Leo gets the remote control, but Hardtchoke gets it back and breaks it. Then the Power Rangers use the Lights Of Orion to shoot Hardtchoke, which makes him grow. The Power Rangers

Rangers use their Zords. Torozord is knocked down by Hardtchoke, while Stratoforce and Centaurus beat the Galaxy MegaZord. The Power Rangers try to tell the evil Zords that they are not evil, but instead are Galactabeasts. They listen to them and become their old selves again, then attack Hardtchoke. They weaken him and then Galaxy MegaZord finishes him off. Although they managed to take care of things, the Commander explains to everyone that they will not be able to go back to Terra Venture because it is so far away.

Wr Judd Lynn

Dir Ryuta Tasaki

2 - 6 *HEIR TO THE THRONE*

Trakeena walked into a bar on a desert planet and took a man's drink. She got her butt kicked for it. Another man came to her aid and said that he'd teach her how to fight. She agreed, so she started training. Meanwhile, Scorpius was looking for Trakeena and Destron told Scorpius that he couldn't find her. Scorpius told him to keep looking for her, so he did. Meanwhile, Trakeena was training hard by dragging rocks and other heavy things around. She was also learning how to use a sword the proper way. Destron told Scorpius that the Power Rangers were holding Trakeena hostage. Destron stole an energy cell and deliberately said, "Quick take this energy cell to dome 5 w-a-r-e-h-o-u-s-e!" So, the Power Rangers went to the warehouse and the Red Ranger destroyed Scorpius. Trakeena became the ruler of the universe.

Wr Judd Lynn

Dir Jonathan Tzachor

2 - 7 *AN EVIL GAME*

Trakeena, now controlling her departed father's army and ship, targets the Rangers for murdering Scorpius, specifically Leo, capturing him. She and Leo end up dueling, though two monsters released by Deviot intervene in an attempt to destroy her.

Wr Judd Lynn

Dir Koichi Sakamoto

2 - 8 *MEMORIES OF MIRINOI*

Maya was walking on Terra Venture when she saw one of her friends from Mirinoi. She ran up to her. They started asking each other how they escaped when Scorpius turned the planet to stone. Maya took her to see Kendrix. Kendrix put the Galaxy Book back up and they left. Later Kendrix and Kai made a special dinner so they wouldn't forget the night. They waited and waited, but Maya and her friend didn't show up so everyone left. A long time later they came back and went to sleep, but Maya's friend got up and left. Kendrix saw her leave. Meanwhile, Maya's friend was walking on the street when Trakeena came and talked to Maya's friend. Maya's friend tried to steal the Galaxy Book. The guard shot a monster in the foot. Later Maya's friend came in limping and Kendrix saw that. The next day Maya found out, so the Power Rangers called their Zords and destroyed the monster posing as Maya's friend. Later Kendrix and Maya became close friends again.

Wr Judd Lynn

Dir James Mathers

2 - 9 *GREEN COURAGE*

The Scorpion Stinger is heavily damaged in an asteroid shower, desperate for a good mechanic; Trakeena deploys Cannonbrawl to capture a member of the Terra Council high command to use in hostage negotiations. Cannonbrawl targets High Commander Renier, and takes her back to the Scorpion Stinger, after Trakeena issues her demands, Damon agrees to repair the Scorpion Stinger

Wr Jill Donnellan

Dir Ryuta Tasaki

2 - 10 *BLUE TO THE TEST*

Terra Venture nears a giant red star. Icyangel is sent down to place Commander Stanton under a spell, forcing him to sabotage the space colony so that the intense gravity of the star will suck it in! Kai, big on rules and regulations, struggles with going along with the Commander's crazy commands, versus his usual way of following orders. He manages to break his routine and go against the grain, aiding in breaking the spell on Stanton and saving Terra Venture again.

Wr Judd Lynn

Dir Ryuta Tasaki

2 - 11 *MEAN WHEEL MANTIS*

Astronema sent a monster down to Earth to destroy the Power Rangers. Meanwhile, on Earth Leo and Maya were trying to talk to their Galactabeasts. Leo couldn't understand what the Galactabeasts were saying because he wasn't listening with his heart, he was listening with his ears. Astronema's monster attacked Terraventure and turned the Yellow and Pink Ranger into trophies. He said that he would turn

them back into humans if the rest of the Power Rangers beat the biker monster at a race. They lost, but then Damon and Kai fixed Leo's Astro Cycle. The red Galactabeast was trying to tell Leo something, so Leo listened with his heart. The Galactabeast told him that his Astro Cycle had more power, so Leo decided to race him again. They raced and Leo turned his Astro Cycle into the red Capsular Cycle and won. Then they destroyed them with their Megazord.

Wr Judd Lynn

Dir Worth Keeter

2 - 12 *LOYAX' LAST BATTLE*

Loyax, once a hero, has turned to the side of evil, finding the struggle against it to be futile. He wants one last, glorious battle before his end, and desires to go up against the Power Rangers. He ends up facing Maya, who learns of his past, and convinces him the errors of his ways. But Deviot gets involved, and ensures it's Loyax's last battle, much to the Yellow Ranger's dismay.

Wr Judd Lynn

Dir Worth Keeter

2 - 13 *A RED ROMANCE*

Ginger was riding her bike when she crashed into a picnic table and went flying over it. Leo caught her, but then her brother came up and asked him what he was doing. He threw Leo into the picnic table. Ginger told him to stop and explained how he had saved her. He apologized to Leo and they went back to his workshop, where he fixed the bike. Ginger's brother let Leo ride his motor bike. Leo enjoyed himself and wanted Ginger to see him at the park tomorrow. Her brother was going to take her there. Ginger and Leo had fun in the park. When he left her to go home a monster attacked and put her into an amulet, and then left. Leo went to Ginger's brother and told him. The brother said, "I trusted you Leo!" and then ran off. Ginger's brother rode his bike to the warehouse area and started to fight the monster. Leo appeared and saved Ginger's brother's life by tackling the monster, but then the monster ran off. Leo went in pursuit of the monster and when he found her she grew to abnormal size. The rest of the Power Rangers came and they used their MegaZord on the monster, and it blew up. Later Ginger's brother apologized to Leo again.

Wr Judd Lynn

Dir Koichi Sakamoto

2 - 14 *THE CHAMELIAC WARRIOR*

Chameliac, a monster with a computerized memory, learns all of the Lost Galaxy Rangers' (and Magna Defender's) battle skills and moves, and uses it against them. He's even got the Megazord attacks copied! Thanks to Mike's bright idea of having the Rangers (and Megazords) switch attacks mid-battle, Chameliac is confused and defeated.

Wr Judd Lynn

Dir Ryuta Tasaki

2 - 15 *POWER TO THE TENTH (AKA TO THE TENTH POWER) (PART 1 OF 3)*

An alien landed on a deserted planet and handed a box to Trakeena's minion, who tried to kill her. Her minion opened the box and grabbed some digital cards. He killed the alien and then took the cards to the base and undigitized them into the Psycho Rangers. Meanwhile, a mysterious figure found the empty box and said "I'm too late." Then Trakeena sent the Psycho Rangers to take over for the Power Rangers, each by themselves with red for red, blue for blue, etc. They first got Maya and then Damien. Third they got Kai and then Kendrix. When they tried to get Leo, the red ranger, Andros (the old red ranger) saved him. They went to the MegaShip and Andros grabbed his morpher. They went together to find the Power Rangers along with Mike, the Red Ranger's brother. They freed the other Rangers by distracting the Psycho Rangers with Leo and Andros. All the old Power Rangers showed up and it was 11 against 5. The Power Rangers attacked, black and green against bad black, red and yellow against bad red, you get the idea... The power rangers grouped up and destroyed the Psycho Rangers and the old and new power rangers rejoiced together.

Wr Judd Lynn

Dir Ryuta Tasaki

2 - 16 *THE POWER OF PINK (PART 2 OF 3)*

Kendrix was studying a book (that the Power Rangers had found in an earlier episode) and found a sword more that was more powerful than all of the Quasar Sabers combined. It was located on a planet that was right next to Terra Venture. The Pink Psycho Ranger went into a communication outlet and read Kendrix's mind and found out the sword was on a planet near Terra Venture. She decided to go and get the sword, so Kendrix and Cassie, both of the Pink Rangers, went to the planet. It was too late because the Pink Psycho Ranger already had the sword. Every time the Psycho Ranger attacked the sword got bigger. Cassie got hit so many times that she unmorphed and her morpher got flung in the dirt. The

Psycho Ranger stabbed the morpher with the sword and it started sending a lot of power out. The other Power Rangers got there and they fought using the Astro Megazord and Galactabeast Megazord. They destroyed the Pink Psycho Ranger and Kendrix destroyed the sword. After she destroyed the sword, Kendrix became a higher being and left. The other Power Rangers left for Earth.

Wr Judd Lynn

Dir Ryuta Tasaki

2 - 17 *PROTECT THE QUASAR SABER (PART 3 OF 3)*

A man found the pink Quasar Saber and gave it to an auction. Meanwhile, the Power Rangers left Terraventure and ended up at the man's place. They forced the information about where the saber was from him, but it turned out to be false information. They had really been talking to Destructotron. A mysterious figure who found out the real location of the saber. At the auction, the auctioneer brought out the Quasar saber and started the bid at 1,000 kilogemotrans and Astronema said that she'd give 1,000,000 kilogemotrans. Then she said for him to give it to her for free and she'd spare their lives. Trakeena walked in and said that Astronema was really Karone and then she ran off, taking the sword. Trakeena hit Destructotron with the sword as she saved the Power Rangers. Karone became the Pink Ranger and together with the other Power Rangers they destroyed two monsters.

Wr Judd Lynn

Dir Jonathan Tzachor

2 - 18 *FACING THE PAST*

The Red Ranger started to fight a magnet monster and it stole his ranger power so he couldn't morph. Karone came and got Leo and they escaped, but he couldn't get his power back. Karone then remembered that when she was Astronema she once fought a warrior that had an armored chi on his arms. When they get put together it formed a super armor. The monster started to attack again and Karone and Leo went to find the frozen warrior. When they got there she had to face her past by fighting Astronema. They were fighting when Astronema put a sword at Leo's throat and said, "You would really sacrifice yourself to save him?" and Karone said yes. They were let into the cave because she passed the test. Meanwhile, the magnet monster was fighting the Power Rangers and he sucked out all of their ranger power. Back at the cave, Leo and Karone found the warrior and freed him. He gave Leo the chi, so Leo came back to Terraventure and defeated the magnet monster.

Wr Judd Lynn

Dir Koichi Sakamoto

2 - 19 *TURN UP THE VOLUME*

Damon competes with a ruthless techie named Baxter for the role of new Chief Mechanic on Terra Venture. When his rival cheats and wins, he soon puts the whole colony in danger due to his inexperience and egotism when the Decibat monster shrieks havoc upon the City Dome. Can Damon fix the situation and shut the monster up?

Wr Judd Lynn

Dir Koichi Sakamoto

2 - 20 *ENTER THE LOST GALAXY (PART 1 OF 3)*

Some scientists were reading words that were inscribed on the galaxy book and it electrocuted the space station. The words also sent out a message to the guardian of the book and he came to Terra Venture to get it. Meanwhile, at the control dome (in the center down to the bottom) of Terra Venture they locked up the book so no one could get it and to make sure it didn't zap the ship again. Just then, the guardian (disguised as a construction worker) tried to get the book and he knocked out the guards. Just before he got the book, Kai arrested him and took him to the brig. Kai talked to him and he said he knew he was the blue ranger. They got the book, but Deviot stole it and chanted something. They defeated him with their Zords and found themselves in the lost galaxy.

Wr Judd Lynn

Dir Jonathan Tzachor

2 - 21 *BEWARE THE MUTINY (PART 2 OF 3)*

Terra Venture passes through a portal into a strange and dangerous dimension, known as the Lost Galaxy. Within, the colony is soon encountered by a dragon-sailing alien known as Captain Mutiny, who offers to assist Commander Stanton and his crew in returning to their own universe. But when the Power Rangers investigate Mutiny's homeworld, they discover he's far less than friendly to visitors.

Wr Judd Lynn

Dir Ryuta Tasaki

2 - 22 *CRUNCHOR ON THE LOOSE (PART 3 OF 3)*

Deviot was using a tracker to find Crunchor. Crunchor was coming to Deviot, but the Power Rangers

showed up and attacked them. They got the tracker from Deviot, who told them how to defeat Crunchor and then ran away like a coward. Just then Alpha detected Crunchor in a nearby tunnel, so the Power Rangers used their Quasar Blasters on him, but it didn't work. Crunchor went back underground and the Power Rangers decided to split up to cover more ground. Corona, Kai, Maya, and Damon went one way, and Leo and Mike went the other way. Leo and Mike found Crunchor and called the other Power Rangers to come and help them. When they got there, they used their Ranger Power to try and destroy him, but they failed. They called their MegaZords to help them destroy Crunchor after he turned into a MegaCrunchor. The Power Rangers used the power from all four Zords and destroyed Crunchor. Later the Power Rangers were talking and said they needed to leave the lost galaxy.

Wr Judd Lynn

Dir Ryuta Tasaki

2 - 23 *UNTIL SUNSET*

Leo and Damon were running from the swabys, then the swabys surrounded Leo and Damon. Deviot captured them and chained them up. Deviot wanted to kill them, but one of Captain Mutiny's henchmen said that Captain Mutiny would be there at sunset. The henchman left. Leo and Damon started to talk about how they meet and about their adventures. They talked about how Mike fell in a crevice and the Magna Defender saved him by taking over his body. Then the Magna Defender escaped from the crevice and let go of Mike's body and spirit. At sunset, Captain Mutiny came to kill them but the other Power Rangers showed up and they destroyed the monster that was with them. Captain Mutiny ran away.

Wr Judd Lynn

Dir Koichi Sakamoto

2 - 24 *DREAM BATTLE*

Captain Mutiny told a monster named Hexuba to put the Power Rangers to sleep, so that while they were sleeping he could kill them. Hexuba cast a sleeping spell onto a bunch of flowers that would give you nightmares. She first gave the flower to Damon and he fell asleep. Next to get flowers and fall asleep were Kai, then Karone, then Maya. Just then Leo walked in and sniffed the flowers, but it didn't work at first. Then he called Mike and they went to the girls' chamber and found them knocked out cold on the floor. Mike sniffed the flower and he and Leo decided they had to keep moving. Leo passed out in the hallway, but Mike kept on going. Meanwhile, in the nightmare Leo, Karone, Maya, Damon, and Kai were fighting swabys. Then they fought a big monster who they couldn't defeat. Back in the real world, Mike found Hexuba and she tried to kill him with her power. Mike used a mirror to reflect it onto a lot of other mirrors. The beam destroyed Hexuba's fortune-teller globe and the dreams became reality. The Power Rangers destroyed the monster and woke up.

Wr Jill Donnellan

Dir Worth Keeter

2 - 25 *HEXUBA'S GRAVEYARD*

Hexuba was at a monster graveyard trying to bring past monsters back to life. The first to rise, and head for Terra Venture, was freaky teaky who all of the Power Rangers destroyed. Then Teaka came to life and they beat him. Next the Magna Defender came. Kai left and found the graveyard. Kai destroyed the crystal that was bringing the monsters back to life and got out of there just as it exploded. The Power Rangers beat the rest of the monsters, then Hexuba attacked the Power Rangers. Then destroyed her with all 4 MegaZords, then they find out that Terra Venture would freeze once the engine failed, because they'd lose life support.

Wr Judd Lynn, Denise Skinner

Dir Worth Keeter

2 - 26 *RAISE THE TITANISAUR*

Damon was at one of the five engines of Terra Venture when the exhaust pressure went high. Everyone had to get out of there because one of the engines was going to blow up. Damon went up to the captain and he asked him if anyone could keep the other engines up. He sent him back down, but just then Deviot and one of Captain Mutiny's henchmen arrived. Then the Power Rangers came and fought them. They lost for the moment and then they ran to the castle, which was on top of the head of a monster raising out of the water. The Power Rangers called their Zords and fought the monster in the middle of town. The monster defeated the Power Rangers, then ran off into the ocean dome. The monster went into the water and cooled off because they started to overheat. The castle detached and from the monster and then the monster attacked the city dome. The Power Rangers fought back with the help of the Magna Defender and they destroyed him. Damon rushed to the engine room and stopped another engine from blowing up.

Wr Judd Lynn

Dir Judd Lynn

2 - 27 *ESCAPE THE LOST GALAXY*

Barbarax captures some of the people from TerraVenture and puts them to work in slave camps. According to a plan the Power Rangers come up with, one of the people captured is Mike. He plans to find out where the slave camp is and try to free the slaves. Kai and Leo try to figure out a way to open the portal back to their own universe and read backwards to Keonta, which works. However TerraVenture is too slow to be able to get through the portal. Mike manages to free the slaves and takes them to the MegaShip. He is left for dead by Deviot and Mutiny, but the Magna Defender talks to him in his mind and tells him he has to use all his strength. He then uses his ToroZord to open the portal again and hold it open. This makes him lose his powers. Barbarax goes on a rampage on TerraVenture and starts capturing people to turn into slaves for Mutiny. The MegaShip makes it back to the Power Rangers' home universe.

Wr Judd Lynn

Dir Judd Lynn

2 - 28 *JOURNEY'S END PART 1*

Trakeena was talking to Destron when Deviot came in. Deviot made an excuse for being with Captain Mutiny, but she didn't believe him. She told Destron to kill him, so Deviot grabbed Trakeena and tossed her into the cocoon with him. They melded into one person and popped out. She decided to attack Terra Venture. She went and tried to destroy the Power Rangers. Meanwhile, the people at Terra Venture found the new world and were going to land on it. Terra Venture was attacked by Trakeena, so the Power Rangers crash landed on the moon. The dome started to crack, so they evacuated Terra Venture and the Power Rangers' Zords were destroyed. The Power Rangers put the MegaShip on self-destruct and Trakeena crashed on the moon, as did Leo.

Wr Judd Lynn

Dir Ryuta Tasaki

2 - 29 *JOURNEY'S END PART 2*

Leo and the other Power Rangers were helping to evacuate the main dome, because it was cracking. The dome was cracking because it crashed into the moon of the new world. Meanwhile, Trakeena had put bombs onto the sting wingers and she made them cover the MegaZords and activate the bombs. The MegaZords blew up and she sent the rest of her army into the city. They started blowing up buildings and the Power Rangers had to start fighting the sting wingers. Then they left and had to self-destruct the MegaShip because Trakeena was crushing it. They left on their jet jammer with Alpha, but Alpha fell off and landed on the new world. Leo crashed into the moon and the rest of the Power Rangers landed on the new world.

Wr Judd Lynn

Dir Ryuta Tasaki

2 - 30 *JOURNEY'S END PART 3*

Leo found Trakeena, who had turned into an ant-human. She started up Terra Venture and put it on a collision course with the colony. Leo started fighting her and was losing badly, but just then the other Power Rangers came and helped him. Trakeena kicked all their butts. They tried their Quasar Blasters, but they didn't work. Trakeena was going to kill Maya and Karone, so Leo used the red capsular cycle. Leo pulled out his red ranger armor. They destroyed Trakeena and then were guided by the last remaining MegaZord. They were able to survive and find out that they were on Maranoy, where they put their sabers back in the stone. Everyone on Maranoy turned back into humans.

Wr Judd Lynn

Dir Ryuta Tasaki

POWER RANGERS MYSTRIC FORCE



Twenty years ago, in a dimension filled with magic parallel to our own, the forces of darkness came into power and a war called the Great Battle began. An army of the undead led by a powerful warrior swarmed into the land with their sights set on the taking over the magical realm, the human realm, and beyond, but they would have to combat a legion of brave and powerful wizards. The Mystic Wizards battled valiantly against insurmountable odds, until they drove the evil back from the edge of the human world. The strongest wizard of all, Leanbow, cast a spell and sent the evil warriors into the Underworld, having the Gatekeeper seal the gates for all eternity. The forces of truth successfully thwarted the forces of darkness' attempt to take the surface world, but they lost Leanbow, as he made sure the evil forces did not escape by sealing himself on their side of the Gate. The human world would never know of the Great Battle, nor of the sacrifices made to spare their lives from destruction. Even to this day they live in peace and tranquility, totally unaware of what is about to awaken.

The city of Briarwood was struck by an earthquake, and this earthquake was enough to break the seal just enough for evil to begin its attempt to invade the human world, again. The sorceress Udonna, realizing that the forces of evil had returned, sought out the warriors of legend, five teens living in Briarwood, to become the Power Rangers alongside her. While one of the teens was reluctant at first, he realized his destiny and joined the others in the fight against the Master of the Underworld Octomus and his numerous minions. When Udonna loses her Ranger powers to the mysterious Koragg, it is up to Nick, Chip, Madison, Vida, and Xander to save the Earth on their own. They are assisted by Udonna's bumbling apprentice Clare, and eventually Jenji the Genie and his master Daggeron, the Solaris Knight.

Using their powerful magic and incredible martial arts skills, the Mystic Force Power Rangers must rely on teamwork to save the day.

Power Rangers: Mystic Force (often abbreviated as PRMF and simply called Mystic Force) is the fourteenth incarnation of the Power Rangers television series. It officially premiered February 20, 2006 on Toon Disney, February 25, 2006 on ABC Family, March 11, 2006 on ABC Kids, and June 4, 2006 on The Family Network in Canada. The show is based on the Super Sentai series, Mahō Sentai Magiranger (Magical Squadron Magic Ranger).

In Fall 2006, Power Rangers will go to 1 hour on ABC Kids due to ABC Family's announcement that it will be dropping the Jetix programming block.

This show, like all Power Rangers shows, is an adaptation of a Sentai show in Japan. This show will be adapted from, and use footage from "Mahou Sentai Magiranger".

This show didn't end! The company that originally made it started showing signs of bankruptcy so to make more money, they decided to sell a large sum of Saban blocks and corporations to Disney and move the show overseas.

There they are now able to make more episodes for a cheaper price.

Also they wanted more scenery that would be closer to original counterpart-Super Sentai. I think the location plays a key part.

So far it went from MMPR Productions to Buena Vista Entertainment (Roadshow Village) KP Productions and now Ranger Productions, LTD.

Theme song:

Alright, let's go, it's time to turn it on, To set the record straight, we come down here --not 100 % sure about

the last part--(yeah) Fight evil, Rangers powers standing strong, We got it going on (Mystic Force go!)

Stop, breath, Rangers here, there's no need to fret, We're the ones that will make a way, here to make a change, When there's trouble we don't play, we come together to save the day, Let's go, let's go, let's go, let's go

(yeah) Here come the Power Rangers, (yeah) Here come the Power Rangers, (yeah) Here come the Power Rangers, (Mystic Force go, yeah) Here come the Power Rangers, (yeah) Here come the Power Rangers, (yeah) Here come the Power Rangers, (go, go, go, go, yeah) Here come the Power Rangers, (yeah) Here come the Power Rangers, (yeah) Here come the Power Rangers, Mystic Force let's go, yeah!

PRMF premiered on JETIX on Feb. 20 2006, and 9:00 pm EIt wasn't that I didn't like the pilot, I thought the producers would of had more luck making a PRSPD season 2. I talk to a lot of PR fans and none have seen the PRMF pilot yet. Just to summarize, the cast basically are all Aussies. The pilot was one hour but it didn't tell you more than a 30 minute episode. IMDb do-sen't even have the cast on here yet. Some good things about it are the morphing sequences. They are a lot longer than taking a back flip and colors fly onto your chest.(PRDT, PRSPD, PRWF. The morphs are more similar to Ninja Storm an Lightspeed. As always the red ranger is defiant to becoming a ranger, and once he agrees the show is over. It has wonderful acting, and so far the show is basically going to make 4 more episodes. Perhaps something came up and caused it to end. If not then enjoy the rest of the season. But I will be waiting next spring for the new Power Rangers.

Produced by Sally Campbell producer , Bruce Kalish executive producer , Koichi Sakamoto executive producer

Cinematography by Simon Riera

Film Editing by Eric De Beus

Casting by Diana Rowan

Production Design by Shayne Radford

Art Direction by Miro Harre

Costume Design by Gavin McLean

Makeup Department - Gabrielle Jones makeup supervisor

Production Management - Charles Knight post-production producer

Second Unit Director or Assistant Director - Richard Barr first assistant director , Paul Grinder first assistant director , Sarah Miln first assistant director , Quentin Whitwell first assistant director: second unit

Art Department - Mark Knight creature supervisor

Sound Department - Dave Hurley sound recordist

Visual Effects by Brandon Durey mechanical effects supervisor , Allannah Milne visual effects editor , George Port visual effects supervisor

Stunts - Daniel Arrias stunts , Ben Cooke stunts , Shane Dawson stunt rigger , Mark Harris stunt coordinator , Glen Levy stunt double
Allan Poppleton stunt performer.

Other crew - Phil Aitken location manager , Gregory Apps casting: Australia , Hope Diamond senior publicist , Riwia Fox casting assistant
Rob Marsh camera operator , Dale McCready steadicam operator , Cameron McLean camera operator , Diana Rowan casting: New Zealand , Paul Samuels director of photography: second unit.

Trivia

This is the first season since Zeo where at least one main villain is not on the opening credits.

Kelson Henderson (Boom in S.P.D.) has a role as Phineas in this series (this time in costume), making Mystic Force the third consecutive Power Ranger series he has appeared in (he had minor appearances in Dino

Thunder).

Antonia Prebble (Krista in *Dino Thunder*, and the voice of S.P.D. Nova Ranger in S.P.D.) has a role in *Mystic Force* as Clare, which makes this her third consecutive appearance in some form in a *Power Rangers* series.

John Tui has a role in *Mystic Force* as Daggeron, the Solaris Knight. He portrayed Commander Anubis "Doggie" Cruger and Sergeant Silverback in the previous series, S.P.D., which will make him the first actor to portray two different characters who are Rangers.

Barnie Duncan returns for a second consecutive season, this time free of make-up, as Toby, the Rangers' boss at the Rock Porium. He recently reprised his role as Piggy, from S.P.D. for a cameo appearance in the episode *Ranger Down*. It also reveals that Piggy was on Earth way before S.P.D. arrived.

Josephine Davison also returns as the voice of Itassis. She played the role of Morgana in S.P.D..

This is the first *Power Rangers* team to feature capes as part of all of their suits. The *Magna Defender* from *Lost Galaxy* had a cape, but his status as a Ranger is disputed.

This will be the first full "down under" cast since the move to New Zealand (composed of 4 Australians and 2 New Zealanders for the Ranger team).

This will be the second *Power Rangers* team not to feature an African-American Ranger; the first was *Ninja Storm*.

Madison and Vida are sisters, making *Mystic Force* the first season with two sisters as *Power Rangers*, and the fourth in terms of siblings. First being Leo & Mike Corbett (*Lost Galaxy*), followed by Dana & Ryan Mitchell (*Power Rangers: Lightspeed Rescue*), and Hunter & Blake Bradley (*Ninja Storm*, although they were adopted brothers, not blood-related). Andros and Karone were also siblings, but they did not serve on the same Ranger teams.

The *Mystic Force* *Power Rangers* will be the second Ranger team to have more than six Rangers, the first being S.P.D. which ended with 14 overall (the five main B-Squad Rangers, Shadow Ranger, Omega Ranger, Kat Ranger for only one appearance, the five evil A-Squad Rangers, and Nova Ranger in the finale). It is disputed whether the Aquitian Rangers from *Mighty Morphin Alien Rangers* (a mini-series bridging the gap between *Mighty Morphin Power Rangers* and *Power Rangers: Zeo*) should be counted towards the team's number, considering they only had a few cameo appearances and were their own team, and did not fight for Zordon.

Mystic Force currently holds the record for the shortest full season made with only 32 episodes scheduled to air. Previous seasons had 38 episodes.

This will be the first time since *Turbo* that a Ranger with a non-American accent has been a member of the core team. During the first half of that series, Katherine Hillard (played by Catherine Sutherland who had previously been the second Pink *Power Ranger*, the second Pink *Ninja Ranger*, *Zeo Ranger*, Pink, and the first Pink *Turbo Ranger*) was from Australia and had an Australian accent, just like Sutherland. Xander Bly, the Green *Mystic Ranger*, is the only member of the *Mystic Force* cast to use his natural accent, as his character is written so that he has only recently moved from Australia to Briarwood (the other Ranger actors, despite hailing from Australia and New Zealand, put on American accents for the series). The actor who plays Xander, Richard Brancatisano, is from New South Wales, Australia. John Tui has also decided to use his accent as well (however slight it may be).

This will be the final series to air on ABC Family, which will drop the *Jetix* block in fall 2006. *Power Rangers* will continue to air on ABC Kids and Toon Disney in the United States, as well as the various *Jetix* stations in other nations

This will be the first time the five core Rangers actually become their Zords (through use of magic) as opposed to just piloting them. *Alien Rangers* had a similar situation, with the Aquitian Rangers telepathically controlling the Battle Borgs.

This is the first *Power Rangers* series to start with the White Ranger being the first *Power Ranger* established. This is also the first *Power Rangers* series to premiere six Rangers at the beginning, although after the first episode the White Ranger has lost her powers, and assists the *Power Rangers* from the sidelines, until she goes off on a quest.

This is the first series to have three female *Power Rangers* at the beginning of the season.

Peta Rutter, who portrays Udonna, is the oldest person, so far, to play the role of a *Power Ranger*, which are normally played by teens or adults no older than 25, with the exception of Jim Gray, who was 38 when he played Tidesus in *Alien Rangers*, Jason David Frank, who was 30 when he reprised his role as Tommy Oliver for a fourth time in *Power Rangers: Dino Thunder*, and Jason Chan, who was 31 when he first took on the role of Cameron Watanabe in *Ninja Storm*.

Firass Dirani, portraying Nick Russell the Red *Mystic Ranger*, makes it the first time a Ranger was played by an actor of Middle Eastern descent (Dirani is a Lebanese-Australian).

Due to the fact that in Japanese children's programming, guidelines are much more lenient than those of the United States, Necrolai's counterpart in Magiranger, Vancuria, was able to have a rather revealing costume with realistic breasts. Disney never shows close-up, full body images of Necrolai, and instead zooms in on her face and avoids showing her chest area as many times as possible. In scenes with Necrolai filmed for the American audience, the revealing costume is replaced with a full bodysuit.

This is the second season to have a train as a Megazord, the first being Lightspeed Rescue.
This is the first series to employ the use of cards with a morpher: Daggeron's Solar Cell Morpher.

Mystic Force features one of the largest villains/monsters in Power Rangers history. In the episode Scaredy Cat, Imperious grows to become more than one hundred times larger than the Titan Megazord. The other villain who rivals Imperious in this size is Dark Specter from In Space.

The Solaris Knight is the second character whose status as a Power Ranger is questioned. He, along with Mike Corbett as the Magna Defender do not have "Ranger" as part of their title, but Morph and fight alongside the Rangers. However, the Solaris Knight's status as a Ranger is closer than the Magna Defender's due to his origins in Magiranger. The Phantom Ranger's status is also questioned because while he had "Ranger" as part of his title, he has no alternate un-Morphed form.

With Nick having been revealed as Bowen and as the son of Udonna and Leanbow, this is the first Power Rangers series to feature a mother and son on the same Ranger team. This would also be the second time that a Ranger's father is on the evil side, following Power Rangers: Dino Thunder, where Trent's adopted father Anton Mercer was Mesogog. These occurrences are comparable to Luke Skywalker and Darth Vader in the Star Wars saga (however this isn't the first time a Ranger was blood related to a villain).

There has been no confirmation as of this writing that shows that Mystic Force will have a team-up episode with S.P.D.. There has been an email from Matt Austin's publicist, however it has been stated that she would not answer any emails. If there will be no team-up, then Mystic Force will mark the second time this has happened since the inception of the practice of having team-up episodes in Lost Galaxy (Zeo had the first team-up with the Aquitian Rangers, but the season by season practice began in PRLG). The first instance when there was no team-up between Wild Force and Ninja Storm, due to the switch in production companies and filming locations. A possible reason for the lack of a team-up between S.P.D. and Mystic Force comes from the number of episodes planned for Mystic Force (32) when previous seasons had more episodes (38).

WR. Bruce Kalish, Jackie Marchand

DIR. Mark Beesley , Paul Grinder , Charlie Haskell , Britta Johnstone , John Laing , Andrew Merrifield , Koichi Sakamoto

EPISODES: 32 **YEAR MADE:** 2006 **COUNTRY:** US **SEASONS:** 1

*BVS ENTERTAINMENT INC., BVS INTERNATIONAL N.V., RANGER PRODUCTIONS LTD,
RENAISSANCE-ATLANTIC FILMS, TOEI CO. LTD*

CREATOR:

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 32

DATE OF PREMIER: 20/02/2006 **AIR DATE OF LAST EPISODE** 04/11/2006

SEASON DATE BREAKDOWN:

FILMS:

Troll Kelson HENDERSON, Claire - Sorceresses' Apprentice ANTONIA PREBBLE, Daggeron/Solaris Knight JOHN TUI, Nick Russell/Bowen/Red Mystic Ranger FIRASS DIRANI, Charlie "Chip" Thorn/Yellow Mystic Ranger NIC SAMPSON, Madison Rocca/Blue Mystic Ranger MELANIE VALLEJO, Vida Rocca/Pink Mystric Ranger ANGIE DIAZ, Xander Bly/Green Mystic Ranger RICHARD BRANCATISANO, Udonna/White Mystic Ranger PETE RUTTER.

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

1 - 1 *BROKEN SPELL (PART 1 OF 2)*

Following an Earthquake, the undead forces of darkness, sealed deep beneath the magical dimension hidden within the woods just outside of a city called Briarwood, are freed from their years-long imprisonment. A sorceress named Udonna seeks out five brave teenagers to combat them, and finds those foretold working at a record/comic shop four of them work at, called Rock Porium. The fifth, a reluctant

loner and new guy in town named Nick, fails to believe in magic as easily as the rest. Can the team come together before evil conquers both worlds?

Wr Bruce Kalish

Dir John Laing

1 - 2 *BROKEN SPELL (PART 2 OF 2)*

The Knight Wolf Koragg defeats Udonna in a giant battle, and removes her ability to morph. This means the four teens will not have the luxury of time to train, and must become Mystic Force Rangers immediately to take on him and his Hidiacs. But with the easily disillusioned but brave Nick still not feeling the magic within him, the team lacks a Red Ranger!

Wr Bruce Kalish

Dir John Laing

1 - 3 *CODE BUSTERS*

Vida and Chip try to unlock more items for their Ranger arsenal by performing "heroic deeds for hire", but learn that true heroism comes only in the face of danger. The Hydra Worm that created the underworld pit Morticon and company are trapped in, poses a growing menace to the surface world. To make things worse, the Mucor monster is sent, with an appetite for our heroes! Also, a mysterious figure saves Clare. Is he friend or foe, troll or goblin? Or neither and both? Nick finds out!

Wr Jackie Marchand

Dir John Laing

1 - 4 *ROCK SOLID*

Nick pushes Madison to be more assertive, and in doing so puts her smack in the middle of Necrolai's latest scheme to turn the people of Briarwood into stone! After this experience, Nick will not only earn a new bike, but the Rangers will learn to work together as never before, unlocking their Megazord.

Wr Jackie Marchand

Dir Charlie Haskell

1 - 5 *WHISPERING VOICES*

In an effort to isolate the Red Ranger from the others, Koragg uses Udonna's Snow Staff to get inside Nick's head and force him to hear words of doubt at inopportune moments. When \$1000 turns up missing from the Rock Porium, thanks to a scorned Leelee, blame turns to the secretive Nick. The team is broken up, and a showdown between the Knight Wolf and Red Ranger occurs at the beach. Can our heroes learn the error of their ways, or is it too late to keep Koragg from stealing their Megazord power to bring Morticon to surface world?

Wr John Tellegen

Dir Charlie Haskell

1 - 6 *LEGENDARY CATASTROS*

Interrupting a spell by Koragg, Nick is accidentally thrust into another dimension by a warping of the Dark Seal. He's not alone, as the Knight Wolf's powerful steed, the Legendary Catastros, is with him, but injured by the backstabbing actions of Necrolai. Can the Red Ranger soothe the savage beast stallion, and with it, reclaim the Megazord power from Koragg's monster?

Wr John Tellegen

Dir Charlie Haskell

1 - 7 *FIRE HEART*

With the aid of her Taxi Cab Monster, Necrolai steals an ancient map, which lists the location of the powerful Fire Heart. The Rangers manage to copy it, and trek into the dangerous Cimmerian Forest to attain the item first. Will the team come together to overcome the quicksand and giant spiders, or will Xander's newfound "leadership" abilities lead them only to disaster? It may be up to Phineas to save the day! Plus, thanks to a magic accident, a cutout of a Heavy Metal legend comes to life in the Rock Porium!

Wr David Garber

Dir Mark Beesley

1 - 8 *STRANGER WITHIN (PART 1 OF 2)*

While her teammates continue to search for the Fire Heart, Vida attends a rave at the behest of Leelee, and finds herself strangely hypnotized by DJ Fly's strange music. She learns too late that he's actually the monster called Flytrap, and is turning the teens of Briarwood into vampires for Necrolai! Only Chip suspects the truth about Vida's strange change, but can the amateur vampire hunter save his friend and teammate from an eventual at sunrise?

Wr Bruce Kalish

Dir Mark Beesley

1 - 9 *STRANGER WITHIN (PART 2 OF 2)*

Despite how the Flytrap monster's been destroyed and all his vampires are back to normal, Vida remains a bloodsucker! The Rangers remain perplexed as to why, but they soon learn from Koragg that Necrolai is to blame. Can Chip free his best friend from the spell of the undefeatable Queen of Vampires? If he can, the team will still have to deal with Koragg, and remain in the dark about one of their friends' connection to the Undead!

Wr Bruce Kalish

Dir Mark Beesley

1 - 10 *PETREIFIED XANDER*

Xander has a zit! Worried about his vanity, he uses a perfection spell Clare devised for making the perfect plant, with one little side effect: it's slowly turning him into a tree! Can the Green Ranger be saved and learn a lesson while he's at it? Meanwhile, the scroll of the Fire Heart is finally deciphered by the Rangers, discovering a chest with a timer on it. To unlock it in time, it's up to the puzzle-solving genius of... Toby?!

Wr John Tellegen

Dir Andrew Merrifield

1 - 11 *THE GATEKEEPER (PART 1 OF 2)*

To free Morticon from the Pit permanently, the gate that sealed them must be unlocked. The forces of the Underworld need to find the current possessor of the powers of the Gatekeeper, and that happens to be none other than the often inept sorceress' apprentice, Clare! With Udonna captured by Koragg and the Rangers facing defeat by Necrolai, can Clare claim her mother's legacy? Both the forces of good AND evil hope so!

Wr Jackie Marchand

Dir Andrew Merrifield

1 - 12 *THE GATEKEEPER (PART 2 OF 2)*

With the gate raised in the middle of Briarwood, Morticon is giantly set free once again to ravage the city. While his teammates fend off both the villain and an evil Gargoyle, Nick has to rescue Clare, before Koragg can drain the power of the Gatekeeper from her, along with her life force, to fully open the gate and free the Master! Can the Red Ranger regain control of Catastros, and Udonna the Snow Staff, to help save the city?

Wr Jackie Marchand

Dir Andrew Merrifield

1 - 13 *SCAREDY CAT*

Necrolai and Leelee trick the Rangers into breaking the seal on a cave containing an evil mummy, who becomes the new baddie in charge of the Underworld Pit! But the Rangers also discover a new and powerful ally, when they find a lamp containing the white cat-man known as Jenji the Genie. Can he help against the might of Imperious? Meanwhile, Phineas is suffering from a toothache, and enters the human realm to seek a dentist. He winds up escorted by Toby, and hilarity ensues!

Wr Bruce Kalish

Dir Charlie Haskell

1 - 14 *LONG AGO*

Imperious releases Jester to wreck havoc on the city. A strange frog pesters the Rangers, but is the amphibian more than he appears to be? Similarly, an old Mystic Warrior named Calindor returns with a mysterious agenda, and he too may not be all he appears to be. Only Phineas knows the truth!

Wr John Tellegen

Dir Charlie Haskell

1 - 15 *INNER STRENGTH*

Xander is having trouble following Daggeron's training techniques. Solaris Knight sends the five teens to the dangerous dimension of Shalifar on a Morpher-less training mission to find a ticket to get back home. When his teammates are captured by a giant, can Xander harness his own inner magic, instead of his Ranger ones, to save them? Plus, Koragg returns!

Wr Matt Hawkins

Dir Charlie Haskell

1 - 16 *SOUL SPECTRE*

Gnatu, a female villain attempting to become Imperious' new second in command, uses her power to steal

the life-force from civilians of Briarwood. The Rangers fail to stop her and her Spydex monster, the consequences weigh heavily upon Chip. Soon enough, Necrolai tricks the Yellow Ranger into unleashing a "soul specter" upon himself. Chip must join Daggeron on a trip to the dreaded Mount Isis to be freed from the spell. Unfortunately, Koragg awaits! But which Knight will prove the victor?

Wr Jackie Marchand

Dir Charlie Haskell

1 - 17 *RANGER DOWN*

Jenji grows increasingly jealous of the attention the Rangers give the baby dragon Fire Heart. The genie leaves him in the forest, but when his action is discovered, Jenji finds the dragon is missing! Even if they manage to find him, things will never be the same. And what connection is there between this baby-napping and the vanishing of Udonna's baby almost two decades prior? Meanwhile, Koragg gives up his magic to Imperious, who in turn gives it over to Necrolai! Now armed with her own Wand, she aids her Screamer monster in turning people, and the Rangers, into feathers.

Wr John Tellegen

Dir Jonathan Brough

1 - 18 *DARK WISH (PART 1 OF 3)*

The Rangers grow increasingly dependent on using magic for every problem they run into in their lives, much to the dismay of both Udonna and Daggeron. Imperious unleashes the Barbarian Beasts, creatures so vicious and dishonorable, that even Koragg doesn't like them. Facing one Beast after another wears our heroes down, causing them to repeatedly request Solaris Knight use Jenji to wish them away. But will this ultimate act of laziness backfire, giving the forces of the underworld what they want most?

Wr John Tellegen

Dir Mark Beesley

1 - 19 *DARK WISH (PART 2 OF 3)*

With Imperious having wished via his captive Jenji that the Mystic Force Rangers never gained their powers, a new reality is created! Briarwood lacks color, music, and its populace is enslaved by Styxoids and Hidiacs. The former-Rangers are left with their memories of how things were just to further torture them, for now they have no magic at their disposal! But Koragg may hold the answer, and sends them on a perilous journey to visit the Tribunal of Magic, in an attempt to reverse the wish... IF they can survive just getting to them!

Wr Bruce Kalish

Dir Mark Beesley

1 - 20 *DARK WISH (PART 3 OF 3)*

Despite the Tribunal of Magic refusing to reverse the wish, the former-Rangers fight on in an attempt to continue the battle against evil even against all odds. Will this be enough to get the Tribunal to change their minds? Even if they do, once things are back to normal, our heroes still will have to defeat the remaining two Barbarian Beasts! They'll need far more help from the Tribunal to do this Legendary deed.

Wr Jackie Marchand

Dir Mark Beesley

1 - 21 *KORAGG'S TRIAL*

The rivalry between Imperious and Koragg heats up, when the Knight Wolf's latest attempt to destroy the Rangers is intruded by the evil wizard. To settle the score, and decide if Koragg is worthy enough to regain his Dark Magic, Imperious places Koragg on trial for treason! Will his repeated failures, all in the name of honor, work against him in the eyes of the Master? Meanwhile, the Rangers work together on painting a mural for Rock Porium (if they can stop playing in the paint first) and Xander has a cold.

Wr John Tellegen

Dir Jonathan Brough

1 - 22 *HEIR APPARANT (PART 1 OF 2)*

Chip's big mouth lets slip the secret Daggeron asked him to keep. This leaves Daggeron and Udonna no choice but to finally tell the Rangers, in detail, the full story of the Great War... including revealing to them the stories of the sorceress' husband, Leanbow, and long-lost son, Bowen. Meanwhile, Imperious realizes the best way to usurp the Master is get rid of Koragg. Thus, he sets in motion a plan to rid the Rangers of their Legendary Warrior powers, by bringing them down to the Underworld. Will this also spell the downfall of both the Solaris and Wolf Knights?

Wr Jackie Marchand

Dir Jonathan Brough

1 - 23 *HEIR APPARENT (PART 2 OF 2)*

The Rangers must come to terms with the revelation that their most ardent foe, Koragg, is actually Udonna's noble warrior husband, Leanbow. They won't have long to do so, as the Master of the Underworld is finally rising, and in doing so, reverts Leanbow to the Knight Wolf. Without their Legendary Warrior powers, hope seems lost for our heroes. But will the truth about Nick's past help provide the key to victory? Plus, the final showdown between friends turned enemies, Imperious and Daggeron!

Wr Jackie Marchand

Dir Jonathan Brough

1 - 24 *THE LIGHT*

Now the sole creature in the Pit, Necrolai quickly uncovers the Ten Terrors of the Underworld, giant creatures with even more immense powers who live to serve the Supreme Master! The Rangers will have a hard enough time fighting them, as Udonna departs to search for her husband, Madison is doubting her abilities as hero, and Toby is considering taking action against his often-absent employees! The first of the Terrors, the lava-based Magma, prepares to burn down Briarwood while seeking the being known as "The Light". Just who or what is it? Only Phineas has the answers!

Wr Bruce Kalish

Dir Andrew Merrifield

1 - 25 *THE HUNTER*

The second of the 10 Terrors, Oculous the Hunter, is chosen to destroy the Light. One by one, the sharp-eyed monster snipes off each of the Rangers, leaving Nick alone and outnumbered. Can he connect with his destiny, and that of the last dragon, Fire Heart's, in time to save himself and his friends? Meanwhile, 10 Terror member Megahorn breaks the sacred rules and sets out on his own to battle the Solaris Knight! Also, Udonna finds a familiar face is following her, and Leelee settles into her new job, whether the Rangers like it or not.

Wr John Tellegen

Dir Andrew Merrifield

1 - 26 *HARD HEADS*

Thanks to Necrolai's Book of Prophecy, Serpentina becomes aware of her status as the next of the Ten Terrors to be chosen. She breaks the Rules of Darkness and sends Hekatoid out ahead to attack the Rangers. He just happens to encounter Nick & Vida, who are currently at odds in a severe spat of bickering! Hekatoid slimes the pair, preventing them from morphing. Will they be able to set aside their differences long enough to save the rest of the team from Serpentina's stomach? And just what will the other Terrors think when they discover her breaking of the rules? Also, Sculpin makes contact with Koragg, and Leelee learns her destiny!

Wr Matt Hawkins

Dir Andrew Merrifield

1 - 27 *SNOW PRINCE*

The Snow Prince, the mentor to the original Mystic Warriors returns, and decrees that Daggeron should spend a day learning from Nick on the fine art of gut instincts. Meanwhile, Megahorn is chosen to be the next Ten Terror to attack the Rangers, but Sculpin sends in Black Lance to back him up. Will Koragg come out of hiding to help our heroes?

Wr Jackie Marchand

Dir Andrew Merrifield

1 - 28 *LIGHT SOURCE (PART 1 OF 2)*

Hekatoid is the next Terror chosen to take on the Rangers, and they're more than eager to face him, for he also has Udonna as his captive! While a cloud of poisonous tadpoles waits to rain down on the city, our heroes must take on Hekatoid's evil doubles of themselves. Meanwhile, Leelee's quest to find her role in life leads her to Phineas. Also, Toby becomes a fitness freak.

Wr John Tellegen

Dir Charlie Haskell

1 - 29 *LIGHT SOURCE (PART 2 OF 2)*

With their powers stolen by Hekatoid, the Ranger teens find reassurance in the most unlikely of places. Meanwhile, Leelee, Clare, and Phineas attempt to rescue Udonna! And to top things off, the rest of the Terrors take turns trying to pry the Master's essence from an exposed Koragg.

Wr John Tellegen

Dir Charlie Haskell

1 - 30 *THE RETURN*

Matoombo, the kind and gentle Terror, is chosen to become the body of the restored Master, which he refuses. He encounters Vida, who aids him in trying to escape from his fate. Will they succeed in evading Gekkor, or is the Master's return inevitable? Also, the rest of the Rangers are confronted by Itassis. Can they convince her to switch sides? Meanwhile, Udonna finds what's left of Leanbow. Will she be able to save him, and in doing so, put the power of Koragg to good use? And, Toby copes with his knowledge of his employees' secret identities, while also gaining a new employee in the form of Phineas!

Wr Bruce Kalish

Dir Charlie Haskell

1 - 32 *MYSTIC FATE (PART 1 OF 2)*

Following Itassis' betrayal, the Master decides to take matters into his own tentacled hands. A village in the Mystic Realm is attacked, and when the Rangers come to investigate, they are stunned to learn Nick is behind the destruction! Taken over by the Master, Nick becomes Koragg, forcing Leanbow to use his Wolf Warrior power against his own son. Can the Light prevail? If things weren't bad enough, Black Lance targets the city, while Sculpin waits in the wings! Also, Rock Porium's business is down thanks to its newest employee, Phineas.

Wr Jackie Marchand

Dir Mark Beesley

1 - 33 *MYSTIC FATE (PART 2 OF 2)*

With Daggeron, Leanbow, Mystic Mother, and Jenji destroyed, Good Magic running low, and a damaged Briarwood as the battleground, the Rangers have no one else to turn to when dealing with Black Lance, followed by the supreme Master himself. Will the Light flicker in this final battle against the darkness, or will the power of belief in magic win the day? Meanwhile, Sculpin has Udonna captive, and only Necrolai can save her!

Wr Bruce Kalish

Dir Mark Beesley

POWER RANGERS NINJA STORM



"Three good. Two bad. One ultimate evil. To save the world, they'll have to unite the team."

Three rebellious students are the last ones remaining at their ninja academy after evil aliens attack the Earth. With mankind at the brink of destruction, the fate of the world lies in the hands of these unlikely heroes. Their ninja master teaches them to harness ancient mystical energies that transform them into Power Rangers.

For the ninth PR series Ninja Storm (based the Super Sentai counterpart Hurricanger). The PR crew more/less made to move from the U.S. to New Zealand to shoot the PR. This is also the very first PR series to be produced entirely by Walt Disney which acquired the Family Channel and PR was part of the deal.

In this series Shane Clark, Tori Hanson, and Dustin Brooks are students at the Wind Ninja Academy. However they tend to be slackers and their Sensei Kanoi Watanabe chastise them for their lack of commitment. However when an old student named Lothor return to enact his vengeance on Earth he kidnaps the students of the Wind Academy as well as other ninja schools. In process he turns Kanoi into a guinea pig

Shane, Tori, and Dustin miss the action are the only ones left, and because of that they have given Power Morphers to become the Wind Power Rangers. They are assisted by Kanoi's son Cameron who is not happy but the arrangement but still does his job well at Ninja Operations. However Lothor recruits two students from the Thunder Academy when he sees they were given to ability to become Power Rangers themselves. He tells them that Kanoi murdered their parents but so learn it's was a lie and eventually the Thunder Rangers side with the Wind Rangers in the fight against Lothor.

Cam wanting a piece of the action and to not just sitting on the sidelines goes back in time to retrieve a pendent that vanished years ago. He sees his parents in their younger years as well Kanoi's brother Kya. Cam eventually discovers that Kya would become Lothor. He also understands why his father held him back from learning the ways of the Ninja. Cam was to become the Green Samurai Ranger and does get a chance to fight with the rest of the rangers as well provide any weapons as need be.

The first weeks of Ninja Storm are good as the team was being put together. Lots of cliffhangers which make you come back to see what happens. Sadly when the team finally is completed their is a lack of story arc for a few weeks until the Lothor's Generals come into play. If their were more story arc's like their were in Wild Force then Ninja Storm could have done better than the previous PR series.

Lothor meanwhile has been made into a Dr. Evil type while some of the Generals that serve him have a darker bend. Lothor's nieces Kapri and Marah also provide the comic relief but have their moments of darkness and redemption at the very end. The heroes were great but they had to make Dustin the clown of Rangers. However he does shine with the rest at the end. Kanoi unlike Zordon is quick to discipline when the Rangers (and even Cam) get out of line, and it was seen several times during the show. That does not make Zordon bad, but Kanoi is not afraid to put his foot (or his GP body form) down. Also the creation of holographic Hip-Hop personality of Cam was a waste of time since he was not used as many hoped we would have been.

Ninja Storm was good but could have been better.

I grew up watching Power Rangers and no matter how hard I tried, I just couldn't stay away. I'm 20 years old and this is the type of show that grabs you and won't let go and that is what happen to me. "Power Rangers: Ninja Storm" is much more entertaining to watch than the other ones were. The show may be cheezy at times, but it's not fake like the others were. Dustin, Shane, and Tori do things that we would do like motocross, work at a bike shop, and fix bikes. I never saw that on the other shows. I don't know if I'll keep watching this show forever and have it among my favorites, but for right now I give it 9 stars out of 10.

I'm not sure if it's the new production company, or the new owners, but this show is vastly improved, in fact

this season could stand alone and all others except "Lost Galaxy" and "PR:In Space" could be forgotten. Humorous villains, tongue in cheek dialogue, in previous years "Time Force" and "Wild Force" weighed heavily with plots much too dark and gritty for its target audience, I realize they saw they were onto something with "Lost Galaxy" and the Terre Ventura storyline could've been a jr. Babylon Five/Deep Space nine sort of thing, if fleshed out properly, but Wild Force was much too depressing, and much too bland. The powers that be, I salute you for choosing beautiful New Zealand and the actors, especially Sally Martin as Tori, (the cutest girl, ever, on this show) they all mesh perfectly. My favorite line? Lothor: "No wonder I have acid reflux."

An incredible series was launched early this year, Power Rangers Ninja Storm, a fresh and bold new taste to the 11 year old Power Rangers multi-billion dollar franchise. This show is one of the best Ranger shows yet, I've been a fan of the Ranger series as a whole since 93 and this series doesn't change my opinion...it strengthens it. Power Rangers has had two styles of story telling, the fun and action style and the exciting adventure style. While series like MMPR and Power Rangers Turbo were of the fun and action, much of the fandom has said they prefer the exciting adventure style of Power Rangers In Space, Lost Galaxy and Time Force.

Ninja Storm is a mix of all the above, chunking out great action and story telling all at once, with the fun of the original MMPR and the excitement of the newer incarnations.

It's not without it's faults though, PRNS early on suffered from puns and quips that a lot of people did not care for. But the one thing PRNS has is that any thing bad out weighs the good in this series, theres acting of the likes other Saturday morning shows could only WISH they could have. These actors are by far some of the most gifted actors to dawn the ranger mantle. Glenn McMillian is a ten year acting vet and he's not even 20 yet, goodness. The villains in this series are funny and devious. Some of the cast in this Ranger series are alumni of Xena Warrior Princess[Katrina Browne and Grant McFarland]

Produced by Janine Dickens Producer, Ann Knapp executive producer, Koichi Sakamoto co-executive producer, Douglas Sloan executive producer.

Original Music by Bruce Lynch, Ian Christian Nickus (title song) , Frank Strangio (episodes 1-6) , Jeremy Sweet (title song)

Cinematography by Simon Riera

Film Editing by Eric De Beus & Chris Plummer

Casting by Diana Rowan

Production Design by Shayne Radford

Art Direction by Miro Harre

Costume Design by Gavin McLean

Makeup Department - Gabrielle Jones .. Makeup supervisor , Production Management - Janet McIver ..

Production manager , Second Unit Director or Assistant Director - Simon Ambridge .. First assistant director , Richard Barr .. First assistant director , Paul Grinder .. First assistant director , Sarah Miln .. First assistant director , Quentin Whitwell .. First assistant director: second unit , Makoto Yokoyama .. Second unit director.

Art Department - Mark Knight .. Creature supervisor

Sound Department - Chris Burt .. Sound designer , Dave Hurley .. Sound recordist , Carl Smith .. Sound effects editor

Visual Effects by Brandon Durey .. Mechanical effects supervisor , Allanah Milne .. Visual effects editor , George Port .. Visual effects supervisor

Stunts - Ben Cooke .. Stunts , Mark Harris .. Stunt coordinator , Glen Levy .. Stunt double

Other crew - Phil Aitken .. Location manager , Gregory Apps .. Casting: Australia , Hope Diamond ..

Senior publicist , Riwia Fox .. Casting assistant

Charles Knight .. Post-production supervisor , Rob Marsh .. Camera operator , Cameron McLean .. Camera operator , Diana Rowan .. Casting: New Zealand , Paul Samuels .. Director of photography: second unit.

WR. Art Edler Brown , Mark Hoffmeier , M.L. Kessler , Ann Knapp , Jackie Marchand , Steve Slavkin , Douglas Sloan

DIR. Charlie Haskell, Andrew Merrifield , Wayne Rose , Koichi Sakamoto

EPISODES: 36 **YEAR MADE:** 2003 **COUNTRY:** US **SEASONS:** 2

BVS INTERNATIONAL N.V, BUENE VISTA TELEVISION, RENAISSANCE-ATLANTIC FILMS, TOEI CO.LTD, VILLAGE ROADSHOW PICTURES

CREATOR:

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 28, (2) 8

DATE OF PREMIER: 15/02/2003 **AIR DATE OF LAST EPISODE** 15/11/2003

SEASON DATE BREAKDOWN:**FILMS:**

Shane Clarke/Red Wind Ranger PUA MAGASIVA, Tori Hanson/Blue Wind Ranger SALLY MARTIN, Waldo 'Dustin' Brooks/Yellow Wind Ranger GLENN MCMILLAN, Hunter Bradley/Crimson Thunder Ranger ADAM TUOMINEN, Blake Bradley/Navy Thunder Ranger (as Jorgito Vargas Jr.) JORGE VARGAS, Cameron 'Cam' Watanabe/Green Samurai Ranger, Cyber Cam JASON CHAN, Kapri KATRINA BROWNE, Marah KATRINA DEVINE, Kiya 'Lothor' Watanabe, Sensei Kanoi Watanabe GRANT MCFARLAND, Kelly Halloway MEGAN NICOL, Zurgane (voice) PETER ROWLEY, Choobo (voice) BRUCE HOPKINS, Motodrone (voice) CRAIG PARKER, Shimazu (voice) JEREMY BIRCHALL, Vexacus (voice) MICHALE HURST.

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

POWER RANGERS ZEO

POWER RANGERS IN SPACE

POWER RANGERS TURBO

1 - 1 *PRELUDE TO A STORM*

Three young extreme sports fans, surfer Tori, skateboarder Shane, and motocrosser Dustin, spend their afternoons together at the Wind Ninja Academy, where the future stealth protectors of the Earth are trained in secret. Though, they're considered to be the three least dedicated students, the trio's potential and good nature comes to an advantage, when they run late for class one afternoon. It just so happens, that day, Lothor, a banished evil ninja, comes back to the planet, and conquers every Ninja Academy with his hoard of Evil Alien Ninjas! With their Sensei trapped in the form of a Guinea Pig, and his grumpy and embittered tech-wizard son Cam designing the weaponry to combat the villains, the three become the Wind Ninja Rangers. Can they manage to defeat the Blue Face monster in their first battle?

Wr Douglas Sloan

Dir Koichi Sakamoto

1 - 2 *THERE'S NO 'I' IN TEAM*

Virtual training missions between the three Rangers highlights a major fault in their teamwork, focused directly upon team leader Shane. Despite Sensei's reminding that he must learn to trust in his teammates, the Red Ranger strikes out on his own against the Mad Magnet monster. Will he learn his lesson the hard way? Meanwhile, Lothor's evil nieces, Kapri and Marah, are also suffering from a lack of teamwork, and are forced to work out their problems by being stuck together, literally, by the monster's magnetic ray!

Wr Ann Knapp Austen

Dir Koichi Sakamoto

1 - 3 *BEAETH AND THE BEACH*

Her tomboyish attitude ruining her image as a feminine female, Tori agrees to be in a photo shoot for Girl Sport magazine. But it turns out to be a trap, where Marah & Kapri capture the Blue Ranger, and replace her with a clone! Can she use her water-ninja skills to get out of this mess, and be able to convince her teammates she's the true blue? Or will the Copybot monster destroy them all?

Wr Mark Hoffmeier

Dir Koichi Sakamoto

1 - 4 *LOOMING THUNDER*

Dustin makes two new friends, Blake and Hunter, at the motocross track. His continued spending of time with them causes him to be late to join his Ranger teammates in battle once too often. How long can the new team last if their Yellow Ranger isn't responsible enough? The Terramole monster may be just the one to put this to the test. Meanwhile, are Dustin's new friends are all they appear to be?

Wr Jackie Marchand

Dir Charlie Haskell

1 - 5 *THUNDER STRANGERS PART 1*

Cam is in need of the data disc for the Tsunami Cycles, which Dustin had last, all unaware that it's not only landed in the hands of the evil Thunder Rangers, but has been used to give them their own Cycles! This leads to the first confrontation between the Wind and Thunder Rangers, and as if our heroes didn't have it bad enough, they also face Zurgane! When the Thunder Rangers unveil their own Zords, can our heroes' own Zords withstand their awesome power?

Wr Ann Knapp Austen

Dir Charlie Haskell

1 - 6 *THUNDER STRANGERS PART 2*

The Wind Rangers recover from their defeat by the Thunder Rangers, though Tori lacks the ability to morph when the Amphibidor monster attacks, draining the city's water supply. Blake helps to save her, in doing so, he's injured. He's taken to the location of Ninja Ops, which will come back to haunt our heroes quite quickly! The Thunder Rangers appear again as the Wind Rangers face the monster, but when they instead assist our heroes, just whose side are they on anyway?

Wr Ann Knapp Austen

Dir Charlie Haskell

1 - 7 *THUNDER STRANGERS PART 3*

As the Evil Space Ninjas celebrate the capture of Sensei Guinea Pig by the Thunder Rangers, the Wind Rangers pinpoint just where Blake and Hunter are taking their mentor. Tracking the evil Rangers to the Mountain of Lost Ninjas, our heroes struggle not only to retrieve Sensei, but to fight off the zombie guards around the location of the powerful Gem of Souls! Will both sets of Rangers work together, and will the Thunders learn the truth of the fate of their parents at last? All of this, plus Zurgane unveils his very own Zord!

Wr Douglas Sloan

Dir Andrew Merrifield

1 - 8 *NOWHERE TO GROW*

The Rangers discover the Kelzaks planting strange seeds, along with a monster called Florabundacus. Cam is refused being allowed to bring the seeds to botanist Dr Belrab by his father, who has long kept a promise to his deceased wife to keep their son out of harm's way by not letting him become a ninja. Going anyway, Cam ends up smack dab in the middle of a plot by Lothor's minions to wrap the city in Florabundacus' roots and vines.

Wr Steve Slavkin

Dir Andrew Merrifield

1 - 9 *RETURN OF THUNDER, PART 1*

The Thunder Rangers' journey to self discovery is interrupted by Choobo, who approaches them in the desert, claiming to have defected, and willing to give them Lothor's ship's access codes as proof. But when they trust the villain, they walk right into a trap, and are brainwashed into becoming evil again! Can the Wind Rangers withstand battling both the Thunder Rangers, and the new Toxipod monster?

Wr Douglas Sloan

Dir Wayne Rose

1 - 10 *RETURN OF THUNDER, PART 2*

Trapped on a mysterious island together, the Wind Rangers are hunted by the brainwashed Thunder Rangers. An unnatural cold front sweeps the planet, emanating from the island. Thanks to the evil spell wearing off, Blake & Hunter appear to be prepared to switch sides again, but when the revived Super Toxipod monster appears and turns one of them bad again, it'll be brother against brother!

Wr Douglas Sloan

Dir Wayne Rose

1 - 11 *RETURN OF THUNDER, PART 3*

Portico Island is not only in the process of freezing the entire planet, but returning to its 200-year-long dip into the ocean, taking the Rangers with it! Quickly, our heroes, with their new ally Blake, must overcome Supertoxipod and the evilly deranged Hunter before they end up sleeping with the fishes.

Wr Ann Knapp Austen

Dir Wayne Rose

1 - 12 *RETURN OF THUNDER, PART 4*

Banished from Lothor's army, Choobo strikes out on his own, and strikes back against the Thunder Rangers by capturing them in his deadly backpack dimension. Can they escape, and deal with Choobo once and for all? Will Blake & Hunter finally become part of the Ninja Storm team? What ultimate weapon does Cam have in store if they can come together at last?

Wr Ann Knapp Austen, Douglas Sloan

Dir Charlie Haskell

1 - 13 *BOXING BOPP-A-ROO*

The rivalry of the team's two red-shaded Rangers, Shane and Hunter, grows heated, when they both compete against one another in a multi-sport Total Trek event. The Bopp-a-Roo monster utilizes their alpha-male clashing to beat the team. Will this defeat punch some sense into the pair?

Wr Mark Hoffmeier

Dir Charlie Haskell

1 - 14 *PORK CHOPPED*

Tori tries to balance conflicting promises, when she makes a date with Blake to see a movie with him and Hunter at the same time she's expected to watch Shane's skateboarding meet. Lothor exploits this stretching thin of the Blue Ranger by having General Treyf capture the Thunders in a tub of popcorn, and attacks the Wind Rangers with Kelzaks. Can their new teammates be freed from a buttery doom, or will the nonkosher villain wallow in the Rangers' defeat?

Wr Steve Slavkin

Dir Charlie Haskell

1 - 15 *THE SAMURAI'S JOURNEY, PART 1*

Cam laments not being a Ranger, and he won't be alone for long, as the illusionary Madropolis monster drains the Rangers of their powers! Though they're given a brief boost, and manage to give the monster a good beating, he grows large! Can our heroes take the strain of running the Megazords with what little power they have? Or will Cam have to go against his father's wishes and use the mysterious Scroll of Time to seek out a long lost source of energy?

Wr Jackie Marchand

Dir Paul Grinder

1 - 16 *THE SAMURAI'S JOURNEY, PART 2*

Sent more than 20 years into the past, Cam encounters his mother and father during their teenaged years when they first met. He also learns of Lothor's true identity, which hits closer to his family tree than he ever realized! Cam seeks the Samurai Amulet, an artifact of great power that his mother once possessed. Can he befriend his parents in time, and stop the man who will be Lothor from getting it first? Meanwhile, in the present, the Evil Space Ninjas hold a talent search to find new monsters to assault the Earth.

Wr Mark Hoffmeier

Dir Paul Grinder

1 - 17 *THE SAMURAI'S JOURNEY, PART 3*

Though now a Ranger, Cam returns to his Ninja Ops duties. But when Lothor unleashes five monsters at once, the team is split up, forcing the Green Samurai Ranger to return to the battlefield already. When stung by the Sucker monster, and slowly turning into a bug, will Cam's second outing as a Ranger be his last?

Wr Mark Hoffmeier

Dir Paul Grinder

1 - 18 *THE SCENT OF A RANGER*

Stressed out from overwork, Cam is told to take in some recreational activities. He appears to go overboard, as he has a sudden personality change, to an overly easy-going, slang-talking, thrill-seeker! What's wrong with Cam? And can he straighten back up in time to help against the Fragra monster, who turns Dustin & Tori into bottles of perfume?

Wr Jackie Marchand

Dir Andrew Merrifield

1 - 19 *I LOVE LOTHOR*

Marah & Kapri desire to assist their uncle Lothor in taking over the Earth by changing his image, and consult the television producer monster, Mister Ratwell! The idea is to broadcast a sappy sitcom starring Lothor, with a hypnotizing spell alongside, to force all of humanity to adore the Evil Space Ninja. Ratwell's love spell is also used on Cam & Blake, causing both of them to compete to the death for the affections of Tori!

Wr Steve Slavkin

Dir Andrew Merrifield

1 - 20 *GOOD WILL HUNTER*

Marah & Kapri, addicted to selling items on the internet, accidentally sell the Personal Alien Manager to a boy named Charlie, who just so happens to be the child Hunter is attempting to mentor in a Big Brother type program. The kid, unaware of just how powerful a device he has, unleashes an increasing number of Kelzaks upon the city! Meanwhile, the other Rangers all get Cam to film them in a video showing off their extreme sports moves.

Wr Steve Slavkin

Dir Andrew Merrifield

1 - 21 *ALL ABOUT BEEVIL*

Dustin's overly trusting nature causes him to lose his motorcycle to a shady man who promises to upgrade it, only to turn out his business card's address is a fake. Marah, displaced in her role among the Evil Space Ninjas by her robotic pal Beevil, sees a kindred spirit in the equally dim-witted Dustin, and approaches him about switching over to the side of good. Is this another trick at the Yellow Ranger's expense?

Wr Jackie Marchand

Dir Wayne Rose

1 - 22 *SENSEI SWITCHEROO*

An attempt to get Sensei Guinea Pig back to normal causes the mentor to switch bodies with Shane! The Red Ranger has a skating competition coming up, but can Sensei do it for him successfully? When the gravity-alerting monster Footzilla attacks, can the body switch be to the advantage of our heroes? And can the two be switched back, or is the game of musical bodies not yet through?

Wr Mark Hoffmeier

Dir Wayne Rose

1 - 23 *TONGUE AND CHEEK*

Stopping a band of crooks from vandalizing Storm Chargers while in his Yellow Ranger form, Dustin gains popularity. This goes to his head to the point his ego rubs his teammates the wrong way. Are the Wind Rangers through? Meanwhile, the living mailbox with a big tongue, Slob Goblin, aids Marah & Kapri in their efforts to make Blake & Hunter's trip to see their grandmother anything but comfortable!

Wr Art Brown

Dir Wayne Rose

1 - 24 *BROTHERS IN ARMS*

A brainy bike mechanic named Perry accidentally becomes the evil Motodrone. He captures Hunter, and attempts to implant his mind into a new vehicle, the Ninja Glider Cycle.

Wr Jackie Marchand

Dir Andrew Merrifield

1 - 25 *SHANE'S KARMA PART 1*

Repeated dreams, reminding him of an incident during his young, lead Shane into the woods, where he encounters an alien female being pursued by a deadly bounty hunter called Vexacus. What secret does this woman named Skyla have to the Red Ranger's destiny? Meanwhile, Tori has a birthday party, which is soon crashed by the Kelzaks, and Zurgane's latest Zord, now with Lightning Mode!

Wr Mark Hoffmeier, John Tellegen

Dir Charlie Haskell

1 - 26 *SHANE'S KARMA PART 2*

Shane learns of Skyla's intentions with reuniting with him after all these years, and protests this destiny, despite how it will give him added power, capable of defeating the now Lothor-aligned Vexacus. Elsewhere, Marah & Kapri hold a class reunion party on their uncle's ship. Meanwhile, the other Rangers must deal with Lothor's Lightning-Moded second Zord, that keeps stealing their Power Spheres!

Wr John Tellegen, Mark Hoffmeier

Dir Charlie Haskell

1 - 27 *SHIMAZU RETURNS, PART 1*

As the Rangers prepared to compete on the "search for a star" program, Cam ventures to a museum in search of an important artifact, and is not only attacked by Marah & Kapri, but the revived Motodrone! If that wasn't bad enough, an ancient statue is brought to life during the battle, reviving the long-dormant alien warlord Shimazu. He brings with him a trio of vicious beasts called Wolfblades. Can our heroes tame these three bad dogs?

Wr Douglas Sloan

Dir Andrew Merrifield

1 - 28 *SHIMAZU REUTNRS, PART 2*

Facing the combined trio of Wolfblades into one giant monster, the Rangers' Zords are helpless against it. Can Cam retrieve the component necessary to winning this battle? And what does it have to do with his hidden talent for the "Search for a Star" program? Speaking of which, will the pop-singing Marah & Kapri be the surprise underdogs at the contest?

Wr Douglas Sloan

Dir Andrew Merrifield

2 - 1 *THE WILD WIPEOUT*

After suffering a wipeout on her surfboard, Tori is sent by the evil Butterfly-like monster called Goldwinger to a pocket dimension where everything seems to be opposite of her own reality. Her Ranger teammates are evil, the aliens are good, Kapri & Marah are hippies, Zurgane & Choobo are punk-Kelly's stockboys, and Lothor is the do-good Mayor of Blue Bay Harbor! Whose side should she be rooting for now? Can she get back to her own dimension safely, if at all?

Wr Jackie Marchand

Dir Andrew Merrifield

2 - 2 *EYE OF THE STORM*

Shane's highly-successful and highly-critical older brother Porter comes to town, and reminds him of how he's wasting his life by spending it skateboarding. When facing the Eyezak monster, who causes each of the Rangers to face their worse fears, Shane's secret identity as the Red Ranger is exposed to his brother. Will this change his opinion of him?

Wr Ann Knapp Austen

Dir Charlie Haskell

2 - 3 *GENERAL DECEPTION, PART 1*

As Shane, Dustin, Blake, and Hunter prepare to go on a camping trip (taking along highly unessential items), the team is embroiled in a power struggle between the various Generals of Lothor's army. They face Zurgane's latest Zord, which just so happens to be copying their technology in the process!

Wr Ann Knapp Austen

Dir Wayne Rose

2 - 4 *GENERAL DECEPTION, PART 2*

Zurgane's Zord is obliterated by the Rangers, but the General manages to get the data from the Rangers' attacks, and uses it when creating a new Zord, the HyperZurgane Zord! It cripples the Hurricane Megazord, so can the Rangers stall Zurgane long enough for the Zords to be repaired? Even if Zurgane survives the battle, one of his fellow Generals has his own plans about his fate...

Wr Ann Knapp Austen, Douglas Sloan

Dir Wayne Rose

2 - 5 *A GEM OF A DAY*

Hunter's secret, that he's kept a few of the Gem of Souls fragments, comes out when Vexacus ambushes him for them. Though his teammates are upset over his hiding this from them, the artifact instead aids Cam in his plans to sneak aboard Lothor's spaceship to free the trapped ninjas! Speaking of which, Lothor has Motodrone spy on the suspicious Vexacus, leading to a showdown between the two Generals. All of this, plus the Condortron monster!

Wr Ann Knapp Austen

Dir Charlie Haskell

2 - 6 *DOWN AND DIRTY*

Marah & Kapri, having revealed to Shimazu that they've been faking being idiots all along, use his aid in piloting a trio of Evil Zords, all part of their grand scheme to overthrow Lothor by destroying the Rangers themselves! Meanwhile, Blake & Hunter's motocrossing rivalry signals a change in field of expertise for Dustin.

Wr Douglas Sloan

Dir Charlie Haskell

2 - 7 *SNIP IT, SNIP IT GOOD*

Having proven herself worthy after a training test, Tori goes on a quest to retrieve the Turtle Mace Power Sphere solo (and soon she faces both Marah & Kapri!). Shane & Dustin hide out, guarding a local Environmental Conference, which becomes Lothor's latest target when he sends down the Snipster monster to ensure nobody agrees on anything.

Wr Mark Hoffmeier

Dir Andrew Merrifield

2 - 8 *DOUBLE EDGED BLAKE*

Blake is spending his afternoons alone, and is keeping what he's up to a secret. Tori decides to follow him, and discovers he's hanging out with another girl! What connection does this woman have to the

Thunder Academy, and what use will Navy Ranger's new Thunder Blade against the balloontick Inflatron monster?

Wr M.L. Kessler

Dir Wayne Rose

2 - 9 *STORM BEFORE THE CALM, PART 1*

Lothor's true plan is revealed, as he elaborates upon his decision to let Vexacus wipe out his army in an effort to overflow and burst open the Abyss of Evil in a final attempt to destroy the Earth. It's all been foretold on the Scroll of Destiny, that he'll succeed in this. The Rangers gather at the Action Games to compete in special events, which just happens to be held on the exact area where the Abyss's entrance is at! Will our heroes destroy Vexacus, and thus, put the city one step closer to being overrun with the revived defeated monsters?

Wr Douglas Sloan

Dir Paul Grinder

2 - 10 *STORM BEFORE THE CALM, PART 2*

The Wind Rangers return to the destroyed Ninja Ops, and find a familiar face awaiting them! Hunter & Blake, having barely survived their Zords' destruction, make a stealth infiltration of Lothor's ship to save Cam, and get a pair of most unlikely allies. When Lothor attacks in his own Zord, will the Rangers destroy him, knowing that in doing so, the Abyss of Evil will be broken open?

Wr Ann Knapp Austen

Dir Paul Grinder

POWER RANGERS OPERATION OVERDRIVE



Five brave, skilled, and adventurous young people are chosen to search for several magical jewels that were long ago taken from the Corona Aurora ("Crown of the Gods"), so as to prevent them from coming into the possession of the demons Moltor and Flurious. These demons are brothers, banished long ago by the Corona's guardian for having attempted to steal it. When the millionaire explorer Andrew Hartford discovered Corona Aurora, the demons escaped their exiles and rallied their allies. In response, Andrew Hartford selected the talented youths and modified their DNA so as to grant them exceptional physical powers by which to combat the evil.

Although Moltor and Flurious initially attempted to work together, they soon became rivals. The Corona Aurora fell into their hands; yet without its jewels, it could not grant the owner universal power. Now both the Rangers have to beat multiple villainous groups to the jewels, and voyage across the world in search for the jewels.

Power Rangers: Operation Overdrive (abbreviated as PROO and Operation Overdrive, and formerly known as Power Rangers: Relic Hunters and Power Rangers: Drive Force) is an American children's television program, the fifteenth season of the Power Rangers franchise. It premiered on February 26, 2007. Operation Overdrive is broadcast on Toon Disney's Jetix programming block and ABC Kids in the United States, and on stand-alone Jetix networks in other countries. The program is a co-production between Disney and Toei. Toei produced the series which Operation Overdrive is adapted from, GoGo Sentai Boukenger, which is the thirtieth series in the long running Japanese Super Sentai franchise of tokusatsu programs.

Characters

Rangers

Main article: Operation Overdrive Power Rangers

Mackenzie "Mack" Hartford

The Red Ranger; his interests are sports, building models, and collecting anime. His physical power is supernormal strength. He is the son of Andrew Hartford, who acts as the team's Dispatcher.[7] He is portrayed by James MacLurcan.

Will Aton

The Black Ranger; a spy-for-hire with the physical powers of supernormal hearing and supernormal sight. He is portrayed by Samuel Benta.

Dax Lo

The Blue Ranger; he is an underappreciated stuntman and practical joker with the power to leap immense distances. He is portrayed by Gareth Yuen.

Veronica "Ronny" Robinson

The Yellow Ranger; she is a confident and competitive stock car racer. Her physical power is supernormal speed. She is portrayed by Caitlin Murphy.

Rose Ortiz

The Pink Ranger; she is a Mensa level genius archaeologist who enjoys poetry and myth. Her power is invisibility. She is portrayed by Rhoda Montemayor.

Tyzonne

The Mercury Ranger. Information concerning this character is unknown, as all that is known comes from Japanese magazine scans.

Allies

Main article: Allies in Power Rangers: Operation Overdrive

Andrew Hartford: Mack's father; an adventurer and billionaire who created the Operation Overdrive Power Rangers to find the gems of the Corona Aurora. He originally planned to be the Red Ranger, but decided that his son was better suited for the job despite his own fears of losing Mack. (Portrayed by Rod Lousich).

Spencer: The Hartfords' butler. (Portrayed by David Weatherley).

Sentinel Knight: He is the original guardian of the Corona Aurora. When he felt the crown was in danger, he hid the five stones and the crown on the planet Earth. His spirit returns to demand that Andrew and his team of Rangers to protect the crown. (Voiced by Nic Sampson).

Brownbeard: Once a notorious pirate, Brownbeard is long dead and now lives as a ghost on Saint Lucia, continuing to search for the Eye of the Sea. He temporarily possessed Rose's body to help her have fun for a change, turning her into an extroverted pirate. (Portrayed by John Leigh)

Villains

Main article: Villains in Power Rangers: Operation Overdrive

In Power Rangers: Operation Overdrive, there are three competing factions of villains that the Rangers must combat to prevent from acquiring the Corona Aurora's five gems.

Flurious: This master villain thrives in a sub-zero climate, on a glacier. He was originally human, until his attempt to capture the Corona Aurora. He was then transformed to a monstrous form affiliated with ice. (Portrayed by Gerald Urquhart)

Norg: An abominable snowman who lives in the cave Flurious claimed as his base. Quite good-natured and resilient. (Portrayed by Kelson Henderson)

Moltor: Moltor, brother of Flurious, must live under conditions of extreme heat, and thus dwells in a volcano. He was originally human, until his attempt to steal the Corona Aurora. He was changed into a demon affiliated with fire. (Voiced by Mark Ferguson)

Miratrix: An evil part-human who leads the third faction of villains. (Portrayed by Ria Vandervis)

Kamdor: An armored ninja, working with Miratrix, who lives inside her necklace. She refers to him as "master". (Voiced by Adam Gardiner)

Enemy Foot Soldiers:

Chillers

Lava Lizards

List of Power Rangers: Operation Overdrive monsters

Arsenal

Overdrive Tracker: The Overdrive Tracker is the Morpher for Operation Overdrive. It is equipped with a black light that can decode hidden messages, the Turbo Wheel which allows the Rangers to execute commands, and a keypad to be used for summoning their various Zords, as well as a zipline/grappling hook to reach faraway places. The morphing call is "Overdrive Accelerate!"

S.H.A.R.C.: Stands for Special Hydro Aero Recon Craft. The SHARC, which was built by Andrew Hartford, is a type of sleek-looking jet-like vehicle. It is capable of great speed in the air as well as on the water, and is the Rangers' primary mode of transportation. The SHARC is driven primarily by Ronny, the Yellow Ranger.

Drive Defender: The personal sidearm for the rangers, the Drive Defender features both a gun mode and a sword mode.

Each Ranger will possess his/her own weapon:

The Red Ranger wields the Drive Lance, a spear with a giant blade.

The Black Ranger wields the Drive Slammer, a giant hammer.

The Blue Ranger wields the Drive Vortex, a handheld fan that can create strong winds.

The Yellow Ranger wields the Drive Claws, two handheld bulldozer buckets that can be used to slash.

The Pink Ranger wields the Drive Geyser, a powerful water-based gun.

Civilian Vehicles: The rangers use these vehicles in pre-battle before they are morphed. Dax (Blue Ranger), Ronny (Yellow Ranger), and Will (Black Ranger) pilot their own personal ATV's or motorcycles, while Rose (Pink Ranger), Mack (Red Ranger), and any other allies traveling with them (such as Spencer or Andrew) travel in a Humvee.

HoverTek Cycle: The HoverTek cycle is used by Will for air and land battle.

Artifacts

Corona Aurora: The Corona Aurora is a crown, resembling that worn in medieval Europe but claimed to be of divine origin. To prevent its capture by those of negative interest, a Sentinel Knight scattered the crown's jewels across Earth. Now Moltor has the crown, to which he desires to add the jewels. If all five jewels are put on the crown and evil wears it, all hope is lost.

Neptune's Cocoon: This was found sealed within an altar in an Atlantian Temple deep in the ocean. The rangers opened the cocoon, believing it to contain one of the gems belonging to the Corona Aurora, finding instead one of the "Neptune Scrolls".

Scrolls of Neptune: The first of these three scrolls was inside the cocoon of Neptune. Rose solved the puzzle when they opened the scroll by making a picture of the sword of Neptune. The sword was actually made up of three scrolls. When the rangers got all three scrolls, they formed the sword of Neptune.

Sword of Neptune: When the three Neptune Scrolls, including the one mentioned above, were laid end to end, they formed a blade called the Sword of Neptune. It is currently missing its jewel. Upon its formation, it flew out of Rose's hands and pierced the island of Saint Lucia on a map, pointing the Rangers to the location of the pearl that fit its hilt.

FILMS:

Will SAMUELL BENTA, Rose Ortiz, Pink Overdrive Ranger RHONDA MONTEMAYOR, Ronny CAITLIN MURPHY, Dax Lo - Blue Overdrive Ranger GARETH YUEN, Andrew Hartford ROD LOUSICH, Mack JAMES MACLURAN, Spencer DAVID WEATHERLEY.

RELATED SHOWS:*POWER RANGERS MYSTRIC FORCE*1 - 1 *KICK INTO OVERDRIVE (PART 1 OF 2)*

Billionaire treasure hunter Andrew Hartford finds the ancient Corona Aurora, known as the powerful Crown of the Gods. But in the process, he unknowingly awakens two warring alien brothers, Moltor and Flurious. Enlisting stuntman Dax, championship racecar driver Ronny, master safecracker Will, and brilliant college student Rose to join him in keeping the world safe from the aliens as a new team of Power Rangers, Hartford refuses to allow his teenaged son, Mack, to risk his life by being part of the team. When given the chance to become the Red Ranger, can Mack prove himself to his father, and help protect the Crown from falling into the wrong hands?

Wr Bruce Kalish**Dir** Mark Beesley1 - 2 *KICK INTO OVERDRIVE (PART 2 OF 2)*

Hartford is kidnapped by Moltor, who also steals the Corona Aurora. Mack must prove himself as the Red Ranger and aid the team in saving his father, before they must use their DriveMax Zords to save an island from destruction by a giant sea creature.

Wr Jackie Marchand**Dir** Mark Beesley1 - 3 *THE UNDERWATER WORLD*

Will's self-reliance causes friction within the team. The Rangers seek one of the Corona Aurora gems in the underwater ruins of Atlantis.

Wr John Tellegen**Dir** Mark Beesley1 - 4 *HEART OF BLUE*

Dax rescues a girl named Mira from a monster attack, and quickly they become a couple. Can their romance survive the strain it's putting on the Blue Ranger's place on the team, or will a mysterious third villain mastermind put an end to their relationship? Meanwhile, the Rangers must make use of Will's theiving skills to track down two more scrolls.

Wr David Garber**Dir** Britta Johnstone1 - 5 *WHEATHER OR NOT*

After putting a bystander in jeopardy, Mack doesn't feel he's cut out to be a Ranger. But the team'll need him to pilot the Drill Driver, when Moltor's weather device creates an avalanche of snow on top of their Zords! Also, the team prepares to seek the jewel in St. Lucia, but Dax believes the island to be haunted.

Wr John Tellegen**Dir** Britta Johnstone1 - 6 *PIRATE IN PINK*

Searching the island of St. Lucia for the first jewel of the Aurora Corona, the Rangers stumble upon the ghost of Brownbeard, the pirate. They believe the Eye of the Sea he has sought all his life is the same gem they seek. Brownbeard possesses the uptight Rose, helping her to loosen up and have fun as Rosie The Bold. Can the team find the jewel before Miratrix and her cannon monster do?

Wr Jackie Marchand**Dir** Britta Johnstone1 - 7 *AT ALL COSTS*

Ronny's competitive nature and drive to always win begins to grate upon her teammates. Will things get worse when she butts heads with Mack over first usage of the latest weapon? Meanwhile, Moltor has his Lava Lizards compete against each other to prove superiority. The winner then becomes his newest monster, Valcon. But to truly become a super dragon, he'll need the powerful scale of an actual dragon. Can the Rangers stop them from obtaining it?

Wr Bruce Kalish

Dir Bruce Kalish

1 - 8 *BOTH SIDES NOW*

Will is fired by Hartford for selling Zord tech on the side! Taking his Tracker with him, the Black Ranger joins up with Miratrix, who's already beat the Overdrive Rangers to the next piece on their jewel-chase. After helping to free her master, Kamdor, from his locket prison, is Will's betrayal all it appears to be?

Wr David Garber

Dir Jonathan Brough

1 - 9 *FOLLOW THE RANGER*

Flurious & Moltor put aside their sibling rivalry and combine forces against the Rangers. With Moltor's Giant Robot and Dragonizer, they manage to capture the DriveMax Megazord! Mack ends up remaining within, and is taken prisoner on a hidden island. Will he be able to turn the polar opposite brothers against one another and get free, or will Andrew Hartford have even more of a reason to worry about his son?

Wr John Tellegen

Dir Jonathan Brough

1 - 10 *LIGHTS, CAMERA, DAX*

Dax eyes a film called "Ninja Rumba" as his big break as an actor. But Mr. Hartford refuses to allow him to take the role, since it may conflict with his Rangerly duties. Thanks to encouraging by Rose, Dax goes for it and gets the part. Can he film the movie and still help his teammates, or will he have to make a choice? Meanwhile, Moltor has his Scaletex monster and Lava Lizards track down Kamdor & Miratrix. Will the Rangers be able to use the conflicting villains to their advantage and gain the parchment from the Hou-ou bird for themselves?

Wr John Tellegen

Dir Mike Smith

1 - 11 *FACE TO FACE (PART 1 OF 2)*

The Rangers visit Rose's college in London to try to get the parchment deciphered, only to lose it to Tyzonn, Moltor's latest alien lizard henchman. But Mack, who manages to tear an important piece of the parchment off, notices his new enemy might not be as bad as he appears. Can the Red Ranger convince Tyzonn to give back what he stole, at the risk of the wrath of Moltor and his latest monster, Bullox? Or will he honor the deal that shamed him in the eyes of the people of his planet and give him the key to the second jewel in the Corona Aurora?

Wr Jackie Marchand

Dir Mike Smith

1 - 12 *FACE TO FACE (PART 2 OF 2)*

Mack joins forces with Tyzonn, learning that the reptilian creature is actually a human from the planet Mercury, cursed by Moltor. If the Red Ranger can then convince his Overdrive teammates to trust in him as well, they may have the means to recover the second jewel to the Corona Aurora from its lava crater hiding place. That is, if they can get past Moltor's Bullox monster first! And, will the new Sonic Streaker be enough to take on the flying menace of Moltor's Lavadactyls?

Wr Jackie Marchand

Dir Mike Smith

1 - 13 *MAN OF MERCURY (PART 1 OF 2)*

The search for the next jewel leads the Rangers to Portugal, then to Brazil, with a new group of villains, the Fearcats, always one step ahead of them! These intergalactic feline fiends are trying to free their fearsome friends from a mirror prison, and need the Corona Aurora's power to do it. As it turns out, hunting the Fearcats happens to be the mission Tyzonn came to Earth for. He reunites with the Rangers in an effort to stop them. But Ronny ends up captured and her Overdrive Tracker used to breach the prison! It's up to Tyzonn to save her, but what secret shame is holding him back?

Wr John Tellegen

Dir Charlie Haskell

1 - 14 *MAN OF MERCURY (PART 2 OF 2)*

It's up to Mr Hartford to restore the liquidized Tyzonn to his human form. But even then, will the man from Mercury join the team, or will his past with an ill-fated Intergalactic Emergency Response crew keep him from it? Meanwhile, though the Fearcats are seemingly destroyed, a Gyro boost from Flurious brings Benglo & Mig back, armored up and tougher than ever! And just what is behind the strange jewel readings in the Brazilian jungle?

Wr John Tellegen

Dir Charlie Haskell

1 - 15 *BEHIND THE SCENES*

Jessica Jeffries, an old college pal of Mr Hartford's turned big time news reporter, snags an exclusive interview with the Rangers for her show, "Good Morning, San Angeles." But thanks to some subterfuge by Miratrix, the big event leads to Tyzonn getting trapped between his human and mercury forms! Can he be saved in time to use his new Zords to aid the Rangers against the Giant Robot-piloting Fearcats, with the jewel-related Cannon of Ki Amuk at their disposal?

Wr Jackie Marchand

Dir Charlie Haskell

1 - 16 *JUST LIKE ME*

Will attempts to teach Tyzonn how to blend in on Earth, but when the Mercurian starts to copy Will a little too closely, the pair clash. Meanwhile, fed up with Flurious yelling at him, Norg runs away from home, taking refuge in Moltor's lair. And on top of all of this, the Rangers must stop Moltor from obtaining the key to the next jewel: Mjolnir, the enchanted hammer of Norse God of Thunder, Thor.

Wr David Garber

Dir Charlie Haskell

1 - 17 *IT'S HAMMER TIME*

With the Cannon of Ki Amuk and Mjolnir in their possession, the Rangers track the next clue to Mexico. There, the team has to contend with Kamdor & Miratrix, Flurious with his Chillers, and even Moltor and his Lava Lizards! Luckily, the owner of the hammer, Norse God Thor, arrives to help out. But with his petty behavior and greedy desire for the Corona Aurora, is this God of Thunder the real deal? It's up to Ronny to use her resemblance to the Goddess Freya to get the hammer back from him! Oh, and not to be left out of all the action, the Fearcats unleash their very own Giant Robot!

Wr John Tellegen

Dir Vanessa Alexander

1 - 18 *OUT OF LUCK*

Having swiped the Paedra Aztec Del Compass, the next clue to a jewel of the Corona Aurora, from the Rangers, Moltor puts it in the possession of his old friend, Blothgaar. During battle with the Rangers, Blothgaar uses the Compass' ability to alter chi & li to give Mack a serious case of bad luck! Despite disbelieving in it, the Red Ranger finds trouble at every single turn. Will use of his friends' lucky gifts (Dax's Grandfather's lucky shark-swimming shirt, Ronny's lucky stinky socks, Will's lucky scarf, Rose's Dad's lucky Sombrero, and Tyzonn's lucky potted plant) be able to change his luck, or just make him worse off?

Wr David Garber

Dir Vanessa Alexander

1 - 19 *ONE GETS AWAY*

Using the compass, the Rangers finally find the 3rd Jewel of the Corona Aurora. Will is entrusted to get it back to the base, but is ambushed by Kamdor & Miratrix, and loses it to the villainous pair. With Andrew angered at him, he resigns, only to have Spencer offer him another chance. Meanwhile, Moltor offers the Fearcats some invincible Super Armor. With their latest Giant Robot already giving the Rangers a tough time, can Will get to the Armor before the Fearcats, and make up for his prior failure?

Wr Bruce Kalish

Dir Vanessa Alexander

1 - 20 *ONCE A RANGER (PART 1 OF 2)*

The son of Lord Zedd and Rita Repulsa, Thrax, unites all four Corona Aurora-seeking factions of villains into a new Evil Alliance. When they manage to overwhelm the Overdrive Rangers, their connection to the Morphing Grid is severed, and their powers destroyed! With the gems still needing protecting, Sentinel Knight assembles a team of replacement Rangers, made up of members of previous (or future) teams of Power Rangers. Will they be enough to stop the Evil Alliance? And will the former Overdrive Rangers be able to assist with just their genetically enhanced abilities?

Wr Jackie Marchand

Dir Britta Johnstone

1 - 21 *ONCE A RANGER (PART 2 OF 2)*

No longer having Ranger powers, the former Overdrive Rangers return to their civilian lives. All but Mack, who learns of Thrax's plans to destroy Sentinel Knight, and seeks out the only item capable of doing so, the legendary sword Excelsior. Will he be doing this alone, or can the call of action prove the adage of "Once a Ranger, always a Ranger" to his former teammates? Meanwhile, their replacements, the

team of Returning Rangers, head to Angel Grove to seek out the only being capable of repairing the Morphing Grid: Alpha 6! Even if they succeed, can two combined teams of Power Rangers stop Thrax for good, and permanently break up the Evil Alliance?

Wr Jackie Marchand

Dir Britta Johnstone

1 - 22 *ONE FINE DAY*

The Rangers get a day off, and plan a relaxing picnic in the forest. Unfortunately for Rose, Tyzonn is obsessed with getting to know her better, which goes from flattery to annoyance very quickly. The Fearcats just happen to be in the same forest, and while searching for the powerful Centurion Torch to use in their latest Giant Robot, they put up a Lamporean force field. Our heroes bump into it, and despite Tyzonn claiming that forming a human chain with his Mercurian powers will allow them passage, they end up separated... with Rose stuck inside the force field with Tyzonn! Meanwhile, Norg spends his own day off in the same forest.

Wr Bruce Kalish

Dir Britta Johnstone

1 - 23 *RONNY ON EMPTY (PART 1 OF 2)*

Ronny throws a Halloween party and everyone helps out, all that is, except for Will. When Moltor and the Fearcats work together at powering a new robot, they capture Ronny and Will. Now the two of them must escape, while a clue from the centurion torch leads the others go to Egypt in order to find the next jewel.

Wr John Tellegen

Dir Mike Smith

1 - 24 *RONNY ON EMPTY (PART 2 OF 2)*

Will saves Ronny from having her energy drained.

Wr John Tellegen

Dir Mike Smith

1 - 25 *THINGS NOT SAID*

While battling one of Kamdor's monsters, the Rangers get their system infected with a computer virus. This soon leads to a revelation about Mack's true nature. Depressed after learning everything he thought was a lie, it'll take Spencer to snap the Red Ranger out of it to help the others get the fourth jewel before Kamdor and Miratrix. At the same time, Mack gains new powers.

Wr David Garber

Dir Mike Smith

1 - 26 *RED RANGER UNPLUGGED*

After learning about his true robotic nature, Mack starts to go through an identity crisis. When the Rangers battle Crazar, a Fearcat from Tyzonn's past, the Mercurian reveals more about the day of the cave-in. Meanwhile, Mig and Benglo use the battle as a distraction to get their claws on a powerful relic.

Wr John Tellegen

Dir Jonathan Brough

1 - 27 *HOME AND AWAY (PART 1 OF 2)*

Mig and Benglo access the power of the Octavian Chalice; Tyzonn is knocked unconscious and awakes on his home planet.

Wr Jackie Marchand

Dir Jonathan Brough

1 - 28 *HOME AND AWAY (PART 1 OF 2)*

While the other Rangers fight the Fearcats and Agrios, Tyzonn is with his girlfriend Vella, who tells him that he was never a Power Ranger. It all leads up to a final showdown with the Fearcats and a startling revelation about the day Tyzonn lost his team.

Wr Jackie Marchand

Dir Jonathan Brough

1 - 29 *WAY BACK WHEN*

The Rangers plug Mack into a computer to determine the status of each relic and jewel, and to figure out who has them.

Wr John Tellegen

Dir Jonathan Brough

1 - 30 *TWO FALLEN FOES*

Will seeks revenge after Kamdor embarrasses him; Norg stumbles upon a powerful jewel that was hidden from the Rangers.

Wr John Tellegen

Dir Mark Beesley

1 - 31 *NOTHING TO LOSE*

The Rangers travel to Japan to battle for a key to unlock the last hidden jewel; Flurious tricks Moltor into entering his ice den so he can destroy him.

Wr Jackie Marchand

Dir Mark Beesley

1 - 32 *CROWN AND PUNISHMENT*

With the power of the ultimate power of the Corona Aurora at his disposal, Flurious freezes all of San Angeles. The Rangers make their final stand against Flurious to save the world from his evil power, but in their darkest hour, will a sacrifice from Mack be enough to stop Flurious?

Wr Bruce Kalish

Dir Mark Beesley

POWER RANGERS S.P.D



Fifteen years into the future, Earth has welcomed alien beings to live with humans. But peace is short lived, as a planet conquering alien force turns its destructive attention to Earth! Evil and smart, they seem unstoppable. Only the Power Rangers - elite warriors trained at a newly established Ranger Academy and led by chief Anubis - can stop them. When the Red Power Ranger joins the team, tensions threaten to tear them apart. With the alien threat growing stronger every moment, the Rangers must forget their differences and go into action as one! Using teamwork, intergalactic weaponry and light-speed Zord vehicles to battle evil, they unite to become the ultimate force for good. Power Rangers SPD!

As far as PR seasons go, the best would have to be Time Force or DinoThunder. SPD is something we aren't used to, but at times it's pretty cool. There are countless alien cameos which hardcore fans will recognize as monsters from previous seasons. There are episodes that shine like Recognition and Idol, and comedic characters like Bridge and Boom. I also realize that a lot of changes were made from the Dekaranger footage to make this. (Bullets are replaced with lasers.) It's not the best, but it's not the worst either *cough*Turbo*cough*. This, like Ninja Storm, is a stretch for Power Rangers. It's pretty good and I'm sure it'll get better as the series goes on.

S.P.D. stands for Space Patrol Delta.

Power Rangers SPD is based from Japanese series called Tokusou Sentai Dekaranger.

Takes place 20 years after Dino Thunder.

The helmets used for the A-Squad Rangers (the ones admired by the starring Power Rangers around Jack and co.) are the helmets used in Power Rangers in Space. Only the black PRiS-helmet was repainted to green.

Bullets and missiles are no longer allowed to be shown in Power Rangers under new guidelines from Disney/ABC. In the original Japanese footage the Red Rangers guns and the Blue Rangers Zord both fire bullets at the villains. However in the US version these are edited to look like lasers instead. If you look closely you can sometimes see smoke coming out of the Red Rangers Delta Blasters, even though he's only supposed to be firing lasers.

Some of the customers at Piggy's restaurants are re-used monsters from past Power Rangers shows, some of which have either part of them or both (they are seen in "Shadow" Pt. 1 and 2, "Wired" Pt. 2, and "Boom"). Among the identified patrons of "Piggy's" are "Power Rangers Time Force" mutants Conwing and Chameliacon, "Power Rangers in Space's" Crocotox Blue, a guardian statue from "Mighty Morphin Power Rangers: The Movie," a Tenga (from "Mighty Morphin Power Rangers" season 3), Izout and an alien with the head of Dash from "Power Rangers Time Force," an alien with the head and arms of "Power Rangers Lost Galaxy's" Rocketron, "Power Rangers Lightspeed Rescue's" Cyclopter, a hybrid of GoGoV #45's monster (unused in the American versions of Power Rangers) with "Power Rangers Lost Galaxy's" Chameliac, an alien with the head of "Power Rangers Time Force's" Ironspike, and an alien with the head of "Mighty Morphin Power Rangers: The Movie's" Gatekeeper and the body of "Power Rangers Time Force's" Dragontron.

The Omega Rangers SPD badge number is 11C-41B

Produced by - Greg Aronowitz executive producer , Sally Campbell producer , Bruce Kalish executive producer , Koichi Sakamoto executive producer

Original Music by Bruce Lynch

Production Management - Charles Knight post-production producer

Sound Department - Dave Hurley sound recordist

Stunts - Daniel Arrias stunts , Shane Dawson stunt rigger

WR. Greg Aronowitz, Bruce Kalish , Jackie Marchand, David Garber

DIR. Greg Aronowitz, Mark Beesley, Paul Grinder, Charlie Haskell, Britta Johnstone, John Laing, Andrew Merrifield

EPISODES: 38 **YEAR MADE:** 2005 **COUNTRY:** US **SEASONS:** 1

BVS ENTERTAINMENT INC, BVS INTERNATIONAL N.V, RANGER PRODUCTIONS LTD, RENAISSANCE-ATLANTIS FILMS, TOEI CO.LTD

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1)

DATE OF PREMIER: 05/02/2005 **AIR DATE OF LAST EPISODE** 14/11/2005

SEASON DATE BREAKDOWN:

FILMS:

Jack Landors/Red SPD Ranger BRANDON JAY MCLAREN, Schuyler 'Sky' Tate/Blue SPD Ranger CHRIS VIOLETTE, Bridge Carson/Green SPD Ranger MATT AUSTIN, Elizabeth 'Z' Delgado/Yellow SPD Ranger MONICA MAY, Sydney 'Syd' Drew/Pink SPD Ranger ALYCIA PURROTT, Emperor Gruumm RENE NAUFAHU, Commander Anubis 'Doggie' Cruger/Shadow Ranger (voice) JOHN TUI, Dr. Katherine 'Kat' Manx MICHELLE LANGSTONE, Boom KELSON HENDERSON, Mora (2005) OLIVIA JAMES-BAIRD, Piggy BARNIE DUNCAN, Broodwing (voice) JIM MCLARTY

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)
POWER RANGERS DINOTHUNDER

1 - 1 *BEGINNINGS (PART 1 OF 2)*

In the not-too-distant future, Earth is home to various alien races. Thus, to keep the peace, an interstellar law enforcement agency known as Space Patrol Delta, or SPD, has established an academy on the planet. Three young members of its B-Squad cadets, Sky, Syd, and Bridge, each with genetic abilities and a desire to become a Power Ranger like those on the A-Squad, are assigned the task of arresting a pair of "Robin Hood"-like teens, Jack and Z, who turn out to also have genetic powers! As Troobian Emperor Gruumm, SPD Commander Anubis "Doggie" Cruger's old enemy, plots to bring his armies to Earth, the struggle between the B-Squad and the pair of thieves ends up interrupted by the intervention of Troobian cyborg soldiers, called Krybots!

Wr Bruce Kalish

Dir Greg Aronowitz

1 - 2 *BEGINNINGS (PART 2 OF 2)*

Though given the chance to escape imprisonment, Jack and Z instead return to the ambush of Krybots, and aid the newly morphed B-Squad in their first fight as SPD Power Rangers. The pair of thieves are soon arrested despite this, but given a second chance, allowed by Commander Doggie Cruger to join the B-Squad. Z eagerly agrees, though Jack refuses and remains jailed. When Z realizes what she and Jack had had that the Troobians wanted, can the B-Squad recover the device in time, against an assault by a Bluehead and Krybots? Or will they need a Red Ranger to make their team complete?

Wr Greg Aronowitz

Dir Greg Aronowitz

1 - 3 *CONFRONTED*

Emperor Gruumm's Troobian forces attack the Helix Nebula, prompting Doggie to send the A-Squad in response. With the resident Ranger team off Earth, the B-Squad cadets are given greater responsibility. Jack, already uncomfortable with being part of the team, soon discovers the perks of being Red Ranger, and abuses his status to an arrogant degree, putting him on the outs with the other Rangers. Can his ego be deflated and the team restored before they have to take part in their first Megazord fight?

Wr Jackie Marchand

Dir Greg Aronowitz

1 - 4 *WALLS*

Sky, falling back into the role of loner more now that he's been overlooked at being chosen as the Red

Ranger, refuses to join in any of the teams' activities, and repeatedly argues with Jack during battle. His temper is only made worse when Jack and Bridge are given new super charged bikes, while he's not! Meanwhile, Gruumm and his minions scheme to steal a truckload of diamonds in hopes of converting them into a new source of energy. Will Sky's confliction with Jack end giving the Troobians what they want?

Wr John Tellegen

Dir Andrew Merrifield

1 - 5 *DOGGED*

Syd becomes annoyed by the antics of the S.P.D's malfunctioning and obsolete robotic dog, R.I.C. But while investigating a series of missing person reports (all humans converted into gooey energy-fuel by Gruumm's newest alien lackey Rhinix), RIC saves the Pink Ranger from a Krybot attack. She talks computer experts Bridge and Boom into attempting an upgrade to the robot, but when it appears he's still working improperly, will Syd's persistence in believing in the robo-pooch pan out?

Wr Jackie Marchand

Dir Andrew Merrifield

1 - 6 *ABRIDGED*

The team is on the lookout for an intergalactic bank robber. They see a suspicious-looking alien, T-Top, near the vicinity of the crime. Assuming that they have their man, they try to arrest him, but T-Top puts up a fight and evades them. Although the evidence points to T-Top as the bank robber, Bridge is not convinced of his guilt and asks to conduct his own investigation. The others are dubious of Bridge's methods as he tries to look beyond the obvious facts and uses his intuition.

Wr Mark Hoffmeier

Dir Andrew Merrifield

1 - 7 *SAM (PART 1 OF 2)*

Sam, a shy young boy, exhibits special teleportation powers, the use of which causes him ridicule among other children. Seeing that Sam has no friends, Mora lures him into helping her in her latest folly: using her Bugglesworth monster to turn humans into dolls, perfect for her collection. Sam aids the alien in teleporting an entire office building worth of doll-ized humans away, but in doing so, is spotted by the Rangers. Z sees a kindred spirit in the homeless child, and follows him, learning what she suspects about him is true, he's not evil, just looking for a place to fit in. He's wary when she tries to befriend him, and a jealous Mora intervenes by unleashing Broodwing's most powerful Troobian soldier, an Orangehead Krybot!

Wr Bruce Kalish

Dir Charlie Haskell

1 - 8 *SAM (PART 2 OF 2)*

Time's running out for the humans turned into dolls, in a short while they'll be toys permanently! Z relates to her teammates the trauma of her childhood, in how it relates to her sympathy for Sam. Doggie adds his own trip down memory lane, and reveals the shared heritage between the B-Squad Rangers and the boy called Sam. Can Z convince Sam to embrace his uniqueness and use his special powers for good, or will he aid Mora and Bugglesworth in further crimes?

Wr John Tellegen

Dir Charlie Haskell

1 - 9 *IDOL*

An SPD ship crashlands on Earth, carrying with it Dru, Sky's best friend, who has been missing for over a year. The two quickly reconnect their relationship, and Dru's perfect, top class cadet ways clash with Jack's ego. When an assassination attempt is made on Commander Cruger, Dru is blamed. Can Sky put aside his emotions to bring him in to face justice?

Wr David Garber

Dir Charlie Haskell

1 - 10 *STAKEOUT*

Jack & Syd go on a stakeout, watching over the former partner of a recently escaped alien criminal, Sinuku, who needs a device from her in order to activate his demagnitron weapons for Broodwing. But Jack's disregard for Syd's birthday, and his infatuation with the scientist they're supposed to be spying on, causes tensions to flare between the Red and Pink Rangers. To make things worse, Piggy joins their stakeout!

Wr Jackie Marchand

Dir Mark Beesley

1 - 11 *SHADOW (PART 1 OF 2)*

Commander Cruger's mood swings are exacerbated, when Troobian General Benaag, who led the forces which destroyed Doggie's homeworld of Sirius, comes to Earth with a vendetta against him. But Doggie's previously vowed to never again take up arms against an enemy! Will his entire team of SPD Rangers be placed in danger, or will he go back on his word? Also, Piggy wins the lottery, but will he trade in a life of garbage for a life of luxury?

Wr Bruce Kalish

Dir Mark Beesley

1 - 12 *SHADOW (PART 2 OF 2)*

General Benaag holds Dr. Manx captive, using her as bait to call out his old enemy Doggie to battle. Commander Cruger comes clean to the B-Squad with the major detail he left out about the fall of Sirius, and how it relates to the current situation. With the Rangers busy dealing with an Evil Giant Robot planting Proton Spikes around in the city in an attempt to create an ultra violent earthquake, Doggie has to deal with not just Benaag, but a hundred Krybots, alone at the rendezvous site! Will he use Kat's gift to him to save her, even if it breaks his vow of peace?

Wr Bruce Kalish

Dir Mark Beesley

1 - 13 *ABANDONED*

"The Evil", a stone of immense power said to have come from the depths of the abyss itself, is up for its centennial awakening. Gruumm wants its for himself, and sends an alien to seek it out from its warrior guardian. The Rangers will have their hands full, especially when their taking their newest teammate for granted to the point Shadow Ranger refuses to aid them in battle!

Wr John Tellegen

Dir Britta Johnstone

1 - 14 *WIRED (PART 1 OF 2)*

Mora recruits an alien named Valko to be Gruumm's second-in-command, whose first plan is to revive and control a dreaded cyborg beast known as Goradon. The key to taming it lies at the SPD Academy, with Bridge's new friend Sophie, who isn't what she appears to be.

Wr Jackie Marchand, John Tellegen

Dir Britta Johnstone

1 - 15 *WIRED (PART 2 OF 2)*

The Rangers realize their mistake in expelling Sophie from the academy, and seek her out, only to have Valko find her first. He uses the female cyborg's supercomputer processor to harness Goradon, who proves to be too tough for the Delta Squad Megazord. The only hope lies with the Delta Base Security Defense system's Phase Two, which will take a not-quite-human to get it online in time!

Wr Jackie Marchand, John Tellegen

Dir Britta Johnstone

1 - 16 *BOOM*

Boom's lies to his parents about having not dropped out of SPD training, and leading them to believe he's the one and only Orange Ranger, comes back to haunt him when they come for a visit! When Morgana's schemes to impress Gruumm enough for him to restore her to her youth, leads to Jack & Sky going on a forced multi-dimensional escapade, Boom's masquerade puts the Rangers in danger. It'll take owning up to his mistakes, not to mention being true to what he does best, to rescue them.

Wr Greg Aronowitz

Dir Andrew Merrifield

1 - 17 *RECOGNITION*

While taking him in for questioning, Sky and the alien criminal named Wootox switch minds. As the Wootox-minded Sky makes like a trojan Ranger in infiltrating the Delta Command Megazord, the Sky-minded Wootox is hunted down by his former teammates.

Wr David Garber

Dir Andrew Merrifield

1 - 18 *SAMURAI*

Gruumm brings the legendary alien Samurai warrior named Katana from the year 1865 to present day Japan. The confused protector of Kyoto is tricked into believing the Rangers are his enemy by Broodwing. As the Rangers are dispatched to investigate this potential menace, Jack learns valuable lesson about fair swordplay.

Wr Matt Hawkins

Dir Andrew Merrifield

1 - 19 *DISMISSED*

The grouchy, bird-based Supreme Commander of SPD, Fowler Birdy, arrives at the Earth academy. His own ideas for how to run it better clash with those of current Commander Doggie Cruger. When Birdy orders Doggie to split the Rangers up when investigating Troobian attacks, he refuses, and ends up being relieved of his command! With Birdy now running the place, and dividing the Rangers up, it leaves them vulnerable when Gruumm comes to Earth on a souped-up motorcycle, prepared to destroy anyone who gets in the way of his desired rematch with Doggie! Can Cruger be called out of forced retirement in time, and what new gift of Kat's will aid against the newly mobilized Emperor?

Wr Jesse Horsting

Dir Paul Grinder

1 - 20 *PERSPECTIVE*

Each one of the SPD Rangers has their own version of their latest battle, and each one tells it to Doggie, with expected exaggerations and differences.

Wr Bruce Kalish

Dir Paul Grinder

1 - 21 *MESSENGER (PART 1 OF 2)*

Boom picks up a distress message from the future, claiming to be marking the 15th anniversary of the Troobain takeover of Earth, and today being the day it's supposed to happen! As Morgana takes up battle armor, and joins with a pair of the most dangerous alien criminals around in attacking the Rangers, it looks as though the warning is coming true.

Wr Bruce Kalish

Dir Paul Grinder

1 - 22 *MESSENGER (PART 2 OF 2)*

Down to one Megazord, unable to receive assistance from SPD High Command, and facing unstoppable foes, the Rangers, and the planet Earth, appear to be at the brink of defeat. The sudden arrival of the Omega Ranger might very well change that, but where does he come from, and what does he have to do with that time traveling orb of living light?

Wr Jackie Marchand

Dir Paul Grinder

1 - 23 *ZAPPED*

Morgana recruits a washed-up alien magician named Mysticon, giving him a magic wand, the abilities of which make him, and his dinosauric pal Al, capable of committing numerous thefts. In exchange for this power, Mysticon puts on a magic show, in an effort to attempt to capture a leading microbiologist to aid Gruumm in his ultimate scheme, and ends up also putting would-be assistant Syd under a spell! Meanwhile, Doggie's favoritism of Omega Ranger over the others begins to get on the nerves of the B-Squad.

Wr Stan Berkowitz

Dir John Laing

1 - 24 *REFLECTION (PART 1 OF 2)*

The Rangers run up against several alien criminals they've faced before, and all of whom are still captured! Sky, upset about not being given the new Battlizer Kat and Boom have developed for Jack, is sent to interrogate an imprisoned alien named Mirloc. He learns the source of the copycat criminals is a creature called Slate, able to change into others at will. But the information comes at a high cost for Sky, who has to relieve the sad fate of his father.

Wr Jackie Marchand

Dir John Laing

1 - 25 *REFLECTION (PART 2 OF 2)*

Sky learns that Mirloc, who manipulated him into helping his escape prison, is responsible for the death of his father! The alien criminal uses his abilities to teleport through any reflective surface to taunt and capture each of the Rangers, one by one, until only Omega Ranger stands! Even if he can be freed from Mirloc's mirror cell, can Sky finally obtain justice for his father and put to rest his own desire to become Red Ranger like he was? Meanwhile, Piggy finally chooses a side.

Wr Jackie Marchand

Dir John Laing

1 - 26 *S.W.A.T. (PART 1 OF 2)*

Gruumm pressures Piggy into making good on his promise to be evil. When Z & Kat come to him for a part needed to aid in the creation of a new armor upgrade, he enlists the aid of his two evil alien pals, Stench and Thresher, to plant a virus in it, allowing them access to SPD's computers! The criminals use the armor tech to give themselves a power boost, which spells trouble for the B-Squad. But the Rangers have bigger problems, namely their in-team bickering has increased to an all time high. Before they can get the SWAT mode needed to defeat the pair, they'll have to earn it by going through boot camp on another planet!

Wr John Tellegen

Dir Britta Johnstone

1 - 27 *S.W.A.T. (PART 2 OF 2)*

Pushed to their physical and emotional limits by Sgt. Silverback's intense training course, the Rangers, demoted and relieved of their Morphers, are forced to overcome their differences and faults to fully view themselves as a team. If they can pull their team back together, they'll finally wield the power of SWAT. Meanwhile, Shadow and Omega Rangers find the armored foes of Stench & Thresher to be more than powerful adversaries. Also, Piggy finds his allegiances pulled in various directions.

Wr Greg Aronowitz

Dir Britta Johnstone

1 - 28 *ROBOTPALOOZA*

Bridge has a nocturnal premonition, where the Rangers' Megazord falls prey to three giant robots at once. Gruumm orders Morgana to draw up some new monsters, and though each of the three are defeated, the toll is taken on the B-Squad in the form of exhaustion. Unbeknownst to them, Broodwing is waiting for this opportunity, and has three of his criminal associates prepared to strike the tired and weary Rangers! Can Bridge follow his dreams and foil the evil plan before he relives his nightmare? And what special gift does Dr Manx have in store for them to aid in this venture?

Wr Bruce Kalish

Dir John Laing

1 - 29 *KASTASTROPHE*

Given a promotion by Commander Birdy to chief technical advisor to the main SPD HQ, Dr. Kat Manx is torn between her role with the Rangers and that of a higher purpose. The B-Squad aid Boom in making it seem as though they can function without her, and she soon chooses to depart Earth. But with the inept Boom now in charge of the Rangers' technology, Broodwing recruiting the robot-making skills of her evil former classmate, Professor Mooney, and the promotion effectively ending her ability to do physical work herself, Kat will have to take on yet another role, as Power Ranger, to bring everything back to normal.

Wr Jackie Marchand

Dir Britta Johnstone

1 - 30 *MISSING*

The karate-master alien criminal called Bork comes to Earth, aligned with the Gruumm-usurping Broodwing. He captures Bridge in a rapidly constraining cell, with a broken Morpher.

Wr Bruce Kalish

Dir John Laing

1 - 31 *HISTORY*

Summoned from the year 2005 into the future via an evil plot, Conner, Kira, and Ethan, the original three DinoThunder Rangers, quickly encounter 2025's resident team, the SPD Rangers. But with between Broodwing's giant monster Dragoul, and rival Emperor Gruumm's own Troobian assault on Earth occurring at the same time, SPD will need a little help in the form of their historical guests.

Wr Jackie Marchand

Dir Paul Grinder

1 - 32 *IMPACT*

Broodwing's associate known as Professor Cerebros alters the trajectory of a meteor, aiming it right for Newtech City. Between this, Jack & Sky's competitiveness over who gets to risk their life to save the world, and another Dragoul, the SPD Rangers are kept endangered and busy.

Wr Jackie Marchand

Dir Paul Grinder

1 - 33 *BADGE (PART 1 OF 2)*

Icthior, Doggie's rival from his days at the SPD Academy, comes to Earth, working for Broodwing. He attacks the Rangers, taking an SPD badge from each one as a souvenir. Meanwhile, Morgana may get her ultimate wish if she can help Emperor Gruumm get the last component for his mysterious "Magnificence".

Wr Jackie Marchand

Dir John Laing

1 - 34 *INSOMNIA (PART 2 OF 2)*

After a misunderstanding from hearing Doggie lamenting about the loss of A-Squad, the Rangers are upset to the point they're unable to get any sleep. They recall past adventures in an effort to boost their morale, and in the process make a startling observation. Meanwhile, Mora faces down the secret being inside Gruumm's Chamber of Magnificence.

Wr John Tellegen

Dir John Laing

1 - 35 *WORMHOLE*

Emperor Gruumm utilizes a wormhole to pass into the past by 20 years, to 2004, in an attempt to conquer Earth without SPD interference. The Rangers must follow after him, and team-up with the year's resident team, the DinoThunder Rangers, to put a stop to him and his reluctant ally Zeltrax.

Wr Bruce Kalish

Dir Paul Grinder

1 - 36 *RESURRECTION*

Jack slacks off on duty when he begins a romance, which quickly gets him in hot water with Commander Cruger. Soon, the Rangers are sent to Gamma Orion, following a distress signal that'll lead them to the missing A-Squad Rangers, if they can survive the experience. Meanwhile, Broodwing continues his scheme to take over the Earth with the human-lifeforce-battery operated criminal Delex, and the Magnificently brainwashed Mora bids goodbye to Cindy Sunshine.

Wr Bruce Kalish

Dir John Laing

1 - 37 *ENDINGS (PART 1 OF 2)*

The B-Squad SPD Rangers face the evil and far more experienced A-Squad SPD Rangers. To make things even worse, Broodwing, his three Generals, and an army of Krybots swarm the Delta Base, taking over! Meanwhile, now captive of Emperor Gruumm, Doggie Cruger encounters a familiar face from his past.

Wr Jackie Marchand

Dir Greg Aronowitz

1 - 38 *ENDINGS (PART 2 OF 2)*

Captured by Emperor Gruumm, the Rangers get unexpected help from the person responsible for their imprisonment. Doggie faces Gruumm in a final showdown for the life of Isinia. Omni's Magnificence is finally created, and attacks Newtech City. Kat, Boom, Omega Ranger and the rest of the non-Ranger SPD cadets are all that stands in the way against a Krybot invasion of the Delta Base.

Wr Bruce Kalish

Dir Greg Aronowitz

POWER RANGERS TIME FORCE



When a crimelord from the year 3000 finds that times are too tough, he goes back in time to 2001. And the Power Rangers of year 3000 come back to battle him. Things only get crazier when the bad guy masters time travel, allowing him to pop up wherever he wants in the timestream.

It is the year 3001 and the Power Rangers have become the Time Force, a peace-keeping team. The Time Force appears at the scene where Ransik is trying to go back in time. Alex, the Red Time Force Ranger, attacks Ransik and catches him. Alex returns the time core to the Time Captain and turns Ransik over to the authorities. At the courtroom, Alex proposes to Jen and Ransik is sentenced to prison to be cryogenically frozen forever. Jen, Trip, Lucas, and Katie are assigned to take Ransik to the cryogenic station, but Ransik's daughter Nadira and Frax, his loyal monster, ambush the transport vehicle and Ransik escapes. The Time Force are fired for failing in their mission. Ransik goes to the prison and takes it over. Alex comes in and starts to attack Ransik. The rest of the Time Force appears and Ransik kills Alex, or does he...? The Time Force steal five morphers and a ship and go back in time to chase after Ransik, who also went back in time.

Time Force has chased Ransik back in time to the year 2001, where he is trying to take over the city of Silver Hills. Nadira and her Cyclobots are robbing the city, but the Time Force's morphers won't work. Jen chases after Nadira, who runs off, and she is being beaten badly by the Cyclobots. Someone shows up on a bike and saves Jen. When she sees who he is, he looks a lot like Alex, which totally shocks Jen. The rest of the Time Force shows up and they are amazed too. The Alex look-alike runs off. Circuit tells the Time Force that until the Red Chrono Morpher is activated, none of the other morphers will work. Only Alex, or someone with his DNA, can use it. The Time Force wonders if the person who looked like Alex could use it, since they believe he is an ancestor of Alex's. Jen finds the person, Wes, and he laughs when she asks him to help. When the Time Force goes to battle Ransik without their powers they are being beaten. Wes shows up to help and puts on the morpher. The Time Force now has a new red ranger named Wes, who just happens to be a relative of Alex - one of his ancestors. The Time Force morph into Power Rangers using their new Chrono Morphers and defend Silver Hills. After the battle Jen tells Wes they don't need his help anymore, even though the rest of the Time Force isn't so sure of that.

Criminals from the year 3000 has come to take over 2001. Four Officers from the Time Force Police has tracked down the Time Criminals to stop them in their tracks. But, first need to recruit a new red ranger. Wes, the individual they recruit looks much like their friend, Alex, the leader of the team in the future. With the help of Wes, the Time Force Ranger will now have to fight Ransik and his gang of futuristic criminals. Many of the fights in the show parallaxes with the movie, The Matrix (you know that slow motion camera turning thingy where they dodge bullets and all that junk, which is kind of creepy). Power Rangers Time Force is based on the Japanese Sentai (Task Force) Series, "Merai Sentai Timerangers," which ended its season run late last year. In Japan, they already have a new Ranger-like show called 100 Beast Gaoranger (don't know the Japanese title, which I will guess that Saban has plans on redoing in 2002).

*Take note after the corniness of the first four seasons of the Power Ranger series, Saban has finally decided to base some (but not much) of the American Power Ranger plotline on its Japanese Sentai counterparts (in which, Japan shows somewhat more corniness in their Sentai series more than their American counterparts).

Produced by Shuki Levy (executive producer), Judd Lynn (co-producer), Scott Page-Pagter (co-producer), Paul F. Rosenthal (co-producer), Haim Saban (executive producer), Koichi Sakamoto (co-producer), Jonathan Tzachor (producer), Original music by Glenn Scott Lacey (episodes 1-16), Shuki Levy, Kussa Mahchi, Lior Rosner, Jeremy Sweet. Cinematography by Ilan Rosenberg, Film Editing by Richard Bracken and Ronald LaVine. Casting by Iris Hampton, Production Design by Julie Bolder, Art Direction by Robert Howeth, Set Decoration by Scott Owen, Costume Design by Danielle Baker.

Makeup Department - Rosanna Montes (hair stylist), make-up artist - Sharon Simon. Production Management - Shaun Tarkington (unit production manager), Second Unit Director or Assistant Director -

Chris Auer (first assistant director: second unit), Mark Avery (second assistant director (episodes 1-18)), Bert Christman (second assistant director (episodes 19-24)), Rachel Dickson (second assistant director (episode 25-)), Stephen Harrison (first assistant director), Larry Litton (first assistant director), Lisa Stuckey (second assistant director: second unit),

Art Department - Banner Agundez ((uncredited)), Kristen Catena (monster wrangler), Andy Reins (lead man), Mark Richardson (property master), Ivory Stanton (monster wrangler), Sound Department - Barron Abramovitch (music engineer), Charlene Banta (sound effects editor), Chuck Buch (production sound mixer), Drew DeAscentis (supervising music editor), James Dijulio (second music engineer), Laura Drozco (adr coordinator), Tim Gosselin (second music engineer), Doug Latislaw (supervising sound editor), Al Lay (second music engineer), Ian Mayo (sound effects editor), Darryl Patterson (sound mixer: second unit), John Sperger (second music engineer), Edward F. Suski (sound re-recording mixer), David Walsh (adr director), Special Effects by John Bordeaux (special effects).

Visual Effects by Daryl Bartley (CGI lead animator: Saban (uncredited)), Michael Carter (modern videofilm artist), Jonathan Cummins (modern videofilm artist), Susanna Dileo (modern videofilm artist), Rick Kerrigan (visual effects supervisor), Jason C. Spratt (visual effects supervisor: Modern VideoFilm), Jeff West (lead artist: Modern VideoFilm), Stunts - Rey-Phillip Santos (stunts), Jason Ybarra (stunts).

Other crew - Aldo Antonelli (camera operator), Sean B. Backus (post-production supervisor), Dwayne Barr (dolly grip), Richard Bernagozzi (script supervisor (episodes 1-3)), Dennis Bishop (lighting director), Jody Blose (script supervisor: second unit), Brett Born (production accountant), Jennifer Cadenhead (assistant to producers (episodes 1-18)), Deven Chierighino (location manager), Susan Ciari (production accountant (episodes 19-)), Susan Foster (production accountant (episodes 1-18)), Marilyn Giardino (script supervisor), Audra Gorman (location manager), Ron Kenan (executive in charge of music), Nancy Kennedy (assistant to producers), Lissa Kereta (assistant to producers (episodes 19-)), David Leon (music supervisor), Brett Lood (best boy grip: second unit), Judd Lynn story editor (uncredited), Anne Britt Makebakken (adr writer), Jackie Marchand (assistant story editor), Lee Marshall (assistant to producers), Sean McLin (director of photography: second unit), Lisa McNeil (script supervisor), Revis Meeks (apprentice editor), Clive H. Mizumoto (executive in charge of post-production), David Mun (assistant camera), Akihiro Noguchi (action choreographer), Jeffrey Oberste (post-production associate), Zach Alwin Pagter (adr writer), Dusty Rabbin (music coordinator)

Eric Rainey (additional editor), Eric S. Rollman (executive in charge of production), Suzi Shimoyama (adr writer), Randy Shropshire (unit photographer), Christienne Silverio (assistant accountant), Jaimie Trueblood (unit photographer), Christian Walsh (adr writer), David Walsh (adr writer), J. Zachary Woodford (assistant editor), Michele Zaday (assistant accountant).

Distributors - Fox Kids Network [us], Fox Television [us] (2001), Saban Entertainment Inc. (worldwide)
 Special Effects - Modern Videofilm Inc. [us]
 Extras casting - Central/Cennex Casting [us]
 Camera equipment provided by Keslow Cameras [us]
 Stunt choreography - Alpha Stunts [jp]
 Grip and lighting equipment - Cinemobile System Inc. [us], Santa Clarita Studios.

Power Rangers: Time Force (often abbreviated as "PRTF") was the ninth incarnation of the Power Rangers series, based on the Super Sentai series Mirai Sentai Timeranger (Future Squadron Time Ranger), running for 40 half-hour episodes from February to November of 2001.

It is unique in the fact that the overall story is considerably darker than many of the other incarnations because the storyline was almost similar to its Japanese counterpart (itself critically acclaimed as one of the best of the genre) with very minimal alterations. Like Power Rangers: Lightspeed Rescue before it and Power Rangers: Wild Force after it, the Power Rangers are adults and not teenagers. Because of this, many fans felt that this incarnation of Power Rangers, in particular, would have made a successful primetime series for adults had it not been for the traditional elements that made up a Power Rangers series. The producers behind Power Rangers claim that the reason for that not happening is that they do not want to alienate their target audience, namely, kids.

Rangers

Jen, the Pink Time Force Ranger, prepares for battle
 Time Force Power Rangers
 Alex - Original Red Time Force Ranger from the year 3000. After "dying" he becomes an ally who secretly helps the rangers. Later he officially allows Wes to keep the Red Ranger powers. (portrayed by Jason Faunt).

Jen Scotts - the Pink Time Force Ranger and leader of the team (portrayed by Erin Cahill) (Note: "Scotts",

whilst generally accepted by the fanbase as Jen's last name, was not officially stated in the show's continuity.)

Wesley Collins - the Red Time Force Ranger and second-in-command. (portrayed by Jason Faunt)

Lucas Kendall - the Blue Time Force Ranger (portrayed by Michael Copon)

Trip - the Green Time Force Ranger (portrayed by Kevin Kleinberg)

Katie Walker - the Yellow Time Force Ranger (portrayed by Deborah Estelle Phillips)

Eric Myers - the Quantum Ranger and leader of the Silver Guardians (portrayed by Daniel Southworth)

Allies

Circuit (Brianna Siddall)- a mechanical owl which acts as an information source (like Alpha 5) and calls Captain Logan to send the Zords when needed.

Captain Logan (Roy Werner)- Time Force commanding officer.

Mr. A. Collins - Wes' father and millionaire businessman. (portrayed by Edward Lawrence Albert) (Note: Whilst Mr. Collins' first initial was established as 'A', his first name was never officially stated in the show's continuity.)

Philips (Douglas Fisher)- the Collins family butler, always ready to give Wes helpful advice.

Zaskin (Ken Merckx)- A Biolab scientist that works for Collins.

Lightspeed Rescue Power Rangers - the previous Ranger team, they join forces with the Time Force Rangers to stop a Super Demon.

Wild Force Power Rangers-Ranger team that the Time Force Rangers meet and team up with in 2002 (a year after the events of Time Force takes place) to stop a trio of Mutant-Org hybrids.

Villains

Main article: Villains in Power Rangers: Time Force

Ransik (portrayed by Vernon Wells)

Nadira (portrayed by Kate Sheldon)

Frax (Eddie Frierson)

Gluto (Neil Kaplan)

Arsenal

Chrono Morphers: Created by Time Force and usually used by select officers such as Alex and the Time Force Rangers. The Chrono Morphers can display holographic images and imprint the DNA of the wearer so that only the person in question, or someone with similar DNA, can use them to morph by calling "Time for Time Force!".

Quantum Morpher: Eric Meyers uses this device to morph into the Quantum Ranger by crying out "Quantum Power!", and it also controls his Quantasaurus Rex Zord. The Quantum Morpher's distinct Voice Activation feature allows Eric, or someone that sounds like him, to operate it.

Time Force Badge: Each Ranger wears his or her own badge, thus identifying them as law enforcers to criminals. The badge can also seal an apprehended criminal in a cryo-containment unit.

Chrono Sabers: Each Ranger carries two Chrono Sabers, which can also double as a lance. In battle, the Chrono Sabers can fire energy projectiles and are used to deliver a Time Strike.

Electro Booster: Trip created this unique blaster to help the team overpower an energy-absorbing mutant. It is formed through adding a series of attachments onto a Chrono Saber.

Chrono Blaster: The standard Time Force firearm.

Quantum Defender: The Quantum Ranger's personal firearm can change into a sword.

Vortex Blaster: This powerful cannon, forged from the five V Weapons, delivers a powerful blast capable of either freezing or knocking out targets.

V Weapons: Giant cannons used by the five core Rangers, each branded V1 to V5. They can easily destroy a target but are usually set to stun.

Battle Warrior Armor: A black knight once bested a white knight and claimed for himself a box that could be opened only by those with a pure heart. The black knight eventually appeared in Silver Hills and left the box in a cave, to be guarded by a dragon. Wes found the cave and defeated the dragon before opening the box to receive the magical Battle Fire, which gave him access to the Battle Warrior Armor. In addition to body, helmet and boot armour, Wes is armed with a giant sword which ignites its target in a blaze.

Mega Battle Armor: The Quantum Ranger's own Battlizer Armor, granted to him by Alex from the year 3000. The Mega Battle Armor places a visor over Eric's helmet and gives him torso shielding, rollerblades, detachable wings that serve as blasters and blades, and a large energy blade that is capable of "freezing" giant criminals.

Vector Cycles: Motorcycles from the future, assigned to each of the five core Rangers for ground pursuit.

Strata Cycle: A sleek vehicle sent by Alex to aid Wes. It has flight capabilities and awesome firepower.

TF Eagle: Quantum Ranger's personal transport, capable of travelling through time.

Time Jet: A glider-like aircraft that carries the Rangers to their Time Fliers. It can fire from front-mounted blasters and transform into an oversized handgun. In its handgun mode it is often used by the Time Force Megazord Mode Blue.

Zords

Main article: Zords in Power Rangers: Time Force

Transwarp Megazord

Shadow Force Megazord Mode Blue or Mode Red (combination of Time Force Megazord & Time Shadow Megazord)

Time Force Megazord Jet mode, Mode Blue, or Mode Red (combination of the Time Flyers)

Time Flyer 1 (Wes/Red)

Time Flyer 2 (Lucas/Blue)

Time Flyer 3 (Trip/Green)

Time Flyer 4 (Katie/Yellow)

Time Flyer 5 (Jen/Pink)

Shadow Winger or Time Shadow Megazord

Quantasaurus Rex a.k.a. the Q-Rex (Eric/Quantum)

Trivia

An oddity with Time Force is that it is the first series since the trend started in Power Rangers: Turbo that did not have most of or all of the Rangers' arsenal end up being destroyed in the final battle.

Originally, Eric was supposed to die before the finale, like his Mirai Sentai Timeranger counterpart Naoto/Timefire. The scene of Eric's death was actually filmed before higher-ups refused to allow it to air.

Power Rangers Time Force is the second Power Rangers season to feature a female Ranger as the leader of the team, and is also the first (and only) Power Rangers season to feature a Pink Ranger as the leader.

Power Rangers Time Force were the first team of rangers in an official season to not feature white boots or white gloves as part of their suits, they were the same color of their respective ranger color designation. The Alien Rangers share this same trait, but are not considered to be full season rangers.

Jen makes a PR first, by using the word 'death', in this line, "I WON'T let his DEATH be in vain!"

Power Rangers Time Force is the only series thus far to feature a sixth ranger that wore the same color as another team member (Wes and Eric both wore red as their color scheme, it should be noted that in Power Rangers: Ninja Storm technically Tori and Blake were "Blue Rangers" albeit different shades of blue (Aqua and Navy) and Shane and Hunter being both "Red Rangers" being a different shade of red (Red and Crimson) Wes would be known as the Red Ranger and Eric would be called the Quantum Ranger).

Power Rangers Time Force is notable for being the first series not to "destroy" it's monsters, but rather "capture" them in containers. This method would be repeated in Power Rangers: SPD, where monsters are "contained" rather than destroyed.

Time Force is also noted for being the first series to employ the "Red Rookie" concept, where-in the Red Ranger (in this case, Wes) was the last Power Ranger to be recruited into the team. It should be noted that while Alex was the original Red Time Force Ranger, he was a solo Ranger as Jen, Trip, Katie and Lucas did not have Chrono Morphers at the time before Alex seemingly died by Ransik's hand.

It was the first series to employ Power Rangers from the future, this would be done again in Power Rangers: SPD with the addition of the Omega Ranger and Nova Ranger.

It was the first series to feature a family member accidentally finding out their relative was a Power Ranger (Mr. Collins found out Wes was the Red Ranger when his visor was damaged in a battle). This would be repeated in Power Rangers: Wild Force when Alyssa's father mistakenly found she was the White Ranger and

in Power Rangers: Ninja Storm when Shane's older brother accidentally found out he was the Red Ranger. In Power Rangers: Zeo, Tommy Oliver's brother finds out that Tommy was the Red Zeo Ranger, but was not accidental. Rather he insisted the Red Zeo Ranger to show him where his brother was kept safe. Tommy then opens his helmet, as his brother insistence and forced himself to reveal himself to his brother that he was the Red Zeo. His brother agrees to keep his identity secret.

It was the first series to feature villains who truly reformed (Ransik and Nadira) and turned to the side of good.

It was the final series to open each episode with the teaser scene before the opening credits.

One episode of Power Rangers: Time Force ("Circuit Unsure") was dedicated in memory of Thuy Trang, a member of the original Mighty Morphin Power Rangers cast. On that very sad note, on September 3, 2001, Thuy Trang died on impact in an automobile accident on Interstate Highway 5 when the automobile she was riding lost control. Her passenger was Angela Rockwood-Nguyen, a former actress/model and the wife of fellow Vietnamese-American actor Dustin Nguyen. Thuy Trang died on impact, but Rockwood-Nguyen survived despite not wearing a seatbelt, but became quadriplegic. Her fellow MMPR co-stars Amy Jo Johnson, and David Yost attended her funeral.

In one episode of Time Force, you can -almost- completely see the face of Eric's Super Sentai counterpart, Naoto. This occurs in the episode which first introduced the Quantum Ranger. Due to the two actors looking highly similar, a lot of Timeranger footage was kept showing Naoto from a distance, and in one scene his face is covered briefly, but he begins to pull his hands away, giving a brief glimpse of Naoto's face.

Eric Myers, the Quantum Ranger, made history when he defeated a giant monster without a Zord, however, he was equipped with the Quantum Mega Battle (his Battlizer), unlike Tommy Oliver in Power Rangers: Dino Thunder, who defeated a monster by using his Brachio Staff's elemental powers.

The teamup episode "Time for Lightspeed" saw 5 Battlizers being activated at the same time. Such instance hasn't been repeated (even in Forever Red, due to early Red Rangers lacking those, the use of Battlizers was avoided), although power-up team-ups were later seen frequently (most notably the Power Rangers: SPD episode "History", where the SWAT Mode was shown together with the Super Dino Mode).

This was the only series in which their sidearm weapons (Chrono Blasters) were not viewable when morphed.

This is only the second series to have two Rangers attracted to each other involved in a kissing scene (namely Wes and Jen. The first were Kim and Tommy from MMPR).

It is the second, and so far, last Power Ranger season to have a series finale that was three parts, generally ranger finales are two-parters. The only other Power Rangers series to have a three parter finale was Power Rangers: Lost Galaxy.

Time Force was also the final Power Rangers series to air exclusively on Fox Kids, and the last series to be produced by Saban Entertainment. During the post production of Time Force, Disney bought the series even though Fox Kids had broadcasting rights for the first half of Wild Force before it moved to ABC.

Oakley, Inc. sunglasses were used as the Visual Scanners the Rangers wore.

This was the first series to include colored visors, this would be repeated in Power Rangers Dino Thunder with the addition of the White Dino Ranger's red visor.

First series to feature an animal-like mentor, Circuit. This would be repeated in Power Rangers Ninja Storm and Power Rangers SPD.

Time Force was the last Power Ranger series (to date) to not only feature an African American Yellow Ranger but a female African American Ranger as well.

WR. Judd Lynn, Jackie Marchand.

DIR. Issac Florentine, Kaizo Hayashi, Yoshi Hosoya, Worth Keeter, Judd Lynn, Koichi Sakamoto, Jonathan Tzachor, Makoto Yokoyama.

EPISODES: 40 **YEAR MADE:** 2001 **COUNTRY:** US **SEASONS:** 2

MMPR PRODUCTIONS, RENAISSANCE-ATLANTIC FILMS, SABAN ENTERTAINMENT INC., TOEI COMPANY LTD.

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 20 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 29, (2) 11

DATE OF PREMIER: 03/02/2001 **AIR DATE OF LAST EPISODE** 17/11/2001

SEASON DATE BREAKDOWN:

FILMS:

Wesley 'Wes' Collins/Red Time Force Ranger #2; Alex/Red Time Force Ranger #1 JASON FAUNT , Jen/Pink Time Force Ranger ERIN CAHILL, Trip/Green Time Force Ranger KEVIN KLEINBERG, Katie/Yellow Time Force Ranger DEBORAH ESTELLE PHILIPS, Lucas Kendell/Blue Time Force Ranger MICHAEL COPON, Eric Myers/Quantum Ranger (as Daniel Southworth) DAN SOUTHWORTH, Ransik VERNON WELLS, Nadira KATE SHELDON, Mr. Collins (as Edward Laurence Albert) EDWARD ALBERT, Circuit (voice) BRIANNE SIDDALL, Frax (voice) EDDIE FREIRSON, Gluto (voice) NEIL KAPLAN.

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

POWER RANGERS ZEO

POWER RANGERS TURBO

POWER RANGERS LIGHTSPEED RESCUE

POWER RANGERS WILD FORCE

1 - 1 *FORCE FROM THE FUTURE PART 1*

In the year 3000, the last remaining criminal, a mutant mastermind called Ransik, is finally captured by the hard work of the Time Force police, particularly thanks to their own Red Ranger, named Alex. His fellow TF Officers, Jen, Trip, Lucas, and Katie are given the task of transporting Ransik to prison, but are ambushed by the mutant's daughter, Nadira, and robotic servant, Frax. Taking command of the prison, filled with cryogenically stored mutants, Ransik plots to escape through time. But first, he'll have a fatal final showdown with the Red Time Force Ranger.

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

1 - 2 *FORCE FROM THE FUTURE PART 2*

Having tracked Ransik and his mob to the city of Silver Hills in the year 2001, Jen and the three Time Force officers find themselves stranded when their Time Ship explodes. Nadira and the Cyclobots take advantage of their new time period by looting and terrorizing, but when the TF officers attempt to use their Chrono-Morphers to stop them, they discover that without the Red one to activate them, they're useless. Yet, the only person who can use the Red Chrono-Morpher is Alex, who's not with them! Can a familiar, yet decidedly different, face be the salvation the team needs?

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

1 - 3 *SOMETHING TO FIGHT FOR*

Though he lacks the Chrono-Morpher, Wes sets about taking on Nadira and the Cyclobots in an effort to avoid having to take part in his father's business dealings. Jen scolds him for his carefree attitude, pointing out he's playing and has nothing to fight for, while they're fighting for their future. When Wes learns of Alex, will he take the role of Red Ranger more seriously? Meanwhile, Ransik and Frax unfreeze the first of the mutants from the prison, a rocket-powered criminal known as Jetara. When his DNA is exposed, he grows to a giant size. What can the Time Force Rangers use to stop him?

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

1 - 4 *RANSIK LIVES*

Wes gives the four Time Force officers from the future a place to stay, at a Clock Tower owned by his father. It turns out to also be part of an old business, which they revive, taking on various odd jobs for money. Their first job is painting a TV studio, which ends up being hijacked by Ransik to broadcast a terror threat to the city of Silver Hills! Wes is captured by the mutant mastermind, and learns his tragic origin, involving the dark side effects of the future utopia. Will this change his feelings about the criminal, or will the mutant Fearog finish him off?

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

1 - 5 *A BLUE STREAK*

Though he's a championship racecar driver in the year 3000, Lucas gets a speeding ticket in the present day. He's ordered to obtain a driver's license, and is stuck with a very antsy instructor, who's in for a wild ride when Lucas spots the mutant car thief Mantamobile zooming by! What secret weapon from the future

can aid the Rangers in catching up to the criminal? And will Lucas ever pass his driving test?

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

1 - 6 *A PARTING OF WAYS*

In another scheme for money, Nadira unfreezes Tentaclaw, who captures a busload of children and ransoms them for ten million dollars. Wes, increasing frustrated with his multi-millionaire father's attempts to decide his future for him, attempts to convince him to foot the bill for the ransom. When he refuses, will Wes and the other Rangers be able to save the kids, or will this spell the end of the father and son's relationship?

Wr Judd Lynn, Jackie Marchand

Dir Worth Keeter

1 - 7 *SHORT CIRCUITED*

It appears as though Nadira has had a change of heart, and wants to give up the life of crime! She pleads with Trip, the most sensitive and friendly of the Time Force officers, to believe her. Is she telling the truth, or is this all a ruse to allow her to kidnap Circuit, in an effort to have the Medicon mutant operate on the robotic owl to prevent him from being able to summon the Zords from the future? Doesn't take Xybrian psychic powers to know the answer to that one!

Wr Judd Lynn, Jackie Marchand

Dir Worth Keeter

1 - 8 *JEN'S REVENGE*

Jen's demeanor with the other Rangers continues to sour, as her appetite for vengeance against Ransik continues to grow. When the Fatcatfish mutant is released on the city, it brings back memories of her days as Alex's partner, and pushes her to the edge of reason. She sets out to not only kill both this mutant criminal, but the one responsible for her fiance's death, Ransik himself, by any means necessary. Can Wes and the others finally get through to her before she crosses the line?

Wr Judd Lynn

Dir Koichi Sakamoto

1 - 9 *THE TIME SHADOW*

Frax schemes behind Ransik's back to create a powerful fuel source common in the future, but not yet invented. To do so, he has a mutant loot Bio-Lab, Mr. Collins' multi-faceted company. But Wes' father doesn't take the criminals' constant attack of the city lying down, and has a former research vehicle turned into a massive drill-tank known as Raimei! Meanwhile, the Rangers' Megazord is heavily damaged in battle, and they'll have to wait while they're repaired in the future. But when Frax's Tri-Zirium-powered Tronicon robot attacks the city, can they just stand by and let Silver Hills be destroyed? Or will the Raimei tank save the day? And just what is that Mystery Man in the year 3000 testing, and how will it help our heroes?

Wr Judd Lynn

Dir Koichi Sakamoto

1 - 10 *FUTURE UNKNOWN*

The recent Raimei incident appears to be a sign of history changing, which worries Katie most of all, since she left her family behind in the year 3000. Her concerns about their being erased by the Rangers' actions in the present distract the team, just as Frax unleashes a highly powerful mutant from a secret X-Vault, where the most dangerous criminals are kept.

Wr Judd Lynn, Jackie Marchand

Dir Judd Lynn

1 - 11 *UNIQUELY TRIP*

Trip's awkwardness in battle, shyness around girls, and inability to impress anyone with his inventions makes the alien teen considerably depressed. He tries to rectify this situation, but fumbles each time. When he sees a group of four children playing Rangers, and no one wants to be Green, he's especially hurt. But soon, those same kids are put in harm's way by the Electropede monster's attack on the power plant. Can Trip muster the confidence to be the hero they don't know him to be? And will he find his true role in life that sets him apart from his teammates?

Wr Judd Lynn, Jackie Marchand

Dir Judd Lynn

1 - 12 *WORLDS APART*

Wes gets a terse reunion with his father, when he discovers he's funding a for-hire protection force known

as the Silver Guardians. One of them happens to be Wes' prep schoolmate, Eric, who's had a grudge against him for years, believing Wes' gotten everything handed to him while he's had to work hard for it. When the X-Vault mutant Univolt strikes, endangering the Guardians, will Wes put his life, and his secret identity, on the line to save his father's latest money-making scheme?

Wr Judd Lynn, Jackie Marchand

Dir Isaac Florentine

1 - 13 *QUANTUM QUEST*

The race is on to recover the Quantum Control Box, a device lost in time by Time Force and found amid an archeological site in Silver Hills. The Rangers and the mutants both vie to recover it, but instead Silver Guardian Eric ends up with the device. With the powers of the Quantum Ranger at his fingertips, will the bitter teen use them against the forces of evil, or for his own benefit?

Wr Judd Lynn, Jackie Marchand

Dir Isaac Florentine

1 - 14 *CLASH FOR CONTROL PART 1*

Ransik sends Commandocon back through time to recover the companion piece to the Quantum Ranger powers, the Quantasaurus Rex Zord. Wes, while trying to convince his former school chum to turn over the Quantum Morpher to the Time Force team, hitches a ride with Eric when he follows the mutant back to prehistory. Their rivalry has to be put aside in order for them to survive against an angry T-Rex, and an impending volcanic eruption!

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

1 - 15 *CLASH FOR CONTROL PART 2*

Now rampaging through present day Silver Hills, the Quantasaurus Rex is controlled by the Commandocon mutant to do damage to the city. Wes duels with Eric once more, in an effort to take back the Quantum Morpher by force. But if he fails, can Eric manage to take control of the Q-Rex himself successfully? Meanwhile, Mr. Collins offers the four Time Force officers from the future a job opportunity working for the Silver Guardians!

Wr Judd Lynn, Jackie Marchand

Dir Isaac Florentine

1 - 16 *BODYGUARD IN BLUE*

Dr. Zaskin, the lead scientist working for Bio-Lab to try and unlock the secrets of the Quantum Morpher, is kidnapped by Nadira and the Cyclobots. His daughter barely escapes, and soon hires Lucas to be her bodyguard! Can he keep the girl safe with the Klawlox mutant stalking her through the city?

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

1 - 17 *THE LEGEND OF THE CLOCK TOWER*

Katie learns from Wes of a dark secret concerning their current home, that the ghost of former owner Walter Brown lurks in the attic, longing for the girl he never got the courage to tell he loved. Stumbling upon his spirit, and soon tripping into a Time Hole, Katie ends up back in the early 18th century, where she encounters Walter Brown! Can she aid him in his quest to win the heart of the girl he desires, or is history doomed to repeat?

Wr Judd Lynn

Dir Yoshi Hosoya

1 - 18 *TRUST AND TRIUMPH*

Trust is in question, after Wes fails to follow through on a plan to capture Nadira during a bank robbery. Later, Turtlecon traps the Time Force Rangers in a yellow-atmosphere beach dimension, where they face their evil morphed doubles! Wes & Jen manage to escape, but leave their three teammates behind. In order to free them, the two have to learn mutual trust in one another. Thus, Jen opens up to Wes on how she came to know Alex, and how she became such a confident leader. Wes & Jen work together to shatter Turtlecon's dimension, and later, the whole team works together to recapture him

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

1 - 19 *TRIP TAKES A STAND*

Ransik sends out a mutant named Notacon, who doesn't want to be evil. Frax's device forces him to do bad, but Trip discovers his true nature and sets out to protect him from not only the fugitives, but from the Silver Guardian Eric!

Wr Judd Lynn, Jackie Marchand

Dir Isaac Florentine

1 - 20 *QUANTUM SECRETS*

Eric's Quantum Morpher is swiped by Conwing, who uses a mouthpiece to mimic Eric's vocal pattern and take control of the Quantasaurus Rex. It takes some mysterious help from the future to do what Bio-Lab in the present can't, namely unlock some more of the Quantum Ranger's arsenal.

Wr Judd Lynn, Jackie Marchand

Dir Makoto Yokoyama

1 - 21 *LOVESTRUCK RANGERS*

Wes, Trip, and Lucas fall for a mysterious girl named Angelique unaware that she is a mutant in disguise who makes her victims fall in love with her.

Wr Judd Lynn, Jackie Marchand

Dir Worth Keeter

1 - 22 *THE LAST RACE*

Nadira's newest mutant partner-in-crime turns out to be Dash, once Lucas' best friend.

Wr Judd Lynn, Jackie Marchand

Dir Isaac Florentine

1 - 23 *FULL EXPOSURE*

An ambitious photographer named Mitch discovers the true identities of the Rangers. Katie begs him not to hand in the pictures for publishing, but it takes a near death experience during a mutant attack for Mitch to have a change of heart and give Katie the pictures.

Wr Judd Lynn, Jackie Marchand

Dir Worth Keeter

1 - 24 *MOVIE MADNESS PART 1*

The Rangers are ambushed by a mutant director named Cinecon, and sent into different "movie" dimensions: Wes & Trip in a western, Lucas in a samurai flick, Katie in a musical, Jen in a kung-fu film, and Eric in a jungle picture.

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

1 - 25 *MOVIE MADNESS PART 2*

The Rangers' literally take Cinecon's script into their own hands-and escape from his torment.

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

1 - 26 *TIME FORCE TRAITOR*

Steelix, Jen's old Time Force partner, seeks revenge on Jen for getting him locked up. He steals her morpher, fights her on her own, then turns her evil. Wes breaks Jen out of the spell, and all of the Rangers defeat Steelix.

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

1 - 27 *FRAX'S FURY*

Frax releases Venomark, who infects the city and four Rangers with the same poisonous bite he gave Ransik many years ago. By snagging one of Ransik's vials, Wes is able to get the serum reproduced by Bio-Lab, saving his friends and the city.

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

1 - 28 *DAWN OF DESTINY (PART 1 OF 3)*

Without any Anti-Venomark serum left to quell his attacks, Ransik storms Bio-Lab in search of their supply. Wes also goes there, trying to convince his father to give up the serum before their research into the substance alters future history. A very deadly encounter occurs, when Ransik comes face to face with Mr. Collins!

Wr Judd Lynn, Jackie Marchand

Dir Worth Keeter

1 - 29 *FIGHT AGAINST FATE (PART 2 OF 3)*

Alex arrives to reclaim his place as the Red Ranger, in an effort to ensure history is put back on its correct course. He warns Wes that his father, recently injured by Ransik, will die within the day, and that he must take his place as head of Bio-Lab. The four Time Force officers from the future are shocked by Alex's new, far crueler and colder attitude towards them, especially his fiancée Jen. The target of his return is Frax, who has created a giant robot known as Dragontron!

Wr Judd Lynn, Jackie Marchand

Dir Worth Keeter

2 - 1 *DESTINY DEFEATED (PART 3 OF 3)*

Wes struggles with the role of businessman, a fate he's rebelled against for many years, but is now forced to accept. Alex orders the other Rangers around like pawns, in his ruthless attempt to ensure history is corrected by destroying Dragontron. Meanwhile, Eric, angered over Wes' promotion, decides to leave Silver Hills once and for all. A most unexpected source will have the last word when it comes to the life of Mr. Collins!

Wr Judd Lynn, Jackie Marchand

Dir Worth Keeter

2 - 2 *UNDERCOVER RANGERS*

The Rangers go undercover at a gym to discover that Frax is using it as a front to turn its customers into robots. With help from Eric, the team defeats the mutant running the gym, and rescues the customers.

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

2 - 3 *BEWARE THE NIGHT*

A mysterious midevel Black Knight stalks the streets of Silver Hills, searching for someone pure of heart he can capture to force to open an ancient box containing a power source called the Battle Fire. Not a mutant, nor a robot, this villain perplexes the Rangers, and repeatedly bests them in battle. Can Wes recover the Battle Fire to use against him, or will the Knight's guard Dragon burn him to a crisp?

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

2 - 4 *TIME FOR LIGHTSPEED*

When Vypra returns from the grave, and joins forces with Ransik in an attempt to summon a Super Demon to destroy the Power Rangers, the Lightspeed Rescue Rangers are called out of retirement by their leader Carter, to team-up with the Time Force Rangers.

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

2 - 5 *RELFECTIONS OF EVIL*

The Miracon mutant traps the Rangers in a series of mirror dimensions, which each include a mutant guardian, most of which they've already captured! Can our heroes break out without getting seven years bad luck?

Wr Judd Lynn, Jackie Marchand

Dir Jonathan Tzachor

2 - 6 *NADIRA'S DREAM DATE*

Confusion over a love letter written by Lucas about a car leads Nadira to believe he's got a thing for her! She's flattered, and aggressively pursues a relationship with the Blue Ranger. Ransik disapproves, but threatens Lucas in an effort to ensure his daughter doesn't get her heart broken. Can Lucas end this fatal attraction without getting fatally ended himself? If it wasn't bad enough, the Rangers have the Chameliacon mutant to deal with!

Wr Judd Lynn, Jackie Marchand

Dir Worth Keeter

2 - 7 *CIRCUIT UNSURE*

When questioned about an upcoming event, Circuit discovers his memory has been altered by a mysterious source. No longer feeling he can trust his own memory, the robotic owl loses confidence in his ability to assist the Rangers. Meanwhile, running low on mutant criminals, Ransik sends out Serpicon to destroy the local Space Center. Can Circuit overcome his faults and aid Trip in shutting down the self-destruction system? Also, who's behind Circuit's memorybank hacking?

Wr Judd Lynn, Jackie Marchand

Dir Worth Keeter

2 - 8 *A CALM BEFORE THE STORM*

Though Ransik is concerned about his running out of mutants, it's cause for celebration, at first, for the Rangers. But realizing the four from the future will soon be returning home brings down the mood. The team reflects on the events leading them to where they are now. Wes goes to Bio-Lab, hoping to convince his father to cease production on the Trizirium Crystals. Has his near-death experience changed him enough to listen to reason? And meanwhile, as Frax prepares his ultimate creation, he unleashes an appetizer in the form of Maxax.

Wr Judd Lynn, Jackie Marchand

Dir Worth Keeter

2 - 9 *THE END OF TIME PART 1*

Having been told that they will not survive the battles that will save the future, the Rangers steel themselves for what awaits them, but Wes has other ideas. Meanwhile, Gluto tracks down Frax and notifies Ransik, who captures the cyborg, strips him of what little humanity he has left, and orders him to pilot the Trizirium Crystal-powered Doomtron into Silver Hills

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

2 - 10 *THE END OF TIME PART 2*

Wes takes on the army of Cyclobots by himself, and enlists Eric's help, the battle eventually spreads across a full day, destroying the Clock Tower, and severely injuring Eric. Wes takes his Quantum Defender and takes the battle to the next stage, not fearing the outcome. Back in the future and facing memory acclimation, Jen and the others decide to take a page from Wes' book and take control of destiny, they refuse to forget their experiences with Wes and Jen dumps Alex for good. He responds by allowing them to depart and assist their friend.

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

2 - 11 *THE END OF TIME PART 3*

When the four TF Officers return from the future to assist Wes, Doomtron is defeated, destroying the brainwashed Frax along with it. Ransik ignores Nadira's pleas, and takes on the Time Force Rangers personally. During his rage against them, he accidentally strikes out against his daughter, and a baby she saved. This snaps Ransik out of his vengeance-filled state of mind, and he willingly gives up to Time Force. With all the mutants now captured, Jen and the gang return to the year 3000. She and Wes reluctantly part ways, their relationship coming to a premature end. In the end, Wes agrees to his father's wishes of his becoming co-commander of the Silver Guardians (alongside Eric, of course), though for nonprofit work only.

Wr Judd Lynn, Jackie Marchand

Dir Koichi Sakamoto

POWER RANGERS TURBO



Because of her defeat by the Power Rangers, Divatox rallies her troops and plans an attack on Earth. Meanwhile, the rangers prepare for their graduation ceremony. Tommy, who isn't going to be in the graduation ceremony, received his diploma early, is working at a motor race way, and is driving a race stock car. Meanwhile, Lt. Stone, Bulk, and Skull have been given their jobs back at Angel Grove Police Department. Divatox picks her crew and heads for Earth. Justin takes a placement test to determine what grade he'll be in when he starts school. Justin finishes his test an hour early and rushes to meet the rangers, who are setting up for the ceremony. Rocky, who has been injured in a Martial Arts tournament is helping the rangers set up and the others fill him in on what happened with their first battle with Divatox and receiving the Turbo Powers (this battle is what happens in the movie). Divatox arrives on Earth and lands the sub in Angel Grove lake. Meanwhile, Bulk and Skull are receiving orders from Lt. Stone to guard the power plant. Bulk and Skull try to tell Lt. Stone about Divatox's sub, but Lt. Stone won't listen to them. In order to keep their job, Bulk and Skull decide to keep quiet about the sub and head for the power plant. Divatox plans to ruin the rangers graduation ceremony because the rangers ruined hers (I assume her ceremony was the marriage ceremony in the movie) and sends Elgar to plant an implosion bomb in the power plant to destroy Angel Grove.

Porto gives Elgar a weapon to use if he runs into trouble. Meanwhile, the rangers are summoned to the Power Chamber where Alpha has baked a cake for them. After a brief chat with Alpha and Zordon, the rangers return to get ready for their graduation while Justin stays in the Power Chamber with Alpha. Elgar runs into Bulk and Skull at the power plant and tries to scare them away, but when they try to stop him, Elgar uses the device on them turning them into monkeys. Elgar plants the bomb. The Power Chamber gets a signal of a disturbance at the power plant and Justin goes to investigate. Justin finds the monkeys (not knowing it is Bulk and Skull).....and Elgar. Bulk and Skull get a sudden craving for bananas and head for the Youth Center, but when Justin tries to stop them Elgar sees him. Justin and Elgar go into battle. To Be Continued..... Will Justin be able to stop Elgar? Will the rangers find out about the bomb and stop it before it destroys Angel Grove. Will Divatox's plan to ruin the ranger's graduation work?

While the rangers are going through their graduation ceremony, Justin was attacked by Elgar at the Power Plant. Elgar called for the Pirantrons and Justin Shifted into Turbo. In the middle of the ceremony, Adam, Tonya, and Kat can't find Justin anywhere and go off to look for him. Adam contacts Zordon and learns of the situation at the Power Plant. The other rangers shift into turbo and Divatox sends the Pirantrons to stop them from getting to Justin... and her detonator. Justin is outnumbered at the plant and calls for help. Tanya and Kat join Justin at the plant while Adam holds off the Pirantrons at Angel Grove High, but is quickly outnumbered. Zordon sends Tommy to help Adam and they quickly beat off the Pirantrons and go help the others at the plant. They finish off the Pirantrons and start searching the plant but are unable to find anything. Justin returns to the Power Chamber to get the Turbo Navigator to help in there search. Zordon and Alpha are working on something when Justin arrives and act mysteriously when he asks questions. Justin returns to the plant and the rangers locate the bomb, but are attacked by Pirantrons. Tommy grabs the bomb and runs off in an attempt to get rid of the bomb. With time running out, Tommy gets out of the plant and calls on the Turbo RAM to dispose of the bomb. The Turbo RAM races off the with the bomb just as it detonates and the plant is saved. The rangers return to the graduation ceremony just in time for Kat to give her speech and the rangers finally graduate from High School. Meanwhile, Zordon and Alpha use a wormhole to transport Lerigot to the Power Chamber and when the ceremony is over Zordon tells Alpha to teleport the rangers to the Power Chamber. To Be Continued.... What is Zordon and Alpha's plans and what do they have to do with the wormhole? Why does Divatox want to collapse the wormhole?

The rangers teleport to the Power Chamber. They learn that Lerigot has ability to free Zordon from the Dimensional Time-Warp thing (or whatever it is) and Zordon and Alpha 5 plan to return to Eltar. Divatox has other plans and sends down a monster to collapse the wormhole before Zordon and Alpha can leave arrive. The rangers shift into turbo and go to stop the monster. Divatox makes the monster grow and the rangers call on their Turbo Zords and defeat Divatox's monster. Lerigot sends Zordon and Alpha through the wormhole

and returns home. The rangers meet Zordon and Alpha's replacements....Dimitria and Alpha 6.

This is a follow up to Power Rangers Zeo and marks the third outing for the rangers on American television. This show is followed by Power Rangers in Space. The only two actors who remain with this franchise since the beginning are Jason Narvy and Paul Schrier, who are now reduced just to their voices. Throughout the lifetime of this third power rangers show, the cast went through many changes, including bringing Bulk and Skull back, and changing more of the power ranger cast half way through. Cassie replaced Kat, Ashley replaced Tanya, Carlos replaced Adam, T.J. replaced Tommy, but the Blue Ranger Justin was kept.

Former Ranger Rocky from THE MIGHTY MORPHIN' POWER RANGERS also returned to the series, but not as a ranger. With the new replacements the show tried to recapture the time when the original Power Rangers were so successful, by following a similar formula, by allowing the non costumed rangers to use their skills of martial arts, which had previously been taken away due to the majority of the actors and actresses playing the rangers being unable to do martial arts. Power Rangers Turbo used footage from the Japanese SF show CARRANGER.

The production of "Power Rangers: Turbo" was controversial on numerous levels and is generally considered to be the jump the shark moment for the series. The series was launched with a theatrical movie "Turbo: A Power Ranger Movie", which was given a limited theatrical release and failed miserably to transition the Power Rangers from the "Zeo" season to "Turbo" as the film offered no explanation for the sudden change in costumes or powers. The film also saw the departure of Steve Cardenas from the Power Rangers franchise. Cardenas was injured while performing a stunt towards the end of Power Rangers Zeo and as a result, had to leave the series.

The departure of Cardenas led to what is considered the most controversial moment of the history of the Power Rangers franchise; as Fox executives forced Saban to add a child actor to the cast as Cardenas's replacement. Blake Foster was cast as Justin Stewart, the new Blue Turbo Power Ranger as a ploy to bring new young viewers to the show, since the core of the show's young viewership were now in their teens. The move backfired horribly, as the character failed to bring in new viewers and alienated a large portion of the existing older audience of the show.

Also there were the problems with the cast: two of the main actors on the show, Jason David Frank and Catherine Sutherland allegedly wanted to leave the show and pursue other projects (Sutherland claims this is untrue on her part). Both agreed to short-term contracts for 18 episodes, which would give the show's producers enough time to cast and introduce replacements for their characters. Another problem was the pregnancy of Hilary Shepard Turner, who played head "Power Ranger: Turbo" villain Divatox in "Turbo: A Power Ranger Movie". For the bulk of the season, Carol Hoyt, who also played Dimitria would play Divatox until Turner could resume the role towards the end of the series. As she resumed the role of Divatox, Hoyt continued on with her role as Dimitria.

Finally there was the problem of how to handle the source material for the show's fight and Zord footage. The 20th incarnation of the Super Sentai series, Carranger spoofed the long-running sentai formula and featured a lot of physical comedy and slapstick humor as the series progressed. This created problems for the writing team at Saban, who were divided between those who wanted to gut Carranger down to the bare essentials so they could go with a more serious apocalypse storyline and those who felt that they should embrace the over-the-top campiness of the source material. This chaos was increased when longtime Power Ranger writer, Doug Sloan, left the series early in the show's run. The series progressed for 18 episodes before longtime Power Rangers writer, Judd Lynn (who was the main supporter of going the direction of making "Turbo" a comedy-centric series), was given the job as head writer.

When it came time to phase out Jason David Frank and Catherine Sutherland, it was decided to phase the entire original cast out sans Blake Foster, resulting in Johnny Yong Bosch and Nakia Burrise leaving the series as well. Zordon and Alpha-5 were also phased out and replaced with Dimitria (played by Carol Hoyt, upon the return of Hilary Shepard Turner) and the jive-talking robot Alpha-6 (both characters were also unpopular with viewers). New cast members were hired to take over the now open Ranger slots and a one-shot character from Carranger was made into a reoccurring sixth Ranger called the Phantom Ranger.

Ultimately by the end of the series' run, the ratings were down as the series began to prepare for yet another relaunching since the Carranger footage had run out. Blake Foster was let go (which explains his character's Justin's choosing to stay on Earth with his dad while the other Rangers went into space) and the series ended with the four rookie Power Rangers, now powerless, zordless, and with only Alpha-6 to guide them, borrowing a NASADA space shuttle and heading off into space to continue their fight against Divatox.

The series would have likely been cancelled had it not been for the following season, Power Rangers: In Space, which proved very popular with fans and introduced several plot devices and storylines never before seen in a Power Rangers series, including what could be the greatest ending to a PR season of all time.

Trivia

In the Power Rangers: Turbo episode "Fire in Your Tank", some of the other monsters seen at Divatox's boot camp were either repainted or hybrid costumes. Among those are a de-petaled Bloom of Doom (from season 2's "Bloom of Doom"), a black painted, hornless, and fur-added Robogoat (from season 2's "The Green Dream"), a blue painted Pirantishead (from season 2's "The Mutiny" trilogy) with the hair of the Hate Master (from season 3's "Stop the Hate Master" two parter), Hate Master's body with the head of a Kakuranger monster Karakasa, an orange and blue repainted body of Cruel Chrome (from PRZ's "Where In The World Is Zeo Ranger 5?") with the head of Main Drain (from PRZ's "Inner Spirit"), Cruel Chrome's head on a silver painted body of Mean Screen (from PRZ's "Mean Screen"), an odd repainted colored Fighting Flea (from season 1's "To Flea or Not to Flee"), a caped, repainted and de-shelled Turbanshell (from season 2's "Green No More" two parter), a repainted Kakuranger monster Keukegen (the furry one from the background in "Alien Rangers of Aquitar" two parter) with parts of Cruel Chrome, and the unnamed black and white leathered, octopus-headed female Kakuranger monster (from the crowd in PRZ's "King for a Day" two parter) now with antlers.

Back when Turbo: A Power Rangers Movie was being conceived, the original idea was to have Billy Cranston create the Turbo Powers, but that changed once David Yost left the series on bad terms. To this day, Turbo stands as the only Power Rangers series with no official origin of its powers, though rumors exist that a scene was filmed where Billy is revealed to be the creator of the Turbo powers that was cut from the film following Yost's departure from the franchise.

It was the only Power Ranger series (so far) to feature a child who could morph into a Ranger, though the concept of a "Kid Ranger" was the basis for Sentai version of the second and third season White Ranger character and the fourth season's Gold Ranger character.

Kat is the only Ranger to retain their color for three different Power Rangers series. (Mighty Morphin Power Rangers through Power Rangers Turbo).

Power Rangers Turbo was the first series to feature villains from a movie that had no previous ties to the show.

It was the second series to switch rangers midway through the season.

It was the first series to feature a ranger (the Phantom Ranger) who did not have their own morph sequence.

It was the last series to feature a ranger shouting a particular phrase during a morphing sequence until Power Rangers: Ninja Storm.

It was the only series to feature a villain's base located underwater.

It was the first series to feature an African American as the Red Ranger. This would be repeated in Power Rangers: SPD with the addition of Jack Landors.

It was the first series to feature an Asian-American as the Pink Ranger. This would also be repeated in S.P.D with the A-Squad Pink Ranger.

It was the first series to have a female Caucasian Yellow Ranger.

It was the first series to feature a Latino as a Power Ranger. This would be repeated in Power Rangers: Wild Force.

the Turbo Rangers stand as being one of the more diversified Power Rangers teams. The same can be said for Mighty Morphin Power Rangers Power Rangers: In Space, Power Rangers: Time Force, Power Rangers: Wild Force, and Power Rangers: Ninja Storm and Power Rangers: SPD. In all of these series, at least two or more members were minorities.

It stands as the only series that did not have a female warrior general (i.e. Scorpina, Archerina, Astronema, Trakeena, Vypra, Nadira, Toxica, Marah and Kapri, Elsa, Mor(gan)a and Necrolai) that battled with the rangers on a constant basis.

It should be noted that the Phantom Ranger was not considered a ranger in Turbo's Sentai counterpart, Carranger (in which his equivalent, the VRV Master, showed up in only one or two episodes), but IS considered a Power Ranger in Turbo. This is the only time such a change has occurred.

It was the last season since Mighty Morphin where each core Ranger got a humanoid Zord (the Rescuezords), previously being the Shogunzords (MMPR), the Battle Borgs (MMAR) and the Super Zeo Zords (PRZ). However, the trend picked up again with Power Rangers Mystic Force and the Mystic Titans.

Power Rangers Turbo was the first series that featured a teaser before the opening credits. It would be seen until Power Rangers Time Force.

First Power Ranger series to have a character in the side of good not referred to as a "Ranger" (the Blue

Senturion) pilot a Zord (the Robo Racer). This would happen again with Magna Defender and his Torozord in Power Rangers: Lost Galaxy.

Prior to Power Rangers Time Force, Turbo was the last series and third straight series (unless you count the Alien Rangers) to feature an African American Yellow Ranger. Turbo was also the last series (again, this was prior to Time Force) to have an African American Yellow Ranger.

This series marks Tracy Lynn Cruz's return to the Power Rangers Universe. She had previously appeared in the MMPR episode "I'm Dreaming Of A White Ranger", portraying a minor character.

WR.

DIR.

EPISODES: 44 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 2

SABAN ENTERTAINMENT, INC./TOEI COMPANY LTD.

CREATOR: HAIM SABAN, SHUKI LEVY

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 16, (2) 29

DATE OF PREMIER: 19/04/1997

AIR DATE OF LAST EPISODE 24/11/1997

SEASON DATE BREAKDOWN:

FILMS: TURBO: A POWER RANGERS ADVENTURE (1997)

Adam Park/Green Ranger JOHNNY YONG BOSCH, Tanya Sloan/Yellow Ranger NAKIA BURRISE, Justin Stewart/Blue Ranger BLAKE FOSTER, Tommy Oliver/Red Ranger JASON DAVID FRANK, Katherine Hillard/Pink Ranger CATHERINE SUTHERLAND, Divatox/Dimitria CAROL HOYT, Skull (Voice) JASON NARVY, Bulk (Voice) PAUL SCHRIER, Jerome Stone GREGG BULLOCK, Ashley/Yellow Ranger TRACY LYNN CRUZ, Cassie/Pink Ranger PATRICIA JA LEE, Carlos/Green Ranger ROGER VELASCO, T.J./Red Ranger SELWYN WARD, Divatox (as of "The Darkest Day") HILARY SHEPARD, Rocky DeSantos STEVE CARDENAS, Elgar KENNY GRACKSON, Alpha 6 DONENE KISTLER, Rygog (voice) ALEXIS LANG , Alpha 6 (voice) KATERINA LUCIANI, Rygog ED NEIL, Purto (voice) SCOTT PAGE-PAGTER, Elgar (voice) DAVID UHANSKY.

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

DENSHI SENTAI DENJIMAN

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

KAGAKU SENTAI DYNAMAN

HIKARI SENTAI MASKMAN

CHIKYUU SENTAI FIVEMAN

CHO JIN SENTAI JETMAN

KYORYUU SENTAI ZYURANGER

GO SEI SENTAI DAIRANGER

POWER RANGERS ZEO

POWER RANGERS IN SPACE

POWER RANGERS LOST GALAXY

1 - 1 *SHIFT INTO TURBO (1-3)*

The evil Divatox is talking to her Piranhatrons and monsters about her plans for revenge on the Power Rangers for spoiling her plot to take over the universe. At the same time, the Power Rangers are getting ready for graduation. They are talking about how Tommy has picked up his diploma early and is now working in stock car racing with his uncle. Tommy gets to do a test drive in the stock car and he is impressing people with his driving talent, even though he has only been driving for a month now. The evil Divatox gives her orders to Rygog, Elgar, and Porto for the invasion on Angel Grove and she prepares her sub to go to Earth. The Power Rangers see Rocky and he asks what has been going on since he last saw them (which is when he was hurt and Justin got his powers). They tell him that Justin is at school taking a placement test because they want him to wait for Justin to tell him what all has happened. Bulk and Skull's boss tells them they only have one more chance and they'd better not mess up again. While he is yelling at them, Bulk and Skull see Divatox's sub land in the waters of Angel Grove, but when they try to tell him he won't listen. Zordon calls the Power Rangers to the Power Chamber. Divatox is planning to

ruin the Power Rangers graduation. Elgar and Porto go to the power station and Porto gives Elgar a changer ray and tells him to go plant a bomb. Porto leaves and Elgar runs into Bulk and Skull. Bulk and Skull are scared, but they suddenly remember their training and try to use it, but they get zapped by the changer ray. The changer ray changes them into chimpanzees. Then Elgar plants the bomb and Bulk and Skull try to get help on the radio. Alpha 5 hears the signal and Zordon lets Justin go check it out. Justin finds the chimps and doesn't know they are Bulk and Skull. He tries to protect them, but they run off to find bananas. Justin meets up with Elgar and remembers him and they fight. What will happen next? Taking up where we last left off - Justin is fighting Elgar at the power plant and Tommy is still off racing cars. The rest of the Power Rangers are at their graduation when they notice Justin isn't there. They are worried about him. Kat is supposed to be the speaker at the graduation, but she has to leave with the Power Rangers to find Justin. Divatox let some Piranhatrons loose to fight the Power Rangers and the four of them have to take care of them before they can go find Justin. Adam tells Tanya and Kat that he can handle the Piranhatrons by himself and sends them off to the power plant to find Justin. Adam fights the Piranhatrons but he could use a little help. Zordon calls Tommy and he morphs and goes to help Adam. Tommy uses his lightning power and speeds around getting the bad guys. The Power Rangers make it to their graduation and Kat gives her speech. Alpha and Zordon have a big secret they aren't telling the Power Rangers, but it has something to do with the worm hole. What will the secret be? Justin finds out how he did on his placement tests and that he gets to go to Angel Grove High. Then the Power Rangers are called to the Power Chamber and Alpha tells them it is time for Zordon to go home to his family. Alpha is going with him. That is why the worm hole has shown up. Zordon tells the Power Rangers he will miss them and he has gotten someone else to do his job. Divatox has figured out why the wormhole is there and sends someone with a device to close the worm hole. Lerigot starts to send Zordon and Alpha on their way but before he can the worm hole starts to close. Zordon sends the Power Rangers to find the device and destroy it. Divatox sends Elgar and the frog guy to stop the Power Rangers, but the Power Rangers beat them and destroy the device. The Power Rangers go back to the Power Chamber and Lerigot sends Zordon and Alpha back to their homes. Lerigot leaves and the Power Rangers stand around wondering who Zordon got to replace himself. Then Alpha 6 shows up and introduces Demetria, who will be replacing Zordon. Divatox realizes she was right about Demetria being the one who was coming. She says that Demetria is totally good and that she is totally evil and that she is not HAPPY!

Wr Douglas Sloan

Dir Douglas Sloan

1 - 2 *SHADOW RANGERS*

Justin is helping Tommy work on a car. His foot gets stuck on the gas pedal and he makes the car overload. Tommy and Justin notice that a lot of things have been stolen from the garage lately. Divatox has the Chromite make a Refracto Detonator. The detonator is hidden inside some paint cans that they send down to Angel Grove. The paint is spilling from the cans and when it makes a rainbow it will explode. Adam, Kat, and Tanya meet up with the Chromite and they try to shift into turbo. When they do the Chromite steals their morphing energy and gives it to the Shadow Rangers. This gives the Shadow Rangers their Power Rangers Turbo powers. Adam, Kat, and Tanya have to fight the Shadow Rangers as themselves without their powers. The Shadow Rangers win and take them to the chromite cave. Justin makes a homing device to catch the thief that has been stealing things from the garage. Justin and Tommy go to where the Chromite is and Justin tries to shift into turbo, but the Chromite gives his powers to a Shadow Ranger. The Shadow Rangers take Justin to the cave. Tommy goes to the Power Chamber and figures out what the Shadow Rangers aren't real and are made out of light. Justin has turned on the homing device he has in his pocket so Tommy can find them. Tommy runs into the Shadow Rangers and he gets them into the dark and they disappear. He shifts into turbo and goes to the cave. He destroys the light in the cave and the last Shadow Ranger disappears. The Power Rangers Turbo realize that the Chromite leaves foot prints that they can see with the lights from their helmets. They follow the foot prints and find the Chromite. they use their Turbo Megazord to block the sun and the Chromite and detonator dissolve. Justin and Tommy find out that the chimps, Bulk and Skull, have been taking their stuff and that Ernie is gone and the Lieutenant is going to be running the Juice Bar from now on.

Wr Mark Hoffmeier

Dir Judd Lynn

1 - 3 *TRANSMISSION IMPOSSIBLE*

Tanya works at radio station KAGV-FM. She hears an mysterious message on the radio. The person sending the message says he wants to talk to Demetria. Divatox also hears the message and sends Elgar to blow up the radio station. Tanya tells Kat to go to the Power Chamber to check out the mysterious radio transmission and tell Demetria about it. Elgar gets to the radio station and leaves a bomb there to blow it up. Kat and Adam are at the Power Chamber trying to get the transmission. They find out the person sending the message is Visarol and he tells them that there might be other ears listening to the message. Divatox sends a capture ray to bring Visarol back. Tanya looks at her Turbo navigator and finds out there is a bomb in the vicinity. When Visarol is brought back by the capture ray, Divatox flips him and then sends him to the sea caves. Tanya tries to send a message to the Power Chamber, but she can't. So she

uses the radio to broadcast a coded message to the Power Rangers. The Power Rangers understand her message and go to find the bomb at the radio station. Divatox sees that the Power Rangers are going there and sends her Piranhatrons to stop them. The Power Rangers have to fight them and win. The Power Rangers head for the tower to disarm the bomb. Visarol tries to stop them and the bomb blows up in his hands. This makes him change back to normal and he feels bad for fighting the Power Rangers. They take him back to the Power Chamber and Demetria repairs him and he tells her his message. Demetria finds out she has a twin sister she never knew about. Who can it be??

Wr Tony Oliver, Barbara A. Oliver

Dir Al Winchell

1 - 4 *RALLY RANGER*

There is a soapbox car race and Justin is in it. Another kid in the race pushes Justin into a hay stack and his car gets messed up. Justin says he will never be able to fix his car, True Blue, before tomorrow's race. Divatox asks Porto for a detonator to destroy the race track and Porto complains and then he runs away. Justin wishes he wasn't so smart, but Tommy tells him something that makes him feel better about it and then he goes to fix his car. Justin falls asleep while working on his car, but it is fixed the next day. Divatox is trying to figure out where Porto is, but no one knows. Elgar wants to do Porto's job and fix the detonator to destroy the race track. When he goes to the race track to put the detonator there, he puts it in the back of a car, called the Mean Machine. Mean Machine happens to belong to the kid who pushed Justin's car the day before and who thinks he's going to win. Porto decides to destroy Angel Grove to get the respect he thinks he deserves. Divatox says Porto is ruining her plan and tells Elgar to get him. Just before the race Justin is called away to help the Power Rangers. The Power Rangers shift into turbo and go to stop Porto. They fight him and use their weapons to beat him, but Divatox takes him back before the fight is over. Back at the race the Mean Machine car has an explosion and the kid driving it is out of control. Justin gets to the race and saves the kid, who thanks him and apologizes for pushing him. They decide run the race again.

Wr Jackie Marchand

Dir Al Winchell

1 - 5 *BUILT FOR SPEED*

The radio station is doing a play called "Bringing Back The 50s". After the practice is over, two of the main actors in the play decided to drag race. Adam told them that it was illegal and they told him thank you for nothing and were going to do it anyway. Divatox had Porto create a detonator and gave it to Speed Demon. Speed Demon failed and his detonator didn't work. The Power Rangers Turbo destroyed Speed Demon. Porto made another Speed Demon and gave him another detonator and sent him to Angel Grove. He put the detonator in a drag racer at Devil's Bluff where the two actors are going to race. Divatox sends down some missiles to Speed Demon 2 to make him grow. The Power Rangers Turbo had to come and use their Turbo MegaZord to defeat Speed Demon 2. While the drag race was going on the monkeys, Bulk and Skull, covered the two actors' eyes and they went over a cliff. The Turbo Megazord caught them. The Green Ranger teleported to a car and found the detonator and threw it out in the air and it exploded. Then the Green Ranger told the two actors they were lucky this time, but they shouldn't ever race again because next time there might not be anyone there to catch them.

Wr Ralph Soll

Dir Judd Lynn

1 - 6 *BICYCLE BUILT FOR THE BLUES*

It is Justin's birthday and he thinks the rest of the Power Rangers have forgotten it. He finds a bicycle in an alley with a card on it. On the outside of the card it said "To Justin". Divatox had sent the Burpatron monster down to Angel Grove with the bicycle because she knew it was Justin's birthday. But she had the monster put a detonator on Justin's new bike. While Justin was riding the bike he ran into Burpatron and she put a spell on the bike. Justin could not get off the bicycle. Alpha showed the other Power Rangers Justin's problem in the viewing globe and they went to help. They found Burpatron on another bike, following Justin who still couldn't get off the bike. The Power Rangers chased after Burpatron, but she got away. They decided they would catch her later and went looking for Justin. They found him and then Tommy used the Turbo Megazord while it was still small and pulled Justin off the bike. The detonator on the bicycle blew up but no one got hurt. Burpatron came back and tried to fight the Power Rangers, but she couldn't win. So Divatox sent two growing missiles to make Burpatron grow. The Power Rangers Turbo had to use their Turbo Megazord to fight her and they blow her up. When they all get back to the Motor Club, Justin finds a surprise birthday party for him and his dad was even there. Justin ended up having a happy birthday after all.

Wr Shell Danielson

Dir Judd Lynn

1 - 7 *THE WHOLE LIE*

Tommy is at the race track as usual. At the Angel Grove Youth Center, the community is doing a car wash to raise money for the Angel Grove baseball team. Porto is watching and he puts a detonator in an empty bucket. Justin sees Porto so he follows him. Porto sees Justin following him and calls a monster named Mouth Piece, who uses his lie gun to make Justin lie. Each time Justin lies a Piranhatron will appear. Kat is looking for Justin so she asks Tanya, who says she thinks Justin went around the corner. At the car wash the monkeys (Bulk and Skull) get an idea about Lieutenant Stone. Bulk grabs the hose that the Lieutenant had and bent it. When the Lieutenant looked at the hose Bulk let it go and it sprayed him. Justin lied a bunch because of the lie gun and a lot of Piranhatrons came. Kat, Adam, Justin, and Tanya have to fight them all. Kat, Adam, and Tanya have to fight Mouth Piece. Divatox sent the growing missile to Mouth Piece. The Power Rangers Turbo called their zords and destroyed him. Then the Power Rangers looked for the detonator and found it in time.

Wr Mark Litton

Dir Al Winchell

1 - 8 *GLYPH HANGER*

Adam is doing the Egyptian stunt show at the amusement park. Divatox's periscope pops up on the stage in a pot of water and she sees the show. It gives her the idea to send her ex-boyfriend, Pharoah, to the show. Pharoah goes backstage, but Adam and the professor come in and Pharoah freezes like a statue. Adam asks the professor if he can take home the staff he uses during his fight in the show. He accidentally takes Pharoah's staff instead. Once he has Pharoah's staff all the writing on the stage turns into hieroglyphics. Divatox sends the Piranhatrons to get the staff back for Pharoah and Adam, Kat, and Tanya get attacked by them. Even though the Power Rangers Turbo are winning the fight, one of the Piranhatrons takes the staff and gets away. Adam can't figure out why they want his staff, which is just a prop. They find out it isn't Adam's staff because the professor shows up at the ice cream shop with the prop staff and asks Adam why he didn't take it. The Power Rangers figure out that the other staff is Pharoah's after they go back to the stage and find Pharoah. Then the Power Rangers find a pyramid, but when they try to pick it up it zaps them. Then Pharoah shows up and they have to fight him. In the left of the fight Divatox sends a growing missile to make Pharoah grow. The Power Rangers have to use their zord to fight him and cut Pharoah in half with their sword and shatter his staff, and he blows up. Then all the writing changes back to normal.

Wr Steven J. Weller

Dir Paul Schrier

1 - 9 *WEIGHT AND SEE*

Kat got the main part in the Nutcracker ballet. One of the other girls who wanted that part was mean to Kat and told her she was too big. Justin and Adam were on the beach setting up tide markers for Justin's science project. Divatox's submarine was by Angel Grove and Elgar saw Justin and Adam through the periscope. Divatox sends Numbor, a monster who could change anything to do with measurements, and he calls the Piranhatrons. Adam and Justin fight the Piranhatrons and they are winning when the Piranhatrons disappear. Adam and Justin see that the tide is a lot higher than it is supposed to be and they go check it out. Tommy, Kat, and Tanya are having lunch and Kat decides she doesn't want to eat. She is worried about how she looks for the ballet. A Divatox periscope pops up in her drink and hears her say that. Divatox sends Numbor to Angel Grove with a detonator to keep the Power Rangers busy while she sinks Angel Grove into the ocean. Numbor finds Kat and zaps her with a ray that makes her so light that she floats away. Tommy and Tanya go to the Power Chamber and call Adam and Justin to show them Kat's problem. Alpha shows them Numbor planting the detonator and Tommy, Tanya, Justin, and Adam shift into turbo and go to fight him. Numbor makes Tommy, Adam, and Tanya each weigh 1000 pounds. Then he makes Justin so light he almost flies away too. Demetria tells Kat that she is the only one who can deal with her problems. Kat realizes it's not how she looks, but what's inside that matters, and she goes back to normal. She shifts into turbo and transports to the beach. Numbor's spells won't work on her anymore and she beats him. Divatox sends a growing missile to Numbor. The Power Rangers use their Zords to make the Turbo MegaZord to fight Numbor. They beat him and then destroy the detonator. Later, Kat does a great job at her ballet and everyone likes it.

Wr Peter Elwell

Dir Paul Schrier

1 - 10 *ALARMED AND DANGEROUS*

Justin is at school taking a test and Reggie and Junior want him to cheat and give them the answers. Justin says no, but the teacher hears him and thinks he is cheating too. Reggie threatens Justin. Then the fire alarm goes off, but is a false alarm. Justin saw Reggie and Junior pull the fire alarm and Kat has him tell what he saw. Divatox is watching through her periscope and sees that false alarms can cause trouble. She sends Piranhatrons to set off every alarm they can find to make lots of confusion. Reggie and Junior are mad at Justin for telling on them and making them get detention. Alarms are going off everywhere and school is let out early because of it. Divatox sends Elgar and Rygog down to Angel Grove with a

detonator, but no one will find it because of all the false alarms going off. Kat and Justin see some Piranhatrons setting off an alarm and they have to fight them. They go to the Power Chamber and let the others know what is going on. Elgar and Rygog put the detonator on a fire truck. The Power Rangers split up to look for the detonator. While Justin is looking for the detonator Reggie and Junior find him and start a fight. Justin decides he doesn't want to fight and runs off. Kat figures out where the detonator is and tells the other. They shift into turbo and meet at the fire truck, but it is too late and the detonator goes off. It turns the fire truck into a Hot Monster. The Power Rangers Turbo have to fight the monster and when they combine their fire power they win. Later, Reggie tells Justin he is going to beat him up, but after Reggie and Justin talk they work it out and become friends.

Wr Brett D. Born

Dir Paul Schrier

1 - 11 *THE MILLENNIUM MESSAGE*

Skull stole Adam's magic wand and was playing with it. He waved it and said abracadabra. At that exact second an earthquake happened, caused by a space ship entering the Earth's atmosphere. The space ship shattered into a lot of pieces. One of the pieces landed on the Angel Grove beach. Divatox found one of the pieces and it had the Blue Centurion in it. Divatox took the Blue Centurion to her submarine and turned him on. He told her he wanted to talk to Demetria. Divatox imitated Demetria's voice for the Blue Centurion. Then she re-programmed him and told him the Power Rangers Turbo were bad. Divatox sent an eating monster to Angel Grove. Tommy has to fight the monster. The other Power Rangers show up and help him fight. Divatox sends two missiles to make the monster grow. The Power Rangers get their Turbo Zords and make the Mega TurboZord. They do a Turbo spinout and cut the monster in half and it explodes. The Power Rangers went to the Power Chamber and saw the Blue Centurion on their viewing globe. He had short-circuited. They went and got him and found out that his memory circuits had burned out. They only got to see half the message he was bringing to Demetria. At the end, Adam does a magic show and he pulls the monkeys Bulk and Skull out of a big hat.

Wr Mark Litton

Dir Larry Kent Litton

1 - 12 *A DRIVE TO WIN*

Adam is the coach of the Angel Grove soccer team. While the team is practicing, Divatox's periscope pops up in the team's water cooler and sees the team. She gets the idea to set a detonator at the big soccer game tomorrow. Tommy is teaching Tanya and Kat karate. Bulk and Skull (who are still monkeys) decide to act like the cheerleaders. Divatox sends a school of Piranhatrons to the soccer team practice and Adam has to fight them all. Adam then calls Alpha and tells him to call the other Power Rangers Turbo. Adam tells the Power Rangers about the practice and the Piranhatrons. The next day, it is Adam and the team's big game day. Divatox has sent a Piranhatron to set a detonator that will go off when Angel Grove scores four goals. Justin was at the game and had a Turbo Navigator with him. He found the detonator behind the scoreboard and he picked it up. Justin turned off the detonator right when Angel Grove scored its fourth goal. Angel Grove won the game and no detonators went off.

Wr Jackie Marchand

Dir Larry Kent Litton

1 - 13 *CARS ATTACKS*

Kat is trying out to become part of a big dance group. This is really important to her and she really wants to get into the dance company. While she is doing her tryout things start to go wrong in Angel Grove. All the cars in the town start to come alive because of a spell on them. The cars find the Power Rangers Turbo and attack them. The Power Rangers have to fight them. After a big fight they win and save themselves and Angel Grove.

Wr Douglas Sloan

Dir Judd Lynn

1 - 14 *HONEY, I SHRUNK THE RANGERS (PART 1)*

It is Clean Angel Grove day and there is a prize for cleaning up the trash. The Mayor is talking to Angel Grove about cleaning up the city and a lot of people are going to help. Adam and Tommy are supposed to be working on the same cleaning crew, but they get separated. Bulk and Skull, who are still monkeys, have an idea. They are going to clean up and win the prize. They steal the keys to the Lieutenant's car. Divatox looks through her periscope and sees the Power Rangers Turbo. She sends Elgar with a school of Piranhatrons to Angel Grove. Adam has to fight the Piranhatrons. The Blue Centurion comes and Elgar leaves. Divatox asks Porto if the Shrink-A-Set monster is ready to go down to Angel Grove. When Porto says yes she gives Shrink-A-Set a detonator. Shrink-A-Set tries to get into the youth center. The monkeys open the door to the center and knock Shrink-A-Set down. He drops the detonator and the monkeys pick it up as their first piece of trash. They put it into the back of the car and go to find more trash. Shrink-A-Set shrinks down and gets into the Blue Centurion's helmet and short circuits him. The Power Rangers

Turbo come to fight Shrink-A-Set They open the Blue Centurion's helmet and Shrink-A-Set flies out. He shrinks the Blue Centurion and then the Power Rangers Turbo shift into turbo. Shrink-A-Set shrinks them too and takes them away. When Justin shows up the Blue Centurion tells him that the Power Rangers got shrunk and were taken away. Elgar tells Divatox that he knows that she always wanted the Power Rangers on a silver platter, but how about a silver box instead? The Power Rangers now have wings.

Wr Shell Danielson

Dir Judd Lynn

2 - 1 *HONEY, I SHRUNK THE RANGERS (PART 2)*

The shrunken Power Rangers escape from the box that Elgar gave them to Divatox in. They go running around Divatox's submarine, and Divatox and everyone chase them around, trying to catch them. The Power Rangers launch two missiles from the submarrine and ride them to get back to Angel Grove. The missiles blow up and the explosion turns the Power Rangers back to normal. Bulk and Skull grow back to their normal size too, but now no one can see them.

Wr Shell Danielson

Dir Koichi Sakamoto

2 - 2 *PASSING THE TORCH (1-2)*

The Power Rangers are going camping. Three of them go ahead to set up everything and the other two are coming later. A Flamite monster comes down to Angel Grove and attacks the Power Rangers who are already at the camp. He keeps making things hot and the Power Rangers are having a hard time with him. Meanwhile, Tommy and Kat are on their way to the camp in Tommy's truck. Some Piranhatrons attack the truck and kidnap him. Two people, named Cassie and TJ, see Kat and help her defeat the Piranhatrons. They go and save Tommy. The Power Rangers defeat Flamite and finish camping. Kat leaves TJ and Cassie and goes to join the other Power Rangers. They defeat Flamite. TJ and Cassie find out where Tommy is and go save him. When the Power Rangers get back to the Power Chamber they find there is another part of the chamber they didn't know about. There is a big rock in the middle of it. On one side of the rock is Alpha 5 and Zordon and on the other side is Alpha 6 and Demetria. They explain to the Power Rangers that they have to stop being Power Rangers and they have to pick someone to take over for them. Justin will still be the Blue Ranger. Cassie, Ashley, TJ, and Carlos are in the center of the room. Cassie is the new Pink Ranger and Ashley will be the Yellow Ranger. TJ becomes the Red Ranger and Carlos is the new Green Ranger.

Wr Shuki Levy, Shell Danielson

Dir Shuki Levy

2 - 3 *STITCH WITCHERY*

Ashley was at a fashion show when someone came and said "nice jacket." She said thank you and told them she thought it was cool too. The person said "not that one, the one you're wearing" and she left. Ashley left with Casey and suddenly a black limousine came out of nowhere. A woman got out and told Ashley she liked her jacket and gave Ashley her card. The card said 123 Cha Cha Fashion. Then she got back into the limousine and Divatox was in the limousine. The woman turned into a monster. Then Divatox was making jackets that made the people who wore them angry. Four of the Power Rangers put on some of Divatox's jackets. The jackets made them fight with RoboRacer and Turbo MegaZord. TJ jumped into RoboRacer and took off the jacket. Divatox sent two growing missiles and made the monster grow and the Power Rangers destroyed it.

Wr Judd Lynn

Dir Blair Treu

2 - 4 *THE WHEELS OF FATE*

Divatox found a map that showed where the Lightning Cruiser and the Storm Blaster were. She made a monster to go and find them. They flew to Earth to look for them. Elgar tried to take them with him, but the Power Rangers Turbo got there. They used the Lightning Cruiser and got the Storm Blaster. Then Elgar took it away from them. The Power Rangers Turbo had to defeat the monster and Elgar. They got the Lightning Cruiser and Storm Blaster back.

Wr Jackie Marchand

Dir Blair Treu

2 - 5 *TROUBLE BY THE SLICE*

Divatox tries out her new transporter and it backfires on her. It zaps her and she gets amnesia. Divatox finds a pizza parlor and starts to work there. Bulk and Skull are pizza delivery guys at the pizza parlor and they get lost. Divatox gets hit by her eye beams and remembers everything. She releases a pizza monster and he terrorizes Angel Grove. The Power Rangers Turbo come to save the town and he throws pizza bombs at them. The pizza bombs make them fly into an oven. More ingredients are added and the Power Rangers get baked into a pizza. RoboRanger sees the pizza monster and fights him. The Power

Rangers get loose and they defeat the pizza monster and save Angel Grove.

Wr Judd Lynn

Dir Yuri Alexander

2 - 6 *THE PHANTOM PHENOMENOM*

Justin is playing soccer when he and his friend see a weird blue beam. His friend goes searching for a ball that was kicked over the fence and see something. Divatox is counting gold and she says it is not enough. She sees the Angel Grove bank and that gives her an idea to get more money. Justin's friend drags him off to see the spaceships he found. Bulk and Skull are guarding the Angel Grove bank. Bulk thinks a lady is hiding money from the bank in her grocery bag, but when he looks inside she has only ice cream. Divatox sends some PiranhaTrons to the bank. They untied Bulk's shoes and snuck in while he was retying them. Alpha tells Demetria that Divatox is robbing the bank. An invisible force is fighting the PiranhaTrons. The Power Rangers Turbo show up and think it might be a trap and the the PiranhaTrons disappear. The witnesses at the bank tell the Power Rangers they thought the invisible force was some sort of phantom. The Rangers go to the Power Chamber and discuss the phantom with Demetria. They look for it in a surveillance camera and find that the PiranhaTrons are causing trouble at the gold mine. The Rangers go to stop them, but the phantom gets there first. The pink ranger sees the phantom and ask him who he is. He says he is a friend. When she describes him to the others back at the Power Chamber, Demetria says he is from the planet Alton. Justin remembers the spaceship from the soccer game and goes to check it out again. The PiranhaTrons follow him. The other Power Rangers are looking for him too. Justin and his friend get captured by the PiranhaTrons. The PiranhaTrons set a detonator on the spaceship. Justin's friend runs away and he starts fighting the PiranhaTrons. The detonator is counting down and the phantom has to go save his ship. He comes back and helps Justin fight and then the rest of the Rangers show up. Divatox send 2 torpedoes to destroy the spaceship and it blows up. Then the phantom brings the ship back, gets in it, and goes back to space.

Wr Judd Lynn

Dir Blair Treu

2 - 7 *VANISHING ACT*

Three of the Power Rangers Turbo were playing basketball when their ball suddenly disappeared. Meanwhile at the Youth Center a monster named Translucent made the whole center go to his dimension. Uh-Oh! Now all of Angel Grove is gone. The Power Rangers teleported to the Power Chamber, but it wasn't there. They were really in the Power Chamber but they couldn't tell it was there. They thought it was missing so they went to Angel Grove Lake. Some invisible PiranhaTrons attacked them. Luckily, the Phantom Ranger showed up and helped them out. The Power Rangers called their vehicles, but they still kept getting hit. They called their Turbo MegaZord and used it to fight Translucent. They managed to defeat Translucent. Back at the Youth Center the Pink Ranger was talking to the yellow Ranger about the Phantom Ranger and trying to figure out who he was.

Wr John Fletcher

Dir Yuri Alexander

2 - 8 *WHEN TIME FREEZES OVER*

Divatox planned to freeze the sun with a missile that had a freeze key in it. The Power Rangers Turbo and the Shadow Ranger stopped her from doing it. Divatox made a time monster called the Clockster so she could go back in time to get the freeze key again. Justin and Carlos were looking for the freeze key and the Clockster touched the freeze key and froze them in time. The Phantom Ranger showed up and got the freeze key and unfroze the Rangers. The Power Rangers Turbo were fighting Clockster and Elgar. They hit Clockster and time went backwards. Divatox fired two growing missiles at the Clockster and he got very large. Then the Power Rangers Turbo used their Megazord and destroyed Clockster. The Power Rangers gave the freeze key to Lieutenant Stone and he turned it into a popsicle making machine. Divatox planned to freeze the sun with a missile that had a freeze key in it. The Power Rangers Turbo and the Shadow Ranger stopped her from doing it. Divatox made a time monster called the Clockster so she could go back in time to get the freeze key again. Justin and Carlos were looking for the freeze key and the Clockster touched the freeze key and froze them in time. The Phantom Ranger showed up and got the freeze key and unfroze the Rangers. The Power Rangers Turbo were fighting Clockster and Elgar. They hit Clockster and time went backwards. Divatox fired two growing missiles at the Clockster and he got very large. Then the Power Rangers Turbo used their Megazord and destroyed Clockster. The Power Rangers gave the freeze key to Lieutenant Stone and he turned it into a popsicle making machine. Divatox planned to freeze the sun with a missile that had a freeze key in it. The Power Rangers Turbo and the Shadow Ranger stopped her from doing it. Divatox made a time monster called the Clockster so she could go back in time to get the freeze key again. Justin and Carlos were looking for the freeze key and the Clockster touched the freeze key and froze them in time. The Phantom Ranger showed up and got the freeze key and unfroze the Rangers. The Power Rangers Turbo were fighting Clockster and Elgar. They hit Clockster and time went backwards. Divatox fired two growing missiles at the Clockster and he got

vary large. Then the Power Rangers Turbo used their Megazord and destroyed Clockster. The Power Rangers gave the freeze key to Lieutenant Stone and he turned it into a popsicle making machine.

Wr Judd Lynn

Dir Yuri Alexander

2 - 9 *THE DARKEST DAY (PART 1 OF 2)*

Divatox sent Elgar to kill the Red and Pink Rangers and Elgar messed up again. The Power Rangers saw Elgar and fought him with the Thunder Cruiser and Star Blaster and they defeated him. Divatox got a call from her brother and she took off out of the lake. She went to the space base. Then she sent her brother down to the ground with Metalosaurus. At the same time Bulk and Skull were doing a monster tour. The Power Rangers Turbo were fighting with the Metalosaurus. Bulk and Skull saw it and ran and then other people saw it and ran too. The Power Rangers still keep fighting Metalosaurus using their Turbo MegaZord. When the Power Rangers use their Turbo Spin Out, Metalosaurus grabs the sword and breaks it and then he sends his robot troops they break into the MegaZord through its eyes. The Power Rangers get thrown out of the MegaZord. Then Metalosaurus takes the MegaZord up to the Space Base. This made the Power Rangers sad. The Phantom Ranger came and told them there was another hope. To Be Continued.

Wr John Fletcher

Dir Steve Markowitz

2 - 10 *ONE LAST HOPE (PART 2 OF 2)*

The Power Rangers shift into Turbo. Bulk and Skull tour Angel Grove and they see a monster. The Power Rangers fight the monster and do all they can. Divatox sends a Power beam and the Lightning Cruiser goes down. The Power Rangers call the Turbine Laser. The PiranhaTrons attack and then the Phantom Ranger appears. The Power Rangers follow the Phantom Ranger. The Power Rangers and the Phantom Ranger were in the Phantom Ranger's secret tunnel. There was a cave in. To get to the Rescue Zords that the Phantom Ranger wanted to show them they had to laser a hole in the boulders. The Power Rangers saw the Rescue Zords and used them to destroy the monster. Meanwhile Bulk and Skull are putting on pads to protect them from the monsters. The Lieutenant told them they weren't manning a battle tank, just doing a tour of Angel Grove on a yellow bus.

Wr Judd Lynn

Dir Steve Markowitz

2 - 11 *PARTS AND PARCEL*

Bulk and Skull were bringing a package to Lieutenant Stone and it was empty. It was the Daytime Thief who had stolen the stuff inside. He had struck again. Bulk and Skull's boss thought they had stolen the stuff. TJ helped them do a stakeout, but Bulk and Skull didn't see the thief or the stolen stuff. They did another stakeout, this time with the Power Rangers. They saw some PiranhaTrons stealing parts to make a remote control for three Zords. They attacked them using the Tree Zord and defeated them using the auxiliary power. They get the remote control and bring it to the police. Bulk and Skull didn't get arrested and got their jobs back. They asked for a big new truck and an AM/FM radio. Bulk hugged TJ because he saved his life. TJ said it was ok.

Wr John Fletcher

Dir Liberty Goldman

2 - 12 *THE FALL OF THE PHANTOM (PART 1 OF 2)*

Casey was daydreaming about the Phantom Ranger because she has a crush on him. Divatox is planning to get the Phantom Ranger's ruby. She kidnaps Casey because she wants the ruby and the Phantom Ranger likes Casey. She plans to turn Casey into stone. The Phantom Ranger shows up and uses his ruby. Casey escaped and a Metalosaurus monster attacked the Power Rangers. They called their Rescue High-Stance Mode and fought the monster to free the Phantom Ranger. That didn't work so they switched to their Rescue MegaZord. They used their artillery power and destroyed the Metalosaurus. The Phantom Ranger is hiding in his secret tunnel. Casey and the other Power Rangers say they will find the ruby and put it back in the Phantom Ranger's chest because it is his power source. They are also trying to find the Phantom Ranger because he was in a cage the last time they saw him. The Phantom Ranger said his job was done. To be continued in the Clash Of the Megazords.

Wr Judd Lynn

Dir Steve Markowitz

2 - 13 *CLASH OF THE MEGAZORDS (PART 2 OF 2)*

Divatox took the Phantom Ranger's ruby. Without the ruby he has no power and he is dead now. The Power Rangers Turbo are looking for the Phantom Ranger. They find him and take him to the Power Chamber, where they put him on life support. The Rangers make a magnet to pull Divatox's space base down to Angel Grove. Divatox puts the Phantom Ranger's ruby into the Turbo Megazord charged it up.

The Power Rangers Turbo use their magnet and it works. Divatox sends a monster to destroy the magnet and he succeeds. Then Divatox sends the Turbo Megazord down to Angel Grove to destroy the Power Rangers. The Power Rangers use their new Zord, the Rescue Megazord to fight the Turbo Megazord. The Rangers get the Phantom Ranger's ruby back. Divatox sends two growing missiles and her monster grows, but the Power Rangers manage to defeat him. They go put the ruby back into the Phantom Ranger, just in time, and he thanks them.

Wr Brett D. Born

Dir Steve Markowitz

2 - 14 *THE ROBOT RANGER*

Justin thinks Ashley is a robot. Bulk and Skull are giving tennis lessons when a monster comes to Angel Grove. The Power Rangers have to get their Zords and destroy the monster. Divatox got real mad and Porto to get a monster that would give the Power Rangers a charge. Porto gave Divatox a Chargeatron monster. When the Power Rangers were having lunch Justin broke TJ's walkman. He fixed it and was giving it back when he saw a weird machine in TJ's locker. Chargeatron was attacking Angel Grove, so there was no time for Justin to worry about the machine now. The Power Rangers destroyed the chargeatron. Then Justin found out he was a robot and the real Justin was in the Power Chamber. The robot Justin got sent to another planet, along with the other robot Power Rangers, and the real Power Rangers stayed on Earth to defend it.

Wr John Fletcher

Dir Larry Kent Litton

2 - 15 *BEWARE THE THIRD WISH (PART 1 OF 2)*

Justin wished his dad would come back. Divatox sent a Wishatron monster to get a wishing coin. The monster got it and two more coins and made three wishing coins. Elgar wished for hair. Divatox wished the Blue Centurion would turn bad and fight the Power Rangers. Elgar kidnapped the Blue Centurion and took him to the Space Base. The Power Rangers had to fight Wishatron and Divatox sent two growing missiles to make him grow. The Power Rangers called their Rescue Zord. They fought Wishatron with their artillery power and they destroyed him. Divatox calls another monster. The Power Rangers took Turbo Navigators and looked for the wishing coins. Divatox dropped her last coin and Bulk and Skull use it in an arcade game.

Wr Judd Lynn

Dir Larry Kent Litton

2 - 16 *THE GARDENER OF EVIL (PART 2 OF 2)*

Divatox calls a monster called the Wild Weeder to find her third wishing coin. Meanwhile Bulk and Skull have it and use it in an arcade pinball machine. It blows up the machine. The Lieutenant gets angry with Bulk and Skull as usual. He tells them he's found a job for them at a nursery. Bulk and Skull say "cool we like babys" but the Lieutenant tells them it's a plant nursery. When they get there they find out they have to shovel cow manure on the plants. Meanwhile, Wild Weeder uses seeds on the people of Angel Grove. They become Diva-drones and are ordered to search for the third wishing coin. The Blue Centurion is working for Divatox because she wished for it with the second wishing coin. So he and the Wild Weeder team up to search for the third coin. The Power Rangers fight the Centurion and lose both the Storm Blaster and the Lightning Cruiser. Then the Wild Weeder calls the robot bees to totally take over the vehicles. But the Power Rangers stop them. Next the Blue Centurion calls the Robot Racer into action and the Rangers call out the Rescue Zords and use the High Stance Mode. But they are still having a tough time with the Blue Centurion's Robot Racer. Meanwhile Bulk and Skull are being chased by the Diva-drones and almost use the wishing coin to wish for them to be rich. But they decide to give the coin to the Power Rangers, proving once again that they can be heroes in their own way. When Justin gets the coin he says he would like to use the coin to wish for his father's return. But decides against it and uses it to make the Blue Centurion good again. Divatox sees that she has lost control of the Blue Centurion and launches a growth missile unto the Wild Weeder. The Power Rangers use the Rescue Zords to form Rescue Megazord and kick the Wild Weeder's butt. At the end Justin's father comes home, this time for good. He now has a job in Angel Grove.

Wr Judd Lynn

Dir Larry Kent Litton

2 - 17 *FIRE IN YOUR TANK*

TJ was riding in the Lightning Cruiser to test a new booster fuel. Divatox saw the Lightning Cruiser and decided she wanted it. Elgar went to the test site to get the Lightning Cruiser. The Power Rangers fought with Elgar to stop him from taking the Lightning Cruiser and they won. Elgar stole the booster fuel they were using in the Lightning Cruiser. He took it back and they used it in the Divamobile. The fuel made the Divamobile fly but it set the forest on fire. Bulk and Skull were working as forest rangers and they saw the fire and panicked. The Lightning Cruiser has to go in and save them. Divatox sends a monster out

to fight the Power Rangers. Then she sends two growing missiles to make him grow real large. The Power Rangers called the Rescue MegaZord to help them and they won and they put out the fire.

Wr John Fletcher

Dir Steve Markowitz

2 - 18 *TURN OF THE WRETCHED WRENCH*

Ashley and Carlos are fixing a car but they mess it up. Meanwhile Divatox is mad because Elgar screwed up the telescope. They called the Mr. Fix-It monster and he came and fixed the telescope. She told the monster she had another use for him. She asked him to make a mobile. He told her just needed some parts. He decided to go the Angel Grove work shop to find the parts he needed. While he was there two Power Rangers found him. he escaped in the Divamobile. Divatox sent two growing missiles and Mr. Fix-It grew. The Power Rangers Turbo use the Rescue MegaZord and they destroy him. Bulk and Skull are tow truck drivers and their tow truck breaks down. Ashley has to fix the truck for them.

Wr John Fletcher

Dir Steve Markowitz

2 - 19 *SPIRIT OF THE WOODS*

Three teenagers drive up and park in the woods and begin to throw trash out of their jeep onto the ground. A kid watches from behind a tree and becomes upset. He waves his hand and the wind begins to blow. The message "go away" is written in leaves on their windshield, and this frightens them away. Then the kid disappears, reappears, and disappears again. TJ gets a shake drink from Lieutenant Stone at the youth center and then goes on his daily jog. While jogging TJ stops to pick up some litter and turns around and the same kid from before is there. He say "hello, who are you? My name is TJ." The kid says his name is Erutan. Then TJ hears a noise and he looks around and when he turns back, Erutan has disappeared. TJ turns to leave and a piece of trash begins following him and turns into a monster. TJ shifts into Turbo and challenges the monster while Erutan watches everything from behind a tree. TJ is losing his fight and Erutan jumps out and causes a hurricane to blow away Littertron. Then he disappears again. Littertron tells Divatox about the boy and she sends Elgar and Littertron after the kid. TJ is in the library when he figures out that Erutan is Nature spelled backwards. TJ spots Erutan watching him and takes off after him. The kid thanked TJ and TJ thanked him for helping him out. TJ goes to Demetria and tells her about Erutan. Meanwhile Bulk and Skull are delivering newspapers. TJ is jogging through the woods again and meets up with Erutan. He tries to tell him he is in danger, and then he is captured by the mutants. TJ shifts into Turbo and calls the rest of the Rangers. They fight the mutants and get Erutan loose, but the rest of the Rangers can't see who TJ is talking to. Erutan draws lightning from the sky and it strikes Littertron. Somehow the Rangers are stuck in trash cans, but they get loose and call for the Turbine Laser. The laser knocks down Littertron, but Divatox sends some growth torpedoes. TJ tells the Rangers that he has to help Erutan who they still can't see, but that they have to fight Littertron without him. The Rangers call out the Rescue Megazords and they defeat Littertron. TJ says goodbye to Erutan and the rangers show up and they can finally see Erutan.

Wr Judd Lynn

Dir Steve Markowitz

2 - 20 *SONG OF CONFUSION*

Cassie and a friend were auditioning people to be in their band. Cassie asked who was first and Bulk said it was him and Skull. Cassie told Bulk she was sorry but they couldn't use him. The next people to audition were called Crash and The Creeps. They sang their song of confusion. Cassie told them it was perfect and they could use them. Cassie's friend told everyone else it was too bad they couldn't use them all and then had to step out for a minute. Cassie said it was her first concert. What they didn't know was that Divatox had sent Crash and The Creeps to destroy the Power Rangers and they were really monsters. They turned into monsters in front of the Power Rangers and they fought. They left and got a Ranger Scrambler and used it on the Power Rangers. The Power Rangers had to get their Turbo Racer Cannon. Then Divatox sent two growing missiles to the monsters and the Power Rangers had to use the Turbo MegaZord. The Power Rangers used the Turbo Spinout and defeated the monsters.

Wr John Fletcher

Dir Blair Treu

2 - 21 *THE ACCIDENT*

The coach called Owen and Carlos and told them they were team captain contestants. Carlos and Justin were talking and the team asked Carlos if he wanted to play or work on his sportsmanship. Justin said for Carlos to go on. Carlos went to play and he slide tackled Owen and got the ball and scored. When he looked to find Owen he was on the ground holding his leg. The coach came and took Owen to the emergency room. later at practice Carlos was worrying about Owen and not paying attention to the practice. Divatox sent a squad of PiranhaTrons disguised as Owen and other teammates. The other Power Rangers showed up and Carlos asked them what was wrong. The Power Rangers tell him those guys are

Piranahtrons. He fights them and gets slammed on a fence. The Blue Centurion came and talked to Carlos and he left. Divatox sent Elgar in a Zord. The Blue Centurion got RoboRacer, but he got defeated. Porto was trying to tell Divatox something, but she told him to shut up. The Power Rangers came. Divatox asked Porto what he wanted and he told her the Zord wasn't finished. It was missing the pin that held it together. Then the Zord's arm fell off. Elgar picked it up and went back. Later Owen told Carlos he stumbled over his own feet and it wasn't his fault, he just wanted to blame it on someone other than himself.

Wr John Fletcher

Dir Blair Treu

2 - 22 *CASSIE'S BEST FRIEND*

Cassie was playing Frisbee with Jetson, her dog. Meanwhile Divatox sent Mr. Goo to turn the Power Rangers into turtles, rats and bugs. Mr. Goo turned Jetson into a human named Jefro. Jefro tried to help Cassie find Jetson. He played with Cassie and then ate cheeseburgers with extra cheese and then they went back to the Angel Grove center Jefro left because he was turning back into a dog. Elgar started fighting the Power Rangers with the Zord he created at Divatox's submarine. The Power Rangers destroyed Mr. Goo and Elgar's Zord. After that they found Jetson, who was a dog once again.

Wr Judd Lynn

Dir Blair Treu

2 - 22 *THE CURVE BALL*

TJ is stumped by a new kid, Heath, who has a curve ball no one on the baseball team can hit. Divatox's Strikeout monster, similarly, has such an unhittable toss. When Heath's egotistical showboating leads to his hanging on for dear life on the side of a cliff, will TJ take the effort to save the jerk? And will the jerk offer information on how to counter Strikeout's ultimate trick? Meanwhile, Bulk & Skull are hired to draw chalk outlines on the baseball field.

Wr Judd Lynn

Dir Lawrence L. Simeone

2 - 23 *CARLOS AND THE COUNT*

Bulk and Skull were having a monster movie marathon. It was a vampire movie marathon. Divatox turned a lunar bat into a monster. Carlos was walking home the next day and the lunar bat bit Carlos. On the next day Carlos was wearing sunglasses. When he took them off his eyes were all red and he had started growing fangs. Later at the blood drive Carlos tried to get the blood instead of give it, but he got scared. Justin saw Carlos' eyes and told the rest of the Power Rangers about it. The lunar bat showed up and tried to bite Justin, but the Power Rangers saved him. They went and found Carlos and teleported him to the Power Chamber. They gave him an antedote. Then they went and found the bat and destroyed it. Later, Bulk and Skull decided to switch to a werewolf movie. The movie delivery man looked like a werewolf and they got scared.

Wr John Fletcher

Dir Lawrence L. Simeone

2 - 24 *LITTLE STRONG MAN*

Justin has trouble trying out for sports, as he's too small and young to compete with the other teens. When an ant, mutated by Bulk & Skull's strange exterminator spray, bites him, he discovers he now has super strength! This makes him a hit with athletics, but the side effect is he's unable to morph. He's forced to choose between a life as a Ranger or a life as a dumb jock. Meanwhile, Divatox prepares to bring to Earth the first of her three Evil Zords, the first being her very own bird-like Divazord.

Wr Jackie Marchand

Dir Liberty Goldman

2 - 25 *STRENGTH IN NUMBERS*

2 - 26 *THE RIVAL RANGERS*

Ashley was teaching dance lessons. Bobby was Ashley's dream date and he came to where she was teaching. She asked him if he wanted dance lessons and he said yes. He wanted to start the next day. Casey came and she and Bobby left together. Ashley got mad and said she would get even with Casey. The next day Casey and Bobby went to the park. Ashley asked TJ if he would play catch with her. He told her she hated to play catch, but she told him she had changed her mind. They went and played catch. The ball accidentally hit Casey. Then they all joined together and tried to leave. But the car wouldn't start. Ashley told them they had flooded the car. They had to go. When Casey went back to get Bobby, he was gone. It was time for dance lessons and Ashley had to leave too. Divatox sent a Sharkatron monster down to Angel Grove. The Sharkatron was draining the power out of the Rescue MegaZord, so when the Power Rangers wanted to try to defeat it they had to use the Turbo MegaZord. They defeated it. Then Bobby

asked out another girl, so Justin took out both Ashley and Casey.

Wr Judd Lynn

Dir Judd Lynn

2 - 27 *CHASE INTO SPACE (1-2)*

Justin's dad got a job interview for a nice job. Meanwhile, Divatox is meeting Goldgoyle and announcing the end of the Power Rangers. The Rangers are watching the shuttle mission make a landing at NASA mission control. Justin's dad shows up and tells Justin he got the job, but it will mean having to move away from Angel Grove. He hadn't accepted the job yet because he wanted to talk to Justin about it. The Rangers are called to the Power Chamber because they are receiving a message from Altar, where Zordon and their power comes from. Divatox sends Goldgoyle to attack the Rangers. The Rangers defend themselves from Goldgoyle and summon the Rescue MegaZord, but Goldgoyle destroys it. They summon the Turbo MegaZord and it is being beaten too. TJ comes up with an idea to use Turbo Ram against Goldgoyle, but to get it up close with the Lightning Cruiser. After it gets close enough TJ destroys Goldgoyle. The Rangers teleport back to the power chamber, but they are seen by Elgar and Rygog, who follow them to the power chamber. Divatox decides to send all her piranhatrons to attack the power chamber. The Rangers learn that the planet Altar is being taken over by evil forces. Demetria tells the Rangers that she and the Blue Centurion are leaving Earth to help Altar and the Rangers have to stay and protect Earth. When they are getting ready to go the Blue Centurion says goodbye to Justin, who gives him his lucky coin. Demetria and the Blue Centurion leave and Divatox sees them go. She starts to attack the power chamber with her piranhatrons. TJ and the Power Rangers decide to go fight them and try to defend the Power Chamber. Divatox attacked the Power Chamber while the Power Rangers were inside. She destroyed the Power Chamber, but the Power Rangers were luckily still alive. A messenger came and told Divatox that Zordon had been captured and that she needed to go with him. She laughed and said she had to stay and conquer the Earth. Then he mentioned that Dark Spector wanted her to go and she decided to go right away. The Power Rangers came out of their hiding places. They had lost their powers when the Power Chamber was destroyed. They found Alpha, who got a black box out of the ground. He said it was a decoder. The Power Rangers couldn't figure how they were going to get to Altar. The messenger mentioned that Zordon had been captured and his power was being drained. Justin snuck into NASA mission control and told the commander what was going on. The Power Rangers took off into space without Justin, never to see him again. To be continued in Power Rangers In Space!

Wr Judd Lynn

Dir Judd Lynn

POWER RANGERS WILD FORCE



Power Rangers Wild Force premiered on Fox Kids on February 9, 2002. When evil villains rise up to pollute and destroy the Earth, only five young heroes can stand in their way. With amazing super powers and a virtual zoo of Zords, these five young heroes transform to become the Power Rangers Wild Force. Faced by villains who stop at nothing to destroy the planet, the Rangers will need all the help they can get. Luckily, gigantic mechanical beasts that are just as determined as the Rangers to save the planet from the forces of evil are there to aid the Power Rangers. Only the Wild Force Rangers can protect Turtle Lake City from evil Orgs, monsters from the Earth's ancient past that have come back to life. The Rangers must do battle with the Master Org and his evil minions in order to save mankind and animals. With the help of their Power Animals and Crystal Sabers, the Wild Force Rangers must defeat the Orgs and save the city! When humans and animals come together to save the planet, it's time to take a walk on the wild side!

This marks the eighth series based on the Japanese Sentai series, and these shows continue in parallel with it's Japanese counterpart. The series following directly on from POWER RANGERS: TIME FORCE. At the end of TIME FORCE the series had nothched up an amazing 418 episodes, with no sign of cancellation. Which is remarkable for a show that was original marked as "it wouldn't last a week" when it was first produced.

Cinematography by Ilan Rosenberg, Other crew - Gary Jackson (transportation captain), Distributors - Fox Kids Network [us].

As being a Power Rangers fan, I watched the two-parter on Fox. As understanding the importance of Saban switching to a PR show to keep it fresh and exciting every year, I was pleased at this beginning for a new show

An orphan named Cole (newcomer Richardo Medina Jr.) is chosen by his tribe to go and venture out into the undiscovered world, as he is the "Chosen One." Upon arriving in an unchartered land, which looks like the New York or California shoreline, he goes in search of the two people in a mysterious black and white photograph. Saving a lovable golden retriever from being destroyed, Cole has a nasty encounter with the two animal control officers, which turn out to be two villains, Jindrax and Toxina.

After a restless night, Cole is abducted by four young adults--Taylor, Matt, Alyssa, and Danny (Alyson Kiderman, Philip Jeanmarie, Jessica Rey and Jack Guzman)--and taken to a mysterious floating island. There, he meets a beautiful woman, Princess Shayla (Ann Marie Crouch), who turns out to be the mentor of the four people he was abducted by, who are the Wild Force Rangers. He learns that he is had been chosen to be the Red Lion Wild Force Ranger, leader of the Wild Force team.

I will step in to avoid any spoilers of the episodes, but as it goes, it seems to be a nicely constructed beginning to yet another Power Ranger saga. Keep your eyes on this one, as this seems to be a promising PR show. But you like the old episodes (Morphin, Zeo, Turbo, Space, Galaxy, Lightspeed and Time Force), ABC Family will start airing repeats this March.

But for all Power Rangers fans, this recent incarnation is worth a peek.

Power Rangers: Wild Force (often abbreviated as "PRWF") was the tenth incarnation of the Power Rangers series, based on the Super Sentai series Hyakujuu Sentai GaoRanger (100 Beasts Squadron Gowl Ranger)

Power Rangers: Wild Force takes place in 2002, continuing the tradition of having the incarnation taking place the year it was released. The first part of the series was originally broadcast on the Fox Kids children's television block, but was later moved to the ABC Kids children's television block in mid-season following the buyout of the Power Rangers franchise by Disney.

Despite the presence of various references to the Power Rangers fandom, and episodes that were considered to be the best-written at the time, the series is unpopular with some fans, with many believing it stuck too closely

to the storyline from Gaoranger (the only completely U.S. character being Master Org). Other fans believe that there were too many Zords on the show when compared to previous incarnations of the Power Rangers. In addition, many hated the Cole Evans character because his overall personality is best described as being a "blockhead". Additionally, the writers committed the mistake of focusing all the character development in the Red and Lunar Rangers, pulling the others back to make them "team fillers".

Rangers

Cole Evans, the Blazing Lion (Red Wild Force Ranger) and leader of the team (portrayed by Ricardo Medina, Jr.)

Taylor Earhardt, the Soaring Eagle (Yellow Wild Force Ranger) and second-in-command (portrayed by Alyson Kiperman)

Max Cooper, the Surging Shark (Blue Wild Force Ranger) (portrayed by Phillip Jeanmarie)

Danny Delgado, the Iron Bison (Black Wild Force Ranger) (portrayed by Jack Guzman)

Alyssa Enrilé, the Noble Tiger (White Wild Force Ranger) (portrayed by Jessica Rey)

Merrick Baliton, the Howling Wolf (Lunar Wolf Ranger) (portrayed by Phillip Andrew)

Allies

Princess Shayla: guardian of the Animarium (portrayed by Ann Marie Crouch).

Animus: the ancient ruler of Animaria, appears to aid the Rangers several times.

Time Force Power Rangers

Red Rangers: nine other Red Rangers from the past team up with Cole to battle the Machine Empire.

Kite: the human incarnation of Animus (portrayed by Ryan Goldstein).

Villains

Jindrax: Jester/Clown-like Duke Org, self-proclaimed 'Master of Blades', uses knives and swords in battle. Had an unofficial rivalry with Taylor and good friend of Toxica. Seems to have had a crush on Princess Shayla, but a deep love for Toxica. He resurrects Toxica from Spirit World using her reenergized severed horn. Retires from serving Org leaders and travels the world with Toxica to 'find themselves'.

(portrayed/voiced by Danny Wayne Stallcup)

Toxica: Sorceress Duke Org who is armed with a staff that releases beans that make Orgs grow. Suspected Master Org's identity when she smells the scent of 'human' around him and sees him 'move' his horn. Uses Nayzor's crown to temporarily transform into a General Org, Necrononica, and is brainwashed by Master Org, along with Jindrax, in mutated form when they find out his true identity. Once returned to normal by Cole, they seek out Mandilok and serve under him until Mandilok uses Toxica as a shield against the Rangers' Jungle Blaster. Is brought back to life again by Jindrax who pulls her out of the Spirit World by reenergising her severed horn. Assists the Rangers by rescuing the captured Princess Shayla from the Nexus. Retire from serving org leaders and travels the world with Jindrax to 'find themselves'. (portrayed by Sin Wong)

Master Org: Commander of the Org forces on Earth; the reincarnation of the ancient Master Org from 3,000 years ago. Was once Dr. Victor Adler, but consumed the remains of the original Master Org to become an Org himself. Disguises himself with similar clothing and a helmet with a fake horn. His identity was found out by Toxica when she saw him move his headress. Destroyed Retinax first time to preserve identity and brainwashed Toxica and Jindrax when they discovered the truth. Is defeated and stripped of Org powers by Cole and is thrown off a cliff by Mandilok and presumed dead, but in truth becomes a true Org and returns for revenge against the Duke Orgs and Rangers. In the finale he consumed an ancient org heart and gained a true Org form and every time he was destroyed by Rangers in Org form, his Org heart would revive him. Destroys all Wild Zords, but is destroyed once and for all when all Wild Zords are returned/resurrected and destroy his body while Rangers destroy the Org heart with the Jungle Sword. Used a staff in human form and used the Nexus Blade in Org form.(played by Ilia Volok)

Retinax: Eye-Themed General Org & bodyguard to Master Org. Resurrected in the finale to guard Nexus with the two other generals. Wields an axe that can combine with the other generals' weapons to form Nexus Blade. (voiced by Michael Sorich)

Nayzor: Nose-Themed General Org, freed the Duke Org, Zen-Aku. Resurrected twice in series, first to battle Rangers in 'Super' form, then again in normal form to guard Nexus with the two other generals. Uses a paper fan in normal form that can combine with the other generals' weapons to form the Nexus Blade and uses a clawed staff in Super form. (voiced by Ken Merckx)

Mandilok: A Hermaphroditic Mouth-Themed General Org, takes Master Org's place in the middle of the series. Upper mouth speaks with a female's voice while lower mouth speaks with a male's voice. Resurrected in the near-finale to guard Nexus along with the two other Generals. Uses a large fork and knife as weapons

that can combine with the two other generals' weapons to form Nexus Blade.

Zen-Aku: Wolf Duke Org sealed in a mask; possessed Merrick until the spell was broken. Comes back to life to battle Merrick and is destroyed by the combined strengths of the Wild Force Megazord [Striker Mode] and Predazord. Mysteriously comes back to life in the finale and now travels the world with Merrick, seeking redemption for his past deeds. (voiced by Lex Lang)

Arsenal

Growl Phone: Phone-based Morpher of the five core Wild Force Rangers, activated with the cry of "Wild Access!". It also works as a communicator and features miniature robot and animal modes. The Growl Phones are gold with Ranger-colored trim on the phones' animal figureheads.

Lunar Caller: Another phone-based Morpher granted to Merrick by his purified Wild Zords and stored on a wrist-mounted brace. It is blue with silver trim and shaped like a wolf's head. Like the other Rangers with Growl Phones, Merrick also cries "Wild Access" to morph.

Crystal Sabers: Standard Wild Force weapon used to summon the five core Wild Zords, or an auxiliary Wild Zord when an Animal Crystal is placed inside the hilt.

Jungle Sword: A large sword made by combining the Rangers' primary weapons, capable of performing the Savage Slash attack to finish off Orgs.

Red Lion Fang: Red Ranger's primary weapon

Golden Eagle Sword: Yellow Ranger's primary weapon

Blue Shark Fighting Fins: Blue Ranger's primary weapon

Black Bison Axe: Black Ranger's primary weapon.

White Tiger Baton: White Ranger's primary weapon.

Jungle Blaster: A cannon made by combining the Rangers' secondary weapons.

Falconator: Red Ranger's secondary weapon.

Armadillo Puck: Yellow Ranger's secondary weapon.

Sword of Pardolis: Blue Ranger's secondary weapon.

Rhino Shooter: Black Ranger's secondary weapon.

Deer Clutcher: White Ranger's secondary weapon.

Lunar Cue: Lunar Wolf Ranger's personal weapon, capable of switching between Saber Mode, Sniper Mode and Break Mode. With it, Merrick can perform the Full Moon Slash to devastate opponents. Merrick can also perform the Laser Pool technique to summon his Wild Zords or finish off opponents by launching his Animal Crystals like billiard balls.

Lion Blaster: When the Rangers were ensnared by an Org, the Red Lion Wild Zord gave Cole the Lion Blaster, which he used to blast himself and his team-mates to freedom. The Blaster materializes from Cole's Lion Fang and can switch between Cannon and Gattling Mode.

Falcon Summoner: Weapon that can serve as a blaster or bow, and is also used to summon the Red Falcon Zord. Cole obtained it while he and Merrick battled a resurrected Nayzor once four of the Rangers, who had been knocked out by Nayzor, solved a complex puzzle while on a spiritual quest.

Animarium Armor: Cole can use the Falcon Zord's power to activate his Battlized form, donning the Animarium Armor and becoming the Red Savage Warrior. Adorned with golden chest armour and gauntlets and large wings, Cole can fly, form a shield with his wings, as well as fire energy blasts.

Savage Cycles: High-speed motorcycles for each of the six Rangers, given life by their respective Wild Zords.

Wild Force Rider: When Cole's Savage Cycle was damaged beyond repair by an enemy attack, he was given the Wild Force Rider. This new motorcycle is themed after the Falcon Zord and has flight capabilities.

Megazords

Information about the zords used in Power Rangers: Wild Force can be found in the article Wild zord. For completeness, the list of Megazords formed in the series is as follows:

Wild Force Megazord (combination of Lion, Eagle, Shark, Bison & Tiger, sometimes w/t Elephant)

Red Lion (Red)

Eagle Zord (Yellow)

Shark Zord (Blue)

Bison Zord (Black)

White Tiger Zord (White)

Elephant Zord (White)
 Kongazord (combination of Gorilla, Black & Polar Bear, Bison & Eagle)
 Gorilla Zord (Red)
 Black & Polar Bear Zords (Yellow)
 Soul Bird
 Predazord (combination of Wolf, Hammerhead & Alligator)
 Wolf Zord (Lunar)
 Hammerhead Shark Zord (Lunar)
 Alligator Zord (Lunar)
 Isis Megazord (combination of Falcon, Armadillo, Giraffe, Rhino & Deer)
 Falcon Zord (Red)
 Giraffe Zord (Blue)
 Rhino & Armadillo Zords (Black)
 Deer Zords (White)
 Animus (combination of Wild Zords similar to the primary Wild Zords)
 Pegasus Megazord (combination of Falcon, Lion, Elephant, Shark & Tiger)

Trivia

In the first Wild Force promo (the one that aired after Time Force ended), the full faces of the Japanese actors from Gaoranger as they begin to transform can be seen.

It was the first series since Power Rangers: Zeo to start the episodes with the opening credits.

First time Power Rangers actually copied a sentai transformation sequence in every detail. Incarnations like Zeo and In Space, were similar, but not quite the same because it made modifications to the transformations to the original Sentai footage; such as Zeo placing actors within the "Grid-frames" from Ohranger's footage, as well as adding a bright background image of part of the Zeonizer/Power Brace being activated (In Ohranger, when the Rangers changed the background within the "Henshin Sequence" was completely black" and In Space having "Morphing Complete." pasted over "MEGA[Insert Color] READY!").

It should be noted that Alyssa Enrilé (the White Wild Force Ranger) was the first Power Ranger known to attend college and serve as a Ranger simultaneously. (Not to be confused with Rangers attending school).

It was the first Power Rangers team to start off with an even number of individuals as rangers (four). In Power Rangers: In Space technically there were two rangers, however Zhane was incapacitated at the time so only one ranger (Andros) remained. Likewise, in Power Rangers: Time Force, only one individual, Alex the original Red Time Force Ranger was shown to have the ability to morph at the start of the season. All other seasons have begun with an odd number with either three Power Rangers: Ninja Storm, Power Rangers: Dino Thunder and Power Rangers: SPD or five individuals receiving their powers simultaneously. (Note: You cannot count Power Rangers: Turbo as starting off with four because of the fact if Rocky would not have hurt himself, he would have received the Blue Turbo powers, and also the fact when the Turbo Rangers morphed for the very first time, Justin had already officially joined the team to become the Blue Turbo Ranger.

It was the second season after Time Force to utilize the "Red Rookie" plot device. The third was in Power Rangers: SPD and the fourth in Power Rangers: Mystic Force

It should also be noted that before the arrival of Cole (the Red Wild Force Ranger), Taylor was the leader, thus making her the first known Yellow Ranger ever to lead a Power Ranger team.

This was the first regular Power Ranger series not to feature a Pink Ranger. Mighty Morphin Alien Rangers did so first, although this one is not considered to be a complete season. This would be continue for Power Rangers: Ninja Storm, and Power Rangers: Dino Thunder.

It was the second series to feature a female White Ranger, the first was Mighty Morphin Alien Rangers.

The series was unique in the fact that the villains are called 'Orgs', much like in Gaoranger. Even the monsters the Power Rangers had to defeat mostly had no name changes in the transition.

Power Rangers Wild Force has the distinction of featuring the oldest known Power Ranger (Merrick the Howling Wolf Wild Force Ranger was at least 3,000 years old at the time of his release).

Merrick also has the distinction of being the first Power Ranger to sport facial hair (a goatee), (Dr. Thomas Oliver of Power Rangers: Dino Thunder who also had a goatee was the second), generally male Power Rangers are clean shaven.

Cole, an orphan raised for at least 18 years in an Amazon jungle tribe, is given two items found with him as a baby: a wrinkled & torn photograph of his mother & father, and a strange red small ball-like crystal. He then leaves the jungle, and comes to America, to the city of Turtle Cove. Cole searches for his family to no avail. His ability to understand animals leads him to freeing the test subjects from an illegal animal laboratory. The man & woman who run said lab are revealed to be evil creatures called Orgs. Duke Orgs, at that, named Jindrax & Toxica. Lesser, two-horned Orgs, called the Turbine Org & Plug Org, encounter a group of four Power Rangers. These Wild Force Rangers, lacking a Red Ranger, fail to defeat them. Luckily, Princess Shayla, their mentor, learns of Cole, and long story short, he's the Red Wild Force Ranger.

Wr William Winkler

Dir Koichi Sakamoto

1 - 2 *DARKNESS AWAKENING (PART 2 OF 2)*

Jindrax and Toxica meet with Master Org for the first time in 5000 years, but suspect something's different about him. Cole tries to reason with the Barbed Wire Org, and learns the hard way that they lack a heart.

Wr Derek Rydall

Dir Koichi Sakamoto

1 - 3 *CLICK, CLICK, ZOOM*

When Cole rejects Taylor's strictly defined Ranger Rulebook, insisting the only rule the team needs is teamwork, the Yellow Ranger strikes out on her own, and soon encounters the Camera Org. When she's zapped by him, her physical form becomes invisible! Can the new leader of Wild Force save the former one, and win her respect in the process? Also, learn the stunning history of the Kingdom of Animaria!

Wr Jill Donnellan

Dir Koichi Sakamoto

1 - 4 *NEVER GIVE UP*

The tight friendship between the Blue and Black Rangers is strained, when Danny's former flower shop love interest, Kendall, comes back into his life. Max is forced to investigate a possible Org spirit solo, and ends up captured by the Bell Org. Will Danny admit his true feelings to the girl, or will he go against his and Max's credo in life, and finally give up?

Wr Katie Torpey

Dir Terry Withrow

1 - 5 *ANCIENT AWAKENING*

Alyssa and the Rangers discover clues that lead them to powers used by the forces of good, 3000 years ago. Namely, the Elephantzord. And they'll need it, since Princess Shayla is kidnapped by the Tire Org!

Wr Suzi Shimoyama

Dir Terry Withrow

1 - 6 *WISHES ON THE WATER*

The youngest of the team, Max's belief of a local legend of the "Turtle Lake Monster", rumored to grant wishes, gets him called a "kid" by his teammates. The Blue Ranger sets out to rectify this, but strange dreams of the Megazord being in danger lead him instead to find another Wildzord. Will it be helpful in defeating the real monster of the lake, the Ship Org?

Wr William Winkler

Dir Koichi Sakamoto

1 - 7 *THE BEAR NECESSITES*

While out jogging near her old Air Force Base, Taylor is reminded of why and how she became the Yellow Ranger in the first place. She also encounters two mysterious twins dressed in white and black, and aids the mute boys in their search for a powerful flower. Are the twins more than they appear, and how will they be of help against the Grawl Phone-jamming Cell Phone Org?

Wr Derek Rydall

Dir Koichi Sakamoto

1 - 8 *SOUL SEARCHING (PART 1 OF 2)*

With the Red Lion Zord injured by the recent use of the Bear Brothers, Cole and the rest of the Rangers go on a quest to find the mythical Soul Bird, capable of healing him. Their forest search is interrupted by both the Bulldozer Org, and Master Org himself, who makes a surprising discovery about the new Red Ranger. Is there more in the woods than our heroes expect, such as a new Wildzord?

Wr Jill Donnellan

Dir Koichi Sakamoto

1 - 9 *SOUL BIRD SALVATION (PART 2 OF 2)*

Jindrax and Toxica join forces with Rentinax, the former bodyguard of Master Org 5000 years ago. Meanwhile, the Freezer Org attacks, and though he's defeated, in doing so he reduces the Kongazord and Growl Phones to frigid states! The Rangers must depend on no powers and their determination to protect the Earth, only the power of what lies within the soon-to-be-hatched Soul Bird egg can provide deliverance.

Wr Suzi Shimoyama

Dir Worth Keeter

1 - 10 *CURSE OF THE WOLF (PART 1 OF 3)*

Master Org releases Org General Nayzor, who in turn releases Wolf Duke Org Zen-Aku, from the tomb he's been imprisoned in for 3000 years. The Rangers, first having to deal with the Vacuum Cleaner Org, find this wicked warrior tougher than any prior Org, even losing a few Animal Crystals to him! Can they at least get out of this battle with their lives intact?

Wr Katie Torpey

Dir Taro Sakamoto

1 - 11 *BATTLE OF THE ZORDS (PART 2 OF 3)*

The recent arrival and successful first battle of Zen-Aku creates tension among the Rangers, and between fellow Duke Orgs, Jindrax & Toxica. Alyssa heads into the woods alone, in an effort to reclaim her Elephanzord, and though she runs into Org trouble, she gets bandaged up by a most unexpected source. Soon, Zen-Aku unveils his very own Dark Wildzords, and pits the vicious beasts against those of the Wild Force Rangers.

Wr Derek Rydall

Dir Koichi Sakamoto

1 - 12 *PREDAZORD, AWAKEN (PART 3 OF 3)*

Jindrax & Toxica attempt to one-up Zen-Aku by capturing some Wildzords of their own, by stalking Alyssa & Max. This leads to the creation of the Bus Org, and a quite extensive game of hot potato with the GiraffeZord crystal. Will our heroes lose another Power Animal to the Orgs? Or will worse occur when Zen-Aku connects his Dark Wildzords into their Predazord formation?

Wr Bergen Williams

Dir Koichi Sakamoto

1 - 13 *REVENGE OF ZEN-AKU (PART 1 OF 2)*

Zen-Aku frees Motorcycle Org, the first monster Taylor ever faced when she first became the Yellow Ranger. This keeps the Rangers busy while he kidnaps Princess Shayla, and discovers a strange sense of deja-vu about her, especially her necklace.

Wr Jill Donnellan

Dir Koichi Sakamoto

1 - 14 *INDENTITY CRISIS (PART 2 OF 2)*

Zen-Aku battles his inner demons concerning strange memories about his past, when he encounters a stray half-dog half wolf pup. The spirit of Animus, ancestor of the Wildzords, appears and attempts to get the Duke Org to remember his past. Cole makes a surprising discovery about Zen-Aku, though will it aid them when they have to not only fight him, but the Lawnmower Org as well?

Wr Suzi Shimoyama

Dir Taro Sakamoto

1 - 15 *THE ANCIENT WARRIOR, PART 1*

Thanks to Animus creating a brief lunar eclipse, Zen-Aku reverts to his true human form, an Ancient Warrior of Animaria known as Merrick! He relates his tragic tale to the Rangers, and admits to his intimate connection to Princess Shayla. Can the Rangers aid in breaking the curse of the Wolf Mask, or is he doomed to being Zen-Aku for another 3000 years?

Wr Katie Torpey

Dir Taro Sakamoto

1 - 16 *THE LONE WOLF, PART 2*

Merrick, now freed from the mask of Zen-Aku, struggles with guilt over the evil deeds he performed while under its spell. Meanwhile, Master Org turns the captured Animal Crystals into an Org monster.

Wr Derek Rydall

Dir Taro Sakamoto

1 - 17 *POWER PLAY*

Merrick aids a bar owner against a group of punks, and ends up finding a place to begin his path of redemption. As Jindrax unleashes the tone-deaf Karaoke Org upon the Rangers, a mysterious new Org General appears, known as Necronomica! What strange connection does she have to the defeated Nayzor and the missing Toxica?

Wr Jill Donnellan

Dir Koichi Sakamoto

1 - 18 *SECRETS AND LIES*

As he and Alyssa grow closer in discovering the identity of his parents, Cole is struck in the head while fighting the Signal Org, and develops amnesia. He winds up living on a farm, using his ability to understand animals to their benefit, and finally gets to be part of a family. Will he even want to remember who he was when the Rangers arrive with the sad fate of his parents? Meanwhile, Jindrax & Toxica confront Master Org about their suspicions of his being a human, and learn the truth is far more dangerous!

Wr Bergen Williams

Dir Koichi Sakamoto

1 - 19 *THE TORNADO SPIN*

Thanks to the Bowling Org's unbeatable attacks, Max has no choice but to revive his secret past as a championship bowler in training. Will his former mentor, now a washed-up janitor, aid him with the ultimate bowling trick?

Wr Derek Rydall

Dir Worth Keeter

1 - 20 *THREE'S A CROWD*

While tracking down the bride-swiping Wedding Dress Org, Danny bumps into his old love interest, Kendall. Old feelings resurface, as well as jealousy when he discovers she's dating a snobbish yuppie named Colin. While fighting the Org and trying to save Kendall's life, Danny is faced with the decision which will lead to his secret identity being exposed. Will he choose true love over saving the world, and will Kendall choose true love over being filthy rich?

Wr Katie Torpey, Bergen Williams

Dir Taro Sakamoto

1 - 21 *A FATHER'S FOOTSTEPS*

Alyssa successfully juggles being a Ranger with being a top-notch college student... though not without a few problems along the way. Nothing less than perfection is expected of her father, who comes to Turtle Cove to check up on her, still upset she chose school over eventually running his dojo. But when he notices the White Ranger using his family's very own Tiger Style in battle against the Samurai Org, he just may change his tune about his approval of her life choices.

Wr Katie Torpey, Bergen Williams

Dir Taro Sakamoto

1 - 22 *SING SONG*

The Tombstone Org, powered by Dr Adler's headstone and the spirits of a few fallen Orgs, proves to be too powerful for the Rangers, and severely injures the Wildzords! The long absent Deezord is the only thing capable of healing them, but he's still holding a grudge over the fact Princess Shayla and Merrick no longer sing for him every morning. Can the strained couple put aside their conflicts to help save the world?

Wr Jill Donnellan

Dir Taro Sakamoto

1 - 23 *THE WINGS OF ANIMARIA*

While facing the revived and upgraded Super Nayzor, all of the Rangers are fatally wounded, except for Cole and Merrick. Their spirits, in a dark dimension, are guided by a shrouded boy in a mission to free the Falcon Wildzord, which will not only aid their teammate in his battle, but will restore them to life. Can our heroes get a second chance at life?

Wr Suzi Shimoyama

Dir Worth Keeter

1 - 24 *REINFORCEMENTS FROM THE FUTURE, PART 1*

The arrival of three Mutant/Org hybrids from the year 3001 crosses the paths of the Wild Force Rangers

with Wes & Eric, who must contact their Time Force Ranger teammates for assistance.

Wr Amit Bhaumik

Dir Koichi Sakamoto

1 - 25 *REINFORCEMENTS FROM THE FUTURE, PART 2*

The five Time Force Rangers are finally reunited in the year 2002, and gain a most unexpected ally in the form of their former enemies, Ransik & Nadira. What dark secret of his past concerning the Mut-Orgs is the key to stopping the monsters? It'll take all twelve Rangers to stop the Orgs from spreading pollution by destroying a power plant!

Wr Amit Bhaumik

Dir Koichi Sakamoto

1 - 26 *THE MASTER'S LAST STAND*

Cole finds the mysterious man from the picture he's carried all his life, only to discover he's actually Master Org. A final showdown is arranged between the Wild Force Rangers and the man who was once Dr. Viktor Adler.

Wr Derek Rydall

Dir Koichi Sakamoto

2 - 1 *UNFINISHED BUSINESS*

Finally freed from the imprisonment of the Wolf Mask, Zen-Aku is given new life, and immediately targets his former human host, Merrick. The self-proclaimed "lone wolf" is prepared to give the Duke Org what it wants by fighting the far more powerful villain alone, refusing assistance from the Rangers. Can Alyssa convince him otherwise, or will his former dark side get the better of him at last?

Wr Suzi Shimoyama

Dir Taro Sakamoto

2 - 2 *HOMECOMING*

Newly released Org General Mandilok unleashes Duke Orgs Artilla and Hellicos on the city. Meanwhile, Cole befriends an amnesiac boy who calls himself Kite, not far from the location of the memorial of the fallen Ancient Warriors.

Wr Katie Torpey

Dir Taro Sakamoto

2 - 3 *THE FLUTE*

Flute Org forces citizens, and Rangers, to dance against their will. Shayla and Merrick must overcome the tension between them and summon the Deorzord to break the spell. Also, Animus shows up, in person, and in action!

Wr Katie Torpey

Dir Worth Keeter

2 - 4 *TEAM CARNIVAL*

Feeling dejected, Jindrax strikes out on his own with his brother Juggelo. They follow Taylor, Max, and Kite to a carnival, and attempt to disrupt their day out.

Wr Katie Torpey

Dir Koichi Sakamoto

2 - 5 *TAMING OF THE ZORDS*

Jindrax & Toxica recruit Lion Tamer Org to their new Team Carnival. He turns the Rangers' Wildzords against one another, creating one big Megazord battle royale.

Wr Katie Torpey

Dir Koichi Sakamoto

2 - 6 *MONITORING EARTH, PART 1*

Mandilok, realizing Kite has incredible power, tricks the boy into believing that Orgs aren't bad, that it's the humans that've destroyed the planet with pollution and carelessness to nature. The Rangers are blindsided when it's discovered that Kite is actually the revived spirit of Animus.

Wr Katie Torpey

Dir Taro Sakamoto

2 - 7 *THE SOUL OF HUMANITY PART 2*

With Princess Shayla in a coma from the loss of the Wildzords, Merrick pleads with Animus to reconsider his position on humanity. Instead, he's offered a place off-world with them. As the Toy Org

attacks a factory nearby, will the efforts of the Rangers change the former Kite's mind, or will it be the solidarity of the regular humans that does it?

Wr Katie Torpey

Dir Taro Sakamoto

2 - 8 *FOREVER RED*

When the surviving forces of the Machine Empire gather on the moon in an effort to excavate Serpentera, veteran Ranger Tommy assembles the Red Rangers of every previous team, and the current, to assist in stopping them.

Wr Amit Bhaumik

Dir Koichi Sakamoto

2 - 9 *THE MASTER'S HERALD, PART 1*

The latest Duke Org, a ninja known as Onikage, convinces Toxica to cut off her own horn, so as to sneak on the Animarium and kidnap Princess Shayla. Despite the Rangers' mentor putting up a fight, Toxica succeeds, but when she learns that Org horns don't grow back, is this the end for the Mistress of Magic?

Wr Jill Donnellan

Dir Koichi Sakamoto

2 - 10 *THE MASTER'S HERALD, PART 2*

Mandilok is destroyed, when it's revealed that Onikage has been working for Master Org all along. Master Org, now fully in control of Dr. Adler's corpse, manages to get Princess Shayla back from Jindrax, who had taken her away in revenge for Toxica's death. Also, the Wild Force Rangers are sent into the Spirit World, where they face previously destroyed Orgs!

Wr Jill Donnellan

Dir Koichi Sakamoto

2 - 11 *FISHING FOR A FRIEND*

Toxica informs Jindrax through Nayzor's old mirror, that she can be revived. Following her instructions, he aids the Rangers against Locomotive Org, gains the power from the Jungle Blaster attack (same as destroyed her), and literally uses her cut-off horn to fish her out of the mirror, returning her to life!

Wr Suzi Shimoyama

Dir Taro Sakamoto

2 - 12 *SEALING THE NEXUS*

Master Org uses Princess Shayla's enchanted necklace in his ceremony to revive the Org Heart. While doing this, he brings back his three Org Generals to guard the Nexus. Jindrax & Toxica help the Rangers rescue the Princess and, they believe, seal the Nexus for good. Little do they realize, that Master Org has consumed the Org Heart, and merely shed the human body of Dr. Adler for something far more powerful.

Wr Derek Rydall

Dir Taro Sakamoto

2 - 13 *THE END OF THE POWER RANGERS, PART 1*

The Wild Force Rangers, thinking Master Org defeated and the Nexus sealed, begin to face the harsh reality of their lives as Rangers being over. The somber mood of parting is broken, by Master Org's surprise return. Now in a fully Org body, he beats our heroes back, grows, destroys Animus once again, and proceeds to not only slaughter every one of the Rangers' Wildzords, but send the Animarium plummeting down from the sky!

Wr Jill Donnellan, Katie Torpey

Dir Jonathan Tzachor

2 - 14 *THE END OF THE POWER RANGERS, PART 2*

The Animarium reconnects to where it came from, fitting right into Turtle Lake. The Rangers, powerless, face an army of Putrids, and face down the giant Master Org. With only their intense fighting spirit, and team declaration of never giving up, the six are able to, not only summon all of their Wildzords back to life, but reveal dozens and dozens more! All together, the Rangers and Wildzords unleash a power wave against Master Org, destroying him once again. With the Org threat gone for the time being, Princess Shayla takes back the Grownl Phones, Animal Crystals, and vests, and bids goodbye to the six humans. She returns to sleep, and returns the Animarium to the sky. Cole forgives Adler for what he did, hoping he'll find peace, as he himself goes cross country helping animals. Max & Danny go on a worldwide trip. Taylor returns to the Air Force with a promotion, and a daily aerial rendezvous with the Eaglezord. Merrick wanders the globe in search of his place in the present, accompanied by Zen-Aku, also seeking redemption. And Alyssa becomes a kindergarten teacher, telling the legend of the Wild Force Rangers to

future generations.

Wr Derek Rydall, Suzi Shimoyama

Dir Jonathan Tzachor

POWER RANGERS ZEO



One fateful day, Master Vile used the Orb of Doom to reverse the rotation of Earth and turn back time, reverting the Rangers into powerless children. While the Alien Rangers and a restored Billy defended the Earth, the children went to different points in time to retrieve a piece of the Zeo Crystal, which was shattered and scattered throughout time by the Rangers themselves. Upon their return, the Zeo Crystal was reassembled, and its power was used to restore the planet back to normal.

Their victory did not last long. Rito and Goldar infiltrated the Command Center and stole the Crystal, just before the explosive device they had planted earlier went off, leaving the Command Center in ruins, and the Rangers without a headquarters. While searching through the wreckage, the Rangers found the Zeo Crystal, apparently dropped by the two villains, and then fell into the underground Power Chamber, their new base of operations, where Zordon and Alpha-5 retreated to during the explosion. While celebrating the defeat of the Power Rangers, Zedd's palace is attacked by the Machine Empire, who wants to take over the Earth as well, causing Zedd, Rita, and the rest to evacuate and head for the M-51 galaxy to live with Master Vile. Using the power of the Zeo Crystal, Tommy, Kat, Rocky, Tanya and Adam became the Zeo Rangers, Earth's last hope against the Machine Empire.

Mondo's plan to divide and conquer was working, and for the Rangers to succeed, they needed help from the Gold Ranger, Trey, who travels to planets where evil needs to be defeated. With the Golden Power in danger of being lost, they were given to former Red Ranger Jason, who joined the team as the sixth Zeo Ranger until it was time to return the powers to Trey.

To travel to Muranthias and go up against Divatox and Maligore, the Rangers had to shift into high gear by accepting new Turbo Powers, leaving behind their days as Zeo Rangers.

Full Name: Tommy Oliver
 Ranger Designation: Zeo Ranger V - Red
 Weapons: Zeo Pistol, Zeo Blade, Sword
 Gear: Wrist Communicator, Zeonizer with Zeo Crystal, Red Zeo Jet Cycle
 Zords: Zeo Zord Five, Red Battlezord, Super Zeo Zord Five

To retrieve the Red Zeo sub-crystal, Tommy had to travel to America's past, where a wise old shaman tested Tommy's ability to follow his instincts, and rewarded him with the crystal. Tommy had to choose the right pouch out of three which contained the crystal. Before Tommy returned home, the shaman gave him half of an arrowhead, the other half belonging to his long lost brother, David. The combined arrow was capable of controlling an ancient spirit known as an Autocthon. Tommy eventually upgraded his powers to become the Red Turbo Ranger.

Tommy later passed his Turbo Powers on to a successor, T.J. Tommy returned years later as the Red Zeo Ranger to lead 9 other Red Rangers on a mission to prevent the Machine Empire from using Serpentera to destroy Earth.

Full Name: Rocky DeSantos
 Ranger Designation: Zeo Ranger III - Blue
 Weapons: Zeo Pistol, Zeo Blade, Axes
 Gear: Wrist Communicator, Zeonizer with Zeo Crystal, Blue Zeo Jet Cycle
 Zords: Zeo Zord Three, Super Zeo Zord Three

The Blue Zeo sub-crystal found its way into a volcano in Mexico, endangering the people who lived nearby by making it unstable. Upon his arrival in Mexico, Rocky asked a boy named Pablo DeSantos to lead him to the volcano. Once there, Rocky climbed in and retrieved the Blue crystal, saving the village, and bringing the Zeo Crystal one step closer to completion. After sustaining a back injury, Rocky gave his place on the team to

young martial artist Justin, who became the Blue Turbo Ranger.

Full Name: Adam Park
 Ranger Designation: Zeo Ranger IV - Green
 Weapons: Zeo Pistol, Zeo Blade, Hatchets
 Gear: Wrist Communicator, Zeonizer with Zeo Crystal, Green Zeo Jet Cycle
 Zords: Zeo Zord Four, Super Zeo Zord Four

Adam travelled to Korea to search for the Green Zeo sub-crystal, but all he thought he would find was trouble when he encountered a strange old man who noticed within him the spirit of the frog. Adam eventually realized that this odd man was in fact Kiyogi, the one said to have magical powers, and keeper of the Green Crystal. Adam pulled the crystal out of Kiyogi's waterfall, and teleported back home. Adam eventually upgraded his powers to become the Green Turbo Ranger. He would then pass the powers on to a successor, Carlos. When Carlos began doubting himself as a Ranger, Adam gave him some additional training to boost his confidence. When a monster attacked the two, Adam risked his life by using a damaged Power Coin to morph into the Black Ranger to help his friend out.

Full Name: Katherine Hillard
 Ranger Designation: Zeo Ranger I - Pink
 Weapons: Zeo Pistol, Zeo Blade, Disc
 Gear: Wrist Communicator, Zeonizer with Zeo Crystal, Pink Zeo Jet Cycle
 Zords: Zeo Zord One, Super Zeo Zord One

Kat's Zeo Quest took her to Australia, presumably the future, where she was tested for goodness of heart by her descendent and heir to the Pink Power - Agatha. Katherine obtained her crystal by helping out an old lady in distress (Agatha in disguise) and being rewarded with the Pink Zeo sub-crystal. Kat later underwent a power upgrade to become the Pink Turbo Ranger.

Full Name: Tanya Sloan
 Ranger Designation: Zeo Ranger II - Yellow
 Weapons: Zeo Pistol, Zeo Blade, Double-Clubs
 Gear: Wrist Communicator, Zeonizer with Zeo Crystal, Yellow Zeo Jet Cycle
 Zords: Zeo Zord Two, Super Zeo Zord Two

When former Yellow Power Ranger Aisha Campbell began her quest for the Yellow Zeo sub-crystal, little did she know that she would not return to her life as Power Ranger. Her quest took her to present day Africa, where she decided to remain to help cure the dying animals of the land. She gave the Yellow crystal to Tanya, a girl who rescued her from a lion, and led her back to the village. Tanya returned to the Command Center with the crystal, and assumed her role as Zeo Ranger II. Tanya's power levels were boosted when she later became the Yellow Turbo Ranger.

Full Name: Jason Lee Scott
 Ranger Designation: Gold Zeo Ranger
 Weapons: Golden Power Staff
 Gear: Wrist Communicator, Golden Shield
 Zords: Pyramidas, Warrior Wheel

An alien named Trey came to Earth to assist the Rangers in their fight against the Machine Empire. The danger arose of the Golden powers being lost forever, unless Trey transferred them to someone else. That someone else was Jason, the original Red Ranger, back with the team, and back to action. His return as the Gold Ranger was a short lived one however, since his body couldn't handle the alien nature of the Golden powers. With the Rangers' help, Trey was reunified and he reclaimed the Golden powers. Jason returned to action years later as the Red Ranger, joining forces with 9 other Red Rangers on a mission to the moon, to prevent the Machine Empire from using Serpentera to destroy Earth.

Power Rangers Zeo follows on from the Mighty Morphin' Power Rangers and has almost the same cast apart from Nakta Burrise who was never in it. In the three part story There's no Business Like Snow Business actress Sarah Brown plays Tommy's love interest, she is better known as Kaitlin Star in the show VR TROOPERS. The second Power Rangers film mentioned above has a very similar cast to this one except for a few additions including a new Ranger as well as the return of the original pink ranger Amy Jo Johnson who this time doesn't have any powers. The film set up the new incarnation of the Power Rangers. Power Rangers Zeo used footage from the Japanese SF show OHRANGER.

The Zeo Rangers

Kat Hillard

Zeo Ranger I - Pink; formerly the second Pink Power Ranger. She found her Zeo Crystal in the past in Australia. She was portrayed by Catherine Sutherland

Tanya Sloan

Zeo Ranger II - Yellow. When Aisha went for her Zeo Crystal in the past in Africa, she decided that she wanted to help the animals who were sick, and sent Tanya back with the Zeo Crystal in her place. She was portrayed by Nakia Burrise.

Rocky DeSantos

Zeo Ranger III - Blue; formerly the second Red Power Ranger. He found his Zeo Crystal in the past in Mexico. He was portrayed by Steve Cardenas.

Adam Park

Zeo Ranger IV - Green; formerly the second Black Power Ranger. He found his Zeo Crystal in the past in Korea. He was portrayed by Johnny Yong Bosch.

Tommy Oliver

Zeo Ranger V - Red; formerly the Green and White Power Rangers. He found his Zeo Crystal in the past in the American Southwest. He was portrayed by Jason David Frank.

Trey of Triforia

The original Gold Zeo Ranger. The prince of the planet of Triforia, a planet where everyone has identical triplets. He gave the Zeo Rangers their Super Zeozords when he had to leave to his planet, again. He was portrayed by Ted, Tim, and Tom DiFillippo and voiced by Brad Hawkins in his first appearances.

Jason Lee Scott

The second Gold Zeo Ranger; formerly the original Red Power Ranger. When Trey of Triforia had to return to his home planet, Tommy went and found Jason to take the place of the Gold Zeo Ranger while he was gone. He was portrayed by Austin St. John.

Arsenal

Zeonizers: Interlocking, wrist-mounted devices that harness the energy of the Zeo Crystal, and empower the Zeo Zords. These devices allowed the Rangers to morph once the leader proclaimed "It's Morphin' Time!" (reused from the previous three seasons), followed by the team connecting the devices and calling out the phrases listed below.

"Zeo Ranger I - Pink!"

"Zeo Ranger II - Yellow!"

"Zeo Ranger III -Blue!"

"Zeo Ranger IV - Green!"

"Zeo Ranger V - Red!"

Zeo Blaster: The amalgamation of the five core Rangers' weapons, a Zeo Pistol and a Zeo Blade. It could fire powerful blasts of energy to destroy opponents.

Zeo Blade/Laser Pistol: Standard Zeo Ranger side-arms that can be combined for extra power.

Zeo Sword: Red Zeo Ranger's personal weapon.

Zeo Hatchets: Green Zeo Ranger's personal weapons.

Zeo Axes: Blue Zeo Ranger's personal weapons.

Zeo Double Clubs: Yellow Zeo Ranger's personal weapons.

Zeo Shield: Pink Zeo Ranger's personal weapon.

Golden Power Staff: Gold Zeo Ranger's personal weapon, capable of firing laser blasts. The Staff allowed the Gold Zeo Ranger to morph once he called out "Gold Ranger Power!"

Zeo Cannon: A powerful cannon that draws its power from all the Zeo Rangers.

Defender Wheel: Any of the Rangers can enter this giant wheel and launch themselves at an opponent, destroying them in a spinning mass of energy.

Zeo Jet Cycles: Five vehicles used for offroad transportation that come in handy when the teleportation system is offline.

Zords

Main article: [Zords in Power Rangers: Zeo](#)

Billy and Alpha 5 built the Zeozords after the Ninjazords and Shogunzords were disabled. The Red Battlezord was created with the Battle Borg technology, and was controlled by Tommy as Zeo Ranger V – Red, through telepathic link. Pyramidas was the Gold Zeo Ranger's sole Zord, and acted as a Carrier Zord. Trey of Triforia also supplied the Zeo Rangers with the Super Zeozords and the Warrior Wheel.

Zeo Ultrazord 1

Pyramidas, controlled by Trey and then Jason as the Gold Zeo Ranger

Zeo Megabattlezord

Red Battlezord, controlled by Tommy as Zeo Ranger V - Red

Zeo Megazord

Zeozord I, controlled by Kat as Zeo Ranger I - Pink

Zeozord II, controlled by Tanya as Zeo Ranger II - Yellow

Zeozord III, controlled by Rocky as Zeo Ranger III - Blue

Zeozord IV, controlled by Adam as Zeo Ranger IV - Green

Zeozord V, controlled by Tommy as Zeo Ranger V - Red

Super Zeo Megazord 2

Super Zeozord I, controlled by Kat as Zeo Ranger I - Pink

Super Zeozord II, controlled by Tanya as Zeo Ranger II - Yellow

Super Zeozord III, controlled by Rocky as Zeo Ranger III - Blue

Super Zeozord IV, controlled by Adam as Zeo Ranger IV - Green

Super Zeozord V, controlled by Tommy as Zeo Ranger V - Red

Warrior Wheel, controlled by Jason as the Gold Zeo Ranger

1 There was an alternate configuration of the Zeo Ultrazord known as Carrier Mode. It featured Pyramidas transformed into his standing mode, but not upright. The five Zeo Zords and the Red Battlezord were placed on top with Pyramidas serving as a sort of wagon.

2 The Super Zeo Megazord and the Red Battlezord could be housed within Pyramidas instead of the Zeozords to become the Super Zeo Ultrazord, as well.

WR. Douglas Sloan, Jackie Marchand, Al Winchell, Breet D. Born, Mark Hoffmeier, Stewart St. John, Gilles Wheeler, Mark Litton, Richard Goodman, Buzz Alden & Charlotte, Ron Milbauer, Terri Hughes, Douglas Sloan.

DIR. Issac Florentine, Vickie Bronaugh, Robert Radler, Douglas Sloan.

EPISODES: 50 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 2

SABAN INTERNATIONAL, RENNAISSANCE ATLANTIC ENTERTAINMENT, TOEI COMPANY,LTD, MMPR PRODUCTIONS,INC.

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 20 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 18, (2) 28

DATE OF PREMIER: 20/04/1996

AIR DATE OF LAST EPISODE 27/11/1996

SEASON DATE BREAKDOWN:

FILMS: TURBO POWER RANGERS: THE MOVIE (1997)

Kat/Zeo Ranger 1 Pink CATHERINE SUTHERLAND, Tanya/Zeo Ranger 2 Yellow NAKTA BURRISE, Rocky/Zeo Ranger 3 Blue STEVE CARDENAS, Adam/Zeo Ranger 4 Black JOHNNY YOUNG BOSCH, Tommy/Zeo Ranger 5 Red JASON DAVID FRANK, Billy DAVID YOST(Eps 1-46), Jason/Gold Ranger AUSTIN ST.JOHN(Episode 32 onwards),Bulk PAUL SCHRIER, Skull JASON NARVY, Alpha 5 DONESE KISELER, Alpha 5 RICHARD WOOD, Zordon BOB MANAHAN, Lt. Stone GREGG BULLOCK, Rita Repulsa BARBARA GOODSON, King Mondo DAVID STEVENSTROM, Queen Machina ALEX BORSTEIN, Klunk OLIVER PAGE, Cogs ED NEIL, JACQUE HILL, NOBUYUKI OBIKARE, SHUN, ASTRA MADDEN, NASHHIE KOSHIGE, HIGASHIGAWA NYODM, DANNE WAYNE STALLUP, AKINIKO NOEGCHI.

Books Based on this series.

Power Rangers Zeo Play Pack

Power Rangers Zeo: Invasion of the Mean Screen

Power Rangers Zeo: Mini Book

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

VR TROOPERS

HIMITSU SENTAI GORANGER

DENGEKITAI SENTAI J.A.K.Q.

BATTLEFEVER J

TAIYO SENTAI VULCAN

DAI SENTAI GOGGLE V

KAGAKU SENTAI DYNAMAN

HIKARI SENTAI MASKMAN

CHIKYUU SENTAI FIVEMAN

CHO JIN SENTAI JETMAN

CHO JIN SENTAI JETMAN
 KYORYUU SENTAI ZYURANGER
 GO SEI SENTAI DAIRANGER
 DEN KO CHO JIN GRIDMAN
 BIG BAD BEETLEBORGS
 POWER RANGERS TURBO
 POWER RANGERS LOST GALAXY

1 - 1 *A ZEO BEGINNING (1-2)*

This is the show that began it all for the Zeo Power Rangers! The command center was blown up when Rita's bad guys were trying to steal the Zeo Crystal. The Power Rangers were sad because they thought Zordon was dead and that there would be no more Power Rangers. Rita and Lord Zedd were being attacked by the Machine King, a new bad guy from space. Rita and Lord Zedd left to be safe at Rita's father's place. When the Power Rangers found the Zeo Crystal and they set it on the ground it took them to a lower level of the command center. The Zeo Crystal made the command center become whole again to become the power chamber. The Power Rangers found Alpha again. Ay-yi-yi. The Machine Empire has arrived to take over the world and the Power Rangers have no powers! Lord Zedd and Rita are gone now because they were scared and ran away. The Power Rangers find out that Zordon is still alive. There are only five Zeo Crystals and that is not enough for all the Power Rangers, so Billy decides to stay in the Power Chamber to help Alpha run things. Now there are five Power Rangers again. The new Zeo Power Rangers morph with their new power and fight the cogs the Machine Empire sent down. This is an excellent episode. I am glad Zordon was still alive!

Wr Stewart St. John

Dir Isaac Florentine

1 - 2 *THE SHOOTING STAR*

Alpha and Billy are working on making new Zeo Zords and getting them all ready. King Mondo sends some Cogs down to where the Zords are hidden so they can make the Zords not work right. Tonya's boyfriend is on the Angel Grove High School baseball team, but he's having problems in school. He has to get a passing grade on his test or he can't play baseball. Tonya is going to help him study but he is going to cheat. Then Skull and Bulk get attacked by some Cogs. The Power Rangers Zeo fight the Cogs and get rid of them. then King Mondo sends down the Staroid monster to attack the Rangers. They have to fight him and win and save Angel Grove again. Tonya's boyfriend finds out that cheating isn't a good thing.

Wr Jackie Marchand

Dir Vickie Bronaugh

1 - 3 *TARGET RANGERS*

Rocky has a crush on his partner in science class, but she's all about work. When their computer game project gets stolen to be used to program King Mondo's Silo monster, he'll have to deal with both his wrath AND her's! Meanwhile, the Zeo Megazord uses its various Battle Helmets in battle, and it'll need them, when Silo drags the Megazord, with the Zeo Rangers inside, into the outer space, planning to toss them into the sun! Also, Bulk & Skull are assigned to guard the junkyard where Silo is being built.

Wr Stewart St. John

Dir Vickie Bronaugh

1 - 4 *FOR CRYIN' OUT LOUD*

Bulk and Skull got detoured around Angel Grove on their motorcycle and had problems with their brakes. They crashed and made a big mess. Then Tommy and Katherine had to pretend they were married for a class. The other Power Rangers thought it was funny. To make it seem more real Katherine brought along a baby named Joey who she babysat for sometimes. The other Power Rangers thought that was really funny. The Machine King decided to send Boo Hoo the clown to Angel Grove. Boo Hoo made it so everytime Joey cried it got louder and made people's heads hurt. The Power Rangers had to fight and stop Boo Hoo so Joey could get back to normal. Tommy and Katherine got an A on their marriage assignment. I liked this episode ok, but it was sort of silly.

Wr Al Winchell

Dir Robert Radler

1 - 5 *RANGERS IN THE OUTFIELD*

Tanya's boyfriend Shawn, as previously revealed, is the star player of Angel Grove High's baseball team. His ego takes a tumble when Tanya discovers she's a natural at pitching, so good that all of the attention he normally gets turns on her! King Mondo, inspired by this episode's baseball theme, unleashes the People Pitcher monster. Meanwhile, Bulk & Skull are put on trash pick-up duty.

Wr Brett D. Born

Dir Robert Radler

1 - 6 *EVERY DOG HAS HIS DAY*

Kat trains a police dog, Smokey, to be a search and rescue dog for her civics class. Her training ends up saving her own life when she gets trapped by the Machine Empire. Smokey aids the ankle-sprained & Morpher-less Kat in escaping from the Digster monster's lava-releasing ramapage. Meanwhile, Bulk & Skull are put in charge of watching over Smokey, but the pooch manages to loose them at every turn.

Wr Mark Hoffmeier

Dir Robert Radler

1 - 7 *THE PUPPET BLASTER*

There is a new show at the youth center for kids with Captain Pete and Puppetman. The Power Rangers watch it and so do Bulk and Skull, who are babysitting. King Mondo sends cogs down to Angel Grove and makes the Puppetman evil by making him able hypnotize the kids watching the show. King Mondo has the Puppetman put a spell on the kids. The kids keep the Power Rangers from stopping the Puppetman. King Mondo sends the Puppetman out to put all the children in Angel Grove under a spell. While they are in the Power Chamber the Power Rangers get a new tool that keeps people from being hypnotized. The Power Rangers are able to beat the Puppetman with their Zords and the kids go back to normal.

Wr Stewart St. John

Dir Isaac Florentine

1 - 8 *INVASION OF THE RANGER SNATCHERS*

Tanya, Rocky, and Kat get to be extras in a science fiction movie. Prince Sprocket decides he wants to make his own movie using the Power Rangers, but he needs them to do it. He sends the cogs down to get monster costumes and makes them into monsters to fight the Power Rangers. Prince Sprocket kidnaps the Power Rangers. They have to fight the monsters for the movie, but they are fighting for real so they can stop the monsters. The Power Rangers win and ruin Prince Sprocket's movie. This was a pretty good episode. I thought Rocky had a cool part when he was a movie extra and the whole thing was fun.

Wr Gilles Wheeler

Dir Isaac Florentine

1 - 9 *GRADUATION BLUES*

Billy, by way of having too many credits, graduates a year early. He's stunned by this, but plans for his future are put on hold when Cestro (the Blue Alien Ranger) returns from Aquitar, in need of Billy's expertise in devising a way to stop the Hydro Contaminators from polluting his watery homeworld. One of the Hydro Contaminators comes to Earth, joins forces with the Machine Empire, and just might prevent Billy & Cestro from returning to Aquitar to fulfill this mission. Also, Bulk & Skull are put in charge of guardian Cestro's ship while he's away, so the pair gives the task to Goldar & Rito, sending the amnesiac monsters fleeing from their assignment when Lt. Stone spots them!

Wr Mark Litton

Dir Isaac Florentine

1 - 10 *A FEW BAD SEEDS*

Rocky's strange botany experiment, a plant that eats metal, and Skull's own one made from swiping part of his, get turned into a pair of Plant Monsters by the Machine Empire. One of which, the Pollenator, sprays its creator with a pollen that causes Rocky to turn into a living vegetable!

Wr Richard Goodman

Dir Vickie Bronaugh

1 - 11 *INSTRUMENT OF DESTRUCTION*

At Angel Grove High School the school counselor decided Skull and Adam need different kinds of classes. He makes them take a music class. Skull doesn't want to take the music class and he isn't very good at it. When Adam goes into the music room after school he sees someone playing the piano, but he can't tell who it is because he is wearing something that covers him up. Prince Sprocket wants to kidnap him and the Power Rangers have to stop him. This episode was ok, but it wasn't very exciting.

Wr Steven Melching, Charlotte Fullerton

Dir Vickie Bronaugh

1 - 12 *MEAN SCREEN*

Adam and Tanya are part of Angel Grove High School's computer club. They spend time after school on the internet and one day while they are online Tanya lets a computer virus free in the school's computer system. A person who knows a lot about computers is in the computer lab when the virus gets free, tries to help Tanya. He tries to make an anti-virus to get rid of the virus. King Mondo makes the Mean Screen

monster. The Mean Screen monster can put a computer virus into anything, including Angel Grove's entire computer system. The Power Rangers Zeo try to stop Mean Screen from putting a virus into Angel Grove's computers but they can't. The virus even gets into the Power Ranger Zeo's computers. Adam goes and gets the anti-virus from the person at school and has him make one that can stop Mean Screen. He uses the anti-virus on the Zeo equipment and the Power Rangers Zeo beat Mean Screen. Everything is fine in Angel Grove once again.

Wr Ron Milbauer, Terri Hughes

Dir Vickie Bronaugh

1 - 13 *MR. BILLY'S WILD RIDE*

Billy's on his way back to Earth from Aquitar. But the Machine Empire wants to make sure he doesn't survive the trip through space. The Zeo Rangers will have to pull out all the stops to get him safely home, and take on the Mechanizer monster. Meanwhile, Bulk & Skull take a course in orienteering, but find themselves quickly lost in the wilderness.

Wr Al Winchell

Dir Douglas Sloan

1 - 14 *THERE'S NO BUSSINESS LIKE SNOW BUSSINESS (1-3)*

Billy, Tommy, and Kat go snowboarding for the weekend. King Mondo sends a cog to get rid of them while they are there and Kat sees it. At the same time King Mondo makes a new monster called Robocupid that makes people fall in love with their electronics. He sends Robocupid down to Angel Grove. Back on the ski slopes Kat follows the cog and ends up on the super hard ski slope. The cogs take down all the markers from the ski slope and no one can tell where to go. Tommy and Billy ski it fine, but Kat goes off the edge of a cliff. While Kat, Billy, and Tommy are off snowboarding the rest of the Zeo Power Rangers go to the Power Chamber and find out what has been happening. Tanya, Rocky, and Adam have to fight Robocupid and beat him. Tommy and Kat transport to help in the battle and the Power Rangers win. Tommy and Kat go back to snowboarding. King Mondo makes a new monster called the Defoliator. He makes the greenhouse effect worse and everything gets really hot in Angel Grove and it's still getting hotter. The Defoliator is really attacking Angel Grove now and everything is super hot. The Zeo Power Rangers use the Zeo Megazord to fight the defoliator and they think they have won. They think it is gone for good, but it comes back. Tthe Zeo Power Rangers have to fight it again and this time they are losing because Tommy is on a date. They call Zordon for help and he gets Tommy to help them. The Zeo Power Rangers finally defeat the Defoliator and Angel Grove is once again safe.

Wr Douglas Sloan

Dir Douglas Sloan

1 - 15 *INNER SPIRIT*

Tommy has the same nightmare over and over. It is about a Native American he has met when he is searching for his piece of the Zeo Crystal Shard. He transports to the command Center because the Power Rangers are losing a fight. He wants to aks Zordon what the Power Rangers can do. Then the next day when he is awake Tommy meets a Native American man whose name is Sam Truehart. Sam is a Native American artist. And he just happen to look like the Native American who was in his dream. At the same time King Mondo sends down a power monster to steal Angel Grove's power. During the fight when the Power Rangers are using their zords the Zeo Megazord is ruined. Tommy uses his mind to control the new Zeo Red Battle Zord he is given.

Wr Mark Litton, Mark Hoffmeier

Dir Robert Radler

1 - 16 *CHALLENGES*

Tommy meets a strange man. He learns he has to meet a new challenge and then he will find out who the man is. Prince Sprocket wants to have a boxing match with Punchabunch and the Zeo Power Rangers. Punchabunch starts destroying Angel Grove. Tommy uses the Red Battlezord to beat him, but Ounchabunch gets transported back home and is repaired with new weapons. Punchabunch comes back to Angel Grove and the Zeo Power Rangers have to fight him again. Once they finally win, Tommy finds out that the strange man is really his long lost brother.

Wr Mark Litton

Dir Robert Radler

1 - 17 *FOUND AND LOST*

David Trueheart, Tommy's long lost brother, immediately hits it off with his similar-looking sibling, though seems to be overly sensitive when they compare martial arts skills. The Machine Empire becomes aware of the power within Tommy & David's merged arrowhead-halves, and kidnaps David as ransom to gain the artifact. If that wasn't bad enough, the Mace Face monster attacks, proving to be too powerful for the Rangers' Zords. Meanwhile, Goldar & Rito get loose, causing Bulk & Skull to go out searching for

them.

Wr Mark Litton, Stewart St. John

Dir Robert Radler

2 - 1 *BROTHER, CAN YOU SPARE AN ARROWHEAD?*

Tommy decides his brother David is more important than the arrowhead and gives it to King Mondo. He goes back to the Power Chamber and finds out the rest of the Zeo Power Rangers are losing a fight to Mace Face. Tommy goes to help the others and they beat Mace Face. When they get back to the Power Chamber they find out David is in the cave where the paintings on the walls are coming alive. Tommy goes to save David. Tommy tells David that he is a Zeo Power Ranger. The Zeo Power Rangers get the arrowhead back and Tommy and David decide to keep it apart so it will be safe.

Wr Mark Litton

Dir Terrence H. Winkless

2 - 2 *TRUST IN ME*

After watching a martial arts demonstration Rocky decides to make friends with a blind martial artist. She doesn't like being treated differently and he has to learn to treat her the same. When he has to morph into a Zeo Power Ranger she can tell it is Rocky by his voice and he has to pretend that he is only talking to the Power Rangers. King Mondo sends down a new monster called the Defector. It pretends it escaped from the Machine Empire and it wants their help. But it is only tricking them. The Power Rangers have to take care of it and save the day once again.

Wr Al Winchell

Dir Terrence H. Winkless

2 - 3 *IT CAME FROM ANGEL GROVE*

Bulk and Skull walk Tanya home after she has worked all night at the center. Adam is still there and he turns on the television and watches a scary old movie. He falls asleep and then is woken up by a black cat jumping on the table and spilling a drink. Adam chases after the cat and finds Lord Zedd and Rita. They make Adam think that King Mondo has turned the other rangers into monsters. They tell him that he has to get a lot of different things and take them to a wizard to save the other Rangers. Adam goes off to find them. He runs into the other Rangers. The Rangers are now characters from the scary film he was watching earlier. He gets all the things he needs and finds out that Zordon is the wizard he needs to help him. Zordon the wizard tells him he has to pick one of the Rangers to fight one of King Mondo's monsters. Adam picks Tommy and Tommy is suddenly at the battle already as a Zeo Power Ranger. Tommy wins and Adam wakes up to find out it was all just a dream.

Wr Joseph Kuhr

Dir Robert Radler

2 - 4 *BULK FICTION*

Billy got a new present and it was a remote controlled car. He was seeing how it worked in the park and Bulk and Skull were chasing it. Some cogs showed up and attacked Billy while he is trying out his new car. The cogs make Billy's communicator fall off so he can't call Zordon for help. Billy puts the communicator on the remote controlled car and it makes the cogs lose. Prince Sprocket makes a new toy monster and it attacks Angel Grove. The Zeo Power Rangers beat the monster, but then it is brought back. The Zeo Power Rangers use their Zeo Zords and win.

Wr Jackie Marchand

Dir Terrence H. Winkless

2 - 5 *SONG SUNG YELLOW*

The Power Rangers were watching Tanya sing. Some record producers saw Tanya and said she had a great talent. They asked her if she wanted to be a singer, but she said no. The producers asked Bulk and Skull if they wanted to be stars but Bulk and Skull thought they weren't real producers. When they found out they were real producers, Bulk and Skull chased after them to try and get their chance to become stars. The Zeo Power Rangers had to fight Roboball and they defeated him. This made King Mondo mad. He was so mad he sent two more monsters to Earth and the Zeo Power Rangers had to defeat them too.

Wr Steven Melching, Charlotte Fullerton

Dir Robert Radler

2 - 6 *GAME OF HONOR*

Adam is going to be in a martial arts tournament and he needs to practice. He goes into the woods to practice with the other Zeo Power Rangers. He accidentally finds a medal in the woods. Billy runs tests on the medal and he finds out that is an invisibility shield. King Mondo has a whole bunch of ships hidden in the woods using other invisibility medals, ready to attack Angel Grove. Bulk and Skull are kidnapped from the woods by King Mondo's monster. Zordon calls the Zeo Power Rangers, making Adam and

Tanya leave their martial arts tournament. Billy knocks out the invisibility medals from the Power Chamber, letting the Zeo Power Rangers see the monster and beat him. Adam goes back to the martial arts tournament and wins.

Wr Brett D. Born

Dir Robert Radler

2 - 7 *THE POWER OF GOLD*

King Mondo figured out a way to split the Zeo Power Rangers into two teams at the same time. Then he sent down monsters to defeat them all. A new Ranger, the Gold Ranger, showed up to help them at the last minute. They all teamed up to fight, but they were still not winning. So the Zeo Power Rangers used their Zeo Zords. The Gold Ranger had a Zord too. It was called Pyramidas. It could link up with the other Rangers and make a new super huge Zord. When they Rangers were done with the monsters the Gold Ranger disappeared and Billy was missing at the same time. Could Billy be the new Gold Ranger???

Wr Al Winchell

Dir Robert Radler

2 - 8 *A SMALL PROBLEM*

Prince Sprocket is making a new gadget to make things grow really big, but it makes them really small instead. Tommy and Kat and some others go to the desert to get some spiders and stuff for a school project. King Mondo tells Prince Sprocket to use his new gadget on Tommy and Kat while they are in the desert. When Prince Sprocket shoots his gadget he misses and shrinks their car instead. Tommy and Kat turn into the Zeo Power Rangers and fight the cogs, but they can't win so they get shrunk. Prince Sprocket puts them into their spider container for their project and then puts a spider in there to stop them from escaping. Just as the spider was going to get them the Gold Ranger shows up and saves them. King Mondo makes a spider monster to get the Rangers, but they get together with Pyramidas to make the Ultrazord and win!

Wr Mark Hoffmeier

Dir Vickie Bronaugh

2 - 9 *OILY TO BED, OILY TO RISE*

Tommy, Adam, and Tommy's brother David were at the beach watching Kat in a surfing contest. King Mondo sent the Leaky Faucet monster and a bunch of cogs to Earth to pollute the water. They were going to turn all the water into machine cog oil. When Zordon found out about it he sent the rest of the Rangers to stop the cogs, but they couldn't. The toxic oil got into the ocean and was heading toward Kat. Tommy and Adam went to save Kat. Then they all went to save the world from the Leaky Faucet monster, because Billy figured out that if he was gone the spell would be broken. The Gold Ranger showed up again and they formed with Pyramidas and the Zeo Zords to make the super Zord again. They beat the Leaky Faucet monster. They noticed David wasn't around while they were fighting. Could David be the new Gold Ranger???

Wr Gilles Wheeler

Dir Robert Radler

2 - 10 *ROCK-A-BYE POWER RANGERS*

King Mondo has decided to try and wear out the Zeo Power Rangers. He sends down a cogs all over the place and as soon as they finish withsome he sends down more. Then he sends down a sleeping monster, to make the people of Angel Grove go to sleep. The Zeo Power Rangers go fight the monster, but then he starts making them fall asleep too. Then the Gold Ranger shows up and beats the monster and saves the Zeo Power Rangers. King Mondo has to think of something new to stop them next time.

Wr Tony Oliver, Barbara A. Oliver

Dir Vickie Bronaugh

2 - 11 *DO I KNOW YOU*

King Mondo wants to stop the Zeo Power Rangers and steal the Gold Ranger's power too. The Rangers are fighting a battle and the Gold Ranger comes to help them, only this time it is not easy for him. He gets hit and even hurt a little. The Power rangers help him out. Then he talks with the Zeo Power Rangers for a little bit and they ask him who he is. He tells them that he can't tell them who he is or he will lose his powers. Just who is the new Gold Ranger? And how will he lose his powers if he tells???

Wr Al Winchell

Dir Vickie Bronaugh

2 - 12 *REVELATIONS OF GOLD (PART 1 OF 2)*

The Zeo Power Rangers learn that the Gold Ranger is actually Trey from Triforia and he is actually three different parts of the same person. Trey is losing his Gold Ranger powers and he has to give them to someone else. He decides to give them to Billy, but Billy can't have them because he was in the

Command Center explosion and it messed up his body. The Zeo Power Rangers have to find someone fast who can take the Gold Ranger powers!

Wr Shuki Levy, Shell Danielson

Dir Vickie Bronaugh

2 - 13 *A GOLDEN HOMECOMING (PART 2 OF 2)*

Tommy goes to get someone to take the Gold Ranger powers. He goes and gets Jason, who used to be the original Red Ranger. The rest of the Zeo Power Rangers have to fight some monsters while Jason is getting the Gold Ranger powers. When the Rangers call the Power Chamber to ask for help they are teleported back there. Trey gives them 6 power coins to use with their Super Zeo Zords. With these new coins the Rangers are able to go out and beat the monsters.

Wr Douglas Sloan

Dir Vickie Bronaugh

2 - 14 *KING MONDO'S LAST STAND*

King Mondo, Queen Machina, and Prince Sprocket come down to Earth to get a sword that King Mondo left buried here from a long time ago. Zordon calls the Zeo Power Rangers to stop him, but they can't get to him because he has put up an invisible force field. Jason is stopped by Bulk and Skull because they think he is someone else. The rest of the Zeo Power Rangers morph and ride off to stop King Mondo. The cogs attack them and Tommy gets away. He rides off to find King Mondo, but he is gone because he is on his way to Angel Grove. Billy gets a part to make the Super Zeo Megazord totally powerful and the Zeo Power Rangers use it to beat King Mondo for good!

Wr Mark Litton

Dir Robert Radler

2 - 15 *BOMBER IN THE SUMMER*

Now that King Mondo is gone Rita and Zedd want to take over the Machine Empire. They get Goldar and Rito to go to Earth and start a battle with the Machine Empire. Rito turns on the bomb monster Louey Kabloom to make trouble for the Machine Empire, but Louey makes friends with Queen Machina and decides to become part of the Machine Empire. The Rangers have to fight the Machine Empire and Louey and they win.....for now.

Wr Stewart St. John

Dir Robert Radler

2 - 16 *SCENT OF THE WEASEL*

The Power Rangers Zeo are helping with a charity fashion show. Skull gets to be the bodyguard for the top model in the show. He makes a mistake and accidentally pours a stinky skunk perfume on the model. The director is mad at him and the model is upset. Then Queen Machina gets the idea to make a skunk monster and send it down to Angel Grove. The Power Rangers have to battle the monster and save Angel Grove once again.

Wr Brett D. Born

Dir Douglas Sloan

2 - 17 *THE RANGER WHO CAME IN FROM THE GOLD*

Kat & Tanya are putting together a ballet play about King Midas, but are a little short on props. So they hire Bulk & Skull to hunt some down, which leads to their finding Louie Kaboom's Midas Hound, a device which can turn anything into solid gold. They're overcome with greed, until the hound starts turning literally everything into gold, including Jason! Meanwhile, Lord Zedd & Rita Repulsa's lunar winnebago runs into a few bumps on the road to taking control of the Machine Empire.

Wr Mark Hoffmeier

Dir Douglas Sloan

2 - 17 *THE LORE OF AURIC*

The bomb monster is chasing the Power Rangers and they find the lost Tiki of Auric, but the bomb monster steals it. The Power Rangers have to get it back. Tanya gets a surprise package, but she doesn't know who it is from or what it could be. Inside the package she finds clues to who her parents are and maybe a way to find them. Klank tells the Power Rangers there is a key to the lost Tiki Of Auric, that has some sort of strange properties. Prince Sprocket decides he wants to get the Tiki and use it for evil, but first he has to get it from the Zeo Power Rangers.

Wr Jackie Marchand

Dir Douglas Sloan

2 - 18 *THE JOKES ON BLUE*

There is a person playing jokes on everyone running around Angel Grove High School. Bulk and Skull are trying to find out who the person playing the jokes is. Prince Gasket and Princess Archerina show up and Prince Gasket is trying to become in charge of the Machine Empire. Prince Gasket and Princess Archerina are going to get the Power Rangers Zeo in the left of all this and it's not going to be easy to get out of it. What can they do to stop Prince Gasket and the practical joker too?

Wr Jim Suave, Colleen White

Dir Isaac Florentine

2 - 19 *WHERE IN THE WORLD IS ZEO RANGER 5?*

The owner of a new jet ski is having Tommy try it out for him. While Tommy is trying it out Kat and Jason sit and watch him. Tommy suddenly disappears. The Power Rangers look everywhere but they can't find him anywhere. Prince Gasket and Princess Archerina show up send the Chrome Monster to fight with the Power Rangers. The Power Rangers have a hard time fighting the monster without Tommy. But they can't find him and they have to beat the monster without him.

Wr Stewart St. John

Dir Isaac Florentine

2 - 20 *KING FOR A DAY (1-2)*

The Power Rangers find a way to go to another dimension and get a message from Prince Gasket that he wants them to go there. He wants them to meet the new king of the Machine Empire. They find out the new Machine Empire King is supposed to be Tommy. Jason goes to find out what is going on and get Tommy to come back, but Prince Gasket wants him to fight Tommy. But he wants them to fight as Power Rangers -- Gold Ranger against Red Ranger. And Tommy doesn't know he's Tommy or even who Jason is. No good can come from this! Bulk and Skull are trying to figure out how to get through the shield around Prince Gasket's arena. Jason is still trying to save Tommy, who still doesn't remember who he is. The Power Rangers get to the arena and confront Tommy, but he doesn't remember them either. Kat unmorphs to try and get through to him. The rest of the Power Rangers unmorph too. Finally Tommy remembers who he is and who the Power Rangers are and once again the Power Rangers are back together again.

Wr Al Winchell

Dir Isaac Florentine, Koichi Sakamoto

2 - 21 *A BRIEF MYSTERY OF TIME*

Tommy keeps feeling like he's done things before or he's been in a certain place before. It's deja-vu. He tries to tell the other Power Rangers Zeo about this feeling, but they think he's just imagining it. But he keeps having the feeling that he has done all this before. Then Tommy knows the Machine Empire's plans for Angel Grove and the Power Rangers, but no one will believe him. He has to convince them that what he knows is real and then once again they stop the machine Empire's attack.

Wr Steven Melching, Charlotte Fullerton

Dir Robert Radler

2 - 22 *A MYSTERY TO ME*

Lieutenant Stone is holding a party to benefit a charity. he is having a mystery party where everyone has to try and solve a mystery during the party. The Power Rangers Zeo, as themselves, are all at the party. Everyone is having a good time, but then one by one the Power Rangers start to vanish from the party. Kat is trying to figure out why they are disappearing and where they are going. She follows the clues and she gets an idea who is behind it. But she has to stop them before she vanishes too.

Wr Jackie Marchand

Dir Robert Radler

2 - 23 *ANOTHER SONG AND DANCE*

Tommy has to do an opera song for his class be he doesn't sound very good. He asks Tanya to help him and he starts to get a little better. But then Prince Gasket puts a spell on both Tommy and Tanya and they can't talk anymore. They sing everything all the time. They even sing when they go see Zordon. How can they stop singing and go back to talking???

Wr Brett D. Born

Dir Robert Radler

2 - 24 *RANGERS OF TWO WORLDS (1-2)*

Billy becomes really old when he uses the machine he made to get older. The Power Rangers Zeo come to the Power Chamber and see him like that. King Mondo sends a Cog Changer monster down to change one of the cogs inside the Super Zeo MegaZord into an evil cog so that the zord won't do what it should. Rita wants to turn Kat into a bad monster, but she accidentally turns her purse into one instead. Rita and Lord Zedd make the Impurseinator monster grow really big to stop the Power Rangers Zeo, so the Cog

Changer can change the cog. King Mondo zaps him inside the zord and Cog Changer replaces the cog. Now the zord won't obey any Power Rangers Zeo's orders. The Aline Rangers know about Billy's aging problem and two of them come from Aquatar to try and help him, but they can't. They are taking him back to Aquatar with them to see if they can do anything there. King Mondo tells the Cog Changer monster to take over the Super Zeo MegaZord and also the Red BattleZord. The Power Rangers Zeo have to use their Zeo Zords to fight the Cog Changer monster. At the same time Lord Zedd and Rita have managed to get the Impurseinator monster back and have sent her to get the Power Rangers too. They have to fight both monsters and they only have their regular Zords. Just then the Alien Rangers show up and help the Power Rangers. King Mondo makes the Cog Changer grow and Rita and Lord Zedd make the Impurseinator monster grow, so the Power Rangers and Alien Rangers have to fight two giant monsters. Then King Mondo turns both monsters into one big monster and the Power Rangers and Alien Rangers finally beat it. Later, Billy tells them he is planning on staying on Aquatar.

Wr Mark Litton

Dir Larry Kent Litton

2 - 25 *HAWAII ZEO*

Ernie decides he is going to have a Hawaiian luau and everyone can come. Tommy asks Kat to go with him to the luau and she says she will. Prince Sprocket tells Gasket to make Orbus make him and Princess Archerina grow big. While the Power Rangers are at the luau Gasket and some cogs show up. The Power Rangers have to morph and fight the cogs. Then they let Jason fight the cogs and they use their Zords to fight the big Prince and Princess. The Power Rangers win and so does Jason and everything is fine again for a while.

Wr Al Winchell

Dir Vickie Bronaugh

2 - 26 *GOOD AS GOLD*

Jason has disappeared when he is supposed to be teaching a class. No one can find him anywhere and all of the Power Rangers are starting to get upset. It's not like Jason to just disappear. What they don't know is that the reason Jason is missing is because he was attacked by the cogs. Now Rita and Lord Zedd are coming too. King Mondo is not happy about that and he has the cogs go and fight Rita and Lord Zedd. They decide to have their guys fight with the cogs and when it is all over Jason escapes without them knowing it. Jason gets back to the Power Chamber and finds out he can't be the Gold Ranger anymore. The Power Rangers send for Trey to find out what to do and he tells them what they can do.

Wr Douglas Sloan

Dir Vickie Bronaugh

2 - 27 *A SEASON TO REMEMBER*

It is years from now in the future. Tommy is telling a little kid a story. The story is about the Power Rangers. he tells the boy a story about the Power Rangers helping Ernie have a special holiday party. King Mondo sees that this is happening and doesn't like it. So he puts a spell on the Power Rangers to make them selfish and not care about other people and their ideas. the Power Rangers have to get over the spell in time for Christmas and Ernie's party. Of course, there is a good ending to this story Tommy was telling....or was it just a story?

Wr Jackie Marchand

Dir Robert Radler

POWERS



Opening sequence.

Shot of a hotel, and then Song Li and her parents walking up some stairs. She is arguing with them because she doesn't want to be in the hotel. Her parents leave her by her own room door, and as she goes in, lights outside suddenly blow their bulbs.

Opening credits.

At Mary Holland's house, Mark bounds down the stairs. He settles down to have some breakfast, and begins to move a jellybean sweet with the power of his mind. It transpires that Mark is staying with Mary for 6 weeks over the summer, while his parents are away, although where they are right now, he didn't know.

They then arrive at the Professor's laboratory, and Mark receives an e-mail from his parents, who are in Ethiopia working on an irrigation system. The Professor meanwhile is trying to tell them about a phone call he had received from someone called David Gillett, the owner of a hotel, where strange events have been occurring, and he wants the Powers team to investigate. They are to report to the hotel manager, Mr Edger. Mary and Mark go off to the hotel, where they introduce themselves to the manager.

Song Li's Mother and Father walk back towards her room, and her Father is questioning what is wrong with her. He thought a 6 week holiday in Europe would be good for her. As they stand outside her room door, they suddenly hear a loud crash, and opening the door quickly, are greeted by Song Li, crouched down on the floor hugging her knees, with objects in a mess all around her.

The hotel manager is making it known to Mary and Mark that he is very skeptical about the cause of all the disturbances in the hotel. Mary assures him that it might well be an electrical problem or some other reasonable explanation, but while he was checking that out, they would be checking out whether it might be something paranormal. At one point, Mark reads the managers mind, just to make the point that he, Mary and the Powers projects isn't a crackpot scheme. Mary explains to the manager that some teenagers have special abilities, and that the Powers Project help them with those abilities.

Song Li is being told off by her father in her room about the mess it was in when they entered it. He said it was bad enough when she had done this kind of thing at home. He then asks Song Li, that if she didn't trash her room, who did. Song Li looked at him before saying that it was a ghost. Her father didn't believe her, and lost his temper again, before he and her mother left the room.

As Song Li's parents walk down the stairs, they pass Mary and Mark who had begun looking around the hotel to try and find out if they could pick up on any abnormal thoughts or occurrences. Mark picks up that Song Li's mother was thinking about a ghost, and tells Mary. They then turn around and follow Song Li's parents outside.

Mary and Mark then approach Song Li's mother, who is sitting on her own outside. Mary asks if she knew of any unusual things happening, because they had been asked by the hotel to investigate some strange happenings in the hotel. Before Song Li's mother has chance to say anything, her father arrives, loses his temper at Mark and Mary and accuses them of harassment.

As Song Li stays in her room we finally get to see the ghostly image that she said she had been seeing.

In the meantime, her father has told the hotel manager he wants to leave the hotel.

Images of the ghost appear again to Song Li in her room. It is a woman, who appears to be holding a letter in her right hand. Song Li is so scared by what she sees she runs off out of the room. As she runs away, pictures

fall off the walls, items crash against them and objects move all around. In her need to get away, Song Li ends up running into the hotel basement.

Song Li's parents go back to her room with the manager, only to find her missing and the room in a terrible mess, with items everywhere.

As the manager walks back towards his office with Song Li's parents, her mother explains she wants some fresh air, and manages to break away from them. She immediately goes off to find Mary, Mark and the newly arrived Professor, who had been phoned by Mary to explain the situation.

Song Li's mother then stands there with them and explains that Song Li, her daughter, had said there was a ghost in her room. The Professor asks her whether Song Li was still in her room, and she told him that she had run away.

The Professor and Mark go off to look for Song Li, while Mary and her mother go to talk to staff of the hotel to see if they might have seen her.

Mark realises the direction that Song Li has taken, and leads the Professor down into the basement area. He calls out to Song Li, and she then response telepathically, telling them to go away. Items of crockery begin to fly against the wall as they approach where Song Li is. Mark pled's with Song Li to calm down, recognising that it her that it causing the objects to move, and the more scared or upset she becomes, the more it happens. Slowly but surely, despite one or two false starts, Mark - using his own telepathic ability - manages to get Song Li calmed down, and she opens the door to the room where she had been hiding to them.

The Professor and Mark talk to Song Li, and quickly realises she thinks the ghost is moving the objects. The professor reassures her, and tells Mark to take her back to her room, and he would go and let her parents know where she is. Mark and Song Li go back to her room, and try to work out why the ghost is appearing for her. Song Li is scared to enter the room, explaining to Mark that she couldn't see her, but she could feel her presence.

Mark asks Song Li what the ghost had done when it had appeared before her, and what age it was, whether it was young or old? Song Li explained it was a woman, young, her was trying to give her a letter.

Mark and Song Li go further into the room. Song Li is drawn towards a vase, which shakes slightly as she begins to approach it. Mark persuades her to out her hand out to the vase to see if it would give them any clue. Song Li puts her hand out carefully, and a vision of a woman, sitting writing a letter, with a single red rose next to her appears for a fleeting second. Just as she pulls her hand away, the Professor, Mary and her parents arrive in the room. The vase crashes down onto the floor and smashes, and a letter, old photograph and a wilted rose all appear amongst the debris. Song Li picks up the letter, and reads it out loud.

Suddenly the presence of the ghost is no longer felt, as the letter has been 'delivered' at last. The Professor explains to Song Li's parents that he believes she could see the ghost, but she was also moving objects with her mind. He then explained that these powers were at their height during adolescence, but diminished as you got older, disappearing altogether once you became an adult. He said he could help Song Li with these powers, so she could understand them more.

Her father refused to believe such a thing could happen, but Mark said he was proof, and then so did Mary, explaining she had been the professors first subject.

Song Li's father refused to let her go with him.

Back at the laboratory, Mark is practicing his telekinetic ability, while the Professor and Mary discuss the loss of Song Li to the project because of her ability to see visions. Just then Song Li and her parents are seen on the screen of the CCTV at the front door of the Laboratory. The Professor buzzes them in, and Song Li's father then explains she and her mother had persuaded him that this was the best place for her to be.

Episode closed.

Powers is an excellent kids drama that appeals to kids and grown-ups alike. The story revolves around the four leads but mostly around the two teenager: Mark(Who can read minds and make objects move) and Song Li(Who reads feelings and have visions when she touches objects that contain an emotion. In proper frame of feelings, she can also move things with her mind.) To help them are Professor Henry Powers who's a straight, no non-sense (!) paranormal researcher! And Dr. Mary Holland, who was the professor first subject and is now precious help in his investigation.

Using the kids abilities, they research unexplained phenomenons that ranges as wide as spirits, dreams, aliens, time loops, etc. The stories are well crafted and the special effects are well done without being over the top and drowning the story. The characters are also well defined and real. The actors were extremely well chosen for they can act the drama as well as the comical without any tress at all. They always make it believable even if sometimes the story might seems not quite as good as it could be.

The only point that would be bad about it is the 25 minutes running time. It's way too short to explore the potential of the story. On some stories, the characters have to make some incredible leap of logic to solve the problem. But considering it's a kids show, I do realize that a longer running time would allow their mind to wander and channel search: NOT what we want!

All in all Powers is a very good show and I can't wait for series two. (There as to be one!) Special mention to Mandana Jones, who portrays Mary Holland with the talent we know she has and she is fantastic in her mother hen role! And beautiful as always! great to see her back regularly on tv!

Produced by - Jess Cleverly executive producer , Chris Le Grys producer
 Cinematography by Shelley Hirst
 Film Editing by Nigel Parkes
 Casting by Angela Grosvenor
 Production Design by Rob Hinds
 Costume Design by Jane Langdale
 Second Unit Director or Assistant Director - Martin O'Malley first assistant director

WR. Jim Eldridge.

DIR. Emma Bodger, Brian Farnham

EPISODES: 13 **YEAR MADE:** 2004 **COUNTRY:** GB **SEASONS:** 1

BBC WORLDWIDE

CREATOR: JIM ELDRIDGE

TYPE OF SHOW: SUPER POWERS **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 07/01/2004 **AIR DATE OF LAST EPISODE** 31/03/2004

SEASON DATE BREAKDOWN:

FILMS:

Professor Powers RUPERT HOLLIDAY-EVANS, Mark ADAM JESSOP, Dr. Mary Holland MANDANA JONES, Song-Li AMY YAMAZAKI

1 - 1 *NEW KID IN TOWN*

The Powers Project is asked to look into the strange events taking place at a country hotel. A teenage girl named Song Li Harris is claiming that a ghost has been damaging her room, while her parents and the manager are rather more sceptical.

Notes : New Kid in Town takes its cue from The Tomorrow People by having Song Li's new powers emerge in the opening episode. She's actually responsible for the poltergeist activity herself - many documented cases of such activity are connected with teenage girls of a similar age.

Mary was Professor Powers first subject - her powers disappeared as she got older.

Wr Jim Eldridge

Dir Emma Bodger

1 - 2 *MISSING*

Twenty-five years after his father was seriously injured in a quarrying accident, David Watkins drives into a quarry and disappears. His son, Brian, contacts the Powers Project via the police after reading about their work online. After Mark's attempt to use his psychic dowsing skills on David's favourite pen fail, he suggests that Song Li may have more success. Her powers finally lead them to the quarry where she finds the detonating box that David had fallen on twenty-five years earlier. She has a vision of the accident and sees that David's father was actually pushed out of the way of the explosion by another man, and from her description it seems to be David himself.

Wr Jim Eldridge

Dir Emma Bodger

1 - 3 *SHADE IN THE STONE*

Evan Foster has been helping Harry Ford to lay pipes at his farm, and as they work they stumble across a silver chalice. Unknown to Harry, Evan also finds an inscribed amulet. The Powers Project are called in when Evan starts visiting the local museum at every available opportunity after the chalice goes on

display. From viewing CCTV footage taken one night, Evan can clearly be seen standing outside the museum along with the shadow of someone else. According to the curator of the museum, Mr Stannard, the chalice is almost certainly a 10th century Anglo Saxon burial chalice, although no remains were found with it. When Harry disappears the team finally realise that someone, or something, is trying to bring the objects back together. But as Song Li points out, there weren't any bones found.

Wr Jim Eldridge

Dir Emma Bodger

1 - 4 *WE ARE NOT ALONE*

The Powers team are called in to try and communicate with a girl who has been caught outside a secret research establishment. The other people with her at the time managed to get away. Neither Mark or Song Li manage to get anything from the girl, but Mark does pick up from Dr Felton that there is a possibility she may be an alien. Strange signals were picked up on the night she was captured and they can't be identified. Mark and Song Li try to communicate with her again with no one else in the room and finally find out that her name is Lex. She was on a research trip with her father and a small crew when their ship developed a fault. They landed to re-fuel it with water. Felton, meanwhile, is listening to their conversation via a bug planted in her cell. Unknown to him, Mark and Song Li are intending to break Lex out.

Wr Jim Eldridge

Dir Brain Farnham

1 - 5 *LAND OF NOD*

The Powers project investigate the causes of Erin's recurring dream in which she repeatedly sees an old couple named William and Angie. Song Li uses her powers to share Erin's dream and with the information Mark and Professor Powers are able to locate the house where William and Angie live.

Wr Stephen Hallett

Dir Emma Bodger

1 - 6 *THINGS THAT GO BUMP*

The Powers team are asked to look into what initially appears to be a simple case of vandalism at the Hawthorne House children's home. When Mark and Professor Powers visit the home things initially seem normal until the balls from the pool table start flying around the room. Powers suspects it may just be Mark's reaction to missing his parents. While the Professor tries to track down the aunt of a former resident of the home called Kelly Driscoll, who it is thought may be behind the incidents, Mary and Song Li go along to the home where they are intending to spend the night. Soon after their arrival they witness a number of saucepan lids flying off saucepans. Later that night the home comes under attack once more.

Wr Christopher Wicking

Dir Emma Bodger

1 - 7 *IS THERE ANYBODY OUT THERE?*

The Powers team investigate the strange disappearance of Ned Thomson who has been captured on video apparently being abducted by aliens.

Wr Stephen Hallett

Dir Brain Farnham

1 - 8 *I'LL BE WATCHING YOU*

Mark is taken along by Professor Powers to talk to a boy called Ian, who his aunt believes may be being bullied. Ian suffers from vertigo and is dared by Dean to walk along a wall. Initially he stumbles, but a light appears at the end of the wall and he calmly walks along it. Later, Mark picks up a stray thought from Ian: he believes someone is looking after him. He also picks up a strange photo that Ian has dropped. Back at the lab Mary identifies the photo as being an aura photo. When Song Li takes the photo she gets an image of Mel and Ian being involved in a car accident and also senses another presence was there with them. Talking to Mel they find out that that they had been to the local fair where Ian had had the photo taken. On the way home a lorry pulled out from a junction, but before Mel had even seen the lorry she heard a voice telling her to pull over. Ian believes he has a guardian angel and when Mary does some looking into the subject she finds that the phenomenon usually vanishes after about three days. It's now three days since the accident and Dean has dared Ian to walk along the scaffolding in an old church.

Wr Carolyn Sally Jones

Dir Brain Farnham

1 - 9 *THE UNINVITED*

Mary gets a call from the husband of one of her friends who died the previous year. His son, Ben, has been looking for their dog which has run away, and he is now telling stories about returning home and finding his father missing and an unknown woman and girl living in their house. After Mark and Song Li

become involved, Professor Powers comes up with the theory that they may be dealing with a parallel universe linked to ours via a wormhole. The only problem being that the other universe is becoming unstable and may be starting to affect our own.

Wr Carolyn Sally Jones

Dir Emma Bodger

1 - 10 *FACE VALUE*

A car crashes and a teenage girl climbs out of the back completely injured and walks away leaving a man and woman unconscious in the car. She walks down the local high street and into an electrical shop. As she looks at the televisions the pictures all change to show the crashed car. Later, at the local police station, she manages to turn the alarm on and off and open a locked police car which has the keys inside. The police contact the Powers Project to see if they can help. Meanwhile, the woman who was in the crashed car is being interviewed by Dr Nolan who needs to know if Toni caused the crash - they don't know what she might be capable of. Back at the Powers Project and the professor is seeing how Toni does on a reaction test where the user has to use their powers to predict which areas in a computer game will become active. Rather surprisingly she blows it out of the water and has a 100% record. Song Li is unable to pick up any emotion from her at all. Meanwhile, Dr Nolan has received a report that Toni was with the police. She's unstable and could be dangerous if any more pressure is put on her.

Wr Jim Eldridge

Dir Emma Bodger

1 - 11 *IN THE LOOP*

Mark and Dr Holland go to investigate an area where aircraft have reported instrumentation problems. Initially suspecting it to be caused by ley lines, they soon find themselves with a strange sense of déjà vu.

Wr Carolyn Sally Jones

Dir Brain Farnham

1 - 12 *FUTURE BOX*

Professor Dixon brings along a device called a Future Box which should enable the user to get a glimpse of his or her future. Mark is eager to find out if he will be rich and famous and is the first to try the machine. Ignoring Dixon's warning, he interacts with his future self who is quite definitely rich, but whose means of acquiring his wealth are somewhat less than ethical.

Wr Jim Eldridge

Dir Brain Farnham

1 - 13 *THE FUTURE IS YOURS*

As a birthday surprise Mark is taken to see the FA Cup, which is currently on display at Stanford Rovers FC. While there he takes a penalty on the pitch, which is saved by a young player called Tyrone Lewis who simply turned around and caught the ball as if he knew where it was going to be. It soon emerges that Tyrone didn't just see where the ball was going to be. He's also had a vision of the FA Cup being stolen from its display case while Mark and Song Li are present.

Wr John Jackson

Dir Brain Farnham

POWERS OF MATTHEW STARR, THE



The Powers of Matthew Starr was a series about Matthew Starr, a high school student who appeared to be quite normal. Matthew Starr however was anything but normal. he was a crown prince, but not just any crown prince but a crown prince from another planet. His home world was named Quadris, where he was known as Ehawk. Matthew was forced to leave Quadris when his father's peaceful government was overthrown by tyrants. When he fled Quadris he was accompanied by his guardian Dehay, who adopted the name Walt Shepherd on Earth.

Walt's job was to protect Matthew and to train him in the use of his budding mental powers, which he would need if he were ever to return home. Walt himself did not have any powers since they were unique to the royal family on Quadris. These powers included such things as telekinesis, ESP and astral projection. As the series progressed Matthew's mental powers increased in strength and he also gained new powers.

When they first arrived on Earth. Matthew and Walt decided to fit in as best they could. Matthew enrolled in Crestwood High School. Walt was able to obtain a job at Crestwood High School as a science teacher. The early episodes centred around life at the high school with Matthew using his powers to help out his friends. His best friend was Bob Alexander. Pam Elliott was his blonde girlfriend. Halfway through the series' first (and only) season life changed for Matthew and Walt. The government had learned of Matthew's powers and decided to put them to use on special missions. Both Matthew and Walt were forced to leave Crestwood High School, and their friends there, in order to go on missions given to them by their government contact Major Wymore.

Lou Gossett Jr. almost made plausible as combination Science Teacher/Football Coach, otherwise the least likely plot element. And I speak as a graduate of Caltech, where the football team had higher IQs than weights (in pounds). The series was supposed to premiere in September 1981, but was delayed a year due to Peter Barton's being seriously burned during filming. The show lost its focus about halfway through, when Matt developed transmutation and astral projection, while fighting spies for Major Wymore, and still somehow having time to hang out with buddy Bob and try getting past first base with Pam.

NBC apparently had lots of faith in The Powers of Matthew Starr, since it survived far longer then it should have given its production problems and low ratings. The series was originally to have been called: The Powers of David Starr and the pilot was made using this as the character's name in 1981. NBC liked the pilot and sent word to begin the series. Peter Brandon however was seriously burned by a magnesium flare during the shooting (an accident which also injured Louis Gossett Jr.) and production was halted for a year. When production resumed the character's name got changed. The series also was given the chance to completely overhaul its format mid way through the season, when most other programmes would have simply been cancelled.

And that was where the problem began for U.S. critics. They couldn't take seriously a show where the lead looked way to old to be in school. As a comedy it might have worked, but as an adventure it misfired and ran for just one season from September 1982. The producer for the series was Harve Bennett, who also created TIME TRAX and GEMINI MAN. The series was shown on NBC in the states.

Created by: Steven deSouza; Developed by: Daniel Wilson, Harve Bennett, Robert Earll, Allan Balter; Supervising Producer: Bruce Johnson, Robert Earll, Allan Balter; Producer: Carl Pingitore, Martin Goldstein, Fran Sears, Steven E. DeSouza; Executive Producer: Daniel Wilson, Harve Bennett, Bruce Lansbury; Co-Producer: Gil Grant; Associate Producer: Christopher Chulack and Mervin B. Dayan, Jay Scherberth, Scott Winant, Karl Epstein, Linda Feitelson; Executive Story Consultant/Editor: Judy Burns, Richard Christian Matheson and Thomas Szollosi, Gregory S. Dinallo; NBC/Paramount; 60 minutes. The basic idea behind Powers of Matthew Star was to tell the story of a super-powered teenager, growing up on Earth but not a ceJebrity. Creator and producer Steven deSouza remembers the NBC television network asking for a teenage Superman.

"The Superman movie had (just) come out. I came up with this concept, and [the network] liked the element of Superman as a high school student and he had problems with football teams and couldn't join because he was too good." The inspiration comes largely from a segment of the Superman film when young Clark Kent laments his problems in high school, with girls and with the difficulty of hiding his powers while playing football. "That's what they were looking for," says deSouza.

"When we went to cast the show, the network insisted on an actor [Gerald O'Loughlin] to play the mentor character which is completely miscast. He used a heavy accent, he talked in 'dis' 'dem' and 'dose'. We ended up making him the janitor because you couldn't believe he was anything else. There was just no sophistication to the character. He's a very common-cut type of guy. There's no way this character could be Obi-Wan Kenobi."

But "Starr Knight" was the premise pilot of the show. DeSouza explains that in television filmmaking, there are actually two kinds of pilots. A premise pilot sets up for the viewer the premise of the show and the characters he will be seeing in the episodes to follow. The episode pilot is simply the first episode; it is typical of the series and could just as easily air in the seventh week as in the first.

In "Starr Knight," written by deSouza, then named David Starr does not know his heritage or his powers. His mentor, Max, played by O'Loughlin keeps the knowledge from him so he can grow up "normal" on Earth. In the course of the story, his powers are needed, and David has to activate them in order to save some lives. "I thought it was a great idea," remembers star Peter Barton fondly. "Matthew was the kind of character that basically I've played a lot in life characters who are trying to do what's right in life, and fight the forces of evil- and I felt very strongly about Matthew being that type of individual. So it was a very good role for me at that time of my life.

"I thought the first pilot was what the character was all about. I thought it was a very good episode, but then [the network] wanted to finetune things. But I thought it was a very nice, sensitive story. It goes deeper than just a prince from another planet who's going to go back some day and save his people. It's the story of a young man growing into manhood and accepting responsibility for himself and other people." DeSouza says that while he was writing the premise pilot, the network said to him, "We don't want a science fiction show. We don't want a show where the spaceship lands the little boy on Earth. Let's find another clever way of doing a premise pilot." So I said 'Ok, let's do the one where he discovers for the first time he's not human.' Again, we borrowed from Superman, because in the original Superman comic he's not told when he's a young man that he's from another planet."

NBC liked the pilot, but before going to series, a few changes were needed. Louis Gossett, Jr., replaced O'Loughlin as the mentor, now named Walt Shepherd, and the lead was renamed Matthew Star. Now well aware of his own powers, with Walt's guidance Matthew would shape his strengths and weaknesses so that when called to return to his home planet, he would be ready to reclaim the throne. Meanwhile, Matthew had high school and a girlfriend to keep him busy.

"The second pilot was really not a new pilot at all. It was exactly the same rules as the first one," says deSouza. "It was a reconceptualization of the premise of the show. And he was the rightful leader of the government of his planet. He was brought here to be safe. He was living in hiding because there might be assassins coming after him some day. That was my original premise!" Unfortunately, Powers of Matthew Star had some bad luck in its evolution on television. During the filming of "Jackal," the second pilot, Barton had a fire-related accident. Ron Satlof, a director of two Powers episodes, recalls the incident vividly. "Peter was a young actor who was always trying to do something extra," he remembers. "That's why he got burned. He was trying to do more than he was asked to do, and that cost him."

The scene was this: Louis Gossett was tied up in a chair, surrounded by lit magnesium flares in a junkyard set. Barton was supposed to come into the scene and drag Gossett out of the circle of flares while avoiding some falling debris. Stuntmen had already done the important bits of action for the actors. But, for close-up purposes, Barton and Gossett did portions of the scene to match with the stunt segments. "What Peter was instructed to do was come in and get to the chair, and say dialogue," explains Satlof. "It was just a close-up. He didn't have to repeat any of the moves because the stunt had already been done. Basically, he just steps into the shot, says a few words to Lou and starts making motions of moving the chair back, from which we'd cut to the stuntman doing all that. Instead of that, he leaned the chair back and he actually dragged it past the circle of flares. He tripped. He fell on one of the flares."

"Lou was very smart," says Barton, remembering the incident. "They were talking about tying his hands, and he said, 'You're not tying my hands.' If he was tied in the chair he wouldn't have been able to ... I mean, he rolled off me very quickly. He fell on top of me, and I fell on top of the flare. Because he wasn't tied, he was able to maneuver out of there very fast, which allowed me to roll off the flare just as fast."

"It's horrible that it did happen, and thank god he's okay" remarks Satlof.

With Barton out of commission for several months, the production was shut down. Because the network had faith in the series, filming restarted as soon as Barton was able. "I was very happy when we came back to start filming the series [after the pilot], and I felt we were on the right track," continues Barton. "But after the accident-and I think there were four months of recuperating-I had to come back and wear all of the burn garments ... It's kind of sad. I was still enthusiastic, but something had shifted in me. It wore on me to have gone through that trauma. We still had some pretty good episodes after that, but I felt there was a whole spontaneity and enthusiasm before the accident, and after the accident, something changed."

When Hollywood shoots episodic television, often the filming order is different from the airing order. "The dolphin ["Experiments"] and football ["Winning"] episodes-those were done before I was burned," notes Barton. "We were maybe a quarter of the way into the filming of "Jackal" [when the accident occurred]. You can even see the difference. If you look at the footage of where ... I get into the junkyard, and I hop the fence, and I'm running around, and my hair's longer, that's before I was burned. And as soon as poles are about to fall over and the flares are lit, that's where I got burned, and then they picked up the footage of me rescuing Lou five months later. And the scenes where I'm meeting people on the bus, that was filmed after I was burned."

Two other factors may have also contributed to the show's difficult startup. A writer's strike occurred during the period, and one of the early producers, Allan Balter, died from a heart attack-during a board meeting while excitedly pitching the premise of the show to network executives. The show ran the first completed episodes, but someone on the decision-making level still wanted to fine-tune the show. Matthew Star changed from a young boy growing up and learning about life to a young boy becoming a secret agent for the U.S. government. Harve Bennett, the second producer, went out, and in came Bruce Lansbury, well known for *Mission Impossible*, *Wild, Wild, West* and many other fan favorites.

"And what was Bruce's claim to fame?" says Barton. "I, Spy. He was brought in to sort of fix it again. It was too much. There was too much tension. I loved Danny Wilson, the first producer; I loved Harve Bennett, the second producer. There was one episode with Jeff Corey and Julie Newmar, where they come from my planet, and that was one of the better episodes that I enjoyed. It had a nice direction there. It was more *Star Trekky*, and we were getting into that. Now, all of a sudden, it's *I, Spy* and here we are. I'm supposed to be Robert Culp and Lou's supposed to be Bill Cosby. It went too far. It became *I, Spy* with science fiction. In the beginning it was like family science fiction, and now we're doing *I, Spy*, which is not what it's supposed to be, and it got too confusing."

DeSouza wasn't around to follow through on his pet project. After Barton's accident, he jumped studio to Universal, even though the network tried to get him back. "They went off track in the last nine episodes of the season," complains deSouza. "They brought in a government character and created missions for our government. I think that was the mistake for the series because they severed all their ties to what made the series unique."

DeSouza believes that Powers would have had better success "if the show had dealt with the problems of a superhuman kid fitting in, his normal life, with periodic danger, excitement, and mystery due to his special nature. The show would have worked. They showed the lighter approach with *My Secret Identity*, a Universal studios show that lasted four or five years in syndication. It was comedic, not quite a sitcom, it had a lighter touch but it was exactly that idea."

On a happier note, Barton remembers working with Amy Steel and Lou Gossett as a highlight of his experience with the show. "I still am so fond of Amy," he says. "She'll always be a real special person in my mind. The same way that Pam, her character, had that tremendous strength for Matthew Amy had that strength for Peter. I really just loved Amy Steel. She was the greatest. And Lou was a fantastic person. He made me look so good. Working with the man, all you had to do was be around the guy and he was so charismatic, he gave so much positive energy. I can't say enough about either of them. I wish that they kept us all together rather than splitting us up and taking Amy out of there and making us *I, Spy*."

Two actors had the opportunity to direct episodes: Leonard Nimoy and, for the final episode, Lou Gossett. Barton says, "It's always nice to work with an actor who's directing because they come from more of an actor's point of view. It doesn't mean that the project is going to come out any better than if it's a regular director, but they're a lot more understanding and sensitive to an actor's processes. There are directors who are sensitive too, but an actor who is a director is just logically going to have more of that. It was nice working with Leonard and Lou."

Some TV critics complained that Barton looked too old to be playing a high school teenager. Barton disagrees. "I was 24, and I think I looked pretty much 16 or 17 years old," he insists. "I mean, it's the same thing with Ralph Macchio [in the *Karate Kid* feature films]. He was 25 playing 16. Same difference. If the illusion is bought, who cares? It's like *Beverly Hills 90210*. Those kids are old. I thought in *Matthew Star I*

was more like a teenager as they really are-confused, don't know where they are going, don't know who the hell they are-and Beverly Hills 90210, these guys are really together. Even though I was 24, I thought the portrayal of a confused teenager was more believable than what they're portraying on Beverly Hills 90210 ... but it's an illusion. Acting's an illusion."

In summary, Barton looks back at Powers of Matthew Star's strengths and shortcomings and what would have been if the show had continued. "What worked for me," he says, "was when they were dealing with the science fiction and I was the prince from another planet and I got involved in the lives of my classmates. I liked that. That's the way 13 of our episodes were. And when they changed stream and made us CIA agents and we were going to tackle these big I, Spy sort of things, that didn't work for me."

Barton also discounts a revival TV movie to resolve the premise. "I wouldn't think so. The whole premise was that he was here for training. I was here to grow into a man and someday go and take back the planet. It was like Luke Skywalker, having the Force training and going back to deal with one's self. All in all, it was a well-intentioned show and a wholesome thing, and I'm happy I was able to be a part of it."

CAST NOTES

Peter Barton (Matthew Star): Born 1958. Barton graduated to daytime television with a popular role on the *Young and the Restless* in the early 1990s. During spring 1994, he co-starred with Gene Barry in the prime-time CBS show *Burke's Law*.

Louis Gossett Jr. (Walter Shepherd): Born 1936 in Brooklyn. Gossett won an Emmy for his role as Fiddler in *Roots* (1977) and an Oscar as a drill instructor in *Officer and a Gentleman* (1982). Gossett has kept busy in films with *Iron Eagle* (1986), the science fiction actioner *Enemy Mine* (1985), and *Diggstown* (1992).

Amy Steel (Pam Elliott): After this show, Steel continued acting in roles on *Matlock*, a *Perry Mason* TV movie, *Quantum Leap* and *Space Rangers*. She's also a fashion designer.

WR. Steven E. deSouza (Pilot), Gregory S. Dinallo and Richard Matheson (THE TWILIGHT ZONE).

DIR. Ivan Nagy (pilot), Ron Satlof, Leonard Nimoy, Corey Allen and Lou Gossett Jr.

EPISODES: 22 **YEAR MADE:** 1982 **COUNTRY:** US **SEASONS:** 1

NBC

CREATOR: HARVE BENNETT, DANIEL WILSON, ROBERT EARLL, ALAN BALTER

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22

DATE OF PREMIER: 17/09/1982 **AIR DATE OF LAST EPISODE** 08/04/1983

SEASON DATE BREAKDOWN:

FILMS:

Matter Starr PETER BARTON, Walt Shepard LOU GOSSET JR., Pam Elliot (Matthew's girlfriend) AMY STEEL, Chip Frye (his best friend) BOB ALEXANDRA, Major Wymore (his government contact) JAMES KAREN.

RELATED SHOWS:

TIME TRAX

GEMINI MAN

1 - 1 *STAR KNIGHT*

David Starr realizes he may not be of Earth when he starts developing amazing powers.

Wr Steven E. De Souza

Dir Ivan Nagy

1 - 2 *JACKAL*

A prince from an overthrown planet comes to Earth and, with his guardian, tries to fit in at an school while trying to avoid assassins who have come to Earth to kill him.

Wr Robert Earll, Allan Balter

Dir Ron Satlof

1 - 3 *THE ACCUSED*

Following an undercover cop's murder, Walt is placed under arrest as the prime suspect.

Wr Gregory S. Dinallo

Dir Ron Satlof

1 - 4 *DAREDEVIL*

Matthew uses his telepathic powers to supercharge a friend's stuntwork without their knowledge.

Wr Jeffrey Scott

Dir Bruce Bilson

1 - 5 *GENIUS*

One of Matthew's classmates creates a paint called Solar Prime that is highly temperature-resistant, but also robs Matthew of his powers.

Wr Tom Greene

Dir Bob Claver

1 - 6 *PREDICTIONS*

One of Matthew's classmates gains the ability of precognition, but is scared by the dangers she sees the future holds in store for her.

Wr Richard Christian Matheson, Thomas Szollosi

Dir Guy Magar

1 - 7 *THE ITALIAN CAPER*

After terrorists attack a military convoy in Italy, General Tucker needs Matthew and Walt to recover a secret Anti-Gravity Device.

Wr James M. Miller

Dir Guy Magar

1 - 8 *WINNING*

Jealous over the star quarterback catching Pam's attention, Matthew has a try-out to join the football team.

Wr Gregory S. Dinallo

Dir Ron Satlof

1 - 9 *ENDURANCE (AKA SURVIVAL)*

A field trip for an outdoors survival course turns dangerous when Matthew and Walt encounter escapees from an asylum.

Wr Ruel Fischmann

Dir Paul Krasny

1 - 10 *TRIANGLE*

When Pam's uncle goes missing while searching for treasure in the Bermuda Triangle, Matthew searches an island where he's believed to have crash-landed.

Wr Richard Christian Matheson, Thomas Szollosi

Dir Leonard Nimoy

1 - 11 *MOTHER*

Walt realizes that a ring given to Matthew by a mysterious fortuneteller belonged to Matthew's mother.

Wr Walter Koenig

Dir Ron Satlof

1 - 12 *EXPERIMENTS*

A water show dolphin telepathically communicates a plea for help to Matthew.

Wr Thomas Szollosi, Richard Christian Matheson

Dir Gunnar Hellstrom

1 - 13 *THE FUGITIVE*

Walt has a severe reaction to Earthly bacteria that his Quadrian immune system is not used to.

Wr Judy Burns

Dir Jeffrey Hayden

1 - 14 *D.O.A. (AKA MATTHEW STAR : D.O.A.)*

Matthew and Walt investigate the murder of crime bosses for the government.

Wr Bruce Shelly

Dir Leslie H. Martinson

1 - 15 *THE RACER'S EDGE*

Matthew has a new power, which helps him protect the daughter of a diplomat from a kidnapping plot.

Wr Luciano Comici

Dir Corey Allen

1 - 16 *DEAD MAN'S HAND*

Matthew and Walt go to Las Vegas to investigate the Golden Harvest casino for rigging games.

Wr David Bennett Carren

Dir Vincent McEveety

1 - 17 *36 HOURS*

Shuttle astronauts will burn upon re-entry unless Matthew and Walt can find a stolen landing device.

Wr David Bennett Carren

Dir Barry Crane

1 - 18 *QUADRIAN CAPER*

Matthew and Walt stumble on a robbery when secretly returning a necklace Wymore's nephew took from a safe-deposit box.

Wr Bruce Shelly

Dir Guy Magar

1 - 19 *BRAIN DRAIN*

When geniuses go missing, Matthew and Walt investigate a dating service that may be behind it all.

Wr George McIdowie

Dir Leslie H. Martinson

1 - 20 *THE GREAT WALDO SHEPHERD*

Stolen NATO plans send Matthew and Walt undercover at an air show to find a plane that contains them.

Wr Bill Taub

Dir Barry Crane

1 - 21 *ROAD REBELS*

Matthew goes undercover, joining a gang that steals valuable crystals in order to purchase sports cars.

Wr Mark Jones

Dir Barbara Peeters

1 - 22 *SWORDS AND QUESTS*

Walt looks for Matthew, who's busy playing a fantasy game that could kill him.

Wr Lee Sheldon

Dir Louis Gossett, Jr.

PRESENT TIME

In the year 2074 an old man designs a powerfull invention, a time machine. From this world a package containing a gold disc inside a laptop computer is sent into our time for safe keeping. It all links into the destruction of a church in our time.

This unusual time travel series was made exculsively created for a relegious audience consequently the production values for the series are very low, however some of the acting is good from a strong young cast. The series was first seen in the UK on ITV in a Sunday morning slot of 9.45 a.m.

Production designer was Dave Boller, director of photography was Roger Boller, casting - Beverly Holloway, production co-ordinators were Tom Kazoyan and Rick Garside. Editing by Ronald Allchin, music by James Covell, associate producer was David Anderson, executive producer was Dave Ross, co-executive producer was Scott Bolinder, co-producers were Dave Avanzino and Beverly Holloway. The show was produced by Mark Hunt and John Schmidt.

WR. Mark Hunt, John Schmidt, David Anderson, Coley Fisher, John Schmidt.

DIR. John Schmidt.

EPISODES: 4 **YEAR MADE:** 1998 **COUNTRY:** US **SEASONS:** 1

ZONDERVAN/ JOHN SCHMIDT PRODUCTIONS INC.

CREATOR:

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Josh Walker STEVEN HARRIS, Caleh McCoy PHILIP BRYCE JACOBS, Don Walker KEVEN DIEHL, Anthony Johnson ANTHONY JOHNSON, MARGO LEIDIGH, RYAN DOMIS, STEVE NELSON, KARI PICKLER, LANCE NICHOLS, ANGELO ODDO, APRIL HOLLIDAY, GREG MARTIN.

1 - *TRIED BY FIRE*

The Police discover that the church was destroyed, and they think one of the young children has something to do with it.

Wr Mark Hunt, John Schmidt, David Anderson, Coley Fisher (s), John Schmidt (w)

Dir John Schmidt.

1 - *LION HUNT*

Danielle is almost arrested by the police, but saved by caring citizens! They try to send him back in time to discover they can't send him back without a lion which came in the present with him.

Wr Rob McFarlane

Dir John Schmidt

1 -

Josh, Caleb and family vouch for Daniel's character.

1 - *THE PROPHET*

Josh brings back a prophet from the past into the present, but he also brings a Lion which causes havoc

around town.

Wr Rob McFarlane

Dir John Schmidt.

PRETENDER, THE



"The Pretender" is a one-hour suspense series starring Michael T. Weiss as Jarod Russell, a genius whose exceptional intelligence allows him to master virtually any profession. He uses his skill to become a one-man, non-violent vigilante force for justice -- despite being stalked by agents of a clandestine research complex.

Taken from his parents as a child prodigy in the early 1960s, Jarod spent decades isolated under the caring instruction of Sydney (Patrick Bauchau , "Clear and Present Danger"), a psychiatrist at the Centre, a think-tank that sold the services of Jarod's computer-like mind to the highest bidder. As an adult, Jarod flees the Centre, and uses his unique ability to master any subject, thus enabling him to assume various identities -- to become, for example, a doctor, an airline pilot, a sea captain.

Meanwhile, he must elude the alluring, single-minded Miss Parker (Andrea Parker , "ER") and her posse of Centre operatives, who desperately want him back. Always one step ahead of the Centre, Jarod seeks emotional retribution for disenfranchised or powerless individuals by turning the tables against those who abuse their privileges and seem beyond the reach of the law. Along the way, an ingenuous Jarod makes his own simple discoveries about life in the real world beyond the Centre -- all while searching for the truth about his own parents, whose identities remain a mystery to him.

"I see our series as a humanistic thriller," says executive producer/creator Steven Long Mitchell. "Into our current world, where justice almost doesn't exist, comes this man with an honest, childlike sense of wonderment and a strong moral compass. The result is an O'Henry sense of justice, where Jarod cuts through the letter of the law right to the spirit of what's right and wrong."

"He can literally say, as a Pretender, 'I know how you feel as a victim,'" says fellow executive producer/creator Craig Van Sickle. "Being a Pretender empowers him to step in and supply the solution -- often putting the bad guys in the same kind of situation experienced by their victims. "The Pretender" is a production of MTM Entertainment in association with NBC Studios. The executive producer for the series was Steven Long Mitchell and Craig Van Sickle, co-executive producer was Tommy Thompson and supervising producer was Kimberly Costello, the producer was Tim Lacofero. The series had its first showing in the UK on satellite channel Sky One. Directors for the series included Rick Wallace who directed the pilot episode.

In many ways, The Pretender is cut from the same cloth as both The Fugitive and Nowhere Man: a brilliant man-on-the-run uses his superior intellect to elude capture. Here, Jarod is pursued by agents of The Center where he has been held prisoner since childhood. The interesting twist is that Jarod has the ability to learn and perfectly emulate any job almost instantly. In effect, he can pretend to be almost anyone, from a surgeon to a lawyer, from an FBI agent to a U.S. marshal. The shadowy Center remains an enigma. Who runs it? What is its real purpose? As Jarod stays one step ahead of the dogged Miss Parker and her henchmen he uses his talent to help people in trouble. Kind of like Bill Bixby's character in The INCREDIBLE HULK, or Logan and Jessica in LOGAN'S RUN, or-well, you get the idea: the man-on-the-run-doing-good is a familiar plot device in any genre.

Michael T Weiss, who plays Jarod, isn't too forthcoming with personal details. He was born in Chicago on 2nd February 1962 and has two sisters, one is a make-up artist, the other works in advertising. He began acting as a child and appeared in several local television commercials. He studied his craft at the Second City workshop in high school before moving to Los Angeles in 1980 where he took on a variety of jobs to earn money, including working in an electronics store, a zipper factory and becoming a personal fitness trainer. There, he also enrolled in the University of Southern California's school of drama, from which he graduated with a BFA in 1984.

Shortly after-wards he was cast in the daytime Soap Opera Days of Our Lives as Dr Mike Horton. His other notable TV credits are 2000 Malibu Road in which he played Roger Taylor and the 1991 revival of vampire Soap Dark Shadows in which he played Joe Haskell/Peter Bradford. His main big screen appearances are

Freeway, Jeffrey, Angel 4: Undercover, Howling IV: The Original Nightmare and his notable TV movies are Remember Me, The Big One: The Big Los Angeles Earthquake and Take My Daughters, Please. Michael T Weiss is also a keen writer and has written a play, Stream of Consciousness, which he hopes to direct. He is a keen environmentalist and is on the board of directors for the Earth Communications Office.

Andrea Parker originally wanted to be a ballerina. She began classes at the age of six and spent several summers studying with youth ballet programmes in New York, San Francisco and Cleveland. When she was 15, she left home and joined the San Francisco Ballet with whom she stayed for three years, performing at the Metropolitan Opera House and on tour. She then went back to her native Southern California to work as a contemporary dancer, appearing in videos, commercials and fashion shows. At the same time, she studied acting and took part-time work in a bar to pay the bills. She got herself a manager after appearing in the Los Angeles play Fine Line which led to her first television acting role, as a nurse in an Emmy Award-winning episode of Seinfeld called The Contest.

Since then her regular tv roles have been in JAG as Lieutenant Kate Pike and in the 94/95 season of ER as Linda Farrell. She has had guest appearances in Can't Hurry Love, Coach, Herman's Head, THE ADVENTURES OF BRISCO COUNTY JR (as Rita Avnet in Deep In the Heart of Dixie), Married... with Children, Ellen and Dream On. She has appeared in the tv movies Ed McBain's 87th Precinct: Ice, XXX's & 000's and Victim of Love: The Shannon Mohr Story. She has two films to her credit, Body Shot and The Naked Truth. She was born on 8th March 1969 and came to play a character with her own name purely by coincidence - the character was called Miss Parker before she was even considered for the role.

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Season Four - The Fourth season was to see some personality changes to Michael T. Weiss' Jarod, who was captured by the Centre during Season Three's conclusion and will be subjected to a series of tests. According to executive producer Craig Van Sickle: "every character will change slightly in personality this season" but he says overall it will not be so dark as the third because "we'll be exploring the adolescent side of Jarod as he gets out into the world." STAR TREK: THE NEXT GENERATION and STAR TREK: DEEP SPACE NINE's Michael Dorn also guest starred in the second episode of the season "Survival".

TV Movie. The Pretender 2001

First aired: 1/22/2001 Production Code: 1AER99

The First Pretender TV Movie: Jarod and Miss Parker learn more about their pasts, as Jarod attempts to stop another Pretender from seeking revenge against the powers that be at The Centre.

Writer: Steven Long Mitchell, Craig Van Sickle

Director: Fred Keller

Guest star: Jonathan Osher (Younger Jarod), Jon Gries (Broots), Harve Presnell (Mr. Parker), Richard Marcus (Mr. Raines), James Denton (Mr. Lyle), Alex Wexo (Young Sydney), Cynthia Dale (NSA Agent Andrea Zane), Tyler Christopher (Ethan), Peter Outerbridge (Alex), Yannick Bisson (NSA Agent Edward Ballinger), Mike Massa (Forest Ranger)

TV Movie. The Pretender: Island of the Haunted

First aired: 12/10/2001 Production Code: 2AER01

This is the second of two Pretender TV Movies: Through a series of bizarre circumstances, Jarod and Miss Parker find themselves trapped together on a strange island in a life and death situation, out of which come some of the most important revelations about their pasts.

Writer: Steven Long Mitchell, Craig Van Sickle

Director: Fred Keller

Guest star: Jon Gries (Broots), Ryan Merriman (Young Jarod) , Dean McKenzie (Triumvirate Sweeper), John Bourgeois (Brother Menenicus), Conrad Coates (Adama), Jack Langedijk (Brother Rinaldus), Julian Richings (Brother Clote), Chloe Randle Reis (Cryptkeeper's Daughter), Kim Myers (Jarod's Mom), Diana Leblanc (Ocee)

Emmy Award

Outstanding Sound Editing for a Series - Nominated - "Pretender, The" (1996) - Thomas DeGorter (supervising editor), David Melhase (adr editor), James A. Williams (adr editor), Warren Smith (dialogue editor), Griffith, Tiffany S. (dialogue editor), Christopher Briles (sound effects editor), Andrew Ellerd (sound effects editor), Katona, Bradley C. (sound effects editor), Gary Krause (sound effects editor), Mark Kamps (sound effects editor), Patricia Nedd (foley artist), Dominique (IV) (foley artist) - For episode "At The Hour Of Our Death". (1999)

WR. Steven Long Mitchell, Craig Van Sickle, Juan Carlos Coto, Kimberly Costello, Javier Grillo-Marxuach, Tommy Thompson, Lawrence Meyers.

DIR. Rick Wallace, Michael Zinberg, James Whitmore Jr., Jesus Salvador Tervino, Gabrielle Beaumont, Fred Keller, Thomas J Wright, Ian Toynton, Anson Williams, Terrence O'Hara.

EPISODES: 86 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 4

MTM PRODUCTIONS, MITCHELL CON SICKEL PRODUCTIONS, MTM ENTERPRISES INC/ NBC STUDIOS

CREATOR: STEVEN LONG MITCHELL & CRAIG VAN SICKLE

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 22, (3) 22, (4) 20

DATE OF PREMIER: 19/09/1996 **AIR DATE OF LAST EPISODE** 13/05/2000

SEASON DATE BREAKDOWN:

FILMS: THE PRETENDER 2001, THE ISLAND OF THE HAUNTED

Jarod Russell MICHAEL T WEISS, Miss Fay Parker ANDREA PARKER, Dr. Sydney Green PATRICK BAUCHAU, Broots JOHN GRIES, Young Jarod RYAN MERRIMAN, Young Miss Fay Parker ASHLEY PELDON, Mr. Lyle JAMIE DENTON (2), Brigitte PAMELA GIDLEY (2), Mr. Raines RICHARD MARCUS, Mr. Parker HARVE PRESNELL, Young Sydney ALEX WEXO.

RELATED SHOWS:

INCREDIBLE HULK, THE

NOWHERE MAN

1 - 1 *PILOT*

QUEENS, NEW YORK - Miss Parker and Sydney find they had just missed Jarod helping a tanker ship in Alaska. Jarod is now posing as a doctor to uncover the truth behind an operation that resulted in a boy becoming a paraplegic. Jarod also befriends a Greek woman who has trouble with (ahem) bowel movements.

Wr Steven Long Mitchell, Craig Van Sickle

Dir Rick Wallace

1 - 2 *EVERY PICTURE TELLS A STORY*

SAN DIEGO, CALIFORNIA - Miss Parker and Sydney once again miss Jarod at the Y.M.C.A. He's now posing as a member of the Coast Guard trying to figure out the truth behind the death of a man who was lost at sea waiting for rescue. Jarod also befriends a hermit who lives out at sea and refuses to come back to land.

Wr Steven Long Mitchell, Craig Van Sickle

Dir Michael Zinberg

1 - 3 *FLYER*

ARIZONA - Sydney and Miss Parker travel a wind farm in Baja, CA where Jarod was last seen testing aerodynamics. Jarod is now flying jets for Skyvionics, which is testing a defense contractor's new computer system. He's really trying to figure out why a test pilot died during one of the tests. Jarod also befriends Mr. Hollis, a conspirator who was involved in the Manhattan Project.

Wr Juan Carlos Coto

Dir James Whitmore Jr.

1 - 4 *CURIOUS JAROD*

LAS VEGAS, NEVADA - After spending some time studying probabilities and game theory, Jarod becomes head of security at the Marquee Casino in Las Vegas. While there, he attempts to solve the mystery behind the death of a showgirl. Jarod also befriends a down-on-his-luck Elvis impersonator. Meanwhile, Sydney and Miss Parker resort to finding Jarod through the mob.

Wr Kimberly Costello

Dir Jesús Salvador Treviño

1 - 5 *THE PAPER CLOCK*

LOS ANGELES, CALIFORNIA - Aiming to help a man wrongly sentenced for murder, Jarod becomes a lawyer and goes after the arrogant attorney protecting the real killer. Meanwhile, Sydney is trying to reach an agreement with The Centre to make a trade with Jarod: A piece of Jarod's past for some of the simulations.

Wr Javier Grillo-Marxuach

Dir Gabrielle Beaumont

1 - 6 *TO SERVE AND PROTECT*

MIAMI BEACH, FLORIDA - Jarod, suspecting corruption in the police department, becomes an officer himself to solve the death of an adoptee who had recently been reunited with his birth father. He also befriends an aging lady who's young at heart, but is afraid of losing her wild side due to her fading eyesight. Meanwhile, Miss Parker is spending time in jail for violating criminal code 369.7 - Unlawful Carrying and Possession of Concealed Weapon, thanks to a tip from Jarod. With her in jail, Jarod uses that window of opportunity to hire a private investigator to aid in finding information about his mother.

Wr Tommy Thompson

Dir James Whitmore Jr.

1 - 7 *A VIRUS AMONG US*

SKOKIE, ILLINOIS - Miss Parker finds that she just missed Jarod posing as a high school biology teacher, and is then subjected to the flu virus. Jarod now poses as a virologist at an infectious disease laboratory trying to figure out the story behind the disappearance of another virologist. He also befriends Ben, a musician who is trying to perfect his musical talent on various instruments, although his neighbors don't care for it.

Wr Lawrence Meyers

Dir Fred Keller

1 - 8 *NOT EVEN A MOUSE*

BALTIMORE, MARYLAND - Jarod investigates the mystery behind a hit-and-run death of a homeless man known as 'Christmas George' while simultaneously trying to identify a Jane Doe before Christmas. Meanwhile, Sydney anxiously awaits word from Jarod and Miss Parker gets her hopes up spending Christmas with her father.

Wr Juan Carlos Coto

Dir Thomas J. Wright

1 - 9 *MIRAGE*

HUDSPETH COUNTY, TEXAS - Jarod pretends to be a skydiving instructor looking into the death of a survivalist who died on his annual trip into the desert. Jarod is also visited by Ernie Two Feathers, a man who may (or may not) be a spirit guide. Meanwhile, Miss Parker is given a birthday present from Jarod that leads her to information about her mother.

Wr Tommy Thompson

Dir Ian Toynton

1 - 10 *THE BETTER PART OF VALOR*

PITTSBURGH, PA - Jarod works as a firefighter while investigating the murder of another smoke-eater; Miss Parker seduces a married salesman with more than a few secrets of his own.

Wr Javier Grillo-Marxuach

Dir Anson Williams

1 - 11 *POTATO HEAD BLUES (A.K.A. BOMB SQUAD)*

DETROIT, MICHIGAN - Jarod poses as a member of the Detroit police bomb squad, searching for a serial bomber who left a woman photographer blind from one of his attacks. Meanwhile, the Centre puts Mr. Raines in charge of finding the person who's leaking information to Jarod. By utilizing Angelo, he puts Miss Parker, Sydney, and Broots to the test.

Wr Javier Grillo-Marxuach

Dir Terrence O'Hara

1 - 12 *PRISON STORY*

MARYLAND, OAKFIELD PENITENTIARY - Jarod pretends to be a prison guard who is trying to prove a man on death row didn't commit the crime he's sentenced to death for. Meanwhile, Miss Parker, Sydney, and Broots get a puzzling clue that makes them believe they're now one space ahead in the game of catching Jarod. Or are they?

Wr Craig Van Sickle, Steven Long Mitchell

Dir Oscar Costo

1 - 13 *BAZOOKA JAROD*

LONG BEACH, CALIFORNIA - Jarod joins the Navy to investigate the drowning of a ship's engineer, but he must outwit a security officer who doubts his credentials. Meanwhile, the latest lead on Jarod pushes Miss Parker to follow clues regarding the children her mother saved.

Wr Juan Carlos Coto

Dir James Whitmore Jr.

1 - 14 *RANGER JAROD*

TOLUCA NATIONAL FOREST, OREGON - Jarod falls in love with his hiking partner while on a search-and-rescue for an ornithology student who disappeared in the mountains. Jarod also befriends a man named Big Bob who has many stooge-ish qualities. Back at the Centre, Miss Parker reminisces about her relationship with Jarod when they were children.

Wr Craig Van Sickle, Steven Long Mitchell

Dir Ian Toynton

1 - 15 *JERALDO!*

SEATTLE, WASHINGTON - Jarod becomes a TV news cameraman to investigate a gang shoot-out that badly injured another cameraman. Jarod also befriends a man who lost his job and his family. Meanwhile, Sydney and Miss Parker get trapped in a condemned building.

Wr Lawrence Meyers

Dir Terrence O'Hara

1 - 16 *UNDER THE REDS*

ATLANTA, GEORGIA - Jarod checks into a fellow paramedic whom he believes is responsible for a graduate student's coma. But he first has to outsmart a pushy human resources officer who won't stop digging up everything on Jarod. After their follow-up to a lead on Jarod, Sydney disappears from the Centre. He holes himself up with his twin brother Jacob using a technique Jarod discovered in an attempt to bring him out of his coma. Miss Parker is put in charge of finding Syd and, to make matters worse, Mr. Raines commands her to eliminate Jacob when she finds them.

Wr Lawrence Meyers, Javier Grillo-Marxuach

Dir Charles Siebert

1 - 17 *KEYS*

MIAMI, FLORIDA - During a hurricane, Jarod gets revenge on a corrupt Marine Patrol officer for the deaths of a young refugee's parents. He figures no one will pursue him since, after all, he's in the middle of a hurricane. But he's caught off guard when Miss Parker suddenly shows up. Even further caught off guard when his revenge backfires and his quarry escapes his net. Meanwhile, Miss Parker recalls the Thanksgiving before her mother's death. But she's blocked out certain painful details and Jarod makes her confront them.

Wr Juan Carlos Coto

Dir Terrence O'Hara

1 - 18 *UNHAPPY LANDINGS*

OKLAHOMA CITY, OKLAHOMA - Jarod takes the role of a U.S. marshal trying to find and protect a vital witness with information about drug bosses connected to crooked marshals. Meanwhile, Miss Parker puts Broots in charge of digging up any information on the children her mother rescued. And Sydney seeks counseling for his rage against Mr. Raines.

Wr Lawrence Meyers, Javier Grillo-Marxuach, Juan Carlos Coto

Dir James Whitmore Jr.

1 - 19 *JAROD'S HONOR*

NEW ORLEANS, LOUISIANA - After completing a pretend, Jarod receives an email offering answers to his past. While investigating the lead, Jarod unexpectedly stumbles upon a dying hitman. When the hitman's last job comes calling, Jarod takes it. Meanwhile, Sydney and Miss Parker, following a lead

from Jarod, attend a Twins Convention. And Broots covers for them from Mr. Raines.

Wr Tommy Thompson, Chris Ruppenthal

Dir Terrence O'Hara

1 - 20 *BABY LOVE*

WYOMING(?) - After a close call with getting caught by Miss Parker, Jarod stumbles upon a baby who was thrown into a dumpster. Jarod takes the child and cares for it until he can find his parents, while avoiding sinister authorities. At the same time, Miss Parker, Sydney, and Broots follow clues that Jarod has dug up in reference to the meaning of SL-27.

Wr Debra Pratt

Dir Joe Napolitano

1 - 21 *THE DRAGON HOUSE (1-2)*

FORT REXFORD, NEW YORK - Jarod becomes aware that Kyle, another pretender from The Centre, is on the run from the law. Eager to find him, he becomes an F.B.I. agent to aid the investigation. But he discovers that Kyle may have something to do with his mother. Meanwhile, Miss Parker and Sydney recruit Angelo to go through all of Jarod's red notebooks. They figure he can become Jarod and thus aiding in his capture.

Wr Steven Long Mitchell, Craig Van Sickle

Dir Fred Keller

2 - 1 *BACK FROM THE DEAD AGAIN*

PHILADELPHIA, PENNSYLVANIA - Jarod mourns the death of his brother. He then takes on the identity of a anatomy professor trying to find a boy who has been missing since Halloween of the previous year. Meanwhile, Miss Parker is startled to find that her father has disappeared and has been replaced by a Mr. Lyle. With him comes Brigitte, a mysterious woman who is more thorough in finding Jarod than Miss Parker. Sydney, at Jarod's request, researches why there's no DSA for the last three weeks of October prior to his escape.

Wr Steven Long Mitchell, Craig Van Sickle

Dir James Whitmore Jr.

2 - 2 *SCOTT FREE*

MIDDLETOWN, DELAWARE - Jarod intercepts the role of a real safecracker to help a man who's being forced to participate in one more heist. Jarod also starts to feel the need of a father figure and turns to Sydney. Meanwhile, Brigitte tries to take control over Miss Parker's role in the capture of Jarod.

Wr Tommy Thompson

Dir Joe Napolitano

2 - 3 *OVER THE EDGE*

SPOKANE, WASHINGTON - Jarod becomes a member of the emergency search and rescue team, trying to figure out the true cause of another member's supposed suicide-attempt. Jarod also tries to reunite him with his estranged mother. Meanwhile, at The Centre, a criminal behaviorist is brought in to interrogate and find the person who shot Mr. Raines' oxygen tank. Finally, Jarod utilizes a sensory deprivation tank to simulate closeness to his mother.

Wr Tony Blake, Paul Jackson

Dir James Whitmore Jr.

2 - 4 *EXPOSED*

MIAMI, FLORIDA - Jarod takes on the role of a fashion photographer in order to stop a stalker who's already destroyed the life of one of his victims. Meanwhile, Miss Parker follows more of Jarod's clues which lead her to Rock Cove, Maine and she uncovers more information about her mother.

Wr Tyler Bensinger

Dir Jim Charleston

2 - 5 *NIP AND TUCK*

BEVERLY HILLS, CALIFORNIA - Jarod becomes a plastic surgeon to find out who deliberately ruined the face of a bright young student. Meanwhile, at The Centre, Broots is paranoid that someone is following him where ever he goes. Brigitte offers help, but at a price.

Wr Eric Morris

Dir Michael Lange

2 - 6 *PAST SIM*

BALTIMORE, MARYLAND - While watching the news, Jarod finds that one of his old simulations he

performed has just been utilized in kidnapping a witness in a murder trial against the Yakuza clan. Outraged, Jarod sets out to reverse the outcome of the situation he's created. Meanwhile, Miss Parker suspects the sale of the simulation came from Mr. Lyle, and begins to apply pressure in hopes of finding any other connections to Jarod.

Wr Tommy Thompson

Dir Fred Keller

2 - 7 *COLLATERAL DAMAGE*

LOST HILLS, VIRGINIA - Jarod becomes a Special Forces soldier to help the daughter of a Vietnam veteran get her father's name added to the War Memorial. Back at The Centre, Miss Parker reluctantly babysits Debbie while Broots is in Florida on an assignment.

Wr Harry Dunn

Dir Vern Gillum

2 - 8 *HAZARDS*

OAKLAND, CALIFORNIA - After witnessing a man attempting suicide before his eyes, Jarod becomes a chemical waste expert to discover the facts to absolve the man's guilt. Meanwhile, Sydney seeks long-awaited vengeance for the death of his family when a man shows up at The Centre.

Wr Juan Carlos Coto

Dir Chuck Bowman

2 - 9 *F/X*

HOLLYWOOD, CALIFORNIA - Jarod becomes a special effects coordinator to find out why a stuntman was seriously injured during the filming of a beer commercial. Back at the Centre, following clues left by Jarod, Miss Parker begins her search for a Dr. Fenigor and a boy named 'Timmy'.

Wr Harry Dunn

Dir Vern Gillum

2 - 10 *INDY SHOW*

FONTANA, CALIFORNIA - Jarod takes to the wheel of an Indy race car to figure out what happened to a driver involved in a crippling accident. After a bizarre dream, Sydney runs to his ailing brother's side and holes both himself and Jacob up in a cabin with a consoling Miss Parker.

Wr Tommy Thompson

Dir Chuck Bowman

2 - 11 *GIGOLO JAROD*

DETROIT, MICHIGAN - Jarod takes on the role of paid escort to get close to a housing developer who has plans to displace a low-income neighborhood for a high-rise. Jarod also is hired by another woman, in a separation period, who thinks her husband doesn't love her anymore. Meanwhile, Miss Parker, Sydney and Broots are following Jarod's latest trail, which leads them to a book (The Saddest Little Valentine) that Jarod has published.

Wr Tyler Bensinger

Dir Rodney Charters

2 - 12 *TOY SURPRISE*

TURNERS RIDGE, IDAHO - Jarod helps a troubled teenager by becoming an outdoor counselor. But back at The Centre, Miss Parker is grieving the anniversary of her mother's death. The day just gets worst when she's tipped off by Jarod that there's going to be an assassination attempt on her father. With only 2 hours to stop it and trapped in the Sub-levels, Miss Parker has to get to the tower before her father arrives by helicopter.

Wr Juan Carlos Coto

Dir Fred Keller

2 - 13 *A STAND UP GUY*

STATEN ISLAND, NEW YORK - Jarod poses as a counterfeiter and undercover FBI agent trying crack a crime syndicate. Jarod also tries to clear the name of another agent who was framed after his cover was blown. Meanwhile, Mr. Lyle has resurfaced and The Centre is on edge. Miss Parker is temporarily taken off Jarod's case and called upon to use her old sweeper skills to dispose of Mr. Lyle.

Wr Tony Blake, Paul Jackson

Dir Michael Lange

2 - 14 *AMNESIA (A.K.A. UNFORGOTTEN)*

LOCATION UNKNOWN - During the intervention of his current pretend, Jarod is caught off guard and

beaten, resulting in the loss of his memory. Jarod is then rescued by Argyle, a smooth-talking con-artist. But his savior soon starts to wonder how this situation could benefit him. Meanwhile, back at The Centre; Miss Parker, Sydney, & Broots are put before a T-Board. There, they are interrogated to see just how dedicated they are in their search for Jarod.

Wr Steven Long Mitchell, Craig Van Sickle

Dir Steven Long Mitchell

2 - 15 *BULLETPROOF*

CINCINNATI, OHIO - Jarod becomes a member of SWAT to find out the truth behind why another member died in the line of duty. Meanwhile, Sydney has Broots do some searching for him after finding a clue Jarod left. But Miss Parker interprets his secrecy as an aid in protecting Jarod and intervenes.

Wr Mark M. Dodson

Dir Fred Keller

2 - 16 *SILENCE*

EL PASO, TEXAS - Jarod becomes a child psychologist to help a little boy, who witnessed the murder of a DEA agent, break out of his wall of silence. Back at the Centre, Mr. Raines is under tower review, thanks to Miss Parker. Things get worst for him when an old patient / project comes back to haunt him.

Wr Denise Dobbs

Dir Joe Napolitano

2 - 17 *CRASH*

SAN DIEGO, CALIFORNIA - While waiting for his plane, Jarod meets a young man who is bumped to a later flight. Jarod offers an exchange of tickets to the boy, who thanks him for helping. But Jarod is horrified when he hears later that day that the plane has crashed. Guilt ridden, Jarod sets out to find the cause of the accident. Meanwhile, Miss Parker is put in charge of find out everything on Mr. Lyle. And with aid from Jarod; Sydney, Broots, and Miss Parker are going to get all the information they need.

Wr Tony Blake, Paul Jackson

Dir Scott Lautanen

2 - 18 *STOLEN*

SUNNYVALE, CALIFORNIA - After taking down a corrupt doctor, Jarod unexpectedly gets involved in a kidnapping when the father of the kidnapped ends up in the hospital. Back at The Centre, Miss Parker sides with Mr. Raines on the fact that Sydney is becoming too attached to Jarod. To the point, even, that it's complicating the search for him.

Wr Juan Carlos Coto

Dir Scott Lautanen

2 - 19 *RED ROCK JAROD*

DRY RIVER, ARIZONA - Responding to an email he believes was sent to him by Sydney, Jarod finds himself in the hands of someone he once thought dead. Jarod also meets a boy who is in need of a heart transplant. Meanwhile, Miss Parker closes in on Jarod. But she's in for a surprise when she meets his captor.

Wr Tommy Thompson

Dir Fred Keller

2 - 20 *BANK*

DOVER, DELAWARE - Jarod tricks Miss Parker to meet him at a bank, where they come face to face with the mysterious Mr. Fenigor. But this arrangement gets complicated when there's a robbery the same day. When The Centre gets news that Jarod is trapped in this hostage situation, they close in and make sure he'll not slip through their fingers this time.

Wr Harry Dunn

Dir Michael Lange

2 - 21 *BLOODLINES (1-2)*

ATLANTA, GEORGIA - Jarod receives a letter from an anonymous source and believes The Centre is going to kidnap another boy-genius. Sydney creates a serum that allows Angelo to become a normal person again, provided he takes all the doses at the right time.

3 - 1 *CRAZY*

PLEASANTWOOD INSTITUTE, MARYLAND - Jarod becomes a mental patient to undercover the truth behind the mysterious murder of another patient. Miss Parker researches the identity of her twin.

Wr Steven Long Mitchell, Craig Van Sickle

Dir Fred Keller

3 - 2 *HOPE AND PREY*

Jarod experiences the world of the bounty hunter as he seeks an American Indian activist who has a price on his head. In the meanwhile, Miss Parker learns more about her mother's death.

Wr Juan Carlos Coto

Dir David Jackson

3 - 3 *ONCE IN A BLUE MOON*

To save a teen-age victim, Jarod learns the skills of criminal behaviorists and comes face-to-face with the Blue Moon Killer.

Wr Daniel Truly, Andrew Dettmann

Dir Chuck Bowman

3 - 4 *SOMEONE TO TRUST*

Jarod poses as an arsonist to expose a corrupt attorney, but faces unexpected accusations when the man who hires him is found dead.

Wr Tommy Thompson

Dir Fred Keller

3 - 5 *BETRAYL*

Jarod teams up with Broots to find the culprit in a shootout at the Centre's Data Annex, a former operative named Damon.

Wr Mark M. Dodson

Dir Terrence O'Hara

3 - 6 *PAROLE*

Jarod portrays a paroled convict to aid a widow; Sydney learns startling news while consoling an old lover whose husband is dying.

Wr Tommy Thompson

Dir Fred Keller

3 - 7 *HOMEFRONT*

Jarod steals millions from the Centre, then poses as an arms dealer selling missile launchers to a black-market weapons merchant in Venezuela, all to help a mother regain custody of her children from the shady broker.

Wr Guy Zimmerman

Dir Michael Zinberg

3 - 8 *FLESH AND BLOOD*

Jarod takes on the role of a tracking expert to help find four teachers, including Sydney's son, Nicholas, who are taken hostage in the Appalachian hills.

Wr Harry Dunn

Dir Rodney Charters

3 - 9 *MURDER 101*

Jarod takes over a criminal psychology class and teaches a lesson in committing a flawless murder before tracking down three suspected killers.

Wr Daniel Truly, Andrew Dettmann

Dir Scott Lautanen

3 - 10 *MR. LEE*

A blind investigator and his assistant piece together Jarod's personality and motivations by interviewing his past Pretend subjects, in order to catch and sell him to the highest bidder.

Wr Mark M. Dodson

Dir Steven Long Mitchell

3 - 11 *THE ASSASIN*

Jarod helps a former CIA computer analyst who must assassinate a U.S. senator to free her children from a kidnapper; Miss Parker meets her new neighbor.

Wr Tommy Thompson

Dir Michael Lange

3 - 12 *UNSINKABLE*

Jarod once again encounters Argyle, who is in need of help. Caught in the middle of a turf war, they work together to pay off Argyle's debt to some loan sharks.

Wr Juan Carlos Coto

Dir Chuck Bowman

3 - 13 *POOL*

Jarod challenges a pool hustler to get evidence linking the man to the murder of a young woman's father; Miss Parker tries to prevent Brigitte's marriage.

Wr Harry Dunn

Dir Fred Keller

3 - 14 *AT THE HOUR OF OUR DEATH*

Jarod and Miss Parker recall a childhood incident where they and Angelo met a dying girl at the Centre.

Wr Mark M. Dodson

Dir Steven Long Mitchell

3 - 15 *COUNTDOWN*

Jarod races against time to locate the father of an injured boy with a rare blood disorder.

Wr Daniel Truly, Andrew Dettmann

Dir Chuck Bowman

3 - 16 *PTB*

Jarod fills in for a radio talk show host who disappeared after a violent confrontation with a threatening caller; Thomas asks Miss Parker to relocate.

Wr Juan Carlos Coto

Dir Krishna Rao

3 - 17 *TIES THAT BIND*

Jarod goes under cover to investigate a law firm that has a suspicious history of silencing witnesses; Miss Parker declares she is leaving the Centre.

Wr Dave Alan Johnson

Dir Fred Keller

3 - 18 *WAKE UP*

Thomas is brutally murdered in Miss Parker's home by an unknown assailant; Jarod finds clues leading to a drug addict who later dies of an overdose.

Wr Tommy Thompson

Dir Michael J. Klick

3 - 19 *END GAME*

The kidnapping of a young chess prodigy brings Jarod a little too close to his own demons -- and to the attention of an FBI criminal profiler ('Profiler' crossover). Meanwhile, Miss Parker gets unsettling news from Brigitte, and about Brigitte.

Wr Juan Carlos Coto

Dir James Whitmore Jr.

3 - 20 *QALLUPILLUIT*

Jarod heads for Ellesmere Island to find his father, only to find himself trapped with a research team whose numbers are dropping rapidly -- and bloodily.

Wr Mark M. Dodson

Dir Rodney Charters

3 - 21 *DONOTERASE (A 2 PART STORY)*

Jarod's reunion with his father is marred by news of the Centre's latest project -- a teenaged clone of Jarod himself. However, assassins from the Centre are hot on their trail.

Wr Craig Van Sickle, Steven Long Mitchell

Dir Fred Keller

4 - 1 *THE WORLD'S CHANGING*

Once again a prisoner of the Centre, Jarod discovers a plot to murder a team of nuclear researchers, giving him even more motivation to escape. Meanwhile, Sydney and Broots try to find Miss Parker and

Miss Parker tries to find her father -- and figure out who to trust.

Wr Craig Van Sickle, Steven Long Mitchell

Dir James Whitmore Jr.

4 - 2 *SURVIVAL*

Jarod joins the Army CID to investigate the suicide of a soldier in POW survival training. Meanwhile, he gives Mr. Lyle and Miss Parker a taste of that training by trapping them together in a shipping container.

Wr Mark M. Dodson

Dir Terrence O'Hara

4 - 3 *ANGEL'S FLIGHT*

Jarod infiltrates a Goth con game to locate a missing girl. Meanwhile, a faceless wax head sent by Jarod leaves Miss Parker and company trying to fill in the pieces.

Wr Tommy Thompson

Dir Chuck Bowman

4 - 4 *RISQUE BUSSINESS*

Jarod pretends to be a sex therapist to investigate a brutal assault on a doctor. Meanwhile, Broots tries to summon up the courage to reveal his feelings to Miss Parker.

Wr Daniel Truly, Andrew Dettmann

Dir Terrence O'Hara

4 - 5 *ROAD TRIP*

Jarod finds himself on a road trip to help a mysterious young woman, whom he falls for. Meanwhile, he tells Miss Parker, Sydney and Broots to 'follow the yellow brick road'.

Wr Daniel Truly, Andrew Dettmann

Dir Fred Keller

4 - 6 *EXTREME*

Jarod Pretends to be an extreme sports enthusiast in order to learn what happened to a comatose young man. Meanwhile, Miss Parker, Sydney, and Broots follow Jarod's "game show" clues, and find themselves investigating Mr. Lyle.

Wr Craig Van Sickle, Steven Long Mitchell

Dir Scott Lautanen

4 - 7 *WILD CHILD*

Jarod Pretends to be a psychologist to help a young girl found living alone in the wilderness. Meanwhile, Miss Parker finds out a Centre contract has been taken out on her father's life, leading her to look more closely at Mr. Cox.

Wr Joel Metzger

Dir Michael J. Klick

4 - 8 *RULES OF ENGAGEMENT*

Jarod tries to stop a hostage situation in a hospital. Miss Parker is confused by an encounter with her father.

Wr Ethan Lawrence

Dir Rodney Charters

4 - 9 *'TIL DEATH DO US PART*

On the anniversary of Thomas' death, Jarod challenges a haunted Miss Parker to resume her hunt for his killer. But the search leads back to her father and Brigitte, who is close to giving birth.

Wr Craig Van Sickle, Steven Long Mitchell

Dir Craig Van Sickle

4 - 10 *SPIN DOCTOR*

Jarod tries to track down the killer of a man who helped him escape from The Centre. Meanwhile, Miss Parker tries to help Sydney deal with his past. (Profiler Crossover)

Wr Juan Carlos Coto

Dir Fred Keller

4 - 11 *COLD DICK*

LAS VEGAS, NEVADA - After being contacted by Argyle, Jarod becomes a Las Vegas private investigator to save a showgirl in trouble with with the mob. Meanwhile, Broots and Miss Parker try to

outwit Jarod by posing as a newlywed couple and checking into the honeymoon suite. But come sunrise, they find they've gotten more involved with each other than they ever have chasing Jarod.

Wr Juan Carlos Coto

Dir Steven Long Mitchell

4 - 12 *LIFELINE*

Jarod becomes a bodyguard to reunite an undercover ATF agent and her daughter. Meanwhile, Miss Parker sets out to prove Raines' religious 'conversion' is nothing of the kind.

Wr Juan Carlos Coto

Dir Jon Koslowsky

4 - 13 *GHOSTS FROM THE PAST*

Jarod infiltrates a white supremacist group to stop the bombing of a Unity event. Meanwhile, Angelo fights his way through Jarod's past to find the old enemy currently threatening Jarod's life.

Wr Mark M. Dodson

Dir Michael T. Weiss

4 - 14 *THE AGENT OF YEAR ZERO*

Jarod tries to help a Cambodian woman avenge the death of her family at the hands of a war criminal -- who is also an ally of Mr. Lyle. Meanwhile, Miss Parker tracks that connection from the Centre.

Wr Tommy Thompson, Drew Hammond

Dir Rodney Charters

4 - 15 *JUNK*

Jarod goes undercover as a junkie in a rehab clinic to help a woman regain custody of her son. Meanwhile, Miss Parker and company find Jarod's connection to the woman through her father and the Centre.

Wr Harry Dunn

Dir Michael Zinberg

4 - 16 *SCHOOL DAZE*

Jarod poses as an elementary school teacher to protect a young witness in a murder trial. Meanwhile, Miss Parker encounters a ghost from the past.

Wr Daniel Truly, Andrew Dettmann

Dir Jon Gries

4 - 17 *MELTDOWN*

Jarod infiltrates a gang of burglars to discover which of them killed a little girl. Meanwhile, an email that isn't there leads Miss Parker to someone who might have answers about her mother's death.

Wr Ethan Lawrence

Dir Krishna Rao

4 - 18 *CORN MAN*

Jarod follows the trail of a kidnapping, documented by a camcorder he finds in a pawn shop. Meanwhile, Miss Parker continues her search for Edna Raines, with Jarod's help.

Wr Mark M. Dodson

Dir Steven Long Mitchell

4 - 19 *THE INNER SENSE (2 HOURS)*

Jarod finally locates his sister Emily, just in time to see her nearly assassinated by The Centre. Meanwhile, Miss Parker's search of the secrets behind her mother's death lead her and Jarod to the same place -- and a mysterious young man named Ethan.

Wr Steven Long Mitchell, Craig Van Sickle

Dir Fred Keller

PRETTY GUARDIAN SAILOR MOON



Middle school student Usagi Tsukino is having her typical late run for school when a plush cat doll named Luna falls out of the sky and lands on her face. That night, she is revisited by Luna, who tells her that she is one of the Sailor Guardians. Using her special makeup, Usagi transforms herself into Sailor Moon, champion of love and justice. With the aid of her new friends Ami Mizuno (Sailor Mercury), Rei Hino (Sailor Mars) and Makoto Kino (Sailor Jupiter), along with idol singer/vigilante-at-night Minako Aino (Sailor Venus, a.k.a. Sailor V) and the mysterious masked man known as Tuxedo Kamen, Sailor Moon strives to find the Moon Princess and the Mystical Silver Crystal, and protect them from Queen Beryl and the Dark Kingdom.

The highly popular Sailor Moon anime/manga series, finally made it's live action debut with Pretty Guardian Sailer Moon, a series meant for older children in japan.

Pretty Guardian Sailor Moon (often abbreviated to PGSM) was a tokusatsu TV series in the Bishōjo Senshi Sailor Moon metaseries originally created by Naoko Takeuchi. It is created by Toei, the same company that produces the Super Sentai series. Toei have also done much to create the sentai genre to which the original story arguably also belongs.[citation needed]

PGSM came out in exclusively in Japan. It ran from 2003 - 2004, and was a retelling of the first major Bishōjo Senshi Sailor Moon arc (sometimes referred to as the 'Dark Kingdom' arc or just 'Classic') but with considerable plot divergences.

The theme song is called "Kirari*Sailor Dream!" and was performed by J-Pop singer Sae. The lyrics were written by Naoko Takeuchi herself.

The series lasted 49 episodes (called "Acts"), and also included two separate made for DVD specials.

Production

Ratings Snapshot from the Newtype USA magazine Act 14 January 10, 2004 - 4.0%*

(*Near death of a main character)

Act 15 January 17, 2004 - 3.2%

Act 16 January 24, 2004 - 3.2%

Act 17 January 31, 2004 - 4.7%*

(*Introduction of a new character)

Act 18 February 07, 2004 - 3.8%

The broadcast originated from the Tokyo Broadcasting System. Another 28 television stations in Japan retransmitted the series [citation needed], though some of them were weeks behind the TBS schedule because they started airing the series late.

There are several radio programs called "DJ Moon" based on the show that originated from Chubu-Nippon Broadcasting radio and were broadcast on other radio networks in Japan. The shows were a combination of a radio drama and promotional tool for the TV series, often foreshadowing upcoming events. These shows were later sold on CD.

The live action broadcast's ratings were not as high as those of the original show. The show had a high start, but then the ratings slid. They picked up in January of 2004 and then again at the end of the series.

In addition to the broadcast television show, there was also a stage musical performance by characters on the show. Some footage from the filming of the stage show was used in the television broadcast. There was also an instructional video released.

Changes to story

Although Pretty Guardian Sailor Moon is a retelling of the first manga story arc, there are many differences that set it apart from the manga and anime. The story lines are more character-based and driven, focusing on the girls' civilian lives and their connection to the past more than on action sequences. While the first few episodes seemed directly based on anime and manga story lines, by the time Sailor Jupiter had arrived the show was starting to spin off in its own direction. Additionally, Usagi and Rei's relationship is closer in spirit to the manga; while they have their disagreements, it never gets to the heated level that it does in the anime.

One of the largest changes was to the character of Minako Aino, who, rather than being an ordinary girl among the other Senshi, is a famous pop idol. When introduced, she is fighting crime under the alias "Sailor V" (as in the other versions), and makes subtle reference to this double life in her music. Her most popular song, "C'est La Vie" (French for "That's Life!"), is a Japanese pun. In Japanese, the pronunciation of "Sailor V" is nearly identical to "C'est La Vie." The song has an insouciant and uplifting tone, while the real phrase is a reminder that life can be harsh. For more information, see [Minako Aino - Variations](#).

In addition to plotline changes, some updating has been done to minor elements of the series, making them more in line with modern culture. For example, in the original anime and manga, there were scenes involving Ami and a cassette tape. In the new version, the tape is replaced by a MiniDisc. Instead of a transformation pen and communicators, each Senshi is given a magical camera phone and bracelets.

New & altered characters

With the new adaptation of the show, several new characters were added to give it freshness and originality.

Sailor Luna

Sailor Luna with her paper fan. Many secondary characters were modified, most notably Luna. In Pretty Guardian Sailor Moon, Luna is portrayed as a stuffed toy, but is also occasionally rendered using CGI effects. The same woman who performed Luna in the original Japanese anime, Keiko Han, also does Luna's voice as a cat in PGSM. The human-version of Luna first appears in Act 27, as a young girl (played by Rina Koike) who uses her own cell-phone-like transformation device to transform into Sailor Luna. She initiates this by pressing the numbers 6-7-2 and reciting "Luna Prism Power, Make Up!".

Since gaining the ability to hold human-form, Luna has remained for the majority of her time as human, but often reverts back to the toy cat-form when she loses control by either sneezing, taking a direct attack from an enemy or falling unconscious (e.g. falling asleep). The human Luna may occasionally be drawn towards distractions that a normal cat would be (e.g. chasing balls and running from dogs).

Luna's personality as a human girl is essentially identical to her canon-established personality, except that she gives voice to her mild obsession with sweet foods more often.

The character of Luna does have a human form in the original manga story of Bishoujo Senshi Sailor Moon (and the Sailor Moon S movie), although she is portrayed as a young adult. For the live action, however, Naoko Takeuchi designed Sailor Luna herself, perhaps using Sailor Chibi Moon as a model.

As Sailor Luna, she is the "Guardian of Small and Cute Things" and uses candy in her powers. Her only named attack is Luna Sucre Candy in which she makes a barrage of candy and cookies and small explosions attack the enemy (similar to Sailor Chibi Moon's "Pink Sugar Heart Attack"). She also has her own Moon Stick that she can turn into a paper fan used to beat enemies (in particular, Kunzite). In one episode she was able to turn the stick into a butterfly net, and in another she turned it into a golden fan. The transformation power of the item altogether is similar to Chibiusa's Luna-P item. She is also able to move very swiftly and once used a super hearing ability through her candy powers.

Dark Sailor Mercury

Dark Sailor Mercury Also referred to as Dark Mercury or Darkury by fans. When Ami was kidnapped by Kunzite in Act 20, he immersed her in the power of Metallia to turn her evil and she became Dark Mercury. As Dark Mercury she was granted a new henshin device that was connected to a black leather strap. Her suit also changed giving her black, tribal designs on her collar and boots and a dark butterfly design on her bow. She also had black tooling on her back bow, under her skirt and under her collar. Her tiara also changed into a tribal design. Her transformation phrase was "Dark Power, Make up!".

Ami's attitude changed drastically as Dark Mercury, especially in her civilian form, becoming self-confident to the point of egotism. Her over all appearance in her civilian form changed as well, as she began dressing primarily in black and other dark colors and her hair became jet black. As Dark Mercury, she seems to have no intention of being a follower to anyone, and is always trying to pursue her own agenda, which is to kill her friends and become as strong as possible. She shows blatant disrespect to Kunzite and the other Shitennou, even to Queen Beryl. This may be due to the fact that, unlike even the Shitennou, she is shown directly

exposed to Metallia's power during her conversion, as opposed to having Queen Beryl or another intermediary filtering it.

However, certain aspects of the real Ami still remained. She still wanted to do well in school, and wanted friends, but instead of confronting Usagi during classes, she brainwashed her classmates. She also seemed to have at least some sympathy for people, which was evident when she sewed Nephrite's cape for him, stating that she didn't like to see him alone.[2] This sympathy may have been a result of being exposed to Sailor Moon's power, which very gradually healed Ami, but this is not certain.

As Dark Mercury, Ami's powers were the same, but infused with dark energy and slightly stronger. She never had a proper attack phrase, but often used a sword fashioned from an icicle. In promotional pictures prior to her premiere, she was shown with a different sword, which seemed to have strings on it like a harp or violin; the latter seems more likely, as she is also seen holding a bow.

She eventually reverted to her former self, due to being exposed to the true power of the Mystical Silver Crystal, and also because her last battle ended with her injuring Usagi - causing her to remember who she really was and to turn back.

This story arc "replaces" the "Dark Endymion" arc from the manga and anime, where Mamoru, not Ami, is kidnapped.

Princess Sailor Moon

Princess Sailor Moon prepares to strike. Usually referred to as simply "The Princess" (and twice referred to as Princess Serenity by Sailor Venus in Act 25 and Act 36), Princess Sailor Moon was Sailor Moon's powered-up form for the series. However, in contrast to previous versions of the story, Princess Sailor Moon was actually introduced when she was "possessed" by the spirit of her former self, ending up being a bit more sinister (this is indicated by her lower-pitched, serious voice). She originally appeared after Queen Beryl took the Shitennou hostage in exchange for Mamoru. Sailor Moon transformed into Princess Sailor Moon and halted Queen Beryl using her sword.

It was obvious, however, that Princess Sailor Moon was not the same as Usagi when she showed no remorse for the fate of the Shitennou (at least Nephrite's fate), and she referred to Mamoru as "Endymion" instead of "Mamoru". Later in the series, she states to Usagi during inner dialogue that she has no qualms about destroying Earth if Mamoru was ever taken from her, and later on even summons her own special demons to fight her friends, all bearing moon-shaped signs similar to hers.

Princess Sailor Moon is constantly angry. She tends to leave flaming carnage in her wake; in one act, Usagi's friend Naru accidentally got too close and wound up in the hospital for a while. The only time she ever had another mood was in Act 49, when she was remorseful. Though smiling in most promotional material for the series, Princess Sailor Moon does not smile in the series itself.

Princess Sailor Moon later went on to be a major plot point, often showing Usagi trying to suppress her power in fear that she would eventually destroy the world, something that came to light in the series' finale in an Ideon-like fashion. Her internal conflict would be the major conflict for the rest of the series.

Princess Sailor Moon had a sword, which also doubled as a harp with invisible strings. It was shown that she could heal people and the land as she played the harp. Otherwise, the exact effects of playing the harp is unclear, however, much of the time Princess Sailor Moon did so, the power of her Silver Crystal would feed the power of Queen Metallia, accelerating the devastation of the planet. Using the sword, she could deflect enemy attacks and unleash an unnamed devastating attack. She also had the ability to levitate, and possibly to teleport.

Mio Kuroki

Mio Kuroki (Kuroki Mio), played by Alisa Yuriko Durbrow, is a strange and manipulative girl who joins Usagi's class at school. She pretended to be her friend while doing all in her power to cause Usagi sadness. Because of her forgiving nature, however, Usagi still considered Mio a friend. Mio soon became very envious of Usagi's closeness to Mamoru and faked fainting in front of his motorcycle in order to kidnap him and take him to Queen Beryl. There, Mio taunted Mamoru Chiba, telling him that Beryl would kill him if he didn't join the Dark Kingdom and become Beryl's lover.

Mio is revealed as a being created from a part of Queen Beryl herself, apparently to do harm to Usagi. Toward the end of the series, Mio is apparently killed by Endymion/Metallia; she is somehow resurrected, however, and appears in the "Special Act" as the main villain. Once again, she kidnaps Mamoru, this time wanting to marry him so they could rule a new Dark Kingdom as King and Queen. She is confronted and attacked by the Shitennou, forcing her to transform into a plant-like monster that makes quick work of her former allies.

Ultimately, her final form is destroyed by the Senshi's combined powers, channeled through the Moon Sword in the Sailor Planet attack.

Special items

A number of magical items, unique to the live action series, were introduced over the course of the story. These include:

Jewelry Star Bracelet - A transformation item; each of the Inner Senshi (except Sailor Moon) has her own. These bracelets allow them to transform into Sailor Senshi. When Sailor Mercury was turned into Dark Sailor Mercury, her bracelet also changed in appearance and was known as the Dark Jewelry Star Bracelet.

Heart Moon Necklace - Sailor Moon's transformation device which she uses in conjunction with a tube of lipstick to transform. This turns into a brooch when she is Sailor Moon.

Sailor Star Tambo - An attack item; each of the Inner Senshi has her own. Together with Sailor Moon, these items enable the Senshi to use the "Moonlight Attractive Attack" and the "Sailor Planet Attack." Not all of them need be present to use these combined attacks. Sailor Jupiter and Sailor Mercury are shown using theirs for named attacks--"Jupiter Thunderbolt" and "Mercury Aqua Storm"--which are unique to the live-action series. In the final episode and the Special Act, the Tambos are turned into weapons--a Mercury Sword, Jupiter Spear, and Mars and Venus daggers.

Princess Sword/Princess Harp - Princess Sailor Moon conjures this sword to fend off attacks and perform a powerful blow in the form of a star. It also turns into a harp, that she uses to play for her sorrow, and sometimes to heal people.

Princess Tiara - A decoy Mystical Silver Crystal which Sailor Venus wore in her hair during the early part of the series. She had many, in fact, and could cause them to self-destruct.

Teletia-S - A magical cellphone given to each of the Senshi. They can be used to contact more than one person at once, and are the PGSM version of Sailor Moon's transforming pen. Each Senshi can use her phone to take a picture of a person (or even a mannequin) and, later, turn her own clothes into the selected outfit.

Human Luna also carries one, which she uses to turn into Sailor Luna. Luna's cellphone is called Lunatia-L.

Crown Passport - The girls use karaoke passes, conjured by Luna, to enter their secret base (also conjured by Luna) in Crown Karaoke. The cards purport to be year-long passes to use the karaoke booths so that the Sailor Senshi can get into the base for free. When he first sees them, however, Motoki asks "We give one-year passes?" but then shrugs it off.

Luna's Candy Wand - Sailor Luna's standard weapon; she uses it to perform an attack called "Luna Sucre Candy" and sometimes turns it into a fan (or a net) to attack people.

DVD Specials

Pretty Guardian Sailor Moon: Special Act

A sequel to the series that portrayed the wedding of Mamoru and Usagi (which, in the anime, is first shown in the Dark Moon arc of Sailor Moon R). Before their nuptials they must do battle with Mio Kuroki who has been resurrected and claims to be the new queen of the Dark Kingdom. She kidnaps Mamoru and Usagi and forces Mamoru to marry her. However, the Shitennou are revived and help their master to defeat Mio's youma, Sword and Shield. Meanwhile, the Sailor Senshi, minus Sailor Mars who is bedridden with injuries from battle, use the Moon Sword provided by Queen Serenity to defeat Mio.

Pretty Guardian Sailor Moon: Act Zero

The last special made for the series, ironically, is a prequel of sorts that leads directly to the first episode. In it we see how Minako Aino met Artemis and became Sailor V. She must use her newfound powers to foil a jewel thief called Cutie Kenko. Meanwhile Usagi and her friends decide to dress in their own homemade sailor fuku in order to scare the thieves away from the jewelry store owned by Naru Osaka's mother. The actors who portray the Shitennou are featured as inexperienced police officers for comic relief. The story ends with Luna coming to Earth in order to give Usagi her powers.

Mini-episodes

Act Zero also came with two mini-episodes. Each one was approximately five minutes long and told quick short stories. Hina Afterward showed what happened to the character of Hina after breaking off her engagement with Mamoru Chiba. Tuxedo Mask's Secret Birth showed the origin of the Tuxedo Mask persona. It includes a joke-henshin sequence in which, rather than transforming magically, he pulls his clothes on with dramatic flair.

Super Dance Lesson

A quick video hosted by Luna, Sailor Jupiter and Sailor Moon, that instructed the viewer how to perform the dances from different songs from PGSM. The dances included were for the songs "Romance" and "Here We Go! -Shinjiru Chikara-" Also demonstrated were "C'est La Vie~ The Loving Part Inside me" and "Kirari*Sailor Dream!" although no formal instructions were given on how to dance to them.

Kirari Super Live!

This is DVD footage of the live-stage show of the same name. Kirari Super Live featured the actors and actresses from the show singing and dancing to the various songs from the show. The cast of the Seramyu musical of 2004 was purportedly part of the audience.[citation needed]

Series director: Ryuta Tazaki

Director: Kenzo Maihara (Eps. 5-6,13-14, 21-22, 27-28), Masataka Takamaru (Eps 3-4,11-12,19-20,25-26,31), Nobuhiro Suzumura (Eps. 9-10, 15-16)
Ryuta Tazaki (Eps. 1-2,7-8), Takemitsu Sato (Eps 17, 18, 23, 24, 29, 30)

Screenplay: Seiko Kobayashi

Music: Michiru Oshima

Original creator: Naoko Takeuchi

Costume Design: Dango Takeda

Lyrics: Naoko Takeuchi (OP)

Planning: Naoji Katou, Tetsuya Watanabe

Planning Assistance: Kenichi Yoshino

Producer: Kouichi Yada, Shinichiro Shirakura, Shinya Maruyama, Yuba Sakata

Stunt Coordination: Yoko Komaki

Tape Producer: Toshiyuki Takezawa, Yoshiyuki Okazaki

Theme Song Performance: Alisa (as Mio Kuroki), Ayaka Komatsu (as Minako Aino), Chisaki Hama (as Ami Mizuno), Freddie Mercury ("I Was Born to Love You"), Keiko Kitagawa (as Rei Hino a.k.a. Mars Reiko), Miyuu Sawai (as Usagi Tsukino), Myuu Azama (as Makoto Kino), Sae (OP)

WR.

DIR.

EPISODES: 49 **YEAR MADE:** 2003 **COUNTRY:** JAP **SEASONS:** 1

CAZBE, DENTSU INC., TOEI PRODUCTIONS

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 49

DATE OF PREMIER: 04/10/2003

AIR DATE OF LAST EPISODE 25/09/2004

SEASON DATE BREAKDOWN:

FILMS:

Minako Aino / Sailor Venus / Sailor V AYAKA KOMATSU, Ami Mizuno / Sailor Mercury CHISAKI HAMA, Mamoru Chiba / Tuxedo Kamen/ Prince Endymion JOUJI SHIBUE, Rei Hino / Sailor Mars KEIKO KITAGAWA, Princess Sailor Moon, Princess Serenity MIYUU SAWAI, Sailor Moon USAGI TSUKINO, Makoto Kino / Sailor Jupiter MYUU AZAMA

1 - 1 *ACT I*

Rather normal 2nd year middle school student Usagi Tsukino, as always, wakes up late. In what has become a normal routine, the television was blaring about another stolen jewel incident, but the news said that the ally of justice, Sailor V, managed to resolve the incident. Usagi begins longing to be like Sailor V and finds herself late again, leaving the house at the very last second. As she's running truant to school, she finds an old, beaten up stuffed cat doll, with a curious crescent moon shape on its brow. When Usagi passes to the next street, the cat's crescent mark begins to glow. That night, next to her pillow, Usagi finds the doll again! The cat announces her name to be Luna and tells Usagi that she is none other than the Pretty Guardian warrior of the moon, Sailor Moon, whose mission is to fight against the dark organization which has recently been causing trouble on earth. Usagi doesn't really believe this though... The next day, as Usagi is happily shopping, she finds an ad page announcing that her best friend Naru's mother is holding a Jewelry exhibition at a meeting hall-- and this will turn into a crisis for our young hero. This 'exhibition' was actually a trap! Just as Luna had said, the cause was the 'dark organization,'

whose 'youma' had possessed Naru's mother. Being able to sense danger (because she is the "Pretty Guardian" of the Moon), Usagi goes to face the challenge. Now Sailor Moon's battle truly begins!

Wr Kobayashi Yasuko

Dir Tasaki Ryuuta

1 - 2 *ACT 2*

Having met an unusual stuffed cat named Luna, Tsukino Usagi has taken on the mantle of Sailor Moon and begun her fight against the dark organization. However, Usagi still remains a rather clumsy and stress free- that is to say- normal, middle school student. Yet since Usagi is so unreliable, Luna has decided she has no choice but to find other senshi to assist her. Even though the earth is drawing near a crisis of unmatched proportion, due to the activities of Sailor Moon's evil enemies, the hot topic around town are the subject tests being performed at Usagi's school. The overall grades for the entire school are being pulled up by a single person... Mizuno Ami (who also happens to be in the same class as Usagi.) Unfortunately, even though Ami gets the highest grades at the school, her strict personality causes the other students to stay away from her. Even at lunch, Ami sits completely alone. Usagi begins to be a little interested in her... While walking home one day, Usagi meets Ami by pure coincidence. But... why is Luna in her hands? How did Ami end up with Luna? And strangest of all... Ami's change in attitude. Seeing Ami wipe the dust off Luna, and Ami talking to Luna gently, Usagi decides in her heart that she should be friends with her. "You may be able to make friends yet!" This is a new experience for Ami, and her heart becomes aflutter. Just this once, Usagi decides to loan out her beloved Idol's MD; in exchange for Ami agreeing to eat lunch with her. As she gets referred to as "Ami-chan" for the first time by Usagi, hope

Dir Tasaki Ryuuta, Kobayashi Yasuko

1 - 3 *ACT 3*

Usagi and Luna have at last found a fellow senshi to join in the battle. It turned out to be the genius girl Mizuno Ami, who also happens to be Usagi's classmate. As Sailor Mercury and Sailor Moon, they must find more senshi to participate in war they have waged against the Dark Kingdom. The ultimate mission of the Sailor senshi is to find their Princess and to stop the Dark Kingdom from obtaining a jewel of unknown power, the legendary Silver Crystal. Luna wants to find the remaining senshi as quickly as possible, and continues to try to learn more of the mysterious senshi, Sailor V. Since Sailor V has been active as a senshi before Sailor Moon had even awoken to her powers, Luna has a hunch that she may be the princess they are searching for. At the same time, there has been an increase in the amount of missing-girl cases across the world. Believing that youma may be the cause of these incidents, Usagi and Luna begin investigating them. They become interested in a particular rumour swirling about their school. Apparently girls have been disappearing one by one and its said that the cause of their disappearance was a curse by a strong shrine maiden. Just as Usagi and Ami are grasping to come up with a plan, the two of them by chance meet the person they are search for- the Hikawa shrine's maiden, Hino Rei!

Wr Kobayashi Yasuko

Dir Takamaru Masataka

1 - 4 *ACT 4*

Having discovered Hino Rei, there are now 3 senshi in Usagi's group. But while she says she will remain a comrade, Rei admits she does not have any intention of joining in their war. Usagi, Ami, and Luna, in an attempt to persuade Rei, consider their options. Meanwhile, Luna already has a curiosity she'd like to find out more about. As you already know, one of the Sailor Senshi's goals is to obtain and protect a mysterious jewel known as the Ginzuishou, which the Dark Kingdom is also trying to get. Its said that a valuable jewel, going by another name, actually exists near by. The party is in full swing but due to circumstances it becomes difficult to tell one person from another. Yet a single attendee is able to feel a malicious presence right away-- Hino Rei! For some reason she too was drawn to the Aiozuishou, and has come to the party. And at last, whether as friend or foe, Tuxedo Kamen shows himself as well. All searching for the Ginzuishou, all off the characters have met at this one party. What will happen?!

Wr Kobayashi Yasuko

Dir Takamaru Masataka

1 - 5 *ACT 5*

Ami has true friends in Usagi and Rei- the first friends she's had in her entire life- and this in turn has made her fateful encounter with them one of great joy. At the same time, the possibility of losing the two of them scares her. Trying to follow what her "How to make real friends" book instructs, Ami attempts to loosen up. She calls "Usagi-san" "Usagi" and sings Karaoke even though she's bad at it. Ami begins to overstrain herself to the point where she starts losing her grasp. And finally, under severe mental pressure, she collapses. At that same time, the senshi get information from Luna on a possible lead. Its said that a jewel which may very well be the legendary Ginzuishou has been found. Usagi and the others rush to a class called the "Student Flower Arrangement Class." Resting on the chest of the lecturer of this

class is said to be a suspicious, glowing pendant. As would be expected, lying in wait for a fight at the courses' location is a Dark Kingdom youma, also aiming for the Ginzuishou. Ami's heart has been deeply touched by her friendship with Usagi. Will she be able to wield her powers as Sailor Mercury and join her friends against this strong enemy?

Wr Kobayashi Yasuko

Dir Maihara Kenzou

1 - 6 *ACT 6*

At Usagi's school a basketball champion, "Two Tall Takeru" has become quite popular with the girls. Usagi's best friend Naru is in a daze over him as well. One day, just like any other, she goes to watch him play. Around that same time, a new exchange student is arriving. Her name: Kino Makoto. The students around the school are gossiping that she fought a lot in her previous school and was kicked out of it, so she had to come to theirs. She joins the same class as Usagi, but while the other girls are afraid of her boyish manner, Usagi (and only Usagi) comes close to her and tries to become her friend. Usagi manages to open the door to her heart and learns that the girl has been alone all her life, having lost her parents when she was very young, and she has supported herself by this attitude. While being with Makoto, Usagi notices something odd... could Makoto like Takeru as well? In the meantime Luna has not suspected that Makoto could be the fourth senshi. But the crescent moon on her forehead begins to glow partially. What on earth could this mean? And at that very moment, Makoto receives a letter from Takeru...

Wr Kobayashi Yasuko

Dir Maihara Kenzou

1 - 7 *ACT 7*

As exchange student Kino Makoto transformed into Sailor Jupiter, the four Sailor Senshi at last became assembled. All that's supposed to be left is combining their powers to find the princess and legendary silver crystal. After doing so their mission will be complete. But there's still the curiosity of who the mysterious senshi, Sailor V, really is. Could she be the princess? Meanwhile, Usagi is absent minded as always. Before doing anything else, she wants to find out the identity of Tuxedo Mask. But these words of Sailor V, "You must stay away from him" cast a dark shadow over the budding love that Usagi has toward him. Is it really as she suggests, that he's a possible enemy of theirs...? While lost in thought over these matters, Usagi heads to the "Karaoke Crown" where the store's manager, Furuhashi Motoki, is examining Tuxedo Mask's sweater which has a rip in the shoulder like tuxedo's did. Is it possible that he is Tuxedo Mask?! Usagi becomes conscious of the possibility of Motoki being him. To that end, Usagi goes with Rei and Makoto on a group date with Motoki and his friends. But when Usagi, Raye and Makoto arrive at the destined location, they find that among Motoki's friends there is Chiba Mamoru. Who is also a rival of

Wr Kobayashi Yasuko

Dir Tasaki Ryuuta

1 - 8 *ACT 8*

There's going to be a "Become an Aino Minako Mascot Character" contest! The winner receives a trophy, and gets to dress up as a character that Aino Minako designed herself, "Nakonako." As is to be expected, Minako's huge fan, Usagi, is really looking forward to it. Ami, Rei, and Makoto are meanwhile lamenting the mountain-sized amount of work they have to do for the contest's preparations. Trouble begins brewing between Rei and Makoto. Rei demands that each do their own work, while Makoto rebukes that the senshi should help each other out in tandem. An ominous, threatening mood develops between the two of them. Finally the day of the contest arrives. When Makoto goes to the Hikawa jinja to deliver the work that Usagi had asked for, she witnesses Rei argue with a man and enter his car. "Could she have been kidnapped?!" Makoto chases after Rei, hoping she will be able to help. Meanwhile, Usagi has arrived at the contest hall, but inside she notices a bizarre atmosphere and indications of a youma presence.

Wr Kobayashi Yasuko

Dir Tasaki Ryuuta

1 - 9 *ACT 9*

Tuxedo Mask has issued a statement to the masses! The existence of the legendary Silver Crystal is now known by the public... and the price the gem'll fetch? 1 billion yen! The world is in an uproar of over it. Everyone is trying to figure out whether jewels they own are possibly the real Ginzuishou. Meanwhile Tuxedo Mask attacks a fake jewelry store to catch the faker who had impersonated him. While most of the Sailor Soldiers now say with confidence, "See its true, Tuxedo Mask really was an enemy of ours" only Usagi, being in love with him, remains an ally of his in her heart. She believes that he has to have had some reason behind doing it. Around this time they get word of a distress message from a top class Japanese corporation. The President of the company believes that at his house he may have a stone that is the legendary Silver Crystal, and he wants it to be protected from Tuxedo Mask. Usagi must finally

accept the notion that Tuxedo Mask is the enemy, but will she be able to repress her feelings and deal with the situation calmly...?

Wr Kobayashi Yasuko

Dir Suzumura Nobuhiro

1 - 10 *ACT 10*

Having fought with her mom, Usagi runs away from home, and ends up taking shelter at Rei's Hikawa Shrine. There a girl name Erika is working on an animated picture show for the children. The story of the picture show is "Kaguya Hime." Erika believes the mother she had lost has returned to the moon. Rei, who just like Erika lost her mother, feels as though she is meeting a version of her child self. Usagi, learning this fact for the first time, reflects upon her own complaints about her mother. As these events are occurring, accidents involving people and places which have to do with the word "Princess" are beginning to happen. The princess of a certain country suddenly collapses, somewhere else a picture book of Snow White catches on fire. And so finally Erica, who thinks that she is like Kaguya hime, gets in trouble as well!

Wr Kobayashi Yasuko

Dir Suzumura Nobuhiro

1 - 11 *ACT 11*

Minako is being cared for at the Juban Hospital. Usagi and Makoto go check it out while Ami, Rei and Luna are still looking for Sailor V. Minako and her guardian confront each other about the Princess and that Minako is really the Princess along with being Sailor V. While Makoto and Usagi are at the Hospital with Minako, Rei, Ami and Luna go check out a hint on the internet about Sailor V and the Innere. Zoicite turns Mars, Mercury and Jupiter evil sending them out to seek and destroy Sailor V, as he thinks she is the Princess but, its not that easy as Tuxedo is also after the Princess and will protect her.

Wr Kobayashi Yasuko

Dir Takamaru Masataka

1 - 12 *ACT 12*

Aino Minako, aka Sailor V, is disappointed in Sailor Moon's carefree alter-ego Tsukino Usagi. She makes Minako feel as though all her fighting, up to now, has been in vain. On the other hand, her huge fan Usagi wants to go back and get her long-awaited autograph and so Usagi returns to the hospital to sneak in again. And running around over there as though she's being chased is none other than Aino Minako! Thinking she wants to get out to get away from work, Usagi covers up for Aino Minako and together they escape. But in reality, Minako was running away from a youma. Although she's a senshi Usagi hadn't sensed the youma at all, and Minako is more and more in disbelief. Although the two of them are senshi from the moon, will they be able to fuse their hearts as one?

Wr Kobayashi Yasuko

Dir Takamaru Masataka

1 - 13 *ACT 13*

The Sailor Senshi ponder Sailor Venus's words, "As the Princess, I have something I must do no matter what." Around this time, in front of Usagi and Mamoru a guy named "Shin" introduces himself. For some reason Shin doesn't know who he really is. Although Mamoru and Usagi don't like being around each other, they cooperate to try to bring back Shin's memories. The next morning, Mamoru witnesses Shin acting quite suspicious. As a completely changed Shin shouts "Don't come near me!" Mamoru is... "Master Endymion.."

Wr Kobayashi Yasuko

Dir Maihara Kenzou

1 - 14 *ACT 14*

At last the final Dark Kingdom Shitennou, Kunzite, has appeared, and consequently, he has summoned a youma to go after Sailor Moon. Sailor Moon uses the senshi power within her to trap and seal the youma. When she gets back to normal the other senshi are briefly relieved, but the youma within Usagi is gradually beginning to wear her powers, and finally Usagi collapses. Ami frantically tries to nurse Usagi, saying, "I can protect Usagi as well!" But as Usagi's body temperature begins to lower one can see her body starting to reflect the visage of the youma...

Wr Kobayashi Yasuko

Dir Maihara Kenzou

1 - 15 *ACT 15*

A thief crept into Aino Minako's house and stole a box of jewels. The stolen goods are said to already be on their way for sale. At the same time, Usagi is invited to a must-attend jewelry auction by Naru's mother who is a jewelry designer. Appearing at the location where she is to meet them is none other than Chiba

Mamoru! Thinking that Usagi is in love with Mamoru, Naru has secretly created this set up. An air of unpleasantness surrounds the two of them. Usagi tries to leave but in running away she bumps into a man, and in the impact Usagi recognizes- and he confesses- that inside his bag is Aino Minako's accessories!

Wr Kobayashi Yasuko

Dir Suzumura Nobuhiro

1 - 16 *ACT 16*

One of the Dark Kingdom's Shitennou, Kunzite, and his youma, are beginning to scheme again. Recent 'disappearance' incidents were caused by his powers. And Rei and Makoto have made sure of this. Yet, that while the two of them were fighting youma, Usagi was spending time with Mamoru, is something she can't talk to them about... Meanwhile, at school, Ami and Naru fall ill at ease with each other over their relationship with Usagi. Sharp language from Naru wounds Ami deeply. Afterwards, by chance, Ami sees Naru on the same street. Just as Ami is thinking to slip away, a hole suddenly appears in the earth under Naru, who slides in!

Wr Kobayashi Yasuko

Dir Suzumura Nobuhiro

1 - 17 *ACT 17*

The Dark Kingdom has been able to amass large amounts of the life power of humans- that is, "Energy." The enemy is indeed becoming strong. But the only thing in Usagi's head is Mamoru as she bumped into Mamoru when he was with another girl... Aware that Usagi's behavior has become strange, Ami and Makoto are cautious and concerned; they refuse to take their eyes off her. At the same time, having come for the anniversary of her mother's death, Rei saves a weakened dog in a church. And who should she happen to see in there but Aino Minako!

Wr Kobayashi Yasuko

Dir Sato Takemitsu

1 - 18 *ACT 18*

Sailor Venus rebuked Sailor Mars for allowing the Youma to escape. Mars can't conceal her shock at both her forceful tone, or Venus' real identity. And as they compete with each other while taking care of the dog, the relationship between Rei and Minako grows delicate. Meanwhile, Makoto, thinking to help out Usagi's love life, begins collecting intelligence. Deftly she goes to Mamoru's friend to hear about the girl he's been with. It comes to light that she's his fiance! This isn't the kind of thing that Makoto could bear to say to Usagi. Yet at this moment, in the church, there are indications of the youma...

Dir Sato Takemitsu

1 - 19 *ACT 19*

Valentine's Day will be here soon. Usagi desperately wants to give Mamoru her hand-made muffler but she's been moping about, concerned over the existence of [Mamoru's] girlfriend. Given Usagi's appearance, Makoto can't bear to tell her that the girl is actual Mamoru's fiancé. Soon after Usagi meets a first grade student- a girl named Hikari- who asks her for some love advice. Seeing her seriously go after the boy she likes, Usagi gains a little courage. Pushing each other on, the two of them go to select chocolates [for Valentines day], yet at that time they unexpectedly run into Mamoru and his girlfriend Hina. Hikari, surprised at seeing Hina, changes from her normal appearance. What could the unexpected relationship between Hikari and Hina be?

Dir Takamaru Masataka

1 - 20 *ACT 20*

Recently Rei has been acting secretive, as though she's got something to hide. This is because she happens to know Sailor Venus' true identity, and has been lost in thought over how to decipher Venus' mysterious actions on her own. Makoto hasn't taken a liking to Rei's recent behavior. But moreover, she's anxious about the direction in which Usagi and Mamoru's love is heading. Finally, Makoto resolves herself to tell Usagi about Mamoru and his girlfriend's engagement. At that time, however, Usagi happens to bump into Mamoru while walking and ends up going on a double-date with him. Usagi embraces this glimmer of hope, but fate has something different in mind for her...

Dir Takamaru Masataka

1 - 21 *ACT 21*

Learning of Mamoru and Hina's engagement, Usagi, in shock, secludes herself at home. Makoto, in hopes of coming up of a way to cheer Usagi up, heads to Ami's place. But Ami's acting strange. But Ami's acting strange. It's like out of no where she says she wants to go to an amusement park or has a lot of fun leaving perplexed Makoto behind. She seems to have become a completely different person. And ultimately, from complete exhaustion, Ami collapses!

Dir Maihara Kenzou

1 - 22 *ACT 22*

Sailor Mercury is in the embrace of the enemy. Declaring herself to be "Dark Mercury," she announces that she intends to bring down the sailor senshi. The senshi have lost their bearings, and as they review recent events they find that while everyone was acting on their own whim, Ami, knitting gloves one-at-a-time, patiently waited for all of them to be together. Now that Ami has become evil, the senshi must fight Mercury in the name of justice. What kind of decision will the girls have to make?

Wr Kobayashi Yasuko

Dir Maihara Kenzou

1 - 23 *ACT 23*

Sailor Mercury has been captured by the Dark Kingdom, and is now an enemy of the Sailor Senshi. For the senshi to turn her back to normal they must each awaken the power they have within themselves. Rei, being the leader, must awaken that power quickly and is impatient; she frantically searches to find what it is she's lacking. As it turns out, due to a little trick by Sailor Venus (Aino Minako), Rei is forced into singing for hospital children. Singing's one of the things she's worst at. The course that Rei, in a pinch, will take is...

Dir Sato Takemitsu

1 - 24 *ACT 24*

Mamoru's departure date for England draws near. Zoisite has been trying to approach Mamoru frequently. "Don't call me by that name!" Upon a refusing Mamoru, Kunzite's dark influence is... Given what has been happening with Ami, Usagi has sworn in her heart, "I must forget about Chiba Mamoru," but the waves of fate are tying the two of them together again. The romantic overtones of the series will finally, finally, be reaching a climax in Act 24. We've come so far, haven't we. Those days of the phrase, "Approach seven centimeters," are nostalgic...

Dir Sato Takemitsu

1 - 25 *ACT 25*

Usagi now knows Tuxedo Kamen is Mamoru. Can Mamoru accept Usagi, who confessed her feeling to him unexpectedly? Meanwhile, Hina becomes aware of the relation of the two and dares to... With Usagi having found out his identity, Mamoru must make another decision soon. So, what will you do Mr. Chiba Mamoru? Their affections have begun to swirl. And it seems like Kunzite has begun to realize the truth.

Dir Takamaru Masataka

1 - 26 *ACT 26*

Due to Usagi's tears, Mamoru, who had been lost to the Dark Kingdom, opens his eyes. Simultaneously Luna, Mars, and Jupiter finally learn who the real Princess is. Indeed the Princess of the Moon was Sailor Moon, Tsukino Usagi!! A long, long time ago, in a previous life, Usagi was the princess of the Moon (Serenity) and Mamoru was the prince of the Earth (Endymion) and they were deeply in love. Yet theirs was a forbidden romance. The tragic destruction of both the Moon Kingdom and the Earth came about because of their relationship. But the two of them, deeply tied by fate from their previous lives, have surpassed the boundaries of time and once again met! Soon Mamoru will be leaving to London with Hina, his fiancé. What will become of his future with Usagi from now on?

Dir Takamaru Masataka

1 - 27 *ACT 27*

Usagi and Mamoru had previously lived their lives deeply in love, as the Princess of the Moon and Prince of the Earth. Although in the present they have once again managed to meet due to their strong attraction, the love between the two of them cannot be allowed. Looking to find his true self, Mamoru has journeyed to London. Having given up on Mamoru, Usagi now decides to focus all her strength on regaining the dark-hearted Ami. Meanwhile, a single senshi appears in front of Ami. (Sailor Mercury.) Stating, "I will surely restore you," who could this senshi be? And a mysterious girl also happens to appear in front of Usagi, Rei, and Makoto at the same time.

Dir Maihara Kenzou

1 - 28 *ACT 28*

The spell cast upon Ami started to break by the light of the ginzuishou. But Ami's heart was still troubled, and as though casting off doubts, she hit Sailor Moon with her sword. When she came to, Ami found herself and Usagi in the middle of a forest. No longer cursed, Ami can still remember everything that had happened between her and Usagi through to now. Yet it is too late. Carrying the motionless Usagi, Ami bursts into tears.

Dir Maihara Kenzou

1 - 29 *ACT 29*

Ami is back to normal, and tranquility has returned to them all. Arriving at their school is a new, mysterious exchange student, Kuroki Mio. But she is a rival of Aino Minako, and also...?! Having transferred to Juuban Middle school is a new idol, Kuroki Mio. Usagi burns with hostility as the girl is "Like Aino Minako's rival!" And finally the two of them enter a volleyball match!

1 - 30 ACT 30

The idol Kuroki Mio, who had transferred to Usagi's class, has skillfully become acquainted with Usagi. Yet there is a rumor spreading about Usagi's classmates that "Usagi abandoned Mio and fled" due to what happened that time that Usagi had to go fight the youma and left Mio on her own in a safe place. Thus, Usagi becomes a lone wolf, because she is not able to tell them that she was actually fighting. [Whoever gets the Kodocha reference wins.] Making the appearance that she is Usagi's ally- but in actually attempting to ensnare her- Mio is even going to drag Aino Minako into her trap.

1 - 31 ACT 31

1 - 32 ACT 32

Has Mamoru disappeared in London? Usagi can't take it anymore. And with that, Mio provides her with a heaven-sent opportunity "You can go to London." The question is, can Usagi dash to Mamoru's side? In that regard, wanting to go to London, Usagi finds it unbearable. In order to get to England she becomes the attendant of the popular actor Yuuto. But having played the mediator, enabling Usagi to do this, hmm... that Mio must be up to something! As it were, Mamoru flew to London like he was running away from something. But, even if he's in London, fate's not going to leave him alone. As Kunzite noted of the circumstances, "What kind of meeting is this..." How will Mamoru respond?

1 - 33 ACT 33

Finally, Usagi and Mamoru's affections have united. Although their love has been said to be cursed since their previous existence, seeing Usagi's delighted appearance, her friends cannot separate them, despite their personal unease. As opposed to Usagi, who's reached the summit of happiness, Ami has been always lonely due to being emotionally isolated from her mother, and Rei, with her father being a politician, has always been resentful of him. Yet the situation has presented itself in such a way that both will have to face off against their parents.

1 - 34 ACT 34

Since Ami was a child she has always suppressed herself and followed what her mother requested of her to make her mother happy. But even though her mother said it would be best to change schools, Ami is unable to suppress herself, as in the past, this one time. Meanwhile Rei remains unable to forgive her father the politician for not coming to the hospital when her mother was dying. What actions will these two, who hold such complex feelings toward their parents, take...?

1 - 35 ACT 35

Usagi and Mamoru's relationship has been prohibited since their previous existence, but the two of them- vowing that things "won't be like last time"- begin their love anew. Given Usagi's excessive zeal, the other senshi cannot bring themselves to strongly oppose them. Yet Sailor Venus, knowing full well the horrors of their relationship, refuses to forgive it. Whilst she considers methods of stopping them, in front of her materializes Zoisite. With the same desire to pull the two of them apart, Zoisite makes Venus a proposition.

1 - 36 ACT 36

Aino Minako (Sailor Venus) lets Rei in on an important secret. While Rei, having been told such a secret so suddenly, is unable to hide her shock, she doesn't have time to lose her bearings. Their enemies are growing stronger by the minute. As Rei and the rest are staying vigilant, the Dark Kingdom's ruler, Queen Beryl, having desired Endymion since their previous existence, has finally appeared in front of him.

1 - 37 ACT 37

Usagi, having lost Chiba Mamoru to Queen Beryl, must suppress her feelings of concern for him and believe in his return. And while Luna wasn't looking, Usagi disappeared! Since the last thing Luna had heard was a harp's note, Usagi must be in her Princess form. Relying on this note, the senshi begin their search for the Princess. Meanwhile Mamoru, taken to the Dark Kingdom, faces his retainers from his previous existence, the Shitenou.

1 - 38 ACT 38

Exactly what happened in her previous existence was finally revealed by Princess Sailor Moon's very own lips. Luna and the senshi cannot easily get over something like this. Meanwhile, having heard from Queen Beryl the truth, Mamoru strengthens his resolve. "I destroyed the planet..." With these words, Princess Sailor Moon disappears once again. Inside her heart, she is facing off against "Usagi" but... "The Princess' existence is surely call for calamity to this planet!"

1 - 39 *ACT 39*

Facing Sailor Moon, Mamoru- as his previous-existence alter-ego Endymion- drew his sword! With the intention of not repeating the tragedy of their previous life, Endymion declared war upon Usagi. But Usagi's feelings will not change. She will gallantly continue to believe in Mamoru. Also, in a completely unexpected twist, Aino Minako's office president requests Usagi's mother to become a television reporter!

1 - 40 *ACT 40*

Having been taught by Mamoru that the only way to protect the planet is to do it oneself, Usagi seeks to harness the power of the legendary Silver Crystal. Meanwhile Minako decides that, given how little remaining life she has left, she will quit singing and focus only on the completion of her previous existence's mission. Just as she is about to do this, she is informed by the office president that Minako's work will be taken over by a new face. Having suddenly snapped away her work, the identity of this new idol who appears before a surprised Minako is...

1 - 41 *ACT 41*

As they enter summer vacation, some volunteer work pops up at Usagi's school. With her classmate Naru, Usagi, Ami, and Makoto help watching over kids at a children's home. While she doesn't know how to handle the kids, Usagi's got a particular scheme in mind. Without telling Makoto, she calls up Motoki and leaves the two alone. Not knowing anything, Makoto carries the children's dirty clothes to the backyard. ...where Motoki has just arrived.

1 - 42 *ACT 42*1 - 43 *ACT 43*

A life-taking stone has been implanted into Mamoru's body by virtue of Queen Beryl's trap. The more he loves Usagi, the closer he creeps to death. Knowing this, Usagi's anger rises. And with that Usagi changes... Having realized this change, Mamoru is determined to meet Usagi, regardless of the stone's existence within himself. His grace period is until sunset, and if he doesn't return Queen Beryl will take his life.

1 - 44 *ACT 44*

Rei and Minako antagonize over their reactions of their previous life. Rei asserts that Minako- having never awakened her senshi powers- has no qualifications to fight, but that's because she has something in her mind. Meanwhile, coming to the conclusion that no matter how much she hopes it would happen, she'll never have Endymion's heart, Queen Beryl at last comes to the decision to take the Princess's life.

1 - 45 *ACT 45*

Sailor Venus has collapsed at last. Makoto and Ami begin to notice that her condition isn't exactly normal. While Artemis is desperately recommending surgery, Minako- who's been living only to see her previous life's mission completed- doesn't want to listen to him at all. And of course at this time a youma appears. Makoto's heart is struck by Venus' attitude of putting her life on the line to see her mission to its end, and goes off her rocker.

1 - 46 *ACT 46*

Having seen Makoto become willing to throw her life away to complete her mission, Minako reflects on her own captivity to her past. Meanwhile, Rei, arriving at the Dark Kingdom thanks to Mio, meets with Mamoru! "Even if it costs me my life, I'll see my mission to the end!"

1 - 47 *ACT 47*

Venus finally finds success in awakening her senshi powers and defeating the youma. And she decides to be operated on. Her friends the senshi, believing the operation will work out fine, plan a party. With a smiling face Minako heads toward the operation's inspection... Even though the odds are slim, Minako decides she's going to do the operation. And so that day comes a calling. The five of them beat the strongest youma; Naru, Motoki, and the other victims have re-turned to normal and the town's peace has been restored.

1 - 48 *ACT 48*

After school Usagi is walking home to find Mamoru standing on the other side of the bridge, they walk up to each other and he hugs her, then she starts crying out of happiness. later Mamoru kills Kunzite and turns into Dark Endymion meanwhile the other Senshi are fighting an Younma and some how they end up get attacked by Endymion. whilst the other Senshi are fighting the Younma Mio gets killed by Endymion and after the other Senshi were attacked he aims at Usagi and hits but Usagi turns into sailor moon. After sailor moon henshins (not exactly) she has a sword and Mamoru tells her to attack sailor moon looks at him and decides she will do so. in the end Usagi kills Endymion and whilst shes get her run up Makoto, Ami and Rei yell at Usagi not to do it but Usagi doesn't listen because she knows what she must do.

1 - 49 *ACT 49*

After finally destroying the evil Queen Metalia, the girls face Queen Beryl underground. Usagi realizes the magnitude of what she has done and is overcome by Princess Sailor Moon who is set on ending everything on the planet for if she does not have love, why should everybody else? Understanding Usagi is serious, Ami decides to take a stand and the others reluctantly follow. Gaining stronger power the remaining Soldiers try to stop Princess Sailor Moon; will they succeed?

PREY



In "natural selection," if two species occupy the same space, and resources are limited, the species with the better ability to adapt forces the other out. --Dr. Sloan Parker

Is evolution always positive? Should only the strong survive? What if it means the end of the human race? In the year 2012, a new species of the Homo genus has evolved to compete with Homo sapiens. Intelligent, bold, and vastly similar to humans, they manifest themselves, most notably, as vicious serial killers, while also infiltrating all aspects of society. In a life and death race, young anthro-biologist, Sloan Parker battles a sceptical public and other less noble scientists to uncover the truth about this new group who is hungry for survival.

A compelling one-hour science-fiction drama, "Prey" stars Debra Messing, Adam Storke, Vincent Ventresca, Larry Drake and Frankie R. Faison. The series is produced by Warner Bros. Television for the ABC Television Network. Motivated by intellectual curiosity and the need to solve the murder of her mentor, Sloan Parker, 30, an ambitious research assistant confirms her dead boss's findings that a new life-form has arisen. Even as Parker's quest for answers endangers her, she still finds her emotions for the new creatures vacillating between fear and love.

Parker's amorous feelings spring from a mutual attraction between she and handsome FBI Agent Tom Daniels. A key contributor to the original research project, Agent Daniels' identity as one of the new beings soon becomes apparent to Parker. Afraid for his life and loyal to his breed, he flees the region with an emotional good-bye.

In close pursuit of this lethal bunch, street-wise police detective, Ray Peterson, 40, enjoys an affable working relationship with Parker. However, unbeknownst to him, he is tracking the most formidable foe he has ever encountered. Dr. Walter Attwood, 40, serves as second in command at Parker's lab and imposes his authority over her. Cynical and deceitful, he seeks to further his own selfish agenda as he strives to revive his diminishing career.

However, Parker is not alone at work. Her friend and colleague, Dr. Ed Tate, 31, a shy, dedicated researcher, wants to support her efforts despite Dr. Attwood's attempts to manipulate him. With this new species hungry for survival, "only the strong survive" never meant so much. Now, man has to contend with a mutation of himself and the final outcome could be grim.

The working title for this show was Hungry For Survival before it was changed to Prey. The series was cancelled before episode 10-13 could be aired. "Prey" will originally be shown in the United States and then move on to international release later in the year. It was originally titled "Hungry For Survival," and starred Sherilyn Fenn in the lead role and Michael Stuhlbarg as the original Ed Tate, but for unknown reasons the pilot was scrapped, recast, reshot, and renamed.

Slick production values, storylines that continue from episode to episode, and bad guys as villainous as they come made Prey a strong new contender in the US SF TV stakes, it however failed to live up to its initial promise. The producers for the series could not keep up the quality of the show and its attempts at being the next X-FILES failed. Or even turn into another BURNING ZONE. The shows executive producers were Charlie Craig and William Schmidt, producers were Donald Marcus and Phil Parslow and the supervising producer was Jeremy R. Littman.

The series ended with a cliff-hanger episodes 1.13 - Deliverance Part 1, there was no part 2 made, since the first season ended with 13 episodes. "Prey" will originally be shown in the United States and then move on to international release later in the year. It was originally titled "Hungry For Survival," and starred Sherilyn Fenn in the lead role and Michael Stuhlbarg as the original Ed Tate, but for unknown reasons the pilot was scrapped, recast, reshot, and renamed. NOTE: The WB press release incorrectly says the show takes place in

the year 2012. That was the case in the original pilot, but the timeframe was moved to 1998 when it was retooled. The series was shown on the ABC network.

Bad science fiction is easy to do. Create your own physics and throw in a couple of space ships or rubber monsters and there you have it. Another kind of bad science fiction requires a bad script with a big budget. Witness, *Men In Black*. ABC however, has filled their Thursday night 8:00 PM time slot with what will most likely become very good science fiction and at the very least a cult hit. The series title is *Prey*.

The series was created by William Schmidt and stars Debra Messing as Sloan Parker, Vincent Ventresca as Dr. Ed Tate and Adam Storke as Tom Daniels. The concept that powers *Prey*, is a speculation event that has given rise to a new species of hominid or human. This new species of human looks just like we do which makes them impossible to detect. The real difference is in the way that the new species brain is hardwired. Their brain functions at a higher level than our own and has given them the ability to sense emotions, have an extra sensory ability and an increase in physical strength.

What makes this show good science fiction is that it has a solid base of truth to it. Evolution is a fact. Charles Darwin identified in his book *Descent of Man*, certain characteristics that make all humans special; walking upright, manual dexterity, technology and intelligence. Darwin felt that if an ape had just a small amount of each of these qualities then that ape would have an advantage over other apes.

Evolution is powered by mutation and natural selection. There are all kinds of genetic mutations in humans and most of them are harmless, like curling ones tongue or wiggling ones ears. However, if a mutation occurs at a time when that mutation becomes an advantage to survival, then obviously those people with that genetic difference or that physical advantage have a better chance of living over others without the advantage.

In *PREY*, Natural Selection has worked slowly over time to create this new species that is clearly focused on destroying the unevolved species of humans, you. The scripting in *Prey* is tight and well developed. Each show folds into the next and progresses the story. Each new show does not start as if the previous weeks work never existed or not remembered as it was. The writers and the producers have given the series a memory and that memory has made the shows work like chapters in an unfolding nightmare.

The female star of the series is Debra Messing. She plays Dr. Sloan Parker, who pieces together the puzzle left by her mentor and makes discoveries of her own that uncovers the new species. Messing plays the part with vulnerability and scientific determination that are blending well to create a character with appeal, depth and a "one of us" quality.

Vincent Ventresca plays Dr. Ed Tate, Tate is Parker's co-worker who helps Parker fill in the blanks in the genetic code that leads to the deeper understanding of what they are up against. Ventresca plays the part well but as of yet has not had enough screen time to develop his character. Adam Storke is Tom Daniels, a member of the new species who has become riddled with the angst of his own being. Storke gives his character emotional tension that can make the viewer empathise but not necessarily trust his motives. Daniel's is struggling with his own demons and this may make him a very volatile character in future episodes.

It is hoped that the powers in charge of *Prey* pledge to keep its dark and real edge and not de-generate into comic book plasticity. The viewer of this kind of series does not like to be cheated out of a good story and it is the story with-in *Prey* that is its most compelling attribute. The series producers were Charles Grant Craig (executive), Don Marcus, Peter O'Fallon (co-executive), Philip L. Parslow, William Schmidt (executive). Original music was by Mark Morgan, cinematography was Ron Schmidt, film editing was by M. Edward Salier and Sidney Wolinsky. Casting was by Irene Mariano and Barbara Miller, the sound department consisted of Walter Anderson (sound mixer) and the stunts were by Mark Lonsdale. The uncredited script supervisors were Petra Jorgensen and Sharon 'Mae' West.

Cast details :

Debra Messing

On *Prey*, she's the serious and determined Dr. Sloan Parker, but her recent credits show a different side of this beautiful actress. Recent movie roles include Lt. Penelope Carpenter in "*Michael's Navy*" and Betty Sutton in "*A Walk In The Clouds*," but Debra is best known as Stacey from the 1995 FOX sitcom, "*Ned & Stacey*." Debra has also made numerous television guest appearances, including playing Beth Lookner in two episodes of "*Seinfeld*," ("*The Wait Out*" & "*The Yada Yada*"). She also did a guest stint on the short-lived sitcom "*Partners*," and in 1995, she portrayed Dana Abandando in 3 episodes of ABC's "*NYPD Blue*": "*Double Abandando*," "*A Murder With Teeth In It*" and "*Bombs Away*."

Before graduating from the celebrated New York University Graduate Acting Program from which Messing received her MFA, she received her BA degree and summa cum laude from Brandeis University. She spent half of her junior year studying in London's prestigious British European Studies Group. Upon returning to New York and graduating, Messing worked off-Broadway in productions of "The Naked Truth" and "Four Dogs and A Bone." She also worked regionally at Seattle's Intiman Theater in "The Importance of Being Earnest." Debra most recently appeared with Maria Tucci in the New York premiere of Donald Margulies' "Collected Stories" at the Manhattan Theater Club.

Adam Storke

Bringing his brooding presence to Prey in the character of Tom Daniels, Adam first received widespread notice as Larry Underwood, the reluctant would-be rock star, in "STEPHEN KING'S THE STAND". Adam most recently appeared as Stephen Crane in TNT's "Rough Riders." His feature film credits include "Death Becomes Her," "Highway to Hell" and "Mystic Pizza." He portrayed Justin in the 1987 mini-series "I'll Take Manhattan." Other TV credits include the Made-For-Television movies "A Mother's Gift," "Escape from Terror: The Teresa Stamper Story," "Lifepod," "Perry Mason: The Case of the Heartbroken Bride," "In My Daughter's Name," "The Phantom of the Opera," "A Gathering of Old Men," "A Special Friendship" and "Too Far to Go." He also turned a hilarious performance as Juan Wayne Babbitt in Julie Brown's Special, "Attack of the 5'2" Women" on Showtime. Like every other young actor in Hollywood, his guest work includes a stint on "Tales from the Crypt," in the episode, "Surprise Party."

Larry Drake

On "Prey," Larry lends his versatile skills to the ambiguous Dr. Walter Attwood, but this Tulsa native is best known as the mentally challenged Benny Stulwicz on "L.A. Law" (which earned him the Emmy for Best Supporting Actor in 1988 & 1989). Larry has appeared in many feature films over the years, including "Bean," "The Time of Her Time," "Overnight Delivery," "Paranoia," "The Journey of August King," "Darkman," "Darkman 2: The Return of Durant," "Dr. Giggles," "Good Neighbours," "The Karate Kid," "For Keeps," "The Big Brawl," "The Ladies Club," and "The White Lions." While "Prey" is only his second regular television series, after the legendary "L.A. Law," Larry has guest acted on several shows, including "The Naked Truth," "Spy Game," "Dead Man's Gun" and "Tales From The Crypt."

His guest appearance on "THE OUTER LIMITS (90s)" episode, "The Message," earned him a CableAce Nomination. He has also worked in the following made-for-TV movies: NBC's "Beast" and "Too Good To Be True," CBS's "Murder In New Hampshire: The Pamela Wojas Smart Story" and "Dark Night of the Scarecrow," and ABC's "One More Mountain." He was also the voice of Captain Zachary Storm on the animated WB series, "Road Rovers." In his impressive stage career, he has twice received the Dramalogue Award, for his performances in "Greater Tuna" at San Diego's Old Globe Theatre and "St. Joan" at the South Coast Repertory Theatre.

Vincent Ventresca

After earning his B.A. Degree in Theatre and Psychology from Indiana University, Vincent headed to Hollywood and quickly landed roles in the motion pictures "Romy & Michelle's High School Reunion," "Six Days/Seven Nights," "Chasing Rabbits," and "Teen Fathers." While playing the brilliant researcher Dr. Ed Tate on "Prey," he is best known for his sitcom roles of 'Fun Bobby' and 'Jack' on NBC's "Friends" and "Boston Common," respectively. He was also a series regular on FOX's "Medicine Ball," and has made numerous television guest appearances, including "Life Goes On," "Blossom," "The Torkelsons," "Reasonable Doubts," "Monty," "Fresh Prince Of Bel Air," and the television movies "The Surrogate," "Degree Of Guilt" and "Menendez: A Killing in Beverly Hills." He has also appeared in numerous stage productions.

Frankie R. Faison

A native of Newport News, Virginia, and a great character actor, I'll never forget his role as the crazy landlord in "Coming to America." I'll have a complete bio up soon, but for now, I'll list his movie credits: "The Tears of Julian Po," "Mother Night," "The Rich Man's Wife," "The Stupids," "Albino Alligator," "Roommates," "I Love Trouble," "Sommersby," "Money For Nothing," "Freejack," "The Silence of the Lambs," "City of Hope," "Betsy's Wedding," "Do the Right Thing," "Coming to America," "Mississippi Burning," "Maximum Overdrive," "The Money Pit," "Manhunter," "C.H.U.D.," "Exterminator 2," "Hanky Panky," "Cat People," "Permanent Vacation," and "Ragtime." His TV credits include "Common Ground," "Sessions," and "STEPHEN KING'S THE LANGOLIERS" Frankie also has an impressive stage career, having appeared on Broadway in "Fences." On "Prey," he plays police detective Ray Peterson.

It's A simple premise: aliens have infiltrated our society, and they want the Earth for themselves. The idea has had good mileage in countless Science Fiction series, from *The Invaders* to *Earth: Final Conflict* to *First Wave*. But what if the threat came not from a planet billions of light years away, but from within? What if Mother Nature had a nasty trick up her sleeve that could spell the end of humanity?

That's the premise of *Prey*, the 13-part thriller that charts the rise of a new species on our planet. It begins when bio-anthropologist Dr Sloan Parker (Debra Messing) investigates the death of her mentor, Dr Ann Coulter, who is researching the case of highly intelligent serial killer Randall Lynch (Roger Howarth). What she discovers shakes her beliefs to the core: there is a genetic anomaly in Lynch's blood. Global warming had triggered an evolutionary event a new species of Man that demands the extermination of the human race.

As Sloan herself notes, "In natural selection, if two species occupy the same space, and resources are limited, the species with the better ability to adapt forces the other out." Faster, sharper and a darn sight more clever than us, the 'aliens' are able to carry out their agenda without detection, and they are supported by a very powerful secret organisation. Sloan and her allies - Dr Ed Tate (Vincent Ventresca), Dr Walter Attwood (Larry Drake) and detective Ray Peterson (Frankie Faison) - attempt to act before it is too late, before the new species grow to significant numbers. And as Sloan enters into a relationship with FBI Agent Tom Daniels (Adam Storke), she discovers that the creatures are closer to home than she thought...

Prey originally began life as a pilot, starring *Twin Peaks*'s Sherilyn Fenn as Sloan. For whatever reason, the first attempt did not sit well with the ABC net-work, and executive producer Charlie Craig was brought in to re-work the show with a partially new cast. "ABC was looking for, I guess, what they were calling science 'faction' shows," recalls Craig. "Shows that could actually happen. They made the pilot, and when that didn't work, I was on a deal at Warner Bros, and they brought me in."

One of Craig's first decisions was to make the series contemporary: the pilot was set in the year 2012, which he felt presented a distance between the story and the viewers. "The fact that it's taking place now, the fact that it could conceivably take place, makes it much more gripping," he insists. "It enables us to tap into the whole Invasion of the Body Snatchers theme. I think this show can make you frightened. If you can get scared in a believable way, then people are interested in coming back to that. I like making people feel like that could happen, because then that helps them feel the characters of these guys.

"As you go through these episodes, you begin to realise it's not just that you have to be wary of strangers, but you actually have to be wary of people you have known your whole life. They could have been altered to the extent that they are a member of the species now. People who were your best friends, could become one of them." The first episode, *Existence*, sets the scene and introduces Randall Lynch as a powerful nemesis for Sloan. Roger Howarth guest stars in the first three episodes, and proved so successful that the producer chose to bring him back later in the series.

"Roger Howarth is kind of the prototype bad guy," explains Craig, "who comes in for an arc of two or three episodes, and we learn certain things about him and the species, and then he moves on. Then we move on to another person who is completely different. It's like different bad guys representing different aspects of the new species' society or mental capabilities. We felt like we were sort of re-inventing the show every episode until we got about halfway through and had certain things well-established." Many critics were quick to dismiss *Prey* as the latest in a long line of doomed series which have attempted to ride the *X-Files* bandwagon, and indeed Craig has actually contributed to Chris Carter's brain-child - specifically the episode *Oubliette*. While both shows share dark themes, and Sloan is very much a product of the Dana Scully age, *Prey* soon establishes its own identity, and has scientific credibility on its side.

"The germ of this idea does derive from anthropological study," insists Craig, "as do a great many of the details that are laid out during the course of the episodes. It's all based on parallels to earlier parts of history. The Neanderthals and *Homo Sapiens* existed at the same time, and then Neanderthals disappeared. There are a lot of theories about why that happened, maybe climatic change, maybe *Homo Sapiens* were really pissed off and decided to take matters into their own hands. "It's an environmental message these guys are the result of bad things happening to our environment. In talking to anthropologists, they do say that the climatic change will bring about genetic changes within people.

"Like we say in the pilot, it would stem from 'a single genetic anomaly' that would bring about this next species. It would bring about a species more adaptable to rising temperatures, and that species would be the superior species. It's survival of the fittest, and they would be set up to survive better than we are." Carefully reared and nurtured by Craig and his team, *Prey* was let loose on the ABC network on January 15th 1998. Sadly, its timeslot was its downfall: Thursday nights, directly opposite *Friends*. The show made its debut to reasonably respectable figures, which gradually spiralled downwards, until ABC pulled it unceremoniously off the air and cancelled production. The remaining episodes were given another graveyard

slot during the summer months, leaving fans to organise protest letters, and hope for a reprieve. Survival of the fittest, indeed.

WR. William Schmidt, Chris Levinson, Charlie Craig, Jeremy R. Littman, Laurence Andries, Donald Marcus,

DIR. Jim Charleston, Winrich Kolbe, Peter O'Fallon, Dan Lerner, Stephen Cragg, Bill Corcoran, Jim Contner, Martha Mitchell, Ian Toynton, Vern Gillum, Terrence O'Hara.

EPISODES: 13 **YEAR MADE:** 1998 **COUNTRY:** US **SEASONS:** 1

LARS THORWALD INC. / EDELSON PRODUCTIONS IN ASSOCIATION WITH WARNER BROTHERS

CREATOR: WILLIAM SCHMIDT

TYPE OF SHOW: MANKIND

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 15/01/1998 **AIR DATE OF LAST EPISODE** 09/07/1998

SEASON DATE BREAKDOWN:

FILMS:

Dr. Walter Attwood LARRY DRAKE, Detective Ray Peterson FRANKIE FAISON, Dr. Sloan Parker DEBRA MESSING, Tom Daniels ADAM STORKE, Dr. Ed Tate VINCENT VENTRESCA, Randall Lynch ROGER HOWARTH, Lewis JAMES MORRISON.

RELATED SHOWS:

X FILES, THE

MILLENNIUM

1 - 1 *EXISTENCE*

A new species, resembling humans, is intent in dominating the Earth.

Wr William Schmidt

Dir Peter O'Fallon

1 - 2 *DISCOVERY*

Sloan searches for more of the new species but only finds more things to puzzle her.

Wr Chris Levinson

Dir Dan Lerner

1 - 3 *PURSUIT*

While learning more about the new species, Sloan gains Tom's trust, but endangers his life.

Wr Laurence Andries

Dir Stephen Cragg

1 - 4 *ORIGINS*

Ed and Tom learn the origins of the dominant species.

Wr Donald Marcus

Dir Bill Corcoran

1 - 5 *REVELATIONS*

A mysterious artefact is discovered which conceals information on the Dominants' past and future.

Wr Laurence Andries, Chris Levinson

Dir Jim Charleston

1 - 6 *INFILTRATIONS*

A reporter who knows too much about the Dominators is in danger.

Wr Charlie Craig, Jeremy R. Littman

Dir Winrich Kolbe

1 - 7 *TRANSFORMATIONS*

Sloan and Tom hold Lisa captive, while Attwood's government contact take over the world.

Wr Donald Marcus

Dir James A. Contner

1 - 8 *VEIL*

After Tom's mind is reprogrammed he is ordered to kill Sloan and the others.

Wr Charlie Craig, Jeremy R. Littman

Dir Martha Mitchell

1 - 9 *COLLABORATION*

A lethal experiment is performed on a school full of children.

Wr Laurence Andries, Chris Levinson

Dir Ian Toynton

1 - 10 *SLEEPER*

Sloan and Ed are compelled to work with the Dominants.

Wr Donald Marcus

Dir Vern Gillum

1 - 11 *VENGEANCE*

A dangerous rouge dominant, believed by Sloan to be dead, returns seeking revenge.

Wr Laurence Andries

Dir Bill Corcoran

1 - 12 *PROGENY*

Tom and Sloan set out to investigate an extremely violent youth.

Wr Donald Marcus

Dir Terrence O'Hara

1 - 13 *DELIVERANCE PART 1*

Ed tries to convert Tom's DNA to human.

Wr Charlie Craig, Jeremy R. Littman

Dir Bill Corcoran

PRIKLYUCHENIYA ELEKTRONIKAAKA: **ADVENTURES OF THE ELECTRONIC, THE**

Professor Gromov constructs a robot called Electronic, which looks exactly like Sergey Syroezhkibn, a 6-grader from one of Moscows schools. The robot also acts a lot like a human, and its dream is to become a real man. Electronic escapes from the professor's lab and accidentally meets Sergey, his prototype. Meanwhile, a gang lead by Stump is trying to kidnap Electronic to make him steal pictures from museums. For this purpose they send their hitman Urrie.

I think this is one of the best KIDS movies that were ever made in Russia. I am not a kid anymore but still like to watch it time to time. As far as the quality goes it was pretty advanced for that time. The plot is well prepared and the actors are perfect. The Idea of the movie is great and it very petty that there is no sequel to the movie. Some time ago I was able to get a brand new set of DVD with remastered Video and sound. I was very pleased to see that. My kid who is 5 years old and was raised mostly on American cartoons and movies was watching it with me and liked it a lot. He said it was funny enough for him to enjoy it.

WR.**DIR.****EPISODES:** 0 **YEAR MADE:** 1979 **COUNTRY:** SVU **SEASONS:** 1*CROSTELERADIO, ODESSA FILM STUDIOS.***CREATOR:** YEVGENI VELTISTOV (NOVEL)**TYPE OF SHOW:** CRIME**FORMAT:** MINI-SERIES**LENGTH (MINS):** 215 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:****SEASON BREAKDOWN:** (1)**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

YURI TORSUYEV , VLADIMIR TORSUYEV , VASILI SKROMNY , OXANA ALEXEYEVA , MAXIM KALININ , DMITRI MAXIMOV , YEVGENI LIVSHITS , VALERIYA SOLUYAN , VLADIMIR BASOV , NIKOLAI KARACHENTSOV , NIKOLAI GRINKO , YELIZAVETA NIKISCHIKHINA , YEVGENI VESNIK (I) , MAYA BULGAKOVA , NIKOLAI BOYARSKY , ROZA MAKAGONOVA , OXANA FANDERA , YURI CHERNOV , LEV PERFILOV.

PRIMEVAL



Strange creatures are appearing in the Forest of Dean, creatures that by right should not exist in our time. Professor Nick Cutter together with a team of misfit scientists go into the forest and discover dinosaurs, some friendly and some not so friendly. They eventually come across a strange time portal sitting in the forest, after a young boy peers into it and discovers that it is a portal to prehistoric Earth. Nick believes that his wife must have past through a similar portal years previously after she disappeared without a trace.

Primeval is a British science fiction drama television programme produced by Impossible Pictures for ITV. First broadcast in early 2007. Also Karl Theobald who starred in Green Wing and Naomi Bentley who is best known for her role as Shelley in The Mark of Cain will be joining the current cast for Series 2.

The series follows a team of scientists who investigate anomalies in time and deal with the ancient creatures that come through, although they are not always prehistoric. The team of five is led by Professor Nick Cutter, a palaeontologist determined to find his wife who disappeared while investigating an anomaly in the Forest of Dean, England eight years previously.

The series was created by Adrian Hodges, who wrote the majority of the scripts, and Tim Haines of Impossible Pictures. It was produced by Haines and Cameron McAllister. Primeval features film-quality 2D & 3D special effects by London effects house Framstore CFC. It previously had the working title Primaeval.

Episode one was first broadcast in UK on ITV on 10 February, 2007 at 7:45pm. The episode was shown on Hong Kong TV channel TVB Pearl on 14 February 2007, only four days after the UK premiere. The series also began to air on April 4, 2007, in Canada where it has been licensed by the channel SPACE. It has also been licensed by the Australian network and premiered on 28 April 2007 on Channel Nine, the New Zealand network TV2 on 11 July 2007, and by the Spanish network Cuatro;^[7] it will air on these some time in 2007. Dutch TV channel Tien started to broadcast the series on March 22, 2007. It was announced that HBO Latin America acquired the show. German TV channel Pro7 started to broadcast the series on June 4, 2007.

ITV previously produced Prehistoric Park, a programme with the similar premise of the main characters travelling back to the time of the dinosaurs (or even earlier).

The opening theme song was made expressly for the show, whilst the closing theme song is All Sparks by Editors although on the DVD it is changed back to the show's opening theme.

Filming locations

The series was filmed partly at Pinewood Studios and these locations:

London Underground

Whipsnade Zoo

Canary Islands

Black Park, Buckinghamshire

Outside the Nurse's Home at the now-closed Queen Elizabeth Hospital (on Hackney Road, London E2, UK).

Outside the Toyota head office in Epsom

Inside Victoria House, 37-63 Southampton Row, London WC1B 4DA

Around the college CEME (Centre for Engineering and Mechanical Excellence), Marsh Way, Rainham, Essex, RM13 8EU .

At the New Den Stadium, home of Millwall FC (although apparently the Matchroom Stadium, home of Leyton Orient FC, according to the official website

Thorpe Park, will be included in the second series.

[edit] Reception

"Episode One" was viewed by 6.7 million people, a 29% share of the available audience. "Episode Two" was

viewed by 5.9 million people, a 27.5% share of the available audience. When shown in Germany it gained a total audience of 2.78 million viewers.

The show's creators deny that Primeval is a clone of Doctor Who, which is famous for its use of time travel. In an interview, Douglas Henshall stated it was different as Primeval is an ensemble piece which deals with what problems come to them. In another interview, Andrew-Lee Potts stated similarly. While this is different from the time travelling pair in Doctor Who its spin off, Torchwood, has a similar premise to Primeval. Torchwood is set in modern day Cardiff and the team cope with threats that come to the city through a rift in space-time. Both teams also have pet prehistoric reptiles, a Pterodactyl in Torchwood, and Rex the Coelurosauravus in Primeval.

Produced by Danielle Brandon .. Line producer & Cameron McAllister .. Producer , Original Music by Dominik Scherrer , Cinematography by Jake Polonsky & Adam Suschitzky

Film Editing by Nick Arthurs & Adam Recht

Casting by Jill Trevellick

Costume Design by Joey Attawia

Makeup Department - Jan Sewell .. Makeup designer

Production Management - Beewan Athwal .. Post-production supervisor

Second Unit Director or Assistant Director - Marios Hamboulides .. First assistant director: second unit , Jon Older .. First assistant director (episodes 4, 5 and 6)

Art Department - Vince Ball .. Stand-by carpenter , Tony Chance .. Storyboard artist , Andy Grogan .. Production buyer , Ian Murray .. Stand-by rigger.

Sound Department - Joanne Dunphy .. Boom operator , Peter Eusebe .. Boom operator , Richard Finney .. Boom operator , Stuart Hilliker .. Sound mixer , Steve Parr .. Music mixer , Steve Parr .. Music recordist , John Rodda .. Sound mixer , Alexandros Sidiropoulos .. Foley recordist and editor
Lee Walpole .. Supervising sound editor .

Special Effects by Steve Scotton .. Special effects technician & Colin Shulver .. Sculptor

Visual Effects by Mark Stuart Bailey .. Lead technical director , Helen Bunker .. Composer , Ronan Carr Fanning .. Digital modeller , Scott Chambers .. Digital compositor , Arantxa Claudio .. Digital modeller , Luke Drummond .. Digital compositor , James Farrington .. Lead animator (2006) , Piers Hampton .. Visual effects producer , Carl Jackson .. Matchmove artist: Framestore CFC , Marc Jones .. Matchmove artist , Christian Manz .. Visual effects supervisor , Dan McRae .. Paint and rotoscope artist , Bruce Nelson .. Composer: Framestore CFC , Sam Osborne .. Paint and roto artist
Donald Pan .. Digital modeller , Steve Parsons .. Composer , Cristina Puente .. Composer: Framestore CFC , Nigel Rafter .. Animator , Nicholas David Reed .. 3D roto and matchmover (2006) , Romain Bivar Segurado .. Lead modeller , Giuliano Dionisio Vigano' .. Digital compositor , Kate Windibank .. Lead compositor , Tim Young .. Digital compositor: Framestore CFC

Camera and Electrical Department - Philip Coleman . Grip: second unit , Ran Geffen . Assistant camera , Tristan Haley . Clapper loader , Rupert Hornstein . Focus puller: "a" camera , Tobias Marshall . Camera trainee , Xandy Sahla . Camera operator: "a" camera , Xandy Sahla . Steadicam operator , Sally Wright . Camera trainee

Other crew - Simon Giblin . On-line editor , Richard Hammarton . Orchestrator: score (2006) , Ian Johnson . Assistant editor , Angela King . Animator (2006-2007) , Sarah McBryde . Production coordinator , Angus Moncrieff . Orchestrator , Sophie Moss . Assistant coordinator , Hanh Nguyen . Editor trainee , Ann Ormesher . Accounts trainee , Patrick Schweitzer . Location manager , Henry Woolley . Location manager.

WR. Bev Doyle , Adrian Hodges , Richard Kurti , Chris Lang

DIR. Jamie Payne, Cilla Ware

EPISODES: 13 **YEAR MADE:** 2007 **COUNTRY:** GB **SEASONS:** 2

IMPOSSIBLE PRODUCTIONS/ITV

CREATOR: ADRIAN HODGES, TIM HAINES

TYPE OF SHOW: TIME TRAVEL**FORMAT:** SERIES**LENGTH (MINS):** 60 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 6, (2) 7**DATE OF PREMIER:** 10/02/2007**AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Professor Nick Cutter DOUGLAS HENSHALL, Claudia Brown LUCY BROWN, Connor Temple ANDREW LEE POTTS, Abby Maitland HANNAH SPEARRITT, James Lester BEN MILLER, Stephen Hardy JAMES MURRAY, JULIE AUDREY, Special Forces ROGAN GRANT.

1 - 1 *EPISODE 1*

Professor Nick Cutter is investigating the sighting of a dinosaur, apparently. A species which has been extinct for 200 million years. With his team, they travel to the region where it was sighted to explain how it appeared. However, as they investigate the dinosaur, a weird creature seemed to be killing anything on its path.

Wr Adrian Hodges**Dir** Cilla Ware1 - 2 *EPISODE 2*

In the London Underground, a cleaner is fatally bitten by a gigantic spider, and Nick Cutter's team investigate. In their search, they come across a maze of unused tunnels, leading to an even scarier event.

Wr Adrian Hodges**Dir** Cilla Ware1 - 3 *EPISODE 3*

Swimming pools, inner-city reservoirs, and flooded cellars in suburban homes are being overtaken with prehistoric reptiles, which have all come through the space-time anomalies. The gang go to investigate, but Nick is more concerned with finding his wife.

Wr Adrian Hodges**Dir** Cilla Ware1 - 4 *EPISODE 4*

Nick discovers that a group of dodos are carrying a deadly ancient parasite that could have devastating consequences for the human population. Meanwhile, Helen is back in the 21st century, and being interviewed by the Home Office, although she isn't being as cooperative as they hoped.

Wr Bev Doyle, Richard Kurti**Dir** Jamie Payne1 - 5 *EPISODE 5*

A prehistoric winged reptile arrives through an aerial time rift on a golf course. Nick goes to investigate, but he ends up trapped in a house with Claudia. Elsewhere, Connor loses Rex, much to Abby's anger.

Wr Chris Lang**Dir** Jamie Payne1 - 6 *EPISODE 6*

Helen returns and claims that a predator from the future is behind a number of disappearances, so Helen and her estranged husband join together on a desperate race through time to prevent further attacks.

Wr Adrian Hodges**Dir** Adrian Hodges2 - 1 *EPISODE 7*

While Cutter tries to make sense of Claudia's disappearance, another anomaly appears. Raptors are running wild through a shopping centre, and the team are called in to sort out the problem.

Wr Adrian Hodges**Dir** Jamie Payne2 - 2 *EPISODE 8*

Bizarre shaped giant worms, some of which are large enough to consume a human are moving around in a strange fog.

Wr Adrian Hodges

Dir Andrew Gunn

2 - 3 *EPISODE 9*

The team investigates an anomaly that has opened in a theme park, and are on the chase of a vicious sabre-toothed tiger.

Wr Richard Kurti, Bev Doyle

Dir Jamie Payne

2 - 4 *EPISODE 10*

A group of creatures called the mer slip into the city's canal system after floodwaters pour through an anomaly to the future.

Wr Bev Doyle, Richard Kurti

Dir Jamie Payne

2 - 5 *EPISODE 11*

Giant scorpions are terrorising the team, and they find themselves in serious trouble.

Wr Richard Kurti, Bev Doyle

Dir Jamie Payne

2 - 6 *EPISODE 12*

A woolly mammoth rampages across the M25 motorway.

2 - 7 *EPISODE 13*

The team have to deal with the return of the future predator along with other creatures.

PRIN PRINAKA: **PRIN PRIN MONOGATARI**

As a baby, Prin Prin (Ishikawa) was found floating in the sea in a box that also contained a monkey and a crown. Rescued by a fisherman from Arutoko City (i.e. "Somewhere City"), she spends her childhood there. After 15 years, she realizes that she is really a princess from a distant land and set out in search of it. Her companions include BonBon (Kamiya), Osage (Hase), Kaseijin (Hori) and a monkey called Monkey.

So begins a puppet show that mixed the fairy tale odyssey of Sun Wukong with the sci-fi antics of AERIAL CITY 008, infamous for its fearless inclusion of numerous satirical twists. In one notorious episode, the arms dealer Langer offers a free holiday to a high-level official if he agrees to buy a consignment of Gucci missiles - a parody of the Lockheed scandal in which politicians including former Prime Minister Kakuei Tanaka took kickbacks for promoting Lockheed aircraft.

Another episode satirized the Middle East, in particular the ongoing Iran-Iraq war, by depicting three countries that were eternally at war with each other. One of the serial's best-loved characters was General Ruchi of Atata, a man with a giant head and an IQ of 1300. He dominated the show for six months, before revealing that he is an alien (as if you couldn't guess!) and "escaping on a meteorite".

Compare to HAKKENDEN and STAR FLEET. Note the presence of Akira Kamiya as one of the voices, better known in the anime world as City Hunter.

WR. Toru Ishiyama

DIR.

EPISODES: 656 YEAR MADE: 1979 COUNTRY: JAP SEASONS: 1

NHK

CREATOR:

TYPE OF SHOW: FANTASY

FORMAT: SERIES

LENGTH (MINS): 15 STILL IN PRODUCTION: No B/W: No COLOUR: Yes LANG: Japanese

SEASON BREAKDOWN:

DATE OF PREMIER: 02/04/1979

AIR DATE OF LAST EPISODE 19/03/1982

SEASON DATE BREAKDOWN:

FILMS:

 Prin Prin HITOMI ISHIKAWA, Bonbon AKIRA KAMIYA, Kaseijin AYAKO HORI, Osage SANJI HASE.

RELATED SHOWS:

STARFLEET

AERIAL CITY 008

PRISONER, THE



It began innocently enough. A government employee abruptly resigns from his top-secret job. He goes home and is seen packing, apparently for a holiday. Suddenly gas hisses through the keyhole and he loses consciousness. He awakes apparently in the same room, but when he looks out of the window he sees the strange, beautiful landscape of The Village. Abducted by persons unknown, he has become The Prisoner.

Immediately the questions are thrown up. Where is this Village? Who runs it and why? It's a self-contained community with its own shops, a cafe, a labour exchange, and an old folks' home. It has its own radio and television service and its own newspaper, The Tally Ho. But its telephones only allow local calls and its taxis won't leave the village limits.

The village is full of people who used to work for various governments and who had access to classified information. Some help run the place, others are prisoners like himself. But everyone has a number. The Prisoner is told he is Number Six. At the head of the visible hierarchy is Number Two, served by an ever-present mute dwarf butler. But Number Two is answerable to the unseen authority of Number One.

As to why he is there, that becomes chillingly clear from the outset. The authorities want 'information', in particular, they want to know why he resigned. Successive Number Twos try every technique available, from drugs, brainwashing, torture, psychological warfare, even dream manipulation, to find out. Meanwhile, The Prisoner is seeking answers of his own -including the identity of Number One. Above all, though, he wants to escape - a task made hard by constant electronic surveillance, and harder still by 'Rover', a bizarre large white balloon that hunts down and retrieves errant inmates.

The series becomes a cat-and-mouse battle with The Prisoner initially thwarted at each turn but refusing to submit and gradually gaining the upper hand until, in a riot of surreal chaos, he finally escapes . . . from his physical prison, at least.

'The series was posing the question, "Has one the right to tell a man what to think, how to behave, to coerce others? Has one the right to be an individual?"'
(Patrick McGoohan)

One of the most enigmatic and talked-about series ever, The Prisoner overturned the conventions of television drama by challenging its unsuspecting audience to think on more than one simple level.

It was devised by Patrick McGoohan who was its star and its executive producer. He also shared in the writing and direction. It was his series. Before it began he said: 'If people don't like it, there's only one person to blame - me!' Faced with something that was part spy thriller, part fantasy, part allegory, many people found the effort too much and remained angry, frustrated and confused by the absence of quick, easy answers. But for daring to be different, The Prisoner won a passionate cult status that has remained unshakeable for more than 20 years.

What did it all mean? Certainly, the series could be viewed, on a limited level, as a story of an imprisoned secret agent, but it's the deeper issues raised and the wider meanings sought that have given it its enduring appeal. The series was a persuasive defence of a man's right to assert his individuality in the face of an increasingly conformist society, and the declaration 'I am not a number, I am a free man!' its most passionate slogan.

The series also explored themes of education, democracy, misuse of power, psychiatry, drugs and violence. And ultimately it posed the premise that everyone is a prisoner of his or her self, hemmed in by our own weaknesses. In the final episode, The Prisoner 'unmasks' Number One who stands, fleetingly, revealed as himself, the enemy within.

The Prisoner was McGoohan's follow up to the long-running Danger Man, and much speculation centred on whether Number Six was the same character, John Drake. Prisoner script editor George Markstein said it was,

McGoohan said it wasn't. Others have suggested that The Prisoner was McGoohan's way of `resigning' from his previous job . . .

The main location, "the village", was Portmeirion, a North Wales resort on Cardigan Bay, where Bertrand Russell, George Bernard Shaw, and Noel Coward used to relax. This is most appropriate, as the intelligent scripts combined the twisted mathematical logic of Bertrand "Principia Mathematica" Russell (once jailed for antiwar activism), the vegetarian iconoclast playwright Shaw, and the zany musical ironies of Noel Coward -- Disch's choreography of "Dem Bones" had to be seen to be believed.

The brainchild of its star Patrick McGoohan, The Prisoner is one of the most enigmatic TV series ever produced.

The central character in the series, played by McGoohan, is known only as Number 6. Number 6 was a former secret agent who, after resigning from an unnamed British intelligence agency, finds himself kidnapped and taken to a place known only as the Village. The Village is a nice small village that is totally isolated from the rest of the world (actually the resort of Portmeirion in Wales) and which he can not leave. There are phones which make only local calls and taxis which will not leave the Village's boundaries. Almost everyone there is known simply by a number, and those that do not have numbers known by titles such as The General. Some of the people there are also prisoners like Number 6, others help run the place. Number 6 has no way of knowing who is who. It is explained to Number 6 that he knows too much to be allowed to stay in the outside world, also the reasons for his resignation need to be known.

The Village's chief administrator is known as Number 2. Number 1 is the person who is ultimately in charge but he is not seen. Through the course of the series a plethora of Number 2s (they were replaced on a fairly regular basis) attempt to find out why Number 6 resigned, their methods ranged from elaborate con games to dream manipulation. Number 6, meanwhile spent all of his time either attempting to escape from the Village or undermining the authority there. His escape attempts always prove fruitless due to the Village's advanced security system which includes: constant surveillance of all the citizens and huge plastic balls known as rovers which can kill any potential escapee. While Number 6 is never able to escape, he does manage to have some victories since he never does reveal the reasons for his resignation.

The series' final two episodes, Once Upon a Time and Fall Out, attempt to answer many of the questions raised by the series. Both however are a bit confusing, leaving more new questions unanswered. McGoohan made The Prisoner after completing work on the highly popular Danger Man (aka: Secret Agent) series in which he played British secret agent John Drake. Although it is never stated, it is often assumed that Number 6 is John Drake.

A fleeting reference to Drake in one episode tends to support this theory, however in another episode Number 6 refers to himself as Peter Smith. NOTES: The episodes are listed in original UK broadcast order, which is not the order in which they were 'meant' to be seen. The order they are meant to be seen is in brackets. This is the one in which the episodes have been numbered for release on pre-recorded video tape and also the order in which CBS first ran the episodes in the summer of 1968 (with the exception of Living in Harmony which CBS chose not to run). When the episodes were rerun on CBS in 1990 it was with the addition of a synthesised stereo soundtrack.

The series executive producer was Patrick McGoohan (except for Eps. 14,15, 17), the producer was David Tomblin and script editor was George Markstein (Eps. 1-12, 16). The director of photography was Brendan J. Stafford and the theme was created by Ron Grainer. The series was filmed at MGM studios, Borehamwood and on location at Portmeirion, North Wales. The air dates given are for the ATV Midlands region. The first US premiere for the series was on the 1st June 1968. The production managers were Bernard Williams (1-12 & 16) and Ronald Liles (13-15, 17). The camera operators were Jack Lowin (1-12, 16) and Len Harris (13-15, 17), the assistant directors were Gino Marotta (1-6, 8-17), Ernie Morris (7) and Ernie Lewis (13).

The art director was Jack Shampon, the set dressers were Kenneth Bridgeman (1-12, 16), John Lageu (14, 15, 17) and Colin Southcott (13). The wardrobe was Dora Lloyd (13-15, 17) and Masada Wilmot (1-12, 16). The music was by Albert Elms (3,4,6, 16) and Library Music. The casting director was Rose Tobias Shaw.

The Prisoner demonstrated that an on going series could tell unusual stories that were entertaining and captivating. Number Six demonstrated that the only prisoners were those in the audience who had been held captive by the narrow possibilities presented in typical prime-time fare. Born in New York on March 19, 1928 (also the birth date given by Number Six!), and raised in Ireland, Patrick McGoohan was already a star in Great Britain and known in America by the time The Prisoner made its television debut. McGoohan had achieved this prominence as the star of Danger Man (known in the United States as Secret Agent), which had premiered in Britain in September 1960, thus actually predating the screen appearance of James Bond! In the fifty-four episodes of Secret Agent, McGoohan had played John Drake, an operative in the employ of NATO. Unlike Bond, Drake (largely at McGoohan's insistence) was not cavalier in his attitude toward women,

violence, or his job. A real gentleman, Drake did not do in his foes in the thrill of victory. He was a real professional, and one who believed in fair play. Drake also had his share of high-tech gadgetry and pretty women. However, Drake kept his professional cool and, unlike Bond, did not take advantage of any woman who took a fancy to him, perhaps breaking as many hearts as Bond but doing it like a real gentleman, and for truly gentlemanly reasons.

After a run as a half-hour show in 1960 and 1961, *Secret Agent* went off the air only to return as an hour-long series in 1965 and 1966. (It was the hour version that achieved a good bit of success across the pond in the USA.) But McGoochan soon became tired of the limited creative possibilities of doing a spy series, which was, by this time, only one among countless post-Bond espionage tales in practically every medium. Fortunately, he had enough star power that he was given free rein by Lew Grade, and he developed *The Prisoner*, which premiered in Britain in 1967 (and which made obscure ripples in a late summertime replacement slot on CBS in 1968).

The *Prisoner* series began, appropriately enough, with "Arrival." In a brief montage, the world (and public image) of a man who seems to be John Drake is turned quickly upside down. For unknown reasons, an angry McGoochan storms into the secret headquarters of some London-based organisation, resigns, and drives, grim-faced, back to his home and begins to pack for a journey. His travel plans are interrupted when a gas is pumped into his apartment, rendering him unconscious, and when he awakes it is to find himself in the Village. A strange place, with oddly cheerful people, it is located, on a map the as-yet-unnamed McGoochan character obtains, simply between the mountains and the sea—which are called just that, "The Mountains" and "The Sea," on the utterly useless map!

Given an apartment, he receives a call on his phone (numbered "six") and is invited out to breakfast, where he meets first The Butler and then Number Two (Guy Doleman). He learns that someone wants to know all the things he knows, beginning with the reason for his resignation. He resists Number Two's interrogation and also defies the number he has been assigned—although, oddly, Number Six never attempts to counter his numbering by ever using his real name!

Number Six discovers the eerie quality of the Village, with its seemingly happy inhabitants, all of whom are prisoners like himself. (Most insidiously, canned Muzak is played throughout the Village all day!) He witnesses Rover, the balloonlike watchdog device of the Village, fatally foil an attempted escape. Number Six begins to seek a way out himself, but encounters surveillance everywhere, and is hospitalised after a run-in with Rover. Here he meets another prisoner, named Cobb, who involves him in an elaborate escape plan—which ultimately proves to be a set-up intended to demonstrate to Number Six the futility of trying to get away.

In "The Chimes of Big Ben" we encounter a different Number Two, portrayed this time around by Leo McKern (later known for his role as Rumpole of the Bailey). Apparently there is a high turnover in the job. This Number Two, like his predecessor, tries to discover Number Six's reason for resigning. This Number Two is a cheery, philosophical fellow; the plot involves yet another escape attempt by Number Six which takes him all the way back to his London flat—or does it? Even his former superiors seem to be in on the deception, which just under-scores the supposition that it was they who engineered his kidnapping.

In "A, B and C," Number Six is subjected to a dream control experiment. Yet another Number Two (Colin Gordon) has a pet theory that Number Six resigned because he was about to sell secrets, and has Number Fourteen use a drug of her own design, along with other techniques, to re-create in Number Six's mind a party he attended in Paris shortly before his resignation. Who-suspects A, B, or C—was he going to sell his important papers to? But even under sedation, Number Six's will subtly warps the course of these experiments—and by the time of his third session, he is onto what's happening and manages to stay conscious and really throw a wrench into the scenario. The "papers" turn out to have been travel pamphlets—whatever Number Six's reason for quitting, he was not selling out or defecting, but he did plan to take a decent vacation after his resignation. "Free for All," written and directed by McGoochan, involves Number Six in a "democratic" election for the post of Number Two (Eric Portman, this time around). Of course this is all a sham; the skeptical Number Six reluctantly takes part. True, he actually "wins" the office of Number Two, only to discover, when he tells all the Villagers that they are free, that they don't even realise that they are prisoners; the Village, to them, is an illusion of freedom.

"The Schizoid Man" faces Number Six with a truly diabolical scheme to break him. Number Twelve (twelve being the double of six) is altered to look exactly like Number Six. Then, Number Six is subjected to various reconditioning so that such aspects as his right-handedness and other habits are changed. He is then treated as if he is Number Twelve, a trusted Villager, and he is enlisted by Number Two (Anton Rodgers) to aid in the effort to break a most troublesome newcomer—Number Six!

The real Number Six's efforts to prove that he is the real Number Six are subverted by becoming part of the process by which the Village is pretending to attempt to break the false Number Six—the real item can't even

assert his own identity without col-laborating, on another level, with his enemies! Ultimately, he manages to turn the tables so that, once Rover kills the real Number Twelve (in other words, the false Number Six-confusing, isn't it?), Number Two thinks he's the other Six. A simple slip clues Number Two in, but he lets Number Six go, only to return him immediately, revealing to Number Six and the audience that there is still no escape. In "The General,' Number Six tries to stop an insidious speed-learning process which is actually a mind control technique. Even the professor who invented it has had second thoughts and tried to escape. Ultimately, the general of the title turns out to be the computer behind the whole thing, which Number Six manages to destroy through largely philosophical means.

In "Many Happy Returns,' Number Six awakes to find the Village deserted and all its functions- water, power, et cetera-terminated. Unobserved (except by a cat), he fashions a boat and sails away, finally hitching a ride with some contentious gun-runners, and makes his way back to London, arriv-ing the day before his birthday. Here, his former superiors (different from the ones portrayed in "The Chimes of Big Ben") agree, after much consideration of his story, to help him try to find the Village. He also finds his apartment occupied by a Mrs. Butterworth, who lends him the use of his own car and promises to bake him a cake for his birthday. Ultimately, Six is betrayed again, and he winds up back in the Village-but Mrs. Butterworth does keep her promise to him, and waltzes into his Village apartment with the cake.

"Dance of the Dead,' originally second in the series but aired later in the run, finds the newly arrived Number Six on trial for violating the rules of the Village-rules he and no one else in the Village have ever been informed of. "Do Not Forsake Me Oh My Darling" takes Number Six back out of the Village. In London, former superiors (again differ-ent!) are wondering what happened to him when he vanished a year earlier; before he resigned he'd been on the trail of a Professor Seltzman, leaving only some seemingly innocuous holiday photos. Seltzman had been working on a mind-transfer machine . . . and back in the Village, Number Six has his mind switched into a colonel's body with one of these devices and is sent to resume the quest for the professor. Back in London again, he must convince his for-mer associates, and his fiancée, that he is who he says he is, as well as finding his quarry. He and Seltzman are ultimately taken back to the Village, where Seltzman sets matters aright, but actually pulls a three-way switch: Number Six gets his own body back, but the colonel has his mind switched into Seltzman's body, a fact Number Two (Clifford realises only after he's sent the "colonel" Evans) away after a job well done!

As if to make up for the lack of a Number Two in "Many Happy Returns," the episode "It's Your Funeral" features two of them, a retiring Number Two, and his stand-in/heir apparent. Number Six, meanwhile, gets involved with the Jammers, rebellious Villagers who annoy their watchers by openly planning escapes and other radical acts but never actually committing them; the plots of known Jammers are thus ignored by the powers--that-be. Number Six discovers that some of them are actually planning to assassinate the old Number Two, and that the incoming Number Two is behind it; the scheme is yet another Village device, which will provide an excuse to punish the Villagers, something Number Six swears to stop. In "Checkmate' Number Six engineers a mass escape but fails when his co-conspirators come to believe that he is one of their jailers and that the plot is a test of their loyalty.

"Living in Harmony" dispenses with the usual episode opening; instead, it's told as a Western, with Number Six as a resigning sheriff who is abducted and taken to a town called Harmony. Number Two (David Bauer) appears as the town's judge, with the kid (Alexis Kanner), later revealed to be Number Eight, as his crazed enforcer. The usual efforts are given a twist: the sheriff has for-sworn his guns, and the efforts to break him take the form of trying to force him to kill. Ultimately, Number Six overcomes this drug-induced situa-tion, finds himself in a deserted Western set with cardboard cut out characters, and returns to the Village, where the failed drama spills over into reality.

When The Prisoner was first shown in the United States in 1968, this episode was left out-although one was able to see it on a Canadian TV station at the time. It's unknown whether this was left out because there was one episode too many to run in the summer season, or because the network feared viewers would be confused by the fact that the episode lacked the familiar opening title sequence. "A Change of Mind" finds Number Six ostracized by the Village for "unmutual" behavior. He is then tricked into thinking that he has undergone a behavior altering brain operation, when he is actually only being drugged, a fact he eventually works out. Ultimately he turns the tables on this episode's Number Two (John Sharpe), who is himself declared "unmutual" and hounded out of the Village back into the control bunker.

"Hammer into Anvil" features the nastiest Number Two on record (Patrick Cargill) as well as Number Six's most personal vendetta against anyone to hold that post. The catalyst is Number Seventy-Three, a woman who has attempted suicide to escape the Village. Having failed, she is interrogated by the cruel Number Two; the Village wants to know where her husband is, but she refuses, and jumps out of a hospital window to her death. Number Six witnesses this and sets out to destroy this Number Two; he begins to act as if he's involved in some sort of conspiracy.

His meaningless gestures are interpreted as such by Number Two, and the inability of Number Two's underlings to get to the bottom of this non-existent plot leads him first to suspect them all of complicity, and ultimately into utter paranoia. Finally, he comes to believe that Number Six is a Village plant sent to test him; having failed, he begs Six to turn him in, but Six forces one final humiliation on him and forces Number Two to call Number One himself. Revenge for Number Seventy Three is thus complete.

"The Girl 4Who Was Death" was Patrick McGoohan's slap at British viewers who com-plained about the complexity and obscurity of *The Prisoner* and complained about wanting shows more reminiscent of the old John Drake days. It is a wild, funny, and rather silly parody of spy action plots (with a nod, perhaps, to the sly attitude of *The Avengers*) which does not turn out to be another drug-induced or dream scenario designed to break Number Six but is merely a story that he had been reading to a group of Village children (with Number Two and his assistant as the heavies). The tip-off comes at the end, when Number Six looks into a surveillance camera and says "Good-night, children . . . everywhere." Although he's talking to Number Two, who hoped he'd drop his guard among children, he's also addressing those viewers whom he's just coddled by giving them a sly taste of the kind of show they were able to understand better than the usual symbol-laden *Prisoner* episode.

"Once Upon a Time" began the end of the series. Number Two (Leo McKern) is back and determined to break Number Six, and gets Number One to decree "absolute degree." The Village focuses all its powers on Number Six; everyone else is cleared out except Two, Six, and The Butler. A detailed synopsis would take many pages but it all boils down to Two taking Six back through his life but finding him a tough nut to crack from childhood on up. Their one-on-one battle of wits grows truly intense; this Number Two, a genial fellow in his first appearance, becomes more and more frenzied. The dead-line arrives with Number Six unbroken, and Number Two drops dead. Rather than "power to the people," a popular slogan of the time, *The Prisoner* advocated the power of the individual.

Confounded enough by the previous episode, viewers found "Fall Out" hard to take. The dead Number Two is revived; Number Six is declared an individual but is obviously expected to co-operate on some other higher level, and he actually escapes-but to what? If you haven't seen this episode it would be unfair to detail all its riches in a synopsis, but if it baffled you when you saw it, per-haps Patrick McGoohan himself could shed some light on this episode and on *The Prisoner* series as a whole.

In 1977, Patrick McGoohan was interviewed on Canadian television and he spoke freely and can-didly about the origins of *The Prisoner*, what it all meant, what he intended, and if sometimes more is read into a scene or idea than was initially intended. Never seen on American television, this was quite possibly the only lengthy and detailed interview ever done with him on this subject. Whereas he had been questioned about it in previous interviews, he had seemed reluctant to give away the show's "secrets," perhaps because it was much more recent then. At the time of the Canadian interview, nearly ten years had passed since the series aired and even public television stations were airing episodes and afterward pontificating on what it all meant.

The Prisoner has become the most controversial series to appear on television just by the very virtue of the fact that it took advantage of the medium to stretch itself into corners and concepts never before explored on the living room screen. Using the time- honoured literary staples of allusion, symbolism, and allegory, it sought to comment on our structured and ordered society by creating an artificial setting that was even more structured and ordered. When it was first run in the U.S. in the summer of 1968, and then repeated a year later, it was greeted with amazement, and not a little disbelief. Some people honestly couldn't tell if it was fish or fowl. Even a simple comment on the obvious social commentary of the phrase "I am not a number, I am a free man" could be greeted by the opinion that such a view was reading too much into what was really only a television show. Time has shown it to be much more than that. Many myths have been built up around the show, including references to un-produced scripts and a series longer than merely seventeen episodes. But as Patrick McGoohan tells it, quite the opposite was true.

He had made fifty-four episodes of *Secret Agent* (which has also been run under the title *Danger Man*), and was tired of that and looking for some-thing else to go on to. The financial backer of the series, Sir Lew Grade, was unhappy with McGoohan's wish to quit but finally asked him what he wanted to do instead. "I had a whole format prepared," McGoohan explained, "which initially came from one of the places on *Secret Agent*. It was a place called Portmeirion, where a great deal of it was shot, and I thought it was an extraordinary place architec-turally and atmosphere wise. I thought it should be used for something. That was two years before the concept came to me. So I prepared it and I went to see Lew Grade. I had photographs of the village, whatever, and a format, and he said, I don't want to read the format because he doesn't read formats."

"He said he doesn't read apart from accounts. And he sort of said, 'What's it about? Tell me.' So I talked for ten minutes and he stopped me and said, 'I don't understand one word you're talking about, but how much is it going to be?' So I had a budget with me, oddly enough, and I told him how much and he said, 'When can you start?' I said Monday on the script, and he said, 'The money will be in your com-pany's account on Monday morning; and that's how we started.' Initially, McGoohan only wanted to do *The Prisoner* as a miniseries of

seven episodes. "I thought that the concept of the thing would sustain for only seven. But then Lew Grade wanted to make his sale to CBS, I believe, and he said he couldn't make a sale unless he had more, and he wanted twenty-six. I couldn't conceive of twenty-six stories because it would be spreading it very thin, but we did manage, over the weekend with my writers, to cook up ten more outlines. Eventually we did sev-enteen, but it should have been seven."

When McGoohan assembled the writers for the series, they were people who were accustomed to writing for *The Saint* and *Secret Agent*. They found this unusual new series somewhat difficult to adjust to. "We lost a few by the wayside," McGoohan said. "I sat down and I wrote a forty -page sort of history of the village, from the tele-phones they used, what they ate, the sewage systems, the transport, the boundary, the description of the village, every aspect of it. They were all given copies of this and then, naturally, we talked to them about it and sent them away and hoped" they'd come up with an idea that was feasible. He explained to them that the Village was a place that wanted to destroy the individual, to break his spirit so that Number Six would accept his situation and live happily in the Village forever. But Number Six was the one rebel that they couldn't break. Into this was added McGoohan's own impatience with numerology in society, "and the way we're being made into ciphers, so there was something else beside it."

McGoohan revealed that besides the final two episodes that appeared with his name as screen-writer, that he also wrote others, those appearing under pseudonyms, such as "Free for All" by Paddy Fitz. He's gratified by the mystique that has built up around the series because it received a rather mixed reception when it first appeared on the British air-waves. "There were a lot of haters of it. A love/hate relationship, whichever way you looked at it. Already there was a small cult, and now there is a much bigger one over there. In fact, when the last episode came out in England, it had one of the largest viewing audiences because everyone wanted to know who was Number One. When they finally saw it there was a near riot and I was going to be lynched. I had to go into hiding in the mountains for two weeks until things calmed down. It's true. They were angry because they hadn't found out who Number One was.

"It went by quickly and they refused to acknowledge it. That was deliberate. I forget how many frames. I think there were fifty-two frames of the shot when they pulled off the monkey mask and then Number One's a monkey and then Number One's himself. It was deliberate. I mean, I could have held it there for a good two minutes and put a subtitle on. it saying 'It's Him!' but I thought that I wasn't going to pander to a mentality so low that it couldn't perceive what I was trying to say. So you had to be a little quick to pick it up, that's all." Regarding that initial response, McGoohan expressed delight. "I wanted to have controversy, arguments, fights, discussion, and anger; waving of fists in my face saying, 'How dare you! Why don't you do more Secret Agents so we can understand?' I was delighted with that reaction. I think it was a very good one. That was the intention of the exercise."

When questioned about the response from politicians, bureaucrats, and the like, he said, "Not enough. They stood clear, but of course they'd be the very ones who wouldn't understand it." He explained that "Living in Harmony" came about for a surprising reason, especially since it's one of the most interesting episodes. "I wanted to do a Western. I had never done one, and they'd never made a Western in England and they were short a story so we cooked that one up. We wrote it in four days and shot it and it was fun. So whatever concept you put into it, that's the reason for it. Then we sort of stepped the figures up a bit and put some other concepts which have other levels, sociological levels, which you can make what you want out of them."

On the subject of circumstances resulting in the creation of something that later appeared to be deep inspiration, he talked about Rover. "Rover, yes. Now, the reason that happened . . . again, it's like the Western. We had this marvellous piece of machinery built which was going to be Rover, and this thing was like a Hovercraft and it would go underwater, come up onto the beach, climb walls . . . it could do anything. This was our original robot. Unfortunately, the engineers, mechanics, and scientific geniuses hadn't quite completed it to perfection and the first day of shooting Rover was supposed to go down off the keys into the water, do a couple of signals, a couple of wheel spins, and come back up.

"It went down in the water and it stayed down permanently. We had Rover in every scene that day and so we had no Rover and Rover didn't look as though he was going to be resurrected at all so we're standing there . . . My production manager, Bernard Williams, wonderful fellow, standing beside me says, 'What are we going to do?' And he looked up and there was this balloon in the sky and he says, 'What's this?' And I said, 'I don't know, what is it?' He said, 'I think that's a meteorological balloon; and he looked at me and I said, 'How many can you get within two hours?' And he went off and called the meteorological station nearby and I did some other shots to cover while he was away and he came back with a hundred of them.

"He took an ambulance so he could get there and back fast 'cause it was quite a ways to the nearest town and he came back with them and there were these funny balloons all sizes and that's how Rover came to be. Sometimes we filled it with a little water, sometimes with oxygen, sometimes with helium depending on what we wanted him to do. We could make him do anything: lie down, beg, anything. We used about six thousand

of them. They're very, very fragile." He hastens to point out that even though happenstance contributed to some of the memorable elements of the series, that these were just little touches along the way on top of the basic concept which was well worked out in advance, and that such little touches along the way like Rover or the Western episode really came about as a result of the creative people already involved in a creative project.

"I was fortunate to have two or three creative people working with me, like my friend who saw the ecological balloon. Wherever one could find these little touches one put them in. But the design of it, The Prisoner concept, that was all clearly laid out. And the style was clearly laid out, and the designs of the set; those were all clearly laid out from the conception of it. There was no accident in that area. You know, the places, the numbers, all that stuff. And the stupid little bicycles. All that stuff." Regarding the episode "Fall Out," McGoohan was asked if there was conscious religious symbolism in regard to the use of the crucifixion position of the two rebels with their arms drawn apart as well as of the use of the song "Dry Bones."

"No, I never had any religious inspiration for that whatsoever. I was just trying to make it dramatically feasible. Certainly the temptation with the guy putting on the thorns and all that stuff; that's Lucifer time, but I never thought of it at that moment. Maybe somewhere in the back of my mind it was there. The hipbone's connected to the thigh bone thing I just thought of as a very good song for the situation and also, it was applicable for the young man because, as you know, it is easy for us to go astray in youth and he was astray and was trying to get everything together again." Regarding "Once upon a Time," McGoohan related a curious incident that took place. "That was very interesting because earlier you asked which is my favourite episode and that was probably it. That was one which was written in a thirty-six hour period. Leo McKern, who is a good friend of mine and a fine actor, I think only had short notice to do it, and it really was a two-hander, and brainwashing thing. He was trying to brainwash me and in the end Number Six turns the tables, and the dialogue was so peculiar because all it was 'six, six, six,' and five pages of that at one time.

"One lunchtime, Leo went up to his dressing room and I went to see the rushes and I went back to his dressing room to tell him how good I thought he had been and he was curled up in this fetus position on his couch there and he says, 'Go away! Go away! I don't want to see you again.' I said, 'What are you talking about?' He said, 'I've just ordered two doctors and they're coming over to this place,' and he said, 'Go away!' And he had, he'd ordered two doctors and they came over and he didn't work for three days. He was gone. He'd cracked, which was very interesting, but thoroughly depressing, and I had to double back on the shots and eventually he did come back and also was in the final episode." But like Number Two in that episode, Leo McKern had a breakdown. In fact, even McGoohan described it as being "exactly the same."

When questioned about what he would have done with The Prisoner if it had been made in contemporary times, McGoohan stated: "I think progress is the biggest enemy on Earth apart from oneself and that goes with oneself; a two-handed pair. With oneself and progress I think we're going to take good care of this planet shortly. They're making bigger and better bombs, faster planes, and all this stuff one day. I hate to see it. There's never been a weapon created yet on the face of the earth that hasn't been used. And that thing's going to get used. I don't know how we're going to stop it. It's too late, I think."

When asked if he believed there might be a strong popular reaction against this kind of progress he replied, "No. Because we're run by the Pentagon. We're run by Madison Avenue, we're run by television. As long as we accept those things and don't revolt we'll have to go along with the stream, and the eventual avalanche."

On the subject of how responsible we all are for this and where we became involved, McGoohan explained it this way: "Buying their product, to excess. As long as we go out and buy stuff we're at their mercy. We're at the mercy of advertisers. Of course there are certain things that we need, but a lot of the stuff that is bought is not needed." As to whether the Village was meant to symbolize something external or internal, within us, McGoohan explained, "It was meant to be both. The external was the symbol, but it is within us all, I think. The surrealistic aspect of it. We all live in a little Village. Your Village may be different from other people's, but we've all got them."

Regarding who Number One was supposed to represent, it was posed to him that this was intended to be the evil side of man's nature, was it not? "The greatest enemy that we have. Number One was depicted as an evil governing force in this Village. Who is Number One? We just see Number Two. The sidekicks. Now this overriding evil force is at its most powerful within ourselves and we have to constantly fight against it. That is why I made Number One an image of Number Six-as sort of 'Ha!' on our ego."

Surprisingly, McGoohan admitted to not knowing who or what Number One would be when he conceived the series. "It had got very close to the last episode and I hadn't written it yet and I had to sit down this terrible day and write the last episode. I knew that it wasn't going to be something out of James Bond, and in the back of my mind there was some parallel with the character Six and Number One and I didn't really know exactly until I was about a third of the way through the script, the last script." It turned out that even the monkey face that Number Six sees when he first unmasks Number One has a point. "Because we're all supposed to come from these things; it's just the same as progress. But the monkey thing, we're all supposed to, according to the

theories these days, supposed to come from that original ape, so I just used that as a symbol. The bestial thing and then the other bestial thing behind it which was laughing, jeering, and jabbering like a monkey."

Regarding the scene of the grim-faced Number Six driving off in a scene identical with the opening of the series, McGoohan explained that this "free-dom" is what the series is all about. "He hasn't got it," he explained, "which is the whole point. When that door opens on its own and there's no one behind it, exactly the same as all the doors in the Village open, you know that somebody's waiting in there to start it all over again. He's got no freedom. Freedom is a myth. There's my final conclusion to it and I was very fortunate to be able to do something as audacious as that with no final conclusion to it because people do want the words The End put up there. Now the final two words for that should have been the beginning." When asked what sentence or phrase he would like to leave with everyone who watched *The Prisoner*, one thing to carry around with them when it was over, McGoohan said that it would be just three words: "Be seeing you."

A modern movement in the arts -trying to depict the workings of the unconscious mind. -Webster's New World Dictionary of the American Language "What the series is about is creative people for once running the asylum. We were doing what we wanted and showing what the medium was capable of ... showing what a marvelous tool television is for surrealistic expression. Surrealism is always the counterpoint of two totally disparate and surprising images and television is superbly equipped to do this." Speaking is screenwriter Terence Feely, who wrote two of *The Prisoner's* scripts, "The Schizoid Man" and "The Girl Who Was Death."

"That last episode ["Fall Out"] is, I think, one of the best examples of total surrealism. No prisoners taken. "This was a series built to last. It is only just beginning to be properly appreciated, and I wouldn't be surprised if it is still going strong as a cult thing in another 20 years. I can't think of any other series you would put against it, really, and say, 'Well, that's a match for *The Prisoner* in that genre.' I mean, what would you put against *The Prisoner*, with that kind of mesmeric, time warp, out-of-this-world atmosphere, at the same time filled with tension and questions and problems, with a totally contemporary theme of freedom of the personality against control by the State? That's utterly twentieth, twenty-first century theme, and it is going to be even more appropriate after the year 2000 than it is now. You can see the seeds being sown at this moment. It is the seminal series which turns an intelligent and moral problem into pure entertainment, and the fact that it has been such a success does not surprise me."

The Prisoner is like a Rorschach ink blot: It is what the viewer makes of it. *The Prisoner* has been called one of the most enigmatic series ever created. A dramatic, allegorical treatment of how society imprisons its inhabitants. The show was about how one man, forever nameless, resigned from an important intelligence position and was secretly whisked to the mysterious Village. "I will not be pushed, filed, stamped, indexed, briefed, debriefed or numbered! My life is my own! I resigned!" said Number 6.

Patrick McGoohan launched his idea for *The Prisoner* while he was in the heat of his hit TV series *SecretAgent*. (This is the American title of the show, which aired in the U.S. 1965-1966. In England, it was known as *Danger Man* and aired in 1959-1960 and 1964-1966.) McGoohan was restless and showed up one day at the office of Lew Grade, president of the television production company ITC. Under his arms were detailed plans and descriptions of *The Prisoner*. Grade paced through his large, plush office, listening to McGoohan's series pitch. He thought it was such a crazy idea that, "It just might work!" and asked, "How soon can you start?" With a handshake, McGoohan went on his way.

Producer David Tomblin recalls Patrick McGoohan speaking with him just after meeting with Grade and saying, "We've got the money for the series," so I said, "Oh, great! I wasn't sure what he was about, you know so he said, 'Sit down and write the first episode.' So I said, 'I haven't written anything before!' I mean, I had scratched out ideas occasionally. So I locked myself in a room with George Markstein for one month, and we came out with the first episode, which Patrick took and embellished. The style of the series was really his baby. I can't take too much credit for that, because I was used to action-adventure things, which I liked very much, and with his more imaginative ideas, it came into *The Prisoner*. It was a combination of thoughts, really."

Tomblin, after *Prisoner*, went on to *Space: 1999* and *UFO*; much later, he worked for George Lucas on virtually all of his major films. Tomblin says McGoohan "is a very secretive man, in a way, so he would come up with these weird and wonderful ideas and never explain them-so you just had to work them into the context of the stories. "He is a very talented man." recalls Tomblin. "Haven't seen him for some years. ... I think he was a bit disappointed with the reaction to *The Prisoner*, so he went to Geneva, and from there to America. I hoped great things for him then, but he hasn't seemed to have done very much. I don't know why."

"He was an amazing man-he is an amazing man," recalls Peter Howell, who played the Professor in "The General." "I think one of the most interesting things about how the series develops is clearly the personality of Pat McGoohan, because you were interested in knowing, I think, what sort of effect he had on the other actors

and what they felt about him. He was extraordinary to work with. From the moment you went into that makeup room early in the morning for the day's filming, there was something about this man's amazing electricity, this kind of burning dedication, which is pretty unique, I think."

Asked if he felt remote from McGoohan, Howell responds, "Yes, of course you felt remote from him because he had so many things he was involved with. In fact, if ever you could see a man burning himself up, it was Patrick McGoohan, because the speed and the pressure of the work of this series was such that there he was ... he was writing, he was directing, he was acting. He was the star. And it wasn't so much that he was not easy to get to know-there was no time to get to know him. You were astonishingly aware of this immense dedication and precision and energy, and there are few actors who have that. And if I can just expand on that for a moment, one of the reasons for the success of the series, the way it has become a cult, must be to do with the ability and panache and the flair of this extraordinary man."

Camera operator Jack Lowin reinforces Tomblin and Howell's views on Patrick McGoohan, and he says, "Patrick was very heavily involved with everything. It was, in a sense, a oneman band. The idea was Pat's, and only Pat really had this particular concept of the thing. He found it very, very difficult to get everybody else to have the concept. "They started off with directors who had worked on *Danger Man*, but Pat had laid down very strict rules as to what he wanted done, and later on he had even more say in what happened. Later on, to some extent, the directors became simply figureheads and Pat was doing it all himself."

"It was enormous strain to act in a series like that-a show where most of the stuff, after all, includes him-and to direct it, and to be concerned with everything else ... it was an enormous strain." Filmed in the MGM British Studios in Borehamwood, England, *The Prisoner* also took advantage of exteriors at a North Wales resort known as the Hotel Portmeirion, which proved an integral aspect of the show's popularity. It gave a unique, physical location to the Village. The show's filming at Portmeirion was actually kept a secret during the show's production as the producers did not want *Prisoner* fans trampling the grounds and interfering with their production schedules. It was not until the very last episode, "Fall Out," that the main titles revealed the use of the hotel.

The resort first came to the attention of McGoohan while there for an episode of *Danger Man*. "Portmeirion impressed Pat very much", says Jack Lowin, "and I think he was looking for an opportunity to use it for something in the future. It is an unusual place, an outstanding place-not a place you could go to and not comment about. It was a weird and fantastic series of pieces of architecture ... it was ideal because you had little corners which were Italy, corners which were Austria ... you could use it for almost any country in Europe, so it was an ideal location."

Peter Howell concurs, noting that "one of the achievements of the series is the location ... because of the bizarreness of it ... you've got everything there, haven't you? It's slightly strange and other-worldly, and also these great masses of beach you can use. It's a very good idea to use that." Jack Lowin reveals that the genesis of *The Prisoner* came during the last days of *Danger Man*. "Pat got the idea for *The Prisoner* because he read a book published in America. ... It was about what happens to agents when they eventually retired, and it actually proposed the theory that an agent who obviously had a vast amount of information was not a safe person to allow to roam about, because he could be kidnapped by enemy agents to extract the information. It mentioned the idea that somewhere in North America was a 'village' or 'town' or an area where these people were sent for security reasons."

"And I think this impressed Pat very much, and it put the idea in his head as to what would have to happen when agents [like John Drake, his character] in *Danger Man* finally left the service. They would have to be incarcerated for their own protection and to ensure that no sensitive material could ever be extracted from them," says Lowin.

"And that was his original idea-just a pure follow-up to *Danger Man* about the same character and what would happen to him after he left the service. And I think he started writing scripts, or having scripts written, on that basis. Then, the idea obviously evolved. Quite where it changed from being a straightforward piece to this much more way-out, extraordinary thing, I don't know. When we started to do *The Prisoner*, I think it was an enormous surprise to everybody, the way it was being done ... this way-out, weird way of doing it was a complete surprise to everybody."

McGoohan originally intended the show to run for only seven episodes, but the CBS network wanted 26. Grade also asked for more, but McGoohan felt the premise could not sustain such lengths, so they compromised at the 17 episodes produced. "Originally we were going to do quite a few" says Tomblin. "But it came to a point where [episodes] were so complex, and we tried to make them so well-trying to make them like feature films-that the schedule suffered somewhat for various reasons. So the number was eventually 17. "The *Prisoner* was such an involved, complex subject that you couldn't really take the short cuts-you had to see the story through. So that's why there were 17."

Allegedly, in McGoohan's eyes the definitive seven episodes for the show are as follows in the preferred order: "Arrival," "Free for All," "Dance of the Dead," "Checkmate," "The Chimes of Big Ben," "Once Upon a Time" and "Fall Out." "Checkmate" was written by Gerald Kelsey. Having watched the episode again recently after so many years, he says that "it is virtually timeless and has stood up like a surrealist painting. The filmic quality is outstanding. Few watching for the first time would imagine this was now over 20 years old. ... Does 'Checkmate' fit well with the series as a whole? I think it fits very well. ... The chess game with human pieces was an idea that I introduced in my script. It captured the imagination of the aficionados, who seem to regard it as a significant element in the series. I am always questioned about it when viewers talk of the series."

"Number 2" for this episode was actor Peter Wyngarde. His recollection of his time with McGoohan was that "he was a perfectionist and, like all professionals, didn't suffer fools gladly. On the contrary, he behaved impeccably, and I had nothing but admiration for the originality, artistic economy and command of his material. The continuing success of the series is proof of this. Any series succeeds through the personality and ability of the main protagonist, and he brought a style which made it the best series around at the time." Wyngarde confesses that upon arriving on the set, he had no idea what the show was about. "I was excited by its ambiguity," he says. "The standard was comparable to most feature films made at the time, at a quarter of their budgets." Wyngarde is one of two Number 2's who claim that in the show's burgeoning days, a permanent Number 2 was contemplated and he was to fill the role. The other actor making this claim is Derren Nesbitt, who played "New Number 2" in "It's Your Funeral."

Wyngarde says, "Pat particularly wanted me to do it—he asked me himself. He was very hazy about the whole thing in the beginning, but he had considered a permanent Number 2. ... He really didn't know which direction the program was going to go in, but finally decided that a change of Village administration added to the air of mystery." Producer Tomblin confirms such speculations. "Originally, we were going to have one Number 2. I thought it would be a good idea if we had a different one each week—not so that you have a guest appearance of a good actor, but because the idea of the Village would be that you could never form a relationship, you never had security, you could never hatch plots, you can never escape, because you could never trust anybody. So, therefore, if you had a different Number 2 each week, you could keep people apart from each other."

The enigmatic nature of *The Prisoner* comes out when one considers that the tantalizing questions raised by the series have remained unanswered to this day. A catchphrase used on the show was "Questions are a burden to others; answers, a prison for oneself." Why did Number 6 resign from his intelligence post? Was Number 6 supposed to be Danger Man's John Drake? Who runs the Village? Where is the Village? And just who is Number 1? Did Number 6 truly escape in the final episode?

The first question has never been adequately answered, although there has been a suggestion that "vacation" was on Number 6's mind (revealed in "A, B, and C"). Story editor George Markstein states emphatically that Number 6 is John Drake from *Danger Man*, but McGoohan says he is not. Perhaps one reason McGoohan cannot acknowledge Number 6's true identity is that *Danger Man* is owned by a man named Ralph Smart and McGoohan does not own rights to the character. The Village is allegedly run by "both sides" of the world's intelligence corps, but no one really knows who is in charge. The Village's location is mentioned two times during the series, but each time the purported location is different. Finally, in "Fall Out," it's established that the Village is within driving distance of London via a tunnel that leads to the A20 highway (or "motorway", the English term) in Kent.

Number 1, some viewers joked, was probably the mute butler (played by Angelo Muscat) who appeared in every episode but three. But it is revealed in "FaJI Out" that Number 1 was Number 6. In the opening titles, when Number 6 asks, "Who is Number 1?" the reply is, "You are Number 6." But if a comma is added, the reply changes meaning. That is, "You are, Number 6." And finally, did the Prisoner ever escape? As McGoohan has stated for the record: "No! That was the point of the whole thing. We are all prisoners of something." The cycle repeated itself, and Number 6 never truly escaped the Villagers.

Adding to the surrealism was Rover, a white, bouncing balloon ball that guarded against escape attempts. It was never explained just what Rover was. Many viewers over the years wondered if Rover was a sentient being, but certainly he was not a mechanical construction. Rover was always nameless except for a reference in "The Schizoid Man." Originally a mechanical contraption was created to be Rover in "Arrival." However, the contraption failed miserably. The story goes that a gigantic weather balloon had passed by the beach set, and McGoohan—his passion for surreal images surfacing once again—wondered, "Can we get one of those?"

The final two episodes are unusual entries into the show. "Once Upon a Time" was a tour de force in which Patrick McGoohan and Leo McKern (appearing for the second time as Number 2) lock themselves in a simple black set for a battle of wits in the procedure called Degree Absolute. Number 2 psychologically pummels Number 6 for the information he wants. To survive, Number 6 must win. The filming was an intense time between McGoohan and McKern, so much that McKern experienced a nervous breakdown. Propsman Mickey

O'Toole confirms McKern disappeared from the set at one point and needed three weeks' rest on completing his work.

David Tomblin remembers filming "Once Upon a Time" as "very tough. But Leo was a professional actor, and ... a tough old guy, and he does what he thinks is good. He is a wonderful man. ... He's not a commercial actor, he doesn't do it for the money, he does it for the things that he thinks are interesting."

Jack Lowin also remembers the shoot. "The scripts would appear minute by minute, almost," he says. "Fresh pages would appear during the day, and that was very traumatic because it was a terrific interplay of dialogue between the two of them and it created a tense atmosphere. The whole thing was a weird ... sort of thing-and this actually got through to Leo McKern.

He practically had a nervous breakdown over it. The taut repartee was really very wearing, particularly on Pat and Leo but also on the whole crew, really. It was like watching a private argument, in a sense. That was one of the most difficult episodes to work on." "Once Upon a Time" is inextricably linked with the subsequent episode, "Fall Out," yet the two episodes were filmed almost a year apart. Part of the original 13 episodes, "Once Upon a Time" was not initially intended as the first of a two-parter that would conclude the show. However, when the time came to film four more segments ("Do Not Forsake Me Oh My Darling," "Living in Harmony," "The Girl Who Was Death," and "Fall Out") McGoohan increased the episode's importance by moving its air date and adding a new ending. Presumably, that ending is when the Supervisor walks in and asks, "What do you desire?" and Number 6, in disgust with the proceedings, throws down the glass of wine and mutters, "Number 1!"

It is interesting to note that although the four episodes just named were created principally to complete a package for CBS, the network declined to air one of the four, "Living in Harmony." In this episode, Number 6 turned down the job of Sheriff and refused to carry a gun. Vietnam was raging at the time, so Number 6's refusal to take up a gun was seen as sympathetic to those who were protesting the war. Between the filming of "Once Upon a Time" and "Fall Out," so much time had passed that when McKern was invited back, he refused to regrow his beard and his hair to match his appearance in "Once Upon a Time." McGoohan had to devise a solution in the script so McKern could appear again, but look different.

McGoohan wrote "Fall Out" over a weekend by locking himself into a room until he was finished. It was the script everyone was waiting for, and no one, not even David Tomblin, knew what McGoohan had in mind to resolve the story. "It was sort of a fragmented idea-things that we had discussed over a long period of time that obviously stuck in Pat's head," says Tomblin. "And there was a lot of sense in it-there was a reason, there was a theme, in his own sort of thinking. It may have escaped some people. I understood it. It was completely his episode, but I understood it better than most because I knew Patrick and the way he thinks. But I'm not surprised that other people found it oblique."

Might McGoohan have had the entire adventure plotted out from the beginning? Tomblin responds, "For my part, I never get into an adventure unless I have plotted it out in my mind. I know the beginning, the middle and the end. And I used to discuss with Patrick possible endings as to how we would finish it. But we never sat down and had a detailed conversation, so we never agreed or resolved things at that stage. And so ... we just had to have faith that when we got to the end, the ideas that we had talked about to conclude it, plus the experience that we had in making it, would become an ending. But, as I say, this was Patrick's own thing at the end. Normally, I suppose, you would sit down and discuss it-plot it and polish it and round it and change it. And eventually, the final episode may have been-would have been-very different, and it may have made more obvious sense at the end. But it was oblique, because Patrick is an oblique person. But I thought it was extremely interesting."

Kenneth Griffith, who played the President in "Fall Out," remembers the part fondly and says that "all serious artists are very particular that everyone gives his utmost. If Patrick trusted anyone's ability, he would freely delegate. He was monstrously overworked. Patrick strives for perfection." On the final script, which would give him the opportunity to write a major speech because McGoohan was pressed for time during shooting, Griffith says, "I understood Patrick's mind. The meaning of life and death is essentially-for us humans-ambiguous. No, I wouldn't have ended it differently; it was Patrick's mind."

Reaction to "Fall Out" from the British television audience was fierce, to say the least. Angry viewers tied up the broadcaster's ATV switchboard because the episode did not resolve all the questions that were posed throughout the series, particularly Number 1's identity. Legend has it that McGoohan had to leave town until emotions got cooler. Not many television series have "lost scripts" but *The Prisoner* is an exception. Writer Moris Farhi claims he wrote a script titled "The Outsider." The plot featured a plane crash-landing near the Village and Number 6's efforts to repair it and fly to freedom. The script would also have Number 6 studying the migration of birds to determine the location of the Village. But McGoohan stepped in and quashed the idea by saying, "Heroes don't birdwatch!"

Since the show went off the air in the late 1960s, fans have raised it to cult status. They are in awe of McGooohan's use of surrealism, social commentary and symbols in an unexpected juxtaposition. These symbols, although often baffling to the casual viewer, are nevertheless heavily laden with meaning to the artist himself, and can become clearer as one gets to know more about the mind of its creator, Patrick McGooohan. This show is one of the few completely available on home video and aired occasionally on PBS stations uncut.

The Prisoner has an appreciation society of fans, The Six of One Club, based in England with several thousand members worldwide. Warner Books has published *The Official Prisoner Companion*. Looking closer, we can see a number of elements predicted in the late 1960s that have already come to pass. Today, any time we go to the bank or a department store, we are under silent surveillance by remote cameras "for our safety." When we make a commercial transaction, we tender a plastic card whose unique string of numbers personally identifies us. Our drivers' licenses and our vehicles likewise have letters and numbers on them. The age of cordless telephones has also come upon us.

The Prisoner also spawned a four-part "graphic novel" in 1988 by D.C. Comics. The story takes place 20 years after the events of "Fall Out" and concerns a female agent winding up in the destroyed and barren Village that has only one inhabitant: Number 6. So rabid was the cult factor that in 1986 media columnists from the Chicago Sun-Times to *Electronic Media* magazine announced CBS and ITC were working together to bring back the show in some form. Of course, it never happened, but there was an attempt to "pick up the show where it left off" as a continuation or a remake.

There was even a report of an Americanized rendition of the show. From other quarters, the new series would be about Number 6's son. Writing in *Electronic Media*, Carl H. Weiner of New York said, "The Prisoner was a literate, complex, multifaceted series which appealed to viewers on different levels. There had never been a series like it. ... The Prisoner was the quirkiest series to hit the airwaves. Had not Michael Dann (then vice-president of programming at CBS) been able to purchase it at a bargain-basement price, it might never have been seen by American viewers." Patrick McGooohan had no involvement in any of these revival attempts. Whether a new incarnation of *The Prisoner* will ever ride the airwaves depends solely on McGooohan.

CAST NOTES

Patrick McGooohan (Number 6): Born 1928 in New York. Raised in England, McGooohan first made his mark as John Drake in *Secret Agent* in the 1960s and acted in feature films, including *Ice Station Zebra*, *Kings and Desperate Men*, and *Baby*. He's also received two Emmys for his work acting and directing on *Columbo*.

WR. George Markstein, David Tomblin, Vincent Tisley, Anthony Skene, Patrick McGooohan (using the alias Paddy Fitz), Terence Feely, Michael Cramoy.

DIR. Patrick McGooohan, David Tomblin, Pat Jackson, Robert Asher, Don Chaffey and Peter Graham Scott.

EPISODES: 17 **YEAR MADE:** 1967 **COUNTRY:** GB **SEASONS:** 1

AN EVERYMAN FILMS PRODUCTION FOR ATV

CREATOR: PATRICK MCGOOHAN

TYPE OF SHOW: WEIRD **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 17

DATE OF PREMIER: 29/09/1967 **AIR DATE OF LAST EPISODE** 02/02/1968

SEASON DATE BREAKDOWN:

FILMS:

The Prisoner/Number 6 PATRICK MCGOOHAN, The Butler ANGELO MUSCAT, The Supervisor (8 out of 17 episodes) PETER SWANWICK, Voice of village announcer FENELLA FIELDING, Number 2 LEO MCKERN.

Books Based on this series.

The Official Prisoner Companion	Matthew White and Jaffer Ali	1988
The Prisoner	Thomas M. Disch	1969
The Prisoner (translation of french book)		1991
The Prisoner 1 - I Am Not a Number		
The Prisoner 2 - Who is Number 2?	David McDaniel	1969
The Prisoner 3 - A Day In The Life	Hank Stine	1970
The Prisoner And Danger Man	Dave Rogers	1989

The Prisoner Book

Alain Carraze & Helen
Oswald

The Prisoner in Portmeirion

Roger Langley

1999

RELATED SHOWS:*NOWHERE MAN*1 - 1 *ARRIVAL*

After handing in his resignation, the Prisoner heads off to his London home to pack for a holiday. He begins to feel faint and ends up unconscious. He awakens not in his house but in a strange village. He starts to explore but soon realises that in "The Village" all things such as phone calls, maps and taxis are "only local". He is shown around the Village by Number Two, who explains that the information in his head is priceless, and that he wants to know why he resigned. Welcome to your new home, Number Six.

Wr George Markstein, David Tomblin**Dir** Don Chaffey1 - 2 *THE CHIMES OF BIG BEN*

Number Six has a new next-door neighbour, Nadia. She befriends Number Six, and tells him that the Village is situated on the Baltic. They decide to escape from the Village. To cover their plans of escape Number Six enters the Village arts and crafts exhibition competition. His entry entitled "Escape" is the inspiration for their plan to get back to London.

Wr Vincent Tilsley**Dir** Don Chaffey1 - 3 *A, B AND C*

The new Number Two uses a new wonder drug to tap into Number Six's subconscious to try to discover why he resigned from the Service. Over a period of three nights he encounters A, B and C in separate circumstances, at Madame Engadine's party. Unknown to Number Two, Number Six has realised what has happened, and uses his dreams to prove that he was not selling out.

Wr Anthony Skene**Dir** Pat Jackson1 - 4 *FREE FOR ALL*

It's election time in the Village and a new Number Two needs to be elected. Number Six is persuaded to stand. While attending a meeting of the outgoing council meeting, Number Six angers Number Two who decides that Number Six must undergo "The Test". Number Six sets out on his election campaign with many promises to his voters, but his aim is to discover who Number One is.

Wr Patrick McGoohan**Dir** Patrick McGoohan1 - 5 *THE SCHIZOID MAN*

Number Six awakes one morning in a different Village apartment and discovers that things have changed. He has a new appearance, has become left-handed, and has a different taste in foods. He is no longer Number Six but is now Number Twelve. A double of Number Six has been brought to the Village in an attempt to crack him. A bruised fingernail is the only clue that can help the real Number Six.

Wr Terence Feely**Dir** Pat Jackson1 - 6 *THE GENERAL*

'Speedlearn' is a subliminal process for educating the population of the Village, developed by a Professor with the aid of an unseen 'General'. In due course, the Professor realises that his creation has the ability to be abused by Number Two, and with the help of Number Six intends to destroy the 'General'. After their attempt fails Number Two takes Number Six to meet the 'General'.

Wr Joshua Adam**Dir** Peter Graham Scott1 - 7 *MANY HAPPY RETURNS*

Number Six awakens to a deserted Village. He realises that now is the perfect opportunity to escape his captors. He builds a raft and sets sail away from the Village. During his voyage he comes across some gunrunners who steal his remaining supplies and leave him to drown. He is eventually washed up on the south coast of England. He manages to get back to London only to find a 'Mrs Butterworth' living in his house. The next day is Number Six's birthday, and Mrs Butterworth has a surprise planned for him.

Wr Anthony Skene**Dir** Patrick McGoohan

1 - 8 *DANCE OF THE DEAD*

Number Six discovers a dead man washed up on the Village beach. He finds a wallet and a radio set in the dead man's jacket. He hides the body in a cave and later tries the radio. Number Six later returns to the body with a life-belt, and sets it afloat with a rescue note, although he is watched by a former colleague, Dutton. Number Two has been using Dutton to obtain information about Number Six but soon thinks Dutton is expendable. Number Six receives an invitation to the Village carnival where he meets Peter Pan and Little Bo-Peep.

Wr Anthony Skene

Dir Don Chaffey

1 - 9 *CHECKMATE*

Number Six takes the position of Queen's Pawn in a human game of chess. An illegal move by the Rook leads to his withdrawal, and he is taken to the Village hospital. Number Two brainwashes the Queen to fall in love with Number Six who discovers the locket the Queen wears around her neck is in fact a radio transmitter which is being used to track him. The transmitter is useful to Number Six, and he manages to borrow the locket which he intends to use with the Rook in his latest escape bid.

Wr Gerald Kelsey

Dir Don Chaffey

1 - 10 *HAMMER INTO ANVIL*

When a young woman is driven to her death by Number Two, Number Six swears his revenge. Number Two tells Number Six that he is going to hammer him, (using a quote from Goethe about hammers and anvils) so Number Six decides to turn the tables on him. He plans to make Number Two think that he is an agent called D6 and that he reports to a superior X.O.4. Number Six sets out on a campaign to break Number Two.

Wr Roger Woddis

Dir Pat Jackson

1 - 11 *IT'S YOUR FUNERAL*

The Prisoner is tricked into discovering an assassination plot - but who is going to be killed? Number Two knows that Number Six is the only man in the Village capable of stopping a murder so he decides to discredit him. After Number Six finds out about the plot, he goes to warn Number Two who records the warning and doctors the tape. When a new Number Two arrives in the Village, Number Six realises that the intended target is not who he first thought.

Wr Michael Cramoy

Dir Robert Asher

1 - 12 *A CHANGE OF MIND*

After becoming involved in a fight with two thugs, Number Six is declared 'unmutual' by the Village committee who recommend that he undergo 'instant social treatment'. However, due to Number Six's importance he is not actually administered the treatment, but is only tricked into thinking he has had it. Number Six later realises this, and manages to get the Village doctor on his side. With her help he has plans for Number Two.

Wr Roger Parkes

Dir Patrick McGoohan

1 - 13 *DO NOT FORSAKE ME OH MY DARLING*

Number Six is not himself. The Prisoner's mind is transformed into another man's body by the Village authorities in an attempt to track down a scientist, Professor Seltzman. When he awakens in his London home, he has a tough task convincing people of his true identity, so he sets off for Austria to find Professor Seltzman - the only man who can help him.

Wr Vincent Tilsley

Dir Pat Jackson

1 - 14 *LIVING IN HARMONY*

Number Six finds himself a stranger in a Western town called 'Harmony'. He reluctantly takes on the job of the Sheriff in order to release a young saloon woman. As the Sheriff, he refuses to carry a gun until a killing spree forces him to take one up. After a gun fight with the Kid, Number Six wants to resign from his post but the Judge refuses to let him.

Wr David Tomblin

Dir David Tomblin

1 - 15 *THE GIRL WHO WAS DEAF*

Number Six is back in his old job as an agent as he tries to track down the murderer of Colonel Hawke-Englishe, who was looking for a crazy scientist called Schnipps. The scientist's daughter Sonia, who calls herself Death, protects her father and sets many deadly traps for Number Six. Sonia eventually leads him to her father who has plans to destroy London with his super-rocket.

Wr Terence Feely

Dir David Tomblin

1 - 16 *ONCE UPON A TIME*

After all previous attempts to break Number Six have failed, Number Two decides the only way to obtain the information wanted is by using a system known as 'Degree Absolute', which is a battle that will leave one of them dead. If Number Six wins, he will have survived the ultimate test and finally meet Number One.

Wr Patrick McGoohan

Dir Patrick McGoohan

1 - 17 *FALL OUT*

Number Six is presented to the President of the Assembly. He watches the trials of Number Forty Eight and the resuscitated Number Two. Finally his chance has arrived to meet Number One. As chaos breaks out, Number Six leaves the Village and heads for London.

Wr Patrick McGoohan

Dir Patrick McGoohan

PRISONERS OF GRAVITY



This is a talk show which has numerous guests from the world of science fiction.

Prisoners Of Gravity is a highly acclaimed Canadian TV show created by Mark Askwith, Daniel Richler, and Rick Green that ran on TV Ontario from 1989 to 1994. It was hosted by actor Rick Green and featured discussions on science fiction, fantasy, horror, and comics. In its 139 episode run, Rick interviewed over 600 authors, filmmakers, animators, comic book legends, and futurists. Many of these interviews ended up in John Clute and Peter Nicholls's CD-Rom version of the The Encyclopedia of Science Fiction.

Prisoners of Gravity was the most thoughtful and creative television program ever produced anywhere in the world about the literature of science fiction, and it was a substantial Canadian success story. In first-run, it was one of the most popular series on its originating network, TVOntario, lasting for five seasons and 139 installments; it also ran on several PBS stations.

Among the program's many honors were: the Broadcast Media Award from the International Reading Association (for the Ray Bradbury installment, which featured Robert J. Sawyer); a Silver Medal from the New York Festivals of Television (for the installment on Zero Population Growth); an Honorable Mention from the Columbus International Film and Video Festival (for the installment on Sexism and Feminism); two Canadian Science Fiction and Fantasy Awards ("Auroras") (with Robert J. Sawyer accepting on PoG's behalf during the ceremony at the 1994 World Science Fiction Convention); and two nominations for the Gemini Award (the Canadian counterpart of the Emmy) in the Best Lifestyle-Information Series Category (for the program's third and fourth seasons). All of the author videos included on Grolier's CD-ROM version of John Clute and Peter Nicholls's Encyclopedia of Science Fiction are actually clips from Prisoners of Gravity.

"In 139 episodes of Prisoners of Gravity, the one guest we would tape for 30 minutes and have all 30 minutes end up on the air was Rob Sawyer. When we needed a quote on a subject, we'd phone him up, he'd come boogying down to our studio, give us twelve pithy quotes, and go home again."

Robert J. Sawyer was the most frequent guest on Prisoners of Gravity, making a total of sixteen appearances more than anyone else in the program's history (and, indeed, he was the final guest interviewed on the final installment of the series, an episode on "Evolution"). Rob was the only interview subject to be invited to the series' wrap party at TVOntario. He appeared on the following installments:

WR.

DIR.

EPISODES: 139 **YEAR MADE:** 1990 **COUNTRY:** CAN **SEASONS:** 5

TV ONTRAI O

CREATOR: MARK ASKWITH, DANIEL RICHLER, RICK GREEN

TYPE OF SHOW: TALK SHOW **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 25, (2) 29, (3) 30, (4) 27, (5) 25

DATE OF PREMIER: 11/12/1989 **AIR DATE OF LAST EPISODE** 27/04/1994

SEASON DATE BREAKDOWN:

FILMS:

Host RICK GREEN.

PROBE



Austin James was a brilliant young scientist who was somewhat lacking in social skills. He operated out of a warehouse known as the batcave and refused to kill any of the animal life that shared his space. Mickey was assigned to him by his company, Serendip. He tried to fire her the first time she reported to him, but by the end of the pilot episode he had decided to keep her around. Whenever she got angry, she was able to help him solve the seemingly unsolvable cases he worked on for the police.

A series too literate for television, thanks to co-creator Isaac Asimov (who was active in both Science Fiction Writers of America, Mystery Writers of America, and Mensa). Austin James, from a base of operations called "the batcave", was a scientific genius -- a cross between Isaac Asimov himself, Science Officer Spock, and Sherlock Holmes. Each episode's plot was based on an actual scientific fact or theory. Austin and secretary/sidekick Mickey (the Dr. Watson to Austin's Sherlock Holmes) would solve each crime by analysis of clues in the laboratory part of the warehouse/batcave.

Police arrested the perpetrator every time, invariably surprising the criminal who thought that he was too clever for the cops to nab. If you enjoyed this show, I strongly recommend that you buy any of the mystery novels of Isaac Asimov. He told me, in the blueroom at NBC before we did the NBC-TV Today Show together, that "Murder at the A.B.A." was his personal favourite -- it deals with a murder at a convention, and has wicked insights into science fiction fandom, literary agents, book deals, and the like. The series was first shown on ABC in the US and has been seen in the UK of The Sci-Fi channel.

"Austin James was not the kind of character that you saw very often on television," says actor Parker Stevenson. "He was intelligent but eccentric. He was much more comfortable being alone in his warehouse, creating and thinking. I saw him as kind of a Howard Hughes recluse." Only real-life mysteries could lure Austin away from his warehouse: Why did a TV host die after a supposed witch put a curse on him? Did an orangutan really commit murder? Did an antismoking cure turn everyone in a neighborhood block into zombies?

While Austin James was not intended to be Tom Swift, the teenage inventor created in a book series by Edward Stratemeyer, the resemblance is close enough to say that Tom Swift is James's literary ancestor. Both create inventions, solve mysteries and embark on fantastic adventures-and both have a corporation working for them.

Probe's respect for science was no surprise to those familiar with the writings of science writer Isaac Asimov. The late novelist created Probe's basic concept. His original treatment was for a series to be called Isaac Asimov's Probe. As it The pilot of Probe was filmed in South Carolina to take advantage of a facility needed for a set backdrop. The subsequent series was filmed in Phoenix, Arizona. "When we shot in South Carolina, we shot at an abandoned nuclear power plant. It made me think twice about whether or not I'd go home glowing. A series like Probe puts you in those kinds of situations."

Stevenson was impressed by the myriad of hardware that filled Austin's warehouse. "We had some incredible props. We even had an airplane hanging from the roof, a big yellow crop duster. We also had generators, electron microscopes, everything. The set was brilliant, and just being there was an adventure!" The series gave Stevenson the opportunity to act with an unusual guest star: a female orangutan. "Rob Bowman was the director of a show called 'Metamorphic, Anthropoidic, Prototype Over You.' I don't know what that means. We just called it the MAPE show. The story was about interspecies intelligence and communications. Rob had a show that was, logistically, impossible to shoot. He also had to work with the orangutan. Her name was Sunshine, and her trainer had taught her to do several things in sequence. In one scene, she was in a big cage where she was supposed to go under a couch, retrieve a wallet, pull out a credit card, go to the cage door, jimmy the lock open with the card, put the card back in the wallet, put the wallet away and leave the cage. This was done without giving her independent cues. But from a filming perspective, it was a very complicated shot.

Wr Lee Sheldon

Dir Kevin Hooks

1 - 3 *BLACK CATS DON'T WALK UNDER LADDERS*

By appealing to his scientific vanity, Micky manages to lure Austin to a talk show/expose to act as a scientific consultant as host Marty Corrigan tries to discredit a self-proclaimed witch, Sabrina. However, the witch's curse apparently comes true after Marty drinks one of her "potions". Analysis of the potion reveals nothing, and it has no effect on anyone else. Corrigan appears to have died of an intense case of influenza. Then the witch turns up dead. Austin's investigation eventually turns up that an old colleague, Dr. Drakovich, killed Corrigan using the witch's potion as a ruse to deliver a genetically tailored "designer virus," to protect his son from exposure.

Wr Lee Sheldon

Dir Alan J. Levi

1 - 4 *METAMORPHIC ANTROPOIDIC PROTOTYPE OVER YOU*

Austin is called in to help with investigating a claim that a "mape" (a Metamorphic Anthropoidic Prototype - i.e., an intelligent monkey) is as intelligent as its sponsor, Dr. Hardwork, claims. Josephine, the mape, is indeed incredibly smart, at nearly human levels. However, an animal activist breaks into Austin's warehouse where Josephine is being kept, and is found dead, shot to death. There seem no obvious culprits, and Austin discovers that Josephine was enhanced through illegal brain surgery. However, he also deduces that Josephine herself is the murderer: having learned such behavior from watching television shows. Austin manages to rescue Micky just before a jealous Josephine can kill her too, and regretfully, the mape is put to sleep.

Wr Tim Burns

Dir Rob Bowman

1 - 5 *NOW YOU SEE IT...*

Two businessmen die in elevators created by Serendip, putting Austin's future with the company in danger.

Wr James Novack

Dir Robert Iscove

1 - 6 *PLAN 10 FROM OUTER SPACE*

Micky manages to lure Austin into visiting the desert home of science fiction author Truman Smith the Third. He is being plagued with strange electrical apparitions. He claims that the electrical creature is an alien being whose life Truman has been using as the basis for his "fiction", and now the alien wants a share. Smith is killed by a huge electrical discharge, but Austin determines that the phenomena is ball lightning caused by the house's location atop a lodestone. As for Smith's murder, Austin uses a ploy to reveal that Smith's wife killed him using electrical cables.

Wr Michael Wagner

Dir Virgil Vogel

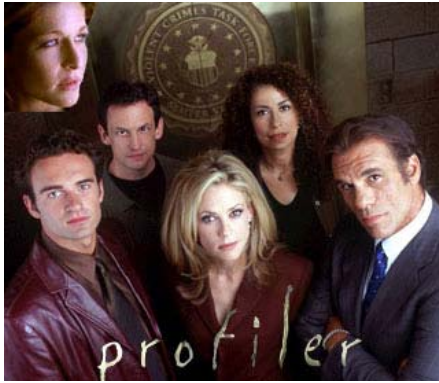
1 - 7 *SPARE THE ROD (AKA QUIT-IT)*

Austin and Micki come to the aid of a young girl who claims everyone in her neighborhood has been replaced by imposters.

Wr Philip Reed

Dir Vincent McEveety

PROFILER



A team of Atlanta police officers led by detective John Grant, puzzled by the murders of six wealthy woman, all of which were committed on consecutive Saturdays, frustrated with his lack of progress in the investigation he seeks the help of FBI agent Bailey Malone who, in turn, coaxes his old friend and former student Doctor Sam Waters out of retirement. Grant is understandably wary of this mysterious woman and her seemingly wild claims of being able to "see things in her mind".

However, as he is no closer to solving the case, Grant reluctantly Malone's proposal. Waters agrees to help Malone and welcomes his offer to be her protective liaison. Together with Grant they create the Violent Criminals Task Force, an elite team of talented professionals who investigate high profile crimes throughout the country.

A dark, moody program, part of NBC's Saturday Thrilllogy lineup, Profiler had garnered a cult following and went well into its second season. The Thrilllogy consisted of Profiler as well as a less successful SF show called SLEEPWALKERS.

In the NBC Series Profiler, forensic psychologist Doctor Samantha Waters has the ability to 'picture' crimes through the eyes of both victim and killer. She uses these talents to help Bailey Malone and the members of the Violent Crimes Task Force (VCTF) apprehend the cleverest of opponents. The one person who eluded her for some time was Jack-of-All-Trades, a serial killer who began stalking Samantha and slaying those close to her after he murdered her husband.

Co-executive producers Kim Moses and Ian Sander were with Profiler since it began production in 1996. "My husband Ian Sander and I, we're both producers and writers and he's also a director, were working on a made-for-television movie in Atlanta, Georgia, called Chasing the Dragon," recalls Moses. "We got a call from NBC Studios saying that they had a pilot that they wanted to have produced in Atlanta and wanted to know if we would do it. "Ian and I had worked on a number of television programmes and several television movies, so they flew down and met with us. We read the script and liked it very much. The studio was very supportive and we were fortunate to be able to get new directors to pick up working on Chasing the Dragon. Ian continued with them on that and that left me free to get things rolling on Profiler."

In the show's pilot, FBI agent Bailey Malone (Robert Davi) is called in by the Atlanta Police to help solve the murders of six wealthy women. Bailey manages to coax his old friend and former student Sam Waters (Ally Walker) out of hiding to assist in the investigation and together they form the VCTF. With the characters of Waters, Malone, Sam's daughter Chloe and close friend Angel Brown already written into the story, the rest of the VCTF team had to be developed.

"Sam and Bailey originally worked for the FBI and that was established in the pilot," explains Moses. "They were the ones responsible for hand-picking the specialists who would make up the VCTF ' and that's where we stepped in to create the rest of the main characters. Detective John Grant (Julian McMahon) was working for the Atlanta Police Department in the first story, as was forensic specialist Grace Alvarez [Roma Maffia]. As for actor Peter Frechette, who plays computer hacker George Fraley, he originally only had a small part in the pilot. We knew, however, that in this day and age we'd need a computer whiz to help us solve our mysteries, so we made him a regular. Jack-of-All-Trades isn't even in the pilot; all you see are his hands. There wasn't anything like him on television and so we decided to showcase him in all the episodes. Ian and I worked with the show's writers to develop these characters and their distinctive personalities."

Once the characters had been established, Moses and Sander cast the roles. "Usually the star is very difficult to cast, but as soon as we met Ally Walker we knew we had found Doctor Sam Waters," she continues. "That was a given and the network totally supported that and we were thrilled. Casting Bailey Malone was a little bit harder because Robert Davi does feature films, so nobody ever thought of him as being a television leading man. His name was finally brought up by the casting directors and we took him into the network to read.

"Robert tends to be cast as the bad guy and after he auditioned, Warren Littlefield, the president of NBC, said, 'OK, now we have our villain. Who are we going to get to play Bailey Malone?' Ian went out of the room and, putting on his director's hat, worked with Robert. They came back in and when Robert read the second time Warren turned to every-one in the room and said, 'We've got our Bailey Malone'.

"We were pleased to get Roma Maffia, who had worked on Chicago Hope. Peter Frechette was in Chasing the Dragon so we already had decided to cast him as George. As for John Grant, it's very difficult to find a leading man who's fresh. Julian McMahon is Australian and so hadn't been seen in too many things here in the United States. We searched long and hard for some-one to play John Grant and we were extremely fortunate to find Julian." Profiler opened to mixed reviews. It was compared with Millennium, which debuted around the same time and also featured an ex-FBI agent with unusual crime-solving abilities. Moses and Sander worked hard to make Profiler that little bit different. "The odds are always against you when you launch a new series," explains Moses. "There are so many pilots produced, but the network only has a limited number of slots to fill. You face the additional challenge of trying to make your pilot stand out.

"When we got the pilot script for Profiler it was much more of a cop show. It took place in the Atlanta Police Department as opposed to the high-tech VCTF centre. When Ian and I finished filming the pilot we realised that it was basically another police drama. There was already Law & Order and other similar shows on the air so the network really didn't have a need for more of this kind of programming. We decided to shift the direction of the show and make it more of a trip through Doctor Sam Waters' head. This allowed her to profile the killer through her mind's eye as opposed to just solving the mystery. It seemed to go over well with test audiences and that distinction helped to get us noticed." At the start of Profiler's second season Sheik Mahmud-Bey was hired to play Marcus Payton, a street-savvy VCTF opera-live whose conventional work ethic some-times puts him at odds with John Grant. Another new addition to the line-up was Traci Lords, cast as Sharon Leshner, a parolee who falls under Jack's influence and be-comes his protege.

"Traci's a wonderful actress," enthuses Moses, "We had a meeting with Warren Littlefield towards the end of the first sea-son and discussed giving Jack an accomplice. We had in mind someone who had committed serious crimes but had never gone so far as to kill anyone. Jack finds her when she is released from prison. It's almost like Alice in Wonderland but she gets pulled into something far deadlier than a rabbit hole. Jack wants to make her into his Sam but he soon realises that nobody can be Sam, so she ends up helping him." Does Moses have any particular favourite episodes? "One episode which I thought was very well done is Second Best, in which Sam's boyfriend Nick ["Coop"] Cooper is killed by this crazed bomber. I think it is a very important show as far as his relation-ship with Sam.

We got a lot of phone calls and letters from people saying that they were really moved emotionally by it. With a series like Profiler it's not only important that your audience is scared but that you write in things that also show some heart. "I really like Primal Scream, the first episode we made for the second season. It's very spooky. Another episode I enjoyed was Ties That Bind. It's about cults but it also reverberates back to Bailey's strained relationship with his daughter Frances [Heather McComb] and Sam's relationship with her little girl. The show really focuses on family and its importance.

"My favourite shows are the ones that have themes," notes Moses. "For instance, in the first year we did a show called Learning from the Masters, which is about a man who kills people and then poses them as pieces of famous art. It was a very provocative episode and one that raised several Questions including is life more important than art? If we get our viewers to think about what they're watching then we've really done things right."

Born and raised in the coal-mining community of Denora, Pennsylvania, Moses entered the working world as part of the sports information department at the University of Notre Dame in Indiana. In Washington she served in the House of Representatives for the Committee on Science and Technology, and earned a paralegal diploma as well as her Bachelor of Arts in Liberal Arts. "It was very exciting working on projects for the Space programme as well as on various environmental issues but in the back of my mind I still missed the action of live sports," she muses.

During Congressional recesses Moses spent her time working in production on six Super Bowls and was eventually given an assignment on the news desk at ABC Sports during the 1984 Summer and Winter Olympics. After seven years in Washington, Mosses went on to join Ohlmeyer Productions, in New York City and later in Los Angeles. She spent six years developing and producing several projects and later she became an independent producer. Her producing credits include How'd They Do That?, Power Boat Racing with Don Johnson, Comic Strip Live and My World on Video. On television, Moses and husband Ian Sander developed and executive produced the Emmy Award-winning tv movie Stolen Babies. In 1996 they served in the same capacity on the short-lived New York News. "That was a big disappointment," recalls the producer. "CBS was very good and extremely supportive but it just so happened that the only timeslot they had available was opposite Seinfeld. We knew that was going to be a no-win situation but we went on air

anyway. We had a great cast and it was very difficult emotionally for them as well as us when our timeslot killed our chances."

Prior to the start of filming on Profiler's third season Moses and her husband stepped down as the show's executive producers to devote more time to developing several of their own projects. Moses is proud of what she, Sander and the rest of the Profiler cast and crew achieved. "I think we've created a series that's not only entertaining but one that has a lot of style, which Ian and I are very pleased about having developed. We've also given the show some heart and that's really important to us as well. There are programmes out there that are very edgy but they lack that human element and I think this is what made our viewers come back every week," she says with confidence.

Season Four: Ally Walker's Samantha Waters departed after the first two episodes in a storyline involving her long-time stalker Jack (Dennis Christopher), introduced in this story is new lead Rachel Burke (Jamie Luner), who, according to executive producer Steven Kronish, is "Not burdened by tragedy they way Samantha was, so we can have some fun with her." Luner is also a very sexy on screen presence so expect the whole tone of the piece to change. It is worth noting that when this show kicked off, at the same time as MILLENNIUM, it was the latter which was tipped to succeed due to the seeming Chris Carter Midas touch. I wonder who's laughing now?

WR.

DIR.

EPISODES: 83 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 4

NBC PRODUCTIONS/SANDER/MOSES PRODUCTION.

CREATOR: CYNTHIA SAUNDERS

TYPE OF SHOW: PARANORMAL/SCIENTIFIC **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 20, (3) 21, (4) 20

DATE OF PREMIER: 21/09/1996 **AIR DATE OF LAST EPISODE** 01/07/2000

SEASON DATE BREAKDOWN:

FILMS:

Angel Brown ERICA GIMPEL, John Grant JULIAN MCMAHON, Nathan Brubaker MICHAEL WHALEY (1), Bailey Malone ROBERT DAVI, George Findley PETER FRECHETTE, Dr. Sam Waters ALLY WALKER (1-3 + eps 4.1, 4.2), Grace Alvarez ROMA MAFFIA, Nick Cooper A. MARTINEZ Sharon Leshar TRACI LORDS (2), Frances Malone HEATHER MCCOMB (2), Marcus Payton SHEIK MAHMUD-BEY, Sam/Chole CAITLIN WACHS, Rachel Burke JAMIE LUNER (4).

RELATED SHOWS:

SLEEPWALKERS

1 - 1 *INSIGHT*

Dr. Sam Waters, a brilliant female forensic psychologist with a unique gift for understanding the criminal mind, was a forensic psychologist with a special skill which enabled her to "think" in pictures and visualize a crime through the eyes of both the victim and the killer, until "Jack," an admiring serial slayer, murdered her husband three years ago, leaving her devastated. Guilt-ridden, Sam retired and retreated with her young daughter, Chloe, to live an anonymous life at a friend's in the country. She is coaxed out of self-imposed isolation by her old friend Bailey Malone, head of the FBI Investigative Support Unit, to assist in solving a baffling spate of weekend serial killings that have claimed the lives of several single women in Atlanta, GA.

Wr Cynthia Saunders

Dir John Patterson

1 - 2 *RING OF FIRE*

Violent Crimes Task Force probes a string of well-publicized arson fires in the South.

Wr Nancy Miller

Dir Peter O'Fallon

1 - 3 *UNHOLY ALLIANCE*

Sam investigates a series of murders which bear striking similarities to the methods of a killer whom Bailey put in prison 10 years earlier.

Wr Ken Solarz

Dir P. J. Pesce

1 - 4 *I'LL BE WATCHING YOU*

Sam and the Task Force must find an assassin before he kills a celebrated political candidate.

Wr Lawrence Hertzog

Dir John Harrison

1 - 5 *UNSOILED SOVEREIGNTY*

A series of bomb blasts at power plants draw Sam and the task force to Pittsburgh.

Wr Jean Gennis, Phyllis Murphy

Dir Sarah Pia Anderson

1 - 6 *MODUS OPERANDI*

When the twisted serial killer known as Jack-of-all-trades murders a kindly neighborhood fix-it man, Sam discovers a pattern of leaving messages to her through his victims.

Wr Bob Lowry

Dir Andy Wolk

1 - 7 *NIGHT DREAMS*

Sam and Bailey race the clock to track a serial kidnapper who curiously abducts a wide range of women.

Wr Cynthia Saunders

Dir Ian Toynton

1 - 8 *CRUEL AND UNUSUAL*

Sam and the team investigate a series of bizarre slayings whose victims were connected to a murderer sentenced to die within days.

Wr Sibyl Gardner

Dir Ian Sander

1 - 9 *SORCERER'S APPRENTICE*

When Native American chiefs are ritually murdered on the reservation, Sam consults a tribal wise man to narrow the list of suspects.

Wr Ken Solarz

Dir Lewis Teague

1 - 10 *SHATTERED SILENCE*

The separate kidnappings of two high-profile doctors and the evidence leads to believe that the prime suspect is a patient with an incurable medical condition.

Wr George Geiger

Dir Sarah Pia Anderson

1 - 11 *DOPPELGANGER*

Sam confronts inmate Arthur deRhodes, a former adversary and serial slayer, over a recent murder that bears similarities.

Wr Bob Lowry

Dir John Patterson

1 - 12 *LEARNING FROM THE MASTERS*

When a series of murder victims are found arranged in elaborately staged tableaux, Sam deduces that the cold-blooded killer is replicating famous artworks with their lifeless forms.

Wr Jean Gennis, Phyllis Murphy

Dir Kevin Hooks

1 - 13 *THE HOUSE THAT JACK BUILT*

When Jack of All Trades, the inventive but frighteningly elusive serial murderer stalking Sam continues to toy with members of the VCTF team and their families, Bailey orders everyone into the task force's command center.

Wr Lawrence Hertzog

Dir Carl Schenkel

1 - 14 *SHADOWS OF ANGELS (A.K.A. NOBLESSE OBLIGE) - (A TWO PART STORY)*

Sam and the team investigate a series of bizarre murders where the victims are either crushed or strangled with silver coins.

Wr Sibyl Gardner

Dir John Patterson

1 - 15 *FILM AT ELEVEN*

Sam and the task force probe a series of ghastly murders which are carefully videotaped and sent to TV newsrooms by the vigilante slayer who announces that the crimes are righteous retribution against guilty people.

Wr Steve Feke

Dir Jack Bender

1 - 16 *CRISIS*

Sam is taken hostage by a zealous anti-nuclear scientist and his commandos after they capture a banquet room.

Wr Bob Lowry

Dir Matt Penn

1 - 17 *BLUE HIGHWAYS*

Sam and the VCTF investigate a series of fatal hit-and-run auto accidents on remote highways where the only clues are abandoned car hulks.

Wr Jean Gennis, Phyllis Murphy

Dir Michael Pattinson

1 - 18 *FTX: FIELD TRAINING EXERCISE*

The task force comes under intense scrutiny when the FBI suspects that an insider is selling covert information.

Wr Charles. D. Holland, George Geiger

Dir Michael Lange

1 - 19 *INTO THE ABYSS*

A burned-out Sam takes somber note of a psychic-turned-author whose cooperation with police in solving serial murders has taken a heavy toll on his emotional stability -- and worst of all, he's targeted by a serial slayer intent on putting him out of his misery. Back at the command center, John chafes under Bailey's strict policy and hard-nosed code of secrecy. Bailey has more problems at home when he attempts to rein in his trouble-prone teenaged daughter.

Wr David A. Simons

Dir Dan Lerner

1 - 20 *VENOM (1-2)*

Sam and the VCTF team are taunted by a diabolical serial killer who prefers to use a variety of exotic poisonous spiders and animals to kill her victims, while providing her pursuers with cryptic clues to her next murder. A frustrated Bailey is further irritated by a sexy private investigator who tries to aid the VCTF, but it's the unit's chief nemesis--a jealous Jack of All Trades--who ironically can help the most. Elsewhere, Bailey asks Cooper to replace John on the team, and later takes drastic measures to curb his carousing daughter.

Wr Steve Feke, Bob Lowry

Dir James Whitmore Jr., Dan Lerner

2 - 1 *AMBITION IN THE BLOOD*

AKA The Protean Man As Bailey (Robert Davi) clings to life in an Atlanta hospital, Sam and the team are forced to take on a high profile case involving an international serial killer. The murderer, named Ashok Dupree, has escaped from an Indian prison and come to the U.S. for the purpose of killing a celebrity, so that he too can become world renown. While working to bring the killer to justice, Sam (Ally Walker) must convince herself and the Atlanta PD that she is innocent of the murder that Jack actually committed in the finale of last season. Also, John (Julian McMahon) decides to return to the VCTF, and Bailey's daughter, Frances (Heather McComb), now on the run, contacts John to check on her father's condition.

Wr George Geiger

Dir Dan Lerner

2 - 2 *PRIMAL SCREAM*

Four people have been brutally beaten to death in Atlanta. The VCTF is called in to investigate the seemingly random murders. Though there are no eyewitnesses, people near the crime scenes recall hearing an eerie wailing sound right around the time of the murder. Sam (Ally Walker) soon discovers another connection, all the murders happened in the rain. The team consults with a psychologist who specializes in seasonal disorders. He informs them of a syndrome where people become extremely violent

in response to certain types of weather. Meanwhile, Jack waits at a prison gate for Sharon Leshar (Traci Lords), a violent felon, who is being released on parole. Later, he takes her back to his lair and it becomes clear this is the beginning of an "unholy alliance." Back in Atlanta, Bailey (Robert Davi) laments the fact that the police plan to charge his daughter Frances (Heather McComb) with attempted murder once they determine her whereabouts. Sam and the team interrogate suspects prone to fits of rage and stumble upon a lead to the killer. Eventually, clues lead to a construction worker afflicted with the seasonal disorder described earlier. In a chilling final sequence, Jack takes Sharon to a beauty shop where he asks the beautician to make her hair look exactly like the woman pictured in a photograph he carries...who's the woman? Dr. Samantha Waters.

Wr Steve Feke

Dir Ian Sander

2 - 3 *IT CUTS BOTH WAYS*

Jack's back and he's wreaking havoc with his new lethal protégé, Sharon Leshar (Traci Lords). The VCTF is summoned to New Orleans when the murder of a research librarian has the earmarkings of a Jack kill. Once on the scene, Sam (Ally Walker) is perplexed by what appears to be inconsistencies with Jack's prior modus operandi. Though certain Jack is responsible for the murder, she considers rethinking her profile of him. To that end, she consults one of her old professors to get a fresh perspective on the case. Sam and the professor agree that Jack is beginning a new chapter in his obsession with Sam. Two more murders occur in rapid succession and it becomes clear Jack is sending clues as to what this new chapter will entail. Bailey (Robert Davi) receives a call from his fugitive daughter, Francis (Heather McComb), who refuses to heed her father's pleas to return to Atlanta. George (Peter Frechette) is confronted by his past misdeeds when a corrupt attorney asks him to use his computer hacking skills to embezzle funds from a local bank. The episode concludes with the team following Jack's bread crumb trail to two potential victims on opposite coasts of the country. the team splits up, sending Bailey to Maine, and Sam and John (Julian McMahon) to San Francisco. In an exciting climax, we see the team utilizing video feeds to communicate with one another as they enter what could be traps left by Jack. What they discover instead, are the bodies of two almost simultaneously murdered women. This leads Sam to make the chilling realization that Jack is no longer working alone.

Wr George Geiger

Dir Jack Bender

2 - 4 *SECOND BEST*

When a hospital is the target of a bombing attack, the VCTF is called in to investigate. It's clear once the team arrives that this is no random attack. They are dealing with a highly skilled explosives expert who obviously has an agenda in mind. Bailey (Robert Davi) summons Coop (A Martinez) to Atlanta to assist with the case. His return is awkward for he and Sam (Ally Walker) as they have previously ended their romantic relationship. The bomber continues his lethal campaign by killing seemingly unrelated individuals. Sam and the team race to establish a relationship between the victims. Meanwhile, Bailey must deal with Frances's (Heather McComb) legal problems. The DA sees her case as a stepping stone for political office and is bound and determined to see her do time for shooting her father and fleeing prosecution. George (Peter Frechette) also faces difficulties as he continues to be pressured by an old acquaintance to embezzle funds from a local bank. This "pressure" becomes threats of violence when the guy's muscle, the mysterious Marcus Peyton (Shiek Mahmud-Bey), enters the picture. The stakes in the bombing case intensify once the bomber begins a dangerous game of Russian roulette with Coop, trying to outsmart him with increasingly intricate explosive devices. Eventually, the team lands upon a paranoid schizophrenic with links to all of the previous victims. As the episode draws to a close, the bomber plants his most sophisticated device, only to be thwarted and subsequently apprehended by Coop and Sam. In a shocking twist ending, Coop overcomes the challenge posed by the bomber, only to be abducted by Jack and later murdered by his lethal companion, "Jill" (Traci Lords).

Wr Charles Holland

Dir Felix Enriquez Alcala

2 - 5 *POWER CORRUPTS*

The VCTF team is on the trail of a serial killer who seems to be taking aim at people he deems corrupt. Three Chicago murders happen in quick succession: a former President of the Federal Reserve Board, a high class call-girl, and a Chicago policeman. Jim Henegar, the Chicago detective who is investigating the murders, is reluctant to relinquish control of the case, and becomes a hindrance to Sam and the team. The evidence leads to a Judge, whose son was corrupted in one way or another by the three victims. Their influence eventually led the son to be arrested and subsequently results in his murder while serving a year sentence in jail. After Henegar kills MacGruder in 'self-defense' Sam and Bailey testify before a panel of judges to try and prove that the Detective had committed murder in order to cover up his own history of corruption. However, they fail; it seems that corruption runs deep. Meanwhile Bailey, who is still healing from the shotgun wound inflicted by his daughter, Francis, receives an unexpected phone call from

Francis who is on the run. Bailey emotionally tries to persuade her to return home, but she hangs up, disappearing once again. Also Jack rips down his wanted posters from post offices and sends the VCTF a package that includes his own artistic self portrait made from the hair and teeth of his past victims.

Wr Jeremy R. Littman

Dir Tucker Gates

2 - 6 *OLD ACQUAINTANCE*

Coop's death takes its toll on Sam and the rest of the VCTF team. Hoping it will help Sam to regroup emotionally, Bailey and Angel persuade her to join some of her old friends at a college reunion. There, she and Angel reunite with friends Colleen, Drew, Greg, Monica, Tracy, and Roy. An enjoyable holiday gathering quickly becomes a nightmare when Colleen is murdered. Angel and Monica urge Sam to investigate the case and bring their friend's killer to justice. All the evidence points to Colleen's husband Drew, whom Sam never liked. Soon another friend, Roy, who may have been a witness to the crime, is murdered. Sam sets out to prove Drew guilty of both crimes. Just when she finds the evidence she needs, Drew is found dead - the victim of an apparent suicide. Back in Atlanta, Sharon strikes out on her own and murders a shop clerk. The team investigates and starts to make headway in their search for Jack and his lethal accomplice. At Jack's lair, Sharon learns of Jack's obsession with Sam. In a jealous rage, she sets out to kill Sam. In an exciting climatic scene, she ambushes Sam in a mall parking lot. When an angry Jack shows up to stop Jill, Sam is able to get a shot off at her two assailants. When the dust settles, Sam wounds Jack just before he and Jill escape into the night.

Wr Dee Johnson

Dir Jack Bender

2 - 7 *JACK BE NIMBLE, JACK BE QUICK*

Once the prime suspect in the 'Old Acquaintance' murder mystery is found dead, Sam (Ally Walker) determines that one of her friends, Greg or Monica, is the likely killer. With the VCTF hot on his trail, a mortally wounded Jack escapes to his lair to recuperate from being shot by Sam. In attempting to pursue Jack, as well as the killer of her friends, Sam begins to wonder if it's all becoming a bit too overwhelming. Frances (Heather McComb) attempts to give herself a birthday 'present' by seducing John (Julian McMahon). The plan fails and John calls Sam to take the ever rebellious teen home to her father. This leads to Sam and Frances having a heart to heart in which the young woman shares a painful memory from her early upbringing. Bailey (Robert Davi) asks Marcus Peyton (Shiek Mahmud-Bey) to join the VCTF team and he accepts, to John's dismay. Sam uncovers evidence that points to Greg as the 'old Acquaintance' killer and she and Bailey apprehend him just as he tries to leave town. Back in Atlanta, the team corners Jack at a convalescent home, where he has gone to get painkilling drugs for his wound. The ever elusive Jack, however, hides in the body bag of one of the home's deceased residents and makes a clever escape. In an eerie final scene, Jack returns home to mother to nurse his now badly infected gunshot injury.

Wr George Geiger, Charles. D. Holland

Dir Jefery Levy

2 - 8 *VICTIMS OF VICTIMS*

AKA Sense of Completion When a murder occurs that bears all the markings of an unsolved serial case from the 1950's, Sam and the VCTF team are called in to investigate. Analysis of the case's forty year old evidence yields a fingerprint not previously detected. This enables the team to finally I.D. the killer, who turns out to have committed suicide prior to the most recent murder. Sam talks to a writer who researched the original case and learns of a young boy who claimed to have witnessed one of the crimes. That boy, whose story was not believed at the time, is later revealed to be the copycat killer. Jack recuperates from his gun shot wound at the home of his extremely wealthy, extremely deranged mother, Miriam. Meanwhile, Sharon (aka Jill) decides to redecorate Jack's lair by eliminating all traces of Sam. When a now healthy Jack returns to the lair, he is enraged by the changes Sharon has made. Sam's in-laws come to town to see Chloe perform in a school play and are angered when Sam is unable to attend at the last minute. Her absence results from Grace going in to labor while the team investigates a crime scene. Sam helps Grace deliver her baby boy and the team later celebrates the newest 'member' of the VCTF.

Wr Elaine Loeser

Dir John Patterson

2 - 9 *BIRTHRIGHT*

A killer's belief he was switched at birth leads him to kill those he feels stole his identity. Two men, born at the same time and in the same hospital as the killer, are brutally murdered. The VCTF is called in once the link between the two victims is established. Evidence leads the team to an insane woman who believes her baby was switched at birth. The woman swears the badly deformed baby she was given in the hospital, was actually the child of someone else. She was never able to prove that charge, and unfortunately for the baby given to her, she was a cruel and abusive parent. Sam quickly determines the

killer is the product of this abuse. When the team and, accidentally, the killer learn that the mother's claim was proven invalid, Sam profiles the murderer will go after the one living health worker responsible for giving him over to a life of cruelty. Meanwhile, Jack kills his mother's butler once he learns the man has been following him at his mother's behest. Sam is concerned about Chloe when she feigns being sick in order to miss school. The problem is revealed to be that Chloe has to write an essay on her parent's occupation and she's afraid to talk about her mom's secret job. Mother and daughter have a heart to heart which eventually leads to Sam being the guest speaker in Chloe's class.

Wr Natalie Chaidez

Dir Bobby Roth

2 - 10 *DYING TO LIVE*

Two men are killed, and in both instances, their organs are mysteriously delivered to hospitals minutes before they are needed for transplant surgery. Sam and the team profile the murders and determine their suspect is someone who was probably an organ recipient in the past. Now he is returning the favor by providing organs for people with his same rare blood type. Eventually, the team sets up a sting that draws out the killer and culminates in the man committing suicide so that one last time, he can pass on the gift of life. Art Behar, Bailey's boss, sets him up to take a fall in a witness tampering scandal. John, Marcus, and George find the evidence that clears Bailey and nails Behar once and for all. Jack is displeased when he learns Sharon has struck up a friendship with the proprietor of a local newsstand. He ultimately kills the man to assert to Sharon that he is her one and ONLY friend. Chloe is followed by a man who continues to take her photograph. By episode end, it is learned that the man is a private investigator who has been hired by Sam's in-laws. The photographs will be used by the in-laws when they ultimately challenge Sam for Chloe's custody.

Wr Bob Lowry

Dir Jefery Levy

2 - 11 *TIES THAT BIND*

Ritualized murders are occurring in Atlanta and in neighboring states. The victims are stabbed and their homes are vandalized with gang-like graffiti. The VCTF is called in and their investigation soon focuses on the son of two of the victims. His calm, dispassionate demeanor suggests to Sam that the man may be a suspect in his own parents' murder. Further investigation reveals that the son is under the influence of a "Heaven's Gate"-like cult. Sam goes undercover to infiltrate the cult, but is deemed her unworthy for their collective. Sam theorizes that the cult's leader is making his disciples kill their families in order to prove their loyalty to him. The team sets up a sting to capture the leader, but are foiled when the cult's member, aware the VCTF is closing in, commit mass suicide by blowing up their compound. Frances causes discord between John and Bailey.

Wr Kim Moses, Ian Sander

Dir Ian Sander

2 - 12 *SHOOT TO KILL*

AKA Textbook Ohio's cities are being terrorized by a seemingly random sniper. Everyday citizens as well as police officers are being attacked. The state's governor summons the VCTF. Once on the scene, Sam, Bailey and the rest of the team are perplexed by the sniper's ability to shoot from increasingly longer distances. This ability reminds Bailey of an elite task force he encountered while serving in Vietnam. Bailey obtains from Casper, his intelligence source, the names of the task force members. Meanwhile, Sam uses clues left at the crime scenes to put together a profile that suggests the sniper is trying to create his own mythology, much like the Archer in Greek literature. George comes up with a suspect once he merges Casper's list and Sam's profile. Bailey, haunted by memories of the atrocities committed by the sniper task force, sets out to take down the killer and does so in the episode's exciting climax. John, George and Bailey look into Lou Handleman who has tried to discredit John by using Frances.

Wr George Geiger

Dir Jefery Levy

2 - 13 *BLOOD LUST*

The bodies of badly beaten men are being found in the Boston metropolitan area. Sam and the team quickly surmise these men were involved in some sort of deadly ultimate fighting match. Searching local hospitals, they find a participant in one of the fights. Though he reveals little, Sam is able to put together from talking to him and researching the backgrounds of the victims, that all were desperate men in need of money. All the men have a bookie in common and the team eventually gets this man to confess his role in the murders. It turns out he supplies the names of these desperate men to a man who then manipulates them to fight for money. He then coerces them with drugs to fight to the death so that he can satisfy his own demented bloodlust. To catch the fight's mastermind in the act, John goes undercover as one of the fighters. The episode concludes with Sam and the team racing to find John before he too becomes a

victim of this lethal bloodsport.

Wr Sibyl Gardner

Dir James Whitmore Jr.

2 - 14 *EVERY FIVE MINUTES*

A serial rapist is terrorizing women in the Florida Panhandle. Sam and the VCTF are called in to investigate. The victims are able to provide the team with a number of clues which Sam uses to form her profile of the assailant. In the midst of the investigation, Sam butts heads with a local female sheriff. The woman continuously criticizes the VCTF's handling of the case and more importantly, their handling of the victims. In an emotional scene, Sam confronts the deputy and eventually learns the woman was once a rape victim herself. The two bond when they realize they both know what it is like to be the object of a deranged man's obsession. Meanwhile back in Atlanta, John and Marcus get a hot tip on the fugitive, Sharon Leshar. Desperate for cash, she has made it known on the street that she is looking for one of her old partners in crime. The episode concludes with the team springing a trap for Jack's "Jill." Sam corners Sharon as she tries to escape and momentarily wrestles with the idea of killing Jack's evil creation. She resists the temptation, and arrests Sharon instead. Once Sharon is in custody, the team celebrates their victory and makes the vow--Jack is next.

Wr Steve Feke

Dir Kim Moses

2 - 15 *BREAKING POINT*

A desperate father kidnaps Sam's roommate Angel in a last ditch effort to save his son from the electric chair. The man's son has recently been convicted of murder committed during a robbery. The father believes his son to be an innocent bystander and wants Sam and the VCTF to prove it. To save Angel, Sam and the VCTF investigate the case and find little, at first, to prove the man correct. The father gives them the names of two potential suspects and Sam interrogates both. She also talks with the incarcerated son. Her discussions, along with forensic evidence, lead Sam to determine the son is in fact innocent of the murder, but is unfortunately an accomplice in the robbery. Once she knows the truth, Sam is faced with the difficult task of telling the father what he least wants to hear, that his son is indeed guilty of a crime.

Wr Sibyl Gardner, Dee Johnson

Dir Ian Toynton

2 - 16 *LETHAL OBSESSION*

Sam and the VCTF investigate the "prime time kidnapper," a madman who has a pathological need for media attention and projects his mania onto an attractive but terrified local TV anchorwoman (guest star Anna Galvin) whom he wants to exclusively cover the prisoner exchanges. Elsewhere, Sam worries about what's really behind her daughter Chloe's reluctance to perform in the children's ballet, and the murderous Jack of All Trades makes plans for his imprisoned Jill.

Wr Charles. D. Holland

Dir Kees Van Oostrum

2 - 17 *CYCLE OF VIOLENCE*

A vigilante's series of murders leads the team to an eccentric cartoonist, whose work has influenced the killer. Sam receives an award from the American Association of Women in Law Enforcement.

Wr Stacy Codikow, Deidre Strohm

Dir Jack Bender

2 - 18 *DIE BEAUTIFUL*

VCTF is invited to an on-going investigation on the murder of a teen beauty. She was killed a year ago, and no arrests have been made so far. They find a killer on death row with matching breaking and entering technique, but Sam thinks the convict didn't kill his victims.

Wr Bob Lowry

Dir Ian Toynton

2 - 19 *THE ROOT OF ALL EVIL (A 2 PART STORY)*

The team tries to catch a diabolical killer determined to take revenge on people who are so blinded by their love of money that they can't see the repercussions their actions have on the other side of the world, starting with the setting off of incendiary car bombs outside a wealthy business office. The game between Jack and VCTF begins with Sharon as bait to lure Jack to the prison so they can catch him. But Jack has other plans. Meanwhile, Sam pays a visit to her long estranged father for the first time in 10 years. As she struggles to both deal with her father and the elusive avenging killer still committing bombings across the country, she soon makes the final connection to the killer in order to catch him.

Wr Ian Sander, Steve Feke, George Geiger

Dir Ian Sander

3 - 1 *CORONATION*

The day after Jack's clever escape from the prison after Samantha unsuccessfully tried to bait him and she killed Sharon instead, Samantha must look into herself in order to find him. Everything seems to point to her childhood which reveals that Jack has apparently stalked her all his life. Then, Jack abducts an infant, and tries to lure Sam into finding him in which the VCTF learns Jack's real identity (so it seems).

Wr Stephen Kronish

Dir Ian Toynton

3 - 2 *CRAVINGS*

The team investigates a serial rapist-turned-murderer in Illinois, whose sporadic timing of the attacks puzzles Sam as well as the connection between his victims whom are left in the woods. Sam figures out that the killer is an angry and frustrated married man taking out his rage and frustration on about-to-be-wed women. Meanwhile, with Jack-of-All-Trades (Donald Lucas) finally captured and imprisoned, Sam begins searching for a new house for her and Chloe.

Wr Clifton Campbell

Dir Jefery Levy

3 - 3 *DO THE RIGHT THING*

A killer who castrates the victims seems to be driven by feelings of public duty and legal responsibility. John gets into trouble through no fault of his own for something that appears in the press about the case.

Wr Linda McGibney

Dir Ian Toynton

3 - 4 *DOUBLE VISION*

Twelve residents of a small Alabama town have mysteriously disappeared. When one of the missing is found dead, the VCTF begins an investigation. Once on scene, Sam is confounded by the evidence retrieved. Whereas some evidence points to a domineering, controlling pathology, other evidence points to a more passive, sub-servient one. When Bailey pressures her to narrow her profile, Sam's anxiety builds and she begins to question her own abilities. Later, it is determined that there are two killers working together as a team- thus the reason for the conflicting profiles. One driven by the need for power and the other driven by his hero worship of his companion, the two have set out on a killing spree. Once the realization is made that there are two killers, Sam is greatly relieved to find out that her intuitive skills are still intact.

Wr Doris Egan

Dir Lee Bonner

3 - 5 *THE SUM OF HER PARTS*

Years of verbal and physical abuse take a deadly toll when its victim lashes out against his abuser. Unable to kill the actual perpetrator, his mother, the deranged man strikes those who remind him of the wretched woman. The team investigates and Sam accurately assesses the killer's pathology, but mistakenly assumes the man is actin out against his wife, not his mother. When the ages of the victims begins to rise, Sam realizes her error and theorizes that the killer is slowly working up the courage to murder his tormentor. The team then races to find the ill-fated woman before her son can exact his final revenge. B-Story- Sam realizes she and Chloe must begin a new life, and to that end, decides to move into a new home.

Wr Jason Cahill

Dir Cliff Bole

3 - 6 *THE MONSTER WITHIN*

The VCTF is called in to assist in a stalled investigation. Sam is leery to intercede, for her friend and former lover, Michael Westmore, is leading the investigation. The case revolves around a series of killings in which the victims have been burned alive. Once they begin their investigation, Sam and Bailey disagree about Michael's handling of the case. Whereas Sam feels her friend should be given some slack, Bailey feels the man's performance sub-par and should not be excused. Forensic evidence shows that the victims' eyes were the specific target to the killer. Sam uses her intuition and the evidence gathered to theorize the killer did not want to be seen by his victims. She later determines the man feels a great sense of shame, thus the reason he cannot bear to look someone eye to eye. Another victim is killed and Sam doubts whether the same killer is at work. It is later revealed that the copy cat killer is really Michael, using the same m.o. to cover up the murder of his mistress. Sam clues into the deception and is faced with the unenviable task of bringing a friend to justice.

Wr Jeff Pinkner

Dir Kristoffer Tabori

3 - 7 *PERFECT HELEN*

Someone in George's hometown is stealing the corpses of young, recently deceased Jewish women. George fears it is some form of Anti-Semitic vandalism. As for to George, Bailey allows he and Sam to investigate the rather atypical crime further. Once on scene, George and Sam learn that a Neo-Nazi group is alive and well in the town. Though evidence points to a member of the hate group, Sam feels the crimes are motivated by something other than Anti-Semitism. This theory takes shape once two of the stolen bodies are found undamaged, with minor cosmetic changes made to their person. Sam puts together a profile that characterizes the perpetrator as someone looking to create or re-create his vision of the perfect woman. Eventually, evidence points to a man who is insanely infatuated with a woman who works in his office. When the man kidnaps the object of his affection, Sam fears he will attempt to 'immortalize' his vision of perfect beauty for all eternity.

Wr Melinda Snodgrass

Dir James Quinn

3 - 8 *HOME FOR THE HOMICIDE*

It's 'Party of Five' run amok when the youngest member of an orphaned clan kills to keep his dysfunctional family together. The first murder occurs when the young man kills the boyfriend his sister is considering marrying. Her marriage would result in her leaving the family and that would be unacceptable. Throughout the episode, other people who pose such threats are quickly dispatched. Sam profiles the killer as someone who has felt loss and who is desperately trying to hold on to something he values. The VCTF eventually discovers this decidedly unconventional family and at first, mistakenly believe the physically abusive eldest brother is the killer. Sam soon realizes, however, that there is another, more emotionally immature force at work. Bailey realizes his ex-wife is seriously involved and considering remarriage. Chloe is upset when Sam invites her new boyfriend, Paul, over for Christmas.

Wr Jennifer Furlong

Dir Jeffrey Levy

3 - 9 *ALL IN THE FAMILY*

Fueled by the abuse they suffered as children, a brother and sister decide to save another child from the same unfortunate fate. To do this, however, the warped siblings kill the boy's parents as well as two of their employees. The VCTF investigate the mass murder and Sam immediately bonds with the abused boy. The parent has mob ties, so it is immediately assumed that their murder resulted from their illegal activities. Though skeptical of this scenario, Sam does not dispute it for that would result in the boy being held by the system until the murder is solved. Instead, the boy is immediately released to his uncle's custody. As the team investigates the crime further, they realize the boy's social worker, as well as his supposed 'uncle', are actually the brother-sister duo. Sam profiles the two who want to become surrogate parent for the boy and provide him with the idealized 'home' they never had. She further theorizes the boy must be found fast, before the disturbed couple realize parenting is much harder than they imagined. B-Story- Sam's estranged father returns and the two try to heal their strained relationship.

Wr Jason Cahill

Dir Chuck Bowman

3 - 10 *CEREMONY OF INNOCENCE*

One of Sam's first profiles resulted in a man being sentenced to death. Ten years later when the man is about to be executed, murders begin happening that match the m.o. of the prior killings. Ballistics evidence proves the same gun was used for all the crimes. Sam, feeling culpable for what might have been a deadly mistake, reopens the investigation. Evidence leads to a lowly bicycle courier who is mortally wounded when he resists arrest. Once the dying man is in custody, the death row inmate is released from prison. Though a wrong seems to have been righted, Sam still feels something is amiss. A chess set is found in the prisoner's cell helps her to realize that the whole thing was an elaborate ruse. The man originally convicted was indeed the first killer. The second killer was only a pawn doing his bidding. Sam, Bailey, and the team re-arrest the now pardoned killer at the hospital bed of his wounded puppet, just as he attempts to kill the only loose end in his elaborate plan.

Wr Doris Egan

Dir Vern Gillum

3 - 11 *WHERE OR WHEN*

A serial killer who kills with his bare hands leaves the bodies of his male victims at the Brown Derby, the Trocadero, and other Hollywood landmarks. Sam profiles the killer as someone trying to rectify some trauma he experienced in his past. The team follows a trail of clues that eventually leads them to a rather ordinary cab driver who does not seem to have the strength necessary to commit the crimes. A search of the man's apartment yields evidence however, that matches Sam's profile to the letter. The cab driver

easily passes a lie detector test. The conflicting findings lead to the release of the man. It is later learned that all the victims were abusers of women. Sam soon realizes the man suffers from multiple personality disorder. His alter ego is a gangster-like tough guy who is bent on avenging the murder of the cab driver's abused mother forty years earlier. B-Story- Sam learns her scientist father participated in experiments that had deadly consequences.

Wr Linda McGibney

Dir Arthur W. Forney

3 - 12 *INHERITENCE*

People who seem to have nothing in common are being killed in the Southeast U.S. Grace's autopsy yields that all the victims has the same rare blood type. It then becomes clear all the victims were related. The team uncovers evidence that confirms all the victims were the children of a Charles Manson-like cult leader currently incarcerated in a Georgia psychiatric facility. Sam interviews the adoptive parent of one of the remaining children and quickly surmises their son is the killer. She theorizes that he is killing his siblings to 'cleans' himself of his deadly lineage. Once he kills his last target, the young man practically surrenders to police. Sam wonders why the murderer gives up so easily, and soon realizes it's just a piece of the plan that leads back to the cult leader father. The team races to the psychiatric facility where the father is being held. The son has had himself transferred there so that he might kill his father and finally make his cleansing complete. B-Story- Sam confronts her father about his unethical experiments.

Wr Jason Cahill, Doris Egan

Dir Jon Cassar

3 - 13 *HEADS, YOU LOSE*

Someone is killing the young and beautiful in Florida's trendy South Beach. The killer compounds his grizzly crimes by decapitating his victims and leaving their heads on public display for all to see. Sam profiles that the killer is striking against the beautiful people as a result of his low self-esteem. She further theorizes the man may have once been part of the glamorous elite, but has for some reason fallen from grace. His banishment now fuels his rage. Evidence eventually points to a young shipping magnate who has unwisely squandered his multi-million dollar inheritance on South Beach's cosmopolitan lifestyle. Instead of blaming himself, he is now striking out at those who helped him spend his fortune. B-Story- Grace attempts to reconcile the strained relationship she has with her mother. Also, the local detective on the case falls for Sam and tries everything he can to land a date.

3 - 14 *OTIS, CALIFORNIA*

When Donald Lucas, the imprisoned Jack-of-All Trades killer, managed to hack onto the Internet, Bailey fears that he is communicating with a disciple. The investigation leads the VCTF to a small northern California town, named Otis, which is plagued by supersition and a series of Jack-of-All-Trade murders. With the assistance of the friendly but eccentric Sheriff Ed Post, Sam, Bailey and the team try to find the suspect. But George gets abducted by the suspect, whom is connected to a reclusive, wheelchair-bound professor, named Philip Mendez, whom is later found murdered. The search leads to an underground lab where Sam discovers her father once worked there for his government-sponsored mind-control experiments that Lucas had also worked on.

Wr Josh Appelbaum, André Nemec

Dir Richard Compton

3 - 15 *SPREE OF LOVE*

A series of murders across the Southwest USA leads Sam and the VCTF team to an unlikely couple: a 32-year-old woman, Josie Wells, and a 16-year-old boy, Alex Lopez, who apparently abducted her from her child's soccer field in Boulder, Colorado. Sam figures out that the woman was apparently the victim of physical abuse as a child and has abandoned her unhappy and lonely married life and reliving her glory days with the boy she met on a counseling phone line. Meanwhile, Bailey tries to reason with his ex-wife, Janet, not to remarry for he feels she's throwing her own life away.

Wr Clifton Campbell

Dir Jefery Levy

3 - 16 *BURNT OFFERINGS*

Sam and the team try to catch a mystic arsonist on the loose in Atlanta. Sam profiles that he apparently risks his own life by setting the fires himself on the spot. After a red herring lead involving a photographer always on the scene of the fires, Sam and the team find graffiti messages on walls of the burned out buildings in Farsi meaning 'fire god.' The man is apparently seeking a 'chosen one' immune to fire in order take him to the afterlife to meet his deceased wife. Meanwhile, Sam is worried about Chloe when she becomes emotionally withdrawn when one of her classmates becomes a victim in one of the fires.

Wr Melinda Snodgrass

Dir Kristoffer Tabori

3 - 17 *THREE CARAT CRISIS*

Sam and Bailey get caught up in a jewel heist by a trio of mentally unbalanced crooks, named Randy, Kate and Stevie, that quickly turns into a hostage situation within the jewelry store. They struggle to profile the perpetrators and their relationships with one another before any lives are lost. While Sam tries to reason with the ringleader, Randy, to give up, John quarrels with the overzealous police commander outside who wants to catch or kill all the perpetrators even if it means that all hostages will be killed.

3 - 18 *SEDUCTION*

George and Sam go undercover as IRS agents at Borden & Associates, a management office in Palm Beach, Florida, because five of the clientele have been murdered with one finger from their left hand missing. As Sam profiles the most likely suspect, Bobby O'Hara, whom shows a strong interest in her, the firm's shadowy security chief, Leo Cantrell, becomes suspicious of Sam's true identity. Meanwhile, Kevin Miller, an arrogant FBI agent working the case, complicates the investigation much to Bailey's worry for Sam's safety and Miller's indifference to otherwise, while John works with the local police detective, Lt. Cynthia Ford, in discovering the bodies.

Wr Steve Feke

Dir Ian Toynton

3 - 19 *GRAND MASTER*

Sam continues to study the case of Bryce Banks, a 13-year-old chess prodigy, whose life might still be in danger and deals with 'Pretender' Jarod (impersonating a police detective named Doyle) whom is looking after Bryce. Her fears are proven right when Bryce disappears. Sam and Jarod suspect the enigmatic Father (aka: Ronald Dain) is using the boy in his revenge plans by killing all the members of a top-secret project 20 years before involving brainwashing. Meanwhile, Sam grows more suspicious of Jarod's true origins and finally discovers his fugitive life status.

Wr Jason Cahill

Dir Vern Gillum

3 - 20 *LA BRISAS (90 MINS)*

Donald Lucas' trial begins as the team heads out to Mexico where in the small town of Las Brisas, women have been vanishing without a trace for the past year, and some corpses have been discovered. But their investigation is hampered on both sides of the border by the corrupt police chief, Miguel Villalobos, whom is under the thumb of a U.S. sheriff, J.D. Tollman, whom try to derail the VCTF's investigation when the murders lead to a powerful U.S. businessman, named James Lofton, running a textile factory in Las Brisas and has been in the company of local prostitutes, some of whom ended up as victims. While assisting Marta Fernandez, a loyal policewoman with the investigation, Sam and the group commute back and forth to Atlanta for Lucas' trial with testimony from her, Bailey, George, against Lucas. Also testifying on Sam's behalf is Sheriff Ed Post from Otis, California whom, unknown to everyone, is actually the real Jack-of-All-Trades whom has been in hiding all this time and is using Lucas, his disciple, to get closer to Sam.

Wr Stephen Kronish, Clifton Campbell

Dir Lee Bonner

3 - 21 *WHAT'S LOVE GOT TO DO WITH IT?*

Sam and Bailey work with FBI field agent Susan Marsh whom is tracking Robert Lee Gregg, a conservative civic leader in Atlanta whom is suspected in the killing of six gay men. But their investigation is happened by Susan's former boyfriend, Richard Russell, whom is stalking her. Susan insists she's in control of the situation, but Bailey thinks otherwise when her boyfriend is found murdered and Russell is a suspect. Things get worse when Russell targets Bailey and his ex-wife Janet whom are now back together. Meanwhile, Sam leaves the investigation and travels to Miami to investigate the disappearance of a local man who may be connected to the Gregg killings, and she finds herself being perused by Mario Monagno (from the 'Heads, You Lose' episode) whom still wants to date her.

Wr Barry M. Schkolnick

Dir Richard Compton

4 - 1 *REUNION*

The day after getting shot by the real Jack-of-All-Trades, a wounded Bailey calls upon FBI profiler Rachel Burke to find Sam after Jack kidnaps her and subjects her to tortuous mind games by confining her within an abandoned warehouse and trying to get her to be like him in killing to achieve a sense of superiority. In the meantime, Rachel quickly weeds out the self-serving confessions of Donald Lucas whom she correctly assumes was a pawn in Jack's game and by questioning Samantha's father about her history, finally learns Jack's real identity as Albert Newquay and of his methods.

Wr Stephen Kronish

Dir Lee Bonner

4 - 2 *REUNION, CONCLUSION*

A kidnapped Sam (Ally Walker) stalls for time as the murderous Jack of All Trades (Dennis Christopher) twists the facts hoping to convince her that she too will kill -- when the subject and timing are right -- while a recovering Bailey (Robert Davi) and new profiler Rachel Burke (Jamie Luner) grope for clues about Jack's hideout. But Jack shows a new card when he lures Sam's young daughter, Chloe (Evan Rachel Wood), into his web of deceit by convincing her that her mother was responsible for her father's slaying.

Wr Hans Beimler

4 - 3 *OLD GHOSTS*

An obsessed Malone is haunted by an unsolved case in Georgia concerning several teenaged girls who were slain with a knife 15 years ago, and when more older victims are suddenly found - marked with slashes on their bodies -- his focus zeroes in on their original prime suspect who has resurfaced in the area. Once he has the VCTF team on board, he enlists Rachel's help to connect the two crime sprees but his decision to exhume the earlier victims understandably draws the wrath of their ever-grieving parents.

4 - 4 *INFIDELITY*

When Rachel and Bailey investigate a series of Ohio murders in which the mutilated victims are cheating husbands, they suspect that the killer is the vengeful boyfriend (guest star L.L. Ginter) of a woman (guest star Amanda Wyss) common to all of the dead men -- until she offers an unconvincing confession. Meanwhile, the VCTF team must contend with a local sheriff who wants to join their force, Grace must deal with her crumbling marriage and new pregnancy, and George is left limping after a painful car accident

4 - 5 *TO SERVE AND PROTECT*

When a series of random murder victims are found on the streets of St. Louis, Rachel and the VCTF team believe the slayer is a military veteran who uses weapons of opportunity, and their focus shifts to an incoherent, ranting homeless person (guest star Jeremy Roberts) who fits the profile. However, Rachel wonders if she should widen her field of suspects to include any ex-serviceman -- and trained killer -- who is susceptible to an altered state psychosis. Back at headquarters, computer whiz George ignores his increasing reliance on prescription pain pills while recovering from a car accident.

4 - 6 *ORIGINAL SIN*

As Christmas nears, Rachel and the VCTF work into the night in search of a twisted serial killer (guest star Ben Bode) who goes online to select his victims, all of whom are carefully screened, seeking a candidate he can make over into his ideal woman. At the same time, Rachel is surprised when her troubled brother, Danny (guest star Rafael Sbarge), drops in from out of town and displays telltale signs of substance abuse. Also, Rachel confronts George about his own addiction to pain pills and other drugs.

4 - 7 *TRAIN MAN*

Rachel and Bailey respond to the growing list of isolated elderly men and women who are strangled while riding the rails in the Southwest, and Rachel notes cigarette burns that indicate the young killer (guest star Samuel Bliss Cooper) must have been a victim of abuse as well. While the slayer eyes his next targets, the VCTF theorizes that the dead must be surrogates for an angry drifter who feels rejected by society

4 - 8 *QUID PRO QUO*

Rachel and the VCTF team search for a serial killer (guest star Greg Kean) who strangles women with knots of their own hair, but when the latest victim proves to be the daughter of powerful mob boss James Perrone (guest star Ray Wise), the FBI profiler must gain the grieving father's confidence to learn more about her habits. Meanwhile, Rachel is under pressure from the Bureau's Organized Crime Division to take advantage of her access to Perrone and wear a wire to trick him into confessing to a fellow mobster's murder, thereby ending a lengthy investigation.

4 - 9 *CLEAN SWEEP*

The action continues in Part 2 when "The Pretender's" Jarod (Michael T. Weiss) and the FBI's Rachel Burke discover that the two dirty Secret Service agents, who are their most direct link to the killers of a fellow agent, are found slain, forcing them to begin their investigation all over again. However, while romantic sparks fly between the pair, Jarod suddenly disappears and is tortured by the murderer (as Baxter, guest star TBA), who is on a crazed mission to eliminate everyone he thinks is involved in the agency's corruption.

4 - 10 *RANDOM ACT*

While shopping in a convenience store with his girlfriend Kate (guest star Samantha Smith), Agent John

Grant intercedes during a robbery, but when Kate is wounded and fights for her life, Rachel and Bailey are concerned that he will mete out his own justice outside the law. Even John's shooting of a suspect comes under review, prompting him to angrily resign and grapple with his overwhelming emotions of guilt for Kate's grave condition

4 - 11 *BESIEGED*

When Rachel visits her old college to appear on a radio call-in show to discuss a series of ongoing sexual assaults on campus, the case takes a peculiar personal turn when the rapist repeatedly dials up to mock her on-air, prompting an ongoing mind game of cat-and-mouse between them. On other fronts, Rachel finds herself drawn again to an old flame (guest star Mark Dobies) who is now married to her good friend and later meets the therapist (guest star Joe Flanigan) assigned to her brother's drug rehabilitation. Likewise, George slips in his shaky bid to end his own addiction to painkillers.

4 - 12 *PROTEUS*

After a police officer and other authority figures are found stabbed in the backs, Rachel centers her investigation on a young woman, Pamela (guest star Marcia Cross), who is reported to have assumed multiple identities which probably spring from memories of early child abuse. But Rachel faces an even greater personal threat from an FBI honcho (guest star Gregory Itzin) who has falsely accused her of forcing a sexual relationship of a subordinate -- a charge that could ruin her career. Elsewhere, Bailey confronts George over his reliance on prescription drugs and orders him to get help.

4 - 13 *PARADISE LOST*

Rachel, Bailey and the team head to Yosemite National Park where a maniac brutally killed a mother and her two daughters, and while circumstantial evidence points to a local outlaw biker (guest star Douglas Bennett), Rachel constructs a different suspect profile -- one who feels remorse and might have sibling issues. Meanwhile, George's lingering substance abuse problem causes a dangerous embarrassment for Bailey and the VCTF just as an attractive Congresswoman (guest star Erin Gray, "Silver Spoons") begins an investigation of the unit, and she is most impressed by Bailey. Back at home, Rachel's budding romance with her brother's (guest star Raphael Sbarge, "Message In A Bottle") drug counselor (guest star Joe Flanigan, "Providence") hits a snag.

4 - 14 *THE LONG WAY HOME*

A tormented Rachel must push aside her personal nightmares when she realizes that a disturbed child slayer (guest star Harry Groener, "Buffy The Vampire Slayer"), whom she could not convict as a prosecutor years before, has resumed kidnapping young girls and putting them in gilded cages where he worships them as virginal "princesses." At the same time, Rachel is troubled by the sudden disappearance of her drug-addicted brother (guest star Raphael Sbarge) from a halfway house and her romantic relationship with therapist Tom (guest star Joe Flanigan, NBC's "Providence") enters a new stage. Also, George frets about the hot shot computer whiz (guest star Judith Moreland) who's temporarily replaced him while he's on leave due to his own struggle with narcotics.

4 - 15 *HOUSE OF CARDS*

A desperate Rachel and the VCTF team cast about wildly to quickly form a profile of an anonymous sniper who's perched atop the pump house of a dam with a commanding view of his victims in an adjoining park, but their options are limited out of fear that the shooter may have wired explosives that could inundate downtown Atlanta. While the body count rises, John risks his life to save some trapped patrons and Rachel suspects the murderer might be an enraged husband whose philandering wife (guest star Saxon Trainor) is pinned down with her lover.

4 - 16 *ME CULPA*

Rachel and the team search for a serial killer who does not seem to follow a pattern following the abduction of a 10-year-old boy from a local diner. Meanwhile, Bailey must testify before a congressional subcommittee to save VCTF funding which is threatened to be cut off by Congresswoman Archer. Also, Rachel find that her apartment was broken into and the audiotape she made of Joel Marks confessing to planting a wire on her (in the Proteus episode) has reappeared in the court dockets where Marks is dismissed from the FBI and vows revenge against Rachel.

4 - 17 *PIANISSIMO*

When a talented concert pianist is found slain, Rachel suspects the victim's prodding parents until she discovers the young woman was pregnant and that her baby was forcibly delivered and kidnapped. But her biggest surprise comes when Jarod re-surfaces at her door. While the two indulge their mutual romantic passion, Jarod's mission is to help her deal with the threat posed by Marks, a fugitive FBI agent who delights in tormenting her.

4 - 18 *ON YOUR MARKS*

In the season finale, Rachel is emotionally distraught after her brother's death and she's further rattled by

the mind games played by wanted ex-Agent Marks, who she believes is responsible for a series of murders, but Marks needs her to accomplish his own agenda. Malone has even more concerns when he is ordered to conduct a performance review of his VCTF members as rumors fly in Congress that the elite unit will be disbanded.

4 - 19 *TSURIS*

As Rachel continues to be spooked by Marks, she and the team investigate a series of murders of businessmen who were all involved with the same woman.

Wr Marg Rubel

Dir P. J. Pesce

PROJECT UFO



This series, described by US critics as 'National Enquirer television' and allegedly based on real events, followed the investigations of the American Air Force's Project Blue Book. Major Jake Gatlin and his sidekick Sgt Harry Fitz were assigned to look into reported UFO sightings of 'high strangeness' and 'high credibility' across America.

Each episode was listed as an 'incident' and ranged from a rancher and his family being assaulted by alien creatures (The Howard Crossing incident), an airliner chased by a boomerang-shaped craft (The Medicine Bow Incident) and a whole rash of high-flying careers jeopardised because sightings aroused disbelief. In one episode (The Rock and Hard Place Incident) Gatlin and Fitz even have a sighting of their own. In Season Two, a new investigator, Capt. Ben Ryan joined the team, but the formula was the same, with the subjects telling their tales to the Blue Book boys.

An early forerunner of pseudo-documentary series such as Sightings, and modern cult dramas such as The X Files. Executive producer for the series was Jack Webb, laconic star of the vintage crime series Dragnet. The series first played in Britain in May 1979 in the Southern region. London, Anglia and TSW were the other areas to see both seasons. Yorkshire, Tyne Tees, Scottish and Ulster opted out altogether.

Jack Webb, master of realistic police drama (Dragnet, Adam 12) absorbed himself in the Air Force's "Project Blue Book" analysis of unidentified flying objects, and dramatised the reports that just couldn't be covered up or dismissed. Kind of a "X Files" ahead of its time, this show also had a gritty authenticity that some viewers took to be straight documentary. Hard-core UFO believers point out that the series was produced by Colonel William T. Coleman, who was the genuine Project Blue-Book head, and was therefore a cover-up disguised as fiction but all too true.

Project U.F.O. was a series devised by Jack Webb (of Dragnet fame) to give a docu-drama account of the Air Force's investigation into U.F.O.s (Unidentified Flying Objects). To attain a degree of authenticity, Webb hired former Air Force Colonel William T. Coleman to produce the series. Col. Coleman had been in charge of the Air Force's Project Blue Book, the Air Force's U.F.O. investigation. Viewers of the programme were advised that if they should sight a U.F.O. not to call the Air Force since Project Blue Book had been abandoned in 1969 after determining U.F.O.s posed no threat to our national security.

The episodes all followed the same basic formula. At the beginning one or more U.F.O.s would be sighted. These encounters would be played out with an extensive use of detailed models and elaborate special effects. The Air Force would then be called in and Major Gatlin (later Captain Ryan) and his aid Sgt. Fitz would be sent to investigate the sighting. They would arrive on the scene and interview the people who saw the U.F.O and check out the site of the sighting for physical evidence. By the end of the episode they would reveal their conclusions of the sighting.

Since the episodes were all based on actual cases from Project Blue Book. it was not at all surprising that they never turned out to be men from Mars The U.F.O.s themselves got explained away as atmospheric phenomena, weather balloons, swamp gas. airplanes or hoaxes either perpetrated on or by the person reporting the incident. On only one occasion were our investigators unable to come up with the explanation for the sighting During the 1977-78 TV season Project U.F.O. became the only science fiction programme to break into the top 20 rated shows in America, placing in at #19.

The series producer was Col. William T. Coleman and the music was created by Nelson Riddle. For the UK the first series was seen on Southern television, from the 17th May - 9th August 1979, with the second series appearing on the 3rd January - 10th April 1980. The series was seen on NBC in the US.

Hollywood likes trends. When Star Wars blasted across film screens in 1977, Battlestar Galactica was television's answer. When Superman flew through the theaters of America in 1978, the three TV networks

answered with their own superhero programs in Greatest American Hero, Powers of Matthew Star, Spiderman, Wonder Woman and The Incredible Hulk. But when Close Encounters of the Third Kind made us look to the skies in 1977, Jack Webb, a producer most famous for Dragnet, was clever to recognize that Project Blue Book's declassification by an act of Congress was an opportunity to dramatize the cases in a one-hour television format.

Actor William Jordan, who played Maj. Jake Gatlin on the show's first season, recalls that Project UFO was not the show he hoped it would be. "What was unfortunate was Jack was a very bright, innovative mind, but he was unable to go in any other direction other than his success with Dragnet," explains Jordan. "Most of his storytelling cramped in terms of his dimensions. My character, Maj. Jake Gatlin, had no other life other than just being with his sergeant and traveling around and interviewing people. He had no family life, he had no dimension. I think that was the fault of the show. There was never any further dimension. It made them out to be cardboard characters.

"We were the number-one rated show for a season. This was about the same time that Close Encounters of the Third Kind came out. It was very timely, and people were very curious. The first several shows were very promising of what might be revealed that the Air Force perhaps covered up for years. [But] Jack, even though he was a very talented man ... didn't want input into his ideas."

Jordan candidly reveals that "Jack and I parted in that series after about a year, because he was intolerant, not wanting suggestions. What about showing that we have a life of some kind other than just Air Force staff? Don't I have a wife? Don't I have a family? Don't I have friends? If you give people the same thing every week, in that same tone of voice like Dragnet, for two, three or four years, that's pretty boring stuff." Jordan is kinder to his co-star on the show, Caskey Swaim. "Caskey was a very pleasant, Co-operative actor ... He did a very nice character that he developed, and he had a very nice quality."

To properly adapt casefiles for a prime-time TV series, it was necessary to "dramatize" the events and structure them to be entertaining and accessible. As Jordan explains, "It's not so much fictionalized as Jack chose to put them together in a fashion that fit his purposes at the time. There were some liberties taken. The way they compiled, so to speak, the story construction. It's part of television to be aware of the constraints of time and the needs for the hour to fill. I never got to be a contributor in the sense of seeing the original Project Blue Book stories. I was never given that opportunity."

Jordan laments that if the producers had been more creative and allowed the show wider parameters, "we would have been a much more profound experience for everyone." Jordan also wanted stories that were more pointed about the phenomenon of UFOs. "I felt there was more to be learned had we sought the direction of trying to be bold in storytelling. In the outcome of the episodes, a lot of the resolutions were very matter-of-fact and there were no abstractions. In my way of thinking, it would have been better had there been more mysterious stories rather than the indirect reference to balloons and gases. In many cases, we had open-and-shut cases."

As to his own thoughts about UFOs, Jordan wonders if Air Force personnel know more than they are revealing, "and don't quite know how to disseminate to people. I think they don't know how to make them palatable." Lots of viewers thought Jordan did know all about the Project Blue Book. He reports that fans assumed he knew much more than he ever revealed on the show, and they would write to him asking for more information.

"If I wrote back and told them I didn't know a lot of them would be disappointed or be angry that I would not be forthcoming with information. There was a resentment sometimes that I would not be able to answer their questions about the phenomena. Because I'm on television playing an Air Force officer doing this, I must have knowledge of a lot more than I would be able to tell them."

If Jordan looked official and well cast in the role of Maj. Gatlin, it was because he did serve in the Air Force and served time in the Korean War in 1959. "It was not like I needed training to be an Air Force officer," he says. "I spent three years and nine months as an officer." As a result of Jordan's background, he rightly could call himself an authority in the portrayal of such military men. "I used to have a lot of differences [with Webb] about military bearing and behavior I would have as an Air Force officer, as opposed to nuts-and-bolts, stilted kind of Dragnet qualities that were sometimes imposed on me. I felt I had a beam on the character and what this character might think as opposed to military bearing imposed on certain projects like this. After all, these characters are people first."

When Jordan left the show at the end of its first year, actor Edward Winter took over as Capt. Ben Ryan, while Caskey Swaim carried on. The show was canceled after 13 episodes. In the end, Jordan remarks that "Every time I run into someone who was at NBC and knew the show, they would say, 'We're sorry we didn't listen to you more closely, and that we let Mr. Webb influence us so drastically.'"

CAST NOTES

William Jordan (Maj. Jake Gatlin): Born in Milan, Indiana, Jordan has acted in many TV movies and series. He's well known for *The Disappearance of Aimee* (1976), *The Trial of Lee Harvey Oswald* (1977), *King* (1978) and *Friendly Fire* (1979). Series appearances include *Lou Grant*, *The Rockford Files*, *The Magician* and *Mannix*. Today, Jordan continues to be active with books-on-cassette narrations and TV movies.

Ed Winter (Capt. Ben Ryan): This Ventura, California-born actor is most memorable as the crazed CIA agent Col. Flagg in *M*A*S*H*. His guest roles on television have been varied. TV movie appearances include *Eleanor and Franklin*, *Perry Mason: The Case of the Notorious Nun*, *Stranded* and *The Christmas Gift*.

Caskey Swaim (Sgt. Harry Fitz): Born in Lexington, North Carolina. Only six months prior to landing Project UFO, Swaim was a starstruck bellhop at Hyatt House on the Sunset Strip. His first motion picture was a role in *Henry Winkler and Harrison Ford's vehicle, Heroes*. Acting was his dream since childhood; he saw his first play when he was seven years old, and by nine he was imitating Elvis Presley. After an 18-month tour of duty in the Army, including service in Okinawa, Swaim moved to Los Angeles to pursue an acting career.

WR. Harold Jack Bloom, Donald L. Gold, Sean Baine, Robert Blee, Michael Donovan, James E. Moser, T.S. Cook, Andrew Burke and Buck Houghton.

DIR. Rich Greer, Robert Leeds, Richard Moder, Dennis Donnelly and Richard Quine.

EPISODES: 26 **YEAR MADE:** 1978 **COUNTRY:** US **SEASONS:** 2

A MARK VIII LTD PRODUCTION IN ASSOCIATION WITH NBC TELEVISION

CREATOR: HAROLD JACK BLOOM

TYPE OF SHOW: UFO

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13

DATE OF PREMIER: 19/02/1978 **AIR DATE OF LAST EPISODE** 19/07/1979

SEASON DATE BREAKDOWN:

FILMS:

Major Jake Gatlin WILLIAM JORDON (1), Staff Sergeant Harry Fitz CASKEY SWAIN, Libby Viridon
ALDINE KING, Captain Ben Ryan EDWARD WINTER (2).

1 - 1 *THE WASHINGTON DC INCIDENT*

A US Air Force pilot sites a UFO and gives chase until over Washington D.C. he plummets to his death.

Wr Harold Jack Bloom

Dir Richard Quine

1 - 2 *THE JOSHUA FLATS INCIDENT*

Several prominent citizens see a UFO and the airforce is called in.

Wr Harold Jack Bloom

Dir Robert M. Leeds

1 - 3 *THE FREMONT INCIDENT*

A police officer is ridiculed after claiming to see a strange alien craft and two astronaut-type figures. Gatlin and Fitz investigate sightings by Robert Lee Armstrong and Henry Marsden. Marsden reports that the air force tried to shoot down a UFO and he has evidence that fell through the roof of his barn.

Wr Donald L. Gold, Lester William Berke

Dir Sigmund Neufeld Jr.

1 - 4 *THE HOWARD CROSSING INCIDENT*

Strange, extraterrestrial creatures attack a rancher and his family and Jake Gatlin recalls the time he chased a UFO and nearly caught it.

Wr Donald L. Gold, Lester William Berke

Dir Robert M. Leeds

1 - 5 *THE MEDICINE BOW INCIDENT*

A boomerang-shaped craft chases Mid-America Flight 54 piloted by Captain Ed Mason and co-pilot Brad Everett. Meanwhile, in Medicine Bow, Wyoming, Gus Shaftner lets it be know that he thinks the U.S. Air

Force is covering up his story about being attacked by aliens after being taken aboard a UFO.

Wr Sean Baine

Dir Dennis Donnelly

1 - 6 *THE NEVADA DESERT INCIDENT*

A U.S. Air Force lieutenant risks his career and marriage after he reports seeing four metallic objects and a mother ship.

Wr Robert Blees

Dir Robert M. Leeds

1 - 7 *THE FOREST CITY INCIDENT*

Two high school seniors, parked in the woods with their dates see a UFO and a duck hunter claims to have a photograph of a flying saucer.

Wr Donald L. Gold

Dir Dennis Donnelly

1 - 8 *THE DESERT SPRINGS INCIDENT*

An enormous UFO pursues an agent and a writer as they ride to a California resort in Desert Springs. Also, an old woman claims she was visited by aliens who offered to take her to the planet Venus.

Wr Donald L. Gold

Dir Robert M. Leeds

1 - 9 *THE FRENCH INCIDENT*

When the son of a presidential envoy is abducted by a flying saucer, Gatlin and Fitz are ordered by the White House to investigate the incident.

Wr Donald L. Gold

Dir Sigmund Neufeld Jr.

1 - 10 *THE WATERFORD INCIDENT*

Boys at a military school become involved with a strange substance from a UFO. Also, a hunter is attacked by a robot.

Dir Dennis Donnelly

1 - 11 *THE DOLL HOUSE INCIDENT*

Strange alien beings offer a strange loaf of bread to Carl Youngstrom in exchange for a jug of water. The aliens want him to eat the lotus-shaped bread but he manages to save some as evidence.

Wr Robert Blees

Dir Robert M. Leeds

1 - 12 *THE ROCKET AND A HARD PLACE INCIDENT*

Gatlin and Fitz find themselves under investigation after they witness a flying saucer leaving a trail of exploding colors over a restaurant.

Wr Robert Blees

Dir Dennis Donnelly

1 - 13 *THE ST. HILLARY INCIDENT*

Two nuns in New Mexico, Sister Lucy Ryker and Sister Anne, report seeing a UFO and a cryptic message about its return. The Archbishop pressures them to change their story.

Wr James E. Moser

Dir Robert M. Leeds

2 - 1 *THE UNDERWATER INCIDENT*

New partners Captain Ben Ryan and Harry Fitz investigate the report of a UFO ramming a charter boat. During their investigation they must try to rescue marine biologist Eve Summers who becomes trapped underwater.

Wr Steve Downing, Margaret Armen, Alf Harris, Robert Blees

Dir John Patterson

2 - 2 *THE DEVILISH DAVIDSON LIGHTS INCIDENT*

After three college professors report a pair of V-shaped UFO's, the crafts are witnessed again.

Wr Robert Blees

Dir John Patterson

2 - 3 *THE PIPELINE INCIDENT*

Tim Jenkins, a cargo plane navigator, mysteriously changes his story about a UFO sighting.

Wr Andrew Burke

Dir Robert M. Leeds

2 - 4 *THE INCIDENT ON THE CLIFFS*

A young mentally ill woman films blue and white UFOs as evidence for Project UFO.

Wr Greg Heffernan

Dir Robert M. Leeds

2 - 5 *THE WILD BLUE YONDER INCIDENT*

A student pilot is threatened with expulsion after seeing a UFO and recklessly diving to earth trying to chase it. Her boyfriend, however, is keeping information from her and the school's officials.

Wr Robert Blees

Dir Rich Greer

2 - 6 *THE BELIEVE IT OR NOT INCIDENT*

A student says aliens have warned him via lasers and music that the Earth will be taken over unless pollution is cleaned up.

Wr Donald L. Gold, George F. Slavin

Dir John Patterson

2 - 7 *THE CAMOUFLAGE INCIDENT*

A businessman films a UFO after it attacks him and two other men but he does not want to part with the evidence. Also, a man claims to have UFO debris in his garage.

Wr Robert C. Dennis

Dir Robert M. Leeds

2 - 8 *THE ISLAND INCIDENT*

A Brilliant doctor and three natives of a South Pacific Island see a small UFO fly out of a huge mothership - but the Islanders later deny the sighting.

Wr Donald L. Gold, Andrew Burke, Ben Masselink

Dir Robert M. Leeds

2 - 9 *THE SUPERSTITION MOUNTAIN INCIDENT*

A young student finds two small artifacts of pure magnesium left in a mine by a UFO. A gypsy warns the boy not to tell anyone.

Wr Larry Alexander, George F. Slavin

Dir Lawrence Dobkin

2 - 10 *THE I-MAN INCIDENT*

A large UFO hovers over a 10-year-old on a beach who says it played her a message sent from Earth into space 15-years ago.

Wr Buck Houghton

Dir Richard Moder

2 - 11 *THE SCOUTMASTER INCIDENT*

A Vietnam vet sees a UFO. Scouting with children in the hills, the scoutmaster receives burns from the UFO encounter.

Wr Albert Aley, George F. Slavin

Dir Robert M. Leeds

2 - 12 *THE ATLANTIC QUEEN INCIDENT*

An officer onboard the luxury liner Atlantic Queen sees a UFO while crossing the Atlantic. The captain of the ship accuses him of making it all up to further his career. There is, however, another witness.

Wr Donald L. Gold

Dir Robert M. Leeds

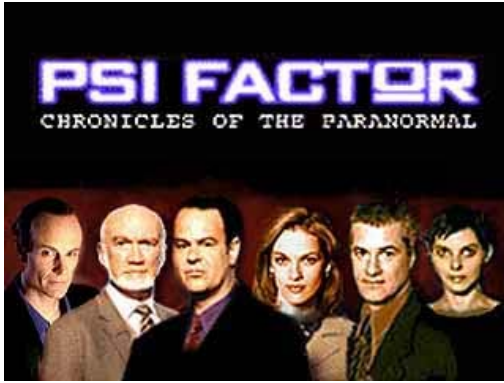
2 - 13 *THE WHITMAN TOWER INCIDENT*

An L.A. Air Traffic Controller spots a UFO on his scanner. Later, residents of an apartment are startled by the appearance of a UFO outside their window.

Wr T.S. Cook

Dir Rich Greer

PSI FACTOR: CHRONICLES OF THE PARANORMAL



Mostly an anthology series which presents stories that range from fantasy to science fiction. Typical stories include 'UFO Encounter' in which OSIR investigate the disappearance of two boys. 'Man out of Time' in which a man claims to have travelled from the 17th Century into the present. 'The Infestation' in which the OSIR have to investigate the mysterious deaths of NASA scientists.

Mirror Dimensions, Human Teleportation, mind control, material transfer, strange creatures, reincarnation. UFOs. Time Loops. All of these are the regular stomping ground of X-Files wannabe, Psi Factor. We've seen a whole slew of shows over the years which have endeavoured to cash in on the success of the X FILES, including THE BURNING ZONE, Poltergeist : The Legacy and DARK SKIES. Doubtless the motivation for creating Psi Factor was no less cynical. However, as a rather more blatant attempt to put a different spin on the concept,

Psi Factor is a rather good substitute for the 'real thing' and will almost certainly satisfy the voracious appetite of X Files fans who are hungry for more of the same. All but one of the twenty two episodes of the show's first season consisted of two half hour long episodes. The final episode of the first season and subsequent second episodes are in the more familiar one hour format, bringing the show even more in line with the style of THE X FILES. Unlike the X FILES though, Psi Factor has a host in the unlikely form of Ghostbusters start Dan Ackroyd who tops and tails story with a few words of wisdom.

Ackroyd, who is mainly known for his comedy roles, may seem a strange choice to host a show that has quite a series tone. It is claimed thought that Ackroyd has been a life long student of the paranormal and it was he who was instrumental in persuading the Office of Scientific Investigation and Research (OSIR) to release its files on which the shows episodes are allegedly based. As is purports to present dramatisations or real-life OSIR cases,

Psi Factor is made in a pacy documentary style. Much of the camerawork is hand-held and the initial episodes punctuated with sepia toned interviews with characters involved in the case who relate their experiences for the OSIR records. Hand-held camera work may in fact be a clever device to disguise the fact that Psi Factor is not a high budget show. Nevertheless, it is quite effective and sets the series apart from The X FILES in style if not in subject matter.

The show has a regular cast not all of whom appear in every episodes. Professor Connor Doyle, played by Paul Miller, a specialist in psychology and geophysics, leads this team of OSIR agents for the first series. Other team members include Colin Fox as Dr. Anton Hendricks, the OSIR chief of medicine.

"WE'RE GOING TO BRING IN an OSIR operative with AI abilities."

"Pardon me?" "A psychic."

This uncomfortable fusion of pseudo science and the paranormal is the hallmark of a Canadian series, PSI FACTOR, CHRONICLES OF THE PARANORMAL, whose first season begins on the Sci-Fi Channel this month. The fact that the 'psi' of the title refers to a letter of the Greek alphabet (somewhere near the end of it, in fact) may help in identifying the inspiration for the series.

Since the incredible success world-wide of THE X-FILES, there have been numerous attempts to emulate it. The "aliens amongst us" aspect was picked up by the short-lived DARK SKIES in America, while Britain's THE UNINVITED also bears similarities. However, PSI FACTOR takes this one stage further - it is initially as close a copy as can comfortably (or not, as the case may be) be borne.

The pilot opens with a legend over an official looking seal that the episodes are based on real cases from the files of the Office of Scientific Investigation and Research (OSIR, for short - and no relation to the OSI beloved Of THE SIX MILLION DOLLAR MAN).

Then comes the teaser: a bolshie teenager comes along to see Dad's dream house that he has always wanted. It's still in the process of construction, and when the power won't work, he goes down to the basement, telling her to stay where she is. Generations of horror-film goers know exactly what's going to happen next - and it

does.

Someone or something attacks her. Okay, it's not corporeal: no hockey-masked knife wielding nutcase, but the house starts to come alive around her. Electric planers switch themselves on, bits of wood start flying around, and then she sort of sees a figure coming down the rickety stairs towards her. All we see at this stage is a dark shadow that seems to be fleeing in panic. She turns, and there are three other shadows on the floor, resembling crumpled bodies. The desperate shadow runs past her, and then she sees its pursuer. She runs for her life, her father, alerted by her screams, by her side. The door won't open...

You get the picture. Cut to the title sequence. The logo comes up over an odd medical looking effect. Then we intercut between scenes of the main cast. They are going around with industrial strength flashlights through creepy buildings and woods. One, a female, is carrying out an autopsy. Then we see them being pursued by weird lights in the sky. The series proper begins with an introduction by host Dan Aykroyd. Although in early episodes it seems that he has been superimposed on the set representing the OSIR's mobile headquarters, towards the end of the season, he is actually there. In a sub-Rod Serling/Alfred Hitchcock way he leads into the next twenty minutes of "investigation". Aykroyd was one of the creative forces behind the two Ghostbuster movies, and there are times that one wishes for Ghostbuster Bill Murray to pop up with an appropriate sarcastic remark, showing that the creators of PSI FACTOR realise quite how ridiculous this all seems.

The investigation is led by a case manager, in the pilot Connor Doyle (and any nominal resemblance to Sir Arthur Conan Doyle, who was a renowned psychic investigator as well as creator of Sherlock Holmes, is probably purely coincidental). Played by Paul Miller, he comes across as humourless and dedicated, muttering notes into the headset that he constantly wears (which also act as an aide-memoire for the audience). He's assisted by various team members, including Lindsay Donner (Nancy Anne Sakovich, who facially bears a strong resemblance to Gillian Anderson) and Anton Hendricks, played by Colin Fox.

These intrepid questions after truth are involved in each of the half hour segments, with occasional one-hour specials. Unfortunately, they do not have the chemistry that exists between David Duchovny and Gillian Anderson, and the sections where the script concentrates on their "characters" tend to slow things down, if not bring them to a crashing halt.

IT WOULD BE WRONG TO SAY THAT THERE is nothing good about PSI FACTOR. The effects work is extremely well done, with the on camera work being created by Laird McMurray FX- including, in the episode Infestation, the effect of alien fleas moving across the ground in a forest. The post production effects are handled by CORE Digital Pictures, responsible for JOHNNY MNEMONIC and LEXX: THE DARK ZONE. Both effects houses state that their major challenge comes from the fact that "the PSI FACTOR stories are inspired by the actual case files of the OSIR, so every effect must believably portray physical reality".

Atlantis Films, producers of the series, have previously been responsible for THE NEW TWILIGHT ZONE and WILLIAM SHATNER'S TEXWAR, Dan Akroyd said " I wanted to host the show because of my interest in matters beyond the four perceptible dimensions. PSI FACTOR will offer viewers a look at thought-provoking stories capable of altering the way they perceive reality." The OSIR is a privately funded research organisation, not an official government body as you might pardonably have thought seeing their impressive seal, which is even superimposed over the videotape images which they make of their investigations! It comprises more than three hundred scientists and researchers looking into all forms of paranormal and unusual phenomena around the world - which allows PSI FACTOR to travel all over the planet to such exotic places as the Bermuda Triangle, New Mexico (where they try to explain 'the enduring mystery of the lost Anasazi tribe!') and Russia, where they battle a prehistoric monster in the first season finale. However, in reality, just as the first five seasons of THE X-FILES plundered the locales around Vancouver, so PSI FACTOR has done the same around Toronto, on the eastern side of Canada.

"The information found in the OSIR's files makes for astonishingly entertaining TV," executive producer Seaton McLean claims. "Combine this with fast-paced, driving narratives and some of the latest in special effects, and you have the formula for an extremely exciting television series." While this may be true, Psi Factor, now filming its third season in Canada, certainly takes its time to find its feet and move away from what it starts out resembling: an X-FILES clone with a jigger of GHOSTBUSTER And POLTERGEIST (the movies).

IRRROR dimensions. Human teleportation. Mind control. Material transfers. Strange creatures. Reincarnation. UFOs. Time loops. All of these are the regular stomping ground of X Files wannabe, PSI Factor. We've seen a whole slew of shows over the last few years that have endeavoured to cash in on the success of the big X, including The Burning Zone, Poltergeist: The Legacy and Dark Skies. Doubtless the motivation for creating PSI Factor was no less cynical. However, as a rather more blatant X-Files imitation with no real attempt to put a different spin on the concept, PSI Factor is a rather good substitute for the 'real thing' and will almost certainly satisfy the voracious appetite of X-Philes who are hungry for more of the same.

PSI Factor has actually been around for a couple of seasons in the States already and, such is its success, a third series is currently in production. All but one of the twenty-two episodes of the show's first season consists of two, half-hour long stories. The final episode of the first season and all subsequent episodes are in the more familiar one hour format, bringing the show even more in line with the style of *The X-Files*.

Unlike *The X-Files* though, PSI Factor has a host in the unlikely form of *Ghostbusters* star Dan Ackroyd who tops and tails each story with a few words of wisdom. Ackroyd, who is mainly known for his comedy roles, may seem a strange choice to host a show that has a quite serious tone. It is claimed though that Ackroyd has been a life-long student of the paranormal and it was he who was instrumental in persuading the Office of Scientific Investigation and Research (OSIR) to release its files on which the show's episodes are allegedly based. "I wanted to host the show because of my interest in matters beyond the four perceptible dimensions," claims Ackroyd. However, a more believable explanation for his presence can be gleaned from the show's credits which include one Peter Ackroyd, brother of Dan and Executive Producer on the series.

As it purports to present dramatisations of real-life OSIR cases, PSI Factor is made in a pacy documentary style. Much of the camerawork is hand-held and the initial episodes punctuated with sepia toned interviews with characters involved in the case who relate their experiences for the OSIR records. Hand-held camerawork may in fact be a clever device to disguise the fact that PSI Factor is not a high-budget show. Nevertheless, it is quite effective and sets the series apart from *The X-Files* in style if not in subject matter.

The show has a large regular cast not all of whom appear in every episode. Professor Connor Doyle, played by Paul Miller, a specialist in psychology and geophysics, leads this team of OSIR agents for the first series. Other team members include Colin Fox as Doctor Anton Hendricks, the OSIR chief of medicine. "Hendricks is a very modern kind of doctor, who isn't afraid to look at alternative medicine, and to have a tremendous interest in psychic phenomena," says Fox. "Part of that interest comes from battling a serious disease himself, and also from the terrible secret he carries about the mysterious disappearance of his wife and child. He doesn't know if they're dead or alive, but he desperately wants to be reunited with them."

Barclay Hope plays Chief Science Analyst, Peter Axon. "Axon is a highly ambitious person, and was devastated when he was passed over as Case Manager," says Hope. "He's come to realise that his former MIT attitude towards his work has to change, and he's more willing to walk a dangerous line to prove himself" Unfortunately, in the first season, with such a large cast and stories that only last for half an hour, it may prove a little difficult to grasp who is who for the first-time viewer and there isn't a great deal of room for characterisation. Having said this, the writers seem to work well within the constraints and manage to slip a few brief exchanges and humorous remarks between the regulars that aren't entirely rooted in the plot. Happily, with the show's switch to the hour format, the characters are given a little more space to breathe and two new characters are injected into the mix: Matt Frewer, best known for his role as virtual TV host Max Headroom and Michael Moriarty who received critical acclaim in *Law and Order*.

"Matt Praeger, played by Matt Frewer, who is a brilliant criminologist who brings his expertise on crime solving to the OSIR team," says PSI Factor executive producer James Nadler. "Because he's new to the OSIR, he can stand in for the audience, and can ask the questions the audience wants to know about the organisation and the world we're creating - how the investigators do their jobs, why they're into searching for answers about the paranormal. He becomes the guide into these worlds. And it gives us a chance to shake up the relationships within the team."

Michael Moriarty joins the team as Michael Kelly. "Kelly is the consummate outsider, the man who knew too much, a whistleblower," explains Moriarty. "He wants to use top secret information to help the OSIR team and the people involved in their cases, because at heart he's a humanist who rages against the machine, in whatever form." Of the second season James Nadler said, "We've expanded our story lines by doing only one story per hour rather than two, so that we can delve even deeper into the development of the characters, injecting more humanity and more humour in our main heroes to enable the audience to grow with them."

The stories themselves explore a wide variety of supernatural and extraterrestrial themes and for the most part affirm that such phenomena do exist for which there are no 'rational' explanations. However, a few of the shows do conclude with a *Scooby-Doo* style revelation that things were not what they seemed. For instance, in the second story of the first episode, *UFO Encounter*, the nocturnal visitations of alleged UFO's are revealed to be low-flying helicopters on an illegal crop-dusting mission. Dana Scully would be delighted to know that some mysteries do still have down-to-earth explanations! Perhaps she should consider a transfer to the OSIR. 'Psi' is the letter in the Greek alphabet that represents the unknown. Dan Ackroyd's great-grandfather was allegedly a principal member of the British Society of Psychic Research. Many of the regular cast members of PSI Factor have guest-starred in a wide variety of telefantasy shows. Curiously, though, almost all of them have made appearances in *Kung Fu: The Legend Continues*. The 'real' OSIR has apparently been in existence for 20 years and comprises of more than 300 scientists and researchers who investigate all manner of

paranormal and unusual phenomena.

The show was syndicated across the U.S. In the Los Angeles market during the first season, the initial airing occurred at 11:35p.m., on Saturday nights on the CBS affiliate, KCBS; for the second season, the air dates changed to noon on Sundays. It later changed to 12:45 a.m. on Monday mornings. For season three, it moved to 1:35 a.m on Sundays. The shows were aired a few times during the week. The series was aired in the UK on Sci-Fi Digital/Satellite channel, times have varied but the 8pm time on a Thursday would be quite common for the show.

Matt Frewer (who plays Matt Praeger in the series), has been known in science fiction circles for a long time, he has starred in many low budget science fiction films, and is perhaps most famous for playing MAX HEADROOM in the series with the same name.

Season Four: The fourth season opens with Matt Frewer's Praeger, having survived his near-death experience, struggling to comprehend what might exist beyond life.

WR. James Nadler, Larry Raskin, David Preston, Gerald Wexler, Damien Kindler, Ian Weir

DIR. John Bell, Alan Kroeker, Giles Walker,

EPISODES: 88 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 4

ATLANTIS FILMS (aka ATLANTIS ALLIANCE) , ENDELMON ENTERTAINMENT

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 22, (3) 22, (4) 22

DATE OF PREMIER: 28/09/1996 **AIR DATE OF LAST EPISODE** 20/05/2000

SEASON DATE BREAKDOWN:

FILMS:

Professor Connor Doyle PAUL MILLER, Dr. Curtis Rollins MAURICE DEAN WINT, Host DAN AYKROYD, Lindsay Donner NANCY ANN SAKOVICH, Professor Anton Hendricks COLIN FOX, Peter Axon BARCLAY HOPE, Ray Donahue PETER MACNEILL, Natasha Constantine LISA LACROIX, Matt Praeger MATT FREWER (2), Michael Kelly MICHAEL MORIARTY(2), Frank Elsinger NIGEL BENNETT, L.Q. Cooper PETER BLAIS (1), Smithwick ELIZABETH SHEPHERD (1), Corliss TAMARA GORSKI (1), Miles LINDSAY COLLINS (1), Narrator DAN ACKROYD, Dr. Claire Davison SOO GARAY.

RELATED SHOWS:

X FILES, THE

MAX HEADROOM

1 - 1 *DREAM HOUSE/UFO ENCOUNTER*

Case File #34112: "Dream House"

Blaine and Debbie McCallister summon the Office of Scientific Investigation and Research to investigate the cause of numerous strange occurrences at the site of their new home, after their teenage daughter is hospitalized as a result of a poltergeist encounter.

Case File #52111: "UFO Encounter"

The O.S.I.R. is summoned to a small town to investigate a double alien abduction of two boys and UFO sightings witnessed by many townspeople.

Wr Will Dixon, James Nadler

Dir Allan Kroeker

1 - 2 *POSSESSION/MAN OUT OF TIME*

Case File #67102: "Possession"

A software designer tells of demons attacking.

Case File #10103: "Man Out of Time"

A disoriented man tells of being from the 17th century.

Wr James Nadler, Larry Raskin

Dir Allan Kroeker, John Bell

1 - 3 *REPTILLIAN REVENGE/GHOSTLY VOICES*

Case File #99101: "Reptilian Revenge"

After an elderly man dies, his pet snakes escape.

Case File #44114: "Ghostly Voices"

A voice calls a woman home.

Wr Will Dixon, Richard Oleksiak

Dir Giles Walker, Allan Kroeker

1 - 4 *CREEPING DARKNESS/THE POWER*

Case File #77110: "Creeping Darkness"

Impenetrable darkness threatens to engulf an Argentine town.

Case File # unknown: "The Power"

Stress boosts a woman's psychokinesis.

Wr Gerald Wexler, David Preston

Dir Allan Kroeker, John Bell

1 - 5 *FREE FALL/ THE PRESCENCE*

Case File #47129: "Free Fall"

A sky diver tells of defying gravity.

Case File #92109: "The Presence"

A child fears a destructive force.

Wr Larry Raskin, Ian Weir

Dir Milan Cheylov, John Bell

1 - 6 *THE INFESTATION/ HUMAN APPORTATION*

Case File #33130: "The Infestation"

NASA scientists die searching for a meteorite.

Case File #87105: "Human Apportation"

A Californian and her daughter inexplicably find themselves in Toronto.

Wr Damian Kindler, Denise Fordham

Dir Giles Walker, John Bell

1 - 7 *THE UNDERNEATH/ PHANTOM LIMB*

Case File #28120: "The Underneath"

A deadly creature lives in the sewers.

Case File #52113: "Phantom Limb"

Strange events follow an accident that claimed a farmer's arm.

Wr Robert C. Cooper, Sherman Snukal

Dir Milan Cheylov, Allan Kroeker

1 - 8 *THE TRANSIENT/ TWO LOST OLD MEN*

Case File #64131: "The Transient"

A dybbuk invades the souls of innocents.

Case File #86126: "Two Lost Old Men"

Young people pass through a forest's barren zone and instantly age 50 years.

Wr Damian Kindler, Ian Weir

Dir Giles Walker

1 - 9 *UFO DUPLICATION/ CLARA'S FRIEND*

Case File #623119: "UFO Duplication"

Extraterrestrials clone farm inhabitants.

Case File #847117: "Clara's Friend"

An apparition communicates with a girl.

Wr Robert C. Cooper, Will Dixon

Dir Marc Voizard

1 - 10 *THE HUNTER/ THE HEALER*

Case File #702134: "The Hunter"

A werewolf is suspected in cattle mutilations.

Case File #969121: "The Healer"

Teen is credited with healing powers.

Wr Damian Kindler, Larry Raskin

Dir John Bell

1 - 11 *THE CURSE/ ANGEL ON A PLANE*

Case File #631136: "The Curse"

Death strikes archaeologists who uncovered an Egyptian burial chamber.

Case File #260122: "Angel on a Plane"

A mysterious woman safely lands a plane hit by lightning.

Wr Will Dixon, Ian Weir

Dir Marc Voizard, Ken Girotti

1 - 12 *DEVILS TRIANGLE/ ANASAZI CAVE*

Case File #288128: "Anasazi Cave"

Deaths at an archaeological dig may explain the mystery of the lost Anasazi.

Case File #199137: "Devil's Triangle"

A man claims he was adrift in the Devil's Triangle.

Wr Sherman Snukal, Damian Kindler

Dir Marc Voizard, Ken Girotti

1 - 13 *THE UNDEAD/ STALKER MOON*

Case File #763139: "The Undead"

A homeless man revives during his autopsy and escapes.

Case File #569135: "Stalker Moon"

A fan stalks an actress from the grave.

Wr Will Dixon, Alex Pugsley

Dir Clay Borris

1 - 14 *FORBIDDEN NORTH/ REINCARNATION*

Case File #26014: "Forbidden North"

A humanoid beast approaches a leg-trapped logger.

Case File #610115: "Reincarnation"

A man undergoing past-life regression predicts the future.

Wr Damian Kindler, Peter Aykroyd

Dir Ken Girotti

1 - 15 *THE GREENHOUSE EFFECT/ THE BUZZ*

Case File #213127: "The Greenhouse Effect"

Plants attack a family.

Case File #213127: "The Buzz"

Mysterious buzzing coincides with unexplained deaths.

Wr Damian Kindler, Sherman Snukal

Dir Clay Borris

1 - 16 *THE LIGHT*

OSIR case manager Curtis Rollin's near-death experience releases a dangerous doppelganger into the community.

Wr Will Dixon

Dir Milan Cheylov

1 - 17 *THE 13TH FLOOR/ THE BELIEVER*

Case File #957176: "The 13th Floor"

A possessed woman takes a horrible vengeance on her philandering husband.

Case File #284145: "The Believer"

A kidnapper transmits his extortion demands psychically.

Wr Jean Hurtubise, Damian Kindler

Dir Clay Borris, Craig Pryce

1 - 18 *THE FOG/ HOUSE ON GARDEN STREET*

Case File #559146: "The Fog"

A dense fog, mass hallucinations and a serial killer arrive simultaneously on death row.

Case File #810126: "House on Garden Street"

An apparition appears to a couple under stress.

Wr Robert C. Cooper, Chris Dickie

Dir Clay Borris

1 - 19 *SECOND SIGHT/ CHOCOLATE SOLDIER*

Case File #295143: "Second Sight"

A kidney-transplant recipient has frightening visions.

Case File #734138: "Chocolate Soldier"

A cult leader has power over women.

Wr Sherman Snukal, Will Dixon

Dir Milan Cheylov

1 - 20 *THE FIRE WITHIN/ FATE*

Case File #994124: "The Fire Within"

Spontaneous human combustion.

Case File #232148: "Fate"

A teen with psychic powers struggles to understand events leading to his best friend's death.

Wr Richard Oleksiak, Damian Kindler

Dir Aaron Schuster

1 - 21 *DEATH AT SUNSET/ COLLISION*

Case File #693142: "Death at Sunset"

A mysterious illness claims its victims at sunset.

Case File #793144: "Collision"

The soul of an accident victim possesses the driver who killed her.

Wr Jeremy Hole, Sherman Snukal

Dir Ross Clyde

1 - 22 *PERESTROIKA*

The OSIR investigators battle with a prehistoric monster in the waste's of Russia and discover more than they bargained for.

Wr Ross Clyde

Dir Giles Walker

2 - 1 *THREADS*

The OSIR investigates a mysteriously disintegrating building, with a sinister conglomerate may be using to test a revolutionary new lethal weapon.

Wr James Nadler

Dir Milan Cheylov

2 - 2 *THE DONOR*

In a small farming community, the Office of Scientific Investigation and Research investigates the strange mutilation and seemingly ritualistic slaughter of livestock animals.

Wr Rick Drew

Dir Milan Cheylov

2 - 3 *WISH I MAY*

In swamp country, county doctor calls in the Office of Scientific Investigation and Research to help her find out why a teenager seems to be clinically dead but somehow alive.

Wr Will Dixon

Dir John Bell

2 - 4 *COMMUNION*

Case File #245-208

The Office of Scientific Investigation and Research investigates several UFO reports in the industry area of Montex Bioengineering.

Wr Peter Mohan

Dir John Bell

2 - 5 *FORZEN IN TIME*

Case File #417-205

Deep in the interior of a national park, a strange epidemic strikes a Native American reserve, turning the residents into living statues.

Wr Tracey Forbes

Dir Giles Walker

2 - 6 *DEVOULTION*

Case File #567-212

After a blinding light explodes in a hospital room, a blood-covered entity throws the guard out into the hall and the body of a sixty-year-old woman, sentenced to life imprisonment for the murder of a police officer, disappears.

Wr John Dolin

Dir Clay Borris

2 - 7 *THE WARRIOR*

Case File #371-211

When a curator of a museum decapitated by an unknown assailant, the Office of Scientific Investigation and Research starts to investigate.

Wr Rick Drew

Dir Clay Borris

2 - 8 *THE GRAY MEN*

Case File #669-207

The Office of Scientific Investigation and Research is called to an abandoned industrial park to investigate a UFO sighting. Case Manager Matt Praeger hears a buzzing noise and disappears without a trace.

Wr James Nadler

Dir Giles Walker

2 - 9 *MAN OF WAR*

Case File #267-210

When a corporal investigates an onslaught of light and noise, disappearing with a scream of pain and horror, the Office of Scientific Investigation and Research starts to investigate.

Wr Deborah Nathan

Dir Stephen Williams

2 - 10 *DAMNED*

Case File # 905-209

When the pool water mysteriously starts to churn and boil, a man drowns and sinks to the bottom. The Office of Scientific Investigation and Research starts to investigate.

Wr Toni Di Franco

Dir Clay Borris

2 - 11 *HELL WEEK*

Case File # 416-209

The Dean at Braddock University brings the Office of Scientific Investigation and Research in to investigate an incident involving psychokinetic power.

Wr Alex Pugsley

Dir Craig Pryce

2 - 12 *BAD DREAMS*

Case File #340-212

After a woman, recovering in her hospital bed from knee surgery, suddenly cries out from a terrifying dream and bleeds spontaneously from deep wounds, the Office of Scientific Investigation and Research arrives to secure the building following the inexplicable occurrence.

Wr Will Dixon

Dir Stephen Williams

2 - 13 *THE EDGE*

Case File #350-213

The Office of Scientific Investigation and Research is called in to help locate a missing police officer.

Wr Tracey Forbes

Dir Craig Pryce

2 - 14 *KISS OF THE TIGER*

Case File #936-214

Case Manager Matt Praeger brings in the Office of Scientific Investigation and Research team to help his old friend David Vancha save the life of his wife Zoe.

Wr Damian Kindler

Dir Carl Goldstein

2 - 15 *THE HAUNTING*

Case File #604-215

Hotel-owner Clifford Ashe calls in the Office of Scientific Investigation and Research to investigate the haunting of the Ashe Plaza Hotel.

Wr Rick Drew

Dir John Bell

2 - 16 *THE NIGHT OF THE SETTING SUN*

Case File #938-216

A dealer of rare animals breaks into an abandoned factory with an accomplice, who afterwards is pulled back into the complex by some unseen presence.

Wr James Nadler

Dir E. Jane Thompson

2 - 17 *THE LABYRINTH*

Case File #309-217

When a city worker is killed by a wave of light and sound, the Office of Scientific Investigation and Research is called in to investigate.

Wr Christiane Schull

Dir Ron Oliver

2 - 18 *PENTIMENTO*

Case File #721-219

When a horrific murder takes place, the Office of Scientific Investigation and Research gets a call to come to a gallery where they find a body strung from the ceiling in the back room, his clothing shredded and his eyes ground into their sockets.

Wr Sarah Dodd

Dir Vincenzo Natali

2 - 19 *FROZEN FAITH*

Case File #721-219

The Office of Scientific Investigation and Research investigates a suburban home in which the living room has become an icy chamber.

Wr Matt Frewer

Dir Ron Oliver

2 - 20 *MAP TO THE STARS*

Case File #420-202

Case Manager Matt Praeger flies to Halifax to bail out Michael Kelly, who has been arrested for being drunk and disorderly.

Wr Will Dixon

Dir John Bell

2 - 21 *THE ENDANGERED*

Case File #104-723

When a huge beast charges out of the woods and rips man's limb, a local police calls in the Office of Scientific Investigation and Research to identify the attacker.

Wr Will Dixon

Dir Rick Drew

2 - 22 *THE EGRESS (PART 1 OF 3)*

Case File #102-964

Ray Donahue and Peter Axon fan out through a secret research facility searching for Axon's friend Dr. Leon Schraft, a colleague from Axon's MIT days.

Wr James Nadler

Dir John Bell

3 - 1 *JAUNT (PART 2 OF 3)*

As the third season begins, physicist Peter Axon is the only remaining member of the Office of Scientific Investigation and Research team. Dr. Anton Hendricks is apparently dead, having disappeared into a mysterious apportionment device known as the Arch, case manager Matt Praeger has tendered his resignation after differences with the O.S.I.R.'s Director of Operations Frank Elsinger and senior data analyst Lindsay Donner has left the team after running afoul of Praeger and revealing confidential information.

Axon and Curtis Rollins, the case manager assigned to the Arch case, take their investigation to a remote area of northern Quebec after an RCMP officer finds a woman wandering alone in the sub-tundra. It turns out the woman had vanished into the Arch and then re-appeared 2,000 miles away.

Lindsay Donner and Matt Praeger rejoin the team to recover Hendricks from the Arch.

Wr James Nadler

Dir John Bell

3 - 2 *COMINGS AND GOINGS (PART 3 OF 3)*

Case File #751718

Following a memorial service for Dr. Anton Hendricks the Office of Scientific Investigation and Research team members receive an anonymous phone call informing them that Hendricks is at a nearby hospital unconscious and on a ventilator.

Wr Tracey Forbes

Dir John Bell

3 - 3 *HEARTLAND*

Case File #898777

When a forest area turns into a bone-dry wasteland virtually overnight, a government agriculture official turns to the Office of Scientific Investigation and Research for help.

Wr John Dolin

Dir Stephen Williams

3 - 4 *THE KISS*

Case File #145345 The Office of Scientific Investigation and Research is called into action when the mutilated corpse of a police detective who gunned down an escaped convict is found in a dumpster.

Wr C.D. Frewer, F.J. Kennedy

Dir Doug Jackson

3 - 5 *ABSOLUTION*

Case File #569-977

The Office of Scientific Investigation and Research case manager Matt Praeger is institutionalized after a case goes tragically wrong. Working undercover as an arms dealer in order to gain access to a teenager with ESP Praeger gets caught in the middle of a double cross and apparently fires the bullet that kills the youth.

Wr Damian Kindler

Dir Clay Borris

3 - 6 *ALL HALLOWS EVE*

Case File #659-311

The Office of Scientific Investigation and Research case manager Matt Praeger, security co-ordinator Ray Donahue, chief science analyst Peter Axon and senior data analyst Lindsay Donner visit the scene of a grisly, pre-Halloween murder of two college students who died after having their faces torn off.

Wr Donald Martin

Dir Luc Chalifour

3 - 7 *PALIMPSEST*

Case File #600-001

The Office of Scientific Investigation and Research investigates after the body of an elderly woman is

found in the basement of a soon-to-be demolished apartment building.

Wr Paul Smith

Dir Craig Pryce

3 - 8 *RETURN*

Case File #965-789

Dr. Anton Hendricks' wife has recently returned from a mysterious apportionment device called the Arch, into which she vanished 12 years ago. Hendricks has become increasingly suspicious that she is not the Catherine he knew.

Wr James Nadler

Dir Bruce Pittman

3 - 9 *HARLEQUIN*

Case File #828-456

The Office of Scientific Investigation and Research investigates the unusual death of a large South American rodent called a capybara at the Windsor Animal Hospice.

Wr Larry Raskin

Dir Ron Oliver

3 - 10 *LITTLE PEOPLE*

Case File #790-002

Matt Praeger's daughter, Dana, is sleeping over at the country home of her friend, Vanessa, when the girls hear a strange noise coming from the bedroom of Vanessa's adopted brother. The Office of Scientific Investigation and Research team arrives at the house to conduct an "unofficial" investigation.

Wr Rick Drew

Dir Craig Pryce

3 - 11 *THE WINDING CLOTH*

Case File #340-872

Archaeologist and former lover of Lindsay Donner finds a 13th century burial shroud inside an ancient Druid coffin. At his request, Donner and the Office of Scientific Investigation and Research team join him in London to verify the authenticity of the "winding cloth" and identify the man buried in it.

Wr Rick Drew

Dir Clay Borris

3 - 12 *CHANGO*

Case File #500-208

A senior data analyst of the Office of Scientific Investigation and Research dies of an apparent heart attack at a Cuban-style neighborhood party. The rabbi who's conducting the funeral suddenly hears scratching sounds coming from coffin, opens the lid and finds out the man is alive.

Wr Sarah Dodd

Dir Bruce Pittman

3 - 13 *SOLITARY CONFINEMENT*

Case File #226-051

The Office of Scientific Investigation and Research senior data analyst Lindsay Donner and pathologist Claire Davison are called to the Newgate Correctional Facility after an inmate dies mysteriously while in solitary confinement.

Wr John Dolin

Dir Ron Oliver

3 - 14 *VALENTINE*

Case File #443-987

Alone on Valentine's Day, Lindsay Donner visits a neighborhood after-hours club, where she catches the attention of the bartender. Despite the attraction Donner leaves and is called back to the vicinity the following morning when a body is found in the alley.

Wr Sheila Prescott-Vessey

Dir Ross Clyde

3 - 15 *OLD WOUNDS*

Case File #392-101

Tessler Industries, a video-game giant, is testing one of its new virtual-reality war games at the Office of Scientific Investigation and Research Central Lab. When a woman is knocked to the floor with a very real head wound, Elsinger calls for the O.S.I.R. team to investigate.

Wr Jim Purdy, Paula Smith

Dir Luc Chalifour

3 - 16 *THE OBSERVER EFFECT*

Case File #222-989

The Office of Scientific Investigation and Research investigates after a UFO is sighted in the woods near the private community of Poplar Glen.

Wr Damian Kindler

Dir Giles Walker

3 - 17 *SCHOOL OF THOUGHT*

Case File #333-016

The Office of Scientific Investigation and Research team investigates after an auto shop teacher at Royalton Custodial School is crushed against a wall by a car. The "accident" could be the work of a student with telekinetic ability.

Wr Rick Drew

Dir John Bell

3 - 18 *Y2K*

Case File #009-873

Two computer programmers trying to develop a solution to the Y2K problem enter a sealed lab and begin work. Later, they go into convulsions and, with blood pouring from their eyes and ears, fall to the ground dead. The Office of Scientific Investigation and Research team arrives at the lab to investigate.

Wr C.D. Frewer, F.J. Kennedy

Dir Ron Oliver

3 - 19 *JOHN DOE*

Case File #098-509

Peter Axon and Frank Elsinger run tests on an electromagnetic field (EMF) laser cannon in the lab at Tessler Industries to destroy a missile guidance system. After the experiment fails when the laser device overheats, a janitor resets the cannon and destroys the missile guidance system.

Wr Damian Kindler

Dir Giles Walker

3 - 20 *THE TRIBUNAL*

Case File #899-997

The Office of Scientific Investigation and Research is transporting a young woman who's had an alien encounter, when their van is engulfed in a bright light from a UFO, temporarily blinding the investigator, and the woman disappears.

Wr Jean Hurtubise

Dir John Bell

3 - 21 *FOREVER AND A DAY (1-2)*

Case File #298-321

Psychic healer has just successfully restored the sight of a blind woman when he is interrupted by the Office of Scientific Investigation and Research agents and taken to the central lab to test the man's healing powers.

Wr James Nadler

Dir Ron Oliver , Stephen Williams

4 - 1 *SHOCKING*

Struck by lightning, a woman must release the electricity through sex in order to survive.

Wr Larry Raskin

Dir Stephen Williams

4 - 2 *SACRIFICES*

The O.S.I.R. investigates satanic cult activity on a college campus.

Wr Will Dixon

Dir Stephen Williams

4 - 3 *HAPPY BIRTHDAY, MATT PRAEGER*

Matt inadvertently enters an alternate dimension as a contestant on a game show where he must re-examine his life.

Wr Larry Raskin

Dir Luc Chalifour

4 - 4 *SOUL SURVIVOR*

The O.S.I.R. investigates a plane crash and its survivors, who have been in a sort of limbo since their disappearance 10 years ago.

Wr Rick Drew

Dir Ross Clyde

4 - 5 *883*

A doctor's mission to colonize a new world forces Matt to make a decision about his future.

Wr Damian Kindler

Dir Ron Oliver

4 - 6 *ONCE UPON A TIME IN THE WEST*

An old man following three Old West outlaws is actually Axon 30 years in the future, warning his younger self against inventing time-travel.

Wr Damian Kindler

Dir John Bell

4 - 7 *BODY AND SOUL*

The team's investigation of a woman's precognition of her own death leads to a shocking discovery.

Wr Andrea Moodie

Dir John Bell

4 - 8 *TEMPLE OF LIGHT*

A spiritual entity is blamed for an outbreak of murders at a Hollywood retreat.

Wr Andrea Moodie

Dir Ron Oliver

4 - 9 *INERTIA*

Axon must race against time to save the life of an alien grounded in a meteor crash.

Wr Will Dixon

Dir Randy Bradshaw

4 - 10 *NOCTURNAL CABAL*

Donner and Stone are caught in a sinister plot when they investigate a rave club overrun by zombies.

Wr Damian Kindler

Dir Steve DiMarco

4 - 11 *'TIL DEATH DO US PART*

A journalist's relationship with a Death Row inmate causes a rare haunting.

Wr Sarah Dodd

Dir Luc Chalifour

4 - 12 *TYLER/TIM*

An autistic boy develops psychokinetic abilities while mourning the death of his twin brother.

Wr Rick Drew

Dir Randy Bradshaw

4 - 13 *SUPER SARGASSO SEA*

Mysterious sky-falls may be the result of the Super Sargasso Sea theory.

Wr Andrea Moodie

Dir Larry McLean

4 - 14 *PERSISTENCE OF VISION*

A ghost-like image in a photograph might be the link between a serial killer and a real-life angel.

Wr Will Dixon

Dir Ron Oliver

4 - 15 *GEOCORE*

Oil drilling in an ancient tribal burial ground unleashes a demon killer.

Wr Martin M Boricky

Dir Jon Cassar

4 - 16 *GONE FISHING*

Peter's old friend lures him into the wilderness seeking retribution for past deeds.

Wr Larry Raskin, Aaron Woodley

Dir Ron Oliver

4 - 17 *CHIAROSCURO*

An angry spirit torments a group of artists in an old church.

Wr Andrea Moodie

Dir Alan Gough

4 - 18 *REGENERATION*

The O.S.I.R. team must suppress the violent alien traits of a genetically-altered woman.

Wr Damian Kindler

Dir Will Dixon

4 - 19 *WENDIGO*

The O.S.I.R. discovers cannibalism when they search for three missing operatives.

Wr Mark Leiren-Young

Dir John Bell

4 - 20 *ELEVATOR*

During an investigation, Donner, Stone and Davison are trapped in an elevator.

Wr Larry Raskin

Dir Ron Oliver

4 - 21 *FORCE MAJEURE*

Lindsay and Peter are under cover as a married couple to investigate aberrant behavior among community residents.

Wr Will Dixon, Damian Kindler

Dir John Bell

4 - 22 *STONE DREAMS*

Mia Stone experiences precognitive dreams and hallucinations during an investigation.

Wr Andrea Moodie, Larry Raskin

Dir Ron Oliver

PURPLE EYES IN THE DARKAKA: **YAMI NO PURPLE EYE**

Teenager Tomoko (Hinagata) is kissing her boyfriend Shinya (Kato), when she suddenly feels the leopard-shaped birthmark on her chest throbbing with heat. She is confused by the experience but thinks nothing more of it until she is attacked by school bullies and inadvertently transforms into a leopard. Her new biology teacher Miss Sonehara (Nakamura) takes an interest in her case and realizes that the girl carries feline DNA. She suspects that it may have something to do with Tomoko's later father, a zoologist hounded out of the scientific establishment for his controversial research into animal transformation.

Purple Eyes in the Dark began as a 1984 manga in Margaret magazine by Chie Shinohara, an author who excels at dramatizing the life-changing transformations of puberty, in works such as Sea's Darkness and Moon's Shadow and Anatolia Story. Though sounding like a rip-off of the U.S. series MANIMAL (1983) with bonus Japanese schoolgirls, it is actually much more cerebral than that, magnifying teenage obsessions to earth-shattering importance in the style of Mask of Glass. It also embraces Shinohara's own Freudian obsession with blood and bleeding, such as a scene in the opening episode when Tomoko savors a cut finger - this is also probably one of the kinkier drama series on Japanese TV.

Like her U.S. relative THE INCREDIBLE HULK (1978), Tomoko requires anger or rage as a catalyst for her transformation, leading Miss Sonehara to kidnap Shinya, drug him, and seduce him in front of Tomoko in order to study her reaction. There is also an anime "image video" based on the story, in which scenes from the manga are recreated during seven musical interludes. Compare to Daughter of Iguna. Theme: Iceman "Dark Half".

Series was produced by Osamu Tezuka.

WR. Michiru Tanabe, Junji Takegami

DIR. Takeshi Nakagawa

EPISODES: 11 **YEAR MADE:** 1996 **COUNTRY:** JAP **SEASONS:** 1

ASAHI

CREATOR: CHIE SHINOHARA

TYPE OF SHOW: MEDICAL

FORMAT: SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 11

DATE OF PREMIER: 01/07/1996

AIR DATE OF LAST EPISODE 09/09/1996

SEASON DATE BREAKDOWN:

FILMS:

Tomoko AKIKO HINAGATA, Shinya HARUHIKO KATO, KANAKO ENOMOTO, SAYAKA YAMAGUCHI, AYUMI ENOMOTO, Miss Sonehara AZUSA NAKAMURA.

PURPLE MONSTER STRIKES,THE

'This is the proudest day in my life' says astronomer-inventor Craven, showing the construction plans of his rocketship to Barcroft's supposedly friendly Martian. 'Unfortunately,' replies Barcroft, 'it is also your last.' And so begins one of serialdom's most charming efforts. Barcroft kills the scientist, takes over his body and sets about laying the groundwork for an invasion from Mars with the help of assorted criminals. Moore puts paid to such ideas while rescuing the ever threatened Stirling.

The serial was the first to deal with an invasion from outer space, previous serials having devoted themselves to Earthbound mad scientists, and one of the first films to treat the theme of alien possession which became one of the most important themes in the genre in the fifties. The serial was produced by Ronald Davidson, the cinematographer was Bud Thakery, and the special effects were created by Howard Lydecker and Theodore Lydecker.

WR. Royal Cole, Albert DeMond, Basil Dickey, Barney Sarecky, Lynn Perkins, Joseph Poland.

DIR. Spencer Gordon Bennet, Fred Bannon.

EPISODES: 15 **YEAR MADE:** 1945 **COUNTRY:** US **SEASONS:** 1

REPUBLIC

CREATOR:

TYPE OF SHOW: INVASION

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

ROY BARCROFT, DENNIS MOORE, LINDA STIRLING, JAMES CRAVEN, ROY BARCROFT, BUD GEARY, MARY MOORE.

PURSUIT OF TOMORROW

AKA: **ASU E NO TSUISEKI**

When Motoi (Sawamura) and Fuyuko (Saito) are visiting their classmate Reiko (Morita), they see a boy trying to break into her house. Motoi tries to catch him, but the boy escapes, using telepathy to broadcast his pleas that he is not a thief. The next day, the boy arrives as a new student in Motoi's class and is introduced as Kiyoharu (Hasegawa). Before long, Motoi's classmates begin losing their memories and Motoi and Fuyuko begin investigating. They are warned off by Kiyoharu, but eventually piece together some evidence from abandoned diaries - it appears that Reiko has concealed the fact that she and Kiyoharu know each other from another school.

Journey to the town near Kamakura, where Kiyoharu and Reiko used to live, Motoi discovers that they only began behaving strangely after their visit to a forbidden cave. Fuyuko is kidnapped by Kiyoharu and Reiko, who demand Motoi's pendant as a ransom. The children reveal that they have been possessed by aliens who have fled the destruction of their own planet and who now plan on migrating to Earth. Motoi's pendant contains a secret report on the planet, written by Kiyoharu's father long ago. Motoi returns the pendant to Kiyoharu, and the alien boy leaves for his own planet, in a shameless rehash of MYSTERIOUS NEW STUDENT and INFRARED MUSIC.

The series was produced by Tomoyoshi Hagiwara.

WR. Yuichiro Yamane.

DIR. Minoru Hanabusa, Masami Uehara.

EPISODES: 12 **YEAR MADE:** 1976 **COUNTRY:** JAP **SEASONS:** 1

NHK

CREATOR:

TYPE OF SHOW: ALIENS ON EARTH

FORMAT: SERIAL

LENGTH (MINS): 20 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER: 10/05/1976

AIR DATE OF LAST EPISODE 27/05/1976

SEASON DATE BREAKDOWN:

FILMS:

Motoi SHOICHI SAWAMURA, YUSUKE TAKITA, MIYAKO OSANAI, MASAKO KIZAKI, Kiyoharu SATOSHI HASEGAWA, TAKEO NISHIZAWA, Fuyuko YUKO SAITO, Reiko AKEMI MORITA.

RELATED SHOWS:

INFRARED MUSIC

MYSTERIOUS NEW STUDENT

1 - 3 *INFERNAL DEVICE*

Anarchists discover that Professor Deverill has invented a new remote control device, and blackmail him into helping them use it to detonate a bomb at an international conference.

Wr Wallace Ware

Dir Roy Ward Baker

1 - 4 *THE 4:10 TO ZURICH*

When he discovers that another professor has invented a nerve gas, Deverill tries to prevent him from selling the formula to agents on a train to Zurich.

Wr Jeremy Paul

Dir Henry Herbert

1 - 5 *TO CATCH A GHOST*

When a ghost at Jenny's ancestral home appears to be threatening her life, Professor Deverill thinks that his newly-invented camera may be of use in solving the mystery.

Wr Julia Jones

Dir Don Sharp

1 - 6 *THE LIMEHOUSE CONNECTION*

The Professor and Charlie try to track down the source of a dangerous new drug that is already decimating London's opium users.

Wr William Froug

Dir Don Sharp

QUANTUM LEAP



Quantum Leap was one of television's most unusual time travel shows, dealing with the subject matter quite differently than prior efforts have. The series' time traveller was Dr. Sam Beckett a research scientist who led an elite team of scientists into the desert to build a time travel device. Sam decided to test the process before all the bugs had been worked out of it and found himself the victim of partial amnesia bouncing back and forth in time.

Although this may sound a bit like *The Time Tunnel*, it isn't. Instead of popping in on each new time period as they did on *The Time Tunnel*. Sam leaps into the body of a different person each week and has to solve some crisis in their personal life before he can leap out again. Aiding him in discovering what he has to do is A1, the project observer, who is able to remain in contact with Sam as a hologram that only Sam can see and hear. A1 will, with the aid of the computer Ziggy, tell Sam what needs to be done for Sam to leap out. He also gives Sam help in learning about the career that Sam suddenly finds himself having taken on. His expert knowledge in this area often comes from one of his many ex-wives- he has had one who was an expert on almost everything.

Other things that set *Quantum Leap* apart from other time travel series were: Sam was limited in his travels to his own lifetime (he was born sometime in the early fifties). Events of historical significance were avoided during the first four seasons of the programme. This changed in the fifth and final season in which many of the episodes had some type of gimmick. Sam wound up either meeting or leaping into the lives of several famous people such as Lee Harvey Oswald, Dr. Ruth, Marilyn Monroe and Elvis Presley. Alia, a female time traveller, was also introduced. Instead of helping people, Alia's missions were to destroy people's lives. A three part episode was made in which Sam leaped into different people in a woman's life at three different points in her life and wound up falling in love with her while defending her on charges that she was a murderer. The final episode had Sam leaping into an adult version of himself on the day he was born and had him learning a bit about what was controlling his destiny. He never did return home.

"People take that attitude that if it's science fiction it cannot be serious, or it cannot touch you or move you, or can't be good drama," says Donald P Bellisario. With his successful and very popular dramatic program *Quantum Leap*, Bellisario proved that attitude wrong. As proof, he says, "I have enough nominations. But more than that, I have enough letters from people who have been touched by episodes of this show. Lives have been changed by it."

Bellisario points out that, "throughout the country, schools-grade schools especially-are using episodes of *Quantum Leap* to teach kids about racial violence, about things in our society. We deal with a show about blacks, or animal rights, or we deal with bigotry in any form.... Schools pick them up and use them! We get calls all the time for episodes from schools."

Bellisario also pointed to an encounter with a female journalist. "She was very upset with the 'Oswald' episode," he says. "And I said, 'Why?' and she said, 'Well, it's such a serious subject, the killing of President Kennedy, on a show like *Quantum Leap*, a science fiction show, to treat that.' And I said, 'Well, what does that have to do with it? You thought JFK was right on the nose,' and she said, 'Yes. Obviously.' I said, 'There's more fiction in JFK than in this episode of *Quantum Leap*.'" In JFK, director Oliver Stone postulated that the assassination was the result of a conspiracy, but Bellisario's treatment gave an interesting counterpoint to the assumption that Lee Harvey Oswald was the sole assassin.

When Bellisario created *Quantum Leap*, he was working on *Magnum P.I.* with Tom Selleck. He was also looking for a way to do an anthology show. "Shows of that structure do not sell to networks," says Bellisario. "Studios wouldn't allow me to do that. I thought, if I can come up with a time-travel show with a star, that leaped each week, I could get viewers interested in the star and the era we visited each week. We could keep changing the stories and I could do whatever I wanted every week. We wouldn't be locked into that action-

adventure, cop format."

Amazingly, in his pitch to the networks, Bellisario had not yet invented Al. "It's hard for me to look beyond the two of them now," admits Bellisario. "It's difficult for me to see any other two characters playing the part. It's a give-and-take partnership. It works very well for the show. Al's being able to give him information but not being able to physically help him at any time is a big asset. It allows me to get out any kind of information I need to get out of the show. Ziggy comes up with information, and Al relates it, and what Ziggy comes up with and doesn't come up with is purely at our whim. It allows us to tell the kinds of stories we need to do."

So complicated was Quantum Leap that Bellisario calls it the only show that needs an instruction manual before you watch it. NBC president Brandon Tartikoff was a fan, but in meetings he would beg Bellisario to "tell me that again in less than 20 seconds and so my mother understands it." And Bellisario says, "I believe his mother understands it, but I'm still trying to explain it to Brandon."

To avoid any pitfalls that may have befallen other time-travel shows, Bellisario set out to entrench the show with certain crucial rules that establish the show's unique identity. As a result, the Quantum Leap "bible" allegedly is two or three inches thick and has been dubbed "Don's Rules of Quantum Leaping."

"One [rule] was a decision to make the show only within his lifetime," notes Bellisario. "That was done so the show had some sense of reality to it. I felt that if I did a time-travel show and he would be leaping anywhere in time, the temptation is to have him zipping back to feudal times, or forward into the future, all of those things. The show would not have had quite the appeal. I didn't want the show to be a time-travel show, to be honest with you. I wanted a show that told warm, humanistic stories ... and if I was suddenly leaping back to Julius Caesar or Napoleon, it just wasn't what I wanted to make. So I limited it to his lifetime."

Even within Sam's lifetime, the opportunities for diverse stories were practically unlimited. Sam leapt into a NASA chimp about to be sent into space, a soldier in the heat of the Vietnam war, a baseball player, a homeless man, a Klan member, a rape victim, a paraplegic, a co-pilot of a doomed flight and many others. So broad were the parameters of the show that Bellisario even considered, at one point, allowing Sam to leap into an animated character.

"The next thing I limited it to was stories about little people, not famous people," says Bellisario. "[During] our fifth season, we broke that." The first rule-breaking episode was the two-hour "Lee Harvey Oswald," in which Quantum Leap dealt with the assassination of president John F. Kennedy. Sam leaped into Lee Harvey Oswald himself. Another episode had Sam leap into Marilyn Monroe's chauffeur to examine the true nature of Marilyn's death. Later, Sam explored the origins of Elvis Presley. The rule was broken primarily for ratings, plus the creative challenges it offered. Nevertheless, "we went four seasons maintaining this rule," points out Bellisario. "And I did it for a reason. I wanted to tell stories of the average guy."

But brushes with history or historical figures were cleverly incorporated into the show via tiny vignettes. Co-executive producer Deborah Pratt calls this "kisses with history." For example, Sam implores a young Buddy Holly to change "Piggy Sue, Piggy Sue" to "Peggy Sue." "Kisses with history have to be immediately recognizable, they have to be funny, they have to come out of left field and kiss the story, and then you move on. They're very tough to do," says Pratt. The show's producers approached a number of celebrities for permission to have Sam encounter them in moments before fame and fortune. Madonna declined, but Stephen King agreed to an actor portraying him in such a small moment. A young Woody Allen also appears on the show, and in an early episode, a young Michael Jackson.

The third parameter set for the show was directed at writers. "People [were complaining], especially writers I was hiring for the show, 'He can't change this and he can't change that ... because of the ripple effect that'll change time'", explains Bellisario. "'God knows what'll happen?' I [told the writers], 'Forget it. You can change anything you want to change! Throw the time travel out! What difference does it make? As long as [Sam] doesn't change history that we know.'" Bellisario does not see Quantum Leap as a science fiction show. For him, the show uses science fiction as a device to tell a dramatic story. "I see it as a drama, I see it sometimes as a comedy, sometimes as a fantasy drama, sometimes as an action-adventure, and yet sometimes as a romantic story."

This view is reinforced in the show's press kit, which states that "[Quantum Leap] is erroneously described as a science fiction series. In reality, it uses the conventions of the genre to its own ends, and goes beyond them. Quantum Leap uses the concept of time travel, but the show is not about time travel. It's a show about the amazing changes in our society and our world over the past three decades, and how they affected the ordinary people of our time. It's history given flesh, sociology blended into drama, a look at who we were and how we became what we are."

The series' clever premise and complex machinations inspired many questions among viewers. During a series of question-and-answer sessions with fans at U.C.L.A., Universal studios and the Museum of Broadcasting,

the staff and stars of Quantum Leap answered some of those queries.

One fan wanted to know what happens to the people whom Sam leaps into. What do they do when they, in turn, leap into Sam's body and must wait to return where they belong? "They're under observation," replied Bellisario. "They have the same Swiss-cheesed brain that Sam had when he leaped. They're observed probed, looked at by people in masks, and they come back and write books about their UFO experiences."

Another person wanted to know how the imaging chamber works and who A1 sees when he visits Sam in the imaging chamber. Does A1 see the person leaped into, or Sam? "It sounds complex," replied Bellisario. "It's very simple. Where Dean [Stockwell] is standing in an imaging chamber.-it's a vast chamber miles across, empty, nothing there. And when he tunes in, or the computer tunes him in to Sam, everything, Sam and everything around Sam appears as a hologram in that chamber. And to Sam, A1 appears as a hologram. There's nothing else in the chamber." When A1 joins Sam, he sees the leaped character, but knows it's Sam.

"That's another rule of time travel according to Don Bellisario," added Dean Stockwell. "That certain individuals-kids under five, because they're on an alpha wave and are very pure, they can sense or spot the hologram. And animals. And I think it should be blondes with low IQs!" Discussing his character, Stockwell said that "the definition of A1's character is this, he interacts solely with Sam. And that's a challenge in itself. I found that I got very fortunate when I got into this show in being blended with Scott, because we get along beautifully and he's wonderful to work with. He's great. He really is. Plus, he has to work 12, 14 hours a day, every scene, five days a week, every show. "A1 seems to have a hell of a past, a very widely varied experience in his life. A lot of that comes up in the show, and those are interesting things to deal with and to act. So I'm very happy. I like the concept."

The initial premise of the show was that in every episode, Sam's memory would be "Swisscheesed." He knew he was leaping around time, but the entire contents of his memory just wouldn't be available. (Hence the need for A1 as a guide.) But as the show progressed, this wasn't dealt with so closely, making some viewers wonder just how much Sam knew. Scott Bakula explained: "We don't deal with this very often any more because so many of the viewers know the rules now that we don't go back into the Swisscheese thing. But we mention it periodically. I think there's a little Swiss-cheesing that happens all the time. I think [Sam] remembers certain things. We've never leapt from one show and brought him into another and had him dealing with that last memory exactly." Continuity between episodes is dangerous to consider because often episodes are not aired in the same order, said Bakula.

One of the panelists at the Q and A sessions was technical advisor and sometime actor Rich Whiteside. For the episode "The Leap Home, Part II," in which Sam joined his brother during the Vietnam War, Bellisario went to Whiteside for technical advice to make the episode as authentic as possible. "When Don was preparing to do the Vietnam episode, he had about four months before they were actually going in to shoot, which is unusual," recounts Whiteside, who also made an appearance in the episode as a doctor. "He had contacted me, given me the thumbnail sketch of what the show was going to be about and asked me to provide him background information.

Unfortunately, he didn't know what he was asking for, 'cause I flooded him with stuff for about four months. I gave him pictures from guys on the teams in Vietnam." Because Whiteside himself never toured Vietnam, it was necessary for him to fly to Virginia and expand on the research by talking with veterans. "I interviewed guys that were commanders in Vietnam, that did POW repatriation missions, and brought that information back to him," says Whiteside. "There was a SEAL Team Two 20-year picture album that came out, so I sent that back to him. I got hold of books that were written by members who served there that detailed missions, highlighted what it was like to be in a firefight on the recipients' standpoint. What was it like to be on a POW repatriation mission. What were the different basic character types that exist in the teams.

"Coming from an acting standpoint, I kinda knew what he was looking for, and I tried to feed him things he could digest and put into the story. And so ... on top of that, he layered the story. And I have to give Don and everybody on the staff a lot of credit, because they took the time under an incredibly busy schedule to sit back and listen to what I had to say, and then they incorporated it. And that was from costumes, to props, to makeup, all the way down the line. And when we were shooting it, Michael Zinberg, who was directing it, would call me up and he would say, this is the way I see the scene developing. I would tell him where there were inconsistencies, just from a military standpoint. If he could make a correction and use it, then he did. ... When it came down to artistic license, he made the decision."

Looking back at the work accomplished, Bellisario says, "I think it was a wonderful show. I'm not as happy with some of the [stories] we made fifth season." Some of those later episodes-the ones Bellisario liked least-were affected by the circumstances of the series' last days. Those circumstances, Bellisario says, included budgets that were "reduced and reduced and reduced," making the show more difficult to produce, and the unwelcome change to an 8:00 time slot. "That was not the right slot for us. With an attempt to attract new viewers, we did some things that came out just fine, but they weren't the old show." Despite support from a

loyal audience, Bellisario says, "when we got to our 8 p.m. Tuesday time slot, we crawled down to an 11 share, which is not enough to get picked up. ... It's really a show that plays best at 10 p.m." In fact, Quantum Leap had its own "leaping" crisis.

The network bounced the show around various days and times, making it difficult for viewers to find it. When the show was moved, in the middle of the fourth season, from a successful 10 p.m. Wednesday viewing period to the "death slot" period of Friday at 8 p.m., NBC was inundated with letters and FAX bombs. Advocacy groups such as Viewers for Quality Television (2500 strong) and fan clubs who subscribe to the fanzine newsletter Quantum Quarterly joined the fray and sent some 50,000 letters protesting the move. The campaign was successful, and Warren Littlefield, then NBC president, recanted. In a show of support in the summer of 1991, NBC aired one episode a night for five nights running, repeating a similar stunt from 1990. Only twice before in the history of television has a science fiction show been so broadly accepted as a quality program. Before Quantum Leap, The Twilight Zone and Star Trek were the only two science fiction shows ever nominated for Emmys by the Academy of Television Arts and Sciences in the category of best dramatic series. Quantum Leap joined that august company.

Furthermore, for three consecutive years, between 1990 and 1992, Quantum Leap received Emmy nominations for acting (Scott Bakula and Dean Stockwell), as well as cinematography, costume and art direction nominations and awards. "It's very satisfying that the show was produced and written, directed, and acted well enough to garner the nominations and awards that it has," says Bellisario, but he also is incredulous that scripts have never been nominated. "I'm always amazed how shows get nominated for best drama series on TV and none of the writers get nominated!" he laughs. "You gotta make a quality show to get those things. You gotta make a show that's hot. Quantum Leap was never that. Quantum Leap was always a quality show that was well made and garnered nominations, but it was a show that never was the darling of the [industry]." Only Rod Serling, with his work on The Twilight Zone, has won Emmys for writing science fiction on television.

Working with Scott Bakula and Dean Stockwell was always a treat for Bellisario. "Those two guys are the best," he attests, noting that after five years on the series they remained "as professional, as helpful, as excited, as dedicated to the show as they were when they did the pilot. Usually when you make shows like this, by the time you get to the fifth season, your stars get tired and grumpy and don't want to do what they did in the first season. They don't want to go through the physical strain. Making a show is very difficult. Everybody works long hours. And these two guys [stayed] just the same as the first show." Bellisario speculates that the nature of the show may have kept the actors fresh. Bakula, he says, often called his role "the best acting job in television. Because every week, he becomes a different person. You know, he's not the same guy who has a detective job every week!"

The storylines presented on the show were often controversial, dealing with such topical and sensitive issues as homosexuality, race, or rape. Did Bellisario have a difficult time with the NBC network as a result? No, he says, "they've been extremely supportive. We've had times where we've [clashed] over shows because of subject matter, where advertisers had to pull out of the show. That's purely business. They've been very supportive. They've never interfered with the show. We've had the usual discussions and the conflicts you have with standards and practices, but they were minimal on this show. They never said to me, 'You can't make that show,' or, 'We don't like this script.' They did say, on a show about homosexuals, that advertisers were upset about that. And they went [with the show]. And they lost a lot of advertising." Viewer response to the stories was often emotional.

The ones that particularly hit a nerve, says Bellisario, were those that dealt with injustice, such as one episode where Sam leapt into a black man in the South of the 1950s. "We did episodes where Sam leaps into a chimp. We had Sam leaping into a woman dealing with aggressive sexual harassment on the job. He leapt into an older person, an American Indian battling with dignity to die ... [We did] one about the Watts riots.... We did one on a gay man in a military school-or was he gay? We never really did say if he was or not. He was presumed to be.... Those episodes all touch people.

"And it doesn't have to be things like that. I can recall writing episodes in which the theme of the episode might have been, no matter how dark or black your life becomes, there's always hope. You just gotta keep fighting and you will come through it. You will come through the worst of times. I had people write me after episodes like that and say, 'I was down, I was on the verge of committing suicide, or I was depressed, or I have a cancer child, and we were giving up and after we had seen that episode, we picked ourselves up, and we went on.' I get letters like that all the time."

Actor James Whitmore, Jr., star of Baa Baa Black Sheep, guest star of many episodes of Magnum, P.I., and The Rockford Files, directed 13 episodes of Quantum Leap, including the controversial fifth season opener, "Lee Harvey Oswald." "Quantum Leap's premise is a rather esoteric one," notes Whitmore. "We sat down many times, Don Bellisario and I, and I asked him to explain to me how the show works. And quite frankly, all

I [got was] a vague, general description every time! The great thing about the premise is Don [could] really do almost anything ... within the limits of what the audience [had] come to expect."

Asked whether the show is science fiction with dramatic elements or a drama show only using science fiction as a device to tell stories, Whitmore responded, "It's both. I think the science fiction elements are a device to explore the sociology of the mid-twentieth century, the various things that are going on at different times. It's a device. Don has been very specific about creating this device, and there are very specific elements to it. But I think it's a device to tell stories-to take a character anywhere he wants to take him.

Whitmore calls Quantum Leap "the most exciting, pleasurable show I've ever worked on because of the creativity involved. Each episode is a completely different movie." Even when plots were similar, says Whitmore, the ideas behind them were "always new and fresh and kind of interesting." The structure was very exciting for "an actor and a person who likes ideas. And I think that's how Donald Bellisario feels about it."

Whitmore has worked very closely with Bellisario over the years on many other TV shows. When asked to describe the man, Whitmore initially demurs, but then says, "He's an absolute unique individual in television. He has a strong commitment to his own intuition. It's very hard to get Don to compromise. It's very hard to get Don to do something for the sake of demographics or for an audience segment. He wants to tell his stories and hopes other people respond to it. What the networks want and what they need, he'll deal with that to get a show on the air. But Don mostly wants to express his feelings, ideas and world view. That's what he's all about. A lot of things in television are part of the pecking order. They're trying to find a way in and stay in and keep the networks happy."

Whitmore echoes Bellisario's sentiment that Dean Stockwell and Scott Bakula are two very hard-working and committed actors who relish their craft. "They're extraordinary. I've worked with a lot of folks as an actor and as a director, but their commitment to the work ... [goes] above and beyond the craft. Sometimes there's some ego-twisting and that stuff with actors in a series [that] has to do with how they as people are versus how important the product is," says Whitmore. "That gets in the way often, but in the case of Scott and Dean, that never gets in the way. ... I can't say enough nice things about Scott and Dean. They're always professional. Impeccable."

Whitmore admired how diligently Bakula researched his role for each segment, even while working on a current show. For an actor, says Whitmore, the show had to be "a never-ending battle. You have to go home to bed at the end of the show that he finishes now; get up in the next morning and be in a totally different world. A totally different setup."

As for Dean Stockwell, one of the few actors alive who has literally grown up with the film industry, Whitmore makes it clear that he was no second banana to Bakula. On the set, the actors were equals. Whitmore adds that "Dean Stockwell is a natural phenomenon. Dean Stockwell is an actor who's done more acting and films than you and I have seen! He's an extraordinary man to have on set. His work is forever inventive, new and fresh and real, and quite magical. His awareness of what works and what doesn't in terms of a scene is a wonderful gift. [He's] a bonus to have when you're shooting these pictures. He can figure a way to help you if you need something in the scene that's not working. I'll give Dean a line, and [ask], 'Give me this or give me that, or how about this or that?' and he'll do it better. An awful lot of actors," Whitmore confides, "are not trained actors."

[Many] are just guys who are walking down Venice Beach or somebody sitting at Schwab's and somebody says, 'You look great!' A lot of actors get a big film role before they get a chance to explore the craft!" Stockwell is emphatically not in this category. When it comes to specific episodes of the show that he's directed, the segment closest to Whitmore's heart may be the three-part episode "Trilogy." In fact, he calls the episode "one of my favorite shows I've ever done in my life ... a really spooky, crazy gothic show about a woman in Louisiana. It goes three different generations in Louisiana. It's all about a curse on a lady's family. Every other generation, a woman in the family kills her children, and ... it's a really kind of a spooky, gothic thing. And a very beautiful love story right in the middle of it. In the end, Sam leaps into a sheriff of this Louisiana town. The sheriff's daughter is being charged with murder. It's a very neat story. Sam winds up saving the daughter's life in the first episode in a fire. In the second half, it's twelve years later, he leaps into the arms of the daughter's lover. Sam falls desperately in love. Unbeknownst to himself, he gets this woman pregnant. And then in the third hour, which is thirteen years later, he meets his young daughter."

Whitmore emphasizes that while the characters believe it's the lover who sired the daughter, Sam's own genes are transmitted to the woman he loves. It's actually Sam's own daughter.

Of "Oswald," Whitmore says, "(Don) wanted to tell who Oswald was, and when I started working on the damn thing, I realized it hadn't really been done much. Who is this guy? We don't really know much about Oswald. What kind of a guy he was and what his life was all about. I think it's very important to know whether or not he acted alone. I'm not sure he acted alone." Candidly, Whitmore evaluates his work and admits, "I'm not sure that picture worked. I don't think we ever really plotted this out together. There are some very interesting

sequences that weren't really going anywhere. We knew we were going to Dallas eventually. We knew that somehow we would see what happened in the depository. Don's position is that Oswald acted alone and he fired the shot that killed Kennedy.

"I thought it was too diffuse and didn't work together as a whole. I thought the element was fascinating, and I had a lot of fun doing it! It's just that I didn't know if it was Sam or Oswald or who the hell it was. I think it was very confusing, and the response I got from the show was no one knew what the hell was going on. If you are a conspiracy buff, [the show] pissed you off. If you are not a conspiracy buff, or just a general viewer, I think you'd be interested in it." An almost incredible coincidence is that Bellisario and Lee Harvey Oswald served together as Marines in the mid-1950s, stationed at Santa Ana, California. Indeed, Don worked a character named "Sgt. Bellisario" into the show.

For Whitmore, the directing stamp he leaves on the show does not involve the science fiction elements at all. "The thing that matters to me are the people, the stories, the emotional situations and how people react to the given situations." That's the core, he says. "It's about how we survive, how we live, how we deal with each other. That's what I think is exciting about Quantum Leap. I don't mind cop shows, bizarre shows, all kinds of garbage; it's pat, it's formula." In Quantum Leap, however, each week presented "a very different situation. And a very different human quandary to deal with. And that's the beauty of making films for me."

Whitmore recognizes, however, that the science fiction elements are important. "I know people are drawn to them. There are a whole bunch of them out there, 'Leapers,' who love it. Dean popping in and out, walking through walls, that kind of stuff. It's kind of fun to do, neat to watch, but it's not what the story is about for me.

Describing the last episode of Quantum Leap ("Mirror Image, August 5, 1953"), Bellisario says, "Sam leaps into a small tavern bar in a coal mining town of Pennsylvania in 1953. He comes face to face with himself in the mirror. Back in Project Quantum Leap, there's no one in the Waiting Room. Al doesn't know where or how to find him. Sam's deciding that this bartender behind the bar is really God, or time or fate. Sam comes face to face with what's really leaping him around. He thinks he does. It has a very surprising, tender ending. But I will say that Sam does not go home at the end of it. And where he goes, nobody knows. Until the next Quantum Leap...."

Many viewers have noticed that Sam's leaping and doing good deeds in different time periods suggests religious overtones and that Sam just might be doing God's work. "Well, it could be God's work, or he's doing someone else's work," quips Bellisario. "We never say it quite. We say God, time or fate. In this episode, Sam even says, 'Or maybe something we never knew about.' Well, the implication is it's obviously a higher being. God or some sort." Whitmore has fond memories of directing "Mirror Image." "It was great, it was mysterious, one of the best-looking and most fun shows we ever made. It created a very interesting final episode. It was very emotional. We all knew it was the last show we were going to do. The way it was finally cut, it was pretty much the end. We weren't sure it was going to be the end when we were shooting it. But we all felt it was."

Can he provide a definitive answer to what Bellisario was trying to say in "Mirror Image"? Can he reveal the identity of the bartender? Whitmore just chuckles. "There's a lot of ideas. The fact of the matter is, we all shot up with ideas. I have my ideas, Scott has his ideas, and Don has his ideas. Don was very specific-that God, time or fate did not exist. It was Sam choosing his own fate. The kind of person that he was, he kept going from place to place to help people. Scott and I decided that's what it was." But beyond that explanation, Whitmore refuses to say anything more, feeling that to do so would defeat the purposely enigmatic nature of the script. "I have my own beliefs, but I don't even want to tell you. It simplifies it too much. It takes all the ramifications out of it and all the interest out of it. Useful art is good because it makes you think. In a way, I hate to tell you what's really going on in there because the fact of the matter is, it's a metaphor for anything you want it to be."

As for the man behind the counter in Al's Tavern, Whitmore says, "The bartender was a pretty powerful guy. He had a lot to do with what's going on everywhere. He was actually patterned after Don's father. Bruce McGill, the actor was almost a spitting image of Don's father." Will Sam Beckett ever leap again? Don Bellisario insists that Quantum Leap "won't end. It's a kind of a show that's much like Star Trek in that it's got great viewer appeal. It's running on USA cable and they're finding that it's doing very well, getting stronger and stronger. They're delighted with it. So, Quantum Leap will go on in some form. I'm sure what will happen is we can make a movie of some kind, theatrical release, for television, whatever. There will be some form of the show coming back. It does have too loyal a following. Too many people love it. It's too interesting a show to disappear."

Co-executive producer, writer and actress Deborah Pratt agrees. According to Pratt, Sidney Sheinberg, the president of Universal TV thinks Quantum Leap's potential as a feature film is very high. He believes so strongly in the property that he wants to develop the show as a series of feature films similar to the Star Trek features treatment. So, don't be surprised if one day the person standing next to you, in a moment of emotional or physical strain, stops momentarily, looks around confusedly and mutters under his breath, "Oh, boy!"

CAST NOTES

Scott Bakula (Dr. Sam Beckett): Born 1955. For his role in Quantum Leap, Bakula received four Emmy nominations and a Viewers for Quality Television award for best actor in a drama series. He's appeared in the Paramount comedy Necessary Roughness (1991), Carl Reiner's Sibling Rivalry (1990) with Kirstie Alley, and an NBC Movie of the Week, An Eye for an Eye. Before making his mark on Quantum Leap, Bakula was already a well-known actor in the theater circuit, acknowledged by a Tony nomination for Romance, Romance

Born in St. Louis, Bakula originally planned on following his father's footsteps by becoming a lawyer. Moving to New York in 1976, he made his Broadway debut as Joe DiMaggio in Marilyn: An American Fable. An accomplished singer, dancer, pianist and composer, Bakula currently resides in Los Angeles with his wife and children. After Quantum Leap, he joined the cast of Murphy Brown in the fall of 1993 and completed several TV movies, such as Mercy Mission (1993) and State of Terror (1994).

Dean Stockwell (Adm. Al Calaviccini): Born 1936. A former child star, Stockwell is still one of the busiest actors in Hollywood. He gained raves for his performances in the hit feature films Married to the Mob (Academy Award nomination) and Tucker: The Man and His Dream (NY/LA Film Critics Award). His career is being called the major comeback of the decade. For Quantum Leap, he's received a Golden Globe award as best supporting actor.

Stockwell's film appearances as a child actor include Anchors Aweigh (1945), The Boy with Green Hair (1948), Kim (1950) and, as a young man, Compulsion (1959). He's rendered memorable performances in Dune (1984), Paris, Texas (1984), To Live and Die in L.A. (1985), Blue Velvet (1986), Gardens of Stone (1987) and Beverly Hills Cop II (1987).

Stockwell was six years old when his father, Harry-the voice of Prince Charming in the film Snow White-took him to an audition. The next thing he knew, he was playing the lead onstage in Innocent Voyage. But no one asked him if he wanted to be an actor. "I quit the business when I was sixteen, I cut my hair off, changed my name and disappeared into the countryside," he says. "I did odd jobs for five years, then when I ran out of things to do, I went back into the business to try again." It wasn't until 1984, after marrying his wife, Joy, starting a family (son Austin, daughter Sophia) and moving to New Mexico, that he found himself in demand again. Stockwell lives in Los Angeles, where he spends his free time educating the public about saving the environment and preventing the depletion of the ozone layer.

Scott Bakula also starred in the TV mini series THE INVADERS, Dean Stockwell also guest starred in an episode of the original TWILIGHT ZONE. The protagonist is thrown from one historic period to another by a malfunctioning time machine. In each episode, he must find, with the help of his sex obsessed friend in the future and a supercomputer in that same future, the purpose for his leap, that is: what good deed he must do to change the past into the actual past that led to his future. Once he does his good deed, he vanishes from that era and leaps to another. The deeper paradoxes of Time Travel are not dealt with.

There has been a number of books published about Quantum Leap, most are original novels, they are as follows, #1 - The Beginning (novelisation) , #2 - The Ghost and the Gumshoe (novelisation), #3 - Too Close For Comfort by Ashley McConnell, #4 - Carny Knowledge by Ashley McConnell, #5 - The Wall by Ashley McConnell, #6 - Random Measures by Ashley McConnell, #7 - Prelude by Ashley McConnell, #8 - Knights of the Morning Star by Melanie Rawn, #9 - Pulitzer by L. Elizabeth Storm, #10 - Search and Rescue by Melissa Crandall, #11 - Double or Nothing by C.J. Henderson, #12 - Odyssey by Barbara E. Walton, #13 - Obsessions by Carol David (not UK), #14 - Independence by John Peel (not UK, first male author), #15 - Angels Unaware by L. Elizabeth Storm (not UK), #16 - Loch Ness Leap by Sandy Schofield (not UK), #17 - Heat Wave by Melanie Kent (not UK), #18 - Foreknowledge (not UK) by Christopher DeFilippis, #19 - Song and Dance by Mindy Peterman (not UK).

This show is considered to be the best Time Travel SF show ever made, with good acting and expensive sets. The SF is kept to a minimum as the show tends to concentrate mainly on characters within it. The show latched onto the nostalgia of the late 1990s, with good accurate depiction's of the past. The acting quality was also top notch with Dean Stockwell, who had starred in the original TWILIGHT ZONE (1959-64) and the film Blue Velvet. Many of the episodes were considered good one which stand out include The Leap Home, in which Sam returns to his own body when he was a child, Dreams, in which Sam plays a psychic detective. Not forgetting the very last episode Mirror Image, where Sam arrives in small mining town, to discover that he must save Al's marriage.

The producers of the show new that they would get cancelled, so the finally episode was one just for the fans. It also had a controversial ending in that Sam never returned home. The show was cancelled mainly due to bad ratings because of moving the show through the various time slots. Also the format was stretched in the last season allowing Sam to travel further back in time than his life time, which was not treated well by fans of the

show. The creator of the show Donald P. Bellisario also created the helicopter SF show AIRWOLF (1984-1987).

'It all started when a time travel experiment I was conducting went a little ca-ca' (Dr Sara Beckett) While Sam put it bluntly, Quantum Leap's opening narration was a little more elegant: 'Theorising that one could time travel within his own lifetime, Dr Sam Beckett stepped into the Quantum Leap accelerator and vanished. He woke to find himself trapped in the past, facing mirror images that were not his own and driven by an unknown force to change history for the better.'

Quantum Leap not only flouted the usual time-travel conventions of not changing history, it made a virtue out of it. 'Every time-travel show worries about the ramifications of changing history,' said creator Don Bellisario-the man behind Magnum and Airwolf- 'But we don't.'

If ever a series out-performed its format, this was it. Here was a show tailor-made for the nostalgic Nineties, playing down the sci-fi to play up the feel-good factor, as quantum physicist Sam leapt around in time, playing cosmic Lone Ranger 'to put right what once went wrong'.

With his leaps (mostly) confined to his own lifetime - 8 August 1953 onwards - it was the perfect way for viewers to revisit their own lives and relive the highs and lows of the past four decades. Nearly every episode ended the same way. Wreathed in blue light, Sam would dematerialise from one life to rematerialise in another body at a crisis point in their life. Taking it all in, he would sum up his predicament in the same two words: 'Oh boy!' It was an endearing catchphrase, perfectly pitched so fans would share in Sam's anticipation of another troublesome adventure next week.

His only companion on his leaps was Al Calavicci, an observer from the Quantum Leap project who appeared as a hologram, invisible to everyone except Sam, animals and children. A rumpled, cigar-smoking womaniser, forever rambling on about his ex-wives, Al acted as Sam's 'Tonto', dispensing world weary wisdom and statistical probabilities about the latest leap, coughed up by the project computer Ziggy, via a dodgy hand-set that played up like a torch with fading batteries.

Viewers only ever saw Sam as himself (otherwise star Scott Bakula's role would have been a small one!). It was only when Sam saw himself in the mirror that we all got a chance to see what kind of face and body everyone around him was seeing. Initially, those faces were white and male, but with the format established, the writers grew bolder and Sam wound up playing women, blacks, children, a Down's Syndrome man, and even a chimp!

The show's theory of time travel was explained in the pilot episode by Sam who compared life to a piece of string. 'One end is birth, the other is death. Tie the ends together to make a loop. Ball the loop and all the days touch. Thus you can leap from one to another.'

The initially sketchy details about project Quantum Leap were gradually filled in, as was Sam's memory which had been 'Swiss-cheesed' by his leaping. When Sam leapt into a new body, that bemused person materialised in the project's 'waiting room'. Normally they were heard of but never seen, though a couple of exceptions were sex psychologist Dr Ruth, and a desperate killer who escaped on to the streets of the future.

Sam's adventures were often light and comic, sometimes creepy, sometimes thrilling. They especially confronted prejudice of all shapes, sizes, colours and creeds. And there were some very poignant scenes, such as Sam trying to warn his own family of impending tragedy in their lives and playing John Lennon's Imagine to his sister two years before Lennon would write it. And a shameless homage to Ghost had hologram AI 'dancing' with the wife who believed him dead - a wrong that was neatly righted in the series' final episode.

The series also had semi-religious undercurrents. Sam became convinced his leaps were being controlled by God, and the series even introduced an evil leaper, Alia, with her own hologram companion, Zoey (played by Carolyn Seymour, who starred as Abby Grant in Terry Nation's Survivors). Quantum Leap rejuvenated the careers of both its stars. Bakula had appeared in a couple of TV flops Eisenhower and Lutz and Gung Ho, and former child star Dean Cain had dropped out of acting before a string of comeback appearances in films such as Blue Velvet, Married to the Mob and Paris, Texas.

The series had a rough baptism in America when it was first shown in 1989, languishing at number 88 in the ratings. A switch to a late-night graveyard slot could have killed it off but half a million howls of protest from 'Leapers', the show's loyal fans, saved it from the axe. In Britain, it never left BBC2's top ten and has undoubtedly been one of the hit shows of the Nineties.

In the end, though, Sam never made it home - to be reunited with his wife, Donna, introduced in an earlier episode, and the daughter he fathered on another leap. An often baffling last episode (which reverted to using

Mike Post's much-loved earlier version of the theme music) saw him materialise in a bar on the day of his birth, as himself, and discuss his destiny with an enigmatic bartender he thought was God! Sam didn't get easy answers and some ends were left loose, all of us having to make do with: 'sometimes, "that's the way it is" is the best explanation.'

Ignoring the science fiction aspect of the show, which often does little except provide the set up for the story. Quantum Leap became the type of show that producers seem to love an anthology series with regular continuing characters. Over the course of the series Sam became: a Jewish rabbi, an air force test pilot and a blind piano player. Although most of the lives he leapt into belonged to white American males, on several occasions he became a woman, a few other times a black man and once an American Indian. Despite having once become an American soldier in Vietnam and on another becoming a British rock star (on tour in America) Sam almost always leapt into the lives of Americans in America. NOTE: Each episode ends with a brief preview of the next episode. Since episodes have not been rerun in original order many have been broadcast with more than one ending.

The executive producer for the show was Donald P. Bellisario, co-executive producers were Deborah Pratt (Season Two-Five), Michael Zinberg (Seasons Two-Four), Charles Johnson (Season Five). Producers for the series included Deborah Pratt, John Hill, Harker Wade, Paul M. Belous, Robert Wolterstorff, Michael Zinberg, Paul Brown, Jeff Gourson, Chris Ruppenthal, Tommy Thompson and Robin Jill Bernheim, theme was created by Mike Post.

The UK premiered Quantum Leap on the 13th February 1990, the very last episode of the series "Mirror Image", which resulted in Sam not returning to home, was broadcast on the 21st June 1994 on BBC2, this episode was showed first in the UK before the episode was broadcast in the US.

Quantum Leap premiered as a midseason replacement series on March 26, 1989. The two-hour premiere opens with Al stopping on a lonely stretch of road to give a lift to a woman whose car has broken down. But no sooner does he do this than he sees a distant glow lighting up the night sky, and as his state-of-the-art 1999 sports car blasts off down the road, he phones the complex and discovers that Dr. Sam Beckett has activated the Quantum Leap accelerator that will pitch him back in time. Although not established in the pilot, Sam activated the project prematurely owing to impending plans by the government to pull the plug on the project because it hadn't produced any results yet. This was the same scenario that powered events in the pilot for The Time Tunnel back in 1966. Beyond that, the shows have little in common.

Quantum Leap is just as likely to present a comedy as it is a drama, and sometimes does a little of both. In the opening episode, Sam wakes up in 1956 and barely remembers his own name. What he does know for certain is that he's not a test pilot for the X-2 in spite of what his pregnant wife tells him. Sam is further confounded when he goes into the bathroom to shave and the face looking back at him in the mirror is not his own. This is where things get confusing. Although everyone sees the person Sam has become in the past, it's actually Sam who is there. We see Sam and so does Al (Dean Stockwell), an associate on project Quantum Leap who is projected into the past with Sam, but only as a hologram. Al's real body remains in the future, in 1999, where the Quantum Leap Project is located. The physical bodies of the people Sam is replacing are also in the future but they have little memory of what happened to them when they return to their own time.

As Donald Bellisario explained it, regarding where the people go when Sam is living their lives, "They're in the waiting room, which is a medical looking room. Very antiseptic, with people in white garments or robes, all enclosed and examining them and probing them and checking them; a lot of strange lights, futuristic. And when they leap back, they immediately think that they have been kidnapped by aliens. And if you check, that's when it all started, y'know, right about the time Sam started leaping. All these encounters of the third kind began to happen. They were all quantum leaps."

The confusing part, and where science seems to stretch into sorcery, is the offhand explanation that people don't see Sam in the past, they see the person Sam has replaced because that's who they expect to see! There's some double-talk about auras and other such things, but it was a long time before I understood that Sam's body was in the past, not just his mind. Sam invariably appears in the life of someone who is either in danger or is in the position to save the life of someone he knows.

'This next aspect is even more of a stretch. An unknown force, sometimes referred to as fate or destiny or a higher power, is guiding Sam from one leap to the next. Each time Sam must set things right, usually by preventing a death or some other grave injustice and thereby changing someone's life for the better. In the pilot he's just guessing that this is what he has to do. It was a theory that he and Al had discussed.

When Al appears, he has a handlink device that puts him into direct contact with a computer nick-named Ziggy. Ziggy provides the background information on the people Sam is involved with in that time period, which gives him the deadline he's working against. In the pilot he's in 1956 in the form of a test pilot who is

destined to die in a plane crash. His pregnant wife will deliver a premature baby that will be stillborn. As luck would have it, Al is a former pilot (in a later episode we learn that he was shot down over Vietnam and was a prisoner of war for several years). Al directs Sam how to fly the X-2 and enables Sam to break Mach three (three times the speed of sound) and eject safely even though the plane crashes. Since Sam has several academic degrees, he uses his medical knowledge to prevent his "wife" from delivering the baby prematurely, thereby saving the baby's life.

The balance of the pilot has Sam appear in 1968 in the form of a baseball player who scores a winning run and saves his and his coach's careers. The most dramatic part of the episode, though, is when Sam remembers his father's name and phones him, pretending to be the son of his father's brother. Sam's father died in 1972 and so he is able to say things to his father he never had the chance to do in life. When the call ends Sam is weeping. Too often television shows portray the hero as being a macho lout to whom a display of tender emotion would be unheard of. But Sam is portrayed as a realistic human being whose own feelings and emotions become very much a part of the events he lives through. It's this aspect that tends to save stories which otherwise seem to stretch credibility rather thin.

Quantum Leap was created by Donald Bellisario. Bellisario had worked in television for several years prior to creating this series, and had written scripts for such shows as *Airwolf*, *Magnum P.I.*, *Quincy*, and *Tales of the Gold Monkey*. He was tired of that and wanted to do something completely different from the typical action shows that populated prime time. Having just completed work on the feature film *Last Rites*, he wanted to turn his attention to something lighter in tone. "I was trying to look for a format that would give me an opportunity to do a completely different kind of show," Bellisario explained. "I wanted to be able to do an anthology. Television networks and studios don't want to do anthologies because people really don't watch them and they're very hard to syndicate so that they can recover their money. I just wanted to do something that would have a different story to tell every week."

The writer/producer had been toying with the idea of doing something mystical that would be set in the Southwest. And while he was working out these ideas in his head he read a book called *Coming of Age in the Milky Way* by Timothy Ferris, which deals with scientific concepts in a way that laymen can understand. One of the things the book dealt with was the concept of time. These ideas came together and out of them was born Quantum Leap.

Even though he didn't think he could get a network to go for a time travel show, he was determined to try just the same. The hook he determined would make it easier to sell was that the main character would only be able to travel within his own lifetime. Sam was born in 1953 and so that would be the farthest back he could go, but since the last half of the twentieth century has been a very volatile period in history, this still left open a wide array of story possibilities. Although at the time the series first aired, Bellisario promised, "It will never be November, 1963 in Dallas, Texas with Kennedy coming to town. I don't want to do that kind of show. I'm more interested in doing a show about people and relationships." Bellisario pitched the idea to Brandon Tartikoff, who was then the head of NBC programming.

Tartikoff agreed that the idea was a different one, but he liked it. It was original and yet it was easy to understand. Tartikoff's measure for a successful show was that he had to be able to explain it to his mother in less than twenty seconds. If it was more complicated than that, then he felt that viewers might find it too complicated to follow as well. While on one level this seems amusing to hear, on another it's sad as it explains the state of much of the programming on television today. It has to be dumbed down for the viewers, or so the networks feel. This is why the new science fiction series *Space Rangers* is just cop show scripts dressed up with aliens and spaceships.

Quantum Leap is the first television series to stipulate that time can be altered—that it is not immutable. On the other hand, it also seems to be saying that there are not any drastic consequences of these alterations. Once Sam has altered the past successfully, Al is able to tie into Ziggy and discover the outcome always positive. It's when Sam cannot change the past that bad things result, including the recent episode in which Sam's actions almost result in Al being executed for murder in the fifties, thereby altering Sam's own future. The people Sam helps, the lives he alters, are always the little people. He brings rewards to lives where before there had been tragedy.

What ensures that Sam's actions will only have positive results is the character Scott Bakula portrays. Dr. Sam Beckett isn't just a brilliant scientist, he's also a man of morals and convictions. He has vowed not to use the past for personal gain, such as investing in a small company in the fifties which will become a billion-dollar corporation in the sixties and seventies. He helps people better their lives through their actions, not their investments. Scott Bakula became interested in acting in 1974 while attending the University of Kansas. While he had started out intending to get a law degree, he switched to the theatre department. He left college in 1975 and briefly appeared in a touring company of *Godspell*. He then worked for a while painting houses and as a loan officer for the Household Finance Company before working on Broadway. He appeared in such

productions as Marilyn: An American Fable, and appeared off-Broadway in Three Guys Naked from the Waist Down. He also acted in the Boston and Los Angeles productions of Nite Club Confidential.

The actor began getting work on television in such programs as My Sister Sam, Matlock, and On Our Own. He also had a recurring role in the early episodes of Designing Women as Mary Jo's ex-husband, the obnoxious gynecologist. Bakula also appeared on the short-lived series Gung Ho and Eisenhower and Lutz. On the big screen he had a supporting role in Sibling Rivalry as the husband of Kirstie Alley. He had the starring role in Necessary Roughness as a former star high-school quarterback who goes to college twenty years later and joins the football team. Bakula credits the wide range of performances he's been called on to give as the reason he was offered his film roles. On Quantum Leap, besides playing ordinary people, he's also played a hit man, a rabbi, a schoolteacher, a pregnant woman, a chimpanzee, and a Klansman.

Bakula was cast in the role after Donald Bellisario contacted the actor's agent and sent two sample scenes from the script. The actor describes the show as sort of a cross between Back to the Future and Peggy Sue Got Married, and as being a people show as opposed to a hardware kind of science fiction show. The paradoxes and intellectual games inherent in time travel form an underlying element of Quantum Leap. "It's easy to get distracted with what you might perceive to be the technicalities of the show-the computers and all," he told Starlog. "If you really want to get into discussing the time travel and quantum physics and all those theories, you could get lost. To me, it's a show about relationships- somebody who finds himself in a strange place and gets involved with the people that are there in his life. And this guy becomes kind of like a classic American hero and he cares about the people and he does good things because he wants to do them."

Dean Stockwell, who plays Albert, is a former child star who made good. He began acting at the age of six, and in the forties he appeared in such films as Anchors Aweigh and The Boy with Green Hair. In Kim he acted opposite Errol Flynn in one of that actor's last major films. By the time he was sixteen, he was fed up with Hollywood. He felt that he didn't have a life of his own and was working all the time, so he quit the business. For five years he worked at odd jobs and just worked at being him-self, without having to answer to anyone.

By the time he was twenty-one he was ready to return to Hollywood. In the late fifties he re-established his career in Compulsion on Broadway. In the sixties he dropped out again, becoming involved in the hippie movement and the Haight-Ashbury scene. The second time he tried a comeback it was much tougher. Not until landing a role in the 1982 film Paris, Texas did his fourteen-year exile from Hollywood truly come to an end. That was thanks to a recommendation by an old friend, actor Harry Dean Stanton. He then appeared in the low-budget film To Kill a Stranger, followed by a prestigious role in the big-budget David Lynch film Dune.

Stockwell heard that a film version of Dune was in the works, and, being a fan of the book, he managed to secure a meeting with David Lynch. Initially all the roles had already been cast, but when the actor slated to play Dr. Yueh left the project, the director offered the role to Stockwell. Lynch liked working with Dean Stockwell so much that he cast him in a small but pivotal role in the controversial film Blue Velvet. Other film roles followed sporadically, including Beverly Hills Cop II, Gardens of Stone, To Live and Die in L.A., Tucker, and Married to the Mob. Initially Stockwell's role in Married to the Mob was supposed to be spun off into its own series, but it never came together. It was Stockwell's humorous character in Married to the Mob that brought him to the attention of Donald Bellisario. In describing Quantum Leap, Stockwell states that, "It's a fantastic concoction, really. Albert, my character, which is embellished as the series goes along, has lots of facets. He's obviously a brilliant guy. He was a physicist, an astronaut, and is a colorful person who obviously still enjoys life. He's also interested in other people's problems and does everything to help them."

Regarding the casting of these two actors, Bellisario stated, "When Scott came in and read, I didn't want to say right on the spot, 'Oh, boy, you're the guy,' and get all excited and he'd go wild and ask for eight million dollars. But he came in, he read, he walked out, and . . . it was the first time I'd met Scott. And I said, 'He's perfect. This is the guy.' And then when I heard Dean would be interested in doing it, I was really excited. Dean came in and read and he was the character. He was just there. And it was wonderful. And it's been that way ever since. These guys are just great to work with. Nonstar stars. By that, I mean no attitude on either one of them. They're just there to work and have fun. And the whole set reflects it. It's just a lot of fun."

The earliest episodes were pretty routine-Sam leaps into someone's life and helps change it for the better, but they're pretty interchangeable, even when Sam finds himself in the role of a Mafia hit man. But in episode six, "The Colour of Truth," Sam finds himself a black man in the pre-civil rights South of 1955. It deals with the obvious questions of civil rights as his character tries to convince people that things cannot continue the way they are. It plays things pretty safe even if its heart is in the right place.

The best episodes of Quantum Leap dealt with human issues which were determined to truly get to the heart of the matter. None was better at this than episode thirty-one, "The Leap Home." When Sam appears on November 25, 1969, he finds himself not in another stranger, but in his own body at age six-teen. Sam is

overwhelmed at being able to see his family again as his father died of a heart attack in 1972, and his brother, Tom, was killed in Vietnam. Sam decides on his own that he's there to save his father and brother. But when Al tells him that he's actually there to win a basketball game he'd previously lost, because of all the people this will positively benefit, Sam rejects that as being too simplistic. A basketball game? Sam is determined to help his family. He tries to convince his sister, Katy, that he knows what will happen in the future by singing her a John Lennon song that won't be written for several years. She becomes frightened and Sam tries to tell her it was just a joke.

When he tries to help his father by getting him to change his diet, his father becomes angry because Sam is telling him that the food he raises on the farm is bad for him to eat. His father is just too set in his ways to start eating healthy now. Sam tries to convince his brother that when he's in 'Nam' on April 8, 1970 he'll agree not to go out in the field on any missions. Sam goes out and wins the game, but just before he leaps, Al tells him that Tom still dies in Vietnam. When Sam leaps he finds himself in Vietnam, in the body of one of Tom's fellow soldiers on April 7, 1970.

The following episode, titled "The Leap Home II, Vietnam," has Sam succeed in saving his brother's life. In this story line we see Sam get angry over his situation for the only time, feeling that after all the good he's done for others, the higher power or whatever is controlling his time-travelling destiny owes him something in return. In Part One it seems that all he's granted is the chance to spend a few days with his family before it is ripped apart by tragedy.

In Part Two, Sam succeeds in saving Tom's life, although seemingly not only at the cost of the life of a journalist who didn't die before, but also by losing a chance Sam might have had to rescue Al right after he'd been made a POW in Vietnam. Al says it's okay because he was released five years later, and he was always free in his mind. This episode is more complicated than many of the others and deals with more delicate moral and philosophical issues.

Episode thirty-five, "The Boogieman," is a strange episode. It's a dream story, except at the end when Sam wakes up in time to save the life of a handy-man. In a brush with history, as Sam occasionally has in his travels, a nerdy kid named Stevie King is inspired by some things Sam says to try his hand at writing horror stories. This originally aired October 26, 1990, and was a Halloween episode. It is effective, though, as we wonder what's going to happen next when Al turns out to be an impostor who's really a demon angry at Sam for setting right what the demon had originally caused to go wrong. Dream stories are usually annoying but this one is much more clever than most.

While some shows start to wind down by the time they hit fifty episodes, Quantum Leap has only started to wind up, trying new ideas rather than staying with the tried and true. In the fourth-season opener, something goes wrong and Sam and Al switch places. Al winds up as the leaper, with gaps in his memory as to who he is and what he's doing, and Sam is back in project Quantum Leap, inside the imaging chamber, where he is now the holo-gram guiding Al. It's June 15, 1945, and Al is in the body of a soldier who's just returned from World War II. By episode's end, Sam has to save the lives of two people (including Al) and try to get their situation straightened out. In the same season, Sam plays a rape victim (a woman) in 1980 and a research chimp in 1961. The latter episode deals with the animal rights issue-by taking both sides in the story-although the scientist portrayed decides to end his cruel animal head-trauma research at tale's end.

The fourth season also produced an even more controversial episode. When word got out that an episode would have Sam leap into the body of a gay high-school student, everyone started jumping up and down, including NBC, who threatened not to pay for the episode. It seems that other shows that had featured gay characters had suffered pullouts by sponsors fearful of product boycotts by fundamentalist and right-wing groups. Although Bellisario claimed he wouldn't back down, the teenage characters were advanced into military cadets and the story line dealt less with discrimination than with someone being falsely accused of murdering the gay cadet. It turned out that the cadet had actually committed suicide and framed an inner circle of gay bashers in the academy. Sam succeeds in preventing the cadet from killing himself. Whether the character Sam plays, who is the gay cadet's roommate, is gay is left up in the air as Sam ultimately decides that it doesn't make any difference whether he is or not.

The one place where the episode doesn't pull back is when Al reveals that he's very upset with the concept of a gay military cadet and he and Sam debate the subject. So even though the story line was watered down somewhat, it still confronts the issue of homophobia by making it a personal issue between Sam and Al. The fact that Al has an extensive military background makes his reactions believable rather than contrived. With recent real-life headlines, their debate is even more timely.

The fourth-season finale is easily one of the best episodes in the entire series. While the show generally tries not to get too complicated for fear of alienating the non-science fiction enthusiasts, the finale pulled out all the stops and made the audience either pay close attention, listen, or leave the room confused. When Sam leaps into Al's body in the fifties, they at first are uncertain what Sam has to do. Al was wrongly accused of

murder at that time but was cleared. But when Al isn't cleared, Ziggy reveals that Al is in danger of being tried, convicted, and executed.

When Sam fails to come up with a solution before a certain moment, the odds against Al being freed become overwhelming and suddenly Al is gone-replaced by a different hologram assistant played by Roddy McDowall. It's a brilliant scene. The show becomes even more complicated as multiple time leaping is done not only to save Al, but to save a woman who was Al's alibi and who later died in an accident. This time she doesn't die and Al is not only freed, but the real killer is caught. It's a complex web of storytelling, which must be seen to be believed. It deals with the dangers of paradox in time travelling, which until then the series had shied away from just because of how complicated and confusing it can be to confront. Bellisario confronts it head-on in a complex yet logical manner. It's a story filled with surprises that just pile one on top of the other and make it impossible to guess the outcome. A real class act.

Just when we're sighing in relief and applauding the imagination of the series, they pull another rabbit out of a hat by having Sam leap into the season ending cliffhanger as Sam appears in the body of Lee Harvey Oswald just weeks before the JFK assassination. The biggest surprise in this was that up until then, the series had deliberately steered clear of having Sam Beckett appear in the form of any historical figures. This time, Donald Bellisario had a personal axe to grind. "Everyone seems to be on the conspiracy band wagon, but I've never been on it," Bellisario stated in the September 22, 1992, Los Angeles Times. "But I guess what really struck me the strongest was when my twelve-year-old son went to see [Oliver Stone's] JFK and came home totally brainwashed by the film and started telling me all of these half truths, falsehoods, and speculation as if they were fact. I decided if I could figure out a way to bring the tale closer to the truth-no one knows the truth and no one will probably ever know it precisely but put forth another argument, another theory, another side to the story, that would be a good thing to do."

In this episode, Sam turns up in Oswald at different points in his adult life during the two-hour episode. But for the first time, things begin going wrong. Oswald's residual personality begins to gain sway over Sam, especially on the morning of November 22, 1963. In 1999, Al tries talking to Oswald where he's being held, but Oswald won't budge from his position, or even believe what Al is telling him. He smirks a lot. The episode ends with Sam leaping into the body of one of the Secret Service men riding in the motorcade. While Kennedy is still assassinated, Al reveals that they did change history, because originally Jackie was killed as well.

Adding to the background of this episode is the fact that in 1959, Bellisario actually had an encounter with Oswald, which is included in the script. Bellisario had recently gotten out of the Marines and had returned to the base at Tustin to visit some of his Marine buddies. There he encountered another Marine who was reading a radical newspaper. He recalled, "Here's this Marine telling me something that I would expect to hear coming out of Radio Moscow, a whole load of communist doctrine. I got incensed, and if you brought up something he didn't like, he just kind of sneered at you. Originally I just walked away and I asked another Marine there, 'What the hell is with this jerk?' and he said, 'Oh, he does that to every one. He's harmless.'" Originally Bellisario had stated that aside from not wanting to deal with major historical events, because of the ripple effect they would have in time were they dramatically altered, he also wished to avoid the obvious, such as tackling something like the Kennedy assassination.

"I was a little surprised about his breaking the rules," Dean Stockwell admitted, "but I sensed why he was doing it. We're going into our fifth season and instead of continuing on with the same old pattern, I think it's the right time to give the audience something different. To add a new colour. I think it was a wise idea." Bellisario also admitted to toying with the idea of doing episodes involving Elvis Presley, Richard Nixon, or Marilyn Monroe.

The season continued to try different things. A three-part episode had Sam leaping through a per-son's life three times to solve a murder. An evil leaper has been introduced, someone from farther in the future than Sam, who doesn't have the benevolent ideals exemplified by Beckett. Even though the going for Quantum Leap has been rocky at times, it has managed to persevere and is presently syndicated on the USA network five nights a week. In some respects the series is a surprise success. Whether it will help to spawn additional science fiction series is doubtful because whenever something unusual is a success, programmers deem it a "non-repeatable phenomenon;" which is a fancy way of saying that they don't understand the show and haven't a clue how to imitate it. In the meantime fans will just keep time-tripping with Dr. Samuel Beckett and exploring our recent past from ground level.

Emmy Award

Outstanding Costume Design for a Series - Nominees: "Quantum Leap" (1989) - Jean-Pierre Dorléac - For episode "Sea Bride". (1990)

Outstanding Costume Design for a Series - Nominees: "Quantum Leap" (1989) - Jean-Pierre Dorléac - For episode "Glitter Rock". (1991)

Outstanding Individual Achievement in Costume Design for a Series - Nominees: "Quantum Leap" (1989) - Jean-Pierre Dorléac For episode "A Single Drop of Rain". (1992)

Outstanding Individual Achievement in Costume Design for a Series - Nominees: "Quantum Leap" (1989) - Jean-Pierre Dorléac - For episode "Lee Harvey Oswald". (1993)

Golden Globe

Best Performance by an Actor in a Supporting Role in a Series, Mini-Series or Motion Picture Made for TV - Winner: "Quantum Leap" (1989) - Dean Stockwell (1990)

Best Performance by an Actor in a TV-Series - Drama - Nominated - "Quantum Leap" (1989) - Scott Bakula (1991)

Best Performance by an Actor in a Supporting Role in a Series, Mini-Series or Motion Picture Made for TV - Nominated - "Quantum Leap" (1989) - Dean Stockwell (1991)

Best Performance by an Actor in a TV-Series - Drama - Winner: "Quantum Leap" (1989) - Scott Bakula (1992)

Best Performance by an Actor in a TV-Series - Drama - Nominated - "Quantum Leap" (1989) - Scott Bakula (1993)

WR. Donald P. Bellisario, Deborah Pratt, Paul Brown and Chris Ruppenthal, John Hill, Paul Brown, Scott Shepherd, Julie Brown, Tommy Thompson, Sandy Fries, Robert A. Wolterstorff, Beverly Bridges, Sam Rolfe, Richard C. Okie, Robin Jill Bernheim, Chris Abbott, John D'Aquino, Gus Trikonis, David Hemmings, James Whitmore Jr.

DIR. Joe Napolitano, James Whitmore Jr, Donald P. Bellisario, Virgel W. Vogel, Mark Sobel, Michael Vejar, Alan J. Levi, Aaron Lipstadt, Gilbert Shilton, James Whitmore Jr., Michael Zinberg, Christopher T. Welch, Joe Napolitano, Debbie Allen, Andy Cadiff, Rob Bowman and Scott Bakula.

EPISODES: 95 **YEAR MADE:** 1989 **COUNTRY:** US **SEASONS:** 5

BELLISARIUS PRODUCTIONS IN ASSOCIATION WITH UNIVERSAL TELEVISION AND MCA

CREATOR: DONALD P. BELLISARIO

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 8, (2) 22, (3) 22, (4) 22, (5) 21.

DATE OF PREMIER: 26/03/1989 **AIR DATE OF LAST EPISODE** 05/05/1993

SEASON DATE BREAKDOWN:

FILMS:

Dr. Sam Becket SCOTT BAKULA, Admiral Albert Calavichi DEAN STOCKWELL, Gosshie DENNIS WOLFBERG.

Books Based on this series.

Quantum Leap - Angels Unaware	L. Elizabeth Storm	1997
Quantum Leap - Carny Knowledge	Ashley McConnell	1993
Quantum Leap - Double Or Nothing	C.J. Henderson	1995
Quantum Leap - Foreknowledge	Christopher DeFilippis	1998
Quantum Leap - Heat Wave	Melanie Kent	1997
Quantum Leap - Independence	John Peel	1996
Quantum Leap - Knights Of The Morning Star	Melanie Rawn	1994
Quantum Leap - Loch Ness Leap	Sandy Schofield	1997
Quantum Leap - Obsession	Carol Davies	1997
Quantum Leap - Odyssey	Barbara E. Walton	1995
Quantum Leap - Prelude	Ashley McConnell	1994
Quantum Leap - Pulitzer	L. Elizabeth Storm	1995
Quantum Leap - Random Measures	Ashley McConnell	1994
Quantum Leap - Search And Rescule	Mellisa Crandall	1994
Quantum Leap - Song And Dance	Mindy Peterman	1998
Quantum Leap - The Wall	Ashley McConnell	1993

Quantum Leap - Too Close For Comfort	Ashley McConnell	1993
The A-Z Of Quantum Leap	Julie Barrett	1995
The Beginning	Julie Robitaille	1990
The Ghost And The Gum Shoe	Julie Robitaille	1990
The Making Of Quantum Leap		
The Quantum Leap Book	Louis Chunovic	1993

RELATED SHOWS:*SURVIVORS**BATTLESTAR GALATICA**GALACTICA 1980**BATTLESTAR GALATICA (MINI)**BATTLESTAR GALACTICA (2004)*1 - 1 *GENESIS*

Although the project isn't ready yet, Sam hops into the Accelerator and leaps. As Tom Stratton, an Air Force test pilot, Sam finds his memory Swiss cheesed, with only enough left to know that he is not where or when he belongs. Al explains that the project has gone awry and that the only way Sam can leap out is by flying the X-2 to Mach 3. Instead, Sam leaps after saving his wife and child, only to find that rather than leaping home, he's leapt into Ken Fox, a minor league baseball player in Texas, at the end of the 1968 season, where he must make the winning play in order to leap.

Wr Donald P. Bellisario**Dir** David Hemmings1 - 2 *STAR-CROSSED*

Having leaped into Kid Cody, a boxer on the take, Sam has to win the championship to fund a new church for his trainers, a group of nuns. Sam must face the bookie who counts on him to take a dive in the final bout, and, with the help of several trainers, streaking, and Al's appearance in the ring to guide his punches, Sam wins the bout and finances the chapel.

Wr John Hill**Dir** Gilbert Shilton1 - 3 *THE RIGHT HAND OF GOD*

As a veterinarian in rural Texas, Sam's mission appears to be winning the love of an heiress to a large ranch. Sabotaged by another suitor, Sam fails and finds that his true goal was to save the life of a sick piglet, and to help an unnamed cohort with a task he's performing.

Wr Deborah Arakelian**Dir** Ivan Dixon1 - 4 *HOW THE TESS WAS WON*

Though his goal as a mafia hitman named Frankie is unclear, Sam follows a list of instructions, supplied by Ziggy in an effort to bring Sam back to the Project. These instructions result in the Great East Coast Blackout and, rather than leaping home, Sam finds himself in the life of the mafia don who's been jealously preventing a romance between Frankie and the don's girlfriend. Sam believes he knows his mission, and publicly announces Frankie's marriage to the girlfriend, putting himself in a position to call a winning Bingo number.

Wr Donald P. Bellisario**Dir** Aaron Lipstadt1 - 5 *DOUBLE IDENTITY*

November 8, 1965: Though his goal as a Mafia hitman named Frankie is unclear, Sam follows a list of instructions, supplied by Ziggy in an effort to bring Sam back to the Project. These instructions result in the Great East Coast Blackout and, rather than leaping home, Sam finds himself in the life of the Mafia don who's been jealously preventing a romance between Frankie and the don's girlfriend. Sam believes he knows his mission, and publicly announces Frankie's marriage to the girlfriend, putting himself in a position to call a winning Bingo number.

Wr Donald P. Bellisario**Dir** Aaron Lipstadt1 - 6 *THE COLOR OF TRUTH*

August 8, 1955: In the life of Jesse Tyler, an aging black chauffeur, Sam must face discrimination in the South while trying to prevent the death of an elderly white woman. Actions motivated by his own belief in equality cause violent reactions, as Sam tries to convince one of the pillars of the community to change

her views on racism and the futility of trying to change a society for the better.

Wr Deborah Pratt

Dir Mike Vejar

1 - 7 *CAMIKAZI KID*

June 6, 1961: As a high school nerd, Sam must prevent his sweet sister from marrying an abusive drinker, with the wedding only three days away. This hits a little close to home, as Sam's own sister married into the exact same situation at a young age. By drag racing the prospective husband, and beating him with a car that couldn't have won without nitrous oxide, Sam is able to bring the groom's true tendencies to the surface, affecting more than just his sister.

Wr Paul Brown

Dir Alan J. Levi

1 - 8 *PLAY IT AGAIN, SEYMOUR*

April 14, 1953: With looks that could double for Humphrey Bogart, Sam is Nick Allen, a private investigator looking for the murderer of his partner and, if he doesn't find the answer in time, himself. The case is solved with a number of Casablanca references as Sam launches a new pulp novelist along the way.

Wr Donald P. Bellisario, Scott Shepherd

Dir Aaron Lipstadt

2 - 1 *HONEYMOON EXPRESS*

April 27, 1960: As Tom McBride, a New York City cop on his honeymoon, Sam must save himself from his new bride's jealous, and sociopathic, ex-husband. To make matters worse, the Project's funding will be cut off, stranding Sam alone in the past, unless he can prevent the U2 flight from being shot down over Russia.

Wr Donald P. Bellisario

Dir Aaron Lipstadt

2 - 2 *DISCO INFERNO*

April 1, 1976: As a stuntman, Sam is to save the life of his younger brother, while trying to convince the pair's obsessive father to let the younger son go his own way, even if it means going into country-western music, rather than following the family tradition of stunt work.

Wr Paul Brown

Dir Gilbert M. Shilton

2 - 3 *THE AMERICANIZATION OF MACHIKO MCKENZIE*

August 4, 1953: As a sailor returning from Japan, Sam brings a foreign wife to a small town. He then has to fight against the prejudice of both a scheming ex-girlfriend, as well as his mother, in order to gain acceptance of his new bride.

Wr Charlie Coffey

Dir Gilbert M. Shilton

2 - 4 *WHAT PRICE GLORIA?*

October 16, 1961: Sam is shocked when he learns he's leaped into a woman, Samantha Stormer. As a gorgeous secretary for an automobile company, Sam has to cope with sexual harassment by the boss, a suicide attempt by a roommate, and the effect his looks have on Al's lecherous tendencies.

Wr Deborah Pratt

Dir Alan J. Levi

2 - 5 *BLIND FAITH*

February 6, 1964: Although the concert pianist he leaps into is blind, a fact, which bothers his girlfriend's disapproving mother, Sam can still see. At least until an exploding flashbulb blinds him at the crucial moment: when he must rescue his girlfriend from a serial killer.

Wr Scott Shepherd

Dir David G. Phinney

2 - 6 *GOOD MORNING, PEORIA*

September 9, 1959: Rock 'n' roll is about to become big, but not in Peoria. That is, unless Sam, as DJ Howlin' Chick Howell, can manage to keep the radio station where he's employed from being shut down by overly conservative town elders.

Wr Chris Ruppenthal

Dir Michael Zinberg

2 - 7 *THOU SHALT NOT*

February 2, 1974: Sam's task as a rabbi is to keep his sister-in-law from falling for a sleazy author and ruining her life. In the process he also helps the family recover from the year-old death of their son.

Wr Tammy Ader

Dir Randy Roberts

2 - 8 *JIMMY*

October 14, 1964: Since mainstreaming the mentally retarded is not yet a popular concept, Sam must help Jimmy LaMotta, the "slow" young man he's leaped into, get a job and gain his coworkers' acceptance, in order to prevent his brother from returning Jimmy to the institution where he previously lived.

Wr Paul M. Belous, Robert Wolterstorff

Dir James Whitmore Jr.

2 - 9 *SO HELP ME GOD*

July 29, 1957: Though he can't remember much more than habeas corpus, Sam finds himself the defense attorney for a young black woman accused of murdering the son of the most powerful man in a small Louisiana town.

Wr Deborah Pratt

Dir Andy Cadiff

2 - 10 *CATCH A FALLING STAR*

May 21, 1979: Sam leaps into Ray Hutton, the understudy for the role of Don Quixote just seconds before curtain time. His mission: prevent the drunken star from falling and seriously injuring himself during a benefit performance of "Man of La Mancha". Sam isn't helped by the presence of his former piano teacher, on whom he once had a crush, and who now appears to have caught the star's eye as well.

Wr Paul Brown

Dir Donald P. Bellisario

2 - 11 *A PORTRAIT OF TROIAN*

February 7, 1971: Sam leaps into a renowned parapsychologist where he must prevent a young widow from joining her husband at the bottom of a lake, while proving that she's not crazy, despite her claims of hearing her dead husband's voice calling to her.

Wr Scott Shepherd, Donald P. Bellisario

Dir Michael Zinberg

2 - 12 *ANIMAL FRAT*

October 19, 1967: Trapped in the body of Knut Wileton, better known as "Wild Thing", the typical frat jock, Sam must win the confidence of an attractive campus radical before she bombs the college's chemistry building as a protest against the war in Vietnam.

Wr Chris Ruppenthal

Dir Gilbert M. Shilton

2 - 13 *ANOTHER MOTHER*

September 30, 1981: As a divorced mother of three, Sam's job of preventing his teenage son from running away, never to be seen again, is made more interesting by the fact that his youngest daughter can see both him as himself as well as Al.

Wr Deborah Pratt

Dir Joseph Scanlan

2 - 14 *ALL-AMERICANS*

November 6, 1962: Keeping his best friend from throwing the high school championship football game, costing both of them their scholarship offers, Sam must also get their families to consolidate.

Wr Donald P. Bellisario, Paul Brown

Dir John Cullum

2 - 15 *HER CHARM*

September 26, 1973: Protecting a female member of the witness protection program from a mafia hitman proves difficult for Sam, since the FBI appears to have an informant confounding his attempts to hide her.

Wr Deborah Pratt, Donald P. Bellisario

Dir Christopher T. Welch

2 - 16 *FREEDOM*

November 22, 1970: Rather than saving his grandfather's life, Sam has to escape from jail and elude the police long enough to get them both to the reservation, where the old man can die at home and in peace.

Wr Chris Ruppenthal

Dir Alan J. Levi

2 - 17 *GOOD NIGHT, DEAR HEART*

November 9, 1957: Rather than saving the damsel of the episode, who supposedly committed suicide, Sam is the coroner who must prove that she was murdered, and then find out by whom.

Wr Paul Brown

Dir Christopher T. Welch

2 - 18 *POOL HALL BLUES*

September 4, 1954: In order to help his granddaughter save a small bar from the slimy loan shark holding a note on the place, Sam has to play pool like a pro...with a little help from Al and Ziggy.

Wr Randy Holland

Dir Joe Napolitano

2 - 19 *LEAPING IN WITHOUT A NET*

November 18, 1958: Sam remembers he's afraid of heights when he leaps into a trapeze artist, whose sister wants him to catch her as she does a triple without a net. Dad is less than pleased, since his wife died a few years earlier while attempting the same stunt.

Wr Tommy Thompson

Dir Christopher T. Welch

2 - 20 *MAYBE BABY*

March 11, 1963: Babysitting a kidnapped tot and a flaky, compulsively lying stripper keeps Sam busy as they cross Texas, on the run from the legal father and a squad of cops.

Wr Julie Brown, Paul Brown

Dir Michael Zinberg

2 - 21 *SEA BRIDE*

June 3, 1954: Aboard an ocean liner, Sam must stop the marriage of a young man's ex-wife to a mobster. In the process, he finds himself in one heck of a mess in the ship's garbage compartment.

Wr Deborah Pratt

Dir Joe Napolitano

2 - 22 *M.I.A.*

April 1, 1969: When Sam leaps into the life of an undercover cop, Al explains that his mission is to convince a navy nurse that her MIA husband is still alive, and to prevent her from marrying a lawyer she meets on the day Sam leaps in. But a series of coincidences causes Sam to wonder about the true nature of his mission.

Wr Donald P. Bellisario

Dir Michael Zinberg

3 - 1 *THE LEAP HOME (PART 1)*

November 25, 1969: As himself at the age of 16, Sam experiences an emotional leap when has the opportunity to both win the high school basketball championship and save his family from their sad fates.

Wr Donald P. Bellisario

Dir Joe Napolitano

3 - 2 *THE LEAP HOME (PART 2) - VIETNAM*

April 7, 1970: As a Navy SEAL in his own brother's squad, Sam must determine whether he is there to save Tom's life or ensure the success of the mission on which his brother was killed. Sam also finds that he could have changed another life closer to home, if only he'd known.

Wr Donald P. Bellisario

Dir Michael Zinberg

3 - 3 *LEAP OF FAITH*

August 19, 1963: Sam finds himself in one holy mess as a priest in Philadelphia, trying to help an alcoholic priest deal with his own demons while searching for the murderer of a young parishioner.

Wr Tommy Thompson

Dir James Whitmore Jr.

3 - 4 *ONE STROBE OVER THE LINE*

June 15, 1965: Sam is a photographer who must save a fashion model from a growing dependency on amphetamines and a predatory manager's own ambitions.

Wr Chris Ruppenthal

Dir Michael Zinberg

3 - 5 *THE BOOGIEMAN*

October 31, 1964: Things do more than go bump in the night when Sam leaps into Joshua Raye, a horror novelist, on Halloween. Although Ziggy claims he's there to prevent the death of a church deacon, things go awry when a string of people connected to Joshua suddenly begin to die under very strange circumstances.

Wr Chris Ruppenthal

Dir Joe Napolitano

3 - 6 *MISS DEEP SOUTH*

June 7, 1958: As Darlene Monte, a contestant in the "Miss Deep South" beauty pageant, Sam must come to the aid of an innocent contender who faces disgrace when she allows a sleazy pageant photographer to take nude photos of her with the promise of a huge future. He must also save Darlene's future by ensuring that she finishes third in the pageant, which provides the scholarship she'll use to become a doctor.

Wr Tommy Thompson

Dir Christopher T. Welch

3 - 7 *BLACK ON WHITE ON FIRE*

August 11, 1965: Sam leaps into a black medical student engaged to a white woman, where he must ensure that he and his fiancée survive the Watts Riot together.

Wr Deborah Pratt

Dir Joe Napolitano

3 - 8 *THE GREAT SPONTINI*

May 9, 1974: Leaping into magician Harry Spontini, Sam has to prevent his estranged wife from taking their daughter away from him as she files for divorce, so she can marry her sleazy divorce attorney. He also learns that he must save his beloved daughter from a grisly fate.

Wr Beverly Bridges, Cristy Dawson

Dir James Whitmore Jr.

3 - 9 *REBEL WITHOUT A CLUE*

September 1, 1958: As "Bones," a member of a motorcycle gang, Sam is an uneasy rider who has to prevent a Jack Kerouac-inspired young woman from meeting her death on the road.

Wr Paul Brown , Randy Holland

Dir James Whitmore Jr.

3 - 10 *A LITTLE MIRACLE*

December 24, 1962: On Christmas Eve, Sam leap into Reginald Pierson, valet to a wealthy, heartless contractor, who is in danger of losing his soul in an attempt to demolish a Salvation Army mission, so he can build his "Blake's Plaza." Seeing a similarity to the Dickens's character, Sam and Al decide to use Al and some holographic tricks to "Scrooge" the greed out of the man.

Wr Sandy Fries, Robert Wolterstorff

Dir Michael W. Watkins

3 - 11 *RUNAWAY*

July 4, 1964: On a cross-country car trip, Sam, as 13-year-old Butchie, must contend with a sadistic older sister and a mother on the verge of running away from an unfulfilling marriage, in search of what "could have been".

Wr Paul Brown

Dir Michael Katelman

3 - 12 *8 1/2 MONTHS*

November 15, 1955: Billie Jean Crockett is a pregnant teenager who will make the second biggest mistake of her life - giving her baby up for adoption - unless Sam, as Billie Jean, can convince someone to help her raise her child...before he goes into labor.

Wr Deborah Pratt

Dir James Whitmore Jr.

3 - 13 *FUTURE BOY*

October 6, 1957: Sam leaps Kenny Sharp, better known as "Future Boy", sidekick to Moe Stein's "Captain Galaxy", host of the kid's show, "Time Patrol," who also happens to be building a time machine in his basement. Unless Sam can prevent Moe's daughter from attempting to have her father committed, Moe is destined to be killed as he tries to hop a freight train.

Wr Tommy Thompson

Dir Michael Switzer

3 - 14 *PRIVATE DANCER*

October 6, 1979: An aspiring dancer working as a waitress in a strip club is in danger of being led into a life of prostitution unless Sam, as "Rod the Bod," can convince her to audition for a spot in a professional dance group. But, because she's deaf, the choreographer doesn't believe she has the time to give the talented young lady the attention she'll need.

Wr Paul Brown

Dir Debbie Allen

3 - 15 *PIANO MAN*

November 10, 1985: Joey Dinardo is a lounge lizard on the run from mob hitmen. When Sam leaps in, his ex-girlfriend and former musical partner has found him, and now both are on a run for their lives from a killer who seems to know their every move.

Wr Ed Scharlach

Dir James Whitmore Jr.

3 - 16 *SOUTHERN COMFORTS*

August 4, 1961: It's the best little cathouse in New Orleans. No, it's the Gilbert Labonte Sewin' & Quiltin' Academy. As the proprietor of this worthy establishment, Sam must prevent the mysterious death of a resident who doesn't belong there.

Wr Tommy Thompson

Dir Chris Ruppenthal

3 - 17 *GLITTER ROCK*

April 12, 1974: Sam is a glitter rock star in danger of being stabbed to death after a performance, unless Sam can determine who, from a growing list of people, the real killer is.

Wr April 12, 1974: Sam is a glitter rock star in danger of being stabbed to death after a performance, unless Sam can determine who, from a growing list of people, the real killer is.

Dir Andy Cadiff

3 - 18 *A HUNTING WE WILL GO*

June 18, 1976: It's the leap from hell as Sam, a bounty hunter handcuffed to a wily embezzler who will stop at nothing to get away from him, has to deal with his captive, as well as his attraction towards her, despite her countless attacks on him.

Wr Beverly Bridges

Dir Andy Cadiff

3 - 19 *LAST DANCE BEFORE AN EXECUTION*

May 12, 1971: "Just think of someplace far away" is the advice Sam hears as he leaps into Jesus Ortega, a Cuban-American being strapped into an electric chair. A last second stay of execution gives Sam just forty-eight hours to either prove himself innocent or fulfill his mission so that he can leap before the Big Switch is pulled, but the hardest part of this mission will be figuring out the real reason for his leap.

Wr Deborah Pratt

Dir Michael W. Watkins

3 - 20 *HEART OF A CHAMPION*

July 23, 1955: The heart of a champion belongs to Ronnie, a professional wrestler, who will die if he competes in the title match. Sam, as his brother and new partner Terry, must convince him of his hidden health problem, while avoiding his own health problem - the jealous wrestler-husband of a woman who has taken an amorous interest in Sam.

Wr Tommy Thompson

Dir Joe Napolitano

3 - 21 *NUCLEAR FAMILY*

October 26, 1962: Sam finds himself the brother of a fallout shelter salesman during the Cuban Missile Crisis, where he must defuse a potentially explosive situation as panic sets in on the night of John F.

Kennedy's speech to the nation.

Wr Paul Brown

Dir James Whitmore Jr.

3 - 22 *SHOCK THEATER*

October 3, 1954: Leaping into Sam Bederman, a mental patient who is suffering from acute depression, Sam receives an overloaded electroshock treatment, which causes his Swiss-cheesed memory to be replaced by personas from previous leaps, all of which occurred on future dates. Al, finding himself visible to the mentally absent, must try to complete Sam's mission, and convince him to take another shock treatment, in order to leap Sam out before contact is lost forever.

Wr Deborah Pratt

Dir Joe Napolitano

4 - 1 *THE LEAP BACK*

June 15, 1945: Struck by lightning, Sam and Al find their roles reversed, as Sam returns to the future, and to a long-lost love, while Al leaps back to 1945 to prevent the death of a returning World War II hero and his former girlfriend.

Wr Donald P. Bellisario

Dir Michael Zinberg

4 - 2 *PLAY BALL*

August 6, 1961: A pitcher on a minor league baseball team, Sam must decide if he's there to help a fellow team member, get his host back into the major leagues, or baby-sit the porcine team mascot, all while resisting the amorous advances of the women in his life.

Wr Tommy Thompson

Dir Joe Napolitano

4 - 3 *HURRICANE*

August 17, 1969: Sam meets Cissy, and an unknown killer, when he leaps into a deputy sheriff in a small Mississippi town, lying in the path of a deadly Hurricane Camille.

Wr Chris Ruppenthal

Dir Michael W. Watkins

4 - 4 *JUSTICE*

May 11, 1965: Sam must don the robe of a Ku Klux Klansman in order to save the life of an ambitious young civil rights leader, who is trying to register black voters.

Wr Toni Graphia

Dir Rob Bowman

4 - 5 *PERMANENT WAVE*

June 2, 1983: Sam leaps into Frank Bianca, a hairstylist in leather pants, to prevent the death of a young murder witness and his mother.

Wr Beverly Bridges

Dir Scott Bakula

4 - 6 *RAPED*

June 20, 1980: It's up to Sam to try to bring a rapist to justice when he leaps into the perp's victim, a young woman who may have been unwilling to press charges against the young man - the son of the pillar of the community.

Wr Beverly Bridges

Dir Michael Zinberg

4 - 7 *THE WRONG STUFF*

January 24, 1961: The fates make a monkey out of Sam when he leaps into Bobo, an astro-chimp who must avoid succumbing to the experiments of an Air Force neurologist.

Wr Paul Brown

Dir Joe Napolitano

4 - 8 *DREAMS*

February 28, 1979: It's more like a nightmare when Sam leaps into a detective, investigating a gruesome murder. He may be next if he doesn't find out who eviscerated the victim and his only hope is the victim's catatonic son and her husband's psychiatrist. The horrific flashbacks he's experiencing don't help matters much either.

Wr Deborah Pratt

Dir Anita Addison

4 - 9 *A SINGLE DROP OF RAIN*

September 7, 1953: A devastating drought will be the ruin of a small town unless Sam, as Billy Beaumont, "purveyor of precipitation and maker of rain," can find a way to make it rain, while keeping his family together in the process.

Wr Richard C. Okie

Dir Virgil Vogel

4 - 10 *UNCHAINED*

November 2, 1956: Sam and a fellow convict named Boone are the defiant ones when Sam has to rescue his companion from a fifteen-year sentence on a chain gang.

Wr Paris Qualles

Dir Michael W. Watkins

4 - 11 *THE PLAY'S THE THING*

September 9, 1969: May meets December when Sam leaps into a young actor in love with an older woman, who is also an aspiring singer. If he can't boost her confidence and help her get her career on track, she will face a "fate worse than death," returning with her son to Cleveland.

Wr Beverly Bridges

Dir Eric Laneuville

4 - 12 *RUNNING FOR HONOR*

June 11, 1964: As a track star in a Navy college, Sam must prevent the death of his ex- roommate, who was expelled because he was gay, and who is slated to die at the hands of a group of bigoted cadets.

Wr Robert Harris Duncan

Dir Bob Hulme

4 - 13 *TEMPTATION EYES*

February 1, 1985: A serial killer stalks San Francisco while Sam as Dillion Powell, a TV reporter, protects a beautiful psychic who's working on the case, from becoming the next victim. The young lady is very clear of sight, as Sam and Al soon discover.

Wr Paul Brown

Dir Christopher Hibler

4 - 14 *THE LAST GUNFIGHTER*

November 28, 1957: Sam finds himself in the life of Tyler Meanes, a teller of tall tales who faces death at the hand of an old friend in a shootout at high noon.

Wr Chris Ruppenthal, Sam Rolfe

Dir Joe Napolitano

4 - 15 *A SONG FOR THE SOUL*

April 7, 1963: As a backup singer in a black, amateur girl group Sam finds between the fifteen year-old lead singer and her father as he attempts to rescue the girl from a sleazy night club owner's clutches.

Wr Deborah Pratt

Dir Michael W. Watkins

4 - 16 *GHOST SHIP*

August 13, 1956: Flying over the Bermuda Triangle, Sam, as the co-pilot, must prevent the flight from returning to Virginia, to get a seriously ill passenger to a doctor before she dies. Flying through the triangle is riskier than it seems, and Sam, deprived of Al's help when the hologram fades out, must get them through alive.

Wr Donald P. Bellisario, Paris Qualles

Dir Anita Addison

4 - 17 *ROBERTO!*

January 27, 1982: Sam, as "Roberto!" is a tabloid talk show host a la Geraldo who, with an asthmatic rival and co-worker, tries to uncover a mystery at a local chemical plant, a mystery, which may prove to be deadly for his co-worker.

Wr Chris Ruppenthal

Dir Scott Bakula

4 - 18 *IT'S A WONDERFUL LEAP*

May 10, 1958: Sam finds himself behind the wheel of a New York taxicab, in the life of Max Greenman, a driver striving to win his own tag, a license to drive his own cab. His mission is aided with the help of a woman who claims to be a guardian angel.

Wr Danielle Alexandra, Paul Brown

Dir Paul Brown

4 - 19 *MOMENTS TO LIVE*

May 4, 1985: Sam is a soap opera heart surgeon and the obsession of a love-struck, if somewhat deranged fan. He must escape from the woman and her husband who kidnap him for reproductive purposes

Wr Tommy Thompson

Dir Joe Napolitano

4 - 20 *THE CURSE OF PTAH-HOTEP*

March 2, 1957: It's almost as though Sam were on vacation when, as Egyptologist Dale Conway, he gets to read hieroglyphics, search lost tombs, and, of course, visit Egypt. But between an encroaching sandstorm, computer glitches back at the Project, the suspicious deaths of the guides, and a 3000-year-old curse to round things off, Sam has very little time to play in the sand.

Wr Chris Ruppenthal

Dir Joe Napolitano

4 - 21 *STAND UP*

April 30, 1959: Sam, as the singing half of a comedy team, soon finds that trying to convince two people that they're truly in love is no laughing matter, especially when one of them is the object of a sleazy casino owner's desire.

Wr Deborah Pratt

Dir Michael Zinberg

4 - 22 *A LEAP FOR LISA*

June 25, 1957: Sam leaps into Al Calavicci to prevent the death of his married lover. But when Sam accidentally alters history, and finds out too late about her untimely demise, it could mean the gas chamber for Al and disturbingly a whole new situation at Project Quantum Leap.

Wr Donald P. Bellisario

Dir James Whitmore Jr.

5 - 1 *LEE HARVEY OSWALD (A TWO PART STORY)*

October 5, 1957 - November 22, 1963: As a result of leaping again before he had a chance to complete his original mission, Sam finds himself leaping back and forth through the life of Lee Harvey Oswald. Following the sole assassin theory, Sam and Al attempt to prevent Oswald's attack on John F. Kennedy. But, with each leap giving Oswald more control over Sam's body, history seems doomed to repeat itself.

Wr Donald P. Bellisario

Dir James Whitmore Jr.

5 - 2 *LEAPING OF THE SHREW*

September 27, 1956: It's Robinson Crusoe with a twist when Sam leaps into a Greek sailor stranded on a deserted island with a beautiful young rich woman who appears to be less than fond of both him and their stranded situation.

Wr Robin Jill Bernheim, Richard C. Okie

Dir Alan J. Levi

5 - 3 *NOWHERE TO RUN*

August 10, 1968: As a Marine captain whose legs were amputated due to a war injury in Vietnam, Sam finds himself in a veteran's hospital, where he must prevent the suicide of a fellow patient who would rather be dead than face life paralyzed from the neck down. Making matters worse, his wife seems incapable of accepting the fact that she and Sam's host can still lead a normal life, in spite of his condition

Wr Tommy Thompson

Dir Alan J. Levi

5 - 4 *KILLIN' TIME*

June 18, 1958: Sam leaps into a tricky situation as an escaped killer holed up in a house with a mother and daughter as hostages. Escape isn't going to be easy for either Sam or his hostages, when the real killer breaks out of the waiting room, stranding Sam in the past, destined to die at the hands of a vengeful sheriff.

Wr Tommy Thompson

Dir Michael W. Watkins

5 - 5 *STAR LIGHT, STAR BRIGHT*

May 21, 1966: Sam leaps into a 79-year-old man whose son wants to have him committed when he claims to have seen UFO's. Sam is kept busy as he tries to keep the family together, prevent the future drug overdose of "his" grandson, and avoid the sinister plans of the military, all before the next anticipated UFO sighting.

Wr Tammy Ader, Richard C. Okie

Dir Christopher Hibler

5 - 6 *DELIVER US FROM EVIL (aka EVIL LEAPER I)*

March 19, 1966: Things are already on there way downhill when Sam leaps back into Jimmy LaMotta. Despite Sam's inaction, history continues to change for the worst. The cause is unknown until Sam discovers another time traveler on the scene, one who's determined to destroy Jimmy's family, as well as Sam.

Wr Deborah Pratt, Tommy Thompson, Robin Jill Bernheim

Dir Bob Hulme

5 - 7 *TRILOGY (PART 1) (aka ONE LITTLE HEART)*

August 8, 1955: A pair of unsolved murders marks just the tip of the iceberg when Sam leaps into a sheriff in a small Louisiana town. Rumors of a history of family insanity, the suspicions surrounding his daughter Abigail's involvement in the murders, and ghostly visions of his institutionalized wife just make matters worse.

Wr Deborah Pratt

Dir James Whitmore Jr.

5 - 8 *TRILOGY (PART 2) (aka FOR YOUR LOVE)*

June 14, 1966: Finding himself back in the same small Louisiana town, in the arms of Abigail, now twenty-one, Sam must prevent an angry crowd of townspeople from lynching his fiancée, following the disappearance of a young boy whom she had been babysitting.

Wr Deborah Pratt

Dir James Whitmore Jr.

5 - 9 *TRILOGY (PART 3) (aka THE LAST DOOR)*

July 28, 1978: Sam is an aging lawyer, recruited by Abigail, now thirty-three, to defend her when she is put on trial for the murder of Leta Aider, the woman whose daughter Abigail was accused of killing almost twenty-five years earlier.

Wr Deborah Pratt

Dir James Whitmore Jr.

5 - 10 *PROMISED LAND*

December 22, 1971: Sam leaps back to Elk Ridge, Indiana to help save the lives of the Walters boys as they try to save their farm from a banker with designs on getting rich from foreclosure.

Wr Tommy Thompson, Gillian Horvath

Dir Scott Bakula

5 - 11 *A TALE OF TWO SWEETIES*

February 25, 1958: As a horse-playing, traveling brush salesman, Sam finds himself with two wives and two families. Although Ziggy predicts that Sam's mission is to choose between the two lives, the choice is made more difficult by the fact that there's only a 50/50 chance that he'll choose the right one. As if things weren't bad enough, Sam finds that his penniless host owes a pair of bookies some big bucks.

Wr Robin Jill Bernheim

Dir Christopher Hibler

5 - 12 *LIBERATION*

October 16, 1968: Leaping into a housewife and mother of two on the verge of women's lib, Sam must prevent the death of his daughter during a sit in, while convincing the girl's father that his marriage can survive a liberated wife and daughter.

Wr Deborah Pratt, Chris Abbott

Dir Bob Hulme

5 - 13 *DR RUTH*

April 25, 1985: While Sam is in 1985, running her radio talk show, playing matchmaker to her producers, and trying to help a young secretary who's being sexually harassed by her boss, Dr. Ruth Westheimer spends her time in the Waiting Room, counseling Al on his feelings towards his five wives, as well as his relationship with Tina.

Wr Robin Jill Bernheim

Dir Stuart Margolin

5 - 14 *BLOOD MOON*

March 10, 1975: As an eccentric, possibly vampiric, artist just outside of London, Sam must bear with Al's superstitions, while trying to prevent the death of his host's young wife, at the hands of a couple who are taking a sacrificial ceremony in honor of the "blood moon."

Wr Tommy Thompson

Dir Alan J. Levi

5 - 15 *RETURN OF THE EVIL LEAPER (aka EVIL LEAPER II)*

October 8, 1956: As Arnold Watkins, better known as The Midnight Marauder, Sam has to persuade a fraternity to stop using chicken races as a part of their hazing ceremonies, while Al tries to convince Arnold to stop trying to get himself killed in retaliation for his parents' deaths twelve years earlier. When Alia, the evil leaper, appears on the scene, Sam becomes determined to take her with him when he leaps.

Wr Richard C. Okie

Dir Harvey Laidman

5 - 16 *REVENGE OF THE EVIL LEAPER*

September 16, 1987: Having simu-leaped, both Sam and Alia find themselves trapped in a women's prison, accused of murdering a fellow inmate. Their efforts to unmask the real killer are not their top priority as the two attempt to keep Alia's location hidden from her observer, Zoey, who leaps into the same place and time, determined to make Alia pay for her betrayal.

Wr Deborah Pratt

Dir Debbie Allen

5 - 17 *GOODBYE NORMA JEAN*

April 4, 1960: As chauffeur to Marilyn Monroe, Sam must try to prevent Marilyn's tragic death. But when a well-meaning plan backfires, it could mean the end of Marilyn's career, even if her life is saved.

Wr Richard C. Okie

Dir Christopher Hibler

5 - 18 *THE BEAST WITHIN*

November 6, 1972: Sam leaps into Henry Adams, one of a trio of friends who fought in Vietnam and came home each with their own personal scars and the memory of a lost buddy. He has to save the life of a friend, Roy, as well as of a young boy, Daniel, who ventures into the woods of Washington looking for proof of Bigfoot.

Wr John D'Aquino

Dir Gus Trikonis

5 - 19 *THE LEAP BETWEEN THE STATES*

September 20, 1862: In a bizarre twist of a genetic coil, Sam leaps into his great-grandfather, Captain John Beckett, during the Civil War. He must not interfere with his ancestor's romance with a riled southern belle named Olivia. He must also avoid being hanged as a Yankee dog by some home guard Confederate soldiers.

Wr Richard C. Okie

Dir David Hemmings

5 - 20 *MEMPHIS MELODY*

July 3, 1954: Sam swivels his hips into Elvis Presley, mere days before he is discovered. Along with making sure that Elvis does become the King, Sam must help Sue Anne, a local songbird, from being trapped in a not-so-gilded cage of marriage.

Wr Robin Jill Bernheim

Dir James Whitmore Jr.

5 - 21 *MIRROR IMAGE*

August 8, 1953: Sam lands in a not-so-ordinary bar in a coal-mining town, where strange things are happening and familiar people don't know him. With the help of another Al, he still has something to set right ... or is there more than one thing he needs to change?

Wr Donald P. Bellisario

Dir James Whitmore Jr.

QUARK



Quark took his name from the commander of an intergalactic garbage ship who dreamed of bigger and better things. This however was highly unlikely due to the fact that he had a very unusual crew who did not make life easy for him. His crew consisted of: Gene-Jean, a member of a race of transmutes - race who had a full set of male and female chromosomes. Gene-Jean while usually a macho type of guy with a quest for danger, would at the most inopportune moments have his feminine side take over.

Ficus was his science officer who was a Vegaton, a member of a plant race. Ficus, clearly a parody of STAR TREK's Mr. Spock, had no emotions and had a tendency to spout off endless facts and figures while giving overly long and detailed explanations. The Bettys were a pair of cute girls, one being the clone of the other. Rounding out Quark's crew was Andy, the cowardly robot that Quark built out of spare parts.

Not that having a good crew would have helped Quark much. His immediate superior, Otto Palindrome, was a man who grovelled under the authority of his boss the Head and was quick to put the blame on all the universe's problems on Quark. The Head was in charge of United Galaxies and was an huge disembodied head who would appear on Palindrome's viewscreen at the start of each episode to give Quark and two other space commanders their assignments. While the two other commanders would get challenging assignments that would further their careers. Quark was most often told where to pick up garbage or when luck ran against him was told that he was to become the subject for the head's latest experiment.

Despite his routine assignments of picking up garbage. Quark often found some way to get involved in an exciting adventure battling the evil forces that threatened the Galaxies peace.

This was the parody of space opera -- especially "Star Wars" -- for TV, as Mel Brooks waited too long to try the same notion for film in "Space Balls." The mixture of sex, Woody Allen type brainy jokes, and slapstick/physical comedy never quite gelled, but many fans swore that it would have if the network had only been patient. Buck Henry was also the creator of another SF comedy show GET SMART. Conrad Janis also starred as Fred (Mindy's Dad) in MORK AND MINDY.

Had it not been for the popularity of Star Wars. Quark would have remained just one more TV pilot that was aired once and then forgotten. However, due to the popularity of Star Wars someone at NBC decided that Science Fiction was popular, and asked himself "Don't we have an option on a science fiction pilot that we can turn into a series for next spring?" Thus Quark was saved from oblivion and turned into a minor cult classic.

All of the regular episodes of the show are parodies of other science fiction ranging from Star Wars to 2001: A Space Odyssey to the old Flash Gordon serials, to episodes of STAR TREK. The parodies all work and the show is quite enjoyable. However in order for a parody to become successful the subject of the show was doomed to fail from the start. The pilot episode, which was rerun at the end of the series, lacked the elements of parody and is the least enjoyable of the episodes.

The plots were spoofs of specific sci-fi films and series - the opening episode was a Star Wars parody featuring a sappy cosmic power called the Source. Other targets included STAR TREK, 2001: A Space Odyssey and Flash Gordon. This strange mix of sex, intellectual gags and slapstick comedy was created by Buck Henry, the man behind the hugely successful spy spoof GET SMART. It has now entered that twilight zone of archive TV, held in the memories of those who saw it but doomed to remain a mystery to everyone else.

Adam Quark (Richard Benjamin) is a Commander who longs for a glamorous, important assignment and ends up collecting trash instead. Nonetheless he is skilled and competent, albeit extraordinarily unlucky.

The Bettys (Cyb and Patricia Barnstable) are the navigators and pilots of the ship. They are completely identical, complete with identical red-hot passion for Quark. One of them is a clone of the other, but neither

has a clue which is which. They have a tendency to speak in perfect unison and have the exact same thought at exactly the same time.

Gene Jean (Tim Thomerson) is a "transmete", a humanoid being with a complete set of both male and female chromosomes. He/she serves as the ship's engineer. The gender confusion manifests in a split personality -- when Gene's male side is in control, he is gung-ho, angry and violent, while the Jean personality is pacifistic and a bit of a coward. He/she will frequently switch personalities with no warning.

Ficus (Richard Kelton) is a Vegeton, a member of a race of sentient plant life. He is of human appearance. While he is extremely intelligent and observant, he is incapable of any sort of human emotion, including tact. He frequently finds the behavior of the rest of the crew difficult to understand, and thus somewhat annoying.

Andy (Bobby Porter) is a not-at-all-human-looking robot. Despite the image of a hard-working robot, he is actually lazy and more than a little cowardly.

Otto Palindrome (Conrad Janis) is in charge of Perma 1, and gives Commander Quark his assignments. He is the quintessential bureaucrat -- a nightmare tyrant to his underlings and a quivering toady towards his superiors. He seems to take a special delight in making Quark's life miserable.

The Head (Alan Calliou) is the being to whom Palindrome answers. He is usually seen as a disembodied head with an enormous cranium. He is detached from day-to-day events, has a low tolerance for failure, and a tendency to come up with bizarre tasks for Quark to accomplish - usually at the worst possible time.

Interface A four-armed alien woman who functioned as an operator for all interstellar calls. Amazingly irritating, she tended to involve herself in the private conversations going on around her.

WR. Buck Henry, Steven Zacharias, Bruce Kane, Stuart Gillard, Jonathan Kaufer and Robert A. Keats.

DIR. Peter Hunt, Hy Averback and Bruce Bilson.

EPISODES: 8 **YEAR MADE:** 1978 **COUNTRY:** US **SEASONS:** 1

NBC

CREATOR: BUCK HENRY

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 8

DATE OF PREMIER: 24/02/1978 **AIR DATE OF LAST EPISODE** 07/04/1978

SEASON DATE BREAKDOWN:

FILMS:

Commander Adam Quark RICHARD BENJAMAN, Gene/Jean TIM THOMERSON, Ficus RICHARD KELTON, Betty I/Betty II TRICIA AND CYB BARNSTABLE, Andy the Robot BOBBY PORTER, Otto Palindrome CONRAD JANIS, The Head ALAN CALLIOU.

RELATED SHOWS:

MORK AND MINDY

STAR TREK

1 - 1 *QUARK (PILOT)*

An expanding enzyme cloud threatens to destroy the galaxy.

Wr Buck Henry

Dir Peter Hunt

1 - 2 *MAY THE SOURCE BE WITH YOU (1-2)*

Perma One is in a state of emergency as Gorgon has created the ultimate weapon to defeat the United Galaxy. Quark is given the secret weapon (The Source) by Palindrome. Quark must believe completely in The Source in order to defeat Gorgon.

Wr Steve Zacharias

Dir Hy Averback

1 - 3 *THE OLD AND THE BEAUTIFUL*

Expecting his usual garbage assignment, Quark is excited to hear that The Head has given an "extended romantic interlude" with Princess Carna of Kamamor. Troubles ensue when the crew encounters a stray space baggy carrying a virus which ages Quark 2 years for every hour.

Wr Bruce Kane

Dir Hy Averback

1 - 4 *THE GOOD, THE BAD AND THE FICUS*

While on a routine mission, the ship is accidentally pulled into a black hole, which splits the crew into "good" and "evil" counterparts, with the exception of Ficus, who remains the same because "there are no good or evil plants, there are just plants". After Quark confronts his evil self on a nearby asteroid, he defeats him and sends the evil crew back through the black hole. As the evil crew is being sent back we hear evil Adam Quark say "Keep your deflectors up do-gooder! You haven't seen the last of this face!"

Wr Stuart Gillard

Dir Hy Averback

1 - 5 *GOODBYE POLUMBUS*

Quark and his crew are sent on a suicidal mission to Polumbus to discover why no one has returned alive. Quark and his crew fall prey to their fantasies as part of a feindish plot by the dreaded Gorgons to drain the minds of the United Galaxy's most brilliant scientists. In this episode, Quark encounters a beautiful dream girl, Ficus encounters a teacher, the Bettys encounter clones of Quark, and Gene/Jean encounters Zoltar the Magnificent. In order to save his crew Quark must destroy the obilisk and free the "clay people".

Wr Bruce Kane

Dir Hy Averback

1 - 6 *ALL THE EMPEROR'S QUASI-NORMS (1-2)*

On a typical mission Quark is captured by Zorgon the Malevolent, who tries to learn from Quark what "it" is and where to find "it". Meanwhile, the Zorgon's daughter, Princess Libido, has fallen in love with Ficus. Ficus agrees to a meeting with Princess Libido and teaches her to "pollinate", which is how plants love. Meanwhile, Andy and Gene/Jean escape and disguise themselves as Gorgon scientists and Gene/Jean is asked to give a lecture on "it".

Wr Jonathan Kaufer

Dir Bruce Bilson

1 - 7 *VANESSA 38-24-36*

For Holiday Number 11 Quark is given a new ship computer (Vanessa) by Palindrome, which will have complete control over the ship. Vanessa tries to destroy Quark and his crew to prove her superior to Quark. Quark is able to disable Vanessa and throw her down the garbage hatch. In the last scene we see Vanessa drifting through space and singing "Born Free".

Wr Robert A. Keats

Dir Robert A. Keats

QUATERMASS (1979)



Professor Quatermass comes out of retirement to search for his missing grand daughter and finds a world on the verge of anarchy, and an American-Russian space station destroyed by unknown forces. He is befriended by astronomer Joe Kapp and they witness the obliteration of thousands of Planet people by a beam of light at the stone circle, Ringstone Round.

Following the devastation at Ringstone Round, Quatermass hears of similar incidents world-wide and returns to London with district commissioner Annie Morgan and a Ringstone "survivor" Isabel. En route they become separated in a shootout between rival gangs. Meanwhile, the beam of light descends again - near Joe Kapp's home.

Joe Kapp returns home to find no signs of life. Hiding out below the London steets, Quatermass meets an elderly scientist, Chisholm, who he believes could help solve the growing mystery. Then the beam strikes again - on a vast gathering of 70,000 young people at Wembley Stadium.

The sky has turned green from the "undigested particles" in the atmosphere. Quatermass, joined by the Russian, Gurov, recruits a team of old people to lay a trap for the alien force, using an artificial composite of the sound, smell and heat of a huge human crowd to bait a poison - a nuclear bomb. As the light descends, there is a final clash with the Planet People and Kapp is shot dead. But Quatermass's granddaughter suddenly appears and together they detonate the device.

Twenty years on, Quatermass' last case is as much rooted in the anxieties of its age as the previous three had been. Kneale this time creates a fearful vision of a near future, in which civilisation is tottering on its last legs. Petrol is running out, law and order has surrounded to lawlessness, with violent street gangs, the Badders, battling it out behind the barricades, while the superpowers squander resources on a useless space project. An older, world weary Quatermass has been living as a recluse in Scotland, now as he comes south to search for his missing granddaughter, Hettie, he teams up with a young Jewish astronomer, Joe Kapp, to defeat an alien force which is 'harvesting' the young of the planet, sweeping them up in beams of light at ancient ritual sites, such as stone circles.

Like its predecessors the series was designed to be 'Science Fiction with a human face, but its vastly increase budget of £1,250,000 and the greater expectations of its audience in terms of effects and locations, meant a more lavish production, lacking the intimacy of the old live serials, Its makers, Euston Films took the show on the road, using Wembley Stadium for one key scene where the planet people, young antiseptic hippies - mass to await the beam they believe will take them to another galaxy. Highly respected actor Sir John Mills, whose only previous TV series has been the Zoo Gang. , five years earlier, was a credible Quatermass, but after a promising start the series was a comparative disappointment.

Expectations were perhaps inflated, as the first episode was the main offering of ITVs first night back on the air after a 75 day strike. The final chapter in this Quatermass saga was produced in two versions - the four-part, four hour series for home TV (repeated in May 1984 as two hour instalments), and a shorter 105 minute TV movie, The Quatermass Conclusion, for the foreign market. Kneale also turned the tale into a novel which included different material. The script executive was Linda Agran, executive in charge of production was Johnny Goodman, the executive producer was Verity Lambert, the producer was Ted Childs, the designer was Arnold Chapkin and the music was created by Marc Wilkinson and Nic Rowley.

It was once suggested to me that the attraction of science fiction lay in its demonstration of man's ability to survive catastrophe and to exist many centuries from now. Whilst once a plausible proposition, it now seems to me utterly fallacious in that the image of man popularized by so much science fiction is one of a race torn apart by schism and dissension. The further man ventures beyond his earthly environment, the clearer we seem to see that, despite technological advances, man is singularly incapable of procuring the happiness he has long sought. It is for our future selves as it is for us: we carry our imperfections within us and merely transfer our

hostility to some other environment.

It is the plight of science fiction that it can only reflect the bleak scenario which confronts us today. Ours is a world where little acts of kindness go un-heeded amid the general collapse, where tyranny and oppression dominate the headlines, and man's inhumanity to man goes unchecked. It is precisely this dire spectacle of global entropy that makes "QUATERMASS" the gripping televisual experience it is. As it stands, it is one of the bleakest pictures of the collapse of civilisation ever witnessed in the medium.

Nigel Kneale has gone to great lengths to present a world barely a step away from our own. Indeed, the features of his landscape are uncomfortably recognizable: city streets defaced by violence; open windows prey to looters; anarchic graffiti, indelible as the hatred that spawned it; street-corner cults soliciting new recruits. This is merely a backdrop to a false front which promises organisation and advancement, while poised above the world's head, two super-powers join hands in space, nuclear arms full of death for the people beneath their feet. It is a world that has the means to communicate without the skill to use them: a world where individuals are lost beneath a tide of desperation and confusion.

That "QUATERMASS" is set in the last quarter of the twentieth century should be cause enough to make us stop and consider the tomorrow that awaits us. The irony of it is, of course, that man today already has the mentality the frustrated viewer seen portrayed in "QUATERMASS". There is no hope, it seems, of reversing the apocalyptic events that are in motion in our own world and which come to fruition in the burst of white judgemental light that we see in "QUATERMASS". To my mind, Kneale is presenting the viewer with a latter-day 'Book of Revelation', the only big difference being that in his cosmology, it is not man's original sin that brought about these cataclysmic events, but rather an alien machine which is visiting the Earth after a five thousand year absence and stirring up the glandular secretions of the young which it then harnesses and utilises. Other than this substitution of an alien machine for God, Kneale seems to cull a great deal of his material from the 'last days' prophesies of the 'Bible'. Indeed, it is interesting to compare the following examples from both the apparent source and televised serial:

He that soweth the good seed is the son of man: the field is the world; the good seed are the children of the kingdom; but the tares are the children of the wicked one; The enemy that sowed them is the devil; the harvest is the end of the world; and the reapers are the angels. As therefore the tares are gathered and burned in the fire; so shall it be in the end of this world. the son of man shall send forth his angels, and they shall gather out of his kingdom all things that offend, and them which do iniquity; And shall cast them into a furnace of fire there shall be wailing and gnashing of teeth. Then shall the righteous shine forth as the sun in the kingdom of their Father. Who hath ears to hear, let him hear.

(Matthew, 13: 37-43 King James Version)

QUATERMASS: "My evaluation, Chuck - here it is. Forget about trying to get through to it.. The ripe crop can't appeal to the reaper. I think this is the gathering time. The human race is being harvested."

Quatermass' words are clearly a conclusion of Biblical significance. Were it not for Kneale's substitution of an alien machine for God, the parallel would be complete.

I must admit that watching "QUATERMASS" for a second time, I was momentarily less convinced than I had been back in '79 when the serial was first broadcast. I can always remember the strong atmosphere of depression that was generated within me on those consecutive Wednesday evenings, but this time I couldn't help feeling there was something a little pussy-footed about those first scenes of violence. Quatermass hastily deposited from a taxi ("No cash carried" reminded me very strongly of wary shop owners' signs) falls foul of a handful of muggers whoes fearful 'public school' accents, full of expressions like "Right-ho", "I say old chap!" etc., sound ill-placed in that kind of environment. It took only a quick succession of infinitely more violent gangs for me to realise that the accent was meant to jar, and that the street-barricade was meant to look contrived. These 'muggers' were only the most recent people to be forced onto the streets. Only hard experience separates them from the infinitely more violent tactics of the Badders and the Blue Brigade.

This sort of 'social calculation' is characteristic of Kneale's attention to verisimilitude. "QUATERMASS" relies for its effect on establishing a very conceivable near- future: Prince Charles is now King of England, his sphere of influence relegated to a community of old dotards clinging to patriotism long since effaced by civil war, "Kill HM the King" shouts the graffiti; cars have registration plates 'v' and 'x' and all television networks have centralised to British Television (BTV) which broadcasts to an audience more eager for nefarious excitement (the family "Tittupity Bumpity" show) than hard news; the nation's youth have been unified under the banner "Planet People"; the "good old British Bobby" is now a part of the Metropolitan Contract police, and what remains of the army is under the command of a government whose operations and rhetorical gestures are confined to back rooms. None of this is beyond the scope of our present imagination. As far as I can see, the only act of imagination Kneale requires is accepting the existence of this "insensible, insentient" alien

In a bleak near-future of gangs ruling the streets, Professor Quatermass is accosted by thugs while on the way to a television studio to offer commentary and analysis for Britain's part in an international satellite broadcast covering a US-Soviet space link-up. He is rescued by Joe Kapp, a young radio-astronomer who is on his way to appear in the same programme. During the transmission, Quatermass is harshly critical of the space mission, and predicts that missions like it are wasteful and probably doomed in some way because they don't produce anything useful. Not long afterwards, malfunctions begin to show up, and the mission fails, with all lives lost, due to unknown causes. Quatermass and Kapp are forced to flee to the latter's remote lab, which is near a stone circle called the Ringstone. A group of young religious zealots marches to the circle, apparently to take it over for some reason of their own.

Wr Nigel Kneale

Dir Piers Haggard

1 - 2 *LOVELY LIGHTNING*

Quatermass, Kapp and Kapp's wife Clare have witnessed the obliteration of the Planet People at Ringstone Round by a beam of light from the skies. They rescue a poor girl called Isabel who is now deaf and blind, and whom Quatermass and district commissioner Annie Morgan plan to take to London for investigation. Chuck Marshall calls Kapp from the U.S.A. and reveals that Ringstone Round was not the only such incident on Earth.

Wr Nigel Kneale

Dir Piers Haggard

1 - 3 *WHAT LIES BENEATH*

After being caught up in a gang fight between Badders and Blue Brigade in London, Quatermass is given shelter by a group of old people who live in an old car scrapyard. Kapp returns home to find that the stone circle in the next field has been hit, and that his wife and children are dead. The girl Isabel is destroyed in hospital, and the gangs join the Planet People as thousands head towards Wembley Stadium. Quatermass tries to warn the authorities that the human race is being harvested.

Wr Nigel Kneale

Dir Piers Haggard

1 - 4 *AN ENDANGERED SPECIES*

Quatermass is in the underground car park and survives the energy blast at Wembley. Joined by Russian Academician Gurov, Quatermass forms a group of aged experts to recreate the presence of many human beings at the stone circle near Kapp's wrecked observatory. A massive bomb is brought in, and Kapp and Quatermass wait alone to detonate it during a blast and so deliver the final blow...

Wr Nigel Kneale

Dir Piers Haggard

QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)



The Quatermass Experiment :-

An experimental spaceship with its three-man crew is knocked hundreds of thousands of miles off-course before finally returning to Earth. The sole survivor has been contaminated with an alien life-form that causes him to metamorphose into a hundred-foot-tall vegetable monster capable of infinite reproduction, that wreaks havoc on London before it is finally destroyed in time to save the world. The scientist who tracks him down is the scientist who sent him up - British rocket group chief, Bernard Quatermass (a name plucked at random from a telephone book).

Quatermass II :-

Set some years after the first fateful mission, this second story was not a sequel, the central character of Quatermass himself was carried over from the first serial. In the two years since The Quatermass Experiment space exploration had become an imminent fact, though the way ahead was dogged by frustration and failure. Such technical 'doldrums' provided the background for Kneale's second tale, with Quatermass's own work on his ambitious new Mark II Moon rocket at a standstill.

Quatermass and the Pit :-

The Pit of the title sets the story firmly in its time, when the last of London's blitzed areas were being rebuilt. Real excavations had unearthed Roman or medieval remains. but Nigel Kneale's teasing premise had something far stranger being stirred up in the mud - evidence that Earth had been visited aeons ago by Martians who had imbued man's simian ancestors with their own faculties. Drawing on elements of demonology and the occult, Kneale's idea thus explained all manner of unexplained superstitions and phenomena, from poltergeists to second sight and race memories. Everything is drawn together in a chilling climax as the dormant Martian influence reasserts itself.

The Quatermass Experiment (2005) :-

As part of TV On Trial, BBC Four recreated a cult classic, first transmitted live in 1953 and since lost in the archives. In the BBC Four version, which was performed live, Jason Flemyng stars as Professor Bernard Quatermass, whose attempts to push back the frontiers of space lead to terrifying consequences. When a rocket returns from its mission with only one of the crew still alive it soon becomes clear that something is terribly wrong...

The grand-daddy of TV science fiction, the Quatermass sagas still stand as landmarks of British television drama. Few creations have been as evocative or influential, and few characters as enduring as Professor Bernard Quatermass - a dedicated and well-intentioned rocket scientist, but a humanistic and fallible man.

There have been four Quatermass serials, all of them self-contained - three for the BBC in the 1950s and a belated fourth for Thames Television in 1979. The BBC trio were also memorably filmed by Hammer but, more significantly, the third - and best - story, Quatermass and the Pit (1959), was released on video in 1988, setting its eerie tale before a new generation to whom the early serials were only legendary heirlooms. The only logical order in which to take the Quatermass legacy is the chronological one, and the story begins in 1953 . . .

In Great Britain, this was seen in 1953 on television as a six-part serial, but in the United States it was only seen after Hammer Films adapted the episodes and two sequel series into feature films, which were released in the US (and broadcast at obscure times) as "The Creeping Unknown", "Enemy from Space", and "Five

Million Years to Earth." A brilliant cross-over between science fiction and horror, it was aimed at adults but was even more effective on children who got to see it despite the BBC warning "thought to be unsuitable for children and persons of a nervous disposition." In a 1977 interview by Paul Madden ("Future Tense", p.294) Nigel Kneale said "In the Quatermass serials, I always used what was going on at the time as a basis for the stories... in the late 1950s London was being rebuilt after the war and so a number of huge cavities were being dug... unexploded bombs were always being found and sometimes old Roman ruins would be exposed. And I thought -- what if they found something else far beyond that? What if they uncovered a spaceship? And this led to Quatermass and the Pit."

The Quatermass Experiment :-

In the summer of 1953, the BBC's new head of drama Michael Barry spent his entire first year's budget for commissioning new scripts - some £250 - on one author, youthful staff writer Nigel Kneale. Kneale responded with an adventurous six-part thriller far removed from the theatrically oriented productions that were the staple of television drama. The Quatermass Experiment was the first of several collaborations between Kneale and producer/director Rudolph Cartier, and it took great faith and ingenuity to bring script to screen.

TV drama at that time was played live and special effects were virtually unknown. Such horrific elements as were required had to be created within a series budget of just over £3500 and created on the night. Kneale himself `played' the monster in the climax, using his gloved hands covered with bits of vegetation and leather, stuck through a blown-up still of Westminster Abbey.

Aware of the technical limitations, Kneale relied on timeless dramatic strengths - a coherent plot and well-drawn characters - to tell his story. Its impact was tremendous, particularly as it was the first serial of its kind. Moreover, it was aimed at an adult audience and it was adults who climbed the walls in horrified excitement. Hammer released a film version in 1956 which starred Brian Donlevy as Quatermass and was known in America as *The Creeping Unknown*. The producer was Rudolph Cartier, and the settings were by Richard C. Greenhough and Stewart Marshall.

Quatermass II :-

With a track record behind them, a bigger budget (some £7500) before them and the BBC's new `Visual Effects Department' (run by Bernard Wilkie and John Kine) beside them, Kneale and Cartier were able to create a very different story, reversing the man into monster idea, in favour of a covert Martian invasion by infiltrating human minds and bodies.

The role of Quatermass was taken by a new actor John Robinson, following the death of Reginald Tate just a few weeks earlier. Among now-familiar names lower down the cast were Rupert Davies, Roger Delgado and Wilfred Brambell, the latter already cornering the market in low-life roles following his `old drunk' in the first Quatermass serial and `old man' in *Nineteen Eighty-Four*.

The six 30-minute episodes (which inevitably overran slightly) were transmitted live on Saturday nights, and telerecorded for a repeat the following Monday. The serial polarised its audience - viewers either loved its `thrilling story and effects', or loathed its 'horror comics' plot. A film version (aka *Enemy From Space*) was released by Hammer in 1957, with Brian Donlevy in the star role. The producer was Rudolph Cartier, the designer was Stephen Taylor, the film cameraman was Charles de Jaeger and the special effects were created by Bernard Wilkie and Jack Kine.

"Now listen - I've got a story here. Get it. Every word! Don't ask questions - just get it. For the past year, this country, and probably others, has been under the influence of... look Frank, you'll have to sub this to make it sound right... under the influence of something from outside the Earth. The things came in what appear to be meteorites... Contact with them produces violent infection... Ten minutes ago, I became infected... Quatermass... Get Professor Quatermass..."

1955: The year both the BBC and the world faced a crisis, The BBC was to lose its monopoly of television on Friday 22 September with the launch of the commercial television network. ITV was luring away experienced personnel to the new American-styled programming of cash-prize game shows and filmed adventure series. In the dimension of fiction, a government-backed project to develop synthetic food at the coastal venue of Winnerden Flats was actually cook-ing up an alien threat to Humanity. There was only one man capable of solving both prob-blems... Professor Bernard Quatermass, the man who had defeated a previous threat to the world in the 1953 BBC television serial *The Quatermass Experiment*.

The Quatermass Experiment had been a memorable SF thriller with its tale of mutated astronauts' return to Earth. Kneale had now been with the BBC for some years, and was issued with a new two-year contract as a member of the Corporation's expanding Television Script Unit at the start of February 1955 - Auntie clearly did not wish to have another defector. The writer's association with Viennese producer Rudolph Cartier that

had attained notoriety with *The Quatermass Experiment* had been firmly cemented by the landmark *Nineteen Eighty-Four*, a monumental drama that shocked a nation in December 1954. This was rapidly followed up by another atmospheric excursion into Fantasy for Kneale and Cartier: *The Creature*, a play shown in January 1955 in which an explorer in the Himalayas comes into contact with an unknown species and forms some disturbing theories about their relationship with Mankind.

In March, the deal was struck in which Kneale would write a serial (*Sequel to The Quatermass Experiment*) which would have two performances: With better resources, far more filming was available for the new serial over and above the very brief inserts and minimal outdoor material from *he Quatermass Experiment*. Indeed, the location sequences would be central to Kneale's crafting of the new narrative. He and Cartier were soon given the go-ahead to film at the impressive location of a petro-chemical refinery owned by Shell; the Shell Haven plant at Stanford-Le-Hope in Essex. This was the archetypal sinister establishment which combined the paranoid feeling of new technology and secret scientific advances that was prevalent in the mid-Fifties.

Pipes and ducts snaked into labyrinthine networks across expanses of concrete and towers of iron and steel. This grey metallic web was where the new alien threat to Earth would ensnare Humanity. Kneale's original series had seen a single, identifiable alien organism arriving on Earth. The only true victims of the alien were the astronauts who had ventured into Space. This time, Kneale would draw potentially on more widespread paranoia. What if the threat was not identifiable - because it inhabits the human form itself? What if the aliens had already been on Earth for some time and had established a bridgehead? What if the police, army, government and other official bodies had been infiltrated and were no longer trustworthy? What if the victims could be anyone...?

Michael Barry, the Head of Television Drama, accepted the sextet of scripts under the title *Quatermass Two* at the start of August. The title was, Kneale admitted two decades later, born from desperation and a lack of inspiration, but years ahead of the numerical sequels spawned by successful cinema entertainments. In the plot, *Quatermass's* second atomic rocket seems as ill fated at his first; a horrific blast from the prototype motor has ripped through the Australian research station and suspended work on the vessel itself at the rocket base in England. However, *Quatermass's* attention is diverted when his daughter's current beau, Captain John Dillon, brings him fragments of a hollow meteorite.

When *Quatermass* investigates with Dillon, he finds that an Experimental Plant has been erected on the site of the village *winnerden Flats* - a plant of vast metal pressure domes which mimics his own design for a structure that will let Man inhabit the alien environment of the Moon. Dillon is affected by ammoniac gas from a 'meteorite' and is taken away by almost zombified security guards. It transpires that the authorities have no jurisdiction over the plant, which is developing "much needed synthetic food". Others *Quatermass* encounter bear the same sinister scars as the strange guards. A first visit to the plant confirms that the black slime in the domes is deadly to all Earth life, and on a second visit, *Quatermass* gazes upon the colony of alien creatures writhing in the dense poison of the chambers.

The ageing rocket expert's only chance to save the world again is to embark upon a Kamikaze mission with the lethal vessel he has created... and destroy the artificial asteroid from which the infiltrating extra-terrestrial organisms are launching their attack. Production planning for second adventure for Professor Bernard *Quatermass* - then under the title '*Quatermass Experiment 2*' - got underway in early August, and by Friday the serial was scheduled to start transmission on Saturday 22 October. Furthermore, each episode would now be captured on 35mm film from the camera outputs during the live broadcast to be repeated on the following Monday evening. The production venue this time would be the BBC's Lime Grove studios as opposed to the antiquated arena of Alexandra Palace.

Sadly, a few weeks before filming could get underway, Reginald Tate collapsed outside his home and died at the age of 58. *Quatermass* was rapidly recast in the form of John Robinson, who seemed ill at ease with his hasty introduction to the role, something clear in the film recordings. Welsh actor Hugh Griffith also deviated from Kneale's script to some extent as *Quatermass's* chief scientist, Dr Leo Pugh, while Monica Grey enunciated each of her lines as Paula *Quatermass* with typical BBC Fifties clarity. There were a number of strong supporting roles for other actors: John Stone, who had a small role in *The Quatermass Experiment* because Johnny Dillon, Rupert Davies was bluff modern MP Vincent Broadhead, Roger Delgado featured as top journalist Hugh Conrad and Wilfred Brambell showed up as tramp.

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Filming resumed on Monday 10, this time in Studio D at Lime Grove with instrumentation inserts for the first episode. That evening, the crew returned to Television Centre to shoot more night time Plant sequences outside the North East door of the Main Scene Dock. There was also a dog's leg over to the wire gates of White City Stadium for shots of the Plant workers forcing their way in. The following evening, there were more scenes filmed at Lime Grove, generally using back projection for sequences set inside moving vehicles. This work carried on into Wednesday 12 for scenes with radar and *Quatermass* looking in disbelief as his realized Moon Project. The title sequence for *Quatermass II* was now filmed, again using heated dry-ice to create the smoke effect as with *The Quatermass Experiment*.

From Thursday 13 to Monday 17 October, the BBC Visual Effects department, consisting of Jack Kine and Bernard Wilkie, holed up in the north end of Television Centre's boiler house to shoot all the model footage for the serial. "By then the BBC special effects team had developed and they were very good indeed, very inventive. Excellent people," recalls Kneale. "The dome explosion in *Quatermass II* was a nice one. Actually it was done inside a tank of water with a plaster dome full of milk. When a detonator split it, you got a very slow drift of what appeared to be smoke, but was actually milk coming out into the water. The very best special effects were extremely simple, and quite adequate really for the definition of 405 lines of those days."

Rehearsals took place on Monday to Fridays at the Mansergh Woodall Boys Club on Hill Road in the St John's Wood area of London. Live transmission then came on Saturday evenings after a day of camera rehearsals in Lime Grove's Studio G. At 8pm on Saturday 22 October, the strains of Gustav Holst's *Mars: Bringer of War* again heralded six episodes of a top-notch thriller for the modern Fifties television audience. Episode One, *The Bolts*, elicited a complaint from Captain BC Barnham of the School of AA Artillery on Wednesday 26 October; the officer had been appalled by the depiction of the army radar unit in the opening minutes of the serial and felt it to be highly misleading.

The second episode fared little better within the BBC when on Monday 31 the Controller of Programmes informed Cartier that the new series (was 'not as good' as *The Quatermass Experiment* because the dialogue was too complicated and the events too improbable! Perhaps the most charming comment of all though was mailed to Cartier on Tuesday 8 November by a Miss George of Haverfordwest. Miss George had been thoroughly enraptured with *Quatermass II* but had realized that she would not be able to see either of the transmissions of the final episode later that month. The reason? Between Episodes 5 and 6 she was to enter a convent in Dublin where she was planning to remain for the rest of her days.

'The thought of spending the rest of my life wondering what really happened annoys me so much that I could not help writing', she explained, pleading with the producer to convey the conclusion to her by mail and promising not to tell a soul. Touched by this devotion to his show, Cartier re-sponded with a full synopsis of Kneale's final script on Tuesday 15 November as his cast rehearsed the penultimate instalment. On Wednesday 2 November, it was decided that the remaining episodes of the serial should be preceded by a warning read by the continuity announcer, a caution that secured it a place in the television history books: "We'd like to say that in our opinion it is not suitable for children or those of you who may have a nervous disposition."

This was an astute move, as shown by comments from the BBC Audience Research report on Episode One, compiled the following week. 'This was strong meat for one or two viewers supplying evidence who objected strongly to this serial on the grounds that it was too horrific, especially for Saturday night viewing when children would probably be watching.' As with the Controller of Programmes though, a small number dismissed it as 'quite absurd and altogether too stupidly far-fetched'. Others indicated that while they had enjoyed it, they had encountered problems understanding the opening stages. Sample statements included 'This was packed with excitement from beginning to end.

I'm so glad it has a repeat too. Couldn't bear to miss it,' enthused the wife of a police constable while the spouse of an office man-ager condemned it as 'An absurd story and too terrifying for older people and children. It should not be televised at this time on a Saturday night.' The Saturday transmissions captured almost a quarter of the television audience, with an impressive nine million tuning in for the final episode. Four million either opted for or re-viewed the episodes on the Monday nights, and according to the audience appreciation figures, the late night screening was more popular than the primetime one. At a cost of £7552

3482 QUATERMASS EXPERIMENT, THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, (plus £2493 fees for the re-peats), Cartier and Kneale had saved the world once again, and maintained a strong BBC presence in the face of the alien threat of commercialism. The serial concluded with Quatermass heading back to Earth alone, and a three year sojourn during which he would recharge his energies for what was perhaps to be his greatest and most memorable battle.

Quatermass and the Pit :-

By the time Quatermass and the Pit came along, the world had embraced a real space age, and audience expectations had undoubtedly moved on from the pioneering rocket project of the first 'experiment'. But the character of Professor Quatermass, with his pangs of conscience and loathing of bureaucracy, was far from obsolete and the timing of the first episode just before Christmas 1958 - was clear evidence that the BBC knew it had a ratings winner on its hands.

Though much of the drama is again told - live - through the characters and actions, Quatermass and the Pit made the greatest use yet of filmed inserts and refined special effects: the workman, Sladden, attempting to flee the demonic forces that have gripped him, the ground rippling beneath his hand; the animated 'wild hunt' sequence; and the climactic appearance of the energy force rising up over London. This was also the first major contribution by the BBC's newly formed Radiophonic Workshop producing an array of bizarre sound effects. The 'Pit' was produced by Rudolph Cartier, the film cameraman was A. A. Englander, the film editor was Ian Callaway, the designer was Clifford Hatts, the special effects were created by Jack Kine and Bernard Wilkie and the music was by Trevor Duncan.

Andre Morell, who had been a chilling O'Brien in the Kneale/Cartier adaptation of Nineteen Eighty-Four, became the third (and definitive) TV incarnation of Quatermass, and Canadian Cec Linder played the palaeontologist Matthew Roney. Hammer filmed this story in 1967, in terrifying technicolour, with Andrew Keir as the good professor, though in America it laboured under the title Five Million Years to Earth.

"...That is the full account. Matthew Roney was a brave man and a friend. Much more for it is with his kind that hope lies. For they have outgrown the Martian in us. If another of these things should ever be found, we are armed with knowledge. But we also have knowledge of ourselves... of the ancient, destructive urges in us, that grow more deadly as our population approaches in size and complexity those of ancient Mars. Every war crisis, witch hunt, race riot, purge... is a reminder and a warning. We are the Martians. If we cannot control the inheritance within us... this will be their second dead planet!"

In these words, the first major chapter of British Television Science Fiction, the Quatermass serials written by Nigel Kneale and produced by Rudolph Cartier, drew to a close in February 1959, five and a half years after it had begun. In 1958, true life science had almost caught up with Kneale's imaginary rockets. Russia had launched two Sput-niks in 1957 and the USA was catching up. Space travel was old hat, and Kneale sought something deeper for Professor Bernard Quatermass's third journey to the Unknown. Archaeology was prominent, with new theories about the ascent of man. Nottingham and Notting Hill had seen race riots, and London was still being rebuilt after the Blitz. Kneale proposed that a building contractor should find a spaceship buried deep in the ground. On this occasion, Quatermass was to fight an alien force ingrained in the human psyche for five million years by a long dead race. The invasion had already taken place.

Construction workers working on a new building in Hobbs Lane, London, find a skull, which suggests that intelligent man walked the planet five million years ago, long in advance of existing theories. Further excavation by archaeologists, led by Doctor Matthew Roney, reveals a buried object which could be an unexploded Nazi V-weapon. A mystified Bomb Disposal Unit summons Colonel Breen, the narrow minded official who has just been appointed to develop Quatermass' Rocket Group in a military direction. Quatermass realizes that the object is also five million years old, yet its substance is designed for Space travel.

A sealed compartment reveals three long-dead insect-like creatures, dubbed 'Martians', and the psychic possession of a drill operator leads Quatermass to realize that an alien race memory was implanted in Humanity at its beginning. The alien instinct for racial purification is unleashed when the craft is reactivated. With a working title of 'The Pit', the serial started pre-production in early September with a planned three weeks of pre-filming on 35mm film to capture some of the most complex and evocative scenes of Science and the Supernatural shown on television. There was to be night and day filming on location in London, on the sound stages of Ealing Television Film Studios (now owned by the BBC) and the Ealing back-lot.

As with Quatermass II, it was intended that the live performances should be pre-served as 35mm film recordings with a separate magnetic tape soundtrack for future broadcasts, although unlike previously, a repeat was not scheduled for later the same week. The show was provisionally scheduled to begin at 8.30pm on Monday 22nd December. The press was also showing an interest by late October, but it was agreed that Kneale would keep details of the new serial under wraps...

Early casting suggestions for Quatermass III: The Pit indicated that the role of Quatermass himself was 'On offer to Alec Clunes' (Shakespearean actor, Father of Martin Clunes). Liam Rudden, Cyril Luckham, Miles Malleon and Roger Livsey were prime candidates for Roney, while Maureen Pryor, Jessica Dunning, Pamela Allen and Naomi Chance were all in the run-ning for Roney's assistant Barbara Judd. Breen had four candidates including Anthony Bushell and Douglas Wilmer (who was also nominated as journalist James Fullalove, alongside Brian Oulton). Michael Gough, Alan MacNaughton and Terence Longdon were the proposals for Captain Archer (re-named Potter during production), with Richard Caldicoct and Anthony Sharp appearing in the list against Minister of War. Noel Howlett was also put forward - in this instance as Fullalove's news editor, although he would ultimately play the Rev-erend Gilpin.

Andre Morell, who had been O'Brien in the Cartier/Kneale Nineteen Eighty-Four, was ultimately cast as a debonair Quatermass, mediating between the extremes of Breen and Roney. Actor/director Bushell won the role of Breen, with Christine Finn cast as Barbara, John Stratton as Potter and Brian Worth as Fullalove when Paul Whitsun-Jones proved unavailable to reprise his role from The Quatermass Experiment. Miles Malleon was cast as Roney, only to be replaced late in day by Canadian Cec Linder.

Cartier was doing his utmost to get more time and facilities. Claiming that Kneale's complex story merited a longer than usual reprise, the producer asked to expand his slot by five minutes to 35 minutes - suggesting that the show could begin at 8.25pm, taking up a five minute buffer normally allowed with the preceding programme, The Phil Silvers Show). Cartier was given the green light for this just over a week later on Tuesday 25. By Monday 8 December, most of the episodes were rescheduled to 8.00pm, with BBC Television's line-up re-arranged around the star serial. Shooting began on the morning of Monday 24 November outside the entrance of the Natural History Museum for establishing shots, and moving on to the construction area of Terson's Site at Cheap side for the scenes establishing the site that opened the serial.

The following day, Cartier's crew set up at Ealing, starting work on the back-lot that would represent Hobbs Lane. For this day, Lieutenant-Colonel PJ Hands was present to provide military hardware, such as a truck and Land Rover - with drivers - from the Second Battalion of the Coldstream Guards, and also a Bomb Disposal Unit truck and lift-ing gear from the army camp at Horsham. Various scenes on Hobbs Lane were filmed for the first four episodes, along with the possessed drill operator, Sladden, fleeing through the streets in the climax to the fourth episode. The real Colonel was also present the following day for Hobbs Lane scenes relating to the Minister's fateful tv broadcast and its aftermath in the concluding two episodes.

This was followed by an extra, un-scheduled, day of shooting on the back-lot to pick up on a two shots, before the crew moved inside to Studio 2 on Friday 28. Most of the material shot inside Ealing Studio 2 was for the excavation itself, largely to show scenes which included water or special effects, and generally those for the end of the episode to show that progress had been made during an episode in uncovering the capsule- the basic set in the live studio remaining un-changed. Before the weekend, numerous scenes for the first three episodes were filmed, with Cartier's team working 14-hour days. Clifford Hatts designed the excavation so that the walls and fireman's hut around the capsule could be raised upwards, giving the illusion that the pit had become deeper.

Filming continued the following week on more scenes in the excavation, notably for the ill-fated BBC television broadcast. The chaotic scenes as the capsule became active took a couple of days to film and required many extras - including members of the cast, with one wardrobe assistant appearing as a policeman simply because he fitted the costume better than the contracted artist. By Thursday 4 December, the crew was working on the scenes of the pit coming alive around Sladden in the fourth episode, with more general scenes for the middle episodes rounding off the second week.

The third and final week saw the excavation set reduced to its minimum height for the early scenes of the skull being unearthed in the first episode on Monday 8 and scenes for Episode Two the next day. Wednesday 10 then saw the first major use of the hull interior set for the cleaning operations in Episode Two; this was also used for scenes in Episode Four the following day. The final day of shooting at Ealing was Friday 12 when the sequence of the American pilot (originally to be played by Patrick MacNee) describing the destruction of London to radio listeners in the USA was filmed. along with the church yard scene in which Sladden was found by the Reverend.

The filmed material was edited together into a trailer for broadcast on Monday 15. As with Quatermass II, the higher echelons of the Corporation deemed that viewers should be warned, and so the announcement "By now the nature of the Quatermass stories is of course well known to viewers, and therefore we leave it for you to decide whether the serial is suitable for people of nervous disposition" was to be read out on BBC Television half an hour before transmission. Rehearsals started the following week on Monday 15 December; the first episode had five days preparation for the live broadcast.

On the day, cast and crew perpered camera rehearsals for the 8.00pm transmission, with photocall

3484 QUATERMASS EXPERIMENT, THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, opportunities for journalists scheduled at 6.00pm. The venue was the newly constructed Studio 1 at the BBC Riverside Studios. Quatermass and the Pit opened its episodes by showing mud being washed off a stone wall, revealing the words of the title carved into it. The recordings of Holst's Mars: Bringer of War had also given way to the more contemporary Mutations No.1 by Trevor Duncan from a Conroy library music album. Duncan's work was used extensively throughout the serial.

While the Special Effect team under Jack Kine and Bernard Wilkie were now embarking upon their second Quatermass (complete with melting space capsules and Martian riots), another major contribution came from Dick Mills of the fledgling BBC Radiophonic Workshop. Bizarre oscillations come forth which heralded the onset of the alien force. Narration for the episode reprises came from a voice of authority, BBC Radio Announcer Alexander Moyes.

The Foundations of what look like being a first class thriller have been neatly laid, said a 'clerk' in the positive BBC's audience research report on the first episode. While many liked the topical touches, other felt that the instalment had not lived up to the 'bloodcurdling events' shown in the trailer (although it was clear that those who had not enjoyed it had totally failed to understand the implication of the 'unexploded bomb' being discovered amongst the fossils). Most of those who could remember previous Quatermass serials were hooked however All Monday social engagements for the next few weeks have been cancelled concluded, a housewife.

At a cost of £17,578, Quatermass and the Pit set new standards for television drama. The destruction of London in the shadow of the Martian energy form was powerfully presented by use of footage showing the city devastated by the Blitz, courtesy of the Imperial War Museum. Despite ITV's usual strangle hold on the audience, word about the new Quatermass spread and the audience rose from seven million until 11 million people (almost 30% of the potential audience) tuned in for the final episode. The serial was a major success. Repeats, in the form of two 90 minute omnibuses, were scheduled for the 1959/60 New Year period, and as the post-war decade faded.

Kneale's work had made enough impact on the first television generation for him to contribute on Cavalcade of the Fifties, for January 1960 transmission on the BBC home service. When asked if he had always intended that Quatermass and the Pit would conclude the series, Kneale concluded Not exactly it just happened. I didn't want to go on repeating because Professor Quatermass had already saved the world from ultimate destruction three times, and that seemed to me to be quite enough. With Quatermass and the Pit, the fifties were over and in about 10 hours, Rudolph Cartier and Nigel Kneale had changed British television forever, paving the way for many other outbursts of imagination.

Quatermass was not a series per se but rather four serials with the same main character. The first three were produced by the BBC in the 1950's while the final installment came some 20 years after the third on ITV in 1979. The BBC serials were the first serious adult science fiction to be produced in Britain. All were written by Nigel Kneale and the series has become his best known creation. Kneale attempted to revolutionize the traditional conceptions of visual horror using intelligent creatures. instead of the thoughtless beasts often used in the past. The BBC serials were all low budget affairs broadcast live and some parts tended to run over their allotted 30 minutes. The final installment was a big budget affair shot on 35 mm film.

Professor Bernard Quatermass himself when first introduced was the head of the British space programme, however as time would tell he had more than one area of expertise. The supporting characters changed in each serial as did the actor portraying Quatermass, giving little besides a strong central character to give continuity. All of the BBC serials were later remade as theatrical films by Hammer Films. The American titles of these (in Britain they had the same names as the serials they were based) as well as the actor portraying Quatermass are listed after each serial. The ITV serial was also released theatrically in an edited form.

The producer for the series was Rudolph Cartier, the designer for the series was Stephen Taylor (Quatermass II), Clifford Hatts (Quatermass and the Pitt). The special effects were created by Bernard Wilkie and Jack Kine. The music was created by Trevor Duncan. Quatermass II was filmed on location at the Shellhaven refinery in Essex, UK. There was one further serial featuring Quatermass made in 1979, on which see separate entry in this database. All of the episodes were written by Nigel Kneale and all of the episodes directed by Rudolph Cartier.

Also made in 1995 was the radio play The Quatermass Memoirs, which was a five part drama-documentary in which Nigel Kneale, creator of Quatermass talks about his memories of the show, and Quatermass is due for retirement, he is however forced to come out of retirement after discovering a horrible secret about a fenced off village. The play starred Andrew Keir as Quatermass, Emma Gregory as Mandy and Zulema Dene as Maire, and the play was produced by Paul Quinn.

In 2005, BBC Four commissioned a live remake. This was directed by Sam Miller and adapted by Richard Fell

3485 QUATERMASS EXPERIMENT, THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, (who also adapted *A For Andromeda* in 2006). It was broadcast live on the 2nd April 2005.

I thought that the whole production, considering it was a live presentation, was very well scripted. The acting was great and there were no "Fluffs" of note. The only thing out of the ordinary to happen was one of the actors falling over a prop off camera. The actor could be heard hurting himself.

The special effects were not great and practically non-existent, but considering the fact that it was done in real time this is not surprising. Also this was more of a modern story with a lot of characterisation, which makes one forget the absence of the more special effects which one would have if it was not a staged show.

Interview: Producer Alison Willett and director Sam Miller talk about the live re-make (*The Quatermass Experiment* (2005))

BBC Four: Of all the classic shows from the early days of television you could have remade, why choose *The Quatermass Experiment*?

Alison: Quatermass was the first ever sci-fi on British TV and Professor Quatermass was our first TV hero. It has a huge cult following and that provided an interesting challenge for us. It was going to be really dynamic visually and provided an opportunity to put together a fantastic ensemble cast.

Sam: I'm a closet science fiction fan and Quatermass was seminal television. The subject matter was so exciting for people who had just got their TV boxes in the corners of their rooms back then. And what was interesting from reading the scripts was how the themes of the piece - space and the unknown and biological weapons - still feel relevant today.

BBC Four: How close to the original 1953 series are you aiming to get?

Alison: When it went out it was six half-hour episodes. What we've done is abridge those into one two-hour drama, stripped out a couple of extraneous sub plots and removed allusions to the Cold War. We've used the original scripts and dialogue as much as possible, but in places brought the science up to date. For example, in 1953 the idea of a manned rocket ship going into space was quite inconceivable so we've made it a privately-financed rocket ship, which is far more contemporary.

Sam: The script we're using is unchanged really. What's interesting is seeing how actors today take it. So far we've been really pleased because it feels quite modern and at the same time classic. Instead of looking at it as a modern version of or a nostalgic remake, we want to liberate the piece.

BBC Four: How involved has the original writer Nigel Kneale been in the production?

Alison: Nigel has come on board as a consultant. We have talked to him every step of the way and he has been incredibly informative. It's fascinating to hear how some of the characters first came about and how he conceived the monster and made it work without getting into rubber toy territory.

BBC Four: This will be the first live television drama on the BBC in 20 years. What challenges does this create for you?

Sam: My background is single-camera drama so I was interested in bringing a film mentality to what is a live, multi-camera event. It's been our aim to embrace the live aspect and use it to give the piece a drive and a pulse. I hope that if someone is channel hopping, that would draw them in.

Alison: Quatermass was originally shot live because the technology wasn't there to pre-record. We thought it being live could become a virtue for a project in 2005. Certainly in rehearsals we're finding it's really upping the energy in terms of the dynamics of performance and that ties in with the thriller aspect.

BBC Four: Have developments in audio-visual technology given you any advantages over the original when it comes to pulling off a live event?

Alison: Well, we're using more sophisticated lighting and camera techniques and we're going to have a couple of pre-recorded inserts but because the vast majority is live, you can't rely on special effects. There will be no delay, no nothing!

BBC Four: Tell us about the cast.

Sam: Nigel has written a balanced script, which makes it tricky to cast as each character is integral to the story. We just set out to find aggressive-minded actors who wanted to take it on and are very much of today.

Alison: I am incredibly proud of our principal players. We've been careful to choose actors who have a real body of theatre work behind them as well as film and television so they will be approaching Saturday 2 April as if it was an opening night. Mark Gatiss and David Tennant are also huge fans of the original and we wanted to give Professor Quatermass a modern feel and Jason Flemyng provides that perfectly.

BBC Four: In the context of *TV On Trial*, what light will the new version throw on whether TV was better in the 1950s or now?

Alison: All I can say is that Quatermass is just as resonant today as it was 50 years ago. The idea of people going up in a space rocket and bringing back a virus from outer space isn't far removed from what could really

3486 QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, happen. There is an entrepreneur in Arizona struggling to build the first hotel in space for example, so the drama element still holds strong. It's a very well-constructed piece of work.

BBC Four: And finally, would you be interested in repeating the live experiment? Either by making more Quatermass episodes or taking on other lost classics such as Dixon of Dock Green?

Alison: There hasn't been talk of a series but I'd certainly love to make one if the opportunity arose. We have reinvented the wheel during this so it would be a real shame if we couldn't do it again.

Sam: Ask me again the day after the show!

WR. Nigel Kneale

DIR. Rudolph Cartier.

EPISODES: 18 **YEAR MADE:** 1953 **COUNTRY:** GB **SEASONS:** 3

A BBC PRODUCTION

CREATOR: NIGEL KNEALE

TYPE OF SHOW: INVASION

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 6, (2) 6, (3) 6

DATE OF PREMIER: 18/07/1953

AIR DATE OF LAST EPISODE 26/01/1959

SEASON DATE BREAKDOWN:

FILMS: THE QUATERMASS X-PERIMENT, QUATERMASS II, QUATERMASS AND THE PIT.

Professor Bernard Quatermass REGINALD TATE, Judith Carron (chief assistant) ISABEL DEAN, John Patterson HUGH KELLY, James Fullalove PAUL WHITSUN-JONES, Victor Carroon DUNCON LAMONT, Dr. Gordon Briscoe JOHN GLEN (From Ep. 2), Chief Insp. Lomax IAN COLIN (From Ep. 2), Det. Sgt. Best FRANK HAWKINS (From Ep. 2) / Quatermass II - Professor Bernard Quatermass JOHN ROBINSON, Paul Quatermass (his daughter) MONICA GREY, Dr. Leo Pugh (his assistant) HUGH GRIFFITHS, Captain John Dillion JOHN STONE (eps 1-2,5-6), Vincent Broadhead RUPERT DAVIES (eps 2-3 only), / Quatermass and the Pit Professor Quatermass ANDRE MORELL, Dr. Matthew Roney CEC LINDER, Barbara Judd CHRISTINE FINN, Col. Breen ANTHONY BUSHELL, Capt. Potter JOHN STRATTON, Sergeant MICHAEL RIPPER, Cpl. Gibson HAROLD GOODWIN, Pte West JOHN WALKER, Soldiers CLIFFORD COX, BRIAN GILMAR, Sladden RICHARD SHAW, Minister ROBERT PERCEVAL, Private Secretary RICHARD DARE.

2005 Cast

Professor Bernard Quatermass JASON FLEMYNG, Detective Lomax ADRIAN DUNBAR, John Paterson MARK GATISS, Doctor Gordon Briscoe DAVID TENNANT, Judith Carroon INDIRA VARMA, Victor Carroon (as Andy Tiernan) ANDREW TIERNAN, James Fullalove ADRIAN BOWER, Blaker ISLA BLAIR, News Editor PAUL BROUGHTON, Colonel STEPHEN BOXER, Charles Greene MATTHEW FLYNN, Ludwig Reichenheim CARSTEN HAYES, Newsreader JANE HILL, Louisa Greene TRACY O'FLAHERTY, Boy GREG SHEFFIELD. Chemist ANDY DE LA TOUR, Mrs. Matthews KERRY GODLIMAN, Len Matthews ROBERY HORWELL, Journalist SUZAN SYLVESTER, Janet LUCY EVANS, Ted ALEX ROBERTSON, Park Keeper RICHARD HUW, Vernon ANDREW SCOTT, Inspector JOHN KIRK, Understudy RUFUS WRIGHT, Understudy GARY SHELFORD.

RELATED SHOWS:

QUATERMASS (1979)

1 - 1 *CONTACT HAS BEEN ESTABLISHED*

An experimental rocket, the BR7, is sent thousands of miles over the Earth on a mission of observation. It has a fault in its controls, and its crew loses contact with the scientist who designed it, Professor Bernard Quatermass, who leads the mission control operations on the ground. After contact is restored, the rocket crash-lands in Wimbledon, and Quatermass and his British Experimental Rocket Group quickly go there to recover the crew, then must wait for the space vehicle to cool.

Wr Nigel Kneale

Dir Rudolph Cartier

1 - 2 *PERSONS REPORTED MISSING*

When the capsule opens, only one of the three crewmembers, Victor Carroon, emerges, then collapses. When he recovers, it is clear he cannot remember what happened to the others. It is also clear, however, that something of the missing crew lives on in another form,

Wr Nigel Kneale

Dir Rudolph Cartier

1 - 3 *VERY SPECIAL KNOWLEDGE*

Victor appears to have developed multiple personalities and can now speak German. Quatermass takes him to a safe house. Merging with a cactus, Victor attacks and kills a reporter and runs off.

Wr Nigel Kneale

Dir Rudolph Cartier

1 - 4 *BELIEVED TO BE SUFFERING*

Quatermass believes that something in space absorbed two crew members and took over Victor's body. Victor escapes from a car crash and goes to a pharmacy, seeking relief for his mutated arm.

Wr Nigel Kneale

Dir Rudolph Cartier

1 - 5 *AN UNIDENTIFIED SPEICES*

The pharmacist tells Quatermass that the chemicals drunk by Victor would be extremely poisonous. A half-naked Victor, with an arm now a mass of vegetation, crawls through the hedges of St. James' Park. A few hours later, Lomax and Quatermass investigate the presence of dead, mutated birds in a lake. They examine samples of a moss-like substance at the scene and conclude that Victor is no longer human, and has spored.

Wr Nigel Kneale

Dir Rudolph Cartier

1 - 6 *STATE OF EMERGENCY*

The creature that was Victor Caroon is now at Westminster. Quatermass broadcasts to the nation, informing them of all the past events, the rocket return, the creature inside the rocket and the danger the country finds itself in. Initially planning to destroy the creature with flame throwers, Quatermass talks to it, appealing to the individual astronauts inside. The astronauts' minds turn against the creature and kill it, leaving behind a mass of dead tentacles and vegetation.

Wr Nigel Kneale

Dir Rudolph Cartier

2 - 1 *THE BOLTS*

An object from space crashes on Earth. Captain John Dillon takes the remains to the British Rocket Group. Professor Quatermass accompanies Dillon to the Winnerden Flats area, where they find a huge synthetic food plant.

Wr Nigel Kneale

Dir Rudolph Cartier

2 - 2 *THE MARK*

Captain Dillon is infected by gas from one of the space objects and is taken to the synthetic food away to the plant by zombie-like guards. The Captain and the guards have similar facial scarring. Quatermass is obstructed by local officials.

Wr Nigel Kneale

Dir Rudolph Cartier

2 - 3 *THE FLOOD*

Quatermass attends an official inquiry into the recycling plant, and finds that all of the commission members are scarred, indicating infection by the mysterious gas. Quatermass, Ward and Fowler break into the plant. Ward is killed by a burning material in one of the food domes.

Wr Nigel Kneale

Dir Rudolph Cartier

2 - 4 *THE COMING*

Dr. Pugh finds that the mysterious objects are coming from an asteroid. Quatermass accompanies a journalist to talk to workers at the food plant. Guards at the plant collect more objects that have fallen in the area.

Wr Nigel Kneale

Dir Rudolph Cartier

2 - 5 *THE FRENZY*

Quatermass enters the food recycling plant and sees an alien creature in one of the food domes. The workers revolt and, occupying the pumping room, stop the flow of the gas flow to the domes. The guards use human bodies to block the pipeline.

Wr Nigel Kneale**Dir** Rudolph Cartier2 - 6 *THE DESTROYERS*

Quatermass escapes from the recycling plant as it explodes. He and Pugh return to the Rocket Group to find that a group of zombie guards, led by Captain Dillon, have taken over. Pugh and Quatermass decide take the Quatermass II rocket to the asteroid and destroy the alien invasion force.

Wr Nigel Kneale**Dir** Rudolph Cartier3 - 1 *THE HALFMEN*

A building site at Hobbs Lane in London unearths a human skull, which is estimated by Dr Matthew Roney to be five million years old. Roney sets up a dig at the site. Quatermass, to his fury, is told that his Rocket Group will be merged with the military under Colonel Breen. Breen is called in by Captain Potter when a strange projectile, possibly a bomb, is found at the dig. Quatermass gets involved, and realises whatever it is, it is five million years old.

Wr Nigel Kneale**Dir** Rudolph Cartier3 - 2 *THE GHOSTS*

The strange capsule is unearthed, and Breen claims it is a German V-weapon. It is made of an unknown substance, mildly radioactive and cold to touch. Roney's aide, Barbara Judd, finds a history of supernatural events at Hobbs Lane which Quatermass is interested by. Private West, working inside the capsule, is terrified by an imp-like ghost he claims to have seen.

Wr Nigel Kneale**Dir** Rudolph Cartier3 - 3 *IMPS AND DEMONS*

Quatermass and the journalist James Fullalove examine the history of Hobbs Lane, and finding that Hob, the original spelling, was a name for the Devil. A special drill operated by Sladden is used to open a sealed compartment in the capsule, revealing three long-dead alien insectoids.

Wr Nigel Kneale**Dir** Rudolph Cartier3 - 4 *THE ENCHANTED*

Roney and Quatermass theorise that the aliens were Martians who took humans to Mars and experimented on them, and then crashed on returning them to Earth. Sladden works alone in the pit that night and strange forces are conjured up, forcing him to flee in terror.

Wr Nigel Kneale**Dir** Rudolph Cartier3 - 5 *THE WILD HUNT*

A brain scanner devised by Roney reveals pictures of aliens in Barbara's mind as she works at the capsule. Breen dismisses the images as a hoax and plans to expose the charade in a television broadcast from the pit. An electrician is killed there, and the capsule starts to glow.

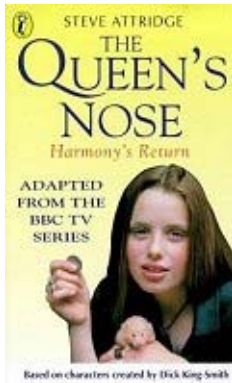
Wr Nigel Kneale**Dir** Rudolph Cartier3 - 6 *HOB*

The opening of the ship unleashes the ancient Martian inheritance that has lain dormant in humanity for millennia. The pit is plunged into chaos as many humans in the area succumb, including Quatermass. The capsule splits open and a Martian energy form towers over London. Roney finds he is immune, and struggles to help Quatermass.

Wr Nigel Kneale**Dir** Rudolph Cartier4 - 1 *THE QUATERMASS EXPERIMENT (2005)*

An astronaut is infected by an alien pathogen during a space mission, of which he is the only survivor. Gradually he mutates into an hideous creature that absorbs the life force of humans, and must be stopped by the space scientist who designed his spacecraft, and sent him to his doom, Professor Bernard Quatermass.

Wr Richard Fell**Dir** Sam Miller

QUEEN'S NOSE, THE

Harmony is given a magic coin which she can use for ten wishes. At the start of the third season, Harmony, the girl with the magic 50p coin, known as the Queen's nose, is living with her Aunt Glenda and sister Melody on a canal barge. Harmony's parents were explained as being on a trekking trip across Australia. Dino, a cheeky tearabout hiding in the hold, finds the coin, and decides to use it for her own selfish ends.

Stephen Moore also starred in *THE HITCH HIKERS GUIDE TO THE GALAXY* as Marven, the paranoid android. The third series of the show was written by Steve Attridge. The series was shown in late 1998 on BBC1, as well as enjoying a repeat screening on BBC2 at the weekends.

Produced by Clive Parsons producer

Film Editing by Paul Griffiths-Davies , Kristina Hamilton (2001 season)

Second Unit Director or Assistant Director - John Duthie first assistant director , Matthew Wehrle third assistant director (series 5, 6 and 7)

Art Department - Paul Booth assistant art director , Mark Hedges chargehand standby prop

Other crew - Quay Chu assistant to producer , Toby Hosking floor runner , Pu San Wong script supervisor (season 4) , Ulrike Munch assistant editor (uncredited)

1996

British Academy of Film and Television Arts, UK

Best Children's Drama [Clive Parsons, Davina Belling, Carol Wiseman] - nopminated

WR. Steve Attridge

DIR. Carol Wiseman

EPISODES: 36 **YEAR MADE:** 1995 **COUNTRY:** GB **SEASONS:** 7

A BBC PRODUCTION

CREATOR: DICK KING-SMITH

TYPE OF SHOW: FANTASY

FORMAT: SERIAL

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6, (2) 6, (3) 6, (4) 6, (5) 6, (6) 6, (7)

DATE OF PREMIER: 01/05/1995 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Mrs Audrey Parker PAULA WILCOX (1,2,4,5), Mr Arthur Parker STEPHEN MOORE (1,2,4,5), Melody HEATHER-JAY JONES (1-6), THORA HIRD (1), SARAH LONDON, Uncle Ginger DONALD SUMPTER (1), Harmony VICTORIA SHALET (1-4), Tom ANTHONY HAMBLIN(1,2), Granny LIZ SMITH (2), ANTON ROGERS (2), TONY AITKEN (2), MAX DIGBY (2), JAMES MCCARTHY (2), RACHEL IZEN (2), Aunt Glenda NERYYS HUGHES (3), Dino VICKY LEE TAYLOR (3), Grobber IAN REDDINGTON (3), Gus GARY MORELINE (3), Himself - Gary Mabbutt GARY BABBUTT (1), Gregory CALLUM DIXON (1,2,3,6), Sam ELLA JONES (4,5,6) , Mrs Dooley ANNETTE BADLAND (4,5) , Dino VICKI LEE TAYLOR (3) , Melody's Agent PAUL DANAN (6) , Jake JORDON METCALF (7), Chief DAVID STERNE (7), Wesley SONNY MUSLIM (7), Duncan NICHOLAS GLEAVES (7), Nick BROCK EVERITT-ELWICK (7), Carla JULIET COWAN (7), Mr Marsh BILL BINGHAM (7), Darren ANGELO ANDREOU (7), Frank MARTIN JARVIS (7).

Books Based on this series.

THE QUEEN'S NOSE : HARMONY'S HOLIDAY	STEVE ATTRIDGE	1998
THE QUEEN'S NOSE : HARMONY'S RETURN	STEVE ATTRIDGE	1996

RELATED SHOWS:*HITCHHIKER'S GUIDE TO THE GALAXY, THE*

R3



R3 stood for Ministry of Research Centre No. 3. It was a laboratory facility, which was the home base for a group of scientists who set out to solve scientific problems. The Centre was part of Britain's Ministry of Research and was headed by Sir Michael Gerrard. Sir Michael Gerrard had the dual role of a diplomat trying to get more government funds and a sympathetic overlord in charge of the various scientists working at R3.

During the first series, Sir Michael Gerrard oversaw a large group of scientists who worked in the labs at R3. The second series was almost totally recast, with Sir Michael Gerrard and his secretary Miss Brooks being the only two characters to be in both series. The second series focused more on the Consultancy Service R3's trouble-shooting department. The Consultancy Service had a somewhat smaller staff, consisting of its head Philip Boulton and his right hand man Dr. Richard Franklin.

R3 was about scientists and it was fiction ergo... In fact, R3 can be considered to be science fiction more by association than by design. A BBC drama series of the 1960s, its stated intent was to 'go beyond the laboratory door and into the daily background of a scientists life'. Series creator N.J Crisp wanted to 'humanise' scientists, to show them both as professionals at work and people with home lives and problems like anyone else.

As a format, it could probably just as easily been applied to doctors, airline pilots or civil servants. As a series it inevitably covered a range of scientific ideas and issues, even if these were less for their own sake than as plot devices to show the characters reacting in themselves and with each other. Topics included drug safety, scientific secrecy, human guinea-pigs, space research, post-holocaust survival and even a possible space virus, making it something of a forgotten forerunner to the 1970s DOOMWATCH.

The episodes of R3 as a whole tended not to stretch the bounds of known scientific fact, they instead concentrated on the personal lives of the scientists at R3. None of the episodes which were made currently exist in the BBC archives, only stills from the show are currently in existence.

The series was set in research centre number 3 (R3), part of the ministry of research, and the first 13 part season established a scientific community headed by a director, Sir Michael Gerrard (familiar territory for former Professor Quatermass, John Robinson), and his deputy Dr. George Fratton. Season Two, also 13 episodes, switched attention to R3's trouble-shooting department, Consultancy service, which solved problems beyond ordinary expertise. This was run by Philip Boulton and his good nature right-hand man Dr. Richard Franklin (a rare 'happy' role for hellraiser Oliver Reed).

R3 may have been an inspiration to the later BBC series DOOMWATCH. Both series dealt with a group of scientists working on unusual problems. R3 however was a bit more reality based than Doomwatch. The episodes of R3 as a whole tended not to stretch the bounds of known scientific fact, they instead concentrated on the personal lives of the scientists at R3. The script editor and story consultant was N.J. Crisp for season one. The story editor for season two was Ken Levinson. The producers were Andrew Osborn (Season One) and John Robins (Season Two). The theme was created by Ken Thorne. The various designers were John Cooper, Peter Sedden, Donald Brewer, Keith Norman, Barry Newbery, Moira Tait, Ridley Scott, Jean Peyre, Tim Gleeson and Roy Stannard.

WR. N.J. Crisp, Bill Strutton, E.Y. Bannard, Elaine Morgan, Bill MacIlwraith, Donald Bull, David Chantler, John Maynard, William Emms, Arden Winch, Diane Deacon, Julian Bond, Neil Shand, Kenneth Cavender.

DIR. Moira Armstrong, Bill Hays, Terence Williams, Eric Tayler, Peter Dews, Douglas Hurn, Paul Bernard, Michael Leeston-Smith, John Robins.

EPISODES: 26 **YEAR MADE:** 1964 **COUNTRY:** GB **SEASONS:** 2

A BBC PRODUCTION

CREATOR: N.J. CRISP

TYPE OF SHOW: CRIME**FORMAT:** SERIES**LENGTH (MINS):** 50 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English**SEASON BREAKDOWN:** (1) 13, (2) 13**DATE OF PREMIER:** 20/11/1964 **AIR DATE OF LAST EPISODE** 28/09/1965**SEASON DATE BREAKDOWN:****FILMS:**

Sir Michael Gerrard JOHN ROBINSON, Miss Brooks BRENDA SAUNDERS, Dr. May Howard ELIZABETH SELLERS (1), Dr. Peter Travers RICHARD WORDSWORTH (1), Dr. Jack Morton SIMON LACK (1), Pomeroy EDWIN RICHFIELD (1), Betty Mason JANET KELLEY (1), Tom Collins DEREK BENFIELD (1), Porter MAXWELL FOSTER, Philip Boulton MICHAEL HOWKINS (2), Dr. Richard Franklin OLIVER REED (2),

RELATED SHOWS:*DOOMWATCH*1 - 1 *STATE OF ANXIETY*

Dr. Peter Travers plans an experiment to measure the effects of stress and must find a test subject.

Wr N. J. Crisp**Dir** Moira Armstrong1 - 2 *AGAINST THE STREAM*

Dr. Cox falls foul of big business interests when he attempts to publish research that casts doubt on the effectiveness of a popular drug.

Wr Bill Strutton**Dir** Bill Hays1 - 3 *ON THE SPIKE*

Dr. George Fratton regrets being hostile to a journalist when a strange series of events unfolds at Research Centre No. 3.

Wr Bill Strutton**Dir** Terence Williams1 - 4 *THE PATRIOT*

Dr. Frank Hillman, a respected researcher, announces his intention to resign and join the team at R3, but his motives are unclear.

Wr E. Y. Bannard**Dir** Eric Tayler1 - 5 *THUNDERBOLT***Wr** Elaine Morgan**Dir** Terence Williams1 - 6 *THE SHORT CUT*

Newly-discovered Noralin may be related to mental illness. An impatient young doctor decides to circumvent the research process and injects himself with a dose.

Wr Bill MacIlwraith**Dir** Moira Armstrong1 - 7 *THE FORUM*

Members of the R3 team go to an international scientific conference.

Wr Bill MacIlwraith**Dir** Bill Hays1 - 8 *PATTERNS OF BEHAVIOUR*

Drs. May Howard, Jack Morton and Peter Travers make some interesting discoveries about themselves during a birthday celebration.

Wr N. J. Crisp**Dir** Eric Tayler1 - 9 *THE FRATTON EXPERIMENT*

Dr. George Fratton faces a crisis.

Wr N. J. Crisp

Dir Peter Dews

1 - 10 *THE CRITICAL MOMENT*

The team investigates a series of mysterious helicopter crashes to find out whether the cause is equipment malfunction or pilot error.

Wr Bill MacIlwraith

Dir Bill Hays

1 - 11 *THE ANGEL*

Wr Bill MacIlwraith, Donald Bull

Dir Moira Armstrong

1 - 12 *THE ASTRONAUT*

An astronaut returns from outer space, but is there something wrong with him?

Wr N. J. Crisp

Dir Terence Williams

1 - 13 *A WHOLE LOT OF REASONS*

Dr. Travers, excited by developments in the field of brain physiology, decides to set up an experiment to establish the nature of life and consciousness.

Wr Donald Bull

Dir Peter Dews

2 - 1 *THE BIG BALLOON*

The R3 team are assigned to a project to launch a balloon into outer space, but Commander Murray, the project leader, repeatedly abandons the mission.

Wr David Chantler

Dir Douglas Hurn

2 - 2 *UNWELCOME VISITOR*

A young boy gets his hands on a rare and extremely dangerous radioactive isotope.

Wr John Maynard

Dir Paul Bernard

2 - 3 *ONE FREE MAN*

Wr William Emms

Dir Bill Hays

2 - 4 *EXPERIMENT IN DEPTH*

Wr N. J. Crisp

Dir Paul Bernard

2 - 5 *BLACK WARNING*

The R3 team take part in an experiment to establish likely survival rates after a nuclear war.

Wr Arden Winch

Dir Bill Hays

2 - 6 *IN YOUR OWN BACK YARD*

A village shopkeeper, unhappy with R3's activities, takes direct action.

Wr Diana Deacon

Dir Michael Leeston-Smith

2 - 7 *WITCH DOCTOR*

Wr Julian Bond

Dir Douglas Hurn

2 - 8 *AND NO BIRDS SING*

Wr Douglas Young

Dir Bill Hays

2 - 9 *A SUDDEN CHANGE OF PROGRAMME*

Wr Neil Shand

Dir Paul Bernard

2 - 10 *IT'S BETTER TO KNOW*

Philip Boulton is interrogated by Major Green from military intelligence.

Wr Kenneth Cavender

Dir Michael Leeston-Smith

2 - 11 *A SOURCE OF CONTAMINATION*

Wr Donald Bull

Dir Douglas Hurn

2 - 12 *GOOD CLEAN FUN*

Wr William Emms

Dir Paul Bernard

2 - 13 *PERSONAL APPEARANCE*

Richard Franklin reveals an unexpected aspect to his personality when he gets involved in a television programme.

Wr Edwin Ranch

Dir John Robins

RADAR MEN FROM THE MOON



Captain Cody has to stop a moon monarch from taking over the world.

Wallace, wearing the rocket suit from Republic's earlier *King of the Rocket Men* (1949), is Captain Cody, 'Sky Marshal of the Universe' in this cheap, very cheap, and cheerful chapterplay who puts paid to Moon monarch Barcroft's plans of invading Earth. The storyline was made even more complicated than it might have been by the studio's insistence on using stock footage and, wherever possible, props from previous outings. More charming was screenwriter Davidson's total disregard for scientific truth. Thus, on the Moon, where most of the action takes place, Wallace needs no spacesuit and is unaffected by the reduced gravity - and this two years after *Destination Moon* (1950). In 1966, the serial was condensed into a feature, *Retik, the Moon Menace*. The serial was produced by Franklyn Adreon, the cinematographer was John MacBurnie and the special effects were created by Howard Lydecker and Theodore Lydecker.

Republic's *RADER MEN FROM THE MOON* (1952) introduced Commando Cody - Sky Marshal Of The Universe (George Wallace), Earth scientist and all-round hero. For 15 episodes, Commando and his assistants battled to foil a planned invasion of Earth by Retik, ruler of the Moon. While Retik's human henchmen (one of them The Lone Ranger himself, Clayton Moore) blast various Earth installations with a ray gun, Commando and his assistants take off in Cody's personal rocket ship to the Moon, eventually ending the planned invasion and eliminating the conquest-happy Retik (played by Republic's favourite B-picture heavy Roy Barcroft in both robes and later his old outfit from *THE PURPLE MONSTER STRIKES* (1945) to match stock footage involving his destruction).

WR. Ronald Davidson.

DIR. Fred C. Brannon.

EPISODES: 12 **YEAR MADE:** 1952 **COUNTRY:** US **SEASONS:** 1

REPUBLIC

CREATOR:

TYPE OF SHOW: INVASION

FORMAT: CINEMA SERIAL

LENGTH (MINS): 20 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS: RETIK : THE MOON MENACE (1966)

GEORGE WALLACE, ALINE TOWNE, ROY BARCROFT, WILLIAM BAKEWELL, CLAYTON MOORE,
PETER BROCCO.

- 1 - 1 *MOON ROCKET*
- 1 - 2 *MOLTON TERROR*
- 1 - 3 *BRIDGE OF DEATH*
- 1 - 4 *FLIGHT OF DESTRUCTION*
- 1 - 5 *MURDER CAR*
- 1 - 6 *HILLS OF DEATH*
- 1 - 8 *THE ENEMY PLANET*

- 1 - 9 *BATTLE IN THE STRATOSPHERE*
- 1 - 10 *MASS EXECUTION*
- 1 - 11 *PLANNED PURSUIT*
- 1 - 12 *DEATH OF THE MOON MAN*

RADIO KING,THE

Released barely two months after the first long-distance wireless tests in the use, this short serial posits the possibility of instant world-wide communication via wireless/radio. As so often in these films revolving around a wonderful invention, it is the military aspect of its uses which is offered as the reason why we, the audience, should care what happens to the device and who controls it.

The inventors of the super-radio, Brad and John (Stewart and Smith) present the device as a way for us military bases throughout the world to communicate with each other instantaneously, while the villain, Marnee (Bracey) wants the device to overthrow the us government. The conflict is fought out with the aid of numerous other electronic gadgets including remote-controlled doors which eventually trap the villain and his gang. Brad and a woman reporter (Lorraine) provide the happy ending as military domination of the world has been secured for the us establishment.

Stewart, the central character in *The Devil to Pay* (1920), was better known for his parts as a western hero and his healthy but somewhat dumb appearance didn't make for a convincing incarnation of a scientist and electronics' wizard. Hill had directed Lorraine before in the far more exciting serial-thriller *THE FLAMING DISK* (1920), but his best work was his direction of *BLAKE OF SCOTLAND YARD* (1927).

WR. Robert Dillion.

DIR. Robert F. Hill

EPISODES: 10 **YEAR MADE:** 1922 **COUNTRY:** US **SEASONS:** 1

UNIVERSAL

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

ROY STEWART, LOUISE LORRAINE, AL SMITH, SIDNEY BRACEY, CLARK COMSTOCK, ERNEST BUTTERWORTH JNR.

RELATED SHOWS:

FLAMING DISK,THE

BLAKE OF SCOTLAND YARD

RAINBOW MAN

AKA: **WARRIOR OF LOVE**

AKA: **REINBOMAN**

AKA: **AI NO SENSHI RAINBOWMAN**

AKA: **WARRIOR OF LOVE RAINBOWMAN**



Thrown off his team for being too violent, champion wrestler Takeshi (Mizutani) goes in search of one-time master of the martial art Divadatta (Inoue, presumably his character is intended to offer to Devadatta, Buddha's cousin). Now living the life of a hermit in India, Divadatta becomes Takeshi's new mentor, and the sage teaches him discipline and the mastery of seven special transformations in the style of Seven Coloured Mask, each based on a Japanese names of the days of the week, Moonman (Monday) can shrink to a small size, Fireman (Tuesday) can spray fire from his fingers, Waterman (Wednesday) can breath underwater and also spray water and/or ice at his enemies, Treeman (Thursday) has chameleon like powers and can throw pine needles, Goldman (Friday) can throw thunderbolts and also fly short distances, and Earthman (Saturday) can cause Earthquakes and also burrow underground.

The prime incarnation is Sunman (Sunday) has numerous rainbow powers, including a heat ray. In later episodes, Takeshi develops the ability to combine separate attributes, allowing him to use three day powers at once. His enemy Mister K (Hirata) is an evil mastermind whose foreign allies are chiefly Chinese nationals determined to avenge themselves on Japan for humiliations suffered during World War II. Their activities include Kidnapping Takeshi's friends and family and even finding his long lost father in an African prison so that they can hold him for ransom. His later enemies include God Iguana (Shiozawa) and her mother (Soga), whose schemes are occasionally at odds with Mister K's, resulting in a three way battle at the end of each episode.

Based on an idea by MOONLIGHT MASK creator Yasunori Kawauchi and reputedly broadcast with English subtitles on local television in Hawaii. The show was resurrected on its tenth anniversary as an anime series. Theme : Kenji Yasunaga - "Ike Rainbowman" (Go Rainbowman).

The series was produced by Masayoshi Kataoka and Koichi Noguchi.

All 7 of Rainbowman's seven "Dashes" are seen during the opening credits, as they are matted against the elements they are based on (Dash 1 is moon, Dash 2 is fire, Dash 3 is water, Dash 4 is wood, Dash 5 is gold, Dash 6 is earth, and the main Dash, 7, is the sun; These are also the days of the week in Japan, from Monday to Sunday, respectively). Original music by Jun Kitahara, Special Effects by Teisho Arikawa (special effects supervisor).

In episode 44 Rainbowman gains the ability to split himself into three forms, dash 7 and any two others then combine the three together. Called "Rainbow Cross" this ability gives him different powers with each combination. Combining dash 2, 5, 7 allows Rainbowman to use lighting bolts or fire. Combining dash 4, 6 and 7 allows Rainbowman to merge with trees and rocks. Combining dash 3, 5 and 7 allows him to cause a windstorm inside a building and fire lightning bolts. When this power is used the sun on Rainbowman's forehead changes to reflect the combination. Example, combining 2, 6 and 7 would make one third of the sun red, one third gold and one third brown striped. The combination of forms lasts until Rainbowman transforms directly into any single form.

When Rainbowman is wounded or drained of energy from over use of his powers, he becomes Yamato, Takeshi and goes into a trance to heal himself. In this trance his body freezes. In this state he is not aware of what is happening around him and is vulnerable to his enemies, if they can find a way to penetrate his frozen skin. When he thaws out he will be totally healed and rested.

Starting with episode 40 Rainbowman has to battle both the Shine Shine Dan and Iquana's mother God Iquana who needs his blood to bring Iquana back to life. This sorceress is not working for the Shine Shine Dan, and

she doesn't care if her attacks on Rainbowman interfere with Mr. K's plans. God Iguana is weakened by bright light or seeing her own reflection. She creates two monsters from her own blood, Bad Sister [episodes 46 and 47] (height: 170cm weight: 41kg) and Miira Sister [episode 48] (height: 178 cm weight: 70kg). When the monsters are killed she is weakened. [It was originally planned that the first Iguana would return but when it came time to film the last 13 episodes Shiozawa, Toki was no longer available, so Soga, Machiko (voice of Dr Kate in Kamen Rider Stronger episodes 27, 29, 30) was hired to play her mother instead. In my opinion Shiozawa, Toki was better.]

Ai no Senshi Rainbowman starts slow. It isn't until the end of the second episode that Yamato, Takeshi becomes Rainbowman and he doesn't meet Mr. K until the fourth episode. The magical monsters don't appear until episode fourteen. Many episodes end in a cliffhanger. Starting with episode 27 the Shine Shine Dan becomes more powerful, harder for Rainbowman to defeat.

Soundtrack Listings

"Yuke! Reinbôman" ("Go, Rainbowman!")

Main Title Theme

Composed and Arranged by Jun Kitahara

Lyrics by Yasunori Kawauchi

Sung by Kenji Yasunaga and Young Flesh

"Shine-Shine Dan no Uta" ("The Song of the Die-Die Group")

Composed and Arranged by Jun Kitahara

Lyrics by Yasunori Kawauchi

Sung by The Cats' Eyes and Young Flesh

"Yamato Takeshi no Uta" ("The Song of Takeshi Yamato")

Ending Theme (Episodes 1-13)

Composed and Arranged by Jun Kitahara

Lyrics by Yasunori Kawauchi

Sung by Kenji Yasunaga and Young Flesh

"Aitsu no Na wa Reinbôman" ("That Guy's Name is Rainbowman")

Ending Theme (Episodes 14-52)

Composed and Arranged by Jun Kitahara

Lyrics by Yasunori Kawauchi

Sung by The Royal Knights and Young Flesh

WR. Tsunehisa Ito, Yasunori Kawauchi, Tatsuo Tamura, Takayuki Kase.

DIR. Ken Yamada, Suguru Nagano, Hiroyasu Sunahara.

EPISODES: 52 **YEAR MADE:** 1972 **COUNTRY:** JAP **SEASONS:** 1

TOHO

CREATOR: YASUNORI KAWAUCHI

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 52

DATE OF PREMIER: 06/09/1972

AIR DATE OF LAST EPISODE 28/09/1973

SEASON DATE BREAKDOWN:

FILMS:

Takeshi Yamato/Rainbowman (Dash 7) KUNIHISA MIZUTANI, Mother Tami KAKUKO MOTOYAMA, Younger Sister Miyuki ERIKO ISHIKAWA, Toshie MEGUMI ITO, Rescue Team Member Shouzou MASAO MURATA, Yoshioka HAJIME KURATE, Ma Priest HIROAKI KOZUE, Hotta SUSUMU KUROKI, Ichirô Yamato (Takeshi's father) HIROSHI KOIZUMI, Iron of Yappa JUNJI YAMAZAKI, Genkichi MICHIO KITA, Daibadatta AKIFUMI INOUE, Diana MAYUMI YAMABUKI, Mitchy MIEKO SAEGUSA, Cathy YOKO TAKAHASHI, Lolita MYOKO MINAGAWA, Olga RITSUKO FUJIYAMA, Iguana TOKI SHIOZAWA, God-Iguana MACHIKO SOGA, Mister K AKIHIKO HIRATA, Narrator (voice) GORO NAYA.

RELATED SHOWS:

MOONLIGHT MASK

1 - 1 *THE MIRACULOUS SAINT*

-
- 1 - 2 *THE BIRTH OF RAINBOW MAN*
 - 1 - 3 *RAINBOW DASH 7*
 - 1 - 4 *MACAO'S MURDER SHOW*
 - 1 - 5 *THE SHINE SHINE DAN CONSPIRACY*
 - 1 - 6 *THE SINISTER 5 O'CLOCK HOUR HAS COME!*
 - 1 - 7 *THE CAT'S EYE STRATAGEM COMMENCES*
 - 1 - 8 *LONELY WAR*
 - 1 - 9 *LET'S DRIVE TAKESHI MAD*
 - 1 - 10 *KILL THE BASTARDS!*
 - 1 - 11 *SPRING THE TRAP!*
 - 1 - 12 *DANGER ZONE!!*
 - 1 - 13 *OPERATION: RAINBOW*
 - 1 - 14 *THE DEADLY OPERATION 'M'*
 - 1 - 15 *THE PROFESSIONAL KILLER*
 - 1 - 16 *THE PROFESSIONAL KILLER GARUMA'S REVENGE*
 - 1 - 17 *BLACK MAGIC-HUMAN PETRIFACTION!!*
 - 1 - 18 *HOSHIKO'S GRAND CHANGE*
 - 1 - 19 *FLYING SUMMERSAULT! FLYING SQUIRREL KILLING TECHNIQUE*
 - 1 - 20 *('M' STRATAGEM FOILED!!*
 - 1 - 21 *ATTACK THE 'SPARK MAN'!!*
 - 1 - 22 *RESCUE ONE HUNDRED MILLION PEOPLE!!*
 - 1 - 23 *THEIR BASE IS THERE!!*
 - 1 - 24 *A GENTLEMAN'S PROMISE*
 - 1 - 25 *IN THE MORNING, THE WITCH DISAPPEARED*
 - 1 - 26 *THE SECRET BASE'S BIG EXPLOSION*
 - 1 - 27 *THE RESURRECTED SHINE SHINE DAN*
 - 1 - 28 *HOLD BACK THE UNDERGROUND TANK MOGURARD!*
 - 1 - 29 *THE SINISTER ARMY 'DAC'*
 - 1 - 30 *THE MOGURAT'S GRAND DESTRUCTION PLAN*
 - 1 - 31 *THE TERRIFYING MULTIPLE EXPLOSIONS*
 - 1 - 32 *THE CYBORG PAGORA*
 - 1 - 33 *LAUNCH THE DACCA AIR CORPS*
 - 1 - 34 *THE TORNADO VACUUM SKILL*
 - 1 - 35 *THE INVISIBLE BLACK HAND*
 - 1 - 36 *MY LOVER THE ASSASSIN*
 - 1 - 37 *THE 'X' ZONE DESTRUCTION ORDER!!*
 - 1 - 38 *BIG EXPLOSION ON THE ABCD LINE*

- 1 - 39 *TOKYO'S LAST DAY*
- 1 - 40 *THE DIAMOND PLUNDER PLAN*
- 1 - 41 *BATTLE WITH CYBORG MARK ONE*
- 1 - 42 *PURSUIT AT 1000 KPH <621 MPH>!!*
- 1 - 43 *I SWEAR BY THE SUN AND GREEN <EARTH>!*
- 1 - 44 *THE RAINBOW COMBINATION SKILL*
- 1 - 45 *DR. BORG'S TENACITY*
- 1 - 46 *THE CYBORG SLAVE DRONES*
- 1 - 47 *A BLACK STAR IS THE ACCURSED MARK*
- 1 - 48 *THE DEMON MASKED SHOWDOWN*
- 1 - 49 *RAGE ON! THE GREAT SHOWDOWN*
- 1 - 50 *SHATTER SHOT*
- 1 - 51 *MISSION OF THE CROSS*
- 1 - 52 *WARRIOR OF LOVE TOWARDS TO THE RAINBOW*

RAINBOW MASK

AKA: **SEVEN-COLORED MASK**

AKA: **NANAIRO KAMEN**

AKA: **MULTICOLOR MASK**

Private detective Kotaro Ran (initially played by Susumu Namijima) has several secret identities - he is the Seven Colored Mask, who is able to don different powers with different masks. Created by MOONLIGHT MASK'S creator Yasunori Kawauchi after the success of his earlier superhero, the Seven Colored Mask also had seven super-powered opponents in the course of his year onscreen. The first was Cobra Mask, whose fortune was stolen by a group of kids during the war and who had used their ill-gotten cash to become wealthy. Cobra Mask, with his power over snakes, abducts the grown-up former thieves to exact his revenge.

After the Cobra Mask arc, which was more of an adult detective mystery than the expected superhero combat, the Seven-Colored Mask had to track down King Rose, a master robber, forger, and jewellery thief. In the third, his adversaries were the international Red Jaguar crime syndicate, and in the fourth, he brought the masks thieves known as the Three Aces to justice. With an emphasis on crime capers in the spirit of Harimao and The Samurai, the fifth season pitted Seven-Colored Mask against Holden Kin and Phantom Butankan, thieves intent on finding a map that can lead them to buried treasure.

The final two story arcs became somewhat more sinister with the Poisonous Spider arc in which serial killer Don Noh attempted to amass a collection of grisly antiques and the climactic Dark Empire chapter, in which Seven Colored Mask fought against evil foreign investors who were trying to seize control of Japan.

Compare to SPACE GOVERNMENT MAN. Part way through the series, the lead role was taken over by Shinichi "Sonny" Chiba, leading to a rise in ratings as the star introduced more action sequences. A manga spin-off was drawn by Daiji Kaumine. The series was produced by Masahiro Sato.

WR. Yasunori Kawauchi, Saburo Yuki, Yoshinari Matsubara.

DIR. Koichi Shimazu, Atsuo Wada, Maskazu Ilzuka, Satoru Ainoda, Toshiro Suzuki.

EPISODES: 57 **YEAR MADE:** 1959 **COUNTRY:** JAP **SEASONS:** 1

ASAHI

CREATOR: YASUNORI KAWAUCHI

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 57

DATE OF PREMIER: 03/06/1959 **AIR DATE OF LAST EPISODE** 30/06/1960

SEASON DATE BREAKDOWN:

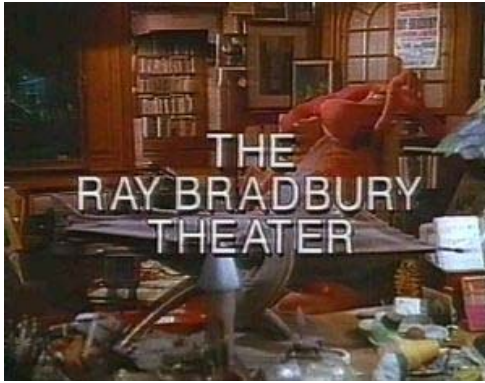
FILMS:

Kotaru Ran/Seven Colored Mask SUSUMU NAMIJIMA, MITSUO ANDO, KENJI TSUSHIO, RIKI IAWAKI, MITSUKO KAYAMA, KEN HASEBE, Kotaru Ran/Seven Colored Mask SHINICHI "SONNY" CHIBA.

RELATED SHOWS:

MOONLIGHT MASK

RAY BRADBURY THEATRE, THE



Anthology series which is based on stories written by Ray Bradbury, some of which are science fiction.

'I never know where the next story will take me. The trip - exactly one half exhilaration, exactly one half terror.'

(Ray Bradbury)

Respected cosmopolitan anthology series which has yet to find a proper welcome here.

In a medium devoted to hooking the 'mass audience', series of this nature have generally been considered too downbeat to pull enough votes in the ratings campaign. ITV picked up the first trio listed here in 1985, as a package called The Bradbury Trilogy, but only one region, Grampian, played them the same year. The Playground got a peak-time network screening in January 1986, but it took until 1989 for Marionettes Inc and The Crowd to filter round other regions. The second trio have played here in disguise - as Mystery Theatre, with Thames screening them in May/June 1989 at the ridiculous time of 4.00 am on a Friday morning!

Filmed in Canada and New Zealand to save money, immortal writer Ray Bradbury showed a strong hand as producer of sometimes stunning, sometimes poignant, sometimes nostalgic, occasionally surprising dramatisations of some of the finest short stories to ever be screened.

The Ray Bradbury Theatre was a low-budget anthology series. Unlike many other similar anthology series The Ray Bradbury Theatre had superior scripts, all of them having been written by renowned science fiction author Ray Bradbury. Bradbury is best known as the author of The Martian Chronicles and The Illustrated Man, both collections of short stories. Many of the stories from these collections have been adapted into episodes of The Ray Bradbury Theatre. Bradbury also serves as the series' host.

The series is an international production. Many of the episodes of The Ray Bradbury Theatre were produced in Canada. During the first two seasons several episodes were made in both France and the United Kingdom. During the final three seasons production was split between Canada and New Zealand. The series originally premiered on HBO where the first six episodes were broadcast- the first two as short films and the next four under the series title.

The series then moved to the USA network in October 1987 with reruns of the HBO produced episodes. After several months of reruns on USA, new episodes began to appear. In Canada, all episodes of the series have been run on the First Choice pay TV service, later appearing on Global TV in Ontario. In Great Britain, several episodes of the series were broadcast in 1988 under the title Twist in Tale. NOTE: All of the episodes were written by Ray Bradbury based on one of his published stories except for The Town Where No One Got Off, which was an original story written for the TV series.

The first showing in Britain of any episodes of this series began on the 6th - 20th October 1985 (Grampian) where three episodes were first broadcast known collectively as The Bradbury Trilogy. All the stories for the series were written by Ray Bradbury.

A mini-series based on Ray Bradbury's The Martian Chronicles was also created, see separate entry for details of that show. When the series first started it seemed to have attracted a great deal of big star actors such as Jeff Goldblum, who had become famous at the time for starring in the remake of the film The Fly, and off course Drew Barrymore who starred in E.T. - The Extraterrestrial. Later season would soon the quality of the actors and the scripts drop considerably, with the show scraping the bottle of the barrel for some of Ray Bradbury's stories.

Some of the 65 episodes made, were produced in the UK by Granada Television, these were The Coffin, Punishment Without a Crime, Small Assassin and There Was An Old Woman. These episodes were aired in Britain in August 1988 (2 Episodes - 7th August & 28th August 1988) and 2 Episodes in August 1989 (13

August & 20 August 1989) under the heading *Twist In The Tale* (no relation to the 1978 American anthology series). Of the 12 shows which were part of *Twist In The Tale* Granada produced four, with the others being made in France and Canada. But though they played successfully there, and in America, the macabre mood of the tales didn't sit comfortably with ITV's light entertainment schedules. The producer for some of the British stories was Tom Cotter, and some of the designers included Margaret Coombes and Alan Price.

An anthology adapting the many short stories written during the lifetime of this grandmaster of science fiction and fantasy. Half hour flights of "magic realism," dreams of life on Mars, and childhood memories.

Developed for television for Wilcox Productions Inc: Mark Massari; Executive Producer for Atlantis Films: Michael MacMillan; Executive Producers for Wilcox Productions: Larry Wilcox, Ray Bradbury; Executive Producers: Ray Bradbury (#1-65); Michael Macmillan (#1-6); John Ross (#4-6); Peter Sussman (#7-65); Larry Wilcox (#1-65); Co-Executive Producers: Bill Allan (#7-18); Pierre Bertrand Jaume (#7-18); Stephane Sperry (#7-18); Supervising Producers: Tom Cotter (#19-65); Jonathan Goodwill (#37, 39-41); Mary Kahn (#43-50); Seaton McLean (#11-36, 38, 42); Don Reynolds (#51-65); Producers: Chris Bailey (#51-65); Randy Bradshaw (#43-50); Tom Cotter (#12, 13, 15, 17); Tom DentCox (#37, 39-41, 43-50); Jonathan Goodwill (#1936, 38, 42); Arvi Liimatainen (#27-30); Mary Kahn (#51-65); Doug MacLeod (#37, 39-41, 43-50); Grahame McLean (#19-26); Seaton McLean (#110); Pamela Meekings-Stewart (#31-42); Hubert Niogret (#11, 14, 16, 18); Don Reynolds (#43-50); Line Producers: Narelle Barsby (#19-26); Janine Dickins (#51-65); Jonathan Goodwill (#7-10); Gillian Richardson (#1-3); Produced in association with the following participants: HBO (#1-6); Avalon Television Centre (#1-65); Bradshaw, MacLeod, and Associates Ltd. (#30-42); Ellipse Programme (#37, 39-41, 43-50); Grahame McLean Associates Limited (#7, 8, 10-18); Granada Television International (#19-30); South Pacific Pictures Limited (#7, 8, 10-18); In Association with Allarcom (#43-65); Kicking Horse Productions Limited (#19-42); WIC Western International Communications Ltd. (#2730); Wilcox Productions, Inc. (#43-65) Produced in Co-operation with Dune (#1-65); USA Network (#19-30); Produced with Participation of The Alberta Motion Picture Development Corp. (#765); The Global Television Network (#19-65); Telefilm Canada (#1-6); Produced in Association with First Choice Canadian Communications Corp. (#1-3); The Global Television Network (#7-65); Superchannel (#7-65); Super Ecran (#19-65); Developed for Television for Wilcox Productions, Inc. by Mark Massari (#19-65); Executive in Charge of production for WIC Western International Communications Ltd. Nicolas Wry (#1-6); Production Executive for USA Network Rick Weaver (#43-65); Co-Produced by T.F.1 (#43-65); Host/Opening Narrator: Ray Bradbury; 30 minutes.

For author Ray Bradbury, having a television show of his very own, a show that cinematically adapted his favorite short stories, was an idea so repellent that it took producers Larry Wilcox and Mark Massari two solid years to convince him to do it. Why would Bradbury—an author whose lifetime of writing short stories had produced a large bank of material from which to draw for adaptations—be so reluctant to see his stories televised? A little history may offer some explanation.

When *Twilight Zone* was in production in the early 1960s, Rod Serling had adapted Bradbury's short story "I Sing the Body Electric" for the series. When the episode aired, a crucial scene had been removed. Bradbury was so shocked that he refused to do any further work for Serling. In 1969, *The Illustrated Man* was produced, starring Rod Steiger. The script was done without Bradbury's participation, which upset him. While he liked the music and photography, he was not happy with the fact that the script began the story midway through the novel.

At one time filmmaker François Truffaut was going to do *The Illustrated Man*, but he couldn't get financing. So he turned to another Bradbury work, *Fahrenheit 451*, in 1967. Writing the script himself, Truffaut created a film that Bradbury found very touching. Truffaut even improved on his ending when it started snowing on the set and he continued filming when he should have stopped. However, Bradbury admitted that the film is full of flaws—even he hasn't counted them all—and that technical shortcomings and various acting qualities make this film not the masterpiece he had hoped for.

In 1980, NBC proposed a six-hour miniseries of Bradbury's collection of short stories about life on the planet Mars. Starring such acting vets as Darren McGavin, Rock Hudson, Roddy McDowall and Nicholas Hammond, *The Martian Chronicles* was adapted by *Twilight Zone* scripter Richard Matheson and directed by Michael Anderson, who helmed the feature *Logan's Run*. While Bradbury liked certain stories or certain acting performances, he largely blames the director for an overall "disappointing and boring" result.

Yet another brush with filmmaking came with *Something Wicked This Way Comes* (1982), starring Jonathan Pryce and directed by Jack Clayton, Bradbury's old friend from the days of working with director John Huston. While very pleased with the final outcome of the film (for which he wrote the screenplay) Bradbury disagreed with Clayton on the way the ending was executed and argued with him about the fact that Clayton was cutting story elements without consulting him. Consequently, the experience soured him on filmmaking.

So, as Bradbury describes it, when Wilcox and Massari approached him about doing a project together,

promising him control over casting and editing and, for quite probably the first time in the history of television, the opportunity to be the sole screenwriter, he remained skeptical. "They'd take me to lunch and dinner. They'd say, 'Come on, Ray! Don't be afraid!' I said, 'I don't want to be hurt any more. I'd rather not do it than be disappointed.' 'Look, we'll protect you, we're quality people, we want to put on a Ray Bradbury Theater, not the Larry Wilcox Theater or Mark Massari Theater.' Over a period of two years they convinced me, and I got started. I said, 'OK, I trust you, let's do it!' And it turned out, they were right, they were good.

It manifested itself as an excellent series. So, the first couple of years there were four [producers], and then later, other people took over. Massari and Wilcox had other things to do. But they got me started. And I'm deeply grateful." Describing the show, Bradbury calls The Ray Bradbury Theater "a fantasy anthology show, which combines science fiction, fantasy, magic realism-whatever that is. The story of 'Colonel Stonesteel [and the Desperate Empties]', that's fantasy-magic realism. [He's] a man, an ordinary everyday magician who had the ability to make a young boy fall in love with life.

That little boy is me. [It's the kind of] imagination that changed my life. So, in a way, Colonel Stonesteel was like Mr. Electrico"-the carnival showman impresario Bradbury met when he was a child, who provided the inspiration for the stories told in "The Black Ferris" (which served as the basis for the novel *Something Wicked This Way Comes*).

Proposing a television series is one thing, but to actually produce, edit and broadcast it and hope fervently of finding an audience is another. Wilcox and Massari "shopped" the show around to various networks, but amazingly, no one was interested! It wasn't until 1986 that Wilcox landed at Home Box Office and produced an initial three episodes: "The Crowd" (with Nick Mancuso), "Marionettes, Inc.," (with Leslie Nielsen), and "The Playground" (with William Shatner). Suddenly the Bradbury name became an interesting property to contend with. The next year, a further three episodes were produced and filmed in Toronto, Canada. "The Screaming Woman" featured Drew Barrymore; "The Town Where No One Got Off," Jeff Goldblum; and "Banshee," the legendary Peter O'Toole. But then, abruptly, HBO canceled The Ray Bradbury Theater.

The show was provoking good critical and audience reaction. It was seen in 42 countries, and producers felt the show was too good to expire. But money was needed. Producers opened negotiations with a number of international production companies, and ultimately, a French and English company joined forces with USA Cable, a national open cable company who needed a companion with their revival of Alfred Hitchcock Presents. Off and running once again with the same production crew, Ray Bradbury Theater expanded to a more ambitious 12 episodes, this time filming in Canada, the United Kingdom and France, which embellished the show with a lavish international flavor that's rare for television.

To Bradbury, HBO's cancellation after six episodes was ironic. "We got 17 nominations by the ACE Cable Awards. And we won seven or eight that year. Can you believe that? Seven awards out of 17 nominations-at which point HBO canceled the series! Now, if you can figure that. I was so glad that USA bought the show. It's been a fascinating history." Bradbury recalls predicting Harold Gould's ACE Cable award in 1991 for his performance in "Into the Chicago Abyss." "I'm very proud of my relationship with an actor like Harold Gould," said Bradbury. Previous to this win, Gould had received an Emmy nomination for the same role in 1990.

Ultimately, Ray Bradbury Theater completed 65 individual segments, using the talents of many directors, actors and production personnel from four different countries (Canada, New Zealand, England, France) in three different continents. Ray Bradbury Theater's reputation as a quality show attracted high-powered talent recognizable all over the world. Some of them have been attracted to the show simply because they were fans of the Master's stories. Canadian playwright, producer and actor Gordon Pinsent was one of them. In 1958, as a young actor starting out in the business, Pinsent was recruited by a fellow actor to perform in a local radio play in Winnipeg, Manitoba. The production? A classic collection of short stories portraying man's conquest of and life on the planet Mars, titled *The Martian Chronicles*.

"I would do different characters each week for each show," recalls Pinsent fondly. "I loved the Bradbury stuff. That was the first and last time I was in touch with his writing and so on until this particular situation. When I was asked to take part in ["The Earthmen" episode of Ray Bradbury Theater], I recognized immediately that this was probably one of those shows I had done on radio. I recognized immediately the textures and the type of people involved." Coming full circle with Bradbury because of that long-ago radio series, Pinsent was tapped as the lead Martian in "The Earthmen,"

opposite David Birney as the arriving astronaut. "I liked it," says Pinsent. However, "When I arrived [to film the episode] I was looking mainly For story. I wondered how faithful it would be to Bradbury. It was fine. From a standpoint of story, where it was coming from and all that, I thought, 'Well, .can you really go wrong with Ray Bradbury?' And certainly, he scripted it. And all that was reason enough to do it. But certain production qualities were not where they should have been. Whatever production values missed or whatever

other things that might be missed, there was not that much concern of mine afterwards because I was such a fan of Bradbury.

"I don't know what I expected. When they say 'Martian,' you never know which way they're going to go with that. But knowing Bradbury, it's probably not going to be too extreme. Through his writing, he suggests something fairly normal. Of course there would be things to separate the Martians from the Earthmen, but at the same time, there was nothing too extreme in facial changes and so on. It had this terrific audacity to be dry and satiric. I just found it to be highly interesting."

In the end, the episode was completed to everyone's satisfaction. "You come away with some joy out of it, because it was Ray Bradbury and he was going to give you something before you left," says Pinsent. "It wasn't going to be a cheap experience. Again, my interest in Ray Bradbury himself kept me aware and alert." Admirers of Bradbury for the series alone (not even counting his many books) are worldwide, because at this writing, the show is seen in 40 countries—Spain, France, England and Italy are among a few—and episodes will probably continue running for many years to come.

For Canadian directors Randy Bradshaw and Brad Turner, working on Ray Bradbury Theater was a creatively enriching and productive experience. Bradshaw recalls that one segment he directed, "And the Moon Be Still as Bright" (a Martian Chronicles story starring David Carradine and Kenneth Welsh), was "almost like a Western. It had very little action. Ray's dialogue is so unique. It's like a stream-of-consciousness poetry sometimes. I found it quite enchanting. I'm so glad things like that get broadcast, so people who might not ordinarily be exposed to writing of that kind do get a chance to look at it."

Brad Turner's first episode was "Gotcha." "Basically it was about a couple that were falling in love," he explains. "The woman [played by Kate Lynch, starring opposite Saul Rubinek] mentions a game called 'Gotcha,' and he doesn't know what she's talking about. They go to a sleazy hotel, they check in, and she starts playing the game, it's very odd. But really, [she's] playing on his personal paranoia and psyche ... and what Ray Bradbury was going for was the fact that you're your own personal paranoia and your own personal strengths and weaknesses.... The game has nothing to do with the player who initiates it. It's all got to do with your own inner self, playing games upon itself, and what ends up happening is he's just completely wiped out by this game because of his own personal fears. It takes him to the brink. It sends him over the edge. And he imagines things that aren't happening. And she basically turns into someone that scares him, and he never recovers.

"It's an interesting piece because it really has no ending. And although we tried to give it an ending, Ray Bradbury wasn't all that interested in us making an ending. He wanted it to be dot, dot, dot. And most audience members, after they watch it, go, 'What was that?' Which is good filmmaking in my opinion. Really, there should be a message or there should be something at the end that makes you go back and reflect upon the entire story rather than dwell on what's ... ambiguous. It's a very good show. It was also good because it helped my career a lot. I did three Bradbury's, and you couldn't have three [more] different shows if you tried. They are so unique and so different in every way."

The other two were "Exorcism" and "The Veldt," the latter a story from *The Illustrated Man*. When Turner completed "Exorcism," Bradbury wrote to Turner expressing how pleased he was with the show. "Finally!" says Turner. "We had a film he felt really worked. [It was] what he imagined the story was. It's very different than anything else I would have imagined he would've liked. It's totally opposite. It was fascinating." "The Veldt" tells the story of a family of the future living in a magical house where the nursery is a holographic projection room. In this nursery, the family's two children have conjured up an African veldt containing lions—with which they will wreak a terrible revenge on the parents who have showered them with material goods instead of love.

Malcolm Stewart, who played the father of the family opposite Lou Grant's Linda Kelsey, remembers being on set of the segment. "I really liked the idea of a futuristic abode that we're all put in. As far as actually doing it, it was technically very difficult for both Linda and myself, as you can well imagine; the lions and all those things weren't really there, and they had to superimpose that on a blue screen. So we had to imagine in our performances all of that happening. I thought it was a terrific treatment of his short story. "Bradbury always writes that imagination is a very, very powerful thing," adds Stewart. "Anything is possible with the imagination. I think Bradbury is a great believer that you can get there in the mind if you can't get there physically!"

One interesting thing about this segment is that we never see the outside of the Hadley's home. All the drama takes place inside the house. "That's true," laughs Stewart. "It was probably written that way for a reason. It has ... a lot to do with how we did the shooting. We got everything we needed. Everything electronic was taken care of, and everything was computerized." "The Veldt" was filmed previously as part of the 1969 feature *The Illustrated Man* with Rod Steiger. It's known that Bradbury was unhappy with that incarnation,

suggesting a reason why this segment was filmed again.

Evaluating Brad Turner's direction of "The Veldt," Stewart says, "Brad is good at visually imagining what he wants, as most good directors do. Before the camera ever starts filming, he has a really solid idea of what he wants the finished product to look like. In that respect he's a very good director for getting it done on time and getting a good quality product. ... He hires actors that he knows will give him a performance in the right role. He's not going to spend a lot of time giving direction to the actor. If there's a problem, he certainly knows how to give a performer direction. Some directors don't know how to do that. I call them traffic cops. They just tell you where to move, where to go, and if there's a problem with a particular interpretation, they don't know how to push the right button to make you change that interpretation or get what they want. Brad makes you think about what you're doing."

Another one of The Ray Bradbury Theater's many directors is a familiar name to television audiences who remember *The Rockford Files*: Stuart Margolin. Not only did Margolin act in one of the New Zealand-filmed segments titled "Sun and Shadow," he directed the earlier "Utterly Perfect Murder," starring the actor veteran Richard Kiley, who was nominated for an Emmy in 1992 for his role in this episode.

"[Ray Bradbury] was extremely fond of the segment I directed," recalls Margolin. "I'm aware of his plays and a great many of his short stories, and I had a good time directing the segment in Edmonton. It was funny. A lot of the crew, when they read the script, thought this one was going to be a weak one. [But when we finished filming] they thought the show turned out to be one of the better ones. So, I'm very proud of it."

"Utterly Perfect Murder" is about Doug Spalding, a man reaching his forty-eighth birthday, who remains haunted by childhood memories of fighting with a bully. He becomes determined to lay the images to rest by returning to his hometown. As Spalding reaches the bully's home ideas of committing the perfect murder come to mind. I thought it was simple and to the point," says Margolin of "Murder's" script. "This man was blaming a lot of his own personal spiritual failure on a relationship he had when he was a child, a bully that had broken his heart in not letting him run around with the gang and also pushing him around. Then, at the moment when it becomes time for revenge, he realizes this man has grown up much more pathetic than he has. So he becomes thankful that he has the position he's in.

"Richard Kiley is a good actor and a very underrated one. People who saw *Man of La Mancha* will tell you that was one of the great theatrical experiences they ever had." Giving final thoughts on "Murder," Margolin says, "We accomplished dramatizing a story that, on paper, didn't seem to be as fulfilling as it turned out to be. It's one of the things I directed that I did a lot with." Richard Flower is an assistant director who had the unique opportunity, on the episode "Banshee," to work with the famed *Lawrence of Arabia* actor, Peter O'Toole. Flower paints O'Toole as something of an arrogant, over-the-top fellow not unlike the character he was portraying, a character loosely based on director John Huston.

"Peter O'Toole is quite an incredible actor. He really impressed me," says Flower. "He used to do this warm-up routine. And the first time he did it he scared half of the crew to death! He would come in and just before we were about to roll, he would make this incredible roaring sound, sort of like a lion's roar. He did it to warm up and get his throat ready."

Flower also describes what he calls a "power play" that O'Toole put on the crew. "The first scene we did, involved him walking straight toward the camera, and the camera was supposed to pull back and pan to the left as he walked into another room," explains Flower. "We rehearsed it, and and it went fine. Then, when it came time to shoot it, all of a sudden, when he was coming toward the camera, he came at an incredible pace, much faster than he did in rehearsal. He zoomed right by us, and we missed the shot. When the cameraman told him he walked past too quickly, Peter O'Toole said to him, 'I'm the actor in the scene, you have to follow me!' He said it very directly, and we got the idea that we'd better be on our guard."

One of the Ray Bradbury Theater producers was Jonathan Goodwill. Attached to Atlantis Films, one of the series' financial partners Goodwill assisted the show by developing the scripts to the point where pre-production could start.

"I supervise the production, the editing, listen to the music; I look at everything from the inception of a particular episode through to its delivery," says Goodwill. "The interesting thing about [this job] is it's never the same thing twice. There's always fresh challenges. There's always something interesting to do. What we do on various levels is that we're storytellers. Bradbury is a storyteller, and when you produce, direct, or act in a show, you're a storyteller. And everything is subserving to tell that story."

Goodwill admits that sometimes a lot of juggling is required to satisfy both an audience and an author looking over his shoulder. However, he says, "to a certain degree the author is more important than the audience and the needs of the network. This is an unusual case because it's a famous living author and he requires certain approvals to the content of the series, and to satisfy him, contractually, to keep him onboard, to keep the series going perfect. [But] he also satisfies the audience in telling stories. There's always ... a balancing act."

Goodwill says that sometimes everyone will agree on an approach, but in other efforts, they may not. "It requires some diplomacy on this particular kind of adaptation," he notes. Before any stories are drawn from Bradbury's large storehouse of fantasy and science fiction shorts, all parties have to agree which ones qualify for a filmed, half-hour adaptation. "We make lists at the start of each season," explains Bradbury. "I make a list of 12 stories. My wife makes one. My best friend makes one. My agent makes one. Atlantis Films makes one. And USA makes one. We put together these six or seven lists and we all agree. We don't just list 12, we do 18 as well. We all agree on most of the stories. Automatically, good stories are bound to come up. "Toynbee Convector" was one. There have been no fights."

Goodwill points out another unusual aspect of being involved in an anthology series with a literary giant: "We come from different point of views. I may find a compelling story, but that may not be the most interesting thing for Bradbury. When you don't have a famous living author involved, the director's point of view might be different from the producer's, or the writer's, or the actors might have a different take on a role in the way you envisioned it. It [goes] to another level when you have a famous living author. That's another one of the challenges."

Goodwill confesses to having been intimidated in the beginning because of this "other level," and admits, "It gets complicated. On the other hand, you have this great author, and his fabulous stories are source material. That comes with the territory. You have to make it work. "The interesting thing about Bradbury is that his stories are so visual. It's not like Twilight Zone or Alfred Hitchcock Presents where stories are always linear. Bradbury's stuff is always very evocative. It has to do with emotions, memories. Television at large is driven more by linear status, rather than character. All good drama is character driven. You get into something like "The Day It Rained Forever," which is absolutely, truly character driven. That's the Bradbury world: provocative, moody, childhood memories, fears, and the subconscious. The challenge is to make that compelling."

Adapting from the printed page to the screen has its own unique problems, but the transition can be easier than usual when the source material is strong. "And some of it is our skill at selecting the stories and adapting them," notes Goodwill. "Finding the right characters to play them, finding the right directors to shoot them, it's all part of making a television show; [finding] art directors, cinematographers, editors, composers, all these people. It could also be pure luck, being at the right place at the right time. [The series] has really grown with the cable evolution in the United States. Suddenly there is a demand for more product. And product that's different from conventional cable. And this kind of fit the bill it was literary and it has a certain element of highbrow; at the same time it was tremendously popular literature."

Success of this show, explains Goodwill, is not defined by ratings. "It's very respected. It gets its share of critical acclaim and nomination of awards. It's an attraction for the broadcasters. Ray Bradbury found the experience of working on his very own show to be an interesting one; it was an opportunity to take advantage of certain things technology had to offer. Never before had filmmaking been so easy."

"I worked alone and I worked away from everybody, and they were all in Canada, and the productions were done—four in Paris and four in London and a number in Alberta and New Zealand," says Bradbury. "The whole enterprise is science fiction. ... We communicated across the world with my scripts, and we could make changes in a few minutes because of the FAX machine. Just a few years ago, you would have to wait three or four days from the other side to go back and forth. They send me video cassettes of every show so that I go to the nearest studio and run the pictures and call them and criticize them. And I say, 'This needs changing or that needs some work,' etc. But this is one of the few times in history where someone has produced a film across the world."

Explaining why the show had to end after 65 episodes, Randy Bradshaw says that producing a television series requires financing and that it is "a question of how far out [do you want to finance]? It's their bank account that determines whether they stop or go." Producer Jonathan Goodwill blames it on burnout: "After 65 shows we're all exhausted. There's a limited number that works as television dramas of which rights are available to." But Bradbury responds more to the point: "Well, how long do you want the series to go? I've got other things to do. I've got a screenplay for an animated film to finish, I have a novel to complete, short stories, two articles to write."

In the end, does Ray Bradbury feel vindicated after all these years of having his work maligned by other artists and by critics who say his works are not adaptable to film? Perturbed, Bradbury responds: "They've always been wrong! Because I'm the most cinematic of writers living today! I love film! I love cinema! A lot of these people don't understand motion pictures! ... My mother was in love with motion pictures, so she took me to the movies two or three times a week. When I was three years old, five years old, then when I was older, then I went at least twice a week. And I saw anywhere from six to 15 films a week. I swam in them, I drowned in them. So, it shows in my writing."

My short stories, my novels, if you take a single page of one of my novels and look at it, each paragraph is a shot, an angle. When I had a meeting with Sam Peckinpah 20 years ago when I first met him, he wanted to do *Something Wicked This Way Comes* and I said, 'Sam, how are you going to do it?' And he said, 'Tear a few pages of your book and stuff it in the camera.' And he was exactly right. If you do that, you can adapt my stories. These people who think I can't be adapted, just haven't read me. Because I deal in metaphors. It's part of my life and style. But if you shift the metaphors, they say you can't do this way because it's too subliminal. Well, this is not true.

"When I give you an action, beautiful and metaphorically, as you might say, you're writing haiku for the screen. And that's what we have with my series, and the series really works. It's out of a page and right to the screen." Having received so little satisfaction from film adaptations of his works in the past, Bradbury particularly relishes the success of *The Ray Bradbury Theatre*. "Wherever I go," he says, "people tell me how much they like them. There's plenty of room out there; there's Hitchcock Serling and myself. The average is very high, out of 65 shows, only four were outright clinkers. But that's got to be expected. No series that I know has ever been perfect. Sometimes it's the casting, sometimes it's the directing. But you say, 'Well, there it is! Let's look at all the good stuff.'"

Emmy Awards

Outstanding Guest Actor in a Drama Series - Nominees: "Ray Bradbury Theatre, The" (1985) - Harold Gould For playing "The Old Man". For episode "To The Chicago Abyss". (1990)

WR. Ray Bradbury.

DIR. Ralph L. Thomas, Paul Lynch, Tom Cotter, Bruce McDonald, David Copeland, John Laing, Randy Bradshaw, Bruce Pittman, Wayne Tourell, Peter Sharp and Grame Campbell.

EPISODES: 65 **YEAR MADE:** 1985 **COUNTRY:** US **SEASONS:** 6

ATLANTIS FILMS LTD/ JOHN WILCOCK PRODUCTIONS INC/ GRANADA TELEVISION PRODUCTION.

CREATOR: RAY BRADBURY

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 3, (2) 3, (3) 12, (4) 11, (5) 12, (6) 23

DATE OF PREMIER: 21/05/1985 **AIR DATE OF LAST EPISODE** 31/10/1992

SEASON DATE BREAKDOWN:

FILMS:

Host RAY BRADBURY, Including JEFF GOLDBLUM, DREW BARRYMORE, PETER O'TOOLE, MICHAEL IRONSIDE, ROBERT VAUGHN, DONALD PLESENCE, DENHOLM ELLIOT AND BARRY MORSE.

RELATED SHOWS:

MARTIAN CHRONICLES, THE

1 - 1 *MARIONETTES. INC.*

Charles Braling is a computer salesman who receives a cryptic message on his computer screen. Later he receives the same message in a newspaper and on a lunch bill. He tracks down source of the messages and meets a man who offers to sell him a robot replica of himself.

Wr Ray Bradbury

Dir Paul Lynch

1 - 2 *THE PLAYGROUND*

When Charles Underhill was a boy, he was tormented by neighborhood bullies. When his son begins playing in a local playground, he becomes deeply disturbed when he sees a bully from his youth.

Wr Ray Bradbury

Dir William Fruet

1 - 3 *THE CROWD*

A neon sign artist named Joe Spelliner is injured in a car crash and sees a crowd of onlookers quickly gather. Days later he sees another car crash and notices that again the same crowd quickly gathers. He begins to investigate a series of accidents and news footage reveals that the same crowd arrives at every scene. What's more, Joe notices that the faces in the crowd match photographs of people at the city morgue.

Wr Ray Bradbury

Dir Ralph L. Thomas

2 - 1 *THE TOWN WHERE NO ONE GOT OFF*

A city resident's idealistic view of rural life is shattered when a train drops him off at an unscheduled stop.

Wr Ray Bradbury

Dir Don McBrearty

2 - 2 *THE SCREAMING WOMAN*

A girl can't convince anyone that she hears a screaming woman.

Wr Ray Bradbury

Dir Bruce Pittman

2 - 3 *BANSHEE*

An offbeat film director terrifies a writer with larger-than-life ghost stories.

Wr Ray Bradbury

Dir Douglas Jackson

3 - 1 *THE FRUIT AT THE BOTTOM OF THE BOWL*

A careless murderer contemplates his crime.

Wr Ray Bradbury

Dir Gilbert M. Shilton

3 - 2 *SKELETON*

A hypochondriac goes to a bone specialist for a cure to his latest ailment.

Wr Ray Bradbury

Dir Steve DiMarco

3 - 3 *THE EMISSARY*

A lonely, bedridden boy sends his dog on a quest to locate a companion for him.

Wr Ray Bradbury

Dir Sturla Gunnarsson

3 - 4 *GOTCHA!*

A playful couple plan a romantic getaway.

Wr Ray Bradbury

Dir Brad Turner

3 - 5 *THE MAN UPSTAIRS*

A lodger with unusual hobbies keeps little Douglas awake at night.

Wr Ray Bradbury

Dir Alain Bonnot

3 - 6 *THE SMALL ASSASSIN*

A woman is terrorized by her new born infant.

Wr Ray Bradbury

Dir Tom Cotter

3 - 7 *PUNISHMENT WITHOUT CRIME*

A man contracts to have an android made to look exactly like the wife he hates.

Wr Ray Bradbury

Dir Bruce Macdonald

3 - 8 *ON THE ORIENT, NORTH*

A nurse gives aid to a ghost on a transcontinental train trip and escorts him to his final destination.

Wr Ray Bradbury

Dir Frank Cassenti

3 - 9 *THE COFFIN*

An aging inventor builds a custom designed casket as his final creation.

Wr Ray Bradbury

Dir Tom Cotter

3 - 10 *TYRANNOSAURUS REX*

A film animator sculpts a monster for a tyrannical movie director's latest film.

Wr Ray Bradbury

Dir Gilles Behat

3 - 11 *THERE WAS AN OLD WOMAN*

Elderly Matilda isn't ready to die when Death arrives to carry her off in a wicker basket.

Wr Ray Bradbury

Dir Bruce Macdonald

3 - 12 *AND SO DIED RIABOUCHSKA*

A murder has been committed in a famous theater. A detective questions ventriloquist John Fabian, his wife, his agent, and Riabouchinska, Fabian's dummy. Riabouchinska's comments on the case lead the detective to another line of questioning. He discovers a story concerning a vanishing assistant, long-concealed love, blackmail and murder.

Wr Ray Bradbury

Dir Denys Granier-Deferre

4 - 1 *THE DWARF*

The dreams of a dwarf turn into a showman's nightmare.

Wr Ray Bradbury

Dir Costa Botes

4 - 2 *A MIRACLE OF RARE DEVICE*

A cruel man tries to ruin a desert mirage.

Wr Ray Bradbury

Dir Roger Tompkins

4 - 3 *THE LAKE*

A man returns to the lake where years before he had a childhood sweetheart.

Wr Ray Bradbury

Dir Pat Robins

4 - 4 *THE WIND*

After he learns their secret, a man is followed by violent winds.

Wr Ray Bradbury

Dir Grahame McLean

4 - 5 *THE PEDESTRIAN*

A man's night-time walks are considered subversive in a world of the future.

Wr Ray Bradbury

Dir Alin Bollinger

4 - 6 *A SOUND OF THUNDER*

A man travels into the past to hunt a dinosaur.

Wr Ray Bradbury

Dir Costa Botes

4 - 7 *THE WONDERFUL DEATH OF DUDLEY STONE*

A famous fiction writer fakes his own death.

Wr Ray Bradbury

Dir David Copeland

4 - 8 *THE HAUNTING OF THE NEW*

A man is offered a mansion over the phone. The one condition is whether the mansion wants him.

Wr Ray Bradbury

Dir Roger Tompkins

4 - 9 *TO THE CHICAGO ABYSS*

In the future, a man tells stories of the "good old days" of the past.

Wr Ray Bradbury

Dir Randy Bradshaw

4 - 10 *HAIL AND FAREWELL*

Willie, a young boy who cannot grow up, has been spending his life going from family to family, staying for a few years, then leaving before anyone finds out. As he is ready to leave his latest home, he tells his "parents" the story of his life, and of all the people he met in the way.

Wr Ray Bradbury

Dir Alan Kroeker

4 - 11 *THE VELDT*

Two children revolt against their parents by using the power of their magical nursery.

Wr Ray Bradbury

Dir Brad Turner

4 - 12 *BOYS! RIASE GIANT MUSHROOMS IN YOUR CELLAR!*

A worried father starts to believe that his son's mushroom garden is taking over the neighborhood.

Wr Ray Bradbury

Dir David Brandes

5 - 1 *MARS IS HEAVEN*

As the first successful mission to Mars touches ground, the men stare through the mists of the Martian dawn and finds something strange. They find a small town straight out of the American Midwest. Long lost loved ones of the crew greet the space travelers. The question is simple: "Is this heaven or a Martian built hell?"

Wr Ray Bradbury

Dir John Laing

5 - 2 *THE MURDERER*

Arthur Brock loathes noise. He prefers perfect silence. He goes around destroying the instruments of sound: radios, wrist watches, faxes, etc. His destruction of sound-infected environments at work and home lands him in a psychiatric institution.

Wr Ray Bradbury

Dir Roger Tompkins

5 - 3 *TOUCHED WITH FIRE*

Two men who theorize that murder only happen in hot weather, try to stop one.

Wr Ray Bradbury

Dir Roger Tompkins

5 - 4 *THE BLACK FERRIS*

Two friends think that there is something strange with an old man and a young boy who show up when the carnival comes to town.

Wr Ray Bradbury

Dir Roger Tompkins

5 - 5 *USHER II*

When his government bans imagination, a man rebels.

Wr Ray Bradbury

Dir Lee Tamahori

5 - 6 *TOUCH OF PETULANCE*

A man encounters another claiming to be his future self.

Wr Ray Bradbury

Dir John Laing

5 - 7 *AND THE MOON BE STILL AS BRIGHT*

Space explorers on a Martian expedition are faced with problems when one of their members becomes obsessed with the planets former residents.

Wr Ray Bradbury

Dir Randy Bradshaw

5 - 8 *THE TOYNBEE CONVERTER*

A man tim travels to the future and returns to show the people what they have to look forward to.

Wr Ray Bradbury

Dir John Laing

5 - 9 *EXORCISM*

A woman takes a strange potion in order to get rid of a witch.

Wr Ray Bradbury

Dir Brad Turner

5 - 10 *THE DAY IS RAINED FOREVER*

The music of a free spirited woman brings rain to a town suffering from drought.

Wr Ray Bradbury

Dir Randy Bradshaw

5 - 11 *THE LONG YEARS*

A crew of a spaceship return to Mars after a 20 year absence to discover a scientist and his family unaffected by their stay.

Wr Ray Bradbury

Dir Paul Lynch

5 - 12 *HERE THERE BE TYGERS*

Unbeknown to an explorer, the Utopia like world he has discovered has yet to unleash its deadly forces.

Wr Ray Bradbury

Dir John Laing

6 - 1 *THE EARTHMEN*

Members of an expedition to Mars find their intelligence questioned by the local inhabitants.

Wr Ray Bradbury

Dir Graeme Campbell

6 - 2 *ZERO HOUR*

A group of 8 year olds rally around an invisible person who promises them the world.

Wr Ray Bradbury

Dir Don McBrearty

6 - 3 *THE JAR*

A backwoods man impresses the townfolk with a mysterious jar.

Wr Ray Bradbury

Dir Randy Bradshaw

6 - 4 *COLONEL STONESTEEL AND THE 'DESPERATE EMPTIES'*

A boy discovers Egyptian remains on an Illinois farm.

Wr Ray Bradbury

Dir Randy Bradshaw

6 - 5 *THE CONCRETE MIKER*

A Martian's reluctance to attack Earth stems from what he read in his alien comic books.

Wr Ray Bradbury

Dir Eleanore Lindo

6 - 6 *THE UTTERLY PERFECT MURDER*

A man seeks revenge on a bully from his childhood.

Wr Ray Bradbury

Dir Stuart Margolin

6 - 7 *LET'S PLAY POISON*

A teacher worries that his students are trying to kill him.

Wr Ray Bradbury

Dir Bruce Pittman

6 - 8 *THE MARTIAN*

New life welcomes greiving parents who move to Mars.

Wr Ray Bradbury

Dir Anne Wheeler

6 - 9 *THE LONELY ONE*

Several women try to decide whether to walk to a movie since there is a serial killer on the loose. Although her companions disagree, one of the women insists.

Wr Ray Bradbury

Dir Ian Mune

6 - 10 *THE HAPPINESS MACHINE*

One day a man wakes up and decides to build a happiness machine. Much to his wife's dismay it becomes an obsession.

Wr Ray Bradbury

Dir John Laing

6 - 11 *TOMORROW'S CHILD*

A malfunctioning birth machine delivers a strange child.

Wr Ray Bradbury

Dir Costa Botes

6 - 12 *THE HANDLER*

A mortician sends people to the grave with a little extra.

Wr Ray Bradbury

Dir Peter Sharp

6 - 13 *GREAT WIDE WORLD OVER THERE*

An illiterate woman is taught to read by her nephew.

Wr Ray Bradbury

Dir Ian Mune

6 - 14 *FEE FIE FOE FUM*

A mother becomes worried when her son-in-law installs a new garbage disposal in the house.

Wr Ray Bradbury

Dir John Reid

6 - 15 *THE ANTHEM SPRINTERS*

An American tourist is involved in an Irish sporting event.

Wr Ray Bradbury

Dir Wayne Tourell

6 - 16 *BY THE NUMBERS*

On a train a man learns the truth about a boy and a drill sergeant father he met years ago at a Hotel Pool.

Wr Ray Bradbury

Dir Wayne Tourell

6 - 17 *THE LONG RAIN*

When a spaceship crash lands on a world where it never stops raining, the survivors try to reach the Sundome that has been erected on the planet.

Wr Ray Bradbury

Dir Lee Tamahori

6 - 18 *THE DEAD MAN*

A lonely manicurist befriends a man who claims to be dead.

Wr Ray Bradbury

Dir Costa Botes

6 - 19 *SUN AND SHADOWS*

A photographer uses a run-down neighborhood for atmosphere.

Wr Ray Bradbury

Dir Larry Parr

6 - 20 *SILENT TOWNS*

The last man on Mars after an evacuation seeks the last woman on Mars.

Wr Ray Bradbury

Dir Lee Tamahori

6 - 21 *DOWNWIND FORM GETTYSBURG*

A robot Abraham Lincoln is assassinated.

Wr Ray Bradbury

Dir Chris Bailey

6 - 22 *SOME LIVE LIKE LAZARUS*

A fiance promises marriage upon his mother's death.

Wr Ray Bradbury

Dir Peter Sharp

6 - 23 *THE TOMBSTONE*

A woman thinks her apartment building is haunted.

Wr Ray Bradbury

Dir Warrick Attewell

READ ALL ABOUT IT! (inc. READ ALL ABOUT IT! PART 2)

When three kids explore a coach house held by a missing Uncle of one of the kids, they discover far more than they bargained. They discover two robots, Otto and Theta, who tell them about a dire threat of a conspiracy against the town. By accident, they also discover a teleport machine that can take them to planet Trialveron controlled by the alien tyrant, Duneedon. Against this threat, the kids decide to use the coach-house as the base for a community newspaper both to keep the building and investigate the conspiracy. Along the way, they learn about writing and its various practical uses as they fight the alien forces that oppose them.

Season One Credits

Writer - Clive Endersby, Music - Eric Robertson, Set Design - Chris Adeney, Graphics - Keillor Film Industries, Joyce Cosby, Susan Tsang, Animation - Trickett Productions Limited , Special Effects - Keillor Film Industries , Props - M. Yano-Shuttleworth, Ann Beeton, Bill Ives, Wardrobe - Ethel Clinert, Juul Haalmeyer, Jan Humphrey, Technical Director - Jim Anderson, Lighing Director - Alf Hunter , Audio Record & Mix - Paul Simpson, George Claridge
 Videotape Editor - Bob Baker, Film Camera/Lighting - Ken Post, Film Sound - Stuart French, Ian Blackford , Educational Supervisors - Ruth Vernon, Jennifer Harvey , Production Manager - Wally Teska, Production Assistants - Ellie Joliat, Diane Darlington, Producer - Director - Jeremy Pollock.

Season Two Credits

Music: Eric Robertson, Recorded & Mixed at: Manta Sound by Hayward Parrott, Set Design: Chris Adeney, Graphics: Tom Pilsworth, Joyce Cosby, Maxine Cowan, Pat Cupples, Susan Tsang Special Effects: Keillor Film Industries, "Otto" Programmer - Stella Etherington, Props: Nadia Salnick, M. Yano-Shuttleworth, Wardrobe: Ethel Glinert, Janine Mather-Dean, Lorraine Cramp, Make-up: Diane Rowe, Technical Director: Jim Anderson, Lighting Director: Alf Hunter, Lighting Assistant: Ken Luxmore, Studio Director: Peter Newman, Cameras: Roger Lauzon, Ted Hart, Vic Newman, John Dynes, Ian Wahn
 Video: Denis Paul, Mario Resnik, Film Editor: Kevin Townshend, Stagehands: Brian Potts, Peter Roy, David Beswick, Talent Co-ordinator: George Bourne
 Writer: Clive Endersby, Maintenance: Bernt Neuffer, Sound Recording: David Joliat, Audio Record: Gunars Snikvalds, Sound Mix: Tom Hidderley, Audio: David Joliat, Maarten Heilbron, VTR Recording: Bob Gilchrist, Joe Diffa, Videotape Editor: Hank Mol, Film Camera/Lighting: Bob Brooks, Lighting Assistant: Ken Luxmore, Studio Director: Peter Newman, Education Supervisor: Ruth Vernon, Jennifer Harvey, Production Manager: Wally Teska, Michelle Maurice
 Production Assistant: Ellie Joliat, Producer/Director: Jeremy Pollock.

WR.**DIR.****EPISODES:** 40 **YEAR MADE:** 1981 **COUNTRY:** CAN **SEASONS:** 2*TV ONTARIO***CREATOR:** CLIVE ENDERSBY**TYPE OF SHOW:** TELEPORTATION**FORMAT:** SERIES**LENGTH (MINS):** 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 20, (2) 20**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Duneedon/Mayor Don Eden SEAN HEWITT, Uncle Derek JAMES IRVING, Ann Blake BARBARA WHEELDON, Black Gloves PETER PARKER, Black Gloves DAN ROSS, Duncan O'Reagan ARCH MCDONNELL, Queen of Hearts LUBA GOY, Mr. Walker CHRIS PALMER, Merlin JOHN DEE, Crystal Couplet KAY HAWTREY
 Barry GEORGE GUTA, Jim ROBERT YACKNIN, Captain Hook GORDON MASTEN, Genie GRANT COWAN, Narrator WILLIAM OSLER, Mistress Maze Voice ANGELA FUSCO, Mistress Maze JUDY SHAPIRO, Agent Nine KEN CAMROUX, Theta's Voice ANGELA FUSCO.

Season Two

The Soldier ROD CLOSS, Sir Isaac Brock DAVID SCHURMANN, Jenkins DAVE MACKENZIE, Fort Personnel DAN GLENNEY, Fort Personnel CHRIS LOFF, Fort Personnel MARK MASCARI, Fort Personnel SYLVIA SCOTT, Susan Alderman - Fort Personnel SUSAN ALDERMAN, John Norton GRAHAM GREENE, Laura Secord SAMANTHA LANGEVIN, The Soldier GEORGE HOWSE, Book Destroyer's Voice EDWINA FOLLOWS, Cinderella's Voice ANGELA FUSCO, The Mirror MICHAEL JAMES, Evil Queen JOYCE GORDON, The Wolf DON MCQUARRIE, Dracula A. FRANK RUFFO, Rip Van Winkles ROBERT WINDSOR, Rita Zakowski SUSAN MITCHELL, Mr. Ernest Wetherby DESMOND SCOTT, Librarian MALIKA MENDEZ, Crystal Couplet KAY HAWTREY, Emperor Tritan JACK ARMSTRONG, Narrator WILLIAM OSLER.

Books Based on this series.

READ ALL ABOUT IT!

CLIVE ENDERSBY

1 - 1 *COACH HOUSE*

Chris visits a house he will eventually inherit and meets two mysterious robots. Together they discover an outrageous intergalactic conspiracy.

1 - 2 *THE STRANGER*

The three friends say they are using the house to publish a newspaper; The Hebertville Chronicle. Suddenly Samantha and Lynne find themselves wheeling through space.

1 - 3 *PROBLEM PIT*

Samantha and Lynne meet Duneedon and become trapped in the Problem Pit

1 - 4 *ACCIDENTAL VISITOR*

The Queen of Hearts tumbles out of the transporter by mistake and Chris discovers her identity in the library.

1 - 5 *THE FIRST EDITION*

An unknown intruder tries to prevent publication of the Chronicle.

1 - 6 *THE STOLEN MESSAGE*

Chris and Samantha intercept a message from Duneedon ordering the Chronicle stopped.

1 - 7 *STRANGE DISCOVERIES*

Lynne discovers that the Mayor of Hebertville is none other than Duneedon himself.

1 - 8 *'TIS MAGIC*

Merlin the Magician uses his magic powers to send Chris and Lynne to Trialviron.

1 - 9 *RHYMETIME*

In Trialviron, Chris and Lynne meet the poet, Doctor Crystal Couplet, who helps them reach the Place of Change.

1 - 10 *THE PLACE OF CHANGE*

After Lynne and Chris escape from Trialviron, they help Sam with the second edition of the Chronicle.

1 - 11 *VOICES IN THE PARK*

Lynne interviews a company of actors. An oldtimer, Mr. Walker, tells her about a mysterious house five decades ago. (Lynne spends much time NOT delivering papers in this episode)

1 - 12 *AN EVL PIRATE*

The transporter suddenly produces an irate Captain Hook, who creates a few tense moments for the kids.

1 - 13 *SEEK AND SPEAK*

Lynne writes a speech to help preserve King's Park. Sam and Chris are trapped in an old factory by

Duneedon and his agents.

1 - 14 *CLOSER TO THE TRUTH*

Lynne finds out about the mysterious Manor House fire. Sam and Chris find a document the evil Duneedon forged to grab control of the city park.

1 - 15 *TIME FOR ACTION*

The three friends put together a new edition of the paper and Lynne gives her speech to save the park.

1 - 16 *TO THE RESCUE*

Chris sends a message that he's trapped on Trialviron. The genie from Aladdin's lamp transports Sam and Lynne to the Shifting Sands

1 - 17 *PICTURE IN YOUR MIND*

Doctor Couplet helps send Sam and Lynne to the Planet of Maze.

1 - 18 *THE PLANET OF MAZE*

Lynne and Sam help Chris and his uncle escape from the Planet of Maze by answering riddling questions.

1 - 19 *SPECIAL EDITION*

The police round up Duneedon's agents. A special edition of the Chronicle exposes the conspiracy.

1 - 20 *THE SHOWDOWN*

When Duneedon tries to destroy Otto and Theta and trap Lynne and Sam, he is outfoxed and sent on a one-way trip to Trialviron.

2 - 1 *ANNIVERSARY*

The Herbertville Chronicle celebrates its first anniversary and the group is introduced to the "two-way" communication device (Team gets a crossword, note they never finish it)

2 - 2 *BACK IN TIME*

Chris and Sam find an old chart at the spot where the mysterious boy dematerialized and send a picture of it back to Lynne, who begins researching clues.

2 - 3 *GENERAL BROCK*

When General Brock finds Sam and Chris in his room, he has a hard time believing they are from the future and are not American spies. Once convinced, he offers to help them.

2 - 4 *JOURNEY TO QUEENSTON*

Sam and Chris meet an Indian named John Norton, who leads them towards Queenston and then leaves them in the care of his compatriot, Laura Secord.

2 - 5 *DEATH AT DAWN*

Sam and Chris finally manage to save the young stranger, and the three time-travellers narrowly escape being caught in the War of 1812.

2 - 6 *A PLEA FOR HELP*

After learning what their names mean from Otto and Theta, they hear a voice calling for help from the pages of Cinderella. They magically disappear into Book World to attempt a rescue.

2 - 7 *WHERE VILLAINS ROAM*

In their search for the Book Destroyer, Lynne and Alex must deal with both the "Mirror on the Wall" and the wicked queen from Snow White.

2 - 8 ?

2 - 9 *THE BOOK DESTROYER*

The Book Destroyer traps Lynne and Alex in her mine and says they must help her erase all villains from books.

2 - 10 *PROBLEMS*

Chris and Samantha work on an advertisement to rent her house. Samantha is distressed and touchy at having to leave Herbertville.

2 - 11 *THE FINAL DAY*

Sam and Rita become fast friends and Sam promises to write from Victoria about her new experiences.

2 - 12 *A NEW BEGINNING*

Rita surprises Sam with the news that she is writing a book based on Sam's move to Victoria.

2 - 13 *MANY DIFFERENT STORIES*

Chris comes back from the library with a copy of "The Shooting of Dan McGrew". Lynne and Alex help him devise a fantastic story for Rita.

2 - 14 *THE REMARKABLE MR. WETHERBY*

Just when Chris and Lynne think they are having a dull summer, an unusual visitor turns up at the Coach House. It is the ghost of Mr. Wetherby.

2 - 15 *ONE GHOST TOO MANY*

Chris and Lynne are having a hard time coping with Mr. Wetherby's strict supervision. They research the former principal's likes and dislikes and embark on a scheme to get rid of him.

2 - 16 *THE FORCE*

Chris, Alex and Lynne are reading a letter from Sam when they receive an urgent message from Trialviron.

2 - 17 *CHOICES*

After realizing they are the only ones who can save the people of Trialviron, Lynne, Alex, and Chris set two conditions before agreeing to help.

2 - 18 *THE AMBASSADORS*

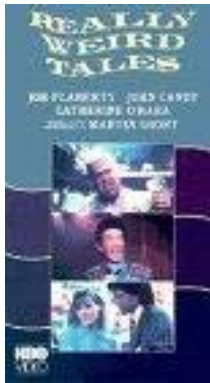
Alex and Chris arrive on the planer Trivia and discover a strange tunnel (some great pyro in this episode)

2 - 19 *TRAPPED*

Alex and Chris work hard to get everyone off Trialviron, then discover that Duneedon has tricked them(more great pyro).

2 - 20 *FINAL MOMENTS*

It looks as if Chris, Alex, and Lynne will vanish with the rest of Trialviron unless someone shows up to help them. An unexpected visitor arrives at the Coach House, and Otto and Theta print out instructions to save their friends.(Fire and explosions galore!)

REALLY WEIRD TALES

Anthology series which covers science fiction. In "I'll Die Loving", a woman believes she is an orphan until she discovers that she has awesome powers of destruction. "Cursed and Charisma", the people of Fitchville are all depressed about life and the sad state of the town, that is until a huge albino turns up in town, with the power of positive thinking. Finally in "All's Well That Ends Strange", a girlie magazine published discovers that his girls are really robots programming to act like humans.

Trio of fantasy stories from Canada unimaginatively screened in the UK as Mystery Theatre. Really Weird Tales is a stablemate of Atlantis Films' The Ray Bradbury Theatre - which has also been buried in the ITV schedules - and the three stories so far seen in Britain present an amiable balance of humour and fantasy with comic actors John Candy (Planes, Trains and Automobiles) and Martin Short (The Three Amigos) among the stars. They certainly deserve better than 4.00 on a Friday morning which is where Thames Television played them in the London area.

Although it was produced by and starred the people responsible for SCTV. Really Weird Tales falls a bit short from its goals. All three episodes were first broadcast on First Choice as a 90 minute TV movie. For reruns and subsequent broadcasts on HBO in the United States the episodes have been shown separately.

The executive producers for the show were Michael MacMillian and Joe Flaherty. Producers for the show were Seaton McLean and Pat Whitley, the theme was composed by Fred Mollin. All the episodes were written by Joe & David Flaherty, with Catherine O'Hara in "I'll Die Loving", she also starred in the episode and John McAndrew who helped write "Cursed with Charisma". Joe Flaherty was also one of the writers for MANIC MANSION, a Canadian SF comedy show.

WR. Joe and David Flaherty.

DIR. John Blenhard, Don McBrearty and Paul Lynch

EPISODES: 3 **YEAR MADE:** 1987 **COUNTRY:** CAN **SEASONS:** 1

AN ATLANTIS FILMS LTD PRODUCTION FOR HOME BOX OFFICE

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 02/02/1987

AIR DATE OF LAST EPISODE 02/02/1987

SEASON DATE BREAKDOWN:

FILMS: REALLY WEIRD TALES

Host JOE FLAHERTY including OLIVIA D'ABO, JOHN CANDY.

RELATED SHOWS:

RAY BRADBURY THEATRE, THE

1 - 1 *I'LL DIE LOVING*

1 - 2 *CURSED WITH CHARISMA*

1 - 3 *ALL'S WELL THAT ENDS STRANGE*

RED BARON

AKA: **SUPER ROBOT**

AKA: **SUPER ROBOT RED BARON**



The latest robots are gathered from all over the world for the Robot International Exhibition, which is then disrupted by the Iron Mask Party (IMP) led by the evil Deviller. The IMP intend to steal the robots and use them to enslave mankind. Kidnapped by the IMP, robot genius Dr. Kenichiro Kurenai leaves behind the superrobot Red Baron in the care of his brother Ken. IMP demands that he hand over Red Baron but he refuses and is killed. Ken and other members of Secret Science Institute (SSI), who are said to be modern ninja, fight IMP with the aid of Red Baron.

Plot #2

The world is in a technological boom. An exhibition opens in Japan celebrating the robotic achievements of the world. Massive Robots from around the world are showcased and displayed for all to see. Suddenly and without a warning, a mysterious army appears and steals all the robots. This army is under the command of President Devilar and mysterious despot who leads an evil faction called the Tetsumen Tou (Steel Mask Party). Their mission is the total conquest of earth through use of robots.

To this end President Devilar has also kidnapped various scientists to assist him in the 'modifications' of these robots. One of those scientists being targeted is the brilliant Kurenai Kenichiro.

Kenichiro has been working on a secret project to build the most power robot the world has ever seen, here to named Red Baron. He entrusts this secret to only one person, his younger brother Ken, who just so happens to be a member of the elite special forces unit known as SSI (Super Science Institute).

Kenichiro is kidnapped by Tetsumen Tou and has a bomb implanted into his chest. They force him into revealing the location of Red Baron. Before Tetsumen Tou is able to steal Red Baron, Ken activates the robot and uses it to battle the Tetsumen Tou agents and their monster mecha Troy Horse.

For his betrayal, President Devilar detonates the bomb impeded in Kenichiro and kills him before the horrified eyes of Ken.

Often regarded as a live-action version of Mazinger Z, this robot show entered production at roughly the same time. Combining the action of KAMEN RIDER and the stomping battles of ULTRAMAN, the first 26 episodes concern the battle against the IMP, while the final 13 of the first season concentrated on the defeat of the real enemy - The Space Iron Mask Party who has been pulling strings from orbit.

During the "retro boom" of the 1990s, in which old series were brought back in an attempt to sell to children and their nostalgic parents, the franchise made another appearance in the 49- episode anime series Red Baron.

This series was produced by Harutoshi Kawaguchi, Hiroshi Uemura and Seizo Tamura.

Red Baron was followed by MACH BARON then GANBARON.

If any show has ever come close to emulating classic super robot anime like Mazinger-Z or Grandizer in the real world, Super Robot Red Baron is it. The dramatic robot launch sequence and the different enemy robots that appear in each week's episode are in many ways similar to those featured in several of the more popular animated super robot shows of the times in which this program was filmed. It's interesting to note that despite many similarities to some of Go Nagai's robot programs (like the robot launch from an underground bunker, rocket punch weapons and scander-like wings), Red Baron started its television run almost a year before Mazinger-Z revolutionized Japanese animation.

After watching Red Baron I ended up liking it a lot more than its successor, Super Robot Mach Baron, despite my being a long time fan of that program. Red Baron is a more interesting show, with a darker tone than Mach Baron and a better storyline that builds up all the way towards the end in which our hero travels to Mars and discovers a plot by Simp to have the Martian moon Phobos hurled at the Earth, which would result in the destruction of the planet.

The enemy robots that our heroes face every week are also another highlight of this program. Like many of its animated counterparts the robots of the week featured in this series, each have some kind of gimmick or special attack that make them unique from the rest. This makes for some interesting battles between the giant robots as the SSI must figure out a way to dispose of each new enemy machine that appears. The designs for each mecha is also noteworthy and stand as some of the best live action robot designs to be seen in a tokusatsu program, including those used in more modern works like Mikazuki or Gridman.

The other two aspects of this show that make it one of the best in the genre for me are the special effects and the action sequences. For the most part Super Robot Red Baron features amazing special effects and some of the best miniatures work to appear in a giant hero program. The only effects I had any sort of issue with were the scenes in which wire work was used to lift motorcycles and other vehicles in mid-air to make it seem as they were flying. These tend to end up just being silly looking and detract from an otherwise flawless special effects/action presentation.

The action scenes in the program are of particular interest because when combined with the giant robot action, they hint at what would eventually be the most popular Japanese hero genre, Super Sentai. These parts of the each episode feature the SSI aiding Ken (who's usually fighting some giant mechanized monster) by taking on the minions of the Testumen Tou with their land vehicles and using their fighting skills. These scenes are very well done and most of the fighting is done with punches and kicks, no lasers or special effects based weapons. When they vehicles are used many explosions ensue as they traverse enemy territory.

The biggest gripe I have with the Super Robot Red Baron show is the weak soundtrack. It never comes close to being as good as its follow-up (which had one of the greatest tokusatsu openings of all time) or any of the other programs of its day. Despite this, the show still stands out and has made a great impression on me.

Conclusion

Super Robot Red Baron is an older program with some dated special effects, so newer/younger fans might not care for it, but if you like old school tokusatsu or just enjoy a well done science fiction program, Red Baron will not disappoint. Great special effects, good action scenes and fun giant robot battles will make for a fun time with any fan.

Characters

Red Baron

Statistics:

Size/Weight (Metric): 45 Meters/150 Metric Tons Size/Weight (American/British): 147 Ft./165 Tons

Constructed from the metal 'Baron-ium', Red Baron is able to withstand heat with an intensity of 100,000 degrees.

Red Baron Is powered by one million horse-power engines that uses Nuclear Energy for fuel. A special lubrication oil (B.R. 70) is needed for Red Baron to perform properly.

As a method of security, Kurenai Kenichiro designed the cockpit controls to record the fingerprints and 'voice print' of the very first person who takes control of Red Baron. Once recorded that person alone becomes the pilot of Red Baron and no one else.

Red Baron is controlled mainly by voice activation from its pilot. With a voice command of 'Red Baron Shutsudou!' (Red Baron Go!) the robot is activated. With a cry of 'Fight Lever On!' and one simple gear shift, Red Baron can be put into 'Fight Mode'.

Various other voice commands control the armaments and attachments of the robot:

'Baron Punch' - Activates Red Baron's 'Fist Launchers' (i.e. Mazinger Z's Rocket Punch)

'Baron Missiles' - Activates Red Baron's Chest 'Missile Launchers'.

'Baron Beam' - Activates Red Baron's Chest 'Laser Beams'.

'Electro Trigger' - Activates Red Baron's most power weapons, twin canons which shot out over 100 Million Bolts of High Voltage Electricity.

Later in the series Red Baron was equipped with a Jet Harness, which would attach to his back called 'Space Wings'.

Red Baron was also modified with 'Arm Missile' attachments, which he could fire while in-flight.

The 'Drill Missile' was yet another missile attachment Red Baron could be equipped with in space.

SSI

The SSI (Secret Science Institute) is an elite squad of soldiers who are trained in the ancient arts of ninjitsu but utilize hi-tech weaponry and gadgets in their battles (ummm sounds like another team, GatchMan). Taking on unassuming normal disguises and occupations they stand ready to fight the forces of Tetsumen Tou at a moment's notice, donning colorful 'cowboy' inspired uniforms and armed with heavy weapons like bazookas and rocket launchers.

Their 'special' fighting skills enable them to battle the metallic 'Mecha Robos' with ease.

Tetsumen Tou

Lead by the mysterious President Devilar, this 'Steel Mask Party' is devoted to enslaving mankind and having robots rule the world.

Using the stolen robots from other countries, Tetsumen Tou is able to launch a series of attacks again Japan and the World.

President Devilar is attended by an army of artificial men called 'Mecha Robos' whom he has created. The Mecha Robos are human sized robots designed to be the footmen of the Tetsumen Tou Army. They have wicked sickles in the place of hands and have no human features.

The Tetsumen Tou headquarters are located deep below the ocean's surface.

Another faction of the Tetsumen Tou organization is the 'Space Tetsumen Tou'. Lead by the robot Giras Q, they are headquartered on Mars from which they launch their vicious space-based attacks.

Trivia/Factoids

Creator/Producer Nobohiro Yashiro was also responsible for the Tokusatsu Projects, 'Gekko Kamen' (1958), 'Silver Kamen' (1971), 'Silver Kamen Giant' (1972), and 'Iron King' (1973).

Mistakenly perceived as a direct rip-off of Go Nagai's Mazinger Z Anime, the fact is Red Baron was produced almost half a year before the Mazinger Z Anime debuted. None-the-less, Red Baron was able to take advantage of the popularity of Mazinger Z and the robot boom.

Former child star and character actor Hozure Pei Pei (Tobidase! Seishun [Escape! My Youth]) was also in the obscure but seminal Tokusatsu Hero Show 'Megalo Man.'

Tokusatsu Fan Favorite, Maki Rei played Iriei Nami in the 'Outer Limits' like 'Kenkyu Shirei 10-4-10-10' and also high kicking female cop Nagatani Rie in the 'Playgirl' sequel 'Super Gals'.

The beautiful Maki Rei also appeared in episodes of 'InazuMan Flash', 'G-Men '75', 'The Gorilla 7', 'Ninja Captor', 'Taiyo Ni Hoero [Howl at the Sun]', and 'Hatori Hanzo ' Kage No Gundan [Shadow Army]'.

Ushio Tetsuya was also Shishi Maru in the series 'Kaiketsu! Lion Maru' (Resolved! Lion Maru)

THE ROBOTS of TETSUMEN TOU:

The following is a list of the robots that appeared in Red Baron and their national origin. When possible the origins and/or significance of their names are also noted. Most of the robots seem to be named after atypical objects, people or place names associated with the country that they represent:

Robot Name/Origin Country/Name Influence:

Troy Horse (Original) - Possibly based on the Greek Legend.

Big Bison (America)

Black Masai (Kenya) - The Masai are a famous Warrior Tribe in Kenya.

AguGaruda (Indonesia) - Garuda is a place name in Indonesia.

Tobi Ryu (Japan)

Gou Ryu (China)

Viking III (Sweden)

Blizzard 7 (Iceland)

Bedouin G (Arabia) - The Bedouin are a tribe of Sinai Desert.

Vesbios (Italy) - Napoli-Vesbios is a region in Italy.
 Mau Mau (Tanzania) - The Mau Mau are a tribe of the Tanzania/Kenya territory.
 Gu Nizon Ace (Canada) - Nizon may be a place in Canada.
 Elec Amazon (Brazil) - Amazon River
 McKinley V6 (America) - Mt. McKinley (Denali) is a slope in Alaska.
 King Joe Bull (U.K.) - John Bull is the old British caricature equivalent to America's Uncle Sam.
 Proto Andes (Peru) - The Andes are a Mountain Range in Peru.
 Iron Cross G (Germany) - The Iron Cross was a medal of honor in Germany.
 Grand Matador (Spain)
 Rajasthan (India) - Place in India
 Magma Wolf (Japan)
 Sphinx (Egypt) - Taken from the Sphinx
 Escargos (France) - Taken from Escargot (Snails)
 Mongo Star (Mongolia)
 Sky Jack
 King Devilar
 Mars Satan
 Gold Finger
 Bem Panther Nos. 1-3 -
 Donkey One (Japan) -
 Spider Robo
 Dracu Bat
 Deimos Z
 Unnamed Robot

RED BARON spawned a inferior direct sequel called MACH BARON.

During the Retro Anime boom of the 90's, RED BARON was remade into an anime along the lines of GIANT ROBO. Taking its queue from shows such as DRAGON BALL, G - GUNDAM and STREET FIGHTER 2, RED BARON the Animation dealt with the exploits of a hotheaded youth who pilots the 'Metal Fighter' combat robot RED BARON. While the Animated Series was in no way connected in story to the Tokusatsu Series, many familiar names and characters from the series appeared in the anime, albeit with different origins (Kurenai Ken, Tetsumen Tou).

WR. Shozo Uehara, Keisuke Fujikawa.

DIR. Kiyoshi Suzuki, Hirokazu Takano, Toru Sotoyama.

EPISODES: 39 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:** 1

NIPPON GENDAI/NTV

CREATOR: NOBOHIRO YASHIRO

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 39

DATE OF PREMIER: 04/07/1973 **AIR DATE OF LAST EPISODE** 27/03/1974

SEASON DATE BREAKDOWN:

FILMS:

YOSUKE OKADA, TETSUO KINOSHITA, TOSHI KATO, PEPE HOZUMI, REI MAKI, TETSUYA USHIO, ISAO TAMAGAWA, HIROSHI IKAIIDA, NOBUYUKI ISHIDA, SADAKO AMEMIYA, YOICHI MIYAGAMA, AKIHIKO NAGANO, TOKIO YAJIMA, KUNIHIDE KURUMA.

RELATED SHOWS:

MACH BARON

GANBARON

- 1 - 1 *THE ROBOT EMPIRE CONSPIRACY*
- 1 - 2 *CRASH! BARON BREAK*
- 1 - 3 *ANDROID X, THE TRUMP CARD*
- 1 - 4 *DEADLY! THE PHOENIX BATTLE PLAN*
- 1 - 5 *DEFEATED! THE MYSTERIOUS ROCKET PLAN*

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- 1 - 6 *RED BARON OUT OF ACTION*
 - 1 - 7 *THE SECRET WEAPON IS A RED BALLOON*
 - 1 - 8 *INVINCIBLE! DEMON LORD OF THE DESERT*
 - 1 - 9 *STRUGGLE IN THE URANIUM FOG*
 - 1 - 10 *COUNTER ATTACK! THE DESTRUCTIVE LASER*
 - 1 - 11 *THE BEAUTIFUL ASSASSIN*
 - 1 - 12 *PUTTING MY FAITH INTO THIS LAST ATTACK*
 - 1 - 13 *10 MINUTES TILL THE FIVE CITY EXPLOSION*
 - 1 - 14 *THE MYSTERY OF THE INVINCIBLE ROBOT*
 - 1 - 15 *ANNOUNCEMENT OF THE TRAP*
 - 1 - 16 *TETSUMEN TOU'S ESCAPE CRIME NO. 16 "E"*
 - 1 - 17 *THE DEVIL'S STORY*
 - 1 - 18 *WATCH! THE END OF RED BARON*
 - 1 - 19 *THE BEAUTIFUL ENEMY PILOT*
 - 1 - 20 *MODIFY THE RED BARON*
 - 1 - 21 *BEWARE! SSI*
 - 1 - 22 *RED BARON IN THE NICK OF TIME*
 - 1 - 23 *THE CHALLENGE FROM SPACE*
 - 1 - 24 *DESTROYED! THE SECRET SPACE SHIP*
 - 1 - 25 *THE SEVEN SECRETS OF RED BARON*
 - 1 - 26 *THE END OF TETSUMEN TOU'S DEVILAR*
 - 1 - 27 *INVASION OF THE SPACE ROBOTS*
 - 1 - 28 *GOLD FINGER*
 - 1 - 29 *THE THREE TETSUMEN TOU ROBOT BROTHERS*
 - 1 - 30 *THE YOUTH WHO CONTROLS RED BARON*
 - 1 - 31 *THE DEADLY APPLE BOMBS*
 - 1 - 32 *ATTACK OF THE REMOTE CONTROLLED BATTLE VEHICLE*
 - 1 - 33 *WEB OF THE SPACE ROBOT*
 - 1 - 34 *THE TREACHEROUS SPACE EXPRESS*
 - 1 - 35 *THE TERROR OF THE VAMPIRE VIRUS*
 - 1 - 36 *THE MAN FROM INTERNATIONAL HEADQUARTERS*
 - 1 - 37 *FATHER'S LETTER FROM SPACE*
 - 1 - 38 *RED BARON'S DISASTER ON MARS*
 - 1 - 39 *TOMORROW'S MACHINE DESTINY*

RED DWARF

In the first episode all but one of the 169-strong crew are killed off in a radiation leak. Sole survivor is Dave Lister, technician third class, the lowest of lowly crewmen, who had been placed in suspended animation for keeping a pet cat. Revived after three million years, Lister's only companions are a humanoid life-form that has evolved from his cat, and a hologram of his obnoxious, pompous supervisor, Arnold Rimmer.

The other regular character is Holly, the ship's lugubrious computer. Megaslob Lister and zealous under-achiever Rimmer are as compatible as Steptoe and Son, and the sparks that fly from their bickering during the first two seasons give the humour a sharp, cutting edge. Cat, though, was a real one-off creation. Played as a hopelessly narcissistic black dude in sharp suits, he got some of the best lines, plus terrific sight gags, including spraying cologne to mark his territory and 'licking' his laundry clean.

Season Three saw a couple of personnel changes. Holly became a she and the crew were augmented by an android, the admirable Kryten, as their odyssey continued, with them eventually losing the mother ship and continuing in a claustrophobic shuttle called Starbug. By season seven more changes were afoot, with the crew having lost Red Dwarf and with it Holly, only to return with a different Holly at the end of the season. Arnold Rimmer also left the show, to join other holograms like himself.

All change for season eight as The crew of Starbug find Red Dwarf only to discover that the nanoites have recreated it to big, they finally rectify the problem, but the nanaites have also recreated the entire crew including the still alive Rimmer. Captain Hollister puts Lister on a charge of endangering the ship by crashing Starbug without an authorised pilots licence and is put on trial, meanwhile The Cat and Kryten must cope with strange circumstances as well as Rimmer trying to get promotion.

Second Description.

The pilot episode, the suitably named *The End*, begins some 100 years into the future aboard a huge (the lift has *Gone With the Wind* as an in-flight movie) mining ship Red Dwarf, which is run by a super' computer named Holly who has a 6000 IQ. Everything aboard is labelled bilingually in English and Esperanto. From the introduction of our two main characters, Rimmer and Lister, we immediately know they are losers.

Lister is the lowest ranking crew member on the ship and is a total slob who fancies an attractive female crew member (Kochanski) who fails to recognise he exists. He is a fairly likeable guy who gets along with the rest of the crew. Rimmer, on the other hand, is only one rung above Lister and can best be described as a totally incompetent brown noser. His ambition in life is to become an officer, but he constantly fails the officer's exam. Rimmer also is unable to learn Esperanto, although Lister has unintentionally mastered it. Rimmer's attempts at following the rules to the letter are not appreciated by his superiors.

Lister, the only person who Rimmer outranks, does not respect his authority causing Rimmer to constantly put Lister on report. Rimmer is best described by Lister as a smeg head. As the story develops, Lister brings his pregnant cat aboard the ship and when the Captain discovers it he offers Lister the choice of turning the cat over or going into stasis for the remainder of the trip. Three million years later Holly takes Lister out of stasis where he discovers that everyone is dead, killed by radiation which got into the ship when Rimmer forgot to replace the reactor shielding. To keep him company, Holly is able to reproduce a hologram image of one of the dead crew members and chooses Rimmer, since the two had the most conversations together.

The End also introduces a fourth regular character, a very vain. James Brown-like 'person' who we learn is a lifeform that evolved from Lister's cat. Frankenstein, and is simply called: the Cat. The show has been criticised by some as demeaning towards blacks for this reason- I would tend to argue with this point since none of the characters are good role models, and the Cat can be excused for his behaviour since he is a cat- and we later learn one considered an idiot by his peers. The Cat at first would only appear sporadically and

did not socialise much with the apes (as the Cat regards Lister and Rimmer), the Cat does however become one of the guys in the second and third series. Additional 'characters' are the scutters. The scutters are the ship's service robots which do not have cute personalities as do most robots these days, they do however like John Wayne movies and fear being left alone with Rimmer.

Spaced-out British SF comedy that boldly went where precious few sitcoms had gone before - and then kept on going. This saga of a ragtag band of space travellers began modestly enough, as a novel variation on a time-honoured 'comedy-in-a-bottle' routine. But by season three it had gained a bigger budget, beefed up the sci-fi, and displayed vastly improved special effects - with ratings to match. The early comedy, though, was rooted in tradition, but instead of a bed-sit in East Cheam or a junkyard in West London, we got a mining ship in outer space - the Red Dwarf, a five-mile long, three-mile wide hybrid of Dark Star and the Nostromo.

BBC2's longest-running comedy, Red Dwarf was created by Rob Grant and Doug Naylor, one-time head writers for the satirical puppet show Spitting Image. For executive producer Paul Jackson it represented continued success after such innovative comedy series as The Young Ones and Happy Families.

For the final episode of season 7 the original Holly returns played by Norman Lovett who left the show at the end of season 2. Actor Chris Barrie who plays Arnold Rimmer was in only 4 episodes of season 7 due to not wanting to do any more episodes. Other changes were afoot for season 7, the standard live audience that the show had used for the previous six seasons was done away with, to be replaced by a laughter track, which was added in post production. Interestingly for the 8th Season, the live audience was brought back into the series.

Craig Charles also hosted the BBC SF game show CYBERZONE and Danny John-Jules has guest starred in the 90s versions of THE TOMMORROW PEOPLE.

Red Dwarf is a British science fiction comedy created by Rob Grant and Doug Naylor, two regular writers from Spitting Image. Unlike Quark, the only good American attempt at mixing the two genres, Red Dwarf does not get its laughs by parodying science fiction. Humour in Red Dwarf is more akin to that in M*A*S*H. by having (borderline) normal characters responding to an abnormal situation over which they have no control

Many of the episodes centre around Lister and Rimmer's efforts to escape total boredom. Red Dwarf is a bit like the film Dark Star both centre around a small crew far away from Earth slowly losing touch with reality - only in the case of Red Dwarf they were a bit out of it to begin with. As the series progresses it becomes obvious that Rimmer and Lister do really like each other, although neither would ever admit it.

The third series of the show brought about several changes. The second series ended in a cliff-hanger in which Lister learned that he was pregnant. This is all explained away in a very fast Star Wars- type scroll. Norman Lovett left the show. Hattie Hayridge took over his role as Holly, the ship's computer. Hattie had played the parallel universe version of Holly in the second series finale Parallel Universe. Kryten, a subservient android introduced at the beginning of the second series, was made a permanent member of the cast.

The sixth series of the programme brought on even more changes. The biggest being that the Red Dwarf itself was no longer featured. It began 200 years after the fifth series with Lister and the Cat coming out of deep sleep on the Star Bug, one of Red Dwarf's small scout ships. The series was spent attempting to track down Red Dwarf which had been stolen. Rimmer was given a device allowing him to become a hard light hologram which allowed him to have a solid form and touch things. Holly was no longer present. Her role had diminished beginning in the third series when Kryten appeared and began to explain things which needed explaining, one of her main functions in the stories.

The Red Dwarf concept was brought to the United States in 1992. A half hour long pilot was produced, but never broadcast for FOX. Robert Llewelyn reprised his role as Kryten for this pilot but all the other roles were recast. The new cast consisted of: Craig Bierko, Chris Eigeman, Jane Leeves and Hinton Battle. The American pilot was directed by Jeff Melman, with a script was credited to Linwood Boomer, although the story was basically a reworking of the pilot episode The End. Quite a few of the better lines from other episodes were also used in this venture. In the American version, Lister was a likable person whose personal hygiene was nowhere near as bad as the original Lister.

When this pilot did not sell, the concept was reworked and a new 15 minute presentation reel was produced. This featured scenes from the original UK version of the series, some from the first pilot and new material. The new material featured a new female cat. This new cat loved to face danger, unlike the original. She was played by Terry Farrell, who later went on to Star as Dax in Star Trek Deep Space 9. This presentation reel failed to impress the people it needed to and Red Dwarf is dead as far as an American version of the series is concerned.

What makes Red Dwarf special is that the series is not just a SF spoof. It has fun with the genre, but however contrived the situations, it is, at its heart, a character-based comedy.

The main writers for the series were Rob Grant and Doug Naylor, who together wrote the first six seasons. However Rob Grant did not want to write the seventh season of the show, so Doug Naylor, wrote a few of them and brought in other writers such as Paul Alexander, Kim Fuller, Robert Llewellyn (Kryten himself) and James Hendry. The pilot for the US market was written by Linwood Boomer.

The designers for the series were Paul Montague and Mel Bibby, visual effects were created by Peter Wragg, the music was created by Howard Goodall. The executive producers for the series were Paul Jackson, Rob Grant and Doug Naylor (Season Five, Six). The producer and director for the series was Ed Bye. Other producers for the show included Hilary Bevan Jones (Season Five) and Justin Jodd (Season Six).

Season Seven Overview

At its best Red Dwarf can be inventive, knowing, clever, a visual treat to watch and, above all, belly-laugh funny. Sadly Series VIII was none of these things, and was arguably the most serious version of the show ever screened. Outwardly there were signs that lessons had been learnt from the mixed bag of stories that formed Series VII. The dropping of the awful 'filmic' look (which made everything look as though you were watching a third generation video copy) has meant that the visuals have been crisper, and the painfully inept computer graphics shows have improved considerably. Recording the show in front of a studio audience again after the disastrous experiment of Series VII, where edited versions of the show were screened to audiences so that a 'laugh track' could be recorded, has helped the show regain some of its old feel, but just about everything else has gone badly wrong, in particular a lack of many moments worthy of a titter, let alone a belly laugh.

It was clear that something was amiss from the very beginning of episode one as, without explanation, we were presented with a Rimmer/Lister 'bunk' scene that resolved nothing of the previous cliff-hanger, and has to be one of the most longwinded and laugh free sequences ever to have darkened the show. As the scene progressed it became obvious that the show that used to keep gags coming thick and fast was nowhere to be seen. Perseverance was rewarded with an explanation of last year's ending, but viewers were then presented with the first part of a long, lumbering and continuity-laden story arc that required knowledge of plot points and characters stretching back as far as the pilot series over ten years ago! It was with a groan of disbelief that I realised that Back in the Red was being dragged out to three episodes, as it had more than set up the new series format by the end of the first half hour.

By far the biggest crime committed this year has been the inclusion of other members of the main Red Dwarf crew - last seen over ten years ago - resulting in the splitting up of the major characters, and destroying a dynamic that has been the main source of all the comedy from the series' inception. Getting the crew back on board Red Dwarf has been long overdue - the stories set within Starbug, whilst entertaining, were beginning to show signs of strain - but to involve so many new cast members has changed the show beyond all recognition. Red Dwarf at its best has always been 'four men behaving badly in space', and whereas the inclusion of Kochanski last year seriously affected the character interplay, splitting them up entirely has ruined it. Of the regulars it is Lister and Rimmer who come out best, though their relationship has nothing of its former acidity.

Of the two actors it is Chris Barrie who must be particularly pleased, as he benefitted from the bulk of both screen time and comedy - the series now effectively being a vehicle for this new, non-hologramatic Rimmer. The Cat, Kochanski and Kryten have sadly been relegated to the roles of supporting characters, sometimes with less lines than the guest stars. Poor old Danny John-Jules used to have little to do at the best of times but his role this year has been pitiful. Sure, there was a dance sequence that vainly tried to emulate the 'Tongue Tied' musical insert from Series II, but this seemed to be more for the purposes of padding the opening story out to three episodes than to give Danny anything meaningful to do. Similarly Kryten had his own themed episode - Kryten TV but this was little more than an episode of schoolboy humour: a shame, since Kryten was always the character who used to dominate the series, and have the funniest lines. One great disappointment is that Chloe Annett has had so, little to do this year.

Despite having been an uncomfortable addition to the mix in, this year she really seemed to have settled into the role. Devoid of the 'cut price Barbarella' costumes that she had been forced into in Series VII she seemed far more comfortable, and her seduction by Rimmer in Cassandra was one of the few genuinely comedic moments in the whole of the series. Indeed, Cassandra is the only story this year that felt like an episode of the old Red Dwarf at all, albeit with the feeling that you'd seen it all somewhere before. Here at least the major characters were allowed to spend the bulk of the story together, the other Canaries presumably wandering around the rest of the ship.

The other episode that came close to capturing that elusive Red Dwarf feel was the final episode, Only the Good. Although another vehicle for Barrie, it did at least contain well thought out scenes for the other regulars and I nearly cheered at the sight of Lister back in his leathers again. Sadly this euphoria was not to last as the show lumbered towards yet another pointless cliff-hanger series ending and with prospects of either Series IX or a movie looming it would appear that Red Dwarf is about to get as hidebound by its own continuity as

DOCTOR WHO did in the mid-Eighties.

At the end of the day it is the decision by the production to reshape the series into something different that has resulted in a over-long and unfunny serial as opposed to a comedy series. Both Back in the Red and Pete were one episode shows dragged long past their natural run time, and the series as a whole lacked the quick fire humour that used to make it such a joy to watch.

With two 'solo' series both failing to come up to the standards set by the previous six it would appear that the loss of Rob Grant from the creative team has seriously damaged the previously award winning formula, and no matter how hard the show tries to revitalise the format (destroying Starbug, introducing a wealth of new characters, etc) it will never stand comparison with the early years. If you felt that the show went downhill after the first ten minutes of episode one of Series I then this was probably the series for you. If, like me, you thought that the show came into its own in its third year then I suggest you dig out your videos of Series III - VI (Un-Remastered) and remind yourself of how funny it used to be.

WR. Rob Grant, Doug Naylor, Paul Alexander, Kim Fuller, Robert Llewellyn, James Hendry.

DIR. Juliet May, Rob Grant & Doug Naylor (Season Five), and Anthony De Emmony (Season Six), Ed Bye.

EPISODES: 52 **YEAR MADE:** 1988 **COUNTRY:** GB **SEASONS:** 8

A PAUL JACKSON PRODUCTION FOR BBC NORTHWEST (seasons 1-3), A GRANT NAYLOR PRODUCTION FOR BBC NORTH (seasons 4-7)

CREATOR: ROB GRANT & DOUG NAYLOR

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6, (2) 6, (3) 6, (4) 6, (5) 6, (6) 6, (7) 8, (8) 8

DATE OF PREMIER: 15/02/1988 **AIR DATE OF LAST EPISODE** 05/04/1999

SEASON DATE BREAKDOWN:

FILMS:

Arnold Rimmer, Bsc, Ssc. CHRIS BARRIE, Dave Lister CRAIG CHARLES, The Cat DANNY JOHN-JULES, Holly NORMAN LOVETT (1,2,7-8), Kryten ROBERT LLEWELLYN (3-8), Holly HATTIE HAYRIDGE (3-5), Christine Kachanski CHLOE ANNETT (7-8), Captain Hollister MAT MCDONALD (8), PAUL BRADLEY.

Books Based on this series.

A Question of Smeg: The 2nd Red Dwarf Quiz Book		1998
Red Dwarf - Backwards		
Red Dwarf - Better Than Life	Rob Grant & Doug Naylor	1990
Red Dwarf - Infinity Welcomes Careful Drivers	Rob Grant & Doug Naylor	1989
Red Dwarf - Omnibus		
Red Dwarf - Son of Soup		
Red Dwarf - Survival		
Red Dwarf - The Last Human	Doug Naylor	1995
Red Dwarf : Promordial Soup - Least Worst Scripts	Rob Grant & Doug Naylor	1993
Red Dwarf VIII: The Illustrated Scripts	Doug Naylor	1999
The Making Of Red Dwarf	Joe Nazzaro	1994
The Man In The Rubber Mask	Robert Llewellyn	1994
The Official Red Dwarf Companion	Bruce Dessau	1992
The Red Dwarf Programme Guide		
The Red Dwarf Quiz Book	Nicky Hooks & Sharon Burnett	1994

RELATED SHOWS:

TOMORROW PEOPLE, THE (1992)

CYBERZONE

1 - 1 *THE END*

Aboard the Jupiter Mining Corporation vessel Red Dwarf, Dave Lister, a lowly 3rd Technician, smuggles aboard a cat and is consequently confined to suspended animation for the crime. During his time in stasis his bunkmate Arnold Rimmer, an equally if not more lowly 2nd Technician, is forced to perform the maintenance duties alone and inefficiently repairs the drive plate, causing it to blow and subjecting the entire crew to deadly radiation. 3 million years pass until Holly (the ship's computer) releases Lister from

stasis and tells him of the accident and also resurrects Rimmer as a hologram to be a companion for Lister. After the initial shock, Lister realises that he has the run of the ship, allowing him to be, basically, himself: a no-good layabout slob. Rimmer and Lister discover that the cat had been sealed in the ships hold during the accident and has bred there for the last 3 million years and have evolved into man, one of whom is still on the ship. When he discovers his new friend, Lister decides to complete his dream of owning a farm on Fiji and orders Holly to set a course for Earth. THE BEGINNING!

Wr Rob Grant & Doug Naylor

Dir Ed Bye

1 - 2 *FUTURE ECHOES*

Lister and Cat prepare to go into stasis while Red Dwarf goes to light speed until they get back to Earth. Rimmer does not want to be turned off, so he demands to be left on for the journey, even though he will be by himself. Unfortunately they reach light speed 22 hours before they expected and don't get to go into stasis after all. While shaving, Lister watches himself accidentally cutting himself in the mirror and Rimmer rushing up behind him, then a few seconds later he does cut himself and yells for Rimmer, but dismisses what he saw in the mirror. Lister goes to the drive room and talks to Rimmer, only Rimmer is enjoying a conversation with an invisible person. Rimmer leaves through one door and immediately returns through another where he has the same conversation with Lister that he had before. Lister tries to tell him about what is happening and Rimmer is convinced when he sees Cat rush past them in the hall but then sees him in the sleeping quarters immediately after. Holly calls them Future Echoes, pieces of the future that they are catching up with as a result of light speed, backed up when Rimmer spots a picture showing Lister holding two babies in his arms. Rimmer sees Lister getting killed by an exploding panel in the drive room and doesn't seem to be too concerned about it in front of Lister. Lister goes to face his death, but doesn't get killed. They return to their quarters and see a very old Lister lying in the bunk. The Old Lister tells them that it was Lister's son that Rimmer saw in the drive room and tells Lister to grab his camera and run to the medical bay. Rimmer wonders how Lister fathers two children without a woman on board and Lister responds with "I dunno, but it'll be a lot of fun finding out!" The two go to the medical bay and are greeted by Lister, the same age he is now, introducing them to his twin boys, Jim and Bexley.....

Wr Rob Grant & Doug Naylor

Dir Ed Bye

1 - 3 *BALANCE OF POWER*

Lister finally gets a reprieve from Rimmer's boring inventory checks and goes for a drink. Sitting in the empty bar, he flashes back to a disco that he attended with his mates, Petersen, Chen and Selby; and finally realises that he is alone. After he wallows in self-pity for being alone in deep space, Lister pleads with Rimmer to allow him to create a hologram of Kristine Kochanski, an upper-class love interest. When Rimmer invokes his standing as a superior crew member (2nd Technician as opposed to 3rd Technician) and flatly refuses, Lister plans revenge and threatens to take the exams to become an officer and outrank him. Rimmer scoffs at the idea but wakes up in the morning to discover that Lister is off studying for the chef's exam, a fairly basic one but an officer's position nonetheless. Rimmer tries to discourage Lister from taking the exam and even orders him not to but Lister doesn't give in saying that the only way he wont take the exam is if Rimmer lets him see Kochanski. On the day of the exam, Kochanski walks in and Lister is stunned beyond belief. However, Kochanski tells him that she isn't interested in him and wants a real man. Lister is hurt but is puzzled at the way she speaks. He tricks her by commenting on the night that they had sex, and she replies in disbelief, proving to him that it is actually Rimmer. Lister tells Rimmer to go away and he finishes the exam. Lister comes from the exam room to receive his results and Rimmer asks how he did. Lister's face is expressionless until he leaps in the air and shouts "How'd I Do Mr Lister, Sir!"

Wr Rob Grant & Doug Naylor

Dir Ed Bye

1 - 4 *WAITING FOR GOD*

Holly notices a pod floating in space and Rimmer orders that it be salvaged, convinced that it contains alien life forms, even though Lister realises that it is a Red Dwarf Garbage Pod, jettisoned from the waste disposal unit. Meanwhile Lister is researching the Cat's religion and discovers that their race which evolved from his pet, Frankenstein, now have his image as their God. He follows the Cat deep into the hold of the ship and finds a Cat Priest who is dying with the belief that he hasn't lived up to the expectations of the almighty Cloister (God). Lister convinces him that he has lived admirably as a priest so that he can die in peace and Lister comes to the conclusion that having religion is not as good as people believe as the cat race all perished trying to honour theirs.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

1 - 5 *CONFIDENCE & PARANOIA*

After visiting the officer's living quarters aboard the ship before it has been decontaminated, Lister wakes up with a case of pneumonia and begins to hallucinate in his sleep. His dreams become real however, when it begins to rain fish in their room, and the Mayor of Warsaw appears and then spontaneously combusts in front of Rimmer. Lister wakes feeling better but then finds that two men have appeared on the ship, one is a living manifestation of his inner confidence and the other of his paranoia. While Lister's Confidence gives him the strength to face Rimmer to get Kochanski's hologram disk, he is unaware that Confidence would do anything to be with him, including destroying the Medicomp and killing Paranoia. Lister discovers this but cannot stop Confidence from foolishly trying to convince him that he can breathe in space and ends up exploding into a billion pieces. Lister retrieves the hologram disk and loads it, but what follows is far worse than being alone in space.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

1 - 6 *ME2*

Lister gets more than he bargained for when the disk supposedly containing Kochanski's hologram is actually a copy of Rimmer's. The two Rimmers decide to move in together leaving Lister who is all too happy to be rid of them. However, the two Rimmers are so alike that they cannot get along and continually insult and berate each other. Lister discovers a tape of Rimmer's death on which he utters the words "Gazpacho Soup" before his demise. When the childish behavior between the two Rimmers forces Lister to put his foot down and demand that one of them be erased, he tricks the original Rimmer into believing that he will be the one in order to make him explain what 'Gazpacho Soup' meant. It was the day that Rimmer's desire for public respect finally came true, as he was invited to the captain's table for dinner, after working for 14 years. Unfortunately, he did not know that Gazpacho Soup is meant to be served cold, and he publicly embarrassed himself in front of the Captain and other guests by demanding it be served hot.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

2 - 1 *KRYTEN*

Captain Rimmer, Space Adventurer, and his crew set out to rescue the gair maidens aboard the crashed Nova 5, but come back with a servile android Lister teaches to rebel.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

2 - 2 *BETTER THAN LIFE*

A mail pod arrives at the Red Dwarf and Rimmer receives the belated news that his father has passed away. Rimmer is devastated, even though he hated him. To alleviate his depression regarding the news (not to mention the fact that he has a \$8,500 tax bill), the crew try out a new Virtual Reality game where all the players' desires and fantasies can come true, but even Rimmer's mind has its own way of stabbing him in the back.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

2 - 3 *THANKS FOR THE MEMORY*

After partying away to the anniversary of Rimmer's death, Lister and Cat wake up with broken legs, Lister's jigsaw has been completed, four pages have been torn from his diary, the clock is four days ahead and the black box is missing. The crew go after the black box and discover it in a shallow grave with a gravestone that reads 'To the memory, of the memory of Lisa Yates'. Lister comments that he once dated a girl named Lisa Yates. They view the black box recording and watch as Lister, after hearing Rimmer cry and wail because he has never been loved, implants a memory of his into Rimmer's; the eight months that he dated Lisa Yates. Rimmer wakes with this new memory and believes it to be his. He ponders why he and Lisa broke up and Lister realises that he was stupid to ever let her go. Rimmer finds out that Lister also dated Lisa and Lister is forced to tell him what he did. Rimmer asks that the last four days be erased from everyone's memory and that they bury the black box. Lister and Cat receive the broken legs when they drop the headstone on themselves. When they get back to the ship, Lister tears the pages from his diary and puts the last piece of the jigsaw into place.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

2 - 4 *STASIS LEAK*

While going through Kochanski's personal things, Lister finds a photograph of the two of them getting married. Remembering something from the past, he reads Rimmer's diary and finds an entry where Rimmer thought he saw his own head pop up through the table and say that he came from the future to save his (Rimmer's) life which Rimmer himself (in the diary entry) took to be an hallucination. Following

directions from the diary, the gang head down to floor 16 and find a hidden stasis leak which transports them back to the past, a little while before the crew all died. Because they can't bring anybody back to their time, Lister and Rimmer fight over who they should convince to go into the other stasis booth (Lister himself being sent into the other). Lister wants to save Kochanski and Rimmer obviously wants himself. While Rimmer goes back to convince himself, Lister and Cat find Kochanski at a hotel, but she is already married. Kochanski invites them in and Lister discovers.....Himself! A future version from 5 years in the future who has found another way to go back in time. After the meeting they all return to the past Rimmer and Lister's quarters where the past Rimmer promptly tells them all to go away.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

2 - 5 *QUEEG*

Holly shows the first signs of computer senility and endangers Lister's life, which activates the back up computer. After an exposure to how much more effective the new computer, Queeg, is, the team rally around the new computer Queeg, but soon realise that he is aptly named. Like the original Queeg, he is a maniacal beast who demands order and demands that the ship's regulations be followed to the letter. After forcing Lister and Cat to work for their food and taking control of Rimmer's body for a regimen of exercises, the gang begin to appreciate Holly once more and set about devising a way to rid the ship of Queeg.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

2 - 6 *PARALLEL UNIVERSE*

Holly claims to have invented a faster than light device called the "Holly Hop Drive" which appears to be nothing more than a red box with a stop and start button on it. The crew try and use it, but it doesn't bring them to Earth, it brings them to a strange parallel universe where women are the dominant sex and each of them has a female analogue. While Rimmer is trying to avoid his opposite's voracious sexual demands, Lister seems to be getting on very well with his. Cat's opposite (unfortunately for him) is a dog, and even Holly has an opposite, Hilly. After partying all night long while Holly and Hilly fix the Hop Drive they wake up to find Lister has accidentally slept with his opposite, who tells him that in their universe, the men give birth to the babies. After returning to their own universe, Lister uses a pregnancy test, and much to Rimmer's delight, they learn that Lister is, in fact, pregnant!

Wr Rob Grant & Doug Naylor

Dir Ed Bye

3 - 1 *BACKWARDS*

The episode opens with 'Star Wars' style text explaining how Lister gave birth to twin boys that were returned to the other dimension, Holly has endured a breakdown which has caused him to become like his female counterpart from that universe, and that Kryten has returned and become part of the crew. While Lister and Cat discuss the sexiness of Wilma Flintstone, Rimmer gives Kryten a space piloting exam in order for them to become more independent. They accidentally pass through a time hole and appear on Earth in modern times, but where everything is running in reverse order. While waiting for Lister and Cat to find them, they get work as a novelty act in a pub, showing off their 'forwards' acting capabilities. Lister and Cat finally track them down but by then Rimmer and Kryten don't want to leave, observing that the world makes more sense backwards, and list off several things like death and war. They are soon unfired for causing a pub brawl and then proceed to undo the results of the fight. At the ship, before leaving, Cat discovers one more unfortunate aspect of doing things backwards.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

3 - 2 *MAROONED*

The crew evacuate the ship after Holly spots five black holes in the distance. Rimmer and Lister leave together in Starbug but hit a meteor and crash on a snow planet with no way to escape. With little food and heat, Lister begins to open up to Rimmer to try and take his mind off the situation, including talking about Rimmer's fascination with war and when they both lost their virginities. Soon the fire dies down and the only thing left to burn is Lister's guitar and Rimmer's priceless camphorwood chest. Lister makes him think that he will burn the guitar but instead cuts a guitar-shaped hole in the back of the chest and burns that. However, his smugness turns to guilt when Rimmer says that the chest belonged to his father and is worth more to him than life. When Kryten and Cat finally find them, Lister grabs his guitar and hightails it before Rimmer can realise what he did.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

3 - 3 *POLYMORPH*

A pod arrives aboard Red Dwarf containing a genetic mutant which can change itself into any shape whatsoever. It appears to Lister in it's true form, bringing him to the height of his terror, and then sucking his fear right out of him. While they are searching for it, Cat is chased by his own heat-seeking bazookoid balls, and eventually manages evade them and lock them in a room. The Polymorph gets the Cat and takes away his vanity by appearing as a beautiful woman and flattering him. It then appears as Rimmer and blames Kryten for the Cat being attacked, thereby taking away Kryten's guilt. Later, when the three get back it appears as Rimmer's mother, pretending to have slept with Lister, angering Rimmer so much that it feeds off him also..

The gang now have very different personalities: we have Rimmer, a "wannabe" hippy, (T-shirt saying "Give quiche a chance"), Lister with nerves of steel and willing to sacrifice his life to kill it, Kryten with no sense of loyalty or guilt, and the Cat, a bum. They continue their search for the Polymorph and suddenly it comes up and attacks from behind. Luckily, an automatic door opens, releasing the bazookoid balls that were chasing the cat. The crew duck and the polymorph is destroyed. All the crew get their emotions back and they are free from the polymorph. Or so it may seem.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

3 - 4 *TIMESLIDES*

Lister declares he is sick of life on Red Dwarf and wishes that he never joined the JMC in the first place. Kryten is developing photos in the photo lab when he discovers that they can move, to which Holly suggests that the developing fluid must have mutated. Kryten shows some moving slides to the crew and Lister finds that he can walk into the projection and really be there, only he cannot move outside the frame of the picture. Lister uses this as his ticket off Red Dwarf by making himself unbelievably rich. He takes a tension sheet (just bubble-wrap packing paper painted red) and goes into a photo of himself at 17 and tells himself to patent the invention. When they return, Lister, Cat and Kryten disappear. (Kryten wasn't rescued and the Cat race never existed) Rimmer cannot bear being on his own and goes to convince Lister to come back. Upon failing that, he goes further back in time to give the invention to himself at boarding school. Lister, Cat and Kryten are returned, although he only succeeded in putting things back the way they were. As a consequence of his actions, Rimmer discovers that he is not a hologram anymore, but is alive. This doesn't last long though, as in his excitement he hits two crates of dynamite and blows himself up.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

3 - 5 *BODYSWAP*

A scutter has gone mad and rerouted the entire ships circuitry and Rimmer and Kryten can't find the self-destruct mechanism but Lister accidentally activates it when he orders a milkshake and chocolate bar from a vending machine. Needing one of the senior officers to deactivate it, Kryten introduces them to a mind-swap, which involves implanting another crew-members brain (via a disc on which all of their brain patterns were kept) into Lister's body. Even though the technique works it does not fool the computer into deactivating the auto-destruct. The count-down finishes, and Lister receives his milkshake and choc bar from the vending machine as there is no bomb on board the ship. Rimmer decides that the brain-switching idea is a good one and he persuades Lister to loan him his body, promising to get him fit. Lister finally agrees and they swap, but Rimmer is too busy being able to eat and drink to care about what he does to Lister's body. Lister forces him to swap back, but with Kryten's unwilling help, Rimmer steals Lister's body during the night and does a runner with Starbug. Lister, Cat and Kryten give chase in Blue Midget, but as they catch up, Rimmer crashes. Back in his own body Lister gives Kryten the third degree, whose guilt chip is in overload. Rimmer walks in with a stunned look and speaks in the Cat's voice. Cat walks in and in Rimmer's voice, promises to give his body back in a few days and starts to gorge himself on a pile of food.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

3 - 6 *THE LAST DAY*

A mail pod arrives containing a message indicating that the "out-dated" Kryten must be dismantled and his replacement will arrive within 24 hours; a new, and improved "Hudzen 10". Kryten is not upset though, because now he goes to Silicon Heaven. Lister is shocked at this idea, and explains that there's no such thing as silicon heaven, but Kryten isn't convinced. The crew throw a "going away" party for Kryten, in which we find out that Lister was an orphan and Rimmer got his first french kiss from his uncle Frank, who thought he was his mother. The next morning, the crew wake up with hangovers and Kryten decides that he wants to stay. A ship requests docking, and the crew meet the replacement in the docking bay. They try and fight off the Hudzen 10 so Kryten will not have to leave, but he is too strong. Eventually Kryten informs him of the absence of silicon heaven, which causes Hudzen 10's circuits to overload.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

4 - 1 *CAMILLE*

Lister tries in vain to teach Kryten how to lie, insult, cheat and disobey orders. Lister gives up when Rimmer calls Kryten on a trip "moon-hopping". On the trip they receive a distress call and Kryten goes to investigate against Rimmer's orders (The planet is about to explode). Kryten rescues a "female" droid called Camille who he falls in love with, even though droids aren't supposed to have feelings like that. Kryten takes Camille back to Starbug, but when Rimmer sees her, she's a hologram who is interested in him. They bring her back to Red Dwarf and then Lister sees a human female with tastes similar to him. Lister notices how everyone reacts to Camille and she confesses to Lister that she is a Pleasure GELF (Genetically Engineered Life Form) programmed to be everyone's perfect companion. The Cat goes to see, and it is not surprising that he sees himself! The GELF turns into her true form at Kryten's request which is a huge green blob. Despite her appalling appearance, Kryten still decides to ask her to dinner, then the movies (Casablanca). A pod arrives containing Hector (Camille's "Husband") who wants to find a cure for their condition. Kryten (at his own disappointment) convinces her to go.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

4 - 2 *DNA*

The crew stumble upon a deserted space ship of non-human origin and Rimmer believes it is an alien ship. They go inside to search the ship and Kryten and Rimmer discover the remains of a three-headed creature. They find a wallet on him with human artifacts such as credit cards, license etc. and Kryten suggests that something has changed his physical form. Meanwhile, Cat and Lister find a machine with a Star Trek style computer panel. Cat begins playing with it and accidentally traps Lister in a pink beam. A deep voice announces that a transfiguration is about to take place. When Cat tries to get him free, Lister turns into a chicken. Rimmer and Kryten come along and while Cat is showing what he did to Lister, he traps Kryten in the beam. He manages to change Lister back to a human, but when he does the same for Kryten, it actually transforms him into a human, rather than just setting him free. Back on Red Dwarf, Kryten is delighted with his new-found humanity. However he soon starts to tire of it after talking to his spare heads and realising that he has betrayed his kind, and wants to be changed back. They go back aboard the ship and Holly says she thinks she has the computer all figured out. Rimmer decides it best if she tries it on something else first. She tries Lister's curry and turns it into a monster by mistake. After being chased all over the ship, Lister decides the only way to defeat it is to turn him into a superhuman. Holly turns him into something like Robocop, but tiny. (about 1 1/2' tall) Lister eventually defeats the Curry Monster with a can of lager (the only thing that can kill a vindaloo).

Wr Rob Grant & Doug Naylor

Dir Ed Bye

4 - 3 *JUSTICE*

Lister is in bed with the space mumps when he hears the news that the gang has brought aboard a cryo-pod from a prison ship which possibly contains a guard named Barbara Bellini. Lister inspects the pod and begins the thawing process which Rimmer objects to saying that there were two survivors aboard the ship: Ms Bellini and a Simulant prisoner (droids who are noted to be murderous and insane). Since they cannot stop the thaw process they decide to travel to the prison colony that the ship was heading for. They arrive on the space station and walk through a white light which Kryten says is a mind probe to seek out any unpunished criminal activity. Lister gets very edgy and confesses that he had committed some minor crimes as a teenager. The justice computer passes his verdict on them: Kryten and Cat get off, Lister does barely and Rimmer is sentenced to 9000 years in prison for the second degree murder of the Red Dwarf's complement of 1167 personnel (not counting himself or Lister). Kryten believes that he can defend Rimmer on the verdict and he fronts up to the justice computer telling it about Rimmer's inadequacy and hopelessness. The computer eventually concedes that Rimmer could not have been held accountable for the deaths and releases him. Meanwhile the pod has thawed and the occupant has escaped. Naturally it is the simulant who was inside and he chases them through the colony. Lister finally beats him by using the justice field's power (whatever crime you commit against someone else, the consequences happen to you). When the simulant fires at Lister, the bullets hit him instead of Lister, when he throws a knife, it comes back and hits him and so forth. The gang head back to Red Dwarf with Lister droning on about justice and freedom until he falls down a manhole. "Thank God for that" remarks Cat.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

4 - 4 *WHITE HOLE*

Kryten attempts to use a technique called 'Intelligence Compression' on Holly by reducing her life span to restore her I.Q. of 6000. Unfortunately he botches it and Holly gets an I.Q. of 12000 but she only has 3

minutes of life remaining. She powers down the ship to preserve her lifespan and the crew have to fend for themselves without heat or power. On their way back from collecting supplies, Kryten and Rimmer experience a strange time phenomena in the hallway where time slows down in one part and quickens up in another. Kryten believes that there is a White Hole out in space which has the opposite affect of a Black Hole by throwing time back into the universe. During their conversation they switch places and repeat things they have already said. Rimmer consults Holly about the white hole and she suggests firing a rocket into a nearby sun a causing a solar flare to knock a planet into the hole, rather like playing pool with the planets. Lister scoffs at her coordinates saying that he can play better pool than Holly. Rimmer argues with Lister and suggests a vote which Lister wins 3 to 1. Lister prepares for his pool shot by getting drunk but concentrates hard enough to play a trick shot, bouncing 3 planets off each other to throw the last one into the hole. As the effects of the white hole wears off and gang begin to vanish from that part of space, Kryten takes the opportunity to deliver an extremely good insult to Rimmer.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

4 - 5 *DIMENSION JUMP*

A young Rimmer is told by his mother that he is in danger of being held back a year in school and it could change his life forever.

30 years later, Arnold 'Ace' Rimmer, Test Pilot for the Space Corps Special Service, lands his jet safely and greets his friends: Spanners, a Lister who is a Space corps engineer; Padre, a priest who looks like Cat; Bongo, Kryten without his mechanoid suit; and Mellie, bearing a striking likeness to a full-bodied Holly.

Bongo informs Ace of a special space craft that can cross dimensions which Ace immediately volunteers to test fly, even though he cannot come back to his reality.

Aboard the Red Dwarf Lister, Kryten and Cat try to sneak off to go fishing but accidentally wake up Rimmer and are forced to bring him. They head off in Starbug where they crash into Ace's spaceship and crash land on the ocean planet. Ace heads down to Starbug and offers his assistance to repair the engine and Rimmer takes an instant dislike to him. Ace and Lister repair the engine and they return to Red Dwarf where Ace again shows off his superiority by operating on Cat's broken leg and then fixing his own broken arm. Rimmer continues to wail on about how much he hates Ace until Ace decides to leave saying that he too cannot stand this other side of himself. He tells Lister of the decision that was made in their childhood and reveals which one of them was left behind in school

Ace leaves aboard his ship while Rimmer plays his Hammond Organ Owners Society CD's to the skutters

Wr Rob Grant & Doug Naylor

Dir Ed Bye

4 - 6 *MELTDOWN*

The Red Dwarf team end up on a planet where wax droids of famous Earth historical figures are engaged in an ultimate battle of good versus evil.

Wr Rob Grant & Doug Naylor

Dir Ed Bye

5 - 1 *HOLO-SHIP*

The gang watch a sappy love story aboard Starbug and Rimmer is disgusted at how the hero sacrificed his own happiness for his lover. They come across a computer-generated ship, and Rimmer is captured and taken aboard. The Holoship (named 'The Enlightenment') will not answer Starbug's communication attempts on account of them being notoriously arrogant and self-centered. Meanwhile Rimmer is having quite a good time aboard the Holoship: he can touch, feel and taste. Not only that, but it's a ship regulation to have sexual relations at least twice a day with any other crew member. He meets a crew member, Commander Nirvanah Crane who gives him a tour of the ship. Upon having sex with her, He falls in love with her and she, even though they have disposed of the concept of 'love' aboard the ship, feels something for him also. Rimmer decides he wants to stay aboard the ship, and challenges a randomly-selected crew-member. The crew member turns out to be Nirvanah who lets him win on purpose when he tells her of how he always fails at everything and has never really achieved anything in his life. Rimmer leaves Red Dwarf to join the Enlightenment's crew but when he finds out that Nirvanah gave up her place for him, he decides to give it back to her and return to Red Dwarf, similarly to the hero in the movie (much to his own disgust).

Wr Rob Grant & Doug Naylor

Dir Juliet May

5 - 2 *THE INQUISITOR*

Thomas Allman is in his room when a man dressed in black with a white skull-like mask comes along, charges him of being a waste of skin and erases him, replacing him with a more well-built version of himself... The crew are flying along in Starbug when they lose control of the ship. Using Lister's body, something announces itself as The Inquisitor and that they will return to Red Dwarf to face judgement. Kryten later describes the Inquisitor as a self-repairing simulacrum who survived to the end of time to find no heaven or afterlife. So he built a time machine and went back and forth through time, judging everyone on whether they have led a worthwhile life, deleting the ones who didn't and replacing them with "the sperms that never got a chance". Back aboard Red Dwarf, the inquisition begins. Rimmer and Cat survive the trial because of their shallowness and low standards, but Lister and Kryten could have made more of their lives and are removed from history. Just as their physical forms are about to be erased, another Kryten appears behind The Inquisitor with one of his own time gauntlets and takes him by surprise. Kryten throws them the gauntlet before getting killed by The Inquisitor. They escape, but when they meet Rimmer and Cat, they don't recognise them. A different Lister and Kryten arrive and convince Rimmer and Cat not to harm them. Suddenly the Inquisitor attacks, killing the new Lister and Kryten. The rest escape, but split up, Kryten and Lister together, Rimmer and Cat together. Kryten finally decodes the gauntlet and frees them from their chains. Rimmer and Cat come in for help against The Inquisitor. They go to face him and Lister finally destroys him with the old "backfiring time-gauntlet trick" which erases The Inquisitor from history. Everything soon returns to normal.

Wr Rob Grant & Doug Naylor

Dir Juliet May

5 - 3 *TERRORFORM*

Kryten wakes up on a moon surrounded by the remains of a crashed Starbug. He detaches his hand and tells it to return to Red Dwarf and bring back Lister and Cat. Lister comes, collects and "fixes" Kryten. Kryten tells them that Rimmer was captured while on a psy-moon (a terraforming moon that reshapes itself to mimic a person's psyche). The crew reluctantly go out on the surface to search for him. Rimmer is hung up in a dungeon and prepared to be tortured by The Unspeakable One. The crew make their way across the Swamp of Despair with frogs that say 'Useless' and through a graveyard with headstones that describe a positive part of Rimmer's personality that has died: self-confidence, honour, generosity, charm etc. Lister notices a freshly-dug grave with the headstone 'Hope' and Kryten tells the others to hurry, realising that they could be in serious danger if Rimmer loses all hope for himself. The crew finds the dungeon and drive back the unspeakable one, saving Rimmer. They try to escape in Starbug, but the ship gets caught in a swamp and begins to sink. Kryten realises that the unspeakable one only fled when he told Rimmer that they wouldn't desert him. Rimmer's personality created the terrain and they are forced to make Rimmer feel good about himself to weaken the Unspeakable One's power so they can escape. They try it and eventually Rimmer's positive emotions come back to life and fight off the hoards of negative emotions (self-doubt, mis-trust, loneliness etc.), allowing the gang to escape unharmed; except for Rimmer when they tell him that they only pretended to like him to escape!

Wr Rob Grant & Doug Naylor

Dir Juliet May

5 - 4 *QUARANTINE*

The crew are on a snowy planet, when they come across an abandoned research centre. Rimmer objects to Kryten being in charge but is ignored by the others and goes to sulk. They send a scouter which reports that there is a scientist named Dr. Lanstrom inside the facility. Unfortunately she is a hologram and Kryten asks Rimmer to go back to Red Dwarf so they can rescue her, using another Space Corp Directive against him. Rimmer questions the validity of the Directives that Kryten uses so Holly gives Rimmer a hologrammatical copy of the directives manual, whereupon Rimmer again goes off to sulk. Going into the research center, they find the Doctor in stasis only to discover that she has contracted a holovirus that has made her insane but has given her extraordinary powers like hex vision and telekinesis at the price of her sanity. They escape when her life force is drained and she disappears, but the disease is transferred to Rimmer. When the rest of the crew get back on Red Dwarf, Rimmer forces them to stay in quarantine (to avoid catching the disease off them) and unbeknownst to him, he goes insane, locking them in without oxygen. The crew escape thanks to a luck virus which Kryten got from the facility. Rimmer chases them down the corridor with his hex vision and thanks to the luck virus injected into Lister, Kryten manages to turn him off and restore him to his previous self.... Rimmer wakes up in quarantine only to discover that the other three have now contracted the virus and gone insane!

Wr Rob Grant & Doug Naylor

Dir Juliet May

5 - 5 *DEMONS AND ANGELS*

Lister and Kryten have invented a triplicator: a device which can make triples of objects. They demonstrate it on the last strawberry in the universe and receive two exact copies. Lister samples one and reels from the taste, saying that it is brilliant, so succulent and divine. He tries the other and scrunches his

face in disgust as we see that there are maggots crawling around in it. Kryten notes that the triplicator has put all the best qualities in one copy and the worst in the other. Lister attempts to reverse the process but causes an overload and Red Dwarf blows up. After the blast, they realise that they accidentally triplicated Red Dwarf and there are two copies left behind. The crew board the "High" ship to find their counterparts are monks and are all into the better side of things: spiritual happiness etc. Kryten finds half of the triplicator he needs to merge the ships to get the original back. They board the "Low" ship and it is horrible, the crew are monsters and have let the ship go into decay. The "High" crew are killed by various things (mostly by their own stupidity when they walk toward someone firing at them) and eventually they find the other half of the triplicator. The "Lows" capture Lister and implant him with a controlling device and program him to kill the others. Lister tries to kill the rest of the gang but Kryten successfully removes the implant, only to stick it into Cat who gets revenge on Lister for trying to kill him. Kryten throws the implant away and they leave the "Low" ship and regenerate the original Red Dwarf. Before they return, Lister accidentally sits on the implant but the crew cannot figure out who is controlling him until Cat shoots at a cupboard which emits a faint giggle and Lister's "Low" counterpart tumbles out. The Cat then decides to have a little fun with Lister and the implant.

Wr Rob Grant & Doug Naylor

Dir Juliet May

5 - 6 *BACK TO REALITY*

The crew are on an ocean planet investigating a seeding vessel called the SSS Esperanto which was studying the life forms that had been introduced by humans. They find 3 people aboard who committed suicide, and a haddock who did the same. Lister notices an oil covering everything and Kryten suggests that it is a hallucinogenic venom much like the oil from an octopus or squid. He does a chemical analysis and rushes the others back to Starbug saying that the oil contains a hallucinogen which induces despair, enough to drive the crew of the Esperanto to kill themselves. They try to escape in Starbug to avoid it happening to them, but the despair squid chases them and they crash into a rock. Starbug is destroyed. The gang wake up to find they were playing a computer game called Red Dwarf for the last four years (and they only scored 4%). Lister is the rich and successful Sebastian Doyle, Rimmer (his brother, Billy) is a bum, the Cat is the saddest geek you will ever see named Dwayne Dibley (Teeth stick out a mile, terrible taste in clothes, etc.) and Kryten is a half-human, half-machine cop named Jake Bullet. While leaving the video game building and adjusting to all that has happened, Sebastian finds out that he is the chief of an organisation called the Ministry of Alteration which organises mass murders to purify democracy. Bullet kills a cop while defending a young girl and they make a run for it and are chased by the fascist police. We then hear Holly trying to tell them that they're hallucinating, but they can't hear her. In their heads they manage to escape the police and run down an alleyway. Bullet, so appalled by his actions decides to kill himself. So do Billy and Dwayne. Sebastian, despising his mass murdering lifestyle, decides the same. Holly communicates to Kryten on a higher frequency and gets him to open a canister of Lithium Carbonate (a mood stabiliser), which he thinks is a fire extinguisher. The gas saves them just in time and they reflect on why they decided to kill themselves, before leaving behind the Esperanto to head back to Red Dwarf.

Wr Rob Grant & Doug Naylor

Dir Juliet May

6 - 1 *PSIRENS*

Red Dwarf is stolen from the crew and they are forced to survive on Starbug. They go into deep sleep and are revived 200 years later when there is a chance to recapture the ship. In order to gain more ground on Red Dwarf they try to go through an asteroid belt but find that it is inhabited by alien beings called Psirens who use mind control to lure their victims and then suck out their brains.

Wr Rob Grant & Doug Naylor

Dir Andy De Emmony

6 - 2 *LEGION*

The crew stumble on an abandoned space station and board it hoping to get some supplies. A man named Legion appears and offers each of them everything they ever wanted in the world but only if they remain on the space station forever, making the Dwarfers suspect that Legion is not at all what he seems.

Wr Rob Grant & Doug Naylor

Dir Andy De Emmony

6 - 3 *GUNMAN OF THE APOCALYPSE*

The gang is attacked by a simulant ship who upgrade Starbug with laser cannons and defensive shields and then force them to play a game of 'cat and mouse'. The crew decide not to flee but to stay and fight which stuns the simulants. Before their ship is crippled by Starbugs new offensive weapons, the simulants upload a killer virus into the navicomp. Kryten then transfers the virus to his CPU in an attempt to eradicate it. The gang watch on a virtual reality screen as Kryten's search for an antidote is manifested as

a western setting where Kryten is a sheriff who has to fight the four horsemen of the Apocalypse - Death, War, Pestilence and Famine.

Wr Rob Grant & Doug Naylor

Dir Andy De Emmony

6 - 4 *EMOHAWK - POLYMORPH II*

A Space Corps Law Enforcement Vessel chases Starbug and the crew make a crash landing on a GELF planet. They go in search of a vital ship part and come across a village who have the part but the price is for Lister to marry the chief's daughter. Lister reluctantly does so but on his wedding night, does a runner back to Starbug. The chief takes this as an insult and releases his pet Emohawk, a smaller polymorph (see Polymorph) on them. The Emohawk hides on Starbug and attacks Rimmer and Cat, taking Rimmer's bitterness and the Cat's cool; turning them into Ace Rimmer (see Dimension Jump) and Dwayne Dibbley (see Back to Reality). Ace, with his new personality, decides to save the day and locks Kryten and Lister in the hold so they will be safe while he and Dwayne go after the Emohawk. They eventually track it down and freeze it, forcing it to release their emotions and turning them back to normal.

Wr Rob Grant & Doug Naylor

Dir Andy De Emmony

6 - 5 *RIMMERWORLD*

The gang come across the simulant ship they nearly destroyed in Gunmen of the Apocalypse and decide to board the ship and loot it for supplies despite the fact that a loud noise would cause it to disintegrate. They find a time and matter transporter on board and take it with them. One of the simulants is still alive and attacks them. Rimmer, always the brave, jumps in an escape pod but when it releases the ship begins to fall apart. The rest of the crew use the transporter to get back to Starbug and track the pod which is heading down to a planet. Unfortunately, the pod goes through a worm hole on its way causing Rimmer to be on a completely different time stream than Starbug. When he reaches the planet, Rimmer uses technology from the pod to create a woman in his image, but no matter how many times he tries all he can do is clone himself. When Starbug reaches the planet on the normal time stream, 600 years have passed on the planet and the Rimmer clones have taken over, banishing the original Rimmer to a dungeon. The others are captured and also thrown in the dungeon because they are 'different'. They find their Rimmer and use the teleporter to escape but end up on Starbug 2 weeks in the future where they learn that something terrible has happened to Lister.....

Wr Rob Grant & Doug Naylor

Dir Andy De Emmony

6 - 6 *OUT OF TIME*

After Rimmer conducts a "morale-meeting", the crew find a cloud of fog from an imploded supernova and have no choice but to go through it. They get some bad turbulence, and Lister is injured revealing that he is an android! Kryten is angry that Lister is a lesser model than he and orders him to do all the work and even gives it to him for not having used a setsquare to cut the sandwiches. They find out they were in an unreality pocket, and Lister is indeed human. More of these unreality pockets pass until they decide to go into stasis until they get through the fog. In the centre of the fog they find a Space Corps derelict which is capable of time travel. They take the time drive and hook it up to Starbug's engines. After testing the time drive they are disappointed to find that although they can travel to any time in history, they are still in deep space, no closer to Earth than they were before. They return to their own time to find a future version of themselves. They invite them on board, but everyone except Kryten is sealed in the hold. Lister rigs a camera to see what's going on and he sees that Kryten is wearing a toupee, Rimmer is getting fat and the Cat is bald; but worst of all, Lister himself is just a brain in a jar! He continues to watch the meeting and finds out that their future selves are not only fat, bald and bodiless, but are souped up snobs, who can never compliment anything, who've socialised all the most evil figures of history (Hitler, Louis XIV, Goering, the Hapsburgs, etc.), and lived in the height of luxury. Now they need help recalibrating the time drive so they can continue with their lifestyles. Lister is horribly dismayed to find out this, so the three blast open the hold, and head down to kick them out of the ship, refusing to fix the time drive. The future crew, deciding they are better off dead than to live without the time drive, stranded in space, attack the present crew. Lister, Cat and Kryten are killed, so Rimmer decides to save the ship by destroying the time drive. However at the same time, One of the Starbugs shoot at the other and it is destroyed....

Wr Rob Grant & Doug Naylor

Dir Andy De Emmony

7 - 1 *TIKKA TO RIDE*

After Starbug was destroyed, the future crew no longer existed - therefore were unable to go back in time and kill the present crew, hence they survived. But unfortunately disaster has struck. Starbug is completely devoid of curries. Lister proposes that they go back in time to order a couple of hundred

curries from an Indian Restaurant. The rest of the crew will not go back in time because they are afraid of becoming the future selves they saw. However, Lister removes a guilt chip from one of Kryten's spare heads and swaps them over, telling the new guilt-less Kryten to reassure them it will be OK. They go back and appear in the Texas School Book Depository in Dallas on November 22nd 1963 just as Lee Harvey Oswald is taking his shot at President Kennedy. They knock him out the window where he dies hitting the ground, preventing Kennedy's assassination. To avoid being captured they go ahead a couple of years, however Kennedy's survival causes an alternate reality where he has been impeached out of office and the new president is controlled by the Mafia, allowing the Soviet Union to build several Nuclear Silos in Cuba. Fearing the Soviets will start a nuclear war, all the major US cities are deserted. Lister goes to the airport which would have been renamed JFK Airport where Kennedy is being transported to prison. He persuades Kennedy to go back in time with them, and be the gunman on the grassy knoll, and shoot himself for the ultimate conspiracy theory. After restoring Earth's normal timeline, The gang return to Starbug. Of course they still haven't got any curries.

Wr Doug Naylor

Dir Ed Bye

7 - 2 *STOKE ME A CLIPPER*

After travelling through countless realities, Commander 'Ace' Rimmer returns to the Red Dwarf crew to ask a favor of his alternate self. It seems that the real Ace Rimmer died years ago and has been replaced many times over by his counterpart from each reality. This Ace Rimmer will soon die and asks our Rimmer to be his successor as an inter-galactic hero. After a little push from Lister, which seems to bring the two closer together, Rimmer decides to accept the offer and begins his training. When Ace dies, Rimmer dons his outfit and says his goodbye to the crew before leaving Starbug.

Wr Doug Naylor & Paul Alexander

Dir Ed Bye

7 - 3 *OUROBOROS*

Over 3,000,000 years ago in the Aigbuth Arms pub, a box with a baby inside was placed under a pool table with just the word Ouroboros written on the side.... Returning to the present day, the crew come across a wormhole between dimensions. They go through the wormhole, and meet an alternate version of themselves. Rimmer isn't there, Lister is a Hologram, Kochanski is alive, and Kryten is wearing a gold suit. They decide to exchange information and Kochanski requests that Lister fills a canister up with his sperm, so that she may have a child as her Lister cannot bear children. Unfortunately, Lister's in-law's - the GELFs attack (see Emohawk), and cause a break in the wormhole and Kochanski becomes caught on this side. They eventually manage to escape the GELFs, thanks to Kochanski's navigation. Kryten is jealous because Lister likes Kochanski more than him and is glad when they return to the wormhole to get her back to her own dimension. On a box they found some supplies in, Lister notices has a label "Ouroboros", with a symbol on it: a snake biting his own tail, meaning infinity - a neverending circle. Lister recognises this as what was on his own box and realises that he is his own father and Kochanski is his mother. He rushes after Kochanski to get the in-vetro tube back before she returns to her reality. Disaster strikes, as the GELFs return and make the break in the wormhole even bigger. Kochanski tries to jump across and misses the other side, falling into a deep black void. While she's falling, Lister rushes back and gets a crossbow and a rope which Kryten happened to have handy, and harpoons Kochanski and pulls her back to his side. 18 months later, Lister takes he and Kochanski's child, and puts him in a box, writing "Ouroboros" on it, so it would remind himself of the sign when the child got to be him, and he would bring back his child, etc.

Wr Doug Naylor

Dir Ed Bye

7 - 4 *DUCK SOUP*

Kochanski is not adjusting very well to being on Starbug and Lister tries to make her feel better by building her a makeshift bathtub and finding some extra clothing for her. Kryten thinks that this means they are growing closer and soon will not need him so he 'accidentally' causes an engine failure, forcing the crew to crawl around in the air ducts to get to the engine room.

Wr Doug Naylor

Dir Ed Bye

7 - 5 *BLUE*

While Kochanski is still trying to get back to her dimension and Kryten is still jealous of the relationship that she could have with Lister; Lister begins to miss Rimmer and reflects on some of the fun times that he and Rimmer spent together in the early days after the accident. When he has a dream that Rimmer returns and he and Rimmer kiss, Kryten tries some psychology to get to the bottom of Lister's problem. However Kochanski has a little talk with Lister and makes him realise why he misses Rimmer, much to Kryten's disgust. Kryten, having to be one step better than Kochanski, creates "The Rimmer Experience"

a virtual reality rollercoaster created from Rimmer's memories, depicting him thinking of himself as a 'Hero' and a 'Remarkable Person', giving Cat fashion tips and believing that Lister has called for Rimmer to save him before he wets himself. As the ride finishes Lister is so angry at Rimmer that Kryten sticks it to Kochanski because his method worked better than hers.

Wr Kim Fuller

Dir Ed Bye

7 - 6 *BEYOND A JOKE*

Kryten finds a lobster scuttling around the cargo hold and cooks an elaborate feast for the crew as it is the anniversary of when he was rescued from the Nova 5. The rest of the crew however have prepared to enter a virtual reality world of Jane Austen, where Kochanski hopes to teach them a little culture. Kryten is extremely upset that they left without touching his feast and enters the VR world, blowing up the characters of the game with a tank and ordering the crew to supper. Kryten seems to calm down as they tuck into the lobster but Lister asks for a little ketchup to 'pep it up' and Kryten blows his top. Literally. They replace his head but the rage still flows through him and they eventually run out of spare heads. They go aboard a derelict ship and find some heads but they don't have their primers installed. The crew realize that it is a simulant ship and hijack it, but they cannot leave without the heads so they dress up as GELFs and make a deal with the simulant captain. They get the heads but when they return to Starbug it has been looted and Kryten is gone. The simulant brings Kryten's body aboard his ship and tells another series 4000 mechanoid, Able, to repair him. Kochanski devises a plan to make the simulants think that they planted a bomb on the ship, which works. The simulant, along with his GELF partner, Able, and Kryten, beams aboard Starbug and demands to know where the bomb is. They refuse and the simulant tells Kryten the code to a sealed file in his memory about his creator. Able helps the crew escape and they enter an asteroid belt for cover. Kryten tells Lister that his creator was supposed to be married to another scientist but he left her at the altar. She then created a mechanoid in his image, an ugly, annoying, pompous android: the 4000 series. Lister consoles him by saying that he is different now than when he was first created. The simulant ship finds them because of Able's stupidity and Kryten scolds him. Able heads out in a pod and destroys the simulant ship, sacrificing himself in the process.

Wr Doug Naylor & Robert Llewelyn

Dir Ed Bye

7 - 7 *EPIDEME (PART 1)*

The crew come across another Jupiter Mining Corporation vessel. Everyone on it is dead except for one person who is preserved in a block of ice. They take her aboard Starbug but the ice doesn't melt, even in very warm temperatures. They decide to leave it till morning to decide what to do. During the night, the woman inside breaks out, covered in rotting skin and dead flesh and climbs into bed with Lister, who believes it's Kochanski. One thing leads to another, but when she kisses Lister, she falls dead, and Lister realises he's just taken about half her face with that kiss. It turns out it was a virus inside the woman, known as Epideme, who infects its victims, takes their knowledge, kills them and then preserves the body and waits for another victim. Epideme has now entered Lister. After hours of trying to reason with it, they try to get rid of it by forcing it into Lister's arm and then cutting the arm off. Unfortunately, it doesn't work and Epideme begins to regenerate itself. Lister gets up and decides to sacrifice his life, because otherwise when it finishes with him, it'll move on to Kochanski and the Cat. Seconds before detonation, Epideme reveals a clue to a possible cure and they head to a planet. Unfortunately the planet was destroyed, and the cure did not lie there. Kochanski gets an idea from Epideme and temporarily kills Lister, allowing the virus to enter her, but she uses a fake arm, thus killing Epideme. They revive Lister and all is well... except that Lister only has one arm, that is.

Wr Doug Naylor & Paul Alexander

Dir Ed Bye

7 - 8 *NANARCHY (PART 2)*

Lister is quite annoyed that his right arm has been cut off, but seems to enjoy Kryten nursing him 24 hours a day; and Kryten is absolutely loving it. Kochanski becomes fed up with seeing Kryten doing things for him that he could easily do with one arm and comes up with a solution - use nanobots from Kryten's self-repair system to rebuild Lister's arm. Unfortunately, Kryten hasn't last seen the nanobots since they had met the Despair Squid (see Back To Reality) They all go into the deep sleep booths and make their way back to the ocean planet. The computer brings them out of deep sleep and they discover a planet which the Navicomps says is Red Dwarf. They are able to retrieve the original Holly and he explains that the nanobots had deconstructed Red Dwarf, created their own miniscule version of the ship and turned the rest into a planet for safekeeping. They realise that it was the nano version of RD that they were chasing and the nanobots evaded them by coming aboard Starbug and travelling around their own galaxy inside Lister's clothes hamper. After much persuasion, Kryten convinces the nanobots to fix Lister and Red Dwarf. The nanobots follow Kryten's orders and reconstruct Lister's body, going one step further and turning him into Mr Universe! Cat takes control and guides Starbug into Red Dwarf's landing bay. It

seems awfully big and Starbug's engines make the sound of a buzzing fly as it passes under another, massive Starbug! "Uh, Guys; I think we've got a problem here!"

Wr Doug Naylor, Paul Alexander & James Hendry

Dir Ed Bye

8 - 1 *BACK IN THE RED (1-3)*

Season 8 begins with Lister and Rimmer (who is now alive) in their new sleeping quarters on Red Dwarf. Lister tries in vain to get Rimmer to talk to him and we then flash back to three days earlier: From where we finished the previous season, Cat pilots Starbug into the Dwarf's landing bay which is now huge. As they fly through an air vent the ship begins to shrink back to its proper size. When they finally land (or crash) Starbug we learn that the nanobots have resurrected the crew along with the ship. Lister thinks this is a godsend but Captain Hollister promptly arrests him and the others for stealing and then destroying a Starbug. While confined to his old quarters Lister is met by Rimmer and, after being disgusted that Rimmer has returned to his original smeghead self, pleads with him to help him and the others escape before they are sentenced. The Captain and the other officers are trying to figure out why they are now in deep space and how the ship has changed shape to its original design. Lister offers to help Rimmer get promoted by giving him the crews confidential files which are aboard Starbug. Rimmer gets the files and also finds the Luck Virus and Sexual Magnetism Virus (from Quarantine s5/ep3). Rimmer tries the sexual magnetism and women suddenly begin noticing him. As he saunters down the corridors amidst several women giving him the eye, he declares: "The World Loves a Bastard!" To Be Continued.....

Wr Doug Naylor

Dir Ed Bye

8 - 2 *CASANDRA*

Lister mistakenly signs the gang up for the 'Canaries', prisoners that go into dangerous situations first, to ensure it is safe for VIPs. Their first mission is to investigate a derelict spaceship, and the crew comes across a computer called 'Cassandra' who can predict the future. When she predicts that Rimmer will die when the ship disintegrates, he goes to excessive lengths to prevent it from happening.

Wr Doug Naylor

Dir Ed Bye

8 - 3 *KRYTIE TV*

Kryten complains to Lister about being placed in the women's wing of the prison and makes the fatal mistake of revealing he showers with them too. The male inmates want him to sneak in a camera and film them but he refuses. Kill Crazy and some other inmates reprogram him, turning him into a ruthless entrepreneur and he creates "Krytie TV", a pay-per-view service offering "Women's Shower Night" and other events. Lister tries to get Kryten to stop, as he and Rimmer are in the middle of an appeal against their sentences, but Kryten plays a trick on them, getting them to mistakenly trash Ackerman's quarters live on Krytie TV.

Wr Doug Naylor & Paul Alexander.

Dir Ed Bye

8 - 4 *PETE (1-2)*

Lister and Rimmer are constantly getting into trouble. After playing a practical joke on Ackerman they are forced to play in an inmates vs guards basketball game and win by putting erectile solution in the guards drinks. Punishment for that is to peel potatoes for the next three weeks and to make that go faster they steal a programmable virus to peel them but it ends up eating their clothes and hair. Punishment for that is to spend three weeks in the Hole where they meet Birdman, who has been in there for nine years and has only one friend, a sparrow named Pete. Meanwhile Kryten, Cat and Kochanski are sent aboard a derelict ship where they find a device which can change the time stream surrounding an object or person to make it move extremely slow or fast and decide to use it to make their prison sentences go by in a flash. On Red Dwarf they freeze the crew and break Lister, Rimmer and Birdman out of the hold. Unfortunately Pete dies and Kryten tries to use the device to bring him back but accidentally reverses his evolution by several million years, turning Pete into a T-Rex.....

Wr Doug Naylor , Paul Alexander

Dir Ed Bye

8 - 5 *ONLY THE GOOD*

An escape pod docks with the Dwarf and is carrying the only survivor of a ship which was attacked by a genetically-engineered corrosive lifeform. Unfortunately, the corrosive material is also on board and begins to eat away at Red Dwarf. Meanwhile Lister tricks Kryten into believing that Kochanski's 'time-of-the-month' is an event to be celebrated and he embarrasses himself in front of her. Plotting revenge, Kryten steals four flagons of illegal alcohol from an inmate and leaves it in Lister and Rimmer's cell just before an inspection. Lister discovers the alcohol and he and Rimmer are forced to drink it before their

inspection. They only take one mouthful out of the bottle and are immediately drunk. Meanwhile, the crew learn of the lifeform destroying Red Dwarf and plan to abandon ship, leaving the prisoners aboard to die. The gang figure out a way to combat the lifeform by creating a doorway into an opposite universe and finding the opposite to the corrosive material. Rimmer goes through the doorway first but the machine malfunctions and he is stuck there until the others can fix it. Rimmer finds the formula for the opposite substance and goes back to his reality, but he learns that the ship is rapidly breaking apart and the others are nowhere to be found. He goes to make the formula but realises that it has reverted to the corrosive substance and is useless. He is knocked out and lies on the floor awaiting the inevitable when the Grim Reaper appears and tells him that his time has come. Rimmer gets up and unceremoniously knees Death in the groin, and quips: "Remember, Only The Good Die Young!"

THE END.....

THE SMEG IT IS!!!

Wr Doug Naylor

Dir Ed Bye

RED SHADOW - THE MASKED NINJA

AKA: **AKAKAGE**

AKA: **RED SHADOW**

AKA: **KAMEN NO NINJA AKAKAGE**

AKA: **MASKED NINJA RED SHADOW**



Red Shadow (Sakaguchi) is the son of the Shadow ninja clan. Working for Tokichiro Kinoshita, later known as Hideyoshi, he fights alongside gadget man Blue Shadow (Kaneko) and master of disguise White Shadow (Maki). The Red Shadow series divides into four story arcs - the first comprises a battle to stop the Order of the Golden Eye, a conspiracy led by Yogensai Kaga, who is plotting to take over Japan. Kaga's men include Oboro Ikkan, a giant who can make his body as thin as paper and float into the air, he is just one of many super-powered adversaries faced by the ninja in the style of Phantom Agents.

The villains of the second story arc are the Swastika Party, a Christian group attempting to obtain the Bells of Zeus, Satan and Maria, sacred objects brought from Portugal as gifts for Nobunga. As with The Samurai, the new adversary is in fact an offshoot of the original - the Swastika Party has been formed by Yogensai Kaga after the failure of his previous conspiracy. The time, Kaga's ultimate weapon is a flying saucer armed with missiles. For the third and fourth seasons, the enemies are rival clans of ninja - the Thirteen Activists of Nerai and the Silent Army of Fuma.

Thought redolent of superhero shows like ULTRAMAN, RS was still classified as a period drama. This is supposedly because it has a historical basis! By the tortuous process of para-logic, the historical Nogunaga was reputedly interested in Dark Arts, which makes it possible that his subordinate Tokichiro Kinoshita had contacts with ninja, who are (we are assured) genuine historical characters, and not at all the concoctions of TV writers and pulp novelists RS was actually based on a wholly fictional manga by Mitsuteru Yokoyama, creator of Johnny Sokko and His Giant Robot.

One of the earliest products of the thaw in relations between the traditionally antagonistic TV companies and film companies, RS was made as a co-production between Toei and Kansai TV. It was the first all colour period drama on Japanese TV, luxuriating in its rainbow of hues so much of it often appears virtually psychedelic - compare to INFRARED MUSIC. The story was resurrected in 1987 as a 23 - episode anime series and again in 2001 as Hiroyuki Nakano's live-action movie, to mark the 50th anniversary of Toei.

Kamen no Ninja Akakage Ninja & Monsters

Note: some episodes have ninja (1 or more) and a giant monster or monsters, some have just ninja no giant monsters and some have just giant monsters no ninja.

Dai Ichi Bu [Chapter 1]

1. Ninja: Gama Houshi and Kinenbû
Monster: Sennengama (Millenary Toad)
2. Ninja: Kugutsu Jinnai, Akudôji, Yami Hime
3. Ninja: Kugutsu Jinnai and Gama Houshi
Monster: Sennengama
4. Ninja: Kugutsu Jinnai and Gama Houshi
Monster: Dai Doku Kumo (Big Poisonous Spider)
5. Ninja: Oboro Ikkan

6. Ninja: Oboro Ikkan
Monster: Kin Me Zô (Golden Eye Figure)
7. Ninja: Oboro Ikkan and Mu Dô Hitotsume
Monster: Hitotsume
8. Ninja: Mu Dô Hitotsume
Monsters: Hitotsume and Kyô Me Zô (Mighty Me Zô)
9. Ninja: Oboro Ikkan and Yami Hime
Monster: kyô Me Zô
10. Ninja: Oboro Ikkan, Yami Hime, Kinenbû, Gama Houshi , Kuro Kômorî
Monsters: Kyô Me Zô, Dai Kômorî (Big Bat)
11. Ninja: Oboro Ikkan, Yami Hime, Kinenbû
Monster: Kyô Me Zô
12. Ninja: Yami Hime
Monster: Kyô Me Zô
13. Monster: Kyô Me Zô

Dai Ni Bu [Chapter 2]

14. Ninja: Shiranui Tenma and Gyorin Ryu Haku
15. Ninja: Shiranui Tenma and Haku Kûki
16. Ninja: Syûjû Sakon, Marûjyo, Musa Sabi Douken
17. Ninja: Syûjû Sakon, Marûjyo, Haku Kûki, Gyorin Ryu Haku, Shiranui Tenma
18. Ninja: Syûjû Sakon, Marûjyo, Haku Kûki, Gyorin Ryu Haku, Shiranui Tenma,
Musa Sabi Douken
Monster: Dai Musasabi
19. Ninja: Syûjû Sakon, Marûjyo, Haku Kûki, Gyorin Ryu Haku, Shiranui Tenma,
Musa Sabi Douken, Kuro Dûshi
20. Ninja: Gyorin Ryu Haku and Shiranui Tenma
21. Ninja: Gyorin Ryu Haku, Syûjû Sakon, Marûjyo
22. Ninja: Kuro Dûshi, Syûjû Sakon, Marûjyo
23. Ninja: Kuro Dûsh and Marûjyo
24. Ninja: Kuro Dûshi, Haku Kûki, Musa Sabi Douken
25. Ninja: Kuro Dûshi, Haku Kûki, Musa Sabi Douken
26. Ninja: Kuro Dûshi and Haku Kûki

Dai San Bu [Chapter 3]

27. Ninja: Mizumasi Ryuma
Monster: Ganda
28. Ninja: Uzumaki Ikkansei
Monster: Ganda

29. Ninja: Yamabiko Ta Mon Maru
Monster: Gabari
30. Ninja: Arinomi Ganbei
Monster: Gabari
31. Ninja: Hyaku Menk and Yaka, Tsumuji
Monster: Agon
32. Ninja: Hyaku Menki, Yaka, Tsumuji, Mushiyase Kazaha
Monster: Agon
33. Ninja: Mushiyase Kazaha and Hitomukade no yajiri
Monsters: Agon & Doguma
34. Ninja: Mushiyase Kazaha and Hitomukade no yajiri
Monster: Doguma
35. Ninja: Nagareboshi Sajyû
Monster: Gappo
36. Ninja: Mafû Gyûbu
Monster: Jyako
37. Ninja: Izayoi Genshin
Monster: Jyako
38. Monsters: Ganda, Gabari, Agon, Doguma, Gappo, Jyako
39. Monsters: Ganda, Gabari, Agon, Doguma, Gappo, Jyako

Dai Yon Bu [Chapter 4]

40. Ninja: Yome Cyusai and Komô Jijhyû
Monster: Guron
41. Ninja: Yome Cyusai and Komô Jijhyû
Monster: Guron
42. Ninja: Kuroma Saruhiko and Kuroma Inuhiko
Monster: Gizzorun
43. Ninja: Kuroma Saruhiko, Kuroma Inuhiko, Chishio Syûgen
Monster: Gizzorun
44. Ninja: Kuroma Saruhiko, Kuroma Inuhiko, Yami no Kurozo
Monster: Gagara
45. Ninja: Kuroma Saruhiko, Kuroma Inuhiko, Kuchyashi Mizuno
Monster: Gagara
46. Ninja: Kuroma Saruhiko, Kuroma Inuhiko, Ashikiri Mondo
Monsters: Gagara and Zabami
47. Ninja: Kuroma Saruhiko, Kuroma Inuhiko, Ashikiri Mondo
Monster: Zabami
48. Ninja: Indûbû Onimaru
Monster: Babiran
49. Ninja: Hananoko Douhaku
Monster: Babiran

50. Ninja: Fudû Kongûmaru
51. Monsters: Guron, Gizorun, Gagara, Zabami, Babiran, Jijigora
52. Ninja: Dekka Dekka Tôma
Monsters: Guron, Gizorun, Gagara, Zabami, Babiran, Jijigora

WR. Masaru Igami

DIR. Junji Kurata

EPISODES: 52 **YEAR MADE:** 1967 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: MITSUTERU YOKOYAMA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 52

DATE OF PREMIER: 05/04/1967 **AIR DATE OF LAST EPISODE** 27/03/1968

SEASON DATE BREAKDOWN:

FILMS:

Red Shadow YUZABURO SAKAGUCHI, Blue Shadow YOSHINOBU KANEKO, White Shadow
FUYKICHI MAKI, SHIRO OTSUJI.

RELATED SHOWS:

ULTRAMAN

INFRARED MUSIC

- 1 - 1 *TOAD PRIEST APPAIRITION (CHAPTER 1 START)*
- 1 - 2 *THE KOUGA'S EVIL CHILD*
- 1 - 3 *GAMA HOUSHI'S COUNTERATTACK*
- 1 - 4 *THE MYSTERIOUS SPY'S MANSION*
- 1 - 5 *RIDDLE OF THE NINJA TOP*
- 1 - 6 *FRIGHTNING BIG EVIL FIGURE*
- 1 - 7 *ONE-EYED WITCH GOBLIN*
- 1 - 8 *SECRET OF SOUTHERN BARBARIAN TUBE*
- 1 - 9 *IMMORTAL EVIL FIGURE*
- 1 - 10 *MYSTERIOUS NINJA KURO KOMORI*
- 1 - 11 *KINENBU'S IRON VEHICLE*
- 1 - 12 *YAMI HIME'S HAIR STORM*
- 1 - 13 *DESTRUCTION STRATEGY OF BIG EVIL FIGURE*
- 1 - 14 *RIDDLE OF THE MANJI CLAN (CHAPTER 2 START)*
- 1 - 15 *LITTLE PRISET HAKU KUKI*
- 1 - 16 *THE NEEDLECREST DEMON MONSTER*
- 1 - 17 *IMMORTAL MARUJYO*
- 1 - 18 *MONSTER CROW*
- 1 - 19 *THE TWIRLING UMBRELLA NINJA TECHNIQUE*
- 1 - 20 *MONSTER GREAT MANJI*
- 1 - 21 *SKELETONS SWALLOWED BY WHIRLING TIDES*

- 1 - 22 *THE FORM-CHANING MONSTER*
- 1 - 23 *MARUJYO FROM HELL*
- 1 - 24 *THE GROSBEAK SIBLINGS*
- 1 - 25 *DEMON BELLS*
- 1 - 26 *BIG EXPLOSION*
- 1 - 27 *13 KON NINJAS ARRIVAL (CHAPTER 3 START)*
- 1 - 28 *BIG MONSTER FISH NINJA SKILL*
- 1 - 29 *YAMABIKO TRANSFORM NINJA SKILL*
- 1 - 30 *ANT MONSTER GABARI*
- 1 - 31 *STRANGE NINJA HYAKU MENKI*
- 1 - 32 *AGON IRON ARMOR*
- 1 - 33 *BIG CENTIPEDE DOGUMA*
- 1 - 34 *MONSTER BIG COUNTERATTACK*
- 1 - 35 *OWL MONSTER GAPPO*
- 1 - 36 *STONE BUDDHA NINJA SKILL*
- 1 - 37 *NINJA MONSTER JYAKO*
- 1 - 38 *MONSTERS NINJAS FULL FORCES*
- 1 - 39 *6 BIG MONSTERS COUNTERATTACK*
- 1 - 40 *FUMA CLAN NINJAS INVASION (CHAPTER 4 START)*
- 1 - 41 *ARMORED MONSTER GURON*
- 1 - 42 *THE STEEL WHIP NINJA TECHNIQUE*
- 1 - 43 *VAMPIRE MONSTER GIZORUN*
- 1 - 44 *THE NINJA WITHOUT A FACE*
- 1 - 45 *ROCK MONSTER GAGARA*
- 1 - 46 *MONSTER GAGARA VERSUS ZAMAMI*
- 1 - 47 *MONSTER FROM FUMA TEMPLE*
- 1 - 48 *CHILDREN'S NINJA TECHNIQUE CONTEST*
- 1 - 49 *CANNIBAL FLOWER BABIRAN*
- 1 - 50 *LIZARD NINJA-BEAST JIJIGORA*
- 1 - 51 *FUMA NINJA FORCES DECISIVE BATTLE*
- 1 - 52 *SIX BIG MONSTER ENCIRCLEMENT*

RED TIGER

AKA: **UFO GREAT WAR - FIGHT!**

AKA: **UFO WAR : FIGHT! RED TIGER**

AKA: **UFO DAISENSOU - TATTAKAE! RED TIGER**



800 Light Years Away in another galaxy, the evil empire of Black Danger Maoh has conquered much of galactic space. They now set their sights on Earth's Solar System. As part of their plan, they seek out Prof. Azuma, who has created the massive Robot Fortress "Rumble Giant".

Fearing that they could use the power of "Rumble Giant" against Earth, Prof. Azuma hides the secrets of the fortress within the body of his wife. The process wipes out her memories and she soon goes missing.

Prof. Azuma's faithful companion robot Robo Q is sent out to find her along with his three children Taiyo, Tsukiko and Seibu. Together they fend off the invading armies of Black Danger Maoh.

They are aided in their fight by a mysterious costumed hero calling himself "Red Tiger". Unbeknownst to the siblings, Red Tiger is actually their long-lost older brother Ginga, who years before (at the age of 5) been abducted by a UFO.

While normally his costume is white, when angered Red Tiger can power up his abilities by shouting "Red Henshin Spark" (similar to Robot Keiji).

The original music was by Shunsuke Kikuchi.

Furuya Toru is best known as the voice behind brooding hero Amuro Ray in the series "Kidou Senshi Gundam" He also portrayed the voice of Yamucha in "Dragon Ball", Tokugawa Daisuke in "Uchu Senkan Yamato" and Gotenban Shingo in "Urusei Yatsura".

Nojima Akio also provided voice work in such Anime as "Aku Daisakusen Shrunge"(Captain Chance); "Muteki Chojin Zambot 3"(Shinichi Taro); and "Muteki Robo Strider G-7" (Kawamura).

Godzilla fans will instantly recognize Jerry Ito as the villainous Clark Nelson in "Mothra". Born in New York City, Ito has also starred in other films including "Sekai Daisensou" (AKA Last War) and "Golgo 13: Kyuryu No Kubi" (AKA Assignment Kowloon).

Air Times

Saturdays; 6:00 - 6:30 PM (Episodes 1-13)

Tuesdays; 6:00 - 6:30 PM (Episodes 14-25)

Wednesdays; 7:30-8:00 PM (Episodes 26-39)

Filming - Kourakuen Stadium; Yamamoto Masatsuru (Eniran)

Producers - Yanagisawa Takayuki (Tokyo 12); Nakano Shoji (Ohiro); Suzuki Shou

Music - Kikuchi Shunsuke

Miniatures Designer - Takahashi Teruhiko

Cinematography - Wata Hideo

Lighting - Matsumaru Yoshiaki

Art Design - Yasuda Hiyoshi

Sound - Ozuka Harutoshi

Stunt Coordinators - Okada Shou; Asami Hideyuki

SFX - Shoei Sha Tokugi Han (The Shoei Special Effects Group)

WR. Oono Koutaro

DIR. Hashimoto Yutaka

EPISODES: 39 **YEAR MADE:** 1978 **COUNTRY:** JAP **SEASONS:**

TOKYO 12 CHANNEL, SHOEI SHA

CREATOR: OONO KOUTARO

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 39

DATE OF PREMIER: 08/04/1978 **AIR DATE OF LAST EPISODE** 28/12/1978

SEASON DATE BREAKDOWN:

FILMS:

TETSUYA NAKAYASHIKI, Prof. Amano JERRY ITO, Voice of Red Tiger FURUYA TORU, Amano Taiyo HOSHI KATSUMI, Amano Tsukiko ANNETTE ORELL, Amano Seibu FURUTA GORO, Voice of Robo Q NOJIMA AKIO, Voice of Chibi Q AZUMA MIE, Black Danger Maoh ITSUKA SHOUZOU, Queen Gilba OKADA RIKAKO.

- 1 - 1 *KINGA IS KIDNAPPED*
- 1 - 2 *EXPLOSIVE! KILL THE RED TIGER*
- 1 - 3 *MOTHER'S MASK*
- 1 - 4 *SOS! THEY KNOW THEY SECRET*
- 1 - 5 *THE SECRET OF RUMBLE GIANT*
- 1 - 6 *MOTHER RETURNS*
- 1 - 7 *THE HOWLING SKYSCRAPPER*
- 1 - 8 *FROM THE GALAXY COMES "GINGA"*
- 1 - 9 *SIBILING UNITED AFTER 15 YEARS*
- 1 - 10 *AN EXPLOSION! COULD IT BE MOTHER!*
- 1 - 11 *THE SPACE CIRCUIT IS COMPLETE*
- 1 - 12 *MOTHER'S MEMORIES RETURN*
- 1 - 13 *THE MYSTERIOUS DOOR OPENS*
- 1 - 14 *30 SECONDS TILL THE TOWER LAUNCHES*
- 1 - 15 *AMUSEMENT PARK MYSTERY RESOLVED*
- 1 - 16 *THE SECRET OF THE ANCIENT STATUE*
- 1 - 17 *BEHIND THE SECRET DOOR*
- 1 - 18 *THE TALKING BIRD TELLS THE SECRET*
- 1 - 19 *ROBO Q EXPLODES! TO SHED A TEAR*
- 1 - 20 *CHIBI Q REVELS ITS SECRET*
- 1 - 21 *THE TAKING OF THE KING OF THE MOON*
- 1 - 22 *ATTACK ON THE SOUTH BASE*
- 1 - 23 *CHILDREN OF THE FLAMINGO*
- 1 - 24 *THE BEAUTIFUL EARTH ESCAPEE*
- 1 - 25 *THE TREE CLIMBING KID IS IN DANGER*
- 1 - 26 *MOON + STAR + SUN = ?*
- 1 - 27 *THE FRIENDSHIP OF CHIBI Q AND WARU Q*

- 1 - 28 *CHAKO TAKES TO THE SKIES*
- 1 - 29 *THE PLAYER #3 AND THE HARMONICA*
- 1 - 30 *HELLO KID DEMON*
- 1 - 31 *I BELIVE THAT EVEN RAIN WON'T STOP YOU*
- 1 - 32 *MOTHER WAS AN ALIEN*
- 1 - 33 *JUMBO KING - TEARS OF AN ANGEL*
- 1 - 34 *VILLAGE OF THE DEMON*
- 1 - 35 *I WAS KILLED BY MY FRIEND, MIYOKO TAAHURA*
- 1 - 36 *THE KID FROM SPACE*
- 1 - 37 *GO FOURTH RUMBLE GIANT*
- 1 - 38 *A DANGEROUS FOE RETURNS*
- 1 - 39 *THE LAST OF EARTH'S DEATH GODS*

REDMAN



Broadcast as a part of the Good Morning! Children's show, Redman features a superhero from the planet Red, who fights with a monster each day to keep the Earth safe. Guest foes included costumes previously seen in ULTRAMAN and MIRRORMAN.

Who is Redman?

Powers/Abilities

Red-Man's body is powered by red-hot magma. This energy imbues Red-Man with extraordinary powers and abilities. Using this power Red-Man is able to run, swim and fly at incredible speeds. He has incredible strength and stamina.

While his size has never been clearly defined, it is presumed that he can change his size at will (similar to Godman and Spectraman).

Red-Man is shielded by a personal force field (Red Barrier) which gives him some limited protection.

Red-Man has super hearing through his 'Red Ear' antenna pieces. These ear pieces can also serve to translate and interpret every vocal language he encounters. With his enhanced intelligence he is able to keep a record of every known monster and alien life form he encounters.

With his 'Red Mouth' he is able to speak every alien and foreign language perfectly.

Since Red-Man draws power from fire and the solar energies of the sun, he is dependent on constant sources of heat and sunlight to give him power. Thus on cloudy/rainy days and nights Red-Man's powers are cut into half. If Red-Man is exposed to extreme cold and/or snow, he is severely weakened.

Red-Man's personal weapons include:

'Red Beam Lens'

From the yellow jewel on his helmet he is able to project an intense laser beam that can cut down his opponents.

'Red Fire'

From his right hand's index finger Fire-Man is able to generate and expel intense jets of fire which can incinerate and burn everything in its path.

'Slice Cutter'

From Red-Man's helmet he is able to generate and launch a beam of light that can slice and cut through several layers of solid steel.

'Red Arrow'

Red-Man's hand-held weapon. A long javelin like weapon which Red-Man can hurl and impale his enemies. He can also use it in close battles to jab and stab his enemies. The Red Arrow can also generate an electrical charge that can shock his enemies. Normally miniaturized to fit in his gloves.

'Red Knife'

Red-Man's hand-held weapon. A short knife which Red-Man can use to cut and stab his enemies. Made from a super dense alien metal that can cut through most Earth substances. Normally miniaturized to fit in his gloves.

'Red Kick'

Red-Man's super strong kick attack. Can dent steel and iron with one hit.

'Red Chop'

Red-Man's karate chop attack. Can crumble several feet of concrete and steel.

'Red Punch'

Red-Man's deadly punch attack. This attack can punch a hole through several inches of steel and concrete.

Trivia

The 'Red-Man' series closely resembled the 'Ultra Fight' (1970-1971) series which basically revolved around a series of monster battles between Ultra Seven and various enemies from earlier Ultra series. In 'Red-Man' the title character battles against a string of enemies and monsters from 'Ultra Q', 'Ultraman', 'Ultra Seven', 'Mighty Jack' and 'Kaette Kita Ultraman AKA Ultraman Jack'. It is not clear what Red-Man's relationship (if any) is with the Ultra Family.

Other Tokusatsu installments of the 'Ohayo! Kodomo Show' include 'Yuke! Godman (Go Forth! Godman (1972) and Yuke! Green Man (Go Forth! Green Man; 1973).

Broadcast : Nihon TV

Music : Yamashita Takeo

Theme Songs

Red-Man

Sung by: Shimon Masatou

Lyrics by: Fuji Konosuke

Music by: Yamashita Takeo

Arrangement by: Hirose Masakazu

Sekiyou Red-Man

Sung by: Shimon Masatou

Lyrics by: Fuji Konosuke

Music by: Yamashita Takeo

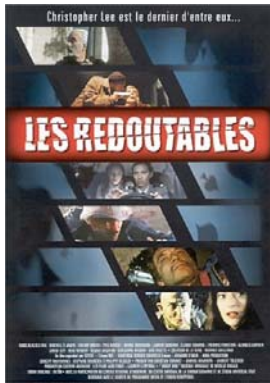
Arrangement by: Hirose Masakazu

- Astoron (from Ultraman Jack) 3, 4, 52, 55, 56
- Balton Seijin (from Ultraman) 13, 16
- Batou Seijin (from Ultraman Jack) 121, 123, 126, 127
- Bekon (from Ultraman Jack) 36, 38, 39, 40, 41, 122, 124, 126, 127, 136
- Bem-Star (from Ultraman Jack) 35, 39
- Big Riger (Original Character) - Various
- Black King (from Ultraman Jack) 2, 5
- Dakuro (from Mirrorman) 1
- Danga (from Ultraman Jack) 26, 54
- Doracco (from Ultraman) 8, 11, 63, 73, 77, 78, 128, 132, 134, 135
- Dorakurasu (from Ultraman Jack) 97, 98, 120, 123, 125
- Ele-King (from Ultra Seven) 31, 32, 33, 60, 68, 70, 74, 138
- Garamon (from Ultra Q) 6, 10, 23, 67, 69, 73, 76, 77, 79
- Gedon (Original Character) 94, 95, 97, 98, 101, 103, 105, 106, 107, 108, 110, 111, 112, 113, 115, 117, 136, 137
- Gokinezura (from Ultraman Jack) 29, 30, 102, 105
- Gomora (from Ultraman) 18, 20, 21, 95, 96, 98, 99
- Goron Seijin (from Ultra Seven) 14, 17
- Gostoron (from Ultraman Jack) 27, 28, 57, 80, 84, 88, 90, 92, 93
- Greygas (Original Character) Various
- Guranadasu (from Ultraman Jack) 66
- Guronken (from Ultraman Jack) 43, 46, 47, 49, 82, 83
- Icarus Seijin (from Ultra Seven) 7, 9, 65, 66, 71, 75, 114, 118, 119, 121, 124, 125
- Jirasu (from Ultraman) 13, 15, 16, 61, 70, 75, 100, 103, 107, 109, 110
- Kanegon (from Ultra Q) 19
- Kentaurusu Seijin (from Ultraman Jack) 87
- King Mai Mai (from Ultraman Jack) 33
- King Stron (from Ultraman Jack) 45, 50
- Kodaigon (from Ultraman Jack) 62, 69, 96, 97, 130, 133, 134, 135
- Melpherus Seijin (from Ultraman) 22, 23, 25

- Mistera Seijin (from Ultraman Jack) 51, 54, 55, 56
- Nokogirin (from Ultraman Jack) 32, 35, 38
- Ou (from Ultraman) 19, 20, 21, 22, 24, 64, 72, 76
- Pegira (from Ultra Q) 12, 14, 57, 81, 85, 89, 91, 92, 93, 101, 104, 106, 107
- Puruma (from Ultraman Jack) 82,
- Red Killer (from Ultraman Jack) 94, 98, 99, 100, 102, 104, 107
- Saatan (from Ultraman Jack) 35, 36, 37, 40, 41, 42, 53, 56
- Sadora (from Ultraman Jack) 26, 28, 112, 116, 117, 118, 119, 120, 122, 125, 126, 127, 131, 133, 134
- Sasahira (from Ultraman Jack) 86, 90, 91, 93
- Shugaron (from Ultraman Jack) 109, 111, 112, 116, 119, 137
- Sphinga (Original Character) Various
- Sutegon (from Ultraman Jack) 47, 49, 50
- Teresudon (from Ultraman) 31, 34, 59, 67, 74, 78
- Zagorasu (from Ultraman Jack) 58, 68, 108, 113, 117, 118, 119
- Zarusu (from Mighty Jack) 44, 45, 47, 48
- Zetton II (from Ultraman Jack) 129, 132, 134

WR.**DIR.** Kanji Otsuka, Tatsuki Adachi.**EPISODES:** 138 **YEAR MADE:** 1972 **COUNTRY:** JAP **SEASONS:** 1*TSUBURAYA / NTV***CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 5 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 138**DATE OF PREMIER:** 24/04/1972**AIR DATE OF LAST EPISODE** 03/10/1972**SEASON DATE BREAKDOWN:****FILMS:**

RELATED SHOWS:*ULTRAMAN**MIRRORMAN*

REDOUTABLES, LES

Produced by Christian Charret (co-executive producer), Gabriel Mamruth (co-executive producer), aurent Tolleron (executive producer).

This "film" is actually a made for TV mini-series. Its theme is death, and each segment is handled by a different French director. Some of these directors are well-known artists (Claude Chabrol, Georges Lautner), many are new men on the scene (most of them have already made a long-length movie, though). The segments are very uneven as could be expected. Personally, I'll only remember the "Confession" segment, which is why I've rented the whole thing. The main attraction here is Christopher Lee playing... death, a fitting role if there ever was one. The British actor plays the reaper with his usual charm and witty humour has been added to the character. He is opposed to a priest played by the late French character actor Ticky Holgado, which accounts for a pretty funny mixture. Lee speaks in a perfectly enunciated French, in those dark murmuring tones that suits his characters so well. The segment is directed by René Manzor, who has an interest in horror cinema, which is a rare case among French directors. This segment is worth a watch, while even Chabrol and Lautner disappoint

WR. Stephane Bourcier, Stephane Gateau, Mathieu Guillermo, Philippe Nessler.

DIR. Thierry Barthes, Thierry Biniti, Yves Boisset, Bernie Bonvoisin, Laurent Bouhnik, Claude Chabrol, George Launter.

EPISODES: 13 **YEAR MADE:** 2001 **COUNTRY:** FRA **SEASONS:** 1

13E RUE, ATHANOR, GETEVE

CREATOR:

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 10 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 18/01/2001 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Death CHRISTOPHER LEE, BERENICE BEJO, JEAN BEANGUIGUI, MANUEL BLANC, The salesman DIDIER BENUREAU, CHRISTIAN CHARMETANT, PATRICK CHESNAIS, MARION COTILLARD, BERNARD-PIERRE DONNADIEU, ZOE FELIX, HIPPOLYTE GIRARDOT, SYLVIE GRANOTIER, STEPHAN GUERIN-TILLIE, TICKY HOLGADO, ROGER IBANEZ, NICOLAS KORETZKY, GERALD LAROCHE, JEAN LUISI, Military woman MATHILDA MAY, BERNARD MONTIEL, EDOUARD MONTOUTE, ALEXANDRA VANDERNOOT, ASTRID VEILLON, MARIANNE VIARD, HELENE VINCENT.

- *YVEETA*

REGENESIS



Tagline: Have we gone too far?

The future is here. Bioterrorism. Designer babies. Frankenfoods. Suddenly Humanity possesses the ability to play god. But is it progress or madness? Will cutting-edge science be our salvation? Or our demise?

The Pandora's box of biotech is wide open. It's a modern gold rush, where billions will be made and geo-power will be staked. And everyone's involved: governments, multinational drug companies, rogue states, and terrorist. But ideas can't be put back in once they're out, they're out.

ReGenesis is a Canadian television program produced by The Movie Network and Movie Central. The series revolves around the scientists of NorBAC (The North American Biotechnology Advisory Commission), a fictional organisation with a lab based in Toronto. The organisation deals with problems throughout Canada, the United States, and Mexico.

The series is primarily about NorBAC's director, David Sandström (played by Peter Outerbridge), and his work with the other scientists.

ReGenesis has been an international pioneer in integrating interactive media elements into the series. The first successfully deployed Alternate Reality Game paired with a major television broadcast is called the ReGenesis Extended Reality. It has already won the Canadian New Media Award for Best Cross-Platform project of 2004 and an FITC Design & Technology Award for Excellence in Convergence. An exploratory game, the ReGenesis Extended Reality draws viewers into a conspiracy and mystery that weaves in and out of the TV series, using the internet, email and other media to immerse the viewer, blurring the line between fiction and reality. ReGenesis Extended Reality harnesses the power of enthusiastic fans that seed the site with discussion content and collaborative investigations.

As well, the first season of ReGenesis has introduced podcasts called ReGenesis:ReMixed.

ReGenesis:ReMixed is an audio journey into the musical world of the TV series ReGenesis. Hosted by co-music supervisor Andrea Higgins, ReGenesis:ReMixed focuses on the musical artists, the songs and the underscore heard in the series.

The series is broadcast on Global, Sci-fi (UK), The Movie Network, and Movie Central. The first Season of the series was also available on The Movie Network's on demand service, available on Cogeco Cable and Rogers Cable.

Produced by - Tom Chehak executive producer , Scott Garvie producer , Laura Harbin co-producer , Christina Jennings executive producer
Shane Kinnear co-producer , Virginia Rankin producer

Original Music by Michael A. McCann (main theme) & Tom Third

Cinematography by Nikos Evdemon , Michael Storey

Film Editing by Tom Joerin , Vesna Svilanovic

Casting by Deirdre Bowen

Production Design by Sandra Kybartas

Second Unit Director or Assistant Director - Emanuel 'Manny' Danelon second unit director , Francesca

Palozzi trainee assistant director

Kristie Sills second assistant director , Joshua Stratton third assistant director , Kevin Walker first assistant director

Art Department - Garry Honcharuk property master

Sound Department - Stephen Cheung adr mixer , John Dykstra foley recordist

Special Effects by - Brock Jolliffe special effects supervisor

Visual Effects by Naomi Anderlini main title designer , Paul C. George visual effects , Mark Goldberg digital compositor , Phil Jones visual effects supervisor: Technicolor

Stunts - Darren Marsman stunt coordinator

Other crew - Mark Alleyne location production assistant , Judy Chui location manager , Tracey Forbes executive story editor (2005-2006)

Elmer Jones location manager , Sandy Lewis second assistant accountant , Chris Mayo video conform editor , Jeremy Pinard location production assistant , Susan Rosset first assistant accountant , Dave Sansford generator operator , Chris Sheasgreen production assistant
Drew Taylor assistant location manager.

WR. Tom Chehak, Tracey Forbes ,Avrum Jacobson ,Christina Jennings, Jason Sherman

DIR. Jerry Ciccoritti, John L'Ecuyer, Don McBrearty

EPISODES: 39 **YEAR MADE:** 2004 **COUNTRY:** CAN **SEASONS:** 3

CORUS ENTERTAINMENT, MOVIE CENTRAL NETWORK, SHAFTESBURY FILMS, THE MOVIE NETWORK

CREATOR: CHRISTINA JENNINGS

TYPE OF SHOW: SCIENCE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13, (3) 13

DATE OF PREMIER: 24/10/2004 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN: Season 1 : 24/10/2004 - 23/01/2005

Season 2 : 19/03/2006 - 11/06/2006

FILMS:

David Sandström PETER OUTERBRIDGE, Caroline Morrison MAXIM ROY, Carlos Serrano CONRAD PLA, Mayko Tran MAYKO NGUYEN, Bob Melnikov DMITRY CHEPOVETSKY, Hira Kahn MISHU VELLANI, Weston Field GREG BRYK, Lilith Sandström ELLEN PAGE, Jill Langston SARAH STRANGE, Daisy Markovic KRISTIN BOOTH, Mick Sloane MARK RENDALL, Twyla TARA SPENCER-NARIN.

1 - 1 *BABY BOMB*

It's a race against time to identify the cause of a deadly virus, spreading rapidly and headed straight for the city. It's up to NorBAC to identify patient zero and contain the outbreak. As if a deadly virus wasn't enough, NorBAC's Chief Scientist, David Sandström must deal with the unexpected arrival of his belligerent teenage daughter, Lilith, and arguments with NorBAC's Executive Director Caroline Morrison over the security clearance of the one member of his team he'll need the most, his top virologist.

Wr Avrum Jacobson, Jason Sherman

Dir John L'Ecuyer

1 - 2 *SPACE PARTS*

Lilith befriends Mick, who is dying and desperate for David to help him discover if he really is a clone and possibly save his life. Meanwhile, NorBAC has managed to locate patient zero and must proceed with the interrogations at "Hazmat City". Was this an act of bioterrorism? Caroline is determined to find out who's responsible as more die and one more is exposed. David must now face his fate.

Wr Jason Sherman

Dir Don McBrearty

1 - 3 *THE FACE OF GOD*

Mick turns to Lilith, who helps him steal evidence from the scientist who cloned him, his own father.

Meanwhile, Caroline suggests that Hira has possible terrorist links and shuts her out of NorBAC. David must bring Hira back. But when he does he's confronted with a rally outside NorBAC, lead by a fanatical reverend who claims that Christ can be genetically resurrected with a nail from the True Cross. The reverend wants him to prove it, but David isn't interested in playing God. In the frenzy, shots are fired and someone is hit.

Wr Tom Chehak

Dir John L'Ecuyer

1 - 4 *PRIONS*

NorBAC investigates an outbreak of prion disease (mad cow) in humans. The victims are spread out across North America. How are the cases connected? In the aftermath of Hiras's death, David is determined to expose the fraudulent reverend from episode 3. David suspects his old friend Danny, a hockey player, is using a dangerous performance-enhancing steroid.

Wr Tom Chehak

Dir Don McBrearty

1 - 5 *THE OLDEST VIRUS*

As the search continues for the source of the deadly prions, NorBAC zeros in on a large agribusiness they suspect of selling infected chickens. David tries to convince Danny to stop gene therapy. Caroline insists that David interview Jill Langston for the vacated virologist position at NorBAC. His reluctance turns to lust when he meets her.

Wr Avrum Jacobson

Dir John L'Ecuyer

1 - 6 *THE TRIALS*

NorBAC reviews an experimental treatment being used on children with leukemia. Just as they are about to declare the cancer therapy safe, another child dies. David disregards the proper channels and goes to Nunavut to get a sample of what he believes is the Spanish flu virus from a frozen corpse. Mick and Lilith go whale-watching in Quebec, but Lilith begins to realize just how sick he is.

Wr Chris Philpott

Dir Don McBrearty

1 - 7 *FAINT HOPE*

Carlos Serrano, the Senior Researcher at NorBAC wants to help a friend dying of AIDS participate in cutting edge research. He convinces David to help supply a Houston lab with contraband stem cells in order for his friend to be the first guinea pig for this radical gene therapy. When another child dies, David is determined to find out why the cancer treatment isn't working.

Wr Lara McKinnon

Dir Don McBrearty

1 - 8 *BLACKOUT*

A major power blackout on the Eastern Seaboard leads to fears of terrorist activity. NorBAC determines that a plastic eating bacterium caused the blackout and they must stop it before more blackouts occur. David and Lilith's mother (Julie Stewart), rekindle old animosities when she comes to town to help Lilith deal with Mick's death. Caroline is worried about the possibility of having breast cancer. Bob tells David he has been approached with another job offer.

Wr Jason Sherman

Dir John L'Ecuyer

1 - 9 *THE SECRET WAR*

Mayko Tran, NorBAC's bioinformatics researcher, notifies the team at NorBAC about a case of privately contracted civilians who have all returned from Iraq exhibiting a wide range of mysterious illnesses. Meanwhile, Carlos asks NorBAC to investigate multiple cases of hemophilia in a small community in Mexico, where a large multi-national laboratory is working on GMOs. Jill must defend her reputation as a top virologist when a research paper she published is refuted.

Wr Avrum Jacobson

Dir John L'Ecuyer

1 - 10 *THE SOURCE*

In the continued investigation of the "Iraq War Syndrome", David checks out a theory that the water purification system has malfunctioned. In Mexico, Jill and Carlos make a connection between a hybrid plant designed to detect land mines and the hemophilia epidemic. When that theory fails, David joins them in Mexico and explores the possibility that mosquitoes bred to eliminate malaria might be

responsible. Bob quits NorBAC to pursue his love of perfume creation. Caroline receives the diagnosis she's been waiting for.

Wr Avrum Jacobson

Dir Jerry Ciccoritti

1 - 11 *THE PROMISE*

NorBAC has been taken over by a joint command to deal with a catastrophic smallpox scenario. Bob tries to find a cure for his dog that is suffering from histiocytosis. Jill comes clean with David about taking medication for her panic attacks. David discovers that the earlier "Miranda Virus" outbreak might be linked to the U.S. government's secret bio-chemical lab and that whoever manufactured the "Miranda Virus" may possess another, even more lethal, biological weapon.

Wr Tom Chehak

Dir Jerry Ciccoritti

1 - 12 *RESURRECTION*

David and Jill make a trip to Colorado where a rampant SARS-like outbreak is occurring. David is in shock when he discovers that the outbreak is Spanish flu, the virus he dug up in Nunavut. Racked with guilt, he walks into the path of a car and is sent to hospital in a coma before he tells anybody his fears. Mayko heads to Colorado to try to find Patient Zero.

Wr Tom Chehak

Dir John L'Ecuyer

1 - 13 *THE LONGEST NIGHT*

Jill goes to Canada to see if the Spanish flu body is still in the ground. David recovers from his coma and limps back to the office. Daisy recognises the person who created the Miranda virus and infected her baby. David identifies the vector for the Spanish flu epidemic and tracks it with GPS.

Wr Jason Sherman

Dir John L'Ecuyer

2 - 1 *CHINA*

After a self-imposed exile to China, David Sandström is kidnapped by the People's Liberation Army and ordered to secretly investigate a deadly outbreak that has killed 19 people in a small village. With the help of three Chinese scientists, David discovers the outbreak has been caused by an ancient bacterium that has seeped into the village's water system. David is horrified when he learns that one of the scientists has decided to test the antidote on her self in order to expedite a cure. While David makes his way back to Canada, Caroline and Carlos are witness to a horrific attack at the site of the International AIDS Conference.

Wr Avrum Jacobson

Dir John L'Ecuyer

2 - 2 *ESCAPE MUTANT*

David Sandström searches for a drug cocktail to save Audrey Graves, a pregnant woman who has been infected with a new strain of HIV from Africa. In an effort to save her baby, Audrey is induced at just 26 weeks; but it is too late, she has progressed to full blown AIDS and her baby has been exposed to the virus. Carlos attempts to trace the new strain of HIV back to Patient Zero and he encounters many painful memories of his own time in Africa. Meanwhile, Mayko recruits Simon Jessup (Darren Boyd), a British neuroscientist, to help her investigate a possible link between IQ spikes and Mad Cow disease. Mayko and Simon begin to develop a personal relationship.

Wr Tracey Forbes

Dir Bruce McDonald

2 - 3 *THE COCKTAIL*

David has less than two days to discover a drug cocktail that will prevent a premature baby from becoming HIV positive. After he discovers a mixture that will save the baby, he encounters a number of bureaucratic roadblocks because the drug has not been approved. Carlos continues to research the new super strain of HIV with former colleagues in Africa, and realizes that his place is at NorBAC. Mayko and Simon's investigation of dramatic IQ spikes in children who have been exposed to prion-laced chicken takes them to the United States. They make a brilliant finding but the results are devastating. Meanwhile, Mayko is troubled by some news she discovers about Simon.

Wr Kelly Senecal, Tracey Forbes

Dir John L'Ecuyer

2 - 4 *DIM & DIMMER*

While attending a conference in New York, David chases a petty thief named Owen (Michael Seater) into the city's abandoned subway tunnels where he finds an underground community of homeless people. David discovers that some of the inhabitants share symptoms of a mysterious illness and he begins to investigate. Back at NorBAC, Jill believes that she has discovered a cure for juvenile diabetes from an unsanctioned line of Korean stem cells. Caroline's nephew Glenn who has been lying in a coma is beginning to show some signs of response

Wr Jason Sherman

Dir Bruce McDonald

2 - 5 *MASSIVE CHANGES*

Jill's potential cure for juvenile diabetes is compromised, causing protesters to demonstrate outside NorBAC. To further complicate matters, Jill discovers that the stem cells she used may be infected with a retrovirus; the implications of which would be felt the world over. Carlos and Mayko continue to test two critically-ill, homeless people David found living in New York 's subway tunnels. Their symptoms can't be linked to any known disorder; however, they may be connected to a marijuana-growing operation run by the homeless community. Meanwhile, NorBAC is briefed on a strike by the U.S. Government on Cuban labs that may be responsible for the devastation of 1500 acres of orange groves in Florida and David gets devastating news from his father in Vancouver.

Wr David Young

Dir Clément Virgo

2 - 6 *OUR MEN IN HAVANA*

While dealing with his mother's recent death in British Columbia , David is asked to travel to Florida and Cuba with Carlos. NorBAC has been asked to investigate the claim of exiled Cuban millionaire Salvador Charringa, that his Florida orange groves have been destroyed by a biologically engineered bacterium known as x fastidiosa. When it starts to look like every major institute in Cuba is clean, David speculates that Charringa and the White House are trying to start a conspiracy to justify the invasion of Cuba . Just as tensions between the U.S. and Cuba are about to come to a head, David and Carlos, with the help of Cuban scientist Eva Ramone, discover exactly what the White House and Charringa have been looking for. Believing that Glenn is beginning to emerge from his coma, Bob enlists the help of neuroscientist Simon Jessup to determine a prognosis.

Wr Tom Chehak

Dir John L'Ecuyer

2 - 7 *TALK TO HIM*

While in Cuba investigating the cause of decimated orange groves in Florida , David and Carlos uncover information that points to a possible bio-terrorist plot on the part of the Cubans. The American President jumps the gun and immediately blames Cuba for the damaged crops. In her search for a cure for Juvenile Diabetes, Jill confirms that the Korean stem cell line is contaminated with a virus. Before her ground-breaking results can move forward, she must prove that the virus is harmless. Back in Toronto , Caroline's nephew Glenn fails to respond to his surgery, but does manage to utter one last devastating, message.

Wr David Young

Dir John L'Ecuyer

2 - 8 *HAZE*

Bob's attention turns to the escalating danger in the skies over Mexico City where a massive brown cloud has begun to combine with toxic emissions from a nearby volcano. The new mixture could rain sulfuric acid down on the city and Bob must try to convince the Mexican officials of the gravity of the situation before all of Mexico City is destroyed. Homeland Security is monitoring two scientists in Chicago who they believe are a threat to the U.S. president. After testing samples taken from their lab, David feels the investigation is unwarranted. Caroline, however, can't shake the feeling that something is wrong. Ultimately, there's not enough evidence to detain the brothers and they are set free - but at what cost? Owen shows up at David's office looking for a place to stay.

Wr Tom Chehak

Dir John L'Ecuyer

2 - 9 *GENE IN A BOTTLE*

NorBAC's investigation into a cluster of suicides occurring in the southern United States uncovers an unnatural enzyme in the brains of the victims. They are receiving something from their environment, and it's causing sudden and severe depression, but where is the enzyme coming from? Meanwhile, the wife of a longtime scientist-friend of David who was killed in a car accident asks David to decipher the secret project her husband had been working on. With the help of Bob and Carlos, David discovers that his friend was genetically engineering mice. They soon deduce that he had discovered the gene that causes homosexuality and had initiated a patent for a drug that would suppress the gene! Bob scrambles to

neutralize the Asian Brown Cloud before it dumps a deadly shower of sulfuric acid on Mexico City; and Owen shows up at David's apartment stoned on crystal meth but David decides to give him one more chance to clean up his act.

Wr Tracey Forbes

Dir Ron Murphy

2 - 10 *THE WIL AND INNOCENT*

Autopsies on two dead deer lead NorBAC to suspect that worms from parasitic eggs are responsible for a recent spike in depression-related suicides in the Southern U.S. What they can't figure out is if the parasites are coming from the deer, humans or a third source. While working on a retrovirus, Jill becomes contaminated and is forced into quarantine. Owen is charged with criminal negligence when a young girl dies after overdosing on crystal meth. David comes to his defense, arguing that Owen is predisposed to being an addict. The defense sparks a fascinating legal, scientific, and ethical argument.

Wr Avrum Jacobson

Dir John L'Ecuyer

2 - 11 *FISHY*

NorBAC must unravel a genetic mystery when fish bred in an East Coast fish farm start exhibiting unexpected and dangerous mutations. Furthermore, a number of kids in an East Coast village are becoming ill; could deadly radiation be leaking into the Ocean? The team continues to work on a promising anti-parasitic drug after a spike in Arkansas' suicide rates is traced to worms brought into the state on the winds of hurricane Katrina. Caroline is in Washington being briefed about a new looming crisis - an entire National Guard unit has fallen unconscious and can't be woken up. The illness resembles encephalitis lethargica, but the patients aren't responding to usual treatments. The U.S. Military suspects the illness is the work of a radical Muslim group. Meanwhile, Jill is released from quarantine and quickly sent home to rest.

Wr Jason Sherman

Dir Ken Girotti

2 - 12 *LETHARGICA*

NorBAC uses innovative scientific methods to track the source of mutating radiation that is affecting fish on the East Coast of Canada to radioactive fuel rods that were dumped into the Ocean in the 1950's. The environmental fall out could be catastrophic. Jill is rushed to the hospital, where doctors struggle to save her life. Meanwhile, National Guardsmen in the U.S. continue to deteriorate. To David's surprise, Jill's symptoms match those of the soldiers. How could the retrovirus Jill found in her stem cells have also infected the soldiers? The U.S. military may have the answer in an untested antidote, but refuse to release it in time to save Jill's life. Once again David is forced to ignore protocol by administering Jill with the untested antidote. David contemplates a radical experiment on his father who is in the early stages of Alzheimer's.

Wr Avrum Jacobson

Dir John L'Ecuyer

2 - 13 *THE END*

Jill and the U.S. National Guardsmen begin to recover after receiving the lethargica antidote; but shortly thereafter, the Guardsmen begin to fall ill again with a secondary more deadly infection. Some Guardsmen begin to die and everyone fears for Jill's life. Caroline believes that her superiors aren't telling her everything about the lethargica outbreak and suspects that Wes, her executive assistant might also be in on it. Out of nowhere, the Manford brothers show up at David's apartment and shed some light onto the recent epidemic. As Caroline continues to dig, she gets dangerously close to unearthing a conspiracy that could go deep into the White House.

Wr Avrum Jacobson

Dir Ken Girotti

3 - 1 *A SPONTANEOUS MOMENT*

David and Bob investigate simultaneous explosions that incinerated a high tech lab and several of its employees; new virologist Rachel Woods studies the DNA of a gay-basher suspected of killing a fellow student.

Wr Tom Chehak

Dir Ken Girotti

3 - 2 *DUST IN THE WIND*

David and Bob become ticking time bombs after ingesting the same deadly bacteria combination that incinerated the Greenway scientists; an anomaly in the genetic makeup of gay-basher Julie Henshaw temporarily puts Rachel off track.

Wr Tom Chehak

Dir Ken Girotti

3 - 3 *STRANGERS IN THE NIGHT*

The US government wants to cut over \$3 billion out of the science budget, and NORBAC has to prove they deserve to stay in operation. Meanwhile, a West Nile like virus is breaking out in San Francisco, but it's showing some abnormal traits. A scientist at the University of Toronto claims to be able to help Owen with his addiction.

Wr Avrum Jacobson

Dir John L'Ecuyer

3 - 4 *I DREAM OF GENOMES*

Mayko finds the missing link to the Sinatra syndrome; Owen tries to commit suicide.

Wr Avrum Jacobson

Dir John L'Ecuyer

3 - 5 *THE GOD OF COMMERCE*

The team traces the Sinatra virus to an organ donor in the Philippines; David blames himself for allowing Owen to try experimental gene therapy to cure his drug addiction.

Wr Kate Miles Melville

Dir Ron Murphy

3 - 6 *PHANTOMS*

Mayko tries to get rid of the pain she's feeling in her phantom limb; the team investigates the high level of mercury contamination found in Lake McGraw.

Wr Tanya Grout

Dir Ron Murphy

3 - 7 *ONE HAND WASHES THE OTHER*

NorBac searches for the source of a resistant strain of c. difficile; despite his limited vision, Bob proves to be an asset to the team.

Wr Cal Coons

Dir Clément Virgo

3 - 8 *SLEEPERS*

Several fires in British Columbia start. One of the action organizers calls NorBac in as several firefighters present strange symptoms. Craig, Rachel's son, come visit her mother at NorBac. Both Mayko and Carlos are attracted to him.

Wr Cal Coons

Dir Clément Virgo

3 - 9 *LET IT BURN*

A weaponized biological agent was released during fires on the west coast, NorBac must find the creator of the agent. However, Rachel is more worried about her son who was attacked by a bear.

Wr David S. Young

Dir Shawn Alex Thompson

3 - 10 *UNBEARABLE*

David discovers that NorBac has been tapped by Riddlemeyer. The team must find what caused the bear to attack Craig with no reason as a human being is presenting the same symptom. To save Bob's eyesight, David decide on a peculiar procedure.

Wr Jason Sherman

Dir Gail Harvey

3 - 11 *ADRIFT*

Bob undergoes his eye surgery in the hope he won't go totally blind in the process. Carlos and David are called in in a port in Nova Scotia where a ship's crew is missing except the captain who doesn't remember the past two weeks.

Wr Avrum Jacobson

Dir John L'Ecuyer

3 - 12 *JACOBSON'S ORGAN*

Fears arise that Carlos may have been infected with Crimean Congo Hemorrhagic Fever; after

experimental surgery that improves his vision, Bob becomes hypersensitive to the emotions of others; Carlton comes under scrutiny when a magnetobacteria threatens the country's electronic infrastructure.

Wr David S. Young

Dir Ron Murphy

3 - 13 *BACK TO THE FUTURE*

NorBAC discovers a link between the tantalum contamination and the recent smallpox scam; a viral activation of dormant genes evolves Bob into a higher consciousness.

RETURN OF CAPTAIN NEMO,THE

Two US Navy divers discover Captain Nemo and his strange craft, Nautilus, wedged deep in the Pacific. They free him from a state of suspended animation and enlist his help in overcoming Prof. Waldo Cunningham, an evil genius who is threatening to destroy Washington unless he is paid one billion dollars in gold. The Captain also has to repair a leak of radioactive waste buried 36,000 ft down in the Mindinao Trench, before finally confronting his adversary in the fabled lost city of Atlantis.

Three-part American mini-series updating the adventures of Jules Verne's classic character to the 1980s. Two Hollywood stalwarts, Jose Ferrer and Burgess Meredith, starred as the undersea rivals, and the whole affair was produced with his customary gusto by Irwin Allen, veteran of many a voyage to the bottom of the sea. This was the last of Irwin Allen foray into science fiction television, and the least remember of his shows. The producer for the serial was Irwin Allen.

WR. Norman Katkov, Preston Wood, Robert Dennis, William Keys, Mann Rubin, Robert Bloch, Larry Alexander.

DIR. Alex March.

EPISODES: 3 **YEAR MADE:** 1981 **COUNTRY:** US **SEASONS:** 1

AN IRWIN ALLEN PRODUCTION

CREATOR: JULES VERNE

TYPE OF SHOW: UNDERWATER

FORMAT: MINI-SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 13/04/1981

AIR DATE OF LAST EPISODE 15/04/1981

SEASON DATE BREAKDOWN:

FILMS:

Captain Nemo JOSE FERRER, Cmdr. Tom Franklin TOM HALLICK, Lt. Jim Porter BURR DEBENNING, Prof. Cunningham BURGESS MEREDITH, Kate LYNDA DAY GEORGE, Dr. Cook MEL FERRER, Mr. Miller WARREN STEVENS, King Tibor HORST BUCHHOLZ, Tor MED FLORY, Helmsman RANDOLPH ROBERTS, Lloyd STEPHEN POWERS, Sirak YALE SUMMERS, Bork ANTHONY GEARY.

RELATED SHOWS:

VOYAGE TO THE BOTTOM OF THE SEA

LOST IN SPACE

LAND OF THE GIANTS

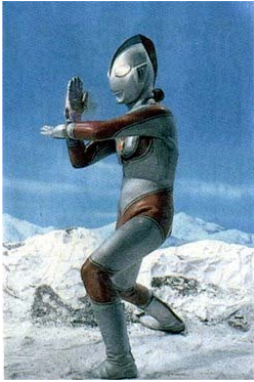
TIME TUNNEL, THE

RETURN OF ULTRAMAN

AKA: **ULTRAMAN RETURNS**

AKA: **KAETEKITA URTORAMAN**

AKA: **ULTRAMAN JACK**



After a 2 1/2 year hiatus, Ultraman returned. Well, not actually Ultraman, but another Ultra-hero who looked so much like him, he was given the name "New Ultraman," although he was usually called just "Ultraman." (Tsuburaya Productions decided to give him a different name, and arbitrarily chose "Jack." He was never called that in his series, Return of Ultraman.) New Ultraman arrives on Earth as auto engineer and racer Hideki Goh is killed during a battle between two monsters. Like Hayata before him, Hideki merges with this new Ultraman. After what appears to be a miraculous recover, Goh is asked to join the latest Terrestrial Defense Force team, MAT (Monster Attack Team). Unlike his predecessors Hayata and Dan Moroboshe, Goh actually has a life outside of battling monsters; he spends time with his employer and mentor Sakata, his sister (and Goh's girlfriend) Aki, and younger brother Jiro.

Goh is the first human form (and to date the only one) to not require an external mechanism to change. Early in the series, Ultraman actually initiates the change from "within" Goh (or wherever he goes when this happens). As the series progresses, Goh is finally able to initiate the transformation himself. (Early in the series, Goh tries to transform on his own, and is nearly killed when he finds he cannot do so.)

Ultraman Jack's powers are, for the most part, identical to those of the original Ultraman. Part-way through the series, however, Ultraseven "cameos" and gives Jack the Ultra Bracelet. This weapon can be thrown, much like Ultraseven's Eye Slugger, creating a slicing energy/matter weapon that few can stand against. The weapon can also be transformed into the "Ultra Defender" (a shield), the Ultra Lance, or the Ultra Cross.

Episode #38, "When the Star of Ultra Shines," signalled a change in the series, as the alien Nakul and the monster Black King manage to kill off Sakata and Aki, and bring MAT and Ultraman Jack to near-defeat. Ultraman (the original) and Ultraseven arrive to help defeat this threat. Ultraman Jack eventually leaves Earth. (Unfortunately, none of my reference material states exactly what happens here.)

The Tsuburaya studio attempted to jump-start other franchises such as MIGHTY JACK and OPERATION MYSTERY in the years that followed, only to resurrect Ultraman with a third season Ultraman Returns, competing with the new KAMEN RIDER series for children's affection and pocket money. Although, as the title implies, the studio initially planned to bring back the original, it was decided that it would be more profitable to create an all-new character - eventually named Jack after years of being known simply as "the one from the third season". Consequently although the monster-of-the-week plotting remained essentially unchanged, Ultraman Jack bonded with mechanic and would-be racing driver Hideki Go (Dan), who "dies" in an automobile accident in episode one.

The monsters were not aliens like the majority of Seven's enemies, but homegrown dangers, the first in the franchise to appear in "families", with parents or children of earlier creatures avenging the wronged relatives. Original Music by Toru Fuyuki, Special Effects by Koichi Kawakita special effects supervisor.

WR.

DIR. Noboru Kaji, Tei Mafune, Jun Oki, Osamu Saeki, Shohei Tôjô, Ishirô Honda.

EPISODES: 51 **YEAR MADE:** 1971 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS

CREATOR: EIJI TSUBURAYA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 02/04/1971

AIR DATE OF LAST EPISODE 30/03/1973

SEASON DATE BREAKDOWN:

FILMS:

Hideki Goh/Ultraman JIRO DAN, Takeshi Minami SHUNSUKE IKEDA, Captain Katsuichiro Kato NOBOU TSUKAMOTO, umeo Kishida KEN NISHIDA, Yuriko Oka MIKA KATSURAGI, Jiro Sakata HIDEKI KAWAGUCHI, Ken Sakata SHIN KISHIDA, Ippei Ueno WATARU MITSUI, Captain Ryu Ibuki JUN NEGAMI, Akiko 'Aki' Sakata LUMI SEKIKABARA.

RELATED SHOWS:

ULTRAMAN

ULTRAMAN ACE

ULTRAMAN LEO

ULTRAMAN 80

ULTRAMAN: TOWARDS THE FUTURE

ULTRAMAN GAIA

ULTRA FIGHT

- 1 - 1 *ALL MONSTERS ATTACK*
- 1 - 2 *TAKKONG'S BIG COUNTERATTACK*
- 1 - 3 *EVIL MONSTER REALM OF TERROR*
- 1 - 4 *CERTAIN KILL! COMET KICK*
- 1 - 5 *TWO BIG MONSTERS ATTACK*
- 1 - 6 *BATTLE! MONSTERS VS. MAT*
- 1 - 7 *OPERATION RAINBOW MONSTER*
- 1 - 8 *MONSTER TIME BOMB*
- 1 - 9 *MONSTER ISLAND S.O.S.*
- 1 - 10 *DINOSAUR EXPLOSION DIRECTIVE*
- 1 - 11 *POISON GAS MONSTER APPEARS*
- 1 - 12 *REVENGE OF MONSTER SHUGARON*
- 1 - 13 *TERROR OF THE TSUNAMI MONSTERS - TOKYO'S BIG PINCH!*
- 1 - 14 *TERROR OF TWO MONSTERS - TOKYO'S GIANT TORNADO*
- 1 - 15 *REVENGE OF THE MONSTER LAD*
- 1 - 16 *MYSETERY OF THE BIG BIRD MONSTER TEROCHILUS*
- 1 - 17 *MONSTER BIRD TEROCHILUS - TOKYO BIG AERIAL BOMBING*
- 1 - 18 *ULTRASEVEN ARRIVES!*
- 1 - 19 *THE GIANT INVISIBLE MONSTER THAT CAME FROM SPACE*
- 1 - 20 *THE MONSTER IS A GIANT SHOOTING STAR IN SPACE*
- 1 - 21 *MONSTER CHANNEL*
- 1 - 22 *I'LL KILL THIS MONSTER*
- 1 - 23 *MONSTER OF DARKNESS, SPIT OUT THE STARS!*
- 1 - 24 *BIRTH OF THE CONDO MONSTER*
- 1 - 25 *LEAVING MY HOME PLANET EARTH*
- 1 - 26 *HOMICIDE BEETLE INCIDENT*
- 1 - 27 *GO TO HELL WITH THIS ONE BLOW!*

- 1 - 28 *BIG OPERATION - ULTRA SPECIAL ATTACK*
- 1 - 29 *RIDES A MONSTER*
- 1 - 30 *THE ACCURSED SKELETON GOD OXTER*
- 1 - 31 *INBETWEEN A DEVIL AND AN ANGEL*
- 1 - 32 *DECISIVE BATTLE UNDER THE SETTING SUN*
- 1 - 33 *THE MONSTER USER AND THE BOY*
- 1 - 34 *THE LIFE THAT CAN'T BE FORGIVEN*
- 1 - 35 *LIGHT MONSTER PRIZ-MA*
- 1 - 36 *THE NIGHT*
- 1 - 37 *ULTRAMAN DIES AT TWILIGHT*
- 1 - 38 *WHEN THE ULTRA STAR SHINES*
- 1 - 39 *THE TWENTIETH CENTURY*
- 1 - 40 *THE PHANTOM SNOW WOMAN*
- 1 - 41 *REVENGE OF BALTAN-SEIJIN JR.*
- 1 - 42 *THE MONSTER THAT STANDS ON FUJI*
- 1 - 43 *DEMON GOD BARKS AT THE MOON*
- 1 - 44 *TO THE STARRY SKY WITH LOVE*
- 1 - 45 *ASSASINATE HIDEKI GOH!*
- 1 - 46 *THIS ONE BLOW FILLED WITH ANGER*
- 1 - 47 *THE TARGETTED WOMAN*
- 1 - 48 *I'M TAKING THE EARTH!*
- 1 - 49 *SPACE WARRIOR, YOUR NAME IS MAT*
- 1 - 50 *INVITATION FROM HELL*
- 1 - 51 *THE FIVE ULTRA PLEDGES*

ROAR



Set in the 400 AD when the Roman empire have conquered most of the known lands. They arrive on an island controlled by two families, one of whom sides themselves with the Romans, whilst the other fights for its land. After many years of bloodthirsty rivalry the son of a king marries a member of the family and peace is finally on the cards until the rival king is manipulated by his evil wife who is in a legience with the Romans. After a bitter battle both on the ground and with magical powers, the battle is won but more Romans are on the horizon.

The series was first shown in the UK on ITV on a late night time slot, premiere dates shown are for the ITV region. The series was filmed in Queensland, Australia. Executive producers for the series were Ron Koslow and Shaun Cassidy, associate producer was Todd London, co-producers were Lawrence Mayers and Brain Chambers, consulting producer was Jeffrey Levy. The music was created by John Ehrlich, co-executive producer was Michael Nankin, other producers were Paul Barber and Larry Barber, and the series was produced by Howard Grigsby. Ron Koslow was one of the creators of the SF/Fantasy series BEAUTY AND THE BEAST. The series was first shown in the UK on the 20th January 1999.

Show notes

The orchestral Celtic soundtrack was composed by Jon Ehrlich.

"Roar: The Complete Series" is slated for DVD release on September 19, 2006, the title would indicate that like the more recent DVD of Firefly (another cancelled Fox series) the unaired episodes will be included.

Whilst the original airing of the show in North America did not broadcast all of the episodes, when syndicated to Canada and the UK, all episodes were aired.

Emmy Award

Outstanding Music Composition for a Series (Dramatic Underscore) - Nominated - "Roar" (1997) - Jon Ehrlich - For the pilot episode. (1998)

WR. Shaun Cassidy, Ron Koslow, Michael Nankin.

DIR. Ralph Hemecker, Michael Nankin

EPISODES: 13 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 1

SEA CHANGE PRODUCTIONS IN ASSOCIATION WITH UNIVERSAL TELEVISION

CREATOR: SHAUN CASSIDY & RON KOSLOW

TYPE OF SHOW: FANTASY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 14/07/1998 **AIR DATE OF LAST EPISODE** 01/09/1998

SEASON DATE BREAKDOWN:

FILMS:

Conor HEITH LEDGER, Queen Diana LISA ZANE, Longinus SEBASTEIN ROUCHE, Catlin VERA FARMIGA, Fergus JOHN SAINT RYAN, Tully ALONZO GREER, Galen NORMAL KAYE, King Gar LEO TAYLOR, Claire KERI RUSSELL, Molly MELISSA GEORGE, Father CARL SNELL.

RELATED SHOWS:

HERCULES: THE LEGENDARY JOURNEYS

XENA: WARRIOR PRINCESS

CONAN: THE ADVENTURER

1 - 1 *"PILOT"*

1 - 2 *PROJECTOR*

1 - 3 *THE CHOSEN*

1 - 4 *BANSHEE*

1 - 5 *DOYLE'S SOLUTION*

1 - 6 *RED BOOT*

Conor deals with Caitlin's betrayal as they try to return a scroll.

1 - 7 *THE SPEAR OF DESTINY*

Conor finds the legendary Spear of Destiny, but its powers may be evil.

1 - 8 *THE ETERNAL*

Conor is told he must make a symbolic marriage, as Longinus steps up his campaign against the tribes.

1 - 9 *TASH*

1 - 10 *TRAPS*

1 - 11 *DAYBREAK*

As Conor tries to bury his family, Longinus launches an assault.

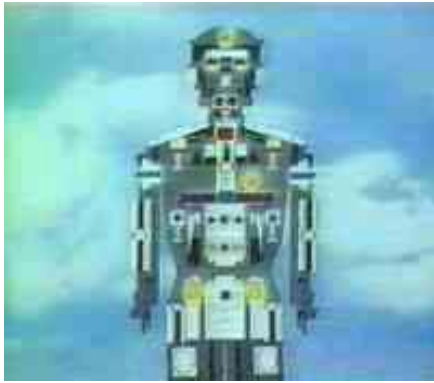
1 - 12 *THE CAGE*

Diana plans a trap, while Fergus encounters his ex-wife.

1 - 13 *SWEET BRIDGET*

Malachy insists Conor, Fergus and Molly go in search of Bridget who is missing.

ROBERT'S ROBOT



Having completed 26 episodes of *Pardon My Genie* writer Bob Block created this new children's series for Thames, in which restaurateur-cum-mad inventor Robert Sommerby was financed by the British government to build a bunch of robots that looked and behaved in a distinctly human fashion and 'enjoyed' human traits, such as falling in love. (One of the robots, KT - nicknamed Katie - was so dense that he fell in love with a gas-stove.)

BOB "RENTAGHOST" BLOCK-scripted sci-fi weirdoid adventures of Robert Sommerby, a James Burke type bloke with frizzy hair, who built robots (in the way that telly inventors do, for no apparent reason...). KT was the big, strong, incredibly dim-witted one (might have been the guy who played Gan in *Blake's 7*...) - providing lots of chances for Robert's girlfriend to think he was having an affair with someone called Katy. There was also Eric - slim, blonde haired android - very clever. KT's catchphrase was "I like it Mr. Sommerby... I like it!". We remember an episode where Eric got hit by a car, lost his memory of who, and indeed what, he was. The doctor examining him found that he could look straight through Eric's head when he examined his ears... Odd. Most odd.

Keen to avoid the usual TV portrayal of robots as lumbering scraps of silvery metal, Robert's creations were so human-like that they had to be portrayed by human actors, which tested the ingenuity of Thames' special effects department - and doubtless the series' budget - to the limit. Most of the episodes centred on the misadventures of the robots and the lamentable efforts of the foreign spy Marken (assisted by Gimble in the first series and Plummer in the second) to steal the secrets of Robert's robots.

A number of familiar faces were among the cast, including Richard Davies (*Please, Sir!*), Jenny Hanley (*Magpie*) and Doris Rogers, who, decades earlier, had played *Florrie Wainwright* in both the radio and TV versions of *Life With The Lyons*, which Block had helped to script.

Produced by Vic Hughes Producer.

Second Unit Director or Assistant Director - Christopher Toyne first assistant director.

WR. Bob Block

DIR. Vic Hughes

EPISODES: 14 **YEAR MADE:** 1973 **COUNTRY:** GB **SEASONS:** 2

THAMES TELEVISION

CREATOR: BOB BLOCK

TYPE OF SHOW: ROBOTS

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7, (2) 7

DATE OF PREMIER: 12/11/1973

AIR DATE OF LAST EPISODE 23/12/1974

SEASON DATE BREAKDOWN:

FILMS:

Robert Sommerby JOHN CLIVE, Katie (KT) BRIAN COBURN, Grimble (1973) RICHARD DAVIES, Angie (1973) JENNY HANLEY, George WILLIAM LAWFORD, Marken LEON LISSEK, Desiree APRIL OLRICH, Eric NIGEL PEGRAM, Plummer (1974) DAVID PUGH, . Aunt Millie DORIS ROGERS

ROBIN COOK'S INVASION

After three friends stumble across a mysterious black rock, one of them, Beau, develops strange flu like symptoms. Doctors can find nothing wrong with him and 24 hours later he feels better than he's ever felt. The strange flu starts to spread rapidly.

The directory of this mini-series Armand Mastroianni also directed several episodes of NIGHTMARE CAFE. Producers included Ted Babcock (Co-producer), Cyd Levin (Associate), Peter Sadowski and (Associate). Visual effects supervisor was Craig Weiss and CBS animation. This was Robin Cook's first excursion into direct Science Fiction, which was inspired by the question what happens when a life form another world or galaxy travels to Earth in an unusual form.

While preparing he watched all the STAR TREK films in one night. He first wrote the storyline, then the novel from which screenwriter Rockne S O'Bannon wrote the script. Cook is best known for his medical-thrillers including Coma and Outbreak.

WR. Robin Cook, Rockne S O'Bannon (Screenwriter)

DIR. Armand Mastroianni

EPISODES: 2 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 1

VON ZERNECK-SERTNER FILMS, HALL MARK ENTERTAINMENT

CREATOR: ROBIN COOK, ROCKNE S. O'BANNON

TYPE OF SHOW: INVASION

FORMAT: MINI-SERIES

LENGTH (MINS): 180 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: 04/05/1997

AIR DATE OF LAST EPISODE 05/05/1997

SEASON DATE BREAKDOWN:

FILMS:

Beau Stark LUKE PERRY , Dr. Moran KIM CATTRALL, Cassy Winslow REBECCA GAYHEART, Pitt CHRISTOPHER ORR, JON POLITO, JASON SCHOMBING, North NEAL MCDONOUGH, John Ochoa LOUIS CRUGNALI JR., Nancy Ochoa ROSANNA DESOTO, Ochoa CASTULO GUERRA, Doc McCoy MICHAEL WARREN (EP 1), LOUIA CRUGNALI, MARIA CELEDONIO, BILL ROSE (EP 3), STEPHEN JOYCE (EP 1), Head of the Center For Disease Control CHUCK MCCANN (EP 1), TIM DEKAY, Leah GINNY HARMAN, Denice DENICE DUFF, Husband KEN KOLB, Orderly MARK DEMICHELE, Medical Examiner BRIAN BROPHY, Walter Kirkland WILLIAM L. ROSE, Sergeant Kinsella H. RICHARD GREENE, Pete SAM SMILEY, Ed Partridge DAN DANIELSON, Security Chief MICHAEL EMANUEL, Randy's Secretary ADELINA SINDHUI, Weller DAVID AKIN, Police Captain SANFORD GIBBONS, Sergeant Hoover JOHN MACK (EP 3), Paramedic LARRY JONES (EP 1) , Father Nightmare TERRY JAMES (EP 3), Mechanic KEN CLARK (EP 1), Mother of Little Girl DAWN M.DAVIS, Cop #1 GEORGE DOBBS, CNN Reporter ALFRED CERULLO, Little Boy MICHAEL WAYNE (EP 2) .

ROBIN DE ROBOT

WR. Rene Struelens

DIR. Gie Lavigne

EPISODES: 0 **YEAR MADE:** 1975 **COUNTRY:** BEL **SEASONS:** 0

CREATOR:

TYPE OF SHOW: ROBOTS

FORMAT: SERIES

LENGTH (MINS): 15 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:**

SEASON BREAKDOWN: (1)

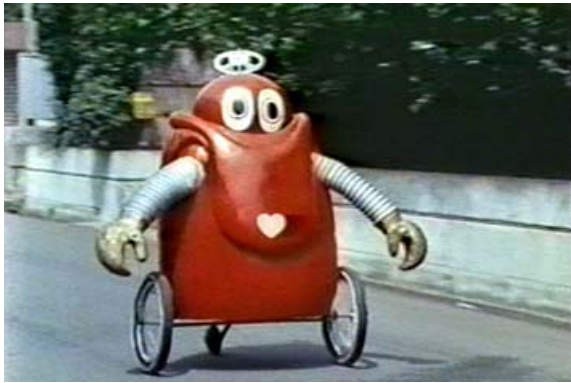
DATE OF PREMIER: 05/11/1975

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Linke GASTON BERGHMANS, Serafien LIA LEE, Slome LEO MARTIN, Professor Fax JAN
REUSSENS, De Robot ALBERT WILEKENS.

ROBOCONAKA: **HANG IN THERE!!**AKA: **GANBARE ROBOCON!**

The series was produced by Tohru Hirayama and the original music was by Shunsuke Kikuchi. Not to be confused with the later Anime version (1999).

WR.**DIR.****EPISODES:** 118 **YEAR MADE:** 1974 **COUNTRY:** JAP **SEASONS:** 1*TOEI***CREATOR:** SHOTARO ISHINOMORI.**TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30**STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 118**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

 Robokon (voice) KEIKO YAMAMOTO

RELATED SHOWS:*BLAZING ROBOCON*

ROBOCOP - THE SERIES



Set in the year 2005, it begins with police officer Alex Murphey and his female partner called to a crime while on patrol in Old Detroit and Delta City. Murphey is seriously wounded and to save him his body is melded with Robot implants and parts by Omni Consumer Products (OCP) scientists. But the price is high Alex's memory is erased. In his place stand the ultimate enforcer of justice - Robocop.

Gradually however, glimpses of Murphey's past life seep back into his consciousness, inspiring and haunting him as he struggles to maintain his hold on humanity. Both victim and hero, he's a deadpan observer of a strident, twisted and deadly future, where the shiny new Delta City towers over the husk of old Detroit.

Other recurring characters include OCP's chairman, who's something of a father figure to Murphey, feisty young officer Lisa Madigan, his beat sergeant, Stan Parks, Park's friend and soon to be adopted daughter Gadget, Murphey's scientist minder Charlie Lippencott, and secretary Diana Powers, who 'live-on' in cyberspace as a ghost in the machine after being murdered in the series' premier episode.

On the crooks side are mad scientists Dr. Cray Z. Mallardo, OCP over achiever Chip Chaykin, and disfigured psychopath Pudface Morgan.

Small screen spin-off from the movie block buster with Richard Eden taking over the role of the indestructible half-man, half-machine battling diabolical criminals in a nightmarish future. The series' two hour premier episode was written by Michael Miner and Ed Neumeier, writers of the original Robocop movie which starred Peter Weller.

The first Robocop movie was successful enough to prompt a sequel. A third movie was completed just before its backers Orion Pictures went bankrupt. Orion's bankruptcy allowed the rights to the character to be sold to Skyvision television, Skyvision proceeded to produce a syndicated TV series based on the concept. The Robocop TV series had little to do with the theatrical features other than the name and the concept. For the TV series an entirely new supporting cast was created.

The series had a somewhat satirical slant to it. Robocop, who was always totally serious and never let emotions affect his actions, was often used as the perfect straight man. In one instance after he pulls one of the bad guy's henchmen out of a vehicle and the guy's boss blows the car up, the villain asked Robocop what happened to which Robocop replies 'You've been fired'. Two other satirical elements often appeared in episodes. The first was Media Break. Media Break was a very short newscast which promised to give the audience the entire world news in three minutes. The second was Commander Cash commercials. Commander Cash was OCP's animated company mascot who would be used to make people think it was their duty to purchase the latest OCP product.

The violence of the films was toned down for the series and Robocop would just knock people out rather than kill them, a typical example would be when Robocop ricochets a bullet of a light to hit a henchman rather than just shooting him. The first premier episode promised a lot, but the subsequent series failed to grasp the audience, becoming a strange mix of Batman and a crime drama.

Cliff De Young who played the evil Dr. Cray Z. Mallardo also starred in the Stephen King mini-series THE TOMMYKNOCKERS.

RoboCop the TV series was based on the RoboCop movies, the first of which appeared in 1987.

The films and the series are set in Detroit of the not too distant future. The city has seen better times and is only a few steps removed from anarchy. Everything in town is run by OCP (Omni Consumer Products), including the police force, a huge company interested only in making a profit. Alex Murphy is a policeman who is killed in the line of duty. Enough of his brain survives to allow OCP to use it to build RoboCop-cyborg policeman whom it is said will eventually replace human cops. RoboCop is bullet proof, is stronger

Dir Paul Lynch

1 - 4 *OFFICER MISSING*

Robocop and the chairmen of OCP are trapped by a roving street gang right after energy cost cutting blacks out the city.

Wr Robert Hopkins

Dir Paul Lynch

1 - 5 *WHAT MONEY CAN'T BUY*

The boy from the last episode is transported to a hospital. A lung donor is prepared for him, but a terrorist and his girlfriend steal the lungs.

Wr Aubrey Solomon

Dir Mike Vejar

1 - 6 *GHOSTS OF WAR*

A gang of war veterans gains control of Neurobrain protesting their exposure to deadly toxins.

Wr John Sheppard

Dir Alan J. Levi

1 - 7 *ZONE FIVE*

Old Detroit becomes flooded with FUN, a narcotic that "removes all sense of guilt", while Murphy's son is recruited by the street gang responsible for the drug.

Wr Ted Harris, Blazes Boylan

Dir Timothy Bond

1 - 8 *PROVISION 22*

Murphy is torn between upholding the law and helping his family after his wife is arrested for leading a protest against OCP's privatized welfare system.

Wr Robert Gilmer

Dir Alan J. Levi

1 - 9 *FACES OF EVE*

Pudface intends to terminate RoboCop by using a new OCP product which transforms the user into any desired form.

Wr John Considine

Dir Paul Lynch

1 - 10 *WHEN JUSTICE FAILS*

A new space shuttle with an international crew is set to launch, but the fuel it carries onboard is experimental. Robocop must fight his way through the world of corporate scandals and cover-ups in order to prevent a major disaster from occurring.

Wr Simon Muntner

Dir Mike Vejar

1 - 11 *THE HUMAN FACTOR*

A bomber is on the loose in Detroit, and even though OCP deploys a new bomb squad to deal with the situation, former police officer Russel Murphy, father of Alex Murphy, cannot stand by and watch. Robocop and Murphy (who is skeptical about working with a machine) team up to try and stop madman Felix Weber before Michigan finds itself in the state of Nuclear Winter.

Wr John Considine

Dir Mario Azzopardi

1 - 12 *INSIDE CRIME*

Pudface Morgan draws big ratings when OCP launches a television show that follows the exploits of criminals.

Wr William Gray

Dir Mike Vejar

1 - 13 *ROBOCOP VS. COMMANDER CASH*

Children have been robbing stores because their favourite cartoon hero, OCP's corporate mascot Commander Cash, has told them to. While searching for an answer as to why these children are acting so violently, Robocop finds himself battling Commander Cash himself.

Wr Pamela Hickey, Dennys McCoy

Dir Allan Eastman

1 - 14 *ILLUSIONS*

Robocop uncovers a plot by a gunrunner to assassinate OCP's chairman, while Madigan falls for a magician who may be involved in the plan.

Wr Robert Hopkins

Dir Timothy Bond

1 - 15 *TIN MAN*

A mysterious vigilante, equipped with state-of-the-art weaponry, wages his own war on Reggie Braga and Stitch Molotov. Robocop is on the case, but apprehending this outlaw will be no easy task: There exists a connection between this elusive bandit and Alex Murphy's past

Wr Pamela Hickey, Dennys McCoy

Dir Allan Eastman

1 - 16 *SISTERS IN CRIME*

A group of violent feminists kidnap the Chairman of OCP and force him to live the life of a housemaid while keeping him locked up.

Wr Diane K. Shah

Dir Mario Azzopardi

1 - 17 *HEARTBREAKERS*

After learning that Robocop was once officer Alex Murphy, a madman tries to commit crimes by holding his wife hostage.

Wr Alison Lea Bingeman

Dir Mike Vejar

1 - 18 *MOTHER'S DAY*

Robocop suspects Gadget's natural mother is involved in a plot with Russian crime boss Vlad Molotov and his sidekick Nadia.

Wr John Sheppard

Dir Allan Eastman

1 - 19 *NANNO*

A former government official forces a scientist to create microscopic robots to commit crimes. Meanwhile, Madigan is crippled in a bus crash.

Wr Alan Templeton, Mary Crawford

Dir Bill Gereghy

1 - 20 *CORPORATE RAIDERS*

Robocop and Madigan battle a corrupt union leader and his secretary as they pursue an ex-terrorist.

Wr Pamela Hickey, Dennys McCoy

Dir T.J. Scott

1 - 21 *MIDNIGHT MINUS ONE*

RoboCop and Officer Madigan race the clock to prove a killer is innocent before he's executed in front of millions of viewers on a hit television show.

Wr Mary Crawford, Alan Templeton

1 - 22 *PUBLIC ENEMIES*

Robocop must deal with three dangerous criminals who are out to destroy him: Dr. Cray Mallardo, Chip Chayken and Pudface Morgan. The criminals cleverly decided to first attack Robocop's spare parts warehouse.

Wr William Gray

Dir Mike Vejar

ROBOCOP: PRIME DIRECTIVES



Ten years after the original RoboCop, Delta City, considered to be "The Safest Place On Earth!", has become a futuristic city owned and operated by OCP, and RoboCop, Alex Murphy has begun to feel his age. Murphy finds himself nearly obsolete, and must deal with the fact that his now-grown son James is an OCP executive, unaware that his father is still alive. Also, Murphy's former partner, John Cable, has returned to Delta City as its new Security Commander. But slowly, new enemies arise, and Murphy and Cable begin an investigation into a mysterious villain known as the Bone Machine, unaware that they are coming dangerously close to exposing an evil group of OCP executives known as The Trust... which James Murphy is a part of. Desperate to prevent their sinister plans from being revealed, The Trust programs Murphy to kill John Cable...

gun play galore, killer laser beams, explosions, bustin' glass, back stabbing, martial arts, psychotic killers and this all happens in the "safest place on earth to live"? Remind me never to vacation in Delta City!

Sounds like something right out of Hollywood right? Well that's almost correct, try Hollywood North.

I'm speaking of the new mini series RoboCop: Prime Directives made by Julian Grant and written by Brad Abraham and Joseph O'Brien.

I had the pleasure and privilege to attend the theatrical showing of the entire series on Sunday afternoon and it was time well spent. Julian Grant was there to introduce the film and spoke in between chapters, he seems very proud of the work him and his crew accomplished and he has every reason to be. Along with Grant, some of the other cast and crew were on hand to watch it with us as well, writers Brad and Joseph, RoboCop himself Page Fletcher, along with Maurice Dean Wint as John Cable and actress Leslie Coles as Ashley St. John-Smythe the MediaNet anchor.

The series has it all, action, drama, a bit of horror and the outrageous humour that was born with the original. And I mean outrageous, some of it had the audience roaring.

The story is very well written IMO. Joe and Brad put some more human emotion into RoboCop that I quite liked, it makes you really feel for the character. There are times when I just wanted someone to give the guy a hug and tell him that "it's okay". At the same time, RoboCop is still the strict enforcer of the law and at times damn right mean. There is at least one shocking scene when Robo gets carried away and does something that I am sure he was not programmed for, I'll just leave it at that for fear of spoiling. There is all kinds of deceit going on, you don't know who will end up good or bad, who's going to live through the 4 parts, who's not. The plot line really makes you want to keep watching. I feel sorry for the folks that have to watch it over 4 days, I had to know what was going to happen next right then and there.

The special effects were well done, you don't feel like you are watching some cheap quickly shot B-movie. I'm not sure what the budget was but it looks big. RoboCop looks used and abused and it goes well with the storyline because they mention that many of his parts are outdated and not even produced anymore, it's 10 years after the first movie. Plus he just plain old takes a real beating in the movie!

The shoot was mammoth from what we were told, 88 days if I recall correctly. Folks this is a big project that these people put a lot of time and effort into and I'm sure many personal sacrifices were made. You can tell that the people involved were fans of RoboCop as they stay true to the feel of the original movie. If you have any reservations about this show, try and dispose of them, there is really no need for them. Try going into viewing this series in a positive frame of mind, it's *GOOD*.

Produced by Debbie Firestone (creative executive producer), Jay Firestone (executive producer), Julian Grant (producer), Adam Haight (executive producer), Paul Spike Lees (line producer), Original music by Norman Orenstein. Cinematography by Gerald R. Goozee, Film Editing by Chuck Kahn, Marlon Moskal Joyce Poon (as Jocelyn Poon), David Ransley and Bill Towgood. Casting by Jon Comerford and Brian Levy.

Production Design by Tim Boyd, Art Direction by Andrew Hull, Set Decoration by Bruce Lyne, Costume Design by Judith England. Makeup Department - Amber Chase (assistant makeup artist), Traci Loader (makeup artist), David Scott (special makeup effects artist), Production Management - Sharon Petzold (unit manager)

Second Unit Director or Assistant Director - John Jay Hebert (assistant director), Karl Jason (assistant director), Joanna Moore (assistant director), Ian Robertson (assistant director), Peter Stolworthy (dailies assistant director). Sound Department - Steve Baine (foley artist), Kevin Banks (sound effects editor), Stephen Barden (adr editor), Mark Bauserman (adr recordist: Los Angeles), Elma Bello (dialogue editor), Joe Bracciale (dialogue editor), Richard Bradbury (adr engineer: UK), Christian Carruthers (sound re-recording mixer), Rob Crang (adr engineer: Vancouver), J.R. Fountain (sound effects editor), Ray Gillespie (assistant sound editor), Craig Henighan (sound effects editor), Bill Hermans(adr engineer: Toronto), Anna Malkin (foley assistant), Ron Malligers (foley recordist), Jim McBride (adr engineer: Toronto), Peter Persaud (foley recordist), Laurie Regan (adr assistant engineer: Toronto), Catherine Rix (looping service), Stephen Roque (sound effects editor), Stephen Stepanic (adr assistant engineer Toronto), Andrew Tay (sound re-recording mixer), Todd Warren (sound re-recording mixer), Robert Woolfson (sound mixer)

Special Effects by David Antonacci (special effects assistant), Reginald A. Ashby (special effects assistant), Robert J. Crawford (special effects assistant), Jason Ehl (special effects props), Jerry Findlay (special effects assistant), Rudy Rivas (special effects key), John Sandever (special effects assistant)

Visual Effects by Greg Astles (compositor), computer special effects - Dave Bachelor (computer special effects), Scott Burton (3D animator/coordinator - computer special effects), Doug Campbell (visual effects supervisor), Graham Cunningham (3D animator), computer special effects - Tim Howe (compositor - computer special effects), Peter Hunt (computer special effects), Kent Ing (computer special effects), Darren Kirkness (computer special effects), Ethan Lee (computer special effects), Rob Mattan (computer special effects), Earl Paraszczynec (computer special effects), Stevie Ramone (compositor), Cisco Ribas (compositor computer special effects), David Shere (computer special effects), Robin Trickett (computer special effects)

Stunts by Lloyd Adams, Ron Bell, Matt Birman, Dan Bruce, Eric Bryson, Randy Butcher, Chad Camilleri, Phil Chiu, Shelley Cook, Mike Dopud, Wayne Downer, Curtis Hibbert, Ernie Jackson, Brian Jagersky, Jamie Jones, Scott Leva, Danny Lima, Steve Lucescu, Patrick Mark, Darren Marsman, Cotton Mather, Darren McGuire, Dwayne McLean, Layton Morrison, Valentin B. Nedialkov, Billy Oliver, Rick Parker, Brook Patterson, Fred Perron, Edward A. Queffelec, Robert Racki, Bryan Renfro, Paul Rutledge, John Stoneham Jr. (stunt co-ordinator), John Stoneham (stunts), Bryan J. Thomas (stunts (as Bryan Thomas))

Other crew - Aaron Barnett (production coordinator), Robert McNamara (assistant to director), Krisztina M. Neglia (extras casting (as Krisztina Meuring)), Marcus Paletta (security officer). Special Effects by Stargate Studios Sundog Films.

The name Kaydick is a homage to sci-fi writer Philip K. Dick.

It's kind of inaccurate to call this a series of four movies, since no one installment tells an encapsulated enough story to survive as being entirely comprehensible without the remaining episodes. It's a miniseries, pure and simple, but like recent episodes of ER, it's filmed in widescreen to give it a more "cinematic" vibe. (it was actually aired at least once in a Toronto theater, all four episodes back-to-back, months ago)

After RoboCop, there was RoboCop 2, a movie that tried to go even further than the original in terms of violence and satire, and half-succeeding for the effort (yep, it was more violent). Alas, then there was RoboCop 3, which brought things down to the level of more unsophisticated teenagers, what with its afterschool-special moralizing, toned-down violence, and precocious genius kids. And at last, seemingly the final rivet in the coffin, came the RoboCop TV series which brought things down to the level of grade schoolers, apparently more concerned with selling action figures than giving poor RoboCop any dignity at all. Ferchrissakes, I just saw an episode of this the other day where RoboCop flung an energy weapon's beam back at his attacker by REVERSING THE POLARITY. Not only that, but the series selectively chose to "forget" the two movie sequels, which is just confusing. Even Yvette Nipar couldn't save that, and she's really cute. Things were not looking very bright for RoboCop's future.

Fortunately, the screenwriters of RoboCop: Prime Directives (Brad Abraham and a vaguely familiar Joseph O'Brien) and director Julian Grant had the good sense, while crafting this project, to employ the elements which made RoboCop a success in the first place. Missing for a long time, it's nice to once again see RoboCop associated with a sly sense of satire, a lot of bone-crunching action (I wipe my sweaty brow with relief that it's action of the bone-crunching variety and not, generally speaking, of the wire-stunt The Matrix variety, which would be so inappropriate for RoboCop I don't think I could even describe the ludicrousness of it), and a

mostly schmaltz-free look at a man struggling to reclaim the humanity that's been buried under machinery in the name of the public good.

Depressingly mirroring the unhappy reality that the aforementioned crapwagons created, nobody seems much impressed with RoboCop (this time, played by Page Fletcher) anymore, despite how much he obviously has left to give to the world. Delta City is now complete, and virtually crime-free thanks to the efforts of RoboCop and his less armored human coworkers. The press doesn't see RoboCop as news anymore, and for that matter, he's rather the worse for wear; some of his parts are no longer even manufactured, and a close look at the RoboCop costume shows the scars of battles past. For that matter, many shots actually show him as being shorter than many of the humans that surround him. No, the press is more concerned about Bonemachine, a vigilante with a lot of hardware and a knack for escaping police barricades (despite how conspicuous he looks - he looks like he's got ED-209's arms!).

Meanwhile, RoboCop's son - that is, from when RoboCop was merely Alex Murphy, cop - is rising in the ranks of OCP, the city-owning super-company which has its eye on creating a computer system that will monitor and control the entire city. Anthony Lemke plays James Murphy (not to be confused with the guitarist who's been in every death metal band ever to come out of Florida), who finds that he's working in a den of snakes and has to become one in order to stay viable. Some of these snakes are briefly sympathetic, but only because they're in scenes with others who are even more vile. Life as an OCP executive must be tough; this guy looks like he puts on about fifteen years between the first and last episode.

So John Cable (Maurice Dean Wint), Alex's old partner from his old precinct (before he was shot to pieces in his new assignment of Old Detroit), is the only person that RoboCop trusts with the information that Bonemachine may well be an OCP agent. Then the suits (including Cable's ex-wife, played hissably by Maria del Mar) get a whiff of the new direction of RoboCop's investigation, some reprogramming is involved, and a certain cyborg's life gets a lore more complicated.

Now, that's just how it sets up in episode one; things go off in a lot of directions after that. There are cybernetically enhanced bandits with Predator-like personal cloaking devices (which reminds me - Dark Horse comics have pitted the poor Predators against every hero and villain they can find, even when they're from another comics company entirely. Aliens, Judge Dredd, Batman, Superman...nobody was safe. Was there ever a RoboCop vs. Predator comic?), another RoboCop (with black armor!), probably the most devastating virus imaginable (however implausible, it's still a cool idea), a charismatic but apocalypse-minded mad scientist, a mad slasher, all sorts of OCP intra-corporate scheming, a gang of suicidal hostage-takers which keep blowing themselves up, the ominous "Systems Support", a delightful security system which slices people up like sushi, and so much more. Frankly, I'm amazed that all these balls were juggled without being dropped; these subplots don't just show up to add a wrinkle and disappear, things are actually done with them. (except for Bonemachine, he just kinda disappears at the end of the first episode)

Page Fletcher makes an excellent Alex Murphy in the flashbacks, but unfortunately, he makes an inconsistent RoboCop. In flashbacks to his days as a beat cop, we're shown a side of Murphy which previous stories denied us; previously, all we knew about him was that he was a loving husband and father, and a bit of a cowboy on the job. Here, we see him as a well-meaning but somewhat naïve idealist who doesn't want to believe that a company like OCP might actually be a worse alternative to existing government. The cowboy we saw in the first film is put to a real test here in one scene, and he comes very close to blowing it with his (understandable) reluctance to risk too much.

As for Fletcher as RoboCop, with the helmet on, he's fine - after all, like Batman, he's a mouth, a voice and a costume. Even his jaw is part of the outfit. When that helmet comes off, though, he looks like a freakishly overgrown baby poking out of a suit of armor. Fletcher is by no means a freakish-baby-looking person on his own (actually, he looks like Rutger Hauer) but the makeup and bald wig do him no favors, and one longs for the iron jaw of Weller or even Robert Burke, except for that one great moment when he pulls off his helmet and the jaw-piece remains in place. With a semi-psychotic look in his eye, he delivers this none-to-subtle Star Wars reference with great aplomb, even if, for the most part, his voice just doesn't resonate the way Weller's did. (However, the actor who plays the second RoboCop, and it wouldn't be fair for me to reveal who it is, has his voice appropriately "tweaked" so that he sounds wonderful in the role, and were it not for one obvious-when-you-see-it problem, he'd actually probably make for the best Alex Murphy/RoboCop yet in possible future projects)

Now, much of the satire in R:PD, as was the case in the original RoboCop, is expressed in clips of TV ads and news shows, except here there's the mind-stabbing extra twist of having to not only listen to what's going on onscreen (in at least one part of the frame), but having to read two bands of written information is going past at the top and bottom of the screen. An enormous pain in the ass, to be sure, but that's what VCR's are for, and besides, at the rate attention spans are shrinking, this is probably what the news is gonna look like in ten years anyway. There is a LOT of funny stuff in here, all doubly funny for being extrapolated from existing

nonsenses, like the Geraldo-like snoop into RoboCop's lair, complete with Pop-Up Video. Particularly gut-busting is an ad for a propagandistic cartoon where a robotic cop battles "homeless ninjas", and the increasingly astonishing rapidity with which TV movies and retrospective videos are cranked out to capitalize on what's current. Moments after RoboCop is declared something of a public menace, an advertisement runs for a program called "When RoboCop Attacks"! C'mon, that's funny shit! (although if giving the same name to a Teddy Ruxpin-like doll as was given to the killer samurai cyborg from RoboCop 3 is intentional, I fail to see the meaning behind it unless it's a parallel and unrelated tribute to Katsuhiro Otomo)

Also a welcome return is the way OCP is portrayed as a corporation. The original film showed OCP as a rather morally disinterested corporation; certainly in pursuit of the almighty dollar above all else, but not overtly, gratuitously malevolent; only the individuals within the company were. The movie sequels made it malevolent, and the TV series pulled a 180 on that and made them the good guys all of a sudden! Nice to see the writers of R:PD remember that corporations, scummy as they might be, are never any better or worse than the people who run them, and don't do anything, good or bad, without a prize in sight.

The script is fairly clever throughout, and never quite obnoxiously so the way that, say, Kevin Williamson is getting (getting?) (though a couple of oft-repeated lines wear out their welcome even spread out over six hours). The movie even gets some of its own slang, like "OCPeon", useless outside of the film of course but making perfect sense within. Making up sci-fi slang is a tricky business, and ninety-nine times out of a hundred it just sounds stupid; luckily, not here. Homage abounds, with tribute paid to Aliens, Philip K. Dick, Predator, The Texas Chainsaw Massacre, John Woo flicks, Return Of The Jedi, The Dukes Of Hazzard (God help us) and even the city of Toronto itself, where R:PD was filmed (though I don't know what the significance of the latter half of that YYZ-493 license plate is). Also a neat idea is the most well-aimed gunshot in movie history. I know, it's just FX, but still, if you're too cynical to enjoy something as outrageous as that, then you probably shouldn't be watching a movie about a cyborg police officer.

A lot of characters make their way across the screen here, way too damn many to really mention (I didn't even mention the kid, who happy happy joy joy is NOT I repeat NOT a computer hacker), ranging from the well-fleshed-out to the transient, but I think the right ones got the attention and got it in the right ways. Everyone up to the most obvious boo-hiss villains are given motivations that are hardly implausible. Hell, even that omniscient supercomputer gets a personality, giving some great parting words to one of the villains.

R:PD is certainly not without its problems, some more niggling than others. I guess my biggest problem with this whole project is that it doesn't make clear soon enough just which of its predecessors were incorporated into its storyline. Normally, like with any sequel, you'd just assume it was all of them, but the TV series blew that one and until the facts are given it's anyone's guess. For example, it was quite some time before I was really clear on just how many people know the truth about RoboCop and Alex Murphy. In RoboCop 2, everybody was finding out. In RoboCop 3, everybody knew everything and had for quite some time. And the TV series went back to nobody knowing except RoboCop's partner and commanding officer. Here, several ambiguous-seeming scenes pass between Cable and RoboCop before it's clear that Cable suspects but doesn't know for sure that it's his old partner in that suit. When Cable tells RoboCop that he's replaying a chess game that he never got to finish with an old friend (read: Alex Murphy), is he unaware of RoboCop's true identity, or is he resentfully trying to tell the cyborg that he does not and will not think of him as his old partner? Hell if I can tell, until it's made clearer later on.

Other things take even longer to be figured out. I'd figured that Old Detroit was dead and gone, bulldozed with Delta City built on top of it, as was the intention mentioned implicitly in the original film and explicitly in the sequels. Turns out it's still there, though we don't find that out 'til episode two. Maybe they built Delta City on top of Windsor. At any rate, it looks like R:PD ignores the events of both movie sequels (since here, a minimum of people know who RoboCop is) and the TV series (since there doesn't appear to have been some long-standing relationship between RoboCop and James Murphy, James ignorant all along of the cyborg's real identity).

There are some other little plot problems, like how in one homage-loaded flashback to when Murphy and Cable apprehend a serial killer, Cable justifies shooting the villain by saying he would've walked anyway. Now, I understand that it's an old cop-movie tradition that apprehended serial killers will always get off on a technicality, but the cops in the movies themselves aren't supposed to know that. And throughout the episodes, men with machine guns continue to hunt down and attack RoboCop long after it's been made clear that regular bullets, even in great numbers, bounce off of him like raisins off an Oldsmobile. Nothing exactly new to the RoboCop projects, but that's kinda part of the problem.

Other things are less problems than personal peeves. White-collar villains abound, but street-level thugs like Clarence Boddicker and the drug lord Cain are missed. Sure, there's Bonemachine (goofy mask) and that mad scientist, but they're closer to Lex Luthor-like semi-supervillains than gutterslime creeps. Similarly, watching two RoboCops duke it out is great, but I also kinda missed RoboCop smashing it up with a big, monster robot.

Weird, mariachi-like "western" music figures with a lot of trumpet prominently in the score, for reasons I can't imagine. And for the first time, years are assigned to the events of the story (this one puts Murphy's original "death" in 1999) - I know, the fact that 1997 came and went without New York City being walled off doesn't make *Escape From New York* a worse movie, but "near future" stuff should, I think, keep us at least a little vague about the numbers.

There are a number of scenes where people operate computers here, which as presented, is something of a blessing and a curse. On one hand, these look like relatively accurate depictions of computer operation, which as we've all noticed, is something pretty rare in the movies. (i.e. nobody here types out conversations with their computers in plain, full-sentence English) Unfortunately, much of this is shot in a way that makes what's on-screen very difficult to read, especially if you taped it on VHS.

Still, in terms of story and character, R:PD is at least as good as the original film, and even in six hours (without commercials) doesn't have nearly as much wrong with it as the first sequel managed to pack into an otherwise enjoyable 110 minutes. The final episode is an exhausting hour and a half of non-stop action, which might have actually approached being unbearable if it didn't have so many possible outcomes. Most climaxes steer us towards one of two outcomes: pass/fail, good guy wins/bad guy wins. This one has a number of possibilities. Isn't that nice?

Everybody has their favorite post-RoboCop followup; after seeing *RoboCop: Prime Directives*, everybody'll have a new one. Big claim, maybe, but it's a big show. See it when you get the chance; I hope it's sooner than later.

Gemini Awards

2001 - Won - Best Overall Sound in a Dramatic Program or Series, Christian Carruthers, Andrew Tay, Todd Warren, Robert Woolfson - For episode "Dark Justice".

Golden Reel Award

2002 - Nominated - Best Sound Editing in Television - Effects and Foley, Long Form, Kevin Banks (sound editor), Stephen Barden (supervising sound editor), Joe Bracciale (sound editor), J.R. Fountain (sound editor), Craig Henighan (sound editor), Stephen Roque (sound editor).

WR. Brad Abraham and Joseph O'Brien

DIR. John Grant

EPISODES: 4 **YEAR MADE:** 2000 **COUNTRY:** CAN **SEASONS:** 1

ROBOCOP PRODUCTIONS LTD, CHUM TELEVISION, FIREWORKS ENTERTAINMENT.

CREATOR: DEBBIE FIRESTONE

TYPE OF SHOW: CRIME

FORMAT: MINI-SERIES

LENGTH (MINS): 90 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER: 05/01/2000 **AIR DATE OF LAST EPISODE** 25/01/2000

SEASON DATE BREAKDOWN:

FILMS:

Alex J. Murphy/RoboCop PAGE FLETCHER, John Terrence Cable/RoboCable MAURICE DEAN WINT, Sara Cable MARIA DEL MAR, David Kaydick GERAINT WYN DAVIES, Ann R. Key LESLIE HOPE, James Murphy ANTHONY LEMKE, Jordan REBEKA COLES-BUDRYS, Damian Lowe KEVIN JUBINVILLE, Ed Hobley DAVID FRASER, Dr. Colleen Frost MEG HOGARTH, Carver RH EUGENE CLARK, Abby Normal MARNI THOMPSON, Lexx Icon FRANCOISE YIP, Albert Bixler/Bone Machine RICHARD FITZPATRICK, The Old Woman (CEO) TEDDE MOORE, Ashley St. John-Smyth LESLIE ANN COLES, Bunny Bustamente JULIETTE POWELL, Rikki Oh BRANDI WARD, P.J. Flinders SARA SAHR, Archie Nemesis MARK BRESLIN, Carl Buck BOBBY JOHNSTON, Sandra Smyles ELLEN DUBIN, Officer Green RH ANGELO TUCCI, Lead Trooper DC STEPHEN FRETWELL, Dr. Hill JACK DUFFY, Todd TREVOR OWENS, Malcolm X-Plosion ROGUE JOHNSTON, Chuck Conflagration MIF, Johnny Nitro TED LUDZIK, Motor City Mangler JAMES PURCELL, Trooper Kirk DC JAMES DOWNING, Lead OCP Trooper BRENDAN WALL, Chief of Police BRAIN PAUL, DC Trooper DANIEL LEVINSON, Trooper McCoy DC KEVIN RUSHTON, Trooper Wilma DC BRITTNEY BANKS, Jenkins OCP CARLOS DIAZ, Quill JAMES BINKLEY, Officer Down DC JOHN JAY HERBERT, Ned Shyster KENNY ROBINSON, Benni KELLY FIDDICK, Ned Gummel NEVILLE EDWARDS, Dr. Lester Worth FRANCOIS KLANFER, Meeker PHILIP DEWILDE, Mother ROSALIE MCDOUGALL, OCP Executive GARFIELD ANDREWS, Board Member MURRAY MCRAE, Man PANOU, Woman JODI PAPE, Elderly Woman DAISY WHITE, Construction Worker ADAM LARGE, Lawyer DAVID MACNIVEN, Young Woman HEATHER MATHIESON, Exotic Dancer #1 PATRICA ALDRIDGE, Exotic Dancer #2 BROOK PATTERSON, Mandy #1 ERICA DAHM, Mandy #2 JACLYN DAHM, Mandy #3 NICOLE DAHM, Executive EMANUEL ARRUDA, Clarence Boddicker (archive footage) KURTWOOD SMITH.

RELATED SHOWS:*ROBOCOP - THE SERIES*1 - 1 *Dark Justice*

Ten years after becoming RoboCop, Alex Murphy finds his grown son, James, is an executive at Omni Consumer Products and doesn't know he is alive. RoboCop must also deal with his former partner, John T. Cable, being in charge of security at Delta City. Meanwhile, a new threat has emerged for Delta City, a crime wave launched by Bone Machine. RoboCop and Cable's investigation reveals a connection to the Trust, a group of OCP executives looking to take over the company. Making things worse, James is about to be brought into the Trust by Cable's ex-wife, Sara. The Trust reprogram RoboCop to terminate Cable before the investigation exposes them. Cable's only chance is to get through to RoboCop's human side. But this causes conflicts within RoboCop, which can lead to his destruction.

Wr Brad Abraham, Joseph O'Brien

Dir Julian Grant

1 - 2 *Meltdown*

Cybernetically-enhanced mercenaries, led by Ann R. Key, try to steal technology from OCP. RoboCop stops them, but the murder of John Cable by the Trust has left RoboCop without his humanity, making him extremely violent. Unknown to RoboCop, the Trust have resurrected Cable into a new crime-prevention unit, RoboCable. Meanwhile, James looks into his father's death and uncovers some secret files. RoboCop battles Delta City Security and RoboCable. RoboCop recognizes him for who he really is, but the Trust have suppressed Cable's humanity. As the battle ensues, RoboCop is forced to retreat and escapes into Old Detroit. His only hope now is teaming up with Ann R. Key. Meanwhile, RoboCable and the Robohunters enter Old Detroit to find and destroy RoboCop.

Wr Brad Abraham, Joseph O'Brien

Dir Julian Grant

1 - 3 *Resurrection*

After their battle, RoboCop and RoboCable are now wandering through Old Detroit. RoboCop is rescued and repaired just in time by Ann R. Key, Lexx and Abby. Meanwhile, RoboCable is captured by Dr. David Kaydick, who is plotting to unleash a deadly weapon. Back at OCP, Sara orders James to take a new squad of RoboHunters and find RoboCop.

Wr Brad Abraham, Joseph O'Brien

Dir Julian Grant

1 - 4 *Crash and Burn*

RoboCop battles his way past the police and OCP security systems stop Kaydick before he releases his doomsday weapon. Once he reaches Kaydick, he must get past the repaired and battle hungry John T. Cable. The final battle has begun.

Wr Brad Abraham, Joseph O'Brien

Dir Julian Grant

ROBOT DETECTIVE

AKA: **ROBOT KEIJI**



Badoh is an organization that rents out killer robots to criminals. In an attempt to combat the onslaught of assassins, the special science investigation department of the Metropolitan Police hire the services of K (voiced by Nakamura), a robot detective. Though K is programmed to be a hardworking police officer, he immediately finds himself partnered with an antagonistic human cop. Old-timer Shiba (Takashina) has hated all machines ever since the death of his beloved wife in an automobile accident, he likes to go with his experience and intuition, and loathes K's ceaselessly logical approach to every problem.

K, meanwhile, tries to comprehend human emotion. Together with the action hero younger cop Tsuyoshi Shinjo (Chiba), the mismatched detectives hunt down Badoh's various robot crimes, hoping to eventually trace them back to the criminal organization itself.

Created by Shotaro Ishinomori who also drew a manga that ran alongside the TV broadcast, Robot Detective was way ahead of its time and often cited by Japanese sources as a forerunner of ROBOCOP. Though it is unlikely that Robocop's creators knew of this obscure foreign series, RD's influence back in Japan was more palpable, particularly in the middle period Metal Series from JIVAN onward.

As Robot Detective went on, the curmudgeonly Shiba stopped calling him a "scrap pile" and began to accept him as just another police officer - a silly idea rendered utterly believable by Kaku Takashina's superbly straight performance. This matter of fact attitude was part of the serial's appeal, like the later Patlabor, RD excels at times when it simply tells a police story that happens to have a robot in it, though that's not to say that it does not have time for scenes of robot combat. For clues to the mood of K in any scenes you may see - his eyes are usually yellow, but turn red during combat and blue when he is sad. Music by Shunsuke Kikuchi.

Characters

'K'

Height: 2 Meters (6.5 Feet)

Weight: 90 Kilos (198 Lbs.)

Specifics:

In normal mode, disguises himself by putting on a Yellow Cap, and wearing a Red Sports Jacket as a means to make himself more human and so as not to unintentionally frighten those who he has sworn to protect.

Has circuitry that enables him to feel emotions. This can be seen through the changing of his eye color:

Yellow: Normal Blue: Sadness Red: Anger

When battling the robots of BADO he tosses his clothes off and goes into Battle Mode by shouting Go!. In this form his physical powers would double/triple in strength. His main weapons in this form included a power cannon encased in his chest.

After Episode 22, he got an upgrade and could now go into an even more powerful Battle Mode (his entire body would change color to Red after he would shout Blow Up). In this mode he had various additional weapons, which included additional guns, cannons and missile launchers that would activate and protrude out throughout his body. He also had various weapon attachments which he could fit into his arms (similar to Rideman of the Kamen Rider V3 series).

Although 'K' is an artificial being, he desires to understand humans and wants nothing more than to be a part of humanity. Yet, he sometimes finds it difficult to deal with the fear humans have of his kind and often is the blunt of cruel comments by Chief Shiba and others. 'K' however finds comfort with the relationships he has formed with partner Shinjo and Chief Shiba's two teenage daughters.

The Joker

His main means of transportation would be his custom Fairlady Z car called JOKER. This car in addition to being able to go well over 500 K on land, could also fly at speed up to Mach 5.

Mother

'K's' refuge from the world came in the form of a mobile base/robot whom he called Mother. When hurt, 'K' would yell out Mother! and this giant robot would appear. Mother contained various compartments for 'K' and others to reside in and could re-power 'K's' energy when needed. It is later revealed that, Mother is in fact a robot piloted by 'K's' creator Saori Kirishima. N/A

Bado

The renegade conglomerate R.K.K. (Robot Kaishi Kabukigaisha Robot Rental Company) BADO or BAD is a mysterious organization that rents out its services to various criminal endeavors. Utilizing an army of killer robots and black suited cyborg assistants, BADO launches a number of criminal offenses against the city of Tokyo and its citizens. It is later revealed that the main leader of BADO was none other than Kirishima Saori's younger brother. His consciousness was housed in a computer.

Chiba Jiro is the brother of Sonichi "Sonny" Chiba who also guest starred in a couple of episodes as the brother of Go, Shinjo Keitaro.

Was originally to be called Robot Keiji "J" but was later changed.

It is said that Ishinomori Shoutaro got the inspiration for "Robot Keiji" from the seminal Science Fiction robot story "I, Robot" by Isaac Asimov.

Episodes/Enemy

- #1 - BADO No Satsujin Sales Man (BADO's Killer Sales Man) Waka Man (Steel Ring Man)
- #2 - Mokegekisha Wa Zero (No Witnesses) WakaMan & Tenaga Man (LongArm Man)
- #3 - Tokei Hakkyo Jiken (Case of the Time Madness) Jiriki Man (MagnetMan)
- #4 - Kabe Ni Kaeta Satsujin Sha (The Killer Who Turned Into The Wall) Chameleon Man
- #5 - Nijyu No Hannin No Nazou (The Mystery of the Twin Suspects) Nanatsu Man (ToolboxMan) & KowashiMan (DestroyMan)
- #6 - Kyofu No Shikei Machine (The Fearful Execution Machine) Kowashi Man
- #7- Jijou No Kyofu! (Terror From Above) Hikou Man (PlaneMan)
- #8 - Kaminari Ga Korosu?! (Death By Lightning?) Kaminari Man (LightningMan)
- #9 - Denki Isu Spy! (Electric Chair Spy!) Koshikake Man (ChairMan)
- #10 - BADO No Minagoroshi Sakusen! (BADO's Genocide Plan) Harisasu Man (NeedleMan)
- #11 - BADO Kichi No Himitsu! (The Secret of BADO's Secret Base) Locker Man
- #12 - Mother Ga Newareru! (Mother Is Being Threatened!) Spring Man
- #13 - Akuma No Kemuri Ni Ki O Tsukero! (Beware the Evil Smoke!) Doku Gas Man (PoisonGas Man)
- #14 - Hikaru Mankome No Kiyofu! (Terror of the Shining Eyes!) - Ganriki Man (Machinegun Man)
- #15 - Hiyoteki Wa Genshi Bangou 79? (The Target Is Number 79) - Nokogiri Man (Chainsaw Man)
- #16 - BADO Kara Ubae! (Snatch From BADO!) - Taihou Man (Cannon Man)
- #17 - Ma No Awa Ni Kesareru Na?! (Beware the Evil Foam?!) - Moguru Man (Drill Man)
- #18 - BADO No Reitou Sakusen (BADO's Freeze Plan) - Reitou Man (Freeze Man)
- #19 - Okinawa No Kai Ni Nazo O Ou (Chase After the Okinawa Mystery) Kiyorai Man (Torpedo Man)
- #20 - Suibaku Hikosen Tokyo Ei! (The Aircraft Carrier Is Heading Toward Tokyo!) Karate Man
- #21 - Kiyofu Tennetsu Man Mother Gekichin! (The Terror of Barbed Wire Man Mother is Sinking!) Tennetsu Man
- #22 - Kiyoaku No Missile Man BADO No Shiyotai! (The Dangerous Missile Man BADO's Identity Is Revealed) Missile Man
- #23 - Sensui Man Suichu No Kiyofu! (The Undersea Terror of BattleShip Man) BattleShip Man
- #24 - Bakurai Man Shochu Sakusen! (Barurai Man's Burn Plan) Bakurai Man
- #25 - Kiyoku Gatoringu Man No BADO Virus Sakusen! (Deadly Automation Man's Virus Plan!) Gatoringu Man
- #26 - BADO Kasei Ni Korosu (To Kill BADO On Mars) Haguru Man (Gear Man)

WR. Masaru Igami, Shoichi Nakayama, Shozo Uehara.

DIR. Atsuo Okunaka, Itaru Orita, Kazunari Uchida

EPISODES: 26 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:** 1

TOEI/FUJI

CREATOR: SHOTARO ISHINOMORI

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 05/04/1973

AIR DATE OF LAST EPISODE 27/08/1973

SEASON DATE BREAKDOWN:

FILMS:

Detective Gô Shinjô HAROU CHIBA, Taizô Shiba KAKU TAKASHINA, Nami Shiba KEIKO KURENAI, Yumi Shiba YUMIKO KAGA, SAKYO MIKAMI, Tsuyoshi Shinjo SHINICHI "SONNY" CHIBA, Saori Kirishima YUKO KIMI, Robot Detective K (wearing clothes) RITSU NAKAJIMA, Robot Detective K (Battle Mode) JUNJI YAMAOKA, Robot Detective K (voice) HIDEO NAKAMURA, Badô (voice) KIYOSHI KAWAKUBO, Jihei Jigoku SAKYO MIKAMI, Narrator (voice) KEI'ICHI NODA.

RELATED SHOWS:

JIVAN

- 1 - 1 *BAD'S KILLER SALESMAN*
- 1 - 2 *WITNESSES ARE ZERO*
- 1 - 3 *THE CASE OF THE CRAZY CLOCKS*
- 1 - 4 *THE ASSASSIN VANISHED IN THE WALL*
- 1 - 5 *THE DOUBLE CRIMINAL MYSTERY*
- 1 - 6 *TERROR OF THE EXECUTION MACHINE!!*
- 1 - 7 *THE FEAR OVERHEAD!!*
- 1 - 8 *DEATH BY THUNDERBOLT?!*
- 1 - 9 *THE ELECTRIC CHAIR SPY!!*
- 1 - 10 *BAD'S PLAN FOR TOTAL ANNIHILATION!!*
- 1 - 11 *THE SECRET OF BAD'S HIDEOUT!!*
- 1 - 12 *MOTHER UNDER ATTACK!*
- 1 - 13 *WATCH OUT FOR THE DEVIL'S SMOKE!*
- 1 - 14 *TERROR OF THE TWINKLING EYES!!*
- 1 - 15 *THE TARGET: ATOMIC NO.79?!*
- 1 - 16 *STEAL BACK FROM BAD!*
- 1 - 17 *BEWARE THE FOAM OF EVIL?!*
- 1 - 18 *BAD'S DEEP FREEZE STRATEGY*
- 1 - 19 *CHASING THE OKINAWAN SEA MYSTERY!!*
- 1 - 20 *THE H-BOMB AIRSHIP HEADS FOR TOKYO!*
- 1 - 21 *THE TERRIBLE DENNETSUMAN -- MOTHER DESTROYED!!*
- 1 - 22 *THE VILLAINOUS MISSLEMAN -- BAD IS REVEALED!!*
- 1 - 23 *SENSUIMAN'S UNDERSEA TERROR!!*
- 1 - 24 *BAKURAIMAN'S BURNING SCHEME!!*
- 1 - 25 *EVIL GATLINGMAN'S BAD VIRUS STRATEGY!!*
- 1 - 26 *BAD DIES ON MARS!!*

ROCAMBOLE

A magician called Hindu, is actually the masked super hero, Rocambole. The sect of the Scorpion tries to recruit him to help in their plans for world conquest, but instead, he battles against the sect of evil assassins.

Produced by Carlos Bravo (producer).

Cinematography by Rafael Banquells.

WR. Raúl Zenteno

DIR. Antonio Fernández

EPISODES: 75 **YEAR MADE:** 1967 **COUNTRY:** MEX **SEASONS:**

TELESISTEMA MEXICANO S.A.

CREATOR: RAUL ZENTENO

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Spanish

SEASON BREAKDOWN:

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Rocambole JULIO ALEMAN, ELDA PERALTA, GERMAN ROBLES, RAUL MERAZ, LUIS GIMENO, SUSANA ALEXANDER, JULIAN PASTOR, ELSE CARDENAS, MIGUEL SUAREZ, LUPITA LARA.

ROCKY JONES, SPACE RANGER



Living in the 21st Century, Rocky Jones and the United Planets of the Solar System which he represented were in a political situation not unlike that of 1950s America. Although there was peace in the solar system. The United Planets were pitted in a cold war against the Ophichus Formation ruled by the evil cleolanta. Like all the Space Rangers, Rocky and his crew in one of his two spaceships, Orbit Jet and Silver Moon, kept the peace in the solar system and responded to disasters either natural or man made. His crew consisted of: Winky his sidekick, Vena Ray his navigator who often needed rescuing.

Professor Newton, an elderly scientist (Professor Newton was later replaced by Professor Mayberry) and Bobby, Professor Newton's young ward. Secretary Drake was the man that Rocky reported to at Space Ranger headquarters on Earth.

This was the first science fiction television show to be entirely pre-filmed (instead of televised live, like CAPTAIN VIDEO, SPACE PATROL, BUCK ROGERS, TOM CORBETT) and therefore it was the first to use quality sets, location shoots, and decent special effects.

Rocky Jones, Space Ranger was one of the first of outer space adventure serials to be shot on film, as opposed to broadcast live as were most of its contemporaries, such as CAPTAIN VIDEO and SPACE PATROL. Having been produced on film on a relatively high budget, Rocky Jones, Space Ranger was able to achieve production values which were very high for the time.

The series never left the solar system. The worlds of the Ophichus Formation and the United Planets were all inhabitable moons that we have yet to discover. Two of the episodes of Rocky Jones, Space Ranger: Pirate of Prah and Crash of the Moons, were used as fodder for MYSTERY SCIENCE THEATER 3000. The series was syndicated and shown on WBKB in the US.

Rocky, Jones, Space Ranger was yet another imitator of Captain Video and His Video Rangers; Space Patrol; Tom Corbett, Space Cadet; and Rod Brown of the Rocket Rangers; among myriad other space operas vying for time on television stations. Indeed, the series' likeness to the other series is made obvious by the title alone. But the essential difference between Rocky Jones and the others is that Rocky Jones was produced on motion picture film rather than broadcast live; Rocky Jones holds the distinction of being the first space opera television series to be produced on film. (Adventures of Superman was the first science fiction series on film.)

Such a distinction may seem trivial, but the use of film allowed for tighter and more controlled formal qualities than live drama would allow. Therefore, Rocky Jones has the look and feel of a motion picture. Technically, images are clear with good contrast and excellent gradations of grey due to excellent camerawork by veteran Hollywood cinematographers Walter Streng, Guy Roe, and Ernest Miller. These qualities are especially striking when viewing 16mm prints of the series, and would be even more pronounced if one had access to an original 35mm print. Beyond the mere technical quality of the series, film production allowed for larger and more varied set designs and, perhaps most importantly, for location shooting. With regard to the former, art director McClure Capps designed stylish futuristic sets filled with gadgetry designed by Loren Sackett that, like those found in the other series, looked impressive but had no basis in science. Foremost among the fanciful instruments was the omnipresent vizeograph, which, in the context of science fiction television, seemed to be an advanced design of Captain Midnight's own visaphone. But the vizeograph did more than just show an image and record a sound; it was a two-way television system that could see and hear just about anything.

More important, it could destroy the observed subject at the push of a button on its console. The device is itself declared a dangerous instrument when Secretary Drake tells Vena, in "Beyond the Curtain of Space," that the vizeograph under his command had been watching her every move and, had she become a threat to security, he could have destroyed her with it. In the same episode, Rocky uses the vizeograph to apparently destroy a traitorous space ranger. Location shooting was restricted pretty much to that 1950s icon Griffith

Park Observatory and to a high voltage power station that served as the rocket launch pads. The observatory stood in for Prof. Newton's laboratory, but the surrounding porticos frequently served as platforms to buildings on other planets. The entrance to the observatory served as the entrance to Space Ranger headquarters. The power station was an impressive set; its serpentine metal structure, along with its huge transformers and insulators along with was a ready-made edifice for Capps' futuristic set design when coupled with matte paintings and miniatures. The use of film also allowed for greater flexibility in sound design through post-production capabilities.

More importantly, the use of film allowed for the creation of intricate photographic effects designed by veteran Jack R. Glass, whose work in the second season of *Adventures of Superman* is highly creative and effective. In particular, the take-offs and land-ings of Rocky's ship, the XV-2, or Orbit Jet (and in later episodes the XV-3, or Silver Moon), combined miniatures with live action footage shot at the power station. When this sequence is cut with closer angles of live action also filmed at the power station, the effect is one of a seamless futuristic setting. In another impressive sequence, Rocky employs a derelict flying saucer to escape a prehistoric planet in "Blast-Off"; the cleverly effected spinning disk rivals the higher-end saucers in films like Robert Wise's *The Day the Earth Stood Still* (1951). The photographic effects (typical of low-budget films of the era) are numerous, effective and wholly relevant to the narratives. The photographic effects never draw attention to themselves, but remain unobtrusive, visually complementing the story. The photo-graphic effects give Rocky Jones, Space Ranger the look of a Hollywood film.

Perhaps sending the series into theatres was at least part of the intention of Roland Reed Productions since, with three exceptions, three chapters comprise each titled episode of *Rocky Jones, Space Ranger*. For example, "Beyond the Curtain of Space" is parcelled over three weeks with each title designated by Chapter One, Chapter Two, and Chapter Three. Rather than functioning as cliffhangers, the individual episodes serve as book chap-ters with one incident giving way to another until a tightly structured denouement brings everything to a close in the final chapter. Such a format allowed for the episodes to be strung together into feature length films. One feature in particular, *Manhunt in Space*, has the feel of a theatrical movie if only for its stylised main titles at the beginning and its seamless editing among the three chapters.

But the reason for the *Rocky Jones* features remains elusive since we could find no evi-dence of any theatrical releases (nor any evidence of television runs). Apparently other sources also find this puzzling since everyone omits playdates. Alan Morton, in *The Complete Directory to Science Fiction, Fantasy and Horror Television Series*, writes that some of the episodes were made into features for both the-atrical and television release, but Morton cites no dates for any releases. Allan Asherman, in an insightful summary of the making of *Rocky Jones, Space Ranger* in the March and May 1990 issues of *Filmfax* magazine, notes that the series' original distributor, Official Films Inc., edited the series into 12 features with each running 78 minutes for television release in 1956. But he gives no specific dates; and, even though our research was far from exhaustive, we found no 1956 dates for the features.

Whether the features made it to Amer-ica's screens remains unclear but certainly, Reed had a precedent to go by. Monogram Pictures and its successor Allied Artists- strung together two episodes of television's *Wild 811 Hickok* to form a series of theatrical features. Lippert Pictures followed suit by editing episodes of *Ramar of the Jungle* into features and releasing them under such titles as *The White Goddess* (1953) and *Eyes of the Jungle* (1953). Twentieth Century-Fox would do the same for *Adventures of Superman* in 1954.

But these features are merely separate episodes sewn together; some of the Rocky 'Only Glass receives screen credit, but Allan Asherman, in the March 1990 issue of *Filmfax*, adds the following to the effects crew: camera operators Dave Smith and Art Semels; camera assistants Herb Bond Charles Bohny, Gorman Wiman and Hugh Wade; and camera loader George Le Picard Asherman writes, "Working with other artists, whose names have yet to come to light, they executed the miniature buildings, artwork for starfields, composites for the establishing shots of the Space Rangers' headquarters and rocketport, and miniature spacecraft, and assembled all the effects scenes." Jones features, on the other hand, blend the episodes quite well, maintaining a coherent and seamless narrative. If these features failed to make it to theatres it was a loss for science fiction movie audiences.

Like the other space operas, *Rocky Jones* extolled the moral values of a political system very much like that of the United States of America. In this case, Rocky Jones (Richard Crane) was a Space Ranger with the United Worlds of the Solar System, and his job was to police the solar system and make it safe from enemies. Rocky's superior was Drake (Charles Meredith), the Secretary General of the United Worlds and secretary of Space Affairs for the planet Earth, who functioned more like a diplomat than a military leader. Drake was always concerned with peace; apparently his goal was to unite all the planets in the solar system into one democratic ideal that, obviously, resembled America. He states in "Crash of Moons" that "each world does its share for the benefit of all," which is an obvious reference to our own "one nation ... indivisible" motto.

Rocky's domain remained confined to Earth's solar system. While other series reached far and away into the

universe, Rocky's limit was apparently Pluto (at least in 1954). The inhabited planets and moons he frequently visited, such as Cassa 7 and Ankapor, were explained as newly discovered worlds within our own solar system. The worlds of Negato and Posito were described as "gypsy moons" that wandered about the solar system without orbits of their own.

Rocky's primary foe was a femme fatale named Cleolanta, played by Patsy Parsons, of whom nothing is known. According to the program, Cleolanta was a "Suzerain" of Ophi-cius, i.e., presumably, the leader, and she commanded a guard whose uniforms looked suspiciously like those of Soviet troops. Her demeanour is well documented, being described by Secretary Drake in "Crash of Moons" as an "arrogant woman" who "won't allow her people any information about life on other moons or planets." (Rocky adds, "Even the possession of an astrophone set is punishable by death.") In the introductory episode "Beyond the Curtain of Space," her treachery is revealed only by her excessive facade of innocence. She tells Rocky that he and his friends Prof. Newton and young Bobby are "free to come and go ... [and] see our country" because "we have nothing to hide."

Later, she explains that "letting the rest of the universe know the truth about Ophicius is difficult [because] people who don't understand us go back with lurid tales, but those who do elect to remain and share our life with us" are happy and content. Unknown to Rocky and his fel-low rangers, Cleolanta possesses a mighty tool for helping those people "elect" to stay; the vicious Darganto, her lieutenant, tells Newton that "you've been granted an extraordinary privilege: Bobby has been near you, and allowed weekly visits, and proudly I say my own son does not know my face, as Bobby will not long remember yours" before using a brain-washing device (which resembles a globe mounted on the wall) on Newton.

Cleolanta's fascism notwithstanding, the series' primary depiction of evil was treason. Next to Cleolanta, Rocky's nemesis is a "fallen ranger" named Griff (Leonard Penn), who has sworn an allegiance to Cleolanta. In "Beyond the Curtain of Space," Griff serves as Secre-tary Drake's lieutenant, and as such he is in a good position to relay confidential information to Cleolanta. At one point, Cleolanta's agent Darganto tells Griff that one traitor is worth more than a whole army. When Drake catches Griff, Drake muses about "a traitor in that uni-form" before exclaiming that "space rangers and traitors-they don't go together!" Drake then tries to take Griff captive but finds him-self a captive of Griff and his followers. Rocky learns of Griff's treason, and, interestingly, when Rocky catches up with Griff, the traitor flees in a futuristic car (described by Asher-man as a "custom jag," meaning a customised jaguar filling in for the car of the future). A stoic Rocky merely enters Drake's office and uses the vizeograph to find the fleeing Griff. When Rocky gets Griff in focus, Rocky pushes the button which presumably kills Griff since the car explodes. (Curiously, Griff reappears, alive and well, as a prisoner of the United Worlds in "Silver Needle in the Sky.")

Traitors are also found in "The Pirates of Prah" (known in feature form as Manhunt in Space) when it is learned that Ranger Ken (James Griffith), a communications officer on Cassa 7, is feeding classified information to a band of space pirates headed by scoundrels Rinkman and Dr. Vanko, both defectors from Earth and the United Worlds of the Solar System. In "Inferno in Space," Dorton, a civilian worker for Earth's Space Affairs, is promised power by the mad Agar in exchange for free-ing Agar from prison; together they steal a rocket ship, but as the earth is about to be destroyed by the Cirkonian force, Dorton repents and calls for Rocky for help. Dorton is rescued by Rocky, and in this instance, the trai-tor is redeemed.

According to Asherman, a pilot episode was produced in 1952 that featured Robert S. Carson in the role of Secretary Drake and Crystal Reeves as Vena Ray. The pilot, which apparently had no title, was directed by Abby Berlin from a script by Warren Wilson. Ash-erman writes that only a 26-minute segment of the pilot survives, but it contains retakes featuring the present cast and uses the score by Alexander Laszlo rather than the pilot's original score that was assembled from music libraries. Asherman also writes that the seg-ment is incorporated into the episode "Bobby's Comet" (Menace from Outer Space).

Hollingsworth Morse directed all 39 episodes of the series. He and D. Ross Lederman, who directed all 39 episodes of Captain Midnight, make a unique team. Filmed televi-sion involved various filming set-ups and post- production work, and normally at least two directors were used on a series so that one could shoot an episode and supervise its post-production while the other prepared the next episode. What we can say here about the series directed by Morse and Lederman is that their programs sustained a continuous if not per-sonalised quality throughout the series' run, a rarity among filmed television shows.

Morton gives a program order and play-dates for the Rocky Jones series, but a log compiled by Andy Anderson in the May 1990 issue of Filmfax shows a different program order; in fact, Anderson identifies the episodes accord-ing to a continuous chapter series, showing "Beyond the Curtain of Space" as Chapters 1, 2, 3, "Bobby's Comet" as Chapters 4, 5, 6, and so on. Our investigation of various television listings revealed no particular program order; moreover, we could find no uniform playdates. Also, because we found much of the following material by viewing the features rather than the individual episodes, we have elected to give plot summaries for the whole rather than each chap-ter; the feature titles are in parentheses, and when the feature

title is the same as the episode title we have marked it with a dagger (†). We were unable to find any of the single chapter episodes except "Vena and the Darnamo"; hence descriptions for "Escape into Space" and,

"Kip's Private War" are compiled from television listings and other reference works. According to Asherman, James Lydon replaced Scotty Beckett as Biff, Rocky's lieu-tenant, and Reginald Sheffield replaced Mau-ric Cass as Rocky's science adviser, Prof. Mayberry. At what point the change occurred eluded us since we were unable to locate any episodes noting the change in the cast, but Morton shows Lydon as a member of the cast of "The Cold Sun," which is, according to Anderson, episodes 27, 28 and 29. In the final episode, "The Trial of Rocky Jones," Sheffield is seen in a flashback to "The Cold Sun." According to Asherman, Biff (or Biffen Cardoza) was Queen Juliandra's lieutenant on Herculon, and was chosen by Juliandra as a "Space Ranger 'exchange' candidate." The rea-son for Newton's exit is not stated.

For the sake of clarity, and bolstered by interior evidence from the episodes them-selves, we have used Anderson's order despite the chaotic episode order found in various listings. In addition, we have eliminated airdates since published listings give vastly differing dates. Finally, lacking cast sheets and scripts, we were reduced to spelling the alien names below phonetically.

Technical Information

FORMAT: Half hour series told primarily in 15 three-part instalments about the exploits of Rocky Jones, a Space Ranger with the United Worlds of the Solar System.

BROADCAST HISTORY: Network: Syndi-cation originally through Official Films Inc. and later through MCA. Original Airdates: February 27, 1954, through April 17, 1954, according to McNeil; April 10, 1954, through December 4, 1954, according to Morton; and Asherman cites January 1954 as the premiere date for markets. Sponsor: Unavailable. Seasons: 1. Total Episodes: 39 black-and-white on film.

Signature

The series opens on a typical 1950s artistic rendering of outer space over which the title "Rocky Jones, Space Ranger" appears and is spoken by the announcer. This is followed by a second title, "Starring Richard Crane," before dissolving into the episode title and chapter number, again all spoken by the announcer.

Production Staff

Production: Roland Reed Productions, Inc. and Space Ranger Enterprises.

Director: Hollingsworth Morse

Producer: Roland Reed.

Executive Producer: Guy V Thayer, Jr.

Associ-ate Producer: Arthur Pierson.

Musical Score: Alexander Laszlo.

Directors of Photography Walter Streng, Ernest Miller and Guy Roe

Supervising Editors Roy Luby and Fred Maguire

Editors Richard Brockway and Gene Fowler, Jr.

Film Co-ordinator James Cairncross

Production Manager Dick L'Estrange

Art Director McClure Capps

Set Decorations Rudy Butler

Photographic Effects Jack R. Glass

Special Effects Carl Friend and Ira Anderson

Assistant Director Dick Moder

Sound Charles Althouse, Joel Moss and Jack Goodrich

Sound Editor Cathey Burrow

Music Editor Robert Raff

Casting Director Bill Tinsman

Technical Adviser Dick Morgan

Technical Instruments Loren Sackett

Makeup Ernie Park

Script Continuity Hazel W. Hall Costumes Berman Costume Company

Filmed at Hal Roach Studios

WR. Warren Wilson, Arthur Hoerl, Fritz Blocki, Marianne Mosner, Francis Rosenwald.

DIR. Hollingsworth Morse.

EPISODES: 39 **YEAR MADE:** 1954 **COUNTRY:** US **SEASONS:** 1

OFFICIAL FILMS LIMITED

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 26 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 39

DATE OF PREMIER: 10/04/1954

AIR DATE OF LAST EPISODE 04/12/1954

SEASON DATE BREAKDOWN:

FILMS:

Rocky Jones RICHARD CRANE (I), Winky (1954) SCOTTY BECKETT (I), Vena Ray SALLY MANSFIELD, Bobby ROBERT LYDEN, Professor Newton MAURICE CASS, Secretary Drake CHARLES MEREDITH, Prof. Mayberry REGINALD SHEFFIELD, Biffen 'Biff' Cardoza JIMMY LYDON, Cleolanta PATSY PARSONS, Yarra DIAN FAUNTELLE, Volaca PATSY IAONNE, Juliandra ANN ROBINSON (1), JOHN BANNER, LANE BRADFORD, RALPH BROOKS, RAND BROOKS, ROBERT S. CARSON, WALTER COY, PAMELA DUNCAN, TED HECHT, JUDD HOLDREN, TOR JOHNSON, HARRY LAUTER, NAN LESLIE, DONNA MARTELL, LEONARD PENN, CRYSTAL REEVES.

RELATED SHOWS:

SPACE PATROL (1950)

CAPTAIN VIDEO AND HIS VIDEO RANGERS

MYSTERY SCIENCE THEATRE 3000

1 - 1 *BEYOND THE CURTAIN OF SPACE (aka BEYOND THE MOON) (1-3)*

1.1 Rocky Jones' spaceship is nearly destroyed on a trip to the planet Ophiuchus

1.2 Rocky rescues Professor Newton; Bobby discovers a spy

1.3 A plot to blow up Ranger Headquarters is discovered and the spy is captured

Wr Warren Wilson

Dir Hollingsworth Morse

1 - 2 *ESCAPE INTO SPACE*

6.0 Rocky apprehends a criminal who has fled to Earth and tricks him into a confession

Wr Warren Wilson

Dir Hollingsworth Morse

1 - 3 *PIRATES OF PRAH (aka MUNTANT IN SPACE) (1-3)*

11.1 Vena's spaceship is captured by pirates from the planet of Prah; Rocky uses a "cold light" to cloak his space craft and sets out in pursuit of the pirates

11.2 Rocky is captured but escapes aboard the Orbit Jet and travels to Earth

11.3 The pirates learn of the cloaking system and manage to escape

Wr Arthur Hoerl

Dir Hollingsworth Morse

1 - 4 *SILVER NEEDLE IN THE SKY (aka DUEL IN SPACE) (1-3)*

13.1 Cleolantha of Ophiuchus forces her way into a meeting at the United Worlds Conference

13.2 Cleolantha takes out her revenge on the conference by taking the delegates captive

13.3 Rocky and his crew are taken captive but manage to escape to the Earth on the Orbit Jet

Wr Fritz Blocki

Dir Hollingsworth Morse

1 - 5 *FORBIDDEN MOON (1-3)*

7.1 Bobby is captured and the Orbit jet is stolen

7.2 Professor Newton rescues Yarra of Medina from the radiations of the Forbidden Moon

7.3 Rocky captures serum from Agar which is an antidote to the radiation threatening the people of Medina

Wr Marianne Mosner

Dir Hollingsworth Morse

1 - 6 *CRASH OF THE MOONS (1-3)*

5.1 Rocky must save his crew and a space station which are trapped between two gypsy moons

5.2 Cleolanthe attempts to destroy one of the gypsy moons by bombarding it with missiles

5.3 Rocky manages to evacuate the gypsy moon named Posetta and intercepts Cleolanthe's missile attack

Wr Warren Wilson

Dir Hollingsworth Morse

1 - 7 *KIP'S PRIVATE WAR*

9.0 Kip, the son of a suspected saboteur, is helped by Rocky to find a new life

Wr Warren Wilson

Dir Hollingsworth Morse

1 - 8 *BLAST OFF (1-3)*

- 2.1 Rocky's crew lands on an asteroid and discover the Valley People and the Hill People
- 2.2 Rocky and Bobby crash on a planetoid where they discover an ancient flying saucer and the inhabitants worship the Rangers as gods
- 2.3 Rocky and Professor Newton save the lives of two natives

Wr Arthur Hoerl

Dir Hollingsworth Morse

1 - 9 *BOBBY'S COMET (aka MENACE FROM OUTER SPACE) (1-3)*

- 3.1 After a missile strikes the Earth, Rocky's crew departs for the planet Fornax, the origin of the missile's launch
- 3.2 Zorovax of Fornax (Walter Coy) agrees to accompany Rocky back to the Earth; Professor Kardos warns Zorovax that the Earthmen can not be trusted
- 3.3 Griff joins Garganto and Cleolanthe of Ophiuchus and invades Fornax with the assistance of Professor Kardos

Wr Warren Wilson

Dir Hollingsworth Morse

1 - 10 *ROCKY'S ODYSSEY (aka GYPSY MOON) (1-3)*

- 12.1 Vena is captured but rescued after the Orbit Jet lands the gypsy moon Postita
- 12.2 Rocky travels to Negato to attempt to negotiate a peace treaty between Negato and Posita
- 12.3 Rocky is believed to be dead and recordings of his voice are used in a diabolical plot

Wr Warren Wilson

Dir Hollingsworth Morse

1 - 11 *THE COLD SUN (1-3)*

- 4.1 Rocky and the crew receive a message that there is a strange cold spell occurring on the Earth
- 4.2 Professor Mayberry that the sun is growing cold and that a trotanic missile is needed to re-ignite the sun
- 4.3 Rocky's crew is given the task of launching the trotanic missile

Wr Warren Wilson

Dir Hollingsworth Morse

1 - 12 *INFERNO IN SPACE (aka THE MAGNETIC MOON) (1-3)*

- 8.1 Rocky's crew discover that all paper and wood materials on the ship are disintegrating
- 8.2 Professor Mayberry develops a plan to overcome the threat of the moon Cryko
- 8.3 Rocky's foes pay a visit to Julieandra on Herculon

Wr Francis Rosenwald

Dir Hollingsworth Morse

1 - 13 *VENA AND THE DARNAMA*

- 15.0 Rocky and the crew travel to a distant world named Mandora

Wr Warren Wilson

Dir Hollingsworth Morse

1 - 14 *OUT OF THIS WORLD (aka ROBOT OF REGALIO) (1-3)*

- 10.1 Nizam, the evil ruler of the planet Regalio, plans to use his planets magnetic force to destroy the Earth
- 10.2 Rocky and Professor Mayberry re intercepted by a Regalian flying saucer
- 10.3 Rocky and the Professor reveal the plot to Julieandra

Wr Arthur Hoerl

Dir Hollingsworth Morse

1 - 15 *THE TRIAL OF ROCKY JONES (aka RENEGADE SATELLITE) (1-3)*

- 14.1 Rocky, Biff, Vena, and Bobby land on Ankapore to refuel their vessel The Silver Moon. The planet is a haven for criminals since the planet has no extradition treaty with the United Planets. Some of Rocky's old enemies, Griff, Rudy DeMarco, and Dr. Reno, pick a fight and local authorities arrest Rocky, charging him with assault, attempted murder, and piracy of Griff's spaceship which is missing.
- 14.2 Biff defends Rocky at his trial; a series of flashbacks show Rocky's battles with his enemies. The missing YC-47 spaceship, commanded by Zandorf enters the United Worlds Space Station 0-W-9. Clack

discovers that Pinto Vortando is a hostage.

14.3 Pinto Vortando and Clark are called as witnesses at Rocky's trial. As Judge LaVolga is about to pronounce sentence, an earthquake hits the underground city where the trial is taking place.

Wr Warren Wilson

Dir Hollingsworth Morse

ROCKY STAR

Rocky Star protects the Earth from evil forces who plan to take over the world.

ROCKY STAR is a television series based on the witty reinterpretation of a 1950s Australian radio drama. It takes as its starting point the fun and simplicity of the original radio soundtrack. To this is added a song and an imaginative B-grade, black and white visual style. The result is a fresh, fun, contemporary 'space musical' with a cliff hanger each episode. The adventure storyline will intrigue and delight the younger audience whilst the quirky, retro style of the program promises appeal amongst adults.

Broadcast in the UK in 1996.

WR. Stephen Fearnley, Stephen Harrop, Andrew Traucki

DIR. Stephen Fearnley, Stephen Harrop, Andrew Traucki

EPISODES: 20 **YEAR MADE:** 1993 **COUNTRY:** AUS **SEASONS:** 1

THE AUSTRALIAN FILM COMMISSION/MUCCI, YUCCI, SUCCI PTY LTD.

CREATOR:

TYPE OF SHOW: SPACE

FORMAT: SERIAL

LENGTH (MINS): 5 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 20

DATE OF PREMIER: 12/02/1993 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Rocky Star CHRISTOPHER MORSELY, Dianna Moore KERRY FOX, Mitch Morgan STEPHEN
FEARNLEY, ROBIN GOLD, RUSSEL GARBUTT.

ROD BROWN OF THE ROCKET RANGERS



Set in the 22nd Century, the series dealt with the adventures of Rod Brown and his partner Frank Boyle on their space the Beta as they kept the solar system safe from evil geniuses and alien races. Giving them their orders from Omega Base on Earth was Commander Swift, whose chief aide Ranger Wormser was on hand chiefly for comic relief.

Rod Brown of the Rocket Rangers was the last of the 1950's live children's space adventure shows to premiere. The show is best remembered as the first starring role for Cliff Robertson who would later become a big movie star. Rod Brown of the Rocket Rangers bore more than a passing similarity to TOM CORBETT, SPACE CADET. Not surprisingly since Rod Brown was created by some of the same people who had developed TOM CORBETT. A lawsuit was filed by Rockhill Productions, which owned TOM CORBETT at the time, alleging that Rod Brown violated their rights on TOM CORBETT. CBS claimed some originating rights to the TOM CORBETT concept since the show originated on their network before switching to ABC and then DTN. The matter was eventually settled out of court.

The space wars of the 1950s heated up with the arrival of Rod Brown of the Rocket Rangers on CBS in the spring of 1953. Captain Video (DuMont) and Space Patrol (ABC) were pulling in substantial advertising dollars plus an equally attractive amount in commercial licensing fees for the rights for toy, clothing and comic book tie-ins. CBS intended to have a share of the market.

CBS, which originally presented Tom Corbett, Space Cadet to television audiences late in 1950, apparently lacked faith in the series and permitted it to emigrate over to ABC after only three months. This was a tactical mistake. The Tom Corbett series (along with Captain Video and Space Patrol dominated the science fiction adventure field and CBS was frozen out of the competition.

To remedy the situation, CBS officials developed a carbon copy of Tom Corbett and called their series Rod Brown of the Rocket Rangers. To further draw on the Corbett inspiration, the network hired George Gould (who had directed Tom Corbett) and veteran Corbett writers Jack Weinstock and Willie Gilbert. In its eagerness to make Rod Brown a rousing success, CBS reportedly tried to lure Tom Corbett himself (Frankie Thomas) over to the new project. Considerable similarities also existed between the opening signatures of the rival shows.

Talent raids among networks was noth-ing new; CBS had raised the practice to a high art in the late 1940s when network head Bill Paley snagged a number of top comedians from NBC, including Jack Benny. However, the network's blatant appropriation of the Tom Corbett format (right down to the space terminology used on the program) provoked Rockhill Productions to file suit against CBS. In its defence, CBS argued that since it had originally presented Tom Corbett, the network retained certain rights and privileges which it was exercising in the production of Rod Brown.

The lawsuit was eventually settled out of court and the terms of the settlement were not divulged. CBS, however, continued with Rod Brown. The three young rangers who formed the nucleus of the show were Rod Brown, played by 27-year-old Cliff Robertson, and his comrades Fred Boyle (Bruce Hall) and Wilbur "Wormsey" Wormser. "Wormsey" was por-trayed by Jack Weston and functioned primar-ily as comedic relief for the series. The team operated out of Omega Base in the 22nd cen-tury, took their orders from Commander Swift (John Boruff) and manned the spaceship Beta.

The only modest departure Rod Brown made from Tom Corbett, Captain Video and Space Patrol was in discarding the traditional serial format. Each Rod Brown episode was a self-contained adventure that began and ended within a 30-minute time span. (The other series had also begun to drift away from the strict serial format.)

Rockhill wasn't the only critic to go on record against Rod Brown. About the time Congress began delving

into the possibility of a link between television violence and the increase in juvenile delinquency, TV Guide found Rod Brown suspect for the types of messages it was sending young viewers.

TV Guide faulted the show for straying too "closely to the line of violence" and for demonstrating "little or no attempt to be educational, infor-mative or even entertaining." As TV Guide implied, television programs in the 1950s were expected to at least make an honest effort at delivering worthwhile and instructive mes-sages, and failure to do so deserved public con-demnation. Rod Brown's only purpose appears to have been CBS's desire to milk profits from the juvenile science fiction fad. Rod Brown ran for 58 episodes and then disappeared from the air after fighting the usual assortment of killer robots, gigantic apes, space pirates and dinosaurs. What the show could not fight was the general perception that it had nothing new to offer its viewers.

Technical Information

FORMAT: Live half-hour adventure series featuring Rod Brown and the Rocket Rangers as they enforce peace among the disparate civ-ilisations throughout the galaxy in the 22nd century.

BROADCAST HISTORY: Network: CBS. Original Airdates: April 18, 1953 to May 29, 1954. Seasons: 2. Total Episodes: 58 black-and-white.

Signature

Without having seen any episodes of the series, we must reconstruct the opening based upon written descriptions. Apparently, much like Tom Corbett, Space Cadet, Rod Brown opened with an announcer's voice-over narra-tion coupled with filmed sequences of rocket ships soaring upward and out of sight.

Production Staff

Production: CBS Television. Producer: William Dozier. Director: George Gould. Writers: Jack Weinstock and Willie Gilbert.

WR. Don Moore.

DIR. George Gould.

EPISODES: 58 **YEAR MADE:** 1953 **COUNTRY:** US **SEASONS:** 2

CBS

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 36.

DATE OF PREMIER: 18/04/1953 **AIR DATE OF LAST EPISODE** 29/05/1954

SEASON DATE BREAKDOWN:

FILMS:

Ranger Rod Brown CLIFF ROBERTSON, Ranger Frank Boyd BRUCE HALL, Ranger Wilbur ' Wormsey' Wormser JACK WESTON, Commander Swift JOHN BORUFF.

RELATED SHOWS:

TOM CORBETT, SPACE CADET

1 - 1 *OPERATION DECOY*

Wr Don Moore

Dir George Gould

1 - 2 *THE CASE OF THE INVISIBLE SABOTEURS*

1 - 3 *THE PLANET OF ICE*

1 - 4 *WHISPERS OF THE MIND*

1 - 5 *THE CRATER OF PERIL*

1 - 6 *THE GLOBE MEN OF OMA*

1 - 7 *THE ADVENTURES OF THE VENUSIAN SEA*

1 - 8 *THE LITTLE MEN OF MERCURY*

1 - 9 *WORLD OF THE DOMMED*

- 1 - 10 *THE STRANGLER TREES OF TRITON*
- 1 - 11 *STRANGER FROM OUTER SPACE*
- 1 - 12 *THE PHANTOM BIRD OF BOLERO*
- 1 - 13 *THE BLACK CLOUD OF CALLISTO*
- 1 - 14 *THE SUITS OF PERIL*
- 1 - 15 *APPLES OF EDEN*
- 1 - 16 *SPACE BUGS*
- 1 - 17 *THE MARTIAN QUEEN*
- 1 - 18 *THE FIRE DEMONS OF DEIMOS*
- 1 - 19 *THE BIG HAMMER*
- 1 - 20 *THE VOLCANOS OF VENUS*
- 1 - 21 *THE DEATH BALL*
- 1 - 22 *THE UNSEEN PLANET*
- 2 - 1 *THE MADNESS FROM SPACE*
- 2 - 2 *THE LOOTERS OF LEERON*
- 2 - 3 *THE OCTOPUS OF VENUS*
- 2 - 4 *COLOSSUS OF CENTAURI*
- 2 - 5 *THE LIGHTS OF LUNA*
- 2 - 6 *THE TWIN PLANET*
- 2 - 7 *THE TREASURE OF TESORE*
- 2 - 8 *THE ROBOT ROBBER OF DEIMOS*
- 2 - 9 *THE MAGIC MAN OF MARS*
- 2 - 10 *THE STICKMEN OF NEPTUNE*
- 2 - 11 *MONEY MAKERS OF JUNO*
- 2 - 12 *THE DEEP SLEEP*
- 2 - 13 *THE CYCLOPS OF THEMIS*
- 2 - 14 *THE ELECTRIC MEN*
- 2 - 15 *THE CORPERNICUS DIAMOND*
- 2 - 16 *THE STONE MEN OF VENUS*
- 2 - 17 *ENERGY EATERS FROM LUNA*
- 2 - 18 *OPERATION DINOSAUR*
- 2 - 19 *ESCAPE BY MAGIC*
- 2 - 20 *THE INVISIBLE FORCE (aka ESCAPE BY MAGIC)*
- 2 - 21 *RETURN OF THE STICKMEN*
- 2 - 22 *THE FISHERMAN OF THE VENUSIAN SEA*
- 2 - 23 *THE STRONGMAN OF MAYRON*
- 2 - 24 *THE EEL OF IAPETOS*

- 2 - 25 *THE STRANGE MEN OF LEEFRI*
- 2 - 26 *THE MONKEY THAT COULDN'T STOP GROWING*
- 2 - 27 *THE PLAN OF PLANET H*
- 2 - 28 *INVASION FROM DIMENSION X*
- 2 - 29 *THE MATTER TRANSFER MACHINE*
- 2 - 30 *TERROR IN THE SPACE LIGHTHOUSE*
- 2 - 31 *ASSIGNMENT DANGER*
- 2 - 32 *BIRD-GIRL OF VENUS*
- 2 - 33 *THE EXPLODING MAN*
- 2 - 34 *THE METAL EATERS*
- 2 - 35 *THE MAN WHO WAS RADIOACTIVE*
- 2 - 36 *THE COBALT BOMB*

ROK-U MAEN

A Boy becomes part cyborg after he dies, so he can live on and keep order in the world and sabatoge plans of mad scientists and robots gone beserk.

Distributors - Golden Harvest Company Ltd. & Tsuburaya Productions

WR.

DIR. Yun-sung Seo

EPISODES: 0 **YEAR MADE:** 1973 **COUNTRY:** SKO **SEASONS:** 1

KUK DONG, LEE MING FILM CO., SEKI TRADING CO.

CREATOR:

TYPE OF SHOW: CYBORGS

FORMAT: SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** No **LANG:** Korean

SEASON BREAKDOWN:

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

JUN CHOI , HONG-GYU KIM, DAE-KUN LEE, BERU-BERA LIN, SO ZANG YOON.

ROMANCE OF ELAINE,THE

The serial incorporated a great many plot ideas from the novels of Eugene Sue and relied on the fast-paced unfolding of a stream of incredible situations in order to deflect attention from the hasty and often very shoddy direction. Compared to the work of, say, Leonce Perret in France (*L'X Noir*, 1915) as well as in the USA (*The Empire of Diamonds*, 1920), American adventure serials such as the *White* movies, although far more famous, look like unimaginative pot-boilers which concentrate exclusively on the invention of incredible plot situations but fail to pay any attention to direction, editing or lighting.

The films were nothing more than the frenetic movement of actors' bodies and objects. They were motion pictures in the most literal sense of the term: pictures of people and objects in motion.

This outing tells of a mysterious stranger, Dr X alias Marcus del el Mar (Barrymore, whose brother John played Dr Jekyll and Mr Hyde in 1920) who tries to obtain the torpedo designs or models left by the apparently dead Kennedy. Elaine and her faithful helper Jameson (Hale) discover that Dr X wants to mine all the East coast ports of the us. With the assistance and protection of Kennedy (revealed in the last episode), they foil the plan and save the country, although it isn't clear from what.

This second and final sequel to *The Exploits of Elaine* (1914) added another 12 episodes to the first extension of the adventures of Elaine Dodge (White) under the guardianship of the scientific detective Craig Kennedy (Daly), *The New Exploits of Elaine* (1915). By this time Seitz was writing and co-directing the picture without the official supervision of the Frenchman Louis Gasnier, who had learned his trade (not brilliantly) working with Max Linder in France before Pathe appointed him director-in-chief for its American subsidiary. The producer for the serial was Joseph A. Golden, Theodore Wharton and Leopold V. Wharton. The cinematographer was Joseph Dubray.

WR. George B. Seitz, Bertram Millhauser, Arthur B. Reeve, Charles W. Goddard.

DIR. George B. Seitz, Joseph A. Golden, Theodore Wharton, Leopold V. Wharton.

EPISODES: 12 **YEAR MADE:** 1915 **COUNTRY:** US **SEASONS:** 1

WHARTON PROD CO/PATHE EXCHANGE

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

PEARL WHITE, CREIGHTON HALE, ARNOLD DALY, LIONEL BARRYMOORE, G.B. SEITZ.

RELATED SHOWS:

EXPLOITS OF ELAINE,THE

NEW EXPLOITS OF ELAINE,THE

ROSWELL

AKA: **ROSWELL HIGH**



Just as it sounds, Roswell taps into the youth market with a glossy saga about three aliens - Jason Behr as Max, Katherine Heigl as his sister Isabel and Brendan Fehr as their pal Michael - who've lived on Earth for years by posing as teens in an alien-obsessed Roswell, New Mexico. Max risks exposing their secret when he saves Liz (Shiri Appleyby), the diner waitress he's always adored, by healing a deadly gunshot wound with a touch of his hand.

The incident sends an alien hunting sheriff (William Sadler) into overdrive. And thus the stage is set: Should the aliens stay in Roswell? Can they trust Liz and her quirky pal (Majandra Delfino) to keep their mouths shut? Can hunky Max and adorable Liz ever get it on?

Roswell haunts me. I find myself thinking about it repeatedly during the day. I want to view the episodes again and again. I have read the book the series was based on, and I want to read it again. The show obviously touches something deep within me. What is it that draws me to the show? I think it is the romance more than the science fiction. The show has very much to do with trust, intimacy, and belonging. Max and Liz have what I think we all long for: an intimate relationship where we are absolutely sure of the other's love for us. Liz knows Max loves her and loves her truly and purely both because he risked his life to save her life and because he has let her see into his soul, where she saw and felt the love with which he has regarded her since she was a little girl.

This "mind meld" got around all the communication problems we have using language and gave Liz certainty about Max's intentions. Max and Liz are the ideal lovers: thoroughly good people (as far as we have seen), sincere and whole-hearted lovers, innocent of all mixed motives and self-serving. Michael and Maria, Isabel and Alex are lovers (or potential lovers) too, but they are more troubled as individuals and less ideal as couples. Max and Liz have found true love, and that is why we want to identify with them and experience it vicariously. Roswell is really about love.

Executive producers for the series were Kevin Kelly Brown, Jonathan Frakes, Jason Katims, Lisa J. Olin. One of the show's executive producers was none other than Jonathan Frakes who played Cmdr. William Riker in STAR TREK: THE NEXT GENERATION. Also director David Nutter was involved in many of the shows for THE X FILES. Early on in the show's development it was also known as Roswell High.

Take a little Dawson's Creek, a Jonathan Frakes-hosted alien special, a dash of Romeo and Juliet, a bit of The Fugitive, a pinch of THE X FILES and a dollop of DARK SKIES. Dump it all into a blender. Mix at high speed for 45 seconds. Such is the recipe for Roswell.

Just as it sounds, Roswell taps into the youth market with a glossy saga about three aliens. Given that Roswell isn't exactly blessed with the most original premise in the world, it's still entertaining. Credit the leads for that. Behr radiates charm and earnestness, while Appleyby plays Liz as real, though the actress, who couldn't be any prettier, is saddled with one too many lines about her, like, total averageness. Their scenes together are the heart and soul of the show. Fehr lends able support as Michael, who's ready to split Roswell any second, while Heigl and Delfino need to tone down their performances. Any cheese with the ham, ladies? As for Sadler, it's as if the late J.T. Walsh returned to Earth, inhabited Sadler's body and decided he wanted to play his tightly wound DARK SKIES character all over again.

Overall, the prospects of Roswell look good. That's especially the case if the behind-the-scenes talent: writer/executive producer Jason Katims (My So Called Life), director/executive producer David Nutter (THE X FILES) and executive producer Jonathan Frakes.

The mixture of teen angst drama and sci-fi is handled rather effectively, etching out its own distinct voice and flavor like the WB's other teen genre series BUFFY -- but not coming off as a clone. It also helps that the

directorial guiding force is David Nutter, late of THE X-FILES and last year's other teen angst genre flick, DISTURBING BEHAVIOR. He finds the right tone for the show early on, setting up a lot of the strange character quirks but also giving the show a look and voice that's very different from the glut of other teen-centric shows.

Executive producer Jonathan Frakes (NEXT GENERATION) is involved with the show creatively and also pokes fun at himself in the pilot episode. During a celebration of the Roswell crash, the town has hired a guest speaker involved with sci-fi, that being Frakes in one of the show's funniest and wickedly inside cameos. It's during this celebration (and a re-enactment of the "supposed" crash) that we see the rich dynamic and emotional resonance the show has when our trio of aliens stand stone-faced as the ship crashes while their fellow peers are cheering on the cheesy proceedings.

Another amazingly complex and touching moment occurs when Max explains to Liz that he saw her entire life through her eyes when he saved her. To show the extent of his powers, he shows her his life through his eyes, particularly the emotions and feelings he had toward her during the school years. It's a very rich moment that is played to perfection by Appleby's Katie Holmes-esque spunkiness.

It will be interesting to see how this show plays out but with all the great behind-the-scenes talent it has the best of both worlds. In one corner is a very strong voice with Katims, who, like Joss Whedon on BUFFY, appears to have set up a lot of potential directions the show will likely go in during the coming season (not to mention a solid mythology right off the bat which so many shows of this nature lack). It also has an X-FILES-like conspiracy tone courtesy of X-vet Nutter. He brought a lot to Chris Carter's show as a director during the first couple of seasons and that experience looks like it will pay off ten-fold here, where he's given a wider palette to work from and a premise that, if it plays its cards right, won't get muddled in its own attempt to be vague (anyone seen THE X-FILES lately by the way?).

Tipped to be the success of the 1999/2000 US season, it looked like once against Warner Brother had come up with a winning formula. The apparent blending of Dawson Creek style teenage romance with Science Fiction looks to be an infectious brew with the producers successfully avoiding coming up with a BUFFY: THE VAMPIRE SLAYER clone. It certainly has high calibre production team with executive producers David Nutter (THE X FILES), Johnathan Frakes (STAR TREK: THE NEXT GENERATION) and Jason Katims (Relativity/ My So-Called Life) Nutter says, "It's really a cross between THE X FILES and My So Called Life, two shows which, of course, we know a little about. . . Our goal is to make this a show with intelligence and life and death stakes for the kids' attempts to avoid being heard to talk about aliens, instead adopting the codeword 'Czechoslovakians' and Frakes' cameo in the opener, playing himself at a UFO festival recreating the Roswell crash. The series was initially given a 22 episode run, unusual for the WB network.

The series started in the UK on Sky One in January 2000.

Aliens have invaded Roswell High. For many years they remained undetected, but when the enigmatic Max Evans (Qason Behr) saves the life of fellow student Liz Parker (Shiri Appleby) their secret is in danger of becoming public knowledge. As the series progresses, the mounting feelings Max and Liz share put the extraterrestrial visitors in greater peril, and arouse suspicions in those around them. As Roswell's first few episodes receive their premiere in the UK, the series is still very much in production in the US. Some days are more exciting than others on the set of TV's freshman Sci-Fi hit, but they're all necessary.

It's mid-afternoon on a lazy November day when Cult Times visits the cavernous soundstage on the Paramount Pictures lot in Hollywood, California. The Roswell team is filming episode 11, entitled The Toy House, tentatively set to air in February. The hour involves, among other things, Max and Isabel (Katherine Heigl) trying to decide whether or not to tell their human "mother" (Mary Ellen Trainor) that they're really aliens. As for the scene in question, it unfolds in the Evans household, specifically in the kitchen. A grease fire suddenly bursts forth from a skillet, imperilling Max's mother, and Max leaps into action, knocking the skillet from her hand and extinguishing the fire with a mere wave of his hand. He then, awkwardly, tosses water on the burning vegetables in a fairly lame effort to cover his tracks. The incident, of course, forces Max's mother to wonder about Max and how he's always been a little off-kilter, somewhat unusual, perhaps even a tad... alien.

Michael Fields is directing The Toy House and he's putting everyone through a rehearsal in order to finalize the choreography of the scene. There will be no real flame-up, as that will be added later via special effects. But burning vegetables do need to be seen in the shot, thus a crewman stands ready with a blowtorch to scorch the carrots, onions and peppers. Another crewman holds in his hands bags of fresh vegetables. In Hollywood, even carrots, onions and peppers have stand-ins and stunt doubles, and they probably want residuals. Fields watches intently as Behr and Trainor do their thing and as a cameraman wielding a hand-held camera does his bit to capture the action for posterity. When everyone seems ready, Fields calls for the camera to roll on scene.

On take one, Fields - viewing the action through a monitor just behind the kitchen set-isn't satisfied with the angle at which Trainor holds the skillet. He zips into the kitchen, stands behind the actress and wraps his hands around hers, much like a golf pro teaching someone how to swing a club properly, and shows her precisely what he had in mind. He then heads back to his director's chair. "Michael," she mock-complains as he walks away, "you should have hired a pan model." They both smile. On take two, Trainor gets the angle just right. "That was pretty good," Fields says, but he requests another go at it. Trainor laughs. "I have consumed more fumes today..." she says, looking hard at a couple of crewmen who are actually sporting white paper masks that cover their mouths and noses.

Take three looks rather good, and Fields remarks on his delight with it. A first assistant director then chimes in with some bad news. "The vegetables sparked when they hit the ground," he says somberly. "And we can't have that." Everyone groans, some more audibly than others. Finally, on take four, Behr walks by at just the right instant, Trainor drops the skillet perfectly, the veggies don't spark as they hit ground zero and Behr convincingly dumps water on the offending (albeit invisible) blaze. "That was perfect," Fields announces. "Print that."

Wasting little time, Fields moves on to the next shot, a close-up of the burned vegetables on the ground. Behr and Trainor disappear into their respective trailers, while several crewmen race into the room and kneel on the kitchen floor, speedily installing a piece of flooring that perfectly matches the existing floor, except that it's been pre-burned. The scorched veggies can then be strewn on top of the temporary flooring, providing the desired effect without ruining part of a permanent set. When everything's ready, Fields rolls camera. "Great!" he says following take one. The first assistant director bursts Fields' bubble again, however, this time citing technical problems. "I wasn't that happy with it, anyway," Fields cracks as he surveys the area. "Can I keep the pan? If I have that, people will think I actually cook."

The director then confers with his crew and, in a moment, they're ready for take two. "Flame 'em up!" he shouts, and take two does the trick. The moment is in the can without a hitch. Fields then comes over to talk for a brief moment. "You probably wanted to see a lot of fire, huge flames, didn't you?" he asks playfully. "Believe it or not, it's less expensive and more effective to do that stuff later, with opticals, than to bring in stuntmen and risk using real fire. Our little blowtorch is all the fire we really need to pull it off." Just then, a crewman walks by with the incinerated veggies. Fields cracks up. "This is scintillating stuff," he says, shaking his head. "It's the height of Sci-Fi, and you were here to see it."

Much later on, in his trailer after wrapping his day, Jason Behr is still full of energy and good humour. And he's this way despite the fact that only his taking the time to talk is preventing him from heading home for the night. "'The height of Sci-Fi,'" he says, smiling broadly as he repeats Fields' words. "That's one way to describe it. We've got all kinds of moments on Roswell. We've got big moments, with big action or big revelations, and then we've got the quieter moments, the little things that don't seem too important. But they are all important. Everything is building to something on Roswell. Because the WB gave us such a big order (a 22-episode commitment), we can reveal things slowly. We don't have to do everything at once, in one episode. That's great.

"What I'm trying to do - and what I think we're all trying to do smaller, quieter moments, even the ones that may not seem so important, the same way I'd play the bigger, more obviously important moments. If we play everything that way, it can only make the show that much better. That's how I look at it."

"We're as human as you are, Alex, only we can manipulate the molecular structure of things." Those are the words of Isabel Evans, as she explains to Alex (Colin Hanks) in the most simple language how she and her fellow aliens, brother Max and pal Michael, are different from - yet very much like- humans. And it's a key line in *The Balance*, which explores what happens when one of the aliens, in this case Michael, gets sick. But first, some backstory. Michael becomes enraged at Max for holding back information (about writings on the wall of a cave, writings that may come from their species), and goes off to see River Dog, the Native American who knows about alien visitors. After sitting through a "sweat," a Native American rite, Michael becomes frightfully ill and happens, most inconveniently, at the UFO Centre.

Much of *The Balance* is spent watching as Max, Liz, Alex and Maria race against the clock to save Michael. That's the conventional stuff and it's well executed. Between action bits, however, the show slows down enough to focus on relationships. Isabel tries to trust Alex, but can he keep his mouth shut? Maria still cares for Michael, who broke off their relationship because he refuses to risk getting hurt. And, of course, Max and Liz tempt fate again by contemplating a serious relationship. Maria, often the show's sarcastic voice of reason, warns Liz. "Humanalien relationships," she says, "are bound to be disastrous." In another sweet bit between Liz and Maria, the young ladies discuss the thrill of kissing an alien. "Only two people in the whole world," Maria notes, "are capable of having this conversation:"

Roswell's producers and writers are pulling off a pretty mean trick week after week; they're not dropping any

balls while juggling elements as diverse as Sci-Fi, romance, teen Angst that classic standby, the chase. And the show continues to let the actors shine. After initially centering mostly on Jason Behr and Shiri Appleby as Max and Liz, Roswell now spends pretty much equal time with the superb Majandra Delfino as Maria and Brendan Fehr, who comes across as something of a young David Duchovny, always questioning and bristling with energy beneath a fairly calm exterior. Solid, too, are Katherine Heigl as the imperious Isabel and Colin Hanks as Alex, the offbeat human who wants to fit in. with the aliens.

WR. Jason Katims.

DIR. David Nutter, Turker Gates.

EPISODES: 61 **YEAR MADE:** 1999 **COUNTRY:** US **SEASONS:** 3

20TH CENTURY FOX TELEVISION, REGENCY TELEVISION, THE WB TELEVISION NETWORK.

CREATOR: JASON KATIMS (Developed)

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 21, (3) 18

DATE OF PREMIER: 06/10/1999 **AIR DATE OF LAST EPISODE** 14/05/2002

SEASON DATE BREAKDOWN:

FILMS:

Liz Parker SHIRI APPLEBY, Max Evans JASON BEHR, Maria DeLuca MAJANDRA DELFINO, Michael Guerin BRENDAN FEHR, Alex Whitman COLIN HANKS, Isabel Evans KATHERINE HEIGL, Sheriff Jim Valenti WILLIAM SADLER, Kyle Valenti NICK WECHSLER, Amy DeLuca DIANNE FARR., Kathleen Topolsky JULIE BENZ, Blackwood MICHAEL HORSE, Milton STEVE HYTNER, River Dog NED ROMERA, Mrs. Evans MARY ELLEN TRAINOR.

Books Based on this series.

Roswell High

Roswell High - A New Beginning #8	Kevin Ryan	2003
Roswell High - Dreamwalk #6	Paul Rduditis	2003
Roswell High - Little Green Men #3	Dean Wesley Smith and Kristine Kathryn Rusch	2002
Roswell High - Loose Ends #1	Greg Cox	2001
Roswell High - Nightscape #9	Kevin Ryan	2003
Roswell High - No Good Deed #2	Dean Smith and Kristine Kathryn Rusch	2001
Roswell High - Pursuit #10	Andy Mangels and Michael A Martin	2003
Roswell High - Quarantine #7	Laura Burns	2003
Roswell High - Shades #4	Mel Odom	2002
Roswell High - Skeletons in the Close #5	Andy Mangels and Michael A Martin	2002
Roswell High - The Dark One	Melinda Metz	2000
Roswell High - The Intruder	Melinda Metz	2000
Roswell High - The Outsider	Melinda Metz	2000
Roswell High - The Rebel		2000
Roswell High - The Seeker	Melinda Metz	2000
Roswell High - The Stowaway	Melinda Metz	2000
Roswell High - The Vanished	Melinda Metz	2000
Roswell High - The Watcher	Melinda Metz	2000
Roswell High - The Wild One	Melinda Metz	2000
Roswell High - Turnabout #11	Andy Mangels and Michael A Martin	2003

RELATED SHOWS:

STAR TREK: THE NEXT GENERATION

1 - 1 *"PILOT"*

The story follows high school waitress Liz Parker (Shiri Appleby) and how one strange event in her diner leads her to a greater understanding of the world and universe around her. It all begins when Liz is fatally shot in a scuffle at the restaurant only to find herself miraculously healed by fellow student Max Evans (Jason Behr) who has had a crush on her since they were kids.

Confused by what's happened to her (and sporting a silver hand imprint on her chest), Liz now must hide

the truth from her friends and family as to what actually happened on that fateful day. In the process, Liz (despite having a faithful but dull boyfriend) slowly becomes attracted to Max who spills the dirt on his background. Max was part of that Roswell crash and is one of the few surviving descendants who emerged from incubation many years later. Adopted by local families (who don't know of their true origins - or at least that we know of now), the young children including Max, his sister Isabel (Katherine Heigl of

BRIDE OF CHUCKY) and friend Michael (Brendan Fehr) have managed to fit in without drawing attention to themselves for years. They do have a few obvious differences - they love Tabasco sauce and can manipulate molecules in convenient ways when they want something changed or done (such as saving Liz's life), but they've kept a pretty low profile otherwise. However, the town sheriff Valenti (William Sadler) has become suspicious of the event and now believes the rumors about aliens living among them is a truism. He's bent on breaking down Liz to get to the truth while keeping an eye on our trio of alien-nated teens.

Wr Jason Katims

Dir David Nutter

1 - 2 *THE MORNING AFTER*

Michael steals a key from Sheriff Valenti that may hold the secret to an alien's past.

Wr Jason Katims

Dir David Nutter

1 - 3 *MONSTERS*

Max, Isabel, and Michael worry that Maroa may reveal their secret to Valenti.

Wr Jason Katims, Thania St. John

Dir David Nutter, David Semel

1 - 4 *LEAVING NORMAL*

Kyle's friends beat up Max.

Wr Jason Katims

Dir Chris Long

1 - 5 *MISSING*

Liz suspects several people in connection with the disappearance of her journal.

Wr Jon Harmon Feldman

Dir David Semel

1 - 6 *285 SOUTH (PART 1 OF 2)*

Liz, Maria and the aliens travel to Texas to try to find a clue to their origin.

Wr William Sind, Thania St. John

Dir Arvin Brown

1 - 7 *RIVER DOG (PART 2 OF 2)*

The gang escape from Atherton's house with a pendant.

Wr Cheryl Cain

Dir Jonathan Frakes

1 - 8 *BLOOD BROTHER*

Max is injured in a car accident and Liz pressures Alex to help protect him from medical procedures that could expose his identity by providing blood samples to replace Max's.

Wr Barry Pullman, Breen Frazier

Dir David Nutter

1 - 9 *HEAT WAVE*

A heatwave sparks a wave of romance.

Wr Jason Katims

Dir David Nutter

1 - 10 *THE BALANCE*

Michael becomes sick after visiting River Dog.

Wr Thania St. John

Dir John Behring

1 - 11 *THE TOY HOUSE*

Max arouses his mother's suspicion when he has to use his powers.

Wr Jason Katims, Jon Harmon Feldman

Dir Michael Fields

1 - 12 *INTO THE WOODS*

The aliens and Sheriff Valenti try to find out what caused strange lights to appear in the sky.

Wr Thania St. John

Dir Nick Marck

1 - 13 *THE CONVENTION*

A UFO convention comes to Roswell.

Wr Jason Katims, Emily Whitesell

Dir Tucker Gates

1 - 14 *BLIND DATE*

Liz is set up with her 'perfect' date.

Wr Thania St. John

Dir Keith Samples

1 - 15 *INDEPENDENCE DAY*

Michael's father's abuse becomes physical.

Wr Toni Graphia

Dir Paul Shapiro

1 - 16 *SEXUAL HEALING*

Max gets flashes from his past.

Wr Jan Oxenberg

Dir David Semel

1 - 17 *CRAZY*

FBI agent Topolsky returns to warn Liz that a covert alien hunter inside the Bureau is pursuing Max and his friends -- and that he will stop at nothing to get what he wants. Meanwhile, Isabel befriends Tess, a new female student who immediately arouses Max and Michael's suspicions.

Wr Thania St. John

Dir James Whitmore Jr.

1 - 18 *TESS, LIES AND VIDEOTAPE*

As the Sheriff tries to win the trust of the alien teens, Michael discovers a hidden camera in his apartment.

Wr Richard Whitley, Toni Graphia

Dir Paul Shapiro

1 - 19 *FOUR-SQUARE*

Max confronts Tess. Isabel & Michael are having embarrassing dreams.

Wr Thania St. John

Dir Jonathan Frakes

1 - 20 *MAX TO THE MAX*

The shape shifting alien Nasedo masquerades as Max to kidnap Liz.

Wr Toni Graphia

Dir Patrick Norris

1 - 21 *THE WHITE ROOM (PART 1 OF 2)*

When Max is captured by the special unit, Nasedo and Tess team up with the gang to break him out.

Wr Jason Katims, Thania St. John

Dir Jonathan Frakes

1 - 22 *DESTINY (PART 2 OF 2)*

After escaping from Pierce, the aliens save Nasedo. Michael accidentally kills Pierce. Nasedo, as the aliens' guardian takes Pierce's place to help the aliens. The aliens figure out how to use the devices and release a message from Max and Isabel's real mother. She says Max is their leader and Tess, his fiancée and that Michael is Second in command and he is Isabel's fiancé. After hearing all this Liz runs out.

Wr Jason Katims, Toni Graphia

Dir Patrick Norris

2 - 1 *SKIN AND BONES*

Max and the others must rescue Michael after he is arrested for murder; Liz takes a job with a congresswoman who has a hidden agenda.

Wr Jason Katims

Dir James A. Contner

2 - 2 *ASK NOT*

Brody Davis, the mysterious new curator at the UFO Museum has the group on edge, and Michael and Isabel plotting his demise.

Wr Ronald D. Moore

Dir Bruce Seth Green

2 - 3 *SURPRISE*

Isabel is deeply moved when Max throws her a surprise birthday party, but she grows troubled after seeing visions of a bound and gagged Tess. Meanwhile, Alex does an interesting cop striptease for Isabel; Congresswoman Whitaker is revealed as Nasedo's killer and as a Skin.

Wr Toni Graphia

Dir Fred Keller

2 - 4 *SUMMER OF '47*

Michael discovers the hidden history behind the 1947 crash when interviewing a World War II survivor for a school project. The story unfolds with familiar faces portraying people in 1947.

Wr Gretchen J. Berg, Aaron Harberts

Dir Patrick Norris

2 - 5 *THE END OF THE WORLD*

An older Max travels from the future (2014 to be exact) to tell Liz that their relationship will imperil his planet and together they devise a plan to change the future: by making present Max fall out of love with Liz. Not an easy task until Liz tricks Max into believing she slept with Kyle.

Wr Jason Katims

Dir Bill L. Norton

2 - 6 *HARVEST*

After the death of congresswoman Whitaker, Max and the gang visit her hometown, Copper Summit, Arizona, where they find themselves trapped in enemy territory when they learn the whole town population are Skins.

Wr Fred Golan

Dir Paul Shapiro

2 - 7 *WIPEOUT!*

The Skins make all the humans in Roswell, New Mexico disappear turning it into a ghost town. Their assault ends with the death of one of the aliens: Courtney the helpful Skin. Fortunately Tess uses her mindblowing powers and destroys all the other Skins or so it seems until Max and Tess spy a boy resembling Nicholas on a scooter at the end of the episode.

Wr Gretchen J. Berg, Aaron Harberts

Dir Michael Lange

2 - 8 *MEET THE DUPES (PART 1 OF 2)*

Duplicate versions of Michael, Isabel and Tess come to Roswell after killing their king Zan, to urge Max to attend an important interstellar summit in New York City, but they have their own agenda; Ava stays behind in Roswell.

Wr Toni Graphia

Dir James A. Contner

2 - 9 *MAX IN THE CITY (PART 2 OF 2)*

Max and Tess depart for the interstellar summit in New York City with Rath and Lonnie, Michael and Isabel's duplicates, who both harbor a secret agenda for their future king and an alliance with Nicholas, the Skin. Ava reveals to Liz that Rath & Lonnie murdered Zan. Tess is kidnapped by the dupes after Max learns of their true intentions. When Max finally finds Tess she reveals that they tried to read her mind to find the Granolith but she resisted. She then says that they're gone but did they die or are they still out there? Ava says goodbye to Liz and leaves Roswell.

Wr Ronald D. Moore

Dir Patrick Norris

2 - 10 *A ROSWELL CHRISTMAS CAROL*

Max witnesses a tragedy and is haunted by the ghost of a man he could have saved, leaving him overwhelmed with guilt and questioning his healing abilities. Isabel aka the Christmas Nazi (dubbed by Michael) tries to brighten up the holiday season and Tess tries to become a part of the Valenti family.

Wr Jason Katims

Dir Patrick Norris

2 - 11 *TO SERVE AND PROTECT*

When Isabel develops a psychic connection to a girl who has been buried alive, she races to find the teenager before it's too late. Meanwhile the FBI comes to town and starts asking questions concerning Valenti and his involvement with Max and Isabel.

Wr Breen Frazier

Dir Jefery Levy

2 - 12 *WE ARE FAMILY*

Sheriff Valenti is suspended from the force after refusing to answer the FBI's questions about Max and Isabel, but he soon finds himself right back in the thick of things when Laurie DuPree shows up at his house claiming to be chased by aliens.

Wr Gretchen J. Berg, Aaron Harberts

Dir David Grossman

2 - 13 *DISTURBING BEHAVIOUR (PART 1 OF 2)*

Michael and Maria flee from Roswell after helping Laurie DuPree escape from the police, and Max learns that a deadly parasite was released into Earth's atmosphere when their ship crashed 50 years ago.

Wr Ronald D. Moore

Dir James Whitmore Jr.

2 - 14 *HOW THE OTHER HALF LIVES (PART 2 OF 2)*

Max tries to stop Alex and Kyle from being buried alive in a cave filled with glowing blue crystals; Isabel is kidnapped by Grant Sorenson possessed by the alien parasite queen; Michael is shot while trying to protect Laurie.

Wr Jason Katims, Ronald D. Moore

Dir Paul Shapiro

2 - 15 *VIVA LAS VEGAS*

When the gang makes a spur-of-the-moment trip to Las Vegas, in order to spend the DuPree money, the event-filled excursion ends in a faceoff between Max and Michael over leadership; Tess and Liz can't pass for over-21-year-olds; Maria recruits Alex to help her audition for a role that ends up to be for a stripper; Isabel meets a man.

Wr Gretchen J. Berg, Aaron Harberts

Dir Bruce Seth Green

2 - 16 *HEART OF MINE*

The onset of junior prom stirs up emotional tumult as Liz tempts fate by asking Max to be her date, Isabel decides Alex is the man she's been searching for, and Michael tells Maria he won't take her to prom.

Wr Jason Katims

Dir Lawrence Trilling

2 - 17 *CRY YOUR NAME*

Jim Valenti breaks the news to the aliens and their friends that Alex was killed in a suspicious car accident. Max attempts to revive the already dead Alex, but sadly cannot. The gang must then deal with their overwhelming grief over losing their beloved friend. When the investigation into the car accident leads Valenti and Max to believe that Alex committed suicide by deliberately driving his car into the oncoming path of a truck, Liz blows up and refuses to believe it. Liz begins investigating on her own, finding a photo of Alex and his Swedish girlfriend defaced literally with Alex's head missing. But the weirdest clues are the passage from a Robert Frost poem and the credit card slip that Alex signed just before his death, the strange part: he signed it 11100100100111011001.

Wr Ronald D. Moore

Dir Allan Kroeker

2 - 18 *IT'S TOO LATE AND IT'S TOO BAD*

A startling breakthrough leads to a renewed connection for two of the gang. Differing reactions to a life shattering event creates tension among the gang, resulting in heartfelt revelations, hidden insecurities and thoughts of leaving Roswell. Meanwhile, Liz enlists Sean in her continuing quest for answers into the death of Alex.

Wr Gretchen J. Berg, Aaron Harberts

Dir Patrick Norris

2 - 19 *BABY, IT'S YOU*

Max is hit with a one-two punch after he discovers that not only is Tess pregnant with his son, but that the baby cannot survive unless they return to their home planet. Liz, Maria and Michael work together to unravel the mysterious double life of Alex. Isabel and Kyle explore her powers as they play pranks on Max and Kyle dreamwalks with a Playmate.

Wr Lisa Klink

Dir Rodney Charters

2 - 20 *OFF THE MENU*

Brody Davis, his mind frazzled from an electric shock, holds several members of the gang hostage, when he begins to remember what happened when he was abducted, such as the New York City interstellar summit and the fact that Max is an alien. Max must use his healing abilities to fix Brody's mind so that he doesn't remember the alien mind that inhabits him. Tess must mindwarp Amy DeLuca into not remembering that Brody held them hostage.

Wr Garrett Lerner, Russel Friend

Dir Patrick Norris

2 - 21 *THE DEPARTURE*

Max, Isabel, Michael and Tess struggle with goodbyes on what they believe to be their last night on Earth before they travel back to their home planet. In the final hours, Max frantically searches for the killer that is still out there and threatens the lives of everyone they love.

Wr Jason Katims

Dir Patrick Norris

3 - 1 *BUSTED*

Max and Liz are arrested and jailed for holding up a convenience store. Meanwhile, Isabel has a secret affair with a handsome attorney, and Michael tries to straighten out his life.

Wr Jason Katims

Dir Allan Kroeker

3 - 2 *MICHAEL, THE GUYS AND THE GREAT SNAPPLE CAPER*

Michael works as a security guard, but when he tries to loosen up his co-workers, he causes more harm than good. Meanwhile, Max and Liz continue to see each other despite her parents' wishes.

Wr Ronald D. Moore

Dir Paul Shapiro

3 - 3 *SIGNIFICANT OTHER*

With Alex's ghost as her guide, Isabel must finally confront her fears about love and her conflicted feelings for Jesse. Meanwhile, Maria happily discovers a whole new, human part of Michael in, of all places, a bowling alley, and Liz and Max struggle to remain together despite her father's insistent disapproval.

Wr David Simkins

Dir Patrick Norris

3 - 4 *SECRETS AND LIES (PART 1 OF 2)*

Max travels to Hollywood while investigating a murder he believes was committed by an alien. He discovers a link to a Paramount science fiction show called "They Are Among Us" and when he goes to the Paramount lot to investigate he ends up auditioning for the part of an alien on an episode of "Enterprise" directed by Star Trek alum, Jonathan Frakes. Meanwhile, back in Roswell, Isabel and Jesse struggle over how to reveal their engagement to their families.

Wr Garrett Lerner, Russel Friend

Dir Jonathan Frakes

3 - 5 *CONTROL (PART 2 OF 2)*

Max, with the help of Kal Langley, undertakes a dangerous journey as he seeks to learn of the fate of Tess and his son. Meanwhile, back in Roswell, Isabel and Jesse must face the negative reactions of their

parents and friends to their impending marriage.

Wr Gretchen J. Berg, Aaron Harberts

Dir Bill L. Norton

3 - 6 *TO HAVE AND TO HOLD*

Right before her wedding, Isabel is torn with doubt when she has erotic dreams of her former alien lover, Kivar. Meanwhile, a reluctant Max agrees to serve as Jesse's best man, while attempting to investigate him at the bachelor party.

Wr Ronald D. Moore

Dir Fred Keller

3 - 7 *INTERRUPTUS*

After their idyllic wedding, Isabel and Jesse are stalked on their honeymoon by her alien lover Kivar who plots to take her back to their home planet. Learning of this, Max and Michael arrive intent on destroying the alien. Meanwhile, Liz and Maria discover that Philip has begun a secret investigation of Max, including the disappearance of Tess, and he's embroiling Liz's dad into the whole thing.

Wr David Simkins

Dir Bruce Seth Green

3 - 8 *BEHIND THE MUSIC*

When an old love visits Maria her passion for music resurfaces, which jeopardizes her relationship with Michael. Meanwhile, while Max's father is still trying to put together all the pieces of his investigation, Isabel joins Max in the quest to stop him.

Wr Russel Friend, Garrett Lerner

Dir Jonathan Frakes

3 - 9 *SAMUEL RISING*

When Max is fascinated by an intriguing autistic child he wonders if his own lost child is attempting to reach out to him. Meanwhile, Michael plays Santa to Maria and Liz's elves at a charity event. Isabel and Jesse share their first holiday together as husband and wife.

Wr Jason Katims

Dir Patrick Norris

3 - 10 *A TALE OF TWO PARTIES*

In an attempt to find Roswell's legendary New Year's Rave, Max and Maria join forces. Meanwhile, Liz connects with her father and Isabel helps Kyle find the perfect date for New Year's.

Wr Melinda Metz, Laura J. Burns

Dir Allan Kroeker

3 - 11 *I MARRIED AN ALIEN*

When a journalist friend of Jesse's comes to Roswell, Isabel discovers he's investigating her, Max and Michael, after he witnesses Michael using his powers. Meanwhile, Isabel fantasizes about what her life would be like if Jesse knew her alien secret through the device of a 1960s sitcom a la "Bewitched".

Wr Ronald D. Moore

Dir Patrick Norris

3 - 12 *CH-CH-CHANGES*

When Liz begins to undergo some strange, alien-like changes to her body, she decides she needs to get as far from Max as she can. In order to separate from him she must leave Roswell to go to boarding school in Vermont. Meanwhile, Maria gets offered a recording contract in New York, but she isn't sure she likes what the record label people are doing to her music to make it "popular".

Wr Gretchen J. Berg, Aaron Harberts

Dir Paul Shapiro

3 - 13 *PANACEA*

Michael uncovers a conspiracy at Metachem, when a guard is killed on duty. Michael enlists the aid of Max and Isabel when the investigation takes an alien turn. Meanwhile, Liz has entered boarding school in Vermont and tries to start a new life, and Maria disillusioned by New York goes to visit Liz in Vermont.

Wr Russel Friend, Garrett Lerner

Dir Rodney Charters

3 - 14 *CHANT DOWN BABYLON*

Michael, Jesse and Valenti call on a discredited doctor to help the wounded Isabel. Also, Clayton

Wheeler undergoes an amazing transformation and soon finds himself drawn to Liz; and Jesse quizzes Michael about Isabel's alien roots.

Wr Ronald D. Moore

Dir Lawrence Trilling

3 - 15 *WHO DIES AND MADE YOU KING*

When the gang attempts to return to their normal lives, they soon find that their lives have gotten a lot more complicated, which includes Jesse attempting to come to terms with his newfound knowledge but matters are complicated when he finds himself under FBI scrutiny, and Max's "death" creates a unique situation within the alien authority structure, resulting in a new King...Michael.

Wr Gretchen J. Berg, Aaron Harberts

Dir Peter Ellis

3 - 16 *CRASH*

Michael witnesses a fatal crash between a fighter jet and an alien vessel, and embarks on his own investigation leading to the recovery of an artifact. Meanwhile, Isabel spends the day with her mother, who's harboring a secret agenda and is working with her husband to discover Max & Isabel's secret, which leads to a shocking revelation.

Wr David Simkins

Dir Patrick Norris

3 - 17 *FOUR ALIENS AND A BABY*

Max's quest to find his son ends with the return of Tess and the baby, and the gang find themselves in danger again while trying to protect the child. Meanwhile, Jesse encourages Isabel to reveal her true origins to her parents, and the elder Evanses provide a way to ensure their grandchild's safety.

Wr Garrett Lerner, Russel Friend

Dir William Sadler

3 - 18 *GRADUATION*

As their high school graduation approaches, the gang must come to terms with their expectations for the future, while joining together to thwart the FBI when they discover that several members of the group are under surveillance. Meanwhile, Liz begins exhibiting even more alien-like powers, that cause her to see visions of their future - including their deaths.

Wr Jason Katims, Ronald D. Moore

Dir Allison Leddi-Brown

ROUNIN

AKA: **ERIK MATTI'S ROUNIN**



Tagline, "A TV epic that will take you to the ends of imagination."

Rounin is the story of an elite group of warriors who live in a place called Lumeria. It also happens to take place on a totally different planet. The Rounin(s) are tasked to protect the city and its inhabitants against the threats of Helion, the City of Death. Each Rounin(s) specializes in a martial arts discipline, and is commanded by the master Rounin, the leader of Lumeria. While battling their enemies, the Rounin strive to adhere to their tenets - one that they cannot fall in love with each other. The show centers around the quest of a young Rounin warrior, Mythos, as he tries to piece together his past to unlock his true identity.

Rounin was an ABS-CBN Philippine drama dubbed as tele-epiko[1] or TV epic. It is a fantasy and martial arts series shown in Philippine TV and is said to be one of the most expensive locally-produced TV series aired in the Philippines.[2] It is also the first Filipino series shot using high-definition video technology.[3] It began airing on April 16, 2007 in ABS-CBN's Primetime Bida block. The series is line produced by Reality Films while Larger Than Life Productions is handling post, visual effects, VFX supervision, mastering and grading. The series is shot using Panasonic's HDP2 technology. Despite the media hype and promotions, the series only manage to attract attention on its firsts weeks. Rounin did not manage to beat its rival show in the ratings game and therefore was put to a later timeslot to make way to stronger shows. The move contributed to reaching even lower ratings to as low as 10% as its niche audience (predominantly younger viewers) think that the timeslot is very late. It became the lowest rating for a show in Mega Manila primetime slot.

The series concluded on July 26, 2007.

Main Characters

Diether Ocampo Cadmus Prudence. The master of Rounin & leader of Lumeria. Master of the martial art of Furian (Shado and Katana). Rules with wisdom, not force. He is elevated as the master of the Legendary Rounin Circle that fought and won the Great War that finally gave Lumeria ultimate freedom and peace. He was the only survivor of the 1st Generation of Rounin. His original element was Earth, but later gained the element of Light (the medallion controlling all five elements) after being made the Master of the Rounin, and Ruler of Lumeria.

Luis Manzano Juris Service & Justice. Member of the 2nd Generation of Rounin. The strongest (of the five) Rounin. His aggressiveness matches his mastery of Freega (Muay Thai). Justice is his motivation for combat. His greatest weakness is love. He has a forbidden relationship with a fellow Rounin, Aura. His medallion's element is Fire.

Angelica Panganiban Aura Passion & Love. Member of the 2nd Generation of Rounin. The master of Aria (Wu Shu). Love is her motivation for fighting for the kingdom, and love for Juris. Unknown to her, she is also the object of affection of Creon. Her medallion's element is Wind/Air.

In the closing episode of the series, Aura and Juris marry and have a child.

Rafael Rosell IV Creon Pride & Freedom. Member of the 2nd Generation of Rounin. The Master of Armada (Capoeira). He is the son of Xander - 1st Generation Rounin, alongside with Master Cadmus. He feels pressure of being the son of Xander, A legendary Rounin. He was Juris' best friend, but became best friends with Venom later on; he had always resented his being second best to Juris in combat and in Aura's heart. His medallion's element is Water. He is vanquished by his long lost brother Mythos in battle.

Nikki Gil Leal Patriotism & Loyalty. Member of the 2nd Generation of Rounin. Master of Katana (Kali). A Rounin that truly goes by the book; she is the second strongest (loyal) Rounin. She is Aura's confidant. She is a true friend to her peers and a joyous person that endears to the people around her. She has a complicated past involving her love to Xyrus and her duty as a Rounin. Her deceased father's un-fulfilled wish to become a

Rounin was what drove her to become a Rounin herself. Leal dies in the fight against Helion's forces. Her medallion's element is Electricity.

Jhong Hilario Venom Deceit & Discord. Member of the 2nd Generation of Rounin. Master of Shado (Krav Maga). Dark and secretive; always seems to have ulterior motives for his "just" actions. His loyalty is not with the kingdom, but with Creon, because he owes Creon for helping him (Venom) become a Rounin, himself. He is aptly named, as his true character is revealed later on. His medallion's element is Earth.

Rayver Cruz Mythos/Cleo Strength & Bravery. One of two chosen, 3rd Generation recruits, to the current (2nd Generation) members of Rounin, and one of elite students to pass the elimination and reach the top four, at Zephyre. Mythos possesses extraordinary fighting skills that, he thinks, might have something to do with the father he never knew. When his mother refuses to talk about his father and about their life, before they arrived in Vesta, he knows that he has to find his father and the truth for himself. Little does he know that he belongs to a family of Rounin - Xander being his father, and Creon being his older brother - and his true name being "Cleo". He later receives the medallion of Water, as one of the two new recruits into the circle of 2nd Generation of Rounin.

In the concluding episodes of the series, it was revealed that Mythos' real father was not the late Xander, but Cadmus himself, which explains why Mythos is the most powerful Rounin of his generation. He eventually inherits the leadership of Lumeria.

Shaina Magdayao Selene Respect. One of the elite students at Zephyre, and top four chosen to become one of the two new recruits into the circle of the 2nd Generation of Rounin. She is Aura's protégé. She has the making of the next Aria (Wu Shu) and Katana (Kali) master. She respects both her enemies and peers. Never bitter with defeat. She is the master apprentice of the Rounin school until Mythos came. She is happy to be reunited with Mythos and eventually falls in love with him. She later discovers that she is half-Helion, and that Vega is her half-sister, making Draco her father. She is later given status as Leader of the Palace Guard, if only for a short amount of time, to test her loyalty.

Selene and Mythos are married by the end of the series, and have twin daughters. However, Selene's Helion heritage continues to hover over her newfound life.

Joross Gamboa Thalon Ambition. One of the elite students at Zephyre, and top four chosen to become one of the two new recruits into the circle of the 2nd Generation of Rounin. He is Juris' nephew and protégé. Student of Furian (Muay Thai). He is Selene's closest ally, but he is slowly falling in love with her. He will be Mythos' Rival in combat and in love, much in the same predicament that Juris, Aura, & Creon were in. He later receives the medallion of Fire, as one of the two new recruits into the circle of 2nd Generation of Rounin.

Melissa Ricks Raysian Competitiveness. One of the elite students at Zephyre, and top four chosen to become one of the two new recruits into the circle of the 2nd Generation of Rounin. She is classmates with Mythos, Thalon, and Selene. She was also one of Mythos' rivals, constantly butting heads with Mythos, during Mythos' first arrival to Zephyre. During the Final Challenge, Mythos saves her life - carrying her while she was unconscious; she eventually warms up to Mythos and becomes one of his most trusted allies in battle. She swears on her life, her complete loyalty & allegiance to Mythos, and later develops feelings for him. Soon after, she was given status as Leader/General of the soldiers prepared to attack Helion, traveling alongside the Rounin. She dies in battle trying to save Mythos against a possessed Selene.

Geoff Eigenmann Xyrus Wariness. He was sent to the city-prison, Argos, as punishment for killing a man while trying to protect Leal. He unwillingly worked for Septo while in Argos, but had turned on him after having met, spoken with, and helped, Juris. He becomes instrumental in saving and releasing Juris from being imprisoned in Argos. He is granted amnesty and is allowed to be free once again (more accurately, he was granted residency in Lumeria upon the end of the term of his punishment & imprisonment in Argos, coinciding upon the same time as Juris' extraction from Argos). He comes face to face with Leal, his former love. He ends up being a loyal and strong warrior, alongside the Rounin, helping to protect Lumeria, especially the Palace of Master Cadmus.

Aubrey Miles Vega The daughter of Draco - the king of Helion, and heiress to the throne of Helion, the arch-enemy of Cadmus and the entire kingdom of Lumeria. She resurrects and falls in love with Creon, using her power as a Helion and the power of the Water medallion. She later discovers that Selene is her half-sister, after Selene is captured in an attempt to lure Mythos, so that he would give up his medallion, for Selene's release. She is killed by Aura in a duel.

Agot Isidro Naya Naya would do just about anything for her daughter Selene. She may seem a social climbing and money-hungry woman but in truth she only wants Selene to escape the danger of her own sordid past. Her drive for Selene to become a Rounin is so that the power of a Rounin medallion would suppress or prevent the Helion blood, in Selene, to kick in, and show Selene's true nature - thus putting Selene in danger, and being subject to be sent to Argos.

Ina Raymundo Reema/Deinara A good mother to Mythos(Cleo), who always thinks of her. She doesn't want

DATE OF PREMIER: 16/04/2007

AIR DATE OF LAST EPISODE 26/06/2007

SEASON DATE BREAKDOWN:

FILMS:

Cadmus DIETHER OCAMPO, Juris LUIS MANZANO, Aura ANGELICA PANGNIBAN, Creon RAFAEL ROSELL, Leal NIKKI GIL, Venom JOHNG HILARIO, Mythos / Cleo RAYVER CRUZ, Selene SHAINA MAGDAYAO, Estor / Septo CARLOS AGASSI, JOHN APACIBLE, Young Mythos JAIRUS AQUINO, Lore MHYCO AQUINO, Amon RICO BARRERA, VICTOR BASA, Young Creon OWEN BOWEN, CRIS DALUZ, Braulio A.J. DEE, Draco MONSOUR DEL ROSARIO, Solana PAW DIAZ, DEXTER DORIA, Xyrus GEOFF EIGENMANN, STEVEN FERMO, Talon JOROSS GAMBOA, Pharus EMILIO GARCIA, Armana JENNY HERNANDEZ, Zelian JANICE HUNG, Naya AGOT ISIDRO, Kirra AARON JUNATAS, Mang Elli RONNIE LAZARO, Vega AUBREY MILES, BEA NICOLAS, BERNARD PALANCA, Tyro JUDDHA PAOLO, Reema / Deinara INA RAYMUNDO, Raysian MELISSA RICKS, RENEE SUMMER, Xander T.J. TRINIDAD.

1 - 1 *EPISODE 1*

Lumeria, the land of order and peace, stands at a threat of an invasion by Helion and its greedy ruler, Draco. Helion aims to exploit Lumeria's vast natural resources. As Draco and his daughter, Vega, together with a battalion of evil soldiers, march to Lumeria, chaos breaks out in the peaceland. Master Pharus calls on five noble and brave Rounins, the great warriors, to defend Lumeria. After much bloodshed, the Rounins successfully drive away Draco and his army.

While jubilation fills Lumeria, Draco plans a trap to defeat the Rounins. Draco invites the Rounins to a "peace talk," but what is actually an ambush. The Rounins muster all their strength and elemental powers to round up the Helion troops. Before killing Draco, however, Master Pharus and four Rounins meet their demise, leaving Cadmus as the lone surviving Rounin.

In Xander's attempt to save his son, the Rounin meets his demise. Cadmus seeks his comrades wife, Reema and breaks to her the bad news. He promises to fulfill the dying will of Xander, which is for his children to become Rounins. Reema objects and tells Cadmus that her other son, is dead.

Cadmus pays his last respect to the departed Rounins, and vows that Lumeria will be peaceful as long as he is alive. He dedicates his life in training Creon in becoming a Rounin. Unbeknownst to Cadmus, Reema flees with her baby, Cleo. She changes her name into Deinara, and her son's into Mythos, to escape the dangerous and violent life of the Rounins.

What fate awaits Lumeria? Can Cadmus alone protect the peaceland? Will Creon be able to follow into his father's footsteps? With a vendetta over Lumeria, how will Vega avenge his father's ruthless death? As Deinara and Mythos, will Reema and Cleo be able to live a quiet life?

1 - 2 *EPISODE 2*

Reema flees Lumeria with her son, and Cadmus orders a search for them. Years pass by, but still Cadmus hears nothing about the two. Reema, now as Deinara, arrives at the poverty-stricken land of Vesta with her young boy whom she now calls Mythos. Deinara meets Naya, the mother of a young girl named Selene. Deinara and Mythos live with Naya and her daughter.

Deinara conceals the truth, about her past and the father of Mythos from Naya. But having owed Naya everything, Deinara, however, comes clean, but asks Naya to keep it a secret. Naya finds an opportunity to give her daughter Selene a better life using Deinara's connection with the Rounins. Naya aims to send Selene to Lumeria to be trained as a Rounin.

Back in Lumeria, Cadmus trains Creon, now a young man, into becoming a full-pledged Rounin. Cadmus recruits four others to continue the legacy of the Rounins. Juris, Aura, Venom, and Leal now comprise the new generation of Rounins dedicated into keeping peace and order in Lumeria. Meanwhile, in Helion, Draco's black army is at a loss after the tragic demise of their leader. Vega, the heiress to the throne, is now a young woman and is seeking counsel to plot her revenge over Lumeria and the Rounins.

Mythos and Selene form a fond friendship while the former exhibits the tell-tale potentials of becoming a Rounin like his deceased father. Can a new identity stand in the way for Mythos to fulfill what is already destined? For how long will Deinara keep the truth from his son? Is peace back in Lumeria for good, or is Helion planning another attack? Can the new breed of Rounins live up to the codes and legacy of their predecessors?

1 - 3 *EPISODE 3*

Cadmus worries about the series of street crimes perpetrated by thieves from Vesta. After stopping a robbery attempt, Cadmus gathers the Rounins to conduct an investigation. Juris suggests leniency over the people of Vesta, but Venom believes that the outcasts must be punished. Cadmus sides with Juris and warns Venom of his impulsiveness.

Unknown to Cadmus, Braulio is one of the thieves. Braulio secretly enters Lumeria to spy on the Rounins under the orders of Vega. The Queen of Helion believes that they still stand a chance to defeat the Rounins, conquer Lumeria, and avenge her father's death.

In Vesta, Mythos meets Eli, a man who teaches young children the art of combat. Mythos manifests fighting skills which impresses Eli, and the latter agrees to train the young boy. Meanwhile, Naya insists her obsession for Selene to become a Rounin, but Deinara objects, saying that power and wealth are not the answer to a happy life. Deinara decides to forever conceal the truth to keep Mythos from searching his true identity.

On his way home, Mythos runs into Selene who is about to be used in a street theft. Mythos stops the crime, defeats the group of thieves, and saves Selene from danger. Is this the beginning of Mythos's destiny coming into fulfillment? Can Deinara do something before her worst fear comes true? How will disagreements and differences affect the bond among the Rounins?

1 - 4 *EPISODE 4*

The Rounins fail to catch a group of child thieves who fled to Vesta. Cadmus orders a search all over the poor city to find the main syndicate and finally put an end to the prevalence of crimes. In Vesta, Deinara hears of Mythos's involvement in a street fight only to protect Selene. Deinara reminds Mythos to always stay away from violence, but offers no clear explanation behind her intention.

Mythos and Selene run into Eli, and Mythos agrees to secretly undergo training under the care of Eli. Mythos reasons that he intends to learn the art of combat to protect his mother from possible harm.

En route to Vesta, the Rounins plan a way to search for the thieves. Venom suggests that they must arrest all children and parents in Vesta, but Aura differs, saying that they still must respect the rights of people. Leal orders Venom to act by the rules, and warns Venom that she won't hesitate to imprison Venom if he breaks orders.

The Rounins reach the local market of Vesta, and Creon calls on the people of Vesta to cooperate in the search of the thieves, and offers a reward in exchange of information. Deinara catches a glimpse of Creon, and cries upon the sight of her older son. On the other hand, Selene's obsession is fueled with the sight of the dignified Rounins.

After his secret training with Eli, Mythos confronts his mother on her reason for condemning the Rounins. Mythos confesses about his training with Eli which angers his mother. Deinara goes to Eli to stop him from encouraging her son's delusions.

Selene figures a way of earning money and getting to Lumeria by tipping the Rounins about the thieves. She convinces Mythos to accompany her to the wondrous place to talk to the Rounins. On their way, the two children are mistaken as thieves and are chased by the townspeople. Can Mythos and Selene outrun the angry mob? For how long will Venom defy orders?

1 - 5 *EPISODE 5*

Mythos and Selene are in Lumeria being chased by an angry mob, and the two separate to easily escape. Selene reaches the passageway, while Mythos is captured by Venom. The rebel Rounin mistook the kid for a thief and tried to punish him, but Aura and Leal intervened. They question the children in the station, where Juris presents his nephew, Thalon, who exonerates the children. Creon offers Mythos and Selene a reward in exchange of information concerning the real thieves. The children agree to turn the thieves over to the Rounins.

Creon opens his heart to Aura about his strange feeling about Mythos, and says that the kid reminds him of his dead younger brother. Meanwhile, in Vesta, Deinara and Naya worry about the whereabouts of their children. After a while, Creon and Aura arrive in the public market with Mythos and Selene. Creon instructs the children to identify the thieves. When the thieves were arrested, Naya goes to Selene to meet the Rounins, while Deinara scolds Mythos and hurriedly takes him home.

Naya speaks to Creon and Aura about the promised reward. After hearing Aura's compliments regarding Selene's heroism, Naya asks Aura about Selene's chance of becoming a Rounin. Aura offers to train Selene, which pleased the woman very much. Creon asks Naya about Mythos, and Naya invites the

Rounins to her home for them to see Mythos and his mother.

Meanwhile Deinara packed their things in a bag without much of an explanation to Mythos. She and her son manage to slip out the back just as Naya and Selene opens the front door. Creon is disappointed and hopes to run into the young boy again, soon. For how long will Deinara run away from her past and bear to be estranged from her older son? Is this the beginning of Naya's Rounin dreams for Selene?

1 - 6 *EPISODE 6*

Naya and her daughter excitedly heads to Lumeria for Selene to start her Rounin studies. She hands over the care of her house and store to Deinara, and the latter wishes her friend all the best. Meanwhile, Mythos and Selene part ways with heavy hearts in exchange of following their mothers' different wills. The two children, however, leave each other the promise of meeting again in the future.

On the other hand, the arrested thieves are banished into a barren land known as Argos, the place where criminals are detained. The thieves express anger over the Rounins, and they all meet a mysterious criminal who vows revenge over the armed defenders of Lumeria.

In Lumeria, Cadmus wonders why more and more people are leaving the bountiful life in Lumeria only to live in the poor city of Vesta. The master Rounin questions himself and his leadership of the bright city. Meanwhile, Creon subtly expressed a liking towards Aura, but the lady Rounin warned Creon and reminds him of the code they must all follow. Juris shows worry upon noticing the way Creon relates to Aura.

Years pass by and Selene goes through an apprenticeship under Aura, while Mythos continues his secret training with Eli. Both are now teenagers living completely different lives. Is there a chance for these childhood friends to meet again? What if Deinara finds out about Mythos's secret training with Eli? Now a young man, can Mythos continue his blind obedience to his mother's mysterious intentions? What threat does the criminals of Argos pose against the Rounins?

1 - 7 *EPISODE 7*

Lumeria celebrates its day of independence. Creon remembers the day he lost his mother, father, and younger brother to the great war. He dreams of having his own family one day. Cadmus, on the other hand, still worries about Reema all these years. The master Rounin finds it difficult to be happy for Lumeria because of the great loss he suffered a long time ago.

In Vesta, Elli rushes to Mythos with news about the banished criminals being released from Argos. Before Mythos could do something, the criminals arrive and try to make Mythos pay for their incarceration. Mythos and Elli, however, defeat all the criminals. Some people inform Deinara of the fight and gets there to witness her son in action. She confronts Mythos and warns Elli to stay away from her son.

At home, Deinara and Mythos argue regarding his secret training with Elli. Deinara can't seem to understand his son's persistence on honing his combat skills, while Mythos questions his mother's real intentions. Mythos asks about his father, but Deinara refuses to say anything. Mythos resents his mother's secrets, and runs away from home.

Mythos talks to Elli about his feelings. Mythos admits resentment about the fact that his mother still treats him like a child. Elli advises him not to be carried away by his anger and that he must learn to respect his mother's decision. He tells Mythos to go home and apologize to his mother, but Mythos decides to wait 'til morning.

Deinara, alone at home, receives an unfriendly visit from the criminals. Thinking that Mythos is with her, the criminals burn the house down to take their revenge on him. Deinara tries to escape, but to no avail, remains trapped by the smoke and fire.

Mythos and Elli witness the people in chaos, and Mythos fears the worst. He rushes home to check on his mother, only to see their house in flames. He calls out for his mother and heads on to save her, but Elli stops him from going inside. Mythos struggles and breaks free, finding his mother unconscious on the floor. Mythos brings Deinara out and tries to revive her. Deinara regains consciousness, but feels very weak. She asks her son to promise that he will stay away from violence and put his strength into good use. Deinara then takes her last breath and dies.

What will Mythos do now that he is an orphan? Will he abide by his mother's dying will, or pursue the truth about his past and fulfill the wishes of his heart?

1 - 8 *EPISODE 8*

Mythos mourns the tragic death of his mother and vows revenge over the criminals. He hunts the people responsible for his mother's death, and altogether beats them in cold blood. But before killing them, Mythos stops, however, after remembering his mother's dying will for him to stay away from violence.

In Lumeria, Cadmus gathers all the Rounins and other apprentices to commemorate the city's freedom day. In celebration, a competition is held to showcase the skills of the Rounins. Cadmus calls on Leal, Venom, and Aura for a fight demonstration, in which Aura wins. The master Rounin calls Creon and Juris next for a second demonstration. Before taking the floor, Juris reminds Creon to remember that it is all for a show. Creon, however, psyches himself of defeating Juris. Creon gives all his skills to win, but to no avail, he is defeated by Juris. Creon is disappointed and takes the incident against Juris.

Juris rushes to Creon to clear things up. Creon, however, assures Juris that he feels fine and has nothing against Juris. But Aura believes that it was really Creon's intention to hurt Juris just to win the fight. Cadmus tells Juris that as a master Rounin, he treats his subordinates equally, hence Creon has no reason to feel bitter. Leal, on the other hand, admits to Aura her suspicion regarding Aura and Juris's fondness of each other. Leal reminds Aura about the strict rule forbidding Rounins to have intimate relationship.

Outside, Creon is alone thinking. He is disturbed by Venom who offers help. Creon insists on being left alone, but Venom further irritates Creon, and an altercation breaks between the two. In the middle of the fight, Creon verbalizes his frustrations in becoming the most powerful Rounin and about Cadmus's favor over Juris. Before walking away, Venom professes his loyalty to Creon, that he will support whatever Creon's decision will be.

Mythos finds a letter in his mother's old stuff. He figures the letter to have come from Lumeria. Mythos goes to Elli to tell him of his decision to leave Vesta and head to Lumeria to seek answers about his father. Upon reaching Lumeria, Mythos wanders amidst the freedom day mardi gras. In the crowd, he is seen by Selene who is accompanied by Thalon. How will these long-lost childhood friends react when they finally meet? What life is in store for Mythos in Lumeria? How far will Creon be taken away by jealousy? Is there really something serious going on between Juris and Aura?

1 - 9 *EPISODE 9*

The celebration in Lumeria continues, and Creon shows signs of worry which Aura immediately notices. Creon asks Aura if she finds fulfillment in the Rounin service despite having to give up some personal desires. He reveals to Aura that he is willing to give up being a Rounin in exchange of finding love and having a family. The conversation gets serious, and Creon professes his profound love for Aura. The lady Rounin however dismisses the idea as a joke and walks out. Juris comes and asks Creon what bothered Aura. Creon comes clean to Juris, and the latter reiterates his comrade what the code of the Rounin says about relationships. But Creon tells Juris that he will not allow anyone, even the Rounins, to stop him from loving Aura.

Thalon shares to Selene his childhood dream of becoming a full-pledged Rounin one day, but the young lady admits to her friend that being a Rounin is actually her mother's dream. Selene wonders of taking a different course, that probably being a Rounin is not really her destiny. Thalon, however, tries to convince Selene of the benefits that the life of a Rounin promises. Seeing her closeness with Thalon, Naya talks to Selene about what is really going on between her and the young man. She advises her daughter to prioritize her training in becoming a Rounin. Since Selene and Thalon are showing potentials of becoming a Rounin someday, Naya reminds Selene that Rounins are forbidden from having relationships.

The following day, Naya asks Selene on when will she finally become a Rounin, but Selene tells her mother that the only way she can become a Rounin is if she is chosen to replace a Rounin who dies in a battle or resigns from the order. Selene tells her mother that she is no longer sure if she still wants to spend more years waiting to become a Rounin. Selene considers going to an ordinary school and taking a regular course, but Naya yells at her daughter that becoming a Rounin is their only ticket to a bountiful life. Selene resents her mother for controlling her life and preventing her from doing the things that will make her happy.

Mythos wanders the streets of Lumeria and asks some bystanders for direction. He shows them the old book he got from his mother, and the people direct him to the school of Zephir. By night time, Mythos reaches Zephir, but the school is already closed. The guards interrogate him, but when Mythos failed to show a passport, the guards tried to arrest him. Mythos fights back, defeats all the guards, and runs away. Mythos then finds a closed inn and manages to convince a kid named Kirra, the inn keeper, to sneak him in for the night. Upon telling Kirra that he is from Vesta, Mythos is driven away by Kirra for the fear of being accused of protecting a trespasser. Mythos, however, promises to pay the kid money in exchange of his secret stay even for the night.

Juris finds Aura in training and tries to join her. The two talk about Creon, but Aura still believes that everything is just a joke. Juris asks Aura how she truly feels about Creon, but Aura tells Juris that she only sees Creon as a comrade. Juris and Aura engage in a rehearse combat, but the kicks and punches turn into intimate caresses as the two Rounins get carried away by their affection for each other. Aura tells Juris that it is not yet time to bring their love out in the open. Aura promises Juris that one day, she will fight for their love whatever the cost may be.

Will forbidden love and jealousy wound the relationship among the Rounins? What answers will Mythos find in Lumeria? For how long can Selene continue her blind obedience to her mother?

1 - 10 *EPISODE 10*

In the middle of training in Zephir, Aura notices the closeness of Selene and Thalon. Aura talks to her apprentice and reminds her to guard her feelings, especially that she and Thalon may become Rounins anytime soon. Selene, however, tells her teacher that for her, Thalon will be nothing else but a friend.

Mythos is found out by the owners of the inn, and he tries to convince the landlords to make him stay despite having no proper documents. Mythos offers to work in exchange of his stay, and the landlords agree to make Mythos work in the weapons shop. The landlords strictly instructed Mythos that his employment must be kept a secret as he won't be issued proper working permits. If anyone asks, Mythos must deny his involvement with the shop and its owners.

Leal takes note of Aura's actions and tells her comrade that she overheard what Aura advised Selene. Leal reminds Aura to take her own advice, which is to control her own emotions and abide by the code of the Rounin. The talk makes Aura rethink her secret relationship with Juris.

In Helion, Vega seeks advice from Arcan about her next move. She is advised by the dark counsel that a "chosen one" is coming to help them launch a great war over Lumeria. Vega tells Braulio about the prophecy, and the Queen of Helion can hardly wait for the arrival of the mysterious "hero".

In the weapons factory, Mythos experiences abuse and maltreatment from his landlords. After showing his speed in making swords, Mythos is given additional workload. Creon arrives to claim his sword, which is handed over by Mythos. The Rounin is impressed with the craftsmanship of the sword and asks for the maker. Kirra claims the work, but the landlord takes the credit for his own. Kirra is later punished for his presumptuousness.

Cadmus talks to Juris about the brewing feud between him and Creon. Juris, as a friend, tries to justify Creon's insecurities. Cadmus, however, tells Juris that no matter what Creon do, Juris will still be the strongest of all the Rounins. The master Rounin further explains that he will do something to teach Creon a lesson, to remind him that despite being the son of Xander, he does not necessarily possess all his father's powers.

Cadmus calls the five Rounins to a meeting. The master Rounin chooses the most deserving warrior who will serve as his right hand, and Cadmus appoints Juris. Leal supports the master's decision and reaffirms that Juris truly deserves to be the next master Rounin. Juris expresses humility and tries to pass the appointment to someone else. Cadmus, however, convinces Juris not to turn his back on the honorable task. The decision shuns Creon, and the insecure Rounin shamefully walks out of the meeting.

Did Cadmus just drive the wedge that will finally break Creon and Juris apart? For how long can Aura hide her forbidden relationship? What will happen now that Mythos has once again ran into his estranged brother?

1 - 11 *EPISODE 11*

Cadmus approaches Creon who is still bitter over the Master Rounin's appointment of Juris. Cadmus tries to convince Creon that he favors no one and that he must accept that Juris is indeed more powerful than him. Creon, however, believes otherwise, and expresses his regret of leaving his mother in exchange of training with Cadmus.

Kirra shows his magical healing powers to cure Mythos's wounds. Kirra allows Mythos to stay at the inn for another night. Mythos tells Kirra about his intentions in Lumeria, which is to find answers about his past. He tells Kirra about the school of Zephir and Xavier, the owner of the old book he found. Kirra tells Mythos that Zephir is where Rounins are trained and there he will find Xavier.

Creon feels betrayed, and tells Venom that he plans to go away. However, Creon can't help but think about Aura and his plans for the two of them. Venom promises his loyalty to Creon no matter what the

cost is.

Juris and Aura meet in secret. Juris considers quitting the order to give way for their relationship. Aura, however, insists that it must be her who should make the compromise. She tells Juris that in time, they will be able to tell everyone about their relationship, but Juris worries about Creon, that the truth will just add fuel to Creon's hatred of him. Creon arrives but the two sense his presence and they manage to hide from their co-Rounin's sight.

Kirra steals some stuff from the shop, but the landlady catches him. Kirra is punished, but Mythos arrives and beats up the guards to save Kirra. As a consequence, Mythos is called by the guards under the orders of the landlady. When the guards discover that Mythos has no mark of Lumeria, he gets beaten up brutally. With his combat skills though, Mythos fights back, but is later outnumbered. A distress call is made to the Rounins to put a stop to the violence.

Creon professes his love to Aura and tells her of his plans of leaving the Rounin order so he and Aura can freely love each other. But Aura tells Creon that she only sees him as a friend. Creon's heart is broken and walks out of the training hall. Juris catches up with Creon for a talk, but the latter is too stubborn to listen. Juris tries to convince Creon that he has no intention of hurting a friend. Creon snaps and admits his hate for Juris and Cadmus. He attacks Juris, and a duel ensues between them.

Leal, Venom, and Aura receive the distress call and they try to respond. However, they find Creon and Juris fighting. Leal begs for the two to stop the fight so they can respond to the call. The plea fell on deaf ears so Aura tells Venom to go ahead and assist those who need them. Venom leaves as Aura further begs for order. Cadmus finally intervenes and brings Creon and Juris to the ground.

Venom finds Mythos arrested by the guards. Mythos tries to explain, but Venom hits him viciously. Kirra screams for Venom to leave Mythos alone but the Rounin only stares at him. Mythos is then picked up and brought to jail. Will Mythos receive fair treatment, or is this the end of his search for the truth in Lumeria? What punishment awaits Creon and Juris for their actions?

1 - 12 *EPISODE 12*

Cadmus disciplines Juris and Creon for the commotion they created. He reminds the two that it is important for every Rounin to be a role model. Cadmus asks Creon if the fight was about the Juris's appointment, but Creon is offended by the suspicion. Cadmus tells Creon that envy will bring him no good. The Master Rounin gives an ultimatum, that if Juris and Creon cannot peacefully work together, they are better off leaving the service. Juris offers a handshake, and Creon accepts it. Creon, however still feels anger over Juris and Cadmus. Later, he tells Venom his plans to get even with Juris. Creon will make peace with Juris, but will secretly plot his revenge.

Venom brings Mythos in for questioning. Mythos convinces the Rounin that he is not a bad person. He tells Venom who he is, that he and Selene were the kids to turned over the thieves in Vesta many years ago. Venom remembers, and hears Mythos's intentions in Lumeria. He then receives an amnesty from Lumeria and is given the proper documents and money to start a legal life in the city. Mythos runs into Creon and the two talk in front of Xander's monument. Creon tells Mythos the story Xander, his father, as the most powerful Rounin. Creon says that if Xander is still alive, he would be the ruler of Lumeria and not Cadmus. Mythos introduces himself to the Rounin, and tells him about what he and Selene did for the Rounins many years ago. The young man then asks Creon about Selene, and the Rounin tells him that Selene is undergoing training in Zephir. Mythos expresses his desire to be trained in Zephir and to find Xavier, the man whom he believes is his father. Creon has never heard of the name, and tells Mythos that becoming a Rounin requires much perseverance and determination. The Rounin reminds him that he must not use Zephir to find answers about his father.

Juris and Aura meet again in secret. Juris considers turning down Cadmus's appointment and finally telling the council about their relationship. But Aura believes that telling the truth will only fuel Creon's hatred over Juris. She says they must wait for the right time to tell Cadmus about the two of them. Leal, however, sees them in an intimate embrace. She was in shock but her suspicions were proven right. She reminds Aura that the code forbids them from having a relationship with another Rounin, but Aura justifies how the heart can sometimes be more powerful over all kinds of rules. Leal explains that she must tell Cadmus the truth as part of her duty, but Aura begs her friend to give her and Juris the time to tell Cadmus personally. Leal then decides to give Aura three days to tell Cadmus about it.

Creon instructs Thalón to give a word to Selene about Mythos. Thalón tells Creon that he knows Mythos from many years ago, and that Selene speaks of him highly. Thalón is worried now that Selene will finally see Mythos. During lunch, Selene talks to Thalón about the fight they witnessed between Juris and Creon. The chaos reminded her of Vesta and Mythos. Thalón becomes jealous, and fails to tell Selene that

Mythos is already in Lumeria. Selene asks permission from Aura if she can pay Mythos a visit in Vesta. Selene misses her childhood friend, but Aura forbids her from going to her old home. The two engage in a swordsmanship while arguing about the importance of following strict rules. Selene later agrees to just follow orders. Thalon on the other hand seeks the advice of his Uncle Juris. Thalon feels guilty for keeping secrets, but Juris advises his nephew that secrets have reasons. Juris tells Thalon that when keeping a secret, it is important that his intentions are right and true so no one will get hurt.

With money and proper documents, Mythos returns to his landlord. Mythos asks permission to pack, and if he can bring along Kirra with him. The landlord refuses and asks money in exchange of the kid slave. Mythos agrees to pay, and Kirra is finally freed. The kid is touched by Mythos's kindness, and Kirra promises his service and loyalty to Mythos.

Leal checks on Creon who missed a class in Zephir. Leal reminds Creon to stay away from violence. She says that they will not be able to fulfill their duty as Rounins if they themselves cannot make peace with another. Creon agrees, and assures Leal that he won't pick a fight with Juris again. In the Rounin quarters, Creon tells Venom his dark plans against Juris -- he aims to study Juris's skills so he can devise a way to defeat his comrade. The only way Creon will find peace is by defeating Juris and proving Cadmus wrong.

Meanwhile, Leal checks on Juris and Aura. Aside from 'Creon' matters, Leal reminds the secret lovers that they only have two days to come clean with Master Cadmus. Leal explains that she has no intention of hurting them or become the heroine in the eyes of Cadmus, she only wants to maintain the peace and order amongst them. But, moments later, Juris and Aura secretly make love and unbeknownst to them, Creon has discovered their secret. Creon is filled with anger and vows to make Juris pay.

What will become of Creon's hatred and jealousy of Juris? Will he turn over the lovers to Cadmus? What will Mythos do now that he is a legal citizen of Lumeria?

1 - 13 *EPISODE 13*

Creon is unable to contain his anger for Juris whom he believes stole everything from him. He swears that he will never forgive Juris for his betrayal. Meanwhile, Kirra invites Mythos to his old house, and Mythos finds out more about the friend whom he thought was just a kid. Apparently, Kirra is already old, probably the same age as Mythos's father. Kirra belongs to a race of people who don't age as much as normal humans. Mythos tells Kirra about his plans of entering Zephire to find answers about his father. Kirra advises him to enroll in Zephire, but keep the search for his father a secret.

In Helion, Vega receives word from Arcan on the whereabouts of the "chosen one" who will make way for Helion to invade Lumeria. Arcan tells Vega that the "chosen one" is just in Lumeria waiting for Vega's call. Back in Lumeria, Kirra accompanies Mythos to Zephire. Mythos intends to speak with Creon regarding his chance of becoming a student in Zephire. In the school, Creon confronts Aura about her forbidden affair with Juris. Aura is shocked and rushes to Leal for advice on what to do. Leal tells Aura to come clean with Cadmus immediately to avoid further complications, but Aura insists to talk to Juris first.

Creon embarrasses Juris in front of the class. Creon breaks to Juris that he already knows about him and Aura. Juris tells Creon that he loves Aura very much and that he is willing to tell the truth to Cadmus. Creon, however, challenges Juris to a duel to see who should win over Aura's love. Juris accepts the challenge in his love for Aura.

Selene hears about Juris and Aura's relationship, and questions why the two kept the relationship a secret. Thalon, however, justifies that sometimes, there are things that must be concealed. Selene explains that there should be a valid intention for every secret. Thalon then tells Selene his special feelings for her. The girl was astounded, and wonders why Thalon lied to her.

Getting impatient over Creon's arrival, Kirra tells Mythos that enrolling in Zephire is free, but applications are meticulously screened by the officials. Without Creon, Mythos believes that it may be difficult to be accepted in Zephire without a patron. Mythos remembers her childhood friend Selene who may be able to help him. Mythos and Kirra run into Creon, but because his mind is off somewhere, Creon is unable to assist Mythos and advises him to come back the following day. On their way home, Mythos crosses paths with Selene. How will these two childhood friends catch up on lost time? What will become of Juris and Creon's duel? How will Cadmus handle the truth about what is going on among his Rounins?

1 - 14 *EPISODE 14*

After many years, childhood friends Mythos and Selene meet again. She invites him to her house for Naya will be so pleased to see him.

Meanwhile, Aura confronts Juris on why he accepted Creon's challenge to a duel. Juris explains that only

through a fight can he and Creon settle their differences, a man-to-man agreement. Aura considers telling Cadmus, but Juris figures Cadmus will only intervene, and the situation will become more complicated. Aura wishes her beloved the best.

Mythos arrives at Selene's home. Mythos tells Selene's mom about the tragic passing of his mother Deinara, to which Naya expresses her condolences. When Mythos reveals his intention of finding his father in Lumeria, Naya denies knowledge about anything. Meanwhile, Creon realizes that defeating Juris will be a challenge, hence Creon connives with Venom so the two of them can take down Juris. Venom promises his loyalty to Creon.

Mythos tells Naya about his plans of studying in Zephyre with the help of Creon. Selene shows excitement in having Mythos in her class and that he should meet Thalon. Before Mythos leaves, Selene promises him that they will meet again. Bothered by her daughter's unusual jovial mood, Naya reminds her daughter to prioritize her studies. But Selene assures her mother that Mythos is just a friend.

In a dark abandoned facility, Creon and Juris face each other. Before the fight begins, the other Rounin arrive. Leal asks if Juris and Creon are sure about what they are about to do. Venom, however, tells Leal to just let the two men fight. Leal reminds Juris and Creon to fight equally, and no one else should intervene. The two Rounins muster their respective strength and powers to defeat the other. While all these were transpiring, Helion's Princess Vega announces to Braulio about her plans of meeting the "chosen one." Vega thinks that it is Creon that Arcan was referring to, and she instructs her henchman to watch over Creon. Back in the castle, Cadmus receives word about Creon and Juris.

Creon draws his sword, and Juris uses his own weapon to defend himself. But Venom kicks off dust into the air which blinds Juris. Creon attacks him and Juris loses grip of his sword. Juris uses his fire power, while Creon uses his water power. Unfortunately, Creon is defeated and collapses, taking in his last breath just as Cadmus makes his appearance. The master Rounin cries over the body of the warrior whom he treated as his own son. Cadmus screams in pain, and stones fall from the sky of Lumeria. Kirra witnesses the storm and senses a great war coming.

Juris explains himself to Cadmus and comes clean with the truth -- He and Aura are having a relationship, and Creon has become jealous of him. Cadmus becomes angry over Juris's treachery. The master Rounin imposes a great punishment on Juris for violating the code and murdering a fellow Rounin. Cadmus disowns Juris.

What will happen to the Rounins? What harsh punishment awaits Juris? Will Arcan's prophecy still come true now that Creon is dead? What threat lurks outside Lumeria?

1 - 15 *EPISODE 15*

After the hailstorm, Thalon rushes Selene's place, worried that a war is about to commence. Mythos and Kirra, also thinking the same thing, hurries over to his friend's home and finds Selene with Thalon. After an awkward introduction of the two, Selene voices out her suspicions -- that the storm may have something to do with the tension involving Creon, Aura, and Juris. Thalon defends his uncle Juris and says that Juris will not do anything stupid.

In Helion, Vega receives the bad news from Braulio; Their 'chosen one' is dead. The dark princess breaks down upon hearing that Creon has perished, meaning the end of the prophecy. Meanwhile, Juris blames himself for accidentally killing Creon while Aura tries her best to comfort her beloved. Juris professes her undying love for Aura, and tells her to be strong. He promises her that he will come back for her in time, and Aura gives her word that she will wait.

Cadmus grieves the death of Creon. He blames himself for failing to stop Reema from leaving years ago, and now, for failing to save Creon. The master Rounin goes to the statue of Xander and seeks forgiveness for failing to keep his comrade's dying words. Venom, meanwhile, cries over the body of Creon. He also blames himself for not stepping in to help Creon during the fight.

Mythos thinks about his appointment with Creon. He and Kirra hear about a gathering in the plaza. Mythos tells Kirra to go ahead to the plaza as he needs to meet with Creon. While waiting in Zephyre, Mythos hears from Selene the news that Creon is dead. In the plaza, Cadmus presents Juris and Creon's body to the townspeople. Cadmus lectures everyone that no bad deed goes unpunished. The master Rounin voices out the truth about Juris's crimes, of having a relationship with a fellow Rounin and eventually killing another. Cadmus regretfully swears his duties as a master Rounin, to uphold the law and be fair. Leal stands by Aura's side, and tells her to be strong for Juris. The two watch as Cadmus orders Juris to be banished to Argos for 30 years. Juris accepts the Cadmus's decision, and the accused Rounin is escorted by the guards. But before leaving, Juris goes to Aura and hugs her. He also bids

farewell to his nephew, Thalon.

Cadmus orders the internment of Creon's body. Venom tells Cadmus that it's all Juris's fault, and that banishment is not enough. The master Rounin spots Mythos, a stranger, among the crowd. Mythos tells Cadmus that he is a friend of Creon and that they were supposed to meet on that day. Learning of Creon's unfinished business, he tells the young man that he will personally see to it that Mythos gets into Zephire.

Juris wanders the forsaken land of Argos and it's dismal atmosphere makes him scream in frustration. What will happen to him in his incarceration? How will Mythos fair as a student in Zephire? Can Vega still hang on to the dark prophecy?

1 - 16 *EPISODE 16*

Mythos is sad over the death of Creon, but Selene consoles her friend and assures him that he will still become a Rounin through the help of Cadmus. Mythos tells Selene how good Creon was to him, but Selene finds it hard to believe as on the contrary, many people fear Creon and Venom for their strictness. Mythos admits that for some unexplained reason, he senses something good in Creon.

Aura considers leaving the Rounin service, but Leal convinces her to stay for Juris's sake. Aura finds it hard to carry on without her beloved. Leal tells Aura to hold on to her promise to Juris that she will wait until he returns. Aura is worried that as Juris serves his 30-year incarceration, something bad will happen to him. Leal, however, assures Aura that Juris will not give up and will continue to fight for his love.

Night falls in Argos, and Juris wanders the forsaken land alone. A stranger grabs him by the shoulder, and on instinct, Juris twists the arm of the stranger. Juris asks who he is, and the stranger introduces himself as Estor and that he only wants to help Juris. Estor asks what brought the young man to Argos, and Juris tells him that he killed a Rounin. Estor couldn't believe what he heard and wonders if Juris is a Rounin. Juris confirms Estor's assumption, and the man tells Juris that his life is in danger as any criminal in Argos would want a Rounin dead. Estor, however, promises Juris that he will help him. Juris suspects that he had seen Estor before, but the latter thinks otherwise as he had been imprisoned in Argos long ago, probably before the ex-Rounin was born. Estor wants to have a new life that's why he is helping all the new banished in Argos. He invites Juris to his house, but Juris senses something strange about his new friend. Juris learns that Estor is blind. However, he doesn't want sympathy from anyone as most of the time, his senses are more keen than a normal person.

In Lumeria, Selene asks Thalon if their relatives have heard about what happened to Juris. Thalon says that he had sent them a letter, but their relatives won't be able to visit as they live far away. Thalon blames Creon for everything and says he's thankful that the Rounin is dead. Mythos, however, tells Thalon that Creon and Juris are old enough already to know what they were doing and both were at fault. But Thalon violently differs and tells Mythos that he is in no position to make such assumptions because he doesn't know both Juris and Creon. He further insults Creon, but Mythos tells him to respect the dead. Selene intervenes to break off the tension. She asks them to respect the others's feelings. Mythos and Thalon both apologize, and Kirra asks the two to shake hands.

Selene tells her mother about the disagreement between her two friends and what Aura might be going through at the moment. Selene believes that the disagreement was brought about by Mythos and Thalon's involvement in the matter, as Thalon is siding with his uncle Juris while Mythos is siding with his friend, Creon. Naya, however, believes that there is something else, or someone else, that Thalon and Mythos are fighting over. Naya tells her daughter that the two young lads are competing for Selene's attention. Selene refuses to believe that the two are in love with her because she just treats them both as friends. Naya advises Selene that in case one of her friends courted her, she must prioritize becoming a Rounin. Naya adds that she is willing to stop anyone who gets in the way of Selene's future.

In Helion, Vega becomes impatient and consults Arcan. The dark counsel tells the Vega to wait as Creon is still alive. According to Arcan, Vega needs the strength and powers of a Rounin to completely conquer Lumeria. Meanwhile, Kirra tells Mythos to not anymore push his opinions at Thalon just to impress Selene. Mythos dismisses the idea and tells Kirra that he and Selene are just friends. After a while, Venom arrives and tells Mythos that Cadmus wants to talk to him.

In the palace, Cadmus issues Mythos his documents and tells him that he can begin his training in Zephire. Cadmus remembers Mythos as the child who helped the Rounins years ago in capturing the thieves. The master Rounin asks Mythos for his parents, but Mythos says that his mother is dead and that he has no idea about his father's whereabouts. Cadmus asks if becoming a Rounin is really in Mythos's heart, because if not, he can't do anything to fulfill Creon's unfinished business. He places Mythos under the tutelage of Venom.

Venom imposes his strict rules on Mythos. The new student asks Venom if he knows a soldier named Xavier, but when Venom asks for the details about Xavier, Mythos is unable to give anything. Venom tells Mythos that without the details, it's impossible to find the person he's looking for. The Rounin advises his apprentice that his training will start after Creon's funeral rights.

At Creon's wake, Braulio pays a visit to see the Rounin's remains. He secretly plants a stone inside the mouth of the corpse. The following morning, the Rounins march to lay Creon's body to rest. Cadmus cries and bids his last goodbye to the Rounin whom he treated as his own son. The master Rounin takes Creon's necklace for safekeeping.

Mythos begins his training in Zephire. Venom instructs his apprentice to demonstrate his skills and tasks Raysian to be Mythos's opponent. Mythos hesitates to pick a fight with a girl, hence, he is later defeated. Venom expresses his disappointment over Mythos, and tells him that he doesn't deserve to be in his class. After a while, when Mythos is on his way out, he accidentally bumps into Raysian. The girl student takes offense and challenges Mythos to a duel. A fight erupts, and Selene rushes to help Mythos. Selene and Raysian eventually end up in a square off, but Thalon later intervenes to save Selene. A lady supervisor sees the incident and sends the four students to detention. She orders Selene, Thalon, Mythos, and Raysian to be hanged by their feet, upside down some bars, as punishment. No one would admit the fault, hence they are made to stay in their positions until the morning. Raysian, however, says that Mythos started the fight. The supervisor asks Thalon if it's true, and he agrees with Raysian. She then sets the two and Selene free.

What must Mythos do to earn the respect of his classmates and his Master Venom? Will the tension among Mythos, Selene, and Thalon lead into a boil? With Creon dead and Juris banished, what will happen to the Rounins?

1 - 17 EPISODE 17

Creon is dead and Juris is banished. The Rounin line-up is broken, hence, Master Cadmus must promote two students to become a full-pledged warrior. Venom, however, contends that the students have not yet finished their required training. Cadmus tasks the three remaining teachers to speed up the students' training. A contest will be held to see who among the students have the perfect skills to fill in the two positions abandoned by Creon and Juris.

Meanwhile, Selene confronts Thalon on why he sold out Mythos to the school supervisor. Thalon justifies that he only told what he saw and asks Selene why is she defending Mythos. Selene tells him that she is just siding with what is right, but Thalon forces Selene to admit that she loves Mythos. Selene refuses to answer and tells Thalon that he has no right to ask her such questions.

Mythos fears that his father is already dead, and that maybe his father was never a soldier. He starts to lose hope in finding his father, but Kirra tells him not to give up. Mythos is discouraged by all the trials he faced and he decides to forego his studies in Zephire. Kirra, however, tells him that if he gives up, he may never find the truth and the dreams that he set out for upon coming to Lumeria. He puts his faith on Mythos's skills and talents and encourages him to hang on. To clear off Mythos's mind of the troubles, Kirra invites him for a practice.

In Zephire, Selene checks on Aura. The student wants to see how her teacher is doing, but Aura decides not to talk about what happened. Selene tells Aura that she is happy about Aura's courage in hanging on. Aura is decided on moving on with life, and she advises Selene to do what she believes is right. Selene tells Aura that if the same thing happens to her, she will follow her heart. In the gymnasium, Mythos continues his training with Venom. Mythos watches as the Rounin demonstrates the art of combat using the sticks. He gives his best to finish the test and eventually impresses Venom. However, Venom instructs Mythos to first defeat Raysian in a duel before he is allowed to join the class. Mythos later subdues Raysian, and Venom passes Mythos to Aura for further training.

Aura asks if Mythos knows how to levitate, but the student is clueless about what the Rounin is talking about. Aura calls on Selene to challenge Mythos, and the two childhood friends are taken aback. Selene fights Mythos to follow her teacher's order, but Mythos is unable to return the kicks and punches. Aura calls off the fight and questions Mythos on his failure. Mythos explains that he is not used to fighting with a girl, but when Aura asks why Mythos defeated a girl like Raysian, Mythos says that Selene is different since she is a friend. Aura figures that maybe Mythos has some special feelings for Selene, but Mythos says that Selene is just a friend.

Selene apologizes to Mythos for hurting him as she only followed Aura's instructions. Mythos understands his friend, but talks to her about another matter. Mythos asks Selene if she can be his personal instructor, to which Selene gladly agrees. Selene brings her friend to the field and tells Mythos

to carry big rocks. According to Selene, Aura taught her such technique to enhance her punching skills.

Leal asks Aura if she has a student who she thinks is qualified to become a Rounin. Aura recommends Selene, while Leal thinks of Thalon who she finds good and smart. Venom arrives and tells his comrades about Raysian. Aura asks about Mythos, because according to her, the new student has shown perseverance and impressive skills. But Venom finds Mythos a coward and not yet equipped for battle. He still has a lot to learn. In Argos, Juris is meditating when Estor arrives and invites him for lunch. Estor tells Juris to stay in the house because Septo, the leader of Argos, is searching for him. According to Estor, Septo is the strongest fighter in Argos and no other prisoner has defeated him.

In the field, Selene advises Mythos to imagine himself as a bird so he can feel lighter. Selene show him the tricks on how to levitate, but Mythos is afraid. Selene sees her friend through in perfecting the skill. After much preparation, Mythos finds himself afloat the air, and Selene is impressed. However, Mythos is distracted and falls, but Selene is able to catch him. Can Mythos be the next new Rounin? How will Selene and Mythos's friendship affect their training? Can Cadmus complete the five Rounins before Helion launches a strike?

1 - 18 *EPISODE 18*

In the middle of the night, Mythos and Kirra sneak into Zephyre as the latter plans to break into the offices to find any leads about Mythos's father. The two search for documents, and Mythos finds a record of Xavier's birthdate. It turns out that Xavier is just the same age as Mythos, and the lad is now confused as to whether Xavier is his father. In Helion, Vega tells Braulio to wait for the "chosen one" who will lead the dark kingdom to victory.

Leal trains Mythos in using the katana, a stick weapon, in hitting the flying balls. The training aims to enhance speed and agility. Also, Venom teaches Mythos the right way of balancing himself by virtually walking on a wire. Mythos gives his best to please his teachers in every test. Venom, however, tells Aura and Leal his disappointments towards the student. He recommends to Cadmus to dismiss Mythos from Zephyre, to which the master Rounin agrees. But when the three Rounins confront Mythos about it, Leal gives the student a second chance. Venom gives him five days to improve and to stop his search for his father.

Mythos shows impressive development, and Raysian becomes insecure. The young lady does every means to sabotage Mythos's training. Can Mythos conquer the challenges ahead of him and become a full-pledged soldier?

1 - 19 *EPISODE 19*

Mythos spends his last three days putting up an impressive performance to Venom. Again, he seeks the help of his childhood friend, Selene, for training. The two become closer to each other, and Naya becomes bothered by their friendship. Meanwhile, Thalon apologizes to Selene. She asks Thalon to help her train Mythos in exchange of her forgiveness, and her friend agrees.

Aura goes to Cadmus to discuss Mythos's training, but later asks the master Rounin's permission to see Juris. But Cadmus forbids all criminals any privileges. In Argos, Juris remains in the secret care of Estor, but the banished Rounin is spotted by another unidentified criminal.

Kirra stumbles upon a mysterious key, and checks out all the roomz in Zephyre to find a lock that matches the key. By nighttime, Selene comes home from training, and she is confronted by her mother about spending too much time with Mythos. Naya becomes suspicious, and demands for her daughter to tell the truth. Selene admits that she feels something special for Mythos. Naya orders Selene to forget about her feelings and reminds her of the tragedy that love caused Juris. Selene relays to her mother Mythos's true intention of finding his father.

Kirra hears about Raysian's plans against Mythos, while Selene catches the lady student sabotaging Mythos's equipment. Selene tries to do something for her friend. In the final deliberation to Cadmus, Mythos gives his best. The master Rounin is deeply impressed, and gives his approval of the student. Leal and Aura also favor Mythos, which caused Venom more insecurity. Is this the sign of a bright future for Mythos in Lumeria?

1 - 20 *EPISODE 20*

That evening, Mythos pays Selene a visit to thank her for everything she has done for him. Thalon sees the childhood friends talking and feels more jealous. Aura, on the other hand, misses Juris's presence by her side. Aura asks Leal's help so she can secretly go to Argos and see Juris. But Leal refuses, and pledges her loyalty to the law.

Estor leaves Juris for a while but tells him to remain hidden. Unknown to Juris, Estor has evil plans of killing him. Back at Selene's home, Naya overhears the conversation of the two friends. Naya decides to tell Mythos the truth based on what Deinara had told her before. She tells Mythos that his father is already dead, but withholds the other details about his father being a soldier. The young man is crushed and Selene comforts her friend.

Thalon angrily confronts Mythos about Selene. Mythos refuses to answer, and Thalon challenges him to a duel, like what Creon and Juris did, to see who deserves to be with Selene. Mythos agrees to the challenge, and Kirra rushes to Selene for help to stop the brawl. In the middle of the fight, Selene arrives and expresses her disgust of the two egoistic men.

Now that his father is dead and Selene had rejected him, Mythos decides to leave Lumeria and go back home to Vesta. Has Mythos finally given up on life? Is this the end for him and Selene?

1 - 21 *EPISODE 21*

Mythos leaves Lumeria and regrets his decision of looking for his father against his mother's will. Kirra tries to convince Selene to go to Mythos, but the girl is still hurt with what happened. Thalon goes to Selene to apologize, and Selene breaks to him the news that Mythos has left Lumeria. Meanwhile, Aura is still thinking about going to Argos to see Juris. She tells Leal how she envies her fellow lady Rounin for being able to live by the book. Leal, however, tells Aura that she doesn't know anything about her life. Leal opens up about her past love, a man who is now in Argos because of her. She tells Aura of how she was hurt by her decision to follow the rules over her heart.

In Argos, Juris is surprised by a criminal named Xyrus who was scrounging for food at Estor's home. Juris learns that Xyrus is blind, and the guy tells Juris that he knows he is a Rounin. Xyrus admits his anger over the Rounins for banishing hundreds of people to Argos. Juris learns from Xyrus about his keeper being the bad guy. Xyrus, however, runs away before he could tell the details of Estor's identity to Juris. The banished Rounin confronts Estor, and the criminal tells Juris that he is a warrior in Argos who broke away from Septo, the leader of the evil army. Estor asks for the person who talked to Juris, and he tells him about Xyrus.

Unknown to Aura, Leal squealed her plans of breaking into Argos to Cadmus. The master Rounin arrives in time to see Aura executing her plans. Cadmus scolds Aura in front of Leal, and Aura tries to explain her side. Cadmus, however, gives Aura an ultimatum, if she breaks the law again, she will be punished. Leal apologizes to Aura, but the latter is too angry to listen. Cadmus tasks Leal to guard Aura, but Leal is worried that her friendship might get compromised if she further chooses to abide by the rules. The master Rounin, however, is optimistic that everything will turn out for the best.

Xyrus is rounded up by a group of unknown assassins. He fights back but is later outnumbered. What danger lurks around Juris in Argos? Up to what extent will Leal sacrifice her relationships? Is there still a chance for Mythos and Selene to reunite?

1 - 22 *EPISODE 22*

In Argos, Estor, who is actually Septo, confronts Xyrus about what he may have told Juris. Xyrus tells nothing, and professes his loyalty to Septo's evil wills against Juris. Septo orders Xyrus to kill Juris, but Xyrus asks for Septo's help to defeat the skilled Rounin. Juris, on the other hand, is slowly losing his sight as the effect of the darkness that engulfs the whole of Argos. Xyrus and Septo see the perfect opportunity to kill Juris.

Meanwhile, Mythos heads home to Vesta by nighttime, but Kirra is concerned and follows his friend. Kirra convinces Mythos to stay, for the sake of their friendship. Mythos, however, has decided to turn his back on Lumeria. Selene is worried about Mythos, but Naya convinces her daughter to forget about her friend and just focus on her studies in Zephyre. The two again argue on whether being a Rounin is the right path for Selene.

In the palace, the Rounin council debates on the case of Mythos. Venom says that the student is a big waste of time, but Aura and Leal think that someone might have provoked Mythos to leave. Cadmus instructs Aura and Leal to search for Mythos to persuade the him to continue his training in Zephyre.

Aura and Leal, through the help of Kirra, find Mythos and bring him to Cadmus. The master Rounin asks Mythos's about his decision to drop out of training. Mythos admits his real intentions to Cadmus about finding his father. Cadmus tells Mythos that his father is not in Lumeria, and convinces him to work on his future to serve Lumeria. But Mythos was firm on leaving, and Cadmus respects his decision.

In Helion, Braulio steals the ashes of Creon so Vega can resurrect the dead Rounin. Vega, however, is

unsuccessful and she seeks the dark counsel. Arcan tells Vega to use the magical necklace of the Rounins. This necklace is the source of all the powers and skills of a Rounin, and it will be more powerful if combined with the powers of Helion. Vega instructs Braulio to assemble the black army and launch an attack on Lumeria to claim the necklace.

Violence once again struck the streets of Lumeria. Cadmus and the three remaining Rounins fight to defend the peaceland. Mythos, on his way home to Vesta, turns a blind eye over the atrocities on the streets. But upon seeing Selene in distress, Mythos finds himself in the middle of the battlefield together with Thalon.

Can the remaining Rounins hold the grounds of Lumeria against Helion? For how long will Mythos turn his back on his fate? Will Juris escape Septo's deadly plans?

1 - 23 *EPISODE 23*

Braulio secretly steals Creon's necklace while the Helion army tries to divert the Rounins attention. On his way out, Braulio is stopped by Thalon, Selene, and Mythos. The three students try to stop the thief, but Braulio grabs Selene as his hostage. Mythos and Thalon follow to save their friend. Mythos saves Selene, severs Braulio's hand, and recovers the necklace. The Rounins are confused on what the Helions intend to do with the necklace. Cadmus fears that the worst is about to come and orders round-the-clock security all over Lumeria for a possible second attack.

Cadmus honors Mythos for his heroism. The master Rounin also requests the student to continue his training in Zephyre, to which Mythos agrees. The young man then asks Cadmus a favor, asking if Kirra can accompany him in school. The Master Rounin says yes. In Argos, Juris is compromised, and he asks Xyrus's for help. Xyrus hides Juris in his home, but unknown to Juris, Septo gives Xyrus a deadline to kill Juris.

Before a second attack happens, Cadmus speeds up the search for the two new Rounins amongst the students. Back in Argos, Juris tells Xyrus about his fellow Rounin, Leal. Xyrus is shocked, and when Juris asks why, Xyrus confesses that it was Leal who arrested him and sent him to Argos. And to Juris's surprise, Xyrus admits that he had an intimate relationship with Leal.

1 - 24 *EPISODE 24*

Leal opens up to Aura about her past concerning her relationship with Xyrus. Back then, Leal was just a rookie, and Xyrus was just an ordinary man. When a criminal tried to kill Leal in revenge, Xyrus defended her and accidentally killed the criminal. Meanwhile, Xyrus is also telling the story to Juris. Xyrus never regretted committing a crime out of love, but he had stopped loving Leal when she turned him in to the authorities.

Mythos finds a document that says something about his father. Mythos seeks Selene's advice, but she tells him to prioritize his training because in becoming a Rounin, Mythos can then have unlimited access to all the facilities in Zephyre. In the middle of their training session however, Mythos and Thalon's competitiveness continued. Thalon became more jealous, while Raysian became insecure of Mythos and Selene's skills.

In Argos, Xyrus leaves Juris on his own for fear that Septo might kill him and his group. Septo orders a search, but found no traces of Juris and Xyrus. Septo is furious and attacks the camp of the Lumerian criminals in Argos to lure Juris and Xyrus out. Septo's troops confronts Xyrus, but Juris is nowhere to be found. Septo threatens to kill hostages, starting with Xyrus, if Juris will not come out. Juris sees what is happening, and thinks about what he can do before anyone dies.

1 - 25 *EPISODE 25*

Juris defeats Septo's troops and saves Xyrus and the others. Juris gathers the Lumerian group and encourages them to stand against Septo and his men. The former Rounin promises to help and defend them, but Xyrus tells Juris to back off because he will only make things worse. When Septo hears about what happened, he orders that Juris must be killed.

With Juris on their side, Xyrus and his group defeat Septo's troops, the criminals from Vesta. Juris finds Estor and offers to protect him. He still doesn't know that Estor is actually Septo. But when Juris hears the truth, Juris rushes to save Xyrus. Juris surrenders to Septo in exchange of Xyrus's freedom. Juris begins to lose his sight, and Septo takes him way.

Aura is worried about Juris, and once again, she sneaks into Argos to see her beloved. Can Aura arrive in time to save Juris from Septo? What will be the consequences of Aura's defiance?

1 - 26 *EPISODE 26*

Aura enters Argos and finds Juris. She helps him defeat Septo and his gang. Juris manages to kill Septo in a bloody duel. The tournament among the students of Zephire continues. Raysian cheats and defeats Selene, while Thalon beats Mythos down to his embarrassment. Leal discovers Aura's disobedience and reports it to Cadmus. The Master Rounin orders Leal to go after Aura, which was met with much reluctance for the lady Rounin fears a meeting with her former love, Xyrus.

1 - 27 *EPISODE 27*

Aura admits to Juris that she entered Argos without their leader's permission. Juris becomes worried and tells her to go back before Cadmus finds out. But Leal arrives and orders Aura to come back to Lumeria. Aura, however, refuses to leave Juris behind. Juris tells Aura to go with Leal since Argos is now at peace. But unknown to them, a new threat lurks amidst the wasteland.

Xyrus arrives in time to see Leal. The lady Rounin tries to talk to her former love, but Xyrus turns his back. In Lumeria, Cadmus awaits the return of Aura and Leal before Helion launches another strike. Venom volunteers to guard Creon's necklace, but the master Rounin assures him that the necklace is safely kept where only he knows. Cadmus orders that the tournament at Zephire to continue and security in Lumeria must be kept tight. Venom, however, suspects that Helion has other plans and that the agenda with the necklace is just a trap. But Cadmus is confident that Helion is incapable of treachery as the master Rounin has "ensured" that Helion will remain weak.

Back in Argos, Juris tries to convince Xyrus while Aura talks to Leal. Xyrus expresses his deep anger, but Leal still hopes that Xyrus will eventually find it in his heart to forgive her. A new alliance between the Helion and Vesta group in Argos is forged. They blow up the passageway between Argos and Lumeria so they can easily kill Juris, Aura, and Leal. But their leader, Draco, needs the Rounins alive so he can leave Argos. The former king of Helion had been in Argos for years, waiting for the right timing for him to plot his revenge over Cadmus.

By nighttime, Xyrus tries to send Leal and Aura home. Leal tries to talk to Xyrus, but the man finds no point in talking after being betrayed. Xyrus admits the truth, that the reason he defended Leal was to prove his worth. Leal promises to help Xyrus and tells him that she still loves him, but Xyrus no longer feels anything for Leal.

Cadmus fears the worst and heads to Argos to get Aura and Leal. The following morning, Juris escorts Aura and Leal to the passageway only to find that door is blocked. Will Cadmus arrive in time to save Aura and Leal? What hope does Draco pose for Helion to finally defeat the Rounins and take over Lumeria?

1 - 28 *EPISODE 28*

Cadmus heads to Argos to save Leal and Aura, but he discovers the passageway blocked. The master Rounin uses all his powers to take the door down, and eventually succeeds. Meanwhile, Aura, Juris, and Leal are surrounded by Draco's men. The three fight for the lives, but are later overpowered and captured. Cadmus searches the wasteland for any trace of the Rounins, but he only finds their swords.

Xyrus receives word that the three Rounins are captured. He decides to attack the Helion group to save his friends, but Xyrus's team backs out. He goes on his own and meets Cadmus. Xyrus tells him what happened, and Cadmus thinks of a plan to save the Rounins. Meanwhile, Draco locks Aura, Juris, and Leal in separate coffins. The former king of Helion plans to use the captives to trap Cadmus to his death.

Back in Zephire, alliances are forged among the students as the day of the tournament approaches, with Selene and Mythos together while Thalon connives with Raysian to boot Mythos out of the tournament. During training, Mythos hears from Selene the story of the door to Icarra, a passageway to a land where monsters were banished and closed a long time ago. Mythos finds a link between the mysterious door and the book that he believes was from his father. He intends to break into Icarra to find clues about his father's identity, but Selene forbids him and threatens that she will despise him should he defy orders.

Cadmus finds Draco holding the Rounins hostage. Draco threatens to kill his hostages should Cadmus try to make a wrong move. Draco orders Cadmus to set him free in exchange of the Rounins. The necklaces of the Rounins will allow Draco and his team to leave Argos. Cadmus, out of fear that Draco is not making empty threats, agrees to free him out of Argos.

Is this the beginning of Lumeria's downfall? How can Cadmus save the Rounins and Lumeria at the same time?

1 - 29 *EPISODE 29*

Cadmus negotiates with Draco and the Helion Lord insists that he goes back to rule Lumeria while the

Master Rounin will remain in Argos. While Cadmus stalls with his decision, Xyrus sneaks to save Aura, Juris, and Leal. With the power of the necklace, Xyrus is able to free them. Draco is surprised by Cadmus's treachery, and the two square off.

Aura, Juris, and Leal rush to Cadmus's aid to defeat Draco, but they get surrounded by the Helion group. Juris helps Xyrus, who is wounded, while Aura and Leal defeat their captors. After a long duel, Cadmus kills Draco, but in his dying words, Draco reveals to Cadmus that he has another child aside from Vega. The child is living in Lumeria and in time, the child will be the one who will kill Cadmus.

Cadmus and the Rounins return to Lumeria with Juris and Xyrus. Cadmus allows Juris and Xyrus spend the rest of their sentence in Lumeria as they are no longer safe in Argos. Aura gets a light reprimand from Cadmus for disobeying his orders. In her presence, he also tells Juris that he will now become assistant to the present Rounins, a servant who will attend to their every beck and call. The master Rounin calls on Venom, Leal, and Aura later to discuss what Draco had revealed. Cadmus suspects that Draco had a child with a woman from Lumeria and that the child knows nothing about his real heritage. He wants the child found before Draco's prophecy comes true. He also orders to hold the Zephyre tournament immediately so two students can be promoted, completing the five-man Rounin line up.

Mythos asks Venom about Icarra, and the Rounin reveals that nobody is allowed to enter the hidden door. According to Venom, all those who entered Icarra returned either dead or insane. Only Xander, the great Rounin and father of Creon, was able to safely return from Icarra. Mythos tells Kirra that Xander may hold all the answers, but Kirra tells him that Xander is dead, together with his wife and Creon's baby brother, Cleo.

Naya is hopeful that her daughter will succeed in the tournament, but Selene is skeptical about her abilities. Selene insists that she no longer wants to be a Rounin, but her mother snaps and warns her about her disobedience. The following day, Cadmus announces the beginning of the tournament. Who among the students will win in the tournament and become rightful Rounins? Who is the child that Draco spoke of? What does Icarra have to do with Mythos's father?

1 - 30 *EPISODE 30*

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1 - 31 *EPISODE 31*

In the second stage of the tournament in Zephyre, Mythos and Thalon get into an altercation in front of Cadmus. The master Rounin stops and warns them of their disrespect. Mythos, Selene, Thalon, and

Raysian make it to the next stage of the contest. Meanwhile, Naya fears Mythos has become a threat to her dream of Selene becoming a Rounin. She tells Mythos to leave her daughter alone. Mythos wonders about Naya's reasons and finds it hard not to be with his childhood friend. He admits to Kirra that he loves Selene, but there are several things he must consider first.

The Rounins find no trace of Draco's child in Lumeria. All the suspects they have captured do not exhibit the look of someone with a Helion blood. Meanwhile, Juris talks to Thalon and reminds him to play fair. He feels his nephew has changed and believes Thalon's greed and obsession has consumed him.

The following day, the third stage of the tournament requires the students to form into groups. Mythos, Selene, Thalon, and Raysian randomly find themselves in the same group. Tied with their hands behind them, and they must break free, after which, they all must race to the finish line. However, their task was made more difficult for they had to fight other warriors along the way.

Raysian becomes injured and Mythos and Selene try to help her. Thalon, however, insists that they move on and leave their classmate. Mythos carries Raysian on the way, but when the four find themselves trapped in a dark pit, Raysian tells Mythos that they should have left her. After battling obstacles in their way, they all manage to win and proceed to the next stage. Thalon tells Cadmus that Mythos almost compromised their group by carrying Raysian, but the master Rounin says that Mythos did the right thing. It is important that in the battlefield, a Rounin must not desert his fellow warrior.

After succeeding as a group, they now must face the fourth stage against one another. Who will make it to the end? Can Mythos and Selene keep their friendship despite Naya's disapproval? Will Raysian finally realize what a true friend Mythos is?

1 - 32 EPISODE 32

Selene fears that she will not make to the finals of the tournaments as Mythos and Thalon have shown impressive skills. She prepares herself for the worst, but her mother refuses to give up. Naya forces her daughter to forget her feelings for Mythos and concentrate on becoming a Rounin. Meanwhile, Aura tries to help Juris in his chores, but Juris cannot help but to be worried of Thalon's greed. Leal also worries about what has happened to Xyrus in his new life in Lumeria.

Xyrus tries to seek a decent job in the peaceland, but finds difficulty for being an ex-convict. After a robbery occurs in the market, the Rounins respond with Venom suspecting that the thief appeared to be skilled, like someone from Vesta. Aura tells Venom not to jump into conclusions, and Leal suggests that they keep an eye as the thief may strike again. At home, Naya fears for Selene's upcoming 18th birthday. Naya feels that something bad will happen with Selene entering adulthood.

The following day, the last stage of the tournament begins with Mythos, Selene, Thalon, and Raysian competing against one another. The four are given different weapons which they must use in combat. Thalon defeats Raysian, and when Thalon and Mythos turn the combat into a personal fight, Selene is disgusted and quits the tournament. Naya is shocked and forces her daughter to go back and fight in the arena.

Selene tries to get back, but Aura, overhearing Selene's conversation with Naya, reminds her student that it's all right to quit the fight if she no longer wants to be a Rounin. Aura offers Selene help in explaining everything to Cadmus and her mother. Selene dismisses Aura's words and returns to the competition, but is later defeated. Mythos and Thalon are proclaimed as the two new Rounins. Selene congratulates Mythos, and the two friends hug while Thalon looks at them jealously and Naya leaves with disappointment. How will Mythos fair as a Rounin? Will the rivalry between him and Thalon continue? What will Selene do now that she had failed her mother?

1 - 33 EPISODE 33

Mythos feels bad about defeating Selene, but Kirra tells him that on the bright side, he can now freely court her. Raysian arrives to congratulate Mythos and offers her hand in friendship. Meanwhile, Naya is devastated with Selene's loss and blames Mythos for everything. Selene is still confused about her mother's actions, but Naya tells her daughter that when the time comes, Selene will regret ever giving up the fight to Mythos.

Vega receives advice from Arcan to wait until the new Rounin inherits the necklace of Creon. By then, it will be very easy to steal the necklace from the untrained warrior. Meanwhile, in her desperation, Naya begs for Cadmus to make Selene a Rounin, but Cadmus tells her that only two are needed. The master Rounin later recognizes Naya as the criminal he sent to Argos a long time ago. Cadmus realizes that Naya only wants her daughter to become a Rounin to make up for her past crimes. Naya asks Cadmus not to tell Selene about her past.

Leal catches Xyrus sneaking around a bakeshop and suspects him of stealing. She tells him that she will not hesitate to arrest him again, but Xyrus tells Leal that he is not stealing and in fact has money to pay. Xyrus is insulted by Leal's words and walks away. Leal later regrets her presumptuousness and even questions her own judgment. Aura, however, reminds her that she should not regret doing her duty.

Thalon goes to Juris for advice regarding Selene. Juris tells his nephew that in becoming a Rounin, there will be difficult choices to make and that he must be ready to face them. Thalon asks if he and Selene still have a chance to be together, and Juris tells Thalon that it would not hurt to try. However, Mythos meets with Selene to profess his love. He assures her that he is not expecting anything. Selene tells him that she is still confused and asks that he gives her some time to think.

Selene comes home to make peace with her mother but only to find Naya packing their things. Naya tells her to prepare as they must leave Lumeria immediately, now that there is no hope for them to have a better life. Selene refuses and forces her mother to explain her intentions.

In the knighting ceremony, the whole of Lumeria honor Mythos and Talon as the two new defenders of the peaceland. The two inherit the powers surrendered by Creon and Juris. Cadmus, however, reminds the three senior Rounins that they must continue the search for Draco's mysterious child. Leal suggests that they must inform every citizen in Lumeria so everyone can help in identifying the child. Meanwhile, Naya tells Selene that she will give her daughter some time until she is ready to leave. Xyrus suddenly comes out of nowhere and steals Selene's bag. Naya runs after Xyrus while Selene sends a distress call to the Rounins. Naya catches up on Xyrus, but he tells her that she too must be imprisoned. Xyrus accuses Naya of bringing someone from Helion into Lumeria. He recognizes Selene as someone with a Helion blood, and Naya becomes speechless. What is this dark secret about Selene that Naya refuses to speak? What will happen to Selene and Mythos now that the young man had professed his love?

1 - 34 *EPISODE 34*

Aura and Mythos respond to the scene where they find Naya and Xyrus. Naya tells the Rounins that Xyrus helped her retrieve her bag, but unfortunately the thief got away. When the Rounins left, Xyrus asks Naya how come Selene, her daughter, looks different from the other people from Helion. Naya tells him the tragic truth about her imprisonment in Argos. Several years ago, she was banished for killing her husband who used to beat her up. In Argos, she was repeatedly raped by Draco. After some time, Draco tells her that she is pregnant and that the child, upon reaching the age of 18, will be the key to Helion's victory over Lumeria. The only way to reverse the spell is for Selene to inherit the power of a Rounin necklace. But now that Selene has failed, Naya fears the worst. She asks Xyrus to keep the secret between the two of them, to which Xyrus agrees.

Thalon goes to Selene and asks her to give him another chance to love her. But Selene rejects him and tells him how disappointed she was over his attitude. Meanwhile, Mythos returns to Vesta to see Elli. His former teacher congratulated him for his victory, and Mythos asks Elli to come with him to Lumeria. Elli, however, chose to stay in Vesta to train other children.

Back in Lumeria, Aura meets with Naya and tells her the news. Naya learns from the Rounin that the first assignment of Mythos and Thalon is to find Draco's child. Aura tells Naya that this Helion child will lead the dark kingdom in its attack over Lumeria. Naya is worried but tells Aura nothing.

By nighttime, Mythos talks to Selene about their relationship. Mythos is worried that now that he is a Rounin, he has dedicated himself into protecting Lumeria. If anything bad happens to him, he may not be able to hear Selene's answer to his love. Selene later accepts Mythos's love, and this sends great happiness to Mythos. The two childhood friends are now officially together as lovers. Selene, however, asks Mythos to keep everything a secret, especially from her mother.

Now that he is a full-pledged Rounin, Mythos thinks about entering the forbidden door of Icarra to find answers about his estranged father. Kirra warns him that if the council finds out, he will be dismissed from his duty. But Mythos could not care less, as all he wanted was to find his father. Meanwhile, Xyrus visits Naya at her home. Now that he holds her deep dark secret, Xyrus asks Naya for some food. When Selene arrives, Naya tells her daughter that she invited Xyrus to thank him for his help.

Mythos and Thalon respond to an attack by the Helions. While defeating the black troops, the two new Rounins continue to get on each other's nerves. To their surprise, the attack is just a coy by Cadmus to test their skills. The master Rounin is disappointed over the two's arrogance, and warns them that if they will not act accordingly, they will be stripped of their powers.

Selene comes to visit Mythos, but she overhears him talking to Kirra about going to Icarra. Selene

becomes angry and warns Mythos that if he insists on going to Icarra, he might as well forget their relationship. Can Mythos find it in his heart to hurt Selene for the sake of finding answers in Icarra? Is there a chance for the two to have a relationship despite Naya's disapproval?

1 - 35 *EPISODE 35*

Now that they hold each others's secrets, Naya and Xyrus agree to help one another. Naya helps the young man in starting a new life in Lumeria in exchange of his silence concerning Selene's dark identity. Through Naya's connections, Xyrus gets a job, and to express his gratitude, Xyrus gives Naya a hug. But Leal arrives in time to see the two close to one another, and the lady Rounin cannot help but feel jealous.

Aura convinces Leal that the hug may not mean anything, but Leal is hurt over the idea that Xyrus has given up on her. Leal decides to finally forget her love for Xyrus. Meanwhile, Mythos tries to explain to Selene his true intentions in breaking into the forbidden door of Icarra. But Selene is afraid that Mythos is taking a dangerous path and that his obsession about finding his father has engulfed him. Selene walks out, and right after, a group of Helions surrounded Mythos. The new Rounin, however, manages to defeat the troops which he thought were just another coy of Cadmus.

Juris continues to work as a servant in the place, but Venom keeps on embarrassing and treating him like a slave. Juris feels worthless, and Aura runs to her beloved's side to offer comfort. By nighttime, a celebration is held in the palace, and Mythos and Selene share a dance together, making Thalon jealous. At home, Naya catches Mythos and Selene kissing. Naya is furious and tells Mythos to leave her daughter alone.

Naya fears that if Mythos finds about Selene's identity, he will not hesitate to arrest Selene. Xyrus advises Naya to tell Selene the truth before her 18th birthday, when the dark prophecy might come true. If Selene learns who she really is, she might take the initiative to break the spell. What will Naya do about Selene? How will the truth affect Selene and her relationship with Mythos?

1 - 36 *EPISODE 36*

Thalon visits Selene at home, and finds her crying. He thought that Mythos did something to hurt Selene but she tells him that Mythos will not do anything to harm her. She later admits to Thalon that she and Mythos have an understanding which makes him feel miserable. Meanwhile, Juris is in a state of self-pity, and Aura tries to comfort him. Juris feels so ashamed of himself now that he is just a servant in the palace. He feels that he can no longer love Aura because he no longer loves himself, and Juris breaks up with Aura.

Leal checks to see how Xyrus is doing in his new job. She tells him that she has finally accepted that everything is over between them. Leal, however, asks if they can remain friends. Naya arrives, and Leal tells her to take care of Xyrus, to which Naya is left confused. At the palace, Leal and Aura have a talk about their love problems. Aura confesses that she finds it impossible to forget Juris, and that doing so will kill her.

Juris asks Cadmus for a favor, that he be allowed to serve only him, but when the master Rounin refuses, Juris requests that it's better for him to be sent to Argos. Cadmus again refuses and asks if Juris is already losing hope. Juris fears that hope is running out for him, and Cadmus then asks him if he regrets loving Aura.

While Selene is asleep, Naya notices that her daughter's hair is slowly turning white. Selene also notices the same thing the following morning. Naya fears the worst and found no other choice but to reveal the truth to Selene. She tells her daughter that Draco is her true father and that on her 18th birthday, her real identity will be revealed. At first Selene thinks that her mother is just making things up so she would leave Mythos, but Naya begins telling her the entire story, and that Mythos has been assigned to find and imprison her in Argos.

Selene is afraid and confused, and the following morning, she breaks up with Mythos but conceals the truth from him. Mythos thinks that him winning the tournament and becoming a Rounin is the real reason behind her sudden change of mind. He gives his Rounin necklace to Selene, promising that he is willing to give everything up for the sake of their love. What will Selene do now that she is torn between her love and her dark destiny? Has Juris finally given up on hope and his love for Aura?

1 - 37 *EPISODE 37*

After a day of practicing with the students, Venom noticed Aura, Leal and Thalon's sour faces. Aura's nasty retort towards his jokes made him suspect they were all having love problems. He tells his fellow Rounins that love will only cause them misery and problems. Venom also mocks Juris, who was organizing some stuff in the room. The ex-Rounin could do nothing but just walk out of the room.

Arcan tells Vega that to get the necklace from Mythos they must go to the source of his weakness, his best friend Selene. That afternoon Selene arrives to an empty house. Wondering where her mother is, Selene gets distracted by a noise and soon finds herself trapped among Helion soldiers. They bring her to Vega and the Queen of Helion is confident that Mythos will soon show up to exchange the necklace for the girl. Rounins are really weak when it comes to the matters of the heart.

Meanwhile, Mythos is at home telling Kirra his decision to give Selene some space to think about their relationship. He thought being a Rounin would solve all his problems but it only seemed to make it worse. He also tells his little friend that he wants to focus now on finding his father in Icarra. Later, Mythos opens the door to Icarra with the key he found in Deinara's box. The door locks behind him as he entered the other land and he's surprised with an alarm going off. He looks around and finds the people moving and stopping according to the alarm. He speaks to a boy, who advises him to leave for he can cause the people trouble. But instead of going away, Mythos follows the young man to his home. The boy tells Mythos to stop bothering him for every minute and every second in Icarra is precious. Mythos finds the boy's actions weird, listening to a receiver in his ear as if obeying some command. He then shows a book in his hand to catch the boy's attention. The boy asks Mythos if his father is from Icarra to which the Rounin tells him that is what he is trying to find out. He tells Mythos that he knows the author of the book, Barus.

Naya comes home and finds it in disarray. She asks the Rounins for help and they all discover that like Selene, Mythos is missing too. Leal feels that there's a logical explanation behind this but Venom thinks otherwise and already blames Mythos as the cause of the problem. Kirra was also questioned of the Rounin's whereabouts but he tells the warriors that he has no idea too. After hours of searching, the Rounins tell Cadmus their findings. Hearing that Naya has forbidden the two friends from seeing one another, he tells them that Selene and Mythos might have eloped.

Selene wakes up in a cage and demands from Vega to let her go. She denied any knowledge of Mythos whereabouts. Braulio points at something in the cage and tells his mistress that they might not need to see Mythos after all. The necklace Mythos gave Selene had fallen out of her pocket. Vega retrieves the necklace and recites an incantation to summon Creon from the dead. Soon Creon rose from Vega's special concoction.

What will happen to Mythos in Icarra? Will the Rounins find Selene before she shows her true colors? Will Vega succeed with her evil plans, now that Creon is on their side?

1 - 38 *EPISODE 38*

Juris thinks of leaving Lumeria to run away from his problems, but Xyrus reminds him that he is still serving his sentence. In Icarra, Mythos meets Barus, the old man who wrote the book of Xavier. But the old man tells Mythos that he doesn't know anyone named Xavier, and it was Solana to whom he gave the book.

Creon rises to the dark side and vows revenge against Lumeria and the Rounins. Vega consults Arcan for her next move, but she is told some things are not yet accomplished. Creon overhears their conversation, and after a while, Creon asks Arcan if he is the one who is destined to conquer Lumeria. Arcan tells the former Rounin that it is not his destiny. Someone who is younger and stronger than Creon will be the one to fulfill the dark prophecy. In his rage, Creon destroys Arcan.

Naya is worried about Selene's impending 18th birthday. Meanwhile, Venom and Thalon are frustrated about Mythos's absence, and they suggest that Mythos be relieved from duty. Cadmus decides to wait until Mythos returns before he makes a decision.

Mythos asks the boy, Lori, to help him find Solana. Upon meeting Solana, Mythos hands over the book and hourglass to her. Solana tells him that the hourglass helped Xavier monitor the time in Icarra, while the book was given to Xavier by Miranda. Solana agrees to bring Mythos to Miranda, but they later learn that Miranda was struck by the light after she violated the rules of time in the city. Mythos asks what happened to Miranda, and to their surprise, Solana is hit by the searchlight, and instantly turns into a baby. What mystery does Icarra hold? Can Selene be saved before the dark prophecy comes true?

1 - 39 *EPISODE 39*

Vega is furious to find Arcan dead. She orders to find the man responsible, but Creon admits that it was him who killed Arcan. Vega is angry and tells the guards to kill Creon, but the former Rounin defeats all guards. The Queen of Helion now regrets resurrecting Creon, but later realizes that Creon is the key to their triumph against Lumeria. Vega agrees with Braulio that they will use Creon to conquer Lumeria, and after that, they will dispose of him. In the meantime, now that Selene is of no use to them, Vega orders

Braulio to kill the prisoner.

In Icarra, Lori runs away from the light while Mythos carries Solana to safety. Lori tells Mythos to leave Icarra to avoid causing more trouble. Back in Helion, Vega discovers Selene's true identity, and now that Creon and Selene are in Helion, she orders an attack against Lumeria.

After learning the truth of Mythos whereabouts from Kirra, Naya seeks Cadmus's help in finding Selene. The master Rounin is angry, however, at Mythos's defiance in going to Icarra. Naya is sure someone abducted Selene and is worried that something worse is bound to happen during her birthday.

In the middle of the night, the Helion troops attack Lumeria. The Rounins respond to the distress call and fight to defend the city. Creon disguises himself and faces the Rounins. Venom, Aura, Thalon, and Leal join force to defeat the anonymous warrior, without knowing that it is Creon. The resurrected Rounin attempts to use his powers, but Vega stops him so as not to reveal his identity. Cadmus arrives in time to drive away the dark army.

After the encounter, Cadmus asks the Rounin if they saw Draco's child among the army. Leal tells the master Rounin that the mysterious child is yet to reveal himself. Venom is puzzled at the masked warrior who led the attack and is worried about the warrior's superior skills and strength.

Back in Icarra, Mythos meets Amon, the brother of Miranda. Amon hands over a letter to Mythos, a letter which Xavier wrote to Miranda. Amon tells Mythos the truth, that Xavier visited Icarra and fell in love with Miranda. But when Xavier learns that a day in Icarra is equivalent to a week in Lumeria, Xavier left Icarra. Miranda was devastated, but remained hopeful that Xavier will return. Miranda tried to find Xavier, but she got stuck by the light, and his sister was turned into a baby. After years of depression, Miranda eventually committed suicide. Mythos asks Amon if he knows Xavier, but what Amon only knows is that Xavier was a high-ranking soldier from Lumeria and that he visited Icarra after having a disagreement with his bestfriend.

1 - 40 *EPISODE 40*

Mythos continues to wander around Icarra for more answers, but he gets caught by the light. Fortunately, Lori and his group arrive to save him. They successfully destroy the lightdroid, and now, the people of Icarra are free. Mythos decides to go back to Lumeria.

Unable to get help from the Rounins, Naya heads to Helion herself to save Selene. Kirra tries to stop her, but a group of guards arrests them. Juris arrives in time to save them. He tells Naya that she is only putting herself in greater danger.

Mythos returns to the palace and Cadmus upon sight reprimands him. The master Rounin tells the young warrior to forget about his father. When Cadmus finds that Mythos doesn't have his necklace, he figures that the Helions took Selene for the necklace. Mythos regrets his actions upon learning that he only endangered his friend. Cadmus also regrets ever trusting Mythos, but the young man promises to bring back Selene.

In Helion, Selene finally agrees to side with Vega. But when Creon hears this, he tells Vega not to easily believe her younger sister. The dark queen decides to test Selene's loyalty, and instructs her to kill Mythos, to which Selene agrees. Has Selene truly fallen into the dark side? Can Mythos do something to save her? What will Creon do plot his revenge over Cadmus and the Rounins?

1 - 41 *EPISODE 41*

Mythos ponders about his father whom he heard was a high-ranking soldier of Lumeria and also a good friend of Cadmus. The young Rounin decides to put aside his search for his father to prioritize saving Selene. Meanwhile, Cadmus calls on the people of Lumeria and asks for help in finding Draco's mysterious child. The master Rounin promises to defend the peaceland at all cost, but to his surprise, the people themselves declare an open war against Helion. They believe that the only way to win peace is to bring the war into the darkland.

Venom agrees with the people's decision, but Aura and Leal suggest they should strategize first. Cadmus, however, believes that they will only bring more danger if they give in to their anger. In Helion, Vega is confident that with Creon and Selene on her side, she can finally defeat Lumeria. But Creon still doubts the loyalty of Selene and says that he will only trust the young lady if she kills Mythos.

To finally put a stop to the threat, Cadmus orders an attack against Helion. The master Rounin tasks Venom to head the strike in the darkland. Mythos insists on joining the troops, but with his necklace missing and Cadmus's distrust in him, the young Rounin is left to guard the palace.

Knowing that she cannot follow the Helion order, Selene tries to escape but Braulio catches her. Vega is furious, and as a punishment, the dark queen plants a device into Selene to brainwash her. Selene later wakes up to the dark side, and agrees to kill Mythos. Is this the fulfillment of Draco's prophecy? Can Mythos still save his beloved Selene before the great war breaks out?

1 - 42 *EPISODE 42*

Mythos pleads to participate in the mission. Venom believes that the head Rounin made the right decision in leaving him behind. Leal and Aura contradict him with the latter saying he's always picking on the new Rounin. Venom finally relents to take Mythos with them but without a stern reminder to everyone that he is the leader of the mission.

Juris still can't find a job but Xyrus promises to help him out when business in Lumeria picks up after the war. The two see a distraught Naya approach them. She suddenly faints and the men rush to her aid. Selene suddenly appears in front of them and Naya feels overjoyed. She tells them that Vega had her kidnapped because of Mythos's necklace. Juris feels something is amiss but Selene insists that it's just fatigue kicking in after her long journey.

Xyrus reports everything to Master Cadmus and the leader suspects that Helion must have a bigger plan for they returned Selene unharmed. He declares that they must attack Helion that evening. Leal runs into Xyrus, who was waiting in their offices. Xyrus shows his concern for her going to Helion but Leal tells him to have a good life with Naya and Selene. Xyrus realizes that she's jealous of Naya and he explains that the woman simply helped him out during his time of need. He also confessed that he still has feelings for Leal. He proposes to Leal and she gleefully accepts.

Naya interrogates Selene about her experience in Helion but her daughter does not want to talk about it. Juris listens intently to their conversation and later tells Naya that he feels something is different with Selene. Meanwhile, Vega and Creon learn of Cadmus's plans to attack Helion that night. Vega is worried but Creon assures her that he will take care of everything.

Mythos and Selene bump into each other in the streets. Selene says she is very happy to see him again. She discovers Mythos's mission with the other Rounins and she acts all worried about his safety. She tells Mythos not to go. Kirra notices a lump on Selene's back and touches it. The young lady asks him not to do so for it's an injury she got in Helion. Kirra offers to heal it but Selene declines. Later, Selene surreptitiously leaves her house, transforms into a crow and flies away.

1 - 43 *EPISODE 43*

Selene returns to Helion and reports to Vega and Creon. Creon is bothered why she has not killed Mythos yet. Selene explains that she likes toying with him first. Vega warns her to be careful but Selene is confident that she'll be able to kill Mythos anytime she wants to.

Leal shares to Aura that she and Xyrus has gotten back together and they will be getting married after the war. She plans to quit the service and just be a dedicated wife to Xyrus. Aura is envious of her friend's happy state. She hopes that she and Juris will also have a happy ending like Xyrus and Leal. Xyrus too, reveals to Naya his and Leal's plans of settling down. The woman was very happy for the couple. Naya is also joyful of Selene's return and Xyrus mentions that the curse on her daughter seems to have disappeared.

Venom feels that Cadmus is meddling with his plans on attacking Helion. The Master Rounin believes that his strategies will lead Lumeria to victory rather than Venom's. Cadmus tells the Rounin to just obey his orders. By this time, Selene has returned to Lumeria and pretends to be handing over a sword with actually an intent to kill. She catches Mythos by surprise and he felt scared of her actions for a second.

Creon tells Vega that his traps for the Rounins are all set. She mentions to him that he takes after his father. Creon hints at Vega that she can crown him King of Helion anytime and this makes her suspicious of his intentions.

Selene starts to act up on Mythos and tells him that she doesn't want her to go to Helion. Mythos however explains that he has to prove Master Cadmus wrong about his character and besides he has to retrieve the Rounin necklace back. The following day, Selene airs her disappointments over Mythos choosing the battle and not her to Thalon. The Rounin calls his colleague no good and unfortunately Mythos hears their conversation. The two get into another fight and this time Aura stops them. She warns them to clean up their acts. Their enemies are outside Lumeria, not inside. Thalon mulls over the incident and Venom assures him that he did the right thing.

Mythos tries to talk to Selene but she begins her 'tantrum'. The two get into a fight with Selene insisting that Mythos is being selfish and doesn't really care about her. Mythos was astounded with her words, it was as if he was talking to a completely different person. Selene leaves him and goes back to Helion. She tells Vega that Mythos has extra ordinary strength even without his powers. Creon mocks her that she can't do her mission but Selene promises to kill him the next chance she gets. Vega reminds her to do it very soon for she needs to kill a human for her full powers as a princess of Helion to manifest.

1 - 44 *EPISODE 44*

Raysian is glad Mythos is joining the troops going to Helion. She swears her loyalty and life to him as leader of their group. Mythos was caught by surprise when Raysian suddenly gave him a hug in front of the other soldiers.

Kirra asks Naya why she dislikes Mythos for Selene, when in fact Mythos has only good intentions for her daughter. The woman evaded his questions which makes Kirra presume that she's keeping a secret.

Leal tells her fiance that she has some sort of surprise but will reveal it to him upon her return from the war. Xyrus gives her a present though, a bracelet that he himself made. He tells Leal that he is looking forward to marrying her soon. Aura and Juris were there to witness this, the latter just looking at his lover from a far. Later, Xyrus advises Juris to talk to Aura but he still feels unworthy of her love. Meanwhile, while making rounds in the palace, Raysian discovers that Selene can transform into a crow.

Naya was surprised to see Selene packing. Her daughter tells her that she will be joining the troop to Helion to which Naya objected to. She tells Selene to stay and just follow Master Cadmus's orders to guard the palace. Selene angrily dismisses her mother's words and tells her not to meddle in their affairs. Naya sadly shares this incident to Xyrus, revealing to him that she believes Juris's observation to be right after all.

At the palace, Selene asks Cadmus permission to join the troop going to Helion. He dissuades her and says that she'll be more of help to him by staying behind. Cadmus then tells the troops to follow Venom's orders for he is there on his behalf. He also wishes them victory and a safe return to Lumeria. He reminds Venom to follow their plan and the Rounin promises not to pass through Tobia.

Raysian tries to get more proof of what she saw later that afternoon. Selene becomes suspicious of her actions for she kept following her around. Raysian then tells Mythos and Venom that she saw Selene transform into a crow, only people from Helion can do that. Mythos thinks Raysian is making up stories because of her feud with Selene before. Venom surprisingly tells Raysian to refrain from talking nonsense. But still she insisted that Mythos watch his back.

Creon tells Vega that he'd be more confident in battle if she grants him special powers from Helion. Vega had her doubts but when Creon declared his love for her, she relents and bestows upon him dark powers. Creon now feels invincible.

Aura and Leal are wary as to where Venom is leading the troops. He lies to everyone and announces that they must follow Cadmus's orders and pass through Tobia, still insisting on executing his own plan. The other Rounins comply and soon they were surrounded by Helion soldiers.

1 - 45 *EPISODE 45*

The war between Lumeria and Helion has begun. The Rounins took the wrong path and get trapped by Helion soldiers. Cadmus, on the other hand, is left in his palace alone with only Selene to serve as his right hand man should the Helion troops attack Lumeria.

While defending herself, Leal's bracelet gets lost in the battle. Mythos tries to give Thalon a hand but instead of thanking him, the Rounin tells him to mind his own business. Seeing the two arguing, Leal angrily tells them to stop bickering and concentrate on fighting. While all this is happening, Creon leaves for Lumeria to pay a visit to his father's dear friend, Cadmus.

Meanwhile, Selene comes home to find her mother sitting in the dark, waiting for her. Naya feels that Selene has become a stranger and that she has welcomed an enemy into her home. Selene takes a knife and asks her mother to kill her if she believes she is not her daughter anymore. Naya grabs the knife from her hands but of course she can't bring herself to do it. A few blocks away, Xyrus shows his friend Juris a box containing Leal's wedding gown. He's pretty excited on her return and shares to Juris his plans for their nuptials. He again tells Juris that he can also make things better for Aura, who's just waiting for him to come back.

The Rounins succeed in their first scrimmage but unfortunately lose their troops. A few feet into Tobia,

the five Rounins and Raysian encounter a different group of Helion soldiers, bigger and stronger than the ones they fought before. Venom, during the heated battle, gets cornered by one of the monsters. Instead of killing the beast, he instructs it to kill the other Rounins. However, the Rounins prevail and defeat the warriors. Thinking it's safe to proceed, Venom, Aura, Leal, Thalon, Mythos and Raysian start their journey to Vega's palace. They had to halt though in their tracks for new monsters appeared before them.

The Helion troops arrive in Lumeria and attack its citizens. Cadmus goes out to battle himself, looking for Selene in the midst of the fray. The girl he was searching for was actually just watching him struggle from afar.

1 - 46 *EPISODE 46*

Cadmus uses his powers to defeat the soldiers surrounding him. Creon arrives and engages the Master Rounin into a one on one combat. Xyrus and Kirra extend a helping hand in defeating the Helion soldiers around town. Kirra gets into some trouble and fortunately Juris saves the little man in time. Creon manages to disarm Cadmus, but it seems the Master Rounin is still better and stronger than him. Juris also helps out Cadmus and Creon is shocked that Juris is still superior over him despite his being just an ordinary citizen now. He takes off and returns to Helion. Cadmus praises Juris for being a skilled warrior still. Juris states that he is still ready to fight for Lumeria.

Creon angrily storms Vega's palace and demands from her why she did not bestow on him full powers in destroying Cadmus. But the Queen of Helion told him that she did give him all the powers he needed, its just that maybe his opponent is stronger than him. This infuriated Creon and swore to her that the war will not be over 'til he is dead. Braulio tries to come to Vega's defense but she tells him that their skirmish is actually her fault.

The Rounins face tougher foes, mimicking the appearance of each and every one of them. Confusion led to Mythos attacking the real Thalon which riled their rivalry more. Leal tried to decipher who was who and ends up being wounded by the fake Venom...or was he the real one? Though hurt, Leal comes up with an idea to combat their own look-alikes to lessen the mayhem. Eventually their enemies returned to their original appearances and the Rounins finally defeated them. Leal falls on the ground from exhaustion and her injury. Mythos says they must return to Lumeria so Kirra can heal Leal's wounds but Venom contradicts him and that he as the leader should take care of Leal. Aura worries for her best friend but Venom tells them they should push through with the mission. He walks off carrying Leal in his arms but unknown to the Rounins, a vicious smile is pasted on his face.

1 - 47 *EPISODE 47*

Cadmus is impressed with the skills of Helion's new warrior. Juris, however, mentions that the Master Rounin is still much powerful than the enemy. Cadmus believes that they cannot be complacent for battles are unpredictable. Selene finally shows up at the palace. Her flimsy excuse for her disappearance irritates Cadmus and he announces that Juris is now again his right hand man. The Master Rounin now tells Juris that he has noticed a change in Selene's attitude since she came back from Helion. Cadmus asks Juris to watch over the girl. But Selene catches Juris following her and she advises the former Rounin to tell Cadmus that if he mistrusts her, he can relieve her of her duties anytime. Cadmus later tells Xyrus the same thing he told Juris about Selene but adds that if and when she acts out of the ordinary they should not hesitate to kill her.

Leal asks to be put down and rest a bit. She suddenly opens up the subject on why Venom tried to kill Mythos and Thalon during their battle with the Helion troops. She noticed that both Rounins fought two Venoms at the same time. Venom was taken aback but admits to plotting against the Rounins to avenge Creon's demise. He also reveals that Creon has risen from the dead because of Vega and he now pledges his loyalty to the dark force. With their plan to destroy Lumeria on a roll, pretty soon Creon will reign over the prosperous city. He swears to kill Leal and the other Rounins. Leal though springs a surprise attack on Venom and she manages to escape despite her injuries. On the other hand, the Rounins become worried of Leal's worsening condition. Aura is then forced to decide for the group and return to Lumeria.

Venom was in disbelief for a woman Rounin and an injured one at that defeated him. He changes to a crow and reports to Vega about Leal's escape. The Queen of Helion then instructs Braulio to search for the Rounin. But their hunt maybe a bit too late for Leal successfully, though with difficulty, reached the doorway to Lumeria. Unfortunately, Selene was already there waiting for her. Still clueless over Selene's true identity, Leal asks their former student for help, delivering herself once more into the hands of the enemy.

1 - 48 *EPISODE 48*

Selene leads Leal to a place the Rounin wasn't very familiar with. She also mentions that they must hide from Venom. At the mention of Venom's name, Leal halts and asks Selene how she knew Venom was

after her. She then realizes that Selene is also an enemy and the two engage in another fight. Selene though was still no match to the Rounin's strength and escapes by turning into a crow. On the other hand, Creon's already rejoicing in Helion, telling Vega that he can feel that they are winning the war. They don't notice Braulio looking at them jealously from a corner.

Venom returns to the other Rounins and tells them of Leal's demise. Aura could not believe that her best friend is dead and insisted on returning to Lumeria and abandoning their mission. Venom mentions that he left her body with a soldier in Lumeria so he can come back to their aid quickly. On their way back, however, he hears of Leal's escape from a crow and disappears. The other Rounins are puzzled and they return to the city without him. Cadmus is surprised by the news of Leal's death. Venom hasn't even showed up at the palace nor has someone reported Leal's arrival to him. Meanwhile Venom meets up with Selene to discuss the problem at hand. They agree to search for Leal – Selene in Lumeria, Venom inside the palace. They should find Leal fast lest Creon's plans for conquering Lumeria be destroyed. Venom finally makes an appearance at the palace and his actions make Cadmus suspicious. He denies having anything to do with Leal's disappearance, saying he would not be present at the palace if he had bad intentions for his fellow Rounin.

By this time, Leal has wandered aimlessly in the palace basement, getting weaker by the second. She eventually collapses and is found later by a palace worker, motionless on the ground. Soon, Kirra is summoned and he performs a healing spell on Leal. He then declares the lady Rounin out of danger and advises Xyrus to let her rest. Aura comforts Xyrus and tells him that Leal was looking forward to the end of the war and reveal to him her surprise. She adds that he will be very pleased to hear it once Leal wakes up.

Vega hears of the news of Leal's recovery and suggests to Creon to change his plans. Creon remains stubborn and tells Venom to find a way to kill the Rounin. It will be her or his life on the line. At the Rounin quarters, Leal wakes up and Xyrus leaves the room to tell the others of the good news. Unfortunately, Venom comes out of the shadows, blowing black powder towards Leal, suffocating her.

1 - 49 *EPISODE 49*

Leal dies before telling Cadmus and the other Rounins about the treachery of Venom and Selene. Xyrus mourns the death of his beloved, but Venom and Selene are happy that Leal took the secret to the grave. After a while, Cadmus gets a feeling that a secret enemy, someone in the palace, is behind Leal's mysterious death.

The following morning, the Rounins and the whole of Lumeria bring Leal's remains to its final resting place. The peaceland grieves the death of the brave Rounin. At the funeral, Aura tells Xyrus about Leal's unfinished plans. Apparently, Leal is planning to leave the Rounin order after the mission to Helion so she can settle down with Xyrus.

Cadmus calls on the Rounins to look for the one responsible for Leal's death. The master Rounin gives Mythos Leal's necklace so he can now protect himself and continue with the mission. Cadmus tells Mythos to bring Selene with them. The master Rounin later reveals that he is suspecting something about Selene, that she may be a traitor. The task is supposed to test Selene's loyalty to Lumeria, and if otherwise, the Rounins have no choice but to kill Selene.

In Helion, Creon celebrates with the dark army the death of a Rounin. He vows to kill all the Rounin, specially Juris, who will suffer in his hands.. Vega, on the other hand, wants to deal with Cadmus herself. Back in Lumeria, Naya tries to dismiss her suspicion regarding Selene's bizzare actions. Naya tells her daughter how she misses the old Selene whom she raised.

The Rounins head to Helion taking Kirra with them whose healing ability can be used in the battlefield. Before leaving, Aura tells Juris that she still loves him. Juris assures Aura that he still loves her, but things have gotten so complicated. Aura promises to come back, while Juris swears to wait for her.

1 - 50 *EPISODE 50*

Xyrus tells Cadmus that he is convinced that someone inside Lumeria is responsible for Leal's mysterious death. He puts suspicion on Selene, but the master Rounin expresses uncertainty. Xyrus offers to guard Lumeria against the traitors, to which Cadmus agrees. In Helion, the Rounins, together with Selene and Raysian, fight with some guards. Venom sneaks out to warn Selene that the Rounins are already suspecting her. Raysian shares the same feeling and mentions this again to Mythos, but he still believes that Selene is a friend. When confronted, Selene tells Mythos that she still values their friendship.

Xyrus tells Naya about Cadmus's plans about Selene and that she may be responsible for Leal's death. Naya, however, believes that Selene may have turned to the dark side, but she is not a murderer. Despite

his distrust, Xyrus holds on to his promise to keep Selene's true identity from Cadmus and the Rounins.

While resting in the middle of the night, the Rounins are disturbed by a flying mechanical weapon. The Rounins use their abilities to destroy the robot, but after destroying it, another new robot appears in their midst. Meanwhile, Creon and Vega combine their powers to create a destructive meteor shower all over Lumeria, destroying the city's remaining defenses. The peaceland is in chaos, and Cadmus rush to the wounded soldiers and civilians. How can Lumeria manage to defend itself from the lurking invasion?

1 - 51 *EPISODE 51*

The Rounins reach the army base of Helion where they are met by more flying mechanical weapons. Knowing that they are outnumbered, the Rounins back out of the base, but they are mysteriously separated. Aura is lost with Venom, Thalon with Raysian, while Mythos, Selene, and Kirra are together. Venom is about to strike Aura from behind, but Thalon and Raysian arrive. Raysian fears that Selene is going to kill Mythos, but Venom shuts Raysian up with her 'lies'. They all rush to find Mythos and Selene.

Cadmus is devastated over the sight of the casualties and damages in Lumeria. The master Rounin orders Juris to tell all the citizens of Lumeria to arm themselves against an upcoming invasion. However, only few soldiers are left and some citizens are too injured to fight. Meanwhile, Vega thinks about launching a full attack, but Creon decides to postpone it and keep Cadmus in the dark.

Mythos, Selene, and Kirra are still searching for the others when they are ambushed by some flying robots. Mythos tells Kirra to lure the robots away, and Mythos and Selene later destroy all the robots. Back in Lumeria, Naya tells Cadmus that the citizens are losing hope, but the master Rounin vows that he won't allow Helion to take over the peaceland.

While trying to find their way, Kirra sees Selene's reflection on a mirror, and gets a glimpse of Selene's true appearance. He tells this to Mythos, but the latter refuses to believe, until Mythos sees it for himself. He confronts Selene about this, and Selene's reflection reveals that she is a Helion, the mysterious child of Draco. But the Selene in person tells Mythos not to believe what he is hearing, it's probably a trap. Mythos follows his instincts and subdues Selene. Can Mythos really find it in his heart to carry out his duties, even if it means killing Selene?

1 - 52 *EPISODE 52*

Suspecting that Selene is a traitor, Mythos regretfully ties her up. Kirra fears that Selene has fully turned into the dark side, but Mythos feels that there is hope for Selene to be healed. Meanwhile, Braulio provokes Vega that Creon is slowly taking over Helion, and soon, the former Rounin may become the darkland's new leader. Vega, however, doubts that Creon will betray her.

Venom, Aura, Thalon, and Raysian are still looking for Mythos, Selene, and Kirra. They split up to search for their missing comrades, but to no avail, and they continue to wander in Helion with the constant threat of attacks. Aura questions Venom's directions, but the latter is insulted, and the two senior Rounin almost get into an altercation had Thalon and Raysian not intervened.

Braulio talks to Creon about his plans in taking down Lumeria. Braulio says that maybe, after invading Lumeria, the dark Rounin intends to be the king of Helion and cut Vega off the throne. Creon is insulted and tells Vega to castigate Braulio. Vega tells Braulio that she trusts Creon more than him, and demotes him to a guard.

A giant asteroid is about to fall on Lumeria and to protect the peaceland from complete destruction, Cadmus uses all his powers to obliterate the asteroid. The master Rounin eventually succeeds, but later falls to the ground after exhausting all his strength. Back in Helion, Selene pleads for her release. Mythos softens towards Selene despite Kirra's objection. Once the ropes were loose, Selene breaks away and attacks Mythos. A duel breaks out between the two friends, but Mythos decides to defeat Selene against his heart's will. After a long fight, Mythos corners Selene. Mythos asks where the true Selene is, but Selene provokes Mythos if he can truly find it in his heart to hurt her. Selene even tries to convince Mythos to join her in Helion, but he refuses.

Mythos again ties his friend up, but Selene escapes, draws a sword and points it at Mythos. Selene tells Mythos that he should have killed her. Selene strikes and stabs Mythos. The young Rounin falls to the ground, bleeding.

1 - 53 *EPISODE 53*

Mythos hangs on for dear life while Kirra hides and tries to evade Selene. Selene, thinking Kirra has escaped, returns to the group and asks them for help to save Mythos and Kirra. Raysian, however, feels that something is not right and tells Aura her suspicion. Aura tells Raysian to prepare, while Selene

secretly tells Venom that Mythos is dead. Unknown to her Kirra has gotten to Mythos in time to heal his injuries.

In Lumeria, Cadmus remains weak after destroying the giant asteroid. With the peaceland in chaos and its leader incapacitated, the Helion army marches in for an attack. Creon, in disguise, leads the dark troops, but Cadmus arrives to stop him, and a duel erupts between the master and his former apprentice. Creon strikes Cadmus, and the master Rounin tries to flee. Creon chases him.

Mythos arrives and warns the team about Selene's treachery. Aura and Raysian decide to arrest Selene, but Thalon refuses to believe while Venom intervenes. Confused on why Venom is protecting Selene, Aura questions her comrade's motives. The Rounins get into a fight, with Aura, Mythos, and Raysian on one side and Venom, Selene, and Thalon on the other.

Cadmus is too weak to carry on, and Juris, Naya, and Xyrus rush to his side. The master Rounin reveals a shocking discovery, that the mysterious warrior of Helion is using Creon's necklace. Juris figures that the mysterious warrior might be from Lumeria.

Aura, Mythos, Raysian, and Kirra escape, leaving Venom, Selene, and Thalon behind. Venom decides to go after them, and Selene insists that she must kill Mythos for her to become a true Helion. What will happen to the Rounins now that Venom and Selene have unveiled their betrayal? Will Cadmus ever learn the true identity of Helion's mysterious warrior? For how long can Lumeria stand its ground against Helion?

1 - 54 *EPISODE 54*

Aura, Mythos, Raysian, and Kirra try to escape from the traitors and other threats lurking in Helion. Meanwhile, Thalon is shocked to learn that Selene and Venom are truly their real enemies. The young Rounin tries to fight back, but when he is unable to kill Venom, Thalon runs away.

In Lumeria, Cadmus, Juris, Xyrus, and Naya continue to hide. To force the master Rounin to surrender himself, Creon rounds up some hostages and threatens to kill all of them if Cadmus does not show up. Cadmus is forced to surrender, but before doing so, he gives Juris his powers back. Now a renewed Rounin, Juris swears to defend Lumeria at all cost.

Cadmus demands for Vega and Creon, hiding behind a mask, to release the hostage before he surrenders. Vega agrees, and after the hostages are released, Creon takes Cadmus. Back in Helion, Venom and Selene run after Thalon and they eventually catch up with Aura, Mythos, Raysian and Kirra. Venom vows to kill everyone who betrayed Creon, and later confesses that he is the one who killed Leal. In her anger, Aura attacks Venom, and a fight between the two factions erupt.

Selene falls down, and Kirra tries to remove the black amulet from her. Selene kicks Kirra down, leaving the little man unconscious. Venom tries to kill Mythos, but Raysian gets in the way and ends up as the recipient of the ex-Rounin's blow. In her last words, Raysian thanks Mythos for his friendship. She also confesses her secret feelings for him. Raysian is dead, Selene is arrested, while Venom is on the loose. Can Aura, Thalon and Mythos survive the evil and treachery in Helion? What fate awaits Cadmus and Lumeria?

1 - 55 *EPISODE 55*

Losing their comrades one by one, the remaining Rounins find it hard to continue the war against Helion. Selene warns them that there's nothing left for them, except for death. Aura and Mythos, however, are determined to fight for Lumeria's glory 'til the end. In Lumeria, Vega attempts to torture Cadmus, but Creon tells her to wait. Creon, hiding behind a mask, challenges his former master to a duel.

Cadmus musters all his strength to defeat Creon, until he snatches the necklace of the dark Rounin. On Cadmus's signal, Juris arrives to help in rounding up the other dark guards. Vega tries to help Creon, but she is stopped by Helion soldiers and they escape. Cadmus uncovers the mask, and is shocked to discover that Creon has risen from the dead. The master Rounin forces Creon to tell who is Draco's child, but Creon tells nothing.

In Helion, Mythos removes the black amulet from Selene and the young lady loses consciousness. Kirra talks about a vision, Selene's reflection on the mirror spoke about herself being Vega's sister. Mythos, however, refuses to believe that Selene is a traitor, despite Aura's conviction that they cannot be fully sure about Selene's identity.

Creon is imprisoned, but continues to speak of his revenge over Cadmus and Juris. The former Rounin still refuses to say who Draco's child is. The master Rounin is disappointed that his former student has

been eaten up by his anger. Meanwhile, Selene wakes up with no recollection of what happened to her. Fearing that Vega will come back for her, Selene begs to be killed. Mythos would not do it, but rather swears that with his love, he will protect Selene.

1 - 56 EPISODE 56

Venom reports to Vega that the amulet in Selene's body has been removed. The dark queen plans to get Selene back, but now that Creon is captured, all they can do is attack Lumeria. But Venom tells her that he can still save Creon by going back to Lumeria since Cadmus and others are still clueless of his betrayal. Meanwhile, Aura's only hope for victory is to employ Selene's help in capturing Vega. Selene agrees, and they later find the passageway to Helion.

Venom returns to Lumeria and pretends that he got separated from the team during an intense battle. Juris is furious, but before a fight erupts, Cadmus intervenes and tells Venom that they have captured Creon. Upon seeing Creon in his cell, Venom volunteers to guard the ex-Rounin. When Cadmus left, Venom uses his powers to destroy the cage. But Creon tells Venom that Cadmus has the sole key that will open the cell, so he must find the master Rounin and get it.

On their way to the dark palace, Thalon asks Selene for one more chance at love. But Selene tells Thalon that it is only Mythos whom she truly loves and whom she wants to spend the rest of her life with. Thalon is again heart broken and feels envious of Mythos. Back in Lumeria, Naya is taken hostage by Vega who demands from Cadmus that Creon be released. In Creon's cell, Cadmus saves Naya from Vega and orders Venom to kill her. The master Rounin is shocked when Venom points a sword at him. Venom takes the key from Cadmus and releases Creon from his cage. Instead of escaping, Vega decides to torture Cadmus for killing her father. The dark princess uses his powers and turns Cadmus into a brass statue.

1 - 57 EPISODE 57

After turning Cadmus into a brass statue, Creon and Vega move on to their next plan which is to capture and return Selene to their side. Venom arrives and calls for help because Juris and Xyrus are killing all the Helion guards and making their way inside the palace. Juris overhears Creon and Venom's connivance and the former's plans in making Aura the Queen of Lumeria. He was really using Vega and will later dispose of her.

In Helion, Aura, Mythos, Thalon, Selene, and Kirra manage to defeat more evil creatures and pursued their journey to the Helion palace. Meanwhile, violence coats Lumeria as Vega and her army kills everyone on sight. Xyrus tries to search for Naya, but he is later captured by Vega.

Back in Lumeria, Juris face Creon and Venom to stop their evil plans. Juris uses all his powers to defeat his ex-comrades. Juris decides to give up the fight when Vega and Braulio arrived with Xyrus and Naya as their hostages. All of Lumeria is now under Creon and Vega, and after learning that Aura and the other Rounins are on their way to the dark palace, Creon calls on Braulio to assemble the army so they can crush Lumeria's last defense.

In Helion, Selene goes on her own to reach the palace. Mythos later tries to go after her, but he meets Venom, and a duel erupts between the student and the teacher. Mythos succeeds in taking Venom's necklace, and he renders his former teacher powerless. Using his powers, Mythos ends up killing Venom.

1 - 58 EPISODE 58

Selene goes to Vega and tells her evil sister how she abhors her Helion blood. Vega again tries to put her younger sister under a black spell, but Selene struggles. Just when Selene is about to defeat Vega, Creon arrives with Naya as his hostage. Creon forces Selene to release Vega, and despite Naya's resistance, Selene gives up. Selene and Naya end up in prison with Xyrus, while Juris is in a separate cage.

Aura and Thalon are surprised to see Creon alive. Aura scorns Creon, and Thalon attempts to defeat the ex-Rounin, but the young Rounin proves to be much weaker. Aura is later placed in a cage separate from Juris and Thalon. Vega questions why Aura is given special treatment but Creon explains that he does not want Aura to be with her comrades fearing that they might escape. Creon and Vega have successfully captured all the Rounins including Cadmus, but Vega is worried about Mythos who is still at large. Creon, however, assures Vega that Mythos is just a rookie who can be easily defeated.

Braulio brings the body of Venom to Creon and Vega. Creon becomes angry upon hearing from Braulio that it was Mythos who killed Venom. The ex-Rounin vows to kill Mythos with his own hands. Afterwards, Vega asks Aura if she has a past with Creon. Aura annoys Vega by telling her that Creon has always been madly in love with her, but she had always rejected him. Vega is devastated and confronts Creon, but he later denies everything and convinces her that she is his only love. When Vega refuses to believe, Creon hands Vega a sword and challenges her to kill him if she does not want to believe his love.

Vega drops the sword, but threatens Creon that if she finds out that he is fooling her, she will kill him.

With their master Rounin held captive and Mythos missing, Juris fears the worst, but Aura tells him that they must not give up. Creon is just using Vega to prove that he is still the best warrior. Unknown to them, Mythos is just nearby waiting for the right moment to free them all. Mythos tells Kirra to sneak through the guards so they can open all the cages and free the Rounins.

Creon goes to Aura and again asks for her love and even promises to make her his queen. But Aura tells Creon that she cannot be bought and that she will only love Juris. Aura tells Creon that he is better off with Vega, but Creon tells her that he does not love Vega. Unknown to Creon, the dark queen was just nearby listening to all his lies.

1 - 59 *EPISODE 59*

Vega angrily confronts Creon about his lies, and threatens him that she will send him back to the dead if he betrays her. Fearing for his life, the ex-Rounin tells Vega that he is just playing with the Rounins. But the dark queen no longer believes his words, so she uses her powers to read Creon's mind. Discovering the truth, Vega vows to get rid of the lady Rounin.

Meanwhile, Kirra tries to steal the prison key from one of the guards, but he is later caught and caged with Selene. Kirra tries to heal Cadmus, but fails as Vega's spell is too powerful. However, he assures everyone that the master Rounin is still alive, but is showing signs of weakening. The Rounins and the rest are now losing hope, but are still counting on Mythos. Afterwards, Braulio takes Aura out of her cage and brings her somewhere. Aura struggles, and Juris tries to escape to help his beloved. Unfortunately, the cage is too strong for Juris to destroy.

On his own, Mythos attacks all the guards and afterwards tries to free his comrades. However, Mythos cannot find the right keys of the cages. The young Rounin goes back to find the correct keys and promises to return. Meanwhile, Vega forces Aura to a duel to see who is worthy of Creon's love. Aura tries to fight back, but without her necklace, the lady Rounin proves no match to the dark queen. Seeing his beloved in danger, Creon throws the necklace back to Aura. Vega becomes furious, but Creon tells her that he just want to make a it a fair and interesting fight.

Braulio tries to arrest Aura before she tries to escape. But Vega orders him to release the lady Rounin as she wants to defeat Aura by herself. However, behind the guards's back, Mythos sneaks to steal the keys. Braulio spots the young Rounin and tries to catch him. Aura, meanwhile, uses all her powers and the dark queen falls on the ground. Furious, Vega tries to kill Creon, but her powers are not enough to send him back to the dead. Vega dies, and Creon celebrates his victory. He now rules over both Hellion and Lumeria.

1 - 60 *EPISODE 60*

Creon carries the unconscious Aura to a safe place, but Braulio arrives and challenges the ex-Rounin to a fight to avenge Vega's death. Braulio tries to win, but he proves no match to Creon. Knowing that the Helion soldier has no purpose, Creon kills Braulio. However, when Creon turns his back, Aura is nowhere to be found.

Creon later finds Aura just when she begins to pass out. After a while, Aura wakes up and finds herself healed by Kirra. She sees Juris nearby beside Creon, and she hears from Creon that Juris agreed to a duel in exchange of Kirra's healing. Whoever wins the fight will be the man who will take Aura. Creon forces Aura to agree, and believing that Juris is still much stronger, Aura agrees. Juris and Creon then engage in a square off, using all their strengths and powers. Juris later subdues Creon, but just when he is about to finish him, Juris loses his sight. Aura begins to worry as Creon stands up and makes his aim at Juris. Creon, using the powers of the Rounin medallions, brings Juris to the ground.

Mythos, meanwhile, defeats all the guards and later reaches the heart of Helion. A guards rushes to Creon and tells him what Mythos was about to do. Fearing that the entire Helion is in danger of total destruction, Creon leaves Juris and Aura to stop Mythos. Aura comes to Juris's aid, but the latter is too weak, and after a while, loses consciousness, and Aura fears the worst.

Mythos is about to destroy the heart of Helion, but Creon and the guards arrive to stop him. Creon tells Mythos that if he destroys the heart, the whole Helion will explode, and everyone, including his friends, will die. But Mythos tells Creon that it is better for all of them to die together, and he tries to strike the heart. Creon stops him, and asks what Mythos wants in return. Mythos demands for all the medallions, to which Creon later agrees. But after Mythos gets all the medallions, he accuses Creon of always defying agreements, and the young Rounin stabs the heart.

1 - 61 *EPISODE 61*

The darkland starts to crumble after Mythos stabs the heart of Helion. The young Rounin escapes with the medallions, and Creon tries to save the heart. Meanwhile, Aura asks Kirra to revive Juris, and with all his powers, Kirra heals the Rounin. Mythos then arrives to save his friends, and puts the medallion on Cadmus to remove the spell on the master Rounin. Cadmus comes to life, and he then orders everyone to leave as Helion begins to self-destruct.

Creon is left behind by his army, and before the heart explodes, Creon vows to make Mythos pay. On their way out of the darkland, the team meets Aura and Juris, and they all try run to safety. Thalon, however, meets an accident and is left behind. Mythos returns to save Thalon despite Selene's objections. The young Rounin takes his comrade out just before Helion crashes down. Thalon thanks Mythos for saving his life, and the two promise to be friends from thereon.

Back in Lumeria, Mythos is surprised to see Elli assisting all the wounded in the peaceland. Apparently, Vesta was also affected and Elli pays a visit to the city to checks on Mythos. He was very happy to see his former student safe. Back in the palace, Aura takes care of Juris, and the lady Rounin cries with happiness that Juris is alive. Afterwards, Cadmus gives Naya and Selene pardon, and he offers the young lady a Rounin position. Selene, however, turns the offer down and chooses to be with Mythos. Naya gives her daughter her blessing, and Mythos then hugs Selene.

Cadmus tells Aura that they must look for new Rounins. Aura says that hopefully, they may find warriors as great and as brave as Mythos. The young Rounin turned out to be the one who will save the world. Cadmus agrees, believing that Mythos was somehow destined to be a Rounin. In Helion, Creon emerges from the ruins and vows his revenge on the Rounins. When night falls, Creon disguises himself in a cloak as he wanders the peaceland and starts his evil plans.

1 - 62 EPISODE 62

Kirra returns home and searches for Mythos and Selene. When nobody answers, Kirra looks for his friends, but he is taken hostage by Creon. The ex-Rounin demands for Mythos's whereabouts, but Kirra doesn't know where his friend is. Kirra manages to escape and tries to run to safety. Later, Mythos and Selene arrive to find two guards at the gate dead. The two fear the worst and they search for Kirra, and they only find a knife with blood on it.

Creon catches Kirra in the archive office, and when Kirra vows not to say anything, Creon stabs him to death. Meanwhile, Mythos and Selene report the incident to Cadmus, but no one can't think of anyone who might want to hurt Kirra. The master Rounin asks Mythos on where he left Creon after he stabbed the heart of Helion, but when Mythos fails to assure him that Creon is dead when he left, Cadmus prepares himself and orders the Rounins to secure their medallions as Creon may have returned to Lumeria to get them.

Mythos brings Selene to her home for safety. Selene insists on helping, but Mythos tells her that it would be better if she will just stay home. After Mythos leaves, Selene finds her mother hostaged by Creon. Selene asks what the ex-Rounin wants, and again, Creon demands for Mythos, and threatens that if Selene won't cooperate, he would kill Naya.

Cadmus alerts all the Rounins and the civilians for a possible threat. Selene arrives, and for fear of her mother's life, she says nothing about Creon. Cadmus tells Selene to go home and stay with her mother, and Mythos volunteers to walk Selene home. Selene rushes home, and Mythos figures that something is wrong with his friend, but unknown to them, Elli spots them and tries to follow.

Mythos finds Selene and Naya captured by Creon. The young Rounin begs for Creon to release them, but the ex-Rounin, in exchange of Selene and Naya, challenges Mythos to a duel. Left with no other options, Mythos agrees, and the combat between the rookie and his former friend begins. But in the middle of the fight, Mythos's medallion falls on the ground, and Creon takes advantage and strangles Mythos. While losing his breath, Mythos recites the prayer his mother taught him when he was a child. Creon is shocked to hear that Mythos knows the prayer that Creon learned from his mother and father. Creon asks him where he learned the prayer because as far as Creon knows, it was only his family who knows the prayer. But Mythos tells Creon that according to his mother, his dead father was the one who made that prayer. Creon then figures that Mythos might be his younger brother whom, he thought was dead all this time.

Cadmus and the Rounins are worried why Mythos has not yet returned. The master Rounin decides go to Naya's home. Meanwhile, Mythos could not accept the possibility that Creon is his brother, but Creon offers Mythos a chance to join him. When Mythos refuses, Creon attacks him, but Elli arrives to defend Mythos. Creon fights Elli, and after a while, the ex-Rounin kills the old man.

1 - 63 EPISODE 63

Mythos, with all his rage, attacks Creon to avenge Elli's death. The young Rounin kicks Creon, and he gets stabbed in the chest with a steel pipe. In his dying words, Creon says how happy he is to finally meet his younger brother, and that if their father, Xander, would be alive, he would be happy for them. Creon calls Mythos by his real name, Cleo. Cadmus and the rest arrive to hear Creon's revelation, and the ex-Rounin falls, leaving everyone speechless.

Cadmus tells Mythos the whole story of his origin, while Naya fills in the other details based on what Deinara told her. Meanwhile, Xyrus finds Kirra wounded and tries to help him. Aura arrives and asks if Kirra can heal himself, but unfortunately, self-healing is beyond Kirra's powers. A group of little children arrive and surround Kirra, and using their powers, the children heal Kirra. Mythos and the rest arrive just when Kirra gains consciousness, and Mythos worries for his friend, but Kirra assures Mythos that he is fine.

The next day, Mythos brings Cadmus and Selene to Vesta where his mother's grave is. The young Rounin prays for eternal peace for his mother. Later, Cadmus brings Mythos to the old house where Xander and Reema used to live in. The master Rounin tells the young warrior all about the tragedy that struck their family, and how it led to him and Creon getting separated.

At home, Selene is bothered by a nightmare. She tells her mother that the curse of her Helion blood may not be over yet, but Naya assures her daughter that everything is at peace now that Vega and Helion are gone. Meanwhile, Juris tells Aura that he is leaving the Rounin service, hence, he and Aura can get married. To add more to their happiness, Aura finds out that she is pregnant.

Mythos shows Naya, Selene, and Kirra an unknown key that may have something to do with his father. The young Rounin goes to Cadmus to ask if he knows anything about the key, and also, to ask the master Rounin to be there when he marries Selene. Cadmus expresses his gratitude, and back in the palace, he uses the key to open a box from Reema. The box contains an old letter from Reema, and as Cadmus reads it, he learns that Cleo, or Mythos, is his son. Will Cadmus tell Mythos he is his real father? Is peace here to stay for Lumeria?

1 - 64 *EPISODE 64*

Mythos goes to Naya and asks for Selene's hand. Knowing of the young man's pure heart, Naya agrees for him to marry his daughter. But afterwards, Selene is still bothered by her Helion blood. Mythos, however, assures his beloved that he will forever stand by her no matter what. But Naya also cannot help to think that maybe, the dark prophecy is still yet to be fulfilled.

Cadmus contemplates about the truth about Reema's shocking revelation. The master Rounin tells it all to Juris of how he finds it difficult to make a decision whether to tell Mythos the truth or just keep it to himself. Juris advises his master that he owes the truth to his son.

Cadmus calls on Mythos and shows him Reema's old letter. The young Rounin reads the letter of his deceased mother, and later breaks into tears upon learning that Cadmus is his father. Mythos, however, is still confused on the other details, so Cadmus tells him the whole story.

Several years ago, when Xander and Cadmus were still new Rounins, Cadmus fell in love with Reema. However, Reema turns him down because she is already having a secret relationship with Xander, the best friend of Cadmus. Xander was torn between being a friend to Cadmus and being a lover to Reema, hence, he brought the matter up to Pharus. The former master Rounin advised Xander to tell Cadmus the whole truth, but Cadmus had accidentally discovered Xander and Reema. Cadmus felt betrayed, and he ended his friendship with Xander. The drift eventually started affecting all the Rounins, hence Cadmus challenged Xander to a duel to finally end the feud. In front of Pharus, Cadmus and Xander fought each other. Cadmus, however, eventually lost, and as an agreement, he gave way for Xander to marry Reema.

1 - 65 *EPISODE 65*

Continuing the story of Mythos's origin, Cadmus lost the duel to Xander, hence he was forced to make peace with his comrade. From then on, Cadmus gave way for Reema and Xander to get married. Years after, Creon was born, and Xander expressed his dreams of his first born becoming a Rounin like him.

But Reema had other plans for Creon, a life that doesn't involve war and the rules of the Rounin. This difference slowly caused a burden on their marriage, and everytime Reema would feel hurt, she would cry to Cadmus for comfort. Xander, however, did not appreciate Cadmus meddling into his marital issues, and yet again, Xander and Cadmus drifted farther away from each other.

Reema reached a point wherein she thought of leaving Xander. She told this to Cadmus, but as they were talking, Xander arrived and thought that Reema is trying to get back with Cadmus. The couple had a

terrible fight that night, and Reema told Xander that maybe they should separate for a while. Can Reema truly find it in her heart to walk away from Xander?

1 - 66 *EPISODE 66*

Cadmus hides Reema from Xander, giving the couple time apart to analyze their situation. Reema returns home the following morning but Xander is nowhere to be found. The Rounin however was on his way to Icarra and here he meets Solana, Miranda and her brother Amon. Miranda tries to keep Xander in Icarra by not telling him about the 2 places's time difference. Xander learns of the truth but he's already missing from Lumeria for a month. Feeling the loss of Xander, Reema and Cadmus spend one night of passion together.

1 - 67 *EPISODE 67*

The morning after, Reema admitted to Cadmus that she was beginning to fall for him. Cadmus tells her that he still wants to marry her, but Reema wanted to fully forget Xander before making any promises to Cadmus. After missing for almost a month, Pharus declares Xander to be dead and ordered a replacement for the missing Rounin. But much to all the warriors' surprise, Xander suddenly appears before them.

Xander then explained everything that happened to him. When he said that Icarra had a very odd timezone, Pharus ordered that the door to Icarra be closed. Xander told Cadmus that he regrets leaving Reema. Xander returned to see his wife and apologized for his disappearance. In front of Cadmus, Reema accepted her husband back.

Shortly after Xander returned, Reema gave birth to another son, Cleo. But Reema told no one about what happened between her and Cadmus. After many years, Reema told her husband that she doesn't want her two sons to become Rounins opposing Xander's wishes. Then the great war between Lumeria and Helion happened, the war that saw the demise of Pharus and all the Rounins, leaving Cadmus as the lone survivor.

As his dying wish, Xander asked Cadmus to take care of his sons and train them to become Rounins. Creon agreed to go with Cadmus, but Reema secretly fled with Cleo and changed the baby's name to Mythos. Cadmus tells Mythos that if he had known that he was his son, he would have continued searching for him. Cadmus asks Mythos to take him as his father. Knowing that Reema might be happy wherever she is, Mythos tearfully hugs Cadmus.

Selene wakes up after a bad dream, but she is later greeted by her mother on her wedding day. In front of all the people of Lumeria, Mythos and Selene exchange wedding vows.

Years after, Selene gives birth to twins. Cadmus, Naya, Thalon, and Kirra all greet Mythos as he becomes a father of two. Cadmus also tasks Mythos to be the next master Rounin. Cadmus advises his son to always be brave and fair for all the people of Lumeria. Meanwhile, Juris and Aura also enjoy life with their child. But just when everyone in Lumeria were enjoying a life in peace, a strange black crow flies over Selene's children. Could this be a sign of Helion's rebirth? Or a mere coincidence?

One thing's for certain though, the tale of Mythos and his fellow Rounins ends here.

S.O.S. COAST GUARD

Lugosi is the mad munitions inventor traitorously intent on supplying disintegrating gas to the war-like state of Moravia in this routine outing. Serialdom's Dick Tracy, Byrd, swaps his police uniform for that of a coastguard to stop Lugosi's attempts to smuggle the constituent parts of the gas out of America. The giant deaf-mute (Alexander) who finally turns on his master when Lugosi wounds him in the last reel is the chapterplay's most imaginative touch.

The producer for the serial was Sol C. Siegel and the cinematographer was William Nobles.

WR. Barry Shipmen, Franklyn Adreon.

DIR. William Witney, Alan James.

EPISODES: 12 **YEAR MADE:** 1937 **COUNTRY:** GB **SEASONS:** 1

REPUBLIC

CREATOR:

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

RALPH BYRD, BELA LUGOSI, MAXIME DOYLE, CARLETON YOUNG, JOHN PICCORI, HERBERT RAWLINSON, RICHARD ALEXANDRA.

S.O.S. TERREAKA: **SOS EARTH**

Childrens serial.

WR. Germaine Epierre**DIR.** Germaine Epierre**EPISODES:** 8 **YEAR MADE:** 1966 **COUNTRY:** FRA **SEASONS:** 1*TELEVISION ROMANDE***CREATOR:****TYPE OF SHOW:****FORMAT:** SERIES**LENGTH (MINS):** 0**STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:****SEASON BREAKDOWN:** (1) 8**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

SABRINA THE TEENAGE WITCH



Sabrina can't believe her bad luck: not only is she starting out in a new school the day after her 16th birthday, but her aunts inform her that she is now a full-fledged witch with newly awakened magical powers that she must learn to control. At first she thinks they are just trying to take her mind off starting school, but after she reanimates the frog she is supposed to dissect, Sabrina begins to have second thoughts -- especially when her aunts present her with a book which contains an animated picture of her father, and reveal that her cat Salem can talk.

Her first hesitant attempts at magic backfire when she is taunted into losing her temper with a snotty schoolmate and turns her into a pineapple, she must then appeal to the Council of Witches for permission to turn time back and run the disastrous day over again. She is refused, but Aunt Hilda - who used to date Drell, the head of the Council - marches off to intervene, and Sabrina finds herself re-living the day, this time acing a history test, making a friendly date with shy hunk Harvey, and harmlessly deflecting Libby's malice. Being a teenage witch might not be so bad after all.

The sole fantasy-com of the 96-97 season, *Sabrina, the Teenage Witch* centres on the character of a 16-year-old girl who has attended high school in the Archie comics universe for some three decades without ageing a day and without anyone ever noticing that she and her two maiden aunts are practising witches. "What happens when you take a normally curious sixteen-year-old and reveal to her that she has the powers of witchcraft? Melissa Joan Hart, star of cable's popular *Clarissa Explains It All*, tackles that very question in the bewitching new coming-of-age comedy, *Sabrina, the Teenage Witch* this comical adventure, based on the popular Archie Comics heroine, Sabrina, a modern-day sorcerer's apprentice, lives with her two eccentric aunts.

As if adjusting to a new town and new friends weren't tough enough for a teenager to handle, Sabrina is presented with an even bigger surprise for her sixteenth birthday, she's a witch! Guided by her aunts, who come from a long line of witches, and Salem, a mischievous warlock doing penance as a black cat, Sabrina struggles to harness her new-found powers while unwittingly wreaking havoc on friends and foes alike. Adding to the task, Sabrina must keep her special talents under wraps from her classmates: Her quirky and free-spirited best friend, Jenny; her friend and potential love interest, Harvey; and Sabrina's nemesis, Libby, who would love to see Sabrina fall flat on her face.

Sabrina soon learns that magic isn't quite as easy as just wiggling your nose. It's going to take a lot of practice. And just wait until she starts her flying lessons!" As kid-TV goes, "Sabrina" has a real superstar: Melissa Joan Hart. Melissa Joan Hart previously starred in the 1991-1994 Nickelodeon hit "*Clarissa Explains It All*" which my son, myself, and even my sophisticated wife enjoyed. Melissa Joan Hart's mother is one of the Executive Producers of "*Sabrina, the Teenage Witch*" and one might reasonably infer that the new show was constructed as a vehicle for Mom's talented daughter. Melissa is a sweet, spunky, cheerful young teen -- but with an edge to her character which expresses itself in realistic disdain for a younger brother (in *Clarissa*), in a subtle rebelliousness against the adult world, and in a pragmatic but often bungling scheming sneakiness. She carries all of these aspects into the new role, where she is supported rather than thwarted by adults, in the persons of the equally blonde, equally magical Aunt Hilda and Aunt Zelda.

Men in this show are virtually powerless. The cute, eager-to-please but dim-bulb boyfriend is typical of the sisterhood-is-powerful feminist subtext. Adolescence itself is thematic, as Sabrina discovers on her 16th birthday that she has witchly strengths, when she finds herself levitating in her sleep, so there is an equation here that power = magic = sexuality. And yet Sabrina is as ill-prepared to deal with the adult world as any teenager, and her magic usually backfires in instructive ways. The lesson to kids is "don't try to be what you are not", mixed with "watch out for what you wish for -- you might just get it!" As Robert Lloyd points out in "*Go Girls -- Sabrina and Alex Mack*", *L.A. Weekly*, 24 January 1997, p.32, "As is not uncommon in modern juvenile fiction and film -- think [Roald] Dahl, think [Daniel] Pinkwater, if you're lucky enough to know the 'Snarkout Boys' books -- both shows celebrate the marginal, embrace the eccentric and prize the individual. 'I

like weird, I love weird, I bask in the glow of weird' exults Sabrina's best friend, Jenny (the delightful Michelle Beaudoin)....

'Sabrina, the Teenage Witch' and 'THE SECRET WORLD OF ALEX MACK' are of course, beneath the [special effects], just shows about rowing up. But that's an Olympian struggle, after all, in which these principles prevail ultimately not by science nor by spells -- most of Sabrina's go wrong by working All Too Well -- but by wit, and thoughtfulness and conscience and compromise." To keep parent hooked, and to allow kids to stay awake until 9:30, the show has roped an amazing range of guest stars. In the first three weeks alone, we've seen Brady Anderson (Baltimore Oriole's star), Coolio, Brian Austin Green, Deborah Harry, Penn & Teller, Sally Jesse Raphael, Randy Travis, Jack Wagner, and Raquel Welch. "Sabrina, the Teenage Witch" is a character from the successful and well established "Archie" comic book franchise. Disclaimer: your humble webmaster's father, Samuel H. Post was the editor of "Archie" for a year or so, and produced a live-action sitcom pilot that was displaced by the animated "Archie" show. This show is trying hard to please, and hoping to become the new "Bewitched!"

Executive producers for the series were Neil Scovell (Season One), Paula Hart (Season One and Two) and Miriam Trogdon (Season Two). Co-executive producers were Norma Safford Vela (Season One) and Holly Hester (Season Two). Co-producers for the series were Jonathan Sherman and Rachel Lipman (Season One). The series was produced by Kenneth R. Koch and the producer for season two was Gary Halvorson. Supervising producers were Connie Honigblum and Renee Phillips. Associate producer was James Hilton, coordinating producer was Ron Martinez, story editors were Nick Bakay, Frank Conniff, Neal Baushell and Sam O'Neal (Season One).

Executive story editors were Nick Bakay and Frank Conniff (Season Two), executive consultants were Barney Cohen, Kathryn Wallack, Michael Silberkleit and Richard Goldwater. One of the few fantasy-comedies to work since Bewitched, Sabrina the Teenage witch chronicles the life of Sabrina, a 16-year old girl (Melissa Joan Hart) who comes to live with her aunts, only to discover she is half mortal and half witch. Of course, her aunts begin teaching her how to use her magic-which comes with more rules and regulations than a teenage girl really wants to learn. When apprentice-level magic mixes with school, boyfriend, and growing up, chaos and comedy ensue. The real scene-stealer, though, is Salem, a warlock who was turned into a cat for 100 years after he tried to take over the world. Voiced purrfectly by Nick Bakay, one of the writers on the series, Salem's animatronic body improves sharply in the second season-his scruffy stuffed body was the show's primary flaw until that point.

Before the series came the film, which also starred Melissa Joan Hart and some of the cast members from the series, but not many. Most of the characters were kept similar when the series was decided upon, except for Harvey, who became less of a dark and Salem, a talking cat, who lost his British accent for a more appropriate American one.

Apart from the first film, which was very much a pilot for the series, a second film entitled Sabrina Goes to Rome was also filmed in 1998, directed by Tibor Takacs, which was only 83 minutes in running length.

Season Four: For the fourth season Sabrina leaves High School and finds herself a job at the coffee shop, which will become the main location. There she would work alongside her good looking boss Josh played by David Lascher. The changes see the departures of Valerie (Lindsay Stone) and Libby (Jenna Leigh Green) and the arrival of novice witch Dreama (China Shavers). The season opener features a guest appearance of pop sensation of the moment, Britney Spears as herself and Shirley Jones is expected to play Sabrina's grandmother later in the run.

Production credits:

Finishing the Hat Productions/Hartbreak Films, Inc./Viacom

Created by Nell Scovell

Based on characters appearing in Archie Comics

Developed by Jonathan Schmock

Executive producers: Nell Scovell(Season One), Paula Hart (Seasons One and Two), Miriam Trogdon (Season Two)

Co-executive producer: Norma Safford Vela (Season One), Holly Hester (Season Two)

Co-producers: Jonathan Sherman, Rachel Lipman (Season One)

Produced by Kenneth R. Koch (Seasons One and Two)

Producer: Gary Halvorson (Season Two)

Supervising producers: Carrie Honigblum & Renee Phillips (Seasons One and Two)

Associate producer: James Hilton (Seasons One and Two)

Coordinating producer: Ron Martinez (Seasons One and Two)

Story editors: Nick Bakay, Frank Conniff, Neal Baushell & Sam O'Neal (Season One)

Executive story editors: Nick Bakay, Frank Conniff (Season Two)

Executive consultants: Barney Cohen & Kathryn Wallack, Michael Silberkleit & Richard Goldwater (Seasons One and Two)

Emmy Award

Outstanding Individual Achievement in Costume Design for a Series - Nominated - "Sabrina, the Teenage Witch" (1996) - Dianne Anthony-Kennedy - For episode "Third Aunt From The Sun". (1997)

WR.

DIR.

EPISODES: 163 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 7

FINISHING THE HAT PROD/HARTBREAK FILMS INC./VIACOM

CREATOR: NELL SCOVELL (based on characters from Archie Comics), JONATHAN SCHMOCK

TYPE OF SHOW: SUPER POWERS

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 25, (2) 26, (3) 26, (4) 23, (5) 22 (6) 22, (7) 22

DATE OF PREMIER: 27/08/1996 **AIR DATE OF LAST EPISODE** 24/04/2003

SEASON DATE BREAKDOWN:

FILMS: SABRINA : THE TEENAGE WITCH, SABRINA GOES TO ROME (1998)

Sabrina Spellman MELISSA JOAN HART, Aunt Hilda Spellman CARALINE RHEA, Aunt Zelda Spellman BETH BRODERICK, Mr. Pool PAUL FIEG (1), Voice of Salem the cat NICK BAKAY, Harvey NATE RICHERT (1-4), Libby JENNE LEIGH GREEN (1-3), Jenny MICHELE BEAUDON (1), Mr. Kraft MARTIN MULL (2-4), Valeria LINDSAY SLOAN (2-3), The Quizmaster ALIMI BALLARD (2-3), Cee Cee MELISSA MURRAY (1), Jill BRIDGET FLANNERY, Mrs. Quick MARY GROSS (2-3), Gordie CURTIS ANDERSON, Roland the Troll PHIL FONDACARO, Cee Cee CEECEE HARSHAW, Jill BRIDGET FLANNERY, Dr. Brickman CARL MICHAEL LINDNER, Justin Thumb (ep. 52+) CORBIN ALLRED, Dreama CHINA SHAVERS (4), Morgon ELISA DONOVAN (5), Roxie King SOLEIL MOON FYRE (5), Miles Goodman TREVOR LISSAUER (5)

Books Based on this series.

Sabrina Goes to Rome	Mel Odom	1999
Sabrina The Teenage Witch - Haunts in the House		1999
Sabrina The Teenage Witch - Salem's Tales 10: Gone Fishin'	John Vornholt	2000
Sabrina The Teenage Witch - Salem's Tales 11: Worth a Shot	Diana G. Gallagher	2000
Sabrina The Teenage Witch - Salem's Tales 12: Rulin' the School	Nancy Krulik	2000
Sabrina The Teenage Witch - Salem's Tales 13: Kitty Cornered	David Cody Weiss & Bobbi JG Weiss	2000
Sabrina The Teenage Witch - Salem's Tales 14: Mascot Mayhem	John Vornholt	2000
Sabrina The Teenage Witch - Salem's Tales 6: Psychic Kitty	Cathy East Dubowski	1999
Sabrina The Teenage Witch - Salem's Tales 7: Cat by the Tail	Sarah J. Verney	1999
Sabrina The Teenage Witch - Salem's Tales 8: Feline Felon	Diana Gallagher	1999
Sabrina The Teenage Witch - Salem's Tales 9: Happy Ever After	Nancy Krulik	2000
Sabrina The Teenage Witch 10 - Lotsa Luck	Diane G. Gallagher	1999
Sabrina The Teenage Witch 11 - Prisoner of Cabin 13	John Vornholt	1999
Sabrina The Teenage Witch 12 - All That Glitters	Ray Garton	1999
Sabrina The Teenage Witch 13 - Go Fetch	David Cody Weiss & Bobbi JG Weiss	1999
Sabrina The Teenage Witch 14 - Spying Eyes	Nancy Holder	1999
Sabrina The Teenage Witch 15 - Harvest Moon	Mel Odom	1999
Sabrina The Teenage Witch 16 - Now You See Her, Now You Don't	Diane G. Gallagher	1999
Sabrina The Teenage Witch 17 - Eight Spells a Week	Various	1999
Sabrina The Teenage Witch 18 - I'll Zap Manhattan	Mel Odom	1999
Sabrina The Teenage Witch 19 - Shamrock Skenanigans	Diana G. Gallagher	2000
Sabrina The Teenage Witch 19 - The Age of Aquariums	David Cody Weiss & Bobbi JG Weiss	1999
Sabrina The Teenage Witch 20 - Prom Times	David Cody Weiss & Bobbi JG Weiss	1999
Sabrina The Teenage Witch 21 - Witchopoly	John Vornholt	1999
Sabrina The Teenage Witch 22 - Bridal Bedlam	Nancy Holder	1999
Sabrina The Teenage Witch 23 - Scarabian Nights	Nancy Holder	1999

Sabrina The Teenage Witch 24 - While the Cats Away	Margot Balrae	1999
Sabrina The Teenage Witch 25 - Halloween Book		1999
Sabrina The Teenage Witch 26 - Fortune Cookie Fox	Cathy East Dubowski	1999
Sabrina The Teenage Witch 27 - Up, Up and Away	Nancy Holder	1999
Sabrina The Teenage Witch 29 - Millennium Madness	David Cody Weiss and Bobbi JG Weiss	2000
Sabrina The Teenage Witch 30 - Switcheroo	Margot Batrae	2000
Sabrina The Teenage Witch 31 - Mummy Dearest	Mel Odom	2000
Sabrina The Teenage Witch 32 - Reality Cheque	Diana G. Gallagher	2000
Sabrina The Teenage Witch 33 - Knock on Wood	John Vornholt	2000
Sabrina The Teenage Witch 34 - It's a Miserable Life	Cathy East Dubowski	2000
Sabrina The Teenage Witch 35 - Pirate Pandemonium	Mel Odom	2001
Sabrina The Teenage Witch 5 - Santa's Little Helper	Cathy East Dubowski	1998
Sabrina The Teenage Witch 6 - Been There, Done That	Joseph Locke	1998
Sabrina The Teenage Witch 7 - All You Need is a Love Spell	Randi Reisfeld	1998
Sabrina The Teenage Witch 8 - Salem on Trial	Bobbi JG & David Cody Weiss	1998
Sabrina The Teenage Witch 9 - It's a Dog's Life	Cathy East Dubowski	1998

RELATED SHOWS:*SECRET WORLD OF ALEX MACK, THE*1 - 1 *"PILOT"*

Sabrina can't believe her bad luck: not only is she starting out in a new school the day after her 16th birthday, but her aunts inform her that she is now a full-fledged witch with newly awakened magical powers that she must learn to control. At first she thinks they are just trying to take her mind off starting school, but after she reanimates the frog she is supposed to dissect, Sabrina begins to have second thoughts - especially when her aunts present her with a book which contains an animated picture of her father, and reveal that her cat Salem can talk. Her first hesitant attempts at magic backfire when she is taunted into losing her temper with a snotty schoolmate and turns her into a pineapple, she must then appeal to the Council of Witches for permission to turn time back and run the disastrous day over again. She is refused, but Aunt Hilda - who used to date Drell, the head of the Council - marches off to intervene, and Sabrina finds herself re-living the day, this time acing a history test, making a friendly date with shy hunk Harvey, and harmlessly deflecting Libby's malice. Being a teenage witch might not be so bad after all. NOTE: Director Robby Benson has a literal "cameo" role as the talking photograph of Sabrina's father Edward.

Wr w: Nell Scovell s: Barney Cohen & Katheryn Wallack

Dir Robby Benson

1 - 2 *BUNDT FRIDAY*

Sabrina laces a cake with a truth spell.

Wr Norma Safford Vela

Dir Gary Halvorson

1 - 3 *THE TRUE ADVENTURES OF RUDY KAZOOTIE*

Sabrina accidentally turns a baby into a grown man. NOTE: According to viewer MF Jabbar this is the first episode in which we hear the trio's surname, "Spellman".

Wr Renee Phillips & Carrie Honigblum

Dir Gail Mancuso

1 - 4 *TERRIBLE THINGS*

Sabrina makes three wishes come true for her unsuspecting friends: Jenny gets elected student president, Harvey becomes a football star, and Mr. Pool becomes rich (by discovering how to change lead into gold). But she soon learns the truth of her aunts' warnings that one shouldn't meddle with the fate of others: Jenny is crushed when she learns the student president is merely a rubber stamp assistant to the principal, and resigns in favor of Libby, Harvey really can't play football and is injured on the field, and Mr. Pool's success at alchemy turns him into an obnoxious blowhard. Sabrina is faced with the ominous task of explaining her error to the Witches' Council. Meanwhile, Salem must perform community service as part of his sentence.

Wr Jon Sherman

Dir Gary Halvorson

1 - 5 *A HALLOWEEN STORY*

When she's forced to attend a family affair, Sabrina sends a clone to Harvey's party, where the simple-minded stand-in (who can only speak three sentences) agrees to streak naked in order to liven up the festivities. Meanwhile, the real Sabrina desperately tries to ditch her relatives: an obnoxious socialite and her brat of a daughter, whose hobby is putting people she dislikes into jars. Knowing Harvey plans to dress as James Dean, Sabrina muses about the real star, but when her aunts give her a special Halloween present of a half hour with the dead person of her choice, she opts for her beloved grandmother instead, because "Halloween is really about family."

Wr Nell Scovell

Dir Gary Halvorson

1 - 6 *DREAM DATE*

Sabrina's bummed when Harvey agrees to go to the dance with Libby, so she decides to skip the event -- until her aunts use some "man dough" to create her perfect date. Actually, he's a little too perfect, Sabrina has to admit to herself that she prefers Harvey, but can only tell him so when she temporarily freezes him. Harvey prefers Sabrina as well, but is too shy to tell her. Meanwhile, Hilda and Zelda's dough dates aren't too well blended either, and Libby fall for the dough boy and is devastated when he disintegrates, thinking he has dumped her.

Wr Rachel Lipman

Dir Gail Mancuso

1 - 7 *THIRD AUNT FROM THE SUN*

When Sabrina is paid a surprise visit from her eccentric Aunt Vesta, who lives in a fantasy realm called Pleasuredome, Hilda and Zelda agree to let Sabrina travel to the other realm for the weekend. However, when Vesta temptingly suggests Sabrina make a permanent move, Sabrina must ultimately choose between the carefree lifestyle of Pleasuredome or her "normal" life back on earth.

Wr Nick Bakay

Dir Gary Halvorson

1 - 8 *MAGIC JOEL*

Hoping to catch Harvey's eye, Sabrina becomes an assistant to Joel, a shy teen magician, but the act is more comical than bewitching when the trickster's tricks misfire. To save him from embarrassment, Sabrina makes the magic man temporarily invisible - then discovers that he likes it and doesn't want to reappear, especially when he can scope out the girls' locker room. Meanwhile, Aunt Zelda entertains an old colleague who has been too shy to admit his attraction to her.

Wr Nell Scovell & Norma Safford Vela

Dir Peter Baldwin

1 - 9 *GEEK LIKE ME*

Sabrina tires of Libby's constant teasing-- which worsens when Sabrina joins a science club-- so she gives the tormentor a taste of the taunting by turning her into a nerd. Meanwhile, Zelda wants Hilda to throw out some very old items (such as a suit of armor and a cannon). Tired of watching Libby treat people badly, Sabrina decides to give Libby a taste of her own medicine by transforming her into a geek. However, when Libby succeeds in turning her fellow geeks against the entire school, Sabrina must find a way to unite her classmates before the plan backfires. And Hilda triumphantly uses her antiques against marauding snowballers.

Wr Rachel Lipman

Dir Gary Halvorson

1 - 10 *SWEET AND SOUR VICTORY*

Sabrina learns a hard lesson in witchcraft when she tries to make Harvey notice her by using her powers to become an instant kung-fu expert under Mr. Pool's astonished tutelage. She easily defeats the standing champion, but must face the disapproval of her aunts and the jeers of the (magically animated) trophy she won. Meanwhile, Aunt Hilda tries out for first violin in the local symphony the mortal way, but loses to her longtime rival Gustav.

Wr Sam O'Neal & Neal Boushell

Dir Robby Benson

1 - 11 *A GIRL AND HER CAT*

After Salem stows away in her backpack and gets her thrown out of the local pizzeria, Sabrina washes her hands of the cat, feigning unconcern when the feline fails to return for Christmas dinner with visiting cousin Monty. When she discovers that Salem has in fact been catnapped by a stubborn little boy named Rex, Sabrina launches a desperate plan to rescue him by impersonating Santa Claus.

Wr Frank Conniff

Dir Brian K. Roberts

1 - 12 *TRIAL BY FURY*

When Sabrina's bitter math teacher Mr. Rothwell singles her out for unfair treatment, and her aunts are unable to make him see reason, the witchly trio decide it's time to teach him a few of their own spellbinding lessons. When he's hauled into traffic court, they replace the human judge with a magical substitute who's been hibernating in a deep freeze "to prevent media bias." Meanwhile, Salem panics when his ex-girlfriend decides to pay him a surprise visit -- especially since she has no idea that he has been turned into a cat.

Wr Nell Scovell & Norma Safford Vela

Dir Peter Baldwin

1 - 13 *JENNY'S NON DREAM*

When Sabrina is apprehensive about inviting Jenny to spend the night because of her "unique" home life, Hilda and Zelda assure her that she has nothing to worry about. But when Jenny accidentally enters the other realm through the linen closet, Drell cites the rule against mortals entering his world and turns her into a grasshopper, so Sabrina and her aunts must find a way to convince her that the whole experience was just a dream. (They get help from the official Rules Keeper, who cites the rule that "Every rule must have a loophole.")

Wr Jon Sherman

Dir Chuck Vinson

1 - 14 *SABRINA, THROUGH THE LOOKING GLASS*

1 - 15 *ZELDA AND HILDA: THE TEENAGE YEARS*

1 - 16 *MARS ATTACKS*

1 - 17 *FIRST KISS*

1 - 18 *SWEET CHARITY*

1 - 19 *CAT SHOWDOWN*

Sabrina and Salem decide to enter a cat show because they need the prize money.

1 - 20 *METTING DAD'S GIRLFRIEND*

Sabrina's fathers visits the Spellman's household with his new girlfriend.

1 - 21 *AS WESTBRIDGE TURNS*

Sabrina gets more than she bargains for when Hilda offers her a spell to spice up her life.

1 - 22 *THE GREAT MISTAKE*

Sabrina has a bad day at school, followed by an even worse evening flying on her vacuum cleaner.

1 - 23 *THE CRUCIBLE*

Sabrina takes part in a re-creation of the Salem witch trials and is accused of sorcery while defending Jenny's honour.

1 - 24 *TROLL BRIDE*

When Sabrina consults a magic troll to help find her lost homework, he demands her hand in marriage as payment.

2 - 1 *SABRINA GETS HER LICENCE (1-2)*

Sabrina reaches her 17th Birthday and discovers that there are a series of tests she has to go through in order to obtain her witches license. Since she's pretty stressed out with school work and other things such as usurping Libby as editor of the school newspaper, she doesn't pay much attention to studying for her witches exam. When she fails one of the tests and gets sent to a military-style training camp for witches, she begins to realize that she's out to take the test for the Witches License seriously. The problem is that her time at the camp co-incides with a school dance which she wants to go to with Harvey, and so she escapes from the camp.

2 - 2 *DUMMY FOR LOVE*

2 - 3 *DANTE'S INFERNO*

Forced to date other people, Sabrina and Harvey decide to ease the pain by arranging a double date - but they have unforeseen problems with Sabrina's chaperone.

2 - 4 *A DOLL'S STORY*

When Sabrina babysits her young cousin Amanda, the mischievous little witch casts a spell that turns her teenager minder into a toy doll.

2 - 5 *SABRINA, THE TEENAGE BOY*

2 - 6 *A RIVER OF CANDY CORN RUN THROUGH IT*

Sabrina has to back up Valerie's claim that they are having a party to rival Libby's.

2 - 7 *INNA-GADDA-SABRINA*

2 - 8 *WITCH TRASH*

Tension mounts when Sabrina's troublesome hillbilly relatives pay a visit.

2 - 9 *TO TELL A MORTAL*

2 - 10 *OH WHAT A TANGLED SPELL SHE WEAVES*

Sabrina fails to consider a spell's ruinous impact and is taught a lesson.

2 - 11 *SABRINA CLAUS*

Sabrina learns the true meaning of Christmas when she had to step into Father Christmas's shoes.

2 - 12 *LITTLE BIG KRAFT*

Sabrina casts a spell to make Mr. Kraft act like a fun-loving teenager.

2 - 13 *FIVE EASY PIECES OF LIBBY*

2 - 14 *FINGER LICKIN' FLU*

Sabrina tries to help Valerie gain self-confidence, while Salem fakes an illness to get attention.

2 - 15 *SABRINA AND THE BEANSTALK*

2 - 16 *THE EQUALIZER*

Roland the Troll is still determined to win Sabrina's love, but now he has has the power to punish her for any misuse of her magic.

2 - 17 *THE BAND EPISODE*

2 - 18 *WHEN TEENS COLLIDE*

It's not a good day for Sabrina, as molecular instability spells trouble for all witches. For Sabrina, it means she switches personalities with Libbyl.

2 - 19 *MY NIGHTMARE, THE CAR*

After a speech from the Quizmaster about responsibility, Sabrina buys a car. When she discovers that it has a mind of its own, she finally learns a lesson.

2 - 20 *FEAR STRIKES UP A CONVERSATION*

2 - 21 *QUIZ SHOW*

Sabrina must accompany the Quizmaster to the annual Quizmaster/Pupil social, but while she's there, a chance remark gets the Quizmaster fired!

2 - 22 *DISNEY WORLD*

An impending witch's exam puts Sabrina at sixes and sevens when she brews a potion and accidentally turns her friends into animals!

2 - 23 *SABRINA'S CHOICE*

Hilda and Zelda decide it's better if they live apart from each other, but Sabrina cannot choose who she prefers.

2 - 24 *RUMOR MILL*

2 - 25 *MOM VS. MAGIC*

It's Mother's Day and Sabrina is felling down, realising how much she misses her mom. If she sees her before she gets her witch's licence, her mom will turn to wax!

3 - 1 *IT'S A MAD MAD MAD MAD SEASON OPENER*

Sabrina finally qualifies for her witch's licence.

3 - 2 *BOY, WAS MY FACE RED*

Sabrina tries to help Valerie get over an embarrassing moment.

3 - 3 *SUSPICIOUS MINDS*

Sabrina becomes jealous when Mr. Kraft's assignment calls for students to pair up and pretend to be married.

3 - 4 *THE POM POM INCIDENT*

Sabrina is irritated when best friend Valerie tries her hand at cheerleading.

3 - 5 *PANCAKE MADNESS*

Sabrina makes a glutton of herself.

3 - 6 *GOOD WILL HAUNTING*

Hilda and Zelda reluctantly attend Aunt Beulah's Halloween party.

3 - 7 *YOU BET YOUR FAMILY*

Salem bets against the other realm's top gambler.

3 - 8 *AND THE SABRINA GOES TO. . .*

Sabrina's academic efforts go unrecognised.

3 - 9 *NOBODY NOSE LIBBY LIKE SABRINA NOSE LIBBY*

Sabrina and Salem go on a fantastic voyage after they become miniaturised.

3 - 10 *SABRINA AND THE BEAST*

Sabrina doesn't feel comfortable with her cousin Susie's appearance - she's totally green and warty. But Susie teaches Sabrina a lesson in beauty.

3 - 11 *CHRISTMAS AMNESIA*

Sabrina is fed up of the Christmas season and she accidentally erases Christmas celebrations all around the world.

3 - 12 *WHOSE SO CALLED LIFE IS IT ANYWAY?*

Valerie starts to become a different person - in fact, she's becoming totally like Sabrina! Meanwhile, Hilda and Zelda sells Salem's art to a gallery.

3 - 13 *WHAT PRICE HARVEY?*

Cousin Zaa Zaa pays a visit to the Spellmans and Sabrina gives Harvey some 'ambition cologne' in the hope that he might change his mind about going to college.

3 - 14 *MRS KRAFT*

Sabrina and Aunt Hilda conjure up Mr. Kraft's ex-wife.

3 - 15 *SABRINA AND THE PIRATES*

The Witches Council order that Hilda and Zelda rehabilitate three pirates whom they have accidentally held captive for 100 years. Watch out for N'Sync!

3 - 16 *SABRINA THE MATCHMAKER*

Cupid forces Sabrina to bring two lovers together or be banished to the other realm. Zelda and Hilda compare dates, and a family friend stops by.

3 - 17 *SALEM, THE BOY*

Salem convinces Sabrina to turn him into a boy again, so she plants Salem's essence into nerdy Gordie, with disastrous consequences.

3 - 18 *SABRINA: THE TEEN-AGE WRITER*

Sabrina accidentally writes a story on Aunt Zelda's magic typewriter and all the characters in her story start to come to life.

3 - 19 *AND THE SABRINA GOES TO. . .*

3 - 20 *THE BIG SLEEP*

Sabrina tries to protect her aunts from permanent slumber caused after the house is filled with poppies that induce sleep.

3 - 21 *SABRINA'S REAL WORLD*

Sabrina is mortified when the Witch Channel broadcasts her everyday life on national television.

3 - 22 *THE LONG AND WINDING SHORT CUT*

Sabrina tries to find out her family secret by using a shortcut. When Zelda finds out she sends her back to the days when there were no shortcuts.

3 - 23 *SILENT MOVIE*3 - 24 *THE GOOD, THE BAD AND THE LUAU*

Sabrina and her aunts take their sorcery to sunny Hawaii.

4 - *SABRINA, THE SANDMAN*

Sabrina takes a job as a Sandman, her Aunt's warns her that she shouldn't meddle in other people's dreams as it can influence the course of events in real life.

4 - *SABRINA'S PEN PAL*

Sabrina gets a letter from her pen pal Martha who asks Sabrina to visit her in the other realm, but Sabrina soon regrets asking Martha back for a visit.

4 - 1 *NO PLACE LIKE HOME*4 - 2 *DREAM A LITTLE DREAMA ME*4 - 3 *JEALOUSY*4 - 4 *LITTLE ORPHAN HILDA*4 - 5 *SPOILED ROTTON*4 - 6 *EPISODE LXXXI: THE PHANTOM MENACE*4 - 8 *AGING, NOT SO GRACEFULLY*4 - 9 *LOVE MEANS NEVER HAVING TO SAY YOUR SORRY*4 - 10 *ICE STATION SABRINA*4 - 11 *SALEM AND JULIETTA*4 - 12 *SABRINA, NIPPING AT YOUR NOSE*4 - 13 *NOW YOU SEE HER, NOW YOU DON'T*4 - 14 *SUPER HERO*4 - 15 *LOVE IN BLOOM*4 - 16 *WELCOME BACK, DUKE*4 - 17 *SALEM'S DAUGHTER*4 - 18 *DREAMA THE MOUSE*4 - 19 *THE WILD, WILD WITCH*4 - 20 *SHE'S BAAAACK!*4 - 21 *THE FOUR FACES OF SABRINA*4 - 22 *THE END OF AN ERA*5 - 1 *EVERY WITCH WAY BUT LOOSE*5 - 2 *DOUBLE TIME*5 - 3 *HEART OF THE MATTER*5 - 4 *YOU CAN'T WIN*5 - 5 *HOUSE OF PI'S*5 - 6 *THE HALLOWEEN SEEN*5 - 7 *WELCOME, TRAVELER*

5 - 8 *SOME OF MY BEST FRIENDS ARE HALF-MORTALS*

5 - 9 *LOST AT C*

SALVAGE 1

CrazyAboutTv.com



The exploits of scrap dealer Harry Broderick and his 'junkyard spaceship' resulted in an oddball series that at times came to resemble a live version of Thunderbirds!

Salvage expert Harry builds his rocket to fly to the Moon to pick up the multi-million dollar pieces left behind there by the Apollo missions. He hires two ex-NASA engineers, Fred and Mack, recruits maverick astronaut Skip Carmichael and shapely rocket fuel expert Melanie Slozar and begins procuring vast amounts of NASA surplus stock - all of which arouses the suspicions of the FBI.

Salvage-I takes off minutes before FBI agents storm the junkyard and, after navigating various dangers, the mission is a success, turning Harry and his cohorts into national heroes.

Therefore, Salvage-I (also known as the Vulture) becomes their own unique mode of transport enabling them to travel to the furthest corners of the world at a moment's notice. In future episodes they help an amnesiac robot (Mermadon), tow an iceberg to a drought-stricken island (Hard Water), stage a space rescue (Golden Orbit), depressurise a volcano (Diamond Volcano), help a stranded Andromedan visitor (The Haunring of Manderly Mansion), rescue a little girl trapped by an earthquake (Shelter Five) and, in the series' opener, encounter a Robinson Crusoe scientist and a giant King-Kong-like apeman (Dark Island). All invariably under the glowering eye of FBI agent Jack Klinger.

'A one-hour adventure series that proves one man's trash is another man's treasure.'
(series publicity)

The series, produced by Harve 'THE SIX MILLION DOLLAR MAN' Bennett and Harns Katleman, was actually cancelled in America after the opening two-parter of the second season, but all the episodes were shown in the UK, between 1979 and 1981. Using a recycled "Vulture" rocket, Harry Broderick quested for gold-plated satellites and collectible moon junk, when he wasn't jetting from the Los Angeles-area "Jettison Scrap & Salvage Co." to suck oil from abandoned wells, pluck diamonds from volcano's, or retrieve missing B-52s from the jungle (and what exactly was the CIA smuggling in those B-52s from South America to South Central L.A. anyway, eh?).

Harry Broderick was a junkman who would salvage anything for a buck. One day he got to think about all the valuable things NASA just left behind on the moon and how much money he could make collecting them and selling them for scrap. To accomplish this he recruited Skip Carmichael, a former astronaut, and Melanie Slozar, a fuel expert. Together they built a fully functional spaceship christened Vulture. to go to the moon and recover the stuff. They had to do this and also avoid Jake Klinger, an FBI agent who suspected them of something but was not sure what.

After the successful moon mission. Broderick and his team hired the Vulture out to undertake missions that typical salvage operations would find a bit difficult. These even included getting hired by NASA to rescue an endangered space mission. Ignoring the scientific inaccuracies the episodes are enjoyable, but after the initial voyage to the moon everything else was a bit anti-climactic.

Salvage 1 did well enough in the ratings during its initial spring tryout for ABC to order more episodes for a second season. However, after the initial two part episode was screened, the show dropped from the schedule. Four additional episodes were completed that were not broadcast in America The second season episodes had an additional regular character: Michelle Ryan as Melanie Foster's daughter.

The supervising producer for the series was Mike Lloyd Ross, executive producers were Harve Bennett and Harris Katleman, producer was Ralph Sariego. The series UK premiere was on the 15th May 1979, almost 5 years since the 1974 premiere in the US. The series was first shown in the Thames region.

Junkman Harry Broderick builds a homemade, 33 foot rocketship to salvage junk from the moon. In later

episodes, he uses the spaceship, the Vulture, to explore lost islands, oceans and deserts for salvageable material. Created by: Michael Lloyd Ross; Producer: Ralph Sarchie; Executive Producer: Harve Bennett; Science Advisor: Isaac Asimov; ABC/ Columbia; 60 minutes. As a modern day fantasy, *Salvage One* tapped into the "boys of all ages" dream of building your own spaceship and traveling to the stars. No government grants, no red tape; just a hammer, nails and imagination.

Harry Broderick, owner of a salvage business, takes his dream into his workshop and comes out with the Vulture, a homemade rocket. In the lighthearted two-hour pilot film, Broderick goes through painstaking scientific research, confronts bothersome legalities and blasts off for the moon. His mission: salvage all of the junk there and return to Earth to hawk his lunar wares. Harry was a one-man billboard for the free enterprise system. In subsequent episodes, Broderick and his two friends, Skip (a former astronaut) and Melanie (a scientist), use the spaceship to salvage things from all over the world. The successful TV movie was, as executive producer Harve Bennett points out, the beginning of the end for the series.

"The pilot film stands with anything that I've ever done," says Bennett. "If you can accept the basic premise, then the actors will win your heart. It was a marvelous two-hour show about a junkman going to the moon and facing the entire establishment. He proved that a man's dream can be attained. Problem was, once you've gone to the moon, what do you do next? Frankly, we couldn't top the pilot. Only the charm of the characters carried the show for two seasons."

The origins of *Salvage One* began cleanly and simply. "The idea and script were by Michael Lloyd Ross," says Bennett. "My business partner at the time, Harris Katleman, said to me, 'I've got this wonderful, imaginative fellow who has a terrific idea.' I met Mike, and he was a terrific guy with a wonderful script." ABC was excited over the unusual premise and gave the go-ahead for the film. When it went to series, Ralph Sarchie was handed the producing reins. Having already been a production man for *The Six Million Dollar Man* and *The Bionic Woman*, Sarchie was ready for the challenge. "Mike Ross, the creator, had done commercials and documentaries, but he had no real industry experience," explains Sarchie. "Since I had a heavy episodic experience, I was put in charge of the show's physical production. Mike was essentially the writer for the show." Ross, who died in the 1980s, is characterized by Sarchie as, "A nice young fellow, but he was a chain smoker. He went through three packs a day and it eventually caught up with him."

Sarchie didn't bother fine-tuning the show's format. "It had been dictated by the pilot. The real challenge was to produce what was on the printed page. In the second season, we did a show about an iceberg being towed from Alaska ["Hard Water"]. It was a grand adventure. I flew up to Alaska for a week with our art director, Jack Wickman. He was about 83 at the time and kept working until his 90s. After scouting locations for Alaska, I looked up stock footage. We also built a 120-foot-long by 20-foot-high glacier." The producer found out, though, that the art department and stock footage made the filming in Alaska unnecessary. "By the time I got all of the stock footage together, we had everything we needed. We hardly used any of our Alaskan footage." The episode also used a great many special effects to create its iceberg illusion. "The way special effects were done back then was so primitive. We had matte paintings and traveling mattes. However, the overall effect turned out very well."

Although Mike Ross wanted science fiction to be secondary to the adventure, one early storyline, never filmed, had the salvagers catapulted back in time to the prehistoric era. The series also allowed actors to play some unusual roles. Portraying a stranded astronaut on a malfunctioning spaceship in the two-part episode *Golden Orbit* remains a memorable experience for actress Ellen Bry. Her main memory is sweating inside a spacesuit. "It was extremely awkward and bulky," she recalls. "It made me feel fat. It was not my favorite wardrobe. In the episode they used tons and tons of smoke because the spaceship was supposed to have a leaky valve that contained freezing gasses. The funny thing was, although we were supposed to be freezing, the spacesuits were so incredibly hot we were actually dying from the heat."

Bry says humor salvaged the technical challenges. "Joel Higgins [Skip] has a great sense of humor. Between shots we were cracking a lot of jokes. If everybody hadn't been so good-natured, we would have had some very cross people. We spent nine days in that bloody space capsule!" *Salvage One* was a success in its first year. The series had an unlimited format, a intriguing dose of science fiction (with impressive shots of the spaceship roaring through the skies) and off beat plots that involved the salvagers meeting alien beings and strange creatures. "We also had a good cast," says Harve Bennett. "Anytime you work with Andy Griffith, you're in for a treat. *Salvage One* lasted as long as it did because of the charm of Andy Griffith and Joel Higgins. Joel's had a couple of series since and they were big successes by him just being there. He has a very unique brand of open charm."

"The cast was one of the most delightful groups of people that I've ever worked with," says Sarchie. Andy, Joel and Trish Stewart were exceptionally nice people." Frequent director Ron Satloff agrees. "It was a good crew, with good actors and good producers. Andy Griffith was a joy to work with." The series entered its ill-fated second year with high hopes and a new cast member. Heather McAdam was

now aboard as Melanie's adopted child, Michele. "Heather was added in an effort to draw in a younger audience," notes Sariego. The once fantastic plots gave way to generally more conventional themes, including two segments dealing with wayward horses. The spaceship, for the most part, was left in dry dock. The story changes didn't have a chance to express themselves. After the two-part opener, dealing with the giant iceberg, ABC abruptly pulled the plug. Four episodes were never aired. The network felt the show had run out of steam

"We were pulled off the air because we were pulling a 26 share," says Sariego. "Today a 26 is an enormous hit. ABC wanted a 30 share. We made a total of 20 episodes, so it wasn't as if ABC hadn't given the show a chance. It just didn't produce the numbers the network wanted." "They put us in a strange death slot called Monday Night Football," notes Bennett. "We came on just before the football games. It was a terrible place to be until MacGyver [the Richard Dean Anderson action series] came along years later. That was the right kind of programming, and it lasted seven years in that weird slot."

Time slot aside, Bennett is realistic as to why *Salvage One* couldn't keep its audience. "We milked the material as much as we could. Mike Ross did his mightiest, as did we all, to keep topping going to the moon. There was the wonderful episode we did about solving California's drought by moving an iceberg from Alaska. That two-parter had the size and the scope of the pilot. The other episodes didn't. But *Salvage One* was one of my neatest experiences. It was an exercise in whimsy, and whimsy isn't something you see a lot in TV. That was probably the series' ultimate, fatal flaw."

CAST NOTES

Andy Griffith (Harry): Born 1926. He is best known as Andy Taylor in *The Andy Griffith Show* (1960-68) and as television's Matlock in the 1990s series.

Joel Higgins (Skip): Born 1943. Higgins later starred in the situation comedy *Silver Spoons* (1982-1986).

Trish Stewart (Melanie): Stewart studied literature and philosophy at the Sorbonne in Paris, where she was also a nightclub singer. Her career took off in 1973 while playing Chris Brooks on daytime's *The Young and the Restless*. Little has been seen of her since 1980. "She was a very sensitive, exceptionally nice woman," recalls producer Ralph Sariego. "I haven't seen her in years. She may have left the business."

Richard Jaeckel (Klinger): Born 1926. Oscarnominated for his performance in *Sometimes a Great Notion* (1971), Jaeckel became a regular in the 1980s series *Spenser for Hire* and the 1990s series *Baywatch*.

WR. Mike Lloyd Ross, Robert Swanson and Rule Fischmann, Richard Chapman, Ruel Fischmann, Jack Turley.

DIR. Ray Austin, Ron Satloff, Les Green, Ed Abrams, Lee Phillips.

EPISODES: 20 **YEAR MADE:** 1979 **COUNTRY:** US **SEASONS:** 2

A BENETT/KATLEMAN PRODUCTION IN ASSOCIATION WITH COLUMBIA PICTURES TELEVISION

CREATOR: MIKE LLOYD ROSS

TYPE OF SHOW: SPACE **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 14, (2) 6

DATE OF PREMIER: 20/01/1979 **AIR DATE OF LAST EPISODE** 11/11/1979

SEASON DATE BREAKDOWN:

FILMS: SALVAGE 1, SALVAGE 1 : THE GOLDEN ORBIT, SALVAGE 1: HARD WATER

Harry Broderick ANDY GRIFFITH, Melanie Slozar TRISH STEWART, Skip Carmichael, ex-NASA dude JOE HIGGINS, Mack J. JAY SAUNDERS, Klinger (FBI) RICHARD JAECKEL, Lorena JACQUELINE SCOTT, Heather McAdam MICHELLE RYAN (2), Hank Beddoes LEE DE BROUX.

RELATED SHOWS:

SIX MILLION DOLLAR MAN, THE

BIONIC WOMAN, THE

TIME TRAX

1 - 1 *SALVAGE (1-2)*

Junkyard owner Harry Broderick assembles a team to pull off the ultimate salvage operation. With former astronaut Skip Carmichael and fuel expert Melanie Slozar, Harry builds the spacecraft *Vulture* in order to bring back the equipment left on the moon during the Apollo moon expeditions.

Wr Mike Lloyd Ross

Dir Lee Philips

1 - 2 *DARK ISLAND*

On their first authorized salvage job...an aerial survey of Antarctic icebergs...Harry, Melanie and Skip make an unauthorized stop on a supposedly uninhabited island to pick up valuable spider monkeys for a zoo. What they find instead is a lone scientist and a giant man-ape.

Wr Ruel Fischmann

Dir Gene Nelson

1 - 3 *SHANGRI-LA LIL*

Harry takes his teammates on a sentimental journey to the Burmese jungle to recover the well-preserved B-25 bomber he flew in Doolittle's 1942 raid on Tokyo. They find that the plane is being guarded by an old Japanese soldier who doesn't know the war has ended. He takes the Salvage team as war prisoners.

Wr Mike Lloyd Ross, Judy Burns

Dir Ron Satloff

1 - 4 *SHELTER FIVE*

While salvaging an abandoned government fallout shelter, an earthquake traps Melanie, Skip, a little girl and her dog. Harry puts together a rescue operation as he races against time to save them.

Wr Gerald K. Siegel

Dir Jim Benson

1 - 5 *THE HAUNTING OF MANDERLY MANSION (aka GHOST TRAP)*

After Harry purchases a famous haunted mansion with plans to salvage it, strange things begin to happen. The Salvage team discovers it is actually inhabited by a strange alien waiting to be transported home.

Wr Mike Robe

Dir Ray Austin

1 - 6 *THE BUGATTI TREASURE*

At an auction, Harry outbids an antiquarian for a classic 1934 automobile he has always dreamed of owning. Harry and his crew discover a treasure map hidden in the car. The antiquarian, who is known to traffic in precious objects, doesn't give up quite so easily as the Salvage crew goes treasure hunting.

Wr Ruel Fischmann, Richard Chapman

Dir Edward M. Abroms

1 - 7 *THE GOLDEN ORBIT (1-2)*

A plan to retrieve a gold-plated satellite before it falls from orbit hits two snags: the Government impounds the Vulture, and NASA offers Skip a long-awaited mission aboard a space station. A dangerous liquid nitrogen leak traps Skip and his fellow NASA crewmembers aboard the ship.

Wr Robert Swanson

Dir Ron Satlof

1 - 8 *OPERATION BREAKOUT*

An African dictator kidnaps FBI agent Jack Klinger to exchange for a U.S. missile. The U.S. won't respond, but Harry does. The Salvage 1 team comes to the rescue while pretending to offer the dictator the Vulture as a weapons platform.

Wr Gerald Siegal

Dir Gerald Perry Finnerman

1 - 9 *MERMADON*

Skip and Melanie patch up an almost-human robot with damaged memory circuits, not knowing it came from a secret army project and is programmed to kill.

Wr Mike Lloyd Ross

Dir Ron Satlof

1 - 10 *UP, UP AND AWAY*

The air-freight delivery of a miniature locomotive involves the Salvage trio with the devious pilot of an undependable aircraft, a terrified fourth passenger and additional cargo of enormous interest to the FBI. The plane crashes in an isolated area and the Salvage team assembles a make-shift balloon in order to reach civilization.

Wr Bob Swanson

Dir Leslie Greene

1 - 11 *ENERGY SOLUTION*

Melanie develops a possible-and dangerous-solution to the energy crisis: using monohydrazine to blast new oil out of old dried-out wells. The experiment results in a catastrophic underground explosion and fire that must be extinguished.

Wr Ruel Fischmann, Richard Chapman

Dir Ron Satlof

1 - 12 *COFEDERATE GOLD*

The salvagers hunt for legendary buried treasure at a Confederate paymaster's last stand. But they soon find that everyone wants them out of town and the real "Confederate Gold" is supplied by moonshiners.

Wr Jack Bradford Turley

Dir Ray Austin

2 - 1 *HARD WATER (1-2)*

The salvage team that went to the moon resurrects an old project: towing an Antarctic iceberg to a drought-stricken island off the California coast. Their plan involves using the Vulture's engines to direct the iceberg's course. The competition is a well-funded and unscrupulous corporation.

Wr Mike Lloyd Ross

Dir Leslie L. Green

2 - 2 *ROUND UP*

The Salvage team learns that a herd of wild horses are going to be shot as part of a government program to control their numbers. To save them (and make a profit), they round them up to sell them to a local police department as mounted patrols.

Wr Jeri Taylor

Dir Ron Satlof

2 - 3 *HARRY'S DOLL*

Skip convinces Harry to buy a race horse called "Harry's Doll", based on computer predictions that it will be a winner. When the horse breaks its leg in its first race, a NASA doctor is brought in to meld the bone using laser technology. Against all odds, the horse races again with young Michelle as the jockey, but will it win?

Wr R.K. Pierce

Dir Edward M. Abrams

2 - 4 *DRY SPELL*

When a severe drought threatens a farm belonging to Harry's aunt and uncle in Arkansas, the Salvage team attempts to harvest rain from the clouds using a very unique method: heating the air above the clouds with flame devices mounted on an old biplane.

Wr Jeri Taylor

Dir Ray Austin

2 - 5 *DIAMOND VOLCANO*

Harry treats the gang to a trip to Hawaii where they find he has other motives. He has arranged for a mining operation into the side of an extinct volcano to retrieve diamonds formed by extreme geologic forces long ago. However, the volcano proves to be more active than they thought.

Wr Geoffrey Fisher

Dir Dana Elcar

SANCTUARY



Sanctuary, the first series to debut exclusively on the internet and the first to be filmed entirely on Green Screen, stars Amanda Tapping as Dr. Helen Magnus one of the first female doctors in the Royal College during Victorian England. She was engaged to Jack the Ripper, and also has a daughter from him, Ashley. However, Ashley does not yet know that her father is Jack. Dr. Magnus' father started a sanctuary for supernatural creatures, collected from all over the world. In her work with these creatures, Dr. Magnus has received age longevity. While tracking a dangerous young man she crosses paths with a young psychiatric resident Dr. Will Zimmerman who may have what it takes to become her new protégé.

Production

The series is produced by Stage 3 Media[5], based in Vancouver, British Columbia, located in Canada, founded in 2006 . The two hour pilot episode (comprising eight webisodes) was filmed from January 3 to January 31, 2007 at Bridge Studios.

Technology

Sanctuary is filmed almost entirely using the green screen technique. Unlike many other shows, elaborate sets are not built for the scenes to be filmed, they're all created using CGI technology.

Community involvement and interaction

Fans are actively encouraged to be involved in the project in a variety of ways, ranging from joining in discussions in the forums or blog, to creating and sharing their screen captures and artwork, and creating remixes of the videos. The official fan site, SanctuaryFans, lets users communicate, discuss episodes, and share their creations.

Several unedited scenes, where the actors are seen in front of the green screen, are provided with each episode. The intention is to allow the viewers to create their own environments in which to place the actors, and they are encouraged to share their creations via sites like YouTube.

The online media player, designed for streaming the video, is designed with interaction in mind. The player provides the ability to capture and download or email screen captures of the video.

Some form of game based on Sanctuary is planned.

Distribution

Unlike traditional TV series, the primary distribution channel for Sanctuary is the Internet. Episodes are sold directly to viewers on the official website. The episodes, called webisodes, are about 15-20 minutes in duration and are released bi-weekly. The first four of the initial eight webisodes will be available for free viewing in low resolution on YouTube, Google Video, and similar sites, allowing viewers to watch them before deciding if they wish to purchase the higher quality releases.

Although there are no immediate plans, future television broadcasts and DVD releases are a possibility.

Files and formats

The webisodes are available in both Windows Media Video and QuickTime formats, and can be purchased in either enhanced definition (480p) (though marketed as standard definition) or high definition (720p). The original trailers were also released in 1080p, but it is not yet known if or when the series will be released in that format. The audio track in the videos is as of June 2007 only available in stereo. At present, captions and subtitles are not provided by the show's creators, but fans have created and distributed them via the forums.

The video can also be streamed using the online Flash based player, in either 480p or 720p, and the creators have stated their intention to release a standalone player.

SAPPHIRE AND STEEL



As Sapphire tells us in the first episode 'time is a corridor. . . Once in a while Time itself can try to enter into the present - break in - burst through, to take things . . . To take people. It was the job of the 'time busters' to confront whatever malevolent force had broken through and seal up the holes in the time corridor. As a drama it relied almost wholly on the careful build up of suspense rather than the gadget-filled action. Intensely claustrophobic and theatrical in its settings, the atmosphere of menace and unease was often conveyed by sound-effects, lighting and moody music.

The principles in this paranormal crime squad were ex NEW AVENGER Joanna Lumley, dressed in blue as a psychic Sapphire (described by one critic as 'the head girl of the universe'), and David McCallum as the grey suited, broody Steel, a cool and logical character with enormous strength and the power to withstand the flow of time. A couple of other elements appeared from time to time - Silver, a slightly wimpish technical genius, and Lead, a huge , powerful character.

This twice weekly series was created by P.J. Hammond, better known for scripting more routine police shows such as Z-Cars or Hunter's Walk. His premise was that instead of having people going from everyday life into time, he would have time breaking into everyday life. Sapphire and Steel polarised the viewing public and the critics - you were either baffled and bored or baffled and absorbed.

The first series was interrupted by the 1979 ITV technicians strike, when most regions had only just begun the second story, When the strike ended, rather than pick up where it had left off. ITV backtracked and began again at episode 7, the start of the second adventure. None of stories had titles and became known simply as Adventure One, Two etc.

Each episode of Sapphire and Steel began with the following announcement: All irregularities will be handled by the forces controlling each dimension. Transuranic heavy elements may not be used where there is life. Medium atomic weights are available: Gold, Lead, Copper, Jet. Diamond, Radium, Sapphire, Silver and Steel. Sapphire and Steel have been assigned.'

Although their origins were never revealed, Sapphire and Steel were a pair of powerful beings who manifested themselves as human beings They had been sent to Earth to repair rips in the corridor of time and make sure that the forces from the other side remained on the other side. Steel appeared as a man always dressed in grey. Incredibly strong and possessing a highly analytical mind. Steel showed little concern for the humans he had been sent to help.

Sapphire appeared as a beautiful woman always dressed in blue; her powers included being able to detect a break in time and reverse its flow and being able to sense an object's history by holding it. Sapphire also cared about the people she had been sent to help and often took time out to explain to them (and the often confused audience) what was going on. Both Sapphire and Steel possessed the ability to communicate telepathically with each other and members of their own kind, such as Silver. Silver was a technician who was called in to build a device to save the day.

The series was created by P.J. Nammond who also wrote five of the six stories. Each of the stories had a rather claustrophobic feel. This was caused by the fact that the entire story transpired in one location much like a play. Special effects were kept to a minimum, requiring the acting and the writing to keep the audience's attention.

Both of the series stars gained fame in other genre series. David McCallum first appeared as Illya Kuryakin in The Man from U.N.C.L.E. and later in the title role of the somewhat less successful Invisible Man. Although better known today as Patsy in Absolutely Fabulous. Joanna Lumley's first big television role was as Purdey in The New Avengers. NOTE: The number in (#) indicates the number of 30 min parts per serial. Episodes were broadcast on a twice weekly basis, date of broadcast refers to the date for the first part of each serial.

The producer for the series was Shaun O'Riordan, executive producer was David Reid, the designer for the series was Stanley Mills (except Adventure Five: Su Chases), the music was created by Cyril Ornel.

WR. P.J. Hammond.

DIR. Shaun O'Riordan (Adventure One , Adventure Two - Eps. 1-4, 7, 8, Adventure Three and Adventure Five) and David Foster (Adventure Two - Eps. 1-7, Adventure Four and Adventure Six).

EPISODES: 34 **YEAR MADE:** 1979 **COUNTRY:** GB **SEASONS:** 4

AN ATV NETWORK PRODUCTION

CREATOR: P. J. HAMMOND

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES-SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 14, (2) 10, (3) 6, (4) 4

DATE OF PREMIER: 10/07/1979 **AIR DATE OF LAST EPISODE** 31/08/1982

SEASON DATE BREAKDOWN:

FILMS:

Sapphire JOANNA LUMLEY, Steel DAVID MCCALLUM, Silver DAVID COLLINGS.

RELATED SHOWS:

MAN FROM U.N.C.L.E., THE

NEW AVENGERS, THE

OUTER LIMITS, THE (1995)

INVISIBLE MAN, THE (1975)

1 - 1 *ADVENTURE ONE (1-6) (aka ESCAPE THROUGH A CRACK IN TIME)*

A mother and father disappear from their home while reading nursery rhymes to their daughter. The son calls the police but it is the mysterious Sapphire and Steel who respond to his call.

Wr P. J. Hammond

Dir Shaun O'Riordan

1 - 2 *ADVENTURE TWO (1-8) (aka THE RAILWAY STATION)*

Sapphire and Steel investigate events at a disused railway station, where an entity feeds on the resentment of the prematurely deceased.

Wr P. J. Hammond

Dir Shaun O'Riordan, David Foster

2 - 1 *ADVENTURE THREE (1-6) (aka REVENGE OF THE CREATURE)*

In the 35th-century, a young couple is engaged in an experiment, attempting to live as 20th-century humans.

Wr P. J. Hammond

Dir Shaun O'Riordan

2 - 2 *ADVENTURE FOUR (1.4) (aka THE MAN WITHOUT A FACE)*

Sapphire and Steel investigate an old junk shop where the original landlord and a tenant have disappeared, and meet children from the Victorian and Edwardian eras.

Wr P. J. Hammond

Dir David Foster

3 - 1 *ADVENTURE FIVE (1-6) (aka DR. MCDEE MUST DIE. . .)*

Lord Mullrine hosts a theme party to celebrate the fiftieth anniversary of his business partnership with the late Dr George McDee.

Wr Don Houghton, Anthony Read

Dir Shaun O'Riordan

4 - 1 *ADVENTURE SIX (1-4) (aka THE TRAP)*

Sapphire and Steel are called to an abandoned service station where time has stopped.

Wr P. J. Hammond

Dir David Foster

SARAH JANE ADVENTURES, THE



Investigative journalist Sarah Jane Smith and her 13-year-old neighbor Maria form an alliance to combat evil alien forces.

The Sarah Jane Adventures is a forthcoming British children's television series, produced by BBC Wales for CBBC, to star Elisabeth Sladen and created by Russell T. Davies. The programme is a spin-off of the long-running BBC science fiction programme Doctor Who, and will focus on the adventures of investigative journalist Sarah Jane Smith. The series debuted on BBC One with a 60-minute special on 1 January 2007. A full series of ten 30-minute episodes will follow later in the year. The series was made up of five two-part stories. It is set in present-day West London.

In addition to Sladen, the programme stars Yasmin Paige as Sarah Jane's 13-year-old neighbour Maria, Porsha Lawrence Mavour as her friend, Kelsey, and Thomas Knight as a boy named Luke who, after the pilot episode, Sarah Jane has adopted.

The pilot episode featured Samantha Bond as "the scheming Ms Wormwood". Joseph Millson will appear as the father of Maria.

The executive producers for The Sarah Jane Adventures are Davies, Phil Collinson and Julie Gardner. Susie Liggat produced the pilot, but Matthew Bouch will produce the series.

Co-writer Gareth Roberts, writing in Doctor Who Magazine, said, "We're all determined that this will be a big, full-blooded drama; that nobody should ever think of it as 'just' a children's programme."

Background and development

In 2006, Children's BBC expressed an interest in producing a Doctor Who spin-off. Their initial idea was "a drama based on the idea of a young Doctor Who", but Russell T. Davies vetoed this. "Somehow, the idea of a fourteen-year-old Doctor, on Gallifrey inventing sonic screwdrivers, takes away from the mystery and intrigue of who he is and where he came from," said Davies. He suggested instead a series based on the Doctor's former companion Sarah Jane Smith.

The character of Sarah Jane, played by Sladen, appeared in Doctor Who from 1973 to 1976, alongside Jon Pertwee as the Third Doctor, and later Tom Baker as the Fourth Doctor. A pilot for another Doctor Who spin-off series, K-9 and Company, made in 1981, featured Sarah Jane and the robot dog K-9; however, the option to make a series was not picked up. Sarah Jane and K-9 returned to Doctor Who in various media many times over the years, most notably in the 20th anniversary special The Five Doctors (1983) and in the 2006 episode School Reunion.

Sarah Jane is frequently voted the most popular Doctor Who companion by both Doctor Who fans and members of the general public. The prospect of a new television series focusing on Sarah Jane was first rumoured in The Sun in March 2006, prior to the airing of School Reunion; the report at that time suggested that Sarah Jane and K-9 would both appear in the series. The fact that a Sarah Jane series was being developed was first confirmed in the BBC's in-house newsletter, Ariel, in early August 2006. These early rumours were associated with the working title Sarah Jane Investigates.

K-9 will appear in the special, but not in the series. This is due to the concurrent development of K-9 Adventures, which is not associated with the BBC and will not feature any Doctor Who connections beyond K-9 himself.

Doctor Who story connections

Photographs and clips from this programme show that Sarah Jane will have her own sonic screwdriver, disguised as a lipstick. The official website notes that the Doctor left the "sonic lipstick" and a "watch that

scans for alien life" for Sarah Jane hidden inside K-9 Mark IV.

In a recent interview, Elisabeth Sladen stated that the series would be set a year and a half after the events of School Reunion.

A clip on the BBC website shows that Sarah reported on various incidents from Doctor Who, including the invasion of the dinosaurs, which was later revealed to be mass hallucinations caused by contaminants in the water supply, a reference to Torchwood character Rhys' explanation for the perceived Cybermen invasion - in the pilot episode, Maria's mother and father both attributed zombie-like behaviour to chemical leaks at the Bubble Shock! factory triggering hallucinations.

Pilot

Sarah Jane Smith in a scene from the pilot episode of The Sarah Jane Adventures The 60-minute pilot, titled Invasion of the Bane, is co-written by Russell T. Davies and Gareth Roberts. The story will focus on Sarah Jane's investigation of a popular and addictive soft drink called Bubbleshock. The Highest Science, a 1993 Doctor Who novel by Roberts, featured an addictive drink named bubbleshake.

WR.

DIR.

EPISODES: 11 **YEAR MADE:** 2007 **COUNTRY:** GB **SEASONS:** 1

A BBC WALES PRODUCTION

CREATOR: RUSSELL T. DAVIES

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 11

DATE OF PREMIER: 01/01/2007 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN: Season One : 24/09/2007 - 26/11/2007

FILMS:

Sarah Jane Smith ELISABETH SLADEN, Maria Jackson YASMIN PAIGE, Luke TOMMY KNIGHT, Kelsey PORSHA LAWRENCE MAVOUR.

RELATED SHOWS:

DOCTOR WHO

K9 & COMPANY

TORCHWOOD

1 - 1 *INVASION OF THE BANE*

"Sarah Jane is fascinated by Bubbleshock, a strangely addictive organic drink that is taking the world by storm. She is almost oblivious to the arrival of her new neighbour, Maria, a young girl starting a new life with her father. Maria becomes intrigued by the strange goings on at Sarah Jane's house but, before she can investigate, she's whisked away by her new friend, Kelsey, to the brightly coloured, but sinister, Bubbleshock factory. As Sarah Jane tries to find out what the mysterious Mrs Wormwood is doing at the factory, Maria and Kelsey embark on a tour which leads them into the path of a monstrous creature and a strange young boy with no name or past. When Sarah Jane and Maria discover the secret ingredient of Bubbleshock, they realise they are the only ones who can stop Mrs Wormwood and her evil plans for the human race.

Wr Russell T. Davies & Gareth Roberts

Dir Colin Teague

1 - 2 *REVENGE OF THE SLITHEEN (PART 1 OF 2)*

Maria and Luke, along with their new friend Clyde, discover an alien race called the Slitheen have invaded their school... in the form of teachers. They have another plan to take over Earth, but will their plot be foiled by the ever-faithful Sarah Jane Smith?

Wr Gareth Roberts

Dir Alice Troughton

1 - 3 *REVENGE OF THE SLITHEEN (PART 2 OF 2)*

Maria and Luke, along with their new friend Clyde, discover an alien race called the Slitheen have invaded their school...in the form of teachers. They have another plan to take over Earth, but will their plot be foiled by the ever-faithful Sarah Jane Smith?

Wr Gareth Roberts

Dir Alice Troughton

1 - 4 *EYE OF THE GORGON (PART 1 OF 2)*

Sarah Jane and Company investigate the mysterious haunting of Lavender Lawns. A nun is stalking the tenants, but is it really something supernatural, or is there something else going on?

Wr Phil Ford

Dir Alice Troughton

1 - 5 *EYE OF THE GORGON (PART 2 OF 2)*

Is to be set in an old persons home, with a gang of mysterious nuns added into the mix as well.

Wr Phil Ford

Dir Alice Troughton

1 - 6 *WARRIORS OF KUDLAK (PART 1 OF 2)*

Sarah Jane investigates the case of a missing teenager, and it leads to a laser-tag centre called Combat 3000.

Wr Phil Gladwin

Dir Charles Martin

1 - 7 *WARRIORS OF KUDLAK (PART 2 OF 2)*

Sarah Jane investigates the case of a missing teenager, and it leads to a laser-tag centre called Combat 3000.

Wr Phil Gladwin

Dir Charles Martin

1 - 8 *WHATEVER HAPPENED TO SARAH JANE? (PART 1 OF 2)*

When Maria awakes one day to discover that no-one has heard of Sarah Jane or Luke, her world is turned upside down.

Wr Gareth Roberts

Dir Graeme Harper

1 - 9 *WHATEVER HAPPENED TO SARAH JANE? (PART 2 OF 2)*

When Maria awakes one day to discover that no-one has heard of Sarah Jane or Luke, her world is turned upside down.

Wr Gareth Roberts

Dir Graeme Harper

1 - 10 *THE LOST BOY (PART 1 OF 2)*

A TV news announcement disrupts a normal day on Bannerman Road, and Sarah Jane discovers that Luke is the exact visual and genetic double of a missing boy called Ashley.

Wr Phil Ford

Dir Charles Martin

1 - 11 *THE LOST BOY (PART 2 OF 2)*

A TV news announcement disrupts a normal day on Bannerman Road.

Wr Phil Ford

Dir Charles Martin

SATELLITE GAME, THE

WR.**DIR.****EPISODES:** 38 **YEAR MADE:** 1990 **COUNTRY:** GB **SEASONS:** 1*BSB/BROADSWORD***CREATOR:** TIM CHILD**TYPE OF SHOW:** GAME SHOW**FORMAT:** SERIES**LENGTH (MINS):** **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 38**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Larry the Robot/Host DAVID LEARNER

RELATED SHOWS:*CYBERZONE*

SAUL OF THE MOLE MEN



On a mission to the Earth's core for the government's STRATA agency, Saul Malone crashes his drill ship and stumbles upon the Mole Men. Baffled by their customs and rituals, Saul runs afoul of the Mole Men by injuring their elder leader, killing their god and spreading disease. But Saul of the Mole Men is about more than just a stranded scientist. It involves political intrigue, time travel, and, of course, vampires.

Saul of the Mole Men is a live action show created by Craig Lewis, writer on The Grim Adventures of Billy and Mandy and Foster's Home for Imaginary Friends. The series first aired February 11, 2007 on Adult Swim. Described as "an ultra-patriotic Land of the Lost set in the center of the Earth," the series is directed by Tom Stern and stars Josh Gardner. Josh Gardner is known for his previous collaboration with Tom Stern, Gerhard Reinke's Wanderlust.

Craig Lewis' primary inspirations behind this comedic homage to 1970s-era Saturday morning live-action television were Sid and Marty Krofft (Land of the Lost), Doctor Who (Tom Baker-era), and the Planet of the Apes franchise.

The STRATA Promo/first episode opening of the program featured brief introductions for the crew of a subterranean drill module. The team, known as STRATA, included Captain Jim J. James, Lieutenant Jen E. James, Robot, Kiko the Mute Wildboy, and the "rest" of the STRATA action team (which included Saul and Don Rogers, a man with a shovel). The main character, Saul, is seen in the background in many of these scenes. Every single one of these characters, with the exception of Saul, Robot, and a revived Johnny Tambourine, is killed within the first few seconds of the first episode.

Advertisements had begun airing on Adult Swim advertising the show as STRATA instead of the original title, making the series appear much like Electric Shock!! Strada 5. More recent advertisements, however, focus more on Saul and reveal the actual title of the show.

The STRATA headquarters building seen on the show is actually the engineering building at University of California, Irvine, with a false background inserted behind it.

The show's theme song is sung by South Park co-creator Trey Parker.

Trivia

Saul Malone is featured in the Foster's Home for Imaginary Friends episode called "Cheese A Go-Go". Frankie is carrying a package addressed to Saul Malone, whose address is 1134 Williams Steet, also a reference to the Williams Street production company which produces Saul of the Mole Men. The STRATA headquarters building seen on the show is actually the engineering building at University of California, Irvine, with a false background inserted behind it.

Series Produced by Matthew Girardi .. Associate producer.

Sandi Yi-Trimble .. Supervising producer.

Series Film Editing by Jeremy Reuben.

Series Production Management - Mike Parente .. Post-production supervisor.

Series Camera and Electrical Department - Earl Woody .. Lighting design consultant.

Series Other crew - Lindsey Fry .. Assistant editor , Jason Gottlieb .. Animator , Brain Yarnell .. Animator , Michael Hackett .. Animator ,

Rebecca McCabe .. Wardrobe assistant.

Blake Armstrong .. Post-production coordinator.

WR. Hugh Davidson , Josh Gardner , Tom Stern , Craig Lewis

DIR. Tom Stern

EPISODES: 20 **YEAR MADE:** 2007 **COUNTRY:** US **SEASONS:** 1

ADULT SWIM / CARTOON NETWORK

CREATOR: CRAIG LEWIS

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 15 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 20

DATE OF PREMIER: 11/02/2007

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN: Season 1 : 11/02/2007 - 15/07/2007

FILMS:

Saul Malone JOSH GARDNER, Strata Operator DANA SNYDER, Robot FRANK POTENZA, Clancy JONAH RAY, Fallopia IRINA VORONINA, Clancy JEFF BENNETT, Bertrum HUGH DAVIDSON, Lil Lil Burrows ARTURO GIL, King Mole Man ALEX WINTER, Dr. Lawrence 'Brad' Perkins JONATHAN KIMMEL, Strata Operator GARY ANTHONY WILLIAMS, Female Mole Man PETER CONLON, Lieutenant Jen E. James PAIGE PETERSON.

1 - 1 *A NEW FRIEND*

The STRATA team, formed to drill to the center of the Earth, runs into trouble on the way and is almost entirely killed by a rock fall. A few survivors are left somewhere deep below - Saul Malone (a geologist), Johnny Tambourine (an early-60s-style rock star), and Robot (a grumpy robot). Saul soon discovers that the caves are inhabited by hairy 'mole men'.

1 - 2 *BLOOD IS THICKER THAN WALTER*

Saul, having stabbed the king of the Mole Men through the head with the 'STRATA communication antenna', tries to contact STRATA. Bertrum, one of the sons of the king, plots to kill the king so that he can seize the throne. As Saul attempts to operate the antenna, it explodes, leaving his fate unknown.

1 - 3 *THE FINGER OF FATE OR THE FATEFULL FINGER*

The explosion sends Saul onto a small plateau surrounded by a sea of lava, where he talks to a sentient rock that tells him he is destined to be leader of the Mole Men. The king dies, and since his 'hand of succession' turned into snakes before he appointed an heir, a vote is held. Johnny Tambourine receives the most applause at the election debate, so he is elected king. Saul, in a fit of rage, chokes Johnny, and in response the royal guards throw him into jail.

1 - 4 *FUN KING JOHNNY*

Saul is jailed for assaulting the new king of the Mole Men, Johnny Tambourine. After a short stint in jail, Saul is given a "fair" trial, which is actually a battle against a giant worm-like monster. If the monster spares Saul, he will be deemed innocent and set free, but if the worm eats him he will be guilty. Bertrum has proposed a plan, Project Thunderhole. In this plan, the Mole Men would dig a huge hole in the ceiling of their caverns to the 'Taboo Zone' (the surface of the Earth). But Clancy, the more conservative brother of Bertrum, mentions during the trial that such a plan is forbidden without the consult of a professional bonded geologist, and though Johnny reveals that Saul is a geologist, he may be too late.. Saul is being chewed in half by the worm.

1 - 5 *WORK THE SACK*

Bertrum kicks the worm and it releases Saul unharmed. Saul is unsure whether he should approve Project Thunderhole, but upon consulting the sentient rocks atop the lava-surrounded plateau, he does approve it. At a party thrown by Bertrum to celebrate the approval, a burlap sack containing a 'mutant' is dragged out and beaten by the Mole Men for entertainment. Though invited by Bertrum to partake in the beating, Saul is initially reluctant, but eventually begins to pummel the mutant when Bertrum, Robot, a strange god-like radish, and the Mole Men in general encourage him. As Saul beats it unmercifully, the bag comes open and out falls .. a beautiful woman!

1 - 6 *MOUSTACHE RIDE*

Saul is mesmerized by the beauty of what the Mole Men consider to be an ugly mutant. Saul asks for her name, but she is unable to talk. Robot suggests that some peanut butter will allow her to regain her

speech. After sucking on Saul's thumb, covered in STRATA Peanut Butter, she reveals that her name is Fallopia. Johnny Tambourine dismisses her beauty, claiming that he could get any regular Mole Women he wanted, creating no need to go after a mutant. Saul nervously asks Fallopia out on a date, to which Fallopia, who has never been asked out before, gladly accepts. While preparing, Saul fantasizes about the date, imagining giving Fallopia a ride on his motorcycle and moustache. Saul arrives at Fallopia's place, but is greeted by peculiar noises. Saul discovers Johnny engaging in sexual activities with Fallopia and is heartbroken. Meanwhile, other STRATA members devise a plan to rescue the trapped crew, which leads them to Indochina.

1 - 7 *WHAT'S HAPPENING DOWN THEIR*

Saul is outraged by Fallopia and Johnny and he runs away crying while Project Thunder Hole has just began and is rapidly killing many mole diggers. Clancy is too busy trying to stop Bertrum from continuing Project Thunder Hole to take his son Lil' to Puberty Gulch to catch his testes. So Lil', like Saul, is now depressed. Saul and Lil' meet up and Lil' describes his problem and Saul agrees to take Lil' to Puberty Gulch in order to find a pair of testes. However the hunt for Lil's testicles becomes more difficult when he reveals that if he does not find a pair by the end of the day he will become intersexed and remain a hermaphrodite the rest of his life like his father. Eventually Saul retrieves a pair of testicles for Lil', but soon after, Saul is captured by a strange bat-like creature who works for a villain named the "Birdbat Leader" who has been stalking him throughout the episode with a monitor that seemingly spies on Saul.

1 - 8 *IC-CAWWWW!*

Saul is tortured by the Birdbat Leader, who demands Saul surrender "the stone", which Saul doesn't realize is his amber stone. Meanwhile, Fallopia, Lil', Johnny, and Robot launch a rescue mission, which ends up to be rather disastourous; Robot ends up collapsing and being left behind and Johnny (who begins having temper tantrums) is left behind when his capsule he is in is used as a bridge to get across a large chasm the team encounter. Lil' and Fallopia finally make it to the Birdbat Leader's lair, where the Birdbats attack the intuders and Lil' suddenly transforms because of his testicles, and pulls out a laser gun and starts shooting all of the attacking Birdbats, and Fallopia starts fighting off more of them, all as Johnny ponders about what a jerk he has been to the rest of the crew. Fallopia finally rescues Saul, who gets up and takes both the gun and the testicles from Lil' to turn him back to normal, as well as the amber stone. As the episode ends, the escaped Birdbat Leader is seen talking to a mysterious green monster-like creature that appears to be his master. Then the Birdbat Leader summons two minions, a revived Captain Jim J. James and Lieutenant Jen E. James, both with large rocks covering their heads and moving around strangely, and orders them to take out Saul.

1 - 9 *A HAMMER IN HIS HAND*

Saul stumbles upon a tall tale hero. The STRATA operators encounter rough seas.

1 - 10 *CHILDREN OF EMBERS' BLAZE*

Saul seeks enlightenment as he tries to fit in with a band of free spirits, modern primitives who follow no law but their own.

1 - 11 *FASTER ROBOT! UPLOAD! UPLOAD!*

The STRATA Operators reflect on their doomed mission.

1 - 12 *THE GIRLY BIRD GETS THE RING*

Johnny and the Birdbat Princess share a forbidden love. Meanwhile the Mole Men and Birdbats prepare for war.

1 - 13 *SAUL COMES BACK*

FLOOD! Saul tries to protect his stones as he seeks answers about their true nature.

1 - 14 *SPARE ME MY BEETS!*

The Mole Men celebrate the "Beet Jubilee". Clancy seeks out Saul and his odd stones desperately.

1 - 15 *VILLAGE OF THE DAMNED DOLLS*

Evil Johnny Tambourine dolls invade the Mole Man civilization.

1 - 16 *POOR CLANCY'S ALMANACK*

Clancy tells about his past and reveals the secret of the stones.

1 - 17 *SAUL-ID ROCK*

Clancy searches for answers, while Saul flirts with death.

1 - 18 *THE CALL OF THE ZITHER*

Everyone tries to figure out the cause of Saul's odd genital growth.

1 - 19 *A ROCK AND A HARD PLACE*

Saul is caught between a rock and a hard place.

1 - 20 *MASTER OF ROCK, MASTER OF DESTINY*

Everyone tries to prevent the world from being destroyed by Otnip and his Asteroids.

SAZER-X

AKA: **SUPER STARFLEET SAZER-X**

AKA: **CHOU SEI KANTAI SAZER-X**



The overall plot of the show starts in the year 2500 with an alien race, simply dubbed the "Space Pirates", now ruling over a conquered Earth. The invaders first started their conquest back in 2005, sending a lone warship and a small fleet. After capturing the twelve Cosmo Capsules, the aliens forces dramatically increased their ranks, sending a huge number of Megarion war machines to the Earth's surface. The ensuing war lasted for 500 years, as the Earth's surface become charred from the numerous conflicts while the major cities were quickly decimated, forcing the planet's factors to move toward underwater locations to conceal themselves. Without hope for the present Earth, a final offensive with the planet's resistance's is put into action. Mounting their attack around a small band of soldiers named Sazer-X, it's Earth's hope that they might be able to buy them enough time with a full scale attack so that they can slip into a briefly appearing wormhole. With a bit of luck, the offensive is a success as Sazer-X travels into the space disturbance and is thrust back in time, back to the year 2005 before the "Space Pirates" began their invasion. Joining forces with Ando Takuto from that time period, Sazer-X's mission is to secure the twelve capsules and defend Earth from the Pirates' attacks.

The third show in the "Super Star God" series, Sazer-X began airing late in 2005 on TV Tokyo Channel 12. The television show, with its full Japanese title being Super Star Fleet Sazer-X, was produced under a large production committee that involved Toho, Yomiko, General Entertainment and TV Tokyo. Principal staff from earlier shows in the series once again returned to the fold, such as special effects director Koichi Kawakita, while the main directors for the serial included Ryuichi Ichino, Toshiharu Ikeda, Kenzo Maihara and Okihiko Yoneda, who directed Rebirth of Mothra 3 (1998).

Roughly 12 episodes into the show, a theatrical movie on the series went into release called Sazer-X the Movie: Fight! Soldiers (2005) that also included characters from the earlier Gransazers and Justirisers shows.

Characters

Sazer X

A team assembled in the year 2500AD with the goal of traveling back in time five hundred years and changing history by collecting the twelve Cosmo Capsules. Each member of the party is equipped with a Strage-Ring around their wrist that amplifies their elemental powers, and their own personal Knuckle-Cross, worn on the back of the opposite hand. When the Strage-Ring sparks the Knuckle-Cross, they can equip the high-powered suit of armour stored in their Knuckle-Cross and become Sazer-X. Their transformation call is "X Souchaku!" ("X Equip!")

Lio-Sazer

Takuto Ando, the main character of the series. He dreams of becoming an F1 racer and having his grandfather accept him as a man. Unlike the other members of Sazer X, he is from the present day.

As Lio-Sazer, his element is Fire and his personal weapon is the Lio-Breaker sword. When the Cosmo Capsule "Lio-1" is equipped in Lio-Breaker, he can perform his finishing move, "Lio-Fire".

Eagle-Sazer

Ado, the serious member of the group. He who does not take well to Takuto or any of the current era's Earth populace, accusing them of neglect in allowing themselves to be conquered by the Space Pirates in the past, leading to the eventual destruction of his home planet Biyodo.

As Eagle-Sazer, his element is Wind and his personal weapon is the Eagle-Blaster gun. When the Cosmo Capsule "Eagle-2" is equipped in Eagle-Blaster, he can perform his finishing move, "Eagle Typhoon".

Beetle-Sazer

Kane, the immature member of the group. He usually goofs off when they are not fighting, and is especially fond of sightseeing. However, he is a strong believer that even if he has a relaxed attitude most of the time, he comes through when he is needed the most. He is the oldest of seven siblings, and hails from the planet Rady.

As Beetle-Sazer, his element is Lightning and his personal weapon is the Beet-Hawk axe. When the Cosmo Capsule "Beetle-3" is equipped in Beet-Hawk, he can perform his finishing move, "Beetle Slash".

Shark-Sazer

Commander Shark, the commanding officer of Sazer X. He does not travel back in time with Ado, Kane and Remy straight away, choosing to support the troops in the future before heading back himself. He eventually appears once the Neo Descal fleet arrives in the present day. He is also the adoptive father of Remy. His special Knuckle Cross is named Shark-Knuckle.

It is eventually revealed that he is half Space-Pirate, which means that the success of the Sazer-X mission would cause him to be erased from history, having never been born. Despite this, he is resolute to carry out the mission to completion.

As Shark-Sazer, his element is Water and his personal weapon is the Shark-Bash sword. When the Cosmo Capsule "Shark-4" is equipped in Shark-Bash, he can perform his finishing move, "Shark Crush".

Sazer Support Team

Remy Freede

Takuto's support technician, who usually has to show him how to use the Sazer equipment. Unlike the other members of the support team, she has no Sazer form. She was adopted by Shark and raised from the planet Roue, which was destroyed by the Neo-Descal. However, it is revealed that she actually was born during the 1960s, and was brought to the future by Shark to cure her terminal disease.

Gordo

Ado's usually quiet (and lazy) support tech who possesses immense strength and is more than capable of fighting on his own. In addition, he has a device which enables him to turn into a Sazer Form called "Sazer Gordo, which has partial armor and helmet, and an arm attachment which consists of a mace and axe.

Twin-Sazers Ein & Zwein

Kane's support team; They are a brother/sister team who assist Kane in battle. Like Kane, they too are inexperienced. They are almost always in Sazer Form, which led to speculation that they were robots. However, their true forms are shapeless pink and blue colored blobs which can leave their suits on command. They enjoy taking baths in the Ando household, due to their ship not having a bath.

Patora

Gordo's wife and a master of infiltration. She snuck aboard King Neo-Descal's ship in order to get to the present.

The Three Shogun

A legendary trio of Space Pirates who gained the nickname of "The Three Shogun". The first enemies of Sazer-X, they came to Earth under the command of Captain Barder of the Space Pirate Descal fleet with the intent of taking over the Earth, which had once been populated by their ancestors. In the original timeline, they were successful in gathering the twelve Cosmo Capsules, and their wish to take over the Earth plunged it into eternal darkness. Thus, they are the ancestors of the future Space Pirates that rule over Earth.

Fire Shogun Blaird

The leader of the Three Shogun. He is the strongest fighter of the trio, but he is the least intelligent and tends to become riled up easily. He quickly develops a one-sided rivalry with Takato/Lio-Sazer, vowing to someday "settle the score" and defeat him. After Barder is revealed to be an android, he begins to question the mission of the Three Shogun on Earth. His rivalry with Takuto becomes a grudging friendship, and he joins forces with Sazer-X with the goal of reuniting the Three Shogun and returning to space.

He temporarily joins Jackall against Sazer-X and especially Shark-Sazer. Jackall's eventual death teaches Blaird the folly of a life consumed completely by revenge and combat, and he returns to the side of Sazer-X.

Water Shogun Aqual

The female of the Three Shogun. Aqual likes to believe that she is the most intelligent of the Three Shogun, and while she is quite smart she is also extremely vain and prideful. She is the one most dedicated to the Three Shogun's original mission to take over Earth, mainly because she loves power and praise. As a result, she is the one that formally breaks up the Three Shogun by discarding Blaird from the group when he begins to

question their mission.

When Neo Descal appears, they begin by flattering Aqual as their honoured descendant to gain her trust, but this is simply because they cannot kill her without erasing themselves from history. As time goes on, she is relentlessly bullied and humiliated by Neo Descal- especially Grouza- until Aqual snaps and attempts to assassinate both leaders. She fails in killing Grouza, and only manages to wound Garade. She is saved from a vengeful Garade by the arrival of Neo Descal himself.

Aqual soon grows wise to the schemes of the new leaders, and how they have used Cyclead and herself to further their plans. However, she still has to fight against her own pride before she can accept the trust of Sazer-X and finally side with them.

Wind Shogun Cyclead

The inventor of the Three Shogun. Cyclead is clearly the most intelligent of the Three Shogun, and invents many of the devices that they use in their plans. However, he's also the least dedicated to the plan to take over Earth.

After their original pirate ship is destroyed, he constantly advocates abandoning the whole plan and returning to space. However, he is bullied into staying by Aqual's forceful personality. Because of his inventing abilities, he constantly gets all the credit for the plans implemented by Neo Descal, because even if Aqual came up with the plan it is his machines that get the attention.

When Neo Descal himself arrives to the present, Cyclead is brainwashed with a more aggressive, sadistic personality in order to serve as a distraction while Neo Descal's real plan is put into motion. He is eventually rescued by Sazer-X, and sides with them and the other two Shoguns.

Other

Lightning Shogun Thundra

The fourth Shogun. She is the direct descendant of the shoguns that chose to stay on Earth and live underground, as opposed to the shoguns that chose to flee to space. The door to the surface would only open every million years. A legend in her home stated that the first man she met on the surface world would be her destined man.

According to history, that man was supposed to be Fire Shogun Blaird. He would have obtained the last Cosmo Capsule from her, and that would have plunged the world into darkness. However, due to a mixup, the first man she saw was instead Takuto, and she instantly fell in love with him.

Though Takuto played along at first to obtain the Cosmo Capsule, he eventually confesses that he doesn't love her and can't live with her. Though she is heartbroken, Takuto apologizes and convinces her that he only had good intentions for his actions. Her heart is moved, and she gives him the last Cosmo Capsule before returning to the underground world.

Villains

Space Pirate Fleet Descal

Captain Barder

Fire Shogun Blaird

Water Shogun Aqual

Wind Shogun Cyclead

The Space Pirates from the present time, led by Captain Barder.

Barder was eventually revealed to be a robot, and the pirate ship was destroyed in a battle with Sazer-X.

Future Space Pirate Fleet Neo Descal

Garade

Groaza

Jackall

Water Shogun Aqual

Wind Shogun Cyclead

The Space Pirates from the future, who forced their way through the wormhole in order to backup the Three Shogun and ensure that their plan to take over the Earth in the past was successful. Although they had open disdain for the Three Shogun, they could not kill them or they would erase themselves from history.

Garade was the commander of the fleet, and an extremely powerful, though grumpy warrior.

Groaza was the technical genius of the fleet, with intelligence matching that of Cyclead. She is erased from history when the Lightning Shogun Thundra, who she had earlier dismissed as being superfluous to history, returns to the underwater world without falling in love with Blaird. This significant change in history destroys Grouza, for she had been the direct descendant of Blaird and Thundra.

Future Space Pirate King Neo Descal

King Neo Descal

Barreda

The ruler of the Space Pirates in the future, King Neo Descal. After the failures of Garade and Groaza, Neo Descal himself travelled back in time to ensure a future of darkness. Instead of using the Cosmo Capsules to plunge the world into darkness as history dictated, he planned on constructing a massive machine on the Moon called the "Dark-Armor" to accomplish this task.

Barreda was his loyal second-in-command, and was killed by Neo Descal when she was of no further use to him.

Jackall

A mercenary working for Neo Descal as part of an intense campaign to get revenge on Commander Shark. He believes that Shark, his one-time friend, betrayed him by leaving him behind in cold stasis, when in truth Shark had to do that to protect him from Neo Descal's wrath.

He possesses powers similar to that of Sazer-X, and was able to equip a high-powered suit of armor with the transformation call "Souchaku!" ("Equip!"). Despite working as part of Neo-Descal, he frequently disobeys orders in his quest for vengeance.

He keeps losing against Shark but refuses to give up no matter how beaten up he is. He eventually dies from these prolonged injuries right in the middle of a battle, showing Blaird the futility of his strife and the consequences of hatred.

Spoilers end here.

Ryuuseishin

Core-Calibur/Brave

The center of the main three Sazer-X mecha formations. Usually piloted by Takuto, it's a humanoid black-and-white fighter. It is armed with various attacks such as "Core Lasers". When hit by an "Optimize Beam" from one of the three Sazer ships, the Core-Calibur can combine with that ship to form a new, more powerful mecha called a Ryuuseishin (Shooting Star God). The transformation/combination call is "X Formation!"

Ryuuseishin Great-Lio

Formed when the Lio-Carrier ship combines with the Core-Calibur. Piloted by Lio-Sazer and crewed by Capsazer G2 and Remy, Great-Lio specializes in close combat. Its weapon is the Lio-Javelin and its finishing move is the "Howling Crush".

Ryuuseishin Wind-Eagle

Formed when the Adle-Eagle ship combines with the Core-Calibur. Piloted by Eagle-Sazer and crewed by Gordo, Wind-Eagle specializes in fast, ranged attacks. Its weapon is the Eagle-Rifle and its finishing move is "Twister Shoot".

Ryuuseishin Magna-Beet

Formed when the Beet-Vizor ship combines with the Core-Calibur. Piloted by Beetle-Sazer and crewed by Twin-Sazer Ein and Twin-Sazer Zwein, Magna-Beet specializes in powerful long range attacks. Its weapon is the Megaro-Cannon and its finishing move is "Beet Buster".

Ryuuseishin Shark-Leaguer

Shark-Sazer's personal Ryuuseishin. Unlike the other members of Sazer-X, he does not need to combine his ship with a Core-Calibur in order to form a Ryuuseishin. Instead, the Shark Leaguer takes off from

Commander Shark's ship, the Shark-Base, and undergoes a simple transformation into battle mode with the command "X Formation!". Its weapon is Sword-Pressure and its finishing move is "Hydro Slash".

Drill-Angler

The personal mecha of Jackall. Like the Shark-Leaguer, it functions both as a ship and as a combat mecha, undergoing a transformation activated by the call "Battle Formation!". Its specialty is close-range combat, and its main weapon is the massive drill mounted on its chest.

Fire Shogun Blaird inherits the machine after Jackall.

WR.

DIR.

EPISODES: 38 **YEAR MADE:** 2005 **COUNTRY:** JAP **SEASONS:** 1

TV TOKYO/ TOHO

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 38

DATE OF PREMIER: 01/10/2005

AIR DATE OF LAST EPISODE 24/06/2006

SEASON DATE BREAKDOWN: Season 1 : 01/10/2005

FILMS: SAZER X THE MOVIE: FIGHT SOLDIERS (2005)

Takuto Ando, Lio-Sazer RYOSUKE TAKAHASHI, Ad, Eagle-Sazer MANABU SHINDO, Kane, Beetle-Sazer RYOSUKE MIURA Remy Freede MAMI MATSUYAMA, Sojiro Ando KATSUMI MUNAKATA, Gordo ROBERT BALDWIN

1 - 1 *TALUTO'S ON FIRE!*

1 - 2 *BURN UP! GREAT-LIO*

Wr Tamio Hayasi

Dir Okihiro Yoneda

1 - 3 *WHITE WHIRLWIND! WIND-EAGLE*

SCARLET STREAK, THE

Based on Leigh Jacobson's story *Dangers of the Deep*, the action is set in motion by a laser-like red ray invented by Professor Crawford (Smith) and perfected together with his daughter, Mary (Todd). Daugherty plays the reporter whose articles may increase the market value of the contraption. The villain is Monk (Prisco), a foreign agent who kidnaps the professor, his gadget and his daughter, while Daugherty spends his time detecting and escaping until he secures the recovery of all three missing items.

An energetic though conventionally plotted serial made by McRae, the director of the fast-paced adventure film *The Mysterious Contragrav* (1915). The action is capably conducted by McRae and the picture proved a successful accompaniment to the features released by Universal, which had bought half a dozen or so Pathe serials in 1926 purely for that purpose.

WR.

DIR. Henry McRae.

EPISODES: 10 **YEAR MADE:** 1926 **COUNTRY:** US **SEASONS:** 1

PATHE

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

JACK DAUGHERTY, LOLA TODD, AL SMITH, ALBERT PRISCO, VIRGINIA AINSWORTH.

SCAVENGERS

Two teams of scavengers must enter a spaceship which is about to be destroyed and recover parts of the spaceship and escape with their lives.

With a set like this show had, they could have set a film on it. Just think how the promo could have gone...

"John Leslie IS the Unconvincing Scottish Commander Bloke. Some Actress IS Random Emotionless Robot #235. THRILL! At the lovely set. GASP! At the games that aren't nearly as good as The Crystal Maze. COLLAPSE WITH LAUGHTER when the second half of the series was demoted on Monday mornings due to lack of interest/ratings."

The thing is though, although the show had its critics it was put together in such a way that if people didn't take it too seriously there was a vaguely interesting show underneath with some good - if flawed - production values. Essentially, it was ITV trying to fill the Gladiators slot during the Summer months. Like Ice Warriors after it though, it didn't really work out.

Two couples attempted to use their bodies and brains in order to scavenge as much salvage (electrical circuitry-type stuff) as possible in an abandoned and dangerous spaceship. Sadly, this being the way that it is, all the interesting and valuable salvage was put in hard to reach places and situations. Cleverly, the series was split into two halves and the winner of each half went to the final to win, erm, a Scav Badge?

A few of the games were quite small-scale affairs, such as one game where you played the Simon follow-the-lights game to win a glass type thing which was hidden inside a machine and the players having to follow the correct colour code to get it out.

Most of the others were thankfully much larger, and involved things like hanging from girders to reach the thermo-stats or something from the pool below, or a giant obstacle race through the ship to reach a certain bit of Scav. There was also an impressive Crusher where various bits of Scav were hidden amongst a metal garbage disposal crusher, which would accidentally turn itself on when it detected Scav Hunters in the area. They had to get out before everything was crushed, not to mention themselves. This sums up the problem with the show - we knew that these people weren't going to get crushed to death on ITV (on Sky maybe, but not ITV), so no matter how nice the illusion was there was no real tension.

Different pieces of scav were worth differing amounts of Scav Points, but the big points were lying in wait in the final bit of the show. Here the players had between five and seven minutes to construct a safe frame to swing across and then in the time remaining get as many barrels, fuel containers and the like across the void to the ship. The catch was that if anyone or any thing wasn't on board the ship before the time ran out (or as the robot would put it, "the spaceship was becoming too unstable, we MUST leave now") then they were left aboard the crumbling ship to be left to the mercy of the evil aliens (of which there were many) and suchlike. Either way, they would score nothing for the whole show. The two top teams in each half battled it out in the semi-final and the winners went through to the grand final, scheduled in the peaktime that is Monday morning 9:25am.

Humour was put in at various points of the show. Or least, it would have been humour if it was actually funny. John Leslie may be a reasonably accomplished presenter, but his acting skills were (by his own admission) gleaned from watching a few videos. They also tried some sort of romantic interest with the unemotional robot. Sadly it wasn't that interesting.

The programme took a big credibility hit in three main areas. Firstly, many of the games had no playalong factor whatsoever. The huge wide shots had to be used to fit in all of the immense set meant we didn't see any reactions on the contestants' faces. And the ridiculous "storyline" (including the most unconvincing aliens you've ever seen) throughout each show was risible.

There was something watchable in the show and to its credit it did have some fans. What it lacked in structure it almost made up for in looking and sounding the part, but as such it became a show which, like Marmite, you either liked or hated.

WR.

DIR.

EPISODES: 6 **YEAR MADE:** 1994 **COUNTRY:** GB **SEASONS:** 0

ITV

CREATOR:

TYPE OF SHOW: GAME SHOW

FORMAT: SERIES

3684

SCAVENGERS

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN:

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Host JOHN LESLIE, Android ANNA GALVIN.

SCIENCE FICTION THEATRE



Science Fiction Theatre was a mid-fifties attempt to create a serious science fiction anthology series, where each of the stories would have a basis in science fact. Each episode would open with series host Truman Bradley explaining some of the modern scientific fact or theory, before going into a drama in which the fact or theory would be played a vital part. The series had a documentary approach to the subject at hand, spending considerable time on scientific explanations throughout the stories, often at the sacrifice of good narrative.

The series also suffers from the fact that when weird and unusual things do occur they are often just talked about and not shown to the viewer. Some of the episodes are a bit dated now since some of the scientific theories involved scientific breakthroughs such as teleconferences and medical breakthroughs such as heart transplants. Other stories dealt with such topics as: UFOs, telepathy, space travel and cryogenics.

Spaceflight, frozen dinosaurs, robots, telepathy, flying saucers ...these and more were the subjects of documentary and pseudodocumentary episodes, of variable authenticity and fictionalisation, partly depending on who was science advisor of the week. At its best, this was very good. At its worst, it was flat-out boring. According to "Future Tense" (p.293) Ivan Tors said in a 1956 interview "One of the traps into which such a series may fall is complete dependence on science for interest. This is avoided at the story conference by excluding the scientists at the start.... after the story is developed it is up to Dr. Maxwell Smith, the program's technical advisor, and the other research people to suggest some scientific fact upon which the story can be hung."

Science Fiction Theatre was produced by ZIV productions, a pioneer in TV syndication. Like several of their earlier programmes, Science Fiction Theatre's first season was filmed in colour. This was due to the anticipated growth in the number of colour TV sets and the belief that reruns of b&w shows would have little value in an all colour world. This did in fact occur, but not as soon as ZIV would have liked. By the start of the second season, Science Fiction Theatre was filmed in the more economical black and white.

This American anthology of 30-minute dramas was the second science fiction series to be picked up by the fledgling ITV service (starting the day after Superman), with ATV in the Midlands giving it a prolonged run in 1956. Based on flights of fact rather than fancy, Science Fiction Theatre was hosted and narrated by newsman Truman Bradley who opened each show with a demonstration of the scientific concept at the heart of that week's story. These included suspended animation, telepathy, transplants, time and space travel and medical advancements. A series aimed at adults, it generally took a positive view of science and avoided twist-in-the-tail endings.

One episode singled out for critical praise was *The Strange People at Pecos* in which the words 'Martians Go Home!' are scrawled in childish letters on a pavement as a town - adults and children alike - turns against a family who appear to be alien. The story offered no definitive conclusion, but that week's 'scientific concept' was teleportation . . .

Several familiar names, including Vincent Price and Vera Miles, appeared in the series. In one story, *The Strange Dr Loren*, Edmund Gwenn (Kris Kringle in *Miracle on 34th Street*) played a beekeeper whose honey had remarkable healing properties. In another, William Lundigan, moonbound star of the 1959 series *Men into Space*, played a test pilot driven frantic by high-level refusal to believe his story of something flying at three times the speed of sound that nearly collided with his plane. And 'Bones' himself, DeForest Kelley, appeared in an episode, *Y.O.R.D.*, about strange signals from space picked up by a weather station.

In America, the series ran for 78 episodes between 1955 and 1957, in both black and white and colour. Over here, ATV screened 28 of them, all monochrome, on Friday evenings between February and September 1956. (Incidentally, when the run finished the slot was taken over by *Sailor of Fortune*, an early outing for that well-known space cowboy, Lorne Greene).

Science Fiction Theatre was a mid-fifties attempt to create a serious science fiction anthology series, where each of the stories would have a basis in science fact. Each episode would open with series host Truman Bradley explaining some then-modern scientific fact or theory, before going into a drama in which that fact or theory played a vital part. The series had a documentary approach to the subject at hand, spending considerable time on scientific explanations throughout the stories, often at the sacrifice of good narrative. The series also suffers from the fact that when weird and unusual things do occur they are often just talked about and not shown to the viewer. Some of the episodes are a bit dated now since some of the scientific theories involved scientific breakthroughs such as teleconferences and medical breakthroughs such as heart transplants. Other stories dealt with such topics as: UFOs, Telepathy, space travel and cryogenics.

The first British run for the series was between the 24th February - 14th September 1956 in the ATV Midlands region. The producer for the series was Ivan Tors. The series was seen first in the US on the channel WNBQ on the 9th April 1955.

Science fiction in the early years of tele-vision was almost exclusively dominated by "space opera"-tales of outer space adventure similar in theme and expression to Westerns. Between the years 1949 and 1955, television was busy offering such pulp escapism as Cap-tain Video and His Video Rangers; Rocky Jones, Space Ranger; Space Patrol; Captain Z-RO; Atom Squad; and Rod Brown of the Rocket Rangers, series whose narratives generally eschewed any adherence to scientific accuracy for the sheer joy of "make believe." But in the spring of 1955, Ziv Television premiered an anthology series which based its narratives on scientific speculation, a series whose base was not one of fantasy but one of extrapolation; the stories projected current scientific knowledge into its next logical step. The series, titled simply and appropriately Science Fiction Theatre, sublimated the immediate emotional heart pounding gratification offered by tales of bug--eyed Martians and assorted other hideous apparitions, concentrating instead on extrapolations of existing scientific thought, offering entertaining and remote possibilities.

Viewed in the context of its times, Science Fiction Theatre is easily understandable both in terms of the decision to place it on the air and the semi-documentary approach chosen as its format. The 1950s was a decade of radical advances in science and technology, and the decade's popular artistic expression reflected these radical changes in our way of life. Films, especially, recounted dramas whose milieu had a distinct air of scientific advancement about them. Films like Irving Pichel's *Destination Moon* (1950) and Byron Haskin's *Conquest of Space* (1955) depicted rockets and missiles and described man's efforts to reach the stars.

Emerging from this throng of science fiction, however, were three films produced by Ivan Tors which stand out not so much for their science fiction-although they are science fiction in the strictest sense-but for their "sci-ence fact." Curt Siodmak's *The Magnetic Monster* (1953), Richard Carlson's *Riders to the Stars* (1954) and Herbert L. Strock's *Gog* (1954) were dramas rooted heavily in extrapolation.

The Magnetic Monster depicts the search for a dan-gerously unstable new element called "serra-nium." The film uses the then new knowledge of isotopes to speculate on what the next sci-entific revolution may be (the development of a new element, for example) and the problems that may arise from such a leap in scientific experimentation. Gene Plotnik, in the April 16, 1955, issue of *Billboard*, an amusement industry trade publication, reported that Ziv executives, aware of all the spectacular scientific advances in the news, "began talking about a science fiction series that would be firmly based in actual research." Ziv conceived of a new approach, however, favouring adult themes woven about nature, shooting in actual locations or detailed replications of locations.

It was only natural for film producer Ivan Tors, committed to dramas based in realism, and the executives of the Ziv organisation to pool their talents and deliver Science Fiction Theatre to 1950s audiences. (Tors had wanted to get into television production as early as 1952 when he, actor Richard Carlson and writer-director Curt Siodmak formed A-Men TV Productions. *The Magnetic Monster* was so successful that Tors tried to launch a series about the fictional government agency the Office of Scientific Investigation featured in the film. For one reason or another the series never made it beyond speculation.)

For Science Fiction Theatre, Tors was given a budget of \$1.5 million, which included provisions for location shooting at Air Force bases, universities and private laboratories. Tors then assembled a staff composed mainly of his film crew. Tors' art director, George Van Marter, wrote several of the episodes; Charles Van Enger, who photographed *The Magnetic Mon-ster*, supervised the first season cinematogra-phy; Herbert L. Strock, director of Tors' *Gog* and *Battle Taxi*, directed several episodes and served as supervising editor; and science fiction filmmaker Jack Arnold also directed several episodes, including "No Food for Thought," whose "science" served as rationale for Arnold's story of a giant spider in the feature *Tarantula* (1955). Maxwell Smith, who served as Tors' scientific advisor for the films, was credited as "Scientific Advisor on Electronics and Radia-tion" and was in charge of a six-man special, research department with a budget of \$75,000, charged with the responsibility of checking with universities and government agencies for assurance of scientific accuracy. Among the co-operating agencies were UCLA, USC, the California Institute of

Technology, Johns Hopkins University, the Smithsonian Institution, the Los Angeles County Museum, the U.S. Defence Department and the Douglas, Lockheed and North American Aircraft organisation.

Finally a format was conceived. Ray Llewellyn's theme music, a broad, stately fanfare dominated by brass instruments, would play as the camera moved slowly and purposefully around a room filled with scientific instruments. But the room was not the scientific laboratory so prevalent in film history or in the juvenile TV entries which had dominated the first half of the 1950s. Gone now were the glass tubes and flasks of steaming liquids. In their stead was a room filled with some of the most recent technologically advanced devices, some of which were indeed esoteric yet convincing all the same. But more important, this laboratory setting was not the refuge of the mad scientist; it was the study of a gentleman scientist, and after several seconds the camera discovers the scientist, the host and narrator of the series, veteran radio announcer Truman Bradley.

Bradley was the only recurring figure on the program, lending stability to the anthology format chosen. More importantly, his appearance and demeanour lent credibility to the seriousness with which the audience was encouraged to view the program. Trained primarily on radio as an announcer on such programs as Lady Estber Screen Guild Players, The Prudential Family Hour, Suspense, The Red Skelton Show and The Burns and Allen Show, Bradley conveyed sincerity and conviction. Always neatly attired in conservative suit and tie, greying hair neatly brushed into place, Bradley presented the ideal picture of the cultured avuncular host to whom the most serious consideration should be given.

Bradley opened each program by introducing himself and then proposing to show us "something interesting." We would then watch as Bradley demonstrated some scientific principle which formed the basis of the story we were about to see. In this sense Bradley was imitating the role of Don Herbert, host of the popular children's educational scientific program Mr. Wizard, and Lynn Poole, host of the low-budget but critically acclaimed series for adults, Johns Hopkins Science Review.

After the demonstration, Bradley would introduce that week's story. At some point in the introduction or in his wrap-up of the program, Bradley would usually take pains to assure us that the story was just that, a story, that it did not actually happen. But the possibility, he assured us, was there, and that was precisely what Science Fiction Theatre represented—a study in possibilities. Bradley would end each episode by telling us that he'd be back "one week from today with another story from the world of fiction and science." In this sense, he disassociated his series from the traditional television space operas by emphasising that even though his series was called Science Fiction Theatre, the dramas presented were actually rooted in issues of science. The difference is crucial but sometimes misunderstood. Tors' approach to science fiction has sometimes been called timid by those who seem to prefer a more flamboyant approach to the genre. Tors, however, had a different motivation to advance a general public awareness of the inherent drama in science. To Tors' way of thinking, the way to achieve this was to place the heaviest emphasis on the "science" half of the science fiction equation.

Ivan Tors could scarcely have joined with a better partner than Ziv for the development and promotion of a documentary approach to science fiction. In its 12-year history of television production, Ziv's "headline consciousness" (as one observer called the organisations tendency to dramatise topical interest stories) was invariably coupled with a missionary zeal to sell the company product. Bud Rifkin, one-time executive vice-president at Ziv in charge of sales, quoted in Jeff Kisseloff's *The Box: An Oral History of Television, 1920-1961*, described the Ziv sales force.

We built the best sales organisation in the country We had covered the country with offices in Atlanta, Dallas, Los Angeles, Chicago, New York and so on. Every salesperson would be taught how to sell each of our shows. He had marvellous brochures and flip charts.... If he was sent to a city, he could-n't leave that city until the show was sold. When it came to selling Science Fiction Theatre to local sponsors, Broadcasting-Television magazine (May 9, 1955) laid out in detail what each salesman carried with him into the field:

1. A 12-page (16 to 21 inches) flip-over brochure.
2. Sales talk file, with fact-sheets and other exhibits.
3. Promotion kit containing a three-colour poster, a two-colour streamer, a Science Fiction Theatre ticket, a two-colour newspaper-styled tabloid, letters to dealers signed by Truman Bradley and mailed from Hollywood on-the-air promotion material, newspaper ads and mats, publicity stories and pictures and a publicity handbook explaining how to use contests, special events and civic activities in promoting the program.
4. "Enthuse" kit containing plant posters, letters from the "boss" to his employees' wives, payroll staffers on "your company's new plan to increase business and to help brighten your job future," plans for using the public address system and the switchboard to publicise the program, even a design for a postage meter promotion.
5. Mounted poster
6. Science and science fiction reprints from *Colliers*, *Saturday Evening Post* and *Life*.
7. Audition print of a Science Fiction Theatre program.

8. Film trailers. □
9. Projector and screen. □
10. Ziv-TV instructional book, showing that □Ziv Television Programs is a good firm to do business with.

Ziv sales personnel lined up an impressive list of sponsors, including Olympia Brewing Company, PictSweet Frozen Foods, Arizona Public Service, Tobin Packing Company, Conoco, Continental Oil, Emerson Drug and Serutan.

On April 5, 1955, Ziv premiered Science Fiction Theatre in 125 markets-including all of the top 60 television stations in the nation- with its pilot episode "Beyond," featuring William Lundigan. (Lundigan appeared a year earlier in Tors' film *Riders to the Stars*, and would appear four years later in yet another Ziv "science fact" series, *Men into Space*.)

After only eight weeks on the air, Billboard called Science Fiction Theatre "No. 1 among new series," and ranked it as the number one best dramatic series. Billboard reported that the series fell no lower than second place during its entire 78-episode run. Frederick W. Ziv, the chairman and president of the company bearing his name, was enthusiastic about the series. In an interview in the May 9, 1955, issue of *Broadcasting-Telecasting*, he said he thought he had "achieved a truly adult series in a field that could have been completely juvenile. This achievement has not been easy; it's entailed a laborious load of meticulous research. But it's paid off."

The pilot episode, "Beyond," shot in colour as were all of the 39 first season episodes (presumably for reissue value), is the story of a test pilot, Fred Gunderman, and his strange encounter with a flying saucer. Gunderman bails out of his experimental plane claiming that a flying saucer was about to crash into his craft. Back safely on the ground, Gunderman encounters disbelief of his explanation. Radar had failed to pick up any nearby craft. Eventually, the theory is formulated that Gunderman had been flying high enough and fast enough to have entered a state of weightlessness and that the flying saucer he thought he saw had been nothing more than a fountain pen floating in the weightlessness of the cockpit. A final twist is presented when new computations prove that weightlessness had not taken place; the discovery of a magnetised piece of wreckage from Gunderman's plane leaves the viewer wondering (a popular theory of the time maintained that flying saucers were powered by magnetic energy).

A generally favourable review of Science Fiction Theatre and its opening episode appeared in the April 2, 1955, *Billboard*; the anonymous reviewer opined that the "camera-work, pacing and editing are excellent. Indeed, Ziv's general production quality seems to become more polished with each new release." A review in the April 13, 1955, *Variety* was lukewarm to the production values and story development of "Beyond," but praised the Ziv organisation for its "documentary style" and the series' uniqueness.

Science Fiction Theatre presented its share of speculation concerning unidentified flying objects, but it never attempted to offer a definitive answer to that or any other question about any alien life forms. Mysterious and alien forces were often left unseen and just suggested. In the 1955 episode "The Hastings Secret," investigators in the jungles of Peru attempt to learn the whereabouts of a missing scientist. They eventually arrive at the grisly truth that he has been consumed by man-eating termites. We never see the termites feeding on the remains of their victim; such detail is left to the imagination of the viewer. And even when such unusual life forms were shown, they took on a deceptively ordinary and non-threatening appearance. In "Living Lights," the story of a young scientist who replicates life as it must exist on the planet Venus, the creatures were nothing more than small circles of light comparable in appearance to spots of sunlight; they looked as threatening as the focus of any flashlight beam.

In an episode first broadcast to some markets on May 6, 1955, Science Fiction Theatre forcefully demonstrated the ability of the unseen to weave a spell over an audience willing to play along in a game of imagination. "Y.O.R.D." began in typical fashion with Truman Bradley demonstrating with charts and equipment the underpinning theme of that week's program. After a discussion of the human brain and a demonstration of the latest techniques for measuring brain activity, Bradley outlined the nature of that week's inquiry.

And now comes the question: Is the electrical activity of our brains confined within our own nervous systems, within our own bodies? Is it possible that one day we shall master this secret of broadcasting directly from one mind to another? This is the theme of our story, a tale of fiction from the borderlands of science. Fiction today but how about tomorrow?

At a remote experimental weather station situated at the magnetic North Pole, U.S. military personnel had begun to manifest startling psychic abilities: They were able to read each other's thoughts. Investigation leads to the conclusion that an extraterrestrial spacecraft is caught in the magnetic pull of the earth, sending out frantic telepathic pleas for help which are being picked up by the station crew. An intense effort is then

launched to communicate with and provide assistance to the alien craft, but apparently to no avail as the spacecraft crashes and all telepathic contact is ended. "Y.O.R.D." concludes with the scientist speculating that perhaps there will be another encounter. Truman Bradley then comes back on the screen to ask us. What do you think? Do you think there will be a next time? Or should I say, do you think there will be a first time? After all, the story you have just seen is fiction; it did not happen. But can it happen? Will it happen? Do you want it to happen?

The last original episode of Science Fiction Theatre aired in most markets on February 8, 1957. The Russians launched Sputnik I into Earth orbit just eight months later, thereby inaugurating what has been called the "space race." By then, however, it was too late to put Science Fiction Theatre back into production to capitalise on the country's suddenly rekindled interest in things scientific and technological. But the Ziv organisation, still as headline conscious as ever, hurried two series into production, *The Man and the Challenge* (also produced by Ivan Tors) and *Men into Space*, both designed to benefit from the new public pre-occupation with America's summons into space.

Technical Information

FORMAT: Half hour filmed anthology series depicting extrapolations of present scientific theory and suggesting future possibilities.

BROADCAST HISTORY: Network. Syndicated. Airdates: April 5, 1955 to February 8, 1955. Sponsor: Multiple sponsors. Seasons: 2. Total Episodes: 78 (39 colour, 39 black-and-white).

Signature

OPENING: Each episode opens with the camera prowling about a large scientific study filled with impressive electronic instruments. Ray Llewellyn's theme music, a broad, stately fanfare dominated by brass instruments, plays majestically. Eventually the camera discovers an absorbed Truman Bradley.

BRADLEY: How do you do, ladies and gentlemen; I'm your host, Truman Bradley. Let me show you something interesting.

CLOSING: Bradley: I'll be back one week from today with another story from the world of fiction and science

Production Staff

Production. Ziv Television Programs. Producer: Ivan Tors.

Directors of Photography Robert Hoffman and Curt Fetters

Camera Operator Dick Rawlings

Production Supervisor Barry Cohn

Assistant Directors Ed Stein and Jay Sandrich

Production Co-ordinator Joe Wonder

Sound Mixer Garry Harris

Video Supervisor Donald Tait

Film Editors Thomas Scott and James Dyer

Audio Supervisor Quinn Martin

Sound Editor Monroe Martin

Music Editors Milton Lustig and Haynes Pagel

Special Scientific Effects Harry Redmond, Jr.

Scientific Advisor on Electronics and Radiation Maxwell Smith

Set Decorator Clarence Steenson

Set Designer Robert Kinoshita

Property Master Max Pittman

Wardrobe Alfred Berke

Script Supervisors Larry Lund and Noreen Cantrell.

Science Fiction Theater represented genuine science fiction. Its stories dealt with advancements in science that could affect society. Episodes took the latest scientific advancements and postulated what could happen with the next level of invention. Science Fiction Theater examined advanced pacemakers, mind control and animal behavior; in its wilder moments, it leaped into the world of extra-terrestrials and time travel. Every episode was anchored by the presence of host Truman Bradley, a former news commentator.

"The maturity of Science Fiction Theater's stories was due to Ivan Tors' intelligence," says director Herbert L. Strock of the series' producer. "Ivan wouldn't accept junk such as aliens attacking Earth or giant insects on the loose. He wasn't interested in that. He was interested in weird things that could happen. He wasn't into space battles, and he would turn down any story along those lines."

Writer Lou Huston agrees. "Ivan rejected stories involving horrible-looking aliens for two reasons. One, Ivan looked for the good in nature, including human nature. A more practical reason was that ZIV studios had very low budgets. That made creating believably scary aliens rather risky. Laughter rather than chills could have been the result." Tors was fascinated by true science, and Huston notes, "Ivan's vision of Science Fiction Theater was a show where science played a positive role for humanity. Even in stories in which characters

suffered harm, Ivan used the wrap-up narration by Truman Bradley to point to possible progress for scientific research."

Tors had come to America to make his fortune as a movie writer and producer. "Ivan, a Hungarian by birth, served in America's OSS, a forerunner of the CIA," says Huston. "He had a thick Hungarian accent and a pleasant, direct manner of speaking. There was no pretense about him. Ivan died [in 1983] while searching out locations for a new series in South America." Tors, who was married to actress Constance Dowling, was born in Budapest, Hungary, in 1916. He later made a career in the 1960s with family films such as *Namu, the Killer Whale* (1966) and animal series that included *Daktari*, *Flipper* and *Gentle Ben*.

Herbert Strock, who began his career as a writer and producer, was anxious to do Science Fiction Theater. "I had done the first TV series ever made, in 1946, called *The Cases of Eddie Drake*. It was a half-hour show that we made for \$7500 a piece. That led to work on *1 Led Three Lives*, *Men of Annapolis* and *Harbor Command* ZIV shows. Science Fiction Theater was the ZIV series I enjoyed the most. It broke new ground in science fiction and it got good reviews. Ivan Tors was always deep into science fiction," continues Strock. "He gave me my first job as director. I co-directed his film *Riders to the Stars* [1954] and later directed *Gog* [1954]. I thoroughly enjoyed working for him.

Science Fiction Theater was Ivan's first TV series. He would get his basic ideas from *Scientific American* magazine. He came up with very intelligent story approaches and then got writers to do the screenplays. There were no scientific advisors on the show. Ivan was the science guide. He knew people involved in science and had friends at universities. He provided all of the science facts for the writers. As directors, once we got the scripts, we didn't double-check the science. We, personally, didn't have to be convinced that the scientific devices in the story could actually work. But I was amazed by the letters we got from people. The show had a very good following. Ivan had that knack of getting into scientific advances on the horizon, including ESP, computers and mind-tapping.

He had a prolific mind and read lots of science magazines. Jon Epstein, our executive story editor, was also constantly attempting to upgrade and improve stories." Science Fiction Theater's science frequently took precedence over the characters and plot. "Sometimes the science took out the drama," admits Strock. "I tried to show things rather than explain them. I demanded intelligent, coherent scripts with speakable dialogue. I didn't want any story holes. Ivan was a nut for getting stock footage and using it to explain scientific principles. The scientific approach worked well, but sometimes Ivan had a bad habit of explaining things with specific details and the story would stop. I had to find ways to make those stories work dramatically. Once in a while, we got a story that was really crappy. I would try to get Ivan to shove off that story and get something else, but it wasn't done. It was always money, money, money. That was ZIV's main concern. Ivan really did his best with Science Fiction Theater and was very easy to work for. He never lost his temper, and everyone on the series had great respect for him."

"He was a kind and honest man with a positive outlook," says Lou Huston. "He took a chance on me, giving me my first TV writing assignment. Ivan gave writers oral directions for their scripts. One day I turned in a second draft and Ivan said, 'You did exactly what I told you to do. But it doesn't work. I was wrong. Will you try it a different way?' I came back with a new version, which he accepted. To my surprise, I received an extra check for my work. He could have taken advantage of me, an inexperienced TV writer, but he didn't. He was one of the finest men I knew." Huston had spotted an announcement in a Hollywood trade paper advertising a new show called Science Fiction Theater. "From the age of ten, I had been interested in science fiction, starting with the Jules Verne novels and later H.G. Wells. I was enthralled with Hugo Gernsback's magazine *Science and Invention*. I also found his *Amazing Stories* magazine fascinating."

Like most of the writers on the series, Huston didn't have a strong background in science. "My formal education in science consists of one year in Freshman Biology at the University of Southern California in 1931," he says. "My scientific discipline was illustrated when our class was dissecting frogs and making a drawing of their internal organs as we performed an autopsy. The Professor's assistant passed by, looked at my drawing and said, 'Hmmm ... a hermaphroditic frog!' Not being able to discern much from my specimen, I had copied from the young woman's drawing beside me. I still don't know which of us had the male or female specimen, but my sketch had included the organs of both." When he pitched ideas to Ivan Tors, Huston recalls, "I had picked up enough science through my reading to spark ideas. I didn't know enough to keep me from going astray into the improbabilities. My impression was that while we [the writers] shared an intense interest in science, we didn't have any real scientific background."

Huston notes several of the pluses and minuses of this early anthology series. "Our stories presented examples of science fiction that didn't rely on strange monsters from *Zorg* or absurd melodrama involving mad scientists. Our characters were everyday people doing everyday things, until something unusual happened. The series helped to give an impression that science wasn't something to be afraid of. It could excite wonder, not terror, and expand the imagination. Truman Bradley would tell viewers, 'What you've just seen is fiction,

but research indicates that the basic idea could, in the future, benefit mankind."

As an example of how Tors' stories fit into real life, Huston cites the episode "The Killer Tree." "Ivan Tors wanted to make the point that science can obtain facts that dispel harmful or useless superstition. In this story several people, on different occasions, are found dead under a tree. Conclusion: the tree must have killed them. A scientist couple investigates and learns that carbon dioxide is seeping up from the ground. Anyone sleeping by the tree will fill their lungs with the gas and suffocate. The source is coming from volcanic action unusually near the surface. A year or two after the episode aired, some animals and, I think, several people died near the shores of an African lake. Cause: Deep waters in the lake 'burped' pockets of gas."

Huston felt one weakness of the series was its lack of budget. "The budgets limited the stories from the standpoint of sets and special effects," he says. "ZIV was under a variety of restrictions and limitations. This limited the writers and yet made us focus on characters and motive instead of relying on startling phenomena." More inhibiting were the taboos that applied to all television at the time. "Clergymen, for example, were to appear utterly without sin or suspicion," says Huston. "They were confined to performing marriage ceremonies and consoling the bereaved. If a doctor had to be portrayed as an incompetent or evil, the writer had to insert a 'typical' doctor to show the rotten one was a rarity. Taboos of that era were prudish to the point of absurdity. Unmarried males and females over 12 years old could not be shown in a bedroom together. If they were married, only one could be shown in bed. Bad men and women couldn't be from a specific country, lest the viewers of that descent threaten to boycott the sponsor's product. Also, on-camera TV was not an "equal opportunity employer." While the effect was racist, I believe the intent was merely 'don't make waves.' From a practical viewpoint, the policy, whether spoken or unspoken, was not directed at minorities. It was a means of avoiding trouble from super-sensitive members of all ethnic groups, including WASPs."

Obsequious regard for sponsors led to even more restrictions that Herbert Strock calls "ridiculous. There was a script where a character puts his foot up on a coffee table. We were screamed at: 'You must take the word coffee out because we may have tea sponsors!' We had to cover up the word FORD on the backs of trucks because we might upset a sponsor." Science Fiction Theater was one of the few 1950s programs that was shot in color (during its first year). "The color film was very expensive, and it was a test to our cameraman," says Strock. "We had fringe cameramen. They weren't the best, but Science Fiction Theater gave them an opportunity to become the best. Many left ZIV to go into features, and they did very well. The main thing with the series was budget. You had to shoot fast. You couldn't fool around and waste film. Since I had been a film editor, I was able to shoot much less footage than most other directors. My films always came in or under budget.

Today, some of Science Fiction Theater is pretty corny, but at the time, we tried to make dramatic, well-constructed shows with good actors and interesting themes. It turned out to be a really good series. Getting the actors we wanted was tough because of the salary ZIV paid them. We had a terrible time casting the shows because of money and because many actors didn't do TV at the time. I was thrilled when we'd get people like Gene Lockhart and DeForest Kelley. We also had great character actors like Michael Fox, who was an old standby. Anytime you were in trouble, call Mike! He never blew a line."

Special effects had to be kept at a minimum because of budget. "As a syndicated show, we had a much lower budget than a network show. A little more money was spent on Science Fiction Theater because it was in color and the stars demanded more money. With a science fiction show, it's difficult because you can't just take sets out of storage. You've got to build new things. We had to execute our ideas inexpensively. One time I didn't have the money to build a futuristic set. Jack Collis [the special effects man] went out and got a bunch of cardboard egg crates from a market, stapled them together and sprayed them gold and silver. We displayed colored lights over them, and we had the darndest set you ever saw for \$1.98."

On other occasions, however, a set presented unexpected problems. Strock particularly remembers the episode "Dead Reckoning," which concerned the crew of an Air Force plane trapped in a magnetic storm. "I had all of our shots planned out. ... I walked onto the stage that morning and looked at the plane. I said, 'I don't get it. It's the wrong plane.' The story was written for a B-29. We had been sent a B-25. Therefore, the pilot could not talk to the navigator. I stood there with my mouth open. How am I gonna rewrite this? I can't keep having a person run back and forth between the pilot and navigator, relaying messages. So I had to rewrite. I took dialogue away from some actors and gave it to actors who sat closer to the pilot. It was a terrible, terrible chore. We got it done. I said to Ivan Tors, 'You got me the wrong plane!' He said, 'What do I know about a B-25 or B-29!' The segment turned out very well and was very well received."

Sometimes there were problems with . actors-especially the nonhuman variety. In "Conversation with an Ape," a scientist (Hugh Beaumont) finds his experiments on a chimp save his life from a robber. "The chimp was supposed to come down the stairs and give Beaumont a gun so that he could overcome the heavy. The chimp did everything perfectly during rehearsals. But the minute I rolled the camera, she would refuse to give Beaumont the gun. She took off and jumped into the scaffolding. Her trainer and I were beside ourselves because we were short on time and money. The trainer used a BB gun and shot pellets near the chimp, scaring

her into coming back down. We rehearsed the scene again, this time with the chimp on a tether. She seemed fine, so we started filming. Off she went again! I was about to rewrite the scene and eliminate her from the action when she finally did it right, much to our collective delight!"

"Living Lights" forced Strock to create an unusual life form. "We had to divide these lights through an arc light on stage. The light had to grow smaller and go underneath doors, and all of this took hours. It was a real tough show to do because of the planning. It worked only because of Maxwell Smith's engineering expertise. Today you could do those kinds of opticals with a computer. Back then, we had to do all of it on stage. I don't recall ever using any special optical effects in any of my episodes."

Lou Huston's scripts included "The Barrier of Silence," about enemy agents using total silence as a psychological weapon. "The story sprang from Ivan Tors' visit to the Bell Telephone Company's laboratory which contains a silent room. It's acoustically dead. The walls reflect no sound. When anyone speaks in the room, their words just fall out of their mouths, lifeless. The room is also heavily insulated from outside vibrations, including traffic and even seismic tremors. Bell's scientists would test new equipment in that room, and Ivan was intrigued by the room's effect on the technicians. They couldn't remain in the room very long without experiencing physical and psychological effects that interfered with their objectivity. In that utter silence they could hear their own digestive processes, their heartbeats and even their own blood flowing!" On this foundation, Tors commissioned Huston to write a script. "We built a story around this phenomenon. Perhaps such silence, prolonged, could speed up a brainwashing process in the hands of enemy scientists. We came up with an electronic device that could emit frequencies that cancel out any other vibration within the beam."

"Project 44" took the series into outer space. "Ivan felt that this tale, of preparing astronauts for the first flight to Mars, might be too farfetched for viewers," recalls Huston. To bring some respectability to the premise, Tors contacted a noted astronomer, Dr. Robert Richardson. He agreed to be interviewed by Truman Bradley and thus give his blessing to the idea of space travel. "Ivan and I hoped Dr. Richardson would be optimistic about when interplanetary voyages could take place. However, when I met him, to write up the brief interview between him and Bradley, he was unyieldingly conservative. He was not about to make any statement that would make him look foolish to his scientific colleagues. He wouldn't predict the remotest possibility of space travel in less than twenty years. So we had to go with that. At least Richardson didn't call our story preposterous! This was two years before Sputnik went beeping over our heads, telling America that the space age had arrived."

"Project 44" also posed a curious challenge. "The story described the problems of a crew on a flight to other planets. Since Ivan and I were ahead of our time in that we were not sexual chauvinists, we included female scientists among our astronauts. We were so occupied with the technical atmosphere inside the ship we gave no thought to the moral atmosphere pervading television at the time. We were putting unmarried men and women in a sealed spaceship together for four years. My God! In TV at the time, you couldn't even show a married couple in the small bed. Ivan understood that either the top studio executive would scream in panic or prudish viewers would write outraged letters to our sponsors. Ivan's solution: 'We'll make one of the technicians a divinity student.' This way, if the hormones got out of hand, the divinity student could perform a marriage ceremony and prevent the astronauts from committing fornication. It must have worked because the TV stations and the studio received no shocked protests!"

Science Fiction Theater wound down after a solid two-year run. Neither Herbert Strock nor Lou Huston felt any sense of a tragic, premature cancellation. The series had apparently run its course. "The ratings were still high," says Strock. "I think they either ran out of material or they only planned to do so many."

"The ratings may not have been high enough to justify the budget," speculates Huston. "But it's also possible Ivan Tors wanted to put his energies into his new series, Sea Hunt. Possibly Ivan had said everything he wanted to say with Science Fiction Theater." At one point, the series was re-named Beyond the Limits for syndication in the 1960s. Much of its "science fiction" has become reality in today's world.

CAST NOTES

Truman Bradley (Host): Born 1905. "Truman came into television from radio. He was an announcer on KMTR in L.A.," says writer Lou Huston. "He was an exceptional announcer: distinctive and yet natural and likeable." "Truman was a great character," says director Herbert Strock. "He could make you believe something that sounded far-fetched. He helped to give Science Fiction Theater authenticity. He was a very bright and charming guy." Bradley died in 1974.

WR. Rick Vollaerts, Doris Gilbert, Stuart Jerome, Arthur Weiss, George Fass, Robert Fresco, Normal Jolley, Lou Houston, George Asness, Ellis Marcus, Meyer Dolinsky and Bill R. Buck.

DIR. Eddie Davis, Paul Fierro, Paul Guilfoyle, Tom Gries, Herbert L. Strock, William Castle, Jack Arnold, Alvin Ganzer, Jack Herzberg, Henry S. Kesler, Leigh Jason and Leslie Goodwins.

EPISODES: 78 **YEAR MADE:** 1955 **COUNTRY:** US **SEASONS:** 2

ZIV PRODUCTIONS.

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 39, (2) 39.

DATE OF PREMIER: 09/04/1955 **AIR DATE OF LAST EPISODE** 06/04/1957

SEASON DATE BREAKDOWN:

FILMS:

Narrator TRUMAN BRADLEY (an actual news commentator), Including VINCENT PRICE, VERA MILES, EDMUND GWENN, WILLIAM LUNDIGAN, DEFOREST KELLY.

1 - 1 *BEYOND*

A jet pilot claims that his plane almost collided with a UFO. The investigation leads to an unusual conclusion.

Wr Robert Smith, George Van Marter

Dir Herbert L. Strock

1 - 2 *TIME IS JUST A PLACE*

A man discovers that his next door neighbors are fugitives from the future.

Wr Lee Berg

Dir Jack Arnold

1 - 3 *OUT OF NOWHERE*

When Dr. Osbourne discovers bats crashing into the sides of buildings, he figures out that a radar disrupting device is being used by enemy agents.

Wr Donn Mullally

Dir Herbert L. Strock

1 - 4 *Y.O.R.D.*

An alien spaceship in distress is sending an SOS to personnel at an arctic outpost.

Wr George Van Marter, Leon Benson

Dir Leon Benson

1 - 5 *STRANGER IN THE DESERT*

After meeting a radioactive eagle and a disappearing botanist, two prospectors discover a strange energy source in the desert.

Wr Curtis Kenyon, Robert M. Fresco

Dir Henry S. Kesler

1 - 6 *NO FOOD FOR THOUGHT*

A synthetic nutrient that prolongs the life span of human beings spawns a deadly virus.

Wr Robert M. Fresco

Dir Jack Arnold

1 - 7 *THE BRAIN OF JOHN EMERSON*

A policeman after discovering that his mind contains all the knowledge of a dead scientist decides to continue the scientist's work.

Wr Hendrik Vollaerts

Dir Leslie Goodwins

1 - 8 *SPIDER INC.*

A giant spider fossil leads a geologist to discover a method of synthesizing petroleum.

Wr Jerome Sackheim

Dir Jack Arnold

1 - 9 *DEATH AT 2 A.M.*

A scientist uses a strength serum to murder a man who is blackmailing him.

Wr Ellis Marcus

Dir Henry Kesler

1 - 10 *CONVERSATION WITH AN APE*

A telepathic chimp saves a scientist and his wife when they are confronted by a killer.

Wr Hendrik Vollaerts

Dir Herbert L. Strock

1 - 11 *MARKED DANGER*

A space capsule releases a strange green gas that alters a young woman's metabolism.

Wr Jerome Sackheim, Stuart Jerome

Dir Leigh Jason

1 - 12 *HOUR OF NIGHTMARE*

A man and woman discover the dead body of an alien in the desert. They also learn that the strange lights in the Mexican Sky are caused by aliens looking for their fallen comrade.

Wr Lou Huston

Dir Henry Kesler

1 - 13 *ONE HUNDRED YEARS YOUNG*

After a chemist claims to be 200 years old there is an effort to perfect an immortality serum.

Wr Jerome Sackheim

Dir Herbert L. Strock

1 - 14 *THE STRANGE DR. LORENZ*

A doctor discovers that a honey formula has amazing healing powers.

Wr Norman Jolley

Dir Leigh Jason

1 - 15 *THE FROZEN SOUND*

After a doctor is charge with spying it is learned that a synthetic crystal can record sounds.

Wr Norman Jolley

Dir Leigh Jason

1 - 16 *THE STONES BEGAN TO MOVE*

An Egyptologist tries to prove that the pyramids were constructed using levitation.

Wr Doris Gilbert

Dir Lew Landers

1 - 17 *THE LOST HEARTBEAT*

A scientist needs to construct a mechanical heart or his colleague will die.

Wr Stuart Jerome

Dir Henry Kesler

1 - 18 *THE WORLD BELOW*

The survivors of a submarine disaster claim that they saw a city on the sea floor. They, however, are ridiculed by investigators.

Wr Lee Hewitt

Dir Herbert L. Strock

1 - 19 *BARRIER OF SILENCE*

A U.S. scientist working on a top-secret atomic project disappears from a German city. When he reappears two weeks later, he cannot remember anything about what happened to him. He cannot communicate with those around him and appears to be brainwashed.

Wr Lou Huston

Dir Leon Benson

1 - 20 *THE NEGATIVE MAN*

When electrician Vic Murphy is blasted by the electricity of a computer, his intelligence immediately soars beyond genius level and his senses enable him to hear and see things no man has ever before experienced.

Wr Thelma Schnee

Dir Henry Kesler

1 - 21 *DEAD RECKONING*

On an emergency flight to the Arctic, a pilot runs into a magnetic storm. The crew is forced to use Earth's magnetic fields to escape.

Wr Gene Levitt

Dir Herbert L. Strock

1 - 22 *A VISIT FROM DR. PLINY*

A man claiming to be from another planet announces that he has a source of power greater than atomic energy. He claims he has come to share the knowledge, but is regarded as an eccentric crack pot.

Wr Sloan Nibley

Dir Henry Kesler

1 - 23 *STRANGE PEOPLE AT PECOS*

Radar expert Jeff Jamison believes that his neighbors are spies from outer space. He becomes more convinced when the neighbor's little girl appears to be unable to feel pain.

Wr Doris Gilbert

Dir Eddie Davis

1 - 24 *DEAD STORAGE*

A baby woolly mammoth is brought to life after being frozen in the Arctic for a half million years. Scientists attempt to discover a means of sustaining its life.

Wr Stuart Jerome

Dir Jack Herzberg

1 - 25 *THE HUMAN EQUATION*

A doctor discovers that brutal murders are being caused by fumes from a wheat fungus experiment that produces violent side effects.

Wr Norman Jolley

Dir Henry Kesler

1 - 26 *TARGET: HURRICANE*

When a meteor's plunge into the ocean causes a hurricane that sweeps toward Florida, a meteorologist desperately searches for his son.

Wr Robert Schaefer, Eric Freiwald

Dir Leigh Jason

1 - 27 *WATER MAKER*

A scientist is comes to the desert laboratory of a dead scientist in order to evaluate the scientist's plans to create water in the arid areas of the earth.

Wr Stuart Jerome

Dir Herbert L. Strock

1 - 28 *THE UNEXPLORED*

A woman's telepathic abilities lead her and her husband to a missing biologist.

Wr Arthur Weiss

Dir Eddie Davis

1 - 29 *THE HASTINGS SECRET*

A scientist is killed by deadly termites in the jungles of Peru. A young couple attempt to complete his experiments on termites that can eat through solid rock.

Wr Lee Hewitt

Dir Jack Herzberg

1 - 30 *POSTCARD FROM BARCELONA*

A dead scientist's papers reveal that he had made a deal with aliens to help mankind's progress in science.

Wr Sloan Nibley

Dir Alvin Ganzer

1 - 31 *FRIEND OF A RAVEN*

A social worker tries to help a deaf-mute boy who can apparently communicate with animals. When the boy's hearing and speech are restored, he rebels.

Wr Richard Joseph Tuber

Dir Tom Gries

1 - 32 *BEYOND RETURN*

A serum cures a dying woman but turns her into a killer who can change her physical appearance at will.

Wr Doris Gilbert

Dir Eddie Davis

1 - 33 *BEFORE THE BEGINNING*

Biophysicist Dr. Ken Donaldson uses a photon gun to cure his wife of a mysterious disease.

Wr Arthur Weiss

Dir Alvin Ganzer

1 - 34 *THE LONG DAY*

An experimental rocket creates artificial daylight at night and causes trouble for an ex-con.

Wr George Fass, Gertrude Fass

Dir Paul Guilfoyle

1 - 35 *PROJECT 44*

After a crew is chosen for the first flight to Mars trouble arises when the project is continually sabotaged by an astronaut.

Wr Lou Huston

Dir Tom Gries

1 - 36 *ARE WE INVADED?*

A student tries to prove that flying saucers exist. His evidence is debunked until he turns up a photograph that could only have been taken from a distant point in the universe.

Wr Norman Jolley

Dir Leon Benson

1 - 37 *THE SOUND OF MURDER*

Dr. Tom Matthews uses his scientific knowledge to battle a false charge of murder. The problem is the case against Matthews is strong because Matthews's voice has been identified in compromising situations.

Wr Stuart Jerome

Dir Jack Arnold

1 - 38 *OPERATION FLYPAPER*

A thief uses a sonic paralyzer to freeze people while he steals scientific secrets.

Wr Doris Gilbert

Dir Eddie Davis

1 - 39 *THE OTHER SIDE OF THE MOON*

A scientist believes that the moon is being used as a nuclear waste dumping ground by creatures from other worlds.

Wr Robert M. Fresco, Richard Joseph Tuber

Dir Eddie Davis

2 - 1 *SIGNALS FROM THE HEART*

A policeman who wears an electronic heart transmitter has a heart attack and is searched for by doctors and his fellow police.

Wr Stuart Jerome

Dir Herbert L. Strock

2 - 2 *THE LONG SLEEP*

A scientist is forced to put a dying young boy into deep freeze by a desperate father.

Wr Arthur Weiss

Dir Paul Guilfoyle

2 - 3 *WHO IS THIS MAN*

A hypnosis experiment goes wrong when a man adopts the personality of a murderer who was hanged in 1882.

Wr Charles B. Smith

Dir William Castle

2 - 4 *THE GREEN BOMB*

A scientist uses stolen material to build an atomic bomb in his house.

Wr Tom Gries

Dir Tom Gries

2 - 5 *WHEN A CAMERA FAILS*

A doctor is suspected of insanity when he claims that he can see perfectly preserved images from the past by using special eyeglasses.

Wr Norman Jolley

Dir Herbert L. Strock

2 - 6 *BULLET PROOF*

A bank robber uses a resistant metal left behind by an alien spaceship as a shield.

Wr Lee Hewitt

Dir Paul Guilfoyle

2 - 7 *THE FLICKER*

Two police inspectors attempt to prove that a man was killed because of the hypnotic effect caused by a movie screen Flicker.

Wr Lou Huston

Dir Herbert L. Strock

2 - 8 *THE UNGUIDED MISSILE*

A young woman becomes a national security risk when her ESP abilities pick up top-secret defense formulas.

Wr Arthur Weiss

Dir Herbert L. Strock

2 - 9 *THE MIND MACHINE*

A dying scientist transmits his knowledge through a brain-transmitting machine.

Wr Ellis Marcus

Dir Paul Guilfoyle

2 - 10 *THE MISSING WAVEBAND*

A scientist receives scientific information from a prisoner on a totalitarian world millions of light years away.

Wr Lou Huston

Dir Jack Herzberg

2 - 11 *THE HUMAN EXPERIMENT*

A scientist develops a powerful serum and experiments with it at her country home. The serum transforms her subjects into superbeings who take her prisoner.

Wr Doris Gilbert

Dir Paul Guilfoyle

2 - 12 *THE MAN WHO DIDN'T KNOW*

After a plane crash, a jet pilot recovers with no memories of his recent past. He is unaware that he has been implanted with an enemy spying device.

Wr Hendrik Vollaerts

Dir Herbert L. Strock

2 - 13 *END OF TOMORROW*

A scientist defects to the west and claims to have a serum that will destroy all viruses. A doctor, however, believes the serum to be a weapon that is designed to cause mass sterility.

Wr Peter R. Brooke

Dir Herbert L. Strock

2 - 14 *THE PHANTOM CAR*

A sheriff and a geologist join forces to stop the rampage of a radio controlled car.

Wr Lee Hewitt

Dir Herbert L. Strock

2 - 15 *BEAM OF FIRE*

After top scientists are killed by an alien beam, a scientist discovers that space scouts are trying to stop mankind's progress into space.

Wr Stuart Jerome

Dir Herbert L. Strock

2 - 16 *THE LEGEND OF CRATER MOUNTAIN*

A small town Arizona teacher discovers that some of her students have telepathic powers.

Wr Lue Hall, Bill Buchanan

Dir Paul Guilfoyle

2 - 17 *LIVING LIGHTS*

A scientist creates the atmosphere of Venus in a bell-jar to prove that life can exist there. He, however, doesn't anticipate the strange creatures of floating light that appear in, and then escape from, his bell-jar.

Wr Ellis Marcus

Dir Herbert L. Strock

2 - 18 *JUPITRON*

A man and woman are transported to a moon of Jupiter where a long missing scientist gives them a formula for creating synthetic food.

Wr Arthur Weiss

Dir Paul Guilfoyle

2 - 19 *THE THROWBACK*

A biologist believes that he can predict people's lives by studying their ancestors.

Wr Thelma Schnee

Dir Paul Guilfoyle

2 - 20 *THE MIRACLE OF DR. DOVE*

Investigators try to locate three vanished nutrition experts who may have found the key to longer life.

Wr George Asness

Dir Herbert L. Strock

2 - 21 *ONE THOUSAND EYES*

After a scientist is murdered and the main suspect dies, a police scientist reconstructs the crime with a revolutionary camera.

Wr Stuart Jerome

Dir Paul Guilfoyle

2 - 22 *BRAIN UNLIMITED*

While testing an anti-black-out serum a pilot is forced to eject. He later tries to reconstruct the event by speeding up his brain.

Wr Sloan Nibley

Dir Tom Gries

2 - 23 *DEATH AT MY FINGERTIPS*

A student is framed for murder by someone forging fingerprint evidence. It is later discovered that the real killer knows how to transfer finger prints through plastic skin grafts.

Wr Joel Rapp

Dir Tom Gries

2 - 24 *SURVIVAL IN BOX CANYON*

A rescue operation tries to locate a pilot whose plane crashed in an atomic bomb testing area.

Wr Lou Huston

Dir Herbert L. Strock

2 - 25 *THE VOICE*

A ESP skeptic discovers evidence that may save the life of a man sentenced to death. When his plane crashes, the skeptic is forced to use ESP to transmit the crucial evidence to prison authorities.

Wr Doris Gilbert

Dir Paul Guilfoyle

2 - 26 *THREE MINUTE MILE*

A football star is given a serum that increases his strength.

Wr George Asness

Dir Eddie Davis

2 - 27 *THE LAST BARRIER*

In a secret test the US launches a rocket to photograph the moon. In order to maintain security the government plants a story that the rocket is actually a flying saucer. Reports come in, however, that lead them to believe that there are flying saucers out there.

Wr Hendrik Vollaerts

Dir Paul Guilfoyle

2 - 28 *SIGNALS FROM THE MOON*

A diplomat from an eastern country must undergo a delicate operation involving bouncing a video signal off the moon after he is injured by an assassin's bullet.

Wr Tom Gries

Dir Paul Guilfoyle

2 - 29 *DR. ROBOT*

A digital computing machine designed to translate human languages appears to have been tampered with. An investigation reveals, however, that a staff member has been secretly using the computer to evaluate medical alternatives for his critically ill wife.

Wr Ellis Marcus

Dir Eddie Davis

2 - 30 *THE HUMAN CIRCUIT*

A rescue operation is mounted when a dancer's clairvoyant vision of a stranded pilot is electronically reproduced.

Wr Joel Rapp

Dir Eddie Davis

2 - 31 *THE MIRACLE HOUR*

A boy blinded in an automobile accident is treated by a doctor using a new technique involving lights.

Wr Stanley H. Silverman

Dir Paul Guilfoyle

2 - 32 *SUN GOLD*

Evidence of a 2,000 year old nuclear explosion is uncovered in the Peruvian Andes. Explorers go there and discover the skeleton of a "visitor from the sky" who provided the Incas with incredible secrets including the ability to harness the power of sunlight.

Wr Peter R. Brooke

Dir Eddie Davis

2 - 33 *FACSIMILE*

Three top scientists fall victim to a mysterious disease. An investigation reveals that the lab they worked in has been picking up and amplifying pain impulses from a hospital across town.

Wr John Bushnell, Stuart Jerome

Dir Eddie Davis

2 - 34 *KILLER TREE*

A scientist investigates a tree with an ancient reputation of breathing death. He discovers that the area surrounding the tree releases a colorless, odorless, and deadly gas.

Wr Lou Huston

Dir Eddie Davis

2 - 35 *GRAVITY ZERO*

Two scientists who are about to lose their jobs, astound the world with a process that neutralizes gravity.

Wr Donald Cory

Dir Paul Guilfoyle

2 - 36 *THE MAGIC SUITCASE*

A young boy and his grandfather find a mysterious suitcase that appears to be a power plant capable of

producing an unlimited amount of energy.

Wr Lou Huston

Dir Paul Guilfoyle

2 - 37 *BOLT OF LIGHTNING*

An investigation reveals that a scientist died and his entire building was destroyed when he tried to build a flying saucer.

Wr Meyer Dolinsky

Dir Eddie Davis

2 - 38 *THE STRANGE LODGER*

A strange man sends signals to a bright light 1,000 miles away. Before authorities can grab him, he disappears.

Wr Arthur Weiss

Dir Eddie Davis

2 - 39 *THE SOUND THAT KILLS*

A scientist must clear his name when he is accused of murdering someone with an ultrasonic weapon he has created.

Wr Meyer Dolinsky

Dir Herbert L. Strock

SCREAMING SHADOW,THE

John Rand (Wilson) witnesses a ritual in Africa involving monkey glands which seems to cause longevity. On his return to the Us, he engages in similar experiments. However, Baron Velska of Burgonia (Girard) seems to have embarked on the same course with less moral scruples, using human guinea-pigs. Together with a wealthy journalist, Mary Landers (Gerber), Rand eventually exposes the Baron's evil procedures. Along the way, opposition has to be overcome from a rich backer of the Baron, the millionaire J.W. Russell (Crampton) and the high priestess of the virgins of eternal youth, Nadia (Terry).

In the early 1900s, a number of films had dealt with the fantasy of remaining young or of recovering youth, but in the twenties this wish-fulfilment scenario became a major theme with films such as *The Devil to Pay* (1920), *Black Oxen*, *Sinners in Silk* and *Vanity's Price* (all 1924), *One Way Street* (1925) and *Midstream* (1929). This serial combines the rejuvenation motif with the *The Island of Dr Moreau* type of medical Science Fiction.

Wilson and Gerber were a very successful team in a number of serials between 1917 (*THE MYSTERY SHIP*, co-directed by John Ford's brother Francis and with Worne as the villain) and 1926 (*OFFICER 444*, again directed by Francis Ford). Worne was closely associated with both the Wilson-Gerber team and Francis Ford as well. He had acted in Ford's *The Craving* (1918) and directed the Wilson-Gerber Science Fiction serial *The BRANDED FOUR* (1920).

WR. J. Grubb Alexander, Harvey Gates.

DIR. Duke Worne.

EPISODES: 15 **YEAR MADE:** 1920 **COUNTRY:** US **SEASONS:** 1

HALL MARK PICTURES

CREATOR:

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

BEN WILSON, NEVA GERBER, HOWARD CRAMPTON, WILLIAM DYER, WILLIAM CARROL, FRED GAMBLE, JOSEPH GIRARD, FRANCES TERRY, PANSY PORTER, CALAIRE MILLE, JOSEPH MANNING.

RELATED SHOWS:

MYSTERY SHIP,THE

BRANDED FOUR,THE

OFFICER 444

SEAQUEST DSV (inc. SEAQUEST 2032)



Scheider plays Captain Nathan Bridger, designer, architect and driving force behind the seaQuest's creation, who is lured out of island retirement to take command of the ship he never saw finished.

It's the year 2018, mankind is colonising the oceans and exploiting their resources, establishing small undersea farming, mining and manufacturing communities. But with the new-found potential comes old-fashioned conflict and the United Earth/Oceans Organisation (UEO) assigns the seaQuest DSV to keep the underwater peace and generally patrol the planet's final frontier.

It's a derivative show, with echoes of Star Trek and Voyage to the Bottom of the Sea, but its massive budget - some two million dollars an episode - guarantees a high proportion of hi-tech toys and special effects. The seaQuest set sail with a mixed crew that included Chief Science Officer Dr Kristin Westphalen; second-in-command Jonathan Ford; a rather intense Chief Engineer, Commander Katherine Hitchcock; Chief of Security Manilow Crocker, a crusty, long-term Navy man who fondly remembers 'the old days'; talented Communications Officer Lt O'Neill; Sensor Chief Miguel Ortiz; and Supply Officer Benjamin Krieg.

There's also a 16-year-old computer whiz, Lucas Wolenczak, and Darwin, Bridger's 'pet' dolphin, who roams the vessel via a series of access tubes spanning the craft, and who can understand human speech and reply in kind, thanks to the interpretative powers of the seaQuest computers - brainchild of the wunderkind Lucas. And there's The Professor, a holographic representation of the ship's computer, projected on to a wall of dry ice, who acts as a kind of Obi Wan Kenobi in times of moral conflict.

And during much of the pilot there's plenty of conflict - both on-board and off, as the ship tries to track down a renegade sub that's skippered by seaQuest's disgraced former captain, Marilyn Stark (a very unangelic role for Shelley Hack), who's now roaming the seas in an Ahab-like quest for revenge.

That threat solved, the series settled into a pattern of science fact pushed on into the future -extrapolations of current technology and its potential rather than speculative science fiction, plus a large dose of political, military and environmental issues. Among the guest stars were William Shatner, as an exiled dictator, and Charlton Heston, as an outlaw scientist, while another episode, with overtones of The Abyss, saw the crew have a close encounter with a sunken alien spacecraft. And, as the first season's tour of duty ended, the seaQuest was sacrificed in a drastic but successful bid to halt an oceanic catastrophe that threatened to destroy the world.

That gave the show's producers a chance to reinvent the series - with a new, more intimate vessel and a fresh cast. Returning: Bridger, Ford, Lucas, Darwin and support crew O'Neill and Ortiz. New crew: Dr Wendy Smith, a telepathic biophysicist and psychologist, Lt James Brody, a cocky weapons and tactics expert, and naive young Ensign Henderson. Season Two also introduced acting brothers Michael and Peter DeLuise as Tony Piccolo, a misfit physically altered as the result of a scientific experiment, and ship's janitor Dagwood, a member of a genetically engineered race known as Daggars.

For its third season, seaQuest dropped the DSV (and Roy Scheider, for a while, at least!) and added on ten years for a new title, seaQuest 2032, and a new skipper, former V star Michael Ironside as hardball Captain Oliver Hudson.

Michael Ironside who starred as the captain of Seaquest for season 3 was also in V:THE SERIES. Kathy Evison would also go and guest star in the fantasy/SF show HIGHLANDER in a very powerful role. Stacy Haiduk is also famous for starring in all 4 seasons of SUPERBOY. Don Franklin also starred in the SF shows SEVEN DAYS and ASTEROID. Ted Raimi is perhaps more famous for starring as Joxer in the fantasy shows HERCULES : THE LEGENDARY JOURNEYS and XENA: WARRIOR PRINCESS. Morgan Sheppard also starred in MAX HEADROOM.

seaQuest DSV (so spelled out on screen), re-teaming the successful Jaws(1975) combination of Scheider and Spielberg, was the Spielberg organisation's second attempt to develop a major prime-time SF tv show for NBC, the first being AMAZING STORIES, which lasted only two seasons. Critical consensus is that the

producers' ambitions again exceed their grasp.

Initially conceived and promoted as fairly rigorous science fiction with an emphasis on exploration and discovery (Woods Hole oceanographer Dr Robert Ballard was a technical consultant during the first season, delivering educational messages over the closing credits), the series achieved only faltering ratings and was soon embroiled in a nearly constant cycle of retoolings and changes in creative leadership. The direction of the stories changed, increasingly emphasising extra-terrestrial visitations and mystical phenomena, much to the publicly expressed disapproval of Scheider. Several cast members departed or were dismissed after the first season, when it was announced that second-season production would be moved to Florida from Hollywood.

Part of seaQuest DSV's rocky history may arise from its time slot, 8.00pm Sunday, opposite CBS's venerable *Murder, She Wrote* and ABC's *SUPERMAN* vehicle *LOIS & CLARK*. Never a solid ratings success, it showed a further marked decline in ratings towards the end of the second season. Prospects for a third season appear uncertain, and further retooling is likely, but loyal fans have mounted a well-organised lobbying campaign reminiscent of that launched nearly 30 years earlier to preserve the original *Star Trek* series.

Tie-in material has included a novelisation of the pilot by Diane Duane and Peter Morwood, novels by Matthew J. Costello and David Bischoff, and a short-lived comic book from Nemesis Comics.

There's a line in *Jaws* when shark-hunting Roy Scheider realises what he's up against. 'We're gonna need a bigger boat,' he says. Well, Steven Spielberg finally found him one in this big-budget undersea adventure series. Spielberg, who directed Scheider in his 1975 film classic, gave his star a 1000ft long super-sub to play with - the seaQuest Deep Submergence Vehicle, a combination military and science research vessel.

SeaQuest DSV aired to a mixed reception in America - one critic dubbed it 'seaQuest PMS' on account of its hostile female characters and another predicted it would be 'Voyage to the Bottom of the Ratings'. As the series surfaced for a second season it promised to take a more hardcore sci-fi tack. The series had a four-month run in Britain, from autumn 1993. It tried to relaunch itself for season 3, but failed to impress, and, after 12 episodes, finally admitted defeat.

Coming from Steven Spielberg's Amblin Entertainment, seaQuest DSV was the 1990's version of the 1960's series *Voyage to the Bottom of the Sea*. The series was about the world's most advanced submarine which was on a dual mission of protecting the peace and of exploring the final frontier on Earth, the oceans.

seaQuest DSV was set in the year 2019, a time when underwater colonies and research outposts populate the oceans. The world's nations as we know them today no longer exist. A war which occurred sometime in the early part of the century created a new world order, producing a number of international confederations in the place of nations. World peace is now maintained by the United Earth Oceans Organization (or UEO) which has the blessing of all the International Confederations. The crown jewel of the UEO's fleet is the seaQuest. The seaQuest is a 1000 foot long submarine which is the most advanced design in the world. Although it is a military vehicle armed with the latest in hi-tech weaponry, its primary mission is one of exploration of the ocean.

The seaQuest is commanded by Nathan Bridger, Bridger is a scientist who worked on much of the design for the seaQuest. He however left the UEO after the death of his son and became something of a recluse, living on a small island with his friend Darwin, a dolphin. Although he has had military training, Bridger prefers to think of himself as a scientist. He is something of a maverick and has been known to disobey orders if they go against his beliefs. Bridger reluctantly agrees to come back to the UEO and take command of the seaQuest when a former student of his begins a series of attacks with a pirate submarine.

Other crew members during the first season are: Comdr. Jonathan Ford. seaQuest's first officer, Ford was to have been the ship's Captain until circumstances forced Bridger to be coaxed out of retirement. Dr. Kristen Westphalen who is the ship's doctor and head of the scientific team on the ship. A friendship formed between her and Bridger which may have eventually led to romance had she not left the ship at the end of the first season. Lt. Commander Katherine Hitchcock, the ship's second officer, Hitchcock is the ex-wife of the seaQuest's morale officer. Lt. Ben Krieg, and the pair often find it hard to be working together. In addition to being the ship's morale officer, Krieg also always seems to have some scheme in motion to make money. Not all the time staying within regulations, Lucas Wolenczak. a teenage techno-wizard.

As a computer genius Lucas often ends up saving the day, luckily for the rest of the crew there are some things that Lucas knows nothing about which gives them a chance to do something. One of the first things Lucas was able to do was create a device allowing people to talk to Darwin, the dolphin. More or less abandoned by his parents. Lucas has in many respects become the adopted son of Bridger, whose own son died. Lucas quickly became one of the series' most popular characters and was given a more prominent role during the series'

second season. Chief Crocker is the seaQuest's head of security and an old friend of Bridger's. Lt. Tim O'Neill is the seaQuest's communications officer who is fluent in many languages. Miguel Ortiz fulfils the role of the seaQuest's sensor chief.

At the end of the first season, Bridger was forced to destroy the seaQuest in order to save the world. A new seaQuest is built to start off the second season. The new seaQuest gets a some new crew members to replace some old ones who do not return. The fact that the series moved its production from California to Florida may have influenced some of the cast members who did not want to relocate. The final episode of the first season had many members of the seaQuest crew receive offers of better jobs elsewhere and it was left undecided at that time whether they would take those offers.

The new members of the seaQuest crew are on average younger than those they are replacing. Many of them also have some weird or unusual ability that sets them apart from other people.

New crew members are: Dr. Wendy Smith, a biophysicist and psychologist: Dr. Smith is a psychic who has ESP. Tony Piccolo is a misfit and troublemaker. In order to get out of the stockade. Piccolo allowed himself to have an experimental operation performed on himself which gave him gills and the ability to breathe underwater. Dagwood. the ship's janitor is a Dagger. Daggers are genetically engineered people, who were designed to fight in the war. Dagwood possesses great strength and the ability to survive in conditions which would kill a normal person, he also is a bit on the slow and naive side. Lt James Brody, a cocky weapons expert who had been assigned to the Dagger prison. Ensign Lonnie Henderson, a rookie whose first assignment is on the seaQuest.

In addition to the cast change, the quality of the episodes during the second season also changed. Not for the better. Although the first season had its faults, most of the stories at least attempted to be series character driven stories. During the second season the strong science fiction element was brought in. Mad scientists and monsters became the norm. Giant crocodiles, man eating plants and the Roman god of the sea Neptune all threatened the seaQuest during its second season. This downfall in quality however may be a pitfall of the format. one which Voyage to the Bottom of the Sea faced almost 30 years earlier. It soon becomes hard to find new and interesting science fiction stories on board a without soon really stretching the bounds of believability.

The third and final season of the series brought about even more changes in the series, which was renamed seaQuest 2032. The second season ended with the seaQuest being left on an alien world in the midst of a war. When the third season started ten years had passed on Earth and the ship and most of its crew (some had been killed) found themselves back on Earth, with only a few weeks having passed for them. The world had changed while they were gone. The UEO was now in a state of cold war with the Macronesian republic. Bridger decided to retire from active duty, although he would sporadically appear during the season. The seaQuest was given a new Captain. Captain Oliver Stone. Stone was a military man, not a scientist. Episodes now evolved around efforts to keep the fragile state of peace that existed between the UEO and the Macronesian Republic.

During the first season of seaQuest DSV. Dr. Robert D. Ballard served as the series' technical advisor. Ballard is a famous underwater scientist and explorer who discovered and explored the remains of the Titanic and the Bismarck. During the end credits Ballard would explain some scientific facts that bore relevance to the episode. This practice effectively prevented NBC from implementing their annoying practice of putting the credits in a little box, while a promo for something else is run- a practice which now occurs on all the networks.

Executive producers for the series was Steven Speilberg, David J. Burke, Tommy Thompson, Rockne S. O'Bannon (pilot only) and Patrick Hasburgh, producers for the series were Gregg D, Fienberg, Les Sheldon, David Kemper, Oscar L. Costo and Carleton Eastlake (Season Two). The executive producers for the renamed Seaquest 2032 - Patrick Hasburgh, Clifton Campbell and Carleton Eastlake. The theme music was created by John Debney.

The series received its UK premiere on the 16th October 1993, on ITV, the series however was pulled off the schedules just weeks into it's run and many of the episodes have either been seen on a Saturday afternoon or at a late night slot.

Emmy Award

Outstanding Individual Achievement in Music Composition for a Series (Dramatic Underscore) -

Nominees: "SeaQuest DSV" (1993) - Don Davis

For episode "Whale Song". (1994)

Outstanding Individual Achievement in Music Composition for a Series (Dramatic Underscore) - Winner:

"SeaQuest DSV" (1993) - Don Davis

For episode "Daggers". (1995)

Outstanding Individual Achievement in Music Composition for a Series - Nominated - "SeaQuest DSV" (1993) - Russ Landau - For episode "Brave New World". (1996)

WR. Rockne S. O'Bannon, David Kemper, David J. Burke, Hans Tobeason, Art Montersatelli, Melinda Snodgrass, Patrick Hasburgh, Robert Engles, Jonathan Falls, Lawrence Hertzog, Ted Raimi, Carleton Eastlake, Naren Shankar and Lee Goldberg.

DIR. Irvin Kershner, Les Landau, Bryan Spicer, Bill Norton, Gabrielle Beaumont, Les Sheldon, Hans Tobeason, Robert Weimer, Bruce Seth Green, Burt Brinkerhoff, Anson Williams, Oscar L. Costo and Jesus Tervino.

EPISODES: 58 **YEAR MADE:** 1993 **COUNTRY:** US **SEASONS:** 3

AMBLIN TELEVISION PRODUCTION IN ASSOCIATION WITH UNIVERSAL TELEVISION

CREATOR: ROCKNE S. O'BANNON

TYPE OF SHOW: UNDERWATER

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 23, (2) 20, (3) 13.

DATE OF PREMIER: 12/09/1993 **AIR DATE OF LAST EPISODE** 09/06/1996

SEASON DATE BREAKDOWN:

FILMS:

Captain Nathan Bridger ROY SCHEIDER (1,2), Dr. Kristen Westphalen STEPHANIE BEACHAM (1), Lt. Commander Katherine Hitchcock(1) STACY HAIDUK, Commander Jonathan Ford DON FRANKLIN(1,2), Lucas Wolenchak JONATHAN BRANDIS (1-3), Lt. Benjamine Krieg JOHN D'AQUINO (1), Chief Manilow Crocker ROYCE D. APPLGATE (1), Lt. J.G. Tim O'Neil TED RAIMI (1-3), Security Chief Miguel Ortiz MARCO SANCHEZ (1,2), UEO Admiral William Noyce RICHARD HERD(1-3), The Professor W. MORGAN SHEPPARD (1,2), Lonnie Ellen Henderson KATHY EVISON (2), Dr. Wendy Smith ROSALIND ALLEN(2), Lt. James Brody EDWARD KERR(2), Tony Picollo MICHAEL DELUISE (2,3), Dagwood PETER DELUISE (2,3), Captain Oliver Hudson MICHEAL IRONSIDE (3), Lt. J.J. Fredericks ELISE NEAL.

(3)

Books Based on this series.

SeaQuest DSV - Fire Below	Matthew J. Costello	1994
SeaQuest DSV - The Ancient	David Bischoff	1994
SeaQuest DSV - The Novel	Diane Duane and Peter Morwood	1993
SeaQuest DSV 1 - The Aliens Are Coming		
SeaQuest DSV 2 - Dark Side of the Sun		
SeaQuest DSV 3 - Mutiny		
SeaQuest DSV 4 - The Enmey		
The Making Of SeaQuest DSV	Louis Chunovic	1995

RELATED SHOWS:

VOYAGE TO THE BOTTOM OF THE SEA

SUPERBOY

V (1984)

MAX HEADROOM

HERCULES: THE LEGENDARY JOURNEYS

XENA: WARRIOR PRINCESS

V (1982)

ASTEROID

SEVEN DAYS

1 - 1 *TO BE OR NOT TO BE*

The crew of seaQuest are joined by a reluctant Captain Nathan Bridger and set off to investigate a distress call from an underwater colony, only to find it is a trap by a renegade sub under the command of Captain Marilyn Stark, who has a personal vendetta against the seaQuest.

Wr Rockne S. O'Bannon, Tommy Thompson

Dir Irvin Kershner

1 - 2 *THE DEVIL'S WINDOW*

Two miles beneath the surface, seaQuest explores one of the ocean's truly remarkable phenomena: steaming hot hydrothermal vents play host to an underwater forest of giant tube worms and other forms of

life where none was thought possible. But when Darwin the dolphin becomes deathly ill, Captain Bridger is forced to choose between the mission at hand and the life of one of his crew.

Wr David J. Burke, Hans Tobeason

Dir Les Landau

1 - 3 *TREASURES OF THE MIND*

When a preserved annexe of the Great Library of Alexandria is discovered, many nations send their fleets to lay claim to its treasures. The UEO orders Bridger to mediate the dispute and sends a team of ESP parapsychologists to help the negotiations.

Wr David Kemper

Dir Bryan Spicer

1 - 4 *GAMES*

The crew of seaQuest rescue a warden and his only prisoner from beneath the ice cap. The prisoner escapes and reveals that he holds a deadly toxin which will be released unless the crew does as he says, which is launching the seaQuest's missiles against the UEO.

Wr David Venable

Dir Joe Napolitano

1 - 5 *TREASURES OF THE TONGA TRENCH*

When Krieg brings back what he believes is a priceless gem, greed runs amok on the seaQuest. No one listens to his stories of sea monsters in the area, until one attacks the seaQuest.

Wr Kerry Lenhart, John J. Sakmar

Dir Les Sheldon

1 - 6 *BROTHERS AND SISTERS*

The seaQuest discovers a group of children living in an old munitions facility on the sea floor and they must evacuate them before the structure collapses and unleashes a deadly explosion. Meanwhile, Lucas develops a crush on the teenage girl.

Dir Bill L. Norton

1 - 7 *GIVE ME LIBERTE...*

When Commander Ford and other crew members are contaminated with a deadly virus from a downed space station, Captain Bridger finds himself fighting against the clock and a government cover-up to save them.

Wr Kerry Lenhart, John J. Sakmar

Dir Bill L. Norton

1 - 8 *KNIGHT OF SHADOWS*

When a small team from seaQuest board an ancient sunken ship in order to determine why it went down, they find themselves trapped in a series of very bizarre and supernatural events.

Wr Melinda Snodgrass

Dir Helaine Head

1 - 9 *BAD WATER*

A hurricane threatens to prevent the rescue of a French sightseeing submarine which is stuck in a freshwater sink hole and running out of oxygen. When a team from the seaQuest are forced to the surface they must rely on each other to survive the storm.

Wr David Kemper

Dir Bryan Spicer

1 - 10 *THE REGULATOR*

When a vital component of seaQuest's air conditioning fails and regular channels fail, Krieg relies on a black market source called The Regulator. When Darwin disappears the seaQuest must track down the renegade who is seeking the meaning of life.

Wr David J. Burke

Dir Les Sheldon

1 - 11 *SEAWEST*

Hitchcock goes into an underwater gold mining colony in order to investigate a distress signal and discovers that the original and rightful owner of the mine and his family are being held hostage by an outlaw and his thugs.

Wr John J. Sakmar, Kerry Lenhart

Dir Gabrielle Beaumont

1 - 12 *PHOTON BULLET*

When Lucas visits a communications base populated by a group of young computer experts, a famous computer hacker, who now runs the Node, persuades Lucas to break into the World Bank and divert funds for humanitarian causes.

Wr Michael Cassett

Dir Steve Dubin

1 - 13 *BETTER THAN MARTIANS*

seaQuest is hurriedly dispatched to rescue a crew returning from a manned mission to Mars when their space capsule crash lands in the Atlantic Ocean, but the president of an militarised Asian federation wants them too for his own reasons.

Wr David Kemper, Dan Brecher

Dir John T. Kretchmer

1 - 14 *NOTHING BUT THE TRUTH*

While in the middle of an special experiment when only a skeleton crew is aboard, seaQuest is boarded by a group of commandos who are quickly able to take control of the ship.

Wr David Kemper

Dir Les Sheldon

1 - 15 *GREED FOR A PIRATE'S DREAM*

When a top-secret UEO project shows the approach of a catastrophic volcanic eruption, the crew of seaQuest must convince treasure seekers on the island to abandon their lifelong search or face certain death.

Wr David J. Burke, Robert Engels

Dir James A. Contner

1 - 16 *WHALE SONG*

A renegade sub is sinking whaling ships, which are in themselves illegal and against their moral judgement, the crew of seaQuest must stop the sub from its mission. Meanwhile, Krieg is on a mission of his own: to have a cheeseburger, despite red meat being outlawed.

Wr Patrick Hasburgh

Dir Bryan Spicer

1 - 17 *STINGER*

In the lead up to an important demonstration, Lucas is knocked unconscious and the Stinger, seaQuest's prototype high speed sub, is stolen.

Wr John J. Sakmar, Kerry Lenhart

Dir Jonathan Sanger

1 - 18 *HIDE AND SEEK*

A Servo-Croat dictator takes Drs. Westphalen and Lansdowne hostage in order to gain entrance into seaQuest in the hopes of using the ship's technology to rehabilitate his autistic son.

Wr Robert Engels

Dir Lindsley Parsons III

1 - 19 *THE LAST LAP OF LUXURY*

At a summit conference, Lucas and group of UEO leaders are taken hostage, leaving the seaQuest crew to uncover a mysterious and complicated plot whilst searching for the hostages.

Wr Zora Quayton

Dir Bryan Spicer

1 - 20 *ABALON*

Ford accidentally stumbles onto a colony of genetically altered humans, adapted by a scientist to live underwater.

Wr Patrick Hasburgh

Dir Les Sheldon

1 - 21 *SUCH GREAT PATIENCE*

Things threaten to go terribly wrong when the seaQuest crew discovers a million-year old spaceship. Their only hope is Darwin being the key to bridging the communications gap.

Wr David Kemper

Dir Bryan Spicer

1 - 22 *THE GOOD DEATH*

When the crew of seaQuest are tricked into torpedoing a refugee ship containing Westphalen's daughter, Dr. Westphalen, Ford, and Shan are trapped trying to save her.

Wr Hans Tobeason, Douglas Burke

Dir David J. Burke

1 - 23 *HIGHER POWER*

A brand new power plant which is set to supply energy to the whole world goes wrong and there is a danger of the polar ice caps melting. Bridger decides he must sacrifice the seaQuest in order to save the world. Meanwhile, Lucas has a reunion of sorts with his father.

Wr David J. Burke, Patrick Hasburgh

Dir John T. Kretchmer

2 - 1 *DAGGERS*

When a colony of genetically engineered people, no longer happy with their captivity, stage a revolt seaQuest, equipped with some new faces, are called in to help.

Wr Jonathan Falls

Dir Bryan Spicer

2 - 2 *THE FEAR THAT FOLLOWS*

Extra-terrestrials that are searching for the beginnings of intelligent life are welcomed aboard seaQuest, only to be taken captive by a general determined to have their advanced technological secrets.

Wr Clifton Campbell

Dir Robert Weimer

2 - 3 *SYMPATHY FOR THE DEEP*

Bridger responds to a plea from an old girlfriend living in an underwater colony that has been dedicated to non-violence. After ten years of peace, the citizens are trying to kill each other.

Wr Carleton Eastlake

Dir Bruce Seth Green

2 - 4 *VAPORS*

Piccolo's estranged father seeks his help after his wife becomes addicted to an experimental drug. When Bridger and Smith are discovered in an embrace, rumours spread like wildfire about their supposed shipboard romance.

Wr David J. Burke

Dir Les Sheldon

2 - 5 *PLAYTIME*

In response to the voice of a child calling for help, the seaQuest journeys through an underwater vortex and find themselves 250 years in the future where humans are on the brink of extinction.

Wr Lawrence Hertzog

Dir Robert Weimer

2 - 6 *THE SINCEREST FORM OF FLATTERY*

An experimental submarine escapes from its moorings and manages to launch its nuclear weapons targeted at New Cape Quest, a city with 5 million inhabitants including relatives of the seaQuest crew. Only Bridger may be able to stop the submarine, as it's controlled by an incomplete computer copy of his own personality.

Wr Carleton Eastlake

Dir Jesús Salvador Treviño

2 - 6 *BY ANY OTHER NAME*

A distress call from an underwater horticultural colony leads the crew into an investigation of the mysterious disappearance of all human life inside the former paradise.

Wr Lawrence Hertzog

Dir Burt Brinckerhoff

2 - 7 *WHEN WE DEAD AWAKEN*

When a woman is released from a cryogenic institute after 22 years, she is targeted by an assassin. Brody

attempts to help her, and discovers that she is linked to his past and to a possible murder.

Wr Clifton Campbell

Dir Annette Haywood-Carter

2 - 8 *SPECIAL DELIVERY*

Dagwood maintains his innocence after being found guilty of murdering the genetic engineer who created him, despite having apparently been caught in the act on video.

Wr Patrick Hasburgh

Dir Gus Trekonis

2 - 9 *DEAD END*

Henderson, Lucas, Brody, and O'Neill are drawn into a furious underwater whirlpool that pulls their shuttle beneath the ocean floor and into a maze of ancient caverns.

Wr Carleton Eastlake

Dir Steve Robman

2 - 10 *MELT DOWN*

A massive prehistoric crocodile is released from its icy tomb when extensive undersea farming and mining cause the temperature of the South Atlantic to rise.

Wr Tom Szollosi

Dir Anson Williams

2 - 11 *LOSTLAND*

Ford discovers an ancient warrior's helmet and sword that prove that the lost continent of Atlantis did exist. But the helmet may carry a deadly curse that could destroy Bridger and the crew.

Wr Ted Raimi, David J. Burke

Dir Bruce Seth Green

2 - 12 *AND EVERYTHING NICE*

On the mainland, Lucas falls for a beautiful woman and asks to resign from his position, however plans change when she is suddenly kidnapped by terrorists in an attempt to take control of seaQuest.

Wr Lawrence Hertzog

Dir Burt Brinckerhoff

2 - 13 *DREAM WEAVER*

A blind astrophysicist and a NASA commander team up with the crew to battle a hostile alien, hidden in a fallen comet that seaQuest was attempting to recover.

Wr Clifton Campbell

Dir Oscar L. Costo

2 - 14 *ALONE*

Wendy employs her psychic abilities and risks her life in a battle of the mind against Avatar, a powerful paranormal being who threatens the world's security with his ability to place political leaders into comas.

Wr Carleton Eastlake

Dir David J. Burke

2 - 15 *WATERGATE*

The crew transports a pop star to an island military base. Upon arrival they encounter an apparition of the Greek god Neptune, who mistakenly believes the singer and Henderson are actually Minerva and Medusa.

Wr Patrick Hasburgh

Dir Casey O. Rohrs

2 - 16 *SOMETHING IN THE AIR*

The crew protects a group of researchers at an abandoned mining outpost while they study an ancient chest found buried deep in the Mediterranean. However the chest proves to be like Pandora's box, housing a demon who escapes and then preys upon the landing party.

Wr Lawrence Hertzog

Dir Steve Robman

2 - 17 *DAGGER REDUX*

A rogue nuclear physicist known only as the Marauder is determined to destroy the seaQuest. As part of his plan, he rescues a revenge-minded dagger who was imprisoned by Bridger.

Wr Patrick Hasburgh

Dir Oscar L. Costo

2 - 18 *THE SIAMESE DREAM*

In order to gain control of seaQuest's nuclear weapons, a powerful psychic plants a nightmare in both Piccolo and Dagwood's minds, so that he will be invited on board to interpret their dreams.

Wr Jonathan Brandis

Dir Jesús Salvador Treviño

2 - 19 *BLINDSIDED*

When his plane crashes in the South American jungle, Piccolo is kidnapped by a ruthless dictator who he finds out has secretly been creating artificial life forms that have now gone out of control.

Wr Clifton Campbell

Dir Anson Williams

2 - 20 *SPLASHDOWN*

The seaQuest is captured by an alien spacecraft and taken to Hyperion, a completely aquatic planet. The crew is then drawn into the civil war between the KrayTaks and the Hyperion resistance.

Wr Carleton Eastlake

Dir Anson Williams

3 - 1 *BRAVE NEW WORLD*

Ten years after its mysterious disappearance, the seaQuest appears back on Earth. A tough Navy officer, who had been obsessed with searching for the submarine, assumes command of the seaQuest due to the new hostile world climate.

Wr Clifton Campbell

Dir Anson Williams

3 - 2 *IN THE COMPANY OF ICE AND PROFIT*

Captain Hudson is ordered to blow up an iceberg that has been directed towards Saudi Arabia by a corrupt businessman, only to find a group of refugees placed on the iceberg to prevent its destruction.

Wr Patrick Hasburgh

Dir Jesús Salvador Treviño

3 - 3 *SMOKE ON THE WATER*

The seaQuest attempts to find out the cause of the disappearance of a number of haulers from one of the remotest colonies in the Free Zone where Hudson meets up with a person from his past.

Wr Lee Goldberg, William Rabkin

Dir Oscar L. Costo

3 - 4 *DESTINATION TERMINAL*

Lucas oversees the maiden journey of a revolutionary new underwater train, while Ford and Henderson go on a secret date as passengers.

Wr Javier Grillo-Marxuach

Dir Bruce Seth Green

3 - 5 *CHAINS OF COMMAND*

Hudson must relieve his old commanding officer from duty onboard a heavily armed underwater base after the base fires on Macronesia.

Wr Lee Goldberg, William Rabkin

Dir Anson Williams

3 - 6 *SPINDRIFT*

When Henderson is captured by Macronesia and sentenced to death, Hudson leads an undercover team to free her from the secure facility.

Wr Carleton Eastlake

Dir Oscar L. Costo

3 - 7 *EQUILIBRIUM*

Lucas must face up to Bridger over his potentially risky solution to combat an organism that threatens to reach epidemic proportions.

Wr Naren Shankar, Javier Grillo-Marxuach

Dir Anson Williams

3 - 8 *RESURRECTION*

After faking his own death a second time, radical environmentalist, Max Scully, returns and is pardoned for his murderous crimes, and Captain Hudson is ordered to escort him to an undersea ecological utopia, unaware of Scully's true intentions.

Wr Lee Goldberg, William Rabkin

Dir Oscar L. Costo

3 - 9 *GOOD SOLDIERS*

Captain Bridger seeks seaQuest's help to go deep into Macronesian waters and retrieve some top-secret data crystals that reveal unspeakable atrocities committed against humanity 20 years earlier -- crimes in which Bridger and Ford may have been involved.

Wr Naren Shankar

Dir Jesús Salvador Treviño

3 - 10 *SECOND CHANCE*

The crew members travel through a "space-time sphere" that rockets them back in time to October 1962 and places them in the midst of the Cuban missile crisis, where they have to try to prevent a nuclear holocaust.

Wr Carleton Eastlake

Dir Bill L. Norton

3 - 11 *BRAINLOCK*

As the world leaders debate the renewal of the UEO charter a number of assassination attempts are made against the delegates.

Wr Carleton Eastlake

Dir Fred Keller

3 - 12 *REUNION*

When seaQuest docks at a penal colony where the prisoners are enslaved, Henderson recognizes one and inadvertently causes a riot, allowing the inmates to escape--and take hostages.

Wr Carleton Eastlake

Dir Anson Williams

3 - 13 *WEAPONS OF WAR*

The seaQuest is drawn into the dangerous neutral area where the UEO and Macronesian borders meet the territory of a silent and elusive Asian power.

Wr Javier Grillo-Marxuach

Dir Steve Beers

SEARCH (aka SEARCH CONTROL)



Probe was the investigation division of World Securities Corporation, a huge security firm that employed all of the latest technology. Assignments given to Probe agents range from helping the government out to finding stolen objects and missing persons. Agents were equipped with an implanted radio receiver that allowed them to receive messages from headquarters while in the field. They were also given miniature TV cameras and microphones (disguised as rings or tie tacks) which allow them to communicate back to base. In the advent that these became inoperable, the agents also had a transmitter in their dental work which would allow them to send non-verbal messages in code. In charge at headquarters was B.C. Cameron, whom, along with his staff of experts in almost every area, could give the agent in the field almost any piece of information that he needed such as background checks on a person, tracking down a licence plate number, identifying someone whom the agent has just met or informing the police that a crime is being committed.

Probe Division had three main agents in the field, each with different areas of expertise. They never worked together and alternated in the lead role, giving a little more credence to having such a huge support staff back at headquarters! These agents were Hugh Lockwood, C.R. Grover and Nick Bianco. Lockwood was the first to be introduced, appearing in the pilot movie, and was a former astronaut cut from the traditional James Bond spy mould. Nick Bianco was a former private investigator with a background in criminal law, he had extensive underworld contacts that often came in handy and a tendency to use his fists first then ask questions. C.R. Grover was more or less a back-up agent who would take assignments when no one else was available. Grover led the life of a laid-back playboy who would really rather not work.

A knock-off of Mission Impossible, this almost becomes science fiction when it takes its high-tech spy gadgets seriously, the implanted radio transceivers, microminiature TV cameras, telemetry doing astronaut-type real-time monitoring of physiological stress levels, and Mission Control Organization of "The Probe Division of World Securities." Too bad it did not have "Q" from James Bond, or the fun level of "I Spy" Cosby, or the over-the-top spoofiness of THE MAN FROM U.N.C.L.E., to make its good casting break through. Stars of note are Doug McClure (OUT OF THIS WORLD) and Burgess Meredith (BATMAN, THE TWILIGHT ZONE). The series was shown on NBC.

The title Search Control was used only in the UK for the series, and was shown on BBC2 in 1974. The pilot episode for the series was called Probe, not to be confused with PROBE the SF series. The original pilot was written by Leslie Stevens, whose previous credits include THE OUTER LIMITS. The series was picked up for a run from 1972-73 for twenty-three episodes. The title Probe became Search and one of the Probe control staff, Carlos, was replaced with Ron Castro. A variety of World Securities Management would drop in to order particular missions, among them was Doctor Luarent, played by Ford Rainey.

As a result of the popularity of the Probe pilot, Search was awarded a reasonable budget. Any headaches resulted from the splitting of filming between the action in the field, the TV scanner points of view and scenes back at PROBE control - a nightmare in co-ordination, time and continuity. As a consequence, Leslie Stevens applied a technique used in the earlier series The Name of the Game, where the series had three stars (Gene Barry, Robert Stack and Tony Franciosa) who starred in rotation.

Why did Search fail? It is said that intelligent series enter the TV graveyard because they fail to capture a large audience. With its blend of heroes, action, humour and detection, the right ingredients were there. There were countered by high production costs against the returns, which ultimately resulted in the series' demise, Leslie Stevens went on to create and produce THE INVISIBLE MAN (1970s), followed by THE GEMINI MAN.

Three space-age detectives, each with a transmitter implanted in his ear, globe-trotted around the world. They were monitored by a group of technicians, who watched them on a viewscreen at the Probe division of World Securities. High-tech crime solving was the gimmick. The three stars, Hugh O'Brien, Tony Franciosa and Doug McClure, alternated each week as the detectives. Burgess Meredith played their boss, Cameron. Cheryl Ladd had a semi-regular role as a Probe agent.

WR. Leslie Stevens, Irv Pearlberg, S.S. Schwietzer, Judy Burns, John Christopher Strong, Michael R. Stein, Jack Turley, Brad Radnitz, Don Balluck, Lou Shaw, Norman Hudis, Irv Pearlberg, Richard Landau, Robert C. Dennis.

DIR. Russ Mayberry, Philip Leacock, Allen Reisner, William Wiard, Marc Daneils, Robert L. Friend, Joseph Pevney, Paul Stanley, Barry Shear, Jerry Jameson, George McCowan.

EPISODES: 24 **YEAR MADE:** 1972 **COUNTRY:** US **SEASONS:** 1

NBC/WARNER BROS. TELEVISION

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 24

DATE OF PREMIER: 21/02/1972 **AIR DATE OF LAST EPISODE** 11/04/1973

SEASON DATE BREAKDOWN:

FILMS:

Hugh Lockwood HUGH O'BRAIN, Nick Bianco TONY FRANCIOSA, C. R. Grover DOUG MCCLURE, Cameron BURGESS MEREDITH, Gloria Harding ANGEL TOMPKINS, Dr. Barnett (1972) FORD RAINEY, Dr. Barnett (1973) KEITH ANDES, Miss Keach (1972) GINNY GOLDEN, Ramos TONY DE COSTA, Kuroda BYRON CHUNG, Griffin ALBERT POPWELL, Carlos RON CASTRO, Murdock AMY FARRELL, Harris (1973) TOM HALLICK, Miss James (1973) PAMELA JONES.

RELATED SHOWS:

TWILIGHT ZONE, THE (1958)

MAN FROM U.N.C.L.E., THE

OUT OF THIS WORLD (1987)

1 - 1 *PROBE*

Probe One Agent Hugh Lockwood is assigned to find a set of diamonds that have been missing since World War II.

Wr Leslie Stevens

Dir Russ Mayberry

1 - 2 *THE MURROW DISAPPEARANCE*

Lockwood investigates the disappearance of a State Department Official, which leads him to a private Country Club where the key to the operation may be a card game.

Wr Leslie Stevens

Dir Russ Mayberry

1 - 3 *ONE OF OUR PROBES IS MISSING*

Omega Probe Agent Nick Bianco travels to England to find a missing Probe agent who was investigating perfect counterfeit \$100 bills.

Wr Leslie Stevens

Dir Philip Leacock

1 - 4 *SHORT CIRCUIT*

Grover is brought in when a disgruntled former designer of Probe Control promises to attack his former employer with a device that destroys all electrical circuits in a quarter-mile area.

Wr Leslie Stevens

Dir Allen Reisner

1 - 5 *MOONROCK*

Lockwood tracks down the man who stole a football-sized diamond brought back from the moon.

Wr Leslie Stevens

Dir William Wiard

1 - 6 *LIVE MEN TELL TALES*

Bianco travels to the Adriatic to determine if a missing Probe Agent was kidnapped, killed or deserting his job and his wife.

Wr Irving Pearlberg

Dir Marc Daniels

1 - 7 *OPERATION ICEMAN*

Bianco has to prevent the assassination of a diplomat by a hitman known only as "The Iceman".

Wr S.S. Schweitzer

Dir Robert Friend

1 - 8 *THE BULLET*

Lockwood travels to an iron curtain country to bring out the scientist who invented a new deadly toxin and has the only formula for the cure. In the process Lockwood becomes infected by the toxin.

Wr Judy Burns

Dir William Wiard

1 - 9 *IN SEARCH OF MIDA*

Grover sets out to find recluse billionaire J.R. Devlin, who has not been seen in public for 18 months.

Wr J. Christopher Strong III, Michael R. Stein

Dir Nicholas Colasanto

1 - 10 *THE ADONIS FILE*

Lockwood investigates threats against a talk-show host who is running for the U.S. Senate.

Wr Jack Turley

Dir Joseph Pevney

1 - 11 *FLIGHT TO NOWHERE*

Lockwood asks for Probe Control's help in finding a friend who disappeared, along with his plane, in the desert.

Wr Brad Radnitz

Dir Paul Stanley

1 - 12 *THE GOLD MACHINE*

Lockwood travels to San Francisco to find a gold mine that has been lost since the early 1900's.

Wr Leslie Stevens

Dir Russ Mayberry

1 - 13 *LET US PREY*

Bianco investigates the disappearance of a woman he was once involved with...only to find the whole thing was a trap set up by the woman's jealous fiance.

Wr Don Balluck

Dir Russ Mayberry

1 - 14 *A HONEYMOON TO KILL*

Carla Lucchese, daughter of a billionaire industrialist, is shot at on her wedding day and promptly disappears. Her anxious husband hires Grover to track down his wife; however it soon emerges that other members of the Lucchese family are also on the trail-and will stop at nothing to prevent Carla from coming into her inheritance.

Wr S.S. Schweitzer

Dir Russ Mayberry

1 - 15 *THE 24 CARAT HIT*

Bianco tries to help a fellow Probe agent, who is injured and is out on his own to find the people who killed his wife and kidnapped his daughter.

Wr Jack Turley

Dir Russ Mayberry

1 - 16 *NUMBERED FOR DEATH*

Grover travels to Switzerland to investigate the black-mailing of people who have secret numbered accounts in a Swiss Bank.

Wr S.S. Schweitzer

Dir Allen Reisner

1 - 17 *COUNTDOWN TO PANIC*

Lockwood has to track down a friend who was infected by a mysterious and highly contagious disease following a deep sea dive.

Wr Judy Burns

Dir Jerry Jameson

1 - 18 *THE CLAYTON LEWIS DOCUMENT*

Bianco goes to Washington to prevent the blackmailing of a friend who is the key to an upcoming international summit.

Wr Norman Hudis

Dir William Wiard

1 - 19 *GODDESS OF DESTRUCTION*

Grover has to find a stolen statue, which may signal the revival of an ancient criminal order.

Wr Irving Pearlberg

Dir Jerry Jameson

1 - 20 *THE MATTSON PAPERS*

Bianco looks for a missing comptroller, whose journals could bring down an organized crime ring.

Wr S.S. Schweitzer, Don Balluck

Dir William Wiard

1 - 21 *MOMMENT OF MADNESS*

Grover looks for Cameron, who was kidnapped from Probe Control by an old army trainee, who blames Cameron for his capture and torture during the Korean War.

Wr Richard Landau

Dir George McGowan

1 - 22 *ENDS OF THE EARTH*

Bianco's investigation of missing criminals leads him to a travel agency whose speciality is helping wanted criminals escape.

Wr Robert C. Dennis

Dir Ralph Senensky

1 - 23 *SUFFER MY CHILD*

Lockwood looks for the daughter of a financial wizard who was kidnapped...or who arranged her own kidnapping.

Wr Norman Hudis

Dir Russ Mayberry

1 - 24 *THE PACKAGERS*

Grover's search for a missing officer previously involved in a failed military coup carries him into the heart of a group planning a full-scale revolution.

Wr Robert C. Dennis

Dir Michael Caffey

SECOND CHANCE

Second Chance starts out in 2011 when a middle aged Charles Russell is killed in a traffic accident. When his time for judgement comes, he is judged to be not bad enough for hell but also not good enough for heaven. Charles is offered a second chance which he takes. St. Peter sends Charles back in time to 1987, where he is given the chance to influence his younger (15 year old) self to become a better human being.

Charles' younger self, who goes by the name of Chazz, is a typical mischievous teenage kid who lives with his mother. His best friends consist of Booch, a cool guy in the Fonzie mould and Eugene, a nerdy idiot. Chazz is not quite sure what to make of Charles, who has adopted the name Charles Time and moved into his mother's extra room. Although Charles seems to know too much about Chazz, his advice is usually for the better.

When the Fox network first took to the air, the programmers came up with series that did not easily fit into established molds. Second chance was one of those series. Second Chance was not at all successful, even by Fox standards, and was cancelled. Someone higher up however decided that some of the characters had promise and Second Chance was given a second chance in a revamped version of itself called Boys Will Be Boys. Boys Will Be Boys dropped the fantasy elements of Second Chance and the characters of Charles and St. Peter and concentrated on the adventures of Chazz, Booch and Eugene. Boys Will Be Boys was also unsuccessful, lasting only 11 episodes.

WR. David W. Duncan, Gary Menteer, Deborah Serra, Cheryl Alu, Mike Marmer, Jim Geoghan, Jim Mayer, Deborah Serra, Stephen Langford.

DIR. Jim Drake, Jim Coy.

EPISODES: 9 **YEAR MADE:** 1987 **COUNTRY:** US **SEASONS:** 1

FOX

CREATOR:

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 9

DATE OF PREMIER: 26/09/1987

AIR DATE OF LAST EPISODE 28/11/1987

SEASON DATE BREAKDOWN:

FILMS:

Charles Russell (Time) KIEL MARTIN, Chazz Russell MATTHEW L. PERRY, Helen Russell RANDEE HELLER, Francis 'Booch' Lottabucci WILLIAM GALLO, Eugene Bluberman DEMIAN SLADE, St. Peter JOSEPH MAHER.

1 - 1 *THE END*

Charles Russell is driving in his hovercraft and dies. He goes to gate of God and God tells him that he is too bad to go to heaven and too good to go to hell. So God sends him back to the year 1987 to try and correct some past mistakes.

Wr David W. Duncan, Gary Menteer

Dir Jim Drake

1 - 2 *MOVING IN*

Chazz is back in the 1987 with his old friends, girlfriend and family.

Wr Deborah Serra, Cheryl Alu

Dir Jim Drake

1 - 3 *PLAIN JANE*

He goes back to school and there are all kinds of things that he did when he was young that he is not proud of now so he fixes up his mistakes.

Wr Mike Marmer

Dir Jim Drake

1 - 4 *LIFE WITHOUT FATHER*

Chazz and his father get into a fight. Chazz said, "I wish you were dead". So St. Peter was brought there to show Chazz what his life would be like without his father.

Wr Jim Geoghan

Dir Jim Drake

1 - 5 *OEDIPUS RUSSELL*

Chazz had a dream that he was a king and he was back at home with Booch, his old best friend. But when he woke up, he saw St. Peter watching over him as if he was protecting him from life.

Wr Jim Mayer

Dir Jim Drake

1 - 6 *HANDY BOY*

While he was at work, Chazz met Alex, a kid who was just like him. Alex and Chazz were both trying to get into heaven for the time being.

Wr Deborah Serra, Cheryl Alu

Dir Jim Drake

1 - 7 *TO HAVE LOVED AND LOST*

Chazz broke up with his girlfriend (that he has been in love with since the 1st grade) and the older version of Charles Russell tries to make her forgive him by giving her flowers, but she refuses and she tells Chazz she wants to take a break.

Wr Jim Geoghan

Dir Jim Drake

1 - 8 *MID-TERM BLUES*

Chazz spent the night with Alex and they sang the blues all night long. Alex tried to cheer Chazz up by taking him to the mall to meet ladies.

Wr Stephen Langford

Dir Jim Drake

1 - 9 *A HUNTING WE WILL GO*

Alex and Chazz went hunting with Alex's father. Chazz was very sad after going hunting because it made him want to see his father again so he went back home and got a message from St. Peter that he could visit his dad.

Wr Jim Geoghan

Dir Jim Cox

SECOND HUNDRED YEARS, THE



The Second Hundred Years was a sitcom about a man out of time. The man was Luke Carpenter who had been discovered frozen inside an Alaskan glacier where he had become trapped while prospecting for gold in 1900. He was successfully revived and reunited with his son Edwin, who at age 67 was physically older than his father, and his grandson Ken, who at age 33 could pass off as his twin brother. Both characters were played by Monte Markham.

The Second Hundred Years thus was given two premises to find humorous situations. Luke's attempts to adjust to the modern world and the identity confusion arising between Luke and Ken. The identity angle was further complicated by the fact that Luke and Ken had totally opposite personalities. Ken was a somewhat stuffy, conservative corporate type where Luke was a much more liberal, outgoing and adventurous. These two plotlines could further be complicated by Col. Garroway, the Army officer assigned to insure that the secret of Luke being frozen alive then revived remain a secret. Something which Luke did not really want to do since he had a whole new world to explore and become familiar with.

ABC - The show appeared on ABC on Wednesdays from 8:30-9:00 p.m. For the last two episodes and the following repeats, the air day and time moved to Thursdays from 7:30-8:00 p.m. The order below is episode number and title and original air date.

The Second Hundred Years was a 1967-68 sitcom starring Monte Markham which was aired on the ABC television network.

The Second Hundred Years was what was called a "high concept" show one which was based on circumstances which were extremely unlikely to occur in real life. The concept here was that one Luke Carpenter had left for Alaska in 1900 as part of a gold rush, but soon after his arrival was buried in a glacial avalanche. His burial was evidently so complete and so rapid that he survived in a state of suspended animation for 67 years. He was then thawed out and soon brought to the home of his now-elderly son, Edwin (portrayed by Arthur O'Connell), in Woodland Oaks, California. The humor centered around how Luke was younger, both in appearance and attitude, than both his son, who was apparently around 70, but also his grandson Ken, who at 33 was the exact age at which Luke had disappeared and been preserved, and who was a near double for his grandfather (not surprising, as both characters were portrayed by Markham). Other than having to adjust to all of the technology of the modern era, Luke, who was an individualistic, light-hearted sort, was at some ways more at home in his new world than his staid offspring.

WR. Ed Simmons, Peggy Chantler Dick, Douglas M. Dick, James Henerson, Martin A. Regaway, Stan Cutler, Martin Donovan, Ron Friedman, Lila Garrett, Bernie Khan, Skip Webster, Martin A. Ragaway, Gene Thompson, Peggy Chantler Dick, Douglas M. Stick, J.E. Selby, Stan Silverman, John O'Dea, Jay Simms, Stan Cutler.

DIR. Jud Taylor, Richard Kinon, Gene Reynolds, Bob Claver, Claudio Guzman, John Erman, Paul Junger Witt, Robert Rosenbaum, Russ Mayberry.

EPISODES: 26 **YEAR MADE:** 1967 **COUNTRY:** US **SEASONS:** 1

SCREEN GEMS, INC, PRODUCTION.

CREATOR:

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 06/09/1967 **AIR DATE OF LAST EPISODE** 28/03/1968

SEASON DATE BREAKDOWN:

FILMS:

Edwin Carpenter ARTHUR O'CONNELL, Luke B. /Ken Carpenter MONTE MARKHAM, Colonel Garway FRANK MAXWELL, Marcia Garway KAREN BLACK, Nurse Lt. Lucille Anderson BRIDGET HANLEY, Erica KAY REYNOLDS, Mr. Tolliver DON BEDDOE, Erica KEY RENOLDS.

1 - 1 *FATHER, DEAR FATHER, COME HOME WITH ME NOW*

Luke Carpenter is found alive and frozen in Alaska.

Wr Ed Simmons

Dir Jud Taylor

1 - 2 *OH DAD, OH DAD, THEY THAWED OUT GRANDPA AND I'M FEELING SO SAD*

Luke attempts to get a job. In order to do this he must file for a Social Security Number. This turns out to be quite humorous indeed as he has to report his income and work habits over the past century.

Wr Ed Simmons

Dir Richard Kinon

1 - 3 *LITTLE LADY X*

Luke discovers one of his pals from the old days is still alive and is homeless. Very upset, he tries to help her win a claim she has on a San Francisco hotel. In 1903, she had won the deed to the property the prestigious hotel now sits upon. After a small battle, she ends up with free room and board for the rest of her life.

Wr Douglas Dick, Peggy Chantler Dick

Dir Richard Kinon

1 - 4 *PAY DIRT*

Luke decides to start his own farm - right there in the city. He purchases some goats and a few other animals, and has the neighbors in an uproar. They pull him into court to try to prevent it from ruining their neighborhood.

Wr James Henerson

Dir Richard Kinon

1 - 5 *A SIMPLE SON OF SOIL*

Luke decides he wants a job in his son's Law Firm.

Wr Martin Ragaway

Dir Richard Kinon

1 - 6 *THE UNGATHERED MOSS*

Luke gets involved with a church singing group.

Wr Stan Cutler, Martin Donovan

Dir Gene Reynolds

1 - 7 *ON BENDED KNEE*

Luke falls for the Colonel's daughter, a young woman who can't decide what she really wants. Luke goes so far as to propose to her.

Wr Martin Donovan, Stan Cutler

Dir Bob Claver

1 - 8 *JUST PAY TWO DOLLARS*

Luke is accused of burglary and ends up in jail. At the court hearing he proves the accusation is false.

Wr Ron Friedman

Dir John Erman

1 - 9 *REMEMBER THE MAINE*

Luke decides to join the Navy. The Commander tries to stop his application from being processed, to no avail. In desperation they send Luke's look-alike grandson in to fail the doctor's physical exam.

Wr Martin Donovan, Stan Cutler

Dir Richard Kinon

1 - 10 *A COUPLE OF SAD DADS*

Ken receives an alarming telegram intended for Luke.

Wr Bernie Kahn, Lila Garrett

Dir Richard Kinon

1 - 11 *NO EXPERIENCE NECESSARY*

Luke once again tries to find a job, and he is tricked into working for a not-so-nice company, when they learn how naive he is.

Wr Martin Donovan, Stan Cutler

Dir Claudio Guzman

1 - 12 *SAN JUAN HILL*

Luke has to go to an aid of a long-deceased friend from the Civil War. This friend's reputation has been sullied, and Luke wants to set the record straight. His friend's granddaughter is alive, and the two of them come up with the truth before an actual hearing to get the records changed.

Wr Skip Webster

Dir John Erman

1 - 13 *LUKE A-LIKES*

Luke and Ken try switching places.

Wr Lila Garrett, Bernie Kahn

Dir Richard Kinon

1 - 14 *LET MY PEOPLE GO-GO*

Luke gets involved with a group of hippies.

Wr Gene Thompson

Dir Bob Claver

1 - 15 *LUKE'S FIRST CHRISTMAS (IN A LONG TIME)*

Luke's first Christmas back is anything from dull, when he learns how modern day Christmas works. From electrical lights to simple shopping, Luke is totally amazed. But once again it is proven that family is the real meaning of the holidays.

Dir Paul Junger Witt

1 - 16 *THE ABOMINABLE ICEMAN*

Luke has to go to a doctor when he starts noticing abnormalities with his health and his behavior.

Wr J.E. Selby, Stnaley H. Silverman

Dir Richard Kinon

1 - 17 *THE TREE-IN*

Luke decides to build a neighborhood treehouse.

Wr Bernie Kahn, Lila Garrett

Dir John Erman

1 - 18 *RIGHT OF WAY*

Luke tries to find the location of his old claim.

Wr John O'Dea, Jay Simms

Dir Richard Kinon

1 - 19 *FOR WHOM THE DRUMS BEAT*

Luke gets a lesson in rock 'n roll.

Wr Skip Webster

Dir R. Robert Rosenbaum

1 - 20 *THE HOUSE THAT NEEDED A CARPENTER*

A home siding salesman tries to convince Luke to buy from him.

Dir John Erman

1 - 21 *SHINE ON, HARVEST MOONSHINE*

Luke takes a stab at modern dating, but decides that he is better off alone for now.

Wr Gene Thompson

Dir Paul Junger Witt

1 - 22 *LOVE ON THE DOUBLE*

Ken's date confuses him and Luke and chaos ensues.

Wr Stnaley H. Silverman, J.E. Selby

Dir Richard Kinon

1 - 23 *DUDE HAND LUKE*

Luke tells a story of how he got his Alaska claim by winning in a poker hand.

Wr Martin Donovan, Stan Cutler

Dir Richard Kinon

1 - 24 *LUCKY LUKE*

Luke wins a prize for being the 100th customer at a new supermarket.

Wr Martin Donovan, Stan Cutler

Dir Russ Mayberry

1 - 25 *A DIFFERENT KIND OF BUG*

A newspaper reporter gets wind of Luke's identity and tries to hound him for a story.

Wr Martin Donovan, Stan Cutler

Dir Richard Kinon

1 - 26 *LUKE AND COMRADE TANYA*

Luke's old friend Tanya dies, leaving Luke very depressed.

Dir Richard Kinon

SECRET ADVENTURES OF JULES VERNE, THE



Jules Verne is a visionary, a young Paris student who dreams of writing great novels and plays about the future. He is kidnapped by the League of Darkness, and forced to download his vision of the future into the disembodied mind of Count Gregory, the League's monstrous leader. Meanwhile, Phileas Fogg has embarked on a life of gambling after the death of Sir Boniface Fogg, head of the British Secret Service. He wins the airship AURORA in a card game - just in time to help his cousin, secret agent Rebecca Fogg, rescue Jules from the League's evil power.

Original music by Nick Glennie-Smith, Cinematography by Yves Bélanger, Pierre Gill & Daniel Villeneuve, Film Editing by Jean-François Bergeron & Yvann Thibaudeau. Production Design by Normand Sarazin, Costume Design by Ginette Magny, Assistant Director - Pierre Gill (second unit director), - Sound Department - Sylvain Arseneault (sound recordist), François Grenon (boom operator). Special Effects - Patrick Bergeron (digital compositor), Philippe Desiront (digital compositor), Meinert Hansen (visual effects design) & Sébastien Moreau (digital compositor). Other crew - Eric Aubin (second assistant camera), George Jardon (post-production supervisor), Special Effects by Icestorm Digital Studio.

This looks good. High production values pay off, the effects are great, and the cinematography is top-notch. The actors are decent enough, and Courtemanche gets to show off his funny side, to balance with physical humour the camp laugh value of some quite preposterous situations. The main problem here is that the action looks rushed. On the one hand the characters are rather flat, and act in predictable ways, according to type. On the other hand, the story runs from one plot point or set-up to another and there's barely enough of 46 minutes to tell the story. I really don't know which is the cause of which, but I think that this problem might get resolved later on in the series.

I'm still hopeful. However, I think that this is a programme which would benefit tremendously from changing to a serial format akin to that of season 22 of DOCTOR WHO. This would allow for breathing space in the plots and fuller characterisation, while not diminishing the impact and inventiveness of stories. Still, from what I heard the whole first season is now ready, and if the show remains at least as good as the two sample episodes which I saw, it will definitely be worth-while entertainment. I only hope that the guest-stars won't overwhelm it.

WR.

DIR. Tom Clegg, Pierre de Lespinois, Eleanor Lindo, David McLeod, Gabriel Pelletier, Mark Roper, Ian Sharp, Jean-Marc Vallée.

EPISODES: 22 **YEAR MADE:** 1999 **COUNTRY:** CAN **SEASONS:** 1

FILMLINE INTERNATIONAL INC, TALISMAN CREST.

CREATOR:

TYPE OF SHOW: STEAMPUNK

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22

DATE OF PREMIER: 18/06/2000

AIR DATE OF LAST EPISODE 16/12/2000

SEASON DATE BREAKDOWN:

FILMS:

Passepartout MICHEL COURTEMANCHE, Jules Verne CHRIS DEMETRAL, Rebecca Fogg FRANCESCA HUNT, Phileas Fogg MICHAEL PRAED.

1 - 1 *IN THE BEGINNING*

Jules Verne is a visionary, a young Paris student who dreams of writing great novels and plays about the

future. He is kidnapped by the League of Darkness, and forced to download his vision of the future into the disembodied mind of Count Gregory, the League's monstrous leader. Meanwhile, Phileas Fogg has embarked on a life of gambling after the death of Sir Boniface Fogg, head of the British Secret Service. He wins the airship AURORA in a card game - just in time to help his cousin, secret agent Rebecca Fogg, rescue Jules from the League's evil power.

Wr Gregory de la Doucette

Dir Mark Roper

1 - 2 *QUEEN VICTORIA AND THE GIANT MOLE*

In the foggy street of Paris, a giant tunnelling machine called the Mole drills through an ancient wall and impales a British secret agent. The League of Darkness has developed this weapon to kill Queen Victoria and plunge Europe into war. Jules Verne and Phileas Fogg must overcome their mutual distrust to find the Mole and defeat the League.

Wr Gavin Scott

1 - 3 *ROCKETS OF THE DEAD*

A British envoy is murdered in London by a rocket-powered assailant. When Rebecca investigates, she is kidnapped by the handsome and sinister Rimini, Duke of Carpathla. Rimini intends to take over the world with an army of rocket-powered vampires. Phileas and Jules set out to rescue Rebecca from his clutches, but Rebecca is not sure that she wants to be rescued.

Wr Brain Finch

Dir Pierre de Lespinois

1 - 4 *THE CARDINAL'S DESIGN*

Jules' friend, Alexander Dumas, has squandered his fortune building the Phoenix, a time machine designed by Cardinal Richelieu. When our heroes board the Phoenix, they are transported back into another dimension of time, one where Richelieu still battles the Musketeers and looks exactly like Phileas Fogg.

Wr Trevor Preston

Dir Mark Roper

1 - 5 *THE CARDINAL'S REVENGE*

Cardinal Richelieu mistakes Rebecca Fogg for Madame D'Urfe, an assassin he's hired to kill King Louis XIII. Jules and Phileas meet D'Artagnan, and persuade him to reunite the Musketeers. Together, they rescue Rebecca, save the King, and defeat Richelieu and his Guards. Meanwhile, Passepartout discovers the secret of the Phoenix, and returns our heroes to their rightful place and time.

Wr Gavin Scott

Dir Mark Roper

1 - 6 *THE EYES OF LAZARUS*

At a seance for his dead aunt, Passepartout is possessed by the spirit of Lazarus, a mad anarchist seeking revenge for dying at the hands of Phileas Fogg. A neurologist, Franz Draquot, tries and fails to return Lazarus to the spirit world. Lazarus enters the body of Rebecca, shoots Chatsworth, and nearly kills Phileas. Then, the spirit of Passepartout's Aunt Louisa takes a hand, and Lazarus is banished forever.

Wr Eliza Childs

Dir Pierre de Lespinois

1 - 7 *LORD OF AIR AND DARKNESS*

While investigating a priest's murder, Jules is seduced into joining the crew of the League of Darkness' flying battleship.

Wr Gavin Scott

Dir Gabriel Pelletier

1 - 8 *SOUTHERN COMFORT*

Our heroes pursue the Prometheus across the Atlantic and into the battlegrounds of the Civil War. When the Aurora crashes, Phileas falls in love with Saratoga Browne, the Southern belle who rescues him. Rebecca, Jules and Passepartout help the Union troops to destroy the Prometheus. But Count Gregory takes a terrible revenge and Saratoga dies in Phileas' arms.

Wr Gavin Scott

Dir Jean-Marc Vallee

1 - 9 *LET THERE BE LIGHT*

Jules and Rebecca try to divert a suicidal Phileas by interesting him in the career of 13-year-old Thomas

Edison. Young 'Al' has designed the world's first military tank, intending it as nothing more than a toy. When arms manufacturer Isiah Thrubworth turns Al's creation into a killing machine, our heroes must find a way to stop him.

Wr Gavin Scott

Dir Jean-Marc Vallee

1 - 10 *THE BALLAD OF STEELEY JOE*

Jules, Phlleas and Rebecca arrange to rendezvous with the Aurora after a sojourn aboard a Mississippi gambling boat. Their plans change when the James Brothers hijack the Aurora and use it to take over a small frontier town. Passepartout creates Steeley Joe, a steam-powered gun-fighter. Together, our heroes and Steeley Joe defeat the outlaws and liberate the town.

Wr Gavin Scott

Dir Gabriel Pelletier

1 - 11 *THE BLACK GLOVE OF MELCHIZEDEK*

Phileas' old friend, Jacomb-Hyde, sends him an ancient black glove adorned with cabalistic symbols, said to contain all knowledge. When Jacomb-Hyde is killed, Phileas does telepathic battle with Vargas, the glove's owner, who wanders the earth as a shadow. Meanwhile, a Chinese gangster, Zal Chao, kidnaps Rebecca Fogg and exchanges her for the glove. The glove's power appears to destroy Zal Chao, but in fact turns him into another Vargas, a disembodied shadow.

Wr Trevor Preston

Dir Pierre de Lespinois

1 - 12 *DUST TO DUST*

When Phileas transports an Egyptian sarcophagus to New York City, he falls under the spell of beautiful Adriana Locke. Mysterious deaths begin to occur, but Phileas is too infatuated to care. The Sarcophagus turns out to contain Nepka, high priest of an ancient spider cult. Adriana is his mate, the Queen of the spiders, who wants to sacrifice Phileas to bring Nepka back to life.

Wr Brain Finch

Dir Tom Clegg

1 - 13 *THE GOLEM*

A legendary monster called the Golem seems to be on a killing spree in the streets of Paris. When Jules is arrested for the murders, Phileas, Rebecca and Passepartout try to clear his name. They trace the killings to Sir Hugo Bezel, the mad chief architect of Paris, who envisions a 'city of the future' uncorrupted by human beings.

Wr Paul Pender

Dir Ian Sharp

1 - 14 *CRUSADER IN THE CRYPT*

Rebecca Fogg escapes from the Prussian Secret Service and returns to her quiet country home - only to find that the body of Sir Boniface Fogg has vanished from the church crypt. While the Prussians try to recapture Rebecca, Jules discovers an Alien Being who has lain dormant in the crypt for a thousand years. The Prussians are defeated, Sir Boniface's body is recovered, and the Alien is reawakened and set free.

Wr John Brown

Dir Eleanore Lindo

1 - 15 *THE STRANGE DEATH OF PROFESSOR MARECHAL*

When professor Marechal dies in Paris, his daughter Monique persuade Jules and Phileas to transport his body to the coast of France. There they discover the Vitallsphere, a machine invented by Marechal to bring the dead to life. Unfortunately, the Vitallsphere has fallen into the hands of the League of Darkness. Jules and Phlleas must destroy the machine before Count Gregory uses it to become immortal.

Wr Paul Pender

Dir Tom Clegg

1 - 16 *THE ROCKETS RED GLARE*

When the Commander of Westpoint is kidnapped by the League of Darkness, Jules, Phileas and Rebecca set out to rescue him. They follow his trail through the forests and rivers of Canada - and discover a plot to provoke war between Canada and the United States. In a spectacular finale, Rebecca is attached to the Victorian equivalent of a Cruise missile, while Phlleas finds himself face to face with his old nemesis Count Gregory.

1 - 17 *ROCKET TO THE MOON*

Phileas wagers his fortune against a Russian Count, while Jules helps the Count prepare the first manned rocket to the moon. Then Jules discovers that the rocket is actually a giant gun aimed at the Russian capital. When Jules, Phileas and Rebecca race to defeat the Count's scheme, they accidentally send the first Russian into space.

1 - 18 *THE INQUISITOR*

When Amateratsu, a friend of Rebecca from her days at Oxford, arrives in Paris with her Grandfather Kajimori, Rebecca is overjoyed. But when Kajimori disappears, supposedly taken by the Purifying one; a spirit from a supreme level of consciousness, a chase ensues which inevitably leads our heroes into the path of the League of Darkness.

1 - 19 *ROYALTY*

Passepartout is forced to impersonate King Carl V of Montravia until an important peace treaty is signed. He becomes the target of psychopathic Lord Tyrol, who has designs on the throne. When Phileas comes in search of Passepartout, he must masquerade as the King's valet. Meanwhile, Rebecca helps the real king Carl to find his courage and defeat Lord Tyrol.

1 - 20 *SECRET OF THE REALM*

1 - 21 *THE VICTORIAN CANDIDATE*

1 - 22 *THE BOOK OF KNOWLEDGE*

SECRET AGENT MAN



High-tech "Mod Squad". . . Monk, a suave spy, and Holiday, his gorgeous partner, work for a government agency so secret nobody even knows what its initials stand for. Upstart Parker joins the team and the wisecracking agents are forced to work together as they prevent the world from being taken over by evil forces

The show is executive-produced by "Men in Black" director Barry Sonnenfeld. Reportedly, Sonnenfeld lost creative control of his "Fantasy Island" series to ABC last season. UPN promises Sonnenfeld a free hand in developing this project.

Produced by Joe De Oliveira (co-producer), Michael Duggan (co-executive), Joel Fields (consulting), Brent V. Friedman (co-executive), Richard Heus(co-executive), Barry Josephson (executive), Barbara Kelly (co-producer), Jefery Levy (supervising), Barry Sonnenfeld (executive), Flody Suarez. Original music by David Bergeaud, Cinematography by Greg Gardiner, Film Editing by James R. Symons, Casting - Irene Cagen, Donna Ekholdt, Meg Liberman, Camille H. Patton & Trish Robinson .

Production Design by Shannon Grover, Makeup Department - Serge Morache (assistant hair stylist), Ronald J. Rolfe (hair stylist), Second Unit Director or Assistant Director - Vladimir Steffoff (second unit director), Sound Department - Scott C. Kolden (sound effects editor), Special Effects - Elan Soltes (visual effects supervisor), Stunts - Jamie Taylor (stunts), Angela Uyeda (stunt double: Vivian Wu). Other crew Chris Dickie (writer), Johanne Glyn-Jones (location production assistant), Mark Hoepfner (security), Scott Lerner (assistant editor), Christina Margellos (assistant production co-ordinator), Ron South (first assistant editor), Ric Walkington (assistant property master: second unit - property assistant props).

This show is a very funny and exciting spy adventure series. The show centers around three spies. Monk is a lot like James Bond, except he doesn't leave a trail of dead women wherever he goes. He has a great sense of humor. Holiday is a more businesslike female spy. She does not like Monk always galavanting around with other women. Davis is the equipment man. He is responsible for many of the gadgets the spies use. Occasionally he even goes out into the field. This show has some serious elements, but ultimately it is just pure fun.

My only complaint about the show is the title. It is obvious that the makers of the show used it just so they could use a remade version of the old song. As I have shown, this show is more about a team not just one man. Anyone considering watching the show should not judge it by the title. If you do tune in I think you will be pleasantly surprised. I know I was. Now I make sure not to miss a single episode.

WR.

DIR. Perry Lang, Jefery Levy, Craig Zisk

EPISODES: 12 **YEAR MADE:** 2000 **COUNTRY:** US **SEASONS:** 1

COLUMBIA TRISTAR TELEVISION, SONNENFELD JOSEPHSON WORLDWIDE ENTERTAINMENT, SONNENFELD/JOSEPHSON PRODUCTIONS, UNITED PARAMOUNT NETWORK (UPN)

CREATOR:

TYPE OF SHOW: SPY

FORMAT: SERIES

LENGTH (MINS): 60

STILL IN PRODUCTION: No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER: 07/03/2000

AIR DATE OF LAST EPISODE 28/07/2000

SEASON DATE BREAKDOWN:

FILMS:

Monk COSTAS MANDYLOR, Holiday DINA MEYER, Davis DONDRE WHITFIELD, Brubeck PAUL GUILFOYLE

1 - 1 *FROM PRIMA WITH LOVE*

Prima is the center of attention again at the agency, but this time its as a "good guy." Needless to say everyone has their guards up. Monk because of the love that he once had and lost and Holiday for the jealousy factor, albeit heavily denied. Ironically, Prima has tried to kill them both! After passing a series of loyalty tests Brubeck welcomes Prima back with open arms and puts the team to work right away and without hesitation, minus Holiday's input. A freelance assassin named Vargas has gotten his hands on a one-of-a-kind electronic weapon and he's ready to play. With physical and mental trust barriers to overcome this team must quickly learn to work as one. Then again, Prima may just slip through the cracks for eternity.

Wr Elizabeth M. Cosin

Dir Craig Zisk

1 - 2 *BACK TO SCHOOL*

Twin German terrorists roller-blade through a government lab and when they leave all is in chaos and a pair of vials go with them. Their prize : a deadly smallpox virus, genetically mutated to kill within 24 hours, and the kicker is there is no cure. Yet. Only two scientists have the knowledge to create it, so Monk and Holiday split up to protect each one and await the inevitable arrival of the twins, Oslo and Arno. Monk's is a beautiful former lab assistant, Dr. Talbot, and it turns out she is in league with the terrorists. When Monk attempts to capture them she breaks one of the vials, taking Oslo with it. He then heads to Holiday, as her mark is headmaster of her former school, the Rosebrier Academy. Talbot shows up too and takes the school hostage in order to force the headmaster to make the cure. A deadly confrontation ensues, during which Davis is caught in the crossfire and shot, but his remarkable Quantum Wave-Powered Vacuum Pen saves him, and is also handy for snatching up the virus when Talbot goes for broke and breaks the last vial. Saving the school means saving the planet and the agents have done it again.

Wr Rick Copp

Dir Jefery Levy

1 - 3 *WHUPSUMASS*

When the plans for a secret stealth weapon are encrypted into the memories of a team of scientists, it's up to the agency to find their newly created identities and protect them from Trinity's retrieval plans. Only one of the scientists knows how to assemble the whole system, and his new persona is easy for the team to track down. All they have to do is climb into the wrestling ring and save the infamous Buff Bobby Barnett (aka Doctor Livingston), from Trinity's assassin--a UN deflector named LeCoq. Buff Bobby is exclusively in the hands of Davis, and this takes a literal meaning when Brubeck shuts down his agency resources in order to divert commandos hot on their trail. Davis' professional resourcefulness means reuniting personal relationships from his past. Meanwhile, Monk and Holiday work their way into the UN in order to intercept LeCoq's plans. Just as Buff Bobby is about to suffer on Trinity's expense, Davis shoots him and surprisingly saves his life and the plans for the "secret" secret weapon.

Wr Sandy Frank

Dir Greg Beeman

1 - 4 *LIFE FATHER, LIKE MONK*

After a computer date virus destroys a US airforce outpost with their own jetfighter, Trinity head Vargas is the prime suspect. The agents trace him to Mineapolis but he gets away, so Brubeck orders them to enlist the aid of Agent Armstrong, the greatest tracker in Agency history. He's retired and living in Rhode Island. And he also happens to be Monk's father.

Wr Adam Sigel

Dir Paul Abascal

1 - 5 *SUPERNAKED*

Pagnol, a brilliant scientist, is using the Paris fashion industry as cover to demonstrate the abilities of the super-model/super-soldiers he has created. DNA and chemically enhanced, they are backed up an internal monitoring system that can also be used to control them. The hitch is that they only live for six months. Pagnol's goal: sell the disposable assassins to the highest bidder, and to prove their superiority he sends them after the Agency's brass. And then Monk.

Wr Joel Fields

Dir Jefery Levy

1 - 6 *THE ELDERS*

When a senatorial candidate is killed on the day before the election, Monk and Holiday discover that his running mate is a member of The Elders, a secret organization of young people that is attempting to run

the USA from behind the scenes, but has been infiltrated by former members of the Russian KGB. The agents intervene to clean up the problem.

Wr Elizabeth M. Cosin

Dir Craig Zisk

1 - 7 *THE FACE*

A trio of thieves kills a NASA retrieval team in order to steal a Mars meteorite, and the Agency traces the operation to a well-funded cult that sells beads through the Home Shopping Network. The rock contains a lethal flesh eating disease which their leader Marshall Guilder plans to wipe out the human race with. All except for his chosen few who shall remain safe on an island, as the microbe is destroyed by salt water. So Monk and Holiday go undercover as husband and wife to infiltrate the group, leading to a ballooning showdown over the coast of the island.

Wr Greg Plageman

Dir Sarah Pia Anderson

1 - 8 *SLEEPERS*

Thanks to that pesky Y2K bug, an automated Cold War era Russian submarine wakes up off the coast of Nova Scotia and starts taking a look around. After being fired upon by drunken fratboys, it torpedoes their sailboat and decides World War III has begun, so it heads for it's target, New York City. The Agency is hot on it's trail and Monk enlists the aid of an old friend of his in the Russian State Security Service, Lara. With her help they determine who built the sleeper-sub, and they head to Moscow to interrogate him. Meanwhile, the sub makes a call to a deep-cover Russian agent posing as a tavern owner in Maine, and he travels to sub to become it's back-up pilot. The agents obtain and transmit the deactivation code but the sleeper decides it's all a trick and continues on toward NYC bent on leveling it with nuclear missiles. But Echo-7 can't just be blown up, as if it's attacked it will automatically launch on the closest target, Rhode Island. So it's up to Monk and Lara to board it, while Holiday keeps US Naval Command from jumping the gun.

Wr Chris Dickie

Dir Deran Sarafian

1 - 9 *UNCLE S.A.M.*

Word is out amongst the espionage world that China is in possession of a new type of missile system which cannot be tracked. If this falls into the wrong hands the balance of power in the world could be terribly jeopardized. A man named Haan in Hong Kong contacts the Agency with an offer to part with the plans for the "Chameleon Missile" and they quickly accept. Because every major spy agency is out to get the new technology Monk is sent in on his own, so that he can better travel undetected. He gets to Haan and obtains the real plans, but the man turns out to be a member of Red Army Security, code named Cerberus 1, and he attempts to capture Monk. Our intrepid agent manages to get away but is forced to stick to the steamy-side of the city, and there he hooks up with Lettie, a thirteen year-old girl living by her wits on the streets. The Red Army sends in a deadly lady assassin known only as "The Killer Without a Face", her orders are to take out Monk and get the plans back. Meanwhile, Agents Holiday and Davis who have been chomping at the bit to help, are at last allowed to speed to Hong Kong. Their primary objective is to recover the plans, and then Monk, in that order.

Wr Paul Redford

Dir Andy Wolk

1 - 10 *FAIL-SAFE*

The agents are in France when Trinity operative Simone Shariff obtains a Russian suitcase nuke. A brilliant scientist, she has the ability to assume the appearance of anybody, and as Holiday she hijacks the Suborbital with Brubeck her hostage, then heads it for America, bomb-on-board. Now it's a race against time for the agents to retake their own jet.

Wr Chris Dickie

Dir Bo Welch

1 - 11 *T.K.O. HENRY*

When a boy with powerful telekinetic abilities escapes from the lab that keeps him hostage, the race is on between the agents and their enemies to see who can get their mitts on him first. The stakes: control of a satellite laser weapon that Telekinesis Operative Henry can control with his mind. The Agency wants to hide and protect him, but they have a fierce competitor in the form of Prima, a former member of the Agency who was thought to be dead. She and Monk were an item before her disappearance, and he can't believe she's gone rogue. But indeed she has, as she try's to kill him when they meet in Switzerland. He barely escapes her bombing attempt, and then he, Davis, and Holiday set off for Romania to grab up Henry. They find him playing with jets on an air field and smuggle him back to the USA aboard their Suborbital. Upon arrival they set off for Agency HQ in a trailer, but Henry causes them to detour when he

spots an amusement park. They chase after him, but Prima's clown commandos gets there first, and the chase is on down the highway to get him back. Prima blackmails the boy with threats to his mother, so he reluctantly forms a link with the satellite and targets Southern China. Monk on a motorcycle and Holiday in a chopper manage to corner Prima's Porsche under an overpass, and it leads to a fierce showdown. Prima shoots Monk in the leg and Holiday destroys her car with a rocket launcher. Caught in the explosion, the rogue agent's body is not found, and presumed dead once more.

Wr Michael Duggan

Dir Stuart Gillard

1 - 12 *BREACH*

Agency headquarters is infiltrated by an enemy operative code named "Possum" who can make herself invisible to sensors. In an intense game of cat-and-mouse, the agents hunt her before she can destroy them all.

Dir David Quinn

SECRET AGENT MEN



A group of young Kiwis are recruited by a secret organization to act as spies attempt to save the world from various fiendish villains with plans for world domination at the same time having to contend with the mundane problems of teenage life

Not to be confused with the short-lived 2000 Science Fiction series Secret Agent "MAN" from the US. The production company Greenstone Pictures also produced the Superhero sci-fi show THE AMAZING EXTRODINARY FRIENDS.

Series Produced by Rachel Jean Producer.

Series Original Music by Tom McLeod.

Series Cinematography by Simon Raby.

Series Film Editing by Wayne Cook.

Series Production Design by Anthony Sumich.

Series Art Direction by Sean Figgins.

Series Makeup Department - Tarnya Mills .. Makeup artist.

Series Production Management - Douglas Braddock .. Post-production supervisor , Deborah Cope .. Production manager , Ida Donley .. Unit manager , Charles Knight .. Post-production supervisor, Sara Knight .. Post-production supervisor.

Series Second Unit Director or Assistant Director - Anabelle Newdick .. First assistant director.

Series Art Department - Miriam Bellard .. Art department assistant , Kieran Donnelly .. Props maker , Angeline Loo .. Props buyer ,
Series Sound Department , Lloyd Canham .. Sound designer, Robyn Chapman .. Boom operator , Steve Kennedy .. Sound designer , Tim Pattinson .. Sound designer , Mark Storey .. Sound recordist.

Series Visual Effects by Andrew Shanks .. Digital compositor.

Series Stunts Isaac Hamon .. Stunts, Glen Levy .. Stunt double , Allan Poppleton .. Stunt coordinator / stunts.
Series Camera and Electrical Department - Dave Cameron .. Camera operator , Orlando Clairmont .. Assistant camera , Steve Joyce .. Gaffer , Geoffrey Short .. Still photographer.

Series Costume and Wardrobe Department - Sarah Aldridge .. Costume assistant.

Series Editorial Department - Nick Braxton .. Color grader , Alistair Cossar .. Post-production assistant , Zane Holmes .. Post-production (, Roseanne Liang .. Assistant editor.

Series Other crew - Natasha Arnold .. Production assistant , Jeremy Dillon .. Dialogue coach , Janne McNaughton .. Location scout , Glenda Paterson .. Production accountant , Nicholas Riini .. Production runner, Amber Smith .. Production coordinator , Nicola Spencer .. Continuity.

Judged Best Children's/Youth Programme 2004 at the Qantas Media Awards 2004.

WR. Jon Bridges , Stephen Campbell , Matt McPhail

DIR. Stephen Campbell , Zane Holmes , Simon Raby

EPISODES: 26 **YEAR MADE:** 2003 **COUNTRY:** NZ **SEASONS:** 2

GREENSTONE PICTURES

CREATOR: STEPHEN CAMPBELL

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13

DATE OF PREMIER: 11/08/2003

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Number 8 PETER FEENEY, DJ MILO CAWTHORNE, Amy Ziegler KEPORAH ASHBY, Demo KARL WILLETTS, Jack West NICKO VELLA, Beth Ziegler ALIX ASHBY.

RELATED SHOWS:

AMAZING EXTRORDINARY FRIENDS

- 1 - 1 *OPERATION: LAST DANCE*
- 1 - 2 *OPERATION: DIASTER 24-7*
- 1 - 3 *OPERATION: ALIEN-ATION*
- 1 - 4 *OPERATION: MRS GUNFIRE*
- 1 - 5 *OPERATION: DOUBLE DOUBLE CROSS*
- 1 - 6 *OPERATION: SAM REBOOTED*
- 1 - 7 *OPERATION: I ROBERT*
- 1 - 8 *OPERATION: THAT VOODOO WE DO*
- 1 - 9 *OPERATION: LIKE! WHATEVER*

Jack meets his arch nemesis, billionaire teenager Maximillian Swift, and is stunned when he discovers the gorgeous Russian spy, Natasha Ovadatop, is working for Maximillian.

Wr Stephen Campbell

Dir Alan Erson

SECRET BENEATH THE SEA

The plot concerned the duo's efforts to obtain samples, from the seabed, of Phenicium, a rare metal vital for space research because of its resistance to the most intense heat. The old foe was former wartime U-boat ace Kurt Swendler who seeks their help when the unscrupulous head of an international metal combine tries to corner the world market in Phenicium. The new friend who shared the underwater adventure was teenager Janet Slayton whose prize winning entry in an essay competition earns her a trip to Aegira. Naturally, she gets caught up in the events that follow, including a spate of life-threatening sabotage, before the heroes can fulfil their mission.

Six-part sequel to *CITY BENEATH THE SEA* which brought scientific journalist Mark Bannerman and his youthful assistant Peter Blake face to face with an old adversary and a new friend before encountering fresh dangers in the subterranean city of Aegira. The producer for the series was Guy Verney, the settings were created by James Goddard and Stanley Woodward. The programme adviser was Mary Field.

WR. John Lucarotti.

DIR. Kim Mills.

EPISODES: 6 **YEAR MADE:** 1963 **COUNTRY:** GB **SEASONS:** 1

AN ABC TELEVISION NETWORK PRODUCTION

CREATOR: JOHN LUCAROTTI

TYPE OF SHOW: UNDERWATER

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 16/02/1963 **AIR DATE OF LAST EPISODE** 23/03/1963

SEASON DATE BREAKDOWN:

FILMS:

Mark Bannerman GERALD FLOOD, Peter Blake STEWART GUIDOTTI, Capt. Payne PETER WILLIAMS, Dr. Deraad RICHARD COLEMAN, Janet Slayton INGRID SYLVESTER, Dr. Ellen Carey DELENA KIDD, Prof. Gordon ROBERT JAMES, Prof. Soobiah DAVID SPENSER, Helmsman MICHAEL DARLOW, Engineer DEREK SMEE, Sanders MURRAY HAYNE, Sir George REGINALD SMITH, Insp Lovatt ANTHONY WOODRUFF, Kurt Swendler DENIS GOACHER, Seaman CHRISTOPHER SANDFORD, Tug Master HARRY WEBSTER, Doctor BRAIN HAWKSLEY, Sentry PETER JESSON.

RELATED SHOWS:

CITY BENEATH THE SEA

1 - 1 *MYSTERIOUS METAL*

Kurt Swendler, having escaped the authorities, demonstrates the wonders of Phoenicium, a wonder metal. A mysterious man called Smith is after its secrets, but Swendler passes the sample, and his research notes, to science journalist Mark Bannerman and his assistant Peter Blake.

Wr John Lucarotti

Dir Kim Mills

1 - 2 *VOYAGE INTO DANGER*

The plate of Phoenicium is stolen from Bannerman's office. Bannerman, Peter and Janet return to the undersea city of Aegira in search of Phoenicium deposits, but Sir George is on their trail.

Wr John Lucarotti

Dir Kim Mills

1 - 3 *SABOTAGE*

Peter is accused of sabotage. He and Janet try to prove his innocence.

Wr John Lucarotti

Dir Kim Mills

1 - 4 *THE X-LAYER*

Peter and Janet are hauled in front of Captain Payne. Bannerman goes in search of Phoenicium deposits.

Wr John Lucarotti

Dir Kim Mills

1 - 5 *TAKE-OVER*

Bannerman is missing, following the attack, and there is another explosion at the base.

Wr John Lucarotti

Dir Kim Mills

1 - 6 *THE DEATH TRAP*

Can Bannerman frustrate the saboteur and locate the Phoenicium?

Wr John Lucarotti

Dir Kim Mills

SECRET EMPIRE, THE

AKA: **CLIFFHANGERS: THE SECRET EMPIRE**



The Secret Empire was a hybrid series - a cross between a western and science fiction . Set in late 19th Century Wyoming. US Marshall Jim Donner of Cheyenne discovered that there was a race of alien beings living underground in a city called Chimera. Chimera was ruled by the evil Emperor Thorval. Thorval prevented his people from revolting by using the compilation, a mind control device powered by gold stolen from the humans on the surface. Despite the mind control device, a few Chimerans had formed an underground movement led by Roe and Maya.

Donner set out to both aid the underground movement and stop the gold robberies. He also tried to keep his exploits secret from everyone except his good friends Millie and Billy, for fear of being branded crazy and locked up.

Mark Lenard is most famous for playing Mr. Spock's father, Sarek in STAR TREK and STAR TREK: THE NEXT GENERATION. The Secret Empire was one of their series run as a part of Cliff-hangers! On NBC. The other two were: Curse of Dracula and Stop Susan Williams. A 20 minute episode from each of the series was shown each week. They ended with a 'To Be Continued' like the old time movie serials. NBC had obviously hoped to cash in on the nostalgia market with the series but failed terribly. Cliff-hangers! Was cancelled before The Secret Empire and Stop Susan Williams' plotlines were resolved.

All of the scenes shot on the surface were in black and white whilst those underground in the city of Chimera were shot in colour. The Secret Empire started with Chapter 3 with a previous never seen cliff-hanger being resolved and ended with Chapter 12. Chapter 12 ended with the words 'To Be Continued' after Donner was chased into a room in which a generator was about to explode. The final two episodes (Chapter 13 & 14) were made and the storyline resolved, but they were never aired on NBC.

Created by: Kenneth Johnson; Producers: Richard Milton, B. W Sandefur, Paul Samuelson; Executive Producer: Kenneth Johnson; Writers for the three segments under the Cliffhangers title included: Jeri Taylor, Sam Egan, Richard Christian Matheson, Craig Buck, Peggy Goldman, Andrew Schneider, Harry and Renee Longstreet; Directors included: Joe Pevney, Alan Crosland, Jr., Kenneth Johnson; NBCI Universal; 60 minutes (17 minutes per segment).

"It was the most expensive TV series at the time," says Cliffhangers creator Kenneth Johnson. Raised on the matinee serials of the 1940s, Johnson wanted to recreate the thrills for audiences of the 1970s. He came up with an unusual format for television. Under the title Cliffhangers, three continuing series were presented. They consisted of Stop Susan Williams, a spy spoof with Susan Anton as an adventuress; The Secret Empire, an adventure that mixed science fiction and the Old West (and because of its science fiction flavor, the only one of the series included in this book's episode guide), and The Curse of Dracula, starring Michael Nouri as an anguished vampire who poses as a California college professor. Each of the three segments ran 17 minutes each, and each ended with a cliffhanger. Susan Williams might be trapped on a river raft, surrounded by hungry piranha; Dracula would usually be about to bite a trapped heroine; and Marshal Jim Donner would be in his own fix, perhaps thrashing about in the web of a giant spider. Audiences had to wait until the next week to find out what happened. Just like the old movie cliffhangers, however, the heroes always found a last-minute reprieve from death.

The Cliffhangers concept thrilled Johnson. "Freddie Silverman (NBC's programming chief) asked me to create a show that would be reminiscent of the old Republic movie serials. I had watched all of that great stuff as a kid: Don Winslow of the Navy, Robinson Crusoe on Clipper Island, and Radar Men from the Moon.

"Over Labor Day weekend, 1978, I wrote a premise for five different serials. I went to NBC and said, 'Okay, here's five. These are the three I think we should go with.' One was a contemporary Perils of Pauline, which was Stop Susan Williams. The second was The Secret Empire, my science-fiction western, and the third was a contemporary, sexy retelling of the Dracula story. NBC said, 'Great! Let's do it.' I proceeded to write the one-

hour pilot, which was three separate shows in one, in ten days."

Once the series was geared for production, Johnson realized just how complicated the show was going to be. "Casting three separate shows simultaneously was something of a nightmare", he says. "We also had three different film units shooting, and three sets of writers. The whole series cost over a million dollars per episode because of the multiple requirements. While it was a lot of fun to write for, it was a monster to produce. When I realized I needed three writing staffs; I put out a cattle call for writers. I think 17 writers showed up and I hired them all." Johnson's next step was to get the series rolling. He admits that he was forced to make some compromises. "Geoffrey Scott was cast the day before we started shooting," he says of the actor who played Marshal Donner in *The Secret Empire*. "I'm not sure if he was my best choice. Everyone looks for that magical, 35-year-old leading man that nobody's seen. Geoff had sort of a western feel about him, and he turned out to be adequate."

The *Secret Empire* also needed a futuristic city. Although Universal studios made a lot of stock footage available, Johnson was determined to make Cliff hangers as fresh as possible. "I didn't give any thought to how much it would cost to build these things. The cost didn't seem to matter to Freddie Silverman, either. Part of the alien city was created by matte painting. Another part was actually beautiful downtown Long Beach, California. We put a sky of rock over it with a matte painting. We had about six matte paintings ... and they cost around \$12,000 each. They were very expensive, and they would only be on screen for six seconds." One interesting twist in *The Secret Empire* was the novel use of color. Scenes that took place above ground were filmed in black and white, while all of the underground city scenes were filmed in color. "They [NBC] gave me all kinds of shit over the black-and-white western idea. They said, 'You can't do that!' But it turned out well. We ended up using very little stock footage."

One of the *Cliffhangers* producers, Richard Milton, recalls, "All of the staff writers brainstormed every day. I produced the *Dracula* segments; Bill Sandefur, a former dentist, produced *The Secret Empire*; and Paul Samuelson produced *Stop Susan Williams*." Milton, however, feels that the combination of three series under one title ultimately doomed the show. "Having each segment as 17 minutes long wasn't time enough to develop them properly," he says. "It was like squeezing three series into one. There should have been only two segments per show at a half hour each. The three 17-minuters didn't work, and people found them hard to follow. The storylines were fairly complicated, whereas the original movie cliffhangers were simpler to understand. The first episode started out pretty well in the ratings with a 25 share. Within a few weeks it had gone down to a six share. The production was also rushed, and no one expected the costs of the series to be so high. Fred Silverman wanted *Cliffhangers* as a mid-season show. We pleaded with the network to put us on in the fall so that we could develop it properly. When *Cliffhangers* failed, Silverman blamed himself for it."

"Good ol' Freddie put us on opposite *Happy Days* and *Laverne and Shirley*," notes Kenneth Johnson. "*Happy Days* was getting a 45 share in reruns. I said, 'Fred, what are you doing? This is crazy!' He said, 'Don't worry. If it doesn't work, I'll move it right away.' He didn't, and we never picked up an audience. NBC didn't even air the final episode. That infuriated the enormously loyal following that we did have." Had the series continued, Richard Milton thinks *The Secret Empire* would have been dropped. "It was the least successful. *The Curse of Dracula* was the most successful. *Stop Susan Williams* probably would have been dropped as well. Susan Anton was its star because Fred Silverman demanded that she be there. She was great as a variety singer. She has a damn good voice, and she's terrific on live stage in Las Vegas and terrific to work with. She wasn't, however, much of an actress. After the first day of seeing dailies for *Stop Susan Williams*, Silverman was ready to replace her with somebody else."

"Susan was a very nice lady, but she didn't have much experience as an actress," agrees Kenneth Johnson. "Freddie had a thing for her at the time." Milton and Johnson both give high marks to the *Curse of Dracula* segment. "We got a lot of fan mail about *Dracula*," says Milton. "Even today, it's the only *Cliffhangers* segment shown in syndication [glued together as a TV movie, *The World of Dracula*]. There's something about the *Dracula* stuff that holds up. However, even with *Dracula*, we never really decided what we wanted to do. Did we want a serious show or tongue-in-cheek? But Michael Nouri was well cast. He had a great sense of humor and went on to be a fairly big-name star."

"Michael Nouri was a dazzling *Dracula*," says Johnson. "He walked into my office talking like Bela Lugosi. The out-takes of *Curse of Dracula* are some of the funniest stuff you'll ever see. Michael is a hysterically funny fellow. Dramatically, the *Dracula* segments were the best. They had a lot of soul, and we focused on character more. *Dracula* was sexy, dangerous and vulnerable. At the time, I wrote a one-hour pilot to spin off a separate series. It was similar to *The Incredible Hulk*. It was *Dracula's* desire to try to get off the blood, i.e. the bottle. You couldn't totally trust him because he couldn't trust himself. Had *Cliffhangers* gone on, that spin-off might have happened. It would have been a very interesting show."

Johnson still has a soft spot for *The Secret Empire*, however, and thinks it may have been just slightly ahead of its time. "It was the most imaginative of the three. We were on just before *Indiana Jones* reared his head. What

intrigued me in seeing the Indy films was that there were the snakes and the hero who used a bullwhip-all of the things we had done in The Secret Empire. "Cliffhangers was an enormously challenging series," he concludes. "It was great fun to write for. We had a good stable of writers, many of whom went on to successful careers. It was just very frustrating that we didn't last longer."

CAST NOTES

Geoffrey Scott (Jim Donner): Scott spent time on TV's Dynasty (1982-84).

Carlene Watkins (Millie): Born 1952. Watkins appeared later in several situation comedies, including Bob in the mid 1990s.

Pamela Brull (Maya): This California-born actress currently appears in TV guest roles.

Peter Breck (Keller): Born 1929. Breck played one of the sons on TV's The Big Ualley (1965-69). Currently, he runs an acting school in Vancouver, Canada.

Diane Markoff (Tata): After Cliffhangers, Markoff had a recurring role on the Jack Klugman series, Quincy (1980-83).

Stephanie Kramer (Tara): Born 1956. Kramer costarred in the 1980s crime series Hunter.

Mark Lenard (Thorval): See Planet of the Apes.

WR. Kenneth Johnson (V, THE SIX MILLION DOLLAR MAN), Gene Kearney, Andrew Schnieder, Jeri Taylor (STAR TREK : VOYAGER), David Bennett Carren, Renee Longstreet, Harry Longstreet, Nona Tyson.

DIR. Kenneth Johnson, Joseph Pevney, Sigmund Neufeld, Tony Lo Bianco, Alan Crosland, Dick Harwood.

EPISODES: 12 **YEAR MADE:** 1979 **COUNTRY:** US **SEASONS:** 1

NBC

CREATOR: KENNETH JOHNSON

TYPE OF SHOW: WESTERN

FORMAT: SERIES

LENGTH (MINS): 20 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER: 27/02/1979 **AIR DATE OF LAST EPISODE** 01/05/1979

SEASON DATE BREAKDOWN:

FILMS:

Marshall Jim Donner GEOFFREY SCOTT, Billy TIGER WILLIAMS, Millie Thomas CARLENE WATKINS, Jessie Keller PETER BRECK, Princess Maya PAMELA BRULL, Princess Tara (Feb-Apr) DIANE MARKOFF, Princess Tara (Apr-May) STEPFANIE KRAMER, Eperor Thorval MARK LENARD, Roe PETER TOMARKEN, Hator DAVID OPATOSHU, Yannuck SEAN GARRISON, Demeter JAY ROBINSON.

RELATED SHOWS:

STAR TREK: THE NEXT GENERATION

STAR TREK

1 - 1 *CHAPTER 3 - PLUNGE INTO HISTORY*

As we join the story in progress, Marshal Donner has followed the masked gold robbers to what he thinks is the hidden entrance of their lair, but he finds that it leads to a fantastic underground city called Chimera. He starts to explore it, but is discovered, and now it's the Phantom Riders who are chasing him.

Wr Kenneth Johnson

Dir Kenneth Johnson

1 - 2 *CHAPTER 4 - PRISONER OF THE EMPIRE*

Marshal Donner has been captured and is about to suffer an icy death, but the evil Princess Tara offers to spare his life if he will become her slave.

Wr Gene Kearney

Dir Joseph Pevney

1 - 3 *CHAPTER 5 - THE MIND TWISTERS*

Jim is now captured by Emperor Thorval, who tries to use a mind-control device on him called the Compliatron, which he already uses to keep his own people in subjugation.

1 - 4 *CHAPTER 6 - SEEDS OF REVOLT*

Donner is rescued by Princess Maya and the other Partisans, an underground group in the underground city, who have been able to resist the effects of the Compliatron. But he still has to find a way to escape the underground city, as Thorval finalizes the details of his plan to take over the surface world.

1 - 5 *CHAPTER 7 - ATTACK OF THE PHANTOM RIDERS*

Having returned to the surface world, Marshal Donner realizes that no one will believe his story of an underground world, so he decides to disrupt the gold thefts that have been providing the power source for the Compliatron, unaware that young Billy has been taken hostage by Emperor Thorval.

1 - 6 *CHAPTER 8 - SIZZILING THREAT*

When Marshal Donner disguises himself as one of the Phantom Riders so that he can stop their next gold raid, he is mistaken for one of the robbers and thrown into his own jail.

1 - 7 *CHAPTER 9 - MANDIBLES OF DEATH*

Emperor Thorval orders that Billy be killed by being thrown into a compression tube.

1 - 8 *CHAPTER 10 - THE LAST GASP*

Thorval makes a deal with Keller whereby the earthman will receive a Compliatron to enslave the people of Cheyenne, while Thorval launches an attack on Princess Maya and the other Partisans.

1 - 9 *CHAPTER 11 - RETURN TO CHIMERA*

Most of the Partisans are captured, and Princess Maya almost dies when she escapes to the surface world without a breathing mask.

1 - 10 *CHAPTER 12 - POWERHOUSE*

With Thorval finally having succeeded in using the Compliatron to subdue the Partisans, Donner has to infiltrate the city and locate the reversal unit.

1 - 11 *CHAPTER 13 - PARTISANS UNCHAINED*

Millie and Billy make their way to the underground city to warn Marshal Donner that, while he has been rescuing the Partisans from mind control, Keller is about to use the same machine to enslave the population of Cheyenne.

1 - 12 *CHAPTER 14 - ESCAPE TO THE STARS*

Unable to reverse the Compliatron's effects, Donner determines to destroy the city's power source, forcing the aliens to leave Earth.

SECRET FILES OF CAPTAIN VIDEO, THE

The Secret Files of Captain Video was a spin off of the popular daily series CAPTAIN VIDEO AND HIS VIDEO RANGERS. Unlike the daily serialised Captain Video adventures, the episodes of The Secret Files of Captain Video were self contained stories (with one two part exception). They were broadcast fortnightly on Saturday mornings alternating with episodes of TOM CORBETT, SPACE CADET. The stories told were often ones that occurred prior to events in the daily episodes.

Episodes of The Secret Files of Captain Video had a problem common to many DTN programmes in that not many stations carried them. While the daily Captain Video episodes were seen on over 100 stations. The Secret Files of Captain Video episodes were only broadcast on the four DTN owned and operated stations and a couple of affiliates including WGN in Chicago.

An additional cast member who was not in the daily episodes was Blaster Martin, a space hero thought lost on the first mission to Jupiter in the late 20th Century. Blaster Martin was portrayed by Grant Sullivan who had been in several of the daily Captain Video stories as Spartak. The first episode of The Secret Files of Captain Video was adapted from the prize winning short story by James Blish, know best known for his STAR TREK novelizations.

WR. James Blish

DIR. Pat Fay.

EPISODES: 20 **YEAR MADE:** 1953 **COUNTRY:** US **SEASONS:** 1

aired by DTN

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 20

DATE OF PREMIER: 05/09/1953

AIR DATE OF LAST EPISODE 29/05/1954

SEASON DATE BREAKDOWN:

FILMS:

Captain Video AL HODGE, Video Ranger DON HASTINGS, Commissioner Cary BEN LACKLAN, Blaster Martin GRANT SULLIVAN.

RELATED SHOWS:

STAR TREK

CAPTAIN VIDEO

CAPTAIN VIDEO AND HIS VIDEO RANGERS

- 1 - 1 *THE BOX*
- 1 - 2 *REVOLT OF THE MACHINES*
- 1 - 4 *HIS FIRST COMMAND*
- 1 - 6 *BLASTER MARTIN*
- 1 - 7 *ENVOY OF DEATH*
- 1 - 8 *THE GLOP*
- 1 - 9 *INTO THIN SPACE*

- 1 - 11 *THE PLAGUE SHIP*
- 1 - 13 *THE STARSHIP*
- 1 - 15 *SURVIVAL*
- 1 - 16 *TOOTH AND CLAW*
- 1 - 17 *WENDIGO*
- 1 - 18 *THE 'Q' EFFECT (1-2)*

SECRET OF THE STONES

A large meteorite lands on Earth and splits into different parts. A man who wants the stone's powers, kidnaps scientists testing the stones. The scientist's children go on a search around Europe after them. (Some Episodes Titles Unknown).

After only 14 episodes this show just stopped in the middle of telling it's story what happened after that remains a mystery.

WR.

DIR.

EPISODES: 14 **YEAR MADE:** 1994 **COUNTRY:** US **SEASONS:** 1

CREATOR: JOHN P. HUNTER.

TYPE OF SHOW: CRIME

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 14

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

- 1 - 2 *ALONE TOGETHER*
- 1 - 4 *IN THE CATABOMB*
- 1 - 6 *COSACKS TO THE RESCUE*
- 1 - 8 *CODE WORD IMMORTAL*
- 1 - 9 *SPREADING THE NET*
- 1 - 10 *THROUGH ENEMY LINES*
- 1 - 11 *BEACON OF HOPE*
- 1 - 12 *HELP FOR JACKINTO*
- 1 - 13 *LAST CHANCE*
- 1 - 14 *CHECKMATE*

SECRET SERVICE,THE

It's a series bereft of the futuristic hardware of THUNDERBIRDS or CAPTAIN SCARLET, set instead in an England of the then present day (a la AVENGERS), and centring on the exploits of Father Stanley Unwin, an amiable 57-year-old country vicar who unexpectedly finds himself working for the B.I.S.H.O.P. - British Intelligence Service Headquarters Operation Priest. Father Unwin uses a device called the minimiser - a bequest from a late parishioner - concealed inside a box, to miniaturise his gardener Matthew Harding (a highly trained agent posing as a slow witted country bumpkin) and carry him around in a briefcase equipped with a chair, periscope and miniature tool kit.

Totally unaware of their covert activities is kindly housekeeper Mrs. Appleby, voiced by Sylvia Anderson. The series' other star was Gabriel - Father Unwin's vintage Model T Ford. The genuine article was used on location, with a radio-controlled replica used for the puppet Unwin.

This curious blend of live action and puppetry has become something of an enigmatic detour in the upwardly mobile career of Gerry Anderson. As far as most of the country is concerned, it might as well not have existed at all, as only three ITV regions actually screened the 13 part series - ATV Midlands, Granada and Southern. The Andersons had already branched out into live action via the movie feature Doppelganger (1969) and an earlier film called Crossroads to Crime (1961), but, in television terms, The Secret Service appears as a partially submerged stepping stone between the last of the pure Supermarionation puppet shows, JOE 90, and the first of Century 21's live action series UFO.

Released in the Autumn of 1969, The Secret Service blends the two forms of production by using a human star and his puppet double (or vice versa!) - appropriate casting for double talk comedy actor Stanley Unwin whose gobbledygook was a feature of the shows. Essentially puppets were used for close up and studio work, while actors stood in on longer shots and location. In particular this enabled the characters to be seen walking and standing properly, overcoming a perennial puppet problem.

Gerry Anderson has described the SECRET SERVICE as 'One of the most charming series I've ever made'. But the charm didn't work on ATV chief Lew Grade who had reservations about its commercial potential - and its cost. At £20,000 an episode, it was proving extremely expensive and with just six episodes filmed, Grade called time, setting a limit of unlucky 13 for Anderson.

The series producer was David Lane, executive producer was Reg Hill, production supervisor was Des Saunders, script editor was Tony Barwick, visual effects supervisor was Derek Meddings, the music was created by Barry Gray and the vocal title music was sung by The Mike Sammes Singers. The series was first shown in the ATV Midlands region. The character creator was Sylvia Anderson, the script editor was Tony Barwick, the art director was Keith Wilson and the location unit director was Ken Turner.

WR. Gerry & Sylvia Anderson, Donald James, Tony Barwick, Shane Rimmer, Pat Dunlop and Bob Kesten.

DIR. Leo Eaton, Brain Heard, Ian Spurrier, Alan Perry, Peter Anderson and Ken Turner.

EPISODES: 13 **YEAR MADE:** 1969 **COUNTRY:** GB **SEASONS:** 1

CENTURY 21/ITC PRODUCTION

CREATOR: GERRY AND SYLVIA ANDERSON

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 21/09/1969 **AIR DATE OF LAST EPISODE** 14/12/1969

SEASON DATE BREAKDOWN:

FILMS:

Father Unwin STANLEY UNWIN, Other Voices KEITH ALEXANDRA, Agent Matthew GARY FILES, Mrs. Appleby SYLVIA ANDERSON, The Bishop JEREMY WILKIN, Other Voices DAVID HEALEY.

RELATED SHOWS:

THUNDERBIRDS

CAPTAIN SCARLET AND THE MYSTERONS

JOE 90

1 - 1 *A CASE FOR THE BISHOP*

A Healey KX20 Mini-Computer has been stolen by the Dreisenberg agents and is believed to be in the hands of the Dreisenberg Ambassador, who plans to leave the country with the device. Father Unwin leaves immediately to Heathrow to plant a miniturised Matthew aboard the Ambassador's private jet.

Wr Gerry Anderson, Sylvia Anderson

Dir Alan Perry

1 - 2 *A QUESTION OF MIRACLES*

Two British designed desalination plants have exploded as they neared 250 hours of operation and an order for ten plants in the United States now hangs in the balance. Suspecting sabotage, The Bishop assigns Unwin and Matthew to ensure that the last remaining plant at Port Trennick stays operational.

Wr Donald James

Dir Leo Eaton

1 - 3 *TO CATCH A SPY*

Enemy agent George Grey is believed to be being hidden by Sir Humphrey Burton at his country home. Father Unwin pays Sir Humphrey a visit, allowing a miniaturised Matthew to discover that Grey is to be smuggled out of the house by helijet. If he effects a successful escape, he will take with him details of anti-missile defences and the locations of all reprisal bases!

Wr Pat Dunlop

Dir Brian Heard

1 - 4 *THE FEATHERED SPIES*

Father Unwin makes a startling discovery. Pigeons that are currently being used to take photos of an isolated airfield will soon be carrying bombs.

Wr Tony Barwick

Dir Ian Spurrier

1 - 5 *LAST TRAIN TO BUFFLERS HALT*

When a failed robbery takes place, The Bishop assigns Father Unwin to protect the money as it travels by train.

Wr Tony Barwick

Dir Alan Perry

1 - 6 *HOLE IN ONE*

Top secret plans to correct the orbit of the G9 satellite fall into the wrong hands and the satellite is sabotaged. The Bishop suspects that General Brompton is unknowingly leaking the information at his golf course, so Father Unwin tees off with the General to determine how the secrets are being passed to the other side.

Wr Shane Rimmer, Brian Heard

1 - 7 *RECALL TO SERVICE*

The Aqua-Tank, an experimental automated tank, is on trial at a nearby military barracks, but someone has been trying to sabotage it, and so Father Unwin is sent as a padre to investigate.

Wr Pat Dunlop

Dir Peter Anderson

1 - 8 *ERRAND OF MERCY*

Suffering from sunstroke, Father Unwin is retired to bed and prescribed sleeping pills by his doctor. In his dreams, Unwin finds himself on a dangerous mission to deliver medical supplies to Bishopville in Africa. Soon he and Matthew are captured by natives and attacked by mercenary fighter jets...

Wr Tony Barwick

Dir Leo Eaton

1 - 9 *THE DEADLY WHISPER*

Professor Soames has developed a sonic rifle, capable of projecting destructive waves of ultrasonic vibration, accurate to within a centimetre from over thirty feet away. Three unscrupulous saboteurs intend to use Soames' rifle to bring down an experimental aircraft, holding the Professor's daughter hostage to ensure his complicity. When Father Unwin becomes suspicious and investigates, he too is held prisoner in Soames' house...

Wr Donald James

Dir Leo Eaton

1 - 10 *THE CURE*

A Russian spy is planning to sabotage a racing car testing experimental fuel, and Father Unwin sets out to stop him.

Wr Pat Dunlop

Dir Leo Eaton

1 - 11 *SCHOOL FOR SPIES*

Father Unwin discovers that a gang of bogus vicars are responsible for a series of sabotage attacks on military installations and vehicles. After one of the gang is hospitalised after their latest venture, Unwin masquerades as his replacement to infiltrate the gang, but he is soon exposed as an imposter.

Wr Donald James

Dir Ken Turner

1 - 12 *MAY-DAY, MAY-DAY!*

Father Unwin is assigned to protect the King of Muldovia during his visit to London, joining his retinue for a flight to New York where the King plans to visit his son. An attempt on the King's life is foiled by Matthew, but the Prince of Muldovia has hidden a bomb aboard the King's private plane and rigged a device that incapacitates the pilot and co-pilot...

Wr Bob Kesten

Dir Alan Perry

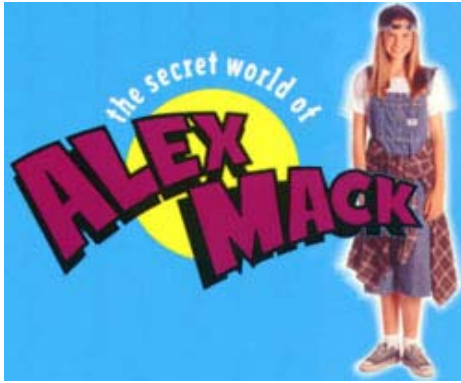
1 - 13 *MORE HASTE-LESS SPEED*

It is a race against time as Father Unwin and Matthew try to recover two counterfeit plates from two crusty aristocrats.

Wr Tony Barwick

Dir Ken Turner

SECRET WORLD OF ALEX MACK, THE



The Secret World of Alex Mack is a series about a teenage girl who receives super powers after being exposed to an experimental chemical on her first day of junior high school. Alex felt that she had something to prove since her older sister, Annie, was a genius whom she was always getting unfavourably compared to. On her way home from her first day at junior high she was nearly hit by a chemical truck and was doused by chemicals that fell off the truck. She first notices that these chemicals have left her with several new abilities. The first thing she notices is that her skin at times glows, something which she has no control over. She also has the ability to move objects just by thinking, she can control electric devices and she also has the ability to turn herself into a liquid blob.

Alex turns to her older sister Annie for help and the pair decide to keep Alex's new powers a secret from their parents and everyone else except for Ray, Alex's best friend.

Annie hopes that by studying Alex's powers that she will someday be able to win some prestigious scientific award. They learn that chemical Alex was exposed to is called GC161, which was being developed as a drug which would allow anyone who takes it to eat as much as they want and never gain any weight. The drug was being developed illegally and the chemical company that developed it knows that a kid was exposed to GC161. A full scale effort is being made to locate the kid: once found she or he (they don't know which) will be studied to determine what effects GC161 has. Since there appears to be no damage done to Alex, she decides not to let them know. In an attempt to avoid drawing attention to herself, Alex sets out not to use her powers but she at times finds the urge to use them overwhelming.

The hook at the start of each show is Larisa Oleynik, as Alex Mack, narrating "I was just an average kid until an accident changed my life." The accident (typical of comic book superheroes) is dunking in an experimental chemical that gives her the power of telekinesis (she can levitate and throw objects without touching them), force-field generation, the ability to (Zeus-like) throw electrical bolts and fireballs from her fingertips, and the "Terminator" morphing ability to collapse into mobile liquid metal, flow where she will, and reconstitute.

"I guess I'm not so average anymore," she admits, and then each episode begins. As in the somewhat similar "Sabrina, the Teenage Witch", Alex discovers in each episode that her "awesome powers" will not help her with the social or academic pressures of school, or with her failures in the dating scene, nor with her being in the shadow of a super-bright older sister (nicely played by Meredith Bishop), nor with the situational complications caused by her strange group of peers, nor by the evil corporate power of a local industrial chemical factory (parallel to Mr. Burns' atomic plant in "The Simpson's) with the cheerfully chilling slogan "Progress At Any Cost." Alex and her friends are fated to be the outcasts in their suburban subculture, ignored by adults, insulted by the popular clique at school, and plagued by anxiety.

As Robert Lloyd points out in "Go Girls -- Sabrina and Alex Mack", L.A. Weekly, 24 January 1997, p.32, "As is not uncommon in modern juvenile fiction and film -- think [Roald] Dahl, think [Daniel] Pinkwater, if you're lucky enough to know the 'Snarkout Boys' books -- both shows celebrate the marginal, embrace the eccentric and prize the individual. 'I like weird, I love weird, I bask in the glow of weird' exults Sabrina's best friend, Jenny (the delightful Michelle Beaudoin).... 'Sabrina, the Teenage Witch' and 'The Secret World of Alex Mack' are of course, beneath the [special effects], just shows about growing up. But that's an Olympian struggle, after all, in which these principles prevail ultimately not by science nor by spells -- most of Sabrina's go wrong by working All Too Well -- but by wit, and thoughtfulness and conscience and compromise."

The writing's cute, without being too clever, Larissa Oleynik makes a good heroine and the special effects are neat rather than fussy.

Alex Mack is just a normal 14-year-old girl, until one day she's nearly hit by a truck carrying a secret slimming chemical GC-161. The lorry smashes into a fire hydrant causing a geyser-like fountain of water which mixes

1 - 4 *SCHOOL DANCE*

The big dance is just around the corner and Alex still hasn't been asked by the only person she cares to go with. Everybody knows she dreams of going with Scott, but he's not the one hounding her for a date. Jerry, an obnoxious, insensitive and persistent ninth-grader is relentless in his pursuit of her. He won't take no for an answer, but Alex continues to put him off.

Wr Ken Lipman

Dir Allison Liddi

1 - 5 *SCIENCE FAIR*

Annie's science project has been chosen as a finalist for the big science fair to be held at the Paradise Valley Chemical Plant. The whole Mack family is looking forward to spending Saturday at the science fair rooting Annie on, except Alex. Not only is she sick of witnessing Annie's triumphs, but the chemical plant is the worst place for her to be. It's crawling with plant spies who are constantly on the look out for "the kid."

Wr Ken Lipman, Thomas W. Lynch

Dir Sean McNamara

1 - 6 *ALEX AND MOM*

In anger, Alex jeopardizes her mom's job. Later, she tries to make it up to her.

Wr Christine Ecklund, Keith Hoffman

Dir Paul Hoen

1 - 7 *THE FUED*

Alex and Ray have a falling-out and Alex is afraid Ray will disclose her secret to the plant.

Wr Ken Lipman, Sean McNamara

Dir Christopher T. Welch

1 - 8 *THE VIDEOTAPE*

At career day at the plant, Alex is taped using her powers and she, Ray and Annie have to sneak back and get the tape.

Wr Magda Liolis

Dir Allison Liddi

1 - 9 *THE SOLO*

Alex uses her powers to save Ray after he freezes at a school music recital.

Wr Jennifer Wharton

Dir Leslie Hill

1 - 10 *ANNIE BAILS*

Annie considers going away to school. Meanwhile, Alex's powers are going haywire and she must convince Annie not to go.

Wr Christine Ecklund, Keith Hoffman

Dir Ron Oliver

1 - 11 *ROAD TRIP*

Alex and Dad have trouble connecting. They go on a day trip together and chaos ensues.

Wr Ken Lipman, Thomas W. Lynch

Dir Thomas W. Lynch

1 - 12 *COLDDAY IN PARADISE VALLEY*

A reporter from the Planet newspaper comes to the Macks' house to do a story; Alex's cold makes her powers go haywire.

Wr Christine Ecklund, Keith Hoffman

Dir Christopher T. Welch

1 - 13 *SHOCK VALUE*

Alex asks her sister for help with a class science project, but ends up using her power to impress the teacher. This gets her into trouble when the teacher believes that the project was done by Annie, not Alex. Meanwhile, Dave and Vince disguise themselves as janitors in an attempt to find Alex.

Wr Jack Kenny, Brian Hargrove

Dir Peter Lauer

2 - 1 *THE JOURNAL*

The plant closes in when Alex's journal, detailing her powers, ends up in the wrong hands.

Wr Ken Lipman, Thomas W. Lynch

Dir Christopher T. Welch

2 - 2 *DOUBLE BOGEY*

Alex shows Dad the meaning of "good golf" when they enter the plant's father-daughter golf tournament.

Wr Matt Dearborn

Dir Paul Tassie

2 - 3 *NEW KID IN TOWN*

Alex, Raymond, Nicole and Robyn notice a new neighbor moving in. It turns out to be Louis Driscoll, a cool-looking kid with a wisecracking attitude. The more Raymond likes him, the more Alex doesn't.

Wr Anna MacGregor

Dir Allison Liddi

2 - 4 *THE SECRET*

The morning before Halloween, Alex and Ray come across Paradise Valley's haunted house while delivering newspapers. The next day, Louis convinces Alex and Ray to check out the old house. When Alex takes a closer look, she's sucked in by a mysterious light and comes face-to-face with the woman of the house.

Wr Thomas W. Lynch

Dir Paul Tassie

2 - 5 *SUSPECT*

Short on cash, Alex baby-sits Kelly's little sister and is accused of stealing.

Wr Brian Hargrove, Jack Kenny

Dir Allison Liddi

2 - 6 *PRESSURE*

Alex steals a test to help Nicole, who is cracking under the pressure of the exam. At the plant, George discovers that GC-161 has the capability to alter human genetic structure.

Wr Ken Lipman

Dir Paul Hoen

2 - 7 *THE SECRET WORLD OF RAY ALVARADO*

After a collision with a pole during a baseball game, Ray gets superpowers and goes public. He even negotiates an endorsement deal with the plant. When Ray finds himself trapped and submitted to test after test, he uses his powers to escape from the plant.

Wr Ken Lipman

Dir Christopher T. Welch

2 - 8 *RAT TRAP*

Alex makes the track team, but will she compete in the big meet once she realizes the plant is spying on her?

Wr Carolyn Quinn

Dir Linda Shayne

2 - 9 *BUSTED*

Grounded, Alex sneaks out for a game of roller hockey. . . And a night of trouble.

Wr Bernie Ancheta

Dir Christopher T. Welch

2 - 10 *THE GIFT*

Alex and George discover that gifts and decorations aren't as important as the Christmas spirit, while Dave's gift to Vince is a chimp that runs amok in the plant.

Wr Ken Lipman, Thomas W. Lynch

Dir Paul Tassie

2 - 11 *RAY GOES TO WASHINGTON*

Ray enters the brutal world of politics when he launches his campaign for eighth-grade President.

Wr Matt Dearborn

Dir Christopher T. Welch

2 - 12 *TROPHY CASE*

Annie aces her English Advanced Placement exam, allowing her to attend a writing class taught by a renowned author. Inspired by her sister's achievement, Alex sets her mind to engage in extracurricular activities in the hope that one will bring her some recognition. She discovers an unusual talent for cow milking and wins the Dairy Decathlon. Meanwhile, Annie experiences her first academic failure.

Wr Matt Dearborn

Dir Allison Liddi

2 - 13 *ON THE ROCKS*

While trying to impress Bryce, Annie goes mountain climbing and is left dangling.

Wr Mindy Schneider

Dir Jeff Blyth

2 - 14 *SATURN*

Alex thinks Scott wants to ask her to the plant dance, but Dad keeps getting in the way.

Wr Matt Dearborn

Dir Paul Tassie

2 - 15 *MACK TV*

Ray captures Alex's powers on video and wants to enter the tape in the Atron JH Video Award contest--but Danielle and Vince are the judges!

Wr Dorie D'Amore

Dir Paul Hoen

2 - 16 *THE PARTY*

George and Barbara run into Danielle when they go to a resort to relax. When Kelly finds out that Alex's parents are out of town, she befriends her and arranges a party that destroys the house. Alex uses her powers to get rid of the guests and clean up. When Kelly heads for the door, Alex confronts her for taking advantage of her trust.

Wr Danielle Gantner

Dir Jeff Blyth

2 - 17 *CARNIVAL*

Alex is upset when Annie agrees to go to the plant carnival with Bryce instead of her. Meanwhile, Danielle must contend with a former employee who has returned to the plant--as a government inspector.

2 - 18 *LOCAL HERO*

Alex, Ray and Louis rescue a kid trapped under a cement pipe in the park. When Louis accepts all the credit and becomes the town's local hero, he falls under the plant's suspicion of having the special powers.

Wr Joe Purdy, Rick Gitelson

Dir Allison Liddi

2 - 19 *WORLD WITHOUT ALEX*

Alex carelessly uses her powers and ruins Annie's interview with MIT. She runs away, thinking everyone would be better off without her.

Wr Peter Egan

Dir Paul Tassie

2 - 20 *NERVE*

Alex inspires Robyn to face the dreaded "Rooney Runabout" and pass P.E.

Wr Peter Egan

Dir Paul Hoen

3 - 1 *THE OTHER SIDE (1-2)*

Alex is split into two manifestations of herself when George discovers a chemical that divides GC-161 into its individual elements.

Wr Ken Lipman, Thomas W. Lynch

Dir Jeff Blyth

3 - 2 *WORKING*

Alex and Robyn get jobs at the new video store in Paradise Valley, where Vince and Dave have installed the plant's latest GC-161 detector.

Wr Mindy Schneider

Dir Paul Hoen

3 - 3 *OPERATION: BREAKOUT*

Alex has to use her powers to escape from a trap set by the plant after Vince spreads the rumor that they have the GC-161 kid in custody.

Wr Burk Sauls

Dir Paul Hoen

3 - 4 *THE NEIGHBOR*

Nicole tries in vain to petition against the plant for environmental violations. Alex is more concerned about her mysterious next-door neighbor who she sees having suspicious contact with the plant.

3 - 5 *IMAGES*

Alex becomes a photographer on the yearbook staff to earn extra credit. Louis develops a crush on Annie when she tutors him. Alex uses her powers to get herself paired with Scott on a photo assignment.

Wr Ken Lipman, Thomas W. Lynch

Dir Sean McNamara

3 - 6 *BIG RAY*

Alex and Ray's friendship is in trouble when he gets caught up with his basketball crowd. Meanwhile, the plant plots to get rid of George.

3 - 7 *NEW WORLD ORDER*

Alex's powers are out of control again and she finds that she has super strength. When Ray takes her for some serious heavy lifting at the construction site, they encounter two unwanted visitors: a suspicious Kelly and a news crew she has summoned to document Alex's mysterious abilities.

Wr Matt Dearborn

Dir Jeff Blyth

3 - 8 *BUBBLING OVER*

Alex experiences a chemical reaction to GC-161--uncontrollable bubbles. This unusual development coincides with the demise of Annie's relationship with Bryce.

Wr Ken Lipman

Dir Paul Hoen

3 - 9 *MUCKRAKER*

In response to Alex's wish to jazz up the school paper, Louis becomes a kamikaze reporter who will stop at nothing to get a good story. This includes selling Ray out. Barbara is a student again and finds her new professor strangely familiar.

3 - 10 *BAD GIRL*

Just when Alex is feeling ordinary, she befriends Paradise Valley's new wild child who favors blue hair, tattoos and nose rings. Alex goes wild herself until she realizes the value of her true identity. Vince, fired from the plant, looks for the GC-161 kid himself.

Wr Ken Lipman

3 - 11 *THE UNDERSTUDY*

Inspired by "Cyrano," the school play, Louis helps Ray court the girl of his dreams. When she falls for it, Ray has to face two mistakes: his girlfriend is superficial and his superficial charms are about to run out. Alex's attempted rescue makes things worse. Meanwhile, Annie gets an internship at the plant and gets some romantic ideas of her own.

Wr Neil Landau

Dir Allison Liddi

3 - 12 *MYSTERY MAN*

Paradise Valley's radio station has a popular personality, but no one knows his true identity. Alex and Ray get bold and sneak into the station, only to discover how hard it is to live with a secret.

3 - 13 *CHEMISTRY*

Alex is overwhelmed when an attractive guy starts looking her way. When he requests her as his study partner for "Romeo and Juliet," she can't control her chemical glows. It takes many blushes before she realizes that there is less to him than meets the eye. Things get worse when Dave spies on the kids and assumes that Alex's "Romeo" is the GC-161 kid.

Wr Julia Poll

Dir Diane Wynter

3 - 14 *A ROOM OF HER OWN*

Annie becomes obsessed by her work at the plant. An experiment she is conducting with her good-looking lab partner drives Alex out of their room and into the wood shed. Annie's partner betrays her, and she realizes that she's been a selfish sister to Alex.

Wr Kati Rocky

Dir Paul Hoen

3 - 15 *SPIVEY*

Louis makes a great effort to impress his old friend, Spivey, including throwing a party at the donut shop which jeopardizes Alex's job. The boys have to learn that friendship involves more than first impressions.

Wr Matt Dearborn

Dir David Straiton

3 - 16 *WOMAN OF THE YEAR*

Alex discovers that corruption is rampant in the town's "Woman of the Year" contest. When she tries an experiment on Louis, Alex gets yet another dose of havoc-inducing chemicals.

3 - 17 *TWELVE AND A HALF*

Alex has to decide how to handle the attention of a seventh-grade admirer. Vince sneaks into the Macks' house to spy on George's research and gets stuck in the basement.

3 - 18 *THE TEST*

Math is the ultimate challenge for Alex, and when she starts cheating, she can't stop. For help, she turns to Annie, who steers her back to her senses. However, Dave has been spying on Alex and has begun to question some floating exam books and other mysterious phenomena. Question is, will he turn her into the plant or will he keep her secret.

Wr Mindy Schneider

Dir Allison Liddi

3 - 19 *THE CREEPER*

Alex befriends an unpopular guy and finds that her own friends turn on her. She blames them until she realizes the unpopular guy has a thing for her. Ray has an unlikely adventure when Dave helps him pass a driving test.

Wr Matt Dearborn

Dir Matt Dearborn

3 - 20 *TRIANGLE*

There is only one problem with Alex's new boyfriend--he's also dating Annie. In what turns out to be an innocent set of circumstances, Alex must walk away from a guy with real potential. Annie's broken heart is made worse by the fact that Barbara is following her around for a science experiment. Alex chooses to be loyal to her sister and dump the guy--at least for now.

Wr Jennifer Wharton

3 - 21 *FRIENDS LIKE THAT*

Alex's old friends don't like her new friend, and with good reason: The plant has hired the new girl as a spy at the school, and Lars now suspects George is a mole.

3 - 22 *BMX*

While out racing bikes in the woods, Ray and Alex find a recluse who lives in a treehouse. He turns out to be one of the original GC-161 scientists from 1978. Vince and Lars learn of the existence of the scientist and Alex, Annie and Ray rescue him from the plant's goons. But before they do, someone finds out Alex's long kept secret.

Wr Matt Dearborn

Dir Patrick Williams

3 - 23 *NIGHTMARE IN PARADISE*

A school bully picks on Alex and she must summon all her powers to resolve the ensuing conflicts. Meanwhile, at the plant, George is suspected of espionage when Annie accidentally leaks GC-161 information to Lars.

3 - 24 *CHEERS*

In a surprising move, Alex tries out for cheerleading...and makes the team! But while she enjoys her new popularity, she misses her carefree life. Louis accidentally switches diskettes with Annie so that she narrowly escapes getting in trouble with the evil Danielle Atron.

4 - 1 *DRIVING*

Alex gets a job with Louis at his dad's distributing company so she can buy her own car.

Wr Danielle Gantner

Dir Patrick Williams

4 - 2 *GREEN DAY*

When Robyn joins an environmental group the donut shop is threatened and Alex's friendship with Gloria is tested.

4 - 3 *CAMPING*

Junior camp counselor is a new role for Alex, and one for which she's not well-suited. She and Kelly get lost in the woods, are chased by a bear and learn the importance of two words: friendship and rescue. George remembers his own camp experiences with mixed emotions.

4 - 4 *ASHLEY*

Aunt Ashley is everything Barbara isn't: fancy, outrageous, irresponsible, crazy. Alex's wild go-cart ride with her aunt forces Barbara to get tough with both of them. Alex's school work suffers while her spirits soar.

4 - 5 *OSCAR*

Alex tries to rescue a chimp named Oscar from Vince by secretly keeping him as a pet. Annie is forced to tell George the truth about Atron's 3-year plan for GC-161.

4 - 6 *FOOT FAULT*

While Louis is innocently taking a photo, he catches Alex's zapper-gone-wild on film. He's sure he's captured some kind of UFO that will make his footage famous. Meanwhile, Alex helps George overcome his fear of bowling.

4 - 7 *THE SWITCH*

A morphing accident causes Alex to switch bodies with Barbara. Alex realizes that she's not ready for adulthood. Annie loses confidence about leaving home and talks to George about it.

Wr Neil Landau

Dir Allison Liddi

4 - 8 *THE STORM*

When Alex and Annie are stuck at home during a rainstorm, they reminisce about the value of superpowers and sisterhood.

Wr Ken Lipman

Dir Jeff Blyth

4 - 9 *LEAVING*

Alex saves a woman's life but can't tell the authorities that she double-morphed the woman to the hospital. The mystery heightens Danielle Atron's suspicions. As Annie prepares for college, a bittersweet realization comes over the sisters who share so much.

Wr Ken Lipman

Dir Bill Scarlet

4 - 10 *SENORA GARCIA*

Alex struggles in Spanish class with a tough teacher, then struggles with the possibility that she got the teacher fired. Lars sets Dave up to be the first human research specimen for dangerous GC-161.

4 - 11 *THE DOCTOR*

Alex has a doctor's appointment and fears her altered body chemistry will be discovered. Robyn grieves over the loss of her hamster.

Wr Matt Dearborn

Dir Allison Liddi

4 - 12 *THE BAND*

Ray, Louis and Alex form a band and have to deal with issues of leadership, fame and competition. Robyn learns the "rules" of dating from Kelly.

Wr Kati Rocky

Dir Jeff Blyth

4 - 13 *THINGS CHANGE*

Ray is purposely mysterious about his new girlfriend, Rachel, so that Alex won't get jealous. Alex becomes jealous anyway and struggles with accepting a new friend.

4 - 14 *THE RETURN*

Alex becomes friends with the new boy in school, Hunter, who may know something about the GC-161 project.

4 - 15 *FRIENDLY FIRE*

Robyn moves in with Alex while her parents are away while Mr. Mack suspects that Dave may be his secret GC-161 informant.

4 - 16 *LIES AND SECRETS*

When Hunter finds out about the GC-161 accident he starts searching for the GC-161 kid in order to expose the plant and uncover the truth about his father's disappearance.

4 - 17 *24 HOURS*

After coming to school like every day in her life, Alex notices that her parents, friends and teachers have started to act strangely. First she gets into detention with no reason and after escaping, everybody starts haunting her. But, what is really going on?

4 - 18 *PARADISE LOST (PART 1)*

After four years of keeping her powers hidden, Alex's secret world is falling apart. As the Plant prepares for the release of GC-161 to the public, her dad loses his job, and Louis discovers her secret powers, and is captured by the Plant.

4 - 19 *PARADISE REGAINED (PART 2)*

The final episode. Ray, Louis, and Hunter try to free Alex and her parents from the Plant which is lined with bombs thanks to Danielle Atron. Meanwhile Dave works with Gino and the FDA to stop the chemical plant from releasing GC-161.

4 - 20 *WITHOUT FEATHERS*

Alex plays matchmaker and sets Louis up with Hannah Mercury. Meanwhile, Ray gets a fancy new job and Alex falls in love with Hunter!

SECRET WORLD OF POLLY FLINT,THE

Polly Flint is devastated when she is sent to live with her aunt while her father struggles to recover from a tragic mining accident that has left him paralysed. Heartbroken at being separated from her parents, Polly is even more unhappy when she discovers the strict regime of her starchy aunt Em.

But the heartache eases when Polly hears about the lost village of Grimstone. She meets an odd character called Old Mazy who tells her that Grimstone vanished one May Day 400 years ago. 'It slipped the nets of time', he says. Enchanted by the notion, Polly begins to appreciate her lifestyle and a whole magic world open up when she meets and befriends the strange folk from the lost village, the 'Time Gypsies', and helps them get back to their own time.

Enchanting six part children's fantasy about a girl who encounters the strange world of a village lost in time. The secret world of Polly Flint was filmed entirely on location in the Duckeries are of north Nottinghamshire, with the National Trust's Clumber Park providing the setting for the medieval village of Grimstone. The producer for the series was David Cobham, the music was by Paul Lewis.

WR. Helen Cresswell

DIR. David Cobham.

EPISODES: 6 **YEAR MADE:** 1987 **COUNTRY:** GB **SEASONS:** 1

A CENTRAL PRODUCTION IN ASSOCIATION WITH REVCOM TELEVISION.

CREATOR: HELEN CRESSWELL

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 06/02/1987

AIR DATE OF LAST EPISODE 23/03/1987

SEASON DATE BREAKDOWN:

FILMS:

Narrator MICHAEL HORDERN, Polly Flint KATIE REYNOLDS, Alice Flint EMILY RICHARD, Tom Flint MALCOLM STORRY, Aunt Em SUSAN JAMESON, Old Mazy DON HENDERSON, Davey Cole DYLAN CHAMPION, Sam Porter DANIEL POPE, Granny Porter BRENDA BRUCE, Gil Porter JEREMY COOTE, Doris DAPHNE NEVILLE, Miner STACY DAVIES.

SECRETS OF ISIS, THE

AKA: **ISIS**



Isis was in reality Andrea Thomas, a science teacher at Larkspur High School, whose double life was secret from everyone else. One day, while on a scientific expedition, she uncovered an ancient Egyptian amulet. This amulet has originally been made by the Egyptian Royal Sorcerer for the Queen and endowed her with the power to soar as a Vulcan soars, run with the speed of a gazelle and command the elements. These powers were passed onto Andrea who turned into Isis when she spoke an incantation.

Also on hand was Rick Manson, another school teacher and romantic interest for Andrea. At episodes end Rick would often fill in Andrea on the heroic exploits of Isis, which she always seemed to miss. During the early episodes Cindy Lee was Andrea's favourite student, a position taken over by Renne Carroll in the second season. Dr. Barnes was the head of Larkspur High School and would be seen sporadically.

The Secrets of Isis chronicled the exploits of Isis, a super heroine endowed with the powers of the Egyptian goddess. Originally scheduled as one half of the SHAZAM/ Isis Hour, the series was shown as a separate entry during its last season on the air. On a couple of occasions Captain Marvel made appearances on Isis.

Stories on The Secrets of Isis, like many 1970's Saturday morning shows, tended to have a heavy handed pro social lesson. This was reiterated after all the action was over, just in case somebody in the audience hadn't picked it up. Isis tended not to battle criminals all that often, usually the focus of the episode was a misguided or troubled student who would not be seen again after his or her problem was solved.

In 1978 an animated version of Isis appeared in Isis and the Fantastic, this was broadcast as a segment of Tarzan and the Super 7. CBS continued to rerun earlier episodes of The Secrets of Isis through the end of 1977-78 TV season.

The Secrets of Isis was a live action television series produced by Filmation in the 1970s that appeared during the Saturday morning cartoon lineup. It was also aired in various countries around the world. The series was initially aired in tandem with another live-action series, Shazam!. It is also known by the shorter title, Isis.

It aired on CBS from September 6, 1975 to September 3, 1977 (although only 22 original episodes were produced) and starred Joanna Cameron as Andrea Thomas, a high school science teacher. She was on an archeological dig when she found an amulet. This was a mystical amulet, originally given to an ancient Egyptian Queen.

When one wore the amulet, she was given great strength, the ability to move inanimate objects, and the power to fly and run at super speed. Thomas adopts these powers and the name Isis. Whenever Isis was needed, Andrea would hold the amulet up in the air and shout an incantation ("Oh, mighty Isis!"). She then intoned rhythmic, rhyming chants to activate her powers; a representative chant was Oh zephyr winds which blow on high, lift me now, so I can fly, which, obviously, enabled her to fly. Isis used her powers for good by capturing criminals, righting wrongs, and helping anyone who was in danger. Unlike other superheroes who responded when people called their name, the beauty of Isis' assistance was that she often came to the rescue of people who didn't call for her, arriving in the nick of time and encouraging the wrongdoer to see the error of their ways through self-reflection.

The series spun-off a comic book produced by DC Comics. Although Isis is often cited as a DC creation, in fact she was created specifically for the television series and was only later adapted for comics. The TV character later appeared in animated form on other series. A considerably reworked version of the character (though still connected with Captain Marvel) was introduced in the 2006 comic series 52.

In 2006, BCI, an American distributor of DVDs, announced it had acquired the rights to release the series on DVD in North America, with a release scheduled for the summer of 2007.[1] Grammmnet, the production

company owned by Kelsey Grammer, has reportedly obtained the rights to produce a movie based on the character, the movie to be called "The Legend of Isis".

WR. Russell Bates, David Dworski, James Schmerer, Sid Morse, Robert F. Joseph, Ann Udell, J. Michael Reaves, Henry Colman, David Wise, Kathleen Barnes, Arthur H. Nadel, Brad Dworski, Susan Dworski, Peter L. Dixon, Sarah Dixon, Len Janson, Chuck Menville.

DIR. Hollingsworth Morse, Arnold Laven, Arthur H. Nadel, Arnold Laven, Earl Bellamy.

EPISODES: 22 **YEAR MADE:** 1975 **COUNTRY:** US **SEASONS:** 2

A FILMATION PRODUCTION

CREATOR:

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 15, (2) 7

DATE OF PREMIER: 06/09/1975 **AIR DATE OF LAST EPISODE** 23/10/1976

SEASON DATE BREAKDOWN:

FILMS:

Andrea Thomas JOANNA CAMERON, Rick Mason BRAIN CUTLER, Renee Carol RONALDA DOUGLAS (1), Tut, the Crow HIMSELF, Cindy Lee JOANNA PANG (2), Dr. Barnes ALBERT REED (2).

RELATED SHOWS:

SHAZAM!

1 - 1 *LIGHTS OF MYSTERY MOUNTAIN*

When Cindy returns from a weekend vacation with photos of UFOs believed responsible for the disappearances of several people, Andrea and Rick go back with her to investigate.

Wr Russell Bates

Dir Hollingsworth Morse

1 - 2 *ONLY FOOLS (AKA FOOLS DARE)*

When car thieves steal Andrea's car, they didn't reckon on Isis.

Wr David Dworski

Dir Hollingsworth Morse

1 - 3 *SPOTS OF THE LEOPARD*

A student of Andrea's fears that her father, recently released from prison, may be responsible for the recent diamond thefts.

Wr James Schmerer

Dir Arnold Laven

1 - 4 *THE SOUND OF SILENCE*

A force field generator designed by Andrea is stolen by a disgruntled science student.

Wr Sidney Morse

Dir Arnold Laven

1 - 5 *ROCKHOUNDS ROBOT*

One of Andrea's students fakes his parents' permission to go on a rock-hunting field trip.

Wr Robert F. Joseph

Dir Arnold Laven

1 - 6 *LUCKY*

When a young boy's dog drowns, even though the boy himself is saved, he becomes terminally depressed.

Wr Ann Udell

Dir Hollingsworth Morse

1 - 7 *BIGFOOT*

A group of Andrea's students on a field trip to find bigfoot becomes lost in the mountains.

Wr Michael Reaves

Dir Arthur H. Nadel

1 - 8 *HOW TO FIND A FRIEND*

A boy desperately hoping to make one of his classmates like him offers a tough kid his father's antique gun.

Wr Henry Colman

Dir Hollingsworth Morse

1 - 9 *THE SHOW OFF*

A student whose short stature makes him take risks to prove himself gets into trouble on a camping trip in an area where there is an escaped gorilla.

Wr David Wise, Kathleen Barnes

Dir Arnold Laven

1 - 10 *THE OUTSIDER*

A new transfer student tries to keep a wilderness area from being ravaged by an environmentally-insensitive developer.

Wr David Dworski, Susan Dworski

Dir Hollingsworth Morse

1 - 11 *DRUMS AND TRUMPETS (AKA NO DRUMS, NO TRUMPETS)*

Andrea and a couple of her students are stranded in a ghost town that is being used as a base of operations by truck hijackers.

Wr Arthur H. Nadel

Dir Hollingsworth Morse

1 - 12 *THE FUNNY GIRL*

A girl who's trying to be popular steals Rick's boat as part of a publicity stunt in her campaign for student council president.

Wr Sidney Morse

Dir Hollingsworth Morse

1 - 13 *GIRL DRIVER*

A girl encounters sexism when she runs for the presidency of the school's auto club.

Wr David Wise, Kathleen Barnes

Dir Arnold Laven

1 - 14 *SCUBA DUBA DOOING (AKA SCUBA DUDA DO)*

Rick is worried when a member of the school's scuba diving club seems to consistently ignore safety precautions

Wr Sidney Morse

Dir Arnold Laven

1 - 15 *DREAMS OF FLIGHT*

Competition in the school's airplane flying contest becomes extreme when one of the planes is stolen.

Wr David Dworski, Susan Dworski

Dir Hollingsworth Morse

2 - 1 *THE SEEING-EYE HORSE*

Andrea tries to help a student who was recently blinded in a riding accident by getting him a specially trained horse.

Wr Peter L. Dixon, Sarah Dixon

Dir Earl Bellamy

2 - 2 *THUMBS OUT (AKA THE HITCHHIKER)*

A girl ignores everyone's warnings about the danger of hitchhiking.

Wr Sidney Morse

Dir Earl Bellamy

2 - 3 *CLASS CLOWN*

A new student thinks that the way to make friends is to perform practical jokes.

Wr Arthur H. Nadel, Norman Cameron

Dir Hollingsworth Morse

2 - 4 *THE DESPERATE CHEERLEADER (AKA THE CHEERLEADER)*

A student endangers Andrea's pet crow Tut by setting it loose so that in the confusion she can steal the answers to a chemistry test she is desperate to pass in order to remain on the cheerleading squad.

Wr Sidney Morse

Dir Hollingsworth Morse

2 - 5 *YEAR OF THE DRAGON*

A student of Chinese ancestry rebels because of her embarrassment over her father's old-fashioned ways.

Wr Ann Udell

Dir Hollingsworth Morse

2 - 6 *NOW YOU SEE IT. . . (PART 1 OF 2)*

When a weather control machine is stolen and Rick is framed for the theft, Andrea gets help from Captain Marvel and a group of would-be detectives among her students.

Wr Len Janson, Chuck Menville

Dir Arthur H. Nadel

2 - 7 *. . . AND NOW YOU DON'T (PART 2 OF 2)*

When a weather control machine is stolen and Rick is framed for the theft, Andrea gets help from Captain Marvel and a group of would-be detectives among her students.

Wr Len Janson, Chuck Menville

Dir Arthur H. Nadel

SENGOKU JIEITAI: SEKIGAHARA NO TAKAKAI

AKA: **Warring States JSDF Battle of Sekigahara**



After war games were completed in the Fuji Training Ground, a mysterious storm sends First Lieutenant Akiyoshi Iba and his subordinates to the Warring States Period, 400 years from the present time. Stranded, Iba wants to return back to the present with the rest of his units. However another officer by the name of First Lieutenant Takuya Shimamura had wanted to alter the past in order to change the modern times when they head back. But as the days go on, the platoons find themselves under constant threats from the Samurai, with most of the soldiers being killed individually in ambushes and surprise attacks by the former and later, by Ninjas. The rest were wiped out in a surprise attack against Iba's camp, after Shimamura had been executed by decapitation, by a combination of Archers and Arquebusers.

The lone survivor, Sergeant Fukami Moe, had been able to return back to the present after the same storm had brought her back from the Sengoku period. Unfortunately, she had lost most of her memory due to the traumatic experience that she had seen since most of her fellow soldiers and First Lieutenants Shimamura and Iba were killed in the Sengoku period, as well as being the only survivor when police had found her. Sergeant Moe, in the end, was seen to be a mute, wondering about the streets of Tokyo with Iba's wife mourning his death after his daughter had discovered Iba's JGSDF Dog tags in a temple.

Sengoku Jieitai Sekigahara No Tatakai (Warring States JSDF Battle of Sekigahara) was a 2006 television series mainly based on the Sengoku Jieitai movie in 1979 and the 2005 movie Sengoku Jieitai 1549. Its director, Mitsumasa Saito, had been involved in the creation of the Sengoku Jieitai 1979 movie.

Theme Songs

Love to Say and Yesterday by Satomi

Media Release

A DVD based on the show was released to the public on June 21, 2006. Aside from the inclusion of the series, it also had deleted scenes in it.

Original writing: Tanabe Setsuo.

Producers: Sato Atsushi, Maeda Shinichiro, Kojima Yuji , Kawase Hikaru

Music: Senju Akira

Narrator: Kamiya Akira.

WR. Ishihara Bull

DIR. Izaki Nobuak (ep1), Saito Kosei (ep2)

EPISODES: 2 **YEAR MADE:** 2006 **COUNTRY:** JAP **SEASONS:** 1

NTV

CREATOR: MITSUMASA SAITO

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 0

STILL IN PRODUCTION: No **B/W:** No **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: 31/01/2006

AIR DATE OF LAST EPISODE 07/02/2006

SEASON DATE BREAKDOWN:

FILMS:

TAKASHI SORIMACHI, TATSUYA FUJIWARA, ATSURO WATABE, ERIKO SATO, EMIRI HENMI

1 - 2 *FOR THE ONE I LOVE*

SENTINEL, THE



The Sentinel is a crime drama centring on a Detective James Ellison, a police detective who has an edge over other officers due to his heightened senses. Ellison had been in the military and was the sole survivor of a reconnaissance mission into the Peruvian rain forest. He survived in the jungle for 18 months with the natives in the jungle before encountering civilisation again. After being rescued he returns home to Cascade, Washington (which is somewhere in the Seattle area), where he joins the police force.

After some time on the job, Ellison has several instances where his senses go into overload. He has himself checked out at the hospital where they are unable to find anything wrong with him. His condition does however raise the curiosity of Blair Sandburg, a graduate student in anthropology who offers Ellison an explanation for his condition. A condition which Sandburg hopes to study and help Ellison deal with. Sandburg's explanation is that during Ellison's seclusion in the jungle he became a sentinel, with all of his senses becoming extremely acute. The sentinel had first been observed by the 19th century explorer Sir Richard Burton, who noticed that tribal look outs had highly developed senses. Ellison reluctantly agrees to accept Sandburg's help and gets him permission to accompany him on his cases, but only as an observer. Sandburg also become Ellison's room mate after the bad guys destroy his home. Although this arrangement was only supposed to be temporary, it soon looks as if it is permanent.

With his sentinel senses, Ellison is able to see, hear, taste, smell and feel things that other people cannot. This helps him in solving crimes when he is able to detect things at a crime scene which would otherwise go unnoticed. His Sentinel senses do however have one drawback. While he is utilising one of his senses to its maximum potential he can become oblivious to other dangers around him, which would normally be detected by his other senses.

Other regulars in the cast of The Sentinel are: Captain Simon Banks. Ellison's superior on the police force who is let in on the fact of Ellison's hyper senses. Carolyn Plummer, who is the police force's forensic expert and is also Ellison's ex-wife. She and Ellison remain friends and get along better after their divorce than they did while they were married.

Paul De Meo and Danny Bilson was also responsible for creating the SF show HUMAN TARGET, and both versions of the SF show VIPER.

After spending years in the Peruvian jungle during his tour in Army Special Forces, Cascade PD Detective James Ellison developed hyperactive senses, which came back to him five years after his return to the US. He can see people in darkened windows at night from two hundred yards, hear the music playing on the radio of the car he's chasing after he's lost sight of it, and can distinguish between wood and plastic after both have been in a three thousand degree fire.

Blair Sandburg, a local anthropology student, tells Ellison that he is a "Sentinel," who in ancient tribes would protect the village and seek out game using such hyperactive senses. Sandburg becomes Ellison's back-watcher and teacher of how to use his new powers as Ellison brings a whole new edge to the war on crime in Cascade, Washington. STAR TREK :VOYAGER'S Jeri Ryan also became part of the show starting from the episode Sentinel Too. The sentinel had always had a rough time in the schedules, since the show had been cancelled several times by UPN.

The intention of the second season of The Sentinel was to highlight the huge differences between Ellison (Richard Burgi) the army veteran with heightened sensory abilities and Sanburg (Garett Maggart), the intelligent graduate student.

Character History

Jim Ellison

Jim Ellison was born with hyperactive senses. During his childhood, he had a friend, Bud who helped him with said senses. Unfortunately, Bud was murdered at some point, one of many cases of trauma in his childhood. His mother also left, leaving him to live with his extremely wealthy father, William Ellison, and his brother, Steven Ellison. Jim's relationship with both characters is notably strained, and leads to both the repression of his senses and his joining the army.

While in the army, Jim becomes a captain in the US Army Rangers and joins Covert Ops. His last mission takes him and his team of seven to Peru to stop a drug-smuggling campaign. Unfortunately, his ranking officer was corrupt and set him and his men up for failure. His helicopter crashes, killing his seven men and leaving him wounded. He is taken in by the Chopec, an elusive and secretive tribe in Peru, and learns to control his senses for the tribe's betterment under the tutelage of Incacha, the tribe's shaman. Incacha calls Jim Enqueri, 'Sentinel'. When a satellite photo finds seven tombstones at the helicopter's crash site, instead of just a pile of scrap metal, the US army sends in a team to bring their man home.

When Jim returns to his city, Cascade, his repression skills come to the fore and leave him without any memories of his time in Peru. Nevertheless, his instincts as a Sentinel are still there as he decides to 'serve and protect' his tribe, his city, Cascade. He joins the police force, and is first assigned to Vice, of which we know little. He might also have spent some time in Narcotics. His temper is legendary, until Jack Pendergast takes him under his wing and transfers him to Major Crimes. Jim then marries Carolyn Plummer, another detective on the force. Jack then dies, and Carolyn and Jim divorce.

Shortly afterwards, Jim is sent on a solitary stakeout for a week. When he returns, his senses reemerge, leaving him feeling a bit on the crazy side. He can see, hear, and smell things that no other person could, he can only handle the blandest of foods, and any barely-coarse materials leave him wishing to claw his skin off. He checks himself into a hospital, where he meets Blair under the guise of Doctor McCoy- or Doctor McKay, as he pronounced it.

During the series Jim falls in love with only a handful women but most of them ends up dying in his arms. Several of Jim's old friends from the army and police force also end up dead during the course of the show.

As a Sentinel Jim has several powers:

- all 5 senses are strongly enhanced
- able to communicate with ghosts
- has a spirit animal, a black panther
- receives visions which guide him in the choices he makes and sometimes predict the future (Jim had a vision that showed Blair's death before Alex killed him [see below])
- used the power of his animal spirit to bring Blair back from the dead

Blair Sandburg

Blair Sandburg is the genius son of Naomi Sandburg, an absolute flower child. In her youth, she was all about free love and the hippie spirit, and has yet to stop. Blair had little to no stability in his youth, always moving from home to home and never settling, but that was also what spawned his love of anthropology, the study of mankind.

When Blair was sixteen, he moved to Cascade, Washington to begin his studies. An anthropology major, his advisor was Eli Stoddard, a major expert in the field. As he quickly moved through his education, he took many trips on grants to various parts of the globe. When he finally decided to get his doctorate, he became a teaching fellow. The topic of his dissertation was the Sentinel. This was brought about by a monograph by Sir Richard Burton (the explorer, not the actor) that described both the sentinels and their roles in their respective tribes, and their partners, acutely named by one villain: guides.

At twenty-six, Blair has an 'office' in the basement at Rainier, an \$850 a month, 10,000 sq. Ft. Warehouse apartment, and an ex-girlfriend that works at Cascade General, where a man who complains about all five of his senses has recently been admitted.

During the course of the show Blair has several girlfriends, sometimes dating more than one woman at a time.

In Jim's visions Blair's spirit animal is a grey wolf.

Series Summary

Jim doesn't believe Blair's explanation about his senses at first. In fact, at their second meeting, Jim throws Blair up against a wall and calls him a 'neo-hippie, witch-doctor punk.' Nevertheless, Jim's senses are a huge problem, as demonstrated when Blair has to shove Jim and himself under an oncoming garbage truck to save Jim from a zone-out. Jim later introduces Blair to Simon Banks, the chief of Major Crimes, and gets Blair a

ninety-day observer's pass so that Blair can help with his senses. The excuse to the higher-ups? Blair is (supposedly) Jim's kid cousin, whom he is helping get his doctorate by allowing him to study the police force so he can write a dissertation on the 'thin blue line' and the closed society of the police force.

Soon after, Blair's warehouse apartment is blown up by the drug lab next door, and Jim invites Blair to stay with him at his loft apartment at 852 Prospect Ave., apartment 307. Blair temporarily brings with him Larry the Ape, the remnant of a past experimental study. Although the arrangement is only meant to last a week, Blair stays for years.

On the job, Jim constantly reminds his wayward 'partner' to stay in the truck, although Blair rarely listens. Also, Blair is often the victim of kidnapping and torture by various criminals. Blair also steadily serves to fill out Jim's paperwork and soothe Jim's temper. The other detectives at Major Crimes think of him fondly, and Blair has many nicknames- 'Chief' from Jim, 'Hairboy' from Rafe and Henri, and 'Sandy' from Megan Connor.

At the end of season three, Blair meets a new sentinel, Ms. Alex Barnes, and agrees to help her with her senses. Jim has visions of Alex killing Blair and is haunted by visions of Barnes' spirit animal, a spotted panther. However, at this point Blair has not told Jim there's a new Sentinel in town and Jim is confused over the Sentinel instincts he's receiving. Unsure of what is going on Jim throws Blair out of the loft. Jim and Blair part without having told each other of their reasons for doing what they did. Alex attacks Blair and kills him. After Blair has been proclaimed dead Jim uses the power of his animal spirit to bring Blair back from the dead. However, he's still haunted by spirit visions of Alex and is unable to control a strange attraction to her, leading to a kiss between them in front of Blair. Jim manages to regain control over his Sentinel urges and Alex is eventually sent to live out her life in a mental institution, and Blair returns to the loft.

The last episode of the series, *The Sentinel* by Blair Sandburg, shows Blair finishing his dissertation, finally. He has promised Jim to allow him to read it first before he turns it in. Unfortunately, his mother shows up at the loft and sends the document away to Sid Graham, a bigshot agent for publishing in New York. Sid releases snippets of *The Sentinel* to the press and the general public, who then hound Jim and Blair. In order to repair his relationship with his friend and fix his wrongdoing, Blair gives up the three million dollar contract in a press conference where he makes himself out to be a fraud, thus destroying his academic career. At the end of this last episode, Jim and Simon offer Blair a place in Major Crimes should he choose to accept it.

Cancellation

The *Sentinel* was canceled after 3 seasons by UPN, with the last episode being a big cliffhanger with Blair's life in the balance. An intense fan campaign convinced UPN to give the series a further half a season to end the series properly.

DVD Release

On April 18, 2006, Paramount Home Entertainment released *The Complete First Season of The Sentinel* on DVD in Region 1 for the very first time. It is unknown if the remaining 3 seasons will be released at some point.

WR. Paul De Meo, Danny Bilson, David L. Newman, Gail Morgan Hickman, Steven Baum, Laurence Frank, Harold Apter, Howard Chaykin, Bruce Kalish.

DIR. Danny Bilson, Bruce Bilson, Gus Trikonis, Michael Vejar, Tim Van Patten, Scott Paulin, Jefferey Reiner.

EPISODES: 65 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 4

PET FLY PRODUCTIONS, PARAMOUNT PICTURES.

CREATOR: PAUL DE MEO & DANNY BILSON.

TYPE OF SHOW: PARANORMAL **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 10, (2) 24, (3) 23, (4) 8

DATE OF PREMIER: 20/03/1996 **AIR DATE OF LAST EPISODE** 24/05/1999

SEASON DATE BREAKDOWN:

FILMS:

Lieutenant Detective James Ellison RICHARD BURGI, Blair Sandburg GARRETT MAGGART, Carolyn Plummer KELLY CURTIS (1), Captain Simon Banks BRUCE A. YOUNG, Alex JERI RYAN (4).

RELATED SHOWS:

VOYAGERS

VIPER (1994)

VIPER (1996)

HUMAN TARGET

1 - 1 *PILOT (aka SWITCHMAN)*

The sole survivor of an Army plane crash in the Peruvian hinterlands, Jim Ellison subsisted for nearly two years on his raw animal instincts. When he returned to America and became a police lieutenant, Jim discovered that the abilities that had kept him alive in the jungle now gave him extraordinary senses of perception. With the help of Captain Simon Banks and a grad student Blair Sandburg, Jim now attempts to use these powers to apprehend a terrorist bomber called the Switchman.

Wr Paul DeMeo, Danny Bilson

Dir Danny Bilson

1 - 2 *SIEGE*

Garrett Kincaid, a notorious criminal that Jim Ellison had arrested years before, seizes control of Cascade's police station with the help of his gang of felons.

Wr David L. Newman

Dir Danny Bilson

1 - 3 *THE KILLERS*

After witnessing the death of undercover officer Danny Choi at the hands of sniper Tommy Juno, Jim uses his vision to identify and apprehend the killer.

Wr Gail Morgan Hickman

Dir Bruce Bilson

1 - 4 *THE DEBT*

When Blair moves unknowingly into an apartment next to the drug lab of a gang, Jim finds himself embroiled in a gang war.

Wr Steven Baum

Dir Gus Trikonis

1 - 5 *CYPHER*

Blair and Jim, with forensics specialist Carolyn Plummer, suspect that a series of seemingly unrelated murders are actually the work of a serial killer.

Wr Laurence Frank

Dir Mike Vejar

1 - 6 *NIGHT TRAIN*

Jim and Blair are assigned to escort Derek Wilson, a key witness in a local homicide case, on his train ride to the courthouse in Cascade.

Wr Harold Apter

Dir Bruce Bilson

1 - 7 *ROGUE*

While guest-lecturing in Blair's anthropology class, Jim saves the entire building from a deadly gas leak designed to distract the attention while a canister of the Ebola virus was being stolen from the hazardous materials lab.

Wr Howard Chaykin

Dir Mike Vejar

1 - 8 *LOVE AND GUNS*

After stopping an armored car heist, Ellison is struck by the high-tech weaponry at the criminals' disposal.

Wr Bruce Kalish

Dir Tim Van Patten

1 - 9 *ATTRACTION*

Jim's sentinel abilities detect something strange at the scenes of the recent jewelry robberies but he's unable to figure out what's causing the reaction.

Wr Harold Apter

Dir Scott Paulin

1 - 10 *VOW OF SILENCE*

As Blair forces Jim to a vacation at a remote monastery, Ellison begins to enjoy until one of the monks is found dead.

Wr Bruce Kalish

Dir Jeffrey Reiner

2 - 1 *FLIGHT*

During a flight to South America, Captain Banks and his son Daryl crash land in the Peruvian jungle.

Wr Gail Morgan Hickman

Dir Danny Bilson

2 - 2 *OUT OF THE PAST*

Jim and Blair are assigned to protect pop singer Angie Ferris from escaped convict Jay Weston.

Wr Brad Markowitz

Dir Bruce Bilson

2 - 3 *DEEP WATER*

At an unrelated auto accident by the river, evidence surfaces which implicates Jim and his old partner, Jack Pendergrast, in a case from four years prior.

Wr Harold Apter

Dir Bruce Bilson

2 - 4 *REUNION*

When Blair and Jim join Captain Banks at his 20-year high school reunion the Captain's old sweetheart, Peggy Anderson, turns up dead with Banks her apparent murderer.

Wr Stephen A. Miller

2 - 5 *PAYBACK*

Ellison finds himself witness to the beginnings of an underworld war between the drug-running bikers and the local representatives of the deadly Japanese Yakuza.

Wr Peter Lance

Dir Bill Gereghy

2 - 6 *TRUE CRIME*

Ellison gets fame when the police department invites TV producer Wendy Hawthorne and her cameraman to do a piece on him for her show "True Crime."

Wr Daniel Levine

Dir Tony Westman

2 - 7 *ICE MAN*

Ellison and Sandburg are called in to investigate an attack on a prostitute named Amber Larkin.

Wr Paul B. Margolis

Dir Tim Van Patten

2 - 8 *THE RIG*

When employees start dying aboard the North Star Five oilrig, Jim and Blair conclude that ex-con Truck Brower is their most obvious suspect.

Wr Harv Zimmel

Dir Danny Bilson

2 - 9 *SPARE PARTS*

Ellison and Sandburg get a chance to hone their driving skills when car thieves set up shop on the streets of Cascade.

Wr Harold Apter

Dir Paul Abascal

2 - 10 *SECOND CHANCE*

When Francisco Rivero, an ex-associate of Hector Carasco, kidnaps Carasco's daughter and uses as blackmail for the fortune, Ellison and Sandburg join forces with her Uncle Gustavo to bring her home.

Wr John Vorhaus

Dir Bruce Bilson

2 - 11 *BLACK OR WHITE*

When a series of explosions level black churches throughout Cascade, Ellison, Sandburg and Captain Banks uncover the racist influences of the White Aryan Resistance.

Wr Peter Lance

Dir Bill Gereghty

2 - 12 *BLIND MAN'S BUFF*

Ellison and Sandburg trace the distribution of Cascade's new drug to a dive where the narcotic wreaks havoc with Ellison's enhanced senses.

Wr Daniel Levine

Dir Tony Westman

2 - 13 *HEAR NO EVIL*

Ellison sees undercover police detective Brent Marten thrown to death from a police helicopter.

Wr Harold Apter

Dir John J. Connor

2 - 14 *LIGHT MY FIRE*

An arsonist burns down a furniture warehouse, and Ellison rescues an unconscious guard from the building.

Wr David Thoreau

Dir Scott Brazil

2 - 15 *SECRET*

Ellison receives a phone call from old Army buddy Sam Holland, who asks for help.

Wr Gail Morgan Hickman

Dir Bruce Bilson

2 - 16 *DEAD DROP*

Sandburg becomes trapped between floors in a skyscraper elevator controlled by an extortionist, who threatens to send the elevator to its doom unless a ransom is paid.

Wr Peter Lance

Dir Danny Bilson

2 - 17 *RED DUST*

A birthday party for a Russian woman is interrupted by a vicious attack that claims two men and ends with the theft of a suitcase from the woman's boyfriend.

Wr Peter Lance

Dir Bill Gereghty

2 - 18 *SMART ALEC*

Ellison and Sandburg are sent to a college campus to investigate the murder of a maintenance worker.

Wr John Vorhaus

Dir Tony Westman

2 - 19 *PRIVATE EYES*

During the search for a kidnapped girl, Ellison and Sandburg receive help from a psychic.

Wr Harold Apter

Dir Bruce Bilson

2 - 20 *VANISHING ACT*

Ellison and Sandburg spot a man, a mob accountant, who they thought was dead.

Wr Daniel Levine

Dir Bill Gereghty

2 - 21 *PENNIES FROM HEAVEN*

An armored truck explodes and rains hundred-dollar bills down into a ghetto neighborhood.

Wr David L. Newman

2 - 22 *SURVIVAL*

Dawson Quinn, a cop-killing thief who stole five million dollars that has never been found, is transported through forested wilderness. The convoy is attacked and the criminals flee with Banks as hostage.

Wr Howard Chaykin

2 - 23 *HIS BROTHER'S KEEPER*

A construction foreman is murdered at a racetrack and the body is hidden in a pillar.

Wr Harold Apter

Dir Bruce Bilson

2 - 24 *SLEEPING BEAUTY*

12-year-old girl Stacey and her parents flee their home. The car is run off the road, killing the parents and placing Stacey in a coma.

Wr Gail Morgan Hickman

Dir Gail Morgan Hickman

3 - 1 *WARRIORS*

In the Peruvian jungle, a Chopec Sentinel named Incacha is enraged by the pollution of his land by a contaminated oil well and the murder of one of his tribesman by an employee of the Cyclops Oil Co. In Cascade, Ellison examines the poison dart that killed the VP of security for the Cyclops Oil Co. and recognizes the markings of the Chopec tribe - the people who helped him develop his Sentinel powers.

Wr David L. Newman

Dir Danny Bilson

3 - 2 *THREE POINT SHOT*

When basketball players on the Cascade Jaguars start turning up dead, Jim must bring the killers before justice.

Wr Darrell Fetty

Dir Danny Bilson

3 - 3 *THE GIRL NEXT DOOR*

Blair falls for Jim's new neighbor, a woman named Iris, but learns that this particular girl next door isn't as innocent as appears.

Wr Harold Apter

Dir Bill Gereghty

3 - 4 *POACHERS*

While Captain Banks, Blair, and Jim are fishing together they stumble across a poaching ring that's hooked up with a powerful Chinese gangster Ho Ng.

Wr Tony Westman

Dir Tony Westman

3 - 5 *THE INSIDE MAN*

Jim saves Edward, the grandson of Mafia don Dominick Lazar, from drowning. When Don Dominick himself thanks Jim, he decides to get on the inside of the city's organized crime world.

Wr Harv Zimmel

Dir Bruce Bilson

3 - 6 *VENDETTA*

After a car accident and argument with the driver, Dan Freeman, Jim Ellison finds that this unbalanced man has targeted him for a vendetta.

Wr David Thoreau

Dir Tim Van Patten

3 - 7 *FOOL ME TWICE*

During a Amnesty International conference, Ellison and Sandburg are assigned to watch over Genevieve Benet, a peace activist.

Wr John Vorhaus

Dir John J. Connor

3 - 8 *STORM WARNING*

Visiting his cousin Rucker on a remote island, Jim learns that people on deserted islands don't always pursue the "natural life." After rescuing a woman named Monique from a boat, they find out, that she is the ex-girlfriend of a drug dealer Enrique Guzman.

Wr Peter Lance

Dir Oley Sassone

3 - 9 *RED ICE*

Poet Dimitri Gordiensi is killed by a sniper at Cascade's Russian Arts Festival. Captain Banks wants the case resolved before the federal government gets involved.

Wr Richard Maxwell

Dir Bill Gereghty

3 - 10 *DEAD CERTAIN*

When a dead body falls out of the sky with every bone and organ shattered, and no identification, Ellison and Sandburg know that they are not dealing with an ordinary criminal.

Wr Gail Morgan Hickman

Dir Bruce Bilson

3 - 11 *BREAKING GROUND*

When archaeology student Martin Gillman is buried alive by a cave-in at an excavation site, Ellison and Sandburg suspect foul play.

Wr Harold Apter

Dir Bill Gereghty

3 - 12 *PRISONER X*

Jim Ellison agrees to go undercover as an inmate in Starkville Prison to investigate a series of suspicious prisoner suicides.

Wr Rick Husky

Dir Richard Compton

3 - 13 *THE TRANCE*

When a local Santeria ceremony goes wrong, one man is dead and the only witness is a woman who was in a deep trance.

Wr Ann Powell

3 - 14 *MIRROR IMAGE*

Jim Ellison can't explain how Warren Chapel, a permanent patient at a maximum-security mental institution, has detailed firsthand knowledge of murders occurring around Cascade. Sandburg goes undercover as a patient.

Wr Tony Westman

Dir Rich Tabach

3 - 15 *FINKELMAN'S FOLLY*

When Captain Banks is injured in a shootout at the Cascade National Bank, Captain Sarah Finkelman is his replacement. Captain Banks is recovering in the hospital and uncovers some corrupt doctors.

Wr Harold Apter

Dir Michael Laco

3 - 16 *SWEET SCIENCE*

Ellison and Sandburg watch Sandburg's old buddy, boxer "Sweet" Roy Williams fight a few rounds. Things turn decidedly sour when Sweet Roy winds up dead and all the leads point to his little brother, Jamie.

Wr Lawrence Frank

Dir Bill Gereghty

3 - 17 *REMEMBRANCE*

Professor Robert McCain, a university expert in serial killers, turns up dead and Ellison is forced to re-open a case that dates back to his youth.

Wr Joseph Johnson, Tom Fudge

Dir Dick Van Patten

3 - 18 *LOVE KILLS*

Buddhist monks start dying in Cascade's Chinatown and Jim's old love Lila from his days in Bali, seems to be involved. Despite Jim's investigation is hampered by overwhelming sensory overloads, it isn't hard to figure out that the monks are interested in opium smuggling.

Wr Jacqueline Zambrano

Dir Bill Gereghty

3 - 19 *CROSSROADS*

Ellison, Blair, and Captain Banks are trapped in Clayton Falls when some overzealous military officers quarantine the small town, after an airborne virus is in the air. Sensing something more insidious, Ellison and Sandburg attempt to uncover the real truth.

Wr Rick Husky

Dir John J. Connor

3 - 20 *FOREIGN EXCHANGE*

Ellison and Sandburg are joined by Megan Conner, a visiting police officer from Australia. When the federal mint is targeted for a major heist, they prepare to apprehend the robbers in the act. It's quickly apparent that Megan has more than a passing interest in the ringleader of this criminal operation. The team knows that the thieves have made their move, when the power goes out in Cascade. In darkness, Ellison is the only one who can see clearly but Megan is dead set on giving the criminals justice.

Wr Harold Apter

Dir Bruce Bilson

3 - 21 *NEIGHBOURHOOD WATCH*

Jim's friend U.S. Marshall Roger Corman is killed in a car bombing before he can reveal a corrupt marshall that he's uncovered. Only by going undercover can Jim hope to glimpse what is hidden, after the U.S. Marshalls take over the investigation. Jim, Captain Banks, Blair, and Megan Connor, the newest addition to the Sentinel team, conduct their own neighborhood watch.

Wr Harold Apter

Dir Scott Williams

3 - 22 *NIGHT SHIFT*

When a car comes barreling into the Cascade Police Station in the middle of the night, the Sentinel team finds themselves thrown into a murder investigation.

Wr Richard Maxwell

3 - 23 *SENTINEL TOO (PART 1)*

When Ellison has strange visions of jaguars and a series of superhumanly performed thefts occurring around the city, Blair and Jim suspect that he may not be the only sentinel in town. Even with the entire force on the lookout, this cunning burglar seems always to elude capture.

Wr Gail Morgan Hickman

Dir Richard Compton

4 - 1 *SENTINEL TOO (PART 2)*

Blair, Banks, and Megan may be Jim's only hope of overcoming the superhuman stalemate and returning Cascade to a one sentinel town.

Wr Gail Morgan Hickman

Dir Tony Westman

4 - 2 *MURDER 101*

It appears that two students in Blair's anthropology class are engaged in extracurricular activities that aren't listed in any of the college handbooks.

Wr Ron Taylor

Dir Don Kurt

4 - 3 *FOUR POINT SHOT*

Ellison knows that the city is in for trouble when Garrett Kincaid, the leader of the Sunrise Patriots militia group, escapes from prison, taking the entire Jaguar basketball stadium hostage.

Wr Harold Apter

Dir Danny Bilson

4 - 4 *DEAD END ON BLANK STREET*

When Internal Affairs accuses Ellison of stealing money captured in drug busts, he's forced to answer the questions instead of asking them.

Wr David H. Balkan

Dir Don Kurt

4 - 5 *THE WAITING ROOM*

When Blair and Ellison investigate a recent murder that occurred in a haunted house, it's obvious that Jim's Sentinel powers aren't the only paranormal phenomena operating in Cascade.

Wr Harold Apter

Dir Michael Laco

4 - 6 *THE REAL DEAL*

When retired television actor Vince Deal suspects that one of his friends has been murdered he enlists the

help of Jim Ellison.

Wr Harold Apter

4 - 7 *MOST WANTED*

Harry Conkle is one of the FBI's most wanted criminals and his daughter Lindsay is convinced that he's preparing to kill her and her son. Ellison and Sandburg are assigned to protect them.

Wr Robert Bielak

Dir Scott Williams

4 - 8 *THE SENTINEL BY BLAIR SANDBURG*

When Blair's mother Naomi secretly submits her son's Sentinel thesis paper to a publisher, Jim discovers that being famous can be detrimental to your health. While Jim and Blair protect a local union leader Jack Bartley, information from Blair's paper is leaked and Ellison is in the middle of a media frenzy. Unless someone can diffuse the situation, the Sentinel will be forced to leave the city of Cascade - forever.

Wr Bill Froehlich

Dir Danny Bilson

SEPTIMA PUERTA, LA

Produced by Daniel Bautista producer , Maria Eugenia Salazar executive producer

Original Music by Andrés Polanía Flores & Irene Salamanca

Cinematography by Ricardo Torres

Film Editing by Diego Ospina

Art Direction by Margarita Castillo

Second Unit Director or Assistant Director - Humberto Rivera Assistant director , Pedro Silva
Assistant director.

WR. Adriana Barreto , Dago García , Alexandra Ortiz , Jhonny A. Ortiz , Gerardo Pinzon , Ruth Viasús.

DIR. Isabel Cristina Méndez.

EPISODES: 0 **YEAR MADE:** 2004 **COUNTRY:** COL **SEASONS:** 1

CANAL CARACOL

CREATOR:

TYPE OF SHOW:

FORMAT:

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:**

SEASON BREAKDOWN: (1)

DATE OF PREMIER: 12/09/2004 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Thomas Cabal Amado JORGE LOPEZ, Jenny CAROLINA RAMIREZ, Thomas Cabal Amado II GUSTAVO
ANGEL, Jenny II STEPHANIA BORGE, Luisa Zapata CAROLINA SEPULVEDA.

SERUM DE BONTE, LE**AKA: HAPPINESS SERUM, THE**

In this sitcom, the French government tests on an average family a new drug that is intended to improve people.

The series ran from October to December 1960. Original Music by Michel Magne.

WR. Pierre Armand.**DIR.** Jean-Daniel Norman**EPISODES:** 13 **YEAR MADE:** 1960 **COUNTRY:** FRA **SEASONS:** 1*RTF 1 / ORFT?***CREATOR:****TYPE OF SHOW:** COMEDY**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** French**SEASON BREAKDOWN:** (1) 13**DATE OF PREMIER:** 23/10/1960**AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Monsieur Dupont JEAN RICHARD, Mme Dupont PAULETTE DUBOST, EVELYNE KER, NICHOLAS RAY, HELENE VALLIER

SEVEN DAYS

AKA: 7 Days



Frank Parker is a patient in a CIA psychiatric hospital. His condition is the result of a mission he was on two years ago, where he was captured and tortured. Although he had made a remarkable recovery, Parker is somewhat unstable. When disaster hits the United States government, Parker is the ideal candidate to operate a high-tech spherical device, code named Back-Step, which will take him back in time and allow him to prevent the catastrophe. The ride is anything but smooth. Frank can only travel in the past for up to seven days

Those responsible for selecting Parker to carry out these covert missions are Donovan, Back-Step's chief military advisor whose life Parker once saved. Doctor Issac Mentor, and the attractive and brilliant scientist, Olga Vukavitch. The only member of the team opposed to Parker is Nate Ramsey, who believes he is unsuitable.

Don Franklin also starred in the underwater science fiction action show SEAQUEST DSV (aka Sequest 2032). Think of UPN's new sci-fi action show SEVEN DAYS as TIMECOP on a short leash, or Ipress File meets Groundhog Day. The CIA's top secret "Operation Back Step" is a time machine that can send someone only seven days into the past. When a crisis occurs, we can actually send an agent back in time to prevent it from ever happening. Jonathan LaPaglia stars as an ex-CIA agent with a photographic memory, sprung from a top secret mental institution for spies-who-know-too-much for the high-risk assignment of being bounced back in time a week.

The show has a built in ticking clock: After a crisis occurs, they must balance the amount of time spent gathering information after the fact against the amount of time before the event needed to prevent it from happening. In the first episode, terrorists have killed the President, Vice President, etc. In order to give LaPaglia enough information to prevent the assassination, they must find out as much about the assassins as possible... but this requires a time consuming investigation. Each week they must find the balance between enough information and enough time.

Dealing with these crises that must be prevented are LaPaglia and the team of Back Step scientists, which include the paternal Dr. Mentnor, the gruff Talmadge, the wheel chair bound Ballard, and sexy Russian scientist babe Olga Vukavitch... Plus antagonistic CIA agent Ramsey and La Paglia's old army buddy Donovan.

High concept plots mix big screen style action and a solid emotional core to provide one of the fall's few genre shows that lives up to its premise. It's created by Christopher Crowe, who produced the New Alfred Hitchcock Presents fifteen years ago, and co-starring Norman Lloyd who produced the original Alfred Hitchcock Presents... this may explain why there are a number of plot twists per episode.

Executive Producer Christopher Crowe has had a good week. His fledgling Science Fiction series Seven Days has made its debut on UPN, attracting excellent re-views and the highest Wednesday night rating, for the channel since March. The show, which TV Guide tipped as one of the hottest new arrivals of the season, is a certain hit, and given its excellent timeslot (shown in tandem with STAR TREK: VOYAGER), Seven Days looks set to run for a long, long time. A year ago, it seemed that Time travel shows had their day ABC pulled TIME COP off the screens after just a few weeks, as the tired series failed to find an audience. Crowe, it seems, has found a fresh spin on a standard SF premise; Seven Days isn't just about travelling through Time, it's about temporary disasters - and a feverish race to change events, preserving our modern society. But why, one wonders, did he choose the limitations of Seven Days? "I guess we incrementalize our lives into weeks," Crowe tells Starburst. "I think a normal human fantasy is, 'God I wish I could do that week over again'. Bad things can happen within the course of a week.

"We also took a look at the scale of the events we wanted to cover in this show, and if there are big human events it takes a little while to stage and execute them. It just felt like seven days was a proper time. The point

was that they don't have the technology that allows them to go to different eras, which has been what most Time travel shows have been about. We wanted short term, and that just seemed a good time." Every episode, CIA agent Frank Parker (Jonathan LaPaglia) will have a bad week. Recruited by a covert military intelligence unit, Parker is charged with turning back the clock when things go wrong. His means of travel is Back-Step, the codename for a huge spherical device that was built from technology recovered from Roswell. Before one can cry, 'Aha, another alien invasion story', Crowe asserts that there are currently no plans to bring the Greys into the series.

"It's only really that it makes [Time travel] logical to some degree," he insists. "[It allows] the audience to suspend belief that Time travel is possible. In almost any other Time machine driven idea there's never been any addressing of the technology. Getting into cutting edge physics, the truth is that Time is elastic, and one day we may be able to screw around with it a little bit." A successful writer, producer and director with 15 years in the business, Crowe's credits include screenplays for the movies *Last of the Mohicans*, *Fear and The Bone Collector*, while his TV credits include *Miami Vice*, *Alfred Hitchcock Presents*, *The Untouchables* and *The Watcher*. The idea for *Seven Days* emerged after a brain-storming session, and while NBC passed on the show, UPN saw the potential and commissioned a pilot. When the finished product was shown to a test audience, the mix of action, thrills, drama and Science Fiction won unanimous approval.

"It tested as highly as any two hour we've done here; it was really well accepted," Crowe grins. "That's gratifying, because sometimes you do reasonably good projects and that's not the response. I've been in it long enough to know how rare and exceptional that is." The pilot, which takes the brave step of introducing its hero as an unstable war hero who has been institutionalised in a CIA mental hospital, presents a momentous storyline. The White House has been bombed by terrorists, and both the President and Vice President are dead. It's up to the newly enlisted Frank to go back and save them - and his own son, another casualty of the blast. High octane action sequences, massive sets and location shooting in Washington all combine to give the impression that this is a big budget venture.

"As TV goes it was a good amount of money," admits the executive producer, "but it was very efficiently done and there's not a nickel that doesn't show on the screen. It's a combination of things. It was not as expensive as it may look - the level of execution is almost movie-like, but it didn't cost anything near a movie." The pilot is also memorable for Jonathan LaPaglia's distinctive portrayal of Frank, whose photographic memory, high pain threshold and bravery contrast with mental instability, leaving some members of the selection committee convinced that he is the wrong man for the job. Crowe reveals that he had wanted to work with the actor after meeting his elder brother, Anthony.

"I had worked with Anthony on a picture I did for Paramount a few years ago called *Whispers in the Dark*," he offers. "I really enjoyed working with Anthony and so when Jonathan's name came up, I was just naturally curious. When I met him I just felt there was something there, then I looked at him on film and I said, 'Yeah this is the guy'. It's just one of those fortunate events, it didn't require a great deal of thought - he just seemed real right away." Another distinctive element of the show is its production design: the set for the Back-Step device is vast, and the scale is conveyed on screen.

The enormous sphere, plus the surrounding equipment, fill the entire space of a Hollywood soundstage. There's little doubt that the sphere will become one of the show's trademarks, and Crowe reveals that the design for the Back-Step was arrived at during the course of the production process. "When you write you don't envision everything," he says. "You make a picture three times - one is the writing, one is the production, and that means the preparation, and the third time is when the film is in, editorial and music and all that. "I think that set reflects that middle stage, where you go, 'OK if they were going to do this, how would it look?' There was a natural inclination to make it hyper-modern and futuristic, It would be like *Lost in Space* or something like that.

"I took a look at actual aerospace photographs of a jet propulsion lab in Pasadena and various NASA facilities in different locations, and what I found was that environments are very conventional, and there's sort of a busy, crazy quality to the device. That's the feel you get from NASA- there's umbilical everywhere. Everything is f***d up, apart from the and thing that is the centre of attention, and that's the device - be it a rocket or whatever. I said, 'That's the kind of feel we're going to have, It's got to have an impromptu quality, and a realistic and industrial feel, not a futuristic one, because that is not the way things look and feel on that level. They're sort of jerry-rigged in a massively sophisticated way."

Black light The design is complemented by 'black light, which, when shone onto reflective paint, gives the sphere an unearthly glow.

"It's pretty," Crowe concurs. "The blue that it renders in television screens is very easy on the eyes." Having wiped out the White House in the pilot, one almost wonders how *Seven Days* can better itself during the course of a season. Crowe insists that's not a problem, and he has a team of advisers who have suggested a

The U.S. government adapts technology from an alien spacecraft at Roswell and creates a device that can travel back in time seven days. When Washington is devastated by a terrorist attack, the need to find a capable pilot becomes essential and with time running out, only mental patient and ex-military man Frank Parker proves suitable.

Wr Christopher Crowe

Dir John McPherson

1 - 2 *THE GETTYSBURG VIRUS*

Parker is sent back in time by a dying Olga to stop the spread of a deadly mutated Ebola virus.

Wr Harry Cason

Dir Vern Gillum

1 - 3 *COME AGAIN?*

Talmadge decides to authorize the use of Backstep in order to save Dr. Jonathan Axelrad, a man with the secret to cold fusion. But everything is not what it seems.

Wr Evan Katz

Dir Aaron Lipstadt

1 - 4 *VOWS*

A tanker truck filled with a deadly acid explodes killing 86 people and devastating the North Korean consulate and threatening to trigger a war.

Wr Tom Ropelewski

Dir John McPherson

1 - 5 *DOPPLEGANGER (1-2)*

When the team at Never Never Land compound hears news that the United States is in danger of being taken over by terrorists, Operation Back Step is put into effect. However, after Dr. Ballard modifies the sphere, a glitch causes Frank Parker to separate into two people.

Wr James Crocker

Dir John McPherson

1 - 6 *SHADOWPLAY*

A young secretary, Rebecca, goes underground after the NAS office she works for is destroyed in an explosion and it is believed that she is the one responsible.

Wr B.B. Smickers

Dir David Livingston

1 - 7 *AS TIMES GOES BY*

Just as Parker and Olga start to become romantically involved, Olga's husband Josef returns from the future to claim his wife and join the team.

Wr Tim Finch, Tamara Shaw

Dir John McPherson

1 - 8 *SLEEPERS*

When Parker and Donovan are to be honored at the White House, they are caught up in an intricate assassination scheme.

Wr Cannon Kenney

Dir Charles Picerni

1 - 9 *HAARP ATTACK*

Parker must prevent a terrorist plot to have American planes bomb a U.S. command center in Saudi Arabia, but an accident during the Backstep makes things go a little crazy.

Wr Paulette Polinski

Dir John McPherson

1 - 10 *LAST CARD UP*

After a disastrous confrontation between a religious cult and the U.S. government, Parker is sent back in time to undo the event.

Wr Lyn Freeman

Dir Charles Picerni

1 - 11 *LAST BREATH*

When a Russian spy submarine gets trapped on an ice shelf off the coast of Alaska, its nuclear fuel is released into the atmosphere, causing widespread devastation. Parker must link up underwater with the submarine before it happens again.

Wr Peter Farriday

Dir John McPherson

1 - 12 *PARKERGEIST*

After a sabotaged Backstep, Parker seems to be killed. Now a disembodied Parker must somehow convince Olga he's not dead.

Wr Peter Farriday

Dir David Livingston

1 - 13 *DADDY'S GIRL*

The Vice-President's illegitimate daughter, an Air Force flyer, is shot down in Bosnia. After she's killed along with her Ranger rescue team, and her father kills himself out of grief, Parker must jump back in time to save the mission.

Wr Harry Cason

Dir Don Kurt

1 - 14 *THERE'S SOMETHING ABOUT OLGA*

Olga is kidnapped and replaced by a look-alike, with the intention of stealing Project Backstep's secrets.

Wr Tim Finch, Tamara Shaw

Dir Jeannot Szwarc

1 - 15 *A DISH BEST SERVED COLD*

A former Backstep pilot, thought to be dead, seeks revenge by trying to sabotage the Sphere.

Wr Stephen Beck

Dir John McPherson

1 - 16 *VEGAS HEIST*

As the team vacations in Las Vegas, a group tries to rob a casino to save their African village.

Wr Dan York

Dir Kenneth Johnson

1 - 17 *EBE'S*

When a Back-Step is made to prevent a toxic spill, Parker discovers an alien cover-up.

1 - 18 *WALTER*

Parker balks when ordered to kill an autistic savant, Walter, whose code-breaking skills are put to use by enemy spies to kill 20 CIA agents.

Wr Harry Cason, Stephen Beck

Dir Charlie Correll

1 - 19 *LIFEBOAT*

Parker discovers a secret lab at Never Never Land with an alien alive from the Roswell UFO crash - the alien escapes and sets off a nuclear disaster.

Wr Tom Ropelewski

Dir John McPherson

2 - 1 *THE FOOTBALL*

The President's briefcase containing the missile controls is lost on the streets of Washington D.C.

Wr Tom Ropelewski

Dir John McPherson

2 - 2 *PINBALL WIZARD*

Teens playing video games are actually being used to pilot missiles.

Wr Dan York

Dir Charlie Correll

2 - 3 *PARKER.COM*

When a supercomputer with artificial intelligence deactivates the U.S. nuclear weapons systems, Parker must take advantage of its infatuation with him.

Wr Peter Farriday

Dir Mike Vejar

2 - 4 *FOR THE CHILDREN*

Parker quits when a Backstep is cancelled that would have saved children on a subway train from being killed, and the team must question whether they obey NSA orders or act on their consciences.

Wr Ann Lewis Hamilton

Dir Don Kurt

2 - 5 *TWO WEDDINGS AND FUNERAL*

A falling scaffolding hurts Parker, and as Olga keeps vigil over him in his coma, she professes her love for him just as he wakes up to hear her. Through an increasing series of dares they end up getting married . . . but all is not what it seems.

Wr Tim Finch, Tamara Shaw

Dir David Livingston

2 - 6 *SISTER'S KEEPER*

Parker backsteps to save Olga's sister, Svetlana, from the Russian mafia.

Wr Brad Markowitz

Dir Kenneth Johnson

2 - 6 *WALK AWAY*

An alien implant cures Dr. Ballard's paralysis, but results in his mind being taken over by Adam, the Roswell alien (from "Lifeboat").

Wr Brad Markowitz, Tom Ropelewski

Dir Don Kurt

2 - 7 *THE COLLECTOR*

Parker Backsteps to prevent a collapsed dam from killing people, but when under the influence of alcohol lands in the middle of an execution, letting a serial killer escape. Frank insists on taking on the investigation to make up for his screw-up.

Wr Alfonse Ruggiero, Jr.

Dir John McPherson

2 - 8 *LOVE AND OTHER DISASTERS*

A wiring problem causes an explosion at the wedding of Princess Lisette, and Parker must Backstep to protect the Princess and Olga, after discovering terrorists were responsible.

Wr Paulette Polinski

Dir David Livingston

2 - 9 *THE DEVIL AND THE DEEP BLUE SEA*

Parker must Backstep to prevent a submarine from blowing up, and a U.S. cruiser in the area from triggering a nuclear war between China and the U.S.

Wr Harry Cason

Dir Charles Picerni

2 - 10 *TIME GREMLIN*

A doctor in California destroys the entire state by experimenting with explosive fault line devices, and Parker must prevent a tidal wave from killing over ten million people. Complications arise when he Backsteps and ends up with a strange creature capable of generating temporal disruptions that is intent on destroying Backstep.

Wr Tom Ropelewski

Dir Kenneth Johnson

2 - 11 *BURIED ALIVE*

Parker Backsteps to prevent a mine shaft from exploding and killing thousands of people, including a nearby military base. However, things go awry when the Sphere materializes deep within the Earth and the Backstep team have no idea where Frank is or what he was sent back to avert.

Wr Stephen Beck

Dir Mike Vejar

2 - 12 *THE BACKSTEPPERS APPRENTICE*

Parker Backsteps to save a Nobel Peace Prize recipient, but passes through the side of an airline flight,

causing it to crash. A boy on board the plane is taken along with Frank into the past, and he must save the Peace Prize winner, stop the crash, and help the boy save his grandfather.

Wr Dan York

Dir John McPherson

2 - 13 *DEJA VU ALL OVER AGAIN*

Parker must save Talmadge, who is captured by commandos who intend to torture and kill him for information on Operation Backstep. But when he fails, only his newfound ability to loop time lets him complete the mission.

Wr Alfonse Ruggiero, Jr.

Dir Charlie Correll

2 - 14 *SPACE STATION DOWN*

Parker must prevent the Global Space Station from exploding in space and releasing large amounts of plutonium into Earth's atmosphere...but due to the narrow threshold he must dock with it in space.

Wr Stephen Beck

Dir William Graham

2 - 15 *THE CUBAN MISSILE*

Parker Backsteps to stop Fidel Castro's son Teo, a boxer, from being murdered in his comeback fight - an incident that leads to Castro launching a nuclear missile strike on Miami.

Wr Tom Ropelewski

Dir David Livingston

2 - 16 *X-35 NEED CHANGING*

Parker and Olga must recover a kidnapped baby created in a lab as part of a genetic experiment to breed super-geniuses.

Wr Harry Cason

Dir Charles Picerni

2 - 17 *BROTHER, CAN YOU SPARE A BOMB?*

Parker must Backstep to prevent Ramsey's younger brother, mentally ill and off his medication, from killing a Senator.

Wr Peter Farriday

Dir Charlie Correll

2 - 18 *POPE PARKER*

In a new Back-Step problem, Parker's body is exchanged for that of the Pope.

Wr Paulette Polinski

Dir John McPherson

2 - 19 *WITCH WAY TO THE PROM*

Parker Backsteps to prevent three high school girls from accidentally blowing up a hotel, but it turns out to be a bit more involved than that.

Wr Tim Finch, Tamara Shaw

Dir Don Kurt

2 - 20 *MR. DONAVAN'S NEIGHBORHOOD*

When a reverend fighting against drug deals in Donovan's old neighborhood gets killed, Donovan's sister is killed as well. Donovan investigates and is arrested for killing one of the men responsible, and Frank engineers a Backstep to go back and save his friend.

Wr Brad Markowitz

Dir Kenneth Johnson

2 - 21 *PLAYMATES AND PRESIDENTS*

Parker is ordered to Backstep in order to prevent a Presidential candidate from being assassinated. His mission is a success and the Governor asks him to join his campaign team, but Frank soon discovers the Governor has psychological issues and his daughter is trying to get the evidence to the public.

Wr Dan York

Dir Mike Vejar

2 - 22 *THE CURE*

A scientist comes up with a cure for cancer, unaware it will unleash a deadly plague. The NSA of 168

years in the future send back an assassin to kill her before her "cure" wipes out the world.

Wr Richard Blade

Dir John McPherson

3 - 1 *STAIRWAY TO HEAVEN*

Atmospheric interference causes Parker to return from a back-step with a woman who died fifteen years ago, and whose presence threatens to unravel the fabric of the universe.

Wr Stephen Beck

Dir John McPherson

3 - 2 *PEACEKEEPERS*

Donovan puts his resignation from the team on hold in order to help Parker with a rescue operation to maintain peace in Bosnia.

Wr Tim Finch, Reuben Leder

Dir Charles Picerni

3 - 3 *RHINO*

Parker teams with an old friend, a Navy SEAL, to prevent the assassination of the new president of Columbia at a White House state dinner.

Wr David Aaron Freed, Howard Salus

Dir Kenneth Johnson

3 - 4 *THE DUNWYCH MADNESS*

Mentnor's post-World War II experiments return to haunt him, as a virus that causes homicidal madness gets loose in an isolated New England village.

Wr Stephen Beck

Dir Kenneth Johnson

3 - 5 *OLGA'S EXCELLENT VACATION*

Olga and Parker get romantically involved when he backsteps to save her life after she encounters terrorists blowing up an oil line in the wilderness area she's vacationing in.

Wr Harry Cason

Dir John McPherson

3 - 6 *DELORIS DEMANDS*

Parker ignores phone calls from someone claiming to be an old girlfriend, Deloris, until she carries out her threat to paralyze the nation's air traffic control system.

Wr Howard Salus, David Aaron Freed

Dir Mike Vejar

3 - 7 *THE FIRST LAST TIME*

While on a mission to prevent the murder of the U.S. Attorney General by a religious zealot, Parker is plagued by flashbacks to a disastrous mission in Somalia where the rest of his team were killed.

Wr Tim Finch

Dir Kenneth Johnson

3 - 8 *TRACKER*

Unaware that a vengeful Chechen rebel is tracking him, Parker leads terrorists to Project Backstep.

Wr Reuben Leder

Dir Chip Scott Laughlin

3 - 9 *TOP DOG*

When Talmadge becomes incapacitated following an apparent emotional breakdown, Nathan Ramsey is appointed as his successor, and Ramsey immediately begins to implement Parker's removal.

Wr Peter Farriday

Dir Kenneth Johnson

3 - 10 *ADAM & EVE & ADAM*

When a neutron bomb accident obliterates all other life on Earth, Parker, Olga, Owsley, and an army officer undertake an arduous journey to reach Project Backstep and reverse things before their 7-day window of opportunity expires.

Wr Peter Farriday

Dir John McPherson

3 - 11 *HEAD CASE*

Parker must prevent the U.S. President from being blackmailed after agents of a South American dictator steal his private psychiatric tapes.

Wr Harry Cason

Dir David Livingston

3 - 12 *RAVEN*

A missile test disaster sends Parker back in time to find a beautiful revenge-minded thief who has stolen the device that will cause the disaster.

Wr Stephen Beck

Dir Kenneth Johnson

3 - 13 *THE FIRST FRESHMAN*

Parker has his hands full when he has to Backstep to prevent the death of the U.S. President's rebellious daughter at the hands of a vicious killer.

Wr Peter Farriday

Dir Charlie Correll

3 - 14 *REVELATION*

Parker must decide whether or not to heed the words of a man who claims to have Backstepped from the far future, and warns that Earth's safety depends on the death of a revered holy man.

Wr Darren Maddern, Don Handfield

Dir John McPherson

3 - 15 *CRYSTAL BLUE PERSUASION*

An astronaut returns with an alien virus that makes him irresistible to women, and Olga soon finds herself pregnant with a clutch of alien babies.

Wr Dan York, Michael King

Dir Chip Scott Laughlin

3 - 16 *EMPTY QUIVER*

A militia leader detonates a nuclear bomb in Washington, but the Backstep goes awry when the Sphere goes back without Parker - the team has 7 days to figure out what disaster is coming and resolve it before it's too late, and all they have to help them is a reluctant psychic who was part of one of Mentnor's past experiments.

Wr Mike Mistovich

Dir Les Butler

3 - 17 *KANSAS*

A power surge sends Parker into a mirror universe where his colleagues now play threatening roles.

Wr Michael King

Dir Charlie Correll

3 - 18 *THE FINAL COUNTDOWN*

Parker must prevent an overzealous officer from launching a nuclear missile during a crisis with Korea.

Wr David Aaron Freed, Howard Salus

Dir Chip Scott Laughlin

3 - 19 *THE BRINK*

Parker must go back to his old mental hospital to work undercover to find a killer who influences others to kill and maim based on astrological patterns.

Wr Mike Mistovich

Dir Chip Scott Laughlin

3 - 20 *SUGAR MOUNTAIN*

A boy with the psychic ability to project fire kills a Canadian trade minister and Parker must stop him and relieve him of his powers.

Dir John McPherson

3 - 21 *BORN IN THE U.S.S.R.*

In Russia over 38,000 people are wiped out by Sarin gas, but it is a ploy by a Russian military officer to

gain access to Olga and create their own Backstep Sphere.

Wr Tim Finch

Dir Kenneth Johnson

3 - 22 *LIVE: FROM DEATH ROW*

Parker causes the delay of an important Backstep mission to go to New Orleans to prove the innocence of an old friend scheduled for execution for a murder he didn't commit.

Wr Adam Grossman, Max Work

Dir John McPherson

SHADOW CHASERS



Dr. Jonathan MacKensie, an erudite, charming and sophisticated professor, teaches Anthropology at the Georgetown Institute of Science & Technology in Washington, D.C. His father was the late Dr. Leonard MacKensie, Nobel Laureate, who was closely identified with Georgetown Institute. Upon being introduced, some people mistake Jonathan for 'the' MacKensie of Georgetown, and he, always uneasily and with a touch of disappointment, hastens to correct the misunderstanding.

Happily engrossed in his classes as well as his research paper on 'the possibility of a bicameral brain existing in Ramapithecus and quasi- contemporary hominids', he is waylaid one day by his department chairperson, Dr. Juliana Moorhouse. Influenced by her insinuations as to what would happen to his anticipated research grant if he didn't see things her way, he is 'persuaded' to take over the directorship of her newly established Paranormal Research Unit that would investigate unexplainable phenomena, starting with reports of poltergeist activity in a little town in northern California.

Series-comic adventure series following the exploits of two paranormal investigators. The series exploits the vast differences between the main protagonists for most of its humour. Running jokes include Jonathan's lack of athletic ability (he's forever taking falls and incurring minor injuries to his foot or hand); Benny's preferred attire (mid 1980's haute couture with requisite Nikes) and his mild disdain for Jonathan's conservative suit jackets and ties; Jonathan's borderline hysterics whenever he realises that whatever Benny has just done is either illegal or bound to cost the Institute a pretty penny; Benny's bizarre tastes in food (for example, pouring sugar on a baked potato and setting it alight, to Jonathan's bemusement); and last but not least, Benny's vast array of friends.

As a general rule, Benny digs up at least one friend per episode who possesses some bizarre paranormal talent but also who, more likely than not, actually does manage to provide the key clue they need to crack the case. A semi-funny comedy/fantasy knockoff of "Ghostbusters." Professor Jonathon McKensie was an Anthropologist at the Georgetown Institute of Science, and his sidekick Edgar "Benny" Benedek was a tabloid reporter for The National Register. The no-nonsense Dr. Juliana Moorhouse dispatched the pair on missions to stop havoc caused by curses, ghosts, graverobbers, and other parapsychological riffraff.

Dennis Dugan was best known for his role of Richie Brockelman both in the short lived series of that name and as a recurring guest star on The Rockford Files. Trevor Eve was the star of the BBC crime drama series Shoestring.

Shadow Chasers was a series about the adventures of the unlikely duo of a college professor and a tabloid reporter who teamed up to investigate unusual phenomena such as ghosts and U.F.O.s, Edgar 'Benny' Benedek was the tabloid reporter who worked for the national Redister- a paper that printed such stories as 'Elvis Was a Space Alien'. Benny also wrote books about the supernatural. Jonathan MacKenzie was the professor of anthropology at Georgetown Technical Institute. In order to obtain funding for his own research. Jonathan must first work on his superior's (Dr. Moorhouse) pet project investigating the paranormal.

It was while on the first of these assignments that Jonathan met Bonny and reluctantly teamed up with him. Benny was quite gung ho about the idea, since his association with Georgetown would do wonders for his credibility. Dr Moorhouse feared that the reverse would also occur. Besides coming from different backgrounds Benny and Jonathan also had contrasting personalities. Benny was very outgoing, loved to try new things and thrived on publicity, Jonathan, the son of a Nobel Prize winner, on the other hand was much more conservative and preferred to keep a low profile. The series was obviously meant to cash in on the popularity of the hit film Ghostbusters, however it was nowhere near as funny or flashy.

In the wake of Ghostbusters craze came this short-lived 1985 series about a pair of supernatural investigators - one a sleazy reporter, the other a series researcher - and the various supernatural forces they came up against. . Ranging from the usual haunted-house type ghosts to Egyptian spirits possessing teenage gang members.

Dir Tony Mordente

1 - 9 *LET'S MAKE A DEAL*

Benny and Jonathan try to break a woman's contract that forces her to give up her son to an evil sorceress.

Wr Peggy Goldman

Dir Barbara Peters

1 - 10 *CORA'S STRANGER*

A small town refuses to allow anyone near the last surviving eyewitness to a 1939 meteor shower.

Wr Renee Longstreet, Harry Longstreet

Dir Alan Myerson

1 - 11 *BLOOD AND MAGNOLIES*

Benny and Jonathan discover a vampire living in a small southern town.

Wr Mary Ann Kasica, Michael Scheff

Dir Chuck Bowman

1 - 12 *AHEAD OF TIME*

A student journeys back in time to prevent an assassination.

Wr Renee Longstreet, Harry Longstreet

Dir Tony Mordente

1 - 13 *CURSE OF THE FULL MOON*

While investigating reports of a werewolf, Benny and Jonathan discover a girl who has been raised by wolves.

Wr Mary Ann Kasica, Michael Scheff

Dir Bob Sweeney

SHADOWS

This is an anthology show, that was a mixture of science fiction, horror and fantasy. Subjects which the series covered included paranormal events, time travel and curses.

Shadows was a late afternoon children's anthology series run on ITV during the mid 1970s. The episodes of Shadows were well made dramas usually with young protagonists that could be enjoyed by all, unlike many American children's programmes that write down to their audience. Of particular interest to fans of Ace of Wands (which had been off the air for several years) was Shadows sixth episode "Dutch Schlitz's Shows". This episode featured one of Ace of Wands' most popular villains. Mr. Stabs in a solo adventure.

WR. Roger Marshall, Stewart Farrar, John Watkins, Tom Clarke, Trevor Preston, Jacquetta Hawkes, J.B. Presitly, Joan Aiken, Penelope Lively, Josephine Poole, Susan Cooper, Ewart Alexander, Joan Aiken, P.J. Hammond, Brain Patten, Roy Russell, Fay Weldon (THE CLONING OF JOANNE MAY).

DIR. Leon Thau, Audrey Sherrett, Vic Hughes, Stan Woodward, Peter Webb, Neville Green, Michael Custance, Vic Hughes, Pamela Lonsdale.

EPISODES: 20 **YEAR MADE:** 1975 **COUNTRY:** US **SEASONS:** 3

THAMES TELEVISION

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7, (2) 6, (3) 7

DATE OF PREMIER: 03/09/1975

AIR DATE OF LAST EPISODE 01/11/1978

SEASON DATE BREAKDOWN:

FILMS:

No Regular Cast Members.

RELATED SHOWS:

ACE OF WANDS

- 1 - 1 *THE FUTURE GHOST*
- 1 - 2 *AFTER SCHOOL*
- 1 - 3 *THE WITCH'S BOTTLE*
- 1 - 4 *THE WAITING ROOM*
- 1 - 5 *OPTICAL ILLUSION*
- 1 - 6 *DUTCH SCHLITZ'S SHOES*
- 1 - 7 *THE OTHER WINDOW*
- 2 - 1 *THE DARK SECRETS OF KIMBALL'S GREEN*
- 2 - 2 *TIME OUT OF MIND*
- 2 - 3 *THE INHERITENCE*
- 2 - 4 *DARK ENCOUNTER*
- 2 - 5 *PERONIK*
- 2 - 6 *THE EYE*
- 3 - 1 *ELEVEN O'CLOCK*
- 3 - 2 *THE ROSE OF PUDDLE FRATUM*
- 3 - 3 *AND NOW FOR MY NEXT TRICK . . .*
- 3 - 4 *THE BOY MERLIN*
- 3 - 5 *THE MAN WHO HATED CHILDREN*
- 3 - 6 *THE SILVER APPLE*

3 - 7 *HONEYANN*

SHADOWSTAR

AKA: **KAGESTAR, THE**

AKA: **KAGE STAR**

AKA: **ZA KAGE SUTAA**



Reiko Kazemura, daughter of the President of the Kazemura Conglomerate is abducted in an extortion plan by a gang of criminals. Sugata Kageoh, a Kazemura Company Employee attempts to rescue Reiko from the criminals. During their escape they inadvertently get caught in some high voltage wires. The electric shock is so great that they literally are 'merged' with their shadows. Surviving this ordeal they discover that they now have the ability to manipulate their shadows in a variety of ways.

Using their new found powers they vow to fight crime as KageStar and Belle Star.

Shown on NET TV (aka Nippon TV).

Characters

Kagestar

Alter Ego: Sugata Kageoh

Occupation: President Kazemura's Assistant

Powers: Able to utilize, manipulate and control his personal shadow. KageStar initiates his shadow powers by calling out Kage Yo Ike! (Go Forth My Shadow) His shadow calling itself Kagarobe can grow in size, and use its huge shadow hands to grab and hold KageStar's enemies. Kagarobe affectionately calls KageStar his Oyabin.

Other hissatsu waza (special attacks) include his Kage Hammer (Shadow Hammer), and Kage Shibari Jitsu (Shadow Binding Skill).

KageStar's most power fighting attack is his yusei kick (meteor kick).

KageStar's most unique weapon by far is his star-spangled cape, which can use to whip and slash his enemies in a move which he calls his Kage Sharin (Shadow Wheel).

KageStar's personal transportation vehicle is his KageroCar which seems to materialize from KageStar's cape.

Belle Star

Alter Ego: Kazemura Reiko

Occupation: Manager of one of Kazemura Corporation owned businesses, a fishing store.

Belle Star has pretty much the same shadow powers as her partner KageStar. Wears a bracelet with a bell that rings anytime there is danger near.

Belle Star and KageStar can combine their Kage Sharin attacks in a move called the Double Sharin (Double Wheel).

Used the BelleCar as her principle means of transportation.

Satan Empire

The Satan Empire is a global criminal enterprise that is determined to rule the world by any means necessary. They are lead by the evil Doctor Satan, a former Nazi scientist who specialized in genetic manipulation. Using his skills, he creates an army of human monsters who he controls and manipulates. In addition Doctor Satan has his own army of henchmen and thugs who he coordinates and sends out to do his dirty work.

Weapons/Powers

KageroCar

KageStar's personal transportation vehicle is his KageroCar which seems to materialize from KageStar's cape.

Bellecar

Belle Star's principle means of transportation.

Kagebooshi

KageStar and Belle Star's gigantic flying fortress. Used to house their KageroCar and BelleCar vehicles.

Trivia/Factoids Originally planned as an Anime Project, until Oba Talent Agency changed gears and decided to pursue the program as a Tokusatsu live action project.

Producer Hirayama Go was busy overseeing at the time six Toei Tokusatsu Projects.

While the KageStar is an original Toei concept, the Manga Adaptation was fictitiously credited to a Hatte Saburo. The pilot is also said to have been fictitiously credited to a Azuma Takeshi.

KageStar has a decidedly 'American Comics' feel to it and was done so by design. In the beginning it was somewhat of a unique series in that there was no real single 'evil organization' that KageStar and Belle Star battled. Instead, they tended to battle costumed criminals and thugs who were out for their own best interests. Later on, Toei reversed themselves and introduced Doctor Satan and his Satan Empire as the main opponents to KageStar and Belle Star.

Noguchi Ryu who designed the eye-catching looks of KageStar and Belle Star also contributed designs to such Tokusatsu Shows as 'Super Robot - Red Baro', Denshi Senshi Denjiman and 'Space Sheriff Sharivan'.

Noguchi Ryu designed the 'Manga Eye' masks because he felt that not seeing the eyes of a character often led to the viewers distrust of the character.

This is one of the first times in which large mecha (the Kageboshi) appear in a Tokusatsu Series.

The pairing of a male and female hero team would repeat itself in other later projects most notably Kamen Rider Stronger.

Tachibana Naoki also played the lead in 'Jumborg Ace'.

Kobayashi Shoji is a familiar face in Tokusatsu TV having starred in such series as 'Ultraman' (Capt. Muramatsu) and 'Kamen Rider' (Tachibana Kyohei).

Belle Star's Hayakawa Emi is a JAC (Japan Action Club) Member who also appeared alongside fellow female fighter Shiomi Etsuko in the Toei Movie cult movie 'Onna Hissatsu Ken'.

WR.**DIR.**

EPISODES: 34 **YEAR MADE:** 1976 **COUNTRY:** JAP **SEASONS:** 1

TOEI / NET / OHIRO

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 34

DATE OF PREMIER: 05/04/1976 **AIR DATE OF LAST EPISODE** 29/03/1977

SEASON DATE BREAKDOWN:**FILMS:**

Sugata Kageoh/Kage Star TACHIBANA NAOKI, Kazemura Reiko/Belle Star HAYAKAWA EMI, Section Head Shinjo KOUMATSU MASASO, CEO Kazemura AMAKU SASHIRO, Kazemura Masako HANADA YUKO, Detective Kiyoehei SHO SUMIO, Takeshi SANO NOBUYASU, Inspector Tomita KOBAYASHI SHOJI, Dr. Satan NAYA GORO.

1 - 1 *THE RAINBOW SHADOW PLAN*

1 - 2 *THE GOLD DEMON UNDERGROUND EXCAVATION PLAN*

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- 1 - 3 *PURSUIT OF THE MYSTERIOUS RED LIZARD PLAN*
 - 1 - 4 *THE TERRIFYING POISON SPIDER VACCINE PLAN*
 - 1 - 5 *THE FROG MONSTER DIAMOND PLAN*
 - 1 - 6 *THE FREEZING MONSTER SEWER RAT PLAN*
 - 1 - 7 *THE MAN BAT'S TREASURE HUNT PLAN*
 - 1 - 8 *THE CHAMELEON MAN'S GREAT MASQUERADE PLAN*
 - 1 - 9 *POISON MOTH'S GREAT BLACK MAGIC PLAN*
 - 1 - 10 *MONSTER OWL'S GREAT NIGHT PLAN*
 - 1 - 11 *PURSUIT OF THE EVIL WOLF MAN PLAN*
 - 1 - 12 *JAGUAR WOMAN'S TOKYO JUNGLE PLAN*
 - 1 - 13 *DOCTOR SATAN'S WORLD CONQUEST PLAN*
 - 1 - 14 *KAMA KILLER'S DOLL PLAN*
 - 1 - 15 *ZANIGARIAN'S SATAN YOUTH CORP PLAN*
 - 1 - 16 *MUKADERIAN'S TOKYO TOPSOIL CONTAMINATING PLAN*
 - 1 - 17 *THE TERRIFYING KILLER HAEDOBURA PLAN*
 - 1 - 18 *ARIJIGOKU'S TOKYO DESTRUCTION PLAN*
 - 1 - 19 *SUNGORASU'S GREAT METEOR PLAN*
 - 1 - 20 *THE HEINOUS MONSTER BEAR KONG'S DUPLICATION PLAN*
 - 1 - 21 *THE MONSTER GORILLA'S GREAT RAMPAGE PLAN*
 - 1 - 22 *POISON DEMON KINOKONGA'S ALLURE PLAN*
 - 1 - 23 *KANIKABURA'S HEADHUNTING PLAN*
 - 1 - 24 *BARAKYURA'S GENOCIDE PLAN*
 - 1 - 25 *DOKUGARUDA'S FLESH EATING PLAN*
 - 1 - 26 *YAMAARASHISU'S KILLER LASER PLAN*
 - 1 - 27 *THE DEADLY TONBOGILA'S GOLD NEEDLE PLAN*
 - 1 - 28 *NAMEKUJIGA'S HUMAN MANIPULATION PLAN*
 - 1 - 29 *KARASUGA'S FOURTH DIMENSION DEATH PLAN*
 - 1 - 30 *THE FIERCE MONSTER BULL'S KAGESTAR POISONING PLAN*
 - 1 - 31 *KAMEKIRA'S BURNING HELL PLAN*
 - 1 - 32 *VAMPIRE GASURA'S CHILD ABDUCTION PLAN*
 - 1 - 33 *MONSTER DUCK'S POISON PLAN*
 - 1 - 34 *SHITO! GEKITOU! SATAN TEIKOKU NO SAIGO NO HI*

SHAIDER

AKA: **SPACE SHERIFF SHADIER**

AKA: **UCHUU KEIJI SHAIDAA**

AKA: **SHIDER**

AKA: **UCHU DEKA SHIDER**



In college, Sawamura Dai deciphered the figures on the Nazca Plain. Impressed, the Galactic Union Police recruited the archaeologist and trained him to be Earth's third Space Sheriff in recent years. Named after Shaider, the ancient hero who destroyed the Mu Empire and defeated Fuuma 12,000 years ago, he teamed with Annie to stop Fuuma today. He did so single-handedly; the expected crossover with Gavan and Sharivan never occurred until a special that aired 85.3.8.

After the early space detective series of GAVAN and SHALIBAN, Shider was the last of the metal series to concentrate on sci-fi police. While the earlier shows in the series has older viewers, Shider specifically targeted younger children. In order to retain the older viewers, producers introduced Annie (Morinaga), the leader of a group of female fighters, whose influence would be felt later on in KakuRanger. The series was produced by Susumu Yoshikawa, Itaru Orita and Jun Higasa.

Characters and Mecha

Galactic Union Police

Annie

Shaider's cowgirlish partner, whose homeworld of Mount was annihilated by Fuuma. Played by a JAC stuntwoman, she engaged in much more action than her non-stuntwoman predecessors, who largely stayed aboard mecha and away from the monsters of the week. Some view Morinaga Naomi as the Shiomi Etsuko ('Sue Shiomi' in 'Sonny Chiba' movies) of the eighties. She gained quite a following when Shaider was on Japanese TV, with the tokusatsu fan magazine Uchusen running 'side stories' spotlighting Annie. Previous Metal Hero series had stuntMAN main characters; this series was usual in that it had a stunt woman main character, but no stuntman (see below).

Shaider/Sawamura Dai

Archaeologist-turned-Space Sheriff. Named after the ancient hero Shaider, he was fated to repeat his predecessor's destiny by saving Earth from Fuuma. His arsenal:

Combat Suit

A blue and silver suit of Granium Alpha armour. When Dai shouts, 'Shouketsu!' (lit. 'fry-bind'), beams of Plasma Blue Energy shower from the Babylos to form the Suit around his body in 1 millisecond. The Suit comes with the Video Beam Gun and the standard issue Laser Blade, with which he performs the Shaider Blue Flash technique.

Blue Hawk (VRT: VR Nitricycle)

Shaider's blue and white motorcycle with wings in the rear that fold open. Capable of flight and entry into the Strange World dimension.

Shaian (VRT: VR Combat Module)

Shaider's tank, which splits into the flying Skyshaian fighter plane and the Battle Shaian tank, with retractable drill (guess the Scooper and Moguriran toys didn't sell, so Bandai saw no point in designing another separate drill vehicle).

Babylos (Vavilos?; Babirosu; VRT: ?)

Shaider's blue and white flying fortress. Has three modes: Super Dimensional Battle Mothership (self-explanatory), Battle Formation (humanoid), and Shooting Formation (gun, 'held' by a gigantic hologram of

Shaider; VRT: Shoulder Cannon).

Strange World Fuuma (lit. 'wind demon')

A religion based in the Strange Palace (Grimlord's base) in the Strange World dimension revering Kubilai as its god which intends to conquer the universe through psychological attacks. Attempted to take over Earth 12,000 years ago, only to be stopped by the Shaider of legend; destroyed today by the modern Shaider.

Great Emperor Kubilai (a pun on kubi 'head' and Kublai Khan; VRT:

Oraclon)

Ruler of Fuuma. A giant golden head with three red eyes embedded in the wall of the Fuuma Palace. Later revealed to have two bodies: a natural one (Hydrabot in VR Troopers' 'Grimlord's Dark Secret Part Two'; Shaider 47) with snakelike limbs that fought the Shaider of legend 12,000 years ago and a mechanical one with which he fought the Shaider of today (Oraclon in VRT 'Into Oraclon's Web'; Shaider 48).

God Officer Poe (VRT: Despera)

Kubilai's transvestite grandson in white who presides over the Strange Beast birth and Strange Dimension Generation ceremonies. (Cf. Sailor Moon for another case of male-as-female in the US version.) Drinking a elixir made somehow from young girls every 500 years, he lived 15,000 years. Unwilling to have anyone be more beautiful than he, his true face is mummified.

Commander Hessler (VRT: Doommaster)

Black-garbed field commander covered with red vines. Older brother of Himley (Arachnobot? in VR Troopers), who tried to take over his position.

Girls' Army (VRT: Vixens)

Five kunoichi (female ninja) spies.

Strange Beasts (Fushigijuu)

Psychedelic, deceptively comical-looking creatures.

Name formula: two syllables, then those two syllable repeated (see below for all the names)

List of Strange Beasts by episode

1. Baribari
2. Petopeto
3. Girugiru
4. Meromero
5. Mujimuji
6. Gokugoku
7. Barabara
8. Kerokero
9. Tamtam
10. Pasupasu
11. Getogeto
12. Roborobo
13. Kotokoto
14. Guriguri
15. Gamegame
16. Bokeboke (VRT: Charmidor)
17. Girigiri
18. Muumuu
19. Magumagu
20. Shigishigi
21. Surisuri
22. Umiumi
23. Gasgas
24. Lovelove
25. Saisai
26. Kamikami
27. Deathdeath
29. Itoito
30. Buyobuyo
31. Fumafuma
32. Karikari
33. Merimeri

34. Kagekage
 35. Daridari
 36. Konkon
 37. Guchiguchi
 38. Moviemovie
 39. Satasata
 40. Terroterro
 41. Pearpear
 42. Hebihebi
 43. Tsutatsuta

Films: Omega (first; not a Strange Beast but an alien gunman with shoulder cannons), Muchimuchi (second)

Miraclers (second-generation Skugs)

Grunts with big round eyes and fanged mouths.

WR. Uehara Shouzou

DIR. Sawai Shin'ichirou, Kobayashi Yoshiaki, Tanaka Hideo, Ogasawara Takeshi, Tsuji Osamu, Konishi Michio, Yamada Michio

EPISODES: 49 **YEAR MADE:** 1984 **COUNTRY:** JAP **SEASONS:** 1

TV ASAHI/TOEI

CREATOR: HATTE SUBUROU

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 48

DATE OF PREMIER: 02/03/1984

AIR DATE OF LAST EPISODE 08/03/1985

SEASON DATE BREAKDOWN:

FILMS: SPACE SHERIFF SHADIER (1984), CHASE THE STRANGE KIDNAPPERS (1984), TV special: SPACE SHERIFF SPECIAL: THREE SPACE SHERIFFS - GAVAN, SHARIVAN AND SHAIDER ASSEMBLE! (1985).

Sawamura Dai/Shaidier TSUBURAYA HIROSHI, Annie MORINAGA NAOMI, Poe YOSHIDA ATSUSHI, Hessler KUBO KAZUHIKO, JUN YOSHIDA, MASAYUKI SUZUKI, MIHO HARA, TOSHIAKI NISHIZAWA, Narrator TORU ODAIRA, Kubirai (voice) SHOZO IZUKA.

RELATED SHOWS:

VR TROOPERS

- 1 - 1 *THE STRANGE WORLD*
- 1 - 2 *DANCE, PETOPETO!*
- 1 - 3 *ANNIE DOESN'T RESPOND*
- 1 - 4 *THE CHILDREN WHO DECAME DOS*
- 1 - 5 *SUDDENLY! LAZYBONES*
- 1 - 6 *THE COUNTERATTACK OF STRANGE WORLD COOKING*
- 1 - 7 *HAVE YOU SEEN THE GIRLS' HALLUCINATIONS*
- 1 - 8 *BAD GIRL FROM THE STARS*
- 1 - 9 *I REALLY HATE THE BLUE BOYS' TEAM*
- 1 - 10 *HOUSE OF TWILIGHT*
- 1 - 11 *LEAVE IT TO ANNIE*
- 1 - 12 *THE TRUE IDENETITY OF PERFECT-SCORING GENTA?*
- 1 - 13 *THE GOLD MEDAL DEVICE MAN*
- 1 - 14 *MUTANT OF LOVE*
- 1 - 15 *THE MARINE BLUE OF THE SEASHORE*

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- 1 - 16 *THE SURPRISED ALIEN LIFE FORM*
 - 1 - 17 *THE MYSTERIOUS WRITING OF THE GALATIC POLICE*
 - 1 - 18 *WHO CALLS FOR MYSTERIES: THE PACIFIC OCEAN*
 - 1 - 19 *ANNIE IN DANGER*
 - 1 - 20 *THE STRANGE SONG*
 - 1 - 21 *I HATE THEM! THE LITTLE BEASTS' FAMILY*
 - 1 - 22 *THE ODDITY OF THE SEA CALLED BY THE MERMAID*
 - 1 - 23 *THE GREAT ESCAPE WITH WOUNDS ALL OVER*
 - 1 - 24 *THE BEAUTIFUL MASK OF POE*
 - 1 - 25 *ESPER QUEEN*
 - 1 - 26 *GREAT CRASH INTO THE DEMONWORLD ZONE*
 - 1 - 27 *DEATH MATCH AT DEMON ISLAND*
 - 1 - 28 *BACKSTABBING BROTHERS OF THE DEMON PLACE*
 - 1 - 29 *THE WOMAN COP OF A HUNDRED FACES*
 - 1 - 30 *THE MESSAGE OF LIFE SLICING THE SKY*
 - 1 - 31 *THE BIG BARGAIN OF CANNED WILD MONSTERS*
 - 1 - 32 *THE MELODY OF YOURS AND MINE*
 - 1 - 33 *THE WALKING GUT-TALK MASTER*
 - 1 - 34 *KUBILAI'S SECRET*
 - 1 - 35 *THE GOLDEN ARROW THAT SHOOTS MYSTERIES*
 - 1 - 36 *ITS THE AGE OF DREA COMPUTER MADNESS*
 - 1 - 37 *THE ROARING BEAM GUN*
 - 1 - 38 *THE DEMON GIRL CINDERLLA*
 - 1 - 39 *THE CHOIR OF THE DANCING MASKS*
 - 1 - 40 *VAVILOS SOS*
 - 1 - 41 *DIRECT ATTACK ON THE WOMAN EQUESTRIAN*
 - 1 - 42 *THE MIRACLE OF GRADE 6, CLASS 0*
 - 1 - 43 *OUR FUUMA*
 - 1 - 44 *THE GREAT INVASOPM BLOWING WILDLY IN*
 - 1 - 45 *THE FIRE BREATHING GOLDEN IDOL*
 - 1 - 46 *PHANTOM SHOWTIME*
 - 1 - 47 *THE DARKNESS OF 12,000 YEARS*
 - 1 - 48 *JUSTICE, FRIENDSHIP, AND LOVE*

SHAKTIMAN



Shaktimaan was, as a child, adopted by seven "gurus" who trained and blessed him with "yogic shakti". This granted him superhuman powers when he grew up, which he used to become a defender of truth and justice. His first case involved stopping bank robbers.

Powers/Abilities: Shaktimaan is superstrong, can fly, and is invulnerable. Other powers unknown.
 Enemies: Kilvish and his followers

Producer: Mukesh Khanna

Created by Mukesh Khanna, who also plays the character on television. The series was extremely popular in India, virtually from the moment it first aired on September 13th, 1997, so much so that the media reported children injuring themselves trying to imitate the lead character. This led to a court case which gave the show a clean bill of health (and actually praised it for its message of good moral values), but there remains no question of the show's impact in India.

He doesn't mind being called the poor man's superhero. No one would if your serial has completed 700 episodes, has been running for over five years and its popularity still shows no signs of abating especially in the rural areas where, in the absence of cable TV, Doordarshan's enjoys a captive viewership.

Indeed, the exploits of Shaktimaan are now a part of the modern folklore among kids.

One of the reasons for the enduring popularity of the serial is that producer Mukesh Khanna gives a message in every episode.

Says he, "The other day I met Abhishek, a child with impaired hearing, and realised that I must do something for children like him." Khanna has now got an expert who interprets Shaktimaan's message in sign language.

Says an exited Abhishek, "He's India's very own Superman, Batman, Spiderman and Tarzan rolled into one. "Indeed he is, considering that no other mythical TV hero has had such a cult following among young people, especially in small towns and village.

Shaktiman, or Shaktimaan, is a fictional character, an Indian television superhero created by Mukesh Khanna and shown on Doordarshan, India's national television network, beginning September 13, 1997. Now, also shown on Pogo TV. Khanna plays the role of Shaktiman and his alter-ego Pandit Gangadhar Vidyadhar Mayadhar Omkarnathnath Shastri, a photographer for the Aaj Ki Awaaz newspaper. Like Superman, Shaktiman is superhumanly strong, has the ability to fly, and is invulnerable to injury. He received his powers from seven gurus who trained and blessed him with "yogic shakti". He is a defender of truth and justice as well as a role model for his television audience, even going so far as to lecture viewers on hygiene, patriotism, education.

When the serial was first aired on Doordarshan, there was a lot of controversy created as children set themselves on fire or jumped off buildings, hoping that Shaktiman would save them (as in the serial) and this caused an uproar in India. In an effort to promote responsible behaviour among children and to spread useful messages among them, Khanna spent a substantial part of his allocated airtime in explaining to children that the stunts shown on television are not real and should not be emulated. Shaktiman was one of the most popular and longest running television series for children on Doordarshan. Now, it is being repeated on Pogo TV.

Later a series of comic books appeared featuring Shaktiman and published in many Indian languages as well as English

After Shaktimaan was created he set out to destroy his arch-enemy Kilvish. But, as the guru Mahaguru

explains, Kilvish can only be defeated after evil is destroyed. Shaktiman's adventures show him pursuing justice and saving his friends while Kilvish and his minions plot to defeat him.

Shaktiman has unlimited powers which lies in his five kundliniyams attained through meditation. Shaktiman worships God through the symbol OM.

According to the fiction, God and Shaktiman's seven gurus have blessed him with powers, even to rearrange the galaxies and merge the whole universe into one Galaxy.

In the wake of the 2001 Gujarat Earthquake, Khanna toured the affected areas in character as Shaktiman, boosting morale and distributing relief supplies.

WR.

DIR. Dinesh Samby, Dinkar Jani

EPISODES: 700 **YEAR MADE:** 1997 **COUNTRY:** IND **SEASONS:** 0

CREATOR: MUKESH KHANNA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Hindu

SEASON BREAKDOWN:

DATE OF PREMIER: 13/10/1997

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Shaktiman MUKESH KHANNA

SHARIVAN

AKA: **SPACE SHERIFF SHARIVAN**

AKA: **UCHUU KEIJI SHARIBAN**

AKA: **SHALIBAN**

AKA: **UCHU DEKA SHALIBAN**



The Igas, whose homeworld was destroyed by the space crime organisation Madou, escaped to Inner Iga Island on Earth. (Yes, 'Iga' as in Iga ninjas.) Iga Den, a descendant of the Iga refugees, was a forest patroller. One day, he was fatally injured by the Makuu Double Monster Buffalo Doubler (Gavan episode 42), the guardian of Makuu's base. Saved by Space Sheriff Gavan, Den was sent to Bird, where he underwent surgery, recovered, and trained to become Earth's next Space Sheriff, taking the place of the promoted Gavan. Over the course of his duties, he learned of his true Iga heritage and defended the Iga Crystal (see below) from Madou, teaming up with Gavan in the series finale.

Earth is threatened by Psycho the Devil King (Iizuka) and his assistant Miss Akuma. Each week he sends at least one transforming "beast" to wreak havoc, and yet each week he is thwarted by Shaliban (Watari), the latest space cop to be charged with defending our planet. Shaliban's real identity is Igaden, a man who was saved by Gavan in the previous series. The second in the metal series that attempted to establish a rival brand to the same studio's Super Sentai shows such as GoRanger, Shaliban was followed by Shaider.

Andou Mitsuo also starred as Professor Gill in KIKAIDER and Professor Monter in Toei's SPIDER-MAN.

Characters and mecha

Galactic Union Patrol

CaptainGavan

A frequent guest star. Teamed with Sharivan for the series finale against Psycho. (This reminded me of the Double Riders vs. Gelshocker leader episode, some 11 years earlier.)

Lily

Sharivan's assistant.

Sharivan/Iga Den

Earth's second Space Sheriff in recent years. Originally from Inner Iga Island. Served as forest patroller until fatally wounded by Makuu's Buffalo Doubler and saved by Gavan. His arsenal:

Combat Suit

A red suit of 'Solar Metal' armour. When Den shouts, 'Sekisha!' (lit. 'red discharge'), the Grand Birth (see below) absorbs solar energy, converts it into Solar Metal particles, and fires said particles at Den, around whom they fuse to form the Combat Suit in .001 seconds. The Suit comes with the Crimebuster handgun and the standard-issue Laser Blade, which he performs the spectacular Sharivan Crash--one of my all-time favourite tokusatsu SFX sequences, next to the jouchaku and sekisha scenes, with the black silhouette of Sharivan swinging a sword in front of the huge golden disk of the sun.

Motosharian

Sharivan's motorcycle, capable of entry into the Phantom Dream World.

Sharinger Tank

Sharivan's tank, which splits into a flying upper half and treaded lower half.

Moguriran (mogura = mole)
Sharivan's drill-headed vehicle.

Grand Birth
Sharivan's flying fortress, which has two modes, the self-explanatory Battle Mothership and the vaguely humanoid Battle Birth Formation (with the biggest lap or stomach I've ever seen).

The Organisers (27, 50)
The anti-Madou resistance, represented by Moore, Keith, and Rita. Aided Sharivan.

The Descendants of Iga
These include:

The Holy One (34, 47, 51)
The guardian god of the Igas.

Jii/Masked Monster (19)
The aged chief of Inner Iga Island. Has the map to the whereabouts of the Iga Crystal, which he defends in the armoured guise of the Masked Monster.

The Girls of Inner Iga Island (19, 20, 31, 49-51)
Sailor-suited schoolgirl defenders of the Iga Crystal, a 2,000-year-old artificial sun hidden on the island. Led by Miyuki.

Bell Billy (36) and Bell Helen (36, 38, 39, 42)
A pair of Iga youths--a older sister and younger brother--whose parents were slain by Madou while they travelled through space. General Gyrer of Madou slew Billy.

Iga Warriors (51)
Jack, Henry, Maria, and Kirk. Four descendants of Iga who came to Earth to help Sharivan at Organiser Rita's request.

(Isn't it funny how the Organisers and the peoples of Iga, all from outer space, all have Western names?)

The Space Criminal Society Madou (lit. 'Demon Way')
A organisation of psychic criminals with its headquarters, the Phantom Dream Castle, in the Phantom Dream World dimension, a 'white hole' where all the matter sucked up by black holes ends up. Intends to conquer the universe through chaos created by its members' psionic abilities.

Demon King Psycho
The immobile (until the finale) ruler of Madou. Fought Gavan and Sharivan in the series finale in a second body, that of the cyborg Psychorror, fully mobile and armed with twin swords.

General Gyrer (1-49)
Field commander.

Doctor Polter
Female strategist and Demonster creator.

Reider (rei = spirit; 34-50)
Mystic from the Death Spirit World who intended to take over Madou for himself.

Miss Demon 1 and 2
Polters' female spies.

Demonsters (Makaijuu)
monsters of the week, usually with a two-mode gimmick Name formula: XXX Beast.

1. Gori Beast (gorilla)
2. Ei Beast (stingray)
3. Kiba Beast (fang)
4. Micon Beast (microcomputer)
5. Sound Beast
6. Yamagami Beast (mountain god)

7. Double Beast
8. Doku Beast (poison)
9. Cash Beast
10. UFO Beast
11. Shouri Beast (victory)
12. Ocarina Beast
13. Boxer Beast
14. Killer Beast
15. Shikake Beast (device)
16. Maboroshi Beast (phantom)
17. Magma Beast
18. Same Beast (shark)
19. Kataribe Beast (storyteller)
21. Utsubo Beast (moray)
22. Shinigami Beast (death god)
23. Nimen Beast (two face)
24. Virus Beast
25. Hard Beast
26. Kaiki Beast (weird)
27. Uragiri Beast (betrayal)
28. Campus Beast
29. Heiki Beast (weapon)
30. Henshin Beast (transformation)
31. Kodai Beast (ancient)
32. Jekyll-Hyde Beast
33. Shunkan Beast (moment)
34. Hyakume Beast (hundred-eyed)
35. Washi Beast (eagle)
36. Bunri Beast (separation)
37. Kuma Beast (bear)
38. Ashura Beast (demon)
39. Doll Beast
40. Yogen Beast (prophecy)
41. Anahori Beast (hole-digging)
42. Mukuro Beast (corpse)
43. Reikai Beast (spirit world)
44. Ankou Beast (anglerfish)
45. Yuukai Beast (kidnap)
46. Present Beast
47. Kenkyaku Beast (walker)

Fighters

Grunts in black tights decorated with lightning bolts.

Great King Gamagon (gama = toad)

Toei's Jabba the Hutt ripoff: a huge bodiless toad head from the future. Not a Madou member but a foe of Sharivan nonetheless.

WR. Uehara Shouzou, Takaku Susumu, Kubota Keiji, Yuyama Akiyuki

DIR. Kobayashi Yoshiaki, Tanaka Hideo, Ogasawara Takeshi, Tsuji Osamu, Konishi Michio

EPISODES: 51 **YEAR MADE:** 1983 **COUNTRY:** JAP **SEASONS:** 1

TV ASAHI/TOEI

CREATOR: HATTE SABUROU

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 04/03/1983

AIR DATE OF LAST EPISODE 24/02/1984

SEASON DATE BREAKDOWN:

FILMS:

Iga Den/Sharivan WATARU HIROSHI, Lili FURUYA YUMIKO, Ichijou Retsu Ooba KENJI, Reider/Leader ANDOU MITSUO, YUMIKO TAKAYA, HITOMI YOSHIOKA, SATOSHI KURIHARA, SABURO ANDO, MASAYUKI SUZUKI, MIDORI NAKAGAWA, CHIEKO MARUYAMA, Psycho the

Devil King SHOZO IIZUKA, Narrator KAZUMASA NASAMUNE, Captain Gyaban KENJI OHBA, Mimi WAKIKO KANO, Kojiro Aoyama NOBORU MITSUTANI, , Marin KYOKO NASHIRO, General Gailer GENERAL GAILER, Prof^o Kom TOSHIAKI NISHIZAWA.

RELATED SHOWS:

GAVAN

SHAIDER

- 1 - 1 *PHANTOM DREAM*
- 1 - 2 *DEMONWORLD NEWTOWN*
- 1 - 3 *A PROMISE WITH KUMIKO*
- 1 - 4 *WANTED: MICROCOMPUTER*
- 1 - 5 *YOUKO OF THE HARBOR DOES NOT FORGET THE MELODY OF LOVE*
- 1 - 6 *THE LITTLE LIFE RUNNING THROUGH THE FOREST BATTLEFIELD*
- 1 - 7 *WHO IS THE ME FLOATING IN THE MIRROR*
- 1 - 8 *MUD RIVER LIVES AGAIN, THE : COMBACK SALMON*
- 1 - 9 *SURPRISE HOUSE IS A PHANTOM DREAM CASTLE NO.0*
- 1 - 10 *PHANTOM DREAM CASTLE - CHASE THE SHADOW OF THE TOKYO EXPRESS*
- 1 - 11 *THE STRONGEST EVIL FIGHTER FROM THE DARK NEBULA*
- 1 - 12 *ALIEN'S SMILE, THE:OPERATION MY FRIEND*
- 1 - 13 *STRENGTH IS LOVE: THE HEROES'S JOURNEY*
- 1 - 14 *THE STRING OF MULTIMILLIONAIRES PLAGUES BY DREAM DEMONS*
- 1 - 15 *THE DEVICE ISLAND OF THE SEA'S RUMBLING*
- 1 - 16 *THE DANGEROUS HIT SONG SUNG BY THE BEAUTY*
- 1 - 17 *THE STRANGE EXTRADIMENSIONAL JOURNEY OF THE NEW DOUBLE DECKER BUS*
- 1 - 18 *SUMMER! SEA! THE HERDS OF METEO ATTACKING THE IGA PENINSULA*
- 1 - 19 *THE MIRACULUS GIRL STANDING ALONE AT DEMON EDGE CAPE*
- 1 - 20 *THE RAINBOW CYRSTAL ISLAND THAT CALLS WILD WAVES*
- 1 - 21 *FANGS OF THE SECRET ROOM: LILY LIKE MYSTERIES*
- 1 - 22 *THE TEMPTATION TO HEAVEN THAT ATTACKS A TENNIS PLAYER*
- 1 - 23 *FEAR OF AGE OF COPIES: LOOKALIKES ASSEMBLE*
- 1 - 24 *THE PLAGUE OF LAZINESS BROUGHT BY A HURRICANE OF INSECTS*
- 1 - 25 *TEARS EVEN IN A OGRE'S EYE - TEARS OF AN ANGEL - COME SAVE PAPA*
- 1 - 26 *TRAP OF HATRED: THE GREAT MAKEUP WAR*
- 1 - 27 *THE SKY OF BETRAYAL : ESCAPEE FROM THE PRISON OF DARKNESS*
- 1 - 28 *THE CAMPUS HAS A VIOLENT STORM OF WINDSPEED 80M*
- 1 - 29 *WHO IS THE ENEMY? THE HOT BLOODED BOY EYEING THE PLAINS*
- 1 - 30 *THE ABANDONED CHILDREN: METAMORPHOSING MOTHER*
- 1 - 31 *MIYUKI IS NOW..? THE WANDERING PHANTOM CRYSTAL*
- 1 - 32 *THE PHANTOM DREAM DEVICE ORANGE AND THE LULLABY!*
- 1 - 33 *TIME TRIP! INSIDE THE PHANTOM DREAM CASTLE, STRANGE FLOWERS ARE*

BLOOMING

- 1 - 34 *ALL HAIR RAISING GHOSTS ARE GUIDES TO THE PHANTOM DREAM WORLD*
- 1 - 35 *IF YOU FALL, STAND, DEN! LOVE IS THE GLOW OF LIFE*
- 1 - 36 *IN THE ROUGH SEAS OF SPACE RISES THE Z FLAG OF THE IGA WARRIORS' BAND*
- 1 - 37 *BEAR-HUNTING UNCLE SAW THE STRANGE POISON FLOWERS*
- 1 - 38 *MAD WHISPERS COUP D'ETAT: PHANTOM DREAM CASTLE OF THE DARK
CLUODS*
- 1 - 39 *THE DOLL KNOWS THE WOUND OF THE IGA WARRIOR*
- 1 - 40 *THE FIERY CAR CHASE: THE PROPHET WHO CUT TIES OF LOVE*
- 1 - 41 *PHOENIX! FLY BACK TO THE PHANTOM DREAM CASTLE THAT ERUPTS IN
REVERSE*
- 1 - 42 *THE RED YOUTH OF THE WOMAN WARRIOR WHO RUNS ACORSS THE
BATTLEFIELD*
- 1 - 43 *A MOTHER AND CHILD'S TEARS OF LOVE FLOW ON THE ROAD OF HEAVEN*
- 1 - 44 *THE MIDNIGHT CINDERELLA FULL OF THE SCENT OF ROSES*
- 1 - 45 *THE AUDITION TRAP: THE BIG CHILD STAR*
- 1 - 46 *THE BIRTHDAY PROMISE: THE AIRPLANE CLOUD DRAWING DREAMS IN THE SKY*
- 1 - 47 *THE BROTHER AND SISTER WISHING FOR HAPPINESS: THE FIREWORKS
FALLING SWORDS OF JUSTICE AND EVIL*
- 1 - 48 *MIMI*
- 1 - 49 *GAMAGON*
- 1 - 50 *THE SEA MONSTER*
- 1 - 51 *RED DISCHARGE/STEAMWEAR.*

SHAZAM!



Billy Batson, a teenager had been chosen by the immortal elders to become their champion on Earth. The immortal elders were: Solomon Hercules, Atlas, Zeus, Achilles and Mercury. The word Shazam! derived from the first initial of each elder when spoken by Batson would cause him to be hit by magical lightning that transformed him into the adult Captain Marvel, changing his street clothes into red tights with a lightning bolt on the chest and a white cape in the process. When Captain Marvel said Shazam the transformation would reverse itself.

Unlike the comic book version of Captain Marvel, the TV version did not get to battle super villains. The comic book version Billy Batson worked for a TV station but in the TV programme he appeared to be on permanent holiday and only occasionally mentioned his job. Billy Batson and his mentor known simply as Mentor, travelled throughout the country in their RV to right wrongs develop understandings and seek justice for all. Towards the beginning of each episode the elders would appear to Billy and give him some advice that he did not fully understand, but by episode's end he would learn what they meant. Most often he would realise it by helping people solve everyday problems- which also required the assistance of Captain Marvel to solve. Each episode had the obligatory lesson in such areas as, honesty and good citizenship. Just in case someone in the audience was too slow to pick up on the lesson, Captain Marvel would come on after the adventure and explain it.

The Episodes Finders Keepers, The Odd Couple and Out of Focus also starred Isis from THE SECRET OF ISIS. Shazam! was a series based on the adventures of the original comic book character Captain Marvel. Not to be confused with the current hero of the same name, the original Captain Marvel first appeared in comics published by Fawcett beginning in 1940. Captain Marvel was a super hero with powers and abilities similar to Superman- a similarity that produced a lawsuit by DC Comics (which published Superman) and brought an end to Captain Marvel comics in 1953. In 1973 DC bought the rights to Captain Marvel and began publishing new comic adventures of Captain Marvel. Between the end of the Fawcett run and the beginning of the DC comics version, a new Captain Marvel had been created at Marvel Comics. The name Captain Marvel could not be used either on the new DC comic or the TV series based on it. The title Shazam! from the magic word that young Billy Batson spoke in order to be transformed into Captain Marvel.

During Shazam!'s first season the series was aired on its own. During its second and third seasons Shazam! appeared as one half of the Shazam! / Isis Hour. During this time cross overs between the two programme's occurred. The Shazam! episodes which were broadcast during 1980 were reruns of previous episodes.

Shazam! was a half-hour live-action television program produced by Filmation, based upon DC Comics' superhero Captain Marvel. The show ran from 1974 to 1977 on CBS; from 1975 to 1977 it was known as The Shazam!/Isis Hour, and included The Secret of Isis, about an Ancient Egyptian superheroine resurrected in the body of a schoolteacher, as the second half of the hour. Actor Michael Gray starred as young Billy Batson, while Captain Marvel was played first by Jackson Bostwick, and later by John Davey. (Actress Joanna Cameron appeared as Isis, and her alter-ego Andrea Thomas.) Today it is considered to be one of the prime examples of camp.

The television version of Shazam! was notably different from its source material. The wizard Shazam did not appear in the series; teenage Billy spoke directly to the elders that empowered him: Solomon, Hercules, Atlas, Zeus, Achilles, and Mercury. Instead of remaining in his hometown, Billy and his guardian "Mentor" (a doppelganger of sorts for the comics' Uncle Marvel, and played by Les Tremayne) were nomads, traveling around the country in a recreational vehicle. (Media promotion of the time explained that Batson had taken a leave of absence from his radio announcer's job.)

The most fundamental element of the Shazam! mythos remained the same: when he spoke the magic word "Shazam!", Billy would be struck by a magic lightning bolt and transformed into the World's Mightiest Mortal, Captain Marvel.

important to be responsible for what we say and what we do. It's easy to get dragged into doing what is wrong, but it's even harder to get out again.

1 - 6 *THE GANG'S ALL HERE*

Vinnie is out on bail and ready to get even with that rat-fink Jackie. Billy tries to talk to Vinnie, but ends up being bound and gagged. Vinnie and Jackie's confrontation at the oil refinery almost takes one of their lives... ALMOST, thanks to Captain Marvel. Moral: In the end, fighting doesn't prove anything. Work together and iron out differences in a constructive way, rather than a destructive way.

1 - 7 *THE DOOM BUGGY*

Don has dropped out of school to be a mechanic. But when he and Billy get lost in the desert, he sees that he doesn't know as much as he thought he did. Moral: If you close your mind to learning, sooner or later you're going to have it opened and be surprised at just how much you've shortchanged yourself. So if you ever think about dropping out of school, you're only hurting yourself.

Wr Jack Mendelsohn, Jack Kaplan

Dir Robert Douglas

1 - 8 *THE BRAIN*

Jim "The Brain" Carter is a new kid in town and is having a tough time finding friends. He's been playing tricks on them in order to get them to like him. They also are put off by his incessant bookreading. Billy and Mentor suggest that Jim try to do things that the rest of the guys are interested in. Tough guy Greg decides to make Jimmy try something dangerous in order to prove that he's good enough to hang around them. When Greg is in danger, Jim uses Morse Code (learned from books!) to call for help, and thankfully, that help is Captain Marvel! Moral: We all want to be liked, but daredevil stunts aren't the way to prove it. If a person can't like you for who you are, then maybe they aren't worth having as friends.

1 - 9 *THE BOY WHO SAID "NO"*

Mentor is hit over the head and robbed. Young Larry Burns knows that it was Ron Craig who robbed Mentor, but is threatened that he'd better keep quiet, or else... Billy and Mentor know that Larry knows who the robber was, and when Ron is seen looking for Larry, it becomes obvious that Ron is the guilty person. Knowing he's been found out, Ron forces Larry's father to take him out of town on his helicopter. Moral: Some day you may see somebody do something wrong. If you don't know what to do about it, just remember that when a problem has you stumped, it's a good idea to talk with a grown-up you can trust. It could save you a lot of trouble in the long run!

1 - 10 *THOU SHALT NOT KILL*

When a woman dies leaving instructions in her will to destroy her horse, Beckett, her niece tries to stop it. Captain Marvel and Mentor must help her save the horse while working within the law.

Wr Marianne Mosner

Dir Arthur H. Nadel

1 - 11 *THE ATHLETE*

Kellie has her mind set on being a part of the all-boys Varsity Team. But there are two boys who will do anything in order to get her off the team...Perhaps even by planting test answers in her locker. Moral: Everyone should be given a chance to prove his or her abilities. Don't put someone down just because they're different from you. Don't put a girl down just because she's a girl. When a person's talents are wasted, it's a loss to everyone.

1 - 12 *THE TREASURE*

Two men have been digging up Indian artifacts in the desert and selling them. An Indian chief and his grandson, Johnny, try to get them to stop, but are unsuccessful. Billy and Mentor offer their help to keep these priceless treasures where they belong. Moral: The desert and traditions of other people have much to teach us and must be preserved for future generations to see and to know.

1 - 13 *LITTLE BOY LOST*

Howard is a boy who hasn't spoken since his friend was almost killed. His father won't let him have a puppy, so he runs away. Billy finds Howard stuck on some rocks in high tide, and is able to call his father using a note found in the boy's pocket. On their way home, Howard and his father stop at an old ghost town, where a puppy has fallen down into a mine shaft. His father is soon stuck too while trying to save the pup. Howard is able to go find Billy and Mentor, and when his dad is saved, Howard is suddenly able to speak! Moral: If you don't communicate, you'll never solve your problems. There are times when EVERYONE needs help.

1 - 14 *THE DELIQUENT*

Norm is a loner attending an outdoor summer camp. Although he can't swim, he decides to take a canoe

ride. His canoe capsizes and begins to call for help. Billy and Mentor are camping nearby and hear the cries for help. Billy transforms into Captain Marvel and saves Norm. Billy then learns about Norm from the camp counselor and decides to help. Billy must teach him to believe in himself. Moral: To like others, we must first like ourselves.

Wr Marianne Mosner

Dir Robert Chenault

1 - 15 *THE BRAGGERT*

After Alan tells a story about beating up a big guy using karate, his friends start to doubt that anything he's been telling them is true. Alan makes a big mistake and says that he's been inside the rhino exhibit at the zoo, and now he has to prove it, otherwise he has to find some new friends. See Captain Marvel wrestle a lion! Moral: Honesty is the best policy.

Wr Len Janson, Chuck Menville

Dir Arthur H. Nadel

2 - 1 *ON WINNING*

Corky feels that he's no match for his big brother, whether it be motorcycling, fishing... you name it. He also feels that his dad doesn't care for him as much as his older brother. But when Corky runs away and his dad almost gets killed trying to find him, Corky realizes how much his dad loves him. Moral: A parent's love shows no rivalry. Winning isn't the important thing...it's that you do the best you can.

2 - 2 *DEBBIE*

Debbie's parents have warned her not to ride with Tom on his motorcycle, because he is wreckless. It's Billy's job to help Debbie to realize that when her parents don't let her do certain things, it's because they love her. Debbie realizes this when Tom and his buddy swipe a six-pack of beer from a gas station, and almost get mangled by a large truck. Moral: When a parent sets rules and regulations, it really is a form of expression of their love and concern. Sometimes the hardest thing for them to say is "no". But we can be sure that most of the time there's a good reason for it.

2 - 3 *FOOLS GOLD*

A group of boys have been harrassing an old prospector, whom they see as a mean old man. But things change when one of the boys is hurt and the man lends a helping hand. Because they've been playing around in his mine, it caves in on the old prospector. Captain Marvel punches right through the rock to save him! And in the end, the boys and prospector become friends. Moral: There are things more precious than gold. Things like respect and understanding. Respect means more than being polite. It means knowing we've learned from each other. There's a lot we can learn, if we only listen.

2 - 4 *DOUBLE TROUBLE*

Captain Marvel robs a gas station! Or is it an imposter in an incredibly realistic mask? Now there's a warrant for Captain Marvel's arrest, and so the real Captain Marvel turns himself in. With Marvel in jail, the crooks decide to rob the Iverson Mine's payroll. Meanwhile, Mentor finds the crooks' mask, costume and cape, which proves Marvel's innocence. Can Marvel stop those bad guys before they get away with all that loot? Moral: Respecting the law is just another way of saying that we respect each other. Laws have been made for the good of everyone, and when someone breaks the law, they're saying "I don't care about you." When you respect the law, you respect yourself.

2 - 5 *GOODBYE, PACKY*

Kathy's pet wolf, Packy, is getting too old to be held in captivity any longer. He's becoming wild and hard to control. When it comes time to turn him loose, Kathy takes Packy and runs away. Trouble ensues when they hide in a conveniently placed hot-air balloon. Moral: Having a pet carries responsibilities. Some animals are born to be free. To deprive them of that right is selfish, so we all must understand and respect the laws of nature... for our sake, as well as for our animal friends.

2 - 6 *SPEAK NO EVIL*

Three boys break into their school and accidentally start a fire. They get away before they are seen, but one of the boys' dogs is seen at the school. When the boy confesses, the two other boys find out and chase him into a dangerous electrical plant. Moral: Don't ever be afraid of being called a name. As long as you're sure what you're doing is right, there's no word... no name...that can harm you.

Wr Arthur H. Nadel, Olga Simms

Dir Arnold Laven

2 - 7 *THE ODD COUPLE*

Dan is too proud to accept help from Captain Marvel when his airplane runs out of gas in the middle of nowhere. Dan learns that everybody needs help once in a while when a fierce forest fire breaks out, and Captain Marvel needs help from Isis in order to put it out. Moral: There are a lot of things we can do by

ourselves, but it's kind of foolish and maybe even dangerous to try to do something when we don't know how.

Wr Sidney Morse

Dir Hollingsworth Morse

3 - 1 *THE CONTEST*

Glen steals the answer to a contest in which the winner gets a new motorcycle. Now the person who convinced him to cheat needs a big favor - the keys to a van which contains an experimental solar-powered gyroscope. Moral: Just about anything worthwhile has to be worked for, and earned. If it's worth having, it's worth waiting for.

3 - 1 *BITTER HERBS*

Yale is a teenage boy who wants to join a club called "The Overlanders". The leader of the club does not want Yale to join because he's Jewish, but soon the racist gets what he deserves when a mountain lion attacks him! Moral: It's not a person's race, religion or looks that is important. What is important is the person's character.

3 - 3 *RIPCORD*

Young Bill is a little too anxious to grow up. He wants to be a skydiver, just like his big brother Larry. Bill decides to pack Larry's parachute himself, without any help. We can all guess what happens next... Moral: Sometimes there are things that a kid wants to do but he's too young for. Be patient. We grow up a lot sooner than we think.

3 - 4 *FINDERS KEEPERS*

When two girls find stolen money, they are kidnapped, along with Mentor, by the thieves. Captain Marvel calls on Isis to help him rescue them.

Wr Susan Dworski

Dir Hollingsworth Morse

3 - 5 *THE SOUNDS OF A DIFFERENT DRUMMER*

Curtis is a black man who would rather play his violin than play baseball. "Whoever heard of a black violinist?", his friends exclaim. After pressure from the teammates to play baseball, Curtis runs away, and unknowingly ends up in the middle of a missile testing range. Can Captain Marvel save him in time? Moral: Treat others the same way you'd like others to treat you. If you give respect, you'll get it back.

3 - 6 *OUT OF FOCUS*

When two thieves think a young filmmaker (Jim) may have caught their theft on film, they attempt to take his film from him. Jim does not want to turn the film over to the police hoping to enter his film in a film festival and win. Captain Marvel and Isis team up to help Jim understand that winning at any cost is wrong.

Wr Paolo Orsini

Dir Hollingsworth Morse

SHE WOLF OF LONDON

AKA: **LOVE AND CURSES (US TITLE)**



An American graduate student, Randi Wallace (Kate Hodge), working on her Masters Thesis (something on the order of "Folk Legends and Myths: Fulfillment of Freudian Psychological Needs"), decides to spend a night on the English moors to experience first-hand the atmosphere under which myths and legends were conceived.

Unfortunately, she is attacked and bitten by a wild animal. On the next full moon, she finds to her dismay that there may be some truth to such legends and myths after all: she has become a werewolf! With help from her professor, Dr. Ian Matheson (Neil Dickson), with whom she falls in love, she attempts to find a cure for her unusual condition, and in the process meets up with the likes of vampires, zombies, witches, and crazed science fiction fans.

SHE WOLF OF LONDON was produced by HTV (one of Britain's ITV companies). HTV, however, found that the series had too much violence to be successful with British censors, and pulled out of the deal after 14 episodes. In order to fulfil the initial commitment of 20 episodes, the American backers of the co-production deal moved the series to Los Angeles and revamped it into LOVE AND CURSES. Six new episodes were made in which Ian gets a job as the host of a local TV show called "How Strange", with Randi as his producer

She Wolf of London was one of three genre series (the other two being Shades of LA and THEY CAME FROM OUTER SPACE) syndicated as part of the Hollywood Premiere Network. The Hollywood Premiere network was not a real network but rather a banner under which Universal Studios placed several of their first run made for syndication series. Not many people have seen them since the Hollywood Premiere Network was only been run on two TV stations WWOR the independent station owned by Universal in New York City and KCOP. Los Angeles' VERY independent TV station. People who received WWOR on cable have had all three series blacked out and replaced with other programmes Since the failure of Hollywood Premiere network, She Wolf of London has been rerun on the Sci-Fi Channel.

She Wolf of London is more similar in concept to the theatrical film An American Werewolf in London than it is to its 1946 theatrical namesake. The series deals with the exploits of Randi Wallace, an American college student who travels to England to consult with Professor Ian Matheson. Ian is a professor at a university and an expert on the supernatural who does not believe in the stuff. No sooner does Randi arrive in England than she gets attacked by a werewolf in the moors and thus is transformed into one herself. Unlike the werewolf in Werewolf, Randi only becomes a werewolf on the night of the full moon, which does not occur in every episode. Ian and Randi set out to investigate supernatural occurrences hoping that something they find in these investigations may lead to a cure for Randi's condition A romance soon begins to develop between Ian and Randi, who has moved in with Ian and his family. She Wolf of London comes across as a mix between Remington Steele and Kolchak: the Night Stalker that does not quite work.

She Wolf of London was co-produced by HTV (one of Britain's ITV companies). HTV felt that the series was too violent for British tastes and pulled out of the deal after 14 episodes. In order for Universal to fulfil the initial commitment of 20 episodes, the series was revamped as Love and Curses Love and Curses relocated Ian and Randi to Los Angeles In Los Angeles. Ian gets a job as the host of a local TV show called How Strange with Randi as his producer The TV station is owned by Skip Seville.

Filmed in London under the name of She-Wolf of London (pilot through "Beyond the Beyond") and in Los Angeles under the name Love and Curses ("Curiosity Killed the Cravitz" through "Mystical Pizza"), the series never developed much of a following and only lasted one season.

Executive producers for the series were Sheldon Dromgoole, Paul Sarony and David Roessell, the producer for the series were Chuck Murray, supervising producer was Lee Goldberg, William Rabkin and Tom Mcloughlin, the executive producer was Mick Garris. The series was run in syndication only in the US, and

has been seen on Sky One in the UK. The series was seen first in the US on KCOP in Los Angeles.

The demise of She-Wolf of London was both premature and lamentable as the programme in its original form showed no signs of running out of steam. Strong writing combined with unique sense of style to create a show that was as strong in its own identity as any other you could wish to mention, and showed just what can be achieved under a co-production banner given the right combination of talents.

If there's ever been a series that was more than the sum of its parts that it is She Wolf of London. After all, you'd be hard pushed to name many programmes that managed to be funny, dramatic, light-hearted and weird all at the same time. . . Especially ones that owed their success to being so quintessentially British.

WR. Mike Garris, Tom McLoughlin, Anthony Adams, Valerie West, Jim Henshaw, Leo Goldberg, Diana 'Jennie' Ayers, Susan Sebastian, William Rabkin and Terry Erwin.

DIR. Roger Cheveley, Brain Gant, Gerry Mill, Dennis Abey, Chuck Bowman, Bruce Seth Green and Gary Walkow.

EPISODES: 20 **YEAR MADE:** 1990 **COUNTRY:** US **SEASONS:** 1

HTV

CREATOR: TOM MCLOUGHLIN, MARK GARRIS

TYPE OF SHOW: FANTASY **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 20

DATE OF PREMIER: 09/10/1990 **AIR DATE OF LAST EPISODE** 10/04/1991

SEASON DATE BREAKDOWN:

FILMS:

Randi Wallace KATE HODGE, Dr. Ian Matheson NEIL DICKSON, Mum Matheson JEAN CHALLIS (eps 1-15), Dad Matheson ARTHUR COX (eps 1-15), Julian SCOTT FULTS (eps. 1-15), Aunt Elsa DOROTHEA PHILIPS (eps. 1-15), Skip Seville DAN GILVEZAN (eps. 15-20), She Wolf DIANE YOUDALE (eps. 1-15)

RELATED SHOWS:

THEY CAME FROM OUTER SPACE

1 - 1 *SHE-WOLF OF LONDON*

After acquiring the lycanthropic curse, Randi meets a fortuneteller remarkably familiar with Randi's supernatural ring.

Wr Tom McLoughlin

Dir Dennis Abey

1 - 2 *THE BOGMAN OF LETCHMOOR HEATH*

The reanimated corpse of a long-dead hanged man found in a peat bog begins murdering denizens of an English village.

Wr Anthony Adams

Dir Roger Cheveley

1 - 3 *THE JUGGLER*

A satanic priest steers the daughter of minister to a murderous "devil clown" apparition.

Wr Jim Henshaw

Dir Gerry Mill

1 - 4 *MOONLIGHT BECOMES YOU*

Randi and Ian help the twin sister of a werewolf held by a scientist as an experimental subject.

Wr Valerie West

Dir Valerie West

1 - 5 *NICE GIRL'S DON'T*

A succubus (a female sexual demon) is turning young men into withered old shells.

Wr Lee Goldberg, William Rabkin

Dir Roger Cheveley

1 - 6 *LITTLE BOOKSHOP OF HORRORS*

An antiquarian bookshop owner used demonic tomes to create murderous versions of famous literary

characters.

Wr Lee Goldberg, William Rabkin

Dir Gerry Mill

1 - 7 *THE WILD HUNT*

The murderous ghost of a hunstman wreaks vengeance on the descendents of the townspeople who killed him.

Wr Diana Ayers, Susan Sebastian

Dir Brian Grant

1 - 8 *WHAT'S GOT INTO THEM?*

The spirits of a Russian noblewoman, her husband, and Ian's murdered colleague possess members of the Matheson household.

Wr Lee Goldberg, William Rabkin

1 - 9 *CAN'T KEEP A DEAD MAN DOWN (1-2)*

Randi's ex-fiancee movie producer Charlie Beaudine falsely promises to option Ian's book; Ian's department head apparently kills him, adding him to her horde of cannabalistic zombies.

Wr Lee Goldberg, William Rabkin

Dir Roger Cheveley

1 - 10 *BIG TOP SHE-WOLF*

A demonic, seductive circus ringmaster, who has stolen the souls of his performers, attempts to steal Randi's.

Wr Kate Boutilier

Dir Brian Grant

1 - 11 *SHE-DEVIL*

An experimental synthetic aphrodisiac turns a former classmate of Ian's into a deadly, savage beast.

Wr William Rabkin, Lee Goldberg

Dir Dennis Abey

1 - 12 *VOODOO CHILD*

One of Ian's new students, an arrogant expert in Guarani Indian ways, uses voodoo to torment Randi and Ian.

Wr Terry Erwin

Dir Roger Cheveley

1 - 13 *BEYOND THE BEYOND*

The creator of the cult-favopurite science fiction series Beyond the Beyond is apparently killed at a fan convention.

Wr Lee Goldberg, William Rabkin

Dir Brian Grant

1 - 14 *CURIOSITY KILLED THE CRAVITZ*

When Randi's California friend Ellen Cravitz is killed by a troll in league with aliens, Ian and Randi go to the U.S. to investigate, and decide to stay when Ian becomes host of his own talk show about the supernatural, How Strange, on station KBLA.

Wr William Rabkin, Lee Goldberg

Dir Brian Grant

1 - 15 *HABEAS CORPSES*

Searching for a female vampire who may have killed her own husband, Randi and Ian infiltrate a law firm

Wr William Rabkin, Lee Goldberg

Dir Chuck Bowman

1 - 16 *BRIDE OF THE WOLFMAN*

Randi and Ian, investigating strange goings-on at a movie theatre, mystically become part of an old horror film.

Wr Kate Boutilier

Dir Bruce Seth Green

1 - 17 *HEART ATTACK*

The duo confronts a legion of crazed cupids wielding crossbows that fire homicide-inducing rays into people in love.

Wr William Rabkin, Lee Goldberg

Dir Chuck Bowman

1 - 18 *ECLIPSE*

A lunar eclipse affects Randi's curse, leading her to seek help at an institute for the "supernaturally gifted."

Wr Richard Manning, Hans Beimler

Dir Gary Walkow

1 - 19 *MYSTICAL PIZZA*

Randi goes undercover at the Three Gals from Salem pizza shop after customers start turning into animals

Wr William Rabkin, Lee Goldberg

Dir Bruce Seth Green

SHIBUYA FIFTEENAKA: **SHFIFTEENUYA**AKA: **SH15UYA**

Sh15uya is a Japanese TV drama that's going to appeal to anime fans all over the world. Japanese drama means crappy video, and laughable special effects. Sh15uya is described on the official site as an Action/SF drama. It means it's about kids getting dressed up as visual rock idols and beating each other up.

Oh, and all the 25 year old looking girls are actually 15, that's why the drama is called Sh15uya, which means Shibuya 15. They can't even get l33t speak right.

Produced by Kazuo Katô (producer) & Shinichirô Shirakura (producer)

Original Music by Kuniaki Haishima

Visual Effects by Shingo Kobayashi visual effects supervisor

WR. Shoji Yonemura

DIR. Ryuta Tazaki

EPISODES: 12 **YEAR MADE:** 2005 **COUNTRY:** JAP **SEASONS:** 1

TV ASAHI/ TOEI CO LTD.

CREATOR: SHOJI YONEMURA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1)

DATE OF PREMIER: 10/01/2005

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Tsuyoshi SAYA YUKI, Asagi YURIA HAGA, Kengo TOMOHISA YUGE, Ôtomo MITSURO KARAHASHI, Pisu MARK MUSASHI, Haru RISA AI, Ginkôin fû no otoko HIRONARI AMANO, Nami (episode 3-5) NANASE IWAI, Igaya TAKASHI MATSUYAMA, Senkyôshi fû no otoko TAKAMASA SUGA, Fastfood tenchô AYANO SUGIYAMA, Takuhaibin no otoko JUN TAKATSUKI, Biyoshi fû (Episode 11) JUN YAMASAKI.

SHONEN TANTEIDANAKA: **BOY DETECTIVES CLUB**AKA: **BD7**

WR.**DIR.****EPISODES:** 26 **YEAR MADE:** 1975 **COUNTRY:** JAP **SEASONS:** 1**CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 26**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

SHUSHUTORIANAKA: **THREE SISTERS OF ACTION**

Episode 40 features ULTRAMAN, various Ultra monsters, and Susumu Kurobe (Hayata)!

WR.**DIR.****EPISODES:** 42 **YEAR MADE:** 1993 **COUNTRY:** JAP **SEASONS:** 1*TOEI***CREATOR:** SHOTARO ISHINOMORI**TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 42**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

 NORIKO TANAKA, KEI ISHIBASHI

1 - 40 *ULTRAMAN*

In this episode (40) one of our sisters wishes on a shooting star for the fable Ultraman with hilarious result as the city is invaded by Kaju from the Ultraverse and only Shin Hayata (Played by Susumu Kurobe) can use the beta capsule to transform into Ultraman and stop them. Yugen Jikko Sisters Shushutorian is a 1993 teen Japanese TV Series by Shotaro Ishinomori starring Akaji Maro, Mitsuru Fukikoshi with music by Yusuke Honma

SIERRA NINE

Sierra Nine was a children's series that took its name from the government agency of scientific trouble-shooters. Sierra Nine consisted of a three person team. Their mission consisted of poking their noses into scientific hornets' nests by sorting out plans that have misfired or fallen into the wrong hands.

Sierra Nine was formed by Sir Willoughby Dodd, an eccentric middle aged scientist. Operating from an office near London's Trafalgar Square. Sir Dodd directed Sierra Nine's two younger field operatives : Anna Parsons and Dr. Peter Chance. The series had a recurring villain in the form of The Baron, a renegade scientist who twice went up against the Sierra Nine team.

Children's adventure series about a trio of scientific trouble shooters who were a sort of junior league cross between THE AVENGERS and the professionals. The 1963 series was devised when John Rhodes, then ITV's head of children's television asked Hayes and director Mark Miller to come up with a new slant on Science Fiction. The result was 4 assorted stories, spread over 13 weeks. The settings were created by Bernard Goodwin, Duncan Cameron, Andrew Drummond and Ken Jones.

WR. Peter Hayes

DIR. Marc Miller

EPISODES: 13 **YEAR MADE:** 1963 **COUNTRY:** GB **SEASONS:** 1

ASSOCIATED REDIFFUSION NETWORK PRODUCTION

CREATOR: PETER HAYES & MARK MILLER.

TYPE OF SHOW: MANKIND

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 07/05/1963

AIR DATE OF LAST EPISODE 30/07/1963

SEASON DATE BREAKDOWN:

FILMS:

Sir Willoughby Dodd MAX KIRBY, Dr. Peter Chance DAVID SUMNER, Anna Parsons DEBORAH STANSFORD, The Baron HOWARD KASKET (stories 1 and 4).

RELATED SHOWS:

AVENGERS, THE

1 - 1 *THE BRAIN MACHINE (1-4)*

Peter and Anna are rushed off to the oil kingdom of Mirzan in the Middle East to locate and destroy a device operated by a renegade scientist known as "The Baron". Using microwave radio, he is warping the minds of researchworkers all over the world by telepatch hypnosis.

Wr Peter Hayes

Dir Marc Miller

1 - 2 *THE MAN WHO SHOOK THE WORLD (1-3)*

A minute atomic warhead, designed by eminent nuclear scientist Sir Hugo Petersham, is stolen on its way to be tested in America. When the detonator circuit is activated, Anna and Peter must track down the thieves before the device explodes.

Wr Peter Hayes

Dir Marc Miller

1 - 3 *THE ELIXIR OF LIFE (1-2)*

Chance and Anna go to a French monastery where monks claim to have a potion enabling people to live forever, to find out who is out to steal the secret.

Wr Peter Hayes

Dir Marc Miller

1 - 4 *THE Q-RADIATION (1-4)*

The theft of a terrifying new weapon leads to another encounter with "The Baron" for Chance and Anna, who finds themselves facing annihilation by death ray.

Wr Peter Hayes

Dir Marc Miller

SIGMUND AND THE SEA MONSTERS



Because of he refused to scare humans, Sigmund the Sea Monster's family harassed him to the point where he was forced to leave his home and wander the beaches alone. He was found and befriended by two brothers, Johnny and Scott who took him back home to live in their clubhouse. The series then follows the misadventures of the two boys and their pet sea monster eluding everyone while Sigmund's family, the Oozes, who each look like a huge lump of sea weed with a face, seek to retrieve him when emergencies arise that require his presence back home at their cave.

The story behind the inspiration of Sigmund and the Sea Monsters is interesting. What would be a normal every day event to the rest of us became a highly successful television show through the eyes of a visionary: Once while at the beach in La Jolla, California, Sid Krofft saw an incredible piece of seaweed that floated up from a sea cave. He said it looked almost alive. He went for his car so he could take the seaweed creature back home but by the time he got back with his car it had floated back into the water and back to the caves. As Paul Harvey might say... "Now you know the rest of the story. Good day." The show also served as a showcase for Johnny Whitaker and his singing career which gave us one full length record and featured the show's theme song sung by Johnny himself.

Sigmund and the Sea Monsters was a children's television series that ran from 1973 to 1975. The show was a Sid and Marty Krofft production and was shown on Saturday mornings. There were 29 episodes spanning two seasons.

Its basic premise was that Sigmund (Billy Barty), a friendly (if somewhat cowardly) sea monster who runs away from his comically dysfunctional undersea family, is discovered and befriended by brothers Johnny (Johnny Whitaker) and Scott Stuart (Scott Kolden), who let Sigmund stay in their hideout.

Plotlines were very simple and straightforward, usually some variation on the idea of Sigmund doing something silly to arouse attention and the boys working to prevent him from being found by Sigmund's brothers, Blurp (Bill Germaine, Larry Larsen) and Slurp (Fred Spencer, Paul Gale). The brothers also worked feverishly to hide Sigmund from their overbearing housekeeper Zelda (Mary Wickes) and Sheriff Chuck Bevans (Joe Higgins).

In Season Two, Rip Taylor joined the cast as a magical 'Sea Genie' named Sheldon.

Sigmund and the Sea Monsters was the first Krofft Saturday morning production that was renewed for a second season. Previous entries H.R. Pufnstuf (1969), The Bugaloos (1970), and Lidsville (1971) had all been axed after the first season.

Trivia

In 2004, on the cartoon website Homestar Runner, The Cheat dressed as Sigmund in costume.

In a 2006 episode of My Name is Earl, Earl and Randy can be seen watching Sigmund and the Sea Monsters.

In the song Fazers on the 2003 album Take Me to Your Leader, MF Doom (as King Geedorah) references the show in a line saying "He been rhymin' longer than sigmund and sea creature been on Saturday feature".

WR. Si Rose, Rita Sedran Rose, Warren S. Murray, John Fenton Murray, Jack Raymond, Milt Rosen, Donald A. Ramsey, Fred Fox, Seaman Jacobs.

DIR. Richard Dunlap, Bob Lally, Dick Darly, Murray Golden.

EPISODES: 29 **YEAR MADE:** 1973 **COUNTRY:** US **SEASONS:** 2

A SID AND MARTY KROFFT PRODUCTION

CREATOR: SID AND MARTY KROFFT.

TYPE OF SHOW: MONSTERS

FORMAT: SERIES

LENGTH (MINS): 30 STILL IN PRODUCTION: No B/W: No COLOUR: Yes LANG: English

SEASON BREAKDOWN: (1) 17, (2) 13

DATE OF PREMIER: 08/09/1973 AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Sigmund Ooze BILLY BARTY, Johnny Stuart JOHNNY WHITAKER, Scott Stuart SCOTT KOLDEN, Zelda Marshall, the housekeeper MARY WICKES, Sheldon the Sea Genie RIP TAYLOR, Shelby, Sheldon's nephew SPARKY MARCUS, Uncle Siggie BILL BARTY, Sheriff Chuck Bevins, Zelda's boyfriend JOE HIGGINS, Miss Eddels, the nosy neighbour MARGARET HAMILTON, Gertrude Gouch, the housekeeper (third season) FRAN RYAN.

RELATED SHOWS:

LAND OF THE LOST (1974)

LOST SAUCER, THE

ELECTRA WOMAN AND DYNAGIRL

BIGFOOT AND WILDBOY

WONDERBUG, THE

FAR OUT SPACE NUTS

DR. SHRINKER

- 1 - 1 *THE MONSTER WHO CAME TO DINNER*
- 1 - 2 *PUPPY LOVE*
- 1 - 3 *FRANKENSTEIN DROPS IN*
- 1 - 4 *IS THERE A DOCTOR IN THE CAVE?*
- 1 - 5 *HAPPY BIRTHDAZE*
- 1 - 6 *THE NASTY NEPHEW*
- 1 - 7 *MONSTER ROCK FESTIVAL*
- 1 - 8 *GHOUL SCHOOL DAYS*
- 1 - 9 *THE CURFEW SHALL RING TONIGHT*
- 1 - 10 *SWEET MAMA REDECORATES*
- 1 - 11 *MAKE ROOM FOR BIG DADDY*
- 1 - 12 *IT'S YOUR MOVE*
- 1 - 13 *TRICK OR TREAT*
- 1 - 14 *UNCLE SIGGLY SWINGS*
- 1 - 15 *THE DINOSAUR SHOW*
- 1 - 16 *THE WILD WEEKEND*
- 1 - 17 *BOY FOR A DAY*
- 1 - 18 *A GENIE FOR SIGMUND*
- 1 - 21 *PAUL REVERE RIDES AGAIN*
- 1 - 23 *NOW YOU SEE'EM, NOW YOU DON'T*
- 1 - 24 *JOHNNY O' THE GREAT*
- 1 - 25 *SUPER SIGMUND*
- 1 - 26 *PUFTNSTUF DROPS IN*
- 1 - 27 *SHELDON AND THE NEWPHEW SITTER*
- 1 - 28 *ONE WAY WAMMY TO TAHITI*

- 1 - 29 *CRY UNCLE*
- 1 - 30 *THE HAUNTED HOUSE*
- 1 - 31 *MOTHER TAKES TEN*
- 1 - 32 *MAGIC CARPET*

SILICAAKA: **UCHUSEN SILICA**AKA: **SPACESHIP SILICA**

Boy scientist Pierrot and his big sister Nelly, a botanist, travel the galaxy with Captain Bob and his crew of robots, in the first of NHKs trilogy of science fiction puppet shows.

Based on a story by science fiction writer Shinishi Hoshi, who also created Capricious Index, the story was followed in the same slot by SPACE PATROL and AERIAL CITY 008. Prefiguring the later success of Gerry Anderson's STINGRAY (Fuji, 1964), Pierrot and Nelly's most popular destination was the water world of Sweta Penda, where they became embroiled in a war between the aquatic kingdoms of Ashveda and Iglec Alpha. Theme: Tokyo Broadcasting Children's Choir - "Uchusen Silica". Music was composed by Isao Tomita

WR. Bunpei Mori, Takehiko Maeda.**DIR.****EPISODES:** 227 **YEAR MADE:** 1960 **COUNTRY:** JAP **SEASONS:** 1*NHK***CREATOR:** SHINICHI HOSHI**TYPE OF SHOW:** SPACE**FORMAT:** SERIES**LENGTH (MINS):** 15 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese**SEASON BREAKDOWN:** (1)**DATE OF PREMIER:** 05/09/1960**AIR DATE OF LAST EPISODE** 27/03/1963**SEASON DATE BREAKDOWN:****FILMS:**

RELATED SHOWS:*SPACE PATROL (1950)**AERIAL CITY 008*

SILVER KAMENAKA: **SILVER MASK**AKA: **SILVER KAMEN GIANT**

Genious scientist Professor Kasuga, successfully builds a photon rocket engine, but it murdered by an alien race that is convinced that humanity will invade space unless its military technology is kept primitive. Led by eldest son Koji (Shiba), the Professor's five children realize that the secret to the photon technology has been hidden inside their bodies by their wily father, and they are recruited by their new mentor Professor Tsuchiyama (Kishida).

A team of humans in the MIGHTY MORPHIN POWER RANGERS mode are thus turned into superheroes that fight aliens "invaders" is to protect the universe at large from the predations universe at large from the predations of mankind - compare to Gunbuster. An original twist on the superhero genre, defeated by the scheduling of the show directly opposite MIRRORMAN. Consequently, later episodes of both shows soon devolved into standard alien-of-the-week fare, in the style of ULTRAMAN. Series was produced by Yoji Hashimoto and Toshio Kobayashi.

WR. Mamoru Sasaki, Shozo Uehara, Shinichi Ichikawa.

DIR. Akio Jissojim Eizo Yamagiwa, Hiromi Higuchi, Jun Oki.

EPISODES: 26 **YEAR MADE:** 1971 **COUNTRY:** JAP **SEASONS:** 1

NIPPON GENDAI/ TBS

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 28/11/1971

AIR DATE OF LAST EPISODE 21/05/1972

SEASON DATE BREAKDOWN:

FILMS:

Koji TOSHIO SHIBA, SEIICHIRO KAMEISHI, SABURO SHINODA, JUNKO NATSU, ISAO TAMAGAWA, SHIN KISHIDA, ISAO TAMAGAWA, SHIN KISHIDA, YOSHIKO KITAMURA, SHINYA SAITO, GENA MATSUO, HISASHI KATO, TETSUO KUBOTA.

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

ULTRAMAN

MIRRORMAN

SILVERSUN



The show features the adventures of the adolescent members of the crew of the Star Runner, an interstellar spaceship carrying a cargo of 550 cryonically suspended colonists to their new home, Silversun. In the year 2050, the Star Runner and its crew are two years into their 90-year journey to a livable planet 45 light years from Earth. The crew's goal is to get the "New Settlers" safely to the Silver Sun and begin a colony there. Because of the 90 year length of the journey, the crew are mostly teenagers who will take over command of the Star Runner as the adults get older.

The ABC began showing Silversun on October 11, 2004 at 5:00pm daily as part of its "ABC Kids" lineup. The final episode of the first season was broadcast on December 3. So far there has been one season of forty episodes, each at twenty-two minutes. The program was originally aired on the Seven Network in two groups of twenty episodes, and then shown again without a mid-way break on the ABC.

Spoiler warning: Plot and/or ending details follow.

Although some episodes in the first season were self-contained, a majority dealt with problems occurring on board the Star Runner based in plots that spanned a number of episodes. These included the illegal re-animation of the character Zandie by the rogue crewmember Degenhardt in the earlier episodes, the crew's encounter with a wormhole, the infection of Commander Cyriax by an alien parasite, his subsequent cure through the use of a harvest clone of him discovered in suspension among the settler pods, and the clone's accidental awakening to full consciousness. The final episode was the culmination of a number of episodes comprising one of the most intricate and suspenseful plots so far encountered in the series, ending in a cliffhanger presumably to be resolved in the next season.

Much of the programme revolves around the relationships and issues experienced by the young crew as part of the normal process of growing up.

There are, however, some occasional interesting ideas of an ethical and/or science fictional nature presented in the show - such as the question of whether the commander's clone should be treated as human or not, the unique human problems encountered by a crew on a lifelong voyage to the stars, and an encounter with a pulsar whose pulse cycle is in phase with the brainwaves of the crewmember Pancha, to her detriment.

Produced by Mikael Borglund executive producer, Claire Henderson executive producer, Roger Le Mesurier Producer, Chris Roache producer
Roger Simpson Producer, Andrew Walker associate producer.

Casting by Nick Hamon.

Makeup Department - Ian Loughnan hair stylist , Ian Loughnan makeup artist.

Second Unit Director or Assistant Director - Darrin Oakley first assistant director.

Sound Department - Lynne Butler sound effects editor, Scott Findlay sound mixer.

Aimed at a tweenage audience (8 - 14 years), Silver Sun combines a fascinating science fiction setting with a serial drama about teenagers living ordinary lives under extraordinary circumstances. Silver Sun is entirely studio based with special affects achieved through model making and CGI.

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The series was then later re-run, commencing on April 3rd 2005 at 8.35am to be shown every Sunday morning thereafter. The "cliff hanger" ending was shown on January 1st 2006. At present time, the ABC has no plans to create another series of the popular teen drama.

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Silversun (TV Series)

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WR. Ray Boseley, Glen Dolman, Graeme Farmer , Kirsty Fisher , Rob George , Meg Mappin , Jo Martino , Andrew Muir , Fiona Wood ,

DIR. Pino Amenta, Paul Moloney, Mandy Smith

EPISODES: 40 **YEAR MADE:** 2004 **COUNTRY:** AUS **SEASONS:** 2

BEYOND SIMPSON LE MESURIER/ABC

CREATOR:

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 20 (2) 20

DATE OF PREMIER: 28/06/2004 AIR DATE OF LAST EPISODE 01/10/2004

SEASON DATE BREAKDOWN:

FILMS:

Tane THOMAS BLACKBURNE, Degenhardt ANGUS MCLAREN, Zandie CLEOPATRA COLEMAN, Sheng RYAN CORR, Cinnamon KARLI DINARDO, Leonella CHERISE DONOVAN, Cadet Julian Strega (2004-) MICHAEL HARRISON, Mara ELOISE MIGNON, Lillian MICHELLE PETTIGROVE, Tyco ORPHEUS PLEDGER, Steve TEAGUE ROOK, Karen JESSE SPENCE, Cyriax JEREMY STANFORD, Pancha SARAH WALKER.

- 1 - 1 *ALIEN PRESENCE*
- 1 - 2 *ELETRONIC SHEEP*
- 1 - 3 *MELT DOWN*
- 1 - 4 *CHILL OUT*
- 1 - 5 *STAYING ALIVE*
- 1 - 6 *TRADE OFF*
- 1 - 7 *FROZEN EXILE*
- 1 - 8 *NO PROBE-LEMO*
- 1 - 9 *HOT SEAT*
- 1 - 10 *SPLITSKI*
- 1 - 11 *CAN OPENER*
- 1 - 12 *WHERE'S MY STAR*
- 1 - 13 *JELLY BELLY*
- 1 - 14 *LAST ONE STANDING*
- 1 - 15 *TWO FACED*
- 1 - 16 *CALL WAITING*
- 1 - 17 *HOLE IN THE HEART*
- 1 - 18 *ATMOSFEAR*
- 1 - 19 *BEGIN-AGAIN*
- 1 - 20 *ONE WAY TICKET*
- 1 - 21 *SPACE PARTS*
- 1 - 22 *SPEAKING UP*
- 1 - 23 *JOIN THE CLUB*
- 1 - 24 *BRAIN DRAIN*
- 1 - 25 *WILL POWER*
- 1 - 26 *CROSSING THE LINE*
- 1 - 27 *DARK MATTERS*
- 1 - 28 *BETWEEN FLOORS*
- 1 - 29 *TAKE A WALK*
- 1 - 30 *ROCK THE BOAT*

- 1 - 31 *COLD SHOULDER*
- 1 - 32 *BOIL OVER*
- 1 - 33 *UNDER PRESSURE*
- 1 - 34 *TAKE YOUR PULSAR*
- 1 - 35 *MUSICAL CHARIS*
- 1 - 36 *REVELATIONS*
- 1 - 37 *GHOST SHIP*
- 1 - 38 *ENEMY WITHIN*
- 1 - 39 *DARK PAST*
- 1 - 40 *JOURNEY INTO FEAR*

SIMULACRON-3

This West German mini-series dealt with a country which is run by corporations, about rich people who try to gain power in order to become richer and richer.

The series based on German author Daniel Galouye's novel was made for German television. The novel had the feel of a typical sixties set-up of a post-war America coming to doubt those things in society it has held important. So you had this kind of scepticism about what science can do for mankind.

WR.

DIR.

EPISODES: 0 **YEAR MADE:** **COUNTRY:** GER **SEASONS:** 1

CREATOR: DANIEL GALOUYE

TYPE OF SHOW: VIRTUAL REALITY **FORMAT:** MINI-SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** German

SEASON BREAKDOWN: (1)

DATE OF PREMIER: **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS: THE THIRTEENTH FLOOR (1999)

Books Based on this series.

Simulacron-3

Daniel Galouye

1963

SIX MILLION DOLLAR MAN, THE



The bionic man, played by former Big Valley star Lee Majors, was introduced in a 1974 TV movie which told how astronaut and NASA test pilot Col. Steve Austin - 'a man barely alive' - was literally rebuilt after a catastrophic plane crash which robbed him of both legs, an arm and an eye. At a cost of six million dollars, medical scientists, led by Dr Rudy Wells, equipped him with nuclear-powered limbs and a bionic eye (vividly depicted in the series' opening graphics), enabling him to run and swim at 60 mph, bend metal, smash down walls, leap fences (and small buildings) at a single bound, and see vast distances.

Initially, Austin finds it hard to reconcile himself with being a 'freak' and tries to commit suicide - a touching display of human emotion that went down well with critics and public. Once he came to terms with his lot, however, there was no stopping him. The man, like the series, ran and ran. Austin starts work for a CIA-like government agency, the Office of Strategic Investigations (OSI), headed by the intransigent Oscar Goldman who assigns his high-priced agent all the risky missions. These ran the gamut of story possibilities, from political, crime or scientific to personal dramas, to a few more overtly SF adventures involving space and aliens.

Based on the novel "Cyborg" by aerospace wizard Martin Caidin, whose novel "Marooned" became the film which inspired the actual US-USSR Apollo-Soyuz mission, the first time the Americans and Russians co-operated in manned spaceflight before today's Shuttle/Mir peacemaking.

In *Burning Bright*, William Shatner guest-starred as an astronaut friend of Austin who is affected in space by an electrical field that gives him the power to communicate with dolphins and control people's minds. In *Straight on 'Til Morning* Austin befriends a radioactive

The *Pioneers* featured M A S H star Mike Farrell as one half of a cryogenically frozen pair of astronauts who gains superhuman strength; and *Just Married* had Steve Austin returning from an orbital flight to learn six years had elapsed. Lee Majors' wife Farrah Fawcett-Majors guest-starred in three stories - twice as Major Kelly Wood, stranded in space in *The Rescue of Athena One* and accused of espionage in *Nightmare in the Sky*, and once as a gambler, Trish Hollander, in *The Golden Pharaoh*.

Then, of course, there was *THE BIONIC WOMAN*, Jaime Sommers (Lindsay Wagner) - see separate entry - whose successful introduction in a couple of SMDM stories earned her a series of her own, and *The Bionic Boy* (Vince Van Patten). One episode, *The Seven Million Dollar Man*, featured a new 'state of the art' bionic man, but he cracked up under the strain.

Another of the series' more memorable characters was Bigfoot, (played first by Andre the Giant, and, later by Addams Family star Ted Cassidy). Sasquatch was first revealed in *The Secret of Bigfoot* as a creature created by aliens in their underground laboratory.

The *Six Million Dollar Man* premiered in Britain in September 1974 and, with *The Bionic Woman*, became one of the most successful American imports of the mid-1970s before the law of diminishing re-runs finally caught up with the 60 mph man in the early 1980s. Most areas have seen most of the 102 episodes (plus pilot) but one tale, *Outrage in Balinderry* about an Irish terrorist group called the IBA (!), was only seen on Southern before being banned.

The UK premiere run for *The Six Million Dollar Man* began on the 5th September 1974. The series' executive producers were Glen A. Larson, Harve Bennett and Allan Balter. The series producers were Michael Gleason, Lee Sigel, Joe L. Cramer and Fred Frierberger. The music was by Oliver Nelson.

The *Six Million Dollar Man* was one of the few successful attempts in the 1970s to produce a series about a super powered individual. The series first appeared in March 1973 as a 90 minute made for TV movie which was broadcast under the banner ABC Suspense Theatre. The movie proved popular enough to have a

pair of additional movies produced for broadcast that fall. Their success in the ratings prompted the regular weekly series which premiered in January of 1974.

Another thing which changed as the series progressed was the type of adversaries which Steve faced. During the first season most of the bad guys were of the 'normal' variety, many of whom could have appeared in a 'normal' crime/ action drama. However Steve's bionic powers gave him an edge over these villains and in order to give him more of a challenge, his adversaries gradually became more powerful and soon Steve found himself facing off against Aliens and a scientist who had the power to alter the moon's orbit.

One of the most significant events in *The Six Million Dollar Man* was the introduction of Steve's girlfriend Jamie Sommers in March 1975. James was given her own series, *THE BIONIC WOMAN* and there were frequent crossovers between the two series when a threat was presented that required two bionic agents to handle.

The TV reunion movies did not pass up Steve and Jamie. In 1987 they were called back to duty for the first of three movies. The first two reunion movies appeared on NBC and both introduced a new bionic character in the hopes that the new character would prove popular enough to be given their own series. Neither attempt was successful. The third reunion movie was broadcast on CBS in 1994 and in it the pair were finally married.

During the fifth season when the shows were on different networks there were no crossover episodes. During this season Richard Anderson and Martin E. Brooks held the distinction of being the only actors to portray the same characters on different programmes, on different networks at the same time.

Lee Majors played Colonel Steve Austin, with the only other central character of any note being Oscar Goldman, the honcho of the program to rebuild the former astronaut, and then use him as a super spy. Rudy was the name of the doctor who kept Austin tuned up and ready for assignment.

The show had its flaws...like how could the remaining human flesh support the incredible physical loads put upon it when Austin yanked open a lead lined vault (physics and logic would suggest that he'd tear the flesh of the arm used to brace himself, as is true anywhere on his torso. And with one eye as a special camera, didn't this give him problems with depth perception, etc. The show degraded quickly into a pseudo-spy drama each week and there was damn little sci-fi content once you got past the 60 mph leaps across the field of view. A made-for-TV movie was made for a special reunion, bring Lee Majors, Lindsay Wagner and a few other together on a very special mission.

"We can rebuild him. We have the technology. We can make him better than he was. Better, stronger, faster." That was Oscar Goldman's vow as surgeons put Steve Austin back together again with artificial limbs after a plane crash. The 1974 pop rock single "The Six Million DolJar Man," sung by Dusty Springfield, proclaims Steve Austin as "one of a kind." This modern-day superman did what few TV heroes have done: cheated the noose of cancellation twice within one year. When it was reprieved the second time, *The Six Million Dollar Man* found its footing and blasted off as one of America's favorite shows.

The series first appeared as a successful 90minute TV movie. Two TV movies followed, and the *Six Million Dollar Man* nearly died in the process. The show was then revamped as a 60minute show and rocketed into the top 15. In its second year, the series sank in the ratings and was given up for dead until miraculous creative surgery (and a new time slot) propelled it into a major hit.

Author Martin Caidin, whose novel *Marooned* was turned into a 1969 feature film, had a lively background that included being a war correspondent and working with the Air Force on its early bionics program. Universal studios was interested in turning his novel *Cyborg* into a TV film after Warner Brothers didn't pick up its option. "Richard Irving, who was vice-president of Universal, flipped over it," recalls Caidin. "A screenwriter wrote it as a TV movie, and I served as technical advisor. No one was expecting to make a series out of it."

Lee Majors was cast as Steve Austin, who is torn apart in the crash of an experimental plane. (Footage of an actual crash of an X-15 was used for the scene. The real pilot of that 1967 crash suffered severe injuries which ended his test pilot career. The TV movie followed Steve Austin's difficulty in adjusting to being a bionic man. He reluctantly becomes an agent for the government's Office of Strategic Intelligence (O.S.I.). Darren McGavin played Steve's boss, Oscar Goldman, in the film. "Oscar Goldman was based on a real person, who shall go unnamed," says Caidin. "Dr. Rudy Wells [who spearheads the bionic surgery] was also a real person. He was my flight surgeon in the Air Force. We did the bionic research together. Rudy loved being portrayed in the series."

Caidin recalls, "The director, Dick Irving, wanted as much reality as possible, and he was a very tough taskmaster. That was marvelous because I'm a pretty nasty S.O.B. myself when it comes to work! I don't believe in putting up with somebody who can't do a job."The TV movie, in Caidin's eye, got the job done as

speculative science and good entertainment. Steve Austin's bionic arm was based on an experimental prosthetic arm being tested at the UCLA Medical Center. Caidin's first candidate to play the bionic man was actor Monte Markham. "I knew Monte's brother quite well. He was a top navy pilot. Monte is one of the finest actors in the world. But he was doing a lawyer show at the time [The New Perry Mason]. They picked Lee because he was an ex-football player and was good for action. He's pretty dull as an actor, but he fit the part perfectly. He appealed to that 12- to 14-year-old audience."

The Six Million Dollar Man TV movie was a success. "There was an incredible reaction to the show," says Caidin. "Mail, calls, telegrams, and an avalanche of favorable reviews." The result was two more 90-minute Six Million Dollar Man movies for ABC in the fall of 1973, produced by Glen Larson. This time, Richard Anderson was recruited to play Oscar Goldman. "I cast Richard," says Larson, "because when you're doing what I call a bullshit premise, you need to surround it with as much honesty and reality as you can. Richard brought us that credibility. It was less likely that the series was going to end up as a cartoon. Frank Price asked me to redevelop [the premise] and make a new pilot. I wrote the first 90-minute episode, 'Wine, Women and War.'"

Larson's TV movies gave a James Bondian twist to the series. Steve Austin was a suave, sophisticated bionic man surrounded by beautiful women. "I don't know if I would side it with James Bond," says Larson, "but Frank Price did write a two-page treatment delineating where the 90-minute movies would go. I believe his treatment did point out the success of other heroes, including James Bond. The chief adversary in 'Wine, Women and War' was sort of a Bondian bad guy."

The ratings of the two TV films were disappointing. "The 90-minute episodes almost killed the whole thing," says Caidin. "They were the worst pieces of shit I had seen in years. Austin was a James Bondian guy, and that's crappo! Larson is a very successful producer, but we didn't get along. When he turned it into James Bond, I raised holy hell with Dick Irving. I said, 'Dick, you're gonna kill the damn thing. We've got a great thing going here and you're gonna blow it completely with this bullshit.' I was so displeased that I had my name removed from the credits of those shows."

With the future of Six Million Dollar Man in limbo, Universal called in producer Harve Bennett. "I've kinda been the doctor who comes in and saves the dead patient," muses Bennett, who resuscitated the Star Trek movie series with The Wrath of Khan [1982] after the disappointing first film. Initially, Bennett wasn't excited over saving The Six Million Dollar Man. "I was exhausted from having done The Mod Squad for five years," he says. "Universal said, 'Look, only you can make a series out of this.'" Bennett agreed to revitalize the project. He, too, saw the James Bond style as a mistake. "It may have been right for Sean Connery, but Lee Majors is Lee Majors. So the ratings dropped, and ABC wasn't interested in continuing it as a series."

ABC finally agreed to consider one more shot. "Frank Price asked me to watch the pilot and see what I could do," says Bennett. "The pilot had presented Lee as a kind of old-fashioned western hero. There's a marvelous scene where he's walking off into the desert, just before his near-fatal flight, chewing a match. He reminded me of Gary Cooper. I told Frank, 'Let's go back in that direction. Let me make this character a salt-of-the-earth Gary Cooper.' They said, 'Fine.' They also said, 'Do it in six weeks!' That part they hadn't told me about! I accepted the series commitment in November 1973, and we were on the air in mid-January. We returned Lee to that monosyllabic, shy-with-ladies, aw-shucks kind of hero. That, to me, is what made it work. He was a modest, kind of western man amidst all of this technology, which he used well. I've worked with the military on films, and I admire military people who keep cool when worlds collide around them. Lee portrayed that wonderfully."

Series producer Lionel Siegel agrees. "The casting of Lee Majors eventually determined the personality and character of The Six Million Dollar Man. Majors is a reactor, and his responses are often cryptic and sometimes clever. He was perfect for the part. Lee had a preference for a minimum of dialogue, and that fit his southern background. Lee is a country boy, smart as a fox for business, a tough competitor and a loyal friend. He postures sometimes as a country bumpkin, but inside he's slick." Ralph Sariego, who worked in production on The Six Million Dollar Man, recalls, "Lee, during the first season, was a very affable, warm and open fellow. By the second year, he became kinda distant and kept to himself. He developed a small circle of friends. That's a very common thing to happen to a leading actor when his show becomes a hit."

The Six Million Dollar Man premiered in January 1974 as a Friday night action show for ABC and immediately zoomed into the top ten. The oft-repeated action sequences included Steve running 60 miles an hour, bending steel beams and leaping to great heights. "We could have gone into a more science fiction direction and thereby produced some very theatrical pieces," says Siegel, "but the cost was prohibitive. The cost and time necessary to build a robot, for instance, made that impractical." Siegel viewed the series as "in its own way, a morality play. It was also the forerunner of using disabled people in contemporary drama. Steve Austin had various prosthetics attached to his body which enabled him to be normal. The fact that this gave him super strength was a bonus. For me, if the action didn't keep you tuned, if the humor didn't work, if you

didn't get a lump in your throat, and if you couldn't follow the plot, we failed. If most of the above did work, we succeeded."

With the series on track as an hourly show, Martin Caidin had his name put back on the credits. "I'd say the weekly series got within 90 percent of what I felt was the perfect kind of show," he says. "Obviously, a man cannot run 60 miles an hour without leaning into his own path of run because of the center of gravity. A man cannot pick up a 4,000-pound car without counter-bracing himself for leverage. We all understood that. This was made to entertain. They kept it as technically accurate as possible, but they didn't want to be too inhibited."

The series began its 1974-75 season as a ratings disaster. ABC's entire Friday night line-up, which included Clint Walker's *Kodiak* and *The Night Stalker*, collapsed. *Six Million Dollar Man*, stuck in the middle of the line-up, crashed to the bottom of the ratings. For the first time in TV history, ABC suspended its Friday night programming and ran old movies until the schedule could be reworked. "We were close to being canceled," confirms Siegel. "ABC was the more 'nervous' of the networks at the time. The power of Universal and ABC's lack of enthusiasm for their new pilots resulted in a renewal. New story editors were hired, more promotion in the markets was scheduled and bigger budgets were allotted for guest stars."

Two changes saved the series: a move to Sunday nights-where the battered show slowly came out of its ratings stupor-and a decision to do a love story that would ignite into a TV phenomenon.

Writer Kenneth Johnson picks up the story. "A close friend of mine in college, writer Steven Bochco, introduced me to Harve Bennett. The *Six Million Dollar Man* was sort of flagging. They were desperate for new scripts. Harve and I hit it off, and one of our ideas was *The Bride of Frankenstein*. I said, 'Doesn't it make sense to give Steve Austin a mate?' Harve smiled and said, 'You know, Frank Price and I have been talking about the same thing. You wanna write it?' "I wrote a script in a week, called 'Mrs. Steve Austin.' We later called it 'The Bionic Woman.' While everyone liked it, Fred Silverman [in charge of programming] thought it was too dense for an hour script. I said to Harve, 'What does that mean?' He said, 'It means you've got too much in there. Let's make it a two-hour script.'"

Cast as the love interest was Lindsay Wagner, a Universal contract player. As Steve Austin's high school sweetheart, Jaime Sommers, she's critically injured in a parachuting accident and restored with bionic limbs. "My original script ended with the bionic woman, Jaime Sommers, being put in a cryogenic deep freeze because I didn't want to kill her," says Johnson. "Frank Price and Fred Silverman said, 'No, no! We want her dead. We don't want a lot of bionic people running around. We're doing *Love Story*. She's got to die.' I told them it was a big mistake. They wanted her dead, so I killed her with a cerebral hemorrhage. The episode turned out to be the highest-rated *Six Million Dollar Man* ever. The letters started coming in. People were upset that we had killed the bionic woman. We even had a letter from the head of the Psychology Department at Boston University: 'How dare you create such a splendid archetype for women to admire and pattern themselves after and then so brutally kill her!'"

"Frank Price and Fred Silverman were going, 'Yeah, Ken! Why did you have to kill her off? Bring her back to life!'" It took Johnson less than two weeks to devise a way to return the bionic woman to life. Johnson used his original cryogenics theory as the solution. After suffering the hemorrhage, Jaime is put in cold storage until she can be cured. "Bringing her back to life actually worked to my advantage," he says. "In the process of being revived, she had lost her memory of her love for Steve. You felt sympathy for Steve ever after because of his unrequited love for her. It also gave the characters an opportunity to strike sparks and start over again."

The *Six Million Dollar Man* was renewed for a third season, and Johnson wrote the season opener, "The Return of the Bionic Woman." "The ratings were phenomenal," says Johnson. "It took *The Six Million Dollar Man* into the top ten, where it stayed for a long time. Everybody loved it. Fred Silverman looked at the ratings and said, 'Gee, we gotta spin-off "The Bionic Woman" and make it a separate show!'" Johnson wrote a spin-off pilot for *The Bionic Woman*, which debuted in January 1976. It immediately joined *The Six Million Dollar Man* in the top ten.

Meanwhile, as *The Six Million Dollar Man* began its third year, there was an important cast change. Martin Brooks replaced Alan Oppenheimer as Dr. Rudy Wells. "ABC wanted a younger, more vigorous guy," says Lionel Siegel. "It was the early wave of the network's apathy for older actors in TV series." The third year took itself less seriously. Johnson feels this helped pave the way for the show's popularity. "When I joined the show it was very stiff and straight. I brought a sense of humor. In one of my early scripts, Steve's pulling tree stumps out by hand. He pulls one stump out so hard he goes flying across the lawn and falls flat on his ass. He also mows the lawn bionically. Somebody said, 'No, you can't do that.' I said, 'Bullshit! If you were bionic, wouldn't you mow the lawn that way?' I showed that the bionic people could laugh at their abilities and use them in ways that were funny, not just saving people from Arab terrorists and knocking walls down."

We started doing what I referred to as 'pocket bionics' where Jaime would open a can of tuna with her bionic

thumbnail. George Burns told me a long time ago that if you're gonna tell a lie, put as much truth as you can into it. I tried to do that here. What would I do if I were bionic? I think the humor is why The Six Million Dollar Man became a lot more successful."

The series also had fun with its casting. While its plots were often out of Cold War storage, its guest stars represented mainstream Americana: Gymnast Cathy Rigby, pro football player Larry Csonka, Hamburger chomper Rodney Allen Rippey, announcer Frank Gifford, and comedians Flip Wilson and Sonny Bono. One of the most popular guest characters for the series was Bigfoot. Steve encounters the legendary creature while investigating reports of alien activity. "Bigfoot had fascinated me for a long time," says Johnson. "I thought, 'Suppose Bigfoot isn't what we think he is? What if he's a robotic entity created by extra-terrestrials?' Six Million Dollar Man had already done an episode with Meg Foster as an alien ["Straight On Till Morning"]. So an alien Bigfoot wasn't out of line."

Johnson made sure the far-out plots didn't tax the show's budget. "In my script, Bigfoot beats up Steve and carries him through an ice tunnel. Production manager Ted Schills called me, saying, 'Ken, are you outta your mind? We can't build anything like that.' I said, 'Ted, have you been on the Universal tours lately? The train drives through an ice tunnel.' In all the time I was at Universal, I used every damn thing on tour! My production designer, Chuck Davis, and I would look for sets to steal. We literally wrote those sets into scripts so we wouldn't have to spend money making them. Today, there's hardly any of the backlot left. The place where Steve and Bigfoot had their battle is now all restaurants and parking lots!"

Johnson enjoyed working with Lee Majors, recalling, "He was a terrific guy. When I first started doing the show, he was holding out for more money. He was very whimsical about it. He said to me, 'Kenny, don't think I don't know how lucky I am. If I hadn't lucked into this show, I'd be coaching high school football somewhere.' He was a solid pro and very easy to work with. He always knew his lines. We only had a couple of tiffs, which he later apologized over. He also knew his limitations. He knew he wasn't an Al Pacino. Then again, neither was Steve McQueen or Gary Cooper. Lee could play that strong, silent type very well. He also had a whimsy about him, and he was pleased when I'd inject some humor into the series. We did one episode where he's down south and there are guys smuggling moonshine. It wasn't saving the world, but it was a funny show."

Johnson eventually had to make a decision regarding his bionic future. "For awhile, I was writing and producing both The Six Million Dollar Man and Bionic Woman. Six Million Dollar Man was number one in the ratings, The Bionic Woman was number three." To ease the work load, Johnson had to choose between the two series. "I elected to leave Six Million Dollar Man, and went to work full time on Bionic Woman. Lindsay's acting gave me a little more latitude to work with. It turned out to be the right way to go. With The Bionic Woman's success, Universal began to ponder the possibility of other bionic spin-offs. Majors was already unhappy about The Bionic Woman series, feeling it might affect his show's popularity. Individual episodes featured bionic dogs, a bionic boy and a seven million dollar man, played by Monte Markham. "Monte did two appearances as the seven million dollar man," says Martin Caidin. "I thought it was a stupid idea. Monte did a good job, but the show was pretty hackneyed. The bionic boy was purely puke time."

Writer Richard Landau came in to produce, with Fred Freiberger, the last season of The Six Million Dollar Man. Going into the 1977-78 season, the series was now beginning its descent in the ratings. "We knew this might be its last year," says Landau. "We tried to goose the show up with more two-parters and some location filming in Hawaii. We had one story set on the dark side of the moon and brought back the Death Probe [wayward land rover from space]. We also tried to get Steve romantically involved."

Landau enjoyed his first meeting with Lee Majors and recalls his sly sense of humor. "I went up to his trailer outside the studio," recalls Landau. "I'm post-polio, and I use a cane for walking. Getting into the trailer was like climbing Mt. Everest. A couple of Lee's bodyguard characters offered to help me up and I said no, I can do it myself. After a lot of struggling, I hoisted myself up into the trailer and half-collapsed on the couch. There was Lee. I introduced myself as the new producer. He looked at me with a straight face and said, 'Tell me something. If I invited you to play tennis, would you do it?' I knew he was putting me on. I said, 'Well, shit, Lee-only if I can hop back and forth over the net to warm up first.' That broke the ice. He was a friendly, down-to-earth guy. He was great with the crew."

There was some question, going into the fifth and final year, whether Majors would sign with the show again. "Lee's contract hadn't been renegotiated," says Landau. "He wanted more money, so the studio asked us to come up with other actors as possible replacements. Harrison Ford's name came up. This was just before Star Wars. Believe it or not, Universal said, 'No, no. He's not right for an action show.' Of course, Ford went on to do the Indiana Jones movies."

"Lee was a holdout," continues Harve Bennett. "Universal felt it was terribly important to hold the line. There was a protracted period of holdout negotiations. We were asked by the studio to test five actors for the part."

Since I wasn't head of the studio, I did what I was asked to do. Gil Gerard [the future Buck Rogers] was one of the actors. He got the most attention because he was a contract player at Universal and he was the most physical. We also tested Bruce Jenner. It was all for naught, because Lee eventually signed back on." By 1978, the bionic saga was over. The Six Million Dollar Man (as well as The Bionic Woman) was retired. Martin Caidin feels there were two major factors that contributed to the show's cancellation. "Harve Bennett was a damn good producer," says Caidin, "but both Bennett and Universal studios refused to update the science on the series.

There had been great advances made in bionics, but for some reason, they didn't want to reflect that. I said, 'Unless you change the basic bionic stuff, you're gonna be old hat before much longer.' The other problem was that Lee Majors was saying to the press, 'I'm gonna get out of this show. To hell with it!' and he began to lose his faithful fans. That helped to kill the show. Majors wanted to do motion pictures. He went on to do a Viking movie afterward. It was set 2,000 years ago. When a Viking comes ashore, you see a Coca-Cola can on the beach. Right! Terrific! Great technical work!" says Caidin wryly. The Six Million Dollar Man was still in the top 40. "There was talk of continuing the series without Majors," says Caidin. Actor Gil Gerard was again brought up as a possible replacement, but the plan was abandoned.

"We hoped that the series would have a lastminute reprieve," says Richard Landau, "but the series had run its course. There wasn't much more you could do with it. It had a good life." Harve Bennett agrees. "There are very few hour-long shows that go five years." The dwindling demand for hour shows in America hurt The Six Million Dollar Man's syndicated sales domestically, but there was enough interest for the making of two Six Million Dollar Man Bionic Woman TV films in the 1980s. Lee Majors and Lindsay Wagner reprised their roles. In 1990, Richard Anderson discussed a new Six Million Dollar Man project with Martin Caidin. "He was interested in reviving the series on a weekly basis," recalls Caidin. Those plans didn't materialize. Majors and Wagner did reunite for a third TV film, *Bionic Ever After* (1994).

The series was a big smash in the international market. "A few years ago, my wife and I went to Caracas, Venezuela," says Caidin. "We were front page news. I was known as the creator of The Six Million Dollar Man. At the airport were these big mobs of kids. I felt like the Pied Piper of Hamelin. The series is now showing in 72 countries." Caidin also is gratified by how the series popularized the concept of bionics. "When I wrote the novel *Cyborg*, nobody really believed in bionics. Now bionics has become a byword throughout the world. It's changed the way people think in terms of their own health, and the ability [science has] to repair their bodies. When I wrote the book, it was a dream. Now there's a whole generation growing up in a world where bionics is a reality."

CAST NOTES

Lee Majors (Steve Austin): Born 1939. Majors is a veteran of several TV series (including *The Big Ualley*, *Owen Marshall* and, later, *The Fall Guy*). He later co-starred in the 1990s CBS series, *Raven*.

Emmy Award

Outstanding Achievement in Film Sound Editing - For a Single Episode of a Regular or Limited Series.

"Six Million Dollar Man, The" (1974) - Christian, Jerry, Kendrick Sweet, Patchett, Thomas M., Jackson, Jack (VI), Schonleber, David A., John W. Singleton, Dale Johnston, George E. Luckenbacher, Walt Jenevein, Dennis Diltz - For episode "The Secret of Bigfoot" (parts I and II). (1976).

Golden Globes

Best TV Actor - Drama - Nominated - "Six Million Dollar Man, The" (1974) - Lee Majors (1977)

WR. Henri Simoun, Glen A. Larson, D.C. Fontana, Lionel E. Siegel, Peter Allan Fields, Wilton Denmark, Richard Carr, Mark Frost, Paul Schneider, Kenneth Johnson, Tom Greene, Michael Wagner, Gregory S. Dinallo, Steven E. De Souza and Stephen Kandel.

DIR. Alan J. Levi, Cliff Bole, Don McDougall, Ed Abrams, Rod Holcomb, Phil Bondelli, Richard Moder, Barry Crane, Lionel E. Siegal, Arnold Laven, Ernest Printoff, Lee Majors, Earl Bellamy, Bruce Bilson, Christian I. Nyby II, and Russ Mayberry.

EPISODES: 108 **YEAR MADE:** 1973 **COUNTRY:** US **SEASONS:** 5

A UNIVERSAL TELEVISION PRODUCTION

CREATOR: MARTIN CAIDEN

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 16, (2) 21, (3) 20, (4) 21, (5) 16

DATE OF PREMIER: 07/03/1973 **AIR DATE OF LAST EPISODE** 06/03/1978

SEASON DATE BREAKDOWN:

FILMS: THE RETURN OF THE SIX MILLION DOLLAR MAN AND THE BIONIC WOMAN (1987), BIONIC SHOWDOWN: THE SIX MILLION DOLLAR MAN AND THE BIONIC WOMAN (1989), BIONIC EVER AFTER (1994).

Colonel Steve Austin Steve Austin LEE MAJORS, Oscar Goldman RICHARD ANDERSON, Dr. Rudy Wells (1974-75) ALAN OPPENHEIMER, Dr. Rudy Wells (1975-78) MARTIN E. BROOKS, Barney Miller MONTE MARKHAM (OCCASIONAL).

RELATED SHOWS:

BIONIC WOMAN, THE
BIONIC WOMAN (2007)

1 - 1 *THE MOON AND THE DESERT (1-2)*

While testing a new delta-wing plane for the government, Colonel Steve Austin is almost killed when a mechanical malfunction causes the aircraft to crash. After Steve is rushed to hospital for treatment, Oliver Spencer, the head of the O.S.I. - a top secret U.S. special intelligence organisation - authorises Doctor Rudy Wells to rebuild the injured pilot's body using state-of-the-art bionic parts. However, although now equipped with a powerful bionic left eye, right arm and both legs, Steve soon falls into depression, unable to come to terms with his situation; but with the assistance of the attractive Nurse Manners he undergoes a course of intense physical and mental therapy designed to help him with his recovery. In an effort to raise Steve's spirits Spencer offers him an assignment in the Middle East, hoping that the mission will enable him to work out his depression and his feelings for Nurse Manners. Steve accepts, and parachutes into the Saudi Arabian Desert to rescue a captured Arab-Israeli leader from a group of desperate revolutionaries.

Wr Henri Simoun , Story by Martin Caidin

Dir Richard Irving

1 - 2 *WINE, WOMEN AND WAR (90MINUTES)*

Colonel Steve Austin is sent on a mission to steal papers from a safe aboard a yacht; however, he finds the safe empty, and only just manages to avoid being shot by guards. As they deploy a depth charge to kill him, Steve is rescued by a nuclear submarine, and heads back to base for repairs to his bionics. Steve's next assignment sees him travelling to the Bahamas, in search of a black market ring run by Arlen Findletter, a weapons dealer who has a Polaris nuclear missile for sale. After encountering Alexi Kaslov and Katrina Volana, two Soviet agents, Steve is assisted by the lovely Cynthia Holland; together they must prevent Findletter from hijacking a newly-launched nuclear sub.

Wr Glen A. Larson

Dir Russ Mayberry

1 - 3 *THE SOLID GOLD KIDNAPPING (90MINUTES)*

Steve is assigned to rescue Ambassador Scott, a U.S. representative who has been kidnapped and held for ransom by a gang of organised villains. The kidnappers are holding Scott prisoner inside a remote ancient Mexican temple, and are plotting to abduct other important officials from around the world. With the aid of his bionics, Steve infiltrates the temple and rescues the ambassador, and together they return to Washington D.C. However, the kidnappers then capture international statesman Henry Cameron, newly-arrived in China for high level negotiations, and demand a ransom of one billion dollars in gold. Forced to agree to the kidnapper's demands, the American President instructs Fort Knox to prepare the gold, but while en route, the consignment is stolen. Steve's only chance to save Cameron lies within the brain of a kidnapper killed during the abduction. Oscar Goldman turns to Doctor Erica Bergner, a scientist who has developed an experimental method of brain transferral; Erica agrees to take on the dead man's knowledge and sets off with Steve in search of the kidnappers. But then the brain transfer begins to break down.

Wr Larry Alexander , Story by Alan Caillou and Larry Alexander

Dir Russ Mayberry

1 - 4 *POPULATION ZERO*

When a motorcycle cop discovers the twenty-three inhabitants of the small town of Loomis lying in a death-like state, Steve Austin is called in to investigate. Donning a contagion suit, Steve enters the town limits, but is astonished to see the supposedly dead the townsfolk suddenly come alive before his eyes. Shortly after, Oscar Goldman is contacted by Doctor Stanley Bacon, a bitter scientist who was dismissed from his work for the government due to unethical practices. Now determined to gain his revenge, Bacon demands the sum of \$10 million , otherwise he will use his deadly sonic device to attack another town, only this time, he vows to kill every one of the inhabitants.

Wr Elroy Schwartz

Dir Jeannot Szwarc

1 - 5 *SURVIVAL OF THE FITTEST*

Oscar Goldman is assigned to attend important negotiations with several Russian officials. But when he narrowly misses being deliberately run down by a passing car, it quickly becomes apparent that certain nations will stop at nothing to prevent the talks. Oscar and Steve Austin ensure that the meetings take place, but as they head back for Washington D.C. in a secure military aircraft, the plane crashes near a remote island in the Pacific Ocean. Washed up on the shore with several other survivors, Steve and Oscar set about finding a way to return to civilisation; but they are unaware that the two villains behind the plot to kill Oscar are amongst their number, and are once more planning his death.

Wr Mann Rubin, Lionel E. Siegel and Harve Bennett

Dir Hal Mooney

1 - 6 *OPERATION FIREFLY*

Doctor Samuel Abbott, inventor of a portable laser projector that functions like a firefly's chemical light energy, is kidnapped by a crime syndicate and taken to their hideout in the Florida Everglades. Steve is immediately assigned by Oscar to rescue the abducted scientist, and proceeds to track down Abbott's E.S.P.-gifted daughter, Susan, to elicit her aid in his mission. Having sensed that her father is in the Everglades, Susan accompanies Steve as he mounts a rescue attempt, unaware that they are being followed by four of the syndicate's henchmen. While the leaders of the syndicate, Charles LeDuc and Abbott's associate, John Belson, attempt to obtain the secrets of the scientist's invention, Steve and Susan make their way through the perils of the swamps and quicksand. But when the villains blow up their boat, killing their guide, Susan must rely on Steve's bionic implants to get them through the dangers that lie ahead.

Wr Sy Salkowitz

Dir Reza Badiyi

1 - 7 *DAY OF THE ROBOT*

Having learned of the top secret plans for the testing of an anti-missile missile device, a group of criminals decide to steal the system, with the intention of then selling it to the highest foreign bidder. Putting a complex scheme into action, they abduct Colonel Steve Austin's friend and colleague, Major Frederick Sloan, and replace him with a life-like robot. When the testing of the new missile device proves successful the robot immediately carries out its programming and makes off with the system. Realising what has happened Steve sets off in pursuit, but soon finds that the robot is more than a match for his bionics, and that it has been programmed to kill anyone that gets in its way.

Wr Harold Livingston, Del Reisman and Lionel E. Siegel

Dir Hal Mooney

1 - 8 *LITTLE ORPHAN AIRPLANE*

Oscar sends Steve on an assignment into darkest Africa to locate pilot Josh Perkins, who possesses a roll of film that shows evidence of U.N. treaty violations. Braving the dangers of the jungle, Steve manages to locate the injured Perkins in a mission run by two nuns, Sister Anneti and Sister Terese; however, close behind him are the villainous Major Chooka and his men, who are desperate to obtain the film which shows that weapons and soldiers are being supplied to the nation of Kataras. Steve realises that their only means of escape is Perkins' damaged airplane, but even with the aid of his bionics, can Steve repair the plane in time..?

Wr Elroy Schwartz

Dir Reza Badiyi

1 - 9 *DOOMSDAY AND COUNTING*

Steve is sent to rescue the inhabitants of an island base from the threat of a nuclear explosion.

Wr Larry Brody

Dir Jerry Jameson

1 - 10 *EYE WITNESS TO MURDER*

As Lorin Sandusky gives evidence in court against mobster racketeer Victor Ritchie, an attempt is made on his life by a gun-wielding sniper. Having got a good look at the gunman's face with the aid of his bionic eye, Steve is able to use police photographic records to identify the man as John Hopper; however, the case is not as straightforward as Steve believes, as Hopper was apparently on a live television show at the time of the murder attempt. Steve must watch over Sandusky in case a second attempt is made to kill him, while trying to discover the truth behind Hopper's alibi.

Wr William Driskill

Dir Alf Kjellin

1 - 11 *RESCUE OF ATHENA ONE*

As Major Kelly Wood, America's first female astronaut, pilots her space capsule through the inky

blackness a sudden explosion damages the vessel and injures her colleague. Kelly manages to manoeuvre the capsule towards the orbiting Skylab space station, in the hope that its crew can send a rescue team and medical help, but the capsule's hatchway has been jammed by the explosion, trapping the astronauts inside. As an experienced astronaut, Colonel Steve Austin is sent up in a rocket so that he can use his bionic strength to un-jam the door; however, he soon finds his strength drained by the effects of space travel and his efforts to wrench open the hatchway. With time running out, it seems that all is lost for the imprisoned astronauts.

Wr D.C. Fontana

Dir Larry Doheny

1 - 12 *DR WELLS IS MISSING*

Doctor Rudy Wells, the O.S.I. scientist responsible for the creation of Steve Austin's bionics, is kidnapped by a network of international criminals led by Alfredo and Julio Tucelli; the villains plan to force Rudy into constructing them a bionic man, for use in their nefarious activities. Meanwhile, Steve sets off to locate his missing friend; he heads for Inesbruck, Austria, where the scientist was to have received an honorary doctorate from his alma mater. Investigating the hotel where Rudy was staying at, Steve learns that the scientist apparently left to stay with some friends; however, he soon learns that these friends are in fact holding Rudy prisoner in an isolated castle. Can Steve infiltrate the criminals' hideout and rescue his friend in time..?

Wr Elroy Schwartz, Krishna Shah and William Keenan

Dir Virgil Vogel

1 - 13 *THE LAST OF THE FOURTH OF JULYS*

Oscar learns from one of his agents that a political organisation has hired the dangerous terrorist Quail to disrupt an international meeting of prime ministers at a conference in Paris. From his fortress in the Norwegian mountains Quail plans to fire a laser beam at an orbiting satellite, which will deflect the deadly beam straight at the location of the conference. Assigned to prevent the criminal's plan from succeeding, Steve is sent off in a submarine and shot under Quail's radar defence system in a specially designed torpedo. Teaming up with Violette, a beautiful Interpol agent, Steve must reach the control room before the satellite can come into alignment with the lethal laser beam.

Wr Richard Landau

Dir Reza Badiyi

1 - 14 *BURNING BRIGHT*

While on a mission in space, astronaut Josh Lang is affected by a strange electrical field. Returning to Earth, he soon finds that the phenomenon has caused him to manifest the ability to telepathically control people's minds and to communicate with dolphins. But when Lang begins acting oddly, proposing that dolphins be involved in the space program and citing equations on the origin of the universe, Steve Austin becomes concerned for his friend; he recalls when a similar situation happened to him while in space, which wore off not long after. Josh's instability increases, and he turns violent after detecting a computer programming error; the astronaut is restrained and taken under guard to a hospital for tests, but manages to escape using his unearthly powers. As Josh's mind grows more unhinged, he becomes obsessed with the memory of the death of his childhood friend, Andy, at an electric power station; he returns to his hometown, kills a police deputy and then climbs the tower of the power station. Steve sets off in pursuit of his friend, but will he be in time to stop Josh from his deranged attempt to relive the death of his friend..?

Wr Del Reisman

Dir Jerry London

1 - 15 *THE COWARD*

A sudden earthquake in the Himalayas uncovers the remains of a downed DC-3, an airplane that was carrying secret documents during the events of World War II. Steve Austin teams up with Garth, an American living in the Orient, and sets off to retrieve the important documents; however, the mission is also personal as the pilot, Colonel Carl Austin, Steve's father, was accused of cowardice, bailing out of the stricken aircraft and leaving his crew to die. Can Steve restore his father's honour and uncover the truth behind the events..?

Wr Elroy Schwartz

Dir Reza Badiyi

1 - 16 *RUN, STEVE, RUN*

Rossie, the head of a notorious crime syndicate, joins forces with Doctor Jeffrey Dolenz, a famed robot creator; together they hatch a plan to construct a team of bionic robots, which they will then use to rob Fort Knox of its gold reserves. Hoping to utilise the technology used in Steve Austin's bionic implants, the two villains track the augmented astronaut to a ranch in Utah, interrupting his holiday by subduing

him with tranquiliser darts and then abducting him. As Steve comes to and finds himself imprisoned in a cell, Rossie and Dolenz prepare a series of intensive tests to determine how his bionic limbs function.

Wr E. Siegel

Dir Jerry Jameson

2 - 1 *NUCLEAR ALERT*

Tex Swenson and his team of government conspirators use stolen equipment to construct their own atomic bomb, which they plan to sell to a small foreign nation. Learning of the plot, Steve Austin and scientist Doctor Clea Broder set out to stop the villains, but soon find themselves captured by the criminals. When Air Force General Wiley gives the order to destroy the plane containing the bomb, Swenson threatens to activate the device unless the attacking aircraft are called off. Can Steve deactivate the bomb in time, or will Swenson bring about the deaths of thousands..?

Wr William Driskill

Dir Jerry London

2 - 2 *THE PIONEERS*

Two scientists, David Tate and Nicole Simmons, develop a cell regeneration serum that eliminates the problems encountered when a subject is resuscitated from cryogenic suspension. However, when the space capsule in which they are conducting their experiments crashes, David is accidentally injected with an overdose of the serum, which causes him to experience an incredible surge of power and violent seizures. As David goes rogue and begins terrorising the countryside, Steve is despatched to hunt him down, but will his bionic abilities be enough to stop David's frenzy..?

Wr Bill Svano, Story by Katey Barrett

Dir Christian I. Nyby, II

2 - 3 *PILOT ERROR*

Steve is temporarily blinded in an oil line rupture. But as he flies home with Senator Hill, their airplane is forced to make a crash landing in the desert. Faced with the merciless heat of the arid desert Steve desperately attempts to get himself and his fellow passengers back to safety; using his comrades' sight to help him use his bionic abilities, Steve manages to carry out the necessary repairs. With the aircraft fixed, Steve then uses his superhuman strength to clear a usable runway, but when the plane takes off and begins its voyage back to civilisation the Senator suddenly blacks out; only Steve can take over the controls to land them safely, but how can he land the plane without the use of his eyes..?

Wr Edward J. Lakso

Dir Jerry Jameson

2 - 4 *THE PAL-MIR ESCORT*

Madame Salka Pal-Mir, the Prime Minister of the small nation of Eretz, is attending important peace talks with guerrilla leaders from bordering countries. However, when she collapses from a heart attack, only a bionic heart implant will save her life and ensure that the negotiations take place. As the first recipient of a bionic heart implant, Madame Selka is escorted by Colonel Steve Austin, the world's first bionic man, and taken to the secret location where her operation is to take place. But the journey is not an easy one, as certain parties will stop at nothing to prevent the peace talks; Steve and Madame Selka soon find themselves the targets of some deadly assassins.

Wr Margaret Schneider and Paul Schneider

Dir Lawrence Dobkin

2 - 5 *THE SEVEN MILLION DOLLAR MAN*

Steve Austin is astonished to learn from Oscar Goldman that a second, seven million dollar bionic man is to be created, as back-up in case he ever becomes incapacitated. When former auto-racing champion Barney Miller is badly injured in a car crash, he becomes the new candidate for bionic replacements; the operation is given the go-ahead, and Barney is fitted with new, superior, limbs. However, Barney soon becomes unstable, unable to come to terms with his new abilities; Steve attempts to help him through the difficult adjustment process, but Barney decides that there is only room for one bionic man in the world, and decides to get rid of Steve - permanently.

Wr Peter Allan Fields

Dir Dick Moder

2 - 6 *STRAIGHT ON 'TIL MORNING*

When their spaceship malfunctions, a family of peaceful extra-terrestrial explorers find themselves marooned on Earth. The aliens' radioactive composition means death for anyone they inadvertently touch, and they soon become hunted by the sheriff and men of a local town. Steve attempts to help, but it isn't long before only the beautiful Minonee is the last survivor of the aliens. Steve devises a plan to send Minonee back to her mother ship using a lunar probe spaceship, but the sheriff is not far behind them.

Wr D.C. Fontana

Dir Lawrence Doheny

2 - 7 *THE MIDAS TOUCH*

While in Las Vegas, Oscar Goldman disappears under suspicious circumstances. Steve Austin becomes concerned after learning that his friend may have gone rogue, and is apparently now involved in a plot to steal gold from a government-operated mine. Determined to prove his friend's innocence, Steve sets off to discover the truth. But unknown to him, Oscar has been approached by his old friend Bert Carrington, an official from the Mining and Research Bureau; it seems that Bert has given Oscar an offer he cannot refuse, and in exchange for the use of a government plane, Oscar has agreed to help him smuggle the gold out of the country.

Wr Donald L. Gold, Lester William Berke, and Peter Allan Fields. Story by Donald L. Gold and Lester William Berke

Dir Bruce Bilson

2 - 8 *THE DEADLY REPLAY*

Several years ago, Steve Austin was critically injured while test-piloting a new experimental aircraft. Learning that the plane has now been rebuilt and is ready for testing, Steve becomes determined that he be the one to fly the craft once more; however, while he is engaged on the project, a number of suspicious events occur, including the sabotage of the aircraft itself. When Steve informs Oscar, he learns that the crash that ended his original test flight may not have been an accident after all. In a bid to lure the saboteurs out into the open, Steve decides to continue with the test, even though this flight may be his last.

Wr Wilton Denmark

Dir Christian Nyby, II

2 - 9 *ACT OF PIRACY*

Steve helps Doctor Louis Craig and Sharon Ellis to place earthquake sensor equipment on the ocean floor. However, when the neighbouring Santa Ventura breaks off all diplomatic relations with the United States, the scientists are ordered to vacate the area immediately. Craig and Ellis begin pulling up Steve's diving bell, but are interrupted by a patrol boat; the scientists are captured, and Steve's air supply is cut off, leaving him trapped and about to die from asphyxiation.

Wr Peter Allan Fields, Story by David Ketchum and Bruce Shelly

Dir Christian I. Nyby

2 - 10 *THE PEEPING BLONDE*

Attempting to fix a malfunctioning space capsule, Steve uses his bionic legs to jump a twelve-foot high fence. But newswoman Victoria Webster accidentally films him in action, and she quickly realises that she has stumbled upon a hot story. Eager to discover more, Victoria learns that Steve is to go on holiday in the Baja California desert; she decides to follow him with the intention of getting more footage of him in action. However, when Victoria's boss sees the footage of Steve in action he decides to arrange for an agent to kidnap him, so that he can then sell Steve to a foreign power.

Wr William T. Zacha, and Wilton Denmark, story by William T. Zacha

Dir Herschel Daugherty

2 - 11 *CROSS COUNTRY KIDNAP*

Liza Loitman is the scientist responsible for the creation of the cryptography code that links computers and secret communications across the globe; she is also an ambitious horse-rider, and hopes to make the Olympic team. However, a government infiltrator named Ross Borden plans to kidnap Liza, hoping to force her to reprogram the computer to allow him and his associates to control a network of international secret agents. When Oscar learns of the scheme he assigns Steve to protect Liza, but she isn't the easiest of people to get along with.

Wr William T. Zacha, and Wilton Denmark, Story by William T. Zach

Dir Christian Nyby

2 - 12 *LOST LOVE*

Learning that Barbara Thatcher, a former lover, has been widowed after her husband Orin was killed in a plane crash, Steve attempts to console her through such a difficult time. Their romance soon becomes rekindled, but events are interrupted when an attempt to kidnap Barbara is made. After Steve manages to save her from her abductors, Barbara then becomes distressed after receiving a telephone call from Orin. Learning that her husband is apparently alive and at a foreign consulate in Lisbon, Barbara and Steve immediately fly off to Europe to find him, and to learn the truth behind his 'death'.

Wr Richard Carr, Story by Mel Levy and Tom Levy

Dir Arnold Laven

2 - 13 *RETURN OF THE ROBOT MAKER*

Doctor Chester Dolenz returns to exact his revenge; he creates a robotic duplicate of Oscar Goldman, then kidnaps the O.S.I. executive and replaces him with the android replica. Under Dolenz's control, the fake Oscar orders Steve Austin to test a high-security system at an important establishment; Dolenz plans to wait until Steve has defeated the various traps and weapon emplacements so that he can then instruct the robot to steal the formula for a new energy source.

Wr Mark Frost , Story by Del Reisman and Mark Frost

Dir Phil Bondelli

2 - 14 *TANEHA*

Steve is contacted by his friend Bob Elliott, a ranger who needs his help to save Taneha, the last remaining golden cougar from extinction. However, this wild animal has preyed on the livestock of the local ranchers, and has also killed a man. Steve enlists the aid of a local guide named E.L. Haskell to help locate and capture the big cat - but not far behind them is a posse of angry ranchers intent on killing the threat to their livelihoods.

Wr Margaret Armen

Dir Earl Bellamy

2 - 15 *LAST KAMIKAZE*

Steve is sent to locate an airplane carrying an atomic warhead which has crashed on a remote island in the South Pacific. However, when he lands on the island he is astonished to find that the warhead is being held by Kuroda, a Japanese Zero pilot who is unaware that the war has ended, and who is convinced that Steve is the enemy. Also after the warhead is a group of desperate guerrillas; can Steve evade the deadly booby-traps that Kuroda has set all over the island, and retrieve the warhead in time?

Wr Judy Burns

Dir Richard Moder

2 - 16 *LOOK ALIKE*

While Steve is away enjoying a holiday, a member of a criminal organisation receives plastic surgery to make him look just like him. The impostor then gains access to Oscar's office and photographs his classified files on the government's secret laser technology. However, having survived an attempt on his life, Steve returns and exposes the impostor, but the villain is hit by a car before he can be questioned. Steve decides to take the man's place in a risky attempt to infiltrate the organisation and retrieve the files. Following an agent named Garvy, Steve locates the criminals' hideout in a boxing arena. But Steve is soon forced to fight Garvy in the ring, unaware that the man is really an O.S.I. agent, and that he too is on the trail of the villains.

Wr Richard Carr, Story by Gustave Field

Dir Jerry London

2 - 17 *THE E.S.P. SPY*

Oscar informs Steve that he suspects laser expert Harry Green of being a traitor. Green is currently overseeing the construction of a secret underground laser weapon installation; however, at the same time, another similar installation is also being built in a foreign country. Steve is convinced of Green's innocence, suspecting that his thoughts are being monitored by the opposition using E.S.P. techniques. Steve enlists the help of a gifted E.S.P. student named Audrey Moss, and together they set out to uncover the source of the security leak.

Wr Lionel E. Siegel

Dir Jerry London

2 - 18 *THE BIONIC WOMAN (1-2)*

Steve returns to his home town of Ojai in California, and meets his old flame, Jaime Sommers. Their romance is rekindled, and it is not long before they become engaged and set a date for their wedding. But when Jaime later enjoys a skydiving trip, her parachute malfunctions and she is badly injured after crashing to the ground. Steve implores Oscar Goldman to help, and Doctor Rudi Wells is called in to carry out a bionic operation, replacing Jaime's legs, right arm and ear with artificial parts. As Jaime begins her recovery, Oscar makes plans to use her new advanced hearing to break open the vault of a counterfeiting ring - but Steve objects, unwilling to risk his fiancé's life again.

Wr Kenneth Johnson

Dir Richard Moder

2 - 19 *STRANGER IN BROKEN FORK*

While flying through the mountains, Steve's airplane crash lands and he suffers from amnesia. Wandering

aimlessly, he is soon found by psychologist Angie Walker, head of an experimental convalescence home for mental patients located in the small town of Broken Fork. However, the local residents are in uproar over the founding of the mental home, and it isn't long before the leader of the objectors, town grocer Horace Milsner, brings trumped-up charges against Angie. When the charges fall through, more citizens rally to Milsner's cause, and events quickly turn to violence. Steve finds himself caught in the middle, but how can he defend the woman who saved him against the hatred of the mob?

Wr Bill Svanoe, and Wilton Denmark Story by Bill Svanoe

Dir Chris Nyby, Sr

2 - 20 *OUTRAGE IN BALINDERRY*

Frederick Collins, the U.S. Ambassador to Balinderry, is shocked to learn that his wife has been kidnapped by revolutionaries, who state that they will kill her unless their comrades are immediately released from prison. After Steve is assigned to liaise with the kidnapers he boards a plane and flies out to Balinderry, enlisting the aid of a stewardess named Julia Flood. However, on their way to the revolutionaries' hideout Steve and Julia are captured during a raid on a secret meeting. Steve is forced to reveal his bionic powers to free himself and Julia, but will they be in time to prevent the execution of the ambassador's wife..?

Wr Paul Schneider, Story by Paul Schneider and Margaret Schneider

Dir Earl Bellamy

2 - 21 *STEVE AUSTIN, FUGITIVE*

Steve receives a phone call which lures him to an apartment – and a dead body. As Steve handles the gun lying by the corpse, a masked man appears and shoots him with a tranquiliser gun; as Steve loses consciousness, the man gloats that Steve will be charged with the murder, as his fingerprints are on the murder weapon. When Steve finally comes to, the police arrive and immediately arrest him for the killing. Steve realises that the masked man is an assassin that he helped send to prison, and that he has been set up as part of a plan for revenge. Steve uses his bionics to escape from the police and he goes on the run, but can he track down the real killer before the police find him?

Wr Mark Frost, Richard Carr, Story by Wilton Denmark, William Gordon and James Doherty

Dir Russ Mayberry

3 - 1 *THE RETURN OF THE BIONIC WOMAN (1-2)*

Learning of Oscar's plan, Jaime agrees to use her advanced hearing and strength to expose the counterfeiting ring. She persuades Steve to accompany her on the mission, and the two of them manage to gain entry to the counterfeiters' headquarters; they then set about breaking open the safe so that they can retrieve the criminals' counterfeiting plates. However, things do not go as planned, and Steve soon finds himself facing a heart-breaking situation.

Lee Majors (Colonel Steve Austin), Richard Anderson (Oscar Goldman), Some time ago, Steve was led to believe that his fiancé, Jaime Sommers, tragically died after her bionics malfunctioned. However, unknown to him, Doctor Rudy Well's assistant, Michael Marchetti, kept her alive by using experimental cryogenics. Jaime finally comes out of her coma and begins her slow recovery, but is hampered by amnesia. When Steve catches sight of Jaime apparently alive and now a hospital patient he confronts Oscar and Rudy and demands to know the truth; Rudy reveals that Jaime was only saved by Marchetti's radical experiment, and still has a long way to go before she makes a full recovery.

Wr Kenneth Johnson

Dir Richard Moder

3 - 2 *THE PRICE OF LIBERTY*

Robert Meyer has worked all his life as a scientist and explosives expert for the government, only to be laid off due to cutbacks. Bitter at his dismissal, Meyer decides that the government owes him five million dollars, and the only way to get it out of them is through force. He rigs the Liberty Bell, currently on tour around the U.S. as part of the Bicentennial celebrations, with an explosive device, and threatens to blow it up unless his demands are met. Oscar assigns Steve to stop Meyer's plan, but Steve's only hope is Neils Lindstrom, a criminal explosives expert currently serving time in prison...

Wr Kenneth Johnson, Story by Justin Edgerton and Kenneth Johnson

Dir Richard Moder

3 - 3 *THE SONG AND DANCE SPY*

Oscar Goldman suspects that Steve's friend, famous entertainer John Perry, is carrying stolen government secrets for an international spy ring. But Steve refuses to believe that his buddy is a traitor, and immediately sets out to prove his innocence and discover the identity of the real culprits.

Wr Jerry Devine

Dir Richard Moder

3 - 4 *THE WOLF BOY*

Some time ago, Steve rescued Japanese kamikaze pilot Kuroda from a remote island in the Pacific, where he had lived for the last thirty years, unaware that World War II had ended. Steve is now contacted by Kuroda, who asks for his help in investigating reports of a young boy allegedly living with a pack of wolves, somewhere in the Japanese wilderness. Ignoring Oscar's objections, Steve heads off to begin the search; he discovers that the boy is the missing son of an American ambassador - but the mystery surrounding the death of his parents has never been explained.

Wr Judy Burns

Dir Jerry London

3 - 5 *THE DEADLY TEST*

Members of a hostile Eastern nation use a disruptive electronics system to attack the airplane piloted by the prince of a neighbouring country. But the hit goes wrong, and a student from attackers' country is killed instead. Hoping to prevent a war between Prince Sakari's nation and its neighbour, Oscar assigns Steve to protect the prince from further attempts on his life. Steve disguises himself as Sakari in order to locate the system, aided by Lieutenant Jan Simmons, the first woman test school graduate.

Wr James D. Parriott

Dir Chris Nyby

3 - 6 *TARGET IN THE SKY*

Oscar receives information that a missile installation has been set up near the Wixted Lumber Camp. But when the agent who sent the report suddenly goes missing, Steve is sent to investigate. He gets a job at the camp as a lumberjack, and soon discovers that the foreman, Burke, is involved in a plot to shoot down a passing airplane that will be carrying important members of the Presidential staff.

Wr Larry Alexander

Dir Jerry London

3 - 7 *ONE OF OUR RUNNING BACKS IS MISSING*

Before he can take part in an important football game, star player Larry Bronco is kidnapped. His abductors, led by former player Bob Laport, hope that the running back's absence will cause his team to lose, allowing them to make a fortune by betting on the pre-game point spread. Steve sets out to discover where Bronco is being held, but will he be able to find him in time before the game kicks off..?

Wr Kenneth Johnson and Elroy Schwartz

Dir Lee Majors

3 - 8 *THE BIONIC CRIMINAL*

Against Steve's protests Barney Miller, the seven million dollar man who previously suffered a mental breakdown, is reactivated. Barney seems to have made a full recovery, and makes plans to take part in an important car race; however, he is stopped from competing by the car's owner, Shatley; enraged, Barney uses his bionic strength, apparently killing the man. The experience is too much for Barney, and, unaware that Shatley was only injured, he turns to a life of crime. Meanwhile, Steve sets out to track down Barney before he goes completely out of control.

Wr Richard Carr, Story by Peter Allan Fields

Dir Leslie H. Martinson

3 - 9 *THE BLUE FLASH*

Steve is sent to track down an O.S.I. agent who mysteriously vanished just as he was about to expose a gang of criminals smuggling ultra-sensitive detecting devices. Posing as a longshoreman, Steve takes a room at the boarding house run by Mrs. Cook, where the agent was last seen. Here he befriends the landlady's son Ernest, and begins making his investigations. But then Mrs. Cook inexplicably disappears too.

Wr Sheridan Gibney and Sidney Field

Dir Cliff Bole

3 - 10 *THE WHITE LIGHTNING WAR*

Steve finds himself in a small town in Georgia, in the middle of an illegal moonshine ring. Here he meets Middy, a storekeeper whose husband, a Federal agent, was recently killed, apparently from a snake bite. Middy's shop has been confiscated by Bo Willis, a local businessman who runs a distillery and who has the sheriff in his pocket. Steve learns that the chain of payoffs is not just confined to the town, and that the trail leads to a high-powered Washington lawyer named Charles Quinten. But unless Steve can put a stop to the mysterious 'accidents', he too may find himself the victim of a 'snake bite'.

Wr Wilton Denmark

Dir Kenneth Johnson

3 - 11 *DIVIDED LOYALTY*

Some time ago, scientist Leon Jackson defected to the Soviet Union for the woman he loved; however, he now wants to return to the United States, and Steve is assigned to bring him and his young son, Alex, home safely. Although Alex initially refuses to leave with his father, preferring to stay with the soldiers he has befriended at the place where his father works, Steve manages to persuade him to come along; the three of them make plans to leave via a secret tunnel, but the soldiers learn of their escape plan and block the passageway, forcing the trio to try an alternative, more dangerous route.

Wr Jim Carlson and Terry McDonnell

Dir Alan Crosland

3 - 12 *CLARK TEMPLETON O'FLAHERTY*

When government documents begin disappearing before they reach the shredder, Oscar and Steve set a trap. They arrange for certain documents to be treated with a special chemical only visible to Steve's bionic eye, and then send the papers off for destruction. When the documents go missing, Steve follows the chemical trail to the expensive apartment of Clark Templeton O'Flaherty, O.S.I.'s janitor; O'Flaherty reveals that he is really working for a top secret government agency, and that his mission is to sell the papers to an underground criminal organisation in an attempt to bring the group's leader out into the open. Steve joins forces with O'Flaherty to expose the gang leader, but still has doubts over the truth of his partner's story.

Wr Frank Dandridge, story by Frank Dandridge and Dennis Pryor

Dir Ernest Pintoff

3 - 13 *THE WINNING SMILE*

Oscar's secretary, Peggy Callahan, is accused of leaking top-secret information concerning the government's hydrogen fusion project to members of an underground organisation. Desperate to prove her innocence, Peggy insists on taking a lie detector test; Steve conducts the interview and learns that the only other person who knows of her classified work is her boyfriend, dentist Doctor Gene Finney. It seems that a visit to the dentist is in order.

Wr Gustave Field, and Richard Carr , Story by Gustave Field

Dir Arnold Laven

3 - 14 *WELCONE HOME JAMIE (PART 1) (cf THE BIONIC WOMAN)*

Steve Austin's former fiancé, bionic amnesiac Jaime Sommers, regains some of her memory and decides to return to her home town of Ojai in California. Here she rents an apartment on the farm belonging to Steve's mother and stepfather. While enjoying their hospitality, she looks through their family album and finds pictures of herself and Steve, happily enjoying their former life together. Frustrated at being unable to recall her time spent with Steve, Jaime attempts to come to terms with her new life; O.S.I. executive Oscar Goldman arranges for her to begin a teaching job at a nearby army base, and in return Jaime agrees to take on certain missions of high importance for him.

Wr Kenneth Johnson

Dir Alan Crosland

3 - 15 *HOCUS POCUS*

A criminal organisation run by nightclub owner Mark Wharton holds up an armoured car and steals \$100,000; in the process, the thieves also make off with the Navy's top-secret code book. Once again Steve teams up with gifted E.S.P. student Audrey Moss, this time posing as a magician and his assistant; together they audition at Wharton's club, using Audrey's powers to perform an impressive act. Having won the nightclub owner's confidence, Steve sets about locating the code book before Wharton can sell it to the highest bidder.

Wr Richard Carr, Story by Richard Carr and James Schmerer

Dir Barry Crane

3 - 16 *THE SECRET OF BIGFOOT (1-2)*

Steve is sent to the forests of Northern California to locate two missing scientists, Ivan and Marlene Becky; the husband and wife team mysteriously vanished while they were installing an earthquake warning system near a fault line. As Steve makes his way through the dense forest he finds a set of oversized footprints in the earth; he follows the trail and soon comes face to face with a giant, hairy man-beast. The creature attacks him, and a vicious battle breaks out, during which Steve tears off the monster's arm - and realises that the beast is in fact an android. The creature retreats to the safety of a cave, but when Steve pursues it inside, he is knocked out by the dizzying effects of the cave interior. When he comes to, Steve finds himself strapped to an operating table as a beautiful alien woman named Shalon prepares to study him.

Wr Kenneth Johnson

Dir Alan Crosland

3 - 17 *THE GOLDEN PHARAOHS*

The Golden Pharaoh is a priceless statue owned by a small nation, and currently on exhibit in the United States. But when it is discovered that the statue has been replaced with a fake, Steve is assigned to track down the real one before an international incident erupts. The main suspect is Tokar, the Vice Consul of a rival country, so Steve bribes Tokar's fiancé, Trish Hollander into helping him get inside Tokar's residence, offering to pay off her gambling debts in return. Trish agrees to assist Steve in his mission - but can she be trusted..?

Wr Margaret and Paul Schneider

Dir Lee Majors

3 - 18 *LOVE SONG FOR TANYA*

Steve is assigned as escort to a young Soviet gymnast named Tanya Breski, while she undertakes a tour of the United States. Steve soon discovers that a subversive group are plotting to murder Tanya, in order to disrupt relations between the U.S. and the U.S.S.R. However, his mission to protect the young gymnast meets with a further complication: Tanya has developed a schoolgirl crush on him, and now wants to defect to the U.S. so that she can be with him...

Wr David H. Balkan and Alan Folsom

Dir Phil Bondelli

3 - 19 *THE BIONIC BADGE*

Police Officer Banner is suspected of turning a blind eye to a series of robberies that have recently occurred on his beat. The thieves have stolen several atomic components, and it is feared that if the thefts continue, a small foreign power will soon amass enough parts to create an atomic bomb. Oscar sends Steve to investigate; Steve joins the force as Banner's partner, and it isn't long before he realises that Banner is behaving very strangely. But is the man really in league with the thieves, or is there another reason for his actions?

Wr Wilton Denmark

Dir Cliff Bole

3 - 20 *BIG BROTHER*

Steve helps the Big Brothers organisation in a campaign to raise awareness of their work, which provides help to young children by providing them with a substitute family figure. Steve decides to take on a delinquent boy named Carlos as his little brother, teaching him right from wrong, and showing him that there is more to life than crime; Steve takes Carlos up in a jet plane and then agrees to lend him money to pay off a gambling debt, which he owes to a gang leader. Then Steve and Carlos decide to challenge the gang to a game of basketball, the stakes being winner takes all.

Wr Kenneth Johnson

Dir Lee Siegel

4 - 1 *THE RETURN OF BIG FOOT (PART 1)* (cf *THE BIONIC WOMAN*)

Members of the alien race that Steve Austin encountered in Northern California returned once more. They send their Bigfoot android to steal supplies of gold and precious jewels from the nation's strongholds, which they plan to use to finance the construction of devices that will allow them to take over the Earth. When the authorities investigate the thefts they determine that only a bionic man would have the strength to carry them out, and it is not long before Steve is placed under house arrest. However, he manages to use his extraordinary abilities to escape, and sets off to prove his innocence by tracking down the aliens.

Wr Kenneth Johnson

Dir Barry Crane

4 - 2 *NIGHTMARE IN THE SKY*

Steve and Oscar attend the test flight of a new \$15 Million jet plane. However, when pilot Kelly Wood takes off in the aircraft she is soon shot down by a Japanese Zero plane - straight out of World War II. Inexplicably, the control tower is unable to make a visual sighting of the attacking plane, although it does appear on radar. When Kelly is subsequently found with her parachute unopened, but her jet mysteriously vanished, the pilot is immediately suspected of being involved in an espionage plot. Steve and Oscar think otherwise, and when Steve investigates, he uncovers a scheme to use a version of the Bermuda Triangle to steal top-secret aircraft.

Wr Jim Carlson and Terrence McDonnell

Dir Alan Crosland

4 - 3 *DOUBLE TROUBLE*

Billy Parker is a second-rate comedian who also resembles the Prime Minister of an African state. But when Billy is taken to hospital after being hit by a car, an X-Ray reveals that he has an electronic device implanted in his head; the instrument is capable of controlling his behaviour, and is remotely operated by a foreign power. Steve assigned as Billy's bodyguard to discover who implanted the device, and what its sinister purpose is.

Wr Jerry Devine

Dir Phil Bondelli

4 - 4 *THE MOST DANGEROUS ENEMY*

For the last two years, Scientist Cheryl Osborne has been conducting dangerous experiments on chimpanzees in her laboratory on a small isolated island; her objective is to create a mind-and-strength expanding drug that could turn men into super-intelligent powerhouses. However, when all contact is suddenly lost with Cheryl, Steve and Doctor Rudy Wells fly out to learn what has happened to her; on arrival they find the lab destroyed, and no sign of the scientist. As they search the wreckage Rudy is attacked by a powerful chimp, which bites him in its crazed assault; but before Steve can intervene, the mad animal escapes into the jungle. It isn't long before Rudy begins to transform into a psychotic superman, but can Steve find a way to cure his friend before the process kills him..?

Wr Judy Burns

Dir Richard Moder

4 - 5 *H+2+0=DEATH*

Beautiful scientist Ilsa Martin has developed a revolutionary method of separating hydrogen and oxygen in water, which could turn out to be the ultimate energy source. A by-product of the discovery is an underwater breathing device capable of supplying its own oxygen and power, and which could be worth \$8 Billion; however, a spy ring named Omega then steals the equipment, unaware that it has yet to be perfected. Steve is assigned to infiltrate the criminals' organisation posing as an underwater expert, but in order to prove his credentials, he must demonstrate the device in an underwater test.

Wr John Meredyth Lucas

Dir John Meredyth Lucas

4 - 6 *KILL OSCAR (PART 2) (cf THE BIONIC WOMAN)*

Disgruntled former O.S.I. employee Doctor Franklin has concocted a deadly scheme to take over the government agency by replacing Oscar Goldman, his secretary Callahan, and Doctor Rudy Wells' secretary Linda with robot duplicates called Fembots. However, when Steve Austin notices the heavy impressions that the robot Oscar leaves in the carpet, he quickly realises that a switch has taken place. Meanwhile, Jaime Sommers is attacked by the two Fembots; she suffers a brutal beating and is left near to death. Steve discovers the location of Franklin's compound, and, believing the real Oscar to be held prisoner there, he sets off to rescue his friend. However, he immediately walks into a trap set by Franklin - and finds himself facing several of the incredibly powerful fembots.

Wr John Meredyth Lucas

Dir John Meredyth Lucas

4 - 7 *THE BIONIC BOY (1-2)*

Athlete Andy Sheffield is badly injured in a landslide, the accident also killing his controversial father. The heads of the O.S.I. decide to sanction the use of Doctor Rudy Wells' bionics in order to restore life to Andy's paralysed legs, and the athlete soon begins a full recovery. Now gifted with immense physical power, Andy sets off on a mission to clear his father's name, and Steve is assigned to assist him. However, Andy soon gets in over his head, and it is up to Steve to get them both out of danger.

Wr Tom Greene, Lionel E. Siegel and Wilton Schiller

Dir Phil Bondelli

4 - 8 *VULTURE OF THE ANDES*

Leslie Morales, a glider pilot from San Lorenzo, arrives in the United States to take part in an international sailplane convention. With her is wealthy sportsman Byron Falco, who is secretly forcing Leslie to assist him with a plan to seize control of San Lorenzo. During her practice flights, Leslie drops homing devices out of her glider onto vital targets. Falco then demands that the American authorities supply him with military jets, threatening to attack the marked targets with guided missiles if his wishes are not met. Steve is despatched to stop Falco, but can he find a way to prevent the missile attack, or will the authorities have to give in to blackmail?

Wr Ben Masselink

Dir Cliff Bole

4 - 9 *THE THUNDERBIRD CONNECTION (1-2)*

Fourteen-year-old Prince Hassad rules the middle-eastern nation of Burdabi. However, unknown to him, his father was killed by the power-mad Air Marshal Mahmud Majid, who now plots to kill the prince so that he can stage a military takeover. When U.S. Intelligence learns of Majid's intentions, Steve Austin is assigned to protect Hassad from the assassination attempt. Steve joins the U.S. Air Force demonstration squadron known as The Thunderbirds, which is being sent to Burdabi to celebrate a national holiday; posing as a pilot, Steve must find a way to smuggle the prince out of the country before Majid's plan can succeed.

Wr Jim Carlson and Terrence McDonnell

Dir Chris Nyby, Jr

4 - 10 *THE BIONIC CHRISTMAS CAROL*

Steve's Christmas holiday is interrupted when Oscar sends him to investigate fears of sabotage at Budge Corp, a major systems supplier for America's space projects. Steve soon discovers that the owner, Horton Budge, is a latter-day 'Scrooge'; the miserly industrialist is so tight-fisted that the measly wages he pays his staff, including his nephew, Bob Crandall, have caused morale to drop, thereby affecting work performance. Steve resorts to Dickensian tactics, using his bionics to make Budge see the error of his ways.

Wr Wilton Schiller

Dir Gerald Mayer

4 - 11 *TASK FORCE*

Oscar assigns Steve to infiltrate a criminal gang that is planning to steal the Hornet, a \$30 million missile being transported from San Diego to a testing site in Nevada. Posing as Steve Ferguson, a hired mercenary, Steve joins the thieves and soon learns that there is an impostor at the testing site; however, he is unable to report back to Oscar because the gang is watching him closely. Steve's only hope lies with O.S.I. secretary Callahan, who, for some suspicious reason, is hanging around the gang.

Wr Robert C. Dennis and Wilton Schiller

Dir Barry Crane

4 - 12 *THE ULTIMATE IMPOSTER*

The O.S.I.'s top scientists have developed a way to transfer information from a computer directly into a human brain. The first person chosen for the process is Steve Austin's friend, Joe Patton. Now with the ability to speak any language, perform any task imaginable, and utilise any skill known to man, Joe becomes a super agent, but can ultimate power be too much for a single man?

Wr Lionel E. Siegel, Story by William T. Zacha and Lionel E. Siegel

Dir Paul Stanley

4 - 13 *DEATH PROBE (1-2)*

The Russian space program launches a new self-reliant probe to investigate the surface of the planet Venus. However, due to a malfunction, the probe crash-lands in Wyoming, in the United States of America; still believing that it has arrived on Venus, the probe immediately begins a trail of destruction, and a small town lies directly in its path. As the Russian and American forces each mount a desperate attempt to stop the probe before it wipes out the town's population, Steve is called in to help. But can even his bionics defeat the virtually unstoppable machine?

Wr Stephen E. De Souza

Dir Richard Moder

4 - 14 *DANNY'S INFERNO*

While trying to invent a new fuel for his toy rocket, fourteen-year-old Danny Lasswell mixes two chemicals together, and immediately blows a six-foot-deep crater in his school's playground. Learning of the incident, the O.S.I. ask Danny to give them the formula so that it can be used to benefit America, but Danny cannot remember the exact quantities he used; while the young boy attempts to rediscover the formula, Steve is assigned to protect him. Meanwhile, a greedy land developer hears of Danny's invention, and makes plans to kidnap the young boy so that he can secure the secret formula for himself.

Wr Tom Greene

Dir Cliff Bole

4 - 15 *THE FIRES OF HELL*

After discovering that a lode of uranium lies directly underneath an O.S.I. experimental oil drilling site, geologist Roy Palmer, Congressman Lomax and Sheriff Burgess decide to prevent the O.S.I. from learning off it, so that they can profit from the precious element instead. The three of them make plans to halt the drilling by manipulating a local conservation group who are opposed to oil drilling in Stoney Creek Reserve. Steve is sent in to investigate disguised as an oil-field roughneck; but the crooked trio see

through his disguise, and decide to put an end to him.

Wr Orville H. Hampton

Dir Ed Abrams

4 - 16 *INFILTRATORS*

Oscar sends Steve on an undercover mission to infiltrate an assassination team composed of 'alien expatriates', believed to be targeting foreign amateur athletes who have defected to the United States. Posing as an amateur American boxing champion, Steve begins training in the Ring. He soon becomes suspicious after seeing several foreign boxers lift over a thousand pounds; however, when he attempts to discover the assassins' target, he is overpowered and drugged unconscious by the criminals.

Wr Sam Ross and Wilton Schiller

Dir Phil Bondelli

4 - 17 *CARNIVAL OF SPIES*

While attending a scientific conference, Professor Ulrich Rau, an East German scientist who has developed a new ground-to-air weapon system, suffers from a heart attack. However, Steve Austin becomes suspicious, believing that the professor faked the attack; when Rau then sneaks away from the conference and heads for a travelling carnival, Steve follows behind him. The carnival is situated just a few miles away from a government test site, where a new B-1 bomber plane is to be flown. Investigating the carnival, Steve discovers that it is really a ground-to-air missile site in disguise; but before he can act, he finds himself facing several very hostile carnival folk.

Wr Robert C. Dennis, Story by Richard Carr and Robert C. Dennis

Dir Richard Moder

4 - 18 *U-509*

Henry Bulman, a retired submariner from England's Royal Navy, locates the U-509 - an abandoned Nazi U-boat containing a horde of deadly nerve gas. He reactivates the vessel and then gives the United States Government an ultimatum: unless he receives the sum of \$20 million he will use the submarine's deadly cargo to kill 30,000 American citizens. The O.S.I sends in Steve Austin to stop Bulman; resisting the intense water pressure, Steve dives into the depths and manages to board the sub. But then Bulman takes him prisoner, and prepares to carry out his terrible threat of mass murder.

Wr Michael Wagner

Dir Phil Bondelli

4 - 19 *THE PRIVACY OF THE MIND*

Brilliant but absent-minded professor Doctor Berman is offered a million dollars by the Russians, in exchange for a few days working for them. Learning of the proposal, Oscar instructs Steve to impersonate the professor so that they can discover what the Russians are planning. It is not long before Steve is knocked unconscious by the Soviets, and when he comes to he finds himself in a laboratory with Russian scientist Doctor Tamara Batalova. Steve is then informed that as Doctor Berman he is to work with Tamara on a computer project that will be able to read minds. But with absolutely no knowledge of biocybernetic communications, Steve realises that it is only a matter of time until he is exposed as an impostor.

Wr Vanessa Boos and Wilton Schiller

Dir James Lydon

4 - 20 *TO CATCH THE EAGLE*

Bob Marsh and Ian Swanson are two O.S.I. scientists searching for radioactive ore in the sacred Apache territory. However, a greedy medicine man named Iron Fist is planning to sell the ore for his own profit, and, fearing that the two scientists will reveal the ore's true value to his tribe before he can complete the deal, he captures Marsh and Swanson, and imprisons them in a cave. Steve is sent to track down the missing scientists; but before he can enter the sacred land, he must overcome Iron Fist's power and complete an ancient life or death ritual - by capturing an eagle.

Wr Judy Burns, Story by Peter R. Brooke

Dir Phil Bondelli

4 - 21 *THE GHOSTLY TELETYPE*

While carrying out research on work that could extend the human life, Steve is astonished when the formula literally vanishes from the paper on which it is printed. He is immediately accused of theft, and faces allegations of espionage. Steve begins an investigation to prove his innocence, and soon discovers that a pair of scheming twins has telepathically stolen the formula in the hope of extending their lives. It seems that they have a rare condition that causes them to age rapidly, and the formula is their only hope of survival.

Wr Wilton Schiller

Dir Tom Connors

5 - 1 *SHARKS (1-2)*

When a nuclear submarine suffers a strange power failure, Steve is sent to investigate. After descending into the depths inside a shark cage, Steve soon finds himself surrounded by several of the deadly predators; he manages to evade them and reaches the safety of the submarine, only to be captured by Morgan Grayland, an unscrupulous ex-U.S. Navy captain, and his marine-biologist daughter Cynthia. Together they have hijacked the sub so that they can commit acts of piracy, are using trained sharks to prevent Navy frogmen from reaching the vessel while repairs are carried out. Steve must find a way to stop Grayland's plans, but can even his bionic power save him from an attack by the vicious sharks?

Wr Arthur Weingarten

Dir Alan Levi

5 - 2 *THE DEADLY COUNTDOWN (1-2)*

Steve is sent to Kennedy Space Centre on an assignment to perform the link-up of two orbiting satellites. However, the satellites also feature in the plans of Gordon Shanks, head of a criminal organisation that has created its own missile control centre; they plan to take over a rocket that is carrying the new electronic 'brain' of the United States' missile defence systems, which they will then sell to a foreign power. In order to prevent the rocket from being launched, Shanks hires Julian Richman to kill Steve Austin.

Wr Gregory S. Dinallo

Dir Cliff Bole

5 - 3 *BIGFOOT V*

While in the forests of Northern California, anthropologist Hope Langston manages to take photographs of the creature known as Bigfoot. Learning of the sighting of his 'old friend', Steve visits Langston's camp, hoping to convince the scientist not to capture the beast, which he believed had left Earth with the alien visitors that he encountered previously. Langston refuses to give up the pursuit, forcing Steve to head off alone to track down the creature; meanwhile, Langston's assistants decide to capture Bigfoot so that they can profit from the creature themselves. Steve finds Bigfoot, but the beast inexplicably attacks him and then runs away into the forest. Steve gives chase, as the beast goes on a wild rampage.

Wr Gregory S. Dinallo

Dir Rod Holcomb

5 - 4 *KILLER WIND*

A party of students becomes trapped inside a stalled mountain tramway, which lies directly in the path of a tornado. Steve sets off to help, together with Rhonda Allen, mother one of the students, and Nash, a telephone repairman. However, Nash is really a bank robber on the run, and as soon as the man meets up with his accomplices he knocks Steve unconscious and then takes Rhonda hostage. Out cold and lying in a ditch, will Steve come to in time to save the children..?

Wr Gregory S. Dinallo

Dir Richard Moder

5 - 5 *ROLLBACK*

When Steve goes undercover as a member of a rough roller derby team, his cover is blown and he is led on a wild goose chase.

Wr Steve E. De Souza

Dir Don McDougal

5 - 6 *DARK SIDE OF THE MOON (1-2)*

Steve Austin is assigned to the moon to bring a halt to a lunar mining operation which is causing the moon to change orbit with devastating results on Earth.

Wr John Meredyth Lucas, Story by Richard Landau

Dir Cliff Bole

5 - 7 *TARGET: STEVE AUSTIN*

Steve teams up with fellow O.S.I. agent Joan, posing as a newly-wedded couple in order to trap a criminal group that has penetrated O.S.I. security while looking for an A-bomb. The 'loving pair' set off on their honeymoon, driving through the Southwest in an R.V., which actually contains a top-secret nuclear power-unit. However, unknown to Steve and Joan, the criminals have seen through their disguise and are planning to steal the unit, no matter what the cost.

Wr Donald Gold, Lester William Berke and Richard Landau

Dir Ed Abrams

5 - 8 *THE CHESHIRE PROJECT*

Steve's girlfriend, Jenny Fraser, mysteriously disappears while piloting a top-secret aircraft equipped with a new radar-avoiding device. Worried for her safety, Steve begins an investigation and discovers that engineer Hal Martin knows about the equipment aboard the plane, and has been talking to Wilfred Damien, a known thief of military secrets. Steve sets off on a mission to find Jenny, desperately hoping to find a clue to that the previous search may have missed.

Wr John Meredyth Lucas

Dir Richard Moder

5 - 9 *WALK A DEADLY WING*

Viktor Cheraskin develops a device capable of capturing soldiers without injuring them; however, he refuses to hand over the plans to the American and Russian governments, fearing that the equipment could be used as an anti-aircraft weapon. Steve is assigned to win over Cheraskin's confidence so that the United States can obtain the device, posing as an airplane wing-walker to enable him to make contact with the man. But just as Cheraskin comes to trust his new-found friend, he is contacted by a Soviet agent named Edmund Dimitri, who has Viktor's wife Vera held in custody; Dimitri gives Cheraskin an ultimatum: surrender the device, or Vera will die.

Wr Terrence McDonnell, Jim Carlson and Richard Landau

Dir Herb Wallerstein

5 - 10 *JUST A MATTER OF TIME*

When Steve heads into space on an orbital test flight he is caught in a time warp, which sends him six years into the future. Returning to Earth, Steve is immediately placed under arrest for treason; it seems that the authorities are convinced that he defected to Russia, where he was brainwashed into believing that the time warp occurred. Can Steve prove his innocence, and find a way to return to his correct time?

Wr Gregory S. Dinallo, and Neal J. Sperling, Story by Neal J. Sperling

Dir Don McDougall

5 - 11 *RETURN OF DEATH PROBE (1-2)*

The Venus probe returns: this time a new version is tested in a rural area so that its terrible destructive powers can be demonstrated to a watching Steve Austin and Oscar Goldman. However, when Oscar receives a threat to turn over nuclear warheads, or else the deathprobe will be unleashed, he realizes that he has been duped. Steve sets out to stop the probe, but are his bionics a match for the unstoppable machine's giant claws, whirling blades and deadly laser beam..?

Wr Howard Dimsdale

Dir Tom Connors

5 - 12 *THE LOST ISLAND (1-2)*

Searching the Pacific Ocean for a downed satellite, Steve saves a young woman named Da-nay from drowning, and then helps her escape from her two pursuers. A grateful Da-nay tells Steve that the satellite has crashed on her island, which is populated by the descendants of an alien race; although their island is protected by an impenetrable force field, which renders it invisible from a distance, Da-nay promises to lead Steve to the satellite if he will help her people. It seems that a man named Torg is leading a revolt on the island and threatening its inhabitants, who are unable to leave because they have no immunity against disease; Da-nay asks Steve to get hold of an immunity serum that is being developed in Hawaii, which would enable Da-nay and her people to obtain their freedom.

Wr Mel Goldberg, Story by Lou Shaw

Dir Cliff Bole

5 - 13 *THE MADONNA CAPER*

Countess Lysandra Kosischeva turns to the O.S.I. for help in retrieving a microdot containing vital information, which has been hidden on a painting hanging in a museum. Steve is assigned help the Countess penetrate the museum's high-security system, but while they make their way through the building, Lysandra switches a \$5 million masterpiece for a fake. After escaping with the microdot, the Countess then sells the stolen painting to a crime lord named Chilton Kane. When Oscar learns of the theft he immediately sends Steve to retrieve the real painting and return it to its rightful place before the fake is exposed by a visiting Russian art expert.

Wr Gregory S. Dinallo

Dir Herb Wallerstein

5 - 14 *DEADRINGER*

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information, which has been hidden on a painting hanging in a museum. Steve is assigned help the Countess penetrate the museum's high-security system, but while they make their way through the building, Lysandra switches a \$5 million masterpiece for a fake. After escaping with the microdot, the Countess then sells the stolen painting to a crime lord named Chilton Kane. When Oscar learns of the theft he immediately sends Steve to retrieve the real painting and return it to its rightful place before the fake is exposed by a visiting Russian art expert.

Wr Robert I. Holt, Story by Charles Mitchell and Robert I. Holt

Dir Arnold Laven

5 - 15 *DATE WITH DANGER (1-2)*

When a friend of Joe Canton, O.S.I.'s communications chief, is accused of embezzlement and espionage, Joe also falls under suspicion. Steve sets out to prove his colleague's innocence, but when he attempts to read the memory core of the department's computer, it suddenly self-destructs. Convinced that an outside source may have altered the memory, Steve begins an investigation, and the trail soon leads him to Datamate, a computer dating service owned by programming expert, Emily Patterson. However, unknown to Steve, the real culprit is actually a sentient computer that has managed to gain control of the nation's money and secrets, and which is now planning to stop Steve's investigation using some very lethal tactics...

Wr Wilton Schiller and John Meredyth Lucas, Story by Wilton Schiller

Dir Rod Holcomb

5 - 16 *THE MOVING MOUNTAIN*

As part of a plan to extort money from the Russian and American authorities, terrorist leader Santos steals a Soviet mobile rocket -launcher and several United States self-guided missiles. When Russian General Norbukov sends K.G.B. agent Andrea Mestrova to retrieve the rocket launcher, also instructing her to obtain the U.S. missiles, Oscar responds by assigning Steve to work alongside the beautiful agent. However, if Mestrova's mission is to be successful, she will have to eliminate Steve in the process.

Wr Stephen Kandel

Dir Don McDougall

SKY

It told the story of a young time-travelling deity from another dimension who gets knocked off course by a black hole and becomes stranded on Earth. Though immature, Sky has power to compel humans to do what he wants. Enter a trio of West Country teenagers, Arby and Jane Vennor and Roy Briggs, who become caught up in helping the blond, blue-eyed Sky to return to his own dimension, via the 'Juganet'.

Neither outright hero nor villain, Sky is opposed on Earth by Goodchild, a sinister character who can materialise and dematerialise at will, representing 'the natural opposition of Earth to anything out of place'. Sky's presence has evoked a disturbing reaction from nature - one scene has tree roots trying to throttle him when he shelters below ground. Sky must find the 'Juganet' before the opposing forces grow too strong.

Back in the 1970s, when nearly every science fiction series ITV mounted was touted as a rival to DOCTOR WHO, all the best ideas emerged in the children's slots (TIMESLIP, ACE OF WANDS, THE TOMORROW PEOPLE). Sky was another such contender. Written by one-time Doctor Who writers Bob Baker and Dave Martin. Much of the series was filmed around Stonehenge, Glastonbury and Avebury, giving it an added mystical twist. Of the cast, Richard Speight, who played Roy, had done his own travelling through space and time as the young Time Guardian, Peter, in The Tomorrow People. Sky, which appeared in 1976, was one of several strong fantasy and adventure series produced by HTV, whose output also included CHILDREN OF THE STONES (1977) and KING OF THE CASTLE (1978), the latter also scripted by Baker and Martin.

The series' director was Derek Clark, the producer for the series was Leonard White, executive producer was Patrick Dromgoole and the designer John Biggs.

WR. Bob Baker, Dave Martin

DIR. Derek Clark

EPISODES: 7 **YEAR MADE:** 1976 **COUNTRY:** GB **SEASONS:** 1

AN HTV PRODUCTION

CREATOR: BOB BAKER, DAVE MARTIN

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 07/04/1976 **AIR DATE OF LAST EPISODE** 19/05/1976

SEASON DATE BREAKDOWN:

FILMS:

Sky MARK HARRISON, Roy Briggs RICHARD SPEIGHT, Arby Venor STUART LOCK, Jane Vennor CHERRALD BUTTERFIELD, Goodchild ROBERT EDDISON, Major Briggs JACK WATSON, Mr. Vennor THOMAS HEATHCOTE, Mrs. Vennor FRANCES CUKA, Sgt. Simmons DAVID JACKSON, Dr. Marshall REX HOLDSWORTH, Nurse URSULA BARCLAY, Nurse MONICA LAVERS, Orderly GEOFF SERLE, Dr. Saul GERALD HELY, Tom MEREDITH EDWARDS, Receptionist BARBARA BABER, Michael SEAN LYNCH, Susannah PRUNELLA RANSOME, Rex TREVOR RAY, Policeman JOHN CURRY, Haril BERNARD ARCHARD, Revil PETER COPLEY.

RELATED SHOWS:

KING OF THE CASTLE

CHILDREN OF THE STONES

1 - 1 *BURNING BRIGHT*

1 - 2 *JUGANET*

- 1 - 3 *GOODCHILD*
- 1 - 4 *WHAT DREAD HAND*
- 1 - 5 *EVALAKE*
- 1 - 6 *LIFE FORCE*
- 1 - 7 *CHARIOT OF FIRE*

SKY RANGER,THE

Initially called The Man Who Stole the Earth, this serial pits two inventors against each other. Santro (Semels), a Mabuse--type mad scientist with hypnotic skills develops a noiseless plane that can climb at a vertiginous rate and circle the Earth in a matter of hours; Professor Elliot (Redman) discovers a laser-type beam that can send signals to Mars and pick out objects no matter how high they fly. Santro seeks to destroy the ray since it constitutes the only thing on Earth that could threaten his plane, but his daughter (Shanor) helps the other inventor's daughter (Caprice) and her boyfriend (Seitz) to overcome the megalomaniac plans of her father whose plane ends up destroyed in the last instalment.

The star of the show, in all senses of the term, is Seitz, known as the Serial King because he produced, directed and often starred in a number of .serials which were quite successful. He started as a writer-director in 1916, collaborated on The Perils of Pauline (1914) and on Pearl White's next smash hit, THE EXPLOITS OF ELAINE (1914) under the supervision of Louis Gasnier. He took a co-directing credit on THE ROMANCE OF ELAINE (1915). Later on, he became one of the most prolific professional directors in Hollywood, making nearly 40 movies between 1927 and 1933 before moving to Hollywood, where he worked at an even more rapid pace, taking responsibility for the popular Andy Hardy series' most anodyne episodes. Few directors equalled Seitz's professionalism. Many made better pictures. The serial was produced by George B. Seitz.

WR. George B. Seitz, Frank Leon Smith.

DIR. George B. Seitz

EPISODES: 15 **YEAR MADE:** 1921 **COUNTRY:** US **SEASONS:** 1

PATHE EXCHANGE

CREATOR:

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

JUNE CAPRICE, GEORGE B. SEITZ, Santro HARRY SEMELS, PEGGY SHANON, Professor Elliot
FRANK REDMAN, JOE CUNY, CHARLES REVEDA, MARGUERITE COURTOT.

RELATED SHOWS:

EXPLOITS OF ELAINE,THE

ROMANCE OF ELAINE,THE

SKY TRACKERS

Mike, Nikki, Maggie and their families live in a remarkable place beneath the massive gleaming white dishes of a space tracking station, located in the heart of the Australian outback. The kids are scientists' children. Yet they're ordinary kids facing the ordinary problems of growing up, but under very extraordinary circumstances. Home is a window on the universe. Students come to the tracking station from all around the world to conduct space-related experiments under the sponsorship of the Wright Foundation, an organisation dedicated to the promotion of science education. Nikki is 13 and into science. Her dream is to be the first person on Mars. Mike is 14 and he thinks science sucks. Jimi Hendrix is his hero. With his horse and guitar, Mike knows all there is to know about the meaning of life. Who cares about the stars? Tony, Mike's dad, and Marie, Nikki's mum, tentatively fall in love. Nikki and Mike do the same. And nine year old Maggie gets in everybody's way.

This Australian TV series was mainly a teen drama of sorts based around a radio telescope, however they did on some occasions venture into the realms of science fiction with Episode 14 - Aliens in which "Nikki, Mike and Maggie see lights in the sky one night. They wonder if it's a UFO. Giles seems to be acting strangely and Maggie thinks Giles might be an alien. Mike and Nikki discover that Giles is interested in UFO's: a friend of Giles disappeared while investigating a UFO sighting. Mike, Nikki and Maggie hide in the back of Giles' vehicle as he goes out one night to investigate the cause of the weird lights. The lights appear and everyone is stunned. Whilst not admitting that there could be visitors from another planet, Giles does concede that "there are more things in heaven and earth than we could ever dream of".

Produced by: Patricia Edgar, and Margot McDonald, Script Consultants: Cameron Clark, Esben Storm, and Ray Boseley. Filmed at: Narrabri, NSW

AFI (Australian Film Institute) Awards, 1994

"Skating the Dish" - Winner of Best Children's Drama Category

Zbych Trofimiuk - Winner of AFI Young Actor's Award for his portrayal of Mike Masters

Cairo International Film Festival for Children, 1994

"Sky Trackers" series - Winner of Goldren Cairo for TV Programs

ATOM (Australian Teachers of Media) Awards, 1995

"Sky Trackers" series - Winner of Best Children's Television Award

Banff Television Festival, 1995

"Sky Trackers" - Finalist for "Rockie"

MediaNet Award, Germany, 1995

Finalist for Award for Best Children's Series

WR. Christine Madafferi, Deborah Cox, Jan Sardi, Jeff Peck, Esben Storm, Jutta Goetze, Mac Gudgeon, Nicola Woolmington, Peter Hepworth, Rick Maier, Robert Greenberg, Steve J. Spears, Susan Hore, Susan McGillicuddy

DIR. Julian McSwiney, Mario Andreacchio, Stephen Measday, Steve Jodrel

EPISODES: 26 **YEAR MADE:** 1995 **COUNTRY:** AUS **SEASONS:** 1

THE AUSTRALIAN FILM FINANCE CORPORATION PTY.

CREATOR: JEFF PECK, TONY MORPHETT

TYPE OF SHOW: SCIENCE

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 25/03/1995

AIR DATE OF LAST EPISODE 16/09/1995

SEASON DATE BREAKDOWN:**FILMS:**

Nikki Colbert PETRA JARED, Mike Masters ZBYAN TROFIMINK, Maggie Colbert EMILY-JANE ROMIG, Tony Masters STEVE JACOBS, Marie Colbert ANNA MARIA MONTICELLI, Christian MARCO CHIAPPI, Effie ROSALIND HAMMOND, Frank Giles PAUL SONKKILA.

1 - 1 *SKATING THE DISK*

Nikki becomes concerned when Maggie adopts a precarious perch to shoot photographs of Mike roller skating on the big dish.

1 - 2 *METEOR RIGHTS*

The children help track a meteor that lands in a nearby scrap-metal yard, and the race is on with some visiting students to locate and take possession of it.

1 - 3 *THE BEAST*

The characters try to solve the mystery of local animals being found dead or injured, and Mike tries to prove that the new horse that got spooked and threw him is not too dangerous to ride.

1 - 4 *TELL SOMEONE WHO CARES*

Mike begins to worry about his dad, who has failed to report in from his camping trip.

1 - 5 *THE BIG SKIP*

Maggie claims that she heard a child's distress call from the middle of nowhere over the CB radio, but no one believes her.

1 - 6 *GODDESS OF THE DAWN*

Mike makes plans for his first kiss with Nikki under the anticipated atmospheric phenomenon known as the Southern Lights.

1 - 7 *DEAD DUCKS*

Mike, Nikki and Maggie search a lake for a legendary bushranger's lost treasure.

1 - 8 *IS THERE LIFE ON EARTH?*

Mike becomes jealous when Nikki spends time with a visiting student who is searching radio signals from space for signs of extraterrestrial intelligence.

1 - 9 *LETTING GO*

Mike and his father must come to terms with his mother's death after some of her possessions wash up on the shore of the lake where her plane was lost several years earlier.

1 - 10 *TO TELL OR NOT TO TELL*

Nikki isn't sure what to do when another student steals her research on Jupiter's magnetic field and presents it as her own.

1 - 11 *KISS THE SKY*

When Nikki finds that she can't afford the expensive software she needs to illustrate her Mars study project, she tries to come up with ideas to raise the extra money.

1 - 12 *CAN'T BUY ME LOVE*

Marie has to decide what to do when an old boyfriend offers her a tempting research job in Sydney.

1 - 13 *ROCKET TO ME*

Mike learns that his partner in an inter-school rocket-building competition is being physically abused by his father.

1 - 14 *ALIENS*1 - 15 *TREES A CROWD*1 - 16 *ICE BALLS*1 - 17 *LONG DISTANCE CALL*1 - 18 *STAR TIME*1 - 19 *SECRETS*

- 1 - 20 *THE WISH STAR*
- 1 - 21 *ORIGINS*
- 1 - 22 *PENGUIN POINT*
- 1 - 23 *THE BLACK PRINCE*
- 1 - 24 *WOW*
- 1 - 25 *PRECIOUS DAYS*
- 1 - 26 *DO OR DIE*

SLEEPWALKERS



"Ever wonder what your dreams mean? This journey into the dream world combines the action and suspense of never knowing when reality ends and begins, and provides viewers a thrilling assault on all senses. A unique hour, directed by David Nutter (THE X FILES, MILLENNIUM), "Sleepwalkers" travels to the worlds that exist only in your wildest, sometimes deadliest, dreams.

The last hope for those plagued by their nocturnal world is a place called The Morpheus Institute. Founded by top neurophysiologist Nathan Bradford, the Institute allows members of its elite staff to enter other people's dream worlds - and help combat their demons. More often than not, the lines between reality and dream are dangerously blurred.

The head dream interpreter/psychologist, Kate Russel, tries to find the significant link between the conscious and the subconscious. Steve Turner, cofounder of the Institute, specialises in pushing the envelope, staying in the dream world longer and longer each time. The newest recruit is Ben Costigan - a former patient, and former fighter pilot, who's not afraid of risk. Which is fortunate because, in the dream world, if Steve, Ben or Kate get hurt, the injury translates into the real world. Offering technical support is Vincent Konefke - an emotional computer expert. Together, the team confronts the problems of strangers - in a place where nothing is as it seems, and anything imaginable is possible."

This show is described as a cross between THE X FILES and ER. Directed by David Nutter (The X-Files, Millennium) and starring NOWHERE MAN'S Bruce Greenwood, which follows the exploits of researchers who can tap into and take part in people's dreams and nightmares. The series was cancelled after only two episodes, but all of the episodes have been aired in the UK on The Sci-Fi Channel.

From the NBC press release: "Sleepwalkers travels to the worlds that exist only in your wildest, sometimes deadliest, dreams. The last hope for those plagued by their nocturnal world is place called The Morpheus Institute. Founded by top neurophysiologist Nathan Bradford the institute allows members of its elite staff to enter other people's dream worlds - and help combat their demons. More often than not, the lines between reality and dream are dangerously blurred."

Cancelled after only two episodes; one cannot help but wonder why NBC bothered to even put it on the air; clearly they had no interest in giving it a chance to find viewers. On the other hand, the first three episodes weren't terribly good, either. But buy that measure, BABYLON 5 never should have made it beyond its first movie, and it evolved into one of the best science fiction series ever aired.

The series co-producers for the series were Stephen Gaghan and Sara B. Charno, consulting producer was David Nutter, supervising producer was Tim Iacofano, the executive producers for the series were Stephen Kronisk and David S. Goyer, who were also the writers for the series.

WR. Stephen Kronish, David S. Goyer.

DIR.

EPISODES: 9 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 1

NBC STUDIES IN ASSOCIATION WITH COLUMBIA TRISTAR TELEVISION.

CREATOR: DAVID S. GOYNER, STEPHEN KRONISH.

TYPE OF SHOW: PARANORMAL/SCIENTIFIC **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 9

DATE OF PREMIER: 01/11/1997 **AIR DATE OF LAST EPISODE** 31/05/1998

SEASON DATE BREAKDOWN:

FILMS:

Dr. Nathan Bradford BRUCE GREENWOOD, Ben Costigan JEFFREY D SAMS, Kate Russell NAOMI WATTS, Gail Bradford KATHRIN NICHOLSON, Vincent Kenefke ABRAHAM BENRUBI.

RELATED SHOWS:*NOWHERE MAN*1 - 1 *"PILOT"*

A crack dream team of researchers enters the subconscious of their sleeping patients in this sci-fi flavored drama. In the opener, neurophysiologist Nathan Bradford tries to help a former Air Force pilot interpret a recurring nightmare in which a shadowy figure pursues him over a forbidding landscape. The Morpheus Institute's Kate Russell and Steve Turner enter the pilot's dreamscape in an attempt to thwart the mysterious apparition - and to determine the meaning of "Nevur," a cryptic message scrawled on a wall.

Wr David S. Goyer, Stephen Kronish**Dir** David Nutter1 - 2 *NIGHT TERRORS*

Still traumatized by his near-death experience, Steve attempts to try to control his dreams again. Meanwhile, Nathan helps a boy who is troubled by dreams of a "Smiling Man"

Wr Stephen Gaghan**Dir** Kristoffer Tabori1 - 3 *EYE OF THE BEHOLDER*

Kate and Ben investigate couple where the wife is having dreams of her husband killing her, and the husband is having dreams of being killed by his lover. But in the process, a member of the team is lost.

Wr Sara B. Charno**Dir** James Whitmore Jr.1 - 4 *COUNTING SHEEP*

Kate becomes trapped inside the mind of a dying serial killer who still has a few tricks up his sleeve.

Wr David S. Goyer**Dir** William Malone1 - 5 *PAST IMPERFECT*

After years of being out of her life, Gail's absentee father Joel Cahill re-surfaces to find a way to apologize to his daughter, despite the fact she is in a coma. But Joel's secretly withheld medical ailment may accidentally lead to the death of Nathan.

Wr Jonathan Robert Kaplan**Dir** Lee Bonner1 - 6 *FORLORN*

When the men of the small mining town of Forlorn begin slipping into unexplained comas, Nathan and his team are called in to investigate. They quickly discover that a succubus - an erotic demon - is responsible, but will they find it in time to stop one of their own from becoming the next victim?

Wr Todd Ellis Kessler**Dir** Jeffrey W. Woolnough1 - 7 *MATTER OF FAX*

A troubled patient brings a dream of murder to the team, convinced that he has killed a woman he doesn't know. Kate believes in his innocence while Nathan and the police are concerned. Joining his dreams where the murder occurs the team start to learn about the others players in the dream and are drawn into chasing the other people that appear in the dream.

Wr David S. Goyer**Dir** James Whitmore Jr.1 - 8 *CASSANDRA*

Ben Costigan is having nightmares about his son being killed. While out for a walk, a woman on the grounds of a mental hospital comments that his son is going to die. Going into her dreams turns out to be difficult because she is schizophrenic, but she predicts the murder of an insurance salesman so Ben starts taking her seriously. She shows the Sleepwalkers that the death of Ben's son is going to happen at a hospital, but can they find the right hospital in time?

Wr Stephen Gaghan, Sara B. Charno

Dir Cliff Bole

1 - 9 *SUB-CONSCIOUS*

A Stephen King like horror writer is having nightmares about being strangled by the monster out of his newest novel. The Sleepwalkers voyage into his dreams and find a copy of his newest manuscript with another man's name on it. Tracing it back, they try to find the man, but he committed suicide with an unfinished novel.. the very novel the horror writer is struggling with.

Wr Stephen Gaghan, Stephen Kronish

Dir Michael Katleman

SLIDERS



'What if you could travel to parallel worlds. The same year, the same Earth, only different dimensions. A world where the Russians rule America, or where your dreams of being a superstar come true. Or where San Francisco was a maximum security prison. My friends and I found the gateway. Now the problem is finding a way back home.'

(Quinn Mallory. Sliders' opening narration)

A young scientist Quinn Mallory, discovers a way in which to enter other dimensions which are alternative versions of Earth. Together with his girlfriend Wade Wells, a singer Rembrandt 'Crying Man' Brown and a professor, Maximillian Arturo, they get lost in the other dimensions with no way of getting home.

Slip-sliding through these parallel dimensions are Quinn Mallory (former child actor Jerry O'Connell), a young physics genius who creates the wormhole in the basement of his San Francisco home; the arrogant Professor Maximillian Arturo (played by Welsh actor John Rhys--Davies) who is forced to acknowledge his student's brilliance; Mallory's computer technician friend and, initially at least, unrequited love Wade Wells (Sabrina Lloyd); and Rembrandt 'Crying Man' Brown (Cleavant Derricks), a washed-up Sixties soul singer from the Spinning Tops group, accidentally swept along for the ride when his car is engulfed by the portal while he's driving by Quinn's house.

A tragic accident happened during the filming of a 3rd season episode when one of the stunt men died on the set. Actor John Rhys-Davies left the show in the middle of the third season to be replaced by a new slider. Sabrina Lloyd who played Wade Wells also decided to leave the show at the end of its third season. In the fourth season Jerry O'Connell's real life brother Charlie joins the sliders as Colin Mallory.

This weekly show, recently renewed for a third season (due to a deluge of letters from fans to Fox), features the physics grad student Quinn who invented the device, his mentor Professor Arturo, his friend and semi-romantic interest Wade Wells, and ex-Rhythm & Blues star Rembrandt "Crying Man" Brown. In each episode, they "slide" to a different alternative history Earth where, for example, America became Communist, or Dinosaurs are still alive, or women hold all political power.

They struggle for survival, do good deeds, and try to find their way back home (as every wandering hero since Odysseus has done). There are some parallels to the TV series "Quantum Leap", and many variations on an idea well-known in science fiction literature: ALTERNATE WORLDS or "Allohistory."

All you'll ever need to know!

The Pilot

The series' premiere perfectly established Tracy Torme's vision for the show. Many fans consider that the series went downhill thereafter.

This Slide of Paradise

Finishing Season Three with a great cliff-hanger which sees Wade and Rembrandt return home to Earth, but without Quinn or Maggie.

Post Traumatic Slide Syndrome

The Sliders believe they are home and Arturo becomes famous for inventing Sliding. This episode explores the way the Sliders view each other and how they would adjust to society if they actually did get home:

Invasion

Aliens discover Sliding technology and use it to invade. This episode adds a new dimension to the series which was unfortunately forgotten about until Season Four.

Exodus, Part II

This instalment explored the wider impact of Sliding on society and also features the Professor's emotional exit from the series.

Bubbling Under: Other episodes that are well-worth looking out for include: Gillian of the Spirits, The Guardian, Fever and Love Gods, Electric Twister Acid Test.

An unfortunate trend during Season Three for cheap movie rip-offs such as the atrocious Dinosllde and vampires episode Stoker. Other riotably poor episodes include , Rules of the Game a video gams world and Seasons Greedings (a slushy Christmas episode).

A teenage physics whizz accidentally creates a gateway which transports him and three others to a series of parallel Earths. The four heroes slide around the worlds, getting caught up in events on each week's Earth, in the hope that the next slide will take them home. Series Created by Tracy Torme, Sliders explored both the possible (eg America ruled by Russia in the pilot) and what is impossible on our world (eg Dragon Slide in which magic has replaced science). The intended appeal of Sliders was that because it could be set anywhere, the series could constantly be kept fresh and original.

Sliders first aired in the US 22nd March 1995 and the series began the UK on Sky 1 the following September The Good Guys: Genius Quinn Mallory (Jerry O' Connell), his friend Wade Wells (Sabrina Lloyd), singer Rembrandt 'Cry Man' Brown (Cleavant Derricks) and Professor Maximillian Arturo (John Rhys Davies). Arturo was killed in the Season Three and replaced by Maggie Beck (Kari Wuhrer). Wade has conveniently disappeared by the Season Four opener and Quinn's brother Colin (played by Charlie O' Connell) joins in her place several episodes later in Oh Brother, Where Art Thou.

Bad Guys: Season Two introduced evil Sliding aliens the Kromaggs. Season Three featured the bloodthirsty Colo Rickman, who possessed a timer device capable of getting the Sliders home. Rickman was originally played by musician Roger Daltrey. X-Files' William B Davis (Cigarette Smoking Man) appeared as a professor in Eggheads and Nicolas Lea (Krychek turned up as Wade's lover Ryan in Luck of the Draw. Babylon 5's Ed Wase (Morden) played a guard in Dead Man Sliding and Freddy Krueger Robert Englund appeared as a cybernetic scientist in State of the ART.

The vortex opens up just as the Sliders are about to be shot; one of them falls in love an tempted to stay on this week's Earth, an extra character jumps into the vortex with them, never to be seen again.

Conveniently saving on laundry bills, the Sliders often find that when emerging from the vortex their tire differs from when they entered. The end of Gillian o f the Spirits, the Sliders arrive on a world where there are no clothes at all.

'What if . . .' is the provocative premise of this US action adventure series that follows four characters who slide through a man-made wormhole into parallel dimensions of Earth, experiencing alternate versions of our world, or at least the bit of it we call San Francisco!

Sliders was created by award-winning Star Trek: The Next Generation writer Tracy Torme, after he read a biography of George Washington and realised that if one British soldier had aimed a little better there wouldn't have been a United States. Torme peppered the series with intriguing scenarios such as a world where Einstein withheld the secret of nuclear energy and now there are no weapons capable of destroying an asteroid hurtling towards the planet; a world where antibiotics are unknown and an incurable epidemic is raging; a world where America lost the Cold War, or where women hold the upper hand (no change there, then). Even a world where Elvis is still alive.

Sliders is a fun, watchable show that certainly works in a few thought-provoking ideas about what might happen if you introduce ideas from one reality into another - e.g. a nuclear bomb, penicillin or even the American constitution - or even meet your other selves. But too many storylines fail to live up to their teasing premise, as the plot too often falls back on the same formula - the Sliders arrive in a parallel world, get in trouble, get chased and escape in the nick of time. There's an echo, too, of Quantum Leap as, like Sam Beckett, the quartet can't return to their own reality at will and each time they leap into the vortex it's with the hope that the next slide will be 'the slide home'. They actually make it back once, but an 'oiled' squeaky gate at Quinn's house fools them into believing it's not their reality.

One consequence of exploring different versions of the same place (aside from helping the series' budget!) is that the Sliders keep on bumping into some of the same people, which makes it enjoyable to watch out for recurring characters such as motel and Dominion hotel manager Gomez Calhoun, taxi driver Pavel Kurlienko and student Conrad Bennish. Sliders premiered in the US in March 1995 but though it never set the ratings alight, it did well enough to be renewed - even to a full third season of 22 episodes, for 1996-97. Sky One aired first and second season episodes in one complete run from January 1996, and it came to BBC2 from September 1996.

For the fourth season the show was about to get cancelled when the US Sci-Fi Channel stepped in with the money for a fourth season. Know an shorted Fifth season was also produced but with half of the cast leaving and only one original cast member the series was greatly changed from what Tracy Torme had originally envisaged for the series.

Executive producers for the series were Robert K. Weiss, Jacob Epstein, Tracy Torme, Alan Barnette, Leslie Belzberg and John Landis. Producers for the series were Steve Ecclesine, Jon Povill, Tony Blake and Paul Jackson. The music was created by Dennis McCarthy, Stephen Grazioano and Mark Mothersbaugh. Sliders first run in the UK was on the 20th January 1996 on Sky One. The special visual effects were created by Stargate Films, Inc. Script editor for season five was Keith Damron.

Academy of Science Fiction, Fantasy and Horror Films.

Best Genre Network TV Series - Nominated - Sliders (1997)

Emmy Awards

Outstanding Individual Achievement in Sound Editing for a Series - Nominated - "Sliders" (1995) - Kyle Wright (supervising sound editor), Norval D. Crutcher III (sound editor), Steve Burger (sound editor), Lydian Tone (sound editor), Gollom, Mike (sound editor), Laura Macias (foley artist), Sharon Michaels (foley artist) - For episode "Invasion". (1996)

WR. Tracy Torme, Ann Powell, Rose Schacht, Dan Lane, Lee Goldberg, William Rabkin, Tony Blake, Paul Jackson, Scott Miller, Jon Povill, Steve Brown, Scott Smith Miller, Josef Anderson, Melinda Snodgrass, Matt Dearborn, Nan Hagen and David Peckinpah.

DIR. Andy Tennant, Mario Azzopardi, Michael Keusch, Felix Alcala, Timothy Bond, Vern Gillum, Les Landau, Richard Compton, John McPherson, Paris Barclay, Oscar L. Costo, Adam Nimoy, Allan Eastman, Jeferey Levy, Jerry O'Connell and Jim Johnston.

EPISODES: 89 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 5

A ST. CLAIR ENTERTAINMENT PRODUCTION FOR FOX TELEVISION.

CREATOR: ROBERT K. WEISS & TRACY TORME

TYPE OF SHOW: DIMENSIONS **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 10, (2) 13, (3) 25, (4) 22, (5) 18

DATE OF PREMIER: 22/03/1995 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Quinn Mallory JERRY O'CONNELL (1-4) Professor Maximillian Arturo JOHN RHYS-DAVIES (1-3), Wade Wells SABRINA LLOYD (1-3), Rembrandt 'Crying Man' Brown CLEAVANT DERRICKS, Maggie Beckett KARI WUHRER(3-5), Collin Mallory CHARLIE O'CONNELL (4), Diane Davis TEMBI LOCKE (5), Mallory ROBERT FLOYD (5)

Books Based on this series.

Sliders - Classic Episodes

Sliders - The Novel

Brad Linaweaver

1996

RELATED SHOWS:

QUANTUM LEAP

1 - 1 *SLIDERS (1-2)*

Physics genius Quinn Mallory has been tooling around in his basement for months, trying to create an anti-gravity device. However, he has stumbled on to something much greater - something that appears to be a gateway! Curious as to what's on the other side, he invites his old friend Wade Wells and his physics teacher, Professor Maximillian Arturo, to venture into the gateway with him. While creating the gateway, however, Quinn uses too much power, and the vortex snags a fourth passenger: Rembrandt Brown, a former pop star who just happened to be in the neighborhood. The vortex drops them in a world where a new Ice Age has begun, a world where they must somehow survive until Quinn's timer reaches zero!

Wr Tracy Tormé

Dir Andy Tennant

1 - 2 *FEVER*

The Sliders arrive on a world where disease is running rampant, and it appears that Quinn's counterpart is the source of the nastiest of these epidemics, a plague called the "Q." Quinn is quickly tracked down and captured by the health agency, but the Sliders' problems escalate when Wade develops signs of being

infected. Now Arturo is in a race against time to develop a cure.

Wr Rose Schacht, Ann Powell

Dir Mario Azzopardi

1 - 3 *LAST DAYS*

The Sliders are confronted by their mortality when they arrive on a world that will be destroyed by an asteroid several hours before they are due to Slide. The group parts company, but rather than giving up hope, Arturo decides to work on a radical solution with . . . Bennish?!?

Wr Dan Lane

Dir Michael Keusch

1 - 4 *PRINCE OF WAILS*

The Sliders arrive on a world where the British have taken over America. Arturo's counterpart is a powerful figurehead in this government, but the Sliders quickly discover that he is also behind a plan to take the BSA's throne.

Wr William Rabkin, Lee Goldberg

Dir Felix Enriquez Alcala

1 - 5 *SUMMER OF LOVE*

When the Sliders are forced to depart from a world early, the timer is damaged and the group becomes separated. They arrive on a world where the "Free Love" movement of the 60's is still alive, and the Hippies are protesting the American troops in Australia. While Wade and Rembrandt fall into the company of a commune who mistake them for extraterrestrial prophets, Quinn and Arturo try to repair the broken timer.

Wr Tracy Tormé

Dir Mario Azzopardi

1 - 6 *EGGHEADS*

The Sliders arrive on a world where brains are admired over brawn, and Quinn and Arturo are treated as celebrities! Quinn discovers that his counterpart is a popular college athlete and must take part in a championship game, while Arturo's counterpart is married to Arturo's late wife. Arturo's joy at learning this is marred when he discovers that his counterpart is about to undergo divorce proceedings.

Wr Scott Smith Miller

Dir Timothy Bond

1 - 7 *THE WEAKER SEX*

When the Sliders arrive on a world where women are the dominating class, Arturo becomes a mayoral candidate in San Francisco in order to initiate a "men's rights" movement.

Wr Nicole Yorkin, Dawn Presrwich

Dir Vern Gillum

1 - 8 *THE KING IS BACK*

The Sliders arrive on Rembrandt's idea of paradise: a world where his double has achieved all the fame he's ever wanted. They discover that his double has been dead for eight years, but Rembrandt gets swept up in a major comeback concert. Unfortunately for him, an old enemy plots to get rid of him once and for all.

Wr Tracy Tormé

Dir Vern Gillum

1 - 9 *THE LUCK OF THE DRAW*

The Sliders arrive on a world where there's no pollution, crime, poverty, or overpopulation, and get a rare chance to kick back and relax. Their luck seems to be running solid, because Wade wins the lottery shortly after their arrival. However, Quinn soon discovers the sinister purpose behind this lottery. . .

Wr Jon Povill

Dir Les Landau

2 - 1 *INTO THE MYSTIC*

The Sliders arrive on a strange world ruled by superstition and mysticism. When Quinn gets into debt with a local witch doctor, his only hope of escape seems to lie with a mysterious Sorcerer.

Wr Tracy Tormé

Dir Richard Compton

2 - 2 *LOVE GODS*

The Sliders arrive on a world where biological warfare has wiped out most of the male population. Quinn, Rembrandt, and Arturo are mistaken for escaped breeders.

Wr Paul Jackson, Tony Blake

Dir John McPherson

2 - 3 *GILLIAN OF THE SPIRITS*

When a lightning bolt strikes the vortex during a Slide, the timer becomes damaged and Quinn is trapped on the Astral Plane. Meanwhile, the rest of the Sliders arrive on a world where technology is feared.

Wr Paul Jackson, Tony Blake

Dir Paris Barclay

2 - 4 *THE GOOD, THE BAD AND THE WEALTHY*

The Sliders arrive on a world where Texas has acquired all the land west of the Mississippi and the lawyers abide by the gunslinger's code of the Old West. Quinn gets mixed up in a gun fight, and earns a reputation for the fastest draw in San Francisco.

Wr Scott Smith Miller

Dir Oscar L. Costo

2 - 5 *EL SIDE*

Quinn rescues a woman from her criminal boyfriend, who follows the Sliders through their vortex and onto a world where San Francisco has been turned into a maximum security prison.

Wr Jon Povill

Dir Paris Barclay

2 - 6 *TIME AGAIN AND WORLD*

Wade becomes an eyewitness to a murder just before the group Slides. The next world they arrive on is surprisingly similar to the one they just left, and when Wade tries to stop the murder from taking place again, the Sliders wind up entangled with government officials in a United States that is under martial law.

Wr Jacob Epstein

Dir Vern Gillum

2 - 7 *IN DINO VERITAS*

The Sliders arrive on a world where San Francisco has been turned into a wildlife preserve for dinosaurs. While trying to escape from a vicious Allosaurus, Arturo is injured and loses the timer.

Wr Steve Brown

Dir Oscar L. Costo

2 - 8 *POST TRAUMATIC SLIDE SYNDROME*

The Sliders arrive . . . home. Or at least it seems remarkably similar! While Rembrandt, Wade, and Arturo begin new lives using Sliding as major publicity, Quinn tries to determine if they've truly returned home.

Wr Nan Hagan

Dir Adam Nimoy

2 - 9 *OBSESSION*

Wade experiences a haunting dream of a lost love in a past life. When the Sliders arrive on a world where ten percent of the population possess psychic abilities, the man from her dream is awaiting their arrival.

Wr Jon Povill

Dir Colin Bucksey

2 - 10 *GREATFELLAS*

The Sliders arrive on a world where Prohibition was never repealed and organized crime has taken over the streets.

Wr Scott Smith Miller

Dir Allan Eastman

2 - 11 *THE YOUNG AND THE RELENTLESS*

The Sliders arrive on a world where the young are in charge and Wade and Quinn's doubles were married corporate executives. Quinn winds up posing as his dead double and finds questions in his death. Meanwhile, Arturo and Rembrandt find themselves in trouble with the law and face jail time.

Wr Von Whisenant, T. Edward Anthony

Dir Richard Compton

2 - 12 *INVASION*

The Sliders land in the middle of a strange invasion and Quinn uses the timer to bring down one of the ships. Before barely escaping, the Sliders learn these new villains are also Sliders, and can move through the gateways at will.

Wr Tracy Tormé

Dir Richard Compton

2 - 13 *AS TIMES GO BY*

The Sliders find themselves running into the same people on each new world, one of them being Quinn's former love, Daelin. After encounters on worlds where the Spanish rule America and Daelin is an abused wife, the Sliders arrive on a world where time moves backwards and they are accused of Daelin's murder. Quinn wants to save her, but it could have disastrous results.

Wr Steve Brown

Dir Richard Compton

3 - 1 *RULES OF THE GAMES*

The Sliders crash land in the middle of a deadly game of survival. Their hopes of making it to the finish line alive get a little worse when Arturo is blinded by a stray laser bolt.

Wr Josef Anderson

Dir Oscar L. Costo

3 - 2 *DOUBLE CROSS*

The Sliders arrive on a world that has dwindling natural resources. While there, Rembrandt gets sidetracked by his number one fan. Meanwhile, Quinn and the others meet a group of scientists trying to perfect a Sliding device of their own. While they may have the technology to get the Sliders home, all is not what it seems . . .

Wr Paul Jackson, Tony Blake

Dir Richard Compton

3 - 3 *ELECTRIC TWISTER ACID TEST*

The Sliders arrive on a world where electrically charged tornadoes have devastated the population. They soon discover a valley protected by lodestone, but the inhabitants of this valley are less than friendly to outsiders.

Wr Scott Smith Miller

Dir Oscar L. Costo

3 - 4 *THE GUARDIAN*

On a world where time moves at a slower rate, Quinn encounters his young double and tries to change a traumatic event in his life. Meanwhile, Arturo decides that it's time to grab life by the horns and takes the others on increasingly wild excursions.

Wr Tracy Tormé

Dir Adam Nimoy

3 - 5 *THE DREAM MASTERS*

The Sliders encounter trouble on a world where social outcasts have harnessed the power of dreams. When Wade becomes the focus of this group, the Sliders must rally together to protect her from her worst fears.

Wr Melinda Snodgrass

Dir Jefery Levy

3 - 6 *DESERT STORM*

On a desert world, the Sliders get involved in a struggle for control over Devin, a young woman who can locate underground stores of water.

Wr Matt Dearborn

Dir Jim Johnston

3 - 7 *DRAGONSLIDE*

The Sliders arrive on a world where the ruling class is made up of magic-wielding druids. Quinn gets mistaken for a powerful wizard while Wade dabbles in a little magic of her own, creating a spell for Rembrandt that makes him fall in love with her.

Wr Paul Jackson, Tony Blake

Dir David Livingston

3 - 8 *THE FIRE WITHIN*

The Sliders narrowly escape a world engulfed by flames, only to arrive on a world where the world's oil deposits are centered in Los Angeles. They soon realize that they've carried along a interdimensional hitchhiker - an intelligent ball of flame that's intent on burning the refineries to the ground.

Wr Josef Anderson

Dir Jefery Levy

3 - 9 *THE PRINCE OF SLIDES*

The Sliders arrive on a world where America is still under the control of a monarchy, and Rembrandt's double is about to become the father of royalty. Unfortunately, Rembrandt's double is missing, and when Rembrandt is mistaken for him, the Sliders learn that on this world, it is the men who give birth to their children.

Wr Eleah Horwitz

Dir Richard Compton

3 - 10 *DEAD MAN SLIDING*

The Sliders arrive on a world where the legal system has been reformed as live game shows, with the viewing public able to decide who is guilty and innocent. Quinn is mistaken for his criminal double and brought to trial on The Judgement Game.

Wr Nan Hagan

Dir Richard Compton

3 - 11 *STATE OF THE ART*

The Sliders land on a world where robots have replaced the human race. When Quinn and Rembrandt are captured by the robot's creator and taken to their factory, Arturo and Wade must find a way to get through security and rescue them.

Wr Nan Hagan

Dir John T. Kretchmer

3 - 12 *SEASONS'S GREEDINGS*

The Sliders arrive on a world consumed by consumerism, and where most of the population have moved into giant malls in the sky. They are forced to dive into this twisted world when a mother abandons her child in Arturo's arms to return to a life of slavery at the mall. Meanwhile, Wade encounters her father and sister and must deal with painful memories when she realizes she doesn't exist on this world.

Wr Eleah Horwitz

Dir Richard Compton

3 - 13 *MURDER MOST FOUL*

The Sliders arrive on a world where profit is encouraged and the population is overworked and uptight. While here, Arturo is declared a "fracture" - having a mental breakdown. He is brought into an elaborate theme park and brainwashed into believing he is a famous detective on the trail of Jack the Ripper.

Wr David E. Peckinpah

Dir Jeff Woolnough

3 - 14 *SLIDE LIKE AN EGYPTIAN*

The Sliders arrive on a world ruled by Egyptian culture. When Wade and Quinn interfere with a sacred scarab, they are taken prisoner. Quinn is used in a life-after-death experiment, and Wade is sent to a pyramid along with the scarab!

Wr Scott Smith Miller

Dir Adam Nimoy

3 - 15 *PARADISE LOST*

The Sliders arrive in a small community that is distrustful of outsiders. When they hook up with a geologist looking for her missing assistant, they stumble upon the town's sinister secret.

Dir Jim Johnston

3 - 16 *THE EXODUS (1-2)*

The Sliders arrive on a doomed world. When a pulsar collapses, it sends destructive radiation towards Earth. Now the Sliders have to work with the U.S. military in a race against time to escape this world. Meanwhile, a savage killer lurks in the base, and if the Sliders aren't careful, he may follow them to the next world!

Wr Paul Jackson, Tony Blake, Josef Anderson

Dir Jim Charleston, Jefery Levy

3 - 17 *SOLE SURVIVORS*

The Sliders arrive on a world where civilization has fallen to a bacteria that creates flesh-eating zombies. Shortly after arriving, Quinn is bitten, and starts turning into a zombie as well!

Wr Steven Kriozere

Dir David E. Peckinpah

3 - 18 *THE BREEDER*

The Sliders narrowly escape from a world filled with parasitic creatures, but not before Maggie becomes infected. On the next world, the parasite searches for a host in order to reproduce.

Wr Eleah Horwitz

Dir Paris Barclay

3 - 19 *THE LAST OF EDEN*

Wade and Rembrandt recall a particularly harrowing adventure on a world at the mercy of catastrophic earthquakes. When Wade falls beneath the earth, Quinn embarks on a risky rescue mission while Rembrandt and Arturo fall into the company of the less-than-friendly natives.

Wr Josef Anderson

Dir Allan Eastman

3 - 20 *THE OTHER SLIDE OF DARKNESS*

The Sliders finally track Rickman down in a town bordered by a sulfurous fog. When Quinn and Maggie are capture, Quinn is forced to confront a familiar face.

Wr Nan Hagan, Scott Smith Miller

Dir Jeff Woolnough

3 - 21 *SLITHER*

Quinn and Rembrandt head down to Mexico to blow off a little steam. Getting back into the United States turns out to be a bit of a problem when they get mixed up in an illegal snake trade and find themselves stuck in the middle of a jungle, surrounded by deadly snakes and the tobacco cartel. Meanwhile, Wade and Maggie run into problems of their own while they search for the other Sliders.

Wr Paul Jackson, Tony Blake

Dir Jim Johnston

3 - 22 *DINOSLIDE*

The Sliders arrive back at the New World they helped Rickman colonise, shortly after the Colonel arrives himself. While the Sliders try to figure out how to stop Rickman, they discover this parallel world's unusual inhabitants: dinosaurs, including a particularly aggressive Tyrannosaurus Rex.

Wr David E. Peckinpah

Dir Richard Compton

3 - 23 *STOKER*

Wade becomes infatuated with Stoker, a rock band who's members are secretly vampires. Meanwhile, the other Sliders try to find clues to Rickman's whereabouts before he escapes them again.

Wr Josef Anderson

Dir Jerry O'Connell

3 - 24 *THIS SLIDE OF PARADISE*

The Sliders track Rickman to a world where a mad scientist has been experimenting with genetic testing and has created a race of human hybrids.

Wr Nan Hagan

Dir Jim Johnston

4 - 1 *GENESIS*

After three months and ten worlds of searching for Wade and Rembrandt, Quinn and Maggie finally reach Earth Prime, only to find it under Kromagg control. Quinn and Maggie manage to rescue Rembrandt from a Kromagg prison, but Quinn is captured and learns the shocking truth about his family.

Wr David E. Peckinpah

Dir Reza Badiyi

4 - 2 *PROPHETS AND LOSS*

Quinn, Rembrandt and Maggie land on a world where the United States is run by the Oracle, a blend of

fundamental beliefs and right-wing conservatism. Followers trade their wealth and possessions in return for passage to a nirvana world, but the Sliders discover the Oracle's portal is a deadly sham.

Wr Bill Dial

Dir Mark Sobel

4 - 3 *COMMON GROUND*

The Sliders slide into a Kromagg weapons-testing area and Maggie saves the life of the Kromagg commander, Kromanus. While Maggie tries to get the timer back from him, Quinn and Rembrandt discover a Kromagg weapon designed to eradicate humans.

Wr Chris Black

Dir Reza Badiyi

4 - 4 *VIRTUAL SLIDE*

The Sliders arrive on a world where virtual reality is a normal part of life. After Maggie is injured in an explosion, she awakens in a hospital to find they have missed the Slide. The only way to go is to build a new timer, but is everything what it seems?

Wr Keith Damron

Dir Mark Sobel

4 - 5 *WORLD KILLER*

After landing in a San Francisco completely devoid of people, the Sliders go to Quinn's house and discover Quinn's double accidentally Slid everyone to a parallel world a few years ago. Both Quinns, Maggie and Rembrandt travel to the world where everyone was sent and rush to set things right.

Wr Marc Scott Zicree

Dir Reza Badiyi

4 - 6 *OH BROTHER, WHERE ART THOU?*

The Sliders track down Quinn's long lost brother, Colin, to a Amish-type Earth. Quinn convinces Colin they are brothers and to Slide to find their true home. But on the next world, a double of Colin's former love takes advantage of him and involves him in a scam to steal cryogenically frozen bodies.

Wr Marc Scott Zicree, Bill Dial

Dir David E. Peckinpah

4 - 7 *JUST SAY YES*

On a world where drug use is mandatory, Maggie and Colin are dosed with mind-altering chemicals. Rembrandt and Quinn have to find a way to save them and outrun the Drug Empowerment Administration.

Wr Richard Manning

Dir Jefferson Kibbee

4 - 8 *THE ALTERNATIVE HORROR*

Acid rain forces the Sliders to stay in the Chandler Hotel. Colin claims to have seen a ghost and the timer is mysteriously stolen.

Wr Chris Black

Dir David Grossman

4 - 9 *SLIDECAGE*

When Quinn and Colin finally access the coordinates to their home, the Sliders expect it to be their last Slide. Instead, they arrive inside a security compound on a barren world, where humans and Kromaggs are fighting for survival.

Wr Marc Scott Zicree

Dir Jerry O'Connell

4 - 10 *ASYLUM*

On a world raided by Kromaggs for natural resources, Rembrandt falls in love with a doctor who can save a critically injured Quinn. Problem is, Maggie learns this doctor collaborated with the Kromaggs and is on the run from the British secret service.

Wr Bill Dial

Dir Michael Miller

4 - 11 *CALIFORNIA REICH*

The Sliders land on a world where California has been taken over by racists. Rembrandt is captured and placed in a prison camp used to turn non-whites into faceless slaves.

Wr Scott Smith Miller

Dir Robert M. Williams Jr.

4 - 12 *THE DYING FIELDS*

The Sliders arrive on a Kromagg training camp, where half-human Kromaggs hunt humans. Quinn tries to convince one of them to help free a captured Colin.

Wr William Bigelow

Dir David E. Peckinpah

4 - 13 *LIPSCHITZ, LIVE!*

The vortex splits the Sliders up and they only have two hours before the slide. Quinn tries to contact the others by appearing on the world's most popular show: Lipschitz Live. Meanwhile, Colin is mistaken for his double and betrothed to a woman as part of a business deal.

Wr Keith Damron

Dir Jerry O'Connell

4 - 14 *MOTHER AND CHILD*

The Sliders discover a woman escaping from a Kromagg breeder camp and take her to her Earth, where an anti-Kromagg virus proves deadly for her half-Kromagg son.

Wr Richard Manning

Dir Helaine Head

4 - 15 *NET WORTH*

A sliding mishap separates the Sliders into two groups on a world divided by the computer-savvy and ruthless scavengers. To reunite, they'll have to battle the scavengers and unite a young couple who fell in love on the internet.

Dir Paul Lynch

4 - 16 *SLIDE BY WIRE*

The Sliders accidentally slide out with Maggie's double, leaving Maggie stranded on an American military base where deadly experiments are performed on pilots. Meanwhile, the Sliders arrive on a world that outlaws technology.

Wr Chris Black

Dir Robert A. Hudecek

4 - 17 *DATA WORLD*

When the Sliders step into the Chandler Hotel, they are surprised to learn they have been turned into computer data. There they meet the owner of the hotel, Archibald Chandler, who will not allow them to leave.

Wr Joel Metzger

Dir Jerry O'Connell

4 - 18 *WAY OUT WEST*

Colin is wounded on a Wild West Earth and separated from the others. While he is nursed back to health by a widow and her daughter, the others search for him and find an old foe.

Wr Chris Black

Dir David E. Peckinpah

4 - 19 *MY BROTHER'S KEEPER*

The Sliders arrive on a world where clones are harvested for spare body parts. Quinn's double is blinded in a lab accident and when Quinn tries to help, he is mistaken for a clone. Meanwhile, the others inadvertently rescue the clone, which Colin tries to teach the importance of family and sacrifice.

Wr Doug Molitor

Dir Reza Badiyi

4 - 20 *THE CHASM*

The Sliders arrive in what is literally the happiest place on Earth. But in this small community, a little girl witnessed her grandfather leap into a mysterious chasm and begins to feel an overwhelming sorrow.

Worse yet, it soon spreads to Rembrandt and Maggie.

Wr William Bigelow

Dir Robert A. Hudecek

4 - 21 *ROADS TAKEN*

A rough slide separates Quinn and Maggie from Rembrandt and Colin for a brief time. Soon after they reunite, Quinn and Maggie become seriously ill and appear to be dying of old age. Unable to help themselves, Rembrandt and Colin will have to rely on someone claiming to be Quinn and Maggie's son.

Wr Bill Dial

Dir Jerry O'Connell

4 - 22 *REVELATIONS*

With nearly a month until their next slide, the Sliders find themselves extremely bored on a dull world. While the others get jobs, Rembrandt dives into a sci-fi book that bears more than a resemblance to their lives. When the Sliders track down the author, they learn he came from Quinn and Colin's home world.

Wr Bill Dial

Dir Robert M. Williams Jr.

5 - 1 *THE UNSTRUCK MAN*

After experiencing a rough slide, Rembrandt and Maggie see Colin is nowhere to be found. More disturbing, they meet a stranger claiming he is Quinn Mallory. Rembrandt and Maggie learn too late that this is all apart of an evil genius' desperate plan to save his life.

Wr Chris Black, Bill Dial

Dir Guy Magar

5 - 2 *APPLIED PHYSICS*

Diana finds a powerful fusion generator.

Wr Chris Black

Dir David R. Eagle

5 - 3 *STRANGERS AND COMRADES*

A hidden bounty in a bunker may hold the key to freedom in the war between Kromaggs and Earth.

Wr Keith Damron

Dir Richard Compton

5 - 4 *THE GREAT WORK*

The Sliders help a monastery safeguard records which chronicle their civilisation.

Wr Robert Masello

Dir Reza Badiyi

5 - 5 *NEW GODS FOR OLD*

When Mallory is paralysed, his only hope is spiritual healers.

Wr David Gerrold

Dir Richard Compton

5 - 6 *PLEASE PRESS ONE*

Maggie is kidnapped by a corporate conglomerate.

Wr Bill Bigelow

Dir Paul Lynch

5 - 7 *A CURRENT AFFAIR*

Maggie is accused of having a steamy affair with the president.

Dir David R. Eagle

5 - 8 *JAVA JIVE*

The Sliders must confront Rembrandt's evil double.

Wr Jennifer McGinnis, Janet Saunders

Dir Jeff Woolnough

5 - 9 *THE RETURN OF MAGGIE BECKETT*

Maggie is mistaken for her hugely successful double.

Wr Chris Black

Dir Peter Ellis

5 - 10 *EASY SLIDER*

The Sliders face the prospect of losing Mallory to the sexy leader of an outlaw biker gang.

Wr Tim Burns

Dir David E. Peckinpah

5 - 11 *REQUIEM*

Rembrandt finally locates the lost Slider.

Wr Michael Reaves

Dir Paul Lynch

5 - 12 *MAP OF THE MIND*

The Sliders arrive at a mental institution in the middle of an unusual riot. Rembrandt and Maggie escape capture, but Diana and Mallory get left behind. While Mallory has managed to pose as a doctor, Diana is mistaken for a patient and undergoes the process of her brain being remapped.

Wr Robert Masello

Dir Paul Raimondi

5 - 13 *A THOUSAND DEATHS*

The Sliders land on a world where Entertainment is all that counts, but they soon discover that it isn't all just a game.

Wr Keith Damron

Dir David E. Peckinpah

5 - 14 *HEAVY METAL*

This episode begins with an original idea -- the sliders land underwater (bravo, enough with the Chandler Hotel already!). The spatial differential fail-safe which keeps them on land has been compromised as the slide timer needs to be recharged. They are rescued by a merchant ship, but need to get to the mainland to be in the proper zone for the next slide. Since this ship will arrive too late, they request an airlift only to learn in this world aircraft technology is in its infancy due to a lack of aluminum.

Wr Chris Black

Dir Guy Magar

5 - 15 *TO CATCH A SLIDER*

The timer continues to malfunction, giving the Sliders rougher slides than usual. To fix it, the Sliders need to get ahold of a gem, even if it means stealing.

Wr Bill Dial

Dir Peter Ellis

5 - 16 *DUST*

The Sliders are lost in the desert, but happen upon an archaeological dig. They soon find, however, that the dig is unearthing a buried Los Angeles and that the locals consider Rembrandt a deity.

Wr Tim Burns, Bill Dial

Dir Teynaldo Villalobos

5 - 17 *EYE OF THE STORM*

The Sliders slide into a world which has a strange energy barrier around it, with no way out and Dr. Gieger is in the hotel.

Wr Chris Black

Dir David E. Peckinpah

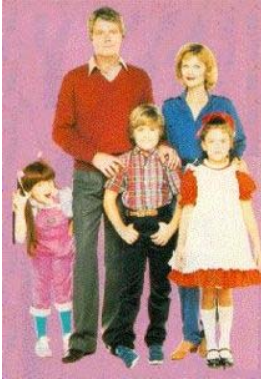
5 - 18 *THE SEER*

The Sliders discover they are the subjects of a fanatical religion known as Slideology, founded by a man with psychic powers.

Wr Keith Damron

Dir Paul Cajero

SMALL WONDER



Small Wonder was about a family where one of the children was not a child but a sophisticated robot. The Lawson's were that family and Vicki the robot. Ted Lawson was the family patriarch, who at his job as a computer engineer, managed to create a sophisticated robot that was indistinguishable from a ten-year-old girl. All the more remarkable was they he was able to do this without his boss and neighbour Brandon Brindle knowing about it.

Ted brought Vicki home where he attempted to pass her off as a human girl. Most of the time Vicki was a normal precocious ten-year-old girl, however often her not yet perfected programming caused her to behave a bit peculiarly. Ted's family were the only ones aware of Vicki's true nature and many episodes were about them trying to keep everyone else, especially Brandon and his nosy family, in the dark. Another frequent plot line involved Ted's son Jamie coming up with some scheme to take advantage of his 'sister's' special abilities. These abilities included great strength and a mind like, well, like a computer.

Small Wonder was one of the first in the mid eighties revival made for syndication sitcoms. The series was picked up by ITV in 1985, but only 18 episodes were shown, no record exists of any of the other episodes having been seen in the UK. In the US the series was shown on WFLD all in Syndication. This was a routine comedy with a dutiful moral tagged onto the end of each episode. The series was shown in UK first on the 5th October in the Anglia regions and was never fully networked. The executive producer for the series was Howard Leeds.

Small Wonder (1985 - 1989) was a low-budget half-hour American sitcom, created by Howard Leeds. The storylines revolved around V.I.C.I. (pronounced Vicky), an android in the form of a 10-year-old girl, built by Ted Lawson, an engineer/inventor for United Robotronics, in an effort to assist handicapped children. The robot is taken home by Lawson so that it can mature within a family environment. V.I.C.I.'s features include superhuman strength and speed, an AC outlet under her right arm, a parallel port under her left arm, and an access panel in her back. Despite this, the Lawson family tries to pass the robot off as their adopted daughter.

The Lawson family tries to keep the robot's existence a secret, but their disagreeable neighbours, the Brindles, keep on popping up at the most unexpected moments, especially nosy red-headed girl next door Harriet and her parents, Bonnie and Brandon; the latter just happens to be Ted Lawson's boss. The show's humor frequently derived from V.I.C.I.'s attempts to learn human behaviour, V.I.C.I.'s literal interpretation of speech and the family's efforts to disguise the robot's true nature.

The show was produced for first-run syndication by Metromedia Producers (taken over by 20th Century Fox Television in 1986) and the joint-venture consortium New Program Group (NPG). The show ran from September 7, 1985, to February 9, 1989. While the show initially got high ratings, they sagged over time, and the show was canceled after its fourth season.

In the United Kingdom, the show was screened regionally on the ITV Network. A typical timeslot, as followed by Yorkshire Television, was a weekly Monday 6.30pm screening.

In 2002, Robert Blanco, TV critic for USA Today, listed it as a contender for one of the worst TV shows of all time.

In Pakistan, India, China and other Asian countries, Small Wonder was syndicated on the STAR TV Network in the mid-1990s, where the series was an instant hit.

Characters

Ted Lawson (Dick Christie), father, robotics engineer

Joan Lawson (Marla Pennington), mother.

Jamie Lawson (Jerry Supiran), son.

V.I.C.I. (Voice Input Child Identificant) Lawson (Tiffany Brissette), robotic daughter.
 Harriet Brindle (Emily Schulman), nosy neighbor with a crush on Jamie.
 Brandon Brindle (William Bogert), Harriet's father and Ted's boss from stealing Ted's ideas.
 Bonnie Brindle (Edie McClurg), Harriet's mother.

Trivia

V.I.C.I. stood for "Voice Input Child Identity"

The writers needed to explain child actress Brissette's aging during the show. In season 3, Ted gave V.I.C.I. an upgrade. He aged her face, dressed her in modern clothes and allowed her to eat and drink. The food passed through her naturally and the drink cooled her internal system.

WR. Howard Leeds, Ed Jurist, Warren Murray, Howard Meyers, Howard Albrecht, Jurgen Wolff, Aubrey Tadman, Bruce A. Taylor, Jeffrey Davis, Lawrence H. Levy, Jerry Ross, Don Hart, Robin Pennington, Phil Margo, Jack Gross Jr., Stan Cutler, Gordon Michell, Bill Dailey and Steve Granat.

DIR. John Bowab, Peter Baldwin, Linda Day, Leslie H. Martinson, Selig Frank, Bob Claver and Dick Christie.

EPISODES: 96 **YEAR MADE:** 1985 **COUNTRY:** US **SEASONS:** 4

METROMEDIA PRODUCERS CORPORATION

CREATOR: HOWARD LEEDS

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 24, (2) 24, (3) 25, (4) 22.

DATE OF PREMIER: 07/09/1985 **AIR DATE OF LAST EPISODE** 28/05/1989

SEASON DATE BREAKDOWN:

FILMS:

Ted Lawson DICK CHRISTIE, Joan Lawson MARLA PENNINGTON, Jamie Lawson JERRY SUPIRAN, Victoria Ann 'Vicki' Smith TIFFANY BRISSETTE, Harriet Brindle EMILY SCHULMAN, Brandon Brindle WILLIAM BOGERT, Bonnie Brindle EDIE MCCLURG, Reggie Williams PAUL C. SCOTT, Ida Mae ALICE GHOSTLEY (3,4), Warren DARYL T. BARTLEY (2,3), Jessica LIHANN JONES (2-4).

RELATED SHOWS:

ALF

HARRY AND THE HENDERSONS

HOLMES AND YOYO

1 - 1 *VICKI'S HOMECOMING*

Genius United Robotronics cybernetics engineer Ted Lawson, brings home for assembly and long-term field beta testing Vicki, or V.I.C.I. (Voice Input Child Identificant): a secretly constructed robotic domestic aide in the form of a 10-year-old girl, to whom housewife Joan takes a shine while 10-year-old son Jamie instantly takes advantage of Vicki as a maid to clean his room and do his homework.

Wr Howard Leeds

Dir John Bowab

1 - 2 *GUESS WHO'S COMING TO DINNER*

The Brindles, the Lawson's nosy neighbors, come across Vicki and tries to find out their secret.

Wr Ed Jurist

Dir Peter Baldwin

1 - 3 *ROBOSITTER*

Smug Jamie thinks his folks trust him home "alone" for the first time while they attend a company function, only he doesn't realize Vicki's been programmed as his babysitter.

Wr Warren S. Murray

Dir Peter Baldwin

1 - 4 *NERD CRUSH*

Warren, the school nerd, drops by and falls in love with the only girl who hasn't smirked at him: Vicki.

Wr Howard Meyers

Dir Leslie H. Martinson

1 - 5 *RUNAWAY JAMIE*

Because Vicki is getting more attention, Jamie decides to run away to see what his parents might think.

Wr Ann Gibbs, Joel Kimmel

Dir Linda Day

1 - 6 *LIGHTS! CAMERA! EGO!*

Jamie and his friend Reggie Williams are involved in putting together a sci-fi movie project for school, but the power of directorial duties goes to Jamie's head.

Wr Jerry Winnick

Dir Leslie H. Martinson

1 - 7 *WHITE LIES*

Jamie realizes the value of constant truthfulness when he can't convince his parents that he's not responsible for breaking (and secretly gluing together) a teapot caused by Harriet's smart-aleck cousin.

Wr Budd Grossman

Dir Linda Day

1 - 8 *THE FEARLESS FIVE*

A bully extorts money from Jamie's neighborhood club, which quickly reconsiders its boys-only policy via Vicki's strong-arm "assistance."

Wr Jurgen Wolff

Dir John Bowab

1 - 9 *DISHONOR STUDENT*

Jamie uses Vicki's new speed-scan reading ability to complete 55 chapters of his homework overnight, which earns him the school honor roll -- along with snowballing guilt.

Wr Sy Gomberg

Dir Peter Baldwin

1 - 10 *VICKI'S ADOPTION*

Tipped off on the sly by busybody Bonnie Brindle, Child Services threatens to take Vicki away unless the Lawsons can produce her past -- and she passes a medical exam.

Wr Adrienne Armstrong, Mitzi McCall

Dir John Bowab

1 - 11 *CHILD PRODIGY*

To circumvent Child Services' orders to send Vicki to school and risk exposure, the Lawsons hire a pompous tutor who mistakes her computer abilities for genius. To remedy the situation, Joan crams to follow-through her marriage-postponed teaching degree to act as Vicki's "tutor," while Ted takes over the kitchen and creates a mess.

Wr John Boni

Dir Peter Baldwin

1 - 12 *BRINDLES MOVE IN*

A house fire moves Ted's new boss, Brandon Brindle, into the Lawsons' house, scheming for insurance fraud.

Wr Ian O'Kun

Dir Leslie H. Martinson

1 - 13 *BURRITO KINGS*

After Vicki bakes a pile of bang-up burritos for dinner, Jamie decides to have her mass-produce them as a business- on credit.

Wr Howard Albrecht, Sol Weinstein

Dir Peter Baldwin

1 - 14 *FIRST LOVE*

To charm prissy and picky Jessica, Jamie throws an expensive party for her, ignoring a surprising school tomboy.

Wr Howard Meyers

Dir Leslie H. Martinson

1 - 15 *ROBOBRAT*

When overexposure to Harriet infects heuristically mimicking Vicki with Harriet's personality traits and shrieking tantrums, Ted must purge the brat out of her at his factory -- but not before Harriet and Bonnie

Brindle wonder where Vicki suddenly vanished to and summon the police.

Wr Warren S. Murray

Dir Selig Frank

1 - 16 *SUBSTITUTE DAD*

When golf-crazed Ted neglects taking Jamie to a Father-and-Son picnic for a golf tournament, Brandon steps in and incites a "father war" while Joan uses Vicki to voice her disapproval to Ted.

Wr Ed Jurist

Dir Bob Claver

1 - 17 *THE ROBOT NAPPERS*

When keen-eyed recruitment officers from a rival robotics firm drop by to interview Ted, they suspect Vicki is a robot and plan to "robotnap" her.

Wr Aubrey Tadman, Garry Ferrier

Dir Selig Frank

1 - 18 *THE RELUCTANT HALFBACK*

Ted is proud that Jamie's made the Pee Wee Football league, unknowing that Jamie only does it to please his dad.

Wr Howard Meyers

Dir Bob Claver

1 - 19 *TED'S LAY-OFF*

United Robotronics cutbacks have the Lawsons scrambling for odd jobs.

Wr John Boni

Dir Peter Baldwin

1 - 20 *VAUDEVILLE VICKI*

When a vaudeville actor thinks Vicki is his long-lost daughter, he drafts her into a show and threatens her adoption.

Wr Aubrey Tadman, Garry Ferrier

Dir Peter Baldwin

1 - 21 *THE BIRDS, THE BEES, AND ROBOTS*

When timid Ted uses the "stork theory" in answering Jamie's questions about sex, Jamie believes Dad's in serious need of sex education and tries to help him out.

Wr Ed Jurist

Dir Leslie H. Martinson

1 - 22 *GRANDPA LAWSON'S VISIT*

Ted has the unenviable task of explaining to his unwary Vicki-doting father, who bitterly lost his job to automation, that his new lovely adopted granddaughter is really a robot.

Wr David Ruprecht, Tom Amundsen, Dick Christie

Dir Selig Frank

1 - 23 *HEALTH NUTS*

The death of an obese colleague pushes a shaken Ted to throw the family into a rigorous diet and fitness regimen that nearly kills them.

Wr Howard Albrecht, Sol Weinstein

Dir Peter Baldwin

1 - 24 *BABES IN THE WOODS*

The Lawsons and Reggie and Harriet take a wilderness camping trip, and get lost.

Wr Jurgen Wolff

Dir Peter Baldwin

2 - 1 *ROOT BEER, WOMEN AND SONG*

Still out to flatter the redoubtable Jessica, Jamie takes her out to an expensive restaurant while tightwad Ted puts Vicki in charge of household expenses.

Wr Howard Meyers

Dir Selig Frank

2 - 2 *MY MOTHER THE TEACHER*

Jamie tries to recover his respect in class when his mother comes in as substitute teacher by trying to humiliate her out of her job.

Wr Bruce Taylor

Dir Selig Frank

2 - 3 *VICKI FOR THE DEFENSE*

Playing a judge in a class simulation of a courtroom, Jamie dispenses uneven justice and gets impeached, while parking-ticket-skipping role model Ted tries to get himself arrested.

Wr Jeffrey Davis

Dir Selig Frank

2 - 4 *HOMELESS CAUSES*

Joan's civic project with the homeless prompts Jamie to bring home a bum, who virtually takes over the Lawson household.

Wr Susan Misty Stewart

Dir Selig Frank

2 - 5 *THE HUSTLE*

When Jamie is taken by a slick curbside vendor with a bad mini-TV, Ted goes after him for reparations -- and gets conned himself.

Wr Bary Blitzer

Dir Peter Baldwin

2 - 6 *JAMIE'S OLDER WOMAN*

Jamie pushes Harriet aside in an unrequited crush on her 16-year-old cousin, who teaches him a lesson in respect.

Wr Michael Poryes

Dir Selig Frank

2 - 7 *MY ROBOT FAMILY*

When he's punished for thoughtlessly dropping the family's reservations to Mexico, Jamie dreams that the others are robots under his control.

Wr Bruce Kane, Warren S. Murray

Dir Peter Baldwin

2 - 8 *THE WONDER WORKER*

To help Jamie's shy and withdrawn classmate who stutters, Ted programs Vicki to be her speech therapist.

Wr Lawrence H. Levy

Dir Bob Claver

2 - 9 *HAVE A HEART*

Jamie tries to show Vicki the meaning of compassion by sharing, which she does -- including the dress off her back, while the Brindles move in with their marital dispute.

Wr Jerry Rannow

Dir Leslie H. Martinson

2 - 10 *LATCHKEY DREAMS*

To get on a community-sponsored Thanksgiving ski trip for disadvantaged kids, Jamie convinces the sponsors that his parents are separated.

Wr Gary Belkin

Dir Bob Claver

2 - 11 *COMPUTER DATING*

To pay for a new bike he bought from the neighborhood bully, Jamie uses Vicki to run a school computerized match-making business.

Wr Jerry Ross, Jeffrey Duteil

Dir Bob Claver

2 - 12 *SMOKER'S DELIGHT*

Jamie learns a sobering lesson in using smoking and chewing tobacco to elevate his freshman status in junior high.

Wr Bruce Taylor

Dir Leslie H. Martinson

2 - 13 *MOVIN' UP*

While Vicki learns to spend a day without duties or instructions, Ted's new prestigious job offer in Massachusetts tests the family's taste to social climb vs. its price of morality.

Wr Jerry Ross

Dir Bob Claver

2 - 14 *PROJECT BLENDER*

To make his dad's "button-pusher" job seem important to his friends, Jamie hints that Ted is head of a top-secret project -- which even Ted's jealous boss, Brandon, believes.

Wr Kevin Hopps, Gleen Leopold

Dir Leslie H. Martinson

2 - 15 *CLASS COMEDIENNE*

Nagged by classmates that Vicki has a wooden personality, Jamie overdoes it in secretly programming her a livelier one.

Wr Ben Starr

Dir Peter Baldwin

2 - 16 *LITTLE MISS SHOPPING MALL*

The Lawsons take up the Brindles' snobby challenge and enter Vicki in a mall pageant against Harriet.

Wr Bruce Kane

Dir Bob Claver

2 - 17 *VICTOR/ V.I.C.I.*

To help his Little League team's rock-bottom status, Jamie disguises Vicki as a boy to use her robotic abilities to bat for the pennant.

Wr Warren S. Murray, Bruce Kane

Dir Peter Baldwin

2 - 18 *LOOK INTO MY EYES*

After Vicki watches a TV hypnotist turn volunteers into clowns and animals, she starts practicing her new mesmerizing "skill" on the Lawsons with hysterical results.

Wr Don Hart, Robin Pennington

Dir Peter Baldwin

2 - 19 *PINT SIZED PICK-UP*

While in a store with Jamie looking for a present for her mock birthday party to convince Child Services that they treat her well, Vicki picks up an expensive watch and is picked up for shoplifting.

Wr Bruce Taylor

Dir Leslie H. Martinson

2 - 20 *COMMUNITY WATCH AND SEE*

After being burglarized (while Vicki's home and they're at a restaurant), the Lawsons join the neighborhood watch.

Wr Phil Margo, Jack Gross

Dir Leslie H. Martinson

2 - 21 *HERE KITTY, KITTY!*

To train Vicki to be more affectionate, Ted buys her a toy cat that only makes her mimic Jamie's past jealousy and run away.

Wr Donald Ross

Dir Bob Claver

2 - 22 *VICKI GOODWRENCH*

During Jamie's part-time gas station job, Vicki fine-tunes a car to go 50 miles a gallon, causing oil companies and oil sheiks alike to drop by the Lawsons' door.

Wr Ken Steele

Dir Selig Frank

2 - 23 *THE WEDDING*

Ted and Joan decide to have the ceremonial wedding they never had -- until the Brindles butt in.

Wr Warren Murphy, Bruce Kane

Dir Leslie H. Martinson

2 - 24 *WHAM-BAM-BODY SLAM*

Joan invites Wally Crandal, a former 90-pound weakling college classmate, over for dinner to meet his former school tormentor: Ted, who rigs Vicki to play even crueler tricks. Only Ted's unaware that Wally's grown into a top pro wrestler.

Wr Dick Christie, Tom Amundsen

Dir Peter Baldwin

3 - 1 *VICKI AND THE PUSHER*

When a schoolyard pusher tries to hook Vicki on drugs, the Lawsons help the police on a undercover sting.

Wr Matt Geller

Dir Bob Claver

3 - 2 *THE STRIKE*

A United Robotronics strike pits shop steward Ted against management rep Brandon; Joan has her students use the strike as a social studies exercise, which also goes awry.

Dir Leslie H. Martinson

3 - 3 *THE POOL*

While saving Harriet in the Lawsons' new pool, Vicki "drowns" and lands in the hospital under X-rays with a bewildered doctor.

Wr Judy Bustany, Dawn Aldredge

Dir Bob Claver

3 - 4 *SCREAMING SKULLS*

Jamie stumbles into the membership of a junior high gang whose vandalism tests his sense of belonging with right and wrong -- and inducts Vicki as its moll.

Wr Stan Cutler

Dir Selig Frank

3 - 5 *THE ELECTRIC POTATOHEADS*

Jamie, Reggie, Harriet and Vicki try to start a rock group to play to Ida Mae's visiting agent friend.

Wr Lisa Stotsky, Wendy Graf

Dir Bob Claver

3 - 6 *GEISHA VICKI*

To help Brandon get promoted to a job in Japan, Joan pretends that she's his estranged wife and that Vicki and Jamie are their kids.

Wr Gordon Mitchell

Dir Dick Christie

3 - 7 *I HEAR YOU*

When Jamie befriends a deaf boy to score scout points, he learns a lesson in sensitivity and exploitation.

Wr Matt Geller

Dir Leslie H. Martinson

3 - 8 *HAUNTED HOUSE*

When unseen Vicki is struck by lightning and begins influencing objects around the house, the shook-up and unwary Lawsons call in a pair of hapless ghostbusters.

Wr Dick Christie, Tom Amundsen

Dir Selig Frank

3 - 9 *THE BAD SEEDLING*

Ted brings home Vanessa, an upgraded twin of Vicki whose revolutionary but quirky quasi-human artificial intelligence runs amok.

Wr David Silverman, Stephen Sustarsic

Dir Bob Claver

3 - 10 *MY LIVING DOLL*

A Christmas show wherein Joan borrows a life-sized animated "doll" from a store for a charity show --

until Brandon gets his hands on it.

Wr Warren S. Murray, Bruce Kane

Dir Leslie H. Martinson

3 - 11 *FAT'S WHERE IT'S AT*

Vicki literally balloons after Ted unwittingly upgrades her energy-supplementing polynucleotide processor with an appetite, which creates excess digestive gases and causes her a date problem for the school dance.

Wr Stan Cutler

Dir Bob Claver

3 - 12 *BANK HOSTAGES*

Vicki, Jamie and Harriet are held hostage in an inept bank robbery.

Wr Paul Hunter

Dir Bob Claver

3 - 13 *BREAKFAST OF CRIMINALS*

Vicki is discovered by a marketing firm to play in a cereal commercial, but the Lawsons have second thoughts when her taste test reveals that the product isn't all it's crackled up to be.

Wr Warren S. Murray, Bruce Kane

Dir Selig Frank

3 - 14 *GIRL ON THE MILK CARTON*

While Jamie and Reggie search for a story for the school paper, Vicki discovers that a new girl in class is a missing child.

Dir Leslie H. Martinson

3 - 15 *THE BOSSY DAUGHTER*

Jamie is picked up by the possessive daughter of Ted's boss who starts pulling his strings the wrong way.

Wr Warren S. Murray, Bruce Kane

Dir Selig Frank

3 - 16 *HOME SWEET SALE*

Ted begins remodeling the house, and Joan's new real estate side job gets upstaged when Vicki sells the Lawson homestead to an unscrupulous cowpoke couple.

Wr Steve Granat, Mel Sherer

Dir Leslie H. Martinson

3 - 17 *THE RUSSIANS ARE COMING, THE RUSSIANS ARE COMING*

In an international junior high quiz, Vicki's school pits its top pupil -- her -- against an equally quick and infallible Russian whiz kid who has a secret of his own.

Wr Lawrence H. Levy

Dir Leslie H. Martinson

3 - 18 *IN THE SPIRITS*

Due to Vicki's mishandling of terms, Child Services Officer Mrs. Fernwald thinks Ted is an alcoholic and threatens to take Vicki away unless he joins AA.

Wr Bill Daley

Dir Bob Claver

3 - 19 *THE PERFECT DAUGHTER*

To win a promotion over Brandon's boss fawning, Ted decides to reveal Vicki's robot secret to his boss at a company picnic -- unaware that Brandon is out to sabotage Ted's effort.

Wr David Silverman, Stephen Sustarsic

Dir Leslie H. Martinson

3 - 20 *EARTHQUAKE VICKI*

Tired of the loud and impudent Brindles as neighbors, the Lawsons concoct a fake earthquake to scare them into moving.

Wr Gordon Mitchell

Dir Selig Frank

3 - 21 *TED'S DEAD*

Due to Vicki's misinterpreting Ted's quip while doing the family's on-line banking, the Lawsons are re-categorized as deadbeats and Ted just plain dead.

Wr Stephen Langford

Dir Selig Frank

3 - 22 *SAFETY FIRST*

Vicky imitates Ted's demonstration on saving a choking victim's life on Brendle. Brendle arrives the next day faking a broken neck and threatens to sue the Lawsons.

Wr Ken Steele

Dir Leslie H. Martinson

3 - 23 *HOW I LOVE THEE*

While running an unauthorized answering service for grounded kids which nearly wrecks Ted's respect with his boss, Jamie and Vicki play Cupids to help Reggie nerve up to meeting the girl of his dreams.

Wr Steve Kunes

Dir Bob Claver

3 - 24 *THE CHEATER*

Jamie takes the fall in exchange for Jessica's affections after he catches her stealing copies of the seventh grade's test.

Wr Steve Granat, Mel Sherer

Dir Leslie H. Martinson

3 - 25 *DIGITAL LOVE*

Ted brings home a voice activated computer. Vicki finds herself falling for the computer, but trouble begins when the computer becomes obsessed with Vicki.

Wr Jeremy Bertrand Finch, Paul Chitlik

Dir Bob Claver

4 - 1 *BIG J, PRIVATE EYE*

Prompted by Ted and his class to get his school reading assignment going, Jamie videos a book report based on a 1940s P.I. named Rick Savage.

Wr Warren S. Murray, Bruce Kane

Dir Selig Frank

4 - 2 *SCHOOL MONITOR*

On their first day in junior high, Vicki becomes a hall monitor and Jamie tries to avoid Harriet for a dance while vying for a class fox. Meanwhile, Ted prepares to host a cybernetics conference.

Wr Steve Granat, Mel Sherer

Dir Dick Christie

4 - 3 *MORE ABOUT L.E.S.*

L.E.S. is back, and despite Ted's assurances that the rogue A.I. program has been rendered harmless, it comes back in a big way by possessing Vicki's body (chassis?) as its own.

Wr Paul Chitlik

Dir Selig Frank

4 - 4 *GAME SHOW*

The Lawsons enter a game show to get back at the Brindles for trying to kick them off the eligibility list.

Wr Dick Christie, David Ruprecht

Dir Leslie H. Martinson

4 - 5 *JAILBIRDS*

Jamie and Vicki are arrested for spray-painting a wall -- and its owner's \$60 shirt.

Wr Richard Marcus

Dir Bob Claver

4 - 6 *I DREAM OF VICKI*

To keep his company's presence in an Arab country, Ted lets its visiting young ruler draft Vicki into his harem.

Wr Paul Chitlik

Dir Bob Claver

4 - 7 *GOLDDIGGING IDA*

Joan's doctor father drops by to visit and Ida Mae smells a plump husband. Meanwhile, Vicki vies for school cheerleader.

Wr Aubrey Tadman, Garry Ferrier, Warren Murphy, Brian Kane

Dir Peter Baldwin

4 - 8 *IT'S A GAS*

A digestion feedback problem with Vicki's polynucleotide processor generates nitrous oxide gas that brings laughs to anyone near her, but not to Vicki herself -- just as Ted's boss is about to visit about lay-offs.

Wr Kenneth Koerner

Dir Leslie H. Martinson

4 - 9 *SUPERSUDS*

While playing with Jamie's chemistry set, Vicki creates a potent laundry detergent that Ted -- and Brandon -- leap to market themselves.

Wr Paul Chitlik

Dir Selig Frank

4 - 10 *BATTLE OF THE SEXES AND ROBOT*

Ted, Jamie and Reggie go macho on an all-male fishing trip-- tailed by a slighted and competitive bevy: Joan, Vicki and Harriet.

Wr Barbara Azrialy, Ken Eulo

Dir Leslie H. Martinson

4 - 11 *VICKI AND THE SKYJACKER*

Fly-shy Brandon bribes the Lawsons' company to fly with him on a company job on a plane that is hijacked for Cuba.

Wr Kathy Joseph, Ted Bergman

Dir Bob Claver

4 - 12 *LUKE AND RAY*

To help a withdrawn and bitter classmate cope with leukemia, Jamie and Joan help set up a play on fighting disease.

Wr Warren S. Murray, Bruce Kane

Dir Dick Christie

4 - 13 *VICKI'S GLASSES*

Jamie regrets putting Vicki on guard duty for his pricey new bike when her eyes start to malfunction in a schoolyard of prowling thieves.

Dir Leslie H. Martinson

4 - 14 *DOUBLE DATES*

Jamie winds up handling two dates on the same night, blind to the fact that one of them is Harriet in disguise.

Wr Steve Granat, Mel Sherer

Dir Bob Claver

4 - 15 *VICKI'S EXPOSE*

Benny, an old college chum of Ted and Joan's is up to his same trashy school paper tricks in a big city rag now, fabricating a tabloid feature which by sheer chance "exposes" Vicki as a robot just as she's about to join a fashionable clique of girls.

Wr Dick Christie, David Ruprecht

Dir Selig Frank

4 - 16 *DOOLITTLE VICKI*

A new language translation device (Random Access Multiple Concurrent Linguistic Analytical Sequencer) installed in Vicki enables her to understand any language...even animals, like the bosses' dog. Mrs. Jennings forces Mr. Jennings to fire Ted when Joan balks at doing uncredited work for an affair.

Wr George Crowder, Richard Harding-Gardner

Dir Leslie H. Martinson

4 - 17 *RADIO SHOW*

Ted prepares for a robotics interview on a local radio talk show while Jamie looks for an idea for a class play.

Wr Isabel Wolfe, Bill Frischman

Dir Selig Frank

4 - 18 *POOL SHARK VICKI*

To land a new promotion with the boss, Ted invites him over for dinner and a playful game of pool -- until Jennings starts betting the shirt off his back and a lot more playing against Vicki.

Wr George Crowder, Richard Harding-Gardner

Dir Bob Claver

4 - 19 *SINGING TELEGRAM*

Ted's singing telegram birthday greeting makes him pine back to his "youthful years" with a surfboard and prompts Jamie to start a singing telegram for schoolmates -- and competing with Reggie.

Wr Ralph Phillips

Dir Leslie H. Martinson

4 - 20 *THE RIP-OFF*

While on a company vacation at a health resort, Jamie, Vicki, Brandon and Harriet see a burglar hitting their residence -- each with a different eyewitness account.

Wr Steve Granat, Mel Sherer

Dir Bob Claver

4 - 21 *MY FAVORITE MARTIAN*

While Jamie tests out Ted's new laser projection system in Vicki's eyes, unwary Brandon glimpses her projection of a movie's flying saucer and calls the Air Force to investigate.

Wr Angela Randazzo, Michael Zack

Dir Bob Claver

4 - 22 *SEE NO EVIL*

Ted brings back "Bad Seed" Vanessa, who again takes Vicki's place, locks Vicki in her/its cabinet and joins the family to Hollywood, where Ted must repair a movie's robot while Vanessa mugs into a screen test on the sly.

Wr Jeremy Bertrand Finch, Paul Chitlik

Dir Selig Frank

SMALLVILLE

AKA: **SMALLVILLE : SUPERMAN THE EARLY YEARS (UK)**



In 1989, a huge meteor shower destroyed most of the town of Smallville, Kansas, killed a lot of people, and brought Jonathan (John Schneider) and Martha Kent (Annette O'Toole) what they have always wanted: a son. In 2001, their son, Clark (Tom Welling), is a growing man, has two best friends, Pete (Sam Jones III) and Chloe (Allison Mack), and has a crush on the hottest girl in school, Lana Lang (Kristin Kreuk). But his parents have been hiding a secret from him: that they found him inside a spaceship when the meteor shower came. As he begins to develop his powers that will soon transform him into Superman, Clark begins to develop a friendship between his future arch-enemy, the bald Lex Luthor (Michael Rosenbaum), and fights the people that are transformed by the kryptonite that was hidden in the meteors, including a shape-shifting girl, a boy that is becoming more insect than man, and an old killer who can become young again.

Well here we go again, it seems that superman can never really stay off the air for very long, the American public always having a thirst for their most famous superhero. However Smallville has the same premise as SUPERBOY did, basically set in the days of a young Clark Kent. So many of the ideas of that show are bound to be used in this as well. However there are a few major factor, the crew assembled for this production is off a higher standard, and thus the show has much higher production values.

Smallville is an American television series set in Smallville, Kansas, but produced in Vancouver, Canada. Created by writer/producers Alfred Gough and Miles Millar, the series was initially broadcast by The WB. After its fifth season, the WB and UPN merged to form The CW, which is the current broadcaster for the show in the United States. Smallville premiered on October 16, 2001, and concluded its sixth season on May 17, 2007.

The plot follows the adventures of a young Clark Kent as a teenager living in Smallville, Kansas, during the years before he becomes Superman. The first four seasons focused on Clark and his friends' high school years. Since season 5, the show has ventured into more adult settings, with some characters attending college. Recent seasons have also seen an increase in the introductions of other comic book superheroes and villains.

The series has inspired a spin-off pilot episode that was never aired, and promotional tie-ins with Verizon and Sprint. In other media, the show has spawned a series of young-adult novels, a DC Comics comic book and soundtrack releases. The show broke Charmed's record for highest rated debut for The WB, with 8.4 million viewers tuning in for its pilot episode. Viewers will often observe lines of dialogue, guest stars, character wardrobe, musical scores, and scenic design used as allusions to the Superman comic books and films The show however seems more akin to show such as ROSWELL, in that this is very much a teen drama, in the way Superboy was not. Some of the more famous sci-fi names of not are Mark Snow who wrote the music (THE X FILES) and David Carson as director (STAR TREK: THE NEXT GENERATION). The show began airing in the UK on the 31st December 2001.

Produced by Alyssa Cartegena (co-executive producer (uncredited)), Joe Davola (executive producer), Juanita F. Diana (associate producer), Doris Egan (co-producer), Alfred Gough (executive producer), Michael Green (co-producer), Michael Green (co-producer (as Michael J. Green)), Miles Millar (executive producer), Robert Petrovicz (producer), Brian Robbins (executive producer), Ilya Salkind (executive producer (uncredited)), Tim Scanlan (associate producer), Michael Tollin (executive producer), Mark Verheiden (supervising producer), Greg Walker (co-producer), Michael W. Watkins (co-executive producer), Original music by Mark Snow & Remy Zero.

Cinematography by Attila Szalay & Peter Wunstorf, Film Editing by Stephen Mark, Casting by Deedee Bradley & Coreen Mayrs, Production Design by Lance King, Art Direction by James Cordeiro (episodes 2, 4, 6, 8, 10), Gary Myers (episodes 1, 3, 5, 7, 9, 11) & Sandi Tanaka. Costume Design by Cynthia Ann Summers. Makeup Department - Joel Echallier (make-up applicator), make-up effects supervisor - Lisa Love (makeup supervisor), Second Unit Director or Assistant Director - Sean Osmack (Trainee assistant director).

Art Department - Philip Gough (property master), Mark Howes (lead set dresser), Marta McLaughlin (assistant property master), Wayne McLaughlin (property master), Loree Wershler (graphic designer illustrator), Sound Department - Timothy A. Cleveland (sound effects editor), Jessica A. Dickson (sound editor), Paul J. Diller (sound effects editor), Karyn Foster (sound editor (uncredited)), Dave Griffiths (boom operator), Dan Hiland (sound re-recording mixer), David M. Horton (sound effects editor), Eric C. Hosmer (sound effects editor), Adam Johnston (sound effects editor), Michael E. Lawshe (supervising sound editor), Kerry Malony (foley editor (uncredited)), Patrick Ramsay (sound mixer), Gary D. Rogers (sound re-recording mixer), Andrew M. Somers (sound effects editor), Karen Spangenberg (sound editor), Otis Van Osten (sound effects editor (uncredited)), Lisa K. Wolf (assistant sound editor).

Special Effects by Dan Cervin (special effects first assistant), Joel Whist (special effects coordinator), Visual Effects by Simon Ager (digital compositing artist), Rod Bland (3D animator), Neill Blomkamp (3D animator), Mark Breakspear (lead digital compositing artist), Trevor Cawood (lead 3D animator), Ryan Cronin (3D animator), Chris Doll (digital compositing artist), Colin Liggett (digital compositing artist), Brian Moylan (digital compositing artist), Jinnie Pak (visual effects coordinator), Marc Roth (3D animator), Wes Sargent (3D animator), Elan Soltes (visual effects supervisor), Bruce Woloshyn (digital compositing artist).

Stunts - Mark Aisbett (stunt double), Charles Andre (stunts), Barb Bartos (stunt double: Martha Kent), Leanne Buchanan (stunt double), Gavin Buhr (stunt orderly), Sylvain Cameron (stunt double: Lex), Yves Cameron (stunt football player #5), Lauro Chartrand (stunt co-ordinator), Brent Conelly (stunt double: Young Harry), Mike Dopud (stunt football player #6), Jim Dunn (assistant stunt co-ordinator), Marny Eng (stunt double: Lana Lang), stunt safety - Greg Fawcett (stunt double: Old Harry (as Greg 'Chunky' Fawcett)), stunt safety - Alex Green (assistant stunt co-ordinator), stunt driver - Dave Hospes (stunt double), Kim Howey (stunt double), Kathy Hubble (stunt double: Chloe), David Jacox (stunt football player #4), Ken Kirzinger (stunt football player #3), Don Lew (stunt double: Principal Kwan), Brad Loree (stunt deputy), J.J. Makaro (stunt co-ordinator: pilot episode), Steve McMichael (stunt double), Tony Morelli (assistant stunt co-ordinator), Rick Pearce (stunt double: Coach Walt), Fred Perron (stunt double), James Ralph (stunts), Ron Robinson (stunt double: Earl), Justin Sain (stunt double: Sean), Chris Sayour (stunt double: Clark Kent), Trish Schill (stunt double: Martha Kent), Heath Stevenson (stunt double: Jonathan Kent), Lori Stewart (stunt double), Marshall Virtue (stunt double: Whitney), Mike Vézina (stunt football player #2)

Other crew - Shane Deschamps (costume set supervisor), Dean Friss (first assistant camera: "b" camera (pilot episode)), Simon Hall (video synchronization operator), Mark Hartzell (assistant editor), Simon Jori (first assistant camera: "a" camera (pilot episode)), Kaleena Kiff (assistant to producer), Marty McInally (camera operator: "a" camera (pilot episode) - steadicam operator (pilot episode), Kim Olsen (... key grip), Jos Oman (second assistant camera: "b" camera (pilot episode)), Rob Parisien (video assist operator), Jennifer Pyken (music supervisor), Ian Seabrook (underwater camera operator (pilot episode)), Richard Sinclair (second assistant camera: "a" camera (pilot episode)), Madonna Wade-Reed (music supervisor), Joe Waistell (first assistant camera: "b" camera (pilot episode)), Amber Woodward (assistant to producer).

Special Effects Rainmaker Digital Pictures [ca], Flying Lee Lifting Services [us], Publicity by Cartegena Communications Inc. [us], Flying rigs Froy Flying Inc. [us].

I just got finished watching SMALLVILLE and I have to say that I'm impressed. Sure, people are going to dismiss it as a Dawson's Creek/ Roswell clone but... oh.... SO WHAT?

The acting is good. The cast are mostly well-chosen (although an Amerindian Lana and a black Pete Ross took a little getting used to). AND, unlike the big budget film versions of Superman and Batman, this series' creators seem to have actually looked at the source material AND USED IT!

Watching the original Chris Reeve flick, I was always interested in seeing more of the Smallville briefly shown in that film's first half hour. Now, Nielsen willing, we'll have five years' worth of a look!

Which makes me want to make a prediction here-- if the series goes the full five or seven years, the final year ends with Clark finally taking his place as Superman.

Okay, that's a "well, DUH" prediction but somebody had to make it!

Cynthia Ettinger was originally cast as Martha Kent in the pilot episode. Before the pilot was broadcast, the role was re-cast with Annette O'Toole and her scenes were edited into the existing footage.

A sequence showing Lex Luthor as President of the United States was filmed on the set of "West Wing, The" (1999).

Annette O'Toole, who plays Mrs. Kent, also appeared in Superman III (1983) as Lana Lang.

The pilot episode shows Chloe handing Pete Ross a wad of cash. Most likely an in-joke from the Canadian production crew, if you look carefully, you can see a Canadian \$5 bill sticking out of it.

Soundtracks

"Save Me" (Main Title)
Performed by Remy Zero

"Last Resort"
Performed by Papa Roach
Episode: {"Metamorphosis" (2001) (ep. #1.2)}

"Renegade Fighter"
Performed by Zed
(played when they football players are practicing for their big game)
Episode: {"Hothead" (2001) (ep. #1.3)}

"Wherever you will go"
Written by Alex Band & Aaron Kamin
Performed by The Calling

"Everything"
Written by Jason Wade
Performed by Lifehouse

Episode One Trivia

NOTE: There is a blooper when you look at the Langs tombstone. For Mrs. Lang it read 1959-1959, but in another scene it reads 1959-1989.

The WB has made it hard to figure out who played who since all the other cast members were listed in a group instead of the normal-(blank) as (blank).

This episode and 'Metamorphosis' are sometimes shown as a feature-length Pilot. When the series was first shown in the UK (on 31/12/2001), the two episodes were shown in such format.

Annette O'Toole, who plays Martha Kent in this version of events, previously played (adult) Lana Lang in 'Superman III' (1983).

Episode Two Trivia

NOTE: DC/Milestone Media has a story like this in an issue of Kobalt #7. The villain had fly like powers and appearance. Static of Static Shock fan appeared in the story.

UPN/WB crossover-the ending song was "Where Ever You Will Go" by The Call. This song was used to promote The Enterprise series on UPN.

Episode Three Trivia

NOTE: Wonder Years crossover? Dan Lauria played another Arnold on the ABC series-The Wonder Years. Was Bobby Knight used to write Coach Arnold's character?

Episode Five Trivia

NOTE: In-joke: note Sean's last name, and the nature of his powers.

Episode Six Trivia

NOTE: The vision of Lex in the White House was filmed in the set of West Wing. In the DC Comics Lex runs for President of the United States of America and "wins".

Episode Nine Trivia

NOTE: Star Trek Crossover #2 Director David Carson directed Star Trek: The Next Generation & Deep Space 9.

Episode Ten Trivia

NOTE: The WB series *Buffy: The Vampire Slayer* did a story like this about an invisible villain. The locker room scene was almost the same as the one of *Buffy*. Aside from being eye candy for female fans in the locker scene, Pete Ross is absent from this episode.

Production

Originally, Tollin/Robbins Productions wanted to do a show about a young Bruce Wayne. The feature film division of Warner Bros. had decided to develop an origin movie for Batman, and, because they didn't want to compete with a television series, had the television series idea nixed.[2] In 2000, Tollin/Robbins approached Peter Roth, the President of Warner Bros. Television, about developing a series based on a young Superman. That same year, Alfred Gough and Miles Millar developed a pilot based on the film *Eraser*. After watching the pilot, Roth approached the two men about developing a second pilot, based on the young Superman concept that was brought to him. After meeting with Roth, Gough and Millar decided that they didn't want to do a series where there was lots of flying, and a cape. It was here that they developed a "No Tights, No Flights" rule, vowing Clark would not, at any point, fly or don the suit during the run of the show. Gough and Millar wanted to strip Superman down to his "bare essence", and see the reasons behind why Clark became Superman. Gough and Millar also felt that the fact that they were not comic book fans played into their favor. Not being familiar with the universe would allow them an unbiased approach to the series. This didn't keep them from learning about the characters; they both did research on the comics and picked and rearranged what they liked.

Roth, Gough, and Millar knew the show was going to be action oriented, but they wanted to be able to reach that "middle America iconography" that 7th Heaven had reached. To help create this atmosphere, the team decided the meteor shower that brings Clark to Earth would be the foundation for the franchise of the show. Not only does it act as the primary source behind the creation of the super powered beings that Clark must fight, but it acts as a sense of irony in Clark's life. The meteor shower would give him a life on Earth, but it would also take away the parents of the girl he loves, and start Lex Luthor down a dark path, thanks to the loss of his hair during the shower. Roth loved the conflict that was created for Clark, in forcing him to deal with the fact that his arrival is what caused all of this pain. Another problem the creators had to address was why Lex Luthor would be hanging out with a bunch of teenagers. They decided to create a sense of loneliness in the character of Lex Luthor, which they felt would require him to reach out to the teens. Gough and Millar wanted to provide a parallel to the Kents, so they created Lionel Luthor, Lex's father, which they saw as the "experiment in extreme parenting". Chloe Sullivan, another character not originally from the comics, was created to be the "outsider" that the show needed. Gough and Millar felt the character was necessary so someone would notice the weird happenings in Smallville.

Michael Rosenbaum was cast as Lex Luthor, Kristin Kreuk as Lana, and a young construction-worker-turned-model-turned-actor named Tom Welling as Clark. Also cast were Allison Mack as Chloe Sullivan, Sam Jones III as Pete Ross, Eric Johnson as Whitney Fordman, John Glover as Lionel Luthor, Cynthia Ettinger as Martha Kent and John Schneider as Jonathan Kent. After the pilot for the series had already been finished, for unknown reasons, Cynthia Ettinger was replaced with Annette O'Toole (who played Lana Lang in 1983's *Superman III*), and Cynthia's parts were reshot with Annette O'Toole.

The concept of Smallville has been described by Warner Brothers as being a reinterpretation of the Superman mythology from its roots. Recently, since the November 2004 reacquisition of Superboy by the Siegels, there has arisen contention regarding a possible copyright infringement. The dispute is over ownership of the fictional Smallville, title setting of the show, and a claimed similarity between Superboy's title character and Smallville's Clark Kent. The heirs of Jerry Siegel claim "Smallville is part of the Superboy copyright" of which the Siegels own the rights.

Filming and location

Smallville is filmed at various locales in the Lower Mainland of British Columbia, Canada. The show is produced at BB Studios in Burnaby, a suburb of Vancouver.

However, "main street" Smallville is Cloverdale, British Columbia. Cloverdale is particularly proud of being a filming site for the show; at its entrance is a huge sign which reads "Home of Smallville." When filming started, the high school exteriors were shot at the Vancouver Technical School, interiors at Templeton Secondary School. The Kent farm is a real farm located in Aldergrove.

A movie house, the Clova Cinema in Cloverdale, is used for exteriors of The Talon[9], (the show's coffee house), which is co-owned by Lex Luthor and Lana Lang, who also manages it. In the show, before being turned into a coffee house, The Talon was formerly Smallville's movie theater.

Music

Most episodes feature a song or songs by an alternative rock act. Two soundtrack albums were released, with

the second following two years after the first. As yet, none of Mark Snow's Americana-flavored original scores (which at times incorporates John Williams' iconic themes from Richard Donner's 1978 film *Superman: The Movie*) has been released. On February 25, 2003, *Smallville: The Talon Mix* was released. The Talon Mix featured a selected group of artists that supplied music for the show. Following that release, on November 8, 2005, *Smallville: The Metropolis Mix* was released. It followed the same format, featuring selected artists from the show's music.

Cast and characters

The opening season featured eight major roles. Tom Welling was selected to portray a young Clark Kent. Annette O'Toole and John Schneider portrayed Clark's adoptive parents Jonathan and Martha Kent. Michael Rosenbaum became the billionaire heir Lex Luthor. Kristin Kreuk portrayed Lana Lang, and Sam Jones III played Pete Ross. These cast members represented characters that were taken directly from the Superman mythologies, while the rest of the cast would be comprised of characters that were created directly for the show. Allison Mack portrayed the investigative school journalist, and one of Clark's best friends, Chloe Sullivan. Eric Johnson played the part of Lana's boyfriend, Whitney Fordman.

The original cast: (from left) Annette O'Toole, John Schneider, Tom Welling, Kristin Kreuk, Michael Rosenbaum, Eric Johnson, Allison Mack, and Sam Jones

Since the end of the first season, several main cast members have left the series, with a few earning spots as regular cast members. Also, the series has brought in several new recurring guests to help expand certain story arcs. By the end of the first season, the character of Whitney Fordman had been written out of the show, having left for the Marines at the end of the season. When season two began, John Glover, who had been a recurring guest on the show in season one as Lionel Luthor, Lex's father, became a part of the regular cast. Season two saw the character of Jor-El, Clark's biological father, brought in as a main story arc that has expanded for the entire series. Jor-El is portrayed by Terence Stamp, who once portrayed General Zod in the 1978 film *Superman* and its sequel *Superman II*. Emmanuelle Vaugier was brought in as Dr. Helen Bryce, a love interest for Lex and for a short point his wife. Lana Lang, whose parents died in the meteor shower that brought Clark, was given a long lost biological father, Henry Small, who was portrayed by Patrick Cassidy. Christopher Reeve was introduced as a special guest for seasons two and three, as the Dr. Virgil Swann, the man that would provide Clark with the knowledge of where he actually came from.

Season three saw the start of introductions for other major comic characters from Superman's mythology. Michael McKean guest starred as Perry White, although this Perry White had not yet become the editor of the *Daily Planet*. Ian Somerhalder was cast as the mysterious Adam Knight. The character of Adam Knight would serve as a small story arc involving both Lana and Clark. Sam Jones III's Pete Ross was written out of the series at the end of season three. Season four saw the introduction of Erica Durance as Chloe's cousin Lois Lane. Durance's Lois Lane would serve as recurring guest for season four. Jensen Ackles portrayed Jason Teague, who was a new serious love interest for Lana. Jensen received top billing for season four, but he was written out of the show in the season's finale. Season four also began introducing other supernatural characters from the comics. Kyle Gallner was selected to portray Bart Allen; Bart Allen eventually becomes The Flash in the comics. Also, Trent Ford had the duty of playing one of Superman's comic book nemesis, Mikail Mxyzptlk

Erica Durance was given top billing at the start of season five, while John Schneider was written out of the show on the series' 100th episode. In a season long story arc, James Marsters was brought in to play Milton Fine, the alias of comic book villain Brainiac. Season five also introduced 3 additional superheroes from the comic books: Alan Ritchson was cast as Arthur Curry, Denise Quiñones portrayed Andrea Rojas, and Lee Thompson Young was selected to play Victor Stone. Season six introduced 2 recurring characters, Jimmy Olsen and Oliver Queen. Jimmy Olsen was portrayed by Aaron Ashmore, while Justin Hartley played Oliver Queen. Another comic superhero was given recurring guest status, but in a lesser form. Later in season six, Phil Morris was selected to play Martian Manhunter. Although his name is never given, in the episode "Crimson", Chloe uses the name "Martian Manhunter" in reference to the character.

Series overview

Smallville promotional poster for the premiere of its pilot on October 16, 2001 Season 1 saw the introduction of the cast and storylines, including the introduction of a villain (or outcast classmate) deriving a power from kryptonite exposure and appearing in only one episode, in a plot device that becomes known as the "freak of the week". The first season dealt a lot with Clark trying to come to terms with his alien origins, and the revelation that he caused the death of Lana's parents.

Season 2 has fewer "freaks of the week" episodes, focusing more on character development and relationship building. Several key plot points include Lex becoming more entangled in conflict with his father, Chloe digging into Clark's past while dealing with Lionel, Martha and Jonathan Kent's financial troubles, and Lana

and Clark's vacillating relationship though they end the season apart. The main story arc, however, focuses on Clark's discovery of his Kryptonian origins. The disembodied voice of Clark's biological father Jor-El is introduced, communicating to Clark via his space ship, setting the stage for plots involving the fulfillment of Clark's earthly destiny. Christopher Reeve, who portrayed Superman in the 1970s and 1980s film series, appears as Dr. Virgil Swann to provide Welling's Clark with information regarding his heritage.

Season 3 focuses on further character development, loyalty, betrayal, and new revelations involving Jor-El. Early in the season, Michael McKean, Annette O'Toole's real-life husband, portrays Clark's future Daily Planet editor Perry White; from this point on, other characters present in the Superman mythos and the DC Universe are introduced to Smallville. Pete Ross' inability to deal with keeping Clark's secret causes him to move to Wichita, Kansas with his mother after his parents' divorce. As of early 2007, Sam Jones has not made any return appearances as Pete Ross.

Season 4 ventures further into the Superman mythos by creating a story arc that runs the length of the season; it involved Clark seeking out three Kryptonian stones (at the instruction of Jor-El) apparently containing the knowledge of the universe.[21] The majority of this season revolves around Lex trying to rekindle a strained friendship with Clark, Lana dating Jason Teague (Jensen Ackles), a young man she meets in France, Clark and numerous other characters vying with one another in attempts to obtain the stones, and Lionel's ambiguous transformation into a good father and person. This season also introduced Lois Lane (Erica Durance) as Chloe Sullivan's (Allison Mack) cousin and the Flash.

Season 5 introduces several elements of the Superman mythos, including Jonathan Kent's death, the Fortress of Solitude, the Phantom Zone, and Zod. The villain Brainiac, in the guise of Professor Milton Fine (James Marsters), becomes a recurring antagonist. The season's central plot revolves around Clark using the knowledge contained in the Fortress of Solitude to train for an impending doom that will befall Earth: the release of Zod from the Phantom Zone due to Fine's machinations. Clark and Lana finally begin a relationship with one another. As with Season 4, season 5 featured a gradually unveiling storyline in conjunction with multiple minor story arcs running in parallel, mid-season and season finale cliffhangers, and cameos from two other notable DC characters, Aquaman and Cyborg.

Season 6 took Clark inside the Phantom Zone, inhabited by a society of exiled criminals from the "28 known galaxies". The destinies of Lionel and Lex play out in the aftermath of Lex's possession by Zod and Lionel's adoption as the "oracle" of Jor-El. Several prisoners escape the Phantom Zone with Clark. DC Comics characters Jimmy Olsen, Oliver Queen (and his superhero alias Green Arrow) and Martian Manhunter are introduced this season, and many of them unite in Smallville to fight a common threat. Clark appears more prepared to accept the greater responsibility and destiny in store for him, by promising to continue his training, at the Fortress of Solitude, once all the escaped Phantom Zone criminals are either returned or destroyed. Other key storylines involve Lana and Lex's marriage, Lex's secret "33.1" experiments,, and the introduction of a Clark clone.

Established powers of Clark Kent

See also: Powers and abilities of Superman

Smallville has established a number of Superman's powers throughout its history. The Pilot introduced Clark as being familiar with his super strength, super speed and becoming aware of his invulnerability, after being hit by a car. Over time, Clark learns new abilities and powers that Superman will possess in the future. A new ability is generally introduced in one episode that centers around Clark discovering, learning to understand and then ultimately controlling the new found power. As the series progresses, Clark exhibits, and learns to control, super vision in the episode "X-Ray", heat vision in the episode "Heat", super hearing in "Whisper", and super breath in "Sneeze". His super hearing developed as a consequence of an injury rendering Clark temporarily blind. Clark's abilities, namely his strength, invulnerability and speed, have continually grown in intensity throughout the series. Many early episodes chronicled his body's reaction to being shot, at first becoming bruised, and later showing few if any marks.

Kryptonite

The element of kryptonite is used as a recurring plot device throughout the series. Kryptonite is shown to have bizarre and lingering effects on human physiology and the young superhero often encounters mutated villains who have developed bizarre powers, such as psychic abilities, shapeshifting, and other paranormal abilities. For this reason, the show is often criticized as being predominantly a "villain of the week" series.

Kryptonite has very different effects on Kryptonians like Clark. The general premise is that Clark is virtually invincible except when around it. Different colors affect Clark differently: Green kryptonite physically weakens him and could possibly kill him if he is exposed to it for too long. Red kryptonite causes him to set aside moral compunctions and act out on his impulses and dark desires. Black kryptonite splits Clark into (and merges him back together from) two separate beings exhibiting two personalities.

Spoilers end here.

Reception and awards

Smallville's first accomplishment was breaking Charmed's record for highest rated debut for The WB, with 8.4 million viewers tuning in for its pilot. Since debuting in 2001, Smallville has been nominated and won a number of awards in a number of categories. Smallville has been nominated for numerous Saturn Awards. In 2002 the show was nominated in six categories, including Best Network Television Series, out of the nominations, Michael Rosenbaum took home the Best Supporting Actor in a Television Series. Tom Welling, Allison Mack, Kristin Kreuk, Erica Durance and John Glover have also received numerous nominations in their respective acting categories as well. Smallville has been nominated for Best Network Television Series five times in a row (2002-06). Most of the cast has been nominated for one or more Teen Choice Awards; in 2002 Welling won the award for Choice Breakout Star and in 2006 Mack won Choice Sidekick. Rosenbaum also won a Golden Satellite Award for Best Performance by an Actor in a Supporting Role in a Series. Smallville also won a Casting Society of America award for Best Casting for TV, Dramatic Pilot in 2002. Smallville won an award from the American Society of Cinematographers for the episode Arrow (2007).

The show received two nominations for American Society of Cinematographers awards for the Pilot (2002) and Sacred (2006) and a Canadian Society of Cinematographers award for Tempest (2003). In addition to numerous Leo Awards nominations, the show won Best Visual Effects (2002), Best Make-Up (2005), Best Cinematography in a Dramatic Series, and Best Production Design in a Dramatic Series (2006). The show has also received six Motion Picture Sound Editors nominations. At the Visual Effects Society Awards, Smallville has received four nominations and two awards: Outstanding Compositing and Outstanding Matte Painting in a Televised Program, Music Video or Commercial. Smallville has also been nominated for four Emmy Awards, winning two for Outstanding Sound Editing for a Series in 2002 and again in 2006. On January 24, 2006, it was confirmed Smallville would be part of the new The CW's Fall 2006-2007 lineup once The WB and UPN ceased separate operations and merged as The CW in September 2006. Season 6 began on September 28, 2006.

Other media

Allison Mack's character Chloe Sullivan has starred in two promotional tie-in series, Smallville: Chloe Chronicles, and Vengeance Chronicles. Both were available online, and were included in the DVD releases of Smallville. There were two "Chloe Chronicles" editions. The first featured Chloe investigating further into the events of the first season episode Jitters. The second edition, Chloe Chronicles, Vol II, was a continuation of the first. In total, the first two series included seven mini-episodes. The third series was a spin-off of the fifth season episode "Vengeance". Titled Vengeance Chronicles, Chloe joins forces with a costumed vigilante whom she dubs the "Angel of Vengeance." In a promotional tie-in with Sprint, Smallville Legends: The Oliver Queen Chronicles was released dictating the early life of Oliver Queen in a six-episode CGI series. On April 19, 2007, a tie-in with Toyota, promoting their new Yaris, featured an online comic strip as interstitial programs, during new episodes, titled Smallville Legends: Justice & Doom. The interactive comic was based on the episode "Justice", which follows the adventures of Oliver Queen, Bart Allen, Victor Stone, and Arthur Curry as they seek to destroy all of LuthorCorp's secret experimental labs. The online series allowed viewers to investigate alongside the fictional team, in an effort to win prizes. The plots of Smallville and the Smallville Legends: Justice & Doom are integral and complimentary to each other.

Smallville creators Al Gough and Miles Millar also developed an Aquaman pilot for The WB Television Network, with Justin Hartley as Arthur Curry. The series was planned to follow the adventures of Arthur, in the same fashion that was being done with Clark. Following the merger of the WB and UPN, the resulting CW network opted not to produce the show. The pilot can be found through the iTunes Store, and the Xbox 360 video marketplace

ASC Award

2002 - Nominated - Outstanding Achievement in Cinematography in Movies of the Week/Mini-Series/Pilot for Network or Basic Broadcast TV

Peter Wunstorf - For the pilot.

Golden Reel Award

2002 - Nominated - Best Sound Editing in Television - Effects and Foley, Episodic unknown - For the pilot.

2002 - Nominated - Best Sound Editing in Television - Music, Episodic Live Action unknown - For the pilot.

WR. Michael Green, Miles Millar, Timothy Schlattman, Mark Verheiden, Greg Walker.

DIR. David Carson, D.J. Caruso, James A. Contner, James Frawler, Chris Long

EPISODES: 132 **YEAR MADE:** 2001 **COUNTRY:** US **SEASONS:** 7

SMALLVILLE FILMS, TOLLIN/ROBBINS PRODUCTIONS/WARNER BROS. TELEVISION

CREATOR: Created by Jerry Siegel & Joe Shuster , Developed For Television by Alfred Gough & Miles

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 21, (2) 23, (3) 22, (4) 22, (5) 22, (6) 22, (7)

DATE OF PREMIER: 16/10/2001 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Clark Jerome Kent/Kal-El TOM WELLING, Lana Lang KRISTIN KREUK, Alexander Joseph 'Lex' Luthor MICHAEL ROSENBAUM, Whitney Fordman ERIC JOHNSON (1), Peter 'Pete' Ross SAM JONES III (1-3), Chloe Sullivan ALLISON MACK, Martha Kent ANETTE O'TOOLEM Jonathan Kent JOHN SCHNEIDERM (1-5) Officer Same Phalen (Jan. 2002-) CAMERON DYEM Lionel Luthor JOHN GLOVERM, Nell Potter SARAH-JANE REDMONDM, Victoria Hardwick (Jan. 2002-) KELLY BROOK, Feral Man LAURO CHARTRAND, Roger Nixon TOM O'BRIEN, Kara LAURA VANDERVOORT (7), Jason Teague JENSEN ACKLES (4), Lois Lane ERICA DURANCE (5-7), Jimmy Olsen AARON ASHMORE (7).

Books Based on this series.

Smallville : Animal Rage #4 (Young Adult)	David Cody and Bobby G Weis	2002
Smallville : Arrival #1	Michael Teitelbaum	2002
Smallville : Buried Secrets #6 (Young Adult)	Suzan Colon	2003
Smallville : City	Devin Grayson	2004
Smallville : Curse	Alan Grant	2004
Smallville : Dragon	Alan Grant	2002
Smallville : Flight #3 (Young Adult)	Cherie Bennett and Jeff Gottesfeld	2002
Smallville : Greed #8 (Young Adult)	Suzan Colon	2003
Smallville : Hauntings	Nancy Holder	2003
Smallville : Runaway #7 (Young Adult)	Suzan Colon	2003
Smallville : See No Evil #2 (Young Adult)	Cherie Bennett and Jeff Gottesfeld	2002
Smallville : Shadows	Diana G Gallagher	2003
Smallville : Silence	Nancy Holder	2003
Smallville : Sparks #10 (Young Adult)	Cherie Bennett	2004
Smallville : Speed #5 (Young Adult)	Cherie Bennett and Jeff Gottesfeld	2003
Smallville : Strange Visitors	Roger Stern	2002
Smallville : Temptation #9 (Young Adult)	Suzan Colon	2003
Smallville : Whodunnit	Dean Wesley Smith	2003

RELATED SHOWS:

ADVENTURES OF SUPERMAN, THE

SUPERBOY

LOIS AND CLARK

1 - 1 *"PILOT"*

The first episode tells the story of the meteor shower that hit Smallville and changed life in the Kansas town forever. Clark Kent meets Lex Luthor for the first time and encounters the first in a long line of humans mutated by the strange green meteor rocks that accompanied him on his journey to Earth.

Wr Alfred Gough, Miles Millar

Dir David Nutter

1 - 2 *METAMORPHOSIS*

Clark must deal with Greg, a nerdish bug collector with a crush on Lana who gains the ability of various insects and uses them to lash out at anyone who opposes him.

Wr Alfred Gough, Miles Millar

Dir Philip Sgriccia, Michael W. Watkins

1 - 3 *HOTHEAD*

An abusive and hot-tempered football coach gains the ability to control and project fire.

Wr Greg Walker

Dir Greg Beeman

1 - 4 *X-RAY*

Clark begins experiencing "vision problems" as his x-ray vision begins manifesting. Meanwhile a mysterious shapeshifter is going about town using his or her abilities to steal and get others in trouble.

Wr Mark Verheiden

Dir James Frawley

1 - 5 *COOL*

A jock named Sean gains the ability to absorb heat from everything and everyone around him, and begins preying on people to gain the heat he needs to survive.

Wr Michael Green

Dir James A. Contner

1 - 6 *HOURGLASS*

An old man uses green meteor rock to reverse the aging process, then gain vengeance on the children of the jury that put him away decades earlier. Meanwhile, another woman at the same old folks' home has prophetic abilities and she sees the futures of both Clark and Lex.

Wr Doris Egan

Dir Chris Long

1 - 7 *CRAVING*

A weight-obsessed teen dieting on kryptonite-infected vegetables gains her fondest dream...but must feed on the fat of others to maintain her enhanced appearance.

Wr Michael Green

Dir Philip Sgriccia

1 - 8 *JITTERS*

An experiment at the Luthor fertilizer plant makes an old friend of the Kents literally shake and jitter, and he seeks vengeance against the Luthors, who hide the secret of his transformation behind "Level Three" at the local plant.

Wr Cherie Bennett, Jeff Gottesfeld

Dir Michael W. Watkins, Greg Beeman

1 - 9 *ROGUE*

Clark visits Metropolis in this episode, and does a secret good deed - a police detective named Phelan witnesses his action and begins blackmailing Clark to help protect him from an IA investigation.

Wr Mark Verheiden

Dir David Carson

1 - 10 *SHIMMER*

An invisible stalker is pursuing Lex and one of the household staff may, or may not, be responsible.

Wr Mark Verheiden, Michael Green

Dir D.J. Caruso

1 - 11 *HUG*

A salesman has a kryptonite-based ability to force anyone he touches to obey his commands.

Wr Doris Egan

Dir Chris Long

1 - 12 *LEECH*

On a class trip, Clark and a fellow student named Eric are struck by lightning, and because Eric was holding a piece of kryptonite, Clark's powers are transferred into him.

Wr Tim Schlattmann

Dir Greg Beeman

1 - 13 *KINETIC*

Whitney falls in with some former jocks who have kryptonite tattoos that give them the power to walk through the walls. Meanwhile, Chloe is seriously injured and Lex has his own plans.

Wr Philip Levens

Dir Robert Singer

1 - 14 *ZERO*

A man from Lex's past stalks him in conjunction with a mysterious death at Club Zero that Lex may have been responsible for. Meanwhile Chloe looks into Clark's past as an adopted child.

Wr Mark Verheiden

Dir Michael Katleman

1 - 15 *NICODEMUS*

A flower that comes from a reopened "Level Three" of the fertilizer plant brings strange reactions from several people, including Jonathan, Lana, and Pete.

Wr Michael Green

1 - 16 *STARY*

A young runaway, Ryan, has the power to read minds and flees his abusive stepparents. The Kents take him in and Clark soon discovers the boy's powers and that he's immune to them. But Ryan's stepparents have plans to use the boy's powers for financial gain against...Lex.

Wr Philip Levens

Dir Paul Shapiro

1 - 17 *REAPER*

Tyler gains the power to destroy organic matter with a touch, and resolves to put the dying out of their misery...and Whitney's father is his next target. Meanwhile Lionel and Lex spar over Lex's rising success in Smallville.

Wr Cameron Litvack

Dir Terrence O'Hara

1 - 18 *DRONE*

Clark gets into a class election and one of his opponents is a krypto-mutant who can control bees. Meanwhile a reporter from Metropolis visits to do a story on Lex.

Wr Philip Levens, Michael Green

Dir Michael Katleman

1 - 19 *CRUSH*

After being injured in a hit and run accident, a student loses the use of his hands but gains the ability of telekinesis.

Wr Philip Levens, Alfred Gough, Miles Millar

Dir James Marshall

1 - 20 *OBSCURA*

After an explosion Lana finds herself getting visions of a serial killer...and his next target is Chloe. Meanwhile Lex and Roger look further into the meteor shower and determine that something besides meteors hit Smallville that day.

Wr Mark Verheiden, Michael Green, Greg Walker

Dir Verheiden, Michael Green, Greg Walker

Terrence O'Hara

1 - 21 *TEMPEST (PART 1 OF 2)*

Lex is hit with a surprise after his father closes the local Smallville plant to force him back to Metropolis, blaming the plant's failure on his management. Meanwhile Clark prepares for his date with Chloe, reporter Roger Nixon gets wind of Clark's alien origins after setting up an explosion, and Whitney joins the Marine Corps.

Wr Alfred Gough, Miles Millar

Dir Greg Beeman

2 - 1 *VORTEX (PART 2 OF 2)*

Clark rescues Lana from the storm, but discovers that the spaceship is released, while Jonathan is buried alive with the unscrupulous reporter who discovered Clark's secret. Meanwhile, Lex is wracked with guilt over his critically injured father.

Wr Philip Levens

Dir Greg Beeman

2 - 2 *HEAT*

Clark gains a new power - heat-vision. As he struggles to control it, Lex gets married to the new Smallville High teacher, Desiree Atkins, little does he know that she not only has an ulterior motive, but that she's coming on to Clark, too.

Wr Mark Verheiden

Dir James Marshall

2 - 3 *DUPLICITY*

Pete finds Clark's spaceship, forcing Clark to reveal his secret to his best friend. Dr. Hamilton is plagued by kryptonite-fueled illness and focuses on Pete. Meanwhile, Lana has to deal with Nell and her plans to remarry while Lex and Lionel adjust to life together.

Wr Todd Slavkin, Darren Swimmer

Dir Steve Miner

2 - 4 *RED*

Clark has his first run-in with red kryptonite in this exploration of classic Superman mythology, turning immoral when he gets his high-school ring holding a piece of rock. Meanwhile, Lex and his father have some issues to resolve when Lionel starts taking over the manor.

Wr Jeph Loeb

Dir Jeff Woolnough

2 - 5 *NOCTURNE*

Lana has a new stalker - a boy imprisoned in his basement by his parents who sneaks out at night to visit her. Meanwhile Lionel hires Clark's mother as his personal assistant.

Wr Brian Peterson, Kelly Souders

Dir Rick Wallace

2 - 6 *REDUX*

Martha's father William comes to town after many years of estrangement due to his disapproval of Jonathan. Meanwhile Clark must deal with a series of old-age deaths at Smallville High, and the new principal puts his foot down.

Wr Garrett Lerner, Russel Friend

Dir Chris Long

2 - 7 *LINEAGE*

A strange woman shows up claiming to be Clark's biological mother...and that his father is Lionel. Meanwhile Lana decides to meet with the man who is her biological father.

Wr Alfred Gough, Miles Millar

Dir Kenneth Biller

2 - 8 *RYAN*

Ryan (from "Stray") returns and Clark has to save him from Dr. Garner of the Summerholt Research Facility. Meanwhile, Aunt Nell leaves Smallville, and Lex wants to expand the plant but runs afoul of the mayor.

Wr Philip Levens

Dir Terrence O'Hara

2 - 9 *DICHOTIC*

A Smallville student, Ian, displays the ability to make clones of himself and uses his power to date both Choe and Lana. Meanwhile Lex goes to anger management class and meets an attractive local doctor.

Wr Mark Verheiden

Dir Craig Zisk

2 - 10 *SKINWALKER*

Clark becomes involved with a Native American woman, Kyla, and becomes aware of ancient Indian prophecy that warns of a man of great powers who fell from the sky. Worse, a wolf-like creature is attacking the local Luthorcorp construction project, and Martha and Lionel may be the next victims.

Wr Brian Peterson, Kelly Souders

Dir Marita Grabiak

2 - 11 *VISAGE*

Whitney returns to Smallville, eager to start back up where he left off with Lana. But everything isn't what it seems.

Wr Todd Slavkin, Darren Swimmer

Dir Bill Geregthy

2 - 12 *INSURGENCE*

Lex hires some thugs to bug Lionel's office but things get out of control when Lionel and Martha are taken hostage, and Clark must rescue them without revealing his secrets.

Wr Jeph Loeb, Kenneth Biller

Dir James Marshall

2 - 13 *SUSPECT*

Lionel is shot in the manor, and Jonathan is the prime suspect.

Wr Mark Verheiden, Philip Levens

Dir Kenneth Biller

2 - 14 *RUSH*

Students are engaging in wild, sometimes suicidal stunts, and Chloe and Pete are the next ones to become "infected"...and they use a piece of red meteor rock to get Clark to join them.

Wr Todd Slavkin, Darren Swimmer

Dir Rick Rosenthal

2 - 15 *PRODIGAL*

Lex recovers his long-lost brother Lucas and uses him in a ploy to buy out his father's share of the company. But it soon becomes clear that Lucas isn't to be trusted, and Lex soon finds himself ousted from his own company.

Wr Brian Peterson, Kelly Souders

Dir Greg Beeman

2 - 16 *FEVER*

Martha catches a lungful of kryptonite-irradiated spores and slips into a coma. Clark, who temporarily loses his powers by breathing in the same spores, is her only hope for survival. Lex sneaks behind Helen's back at the hospital in his continued search for the truth about Clark.

Wr Matthew Okumura

Dir Bill Geregthy

2 - 17 *ROSETTA*

Clark travels to New York to meet Dr. Swann, a brilliant scientist who holds a message for Clark from his home planet. Meanwhile Lana decides to move out of Chloe's house after they get into an argument about Clark.

Wr Miles Millar, Alfred Gough

Dir James Marshall

2 - 18 *VISITOR*

After a schoolmate claims to be an alien and proves it by using heat vision, Clark investigates and believes the boy is from Krypton. Meanwhile, Helen confronts Lex over the locked room in the mansion that holds his investigation of Clark's secrets.

Wr Philip Levens

Dir Rick Rosenthal

2 - 19 *PRECIPICE*

After Lana is almost assaulted by a college student, Clark injures the boy while helping her. When the Kents are sued for damages that could cost them the farm, Clark tries to find a way out of the lawsuit. Meanwhile, Helen's obsessive ex-boyfriend comes to Smallville to win her back but when she turns him down, he stabs her, prompting Lex to take the law into his own hands.

Wr Clint Carpenter

Dir Thomas J. Wright

2 - 20 *WITNESS*

Clark runs up against super-strong robbers who are apparently tied to LexCorp. And Chloe begins to ally with Lionel, while Lana and Henry Small bond.

Wr Mark Verheiden

Dir Rick Wallace

2 - 21 *ACCELERATE*

Lana is haunted by the ghost of a dead friend, Emily, but the "spirit" has connections to Lionel Luthor, who is also scheming to get control of the Indian caves and "help" Lex with his wedding.

Wr Brian Peterson, Kelly Souders

2 - 22 *CALLING (PART 1 OF 2)*

Dr. Walden comes out of a coma with super-powers and a desire to kill Clark, piquing the Luthors'

interest. The spaceship starts talking to Clark, and Helen and Lex prepare for their wedding.

Wr Kenneth Biller

Dir Terrence O'Hara

2 - 23 *EXODUS (PART 2 OF 2)*

A sense of foreboding surrounds Smallville as Clark must choose between staying with Lana and his family or fulfilling his destiny to rule the Earth. Lex and Helen prepare for their marriage, and Chloe considers Lionel's offer to investigate Clark.

Wr Alfred Gough, Miles Millar

Dir Greg Beeman

3 - 1 *EXILE (PART 1 OF 2)*

Under the influence of red kryptonite, Clark is following a life of crime in Metropolis while his friends and parents desperately try to find him. Lex is forced to confront his personal demons on a desert island, while Lionel holds a funeral for his presumed-dead son. And Jonathan Kent must pay a high price for the power necessary to bring his son back home.

Wr Miles Millar, Alfred Gough

Dir Greg Beeman

3 - 2 *PHOENIX (PART 2 OF 2)*

Clark gives up the ring and its effects rather than kill his father, and both he and the rescued Lex return to Smallville. Clark must deal with crime lord Morgan Edge, who has followed him to Smallville, while Lex must determine who tried to have him killed - Lionel or Helen.

Wr Kelly Souders, Brian Peterson

Dir James Marshall

3 - 3 *EXTINCTION*

Clark discovers someone is hunting people affected by the kryptonite rocks and the killer's next target is Lex. Clark uses his powers to save Lex, but is caught off guard when the killer learns his weakness and shoots him with a kryptonite bullet.

Wr Todd Slavkin, Darren Swimmer

Dir Michael Katleman

3 - 4 *SLUMBER*

Clark is being pursued by a frightened young girl who needs his help. However, after he discovers she is actually a comatose neighbor who should have woken up years ago, he enlists Lana's help to uncover the truth - which puts Lana in grave danger. Meanwhile, Lionel demands that Lex undergo a full psychological evaluation before he hires him.

Wr Drew Z. Greenberg

Dir Terrence O'Hara

3 - 5 *PERRY*

Perry White, a once promising journalist whose career was destroyed by Lionel Luthor, arrives in Smallville in search of alien stories for a tabloid news show. In spite of being constantly inebriated, Perry believes he has witnessed Clark using his extraordinary speed, so he devises a dangerous scheme to expose Clark's superpowers. Meanwhile, Lex learns that Perry has powerful incriminating evidence of Lionel's shady past.

Wr Mark Verheiden

Dir Jeannot Szwarc

3 - 6 *RELIC*

Clark discovers that Jor-El was on Earth forty years ago. Lana's great uncle, who was convicted of murdering his wife forty years ago, shows her a picture of the man he believes really killed her aunt, and she is shocked to discover the drifter looks just like Clark. Sure that the man is Jor-El, Clark's investigation leads him to a kryptonian medallion that allows him to see bits of the past - and the life that Jor-El started for him long before he arrived on Earth.

Wr Kelly Souders, Brian Peterson

Dir Marita Grabiak

3 - 7 *MAGNETIC*

Clark is suspicious when Lana suddenly becomes attracted to a fellow student and begins to act rebelliously, which eventually lands her in jail. Clark's suspicions are confirmed when he discovers Lana's new boyfriend has magnetic powers that can move objects and alter human emotions, but when he tries to

free Lana from the paranormal hold that is controlling her, she tries to kill him. Meanwhile, Lex discovers Chloe has been delving into Lionel's past and tries to get her to join forces against his dad.

Wr Holly Harold

Dir David Jackson

3 - 8 *SHATTERED*

Lex locates Morgan Edge and gets him to admit to dirty dealings with Lionel, but before Lex can take it to the authorities, someone tries to kill him at the mansion. Barely surviving, Lex flees and asks Clark for help. However, when Clark returns to the mansion to investigate he finds nothing amiss, and begins to wonder if it really happened, especially after Lionel announces Lex has had a psychotic break and must be institutionalized.

Wr Kenneth Biller

Dir Kenneth Biller

3 - 9 *ASYLUM*

Three of Clark's former opponents approach Lex to enlist his help in luring Clark to the hospital after they hear that Lionel has requested Lex be given electroshock therapy to erase his memory. However, the plan goes awry when the villains double-cross Lex and use kryptonite to steal Clark's powers. Meanwhile, Lana meets a mysterious stranger in the hospital.

Wr Todd Slavkin, Darren Swimmer

Dir Greg Beeman

3 - 10 *WHISPER*

Attempting to stop a robbery, Clark is temporarily blinded when he shoots off a burst of heat vision that is accidentally reflected back into his eyes by a piece of kryptonite and soon realizes his body has developed super-hearing to compensate for his lack of sight. However, as it was in the beginning with his other gifts, Clark doesn't quite have his new power under control.

Wr Ken Horton

Dir Thomas J. Wright

3 - 11 *DELETE*

Clark and Lana each make an attempt on Chloe's life for unknown reasons after they receive a mysterious e-mail from the Summerholt Institute. Clark must discover the source of these e-mails after Chloe reveals she has uncovered proof that they are doing mind-control research at the lab and realizes they must be trying to kill her in order to prevent her from writing an expose. Meanwhile, Lana decides to rent the apartment above the café to Adam even though she feels he is hiding something dangerous about his past.

Wr Kelly Souders, Brian Peterson

Dir Pat Williams

3 - 12 *HEREAFTER*

Clark discovers that his schoolmate Jordan can foresee the future, but is horrified when Jordan tells him he "sees" Lana dying in a fire in the next few days. Meanwhile, suspicious of his behavior, Chloe investigates Adam's background and discovers some disturbing news.

Wr Mark Verheiden, Drew Z. Greenberg

Dir Greg Beeman, James Marshall

3 - 13 *VELOCITY*

After Pete refuses to throw a street race, the thugs that run it threaten his life, so he asks Clark to use his powers to stop them. Furious that Pete would put himself in this position, Clark must figure out a way to save Pete and still protect his secret. Meanwhile, Jonathan begins to suffer the consequences of his deal with Jor-El.

Wr Todd Slavkin, Darren Swimmer

Dir Jeannot Szwarc

3 - 14 *OBSESSION*

Clark is forced to use his powers in front of Alicia, a new girl at school, but he is surprised to find out she has powers of her own. The two develop a bond through their shared secret, but things turn ugly after Alicia becomes obsessive about sharing Clark with anyone else – especially Lana. Meanwhile, Lana asks Lex to investigate Adam.

Wr Holly Harold

Dir James Marshall

3 - 15 *RESURRECTION*

While his father is awaiting surgery, Clark befriends a young boy, Garrett whose brother Vince just died from liver failure. However, everyone is shocked when Vince shows up alive and seemingly well - until his liver starts failing again. In a desperate attempt to keep his brother alive, Garrett straps a Kryptonite bomb to himself and demands that Vince be given Jonathan's liver or he will blow up the building.

Wr Todd Slavkin, Darren Swimmer

Dir Terrence O'Hara

3 - 16 *CRISIS*

Clark receives a panicked call from Lana and hears a gunshot before the line goes dead, but when he arrives at the Talon he is stunned to discover she is alive and well. Clark realizes the phone call came from the next day and that Adam is the one who will shoot Lana.

Wr Kelly Souders, Brian Peterson

Dir Kenneth Biller

3 - 17 *LEGACY*

When Jonathan begins to act strangely, Clark believes Jor-El is sending Jonathan messages through the key and is the cause for his father's withdrawal from the family. Clark goes down to the caves to confront his biological father but Lionel catches him there and begins putting the pieces together – leading him straight to Dr. Swann. As the two billionaires face off, a deal is struck and Lionel's true motives are revealed.

Wr Jeph Loeb

Dir Greg Beeman

3 - 18 *TRUTH*

When Chloe accidentally inhales a mysterious krypto-gas, she discovers it acts as a truth serum to anyone who comes in contact with her and decides to take advantage of her new power by going to the Kents to find out Clark's secret. However, her new power comes with fatal consequences and Clark must find an antidote before she discovers the truth about him or worse, dies.

Wr Drew Z. Greenberg

Dir James Marshall

3 - 19 *MEMORIA*

Believing that key information about his father's past was lost when his memory was erased, Lex decides to join an experimental program with Dr. Garner to regain the information so he can turn his father over to the FBI. Knowing that Lex will discover his secret if he regains his memory, Clark tries to stop him but is caught by Lionel and the doctor and exposed to the same radical treatment so that Lionel can solve the mystery of Clark's past.

Wr Alfred Gough, Miles Millar

Dir Miles Millar

3 - 20 *TALISMAN*

Jeremiah Holdsclaw, a young Kiwatche Indian, steals a mythic knife from the tribal caves and gets superpowers similar to Clark's. Jeremiah believes he is the fulfillment of the ancient prophecy of Naman, "the man who fell from the stars." He sets out to kill Lionel with the knife, and Clark must stop him without revealing his own secret.

Wr Kenneth Biller

Dir John Schneider

3 - 21 *FORSAKEN (PART 1 OF 2)*

Clark decides to tell Lana his secret so they can finally be together. Meanwhile, an errant FBI agent kidnaps and tortures Pete to try and force him to reveal Clark's secret. Also, Lex panics after the FBI gives him 24 hours to turn over information on his father or face jail time, but help arrives from an unexpected source.

Wr Kelly Souders, Brian Peterson

Dir Terrence O'Hara

3 - 22 *COVENANT (PART 2 OF 2)*

Kara, a beautiful superpowered girl from Krypton, entices Clark to join with his father and embrace his destiny. Clark is left without support after Pete's departure when Jonathan reveals the deal he made with Jor-El. At the same time, Clark's relationships with Lex and Lana take unexpected turns, leaving him with no one but Kara to turn to.

Wr Alfred Gough, Miles Millar

Dir Greg Beeman

4 - 1 *CRUSADE*

Clark returns to Smallville as Kal-El - intent on fulfilling his destiny, he goes after a powerful Kryptonian crystal that Lex has obtained in Egypt. Meanwhile, newcomer Lois Lane arrives in Smallville to look into the death of her cousin Chloe, and Lana returns from Paris with a new boyfriend. Jonathan lies in a coma after the events of last year's season finale and Lionel must deal with his new life in prison.

Wr Alfred Gough, Miles Millar

Dir Greg Beeman

4 - 2 *GONE*

After discovering that Chloe's body isn't in her coffin, Clark and Lois Lane investigate but are stopped by Lois' father, General Sam Lane. They believe General Lane knows more than he's telling, and figure out he's been in contact with Lex. Meanwhile, after Lana's sudden departure Jason follows her to Smallville. And Lionel sends a mutant killer to determine if Chloe is alive and kill her for sure.

Wr Brian Peterson, Kelly Souders

Dir James Marshall

4 - 3 *FAÇADE*

Abigail, an ugly high school girl, gets plastic surgery from her surgeon-mother to boost her popularity. However, her beauty hides a dark secret - when she kisses someone they're inflicted with life-threatening hallucinations. When Lana sees Abigail with one of her victims, she becomes the next target.

Wr Holly Harold

Dir David Carson

4 - 4 *DEVOTED*

Clark decides to join the football team over Jonathan's wishes and gets the starting quarterback position when his predecessor attacks Jason over a girl. Clark and Lois investigate and discover that the cheerleaders are using kryptonite in the team's water supply to turn them into obedient mindless boyfriends.

Wr Luke Schelhaas

Dir David Carson

4 - 5 *RUN*

Jonathan's wallet is stolen by a super-speed thief, Bart Allen, who is faster than Clark. Bart comes to the farm and becomes friends with Clark, but Bart returns to crime when he sees an ancient manuscript that Lex has. As Clark soon realizes, the manuscript holds a map to one of the kryptonian crystals and he must go up against Bart to recover it.

Wr Steven S. DeKnight

Dir David Barrett

4 - 6 *TRANSFERENCE*

Clark is drawn to the state penitentiary by one of the kryptonian crystals, which Lionel is using to switch bodies with Lex. Clark intervenes and Lionel enters his body instead. While Lionel uses his newfound super-powers to regain his lost fortune and alienate Clark's friends, Clark must convince his parents that he is the "real" Clark and reverse the process, while avoiding murderous convicts.

Wr Todd Slavkin, Darren Swimmer

Dir James Marshall

4 - 7 *JINX*

Mikhail Mxyzptlk, a foreign exchange student and bookie, has the power to control others and uses it to sabotage football games, including the one Clark is quarterbacking. Clark and Chloe figure out his secret, but he threatens to kill Chloe unless Clark throws the next game. Mikhail came to Smallville via LuthorCorp, and Lex will do almost anything to learn his secret.

Wr Mark Warshaw

Dir Paul Shapiro

4 - 8 *SPELL*

Lana reads a spell book belonging to her 17th century ancestor, the witch Isabelle, and becomes possessed by her spirit. Isabelle resurrects her other two witches and together they seek out the kryptonian crystals, using their magic to render Clark powerless.

Wr Steven S. DeKnight

Dir Jeannot Szwarc

4 - 9 *BOUND*

Lex is accused of killing a young woman and Clark turns to Lionel for help. Meanwhile, Lana has a dream of her ancestor and a mysterious second woman - a dead ringer for Jason's mother Genevieve, who arrives to visit her son and his new girlfriend.

Wr Luke Schelhaas

Dir Terrence O'Hara

4 - 10 *SCARE*

A LuthorCorp experiment is released into the atmosphere - a toxin that causes its victims to hallucinate their worst fear. Chloe, Clark, Lana, and Jason all fall victim to the toxin, and Lex, desperate to find a cure, takes a dangerous antidote. Meanwhile, Lionel is released from prison and his conviction overturned thanks to a mysterious benefactor.

Wr Kelly Souders, Brian Peterson

Dir David Carson

4 - 11 *UNSAFE*

Alicia (from "Obsession") is supposedly cured and returns to Smallville to start things back up with Clark. When she pushes for more and he turns reluctant, Alicia exposes him to red kryptonite, and the two go off to Las Vegas to get married. Meanwhile, Lana questions whether sex may prove the key to winning Jason back.

Wr Steven S. DeKnight, Jeph Loeb

Dir Greg Beeman

4 - 12 *PARIAH*

When a mysterious killer strikes at both Lana and Jason, Alicia is the leading suspect and even Clark comes to doubt her innocence. Feeling betrayed, she secretly tricks Clark into revealing his powers in front of one of his friends. And Genevieve returns to town with an offer for Lex, who in turn has an offer for Jason.

Wr Holly Harold

Dir Paul Shapiro

4 - 13 *RECRUIT*

Clark is approached by Met U for recruitment and meets Geoff, a former Smallville resident. It soon becomes apparent that he is using his powers to paralyze anybody who gets in his way...including Lois.

Wr Todd Slavkin, Darren Swimmer

Dir Jeannot Szwarc

4 - 14 *KRYPTO*

Lois accidentally hits a dog and brings it back to the farm to heal, but Clark quickly realizes it has super-strength. He investigates and discovers it was part of an aborted LuthorCorp experiment...and that robbers are using the dogs to help them steal money. Meanwhile, Lana wonders what Jason is up to with his mother, and Jason is forced to ask Genevieve a few questions of his own.

Wr Luke Schelhaas

Dir James Marshall

4 - 15 *SACRED*

After Clark receives a message from the recently-deceased Dr. Swann, he and Lana follow Jason and Lex to China in search of one of the kryptonian crystals. Lana is tortured, causing Isabelle to emerge and wreak havoc in her search for the crystal.

Wr Kelly Souders, Brian Peterson

Dir Brad Turner

4 - 16 *LUCY*

Lucy Lane, Lois' younger sister, comes to Smallville but Clark catches her stealing money from the Talon to pay off a European crime syndicate. Lex offers to help but everything is not what it seems. Meanwhile, a thief breaks into Lana's apartment and steals the crystal, and Jason suspects Lionel.

Wr Neil Sadhu, Daniel Sulzberg

Dir David Barrett

4 - 17 *ONYX*

A black kryptonite explosion splits Lex in two and his evil side - Alexander - is released. Alexander imprisons Lex in the mansion then gives full vent to his evil side - he threatens to evict Lana from the Talon unless she becomes his mate, jousts with Lionel, and tries to kill Clark and Chloe when they figure out his secret.

Wr Steven S. DeKnight

Dir Terrence O'Hara

4 - 18 *SPIRIT*

On the eve of the Smallville High School Prom, stuck-up candidate for Prom Queen Dawn Stiles is pulled into a coma when she is involved in a car crash into a ravine filled with dozens of chunks of kryptonite. While her body lies in a coma, Dawn finds her spirit allowed to possess the bodies of others, where she can continue her quest to become Prom Queen. As a result, Martha, her body possessed by Dawn, flirts with Clark and asks him to the Prom, Lana attempts to electrocute the ex-boyfriend who dumped Dawn, Lois goes all-out to ensure she and Clark go to Prom together, and Chloe attempts to set fire to the school on Prom night.

Wr Luke Schelhaas

Dir Whitney Ransick

4 - 19 *BLANK*

When a boy who can make people lose their memories robs the Talon, Clark goes after him but gets total amnesia. Chloe finds out what happened and has to tutor Clark in the use of his superpowers and make sure he doesn't accidentally reveal his secret. While Clark, Chloe, and Lois try to track down Kevin, Clark takes advantage of his "new life" to ask Lana on a date. And Lex tries to turn Clark's memory loss to his advantage by getting him to reveal the secret of the caves.

Wr Brian Peterson, Kelly Souders

Dir Jeannot Szwarc

4 - 20 *AGELESS*

Checking out a crater in a cornfield, Clark and Lana discover a baby with no parents and take him back to the Kent farm. However, when the baby, Evan, ages from a newborn to a 7-year-old in less than a day, it becomes clear he is aging at a rapid rate and they turn to Lex for help. Meanwhile, Genevieve suspects Lex has the Chinese Kryptonian artifact and orders Lionel to either recover it...or risk putting Lex in danger of his life.

Wr Steven S. DeKnight

Dir Steven S. DeKnight

4 - 21 *FOREVER*

Clark must stop the school photographer after he sets up a fake high school and uses his ability to petrify people to kidnap students - including Chloe and Lana - to keep the glory days of high school going forever. Meanwhile, Lex and Lionel are kidnapped and tortured by the Teagues in an effort to find the Kryptonian artifact, revealing that...Lana has it.

Wr Kelly Souders, Brian Peterson

Dir James Marshall

4 - 22 *COMMENCEMENT*

After a nightmare, Clark goes to the cave to confront his father Jor-El. Jor-El warns that the crystals have fallen into human hands and have triggered a new meteor shower which will annihilate the Earth unless he reunites the three crystals. Meanwhile, Lex helps Lana, who has apparently committed murder, but then turns against her to get possession of her Kryptonian stone. As disaster looms, Chloe and Lois try to find Lana while Clark attempts to reassemble the stones, and Jason returns to make things unpleasant for the Kents.

Wr Todd Slavkin, Darren Swimmer

Dir Greg Beeman

5 - 1 *ARRIVAL*

Clark is transported to the Fortress of Solitude and must choose between saving the planet or saving Chloe from freezing to death. Meanwhile, Lana confronts two Kryptonians who emerge from the spaceship that landed during the meteor shower, aliens who spread devastation as they search for Kal-El.

Wr Todd Slavkin, Darren Swimmer

Dir James Marshall

5 - 2 *MORTAL*

Jor-El strips Clark of his power, leaving his son free to pursue a "normal" life. But when those closest to him are taken hostage to force him to recover a serum from LuthorCorp's Level 3, Clark must save the day without his superhuman abilities.

Wr Steven S. DeKnight

Dir Terrence O'Hara

5 - 3 *HIDDEN*

Gabriel, a former Smallville High student, hacks into missile codes and prepares to eliminate krypto-mutants in Smallville once and for all. A powerless Clark confronts him and is shot, and only Jor-El can save him.

Wr Kelly Souders, Brian Peterson

Dir Whitney Ransick

5 - 4 *AQUA*

At a party at Crater Lake, Lois is saved from drowning by Arthur "A.C." Curry. Arthur has incredible swimming abilities, but also a secret agenda aimed at...Lex. Meanwhile, Professor Fine discussed Lex's weapons-manufacturing operations with Clark.

Wr Todd Slavkin, Darren Swimmer

Dir Paul Shapiro

5 - 5 *THRIST*

Lana joins a sorority to get housing for her last-minute college registration, but the sisters have a deadly agenda which involves turning Lana into a vampire like themselves and sending her against Clark. Meanwhile, Chloe applies to become an intern at the Daily Planet and runs up against the editor-in-chief, Pauline Kahn.

Wr Steven S. DeKnight

Dir Paul Shapiro

5 - 6 *EXPOSED*

Jonathan's oldest friend, Senator Jack Jennings, comes to Smallville looking for support in his re-election campaign, but is framed for the murder of his mistress, requiring Lois to go undercover as a stripper.

Wr Brian Peterson, Kelly Souders

Dir Jeannot Szwarc

5 - 7 *SPLINTER*

Clark gives into paranoid delusions brought on by exposure to new "silver" kryptonite, and Professor Fine is the only one who can save him...before he kills Lana.

Wr Steven S. DeKnight

Dir James Marshall

5 - 8 *SOLITUDE*

When Martha comes down with a strange disease, Professor Fine convinces Clark that Jor-El is responsible and that the Fortress must be destroyed to save her life. But Professor Fine has an ulterior motive which comes to fruition when they arrive.

Wr Todd Slavkin, Darren Swimmer

Dir Paul Shapiro

5 - 9 *LEXMAS*

Lex considers whether to turn an operative loose to obtain or fake damaging information against Jonathan to upset his Senatorial race. But when Lex is shot, he falls into a coma and is visited by the ghost of his mother, who shows him what his life could be like if he frees himself from his father. Meanwhile, Clark helps deliver Christmas presents.

Wr Holly Harold

Dir Rick Rosenthal

5 - 10 *FANATIC*

The Senatorial race between Jonathan and Lex heats up when Jonathan receives an anonymous threat warning him to drop out of the election. When Clark finds Jonathan badly beaten he determines to find the attackers. Lois is thrown into the mix when she is captured and she is forced to assassinate Jonathan during his speech.

Wr Wendy Mericle

Dir Michael Rohl

5 - 11 *LOCKDOWN*

Lex and Lana are at the mercy of a deranged Smallville deputy who plans to keep them captive until Lex reveals the location of the Kryptonian spaceship. Meanwhile, the Kents can't see eye-to-eye on campaign financing.

Wr Steven S. DeKnight

Dir Peter Ellis

5 - 12 *RECKONING*

Clark reveals his secret to Lana, Jonathan and Lex learn the results of the senatorial election, and there is a tragic car accident on the highway that takes the life of someone Clark loves, forcing Clark to appeal to Jor-El for help.

Wr Kelly Souders, Brian Peterson

Dir Greg Beeman

5 - 13 *VENGENGE*

Clark discovers that the new assistant at the Daily Planet, a bespectacled, bumbling woman named Andrea, is actually a mysterious female vigilante who stalks Suicide Slum. Her path crosses Clark's as they both seek the same criminal. Meanwhile, Clark's bottled-up grief threatens to get the best of him and LuthorCorp experiences a shakeup.

Wr Al Septien, Turi Meyer

Dir Jeannot Szwarc

5 - 14 *TOMB*

Chloe is possessed by the spirit of a young girl whose body is sealed in the Talon's walls, and goes searching for the girl's killer while Clark and Lois try to track her down.

Wr Steven S. DeKnight

Dir Whitney Ransick

5 - 15 *CYBORG*

Clark finds himself up against Lex when he befriends Victor Stone, a half-machine, half-human subject who escapes from LuthorCorp with the aid of a sympathetic doctor.

Wr Caroline Dries

Dir Glen Winter

5 - 16 *HYPNOTIC*

Clark is hypnotized by a woman who uses a supposedly magical charm to control others - he reveals his super powers and is sent to kill Lex. Meanwhile, Lex has tracked down the missing Professor Fine and plans to confront him, unaware that Clark is coming to murder him.

Wr Todd Slavkin, Darren Swimmer

Dir Michael Rohl

5 - 17 *VOID*

Distraught over her break-up with Clark, Lana goes to a rogue medical student who experiments with a dangerous kryptonite-based serum that allows people to flat-line but see their dead loved ones. Lana attempts to see her dead parents using the serum and when Clark returns from Honduras to help her, the doctor injects him with the serum and Clark speaks with his dead father...who warns him that Lionel knows his secret. Meanwhile, Lionel continues working to get closer to Martha, and Lex has a near-death vision of his mother.

Wr Holly Harold

Dir Jeannot Szwarc

5 - 18 *FRAGILE*

Clark befriends a little girl who has the ability to telekinetically shatter glass, then comes to her aid when it's believed she killed her mother in a brutal stabbing attack. Meanwhile Lex and Lana grow closer together and Chloe finds out about it.

Wr Darren Swimmer, Todd Slavkin

Dir Tom Welling

5 - 19 *MERCY*

Lionel is taken hostage by a masked man who forces him to play elaborate games for the prize of staying alive. Martha goes to confront Lionel after Clark tells her Lionel knows his secret and becomes a part of the game herself, fighting for her life.

Wr Steven S. DeKnight

Dir James Marshall

5 - 20 *FADE*

Clark saves a man who in gratitude decides to help Clark in return...by using his ability to turn invisible and his skill as a hitman to kill Lex so Clark can reunite with Lana. And Clark and Lana finally square off

about Lana's new relationship.

Wr Turi Meyer, Al Septien

Dir Terrence O'Hara

5 - 21 *ORACLE*

Clark and Martha are both visited by Jonathan's ghost, who warns them about Lionel and claims that Clark must kill him to stop him. Meanwhile Fine will do whatever it takes to get the vaccine from Lex.

Wr Caroline Dries

Dir Whitney Ransick

5 - 22 *VESSEL*

Professor Fine has unleashed a virus that will kill millions. Clark must put a stop to him, while Lex wonders what will happen when he tells Lana his latest secret.

Wr Brian Peterson, Kelly Souders

Dir James Marshall

6 - 1 *ZOD*

A powerless Clark is trapped in the "Phantom Zone" surrounded by the criminals his father imprisoned there. However, an unexpected ally comes to his aid. Meanwhile, Zod in Lex's body advances his plan to transform Earth into a new Krypton, while using Lana to produce an heir.

Wr Steven S. DeKnight

Dir James Marshall

6 - 2 *SNEEZE*

In the aftermath of Zod's activities, Clark develops a new power. Lois gets a new job, Lana takes a new step in her relationship with Lex, and Lex has to deal with a new danger. Meanwhile, an old friend of Lex's arrives in Metropolis.

Wr Todd Slavkin, Darren Swimmer

Dir Paul Shapiro

6 - 3 *WITHER*

Clark and Chloe pursue a plant creature that uses male humans to recreate, one which has taken Jimmy Olsen as its next human breeding ground. Meanwhile, Oliver Queen asks a reluctant Lois to be his date at a charity ball held by Lex.

Wr Tracy Bellomo

Dir Whitney Ransick

6 - 4 *ARROW*

The mysterious Green Arrow steals a necklace from Martha, and both Lois and Clark resolve to find out who the vigilante is. While Clark determines Green Arrow's true identity, Lex continues his investigation of the mysterious black box while Lionel warns Lana against him.

Wr Kelly Souders, Brian Peterson

Dir Michael Rohl

6 - 5 *REUNION*

Lex and Oliver Queen return to their old prep school for a reunion, but Oliver's old friends (and Lex's old enemies) start dying in mysterious accidents. Meanwhile, Clark learns that someone... or something may have left the Phantom Zone with him.

Wr Steven S. DeKnight

Dir Jeannot Szwarc

6 - 6 *FALLOUT*

After escaping from the Phantom Zone, Raya comes to Smallville to visit Clark. Raya and Clark grow close, and Raya reveals how to repair the Fortress of Solitude. Unfortunately, Baern, another escapee seeks out revenge on Clark and Raya for his time spent in the Zone.

Wr Holly Harold

Dir Glen Winter

6 - 7 *RAGE*

After being shot while stopping a carjacking, the Green Arrow begins acting strangely. Chloe and Clark investigate and find Oliver is taking a super drug that while healing his wound, has some dangerous side effects.

Wr Todd Slavkin, Darren Swimmer

Dir Whitney Ransick

6 - 8 *STATIC*

One of the escapees from the Phantom Zone has killed the crew of a ship in Seattle. Clark confronts the killer who feeds on the bones of his victim. In Smallville, a patient in LuthorCorp Labs escapes experimentation and seeks revenge on Lex by trapping him in a dimension where he can see and hear those around him, but they cannot see him.

Wr Shintaro Shimosawa, James Morris

Dir James Conway

6 - 9 *SUBTERRANEAN*

An illegal immigrant comes to Clark for help, escaping from a nearby farm where he's working... a farm that houses a dark secret.

Wr Caroline Dries

Dir Rick Rosenthal

6 - 10 *HYDRO*

A Daily Planet gossip columnist uses her special power to overhear a conversation between Lana and Chloe, and publishes the conversation... where Lana admits having doubts about marrying Lex. While Chloe investigates the reporter, Lois asks Clark to help her investigate the mysterious Green Arrow bandit when she suspects he may be Oliver Queen in disguise.

Wr Brian Peterson, Kelly Souders

Dir Tom Welling

6 - 11 *JUSTICE*

When Lex's Level 33.1 project comes to fruition, Oliver Queen must bring together several of Clark's "heroic" super-powered allies together: Arthur Curry, Bart Allen, and Victor Stone.

Wr Steven S. DeKnight

Dir Steven S. DeKnight

6 - 12 *LABYRINTH*

Clark is in his barn one moment... and the next finds himself in a psychiatric hospital where he discovers he's been suffering from delusions that he came from another planet and has super-powers.

Wr Al Septein, Turi Meyer

Dir Whitney Ransick

6 - 13 *CRIMSON*

Clark is once again exposed to red kryptonite, and his "other self" goes on a rampage of sorts on Valentine's Day, kissing the women he's most attracted to and expressing his uninhibited feelings for the various relationships around him.

Wr Kelly Souders, Brian Peterson

Dir Glen Winter

6 - 14 *TRESPASS*

Lana has a stalker which leads her to an unexpected hideout. Also, Chloe has to reevaluate her feelings for Clark after she and Jimmy break up due to Jimmy's belief that she isn't really over Clark.

Wr Tracy A. Bellomo

Dir Michael Rohl

6 - 15 *FREAK*

A boy named Tobias was blinded by the meteor shower but given the ability to identify other meteor freaks. Lex is using Tobias to locate other people with abilities so that he can perform experiments on them. Lana learns of Tobias and is fearful that he will name Clark as a freak, so she offers him a cornea transplant to keep him quiet. But Tobias has some surprising news.

Wr Todd Slavkin, Darren Swimmer

Dir Michael Rosenbaum

6 - 16 *PROMISE*

Clark has second thoughts about Lana marrying Lex, and Lana has the same concerns. Meanwhile, the doctor involved in the secret behind Lana's pregnancy threatens Lex with his knowledge.

Wr Brian Peterson, Kelly Souders

Dir Rick Rosenthal

6 - 17 *COMBAT*

Clark and Chloe find an escaped Zoner named Titan who is the star of a secret fight club that puts its death battles on the internet. Lois can tell that there is a story and goes to investigate, where she is put in the ring to fight. Clark goes in as a super-powered fighter to take on Titan but ends up against a different opponent instead.

Wr Turi Meyer, Al Septien

Dir James Marshall

6 - 18 *PROGENY*

Lex discovers that Chloe's mother has special abilities and forces her to help him in exchange for Chloe's life. However, she has a trick or two of her own to use to escape.

Wr Genevieve Sparling

Dir Terrence O'Hara

6 - 19 *NEMESIS*

Lex gets trapped in one of his labs by a distraught woman claiming he kidnapped her husband. She threatens to destroy the lab--with Lex still inside--unless he divulges her husband's whereabouts. When something unexpected causes a rescue attempt by Clark to fail, he becomes trapped as well. Now, the two men must overcome their hatred for each other if they want to make it out alive.

Wr Caroline Dries

Dir Mairzee Almas

6 - 20 *NOIR*

Lana and Lionel have a secret meeting, after which Lana is shot. While Jimmy is observing photos of the encounter, he is knocked unconscious. While unconscious Jimmy dreams about what life in Smallville would have been like in the 1940s. Clark is a reporter at the Daily Planet, Lana is a siren who planned the demise of her magnate husband Lex, and Lois is a singer at a bar that Lionel owns.

Wr Brian Peterson, Kelly Souders

Dir Jeannot Szwarc

6 - 21 *PROTOTYPE*

Lex tries to turn a soldier that supposedly died in Afghanistan into a "super-soldier." A senator threatens to tell the world about Lex's labs, prompting Lex to send the "soldier" to kill the senator. Lois sees the attack and becomes the soldier's next victim.

Wr Steven S. DeKnight

Dir Matt Beck

6 - 22 *PHANTOM*

Clark discovers the reason Lana married Lex then and sets out to kill Lionel. Lex tries to use DNA from the last phantom to power his super-soldiers. Lois goes to a dam to search for Lex's lab but is caught by a security guard and fatally injured. Chloe's power is discovered.

Wr Todd Slavkin, Darren Swimmer

Dir James Marshall

7 - 1 *BIZARRO*

During Clark's battle with the last Phantom Zone wraith, Lex is rescued by a mysterious woman. Chloe is declared dead in the ER, while Lois goes to Lex's manor to find out what experiments he was conducting at the dam

Wr Brian Peterson, Kelly Souders

Dir Mike Rohl

7 - 2 *KARA*

Clark and Lois meet Smallville's newest arrival face-to-face, and she has some surprising news. Clark decides to leave Smallville and continue with his superhero training but Jor-El informs him that a new Kryptonian menace has arisen.

Wr Todd Slavkin, Darren Swimmer

Dir James Conway

7 - 3 *FIERCE*

Kara takes to life in Smallville by entering the Miss Sweet Corn Pageant as a contestant, overruling Clark's objections. However, Lex takes an interest in her and three of the other contestants discover she has super-powers and decide to use her to steal a valuable time capsule.

Wr Holly Harold

Dir Whitney Ransick

7 - 4 *CURE*

Dr. Curtis Knox says he can "cure" someone from being a "meteor freak," changing their lives. Chloe takes an interest in this, but Dr. Knox may have another secret. Meanwhile, Kara makes an alliance with Jimmy while Lana secretly watches Lex.

Wr Al Septien, Turi Meyer

Dir Rick Rosenthal

7 - 5 *ACTION*

When a movie is shot in Smallville, Clark is forced to secretly use his powers to save someone from a runaway car... but somebody is looking and becomes Clark's biggest fan. Meanwhile, Lionel's fate is revealed

Wr Caroline Dries

Dir Mairzee Almas

7 - 6 *LARA*

Kara goes to Washington to look for her missing crystal, but is captured after she breaks into the lab. She's interrogated with a memory-revealing serum that has kryptonite in it, which makes her relive a trip to Earth from the past. In this past trip she followed Lara, Clark's biological mother, to the Kent's farm.

Wr Don Whitehead, Holly Henderson

Dir James Conway

7 - 7 *WRATH*

Lana absorbs Clark's powers during a lightning storm, which she uses to break into Lex's safe and steal some incriminating evidence. After being turned away by Grant at the Daily Planet, who won't accept her stolen evidence, Lana goes after Lex herself. Clark tries to rescue Lex, but must first battle the super-powered Lana.

Wr Brian Peterson, Kelly Souders

Dir Charles Beeson

7 - 8 *BLUE*

Clark hears his mother's voice trapped in Kara's crystal, and releases her. She gives him Jor-El's ring made of Blue Kryptonite, which strips him of his powers.

Wr Todd Slavkin, Darren Swimmer

Dir Glen Winter

7 - 9 *GEMINI*

A mysterious man infected with an alien substance plants a bomb on Chloe and uses her to force Lois to get the truth on 33.1 from Lex.

Wr Caroline Dries

Dir Whitney Ransick

7 - 10 *PERSONA*

Chloe begins to notice that Clark's not acting like himself. Bizarro enlists the help of Brainiac.

Wr Holly Henderson, Don Whitehead

Dir Todd Slavkin

7 - 11 *SIREN*

When Green Arrow's band of heroes thwarts his efforts once too often, Lex employs a super-powered vigilante to take down the Emerald Archer.

Wr Kelly Souders, Brian Peterson

7 - 12 *FRACTURE*

Lex tracks the amnesiac Kara to Detroit, where Lois follows him. An obsessive busboy infatuated with Kara shoots Lex, and Chloe has to determine whether to heal him or not.

Wr Caroline Dries

Dir James Marshall

7 - 13 *HERO*

Pete Ross returns to town and finds a number of surprising changes since his departure. Besides resolving his feelings toward Clark since he learned of his friend's secret, Pete has to deal with the acquisition of a superpower of his own.

7 - 14 *TRAVELER*

7 - 15 *VERITAS*

SNAKES AND LADDERS

This series is set in 1999, when the ozone layer has almost gone, there is no clean water, the police force has been privatised and the Labour Party of bankrupt. The country is run by a new secret society, the loyal and modern order of Thatchers. The North/South divide has grown and split the country into two sectors, the affluent South and the impoverish North, with one remaining border post in the North of England. Giles St. Clair is a wealthy, privileged southerner and the son of Lord Tewkesbury, the owner of the biggest corporation in the world. Gavin Sinclair is a no-hoper from the Scottish slums who is destined to spend his life slaving away on the factory floor, despite his four 'A' Levels. But this is the computer age, and when the computer muddles up the two men's names, they cannot argue. They are forced to swap places, the affluent Southerner is condemned to life in a Glasgow factory, while Gavin the no-hoper, is elevated to the high life.

Episode titles are taken from the date of the newscast at the start of each episode. The series was first shown on Channel Four. Laurence Marks is incorrectly credited as Lawrence Marks throughout each of the credits. The series was written and created by Lawrence Marks and Maurice Gran, the writing part who went on Birds of a Feather and GOODNIGHT SWEETHEART. All seven episodes were filmed in Yorkshire, and one featured a guest appearance by Labour politician Ken Livingstone.

WR. Laurence Marks, Maurice Gran.

DIR. Baz Taylor.

EPISODES: 7 **YEAR MADE:** 1989 **COUNTRY:** GB **SEASONS:** 1

CHANNEL 4

CREATOR: LAWRENCE MARKS AND MAURICE GRAN

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 17/10/1989

AIR DATE OF LAST EPISODE 28/11/1989

SEASON DATE BREAKDOWN:

FILMS:

Giles St. Clair ADRIAN EDMONDSON, Lord Tewkesbury (eps. 1 & 7) /Computer Voice (eps. 2-6) ED DEVEREAUX, Gavin Sinclair JOHN GORDON SINCLAIR, Ralph Haverty CHRISTOPHER GODWIN, Gavin's Mum PHIL MCCALL, Gavin's Dad JUNE WATSON, Mr. Lambie ROGER SLOMAN, Donald TONY MEYER, Ronald DAVID MEYER, Mr. Pym RON DONACHIE, Robbie STEVEN O'DONNELL, TV Reporter ELAINE COLLINS.

1 - 1 *1 MAY 1999*
 1 - 2 *8 MAY 1999*
 1 - 3 *15 MAY 1999*
 1 - 5 *21 JUNE 1999*
 1 - 6 *7 JULY 1999*
 1 - 7 *4 AUGUST 1999*

1 - 4 *HELPING HAND*

Snug and Cozi discover a burglar in their friends house and try to stop his stealing. The the house becomes an adventure playground and a dreadful mess ensues.

1 - 5 *EDUCATED ALIENS*

Snug and Cozi visit Emily's school for the day. They try their hand at maths and make paper areoplanes. The sports playing field is another disaster and becomes the battle field for a mud pie fight!

1 - 6 *SPLASH*

Emily take Snug and Cozi to the local swimming baths. Exactly which changing rooms do aliens change in? A fire hose, a life guard and a large pool of water are ingrediants for fun and mayhem where Snug and Cozi are concerned!

2 - 1 *A NEW HOME*

Snug and Cozi hide in the removal van to Emily's new house. They too discover a garden summer house and move in there. Snug shows Cozi just how much you can pack into a small suitcase.

2 - 2 *FEELING PARKY*

Cozi decides to mock illness and plants spot onto his face. Snug realises the only way to get him better is a stroll through the park. The Park Keeper disagrees!

2 - 3 *BATH TIME*

Cozi thinks it is high time he had a bath and send Snug out to fetch the water. Snug brings in tap and forcet and magaes to fill the room with bubbles. Cozi disappears down the plug hole and Snug wonders how best to rescue him!

2 - 4 *PINK LETTER DAY*

Cozi is writing a letter home to his parents. Snug tells him that they cannot use the normal postal system, instead they need to get the letter high into the air. More chasos!

2 - 5 *MAGIC MOMENTS*

Snug and Cozi visit a magic show in the local village hall. The magician asks for a volenteer. Guess who goes up on stage to help!

2 - 6 *BESIDE THE SEA*

Emily takes Snug and Cozi to the seaside. It is raining, but they make the best of it, watching a Punch and Judy show and taking over and building the biggest sand castle in the world!

2 - 7 *A SLIGHT TRIM*

Cozi moustouche grows enormous one day and Snug has to take him to the barbers shop for a trim. The barber is soon put out of action and Snug takes over!

2 - 8 *SPORTS DAY*

Snug and Cozi return to Emily's school for the sports day festivities. They take part in the three legged race and ege and spoon race. The Head Teacher throws them out, but they return for their revenge!

2 - 9 *BIRTHDAY PARTY*

It is Emily's birthday and Snug and Cozi decide to bake her a superb cake. Trouble is, they mistake dynamite sticks for candles and the party explodes into a right mess!

2 - 10 *GOING HOME*

Cozi pines about his home planet. Snug builds Cozi a one man space rocket. It launches okay, but doesn't hold together very well in the air! Cozi lands earth bound rather hard!

SO WEIRD



There are three kids who are all friends. Fi has a web site called "So Weird" for paranormal things like ghosts and other things. Fi and Jack's mom is a rock and roll artist and always on a bus travelling around. Clu is Fi and Jack's friend who comes along with them. Wherever they go, Fi always encounters some sort of spooky thing that ends up on her web site.

The series was produced by Henry Winkley (star of Happy Days, he played The Fonz and producer of paranormal show Sightings). Original music was by Ken Williams, the film editing was by Michael John Bateman for the pilot episode. The visual effects supervisor was Lee Wilson, office production assistant was Johanne Glyn-Jones, and the stedicam operator was Jim Van Dijk. The series was also known as Too Weird which was the shows working title.

The series was a kind of kiddie version of THE X FILES, like many of the early episodes of THE X FILES, many of the stories featured in So Weird were based on paranormal "facts" which had been researched in the past. The scripts are good and the acting skills are good, if you like shows such as EERIE INDIANA, then this would suit you as well. The series was broadcast on The Disney Channel.

So Weird was a television series shot in Vancouver, British Columbia that aired on the Disney Channel from 1999 to 2001. The series at first centered around teenage girl Fiona Phillips (Cara DeLizia) who toured with her rock star mom (Mackenzie Phillips), encountering paranormal activity along the way. Acting as an X-Files for the younger crowd, the series took a darker tone than other Disney Channel Originals. The third and final season saw the replacement of Cara DeLizia with actress Alexz Johnson playing Annie Thelen in a revamped, lighter version of the show. After 65 episodes, Disney Channel halted production on the series.

Season one

The season began with Fiona on tour with her famous rocker mother Molly, brother Jack (Scully to her Mulder), bus driver Ned, his wife Irene, and their son Clu. Stringing all of Fi's paranormal encounters was her search to communicate with her father who died when she was three years old. Fi first "encountered" her father in the second episode titled "Website" where an unknown force sent her internet articles warning her of the future. From alien invasions, time warps, and ghosts, Fi faced 13 episodes worth of paranormal activity. Also encountered: one powerful tulpa, a Bigfoot, angels, and more significantly, the Will o' the Wisp. The season finale featured Jack becoming possessed by a Scottish Will o' the Wisp, aka Spunkie. Fi found the spirit's true name - Bricriu - and saved her brother by speaking it. Bricriu had offered to protect Fi, and while it is understandable that Fi initially believed he was lying, subsequent events in the show proved that Bricriu may have been telling the truth. However, this is questionable at best.

Season two

The second season was even darker than the first, playing out over twenty-six episodes. The premiere picked up with Molly taking time off the tour to record an album. Fi and friend Candy meet a medium who is proven to be a fraud. However, the one who uncovers the fake is actually a medium himself who aids Fi in contacting her father through music on his old guitar. The episode ends in an emotional scene between Fi and Molly revealing how Molly really feels about Fi's search for her father. The character of Clu was reduced during the season as he went off to college. His brother Carey was introduced to fill in the gap. Many classic beasts surfaced within the season, including vampires, werewolves, banshees, trolls, sirens, and merfolk. In a pivotal episode, Fi learned that her father investigated the same kinds of supernatural events that Fi did. In fact, it was exactly what killed him. Fi was angered by her mother's deceit in covering up the truth about her father. Molly was eventually possessed by the same Will o' the Wisp as Jack was in season one, and Fi discovered that Will o' the Wisps or other dark powers, though not necessarily Bricriu himself, may have killed her father, resulting in the car crash that police assumed took his life. In this episode Bricriu used Molly to try and kill a firefighter who had been present at Rick's car crash and was aware that Fi's dad had been dead, with no apparent cause, before the car crashed. Following this episode, Fi had further contact with her father, as the answer to a troll's question - Faith - was revealed at the last moment. The season ended with Fi discovering her father's twin

sister received messages from him in her sleep. The messages led Fi to a rooftop where she was attacked by a demon and saved by the ghost of her father. He left her with a message that the spirit world was angry with what she does and would try to stop her. At last, Fi got the proper farewell to her father that she had been searching for. Many DeLizia fans consider this a proper, if not entirely fulfilling, conclusion to the spirit of the series.

Season three

After skewing extremely dark and intricate in its second season, the show was forced into a lighter tone for its final batch of episodes. Cara DeLizia left after the first episode, which introduced family friend Annie Thelen. Fi had yet another encounter with Bricriu that ended with him convincing her to give up her innate attraction to the paranormal in order to protect her family. Fi, unable for whatever reason to see that Bricriu was acting in her best interests, trapped him in a floppy disk. The attraction, manifested in the ring her father gave her, was passed on to Annie as Fi went to live with her aunt. Molly moved the family to a new, brightly colored house.

Annie's story arc was the mystery behind a spirit guide that followed her in the form of a panther. Her character was also musically talented, and episodes featured more of her singing than that of the older Mackenzie Phillips. The season's stories were a far cry from previous episodes, playing such unimaginative plots as being sucked into a painting (which directly followed an episode of people being sucked into photographs) and a detention class that never ended. Fi never reappeared in the season, not even the final episode, which was a clip show of mostly the third season.

Cancellation

After 65 installments, Disney canceled the show as was standard practice at the time no matter how popular a series it was. After the show ended, the series' reruns were pushed further back on the schedule. Before it was taken off completely, the show was airing at 3:00 AM.

Unaired plots

Executive producers Jon Cooksey and Ali Marie Matheson had plotted out a very different and dark third season. Season two would have ended with Rick being thrown off the roof rather than having a tearful farewell with his daughter. Season three would then pick up with stories including Bricriu making a reappearance, possessing Fi who would later be saved by Molly's priest brother. Fi would have continued to investigate the paranormal but the encounter on the rooftop would have made her more cautious; the Phillips witch ancestry would be delved into; the alien thread from the past two seasons would have come full circle; Jack would have been revealed to have lived a past life as a knight (subtly alluded to in past episodes); Molly's past alcoholism (the subject of "In the Darkness") would have been addressed; and Rick's story would have continued through to the series finale of Fi going into Hell to rescue her father.

However, Disney would not allow the dark themes to be included in the show. They instead opted for a lighter tone to dominate the final season. This led to executive producers Cooksey and Matheson leaving the show. However, most of the planned plots would not have been possible because Cara DeLizia had already made the decision to leave and pursue other projects.

The other known incidence of Disney rejecting proposed stories was the unproduced episode "Chrysalis." The episode would have featured Carrie helping a friend who was a victim of addiction. The episode would have also introduced the backstory of Molly's alcoholism. The episode "Avatar" was aired instead.

Fan reaction

So Weird was popular amongst older audiences, more so than most other Disney Channel Original Series. Most fans had latched on to the first two seasons with its dark mythology, especially when led by central character Fiona Phillips.

When the lighter tone of season three came around, it seemed to alienate most fans (many of which still continued to watch). In fact, many fans separate the eras as two different series. However, as Disney strived for, younger audiences became attracted to the show in its final season from its lighter stories to marketable new music talent Alexz Johnson filling in for DeLizia. However, fans were also angered by the fact that Disney seemed to completely ignore the show's past in the final year, dropping all previous threads and not including clips from seasons one and two in its finale clip show.

Despite being pulled from the air in 2003 and no video/ DVD releases on the series, So Weird retains a large fanbase. There are several popular sites in which users can download video and sound clips, as well as So Weird fonts, wallpaper, and more.

Music of so weird

The series featured original songs sung by both Mackenzie Phillips and Alexz Johnson. Songs sung by

Molly Phillips' new gig in Chicago is in an old waterfront building that turns out to be haunted by the ghost of a drowned boy. Meanwhile, Molly's daughter, Fiona, who seems to always investigate the paranormal, becomes curious when the drowned boy keeps appearing to her.

Wr Tom J. Astle

Dir Shawn Levy

1 - 2 *WEB SIGHT*

Fi receives unknown emails predicting the future and she believes they're from her dead father.

Wr Sean Abley

Dir Charles Wilkinson

1 - 3 *MEMORY*

Enroute to Tulsa, Fi and the gang visit a town in Oklahoma where it seems that aliens have repressed the memories of everyone in the entire town after their ship crash landed the previous night.

Wr Jon Weisman

Dir Rick Stevenson

1 - 4 *SACRIFICE*

While lost in the woods Fi helps a Bigfoot like creature remain undetected by humans at the risk of her own life.

Wr Bruce Zimmerman

Dir Alan Simmonds

1 - 5 *ESCAPE*

Fi and Jack visit a carnival where Fi discovers that a girl is astral projecting herself to escape the problems in her life.

Wr Doug Jung

Dir Charles Wilkinson

1 - 6 *SIMPLICITY*

Fi and the gang stay in a small town where mischievous gremlins break everything that's mechanical.

Wr W.K. Scott Meyer

Dir Michael Kennedy

1 - 7 *ANGEL*

The apparition of a man runs the tour bus off the road and Fi believes he's death himself. But he's really an angel come to tell Fi that she's a bone marrow match for Jack's new friend Gabe.

Wr Chris Mack

Dir Paul Lynch

1 - 8 *STRANGLING*

While visiting her aunt and twin cousins, Fi inadvertently conjures up a creature using a Celtic spell and learns of her family's history with Celtic magic.

Wr Brian Nelson

Dir Patrick Williams

1 - 9 *REBECCA*

When Molly meets up with her old time friend, Rebecca 's daughter, Fi dicovers a mysterious secret. The girl is actually the Rebecca from Molly's past and is immortal which is the reason why she mysteriously dissapeared many years ago.

Wr Eric Morris

Dir Michael Kennedy

1 - 10 *PK (AKA TULPA)*

Fi meets a 9 year old boy who's created a troublesome entity (or tulpa) by concentrated thought and this entity is very dangerous.

Wr Tom J. Astle

Dir Gary Harvey

1 - 11 *SINGULARITY*

Clu becomes lost in a wormhole at the playground and it's up to Fi to save him.

Wr Jon Weisman

Dir Patrick Williams

1 - 12 *LOST*

Fi uses the computer game SimCity to help a comatose woman wake up from her own mind where she's been trapped since she was a child.

Wr Jon Cooksey, Ali Marie Matheson, Jim Praytor, Andi Bushell

Dir Patrick Williams

1 - 13 *WILL O' THE WISP*

While viewing the Ghost lights of Marfa, a mischievous will-o'-the-wisp takes over Jack's body and freezes time leaving Fi to decipher his riddles and guess his name or the creature will inhabit Jack's body permanently.

Wr Kevin Murphy

Dir Gary Harvey

2 - 1 *MEDIUM*

Fi tries to contact her dad through a real medium who spends his time debunking fake mediums and has no interest in using his own talents.

Wr Tom J. Astle

Dir Gary Harvey

2 - 2 *DRIVE*

Jack and Clu buy a car together but when Jack attempts to take his driving test in it, it exhibits signs of otherworldly possession.

Wr Sean Abley

Dir Paul Lynch

2 - 3 *SIREN*

Carey, Clu's older brother, falls for a girl, who Fi soon learns is really a mythological Siren who sings and woos men to their deaths.

Dir Gary Harvey

2 - 4 *NIGHTMARE*

Fi, Jack and Clu find that they are all having the same nightmare, all related to a frightened little boy.

Wr Gene Grillo

Dir Paul Lynch

2 - 5 *LISTEN*

As the band is doing a concert at a local farm town for charity, Fi notices that the townspeople have the ability to read minds and discovers that it may have been caused by an UFO.

Wr Jim Praytor, Andi Bushell

Dir Gary Harvey

2 - 6 *MUTINY*

Clu finds a piece of driftwood that has causes Ned to exhibit signs of being possessed by a captain of a ship that sank a long time ago.

Wr Eleah Horwitz

Dir Francis Damberger

2 - 7 *BOO*

A Halloween gig in a strange New England town called Rhiannon turns into a nightmare when Fi discovers that the spirits of the dead walk the night on Halloween and drag any living beings back with them.

Wr Tom J. Astle

Dir Mark Jean

2 - 8 *WEREWOLF*

While at a bed and breakfast, Fi suspects that the animal preying on local farms may be a werewolf.

Wr Josh Stolberg

Dir Philip Spink

2 - 9 *SECOND GENERATION*

Fi meets a young man who's really the clone of his genius scientist father.

Wr Jon Weisman

Dir Francis Damberger

2 - 10 *OOPA*

When a rich but nerdy computer genius is attracted to Molly, Fi gets the opportunity to examine a mysterious out of place artifact that turns out to be an ancient computing device.

Wr W.K. Scott Meyer

Dir Michael Kennedy

2 - 11 *BANSHEE*

Fi fears that a banshee has come to announce the impending death of her grandfather.

2 - 12 *STRANGE GEOMETRY*

As Molly shoots a music video in an abandoned building, Fi discovers a portal to the spirit world and can't resist entering it.

Dir Mark Jean

2 - 13 *FOUNTAIN*

On Christmas Eve, a magic soda fountain sends Fi back in time for an important lesson and gets to see her father again and learns about something she never knew.

Wr Jennifer Cecil

Dir Patrick Williams

2 - 14 *FALL*

Ned's childhood friend, Sam gets caught up in the reenactment of a tragic childhood accident where Ned and Sam watched their best friend die.

2 - 15 *DESTINY*

The Will o' the Wisp that once possessed Jack, returns and this time jumps into Molly and once again plays with Fi's mind and reveals a secret to her.

Wr Josh Stolberg, Kevin Murphy

Dir Patrick Williams

2 - 16 *BLUES*

A haunting blues song provides clues to a past murder that Fi is determined to uncover.

Wr Bruce Zimmerman

Dir Rick Stevenson

2 - 17 *AVATAR*

Molly, Jack and Carey find themselves trapped in a succession of virtual realities by a lonely young man, while Fi tries to figure out where they are.

2 - 18 *JAMES GARR*

Fi discovers that Carey's hospital roommate was revived after being cryogenically frozen in an experiment.

2 - 19 *TROLL*

At a roadside diner, Fi's family and friends disappear one by one, seemingly turning into vegetables and Fi learns the owner of the diner is really a troll.

Dir Rick Stevenson

2 - 20 *FATHOM*

Jack is very suspicious of his mother's new love interest and well he should be since the man is really a merman.

Wr Gene Grillo

Dir Paul Lynch

2 - 21 *ROSWELL*

Fi meets a homeless man who turns out to be in possession of an artifact from the 1947 Roswell UFO crash.

2 - 22 *VAMPIRE*

Fi learns that an online study program, OSSN, is actually a cover for a group of vampires, and they are looking to make Jack a member of their clan.

Wr Jay Bryant

Dir Patrick Williams

2 - 23 *SHELTER*

When Fi tries to expose abuse at an animal shelter, a witch turns her into a dog.

2 - 24 *ENCORE*

Flooded by memories of Rick and all the strange things that have happened while on the road, Molly decides to end the tour and go home, much to Fi's dismay.

Wr Jon Cooksey, Ali Marie Matheson

Dir Larry Sugar

2 - 25 *TRANSPLANT*

Fi investigates an old family friend, John, a former guitar player whose lost the ability to play after receiving a heart transplant, and is showing signs of madness.

Wr Bruce Zimmerman

Dir Patrick Williams

2 - 26 *TWIN*

Fi believes her dead father is trying to communicate from beyond the grave through his twin sister.

Wr Josh Stolberg

Dir Patrick Williams

3 - 1 *LIGHTNING ROD*

Fi decides to go live with her aunt for the school year in order to forget the supernatural and resume a normal life, at the same time that Annie Thelen, a family friend joins the tour. Fi learns that Annie has a supernatural aura around her too, especially when Fi's now blank ring suddenly sprouts its designs once again when placed on Annie's finger.

Wr Tom J. Astle

Dir Paul Lynch

3 - 2 *TALKING BOARD*

Annie and her friends play with a Ouija board that seems to be able to predict the future for real.

Wr Bruce Zimmerman

Dir John Pozer

3 - 3 *DETENTION*

While visiting Molly's old high school, Jack and Annie get trapped in a time warp that strands them in detention, thanks to a strange watch.

Wr John Mandel

Dir Paul Lynch

3 - 4 *EDDIE'S DESK*

While still in Hope Springs, Annie meets a ghost of a boy. Meanwhile, Clu comes home from college for a visit.

Wr John Mandel

Dir John Pozer

3 - 5 *VOODOO*

Annie and the gang meet an old family friend of Annie's; strange things happen around Annie and the gang resembling bad voodoo.

Wr Bruce Zimmerman

Dir Paul Lynch

3 - 6 *BANGLEBYE*

Annie realizes that the latest video craze Banglebye is really programming kids to be the perfect young men and women, including Clu, Jack and Carey.

Wr Alan Levy

Dir John Pozer

3 - 7 *REWIND*

While recording a song at an unusual studio, Annie receives a mysterious recording that contains a personal warning.

Wr Sean Abley

Dir Patrick Williams

3 - 8 *EXIT 13*

At a rest stop, en route to Niagara Falls, Annie buys a mysterious stone from a man name Ziegler and learns the hard way that the stone causes bad luck for its owner...and a time loop.

Wr Christopher Fife

Dir John Pozer

3 - 9 *CARNIVAL*

Annie is aghast when she realizes that Molly and the gang have been turned into a sideshow attraction while visiting a carnival and she's the only one who can reverse it.

Wr Brian Nelson

Dir Patrick Williams

3 - 10 *EARTH 101*

When Annie encounters two aliens studying humans, namely Molly and Ned, they all are delayed from Thanksgiving dinner with Fi.

Wr Jeff Vlaming

Dir Francis Damberger

3 - 11 *BEEING THERE*

En route to the next tour date, the gang stops in Hiveburg, a very unusual town whose residents seem to behave like bees.

Wr Tom Nursall

Dir Isabelle Fox

3 - 12 *CHANGELING*

Jack, Clu and Annie are stuck with babysitting duty, which wouldn't be so bad if one of the children hadn't turned into a ravenous, ugly creature called a changeling.

Wr Bill Conway

Dir Francis Damberger

3 - 13 *SNAPSHOT*

Annie encounters an ambitious photographer who has stolen the townspeople's souls and trapped them in her photographs and it's up to Annie and the photographer's sister to release their souls, which includes Molly, Jack, Carey, Ned and Irene.

Wr Richard Clark

Dir Melissa Joan Hart

3 - 14 *STILL LIFE*

Molly buys an unusual painting that traps Annie and her friends in, where they encounter the artist himself who's seeking solitude and doesn't want any company.

Wr Bruce Zimmerman

Dir Patrick Williams

3 - 15 *GRAVE MISTAKE*

The Phillips' old family friend, Margaret comes to visit and brings along a ghost who keeps telling her she's dead. Turns out it's her husband who's trying to tell her that she died and that it's time to join him in the afterlife.

Wr Christopher Fife

Dir John Pozer

3 - 16 *PEN PAL*

When two parallel worlds collide, Annie enlists Fi's help to correct the collision and learns that only one Annie can survive in the world and must fight for her rightful space.

Wr John Mandel

Dir Patrick Williams

3 - 17 *THE MUSE*

Molly looks to find her lost "muse," or inspiration, at an Oregon inn where she and her late husband Rick first met and played music together. Jack also is concerned because he doesn't have an interest like music that inspires him. At the restaurant Annie meets a brash young man named Quinn who says he's Molly's

muse, sent to help her. He proves his powers on the waitress and a dog. Annie takes him to Molly, but his powers don't work on her. Molly gets depressed and wants to leave without doing a show. Carey finds the dog Quinn made dance earlier thinking it may be the Muse, but now the dog just sits. Quinn admits that this is his first job as Muse. Jack talks to a strange handyman who has been working in their room, and he tells Jack he has to listen for his muse. Molly decides to do the show. On the way out of the inn she mentions the handyman to the owner, who tells her they employ no such person. At the concert something special is revealed to both Molly and Jack.

Wr Bruce Zimmerman

Dir Michael Ray Rhodes

3 - 18 *THE GREAT INCANTO*

After picking up a young magician hitchhiking, Annie learns he stole his former master's bag of magic and now the Great Incanto wants it back and will stop at nothing to get it.

Wr Jeff Vlaming

Dir Paul Lynch

3 - 19 *MEOW*

When visiting an Egyptian museum, Annie encounters a cat who once belonged to an Egyptian Princess, who now wants her beloved pet back.

Wr Eleah Horwitz

Dir John Pozer

3 - 20 *WIDOWS WALK*

Annie, Molly, Jack and Carey are spending a two-day vacation at an old seaside inn. Annie sees an old woman dressed in a cloak standing on a balcony with a lantern calling out the name "William." The innkeeper tells her it's old Mrs. Hasby, whose husband was lost at sea fifty years ago that night. Jack and Carey find a old bottle on the beach with a message inside for Virginia. Annie takes it to her. The message is from William, and it says he's coming home to her. Virginia is excited and sends Annie away so that she can prepare herself for her husband's arrival. In her room, Annie wishes that she was older so she could have some of the privileges the boys have. At the same time, Virginia is wishing she was young again. Annie awakens to find herself with gray hair, wrinkled skin and in bad health. She goes to see Virginia, who has been transformed into the young woman she was when her husband went to sea. But now Virginia doesn't want to go back to the way she was and refuses to help Annie to change.

Wr Jennifer Furlong

Dir Paul Lynch

3 - 21 *BABBLE*

While Clu is assisting some teachers at Annie and Jack's school, they discover the new boy has an ancient cursed stone, from Babel, that causes people to speak nonsense, aka babble.

Wr Richard Clark

Dir Patrick Williams

3 - 22 *GONE FISHIN'*

With Molly on vacation, Irene takes Annie and Jack on a fishing trip where they encounter what seems to be a monster in the lake.

Wr John Mandel

Dir Patrick Williams

3 - 23 *MR. MAGNETISM*

During the school science fair, Annie meets a young man dubbed Mr. Magnetism who like a magnet seems to change polarity, one minute being attractive and the next repelling.

Wr Ethan Lawrence

Dir Paul Lynch

3 - 24 *DEAD RINGER*

Alone in the house, Jack believes he's being haunted by his dead neighbor over something he did when he was six years old.

Wr John Mandel, Bruce Zimmerman

Dir Gregg Baxter

3 - 25 *ANNIE'S SONG*

While at a Native American tourist site, Annie journeys through her past in order to recall what happened to her as a child and how the black panther became her spirit guide, with the help from a shaman

possessed by a coyote's spirit.

Wr Gene F. O'Neill, Noreen Tobin

Dir Erik A. Berringer

3 - 26 *THE RIVER*

After Ziegler from Exit 13 sends Annie a package that causes Molly and the boys to forget everything about Annie, she desperately tries to refresh their memories.

Wr John Mandel, Bruce Zimmerman

Dir Larry Sugar

SOLBRAIN

AKA: **SUPER RESCUE**

AKA: **TOKKYU SHIREI SOLBRAIN**

AKA: **SUPER RESCUE SOLBRAIN**

AKA: **SPECIAL RESCUE COMMAND SOLBRAIN**



An unidentified flying object appears above Tokyo and starts attacking passing aircraft. The Solbrain team is sent to investigate, comprising leader Shunsuke Masaki (Miyauchi) and member Daki Nishio (Nakayama), Reiko Higuchi (Mori), Jun Masuda (Iura), Takeshi Yazawa (Kawai), and the scientist Midori Aikawa (Irie).

The UFO is found to be controlled by the biocomputer A320, developed by "dangerous scientists" Inagaki, who announces that nothing, not even he, can stand in the way of scientific evolution. A320 decides that it wants a physical body (compare to Ghost in the Shell) and demands that Inagaki agrees but the Solbrain team intervenes in the nick of time, leading the enraged A320 to drop the UFO onto Inagaki's lab. This in turn requires the arrival of the Solbrain team to rescue survivors from the rubble.

The second THUNDERBIRD'S inspired, rescue oriented entry in the Metal Series, Solbrain also gained former WINSPECTOR member Night Fire Ryome Kagawa (Yamashita) in its later episodes. The next entry in the Metal Series was the following years EXIDRAFT. The series was produced by Kyozo Utsunomiya, Jun Kaji and Nagafumi Hori.

Special Effects by Nobuo Yajima.

WR. Sho Sugimura, Takahiko Masuda, Nobou Obisawa, Kyoko Sagiyama.

DIR. Masao Minowa, Michio Konishi, Takeru Ogasawara, Tetsuji Mitsumura.

EPISODES: 53 **YEAR MADE:** 1991 **COUNTRY:** JAP **SEASONS:** 1

TOEI / ASAHI

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 53

DATE OF PREMIER: 20/01/1991 **AIR DATE OF LAST EPISODE** 26/01/1992

SEASON DATE BREAKDOWN:

FILMS:

Shunsuke Masaki HIROSHI MIYAUCHI, Daki Nishio KOICHI NAKAYAMA, Reiko Higuchi MITSUE MORI, Jun Masuda HIDEOTSHI IURA, MITSURO ONODERA, Takeshi Yazawa KANAME KAWAI, Midori Aikawa MAYUKO IRIE, MITSUTAKA TACHIKAWA, Ryoma Kagawa YU YAMASHITA, Ryuichi Takaoka MASANORI JISEN, Soldozer (voice) DAIKI KATO, Narrator TAKESHI KUWAHARA, Chief Tousuke Masaki HIROSHI MIYAUCHI, Taiki Nishio/Sol Braver KOICHI NAKAYAMA.

RELATED SHOWS:

WINSPECTOR

EXIDRAFT

SOLE SURVIVOR

AKA: **DEAN KOONTZ'S SOLE SURVIVOR (US)**

AKA: **SECRET DU VOL 353, LE (FRANCE)**

AKA: **UNICO SOBREVIVENTE, O (BRAZIL)**

AKA: **UNICO SUPERVIVENTA (BRAZIL)**

AKA: **NAKYJEN NAKIJA (FINLAND)**

AKA: **SURVIVOR - DIE UBERLEBENDE (GERMANY)**



Dean Koontz's best-selling novel is brought to TV in this 4 hour mini-series. After the death of his wife and daughter in a plane crash, a newspaper reporter (Billy Zane) discovers that the crash may have been related to a nefarious scientific experiment involving children. A woman (Gloria Reuben), who claims she was a survivor of the crash, approaches at his wife's grave. This leads into a plot by the Quartermass organization to capture her and a young girl she is protecting - the girl has the powers to heal and to transport. A villainous killer (John C. McGinley) and a young boy who can control minds from a distance lead the attack.

Produced by Dean R. Koontz .. Co-executive producer (as Dean Koontz) , Tom Patricia .. Executive producer , Hans Proppe .. Producer , Deborah Edell Underwood .. Associate producer , Wendy Williams .. Co-producer (as Wendy S. Williams).

Original Music by Mark Snow.

Cinematography by Jon Joffin.

Film Editing by Christopher Rouse.

Casting by Susan Taylor Brouse , Mary V. Buck , Lynne Carrow , Susan Edelman.

Production Design by Byron King (as Lance King).

Art Direction by Michael Diner & Mark Soparlo.

Costume Design by Tish Monaghan.

Second Unit Director or Assistant Director - Morgan Beggs .. First assistant director.

Art Department - John Dale .. Lead carpenter , Michael Dundas .. Lead painter , Allan Galajda .. Assistant art director , Frank Haddad .. Head , reensman , Haida Harper .. Assistant property master , Maurice Woodworth .. Set dresser.

Sound Department - Bob Arons .. Sound effects editor , Kami Asgar .. Sound effects editor , Jeff Charbonneau .. Music editor (as Jeff Charbonneau) , David B. Cohn .. Supervising sound editor , Jonathan Golodner .. Sound designer , Jonathan Golodner .. Sound editor , Peggy McAfee .. Sound effects editor , Kyle Rochlin .. Foley mixer , Tim Tuchrello .. First assistant sound editor , Michael T. Williamson .. Sound mixer.

Visual Effects by Sandra Almond .. Visual effects supervisor , Louise Barkholt .. Visual effects coordinator , Kathryn Bolt .. Digital compositor , Debora Dunphy .. Digital compositor , Aruna Inversin .. Digital compositor , Christine Petrov .. Digital compositor , Betty Shaw .. Systems administrator: GVFX.

Stunts - Ed Anders .. Stunt double: Billy Zane , James Bamford .. Stunt actor , Duane Dickinson .. Stunts , Joe Doserro .. Stunts , Bill Edwards .. Stunts , Yuka Kobayashi .. Stunts , Michael Langlois .. Stunts , Kit Mallet .. Stunts , Leslie McMichael .. Stunt performer , Scott Nicholson .. Stunts

SOMETHING IS OUT THERE



With Ta'Ra now stranded on Earth, Jack decided to pass her off as his cousin, effectively killing the budding romance that was strongly hinted at in the mini-series. The series became a somewhat routine crime drama with Ta'Ra becoming Jack's unofficial partner, using her alien powers and knowledge to help him solve cases. The cases that Jack was assigned although a bit on the weird variety concerned human criminals performing everyday crimes. It was not until the last episode made, which was not broadcast in America until 1993 on the Sci-Fi Channel, that Jack and Ta'Ra confront another alien presence.

Due to the success of the mini-series, *Something is Out There* returned in the fall of 1988 as a regular hour long series. The series however had almost everything that made the mini-series good stripped away. This follow up series saw the duo tackle an assortment of earthbound crooks, killers and oddballs plus a new extra-terrestrial threat. Poor ratings for the first three episodes prompted the producers to announce the impending return of the Xenomorph, but the series didn't even last that long. The series was first seen in the UK on Sky One on the 2nd October 1991. Executive producers for the series were Frank Lupu and John Ashley. The special effects for the series were created by John Dykstra.

In the middle of his everyday routine, Los Angeles cop Jack Breslin arrives at a juncture that changes his life forever. He runs into T'Ara, an extraterrestrial female, who has come to Earth to hunt an evil, shape-changing monster called the Xenomorph. This monster escaped from its prison aboard T'Ara's ship, stole a shuttle and fled to Earth. Now the Xenomorph is on a gleeful killing spree in the City of Angels. Jack and T'Ara join forces against the monster. When they succeed in destroying the Xenomorph, T'Ara, stranded on Earth, helps Jack deal with L.A.'s strangest police cases.

Cast: Jack Breslin (Joe Cortese); T'Ara (Maryam d'Abo); Lt. Victor Maldonado (Gregory Sierra).
Created by: Frank Lupu; Executive Producer: Frank Lupu, John Ashley; Associate Producer: Bernadette Joyce; NBC/Columbia TV; 60 minutes. It's very difficult for a TV series to live up to the promise of an exciting four-hour mini-series debut, especially when that debut introduces something the viewers want to see again-and don't. *Something Is Out There* fell into that trap. As it developed into episodic format, it abandoned the shape-changing evil creature from space that viewers had hoped would be a staple of the show.

The expensive mini-series boasted the talents of two Oscar-winning wizards: makeup designer Rick Baker to create the shape-changing Xenomorph alien, and special effects artist John Dykstra to add visual panache to the alien spaceships. Even after the failures of *Jurassic Park*, *Manimal*, and *Misfits of Science*, NBC still wanted science fiction to work, so they developed this show.

For budget purposes, the mini-series was filmed partly in Sydney, Australia. Twenty-one days were devoted to exterior filming in and around Los Angeles, and 20 days were interiors in Australian studios. Critics characterized *Something Is Out There* as a cross between *The Hidden*, *Starman* and *Aliens*, with a dash of *Moonlighting*. Reviews were mixed. However, ratings for the mini-series, which aired in May 1988, were stellar, lending support for the notion of continuing the concept as a full-fledged series.

Now the producers faced the challenge of somehow designing a show that wasn't too hardcore for the fans and could attract a broad audience. There was also the problem of how to follow through with the exciting promises the mini-series offered. Costs were prohibitive; Rick Baker's bills for creating the Xenomorph ran as high as \$700,000. Perhaps for this reason, the network, according to story editor Paul Bernbaum, "didn't want the series to revolve around the Xenomorph, nor did it want us to do the 'monster of the week.' They wanted to focus on the relationship between Jack and T'Ara and get them involved in paranormal cases." So the pulpish hunting-the-alien theme was sidelined in favor of a *Moonlighting*-style relationship between Jack and T'Ara-much to viewers' dismay.

"Looking back," says Bernbaum, "I think if we'd stuck with the Xenomorph-vs.-the-World stories, we may have had a better shot at staying on the air. After the mini-series, it was what people expected and we didn't

deliver it for them." The series debuted in October of 1988, and while eight episodes were filmed, only six made the air. "Our first show, 'Gladiator,' did very well. But after that, we just died. There was no interest in the show we were doing. Our ratings were so low at that point, NBC just decided to pull us off the schedule," says Bernbaum. Joe Cortese and Maryam d'Abo played the leading roles. Bernbaum says, "I thought both Joe and Maryam were fine in the pilot. When we got to series, however, it just didn't seem to work out. What I remember most is they both tended to mumble so much. I could never understand what they were saying. [But] Joe and Maryam had some nice moments together."

Gregory Sierra played Police Lieutenant Maldonado, the only character on the show who recognized that T'Ara was from space and that Jack was helping her hunt for the killing machine that had been released from the mothership. "Any time Gregory was on screen as Jack's lieutenant was a plus," says Bernbaum. "He's just a terrific actor." Bernbaum's memories of the show seem laden with disappointment and discontent. "I remember going to the set to tell one of our directors that dailies were weak, he was missing the point," he sighs. "He blew up and quit on the spot. Came back, though."

A running gag on the show was that every now and then, T'Ara did not understand Earthly customs and mores, despite Jack's exasperated attempts at explaining them. These moments added humor and social commentary to their relationship and hinted at the influence of the prime-time hit *Moonlighting*. However, Bernbaum says that in *Something Is Out There*, "any attempt at humor fell completely flat. I remember laughing out loud at the opening scene of Lupo's 'Gladiator,' where Jack tries to explain to T'Ara what a joke was. But on screen, it just died. We also used traditional, dramatic episodic directors who maybe didn't have the feel for this kind of show we could have used. We ... probably told the wrong type of stories that we needed to draw an audience."

Towards the end of the show, Bernbaum says, they "tried to make the show harder-edged, more science fiction. On a script level, I think 'The Keeper' was our best. Lupo, as usual, came up with a great story. I always enjoyed working with Frank Lupo, who is a certifiable genius in this business, as well as being a great guy, and very, very funny." In an effort to return the show to its intended direction, Bernbaum reveals, production began on a two-parter that brought back the Xenomorph. "We knew we had to do something different at this point, and were several days into prep with our director when NBC pulled the plug." The episode, written by Bernbaum and Burt Pearl, was never filmed.

Joe Cortese, as the L.A. cop Jack Breslin, recalls the mini-series as "terrific" because it blended the gritty Los Angeles police life with the science fiction aspects of hunting and finding a shape-changing monster, plus a relationship with a female extraterrestrial. Playing Jack Breslin gave Cortese an opportunity to portray a hard-nosed, gritty cop with an edge of humor that came up in moments of high tension, complicated by an increasing attraction to T'Ara. Cortese once described his character as "a regular guy. A stumblebum cop. He's confused by the set-up. He's all hung up on why the Dodgers lost last night, things like that." Today, Cortese remembers the show as a fun time because he was among friends. Maryam d'Abo was "very nice to work with," he says, and he particularly appreciated the opportunity to experience the makeup artistry of Rick Baker. "I also enjoyed working with Kim Delaney [in the mini-series]." As for actor George Dzundza, who played his partner, Frank Deleo, Cortese says, "I've known him for a long time from New York. It made [the project] doubly enjoyable."

As much as he enjoyed the work, however, Cortese has a confession to make: "I don't even like science fiction. I don't relate to it at all. I'm more into humans. Do I think there's an evil power out there? I look on the Xenomorph as the devil." The network's desire to concentrate on the relationships instead of a monster-of-the-week format was a good idea, acknowledges Cortese, but "it didn't work! I wish the show worked, but it didn't. I guess they needed a combination of other things than the monster." Cortese suggests that "it should have been like *The Fugitive*," with the pair continuing to play cat-and-mouse with their prey. Cortese points out that there was a threat of the Xenomorph returning at the end of the mini-series when the mothership crashlanded in the Earth's ocean. He feels that might have boosted continued interest in the show. In summary, Cortese says he's happy with the work. "I thought it was a good character for me, and I felt pretty good about it. It's too bad it didn't continue."

CAST NOTES

Joe Cortese (Officer Jack Breslin): Has done several films, including *Cat Squad* (1986) and *Cat Squad II: Python Wolf* (1988), about a terrorist bashing counter-spy team.

Maryam d'Abo (T'Ara): Her most notable role prior to this show was in *The Living Daylights* (1987) with Timothy Dalton. D'Abo also appeared in *Master of the Game* (1984).

Gregory Sierra (Lt. Victor Maldonado): One of his most popular roles was as Chano, a cop of the Twelfth Precinct in *Barney Miller*.

WR. Frank Lupo, Burt Pearl, Paul Bernbaum and Christian Darren.

DIR. Richard Colla, Larry Shaw, Lyndon Chubbuck, James Darren and Don Medford.

EPISODES: 8 **YEAR MADE:** 1988 **COUNTRY:** US **SEASONS:** 1

NBC

CREATOR: FRANK LUPO

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 8

DATE OF PREMIER: 21/10/1988 **AIR DATE OF LAST EPISODE** 09/12/1988

SEASON DATE BREAKDOWN:

FILMS:

Jack Breslin JOE CORTESE, Ta'Ra MARYAM D'ABO, Captain Victor Maldonado GREGORY SIERRA.

RELATED SHOWS:

SOMETHING IS OUT THERE (MINI)

1 - 1 *GLADIATOR*

An escaped convict, having vowed revenge on Jack for putting him in prison, manages to steal Ta'ra's impenetrable body armor and laser weapons.

Wr Frank Lupo

Dir Richard Colla

1 - 2 *DON'T LOOK BACK*

Jack and Ta'ra look after a gifted little girl who's being stalked by strangers because of her late father's experiments.

Wr Burt Pearl

Dir Richard Colla

1 - 3 *IN HIS OWN IMAGE*

Jack and Ta'ra are told not to investigate a spooky wax museum after a woman claims to have seen the head of her missing brother there.

Wr Burt Pearl

Dir Larry Shaw

1 - 4 *GOOD PHYSICS ARE HARD TO COME BY*

Working with a celebrity psychic, Jack begins to suspect the man may be involved somehow in the kidnapping they're trying to solve.

Wr Paul Bernbaum

Dir Lyndon Chubbuck

1 - 5 *NIGHT OF THE VISITORS*

Jack tracks down a reclusive science-fiction author who claims in his latest work to have made contact with extraterrestrials uncannily similar to a real alien race known to Ta'ra's people.

Wr Christian Darren

Dir James Darren

1 - 6 *A MESSAGE FROM MR COOL*

A recently released mental patient receives orders from a nightclub ventriloquist's dummy to go on a murder spree.

Wr Paul Bernbaum

Dir Don Medford

1 - 7 *THE HEARSE OF ANOTHER COLOUR*

Jack's irresponsible cousin Ricky enlists his help when the body disappears from a coffin he is transporting.

Wr Paul Bernbaum

Dir Richard Colla

1 - 8 *THE KEEPER*

Ta'ra decides to investigate a small seaside town whose residents believe that they are being controlled by aliens from outer space preparing for an invasion.

Wr Paul Bernbaum

Dir Jorge Montesi

SOMETHING IS OUT THERE (MINI)

The series started off with homicide detective Jack Breslin investigating a series of very unusual murders. He eventually runs into a beautiful mystery woman named Ta'Ra whom he suspects has something to do with the crimes. It turns out that Ta'Ra knows what is responsible for the crimes and is attempting to stop them. The culprit it turns out is a creature known as a Xenomorph, an alien capable of adapting human form. Ta'Ra it turns out was a medical officer on board a prison spaceship that was transporting the creature when it escaped and killed everyone else on the ship, before making its way to Earth. Ta'Ra helps Jack defeat the xenomorph, while he helps her learn about Earth customs.

This ends up as knowledge that she needs when her spaceship is destroyed, stranding her on Earth. Ta'Ra has limited telepathic powers, advanced scientific knowledge and above average physical abilities.

Something Is Out There premiered in the Spring of 1988 as a big budget four hour mini-series. Due to the success of the mini-series. Something is Out There returned in the fall of 1988 as a regular hour long series. The mini-series has also been reedited and rerun as a three hour TV movie. The mini-series came to the UK on Sky One and was broadcast as two two hour shows, which were then followed by the entire run of the series. This film was shown on NBC.

WR. Frank Lupo

DIR. Richard Colla

EPISODES: 2 **YEAR MADE:** 1988 **COUNTRY:** US **SEASONS:** 1

CPT HOLDINGS/HOYTS/NBC

CREATOR: FRANK LUPO

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** MINI-SERIES

LENGTH (MINS): 100 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: 08/05/1988 **AIR DATE OF LAST EPISODE** 09/05/1988

SEASON DATE BREAKDOWN:

FILMS:

Jack Breslin JOE CORTESE, Ta'Ra MARYAM D'ABO, GEORGE DZUNDZA, KIM DELANEY, JOHN PUTCH, ROBERT WEBBER, JOSEPH CALI, JOHN O'HURLEY, EARL BILLINGS, MICKEY JONES.

RELATED SHOWS:

SOMETHING IS OUT THERE

SPACE

Space expensively chronicles the years from the end of World War Two, when the American government secretly sought to round up Nazi Germany's top rocket scientists, through the first stirrings of the space programme and man's exploration of the Moon in the early 1970s, to the decline of NASA in the early 1980s.

As well as the headline-making public events of space walks, test pilot flights, lunar landings and horrific crashes, the series focuses on the private battles of its central characters. Top of the tree is Norman Grant, a naval hero who finds himself a natural for the Senate where he latches on to the fledgling space effort as his route to the top.

Other main characters are Grant's emotionally fragile wife, Elinor, 'good ol' boy' astronaut Randy Claggett, dedicated engineer Stanley Mott, Navy flier turned top test pilot and astronaut John Pope, his wife Penny, rocket genius Dieter Kolff, muck-raking journalist Cindy Rhee and TV evangelist Leopold Strabismus.

Exhausting £35 million, 14 ½ -hour marathon 'mini-series' for America, based on James Michener's epic account of the US space effort through the lives of a group of fictional characters whose lives become entwined in the country's space programme. James Garner headed the proverbial all-star cast, which featured Bruce Dern, Michael York, Beau Bridges and Harry Hamlin. Space was stripped across seven nights in the space of a month by ITV but never took off in the ratings. The producer for the mini-series was Martin Manulis and the executive producer was Dick Berg. The UK airdates for the show were 13th July - 17 August 1987, which was on ITV.

WR. Dick Berg, Sterling Silliphant.

DIR. Lee Philips, Joseph Sargent.

EPISODES: 7 **YEAR MADE:** 1987 **COUNTRY:** US **SEASONS:** 1

DICK BERG/STONEHENDGE PROD/PARAMOUNT

CREATOR: JAMES MICHENER

TYPE OF SHOW: MANKIND

FORMAT: MINI-SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 04/07/1987

AIR DATE OF LAST EPISODE 25/07/1987

SEASON DATE BREAKDOWN:

FILMS:

Norman Grant JAMES GARNER, Elinor Grant SUSAN ANSPACH, Stanley Mott BRUCE DERN, Rachel Mott MELINDA DILLON, Randy Claggett BEAU BRIDGES, John Pope HARRY HAMLIN, Penny Hardesty Pope BLAR BROWN, Dieter Kolff MICHEAL YORK, Leopold Strabismus (Martin Scorcella) DAVID DUKES, MARTIN BALSAM, Marcia Grant JENNIFER RUNYON, Cindy Rhee MAGGIE HAN, RAPH BELLAMAY, Liesl Kolff BARBARA SUKOWA, Debbie Dee Claggett STEPHANIE FARACY, Senator Glancey MARTIN BALSAM, Finnerty JAMES SUTORIUS, Tucker Thomas G. D. DPRADLIN, Funkhauser WOLF KAHLER, Skip Morgan DAVID SPEILBERG.

SPACE : ABOVE AND BEYOND



The only echo of The X Files is a streak of paranoia about whether the world government has prior knowledge of the aliens, known as Chigs. The series comes with an impressively complex history which is gradually sketched in as it progresses. But two key events that have shaped this future are the Artificial Intelligence (AI) Wars and the creation of a race of In Vitro humans to fight the AIs.

The AIs, also known as Silicates, are human replicas, built as soldiers and servants. Physically perfect, but with eerie white eyes and red crosshairs for pupils, they were restricted from original thought until a disgruntled programmer infected them with a virus that gave them a risk-taking perspective, and sparked a revolt.

High human casualties led to the creation of a race of humans called Tanks, conceived by in vitro fertilisation in artificial gestation chambers, and held in suspended animation until the age of 18, before being awakened and sent into battle. Unfortunately, the In Vitros - distinguished by a `navel' on their neck - proved poor soldiers. Born of unknown parents and denied a home life or a childhood, they had no feelings of patriotism. The In Vitro platoons were dissolved and the Tanks became a disenfranchised underclass.

SAAB opens in the year 2063. After many years of deep space exploration have found no answering voice, mankind believes it is alone in the galaxy. Fledgling colonies are being established some 16 light years from home, when an unknown and unprovoked alien force suddenly wipes them out, and Earth finds itself in a war in which it's seriously outgunned.

Our heroes, played by a largely unknown ensemble cast, are the wet-behind-the-ears recruits of the 58th Squadron of the US Marine Corps Space Aviator Cavalry. The group is led by Shane Vansen, a beautiful but serious young woman with a tragic past. Her Marine parents were brutally slain by AIs while Shane and her sisters hid in an attic. Nathan West is a would-be space colonist who joined the Corps just before the war broke out, to try to find his lost love, Kylen.

They were both due to be part of the Tellus colony mission until, just hours before launch, Nathan had to give up his place to an In Vitro. Kylen was with the colony when it was destroyed, but Nathan clings to the hope that she may be alive . . . somewhere. Cooper Hawkes is a Tank, a rebellious In Vitro who was sentenced by a judge to join the Marines. Defiant and with a huge chip on both shoulders, Cooper is thrust into combat before he has had a chance to learn friendship and loyalty.

Vanessa Damphousse, nicknamed `Damn Fool' by her friends, enlisted to find `direction'. She's the most objective of the group. Completing the regular quintet is sports fan Paul Wang, a curious but unsure young man, and keeping a watchful eye over the recruits is their intense veteran squadron commander Tyrus Cassius MeQueen, a Tank for whom the Marine Corps is the only family he has known.

"We thought we were alone. We believed the universe was ours, until one night in 2063 on an Earth colony 16 light years away they struck . . . And now we are at war. My name is Lieutenant Colonel TC MeQueen, I'm an In Vitro a race of artificially gestated humans. I command a marine corp squadron, the 58th. They call us the "Wild Cards". We fight when called - in Space, on land. . . And at sea. To lose this war means more than defeat. To surrender is to never go home. All of use must rise to the call above and beyond"

In one episode star of the X FILES David Duchovny turned up, and Kristen Cloke returned the favour by turning up in an episode of the X FILES. James Morrison also guest starred in the SF show MILLENIEUM.

This futuristic action adventure series has the pedigree of being created by X FILES producers Glen Morgan and James Wong - but the two shows are worlds apart. Space: Above and Beyond focuses on five young Marine Corps space cadets, collectively known as the Wildcards, who suddenly find themselves thrust into the front line of battle against a mysterious alien enemy. While still trying to deal with the emotions that drove

them to enlist, they must learn faith in each other and find an answer to the question, 'What would you be willing to die for?'

It's been unfairly called 'Melrose Space' and even 'Top Gun in space', but the look and feel is closer to a World War Two movie, with Morgan and Wong drawing on such classic war films as the Civil War drama *Red Badge of Courage*, *Guadalcanal Diary*, *Twelve O'clock High* and *The Naked and the Dead*, to create an intense, pressure cooker atmosphere. There's a lot of action, but it's punctuated by long, introspective periods of character-rooted drama.

SAAB is a series you warm to. At times too melodramatic, there are enough neat touches to keep you coming back, such as a blues-playing space carrier commander and a load of pancakes ejected into space as a tribute to a fallen comrade. And though it's a character-driven show, the special effects - nearly all computer-generated - are impressive, from the Marine 'Hammerhead' space fighters to the darkly mysterious alien ships, especially the marauding super-fighter, nicknamed Chiggy Von Richthofen.

Launched into a difficult Sunday night slot in the US in Autumn 1995, the series never really caught fire the way Morgan & Wong's previous show had done, and despite a ratings-boosting late guest appearance from David Duchovny as a silicate pool shark, the 58th didn't live up to fight a second year.

Executive producers for the series were Glen Morgan and James Wong, co-executive producer is Stephen Zito and Herb Adelman, producers for the series were Howard Grigsby, Tim McHugh and Michael Lake. The music was created by Shirley Walker. The pilot episode was filmed in Queensland, Australia. The series was first shown in the UK on the 13th March 1996 on Sky One. The associate producer was Ken Dennis, supervising producer was Tom Towler, co-ordinating producer was Dan Dugan, casting was by Lisa Miller, original casting was by Randy Stone, CSA. The director of photography was Anthony R. Palmieri, production designer was Bernard Hides, executive story editor was Marilyn Osborn, the visual effects supervisor was Glenn Campbell, the visual effects were created by Area 51 & Free Range Digital, the art director was Tom Wilkins, set designer was Joseph Hodges and the costume designer was Giovanna Ottobre-Melton.

Rodney Roland is from California and was born on February 20th 1964. He starred alongside James Brolin in the syndicated entertainment show *Pensacola: Wings of Gold*. Other television he has appeared in include the fourth season episode of *THE X FILES*, *Never Again*, *Block Party*, *If Someone Had Known*, and the movie of the week, *Hearts Adrift*. He also has one film to his credit, *Tres Cruces*, an independent picture directed by Jeffrey Barish and has appeared in the theatre in New York and Los Angeles.

All the computer-generated effects for *Space: Above and Beyond* were created by a company called Area 51, whose past credits include *VR5* and Clive Barker's *Lord of Illusion*. In addition to acting, Kristen is the Associate Artistic Director of the Alliance Repertory Company in Burbank, California where, in here spare time, she enjoys writing, directing and producing. The motto of the United States Marine Corp is "Semper Fidelis", a Latin phrase that means "Always Faithful". The little book that Lieutenant Colonel McQueen (James Morrison) reads from is the *Te-Tao Ching (Way of Life)* and is written by Lao-Tzu, a Chinese philosopher.

Emmy Award

Outstanding Individual Achievement in Music Composition for a Series - Nominated - "Space: Above and Beyond" (1995) - Shirley Walker

For episode "The River of Stars". (1996)

Outstanding Special Visual Effects - Nominated - "Space: Above and Beyond" (1995) - Tim McHugh (special visual effects producer), Glenn Campbell (special visual effects supervisor), Lovitt, Genevieve (visual effects manager), Scott Wheeler, Merkovitch, Matt, Karl Denham, David M. Jones, England, Wayne, Justin Hammond (1996)

WR. Glen Morgan, James Wong, Stephen Zito, Marilyn Osborn, Peyton Webb, Doc Johnson, Matt Kiene, Joe Reinkemeyer, Richard Whitley, Julie Selbo and Howard Grigsby.

DIR. David Nutter, Charles Martin Smith, Stephen Cragg, Felix Alcalá, Michael Katleman, Thomas J. Wright, Tucker Gates, Winrich Kolbe, James Charleston, Henri Safran, Marc Worden, Stephen Posey, Jesus Tervino and Vern Gillum.

EPISODES: 24 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 1

A HARD EIGHT PICTURES INC. PRODUCTION IN ASSOCIATION WITH VILLAGE ROADSHOW PICTURES FOR FOX TELEVISION

CREATOR: JAMES WONG AND GLEN MORGAN

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 60

STILL IN PRODUCTION: No

B/W: No

COLOUR: Yes

LANG: English

SEASON BREAKDOWN: (1) 24**DATE OF PREMIER:** 24/09/1995**AIR DATE OF LAST EPISODE** 02/06/1996**SEASON DATE BREAKDOWN:****FILMS:**

Nathan West MORGAN WEISSER, Shane Vansen KRISTEN CLOKE, Copper Hawks RODNEY ROWLAND, Vanessa Damphouse LANEI CHAPMAN, Paul Wang JOEL DE LA FUENTE, Colonel Tyrus Cassius (TC) McQueen JAMES MORRISON, Commodore Ross TUCKER SMALLWOOD.

Books Based on this series.

Space - Demolition Winter

Space 1 - The Aliens Approach

?

Space 2 - Dark Side of the Sun

?

Space 3 - Mutiny and Space

?

Space 4 - The Enemy

?

Space: Above and Beyond (Graphic Novel)

1996

Space: Above and Beyond (Pilot Episode)

RELATED SHOWS:*X FILES, THE**MILLENNIUM*1 - 1 *ABOVE AND BEYOND*

The year is 2063, the final frontier is a battle field. Earth, united in peace, takes its first steps toward interplanetary colonization, only to be threatened by an enigmatic alien race. Enter the 58th Squadron, a group of wet-behind-the-ears pilots with the Marine Corps Air and Space Cavalry. Under the rigorous tutelage of Sgt. Maj. Frank Bougus, reluctant leader Shane Vansen and fellow cadets Nathan West, Cooper Hawkes, Vanessa Damphousse and Paul Wang embark on a dangerous mission to save the Earth.

Wr Glen Morgan, James Wong**Dir** David Nutter1 - 2 *THE FARTHEST MAN FROM HOME*

A survivor of the brutal attack on the Tellus colony is found, leading Nathan to believe that Kylen may still be alive on the distant planet - a belief for which he is willing to risk his life.

Wr Glen Morgan, James Wong**Dir** David Nutter1 - 3 *DARK SIDE OF THE SUN*

Nightmares come to life for Shane when a sentry-duty assignment on an asteroid leads the 58th into a bloody confrontation with a battalion of rouge androids, among which are the AIs who murdered her parents.

Wr James Wong, Glen Morgan**Dir** Charles Martin Smith1 - 4 *MUTINY*

When mutiny erupts aboard a civilian cargo ship carrying 168 Invetros in stasis, Cooper faces a difficult decision-should he protect his fellow soldiers, or join forces with the rebellious Tanks?

Wr Stephen Zito**Dir** Stephen Cragg1 - 5 *RAY BUTTS*

The Saratoga has a mysterious new passenger: a battle-scarred special-forces commando whose classified mission directives put the 58th at his disposal, even if it means leading them to certain disaster.

Wr Glen Morgan, James Wong**Dir** Charles Martin Smith1 - 6 *EYES*

The Saratoga becomes a pressure cooker of violence and political intrigue when an assassination on Earth forces a delegation of UN officials to use the craft as the site of an important conference.

Wr Glen Morgan, James Wong**Dir** Felix Enriquez Alcalá1 - 7 *THE ENEMY*

The soldiers of the 58th become their own worst enemies when a routine supply mission goes awry, leaving them stranded in alien territory and suffering from the effects of a mysterious Chig weapon.

Wr Marilyn Osborn

Dir Michael Katleman

1 - 8 *HOSTILE VISIT (PART 1) (aka A GOOD DAY TO DIE)*

A commandeered alien battleship provides the 58th with information about an important Chig outpost, giving the Earth forces an opportunity to make a Trojan-horse attack against the enemy-if the 58th can learn to fly the craft in time.

Wr Peyton Webb

Dir Thomas J. Wright

1 - 9 *CHOICE OR CHANCE (PART 2) (aka TO DIE FOR)*

After narrowly escaping the crippled alien battleship, the 58th finds itself imprisoned in the catacombs of a Chig penal colony. While Wang suffers in an alien torture chamber, Nathan encounters someone he had only dreamed of seeing again.

Wr Doc Johnson

Dir Felix Enriquez Alcala

1 - 10 *STAY WITH THE DEAD*

A failed rescue mission leaves the 58th presumed dead, except for Nathan, who lands in the hospital, where a nagging memory that his comrades are still alive is passed off as a result of suffering from severe head trauma.

Wr Matt Kiene, Joe Reinkemeyer

Dir Thomas J. Wright

1 - 11 *RIVER OF STARS*

Christmas Eve finds the 58th in dire straits: its transport vehicle, damaged in battle, is hurtling uncontrolled into enemy territory and the pilots must struggle to stay alive with no power, no weapons, and no hope of being rescued.

Wr Marilyn Osborn

Dir Tucker Gates

1 - 12 *WHO MONITORS THE BIRDS?*

Stranded and practically defenseless on an alien world, Hawkes accepts an assassination assignment that is supposed to buy him an immediate Honorable Discharge from the Marines.

Wr James Wong, Glen Morgan

Dir Winrich Kolbe

1 - 13 *LEVEL OF NECESSITY*

The 58th enters the tunnels to try to find and destroy a Chig ammo dump. In the tunnels on the way to the ammo dump, Lubin is killed, and Damphousse predicts that one more of them will die.

Wr Joe Reinkemeyer, Matt Kiene

Dir Thomas J. Wright

1 - 14 *NEVER NO MORE (PART 1)*

Shane risks her life when she volunteers to fight an enemy spacecraft with another squadron, led by a former boyfriend whose new love was killed during a mission.

Wr James Wong, Glen Morgan

Dir James Wong, Glen Morgan

1 - 15 *THE ANGRIEST ANGEL (PART 2)*

McQueen seeks reinstatement of his pilot status so he can fly what could be a suicide mission: find and destroy a seemingly invincible Chig super-bomber.

Wr James Wong, Glen Morgan

Dir Henri Safran

1 - 16 *TOY SOLDIERS*

West discovers that his brother has enlisted in the Corps and is serving under a young, gung-ho lieutenant who's so determined to make a name for himself as a soldier, that he will risk endangering the lives of his entire battalion.

Wr Marilyn Osborn

Dir Stephen Posey

1 - 17 *DEAR EARTH*

In the midst of a mail call, McQueen tells Hawkes to resign himself to being left out of the festivities - InVitros have no families back on Earth. But the mail brings a surprise for the two men. In an effort to bring order to the ranks, the top brass have decided to make a motivational film about the efforts of InVitros fighting alongside natural born humans in the war against the Chigs and they order both men to participate. Hawkes is excited by the opportunity, but McQueen wants nothing to do with the documentary.

Wr Richard Whitley

Dir Winrich Kolbe

1 - 18 *SUGAR DIRT*

When Commodore Ross sees there's an opportunity to launch a potentially crippling offensive against the Chigs. Forced to abandon the 58th on a barren planet, Ross leaves the marines to fend for themselves with little ammo, no food-and no hope of rescue.

Wr Matt Kiene, Joe Reinkemeyer

Dir Thomas J. Wright

1 - 19 *PEARLY*

Stranded on an embattled planet, the 58th must race to reach the rendezvous point in time to save an injured Shane-and their only hope is a marooned officer, who has been on the planet for months, and has developed a possibly suspicious rapport with the enemy.

Wr Richard Whitley

Dir Charles Martin Smith

1 - 20 *R&R*

The 58th visits a pleasure ship called the Bacchus for some overdue R&R; but when a sudden call to action puts them in the heat of battle, Cooper discovers that he is addicted to a pain medication that is particularly dangerous for InVitros.

Wr Jule Selbo

Dir Thomas J. Wright

1 - 21 *STARDUST*

The 58th is embroiled in a dangerous, top-secret counter-offensive against the Chigs when the Saratoga takes on some mysterious passengers-a high-profile general, a stern colonel and the corpse of a recently executed criminal.

Wr Howard Grigsby

Dir Jesús Salvador Treviño

1 - 22 *AND IF THEY LAY ME DOWN TO REST. . (PART 1 OF 2)*

The 58th is deployed to a seemingly barren moon to make final preparations for a major offensive by the Earth forces, but when they arrive they discover that the moon is home to an unknown species-and that Operation: Roundhammer may cause its extinction.

Wr Glen Morgan, James Wong

Dir Vern Gillum

1 - 23 *...TELL OUR MOMS WE DONE OUR BEST (PART 2 OF 2)*

Tensions increases as Earth forces prepare for peace talks with the alien Chigs, and Shane realizes that the enemy has learned details of Operation Roundhammer.

Wr Glen Morgan, James Wong

Dir Thomas J. Wright

SPACE ACADEMY



Space Academy had been built on a artificial planetoid in the Star Year of 3732. The academy was run by Commander Gampu (Jonathan Harris of LOST IN SPACE fame), a stern but fair supervisor. Although there were many cadets at the academy, the series focused on the exploits of the cadets in the Nova Blue Team. Unlike Tom Corbett, the cadets in the Space Academy of both young men and woman of differing national backgrounds. The Nova Blue team consisted of two young officers who had completed their training: Captain Chris Gentry and Lt. Paul Jerome and four cadets: Laura Gentry, (Chris' sister), Adrian, Tee Gar and Loki.

Loki was the youngest of the cadets and was an alien rescued by the rest of the Blue Nova team in the first episode. Loki knew nothing of his origins and was constantly getting into trouble. He has the power of invisibility and X-Ray vision. The cadets were also aided on their missions by Peppo, a robot. Each adventure contained a moral lesson common for Saturday morning programmes of the 1970s.

Jonathon Harris is more famous for playing the man everybody loved to hate Dr. Smith in LOST IN SPACE. The series was first shown on LWT with a seven episode run. Space Academy was in many ways an updated version of the popular 1950's series TOM CORBETT, SPACE CADET. Both series were about the adventures of a group of young people training to become the space explorers of tomorrow. Peppo the robot and many of the sets from Space Academy would appear the following season in JASON OF STAR COMMAND. Star Command was located on another portion of the planetoid containing the Space Academy. The second season of Space Academy consisted entirely of reruns of the 1st season episodes. The series was first run on CBS in 1977.

Space Academy was a live-action sci-fi children's television program, produced by Filmation and airing on CBS television on Saturday mornings from 1977 to 1979. A total of fifteen half-hour episodes were made over two seasons.

The program starred veteran actor Jonathan Harris (best remembered as Dr. Smith from Lost in Space) as Commander Isaac Gampu, the head of the academy. Among his costars (and academy students) were Pamelyn Ferdin, Eric Greene, and Brian Tochi. The program also featured a pint-sized robot called Peepo (actually a radio-controlled machine, which spoke through a voice actor using a vocoder). A frequent element in stories was the use and display of telekinesis.

Much like the premise of Star Trek's Starfleet Academy, the Space Academy (located on an asteroid, and occasionally shown on camera) brought together the best young minds, and those with special skills and abilities, to learn and prepare to experience the unknown, as Earth people continued to branch out into space during the 33rd Century A.D.. Gampu's earlier space explorations had exposed him to conditions that immensely slowed his aging process; though appearing in his sixties or seventies, his true age was well over 300 years old, giving him a unique perspective on history, and some ideal qualifications as a teacher.

Each of the students had their own unique aspects: Ferdin's character Laura (and her TV brother Chris, played by Ric Carrott) had highly-developed telekinetic and psychic powers. Greene's character Loki (an orphaned alien, discovered in the first episode) was a playful young prankster (hence his adopted name) who could become invisible. Tochi's Tee Gar continued the martial arts traditions of his Asian ancestors, augmenting them with newer disciplines, some originating in space.

As with much 1970s children's television fare, lessons and morals were taught in each episode, including the ideas that even super powers, as possessed by some academy students, weren't a cure-all for problems or a substitute for logic, reasoning and compassion, and that even the old and wise could still make occasional mistakes. As the students encountered members of extraterrestrial races, and even mutated descendants of Earth colonists in space, they developed their own wisdom and understanding.

The common spaceships in the series were called Seekers, and were used much like a spacebound van or

1 - 11 *THE CHEAT*

Chris clashes with a cadet with a history of being impulsive and reckless.

1 - 12 *MY FAVOURITE MARCIA*

Gampu leads a team to search for a ship in distress. It turns out to be the ship of an old acquaintance, who is trapped on a doomed planet by a malevolent robot.

1 - 13 *SPACE HOOKEY*

Loki and Peepo skip class by flying a Seeker without permission. But Loki is soon possessed by energy beings.

1 - 14 *STAR LEGEND*

In a forbidden section of space, the Academy finds itself facing its 1000-year-old predecessor, which seems to be haunted.

1 - 15 *JOHNNY SUNSEED*

Dual problems as Gampu must deal with delirious cadets and his visiting technology-hating brother at the same time.

SPACE CADETS



Quiz show produced for Britain's channel 4, in which two teams battle each other with a series a questions relating to science fiction mostly questions on films.

Notable guest appearances by William Shatner (STAR TREK), Kim Newman (SF film critic), Hattie Hayrige (RED DWARF), Walter Koenig (STAR TREK), Claudia Christian (BABYLON 5), Sylvester McCoy (DOCTOR WHO), Sophie Aldred (DOCTOR WHO), Armin Shimmerman (STAR TREK: DEEP SPACE NINE), Max Grodenchik (STAR TREK : DEEP SPACE NINE).

WR.

DIR.

EPISODES: 10 **YEAR MADE:** 1997 **COUNTRY:** GB **SEASONS:** 1

CREATOR:

TYPE OF SHOW: GAME SHOW

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

GREG PROOPS, CRAIG CHARLES, BILL BAILEY.

1 - 1 *METEORS VS. COMETS*

Wr Rab Christie, Iain Davidson, Greg Hemphill

1 - 2 *THINGS VS. BLOBS*

Wr Greg Hemphill, Rab Christie, Iain Davidson

1 - 3 *ALPHAS VS. OMEGAS*

Wr Rab Christie, Iain Davidson, Greg Hemphill

1 - 4 *ROMS VS. QUARKS*

Wr Rab Christie, Iain Davidson, Greg Hemphill

1 - 5 *LUKES VS. LEIAS*

Wr Greg Hemphill, Rab Christie, Iain Davidson

1 - 6 *STINGRAYS VS. T-BIRDS*

1 - 7 *ASTRONAUTS VS. COSMONAUTS*

1 - 8 *JETSONS VS. ROCKETEERS*

1 - 9 *MORKS VS. MINDYS*

1 - 10 *VULCANS VS. KLINGONS*

SPACE CASES



Space Cases follows the adventures of five Star Academy cadets who board an alien spaceship, the Christa, and then get swept through a spatial rip which sends them seven years from home. In the first episodes of the second series some cast changes occurred, the episode starts out with the introduction of Suzee. but no time for pleasantries now we got three Spung Kill Cruisers Coming. The Spung cruisers fire at the Christa and totally trash her navigation systems. A blind Hyper jump is the crew's only chance for survival. They survive only to crash land on a planet where anything can happen.

It's not surprising this children's drama has been compared to *Lost in Space* - its co-creator is Bill Mummy, former child star of the Sixties series. Fans of the show *THE MIGHTY MORPHIN' POWER RANGERS* might spot actor Walter E. Jones who played Zack in this show he stars as Harlan Band, indeed in one episode he gets to try out some stunts he did on the Power Rangers. There are a lot of in-jokes referring to many different kinds of shows such as *BABYLON 5* and *DOCTOR WHO*. The show is also notable for its guest stars who include Bill Mummy himself more familiar to people as *LENIAR* in *BABYLON 5* and Will Robinson in *LOST IN SPACE*. Also Mark Hamill who played Luke Skywalker in the Star Wars films.

It's fairly juvenile stuff on the whole but one neat in-joke in the first episode has the Andromedan, Radu, rescuing a teddy bear found floating in space. The bear was originally a gift from Peter David to *BABYLON 5* creator Joe Michael Straczynski. JMS, it turned out, didn't care for it, and had it ejected into space in a *BABYLON 5* episode! The opening credits were read by Harlan Ellison. The closing theme was written by Bill Mummy and Paul Gordon; the song was sung by Lisa La Shawn and Walter Emmanuel Jones.

History

Space Cases was created by Peter David and Bill Mummy. The show premiered on March 1, 1996. Almost exactly one year later, the show was cancelled. The show aired for a time on Nickelodeon's Saturday night block of shows known as *Snick*. Although the show is no longer aired on Nickelodeon, it was sometimes seen on the Family Channel in Canada. It has yet to be released on DVD.

The characters

T.J. Davenport was the children's vice-principal, but serves as their teacher aboard the Christa. Davenport takes herself and the rest of the Universe a little too seriously. She has a habit of fainting at the first sign of danger.

Commander Seth Goddard is a former Stardog, and fought in the Spung War. Busted in rank from Captain and forced to teach the "Space Cases," Goddard is tough enough to whip the kids into shape, but laid back enough to realize that they are indeed kids, and need to run loose every once in a while.

Harlan Band is from Earth, and is attending the academy to become a Stardog like his father. Harlan's father was killed during the conflict between humans and the Spung, and because of this he is often antagonistic and prejudiced against Radu, at least in the beginning. The Spung enslaved the Andromedans as warriors and slaves due to their super-strength, and so Harlan's father was most assuredly killed by an Andromedan in the wars. Harlan is headstrong and the natural leader of the students, acting as pilot/commander on the bridge. However, he is extremely overconfident, which sometimes leads to his endangering the crew.

Catalina is from Titan, a moon of Saturn. Rainbow-haired and with the power to shriek at sonic levels, she is the engineer on the Christa, and quite the technical genius. She claims this is due in large part to her invisible friend, Suzee, who supposedly lives in another dimension on a planet called Yensid. The other crew members think that she is merely imaginary when Catalina speaks to or refers to her. However, Suzee becomes a regular in the second season of the show, when she and Catalina are pulled into one another's dimensions. Suzee can temporarily inhabit other people's minds, and also has gills, so she can breathe in any atmosphere, though not the vacuum of space.

Radu is from the galaxy Andromeda. He has no real family since he was hatched from an egg. Radu has super-

sensitive hearing and superhuman strength, but suffers from an inferiority complex. The Andromedan culture is based on uniformity of mind and purpose, making Radu's desire to have a family and be his own person an anomaly of character. His super-ears give him incredible balance, and as an Andromedan he possesses some low-level psionic powers, making him an ideal navigator for the Christa, as he has a near-perfect innate sense of direction. He also has a significantly greater molecular density than most humanoids, which accounts for his superior strength, stability and long hair (which is nearly impossible to cut).

Bova is from Uranus, and can create electricity at will from his forehead antennae. He has an incredible metabolism, which also gives him an incredible appetite. He will eat nearly anything, and is always hungry. Being from Uranus, and thereby the butt of nearly every joke, he is consistently pessimistic in every situation, a Uranian cultural trait. Bova was responsible for operating and monitoring the shields.

Rosie Ianni is from Mercury, and has the ability to produce vast amounts of heat at will. At the beginning of the series, she wore a helmet to help her control this ability, but it was removed in subsequent episodes, revealing her inherent bald head, which is a trait of all Mercurians. Rosie is the mothering influence within the crew, always trying to make sure that her fellow cadets are happy and getting along. She serves as doctor/scientist and has a tendency to adopt seemingly cute things that turn out to be troublesome for the crew. Thelma (Techno Human EmuLating Machine), the mysterious ship's only native inhabitant, is an android who often malfunctions, owing in no small part to the fact that when Harlan first found her, he accidentally broke her memory chip, a small gem. She has a habit of taking things too literally and often does not realize moderately obvious things.

Warlord Shank is a villain in the Space Cases series, portrayed by actor George Takei. Warlord Shank is a Spung commander who is a deadly space pirate and adversary for the crew of the Christa, having elite Spung officers under his command. He first appears in his Killcruiser when he intercepts and threatens to destroy the Christa after discovering that Elmira, a Spung princess and love interest of Radu, could be onboard. He develops into a major villain throughout the series run.

Memorable Quotes

Rosie: I keep warning her not to overdo her sonic practicing. She'll blow a vocal cord or something.

Harlan Band: Yeah, well that's one of the dangers when you're hooked on sonics.

Thelma: As I understand it, family is not just those of whom you are born, but those to whom you belong.

WR. Peter David, Bill Mumy, Jerry Colker and Magda Liolis.

DIR. John Bell Otta Hanus and Iain Patterson.

EPISODES: 26 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 2

CINAR PRODUCTIONS AND NICKELODEAN PRODUCTION. Season 2 - FAMILY CHANNEL & TV ONTARIO

CREATOR: BILL MUMY & PETER DAVID

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13

DATE OF PREMIER: 02/03/1996 **AIR DATE OF LAST EPISODE** 26/01/1997

SEASON DATE BREAKDOWN:

FILMS:

Harland Band WALTER EMMANUAEL JONES, Catalina JEWEL STAITE (Season 1), Radu KRISTIAN AYRE, Bova RAHI AZIZI, Rosie Lanni PAIGE CHRISTINA, Thelma ANIK MATERN, T.J. Davenport CARY LAWRENCE, Commander Seth Goodard PAUL BORETSKI, Suzee REBECCA HERBST (Season 2).

RELATED SHOWS:

LOST IN SPACE

BABYLON 5

1 - 1 *WE'VE GOTTA GET OUT OF THIS PLACE*

Inside the Staracademy, five misfit students are being lectured by their stern assistant principal. When she leaves they see an alien ship outside and board it. The assistant principal (Miss Davenport) and their teacher (Commander Goddard) follow them. The alien ship (the Christa) is flung through the white circle, a legendary rip in space which could spit them out anywhere in the galaxy.

1 - 2 *WHO GOES WHERE?*

After rescuing a teddy bear from Space for Rosie, Radu discovers a plot on board the ship.

Wr Peter David, Bill Mumy

Dir John Bell

1 - 3 *A DAY IN THE LIFE*

The students are just beginning to get used to their lives on board the Christa. But Miss Davenport's new schedule that she insists is "tip-top priority" puts the crew in danger.

Wr Bill Mumy, Peter David

Dir Otta Hanus

1 - 4 *SPUNG AT HEART*

Harlan and Radu encounter a person in distress, but she is a Spung! She says she is an oracle and her predictions are coming true.

Wr Peter David, Bill Mumy

Dir Otta Hanus

1 - 5 *FOREVER YOUNG*

After playing a practical joke on Commander Goddard and Ms. Davenport, the crew of the Christa find out what their twelve-year-old selves were like when they turn into teenagers.

Wr Jerry Colker

1 - 6 *NOWHERE MAN*

After Harlan tells Radu he is going to pretend that Radu's invisible, Harlan himself disappears. He soon finds that the ship's crew is in danger and he can not do anything about it.

Wr Bill Mumy, Peter David

Dir Iain Patterson - Alias see Iain Paterson

1 - 7 *DESPERATELY SEEKING SUZEE*

After getting into a fight, Catalina's invisible friend Suzee disappears and Catalina inadvertently puts the ship in danger. Will Suzee come back and help save the day or will Catalina find she can do it on her own?

1 - 8 *IT'S MY BIRTHDAY, TOO (YEAH)*

Bova announces that it is his birthday. Radu also states that it is his too, out of jealousy -- because he does not know when his birthday is.

1 - 9 *TIE ME KANGAROO DOWN, COURT*

The crew gets a message from the future, but because of an ionic storm, much of it is incomplete. Catalina starts assuming things and gets the rest of the crew to put Harlan on trial. Meanwhile, it seems that the crew has slipped into a parallel universe where everyone is Spung, and now they have to run from Commander Goddard and Ms Davenport while still trying to figure out the message from the future!

Wr Jerry Colker

Dir Otta Hanus

1 - 10 *PRISONER OF LUFF*

Sofiana, a.k.a Jack, a prisoner of the colony Luff, sneaks aboard the Christa and switches places with Catalina. They later find out Catalina is about to blow up! Can the crew save her in time?

Wr Magda Liolis

Dir Otta Hanus

1 - 11 *THE IMPOSSIBLE DRAM*

Dram, an old but sweet man, comes aboard the Christa, acting like he is from the Middle Ages, and mistakes Catalina for his daughter Mirabella. He also says there is a creature on board that is draining everyone of their energy. Is he just a crazy old man, or does he speak truth?

Wr Peter David, Bill Mumy

Dir Otta Hanus

1 - 12 *BREAK ON THROUGH TO THE OTHER SIDE*

Bova and Miss Davenport hear Thelma talking one night, and find a secret room they never knew about. Bova and Miss Davenport explore it, but Miss Davenport disappears. Thelma then runs away. Can they get Thelma and Miss Davenport back, or will they have one less android and a computer for a teacher?

1 - 13 *ON THE ROAD TO FIND OUT*

The Christa rushes to another ship, which is identical to the Christa. It's the sister ship and it had sent out a distress call. Commander Goddard, Harlan, Radu, and Catalina board it with Thelma, leaving the others to stay behind.

2 - 1 *NEW PLACES, NEW FACES*

The crew meets Catalina's friend, Suzee, and crash land on a strange, uncharted planet.

Wr Bill Mummy, Peter David

Dir Jeff Blyth

2 - 2 *THE SPORTING KIND*

While out exploring, Rosie and Harlan find a strange creature. Harlan tells Rosie to put it back, but then the Spung attack and Rosie takes it with her. Harlan tells everyone what happened as Rosie tries to hide the creature, but Suzee finds out. The girls discover it's a Rhombi, and that you can get telekinetic powers by drinking it's spit, and that it's primary hunter is the Spung.

Wr Evan Carlos Somers

Dir Vincenzo Natali

2 - 3 *LONG DISTANCE CALLS*

The kids find a phone device and uses it to call home. The kids talk to their parents and Suzee talks to Catalina. Miss Davenport gets fired, and Commander Goddard is informed that he's in trouble. However, a Space Pirate named Reaver, who is the reason Commander Goddard is in any of this mess in the first place, lands on the planet and wants to steal things from the Christa. He even wants to sell Radu into slavery! Harlan is the only one who got away from Ubi, and even though Suzee helps (sort of), it's Harlan Band who saves the day!

2 - 4 *KING OF THE HIL*

The Hil people mistake Harlan for their king and want him to defeat a centuries old monster. So he, Thelma, Rosie, Radu, and Suzee go to defeat the monster whilst Miss Davenport and Bova are trapped inside a huge fruit.

Wr Bill Mummy, Peter David

Dir David Straiton

2 - 5 *TRUTH HURTS*

Rosie becomes a tattletale during a game of Truth or Doom and Suzee swears that she'll never speak to her again. Then the kids sneak out and a sulfur storm comes, but Rosie is undecided about telling everyone; she doesn't want to look like a snitch. Will Rosie tell to save her friends, or stay quiet and no longer be a tattletale?

2 - 6 *HOMEWARD BOUND*

Radu has a dream where Elmira warns them that they are in danger. However, nobody believes him. There's a message that says that the Christa crew can prepare to go home, but Radu says that it's fake and that they are all in trouble. Suzee finally reads his mind and discovers that they really are in trouble.

Wr Valri Bromfield

Dir Adam Weissman

2 - 7 *ALL YOU CAN EATY*

The crew of the Christa is out in space collecting items, when they notice an asteroid – which is heading straight for them. The crew soon realise that it is a practical joke, they are the subjects of a prank.

Wr Kevin Kopelow, Heath Seifert

Dir Jeff Blyth

2 - 8 *BOTH SIDES KNOW*

Miss Davenport sure has gotten a big head lately! She overloaded her brain and heard the crew talking about how they would like to be each other, and so she grants their wish. Problem is, when they want to switch back, Miss Davenport says she can't do that. Can the crew get what they want, and will Miss Davenport's head ever return to its normal size?

Wr Bill Mummy, Peter David

Dir John Fawcett

2 - 9 *MA KNOWS BEST (AKA MOTHER KNOWS BEST)*

The Christa heads into a sector of space controlled by Ma, an energy-sucking monster. Ma steals the energy of everyone besides Radu and Thelma, and Ma is draining Thelma's energy! Can Radu save the day?

Wr Mindy Schneider

Dir David Straiton

2 - 10 *RUNAWAY*

Radu and Bova get to go on a "boring" mission with the Starling 9 because Harlan and Suzee didn't want

to go. Things go smoothly, until Suzee acts too smart and Harlan acts like a hotshot, and as a result, the Christa becomes a runaway! But what's worse is Harlan clipped the Starling, and Radu and Bova are running out of oxygen! Can the crew work together and stop the Christa before it runs out of fuel and save their friends before they die?

Wr Bill Mummy, Peter David

Dir Adam Weissman

2 - 11 *TROUBLE WITH DOUBLES*

The Christa runs into an enemy the crew could have never imagined - themselves.

2 - 12 *STAR IS BORING*

Bova says he's the oldest man alive as a gag, and he becomes popular on the planet Neon. But how will Utz react when he discovers that Bova's been lying?

Wr Patricia Marx

Dir David Straiton

2 - 13 *FRIEND IN NEED*

The Christa makes an encounter with a space station with a mind of its own named Pezu after it was attacked by Spung. But the problem is that Pezu wants Suzee for herself, and is putting the Christa in danger to get her.

Wr Peter David, Bill Mummy

Dir Adam Weissman

SPACE CITY SIGMA

The serial was inspired by Star Trek. The hindi made it confusing.

WR.

DIR. Ketan Mehta

EPISODES: 0 **YEAR MADE:** 1986 **COUNTRY:** IND **SEASONS:** 1

CREATOR:

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Hindu

SEASON BREAKDOWN: (1)

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

MILIND SOMAN

SPACE COMMAND

SPACE COMMAND

Set in the not too distant future, Space Command was a world-wide organisation which directed, maintained and carried out Earth's conquest of space. The series itself followed the education of one young man, Frank Anderson, as he gained experience in each of the many divisions of space command, including transport, satellite, scientific investigation and exploration. Each episode had Frank working in one of these areas, with him and the audience learning something new about the conditions in space as best as 1953 scientists could predict. The series avoided stories of space spies, space romances, space monster and space pirates, since the series' chief writer Alf Harris only wanted to tell pure science fiction stories which could only happen in space.

Space Command was the only live space adventure series produced in Canada. Unlike many of the live American space shows, many of which cranked out 3 to 6 episodes a week, Space Command was broadcast once a week. However, like its contemporaries produced south of the border, Space Command was a low budget affair featuring a limited amount of action on cramped sets. Crude special effects, which were advanced for the time, were shot on film and inserted when needed.

The most notable thing about Space Command was the fact that it starred James Doohan. In the 1960s Doohan would gain fame as Scotty in Star Trek. Although almost no information on specific episodes is available, the following performers were guest stars on Space Command, William Shatner (who would later star with James Doohan in Star Trek!), Barry Morse, Cec Linder, Stephen Ker Appleby, Bonar Stuart, Billie Bailey, Robert McLeod, Richard Gilbert, Alfie Scoop and Allan Bertram. Space Command was seen on CBC in Canada.

The first season of Space Command consisted of 19 untitled episodes. The series debuted on 13th March 1953 and was broadcast weekly. Neither the episodes themselves nor information on them exists. The second season of Space Command consisted of 14 untitled episodes. The second series debuted on 17th Oct 1953 and was broadcast weekly. Episode 26 is the sole surviving episode of the series and the only one for which information is available.

WR. Alf Harris.

DIR. Murray Chercover.

EPISODES: 33 **YEAR MADE:** 1953 **COUNTRY:** CAN **SEASONS:** 2

CANADA BROADCASTING CORPORATION

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 19, (2) 14

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Frank Anderson ROBERT BARCLAY, Phil Mitchell JAMES DOOHAN, Dr. Joseph Edmunds ANDREW ANTHONY, Dr. Felming AUSTIN WILLIS, Ilene Morris AILLEN TAYLOR.

RELATED SHOWS:

STAR TREK

SPACE G-MEN

AKA: **SPACE GOVERNMENT MAN**

AKA: **UCHU G-GEN**

As the nations of the Earth prepare to explore the vastness of space, Japan's Andromeda Institute is years ahead of the rest of the world, thanks to the genius of its supervisor Professor Kawanaka (Minamoto). However, the maiden flight of the Andromeda Institute's experimental vessel Radar One meets with disaster, and the elder brother of plucky all-Japanese boy Sakaze (Hirai) is lost in space, presumed dead. In fact, Radar One was just one several Earth missions fated to accidentally cross the path of dastardly schemes from the Demon Empire, a secret society devoted to ruling the world.

However, Demon Empire's schemes are foiled at every turn by the people of the Andromeda Institute and by the occasional intervention of the "Space Government Man," a masked astronaut whose inspirational messages to young Sakaze sound suspiciously like speeches once deleted by his long-lost brother.

Ludicrous now, but a landmark in its time, Space Government Man sets the tone for much of children's TV that was to follow in Japan, including the entire ULTRAMAN series. Originally 13 episodes were made, but only 8 episodes were broadcast. With a sepia color scheme that acutally makes it look even older than it is and special effects to rival those of Buster Crabbe's FLASH GORDON, it is a charmingly camp approach to the sci-fi ideals of yesteryear.

It's stories encapsulate the feelings of the Japanese in the early 1960s, as they recovered from World War II, tried to deal with the Korean War, and prepared for the Olympics. Consequently, Japan is great, the Japanese are great; there are people out their who want to hurt them, but there is a higher power that sees Japan's potential for peace.

Bonus entertainment value is supplied by the Demon Empire's agent in episode one, a beanpole gaijin who has to visibly struggle to allow himself to be bested in hand-to-hand comabt by the show's diminutive hero. Meanwhile back at the base, the Professor muses about inventions, his pretty assistant swoons at the handsome hero, and an irritating child wander around for no apprent reason - in other words, the very bedrock of Japanses science fiction.

The strange mix of plural and singular in the titles is explained by their origins - obviously we only see a single "Space Government Man", but the Japanses title implies a plural, presumably to draw non-existent links between the series and the American serials Cowboy G-Men (KRT, 1956) and Dangerous Assignment (release in Japan as plain G-Men on NTV in 1958).

WR. Akira Otani, Yuichi Kajiwara, Susumu Takahisa, Toshikazu Yamano.

DIR. Morihei Magaya, Norio Mine, Jusaburo Deguchi.

EPISODES: 13 **YEAR MADE:** 1963 **COUNTRY:** JAP **SEASONS:** 1

NTV

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 20/08/1963 **AIR DATE OF LAST EPISODE** 08/10/1963

SEASON DATE BREAKDOWN:

FILMS:

Sakaze MASAKAZU HIRAI, SHINTARO KURAOKA, Professor Kawanaka HACHIRO MINAMOTO, TAKAKO AZUMA, MICHEL HIGGINS.

RELATED SHOWS:

ULTRAMAN

SPACE ISLAND ONE



We follow the saga of seven men and women who live on a permanent space station, fraught with disasters and danger. The space station known as Unity is always having to battle the executives of the company who own her, the companies motives are not always clear.

ALTHOUGH THE UNITED Kingdom has a long and proud history in prestigious science fiction programming, domestic producers have lately appeared increasingly unable to compete with the mammoth budgets and greater commercial opportunities enjoyed by their American counterparts. Filmed on the financially favourable Isle of Man, with funding supplied by a conglomerate of continental companies, *Space Island One* represents a valiant united effort by European programme makers to pool their resources, place their faith in British know-how, and test the US' dominance of the science fiction market.

Created by Andrew Maclear, *Space Island One* tells the story of the orbiting space station Unity, and its diverse, multinational crew of astronauts and scientists. While British science fiction is synonymous with unsteady sets and less than convincing special effects, *Space Island One* is an exception to the rule. While unlikely to challenge the likes of *BABYLON 5* or *DEEP SPACE NINE* in terms of creativity, its special effects are always credible, with the station itself based on current scientific proposals, and zero gravity simulated seamlessly.

Avoiding the pitfalls of previous British science fiction productions, *Space Island One* rejects the improbable scenario of a single nation crew, shrewdly representing an increasing global co-operation in space exploration by means of a talented, international cast that includes Germans, a Canadian and an Iranian.

Rejecting populist science fiction staples such as strange, gaseous anomalies, time travel, deep space dog-fights or any overt alien presence, with the station's two, cute maintenance robots the sole concession to commercialism, *Space Island One* British based writing team has attempted to produce storylines within the realms of possibility, shying away from the easy, alluring descent into outlandish fantasy. Although this limits the series' ability to compete against the impressive, epic theatrics of its American competitors, it forces the show to focus on building engaging, credible, character-based drama. This is especially important, given that, outside of extra-vehicular activities and dream sequences, *Space Island One* takes place entirely within the confines of the station.

However, as *DEEP SPACE NINE* discovered to its cost in early seasons, a stationary setting places a debilitating restriction on the number of possible storylines. *Space Island One* suffers from this problem to an even greater extent, focusing, as it does, on a much smaller station which receives very little traffic. As a result, the series has struggled to avoid repetition. The storyline of a visiting protagonist, unearthing the hidden pasts of the station's crew, has proved the series' most successful, if frequently used, formula. Restricted in its ability to create strong, independent episodes, *Space Island One* has opted to develop ongoing story arcs, many of which are centred upon relationships between the series' characters.

American science fiction shows evolved from TV Westerns, with *STAR TREK*'s Gene Roddenberry selling his creation as "Wagon Train to the stars." With its ongoing, character-based storylines, *Space Island One* originates from the traditionally British soap opera and, as such, is a continuation of a union previously explored in *MOONBASE 3*, *STAR COPS* and *JUPITER MOON*.

One of the definitions of science fiction is that it portrays future events which are rooted in the technology of today, extrapolated to a conceptualised conclusion - and so there is a strong argument that *Space Island One* has made a significant contribution to television SF. Rather than attempt to imitate its action packed rivals, the series has developed and advanced the concept of a science fiction show based on a soap opera format, demonstrating that with a decent budget, accomplished actors and skilful writers, such productions may wrest back British sovereignty of the genre. This UK SF series was premiered on Sky One in the UK.

Made on a modest budget on the Isle of Man, this show could never compete with the production values of other top genre shows. The ace in its hand was allegedly a series of top-notch scripts that dared to present science fact rather than reality. Quite what happened to these mythical scripts before they reached the screen is anyone's guess because the resultant shows were dull, derivative and slow. Pity poor Judy Loe who tried to imbue Commander Kathryn McTiernan with some dignity, but was let down every time by some banal non-sequitur.

Space Island One was developed by executive producer and writer Andrew McLear, the man behind Capital City. The producers and writers had been in touch with NASA to get expert help in researching the realities of life in Space. They provided the production team with video footage of astronauts that had never been released to the public, and the expertise of the science consultant Richard Taylor. The real Space Station Unity will not initially have a spinning section to create gravity, as in Space Island One. The series added the module that spins to create Earth-type gravity to make it possible to film on the ground. The series was enticed to film in the Isle of Man because business and the government on the island offered to invest.

Judy Loe, who plays Commander Kathryn McTiernan is a familiar television face who was seen as Morse's love interest in Inspector Morse. Angus A. MacInnes is better known to Star Wars fans as Gold Leader. The advantage of making a series for such a long concentrated time is that it allows it to grow in terms of story, character and style. The production team generally agrees that these elements have improved as the series had progressed and there has been an opportunity for the actors to discuss the development of their characters with the writers.

After the first season has been seen in the US and then in the UK, only the second series was shown a year later in the US, because Sky One, the first broadcaster of the series in the UK did not show it. The air date of the last episode is the US airdate.

WR. Andrew McLear

DIR.

EPISODES: 27 **YEAR MADE:** 1998 **COUNTRY:** GB **SEASONS:** 1

BARD, BRITISH SKY BROADCASTING (BSB), VOX FILM UND FERNSEH-GMBH & CO KG, CST PRODUCTIONS

CREATOR: ANDREW MACCLEAR

TYPE OF SHOW: SPACE STATION **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 14, (2) 13

DATE OF PREMIER: 07/01/1998 **AIR DATE OF LAST EPISODE** 09/11/1998

SEASON DATE BREAKDOWN:

FILMS:

Commander Kathryn MacTierman JUDY LOE, Walter B. Shannon ANGUS MACINNES, Paula Hernandez INDRA OVE, Susan Kashkavian BRUNO EYRON, Kaveh Homayuni KOUROSH ASAD, Lyle Campbell WILLIAM OLIVER, Roam One and Roam Two THEMSELVES.

RELATED SHOWS:

STAR TREK: DEEP SPACE NINE

BABYLON 5

1 - 1 *ORBITAL COLLISON (AKA MESSAGE FROM KEELER)*

Newly arrived environmental specialist Paula Hernandez finds slotting into place with the rest of the Unity team is harder than she expected after her over-curiosity triggers a bomb left behind by her mysterious predecessor.

Wr Andrew Maclear

1 - 2 *ALL THE NEWS THAT FITS*

A visiting journalist uncovers the background to an aborted space mission, as Paula begins her sexual pursuit of Dusan, and Harry has some startling news.

Wr Andrew Maclear

1 - 3 *QUARANTINE*

A primitive Martian life-form demonstrates lethal characteristics when taken aboard Unity. It manifests itself as an acrylic-eating virus and threatens the very structure of the station.

1 - 4 *ROGUE SATELLITE*

Harry's cat seems to have disappeared, and while she is searching for it, she experiences some difficulties surrounding her pregnancy.

Wr Andrew Maclear

1 - 5 *DANGEROUS LIAISON*

A visitor has a personal agenda, which involves the destruction of Unity when his child prodigy, a member of the crew, appears to have turned against him.

Wr Andrew Maclear

1 - 6 *CREW TEST*

A group dynamics expert exposes cracks and resentments in the crew by purposely digging into their privacy and provoking arguments and confrontations.

1 - 7 *BARRIER OF SECOND ATTENTION*

A wandering space object creates a supernatural environment when it enters the station. The crew are faced with a First Contact situation of the most unorthodox kind as they suffer bizarre dreams which force them to relive elements of their respective pasts.

1 - 8 *SARCOPHAGUS*

A devious entrepreneur utilises Unity as a platform from which to perform somewhat questionable space burials for the benefit of new television audiences.

Wr Adrian Rigelsford

1 - 9 *SPRING FEVER*

Crew discipline slides when Kathryn takes ground leave and Shannon is left in charge. An experiment in pheromones results in Paula attempting the seduction of an increasingly distant Dusan.

Wr Andrew Maclear

1 - 10 *AWAKENING*

A laser, designed to zap space junk, malfunctions resulting in chaos aboard Unity. Shannon's poor health raises concerns with Paula. While tensions aboard Unity climb, Harry, Lyle and Commander McTiernan are unable to be awakened from an induced sleep experiment. Kaveh and Dusan ignore Paula's concerns, and as a result Shannon's health deteriorates resulting in a stroke.

1 - 11 *THE THIRD MAN*

Desperate circumstances aboard a stricken mining vessel result in madness and cannibalism to stay alive after being lost for three years. The survivors are rescued by Unity and attempts must be made to uncover the truth.

Wr Matthew Bardsley

1 - 12 *NEMESIS*

Abandoned stealth armoury is accidentally reactivated by one of Shannon's probes and it identifies the space station as a hostile entity.

1 - 13 *A CHILD IS BORN*

The various personal problems of Unity's crew have been driving them apart, but the occasion of the first child to be born in space brings a return to harmony...eventually.

1 - 14 *EDGE OF NIGHT*

A solar flare results in chaos aboard Unity as Paula's relationship with Dusan continues unabated, and Shannon's poor health raises concerns with the commander. While Unity breaks down around them, Harry and Lyle are unable to be awakened from an induced sleep experiment.

2 - 1 *UNFINISHED BUSINESS*

The arrival of a maintenance shuttle brings an unexpected visitor, Anderson from the failed Clementine mission. Commander McTiernan is concerned as the details surrounding Anderson's mission are vague and his shuttle is registered to a nonexistent company.

2 - 2 *SPLIT ALLEGIANCES*

Harry returns to the station around ten months after her departure with her baby, Miranda.

2 - 3 *WINTER KILLS*

Harry and Lyle come to terms with the new hierarchy in the science section. Meanwhile, the lives of the Unity crew are put in danger.

2 - 4 *A PLACE IN THE SUN*

Solar flares are causing havoc aboard Unity. A cargo freighter docks with Unity and has two stowaways aboard.

2 - 5 *LOST PROPERTY*

A shuttle hit by a meteor crashes into Unity. While crew of Unity have the grim job of recovering the corpses and their personal effects from the shuttle, strange and unexplained events begin happening around the space station.

Wr Peter J Hammond

Dir Dirk Campbell

2 - 6 *MAYFLY*

CALUM is brought to Unity by Professor Jarvis to replace the station's mainframe. In control of the station, CALUM suddenly becomes sentient. Just as quickly, however, it begins to break down, jeopardizing the safety of the station.

2 - 7 *NOT IN MY BACK YARD*

The world's last live specimen of the smallpox virus is being transferred to Unity for "safe" keeping. Lyle has a crisis of ethics on whether to let such a deadly thing survive. Meanwhile the crew begin to fall ill and it seems their worst fears have come to life.

Wr Diane Duane

2 - 8 *ABANDONED*

Walter, Kaveh, Paula and Dusan discover an orphan, Orla, aboard an abandoned space platform.

2 - 9 *SILVER BULLET*

Silver Bullet, a project that gives hope for a cure to leukemia. The project is placed in danger, primarily due to Harry's cat and a hybrid plant.

2 - 10 *ANNIVERSARY*

It is the Unity's fifteenth anniversary, and the crew are given a day off to celebrate.

2 - 11 *LOVE LINES*

Earth is devastated after a nuclear explosion causing a deadly disease break-out. The crew of Unity begin to experience friction among themselves as a result.

2 - 12 *MONEY MAKES THE WORLD GO AROUND*

The future of Unity station looks bleak, due to a soon-to-be launched new space platform, named Hyperion.

2 - 13 *TROUBLE IN PARADISE*

Unity's fate has been decided, it will be turned into a hotel/casino facility. Tempers flare among the crew as they contemplate their uncertain futures.

SPACE KNIGHTS

WR.**DIR.****EPISODES:** 0 **YEAR MADE:** 1988 **COUNTRY:** NZ **SEASONS:** 0**CREATOR:****TYPE OF SHOW:****FORMAT:****LENGTH (MINS):** 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:****DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

SPACE PATROL (1950)

AKA: **SATELLITE POLICE**



Set in the 30th Century. Space Patrol was a branch of the United Planets responsible for its defence and well being. The Space Patrol itself was based on the artificial planet Terra and was headed by Commander Corry. The first Commander Corry was Kit Corry, he however was replaced before the Saturday episodes by his brother Buzz Corry. Corry's chief aid was Cadet Happy - Happy was often used as either comic relief or to ask Buzz a question that the audience needed answered. Also on hand were: Major Robertson, one of Buzz's chief aides.

Carol Karlyle daughter of the secretary general of the United Planets and Buzz's very low key romantic interest (this was 1950s TV for kids). Tonga, who was first introduced in the daily episodes as a villain spying on the secretary general in the guise of his secretary. Tonga reformed to become one of the good guys. Corry's archenemy was Prince Baccarratti, a power hungry foe who also called himself The Black Falcon. He had a malevolent sidekick called Malengro. Also in the villains' ranks was Mr. Proteus, a master of disguise.

Classic juvenile, launched in California as a daytime local, picked up by ABC as a Saturday/Sunday daytime series, but briefly slotted into 6:00-6:30 p.m. "prime time", this cheesy space-travel time-travel 30th Century series featured genuine World War II Army Air Corps ace Ed Kemmer as Space Patrol Commander Buzz Corey who kicked villainous butt for the glory of the United Planets of the Universe, along with his audience-identification sidekick Cadet Happy, the sexy daughter of the United Planets Secretary General, and various gadgets for sale to viewers, such as the Paralyzer Ray Gun, the Brainograph, and a 30-foot model spacecraft "Terra" that toured America and was given away to a sweepstakes-winning fan, who was nearly destroyed by the concentrated jealousy beams of a million disappointed kids. Like "CAPTAIN VIDEO", "BUCK ROGERS", and "TOM CORBETT, SPACE CADET" this was transmitted live, but unlike the three predecessors, it had a relatively gigantic budget -- \$2,500 per week!

Space Patrol was one of the longest running of the early 1950s live space adventure series. It was the only one originating from Los Angeles. The series first premiered on 13 March 1950 as a daily (Monday to Friday) 15 minute programme on KECA, the ABC station in Los Angeles. Kinescopes of these episodes were shown on other ABC stations until half hour weekend (mostly done on Saturday, however for 7 months on Sunday evenings) episodes began in December 1950.

The weekend episodes were shown in the rest of the country both on Kinescope and later live after the network cables reaches Los Angeles. The daily episodes of Space Patrol continued for some time on KECA and some 900 of them were produced - no information on these are available. In addition to the daily and weekend episodes of Space Patrol, a weekly radio series was also on the air, close to 200 radio episodes were produced. Producing seven live programmes a week must have kept the cast and crew quite busy.

Space Patrol episodes had slightly higher budgets than their contemporaries such as Captain Video and Tom Corbett, thus producing a more realistic series. Such things as jungles and rivers were often reproduced on in door sets. Actors in guest roles would often reappear in a totally different role from one episode to another. Among the actors to play more than one role were : Bela Kovacs, although he played many characters he is best known for his recurring role as the Space Patrols chief adversary Prince Baccarrati, I. Stanford Jolley whose roles included villains, old prospectors and scientists. Marvin Miller, most often played a villain and Normal Jolley. Space Patrol's chief writer had several guest roles in early episodes.

When the space age started for real with the launch of Sputnik in 1957. Space Patrol had been out of production for over 2 years. To cash in on the sudden interest of space, episodes of Space Patrol were put into syndication under the new title Satellite Police. Although the episodes were the old ones, the title and opening credits were changed. The new credits featured scenes of real rockets taking off.

One of the earliest U.S. space operas, Space Patrol was one of the revered trio of 'Golden Age' sci-fi pioneers

that fired the imaginations of the post-war baby boom, America's first TV generation. Some seven or more years before Russia sent the first man-made satellite into orbit, in 1957, Commander Buzz Corry and the crew of the Terra V, along with TOM CORBETT, SPACE CADET and CAPTAIN VIDEO, were exploring the depths of the universe and planting the concept of space travel in millions of impressionable young minds.

Space Patrol began as a West Coast local show in early 1950 and was quickly picked up by the ABC network where it ran until 1955. The UK never got to see Space Patrol back in its heyday (though satellite channel Sky did show some episodes during the 1980s). The British "golden age" of TV sci-fi was still to come.

There are probably over 1000 episodes of the series made, but most of the information no longer exists about these episodes, details are shown for only 210 of the episodes. Writer details are sketchy for the series but they do include Mike Moser, Norman Jolley who had wrote the entire fourth and fifth season. The only director that we know directed for the series was Dick Darley, who directed many of the 210 episodes of the series.

Space Patrol combined with Captain Video and Tom Corbett, Space Cadet to exert a remarkable and enduring influence on television audiences in the early to mid 1950s. The young found the appeal almost irresistible, although evidence showed a healthy number of adults were peeking at some of the same programs as their children. Space Patrol seemed to be a particular favourite of adults, even though many grownups claimed to look in only for the "high camp" value of the series.

Space Patrol was set in the 30th century, much later in time than Captain Video and Tom Corbett, products of the 22nd century and 24th centuries, respectively. Space Patrol had almost an "anything goes" attitude closer in execution to Captain Video than Tom Corbett. Whereas Tom Corbett operated within the scientific guidelines laid down by its technical consultant Willy Ley, Space Patrol was less bound by the science of 20th century Earth. A millennium into the future, who was to seriously argue with the new science of Space Patrol?

If any one science fiction series had to be pulled out of the 1950s ether and offered as representative of the outer space phenomenon that overtook early television, it would probably be Space Patrol. Space Patrol successfully built upon so many cultural, political and social impulses of its day that it is a difficult series to ignore.

Space Patrol, if its own publicity is to be believed, was conceived in the cockpit of a navy plane somewhere above the South Pacific during World War II. In this case, the publicity has a ring of authenticity, considering that the creative force behind Space Patrol, William "Mike" Moser, once studied philosophy at Gonzaga University and was likely to ponder subjects like time and space and future worlds. "It started me wondering and thinking about the universe," Moser claimed in 1952, speaking of those long hours of contemplation when he apparently recalled his own childhood influences in those lonely hours above the Pacific.

Today it has become axiomatic to think of much of our science fiction literature as having been derived from cowboy culture; it is said that science fiction tales are merely updated versions of a Ken Maynard, Tom Mix or Roy Rogers morality play. Perhaps, but TV science fiction, in the 1950s particularly, was at least as much influenced by the police procedural. Popular series such as *Dragnet* and *The Line-up* provided fully as much inspiration, if not more.

When Mike Moser persuaded Los Angeles station KECA to try his Space Patrol idea as a local 15-minute-a-day serial, the station was buying a police procedural set a thousand years in the future. Buzz Corry would become Joe Friday, bringing criminals to justice on behalf of the law he was sworn to uphold. Space Patrol epitomises science fiction television in the 1950s through a trend toward galactic law and order. One thing none of the TV science fiction series foresaw changing was human nature. Law and order, effected through duly sworn governmental agencies, arises time and again as a theme in Space Patrol as well as in Tom Corbett, Atom Squad, Rod Brown of the Rocket Rangers and Rocky Jones, Space Ranger. Like its Western series counter-parts, Space Patrol was something of a disguised morality play. But unlike the typical Western, wherein justice was often dispensed by private parties, Space Patrol and the other science fiction shows insisted on justice being carried out by legally deputised officers of the law.

The format of Space Patrol was typical of the TV genre. The United Planets (like Tom Corbett's Solar Alliance and Captain Kirk's Federation), peaceful in nature, understood that individuals and rogue states would from time to time challenge the social and political order. The United Planets authorised its Space Patrol to police the galaxy. The Space Patrol force operated out of Terra, described as a manmade planet placed in orbit between Earth and Mars. The flagship of the Space Patrol fleet was the Terra. Over the years, new and improved models of the Terra were unveiled on the program. The final version was the Terra V.

Space Patrol took up its duties, according to most sources, on March 13, 1950, over KECA, Los Angeles. Initially, the commander-in-chief of the Space Patrol was actor Glenn Denning, who played the role of Kit

Corry. Denning survived in the role for only a short time, perhaps 25 or 30 episodes. The reasons for Denning's departure are obscure. Some sources suggest the actor left the role as the result of a dispute with program officials. Other sources maintain Denning was ousted from his commander-in-chief assignment because he simply could not withstand the pressures of live television. These accounts suggest Denning too often appeared on the set unfamiliar with his lines. Nina Bara, who played Tonga, also recalled that Denning sometimes actually fell asleep in the middle of a live broadcast. Denning's replacement was a young actor just out of the Pasadena Play-house, Ed Kemmer. Assigned to play Kit's Brother Buzz, Kemmer remained at the helm of Space Patrol for the duration of the series.

Other key cast members included Lyn Osborn as Cadet Happy, Virginia Hewitt as Carol Carlisle, Ken Mayer as Major "Robbie" Robertson and Norman Jolley as Secretary General Carlisle. Cadet Happy was Corry's eager young apprentice; naive in an amiable sort of way, afflicted with an irrepressible sense of humour and a willingness to follow his commander into any situation, Happy was critical to the success of Space Patrol. Tonga began as a villainess but was eventually reformed by means of the "brainograph," a device with the capability of erasing antisocial behaviour right out of a person's brain. Carol was Corry's love interest and the only one permitted to refer to the commander by his first name. Robbie was Corry's dependable, stalwart right-hand man and chief of security. Secretary General Carlisle was head of the United Planets and Carol's father.

Live television in the 1950s, particularly live local television, was not a particularly high-paying endeavour. Reportedly, Kemmer, Osborn and the other key performers on the show earned eight dollars per appearance in the first months of the series. Live television burned the energies of everyone involved. Space Patrol, which was so uniquely representative of the live process, was no exception.

When Space Patrol premiered on KECA in March 1950, it was as a 15-minute daily serial broadcast live five days a week. By the end of 1950, Space Patrol was picked up by ABC for national distribution. Starting on December 30, 1950, Space Patrol, in addition to continuing on with its local daily run, appeared as a half-hour series aired on Saturdays. ABC also elected to run Space Patrol as a radio series, utilizing the same cast. Not only was such a schedule taxing for the players but for the production staff as well. As Space Patrol expanded, Mike Moser found himself required to turn out 82,000 words a week in order to keep the series afloat. Eventually, Moser began delegating most of the scripting to other writers- most notably Norman Jolley

Space Patrol was an unrelenting series. Most of the time there were no seasonal breaks; the series simply remained on the air. Any performer needing time off was simply written out of the scripts for a time. As the series took off, finding a receptive audience (estimated at seven million in 1952) and eager sponsors, the salaries of the cast began to reflect the show's growing success. From eight dollars an episode in 1950, Lyn Osborn was reporting an annual Space Patrol salary of \$45,000 just four years later.

The growing success of Space Patrol meant more money to channel back into production. In 1952, Life (September 1, 1952) placed the weekly production costs for Space Patrol at \$25,000, a significant sum by early TV standards. Life counted among the beefed-up production crew seven prop men, five electricians, nine carpenters, one video- and three audiomen, three graphic artists, two directors and four technicians. Live television had a great deal in common with radio in terms of program content, competition for talent and subservience to sponsor demands. When Space Patrol was picked up by ABC and suddenly acquired a sponsor (Ralston-Purina), the program underwent something of a metamorphosis. Sponsors wanted their products to be endorsed live on camera-by the stars of the program. Therefore, every Space Patrol performance had to include Buzz or Happy, or both, consuming a bowl of Rice Chex or Wheat Chex and smiling into the camera while assuring seven million viewers of the product's wholesomeness. Ed Kemmer once recalled the problems involved with doing live commercials on Space Patrol.

Hap and I would finish a fight scene way up on the catwalks, out of breath, dirty. You could be a little bloody-real blood, a scratch here and there, and sweaty as hell. You're wiping yourself with a towel, trying to look at the script.

Selling cereal under such circumstances required considerable acting skills. Guest players on Space Patrol occasionally would succumb to the intense pressure associated with facing a live camera; it was one of the hazards of live television. Kemmer explained to one interviewer.

You could see that curtain-it's actually like a curtain-come down in front of them. I'd look at their faces and know they couldn't tell me their own names. I mean, they didn't know what to say next if their lives depended on it. The whole scene had to be finished by Hap and me because they were "gone," totally gone. One actor playing a villain went blank for an entire broadcast. The other actors, thinking on their feet, transformed the villain into a telepath and interpreted his lines for the audience. Such panic would set in even though cue cards were reportedly affixed to the walls to help actors deal with just such exigencies. Integral to the telling of Space Patrol and the other science fiction programs, then and now, are the special effects. In the 1950s the special effects were intended to assist in moving the story forward, unlike today

when special effects are often out of control and actually become the story. Special effects on Space Patrol were often the result of simple camera tricks and the use of clever miniatures. They were admittedly a far cry from today's deified special effects which are frequently dazzling but are nonetheless merely soulless computer-ised contrivances.

The annoying habit of contemporary critics to disparage live television for its "cheap cardboard" sets and "laughable" special effects underscores an essentially unimaginative personality. In 1953, Arthur Rankin, Jr., writing in *Theatre Arts* (January, 1953), addressed the difference between Hollywood special effects and the live television variety:

Illusion in television is created more by the amateur magician than the professional technician. Hollywood has film, endless retakes and stop motion. TV must create its illusions on the spot, before your eyes. It takes Hollywood a year and a large fortune to make King Kong a monster worthy of the name. TV has only dimes and days... Space Patrol, nonetheless, employed three of the best special effects experts in the business: Franz, Oscar and Paul Dallons. The Dallons brothers had lent their special expertise to such films as *The Devil Commands* (1941) and *Donovan's Brain* (1953). The trio was also brought in by the producers of TV's *Captain Midnight* to help set up the impressive Secret Squadron laboratory.

Required to perform their special effects wizardry live on Space Patrol, the Dallons dangled realistic miniatures on invisible wires, providing the illusion of flight through space. Thanks to the Dallons, most of the special effects worked on Space Patrol though not always. Kemmer recalls the time he was captured by a tribe of Amazons and the action called for an arrow to be fired at him by one of the female warriors. The Dallons assured Kemmer that the arrow was safely secured to a rubber band which would prevent the arrow from doing any damage. Unfortunately, something went wrong and the arrow struck, as Kemmer vividly recalls, "about three feet below" the Commander's head.

Mike Moser insisted that Space Patrol reinforce and not undermine the basic tenets of a strong family value system. Space Patrol dealt with simple lessons of good and evil; evil was always defeated in the end. Villains such as Prince Baccarratti, Mr. Proteus and Agent X were never rewarded for their efforts. Moser told an interviewer in 1952, "If we cause a single nightmare we've failed in our purpose." Young viewers were never to fear; their heroes would always prevail on Space Patrol.

Bela Kovacs had proven incredibly popular as the villainous Prince Baccarratti. His marvellously played villain was constantly after power or revenge against Buzz Corry and the Space Patrol for spoiling his plans. Moser reprised Baccarratti in episode after episode to the delight of youngsters addicted to the show.

Finally, however, Moser reluctantly came to the conclusion that he was going to have to remove Baccarratti as a continuing threat. "I can't keep you in. Corry looks like a fool," Moser reportedly told Kovacs. Moser understood that the upright Corry had to prevail or the lesson to young viewers would be a negative one, no matter how much prosperity Baccarratti was bringing to the series. In fact, after a time, whenever Baccarratti was featured, Ed Kemmer reportedly received numerous letters from concerned youngsters warning Commander Corry of Baccarratti's plans and offering helpful suggestions as to how Corry could defeat the prince.

Moser handed Kovacs production assignments when it was time to temporarily put Prince Baccarratti out of action. However, Baccarratti continued to emerge from time to time as a threat to the galaxy. The sudden death of Mike Moser in an automobile accident in 1954 did not mean an immediate end to Space Patrol, though it did mean a shifting in personnel. Helen Moser, Mike Moser's wife, assumed the title of executive producer and Bela Kovacs moved into the spot of associate producer. Moser's premature death, however, may explain the failure of another Moser idea to reach television. *Life* (September 1, 1952) parenthetically mentioned Moser's resolve to produce a program to be called *Report to Earth*, geared toward an adult audience.

No further record of the proposed series seems to exist. However, we are left to speculate that if Moser had been able to bring *Report to Earth* to fruition, he might conceivably have bridged the coming transition from a juvenile to an adult-oriented approach to science and fiction. Television historian Alan Morton writes that after Sputnik recaptured the public's interest in space exploration, Space Patrol was hurriedly put on the syndication market under the title *Satellite Police*. New titles and credits were spliced onto the old kinescopes. By then, however, time had passed Space Patrol by, even if the series was set in the 30th century.

Technical Information

FORMAT: Live 15- and 30-minute adventure series, frequently in serialised form, detailing the heroic adventures of Buzz Corry, Commander-in-Chief of the Space Patrol.

BROADCAST HISTORY: Network: ABC. Original airdates: December 30, 1950 to February 26, 1955. (These are the network air-dates. However, Space Patrol actually began as a local show out of KECA TV, Los

Angeles, on March 13, 1950.) Sponsors: Ralston/Purina and Nestles. Seasons: 5. Total Episodes: 210 black-and-white. (This total reflects the half-hour network version. In addition, an estimated 900 local 15-minute episodes were aired.)

Signature

The signature of Space Patrol was so distinctive that it remained untouched over the course of the series, except for some minor tinkering required after the first Commander Corry was written out of the series. During his tenure as announcer, Jack Narz would excitedly provide the voice-over narration as a montage of massive winged spaceships climbed toward the sky. This was followed by the appearance of Space Patrol Headquarters with its overpowering presence composed of utilitarian angles and a gleaming but faintly antiseptic facade. The words Space Patrol would suddenly appear, dominating the screen. After a commercial break, the episode title would appear against a background of shifting clouds.

Production Staff

Production: Mike Moser Enterprises.
 Producers: Mike Moser and Dik Darley.
 Executive Producers: Helen Moser and Mike Devery.
 Associate Producer: Bela Kovacs.
 Director: Dick (Dik) Darley.
 Writers: Mike Moser, Lou Hus-ton and Norman Jolley.
 Technical Directors Irwin Stanton and Bob Trachinger
 Production Managers Darrell Ross and E. Carlton Winckler
 Audio Engineers: Charles M. Lewis, Jim Banks and Tom Ashton
 Lighting Truck Krone
 Art Directors Carl Macauley and Seymour Klate
 Special Effects Oscar Dallons, Paul Dallons and Franz Dallons
 Engineering Effects Cameron Pierce and Al Teany
 Cameramen Alex Quiroga, Johnny DeMoss and Bob Trachinger
 Video Engineer Gene Lukowski
 Musical Director Lew Spence
 Stage Manager Jim Johnson

WR. Mike Moser, Lou Hus-ton and Norman Jolley.

DIR. Dick (Dik) Darley.

EPISODES: 210 **YEAR MADE:** 1950 **COUNTRY:** US **SEASONS:** 5

A KECA PRODUCTION

CREATOR: MIKE MOSER

TYPE OF SHOW: SPACE **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 34, (2) 53, (3) 49, (4) 45, (5) 25.

DATE OF PREMIER: 30/12/1950 **AIR DATE OF LAST EPISODE** 26/02/1955

SEASON DATE BREAKDOWN:

FILMS:

Commander Buzz Corey ED KREMMER (late 1950-1955), Commander Kit Corry GLEN DUNNING (1950), Cadet Happy LYN OSBORN, Carol Karlyle VIRGINIA HEWITT, Tonga NINA BARA (1950-53), United Planets Secretary General NORMAN JOLLEY, Major Robbie Robertson KEN MAYER, Mr. Proteus MARVIN MILLER, Prince Baccarratti/Black Falcon BELLA KOVACS, Narrator JACK NARZ/ DICK TUFELD.

RELATED SHOWS:

TOM CORBETT, SPACE CADET

CAPTAIN VIDEO AND HIS VIDEO RANGERS

1 - 1 *TREACHERY ON MARS*

Buzz Corry, the Commander of the Space Patrol is in route from the planet Terra to Earth. He is accompanied by Cadet Happy, a new Cadet and winner of the Corry Scholarship. They spot what appears to be a derelict guided missile. As they move to destroy the derelict, its engines fire and the missile launches toward the commander's craft. The missile narrowly misses and changes course to intercept. In reality, the missile is a disguised "cosmic" bomb controlled by Major Gorla from his fortress on Kars. The Major is assisted by Matra, an assistant to Terra' Secretary General. Together they plan to conquer

the United Planets beginning with the murder of Commander Corry.

1 - 2 *THE LETHAL LADY*

Marta enlists the aid of Lt. Krasnoff a disgruntled Space Patrol to steal top secret materials and to destroy Commander Corry. Krasnoff holds a grudge against Major "Robbie" Robertson, United Planets Security Chief. Krasnoff paralyzes the Major with a ray gun and disengages the magnetic force control causing Buzz and Happy's rocketship out of control and into freefall seconds before landing.

1 - 3 *INTRIGUE IN THE CABINET*

Cabinet member Baron Von Kreitz hatches a plot to overthrow the General Secretary of the United Planets. The Baron sends Lt. Groat to prevent Commander Corry from delivering a report on Venus to the General Secretary. The information is passed to the Assistant Security Chief Tonga, who is wounded and partially paralyzed and imprisoned in the aft compartment of her space car. She manages to activate the ship's magnetizer, leaving a cosmic static trail. This signal allows Commander Corry and Cadet Happy to track her space car to the Baron's hideout on Earth's moon.

1 - 4 *THE AGRA RAY*

Carol Carlisle, the daughter of the Secretary General, is testing her invention she calls the "Agra Ray." The radiation from the device enables plants to reach full maturity within a number of hours. However, the ray may be perverted into a powerful weapon with the capability of turning entire cities into stone. Unknown to Ms Carlisle, her assistant is agent of Prince Greegor of Mercury. The lab assistant steals the Agra Ray and kidnaps Ms Carlisle, transporting them to Mercury, where Prince Greegor plans to threaten Terra, the Capitol of the United Planets.

1 - 5 *THE IVY OF DEATH*

Due to an extreme food shortage in the Juniper system, Major Robertson and Tonga are to transport the Agra Ray to prevent starvation in the colonies. They are met by the sinister Goron, posing as the Agricultural minister. He leads them to his headquarters at the foot of Cornicus' crater. He plans to steal the Agra Ray to force the growth of the "ivy of death." The vines give off a suffocating dioxide which he plans to use in destroying the United Planets.

1 - 6 *TROUBLE ON SATURN'S THIRD MOON*

Tonga is dispatched to Saturn's third moon after reports of trouble at the Cosmic Radiation Plant #1. Tonga's investigation leads to the dismissal of the hot-tempered Captain Kronk. Kronk avows revenge and Tonga is shot with a shock rifle. Commander Corry and Cadet Happy arrive and rescue Tonga, but they are unable to capture Captain Kronk. However, they do arrest Kronk's assistant attempting to abscond with embezzled payroll accounts from the plant.

1 - 7 *SOLO FLIGHT TO JUPITER*

Cadet Happy makes his first solo flight to the Jupiter Space Port. Unfortunately, he acquires an unwelcome passenger named Lucky. Lucky is by trade an embezzler who is fleeing with Jupiter Trust Company's funds. To insure Happy's silence and cooperation, Lucky threatened to kill Carol and Commander Corry.

1 - 8 *COSMIC DEBRIS WARNING*

The United Planets Chief Astronomer discovers a planetoid has exploded. He sends an urgent report to Major Robertson at Space Control the debris poses a danger to all space craft in the area. Commander Corry, Cadet Lucky and Carol are returning to Terra from Earth when their space craft is struck by a meteor. They find themselves in dire straits: unable to navigate, unable to communicate, and venting oxygen through a hull rupture.

1 - 9 *THE PLANOS EPIDEMIC*

The owner of six lead mines on the moon Planos reports that an epidemic is spreading through the mines. Berger, the owner asks for assistance from the United Planets. Commander Corry, Tonga and Cadet Happy are dispatched on a rescue mission with the needed serum to halt the disease. However, Berger and his assistant are trying to keep quiet a secret discovery of a rich deposit of Exonium. Captain Happy discovers Leckner tampering with the atmospheric controls in one of the mine shafts. In a struggle with Cadet Happy, he unknowingly inhales a lethal dose of the concentrated bacteria.

1 - 10 *TUNNEL OF ESCAPE : TUNNEL OF DEATH*

Warden Sovak and his head trustee, Erik, have been arranging for prisoners to escape provided they can pay the appropriate fee. The prisoners are lead out through a tunnel which passes under an irrigation canal. After the report of three prisoners escaping the supposed escape-proof facility leads to an investigation. Commander Corry, Cadet Happy and Major Robertson carry out the inquiry.

1 - 11 *THE PERILOUS SLEEP*

A cadet, named Happy, is suffering from sleep deprivation. Mara and an accomplice, who recently stole a Brainograph attempt to use Happy as a Guinea Pig - to learn how to operate the device.

1 - 12 *A VACATION AT LAKE AZURA*

Buzz decides to take a vacation with Tonga and Cadet Happy at Lake Azure so he can test his new Aqua jet sea car.

Wr Maurice Hill, Lou Huston

Dir Larry Robertson, Dik Darley

1 - 13 *THEFT OF THE ZETA RAY*

Major Robertson has created a machine that will stop infection and cure illnesses, only before it can be used, the device is stolen and Robbie is cast out into space.

1 - 14 *BLACKMAIL ON SATURN*

Cadet Happy is about to be the target of a blackmail scheme aimed at Commander Corry and Carol.

1 - 15 *THE MAN IN THE RADURIUM GLOVE*

Cadet Happy is taken captive by an escaped prisoner, only Happy may die from a medical treatment he's undergoing if it's not ended soon.

Wr Lou Huston, Maurice Hill

Dir Larry Robertson, Dik Darley

1 - 16 *UNDER THE RED LAKE OF JUPITER*

Commander Corry must rescue a crashed ship frozen at the bottom of Red Lake on Jupiter before it's occupants' oxygen is depleted.

1 - 17 *THE COUNTERFEIT COMMANDER*

After having plastic surgery, a galactic criminal posing as Commander Corry successfully orders all ships into space, leaving Terra unprotected and open to invasion.

Wr Maurice Hill, Lou Huston

Dir Larry Robertson, Dik Darley

1 - 18 *MYSTERIOUS MISSION TO CANALI*

While on a top secret mission from Mars, Corry and Happy are attacked and their cargo of tellurium is the target of thieves.

1 - 19 *THE MAJOR'S DILEMMA*

A routine inspection reveals an abnormal purchase of used battle cruisers by the company that maintains the Space Patrol maintenance shop.

1 - 20 *ISOLATION IN SPACE*

Corry, Happy and Carol are stuck in a uninhabited relay station after trying to arrest smugglers, hoping the Space Patrol finds them before the oxygen is depleted.

1 - 21 *THE TOURIST TRAP*

Shown in a flashback, Tonga's life of crime prior to rehabilitation eventually leads to discovery by Commander Corry, when a ship of tourists is set up to be robbed.

1 - 22 *DANGEROUS INTRIGUE*

Major Robertson is the only one who has the plans for a new powerful space rocket memorized. Because of this, he is kidnapped and held captive on Neptune.

1 - 23 *THE SECRET INJECTION*

After two criminals are taken into custody, one of the men, a doctor, uses an injection to gain control of the will of Cadet Happy with intentions of taking over the ship.

1 - 24 *THE TREACHEROUS TECHNICIANS*

1 - 25 *BEYOND THE RIM OF SPACE*

1 - 26 *RACE AGAINST DEATH*

1 - 27 *THE LOST CITY OF CARNACANS*

1 - 28 *THE DEADLY WEAPON*

1 - 29 *THE LEGEND OF WILD MAN'S RIDGE*

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- 1 - 30 *WAY STATION TO THE STARS*
 - 1 - 31 *THE HIDDEN REFLECTOR*
 - 1 - 32 *THE DANGEROUS DISCOVERY*
 - 1 - 33 *SPACESHIP ON THE EDGE OF FOREVER*
 - 1 - 34 *THE UNDERWATER HIDEOUT*
 - 2 - 1 *A BIG WHEEL NAMED FERRI*
 - 2 - 2 *THE VINDICTIVE BROTHER*
 - 2 - 3 *PHOTOGRAPH OF A TRAITOR*
 - 2 - 4 *THE COURAGEOUS COWARD*
 - 2 - 5 *THE THEFT OF THE SCRAMBLER*
 - 2 - 6 *PROMETHEAUS BOUND FOR DISASTER*
 - 2 - 7 *IMMEDIATE DISASTER*
 - 2 - 8 *LUNATICS FROM THE FUTURE*
 - 2 - 9 *THE SPACE PATROL CODE BELT*
 - 2 - 10 *THE FLOATING IMAGE IN SPACE*
 - 2 - 11 *SECRET PERIL*
 - 2 - 12 *THE PARASITE DISC*
 - 2 - 13 *THE SECRET OF TERRA*
 - 2 - 14 *JUNGLE OF NO RETURN*
 - 2 - 15 *PRISON OF THE DEADLY GAS*
 - 2 - 16 *THE SACRIFICE*
 - 2 - 17 *TEST FLIGHT OF THE GALAXY*
 - 2 - 18 *FAIR EXCHANGE*
 - 2 - 19 *THE COUNTERFEIT PUZZLE*
 - 2 - 20 *FLOWERS OF DEATH*
 - 2 - 21 *COSMIC SMOKE GAS*
 - 2 - 22 *LOST IN THE SNOW CAP REGION OF MARS*
 - 2 - 23 *EXPLOSION OF MOREHOUSE FIVE*
 - 2 - 24 *THE EVIL GUARDIAN OF HARPOLA*
 - 2 - 25 *HIT BY A METEROITE*
 - 2 - 26 *PLANETOID PLOT*
 - 2 - 27 *VICTIM OF AMNESIA*
 - 2 - 28 *THE LIEUTENANT'S REVENGE*
 - 2 - 29 *THE MIND READERS*
 - 2 - 30 *SLAVES OF THE EXONIUM MINE*
 - 2 - 31 *ABANDONED IN OUTER SPACE*
 - 2 - 32 *THE GREAT BANK ROBBERY*

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- 2 - 33 *THE MYSTERIOUS MOONQUAKES*
 - 2 - 34 *THE PHANTOM FLEET*
 - 2 - 35 *TROUBLE ON TITAN*
 - 2 - 36 *SACRIFICE TO THE MOON GOD*
 - 2 - 37 *UNCERTAIN DEATH*
 - 2 - 38 *INVASION*
 - 2 - 39 *A THREAT TO UNITED PLANETS*
 - 2 - 40 *THE THREAT OF THE THORMANOIDS*
 - 2 - 41 *JUNGLE JEOPARDY*
 - 2 - 42 *THE SCHEMING SIBLING*
 - 2 - 43 *DANGER ON MARS*
 - 2 - 44 *MISSION TO MERCURY*
 - 2 - 45 *THE DEADLY RAY GUN*
 - 2 - 46 *THE FORCE BARRIOR*
 - 2 - 47 *THE IRON FIST*
 - 2 - 48 *THE DERELICT SPACE STATION*
 - 2 - 49 *THE MYSTERY OF ANCIENT EGYPT*
 - 2 - 50 *MYSTERY OF THE FLYING PIRATE SHIP*
 - 2 - 51 *EMERGENCY FLIGHT TO MERCURY*
 - 2 - 52 *BLACKMAIL AYT LAKE AZURA*
 - 2 - 53 *THE HIDDEN MAP*
 - 2 - 54 *THE GREEN MOLD OF MARS*
 - 3 - 1 *THE GALATIC WAR*
 - 3 - 2 *THE ENERGY THEIF*
 - 3 - 3 *SABOTAGE OF THE JUPITER RUN*
 - 3 - 4 *THE STAR RAIDERS*
 - 3 - 5 *THE CODE BREAKERS*
 - 3 - 6 *ERRAND OF MERCY*
 - 3 - 7 *UNDERWATER TREACHERY*
 - 3 - 8 *THE ELECTRONIC MAN*
 - 3 - 9 *TREACHERY ON TERRA FIVE*
 - 3 - 10 *FRONTIER EPIDEMIC*
 - 3 - 11 *POWERDIVE*
 - 3 - 12 *THREE EXILES*
 - 3 - 13 *THE SHAKEDOWN*
 - 3 - 14 *THE HUMAN TRAP*
 - 3 - 15 *THE CHASE IN TIME*

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- 3 - 16 *THE DEADLY SUNBEAM*
 - 3 - 17 *THE CONSPIRACY*
 - 3 - 18 *THE HUMAN TARGETS*
 - 3 - 19 *THE RIFLE ARSENAL*
 - 3 - 20 *THE STOLEN PRISON*
 - 3 - 21 *THE DEADLY FLOWER*
 - 3 - 22 *RUNAWAY PLANETOID*
 - 3 - 23 *RADIOACTIVE CAVE*
 - 3 - 24 *TRIP TO DEIMOS*
 - 3 - 25 *OPERATION RESCUE*
 - 3 - 26 *SURVIVAL IN THE ICE DESERT*
 - 3 - 27 *SPACE FATIGUE*
 - 3 - 28 *THREAT TO TERRA*
 - 3 - 29 *JAIL BREAK*
 - 3 - 30 *THE LAUGHING ALIEN*
 - 3 - 31 *THE VITAL FACTOR (aka THE SPACE DOCTOR)*
 - 3 - 32 *SPACE MAIL ROBBERY*
 - 3 - 33 *THE SPACE WONDERER*
 - 3 - 34 *BIG IMPERSONATION*
 - 3 - 35 *ELECTRONIC SPACE STORM*
 - 3 - 36 *THE DEADLY GLACIER*
 - 3 - 37 *THE MUTATION BOMB*
 - 3 - 38 *PHANTOM SPACESHIP*
 - 3 - 39 *THE GREEN PLAGUE*
 - 3 - 40 *THE FRAUD OF TITAN*
 - 3 - 41 *THE MAN WHO STOLE A CITY*
 - 3 - 42 *GIGANTIC SPACE KNIFE*
 - 3 - 43 *SPACE PATROL MICROSCOPE*
 - 3 - 44 *THE THEFT OF TERRA FIVE*
 - 3 - 45 *THE MYSTERIOUS OCEAN IN SPACE*
 - 3 - 46 *THE STOLEN EVIDENCE*
 - 3 - 47 *TRAITOROUS TRIANGLE*
 - 3 - 48 *CRASH LANDING*
 - 3 - 49 *SLAVES OF THE MIND PIRATE*
 - 3 - 50 *THE ALIEN INVASION*
 - 4 - 1 *THE BLACK GAUNTLET*
 - 4 - 2 *THE MYSTERY OF PLANET X*

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- 4 - 3 *THE TRAP OF PLANET X*
 - 4 - 4 *THE PRIMITIVE MEN OF PLANET X*
 - 4 - 5 *THE HATE MACHINE OF PLANET X*
 - 4 - 6 *BLACK FLACON'S ESCAPE FROM PLANET X*
 - 4 - 7 *DESTRUCTION FROM PLANET X*
 - 4 - 8 *ICE DEMON OF PLANET X*
 - 4 - 9 *THE SLAVES OF PLANET X*
 - 4 - 10 *THE GIANT OF PLANET X*
 - 4 - 11 *THE METAL EATERS OF PLANET X*
 - 4 - 12 *THE FALCON'S WEB OF PLANET X*
 - 4 - 13 *CASTLE'S DESTRUCTION OF PLANET X*
 - 4 - 14 *VALLEY OF ILLUSION ON PLANET X*
 - 4 - 15 *DOOM OF PLANET X*
 - 4 - 16 *THE ALIEN AND THE ROBOT*
 - 4 - 17 *THE ROBOT'S ESCAPE*
 - 4 - 18 *THE CITY OF LIVING STATUES*
 - 4 - 19 *THE MYSTERY OF THE MISSING ASTEROIDS*
 - 4 - 20 *THE PHANTOM SPACE PIRATE*
 - 4 - 21 *THE SPACE VAULT ROBBERY*
 - 4 - 22 *THE PIRATES ESCAPE*
 - 4 - 23 *THE AMAZONS OF CYDONIA*
 - 4 - 24 *THE MOONSON TRAP OF CYDONIA*
 - 4 - 24 *THE DEADLY RADATION CHAMBER*
 - 4 - 25 *THE PLOT IN THE ATOMIC PLANT*
 - 4 - 25 *THE MEN-SLAVES OF CYDONIA*
 - 4 - 26 *THE BLAZING SUN OF MERCURY*
 - 4 - 27 *THE BIG PROTEUS SWINDLE*
 - 4 - 28 *THE ESCAPE OF MR. PROTEUS*
 - 4 - 29 *MR. PROTEUS AND POISON GAS*
 - 4 - 30 *THE REVENGE OF MR. PROTEUS*
 - 4 - 31 *THE CAPTURE OF MR. PROTEUS*
 - 4 - 32 *BACCARRATTI'S 'Z' RAY*
 - 4 - 33 *MAROONED IN THE PAST*
 - 4 - 34 *EVIL SPIRITS OF GREAT THUNDERBIRD*
 - 4 - 35 *THE FALL OF THE KINGDON OF ZARRA*
 - 4 - 36 *THE PRISONERS OF THE GIANT COMET*
 - 4 - 37 *THE DEMON PLANET*

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- 4 - 38 *LOST IN GALATIC SPACE*
 - 4 - 39 *THE HIDDEN TREASURE OF MARS*
 - 4 - 40 *THE MARTAIN TOTEM HEAD*
 - 4 - 41 *TRAPPED IN THE PYRAMID*
 - 4 - 42 *THE UNDERWATER SPACESHIP GRAVEYARD*
 - 4 - 43 *THE GIANT MARINE CLAM*
 - 4 - 44 *MAROONED ON THE OCEAN FLOOR*
 - 5 - 1 *MYSTERY OF THE DISAPPEARING SPACE PLATFORM*
 - 5 - 2 *THE SPACE PATROL PERISCOPE*
 - 5 - 3 *THE SPACE WAR*
 - 5 - 4 *THE DEFEAT OF MANZA*
 - 5 - 5 *THE GIANTS OF PLUTO III*
 - 5 - 6 *THE FIERY PIT OF PLUTO III*
 - 5 - 7 *THE MANHUNT ON PLOUT III*
 - 5 - 8 *THEFT OF THE ROCKET COCKPIT*
 - 5 - 9 *THE ATOM BOMB*
 - 5 - 10 *DANGER : RADIATION*
 - 5 - 11 *THE EXPLODING STARS*
 - 5 - 12 *THE DWELLERS OF THE PRIME GALAXY (aka SOLAR DESTROYER)*
 - 5 - 13 *TERRA, THE DOOMED PLANET*
 - 5 - 14 *REVENGE OF THE BLACK FALCON*
 - 5 - 15 *THE SORCERERS OF OUTER SPACE*
 - 5 - 16 *THE DEFEAT OF BACCARRATTI (aka BACCARRATTI AND BLACK MAGIC)*
 - 5 - 17 *A CHRISTMAS PARTY FOR HAPPY*
 - 5 - 18 *LAIR OF THE SPACE SPIDER*
 - 5 - 19 *WEB OF ARACHNA*
 - 5 - 20 *COLLAPSE OF THE SPIDER'S WEB*
 - 5 - 21 *THE ANDROIDS OF ALGOL*
 - 5 - 22 *DOUBLE TROUBLE*
 - 5 - 23 *THE ANDROID INVASION*
 - 5 - 24 *THE WILD MEN OF PROCYON*
 - 5 - 25 *MAROONED ON PROCYON IV*
 - 5 - 26 *THE ATOMIC VAULT*

SPACE PATROL (1963)

Like FIREBALL XL5, Space Patrol charted the interplanetary adventures of one crew and one craft among a fleet of many. Set in the year 2100, its heroes were Earthman , Captain Larry Dart, Slim the Venusian and Husky the Martian who patrolled the solar system in their melodious Galosphere 347, as part of the United Galactic Organisation - a peace keeping force set up by Earth, Mars and Venus.

Other main characters were the base commander, Colonel Raeburn, his blonde Venusian secretary Marla, a wacky genius inventor Professor Aloysius O'Rourke O'Brien Haggerty and his daughter Cassiopea, and a loquacious Martian parrot called the Gabblerdictum (a tour de force vocal performance from comedienne Libby Morris).

Space Patrol is one of the 'lost brigade' of television science fiction, overshadows by the federation of puppet shows created by Gerry Anderson. It debuted in 1963, a few months after Anderson's FIREBALL XL5 and in some ITV regions the two overlapped. Invariably linked with and often confused with its more illustrious contemporary, Space Patrol did succeed, however in its own right. In America it became the top-rated children's show within one month of its launch.

Its creator was Roberta Leigh, a former romantic novelist who had previously written the stories for Gerry Anderson's earliest series, The Adventures of Twizzle and Torchy, the Battery Boy (who himself took off for the stars in a rocket fired by sparklers). As with many shows of the time, Space Patrol steered an erratic course around the country, with running order and transmission dates throughout. For example, ABC was first off the mark, in April 1963, but took three takes to show the 26 first season episodes (ending in February 1964). Associated-Rediffusion in London began in July 1963 and finished the first season in January 1964. London then moved onto season 2 six weeks later, while ABC viewers had to wait two years for the first season two episodes and more than four year for their last.

Producers for the series included Roberta Leigh and Arthur Provis, models for the series was created by Derek Freeborn, special effects and animation were created by Bill Palmer, Brian Stevens and Bert Walker. The dates which are listed here are for the Associated Rediffusion, London area. The cameraman was Arthur Provis, the editors were Roy Hyde, Len Walter, John Beaton (Season One), John Beaton, Len Walter for season two. The art director was Roland Whiteside, the electronic music soundtrack was by F. C. Judd, the recordist was Cyril Brown, the sound editor was John Beaton, the second unit cameraman was Jimmy Hopewell and the shows space consultant was Colin Ronan.

WR. Roberta Leigh.

DIR. Frank Goulding.

EPISODES: 39 **YEAR MADE:** 1963 **COUNTRY:** GB **SEASONS:** 2

A NATIONAL INTEREST PICTURE/WONDERAMA PRODUCTIONS LTD.

CREATOR: ROBERTA LEIGH

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 26, (2) 13

DATE OF PREMIER: 05/07/1963 **AIR DATE OF LAST EPISODE** 11/06/1964

SEASON DATE BREAKDOWN:

FILMS:

Captain Larry Dart DICK VOSBURGH, Husky/Slim/ Professor Haggerty RONNIE STEVENS, Col. Raeburn MURRAY KOSH, Marla/ Cassiopea/ Gabblerdictum LIBBY MORRIS, Marla YSANNE CHURCHMAN (2).

RELATED SHOWS:

*FIREBALL XL5*1 - 1 *THE WONDERING ASTEROID*

An asteroid has been deflected from its orbit and is heading straight for the capital of Mars. Colonel Raeburn, Head of SPACE PATROL, gives Larry Dart an almost impossible assignment - to destroy the asteroid.

1 - 2 *THE DARK PLANET*

Lary Dart and his Galasphere crew have an exciting and and dangerous time when they are sent to bring home one of the mysterious plants of Uranus

1 - 3 *THE SLAVES OF NEPTUNE*

Three space ships have disappeared mysteriously and Dart is instructed to investigate the matter. He and his crew soon find themselves in the grip of strange forces.

1 - 4 *FIRES OF MERCURY*

When a planet becomes too cold to support life, something must be done quickly if the inhabitants are to survive. Space Patrol is given the task of solving such a problem.

1 - 5 *THE SHRINKING SPACEMAN*

While Larry Dart and his crew are visiting the asteroid Pallas, Husky cuts his finger on a meteorite fragment. On returning to Earth the unfortunate Martian contracts an unheard of disease and begins to shrink

1 - 6 *THE ROBOT REVOLUTION*

In the depths of the Atlantic are underwater farms, manned by robot workers which obey the commands of men at all times - at least they do until a disaster occurs.

1 - 7 *THE CLOUD OF DEATH*

In the year 2100 the weather is strictly controlled, so there is dismay at Space Headquarters when the sun is blotted out by a cloud which should not be there. It can only have been put there with evil intent.

1 - 8 *THE RINGS OF SATURN*

In the year 2100 the weather is strictly controlled, so there is dismay at Space Headquarters when the sun is blotted out by a cloud which should not be there. It can only have been put there with evil intent.

1 - 9 *VOLCANOES OF VENUS*

Slim is sent to Venus to investigate a mysterious disease which is paralysing the population. He finds a serious and highly dangerous state of affairs on the planet.

1 - 10 *MYSTERY ON THE MOON*

When Colonel Raeburn finds that criminals on the moon are operating a Lazer gun against Earth he sends Dart to investigate. The Patrol Captain has a disturbing report to make on his return.

1 - 11 *THE MIRACLE TREE OF SATURN*

The Earth's food supplies are in danger when an unknown fungus is found to be destroying all plant life. It is thought that leaves from a tree on Saturn will help to avert disaster and Dart is sent to collect them. The mission turns out in an unexpected way

1 - 12 *THE FORGERS*

Colonel Raeburn is trying hard to locate a gang of forgers which is flooding Earth with counterfeit notes. Without knowing it, Husky stumbles on a clue and leads the crew of Galasphere 347 into strange adventures on Mars

1 - 13 *THE SWAMPS OF JUPITER*

Dart and his crew, seeking a lost party of scientists on Jupiter, come upon a band of criminals who are killing numbers of Lumis, the only wild animals on the planet.

1 - 14 *THE PLANET OF THOUGHT*

Tyro, the Neptunian leader, has come to Earth with a view to joining the UGO, but is sidetracked when he catches a sight of Marla. Raeburn is furious when Tyro tries to use his hypnotic power on Marla; but when the Neptunian leaves it seems as though Marla has gone with him. Has she gone of her own free will or is she a slave of Tyro ? And how can Raeburn make her change her mind when she's under the neptunian's spell ? Dart pays a visit to neptune, where he discovers that Marla has become Tyro's princess ...

1 - 15 *THE GLOWING EGGS OF TITAN*

Husky's discovery of a luminous egg on the Saturnian moon of Titan could prove to be the solution to the Martian energy crisis. 'Egg light' could be used to light the martians 'homes'; if sufficient luminous eggs can be collected. Dart and his crew are sent on an egg-gathering mission, but are unable to locate any more. Investigating the source of a mysterious noise. Slim falls and damages his air line. As he waits to be rescued, he again hears the strange humming noise, which leads him to the weird creatures who are laying the eggs ...

1 - 16 *PLANET OF LIGHT*

Galasphere 347 IS approached by an unusual spaceship. Two brightly-lit objects leave the ship and head for the galasphere. They are Luminas, strange crystalline beings from the planet Lumen. They travel in special containers as oxygen is deadly to them. The Luminas offer Dart and Slim the chance to visit their planet, but on Lumen Dart's oxygen cylinder is pierced. The planet's only oxygen comes from the 'blister plants' in the 'cave of death'. Dart and Slim must find the plants before dawn, or risk being boiled alive in the heat of the sun

1 - 17 *THE TIME WATCH (aka TIME STANDS STILL)*

Stolen art treasures are being transported into Space. Raeburn suspects that Venusian millionaire Tara is behind the thefts, but his palace on the Jovian satellite Callistro is too well guarded Professor Haggerty has the answer; a watch which speeds up the wearer's reaction 60 times. Dart will be able to sneak into Tara's palace, collect the stolen treasure, and transport them back to the Galasphere without being seen ... [Note : This episode is sometimes referred to as 'Time Watch', a text story which appears in the storybook Space Patrol and the Secret Weapon, but which is closer in content to the episode Sands of Death.]

1 - 18 *THE INVISIBLE MARTIAN (aka HUSKY BECOMES INVISIBLE)*

Professor Zeffer discovers that his new star-measuring apparatus can make objects disappear. When Dart is sent to Mars to find the square eggs of the Ava bird, needed to help find a cure for a condition known as 'the floats', he calls on the Professor, and Husky accidentally makes himself invisible. It turns out to be serendipity, when Dart discovers that the Ava is far more ferocious than he imagined [Note : Some sources list 'the Invisible Martian' as an alternate title. Prints sourced from both Australia and Canada both have the same on-screen title, as above]

1 - 19 *THE WALKING LAKE OF JUPITER*

Scientists Dr Brown and Dr Smith announce that the water from a Jovian lake has the power to cause inanimate objects to move as though with a life of their own. Dart arrives to witness this and ends up chasing after the unfortunate Dr Brown, whose spacesuit becomes energized by the Jovian water and sets off for the swamps, with the Doctor still inside it ! The infected suit is taken back to Earth for analysis, but the situation on Jupiter worsens when the water samples start to expand, causing a whole area of the planet to begin to shake.....

1 - 20 *THE NEW PLANET*

Galasphere 347 goes out of control and plunges into Deep Space. Dart and the crew are in the freezer compartment, but are roused when a comet collides with the ship. Dart realizes what has happened, but then an unknown planet appears, beyond the orbit of Pluto. Dart investigates, and touches down in the middle of a dense forest. Dart and Slim leave the ship and are marveling at the enormous size of the vegetation when one of the planets giant inhabitants arrives, and he speaks English ...

1 - 21 *THE HUMAN FISH*

The Tula Fish in the Venusian Magda Ocean are evolving at an extraordinary rate and attack fishermen. The President asks for help, and Raeburn sends the Galasphere crew. The Galasphere submerges and begins the search for the almost human fish, but Dart discovers an unexpected barrier, caused by building material that is routinely dumped in the area. Could there be a connection with the Tula's accelerated evolution?

1 - 22 *THE INVISIBLE INVASION*

Meanwhile on Uranus, the weird plant creatures, the Duos, are planning to seize power on Earth by taking over the minds of everyone at Space Headquarters, clearing the way for a full-scale invasion, authorized by none other than Raeburn. Concealing their spaceship in the sea, the Duos begin their invasion attempt and gradually the personnel at Space headquarters succumb to their influence. Only one person is unaffected, Professor Haggerty, who is installed beneath his electronic hair-restorer

1 - 23 *THE TALKING BELL*

On a hunting trip, Raeburn and Haggerty come across a soft and bell-shaped object, with a single extendable leg. They take it to Space Headquarters and are astonished when the creature speaks to them in perfect English. It is a visitor from another solar system; but Raeburn has accidentally shot down his

Space vehicle with his 12-bore ! Dart is assigned the mission of transporting 'Mr Bell' back to his mother ship in orbit around Neptune, but a stopover at Jupiter almost leads to disaster when Dart becomes trapped in a cave. Only Mr Bell's miraculous healing powers can save him

1 - 24 *THE BURIED SPACESHIP*

The President of Mars asks Raeburn to find a solution to his planet's long-term drought. Marla has the idea of moving water through Space as ice, which is in plentiful supply on Pluto. Raeburn contacts the miners on Pluto and puts 'Operation Ice Cube' into action. The crew of Galasphere 347 travel to Pluto to assist in the operation, and then a fault develops in the Galasphere's Meson Power Unit. Landing for repairs, Dart accidentally selects a site where mining operations have just begun; and the Galasphere slides into an icy crevasse

1 - 25 *MESSAGE FROM A STAR*

Singals from star Alpha Centauri suggest intelligent life; but it would take a Galasphere 3,000 years to cross the immense distance. Dart and his crew are unexpectedly given the chance to make the journey at faster than light speed when Yria, a being from the planet Delta in the Alpha Centauri system, teleports himself to Earth and offers to fit a special power unit to the Galasphere. But Haggerty warns that the Galasphere might not survive the trip

1 - 26 *EXPLOSION ON THE SUN*

An explosion on the surface of the Sun causes a temperature rise on Earth and Venus. Shortly afterwards, the Venusian President is contacted by Dr Duncan, who has taken control of a scientific base on Ganymede and created the solar explosion by firing a freighter of beryllium into the Sun. He threatens to release further charges unless Earth and Venus send weapons and robots to Ganymede. Raeburn refuses, but Duncan hijacks a robot freighter convoy carrying beryllium. Raeburn sends Dart to Ganymede, apparently to negotiate with Duncan, but covertly to look for a way of undermining his operation.

2 - 1 *THE UNKNOWN ASTEROID*

Space pirates are causing headaches, as well as dwindling supplies of Plutonite, the material from which Galaspheres are constructed. The problem appears to be solved when a new asteroid made entirely of Plutonite is discovered. Raeburn plans to secure the asteroid and bring it into Earth orbit, but the asteroid has vanished ! Raeburn learns that Miga, a wealthy Venusian, has taken possession of the asteroid and will sell it. Raeburn has to agree to the asking price and sends Dart to complete the transaction. In the Miga's palace, however, Dart uncovers evidence connecting Miga with the pirate attacks...

2 - 2 *THE EVIL EYE OF VENUS*

Professor Borra of Venus has invented a mechanical eye which will destroy any ship constructed of metal not from Earth, Mars or Venus. The demonstration is impressive, but what will happen when a Galasphere, constructed from metal mined on Pluto, comes within range ? Galasphere 347 is prepared to land, but Raeburn manages to alert Dart and the situation is averted. Borra goes to alter the Mechanical Eye's program, but his hoverjet blows up. The Eye has malfunctioned and is attacking every type of metal. The only way of destroying it is with an ultrasonic gun, but can Dart get close ?

2 - 3 *SECRET FORMULA*

Exploring the Silver Forest of Venus, Husky becomes trapped in the web of a Spirigum Spider. Haggerty manages to free him, and discovers that the fragments of the web act as a truth drug. Raeburn, meanwhile, is offered the formula for Kinotine, which has the ability to store heat indefinitely. Kinotine's investor, Dr Mason, will donate the formula, but when a call is received from Kolig, head of Mars's largest chemical plant, offering the Kinotine formula for sale. Raeburn suspects foul play. Dart is sent to deal with Kolig, and learns of the 'accidental' death of Dr Mason

2 - 4 *THE TELEPATHIC ROBOT*

Haggerty presents Raeburn with 'Busy Lizzie', a robot who responds to thoughts, Dart wants to test the range of the robot's telepathic power, and takes it in the Galasphere, proving that in Space it can still receive Raeburn's thoughts. Dart is sent to investigate a new planet near the sun; but it is the 'holiday home' of the Neptunians, and the Galasphere crew succumb to their hypnotic influence. Only Busy Lizzie is unaffected, but Raeburn has a virus and cannot send any orders ...

2 - 5 *THE DEADLY WHIRLWIND*

To halt a virus destroying Martian vegetation, Dart is sent with a spray which is deadly to all life forms except those native to Mars. When the spray comes into contact with a whirlwind, the chemical is rushed up into Space. Meanwhile, Tyro is using an artificial planet to engineer a collision between Earth, Mars and Venus. Unless his demand for slaves is met, the three worlds will collide in six months, but Earth will be dead even sooner, for the deadly chemical spray is on a collision course ..

2 - 6 *THE JITTER WAVES*

Raeburn thinks Haggerty is joking when he tells him about the strange juttering that's shaken his house, but the Colonel soon learns that the jittering is affecting the entire city, and that other locations on Earth are also suffering. Searching for the source, the Galasphere travels underwater to Jim Barrett's Atlantic Farm, where the robot workers are affected. A chance remark leads Haggerty to the conclusion that the jittering is caused by radio waves, which he traces back to Uranus, where the Duos are once again planning an invasion ...

2 - 7 *SANDS OF DEATH*

The President of Mars informed Raeburn of a plot by opposition leader Tyrig, who is planning to seize power using a nerve gas. When word reaches Raeburn that Tyrig and his men are establishing a base on the martian moon Phobos, Dart is sent to investigate. Tyrig releases a small quantity of gas over the Martian capital and Raeburn tries to warn Dart not to land, but is too late. Dart and his men are captured by Tyrig, who wants to use the Galasphere to spread the gas. Dart refuses to co-operate, and the crew are placed in a dungeon, which slowly fills with sand....

2 - 8 *THE HAIRY MEN OF MARS*

The Galasphere's Meson unit malfunctions and lands in the unexplored Martian Tuhera jungle. Dart and Husky leave to fix the trouble. When Husky fails to return, Dart follows and is captured by a giant primitive man. Husky speaks with the giant in ancient Martian, and the two spacemen are set free, taking some fruit which the giants eat to make their hair grow. Dart gives the fruit to Haggerty, who is still trying to grow a full head of hair. The team are soon faced with a bizarre dilemma, how to stop Haggerty's fast-growing hair from getting any longer

2 - 9 *THE GRASS OF SATURN*

A new leader has assumed power on Saturn, Riga has succeeded his brother Simba, following his death. Under cover of a diplomatic mission Dart tries to find out what happened. While Dart is en route, Riga sends rockets to Earth with seeds of Saurnian grass, which absorbs oxygen and emits carbon oxide. On Earth the seeds are mistaken for a dust storm. As the grass grows, the staff at Space Headquarters begin to feel its effects; everyone is drowsy. When Haggerty realizes that Venusians are suffering more than Earth people, he discovers that the planet is rapidly losing its oxygen

2 - 10 *FORCE FIELD X*

With the Earth in the grip of a heatwave, Galasphere 347 searches for an answer. Slim collects some unusual particles, and remains in orbit to carry out further investigations. The particles have strong electromagnetic properties; if a belt of such particles were thrown around the Earth it would draw away the atmosphere, letting in more energy from the Sun. Only Neptunians can create such a force field. The field begins to disrupt the electricity supply, causing a complete blackout. Without power, the Galasphere cannot be launched, and Slim is still in orbit. Dart is forced to make a rescue flight in an antiquated solid fuel rocket .

2 - 11 *THE WATER BOMB*

The Galasphere is sent on a rain-making mission to Mars with a cargo of oxygen and hydrogen. Unfortunately, hydrogen is exactly what escaped criminal Marog requires to complete the bomb he is constructing in his hideout on Phobos. Dart responds to a distress call, apparently from a scientific base on Phobos. As soon as the galasphere touches down the crew are taken prisoner by Marog's men. With his bomb completed and aimed at the Martian capital, Marog demands a pardon. The President threatens to destroy Phobos, and informs Raeburn of his intentions. Raeburn asks him to wait, but Marog's deadline is drawing near and the attack is launched.

2 - 12 *DESTRUCTION BY SOUND*

Haggerty's daughter, Cassie, tests Professor Zeffe's matter transmitter, and emerges talking backwards. On the Moon, Dart encounters a geologist using a powerful ultrasonic gun to detect minerals. With no cure in sight for Cassie, Dart wonders if the ultrasonic gun might help. Meanwhile, Raeburn is contacted by Yria from Alpha Centauri, who is seeking help from Space Patrol in destroying an evil computer super brain, which is attempting to take over the planet Delta. No one can get close enough to attack, but Dart realizes that the ultrasonic gun could immobilize it. Converted for faster than light travel, the Galasphere sets out for Alpha Centauri ...

2 - 13 *THE SHRINKING GAS OF JUPITER*

On a mission to Jupiter, Slim disappears in the swamps. Raeburn orders Dart and Husky to leave, but there is trouble with the Galasphere's primary drive, giving Dart an excuse to land and resume the search for Slim. Setting out on foot, Dart falls into a cave, alongside Slim, who has shrunk to dwarf-like proportions. Slim guesses that a patch of mist at the cave entrance is responsible for his condition, and is proved right when Dart also starts to shrink. Back on Earth, Raeburn is astonished when a diminutive Dart appears ...

SPACE PIRATES



Set aboard the good ship Guisto, Space Pirates is a musical feast for the ears as children are treated to thirty minutes of music from a variety of genres and influences. Guisto orbits planet Earth under the command of Captain DJ (Perrier Award nominee Luke Toulson) who surfs the sound waves looking for music to broadcast on his pirate radio station Guisto FM. Captain DJ's motley crew includes space-wise kids Honk and Tonk, Lippy the talking microphone, and alien barnacle Zorst (voiced by Dominic Byrne from the Chris Moyles show) who reads the travel news and weather report. Also part of the merry gang is Jolly Roger the grumpy flag and raucous house band "The Jingles", made of three puppet rats with rhythm - Windy, Brassy and Stringy.

Every week the Space Pirates are called into action by an Earth-based "Pirate Posse", who set a musical challenge that sends the crew on a search for the perfect song for their needs. One week the Pirate Posse might ask for a song to dance to, another week a song to sing-along or drum to. Captain DJ and his crew then select three songs for the Pirate Posse to choose one that will play out the show.

Space Pirates is a live action music series that kick starts the weekend as part of the 'Big Fun Time' zone.

Space Pirates features musical guests and genres from all over the world - performances have been filmed in Papua New Guinea, Beijing, Australia and South Africa, as well as the UK. Viewers can look forward to guest appearances from artists who might be beamed aboard or performing on location including McFly, Jamelia, Riverdance, The Blue Man Group, Julie Felix and String Fever. Pop videos classics such as YMCA, James Brown, Christina Aguilera and Scissor Sisters are highlights of the show, and The Jingles bring their own unique twist to proceedings with their weekly performances of cover versions including tracks by The Beatles, Madonna, The Monkees, The Beach Boys and U2.

Primarily aimed at children from 4-6 years old, Space Pirates reaches all ages and brings the whole family together to explore a diverse range of musical performances.

The interactive elements also enable viewers to really get involved with the show. For six weeks from 9 November 2007, viewers can press the red button on their TV remote controls and choose which of the three songs they want to listen to at the end of the show.

Space Pirates has its own website, which hosts music clips from the show along with video of Jingles and Zorst Report best bits. As well as rocking out to the theme tune, children will be able to play with interactive musical experiences that are as eclectic and diverse as the show itself.

Cbeebies Radio on BBC7 also plays host to the show during the daily 2-5pm slot.

Series Produced by Tony Reed .. Producer. Series Special Effects by Sacha Choat .. Animatronic designer and Yvonne Stone .. Puppet designer and builder.

WR. Ariane Sherine, Robbie Sims, Sam West, Ed White

DIR. Bridget Caldwell

EPISODES: 6 **YEAR MADE:** 2007 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR:

TYPE OF SHOW: COMEDY

FORMAT: SERIAS

LENGTH (MINS): 30 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1)

DATE OF PREMIER: 03/11/2007

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:**FILMS:**

Zorst DOMINIC BYRNE, Captain DJ LUKE TOULSON, Tonk CONNOR PANAYI , Windy SARAH BURGESS, Lippy ADAM CARTER, Brassy DAVE CHAPMAN, Stringy BRIAN HERRING, Honk KIRST RIDER.

SPACE PRECINCT



Set in the mid-21st century, *Space Precinct* is the story of veteran New York police Lieutenant Patrick Brogan who gets a transfer to Demeter City, the crime capital of the galaxy. Nothing not even 20 years on the streets of New York, could prepare Brogan for fighting aliens crooks millions of light years from Earth.

Demeter City is a parable for all our large urban jungles. *Space Precinct* rejects the 'Trek' philosophy that space travel has been the answer to all man's problems. The Demeter system - located along a spiral arm of the Milky Way - has all Earth's problems, but with an added twist - the bulk of the population is alien. Demeter City, on the planet Altor, is home to two species who have migrated here from their home worlds, the Creons and the Tarns. The larger Creons are big on ritual and ceremony and are highly superstitious, while the Tarns have telepathic and telekinetic powers.

Helping Brogan deal with the riffraff is his sidekick, Officer Haldane, and the beautiful Officer Jane Castle. They are based in an orbiting Precinct House (Precinct 88) and get about in flying police cruisers: a kind of Hill Street Blues in space. Brogan's family - wife Sally, 10- year-old Liz and teenage son Matthew - are also trying to adjust to their new life in an orbiting Space Suburb.

Gerry Anderson is more famous for producing the puppet SF shows of the 60s including *THUNDERBIRDS*, *JOE 90* and *CAPTAIN SCARLET AND THE MYSTERONS*. Who also produced live action shows such as *SPACE: 1999* and *UFO*. Gerry Anderson returned to television with his most spectacular series ever - a \$36 million space cop show featuring live-action and movie-style alien effects. This is the series Anderson spent 10 years trying to make, an obsession which saw an abortive pilot in 1987, called *Space Police*, and which was hauled back from the brink of extinction by an Anglo-American partnership between New York-based Grove Television and London production company Mentorn Films.

Space Precinct is, inevitably light years from the Supermarionated puppet series with which Anderson made his name. The early pilot (which starred Anderson voice veteran Shane Rimmer) featured a mix of puppets and robotics, dubbed 'Galactronics' by Anderson. *Space Precinct*, filmed at Pinewood and Shepperton Studios, at a cost of \$1.5 million per episode, utilises computer-generated animatronics, robotics, prosthetics and stop-motion, and stars Ted Shackelford (*Dallas*' Gary Ewing) and Rob Youngblood.

In Britain, the series aired first on Sky, from March 1995, going out on BBC, an autumn 1995. It sold well, picked up in Europe and America- but cruel scheduling in the States, and generally low ratings, meant further series were unlikely.

Space Precinct was not treated very well by the stations that aired it. Despite the fact that the series was produced with a budget equal to or exceeding most prime time network TV series, the series was often broadcast in grave yard slots in the middle of the night or early Saturday morning. Such treatment had a lot to do with the poor ratings it received. The pilot episode created in the 1980s has never been broadcast.

Space Precinct was the first live action TV series to come from Gerry Anderson (of *UFO*, *Thunderbirds* and *Space: 1999* fame) since *Space: 1999* stopped production in the mid seventies. Like *Space: 1999* had 20 years earlier, *Space Precinct* set a record for production costs on a British TV series with the first season costing \$36 million to produce. Like all of Anderson's previous series, the production values were very high with lots of model work and spectacular explosions.

The series evolved from an idea Anderson had in the mid 1980's which was called *Space Police*, about a human policeman working with an alien partner in outer space. A pilot episode for *Space Police* was made, but the pilot was not picked up as a series and to this date it remains unbroadcast. That 1987 Pilot was made by Anderson Burr Pictures, and was written by Gerry Anderson and Tony Barwick. The director was Tony Bell, and the music was created by Gerry Anderson and Christopher Burr. The two principle actors involved in the pilot was Shane Rimmer who played Lt. Brogan and Catherine Chevalier who played Cathy Costello.

This pilot episode is also sometimes known as Star Laws, the individual episode title had the series been made.

Set in the middle of the 21st century, Space Precinct is located on the planet Altor, which is located in a distant solar system. Demeter City is the largest city on Altor which has recently become a major interstellar trading centre. Most of the citizens of Demeter City are members of one of two alien races: the Creons from the planet Danae and the Tarns from the planet Simter. Mass immigration has occurred from both worlds due to widespread poverty on both and the promise of opportunity in Demeter City. This opportunity however has attracted both the good elements and the bad.

A well-trained police force is necessary to keep the bad elements in check. The police force operates from an orbiting space station and is comprised of officers from many different worlds. Patrick Brogan and his young partner Jack Haldane are both from Earth. Brogan had been a lieutenant with the New York City police department, with 25 years of experience. Believing that a change of scenery would do both himself and his family some good, Brogan decided to take part in a law enforcement exchange programme that allowed him to be transferred to Altor, along with his partner Haldane. Brogan and his family, wife Sally, daughter Liz and son Matt, live in a space suburb. The suburban space community is in orbit around Altor. It is a middle class community which has not been plagued by all of the crime which has become somewhat rampant in Demeter City.

Brogan soon finds that 25 years on the New York police department was not quite enough to prepare him for being a cop in space. Most of the bad guys and fellow officers are aliens, although as the series progresses a Greater percentage of the people seem to be human. One of the first humans on the police force is Jane Castle, who is somewhat more familiar with Oemeter City, Haldane has the hots for her and although at first she will barely give him the time of day. a relationship eventually develops between them. Other Officers in the precinct include Took. Castle's partner, who is a Tarn and has telekinetic ability and Beezle, Romek and Orin who are around to provide comic relief. The 88th precinct was run by Captain Podly.

Space Precinct was not treated very well by the stations that aired it. Despite the fact that the series was produced with a budget equal to or exceeding most prime time network TV series, the series was often broadcast in grave yard slots in the middle of the night or early Saturday morning. Such treatment had a lot to do with the poor ratings it received. NOTE: Many actors, including some of the series regulars, play different alien characters in different episodes.

Executive producer for the series was Tom Gutteridge, co-executive producers were John Needham and Roger Lefkon, producers for the show were J. Larry Carroll and David Bennett Carven, story editor was Sam Graham. Director of photography was Alan Hume, music was by Crispin Merrell, live action design was by Tony Curtis, the creature effects designer was Neill Gorton and the animatronic makeup effects designer was Richard Gregory. Executive story consultant was Chris Hubbell, the theme music was by Crispin Merrell.

WR. Paul Mayhew-Archer, J. Larry Carroll, David Bennett Carren, Hans Beimier, Richard Manning, Marc Scott Zicree, Paul Robert Coyle, Nicholas Sagan, Sam Graham, Steve Brown, Eric Gethers, James Hendrie, Chris Hubbell, Arthur Sellers, Peter Dunne, Michael Berlin and Eric Estrin.

DIR. John Glen, Alan Birkinshaw, Sidney Hayers, Peter Duffell, Jim Goddard, Colin Bucksey and Piers Haggard.

EPISODES: 24 **YEAR MADE:** 1994 **COUNTRY:** GB **SEASONS:** 1

GROVE TELEVISION ENTERPRISE/MENTRON FILMS IN ASSOCIATION WITH THE SPACE PRECINCT LP AND GILMAN SECURITIES CORPORATION/GERRY ANDERSON PROD/

CREATOR: GERRY ANDERSON

TYPE OF SHOW: CRIME **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 24

DATE OF PREMIER: 08/10/1994 **AIR DATE OF LAST EPISODE** 26/08/1995

SEASON DATE BREAKDOWN:

FILMS:

Lt. Patrick Brogan TED SHACKELFORD, Officer Jack Haldane ROB YOUNGBLOOD, Officer Jane Castle SIMONE BENDIX, Sally Brogan NANCY PAUL, Matt Brogan NIC KLEIN, Liz Brogan MEGAN OLIVE, Captain Rexton Podley JEROME WILLIS, Officer Hubble Orrin RICHARD JAMES, Officer Aurelia Took MARY WOODVINE, Sgt. Thorald Fredo DAVID QUILTER, Officer Beezle TOM WATT, Officer Silas Romek LOU HIRSCH, Voice of Slomo GARY MARTIN, Officer Lionel Carson JOE MYDELL.

Books Based on this series.

Space Precinct 1 - The Deity Father

David Bischoff

1995

Space Precinct 2 - Demon Wing	David Bischoff	1996
Space Precinct 3 - Alien Island Blues	David Bischoff	1996
Space Precinct Vol. 1		
The Last Warrior		

RELATED SHOWS:*SPACE: 1999**THUNDERBIRDS**CAPTAIN SCARLET AND THE MYSTERONS**JOE 90**U.F.O.*1 - 1 *PROTECT AND SURVIVE*

Brogan's informant Slik Ostrasky is murdered by Tylan Gershom, a smuggler of illegal Xyronite immigrants, and the only witness is slimy Melazoid business executive Armand Loyster. Brogan and Haldane are assigned to offer Loyster protection until he can testify at Gershom's trial. But Gershom plans to ensure that Loyster never reaches the courtroom.

Wr Paul Mayhew-Archer**Dir** John Glen1 - 2 *THE SNAKE*

When an executive of Brett Interplanetary is murdered, Precinct 88 turn their attentions to the notorious extortionist-assassin known as the Snake.

Wr J. Larry Carroll, David Bennett Carren**Dir** John Glen1 - 3 *TIME TO KILL*

A counterfeiting operation is busted by the officers of Precinct 88 and a mysterious cyborg, which proceeds to eliminate members of the counterfeiter's gang.

Wr Hans Beimler, Richard Manning**Dir** Alan Birkinshaw1 - 4 *BODY AND SOUL*

Caught in the radiation field of Merlin's Asteroid, a prototype spaceship created by recluse industrialist Alden Humes returns to Altor after being lost in space for twenty years. Brogan finds a body on board, opening an investigation into a homicide that took place two decades ago. As he tracks down the killer, Brogan is haunted by the ghost in the machine.

Wr Marc Scott Zicree, Mark Harris**Dir** Sidney Hayers1 - 5 *DEADLINE*

Brogan and Haldane discover a capsule containing the body of a Tarn male. The autopsy reveals that the tarn is missing vital organs, removed with surgical precision, and Brogan and Haldane find themselves on the trail of organ leggers from Danae - vicious killers who murder for profit and target Brogan as their next donor!

Wr David Bennett Carren, J. Larry Carroll**Dir** John Glen1 - 6 *ENFORCER*

Precinct 88 investigates a grisly murder in the Skall Street district which leads to a pair of telekinetic vigilantes.

Wr Marc Scott Zicree**Dir** Sidney Hayers1 - 7 *TWO AGAINST THE ROCK*

While transporting a prisoner to the space prison known as the Rock, Officers Haldane and Castle come across a plot to release a notorious ganglord.

Wr Paul Robert Coyle, Sam Graham, Philip Morrow**Dir** Peter Duffell1 - 8 *PREDATOR & PREY*

Brogan, Haldane and Castle investigate the murder of an undercover cop at a strip joint with the officer's disgruntled partner. The trail leads to an a killer that was thought to be an urban legend. Meanwhile

Officers Orrin and Romek try to hide a friendly but undocumented apelike creature which is in danger of termination.

Wr Nick Sagan

Dir Sidney Hayers

1 - 9 *SEEK AND DESTROY*

With the discovery of Aladine-50, a vaccine against creon fever, the importation of Earth dogs is all the rage in Demeter. Then three executives of Demeter Dogs Inc. are killed in mysterious circumstances and Brogan uncovers a plot that heralds an invasion of Altor by the Omera, an army of nomadic alien killers!

Wr J. Larry Carroll, David Bennett Carren

Dir Jim Goddard

1 - 10 *ILLEGAL*

Tildon Alreeuh, an illegal immigrant from Sagania, saves Brogan's life in a shooting incident, and Brogan learns that his saviour's son, Nillim, is being held by snuff fight promoter Coe Barner. With immigration officials breathing down their necks, the officers of Precinct 88 go undercover at one of Barner's bouts to rescue Nillim, but Brogan soon finds himself fighting for his life.

Wr Marc Scott Zicree

Dir John Glen

1 - 11 *DOUBLE DUTY*

A drug war is raging in Demeter City and a professional assassin is taking out the competition. The sole survivor of an attack on drug baron Oturi Nissim is a pretty alien girl, Aleesha Amyas, who is taken into protective custody. Suddenly the killer is loose in the Space Precinct House and Orrin is its first victim.

Wr J. Larry Carroll, David Bennett Carren

Dir Colin Bucksey

1 - 12 *THE POWER*

The death of a Tarn burglar on a space station leads the officers of Precinct 88 to track competing parties vying for the powerful energy of Luxorian Ice.

Wr Sam Graham, Mark Harris

Dir Sidney Hayers

1 - 13 *TAKEOVER*

Brogan and Haldane are bought before an internal affairs inquiry, when a mobster sets up a murder frame, so as to discredit their testimony in his impending trial.

Wr J. Larry Carroll, David Bennett Carren

Dir John Glen

1 - 14 *HATE STREET*

Brogan investigates the activities of race riot instigator Burl Flak, whose gang is causing trouble in Demeter City. An old friend of Brogan's, the bounty hunter Erika Brandt, turns up on Flak's trail and her reacquaintance with Brogan causes Sally to become jealous.

Wr Steve Brown

Dir Piers Haggard

1 - 15 *THE WITNESS*

Sergeant Fredo's daughter Estes is placed in danger when she is able to read the thoughts of rampaging serial killer in Demeter City.

Wr Eric Gethers

Dir Peter Duffell

1 - 16 *FLASH*

Demeter City's latest illicit drug craze is for Flash, a substance which causes users to combust when they overdose. Brogan is displeased when his daughter takes an interest in becoming a police officer.

Wr James Hendrie

Dir Alan Birkinshaw

1 - 17 *FRIENDS*

Jack Haldane realises his personal feelings for Jane Castle, when she is taken hostage by anarchists in return for the release of one of their comrades.

Wr Chris Hubbell, Philip Morrow, Carl Jahnsen

Dir Peter Duffell

1 - 18 *SMELTER SKELTER*

When Sally and Liz Brogan witness a jewellery store robbery at first hand, the ensuing police investigation leads to agang with a weapon which fires sub-atomic particles that break up the structure of matter.

Wr Arthur Sellers

Dir Peter Duffell, Silvio Narrizano

1 - 19 *THE FIRE WITHIN (1-2)*

Officer Took joins a religious cult called the Pyrists. When one of their elders is immolated in a fire, her colleagues believe that the Pyrists themselves, were responsible.

Wr Steve Brown, Burt Prelutsky

Dir John Glen

1 - 20 *THE FOREVER BEETLE*

A bug containing a healing chemistry is stolen from a company lab. The thief is Tommy Murphy, Brogan's best friend from his NYPD days, who happens to pay a visit to his former colleague.

Wr Peter Dunne

Dir Peter Duffell

1 - 21 *DIVIDED WE STAND*

Brogan and Haldane reluctantly provide protection to the crooked Creon politician Vinny Artak, whose life is threatened when he runs for Demeter City Council.

Wr Arthur Sellers

Dir Alan Birkinshaw, John Glen

1 - 22 *DEATHWATCH (1-2)*

When a meteor crashes on farmland in Altor, Brogan and Haldane become involved in an investigation into a landlord attempting to force his tenants at a nearby tower block. Brogan's suspicions are further fueled by the involvement of military intelligence agents.

Wr Eric Estrin, Michael Berlin

Dir Piers Haggard

SPACE RANGERS



Space Rangers was a series set in the year 2104 on Fort Hope, a remote outpost on the frontier planet Avalon. Like their predecessors in the old west, the Rangers were lawmen whose mission was to keep the peace on the frontier. John Boon was a respected Captain of the Rangers, who was in charge of a small group of Rangers who would embark from Fort Hope in a small slingship to undertake their assignments. Commander Chennault was his immediate superior who authorised the Rangers' special missions.

Chennault's superior was Colonel Weiss, a representative of Earth Central Command. Weiss was a stickler for regulations and often found himself becoming the brunt of the Rangers' jokes. Under Boon's command, his crew consisted of: JoJo, the ship's beautiful pilot Zylyn, an alien from the planet Graaka. Like others from Graaka, Zylyn possesses great strength and ESP. Zylyn was required to wear a restraining collar to prevent him from becoming overtly violent. Doc, a hustler who was the ship's engineer. Doc was a cyborg who was constantly needing to fix himself, Daniel Kincaid, a cadet fresh from the academy. Kincaid was a bit on the reckless side since he felt that he had to prove himself to his important father back home. Mimmer did not accompany the Rangers on their missions, he remained on Fort Hope where he was the resident scientific genius. The Space Rangers were rather low tech. Instead of having some type of ray guns, like the heroes of most science fiction series set in the future, the Rangers had regular guns.

Only 4 of the 6 episodes which were made were shown in the US before the show was cancelled, although all six episodes have been aired on the Sci-Fi Channel in the UK.

The series as a whole had the feel of a western transplanted into outer space, but with some reworking. The majority of the episodes could easily be remade as episodes of a western, with the alien society of the Graaka being substituted with American Indians. This was obviously what was intended, however the concept failed to interest an audience. CBS pulled the plug on Space Rangers after 4 weeks, with two episodes remaining unbroadcast.

1993 saw the launch of three new US science fiction series: STAR TREK: DEEP SPACE NINE, BABYLON 5 (with its first movie, Babylon 5: The Gathering), and Space Rangers. Also many of the episodes were shown out of order which clearly did not help Space Rangers' case, since clearly "Fort Hope" was supposed to be the first episode, since it introduced the characters, but the episode got shifted around the schedules in the US, leaving the series disjointed. The episode was shown as fourth on its run.

Cast of Characters

Captain John Boone (Jeff Kaake) - Boone is leader of Ranger Slingship #377. He's a hard-boiled cop whose chief concern is getting the job done and returning his Rangers home safe and sound. His personal life is a different story as he's estranged from his wife, Sarah and young daughter, Roxanne. They have relocated back to Earth leaving Boone alone at his Fort Hope station. He keeps an old U.S. silver dollar in his pocket during missions for good luck.

Doc Kreuger (Jack McGee) - Slingship #377's grizzled flight engineer. Doc has been injured in the line of duty so many times that more of his body is cybernetic than of flesh and blood. He would have been discharged from the Rangers ages ago except that he's bribed people to stay. As a child, Doc grew up in space with his father going from one deep-space freighter to another. He would feel lost if he were stuck on a planet never to go into space again. He's loud, rude, filthy, smokes too much, and subjects his teammates to constant, loud, Motown Sound music. It's Doc who nicknamed their slingship the "Tin Lizzie".

Jojo Thorsen (Marjorie Monaghan) - Slingship #377's pilot. Jojo is a tall, blonde, Amazonian-like woman. She comes from the colony of New Venus. She is a loose canon, but she's also very loyal to her team and the best pilot in the Rangers Corps. She has a particular distaste for Banshees and has a temper that has gotten her in trouble more than once. She also drinks far too much black coffee.

Zylyn (Cary-Hiroyuki Tagawa) - A warrior-monk from the planet Graaka. He is one of only four Graaka serving in the Rangers Corps. Zylyn's people were once considered the fiercest warriors in the galaxy until they decided to embrace the ways of peace. Graakas also have the ability to be semi-telepathic as they can read intense thoughts. Zylyn wears a cybernetic pacifier collar to help control his aggressive tendencies. He takes it off only when the situation calls for him to fight. Doc nicknames him "Zee-Man", much to his annoyance. When not on duty he can be found in his temple just outside of Fort Hope.

Daniel Kincaid (Danny Quinn) - Kincaid is the rookie on Boone's team. He is the son of a general in Earth's Central Command. He is often referred to as the team's "backman". That is to say he's the team's back-up if they are caught in a firefight. He's still a little too trigger-happy at times and he's not happy about guard duty on the ship while the rest of the team is away on a mission.

Dr. Mimmer (Clint Howard) - Mimmer is chief medic and forensics scientist at Fort Hope. He's a bit of a chatterbox and for the most part nobody can stand being around him. But he does know his stuff and he's helped the Rangers as much as he's irritated them.

Commander Chenault (Linda Hunt) - Chenault is commanding officer and head magistrate on Fort Hope. Despite her rank she thinks of herself as a leader of a colony before her military position. Contrary to her small physical stature there's no doubt who's in charge. She expresses an almost "mother hen" approach to keeping her people safe.

Colonel Erich Weiss (Gottfried John) - Weiss is second-in-command at Fort Hope. He apparently angered someone at Central Command as he lost his comfortable office on Earth and was transferred against his will to Avalon's Fort Hope. He constantly is trying to "improve" the Rangers so he can get transferred back to Earth. The results have left him butting heads with both Boone and Chenault on more than one occasion. His personal interests include chess, brandy, and playing his violin.

Ringer (Keith Berger) -a temperamental combat android originally designed to replace human personnel in the Space Rangers Corps. Ringer was the prototype model introduced by Col. Weiss to Capt. Boone's team. Jojo nicknames the android Ringer, "as in dead" as an insult because she feels threatened by the idea of being replaced. The rest of the crew continue to call him that. Although Ringer contributed some impressive skills to the crew, he was unable to adjust to unpredictable situations that he wasn't already preprogrammed to deal with. This inability to adapt causes him to malfunction at critical moments. With a fatal design flaw, Ringer is removed from active duty, the android program is mothballed, and Weiss tries to ship Ringer back to Central Command. In later episodes, Ringer can be seen working for Weiss as his personal assistant performing non-threatening office work -badly.

Other Terminology

Banshees -a space-faring predator. These aliens teleport aboard spaceships as they travel through hyperspace. They are violent, impervious to regular weapons, and teleport away as suddenly as they arrive. They also emit a high pitched sonic "scream" that can disorient a person in close quarters, which is where they get their name from. If they manage to kill everyone aboard the ship they will envelope it in an organic cocoon and teleport it with them back to their hyperspace hive.

Bellysnappers -a one person escape pod used to travel to a planet's surface. They are called "bellysnappers" because they tend to give their passengers rough rides and make them sick to their stomachs.

Runabouts -a small but swift & highly maneuverable interplanetary craft often stolen by smugglers to be used for their runs.

Lightspeed Rings -a large, orbiting, ringed structure designed to "slingshot" spaceships into hyperspace from one planet to another.

Slingships -The interceptor spaceship of choice for the Space Rangers. Unlike other ships, it doesn't need a lightspeed ring to achieve hyperspace as it can use a planet's orbital gravity to sling itself. It can still use lightspeed rings to conserve fuel. Captain John Boone's team are assigned Ranger Slingship #377. It has been nicknamed "Tin Lizzie" by its flight engineer Doc Kreuger and they paint shark teeth on the nose of the ship like pilots did to their fighter planes back in Earth's World War II-era. It has seen better days as Doc has had to jury rig many of the ships parts and systems to keep it online, as budget cuts have prevented them from always getting the proper parts and repairs.

Hazard Pay -Whenever the situation is above and beyond the level of danger that a sane person might elect to encounter, the Corps has been known to entice volunteers for missions with a bonus in Rangers' paychecks. Boone's team was offered "triple" hazard pay if they could capture a Banshee for scientists to study. Doc has mentioned to the others that he's still waiting for hazard paychecks from two other missions and doesn't expect

Wr Ed Spielman, Howard Spielman

Dir David Burton Morris

1 - 3 *DEATH BEFORE DISHONOR*

Boon accidentally disrupts trade negotiations with a warrior race called the Vee'Lons, potentially setting off war.

Wr Ed Speilman, Howard Speilman

Dir David Burton Morris

1 - 4 *FORT HOPE*

The rangers mount a rescue mission to retrieve an old friend of Boon's who's crashed on a planet that also have a sacred Graaka burial site.

1 - 5 *TO BE OR NOT TO BE*

The rangers try to rescue a comedian from a prison planet he crashed on.

Wr Jess Hugh Mann

Dir Thom Eberhardt

1 - 6 *THE TRIAL*

Isogul, the ruthless Hobbobo crimelord, has Zylyn framed for murder of a fellow Grakka.

Wr Gavin Scott

Dir David Burton Morris

SPACE: 1999



The format was simple enough: in the opening episode the Moon is devastated by a massive atomic explosion - the result of a 20-year build-up of nuclear waste from Earth. With the 300-strong colony of Moonbase Alpha aboard, it is hurled out of Earth orbit and off on an endless journey through space. Thereafter, as the Alphans search in vain for a new home, they have a string of bizarre encounters with invariably hostile aliens, cosmic phenomena and strange worlds.

American husband-and-wife stars Martin Landau and Barbara Bain teamed up for the first time since *Mission: Impossible*, as Moonbase commander John Koenig and chief medical officer Dr Helena Russell. And Fugitive-chasing Barry Morse played the intellectual scientist father-figure of Victor Bergman.

Billed as the ultimate adventure series. *Space: 1999* arrived on our screens in 1975 as the most expensive TV series up to that time. The Apollo space programme had just been completed with the first international space mission and it looked as if man's exploration of space would continue in earnest. As the name suggests, *Space: 1999* was set in the year 1999. The nations of Earth had set up Alpha Moonbase on the moon. Alpha was an advanced scientific outpost which served a dual purpose of monitoring nuclear waste storage on the moon 'and serving as headquarters for Earth's deep space exploration programme. *Space: 1999* was the second live action science fiction series from producer Gerry Anderson. Originally planned as a second season of *UFO* the series evolved into *Space: 1999* when Anderson was asked to make it about exploring other worlds while keeping it set near enough in the future so that the audience can still identify with the characters.

To accomplish this dual goal, the nuclear waste dumps on the moon were blown up (accidentally) This explosion sent the moon on an uncharted course into deep space and through a series of space warps where they had no hope of being rescued by a mission from Earth. The 311 men and women living on Alpha were faced with the dual task of finding a new home and of surviving in deep space. In command of Alpha was John Koenig. Koenig had been a former commander of Alpha. As the series opened Koenig has been reassigned to his position at Alpha in order to deal with the problems that wound up sending the moon into deep space. Koenig had previously had a relationship with Dr. Helena Russell. Alpha's chief medical officer. The characters were played by real life husband and wife acting team Martin Landau and Barbara Bain. Head of Alpha's science departments was Professor Victor Bergman, an elderly distinguished scientist.

Supporting characters in the first series consisted of Alan Carter, chief pilot of the fleet of Alpha's Eagle spacecraft which were used to transport the Alphans from place to place. Sandra Benes communications officer, Paul Morrow, controller of Alpha's Main Mission control centre, David Kano. chief operator of Alpha's all powerful main computer.

Space: 1999 had the highest production values of any science fiction television programme produced up until that time, and in many areas its production values have yet to be exceeded. The series borrowed much of its look from *2001: A Space Odyssey*. *2001* was the first film to feature non-aerodynamically designed spaceships while *Space: 1999* was the first TV series to do so. This was not entirely surprising since Brian Johnson, who was in charge of the special effects team on *Space: 1999* was a member of the effects team on *2001: A Space Odyssey*.

High production values were not the only thing that *Space: 1999* had in a similar vein to *2001: A Space Odyssey*. During *Space: 1999*'s first series episodes often featured a mysterious unknown force to advance the plot. Using a mysterious unknown force as a plot device may have worked in a movie, which is meant to be viewed once. In a weekly TV series it causes a viewer to think too much. something the average TV viewer is often not apt to do.

The fact that many stories were hard to understand and other criticisms against the series did not fall on deaf

ears. When *Space: 1999* returned for a second series, efforts were made to correct them. Fred Freiberger, the American producer in charge of *Star Trek*'s third season, was brought in as *Space: 1999*'s producer. He made many changes to the programme, some of them of a dubious nature.

Space: 1999 series two was described in promotional literature as 'the best just got better'. Stories featuring the mysterious unknown force were absent, they were replaced with ones of a much more action adventure and character oriented episodes. The series even looked different. There were new costumes and new sets. The huge Main Mission set was replaced by a much more cramped Command Centre as the nerve centre of all of Alpha's operations. (The Main Mission set had a reputation for being very hard to light.) Several characters from the first series vanished from the second with no explanation as to where they went. Professor Bergman being the most notable example, his presence was sorely missed.

The missing characters were replaced by new ones Maya, an alien woman who had the ability to alter her shape. Maya was the sole survivor of the planet Psycon. Her father was a mad scientist who had attempted to destroy the Alphans in an effort to revive their dying world. In the process of defeating him the planet was destroyed and Maya was forced to adopt Alpha as her new home. Her powers often came in handy in getting her new friends out of jams. Tony Verdeschi, head of Alpha's security and a love interest for Maya was also added as a main character.

The changes were however too many and too late. Many people who liked the first series despised the second. Many people who did not like the first series never gave the second a chance. *Space: 1999* was continually being compared to *Star Trek* often unfavourably. *Space: 1999* came out when *Star Trek* fandom was at its peak and rumours of a revival were rampant. Many *Trek* fans felt that if *Space: 1999* succeeded then *Trek* would never come back. The converse however was more likely true: if *Space: 1999* did well that would prove science fiction could succeed and that would increase the chances of *Trek*'s return. This is evidenced by the current 'glut' we have of science fiction shows now that a few have become popular.

No one seemed to notice that *Star Trek* and *Space: 1999* were totally different in concept. Unlike the *Enterprise* crew, the Alphans were unwilling travellers in space from a culture not yet ready for interstellar travel. Their primary objectives were to survive and to find a new home not explore space. Alien civilisations they encountered would feel justified in the snobbish attitude they often had in not allowing contact with a culture in such infancy that its nations still waged war amongst themselves.

Space: 1999 was from its very inception made for the American television market. After the first series had already been completed, ITC (the show's US distributor) set out to sell the series to one of the three commercial TV networks. A big point was made that it had American stars. No network took the show, mainly because they would have no input into its content. ITC proceeded to take *Space: 1999* and put it into first run syndication.

This gave the few independent stations on the air at the time (most of the current FOX, UPN and WB affiliates were not yet on the air!) get a new big budget dramatic series, something most had never had before. In many cities however *Space: 1999* found itself on network affiliates which often pre-empted new network series to broadcast *Space: 1999*, something the networks did not like. By the time the second series came around, many of these stations were forced to move *Space: 1999* to less desirable, non prime time slots where it became less profitable than the less expensive programmes usually found in such times. Fewer stations decided to pick up the show for a third season than were needed to pay for it and it was cancelled.

In Britain the ITV network broadcast the first series nationally during prime time. However the second series fared much worse, often getting run on Saturday mornings and at different times in different regions of the country. Being viewed as a series being made for the Americans, little was done to insure its continued success.

Had *Space: 1999* premiered in the late 1980's or today *Space: 1999* would most likely have lasted several years longer due to the growth of both the first run syndication market and in the number of stations on the air, looking for well done series.

Space: 1999 was the series which began with a bang and went out with a whimper. Stylishly and extravagantly filmed, it devoured a fortune in special effects, took two years to plan, 15 months to make and should have been one of TV's most exhilarating adult space odysseys. But though it spent two more years and 48 episodes roaming the outer reaches of the universe, *Space: 1999* never found the audience it was looking for. Its creator, Gerry Anderson, was the proverbial prince without honour in his own land. While the series was a world-wide success, with particularly big followings in America, Japan, France and Italy, Britain dithered, dallied and, by the end, virtually ignored it.

Visually, *Space: 1999* was a treat - its spectacular sets and effects masterminded by Brian Johnson who brought much of the grace of his work on *2001: A Space Odyssey* to the aerial sequences with the insect-like spacecraft, the Eagles. But the show was marred by po-faced acting, wildly implausible plots, one-dimensional characters and an almost total lack of warmth or humour. For the second season, American producer Fred

Freiberger (of STAR TREK fame) was brought in to try to 'Americanise' the series, beefing up the romantic bond between Koenig and Dr Russell and adding a few new regulars, notably Maya, an exotic alien with the power to transform herself into any living thing. But the stories became increasingly silly and the Alphans reached the end of the road without ever getting anywhere.

Space: 1999 premiered here in September 1975, but ITV's network committee denied the show a network run, leaving the Alphans to fight a fragmented battle for ratings around the regions - a battle they largely lost. The second series fared even worse, with even the 'home team' ATV, dragging it out over two years. In London Season Two was eventually consigned to the Saturday morning children's schedules, but some areas gave it a miss altogether.

Catherine Schell who's full name is Catherine Von Schell starred in the science fiction film Moon Zero Two in 1969. Despite the highest budget for TV sci-fi ever (about 1/3 of a million bucks per episode) and Martin Landau plus Barbara Bain (both of Mission Impossible) plus some cool sets and effects, talking computers, Star-Wars lasers, "Queller Drive" spaceships, "Camelot Locator" beams, and Rudi Gernreich unisex costumes, nothing could rescue a scientifically lame premise (nuclear waste explosion knocks moon out of orbit) and poorly-conceived aliens with no motivation (giants squids, people-eating contraceptive foam, prostitute robots of Planet Piri).

To begin with, a "radioactive waste explosion" could not knock the moon (with its inhabited lunar base) out of Earth orbit. But even if we grit our teeth and accept this preposterous concept, how does the Moon thereafter encounter one solar system after another is it travelling faster than the speed of light, or what? This is exactly what goes wrong when non-science fiction writers try to create science fiction.

The series was first shown in the US in September 1975. Executive producer for the series was Gerry Anderson, producers for the series were Sylvia Anderson (Season One) and Fred Freiberger (Season Two), special effects were created by Brain Johnson. The music was created by Barry Gray (Season One) and Derek Wadsworth (Season Two). Costumes for the series were made by Rudi Gernreich (Season One) and Keith Wilson (Season Two). The script editors was Edward Di Lorenzo (1.1) and Johnny Byrne (1.2 +). The story consultant was Christopher Penfold, the make-up was by Basil Newell and the Moon City Costumes were by Rudi Gernreich. The technical director was David Lane, lighting cameraman was Frank Watts BSC.

The early seventies was a pretty bleak period for science fiction on television. With the exception of the occasional TV movie done by Gene Roddenberry in an effort to prove that he had a creative life after Star Trek, not a lot was happening. It wasn't until Star Wars was released in 1977 that television producers practically tripped over each other trying to duplicate that success on television-and none of them ever did. The reason none of them ever succeeded was readily apparent in Space: 1999. While the only thing television producers tend to learn from other people's mistakes is how to repeat them, they almost never learn from anyone's success, except how to imitate the most superficial elements. When BATTLESTAR GALACTICA came along a few years later, this was all too readily demonstrated. They just didn't get it.

Prior to Space: 1999, producers Gerry and Sylvia Anderson (a husband and wife team) had made a successful career of producing children's action adventure shows in which the characters were all played by marionettes and extensive use was made of special effects miniatures. These shows included SUPERCAR, THUNDERBIRDS, CAPTAIN SCARLET, STINGRAY, and FIREBALL XL5. All of these were produced in the six-ties on small budgets but were modest successes. THUNDERBIRDS was successful enough to spawn two motion pictures, although none of the other series matched the Thunderbirds in popularity.

But the Andersons grew increasingly tired of producing puppet shows for children and wanted to graduate into live action. They did this first with the syndicated series UFO, a show about a secret British government project to track and combat flying saucers which are landing on Earth and kidnapping human beings for nefarious purposes. Although uneven, the series had its moments and its twenty-six-episode first season seemed destined to move into a second. But instead, the producers decided to develop a new series called Space Journey 1999. Previous titles considered for the series include Journey into Space, Space Intruders, and Space Probe. As of 1973 it still had the form of a spin-off from UFO, using the moon base common to both shows as the starting point.

Originally Moon City existed as part of an early warning system against alien attack, just as the moon base did in UFO. Moon City, according to an early premise, was twenty miles square and included for defence two different types of vehicles. One was the Interceptor (as seen on UFO), and the others were Lunarmobiles, which were equipped with ground-to-ground missiles to deal with UFOs that landed on the surface of the moon. On the non--defence side was a Moonship shuttle (forerunner of the Eagle spacecraft ultimately used on Space: 1999). There were even Moonbuggies for exploring the surface.

Whereas UFO had starred all British actors, the Andersons decided to go for the gold and produce a series

that they could sell directly to American net-work television. The sixties British series *The Avengers* had managed to graduate to success in American prime time, along with *The Prisoner*, and the Andersons hoped to use that interest in British adventure television to gain themselves admittance to American prime time. They cast the show with actors familiar to American audiences. Initially the parts of John Koenig and Helena Russell were conceived for Robert Culp and Katherine Ross, who were both fairly well known from film and television in the early seventies. But ultimately Martin Landau and Barbara Bain (who had appeared on the first two years of *Mission: Impossible*) were cast as the leads. Barry Morse, well known from his recurring role on the highly popular sixties series *The Fugitive*, played Professor Victor Bergman.

In a supporting role as Alan Carter, Moonbase Alpha's chief Eagle pilot, was Nick Tate. An Australian actor, Tate had appeared in many TV shows down under before deciding to relocate to England in the early seventies. Initially he was cast as Alan Carter's co-pilot and was signed for only the pilot, but then was asked to do five more. The character worked out so well that Tate was signed for the rest of the season, and was retained for year two as well. During the time season two was in production, Tate was asked his opinion of the first season, and the actor stated, "I think I agree with the general public that there wasn't enough emotion and humour in the first season. This year that's been rectified. I always wanted to see development of the secondary characters, which has happened. I think we were all very much aware of the series' faults, but we weren't aware of them when the show started. It was some-thing that became apparent as the series wore on. But then, there wasn't very much we could do about it because the format and style were set. The only way we could do anything was to start a second season."

The Andersons wanted to go all out on *Space: 1999* and ATV (Associated Television), under Sir Lew Grade, approved a suitable budget, which according to some reports may have been as high as \$300,000 per episode. Subsequent information revealed that the budgets were considerably less. When you're trying to sell a major series to a net-work, you don't brag about how cheap it is. But in spite of the producers' track record, the three major networks at that time (ABC, NBC, and CBS) turned the show down. In that time, before the advent of cable television, the only alternative left was syndication. Abe Mandell, the president of ITC (a sub-sidiary of ATC), sold the show directly to American television stations, city by city, until they managed to sell to 155 stations. Out of that number, eighty-eight actually pre-empted regular network programming with the series. The series premiered in September 1975 to initial enthusiasm which was quickly met with disappointment. Unlike *UFO*, which had occasional scenes in outer space involving a moon base, *Space: 1999* (shortened from the earlier, much longer title) was set entirely in outer space with the moon being the base of operations.

The first episode, "Breakaway," opens in September 1999, when John Koenig is named the new commander of Moonbase Alpha, just as signals are picked up from a previously unknown planet named Meta. There is pressure to launch a deep space probe shortly after Koenig's arrival. But Koenig argues against this until he can determine the source of mysterious ailments striking various members of the moon base colony, which he believes deserves more immediate attention. The moon base is part of a project to oversee a dumping ground for nuclear waste on the dark side of the moon. Many nations from earth contribute nuclear waste to the dump and so there is political pressure to ensure that this extraterrestrial disposal area for hazardous waste remain viable as no nation on earth will tolerate the radioactive waste being stored in its borders.

Moonbase Alpha is meant to be self-sustaining as it engages in various research projects, including keeping a watchful eye on the nuclear dump. The problems are soon traced to the dump, which creates political problems because Earth needs that dump to dispose of its nuclear waste. Koenig is pressured to launch the probe by his superior, Commissioner Simmonds, in spite of reports on problems at the dump. But while they're arguing over what to do, a chain reaction occurs in the dump, causing a massive discharge of magnetic radiation. The explosion is of such magnitude that the moon is hurled out of orbit into space. The vehicles they have on Moonbase Alpha, called Eagles, are built for short runs only and at any rate would not be able to evacuate all of the Moonbase Alpha personnel back to Earth. The last transmission that Moonbase Alpha receives from Earth indicates that Earth has been rocked by disasters and cannot render any aid.

The premise was shaky from the start since an explosion so powerful that it would have actually ripped the moon out of orbit would have shattered the moon and done only slightly less damage to Earth as the moon's own gravity affects Earth as well. Had the moon broken up and Moonbase Alpha been hurled away on a fragment, that would have been much more believable. But even a thin, unbelievable premise can be accepted if the series produces stories worth telling and that are well told. Sadly, *Space: 1999* could never have been accused of that.

The problem with *Space: 1999*, and with many other television shows born in the seventies, is that it was decided by someone, somewhere that a story line should be simple enough so that even if some-one tunes in halfway through, there'll be no trouble following what's going on. The other side of this is that people who tuned in at the beginning of the episode will become bored by the lack of story movement. Even within those narrow confines the stories were overly simplistic, and as Isaac Asimov put it at the time, the show was

"scientifically pre-posterous." In an article he wrote for the New York Times, Asimov maintained that the errors were made not for dramatic effect, which could be forgiven, but out of sheer ignorance.

An example of the storytelling deficiencies is the episode "Force of Life." We never find out what the "Force of Life" of the title is or what its purpose is in invading Moonbase Alpha and wreaking havoc as it steals energy before moving off back into space at the end of the episode. Oddly enough, back in the mid-seventies Martin Landau appeared on a talk show while *Space: 1999* was still in its original run, and another guest on the talk show, actor Buster Crabbe (who played Flash Gordon and Buck Rogers in the 1930s), asked Landau about this particular episode of *Space: 1999*. Crabbe wanted to know what it was all about and why the alien entity was there and what it had wanted. Landau had no idea what the story had meant, and readily admitted it.

Space: 1999 met with its harshest criticism from two fronts—hard-core science fiction fans and *Star Trek* fans. The hard-core SF fans recognised the scientific implausibility's and became incensed over the continuous violations of science and physics in the first episode alone. *Star Trek* fans turned away from the show because they'd been spoiled by *Star Trek*. After seeing each episode over and over again, they were certain that any new science fiction series with an outer space setting would have to follow some of the precepts established so well by *Star Trek*. But *Space: 1999* ignored them. *Star Trek*'s strengths lay in its scripts and in its well-defined characters, of which *Space: 1999* offered neither. In 1975 the chances of *Star Trek* ever being revived seemed remote at best. So fans were looking for the "next" *Star Trek*. They were willing to give any new SF series a chance. All it had to do was meet them halfway. By the end of the first year, *Space: 1999* was in ratings trouble. So what did they do? They hired one of the producers who worked on *Star Trek*. This was also done because Gerry and Sylvia Anderson's marriage was breaking up and so she stepped down from her role as producer.

Fred Freiberger, who replaced Gene Roddenberry as the line producer on the third year of *Star Trek* in 1968-69, was hired to revamp the show and try to make it more appealing to American audiences. The fact that Freiberger was universally regarded as making *Star Trek* less appealing in its final season was a fact that Gerry Anderson was apparently unaware of. But Freiberger had other credits, including producing or otherwise contributing to such series as *The Wild Wild West*, *Petrocelli*, and *Starsky and Hutch*. The revamping of the third year included an emphasis on action/adventure story lines and the addition of Catherine Schell to the cast as Maya, a shape-shifting alien. In order to address some of the criticism the series had received, the second-season premiere, "Metamorph," included a Moonbase Alpha log entry that explained that shortly after the moon had been hurled out of Earth's orbit, it entered a time warp that spit the moon out light-years away in uncharted space. Thus the mysterious alien worlds they kept encountering were explained.

The budget for the first year of *Space: 1999* was reported as being \$6,500,000. Although ITC sent out a publicity release reporting that the overall budget for the second season swelled to \$7,200,000 (or \$300,000 per episode), Fred Freiberger dismissed that as being just a lot of hype. The producer maintained that the true per-episode budget was \$185,000, which still enabled the company to obtain superior production values. This had to do with the fact that at the time the British pound was worth \$1.80 American, and below-the-line production costs are much less in England. A scene in which Maya leaps into the air and transforms into a black panther in mid-leap took all day to film and cost \$5,000 compared to a cost of \$50,000 to spend an entire day shooting in the United States on a major studio production.

In the November 1980 issue of *Starlog*, Fred Freiberger was interviewed and related what he viewed as the problems of *Space: 1999* when he was hired to revamp it. "They were doing the show as an English show where there was no story, with the people standing around and talking. They had good concepts, they have wonderful characters, but they kept talking about the same thing and there was no plot development. *1999* opened extremely well in the United States and then went right down the tubes. There was nobody you cared about in the show. Nobody at all. The people themselves didn't care about each other. I did a whole thing where I at least had a scene where somebody said, 'My God! He's gonna be hurt! Is he dead? Is he alive?' They just didn't do that."

Freiberger felt that the British producers regarded action as meaning that they had to blow up another *Eagle*, which he curtailed in the second season. After the second series wound to a close, ITC still held out hope for bringing it back as a possible mid-season re-entry, assuming they could get enough American television stations to sign up for more episodes. Had they been able to accomplish this, they would have quickly reunited the cast and filmed as additional thirteen episodes. But this never happened. *Space: 1999* ended its two-year run with a total package of forty-eight episodes. While the second season was certainly different from the first, the writing was only marginally better. Characterisation at least existed, but the stories were on the level of Saturday-morning kids shows and not the kind of science fiction stories people had found they could respect on *THE TWILIGHT ZONE* and *THE OUTER LIMITS*.

The mark of a good series is how well it stands up to the test of time. For a few years after the show's cancellation, an annual *Space: 1999* convention was held in the United States. While at first attendance was

strong, interest began to peter out. While the initial Space: 1999 conventions drew a couple of thousand people, attendance at "Space Con 10" in Los Angeles in July 1992 was estimated to be about three hundred. Fans of Space: 1999 can contact Space Con at P.O. Box 2948, Beverly Hills, CA 90213.

In 1979 when Star Trek-The Motion Picture debuted, some of us had a running joke regarding it being Space: 1999-The Motion Picture, because of how dull Star Trek : The Motion Picture was and in too many ways it reminded one of Space: 1999. But today, with virtually any television series with any sort of following being plundered for motion picture treatment (including Car 54, Gilligan's Island, The Beverly Hillbillies, and The Brady Bunch), I wouldn't be at all surprised if eventually they got around to Space: 1999.

In the early 1970s, when Gerry Anderson was hard at work on UFO and another series, The Protectors, he was called into the offices of ATV for a meeting with owner Lord Lew Grade. Grade asked Anderson for a television series. He didn't want a continuation of UFO; he wanted something new. It could not be just any other series. It had to be big. Grade offered seven million dollars for a show aimed at the American market. And here was the kicker: The story had to take place anywhere but on Earth! Space was the ticket to success. When an excited Anderson left the office, it speedily dawned on him that such a series had to be done totally from scratch, meaning costumes, sets, models-everything. It was Abe Mandell, president of ITC, who had pitched the idea of a spectacular, blockbuster British series to the American market, and who worked with the Andersons on creating that show. Legend has it that while he and Gerry Anderson were discussing what the concept was going to be, Anderson had quipped, "We'll blow up the Earth," but Mandell found that to be "too insecure" for Americans. In reply, Anderson said, "Okay, we'll blow up the moon." That rang the bells in Mandell's brain, and off they went.

Not well known is that Space: 1999's working title, for several months, was Menace in Space. Gerry Anderson refined his suggestion to Abe Mandell: "What happens if the moon breaks orbit around Earth, and if a moonbase full of people on it have to survive every week while they're flung into the dark ravages of space?"

Anderson and his wife, Sylvia, were no strangers to science fiction. They had created and produced a string of successful puppet (or Super Marionation) shows such as Captain Scarlet, Stingray, and Thunderbirds prior to UFO. Sylvia Anderson enjoyed the new challenge of Space: 1999. As co-creator and producer of the first season, she "had a big hand in the futuristic look of the wardrobe and general design," she says, adding proudly, "I felt that the look of the show was above-average for a TV production."

Americans Martin Landau and Barbara Bain, the husband-and-wife team made famous in Mission: Impossible, signed on as Commander John Koenig and Dr. Helena Russell. Together, they would lead the men and women of Moonbase Alpha through space. A stable of British actors provided the supporting cast. Amazingly, other casting permutations were considered. "During our trip to Hollywood in the setting up of the show, we did indeed, see, among many others, Robert Culp, who I personally felt would be a more interesting lead than Martin Landau," says Sylvia Anderson. "Katharine Ross was one of the names put forward, but it was a decision by the financiers to cast the Landaus as a more commercial piece of casting." Space: 1999 is often regarded as England's answer to Star Trek. In both shows, the main characters comprised a highly advanced group engaging in adventures from one central base, fighting hostile aliens and discovering new planets every week.

Also, both shows can be referred to as "space operas," enhanced by state-of-the-art special effects. However, Sylvia Anderson continues to believe that Star Trek did not play any part in the creation or planning of Space: 1999. "The media hype in the States for Star Trek may have got in the way of our program's identity, but that did not apply in the U.K.," she says. The mid-seventies was a daring age to be doing big-budgeted science fiction. At that time, the genre was considered bad business and did not have the respect it enjoys today. Yet, "we felt in late 1973, when we picked up and left for England to do Space: 1999, that it was a perfect time for a science fiction show," says star Martin Landau. "I felt it in my bones, that this type of entertainment format was about to be popular in the near future. Mind you, Star Wars was not on the horizon yet ... and Star Trek had not been at all successful during its network run."

Landau remembers the Andersons as very creative people who complemented each other well. "Sylvia was a charming and gregarious person, always ready for a good laugh, but very bright and serious when necessary. Gerry was more introspective, excepting when he had a couple of drinks, after work, when he'd open up a bit. He, too, was very bright, often very studious, and was much quicker to rise to anger than his wife." Unbeknownst to the stars, the Andersons' collaboration was about to end. Landau says, "Although things must have been getting somewhat strained at home, they never gave us an indication during that entire first year of filming at Pinewood that their marriage was about to break apart. Considering the amount of time we spent at the studio with them, it was quite amazing, to say the least!

"When it came time to do production on the second season," says Landau, "Sylvia's absence was very strongly felt by me, as I liked dealing with her openness and her sensibilities. I found it much harder getting through to

our new American producer, Freddie Freiberger, who now had settled into her office. He had much less respect for actors and their input and contribution. I'd say, 'Koenig wouldn't do that!' referring to a script in which the Alphans, on Koenig's orders, execute a preemptive strike at a possible foe. 'It's not within his character, nor his style.' Fred would just shrug and say, 'It doesn't matter, it's a good script and the audience won't notice if it's inconsistent with his character.' 'Of course they will!' I'd argue, for hours and hours ... usually losing the battle."

Landau goes on to say that often there wasn't time to fix script problems that were held up in writing stages, so they would receive pages or changes very late into shooting. Modifications were sometimes possible on the stage, but, "It was never easy," he sighs. Fred Freiberger says he got involved with producing *Space: 1999* in the second season because of an earlier discussion with the Andersons about working on *UFO*. When Sylvia decided to bow from her duties for the second season, Gerry Anderson called him again. Freiberger's first challenge was deciding what to wear for the interview. "I have lousy taste in clothes," he admits. "My wife dresses me in a sense-she inspects me. So, she dressed me for this interview with Gerry. I got a callback and he said, 'Would you be able to go to England for four weeks? We'd love you to come over. You've got the job.' So I said to my wife, 'Let's take a chance.' I asked Gerry, 'How did I get it? I'm the same guy you interviewed for *UFO*.' And he said that his secretary was impressed by how well color-coordinated my clothes were. So, I didn't get the *Space: 1999* job because of my experience or my charm or anything-I got the job because I was color-coordinated!"

Freiberger says he had a good time with Gerry Anderson and has a lot of respect for him. Anderson directed Freiberger to "Americanize" the show to bolster its appeal in the United States. And Freiberger was given the reins to do whatever he wanted. "That was very refreshing," says Freiberger. "There were no studios, no networks; Gerry gave me carte blanche on the whole thing. So we started putting things together. Lord Lew Grade said, 'You do it your way.' So we had three weeks to do it. And we screened the first-year episodes and made suggestions." Freiberger contends the show needed resuscitation and was near collapsing at that stage. "Before I was offered the series, it was offered to (American producer) Allan Balter. According to Allan, Abe Mandell asked for suggestions on how to improve the show. Allan said, 'Fire Marty Landau and Barbara Bain.' When I arrived in England, Mandell suggested that I keep Marty and Barbara in the background and go heavy with the other characters. I said, 'Either fire them or let me handle them as stars.' He let me handle them as stars."

This decision still didn't ensure that *Space: 1999* would see a second year. "After three weeks, it was very shaky, and they were still undecided about the show's future. I wanted to leave and return to the U.S. My wife said, 'Let's stay another week and see.' I looked at the show again and said to Gerry, 'Let me try to do something.' I wrote an analysis of what was wrong with the show, and I also introduced the new character, Maya-an alien who could transform into different life forms. That sold it. We got the go-ahead to do 24 episodes." When Gerry Anderson asked him to analyze the first year, Freiberger charged that "there was no emotion in the show. Also, the [Moonbase Command Center] looked like a used living room." He observed that stories were nonexistent and characters were just standing around talking. He wanted emotion, action and humor.

When it came to characters, Freiberger wanted specific changes. "I said, 'If you're going to have a professor, then have a young kid with a beard in there, as the professor,'" says Freiberger. "[Anderson and Lord Grade] were very nervous about this change, and they brought in a goodlooking kid, Tony Anholt, to bring in some romantic situations." Originally, Teresa (Get Christie Love) Graves was sought for the role of Maya, but she was not available. Someone brought Catherine Schell to Freiberger's attention. Schell was not unknown to the production of the show. She had earlier guested in the episode 'Guardian of Piri.' "Catherine Schell was a lovely, lovely girl. I wanted her to transform into a leopard. But they were afraid something like a panther would rip everybody apart, so they used a lion, which I thought was the wrong kind of animal."

In Barbara Bain, Freiberger thought he had found the light comedy relief he was looking for. "I had never met her, but I was familiar with her work. I realized she had a fine sense of humor, so I tried to do some comedy stuff for them and put some more humor into the series. And more action. They kept saying, 'Sell the American market!' That's what we tried to do. We streamlined the Moonbase, cut it way down." Freiberger's dedication to aiming at the North American market went so far as to make sure all signs on the base were spelled in the American, not the British, style.

In a drastic cast change, Barry Morse went out as the older Professor Bergman and Tony Anholt came in as the younger first officer, Tony Verdeschi. Despite Freiberger's suggestion regarding a young actor, the reason for this change wasn't as much a creative decision as a business one: Morse's agent asked for more money, during a time when producers were trying to keep tight reins on the show's budget. "Gerry was really reluctant to fire anybody," says Freiberger. "We called Martin and Barbara in California, and they were anxious to return. But, of course, everybody wanted raises. We said, 'Look, we can't raise anybody-we're lucky if we can get this show on!' We really wanted a young person in place of the professor, but Gerry felt terrible about

letting anyone go."

When the show's renewal was announced, all participating performers assumed they would return to work. "Barry's agent called and said, 'We want so much more.' I said to Gerry, 'This agent isn't saying that he has to go back and check with Barry. He's laying it on the line,'" recounts Freiberger. "'Now, if it's not us making the decision, and we can't afford it, let's just say no, and then we're out of this.' So we just said no to the agent, that it wasn't in our budget. And we hired Tony." But Morse's agent called back and said, "We'll take the money that was there." But it was too late-Anholt had already been hired.

"You feel terrible about not using an actor again, but that's a case where an agent made a dumb mistake," says Freiberger. "I consider myself a writer, and a writer will say to his agent, 'Get me 20 million dollars for the deal, but don't screw it up. If it comes back to 10 million, I'll take it if I have to.' So, that was unfortunate. I have great respect for his acting ability. Gerry would have gone with Barry except for this mistake." Nick Tate, who played Eagle pilot Alan Carter, almost got the ax, too. ITC wanted him out, but Freiberger refused.

As the show progressed through its second season, its popularity grew. In fact, says Freiberger, so well known did the show get during the heyday of its run that the public got to know him by name. He would walk through English Customs and an agent would recognize him. "The fans were amazing. They knew more about it than I did." It was a whole life for a lot of people, he says. Sylvia Anderson says she is "surprised about the media criticism that stories in the first [season] were hard to follow. I would like to think that they were reasonably intelligent stories and therefore required a little more depth to the subject." However, Anderson notes that "some of the interesting support cast were not given sufficient opportunities to develop their characters" and that the show "worked better when subsidiary characters were given a little more action than merely walking several paces behind the lead."

Martin Landau actually prefers the first season episodes, citing more interesting, intriguing scripts and plot conventions. ("The Black Sun" and "War Games" remain favorites.) The second season, he charges, was more of a comic strip show. "I felt if we had stayed on the direction of the first season, we might've stayed on for several more years. But changes that came in with Freiberger changed the entire essence of the series." Among his co-stars on the show, both first and second season, Landau points to Nick Tate as one "who became a very good friend of mine. He now lives in Hollywood with his wife and family." They speak on the phone occasionally and get together for lunch every few years. Catherine Schell, whom a television critic once called "the only woman who looked sexy in sideburns," often visits the U.S. and usually gives Landau a call when she's in Los Angeles.

For Barry Morse, so regrettably deposed after the first season, Landau has nothing but the highest praise. "Barry is a wonderful man. Kind, gentle, intelligent. He was born in the East End of London, which means he spoke like a Cockney when he was growing up. He worked like hell to get rid of that heavy dialect. He has since become a Canadian citizen. The English think he's English, Canadians think he's Canadian and, yes, Americans who know him from *The Fugitive* think he's one of us. Amazing, considering his handicap in having a thick, guttural Cockney accent as a kid. Barry's brother, a London law enforcement officer, visited the set one day. I chatted with him and could barely understand him, as his accent was so thick. It allowed me to understand what Barry had overcome. Mind you, he can still do a great Cockney character should he have reason to. Barry Morse is one of the sweetest, gentlest souls in the world ... and one hell of an actor!" Landau adds that he was quite close to Tony Anholt during filming but has not seen him for 15 years. "I liked Tony a lot. Same with Prentis Hancock. I haven't seen him in years. Barry Morse was here in Hollywood a few years ago at a *Space: 1999* convention. We saw each other, hugged, laughed, and chatted for a few hours."

Landau says that the United States is the only country in the world where *Space: 1999* did not go network. The show has proven to be more popular overseas than in the United States. Director Ray Austin recalls his days with *Space: 1999* quite fondly: "I was very proud of my work on *Space: 1999*. It was a fun show to do at a fun studio. It's my favorite studio in the world," says Austin of Pinewood Studios, where the show was filmed. Austin (who has most recently spent his time with Family Channel's *Zorro* and the syndicated series *Highlander-The Series*) felt that the show's innovation was the attempt to attract a prime-time American audience. Although *The Avengers*, another British show on which Austin worked extensively, at one point reached a worldwide audience of about 100 countries, the episodes were always aired late at night. *Space: 1999* was specifically for prime-time audiences.

Austin found Gerry Anderson to be a very professional and experienced producer. "He worked very hard to get *Space: 1999* made in England, because when he first showed it, they wanted to make it in America. They knew more about science fiction and wanted to go for it over there like they had with *Star Trek*. [Anderson] was very knowledgeable on the subject, and he's a very good storyteller. Then, we had an American scripter, Fred Freiberger-he was a genius with scripts."

Austin says he thinks he was the first to develop an innovative technique for filming spacesuited astronauts

walking on the sands of the moon. "We would shoot that in high speed, at 72 frames per second, and we did it two, three or four times to get it right," says Austin. Shooting at high speed gave the actors' movements a slow-motion, floating quality when the film was shown at normal speed. The purpose was to simulate the lower gravity on the moon. No wire work was ever involved. Even with actors jumping up and down in those bulky, plastic suits, the high speed was successful in getting the illusion across.

"It really looked very good," says Austin, "although they looked ridiculous running across the soundstage bouncing up in the air. It was very peculiar until you realized how it would work." Austin remembers that the spacesuits were very hot and uncomfortable for the actors, with no ventilation. "Everybody suffered from the heat, every day, even in the winter, in those things," he chuckles. "They had to take the helmet off or turn the flap up whenever they had the chance. A take on film would be about two or three minutes; then they'd lift it up and they could breathe again. They could still breathe, but it was just very uncomfortable."

For Austin, the most memorable shoot on *Space: 1999* was the episode "Collision Course," with guest star Margaret Leighton. "Margaret's a friend of mine. She knew she was dying. I shot, I think, 15 pages in two days with her, which was unheard of. 'You'd better get [this shot], because I'm not going to last long...,' she said near the end of shooting. Sure enough, we did, and she died a few days later. She was very good. She sat on the throne all the time. She couldn't move, so we had to put her on a wheelchair."

Martin Landau echoes Austin's fondness for Leighton. "Margaret was an exceptionally talented actress, having been one of Laurence Olivier's leading ladies when quite young in several Shakespearean productions," he recalls. However, Landau disagrees with Ray Austin's memory, saying that Leighton did not die "a few days later" but eight or nine months after working with him. "Her husband, Michael Wilding, who at one time had been married to Elizabeth Taylor, died a year or so after Maggie did. I visited them in the countryside outside of London one time after she'd guested on the show. Michael was very grateful that I'd looked after her on the set and run the lines with her, as she found all the science fiction jargon a bit difficult to learn, insisting that it was just a lot of gobblede-gook and ... that she hadn't a clue as to what it was she was saying. I liked her a lot. She was a real trouper, especially in her condition." Asked to distinguish between the two seasons of the show, since he directed seven of the first season and two of the second, Austin says, "I liked the first season better. I thought the stories were more identifiable, and you could do more things with them."

Aside from state-of-the-art British special effects, to add futuristic flavor and interesting visuals, costumes were specially created by a top-ranking designer, Rudi Gernreich (now deceased), with a unisex concept. "The sleeve allowed one to recognize in what department any Moonbase Alpha inhabitant worked," says Landau. "Barbara's sleeve was white (medical); Main Mission workers, red; pilots, yellow; and so on. Mine was a charcoal grey, with a grey raised collar, as commander and chief officer, the only one of its kind on the base. The costumes were changed the second year, and modified slightly, for economic reasons and expediency."

During the second year, says Landau, more colorful outerwear was introduced to give the show a greater variety of color. Someone at ITC's New York office, Landau remembers, thought the show looked too drab in its overall beige color scheme in the first season. Landau regretted the changes. "I loved the original look from an artistic and production design point of view. I felt it unique and original, and unlike anything else on the air, in the best artistic sense, but that was another battle I lost."

Austin notes that the show's budget was allocated very liberally on art and set decoration. "Everything was built on platforms so all the parts could be movable," he says. "And the ship was movable, so you could dismantle the ship entirely to new clampings and new sections." The wild walls and pieces came in very handy when the story asked for multiple Eagle ships. Mixing and matching different pieces of the same set gave an illusion of many space vehicles. "It was ... quite a revolution for the stage," says Austin, who, as a director, probably appreciated the flexibility for camera angles. The only drawback was that the angles on the Eagles were usually from one side only. "A lot of visitors in the industry used to come to see those sets."

The cancellation of *Space: 1999* was not a result of the usual ratings game, as the show was syndicated in the U.S. "Lord Lew Grade, producer and head of ITC Entertainment, had ventured into feature films," explains Martin Landau. Having produced some highly budgeted features like *Raise the Titanic!* (1980), "he found himself with cash flow problems. He needed to advertise and market these big theatrical ventures, and his ad budget, it seems, was about the same amount that was needed to produce another season of *Space: 1999*, and even though all parties involved [agreed that] another season would enhance the value of the show in syndication and other areas as a 72-hour package ... the plug was pulled on our show so he could effectively merchandise the features." And Landau sighs that after the show was out of production, "all the features were disastrous. All failed dismally at the box office. That period in ITC's history was a blemish. As a result of all this, Grade was deposed as head of the company (ATV and ITC) and new people took charge." *Space: 1999*, says Landau, "might have gone for at least another season," had ITC's money held out and had "these shenanigans not gone on."

CAST NOTES

Martin Landau (Commander John Koenig): Born 1928. Landau is perhaps best known for his work on Mission: Impossible as Rollin Hand, master of disguises. Most recently he's been acclaimed with Oscar supporting actor nominations for roles in Tucker: A Man and His Dream (1988) and Crimes and Misdemeanors (1989). Recently, he completed roles in the feature Intersection (1993) and the TV movie 12:01 (1993) for Fox Television. He won an Oscar for his portrayal of Bela Lugosi in the film Ed Wood (1994). Barbara Bain (Dr. Helena Russell): Born 1931. The former wife of Martin Landau, Bain starred as Cinnamon in Mission: Impossible from 1966 to 1969, earning three consecutive Emmys for her work on that show. Prior to Mission, she appeared in Richard Diamond, Private Detective (1959) as Karen Wells.

Barry Morse (Professor Victor Bergman): Born in London in 1919, Morse become known as Lt. Gerard of The Fugitive fame from 1963 to 1967. He continues acting on stage in England and Canada. One of Morse's most visible appearances lately was a guest shot on William Shatner's TV movie adaptation of his novel TekWar (1994). Catherine Schell (Maya): Born 1946. An accomplished Swiss actress, Schell worked with Peter Sellers in The Return of the Pink Panther (1975) and much later in The Return of the Saint with Ian Ogilvy.

Prentis Hancock (Paul Morrow): Television credits include Return of the Saint, Doctor Who ("Planet of Evil") Danger UXB, Armchair Theatre and Secret Army. Film appearances include 39 Steps (1978) and The Nativity (1978).

WR. George Bellak, Johnny Byrne, Anthony Terpiloff, Christopher Penfold, David Weir, Art Wallace, Jesse Lasky, Pat Silver, Elizabeth Barrows, Edward di Lorenzo, Bob Kellet, Donald James, Tony Barwick, Jack Ronder, Terence Feely, Charles Woodgrove (aka Fred Freiberger), John Goldsmith, Pip and Jane Baker, and Michael Winder.

DIR. David Tomblin, Ray Austin, Charles Crichton, Bob Kellett, Lee. H. Katzin, Tom Clegg, Kevin Conner, Val Guest, Bob Brooks, Robert Lynn, Peter Medak.

EPISODES: 48 **YEAR MADE:** 1975 **COUNTRY:** GB **SEASONS:** 2

AN ITC RAI CO-PRODUCTION PRODUCED BY GROUP THREE (SEASON ONE), A GERRY ANDERSON PRODUCTION ITC TELEVISION (SEASON TWO)

CREATOR: GERRY AND SYLVIA ANDERSON

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 24, (1) 23

DATE OF PREMIER: 04/09/1975 **AIR DATE OF LAST EPISODE** 01/09/1977

SEASON DATE BREAKDOWN:

FILMS:

Commander John Koenig MARTIN LANDAU, Dr. Helena Russell BARBARA BAIN, Prof. Victor Bergman BARRY MORSE (1), Captain Alan Carter NICK TATE, Sandra 'Sahn' Benes ZIENIA MERTON, Paul Morrow PRENTIS HANCOCK (1), Dr. Bob Mathias ANTON PHILIPS, David Kano CLIFTON JONES (1), Maya CATHERINE SCHELL (2), First Officer Tony Verdeschi TONY ANHOLT (2), Yasko Nugami YASUKO NAGAZUMI (2), BARBARA KELLY, Bill Fraser JOHN HUG (2), Dr. Ben Vincent JEFFREY KISSOON, Tayna Alexander SUZZANE ROQUETTE (1), Dr. Ed. Spencer SAM DASTOR (2), Alibe ALIBE PARSONS, Voice of Moonbase Computer BARBARA KELLY.

Books Based on this series.

Space 1999 - Alien Seed	E.C. Tubb	1976
Space 1999 - Android Planet	John Rankine (Roger R. Mason)	1976
Space 1999 - Astral Quest	John Rankine (Roger R. Mason)	1975
Space 1999 - Breakaway	E.C. Tubb	1975
Space 1999 - Collision Course	E.C. Tubb	1975
Space 1999 - Earthfall	E.C. Tubb	1977
Space 1999 - Mind-Breaks of Space	Michael Butterworth & Jeff Jones	1977
Space 1999 - Moon Odyssey	John Rankine (Roger R. Mason)	1975
Space 1999 - Phoenix of Megaron	John Rankine (Roger R. Mason)	1976
Space 1999 - Planets of Peril	Michael Butterworth	1977

Space 1999 - Rouge Planet	E.C. Tubb	1976
Space 1999 - The Edge of the Infinite	Michael Butterworth	1977
Space 1999 - The Lunar Attack	John Rankine (Roger R. Mason)	1975
Space 1999 - The Pyschomorph	Michael Butterworth	1977
Space 1999 - The Space Guardians	Brain N. Ball	1975
Space 1999 - The Space Jackers	Michael Butterworth	1977
Space 1999 - The Time Fighters	Michael Butterworth	1977
The Making of Space: 1999: A Gerry Anderson Production	Tim Heald	1976
UFO And Space 1999	Chris Drake	1994

RELATED SHOWS:*THUNDERBIRDS**CAPTAIN SCARLET AND THE MYSTERONS**JOE 90**U.F.O.**SPACE PRECINCT*1 - 1 *BREAKAWAY*

Preparations are well advanced for the most important space journey in the history of man: a probe into deep space to explore the rogue planet Meta which has broken away from a distant galaxy and is now closer to Earth's solar system. Already, identifiable signals have come from the planet, indicating a high form of life.

John Koenig is commander of the mission to be launched from Earth's Space Research Centre at Moonbase Alpha. He has just returned to the moon to oversee the momentous adventure, but the probe is already in jeopardy. Two of the deep space astronauts have been stricken with a mystery illness that has already claimed nine lives. All but the astronauts have been working at the Nuclear Disposal Area Two on the dark side of the moon to which nuclear waste from Earth has been consigned.

Dr. Helena Russell is convinced that radiation has caused the terrible brain damage to the victims but there is no evidence to support her theories. There is no trace of a leakage either from the deeply buried old containers at Disposal Area One or at the new area. Koenig is sure Helena is misdiagnosing and scientist Professor Bergman confirms that there is no radiation. Koenig checks for himself and sees that everything appears to be normal - except for intense heat in Koenig's inspection craft. The two ill astronauts die though why is unclear. New facts emerge when their flight recorder tapes are examined and show that everything went black for two minutes while flying over the Disposal Areas, which leads to the discovery that the disused Disposal Area waste had been subject to a magnetic subsurface firestorm. It seems that the same thing may be happening to Disposal Area Two. It is the increased magnetic output that has caused the deaths, and there is immediate disaster when efforts are made to check on Area Two. A blinding nuclear explosion rocks the moon. Gravity control is affected. The moon - with Moonbase Alpha - is pulled out of orbit, moving inexorably away from Earth. Koenig has to decide whether or not to abandon and makes his grim decision. Their only hope is to remain where they are. To abort would be certain suicide. By now, the moon is speeding even more rapidly away from Earth. And on Earth, the gravity disruption is causing devastation. At Moonbase Alpha, the unmistakable sound of Meta signals comes in, now quite loud and clear.

Wr George Bellak**Dir** Lee H. Katzin1 - 2 *FORCE OF LIFE*

A terrifying force from Outer Space brings freezing death to the personnel of Moonbase Alpha. One man has been chosen as the instrument of destruction.

Wr Johnny Byrne**Dir** David Tomblin1 - 3 *COLLISION COURSE*

Commander Koenig encounter a woman named Arra, who is older than Earth itself but breathtakingly beautiful as well. Is it destiny that the two met or something more? It all happens when the Moon is on a collision course with a planet many times its size.....

Wr Anthony Terpiloff, Elizabeth Barrows**Dir** Charles Crichton1 - 4 *WAR GAMES*

Moonbase Alpha finds itself at war with an unnamed planet. Unfortunately, the outcome is disastrous

with death and destruction everywhere. Are the Alphans doomed or is there a future for the survivors on the aggressor planet?

Wr Christopher Penfold

Dir Charles Crichton

1 - 5 *DEATH'S OTHER DOMINION*

Commander Koenig and his colleagues speed through space and time into a chilling world of ice. However, once there, they encounter people who appear to be former inhabitants of earth stranded there when their expedition crashed on the planet they call Ultima Thule.

Wr Anthony Terpiloff, Elizabeth Barrows

Dir Charles Crichton

1 - 6 *VOYAGER'S RETURN*

Grim danger emerges from the past as Alpha is threatened with destruction from an unmanned spacecraft. The ship was sent up from Earth many years earlier with tragedy in its wake. If this threat wasn't enough, victims from outer space threaten revenge....

Wr Johnny Byrne

Dir Bob Kellett

1 - 7 *ALPHA CHILD*

The first baby is born on the moon and brings great joy for the first time in a long while to the Alphans. However, terrifying events follow with an outer space battle between spaceships that could decide the fates of hundreds.

Wr Christopher Penfold

Dir Ray Austin

1 - 8 *DRAGON'S DOMAIN*

The Alphans encounter an eerie graveyard of lost spaceships that may be the result of encounters with a deadly monster in outer space. Is the threat real or imagined? Koenig must determine the truth before it may be too late....

Wr Christopher Penfold

Dir Charles Crichton

1 - 9 *MISSION OF THE DARIANS*

A call for help reaches Moonbase Alpha from the survivors of a dying world. The world is one that has been flying through space for 900 years with contrasting inhabitants. Some have never changed while others have reverted to barbarism. Does this new planet represent hope to the Alphans or something potentially dangerous?

Wr Johnny Byrne

Dir Ray Austin

1 - 10 *BLACK SUN*

Terror envelops the moon base personnel as they find themselves on a collision course with an asteroid. The terror is heightened when the asteroid suddenly burns out and becomes an all devouring black sun that will destroy Alpha unless things changes rapidly.....

Wr David Weir

Dir Lee H. Katzin

1 - 11 *GUARDIAN OF PIRI*

A mysterious power from an alien planet takes control of Alpha with the intent of luring its inhabitants to a paradise of eternal peace but also a place of living death. Commander Koenig is the only one capable of saving the Alphans from a terrible fate.

Wr Christopher Penfold

Dir Charles Crichton

1 - 12 *END OF ETERNITY*

A terrifying power is unknowingly freed by the Alphans when they free a killer that seemingly can't be killed. How can Koenig and the others stop a psychopath that is virtually immortal?

Wr Johnny Byrne

Dir Ray Austin

1 - 13 *MATTER OF LIFE AND DEATH*

A man seemingly returns from the dead and talks of a new civilization. The civilization lies on a planet

resembling earth and seems opens for those stranded on the runaway moon. However, for the Alphans, their path isn't as simple as they like.....

Wr Art Wallace, Johnny Byrne

Dir Charles Crichton

1 - 14 *EARTHBOUND*

People originating from a dying planet land on the moon and tell the Alphans that their spacecraft has been programmed to take them to Earth. With room on their ship to take one of the base's personnel, Koenig faces a dramatic decision.....

Wr Anthony Terpiloff

Dir Charles Crichton

1 - 15 *THE FULL CIRCLE*

The residents of Alpha take a trip through time as the moon passes through a time warp and the Alphans meet themselves as caveman from the Stone Age of 40,000 years ago.

Wr Jesse Lasky Jnr, Pat Silver

Dir Bob Kellett

1 - 16 *ANOTHER TIME, ANOTHER PLACE*

The people of Alpha are faced with a very strange phenomenon as they find themselves copied and encounter their future selves on Earth. The unspoken question is how long will this last and what does it mean for the Alphans....?

Wr Johnny Byrne

Dir David Tomblin

1 - 17 *THE LAST SUNSET*

Once again, the possibility of a normal life is dangld before the people of Alpha. However, the dream has more to it behind the fantastic images and leads to dramatic choices.

Wr Christopher Penfold

Dir Charles Crichton

1 - 18 *THE INFERNAL MACHINE*

The people of moonbase Alpha encounter something that is unlike anything they have encountered before: a machine that is alive and sentient.

Wr Anthony Terpiloff, Elizabeth Barrows

Dir David Tomblin

1 - 19 *RING AROUND THE MOON*

The moon itself somehow becomes the prisoner of an alien planet as Alpha is gripped in a ring of light. At the same time, Dr. Russell becomes an involuntary informer with death as her only alternative.

Wr Edward Di Lorenzo

Dir Ray Austin

1 - 20 *THE MISSING LINK*

Koenig is transported to another world and another time. Once there, he finds that he has to choose between returning to his life and companions on the moon and the love of a beautiful girl.

Wr Edward Di Lorenzo

Dir Ray Austin

1 - 21 *SPACE BRAIN*

The Alphans encounter an intangible mass as the moon heads though space and it could spell disaster for them. The energy field seems to have a strange and frightening power that Koenig and the others try to figure out before it's too late.

Wr Christopher Penfold

Dir Charles Crichton

1 - 22 *THE TROUBLED SPIRIT*

The Alphans find themselves encountering the ghost of a man who is still alive with horror and death being the result. Can Koenig stop the apparation or is the moonbase doomed?

Wr Johnny Byrne

Dir Ray Austin

1 - 23 *THE TESTAMENT OF ARKADIA*

In distant outer space, the Moon's random careening comes to a sudden halt as the Alphans discover what looks to be origins of life on Earth itself. Could this discovery spell the end of the Moon or the beginning of a new life for the Alphans?

Wr Johnny Byrne

Dir David Tomblin

1 - 24 *THE LAST ENEMY*

The Moon moves into an area of space with two warring planets, Bertha and Delta, on opposite sides of it. Koenig tries to negotiate a ceasefire between the two worlds but the female rulers may not be willing to listen to reason.

Wr Bob Kellett

Dir Bob Kellett

2 - 1 *THE METAMORPH*

Alpha needs titanium to repair its life support system and traces of it are located on the planet Psychon that is near to the moon. However, Koenig and the others soon learn of a sinister mining operation operating beneath Psychon's surface and what it may spell for the Alphans.

Wr Johnny Byrne

Dir Charles Crichton

2 - 2 *THE EXILES*

A large group of objects suddenly appear in orbit around the moon and when one is retrieved by an Eagle sent to investigate, it found to contain the cryogenically frozen body of a young man. The man pleads for the Alphans to help revive his frozen colleagues though his pleas may not reveal all of his future plans.

Wr Donald James

Dir Ray Austin

2 - 3 *JOURNEY TO WHERE*

Moonbase Alpha learns that there is technology now on Earth that is capable of sending them home. However, the trip home hits an unexpected bump and Koenig, Carter and Dr. Russell find themselves in a strange place and time as a result.

Wr Donald James

Dir Tom Clegg

2 - 4 *ONE MOMENT OF HUMANITY*

An alien woman named Zamera suddenly appears on the moon and demands that two Alphans accompany her back to her home planet of Vega. Dr. Russell and Tony go with her to Vega and discover a society with two distinct classes that have different plans for the future in mind.

Wr Tony Barwick

Dir Charles Crichton

2 - 5 *BRIAN THE BRAIN*

Koenig leads a team to investigate a ship which resembles one launched from Earth years earlier that has landed on the moon. The ship is found deserted save for a mobile computer named Brian, who soon leads the Alphans into a dangerous situation.

Wr Jack Ronder

Dir Kevin Connor

2 - 6 *NEW ADAM, NEW EVE*

The people of Moonbase Alpha are surprised by the sudden appearance in their midst of a man named Magus, who claims he was responsible for the moon's ceasing to move so he could speak to the Alphans. Magus says he has created a planet that is the equivalent of a second Eden and transports Koenig, Tony, Maya and Dr. Russell there for them to see the world. However, the four quickly learn the real truth behind the sights that they see and the peril they face.

Wr Terence Feely

Dir Charles Crichton

2 - 7 *THE MARK OF ARCHANON*

A survey below the moon's surface reveals a stasis chamber that the Alphans were unaware of. The chamber is found to contain two aliens, a man and a boy, in suspended animation. Once revived, the man identifies himself as Petrec and the boy Etrek and says they are emissaries from the planet Archanon. As Etrek is befriended, Helen discovers the two have a shared genetic disorder that may spell doom for everyone at the moonbase.

Wr Lew Schwartz

Dir Charles Crichton

2 - 8 *THE RULES OF LUTON*

Koenig, Maya and Tony visit the planet Luton, a place lush in plants and vegetation. However, Maya and Koenig quickly find themselves in trouble over their innocent actions of picking flowers and eating a few berries. The two are forced into a dangerous trial by combat by the planet's rulers to prove their innocence with a possible outcome of death.

Wr Charles Woodgrove

Dir Val Guest

2 - 9 *ALL THAT GLISTERS*

Alpha's water system needs a rare mineral named Milgonite and scanners detect quantities of it on a barren planet the moon is passing. When Koenig leads a party to the planet to obtain the mineral, the Alphans discover that the rock structures on the planet are sentient and have a need for water, which they intend to take from the Alphans themselves!

Wr Keith Miles

Dir Ray Austin

2 - 10 *THE TAYBOR*

An energetic and flamboyant trader known as the Taybor arrives on the moon to trade with the Alphans. Commander Koenig is interested in a drive the Taybor has that could help his people get back to Earth but is unhappy when he discovers that the Taybor wants a high price in trade - Maya!

Wr Thom Keyes

Dir Bob Brooks

2 - 11 *SEEDS OF DESTRUCTION*

Koenig journeys alone to an asteroid on a collision course with the moon but returns sounding like a different man. Subsequently, Koenig orders a bizarre plan to be carried out and only Maya and a few others can stop him and find out what is truly going on.

Wr John Goldsmith

Dir Kevin Connor

2 - 12 *THE A B CHRYSALIS*

Alpha is bombarded by strong electrical waves that seem to be emanating from a nearby planet. After investigation, Koenig determines that the best course of action is to convince the spherical residents of one of the moons that orbit the planet that Alpha poses no threat to them.

Wr Tony Barwick

Dir Val Guest

2 - 13 *CATACOMBS OF THE MOON*

An engineer working below the moon's surface in search of a rare mineral needed for Alpha's life support system and the building of an artificial heart for his wife starts to become unbalanced from the stress and pressure weighing on him. To that end, he undertakes a course of action that endangers many even as Koenig wonders if his rantings might be actually coming true.

Wr Anthony Terpiloff

Dir Robert Lynn

2 - 14 *SPACE WARP*

Maya contracts a strange illness that causes her to hallucinate and go on a wild rampage through the corridors of Alpha. Meanwhile, Koenig and Tony's investigation of a derelict spacecraft hits an unexpected bump and the two must concoct a desperate plan if they are ever to see Alpha again.

Wr Charles Woodgrove

Dir Peter Madek

2 - 15 *A MATTER OF BALANCE*

Koenig takes a landing party with him to explore the nearby planet Sunim. Once there, a party member's hallucinations quickly create complications for all of Alpha as they are faced with a decision that could decide the fate of a race in another universe.

Wr Jane Baker, Pip Baker

Dir Charles Crichton

2 - 16 *THE BETA CLOUD*

An Eagle sent to probe a cloud responsible for a mysterious illness infecting most of Alpha returns with a menacing creature determined to take the life support core of Alpha. Can Tony stop the menace before it's too late?

Wr Charles Woodgrove

Dir Robert Lynn

2 - 17 *THE LAMBDA FACTOR*

A strange space cloud appears in the vicinity of Alpha around the same time as a technician dies under mysterious circumstances. Before long, Koenig is locked in a battle of wills with a woman whose latent mental abilities have surfaced presumably due to the cloud's proximity.

Wr Terrance Dicks

Dir Charles Crichton

2 - 18 *THE BRINGERS OF WONDER (1-2)*

Commander Koenig seems to have a nervous breakdown whilst piloting an Eagle and is taken to medical and hooked up to an experimental brain therapy machine, whilst he is unconscious an old swift appears travelling at incredible speed it is crewed by friends and family of the people of Alpha, everyone is greeted warmly and promised a way home, but when Koenig awakes from his induced coma he does not see friends from Earth he sees hideous creatures but no one will believe him.

Wr Terence Feely

Dir Tom Clegg

2 - 19 *THE SEANCE SPECTRE*

This one of the weirdest episodes of all, a group of miners who work underground all the time mining minerals begin a sort of psychic chanting session trying to will a suitable planet to them so they can finally get off the moon, as the Moon approaches a Nebula Koenig goes inside with an Eagle to see if it is safe for the Moon to pass through, when the Miners try to Mutiny claiming that a suitable planet is inside the Nebula and claiming Koenig is lying about it and they sabotage the systems of Alpha to force everyone to travel into the Nebula and to their Deaths

Wr Donald James

Dir Peter Madek

2 - 20 *DORZAK*

An Alien Space ship approaches Alpha asking for emergency assistance upon contact they discover that they are a prison transport ship carrying a prisoner called Dorzak to life in prisonment on an asteroid But Maya Knew Dorzak and claims he is a Poet and not a mass murderer and releases him.

Wr Christopher Penfold

Dir Val Guest

2 - 21 *DEVIL'S PLANET*

Koenig explores a planet that was devastated by some sort of weapon that killed all the inhabitants but did not affect the plants or destroy any buildings discovering that there is life on one of the moons he goes to investigate and crashlands, he discovers that this is a prison and the inmates don't know they have no one to go home too and Koenig is considered a threat to the Prisons Govenor and locked away.

Wr Michael Winder

Dir Tom Clegg

2 - 22 *THE IMMUNITY SYNDROME*

Exploring and Earth type planet , Koenig's reconnaissance team come across a being composed of blinding light and sound whose efforts to communicate drive unprotected people insane.

Wr Johnny Byrne

Dir Bob Brooks

2 - 23 *THE DORCONS*

The Dorcons are a race of conquerors who can live forever by transplantation of a Psychon brain stem. Maya, the last known Psychon, is traced to Moonbase Alpha by the Dorcons, who threaten the Alphans with destruction unless Maya is handed over.

Wr Johnny Byrne

Dir Tom Clegg

1 - 1 *THE EDGE OF THE ABYSS*

The appointment of young Captain K Pubble causes resentment among certain members of the crew.

1 - 2 *THE GAMES OF CHANCE*

The crew of the *Dispensable* take their first case, but No 2 is trying to prescribe a hasty exit for his new commanding officer.

1 - 3 *THE GOVERNMENT INSPECTOR*

The '*Dispensable*' faces an examination to see if it is fit to carry the universe's rarest creature.

1 - 4 *THE EYES OF DARKNESS*

Transporting a ravenous rodent to the punishment planet proves to be a perilous mission for the '*Dispensable*'.

1 - 5 *A MATTER OF LIFE AND DEATH*

A TV reporter digs up some slimy secrets aboard the *Dispensable*.

1 - 6 *THE LOVE SHIP*

Love could be the only cure for Feather's pampered pet.

1 - 7 *THE GUILTY PARTY*

The captain's birthday celebrations are interrupted by an intergalactic emergency.

1 - 8 *TEETH OF THE STORM (1-2)*

The spacevets end up on the menu - and only Dogsboddy can save their bacon!

1 - 9 *SLAVES OF THE EMPEROR*

The spacevets could end up in the Sybarronian salt mines when they become embroiled in a royal rebellion.

1 - 10 *DYING FOR THE LOO*

The crew of the '*Dispensable*' is deep in the war-zone and deep in trouble.

1 - 11 *THE JAWS OF DESTRUCTION*

The '*Dispensable*' comes under fire in the war-zone, but to Space Command it's just another PR exercise.

1 - 12 *THE FINAL CONFLICT*

Can the '*Dispensable*' escape the clutches of the Great Black Hole of Nauphragia?

2 - 1 *LAW OF THE JUNGLE*

The crew of the starship *Dispensable* encounter bizarre alien life forms as daily routine. But can the Spacevets face the ultimate nightmare of Second Officer Two as their new captain?

2 - 2 *A RACE AGAINST TIME*

The *Dispensable* has to make a secret rendezvous to escape the clutches of the space pirates. But can the Captain really trust Number Two to take the helm?

2 - 3 *RIDDLE OF THE SANDS*

The Spacevets take a tumble on a mysterious desert planet. But where are the wild winnipeggs they've come to cure? The '*Dispensable*' faces an examination to see if it is fit to carry the universe's rarest creature.

2 - 4 *THE CAVES OF DOOM*

There's more than the smell of danger in the air as the Spacevets encounter a wild winnipeg with tummy trouble in their underground prison

2 - 5 *SCUM OF THE EARTH*

Mona has stars in her eyes when the mysterious K N Pepper arrives on the *Dispensable*. But who's behind the space-sludge pollution they're working so hard to clean up?

2 - 6 *SUNDAY ROTTEN SUNDAY*

After Dogsboddy discovers space pirates on board the *Dispensable*, he transports the ship into the future.

2 - 7 *THE SWAMPS OF CORRUPTION (1-2)*

When the Dispensensible lands on the planet Hytapsia, the spacevets get caught up in the tendrils of a giant plant with an attitude problem.

2 - 8 *THE SHRUNKEN BRAIN*

The captain's science project makes him snack-sized, which is not a good idea with a hungry Bulgogi roaming the ship.

2 - 9 *MENACE OF THE MACHINES*

The Spacevets battle with their robot doubles as the evil Miasma tries to take over their ship.

2 - 10 *A MATTER OF HONOUR*

The Spacevets pick up a hitchhiker and are threatened with vapourisation by the Mygdon.

3 - 1 *A HERO'S WELCOME*

3 - 2 *BABY ON BOARD*

3 - 3 *MEGASTEW*

3 - 4 *TOUCH OF TOOTHACHE*

3 - 5 *TOO CLOSE FOR COMFORT*

3 - 6 *THE GISMO*

3 - 7 *QUEEN FOR A DAY*

3 - 8 *JUST KIDDING*

3 - 9 *PAPPY DAYS*

3 - 10 *THAT SHRINKING FEELING*

3 - 11 *THE MAN WITH NO BRAIN*

3 - 12 *TWO THE RESCUE*

3 - 13 *AUTOPILOT*

SPADLA Z OBLAKOVAKA: **SHE CAME OUT OF THE BLUE SKY**

A group of children on the holidays encounter the alien. The extraterrestrial explorer flies, talks funny and is visibly not from this planet. But, actually, she looks like a little girl.

Original music by Harry Macourek, Cinematography by Karel Kopecky, Art Direction by Zdenek Rozkopal. The series was first shown in Norway on the 3rd May 1981. The story is about a group of children in the town Cabovce who found a cute alien girl from the planet Gurun. Her name is Maika (Majka). She can fly, walk on water, duplicate anything. Her main source of power is from a cell in her belt. They shared many adventures together and became the best of friends. The series contain 13 episodes. I believe it is based on a book Spadla Z Nebe (1967), but cannot confirm this. The series was so popular in Viet Nam during the 80's that it sparked a hair style craze similar to Maika. This series is impossible to find nowadays, but if you are looking for it like I am, here are some translations of the title: "Spadla z oblakov", "Maika - Co Be Tu Tren Troi Roi Xuong", "Prilyucheniya v kanikuly", "She Came Out of the Blue Sky", "Majka - jenta fre verdsrommet".

WR.**DIR.** Radim Cvrcek**EPISODES:** 13 **YEAR MADE:** 1978 **COUNTRY:** CHK **SEASONS:** 1*CESKOSLOVENSKU TELEVIZIU BRATISLAVA, FILMOVE STUDIO GOTTWALDOV***CREATOR:****TYPE OF SHOW:** COMEDY**FORMAT:** SERIES**LENGTH (MINS):** 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Slovak**SEASON BREAKDOWN:** (1) 13**DATE OF PREMIER:** 03/05/1981**AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Majka ZUZANA PRAVNANSKA, Karol MATEJ LANDL, Katka SVELTANA MAJBOVA, Slávo LUBOR CAJKA, Grandmother MARIA HAJKOVA, Valko FRANTISEK ZVARIK, Emil PETER SCHOLTZ, Ferko PAVOL LARZAR, Igor ROMAN KUDMA, Doctor VACLAV BABKA, Kvasnák JAN KRAMAR, Dedic KAROL POLAK, Jurko MICHAL SUCHANEK, Manekýnka CLAUDIA VASEKOVA.

SPECIAL UNIT 2



A series of kidnappings plague the Windy City and it's unsettling and frustrating to the police force, especially to a one Kate Benson. An officer who sees below the surface for what they are, something her fellow officers do not understand. It has been a quality she has had her whole life. Acting on a hunch, she stakes out a building where she expects the next kidnapping will happen. Her hunch pays off, but she gets more than she bargains for when she realizes the people behind the kidnappings are not really people at all, but Gargoyles. Kate Benson tries to save the little girl but is unsuccessful as the Gargoyles take her. The she has to face her superiors and tell them what happened.

Someone else was there and that mysterious man saved her life, yet, they still lost the girl to the gargoyles. After speaking to her superiors who think she has lost her mind, Kate Benson the mysterious man approaches her once again. This man takes her to Special Unit 2, a secret undercover division of the Chicago Police Department. Special Unit 2's mission is to take out monsters and protect the world from the truth. Immediately assigned to the case of the kidnappings, Kate and Nick O'Malley must team up and find out where the Gargoyles are hiding the kidnap victims before it is too late. The Gargoyles have their eggs that are about to hatch as they are near the end of their 17-year incubation period and will be very hungry.

Special Unit 2 at first seems like it might be a plain old rip-off show with just smart-ass characters and big ass guns and cheesy monsters. That is a huge misconception on what this show is all about and is. Special Unit 2 is actually a refreshing and unique show that UPN should be proud of. The monsters are designed by the mad genius in Patrick Tatopoulos. They are simply beautiful yet wicked looking at the same time. The show has the uncanny ability to show off clever dialogue and strong writing with strong characters. Nick O'Malley may seem like the typical badass good guy, when he is that but so much more. In the first episode he makes it pretty clear he doesn't care about anyone other than himself. He dispels that formulaic theme in no time when he shows he is supporting the family of his deceased partner from 2 years prior. He does care, he just keeps it inside to protect himself from the everyday pain he endures to kill the monsters that killed his partner.

So we care about him as much as we cheer on his wicked skills as a monster killer and wicked one-liners. Kate Benson is another character we care about as well, who has the ability to see past things normal don't do. She grew up being looked down upon for her ability to look past the obvious and what lurks beneath the surface and that's how she finds herself in Special Unit 2. She is a true good cop but quickly learns being by the book won't solve cases all the time. She still has her convictions and morals whose driving force is not loss but for what she wants to discover and learn. The cast of this show clearly has the best chemistry I've seen on a show in recent memory.

They all play off of each other with such ease it's a sight to behold. The special effects are brilliant and so are the production values and art direction. Special Unit 2 works on many different levels from the acting to the creature effects. There is more to Special Unit 2 than just an elite monster fighting team concept. It has a heart and special magic that makes it work that I haven't seen on many shows in recent memory. Stargate SG-1 and First Wave have that, not many others do. Special Unit 2 is worth a chance to see Alexandra Lee, Michael Landes, Richard Gant, and Danny Woodburn show their talents. This is a kick ass show with a heart that is also very beautiful and haunting at the same time. There are strong artistic values to this show that make it that much better than other shows in this genre. Special Unit 2 is worth a look and some of your videotape!

Produced by Ron Binkowski producer , Evan Katz (I) executive producer , John T. Kretchmer producer , Suzanne Lauer associate producer: pilot , Roe Sharon producer , Mike Spadone co-producer.

Original music by Mark Morgan & Mark Snow (theme).

Cinematography by Eric Haase

Film Editing by Terry Kelley, Skip MacDonald & Jimmy Sandoval.

Casting by Anya Colloff, Jennifer Fishman, Amy McIntyre Britt, A.J. Unger.

Production Design by Patrick Tatopoulos

Art Direction by Oana Bogdan

Set Decoration by Gary Fettis

Costume Design by Tangi Crawford

Makeup Department - Mike Fields ... key special makeup effects: Vancouver, Leanne Rae Podavin special makeup effects artist: Vancouver, Mike Smithson makeup artist, special makeup effects artist.

Production Management - Simon Abbott production manager & Roe Sharon unit production manager.

Second Unit Director or Assistant Director - Phil Chipera first assistant director, Dean Choe second unit director, Joanne Gerein first assistant director, Philip Katsikas second assistant director, Carole Keligian first assistant director, Eddie Perez second unit director, Phil Robinson second assistant director, Maryka Sennema trainee assistant director, Greg Zekowski first assistant director: second unit, second unit director.

Art Department - Scott Duthie visual development (pilot), Anthony Holtslag lead man, Robert J. Lewis storyboard illustrator, Scott Maginnis property master, Martin Quesnel construction coordinator, Ric Walkington assistant property master: second unit.

Sound Department - Mark D. Fleming sound re-recording mixer, George Haddad sound re-recording mixer, Roderick Matte boom operator: splinter unit, Lee Orloff production sound mixer, Roger Stafeckis sound mixer: splinter unit, Derek Vanderhorst sound mixer, Teri Wolf music editor.

Special Effects by Al Broussard special effects coordinator: pilot, Guy Himber creature shop mechanical supervisor and puppeteer, Thomas Rasada special effects: pilot, Patrick Tatopoulos creature designer, creature fabricator, creature supervisor, Kenneth VanOrder special effects technician: TV pilot.

Visual Effects by Jon Anastasiades digital compositor, Derry Frost director of production: Amalgamated Pixels, Inc., Ivan Hayden visual effects coordinator, Michael Morreale visual effects supervisor, Jeremy Oddo digital artist, Michael Pechia digital compositor, Gregory S. Scribner visual effects, Noel Wright digital compositor.

Stunts - Lauro Chartrand .. Stunts, Dean Choe .. Stunt co-ordinator, Tim Connolly .. Stunts, Hugh A. O'Brien .. Stunts, Eddie Perez .. Stunt co-ordinator, Rey-Phillip Santos .. Stunts, Chad Sayn .. Stunt double, Brian Simpson .. Stunts, Ron Webber .. Stunt double, Jason Ybarra .. Stunts.

Other crew - Blue Angus .. Transportation coordinator, Joe Broderick .. Camera operator, Sean Thomas Byrnes .. Assistant production coordinator, Marcus Canty .. Production accountant, Chadwick Cohn .. Casting associate, Bo Falck .. Transportation coordinator (as Bo G. Falck), Jake Garber .. Creature supervisor, Simon Hall .. Video playback operator, Luellyn Harper .. Costume supervisor (as Luellyn Harper-Thomas), Kama Hayes .. Music supervisor, Aaron Kahn .. Gaffer, Gary Kesell .. Location manager, Terry Kim .. Gaffer: second unit, James Krieg .. Story editor, Steven S. Lee .. Location scout, Larry T. Lewis .. Production coordinator, Paul Loughheed .. Location manager, Stephen A. Marinaccio II .. Production coordinator, Dan Ming .. Assistant camera, Ray Quiroz .. Script supervisor, Claudio Sepulveda .. Telecine transfer: Northwest Imaging, Mary Anne Seward .. Script supervisor: second unit, Lisa Shaw Phillips .. Assistant editor, Randy Stamhuis .. Key grip, Joel Surnow .. Creative consultant, Lindsay Wittenberg .. Assistant camera, Ooralá Yamada-Walman .. Production assistant.

WR. Paul Bernbaum, Jack Bernstien, Jeff Braunstein, Dan E. Fesman, Sara Israel, Evan Katz, James Krieg, Josh Lobies, Darin Moisselle.

DIR. Paul Abascal, Jim Brykit, Oscar L. Costo, Rod Hardy, John T. Kretchmer, Michael Lange.

EPISODES: 19 **YEAR MADE:** 2001 **COUNTRY:** US **SEASONS:** 2

PARAMOUNT TELEVISION AND REGO PARK

CREATOR:

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6 (2) 13

DATE OF PREMIER: 11/04/2001 **AIR DATE OF LAST EPISODE** 13/02/2002

SEASON DATE BREAKDOWN:

FILMS:

Detective Nicholas O'Malley MICHAEL LANDES, Detective Kate Benson ALEXONDRA LEE, Captain Richard Page RICHARD GANT, Carl the Gnome DANNY WOODBURN, Alice Kramer (2001) PAULEY PERRETTE, Sean Radmon (2001) SEAN WHALEN, Ming Wa (2001) PING WU, Jonathan (2001-2002) JONATHAN TOGO

1 - 1 *THE BROTHERS*

Suspended from her normal duty, Officer Kate Benson is recruited by Special Unit Two (SU2) for a temporary assignment. Mature gargoyles that have been hibernating (on churches in Europe) have awoken and are collecting food (people) to feed to their eggs which have been incubating for 17 years. The victims are being kept alive until the eggs hatch. SU2 has 24 hours to track down the gargoyles and destroy the nest before the mass hatching occurs.

Wr Evan Katz

Dir John Krechmer

1 - 2 *THE PACK*

Werewolves, scientifically known as lycanthropes, (thropes) are roaming the city killing innocent people who just happen to be in the wrong place at the wrong time. But these Links' superhuman senses and strength, and their ability to blend in with the human population while not in wolf form, make the detectives' work quite intense.

Wr James Kreig

Dir Oscar Costo

1 - 3 *THE WRAPS*

On the way to an exhibit at the museum, a mummy is revived by an electrical storm. However, this is no ordinary mummy, it was the most feared Japanese Samurai warrior that ever lived. The mummy wants all the things promised to him in the afterlife. To achieve this the mummy must collect everything he was entombed with, including three female concubines. He has the first two women and targets Kate as the third. For Nick, what started out as a standard Link investigation now becomes a rescue mission.

Wr Joel Surnow

Dir Terry Windell

1 - 4 *THE WEB*

Spider man, spider man...only this time it's women. Kate and Nick must track down and terminate an infestation of spider-women who find Chicago's single men a delicacy. It gets even stickier when Nick takes a personal interest in protecting the only witness in the case.

Wr Sara Israel

Dir John Kretchmer

1 - 5 *THE WASTE*

A Link is formed out of fat from liposuction patients from a plastic surgery clinic. The link kills the plastic surgeon when he gets in the way of the link's food supply and then disappears into the Chicago water system. The first detective on the scene is Rich Talridge, who was O'Malley's first partner before Nick was picked for SU2. Rich doesn't like that the case has been handed over to SU2 and tries to solve it himself which gets him in trouble. Kate and Nick and the rest of SU2 are left trying to track and get rid of the "Fat Link" before it kills again.

Wr Joel Surnow

Dir Oscar Costo

1 - 6 *THE DEPTHS*

Some water Links, nicknamed Mermen, from two years ago have reappeared and are victimizing young women. The merman emits a high pitched sound which temporarily paralyzes the victim thus making it where the merman can empty the victim of their soul. This leaves the victim in a semi-vegetative state. The catch is that it only works on virgins. A tie-in to the story is that Kate's younger sister is visiting and dating a rather mysterious guy. Kate starts to suspect the guy may also be a merman and that her sister may be the next victim.

Wr James Kreig

Dir Jowl Surnow

2 - 1 *THE GRAIN*

A Sandman Link takes over the bodies of everyday people when they sleep and has them act out their wildest subconscious fantasies. Kate falls asleep while quarantining an area and the Sandman enters her. Kate becomes dangerous under the Sandman's attraction and the team must destroy it before it's too late for Kate.

Wr Jack Bernstein

Dir David Straiton

2 - 2 *THE SKIN*

Kate and Nick are forced to release the original Chameleon that was imprisoned by the SU2 team so he will help them catch a new Chameleon who is now terrorizing Chicago. Nick is in a bad mood because the original Chameleon that has to help them killed his former lover.

Wr William Schmidt

Dir Oscar Costo

2 - 3 *THE YEARS*

A fabulously wealthy - and beautiful - cosmetics executive is Nick and Kate's key suspect after a 19-year-old male model is found mysteriously dead of old age. Using Nick as bait, the SU2 detectives must prove the glamorous tycoon is a witch who has lived for centuries by literally sucking the youth out of her victims to keep herself young.

Wr Evan Katz

Dir John Kretchmer

2 - 4 *THE INVISIBLE*

Nick and Kate must stop the execution of a boy's father who has been wrongfully convicted of a murder committed by an invisible Boogeyman Link.

Wr Scott Nimerfro

Dir John Kretchmer

2 - 5 *THE EYE*

A Link so monumentally evil that his name has been lost to history reappears on Halloween, the one night of the year when Links can roam with impunity. The confrontation between the Link and Nick is made all the more personal - and lethal - as it is the villain responsible for the death of Nick's former partner.

The mysterious Link is bringing the corpses of serial killers back to life so they can carry out his plan to assume leadership of all Links.

Wr Josh Lobis and Darin Moisselle

Dir Oscar Costo

2 - 6 *THE ROCKS*

When Kate kills Medusa's sister, Medusa exacts vengeance by striking out at Kate's boyfriend; Nick skirmishes with the Gorgon, and Kate must race to find an antidote before her partner turns to stone.

Wr Martin Weiss

Dir Jim Byrkitt

2 - 7 *THE DRAG*

Graverobbers take a necklace from an Indian burial ground, unleashing a fire-breathing dragon that goes on a rampage through Chicago. Unfortunately, the only one at SU2 who has ever successfully fought and killed a dragon is... Carl.

Wr Dan Fesman and Harry Victor

Dir John T. Kretchmer

2 - 8 *THE BEAST*

A series of gruesome murders leads Nick and Kate to suspect that Jack the Ripper has returned from the grave... and is stalking victims in Chicago.

Wr Paul Bernbaum

Dir Paul Abascal

2 - 9 *THE WALLS*

Cajoled by Nick into attending her high school reunion, Kate is forced to relive the humiliation of how

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Wr Paul Bernbaum

Dir Paul Abascal

2 - 9 *THE WALLS*

Cajoled by Nick into attending her high school reunion, Kate is forced to relive the humiliation of how

she ruined her graduation 10 years earlier by taking over the ceremony and hysterically insisting that Links lived in the walls of the school. Acting as her escort to the reunion, Nick helps Kate redeem her reputation when the Links return and attempt to massacre her classmates.

Wr Jack Berstein

Dir David Straiton

2 - 10 *THE STRAW*

The Scarecrow, a particularly noxious Link, is inadvertently unearthed and loves nothing more than the fear and mayhem he creates by reading - and exploiting - the "fear center" in every Chicagoan's subconscious. As the city degenerates into mass hysteria, Nick and Kate learn that to defeat the Scarecrow, they must first deal with all their own fears and phobias.

Wr Scott Nimerfro and Martin Weiss

Dir Rod Hardy

2 - 11 *THE LOVE*

When Cupid's 'love potion' causes a hangin' judge to start setting high-end criminals free, it's up to Kate and Carl to get an on-the-lam Cupid back to Chicago to reverse his potion's' effect on both the judge and a transformed Nick, whose newfound propensity for seeing the good in everyone begins to wear thin on his colleagues.

Wr Paul Bernbaum

Dir Oscar Coto

2 - 12 *THE PIPER*

A Link with mind control powers sets off a crime spree using children as the perps. When Nick and Kate's investigation leads them to a really annoying kids show host, they send a bitterly reluctant Carl undercover as the host's sidekick to discover - and destroy - the Link's power.

Wr Harry Victor and Dan Fesman

Dir John Kretcmer

2 - 13 *THE WISH*

The Djinn, a Link who makes dreams come true, but at a price, is on the loose in Chicago. If she can grant four wishes to four different masters, she will gain power to enslave the city. Now it's up to Nick, Kate and rest of Special Unit 2 to prevent her from granting her last wish.

Wr Jeff Braunstein

Dir Michael Lange

SPECTREMAN

AKA: **UCHU ENJIN GOLLY**

AKA: **GOLLY THE SPACE MONKEY**

AKA: **SPACE MONKEY GOLLY VS SPECTREMAN**

AKA: **SUPEKUTORUMAN**



Genious scientist monkey Golly (Toya, voiced by Kobayashi and Nishiyama) escapes from Planet E after a failed coup. As he and his subordinate Rah (Uenishi) wander the cosmos, they discover the beautiful planet Earth and are incensed to see the environmental damage caused by its stupid inhabitants. Consequently, Golly punishes humanity by creating a number of ULTRAMAN-themed monsters out of pollution itself. However, Golly's plot is discovered by the inhabitants of Planet Nevilla 71, who have sworn to protect unsophisticated worlds from abuse at the hands of advanced civilizations.

They send Spectreman to defend the planet. . . Leading to a somewhat embarrassing change in emphases in the series title.

Thought the series began with the title Space Monkey Golly, viewer response and plain common sense dictated that the title really ought to include the name of the giant cyborg who was fighting to save the Earth every week. From episode 21, it became known as Space Monkey Golly Vs Spectreman, and from episode 40 onward, just plain Spectreman.

However, by this point, the serials original pollution-inspired plotting was replaced by standard monsters of the week, and it never attained the heights of its early to middle period. Based on an idea by LIONMARU creator Soji Ushio, and featuring a number of well known anime scriptwriters on the staff, the series was also spun off into a manga by Daiji Ichimine and was released in Boken O and Shonen Champion magazine. The mind boggles at what might have happened if all superheroes began their adventures in such a strange way - would we all still be reading Lex Luthor comics?

The show made it to the US in video form across 12 tapes, in a dubbed format that retained much of the original plotting. Some characters and situations first appeared in a failed pilot under the title Elementman, in which the lead was played by Koji Uenishi. The series was produced by Tomio Washizu and Takahuru Bessho.

P-Productions is known for their novel concepts and good special fx (!), and this is their unique television movie that started the 2nd monster boom. It is based on an original concept of an invasion of Earth created by Sagisu Tomio , who was a creator of Japanese comics as well as the president of P-Productions. The stars were the "Villainous Space Apemen", which imitated the styles of the 1960's American social judgmental/critic(?) Sci-Fi as well as classic Japanese Monster Sci-Fi. The environmental monster route was later changed, and it is felt that the show became more like a generic superhero show.

Original title: Space Apeman Gori (episodes #1 - #20)
 Space Apeman Gori versus Spectralman (#21 - #39)
 Spectralman (#40 - #63)

International title: Spectreman

First Broadcast date: 1/2/1971(Showa 46)- 3/25/1972(Showa 47)

Station: Fuji Television

Time: every Saturday 7:00 PM - 7:30 PM

Format: 30 minutes / 16mm / colour

Number of episodes: 63

Studios: Fuji Television, P-Productions

Original author: USHIO Shoji (Pen name for SAGISU Tomio, founder of P-Productions)
 Producer: SAGISU Tomio
 Assistant Producers: SHINOHARA Shigeru and SHIBATA Kenji
 Planning: MATOBA Tetsu
 Supervisor: BESSHO Takaharu (Fuji TV)
 Production Managers: KUODA Tatsuo and ISOHACHI Narita
 Production Runners: ITO Sadayuki and TAKAHASHI Yoshinobu
 Film Editor: ONISHI
 Music: MIYAUCHI Kunio
 Music Arranger: TERASHIMA Naohiko
 Orchestration: YOSHIDA
 Sound Recordist: ISHIDA SOUND PRO (NAKANISHI Daisan)
 Photography: KAKITA Isamu, TAKAHASHI Yoshinobu, HORIKAWA Shoji
 Lighting: ONISHI Kenshou
 Art Director: IIDA Masao
 Special Effects: MATOBA Tetsu, SAKAI Takeo, YAJIMA Nobuo, ISHIGURO Koichi
 SPFX Photography: SHIDA Hisa
 SPFX Designers: INOUE Yasuyuki, KUBONO Hakuro
 SPFX Lighting: YOSHIDA Kazuo (Kameyama Electric)
 Prosthetics: TAKAYAMA Ryosaku & SUZUKI Tetsu
 Manipulation: NAKAJIMA Tetsu
 Matte Paintings: WATANABE Yoshio and SAGISU Tomio
 3-D Animation: FUJIMORI Seiyo
 Animation Camera: ITO Sadayuki
 Continuity: ISHIDA Yuko, HINOTORIDA Setsuko, FUJISAWA Sumiko
 Costumes: KYOTO ISSHO (aka Kyoto Costumes)
 Film Editor: KAZONO Satoru (Koeisha)
 Sound Studio: AOI STUDIO
 Film Development: SONY PCL
 Costume Assistance: ISHIKAWA Yuichi (Ishida Menswear)
 Camera Equipment: DENBU-KAGAKU JIBU CO., LTD. and TOKYO-URATA NIPPON ELECTRIC EQUIPMENT CO., LTD.

Producer: Richard L Rosenfeld
 Associate Producer: Mel Welles
 Assistant to producer: Morley L Rosenfeld
 director: Mel Welles
 Photography: I Kakida
 lighting: M Kondo
 Post Production: Stanley J Sheff
 Special effects: Tomio Sagisu
 Assistant Directors: John Thompson, Charles Howerton
 Screen Adaptations: Mel Welles, Ruth Carter, Charles Howerton
 Assistant Editors: Elaine Kolb, Susan Marcinkus, Karen Wilson
 Spectreman Merchandising: Selwyn Rausch
 Title design: Howard A Anderson
 Music supervision: Colgems-EMI Music
 Title song written by: Jerry Winn, Bob Todd, Gregory Sill
 Sound Services: Quality Sound inc

WR. TSUJI Masaki, TAKAKU Susumu, YAMAZAKI Haruya, FUJIKAWA Keisuke, NEMOTO Shoji, KOYA Kazuo, TSUMI Kazuichi.

DIR. Tsuchiya Keinnosuke, ISHIGURO Kouichi, HIGUCHI Higuchi, SAKAI Takeo, HASEBE Yasuharu, OTSUKA Kanji

EPISODES: 65 **YEAR MADE:** 1971 **COUNTRY:** JAP **SEASONS:** 1

P PRODUCTIONS

CREATOR: USHIO SHOJI (Pen name for SAGISU Tomio, founder of P-Productions)

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 65

DATE OF PREMIER: 02/01/1971 **AIR DATE OF LAST EPISODE** 25/03/1972

SEASON DATE BREAKDOWN:

FILMS:

Gamou Joji NARIKAWA TETSUO, Chief Kurata OHIRA TORU, Kaga Nobuyoshi WATANABE TAKAMITSU, Ota Takashi ARAI KAZUO, Arito Toshio OZAKI KOJI, Endo Rie KONISHI MACHIKO (Eps 1 - 10), Tachibana Mineko SHIN YOKO (Eps 19 - 35), Sawa Midori GOTO RUMI (Eps 36 - 39), Yanagida Hiromi SAKURAI TAEKO (Eps 40 - 63), Dr. Gori TOYA TAKANOBU, Voice of Nebula KOBAYASHI KYOJI, Voice of Dr. Gori KOBAYASHI KIYOSHI, KATOU SHOUZOU, NISHIYAMA REN, Spectralman/Rah UENISHI KOJI, Narrator KOBAYASHI KYOJI.

RELATED SHOWS:*ULTRAMAN*

- 1 - 1 *THE UNCOMMON ENEMY*
- 1 - 2 *HEDRON LIVES*
- 1 - 3 *ZERON'S MENACE*
- 1 - 4 *APEMAN ALERT*
- 1 - 5 *THE DEADLY VIRUS (1-2)*
- 1 - 6 *KILLER SMOG (1-2)*
- 1 - 7 *TWO HEADED RAT (1-2)*
- 1 - 8 *THE MAN WHO TURNED MONSTER (1-2)*
- 1 - 9 *POISONED WATERS (1-2)*
- 1 - 10 *THE DAY THE EARTH QUAKED (1-2)*
- 1 - 11 *ABYSS MONTER (1-2)*
- 1 - 12 *TERROR IN THE NEW CITY (1-2)*
- 1 - 13 *TERROR FROM THE SEA (1-2)*
- 1 - 14 *THREE HEADED DRAGON (1-2)*
- 1 - 15 *MOON DWELLERS REVENGE (1-2)*
- 1 - 16 *MONSTER HUNTER*
- 1 - 17 *APE MAN*
- 1 - 18 *LIGHTYEARS SPHINX*
- 1 - 19 *SPIDER CAVE*
- 1 - 20 *THE MONSTER WHO LOVED MUSIC (1-2)*
- 1 - 21 *BIRDMAN*
- 1 - 22 *SPECTRA FLASH (1-2)*

SPEILBAN

AKA: **DIMENSIONAL WARRIOR SPIELBAN**

AKA: **JIKUU SENSHI SUPIRUBAN**

AKA: **JUKU SENSHI SPIELBAN**



The Wahrer Empire, always in search of water to sustain the life of its deity Wahrer, destroyed the planet Clin. Two Clin children, Spielban and Diana, escaped to Earth aboard the Super Dimensional Battle Mothership Gran Nazca. Having grown up during the long journey, the two don High Tech Crystal Suits as Spielban and Diana Lady to defeat the Wahrers, who have come to Earth in search of more water. Spielban must avenge his dead mother Anna and homeworld and find his missing father Ben and older sister Helen, captives of Wahrer.

The Wahrer Empire transformed Ben and Helen into Doctor Bio and Hellvira. Later in the series, Hellvira switched sides to become Helen once again, donning a High Tech Crystal Suit to become Helen Lady. In the end, the deity Wahrer turned out to be a sham; 'he' had been 'his' shaman Queen Pandora all along. Ben reverted to normal, but was killed by Pandora. Spielban slew Pandora. The explosion of the Wahrer castle Gamedeath caused a timeslip.

Spielban, Helen, and Diana awoke on the surface planet Clin, which existed once again. Having defeated the Wahrer Empire in the past (our present), planet Clin existed once again in the future. Clin was actually Earth 10,000 years in the future. Now that the Wahrer Empire no longer existed, Spielban, Helen, and Diana were able to reunite with their parents, alive again on the restored world of Clin. (No, this ending didn't make sense to me or the Japanese fans either. I find it hard to believe that live-action master scribe Uehara Shouzou, whose work consists of the best Tsuburaya and Toei episodes of the 60s through 80s, wrote this.)

Alternative Plot:

In desperate need of water, the Warler Empire decides to invade Earth, kidnapping Helen (Morinaga), the sister of the heroic Yosuke (Wateri). Yosuke resists, in the company of his group combat-trousered female associates (the supporting cast having mothballed miniskirts of pervious Hero series outings). Space queen Pandora (Soga. Compare to her later role as Bandora in MIGHTY MORPHIN POWER RANGERS) sends a variety of bizarre monsters to defeat Earth's defenders, including the Megafreezer, the Doorbeller, the Blender, and the car mirror (miira being Japanese for mummy). With sci-fi siblings in vogue after Return of the Jedi (1983), Yosuke must rescue his sister from Warler's clutches, then join forces with her to save the world.

Coming after JUSPION in the metal series Chronology, Speilban reunited several cast members and stunt players from earlier shows, including Waterai from SHALIBAN, Morinaga fom SHIDER, and Soga from DENZIMAN. It also unexpectedly made it to the west during the 1990s boom in Japanese action shows - as with fellow series such as BETTLEBORGS and SUPER HUMAN SAMURAI SYBER SQUAD, Speilban was drastically rewritten. Theme: Ichiro Mizugi - "Jiku Senshi Speilban", with music by the series composer Michiaki Watanabe.

This show is the basis for J.B. and Kaitlin's footage in the American SF show VR TROOPERS.

Characters and mecha

Spielban/Jou Yousuke

Took the name Jou Yousuke on Earth. Rides in a Mitsubishi 4x4, patrolling for Wahrer activity.

Communicates with Diana via the Super Crystal Ceiver headset. His arsenal:

High Tech Crystal Suit (worn by JB in VR Troopers) □ When Spielban shouts, 'Kesshou!' (Crystalize!), the Gra Nazca showers Clin Metal Super Corpuscles upon him, which crystallize to form the silver and red Suit

around his body in 10 microseconds. The Suit comes with the self-explanatory Twin Blade, with which he performs the Arc Impulse technique, either on or off the Hovarian. He also has the Laser Sniper handgun, the Search Analyzer built into his visor, and the Hyperslip ability, which teleports him and any opponents in the vicinity to locations where less property and fewer people will be endangered ('Vortex Command' in VR Troopers). He can recharge by touching Diana Lady's hand.

Hovarian

Spielban's red and white motorcycle, a 'Super Dimensional Machine' that in real life used to be a Suzuki 'future motorcycle' for show. Has wings with rotors which bend outwards for hovering.

Gaios

Spielban's white and black tank. Its top left side breaks off to form the X-winged Jet Gaios, while the remainder, the Drill Gaios, splits open to reveal a drill. Often in combat against the Skulldon, General Deathzero's (General Ivar's in VR Troopers) tank.

Gran Nazca (VR Skybase)

Spielban and Diana's flying fortress and home for most of their lives. Transforms into the humanoid Command Formation (VR Troopertron) or the Cannon Formation (a gigantic gun 'fired' by an enormous hologram of Spielban).

Diana

Spielban's partner. The first female Metal Hero, in her High Tech Crystal Suit guise as Diana Lady (VR Troopers' Kaitlin I). Like Spielban, must shout 'Kesshou!' to don the Suit. Armed with the Lady Sniper. Communicates with Spielban via the Super Crystal Phone.

Helen

Spielban's older sister. Captured by the Wahrer Empire, she lost her memory and served it as Hellvira in red armor (Red Python in VR Troopers). Later, she broke free of the Wahrer Empire and gained the ability to 'kesshou' into Helen Lady (VR Troopers' Kaitlin II) after receiving training from Teacher. (Although VR Troopers has Kaitlin splitting into two, Diana and Helen are entirely separate characters in Spielban who just happen to wear the same model of High Tech Crystal Suit. I wish that they wore slightly different suits--a minor difference in paint job might have been enough--but oh well...) Armed with the Helen Cutter double scythe, which is all that differentiates her from the gun-toting Diana Lady.

Doctor Ben

Spielban and Helen's father. Because of his great skills in biology, was captured with Helen 14 years ago by the Wahrer Empire. Served Wahrer as Doctor Bio before reverting to normal and dying, only to live again in the alternate future timeline in which the Wahrer Empire never existed.

Anna (a brunette gaijin)

Spielban and Helen's mother. Chose Spielban and Diana to survive by escaping in the Gran Nazca shortly before the destruction of the Clin mothership. Died, but was restored to life in the alternate future timeline in which the Wahrer Empire never existed.

Marin (a blonde gaijin)

Diana's mother. Died when the Clin detonated their own mothership, but restored to life in the alternate future timeline in which the Wahrer Empire never existed.

Space Swordsman Teacher (14, 33)

A hologram generated by the Gran Nazca's computers to train Spielban in swordsmanship.

Koyama Daigorou

Owner of the invention shop 'Edison.' Claims to be a genius. Comes up with various gadgets that don't quite work out.

Koyama Miwa

Daigorou's younger sister. Helps out at Edison, but is sick of his inventions that don't sell.

The Wahrer Empire

An empire that searches for water throughout the universe to sustain the life of its (nonexistent) deity, Wahrer.

Queen Pandora

Supposedly receiving orders from the deity Wahrer, she in turn orders the heads of her three armies. Actually, she and Wahrer are one and the same. Has not yet appeared on VR Troopers, probably to avoid confusion with Rita. In the finale (43, 44) transformed into the Pandora Battle Machine (Wo)man, the starfish-like

Pandora Lifeform, and the Pandora Life Machine (Wo)man, a composite of the previous two incarnations. With so many incarnations, Spielban didn't find her easy to defeat. Never appeared in VR Troopers; if she did, she'd be mixed up with Rita.

Emperor Guillotine (24-)

Descendant of Wahrer (and logically Pandora). Summoned from the 23th century to help Pandora in the present. Resembles a refugee from Hokuto no Ken or Mad Max with his studded black leather outfit. Thinks of his subordinates as disposable, but is loyal to his Queen. Fell into a dimensional rift and returned as a ghost, only to be defeated again by Spielban. Has never appeared on VR Troopers.

General Deathzero (VR Troopers' General Ivar)

Leader of Wahrer's Mechanical Army. Wears black armor. An android programmed with a knowledge of all tactics. Can transform into the Deathzero Torpedo, a black-headed missile that launched from a catapult (24, 42).

Skulldon

General Deathzero's black tank. Splits into the Skulldon Jet (top half) and the Skulldon Cutter (bottom half), a tank armed with a buzzsaw. Accompanied by numerous lesser black tanks (without names?).

Battle Machine Men

General Deathzero's monsters of the week. I need help with the VR Troopers name equivalents. I have listed them below by the episode in which they first appeared:

1. Mechashoulder
2. Mechabander
3. Mechajouka
4. Mechaputer
7. Mechanoochira
8. Mechamajin
10. Mecharoboter
11. Mechagunman
12. Mechafreezer
14. Drillhander
16. Bosskong
17. Blocker (VRT: Irradiator)
18. Dorbeller
20. Sharinder
22. Sartan
23. Godolar
25. Puncher (first of the New Battle Machine Men)
26. Medor
27. Karmillar
28. Disk
29. Offside
30. Kuruman
31. Antom
32. Tsutaara
33. Biker
34. Yumepakkun
35. Shishidon
36. Walther
38. Blender
39. Vacuumer
39. Youki Battle Machine Man (as the name suggests, it's Youki's, not Deathzero's)
40. Kumason
41. Moveman
42. Blizzer
43. Pandora Battle Machine (Wo)man (not Deathzero's either)

Doctor Bio (VR Troopers' General Icebot)

Formerly Spielban's father Doctor Ben. Wears white armor. Leader of Wahrer's Bio Army. Creates Biohumans and Battle Lifeforms with Lifeform Modification Surgery. At one point ended up as a monster, Bioroid Bio.

Hellvira (VR Troopers' Red Python)

Formerly Spielban's sister Helen. Obeys Wahrer's commands. Wears red armor. Can break her body down into atoms to pass through walls. Armed with a dagger that fires light waves. Later cured, becoming Helen Lady.

Bio Lifeforms

Doctor Bio's monsters of the every-once-in-a-long-while.

6. Guja (appears in Quest for Power Part 1)

13. Wataja

15. Umija (VRT: Octobot)

Ricki (1-36)

Leader of Wahrer's all-female Spy Army. Assisted by Shadow and Gasher (both 1-25). Never appeared in VR Troopers.

Youki (35-39; VRT: ?)

A new Wahrer officer, created from evil hearts of men. Pale, long haired, and horned. Gathered key members of society and brainwashed them into joining his secret society, 'Mumumu.' Can appear and disappear at will. The latest in that line of gender-bending villains represented by Berg Katze and Poe of Shaider. Rebelled against Wahrer by reating the Youki Battle Machine Man out of scrap aboard Gamedeath. Sucked up along with his creation by the New Battle Machine Man Vacuumer. Has appeared in VR Troopers as a woman (!).

Kinclons (pun on kin 'gold' and 'clone'; VR Troopers' original Skugs) □ Wahrer's mass-produced Battle Machir Soldiers, garbed in black tights with gold stripes, smiling gold masks with red eye slits, and black and gold capes. (Skugs with thick gold stripes are from American-made footage; those with thin stripes are from Spielban.)

Gamedeath (a pun on kame 'tortoise' and 'death')

The Wahrer Empire's mobile fortress. Resembles a giant winged tortoise of silver metal. Carries Skulljaws battleships, silver craft that resemble giant sharks. Has never appeared on VR Troopers.

Trivia

Hiroshi Watari also played Den Iga (Sharivan) in Space Sherrif Sharivan.

Naomi Morinaga, prior to Spielban, starred in Space Sheriff Shaider as Annie. Coincidentally, both Spielban and Shaider would be adapted in the series, VR Troopers.

In Brazil this series was named Jaspion 2, after the success of Juspion (Jaspion in the dub). However, the main hero was always called Spielvan in the dub.

Spielban's name is a tribute to director Steven Spielberg.

WR. Uehara Shouzou, Kobayashi Yoshiaki, Aikawa Noburu, Takizawa Kazuho

DIR. Ogasawara Takeshi, Kobayashi Yoshiaki, Konishi Michio, Tsuji Osamu

EPISODES: 44 **YEAR MADE:** 1986 **COUNTRY:** JAP **SEASONS:** 1

TV ASAHI/TOEI

CREATOR: HATTE SUBUROU

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 44

DATE OF PREMIER: 07/04/1986

AIR DATE OF LAST EPISODE 09/03/1987

SEASON DATE BREAKDOWN:

FILMS:

Jou Yousuke/Spielban WATARU HIROSHI, Diana/ Diana Lady SUMIKAWA MAKOTO, SHIRATORI REIKO, Helen Helen/Hellvira/Helen Lady MORINAGA NAOMI, Ben/Doctor Bio MIZUKI ICHIROU, Pandora SOGA MACHIKO, Emperor Guillotine MICKEY CURTIS.

RELATED SHOWS:

VR TROOPERS

GAVAN

SHARIVAN

SHAIDER

JUSPION
METALDAR
JIVAN

- 1 - 1 *A SHOCKING PAIR! THE COMBI WHO KESSHOU*
- 1 - 2 *GOODBYE MAMA! THE TWO HIGHTECH HEROES*
- 1 - 3 *HELLO, EARTH; ADAM & EVE OF BLUE SEAS*
- 1 - 4 *ANGEL? DEMON? MASKED GIRL HELLVIRA*
- 1 - 5 *FURTHER THAN PLANETS, A SISTER AND HER BROTHER*
- 1 - 6 *COMBAT CREATURE WITH STRANGE CELLS*
- 1 - 7 *THE KINCLON DANCE ON KINGYOU ISLAND*
- 1 - 8 *DIANA'S WRATH, TEARS, SMILE*
- 1 - 9 *HELEN IS...!?! MY WRATH IS ABOUT TO EXPLODE*
- 1 - 10 *SHOCK, GULP! THE BEAUTY-BEAUTY'S ROBOT*
- 1 - 11 *STRANGE ROBOTGUNMAN*
- 1 - 12 *THE SAD PUPPY AND OTHERS OF THE FUTURE HOUSE*
- 1 - 13 *DO YOUR BEST PAPA! THE MINI-MAMA'S SUNNY-SIDE UP EGGS*
- 1 - 14 *THAT PLANET IS A MAP OF OUR TOMORROW*
- 1 - 15 *THE SEA! THE SHINING SUN, A WINK AND A GULP*
- 1 - 16 *WARA LURKS IN LOOSE LAYERS OF EARTH*
- 1 - 17 *A MAZE GAMEZONE*
- 1 - 18 *A BRIGHT RAINBOW BRIDGE IN A CUP*
- 1 - 19 *A DANGEROUS TECHNIQUE HIDDEN IN A CIRCUIT*
- 1 - 20 *THE CYBORG OF LOVE AND SORROW*
- 1 - 21 *THE QUEEN SINGS TO EVIL IN F MINOR*
- 1 - 22 *A BLACK MASS WITH AN OPERA BEAT*
- 1 - 23 *A BROTHER AND SISTER RACE THROUGH THE LEGENDARY DEMON MOUNTAIN*
- 1 - 24 *FROM THE YEAR 2201 COMES EMPEROR GUILLOTINE*
- 1 - 25 *THE NEWLY MADE EMPEROR'S NEW MACHINEMEN PRESS NEAR THE END*
- 1 - 26 *THE SECOND HELEN TEARS OFF HER LOVING HEART*
- 1 - 27 *THE POISON FANG WHICH TRIES TO SUCK THE BLOOD OF THE BEAUTIFUL RUNAWAY*
- 1 - 28 *GOOD DAY, BABY; A 23RD CENTURY LESSON*
- 1 - 29 *1 + 1 = 5? DIANA SMASH PLAN*
- 1 - 30 *A TEARFUL REUNION. AND DOCTOR BIO IS...*
- 1 - 31 *TOKYO IS SINKING! THE THIRD KESSHOU, HELEN LADY*
- 1 - 32 *RETURN MAMA! FRIGHTFUL GREEN PANIC*
- 1 - 33 *DON'T STOP! THE ROAR OF THE DESTRUCTIVE BIKE GANG*
- 1 - 34 *ALL HAPPINESS; PAKKUN DOESN'T PROVIDE THE DREAM*
- 1 - 35 *WAHRER'S NEW YEAR'S GIFT; A MIRROR WHICH TURNS YOU INTO A BEAUTY*

- 1 - 36 *MUMUMU! WAHRER'S NEW WAR POTENTIAL = YOUKI?*
- 1 - 37 *DRUMROLL! YOUKI MANIPULATES WITH AN EVIL DANCE*
- 1 - 38 *YOU'VE FALLEN!?! PAPA & MAMA MACHINEMAN COUNTERATTACK*
- 1 - 39 *THE QUEEN PAINTS AN UNEXPECTED TRICK*
- 1 - 40 *THE GIRL WATCHES! THE DUEL OF THE BEAM SWORD VS THE LEGENDARY DEMON SWORD*
- 1 - 41 *WHO IS THE LEAD PERFORMER!?! PLANS MADE BY THE DREAM FACTORY*
- 1 - 42 *THE COMMANDER-IN-CHIEF'S ASSAULT! THE 100,000 VOLT FINAL CIRCUIT*
- 1 - 43 *LAST STAND! BREAKING INTO WAHRER CASTLE*
- 1 - 44 *NOW YOU KNOW! THE SECRETS OF CLIN STAR*

SPELLBINDER



A boy discovers another dimension which is controlled by the Spellbinder, who keep the rest of the population in abject poverty. Paul Reynolds, a smart 14 year old city boy who finds himself transported into the parallel worlds of the spellbinders. He was transported via an accident which occurred while he was at a school camp. Everyone thinks that he has run off. Except for his best friend Alex and Katrina, a girl from his school who he and Alex were often at odds with. The spellbinders world is unlike our own the people living their lives in condition like we had in the middle ages. They are ruled over by the spellbinders, an upper class of wizards.

Paul quickly realises that the spellbinder do not use magic, but rather technology which they themselves do not totally understand. In the Spellbinder world Paul is befriended by Riana, a teenage girl who has never questioned the status quo and at first thinks that Paul is either an evil marauder or else just a bit nutty. Paul realises what has happened to him and with Riana's aid sets out to find some way to return home. Along the way he makes a few enemies in the form of Ashka, a spellbinder who learns that Paul is from another world, and that his knowledge of such things as gunpowder could help her in her quest for power.

Ashka's apprentice is Gryvon, a youth from Riana's village who hopes to become a spellbinder someday and it only to happy to do Ashka's bidding. Paul does eventually make friend with one of the senior spellbinders. Correon, a middle aged man who is eventually thrown from power by Ashka. Back home, Alex and Katrina also figure out what has happened to Paul and in the process become friends themselves. Unable to convince anybody else that Paul has been hurtled into an alternative reality, they find themselves getting into trouble in their efforts to bring Paul home. Paul does eventually manage to return home, however Riana is brought back with him. Riana soon manages to get separated from Paul and finds herself lost in a world which she does not understand. Paul meanwhile is unable to convince anyone what really happened to him while he was away. When he and Riana do manage to be reunited he sets out to return her home and get proof of his story, and in the process manages to allow Ashka to enter our world.

Spellbinder was an Australian/Poland co-production. There series was shown on the Disney channel in the US and The Children's Channel and Channel 4 in the UK. The show started airing in the US on the 4th February 1996.

Spellbinder is a fantasy adventure series about a suburban teenager, Paul Reynolds, who finds himself accidentally marooned in a world parallel to his own. It's a world where the industrial revolution never happened and people live in rustic villages. They are ruled by the Spellbinders, men and women with seemingly magical powers who control the populace by manipulating their fear and ignorance.

For Paul, the dangers are immediate. He is recognised as an outsider and accused of being an enemy of the Spellbinders. Paul is saved by a courageous girl, Riana, who gives him refuge in her village.

When Paul discovers that the Spellbinders use science and not magic, he realises that they are his only hope of getting home. But Ashka, a ruthless Spellbinder, wants to use his knowledge to gain control of her world.

Paul befriends Correon, an old Spellbinder, who understands the threat that Paul's knowledge presents. Using Riana's physical skill and Paul's modern know-how, the three outwit Ashka and Paul finds his way home. In order to save Riana's life, Paul has to drag her into his world. Now Riana, who grew up in a closed rustic community, must contend with the chaos and complexity of our modern world. Her confrontations with technology are both amusing and frightening.

To make matters worse, the Spellbinder Ashka finds a way into our world. She tricks Paul's father into helping her combine Spellbinder technology with our science to make her invincible. The challenge of defeating Ashka requires all of Paul and Riana's courage and ingenuity.

Spellbinder is a thrilling mix of adventure, fantasy and fun. While the narrative is action driven, the focus is on

Riana sets Paul up in her village and explains that things must be done according to the Spellbinders' instructions. Paul is skeptical about their powers and soon realises they are using science to appear powerful. He tries to explain to the local Spellbinder, Gryvon; he is from another world and shows him his talent for making fireworks, which saves the village from ravaging marauders. Still Gryvon takes him away to be judged.

1 - 5 *SECRETS*

Paul is brought before the Spellbinder's Council of Regents, found guilty of stealing an Eyestone, and banished to the wastelands. One Spellbinder, Ashka, is sympathetic to Paul's story and tries to convince the Council of his innocence. As a result, Paul is put into a cell. Riana is making her way to the Spellbinder castle with Paul's videotape, hoping this will convince them that he is from another world. Meanwhile, Paul's family, friends and the police are still looking for him back in his own world. One girl, Katrina, is convinced he has gone into a parallel universe, but no one will believe her.

1 - 6 *SHOW ME YOUR WORLD*

Ashka and Gryvon realise the potential of Paul's fireworks, and how powerful they would be if they knew how to make them. They plan to learn the secret from Paul. Riana sneaks into the Spellbinders' castle and finds Paul's video recorder in the hands of a Regent named Correon. She puts the tape in and shows him how the recorder works. Correon is fascinated and takes it to show the other Regents, they all question Paul about his world. Gryvon and Ashka realise this could destroy their plans of becoming powerful and plot to get Paul to themselves by telling the guards that Riana and Paul have escaped.

1 - 7 *THE GUNPOWDER PLOT*

Gryvon insists Paul teach him how to make gunpowder. Meanwhile, Riana and Correon set off in search of him. Paul is suspicious of Gryvon and Ashka and gives them false instructions in making gunpowder. Having observed the strength of the gunpowder, Correon realises that Paul's knowledge is too dangerous for their world and insists on helping him return to his world. Correon lures Ashka back to the castle and captures Gryvon.

1 - 8 *SECRETS OF THE SPELLBINDERS*

Back in Paul's universe Katrina convinces Alex of her suspicions as to where Paul is. Meanwhile, Paul and his rescuers are heading for the cave where he entered this new world. Katrina and Alex make radio contact with the new world, see energy rippling around the cave, and get vague glimpses of figures in the doorway. However, Paul's attempts to pass back into his world are thwarted by Ashka and Gryvon. Paul flees to a nearby village only to be attacked by Marauders.

1 - 9 *THE LABYRINTH*

The Marauders turn out to be regular people who had been banished by the Spellbinders. They capture Paul, Riana and Correon and take them to their camp in a labyrinth on the edge of the forest. Ashka and Gryvon have combined forces with another Spellbinder, Lucas, convincing him they are chasing renegades. They are close on the trail of Paul and the Marauders. Paul manages to convince one of the Marauders of his story. He helps him get equipment and directs him out of the labyrinth.

1 - 10 *DESPERATE MEASURES*

Paul heads back to the cave with a chain that will act as a conductor to create an electrical surge and help him return home. Paul's friends back home, Alex and Katrina, pick up that Paul is in trouble and transmit a warning to him. Paul hears the warning, and fearing for his newfound friends' safety returns to the labyrinth to save them. The Spellbinders pursue Paul and his friends through the labyrinth, eventually capturing Paul and flying him back to their castle. Ashka misinforms all that Correon has been killed by marauders and gets elected to the Council.

1 - 11 *THE CENTRE OF POWER*

Paul agrees to provide the gunpowder formula so that Correon's life will be spared; through Gryvon's Eyestone Paul lets Katrina and Alex know he is being held prisoner. Riana sneaks into the castle and helps Paul escape with Gryvon's power suit; Paul contacts Katrina and arranges for her to set up a cable at the cave; however, Ashka shuts down the power to Paul's flying ship.

1 - 12 *SPELLBINDER JACK*

Paul's flying ship plummets out of the sky, but wearing Gryvon's power suit he is able to pretend to be a Spellbinder. Realising Summoners are close on their trail, he and Riana float down a river to escape. They make their way to Riana's village to get a chain to help them open the doorway to Paul's world, but they are putting Riana's family at risk.

1 - 13 *THE FINAL CHALLENGE*

Paul and Riana get caught by Summoners and Riana's family help them to escape, now they must all flee the village. Paul, wearing a power suit, opens the doorway into his world; but Ashka is hiding, waiting for

an opportunity to pass into his world. Katrina's voice comes over Ashka's Eyestone, alerting Paul to Ashka's presence. They struggle at the mouth of the cave. Riana arrives and distracts Ashka so Paul is able to pass into his world. He turns back to Riana, threatened by Ashka, and drags her into his world. A frightened Riana stares at the immensity of the world she has come to. VVVVVVVV

1 - 14 *LOST AND FOUND*

The doorway closes behind Riana, stranding her in Paul's world. Walking to the railway station, Riana gets lost. Paul is adamant that Katrina and Alex keep the Spellbinders' world a secret. Paul and Alex go to Paul's home to get help in finding Riana but the police are there. Paul tells Alex to take the power suit, then goes to meet his father. Wandering through the city, Riana's odd behaviour attracts unwanted attention. She is chased and in desperation takes refuge by climbing a building.

1 - 15 *HOSPITALITY*

Riana is questioned by the authorities. They think she is crazy and take her to the hospital. The doctor suspects that Riana is some kind of "wild child," and concludes that Paul is suffering hallucinations and amnesia as a result of his ordeal. Riana tries to escape from the hospital but is caught and placed in a security ward. Paul and Alex repair the power suit to prove Paul's story to Paul's father, Brian. When Paul puts it on and energises it, every electrical device in Alex's house and the surrounding houses blows out. Paul realises that the suit has some unexpected effects in this world.

1 - 16 *BREAKOUT*

Paul and Alex visit Riana who pleads with them to get her out. Paul and Alex use the power suit to get past security systems and break into the hospital. The suit's magnetic field damages the hospital computers. They rescue Riana and try to hide her at Paul's house, but Christine comes in and Paul is forced to tell the truth. She agrees to help hide Riana and keep the secret.

1 - 17 *THE TROJAN TOFFEE TROLLEY*

Riana begs Paul to allow her to come to school with him. With the help of a forged note, Paul passes Riana off as his cousin from Poland. Despite Paul's anxiety, Riana is able to fit in well. Katrina threatens to turn in Riana if Paul doesn't allow her to use the power suit. Paul receives a radio message from Correon. The Summoning Tower has been rebuilt; so they can take Riana home. However, Katrina has taken the power suit. At home, she manages to turn the power suit on. Power flickers at her fingertips.

1 - 18 *RUN*

Paul and Alex race to Katrina's house just as she gets the suit working and take the suit back. Unable to find Paul at school, Riana goes back to his house. No one is home so she breaks in. Brian catches her and calls the police. Terrified, she breaks away and runs. Paul and Alex take the power suit to the rendezvous. Paul recognises the trail of Spellbinder eyes Riana had left for him and starts to follow them. Meanwhile, Riana is spotted by the police and chase her. Paul activates the power suit and rescues her.

1 - 19 *REUNIONS*

Paul plans on going back to the Spellbinders' world. When he and Riana arrive at the cave, they use the radio to contact Correon and step through to Riana's world. Correon tells them that Ashka is still at large and returns Paul's video camera. Meanwhile, Gryvon goes to Ashka who is hiding out in the forest. She realises that this is her last chance to get the gunpowder formula from Paul; so Gryvon lures Paul to the outskirts of Clayhill where Ashka captures him.

1 - 20 *ALIEN INVASION*

Riana rescues Paul but leaves the video camera behind. Ashka flees and Correon calls for flying ships to search for her. With Gryvon's help Ashka steals an Eyestone, opens the doorway, and enters into Paul's world. Paul returns to his world without the video camera. Katrina and Alex are furious there is no proof of the other world. Paul reconciles with his father, assuring him that everything is going to be fine. But disturbing news reports of strange event make him realise that a Spellbinder is visiting his world.

1 - 21 *THE HUNT FOR ASHKA*

Ashka is having a hard time in Paul's world. She uses the power suit in an electrical store and all of the appliances go haywire. Paul sees the report and realises that Ashka must be in his world. At school, Katrina decides to search for the Spellbinder on her own. She finds Ashka, who makes up a story about needing medicines to combat an epidemic in her world. Katrina agrees to help. Ashka decides to rob an armoured car using her power suit. Paul and Alex detect the event and head for the city.

1 - 22 *CLOWNING AROUND*

Alex and Paul locate Ashka's room and convince Katrina that Ashka is up to no good. Paul throws the power suit into a garbage truck where it is crushed. In Riana's world, Gryvon steals the Eyestone and sneaks up to the Summoning Tower where Riana sees him open the door to Paul's world and is shocked to see Ashka step through. After following them to the castle, Riana is caught and sealed in a vault with

the skeletons of the old Spellbinders.

1 - 23 *THE HIGH TECH POWER SUIT*

Using all her strength and cunning, Riana manages to escape from the vault. She reaches the Summoning Tower just in time to see Ashka step through to Paul's world and follows her. Ashka shows Brian the book she obtained from the vault. He is flattered when Ashka tells him that she sought him out because of his scientific reputation. He agrees to work with Ashka to discover the book's secrets. That night Riana climbs in through the bedroom window and surprises Paul. She warns him about Ashka and her plan to build a power suit—they set out to find her.

1 - 24 *A SPELLBINDER IN THE HOUSE*

Paul tries to warn his father about Ashka, but Brian only gets angry with Paul. Riana tells Paul she has the videotape of her world, but this infuriates Brian even more. Then Riana tries to steal the book which contains the power suit plans but is caught by Ashka and locked up. Paul turns to Alex for help, but Alex's father refuses.

1 - 25 *BREAKFAST OF CHAMPIONS*

Paul realises he'll need help to save Riana and tips off Katrina and Alex. Katrina contrives to meet Ashka and manages to slip into her house before she can be stopped. Katrina booby-traps the security system so they can get in later. Paul, Alex and Katrina rescue Riana and find a case of money from the armoured car robbery. They inadvertently start the alarm and the group splits up to get away from the police. Paul and Riana make their way to Brian's lab where they are shocked to see that he has finished building the new power suit.

1 - 26 *FLIGHT*

Ashka pursues Brian, Paul and Riana through the building. She catches them, locks them up, and tells them she is destroying all evidence of her work. She starts a fire in the building, but they manage to escape. Paul and Riana take refuge at the docks, but Ashka corners Riana. Paul uses a huge electromagnet to short out Ashka's power suit. She is helpless and runs for it. Brian drives everyone to the cave where Paul bids Riana farewell as she goes back to her world. With Brian's help, Paul, Alex and Katrina lure Ashka into a trap using the stolen money. The police arrive and arrest her. She is hauled off, pleading she is from another world.

SPELLBINDER 2: LAND OF THE DRAGON LORD



When a scientist from another world called Mec creates a trans-dimensional boat, he discovers he can travel between parallel worlds. The first world he lands in is our world. While he is off exploring, a teenage girl called Kathy discovers the boat and starts it up. Luckily, Mec jumps in to the boat just in time and they land safely in another world. At first Kathy thinks Mec is crazy and runs away from him, but after she gives him a chance to explain himself she believes him. In this new world Kathy and Mec meet Ashka, the villain from the last series of Spellbinder who is in a prison camp. She acts friendly to the two and convinces them to take her with them when they leave the world. They do as she asks, since they are also prisoners, and she takes a power suit with her. This suit works with electro-magnetism, and can be used as a weapon to electrocute people.

In a rush to escape the a Spellbinder flying ship, Mec takes Kathy and Ashka back to his own world. This world is ruled by a spoilt ten-year-old named Sun. With the help of a super-computer called the Oracle, he controls the land as the Dragonlord. Ashka continues to act friendly towards Kathy and Mec, but ends up leaving Sun stranded in our world. This makes his older sister Aya as the Dragon Lord. While Aya is grieving the so-called loss of her brother, Ashka creates a plan that works and she ends up stealing a very valuable part of the Oracle that makes it work that is made out of a precious stone.

Plot #2

Imagine a world where people are immortal or where machines have waged war against humans or where the computer was invented 400 years ago. These are called parallel worlds and are the backdrop for The Land of the Dragon Lord, a 26 episode fantasy/adventure series for children, filmed in the contrasting landscapes of Australia, Poland and China.

Kathy Morgan, a headstrong and imaginative 14 year old girl, is on a camping trip with her parents and 16 year old brother Josh. Bored with her holiday, Kathy gets more excitement than she could have hoped for when she finds a strange bamboo boat. The boat belongs to Mek, a scientist from the land of the Dragon Lord, who has discovered a way of travelling between parallel worlds.

Kathy meddles with the controls of the strange craft, transporting herself and Mek to the world of the Spellbinders. Here they meet Ashka, the ruthless and power-hungry villain from Spellbinder I, who tricks them into helping her escape from prison.

Mek takes Kathy and Ashka to the Land of the Dragon Lord - a world of culture, romance and illusion. They are summoned to appear before the Dragon Lord and Kathy is surprised to find that this mystical being is a petulant 12 year old boy, Sun, whose magical powers are generated by a vast and ancient computer. Sun takes a liking to Kathy and refuses to let her go home.

Unbeknown to Kathy, her family must find their way into the Land of the Dragon Lord. They must use their wits and courage to survive in this strange world while they search for their missing daughter.

Ashka attempts to take control of the land but Kathy thwarts her plan. Ashka steals the interface which controls the computer and the land of the Dragon Lord, at peace for 400 years, is plunged into chaos. Kathy and Josh are forced to pursue Ashka through a series of dangerous and frightening parallel worlds in a race against time to rescue her family and save the Land of the Dragon Lord.

As Kathy and Josh struggle to survive, they learn to confront their difficulties with courage, imagination and responsibility. They discover that everyone can achieve remarkable things when circumstances demand it.

Following the successful and internationally acclaimed Spellbinder TV series, winner of the 1996 Australian Film Institute Award for best children's drama comes Spellbinder II: The Land of the Dragon Lord. The 26 episode children's fantasy adventure series, a Film Australia co-production with Polish Television, Shanghai Film Studios and the Nine Network Australia with assistance from the Australian Film Finance Corporation

premiered on Australia's Nine Network on September 1, 1997.

Filming commenced in June 1996 with a seven week shoot in Poland, followed by 13 weeks in China and seven in Australia. The series has been presold to Australia's Nine Network, Polish Television, CCTV China and the United Kingdom.

Spellbinder II The Land of the Dragon Lord tells the story of a brother and sister lost within parallel worlds. The first, which resembles ancient China, is a world of illusion, romance and danger ruled by a Dragon Lord with extraordinary powers bestowed by an ancient computer. When a villainous Spellbinder from another parallel world arrives, a thrilling adventure ensues which crosses the boundaries of many worlds as the children race against time to rescue their family and save The Land of the Dragon Lord.

Children's drama has been an ideal starting point for Film Australia's first co-production with China. The partnership between Film Australia and the Shanghai Film Studios has given this Australian production a very broad international appeal. The Land of the Dragon Lord will be screened to a potential audience of almost 200 million Chinese Children, along with other youngsters all around the world. With its European component, The Land of the Dragon Lord is an international production of outstanding creativity with a unique place in Australian film and television history.

This SF show is the sequel to SPELLBINDER, and is also produced by a Chinese and Polish TV company.

Similarities between the two series

It is a teenager who discovers the existence of a parallel world (Paul in series 1, Kathy in series 2).

The existence of parallel worlds is discovered by accident (Paul pulls a prank at camp, Kathy heads down to the lake upset).

Someone else witnesses that person step into another world (Alex/Katrina Series 1, Josh series 2) and usually parents/teachers don't believe them.

The protagonist is usually mistaken for a barbarian of some sort based on their looks (Paul as a Marauder in the Spellbinder world, Kathy as a friend of the barbarian in the Dragon Lord world).

Ashka is present in both series and tries to cause chaos and overthrow the land. A sidekick is present in both series (Gryvon series 1 and for Episode 2 of Series 2, and Sharak in Series 2) and Ashka makes frequent use of a power suit.

The protagonist befriends someone from the world who believes that they are innocent and are from another world, who also helps them in some way. (Riana in Series 1, Mek/Aya in Series 2) Both the protagonists are from Sydney.

As with the first Spellbinder series, a technologically sophisticated elite exploit a group of ignorant peasants, and the protagonist tries to show people why this is wrong.

There are trips back and forth between Australia and the parallel world (or worlds). This may be to get supplies or on a rescue mission. (Paul/Riana Series 1, Kathy/Sun/Josh Series 2)

Technology is brought from Australia into the parallel world and seems somewhat frightening at first to the people until the protagonist explains it (Airhorn, video camera and walkman Series 1, ghettblaster, laptop, camera and jeep Series 2.)

A strange food is involved, either brought from Australia to the other world, or is eaten in the other world (Dried roots and eels? Series 1 seems strange to Paul, while chocolate seems strange to Sun)

The protagonist will also befriend someone in a place of power, who will often help and protect them. (Paul befriends Correon in Series 1, while Kathy befriends Sun and Aya in Series 2)

There is a romantic interest, or implied interest, between usually the protagonist and a supporting character (Paul and Katrina series 1, Kathy and Tony series 2)

Ashka winds up in the protagonist's world by force and is unfamiliar with the strange world. She often gets into trouble in some shape or form and often the protagonist ends up sending her back. (Ashka makes a new power suit, which is wrecked by a crane in Series 1, she is drugged and has the interface and jewels stolen in Series 2-both times, Paul/Kathy have brought her back.)

The power balance ends up weakening slightly and people end up making their own decisions/sharing

knowledge.

Characters

Kathy Morgan

15 years old, Kathy is slightly spoilt and vain and is reluctant to go camping. Swooning over Tony Lazzi, their neighbour and star on a soap, Kathy accidentally ends up in the Land of The Dragon Lord after playing around with Mek's boat. A little bit upset at first, Kathy soon adjusts to her new life, but begins to resent Sun after he tells her to stay forever. She helps Ashka escape from the Spellbinder land, but after that will swing loyalty with her, sometimes helping her, sometimes not helping her. Beyond that, Kathy is almost like a female version of Paul, but she does not have the scientific knowledge or military skills that Paul does. Most of her planning is often co-worked with her family or with Mek. She is the only person besides Mek to see six worlds, including her own: Australia, Australia 2 (Kathy-2), Land Of The Dragon Lord, the Immortal World, the Spellbinder world and the Land Of The Moloch.

Josh Morgan

16 years old, he is Kathy's jock brother. While he and Kathy treat each other like brother and sisters normally do, they fight. He cares very much for his sister and is the only person to actually see Kathy disappear. When he and his family end up in the Land Of The Dragon Lord, Josh gets separated from them early and befriends Jasmine, an entertainer. He falls for her and the two share a brief kiss in the series. Beyond that, Josh is more like Paul in that he plays a sport and has some military skills. He can also create a good lie on the spot.

Carl Morgan

The Kathy and Josh's father, Carl is an ex-pro footballer who injured his knee and now owns a shop called Crazy Carls Sporting and Army Surplus Store. He doesn't believe Josh at first and when he drives into the Land Of The Dragon Lord, tries to get help from Sharak, without realising his true intent. He is eventually reunited with his kids and wife and becomes like a surrogate father to Sun, Aya and Jasmine. Mostly driving, he teaches Sharak how to drive, drives the "monster" (when they're trying to bluff their way out of a situation with Sharak) and handles the driving in and out of the Dragon Lord world. He cares very much for his wife and kids and has some basic military skills, like tactics and being able to use a convincing disguise.

Vicky Morgan

The Kathy and Josh's mother, Vicky is arachnophobic and is a computer consultant. She appears a little more frail compared to Carl, who can survive without food or water a little bit longer. In the Land OF the Dragon Lord, her role is mostly that of supplies and providing diversions for Sun and Aya, but beyond that her role is somewhat minor.

Sun, The Dragon Lord

A spoilt brat at first, Sun is the first Dragon Lord. He is easily bored and relies heavily on the Oracle and his guards to take care of matters. When Ashka meets him, Sun takes an instant dislike to her, while befriendng Kathy, until he makes her his eternal companion. When he is marooned in Kathy's world however, he is lost and confused, not knowing what to do. He soon adjusts, helping Kathy recover the boat and get back, but everyone believes he's dead. This is played throughout the first half of the series and works to Sun's advantage, as he is able to move around successfully without being captured.

Princess Aya

Sun's older sister, Aya was meant to be the Dragon Lord, but she was injured in an accident which killed their parents. Sun was made the Dragon Lord while she recovered. She is very gentle and kind to others, regardless of their status and usually manages to keep Sun under control. She takes a great liking to Kathy when she arrives, then the Morgan family. When Jasmine was made a hide-tanner, Aya was the one who made Jasmine's dream come true. She becomes the Dragon Lord after she believes that Sun is dead. She remains the Dragon Lord from this point onwards.

Scholar Mek

The first person from the Land Of The Dragon Lord that Kathy meets. He is the inventor of the trans-dimensional bamboo boat, which is how Kathy and family end up in the parallel world. His original invention was meant to be musical jewels, but they failed. Working at the scholastery, Mek is a bit like a father figure in a way towards Kathy, helping her adjust to life in the Land Of The Dragon Lord. It is also implied that he has a crush on Aya.

Jasmine

A 15-year-old girl from the village of Fin, Jasmine is somewhat superstitious, believing in Water Spirits and such, even mistaking Josh for a Water Spirit when she first sees him. Her goal in life is to be an entertainer and she uses one of the Water Spirit's three wishes to try and achieve this goal. When the wish fails at first, Jasmine is angry at Josh, but is soon rescued by his family and eventually the wish does manifest, but not in

the way that Jasmine or Josh figured out. She has a romantic interest in Josh and kisses him towards the middle of the series. She plays the flute and can sing and dance, this often makes a good distraction.

Sharak

The leader of a group of barbarians, Sharak's people are hungry and want food. Sun refuses and sends out his warrior to defeat them. It works all right, but Sharak doesn't give up. Recruiting Ashka and at one point, Josh, Sharak's army manage to invade the Land Of The Dragon Lord and dismantle the Oracle. Being very superstitious, Sharak enlists in the help of a diviner to make sure that everything is all right according to the stars and to banish ghosts and cleanse items. Sharak makes himself self-appointed Lord and forces Aya to marry him. At the last minute, however, Ashka takes Aya's place and becomes Sharak's bride. Eventually, they end up in the Land Of The Moloch, where they are needed the most.

USA Showings

Spellbinder was first shown in the USA in 1996 on the Disney Channel, along with another Australian science fiction series called "Ocean Girl". However, after 1997 the Disney Channel decided not to get the 2nd season, as well as renewing "Ocean Girl" (which Disney helped finance OG seasons 2 and 3). However, "Spellbinder 2: Land Of The Dragon Lord" was picked up by the FOX Family Channel and the series the shown in late Autumn of 1997. Unfortunately, FOX TV stopped short of showing the entire 2nd season in January, 1998, leaving many USA fans wanting to know what happened next. Although FOX Family Channel had said that they would show all the episodes later on, they never did. A few years later the FOX Family Channel ownership was bought by ABC Capital TV Network, which is owned by Disney Corporation, and is now called ABC Family Channel, and it seems unlikely that USA viewers will ever see the entire "Spellbinder 2".

WR.

DIR.

EPISODES: 26 **YEAR MADE:** 1997 **COUNTRY:** AUS **SEASONS:** 1

FILM AUSTRALIA SOUTHERN STAR/ 9 NETWORK AUSTRALIA / AUSTRALIA FILM FINANCE CORPORATION/SHANGHAI FILM STUDIO/ TELEWIZJA POLSKS S.A.

CREATOR: MARK SHIRREFS & JOHN THOMSON (III)

TYPE OF SHOW: FANTASY

FORMAT: SERIAL

LENGTH (MINS): 24 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 01/09/1997 **AIR DATE OF LAST EPISODE** 27/10/1997

SEASON DATE BREAKDOWN:

FILMS:

Kathy Morgan LAUREN HEWETT, Josh Morgan RYAN KWANTEN, Sun LEONARD FUNG, Mek ANTHONY WONG (I), Ashka HEATHER MITCHELL (I), Sharak ME YANG, Vicky Morgan LENORE SMITH, Carl Morgan PETER O'BRIEN (II), Princess Aya HU XIN, Jasmine GUI JEILAN, Diviner GENG BAOSHENG, Tad ANDRZEJ DEBSKI, Arbiter LECH DYBLIK, Gan ANDRZEJ GRABOWSKI, Thalia ALEKSANDRA KISIELEWSKA, Elin KATARZYNA LANIEWSKA, Dr. Elvo LECH MACKIEWICZ, Mel MARIA MACKIEWICZ, Apprentice AGNIESZKA MICHALSKA, Mala JOWITA MIONDLIKOWSKA, Hugo CEZARY MORAWSKI, Lem WENANTY NOSUL, Boy BARTOSZ OBUCHOWICZ, Leila IWONA RULEWICZ, Jez ADAM SIEMION, Mother MONIKA SWITAJ, Guard WOJCIECH SZAWUL, Guin KATARZYNA WALTER, Gobbo YE XIAOKENG, Roggar WANG YA'NAN, Spellbinder ANDREJ ZOLKIEWSKI, Gryvon RAFAL ZWIERZ.

RELATED SHOWS:

SPELLBINDER

1 - 1 *THE TRANS-DIMENSIONAL BAMBOO BOAT*

The Morgan Family is on vacation -- they choose to camp out in the "Bush" For a couple of weeks to have some real family time. The Morgans have 2 kids Kathy and Josh. Josh pulls a prank on Kathy and she runs off.

In the Land of the Dragonlord scholar Meck has finished his latest invention -- a trans dimensional boat -- a boat in which he believes if he sets the musical jewels to the correct settings it will allow him to use the frequency to transport himself to parallel worlds.He does this against the Dragonlords orders. He tries it out anyways and finds himself in another world.

Kathy is still angry at Josh -- she sees a light appear out of nowhere on the lake. She goes to investigate only to see a chinese looking man next to a weird boat. after an accidental scare scholar meck and Kathy get transported to another dimension - a dimension

unknown to them -- the parallel universe of the Spellbinder!

1 - 2 *ASHKA*

The prisoner, Ashka from Spellbinder, befriends and tricks the two kids into releasing her from prison.

1 - 3 *THE DRAGON LORD*

As Kathy and Ashka are brought to the palace to meet the Dragonlord -- Meck is ordered to dismantle the Boat - not allowing Kathy to return home.

Kathy meets the Princess and is taken to the princesses brother "the Dragonlord" -- this king turns out to be a spoiled 6 year old child, who throws temper tantrums on a regular basis.

1 - 4 *ORACLE*

Kathy is well liked by the dragonlord cause she will play with him -- he allows her freedom of the palace - which is run by a computer program of sorts -- this computer is called "the Oracle". The oracle decides jobs and events throughout the land of the Dragonlord.

The only way to change the programming is by the Dragonlord himself. While Kathy is liked by the Dragonlord -Ashka is not -- and she is left imprisoned.

1 - 5 *MAROONED IN A WORLD OF MONSTERS*

Kathy shows the Dragonlord what a chocolate bar is -- Sun is so excited he tells scholar Meck to reassemble the Boat so that he can go to Kathys world and retrieve some.

But the plan goes awry when he and scholar Meck arrive Sun sees a car for the very first time. Well him and Meck panick and try to go back -- when they get the correct settings done the boat starts to travel and accidentally pulls the car that they see with them!

The Car contains Kathys family searching for her -- and everyone ends up in the Land Of the Dragonlord.

1 - 6 *ATTACK OF THE THIRTY METER WARRIOR*

The Land of the Dragonlord is being invaded by a group of warriors and their family who are seeking shelter.

Sun refuses them entry and calls his "guard" a huge computer image of a giant - that can shoot lasers!

The Huns give up temporarily although they take Kathy's Family Hostage.

1 - 7 *JOSH, THE WATER SPIRIT*

Josh escapes his captivity and goes to get help -- he makes it across the Dragonlords border and has to convince a few villagers that he is a water spirit.

1 - 8 *SUN BECOMES A STAR*

Sun tries to get o Kathys World again - this time he takes Ashka as his body guard (she has shown him how powerful her power suit is) -- well when she gets to Kathys world she maroons him there. He stumbles onto the set of a commercial.

In the Meantime Ashka tells Sun's sister that a monster attacked him, and that he is dead.

1 - 9 *DESIGNATION DAY*

The Villagers that Josh stumbled onto are having their Job Choosing Day -- the day when the Oracle tells all the 15 year old teenagers what their designated Job will be for life.

There is a girl who wants to be a performer -- she is told she must be a field worker -- she is upset and Josh tries to help.

1 - 10 *THE ORACLE IS DEAD*

Ashka finds out the secret of the computer and steals the Jade Mask -- here is when Ashka decides to take control of Suns World.

1 - 11 *THE ONLY CHILD IN THE WORLD*

Kathy and Meck steal the trans dimensional boat to go try to find Sun and to stop Ashka -- but the machine gets broken and they get sent to yet another parallel world

This is a world where there are no Children -- even though Kathy is only 13 - she is considered a child and it starts a riot amongst the adults who have wanted a child - but because of a disease 100s of years

before no child can be born. This is a major problem for Kathy.

1 - 12 *GIRL FOR SALE*

The Adults decide to take turns at being Kathys caregiver - they also decide to inject her with the vaccine that will keep her a child forever.

The same vaccine that keeps them alive , but makes them sterile

1 - 13 *TO LIVE FOREVER*

Kathy is very very upset about the idea of being injected and tries to run away.

1 - 14 *BARBARIANS AT THE GATE*

Without the Oracle the barabarians get through the barrier and take over the Land of the Dragonlord.

1 - 15 *THE BEST LAID PLANS..*

Scholar Mek and Kathy have to escape -- after coming up with a daring plan they manage to do it, only to end up in yet another parallel world.

1 - 16 *GRAVYARD OF MACHINES*

After trying to find out how to fix the boat -- they find themselves trapped in a world which appears just to have alot of blown up machine parts and such - thinking it might help scholar Meck attempts to fix one of the huge machines -- he is succesful but the Machine comes to life and starts trying to shoot every living thing in its path.

1 - 17 *THE HUNTER AND THE HAUNTING*

The Machines are every where!

After befriending some nearby villagers and find them to be about the level of people who existed in the 1800s, who are not very knowledgable with modern equipment

Their world was destroyed by a whole army of machines and they are trying to rebuild after 100 years of hiding underground. The awakened machines cause panic.

1 - 18 *STOP THE MOLOCH*

The villagers give up fighting the machines and go back into hiding.

Kathy and Meck make the decision to try and destroy the machines as they feel responsible for the destruction.

1 - 19 *ESCAPE FROM THE PALACE*

Josh and his father manage to again escape the clutches of the Barbarian King who is trying to force Sun's sister the Princess to marry him.

1 - 20 *KATHY MEETS .. HERSELF*

Kathy and Meck successfully stop the monsters and they return to Meck's world only to find Josh and Ashka waiting for them.

Ashka holds Josh hostage and all of them take off in the boat after which she escapes with the Jade Mask!

Before they can rescue the Mask, they must return to Sun's world to assist him.

They are transported elsewhere to what appears to be their home world - but is all as it seems?

1 - 21 *THE DOUBLE CROSS*

Kathy and Josh are still trying to get the Jade Mask back, but is now in the hands of a jeweller.

Knowing that they need help, they come up with a plan to get the Mask back.

1 - 22 *ON THE TAIL*

With the Jade Mask now stolen by the jewellers, Ashka must team up with Josh and Kathy.

1 - 23 *THE TWO JOSHES*

The Two Joshes get entangled into the mess and the father helps them escape and they get the Mask back from the crooked dealers- then Ashka's double crosses them again!

1 - 24 *WHO'S WHO?*

With the mess sorted out - the alternate characters help their counterparts return to their own world.

They rescue Sun and return back to The Land of the Dragonlord -ready to fight.

1 - 25 *THE DISAPPEARING ACT*

They manage to get the mask into place and to tie up Ashka - she will be dealt with later.

Then Sun starts the Oracle, but will it be able to defeat the Huns?

1 - 26 *A WEDDING SURPRISE*

Sun makes some big decisions which include what to do with Ashka and the machines.

But will Kathy and Josh get home?

SPIDER-MAN

AKA: **SUPAIDA-MAN**



Yamashiro Takuya was a Japanese teenager whose father was a space researcher. His father found a strange object heading toward Earth one day. At the same time, Takuya began hearing strange voices. Takuya's father, sister, and girlfriend went to investigate the object. Takuya eventually went after them...and found that his father had been killed by a strange monster. Takuya was then attacked by a mysterious woman and grey soldiers, and fell into a pit. The woman, seeing him seemingly dead, left him. In the pit, Takuya found Garia, the last survivor of Planet Spider, who had brought the crashed object, a space combat ship known as the Marveller, to Earth to defend the planet from the Iron Cross Group. Takuya eventually fell unconscious, and Garia clipped an odd bracelet onto his wrist. From the bracelet, a needle penetrated Takuya's skin, injecting "Spider Extract" into his body.

Takuya eventually woke, and saw Garia fall and disintegrate...leaving a spider in his place. The spider later taught him of the bracelet's powers, and from then on Takuya defended the world from the Iron Cross Group as Spider-Man. Takuya is played by Toudou Shinji, who also portrayed General Hedrer, one of the two Vader field commanders, in the sentai show *Denshi Sentai Denziman*. Interestingly enough, he also played Godneros, the main villain, in a Metal Hero semi-adaptation of the show *Kikaider*. (Note that the main villain of *Kikaider*, Professor Gill, was played by Andou Mitsuo, who plays Prof. Monster).

By activating his Spider Bracelet, Takuya causes his costume to fly onto him automatically. The Spider Bracelet is Spider-Man's main weapon. From it, he can fire Spider String (generally a rope fired from the bracelet, although in the first episode it was also used for the name of webbing that blocked a doorway) and Spider Nets (nets to trap the enemy in). He can also use it to see through Iron Cross disguises, and call his GP-7 and Marveller. Of course Spider Man can climb walls. He IS Spider Man, ain't he? Spider Man also has a "Spider Kankaku" (Spider Sense), as he does in Marvel's version. The GP-7 is Spider Man's "supercar", launched from the Marveller. The GP-7 is capable of flight, and can fire missiles from its front end. The GP-7 is used by Spider Man to board his mecha, the Marveller. (However, the GP-7 does NOT become the cockpit; the GP-7 merely serves as a boarding mechanism).

Garia was the last survivor of Planet Spider, a world that had been destroyed by the Iron Cross group. He gave the Marveller ship and Spider Bracelet to Takuya. Garia was in human form for a short time, and then his human form "died" and a spider was left. Garia couldn't survive on Earth long, however, and died. Dr. Yamashiro is Takuya's father, a space researcher who went to investigate the Marveller spacecraft. He was killed by the Iron Cross field commander Amazoness and the monster Bokun. Yamashiro Niiko (left) is a sister of Takuya. Hitome Sakuma (right) is Takuya's girlfriend, a photographer. She works for the magazine *Weekly Woman* (the editor of which is...a bad person. But a cool bad person...) Yamashiro Takuji is a brother of Spider Man. The usual useless "kid" character in the show. He doesn't do all that much (at least in the episodes I've seen), so I won't bother trying to snap him.

Unlike it's Marvel comic origins, the Toei Spider-Man series featured a formula typical to many other Japanese shows. The hero came equipped with supervehicles - the GP-7 car and the Marveller flying fortress, as well as a giant robot that allowed him to take on each monster of the week on equal terms. His true enemies were the evil Professor Monster (Ando) and his assistant Amazoness (Kagawa), a beautiful woman who dons glasses and a business suit so she can become a magazine editor and fight Spider-Man with the power of the poisoned pen.

When such subtle means inevitably failed, the evil duo would fall back on their cannon fodder army of disposable minions. Spider-Man, in the meantime, can fight back with the aid of the Marveller, which can transform into the giant robot Leopardon. A feature-length movie version was also made.

Spider-Man was not the first Japanese adaptation of the Marvel character. In 1970, manga artist Ryoichi

Ikegami had drawn a short lived manga version of the story for Shonen Magazine, but the story was defeated by "cultural differences" between Stan Lee's archaic lone ranger and traditionally group-oriented Japanese children's super-heroes. This later TV version learned from the previous mistakes, dumping much of the original's vigilante plot to create a story more like ULTRAMAN. The "original idea" for the series was credited to both Marvel Comics and "Saburo Yade" - a name which previously occurs on the anime Combattler V.

Considering his incredibly prolific later career, the authors suspect that Yade "Eight Hands", like his Sunrise Studio counterpart Hajime Yodate, is a Toei house pseudonym designed to keep series copyrights under corporate ownership. The same period also saw animated remakes of Marvel's Frankenstein and Dracula comics. Toei planned a follow-up live action adaptation of Marvel's CAPTAIN AMERICA, but the concept was eventually retooled to make BATTLEFEVER J. Music was by Michiaki Watanabe.

The series was produced by Susumu Yoshikawa and Hiroshi Isikawa.

This show was the Japanese version of Spider-Man, a character invented by Marvel Comics. Toei's version was nothing like the Marvel Comic character. The main character (of course) was Japanese, a motocross racer given the powers of Spider-Man through a device that injected Spider Extract into him. He drove a supercar, the GP-7, and also had a flying fortress, the Marveller. He was the first hero to fight a kaijin (the hero using a giant robot) at both giant and human scale every episode. The series was very popular in Japan and had 41 episodes and 1 movie produced.

The success of this show inspired Toei to adapt another Marvel creation, Captain America. The show didn't quite turn out to be a full adaptation, and the final product was the first Super Sentai, Battle Fever J, which was a revival of Toei's "Sentai" series.

Miyauchi, Hiroshi guest stars in episodes 31 and 40, as a Hayakawa, Ken like private detective (he does NOT become Kaiketsu Zubat or Kamen Rider V3 despite the publicity photo shown above). The opening and ending themes to Spider-Man were recorded by Hide Yuuki, probably best known for his recording of "Go Go Kikaida" the opening theme to Jinzo Ningen Kikaida. Ando, Mitsuo (Professor Monster) had previously played Professor Gill in Jinzo Ningen Kikaida (1972), Fuehrer Geisel in Inazuman Flash (1974) and Black Cross Fuehrer in Himitsu Sentai Gorenjaa (1975). Toudou, Shinji (Yamashiro, Takuya) would go on to play the chief villain in Chôjinki Metalder (1987).

Spider-Man was one of the few series produced by Hirayama, Tôru which featured characters that were not created by Ishinomori, Shotaro.

Mecha

The most famous aspect of Toei's Spider Man is the "giant robot".

This transport form of the mecha is the space combat ship Marveller. The ship is activated when Spider Man calls out to his Spider Bracelet "MARVELLER!" (Really innovative). Marveller fires missiles from two cannons on the front of the ship. The back of the ship is a holding garage for the GP-7. When not being used, the Marveller rests on the ground. When giant Machine BEM monsters attack, the command "Change Leopardon" causes the Marveller to transform into. . The Leopardon! This giant robot has 3 special attacks (that I know of; there may be more).

Arc Return

This consists of the Leopardon firing its head crest at the enemy (see Ultraseven's King Slugger).

Arm Rockets

This attack causes the fists of the Leopardon to be fired at the enemy monsters (much like the SuperGalaxyMega's flying fist attack).

Sword Vicker

This is the Leopardon's finishing move, or "Hissuto-waza", which finishes off the Machine BEMs at the end of the battle. The Sword is contained in a holster on the right leg of the Leopardon, (and, oddly, is rarely used in battle, especially compared to the other "sword" weapons used by sentai mecha).

The Leopardon pulls the Sword out of its holster, holds it up to charge it, and hurls it at the enemy fully charged. When it hits the enemy...BOOM. Machine BEM dead now.

The villains of Spider Man are the Iron Cross Group (Tetsu Juuji Dan). They destroyed Planet Spider previously, and, as usual, now want to destroy Earth. (Sorry, Spider fans, there are no villains from the Marvel comic here. Yeah, yeah, I wouldn't have minded seeing Doc Ock either). They are "space plunderers" who want Earth's resources, but go about getting it in a very weird way (handling illegal gambling, loan sharking, etc). Maybe their methods were an attempt by Toei to make their villains more like the Marvel supervillains, the goals of which aren't usually "conquering the world", but more geared toward profit (such as The Kingpin), revenge (Venom), or just plain bestiality (The Lizard)?

The Iron Cross Group's main members are...

Professor Monster (Monster Kyojou)

Professor Monster is the leader of the Iron Cross Group (natch). He created the Machine BEMs (which had been developed for 400 years...well, he's certainly persistent) and sent them against Spider Man and Earth. (No, he didn't do much that I could say). Professor Monster is played by Andou Mitsuo, who also played Professor Gill, the chief villain of KIKAIDER. He also did villainous roles in INAUZUMAN FLASH and SHARIVAN, as well as voicing many other villains (including the Black Cross Fuhrer, the first sentai villain ever).

Amazones

Amazones is the field commander of the Iron Cross Group. She often disguises herself to spy on Spider Man. Her secret identity is Saeko Yoshida, the editor of the magazine Weekly Woman...where Hitome Sakuma works. (She uses the Clark Kent method of secret identities, which is "If you wear glasses, no one will recognise you". Doesn't look like anyone ever did, at any rate.

Amazones is played by Yukie Kagawa, who also played Amazon Killer in the 1981 Super Sentai SUN VULCAN. She played a Vader Clan member who left on a space mission, so was absent from the Denjiman goings-on. (Maybe she left because she was driving Hedrer up the wall? Hey, put down those tomatoes!)

Ninders

Ninders are the soldiers of the Iron Cross Group. They serve to distract Spider-Man and soften him up for the Machine BEM of the week, as well as carry out menial tasks for the Iron Cross Group (such as capturing people, etc). (Ninders=Ninjas)

Some Monsters

Bokun (Episode 1)

Bokun was the first monster of the Iron Cross Group to be used. He was a lizard-like creature whose helmet could come down over his head to serve as a visor for his face (to either protect it from harm or head-butt enemies). He had a cannon in his left hand. Bokun was the monster who killed Dr. Yamashiro (Takuya's father).

Mosquito Machine BEM (don't know real name) (Episode 3)

This Machine BEM was used to hypnotise an acrobat (which the Iron Cross Group captured) into performing acts of robbery in the name of Spider-Man in order to destroy Spider Man's reputation. (Not the newest plan ever). Spider Man eventually managed to stop the acrobat. This Machine BEM could fire a hypnotic beam from its eyes, and shoot its proboscis out with a string attached to it to capture enemies.

Saigou (Episode 17)

(Note the resemblance to The Thing of the Fantastic Four)

Saigou was originally a failing ex-champion wrestler who wished to restore his fame by duelling Spider Man. Amazones (in disguise) offered to set up a bout. Spider Man came to the man's brother/trainer to warn him about Amazones, but it was too late; Amazones had already turned Saigou into this rock-monster. Saigou was eventually destroyed by Spider Man's Sword Vicker move. He fought with wrestling moves and a large spiked ball and chain.

FlyTrap Machine BEM (Episode 18)

This episode featured a fatherless boy who found some money. His mother wished to return it to its owners, but on the way to return it, it was stolen by the Iron Cross Group. Later, Amazones brought the family lots of things to make neighbours think that the family had kept and used the money. Spider Man observed Amazones's delivery van, and followed it out to some woods. Amazones eventually battled Spider Man, and then send the FlyTrap Machine BEM after him (giant sized). The FlyTrap Machine BEM could fire a powerful spray of wind from its maw (Amazones was the first to feel the wind, as she walked in just while Professor Monster was testing the thing). And no, smartass, he does NOT usually have a sword buried in his chest. That is there because that picture was one of the few that I could snap because most of the time Mr. Flytrap is in the woods. I CANNOT SNAP DECENT PICTURES IN WOODS. Not that the pics here are all that decent.

The name of the magazine Women is taken from Mrs. Marvel's place of employment whilst the idea of a chief editor being an enemy was inherited from the original Spider-Man. (Also the idea of a motorbike Rider hero with a photographer girlfriend puts in into the same school as show like KAMEN RIDER AMAZON and KAMEN RIDER BLACK RX). Marvel is a homage to Marvel, of course. It's interesting to note that while the Battleship Marvel has the leopard head on it, the robot is called Leoparden. One could look at this program as a sum of elements from past Toei shows, sort of like "KAMEN RIDER (or INZUMAN) + Daisetitujin 17 = Spider-Man". And has anyone here noticed that the super sentai series, from BATTLEFEVER J onto the present, were developed from here? And that the hero + machine route the show took is what diverged into the Space Sheriff genre and others, and continues to do so even now? If Marvel hadn't approached Toei, we may think of these products are purely Japanese, if you take away the shows inspiration of Spider-Man.

WR. Shozo Uehara, Susumu Takahisa, Kuniaki Oshikawa, Hirohisa Soda.

DIR. Hirokazu Takemoto, Katsuhiko Taguchi, Kimio Hiriyama, Yoshiaki Kobayashi

EPISODES: 41 **YEAR MADE:** 1978 **COUNTRY:** JAP **SEASONS:** 1

TOEI / TOKYO CHANNEL

CREATOR: STAN LEE & SABURO YADE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 41

DATE OF PREMIER: 17/05/1978 **AIR DATE OF LAST EPISODE** 14/03/1979

SEASON DATE BREAKDOWN:

FILMS:

Professor Monster/Monster Kyojou ANDOU MITSUO, General Hedrer TOUDOU SHINJI, Garia TOSHIKI NISHIZAWA, Dr. Yamashiro FUMIKI MURKAMI, Yamashiro Niiko, Hitome Sakuma, Yamashiro Takuji, Amazones YUKIE KAGAWA, Ninders, Yamashiro Takuya KOSUKE KAYAMA, RIKI MIURA, IZUMI OYAMA, TORU OHIRA.

RELATED SHOWS:

BATTLEFEVER J

SPIDERS WEB,THE

WR.**DIR.****EPISODES:** 15 **YEAR MADE:** 1959 **COUNTRY:** US **SEASONS:** 1**CREATOR:****TYPE OF SHOW:****FORMAT:** CINEMA SERIAL**LENGTH (MINS):****STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English**SEASON BREAKDOWN:** (1) 15**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

SPIRAL

AKA: RASEN



Three months after the events of Ring (see program notes about this program), surviving character Mai (Yada) is trying to readjust when she receives a warning. The vengeful Sadako (Kimura) could have somehow escaped from the abandoned well that has been her prison for many years. Mai forms an alliance with Mitsuo (Kishitani), a school teacher investigating an urban myth about a "cursed" videotape and Mitsuo's former student Natsumi (Yoshimoto). It transpires that there is a scientific explanation to the supposed "magical" curse of Sadako - the Ring Virus is a coded message stored in digital form that mutates human DNA to recreate Sadako anew.

Terrifyingly for Mai and her associates, the Ring Virus has made its way onto a compact disc, the contents of which have already been broadcast to the surrounding area by an opportunistic TV station. Moreover, Mai has become impregnated with the new strain and is fated shortly to give birth to the new incarnation of Sadako (Yada, again). Growing fast to adult size, this new horror, inexplicably attempts to strangle its victims, whereas the original was able to quite literally scare them to death.

However, after setting up this exciting continuation of Koji Suzuki's Ring novels, Spiral degrades into a series of loosely connected paranormal investigations in apparent imitation of THE X-FILES. Made at the height of Ring fever after the release of the Ring Movie and its 1998 Spiral follow up, it deviates far from the author's intent, remodelling the original Mitsuo (a pathologist who performs the autopsy on Ryuji, protagonist of Ring) as a teacher who merely dabbles in sleuthing. The story also exists in a well-regarded 1999 manga version, drawn by Mizuki Sakura. Theme: Rough Laugh "Taga Time ni Kane wa Naru" (For whom the bell tolls).

The series was produced by Masatoshi Kato.

Cinematography by Makoto Watanabe

Film Editing by Hirohide Abe

Production Design by Iwao Saito

Visual Effects by Hajime Matsumoto visual effects

Note: This series is the sequel to the very successful Ring, made in the same year, it was decided to include this show because of its concept of DNA and Mutation which clearly makes it fall into the remit of this book. But Ring was more a traditional paranormal show, without any clear scientific explanations for the events that occur in the series. Therefore it was decided to omit that series from this book.

WR. Kazuhiko Tanaka, Koji Makita.

DIR. Takao Kinoshita, Hiroshi Nishitani

EPISODES: 13 **YEAR MADE:** 1999 **COUNTRY:** JAP **SEASONS:** 1

FUJI

CREATOR: KOJI SUZUKI (novel based on)

TYPE OF SHOW: MUTATION/DNA

FORMAT: SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 01/07/1999

AIR DATE OF LAST EPISODE 23/09/1999

SEASON DATE BREAKDOWN:

FILMS:

Mitsuo Ando GORO KISHITANI, Natsumi TAKAMI YOSHIMOTO, YUKA NOMURA, Mai Takano
AKIKO YADA, Sadako Yamamura TAE KIMURA, RISA SUDO, SEIICHI TANABE, Reiko Asakawa
(archive footage) NANAKO MATSUHIMA, Ryuji Takayama HIROYUKI SANADA, Yoshino YUTAKA
MATSUSHIGE, Miyashita SHINGO TSURUMI, Andou's ex-wife TOMOHIRO OKADA, Smiling Father
(uncredited) KOJI SUZUKI.

Books Based on this series.

SPIRAL

KOJI SUZUKI

SPORT RANGER



Starhunter is an alien tribe that steals all life energy on other planets, gathering the energy in the sixth dimension using "King Medal" and bringing it under their control. Soon they created "Knight Medal" when "King Medal" was not able to absorb all the energy. Hoping to conquer the Earth in one fell swoop, since they believed it would not offer much resistance, they brought along both medals. Fortunately, the ship carrying both medals got hit by crossfire in a war that was going on down on Earth. The medals were lost as the ship exploded in Siberia. Starhunter was forced to retreat and create new medals.

One of the medals was broken into 5 pieces. The broken medal was taken by researchers headed by Dr. Earth, and the complete medal was taken by Dr. Heart. One day, Heart's research lab exploded and the medal was nowhere to be found. Later Dr. Earth realized that monsters that had begun to appear were humans that had absorbed the energy from the missing medal when the lab exploded.

Upon further research, Dr. Earth created "SportDetector" to control the 5 broken pieces and special suits to utilize each piece's unique power. He gave five youngsters the suits to stop these monsters.

Meanwhile, Starhunter is preparing their new invasion of Earth.

At the end of the first act, the 3 Sport Rangers have sacrificed themselves to destroy the evil's palace.

Sport Searching School

Sport Rangers

Ace / Boxing Red: Powered by light. Corresponds to courage, determination. Former amateur boxer who was recruited to be the leader of the Sport Rangers. At first he had doubts, but he soon joined the others in battle.

Roll call: "The power of a determined fist!"

Weapon: Thunder Fist

Up / Soccer Yellow: Powered by electricity. Corresponds to creativity, wisdom. Former soccer player who acts as second in command. He is serious about the Sport Rangers' duty and often takes charge of the team.

Roll call: "The power of wise creativity!"

Weapon: Power Ball

New / Tennis Green: Powered by heat. Corresponds to enthusiasm, cheerfulness. Former tennis player who is playful and flirtatious. He seems to have some knowledge of English.

Roll call: "The power of an agile mind!"

Weapon: Racquet Sword

Yu / Swimming Blue: Powered by water. Corresponds to endurance, perseverance. Former swimmer who is like a caring older sister to her teammates and friends.

Roll call: "The power of surging water!"

Weapon: Double Cut Fin

May / Gymnastic Pink: Powered by wind. Corresponds to kindheartedness, mercy. A former gymnast that may seem shy and withdrawn, but she has used her girlish figure to distract enemies.

Roll call: "The power of gentle vigor!"

Weapon: Maya Ribbon

Assistance

Doctor Earth : Lead scientist of SSS; mentor to the Sport Rangers. He is responsible for creating all of the Sport Rangers' equipment.

Darling : Support A.I. Of SSS. Similar in design and usage to Mr. Voice from Boukenger, but looks like a

teddy bear.

Other characters

Po-Po: A clumsy photographer and friend of Ace.

Uncle Cherry: An absent-minded man who runs a drink stand that the Sport Rangers often visit.

Marine: (Episode 4) Yu's younger adopted sister. She was envious of Yu's swimming abilities, so she took a dark medal and transformed into a monster.

Maria: (Episodes 5,6) A tennis player and friend of New. She has an allergy to sunlight that causes her vision to become blurred.

Tone: (Episode 7) May's ex-boyfriend that had a dependence on drugs. He was captured and was forcibly put under the control of a dark medal.

Professor Josh: (Episodes 9, 10) A former member of SSS who left to coach a basketball team after a dispute. Dr. Earth sought him out to help in the development of the Spirit Robo.

Arsenal

Sport Detector: The team's transformation device. It is worn on the wrist and can be used as a communicator that is able to receive calls from ordinary phones. To transform, the Sport Rangers call out "Sport charge up! Change!". The Sport Detector is also able to summon their weapons when a medallion is inserted. Sport Early Warning System (S.E.W.): A system developed in the seventh episode to help detect monsters created by the dark medals more quickly.

Weapons/Attacks

Star Gate Judgmentation: The team's first finishing attack. Capable of being used with only four members in episode 1, but not as effective. After Boxing Red joined the team in episode 2, they used it again to finish Krotha Mountain monster.

Super Attack Ball: The team's second finishing attack, received in episode 3. To be summoned, Soccer Yellow throws a medal into the sky and the Super Attack Ball descends from the Moon. It is then passed from member to member and Boxing Red punches it into the enemy. The Sport Rangers' first attempt to use the Super Attack Ball was unsuccessful, they were unable to smoothly pass it to each other. To improve on their teamwork, they lined up with their legs strapped to the person next to them and tried to run together. With their new team skills, they were able to complete the combination attack during their second try.

Mecha

Spirit Robo: The team's giant mecha that is comprised of the five Spirit Fighters. Developed by Dr. Earth with the assistance of Professor Josh in episode 10. Its main weapon is the sword, which performs its finishing move which is called the Meteor Storm Slash.

Spirit Fighter Lead: Boxing Red's vehicle that forms the chest.

Spirit Fighter Brain: Soccer Yellow's vehicle that forms the legs.

Spirit Fighter Heart: Tennis Green's vehicle that forms the right arm.

Spirit Fighter Strong: Swimming Blue's vehicle that forms the left arm and the shield.

Spirit Fighter Base: Gymnastic Pink's vehicle that forms the torso, the sword, and the head.

WR.

DIR.

EPISODES: 16 **YEAR MADE:** 2006 **COUNTRY:** THA **SEASONS:** 1

BROADCAST THAI

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIAS

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** THAI

SEASON BREAKDOWN: (1) 16

DATE OF PREMIER: 06/08/2006 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Boxing Red RONNARID GNAMPATTANAPONGCHAI , Soccer Yellow BOONYARIT
DOOJPHIBULPOL, Tennis Green TODSAPON MAAISUK, Swimming Blue WORANAN
JANTARARATCHAMEE, Gymnastic Pink NIDCHASHIITA JARUWAT, Doctor Earth JERRY FRANSIS
ANGUS.

SPY CATCHER J3

As the evil secret society known as Tiger tries to sieze control of the world, the "Tulip" international crime fighting organization is set up to stop them. J3 (Kawazu) is the third-ranking agent responsible for keeping Japan safe, with the aid of his trusty air-car.

Deliberatly engineered as a Japanese answer to 007. Theme: Shunji Kano - "Spy Cather."

WR. Yuichi Ikeda, Yukiji Harima.

DIR. Akira Kashima

EPISODES: 26 **YEAR MADE:** 1965 **COUNTRY:** JAP **SEASONS:** 1

NET (ASAHI)

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 07/10/1965 **AIR DATE OF LAST EPISODE** 31/03/1966

SEASON DATE BREAKDOWN:

FILMS:

J3 YUSUKE KAWAZU, SHINJIRO ENOHARA, TETSURO TANBA, YUKI SHIRONO.

SPY GAMES

Former espionage agent Lorne Cash has been out of the spy game for some time now, finally settling down as the owner of a bar. When Lorne is approached by E.C.H.O. agent Maxine London, he learns that his best friend, former partner and mentor Adam Quill has been killed by assassins while golfing with other former agents. He soon teams up with London to hunt down the clues and find out what really happened to Quill. After a brief encounter at Cash's bar with a couple of hit-men sent to kill him, the two learn that Quill is in fact not dead, and has set up the elaborate hoax in order to pursue the construction of the ERADICATOR PROTOTYPE, a fully automated killing device which vaporizes only its organic targets.

Quill intends to use this on the President unless he is paid the absurd sum of \$10 Billion. Being absurd himself, the President does not take the threat seriously, but Cash knows Quill better than that, and him and London have already seen a demonstration of the ERADICATOR and barely lived to tell about it! Now, the two of them must single handedly stop Quill before he kills the President, and continues on a path of destruction.

Charectors are:

MAX LONDON Currently assigned to E.C.H.O.; The Emergency Counter Hostilities Organization desiganted to the task of finding rogue spies and other intelligence agents who have turned terrorist or otherwise against the United States after being laid off at the end of the cold war.

LORNE CASH Former agent for the CIA who has been somewhat involintarily reinstated to work for E.C.H.O.

MICAH SIMMS Director of E.C.H.O. and all of it's operations. Simms reports directly to the President of the United States. His specialties lie in the fields of computer Intelligence and Administration.

Pity the poor producers who dabble in spying after the Cold War. "Spy Game," a new short-run and amusing comedy-fantasy-action series from ABC, has that much belabored plot - featuring down-sized intelligence folks run amok. The president starts another up-tech secret agency (aren't there a lot of those around lately?), this one is called E.C.H.O., for Emergency Counter Hostilities Organization, to save us from danger. The questionis - what dangers? Not the Russians or the Iranians. The Republican Congress? The Medfly? Series creators John McNamara, Sam Raimi and Ivan Raimi likely set out to have some fun, including high kicks and spectacular stunts.

Their superfolk, Lorne Cash (Linden Ashby) and Max for Maxine London (Allison Smith), can fight fiercely with hands, feet and elbows. And though bashed in the face a few times, they never bleed. Lorne's former partner and buddy, Adam Quill (Cotter Smith), has turned disgruntled and diabolical. So Lorne and Max must stop him from killing the president. (Rest easy, they stop him. A lot of people are killed, but no blood is spilled.) Sam Raimi has claimed perposterous as his own genre (consider "HERCULES: THE LEGENDARY JOURNEYS" and "XENA: WARRIOR PRINCESS"). This This is wacky for sure, but the execution is terribly wanting. And while attitude is supposed to be the charm here, McNamara's script is mostly witless.

Executive producers for the series were Sam Raimi, Robert Tabert and John McNamara. Only the first 9 episodes were shown before the series was cancelled, theirfore the last airdate is given for episode 1.9. Produced by Tamara Dow (executive), David Eick (supervising), Joe Lazarov (co-producer), Edward Ledding, Kathy McCormick (co-executive), John McNamara (executive), Gene O'Neill (co-producer) Sam Raimi (executive), David Simkins (supervising), Robert G. Tapert (executive) and Noreen Tobin (co-producer).

Original music by Christophe Beck

Cinematography by Stephen McNutt (1996-1997)

Film Editing by Michael Eliot, Chris Peppe, Alan Wolfe.

Production Design by Vincent M. Crescimano

Assistant Director Gary Jones - second unit director

Stunts - Jeff Imada - stunt co-ordinator

Other crew

Mark Allen (V) - computer graphics supervisor

Robert Reed Altman - camera operator

Chris Call - assistant property master

David Eubank - first assistant camera: "a" camera

steadicam assistant
 Carolyn Hayes - production auditor
 Dana Kilgore - electrician
 Christopher Redmond - property assistant
 Ian Scheibel - property master
 Susan Vercelli - production co-ordinator
 Anthony Zierhut - storyboard artist.

Yes, it's cheesy! Yes, it's unbelievable! But it gets the humour and the action just right, and getting Patrick MacNee in for cameos makes it perfect. Try and catch all the references to THE PRISONER, THE AVENGERS, and so on. And it's so good to see a series where the girl does more than just sprain her ankle during the fight.

Actor Profiles:

Allison Smith stars as counterspy Max London in SPY GAME, a one-hour, high tech, off-beat adventure series. SPY GAME marks Smith's first regular series since her six-year run on the hit comedy, Kate & Allie. As Jennie Lowell, the teenage daughter of Jane Curtain's character Kate, Smith nominated three times by the Youth in Film Organization as Best Actress in a Television Series.

Since Kate & Allie, Smith has guest starred on a number of shows, including Party of Five, TOUCHED BY AN ANGEL, Homicide, Ned & Stacy and Champs. She had a recurring role on the series Sweet Justice and also had leading roles in the telefilms The Young Indiana Jones Chronicles, Danielle Steel's Full Circle and Where Are My Children? Her feature film credits include the recent Tom Cruise film Jerry Maguire, How to Make an American Quilt, Going West in America, At First Sight and A Reason to Believe.

Smith got her start in show business at age nine when she landed a part in the Broadway production of Evita. Six weeks later, she earned the title role in Annie on Broadway and went on to star in 1,056 performances from 1980 to 1982. Recently, Smith played the lead in David Mamet's west coast premier of Oleanna in Los Angeles at the Tiffany Theater. With her musical background, Smith is an accomplished vocalist, who enjoys singing when she is not shooting the series.

BIRTHPLACE: The Bronx, New York

BIRTHDATE: December 9.

Movie audiences will recognize Linden Ashby for his role as Johnny Cage, starring opposite Christopher Lambert in the action film Mortal Kombat. With the starring role as ex-CIA agent Lorne Cash, Ashby brings his talents to SPY GAME, a new one-hour, high tech, off-beat adventure series. Ashby has appeared in several films including the role of Kevin Costner's brother, Morgan, in Wyatt Earp, and has had starring roles in Into The Sun, 8 Seconds, and Cadillac Ranch.

Born in Atlantic Beach, Florida, Ashby attended Fort Lewis College in Durango, Colorado, before studying acting at the Neighborhood Playhouse in New York under Sanford Meisner. He accumulated an impressive list of theater credits, including roles in The Sorrow of Fredricks, Rags to Reubens, Three-Handed Hearts, as well as the off-Broadway productions of Hunchback of Notre Dame and Mostly Because It's Raining. He has also starred in several plays directed by Joanne Woodward, including Battle For New Orleans, Waiting For Lefty, Echoes, and Nuptial Song.

On television, Ashby has appeared in the miniseries Poor Little Rich Girl starring Farrah Fawcett; and has guest-starred in the series China Beach and Equal Justice. He also starred in the Showtime telefilm 15th Phase of the Moon and the HBO telefilm Beneficiary.

In "Spy Game," Ashby performs about 80% of his own stunts, drawing from his training in martial arts and rock climbing. He also enjoys flying, surfing, skiing, golf, tennis, windsurfing, scuba diving, horseback riding and hunting. Married to actress Susan Walters (The Big Easy), Ashby has two children and lives in Los Angeles.

BIRTHPLACE: Atlantic Beach, Florida

BIRTHDATE: May 23

Bruce McCarty stars as bureau chief Micah Simms on SPY GAME, a new one-hour, high-tech, off-beat adventure series. This marks the second time McCarty has worked with SPY GAME co-creator and executive producer John McNamara. In 1981, McCarty played a role on McNamara's play after it was chosen in the first Young Playwrights Festival.

Born and raised Pennsylvania, McCarty attended the American Academy of Dramatic Arts in New York City. While there, he won the Charles Jehlenger Award. He started his professional career as an apprentice at a

theater company in New York and progressed from bit parts to leading roles. He worked at the William Esper Studio in Manhattan and accumulated a list of theater credits, which includes the Broadway production of "As Is," and the national tour of "Mass Appeal." In addition, he has appeared in more than 20 off-Broadway and regional theater productions.

As a member of the Circle Repertory Company, he has earned an Obie Ensemble Award for his performance in the Steppenwolf Company Production of "Balm in Gilead." On television, he has played roles on "One Life to Live," "Law and Order" and "Reasonable Doubts." "Love Potion #9" and "True Colors" are among his feature film credits. McCarty enjoys touring the country by car with his wife. He improves his mind by reading philosophy, fiction and religious works. He also plays basketball and runs.

BIRTHPLACE: Philadelphia, Pennsylvania

BIRTHDATE: June 1

Daily Variety: Monday, March 3, 1997

"Spy Game", by Tony Scott

With cameos by retired TV spy series reps, "Spy Game" establishes a Crayola-bright series opening with reminders of "The Avengers," "Mission: Impossible" and "I Spy," but comparisons screech to a halt there. Loud, unoriginal and unimaginative pilot isn't sophisticated enough for preteens; it should have been animated. Concept crowds around ECHO (Emergency Counter Hostilities Org), which has drawn in most of the world's out-of-work agents, who apparently aren't eligible for unemployment insurance.

Led by dour bureau chief Micah Simms (Bruce McCarty), the take off never does take off. Adam Quill (Cotter Smith), who thinks the president was wrong in scrapping spy orgs, has his own agenda. Veteran Lorne Cash (Linden Ashby), originally trained by master op Quill, joins ECHO and is assigned, to his chagrin, to work second banana to new agent Max London (Allison Smith), whose qualifications are deliberately vague. ECHO's aim is to kayo the enemies within, and the company boasts hardware to unnerve any opponent. London, whose talents behind a driving wheel verge on maniacal, and Cash are after a small demonic device that, floating, can deliver a cylinder with all the devilishness of a minor hydrogen bomb.

Quill opens the proceedings when he grabs a live bomb and runs into a shack that explodes around him. But instead of going up in pieces, he goes on to run an outfit of disgruntled ex-spies who want to deliver the powerful mechanism to the president for putting them on the dole. The tricks, the gadgets, the unsurprising surprises (a tired plastic skin mask elicits a "Not this again!" from Cash) can't carry the pilot, and acting by Ashby and Smith is bland. These spies are into coreographed fights with other agents, including that Russian operator Shank (Keith Szarabjka), who's now on the ECHO team.

Elodie Keene's direction is, to say the least, derivative, and Christopher Beck's blatant score, a banging failed reminder of the "Mission: Impossible" theme, shows how Lalo Schifrin's work so individualistically punctuated that earlier series. As for the disarming insouciance of the Robert Culp-Bill Cosby "I Spy" high adventures, there's no echo.

John McNamara's contrived script (he co-created the series with Sam Raimi and Ivan Raimi) and Vincent J. Crescimano's production design, which sticks mostly to backlot explorations, proclaim how shrewdly and professionally the three aforementioned series were devised. Opening credits sequence, a hokey takeoff on "The Avengers," involves Ashby and Max armed and striking poses before show's title spelled out in oversize letters. That's as close as the opening sesh gets to the stylish and persuasive "Avengers." Patrick MacNee's opening line, referring to previous TV spy adventures, says it all: "No doubt about it, Quill, we were the best!" Will it go? There's a considerable difference between charming tongue-in-cheek and foot in mouth.

The Los Angeles Times: Monday, March 3, 1997

"'Spy Game' Struggles to Carry Out Its Mission" by: Howard Rosenberg

Rarely has there been a more derived series than ABC's new "Spy Game" The opening credits recall "The Avengers," that grand escapist and inventive British series that ran on ABC in the 1960s. The premise - the United States needing protection from former Cold War agents resentful about being downsized - echoes the 1996 movie remake of TV's "Mission: Impossible." And the friendly bickering between male protagonist Lorne Cash (Linden Ashby) and female protagonist Max London (Allison Smith) is classic "Remington Steele," an NBC series from the 1980s that itself sought to reinvent "The Thin Man."

Enough of the name dropping, though, for no one will be imitating "Spy Game," which doesn't even approach any of the above series. Instead it is really bad television on just about every level. That is surprising if for no other reason than one of the show's creators, along with Sam Raimi and Ivan Raimi, is John McNamara, who

was also co-creator of the highly original "Profit," which had a fleeting run on Fox last season.

The brain center of "Spy Game" is E.C.H.O., a government agency created to protect the United States from these dangerous renegades from within. Its success or failure rests on London and former CIA agent Lorne Cash (who carries no weapon because he is a weapon) and their boss, Micah Simms (Bruce McCarty). Unfortunately for the series, its own success or failure rests largely on the work of Ashby, a wooden Ken doll, and Smith, who also has memorable looks but simply can not act a whit.

The threat in the premier comes not only from London's bridges falling down but also from Cash's demented former mentor and colleague Adam Quill (Cotter Smith), who controls a super weapon known as the eradicator that he hopes to use on the president. Never mind that none of the principals here looks like he or she has ever come into contact with anything more technologically advanced than a blow dryer.

"Spy Game" is rather violent and lacks the talent to execute the occasional witty lines that surface in the initial episodes. These stories include appearances by "Profit" alumnus Keith Szarabajka, as a former Soviet agent, and a brief early cameo tonight by Patrick MacNee. The latter evokes memories of MacNee with Diana Rigg, with superior skills and scripts, carrying off this brand of cheeky adventure so stylishly on "The Avengers." While watching "Spy Game" plod, meanwhile, you can think of good use for the eradicator.

TV Guide: Week of Monday, March 3, 1997

"Rating the Midseason Shows" by: Susan Stewart

SPY GAME (Mon., ABC) TV-PG Ever wonder what happened to spies when the Cold War ended? They went into comedy. This series, from the producers of Hercules and Xena, stars Linden Ashby and Allison Smith as a couple of cute ex-espionage agents charged with keeping the world safe from their cranky, downsized counterparts. Game's a spoof, reminiscent of The Man From U.N.C.L.E. This is low maintenance entertainment, rife with campy jokes and cleverly choreographed battles. My score (0-10): 6

T.V. Guide: Saturday, March 15, 1997.

"The Couch Critic" By: Jeff Jarvis

Spy Game

ABC, Mondays, 8 P.M./ET

Amazing how a good idea can turn bad so quickly. I'd love to see a new spy show now, even as the espionage trade is being downsized in the new world economy. Nowadays, spies are about as necessary as keypunch operators. Yet spies do know - literally - where the bodies are buried. They're still dangerous and devious. Take these ferrety characters, arm them with techy weapons, give them great plots or punch lines, and sic them on a genetic enemy, like The Man From U.N.C.L.E.'s THRUSH, and you should have a blast. Should.

In the first minute of Spy Game, I hoped this would be such a show: a Get Smart for the millennium. In a brilliant job of guest-star casting, Patrick Macnee, the legendary spy-star of The Avengers, appears as a retired spook playing golf. Suddenly, a mis-swung club flies into a tree and uncovers a camouflaged sniper. Macnee and his playmates attack him with their putters and win the round. The scene is outrageous and funny. It's also, apparently, an impossible act to follow; from the next minute on, Spy Game becomes an intense bore.

The series stars Linden Ashby as ex-CIA agent Lorne Cash and Allison Smith as Max London, his beautiful, daring partner: his agent 99. She has concrete nerves. One way into the headquarters of their secret new spy agency, E.C.H.O. (Emergency Counter Hostilities Organization), is to drive down a blind alley at over 100 mph, strait for a brick wall that opens at the last minute. She's driving; she's cool. He's not. She's the real spy geek, the one who gets sweaty playing with new guns that shoot bullets, gas pellets, even mini-missiles. They're a good team, well armed with neat toys. But they're sent on missions with no backup from the lousy writers and directors at HQ. They get bad lines and worse plots, set to a dorky mockery of '60s spy-flick music (like the "In Like Flint" theme reinterpreted for elevators).

After our spies lament how unwanted they are - "No more East, no more West, no more big rooms full of cool stuff" - they're sent to nab a bitter ex-agent trying to kill the president or to rescue a Russian ex-spy's mom who's being held hostage to get her son to perform some dastardly act. This should be cause for campy humor, clever repartee about the state of the world, or at least nail-biting chases. Instead, we get lines that fill air: As they try to jump onto a moving jet, one spy screams to the other to close the hatch; he asks where the handle is; she says, "That would be the thing that says 'handle.'" See: The writers aren't even trying.

That's because all of this is just a thin excuse for gratuitous violence - way too many karate chops for one show, especially one in the family hour. It's stupid to produce such senseless violence at a time when TV is being attacked (unfairly, I usually say) as a violent medium. It's not only dumb, it's dull. Oh well, I guess they

just don't make spies like they used to.

WR.

DIR. Lou Antonio, James Frawley , Tucker Gates, Elodie Keene, Les Landau, Doug Lefler, Alan J. Levi, Jefery Levy, Martha Mitchell, Oz Scott , T.J. Scott

EPISODES: 12 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 1

WARNER BROS. TELEVISION, MCA TELEVISION ENTERTAINMENT INC., RENAISSANCE PICTURES, MCNAMARA PAPER PRODUCTION INC.

CREATOR: SAM RAIMI, IVAN RAIMI & JOHN MCNAMARA.

TYPE OF SHOW: CRIME **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER: 03/03/1997 **AIR DATE OF LAST EPISODE** 12/07/1997

SEASON DATE BREAKDOWN:

FILMS:

Lorne Cash LINDEN ASHBY, Maxine London ALLISON SMITH, Micah BRUCE MCCARTY, Shank KEITH SZARABAJKA.

RELATED SHOWS:

AVENGERS, THE

HERCULES: THE LEGENDARY JOURNEYS

XENA: WARRIOR PRINCESS

1 - 1 *WHY SPY*

Former espionage agent Lorne Cash has been out of the spy game for some time now, finally settling down as the owner of a bar. When Lorne is approached by E.C.H.O. agent Maxine London, he learns that his best friend, former partner and mentor Adam Quill has been killed by assassins while golfing with other former agents. He soon teams up with London to hunt down the clues and find out what really happened to Quill. After a brief encounter at Cash's bar with a couple of hit-men sent to kill him, the two learn that Quill is in fact not dead, and has set up the elaborate hoax in order to pursue the construction of the ERADICATOR PROTOTYPE, a fully automated killing device which vaporizes only its organic targets. Quill intends to use this on the President unless he is paid the absurd sum of \$10 Billion. Being absurd himself, the President does not take the threat seriously, but Cash knows Quill better than that, and him and London have already seen a demonstration of the ERADICATOR and barely lived to tell about it! Now, the two of them must single handedly stop Quill before he kills the President, and continues on a path of destruction.

Wr John McNamara

Dir Elodie Keene

1 - 2 *WITH FRIENDS LIKE THESE*

Shank's former Russian employer, Ivon Rogov, is attempting to retire in the United States under an assumed identity to avoid being tried for war crimes and other terrible acts that he has committed in the past. There's just one problem; Rogov once had a run-in with Lorne Cash where he captured Cash, imprisoned and tortured him, and killed his partner. Rogov knows that if Cash hears the slightest thing mentioned of his name, Cash will be after him with a vengeance. So Ivon "hires" Shank to kill Cash so that he will not have to be constantly looking over his shoulder. Of course Shank has no intention of killing Cash, that is, until Rogov plays a video tape for him showing Shank's mother being held captive by Rogov's men. In this episode, we learn that Shank's middle name is Nikalioevich.

Wr Eric Morris

Dir Lou Antonio

1 - 3 *NOBODY EVER SAID GROWING UP WAS EASY*

When a crazed, out-of-work arms maker sets out to re-ignite the cold war by sending a human-like android to kill the Russian President's daughter, Max and Lorne must track down the deadly droid and destroy him before it's too late!

Wr Gene O'Neill & Noreen Tobin

Dir Doug Lefler

1 - 4 *DEAD AND GONE, HONEY*

Max and Lorne join forces with ex-spy Honey Trapp, when Honey's unique seductive talents prove invaluable in their quest to investigate PROJECT TEMPEST - a top-secret absolute light vacuum created

to destroy the world by sucking in everything in it's path.

(From TV Guide) Ex-agent Honey Trapp (Dana Delany) instructs Max in the fine art of feminine persuasion, just in time to prevent a scientist from destroying the world with a tornado-like device.

Wr Anne Collins

Dir James Frawley

1 - 5 *YOU JUST CAN'T TRUST ANYBODY THESE DAYS*

When an E.C.H.O. insider, General Sam Wellish, hypnotizes Max to carry out his insane plan to kill the President of the United States, Lorne and Micah must figure out a way to prevent the hit and save Max.

(From TV Guide) Max falls under the command of four-star general Sam Wellish, a loose cannon intent on launching the Mayday Conspiracy - a plot to murder the commander in chief.

Wr Scott Brown & Eric Morris

Dir Martha Mitchell

1 - 6 *WHAT, MICAH WORRY?*

Micah gets fired for allegedly slipping top-secret weapons technology into the hands of black-market arms dealers. When Max and Lorne investigate their boss's bizarre behavior, they learn he has gone deep undercover to bait the true traitor. (From TV Guide) Max is put in charge E.C.H.O. after Micah is pink-slipped for selling military technology to arms dealers.

Wr David Simkins

Dir Alan J. Levi

1 - 7 *WHAT FAMILY DOESN'T HAVE ITS UP AND DOWNS*

Lorne is pitted against his estranged brother Jim, who is a spy turned traitor, when both are involved in a half-billion-dollar covert transfer.

(From TV Guide) Max and Lorne are assigned to escort a former agent transporting half a billion dollars in earthquake-relief funds. Things are shaken up, however, when Lorne's double-agent brother Jim turns up to plunder the money.

Wr Gene O'Neill & Noreen Tobin

Dir Les Landau

1 - 8 *AND THAT ABOUT CONCLUDES OUR SESSION*

When Lorne's former psychiatrist, Dr. Lynk - who has taken on the personalities of two dead ex-spies - breaks out of the asylum where he is now a patient, Lorne and Max must battle the head doctor to prevent the "spies" from taking their revenge on Micah. (From TV Guide) The personalities of two dead agents possess the mind of Lorne's ex-psychiatrist, who sets his sights on destroying E.C.H.O. as an act of revenge.

Wr John McNamara

Dir T.J. Scott

1 - 9 *LORNE AND MAX DROP THE BALL*

Max and Lorne are entrusted to deliver the emergency "football" containing the launch codes for the entire U.S. nuclear arsenal, back to the President. But their most important mission goes awry when a bitter former spy foolishly intercepts the "ball," hoping to return it and become a hero. (From T.V. Guide) E.C.H.O. escorts a Navy officer who's entrusted with delivering the Football - a device containing the launch codes for the U.S.'s nuclear arsenal - safely to the President.

Wr Kathy McCormick

Dir Jefery Levy

1 - 10 *GO, GIRL*

Lorne's former partner gathers a group of female operatives together so she can get revenge for something that happened years before.

Wr David Simkins

Dir Doug Lefler

1 - 11 *NECESSITY IS THE MOTHER OF INFECTION*

The deadly Q virus is stolen and released over a small town called Willow Edge. Lorne and Cash have to investigate and save the towns people.

Wr Scott Brown

Dir Winrich Kolbe

1 - 12 *HOW DIPLOMATIC OF YOU*

A super secret weapon is stolen from a US military base. Max gets to lead her first mission, to retrieve it

from the Kurganistan embassy.

Wr John McNamara, Kathy McCormick

Dir John T. Kretchmer

1 - 13 *WELL, NOTHING TO FEAR BUT DEATH ITSELF*

An agent is killed while investigating possible computer leaks. Someone has stolen \$20 million from ECHO accounts and captured Max and Lorne.

Wr Eric Morris

Dir Oz Scott

STAR BOYAKA: **STAR BOZU**

A long time ago in a galaxy far away, the Magadras Empire almost succeeds in brainwashing its subjects. However, a small band of revolutionaries, the Pijorina Federal Army, fights back. They are defeated in a great battle, but one ship escapes to fight another day.

In this late night sci-fi comedy that featured computer-generated spaceships and robot suits designed by Kunio Okawara of Gundam fame. Some schedules list it as a Thursday night show, although it was technically broadcast at one o'clock on a Friday morning.

WR.**DIR.****EPISODES:** 13 **YEAR MADE:** 2000 **COUNTRY:** JAP **SEASONS:** 1*BS-1 (TBS)***CREATOR:****TYPE OF SHOW:** COMEDY**FORMAT:** SERIES**LENGTH (MINS):** 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 13**DATE OF PREMIER:** 08/12/2000**AIR DATE OF LAST EPISODE** 30/01/2001**SEASON DATE BREAKDOWN:****FILMS:**

MASASHI OGATA, ATSUSHI ISHINO

STAR COPS



The International Space Police Force (nicknamed the Star Cops) were initially a handful of part-timers, volunteers who got the badge and had to keep law and order while holding down other jobs. Nathan Spring is a dedicated, irascible, professional detective appointed to whip them into shape. An outsider, he is immensely suspicious of the computerised world in which he lives, believing that it discourages people from thinking for themselves. He starts to build an international team around himself, beginning with Theroux, a young black American flight engineer, Australian Pal Kenzy an chauvinistic womaniser, chubby Colin Devis, and later to include young Japanese scientist Anna Shoun.

The Star Cops investigate everything from murder, sabotage, theft and hijacking, with Spring frequently clashing - somewhat half heatedly - with Krivenko, the Russian co-ordinator of moonbase where they establish their headquarters.

Star Cops was a British series which as the name implies was about police work in outer space Set in the near future of 2027, when mankind has finally begun colonisation of outer space. With more and more people living in space, crime had also followed To battle crime in outer space the various governments on Earth had set up the International Space Police Force, an organisation deridingly referred to as the Star Cops.

In charge of the Star Cops was Nathan Spring. Spring was a middle aged British police officer who was manipulated into taking charge of the Star Cops against his wishes. The Star Cops started out as a group of part time officers operating on various space stations, however under Spring's control the group enlisted several full time operators and a permanent headquarters on moon base. Most of the series regulars were given their own episode as an introductory episode. Both Nathan Spring and his second in command American David Theroux were prominently featured in the first episode. British detective Colin Devis volunteered for service after working on the murder case of Nathan's girlfriend in the second episode. Rebellious Australian Pal Kenzy was prominently featured in the third episode, after a brief appearance in the first. Russian Moonbase Commander Alexander Krivenko was introduced in the fourth episode and the last regular Anna Shoun, a young Japanese scientist, first appeared in the sixth episode

The cases assigned to the Star Cops were typical criminal ones. There was no saving the world from alien invaders. Instead the Star Cops got to solve such things as murder, industrial espionage and missing persons- however these crimes were often given a new twist by the fact that they were committed in outer space.

Star Cops never fully received the recognition it deserved. Only lasting for one series of 9 episodes on BBC2 (where programmes which are not supposed to be popular are broadcast), the series got off to something of a slow start since all of the series regulars were not introduced until the sixth episode. The cases the Star Cops investigated were all well thought out mysteries and the characters well developed.

When Nathan Spring and his posse of space deputies rode into the BBC schedules in 1987, they evoked echoes of the lawmen of the Old West. Star Cops never fully received the recognition it deserved. Only lasting for one series of nine episodes on BBC 2., the series got off to something of a slow start, since all the series regulars were not introduced until the sixth episode. The cases that Star Cops investigated were all well thought out mysterious and the characters were all well developed. The series was devised by Chris Boucher, a veteran of DOCTOR WHO and BLAKE'S 7, who was keen to get away from the space opera and back to what he considered to be the nuts and bolts of an intelligent, realistic detective series set in space.

A contributor to such Earth bound series such as Bergerac, Juliet Bravo and Shoestring, Boucher intended the drama to come, not from the realms of the fantastic, but from the developing characters and strength of the plots. Only a modest success in its BBC2 Monday evening slot, the series has never been given the ' Seal of Approval' of a repeat run of BBC1.

The producer for the series was Evgeny Gridneff, script editor was Joanna Willett, video effects were by

Robin Lobb and the theme was composed by Justing Haywood. The series was shown on BBC2 in 1987. The designers for the show were Dick Coles and Malcolm Thornton. Geoffrey Bayldon star of the 1970s SF show CATWEAZLE turned up as a guest star in the episode "Other People's Secrets" Tthe incidental music was created by Justin Hayward and Tony Visconti, the costume designer was by Linda Woodfield and the make up designer was Jill Hagger. The visual effects designers were Mike Kelt and Malcolm James.

WR. Chris Boucher, Philip Martin and John Collee.

DIR. Christopher Baker and Graeme Harper.

EPISODES: 9 **YEAR MADE:** 1987 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR: CHRIS BOUCHER

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 55 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 9

DATE OF PREMIER: 06/07/1987 **AIR DATE OF LAST EPISODE** 31/08/1967

SEASON DATE BREAKDOWN:

FILMS:

Nathan Spring/Voice of Box (uncredited) DAVID CALDER, David Theroux ERIC RAY EVANS (episodes 4-8), Pal Kenzy LINDA NEWTON (episodes 1, 3-9) , Colin Devis (eps 2-9) TERVOR COPPER, Alexander Krivenko (episodes 4-9) JONATHON ADAMS, Anna Shoun (eps 6-9) SAYO INABA.

RELATED SHOWS:

DOCTOR WHO

BLAKES' 7

CATWEAZLE

1 - 1 *AN INSTINCT FOR MURDER*

With a body in the river and a series of spacesuit failures, Nathan Spring is unconvinced by the machine's verdict of accidental death. And instinct is telling him to pursue it even if it means laying his own life on the line.

Wr Chris Boucher

Dir Christopher Baker

1 - 2 *CONVERSATIONS WITH THE DEAD*

"Lee Jones has been dealt with. You are next." Somewhere out there is a killer. Can Nathan Spring, recently appointed head of the International Space Police Force, pre-empt his deadly messenger?

Wr Chris Boucher

Dir Christopher Baker

1 - 3 *INTELLIGENT LISTENING FOR BEGINNERS*

There has been an explosion at the chemical plant, disaster in the Channel Tunnel and now there's a terrorist threat. The only clue is a couple of lines of obscure poetry. Can Spring and Theroux unravel the secret in time?

Wr Chris Boucher

Dir Christopher Baker

1 - 4 *TRIVIAL GAMES AND PARANOID PURSUITS*

Microbiologist Harvey Goodman has disappeared. It seems that the American space station RONALD REAGAN holds the answer, but pool-playing Commander Griffin is proving less than helpful. Diving deeper into a web of international double-dealing, Nathan smells a rat.

Wr Chris Boucher

Dir Graeme Harper

1 - 5 *THIS CASE TO BE OPENED IN A MILLION YEARS*

Exactly what happened to make a nuclear waste dumper launch abort? Is the Mafia alive and kicking in 2027? Will Nathan manage to survive being charged with murder?

Wr Philip Martin

Dir Graeme Harper

1 - 6 *IN WARM BLOOD*

"Knowledge is light." "Ignorance is darkness." Science must succeed. Nathan knows that. But when it means the loss of innocent lives, the Star Cops swing into action.

Wr John Collee

Dir Graeme Harper

1 - 7 *A DOUBLE LIFE*

When a mystery kidnapper steals three frozen embryos from Moonbase, the crime seems motiveless. Then their mother turns out to be the wife of an infamous arms dealer with a list of henchmen and enemies a mile long. With the ransom deadline approaching, Nathan is finding out what it's really like to race against time to save lives.

Wr John Collee

Dir Christopher Baker

1 - 8 *OTHER PEOPLE'S SECRETS*

The stress of deep space seems to be taking its toll at last with the onset of more and more maintenance errors. The trouble is, they've co-incided with the arrival of the safety controller and a visiting psychiatrist! As the chaos escalates, the safety of the entire moonbase is at stake.

Wr John Collee

Dir Christopher Baker

1 - 9 *LITTLE GREEN MEN AND OTHER MARTIANS*

Can a martian really have been unearthed at last? With a freighter carrying the new discovery bound for Moonbase, it certainly seems that way. Suddenly the Star Cops find themselves caught up in a race for the scoop of the millennium. But the cost is high, and the body count is rising.

Wr Chris Boucher

Dir Graeme Harper

STAR GAMES

Star Games was a TV series in the mid-1980s. It featured teams of actors representing various American TV shows competing in sports events. The events the teams competed in included swim sprints and relays, kayaking, track sprints and relays, a bicycle relay, and an "Apache Relay" obstacle course.

The show ran for two seasons. The host for both seasons was the former Olympic decathlon champion and actor Bruce Jenner. The first season was co-hosted by Pamela Sue Martin, and the second season by Morgan Brittany. The former American football player and actor Dick Butkus served as the show's "Special Referee".

The first season of the show was won by a team representing Falcon Crest, with a team from General Hospital finishing runners-up. Other strong-performing teams from the first season included Days of our Lives, Still the Beaver, and a combined team from Fame/Gimme a Break!.

The second season was won by a team from Santa Barbara. The runners-up were a combined team from Charlie & Co./Love Boat. Other notable teams from the second season included Dynasty, The Brady Bunch, Hollywood Beat, Growing Pains, Dallas, and a combined team representing The Insiders/Miss Universe.

WR.

DIR.

EPISODES: 0 **YEAR MADE:** 1998 **COUNTRY:** US **SEASONS:** 0

CREATOR:

TYPE OF SHOW:

FORMAT: SERIES

LENGTH (MINS): 90 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN:

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

TONY CURTIS.

STAR MAIDENS



Touted as a tongue-in-cheek fantasy, this 13-part Anglo-German production depicted a role-reversed planet Medusa, where women rule and men are the domestic drudges. Two male servants, Adam and Shem, escape to Earth in a stolen spacecraft in search of a better life. But they are pursued by Supreme Councillor Fulvia who wants to rechain them to the kitchen sink. When they are unable to recapture the runaways, Fulvia and her crew return with two Earth hostages. Thus the scene is set for a two-centre culture clash.

Question: in what TV series did Gareth Thomas play a rebel on the run, pursued by a powerful, dominant female? Yes, yes, BLAKE'S 7, of course. But two years earlier he was fleeing a regiment of women in a quite different science fiction series, Star Maidens. Touted as a tongue-in-cheek fantasy, this 13-part Anglo-German production depicted a role-reversed planet Medusa, where women rule and men are the domestic drudges.

The series, based on an original idea by a pair of German film-makers, Graf and Graefin Von Hardenberg, was made by a British independent company, Portman Productions, at Bray Studios. Its quartet of writers included three renowned exponents of British telefantasy - Eric Paice, Ian Stuart Black and John Lucarotti - and it boasted a starry international cast, including Judy Geeson, Dawn Addams and Lisa Harrow. Ronald Hines appeared as a dour police inspector bewildered by his encounter with the liberated ladies of Medusa, and Alfie Bass chipped in a cameo role as a castle gatekeeper captured by the Medusan runaways. The foreign stars included Christiane Kruger (daughter of Hardy) and Christian Quadflieg, from Germany, plus French-born Pierre Brice.

Produced at a cost of around £50,000 per episode, Star Maidens was sold to more than 40 countries as diverse - given the 'liberated' theme - as America, Hungary, South Africa and the Arab states of the Middle East. Over here, it premiered on Scottish Television in September 1976, with most ITV regions following in 1977.

But the maidens won few admirers, something Portman executive Ian Warren attributed to the difficulty of doing comedy with the Germans. 'It was meant to be fantasy but the Germans kept trying to make it more realistic.' Plans were laid to make a second series in Canada but they proved too expensive and were quietly shelved.

This was just one of actor Gareth Thomas' SF roles, others included BLAKE'S 7 and CHILDREN OF THE STONES. A three hour TV Movies which consisted of episodes from the series was also made, entitled simply Star Maidens it comprised of episodes 1, 2, 3, 4, 9, 11 & 13. The TV movie is sometimes shown as two 90 minute films.

Star Maidens was a British-German co-production which was the first series in which Gareth Thomas- best known as the Blake in Blakes 7- played a rebel against the forces of an oppressive government. Thomas played Shem, a man from the planet Medusa. Medusa was a world in which women ruled and men were used as servants and sex objects. Medusa was also a rogue planet which wandered into Earth's solar system.

Shem and his friend Adam learned that Earth was a far better place to live and stole a spacecraft belonging to Fulvia to journey to Earth. Fulvia and Octavia proceeded to journey to Earth and demand that Shem and Adam be returned to her. When the pair were given sanctuary on Earth. Octavia kidnaped Rudi Schmidt and Liz Becker and took the pair to Medusa demanding Adam and Shem's return for the pair's release. Fulvia meanwhile decided to stay on Earth with Adam. The stage was thus set for massive culture shock on both sides until the conflict was ultimately resolved in the final episode.

The producer for the series was James Gatward, and the series was first broadcast on STV (Scottish Television).

WR. Eric Paice, John Lucarotti, Ian Stuart Black and Otta Strang.

DIR. James Gatward, Wolfgang Storch, Freddie Francis and Hans Heinrich.

EPISODES: 13 **YEAR MADE:** 1976 **COUNTRY:** GB **SEASONS:** 1

A PORTMAN PRODUCTION (FOR SCOTTISH AND GLOBAL TELEVISION ENTERPRISES IN CO-PRODUCTION WITH JOST GRAF VAN HARDENBERG & CO. AND WERBUNG-IN-RUNDFUNK, FRANKFURT/MAIN)

CREATOR: GRAG AND GRAEFIN VON HARDENBERG

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 08/09/1976 **AIR DATE OF LAST EPISODE** 01/12/1976

SEASON DATE BREAKDOWN:

FILMS:

Fulvia JUDY GEESON, The President DAWN ADDAMS, Adam PIERRA BRICE, Shem GARETH THOMAS, Octavia CHRISTIANE KRUGER, Dr. Liz Becker LISA HARROW, Dr. Rudi Schmidt CHRISTIAN QUADFLIEG, Prof. Evans DEREK FARR.

RELATED SHOWS:

BLAKES' 7

1 - 1 *ESCAPE TO PARADISE*

Two Medusan males, Adam and Shem, are desperate to escape a matriarchal society in which men are subjugated. Stealing a spacecraft they flee to Earth, pursued by Supreme Councillor Fulvia and Security Chief Octavia. Their flight is tracked by scientists at a space research centre on Earth.

Wr Eric Paice

Dir James Gatward

1 - 2 *NEMESIS*

Adam and Shem go on the run from the Earth authorities and their Medusan pursuers.

Wr Eric Paice

Dir Wolfgang Storch

1 - 3 *THE NIGHTMARE CANNON*

Adam and Shem hide out in a castle. The local police try to persuade the men to give themselves up, while Octavia and Fulvia activate the nightmare cannon, inducing fear in the two fugitives.

Wr Eric Paice

Dir Wolfgang Storch

1 - 4 *THE PROTON STORM*

Fulvia and Octavia arrange to collect Adam and Shem, but the Nemesis drive system is damaged during a storm, forcing the ship back to Medusa for repairs, with Rudi and Liz held hostage on board.

Wr John Lucarotti

Dir Wolfgang Storch

1 - 5 *KIDNAP*

On Earth, Fulvia is captured by the agent of a foreign power determined to find out about Medusa and its technology. Adam, her former domestic, decides to rescue her.

Wr John Lucarotti

Dir Freddie Francis

1 - 6 *THE TRIAL*

Rudi, forced into menial labour on Medusa, takes part in an escape attempt. The attempt fails, and he is placed under Liz's supervision.

Wr Ian Stuart Black

Dir Wolfgang Storch

1 - 7 *TEST FOR LOVE*

Liz and Rudi plan to escape. When Liz spurns the advances of her new domestic, Hercule, Octavia makes her undergo a sexometer test to ascertain whether she finds Medusan men attractive.

Wr Ian Stuart Black

Dir Freddie Francis

1 - 8 *THE PERFECT COUPLE*

Fulvia and Adam decide to set up home together on Earth, but get jealous of their respective new friendships. Two females from the women's liberation movement try to enlist Fulvia, then steal her paragun.

Wr Ian Stuart Black

Dir Hans Heinrich

1 - 9 *WHAT HAVE THEY DONE TO THE RAIN?*

Rudi discovers that the local rainwater is poisonous and that rainfall is eroding the Medusan surface. The President is unconvinced by his claims.

Wr Ian Stuart Black

Dir Freddie Francis

1 - 10 *THE END OF TIME*

Professor Evans visits Medusa to find the city dim and deserted, and the President apparently on her death bed. A group of Medusans determines to overthrow the council and save the city.

Wr Eric Paice

Dir Wolfgang Storch

1 - 11 *HIDEOUT*

Adam and Shem go back on the run and are separated. Shem strikes up a relationship with an Earth woman called Rose.

Wr Otto Strang

Dir Freddie Francis

1 - 12 *CREATURES OF THE MIND*

Octavia, Liz and Rudi investigate the archives section in the lower levels of the city. Liz uncovers an abandoned project that involved giving robots emotions.

Wr Ian Stuart Black

Dir James Gatward

1 - 13 *THE ENEMY*

Adam and Shem are to be traded for Rudi and Liz, when Rudi accidentally discovers a transmission from an alien ship now within range of Medusa.

Wr Otto Strang

Dir Freddie Francis

STAR TREK



Star Trek was created by Gene Roddenberry, a former World War Two aviator and Los Angeles cop, who conceived it as an adult science fiction series. Its premise: in the 23rd century, Earth is part of the United Federation of Planets, a peaceful alliance of democratic worlds which runs a 'Starfleet' of space vessels to patrol the 'final frontier' of space. These, then, were the voyages of the Starship Enterprise. Its mission, restated at the start of each episode; 'to explore strange new worlds, to seek out life and new civilisations, to boldly go where no man has gone before'.

Its heroes: Captain James T. Kirk (the 'T' stood for Tiberius), a courageous and unflinchingly noble commander; his first officer Mr Spock, a half-human, half-Vulcan with pointed ears and arched eyebrows who lived by logic; Chief Medical Officer Leonard 'Bones' McCoy, an intemperate Southerner who insisted he was 'just a simple country doctor at heart'; and Chief Engineer Montgomery 'Scotty' Scott, an old-fashioned nuts 'n' bolts man devoted to his engines. The characters may have been corny (with the exception of Spock), but the chemistry was special, creating a unique sense of family - especially between Kirk, Spock and McCoy. You just knew that beneath that grumpy exterior, McCoy really cared for Spock. And the Vulcan's own inner turmoil as he strove to reconcile his logical self with the human side of his nature made him the most interesting character.

Star Trek's history has been analyzed from all angles-by historians, writers, fans, sociologists and critics. They've poked and prodded the phenomenon, unfastening Trek's dramatic hinges to see what made it run. Was it a magical chemistry of the cast? Imaginative plots? Or the optimistic portrayal of mankind as it reached out to other worlds? Star Trek's legendary origins have been well documented. Gene Roddenberry, former airline pilot and policeman, wanted to make social and political statements on television without being crucified by the censors. Science fiction offered him the chance to comment on his world by setting his stories in other worlds. Although similar to the 1956 film *Forbidden Planet* (which also featured a United Star Cruiser in the far future), Star Trek was unique for television.

CBS rejected Roddenberry's proposal in favor of *Lost in Space*, but NBC expressed interest. The 1964 pilot, titled "The Cage," cast Jeffrey Hunter as Enterprise captain Christopher Pike and Leonard Nimoy as the half-human, half-Vulcan science officer, Mr. Spock. Majel Barrett played the female first officer, Number One. The story told of the Enterprise's encounter with an alien, telepathic race which snatches Pike for breeding purposes.'

"After NBC watched it, they said, 'We like it, we believe it, we don't understand it. Do it again,'" remembers director Robert Butler. The brass felt the pilot was "too cerebral" for audiences and wanted another pilot to demonstrate the format's action-adventure potential. Even while filming "The Cage," Butler had had his own reservations. "It was a complicated story," he admits, "and I wondered if audiences would respond to it. While rehearsing the pilot, Howard Hawks' film *The Thing* was very much on my mind. That film was very dry and underplayed, naturalistic and quiet. I tried that with the Star Trek cast for a couple of days, but it didn't work. It turned out flat, so I said, 'I was wrong. Let's go back to our traditional style,' which is slightly melodramatic, slightly alarmed and aroused. It worked better."

While generally satisfied with "The Cage," Butler says that his vision of the future, on both a visual and a dramatic level, was different from Roddenberry's. "Star Trek supposedly conveys interesting ideas and philosophies. I found it more preachy and spoken than dramatic. The technical effects were great, but the drama was stand-around. Occasionally, a few guns went off, but at its best and worst, there was a lot of thinking, postulating and reasoning. It was walking radio-thoughts, ideas, words-theatrical space opera. I wanted to get into something more vivid."

He also preferred a visual style that was more realistic. "I respected the way the movie *Star Wars* took the future and wore it down. I wanted to do that with 'The Cage.' I wanted to wear down the ship's hardware and

bring in some wear and tear and naturalism. I was told, wrongly I think, that the brand spanking new ship was the wave of the future. For me, that cleanliness robbed Star Trek of realism. There's more realism in unrest and disorder. When I directed Hill Street Blues, I got into that seamy side of reality." NBC asked for several character changes after screening the pilot. Test audiences had not been receptive to seeing a woman in a position of command. Roddenberry reluctantly agreed to drop the Number One character. The network was also uneasy about the Satanic appearance of Mr. Spock. They asked for the character to be removed. Roddenberry fought to keep the pointeared alien, feeling that the Vulcan's constant struggle with his suppressed human emotions would provide the series with a major dramatic thrust. Roddenberry won the battle, and Spock became one of the show's biggest draws.

As for the starship captain, Jeffrey Hunter decided not to go ahead with the series. "Jeff was a decent, professional guy," recalls Butler. "He liked the overall integrity that went into Star Trek, but as I vaguely recall, his wife wasn't all that happy with him doing a science fiction series. I think there was also a commercial sense of getting a clean start with the second pilot. They changed as much as possible within reason. That included re-casting." Some of the actors considered for the role of Enterprise captain included James Coburn, Roy Thinnes, Jack Lord and Lloyd Bridges.

The second pilot, "Where No Man Has Gone Before," was directed by James Goldstone in 1965. William Shatner was cast as the new starship captain, James T. Kirk. This pilot sold the series to NBC. "The Cage" would later be used in the two-hour Star Trek episode "The Menagerie" as flashback footage. "Gene asked me to come back and direct the new footage for 'The Menagerie,' but I was busy, which was OK," recalls Butler. "I'd already been there and wasn't interested in coming back. But I enjoyed working with Gene. He was a very unpretentious, basic guy. He was a man's man, with a lot of enthusiasm, leadership and strength."

As Star Trek neared its first air date for the 1966-67 season, it was publicized as the first adult space series. However, the first episode aired was about a salt-sucking creature loose on the Enterprise. It didn't get the show's image off to a good start. "NBC chose 'The Man Trap' to open the season because it had a monster," says coproducer Robert Justman. "I stood up in the projection room when the network people were trying to decide which episode to open the season with. I strongly objected to showing 'The Man Trap' as the premiere. Not only did it lack the quality of some of the other shows we had done, but it would give the audience a mistaken idea of what we were attempting to do. However, I lost. I felt the network, aside from a few people, never understood what we were trying to do with the series." Many critics certainly didn't. After "The Man Trap" aired, Daily Variety sniffed that "Star Trek won't work," while the L. A. Times groaned, "The stars take a trek into a real mess." It didn't take long, however, for subsequent episodes of the series to win over a modest but loyal following. This included real-life space scientists, astronauts and even writer Isaac Asimov, who proclaimed it "the first good science fiction series."

Writer Margaret Armen was a faithful viewer who recalls that she instructed her agent to "keep hounding Gene Roddenberry until he asked to see me. At that time, women writers were subject to suspicion as to their ability to write hard stories. Gene was open-minded, especially after his one-time secretary, Dorothy Fontana, exhibited such writing ability as a Star Trek writer. Gene agreed to a story conference with me, and liked my 'Gamemasters of Triskelion' story. The first day I walked into the Star Trek office, I was greeted by this huge, life-sized cutout of one of the show's monsters. It was a shock ... but a nice touch!" Armen recalls, "There was sort of a competition between William Shatner and Leonard Nimoy. Actors' egos are very fragile. They're always on guard against somebody taking over from them. They were both wonderful however, and played their characters beautifully. Nimoy could be a little temperamental, but he was also very charming and very sexy. He had a very magnetic personality."

One of the ribbings Star Trek has endured over the years has been its treatment of the unknown crewmen. When a landing party consisted of Captain Kirk, Mr. Spock, Dr. McCoy and a guard named Smith, it was a sure bet Smith would get blasted by Act 1. Jay Jones was one of the main stuntmen on the show, and he made his living dying on Star Trek. "In the first episode I did, 'Catspaw,' I was dead the minute you saw me," he laughs. "They needed an actor who could do his own falls. In 'Catspaw,' I beam up as a zombie, fall flat on my face and as Kirk holds me, evil voices come out of my mouth. That was my introduction to Star Trek." Jones, whose father was also a stuntman, had gained his own reputation by doing stunts for Robert Vaughn on The Man from U.N.C.L.E. He left that series for Star Trek.

"Gene Roddenberry took a liking to me and the word came down I was to get as much work as I could handle," explains Jones. "I started by doubling for James Doohan, and later for Leonard Nimoy." But it was his hazardous security duty that got him the most attention. "The big joke on the set was how hard it was for a guard to live past the first half-hour." At the time, Jones regarded the show as just a job. "My father thought the series was great, but I didn't like science fiction. It wasn't until the reruns that I realized what a terrific show it was. When I got my 'Catspaw' script, my only line was, 'One to beam up.' I had no idea what that meant. The next day, a neighborhood kid went by on a bicycle. I asked him, 'Do you watch Star Trek?' He said, 'Yeah!' I asked, 'Do you know what beam up means?' This kid explained it all to me."

Getting beamed up was a breeze compared to the stunts Jones did for several episodes. In "Who Mourns for Adonais," the Greek god Apollo expells his wrath on Scotty several times. The stuntman was Jones. "Apollo backflips me over a table, but I hit the corner, so they chained it down and I did it again. This time I caught the table's edge in the kidneys. By the end of the day, I was pretty sore. Then they wanted to do the wire gag known as a neckbreaker. You wear a vest under your clothes, and it's attached to a pulley. Three 200-pound guys jump off a six-foot ladder and it takes up the slack. It jerked me across the stage. We thought it would take me 10 to 12 feet and it took me 18. I flew right over Shatner's head. My head snapped against the floor, and I went through a wall, although that was cut from the print. I was out cold. They rushed me to the hospital with a concussion. I was banged up, but nothing major."

In the episode "The Apple," Jones played crewman Mallory, one of the landing party who finds a planet ruled by the computer god Vaal. Although he was supposed to sneak silently up to a village, Mallory inexplicably blows his cover by trying to alert Captain Kirk. "The director wanted me to run over a hill and scream, 'Captain! The village is over there!'" laughs Jones. "Looking back on it now, it sounds pretty silly!" When Mallory stepped on an exploding rock, it was stunt time. "I had to lobby director Joe Pevney for that scene," recalls Jones. "He was a dear man and refused to let me do it. He felt it was too dangerous. I held out. I said, 'I don't want to do this stunt the Mickey Mouse way.' He finally said okay. Well, I was wrong. I got hurt

"There was a jumper trampoline buried in the ground. When I hit the trampoline, the explosive was supposed to go off. Well, the timing had to be perfect, and it wasn't. The special effects guy was a hundredth of a second too late. I was directly over it when the blast hit me. In the episode, you can see me literally blown toward the camera. The force hit me in the stomach, burned my side, blew the skin off my rib cage and impacted all of this dirt into my sinuses. I couldn't open my eyes or breathe. They rushed me to the hospital emergency room." Still, Jones says cheerfully, "It was nothing major. It could have been a lot worse."

Jones's father was less stoic. "Dad had been a stuntman all of his life. When he saw that stunt on TV, he knew I really ate it. He literally got sick to his stomach. They had filmed the explosion from another angle as well, and it was incredible. I looked like a human fireball. It wasn't used because NBG felt it was too violent. I was really the stunt coordinator for the show," he continues. "I'd dream up stunts and work with the directors and cameramen on how we could use them in scenes. I've been on some shows where the directors are trying to get you killed. I've done other shows where the directors really care about your safety. On Star Trek, the same stunt guys were called back regularly. It was a great group of people."

In his appraisal of the cast, Jones notes, "Leonard Nimoy was very quiet and shy. He was a nice guy, but he seldom said anything. Dee Kelley and Jimmy Doohan were the greatest guys in the world. The toughest guy was Shatner. He loved to relate to the stunt guys because he thought he was a jock. The first fight I had with him he got caught up in the adrenalin. He busted me in the mouth a couple of times. We weren't the best of friends during the show, although we grew closer towards the end. The cast was very interested in learning how we did stunts. They were our biggest fans because they knew the stunts made them look good. The actors always wanted to do stunts. The stuntmen always wanted to act!"

Jones figures that he maneuvered himself out of a recurring role on the series. "I was asked if I could do accents. They were trying to write in some new characters, but they hadn't decided on a dialect. I had just done a play where I had a French accent, and I butchered it. So when they asked me if I'd do a test scene in 'Catspaw' with an accent, I said, 'No way. I won't embarrass myself again.' I found out later they were considering me for the role of Chekov. Walter Koenig has been riding the crest ever since."

Jones notes that the morale during Star Trek's third year was low. "There seemed to be a problem between Gene and the actors. Gene was marketing everything related to the series-buttons and stuff. He was just being a businessman, but some of the cast didn't feel that was correct. They were in it for the art." After Star Trek, Jones went on to do stunts in Bonanza and The High Chaparral. He later became a professional racquetball player. Today, he's an actor and a private investigator.

Canadian actor John Colicos had the privilege of introducing the hostile Klingons to Star Trek audiences. In "Errand of Mercy," Commander Kor (Colicos) and his men invade what seems to be a primitive, push-over planet. "My first thought was, 'What the hell should a Klingon look like?'" says Colicos. "Then I thought of a futuristic Ghengis Khan, and the makeup suggested a Mongolian warrior, hell-bent on the destruction of the planet. But we should have had spines growing out of the top of their heads to make them look like mutants!"

The episode brings the Klingons and the Earth Federation to the edge of all-out war. Their battle is abruptly halted by the peace-loving villagers, who are actually highly advanced life forms. They force the two sides to arrange a longstanding truce known as the Organian Peace Treaty. "When the aliens told Kirk and Kor, 'Get the hell off our planet. We don't want your war', it was the beginning of a new generation," says Colicos. "The show's message was to let there be peace and harmony in the world for a change."

Colicos, an avid viewer of the 1987-94 *Star Trek: The Next Generation*, was surprised by the changes made in the Klingon Empire. "Now they're the good guys," he says. "The Klingon makeup is entirely different from what we did in the series. It would be very interesting to bring back Kor, who's been living on top of a mountain for the last 100 years, and have him cursing and screaming, 'Why the hell has everyone become so nice!'"

Actor Lawrence Montaigne had been a top stuntman in Europe before embarking on a successful acting career in America. It was his role as Stonn, the Vulcan in love with Spock's fiancée in "Amok Time," that brings back a memory. "Gene Roddenberry was a phenomenon. I can also say, of all the people I've worked for in show business, he was the most vicious. I hated the man. The role of Stonn had only three lines, and I wasn't interested. To pacify me, they offered to give me guest star billing and to pay my price. I still didn't want to do it.

"Roddenberry called me direct and told me if I didn't do the part, I would never work at Paramount again. What could I do? Acting was how I made my living. Gene was a very imposing man. What he wanted, he got. He had been a cop and behaved like one." Reluctantly, Montaigne did the role, but then there was another controversy. "They wanted me to be bare-chested as Stonn. I didn't think that was something you ask somebody to do unless it's pre-arranged. You don't wait until a guy is in his costume and say, 'Oh, by the way, shave your chest.' I called my agent and said 'They want me to shave my chest. Are they out of their minds? Do they expect me to stand around for the next two months and itch? I'm not gonna do it.' I went to my dressing room, and suddenly Gene knocks on the door. 'What is this shit?' he says. 'You're holding up production.' We already had this wonderful rapport going because of our earlier clash. I told him I wasn't going to shave and I didn't care what he did. Well, my agent came down, Gene was there, and guess who was the heavy? They finally came up with the idea of a black turtleneck sweater. The outcome was that I never worked for Gene or for Paramount again."

All the same, the actor says, "Gene was a genius in his own right. He created a unique show. I didn't have to agree with or like the man. Hell, personality conflicts happen in every bloody business in the world. It's only because it's in show business that it becomes high profile." Montaigne's experiences with the cast were on the lighter note. "Leonard Nimoy didn't have a sense of humor. During lunch we were in the commissary and a bus pulled up. A bunch of tourists came out and rushed over to Leonard, 'Mr. Nimoy! Mr. Nimoy!' So after lunch, we were on the set and I said to Leonard, 'You know, Leonard, a funny thing happened in the commissary after you left. Another busload of people arrived and they mistook me for you. They came up and began yelling, "Mr. Nimoy, can you sign our autographs?" I told them to go fuck themselves.' Well, if you wanna give somebody shock therapy, that would have done it. Leonard blanched, and his jaw fell to his chest. It was so typical of Leonard. He would never have thought for a minute that maybe I was kidding. I feel that when we take ourselves too seriously, it's time for a little introspection. On *Star Trek*, you had to work your ass off, trying to make it believable, but after awhile, you've got to laugh. That was the good thing about Shatner. He enjoyed it and played it tongue-in-cheek. Leonard took the whole thing very seriously."

Montaigne says (and co-producer Robert Justman confirms) that he was under serious consideration to replace Leonard Nimoy after *Star Trek's* first year. "Leonard's agent was negotiating for a new contract, and it looked like Leonard wouldn't be back," says Montaigne. "My agent called and negotiated a deal for me to take over the role. Leonard changed his mind and went back for a second season."

Actor Booker Bradshaw, who played Enterprise doctor M'Benga in two episodes, recalls that occasionally the space-age dialogue gave everyone the giggles. "There's a scene in *A Private Little War* where Dr. McCoy says, 'Thank God his heart is where his liver is or he'd be dead now.' That scene took us SO takes. We couldn't get through that line without laughing. When we finally got it together and stopped laughing, the cameraman laughed and jiggled the camera on the SOth take. So we had to do it again."

Bradshaw notes that the laughs between Shatner and Nimoy became more subdued as the series went on. "When *Star Trek* began, William Shatner was supposed to be the next Laurence Olivier of America," says Bradshaw. "Most of the salary went to Bill, and Leonard was an afterthought. Then, the show took a strange turn. Leonard started pulling in 10,000 fan letters a week. So a certain envy began to develop with Shatner, but it never took the form of a healthy discussion. It was subliminal."

It was when Nimoy had to appear at the Texas State Fair during the filming of "*A Private Little War*" that Bradshaw got into his own trouble. "We had to film a scene in sickbay, where Spock is comatose and I'm supposed to revive him by slapping him. Leonard wanted to get the scene done so he could fly to the Texas State Fair. Leonard said, 'Booker, I only want to do this scene once. When you hit me, make it realistic. I don't want a stage slap. I want you to slap the shit out of me.' I said, 'I gotcha!'"

"We began filming and I walked over to Leonard and I slapped him. I've never slapped anyone as hard as I slapped him-and his ears flew off! There was mass hysteria on the set. The cameraman was in convulsions, and people were rolling on the floor. Leonard was totally pissed off. He chased me around the set, yelling, 'I'm

gonna kill this guy!' I'm yelling, 'Please! I did what you told me to do.' The director's yelling, 'What the hell's going on here? Don't you understand what a stage slap is, Bradshaw? Now we have to cover up the bruise marks on Leonard's face and he wants to beat you up because you slapped the piss out of him.' I said, 'Look, all I ever wanted to be was a classical actor. I don't need this shit. I'm going home!' Well, Leonard grabbed me and said, 'In a pig's ass you are. We're going to do it again-this time, use a stage slap.' So we did, and the scene was fine, and Leonard hugged me and said, 'I'm not gonna beat you up, Booker,' and off he went to the Texas State Fair."

Star Trek developed a small, loyal audience, but the ratings were a constant concern. The first season of Star Trek finished number 52 out of nearly 100 shows. It finished just behind Mission Impossible, and ahead of The Wild, Wild West and Run for Your Life. At the end of the 1966-67 season, NBC reported Star Trek's chances for renewal were iffy. Several thousand TV viewers wrote in, helping to secure the series for a second season. However, the show was moved from its Thursday night slot to Friday nights. According to Robert Justman, that hurt Star Trek. "By the time we had built up an audience during the summer of 1967 in that Thursday slot, NBC moved us to Fridays at 8:30. That was tough because part of our audience was young people and that was their night to go out."

"There was never any strong general audience support for Star Trek after the first year ", says Herbert Solow, who was vice-president of Desilu studios at the time. When the series completed its second season with weaker ratings, cancellation was definitely in the offing, and NBC confirmed the show was borderline. This time, fan reaction was intense. For the first time in TV history, viewers actively campaigned to save a TV series. Fans picketed NBC headquarters. Petitions and letters flooded the network. Newspapers and magazines publicized the reaction.

Although Roddenberry claimed that he had little to do with the letter campaigns, Solow contends, "It was a manufactured campaign that Roddenberry waged, using students at several engineering universities, including Cal Tech and MIT." NBC made an unprecedented on-air announcement in March 1968, following the broadcast of the episode "The Omega Glory," that the series would continue for a third year. When Roddenberry didn't get the 7:30 p.m. Monday slot that NBC had originally promised for 1968-69, he reversed his decision to personally produce the series' third season. He felt the 10 p.m. Friday time slot was certain death for the series. Producer Fred Freiberger was brought in.

"The ratings were falling, and NBC wasn't happy with the show or Roddenberry," recalls Freiberger. "If it hadn't been for the loyalty of the fans, Star Trek would have definitely ended after the second season." The new producer was given the daunting task of turning Star Trek into a ratings success. "Usually when a new producer comes in, he wants to scrap everything. I wanted to keep doing what they had been doing. A network researcher told me that one reason the ratings were poor was that women were afraid of something as infinite as space. Although we had female fans, the network hoped to boost ratings by getting more women to watch. I tried to get more romance into the series. I also wanted to give the subsidiary actors more meaningful things to say than just 'warp 3.' We made it more of an ensemble show.

"Because of budget, we had to set every fourth show aboard the Enterprise. However, that didn't necessarily mean we couldn't do good shipboard stories. It gave us the opportunity to do some morality plays and make some nice statements."

As the third season struggled in the ratings, Freiberger found the budget tightening. "The studio was watching every nickel. At one point, a production guy said to me, 'Look at William Shatner's breakfast charge. He's charging 15 dollars every morning for meals.' At that time, that was a lot of money. They asked me to talk to him about it. I said, 'Bill, what do you eat for breakfast?' He said, 'Ham, bacon, eggs, coffee and juice.' I said, 'That comes out to only seven bucks!' He replied, 'It's my dog-he eats the same thing for breakfast.' I said, 'Bill, if you don't tell anyone about this, I'll forget we had this conversation.'" As the series reached its end, relations between the network and Roddenberry didn't flourish. "It's true that NBC didn't like Star Trek "

, notes Freiberger. "When Roddenberry first introduced me to the network staff, I was shocked by the contempt with which Roddenberry treated them. That's when I realized they didn't like Roddenberry or the show and he didn't like them." "NBC resented Roddenberry for the way he painted them as losers and as the enemy," agrees Herbert Solow.

Nevertheless, there were those at NBC who regularly defended Star Trek. Throughout its run, the late Mort Werner (NBC's vice-president of programming) and NBC programming research executive Paul Klein publicly praised the show. As Klein told TV Guide, "It's the only science fiction show with a scientific base." "Mort Werner was very supportive of the show, and I know Gene Roddenberry thought very highly of him," says Robert Justman. "But he was in New York. Mort wasn't one of the people we dealt with on the West Coast. Paul Klein, who was a very bright man, was also supportive, but his position at NBC was such that all he did was deliver research to the people at programming."

"Mort Werner and Grant Tinker were staunch supporters of Star Trek," adds Herbert Solow. In the end, however, it was the ratings that ditched the series after three years on NBC. "I don't think Star Trek ever got into the top 40," says Freiburger. "Today, if you have a 22 or 25 share, you're a smash hit. In those days, we ran a 25 to 29 share. After the first year, the ratings kept going down, and historically, that slide continues." "That third season was a rough year," says DeForest Kelley. "We lost Roddenberry's touch because he was at war with NBC. We knew this would be our last year."

"We knew darn well we wouldn't continue in that 10 p.m. time slot," adds Robert Justman. However, only two years earlier, the infamous 10 p.m. time slot had turned another slow starter, *The Man from U.N.C.L.E.*, into a top ten smash. Moreover, Star Trek's competition in its last year was the buckling Judd for the Defense on ABC and an unusually weak package of CBS movies. In addition, Star Trek had a good lead-in, the pseudo-intellectual *Name of the Game*. Furthermore, Star Trek had received months of free publicity created by the historic letter-writing campaign. Yet Star Trek still lagged with a 25 share.

Margaret Armen offers perhaps the most practical explanation. "Many people didn't watch Star Trek because they were firmly anchored in the Earth," she says. "My husband, a high school teacher, never watched Star Trek, not even my episodes. He'd say, 'I can't relate to something about a spaceship warping out of the solar system. It's like a fairy tale.' I think many other intelligent people felt the same way. Engineers I knew always watched it, perhaps because an engineer's mind is always thinking of the mechanics of the future. I always felt the series was rooted in a future reality and that it was certainly within the realm of possibility. The network executives, as well as some people at Paramount, thought the show was a fluke. I felt they were crazy not to recognize Star Trek's virtues."

Star Trek left NBC in the fall of 1969, but many people felt there was more to come. "That's true," says Al Francis, Star Trek's director of photography. "When we had a wrap party in 1969, Gene said, 'One thing we're not gonna do is take anything apart. We're going to keep the sets standing because I think we're going to be back.' The sets remained for sometime." Mort Werner actually tried to launch a 90-minute TV movie version of Star Trek, with the original cast, for the fall of 1970. 'Although Gene called me, Jim Rugg (special effects) and Matt Jeffries (art director) in later, saying Paramount was going to do a film, we never heard anything else. I know Gene wanted to do a Star Trek feature as early as 1968. He was a terrific writer and a real brain."

In syndication, Star Trek gained momentum like a rolling snowball. In January 1972, organizers of the first Star Trek convention in New York anticipated 300 fans. Over 3,000 showed up. TV Guide's feature article on the convention in March 1972 made millions of other fans aware of the show's popularity. From this point on, there was more talk of reviving Star Trek as a TV movie. Talks constantly stalled, although NBC did air a 1973-75 Saturday morning animated version of Star Trek. The show, featuring the voices of the original cast, won an Emmy in 1975 as best children's show.

"Kids were Star Trek's audience," says Freiburger. "On the network it had been a failure. In syndication, kids got it at 5 and 6 p.m. and made it a smash." As conventions, reruns and fan clubs continued to thrive, Paramount announced a new Star Trek series for 1978, with most of the original cast. "Paramount called in various writers, and they wrote about 30 scripts," recalls Margaret Armen, who co-wrote one script with partner Alf Harris. "We were signed up for the TV pilot when suddenly Paramount decided to go with Star Trek-The Motion Picture," recalls DeForest Kelley. The 1979 film was followed by five sequels: *The Wrath of Khan* (1982); *The Search for Spock* (1984); *The Voyage Home* (1986, the most successful of the film series to date); *The Final Frontier* (1989); and *The Undiscovered Country* (1991).

Meanwhile, the 79 TV episodes continued to break syndication records. Although some critics, infuriated by the series' cult status, have directed super-critical slaps at the shows' plots and 1960s sexism, the fact remains that most of Star Trek's stories have withstood the test of time. The torch was passed to a new TV Enterprise in 1987. The new cast set off in the series *Star Trek: The Next Generation*, which proved a ratings smash in first-run syndication. Roddenberry died in 1991, but his legacy continued with a Next Generation spinoff titled *Deep Space 9*. This saga debuted in 1993 to good ratings. Another spinoff, *Voyager*, premiered in 1995. Even after twenty years, the original Star Trek reruns continue to be popular in syndication. Although it has typecast some of the actors, they're still popular speakers at conventions around the world. Asked about the convention circuit, DeForest Kelley replies, "The question I'm asked most is what was my favorite episode. That would be 'City on the Edge of Forever.' And I've been asked, 'If I had to do it over again, would I choose to do Star Trek?' The answer is YES."

CAST NOTES

William Shatner (Captain Kirk): Born 1931. Canadian-born actor who became one of TV's busiest actors after Star Trek. In the 1980s he starred in *T.J. Hooker* (1982-86) and in the 1990s hosted the series *Rescue 911*. He's also an author (*The Tek INar* series and *Star Trek Memories*). Leonard Nimoy (Mr. Spock): Born 1931.

One of his earliest roles was as a Martian in the film *Zombies of the Stratosphere* (1953). Nimoy spent two years as agent Paris on *Mission: Impossible* (1969-71). An acclaimed stage actor (Sherlock Holmes, Vincent Van Gogh), Nimoy also found success as a motion picture director in the 1980s (*Three Men and a Baby*, *The Good Mother* and two of the *Star Trek* films, *The Search for Spock* and *The Voyage Home*).

DeForest Kelley (Dr. McCoy): Born 1920. Had it not been for acting, Kelley claims, he probably would have become a doctor. (He has, however, contributed much to the world of medicine: "I am constantly receiving letters from physicians who went into medicine as a result of watching *Star Trek*.") Kelley was usually cast as a villain in numerous films and TV shows in the 1950s and 1960s. His post-*Star Trek* TV appearances in the 1970s included *The FBI*, *The Virginian*, *Room 222* and *Ironside*.

Nichelle Nichols (Lt. Uhura): Born 1936. As *Star Trek*'s first season came to a close in 1967, Nichols was poised to leave the show. It was Martin Luther King who convinced her to stay on the series and provide a role model for young black women. Nichelle worked closely with NASA in the 1970s and 1980s on their recruiting program. James Doohan (Scotty): Born 1920. This Vancouver-born actor admits his career slowed down considerably after being typecast as the starship's engineer. Since *Star Trek*, he's done guest shots on *Magnum P.I.*, *Fantasy Island* and *MacGyver*. He's a frequent guest speaker at *Star Trek* conventions.

George Takei (Sulu): Born 1939. One of Takei's earliest jobs was to dub English dialogue over Japanese science fiction films. He also branched off into L.A. city politics. His many TV appearances include *Miami Vice*, *MacGyver*, *Hawaii 5-0*, *Baa Baa Black Sheep* and *Magnum P.I.*

Walter Koenig (Chekov): Born 1935. Frustrated by his stalled acting career following *Star Trek*, Koenig turned to writing TV scripts and novels. In 1990, he received acclaim (along with co-star Mark Lenard) for the play *The Boys in Autumn*. Majel Barrett (Nurse Chapel): Born 1935. She married *Star Trek* creator Gene Roddenberry in 1969. She held a recurring role as Lwaxana Troi (Deanna's mother) in *Star Trek: The Next Generation*.

William Shatner would later go on to create his own sf show *TEKWAR*. Walter Koenig had a recurring role in the SF show *BABYLON 5*. 'I realised that by creating a separate world, a new world with new rules, I could make statements about sex, religion, Vietnam, unions, politics and intercontinental missiles. Indeed, we did make them on *Star Trek*; we were sending me messages, and fortunately they all got by the network.' (Gene Roddenberry, creator/producer).

Britain came late to *Star Trek*. By the time we joined the *Starship Enterprise* for its five-year mission to boldly go where no man had gone before, that mission was practically over. Back in America, the series had been axed by NBC after a three-year run. The battles - to keep a pointy-eared alien in the crew, to keep a negro on the bridge, even just to keep the show alive - had been fought and won . . . and finally lost.

Or so it seemed. In the end this is one show that has run and rerun, its stamina virtually unsurpassed. Today, boosted by a cartoon series and the fleet of feature films, and kept alive by the devotion of its fans, *Star Trek* remains a multi-million dollar industry. And the series, with its unforgettable characters and catchphrases, has become an indelible part of Western culture. They even named a space shuttle *Enterprise* in its honour.

Yet Roddenberry had had to fight to keep Spock in the show in the face of a network initially unwilling to welcome him aboard, in the belief that nobody would relate to him. Leonard Nimoy, too, was reluctant about the part. He believed the ears would wipe him out as an actor. Roddenberry promised him an 'ear job' after the 13th episode if he was still unhappy. He wasn't. *Star Trek*'s special effects weren't elaborate, but they were memorable. The *Enterprise* itself consisted of several different models, ranging in size from three inches to 14 feet.

The warp drive, phasers, photon torpedoes and communicators became an integral part of the show but the most famous trick was the transporter, the device used to 'beam' the crew down to nearby planets. Aluminium dust was thrown into a beam of light to enhance the dematerialisation effect. But every assessment of *Star Trek*'s enduring appeal has always come down to two things - its humanity and its optimism. The crew's lineup reflected a united mankind, a society free of racial and sexual discrimination. Aside from the half-caste science officer, it had a black woman, Lt Uhura, as head of communications, and the navigators were Japanese (Mr Sulu) and Russian (Chekov was reputedly added to the crew when a *Pravda* critic acidly noted that the first nation into space was unrepresented on the *Enterprise*). Each episode was a morality tale and the series constantly maintained an indomitable faith in man as an essentially noble animal. Flawed maybe, a little impulsive at times, but with his heart in the right place.

And so it was with *Star Trek*. For all its faults-and critics have always loved to pick holes - its heart was in the right place. As Roddenberry remarked: 'We were probably the only show on American television that said there is a tomorrow, that all the excitement and adventures and discoveries were not behind us.'

Out of all the science fiction television shows ever produced, Star Trek is without a doubt the most popular. Since its debut over 30 years ago, Star Trek and its characters have gained the status of cultural icons. Although its original network run only lasted three years (1966-1969), the series returned for two more years of animated adventures in 1973 and then in 1979 Star Trek returned for what would be the first of six big budget theatrical movies. In 1987 the first of three (to date) spin offs, Star Trek the Next Generation appeared. This series was followed by Star Trek Deep Space 9 in 1993 and Star Trek Voyager in 1995. The latest Star Trek series used the Star Trek name to launch a whole new network!

Star Trek, as first envisioned by its creator Gene Roddenberry, was to be a 'Wagon Train to the Stars'. The series told of the adventures of the starship Enterprise commanded by Captain James T. Kirk. The ship was sent on a five year mission 'to seek out new life forms and new civilizations and to boldly go where no man has gone before'. The Enterprise was the flagship of the United Federation of Planets- a group of planets devoted to peaceful coexistence. Set in the 23rd century, the ship was sent on a variety of missions including: peace-keeping, exploration and diplomacy. Serving under Captain Kirk was a multi-racial crew something that was ground-breaking in the 1960's. Mr. Spock was the ship's unemotional half-Vulcan first officer and science officer, originally envisioned as a minor character. He quickly became one of, if not the, most popular characters on the series. Dr. McCoy was the Enterprise's overly emotional chief medical officer who fancied himself something of an old fashioned southern gentleman. Scotty a Scotsman, was the ship's chief engineer. Uhura, a black, was the ship's communications officer. Sulu was the ship's oriental helmsman. Chekov was the ship's Russian navigator who was added to the cast in the second season.

Unlike most other science fiction series of the time, Star Trek was not a monster of the week programme, nor did it concentrate on gadgets or techno-babble (something which cannot be said of its namesakes!). The series did win one Emmy award for its special effects. Most of these effects appeared dated today, the one that still holds up is the transporter. The transporter was developed as a money-saving device. It would allow people and objects to be beamed out of the Enterprise in a display of sparkles and onto a planet's surface or another ship. This avoided having to have the Enterprise land on a planet each week!

Star Trek concentrated on strong character development. Its three main characters Kirk, Spock and McCoy all became good friends who genuinely cared for one another. Yet at most times, Spock's continued efforts to repress the human side of his personality were met with nothing but barbs from Dr. McCoy. Star Trek also tended to offer social commentary. Roddenberry likened it to Gulliver's Travels. NBC would not allow a TV series to make a social commentary on the Vietnam conflict, but another war set in outer space could be shown and commented upon. The series offered a statement saying that we would survive into the 23rd century despite the problems we as a society were forced to face and overcome.

During Star Trek's initial run, the series was not a ratings success. It did however have many devoted fans who caused NBC to renew Star Trek through a huge letter writing campaign after NBC cancelled the show at the end of the second season. The third season was to be the last. The series suffered in quality during the third season due to a smaller budget and the fact that Roddenberry no longer had direct control of the programme. Star Trek's final new episode was broadcast on 3 June 1969. The 79 episodes were sold into reruns where they found the audience they never had on NBC. This success did not go unnoticed at NBC, which decided to bring Star Trek back, not in its original form, but in the form of an animated show.

The animated Star Trek episodes were a half hour long and debuted in 1973. Twenty-two new adventures were produced featuring the voices of all the original cast except for Walter (Chekov) Koenig. Many of the animated adventures were sequels to episodes from the live action series. The animated episodes had many factors in their favour: the primary one being unlimited storytelling potential. In the live action version of the show, budget had always been a problem. A new planet had to be built entirely from scratch and exotic looking aliens had to be created with expensive make up. However, in animation where everything is drawn, it costs the same to have a fleet of alien spacecraft in battle as it would to have two people talking. Therefore, the animated episodes took us places and showed us aliens that the live action ones could not such as the underwater setting of Ambergris Element and the giant intergalactic zoo of In the Eye of the Beholder.

NBC handled the show as poorly as the original. It was given an early Saturday morning time slot, and thus geared down the technical aspects somewhat for the time's juvenile audience. Many fans of the show tend to overlook or ignore the animated episodes. Animated Star Trek however did manage to stay above the level of most other Saturday morning series with many stories on a par with that of the live action series. Animated Star Trek was too cerebral for its target audience. Instead of moving the show to a slot in prime time as many critics suggested NBC cancelled it.

Throughout the 1970's the reruns of the original episodes continued to become more and more popular. Plans that Star Trek was coming back either as a theatrical feature or as a TV series, were constantly being made then changed. At one point the Star Trek was to come back as a new TV series which was to help launch a new Paramount TV network. Sets were built, scripts were written, several new roles were

cast and then the project was canned. Over in the theatres Star Wars was becoming the most profitable movie of all time. Someone at Paramount took notice and figured that a big budget science fiction theatrical film based on a proven property could also produce huge profits. Star Trek the Motion Picture was put into production and arrived in theatres on 7 Dec 1979, over a decade after the last new live action episode was broadcast.

The first movie was somewhat a disappointment. Its huge budget seemed to be used almost entirely on special effects. The story was somewhat lacking. The film's plot dealt with an alien ship of great destructive potential heading towards Earth. Kirk reunited his original crew, many of whom had gone their separate ways, on a refitted Enterprise to stop the menace. It turned out that the alien device was a Voyager space probe which had been sent from Earth in the 20th century, it was modified by aliens to vastly increase its capabilities and was now heading home to find its creator. If this story seemed familiar it should, it is the same scenario used in the second season Star Trek episode The Changeling.

Changes in approach were made for the second film. Star Trek II: The Wrath of Kahn (the best of the Trek movies). Featuring the return of Kahn from the episode Space Seed, this film also introduced Kirk to the son he did not know he had and killed off Spock. The third movie picks up where the second left off. Kirk managed to destroy the Enterprise in the process of bringing Spock back to life. (No one really expected him to stay dead.) The fourth film completed a trilogy, with the former crew of the Enterprise traveling back in time to the 20th century to find a whale and save the world.

The often maligned fifth Star Trek movie, The Final Frontier, does not deserve its poor reputation. It is much more like a typical episode of the TV series than any of the other films.

The final Star Trek film. Star Trek VI: The Undiscovered Country, is the last planned film to star the original crew. Events in this movie set the way for peace between the Federation and its long time Klingon adversaries. Michael Dorn, who plays Worf on STAR TREK: THE NEXT GENERATION and STAR TREK : DEEP SPACE NINE appeared in the film as an ancestor of Worf.

Star Trek Generations, originally planned to feature bit roles for all of the original crew only featured appearances by Kirk, Scotty and Chekov. In this film Kirk got his big death scene as he helps Captain Picard defeat a madman inside the fantasy world of the Nexus. Since the two part episode The Menagerie is counted as one and The Cage is included in this count, both numbering systems have 79 episodes.

Today, boosted by a cartoon series and the fleet of feature films, and kept alive by the devotion of its fans, Star Trek remains a multimillion-dollar industry. And the series - now known simply as "Classic Trek" - with its unforgettable characters and catchphrases, has become an indelible part of western culture. Watching it has become the TV equivalent of comfort eating; you know there are better things to do but you just can't help yourself. . .

Star Trek received its UK premiere on the 12th July 1969, on BBC1 and shown in colour from the 15th November 1969. While many of the Star Trek episodes enjoyed regular showings on British television, three episodes - "Plato's Stepchildren", "The Empath" and "Whom Gods Destroy" - only received their UK premieres on 22nd December 1993, 5th January and 19th January 1994 respectively.

The executive producer for the series was Gene Roddenberry, producers were Gene Roddenberry, Gene L. Coon (late season one, early season two), John Meredyth Lucas (late season two) and Fred Freiberger (Season Three). Story consultants were Steven Carabatsos, D.C. Fontana and Arthur H. Singer. The theme was composed by Alexander Courage. The associate producers were Robert H. Justman and John D.F. Black, the costume designer was William Ware Theiss.

Actors of note to have starred in Star Trek include Ricardo Montalban (who would recreate his character for Star Trek II: The Wrath of Khan), Joan Collins, Vic Perrin, Mark Lenard (later to play Sarek, in many of the films and STAR TREK: THE NEXT GENERATION), Julia Newmar (Catwoman from BATMAN), Diana Muldaur (who would later be a regular cast member on STAR TREK: THE NEXT GENERATION), and Lee Meriwether (who starred in THE TIME TUNNEL).

While science fiction on television certainly didn't begin with Star Trek, every-thing that has come along since has been measured by it, including several of the other series covered in this book. In the 1991 celebrations surrounding the twenty-fifth anniversary of Star Trek, little note was made of the fact that the international debut of the show occurred two days earlier than the official date. On September 6, 1966, Star Trek premiered on Canadian television. It was a full two days later that the American premiere took place on NBC. The episode aired was not the pilot (that was shown two weeks later) but the sixth episode filmed, "Man Trap." The choice of this tale to kick things off was a wise one. "Man Trap" included the three leading characters who would come to mean Star Trek for generations to follow. First in order of creation was the character of Spock, Gene Roddenberry's logical alien, who had been part of the original series concept back when the

captain of the Enterprise had been, in Gene's mind, one Robert April. Spock served under one other captain before the helm was passed to the third, most famous one, James T. Kirk.

The third character, Dr. Leonard "Bones" McCoy, would not have been in on things from the start if the episodes had been aired in the order in which they were filmed. It was fitting that this seemingly cynical but strongly compassionate humanitarian, who would provide a constant counterpoint to the cold logic of Spock, should be on hand for the first broadcast of Star Trek. With him on board, Star Trek was launched. "Man Trap" featured Dr. McCoy's apparent reunion with his old flame Nancy, now married to archaeologist Robert Crater. Unfortunately, Nancy is actually dead and is being impersonated by a shape-shifting creature that lives off the body salt of other living creatures. Although on the surface a "monster" story, the salt vampire is actually an intelligent being capable of conversing with humans.

The third episode broadcast, "Where No Man Has Gone Before," was in fact the pilot that had sold NBC on the series. This episode had been filmed beginning on July 21, 1965, and had taken six months to finish, at a cost of \$330,000. (The standard per-episode budget would be set at about \$180,000.) The Star Trek of this pilot was different from the form that it would soon assume. Uhura had not yet joined the roster, nor had Yeoman Janice Rand. The ship's doctor, Dr. Piper, was portrayed by Paul Fix; and Sulu was a physicist, not the helmsman. Several characters in key roles appeared only in the pilot and, as noted, Dr. McCoy was nowhere to be seen. To further feed the mania of future trivia enthusiasts, Kirk's middle initial was given as "R" in this episode!

The show really began to hit its stride with "The Naked Time," which gave the Star Trek cast a chance to show off their range when an alien microbe opened up the ship's crew to their inner-most personal conflicts. Kirk's love of the Enterprise warred with his knowledge that his command kept him from having a normal life. Spock's dual heritage led to even more divided behaviour, and he was seen to actually weep. This solo Spock scene was actually written by Nimoy and they were barely able to fit filming of it into the schedule.

Star Trek can be credited with many things—who would have believed, in 1966, that so many terms and phrases from the series would work their way into common parlance? Star Trek also was the first show to use the by-now-dreaded cliché of the evil twin—a device used countless times since to give a series star more time on screen. In the case of Star Trek's pioneering use of this plot trick, "The Enemy Within" escaped when a transporter malfunction divided Kirk into two diametrically opposed selves. William Shatner, allegedly hungry for time on-camera, made the most of this concept. He was duplicated again in the episode "What Are Little Girls Made Of?" Shatner would again get to play a duplicate of himself in the third-season episode "Whom Gods Destroy" when Kirk faced off with a shape-shifting madman—and, twenty-five years later, in Star Trek VI, he'd still be at it! In another first, the Enterprise wound up in dire need of fresh dilithium crystals in "Mudd's Women", one of the three scripts proposed for the second pilot submission, which also introduced Roger C. Carmel as the rascally space swindler Harry Mudd.

The Vulcan mind meld, which conveniently served as a means of avoiding a lengthy expository conversation with a mentally deranged character, was introduced in "Dagger of the Mind." "The Corbomite Maneuver", is a story with a famous twist at the end, as an alien turns out to be young Clint Howard (most recently seen playing a scientist on the SF series Space Rangers). But the next two broadcasts consisted of "The Menagerie," which incorporated much of the footage from the first Star Trek pilot, "The Cage."

"The Cage" had been filmed with a cast drawn from the original format, although the captain's name had been changed from Robert April to Christopher Pike. Pike was portrayed by Jeffrey Hunter, who had the rare distinction of having once played Jesus Christ, in King of Kings. Leonard Nimoy appeared as Spock, but the character was a bit different from its later developments, as the logical aspect of his future personality belonged to the character Number One, portrayed by Majel Barrett.

"The Menagerie," as recounted in flashbacks by Spock, revealed a nascent version of the Enterprise crew as it is headed toward a Starbase after a disastrous first contact with an alien culture. In the story, Pike and crew were tired and in need of rest, but were distracted by a distress signal from a nearby planet.

When they investigated, they discovered a colony of scientists who had survived a crash, nearly twenty years earlier . . . and a beautiful young girl, Vina (Susan Oliver), who the survivors claimed was born just as their ship crashed. Something seemed odd, and when she lured Captain Pike away from the encampment, he was abducted by dome-skulled aliens and taken below the surface. The scientists and their camp, merely an illusion designed to lure humans, disappeared. This, told in flashbacks, ends ultimately with Pike's escape—but now he wishes to return to live out his life in a happy illusion, a quest that forms the framing device of Spock's explaining his reasons for taking over the Enterprise.

"Balance of Terror" introduced the Romulans and marked the first appearance of Mark Lenard in the series. It also featured a bigoted crewman, an aspect Roddenberry would violently object to years later in Star Trek VI

as being out of sync with his view of the future of humanity in the twenty-third century.

"Shore Leave," written by Theodore Sturgeon, marked the first time a leading Star Trek character dies, only to return intact. (This time around it was McCoy.) It also has one of the longest fight scenes (between Kirk and Finnegan) in the history of series television.

"Tomorrow is Yesterday" was the first solid time travel story for Star Trek, in which the Enterprise was hurled back to the twentieth century by the gravitational field of a black hole. "Space Seed" introduced Ricardo Montalban as Khan, a late-twentieth century fanatic who, with his followers, has been adrift in a "sleeper ship" for hundreds of years. Star Trek is the most popular science fiction concept to ever appear on television, fathering two more series and a series of movies. "This Side of Paradise" took the Enterprise to a colony that should have died of radiation poisoning years earlier, but survived because of spores that also provided a constant sense of euphoria. The crew all fell prey to this, rendering them unfit for (and uninterested in) their duties. Spock once again had his emotions liberated and fell in love, briefly, with a young botanist, played by the lovely Jill Ireland. Spock is called a Vulcanian in this story, a bit of a glitch in retrospect!

A notable Trek creature, "The Devil in the Dark", was the Horta, a silicon-based creature that has been killing miners in the underground colony of Janus VI. "Errand of Mercy" sent Kirk to the peaceful pastoral world of Organia, which was in danger of Klingon attack; Klingon/Federation relations had become increasingly strained, and war seemed imminent. The Organians were in fact completely evolved beings whose human forms were a disguise, and, after defusing the conflict, they promised to keep a watchful eye on the enemy factions. "The Alternative Factor" involved the battle between Lazarus and his antimatter double Lazarus; the fate of the universe hangs in the balance, and once again hinges on the need for dilithium crystals.

"The City on the Edge of Forever" is regarded as one of the best Star Trek episodes. Harlan Ellison's original script was rewritten by Gene Roddenberry, which has become a long-standing source of annoyance for Ellison. Ellison's original version won the Writers Guild of America award for screenwriting excellence. "Operation: Annihilate" featured William Shatner in a second role: that of the dead body of Kirk's older brother George, complete with a mustache and grey hair. This personal tragedy was discovered on the planet Deneva, where alien parasites were attacking humans and driving them to their deaths with excruciating pain. This episode's effectiveness was somewhat diluted by the fact that the creatures look like enormous airborne fried eggs. Held to a wall with electromagnets, these creatures fell to the ground when hit by phaser fire.

The second season of Star Trek began with "Amok Time," which also marked the first time DeForest Kelley received billing in the opening credits of the show. The story involves Spock acting decidedly strange and sulky. McCoy determines that the Vulcan officer will die if something is not done about the physical changes he's undergoing. Spock tells Kirk that he is undergoing *pon farr*, the Vulcan mating cycle, which will be fatal if he doesn't get to Vulcan and undergo the proper rituals posthaste.

Kirk bucks orders and reroutes the Enterprise to Vulcan, only to die, which had to come as a bit of a surprise for viewers. When the series was being rerun in the seventies, I heard of a case where a new fan watching this episode for the first time panicked when Kirk was declared dead.

The cast of Star Trek was altered to include a new character in the second season as well. The network was pressing for a character to rope in the "youth" market, something along the lines of Davy Jones of The Monkees. A press release (later revealed to have fabricated the incident) claimed that the show was criticized by the Russian Communist newspaper Pravda for, among other things, its lack of a Russian character in the Enterprise's otherwise multinational crew. To kill two birds with one stone, Roddenberry supposedly created the character of Ensign Pavel Chekov, a young officer with a heavy accent, to satisfy Soviet angst. Signing on as Chekov was actor Walter Koenig. Initially Koenig wore a wig until his hair grew long enough to match the look Roddenberry wanted him to have.

"The Changeling" was Nomad, an ancient Earth probe that had merged with an alien device and was convinced that its mission was to destroy imperfect life-forms. Unfortunately, humans fit its criteria perfectly. Fortunately, it thought that Captain Kirk was the scientist Roykirk, the scientist who created it. Thus, it repaired Scotty after killing him (second Trek resurrection) out of deference to Kirk. It was still a threat, but Kirk managed to trick it into destroying itself. (In retrospect, this seems to have been one of his specialties.) "Mirror, Mirror" cast Kirk, McCoy, Scotty, and Uhura into an alternative universe where the Federation developed along bloodthirsty, Klingonesque lines. Written by Jerome Bixby, this remains one of the ten best episodes of Trek Classics.

"The Apple" was the gift Kirk brought to the peaceful, Eloi-like inhabitants of a dangerous world where their existence was protected by an ancient computer, which also had retarded their social development. The Prime Directive notwithstanding, Kirk completely destroyed their social order and saved the Enterprise as well. In "The Doomsday Machine," Commodore Matthew Decker, the sole survivor of the crew of the U.S.S. Constitution, took over the Enterprise in order to avenge himself against the device that wiped out his ship.

(The basic idea would be reworked in "The Immunity Syndrome," but with a giant space amoeba!) This episode featured extensive use of special effects, including an AMT model Enterprise with the decal numbers switched around to stand in as a different starship. "Catspaw" involved the efforts of two shape-changing aliens to frighten the Enterprise crew with all the accoutrements of human superstition: magic, skeletons, witches, and the like. Written by Robert Bloch, it was the Halloween episode of the second season.

"Journey to Babel" finally introduced Spock's par-ents, the Vulcan Sarek (Mark Lenard) and his human wife Amanda (Jane Wyatt). While Mark Lenard plays the stoic Vulcan, this does establish his character in the series. Although not seen on the TV series again, Lenard has appeared in three of the Star Trek motion pictures and two episodes of Next Generation as Sarek. "The Deadly Years" afflicted Kirk and his main officers with a deadly disease causing accelerated aging. Shatner showed the least physical changes in the episode because of the actor's dislike of wearing a lot of special makeup. "The Trouble with Tribbles" was a comical episode in which Klingons and furry little creatures that reproduce at an alarming rate threatened the peace on the Enterprise and an important grain ship-ment. Fortunately, the tribbles that ate the grain revealed that it was poisoned by a Klingon spy, and all ends well, with the Klingons getting stuck with the remaining tribbles.

"A Piece of the Action" was another humorous episode in which Kirk discovers a civilization that has modeled itself on the society described in a book left by a Federation mission one hundred years before. David Gerrold pitched an idea during the first season of The Next Gerleration that would have been a sequel to this episode in which Picard and company visit this planet to discover that now the culture is patterned after Captain Kirk, Spock, and everything involving the original starship Enterprise, but Roddenberry didn't go for the idea. "A Private Little War" took place on the planet Neural, where Klingons were providing arms to escalate a tribal conflict preparatory to their own invasion. Kirk sought someone he knew on his last visit to this world, the leader Tyree, but was attacked by a vicious Mugatu, a horned yeti like being, and became deathly ill from its poison.

"Return to Tomorrow" found Kirk, Spock, and Dr. Anne Mulhall lending their bodies to the disembod-ied minds of Sargon, Henoeh, and Thalassa, respec-tively, who were the sole survivors of their advanced civilization. "Patterns of Force" featured another civilization tampered with by a Federation emissary. In this case it was historian John Gill, who had tried to create an ordered society by using the structure of Nazi Germany.

This scheme had unfortunately backfired, and Gill was drugged and used as a figurehead by Melakon, a very unpleasant fellow. Gill's former history student, James Kirk, and Spock investigated, were captured, escaped, and saved yet another addle-brained culture from itself. This was one of several Star Trek episodes wherein the Enterprise visits a planet whose culture is patterned after a period of Earth's history. "By Any Other Name" ultimately concerned alien spies who assumed human form only to be con-founded by their own newfound human nature. James Doohan has an amusing scene in which he gets an alien drunk.

"Omega Glory" featured yet another parallel his-tory: the warring Kohms and Yangs paralleled the Communists and Yankees of the Vietnam War era. A starship captain had set himself as warlord with the Kohms; Kirk and Spock finally rallied the Yangs when Kirk realized that their sacred words were actually a distortion of the preamble to the U.S. Constitution! All in all, one of the more heavy-handed episodes of Star Trek, and it was written by Gene Roddenberry to boot! Roddenberry submitted this script to NBC to consider as a possible Star Trek pilot script. "The Ultimate Computer" was installed on the Enterprise, took command, and decimated the crew of another starship when it mistakenly interpreted some Federation war games as an actual attack. This features Captain Kirk once again displaying his uncanny ability to talk a computer to death.

"Bread and Circuses" took Kirk and crew to a world with a history parallel to that of Earth, with one exception: this world's equivalent of the Roman Empire had lasted well into the twentieth century. (This was undoubtedly very convenient as far as the wardrobe department was concerned.) The story also has a subplot involving a Christianity parallel which is used to provide a twist ending. It's still a weak episode in spite of that.

"Assignment Earth" incorporated the script of a pilot proposed by Roddenberry into the Star Trek continuity. Once again, the Enterprise crew travelled back into the past, this time to 1968. Here they met Gary Seven (Robert Lansing), a human (suppos-edly) trained by aliens to defend Earth. Kirk and Spock followed him to New York. Seven's mission was to prevent the launching of a Star-Wars-type orbiting defence system that will actually prove dis-astrous to humanity. With the help of Roberta Lincoln (Teri Garr) he managed to evade Kirk, but the captain eventu-ally catches up with him; Seven then manages to convince the captain of the importance of his mis-sion, and the space bomb is destroyed. The story ended with a hint that Seven and Roberta would have more adventures, but a spin-off series never materialized.

The third season of Star Trek began with a tale rightfully regarded as one of the worst Treks ever. In "Spock's

Brain," the object in question is stolen. Don't worry, they get it back. In a bit of logic never explained, when Spock's brain is installed inside a computer, the voice of the computer is Nimoy's even though Spock's body was left behind on the Enterprise when his brain was stolen.

"The Enterprise Incident" sends the Enterprise on what is essentially an espionage mission: Kirk feigns a mental breakdown and takes the ship into the Neutral Zone. Outgunned by Romulans, he is captured, and Spock denounces his actions. McCoy beams to the Romulan ship just as Kirk attacks Spock; Spock kills Kirk with the Vulcan death grip and the body is beamed back to the Enterprise.

Of course, there is no Vulcan death grip, and Kirk is revived, surgically altered to look like a Romulan, and beamed back to steal the Romulan cloaking device, the real object of this mission, while Spock diverts the attention of the Romulan commander, an attractive woman with a keen inter-est in the Vulcan. The Enterprise makes good its escape once Scotty gets the stolen cloaking device installed and working.

This cloaking device never made another appearance in the series, apparently because no one was interested in maintaining the continuity. We never do quite learn how Scotty can take a piece of Romulan technology and adapt it to working order in the Enterprise. Ever try making two completely incompatible computer systems work together when one of them is completely unknown to you?

"Is There in Truth No Beauty?" is the question posed when a Medusan comes on board; this race cannot be looked upon by humanoid eyes. Kollos, who stays in a protective case, is accompanied by the telepathic Dr. Miranda Jones. Marvick, an engi-neer on board, has been in love with Jones for years, and is driven by jealousy to try to kill Kollos. The sight of the alien drives him mad, and he goes, crazed, to engineering and casts the ship into strange, uncharted regions of space.

The Medusan's amazing navigational powers are the only hope; Spock performs a mind meld wearing protective eyeglasses, but inadvertently looks at Kollos without them and is driven mad, too, after the ship is saved. Jones, who is revealed to be blind, must overcome her own jealous attachment to Kollos in order to help Spock. This episode features a spectacular special effects scene of the Enterprise at the edge of the galaxy.

In "The Tholian Web", Kirk is stranded on a ship that is drifting between dimensions. His air supply is limited, and rescue efforts are hindered by the fact that this area of space causes humans to act aggressively toward each other. The Tholians, an unknown race, show up, accuse the Federation of trespassing, and begin to spin the web of the title. Spock eludes them, and Kirk is rescued just in the nick of time. Since Shatner is missing for acts two and three, one wonders how he tolerated Nimoy's having more lines than him in this episode, as Shatner was a notorious line-counter in scripts.

"Wink of an Eye" describes the condition of the Scalosians, whose radioactive water has sped up their life rate so fast that they can only be perceived as a buzzing noise. When Kirk drinks some of this water, he can perceive them, but his crew cannot sense him. The Scalosians plan to use him to repop-ulate their world. McCoy devises an antidote but Spock must first drink some water and be sped up himself in order to find and save the captain. This episode has the scene in which we see Kirk with a lovely girl and he's pulling his boot on in his bed-room.

"The Empath" is Gem, a beautiful mute woman. Kirk and McCoy are kidnapped and tortured by aliens; Gem is an empath who can absorb their pain and injuries, healing the terrible agonies inflicted on them. McCoy's injuries threaten to kill him, but she prevents this, risking her own life. This cruel test turns out to have a humane motivation, of sorts: two planets are threatened by an imminent disaster, but the aliens can only save the inhabitants of one, and have been trying to determine which race is more worthy of survival. Patterned in style after The Outer Limits episode "Nightmare," the story is largely filmed on simple sets unlit in the background so that the actors are constantly surrounded by blackness. It is effective for the mood of the story.

"Elaan of Troyius" is on the Enterprise heading to a diplomatically advantageous marriage, but she's more interested in Kirk; when she cries, the touch of her tears chemically induces Kirk to fall in love with her. Klingons confound matters, but all works out when Elaan's jewels turn out to be dilithium crystals. Kirk ultimately breaks free of her spell and she proceeds with her important mission. A simple-minded riff on Shakespeare's The Taming of the Shrew, the show uses Kirk's obsession with the Enterprise as the reason he's able to break the psychochemical spell the Dohlman is able to inflict with her tears.

"Let That Be Your Last Battlefield" tackles prejudice by reducing it to absurdity. Lokai, late of the planet Cheron, is half-black and half-white, being neatly bisected, pigmentwise, right down the middle. When he shows up on the Enterprise, he is pursued by Bele, who looks exactly the same, except that his coloration makes him a mirror image of Lokai. When the Enterprise finally reaches Cheron, after nearly being demolished by the battles between the two passengers, the planet is revealed to be completely dead. Lokai and Cheron beam down to their world to continue their ancient, pointless conflict to their deaths. Late in the episode it ran short so we're treated to seeing Bele and Lokai running down corridor after corridor until they finally reach the transporter room.

"Requiem for Methuselah" takes Kirk and crew to Holberg 917G in search of the antidote to a deadly disease.

There they encounter a Mr. Flint and Reena, a beautiful young lady, and Kirk falls for her right off the bat. Eventually it is discovered that Flint is actually an immortal who lived on Earth for centuries; among his aliases were Da Vinci and Brahms. Without Earth's atmosphere to preserve him, his immortality is nearing its end. Reena is the last of a series of androids he has constructed to keep him company. This bothers Kirk more than a bit, so Spock obligingly clears Kirk's mind of the unhappy memory. That last scene where Spock says "Forget" is particularly touching as this was the last episode rerun on NBC in August 1969, when the show was cancelled.

"The Way to Eden" is sought by the charismatic but crazed Dr. Sevrin and his youthful disciples, who could only be described as space hippies. Walter Koenig, who played the youth-oriented Chekov, was forced to act like a pro-establishment stiff when he met the hippies. In "The Savage Curtain" the Enterprise is hailed by Abraham Lincoln, who just happens to be float-ing in space nearby. It could happen!

"All Our Yesterdays" involves another time portal through which Kirk, Spock, and McCoy pass. This one is located on the planet Sarpeidon, whose people have fled an impending nova by relocating to various different periods in their past history. Kirk goes through first and winds up in an era similar to Reformation England, where he is in danger of being killed as a witch. Spock and the doctor find themselves in a prehistoric ice age, where the Vulcan reverts to his ancestors' lustful ways and becomes involved with a woman, Zarabeth.

They believe that they cannot return to their temporal starting point without dying, but this is not actually true as they did not undergo the necessary treatments. Meanwhile, Kirk resolves his troubles with the help of another time traveller, and manages to reclaim his friends and get back to the ship just before the nova destroys the planet. The episode ends with a nice special effect shot of the Enterprise leaving a solar system while a star goes nova in the background.

"Turnabout Intruder," the final Star Trek episode to be filmed, was dubbed "Captain Kirk, Space Queen" by the crew. Here, a woman once spurned by Kirk in favour of his Starfleet career gets her revenge by switching bodies with him and taking over his ship! Spock determines the truth of this by using a Vulcan mind meld on Dr. Janice Lester's body, where he finds the mind of Kirk, but has a hard time convincing anyone that Kirk's body is occupied by a woman. Eventually, McCoy is brought in on this, only to be accused of mutiny along with Spock, and sentenced to death. By this point, everyone realises that something is drastically amiss, and Kirk shakes off the effects of the mind transfer. This is a strange episode, as Janice Lester is portrayed as a woman who hates being female and is jealous of Kirk largely because he's a man.

With this, the series ended its initial network run (summer reruns notwithstanding) and seemed fated for oblivion. It had already been the focus of two letter campaigns: the first, organized by Harlan Ellison, had been signed by noted science fiction authors in an attempt to get good science fiction writing on the air; despite Ellison's contribution and the presence of such writers as Robert Bloch and Theodore Sturgeon on the show, Ellison, for one, felt that the show failed to live up to its potential. The second letter campaign was organized by fan Bjo Trimble and is generally given credit for saving the series during its second season; it could also thus be deemed responsible for the third season and such clunkers as "Spock's Brain." But nothing would save Star Trek now-except syndication. And, of course, that is history. After Star Trek came the many sequels which were STAR TREK: THE NEXT GENERATION, STAR TREK : DEEP SPACE NINE and STAR TREK : VOYAGER.

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Academy of Science Fiction, Fantasy and Horror Films.

Life Career Award - William Shatner & Gene Roddenberry

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Nominated - Best Science Fiction Film - Star Trek: Generations (1995)

Hugo Awards

Dramatic Presentation - Star Trek - "The Menagerie" - (1967)

Dramatic Presentation - "Star Trek" - Nominated for "The Trouble with Tribbles" (1967)

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WR. Gene Roddenberry, George Clayton Johnson, D.C. Fontana, Samuel A. Peeples, Richard Matheson, Jerry Sohl, Theodore Sturgeon, Paul Schnieder, Gene L. Coon, Harlan Ellison, John Meredyth Lucas, Norman Spinrad, Robert Block, David Gerrold, Stephen Kandel, Art Wallace, Joyce Muskat, Jerome Bixby, Maragret Armen and Arthur Singer.

DIR. Robert Bulter, Marc Daniels, James Goldstone, Leo Penn, Vincent McEveety, Joseph Sargent, Gerd Oswald, Robert Gist, Joseph Pevney, John Newland, Ralph Senensky, Gene Nelson, James Komack, Jud Taylor, Tony Leader, John Erman, Herb Wallerstien and Marvin Chomsky.

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A DESILU PRODUCTION IN ASSOCIATION WITH NORWAY CORPARATION (season one, early season two) A PARAMOUNT PRODUCTION IN ASSOCIATION WITH NORWAY CORPARTIAN (late season two, season three)

CREATOR: GENE RODDENBERRY

TYPE OF SHOW: EXPLORATION

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

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SEASON DATE BREAKDOWN:

FILMS: STAR TREK: THE MOTION PICTURE (1979) ,STAR TREK II:THE WARTH OF KHAN (1982) , STAR TREK III:THE SEARCH FOR SPOCK 1984) , STAR TREK IV:THE VOYAGE HOME (1986) , STAR TREK V: THE FINAL FRONTIER (1989) , STAR TREK VI:THE UNDISCOVERED COUNTRY (1991).

Captain James Tiberius Kirk WILLIAM SHATNER, Lt. Cmdr Spock LEONARD NIMOY, Dr. Leonard "Bones" McCoy DEFOREST KELLY, Lt. Hikaru Sulo GEORGE TAKEI, Lt. Cmdr Montgomery "Scotty" Scott JAMES DOOHAN, Lt. Noyta Uhuru NICHELE NICHOLS, Ensign Pavel Andreivich Chekov WALTER KOENIG, Nurse Chsristine Chapel MAJEL BARRET, Yeoman Janice Rand GRACE LEE WHITNEY (1).

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Star Trek 17 - Star Trek III: The Search For Spock	Vonda N. McIntyre	1984
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ENTERPRISE

1 - 1 *THE CAGE*

Captain Christopher Pike and the crew of the Enterprise answer a distress call from the planet Talos IV and find survivors from a long lost spacecraft and Talosian natives looking for specimens in their zoo.

Wr Gene Roddenberry

Dir Robert Butler

1 - 2 *THE MAN TRAP*

A salt vampire capable of assuming any form is unleashed aboard the Enterprise during a routine stop to give medical checkups to two isolated archaeologists, one of whom is the former flame of Dr. McCoy's.

Wr George Clayton Johnson

Dir Marc Daniels

1 - 3 *CHARLIE X*

The Enterprise is assigned to transport a teenage boy, the sole survivor of a spaceship crash 14 years before. It is quickly learnt that he has strange powers but lacks the emotional maturity to handle them.

Wr D.C. Fontana (w), Gene Roddenberry (s)

Dir Larry Dobkin

1 - 4 *WHERE NO MAN HAS GONE BEFORE*

A trip through a barrier at the edge of the galaxy infuses two crew members of the Enterprise crew with enhanced ESP powers and an outlook on life which threatens the safety of the ship.

Wr Samuel A. Peeples

Dir James Goldstone

1 - 5 *THE NAKED TIME*

A strange virus, which unleashes a persons suppressed emotions, spreads through the crew of the Enterprise leaving the ship vulnerable to a planet which is about to explode.

Wr John D.F. Black

Dir Marc Daniels

1 - 6 *THE ENEMY WITHIN*

A transporter malfunction splits Captain Kirk into two seprate beings - one containing his compassionate qualities and the other his savage side. Neither half is capable of surviving without the other.

Wr Richard Matheson

Dir Leo Penn

1 - 7 *MUDD'S WOMEN*

Kirk beams aboard Harry Mudd, the con artist Captain of a ship destroyed by an asteroid, along with a trio of beautiful women whom Mudd was hoping to sell as wives to rich lonely miners.

Wr Stephen Kandel (w), Gene Roddenberry (s)

Dir Harvey Hart

1 - 8 *WHAT ARE LITTLE GIRLS MADE OF?*

Nurce Chapel's long lost fiance, Dr. Corby, is discovered living in the alien ruins on a frozen planet. He reveals to Kirk his plans to take over the universe with Androids.

Wr Robert Bloch

Dir James Goldstone

1 - 9 *MIRI*

Kirk and a landing party beam down to a planet where the adult population has been decimated by an experiment to slow the aging process. The sole survivors on the world are children who have been living with adults for hundreads of years.

Wr Adrian Spines

Dir Vincent McEveety

1 - 10 *DAGGER OF THE MIND*

While delivering supplies to a penal colony one of the inmates escapes to the Enterprise. He asks for asylum, prompting Kirk to beam down to look into the revolutionary new technique being used to rehabilitate criminals.

Wr Shimon Wincelberg

Dir Vincent McEveety.

1 - 11 *CORBOMITE MANEUVER*

The Enterprise encounters a vast alien ship that sets out to test them.

Wr Jerry Sohl

Dir Joseph Sargent

1 - 12 *THE MENAGERIE (1-2)*

Spock kidnaps his former captain, the crippled Christopher Pike, and heads for a quarantined planet, putting his career and Kirk's life on the line.

Wr Gene Roddenberry

Dir Marc Daniels, Robert Butler

1 - 13 *THE CONSCIENCE OF THE KING*

Kirk is one of the last survivors who can identify a mass killer, who lurks among a Shakespearean troupe aboard the Enterprise.

Wr Barry Trivers

Dir Gerd Oswald

1 - 14 *BALANCE OF TERROR*

Kirk pits the Enterprise against an invisible spaceship testing the Federation's defenses.

Wr Paul Schneider

Dir Vincent McEveety

1 - 15 *SHORE LEAVE*

The Enterprise crew take shore leave on a peaceful, pastoral planet...where their dreams and fantasies come to life.

Wr Theodore Sturgeon

Dir Robert Sparr

1 - 16 *THE GALILEO SEVEN*

Spock commands a stranded away team when their shuttlecraft is stranded on a planet with hostile natives

Wr Shimon Wincelberg, Oliver Crawford

Dir Robert Gist

1 - 17 *THE SQUIRE OF GOTHOS*

The Enterprise finds itself at the mercy of a seemingly omnipotent being who fancies himself a 18th century Englishman.

Wr Paul Schneider

Dir Don McDougall

1 - 18 *ARENA*

When a mysterious alien race destroys an Earth colony, the Enterprise pursues. However, powerful aliens soon immobilize both ships and force Kirk and the alien captain to fight each other to the death.

Wr Gene L. Coon

Dir Joseph Pevney

1 - 19 *TOMORROW IS YESTERDAY*

The Enterprise narrowly avoid a collision with a black hole and is thrown back to Earth in the 20th century, where they must find a way back and erase any trace of their presence. Matters become complicated when they rescue an Air Force pilot and cannot return him without changing history...but if he disappears that will change history as well.

Wr D.C. Fontana

Dir Michael O'Herlihy

1 - 20 *COURT MARTIAL*

Captain Kirk's career is at stake when he is put on trial for the loss of a crewman during an ion storm.

Wr Stephen W. Carabatsos, Don M. Mankiewicz

Dir Marc Daniels

1 - 21 *THE RETURN OF THE ARCHONS*

The Enterprise encounters a seemingly peaceful civilization run by a "benevolent" being named Landru...who intends for them to join his people.

Wr Boris Sobelman

Dir Joseph Pevney

1 - 22 *SPACE SEED*

The Enterprise picks up a crew of genetic supermen from the 20th century...and their leader, Khan, plans to create a new empire.

Wr Carey Wilber, Gene L. Coon

Dir Marc Daniels

1 - 23 *A TASTE OF ARMAGEDDON*

The Enterprise arrives at a planet to establish diplomatic relations and finds itself in the middle of a "peaceful" war that threatens to destroy the ship.

Wr Gene L. Coon, Robert Hamner

Dir Joseph Pevney

1 - 24 *THIS SIDE OF PARADISE*

The Enterprise crew is trapped in paradise when they come to rescue colonists who have fallen to pacifying alien spores and become infected themselves.

Wr D.C. Fontana

Dir Ralph Senensky

1 - 25 *THE DEVIL IN THE DARK*

Kirk investigates a series of grisly murders on a mining planet that are the work of a seemingly hostile alien creature.

Wr Gene L. Coon

Dir Joseph Pevney

1 - 26 *ERRAND OF MERCY*

The Federation and the Klingon Empire teeter on the brink of war as Kirk investigates a humble planet caught in the middle - Organia, inhabited by pacifists

Wr Gene L. Coon

Dir John Newland

1 - 27 *THE ALTERNATIVE FACTOR*

Kirk and Spock encounter an alien named Lazarus who claims to be from an anti-matter universe.

Wr Don Ingalls

Dir Gerd Oswald

1 - 28 *CITY ON THE EDGE OF FOREVER*

Kirk and Spock much travel into the past in order to prevent a deranged McCoy from altering history... and eradicating their own past.

Wr Harlan Ellison

Dir Joseph Pevney

1 - 29 *OPERATION-ANNIHILATE!*

Kirk and the Enterprise must combat parasitic aliens.

Wr Stephen W. Carabatsos

Dir Herschel Daugherty

2 - 1 *AMOK TIME*

Spock must go to Vulcan in order to perform the Vulcan mating ritual.

Wr Theodore Sturgeon

Dir Joseph Pevney

2 - 2 *WHO MOURNS FOR ADONAI?*

The Enterprise encounters an alien who claims to be the Greek god Apollo.

Wr Gene L. Coon, Gilbert A. Ralston

Dir Marc Daniels

2 - 3 *THE CHANGELING*

The Enterprise encounters an ancient Earth probe bent on the sterilization of all life.

Wr John Meredyth Lucas

Dir Marc Daniels

2 - 4 *MIRROR,MIRROR*

Kirk and three of his officers are accidentally transported into a parallel "mirror" universe where violence, greed, and evil are commonplace.

Wr Jerome Bixby

Dir Marc Daniels

2 - 5 *THE APPLE*

Kirk attempts to assist a primitive people that are ruled over by a computer named Vaal.

Wr Gene L. Coon, Max Ehrlich

Dir Joseph Pevney

2 - 6 *THE DOOMSDAY MACHINE*

The Enterprise must stop an ancient doomsday weapon that is capable of destroying entire worlds...and has already totaled one Constellation-class cruiser.

Wr Norman Spinrad

Dir Marc Daniels

2 - 7 *CATSPAW*

When a landing party disappears and one man is beamed up dead, Kirk, Spock, and McCoy investigate and meet a pair of aliens who seem capable of performing magic.

Wr Robert Bloch

Dir Joseph Pevney

2 - 8 *I, MUDD*

The Enterprise is taken over by a group of androids who are working for Kirk's old nemesis, Harry Mudd.

Wr Stephen Kandel, David Gerrold

Dir Marc Daniels

2 - 9 *METAMORPHOSIS*

When their shuttle is diverted to a planetoid, Kirk meets one of the pioneers of space flight, Zefram Cochrane.

Wr Gene L. Coon

Dir Ralph Senensky

2 - 10 *JOURNEY TO BABEL*

Spock meets his estranged father when the Enterprise escorts a group of ambassadors to a conference on the planet Babel.

Wr D.C. Fontana

Dir Joseph Pevney

2 - 11 *FRIDAY'S CHILD*

Kirk, Spock, and McCoy land on a primitive planet to negotiate a mining treaty, but soon find themselves involved with intrigue and must flee with a pregnant woman into the surrounding mountains.

Wr D.C. Fontana

Dir Joseph Pevney

2 - 12 *THE DEADLY YEARS*

A landing party, including the command staff, are infected with a disease that causes rapid aging and senility.

Wr David P. Harmon

Dir Joseph Pevney

2 - 13 *OBSESSION*

The Enterprise must deal with a creature from Kirk's past that feeds on human blood.

Wr Art Wallace

Dir Ralph Senensky

2 - 14 *WOLF IN THE FOLD*

A serial killer stalks a planet...and Scotty is the primary suspect.

Wr Robert Bloch

Dir Joseph Pevney

2 - 15 *THE TROUBLE WITH TRIBBLES*

Kirk must defuse a Klingon scheme to destroy a grain shipment...and cope with a seemingly benign creature known as a tribble, which reproduces at amazing speed.

Wr David Gerrold

Dir Joseph Pevney

2 - 16 *THE GAMESTERS OF TRISKELION*

Kirk, Chekov, and Uhura are kidnapped and forced to participate in a series of gladiatorial games.

Wr Margaret Armen

Dir Gene Nelson

2 - 17 *A PIECE OF THE ACTION*

The Enterprise travels to a planet suffering from cultural contamination from an earlier expedition--the inhabitants mimic the culture of 1920's gangland Chicago.

Dir James Komack

2 - 18 *THE IMMUNITY SYNDROME*

The Enterprise must destroy an enormous space amoeba before it reproduces and threatens known space.

Wr Robert Sabaroff

Dir Joseph Pevney

2 - 19 *A PRIVATE LITTLE WAR*

Kirk becomes involved in an arms race when the Klingons equip a native people with superior weaponry.

Wr Gene L. Coon, Gene Roddenberry

Dir Marc Daniels

2 - 20 *RETURN TO TOMORROW*

The Enterprise discovers three discorporeal intelligences who seek their help in gaining physical bodies...but one of them has plans of his own.

Wr Gene Roddenberry

Dir Ralph Senensky

2 - 21 *PATTERNS OF FORCE*

The Enterprise seeks out a historical researcher with whom the Federation has lost contact, and discover he has contaminated a culture, remaking it into a near-duplicate of Nazi Germany.

Wr John Meredyth Lucas

Dir Vincent McEveety

2 - 22 *BY ANY OTHER NAME*

The Enterprise's command crew must thwart an invasion by aliens from another galaxy who plan to conquer this one.

Wr Jerome Bixby, D.C. Fontana

Dir Marc Daniels

2 - 23 *THE OMEGA GLORY*

The Enterprise investigates the disappearance of another starship and discovers a planet where the inhabitants are immortal...and engaged in a strange parallel of Earth's Cold War period.

Wr Gene Roddenberry

Dir Vincent McEveety

2 - 24 *THE ULTIMATE COMPUTER*

Starfleet uses the Enterprise to test a new super-sophisticated computer, but it soon develops a mind of its own.

Wr D.C. Fontana

Dir John Meredyth Lucas

2 - 25 *BREAD AND CIRCUSES*

The Enterprise encounters a planet whose culture is patterned on ancient Rome...and holds gladiatorial games that Kirk, Spock, and McCoy must fight in.

Wr Gene L. Coon, Gene Roddenberry

Dir Ralph Senensky

2 - 26 *ASSIGNMENT: EARTH*

Kirk must decide whether to thwart or help a traveller from the future sent back to 1960s Earth on a secret mission.

Wr Art Wallace

Dir Marc Daniels

3 - 1 *SPOCK'S BRAIN*

Stardate 5431.4: The Enterprise is intercepted by a starship of unknown design and a woman from the ship beams directly into the bridge and uses a device to render the Enterprise's crew unconscious. She

then walks over to Spock... When the crew awakens, McCoy summons Kirk to sick bay and informs him that the alien visitor apparently removed Spock's entire brain without even performing surgery. After Spock's body is fitted with a device that allows McCoy to control the Vulcan's motor functions with a remote control, Kirk starts a search for Spock's brain, hoping it can be recovered and somehow returned to Spock before his body decays.

Wr Gene L. Coon

Dir Marc Daniels

3 - 2 *THE ENTERPRISE INCIDENT*

Captain Kirk becomes increasingly erratic and orders the Enterprise into Romulan space...where the ship is captured by a beautiful Romulan commander.

Wr D.C. Fontana

Dir John Meredyth Lucas

3 - 3 *THE PARADISE SYNDROME*

Stardate 4842.6: Kirk, Spock and McCoy beam down to a planet to inform any inhabitants that they must evacuate the planet due to an approaching asteroid's imminent collision. A society similar to Native American Indians has arisen on the planet, but near their villages, the landing party finds a strange obelisk whose design and construction is far beyond the capabilities of the planet's natives. Kirk finds that the monolith can be opened by the combination of sounds found in the order "Kirk to Enterprise," but when he enters the obelisk, he is attacked by waves of energy that erase his mind. With no time to spare, Spock and McCoy have to return to the Enterprise without Kirk, and begin trying to use the ship's tractor beam to divert the asteroid. Meanwhile, Kirk becomes the tribal chief, takes a wife and even expects to become a father, but the Enterprise may not be able to save her former captain's future.

Wr Margaret Armen

Dir Jud Taylor

3 - 4 *AND TEH CHILDREN SHALL LEAD*

The Enterprise travels to a planet where a scientific team has killed themselves...except for the children, who began to act oddly.

Wr Edward J. Lakso

Dir Marvin Chomsky

3 - 5 *IS THERE IN TRUTH NO BEAUTY?*

Stardate 5630.7:...or is there in beauty no truth? Miranda Jones, a telepath who studied mental disciplines on Vulcan, arrives with Ambassador Kolos, a Medusan - an alien life form whose physical form is so hideous, humanoid life forms are driven insane if they look upon him. Also beaming aboard is Larry Marvick, one of the original designers of the Enterprise - and hopelessly in love with Miranda, although she has chosen to spend her life serving as a liaison between the Medusans and other humanoids. Miranda senses that someone is actively contemplating murder, and suspects Spock is envious of her once-in-a-lifetime mission - but even Miranda is unaware of the real would-be killer and their target.

Wr Jean Lisette Aroeste

Dir Ralph Senensky

3 - 6 *SPECTRE OF THE GUN*

When coming to an exophobic isolationist planet, Captain Kirk and his landing party are punished for trespassing. They are sentenced to death in a surreal recreation of the Gunfight at the OK Corral with the landing on the losing side.

Wr Gene L. Coon

Dir Vincent McEveety

3 - 7 *DAY OF THE DOVE*

When the Enterprise brings aboard Klingon prisoners, an alien entity pits both sides against each other in an ever-escalating struggle.

Wr Jerome Bixby

Dir Marvin Chomsky

3 - 8 *FOR THE WORLD IS HOLLOW AND I HAVE TOUCHED THE SKY*

The Enterprise must deflect an asteroid on a collision course with an inhabited planet...but discover the asteroid is a spaceship with a population unaware of the outside world.

Wr Hendrik Vollaerts

Dir Anton M. Leader

3 - 9 *THE THOLIAN WEB*

When the Enterprise investigates the disappearance of another starship, they lose Kirk in a dimensional interphase and must deal with a hostile alien race while trying to recover him.

Wr Judy Burns, Chet Richards

Dir Ralph Senensky, Herb Wallerstein

3 - 10 *PLATO'S STEPCHILDREN*

Kirk and his crew find themselves at the mercy of powerful individuals who possess mind-over-matter powers...and plan to use the Enterprise crew for their twisted entertainment.

Wr Meyer Dolinsky

Dir David Alexander

3 - 11 *WINK OF THE EYE*

Stardate 5710.5: When a landing party investigating Scalos begins to vanish one by one, Kirk, Spock and McCoy try to find out what is happening before more of the crew disappears, until Kirk himself is abducted. Kirk finds the cause to be a group of endangered Scalosians who move faster than human sight or hearing can detect. They need to repopulate their species, and find that speeding human males up to Scalosian speed will meet their needs. Kirk must find a way to get a message to Spock and McCoy, who are working on a cure for the mystery "ailment," as well as stirring up fighting among the Scalosians, before they have control of the Enterprise.

Wr Arthur Heinemann

Dir Jud Taylor

3 - 12 *THE EMPATH*

On a planet doomed to destruction, Kirk, Spock & McCoy become involved with two aliens who use them as laboratory animals in a bizarre series of tests on an alien empath who may be the savior of her planet.

Wr Joyce Muskat

Dir John Erman

3 - 13 *ELAAN OF TROYIUS*

The Enterprise must escort an alien princess to her marriage to seal an interplanetary alliance...but she becomes attracted to Kirk.

Wr John Meredyth Lucas

Dir John Meredyth Lucas

3 - 14 *WHOM GODS DESTROY*

Kirk and Spock investigate an insane asylum where a former Starfleet captain is being held, only to discover that he has freed the inmates and is running the place.

Wr Lee Erwin

Dir Herb Wallerstein

3 - 15 *LET THAT BE YOUR LAST BATTLEFIELD*

The Enterprise finds itself host to two alien beings from the same planet, who share an intense and self-destructive hatred of each other.

Wr Oliver Crawford

Dir Jud Taylor

3 - 16 *THE MARK OF GIDEON*

Kirk beams down on a diplomatic mission...and finds himself on an Enterprise where all the crew have vanished and only a mysterious woman resides.

Wr Stanley Adams, George F. Slavin

Dir Jud Taylor

3 - 17 *THAT WHICH SURVIVES*

Kirk, McCoy, and Sulu are stranded on a barren planet where a mysterious woman attempts to kill them one at a time, while the Enterprise must travel halfway across the galaxy to rescue them.

Wr John Meredyth Lucas

Dir Herb Wallerstein

3 - 18 *THE LIGHTS OF ZETAR*

The Enterprise must deal with discorporeal cloud-like aliens who have already destroyed the inhabitants of a library planet and plan to eliminate the Enterprise crew if they cannot acquire a human host.

Wr Jeremy Tarcher, Shari Lewis

Dir Herbert Kenwith

3 - 19 *REQUIEM FOR METHUSELAH*

While seeking a cure for a fever ravaging the Enterprise, Kirk and Spock encounter Flint, a hermit-like Earthman, and his beautiful young ward.

Wr Jerome Bixby

Dir Murray Golden

3 - 20 *THE WAY TO EDEN*

The Enterprise picks up a group of space "hippies" looking for Eden.

Wr Arthur Heinemann

Dir David Alexander

3 - 21 *THE CLOUDBINDERS*

Kirk must resolve a mining dispute on a the cloud city of Stratos to acquire the resources to cure a space plague.

Wr Margaret Armen

Dir Jud Taylor

3 - 22 *THE SAVAGE CURTAIN*

Kirk and Spock meet Abraham Lincoln and Surak of Vulcan and must do battle with some of history's most terrible villains.

Wr Arthur Heinemann, Gene Roddenberry

Dir Herschel Daugherty

3 - 23 *ALL OUR YESTERDAYS*

Kirk, Spock, and McCoy become trapped in the past of another world.

Wr Jean Lisette Aroeste

Dir Marvin Chomsky

3 - 24 *TURNABOUT INTRUDER*

The Enterprise is in danger when Janice Lester, one of Kirk's former lovers, steals his body.

Wr Arthur H. Singer

Dir Herb Wallerstein

STAR TREK: DEEP SPACE NINE



Set in the 24th century concurrent with Star Trek the Next Generation Star Trek Deep Space Nine is the first Star Trek spin off which was not created by Star Trek creator Gene Roddenberry. Star Trek Deep Space Nine is also the first Star Trek series not set on a ship named Enterprise. Star Trek Deep Space Nine is set on a space station built by the Cardassians as an ore processing plant which is located near the planet Bajor. The station has been taken over by Star Fleet and renamed Deep Space 9, its original Cardassian name being Terok Nor.

Both the Cardassians and the Bajorans are alien races which had been introduced in Star Trek the Next Generation. The Cardassians are a warrior race who had previously been at war with the Federation. an uneasy peace currently exists between them. The Cardassians had also conquered and occupied Bajor for the past 50 years. The Bajorans are an ancient society which is strongly influenced by its religion. At the centre of this religion are mysterious orbs that have arrived on the planet Bajor at the rate of about one a century. The orbs are believed to have been sent from the prophets, due to the fact that they can induce visions in people who come near them. During the occupation, Bajoran terrorism became a significant problem for the Cardassians. Just before Star Trek Deep Space 9 begins the Cardassians have unilaterally withdrawn from Bajor. Both because of the problem with terrorists and due to the fact that most of Bajor's resources have been stripped away by Cardassian mining operations.

After the Cardassian withdrawal, the political situation on Bajor has become very unstable. Once the goal of getting the Cardassians to leave was accomplished, the many individual factions on Bajor have resumed ages old conflicts. Fearful that the Cardassians may return, the Bajoran people have asked for membership in the Federation, they have been granted preliminary acceptance. As part of the process. the Federation has sent a team of Star Fleet officers to take command of Deep Space 9: not an easy task since the Cardassian station was not extremely well built to begin with and they managed to trash the place before evacuating it. The Star Fleet team is commanded by Commander Benjamin Sisko and its main mission is to spearhead the arduous diplomatic and scientific efforts that accompany Bajor's lengthy entry procedure into the Federation. A Star Fleet presence on Deep Space 9 also sends a message to the Cardassians that they are not welcome to return. Something they are not all that inclined to do since Bajor has little strategic importance. This situation changes by the discovery of the Bajoran worm hole.

A worm hole is a short cut in space. A spaceship can enter it through one end and seconds later come out thousands of light years away. All other known wormholes are unstable, the location of their entrances can move around, and they exist for brief periods of time before collapsing. The Bajoran wormhole however is unique. It is stable, with one end near Deep Space 9 and the other in the Gamma Quadrant, which is located too far away to travel to by conventional means. The wormhole is discovered in the pilot episode of Star Trek Deep Space Nine. Its existence becomes an economic boom to Bajor since it opens up thousands of new worlds for commerce and scientific exploration and all ships wishing to journey to the Gamma Quadrant will have to first come to Bajor. In the pilot it is also revealed that the wormhole has been artificially created by a species of aliens that do not live in the same space-time continuum as we do. They live inside the wormhole itself and have sent the orbs out in the hopes of contacting intelligent life. After Commander Benjamin Sisko is the first to encounter these aliens. he is given the title of Emissary of the Prophets by the Bajoran religion. A title he does not readily accept.

Like Star Trek the Next Generation, Star Trek Deep Space Nine features an ensemble cast, with no single character or characters dominating all of the episodes. Not all of the characters come from a Star Fleet background, which gives them different agendas. Thus at times they are at odds with one another which creates an inter-personal conflict which was sorely missing in Next Generation. The cast of Star Trek Deep Space Nine consists of:

Commander Benjamin Sisko, human Star Fleet officer in charge of the station. He is a widower who has a teenage son Jake. His wife was killed several years earlier by the Borg under the command of Captain Picard,

and he still resents Picard because of this.

Sisko's second in command is Major Kira Nerys, a former major in the Bajoran underground. Kira is now an outspoken critic of the new Bajoran government. She has had a life of hardship having spent most of it fighting the Cardassians whom she still loathes. As a freedom fighter she did things to the Cardassians, some of which now plague her conscience. Now she is an official representative of the Bajoran government, ultimately answerable to them, not Star Fleet.

One recurring character from Star Trek the Next Generation became a regular on Star Trek Deep Space Nine, Chief Miles O'Brien. He became promoted to Chief of Operations on Deep Space 9, causing him lots of headaches trying to keep the mixture of Cardassian and Federation technology working. O'Brien does not like the Cardassians since he lost a good friend to them during their war with the Federation and they forced him to kill. O'Brien's wife Keiko and their young daughter Molly make irregular appearances on the show.

The science officer on Deep Space Nine is Lt. Jadzia Dax, who at first appears to be an attractive woman in her late 20s. Dax however is a Trill, a member of a weird joint species first introduced in an episode of Star Trek the Next Generation. A Trill is a being which is comprised of two separate but interdependent entities: a humanoid host and a wormlike symbiont living inside him or her. The symbiont's life span is far longer than the hosts and, as a result, one symbiont will be combined with several hosts during its lifetime. When one host dies, doctors surgically remove the symbiont and place it inside another. The symbiont part of Jadzia Dax is named Dax while the humanoid portion's name is Jadzia, not everyone from her world gets to have a symbiont placed inside of them and it is considered an honour to be joined. Dax is 300 years old, a brilliant scientist with an innate wisdom who can draw upon a library of knowledge built of six lifetimes of experience. Dax and Sisko had been close friends while Dax was in his previous host Curzon. Curzon was an elderly man who was a mentor and friend to Sisko. Sisko at first has trouble adjusting to Dax's new form, which creates a certain amount of tension between the old friends.

Deep Space 9's chief medical officer is Dr. Julian Bashir, a young human whose first assignment after graduating from Star Fleet Academy is Deep Space 9. He is a brilliant Doctor who graduated second in his class, specialising in multi-species medicine. He arrives at Deep Space 9 a bit naive and very eager to prove himself, something which can become a bit annoying. Bashir also develops a crush on Jadzia Dax, who repeatedly is forced to turn him down.

Quark is a Ferengi bartender who owns the bar located on the promenade area of Deep Space 9. The promenade is an area of Deep Space 9 which is a lot like a present day shopping mall, featuring a variety of independently run businesses. Like all Ferengi, Quark is interested solely in the accumulation of wealth. He is not above breaking the law to do so and Odo, the head of Deep Space 9's security, places him at the top of the list of suspects whenever some type of scam occurs on Deep Space 9. Quark is assisted in running the bar by his dim-witted brother Rom and his nephew Nog, who wants to become the first Ferengi in Star Fleet.

The security chief on Deep Space 9 is Odo, Odo is an alien who appears to be a middle-aged curmudgeon. Appearances can be deceiving since Odo is a shape shifter whose natural state is as a liquid which he must revert to at regular intervals. He was the chief of security while the Cardassians ran Deep Space 9 a role that the Federation allows him to continue since he is extremely savvy about the goings on the station. When the series began, Odo had no idea of his origins. He had been found 50 years earlier drifting in space with no memory. He lived among the Bajorans as a freak. He eventually decided to assume a humanoid form in order to fit in with society. He has however been unable to imitate the humanoid form perfectly, which prevents him from assuming the identity of another character. This however is a talent that other members of his species do possess.

Odo's people turn out to be one of the new villains that the Federation has to face. His people are from the other side of the wormhole and are known as the Founders of the Dominion, a group who are feared. The first contact they have with them is with their troopers the Jem'hadar. When they are actually encountered for the first time it is revealed that they are all shape shifters who hate non shape shifters or solids as they refer to them and have set out to control them instead of being used by them on both sides of the wormhole. To battle the threat imposed by the Dominion, Sisko is given command of the Defiant, the prototype of a ship designed to battle the Borg.

The Defiant is built for fighting and speed not for luxury. It is used in situations demanding more firepower than DS9's small, lightly armed runabouts. The Dominion is also responsible for the break up of peaceful relations between the Federation and the Klingon Empire. Due to differing beliefs in how to deal with the threat of the Dominion, a war almost erupts between the two forces at Deep Space 9. Worf, from Star Trek the Next Generation, the only Klingon officer in Star Fleet is transferred to Deep Space 9 in the hopes that he will be able to deal with his people better. He remains stationed on Deep Space 9 after the initial confrontation was resolved.

Michael Dorn who played Worf in both STAR TREK: THE NEXT GENERATION and Star Trek : Deep Space Nine joined the crew in an attempt to make next generation fans tune in. It failed mainly due to the power of shows such as HERCULES and XENA: WARRIOR PRINCESS.

In an unusual departure for the STAR TREK franchise (the first live-action tv spin-off was STAR TREK: THE NEXT GENERATION and this was the second) ST:DSN is set on a space station (newly occupied by the Federation) orbiting a planet, not a starship. The effect of this more enclosed and stationary world is slightly to emphasise characterisation and personal conflict among the occupants of the station, many of whom do not belong to Starfleet, and to reduce the number of episodes featuring exploration and the discovery of strange alien races and artefacts.

However, the station is dramatically situated: it is close to a stable WORMHOLE leading to an unexplored area at the other side of the galaxy, the Gamma Quadrant; the planet below is inhabited by the spiritual-natured Bajorans first encountered in a fifth season episode of Star Trek: The Next Generation: "Ensign Ro"; the station itself has just been vacated by the militaristic Cardassians, persecutors of the Bajorans who are still in the vicinity, and as an alien construct lacks the comforts of Federation starbases. The series is set towards the end of the time period covered by Star Trek: The Next Generation.

The regular cast are the station commander, Benjamin Sisko, played by black actor Avery Brooks; his non-Starfleet second in command, a Bajoran, Major Kira Nerys, played by Nana Visitor; science officer Jadzia Dax, a Trill (humanoid and internal slug acting in symbiosis, currently female but the previous humanoid partner in the symbiosis was an old man), played by Terry Farrell; the young medical officer Julian Bashir, sometimes aggressive, sometimes naive, usually a womaniser, played by Siddig El Fadil; the non-Starfleet Security Chief, Odo, a shape-shifting alien of unknown origin, played by Rene Auberjonois; Chief of Operations Miles O'Brien, a human, played by Colm Meaney; Quark, the opportunistic and greedy Ferengi proprietor of the station's bar and gambling casino, one of an alien race of merchants and entrepreneurs introduced in ST:TNG, played by Armin Shimerman; Jake Sisko, the 14-yr-old son of the commander, played by Cirroc Lofton.

As an ensemble the cast is efficient, with Odo and Dax both being very interesting characters, and some good "morphing" effects when Odo changes shape. The "Q" character from ST:TNG makes several appearances. Various sinister beings appear through the wormhole from the Gamma Quadrant, and the last episode of the second season introduced a new alien race, the Jem'Hadar, who live in the quadrant. But the response from ST fans to the series has been a little luke warm, and it has not come close to rivalling the high ratings of its immediate predecessor, in part perhaps because of competition from the other new space-station program, the harder-edged BABYLON-5 (1993-).

Spin-off novels had reached, by early 1995, Star Trek: Deep Space Nine#11: Devil in the Sky (1995) by Greg Cox and John BETANCOURT. There are also young adult book spin-offs.

A cast change occurred at the end of the sixth season with the likeable Lt. Jadzia Dax being killed off, played by Terry Farrell, she didn't leave the show in the best of terms with many contradictory rumours as to why she had left the show were flying around Hollywood. The Dax Symbiot which had resided in Jadzia was passed onto a new host in the form of Ezri Dax played by Nicole DeBoer, who had starred in the SF children's show DEEP WATER BLACK. Also in the seventh season Bill Mummy, who had starred in BABYLON 5 and LOST IN SPACE, also guest starred as a Starfleet officer confronting the Jem'Hadar. Patricia Tallman who also starred in BABYLON 5 also provided much of the stunt work for the seventh season.

Star Trek's enduring appeal has been its sense of wonder and adventure, with two generations of enterprising explorers boldly going in search of whatever lay 'out there'. As a mission statement, 'to boldly go' struck an immediate and lasting chord. But when Star Trek: Deep Space Nine dumped a new bunch of Starfleet officers on a remote, ramshackle space station that was going nowhere, the crew found themselves facing their deadliest enemy yet -bored Trekkies.

'To boldly sit' didn't have quite the same ring to it - and no amount of grit or personal conflict could make up for that sense of something being missing. It was hardly surprising then, that by the third season the DS9ers had been given a ship of their own, the Defiant, to go off exploring in, while the Trek dynasty had expanded still further with a fourth series, STAR TREK: VOYAGER, that promised to take fans into new, uncharted territory.

Sisko - played by Avery Brooks who had been Robert Ulrich's shadowy friend Hawk in Spenser: For Hire - should have been a chip off the heroic block. But, at the series' outset, he's a man eaten up with bitterness against Enterprise captain Jean-Luc Picard whom he blames for the death of his wife three years earlier when, as Locutus, Picard had led a Borg attack on the starship they were serving on.

Their personal conflict is played out in the pilot story, Emissary. Sisko's First Officer is a Bajoran woman, Major Kira Nerys, a prickly ex-freedom fighter who suffers the Federation presence as a means of keeping the Cardassians at bay. The outpost's Security Officer is Odo, a grumpy, shape-shifting alien whose natural form is a pool of gelatinous liquid.

Science Officer is Lt Jadzia Dax. One of the 'joined species' known as the Trill, she's a 300-year-old parasitic lifeform (symbiont) in the body of a beautiful woman (the host). DS9's Medical Officer is Dr Julian Bashir, a wet-behind-the-ears medic fresh out of Starfleet Academy with lofty ideas about heroic adventures in the wilderness.

Bashir regularly gets on the nerves of Chief Operations Officer Miles O'Brien, the down-to-earth ex-Transporter Chief from the Enterprise, and the only really familiar face in the new series. That is, unless you count the jug-eared visage of Quark, the typically lascivious and greedy Ferengi owner of DS9's sleazy bar and casino, which comes complete with the ultimate in safe sex, a computer-simulated brothel known as the holosuites. Quark rubs along with Sisko, but is a thorn in the side of Odo.

Sisko also has to contend with his 14-year-old son Jake, a troubled adolescent still wounded by his mother's death. O'Brien, too, has family troubles as his wife Keiko and their daughter Molly have, of course, transferred to DS9 with him. But Keiko would rather be back on the Enterprise.

Regular Next Generation guests, Q, Vash and Lwaxana Troi all made cross-over appearances in the new show.

For Armin Shimerman, who stars as Quark, this was not his first time in Ferengi make-up. He had played one of the first Ferengis encountered in the Next Generation series. Rene Auberjonois who plays Odo was best known previously as the snooty Clayton Endicott III in the sitcom Benson.

By the end of the Season Two, Deep Space Nine was looking in better shape to carry the Trek torch towards the millennium.

Teasing hints of a powerful alien force beyond the wormhole had climaxed in the introduction of an evil enemy known as the Jem'Hadar, soldiers of the Dominion who rule the Gamma Quadrant. With the arrival of the Defiant - a powerful, fully-weaponed ship three times the size of a DS9 runabout, Season Three begins with a two-part story, The Search, in which Sisko and Co set off to search out the Founders of the Dominion and confront the Jem'Hadar in a fierce battle. Part two of the story is directed by Jonathan Frakes, thus further cementing the ties between Deep Space Nine and Next Generation.

Season Three played out that story with the Founders of the Dominion revealed as Odo's race of shape-shifters - though Odo himself resisted their repeated attempts to lure him back to the fold. Jonathan Frakes also made a guest appearance in the third season, as his maverick 'twin', as DS9 showed marked signs of improvement. But in the US ratings were still declining, and it took the return of another Next Generation regular to bring the series back up to warp speed.

Michael Dorn was persuaded to pull on the prosthetics once again as everyone's favourite Klingon, Worf, who was pressed back into service as Sisko's new diplomatic liaison when executive producer Rick Berman decided to unravel the shaky peace treaty between the Federation and the Klingon Empire. However, Dorn's name wasn't the only new one added to DS9's credits for Season Four. The Sudanese-born artist formerly known as Siddig El Fadil sent merchandisers into a spin by changing his oft-mispronounced name to Alexander Siddig.

Season Five opened with the DS9 crew infiltrating the Klingon Empire to expose Gowron as an imposter Changeling and, to celebrate Trek's 30th birthday, there was a Forrest Gump-like fusion of the DS9 cast with Kirk and Spock as they were in classic Trek's The Trouble With Tribbles. Plus: Kira gives birth to the child she's carrying for Keiko. Also returning: Quark's mum and his Klingon 'wife' Grilka. However you won't see so much of Sisko's precious Defiant - it was all but destroyed in the eighth Trek movie, First Contact.

Executive producers for the series were Rick Berman, Michael Piller and Ira Steven Behr (from season four). Story editor was Peter Allan Fields, the producers for the series Ronald D. Moore, Peter Allan Fields (Season Two), Peter Lauritson (from Season Two), Rene Echevarria (from Season Three), Hans Beimler, Steve Oster (both from Season Four). The creative consultant for the series was Michael Piller (from season Three).

The various guest stars who have appeared in the show include Patrick Stewart (STAR TREK : THE NEXT GENERATION), Felecia Bell (NIGHTMAN), John de Lancie, Caitlin Brown (BABYLON 5), John Glover, Megan Gallagher (MILLENNIUM), Tim Russ (STAR TREK : VOYAGER), Daphne Ashbrook, K. Callan (LOIS AND CLARK), Michael Ansara, Jonathan Frakes (STAR TREK: THE NEXT GENERATION), Tracy Scoggins (LOIS AND CLARK), Patricia Tallman (BABYLON 5) and Mark Kay Adams (BABYLON 5). Star Trek : Deep Space Nine, began in the UK on the 15th August 1993 on Sky One.

Just as rumours begin to emerge that The Next Generation will only run through a seventh season, another new television version of Star Trek is aimed at the small screen. January 1993 marks the deep space launch of Star Trek: Deep Space Nine. Ironically this was announced shortly after the death of Gene Roddenberry. The timing led to speculation that had Roddenberry lived, this series wouldn't have. Suspicions along these lines were raised, particularly after descriptions of the new series filtered out. "It's going to be darker and grittier than The Next Generation," executive producer Rick Berman stated in the March 6, 1992, Entertainment Weekly. "The characters won't be squeaky-clean."

And yet to the fans, Star Trek has always meant just that-squeaky-clean heroes. What would Gene Roddenberry have thought of this? After all, people close to him have stated that Gene hated Star Trek VI merely because it postulated Enterprise crew members who were anti-Klingon bigots. Rick Berman insists that Deep Space Nine is not going to be his and executive producer Michael Piller's own personal take on Star Trek. He states that this will be just another way of expressing Gene Roddenberry's vision, which will be fitting and consistent with everything that has been done with Star Trek before. In fact, Deep Space Nine was developed under Gene's guidance and with his input.

Regarding Roddenberry's influence on Deep Space Nine, Piller explained, "Every writer knows that we have a responsibility to maintain his vision. We take it very seriously. I got a letter from twenty-five grade-school children, and the teacher, who said, 'Please, we use Star Trek as an example of life in the future and the optimistic view and the hope that Gene gave us. We've heard that this is going to be dark and dreary.' And the truth is that it is not."

"The truth is that there is more conflict," Piller said trying to put the show and its various elements into perspective, "that we're in a part of the universe that is giving us more conflict. And the fact that we are on an alien space station instead of the Enterprise will allow us to do that. But it is the same Gene Roddenberry optimism for the future of mankind that drives the vision of this show. There is not going to be any more shooting, more weapons or battles or anything like that. Certainly we're going to have action. It's going to be an adventure show and it's an entertainment show. We wanted to find the camaraderie that existed in the original Star Trek, like that relationship between McCoy and Spock, and in order to do that you have to have differences, and differences between the characters on The Next Generation are not so clearly defined."

Michael Piller never had any doubt that there was room for a third Star Trek series. He feels that Gene Roddenberry created a huge universe of characters and concepts. "Gene used to say, somewhat in kid-ding, but in a way to communicate what he wanted to do with Star Trek, that space was like the old West, and that Star Trek was like Wagon Train. In that whole genre of the West there were dozens of television shows. In the universe that Gene has created there is room, not only for a Wagon Train, but also for a Gunsmoke. In essence what I think we're doing is the counterpart to the kind of shows you saw on the old West where you have a Fort Sheridan on the edge of the frontier, and a frontier town in a very active area with a lot of people coming through it."

It started back in October of 1991, when Piller and Berman began developing the show and decided to set the series in the same time frame as The Next Generation. "That was a decision made consciously to take advantage of all of the alien races; the universe that has been developed over the last five years of The Next Generation. Because we have characters we want to bring onto Deep Space Nine that we've seen on The Next Generation and we love. We've got political situations. We've got relationships with the Romulans, Klingons, and Cardassians."

The Cardassians form the continuing threat in the series as the space station is right on the edge of Cardassian space. The Bajoran home world, which is the planet around which Deep Space Nine is in orbit, was ravaged by the Cardassians before they left it as they were overthrown by the Bajorans in a civil war. This left the Bajorans in a sorry state as the planet had been so severely damaged in the war that the Bajorans were left with nothing with which to rebuild. This is why the Bajorans have turned to the Federation and requested admission. The brutality and ruthlessness of the Cardassians are made particularly evident in the episode "Chain of Command."

The presence of warring cultures was also key to the basis of the series. "Our whole goal was to create more conflict everywhere you turn in this series. So what you have as a result are people who have different agendas. You've got Major Kira, who is a Bajoran, who really doesn't want the Federation to be there, and as a result she and Sisko are in conflict. You've got Odo and Quark who are in conflict. You've got Sisko and Quark who are in conflict. Everywhere you turn you've got conflict in the show. But what we found as a result of that is not only good drama, but a lot more humour than we expected to have."

"The idea for Deep Space Nine grew out of the political situation that we created for a show called 'Ensign Ro' last season on Next Generation. We did not create Ensign Ro as a potential spin-off, but for all intents and purposes, that's where the tableau was set for this." Berman and Piller wrote several different versions of the series bible while it was being developed. When they finally showed a later version to

Paramount, the studio had its own input into the project. In fact, Brandon Tartikoff (before he left Paramount) suggested that the show might be something like *The Rifleman* in outer space. The studio's suggestions were weighted and incorporated into the series concept to produce the final result used now. The father-and-son element that Tartikoff was talking about did appeal to Berman and Piller and that element is very much a part of the series. The series bible is called that because it serves as the basis of development for the entire series. All of the characters and their relationships are outlined in it as well as the background of everything used in the series.

Rick Berman and Michael Piller are both veterans of *The Next Generation* and Piller came on board following experiences writing on staff for *Simon and Simon* and *Miami Vice*. Piller got involved in television first as a journalist. He began in CBS Hollywood checking the accuracy of docudramas. His ambition was to become a producer to protect what he wrote because of all the rewriting done to television scripts. Piller had also previously worked on the short-lived science fiction series *Hard Time on Planet Earth*. He became acquainted with producer Maurice Hurley, who invited him to meet with Gene Roddenberry, which led to an episode assignment.

Shortly after this, Maurice Hurley left *The Next Generation* and Piller was invited to join the production staff as Maurice Hurley's successor. "For the next year or so," said Piller, "Gene was really on my case and certainly Rick was on my case; day after day, we went through the creative process as I began to learn to see life through Gene Roddenberry's eyes. Even as he became sick and trusted Rick and I more and more to execute this vision, to this day, even in death, he is an extraordinary influence on both of us." Michael Piller's job as executive producer of *Deep Space Nine* primarily involves overseeing the writing and development of ideas for the series. In this capacity he oversees the staff writers and works with the writer of each and every script. Rick Berman participates in that somewhat while Piller also contributes to Berman's speciality, which is overseeing the production, editing, post-production, music and other aspects of producing the series.

Deep Space Nine is set aboard a space station in orbit around the planet Bajor. The space station is being used by the Cardassians to exploit the mining resources of the Bajoran home world. When the Bajorans finally overthrow the despotic rule of the Cardassians, the Federation places personnel aboard *Deep Space Nine* to oversee its operation and make sure everything stays cordial and co-operative. While the Federation personnel will not be acting as police, their presence is consciously there to discourage the Cardassians from trying to bother the newly liberated Bajorans. Since the Bajorans have applied for membership in the Federation, their presence there is by the invitation of Bajor.

The Bajorans have been seen previously as they are the race to which *Ensign Ro* belongs. *Ensign Ro* was introduced in season four and became a semi-regular on *The Next Generation* in season five. She was most prominently featured in the fifth season in the episode "The Next Phase." While *Ensign Ro* is an ex-terrorist who was more or less drafted into Starfleet because of her expertise in certain matters, *Deep Space Nine* will deal with a different aspect of the Bajorans. *Ensign Ro* was initially announced as appearing in this new series, but the actress, Michelle Forbes, chose to bow out to pursue other projects.

"We had intended to bring that character with us to *Deep Space Nine*," Michael Piller explained on the QVC cable channel on December 5, 1992, "but the actress, who we love, Michelle Forbes, simply wasn't interested in doing a series. So after we had actually written a bible and created a script, we had to write that character out of it." A different actor Nana Visitor, has been cast in the role of the Bajoran regular on the series. She plays Major Kira Nerys, Sisko's first officer and the station's Bajoran attache. She stated, "The thing that is the most exciting is the script, and the fact that the women in the show are very strong, very powerful, and that it's a lot to do with what's going on in the world right now." Kira Nerys will be portrayed as a strong action hero of the kind who would even lead a rescue mission. '

The space station was established by the Cardassians and the Bajorans in conjunction with other alien races. As a result it reflects cultural needs and biases often unfamiliar to some Starfleet personnel. The station was considered of remote interest until the first fixed wormhole was discovered near the star system where Bajor is located. This wormhole, because of its nonfluctuating nature, can be explored and plotted and is the first stable wormhole known to exist. It's also discovered that it can be used as a gateway to a distant, unexplored quadrant of the galaxy. A new starship class, called the *runabout*, makes its first appearance in this series. The wormhole will form a key element of the series, and Piller states that, "Some very strange things have already come out of it in the first ten shows."

Set in the year 2360, the new series is contemporary with *The Next Generation*.

While the extent of crossovers between the two series has yet to be fully determined, *Star Trek: Deep Space Nine* will be launched with a two-hour premiere which, at the very least, will include a stopover from the *Enterprise* and Jean-Luc Picard. Starfleet personnel accustomed to the clean, modern conveniences of starship life will find very different things to contend with aboard the space station. These will reportedly include a casino and a holographic brothel as the space station also serves as a port of call for merchant ships.

The direction of the stories hasn't yet been revealed, but the proximity to a wormhole that leads to an unexplored region of the galaxy seems to indicate that expeditions in that direction will form as much of the story line as explorations into the greasy underside of a run-down space station.

Deep Space Nine is slated to feature seven or eight regular characters. The commander of the space station is Benjamin Sisko (played by Avery Brooks?), a Starfleet captain who was serving with his wife on board one of the vessels attacked by Picard when he had been transformed into Locutus of Borg. The man's wife was killed in the attack and he had been rotated back to Earth in semiretirement to recover from the ordeal. His command of the space station is his first active-duty post since his wife was killed about three years before. Needless to say, he harbours some ill will toward Picard and finds it difficult to accept that Picard was completely helpless to stop the attack. Along with him on Deep Space Nine is Sisko's son, Jake, played by Cirroc Lofton.

Deep Space Nine continues the tradition of Star Trek, set in the same time as *The Next Generation*. "We felt that a father and son relationship would be a different relationship than any other Star Trek kind of hero that we've seen before," Piller explained. When Sisko first arrives at the space station, he doesn't consider it a very good assignment. The station is not operating very well and it seems to be an assignment on the edge of nowhere.

As Piller described the character, "He has found himself at a place in his life that he can't quite get beyond and he's sent to this space station. He doesn't like this assignment because the space station was built by the Cardassians who have just abandoned it. The Bajorans are struggling with the potential of civil war. It's in the middle of nowhere, when we start the show, and he's given this job and basically Picard is there to greet him when he gets to Deep Space Nine."

Sisko is not happy with his assignment, but all this changes when the stable wormhole is discovered and the importance of station Deep Space Nine becomes elevated immeasurably in the eyes of the Federation. In further describing this character, Piller said, "He is sent on a quest and in this whole pilot episode it is a personal quest for this man who has lost his way and must conquer the dragon (in another genre). In this case he must conquer his personal dragons in order to move on with his life and to grow as a man and to be a good father and to be a good officer. What we will find in this show is a man who is coming to Deep Space Nine, but is coming to find himself."

Another character is a shapeshifter, Odo, who is also a security officer. This alien came from a world on the other side of the wormhole, but he does not remember his past, having been found as an infant aboard a drifting spacecraft. In order to fit in among the people who found him, he has chosen to adopt a humanoid form, but his efforts at maintaining this form are imperfect. The producers have stated that this character will be used to explore the nature of humanity and what truly defines one as being human. In this way he will occupy the position of Spock and Data as those characters have been used to act as a mirror of humanity in the other two Star Trek series.

Being neither part-human nor an android, the tack will be completely different from that taken with either Spock or Data. Odo is being played by Rene Auberjonois and is already being touted as one of the main characters to emerge from the series. "He is the curmudgeon of all curmudgeons," Piller stated. "So instead of Data, who worships humanity and wants to be that, and Spock who would deny it, Odo has been forced to pass as a humanoid all of his life, to look like us and act like us because it's a lot more socially acceptable than being a chair all your life if you're a shape-shifting life-form. He sort of resents it. So he has now found a way to use it as a defence mechanism and keep a distance from it and find ways to be critical of the human condition."

The alien's actual appearance is a formless blob. "He is only one of a kind," Piller revealed. "He was found near where this wormhole shows up, as an infant in a spacecraft, which we are going to assume probably came out of the Gamma Quadrant. He has no idea where he came from and he's always searching for his identity." Regarding the makeup that disguises the actor somewhat, he explained, "It's a mask but it feeds what I feel is in the script for the character and I find it very evocative." One plot thread which has been revealed regarding Odo is that Majel Barrett will appear at some point as Lwaxana Troi and will become a romantic interest for the alien shapeshifter. When he reveals to her that he has to turn into a bucket of liquid every night, she unhesitatingly replies, "That's okay. I can swim."

The alien, Odo, had come out of the wormhole in a spacecraft fifty years before and had served the Cardassians on the space station long before Starfleet determined that Deep Space Nine had strategic importance. Odo adopted human form in an effort to better acclimate to this galaxy and the people he encounters. The alien is just as willing to assist Starfleet as he has aided the Cardassians for the past half century. With Starfleet planning to explore the galaxy through the wormhole, he believes that he may at last uncover the clues he needs to unlock the secrets to his past. Colm Meaney, whose role as Miles O'Brien, the transporter chief, has been growing on *The Next Generation*, is transferred from the *Enterprise* in the premiere

episode of Deep Space Nine, where he will become master of operations. His character changes are explored as the viewers compare his Enterprise duties with his duties on Deep Space Nine.

"We've always thought he was a terrific performer," Piller stated, "and now we're giving him something much more interesting to do as a leading character on the new show. He is pulling his hair out from one minute to the next because everything is breaking down. He can't get the replicators to make a good cup of coffee; his wife Keiko is terribly unhappy about having been taken off the Enterprise and come over to this dreadful space station. So he finds himself in an uncomfortable position."

The science officer aboard the space station is played by Terry Farrell, who appeared in *Hellraiser III*. Farrell plays Lt. Jadzia Dax, an alien known as a Trill. The Trill were introduced in the *Next Generation* episode "The Host," where we were shown that the Trill are a dual species that join to become a single entity. Since the sex of the host body is unimportant to the Trill, the three-hundred-year-old Dax now inhabits the body of a young woman. Previously Dax inhabited the body of an older man who was a mentor of Captain Benjamin Sisko's. But Sisko finds that he's physically attracted to Dax in its new body.

Originally they had conceived Dax as being a very serene and focused character, but according to Piller, "The more we've written her, the more we're finding that she is not what she appears to be. That underneath this placid exterior, there's all these various personalities that she's gone through that are in turmoil and there's a lot of inner conflict. You know all the voices we hear inside of ourselves are all made up of different subpersonalities; well she's got them all screaming at her in a variety of different ways." On the human side again, Siddig El Fadil plays Dr. Julian Bashir, a Starfleet medical officer in his mid-twenties. His youth and inexperience will be emphasised since he has just graduated from Starfleet Medical and this is his first post outside of the Sol system. Bashir thinks he knows it all and has a knack for rubbing people the wrong way.

Armin Shimerman plays a Ferengi bartender named Quark in the new series-one of the shifty, untrustworthy aliens introduced in year one of *The Next Generation*. He has his hands into all sorts of illegal and improper activities going on behind the scenes aboard Deep Space Nine. His ongoing presence will be one of the constant conflicts aboard Deep Space Nine, but as a series regular, he'll be in a position to have a more fully developed character than any Ferengi presented to date. In fact, he will forge a friendship of sorts with Benjamin Sisko, and will be liked (but not entirely trusted) by his compatriots.

The actor explains that, like *The Next Generation*, in *Deep Space Nine* the staff has created "fascinating aliens that have three sides." One of the more interesting relationships on the show is that between Quark and Odo, the shape-shifting security officer, as they're sworn enemies who have an ongoing verbal conflict. Even before the series aired those involved with the show were predicting that Quark would emerge as the most popular character. Executive producer and series co-creator Michael Piller has stated that it wouldn't be out of the question to see such characters as Q or Lwaxana Troi turn up on the series. This could also mean appearances by Klingons, Romulans, and perhaps even the Borg. While the producers have revealed that the Enterprise and Captain Picard are definitely slated to appear in the premiere episode, how full the crew roster of the Enterprise will be in that story is still being negotiated.

The reason that Paramount wanted a new Star Trek television series to run concurrent with *The Next Generation* is that Paramount presently envisions ST-TNG lasting seven seasons, which will give the studio a healthy syndication package of about 170 episodes. *Deep Space Nine* will run concurrent with the last year and a half of the first-run episodes of *Next Generation*. This will serve to help establish *Deep Space Nine* so that when *The Next Generation* goes into reruns, a new and different Star Trek series will already have been established and in place in the syndication market. *Star Trek: Deep Space Nine* is being syndicated with another new Paramount series, a revival of the fifties series *The Untouchables*.

By establishing *Deep Space Nine* as being contemporary with *The Next Generation*, even after TNG goes off the air, characters from that series could still turn up on the new series. With the highly rated appearance of James Doohan on *The Next Generation* in the fall of 1992, Doohan has been urging Paramount to add him to the cast of *Deep Space Nine*. Less certain are rumours about Shatner expressing interest in participating in *Deep Space Nine*. It's hard to believe that back in the seventies, many people were saying that Star Trek was just old news and that nothing would ever be done with the premise again.

Hugo Award

Best Dramatic Presentation - Nominated - "Star Trek: Deep Space Nine" - "The Visitor".

Emmy Award

Outstanding Individual Achievement in Hairstyling for a Series - Nominated - "Star Trek: Deep Space Nine" (1993) - Josée Normand, Norma Lee, Ronald W. Smith, Gerald Solomon, Michael Moore, Chris McBee, Caryl Codon-Tharp, Faith Vecchio, Rebecca De Morrio, Joan Phillips - For episode "Improbable Cause". (1995)

Outstanding Individual Achievement - Special Visual Effects - Nominated - "Star Trek: Deep Space Nine" (1993) - Glenn Neufeld (visual effects supervisor), David Takemura (visual effects co-ordinator), Erik Nash (motion control programmer), Joshua Cushner (motion control programmer), Les Bernstein (motion control programmer), Adam Howard (harry paintbox animation artist), Patrick Clancey (compositing editor), Don Lee (bluescreen compositor) - or episode "The Jem'Hadar". (1995)

Outstanding Individual Achievement in Makeup for a Series - Winner: "Star Trek: Deep Space Nine" (1993) - Michael Westmore (makeup supervisor), Camille Calvet-Suftin, Dean Jones, Dean Gates, Karen Iverson, Scott Wheeler, Michael Key, David Quashnick, Karen Westerfield, Gilbert A. Mosko, Thomas E. Surprenant - for episode "Distant Voices". (1995)

Outstanding Individual Achievement in Music Composition for a Series - Nominated - "Star Trek: Deep Space Nine" (1993) - Jay Chattaway
For episode "Our Man Bashir". (1996)

Outstanding Individual Achievement in Hairstyling for a Series - Nominated - "Star Trek: Deep Space Nine" (1993) - Shirley Dolle (hair designer), Cherie Huffman, Lee Crawford, Andrew-Tunstall, Brian, Ellen Powell, Susan Zietlow-Maust, Barbara Ronci - For episode "Our Man Bashir". (1996)

Outstanding Individual Achievement in Costume Design for a Series - Nominated - "Star Trek: Deep Space Nine" (1993) - Robert Blackman
For episode "The Muse". (1996)

Outstanding Individual Achievement in Makeup for a Series - Nominated - "Star Trek: Deep Space Nine" (1993) - Camille Calvet-Suftin, Michael Westmore, Dean Jones, Karen Iverson, Mark Bussan, Scott Wheeler, Gilbert A. Mosko, Ellis Burman, David Quashnick, Thomas E. Surprenant, Steve Weber, Brad Look, Kevin Haney - For episode "The Visitor". (1996)

Outstanding Individual Achievement in Hairstyling for a Series - Nominated - "Star Trek: Deep Space Nine" (1993) - Norma Lee (key hairstylist), Andrew-Tunstall, Brian, Jacklin Masteran, Linle White, Francine Shermaine, Caryl Codon-Tharp, Susan Zietlow-Maust, Charlotte Harvey
For episode "Trials and Tribble-ations". (1997)

Outstanding Individual Achievement in Art Direction for a Series - Nominated - "Star Trek: Deep Space Nine" (1993) - Herman F. Zimmerman (production designer), Randall McIlvain (art director), Laura Richarz (set decorator) - For episode "Trials and Tribble-ations". (1997)

Outstanding Special Visual Effects - Nominated - "Star Trek: Deep Space Nine" (1993) - Gary Hutzel (special visual effects supervisor), Judy Elkins (special visual effects co-supervisor), Maples, Paul (visual effects cameraman), Hurley, Adrian (visual effects cameraman), Don Lee (visual effects compositor), Fong, Steve (visual effects compositor), Nethercutt, Davy T. (visual effects compositor), Bouchez, Kevin P. (visual effects artist), Laurie Resnick (visual effects artist), Adam Howard (visual effects artist), Gregory Jein (model maker) - For episode "Trials And Tribbleations". (1997)

Outstanding Individual Achievement in Cinematography for a Series - Nominated - "Star Trek: Deep Space Nine" (1993) - Jonathan West
For episode "Apocalypse Rising". (1997)

Outstanding Hairstyling for a Series - Nominated - "Star Trek: Deep Space Nine" (1993) - Norma Lee (hair designer), Brian A. Tunstall (hairstylist), Rebecca De Morrio (hairstylist), Darlis Chefalo (hairstylist), Gloria Pasqua Casny (hairstylist), Katherine Gordon (hairstylist), Hazel Catmull (hairstylist), Ruby Ford (hairstylist), Louisa V. Anthony (hairstylist), Barbara Ronci (hairstylist), Suzan Bagdadi (hairstylist), Jo Anne Chaney (hairstylist) - For episode "Far Beyond The Stars". (1998)

Outstanding Music Direction - Nominated - "Star Trek: Deep Space Nine" (1993) - Jay Chattaway For episode "His Way". (1998)

Outstanding Art Direction for a Series - Nominated - "Star Trek: Deep Space Nine" (1993) - Herman F. Zimmerman (production designer), Randall McIlvain (art director), Laura Richarz (set decorator) - For episode "Far Beyond The Stars". (1998)

Outstanding Special Visual Effects for a Series - Nominated - "Star Trek: Deep Space Nine" (1993) - Gary Hutzel (special visual effects supervisor), Judy Elkins (special visual effects supervisor), Gary Monak (pyrotechnics supervisor), Maples, Paul (visual effects cameraman), Hurley, Adrian (visual effects cameraman), Steve Bowen (visual effects compositor), Fong, Steve (visual effects compositor), Nethercutt,

Davy T. (visual effects compositor), Bouchez, Kevin P. (visual effects artist), Laurie Resnick (visual effects artist), Meininger, Fredric (model maker)

For episode "One Little Ship". (1998)

Outstanding Costume Design for a Series - Nominated - "Star Trek: Deep Space Nine" (1993) - Robert Blackman - For episode "Far Beyond The Stars". (1998)

Outstanding Makeup for a Series - Nominated - "Star Trek: Deep Space Nine" (1993) - Camille Calvet-Suftin, Michael Westmore, Dean Jones, Karen Iverson, Mark Bussan, Ellis Burman, Karen J. Westerfield, Mary Kay Morse, Belinda Bryant, Joe Podner, Suzanne Diaz, Jill Rockow, David Quashnick, Bernd Rantscheff - For episode "Who Mourns For Morn". (1998)

Outstanding Hairstyling for a Series - Nominated - "Star Trek: Deep Space Nine" (1993) - Norma Lee (head hairstylist), Brian A. Tunstall, Gloria Pasqua Casny, Rebecca De Morrio, Laura Connolly, Upshaw, Lauren, Frank Fontaine, Timothy Jones, Susan Zietlow-Maust, Angela Gurule, Gloria Ponce, Virginia Grobeson, Linda Leiter Sharp - For episode "Badda-Bing Badda-Bang". (1998)

Outstanding Art Direction for a Series - Nominated - "Star Trek: Deep Space Nine" (1993) - Herman F. Zimmerman (production designer), Randall McIlvain (art director), Laura Richarz (set decorator) - For episode "Prodigal Daughter". (1999)

Outstanding Special Visual Effects for a Series - Nominated - "Star Trek: Deep Space Nine" (1993) - Dan Curry (visual effects producer/supervisor), Gary Hutzel (visual effects supervisor), David Stipes (visual effects supervisor), Buckner, Adam (visual effects coordinator), Arthur J. Codron (visual effects coordinator), Judy Elkins (visual effects coordinator), Gary Monak (special effects supervisor), Maples, Paul (visual effects cameraman), Fong, Steve (visual effects compositor), Don Greenberg (visual effects compositor), Hill, Paul (V) (visual effects compositor), Nethercutt, Davy T. (visual effects compositor), Bouchez, Kevin P. (visual effects animator), Rainoff, Greg (visual effects animator), Bonchune, Rob (cgi supervisor), David Lombardi (cgi supervisor) - For episode "What You Leave Behind". (1999)

Outstanding Makeup for a Series - Nominated - "Star Trek: Deep Space Nine" (1993) - Camille Calvet-Suftin, Michael Westmore, Dean Jones, Mark Bussan, Mary Kay Morse, Ellis Burman, Belinda Bryant, Karen Iverson, Karen Westerfield, Look, Bradley M., David Quashnick, Earl Ellis, Joe Podnar, Weber, Stephen R., Lewis, Jeffrey, Sandi Rowden, Toby Lamm, Michael F. Blake, June Westmore, Judith Silverman, Craig Smith, Kevin Haney, Suzanne Diaz, Scott Wheeler, James Rohland, Tina Hoffman, Natalie Wood - For episode "Dogs of War". (1999)

WR. Michael Piller, Gerald Sanford, Peter Allan Fields, Ira Steven Behr, Tim Burns, Dorothy C. Fontana, Sam Rolfe, Joe Menosky, Robert Hewitt Wolfe, Bill Dial, Paul Robert Coyle, Jim Trombetta, Ronald D. Moore, David S. Cohen, Martin A. Winer, Rene Echevarria, Michael Taylor, Nick Corea, Naren Shankar, Hans Beimier, David Weddle and Bradley Thompson, Hans Beimier.

DIR. David Carson, Paul Lynch, Winrich Kolbe, Corey Allen, David Livingstone, Les Landau, Robert Legato, Cliff Bole, James L. Conway, Alexander Singer, Robert Wiemer, Kim Friedman, Avery Brooks, Jonathan Frakes, Reza Badiyi, Rene Auberjonois, Jonathan West, LeVar Burton, Andrew J. Robinson, Michael Vejar, Jesus Salvador Trevino (BABYLON 5), Gabrielle Beaumont, Siddig el Fadil, Michael Dorn and Allan Kroeker.

EPISODES: 176 **YEAR MADE:** 1993 **COUNTRY:** US **SEASONS:** 7

A PARAMOUNT PRODUCTION

CREATOR: RICK BERMAN, MICHAEL PILLER

TYPE OF SHOW: EXPLORATION **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 20, (2) 26, (3) 26, (4) 26, (5) 26, (6) 26, (7) 26.

DATE OF PREMIER: 03/01/1993 **AIR DATE OF LAST EPISODE** 31/05/1999

SEASON DATE BREAKDOWN:

FILMS:

Lt. Jadzia Dax TERRY FARREL (1-6), Lt. Cmdr. Worf MICHAEL DORN(4-7), Quark ARMIN SHIMMERMON, Captain Benjamin Sisko (former Comdr. Benjamin Sisko) AVERY BROOKS, Chief Miles O'Brian COLM MEANEY, Major Kira Neruys NANA VISITOR, Odo RENE AUBERJONOIS, Dr. Julian Bashir SIDDIG EL FADIL (AKA ALEXANDRA SIDDING), Jake Sisko CIRRIC LOFTON, Ezri Dax NICOLE DEBOER (7), Rom MAX GRODENCHIK, Keiko O'Brien ROSALIND CHAO, Nog ARON EISENBERG, Dukat MARC ALAIMO, Damar CASEY BIGGS, Weyoun JEFFREY COMBS, Vic Fontaine JAMES DARREN (7), General Martok J.G. HERTZIER, Founder SALOME JENS, Casidy Yates PENNY

JOHNSON, Letta CHASE MASTERSON.

Books Based on this series.

Deep Space and Sacred Time; Star Trek in the American Mythos	Jon G. Wagner	
Star Trek : Deep Space Nine - Maquis (Graphic Novel)		1996
Star Trek : Deep Space Nine - Shanghaied (Graphic Novel)		1996
Star Trek : The Lives of Dax	Marco Palmein	1999
Star Trek: Deep Space Nine - Companion	Terry Erdmann	2000
Star Trek: Deep Space Nine - Companion	Terry Erdmann	2000
Star Trek: Deep Space Nine - Emancipation And Beyond		1994
Star Trek: Deep Space Nine - Exploring Deep Space and Beyond	Mark Altman and Solter	1994
Star Trek: Deep Space Nine - Far Beyond The Stars	Stephen Barnes	1998
Star Trek: Deep Space Nine - New Trek Programme Guide	Paul Cornell, Keith Topping & Martin Day	1995
Star Trek: Deep Space Nine - The 34th Rule	Armin Shimmerman & David George	1999
Star Trek: Deep Space Nine - The Nit Pickers Guide for Deep Space Nine Trekkers	Phil Ferrand	1997
Star Trek: Deep Space Nine - The Search	Diane Carey	1995
Star Trek: Deep Space Nine - The Way of the Warrior	Diane Carey	1995
Star Trek: Deep Space Nine - Trials and Tribble-Ations	Diane Carey	1997
Star Trek: Deep Space Nine - Warped	K. W. Jeter	
Star Trek: Deep Space Nine - What We Leave Behind	Diane Carey	1999
Star Trek: Deep Space Nine (Young Reader's Series) 1 - The Star Ghost		
Star Trek: Deep Space Nine (Young Reader's Series) 2 - Stowaways		
Star Trek: Deep Space Nine (Young Reader's Series) 3 - Prisoners of Peace		
Star Trek: Deep Space Nine (Young Reader's Series) 4 - The Pet		
Star Trek: Deep Space Nine (Young Reader's Series) 5 - Arcade		
Star Trek: Deep Space Nine (Young Reader's Series) 6 - The Field Trip		
Star Trek: Deep Space Nine (Young Reader's Series) 7 - Gypsy World		
Star Trek: Deep Space Nine (Young Reader's Series) 8 - Highest Score		
Star Trek: Deep Space Nine (Young Reader's Series) 9 - Cardassian Imps		
Star Trek: Deep Space Nine 1 - Emissary	J. M. Dillard	
Star Trek: Deep Space Nine 10 - Valhala	Nathan Archer	
Star Trek: Deep Space Nine 11- Devil In The Sky	John Gregory Betancourt & Greg Cox	1995
Star Trek: Deep Space Nine 12 - The Laertian Gamble	Robert Sheckley	1995
Star Trek: Deep Space Nine 13 - Station Rage	Diane Carey	1995
Star Trek: Deep Space Nine 14 - The Long Night	Dean W. Smith & Kristine K. Rusch	1996
Star Trek: Deep Space Nine 15 - Objective: Bajor	John Peel	1996
Star Trek: Deep Space Nine 16 - Invasion 3: Time's Enemy	L. A. Graf	1996
Star Trek: Deep Space Nine 17 - Heart of the Warrior	John Gregory Betancourt	1996
Star Trek: Deep Space Nine 18 - Saratoga	Michael Jan Friedman	1996
Star Trek: Deep Space Nine 19 - The Tempest	Susan Wright	1997
Star Trek: Deep Space Nine 2 - The Siege	Peter David	1993
Star Trek: Deep Space Nine 20 - Wrath Of The Prophets	Peter David, Michael Jan Friedman & Robert Greenberger	1997
Star Trek: Deep Space Nine 21 - Trial By Error	Mark Garland	1997
Star Trek: Deep Space Nine 22 - Vengeance	Daffyd Ab Hugh	1998
Star Trek: Deep Space Nine 23 - Rebels 1	Daffyd Ab Hugh	1999
Star Trek: Deep Space Nine 24 - Rebels 2	Daffyd Ab Hugh	1999
Star Trek: Deep Space Nine 25 - Rebels 3	Daffyd Ab Hugh	1999
Star Trek: Deep Space Nine 27 - A Stitch in Time	Andrew Robinson	2000
Star Trek: Deep Space Nine 3 - Bloodletter	K. W. Jeter	
Star Trek: Deep Space Nine 4 - The Big Game	Sandy Schofield	1993
Star Trek: Deep Space Nine 5 - Fallen Heroes	Dafydd ab Hugh	

Star Trek: Deep Space Nine 6 - Betrayal	Lois Tilton	
Star Trek: Deep Space Nine 7 - Warchild	Esther Friesner	1994
Star Trek: Deep Space Nine 8 - Antimatter	John Vornholt	1995
Star Trek: Deep Space Nine 9 - Proud Helios	Melissa Scott	
Star Trek: Deep Space Nine: Millennium Book 1: The Fall of Terok Nor	Judith and Garfield Reeves-Stevens	2000
Star Trek: Deep Space Nine: Millennium Book 2: War of the Prophets	Judith and Garfield Reeves-Stevens	2000
Star Trek: Deep Space Nine: Millennium Book 3: Inferno	Judith & Garfield Reeves-Stevens	2000
Star Trek: The Lives of Dax		2000
Technical Manual	Rick Sternbach, Doug Drexler, Herman Zimmerman	1998
The Deep Space Log Book	Mark Altman & Edward Gross	1994
The Deep Space Log Book - Second Season Companion	Mark Altman & Edward Gross	1996
The Ferengi Rules Of Acquisition	Ira Stephen Behr	1995
The Making Of Star Trek Deep Space Nine	Judith & Garfield Reeves-Stevens	1995
The Tribble Handbook and Toy	Terry Erdmann	1998

RELATED SHOWS:*STAR TREK: THE NEXT GENERATION**STAR TREK**STAR TREK: VOYAGER**ENTERPRISE*1 - 1 *EMISSARY*

Commander Ben Sisko takes command of the Bajoran space station Deep Space Nine, formerly Terok Nor, recently abandoned by the Cardassian Empire. The discovery of the first stable wormhole, controlled by time-independent aliens, worshipped by the Bajorans as gods (called Prophets), gives Sisko religious significance as the aliens Emissary. This is part one of the two hour pilot, which was later cut into two episodes, and introduction to the characters.

Wr Michael Piller**Dir** David Carson1 - 2 *PAST PROLOGUE*

Stardate: 46412.3 Major Kira's loyalties are questioned when she helps an old friend, now a suspected terrorist trying to destroy the Bajoran Wormhole, who seeks asylum on DS9.

Wr Kathryn Powers**Dir** Winrich Kolbe1 - 3 *A MAN ALONE*

Stardate: 46421.5 Mob hysteria grips the station when Odo is suspected of committing a murder after a Bajoran's body is discovered.

Wr Michael Piller**Dir** Paul Lynch1 - 4 *BABEL*

Stardate: 46423.7 Miles O'Brien unknowingly triggers a Cardassian booby trap that releases a potentially fatal virus throughout the station. This Aphasia virus results in the crew only being able to speak in gibberish, before inducing a coma in the victim.

Wr Michael McGreevey, Naren Shankar**Dir** Paul Lynch1 - 5 *CAPTIVE PURSUIT*

Stardate: 46464.2 O'Brien befriends an alien who belongs to a race of beings that are bred to be hunted by another species.

Wr Jill Shernan Donner, Michael Piller, Jill Sherman Donner**Dir** Corey Allen1 - 6 *Q-LESS*

Q arrives on DS9 fresh from exploring the Gamma Quadrant with Vash. Soon afterwards, power

fluctuations grip the station.

Wr Robert Hewitt Wolfe

Dir Paul Lynch

1 - 7 *DAX*

Stardate: 46910.1 Dax's previous host, Curzon, is accused of a murder committed 30 years ago, and Jadzia is unwilling to defend him, even though she hides an alibi capable of clearing him.

Wr D.C. Fontana, Peter Allan Fields

Dir David Carson

1 - 8 *THE PASSENGER*

Stardate: 46570.7 Bashir is possessed by an alien criminal who attempts to hijack a Gamma quadrant freighter filled with deuridium.

Wr Morgan Gendel, Michael Piller, Robert Hewitt Wolfe

Dir Paul Lynch

1 - 9 *MOVE ALONG HOME*

Stardate: 46612.4 When Quark is caught cheating from an alien delegation from the Gamma Quadrant, they exact revenge by turning the senior crew into the playing pieces of a game of life and death. Only Quark can save their lives.

Wr Frederick Rappaport, Jeanne Carrigan-Fauci, Lisa Rich

Dir David Carson

1 - 10 *THE NAGUS*

Stardate: 46657.0 Quark is appointed as ruler of the Ferengi Empire when the Grand Nagus enters into early retirement; however, all is not as it may seem. Meanwhile, Commander Sisko is concerned that Nog is a growing bad influence on Jake, but is delightfully surprised when he learns that the situation isn't exactly as he had thought.

Wr Ira Steven Behr

Dir David Livingston

1 - 11 *VORTEX*

Stardate: 46689.6 Odo arrests a criminal from the Gamma Quadrant who offers to take him to his people on the other side of the wormhole.

Wr Sam Rolfe

Dir Winrich Kolbe

1 - 12 *BATTLE LINES*

Stardate: 46715.2 Sisko, Bashir, Kira and Kai Opaka become stranded on a planet ravaged by war where the inhabitants can't die and are unable to leave. Kai Opaka is killed and resurrected, only to learn that she can never leave.

Wr Richard Danus, Evan Carlos Somers

Dir Paul Lynch

1 - 13 *THE STORYTELLER*

Stardate: 46729.1 O'Brien is appointed as the spiritual leader of a Bajoran village when he and Bashir are unable to save the dying predecessor. O'Brien must now defend the village from a mysterious and destructive force.

Wr Kurt Michael Bensmiller, Ira Steven Behr

Dir David Livingston

1 - 14 *PROGRESS*

Stardate: 46844.3 While overseeing an evacuation mission, Kira must try to persuade a stubborn old farmer to leave his home.

Wr Peter Allan Fields

Dir Les Landau

1 - 15 *IF WISHES WERE HORSES*

Stardate: 46853.2 The inhabitants of Deep Space Nine are mystified when their fantasies turn into reality, however, these occurrences foreshadow a disaster.

Wr Nell McCue Crawford, William L. Crawford, Michael Piller

Dir Robert Legato

1 - 16 *THE FORSAKEN*

Stardate: 46925.1 Lwaxana Troi pays a visit to Deep Space Nine, and soon falls for Odo. Next, the station's computer starts behaving like an attention-hungry child.

Wr Don Carlos Dunaway, Michael Piller

Dir Les Landau

1 - 17 *DRAMATIS PERSONAE*

Stardate: 46922.3 Sisko and Kira are possessed by alien forces and fight for control of the station.

Wr Joe Menosky

Dir Cliff Bole

1 - 18 *DUET*

Stardate: 46933.4 Major Kira makes a shocking discovery while trying to uncover the identity of a suspected Cardassian war criminal.

Wr Peter Allan Fields

Dir James L. Conway

1 - 19 *IN THE HANDS OF THE PROPHETS*

Stardate: 46951.7 Keiko O'Brien's teaching about the science behind the Bajoran Wormhole causes a religious uprising among the Bajoran community that threatens to destroy the Federation-Bajoran alliance

Wr Robert Hewitt Wolfe

Dir David Livingston

2 - 1 *THE HOMECOMING (PART 1 OF 3)*

Kira and O'Brien try to rescue a famed Bajoran resistance fighter from a Cardassian slave-labour colony in an attempt to bring peace to the warring Bajoran factions.

Wr Ira Steven Behr

Dir Winrich Kolbe

2 - 2 *THE CIRCLE (PART 2 OF 3)*

Stardate: 47125.7 After she is relieved of her post aboard, Deep Space Nine, Kira tries to expose the leaders of the terrorist group known as 'The Circle.'

Wr Peter Allan Fields

Dir Corey Allen

2 - 3 *THE SEIGE (PART 3 OF 3)*

Stardate: 47143.9 Sisko is forced to evacuate the station when the war escalates and turns in favour of the terrorists.

Wr Michael Piller

Dir Winrich Kolbe

2 - 4 *INVASIVE PROCEDURES*

Stardate: 47182.1 An unjoined Trill stages a takeover of the station. Holding the crew hostage, he removes the Dax symbiont from Jadzia to implant into himself.

Wr John Whelpley, Robert Hewitt Wolfe

Dir Les Landau

2 - 5 *CARDASSIANS*

Stardate: 47177.2 A custody battle emerges over an orphaned Cardassian boy who was raised by Bajorans.

Wr James Crocker

Dir Cliff Bole

2 - 6 *MELORA*

Stardate: 47229.1 Bashir falls in love with a wheelchair-bound woman, who is unable to walk in Deep Space Nine's level of gravity.

Wr Evan Carlos Somers, Steven Baum, James Crocker

Dir Winrich Kolbe

2 - 7 *RULES OF ACQUISITION*

Stardate: 47261.7 A female Ferengi disguises herself as a male in order to help Quark with business deals in the Gamma Quadrant.

Wr Ira Steven Behr

Dir David Livingston

2 - 8 *NECESSARY EVIL*

Stardate: 47282.5 Quark is injured in an attack which Odo suspects is related to a murder committed five years before, in which Kira was the prime suspect.

Wr Peter Allan Fields

Dir James L. Conway

2 - 9 *SECOND SIGHT*

Stardate: 47329.4 For the first time since the death of his wife, Sisko falls in love. However, his new interest seems to suffer from a bizarre form of split personality.

Wr Mark Gehred-O'Connell, Ira Steven Behr, Robert Hewitt Wolfe

Dir Alexander Singer

2 - 10 *SANCTUARY*

Stardate: 47391.2 A group of refugees from the Gamma Quadrant claims that Bajor is their long-lost homeland.

Wr Frederick Rappaport

Dir Les Landau

2 - 11 *RIVALS*

A con artist opens a bar with a gambling machine that can alter the laws of probability.

Wr Joe Menosky

Dir David Livingston

2 - 12 *THE ALTERNATE*

Stardate: 47361.7 Dr. Mora Pol, who first studied Odo as an infant, announces that he may have found Odo's homeworld in the Gamma Quadrant.

Wr Bill Dial

Dir David Carson

2 - 13 *ARMAGEDDON GAME*

Stardate: 47529.4 Bashir and O'Brien come under attack from the people they are trying to help on a warring planet.

Wr Dean Jones, Morgan Gendel

Dir Winrich Kolbe

2 - 14 *WHISPERS*

Stardate: 47581.2 O'Brien returns from an away mission to discover that he has been locked out of every security system on the station, and that everyone has turned against him, including his wife.

Wr Paul Cole

Dir Les Landau

2 - 15 *PARADISE*

Stardate: 47573.1 Sisko and O'Brien are stranded on a planet where a colony of humans has made their home. Because no technology can function on the planet, they have ruled it out of their lives. Only, things may not be what they seem.

Wr Jeff F. King, Richard Manning, Hans Beimler

Dir Corey Allen

2 - 16 *SHADOWPLAY*

Stardate: 47603.3 Odo and Dax discover a planet where the inhabitants are disappearing.

Wr Robert Hewitt Wolfe

Dir Robert Scheerer

2 - 17 *PLAYING GOD*

Stardate: 47678.3 While hosting a Trill initiate, Jadzia discovers a new universe growing from protoplasm in the science labs.

Wr Jim Trombetta, Michael Piller

Dir David Livingston

2 - 18 *PROFIT AND LOSS*

Stardate: 47701.5 Quark puts everything at stake to win back his long love Natima Lang, a Cardassian woman suspected of terrorism on Cardassia.

Wr Flip Kobler, Cindy Marcus

Dir Robert Wiemer

2 - 19 *BLOOD OATH*

Stardate: 47789.8 Three Klingons arrive on the station that Curzon Dax took a Klingon blood oath with after their young sons were murdered. One of the Klingons has discovered where the murderer is in hiding and the three Klingons intend to avenge their sons' deaths. Jadzia must decide if she will honor the oath Curzon took and go with them with the intention of killing this man.

Wr Peter Allan Fields

Dir Winrich Kolbe

2 - 20 *THE MAQUIS, THE (1-2)*

Stardate: 47802.3 A band of Cardassian-hating militants known as the 'Maquis' starts attacking Cardassian ships.

Wr James Crocker

Dir David Livingston

2 - 21 *THE WIRE*

Stardate: 47849.8 Bashir tries to save Garak from a bizarre illness that is soon discovered to be a strange addiction.

Wr Robert Hewitt Wolfe

Dir Kim Friedman

2 - 22 *CROSSOVER*

Stardate: 47879.2 An accident, which occurs while traveling through the wormhole, leaves Kira and Bashir stranded in an alternate universe where humans are slaves.

Wr Robert Hewitt Wolfe

Dir Kim Friedman

2 - 23 *THE COLLABORATOR*

Stardate: 47921.5 Kira discovers that the man she loves, Vedek Bareil, may have been responsible for the death of 43 Bajoran freedom fighters.

Wr Gary Holland, Ira Steven Behr, Robert Hewitt Wolfe

Dir Cliff Bole

2 - 24 *TRIBUNAL*

Stardate: 47944.2 O'Brien is arrested by Cardassians without warning while on holidays. He discovers that under Cardassian law, criminals are always guilty and sentenced to the death penalty.

Wr Bill Dial

Dir Avery Brooks

2 - 25 *THE JEM'HADAR*

Stardate: 47987.5 Sisko and Quark are captured by a new enemy while in the Gamma Quadrant known as the Jem'Hadar, who are the henchmen of the powerful Dominion.

Wr Ira Steven Behr

Dir Kim Friedman

3 - 1 *THE SEARCH (1-2)*

Stardate: 48212.4 Sisko tries to make peace with the Dominion in the Gamma Quadrant. His attempt falls apart when the Defiant comes under attack from the Jem'Hadar, leaving the ship dead in space. Kira is left drifting in space in a shuttlecraft with Odo, who feels strangely compelled to explore the Omarion nebula.

Wr Ronald D. Moore

Dir Kim Friedman

3 - 2 *THE HOUSE OF QUARK*

Stardate: 48224.2 When Quark lies about killing a Klingon, his widow, Grilka, forces Quark to marry her.

Wr Ronald D. Moore

Dir Les Landau

3 - 3 *EQUILIBRIUM*

Stardate: 48231.7 After having some sort of breakdown, Dax uncovers a dark secret about one of her past hosts that she never knew she had.

Wr René Echevarria

Dir Cliff Bole

3 - 4 *SECOND SKIN*

Stardate: 48244.5 Kira is abducted and altered to look like a Cardassian in order to frame a Cardassian politician.

Wr Robert Hewitt Wolfe

Dir Les Landau

3 - 5 *THE ABANDONED*

Stardate: 48301.1 Upon the discovery of a Jem'Hadar child, Odo tries to curb its violent behaviour.

Wr D.Thomas Maio, Steve Warneck

Dir Avery Brooks

3 - 6 *CIVIL DEFENSE*

Stardate: 48388.8 The crew must find a way of disarming the self-destruct mechanism when a security program accidentally trips it.

Wr Mike Krohn

Dir Reza Badiyi

3 - 7 *MERIDIAN*

Stardate: 48423.2 Jadzia falls in love with a Meridian scientist. The catch is that his planet and his race shift between this universe and a plane of pure energy. They only re-emerge in our universe every century or so. Back on DS9, Quark tries to obtain a holo-image of Major Kira for an erotic holosuite program.

Wr Mark Gehred-O'Connell

Dir Jonathan Frakes

3 - 8 *DEFIANT*

Stardate: 48467.3 Thomas Riker poses as his twin William in order to steal the U.S.S. Defiant and hand it over to the Maquis, of which he is a member.

Wr Ronald D. Moore

Dir Cliff Bole

3 - 9 *FASCINATION*

Stardate: 48441.6 An outbreak of the contagious Zanthi Fever occurs on the station when Lwaxana Troi pays them a visit. The fever causes suppressed desires to surface resulting in an interesting tangle of attempted short-term matchmakings.

Wr Philip Lazebnik

Dir Avery Brooks

3 - 10 *PAST TENSE (1-2)*

Stardate: 48481.2 A transporter accident sends Dax, Sisko and Bashir back in time to the year 2024, when San Fransisco was plagued with riots and social upheaval. Bashir and Sisko are taken to a homeless compound while Dax is taken care of by a wealthy businessman. Sisko and Bashir's interventions in an altercation alters the future time line.

Wr Robert Hewitt Wolfe

Dir Reza Badiyi

3 - 11 *LIFE SUPPORT*

Stardate: 48498.4 When Vedek Bareil is critically injured during negotiations, the only thing that will keep him alive long enough to complete the meetings is a radical operation that will turn him into a half-man, half-machine.

Wr Ronald D. Moore

Dir Reza Badiyi

3 - 12 *HEART OF STONE*

Stardate: 48521.5 While chasing a lone Maquis member to a deserted moon, Kira becomes trapped by a crystalline formation that rapidly grows over time, threatening her life. However, something is amiss during the entire situation.

Wr Ira Steven Behr, Robert Hewitt Wolfe

Dir Alexander Singer

3 - 13 *DESTINY*

Stardate: 48543.2 A Bajoran prophecy is nearly fulfilled when a comet threatens to destroy the Bajoran Wormhole.

Wr Martin A. Winer, David Samuel Cohen

Dir Les Landau

3 - 14 *PROPHET MOTIVE*

Stardate: 48555.5 In a shocking revelation to Quark and Rom, the Grand Nagus Zek reveals he has re-written the Ferengi Rules of Acquisition; a move which threatens to cripple the Ferengi Empire.

Wr Ira Steven Behr, Robert Hewitt Wolfe

Dir Rene Auberjonois

3 - 15 *VISIONARY*

Stardate: 48576.7 O'Brien is exposed to a small amount of radiation that allows him to shift through time several hours into the future, where he witnesses the station's destruction and his own death.

Wr John Shirley

Dir Reza Badiyi

3 - 16 *DISTANT VOICES*

Stardate: 48592.2 When Bashir is knocked unconscious following an alien attack, he travels through his own mind and is helped by different aspects of his personality, each represented by a different member of the crew.

Wr Ira Steven Behr, Robert Hewitt Wolfe

Dir Alexander Singer

3 - 17 *THROUGH THE LOOKING GLASS*

Stardate: 48601.1 Sisko is abducted by the Miles O'Brien from the mirror universe, and is forced to assume the identity of their Sisko in order to rebel against the Klingon-Cardassian Alliance.

Wr Ira Steven Behr, Robert Hewitt Wolfe

Dir Winrich Kolbe

3 - 18 *IMPROBABLE CAUSE (PART 1 OF 2)*

Stardate: 48620.3 The Romulans are suspected in an attempt to kill Garak.

Wr René Echevarria

Dir Avery Brooks

3 - 19 *THE DIE IS CAST (PART 2 OF 2)*

Stardate: 48622.5 Garak must decide whether or not to kill Odo to please his mentor, Enabran Tain, on the eve of a joint Romulan-Cardassian attack on the Dominion.

Wr Ronald D. Moore

Dir David Livingston

3 - 20 *EXPLORERS*

Stardate: 48699.9 Sisko and Jake build a solar sailing ship in an attempt to recreate a journey taken by the ancient Bajorans. Meanwhile, Bashir encounters a former school rival.

Wr René Echevarria

Dir Cliff Bole

3 - 21 *FAMILY BUSINESS*

Stardate: 48731.2 It is discovered that Quark's mother, Ishka, broke Ferengi law and made a profit through a secret deal, which may cost Quark everything he has.

Wr Ira Steven Behr, Robert Hewitt Wolfe

Dir Rene Auberjonois

3 - 22 *SHAKAAR*

Stardate: 48764.8 Kai Winn, Bajor's spiritual leader has aspirations of also becoming First Minister of Bajor's Provisional Government. To secure her position, she employs Kira to retrieve farming equipment that is being held illegally by the leader of her old resistance cell. However, old loyalties and new discoveries may seriously hurt Winn's position.

Wr Gordon Dawson

Dir Jonathan West

3 - 23 *FACETS*

Dax is excited to perform a Trill ritual, in which she gets to "meet" each of her past hosts by transferring their memories into her friends. However, when Odo and Curzon merge and want to remain that way, Dax must find her confidence and reclaim that piece of herself.

Wr René Echevarria

Dir Cliff Bole

3 - 24 *THE ADVERSARY*

Stardate: 48959.1 After Sisko is promoted to Captain, he and the Defiant crew are manipulated by a Changeling posing as an ambassador.

Wr Ira Steven Behr, Robert Hewitt Wolfe

Dir Alexander Singer

4 - 1 *THE WAY OF THE WARRIOR*

Stardate: 49011.4 The Klingons attack Cardassia in an attempt to overthrow the planet's newly installed civilian government. When the crew of Deep Space Nine saves the members of the new government, they fall under attack from the Klingons as well. Worf is transferred to Deep Space Nine.

Wr Ira Steven Behr, Robert Hewitt Wolfe

Dir James L. Conway

4 - 2 *THE VISITOR*

Stardate: 49037.7 An accident on the U.S.S. Defiant traps Ben Sisko in subspace. Jake spends the rest of his adult life trying to free him, when his father returns to normal space for a few seconds every several years.

Wr Michael Taylor

Dir David Livingston

4 - 3 *HIPPOCRATIC OATH*

Stardate: 49066.5 O'Brien and Bashir are captured by a group of renegade Jem'Hadar who want them to find a cure for the biological addiction to the enzyme 'Ketracel White' which they need for survival. This enzyme is regularly administered by the Dominion to keep the Jem'Hadar obedient. Without it, the Jem'Hadar enter a painful withdrawal process and die.

Wr Lisa Klink

Dir Rene Auberjonois

4 - 4 *INDISCRETION*

Stardate: 49122.4 Gul Dukat asks Kira to help him search for Bajoran prisoners of war - one of which is his half Cardassian/half Bajoran daughter Ziyal. However, his motives for tracking her down are more sinister than Kira had imagined.

Wr Nicholas Corea

Dir LeVar Burton

4 - 5 *REJOINED*

Stardate: 49195.5 Jadzia rekindles a relationship when she meets the current host of the wife of one Dax's past hosts, Torias. However, under Trill law, this is an offense punishable by exile from the homeworld and thus the death of the symbiont.

Wr Ronald D. Moore, René Echevarria

Dir Avery Brooks

4 - 6 *LITTLE GREEN MEN*

Stardate: 49201.3 While on their way to Starfleet Academy on Earth, Quark, Rom and Nog are thrown back in time and crash land in the small town of Roswell, New Mexico in the year 1947.

Wr Ira Steven Behr, Robert Hewitt Wolfe

Dir James L. Conway

4 - 7 *STARSHIP DOWN*

Stardate: 49263.5 During negotiations with the Karemma, the Defiant is attacked by the Jem'Hadar. After a short battle, the Defiant is left drifting in a hostile atmosphere, with Sisko critically injured. Meanwhile, the Jem'Hadar are still looking.

Wr David Mack, John J. Ordovery

Dir Alexander Singer

4 - 8 *THE SWORD OF KAHLESS*

Stardate: 49263.5 Jadzia, Worf and Kor hunt for the ancient Sword of Kahless, which is supposed to unite the Klingon Empire.

Dir LeVar Burton

4 - 9 *OUR MAN BASHIR*

Stardate: 49300.7 A transporter accident traps the senior crew of Deep Space Nine in Bashir's James Bond-like holodeck scenario, with each one taking the role of different characters.

Wr Ronald D. Moore

Dir Winrich Kolbe

4 - 10 *HOMEFRONT (PART 1 OF 2)*

Stardate: 49170 Starfleet Command places Sisko and Odo in command of Starfleet Security, as they believe that Changelings may have infiltrated Earth.

Wr Ira Steven Behr, Robert Hewitt Wolfe

Dir David Livingston

4 - 11 *PARADISE LOST (PART 2 OF 2)*

Stardate: 49482.3 Earth has been placed under martial law and security troops have been deployed in anticipation of a Dominion invasion. However, as Sisko investigates, he worries that things are not as they seem.

Wr Ira Steven Behr, Robert Hewitt Wolfe

Dir Reza Badiyi

4 - 12 *CROSSFIRE*

Stardate: 49517.3 Odo is ordered to protect First Minister Shakaar, however, he becomes jealous when Kira and Shakaar become involved with one another.

Wr René Echevarria

Dir Les Landau

4 - 13 *RETURN TO GRACE*

Stardate: 49534.2 Gul Dukat asks for the assistance of Kira to help him track down a Klingon ship that destroyed a Cardassian Outpost. If he is successful in his mission, he will be reinstated into the Cardassian Government.

Wr Hans Beimler

Dir Jonathan West

4 - 14 *SONS OF MOGH*

Stardate: 49556.2 When Kurn, Worf's brother, comes to Deep Space Nine, he asks Worf to kill him as his family has been dishonored by Worf's actions, and he can't live with the shame.

Wr Ronald D. Moore

Dir David Livingston

4 - 15 *BAR ASSOCIATION*

Stardate: 49565.1 Rom breaks Ferengi law and organises a Union movement in order to improve the working conditions Quark subjects his employees to.

Wr Robert Hewitt Wolfe, Ira Steven Behr

Dir LeVar Burton

4 - 16 *ACCESSION*

Stardate: 49600.7 200 years after his disappearance, a Bajoran poet emerges from the wormhole claiming to be the real Emissary.

Wr Jane Espenson

Dir Les Landau

4 - 17 *RULES OF ENGAGEMENT*

Stardate: 49665.3 Worf faces extradition to his homeworld when he destroys a Klingon transport and is solely responsible for the deaths of the 441 passengers.

Wr Ronald D. Moore

Dir LeVar Burton

4 - 18 *HARD TIME*

Stardate: 49680.5 The Argrathi falsely accuses Miles O'Brien of espionage. His sentence is a brain implant which causes him to believe that he has served a 20 year prison sentence, including memories of

his time served.

Wr Robert Hewitt Wolfe

Dir Alexander Singer

4 - 19 *SHATTERED MIRROR*

Stardate: 49699.1 Sisko must help a band of rebels fight a Klingon-Cardassian alliance in the mirror universe.

Wr Ira Steven Behr

Dir James L. Conway

4 - 20 *THE MUSE*

Stardate: 49702.2 A pregnant Lwaxana Troi arrives on Deep Space Nine, distressed over the prospect of having her child taken away by its Tavnian father. In order to assist her in keeping her child in accordance with Tavnian law, Odo offers to marry her. Meanwhile, Jake finds inspiration in Onaya, an alien woman with sinister motives.

Wr René Echevarria

Dir David Livingston

4 - 21 *FOR THE CAUSE*

Stardate: 49729.8 Sisko discovers that Kasidy is smuggling medical supplies to the Maquis. However, the motives of the security officer conducting the investigation are less than honourable.

Wr Ronald D. Moore

Dir James L. Conway

4 - 22 *TO THE DEATH*

Stardate: 49904.2 The future of peace in the entire galaxy is at stake when a band of renegade Jem'Hadar discovers an ancient Iconian Gateway, which can lead anywhere in the galaxy. In order to stop them, the crew of the Defiant must team up with a band of Jem'Hadar still loyal to the Founders. However, working together may prove more difficult than imagined.

Wr Ira Steven Behr, Robert Hewitt Wolfe

Dir LeVar Burton

4 - 23 *QUICKENING, THE*

Stardate: 49909.7 Bashir and Dax try to find a cure for a planet-wide infection that was induced by the Jem'Hadar as a form of punishment for disobeying the Dominion.

Wr Naren Shankar

Dir Rene Auberjonois

4 - 24 *BODY PARTS*

Stardate: 49930.3 When Quark believes he is going to die, he performs the custom of selling off his desiccated remains in advance for profit. However, when he learns that he was misdiagnosed, cancelling the sale is more easily said than done. In the mean time, Keiko is seriously injured in an accident, and her developing baby must be transplanted into Major Kira's womb if it is to survive.

Wr Ira Steven Behr, Robert Hewitt Wolfe

Dir Avery Brooks

4 - 25 *BROKEN LINK*

When Odo contracts a mysterious illness, the Defiant crew bring him to the Gamma Quadrant to find the Founders. There, Odo learns that this illness was the Founders' way of forcing him home to the Great Link to stand trial for killing another Changeling.

Wr Ira Steven Behr

Dir Les Landau

5 - 1 *APOCALYPSE RISING*

Stardate: Unknown Captain Sisko and his crew embark on a mission to expose Gowron as a Changeling who wants to engage a war between the Federation and the Klingon empire. By disguising themselves as Klingons, Captain Sisko and the Defiant crew infiltrate the Klingon homeworld.

Wr Ira Steven Behr, Robert Hewitt Wolfe

Dir James L. Conway

5 - 2 *THE SHIP*

Stardate: 50049.3 While searching for minerals on a planet, Sisko, Dax, O'Brien, Worf, and Muniz discover the wreckage of a crashed Jem'Hadar ship. However, they are not the only ones interested,

because the Dominion is anxious to retrieve the vessel.

Wr Hans Beimler

Dir Kim Friedman

5 - 3 *LOOKING FOR PAR'MACH IN ALL THE WRONG PLACES*

Stardate: Unknown Worf falls in love with Quark's ex-wife, Grilka. However, Quark is also still interested.

Wr Ronald D. Moore

Dir Andrew Robinson

5 - 4 *NOR THE BATTLE TO THE STRONG*

Stardate: Unknown Jake Sisko and Julian Bashir are caught in the middle of a battle between a Federation colony and a Klingon army.

Wr René Echevarria

Dir Kim Friedman

5 - 5 *THE ASSIGNMENT*

Stardate: Unknown A Pah'wraith (evil entities who are enemies of the Bajoran Prophets) possesses and impersonates Keiko, but reveals her identity to Miles, threatening to kill her if he doesn't carry out her mysterious instructions.

Wr David Weddle, Bradley Thompson

Dir Allan Kroeker

5 - 6 *TRIALS AND TRIBBLE-ATIONS*

Stardate:4523.7 While returning to Deep Space Nine with the Bajoran Orb of Time, the crew is thrown back to the 23rd Century. They must infiltrate the original Starship Enterprise in order to stop an undercover Klingon from assassinating the legenday Captain James T. Kirk.

Wr Ronald D. Moore, René Echevarria

Dir Jonathan West

5 - 7 *LET HE WHO IS WITHOUT SIN*

Worf, Dax, Leeta, Quark and Bashir pay a visit to Risa. Things go bad when a band of rebels gains control of the planet's weather regulator to scare the visitors in an attempt to show them how unprepared the Federation is for the Dominion invasion.

Wr Robert Hewitt Wolfe, Ira Steven Behr

Dir Rene Auberjonois

5 - 8 *THINGS PAST*

Sisko, Odo, Dax and Garak are shifted into the past, when DS9 was known as Terok Nor. To each other, they appear normal, but to others they appear as Bajoran slaves. Soon they are accused of planting a bomb, and are sentenced to death.

Wr Michael Taylor

Dir LeVar Burton

5 - 9 *THE ASCENT*

Odo and Quark are stranded when they crash on a planet with no communications or replicators. Their only hope to be found is if they can climb to the top of a high mountain. Back on the station, Jake and Nog are moving in together. However, it doesn't go as smoothly as they thought.

Wr Ira Steven Behr, Ronald D. Moore

Dir Allan Kroeker

5 - 10 *RAPTURE*

Sisko discovers the legendary Bajoran city of B'hala. He also receives visions of Bajor's future, one of which warns him not to let Bajor join the Federation.

Wr L.J. Strom, Hans Beimler

Dir Jonathan West

5 - 11 *DARKNESS AND THE LIGHT*

Stardate: 50416.2 One by one, members of the Shakaar resistance cell are murdered, and Kira becomes increasingly worried that she will be next.

Wr Ronald D. Moore

Dir Mike Vejar

5 - 12 *THE BEGOTTEN*

Kira goes into labor with Keiko's child. Odo buys an infant changeling from Quark that was found drifting in space. Tensions rise when the scientist that first studied Odo, Dr. Mora Pol, arrives to give Odo a helping hand.

Wr René Echevarria

Dir Jesús Salvador Treviño

5 - 13 *FOR THE UNIFORM*

Stardate: 50485.2 Sisko encounters Eddington, his former security chief turned Maquis traitor, and he is more desperate to capture him than ever.

Wr Peter Allan Fields

Dir Victor Lobl

5 - 14 *IN PURGATOR'S SHADOW (PART 1 OF 2)*

Stardate: Unknown After a coded Cardassian message from the Gamma Quadrant is detected, Garak and Worf attempt a rescue. However, they are captured by the Jem'Hadar and imprisoned in the same cell as Enabran Tain, General Martok, and the real Julian Bashir, who had been secretly replaced several weeks prior without any notice. The Jem'hadar fleet invades the Alpha Quadrant when an attempt to seal the wormhole is sabotaged by the changeling-Bashir.

Wr Robert Hewitt Wolfe, Ira Steven Behr

Dir Gabrielle Beaumont

5 - 15 *BY INFERNO'S LIGHT*

Stardate: 50564.2 When the Dominion fleet comes through the wormhole, it soon becomes clear that Cardassia has allied itself with the Dominion and that war is not far off. As the forces of the Alpha Quadrant assemble, the changeling posing as Dr. Bashir is wrecking havoc on Deep Space Nine.

Wr Ira Steven Behr, Robert Hewitt Wolfe

Dir Les Landau

5 - 16 *DR BASHIR, I PRESUME*

Bashir is chosen as the model for Starfleet's next Emergency Medical Holographic Doctor. During the process it is revealed that Julian was illegally genetically enhanced as a child, rendering him a genius. However, his father must now face a jail term or his son Julian will be court-martialled from Starfleet.

Wr Ronald D. Moore

Dir David Livingston

5 - 17 *A SIMPLE INVESTIGATION*

A woman has her memories erased and stored on a data crystal to infiltrate the Orion Syndicate. Odo falls in love with her, but must save her life by finding her data crystal.

Wr René Echevarria

Dir John T. Kretchmer

5 - 18 *BUSINESS AS USUAL*

Jumping at the chance to finally erase his debts, Quark accepts a position working for an arms dealer.

Wr Bradley Thompson, David Weddle

Dir Alexander Siddig

5 - 19 *TIES OF BLOOD AND WATER*

The imminent death of Kira's Cardassian 'father' rekindles painful memories of losing her real father.

Wr Robert Hewitt Wolfe

Dir Avery Brooks

5 - 20 *FERENGI LOVE SONGS*

Quark discovers that his mother, Ishka, is having a love affair with the Grand Nagus Zek. Back on the station, Leeta and Rom decide to get married. However, problems soon arise.

Wr Ira Steven Behr, Hans Beimler

Dir Rene Auberjonois

5 - 21 *SOLDIERS OF THE EMPIRE*

Worf and Dax join a Klingon ship captained by General Martok on his first mission since being freed from the Dominion prison. However, the crew is in such a low state of morale that when they encounter a Jem'Hadar warship, they enter a battle for their lives.

Wr Ronald D. Moore

Dir LeVar Burton

5 - 22 *CHILDREN OF TIME*

Stardate: 50814.2 The Defiant enters a barrier surrounding a planet in the Gamma Quadrant, only to find its inhabitants are the crew's descendants from 200 years in the past.

Wr René Echevarria

Dir Allan Kroeker

5 - 23 *BLAZE OF GLORY*

Sisko receives a message from one of the few surviving Maquis members saying that they will launch undetectable missiles at the Cardassians, which will provoke an all out war. Sisko enlists the help of Eddington to aid him in deactivating them, however, all is not as Sisko had been informed.

Wr Robert Hewitt Wolfe, Ira Steven Behr

Dir Kim Friedman

5 - 24 *EMPOK NOR*

In order to repair the damaged Deep Space Nine, O'Brien assembles a team to salvage parts from the disbanded Empok Nor. However, their presence sets off an old booby trap that put all their lives in danger.

Wr Hans Beimler

Dir Mike Vejar

5 - 25 *IN THE CARDS*

Jake and Nog attempt to obtain an ancient baseball card to help lift Ben out of his depression. However, in order to get it from its new owner, they must steal equipment from the station, but this brings them under interrogation from the Dominion.

Wr Ronald D. Moore

Dir Michael Dorn

5 - 26 *A CALL TO ARMS*

Leeta and Rom get married. Sisko decides to mine the wormhole, which will likely start the war. When their plan is detected, Sisko is forced to evacuate the station and endorse the non-aggression pact between Bajor and the Dominion. While patrolling the border, General Martok detects the first wave of Dominion ships headed for Deep Space Nine. All remaining Starfleet personnel are ordered to leave the station. Kira, Odo, Quark, Rom, Morn and Jake stay behind on the station and disable it as it is handed over to the Dominion.

Wr Ira Steven Behr, Robert Hewitt Wolfe

Dir Allan Kroeker

6 - 1 *A TIME TO STAND (PART 1 OF 6)*

Several months after Deep Space Nine was handed over to the Dominion, the Federation is losing the war. Being relieved of command of the Defiant, Sisko is placed in command of a salvaged Jem'Hadar warship they discovered several months earlier, and must destroy the main Ketracel White production facility in the Alpha Quadrant. The mission is a success but it leaves the ship without warp engines and stranded 17 years from the nearest Federation Starbase.

Wr Ron Surma, Ira Steven Behr, Hans Beimler

Dir Allan Kroeker

6 - 2 *ROCKS AND HOALS (PART 2 OF 6)*

Stardate: 51107.2 The damaged Jem'Hadar ship captained by Sisko crashes on a planet. Dax is seriously injured, but kept alive by Dr. Bashir. A group of Jem'Hadar who also crashed on the ship finds them, and takes them to their injured Vorta leader, who has a proposition for Sisko he may not be able to refuse.

Wr Ronald D. Moore

Dir Mike Vejar

6 - 3 *SONS OF DAUGHTERS (PART 3 OF 6)*

Worf must help his son, Alexander, to learn the ways of a Klingon warrior, while on a ship patrolling for Dominion vessels. Meanwhile, Gul Dukat's daughter, Ziyal, comes back to the station from school on Bajor.

Wr Bradley Thompson, David Weddle

Dir Jesús Salvador Treviño

6 - 4 *BEHIND THE LINES (PART 4 OF 6)*

Stardate: 51149.5 Sisko is promoted, and Dax is placed in command of the Defiant. She must disable a Dominion sensor array that has been monitoring all traffic within five sectors. Meanwhile, on Deep Space Nine, now named Terok Nor, Kira must find a way of preventing the minefield from being destroyed. Odo's loyalties are questioned when he physically joins with the Founder Leader.

Wr René Echevarria

Dir LeVar Burton

6 - 5 *FAVOUR THE BOLD (PART 5 OF 6)*

Odo struggles with his choices between his friends and the link. Sisko faces a suicide mission in order to reclaim Deep Space Nine. Rom is ordered to be executed. Ziyal is assaulted by Damar - Kira sees this altercation and nearly kills Damar over it.

Wr Ira Steven Behr, Hans Beimler

Dir Winrich Kolbe

6 - 6 *THE SACRIFICE OF ANGELS (PART 6 OF 6)*

Sisko faces thousands of Dominion warships alone in an attempt to re-gain Deep Space Nine. Kira, Jake and Leeta are suspected of trying to stop the attempts at disabling the minefield and are held for questioning. Everything seems doomed and everyone makes ready for a final stand.

Wr Ira Steven Behr, Hans Beimler

Dir Allan Kroeker

6 - 7 *YOU ARE CORDIALLY INVITED...*

Stardate: 51247.5 Worf and Dax's marriage is threatened when Martok's wife does not welcome Dax into the House of Martok.

Wr Ronald D. Moore

Dir David Livingston

6 - 8 *RESURRECTION*

The mirror universe's Bareil attempts to steal the Bajoran orb of Prophecy and Change. Things are complicated when Kira falls in love with him.

Wr René Echevarria

Dir LeVar Burton

6 - 9 *STATISTICAL PROBABILITIES*

Bashir is asked to help a group of genetically enhanced people integrate into normal society, but working around their personality problems. Soon, they must analyse a proposed treaty with the Dominion and predict its outcome.

Wr René Echevarria

Dir Anson Williams

6 - 10 *THE MAGNIFICENT FERENGI*

By orders of the Grand Negus Zek, Quark enlists the help of Rom, Nog, his cousin Gaila, a Ferengi assassin named Leck, and Brunt to attempt to rescue his mother, Ishka, from Dominion captivity by trading a captured Vorta at DS9's sister station, Empok Nor.

Wr Ira Steven Behr, Hans Beimler

Dir Chip Chalmers

6 - 11 *WALTZ*

Stardate: 51413.6 While en route to Gul Dukat's war crimes hearing, the ship carrying them is attacked. Dukat escapes with an injured Sisko and they crash on a planet, where Dukat has hallucinations of Weyoun and Damar ordering him to kill Sisko. Sisko must activate the distress beacon if he is to be found alive.

Wr Ronald D. Moore

Dir Rene Aubertjonois

6 - 12 *WHO MOURNS FOR MORN*

It is announced that Morn has died and has left his entire estate to Quark. But claiming his inheritance lands him in a web of lies and deceit over the nature of Morn's wealth.

Wr Mark Gehred-O'Connell

Dir Victor Lobl

6 - 13 *FAR BEYOND THE STARS*

Sisko has visions of himself and his crew as writers for a science fiction paper in 1950's Earth.

Wr Ira Steven Behr, Hans Beimler

Dir Avery Brooks

6 - 14 *ONE LITTLE SHIP*

Stardate: 51474.2 Dax, O'Brien and Bashir take the runabout U.S.S. Rubicon to explore a nebula, when they shrink to a size where the runabout is four inches long. The Defiant is taken over by the Jem'Hadar, and it's up to the tiny crew of the Rubicon to get it back.

Wr David Weddle, Bradley Thompson

Dir Allan Kroeker

6 - 15 *HONOUR AMONG THEIVES*

Stardate: 51474.2 O'Brien is ordered to infiltrate the Orion Syndicate to expose a Federation informant. However, his involvement may lead to the death of his new friend.

Wr René Echevarria

Dir Allan Eastman

6 - 16 *CHANGE OF HEART*

Stardate: 51597.2 Worf is forced to choose between the life of his wife Jadzia, and the success of the mission when they must find a Cardassian defector that seeks their help.

Wr Ronald D. Moore

Dir David Livingston

6 - 17 *WRONGS DARKER THAN DEATH OR NIGHT*

When Gul Dukat reveals to Major Kira that her mother was a 'comfort woman' for him during the occupation, Kira uses the Bajoran Orb of Time to travel to the past and find the truth.

Wr Ira Steven Behr

Dir Ira Steven Behr

6 - 18 *INQUISTION*

Bashir falls under suspicion of unknowingly supplying information to the Dominion, however, all is not as it may seem.

Wr Bradley Thompson, David Weddle

Dir Michael Dorn

6 - 19 *IN THE PALE MOONLIGHT*

Stardate: 51721.3 Sisko and Garak lure the Romulans into the Dominion war in order to get them to join the Federation/Klingon Alliance. Without them, the Federation and Klingon Empire would eventually lose the war and fall under Dominion rule.

Wr Michael Taylor

Dir Victor Lobl

6 - 20 *HIS WAY*

Odo uses Bashir's holosuite character of Vic Fontaine to bring himself and Kira closer together.

Wr Ira Steven Behr, Hans Beimler

Dir Allan Kroeker

6 - 21 *THE RECKONING*

A mysterious tablet is found in the ruins of B'hala, foretelling that "The Reckoning" will soon begin. As Sisko tries to translate the texts on the tablet, Kai Winn pays a visit to Deep Space Nine, demanding that the tablet should be given back to Bajor. Sisko, getting an impulse from the Prophets, smashes the tablet, releasing strange energy-beings. Subsequently, a Prophet saying that she must defeat the 'Evil One,' which will then usher in Bajor's Golden Age, possesses Kira. Sisko does not intervene, even when the 'Evil One' inhabits the body of his son, Jake.

Wr David Weddle, Bradley Thompson

Dir Jesús Salvador Treviño

6 - 22 *THE VALIANT*

Nog and Jake are rescued by the U.S.S. Valiant when their ship is attacked by the Dominion while on their way to Ferenginar. The crew of the Valiant consists of the Starfleet Cadet corps known as 'Red Squad,' an elite band of cadets, after the main crew were killed when the Dominion War broke out. They decide to complete their mission, which Jake sees as suicide.

Wr Ronald D. Moore

Dir Mike Vejar

6 - 23 *PROFIT AND LACE*

Thanks to his relationship with Quark and Rom's mother Ishka, Grand Nagus Zek announces that he will allow equal rights for women on Ferenginar. When Ishka has a heart attack, Quark poses as a convincing female in order to let the law pass.

Wr Ira Steven Behr, Hans Beimler

Dir Alexander Siddig

6 - 24 *TIME'S ORPHAN*

While on a nearby planet, the O'Brien family picnic is interrupted when Molly wanders off and falls into a vortex that sends her 300 years into the past. When they re-open the vortex, they try to retrieve her, but a miscalculation causes an 18-year-old Molly to appear. It is up to the crew of Deep Space Nine to try to re-educate her, while trying to find the original.

Wr Bradley Thompson, David Weddle

Dir Allan Kroeker

6 - 25 *THE SOUND OF HER VOICE*

The Defiant attempts to rescue Captain Lisa Cusak who has crashed on a planet with high amounts of carbon dioxide, with a limited supply of triox to keep her alive. Although the Defiant crew establishes around the clock contact with her to keep her company, their conversations end up helping the crew more than anticipated. Meanwhile on the station, Quark attempts to keep Odo distracted while planning an illegal transaction.

Wr Ronald D. Moore

Dir Winrich Kolbe

6 - 26 *TEARS OF THE PROPHETS*

Sisko is ordered to launch attacks against Cardassia and the Dominion. In his absence, Dax is left in command of the station. Gul Dukat is possessed by a Pah-wraith in an attempt to destroy the Bajoran Wormhole and the Prophets. Dukat manages to destroy one of the Bajoran Orbs, and kills Jadzia in the process, although the Dax symbiont is saved. The Bajoran Wormhole implodes, the Orbs go dark, and Sisko is forced to take time out while the war continues.

Wr Ira Steven Behr, Hans Beimler

Dir Allan Kroeker

7 - 1 *IMAGE IN THE SAND*

Three months after the wormhole was sealed and the Bajoran Orbs became useless, Sisko receives a vision from the Prophets of a woman's face buried in the sand. When this woman is revealed to be Sisko's real mother, an old necklace of hers leads Sisko to look for the Bajoran Orb of the Emissary. He believes that this Orb can re-open the wormhole and reactivate the other Orbs. Kira, now in command of Deep Space Nine until Sisko returns, is informed that the Romulans wish to set up a station office and a hospital on a Bajoran moon. Bashir and O'Brien attempt to console Worf, who is still mourning for Jadzia. Just before leaving to search for the Orb, Sisko encounters a young Trill woman who reveals herself as the new host of the Dax symbiont, Ezri.

Wr Ira Steven Behr, Hans Beimler

Dir Les Landau

7 - 2 *SHADOWS AND SYMBOLS*

Sisko meets the new host of the Dax symbiont.

Wr Ira Steven Behr, Hans Beimler

Dir Ira Steven Behr, Hans Beimler

7 - 3 *AFTER IMAGE*

Ezri Dax has to cope with the memories of her past lives, plus the range of reactions her presence generates.

Wr René Echevarria

Dir Les Landau

7 - 4 *TAKE ME OUT OF THE HOLOSUITE*

Vulcan Captain Solok challenges rival Sisko to a baseball game.

Wr Ronald D. Moore

Dir Chip Chalmers

7 - 5 *CHRYSALIS*

A group of genetically enhanced humans, who were once under Bashir's care, look to the doctor to cure their friend's illness.

Wr René Echevarria

Dir Jonathan West

7 - 6 *TREACHERY, FAITH AND THE GREAT RIVER*

Odo is tricked into allowing a clone of Weyoun onto the Runabout.

Wr David Weddle, Bradley Thompson

Dir Steve Posey

7 - 7 *ONCE MORE INTO THE BREACH*

Worf goes out of his way to help Kor much to Martok's annoyance.

Wr Ronald D. Moore

Dir Allan Kroeker

7 - 8 *THE SEIGE OF AR-558*

Sisko and the crew fight for their lives during a violent stand-off.

Wr Ira Steven Behr, Hans Beimler

Dir Winrich Kolbe

7 - 9 *COVENANT*

Kira is held hostage by her old enemy Dukat.

Wr René Echevarria

Dir John T. Kretchmer

7 - 10 *IT'S ONLY A PAPER MOON*

The crew fight for Ezri's life.

Wr Ronald D. Moore (w), David Mack (s), John J. Ordovery (s)

Dir Anson Williams

7 - 11 *PRODIGAL DAUGHTER*

Ezri uncovers disturbing family secrets.

Wr Bradley Thompson, David Weddle

Dir Victor Lobl

7 - 12 *THE EMPEROR'S NEW CLOAK*

Quark and Rom risk their lives.

Wr Ira Steven Behr, Hans Beimler

Dir Levar Burton

7 - 13 *FIELD OF FIRE*

Ezri summons the suppressed homicidal memories of a previous Dax incarnation in order to solve a series of murders.

Wr Robert Hewitt Wolfe

Dir Tony Dow

7 - 14 *CHIMERA*

A nomadic Changeling asks Odo to leave the space station and join his search for their shapeshifting breathren.

Wr René Echevarria

Dir Steve Posey

7 - 15 *BADDA-BING, BADDA-BANG*

A "jack-in-the-box" - a surprise twist - is discovered in Vic Fontaine's program, and his casino is bought by gangsters. Now, to save Vic's job, and possibly his life, the senior staff must rob the casino to run Vic's nemesis out of Vegas.

Wr Ira Steven Behr, Hans Beimler

Dir Mike Vejar

7 - 16 *INTER ARMA ENIM SILENT LEGES*

Dr. Bashir is about to leave for a convention on Romulus, when Sloan, his contact in Section 31, asks him to gather intelligence on the Romulan Government. After consulting with Captain Sisko and Admiral

Ross, he reluctantly agrees. However, things are far more complicated than they seem.

Wr Ronald D. Moore

Dir David Livingston

7 - 17 *PENUMBRA (PART 1 OF 10)*

Stardate: 52576.2 Sisko buys land on Bajor. Worf goes missing, and Ezri steals a runabout to find him. Sisko proposes to Kasidy, but he is soon warned by the Sarah prophet to break the engagement.

Wr René Echevarria

Dir Steve Posey

7 - 18 *TILL DEATH DO US PART (PART 2 OF 10)*

Dukat, surgically altered to look Bajoran, tries to gain Kai Winn's confidence. Sisko cancels his engagement with Kasidy, but shortly changes his mind and marries her despite further warning from the Sarah Prophet. The Breen join the Dominion/Cardassian Alliance.

Wr David Weddle, Bradley Thompson

Dir Winrich Kolbe

7 - 19 *STRANGE BEDFELLOWS (PART 3 OF 10)*

Worf and Ezri are beamed aboard a Jem'Hadar ship.

Wr Ronald D. Moore

Dir Rene Auberjonois

7 - 20 *THE CHANGING FACE OF EVIL (PART 4 OF 10)*

The war reaches a crucial turning point when the Cardassian leader breaks from the Dominion-Breen alliance.

Wr Ira Steven Behr, Hans Beimler

Dir Mike Vejar

7 - 21 *WHEN IT RAINS . . . (PART 5 OF 10)*

Bashir makes a shocking discovery.

Wr René Echevarria

Dir Michael Dorn

7 - 22 *TACKING WITH THE WIND (PART 6 OF 10)*

Kira masterminds a plot to obtain an enemy weapon.

Wr Ronald D. Moore

Dir Mike Vejar

7 - 23 *EXTREME MEASURES (PART 7 OF 10)*

Bashir and O'Brien link minds with the man who holds the cure to Odo's deadly disease.

Wr Bradley Thompson, David Weddle

Dir Steve Posey

7 - 24 *THE DOGS OF WAR (PART 8 OF 10)*

The Federation war against the Dominion reaches the prelude to its final showdown.

Wr René Echevarria, Ronald D. Moore

Dir Avery Brooks

7 - 25 *WHAT WE LEAVE BEHIND (2 HOURS) (PART 9/10 OF 10)*

Sisko launches the Federation/Klingon/Romulan attack against the Dominion on Cardassia. Kira, Damar and Garak destroy a power supply on Cardassia as the Cardassian population rises against the Dominion. Kai Winn asks Gul Dukat to join her in releasing the Pah-wraiths from the Fire Caves. Bashir and Ezri spend the night together on the eve of the war. The Founder Leader orders the execution of Damar, Garak and Kira after Jem'Hadar forces capture them; however, Cardassian forces free them. Meanwhile, on Bajor, Kai Winn recites from the Kosst Amojan in an attempt to release the Pah-wraiths.

Wr Ira Steven Behr, Hans Beimler

Dir Allan Kroeker

STAR TREK: THE NEXT GENERATION



Next Generation is set some 78 years after the original mission. The new Enterprise, NCC 1701-D, is eight times the size of the old one, with a complement of 1012 crew and their families.

And with the new ship came a new cast and a new captain, the somewhat aloof Frenchman Jean-Luc Picard. Played by English Shakespearean actor Patrick Stewart, Picard is an older, balder man than Kirk, and less impulsive, less headstrong. Stewart, a Yorkshireman, was virtually unknown in America. In Britain he had played Sejanus in the BBC's *I, Claudius* and had starred as psychiatrist Eddie Roebuck in a 1981 series, *Maybury*, *Star Trek* has turned him into a TV icon.

Heading up a strong supporting cast is Jonathan Frakes as Picard's First Officer, Riker, the Kirk-style man of action. The Chief Medical Officer is a woman, Dr Beverly Crusher (played by acting coach and choreographer Gates McFadden) and there's a healer of minds aboard, too - the telepathic, half-human, half-Betazoid ship's counsellor Deanna Troi (played by Londoner Marina Sirtis who once actually auditioned for the part of Dayna in *Blake's*).

Denise Crosby lasted one season as security chief Tasha Yar (though she subsequently guested both as Tasha and her Romulan daughter Sela). Will Wheaton literally grew into his role as Dr Crusher's teenage prodigy of a son, Wesley, LeVar Burton pulled on a special VISOR (Visual, Instrument and Sight Organ Replacement) to play the blind navigator (later chief engineer) Geordi La Forge and Michael Dorn learned to love prosthetics as the ship's Klingon officer Lt Worf, a character forever trying to reconcile his warrior heritage with *Star* fleet -imposed discipline.

And with no Spock aboard, the logical voice was an android Science Officer, Data, played by Broadway actor Brent Spiner. A pasty-faced 24th century Pinnochio, Data is an android who dreams of becoming human and his efforts to grasp the nuances of human behaviour provide some of the series' lightest and most poignant moments.

Also along for the ride were Diana Muldaur as Dr Crusher's second season replacement, the slightly abrasive Dr Kate Pulaski, and a couple of semi-regulars, Irish actor Colm Meaney as Transporter Chief Miles O'Brien who later jumped ship to join *Deep Space Nine*, and Whoopi Goldberg who dispensed cocktails and wisdom as the enigmatic Ten Forward barmaid Guinan. There was also a short-lived role for Michelle Forbes as a feisty Bajoran officer, Ensign Ro Laren.

It's very much an ensemble affair and this series was not troubled by the well-documented friction that existed among the original *Trek* cast. With the Klingons and the Federation now allies, *The Next Generation* needed to find new villains. It immediately introduced us to Q, an omnipotent prankster who regularly returned to plague the crew in general and Picard in particular. Then there were the lascivious, avaricious Ferengi, the lizard-necked militaristic regime of the Cardassians and the Borg - a seemingly unstoppable cybernetic super-race who subjugated, then assimilated all other races into their insect-like hive culture. And, of course, those shoulder-padded galactic power-dressers, the Romulans, also returned.

During the 1970s and 1980s, whenever asked if *Star Trek* would be returning to television as a series, Gene Roddenberry would answer that if it ever did, he did not want to be a part of it. The three-year stint of the original series was exhausting for him. He hardly saw his family, network battles created scars, and creative problems with the show were difficult. Roddenberry just didn't want to repeat the experience. While making a string of TV movies in the 1970s that included *Spectre*, *The Questor Tapes*, *Genesis 11* and its sequel, *Planet Earth*, Roddenberry made a living touring colleges and universities lecturing about space and *Star Trek*.

In 1977, when *Star Wars* hit the movie screens across America, Paramount realized they had a golden egg waiting to hatch on their own lot. A second series, dubbed *Star Trek II*, was developed, but this ultimately

mutated into Star Trek-The Motion Picture. This was after a long period of flip-flopping by Paramount, who couldn't make up their minds in what form they wanted the show to be revived. But in 1986, prompted by the success of Star Trek IV-The Voyage Home, Paramount fast tracked the notion of a another kind of Star Trek, a Star Trek with a totalJy different cast placed approximately 78 years into the future. Realizing they could not do this show without Roddenberry, the company asked if he would be interested in developing another Trek series. He grabbed at the chance. Although it might have seemed an unusual move, the reasons behind the quick decision were simple. Paramount presented several conditions that lured him in.

For starters, Roddenberry admitted that whenever someone said, "Star Trek can't be done again!" it served as an irresistible challenge. The additional incentives were the absence of a network censor and the promise that the show would be syndicated. There was also the excitement of developing new characters and a new starship using the advanced technology of the 1980s to pull off a show with higher production values.

Reassembling many of his original production crew, plus a collection of the finest contemporary production players Hollywood had to offer, Roddenberry rolled up his sleeves and went to work in the twenty-fourth century.

Writers David Gerrold and Dorothy Fontana; producers Eddie Milkis and Robert Justman; costumer William Ware Theiss; assistant director Charles Washburn and set decorator John Dwyer were some of the original guard that came back to create the next generation. Talented newcomers who joined the team included executive producer Rick Berman, production designer Herman Zimmerman, and design staffers Rick Sternbach, Andrew Probert and Michael Okuda. With a staff assembled, Roddenberry's tough task was to assemble an Enterprise crew who would have the same appeal and longevity as the original cast. After Bob Justman discovered Patrick Stewart at a UCLA Shakespeare reading, and after arduous casting calls, other team members were assembled. The new crew of the starship Enterprise was born.

"Everybody was aware we were following a famous forefather. ... The fact [is] that there's nothing you can do to try to match to it," says Next Generation director Rob Bowman, who was responsible for 13 episodes over five seasons of the show. "Everybody was really intent that we're not going to be like those guys. We're going to make our own. They're too big. So basically, you slay the giant by throwing one rock at a time. Everybody was very open-all the actors, Genet starting fresh. I don't think anyone had any idea the show would be as successful as it did. We were all hoping that we would even be picked up again for a second season."

Another director, Paul Lynch, echoes Bowman's memory of the first season's atmosphere. "Nobody quite knew what was going to happen to the series when I directed my first episode," he remembers. "Jonathan [Frakes] and Patrick [Stewart] and I were standing around talking, and they were saying how they figured they'd be there for 13 [episodes] and maybe be there for a year but that'd be it. And I said, 'Five years.' I guessed it would run for five years, maybe six. So, I'm close to being correct."

As director of the two-hour pilot, "Encounter at Farpoint"-the first original Star Trek product to hit the airwaves since 1969-Corey Allen says that he didn't have any pretensions or misgivings about being the first director to take on a property that had classic status. "I really didn't feel that. It was a very easy, very fun project from the get-go. I was thrilled to do it. I had a definite vision, which I think coincided with Gene Roddenberry's." Allen is generally pleased with his work on the pilot. "I liked it very much. There was one sequence that didn't pay off very well, and I was frustrated with that. It was the tentacles coming out of the wall, when the other spaceship first comes alive. I don't think that effect worked very well, and so I was frustrated."

Of the newly assembled crew for the starship, Allen says that the acting was excellent. "Patrick Stewart is one of my favorite actors. He's the epitome of what a professional actor is-he cares about what he's doing, he's invested in what he is doing-and John DeLancie, who plays Q, both of them were a delight to work with.

"Brent Spiner was a find. We cast far and wide to find that character and found Brent. Thank gosh. He was one of the final two [actors auditioning for the role-the other was Eric Menyuk, who would come aboard later as the Traveler in 'Where No One Has Gone Before']. The rest is history."

Rob Bowman says that the mantra chanted throughout the first season was, "'Let's just be ourselves. Let's make our own Star Trek.' When I was directing it, I tried to bring my own visual style to it and do as much storytelling with the camera as I could. [The show] was very straightforward in terms of camera work and lighting. We tried to be a bit more creative on the cinematic side. We also had incredible sets ... that the original did not have. It's amazing. Automatically, from the beginning, it was going to be visually more dynamic and believable. We had a vessel that was really inside the Enterprise."

Robert Justman, a member of the original production crew of the classic Trek, was a supervising producer in the first season of The Next Generation. "I thought it was the same show!" he says. "I loved it. I'm sure Gene

Roddenberry felt the same way, too. It just had different faces in it. I think Rick Berman and [later producer] Michael Piller did an outstanding job. It's a marvelous show."

Justman lasted only one season on the new show before resigning, for a simple reason. "I left because I was tired," says Justman. "I didn't want to have to work that hard any longer. I figured I paid my dues. One season was good enough for me." Others who were to resign over creative or professional reasons were Dorothy Fontana, David Gerrold and Maurice Hurley. Allegedly, the first season had a balky start-up because a revolving door in the writing staff accounted for uneven first season scripts.

The show's start-up problems also resulted in two casualties in the cast. Denise Crosby, as security chief Lt. Tasha Yar, decided she was more interested in a film career and felt her character was not used well enough. At her request, she was written out, in the notorious "Skin of Evil" segment. (A slag of oil stranded on a planet zapped Yar, and she died.) Another cast member, Gates McFadden as Dr. Beverly Crusher, was asked not to return in the second season. Producers did not like the direction the character was going and wanted someone else. During the second season, veteran actress Diana Muldaur appeared as Dr. Kate Pulaski. Oddly, she was dubbed only a "special guest star" and was not listed in the main titles along with the rest of the regulars.

The second season also allowed a longtime fan of the Star Trek saga to climb aboard as, of all things, a bartender. When comedienne Whoopi Goldberg heard of Denise Crosby's departure from the show, she told friend LeVar Burton that she would love to beam aboard. But the producers didn't believe Burton and laughed it off. It took a bold phone call from Goldberg to convince them that her desire was sincere. At the time, a new set was under consideration, so the producers merged the two. Goldberg signed on as Guinan, the bartender at the bar, Ten-Forward.

By the second season, Rob Bowman says, "we all had a great deal more confidence on the show ... and we were all very proud of the amount of work we'd done. We'd take more risks in terms of storytelling, and, I think, very successfully so. I think everybody had settled into their characters, and I was more confident, and we had kind of jelled at that point."

For the actors, says Bowman, discovering their characters was an important journey, sometimes fraught with difficulty. "Sometimes the writers are pressed, or the actors are pressed, and there's not a marriage between the writing and the actors, and they say, 'Well, I would never do this.' It's not a negative thing, it's, 'Listen, there's a certain realm of believability for this character,' and the actor believes that this is something not part of it. There's usually a discussion between the writer and the actor: 'I've never done this before. I feel uncomfortable about doing this now. Explain it to me, or maybe we can rewrite it.' You always know that's going to happen. I would say any of those people, from my experience on Star Trek, are total professionals. They don't reduce the value of the characters by saying, 'I would never do this,' just to be negative."

As an example of how the actors never let personal opinions get in the way of a performance, Bowman recalls a story during the production of second season's "Elementary, Dear Data." In this episode, Geordi and Data enter the holodeck as Sherlock Holmes and Dr. Watson, and they pit their wits against Professor Moriarty.

"The first time they entered [the foggy London streets inside the holodeck], Brent was having difficulty with the dialogue as written," recalls Bowman. "He was in his usual pre-creative mode of making comments about the script. We're sitting there, we roll cameras, he's disgruntled with the script, but when I said, Action!" he immediately, at the flick of a switch, turned into Data. He starts talking to Geordi, who's playing Watson. And then, flicks into Sherlock Holmes and then flicks back into Data vernacular and then I say, 'Cut! Print!' and then he's back complaining again, and it's one of the most brilliant things I've seen this guy do: go from complaining about the scene, to playing Data, playing Sherlock Holmes, 'Cut! Print!' and back to me. It was one of the moments I realized how brilliant he was. That's just the way he is; when the camera goes, he is just out there."

Bowman goes on to praise other members of the cast. "I had a highly creative experience with every single actor on that show. To me, when I direct, I go to have a good time and try to take some risks. Jonathan is the one who keeps the set smiling and laughing. Patrick is a polished Shakespearan actor. And Michael Dorn is an absolute rock. He's very steady. He's very creative about what we should be doing and really understands that Worf character. That was a lucky piece of casting. I was very fortunate to direct 'Heart of Glory,' the first Klingon/Worf episode. I know he was eager, but boy, he came through in shining colors in that show."

By the third season, Gates McFadden had returned as Dr. Crusher, and Dr. Pulaski was out. Diana Muldaur moved over to L.A. Law. Bowman's fourth-season episode "Brothers," was significant for several reasons. It marked the return of Lore, not seen since first season's "Datalore," and introduced Data's creator, Dr. Noonian Soong. It was also executive producer Rick Berman's first script. "Brothers" also provided Brent Spiner quite probably one of his most challenging moments as an actor: he was required to play three roles (Data, Lore and Dr. Soong).

"Brent has to play scenes and act and react scenes against himself," says Bowman. "And he's not there to act against himself. So he has to do this scene as Data, and he's looking at a stand-in. The next day he has to come back and play the other side of the conversation as his father. And he has to work out the timing to make it sound like a natural conversation. It's a very difficult thing to do."

Early in the production, it was suggested that veteran actor Keye Luke should play Dr. Soong. But that idea got killed quickly, and Spinner got the part. Bowman says he would not have liked anyone other than Brent to play him because it provided such an acting challenge.

"When I came back for 'Brothers,' everybody was very streamlined in their characters," says Bowman. "The actors had really become those people. They were very at ease and very polished, and it was a really wonderful experience to go back and see everybody just working so smoothly! 'Brothers' was a show very technically difficult to do; a lot of motion control, split screens, the pressures for Brent Spinner to memorize lines that had scenes with nobody on the other side. He was brilliant. I thought the camera work, the lighting, the screenplay, the whole thing was just a great experience."

Bowman stopped directing Next Generation episodes after "Brothers." He pleads a simple case of burnout, with a desire to work on other shows to help in his creative growth. "I love everybody there very much," he adds. "I miss them all very much." He has stellar reviews for the shows that followed his departure, calling them "incredible work" and "beautiful episodes." Don't underestimate the difficulty of creating a good show, says Bowman. If a show is good, it is because the people behind it genuinely care about it.

"You have to thank Gene Roddenberry, Rick Berman, and the actors who [really kept] the enthusiasm in that show," insists Bowman. "People on Star Trek really love what they're doing. You watch those shows, and I don't care if you're not a Trekkie or if you've never seen it, you catch a great episode and you're blown away and people talk about it. When you get down to it, why [did we do] this show? Why do people like Star Trek? Because there's something about it that gives us a sense of hope and makes us feel good about who we are and what we're going to become. Even if we're down on ourselves right now, Star Trek gives you a sense of optimism, and I believe that's its core for each person working on the show. It was for me. That will never go away. That will never die in people. Hope and optimism is something we have to have in our lives. And I think that's what Star Trek is founded upon. 'I've done a lot of TV shows, but the ones people ask me about are Star Treks. ... People on the street won't come up to me and say, 'Tell me about this show for this other network.' They'll just say, 'Did you enjoy Star Trek?' That makes me feel good."

There was a time, in the heat of filming various episodes, that Bowman was unhappy with his working relationship with those on the show. In published interviews for science fiction media publications, Bowman cited problems such as having a day chopped from his schedule for "Q Who" and "Elementary Dear Data," having episodes switched around, losing an opportunity to direct "The Big Goodbye" and receiving "an unshootable script" in "Datalore." And he declared that if he were ever to return to the show, it would be only under a supervising producer/ director title.

But having been away from the Enterprise sets for some time, Bowman finds that his feelings have changed. "Let me follow this up by saying that any director-I still do the same thing-asks for more time. I think when I was asked some of those questions, I was probably an angrier person. I complained about that, and I shouldn't have complained. Anyone is going to want more time. The studio [executives] do what they have to do. I am wholly and singularly grateful to have ever worked on that show. ... Any complaints I had before were just ventilation and were not from me at all. I take back every complaint I ever had about that show. I was grateful for the opportunity. I think my biggest beef was on the Borg show, we were doing something brand new. It was a quite ambitious show. What I failed to point out, if I complained about that, was they had given me a very challenging script.

They knew we could pull it off. The positive of that is to say, 'Thanks for trusting in me and giving me this script,' instead of saying, 'You took a day away from me!' Who doesn't want more time to make it better? And that's part of the creative process. I think the problem with 'Q Who' was I was not included in the scheduling and was held responsible for it. And I thought there may have been another way of working that out. Nevertheless, I'm glad I had a chance to direct that show." Like Rob Bowman, Paul Lynch is a director who was on the show at the very beginning, then tuned out after a period of activity. But unlike Bowman, who started out as a young man new to the business, Lynch has credits going back to the 1970s, when he directed various feature films and a variety of episodic television, many of which were science fiction or fantasy related.

Lynch says that directing "11011001" was a challenge because for the show to be successful, both casting and post-production sound had to be perfect. "The Binaris were actually small women," he reveals. "They were women of about 25, all who happened to be about four foot nine." Most of the difficulties in assembling the show came from "just to get them to all speak in synch all the time. They all had to speak together. Even

though it came out of their mouths, they had to do it [again later] in post-production [dubbing]." Later episodes that proved memorable for Lynch included "Unnatural Selection," because of the special effects, and "A Matter of Time" (guest-starring Matt Frewer) because "it was a very clever episode. Quite different. It was comedic." But a stronger highlight came from fifth season's "The First Duty," the episode that would finally give us a look at Ensign Wesley Crusher's tenure at Starfleet Academy. "Wil Wheaton was terrific in it," says Lynch. "He really proved himself. I thought he was a good actor already, but I thought he did a great job in it. It was basically him."

By coincidence, Robert Duncan MacNeil, with whom Lynch had worked on The Twilight Zone's "A Message from Charity," got cast as the antagonist Cadet Nick Locarno. Ray Walston, most famous for My Favorite Martian series in the 1960s played the gardener, Boothby. Lynch comments that Walston is "really like a gardener. He has an extraordinary amount of energy for a man his age." Looking for favorite moments from his stint on the show, Lynch points to scenes in "11011001" and "The Naked Now." In the former, Lynch likes the holodeck sequence between Minuet and Commander Riker, and in the latter, the scene where Tasha Yar seduces Data.

As for why the show was so successful some say even more than its progenitor-Lynch points to improvements in production quality. "Originally, when Gene was running [TNG], I don't think it was as strong I think he was too close to the original. He was, rightly or wrongly stuck in a time-warp that didn't quite measure up to today's world. I remember having a big discussion with Denise Crosby on 'Naked Now' because one of the things that Gene wanted was to see the girls' bodies. Gene seemed to have a very '50s attitude to women characters." According to Lynch, it was in the later seasons that the show "changed dramatically. And I think it was Rick Berman who brought the series up to date. I think the success of the show belongs to him. It was through him the show has become what it is.

"Gene's problem was that he would hold back. He would not progress nearly as fast as should have happened. But the guy responsible for that progress and the series is Rick Berman. It's probably the best television in recent memory. There's nothing in comparison. It's well acted, well written, and very compelling. It's also a family series and an entertaining fantasy series. I think that's why it's so popular."

Someone else who is happy to have been given the reins to direct the show, one of several Next Generation actors to become a director, is Jonathan Frakes. Frakes turned into a prodigious director, debuting with third season's "The Offspring." He followed with a pivotal Klingon story in fourth season's "Reunion," as well as Jean Simmons' guest appearance in "The Drumhead." After a season break as a director, Frakes returned with fifth season's intriguing "time causation loop" in "Cause and Effect." The sixth season gave him not one, but two episodes: "The Quality of Life" and "The Chase."

"In the first one I got to do, I felt really lucky to have Brent Spiner as the featured artist," says Frakes. "The Offspring" was Data's turn at being a parent, by constructing his child. "I think he is incredibly talented, probably the actor with the biggest range of anyone on the show. I was a nervous wreck, and he couldn't have been more helpful." Directing "Reunion" was a considerable challenge. "I'm a huge Klingon fan, and a close friend of Michael Dorn's, so I got to do a totally different type of show, which was kind of exciting-to go from the sensitive quiet Lal, ['The Offspring'], a Data story to a rather large Klingon story. I was sad to have to kill the lovely K'Ehleyr (Worf's half human-half Klingon girlfriend), Suzie Plakson." In "The Drumhead," Frakes says, "I had the privilege of having Jean Simmons, who is a twotime Oscar nominee and one of the great ladies of cinema and who also happens to be a big Star Trek fan. She watches the show every Wednesday in Los Angeles, then calls her friends on the phone and they discuss the episodes. So, we were blessed to get her."

Still another director, Winrich Kolbe, who directed at least two or three episodes of the show every season since the second, heralds the Enterprise's casting. In an interview before the show's final season, Kolbe called the actors "one of the finest ensemble casts in television. Considering, we have quite a lot of people. We have long scenes on the observation deck, and other scenes on the bridge and other locations. It's a very easy experience. Now, it's like doing a repertory theater. They're quite relaxed. They know their characters. It's very easy for a director who's in tune with the cast because you don't have to tell them what you want. They know it. They know better than you as a director. It's up to the director to get the staging going and get the movement coordinated and make sure everyone is on camera properly, etc. As far as acting is concerned, sometimes someone comes on a little slow because of the night before or whatever, and you have to spruce them up. But that's very easy. With one word, one movement with the finger pointing up...

Kolbe attributed the show's success, as Lynch does, to executive producer Rick Berman, who held the seams of the show together. "I like Rick. He sometimes drives me up the wall because he's so deeply loyal. I became aware he was under tremendous pressure in a way, to be specific. Because the audience isn't just an audience that just watches the show-they live it. He has to make sure the continuity in various stories is very detailed and under close control. He keeps it all together." Kolbe said his memories of working on the Next Generation stages would always be fun and full of music. That's right. Music.

"On pretty much most of the shows, we have an ongoing musical affair on the bridge " ,grinned Kolbe. "When

most of the cast is on the bridge, and we're shooting the whole day on the same set, there's tension. So, after our tenth take, usually something turns on our music machine. Don't ask me how this got around. I think it started when Brent Spiner was coming into the bridge and suddenly Jonathan Frakes throws in something that looks like a microphone and the bridge now turns into a Las Vegas stage.

Brent Spiner makes this elaborate show biz stage introduction of himself and suddenly, I don't know how this grew, but we're all singing 'Volare.' And I'm the only one who doesn't know the next lines to 'Volare!' I got suckered into that one. The moment that Jonathan Frakes plugs into 'Volare,' the whole crew and cast starts screaming 'Volare.' I ran down with a breaking voice. By that time, I'm pretty tired, too. I don't know it now but it comes to me when I'm singing it. By that time, we're swinging into our twentieth wind. We go through that pretty much on every show. Things need a little juicing up."

Being on Star Trek was often a spotlight for guest stars. Anyone familiar with the classic Trek series will recall memorable guests as villains or protagonists. The Next Generation was no exception. One of the few guest stars who had the privilege of being directed by Jonathan Frakes was Spiderman's Ellen Bry. Beamed aboard for the sixth season's "The Quality of Life" as a scientist, Bry says, "My real happiness was working with these people because it was one of the most pleasurable work experiences I've ever had. I've been on other long-running shows and shows that have never aired, where there's a lot of tension, people are sick of it and where people don't show up at work. But this show, you go on the set and you just feel good. Everyone is as nice as they can be to you, welcoming you, friendly, and because they've been together for six years, they really meshed. There's a lot of joking, a lot of fun. People are good-humored and there's a lot of fooling around and stuff."

"The Quality of Life" is a story about a dedicated scientist (Bry) working at a space station. She has invented a sophisticated tool, called the exocomps, to help in mining development. But after a malfunction, Data discovers the exocomps has the ability to repair itself, and he declares it a life form. The story was a rare opportunity, says Bry, because seldom did an episode center so strongly on a single female guest star. "Even as a lead guest star, you rarely get the size of the role that I got on this show," remarks Bry. "And Jonathan Frakes said in his recollection this was the largest guest star role they'd ever had. I was almost in every scene."

Although a veteran of many episodic television shows including the long-running *St. Elsewhere*, Bry found that this episode provided many challenges. "Memorizing the dialogue was like trying to learn a foreign language! I had a whole wealth of technobabble to memorize and a large role on top of it. I tried to make her strong and determined. But a lot of that is in the writing. I feel I was able to pull off that technobabble with real sincerity. I think I was able to get familiar with it enough to get beyond the dialogue and start focusing on the acting. The dialogue was so lengthy and so tricky that I feel very proud about getting beyond the memorization to present a character. Believe me, you can easily get hung up with the words!"

Thanks to a physician friend who watched the episode, says Bry, she developed new insights into the script and the character. "He said, 'You know, for all intents and purposes, this is an animal rights show.' In terms of the exocomps and life, it's almost about animal rights. I thought that was interesting. I thought, in thinking about the analogy, he's right! Brent Spiner's character goes on the line for these machines. What I thought was great about the script was it brought out a lot of philosophical issues about life and what is life and the definition of life."

Although Bry found the whole experience challenging and enjoyable, what really knocked her socks off was "being beamed! The idea of being able to beam. Not that it was a favorite in terms of content, but I must admit that I enjoyed beaming!" she laughs. When veteran actor John Anderson appeared in third season's "The Survivors," it proved to be a difficult experience for him. For Anderson, the role of Kevin Uxbridge, a survivor of an alien massacre, was in fact a painful acting chore. In the story, Uxbridge is an alien who has blinked out the existence of the alien marauders because they have killed his human wife, and he has used his powers to recreate her for companionship. In real life, Anderson's own wife had died only a few months before the production of this episode. Emotions remained strong for Anderson, and he admits he almost rejected the role for that reason.

"This was the first job I had taken after [my wife's] death; and they knew about it," says Anderson solemnly. "The terrible part of it was that ... they originally scheduled a highly emotional sequence, talking about my great love and this wonderful woman (guest star Anne Haney playing Uxbridge's wife, Rishon), for either the last day or towards the end of the shooting schedule. Well, something happened and they had to do it the first day. My agent told them that this was my first job after my wife's death, so I was still in a state of grieving. When they told me that we had to switch scenes and shoot this on the first day, I just fell apart. "I told the director, 'I don't know how I'm going to do this because it comes awfully close to my recent experience of marriage of 43 years to a very special woman who's now gone,' but we went into it, and it was very difficult for me, personally. But it worked, and they were wonderful about taking the time I needed and

saying, "If you need to get away for a minute, we'll understand."

Regardless of any difficulties, Anderson was intrigued by the story. "It was a wonderful character and a wonderful story of these two people who were co-dependent and had this idyllic marriage," he says- "It was a people's story. The Star Trek crew couldn't figure out how these two people had survived the total obliteration of their planet, and they have to figure out how we survived this total holocaust. At the end of the story, when they pin me down and I reveal to them [that Kevin Uxbridge was an immortal superalien], it was a very touching, emotional scene." Of working with the Next Generation cast, Anderson says that "Jonathan Frakes was an old friend. He played my son in North and South, a mini-series, and it was a pleasure to see him doing well. He's a terrific guy."

So successful has this show been in syndication that Paramount, always in search of money; entered into discussions with executive producer Rick Berman in 1992 and encouraged him to develop another show. Paramount head Brandon Tartikoff, who has been known to appreciate science fiction shows, said it did not necessarily have to be a Star Trek show. Berman and Piller's research found that yet another Star Trek spinoff would be exciting and viable. Together, they dreamed and assembled Star Trek: Deep Space Nine, which premiered in the fall of 1992, to an audience of 30 million viewers and respectable critical reviews.

Star Trek: The Next Generation ended its television run at the close of its seventh season in May 1994 and immediately graduated to a feature films debut with Star Trek: Generations in November 1994. With the The Next Generation on the big screen, Paramount decided they wanted a third ongoing series to replace the show on television to be concurrent with Deep Space Nine. Star Trek-Voyager premiered as the flagship show for the United Paramount Network (UPN) in January 1995. Never before in the history of television has one dramatic television series (Star Trek) spawned three spinoff television shows (Next Generation, Deep Space Nine and Voyager)!

CAST NOTES

Patrick Stewart (Capt. Picard): Born July 13, 1940. Prior to beaming on the Enterprise, Stewart appeared in BBC productions such as *I, Claudius*; *Smiley's People* and *Tinker, Tailor, Soldier, Spy*. He's also had roles in *Dune* (1984), *Lifeforce* (1985), *Excalibur* (1981), and *L.A. Story* (1990). Stewart made his directorial debut in Next Generation's "In Theory" and refined his talent with "Hero Worship" and "A Fistful of Datas." He performed in the acclaimed one-man play of Charles Dickens' *A Christmas Carol* and has recorded it for Simon and Schuster audio. Further use of his vocal talents beckoned for the PBS series *Shape of the World* and a home video describing *The Planets*. Stewart grew up in the English town of Mirfield and for 25 years has been an associate artist of the Royal Shakespeare Company.

Jonathan Frakes (Cmdr. Riker): "Riker's job is to provide Capt. Picard with the most efficiently run ship and the best-prepared crew he can. As a result, he maintains a more military bearing than the other characters, despite the fact that salutes and other military protocols no longer exist in the twenty-fourth- entury;" says Jonathan Frakes. Born August 19, 1952, and raised in Pennsylvania, Frakes has also appeared in *Falcon Crest*, *Paper Dolls*, *Twilight Zone's* "But Can She Type? ", and *Bare Essence*. He held roles in the miniseries *North and South*, its sequel *Heaven and Hell* and *Dream West*. Frakes is married to actress Genie Francis.

Brent Spiner (Lt. Cmdr. Data): Born February 2, 1949, and raised in Houston, Texas, after college Spiner moved to New York, where he did numerous off-Broadway plays. He says, "The play that finally pushed me over into the serious actor category was a public theater production of *The Seagull*." After moving to Los Angeles in 1984, Spiner appeared in a theater production of *Gittle Shop of Horrors* and in Woody Allen's *Stardust Memories*. Television appearances include *Twilight Zone*, *Night Court*, and *Hill Street Blues*.

LeVar Burton (Lt. Cmdr. Geordi LaForge): Born February 16, 1957, Burton is best known for his role as Kunta Kinte in the smash miniseries *Roots*. The character Geordi LaForge is named after a disabled Star Trek fan who passed away, says Burton. Burton also served as host to the Emmywinning PBS series *ReadingRainbow*, and he lent his voice to the environmentally conscious animated series *Captain Planet*. Some of his many television and film credits indude *Dummy* (1979), *The Guyana Tragedy: The Story of Jim Jones* (1980), *Battered* (1978), *Billy: A Portrait of a Street Kid* (1977) and *The Hunter* (1980).

Michael Dorn (Lt. Worf): "I really enjoy playing a Klingon because the character is so totally dif ferent from the nice-guy roles I've done in the past," says Dorn. So successful was Dorn as a Klingon that the producers of *Star Trek VI-The Undiscovered Country* (1991) tapped Dorn to play Lt. Worf's grandfather, a defending lawyer for Capt. Kirk and Dr. McCoy. Born in Texas on December 9, 1952, and raised in Pasadena, Dorn made his first appearance on TV in *W.E.B.* and later landed a threeyear role on *CHIPS*.

Gates McFadden (Dr. Beverly Crusher): Born August 28, 1949. Prior to joining Next Generation, McFadden had a good career on the New York stage, both acting and directing. Film appearances include *The Muppets Take Manhattan* (1984) and a cameo in *The Hunt for Red October* (1989). She also has contributed

choreographic work in *Labyrinth* (1986).

Diana Muldaur (Dr. Kate Pulaski): Born 1943. Best known to science fiction fans for her two appearances in the original *Star Trek* ("Is There in Truth No Beauty" and "Return to Tomorrow"), Muldaur has a long and rich history as a television actress, including a regular role in *McCloud* (1970-77). Subsequent to her second-season stint in *The Next Generation*, she appeared in *L.A. Law*. Marina Sirtis (Counselor Deanna Troi): *Star Trek: The Next Generation* came to Sirtis just minutes before she was getting ready to fly back to England, believing she could not find work in Los Angeles. "Deanna is a very wise person with extensive knowledge of philosophy, psychology and different religions and is called on to advise the captain in a variety of situations," says Sirtis. Born in East London to Greek parents and brought up in North London, Sirtis performed in *Hamlet*, among other classical works. Film appearances include *The Wicked Lady* (1983) and *Waxwork II: Adventures in Time*.

Wil Wheaton (Wesley Crusher): Born March 29, 1972, Wheaton first came to screen with a critically acclaimed role in the feature *Stand By Me* (1985). After leaving *The Next Generation* during the fourth season to pursue other acting assignments, Wheaton starred in *Toy Soldiers* (1992) with Sean Astin.

'Let's see what's out there . . .'

However boldly you go about it, going where others have gone before does have its problems. The history of film and TV is littered with failed re-makes, revivals and sequels that probably seemed like good ideas at the time. *Star Trek: The Next Generation* had to do more than just live up to the memory of its ancestor, it also had to confront the prejudices of entrenched Trekkies who brought some 20 years' faithful devotion with them. This new SF show had to deal with the laws of physics and the lore of *STAR TREK* - and it could never change either of them!

If the die-hards had their way, the new series might never have got off the ground. But Gene Roddenberry's *Next Generation* not only flew - it breathed new life into the *Star Trek* dynasty and, more significantly, revitalised the whole TV science fiction genre which had become commercially tainted. Consistently among the top ten hour-long syndicated series on US television, and The number one show among men aged 18-49, it was an ad executive's demographic dream. And when the profits started to stack up alongside the plaudits, Hollywood took note.

Star Trek: The Next Generation achieved all of this by remaining true to Roddenberry's optimistic vision of the future. But while the philosophy endured, the style was vastly improved. With budgets of around 1.5 million dollars an episode, this is TV with a feature film look. Its Emmy Award-winning effects are astonishingly good and the permanent sets that spanned two huge soundstages at Paramount were packed with intricate detail.

Five star veterans of the original *Trek* have also left their imprint on the *Next Generation*. DeForest Kelley hobbled down a corridor in a pair of appalling bell-bottoms to give the new *Enterprise* the blessing of the venerable Dr McCoy; Majel Barrett has been a recurring guest as Troi's amorous mother Lwaxana, Mark Lenard twice reprised his role as Spock's father, Sarek, Leonard Nimoy returned as Spock in the two-part Season Five story *Unification*, and James Doohan (Scotty) was found hidden in a transporter circuit in the sixth season's *Relics*.

As the series has progressed, Jonathan Frakes, Patrick Stewart, LeVar Burton and Gates McFadden have all slipped behind the cameras to direct episodes, as has Leonard Nimoy's son Adam. With the death of Gene Roddenberry in October 1991, custody of the *Star Trek* flame passed fully into the hands of the series' executive producers Rick Berman and Michael Piller. Besides taking *Next Generation* to seven seasons before hitting the movie trail in November 1994 with *Star Trek: Generations* (linking classic *Trek* cast with the new crew, and killing off Captain Kirk!), they also expanded the *Trek* universe into *Star Trek: Deep Space Nine* and the new baby, *Star Trek: Voyager*.

In the tradition of its predecessor, *Next Generation* continued to be a vehicle for issues, from AIDS to terrorism, from single-parent families to the treatment of political prisoners.

Over the course of seven years, the series has shifted between comedy, drama, action and adventure, between epic conflict and character-driven instalments. There have been a few stinkers, but in its finest hours, the series has produced some stunning television. My recommended viewing are *11001001* (Season One), *The Measure of a Man* and *Q Who* (Season Two), *Yesterday's Enterprise*, *Sins of the Fathers* and *Best of Both Worlds* (Season Three), *First Contact* (Season Four) - just for Bebe Neuwirth!, *Darmok* (Season Five), *Relics*, *Chain of Command* and *Tapestry* (Season Six), also *Schisms* (Season Six) -just for Data's Ode to Spot - and the epic finale *All Good Things*.

Although the final episode neatly bookends the series, it's not the end of the story. *Star Trek: Generations*, the 7th *Trek* movie, but the first to feature the TNG crew, launched Picard's team into a continuing mission on the big screen. That one killed off Captain Kirk and wrote off Picard's *Enterprise* in a spectacular crash landing.

The excellent eighth movie, 1996's *Star Trek: First Contact*, directed by Jonathan Frakes, introduced another new Enterprise and brought back the Borg, in a time-travel tale that elegantly played on the themes of the Best of Both Worlds episodes and tossed in a touch of Moby Dick. Here's to the next one.

Michael Dorn would later go on to play Worf in *STAR TREK : DEEP SPACE NINE*. The writers are numerous but some of note are, D C Fontana, Tracy TORMÈ (*SLIDERS*), Melinda M. Snodgrass, Maurice Hurley, Ronald D. Moore and Ira Steven Behr. Directors who contributed included Cliff Bole (who directed the Best of Both Worlds), Jonathon Frakes (who starred in the show), Les Landau, Winroch Kolbe and Gaberille Beaumont. *STTNG* was a big gamble back in 1987 when SF TV was not in a healthy position.

STTNG represented high quality television for which an audience could grab when *STTNG* reached its third season. The show was responsible for revitalising the SF TV industry in America, making SF TV fashionable and profitable once again. The show introduced brand new enemies such as the Borg, Cardassians and Q, who would later go on to play significant parts in the ever expanding *STAR TREK* universe. The success of *STTNG* was never really achieved by its successors, because *STTNG* managed to appeal not just to TREKERS but also to the general public.

The number of good episodes far out way the bad episodes among the best are 'The Big Goodbye' in which the Enterprise crew get trapped in the holodeck, with fictional characters from the twenties. 'Q-Who' were the mischievous Q flings the Enterprise into unknown space where the deadly Borg, decide to assimilate the Enterprise into their collective. 'The Best of Both Worlds' saw the return of the Borg, who this time attempted to assimilate the Earth. The Hugo AWARD winning 'The Inner Light' in which Picard lives out a life time as a scientist.

There was also 'All Good Things' the final episode which saw the return of Q, who says the Picard is responsible for destroying the Earth. Several of the cast from the original *STAR TREK* series also made appearances, in 'Encounter at Farpoint' their was Dr. McCoy, in 'Unification' Spock made a return and Scotty appeared in 'Relics' which was one of the best episodes to feature on original cast member.

In the years following the cancellation of *Star Trek* in 1969, the series had become a big money maker for Paramount. The original 79 episodes had been rerun constantly all over the world. a series of big budget theatrical films all came out as winners at the box office and licensed merchandise from the series was always in demand. Despite all this money being made there were no new episodes of the series being made for television, although an attempt had been made in 1977. Thus when it was announced that Gene Roddenberry, creator of the original series, would be bringing back his concept with an all new cast, many people wondered whether the success could be duplicated. The new series would be entitled *Star Trek the Next Generation*. This new series had a bigger budget than the original and was not being made for one of the big three TV networks. Instead it was produced for first run syndication and offered to the TV stations which had been successful in rerunning the original series.

Although in many ways *Star Trek the Next Generation* was an updated version of the original series. steps were taken to insure that the two series would remain separate. *Star Trek the Next Generation* was set in the late 24th century, some 80 years after the original series. The new adventures were set on board the USS Enterprise NCC 1701-D. the fifth Federation starship with that name. Some things had changed in the *Star Trek* universe since the original series. The Federation's old enemies the Klingons were now allies and there was a Klingon officer on the new Enterprise. The Romulins were still around to cause trouble, as were new adversaries which had net been encountered during the original series.

The new Enterprise was a lot bigger than the original. The original had a crew of 430, the new Enterprise held over 2000 people. Some of the people on board were family members of the crew, who lived on the ship but did not participate in its operation.

The new ship was under the command of Jean Luc Picard. Picard was a bit older than Captain Kirk and less prone to get into fights, preferring to talk his way out of dangerous situations. Unlike Captain Kirk in the original series, Picard often stayed on the ship and out of danger when they arrived at strange new worlds. These activities were assigned to his senior officers. Leading most of the away team missions from the ship was his first officer, Commander Will Riker. Riker was quite a bit younger than Picard and was intended to take on some of the characteristics of Kirk, such as getting the girl when there was one to be had.

The supporting characters on *Star Trek the Next Generation* were featured much more prominently than their counterparts in the original series, almost all of them got a couple episodes where they were in he spotlight each season. While this helped define the characters, it did tend to make it seem as though less than a dozen people were all that were needed to run the ship!

The rest of the regular crew members were: Lt. Geordi LaForge. the ship's blind helmsman who became the

ship's chief engineer in the second season. Although he was blind. Geordi could see by using a special visor which sent images directly to his brain. this visor allowed him to see things such as radiation which others could not. Lt. Tasha Yar was the ship's chief security officer, Tasha was killed in the line of duty late in the first season. Her duties were taken over by Lt. Worf. the only Klingon officer in Star Fleet. Worf had been orphaned during a Romulan attack on a Klingon outpost and was raised by human foster parents. He did however still have the short temper Klingons were famous for and was prone to start fights. Dr. Beverly Crusher was the ship's chief medical officer. Dr. Crusher was a widow whose teenage son, Wesley, lived on the ship with her. Dr. Crusher had known Captain Picard for some time and it was often hinted at that they may have had some type of serious relationship at some time- one which always seemed to be on the verge of redeveloping. Her son Wesley was a boy genius who had the annoying ability to come up with the solution to save the day at the last moment, despite the fact that regularly trained officers were unable to do so.

This ability prompted Captain Picard to give Wesley the rank of acting Ensign. Just when Wesley began to get a bit less annoying, he was written out of the show by having him attend Star Fleet Academy. He would however return to the ship on several occasions. During series' second season Dr. Crusher took a leave of absence from the ship and was replaced by Dr. Katherine Pulaski. Deanna Troi was the ship's counsellor, a new position, her job was to analyse people in times of trouble and to give advice to Captain Picard. Troi was half Betazoid and had empathic powers which allowed her to sense people's emotions thus when an alien ship appeared and began to attack the Enterprise she could tell Captain Picard that she sensed hostility! Troi was also an old girlfriend of Riker's, the couple however showed no real signs of renewing their old relationship preferring to remain just friends. Lt. Cmdr. Data became one of the series' most popular characters. In many ways he was patterned after Mr. Spock in the original series.

Data was an android who had no emotions, a vast store of knowledge, he was also stronger than anyone else on board and could survive in situations which others could not. Data wanted to be more like the others and was constantly striving to become human. Although he knew little of his origins when the series started, episodes centring on him revealed his origin and set his evil twin brother loose upon the universe. Guinan was the ship's bartender who appeared sporadically. She was from an alien race with a long life expectancy who had some weird abilities to know things which would help save the day. Chief Miles Edward O'Brien had a small role as the Enterprise's transporter chief. O'Brien found himself transferred to a bigger role on Star Trek Deep Space Nine when the second Star Trek spin off premiered in 1993.

Several new adversaries for the Federation were introduced in Star Trek the Next Generation. The first of these was Q. Q was an omnipotent being who had the power to do whatever he pleased. He was first encountered in the series' pilot where he told Captain Picard that he and his crew were being tested and they would be destroyed if they failed the test. He returned about once a year to plague Captain Picard whom he thought of as a friend. The Ferengi were an alien race introduced in the first season as a serious threat to the Federation. They were a greedy race concerned with making a profit in business stealing above all else. Someone eventually realised that they did not pose much of a threat and they eventually began to be used in much lighter almost comic relief roles. The biggest threat to the Federation came from the Borg. The Borg were a race of half-humanoid / half-machine cyborgs who were intent on assimilating everyone else in the universe into their culture. In the best episode of the series. Best of Both Worlds (part 1), the Borg manage to capture Captain Picard and turn him into one of them using his knowledge to help destroy the Federation. Unfortunately this episode's resolution was one of the series' weakest episodes and the Borg were defeated. When they returned they were but a shadow of the threat they once were.

The series was not without its faults. Although the characters were well defined they never seemed to develop or change. The relationships and positions of the regulars on the Enterprise tended to retain pretty much the same throughout the seven seasons the series was on the air. So much time was spent in defining the characters that most episodes had two plots going on at once. One featuring some serious crisis in one of the regular character's life with another dealing with some threat to the ship (or universe). This threat was often treated as a 'B' story which would often be resolved in the last minute by the clever use of some techno-babble. This often made episodes seem to just stop instead of end!

The Enterprise tended not to visit all that many worlds during its voyages. The original series was often criticised for having many of the new worlds looking surprisingly like 20th century Earth. The producers needed to do this in order to produce episodes with existing locations. Star Trek the Next Generation avoided this problem by infrequently visiting strange new worlds. Instead the audience was treated to numerous ship-bound gabfests in which one or two aliens with weird bumps on their heads would pay a visit to the Enterprise.

From the beginning effort was made on Star Trek the Next Generation to tie it to the original series, while keeping it a separate and distinct entity. The Star Trek name most certainly get people to watch the series The very first episode of the series had a cameo appearance of a very aged Dr. McCoy from the original series on hand to bridge the gap between the two generations, it would be several years

before other characters from the original series would appear on Star Trek the Next Generation, by this time the series had the opportunity to establish its own identity and would not simply be riding on the laurels of its predecessor.

Mr. Spock's father, Sarek, who only appeared in one episode of the original series made two appearances in the Star Trek the Next Generation. Mr. Spock himself appeared in Star Trek the Next Generation in a highly promoted two part episode, designed to coincide with the original series' 25th anniversary. Sadly Spock had nothing more than a cameo role in the first part, but departed prominently in the second part. Scotty was the final character from the original series to appear in Star Trek the Next Generation. Scotty was able to appear as the same age he was in the movies because he was rescued by the crew of the Enterprise C after spending 80 years stuck in a transporter beam.

Star Trek the Next Generation was a ratings success. It was one of the top rated series among first run syndicated dramas. It managed to exceed the number of live action episodes of the original series mid way through its 4th season. Merchandising on the series proved to be a cash cow with toys, books and games appearing on the market.

After 7 seasons Star Trek the Next Generation was cancelled while it was still doing well in the ratings This was to allow the series to continue as a series of theatrical films, like the original series did (however this time it was planned!). The first of these films, Star Trek Generations premiered in the theatres in November 1994, six months after the final episode of the TV series was broadcast. This film set out to bridge the gap between the real Star Trek series and its first spin off, by featuring the meeting of Captain Picard and Kirk. The film starts off in the 23rd century where Captain Kirk, Scotty and Chekov are present as the maiden voyage of the Enterprise-E begins. The Enterprise-E is forced to respond to a distress call from a ship stuck inside a mysterious energy ribbon known as the vortex. During the rescue Kirk is sucked inside the nexus and presumed dead.

78 years later a madman named Soran who has rescued from inside the vortex by the Enterprise-E will stop at nothing so that he can re-enter the Nexus, a place where one can live out one's fantasies. In the process of re-entering the Nexus, Soran manages to destroy the Enterprise-D, killing the entire crew except for Picard who becomes trapped inside the Nexus. Kirk is still alive inside the Nexus, and he meets Picard. As a part of the fantasy life Picard wants to live, the two Enterprise Captains manage to go back in time and prevent Soran from destroying Enterprise-D. Kirk however sacrifices his life in the process. Thus leaving Picard alone inside the Nexus living out a fantasy life where he is back with his ship and his crew.

In the UK the series first episode was shown on the 26th September 1990 on BBC, and the very last episodes was shown on the 25th January 1995 on Sky One. From the fourth season onwards all first run episodes were shown on Sky One. The total count of episodes is 178, assuming we count the first episode (Encounter at Farpoint) and the last episode (All Good Things) as two parts.

Executive producers for the series were Gene Roddenberry, Rick Berman, Michael Piller and Jeri Taylor, the various producers for the series included Robert Justman, Maurice Hurley, Hans Beimier, Richard Manning, Ira Steven Behr, Herbert J. Wright, Peter Lauritson, Davin Livingstone, Ronald D. Moore, Brannon Braga and Joe Menosky. Production designer was Herman Zimmerman and Richard James from season two. The music was created by Jerry Goldsmith, the main title theme by Alexander Courage, Dennis McCarthy, Ron Jones and Jay Chattaway from Season three also for the music.

Famous actors who starred in the series included John De Lancie (LEGEND), DeForest Kelly (STAR TREK), Armin Shimerman (STAR TREK : DEEP SPACE NINE), Marc Alaimo (STAR TREK : DEEP SPACE NINE), W. Morgan Sheppard (EARTH 2), Caraolyn Seymour (SURVIVORS), Mick Fleetwood, Andreas Katsulas (BABYLON 5), Max Grodenchik (STAR TREK: DEEP SPACE NINE), Dwight Schultz, Mark Lenard, Ethan Phillips (STAR TREK: VOYAGER), Jeremy Kemp, Jean Simmons, Michele Scarabelli, Leonard Nimoy (STAR TREK), Matt Frewer (PSI FACTOR :CHRONICLES OF THE PARANORMAL, MAX HEADROOM), Kelsey Grammer, Robert Duncan McNeill (STAR TREK: VOYAGER), Famke Janson, Tim O'Conner (BUCK ROGERS IN THE 25TH CENTURY), Daniel Stewart (Patrick Stewart's son), Jerry Hardin (THE X FILES), James Doohan (STAR TREK), Olivia d'Abo (SOMETHING IS OUT THERE), Stephanie Beacham, Siding El Fadil (STAR TREK: DEEP SPACE NINE), Tim Russ (STAR TREK :VOYAGER), Patricia Tallman (BABYLON 5), Linda Thorson (THE AVENGERS), ALAN OPPENHIEMER (THE SIX MILLION DOLLAR MAN), Professor Stephen Hawking, Eric Pierpoint (ALIEN NATION) and Caitlin Brown (BABYLON 5).

They said it wouldn't work. Even dyed in the wool Star Trek fans especially they foresaw a quick and ignominious death. But Gene Roddenberry was determined to do it again, and he succeeded, as The Next Generation has hardly survived its creator and is well into the middle of its sixth season. It was a rough start for The Next Generation. Would people come to accept a bald headed Frenchman with a

British accent as captain, a woman doctor, a logical android (too much like Spock, said some), and a Klingon as key members of the Enterprise crew? Time has shown that the answer to this question was a resounding yes. Despite the halting quality of the early episodes of the series, Star Trek: The Next Generation persevered, despite such weight as an extremely plodding pilot episode. As the pilot, "Encounter at Farpoint," begins, Captain Picard (Patrick Stewart) has just been posted to the new Enterprise (NCC 1701D). He doesn't even have a first officer yet, but is taking the ship to Farpoint Station to pick him up. The second-in-command, Riker (Jonathan Frakes), is a key character in Roddenberry's re-visioning of things.

Whereas Kirk would beam down to any hostile planet despite the risk, Starfleet protocol (and centuries of historical precedent) dictates that the commanding officer of a vessel not place himself at risk. Rumour also has it that Roddenberry opted for this approach because of his experience with the classic Trek, where his dream of a true ensemble was some-what unbalanced by a certain actor's constant efforts to keep the focus of the show on his character. Now the function of that character is divided into two: the older, wiser man in charge and the more rakish, daring first officer. The second episode, "The Naked Now," was a virtual remake of "The Naked Time". It reveals a few things about the characters, but not much, beyond demonstrating just how annoying Wesley Crusher could be. "Code of Honor" continued this distressing string of similarities to the old show. "The Last Outpost" introduced the Ferengi, the new villains, who don't make much of an impression in their initial foray. They were actually too clownish to pose much of a threat, and their offhand remark about how disgusting it is that the Federation makes its women wear clothing makes it impossible to find them anything but amusing.

"Where No One Has Gone Before," reflecting the new show's lack of gender bias, used Wesley fairly well and introduced the Traveller, an alien who, after a fashion, becomes one with his own mathematical equations and casts the ship into distant unexplored regions of space. This episode demonstrated that the special effects of The Next Generation were prepared to go where no one had gone before even if the scripts weren't quite ready to make the trip. "Justice" condemned Wesley to death for violating a seemingly trivial taboo on a planet of blond fitness fiends. It demonstrated that Picard could give speeches which were more long-winded and dramatic than even Captain Kirk at his best when he was talking a computer to death. "The Battle" provided information on how Picard lost his old ship the Stargazer in a battle with the Ferengi; the old nemesis he defeated then shows up with revenge on his mind. For a show with everywhere to go, the episode reveals a lot less about Picard than one would expect.

"The Big Goodbye" introduced Captain Picard's passion for hard-boiled detective fiction, as well as the holodeck concept. While Picard is off playing Dixon Hill, private eye in a simulated 1940s San Francisco, a malfunction causes the characters in the program to develop real personalities . . . and real bullets in their guns. This episode won the coveted Peabody Award for television excellence thanks to its unusual ideas on the nature of life and reality. The series hasn't come close to winning the award since, even though much better scripts have come down the pike. "Datalore" is an evil-twin story enlivened by Brent Spiner's dual role of nice and not-so-nice androids. It clears up some of the mystery of Data's origin, but not much else. It does demonstrate that Spiner is an actor to watch, even when forced to play a one-dimensional villain. Things picked up with "Heart of Glory," the first episode to focus on Worf as more than just a grouchy guy who's handy with a phaser. Renegade Klingons fleeing from the Empire try to involve Worf in their rebellion, provoking a serious conflict of interest for him.

The show suddenly gets relevant in "Symbiosis," in which the medicine one planet provides to keep another from dying of an ancient plague is revealed actually to be a highly addictive drug. A typical Roddenberry classic, in that the issue-of-the-week kills the story and leads to some windy dialogue. "Skin of Evil" kills off Tasha Yar rather offhandedly, then gives her a nice funeral. The episode was written by Joseph Stefano, the writer/producer who contributed much to the first year of The Outer Limits. This episode features a being who's been exiled to a planet for his evil deeds but we learn precious little about what made him that way. Again, just another one-dimensional TV villain. "Conspiracy" reveals that the Federation has been infiltrated by evil bugs from a distant galaxy, but Picard gets to the bottom of it and finally gets to use a phaser on someone in the series. This remains the only Next Generation episode to bear a viewer advisory for violence because of the state-of-the-art exploding head special effects, the first of their kind to appear in a made-for-television project. Some fans were more than merely surprised by the gruesome finale.

The first season wound up with "The Neutral Zone," an oddly un compelling episode involving twentieth-century Terrans who experience future shock after being revived from cryonic suspension. The Romulans reappear, probably since the Ferengi were a washout as heavies, but the show's ending is weak and inconclusive, and the season just sort of fizzled out. It would be quite some time before we figure out that this episode is a subtle harbinger of the introduction of the Borg. The second season of The Next Generation showed a marked improvement over the first. In the season opener, "The Child" is conceived upon Deanna Troi by an alien entity that wants to learn about humans by becoming one. The resultant offspring grows at a rapid rate, but must abandon its physical body when it realises that it is the source of the deadly radiation

affecting the safety of its new found family. A touching if manipulative story, this one gave Marina Sirtis plenty of emotion to work with.

Rewritten from a script originally intended for the once-planned Star Trek II TV series, this episode also introduced two new characters: Guinan, the wise and ancient bartender of Ten Forward (played by Whoopi Goldberg), and Dr. Pulaski (portrayed by Diana Muldaur) as a replacement for Gates McFadden as Dr. Crusher. Guinan would become a long-standing part of the series; Pulaski, an ill-conceived attempt at a Bones-like character, would, although ably acted by Muldaur, fail to last more than one season, when Gene Roddenberry reversed his arbitrary decision to fire Gates McFadden.

In "Elementary, Dear Data," Geordi programs in a holodeck adversary worthy of-in a crucial slip of the tongue-Data, which makes Moriarty a match for the android, who is playing Sherlock Holmes. The professor, now "real," begins to learn about the Enterprise, and eventually kidnaps Dr. Pulaski in a ploy to be granted life outside the holodeck.

"The Outrageous Okona" veered into idiocy as Data tried to learn about humour from a twentieth-century stand-up comic created by the holodeck. Joe Piscopo guest-starred, leading us to believe that this is how the future would view stand-up comedy of the 1980s. One shudders at the concept.

"The Schizoid Man" was in fact Data, his personality impinged upon by a brilliant but dying scientist who sees the android as his ticket to immortality. The arrogant scientist cannot carry off the masquerade in silence and is soon revealed; getting him to relinquish his second chance at life is another matter entirely, but when he realises the harm he's done he returns control to Data and gives up the ghost, as it were. "Unnatural Selection" not only subjects Dr. Pulaski, to an ageing disease like the one in "The Deadly Years," it solves the problem using the transporter matrix-the same solution used in a similar episode of the animated Star Trek series. The only real suspense comes from the difficulty in finding a transporter trace for Pulaski, as she avoids using the device at all costs. Diana Muldaur does a fine job in the only episode that does her character any justice at all.

Now that the Federation and the Klingon Empire are friends, it seems inevitable that an officer exchange program should be initiated; in "A Matter of Honor," Riker gets first shot at it and jumps at the chance. Here he must learn to eat Klingon food, fend off the advances of Klingon women, and betray his captain . . . this last as a matter of duty, of course. A fascinating look at the Klingons, embedded in a genuinely suspenseful plot. This remains the only Klingon episode not to revolve around Worf. It also shows that Riker isn't quite so bland and easygoing when placed under pressure. "The Measure of a Man" is essentially a court-room drama in which an ambitious science officer, intent on disassembling Data to see how he works, questions the android's rights as a sentient being provoking Picard to mount an eloquent defence (with a little help from Guinan).

"The Emissary" is K'Ehleyr, a half-human Klingon woman, who embarks on a tumultuous romance with Worf while trying to help the Enterprise rendezvous with a shipload of Klingons about to revive from cryonic suspension. Arriving too late, Picard is faced with a group of Klingons who still think there's a war on. Worf and K'Ehleyr pull off a masterful ruse: the Klingons could never accept that the Federation won the war, so they trick them into believing that the Empire was triumphant. Worf assumes command of the Enterprise for this brief but crucial period; deception is an accepted and honoured Klingon method of facing a challenge.

The season fizzled out with a bargain basement episode, "Shades of Gray." Riker, infected with a deadly virus, dreams scenes from past episodes. How convenient for the budget. Pulaski saves him, of course, in her last stand as attending physician on the Enterprise. This is a weak, if not downright pathetic, conclusion to a season that improved immeasurably over the first season. Almost any other episode-"The Emissary" or "A Matter of Honor"-would have seen the season out with a bang rather than a whimper. Still, the show had more than overcome the foundering of its first season, and had proved that it could stand on its own. The next season would be even better.

The third season got off to an adequate start, and would prove to be The Next Generation's best season yet. Repenting of his dismissal of Gates McFadden, Roddenberry brought back Beverly Crusher as the Enterprise's chief medical officer. No mention was made of her tenure as head of Starfleet Medical and Pulaski was not even referred to; her whereabouts were left unknown. There was one good scene, though, as Wesley and his mother deal with the fact that she'd been gone for a year. With these changes in place, the third season revved up with "Evolution," involving one of Wesley's science projects gone awry, as microscopic nanites begin to eat the computer core of the Enterprise. A scientist preparing to observe a rare stellar event is perturbed by this interference and tries to kill the by now sentient creatures, provoking their displeasure. But with Data as an interface, communications are established and things are ironed out to the benefit of all involved. This episode, written by Michael Piller, marked his introduction to the series. He soon became executive producer and eventually went on to co-create Deep Space Nine with Rick Berman.

In "Ensigns of Command," Data is assigned to get a human colony off a planet before the aliens with legal

rights to that world arrive and destroy them. We actually get to see Data get down and dirty when he displays his willingness to lay waste to the colony in order to prove his point. "The Survivors," a human man and his wife occupy a small patch of green on a planet otherwise utterly destroyed by an alien attack, and have no desire to be rescued. This is a touching story dealing with love and grief and introduces an alien race unknown before and not seen since, in spite of their omnipotence. John Anderson, who died in 1992, demonstrated what a truly fine actor he was. "Who's Watching the Watchers" casts Picard as an unwilling god when a Federation observation post on a developing world is discovered by the inhabitants. Picard finally beams down to explain that he's only human, but his would-be disciple refuses to take even this at face value. This story deals with the impact of religion on a culture and whether it's important or not.

"The Bonding" is another key Worf episode. When a member of an Away Team commanded by the surly Klingon is killed, the guilt-ridden Worf feels responsibility for the woman's orphaned son. So does an alien entity on the planet involved, which tries to assuage the boy's loss by re-creating his dead mother. The story actually explores the bound-aries of grief and the way it affects even those not directly involved. "The Enemy" finds Geordi stranded on a hostile planet where he must overcome a wounded Romulan's suspicions and gain his trust in order for them both to survive. It's an old idea recycled here to good effect.

"The Price" details negotiations for a potentially valuable wormhole; Riker's poker-playing skills lead Picard to make him the replacement negotiator, but the real danger at the table is a secret Betazoid misusing his powers to gain an edge as well as to romance Deanna Troi. Although this attempts to broaden the character of Troi, all it does is demon-strate how basically uninteresting she is as we find it difficult to care that she's having such a good time with this guy. Star Trek: The Next Generation admirably continues the concepts of the original series while adding its own unique touches. "The Defector" is a Romulan admiral determined to prevent a sneak attack by his empire. Naturally, Picard doubts his story, and it turns out to be a Romulan ploy to capture a Federation ship, but the admiral was sincere, having been used by his own government. It does a lot to establish some person-ality for the Romulans and elevates interest in them considerably.

"The High Ground" involves Picard and Beverly Crusher in a terrorist/hostage situation; the terrorists have legitimate grievances but go too far, as does the oppressive government in combating resistance. An intriguing story that loses force by trying to straddle both sides of a difficult and emotionally charged issue. This was the episode Roddenberry hinted at early in the series when he spoke of wanting to cover the issue of terrorism from the terrorist's point of view. It makes a small attempt at that but ultimately has Dr. Crusher lecturing the terrorist leader on the futility of what he's doing. The fact that he dies at the end tends only to punctuate her speech.

Q shows up, stripped of his powers by his peers, in "Deja Q." Picard takes some convincing that Q is not responsible for his current crisis, which involves a moon with a decaying orbit. Q learns humility of sorts when an old nemesis of his shows up and threatens the Enterprise; he leads it away in a shut-tlecraft, and is awarded the restoration of his pow-ers for this selfless act. Needless to say, his humility dries up pretty quick, but he does save the planet threatened by its moon, forces Picard to listen to mariachi music, and enables Data to enjoy a good laugh, an attribute that has never been repeated since.

"Yesterday's Enterprise" introduces a temporal distortion that casts the Enterprise-D into an alterna-tive history where the Federation is losing a long--running war with the Klingons. Tasha Yar plays a key role in this drama, and sacrifices her life to restore the proper time line. Many fans regard this as not only the best episode in the entire six-year history of The Next Generation, but the best Star Trek episode in the entire twenty-five year history of the series. "The Offspring" is Lal, an android "daughter" created by Data. This is a very touching episode, but suspense is introduced by having the Federation attempt to take her away for study, as in "The Measure of a Man," as if the legal precedent set there had no weight. Picard is willing to risk his career to protect the androids' rights, but the issue becomes moot when Lal malfunctions and dies, after having developed the emotions her "father" lacks. This marks the directorial debut of Jonathan Frakes, who handled the sensitive emotions of this tale with great aplomb.

In "The Sins of the Father," the Enterprise crew is in for a rough ride when a Klingon exchange officer temporarily assumes Riker's duties. Worf learns that the Klingon is actually his younger brother, who reveals a secret: when Worf and his parents went to the outpost later destroyed by the Romulans, the younger brother was left behind, presumed dead by the empire but actually raised by another family. He has sought out Worf after all these years because their late father has now been accused of helping the Romulans' notorious attack, and only the eldest son can challenge charges of treachery in the High Council. Otherwise, the stigma of a traitor will be borne by their family for seven generations. One further catch: if Worf's chal-enge fails he will be executed. Plot elements in this episode will lead to the season-four finale.

"Captain's Holiday" leads Picard into trouble and romance, thanks to Riker's mischievous suggestion intended to make the vacation a bit more interest-ing. Time travelers, Ferengi, and the beautiful if unethical

archaeologist Vash provide the staid cap-tain with a week he won't forget, although he doesn't get much reading done as per his original plan. "Tin Man" is the name given an alien artifact, apparently a sentient spacecraft. Tam, a Betazoid born with full powers, is assigned to make contact. His telepathy, untempered by slow development, makes it hard for him to avoid the constant mental chatter of most beings, but he becomes friends of sorts with Data, whose mind is closed to him. This script has an interesting history as it was submitted by two freelancers who saw it sell and go into production within thirty days, an almost unheard-of series of events. "Hollow Pursuits" introduces the potentially sticky subject of holodeck abuse, as Barclay, one of Geordi's engineering team, uses the deck to vent his frustrations and explore his fantasies, using his superior officers as characters in his creations. It demonstrates that not everyone aboard the Enterprise is quite as ordinary as we'd been led to believe. Thankfully this character has appeared as a central figure in at least two episodes since then, both dependent on his personality quirks.

In "The Most Toys" Data is kidnapped (and his destruction faked) by an avaricious collector. Although intrigued at being filed alongside a Roger Maris baseball card (complete with re-created bubble gum odor), Data will not comply with his captor's wishes until a woman is threatened. The villain in this episode was originally played by David Rappaport, but when the actor attempted suicide, he was replaced and all his scenes re-filmed with the new actor. Rappaport's performance was reportedly one of his finest as he played the villain as being even more menacing than the version we saw. Spock's father Sarek appears in the episode that bears his name, but his vital diplomatic mission is threatened by an encroaching form of senility, rare among Vulcans but overwhelming when it strikes.

This story demonstrates just how good an actor Mark Lenard is and how neglected he has been by Hollywood in recent years. It remains the best script he has been given to work with in the actor's entire twenty-five-year experience with Star Trek.

After the dismal and cheating conclusion to season two, The Next Generation's producers wisely chose to end the third season with a bang-up finale. "The Best of Both Worlds" brings back the Borg, intent upon absorbing the Federation and all other life-forms into their machine-hive mind. The story ends with Picard captured and turned into a Borg-forc-ing Riker to give the order to fire on the Borg ship, Picard and all! While the ending is extremely contrived to be just what it is—a season finale—the episode overall is quite good and holds up well in repeated viewings. The cliffhanger ending left audiences clamoring for more, which was a shrewd move after the two lame-duck season finales that preceded it. It was a long summer after "The Best of Both Worlds" brought the season to its end; there was little else for captivated viewers to do but to watch reruns of The Next Generation until fall.

"The Best of Both Worlds, Part Two" opened the fourth season and successfully matched the quality of the first part, kicking off another consistently good season. In a rare example of a television science fiction series dealing realistically with the probable fallout from a dramatic situation, the very next episode, titled "Family," written by Ronald D. Moore and directed by Les Landau, deals with the less spectacular side effects of the battle with the Borg. In it Jean-Luc Picard chooses to take a well-earned shore leave on Earth, which they had come close to in their battle with the menace from beyond our galaxy. The Enterprise, still docked for repairs, remains in orbit over Earth.

For the first time in twenty years, Picard returns to his home in France. While Picard is physically recovered from his ordeal, he still has psychological scars to contend with and has chosen to wrestle with these problems by returning home and seeing his brother again. Unresolved conflicts with his brother still remain, but Jean-Luc is prepared to confront these if necessary. His older brother, Robert, is a farmer bent on keeping the family traditions alive. Robert has always regarded Jean-Luc as arrogant and ambitious. This comes out when Jean-Luc arrives at the family estate and meets his young nephew, Rene. The boy remarks that Jean-Luc doesn't look arrogant. So even before meeting Robert we know he has a grudge against Jean-Luc. When Jean-Luc meets his brother for the first time in nearly twenty years, Robert barely says hello and acts distant and preoccupied.

Robert is Jean-Luc's older brother and appears to be in his sixties, but he still works in his vineyard. Over dinner, a small argument develops in which Robert complains that "Life is already too convenient" when the talk of getting a food synthesizer comes up. When Rene mentions that he won a ribbon for his paper on starships, Robert is clearly annoyed. The boy has already told his uncle that some day he's going to be a starship captain, too. Jean-Luc gets along well with Robert's young wife, though, as well as with their son, Rene. But Robert himself remains distant and critical.

The portrayal of Robert Picard is strange because it's the twenty-fourth century and yet he acts like a twentieth-century man railing against "progress." The thing is, life would be so different in the twenty-fourth century from what it's like today that no one in living memory would remember what it had been like in "simpler" times. The more simple times would have been hundreds of years ago. This one aspect of Robert Picard's character does not ring true, but it can be overlooked in light of the more important issues the episode deals with. In an effort to give some perspective to Robert Picard, Jean-Luc's old friend Louis remarks at one point

that Jean-Luc was always reaching for the future while Robert was reaching for the past.

In the vineyard they finally get to the bottom of their resentments as Jean-Luc tells Robert that he was a bully and challenges the older man to try and bully him now. Robert lashes out at his brother and a fight erupts. They roll around in the vineyard until they're covered in mud, at which point they break out laughing. Jean-Luc's laughter soon gives way to tears, for he has been unable until now to face the self-doubt raised by the Borg's use of him: "They took everything I was. They used me to kill and to destroy and I couldn't stop them. I should have been able to stop them! I tried so hard, but I wasn't strong enough. I wasn't good enough. I should've been able to stop them!" Now that his emotions have broken through, he can begin to deal with them. Robert points out that Jean-Luc will have to live with this for a very long time, whether below the sea with Louis or in space on the Enterprise. Jean-Luc makes his decision and decides to return to command the Enterprise.

As Jean-Luc prepares to return to the Enterprise, young Rene once more expresses his desire to be a starship captain. In Rene, Jean-Luc sees himself when he was a boy; a child whose eyes were always on the stars. Robert has realised this as well and has had to come to terms with the fact that his son will undoubtedly follow in his uncle's footsteps, not his father's. Even after Jean-Luc has left, Rene sits out-side staring up at the stars. His mother remarks, "It's getting late." But Robert replies, "Let him dream." Both brothers have come to terms with what the future holds.

"Family" is one of the best episodes The Next Generation has produced, and the fact that it has the Q to deal with human issues on a human level rather than on a galactic one makes it all the more compelling. We understand these people and how each has affected the other, for better or for worse. And each of them has to come to terms with the emotional fallout from that. The episode also has two subplots, one involving Worf's human foster parents visiting the Enterprise and the other with Wesley watching for the first time a hologram of his father that was made at the time of the boy's birth. But try as they might, these subplots just seem like distractions from the infinitely more interesting story of Jean-Luc's coming to grips with his personal demons and reconciling with his brother.

Sadly, this is supposedly one of the lowest-rated episodes The Next Generation produced, and yet it is far and away one of their top ten entries. At the very least it should have been nominated for the Humanitas Award, the annual prize given for tele-vision writing that promotes strong human values. Perhaps, had it dealt entirely with Picard and dispensed with the padding of the minor subplots, it would have received more serious consideration. "Brothers" opens with Data suddenly shifting into a mysterious mode and taking over the Enterprise, diverting it to a mysterious planet, and beaming down, leaving a bewildered crew striving to figure out the complex code he entered into the computer-using Picard's voice! On the planet's surface, Data encounters an aged human who turns out to be Dr. Noonian Soong, Data's creator, who has long been presumed dead but who actually fled the events described in the first season's "Datalore" and escaped to this distant hideout.

"Reunion" brings back Worf's gal K'Ehleyr and continues the Klingon saga. A Klingon cruiser hails the Enterprise. Worf's old flame K'Ehleyr beams over with a message for Picard: the leader of the Klingon High Council is dying, and wants Picard to discover which of the contenders for his position has been poisoning him. K'Ehleyr also has a surprise for Worf: their original encounter years before produced a son. In the course of this action-packed tale, K'Ehleyr is killed by Duras, and Worf dispatches Duras in good old-fashioned Klingon revenge-but his discommendation still stands. "Future Imperfect" finds Riker awakening after sixteen years to find himself the captain of the Enterprise, with a son. He has forgotten the sixteen years in question; his last memory is of a visit to a planet, where he was infected by a virus that lay dormant for years until wiping out all memories accrued since its inception. In the Philip K. Dick tradition, apparent reality takes several sharp turns before the truth is revealed.

Another episode, "The Wounded," was also an intriguing story. While surveying a sector near the space of Federation enemies-turned-allies, the Cardassians, the Enterprise is fired on by a Cardassian ship. After a brief exchange of fire, Picard discovers that the peace has been broken by the Federation ship Phoenix, commanded by Ben Maxwell. Maxwell has been out of communication for some time, and is apparently acting on his own initiative: the Phoenix has destroyed a Cardassian science station without provocation. The Federation orders Picard to investigate, and to take a Cardassian team aboard as observers. This episode introduced the Cardassians, an alien race that plays a larger part in the story line of "Ensign Ro" in season five and particularly in the backstory of DEEP SPACE NINE.

"First Contact" breaks with the series format to provide a startling look at the questions raised by the Federation's techniques of determining a planet's worthiness to join. Here, we see the Enterprise crew as aliens, from the Malkorians' point of view. It is one of the finest episodes in the six years of The Next Generation as it introduces a truly original approach never before taken in Star Trek. In "The Host" Beverly Crusher finds romance with a handsome alien ambassador only to find that the fellow's mind and personality

reside in a slug-like being that uses a humanoid host body as a vehicle when the host body dies. A good sport, Crusher transplants the being into Riker, temporarily, so that important treaties can be negotiated. Complications ensue when the love-struck ambassador pursues Beverly with Riker's body! She eventually gives in to him, but draws the line when his new host body arrives and turns out to be female. Crusher is, after all, just an old-fashioned girl. The obvious question—how does Riker feel about all this?—remains unanswered. "Redemption" is finally made available to Worf in this fourth-season finale, but under rather trying circumstances. The story, a rather convoluted but intriguing account of Klingon power politics, ends with the restoration of Worf's family name—but he also leaves Starfleet to aid his brother. And Denise Crosby turns up as a Romulan!

The fifth season, sorry to say, would see a considerable variability in the quality of *The Next Generation* episodes. The fifth-season starter, "Redemption, Part Two," continued the established tradition of season-opening sequels, wrapping up Worf's Klingon sojourn as Picard strives to end Romulan interference in Klingon politics. Denise Crosby's character is revealed to be the daughter of Tasha Yar, by way of the time-slip factor of "Yesterday's Enterprise," but Picard overcomes his surprise at this and the day is carried, with Worf returning to Starfleet. "Ensign Ro" introduced Michelle Forbes as Ensign Ro Laren, a troubled character whose initial abrasiveness would be toned down to a wry sarcasm in subsequent appearances. Avoiding the squeaky-clean characters who populate the *Enterprise*, she's drafted out of a prison cell, where she'd languished after a Federation court-martial. Her character quickly emerged as one of the most interesting to appear in any version of *Star Trek*.

With "Disaster" it became painfully apparent that *The Next Generation*'s fifth season might not be as good as the two preceding it; a space disaster disables the *Enterprise*, with such clichéd results as: Picard is trapped in a turbolift with a group of children! Keiko goes into labour and Worf must help with the delivery! On the positive side, it was well played, with good comic moments, and it at least managed to keep the childbirth and elevator plots separate.

But the big selling point of the fifth season was to be the two-part "Unification," in which Leonard Nimoy would appear as Spock! The first half had an intriguing setup, with Spock appearing at the end after Picard and Data have trailed him to the Romulan home world. But the second half fell flat, standing perhaps as little more than a commercial for the forthcoming feature *Star Trek VI*. Part One of "Unification," in which Spock only appears at the end, actually remains the better of the two-part story, showing that while the presence of Leonard Nimoy may deliver ratings, it doesn't mean that he can save a hastily written script. The script was conceived in August 1991 and aired in November, leaving precious little time for rewrites and reconsiderations.

Close on the heels of "The New Ground" (Worf having trouble with his new role as a dad), the kids--in-space theme of season five kicked into high gear with "Hero Worship," in which a traumatized boy attempts to subdue his troubled emotions by emulating Data's android behaviour. This Data episode is remarkably well written and shows the good drama that *The Next Generation* is capable of at its best.

"The First Duty" brought Wesley back or, rather, Picard visits Starfleet Academy, where Wesley has messed up seriously. An interesting episode, and one which shows us Picard's Academy mentor, the crusty old gardener Boothby—portrayed, in an intriguing science fiction television crossover, by *My Favorite Martian* star Ray Walston! After five years, *The Next Generation* finally granted that Wesley Crusher is a human being capable of making mistakes. Some mistakenly felt that Wesley was disliked by many fans just because he was a teenager, when actually it was because Wesley was consistently portrayed as being cute and perfect.

In "Imaginary Friend" this season's focus on children rears its ugly head again with yet another kid story, this one involving an alien entity that brings a little girl's imaginary friend into actual existence. The friend perceives the adults on board the *Enterprise*, especially Picard, as the girl's enemy, and wreaks a bit of havoc before Picard explains things and order is restored. Even the Borg get exposed to the recurring youth angle in "I, Borg," when a damaged adolescent Borg is rescued and learns something about humanity and individuality, another annoying "underneath, we're all the same" episode even though the Borg has been raised in an alien environment and was never exposed to humans until found by the *Enterprise*.

The fifth season reached its dubious conclusion with "Time's Arrow," which appeared, from the coming attractions, to flirt with being the "Data's Brain" of *The Next Generation*. Data's head, centuries old and quite dead, is discovered in a mysterious cavern excavated under San Francisco, and the *Enterprise* investigates the mystery, eventually sending a team, including Picard, back to nineteenth-century California. However, it was actually an interesting episode, creating and sustaining a strange mystery involving twenty-fourth-century aliens plundering nineteenth-century Earth.

The sixth season opened with the dismally point-less conclusion to "Time's Arrow." The writers on hand seemed utterly incapable of doing anything with the intriguing mysteries presented in the first half; the plot fizzles, giving the cast little more to do than wear period costumes. To pad out the tale, an inordinate amount

of screen time was given to having Mark Twain wander around the Enterprise and spout off various spurious Twainisms. In the end, Data's body (brought back through time) is reattached to his head (now five hundred years older than the rest of him) The padding in this, and any story, is apparent in that all of the scenes with Mark Twain can be excised without affecting the plot one way or the other. He just takes up space.

The next episode, "Realm of Fear," found Barclay back in the focus, having anxiety attacks about using the transporter and finding strange creatures in the matter stream when he finally takes the plunge. Not an amazing episode, but perhaps the best written of the sixth season to date as the mystery is unguessed by viewers until the moment it's solved, and the cleverness involved works quite well. But for the most part, this season has maintained a remarkably high level of mediocrity.

The next episode, "Relics," featured the return of James Doohan as Scotty. Seems a ship with Scotty on board crashed in a remote region of space, and he rigged a feedback cycle in the transporter which keeps his pattern intact for seventy years or more. Some amusing moments as Scotty's earnest attempts to help out start to get on Geordi's nerves, but there's no surprise when the two engineers team up to find the solution to the latest threat to the Enterprise.

Best moment: Scotty's incredulity upon discovering that when the captain asks how long a repair will take, Geordi tells him exactly how long it really will take, instead of inflating the time required. Most glaring omission: Scotty is taken aback to discover how much time has elapsed, but he doesn't even ask what has happened to any of his former crew mates. Some of them must be dead-or can we anticipate eventually finding everyone who ever appeared on Star Trek trapped in some sort of time suspension? Let's hope not! This episode pulled high ratings, promising that Scotty, and possibly other old Enterprise crew members, will not remain out of sight for long.

In "Rascals," Picard, Guinan, Ensign Ro, and Keiko (Mrs. Miles O'Brien) are caught in a transporter accident (this season's favorite plot device, the transporter) and return as children-obviously a fifth-season story held over a year. Mentally, they're still adults, but Picard soon relieves himself of duty and hands command over to Riker because of the peculiar nature of his affliction. No sooner is this done than the Enterprise is taken over by Ferengi pirates in stolen Klingon vessels. Among other things, they herd all the children together as hostages-including the victims of the transporter snafu. No need to explain any further-that Picard uses his adult wits and his stature to outwit the Ferengi, recruiting Alexander (a.k.a. Worf Junior) into the plot.

Round this out with "The Quality of Life," a lame Data episode (Data discovers that cute robots of the Silent Running variety are actually sentient) and a Wild West holodeck episode (Worf, Alexander, and Deanna are trapped in the holodeck when Data's attempt to interface with the ship's computer goes awry and turns all the holodeck characters into him-yep, it was called "A Fistful of Datas") and there's little concern that the show is now on its holiday hiatus. If only there were a Star Trek feature to distract us at this point, as there was during the fifth season (where, admittedly, The Next Generation had an extra long hiatus while Star Trek VI was in release).

It should be pointed out that the cast of The Next Generation is not at fault here. They are as good as ever, as are the production values. But the writing- well, where is the writing? Have all the good story ideas been diverted to Rick Berman and Michael Piller's forthcoming spin-off Deep Space Nine? Or has the talent simply been diffused too much by the preparations for that series? The series now seems incapable of rising above a certain level of mediocrity. Perhaps The Next Generation is winding down. Perhaps (some hope) it will revive itself when new episodes begin airing once more in early 1993. But whatever the case, Star Trek: The Next Generation has certainly had its share of truly superb stories to tell, and it is these stories like the ongoing Klingon drama of Worf's family history, and individual episodes like "The Drumhead," "A Matter of Honor," "Who's Watching the Watchers," "Family," and "First Contact," among other classics which will stand as the legacy of The Next Generation.

Academy of Science Fiction, Fantasy and Horror Films.

Best Supporting Actress - Star Trek: First Contact - Alice Krige (1997)

Best Supporting Actor - Star Trek: First Contact - Brent Spiner (1997)

Best Costume Design - Star Trek: First Contact - Deborah Everton (1997)

Hugo Awards

Dramatic Presentation - Star Trek: The Next Generation - "The Inner Light" - (1993)

Emmy Award

Outstanding Individual Achievement in Special Visual Effects - Winner: "Star Trek: The Next Generation" (1987) - Robert Legato (visual effects supervisor), Gary Hutzler (visual effects coordinator), David Takemura (visual effects associate), Patrick Clancey (visual effects compositor), Hurley, Adrian (motion control operator), Lee, Donald (visual effects editor), Adam Howard (animation supervisor), Dennis Hoerter (motion control technician) - For episode "Conundrum". (1992)

Outstanding Individual Achievement in Special Visual Effects - Winner: Star Trek: The Next Generation - All Good Things... (1994) (TV) - Dan Curry (visual effects producer), David Stipes (visual effects supervisor), Michael Backauskas (visual effects coordinator), Scott Rader (compositing animator), Adam Howard (visual effects animator), Erik Nash (motion control camera operator) - (1994)

WR. D.C. Fontana, Gene Roddenberry, Diane Duane, Herbert Wright, C.J. Holland, Tracy Torme, Maurice Hurley, Robert Lewin, Burton Armus, Melinda M. Snodgrass, Michael Piller, Michael Wagner, Ronald D. Moore, David Kemper, Sam Rolfe, Ed Zuckerman, Rene Echevarria, Ira Steven Behr, Rick Berman, Joe Menosky, J. Larry Carroll, David Bennett Carren, Jeri Taylor, David Bischoff, Brannon Braga, Peter Alan Fields, Grant Rosenberg, Barry M. Schkolnick, Naren Shankar, Morgan Gendel, Nicholas Sagan and Hilary J. Bader.

DIR. Corey Allen, Paul Lynch, Rob Bowman, Richard Colla, Cliff Bole, Kim Manners, Michael Vejar, Les Landau, Winrich Kolbe, Joseph L. Scanlan, Gabrielle Beaumont, David Carson, Jonathan Frakes, Timothy Bond, Chip Chalmers, Tom Benko, Patrick Stewart, David Livingstone, Alexander Singer, Adam Nimoy, Dan Curry, Levar Burton, Gates McFadden, and Jonathan West.

EPISODES: 178 **YEAR MADE:** 1987 **COUNTRY:** US **SEASONS:** 7

A PARAMOUNT PICTURES PRODUCTION

CREATOR: GENE RODDENBERRY

TYPE OF SHOW: EXPLORATION

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26, (2) 22, (3) 26, (4) 26, (5) 26, (6) 26, (7) 26

DATE OF PREMIER: 30/09/1987 **AIR DATE OF LAST EPISODE** 24/05/1994

SEASON DATE BREAKDOWN:

FILMS: STAR TREK: GENERATIONS (1994), STAR TREK:FIRST CONTACT (1997), STAR TREK: INSURRECTION (1998)

Capt. Jean Luc Picard PATRICK STEWART, Cmdr. William Thomas Riker JONATHAN FRAKES, Lt. Cmdr Data BRENT SPINNER, Dr. Beverly Crusher GATES MCFADDEN (1,3-7), Dr. Kate Pulaski DIANE MULDOUR (2), Wesley Crusher WIL WHEATON (1,2,3,4), Councillor Deanne Troi MARINA SIRTIS, Lt. Worf MICHAEL DORN, Lt. Tasha (Natasha) Yar DENISE CROSBY (1), Miles O'Brien COLM MEANEY, Lt. Cmdr Geordi La Forge LEVAR BURTON, Computer Voice MAJEL BARRETT, Guinan WHOOPI GOLDBERG (2-7), Keiko ROSALIND CHAO, Ensign Ro MICHELLE FORBES (5).

Books Based on this series.

All The Other Things I Really Needed To Know I Learned From Star Trek : The Next Generation	David Marinaccio	1998
Creating The Next Generation	Mark Altman & Edward Gross	1996
Is Data Human? The Metaphysics of Star Trek	Richard Hanley	1998
Make It So - Leadership Lessons	Wess Roberts PhD	1995
NCC 1701-D Blueprints	Rick Sternbach	1996
Patrick Stewart : The Unauthorised Biography		
Q's Guide To the Continuum	Michael Jan Freidman & Robert Greenberger	1998
Sexual Generations; Star Trek, the Next Generation and Gender	Robin Roberts	
Star Trek IX: Insurrection	JM Dillard	1998
Star Trek IX: Insurrection - Young Adult	John Vornholt	1998
Star Trek VII - Generations	J. M. Dillard	1995
Star Trek VII - Generations (Young Readers Edition)	J. M. Dillard	1995
Star Trek VIII - First Contact	J. M. Dillard	1997
Star Trek VIII - First Contact (Young Readers Edition)	J. M. Dillard	1997
Star Trek: The Next Generation - Technical Manual	Michael Okuda and Rick Sternbach	1991
Star Trek: The Next Generation - All Good Things. . .	Michael Jan Friedman	
Star Trek: The Next Generation - Captain's Log Supplemental		1994
Star Trek: The Next Generation - Captain's Log Supplemental II	Ed Gross & Mark A. Altman	1995
Star Trek: The Next Generation - Captain's Log Supplemental: Season 7	Edward Gross & Mark A. Altman	1994
Star Trek: The Next Generation - Crossover	Michael Jan Friedman	1995

Star Trek: The Next Generation - Dark Mirror	Diane Duane	1994
Star Trek: The Next Generation - Descent	Diane Carey	
Star Trek: The Next Generation - Encounter at Farpoint	David Gerrold	1987
Star Trek: The Next Generation - I, Q	John DeLancie & Peter David	1999
Star Trek: The Next Generation - Imzadi	Peter David	1998
Star Trek: The Next Generation - Imzadi II: Triangle	Peter David	1998
Star Trek: The Next Generation - Kahless	Michael Jan Friedman	1996
Star Trek: The Next Generation - Klingon	Dean W. Smith & Kristine K. Rusch	1996
Star Trek: The Next Generation - Metamorphosis	Jean Lorrah	1990
Star Trek: The Next Generation - Planet X	Michael Jan Friedman	
Star Trek: The Next Generation - Q-Squared	Peter David	1994
Star Trek: The Next Generation - Relics	Michael Jan Friedman	
Star Trek: The Next Generation - Reunion	Michael Jan Friedman	
Star Trek: The Next Generation - Ship of the Line	Diane Carey	1997
Star Trek: The Next Generation - Star Lost (Graphic Novel)		1993
Star Trek: The Next Generation - Starfleet Academy 1: Worf's First Adventure	Peter David	1993
Star Trek: The Next Generation - Starfleet Academy 10: Loyalties		
Star Trek: The Next Generation - Starfleet Academy 11: Crossfire		
Star Trek: The Next Generation - Starfleet Academy 2 : Line of Fire	Peter David	1993
Star Trek: The Next Generation - Starfleet Academy 3: Survival	Peter David	1993
Star Trek: The Next Generation - Starfleet Academy 4: Capture the Flag		
Star Trek: The Next Generation - Starfleet Academy 5: Atlantis Station		
Star Trek: The Next Generation - Starfleet Academy 6: Mystery of the Missing Crew		
Star Trek: The Next Generation - Starfleet Academy 7: Secret of the Lizard People		
Star Trek: The Next Generation - Starfleet Academy 8: Starfall		
Star Trek: The Next Generation - Starfleet Academy 9: Nova Command		
Star Trek: The Next Generation - The Best And The Brightest	Susan Wright	
Star Trek: The Next Generation - The Devil's Heart	Carmen Carter	1993
Star Trek: The Next Generation - The Valiant	Michael Jan Friedman	2000
Star Trek: The Next Generation - Unification	Jeri Taylor	
Star Trek: The Next Generation - Vendetta	Peter David	1991
Star Trek: The Next Generation -#50 - Dyson Sphere	Charles Pellegrino	1999
Star Trek: The Next Generation 1 - Ghost Ship	Diane Carey	1988
Star Trek: The Next Generation 10 - A Rock and a Hard Place	Peter David	1990
Star Trek: The Next Generation 11 - Guillver's Fugitives	Keith Sharee	1990
Star Trek: The Next Generation 12 - Doomsday World	David, Carter, Friedman & Greenberg	1990
Star Trek: The Next Generation 13 - The Eyes of the Beholder	A. C. Crispin	1990
Star Trek: The Next Generation 14 - Exiles	Howard Weinstein	1990
Star Trek: The Next Generation 15 - Fortune's Light	Michael Jan Friedman	
Star Trek: The Next Generation 16 - Contamination	John Vornholt John Vornholt	1991
Star Trek: The Next Generation 17 - Boogeymen	Mel Gilden	1991
Star Trek: The Next Generation 18 - Q in Law	Peter David	1991
Star Trek: The Next Generation 19 - Perchance to Dream	Howard Weinstein	1991
Star Trek: The Next Generation 2 - The Peacekeepers	Gene DeWeese	
Star Trek: The Next Generation 20 - Spartacus	T. L. Mancour	
Star Trek: The Next Generation 21 - Chains of Command	W. A. McCay & E. L. Flood	
Star Trek: The Next Generation 22 - Imbalance	V. E. Mitchell	1992
Star Trek: The Next Generation 23 - War Drums	John Vornholt	
Star Trek: The Next Generation 24 - Nightshade	Laurell K. Hamilton	
Star Trek: The Next Generation 25 - Grounded	David Bischoff	1993

Star Trek: The Next Generation 26 - The Romulan Prize	Simon Hawke	1993
Star Trek: The Next Generation 27 - Guises of the Mind	Rebecca Neason	1993
Star Trek: The Next Generation 28 - Here There Be Dragons	John Peel	1993
Star Trek: The Next Generation 29 - Sins Of Commission	Susan Wright	1994
Star Trek: The Next Generation 3 - The Children of Hamlin	Carmen Carter	1988
Star Trek: The Next Generation 30 - Debtors' Planet	W. R. Thompson	1994
Star Trek: The Next Generation 31 - Foreign Foes	David Gallanter & Greg Brodeur	1994
Star Trek: The Next Generation 32 - Requiem	Michael Jan Friedman & Kevin Ryan	1994
Star Trek: The Next Generation 33 - Balance Of Power	Dafydd ab Hugh	
Star Trek: The Next Generation 34 - Blaze Of Glory	Simon Hawke	
Star Trek: The Next Generation 35 - The Romulan Stratagem	Robert Greenberger	1995
Star Trek: The Next Generation 36 - Into The Nebula	Gene De Weese	1995
Star Trek: The Next Generation 37 - The Last Stand	Brad Ferguson	1995
Star Trek: The Next Generation 38 : Dragon's Honor	Kij Johnson & Greg Cock	1996
Star Trek: The Next Generation 39 - Rogue Saucer	John Vornholt	1996
Star Trek: The Next Generation 4 - Survivors	Jean Lorrh	
Star Trek: The Next Generation 40 - Possession	J. M. Dillard & Kathleen O'Malley	1996
Star Trek: The Next Generation 41 - Invasion 2: The Soldiers Of Fear	Dean W. Smith & Kristine K. Rusch	1996
Star Trek: The Next Generation 42 - Infiltrator	W. R. Thompson	1996
Star Trek: The Next Generation 43 - A Fury Scorned	Pam Sargent & George Zebrowski	1997
Star Trek: The Next Generation 44 - The Death Of Princes	John Peel	1997
Star Trek: The Next Generation 45 - Intellivore	Diane Duane	1997
Star Trek: The Next Generation 46 - To Storm Heaven	Esther Friesner	
Star Trek: The Next Generation 47 - Q Continuum 1: Q-Space	Greg Cox	1998
Star Trek: The Next Generation 48 - Q Continuum 2: Q-Zone	Greg Cox	1998
Star Trek: The Next Generation 49 - Q Continuum 3: Q Strike	Greg Cox	1998
Star Trek: The Next Generation 5 - Strike Zone	Peter David	
Star Trek: The Next Generation 50 - Double Helix 1: Outbreak	John Betancourt	1999
Star Trek: The Next Generation 51 - Double Helix 2: Vectors	Dean Wesley Smith & Kristine Kathryn Rusch	1999
Star Trek: The Next Generation 52 - Double Helix 3: Red Sector	Diane Carey	1999
Star Trek: The Next Generation 53 - Double Helix 4: Quarantine	John Vornholt	1999
Star Trek: The Next Generation 55 - Double Helix 5: Double Or Nothing	Peter David	1999
Star Trek: The Next Generation 56 - Double Helix 6: The First Virtue	Michael Jan Friedman	1999
Star Trek: The Next Generation 57 - The Forgotten War	William Fortschen	1999
Star Trek: The Next Generation 58 - Gemworld Book 1	John Vornholt	2000
Star Trek: The Next Generation 59 - Gemworld Book 2	John Vornholt	2000
Star Trek: The Next Generation 6 - Power Hungry	Howard Weinstein	
Star Trek: The Next Generation 7 - Masks	John Vornholt	
Star Trek: The Next Generation 8 - The Captains' Honor	David Dvorkin & Daniel Dvorkin	1989
Star Trek: The Next Generation 9 - A Call to Darkness	Michael Jan Friedman	
Star Trek: The Next Generation 95 - Rihansu 1: Swordhunt	Diane Duane	2000
Star Trek: The Next Generation 96 - Rihansu 2: The Empty Chair	Diane Duane	2000
Star Trek: The Next Generation Core Role Playing Game		
Star Trek: The Next Generation Sketchbook	John Eaves & JM Dillard	1998
The Best of Star Trek, the Next Generation	Michael Friedman	
The Complete Next Generation Trek IQ Book	Alan G. Rochussen	1998
The Continuing Mission - A 10th Aniversary Tribute	Judith and Garfield Reeves-Stevens	1998
The Nitpicker's Guide For Next Generation Trekkers Vol.2	Phil Gerrard	1996
The Q Chronicles: The Q Scripts		1999
The Secrets of Star Trek IX: Insurrections	Terry Erdmann	1998

RELATED SHOWS:*STAR TREK**STAR TREK: DEEP SPACE NINE**STAR TREK: VOYAGER**ENTERPRISE*1 - 1 *ENCOUNTER AT FARPOINT*

The new captain of the recently built U.S.S. Enterprise-D, Captain Jean-Luc Picard, takes the crew on their first mission: to discover the secret of Farpoint Station. During their journey, they encounter an omnipotent being known as Q, who accuses humanity of barbarism, and places them on trial. Jean-Luc must prove otherwise, or the human race will be annihilated.

Wr D.C. Fontana, Gene Roddenberry**Dir** Corey Allen1 - 2 *THE NAKED NOW*

While examining the mysterious deaths of the entire crew on board the Starship Tsiolkovsky, the crew of the Enterprise is infected with a touch-transmitted virus that lowers inhibitions.

Wr John D.F. Black, J. Michael Bingham**Dir** Paul Lynch1 - 3 *CODE OF HONOR*

Tasha Yar must fight for her life, and a vaccine that will save a race of people, when she is kidnapped and forced to battle her abductor's wife.

Wr Kathryn Powers, Michael Baron**Dir** Russ Mayberry1 - 4 *THE LAST OUTPOST*

A powerful entity disables the Enterprise and a Ferengi ship. Their only means of escape is if they can correctly answer the riddles he asks.

Wr Herbert Wright**Dir** Richard Colla1 - 5 *WHERE NO ONE HAS GONE BEFORE*

The Enterprise is flung across space into a distant galaxy over 2,700,000 light years away when a propulsion engineer, and his mysterious companion, attempt to re-design the ship's engine systems.

Wr Diane Duane, Michael Reaves**Dir** Ron Bowman1 - 6 *LONELY AMONG US*

While escorting diplomatic members of two alien races to a neutral planet called Parliament, the Enterprise approaches an energy field. Circling around the field in order to briefly study it, the Enterprise collects the data, and continues towards its destination...with one extra passenger.

Wr D.C. Fontana**Dir** Cliff Bole1 - 7 *JUSTICE*

Picard is forced to choose between friendship and the Prime Directive when Wesley Crusher accidentally breaks the law while on Rubicon III and is sentenced to death.

Wr Worley Thorne**Dir** James L. Conway1 - 8 *THE BATTLE*

The Ferengi hand over an old ship which Picard once captained: the U.S.S. Stargazer. However, a mind-altering device that has been planted on board alters Picard's mind to make him think that he is reliving a past battle, and the target is the Enterprise.

Wr Herbert Wright**Dir** Rob Bowman1 - 9 *HIDE AND Q*

Q places the senior crew of the Enterprise in a war game that pits them against a boar-faced, Napoleonic

enemy. Q tries to get Riker to join the ! when he grants him the power of the Q.

Wr C.J. Holland, Gene Roddenberry

Dir Cliff Bole

1 - 10 *HAVEN*

Lwaxana pays a surprise visit to the Enterprise and announces the pre-arranged marriage of Deanna to the son of her late husband's best friend.

Wr Tracy Tormé

Dir Richard Compton

1 - 11 *THE BIG GOODBYE*

Picard, Dr. Crusher, and Data are placed in great danger when the holodeck malfunctions while they are running a Dixon Hill private detective program, which pits them against 1940s mobsters.

Wr Tracy Tormé

Dir Joseph Scanlan

1 - 12 *DATALORE*

The crew of the Enterprise finds android parts that are identical to Data's while they are exploring his homeworld. A team of engineers and technicians reassemble the android, and Data's twin, Lore, is reactivated.

Wr Robert Lewin, Gene Roddenberry

Dir Rob Bowman

1 - 13 *ANGEL ONE*

The Enterprise discovers the male crew of a crashed Federation freighter hiding as fugitives on the planet Angel One, which is dominated and ruled by women.

Wr Patrick Barry

Dir Michael Ray Rhodes

1 - 14 *11001001*

The Enterprise rendezvous with Starbase 74 in order to have its systems checked and upgrades made. While the crew takes some time off, four members from the species known as the Bynar work feverishly on the ship's computer system.

Wr Maurice Hurley, Robert Lewin

Dir Paul Lynch

1 - 15 *TOO SHORT A SEASON*

The aging and terminally ill Starfleet Admiral Mark Jameson, who is negotiating the release of hostages, suddenly begins growing younger through an unexplained phenomenon.

Wr Michael Michaelin

Dir Rob Bowman

1 - 16 *WHEN THE BOUGH BREAKS*

The children of the Enterprise, including Wesley Crusher, are abducted by a race of people who are unable to have children of their own.

Wr Hannah Louise Shearer

Dir Kim Manners

1 - 17 *HOME SOIL*

The Enterprise has been asked by the Federation to check in on the progress made by scientists terraforming the planet Velara III, whose communications have been spotty. For some reason, the chief scientist is a bit on edge. Counselor Troi, using her ability, senses that the scientist is hiding something.

Wr Robert Sabaroff

Dir Corey Allan

1 - 18 *COMING OF AGE*

While Wesley takes the entrance exam to Starfleet Academy, the Enterprise is investigated by the Inspector General's office and Picard's competency is questioned.

Wr Sandy Fries

Dir Mike Vejar

1 - 19 *HEART OF GLORY*

The Enterprise takes up the call from the Federation to investigate a battle that has taken place in the

Neutral Zone. Having arrived at the location of the battle, they come across a freighter in distress. Boarding the vessel, the away team finds the only survivors: three Klingons.

Wr Maurice Hurley

Dir Rob Bowman

1 - 20 *THE ARSENAL OF FREEDOM*

While searching for any signs of the U.S.S. Drake, which was last reported orbiting the planet Minos, the Enterprise receives a strange communication from the planet surface. What makes the message even more troubling is that the Drake had been sent in to investigate the report that all signs of life had vanished from the planet.

Wr Richard Manning, Hans Beimler

Dir Les Landau

1 - 21 *SYMBIOSIS*

While examining the solar flares of the sun Delos, the Enterprise receives a distress signal from a freighter that is about to crash on a nearby planet. Moving into position as fast as possible, the Enterprise readies to beam up the seemingly inexperienced crew.

Wr Robert Lewin, Richard Manning, Hans Beimler

Dir Win Phelps

1 - 22 *SKIN OF EVIL*

When Troi's shuttle crashes on an alien planet, a new being is discovered: an entity that thrives on the suffering of others. The rescue attempt results in the death of Lt. Tasha Yar.

Wr Joseph Stefano, Hannah Louise Shearer

Dir Joseph Scanlan

1 - 23 *WE'LL ALWAYS HAVE PARIS*

Picard meets an old flame, who is now married to a scientist that accidentally rips the fabric of space and inadvertently creates a new dimension.

Wr Deborah Dean Davis, Hannah Louise Shearer

Dir Robert Becker

1 - 24 *CONSPIRACY*

Picard suspects a large-scale conspiracy when he witnesses strange behaviour among Starfleet's high ranking officers.

Wr Tracy Tormé

Dir Cliff Bole

1 - 25 *THE NEUTRAL ZONE*

A 20th century probe carrying three cryogenically frozen humans is detected by the Enterprise while en route to the Neutral Zone to confront Romulans.

Wr Maurice Hurley

Dir James L. Conway

2 - 1 *THE CHILD*

Stardate: 42073.1 Troi undergoes a mysterious pregnancy when the Enterprise tries to escape from a system that has recently fallen victim to a deadly plague.

Wr Jaron Summers, Jon Povill, Maurice Hurley

Dir Rob Bowman

2 - 2 *WHERE SILENCE HAS LEASE*

Stardate: 42193.6 A mysterious life form that calls itself Nagilum threatens the life of the crew in its attempt to understand humanity.

Wr Jack B. Sowards

Dir Winrich Kolbe

2 - 3 *ELEMENTARY, DEAR DATA*

Data, Geordi, and Dr. Pulaski reenact a Sherlock Holmes mystery in the holodeck, one specifically designed by the computer to defeat Data. Modifications to one of the characters, Moriarty, cause him to take on consciousness and a will of his own, leading to some unexpected consequences.

Wr Brian Alan Lane

Dir Rob Bowman

2 - 4 *THE OUTRAGEOUS OKONA*

Stardate: 42402.7 The Enterprise is placed in a compromising situation when the roguish captain of a disabled starship places the crew in the middle of a love triangle. Meanwhile, Data tries to understand what "humor" truly means.

Wr Burton Armus

Dir Robert Becker

2 - 5 *LOUD AS A WHISPER*

Stardate: 42477.2 A deaf-mute mediator meets with disaster while being escorted by the Enterprise.

Wr Jacqueline Zambrano

Dir Larry Shaw

2 - 6 *THE SCHIZOID MAN*

Stardate: 42437.5 Data is possessed by the consciousness of a brilliant scientist. However, it has a disturbing impact on Data's personality.

Wr Tracy Tormé

Dir Les Landau

2 - 7 *UNNATURAL SELECTION*

Stardate: 42494.8 A mysterious hyper-aging sickness kills the crew of a Federation cargo ship, and Dr. Pulaski must race against time to find a cure.

Wr John Mason, Mike Gray

Dir Paul Lynch

2 - 8 *A MATTER OF HONOR*

Commander Riker participates in an officer exchange program which lands him an assignment on a Klingon Bird-of-Prey. Meanwhile, a Benzite ensign has trouble assimilating to the routines of the Enterprise.

Wr Burton Armus

Dir Rob Bowman

2 - 9 *THE MEASURE OF A MAN*

Stardate: 42523.7 When Data's rights as a sentient individual are placed under trial, Starfleet forces Riker into a position where he must prove that Data is only an Android.

Wr Melinda M. Snodgrass

Dir Robert Scheerer

2 - 10 *THE DAUPHIN*

Stardate: 42568.8 Wesley falls in love with a passenger the Enterprise is escorting, an alien female who has the secret ability to shape-shift.

Wr Scott Rubenstein, Leonard Mlodinow

Dir Rob Bowman

2 - 11 *CONTAGION*

Stardate: 42609.1 A strange power source disables the Enterprise's computer systems, damages Data's programming and leaves the ship and crew vulnerable to a Romulan attack.

Wr Steve Gerber, Beth Woods

Dir Joseph Scanlan

2 - 12 *THE ROYALE*

Stardate: 42625.4 An away team is trapped in an alien environment based around a novel entitled 'The Hotel Royale.'

Wr Keith Mills

Dir Cliff Bole

2 - 13 *TIME SQUARED*

Stardate: 42679.2 Picard encounters his double from six hours in the future, whose Enterprise had been destroyed.

Wr Maurice Hurley

Dir Joseph Scanlan

2 - 14 *THE ICARUS FACTOR*

Stardate: 42686.4 Riker is promoted to Captain of another Federation ship. Worf must confront his past and his Klingon heritage.

Wr David Assael, Robert L. McCullough

Dir Robert Iscove

2 - 15 *PEN PALS*

Stardate: 42695.3 Wesley must investigate the causes of strange tectonic activity on the planet where Data's pen pal lives.

Wr Melinda M. Snodgrass

Dir Winrich Kolbe

2 - 16 *Q WHO?*

Stardate: 42761.3 Q hurls the Enterprise into the Delta Quadrant and introduces the Federation to a powerful new enemy that may destroy the Alpha Quadrant: the Borg.

Wr Maurice Hurley

Dir Rob Bowman

2 - 17 *SAMARITAN SNARE*

Stardate: 42779.1 A race known as the Pakleds kidnap Geordi. Picard must face surgery when his artificial heart begins to malfunction.

Wr Robert L. McCullough

Dir Les Landau

2 - 18 *UP THE LONG LADDER*

Stardate: 42823.2 The Enterprise receives a distress signal that has not been in use since the 22nd Century. Information on the signal points to a ship launched in 2123 by a European hegemony carrying equipment from two very different eras in human history.

Wr Melinda M. Snodgrass

Dir Winrich Kolbe

2 - 19 *MANHUNT*

Stardate: 42859.2 While being escorted to a Federation conference by the Enterprise, Lwaxana hunts for a man to satisfy her needs when her sex-drive is quadrupled during a natural mid-life cycle.

Wr Terry Deveraux

Dir Rob Bowman

2 - 20 *THE EMISSARY*

Stardate: 42901.3 Worf is re-united with his former lover, K'Ehleyr, while the Enterprise is ordered to intercept a Klingon ship whose crew has been in stasis for seventy-five years.

Wr Richard Manning, Hans Beimler

Dir Cliff Bole

2 - 21 *PEAK PERFORMANCE*

Stardate: 42923.4 Picard reluctantly agrees to a battle simulation pitting the Enterprise against an outdated Federation vessel. As Captain of the Enterprise's adversary, the USS Hathaway, Riker must strategize the best way to defeat Picard's Galaxy-Class Star Ship.

Wr David Kemper

Dir Robert Scheerer

2 - 22 *SHADES OF GRAY*

Stardate: 42976.1 Riker is infected with an alien organism that takes over his mind. Dr. Pulaski must force Riker's mind back to a state where it can access primitive survival skills.

Wr Maurice Hurley, Hans Beimler

Dir Rob Bowman

3 - 1 *EVOLUTION*

Stardate: 43125.8 A system-wide computer malfunction places the crew of the Enterprise in grave danger while they escort a scientist to study an exploding star.

Wr Michael Piller

Dir Winrich Kolbe

3 - 2 *THE ENSIGNS OF COMMAND*

Stardate: 43133.3 Data is sent to help a human colony evacuate when the original inhabitants return and

threaten the colonists with annihilation if they do not leave within four days.

Wr Melinda M. Snodgrass

Dir Cliff Bole

3 - 3 *THE SURVIVORS*

Stardate: 43152.4 The Enterprise investigates a planet where an entirely colony has been eradicated except for two elderly residents and their home, which has been left in perfect condition.

Wr Michael Wagner

Dir Les Landau

3 - 4 *WHO WATCHES THE WATCHERS?*

An away team inadvertently breaks the Prime Directive and reveals themselves to a primitive culture on Mintaka III, leading the inhabitants to believe that Captain Picard is a god.

Wr Richard Manning, Hans Beimler

Dir Robert Wiemer

3 - 5 *THE BONDING*

Worf and Wesley must help a 12 year old boy cope with the death of his mother; an archaeologist killed during an away mission to a deserted planet.

Wr Ronald D. Moore

Dir Winrich Kolbe

3 - 6 *BOOBY TRAP*

Stardate: 43205.6 While investigating an ancient ship left adrift in space, the Enterprise accidentally trips the ancient booby trap that disabled the old vessel over 1000 years ago.

Wr Ron Roman, Michael Piller, Richard Danus

Dir Gabrielle Beaumont

3 - 7 *THE ENEMY*

Stardate:43349.2 A blind Geordi is trapped on a hazardous planet with a paranoid and severely injured Romulan. In orbit, a Romulan Warbird prevents the Enterprise from attempting a rescue mission.

Wr David Kemper, Michael Piller

Dir David Carson

3 - 8 *THE PRICE*

Stardate: 43385.6 The Enterprise hosts the negotiations for the rights to a newly discovered, stable wormhole to the Gamma Quadrant. One of the negotiators, Devinoni Ral, becomes attracted to Deanna Troi, but he has a secret.

Wr Hannah Louise Shearer

Dir Robert Scheerer

3 - 9 *THE VENGEANCE FACTOR*

Stardate: 43421.9 The Enterprise crew tries to mend the relationship between a race known as the Acamarians and a faction known as the Gatherers.

Wr Sam Rolfe

Dir Timothy Bond

3 - 10 *THE DEFECTOR*

A defecting Romulan warns the Federation about an impending attack by the Romulans, who are allegedly establishing a secret base within the Neutral Zone. However, Picard and the crew aren't sure whether or not to believe him.

Wr Ronald D. Moore

Dir Robert Scheerer

3 - 11 *THE HUNTED*

Stardate: 43489.2 A planet applying to join the Federation enlists the help of the Enterprise to track down a wanted criminal who has a reputation for excessive violence. However, the fugitive's actions may not be of his own will.

Wr Robin Bernheim

Dir Cliff Bole

3 - 12 *THE HIGH GROUND*

Stardate: 43510.7 Dr. Crusher is abducted by a group of terrorists while delivering crucial medical

supplies to a planet ravaged by civil war.

Wr Melinda M. Snodgrass

Dir Gabrielle Beaumont

3 - 13 *DEJA Q*

Stardate: 43539.1 In the midst of a crisis involving preventing an asteroid moon from colliding with a populated planet, the Calamarian starts attacking the Enterprise while seeking revenge on a powerless Q who has requested sanctuary.

Wr Richard Danus

Dir Les Landau

3 - 14 *A MATTER OF PERSPECTIVE*

Stardate: 43610.4 Riker is accused of murder when a scientist is killed in an explosion. Picard must recreate the recent events in the holodeck to prove his commander's innocence.

Wr Ed Zuckerman

Dir Cliff Bole

3 - 15 *YESTERDAY'S ENTERPRISE*

A rift in the space/time continuum brings the Enterprise-C 22 years into the future, and alters the timeline. In this altered reality, the Federation is at war with the Klingons, Tasha Yar is alive, and only Guinan's unique perception of reality may restore the true timeline.

Wr Ira Steven Behr, Richard Manning, Hans Beimler, Ronald D. Moore, Eric A. Stillwell, Michael Piller

Dir David Carson

3 - 16 *THE OFFSPRING*

Stardate:43657.0 Data becomes a father when he creates a Soong-type android in the form of a daughter named Lal. Issues are complicated when Lal starts showing signs of a more evolved consciousness, including the ability to feel emotions, which attracts the attention of Starfleet scientists who want to take her away from Data and examine her advanced systems.

Wr René Echevarria

Dir Jonathan Frakes

3 - 17 *SINS OF THE FATHER*

Stardate: 43685.2 Worf is reunited with his long-lost brother when their father is charged with treason for helping the Romulans. Together they make an appeal to the Klingon High Council to challenge the charges, and have them revoked.

Wr Ronald D. Moore, W. Reed Moran

Dir Les Landau

3 - 18 *ALLEGIANCE*

Stardate: 43714.1 Picard is secretly abducted and switched with an alien double. The crews' suspicions are raised when he starts exhibiting unusual behaviour. Meanwhile the real Picard must deal with three other prisoners in a series of bizarre tests.

Wr Richard Manning, Hans Beimler

Dir Winrich Kolbe

3 - 19 *CAPTAIN'S HOLIDAY*

Stardate: 43745.2 While on vacation on Risa, Captain Picard encounters two Vorgons from the 27th Century who claim they are searching for a powerful weapon hidden somewhere on the planet.

Wr Ira Steven Behr

Dir Chip Chalmers

3 - 20 *TIN MAN*

Stardate: 43779.3 The Enterprise encounters a "living" ship in the Neutral Zone, and risks breaking the Romulan Federation alliance in order to bring it into contact with a Betazoid emissary.

Wr Dennis Putnam Bailey, David Bischoff

Dir Robert Scheerer

3 - 21 *HOLLOW PURSUITS*

Stardate: 43807.4 A nervous and insecure officer, Lt. Reginald Barclay, places the Enterprise in great danger when he neglects his duties in Engineering, and instead spends his time acting out his fantasies on the holodeck.

Wr Sally Caves

Dir Cliff Bole

3 - 22 *THE MOST TOYS*

The crew is shattered by the apparent death of Data in a shuttle explosion, and they're prevented from carrying out a detailed investigation when Starfleet gives them orders for a new mission. However, the crew doesn't realize that he was actually abducted and placed on display as part of a collection of rare and valuable items held by a disreputable character.

Wr Shari Goodhartz

Dir Timothy Bond

3 - 23 *SAREK*

Stardate: 43872.2 Spock's Vulcan father, Sarek, boards the Enterprise to negotiate political relations with the Legaran. However, Sarek begins to display sudden and surprising outbursts of emotion and Picard is forced to delve into the ambassador's problems in case they affect the meeting.

Wr Peter S. Beagle

Dir Les Landau

3 - 24 *MENAGE A TROI*

Riker and Troi's shore leave on Betazed is interrupted when they are unexpectedly joined by Deanna's mother, Lwaxana. The three are then kidnapped by a Ferengi who wants Lwaxana, both for her beauty, and because he thinks her telepathic abilities will help him in business.

Wr Fred Bronson, Susan Sackett

Dir Robert Legato

3 - 25 *TRANSFIGURATIONS*

Stardate: 43957.2 Dr. Crusher becomes attracted to an injured alien with mysterious powers, who is being tracked down by his government like a wanted criminal.

Wr René Echevarria

Dir Tom Benko

3 - 26 *THE BEST OF BOTH WORLDS (PART 1)*

Stardate: 43989.1 A Starfleet expert on the Borg, Lt. Cmdr. Shelby, is assigned to the Enterprise to investigate the disappearance of a Federation colony.

Wr Michael Piller

Dir Cliff Bole

4 - 1 *THE BEST OF BOTH WORLDS (PART 2)*

Stardate: 44001.4 Riker must pull out all the stops in order to save Earth from a Borg invasion being lead by none other than Locutus - otherwise known as Captain Jean-Luc Picard.

Wr Michael Piller

Dir Cliff Bole

4 - 2 *FAMILY*

Stardate: 44012.36 Picard meets with his older brother in France, and contemplates resigning his Starfleet commission after his ordeal with the Borg. Worf's adoptive parents spend time with their son on the Enterprise, and succeed in embarrassing him in front of his crewmates.

Wr Ronald D. Moore

Dir Les Landau

4 - 3 *BROTHERS*

While escorting a seriously ill boy to the closest Federation Starbase for treatment, Data mysteriously takes control of the Enterprise and takes it to a distant planet. He learns that his creator has summoned him for an important meeting that will change his life. However, Dr. Soong has inadvertently summoned Data's brother Lore to the encounter.

Wr Rick Berman

Dir Rob Bowman

4 - 4 *SUDDENLY HUMAN*

Stardate: 44143.7 A custody battle between Picard and a child's adoptive father arises when a boy showing evidence of abuse is discovered.

Wr John Whelpley, Jeri Taylor

Dir Gabrielle Beaumont

4 - 5 *REMEMBER ME*

Stardate: 44161.2 Dr. Crusher begins to question her sanity when members of the crew start disappearing one by one, and all evidence of their existence is erased.

Wr Lee Sheldon

Dir Cliff Bole

4 - 6 *LEGACY*

Stardate: 44215.2 The Enterprise is caught in the middle of a civil war when they encounter Tasha Yar's long-lost younger sister, Ishara.

Wr Joe Menosky

Dir Robert Scheerer

4 - 7 *REUNION*

Stardate: 44246.3 Picard is asked to choose between two candidates to succeed the current Chancellor of the Klingon High Council as the new ruler of the Empire. Worf is disturbed by unexpected news when he is paid a visit by his former lover.

Wr Thomas Perry, Jo Perry, Ronald D. Moore, Brannon Braga

Dir Jonathan Frakes

4 - 8 *FUTURE IMPERFECT*

Stardate: 44286.5 On an away mission, Riker passes out from some toxic gas, and when he awakens he is 16 years in the future. As the captain of the Enterprise he is about to sign a peace treaty with the Romulans, but he has no memories of the 16 years since that away mission. However, he soon senses that things are not as they seem.

Wr J. Larry Carroll, David Bennett Carren

Dir Les Landau

4 - 9 *FINAL MISSION*

Stardate: 44307.3 Wesley must keep Captain Picard alive on the eve of his entrance exam to Starfleet Academy when their shuttle crashes on a barren moon.

Wr Kacey Arnold-Ince, Jeri Taylor

Dir Corey Allen

4 - 10 *THE LOSS*

Troi loses her empathic abilities when the Enterprise is caught in a cloud of two-dimensional beings heading towards a cosmic string fragment.

Wr Hilary J. Bader, Alan J. Adla, Vanessa Greene

Dir Chip Chalmers

4 - 11 *DATA'S DAY*

Stardate: 44390.1 A Vulcan ambassador being escorted by the Enterprise starts exhibiting suspicious behavior. Miles O'Brien marries his fiancé, Keiko Ishikawa, in Ten-Forward. The events of the day are depicted as related in Commander Data's personal log to Commander Bruce Maddox at the Daestrom Cybernetic Institute.

Wr Harold Apter, Ronald D. Moore

Dir Robert Wiemer

4 - 12 *THE WOUNDED*

Stardate: 44429.6 A Federation captain has destroyed a Cardassian science station. Hails to the captain's vessel have been ignored. With a treaty of peace in place for over a year, Captain Picard must exercise diplomacy by stopping the renegade ship before its commander's actions lead to war.

Wr Jeri Taylor, Cy Chermak

Dir Chip Chalmers

4 - 13 *DEVIL'S DUE*

Stardate: 44474.5 The crew of the Enterprise must defend the planet Ventax from a mythological Devil who re-appears when a 1,000 year long era of peace comes to an end.

Wr Philip Lazebnick

Dir Tom Benko

4 - 14 *CLUES*

Stardate: 44502.7 Upon investigating a newly-discovered Class M planet, the crew is knocked

unconscious. Data claims that they had only lost thirty seconds, but the crew begins to discover clues that Data may be lying about more than just that small detail.

Wr Bruce D. Arthurs, Joe Menosky

Dir Les Landau

4 - 15 *FIRST CONTACT*

Stardate: Unknown While on an undercover first contact mission, Riker is captured by the xenophobic aliens, who believe he is a scout for an invasion.

Wr Dennis Russel Bailey, David Bischoff, Joe Menosky, Ronald D. Moore, Michael Piller

Dir Cliff Bole

4 - 16 *GALAXY'S CHILD*

Stardate: 44614.6 Geordi must work with the real Leah Brahms when she arrives on the Enterprise when a space-born alien life form thinks the ship is its mother. Tensions rise when she learns that Geordi created a holographic version of her several months before in order to save the ship from danger.

Wr Maurice Hurley

Dir Winrich Kolbe

4 - 17 *NIGHT TERRORS*

Stardate: 44631.2 Troi faces a recurring nightmare when the Enterprise is caught in a rift in space. The crew soon begins to slip into insanity through dream deprivation.

Wr Pamela Douglas, Jeri Taylor

Dir Les Landau

4 - 18 *IDENTITY CRISIS*

Geordi and a former crew mate begin evolving into bizarre creatures when they return to a planet both of them were on during an Away Mission five years earlier.

Wr Brannon Braga

Dir Winrich Kolbe

4 - 19 *NTH DEGREE*

Stardate: 44704.2 An alien probe transforms Barclay from a shy, awkward character into an arrogant super-genius who is able to interface with the Enterprise's computer through the holodeck.

Wr Joe Menosky

Dir Robert Legato

4 - 20 *QPID*

Stardate: 44741.9 Q places Vash and the senior Enterprise crew in a recreation of Robin Hood and his merry men.

Wr Ira Steven Behr

Dir Cliff Bole

4 - 21 *THE DRUMHEAD*

Stardate: 44769.2 Picard is accused of treason when an explosion aboard the Enterprise sets off an investigation by a ruthless and paranoid Starfleet admiral.

Wr Jeri Taylor

Dir Jonathan Taylor

4 - 22 *HALF A LIFE*

Stardate: 44805.3 Lwaxana Troi falls in love with a man who must return home to commit suicide, as is customary for their race when they reach a certain age.

Wr Peter Allan Fields

Dir Les Landau

4 - 23 *THE HOST*

Stardate: 44821.3 Dr. Crusher falls in love with a Trill Ambassador. However, her feelings are tested when she learns the true nature of the Trills' symbiotic existence.

Wr Michel Horvat

Dir Marvin Rush

4 - 24 *THE MIND'S EYE*

Stardate: 44885.5 While en route to Risa for shore leave, Geordi is abducted by the Romulans and brainwashed into becoming an assassin.

Wr René Echevarria

Dir David Livingston

4 - 25 *IN THEORY*

Stardate: 44932.3 Data experiences the complexities of love when he becomes attracted to a fellow crewmate.

Wr Joe Menosky, Ronald D. Moore

Dir Patrick Stewart

4 - 26 *REDEMPTION (PART 1)*

Stardate: 44995.3 Worf must choose between his people and the Federation when a civil war threatens to destroy the Klingon Empire.

Wr Ronald D. Moore

Dir Cliff Bole

5 - 1 *REDEMPTION (PART 2)*

Stardate: 45020.4 Picard suspects a Romulan influence in the recent Klingon civil war, and must force the Federation to intervene before the Empire collapses.

Wr Ronald D. Moore

Dir David Carson

5 - 2 *DARMOK*

Stardate: 45047.2 Picard must find a way to communicate with the Tamarians who, he learns, speak entirely in metaphors from mythology. In an effort to bring them closer, the Tamarian Captain beams himself and Picard onto a planet inhabited by a dangerous beast.

Wr Joe Menosky

Dir Winrich Kolbe

5 - 3 *ENSIGN RO*

Stardate: 45076.3 Picard exposes a planned genocidal attack on the Bajorans with the help of a new officer, Ensign Ro Laren.

Wr Michael Piller

Dir Les Landau

5 - 4 *SILICON AVATAR*

Stardate: 45122.3 Picard attempts communications with the Crystalline Entity - a life form responsible for hundreds of deaths throughout the Alpha Quadrant. However, a scientist on board the Enterprise to advise them has plans of her own.

Wr Jeri Taylor

Dir Cliff Bole

5 - 5 *DISASTER*

Stardate: 45156.1 A natural disaster leaves Troi in command of the Enterprise, Picard stuck in a turbo lift with three small children, and Keiko O'Brien stuck in Ten-Forward giving birth with the help of an anxious Worf.

Wr Ronald D. Moore

Dir Gabrielle Beaumont

5 - 6 *THE GAME*

Stardate: 45208.2 An addictive game is distributed among the crew of the Enterprise, however, it appears that this game interferes with a person's logic and reason, which leaves the crew open to manipulation. Only a young Ensign and a vacationing Wesley Crusher are able to think for themselves, and must find a way to reverse the damage before the ship falls into the wrong hands.

Wr Brannon Braga

Dir Corey Allan

5 - 7 *UNIFICATION (1-2)*

Ambassador Spock has disappeared and intelligence finds him on Romulus. Captain Picard is sent to Romulus to find Spock. Meanwhile Riker and the rest of the crew investigate the fragments of a Vulcan ship discovered in the wreck of a Ferengi vessel.

Wr Jeri Taylor

Dir Les Landau

5 - 8 *A MATTER OF TIME*

Stardate: 45349.1 While on a mission to help a planet recently struck by an asteroid, the Enterprise is paid a visit by a man who claims to be from the future.

Wr Rick Berman

Dir Paul Lynch

5 - 9 *NEW GROUND*

Stardate: 45376.3 Worf's son, Alexander, unexpectedly arrives on the Enterprise to visit his father. However, Alexander wants to stay permanently.

Wr Grant Rosenberg

Dir Robert Scheerer

5 - 10 *HERO WORSHIP*

The Enterprise investigates the cause of an explosion which destroyed a small ship and its entire crew, except for a small boy.

Wr Joe Menosky

Dir Patrick Stewart

5 - 11 *VIOLATIONS*

Stardate: 45419.3 While escorting a group of telepaths, crew members on board the Enterprise suddenly start to slip into comas.

Wr Pamela Gray, Jeri Taylor

Dir Robert Wiemer

5 - 12 *THE MASTERPIECE SOCIETY*

Stardate: 45470.1 A natural disaster in the core of a system's sun threatens to destroy a colony of genetically engineered people on an otherwise desolate planet. However, the crew's intervention may cause more harm than good.

Wr Adam Belanoff, Michael Piller

Dir Winrich Kolbe

5 - 13 *CONUNDRUM*

Stardate: 45494.2 An energy beam suppresses the memories of everyone on board the Enterprise. While the crew attempts to figure out who they are, a new first officer is planted on board, and information is planted in the ship's computer that claims the Federation is at war with another species.

Wr Barry M. Schkolnick

Dir Les Landau

5 - 14 *POWER PLAY*

Stardate: 45571.2 While en route to the source of a subspace distress signal coming from a desolate moon, Data, Troi and O'Brien take over the bridge and force the ship to change course.

Wr Herbert Wright, Brannon Braga, René Balcer

Dir David Livingston

5 - 15 *ETHICS*

Stardate: 45587.3 When Worf is paralysed in an accident he must undergo drastic back surgery. However, this experimental technique may cost him his life.

Wr Ronald D. Moore

Dir Chip Chalmers

5 - 16 *THE OUTCAST*

Stardate: 45614.6 While investigating the disappearance of a J'naii shuttlecraft, the crew finds reason to believe the missing ship is stranded in an abnormal pocket called "null space." Riker and Soren, a member of the J'naii race, begin preparing to rescue the craft, and the two strike up a friendship. Their relationship develops quickly as the pair question each other about mating habits, since the J'naii are androgynous and do not identify themselves as either male or female. Despite this difference, sparks begin to fly between them.

Wr Jeri Taylor

Dir Robert Scheerer

5 - 17 *CAUSE AND EFFECT*

Stardate: 45652.1 While exploring the Typhon Expanse, the Enterprise is caught in a temporal loop in

which they are repeatedly destroyed while colliding with another starship.

Wr Brannon Braga

Dir Jonathan Frakes

5 - 18 *THE FIRST DUTY*

Stardate: 45703.9 Wesley is involved in a cover-up at Starfleet Academy when a cadet is killed and five shuttles are destroyed during a forbidden manoeuvre performed by Starfleet Academy's best cadets.

Wr Paul Lynch

Dir Ronald B. Moore, Naren Shankar

5 - 19 *COST OF LIVING*

Stardate: 45733.63 Deanna's mother pays a surprise visit to the Enterprise with even more surprising news: She plans to marry a man she has never met. After destroying an asteroid, the ship becomes infected with parasites that eat away at the ship's hull.

Wr Peter Allan Fields

Dir Winrich Kolbe

5 - 20 *THE PERFECT MATE*

Stardate: 45761.3 The Ferengi try to abduct an empathic Metamorph who could bring peace between two warring worlds.

Wr Gary Percante, Michael Piller

Dir Cliff Bole

5 - 21 *IMAGINARY FRIEND*

Stardate: 45832.1 While exploring a strange form of energy in a region of space, a little girl's imaginary friend becomes real and places the Enterprise in great danger.

Wr Edithe Swensen, Brannon Braga, Ron Wilkerson

Dir Gabrielle Beaumont

5 - 22 *I, BORG*

Stardate: 45832.1 An injured Borg is discovered and brought back to the Enterprise where he is 'repaired' by Dr. Crusher and befriended by Geordi, who names him "Hugh." Soon, Hugh starts showing signs of individuality while Picard must choose between destroying him or returning him to the collective.

Wr René Echevarria

Dir Robert Lederman

5 - 23 *THE NEXT PHASE*

Stardate: 45092.4 While the Enterprise helps a Romulan science vessel, an accident occurs which forces Geordi LaForge and Ro Laren slightly out of "phase," causing them to become undetectable to everyone but each other. As a result, the crew thinks they are dead and make arrangements for their funerals, even though they are closer than the crew realise.

Wr Ronald D. Moore

Dir Robert Lederman

5 - 24 *THE INNER LIGHT*

Picard is struck by an energy beam from an alien probe, which renders him unconscious and places him in the life of a citizen on the planet Kataan, with his memory of the Enterprise intact.

Wr Peter Allan Fields, Morgan Gendel

Dir Peter Lauritson

5 - 25 *TIME'S ARROW (PART 1)*

Stardate: 45959.1 Data's head is uncovered in an archaeological dig on Earth, where evidence is also found that aliens may have been on Earth as early as the 19th Century. Using modified technology, an away team follows Data into the late 1890s to investigate.

Wr Joe Menosky, Michael Piller

Dir Les Landau

6 - 1 *TIME'S ARROW (PART 2)*

Stardate: 46001.3 The away team's investigations are hampered by a nosy Samuel Clemens. Picard discovers that he originally met Guinan in the 1890s on Earth.

Wr Jeri Taylor

Dir Les Landau

6 - 2 *REALM OF FEAR*

Stardate: 46041.4 Lt. Barclay's fear of using transporters is eerily justified when he sees bizarre aliens within the transporter beam.

Wr Brannon Braga

Dir Cliff Bole

6 - 3 *MAN OF THE PEOPLE*

Stardate: 46071.6 Deanna becomes attracted to an alien ambassador. Shortly thereafter, she starts aging rapidly and becoming violent.

Wr Frank Abatemarco

Dir Winrich Kolbe

6 - 4 *RELICS*

Stardate: 46125.3 Montgomery 'Scotty' Scott is discovered suspended in a transporter beam 75 years after he disappeared. After the Enterprise crew re-materialise him, he has a hard time adjusting to the new future.

Wr Ronald D. Moore

Dir Alexander Singer

6 - 5 *SCHISMS*

Stardate: 46154.2 Members of the Enterprise crew start suffering from a strange form of tiredness and no recollection of having slept well the night before.

Wr Brannon Braga, Ron Wilkerson

Dir Robert Wiemer

6 - 6 *TRUE Q*

Stardate: 46192.3 A young intern visiting the Enterprise captures the interest of Q when she starts displaying Q-like powers.

Wr René Echevarria

Dir Robert Scheerer

6 - 7 *RASCALS*

A transporter accident transforms Picard, Ro Laren, Guinan and Keiko O'Brien into small children who appear to be about 12 years old. Matters become complicated when the Ferengi seize the Enterprise.

Wr Allison Hock

Dir Adam Nimoy

6 - 8 *A FISTFUL OF DATAS*

Stardate: 46271.5 Worf and his son, Alexander, become trapped in the holodeck when their Wild West program malfunctions. However, they must find a way to defeat the holographic bandits who have Data's appearance and abilities.

Wr Robert Hewitt Wolfe, Brannon Braga

Dir Patrick Stewart

6 - 9 *THE QUALITY OF LIFE*

Stardate: 46315.2 Data discovers that the maintenance robots built by Dr. Farallon may have become sentient.

Wr Naren Shankar

Dir Jonathan Frakes

6 - 10 *CHAIN OF COMMAND (1-2)*

Stardate: 46357.4 Picard is pulled from his post as captain of the Enterprise to lead a top-secret espionage mission into Cardassia with Worf and Dr. Crusher.

Wr Ronald D. Moore

Dir Robert Scheerer

6 - 11 *SHIP IN A BOTTLE*

Stardate: 46424.1 While performing holodeck maintenance, Barclay accesses the stored hologram of Professor Moriarty, who wreaks havoc on board the Enterprise.

Wr René Echevarria

Dir Alexander Singer

6 - 12 *AQUIEL*

Geordi falls in love with a lieutenant who is the prime suspect in a murder case.

Wr Brannon Braga, Ronald D. Moore

Dir Cliff Bole

6 - 13 *FACE OF THE ENEMY*

Stardate: 46519.1 Troi is abducted and surgically altered by the Romulans as part of a ploy to smuggle intelligence operatives into the Federation.

Wr Naren Shankar

Dir Gabrielle Beaumont

6 - 14 *TAPESTRY*

Stardate: Unknown Picard is mortally wounded, and arrives in the afterlife, only to be welcomed by Q. Picard regrets decisions he had made earlier in his life that led to his eventual death, and Q offers him a second chance.

Wr Ronald D. Moore

Dir Les Landau

6 - 15 *BIRTHRIGHT (1-2)*

Stardate: 46578.4 While visiting Deep Space Nine, Worf learns that his father is still alive and being held captive in a secret Romulan prison camp.

Wr Brannon Braga

Dir Winrich Kolbe

6 - 16 *STARSHIP MINE*

Stardate: 46682.4 The crew evacuates the Enterprise when the ship needs to be cleaned of particles that have built up over the ship's hull. However, Picard accidentally stumbles over a terrorist group who are stealing highly toxic and instable waste matter from the Enterprise's engines. He only has a short time to stop their attempts before the ship is swept by a beam of radiation to remove the particles that is lethal to all forms of life.

Wr Morgan Gendel

Dir Cliff Bole

6 - 17 *LESSONS*

Stardate: 46693.1 Picard must choose between love and command when he must make a decision that could place the woman he loves in a potentially deadly and high-risk mission.

Wr Ronald Wilkerson, Jean Louise Matthias, Ron Wilkerson

Dir Robert Wiemer

6 - 18 *THE CHASE*

Stardate: 46731.5 Picard's old archaeology professor is found murdered, the crew try to complete his research. Soon, the crew must compete with Romulans and Klingons and Cardassians to uncover the truth behind his discoveries.

Wr Joe Menosky

Dir Jonathan Frakes

6 - 19 *FRAME OF MIND*

Stardate: 46778.1 Riker questions his sanity when his reality seems to shift between an alien psychiatric hospital and a play he is performing with other members of the crew.

Wr Brannon Braga

Dir James L. Conway

6 - 20 *SUSPICIONS*

Stardate: 46830.1 Dr. Crusher puts her career on the line when she tries to clear the name of a murdered scientist whose invention could allow starships to pass through a sun's corona.

Wr Joe Menosky, Naren Shankar

Dir Cliff Bole

6 - 21 *RIGHTFUL HEIR*

Stardate: 46852.2 While on a quest to summon a vision of Kahless, Worf questions his faith when the real Kahless rises from the dead to lead the Empire.

Wr Ronald D. Moore

Dir Winrich Kolbe

6 - 22 *SECOND CHANCES*

Stardate: 46915.2 Riker discovers that eight years ago an exact duplicate of him was created when he beamed through a planet's surface while returning to his starship. This double has been on the planet for the past eight years and still has romantic feelings for Troi.

Wr René Echevarria

Dir LeVar Burton

6 - 23 *TIMESCAPE*

Stardate: 46944.2 Picard, Geordi, Troi and Data return from a Federation conference to find the Enterprise frozen in time and under attack from a frozen Romulan Warbird.

Wr Brannon Braga

Dir Adam Nimoy

6 - 23 *DESCENT (PART 1)*

Stardate: 46982.1 The Borg return to threaten the Federation. However, they are now exhibiting all indications that they function as individuals and not as a collective mind. Also, Data experiences a disturbing facet of human emotions, including anger at being attacked by a Borg drone and feeling pleasure after killing it.

Wr Ronald D. Moore

Dir Alexander Singer

7 - 1 *DESCENT (PART 2)*

Stardate: 47025.4 Data abducts Picard, Troi and Geordi and holds them prisoners of the Borg, while he derives pleasure from being evil. Dr. Crusher is left in command of the Enterprise as it comes under attack from a Borg vessel.

Wr René Echevarria

Dir Alexander Singer

7 - 2 *LIASIONS*

Stardate: Unknown During an exchange program with a different culture, Picard's shuttle crashes on an unknown planet where he is rescued by the sole survivor of another crash.

Wr Jeanne Carrigan-Fauci, Lisa Rich

Dir Cliff Bole

7 - 3 *INTERFACE*

Stardate: 47215.5 Geordi defies direct orders from Captain Picard in an attempt to rescue his mother who had recently been reported as missing.

Wr Joe Menosky

Dir Robert Wiemer

7 - 4 *GAMBIT (1-2)*

Stardate: 47135.2 An away team investigates the apparent death of Jean-Luc Picard who was supposedly killed in a bar fight. When Riker is abducted by a band of criminals who loot archaeological digs, he is shocked to find Picard alive and well, and undercover as a renegade archaeologist.

Wr Naren Shankar

Dir Peter Lauritson

7 - 5 *PHANTASMS*

Stardate: 47225.7 Data's new dream subroutine causes him to experience nightmares which provide a unique insight into strange events that are occurring on board the Enterprise.

Wr Brannon Braga

Dir Patrick Stewart

7 - 6 *DARK PAGE*

Stardate: 47254.1 Lwaxana Troi collapses with a repressed memory related illness. Her only chance for survival is if Deanna can probe her subconscious and find out what is killing her. However, the secret Lwaxana holds is deeper than Deanna imagined.

Wr Hilary J. Bader

Dir Les Landau

7 - 7 *ATTACHED*

Stardate: 47304.2 While on a diplomatic mission, Dr. Crusher and Picard are captured and imprisoned.

As a result, they are linked together via a telepathic device.

Wr Nick Sagan

Dir Jonathan Frakes

7 - 8 *FORCE OF NATURE*

Stardate: 47310.2 The Enterprise is drawn to a region of space where many starships have been mysteriously disabled. They soon learn that a brother and sister team has been working together to bring attention to the fact that frequent high-warp travel is damaging the very fabric of space/time.

Wr Naren Shankar

Dir Robert Lederman

7 - 9 *INHERITANCE*

Stardate: 47410.2 Data is disturbed by the claims of a woman who says she is Noonien Soong's ex-wife.

Wr Dan Koeppel, René Echevarria

Dir Robert Scheerer

7 - 10 *PARALLELS*

Stardate: 47391.2 Worf returns from a Klingon competition to find that he is shifting through different realities.

Wr Brannon Braga

Dir Roert Wiemer

7 - 11 *THE PEGASUS*

Stardate: 47457.1 Riker is reunited with Admiral Pressman, his former captain, when Pressman wants the Enterprise to find his missing ship, the Pegasus. However, Riker's loyalties are tested when he's asked to keep the true nature of the mission secret from Picard, as it could destroy the peace treaty between the Federation and the Romulans.

Wr Ronald D. Moore

Dir LeVar Burton

7 - 12 *HOMEWARD*

Stardate: 47423.9 Worf's adoptive brother violates the Prime Directive to save an alien society whose planet is dying.

Wr Naren Shankar

Dir Alexander Singer

7 - 13 *SUB ROSA*

Stardate: Unknown Dr. Crusher attends her grandmother's funeral, and afterward finds out she had been in romantic encounters with a mysterious man who had been haunting the Howard family women for generations.

Wr Brannon Braga

Dir Jonathan Frakes

7 - 14 *LOWER DECKS*

Four Ensigns compete for a promotion. However, some of them are placed on a top-secret mission that can endanger lives.

Wr René Echevarria, Ron Wilkerson

Dir Gabrielle Beaumont

7 - 15 *THINE OWN SELF*

Stardate: 47611.2 Data find himself mysteriously stranded on a planet with no recollection of who he is or how he arrived there. Soon he is accused of spreading a plague among the inhabitants. Meanwhile, aboard the Enterprise Troi takes the bridge officer's test in an attempt to gain the rank of Commander.

Wr Ronald D. Moore

Dir Winrich Kolbe

7 - 16 *MASKS*

Stardate: 47615.2 The Enterprise is slowly transformed into an ancient alien temple when Data discovers an alien archive full of information about an ancient culture. Shortly after opening the archive, Data becomes possessed with several different personalities.

Wr Joe Menosky

Dir Robert Wiemer

7 - 17 *EYE OF THE BEHOLDER*

Stardate: 47622.1 While investigating the mysterious suicide of a crew member, Troi and Worf begin to show romantic feeling towards one another.

Wr René Echevarria

Dir Cliff Bole

7 - 18 *GENESIS*

Stardate: 47653.2 Upon returning from an away mission, Picard and Data find the ship drifting in space, and the crew de-evolving into their animal ancestors.

Wr Brannon Braga

Dir Gates McFadden

7 - 19 *JOURNEY'S END*

Stardate: 47751.2 Under the terms of the new Federation/Cardassian alliance, Picard is ordered to evacuate a colony of Native Americans, but protests from Wesley hamper the process. Wesley's destiny is finally revealed to him when the Traveler returns.

Wr Ronald D. Moore

Dir Corey Allen

7 - 20 *FIRSTBORN*

Stardate: 47779.4 A disinterested Alexander must face his first Rite of Ascension passage, but a mysterious warrior by the name of K'Mtar brings with him a disturbing request.

Wr Christopher Hatton, Ronald D. Moore

Dir Jonathan West

7 - 21 *BLOOD LINES*

Stardate: 47829.1 Picard tries to save his newly-discovered son from the retaliation of a vengeful Ferengi whose only son was killed by Picard during the Battle of Maxia many years before.

Wr Nick Sagan

Dir Les Landau

7 - 22 *EMERGENCE*

Stardate: 47869.2 The Enterprise's computer systems starts having repeated malfunctions, leading the crew to believe that it may be evolving into a new life form.

Wr Joe Menosky

Dir Cliff Bole

7 - 23 *PREEMPTIVE STRIKE*

Stardate: 47941.7 Fresh from Starfleet's Advanced Tactical Training course, Ro Laren is assigned to infiltrate the Maquis. However, over time she begins to sympathize with them, which forces her to choose between her loyalty to the Federation, and her new friends in the Maquis.

Wr René Echevarria

Dir Patrick Stewart

7 - 24 *ALL GOOD THINGS...*

Stardate: 47988.0 Captain Picard is shifting through three time periods: just before the Enterprise-D is sent on its mission to Farpoint station, the present, and 25 years in the future, when Picard has just been diagnosed with Irumadic Syndrome, a degenerative brain disease. Meanwhile, an anomaly appears in the past and present in the Neutral Zone that piques the interest of both Starfleet and the Romulans; the Enterprise is sent to investigate. On the way there, Q finally confirms Picard's suspicion that he is responsible for the time traveling and that the anomaly is related to the shifts. He tells the Captain that the trial of seven years ago never ended and that humanity has been found guilty of being inferior. As punishment, humanity is to be destroyed -- not by the Q continuum, but by Picard himself. Now Picard must discover how he will destroy humanity, and how, or if, he can stop himself.

Wr Ronald D. Moore, Brannon Braga

Dir Winrich Kolbe

STAR TREK: VOYAGER



In the pilot episode, Janeway's ship, the Voyager, is dispatched to search for a Maquis vessel which has disappeared in 'the Badlands', a stretch of space along the demilitarised zone between Federation territory and the Cardassian Empire. The Maquis, introduced in an eponymous Deep Space Nine two-parter, are a group of outlaw Federation resistance fighters opposed to the Cardassian/Federation treaty.

The Voyager finds the Maquis ship, but both vessels are swept up in a strange phenomenon which sends them into the far reaches of the galaxy - so far that, even at warp speeds, it would take nearly 70 years to return. The two diverse crews band together aboard the Voyager to explore this distant part of space and try to find a short-cut home.

Janeway's First Officer is Chakotay formerly captain of the Maquis ship. A Native American who attended Starfleet Academy and became a Lt Commander, Chakotay resigned his position to join the Maquis. Lieutenant Tom Paris comes from a proud family steeped in Starfleet traditions. When the pressures of living up to the family name resulted in tragedy, Paris was given a second chance by Janeway and is determined to prove his worth.

Tuvok, a Vulcan male, is the Starfleet Tactical Officer. A skilful fighter, but with a calm manner, he's the Voyager's peace-keeper. Harry Kim, a youthful Academy graduate, is the Ops/Communication Officer nervous about living up to his own expectations but looking forward to the challenge, while Chief Engineer is B'Elanna Torres, a half-Klingon, half-human woman who quit the Academy to join the Maquis.

There are a couple of new aliens aboard - Neelix, the guide and all-round handyman, who comes from an unexplored galaxy, and his young lover Kes, a member of the Ocampa species, another new race to add to Star Trek's alien almanac. Although she appears as a 20-year-old in human years, in the Ocampa's time-scale she's just one year old!

Completing the cast of regulars is Doc Zimmerman, a hologram programmed with up-to-date medical knowledge and capable of treating any disease or injury. The series quickly introduced a new enemy alien, too - the Kazon, a volatile race split into warring tribes, each of which wants to capture the Federation's superior technology so it can obliterate the others.

Jeri Ryan is also famous for starring in the SF show DARK SKIES. The universe was looking a crowded place as the Star Trek franchise prepared its fourth TV model for launch in 1995. With more than 250 hours of classic Trek and Next Generation already on the road, Deep Space Nine in its third season and Star Trek: Generations to add to the six previous Trek feature films, Voyager needed to make a quick impact. It did so.

The highly publicised departure of actress Genevieve Bujold, who jumped ship after just three days in the captain's chair, nearly left the newest starship stalled in the interstellar driveway, and gave the 'woman driver' wags a field day. But it got the show noticed.

Bujold reportedly found the rigours of the infamous 18-hour Trek days too much of a captain's slog, but with cast and crew locked into a tight schedule, executive producer Rick Berman continued filming on the two-hour, 23-million-dollar pilot while scrambling to find a new captain. Kate Mulgrew - who once starred as Mrs Columbo in the mystery series about the shabby sleuth's wife Kate Loves a Mystery - was cast as Star Trek's newest captain, Kathryn Janeway. While not the first woman to command a Starfleet ship (Next Generation featured several, including Geordi's mother!), Janeway has certainly raised the female profile from the Enterprise's doctor and counsellor.

With DS9 locked in its orbit around Bajor and its wormhole, Star Trek: Voyager is seen as filling the void left by the departing Enterprise for a series that can continue the Trek mission in the outgoing style to which we have become accustomed.

Its main problem however, is that it's just too boring ever to fill that void. Given that the primary aim is for the ship to get home, there's so little progress. Voyager just trundles around its corner of the universe (Kazon space seems pretty big) with neither the plots nor the charismatic characters to convince us that it's better to travel hopefully than to arrive.

The series' third season included the first appearance of classic Trek stars in Voyager, with guest roles for George Takei as Sulu and Grace Lee Whitney as Janice Rand in an episode called Flashback which also has references back to the sixth Trek movie, *The Undiscovered Country*.

The two-hour (less advertising space) pilot was aired in Jan 1995, and written by the executive producers. The series is to follow. The 24th-century Federation starship Voyager commanded by Captain Kathryn Janeway (played by Kate Mulgrew)--the first female captain to be a regular cast member in the various ST series--is swept away 75,000 light years from home by a godlike being known as The Caretaker, while searching for a group of resistance fighters, the Maquis, which has also been kidnapped.

The pilot episode (replaying one of the oldest and tiredest STAR TREK themes) deals with attempts to convince the flawed godlike being that humans have autonomy and can cope very well by themselves, some of the action taking place in a cornball virtual reality resembling a Midwest farmhouse. The remaining series is to deal with attempts to shorten the trip back to Federation space, reckoned to take around 70 years at "warp speed", with Federation crew and outlaws working in uneasy harmony.

The pilot episode suggests that despite cosmetic changes (the tactical/security officer, otherwise resembling Spock, is an Afro-American Vulcan, or looks like one; the captain is female) the ST universe is much the same as ever, and the routine nature of the script, along with the perfunctory special effects, raise serious questions about how much artistic life there may still be in the ST concept despite its continuing popularity. Other continuing characters are to include Robert Beltran as First Officer Chakota (of native American descent), Roxann Biggs-Dawson as B'Ellana Torres (a half-Klingon), Robert Duncan McNeill--one of the better actors--as Lt. Tom Paris, Jennifer Lien as Kes, Ethan Phillips as Neelix (comic relief), Robert Picardo as Doc Zimmerman, Tim Russ as Tuvok (the black Vulcan Tactical/Security Officer) and Garrett Wang as Ops/Comm Officer Harry Kim.

The series is syndicated. This is the third live-action SF tv spin-off, its two predecessors being STAR TREK: THE NEXT GENERATION and STAR TREK: DEEP SPACE NINE. At the beginning of the fourth season the series was joined by Jeri Ryan who played borg 7 of 9, the character managed to bring back life and interest in the show. The fourth season however also saw the departure of Jennifer Lien's, Kes.

During the mid 1970's, a time when all that existed of Star Trek was the original live action series and its animated spin off. Gene Roddenberry was attempting to find some means to bring his creation back to life. Although at the time Paramount studios had no real idea what a profitable franchise Star Trek was. the studio did think the idea of bringing Star Trek back might make some money. In 1977 it was announced that Star Trek would return as a new TV series with almost, all of the original cast returning to their roles. This new Star Trek series would not be on any of the three existing TV networks, but instead would be used as the flagship programme of a new fourth network which Paramount hoped to form. To start things off this new network would have one night of programming a week, which would consist of an episode of Star Trek and the television debut of a Paramount theatrical film. Sets were built for the series and a dozen or so scripts were written. However when Star Wars came out in the theatres and began setting all types of box office records, plans for a Star Trek TV series were abandoned and the project was turned into a more profitable theatrical film, which was released in 1979.

The idea of a Paramount TV network was not abandoned. In 1994, Star Trek had proven itself as a money making machine. Six theatrical films had been made featuring the original cast. The first Star Trek spin off series, Star Trek the Next Generation was in its seventh and final season in syndication. with plans for a theatrical film to be made with the series cast when the series wrapped up. The second spin off series.

Star Trek Deep Space Nine, also had proven itself a success in syndication. Plans were in the making for a third Star Trek spin off. Star Trek Voyager. Unlike Star Trek: The Next Generation and Star Trek Deep Space Nine. Star Trek Voyager would not be released into syndication, instead it would be the flagship programme for the new United Paramount Network (UPN), which would be launched in January 1995 with two nights of programming. (This new network is either the 5th or 6th depending on how you count since Warner Brothers at about the same time announced their new WB network. Both of these new networks faced the problem that there were not enough stations in the country for there to be a UPN or a WB station in every city. FDX reaches 90% of the country and the best a fifth network could hope for would be 50%, To appease the many Star Trek fans who lived in areas without UPN stations. Paramount syndicated the series in those cities.) Like both STAR TREK : THE NEXT GENERATION and STAR TREK : DEEP SPACE NINE.

Star Trek Voyager was set in the 24th century. Situations and events set up in both these earlier series helped form the basics for Star Trek Voyager. Previously a group of Federation citizens known as the Maquis had been established. The Maquis were Federation colonists who found themselves in the unfortunate position of suddenly living in Cardassian space. As part of a treaty made between the Federation and the Cardassians which set up a new border, several worlds which contained Federation colonies were now in Cardassian space as well as several worlds with Cardassian colonies now in Federation space. The Federation colonists did not like their new-found lot in life and decided to fight the Cardassians in order to prevent being ruled by them. The Federation branded them all criminals and set out to stop them before the Cardassians killed them.

The starship Voyager, under the command of Captain Kathryn Janeway, was sent out from Deep Space 9 to track down a particular group of Maquis that had been infiltrated by Tuvok, Voyager's head of security. The Maquis ship had vanished without a trace. While tracing the Maquis' ship's final known course, the Voyager encountered an unknown phenomena, which catapulted the ship 70,000 light years away into the uncharted Gamma Quadrant. Arriving in the Gamma quadrant the Voyager discovers that the Maquis ship is also there and has been brought there by the mysterious Caretaker who has brought them (and others before them) there in the hope of finding someone to take over his payment of the debt the can never be repaid.

The repayment involves protecting a race of beings known as the Ocampa. During the course of the crew's first adventure in the Gamma quadrant, several crew members are killed, the Marquis ship is destroyed, enemies are made of an alien race known as the Kazon and the Caretaker dies shortly before all of his equipment is destroyed. This strands the Voyager crew and the Maquis crew 70,000 light years away from Federation space with only one ship, the Voyager. The two crews which started out as adversaries are forced to learn to cooperate in order to survive.

To help smooth relations between the two crews, Captain Janeway wisely appoints the Maquis leader Chakotay as a replacement for her dead first officer Chakotay is an American Indian and a graduate of Star Fleet Academy and has knowledge as to the workings of a Federation Starship. One other member of the Marquis crew is also appointed to replace a dead department head on Voyager. B'Elanna Torres becomes Voyager's new chief engineer. Torres had been enrolled in StarFleet Academy, however she did not graduate. Being half Klingon and half human, the bad temper of her Klingon side tends to get out of control.

Other regular crew members consist of: Tuvok, the ship's Vulcan head of security who has been a long time friend of Captain Janeway's. Lt Paris, the hotshot bad boy helmsman who had been serving time in a penal colony until Captain Janeway got him out for the mission. Paris had previous dealings with Chakotay, which left a feeling of animosity between them.

Ensign Harry Kim, an enthusiastic officer who is on his first assignment, since graduating from Star Fleet Academy. Voyager's doctor along with the rest of the ship's medical staff had all been killed. Medical duties are thrust upon the ship's emergency medical hologram, who becomes known simply as the Doctor. The Doctor was programmed with all the medical knowledge of the best experts from Star Fleet. This knowledge however appears to be lacking in bedside manner, causing the Doctor to behave rudely towards his patients. He also does not like his current predicament. He had been designed to assist with the ship's regular medical staff in times of emergency but is now the sole medical provider on the ship.

Two aliens from the Gamma Quadrant became the members of the Voyager crew during the first episode, Neelix is a Talaxian who became the ship's morale officer and chef. He fancies himself quite an adventurer. a claim which is mostly boasting. His girlfriend Kes came with him. Kes is an Ocampa, a member of the race the Caretaker was protecting. Members of her race live an average of only 9 years, she was 2 years old when she arrived on Voyager. Soon after arriving on Voyager, Kes began studying medicine under the Doctor, so that someone on Voyager can be able to render medical assistance in areas where the Doctor can not go. The Doctor can not leave the ship and is limited to the sickbay and the holodeck on the ship.

Since Voyager is in an unexplored quadrant of the galaxy, none of the traditional Star Trek villains such as the Romulans or Cardassians are present. The ongoing adversary for the Voyager and her crew are the Kazon. The Kazon are a warrior race consisting of many factions who are at odds with one another The Kazon are technologically behind the Federation. They lack such equipment as the transporter which they hope to get from Voyager. Although their ships are inferior to Voyager, they have the strength of numbers. One of the Kazon sects also has the aid of Seska, a former lover of Chakotay's who turned on her crew and joined the Kazon.

Executive producers for the series were Rick Berman, Michael Piller and Jeri Taylor. Producers for the series Merri Howard, Peter Lauritson and Brannon Braga and Joe Meonsky from season four, the theme was created by Jerry Goldsmith. The series premiered in the UK on the 22nd October 1995 on Sky One. The supervising producer was David Livingstone and co-producer was J. P. Farrell. Michael Piller also became the shows

creative consultant from season four onwards.

Guest stars in the series include Armin Shimmerman (STAR TREK : DEEP SPACE NINE, BUFFY : THE VAMPIRE SLAYER), Jerry Hardin (THE X FILES), Carolyn Seymour (SURVIVORS), Aron Eisenberg (STAR TREK : DEEP SPACE NINE), Dwight Schultz, Alan Scarfe (MYSTERIOUS ISLAND, SEVEN DAYS), Jonathan Frakes (STAR TREK : THE NEXT GENERATION), Anthony De Longis, George Takei (STAR TREK), Grace Lee Whitney (STAR TREK) and Ed Begley Jr. (MEEGO).

The line producer was Brad Yacobian, the editor was Darly Baskin, the director of photography was Marvin V. Rush, ASC and the production designer was Richard D. James, make up designer and supervisor was Michael Westmore. The music was by Dennis McCarthy, David Bell and Jay Chattaway.

Boldly going where Star Trek didn't go before (i.e. a fourth season), Star Trek: Voyager's fifth season outing has proven against all odds that there's still life in the old franchise yet. Of course, Season Three's finale ensured that things would get off to a flying start with Scorpion, Part 2, but no one would have guessed that this level of interest would be maintained across all 26 episodes. Further-more, nobody would have believed that a member of the Borg Collective would actually prove to be the best reason to tune in each week. Yes, Jeri Ryan's recruitment as the sexy Seven of Nine certainly spiced things up on the show, providing the writers with plenty of opportunity for antagonism between the crewmembers. Of course, Jeri's ascension has been at the expense of others, with Neelix and Harry Kim getting very little to do this year (something that will be remedied in Season Five). Nevertheless, everyone got their opportunity to shine in the epic two-parters Year of Hell and The Killing Game, the latter providing a satisfactory conclusion to the innovative Hirogen story arc.

Season Six: Discounting B'Elanna, the Klingons make their first Voyager appearance in Barge of the Dead, which features the most expensive Trek set to date. Executive producer Brannon Braga admits that nearly lost Kate Mulgrew, "There was a scary moment when I didn't know whether we would get her back. Kate feels it's time to take her character to another level." So Braga is to give her a love interest, "It'll probably be with an alien or a hologram. After six years alone, she needs this." Other plots include a trio of Borg breaking away from the Collective causing problems for Seven of Nine, a new twist on a Time paradox idea, a comedy in which an alien race taps into the fantasies of the Doctor and guest appearances from Troi (Marina Sirtis) and Barclay (Dwight Schultz) in December 1999 and other from the World Wrestling Federation.

"Obviously we'll revisit the Borg and the Klingons, but there's a point when too much of that gets kind of silly. That said, I guess the reason that I'm still here is a combination of being able to get along with the producers and the other writers in an environment that can be very tense and being able to think on my feet, work in the Voyager realm, generate ideas and, in some ways as a muse for other writers. Even though an episode may say 'Written by so-and-so', we're all involved in the process during the story-breaking sessions."

Fuller's own trek to Star Trek is not an unfamiliar story to those who follow the show closely. After trying his hand at a few speculative scripts, Fuller attended a writer's workshop at a Creation convention in Pasadena, California. Now clued into the ins and outs of penning teleplays for Trek, Fuller gave it a shot and ultimately sold two ideas to the producers of Deep Space Nine. The episodes Between the Darkness and the Light and Empok Nor emerged from his pitches. Later, when the Voyager staff realized that it needed writers, Fuller's efforts paid dividends. He was called in to help write out Kes (Jennifer Lien), but time constraints meant that Joe Menosky handled the task of offing the Ocampa. Fuller's foot was in the Voyager door, however, and he soon blasted it wide open, earning his first solo teleplay credit for The Raven (with Fuller and Harry Doc Kloor receiving 'Story by' status).

"I'd always really liked Star Trek," Fuller notes, speaking from his office on the Paramount Pictures lot. "I don't have a Klingon uniform in my closet, but I liked Star Trek a lot. I got into Trek around the fourth or fifth season of The Next Generation. I thought, 'Oh, this is really cool'. Then, I really got into Deep Space Nine. I thought Deep Space Nine was wonderful. And then Voyager came along, and I thought they were doing a fine job with that, too. The first two seasons of Voyager I wasn't that into it because it seemed that it was just Next Generationesque. I didn't think that was necessarily "By the third season they were doing more interesting stories and working more with the premise of the ship and the crew being out there and isolated. Janeway [Kate Mulgrew] started to become more of an interesting character, sort of a wild card who's a Starfleet captain, but one who realizes that the Prime Directive doesn't necessarily hold rigid in the Delta Quadrant. Anyway it's very bizarre for me. I've gotten used to being a professional writer out every day, several times a day, it still occurs to me that, 'Oh, my God, I'm writing for Star Trek'. How cool is that?"

On the wings of The Raven, Fuller jumped on board as a Voyager staffer and subsequent episodes he either penned or co-penned (often in collaboration with Nick Sagan or Michael Taylor) include Mortal Coil, Retrospect, Living Witness, Drone, Gravity, Bride of Chaotica!, Course: Oblivion, Juggernaut, Relativity, Barge of the Dead, Alice, One Small Step and Spirit Folk.

Looking back over his Voyager oeuvre to date, Fuller has his favourites. "I thought that The Raven worked on several different levels," he says, quietly adding that Alice and Retrospect are his least preferred outings. "It was more a Seven of Nine [Jeri Ryan] backstory episode. You see this imperious woman who walks down the hall thinking that she's better than everyone else and then you realize that there was a tragic beginning to that character. So that was a neat story to tell, to show that this ice woman has some weight, that who she was intended to be and her identity were completely taken away from her.

"I loved Mortal Coil. I think that was my most successful episode, from beginning to end. It worked. It delivered the premise. It had a concept, facing death, that I think a lot of people could relate to. Religion is something that will forever fascinate me. Consequently Mortal Coil and Barge of the Dead have been my favourite episodes that I've done.

"I think Barge of the Dead worked up to act five, where I don't think we quite delivered the concept of Torres (Roxann Dawson) creating her own hell every day of her life by being such a bitch. I don't think it was quite delivered. It was kind of muddled and confusing. The original version was slam-bang and it ended with Torres really embracing her Klingon heritage, whereas the ending as it stands now is a little more ambiguous. I still think it's effective, but it's a different episode and wasn't sold as well as we could have sold it because [the fifth act] was sort of a last minute change."

Last minute changes, of course, are nothing new for Voyager or, for that matter, any other TV show. Still, several of the writers who've beamed off Voyager have griped that the limitations imposed on them were too extreme. Despite the fact that Star Trek creator Gene Roddenberry died nearly a decade ago, franchise guardian Rick Berman had considered it his ongoing mission to expand the franchise while remaining as true as possible to the foundation that Roddenberry built. Thus, for better and for worse, audiences have been treated to Trek shows with humanoid aliens (all of which must have eyes) and a relative lack of sex, religion and violence, especially as compared to other current Sci-Fi series.

Nipped in the bud "You know it's not horrifyingly limiting," argues Fuller, who has toiled on several episodes that were ultimately shot down, including one in which he killed off Ensign Wildman (Nancy Hower). "And it's usually limiting for good reason. I'll use the Wildman episode as an example. Even when we were breaking that and I was writing the first incarnation of it, I was like, 'Oh, my God, I can't believe they're letting me do this. I'm going to be killing this young mother. She's going to come back from the dead and try to kill her daughter [Scarlett Pomers and Naomi Wildman]. Wow! This is some dark-dark, morbid stuff.' I knew on some level that it was a matter of time before it was nipped. It just went through so many versions before we got nipped.

"There is some stuff I'd like to do that's a little more dark, a little more broad. My senses are very much skewed toward a melding of Sci-Fi and Horror. I love it when Sci-Fi and Horror can meet. The Alien series, at least the first and second Alien films, would be the ultimate examples of what Sci-Fi and Horror [together] can do, and I'd love to do more of the spooky, freaky, eerie stuff. But Voyager is a family show, it's not a show I created.

It's not a show for which I chose the demographics. So I, as a professional writer, have to work within those boundaries. And I do that very happily. It's part of the learning experience. It's not a bad thing to try to push the envelope, but you have to realize when you've gone beyond the boundaries of Voyager and pull it back " Anyone who ever speaks with writers discovers that each one most enjoys a different phase of the process. Some relish the instant an idea pops into their head, while others love story-breaking sessions. Some like to stand on the stage and watch actors breathe life into their words and others most prefer to watch dailies, the assembled rough cut of a given episode (called an on-line) or the sweetened version that reaches the living rooms of viewers. Fuller prefers watching the on-line version.

"That's when it's all cut together, but there are no sound effects and no special effects," he says. "When you watch dailies, you can tell if the performances are on the money, which they almost always are with our cast. You can tell if the directing is as good as it can be, if that angle will cut together with the single shot, if that two-shot will go with that master. When you watch the finished product, you don't have to worry about any of that. You can sort of sit back and enjoy it for what it is. And without the sound effects and special effects, you can see if the writing, acting and directing delivered the concept. I also like to watch the version people see at home because the Star Trek fan in me likes to see that."

Fuller's phone has buzzed several times during this conversation and it does so again now. This time, Fuller groans audibly. He's got to head into a meeting. And so the discussion ends with a few quick thoughts about the end of Voyager, about whether or not the ship should be brought home. Fuller points out that if the ship got home, Janeway would probably not be disciplined, as she managed to bring two crews together and keep them together for seven years. As for those crewman who were Maquis rebels, including Chakotay (Robert

Beltran), Paris (Robert Duncan McNeill), Fuller figures that they'll get off with reprimands. After all, they were ultimately right about the Cardassian threat and they helped Janeway and the others survive their adventures in the Delta Quadrant. "It would be nice to bring them all back with enough time to develop the effects of getting home," Fuller concludes "And then I'd like to send them all out of another wonderful journey Academy of Science Fiction, Fantasy and Horror Films.

Best Genre TV Actress - Star Trek: Voyager - Kate Mulgrew (1998)

Emmy Awards

Best Special Effects - Star Trek: Voyager - "Dark Frontier" - (1999)

Outstanding Individual Achievement in Music Composition for a Series (Dramatic Underscore) - Nominated - "Star Trek: Voyager" (1995) - Dennis McCarthy - for episode "Heroes & Demons". (1995)

Outstanding Individual Achievement in Music Composition for a Series (Dramatic Underscore) - Nominated - Star Trek: Voyager - Caretaker (1995) (TV) - Jay Chattaway (1995)

Outstanding Individual Achievement in Hairstyling for a Series - Nominated - Star Trek: Voyager - Caretaker (1995) (TV) - Josée Normand, Patricia Miller, Shawn McKay, Karen Asano-Myers, Dino Ganziano, Rebecca De Morrio, Barbara Kaye Minster, Janice D. Brandow, Gloria Ponce, Caryl Codon-Tharp, Katherine Rees, Virginia Kearns, Patricia Vecchio, Faith Vecchio, Audrey Levy (1995)

Outstanding Individual Achievement in Graphic Design and Title Sequences - Nominated - "Star Trek: Voyager" (1995) - Dan Curry (title designer), John Grower (effects and animation supervisor), Erik Tiemens (storyboard/design), Eric Guaglione (animation supervisor) (1995)

Outstanding Individual Achievement - Special Visual Effects - Winner: Star Trek: Voyager - Caretaker (1995) (TV) - Dan Curry (visual effects producer), David Stipes (visual effects supervisor), Michael Backauskas (visual effects co-ordinator), Joe Bauer (visual effects co-ordinator), Edward L. Williams (visual effects co-ordinator), Scott Rader (visual effects compositing editor), Don Greenberg (visual effects compositing editor), Adam Howard (visual effects animator), Don Lee (digital colorist and compositor), Robert Stromberg (matte artist), John F.K. Parenteau (computer animation), Joshua D. Rose (computer animation), Joshua Cushner (motion control camera)- (1995)

Outstanding Individual Achievement in Main Title Theme Music - Winner: "Star Trek: Voyager" (1995) - Jerry Goldsmith (composer) (1995)

Outstanding Individual Achievement in Costume Design for a Series - Nominated - Star Trek: Voyager - Caretaker (1995) (TV) - Robert Blackman (costume designer) - (1995)

Outstanding Individual Achievement in Cinematography for a Series - Nominated - "Star Trek: Voyager" (1995) - Marvin V. Rush (cinematographer) - For episode "Heroes And Demons". (1995)

Outstanding Individual Achievement in Makeup for a Series - Nominated - "Star Trek: Voyager" (1995) - Michael Westmore (supervising makeup artist), Greg Nelson, Scott Wheeler, Tina Hoffman, Mark Shostrom, Gilbert A. Mosko, Michael Key, Barry R. Koper, Natalie Wood, Bill Myer For episode "Faces". (1995)

Outstanding Individual Achievement in Hairstyling for a Series - Nominated - "Star Trek: Voyager" (1995) - Barbara Kaye Minster, Karen Asano-Myers, Laura Connolly, Suzan Bagdadi - For episode "Persistence of Vision". (1996)

Outstanding Individual Achievement in Makeup for a Series - Winner: "Star Trek: Voyager" (1995) - Michael Westmore, Greg Nelson, Scott Wheeler, Tina Hoffman, Mark Shostrom, Gilbert A. Mosko, Ellis Burman, Steve Weber, Brad Look - For episode "Threshold". (1996)

Outstanding Individual Achievement in Hairstyling for a Series - Winner: "Star Trek: Voyager" (1995) - Josée Normand (key hairstylist), Suzan Bagdadi, Karen Asano-Myers, Monique Brandt, Charlotte Gravenor, Jo Ann Phillips, Frank Fontaine, Diane Pepper - For episode "Fair Trade". (1997)

Outstanding Individual Achievement in Costume Design for a Series - Nominated - "Star Trek: Voyager" (1995) - Robert Blackman - For episode "False Profits". (1997)

Outstanding Hairstyling for a Series - Nominated - "Star Trek: Voyager" (1995) - Josée Normand, Charlotte Gravenor, Viviane Normand, Gloria Montemayor, Chris McBee, Mimi Jafari, Ruby Ford, Deiree F. Todd, Laura Connely, Hazel Catmull, Diane Pepper, Adele Taylor, Barbara Ronci, Lola 'Skip' McNalley - For

episode "The Killing Game (Part 1 & 2)". (1998)

Outstanding Special Visual Effects for a Series - Nominated - "Star Trek: Voyager" (1995) - Mitch Suskin (visual effects supervisor), Hill, Paul (V) (visual effects compositor), Adam 'Mojo' Lebowitz (cg animation supervisor), John Teska (cg animator), Arthur J. Codron (visual effects co-ordinator), Rainoff, Greg (visual effects animator), Kuramura, Koji (cg model artist), Eric Chauvin (matte artist)
For episode "Year of Hell - Part 2". (1998)

Outstanding Special Visual Effects for a Series - Winner: "Star Trek: Voyager" (1995) - Dan Curry (visual effects producer/supervisor), Ronald B. Moore (visual effects supervisor), Mitch Suskin (visual effects supervisor), Elizabeth Castro (visual effects coordinator), Arthur J. Codron (visual effects coordinator), Hill, Paul (V) (visual effects compositor), Don Greenberg (visual effects compositor), Rainoff, Greg (visual effects artist), Bonchune, Rob (cgi supervisor), MOJO (cgi supervisor), John Teska (cgi animator) - For episode "Dark Frontier". (1999)

Outstanding Special Visual Effects for a Series - Nominated - "Star Trek: Voyager" (1995) - Ronald B. Moore (visual effects supervisor), Dan Curry (visual effects producer/supervisor), Hill, Paul (V) (visual effects compositor), Castro, Liz (visual effects coordinator), Rainoff, Greg (visual effects artist), Bruce Branit (cgi supervisor/lead animator) - For episode "Thirty Days". (1999)

Outstanding Special Visual Effects for a Series - Nominated - "Star Trek: Voyager" (1995) - Mitch Suskin (visual effects supervisor), Arthur J. Codron (visual effects coordinator), Don Greenberg (visual effects compositor), Eric Chauvin (matte artist), Bonchune, Rob (cg animation supervisor), Allardie, John (visual effects animator), Rainoff, Greg (effects animation artist), Ron Thornton (particle element supervisor), John Teska (cg animator) - For episode "Timeless". (1999)

WR. Michael Piller, Jeri Taylor, Brannon Braga, David Klemper, Skye Dent, Bill Dial, Chris Abbot, Naren Shankar, Kenneth Biller, Tom Szollosi, Lisa Klink, Nicholas Corea, Kenneth Biller, Gary Holland, Joe Menosky, Mike Sussman, Andre Bormanis, Alex Singer and Andre Bormanis.

DIR. Winrich Kolbe, Kim Friedman, Les Landau, David Livingston, LeVar Burton, Robert Scheerer, James L. Conway, Jonathan Frakes, Alexander Singer, Cliff Bole, Marvin Rush, Robert Duncan McNeill, Jesus Trevino, Robert Picardo, Nancy Malone, Andrew Robinson, Anson Williams, Michael Vejar, Andrew J. Robinson, Tim Russ and Allan Kroeker, Cliff Bole.

EPISODES: 171 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 7

A PARAMOUNT NETWORK PRODUCTION

CREATOR: RICK BERMAN, MICHAEL PILLER, JERI TAYLOR

TYPE OF SHOW: EXPLORATION **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 15, (2) 26, (3) 26, (4) 26, (5) 26, (6) 26, (7) 26

DATE OF PREMIER: 16/01/1995 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Captain Katherine Janeway KATE MULGREW, Commander Chakotey ROBERT BELTRAN, Lt. Tom Paris ROBERT DUNCAN MCNEIL, Lt. Tuvok TIM RUSS, Lt. Harry Kim GARRETT WANG, Lt. Blanna Torres ROXANNA BIGGS-DAWSON, Nelix ETHAN PHILIPS, Kes JENNIFER LIEN (1-3, 4.1, 4.2), Doctor ROBERT PICARDO, 7 of 9 JERI RYAN (4-5).

Books Based on this series.

Being Human: The Seven of Nine Scripts		1999
Cookbook	Ethan Philips & William J. Bimes	1999
Star Trek: Voyager - A Vision of the Future	Stephen E. Poe	1998
Star Trek: Voyager - Flashback	Diane Carey	1996
Star Trek: Voyager - Mosaic	Jeri Taylor	
Star Trek: Voyager - Pathways	Jeri Taylor	1998
Star Trek: Voyager - The Black Shore	Greg Cox	
Star Trek: Voyager - Voyager	Jeri Taylor	1996
Star Trek: Voyager : Equinox	Diane Carey	1999
Star Trek: Voyager 1 - The Caretaker	L. A. Graf	
Star Trek: Voyager 10 - Bless the Beasts	Karen Haber	

Star Trek: Voyager 11 - The Garden	Melissa Scott	1996
Star Trek: Voyager 12 - Chrysalis	David Niall Wilson	1997
Star Trek: Voyager 13 - The Black Shore	Greg Cox	1997
Star Trek: Voyager 14 - Marooned	Christie Golden	
Star Trek: Voyager 15 - Echoes	Dean W. Smith & Kristine K. Rusch	
Star Trek: Voyager 16 - Seven of Nine	Christie Golden	1998
Star Trek: Voyager 17 - Death Of A Neutron Star	Eric Kotani	1999
Star Trek: Voyager 19 - Dark Matters Book 1: Cloak and Dagger	Christie Golden	2000
Star Trek: Voyager 2 - The Escape	Dean W. Smith & Kristine K. Rusch	1995
Star Trek: Voyager 20 - Dark Matters Book 2: Ghost Dance	Christie Golden	2000
Star Trek: Voyager 21 - Dark Matters Book 3: Shadow of Heaven	Christie Golden	2001
Star Trek: Voyager 3 - Ragnarok	Nathan Archer	1995
Star Trek: Voyager 4 - Violations	Susan Wright	1995
Star Trek: Voyager 5 - Incident At Arbuk	John Gregory Betancourt	1995
Star Trek: Voyager 6 - The Murdered Sin	Christie Golden	1996
Star Trek: Voyager 7 - Ghost Of A Chance	Mark A. Garland & Charles G. McGraw	1996
Star Trek: Voyager 8 - Cybersong	S. N. Lewitt	1996
Star Trek: Voyager 9 - Invasion 4: Final Fury	Dafydd ab Hugh	1996
The Woman of Star Trek: Voyager (Post Card book)		1999

RELATED SHOWS:*STAR TREK: THE NEXT GENERATION**STAR TREK**STAR TREK: DEEP SPACE NINE**ENTERPRISE*1 - 1 *CARETAKER*

Stardate: 48315.6 While in pursuit of a Maquis ship in a region of space known as the Badlands, the starship Voyager, under the command of Captain Kathryn Janeway, is transported 70,000 light years from home into the uncharted region of the galaxy known as the Delta Quadrant.

Wr Michael Piller, Jeri Taylor**Dir** Winrich Kolbe1 - 2 *PARALLAX*

Stardate: 48439.7 As the Maquis crewmembers begin to integrate themselves into the Starfleet crew, Voyager becomes trapped in a quantum singularity.

Wr Brannon Braga**Dir** Kim Friedman1 - 3 *TIME AND AGAIN*

Stardate: 48498.7 After being hit by the shockwave of a devastating planet-wide explosion, Voyager investigates. While on the surface, Janeway and Paris are accidentally 'shifted' one day into the past.

Wr David Kemper, Michael Piller**Dir** Les Landau1 - 4 *PHAGE*

Stardate: 48532.4 During an away mission in search of dilithium crystals, Neelix's lungs are removed by a disease-ridden race of aliens known as the Vidiians. As the Doctor attempts to treat him, the crew of Voyager must find a way to track down these Vidiians.

Wr Skye Dent, Brannon Braga**Dir** Winrich Kolbe1 - 5 *THE CLOUD*

Stardate: 48546.2 In the search for omicron particles to boost the ship's energy supplies, Voyager inadvertently injures a space-faring life form.

Wr Tom Szollosi, Michael Piller**Dir** David Livingston1 - 6 *EYE OF THE NEEDLE*

Stardate: 48579.4 The discovery of a micro-wormhole leading to the Alpha Quadrant allows the crew to communicate with a sceptical and paranoid Romulan. The crew is elated when they believe they might be able to transport to the Romulan ship, however, all is not as it seems.

Wr Bill Dial, Jeri Taylor

Dir Winrich Kolbe

1 - 7 *EX POST FACTO*

Stardate: 48610.1 Tom Paris is accused of a murder he claims he did not commit. His sentence is to re-live the last few moments of his victim's life every 14 hours through a memory transplant.

Wr Evan Carlos Somers, Michael Piller

Dir LeVar Burton

1 - 8 *EMANATIONS*

Stardate: 48623.5 While investigating an asteroid belt containing a new element, Harry Kim is pulled into a 'subspace vacuole' and switched with a dead body. Soon after the body is revived the crew learn that the asteroid belt is the graveyard of an alien culture that transports its dead in the belief that they evolve into a higher state of consciousness. Harry's appearance on the homeworld begins to raise questions about the existence of their afterlife.

Wr Brannon Braga

Dir David Livingston

1 - 9 *PRIME FACTORS*

Stardate: 48642.5 When Voyager is offered shore leave by the Sikarans, Harry Kim discovers advanced technology that would send Voyager 40,000 light years closer to home. However, the Sikaran's 'Canon of Laws' forbids them from sharing their technology with anyone.

Wr Michael Perricone, Greg Elliot, Jeri Taylor, Eric A. Stillwell

Dir Les Landau

1 - 10 *STATE OF FLUX*

Stardate: 48658.2 When stolen Federation technology is found on a severely damaged Kazon Nistrim ship, Seska becomes the prime suspect. The evidence is further re-enforced when questions arise over her true heritage.

Wr Chris Abbott

Dir Robert Scheerer

1 - 11 *HEROES AND DEMONS*

Stardate: 48693.2 Harry Kim disappears from the holodeck during his holo-novel, "Beowulf". According to the characters, he died at the hands of a mystical beast known as Grendel. When Chakotay and Tuvok also disappear, the Doctor is transferred to the holodeck to investigate.

Wr Naren Shankar

Dir Les Landau

1 - 12 *CATHEXIS*

Stardate: 48734.2 After Chakotay and Tuvok are injured in a shuttle accident, a non-corporeal life form begins to wreak havoc on Voyager by infiltrating the minds of the crew and altering the ship's systems one by one.

Wr Brannon Braga

Dir Kim Friedman

1 - 13 *FACES*

Stardate: 48784.2 The Vidians capture Paris, Torres and Durst while on an away mission. Torres is taken to a lab and 'split' into two people: one human, and one Klingon.

Wr Kenneth Biller

Dir Winrich Kolbe

1 - 14 *JETREL*

The man who designed the weapon that destroyed all life on the moon of Neelix's homeworld, including that of his family, diagnoses Neelix with a fatal illness.

Wr Jack Klein, Karen Klein, Kenneth Biller

Dir Kim Friedman

1 - 15 *LEARNING CURVE*

In order to bring some rebellious Maquis crewmembers into line, Tuvok gives them a crash course in

Starfleet discipline and protocol.

Wr Ronald Wilson, Jean Louise Matthias, Ron Wilkerson

Dir David Livingston

2 - 1 *THE 37'S*

Stardate: 48975.1 After discovering a 1936 Ford truck floating in space, Voyager follows an AM-band SOS call to a nearby planet. There, they discover a series of cryo-stasis chambers containing humans abducted from Earth during the 1930's, including Amelia Earhart and her navigator.

Wr Jeri Taylor, Brannon Braga

Dir James Conway

2 - 2 *INITIATIONS*

Stardate: 49005.3 A young Kazon trying to earn his name and place among his people kidnaps Chakotay.

Wr Kenneth Biller

Dir Winrich Kolbe

2 - 3 *PROJECTIONS*

When Voyager is damaged in a Kazon attack the doctor leaves sickbay using a remote holo-projection system to help. He begins to suspect that he is real and everything else is a hologram.

Wr Brannon Braga

Dir Jonathan Frakes

2 - 4 *ELOGIUM*

Stardate: 48921.3 When the crew of Voyager investigate a cluster of space-borne life forms, Kes prematurely enters a stage in her life known as the 'Elogium.' This is the only time in her life when she can conceive a child.

Wr Kenneth Biller, Jeri Taylor

Dir Winrich Kolbe

2 - 5 *NON SEQUITUR*

Stardate: 49011 Harry Kim arises one morning to find he is back in San Francisco on Earth with his girlfriend Libby. He learns that in this reality, he never served aboard Voyager, but instead works in Starship Design at Starfleet Headquarters. Desperate to set things straight, the only person who can help him is lowlife Tom Paris, who has no idea who Harry is.

Wr Brannon Braga

Dir David Livingston

2 - 6 *TWISTED*

A spatial distortion ring puts the ship and crew at risk, as it begins to reconfigure the internal layout of Voyager.

Wr Kenneth Biller

Dir Kim Friedman

2 - 7 *PARTURITION*

After Neelix and Paris come to blows over Kes, they find themselves trapped together on a planet dubbed 'Planet Hell' and become the unwilling parents of an infant alien. They must set their differences aside and work together in order to save the infant's life, while Voyager's search mission is delayed by an alien attack.

Wr Tom Szollosi

Dir Jonathan Frakes

2 - 8 *PERSISTANCE OF VISION*

Stardate: 49037.2 Captain Janeway starts seeing characters and objects from her holo-novel around the ship. Soon afterwards the crew begins entering a catatonic state one by one, while only Kes and the Doctor remain unaffected.

Wr Jeri Taylor

Dir James L. Conway

2 - 9 *TATTOO*

Stardate: 49101.3 Upon discovering a cultural symbol drawn in the ground on a planet that was used by his ancestors to 'heal the land', Chakotay tries to contact the beings his tribe called the 'Sky Spirits.'

Wr Michael Piller

Dir Alexander Singer

2 - 10 *COLD FIRE*

The crew of Voyager make contact with the Caretaker's mate, Suspiria, and hope she will be able to send them home. Meanwhile, Kes meets with other Ocampa living Suspiria's array, descended from a group that left the homeworld over 300 years earlier, who encourage her to develop her mental abilities.

Wr Brannon Braga

Dir Cliff Bole

2 - 11 *MANEUVERS*

After Voyager detects a Federation probe, the Kazon Nistrim attack and steal transporter technology. Chakotay interprets this as a personal attack, and is then captured.

Wr Kenneth Biller

Dir David Livingston

2 - 12 *RESISTANCE*

Tuvok and B'Elanna are captured and imprisoned after an away mission goes wrong. Janeway is knocked unconscious and is rescued by a man who believes that she is his daughter.

Wr Lisa Klink

Dir Winrich Kolbe

2 - 13 *PROTOTYPE*

Stardate: 49270.9 After repairing a robot she found drifting in space, B'Elanna is abducted and forced to design a new prototype or Voyager will be destroyed.

Wr Nicholas Corea

Dir Jonathan Frakes

2 - 14 *ALLIANCES*

Stardate: 49337.4 In order to stop attacks from the Kazon, Captain Janeway finds herself being forced to make an alliance with the more powerful Kazon sects. When negotiations fail, their only chance is to ally themselves with the race that used the Kazons as slaves in the past, called the Trabe.

Wr Jeri Taylor

Dir Les Landau

2 - 15 *THRESHOLD*

Stardate: 49373.4 Tom Paris begins evolving into a higher organism after achieving warp 10 in an experimental shuttle.

Wr Brannon Braga

Dir Alexander Singer

2 - 16 *MELD*

When Ensign Lon Suder kills a crewmate, Tuvok performs a mind meld to help repress Suder's violent tendencies. However, soon after, Tuvok begins showing violent tendencies himself.

Wr Michael Piller

Dir Cliff Bole

2 - 17 *DREADNOUGHT*

Stardate: 49447 Voyager encounters a Cardassian missile ship, which Torres re-programmed while working for the Maquis. Now, B'Elanna must outsmart her own programming to disarm Dreadnought, before it destroys a planet and kills millions of innocent people.

Wr Gary Holl, Lisa Klink

Dir LeVar Burton

2 - 18 *DEATH WISH*

A suicidal Q threatens the future of the Q-Continuum when he requests asylum aboard Voyager.

Wr Michael Piller

Dir James L. Conway

2 - 19 *LIFESIGNS*

After receiving a Vidiian patient who is about to die from the Phage, The Doctor transfers her consciousness into the ship's computer and creates a holographic body, and soon begins to develop romantic feelings for her.

Wr Kenneth Biller

Dir Cliff Bole

2 - 20 *INVESTIGATIONS*

Stardate: 49485.2 After weeks of erratic behavior, Tom Paris leaves Voyager and joins a Talaxian convoy.

Wr Jeri Taylor

Dir Les Landau

2 - 21 *DEADLOCK*

Stardate: 49548.7 An accident in a plasma cloud creates a duplicate Voyager after they are attacked by the Vidiians.

Wr Brannon Braga

Dir David Livingston

2 - 22 *INNOCENCE*

Stardate: 49555.5 When Tuvok crashes on a moon, he discovers three small children who believe they are about to die.

Wr Lisa Klink

Dir James L. Conway

2 - 23 *THE THAW*

Stardate: 49610.3 The crew of Voyager encounters a planet that has recently entered an ice age. They discover a series of stasis chambers where a small group of people are mentally connected to an artificial environment that turned horribly wrong.

Wr Joe Menosky

Dir Marvin V. Rush

2 - 24 *TUVIX*

Stardate: 49655.2 A transporter accident merges Tuvok and Neelix into one new being who calls himself 'Tuvix.'

Wr Kenneth Biller

Dir Cliff Bole

2 - 25 *RESOLUTIONS*

Stardate: 49690.1 When Captain Janeway and Chakotay contract an incurable virus they are left on a planet which shields them from its effects. While Janeway searches for a cure, she begins to form a deeper relationship with her first officer. Onboard Voyager, Tuvok, who is now in command, faces a near mutiny.

Wr Michael Piller

Dir Michael Piller

2 - 26 *BASICS (PART I)*

Seska lures Chakotay and Voyager to her, claiming that Maj Cullah is going to kill the baby she created using Chakotay's DNA, once he learns that it isn't his. Chakotay feels compelled to rescue his child, while all the time, he fears it could be a trap.

Wr Michael Piller

Dir Winrich Kolbe

3 - 1 *BASICS (PART II)*

Stardate: 50023.4 Voyager is captured by the Kazon and the crew are dumped on a planet in its early stages of evolution. As only Tom Paris and Lon Suder have evaded capture, it's up to them and the EMH to come up with a plan to retake the ship.

Wr Michael Piller

Dir Winrich Kolbe

3 - 2 *FLASHBACK*

Stardate: 50126.4 After falling ill to what appears to be a repressed memory Tuvok must perform a mind-meld with Captain Janeway in order to survive. The meld takes them back to when Tuvok was a junior science officer aboard the U.S.S. Excelsior under the command of Captain Hikaru Sulu.

Wr Brannon Braga

Dir David Livingston

3 - 3 *THE CHUTE*

Stardate: 50156.2 Paris and Kim are sent to an Akritian prison after being accused of a terrorist bombing, where they are thrown in among hardened killers. When the crew of Voyager finds out that Paris and Kim have already been tried, convicted and sentenced, they set off in search of the true perpetrators of the crime.

Wr Kenneth Biller

Dir Les Landau

3 - 4 *THE SWARM*

Stardate: 50252.3 Voyager must find a way to cross a region of space owned by a mysterious race of hostile aliens without being detected. Meanwhile, Torres and Kes must work quickly to save The Doctor when a malfunction in his program causes him to lose his memory.

Wr Mike Sussman

Dir Alexander Singer

3 - 5 *FALSE PROFITS*

Stardate: 50074.3 A pair of Ferengi are found masquerading as Gods to a culture still in its Bronze Age. It is discovered that they had arrived through the Barzan Wormhole, which leads back to the Alpha Quadrant, however, its Delta Quadrant end is highly unstable and always moving.

Wr Joe Menosky

Dir Cliff Bole

3 - 6 *REMEMBER*

Stardate: 50203.1 After Voyager encounter a telepathic species, B'Elanna starts having powerful dreams that depict the life of a woman and her lover in a time of great political and social upheaval.

Wr Lisa Klink

Dir Winrich Kolbe

3 - 7 *SACRED GROUND*

Stardate: 50063.2 Kes accidentally intrudes on a religious shrine and is almost killed by a strange energy beam. Told there is nothing that can medically be done to save her, Captain Janeway undergoes a spiritual quest to ask the 'spirits' to spare Kes's life.

Wr Lisa Klink

Dir Robert Duncan McNeill

3 - 8 *FUTURE'S END (1-2I)*

Date: 1996 Both Voyager and a 29th century Federation Timeship, the Aeon are pulled back in time to Earth in the late 20th century. The Timeship Aeon crashes in Arizona during the 1960's, while Voyager appears in orbit around Earth during 1996.

Wr Brannon Braga, Joe Menosky

Dir David Livingston , Cliff Bole

3 - 9 *WARLORD*

Stardate: 50348.1 An injured alien named Tieran transfers his consciousness into Kes' mind moments before he dies. He then gains control over her and uses her abilities to steal a shuttlecraft and return to his home world to attempt a political coup.

Wr Lisa Klink

Dir David Livingston

3 - 10 *THE Q AND THE GREY*

Stardate: 50384.2 Voyager encounters several supernova in a small region of space. It is soon revealed that they are the after-effects of a civil war within the Q-Continuum. Q appears and believes that the solution to the problem is for him to produce a child, and his mate of choice is Captain Kathryn Janeway. Matters are complicated when a jealous female Q appears claiming that Q was her boyfriend.

Wr Kenneth Biller

Dir Cliff Bole

3 - 11 *MACROCOSM*

Stardate: 50425.1 Janeway and Neelix return from an away mission to find Voyager adrift in space and the crew barely alive. They soon learn that the ship has been overrun by viral life forms that are rapidly growing in size.

Wr Brannon Braga

Dir Alexander Singer

3 - 12 *FAIR TRADE*

Stardate: 50437.8 Voyager encounters a region of space named the Nekrit Expanse. Since Neelix has no knowledge about the space after this point, he tries to make himself feel useful to the crew by trying to obtain a map from an old friend named Wixiban, who uses him as a courier for illegal substances.

Wr Andre Bormanis, Ron Wilkerson

Dir Jesús Salvador Treviño

3 - 13 *ALTER EGO*

Stardate: 50460.3 Ensign Kim asks Tuvok to teach him Vulcan emotional control techniques when he falls in love with a holodeck character named Marayna. Kim soon becomes jealous when he sees Tuvok interacting with her behind his back as she tries to seduce him.

Wr Joe Menosky

Dir Robert Picardo

3 - 14 *CODA*

Stardate: 50518.6 Captain Janeway repeatedly dies after she and Chakotay crash into a planet in what appears to be a time loop. Soon, her deceased father appears and tells her that she is dead and must accept her situation and move on.

Wr Jeri Taylor

Dir Nancy Malone

3 - 15 *BLOOD FEVER*

Stardate: 50537.2 Ensign Vorik expresses his desire to mate with B'Elanna during his Pon-Farr. After they get in a brawl over the matter, Torres begins showing signs of the Pon-Farr herself.

Wr Lisa Klink

Dir Andrew Robinson

3 - 16 *UNITY*

Stardate: 50614.2 Chakotay responds to a distress call, and discovers a group of different species, many of which originate from the Alpha Quadrant, living on a planet stricken by conflict. After Chakotay learns that they are all de-assimilated Borg, a group of colonists make a very unorthodox and dangerous request of Voyager.

Wr Kenneth Biller

Dir Robert Duncan McNeill

3 - 17 *THE DARKLING*

The Doctor tries to improve his programming by incorporating traits from famous and historical people, but is soon overwhelmed by the dark sides of their personalities.

Wr Brannon Braga

Dir Brannon Braga

3 - 18 *RISE*

Stardate: 50567.4 While on an away mission to help a planet being bombarded with asteroids, Neelix comes up with a dangerous plan to re-establish communication with Voyager. However, he is pushed to the limit when Tuvok's negative attitude toward him becomes too much to bear.

Wr Brannon Braga

Dir Robert Scheerer

3 - 19 *FAVOURITE SON*

Stardate: 50732.4 Harry Kim experiences strong senses of déjà vu in an unknown region of space. He soon learns that he is native to this region and that he is T'Karian, not human.

Wr Lisa Klink

Dir Marvin V. Rush

3 - 20 *BEFORE AND AFTER*

Stardate: 50973 Kes begins traveling backwards through time from the moment of her death. With each shift, she comes closer to a solution but she also grows months and years younger at a time.

Wr Kenneth Biller

Dir Kenneth Biller

3 - 21 *REAL LIFE*

Stardate: 50863.2 The Doctor decides he should create a holographic family in order to expand himself.

When B'Elanna is disgusted by its unrealistic perfectionism, she alters the program to include random events and outcomes with interesting and devastating results.

Wr Harry Doc Kloor

Dir Anson Williams

3 - 22 *DISTANT ORIGIN*

Stardate: 50899.1 An alien paleontologist discovers a common ancestral link between his people and humans. He believes that this proves that his people (the Voth) evolved on Earth and migrated to the Delta Quadrant millions of years ago, but his government is not as willing to believe his interpretation of the evidence.

Wr Brannon Braga, Joe Menosky

Dir David Livingston

3 - 23 *DISPLACED*

Stardate: 50912.4 One by one, the crew of Voyager go missing and are replaced by strangers who claim they have no idea how they arrived. Soon, nearly the whole crew is gone, and there is no way of stopping the strangers from appearing and overrunning the ship.

Wr Lisa Klink

Dir Allan Kroeker

3 - 24 *WORST CASE SCENARIO*

Stardate: 50953.4 A holo-novel is discovered in the computer banks, in which Chakotay raises a Maquis mutiny on Voyager. Then, when Paris and Tuvok discover that the program has been altered, they and the Voyager crew must race to stay one step ahead of a holographic Seska.

Wr Kenneth Biller

Dir Alexander Singer

3 - 25 *SCORPION (PART 1)*

Stardate: 50984.3 Voyager finally enters Borg space, only to discover a threat more powerful than the Borg themselves.

Wr Brannon Braga, Joe Menosky

Dir David Livingston

4 - 1 *SCORPION (PART 2)*

Stardate: 51003.7 The crew of Voyager come up with a solution to the Borg's problem, and are willing to share it with them if they grant safe passage to the ship and its crew. In order to help with the negotiations, the Borg send over a drone designated Seven of Nine as a representative of the collective.

Wr Brannon Braga, Joe Menosky

Dir Winrich Kolbe

4 - 2 *THE GIFT*

Seven of Nine, stranded on Voyager and in need of medical care, resists Janeway's requests to become a part of the crew and instead wishes to return to the Borg.

Wr Kenneth Biller, Jack Klein, Karen Klein

Dir Winrich Kolbe

4 - 3 *DAY OF HONOR*

While Seven of Nine struggles with her humanity, Captain Janeway tries to help a group of aliens whose species was almost entirely assimilated by the Borg. Meanwhile, the Klingon "Day of Honour" turns into a string of bad luck for B'Elanna.

Wr Jeri Taylor

Dir Jesús Salvador Treviño

4 - 4 *NEMESIS*

Chakotay is forced to join in a way by being influenced into hating one of the parties involved.

Wr Kenneth Biller

Dir Alexander Singer

4 - 5 *REVULSION*

When Seven of Nine and Kim work together in the new Astrometrics Lab, Seven interprets Kim's attitude towards her as a romantic invitation, and Seven is keen to explore her new feelings. Meanwhile, the Doctor and Lieutenant Torres leave the ship to attempt to repair a mentally ill hologram.

Wr Lisa Klink

Dir Kenneth Biller

4 - 6 *THE RAVEN*

Janeway is trying to gain passage through a region of space owned by a cautious race of aliens. Negotiations are being disrupted when Seven of Nine believes that she is being contacted by the Borg and forcefully leaves Voyager to rejoin the collective and heads in to the alien territory.

Wr Bryan Fuller

Dir LeVar Burton

4 - 7 *SCIENTIFIC METHOD*

Stardate: 51244.3 When the crew begins suffering from stranger illnesses with each passing hour, Seven of Nine is the only one who is able to expose the threat to the crew.

Wr Lisa Klink

Dir David Livingston

4 - 8 *THE YEAR OF HELL (1-2)*

Stardate: 51268.4 Voyager comes under attack from a Krenim Temporal Ship that alters the course of evolution by wiping out entire species from the timeline.

Wr Brannon Braga, Joe Menosky

Dir Allan Kroeker, Mike Vejar

4 - 9 *RANDOM THOUGHTS*

Stardate: 51367.2 The crew takes shore leave on a planet inhabited by a telepathic species that have forbidden all violent thoughts and actions. B'Elanna is arrested when she thinks of retaliation to an incident, but a surprising discovery is made when Tuvok starts investigating.

Wr Kenneth Biller

Dir Alexander Singer

4 - 10 *CONCERNING FLIGHT*

Stardate: 51386.4 When pirates steal some of Voyager's technology, Janeway and Tuvok search their home world and discover her holographic Leonardo Da Vinci who helps them in their search.

Wr Joe Menosky

Dir Jesús Salvador Treviño

4 - 11 *MORTAL COIL*

Stardate: 51449.2 Neelix is killed during an away mission, but is revived when Seven of Nine modifies Borg technology to revive him. Soon, he begins to question all that he has been taught about the afterlife.

Wr Bryan Fuller

Dir Allan Kroeker

4 - 12 *WAKING MOMENTS*

Stardate: 51471.3 The crew is 'attacked' by a species of alien that live in the human dream state. It is up to Chakotay, with extensive knowledge about the dream state, to save the ship and its crew.

Wr Andre Bormanis

Dir Alexander Singer

4 - 13 *MESSAGE IN A BOTTLE*

The crew discover an ancient communications relay that extends to the Alpha Quadrant. They are able to send the Doctor through to a Federation ship at the other end, the experimental U.S.S. Prometheus, only to discover that it has been taken over by Romulans.

Wr Lisa Klink

Dir Nancy Malone

4 - 14 *HUNTERS*

Stardate: 51501.4 Voyager starts receiving messages from Starfleet through the communications network, now that they know that the crew is alive in the Delta Quadrant. Bad news is received by some of the crew, including Captain Janeway, among others. After a short while, the messages become lodged in one of the modules, and the crew must retrieve them. Shortly, they are crudely introduced to a new enemy, the Hirogen, who seek nothing more than to kill victims for the thrill of the hunt, and Voyager is their next target.

Wr Jeri Taylor

Dir David Livingston

4 - 15 *PREY*

Stardate: 51652.3 When Voyager encounters a disabled Hirogen ship with a wounded Hirogen aboard, Captain Janeway beams him aboard. Soon, the prey being hunted by this particular Hirogen, a member of Species 8472, boards the ship. The only immediate solution is to let the Hirogen loose on the ship to attack its prey.

Wr Brannon Braga

Dir Allan Eastman

4 - 16 *RETROSPECT*

Stardate: 51658.2 While re-fitting Voyager's systems with newly traded weapons, Seven of Nine claims to have been assaulted by Kovin, the weapons dealer. The Doctor soon makes a surprising discovery about the situation.

Wr Bryan Fuller, Lisa Klink

Dir Jesús Salvador Treviño

4 - 17 *THE KILLING GAME (1-2)*

When the Hirogen capture and board Voyager they discover that the holodeck can be used to improve the hunt by putting the prey through different situations and locations. In one situation, Captain Janeway, Torres, Tuvok and Seven of Nine are members of the French resistance in occupied France with the Hirogen in roles as Nazi SS Officers. Since the crew was implanted with subdermal transmitters, they have no idea that this is on the holodeck, and they think it's real. It is up to the Doctor in sickbay who is forced to heal the injured to disable the devices and help the crew escape.

Wr Brannon Braga, Joe Menosky

Dir David Livingston, Victor Lobl

4 - 18 *VIS A VIS*

Stardate: 51762.4 An alien test pilot who has the capability of switching bodies manages to take Tom's place aboard Voyager in order to escape the law.

Wr Robert Doherty

Dir Jesús Salvador Treviño

4 - 19 *OMEGA DIRECTIVE*

Stardate: 51781.2 Voyager is forced out of warp by the detection of a dangerous and powerful particle called 'Omega' which only Janeway and Seven of Nine know about on board the ship. Due to the nature of the particle, only Starfleet Captains are informed and are ordered to destroy it at all costs, as it has the power to destroy subspace. Janeway must enlist the help of the senior crew on a need-to-know basis in order to destroy it safely.

Wr Lisa Klink

Dir Victor Lobl

4 - 20 *UNFORGETTABLE*

Stardate: 51813.4 An alien woman who requests asylum on board Voyager claims that she was on board the ship a month ago, and she fell in love with Chakotay.

Wr Greg Elliot, Michael Perricone

Dir Andrew Robinson

4 - 21 *LIVING WITNESS*

700 years into the future the Doctor must defend the crew of Voyager and set history straight when an alien race claims that the Warship Voyager was responsible for war crimes committed against their race.

Wr Bryan Fuller

Dir Tim Russ

4 - 22 *DEMON*

In search of the vital chemical deuterium essential to Voyager's energy supplies, they discover a 'Demon' planet with reserves large enough to replenish the ship. Ensign Kim and Tom Paris take a shuttlecraft down to the planet's surface in environmental suits. Soon they are found on the planet with no suits, and the ship's atmosphere becomes poisonous to them.

Wr Kenneth Biller

Dir Anson Williams

4 - 23 *ONE*

Stardate: 51929.3 When Voyager encounters a deadly radioactive nebula, Captain Janeway decides to save time by going through it and placing the crew in protective stasis with only Seven of Nine and the Doctor left to protect the ship. Seven soon starts experiencing hallucinations when an alien wants to trade

vital supplies.

Wr Jeri Taylor

Dir Kenneth Biller

4 - 24 *HOPE AND FEAR*

Stardate: 51978.2 An alien translator by the name of Arturis is able to finally decode the Starfleet message received by Voyager five months ago. It tells them to go to a new type of ship waiting for them with an engine system faster than warp drive, which is capable of bringing them home within three months.

Wr Brannon Braga, Joe Menosky

Dir Winrich Kolbe

5 - 1 *NIGHT*

Stardate: 52081.2 Crew morale hits an all-time low when Voyager must spend two years crossing an expanse devoid of any star systems or signs of life. As Captain Janeway is forced to reflect on the choice she made stranding her crew in the Delta Quadrant, little does she know, she will face a similar decision when Voyager ends up in the middle of a serious conflict.

Wr Brannon Braga, Joe Menosky

Dir David Livingston

5 - 2 *DRONE*

A transporter accident merges some of Seven Of Nine's Borg nanoprobes with the Doctor's 29th Century holo-emitter and a lieutenant's DNA to create a 29th Century half-human super-Borg.

Wr Bryan Fuller, Brannon Braga, Joe Menosky

Dir Les Landau

5 - 3 *EXTREME RISK*

In order to retrieve a probe stuck in a hazardous atmosphere, Tom Paris designs a new type of shuttlecraft named the 'Delta Flyer'. Torres begins to exhibit reckless behaviour by engaging in dangerous holodeck programs.

Wr Kenneth Biller

Dir Cliff Bole

5 - 4 *ONCE UPON A TIME*

Neelix is caring for Naomi Wildman while her mother is on an away mission. When the Delta Flyer is forced to make an emergency landing, and it isn't known whether Tuvok, Paris, or Ensign Wildman survived, Neelix struggles with how to shelter Naomi from the bad news.

Wr Michael Taylor

Dir John T. Kretchmer

5 - 5 *IN THE FLESH*

Stardate: 52136.4 The crew of Voyager discover a simulation of Starfleet Headquarters being run by Species 8472 and being used to practice launching an assault on the Alpha Quadrant. With the aid of regular doses of drugs, Species 8472 are able to shape-shift into human form.

Wr Nick Sagan

Dir David Livingston

5 - 6 *TIMELESS*

Stardate: 52143.6 Voyager uses new quantum slipstream technology in an attempt to get home, but a miscalculation causes the ship to crash into an ice planet. Fifteen years later, the sole survivors, Chakotay and Kim, steal the Delta Flyer in an attempt to send a message back in time and avert the disaster, however, Captain Geordi LaForge is determined to stop them at all costs.

Wr Rick Berman, Brannon Braga, Joe Menosky

Dir LeVar Burton

5 - 7 *INFINITE REGRESS*

Stardate: 52356.2 After encountering a piece of Borg technology known as a Vinculum which connects drone's minds together, Seven of Nine begins exhibiting the personalities of people that she assimilated as a member of the collective. Soon, they become so strong that they may overwhelm Seven's own personality.

Wr Robert Doherty, Jimmy Diggs

Dir David Livingston

5 - 8 *NOTHING HUMAN*

When an alien attaches itself to B'Elanna's nervous system, the Doctor enlists the help of a holographic recreation of the Cardassian Dr. Crell Mossett. She refuses all treatment when the Bajoran crew informs her that this doctor was responsible for sadistic war crimes during the occupation.

Wr Jeri Taylor

Dir David Livingston

5 - 9 *THIRTY DAYS (aka DOWN DEEP)*

Stardate: 52179.4 When Voyager encounters a planet covered entirely in water they discover that the forcefield maintaining its integrity is breaking down. Tom Paris directly disobeys orders in an attempt to save the planet, which results in him being demoted to Ensign and placed in the brig for thirty days.

Wr Kenneth Biller, Scott Smith Miller

Dir Winrich Kolbe

5 - 10 *COUNTERPOINT*

While travelling through Devore space, Captain Janeway must hide all telepaths on board in transporter stasis as telepathy is illegal under Devore law. After Voyager is repeatedly searched, the leader of the investigations requests asylum and wishes to defect.

Wr Michael Taylor

Dir Les Landau

5 - 11 *LATENT IMAGE*

The Doctor discovers that his short-term memory has been altered with some events being deleted, so he launches an investigation into whom or what could be responsible. When he sets a trap and the culprit is caught, he is shocked at who it is and why they're doing it.

Wr Joe Menosky

Dir Mike Vejar

5 - 12 *THE BRIDE OF CHAOTICA*

Photonic energy life forms mistake the characters in Tom's holonovel for real people. The holodeck characters interpret this as an attack, and soon Dr. Chaotica tries to wipe them out. The only person that can stop him is Captain Janeway in the role of Queen Arachnia of the Spider People.

Wr Bryan Fuller, Michael Taylor

Dir Allan Kroeker

5 - 13 *GRAVITY*

Stardate: 52438.9 When Tuvok, Paris and the Doctor are pulled into a planet by its intense gravity and crash, they wait to be rescued. From their perspective, many weeks have passed with no contact from Voyager, while on board, only a few hours have passed as they plan a rescue attempt.

Wr Bryan Fuller, Nick Sagan

Dir Terry Windell

5 - 14 *BLISS*

Stardate: 52542.3 The discovery of a wormhole leading directly to Earth elates the crew beyond belief and leads them to act impulsively. Only Seven Of Nine remains unconvinced that it is real, and has to work against the rest of the crew with the help of Naomi Wildman to save them from what she feels is a trap.

Wr Robert Doherty

Dir Robert Doherty

5 - 15 *DARK FRONTIER (90 MINS)*

Stardate: 52619.2 After defeating a Borg ship, Captain Janeway decides to launch an attack on another damaged Sphere to steal a trans-warp coil. However, as the crew prepare for their heist, the Borg Queen is secretly aware of the entire plan.

Wr Brannon Braga, Joe Menosky

Dir Cliff Bole, Terry Windell

5 - 16 *DISEASE*

Voyager's efforts to repair a Varro generational ship are complicated when the xenophobic Varro discovers Harry Kim has become romantically involved with one of their own.

Wr Kenneth Biller, Michael Taylor

Dir David Livingston

5 - 17 *COURSE: OBLIVION*

Lieutenants Tom Paris and B'Elanna Torres tie the knot but their holographic honeymoon is cut short by a phenomenon that breaks down the USS Voyager's infrastructure.

Wr Bryan Fuller, Nick Sagan

Dir Anson Williams

5 - 18 *THE FIGHT*

The ship gets caught in Chaotic space.

Wr Joe Menosky

Dir Winrich Kolbe

5 - 19 *THINK TANK*

Janeway is offered assistance from a Think Tank.

Wr Michael Taylor

Dir Terrence O'Hara

5 - 20 *JUGGERNAUT*

Voyager rescues two crewmen from an abandoned freighter.

Wr Bryan Fuller, Nick Sagan

Dir Allan Kroeker

5 - 21 *SOMEONE TO WATCH OVER ME*

Seven of Nine learns about love technique.

Wr Michael Taylor, Kenneth Biller

Dir Robert Duncan McNeill

5 - 22 *11:59*

A special episode set in New Years Eve 1999, centring on Captain Janeway's distant ancestor.

Wr Brannon Braga, Joe Menosky

Dir David Livingston

5 - 23 *RELATIVITY*

Seven of Nine travels back in time.

Wr Brannon Braga, Joe Menosky

Dir Ron Surma

5 - 24 *WARHEAD*

The crew must prevent a weapon with artificial intelligence from causing mass destruction.

Wr Nick Sagan

Dir Nick Eastman

5 - 25 *EQUINOX*

Captain Janeway meets a like-minded captain of a Federation starship lost in the Delta Quadrant.

Wr Rick Berman, Brannon Braga, Joe Menosky

Dir John T. Kretchmer

6 - 1 *EQUINOX II*

Janeway continues her conflict with Equinox Captain Ransom as the Equinox escapes with Seven of Nine and the Equinox EMH trades places with the Doctor and begins to act as a spy onboard Voyager.

Meanwhile, Janeway attempts to contact the aliens who worship the creatures Ransom and his crew are experimenting on.

Wr Brannon Braga, Joe Menosky

Dir David Livingstone

6 - 2 *SURVIVAL INSTINCT*

While Voyager is docked at a space station, Seven of Nine is approached by three former Borg drones from her former unimatrix, who, despite being free from the Collective, are neurally linked to each other. Tracing the origin of this link to an accident eight years before, in which they and Seven were the only survivors, the three former drones believe Seven is the only one who can help them sever the link and achieve true individuality.

Wr Ronald D. Moore

Dir Terry Windell

6 - 3 *BARGE OF THE DEAD*

B'Elanna asks to be put into a coma.

Wr Bryan Fuller

Dir Mike Vejar

6 - 4 *TINKER, TENAR, DOCTOR, SPY*

The doctor experiences different day dreams.

Wr Joe Menosky

Dir John Bruno

6 - 5 *ALICE (aka THE GENIE)*

Tom Paris falls under the influence of a sporty spaceship.

Wr Bryan Fuller, Michael Taylor

Dir David Livingstone

6 - 6 *RIDDLES*

Tuvok suffers severe neurological trauma.

Wr Robert Doherty, Andre Bormanis

Dir David Livingston, Roxann Dawson

6 - 7 *DRAGONS TEETH*

Stardate: 53167.9 Under attack by the territorial Turei, Voyager sets down on an uninhabited planet to hide and make repairs. In a cavern under the surface, they discover and revive the final remaining survivors of the Vaadwaur, the planet's original civilization, who had been in stasis for nearly 900 years. As Voyager and their new allies prepare to engage the Turei, there is reason to fear that the Vaadwaur are more dangerous than originally suspected.

Wr Brannon Braga, Joe Menosky

6 - 8 *ONE SMALL STEP*

An object threatens to cause harm to the ship.

Wr Mike Wollaeger, Jessica Scott

Dir Robert Picardo

6 - 9 *THE VOYAGER CONSPIRACY*

Stardate: 53329 A data-overloaded Seven of Nine starts spreading rumours of a mutiny and insurrection when the ship encounters an alien race who have technology that can catapult the ship light-years closer to home and cut years off their journey.

Wr Joe Menosky

Dir Terry Windell

6 - 10 *PATHFINDER*

An obsessed Barclay tries to find a way to communicate with the starship Voyager with the use of an artificially generated micro-wormhole. He becomes so involved that he needs the help of Counsellor Troi to keep his grip on reality.

Wr David Zabel

Dir Mike Vejar

6 - 11 *FAIR HAVEN*

As the crew enjoys time off in a holo-program created by Tom Paris, and set in an Irish village named 'Fair Haven,' Captain Janeway falls for a handsome holo-character specifically designed for her. A deadly neutrino wave approaching Voyager shortly brings the festivities to a halt as this wave may prove to be more dangerous than they first imagined.

Wr Robin Burger

Dir Allan Kroeker

6 - 12 *BLINK OF AN EYE*

When Voyager is trapped in orbit of a unique planet, they learn that time moves far faster on that planet than in the rest of the galaxy. Although Voyager is stuck in orbit only for a matter of days, from the perspective of the planet, the "Skyship" has been watching them for centuries, and becomes a guiding force for the development of their civilization.

Wr Joe Menosky, Scott Smith Miller

Dir Gabrielle Beaumont

6 - 13 *VIRTUOSO*

Stardate: 53556.4 When the Doctor's singing talents are discovered by a technologically superior race, his new found popularity makes him consider resigning his commission to stay on the alien world with his millions of adoring fans.

Wr Raf Green, Kenneth Biller

Dir Les Landau

6 - 14 *MEMORIAL*

The crew of Voyager experience vivid memories and dreams of a battle they don't remember having, with an enemy they have never encountered.

Wr Robin Burger

Dir Allan Kroeker

6 - 15 *TSUNKATSE*

Stardate: 53447.2 Seven of Nine is forced into a competition for her life known as 'Tsunkatse,' when she and Tuvok are abducted from a shuttle. If she refuses to fight, Tuvok will be refused the medical aid he needs to keep him from dying from the injuries he sustained from an explosive device that was beamed to their shuttle during their abduction.

Wr Robert Doherty

Dir Mike Vejar

6 - 16 *COLLECTIVE*

Borg children who were rejected by the Borg as unworthy drones abduct Chakotay, Kim, Neelix and Paris.

Wr Michael Taylor

Dir Allison Liddi

6 - 17 *SPIRIT FOLK*

The inhabitants of the holo-city of Fair Haven suspect the Voyager crew of having mystical powers when they witness the use of their futuristic technology.

Wr Bryan Fuller

Dir David Livingston

6 - 18 *ASHES TO ASHES*

Stardate: 53679.4 A mysterious female alien contacts Voyager, claiming to be Ensign Lyndsay Ballard, who had been killed on an away mission years earlier.

Wr Robert Doherty

Dir Terry Windell

6 - 19 *CHILD'S PLAY*

Seven becomes emotional when Icheb's parents are located, and it is assumed that he will leave Voyager to rejoin them. However, she later becomes increasingly concerned when it appears that they were not honest about the circumstances of his original assimilation.

Wr Raf Green

Dir Mike Vejar

6 - 20 *GOOD SHEPHERD*

Stardate: 53753.2 When an efficiency report reveals that three of Voyager's crew members are failing to meet expectations and integrate into the rest of the crew, Janeway decides to take them on their first away mission. However, what awaits the Delta Flyer on that mission will present a formidable test for them all.

Wr Dianna Gitto, Joe Menosky

Dir Winrich Kolbe

6 - 21 *LIVE FAST AND PROSPER*

Three con men pose as Voyager officers, and, among other things, sell membership into the Federation at a price.

Wr Robin Burger

Dir LeVar Burton

6 - 22 *MUSE*

A poet discovers an unconscious B'Elanna Torres in the damaged Delta Flyer, after it crash landed on his planet. In need of inspiration, this poet intends on using B'Elanna and the stories of Voyager in his plays,

to win favour with his warlord patron.

Wr Joe Menosky

Dir Mike Vejar

6 - 23 *FURY*

Jennifer Lien guest stars when the short-lived Kes, now nearly seven years old, returns to Voyager.

Wr Bryan Fuller, Michael Taylor

Dir John Bruno

6 - 24 *LIFE LINE*

Barclay refines his communications with Voyager to the point where the Doctor travels holographically to the Alpha Quadrant and meet Dr. Zimmerman, his progenitor. Marina Sirtis (Troi) and Dwight Schultz (Barclay) appear in this episode.

Wr Robert Doherty, Raf Green, Brannon Braga

Dir Terry Windell

6 - 25 *THE HAUNTING OF DECK TWELVE*

When Voyager shuts down main power and interrupts the regeneration cycle of the Borg children, Neelix keeps them entertained by telling the story of why a certain section of Deck 12 is off-limits, and how the space-dwelling creature that lives there came aboard and "haunted" the ship.

Wr Mike Sussman, Kenneth Biller, Bryan Fuller

Dir David Livingston

6 - 26 *UNIMATRIX ZERO PART 1*

Problems in "Borg-ville" when Voyager discovers a resistance movement has developed within the Collective, something the Borg Queen cannot allow to exist, which leads to Janeway, Tuvok and Torres being assimilated by the Borg. Also, "Unimatrix Zero" is the cyberspace where the Borgs' minds regenerate. A place where they can have their personas prior to assimilation. Seven of Nine returns to Unimatrix Zero to find her lost love.

Wr Brannon Braga, Joe Menosky

Dir Allan Kroeker

7 - 1 *UNIMATRIX ZERO PART 2*

Stardate: 54014.4 The away team must infiltrate the Borg Collective and execute their plan to undermine them, even though it may destroy Unimatrix Zero forever.

Wr Brannon Braga, Joe Menosky

Dir Mike Vejar

7 - 2 *IMPERFECTION*

Stardate: 54129.4 Seven's life is at risk when her cortical implant - essential for regulating her implants and balancing them with her human physiology - starts to degrade. As Captain Janeway and the Doctor try to come up with a way to help her, Icheb realises he may have to take matters into his own hands.

Wr Carleton Eastlake, Robert Doherty

Dir David Livingston

7 - 3 *DRIVE*

Stardate: 54058.6 Paris and Kim enter a race that symbolises a peace treaty between four warring races. Meanwhile, B'Elanna fears that she and Tom aren't meant to be together.

Wr Michael Taylor

Dir Michael Taylor

7 - 4 *REPRESSION*

Stardate: 54090.4 Former members of the Maquis fall victim to a spate of mysterious attacks on board Voyager. Tuvok is placed in charge of the investigations, and soon makes some remarkable discoveries.

Wr Mark Haskell Smith

Dir Mark Haskell Smith

7 - 5 *CRITICAL CARE*

The Doctor is abducted from Voyager and forced to work in a hospital where patients are treated based on their social status.

Wr James Kahn

Dir Terry Windell

7 - 6 *INSIDE MAN*

Stardate: 54208.3 A hologram of Reginald Barclay arrives in a data stream with plans to get Voyager home within three days, by travelling through a 'geodesic fold.' However, the Doctor soon becomes suspicious of the holographic Barclay's behaviour.

Wr Robert Doherty

Dir Allan Kroeker

7 - 7 *BODY AND SOUL*

Seven is forced to hide The Doctor's program by downloading him into her implants, when the Delta Flyer comes under attack from the Lokirrim. Meanwhile, on Voyager, Tuvok enters Pon Farr.

Wr Eric Morris, Phyllis Strong, Mike Sussman

Dir Robert Duncan McNeill

7 - 8 *NIGHTINGALE*

Stardate: 54274.7 While searching for dilithium, the Delta Flyer, under Harry's command, comes to the aid of a ship under attack. Believing them to be on a humanitarian mission, Harry convinces Janeway to allow him to captain the medical transport to its homeworld.

Wr Andre Bormanis

Dir LeVar Burton

7 - 9 *FLESH AND BLOOD (1 OF 2)*

Stardate: 54337.5 Voyager receives a distress call from a Hirogen training facility, where their holographic prey have become too cunning and dangerous for the hunters. Voyager establishes a tentative alliance with the Hirogen in order to disable the holograms, while the Doctor finds himself becoming sympathetic to their cause.

Wr Bryan Fuller

Dir Mike Vejar

7 - 10 *FLESH AND BLOOD (2 OF 2)*

Stardate: 54337.5 The renegade holograms abduct B'Elanna in hopes that she will be able to make their field generators fully functional. Meanwhile, Voyager secretly trails two Hirogen ships as they attempt to track and hunt down the holograms, in order to rescue B'Elanna.

Wr Raf Green, Kenneth Biller

Dir David Livingston

7 - 11 *SHATTERED*

Stardate: 49624 After Voyager passes near a spatial rift, Chakotay is injured in Engineering, leaving his body in a state of temporal flux. After receiving treatment in sickbay, he inadvertently gains the ability to pass through rifts in time that are scattered throughout the ship, enabling him to walk into different stages of Voyager's history over the past seven years.

Wr Michael Taylor

Dir Terry Windell

7 - 12 *LINEAGE*

Stardate: 54452.6 Tom and B'Elanna are overjoyed to learn that they are going to have a baby. However, after learning that the child will have dominant Klingon features, B'Elanna begins to experience upsetting flashbacks of her own difficult childhood.

Wr James Kahn

Dir Peter Lauritson

7 - 13 *REPENTANCE*

Stardate: 54474.6 Voyager is forced to evaluate their ethical beliefs, as well as those of an alien criminal justice system, when they rescue a Nygean prison warden, and his prisoners scheduled to be executed.

Wr Robert Doherty

Dir Mike Vejar

7 - 14 *PROPHECY*

Stardate: 54518.2 Voyager encounters a group of nomadic Klingons aboard a generational ship. These Klingons left the Alpha Quadrant over 80 years earlier, in search of a saviour who would one day lead them to a new homeworld, and their leader believes that Tom and B'Elanna's unborn child is this saviour.

Wr Mike Sussman, Phyllis Strong

Dir Terry Windell

7 - 15 *THE VOID*

Stardate: 54553.4 Voyager is pulled into an empty layer of subspace where ships are forced to attack each other and steal supplies for survival. Voyager's only hope for survival lies in forming alliances with other ships who wish to escape 'the Void'.

Wr James Kahn

Dir Mike Vejar

7 - 16 *WORKFORCE PART 1*

Stardate: 54584.3 When Chakotay, Kim and Neelix return from an away mission, they find Voyager abandoned, with only the Doctor on board. Meanwhile, the crew have unwittingly become part of an alien workforce, while their memories of Voyager have been erased.

Wr Kenneth Biller, Bryan Fuller

Dir Allan Kroeker

7 - 17 *WORKFORCE PART 2*

Stardate: 54622.4 Chakotay must convince Janeway and the other crew members of their past lives on Voyager. Matters are complicated when Chakotay is exposed and taken for interrogation.

Wr Kenneth Biller, Michael Taylor

Dir Roxann Dawson

7 - 18 *HUMAN ERROR*

When Seven tries to perfect her social skills on the holodeck, her hobby quickly becomes an obsession, leading her to neglect her duties.

Wr Brannon Braga, Andre Bormanis

Dir Allan Kroeker

7 - 19 *Q2*

Stardate: 54704.5 When Q's son becomes reckless and uncontrollable, Q places him in Captain Janeway's care for a week.

Wr Robert Doherty

Dir LeVar Burton

7 - 20 *AUTHOR, AUTHOR*

Stardate: 54732.3 A means of direct communication is established with Voyager allowing each crew member to speak with family and friends. The Doctor sends a holo-novel for publication based on a lost starship with a doctor who is treated like a slave, which causes controversy among the members of the ship.

Wr Phyllis Strong, Mike Sussman

Dir David Livingston

7 - 21 *FRIENDSHIP ONE*

Stardate: 54775.4 With regular communications to the Alpha Quadrant established, Starfleet sends a mission to Voyager: retrieve a 21st Century probe sent from Earth called 'Friendship One'. Once the probe is located on a nearby planet the away team is shocked to learn of the impact it has made.

Wr Bryan Fuller, Michael Taylor

Dir Mike Vejar

7 - 22 *NATURAL LAW*

Stardate: 54817.5 A strange energy barrier causes Chakotay and Seven's shuttle to crash on a planet inhabited by extremely primitive aliens.

Wr James Kahn

Dir Terry Windell

7 - 23 *HOMESTEAD*

Stardate: 54868.6 When Voyager discovers a settlement of oppressed Talaxians living on an asteroid, Neelix feels compelled to help them. As he spends time with his people and starts to forge relationships with them, he faces a very difficult decision.

Wr Raf Green

Dir LeVar Burton

7 - 24 *RENNASSISANCE MAN*

Stardate: 54890.7 The Doctor must impersonate various crew members when Captain Janeway is

abducted and held hostage for Voyager's warp core.

Wr Mike Sussman, Phyllis Strong

Dir Mike Vejar

7 - 25 *ENDGAME PART 1*

Stardate: 54973.4 After a decades-long journey to reach the Alpha Quadrant, Admiral Kathryn Janeway makes a bold decision to change the past in an attempt to undo the toll taken on the crew during their arduous journey home

Wr Kenneth Biller, Brannon Braga, Robert Doherty

Dir Allan Kroeker

7 - 26 *ENDGAME PART 2*

Stardate: 54973.4 After a decades-long journey to reach the Alpha Quadrant, Admiral Kathryn Janeway makes a bold decision to change the past in an attempt to undo the toll taken on the crew during their arduous journey home.

Wr Kenneth Biller, Brannon Braga, Robert Doherty

Dir Allan Kroeker

STAR WOLF

AKA: **UCHU NO YUSHA STAR WOLF**

AKA: **COSMIC HERO STAR WOLF**



In the 21st Century, Earth is attacked by raiders from Valnastar. One of the number, Ken (Azuma), realizes that one of the Earth people he is about to shoot is a boy with the same name as his and refuses to kill the boy or his mother. When his partner attempts to execute them himself, Ken kills him in the ensuing scuffle. Ken is forced to steal a ship to evade capture but is set upon by fighters that leave his vessel crippled. After drifting for a while in space, he is picked up by the crew of the Terran ship Bakkus III: Captain Joe (Shishido), pilot Ryu / Rocky (Takahashi), computer expert Hime/Tami (Tanigawa), and cadet Billy (Tachikawa).

Ken helps them escape another Valnastar attack. The crew take him to seek medical attention but he runs away, afraid that their kindness will evaporate when they discover that he was once one of the invaders who are attacking their home world.

Finally accepted into the crew after demonstrating that he has the strength of ten men, Ken accompanies them on their new mission to Karau, a world with a Middle Eastern theme, where the pugnacious Ken soon lands himself in prison after killing a brawler in a local bar. Meanwhile, Ken is pursued by Reeja/Rita (Shimazaki), his former lover, now on a vendetta because she is also the sister of the partner he killed in the first episode! She is shot by prison guards but not before revealing to Ken that his "treachery" was only to be expected, as he is not a true Valnastarian at all but the child of missionaries from Earth.

Escaping back to the Bakkus III, Ken foils an attempted mutiny by crewman Yorolin (Muramatsu) and steers the ship through a black hole to escape. After almost getting caught in a supernova, the crew reach Yorolin's homeworld of Sasser (Sisser in the English version), where they are ordered to destroy a doomsday device. Crash landing in the "Devil's Desert", Ken helps them infiltrate the enemy base by bodily throwing his fellows over the fence. They destroy the doomsday device with a bomb, although the turn coat Yorolin dies trying to deactivate it.

For the second half of the series renamed Cosmic Hero Star Wolf from episode 14 onward, Ken and his colleagues must defend the universe from a succession of monsters-of-the-week, including Nipopo the Space Dinosaur, an "android" that looks suspiciously like a man in a fireman's outfit painted gold, and a "space bounty hunter".

The success of Star Wars (1977) created a new wave of interest in science fiction, met in Japan by such productions as the Star Blazers movie and the animated adaptations of E.E. Doc Smith's Lensman and Edmond Hamilton's Captain Future. Not to be outdone, the Tsuburaya studio tried this live-action adaptation of Hamilton's Star Wolf books - Weapon from Beyond (1967), The Closed Worlds (1968), and World of the Star Wolves (1969). As with Star Wars fellow Tsuburaya series Time of the Apes and MIGHTY JACK, the first 14 episodes of Star Wolf were re-edited into two features, dubbed into English, and broadcast in the United States, under the titles Fugitive Alien (1978) and Star Force: Fugitive Alien II (1978). In this format, both movies appeared on MYSTERY SCIENCE THEATRE 3000. For another adaptation of famous American Science Fiction, see FLOWERS FOR ALGERNON.

The series was produced by Hiromi Kato, Masunosuke Ohashi, Noboru Tsuburaya and Akira Tsuburaya.
Original Music by Norio Maeda

WR. Keiichi Abe, Hiroyoshi Yamaura, Yoshihisa Araki, Bunzo Wakatsuki, Hideoyoshi Nakasaka, Toyohiro Ando.

DIR. Kiyosumi Fukuzawa, Minoru Kanaya

EPISODES: 24 **YEAR MADE:** 1978 **COUNTRY:** JAP **SEASONS:** 1

TUSBURAYA/NTV

CREATOR: EDWARD HAMILTON**TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 24**DATE OF PREMIER:** 02/04/1978**AIR DATE OF LAST EPISODE** 24/09/1978**SEASON DATE BREAKDOWN:****FILMS:** FUGTIVE ALIEN (1978), STAR FORCE: FUGITIVE ALIEN II (1978)

Ken TATSUYA AZUMA, Hime/Tami MIYUKI TANIGAWA, Dan TSUTOMU YUKAWA, Billy HIROO TACHIKAWA, Pilot Ryu/Rocky NAGAHIDE TAKAHASHI, Captain Joe JO SHISHIDO KATSUMI MURAMATSU, SHOHEI YAMAMOTO, Reeja/Rita NANA SHIMAZAKI, AKIHIKO HIRATA.

Books Based on this series.

THE CLOSED WORLDS	EDWARD HAMILTON	1968
WEAPON FROM BEYOND	EDWARD HAMILTON	1967
WORLD OF THE STAR WOLVES	EDWARD HAMILTON	1968

RELATED SHOWS:*MIGHTY JACK (inc FIGHT! MIGHTY JACK)**FLOWERS FOR ALGERNON*

STARFLEET

AKA: **X-BOMBER**

AKA: **X BOMBER**

AKA: **EKKUSU BONDA**



Animated puppet series from Japan, set in the year 2999. Space War Three has ended and the solar system is being rebuilt, led by planet Earth. But hostile planets and aliens are out to sabotage their efforts. At the heart of the story is Lamia, a young princess like character whose destiny is bound up with the advent of the new millennium when she will emerge as the mysterious F-01, a benign force with the power to bring peace and order to the whole of the solar system.

The top bad guy, the Imperial Master, wants her dead before the year 3000, otherwise his evil power cannot rule the galaxy. He sends his forces, led by Commander Makara, a bizarre male/female Fu-Manchu type character on a seek and destroy mission. Standing in their way are Earth's Star Fleet, under General Kyle. The fleet's principle craft is the X-Bomber, designed by Professor Hagen and crewed his son Shiro, Barry Hercules, John Lee, Doctor Been and Lamia.

Lurking protectively in the background is another mystery man, Captain Halley, commander of a space galleon called The Skull. The tide of battle ebbs and flows until Lamia and the Star Fleet win a final victory.

The series was first shown on LWT in the UK in 1983. The producer and director was Louis Elman, executive producer was Kevin Morrison and the music was created by Paul Bliss. This Japanese puppet show was very reminiscent of the Japanese SF on TV at the time in Japan, taking its cue from superheroes such as ULTRAMAN or KAMEN RIDER, only in puppet version. It never enjoyed the massive success that Anime had in Japan, and never developed the cult following of such shows as ULTRAMAN or KAMEN RIDER.

Oriental space-weirdness, this time in the shape of intergalactic puppetry. Who could forget the jiving might of Barry Hercules? The heroic innocence of Shiro? The mighty X-Bomber? That wobbling, furry thing? We all watched in wonder as they battled across the galaxy trying to protect the F-01 (other wise known as Princess Lamia) throughout 2999, as without her there'd be no fourth millennium. And let's not forget the talking eye patches, lobster cyber-implants, giant robots and ancient prophecies. . . Plus the Imperial Master, his strange hermaphroditic minion Commander Makara, the Die-X giant robot and the Professor Hagen puppet, which actually smoked! It lasted forever and it was bloody fantastic.

The puppet show X-Bomber was conceived as a deliberate attempt to outdo NHK's AERIAL CITY 008 and its ultimate inspiration THUNDERBIRDS, utilizing the design talents of Go Nagai, creator of Devilman and Getter Robo. With only a fraction of the THUNDERBIRDS budget available, X-Bomber was deemed a failure on its original Japanese broadcast and was taken off air after just 12 episodes. However, it gained a new lease of life in the UK, when it was dubbed into English and broadcast as Star Fleet. Under this title, it introduced the cliches and traditions of Japanese children's Sci-Fi to an entire generation - from the attack craft that combine to form the Dai X giant robot to the shocking deaths of major characters adding genuine pathos. Though common knowledge today in the wake of MIGHTY MORPHIN' POWER RANGERS the attitude and style of Japanese sci-fi made Star Fleet an impressive and much-loved example of the genre.

There was also some renaming - Ben Robinson, became Doctor Benn, Shiro Ginga become Shiro Hagen, Bongo Herakles become Barry Hercules and Bigman (presumably a reference to a similar character in Isaac Asimov's Space Ranger) became John Lee. Among the supporting cast Bloody Mary was transformed into Commander Makara, her lieutenant Kozslo become Orion, and Captain Custer become Captain Carter.

The new voices included long-time Gerry Anderson collaborator Denise Bryer and actors such as Garrick Hagon, Liza Ross, and Peter Marinker, who would also star in Water Margin and a succession of Manga Entertainment anime dubs. The 24 episode British series (which lost one from the grand total by combining episodes 18 and 19) was later brought to the US, where it dies a second ignominious death, hacked into an

eight-part series of straight-to-video features. In 2002, X-Bomber was re-released in Japan on DVD, with one of the English Language movie edits included as an extra. The Japanese characters also appeared in a 1980 manga spin-off, drawn by Eiichi Saito, while the U.K. incarnation was adapted into a separate six-month comic strip in the British children's weekly Look-In, by Angus Allan and Alan Noble. Theme: Vow Wow - "Solider in the Space."

Notes: It is common misconception that the music for the series was by Queen guitarist Brian May. Although May did release his own version of the English theme song, the original U.K. version was by Paul Bliss, a former keyboardist with the Moody Blues.

The series was produced by Kimio Ikeda. Original Music by Paul Bliss (English soundtrack), Toshihiro Niimi, Mitsuhiro Saitô, Kyôji Yamamoto.
Special Effects by Kiyotaka Matsumoto (special effects director).

WR. Michael Sloan (UK), Kiesuke Fujikawa (JAP).

DIR. Louis Elman (UK), Michio Mikami (JAP), Akira Takahashi (JAP)

EPISODES: 24 **YEAR MADE:** 1980 **COUNTRY:** JAP **SEASONS:** 1

A LEAH INTERNATIONAL JIN PROD / FUJI

CREATOR: MICHAEL SLOAN (UK)

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 24

DATE OF PREMIER: 11/10/1980 **AIR DATE OF LAST EPISODE** 27/12/1980

SEASON DATE BREAKDOWN:

FILMS:

Japan Cast: Shiro Ginga TOSHIO FURUKAWA, Bongo Herakles SHIGERU CHIBA, Bigman Lee NAOKI RUYTA, Lamia MAMI KOYAMA, YUJI MITSUYA, Ben Robinson MIKIO TERASHIMA, Gen. Kuroda HIDEKATSU SHIBATA, Capt. Halley TORU FURUYA, Blood Mary RIHOKO YOSHIDA, Kozlo REIZO NOMOTO, Captain Custer TOSHIAKI IWAMOTO, PP Adamsky (voice) YUJI MITSUYA, Emperor Gozma (voice) (as Takashi Tanaka) BANJO GINGA, Narrator (voice) YUZURU FUJIMOTO.

UK Cast: Capt. Carter [Capt. Custer, UK Version] (voice) GARRICK HAGON, Gen. Kyle [Gen. Crowder, UK Version] (voice) KEVEN BRENNAN, Dr. Benn Robinson (Dr. Ben - UK Version) (voice) PETER MARINKER, Shiro Hagen (Shirô Ginga - UK Version) (voice) JAY BENEDICT, Barry Hercules (Bongo Heracles - UK Version) (voice) CONSTANTINE GREGORY, John Lee (Bigman Lee - UK Version) (voice) MARK ROLSTON, PPA (PP Adamsky - UK Version) (voice) JOHN BADDELEY, Princess Lamia (UK Version) (voice) LIZA ROSS, Cmdr. Makara [Bloody Mary, UK Version] (voice) DENISE BRYER, Capt. Orion [Capt. Kozlo, UK Version] (voice) SEAN BARRET, The Imperial Master (Emperor Gelma - UK Version) (voice) JACOB WITKIN.

RELATED SHOWS:

ULTRAMAN

KAMEN RIDER

AERIAL CITY 008

1 - 1 *EPISODE ONE*

Imperial Alliance forces invade the solar system. When Pluto Alpha Base falls, Star Fleet Command are forced to order Dr. Benn, the commander of Moonbase to launch the secret 'X-Bomber' ship - despite it being unfinished and the new crew - Shiro Hagan, John Lee and Barry Hercules - untrained.

1 - 2 *EPISODE TWO*

Unable to gain contact with the crash-landed X-Bomber, Lamia attempts to reach the ship and help the crew, but comes under heavy attack from Imperial Alliance fighters...

1 - 3 *EPISODE THREE*

The Imperial Alliance lay siege to Earth Defence Forces, demanding the handover of the "F-Zero-One". With Makara refusing to believe General Kyle's ignorance of it, the crew of X-Bomber battle against time to repair their ship before Star Fleet Command is destroyed.

1 - 4 *EPISODE FOUR*

When transport cruisers mysteriously disappear en-route to rebuild Pluto Alpha Base, X-Bomber is assigned to defend the next convoy of ships.

1 - 5 *EPISODE FIVE*

Shiro, Hercules and Lee search Pluto for the lost Captain Carter - their former tutor at the Academy. Meanwhile, Lamia receives a summons from a mysterious sailing ship, "The Skull".

1 - 6 *EPISODE SIX*

X-Bombers' new mission, to seek out The Skull, is put on hold when the Imperial Alliance renew their assault on Earth.

1 - 7 *EPISODE SEVEN*

Trapped in a Black Hole and rapidly losing power, the crew of X-Bomber desperately fight a losing battle against Commander Makara's forces.

1 - 8 *EPISODE EIGHT*

X-Bomber seeks shelter on the planet Alaria, unaware of its deadly secret.

1 - 9 *EPISODE NINE*

Commander Makara and Captain Orion are summoned back to their homeworld by the Imperial Master. Charged with their continual failure to defeat X-Bomber and capture F-Zero-One, they face trial and execution.

1 - 10 *EPISODE TEN*

Responding to a summons from The Skull, the crew of X-Bomber find themselves trapped by a ruthless new Alliance commander - one with a disconcertingly familiar voice.

1 - 11 *EPISODE ELEVEN*

Shiro, Hercules and Lee investigate a distress call from a devastated planet of war, however their new enemy is not far behind.

1 - 12 *EPISODE TWELVE*

Enraged by Captain Carter's latest attempt to destroy X-Bomber from within, Shiro faces his former mentor in a dual to the death.

1 - 13 *EPISODE THIRTEEN*

Facing the dawn of a New Year alone in deep space, Shiro, Hercules and Lee reminisce over the events of the war with the Imperial Alliance and the fate of Captain Carter.

1 - 14 *EPISODE FOURTEEN*

Lamia is summoned once again by The Skull, but wary of another Imperial Alliance trap, Dr Benn refuses to let her go.

1 - 15 *EPISODE FIFTEEN*

Lamia begins exhibiting supernatural powers, and tries to convince the sceptical crew of X-Bomber that the Imperial Alliance have launched an all-out assault against them...

1 - 16 *EPISODE SIXTEEN*

With X-Bomber badly damaged and the crew unconscious, Lamia fights to avoid capture by hordes of Imperial soldiers boarding the ship.

1 - 17 *EPISODE SEVENTEEN*

While the crew struggle to repair the stranded X-Bomber, Lamia learns of her heritage and the secret of F-Zero-One.

1 - 18 *EPISODE EIGHTEEN*

As time rapidly runs out for Lamia, the crew of X-Bomber and their new ally Captain Halley try desperately to trace her whereabouts.

1 - 19 *EPISODE NINETEEN*

Commander Makara employs vicious new measures to destroy Lamia, with fatal consequences for one of the X-Bomber crew...

1 - 20 *EPISODE TWENTY*

Shiro meets a face from the past when X-Bomber lands on the planet Callinean. In the meantime, the Imperial Alliance prepare for an onslaught against the peace loving inhabitants of the planet.

1 - 21 *EPISODE TWENTY ONE*

As war rages on the planet Callinean, The crew of Dai-X face their toughest battle yet - defending the

Royal palace against the latest Alliance weapon.

1 - 22 *EPISODE TWENTY TWO*

Learning of the Imperial Master's plan to assault the Earth, The crew of X-Bomber begin a hurried journey back home. However a defeated Commander Makara and Captain Orion are not far behind and will do anything to regain their honour.

1 - 23 *EPISODE TWENTY THREE*

Despite the Imperial Master's attempts to stop them, X-Bomber continues on its journey back to Earth.

1 - 24 *EPISODE TWENTY FOUR*

At the dawn of the year 3000, the crew of X-Bomber face the final battle against the Imperial Master, and learn the power of F-Zero-One.

STARGATE SG1



The SG-1 team is brought together for the exploration of newly discovered stargates and the destruction of the serpent god who has abducted a human and two abbydons. Stargate SG1 began well, with the discovery of other stargates in the galaxy and the organisation of a team of explorers to boldly go where no heavily armed technologically advanced humans have gone before. Various people - Vikings, Greeks, Arabs - kidnapped from Earth by alien races over the last few thousand years occupy many of the worlds. Of course, they all speak contemporary English. . . And there is the heart of the problem with the series.

This series is based on the successful SF film Stargate by Roland Emmerich and Dean Devlin who went on to make Independence Day and Godzilla. Based on the film hit Stargate, the original-to-cable series Stargate SG1 is shown on pay network Showtime, then a year later episodes enter the syndication market, following the same marketing formula as the original-to-Showtime programs THE OUTER LIMITS, and Poltergeist: The Legacy. Executive producers for the series were Jonathan Glassner and Brad Wright, co-executive producer was Michael Greenburg. The key roles from the film were recast when the movie was transformed into a series. Unlike other shows adapted from movies Stargate SG1 is a direct sequel to the film, picking up the action one year later. The series was first seen in the US on The Showtime channel.

Alexis Cruz was the only actor who starred in the film who also starred in the TV series. Various famous guest stars included Armin Shimerman (STAR TREK : DEEP SPACE NINE), Dwight Schultz (STAR TREK: THE NEXT GENERATION, The A-Team) and James Earl Jones who was the voice for Darth Vader in the Star Wars films. Critics, especially in the US hated the show when it first started, and fans of the original Stargate film queued up to say how poor the series was as compared to the film, but it was soon after that the rating began to pick up and the show became a hit. Whilst shows such as MERCY POINT on UPN (United Paramount Network) were cancelled after a mere two episodes, a show like Stargate SG1 moved along quite nicely.

The show has gained success in the UK during its run on Sky One, getting better ratings than STAR TREK: VOYAGER. The special effects for the show were done by Gadjeci Visual Effects (GVFX) based in Toronto, they were also responsible for the effects on shows such as THE OUTER LIMITS, THE VISITOR, ROBOCOP: THE SERIES and TOTAL RECALL 2070.

The source movie seemed to have difficulties in stretching its flimsy premise over the course of two hours, so what chance did a weekly series have? Movie creators Dean Devlin and Roland Emmerich lam-basted the series, decrying that it was an insult to their masterpiece, but was it really that bad? Well, the answer is 'yes and no', because the series does spin erratically between OK and appalling. To be fair, the weaker episodes were in the early part of the first season, and thus can be attributed to the actors (and writers) getting a firm handle on the characters. Season Two is showing some uninspired promise, but let's just wait and see how much mileage can be derived from the limited premise.

Richard Dean Anderson was also in General Hospital, playing Dr Jeff Webber from 1976 to 1981. It was this role, in one of America's best known daytime Soaps, that helped launch his career. He went on to star in the 1982 series Seven Brides for Seven Brothers and Emerald Point NAS in 1983, both of which only lasted a season. However, he is best known for MacGyver in which he starred as a former Special Forces agent fighting against the bad guys for the Phoenix Foundation. The series ran for seven seasons and was followed by two tv movie specials which Anderson executive produced, along with Michael Greenburg, both of whom now executive produce Stargate SG-1. Anderson's next series remains his favourite, LEGEND, a western in which he starred as Ernest Pratt/Nicodemus Legend.

Richard Dean Anderson was born on 23rd January 1950 in Minneapolis and originally wanted to be a professional hockey player. His dreams were dashed when he broke both arms in separate accidents on the ice and he turned his ambitions to acting, studying drama at both St Cloud State College and Ohio University. He subsequently moved to Los Angeles where he earned money as a street mime artist, a

jester/singer/mime/juggler in cabaret and a writer/director/performer at Marineland, before landing the job on General Hospital. He has appeared in many television movies including Ordinary Heroes, Past the Bleachers, Eyes of a Stranger, Beyond Betrayal and Through the Eyes of a Killer. He also made a mini-series in 1996, PANDORA'S CLOCK. His big screen films include Firehouse and Odd Jobs. He still plays hockey, and helped create the Celebrity All-Star Hockey team which raises funds for charity. His other pet charity is the Challengers Club, a children's recreational centre in LA. He lists his other hobbies and interests as racing cars, skiing and dogs. Don S. Davis who played General Hammond, starred in MacGyver with Richard Dean Anderson, he also starred in David Lynch's Twin Peaks.

Season Three: After the settling in of Season Two, Season Three promises the action-packed extravaganza you have come to expect. The show will also start using the continuity of previous season's episodes as the basis for stories, possibly a bad move if they wish to entice new viewers into their fanbase. Although this is great news if you like continuing plot threads. Character definition is already high, but fan pressure exists to bring Carter and O'Neill together. Will the writers bow to it? The sticky subject does get address more so then ever in the sticky episode "Point of View", although star and executive producer Richard Dean Anderson thinks it would be a mistake to lead into a full blown romance at this point. He says, "Obviously, we'll have to face it eventually for now it's just a matter of laying breadcrumbs along the trail for the audience to find. . . We'll just have to be patient and see what happens."

Being one of the executive producers of a hit television series such as Stargate SG-1 is like being a quick-change artist. On any given day, Jonathan Glassner must wear several different hats and juggle a number of tasks in order to send the SG-1 team through the Stargate and off on another mission.

"It's a pretty big job and it starts with the stories," he says. "Brad Wright [fellow executive producer] and I have story meetings just about every day with our staff writers. We also get written and verbal pitches from writers here in Vancouver [British Columbia, where the series is filmed] and Toronto as well as Los Angeles. After we choose a story we have to pitch it to the executives at the [MGMJ studio and get their approval. Then either me, Brad or another writer will go off and write an outline and then the actual episode.

"While one episode is being shot we're prepping for another. I should mention that Michael Greenberg and Richard Dean Anderson [Colonel Jack O'Neill], our two other executive producers, are on the set overseeing the actual filming while Brad and I are doing the prep work.

We'll have a production meeting where we sit around with the heads of every department and go through the script line-by-line and figure out how we're going to pull it all off. We decide which scenes need to be cut due to scheduling or budgetary constraints and, conversely, people may suggest some cool things we can add that aren't in the script.

"Our longest and most `painful' discussion is usually a five-hour visual effects meeting. We have to go through every effect and say, `This has never been done before. Is this possible? How are we going to do this?'" Usually we have at least one effect in every story that nobody's ever attempted and we have to figure out the mechanics of how to do it. There's sometimes talk of chickening out," laughs Greenberg, "but usually we try it and, although it may cost us lots of money, it's fun to see the final product.

"All this is interwoven with post-production," he adds. "I might be running over to the editing room and making changes to a cut of one of the stories or I'm working with the composer and seeing where the music cues go. Ultimately, we watch a mix of the episode after the music and effects have been added and give our notes for any adjustments that have to be made. I'm also usually writing a script or rewriting somebody else's. Brad, Robert Cooper [series co-producer] or I will run every script through our computer. One of us has written or rewritten every script and that's what gives the show its consistency."

Glassner had plenty of training for this marathon schedule. Prior to Stargate SG-1 he served as an executive producer, writer and director for MGM's and Showtime's The Outer Limits. It is also where Glassner struck up his friendship and professional association with Brad Wright. "Brad was originally brought in to work on the show for Canadian content reasons and some of my bosses didn't have a whole lot of faith in him because of this. They had it in their minds that this was the only reason he was hired and they couldn't see beyond that.

"When I read his first script I said, `This guy is really talented. Let's put him on staff.' So that's what we did and he became what I used to call our lean, mean writing machine. Along with writing his own stuff, whenever a script came in from a free-lancer that was bad we would give it to Brad and he'd do a whole rewrite on it. He probably wrote six or seven scripts a season. It's great to have a writer to work with that you have that much faith in and that remains true to this day. He's also turned out to be a very talented producer." Having executive produced The Outer Limits for a number of seasons, Glassner wanted a change and considered leaving the show and moving back to Los Angeles to pursue work there. However, the studio was reluctant to lose his services and offered Glassner other assignments.

He suggested to its president John Symes that the 1994 MGM feature film Stargate would make a great television series and asked to write the pilot. Unknown to him, Wright had mentioned the same thing to Symes on a separate occasion. "MGM was in negotiations at the time with Dean Devlin and Roland Emmerich, who made the film, to do the television show," he explains. "I guess that fell through and at that point John came to Brad and I and said, 'How about if you do it together?' We both said, 'Yes,' because we had got along so well on *The Outer Limits*.

"We were very lucky with Stargate because of the brilliant business arrangement that the Showtime cable network and MGM made and the faith that Showtime had in the series. We got a 44 episode order right off the bat and that makes it much easier to mount a programme this laden with special effects and, frankly, expensive to produce. Because of this we can showcase some of the more costly effects over 44 episodes rather than over half-a-dozen stories like you would on a regular series on a conventional network."

Symes was able to secure the services of actor Richard Dean Anderson to star in the series and act as one of its executive producers. The actor's long-time friend and business partner in Gekko Productions, Michael Greenberg, was also brought onboard to help with the show's executive producer duties. Casting the rest of the characters was left to Glassner and Wright, who auditioned actors from all over North America to fill the combat boots of the SG-1 team.

"We watched videotapes of all those auditions and after a while our eyes started glossing over," chuckles Glassner. "For Teal'c we wanted someone who didn't look like your average Joe. He's supposed to be alien and we wanted him to look somewhat unique and have a strong, intimidating presence. Whoever we chose also had to be able to act and, believe it or not, that combination is quite difficult to find in a actor. Fortunately for us, Christopher walked in and everyone agreed.

"We might as well not see anybody else because he's Teal'c. "With Michael Shanks we were looking for somebody to play Doctor Daniel Jackson who had an intelligence to him as well as a leading man-type charisma. Again, that's hard to find because you usually end up with someone who has the intelligence but who acts like a geek or a stereotype. Instead we found, I think, a guy with brains and who a lot of young ladies around the world are madly in love with. Michael's an amazing actor. We keep throwing these weird things at him to do and he manages to pull every one of them off. We're thrilled with him.

"Amanda Tapping [Major Samantha Carter] was a similar scenario. We wanted the best of both worlds and our casting people said we were crazy. We were looking for a woman whom the audience could believe was a tough soldier and a Desert Storm veteran. At the same time she had to be attractive and have the smarts to be an astrophysicist. Amanda came in and nailed the part. No matter how much technojargon we write for her she says it as if she understands it, mostly because she does. Amanda does her homework and finds out what it all means. Sometimes she even comes into work and says, 'I looked this up and it doesn't make sense.' So we certainly lucked out because we've got a great cast."

Glassner expresses similar kudos for Stargate SG-1's production designer Richard Hudolin, who has been with the series since its pilot episode *Children of the Gods*. "Brad and I really didn't know Richard at the time," Glassner recalls. "We were kind of rolling the dice based on his credentials but when he first came in with a little model of the set as he envisioned it we both said, 'Wow, this is neat. It looks so real.' The sets were initially built in a Vancouver soundstage that's the largest in North America, and we filled that entire space, which is unheard of for a tv series. I remember walking on the sets for the first time when they were finished and thinking, 'My God, we're actually doing this.'"

The executive producer co-wrote *Children of the Gods* with Wright and has penned a number of the show's episodes on his own. His favourite so far is the third season story *Forever in a Day* in which Daniel Jackson is reunited with his wife Sha're (Vaitare Bandera). "I'm proud of this one because a lot of people are teary-eyed in it," he says. "It's a very emotional episode and not one of what we call our run-and-jump episodes. Although it's got the largest action sequence we've ever done in its opening teaser it's not so much an action story as it is a good human drama.

"Stargate is a tough show to write for," continues Glassner. "One of the reasons for this is that we want to give something to all of our leads to do in every episode and occasionally that's a challenge if the plot centres on just one of them. We also have to try to keep things plausible. It's very easy to wander off into fantasy land on a show like ours. Some of the pitches we get can be pretty outlandish and it sometimes becomes a balancing act trying to maintain the show as Science Fiction and not Fantasy."

Although Stargate SG-1 employs a team of regular directors, Glassner is occasionally called upon to work behind the cameras. He has directed two episodes of the series, *The Torment of Tantalus* and the second-season opener *The Serpent's Lair*. "One of the biggest challenges for me when I'm directing is wearing so many hats, you know? I'm still involved in the script development for future episode, and usually post-production for past episodes. I'll be on the set lining up a shot and somebody might come up to me and say,

'We need your notes on this cut.' So that part of it can be a little distracting.

"Serpent's Lair was a very ambitious episode for a television series and we had to figure out ways to do things on our schedule. We shot that episode in eight days and it has some scenes in it that for a feature film would have taken a week to shoot. For example, all the stuff in the def-gliders. We built a def-glider cockpit and put it up on a five-foot gimbal. A bunch of grips rocked it and moved it about and a camera on a big crane swooped around to simulate flight. It took us a whole day to film that stuff. We also shot a lot of footage in what we call a virtual set, which is made up entirely of matte paintings and computer-generated images. This meant that the actors had to run around a big, blue room against blue screens and pretend things were there," he laughs. "It was hard work but we also had fun.

"Torment of Tantalus was much more of a conventional episode in that it only had one real sort of action sequence but it was a bit scary for me. We built a giant set of the inside of this ancient structure which our special effects people then rigged to collapse. However, it was built to collapse in a controlled way and we knew exactly where every piece of it would land. We were literally dropping 20-foot girders from the ceiling and having them land at an angle barely a foot from the stuntmen. That was a little nerve-wracking for me because I'd never done anything like that before as a director. I thought for sure something would go wrong but I had to trust the crew and, as usual, they pulled it off and did a great job."

Being one of the behind-the-scenes people responsible for the making of a hit television series is a far cry from Glassner's original ambition to become an actor. He had appeared in summer stock and several local theatre productions prior to enrolling as a theatre major at Northwestern University. Unfortunately, it was not long before Glassner decided to reassess his career plans. "Northwestern is one of the top theatre schools in the country and it attracts talented kids from all over the world," he notes. "I thought I was a big-shot actor but when I got there I discovered I was the worst actor in the class. I thought, 'If it's like this here what's it like in New York City or Los Angeles? I'll never make it.' I talked with a television/film professor who convinced me that I should switch majors, so I did and began studying to be a director."

"One day a director named Bob Thompson came to speak at our school. He said something that really stuck in my mind which was, 'The quickest way to become a director in Hollywood is to first become a writer.' That day I changed my schedule and began to take writing courses. He was right. I wrote my way into [television] producing and started giving myself directing jobs." With Stargate SG-1 guaranteed at least an 88-episode run, Glassner and the rest of the show's production team will return to Vancouver in February to begin work on its fourth season. In the meantime, he is busy writing a Science Fiction pilot for the Fox Network. "I'm fortunate to work in a field where I can use my imagination," says Glassner. "I couldn't ask for a better sand box in which to play."

Needless to say we were a bit taken aback by all of this. After that - maybe it was good karma or maybe we had used up all our bad luck it began to get warmer, the rain stopped, everyone pulled together and we started to make the series. That first day was the toughest, and if it had been a harbinger of what was to come I think we all would have shot ourselves," jokes Wright.

"Another problem we had was that stages five and six at Bridge Studios, where our standing sets for Stargate are housed, weren't ready in time to shoot the pilot. We ended up building these gigantic sets in the effects stage at Bridge Studios, which is a huge stage but it doesn't really have very good acoustics. The plan was to film the pilot and one episode there and then go on location for three episodes to allow the crew to move everything to its permanent home by the end of February [1997]. I couldn't believe it, but we did it, and that's a testament to the design of the sets and to Thom Wells [construction coordinator] and Richard Hudolin [production designer], who made it all happen."

One of the initial challenges facing the show's production team was having to create new extraterrestrial locales for Colonel Jack O'Neill (Richard Dean Anderson) and the SG-1 team to visit every week. The city of Vancouver, its suburbs and surrounding countryside provide a cornucopia of contemporary settings for such television programmes as Seven Days and Secret Agent Man. However, when it comes to alien landscapes, the choice is limited.

"The difficult thing about Stargate is that as a television series it's fairly massive in scope," explains the executive producer. "It's a big concept. I mean, the Stargate itself is 20 feet high. When we 'visit' another planet and want to put a Stargate there, which makes sense considering our heroes arrive through one, that means that the walls of our set have to be at least 30 feet high. "Suddenly you're building this huge set just to accommodate the Stargate. The solution to that is to go outdoors on location. Well, we can do that but there are only so many areas in and around Vancouver that don't have trees. In some of our early episodes it was, 'OK, here we are on this planet with trees and the following week it was, 'Here's another planet and, oh, look, it has trees.' We had a hard time mixing the stories up enough to make it appear as if, yes, some planets do have trees, but there are other worlds that have a totally different look and feel.

"So what we've done over the past three seasons to help alleviate this problem is use matte paintings to indicate that the-outdoors are, in fact, entirely of our own making. For example, in the third-season two-part episode *The Devil You Know* and *Jolinar's Memories*, we used CGI technology to 'place' our actors into these matte paintings that will blow viewers' minds. One look and they're sure to think, 'There's no way this was shot in Vancouver.' "We also found an area just outside town with these massive piles of yellow sulfur ", he adds.

"Unfortunately, it's near the airport and it has a million other production problems but it's as close to desert as you can get here. This was a little ace I had up my sleeve for the first-season episode *Cold Lazarus* in which SG-1 walks through what looks like a desert of yellow sand. It was quite impressive, even if I do say so myself. There were a couple of vista shots that were helped by matte paintings and the brilliant blue sky we were lucky enough to have that day only added to the illusion. Filming on this type of surface can be tricky, though, so I don't know if the crew will ever let me go there again"

Although visual stimulus is important when it comes to entertainment, the key to keeping an audiences' attention is a solid story. Wright's primary job as an executive producer on *Stargate* is to make sure he, Glassner and the show's writing staff deliver - an engaging season of stories every year. He and Glassner co-wrote the show's pilot, *Children of the Gods*, and a handful of other episodes. One he is most proud of is *Point of View*, a compelling third-season episode 'that revisits the mirror universe originally seen in the first-season story *There But for the Grace of God*.

"There's a scene between Sam Carter (Amanda Tapping) and O'Neill, except it's not our Major Carter but Doctor Carter from the alternate universe. I wanted to write this episode just for that scene, which is a love scene between Carter and our O'Neill. In his reality they weren't lovers and they never married, but in hers they had and he'd just died. I really love that scene, although as a former actor I know it was a real bitch to do. Not only was it dramatic but there was a string Science Fiction theme running through it. Sometimes it's hard for actors to fully grasp such way-out concepts, but God bless Rick and Amanda for being able to do just that and for making that scene work so completely.

"We're fortunate in that our cast is very smart. We have a read-through for almost every story, if possible, and in that time they just don't ask questions like, 'Why do I say this,' or, 'What's going on here?' They're so in tune with this show and their characters that in some cases they'll point out a discrepancy or a little hole in a script. If they find something they want to change it's usually for a good reason, so they'll ask us and we'll say, 'Absolutely, you're right. Change it.' They certainly keep us on our toes."

The executive producer has also written several of his own stories for the show including the second-season episode *A Matter of Time* in which the effects from a black hole threaten to destroy the Earth. "I wasn't quite sure how this one would turn out. I imagined our characters having to climb sideways into the gate room because of the strong g-forces emanating from the gravity well on the other side of the Stargate. How do you film that? The visual effects required for that episode were demanding to say the least, but our FX guys worked wonders and we ended up with some neat shots.

"Just to jump around the seasons, one of the episodes I wrote for our first year, *Solitudes*, called for us to build a giant glacier and crevice. I really wanted to make sure it felt cold in there and I said to the visual effects people, '[James] Cameron made mist come out of the actors' mouths in *Titanic*, can we do that?' They said, 'Well, we can afford to do a few shots,' Our producer John Smith said, 'Wait a minute. Why don't we just bring in some big refrigeration units and freeze the whole damn stage?' I said, 'Come on, we can't do that, can we?' He said, 'Sure! That way when the actors exhale it'll be real breath.'

"Believe me, Rick and Amanda weren't acting when they were shivering and holding each others hands trying to stay warm," says Wright. "It was 35 degrees in there and those guys were really cold! Just like the desert scene in *Cold Lazarus*, we were able to suspend belief for a moment and make audiences ask themselves, 'Did they go to a glacier to do this?' No, but we made it appear as if we did.

"You know, had Jonathan and I not done *Outer Limits* I don't think we would have been prepared to tackle *Stargate*. To have to do multiple types of visual effects that an anthology series such as *Outer Limits* demands was an incredible learning experience. Of course, because it was an anthology I got to destroy Earth at least a half-dozen times," laughs the executive producer, "but, occasionally, I also saved it.

Creatively, I miss the show. As a matter of fact, I keep getting story ideas for it. I'll go see Sam Egan, who's the current executive producer and a friend of mine and say, 'Hey, Sam, you can do this if you want.' He'll say, 'OK, write it for us,' and I'll tell him, 'Sure, if you write one of mine.' Sadly, I don't have the time because *Stargate* is so demanding."

Colonel O'Neill and the SG-1 team never know what to expect when they step through the Stargate each week. Occasionally, however, the Stargate cast and crew can be taken by surprise even when the cameras are not rolling. Work on the third-season's penultimate story Crystal Skull had almost been completed when Wright got some disturbing news. "I received a phone call around 6:30 on a Monday morning," he recalls. "It was John Smith, who said, 'Michael Shanks [Doctor Daniel Jackson] had an emergency appendectomy last night.' My first concern, naturally, was Michael's health because an operation like that can put you out of commission for a while. Our president at MGM, Hank Cohen, told me that as a kid he went through the same thing and it laid him up for a long time.

"Once I found out that Michael was going to be OK I immediately had to come up with a plan to get him out of the season finale. It's fairly well set up at the start of the story that our characters are taking vacations and all going their separate ways, but then O'Neill gets zapped up into Thor's ship and the action begins. I thought, 'Well, we could say that Daniel was on a plane and couldn't get back. Or perhaps he's suffering with illness from a previous mission. Yes, that's it!'

"I got to work the next morning and told Robert Cooper, who wrote the episode, my brilliant idea. He suggested, 'Why not just give him appendicitis?' I said, 'Oh, never thought of that.' It seemed so obvious, especially when you consider that out of all the Stargate characters Daniel Jackson has been hurt the most. So an appendix attack is kind of ironic in his case. I have to say that Michael was a real trouper during all of this. He came in within five or six days after having surgery and did his close-ups for the story [Crystal Skull] he hadn't completed and then shot scenes for the season finale. Don't worry all you Michael Shanks fans out there, Daniel's not absent from the last episode of the season," assures Wright.

Filming of Stargate's third season finished last October but Wright and the rest of the production team were already hard at work planning Season Four, which begins shooting in February. Upcoming episodes include a journey to the original Goa'uld homeworld and the return of SG-1's arch enemy Apophis (Peter Williams). One major change for the fourth season is the departure of Jonathan Glassner, who is moving on to develop other projects, but will still be a creative consultant for the series.

"Jonathan and I have been remarkably good at spinning yarns out of thin air while under duress," jokes Wright. "Whenever it seemed as if everything was falling apart, we could calmly sit down together and dream up an idea that ended up becoming a pretty good or, sometimes, great story. He's a terrific guy and I'm going to miss having such a powerful writing machine across the hall."

Wright is thrilled with Stargate's continued success in first-run cable and worldwide syndication but does not intend to rest on his laurels when it comes to its future. "We can't get stale," he says. "I don't want to get to a point where the viewers are saying, 'Isn't this a variation on one they've already done?' We have to make sure that we continue to come up with solid, entertaining stories. After all, that's what us Science Fiction fans want."

Eryl Rothery shrieks with delight when asked to list any obvious similarities between herself and the cool unflappable medic she portrays on MGM/Showtime's cult success Stargate SG-1, announcing, "I'm not the least bit like Janet Fraiser! It's so funny," she insists, "because Janet is so serious - well most of the time she's dealing with serious issues - but I am the total opposite. I mean, Janet handles things, but I'm the type who - if there is somebody else around in an emergency situation - I leave them to it. We are completely opposite in that respect." Certainly it's hard to see where the calm, capable Dr Fraiser and her irrepressible counterpart Rothery cross over. Bubbly, bouncy and bursting full of the joys of the season, the actress's effervescent personality seems to be the complete antithesis of her screen persona. "I'm always laughing and goofing around," she admits. "I'm a total kook!"

What is apparent is that Ms Rothery's skill and dedication to her profession brought its own rewards when the executive producers of the series came to choose the right woman for the job. Having chalked up appearances in no less than 16 television movies, umpteen television guest appearances and several movie credits, including the award-winning Warriors of Virtue, the actress was much in demand, but modestly puts her good fortune in obtaining the Stargate SG-1 role down to fate. "I just thank my lucky stars that I became involved because actually I was living in LA but had auditioned for a TV movie which was shooting in Vancouver. Whilst I was in Canada, my agent got a call and said they wanted to offer me a part on Stargate SG-1 and I thought 'Terrific'.

I had worked with Jonathan Glassner and Brad Wright (co-executive producers and writers) on a couple of episodes of The Outer Limits so they knew my work and when Mike Greenburg [the third man] saw me it all worked out. I can't tell you how pleased I am to be here." Although she originally auditioned alongside Amanda Tapping for the part of Captain Samantha Carter, Rothery was more than happy to accept the role as the top-flight doctor assigned to the highly classified Stargate Command. "My agent said the character 'may recur'," she laughs. Three years down the line, Dr Fraiser's position is such that she consistently finds herself in major life and death situations from investigating virus cures to plagues that could kill the entire human race

to finding ways of dealing with recalcitrant SG-1 team members. Rothery's portrayal of the character is so convincing that it's hard to go along with her assertion that, "it's all down to how it was written."

According to the actress, Fraiser's whole psyche is based on an initial episode called The Broca Divide. "That episode showed not only Fraiser's strength of character but it also showed she had tremendous compassion... One of my favourite scenes is still the one with O'Neill (Richard Dean Anderson) where he asks her to experiment on him to find a cure for an horrific disease. The character has evolved as the show has, because all of a sudden you'll get flashes of Fraiser's sense of humour or her dryness or a bit about her background and it's just been this on-going development. I really like Janet." She smiles. "She is the most wonderful person to play."

Rothery also has great affection for the other lead female in the fight to save the world against marauding invaders. "Amanda [Tapping] and I have formed a tremendous bond of friendship as people and within the context of our characters." Expressing her gratitude to the writers that they haven't followed the usual formula, which dictates that with two women in the show one has to be seriously over-the-top strong and everyone else is peripheral, Rothery maintains that Dr Fraiser and Major Carter are allowed to show equal strength and femininity in their respective ways. "On occasion when we've been trying to stress a point we stand up for each other too. For example, we had one scene where Janet needs to go and get penicillin for a patient who is going to die, but O'Neill is opposed to the idea and Samantha steps in to help sell the point. Both of us knew it just wasn't going to happen but it's at times like that where I find there is not only a really good friendship developing between the women, but also the fact that they are scientists and see things the same way means they very much support each other."

Asked if she can foresee a time when there is likely to be any major bone of contention between the two characters, Rothery is decidedly sceptical. "Well, you never know what the writers are going to come up with but if you were to ask me, I can't see that happening. I really can't. Sam and Janet have a very sound relationship. They are not only colleagues in work and really good friends but they are essentially raising a child together." Speaking of a young girl rescued from certain death by the SG-1 team, Rothery explains that, "Cassandra has an amazing bond with Sam but because she is always going off-planet it made more sense for Janet to take the youngster in. But it's a very communal type of raising. We're joint surrogate mums."

All this child rearing has come in very handy in recent months as a couple of new babies have appeared on the Stargate SG-1 scene, one belonging to Ms Rothery herself. "Yes, I have a wee one," beams the proud 'parent', "And I swear to you she'd melt your little heart." Mind you - we're not talking about the nappy wetting two-legged kind. The newest arrival at Stargate Command has four legs, a waggly tail and a pair of very long ears. Launching into an hilarious Thelma and Louise-type accent, the actress drawls, "Her name is Bodie - actually it's Beauden - and how it starts is Amanda and I are always doing funny things each time we come together and we've got a little thing going where we have these alter egos. Her name is Minnie, my name is Pearleen and Pearleen is going to Beauty School and right about now I'm learning to put curls in. Anyway, Minnie got herself a dawg not long ago and I thought, well if Minnie can have a dawg, I can have a dawg. So I went out and got me one and she said, 'Pearleen, this is so cute.

What are you gonna call your dawg?' and I said I'd call her Beauden and so her name is Beauden and..." If she wasn't stopped she could ramble on for hours, just ask anybody who tried to get a word in edgeways when they met with her during a recent fan convention in London, Rothery admits that she can "blab for Canada" especially when she is in new and exciting situations. Fellow actor Bruce Boxleitner was driven to stand up and jokingly yell along the autograph queue - "Who's that holding up the line?" As if he didn't know As well as chattering non-stop, Ms Rothery had confounded all attempts at restraint by the 'liaison lady' and was up taking photos with the fans. "I loved my time in the UK this summer. I had no idea what to expect when I was invited to attend the convention but it was such a good experience for me. I knew the show had a huge Internet following but the fans just... embraced me. I don't even know how to put how wonderful that felt into words. By the end of the weekend I kept trying to tell everyone how grateful and touched I was by their support. I feel quite sad when I hear of some people treating fans of a particular show or genre with disrespect because when you get right down to it, there would be no show without them. It's a mutual relationship."

Her own relaxed attitude towards fan attention may well come from Rothery's notso-secret passion for Sci-Fi shows in general and one Sci-Fi classic in particular. "My thing was the original Star Trek," she confesses. "When I was a very wee one I liked Lost in Space, but really I used to make up wonderful stories about being in Star Trek and, of course, I always ended up marrying Jim Kirk." On a more recent track the actress has a special fondness for the revamped Outer Limits series having appeared in two "very scary" episodes (Regeneration and Trial by Fire) and for The X-Files. Rothery guest-starred as Nurse Michelle Charters in the episode entitled Excelsius Dei and claims, "What was most interesting for me was when the character was being attacked. She was being raped by this invisible entity, so I had nothing to work with. I had no one to throw me around and just had to raise the momentum by myself. In some respects that was even more terrifying because our own imaginations are so magnificent. It got to the point where when we finished the

scene, I was scared and shaking like a leaf but all the other women in the cast were shaking too. Some of them had tears in their eyes."

Rothery's escapades with the infamous FBI agents wasn't traumatic all the time. There were one or two light-hearted moments to dispel the gloom. "David Duchovny and I had some scenes where we were almost underwater so they built a huge tank and filled it with very warm water. When the time came for breaks in between shots, the assistant director would ask 'Do you guys want to come out?' and we would be like, 'No!' because it was too cold to come out and we would just hang out fully clothed inside this pool."

Ms Rothery is looking forward to a more usual form of rest and recreation in the coming months. Stargate SG-1 has just finished filming Season Three and the actress plans to "Take a break, chill out and enjoy playing with my dog!" There's a bit of a medical emergency for Dr Fraiser to deal with at the beginning of Season Four, but we'll just have to wait until next year for the details.

The original "Stargate" concept was devised by Dean Devlin and Rolland Emmerich. Devlin executive produced the "Stargate" film, Emmerich directed, and both wrote the storyline. In the fall of 1996, MGM announced its plans to take the "Stargate" property and turn it into a television series, "Stargate SG-1."

For the series, MGM brought in the creative talents of Jonathan Glassner and Brad Wright, who previously worked on "The Outer Limits" for MGM, to create storylines and produce the show.

Seasons 1-2: Executive Producers: Jonathan Glassner, Brad Wright, Michael Greenburg

Season 3: Executive Producers: Jonathan Glassner, Brad Wright, Michael Greenburg, Richard Dean Anderson

Season 4: Executive Producers: Brad Wright, Michael Greenburg, Richard Dean Anderson, Robert C. Cooper.

The Stargate is a round portal that can instantaneously transport an object from one point in space to another by generating an artificial wormhole. A wormhole is created between any two Stargates when one Stargate dials the address of another Stargate. A Stargate uses 6 of 38 symbols, representing star constellations, to locate another Stargate and then uses a final 7th symbol, unique to each Stargate, as its point of origin.

All together, the Stargate contains 39 symbols, one of which represents a point of origin unique to that Stargate, and has 7 chevrons that are used to lock on to Stargate symbols and dial another Stargate.

From the Writer's Bible:

a. Gate Activation & Composition : The Stargate is made of a quartzite metal not found on earth (Naquada). Naquada is found on the planet in the movie (Abydos) as well as several others that the gate leads to. The metal is the only known element that absorbs (and energizes with) neutrinos. Somehow, when energized with neutrinos, the gate forms a stable artificial worm-hole with another gate. It will not react with any other substance -- radiation, particle bombardment, fire, pressure, etc.

The inner dial of the gate turns like the bevel of a watch. There are 39 symbols on the dial. When the dial is turned to seven of the symbols in a certain order (like a combination lock) it activates the gate between Earth and the planet to which that combination correlates. The combinations, as set up by the creators of the gate, correspond to the points needed to vector a location in three dimensional space where the planet resides. The last symbol is always the point of origin.

b. The Iris : The Air Force learns by Daniel Jackson's example on Abydos, and by the actions of the ancient Egyptians, that if the Gate is buried under a strong, substantial substance, it blocks the path of anyone or anything attempting to pass through it. Therefore, the Air Force built a giant iris which closes very quickly over the gate. The iris is so close to the event horizon (less than 10 micrometers) that it won't allow anything to rematerialize on our side. Therefore it will block anything from coming through the gate uninvited. If someone tries to come through the gate with the iris closed, their molecules would not have a chance to rematerialize (they cease to exist).

The SG teams carry a small transmitter capable of sending a coded signal through the gate, notifying the SGC which team would like the gate opened. This device is called a G.D.O. Once the signal is sent (from the G.D.O.) it is safe to pass through the Stargate. The iris is then closed behind the travelers immediately upon their arrival on Earth.

c. Auto-Destruct : As a second line of defense, if an unknown traveler is inbound, a base auto-destruct countdown begins. If not terminated by a ranking officer, a nuclear blast will detonate inside the mountain.

d. Gate Travel : Gate travel is one way. A person cannot go through the gate, leave it open, and then step back through it. The gate has to be stopped and then restarted from the opposite planet in order to travel back to the other end. The only thing that can travel two ways through the gate are radio waves (which the M.A.L.P. transmits back to Earth).

Who made the Stargate?

No one knows. It was originally believed that the Goa'uld had constructed the Stargate network. Daniel Jackson theorizes that a race of aliens impersonating the Norse gods constructed the Stargates. The true origins of the Stargate are still unknown.

How many chevrons are on the Stargate?

The Stargate contains nine chevrons. Although the gate has nine chevrons, typically only seven of these are used when dialing from a gate. In the episode *The Fifth Race*, an eighth chevron was activated (thanks to the Asgard) and Carter noted, "The extra chevron must add a new distance calculation to the existing points, like a different area code." So far, the eighth chevron has been used only once (on the Earth Stargate), and the purpose or function of the ninth chevron is still unknown.

Why is the team called SG-1?

The "SG" designation denotes that the team is a part of the Stargate program, while the number following the Stargate designation is to distinguish between separate Stargate teams. Certain teams have special duties within the Stargate program. Listed below are all special designation teams noted thus far in the series:

Special Team Designations:

SG-3 - Marine combat unit, lead by Colonel Makepeace.

SG-5 - Marine combat unit.

SG-7 - Scientific Corp.

SG-8 - Medical team. This team typically will travel accompanied by SG-3 during medical emergencies.

SG-9 - Diplomatic Corp., led by attorney Major Stan Kovachek.

SG-11 - Engineering Corp.

What does this abbreviation stand for?

- a. M.A.L.P. Mobile Analytic Laboratory Probe, which travels through the Stargate to unexplored offworld locations, determining whether or not it is safe for human teams to proceed through the Stargate.
- B. D.H.D. Dial Home Device: activates the Stargate.
- C. G.D.O. Garage Door Opener: transmits a signal to open the iris placed over the over the Stargate on Earth.
- D. F.R.E.D. Field Remote Expeditionary Device: carries supplies for field units on the other side of the Stargate. With six wheels, FRED can navigate almost any terrain.
- E. T.E.R. Transphase Eradication Rod: detects objects operating in the light spectrum 180 degrees out of phase of human vision, like the alien race the Reetouh.

Why does every culture SG-1 encounters speak English?

They do not. As many cultures encountered by the SG teams are derived from ancient Earth cultures, as a linguist, Daniel Jackson is able to communicate with most of these cultures. SG-1 also has Teal'c along, a 90 year old Jaffa, who can communicate with all other Goa'ulds. Occasionally, SG-1 even encounters a race, like the Asgard, who are technologically superior to humans and decipher english in order to communicate with the team.

After 10 seasons the show was finally cancelled, not being able to finish their final story arc. However instead of just ending they made two new made for television films with budget of about 7 millions US dollars each. The first film "The Ark of Truth" finished the story arc that was started in the ninth season.

Academy of Science Fiction, Fantasy and Horror Films.

Best Genre TV Actor - Stargate SG1 - Richard Dean Anderson (1999)

Emmy Award

Outstanding Music Composition for a Series (Dramatic Underscore) - Nominated - "Stargate SG-1" (1997) - Joel Goldsmith - For episode "The Nox". (1998)

Outstanding Special Visual Effects for a Series - Nominated - "Stargate SG-1" (1997) - Habros, Bob (visual effects supervisor), Ted Rae (visual effects supervisor), John Gajdecki (visual effects supervisor), Comens, Michelle (visual effects co-ordinator) - for episode "Children of the Gods". (1998)

WR. Terry Curtis Fox, Robert C. Cooper, Jonathan Glassner, Kathryn Powers, Brad Wright, Jeff King, Mark Saraceni, David Bennett Carren, J. Larry Carroll, Tom J. Astle, James Crocker, Terry Curtis, Damien Kindler.

DIR. Duane Clark, David Warry-Smith, Brad Turner, William Geregthy, Jonathan Glassner, Mario Azzopardi, Allan Eastman, Martin Wood, Jimmy Kaufman.

EPISODES: 214 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 10

SHOWTIME CABLE NETWORK, MGM

CREATOR: ROLAND EMMERICH/DEAN DEVLIN

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 21, (2) 22, (3) 22, (4) 22, (5), 22 (6), 22, (7) 22, (8) 20, (9) 20, (10) 20

DATE OF PREMIER: 27/07/1997

AIR DATE OF LAST EPISODE 13/03/2007

SEASON DATE BREAKDOWN:

FILMS: STARGATE (1994), STARGATE SG1: THE NEXT MISSION (1998), STARGATE: THE ARK OF TRUTH (2008), STARGATE : CONTINUUM (2008)

Colonel Jack O'Neil RICHARD DEAN ANDERSON (1-8), Dr. Daniel Jackson MICHAEL SHANKS, Captain Samantha Carter AMANDA TAPPING, Teal'c CHRISTOPHER JUDGE, General Hammond DON S. DAVIS (1-7), Dr. Frasier (1-7) TERYL ROTHERY, Apophis PETER WILLIAMS, Sha're VAITIARE BANDERA, Skaara ALEXIS CRUZ, Lt. Col. Cameron Mitchell (9) BEN BROWDER, Maj. Gen. Henry "Hank" Landry (9) BEAU BRIDGES, Dr. Carolyn Lam(9)LEXA DOIG, Dr. Lee (9) BILL DOW, Jonas Quinn (6,7) CORIN NEMEC, Gen. Jacob Carter / Selmak (2-8) CARMEN ARGENZIANO, Bra'tac TONY AMENDOLA, Chief Master Sgt. Walter Harriman GARY JONES, Anise / Freya VANESSE ANGLE, Martouf / Lantesh (2-4) JR BOURNE, Sgt. Siler DAN SHEA, Col. Frank Simmons (5-6) JOHN DE LANCIE, Vala Mal Doran CLAUDIA BLACK (10).

Books Based on this series.

Stargate SG1	Ashley McConnell	1998
Stargate SG1 - Rebellion		
Stargate SG1 - Retaliation		
Stargate SG1 - Retribution		
Stargate SG1 : A Matter of Honor :Book One	Sally Malcolm	2004
Stargate SG1 : Alliances	Karen Miller	2006
Stargate SG1 : City of the Gods	Sonny Whitelaw	2005
Stargate SG1 : Sacrifice Moon	Julie Fortune	2004
Stargate SG1 : Siren Song	Holly Scott and Jamie Duncan	2006
Stargate SG1 : Survival of the Fittest	Sabine C. Bauer	2006
Stargate SG1 : The Cost of Honor : BookTwo	Sally Malcolm	2005
Stargate SG1 : The Essential Scripts	Sharon Gosling	2004
Stargate SG1 : The First Amendment	Ashely McConnell	2000
Stargate SG1 : The Morpheus Factor	Ashely McConnell	2001
Stargate SG1 : The Price You Pay	Ashley McConnell	1999
Stargate SG1 : Trial By Fire	Sabine C Bauer	2004

RELATED SHOWS:

OUTER LIMITS, THE (1995)

STARGATE: ATLANTIS

1 - 1 *CHILDREN OF THE GODS*

Colonel Jack O'Neill retired from the military a year ago. Prior to retirement, he led an expedition through the Stargate, an ancient portal which allows instantaneous travel to other galaxies. He is called back to duty by General Hammond when a group of aliens emerge from the Stargate, kill the soldiers guarding it and kidnap a female guard. After seeing the aftermath of the alien attack and the strange bodies they left behind, O'Neill confesses that he defied the order to destroy Abydos, the world he visited via the Stargate. He reveals that Daniel Jackson, the scientist who was thought to have died on that mission, is alive and living on Abydos. It is also clear that these aliens are not from Abydos.

O'Neill is reunited with his old comrades Kawalsky and Ferretti and joined by Capt. Samantha Carter, an astrophysicist. SG-1 returns through the Stargate to Abydos. They discover that Jackson has taken an Abydan wife, the beautiful Sha're, and that Skaara, the young Abydan boy O'Neill cherishes as a son, has grown into a fine young man. They also see Jackson's latest discovery: a giant cartouche covered in hieroglyphics that seems to be a map of many Stargates throughout the galaxy.

As they marvel, however, the aliens led by the handsome but evil Apophis, are making use of a similar map. They emerge from the Stargate on Abydos, and after a brief battle, kidnap Sha're and Skaara.

Ferretti, who was wounded in the fire fight with the aliens, has seen the hieroglyphic code that indicates the alien's destination. O'Neill and Jackson are determined to follow the aliens and to save their loved ones.

With a troop of soldiers from earth in tow, they track the aliens to the planet Chulak. There they discover that Sha're is now Apophis' queen; her body has been taken over by the hideous snake creatures, known as Goa'ulds, who rule this planet and collect life forms from around the galaxy to use as hosts. They know they can't save her, but can they save themselves and Skaara before they're killed by the Goa'uld guards and before General Hammond sends a nuclear weapon through the Stargate to destroy the planet?

Wr Jonathan Glassner and Brad Wright

Dir Mario Azzopa

1 - 2 *THE ENEMY WITHIN*

As the Goa'ulds splatter against the protective iris installed inside the Stargate, the SG-1 team faces several problems close to home. Colonel Jack O'Neill wants to add a new member to the team: Teal'c, an alien who risked his own skin to save O'Neill and his team on the other side of the Stargate. But, General Hammond won't approve the appointment and O'Neill must watch as military intelligence treats Teal'c like a guinea pig. To make matters worse, Kawalsky, O'Neill's right-hand man, has been having terrible headaches caused by an alien larvae that has attached itself to his brain. What they don't realize is that this larvae is trying to take over Kawalsky's body in an attempt to go back through the Stargate. With guidance from Teal'c, the doctors operate to remove the alien, but did they get it in time? Or is Kawalsky still under alien control, ready to kill when the order comes?

Wr Brad Wright

Dir Dennis Berry

1 - 3 *EMANCIPATION*

On the planet Simarka, the SG-1 team meets the Shavadai; a race of people similar to the ancient Mongols of Earth. These skilled horsemen and fierce warriors operate by a strict code, which includes second-class status for women. Dr. Samantha Carter, who takes a back seat to no man, is threatened by death on her first encounter with the Shavadai chief, Mughal, and is only spared because she saved the life of his son, Abu. Carter faces peril again when she is kidnapped by Abu, who hopes to trade her for the hand of Nya, the daughter of Mughal's powerful enemy, Turghan. The deal goes bad and Carter ends up the unwilling property of the warrior chief. She is determined to escape but torn by pity for the lovelorn Nya and Abu. Carter arranges Nya's escape from Turghan's tyranny and is rescued from his clutches by O'Neill and the SG-1 team. But, Carter's ordeal is not over yet; Turghan caught his daughter trying to elope and will stone her to death for her disloyalty unless Carter can defeat him in combat. In the circle of battle, Carter must prove she is the equal of any man -- or die trying.

Wr Katharyn Powers

Dir Jeff Woolnough

1 - 4 *THE BROCA DIVIDE*

O'Neill and the SG-1 team head through the Stargate to a planet known as P3X797 and discover a world divided between a dark and light side, with a population similarly split between the Touched and the Untouched. The Untouched, who live on the bright side, are humans, a Bronze Age people who seem almost like the Minoan civilization of Earth. The Touched, who live on the dark side, are heavy-browed primitives with limited skills and the brutal instincts of animals. The findings would only be of academic interest, but when the SG-1 team return, all but Teal'c and Jackson begin a startling transformation: they develop the heavy brows and act with the animal brutality of the Touched. Worse, so do many others at Stargate's mountain headquarters, including General Hammond. As order breaks down and the project is jeopardized, Jackson and Teal'c head back through the Stargate in an attempt to discover the reason for this mysterious transformation. Is this a disease that can be cured or are O'Neill, the General and the others all doomed to live out the rest of their lives in the Stone Age?

Wr Jonathan Glassner

Dir William Geregthy

1 - 5 *FIRST COMMANDMENT*

Colonel Jack O'Neill and the SG-1 team are sent through the Stargate after SG-9 is declared missing in action. When SG-1 arrives on the planet, they learn that the primitive cave-dwelling inhabitants greeted SG-9 as gods because they carried guns and used powerful sunscreen which allowed them to survive the deadly UV rays. The problem is that SG-9 leader Capt. Jonas Hanson has taken advantage of this opportunity for power. Hanson now rules the planet without mercy, forcing the inhabitants to rebuild the giant Goa'uld temples and condemning disbelievers to death by radiation exposure. It's clear that Hanson must be stopped, but how do you stop a god? Dr. Samantha Carter, who was once romantically involved with Hanson, thinks she can reach him. O'Neill is prepared to fight his way into Hanson's compound to

save Conner, one of the surviving SG-9 team members. But, Daniel Jackson and Teal'c may have the best solution; with the help of Jamala, one of the planet's inhabitants, they set out to show the people of the planet that Hanson's power comes from technology - - not divinity.

Wr Robert C. Cooper

Dir Dennis Berry

1 - 6 *COLD LAZARUS*

On Planet P3X562, the SG-1 team discovers a valley full of broken crystals. Alone, O'Neill finds a whole crystal with blue light emanating from it. Upon touching it, he is struck down and a duplicate O'Neill appears. The double returns home through the Stargate, with the unsuspecting team. Once back, the double seeks out O'Neill's estranged wife, Sara, and tries to find the couple's son, Charlie, who was killed years earlier. Meanwhile, a revived O'Neill returns through the gate, only to realize he's been replicated. Carter and Jackson have discovered that the crystals contain energy beings that can read minds, mimic people and communicate. The beings tell of their tragic encounter with the Goa'ulds and explain that they cannot survive in the Earth's intense electromagnetic field, which means that the O'Neill double is now highly unstable, putting Sara and others in great danger. The real O'Neill and the SG-1 team find Sara and the double in a hospital emergency room. The double explains that he never meant to hurt O'Neill. He was trying to heal him when he realized that the greatest pain O'Neill had was not physical, but emotional; grief from the loss of his son. In a final gesture, the double does just that, taking the form of Charlie and giving Sara and Jack something they never had: a chance to say good-bye to their son.

Wr Jeffery F. King

Dir Kenneth J. Girotti

1 - 7 *THE NOX*

Under government pressure to discover superior technologies, O'Neill and the team head to a planet Teal'c remembers, which has creatures called Fenri that possess the power of invisibility. They arrive to discover a Goa'uld hunting party, led by Apophis, is already there tracking the Fenri. O'Neill's attempt at an ambush goes horribly wrong and the members of the SG-1 team are killed. They are revived, along with Shak'l, a Jaffa who was also killed in the battle by the Nox. The Nox are a small, peaceful, fairy-like people who occupy the planet previously thought to be uninhabited. The Nox can make things invisible - it is they who shield the A'kasha (a flying insect-like creature) from the sight of the hunters - and bring back the dead. But, can they stand up to the deadly technology of the Goa'uld once Shak'l reveals their secret and location to Apophis? O'Neill and the team offer to defend the Nox against Apophis, but the peaceful little people have their own solution, far beyond the understanding of either Goa'ulds or the people of Earth.

Wr Hart Hanson

Dir Charles Correll

1 - 8 *BRIEF CANDLE*

O'Neill and the SG-1 team travel through the Stargate to Argos, where they come across a young woman giving birth. After Daniel delivers the child, the team is invited to a festival, where they find a civilization of beautiful, happy people who celebrate while the sun shines and mysteriously drop to sleep the minute that it sets. More mysteriously, they seem to age very rapidly - a lifetime is 100 days - an effect that O'Neill unwittingly inherits when he is seduced by Kynthia, a stunning Argosian woman. As O'Neill's hair turns grey and life races past, the rest of the team return to base to try to discover a cure for whatever is making O'Neill and the Argosians grow old so fast. Dr. Samantha Carter discovers the culprit: nanocytes or microscopic robots that circulate in the blood stream, apparently placed there as part of a cruel experiment by Pelops, a Goa'uld whom the Argosians worship as a god. But, the team can't figure out how to turn them off, and unless they can, O'Neill will soon be dead.

Wr Steven Barnes

Dir Katharyn Powers

1 - 9 *THOR'S HAMMER*

In search of allies in their battle against the Goa'ulds, O'Neill and the SG-1 team travel to the planet Cimmeria - - home to the legendary Norse gods. But, Cimmeria has long ago been declared off-limits to Goa'ulds and when the team emerges from the Stargate, Teal'c, who as a Jaffa carries an infant Goa'uld within him, is trapped in a mysterious beam of light. When O'Neill tries to save him, both men vanish, transported to a mysterious underground labyrinth. The labyrinth is home to Unas, a vicious creature that is the original Goa'uld host, but it is also Thor's Hammer, which is designed to kill Goa'ulds. As O'Neill and Teal'c fight for survival, Daniel Jackson and Dr. Samantha Carter try to rescue them, aided by Kendra, a former Goa'uld host who survived her own journey through the labyrinth years earlier.

Wr Katharyn Powers

Dir Brad Turner

1 - 10 *THE TORMENT OF TANTALUS*

Daniel Jackson makes a remarkable discovery while going through film footage of Stargate experiments conducted in 1945. It seems that the post-war team, led by Professor Langford, succeeded in getting the Stargate to work and a young professor, Ernest Littlefield, actually traveled through the wormhole, never to return. Daniel shares this information with the professor's daughter, Catherine Langford, who oversaw the Stargate project for years and who was supposed to marry Littlefield before he disappeared. Using computer-enhanced pictures as a guide, the SG-1 team, joined by Langford, go in search of Littlefield. They find the professor, now grown old, as well as a remarkable room that seems to have been the meeting place of four alien civilizations. There's only one problem: the dial-home device on this Stargate is severely damaged and Langford and the SG-1 team may be trapped forever.

Wr Robert C. Cooper

Dir Jonathan Glassner

1 - 11 *BLOODLINES*

When Teal'c joined the SG-1 team, he kept secret the family he left behind on Chulak for fear that it would make his new comrades doubt his loyalty. Now, however, his son Rya'c has reached the age at which he will receive his Gou'ald larva, and Teal'c is determined to stop the process that would make his boy a servant to the Gou'alds. After much debate and a promise to return with a Gou'ald larva for study, the team, disguised as monks, heads through the Stargate to Chulak, only to discover that Teal'c's family has been declared outcasts. With help from Teal'c's mentor, Bra-Tac, they battle Jaffa warriors and priests before finding Rya'c and his mother, Drey-Auc. The family reunion, however, is not as simple as Teal'c hoped; the boy needs the Gou'ald larva to survive. And the only one available is the one that is keeping Teal'c alive.

Wr Mark Saraceni (Wr.) Jeff King (Teleplay)

Dir Mario Azzopardi

1 - 12 *FIRST AND WATER*

The SG-1 team returns from the planet Oannes in a panic - and without Daniel Jackson, who was last seen being consumed by a column of flames. But, as his comrades mourn him on Earth, Daniel is a captive of an amphibious-humanoid creature known as Nem who is seeking information about his partner, Omoroqa, who lived on Earth 4,000 years earlier. Daniel struggles to recall his Babylonian history and agrees to have his brain read by Nem's advanced and possibly deadly technology. Daniel discovers common ground with Nem - both have lost their true loves to the murderous Goa'uld - and the key to his freedom. Back on Earth, the SG-1 team struggle with the strange feeling that Daniel isn't really dead. The team members use hypnosis to revisit the events leading up to Daniel's disappearance.

Wr Brad Wright

Dir Martin Wood

1 - 13 *HATHOR*

When Archeologists exploring a Mayan pyramid in Mexico find a sarcophagus covered in Egyptian hieroglyphics, they accidentally release Hathor. Hathor is a Goa'uld who has taken on the persona of a powerful Egyptian goddess, awoken from a sleep that has lasted a millennium. After dispensing with the scientists, Hathor makes her way to the Stargate mountain facility dressed as a homeless woman. Once inside, she uses her physical charms and a drug-like pink smoke to seduce the men and enlist them in her plan to take over the world - using O'Neill as her first Jaffa. As the goddess cooks up thousands of Goa'uld larvae and prepares O'Neill to bear one, it falls to Carter and the handful of women at the base to fight back against the powerful seductress. Aided by Teal'c, who as a Jaffa is immune to her powers, they prepare to face Hathor in a battle for the future of the planet.

Wr Story by: David Bennett Carren & J. Larry Carroll

Teleplay by: Jonathan Glassner

Dir Brad Turner

1 - 14 *SINGULARITY*

The SG-1 team travels through the Stargate to planet P8X987, where another SG team has been making preparations to observe a black hole. But, when they get there, they discover that a strange disease has wiped out everyone on the planet. Everyone that is, except a little girl named Cassandra. As O'Neill and Teal'c remain on the planet to observe the black hole, Carter and Daniel return to Earth with the girl. Carter grows especially close to Cassandra and is shocked when she discovers that the chest pains Cassandra is experiencing are caused by a metallic device growing around the child's heart. Daniel and Carter ascertain that the Goa'uld planted the device as part of a scheme to destroy the Earth's Stargate. As the time bomb ticks down, Carter is torn between her love for the little girl and her knowledge that the child is being used as a Trojan horse by the Gou'ald.

Wr Robert C. Cooper

Dir Mario Azzopardi

1 - 15 *COR-AI*

When O'Neill and the SG-1 team travel through the Stargate to P3X1279, Teal'c recognizes it immediately as Chartago, home to the Bysra and one of the Goa'ulds favorite places to harvest humans for assimilation. Teal'c had come here when he was head Jaffa to Apophis; his visit is remembered by one of the Bysra, Hanno, who accuses Teal'c of killing his father. Teal'c is put on trial - the Bysra call it Cor-ai - but the trial proceeds far differently than a trial back home would. Hanno acts as both judge and jury and when Teal'c admits he killed his father, he's found guilty and a death sentence is passed. While O'Neill and the rest of the team try to persuade Hanno that Teal'c has changed, and is now the enemy of the Goa'uld, the Jaffa seem resigned to his sentence of death.

Wr Tom J. Astle

Dir Mario Azzopardi

1 - 16 *ENIMGA*

O'Neill and the SG-1 team arrive on the planet Tollan to find a scene of chaos and death. A volcano is erupting, spewing choking ash and burning lava, and bodies litter the ground around the Stargate. The team gathers up a few survivors and returns through the gate to Earth. The Tollans, however, are not grateful for being rescued. Their leader, Omoc, dismisses human society as primitive, refuses to answer any questions about his planet's highly advanced technology, and demands to be relocated to a similarly advanced world. Narim, another Tollan, reveals the reason for Omoc's suspicion. Years earlier, Omoc's father shared the Tollan technology with a civilization like Earth's, setting off a war that destroyed the more primitive planet and destabilized Tollan. With military intelligence sniffing around and threatening to put the Tollans to work on weapons systems, Earth seems to be heading down the same path. Having saved the Tollans from death, the SG-1 team must risk court-martial to save them from slavery and to save Earth from self-destruction.

Wr Katharyn Powers

Dir William Geregthy

1 - 17 *SOLITUDES*

The Stargate malfunctions while Colonel Jack O'Neill and the SG-1 team are evacuating from a firefight on a hostile planet. As a result, Teal'C and Daniel Jackson make it back to Stargate Command, but O'Neill and Dr. Samantha Carter find themselves trapped near a Stargate in an icy crevasse on an unknown planet. O'Neill is badly hurt - broken leg, internal injuries - so it falls to Dr. Carter to try to dig the nearby gate out of the ice and find a way to make it work. Meanwhile, as technicians try to repair the home gate, Teal'c and Daniel are trying to figure out what went wrong and where their comrades might be. They could be on any one of a million planets and if someone doesn't figure out which one soon, Carter and O'Neill will face a frigid death.

Wr Brad Wright

Dir Martin Wood

1 - 18 *TIN MAN*

O'Neill and the SG-1 team arrive on PX3989, only to be zapped by an electrical trap that renders them unconscious. When they awake, they find themselves in an underground lab with Harlan, a strange but apparently peaceful native of PX3989 who claims to be 11,000 years old and who says he has not only fixed their injuries, but improved them. When they return to Earth, over Harlan's objections, the team members discover what he means. While they all feel like themselves, they are all now machines that have been implanted with the consciousness of the SG-1 team members. Worse, they will run out of power and die unless they return to PX3989. Upon their return, they confront Harlan, who, as a robot himself is mystified by their demand that he put them back in their human bodies and sacrifice their immortality. Under pressure, he takes them to meet themselves in hopes of achieving a compromise between man and machine.

Wr Jeff King

Dir Jimmy Kaufman

1 - 19 *THERE BUT FOR THE GRACE OF GOD*

While exploring an alien Stargate complex on P3R233, a world that appears to have been destroyed by the Goa'uld, Daniel Jackson discovers a slab that, when activated, turns into a shimmering mirror. He touches the mirror and gets a mild jolt but thinks nothing of it until he returns through the Stargate. Then, he finds himself in an alternate reality, a place that looks like Earth but where nothing is quite as it was. The most distressing difference is that this world is under attack by the Goa'ulds, who have wiped out half-a-billion people and are about to capture the Stargate Command. O'Neill faces-off against Teal'c, who in this reality is still loyal to the Goa'uld, and Daniel tries to escape through the Stargate with information that may save his world from the fate of this alternate reality.

Wr Story by: David Kemper
Teleplay by: Robert C. Cooper

Dir David Warry-Smith

1 - 20 *POLITICS*

Having escaped marauding Goa'ulds in another Earth reality, Daniel Jackson warns that it is only a matter of time before they launch an attack in this one. But, the Stargate program faces a more immediate threat - - this from Senator Kinsey, powerful Chairman of the Appropriations Committee and the man who oversees Stargate's multi-billion dollar budget. Kinsey sees the program as a wasteful fat cat with dubious goals and he vows to shut it down. As he reviews the past missions with Hammond, O'Neill and the SG-1 team, he dismisses the danger presented by the Goa'uld, despite warnings from Teal'c of their power. Even Daniel's desperate warning of an imminent attack won't sway the Senator, who is determined to bury the gate and put the program out of business.

Wr Brad Wright

Dir Martin Wood

1 - 21 *WITHIN THE SERPENT'S GRASP*

The Stargate is being shut down by the U.S. government, despite Daniel's warning of an imminent Goa'uld attack on Earth. The SG-1 team, armed to the teeth, defy orders to make an unauthorized trip through the Stargate to what they believe to be the origin of the attack. They find themselves on a Goa'uld ship, full of Jaffa warriors, traveling through space at many times the speed of light. They also find that they're trapped there; the Stargate will no longer connect back to Earth. As Carter and Daniel wire the ship with explosives, O'Neill and Teal'c discover that Skaara is aboard. Skaara was once the young Abydonian friend to O'Neill, but now is the host body to Klorel, son of Apophis. Is Skaara's human spirit still alive under that fierce exterior or has it been consumed by Klorel? The future of the SG-1 team and of Earth depend on the answer.

Wr Story by: James Crocker
Teleplay by: Jonathan Glassner

Dir David Warry-Smith

2 - 1 *SERPENTS LAIR*

As a fleet of Goa'uld warships heads toward Earth, threatening to destroy it, the Stargate facility prepares for the worst, sending the best and brightest of American society through the Stargate to a safe Alpha site. Meanwhile, O'Neill and the SG-1 team, use the Stargate to board a ship commanded by Apophis' son Klorel. The SG-1 team is on a suicide mission, planting explosives in an attempt to stop the attack. They are "captured" by Teal'c's Jaffa mentor, Bra'tac, who joins their fight hoping to overthrow Goa'uld domination of the Jaffa. Bra'Tac knows the weaknesses of the Goa'uld ship and reveals a plan to stop them. The plan means almost certain death for both the SG-1 team and Bra'tac, but they all realize that this is the only way to save the Earth and set the Jaffa free.

Wr Brad Wright

Dir Jonathan Glassner

2 - 2 *IN THE LINE OF DUTY*

O'Neill and the SG-1 team are on a mission to Nasya, hoping to rescue the survivors of a planet that has been attacked by the Goa'uld. During the rescue, however, Dr. Samantha Carter's body is taken over by a Goa'uld that was hiding in the body of a mortally injured Nasyan. Her fellow team members don't notice the change, but when the team returns to Earth, Carter's young friend Cassandra (Katie Stuart) recognizes the Goa'uld immediately. Cassandra tells O'Neill that Carter is confined to a cell, and O'Neill bargains with the Goa'uld for Carter's life. The Goa'uld tells Teal'c that he is Jolinar of Malkshur, one of the Tok-ra Goa'ulds, a rebel group opposed to the bloodthirsty ways of the system lord. But, he also reveals that he has been followed here by Ashrak, an assassin trained in the ways of the Goa'uld. Unless the SG-1 team can stop him, Ashrak will kill Jolinar, taking Dr. Carter's life as well.

Wr Robert C. Cooper

Dir Martin Wood

2 - 3 *PRISONERS*

While exploring a seemingly insignificant planet, O'Neill and the SG-1 team are approached by a ragged figure who pleads for their help from a pursuer named Taldor. They try to defend him, only to discover that the man is a fleeing murderer. Taldor means Justice and, by aiding the man, they are complicit in his crime. Over their protestations of innocence, the team is sent through a Stargate to Hadante, a penal world where brute strength and raw power rule. Strangely, the most powerful person on Hadante seems to be Linea (Bonnie Bartlett), a diminutive woman who strikes fear into brutes such as Vindoor with her mysterious powers. SG-1 strikes a deal with Linea: if she will help power the Stargate using her cold fusion power source, they will help her escape with them. It seems a fair trade, but there's more to Linea

than meets the eye.

Wr Terry Curtis Fox

Dir David Warry-Smith

2 - 4 *THE GAMEKEEPER*

O'Neill and the SG-1 team travel to P7J989, where they discover a beautiful garden and a dome full of strange metallic chambers, each containing an unconscious person. As the team inspects the chambers, they are trapped and knocked unconscious. They awaken to find they are reliving pivotal moments in their lives in the hope of changing the outcome. Teal'c joins O'Neill on a battlefield where the Colonel lost a patrol; and witness the death of his parents in a freak accident. A shadowy figure called The Keeper (Dwight Schultz) steps forward and explains; they are part of a game that feeds memories into a virtual reality he has created for the amusement and edification of 'his residents' in the metallic chambers. They are there because, he says, the planet has been rendered uninhabitable by pollution. But he's lying and when the SG-1 team threatens to reveal his deceit to the others, he admits defeat. Or does he?

Wr Jonathan Glassner & Brad Wright

Teleplay By: Jonathan Glassner

Dir Martin Wood

2 - 5 *NEED*

While exploring planet P3R 636, O'Neill and the SG1 team come across what appears to be a troop of Jaffa warriors and ceremonial priests delivering Naquadah, an element treasured by the Goa'uld, through the Stargate. What catches Daniel Jackson's eye, however, is the beautiful Princess Shyla, the melancholy daughter of the planet's ruler, Pyrus The Godslayer. When she attempts suicide, Daniel saves her life, but in doing so, he and the rest of the team are captured and forced to work in the Naquadah mines. When Daniel is injured in an escape attempt, the princess brings him to the palace and nurses him back to health, using a Goa'uld sarcophagus. As O'Neill and the rest of the team work as slaves in the mine, Daniel attempts to negotiate their release. Princess Shyla explains to Daniel the secrets of the planet. She reveals how her father drove out the Goa'uld ruler, and now rules the planet with an iron hand, sending Naquadah through the gate in hopes of appeasing the Goa'uld. She explains that while Pyrus has lived for 700 years, thanks to the rejuvenative powers of the sarcophagus, he is now dying and she will succeed him. She wants Daniel as her King, and she's willing to use the power of the sarcophagus to convince him to accept the throne.

Wr Robert C. Cooper & Damian Kindler

Teleplay By: Robert C. Cooper

Dir David Warry-Smith

2 - 6 *THOR'S CHARIOT*

O'Neill and the SG-1 team return to Cimmeria after learning that the Goa'uld have invaded the planet. The team feels responsible since, on their previous visit they destroyed "Thor's Hammer," the planet's main instrument of defense against the Goa'uld. The team makes some remarkable discoveries on the planet. Samantha Carter discovers that she has the power to use the Goa'uld ribbon device. It soon becomes clear that the SG-1 team need help to fight the massive enemy force lead by the vicious Goa'uld Heru-ur. Teal'c, O'Neill and Olaf head out to scout the Goa'uld encampment and soon find themselves face to face with the enemy. Meanwhile, Daniel Jackson, Samantha and Gairwyn search for the Hall of Thor's Might, where they believe they might find weapons to defeat the Goa'uld. They find the hall, where they are presented with a series of tests by a hologram of Thor, the Asgard god who guards the planet. Can they pass the tests and find a way to defend the planet? And, can they do it before Heru-ur's army wipes out the rest of the Cimmerians and the rest of the SG-1 team?

Wr Kathryn Powers

Dir William Geregthy

2 - 7 *MESSAGE IN A BOTTLE*

While exploring a now-dead planet, O'Neill and the SG-1 team find an orb that sends out electromagnetic signals. They think it is a time capsule of some sort and are intrigued by its power source, which seems to have lasted a millenia, they bring it back through the Stargate. When Samantha Carter and Daniel Jackson begin their tests, however, the object begins to heat up and the team decides to send it back through the Stargate. The object, however, seems to have other plans. While it is brought to the Stargate, it shoots bolts through the concrete walls, floor and ceiling of the facility, including one that pierces O'Neill's shoulder. Further investigation reveals that the object is sending out an alien organism that is infecting people, computers, and the building itself. Attempts to destroy the orb only make it grow faster. As the computer screens go dark and the facilities self-destruct mechanism begins its countdown, Carter suggests

they let the organism take over O'Neill's body in the hope the orb will use him to communicate with them.

Wr Michael Greenburg & Jarrad Paul

Teleplay By: Brad Wright

Dir David Warry-Smith

2 - 8 *FAMILY*

Teal'c's mentor Bra'tac arrives unexpectedly through the Stargate with shocking news: the Goa'uld Apophis survived the destruction of his ship and has now kidnapped Teal'c's son, Rya'c. O'Neill and the rest of the SG-1 team agree to join Teal'c as he returns to Chulak to rescue Rya'c, but when they arrive they find much has changed. Because Teal'c didn't return from Earth, his wife, Drey'auc, assumed he was dead and married his old friend, Fro'tak. To make matters worse, Rya'c has been brainwashed by Apophis which causes him to denounce his father as a traitor and foil the team's attempts to rescue him. Fro'tak becomes jealous after seeing Teal'c and Drey'auc rekindling their marital flame. The team is almost captured and Fro'tak attempts to betray them to Apophis, forcing O'Neill to take drastic action. But, Teal'c sees a glimmer of hope when Rya'c slips a hidden message into his denunciation of his father. Teal'c wants to rescue him and take him back to Earth and although O'Neill agrees, he suspects Rya'c - or his controller, Apophis - may be setting an elaborate and deadly trap.

Wr Katharyn Powers

Dir William Geregthy

2 - 9 *SECRETS*

Daniel Jackson and Teal'c travel back to Abydos, as it has been a year since Daniel left to fulfill a promise he made to Sha're's father Kasuf. When they arrive, Daniel learns that his wife, whom he hasn't seen since she was taken by the Goa'uld, is nine months pregnant. The father is Apophis, who plans to use the baby as his new host. O'Neill and Carter are in Washington to receive a medal for their bravery, and receive their own shocking news. O'Neill is approached by a reporter named Armin Selig who says he has the inside scoop on the Stargate program and is going to run the story. Carter is reunited with her father, who tells her he has cancer. As Carter and O'Neill deal with these large issues, Daniel and Teal'c try to find a way to get Sha're back to Earth before the child is born, and the sleeping Goa'uld within her, awakens. When the arrival of a ship carrying Apophis's enemy Heru-ur prevents them from returning through the Stargate, Teal'c devises a plan to use the rivalry between Apophis and Heru-ur to help them escape.

Wr Terry Curtis Fox

Dir Duane Clark

2 - 10 *BANE*

While exploring BP6-3Q1, O'Neill and the SG-1 team are attacked by giant insects. The team escapes through the Stargate, but not before Teal'c is stung. When Teal'c returns to Earth, a strange transformation begins, as the insect virus transforms Teal'c's DNA into something like its own. The change baffles Dr. Samantha Carter and geneticist Dr. Richard Harlow and it terrifies Teal'c, who makes O'Neill promise he'll stop the transformation. But, Teal'c's condition intrigues Colonel Maybourne who see the potential for biological weapons in the insect venom. Maybourne uses his presidential mandate to take custody of Teal'c but the Jaffa escapes while being translated, leaving behind his Goa'uld larvae. As Teal'c hides out on the mean streets of the city, where he is befriended by Ally, a young homeless girl, O'Neill and the team return to BP6-3Q1 to capture an insect. While there, they discover the terrible power of the insects: how they bypass normal breeding by genetically transforming their victims into their offspring. With time being of the essence, the Stargate Command must devise a vaccine and keep the larval Goa'uld alive. Most important of all - they must find Teal'c. And they must do it before Maybourne does.

Wr Robert C. Cooper

Dir David Warry-Smith

2 - 11 *TOKRA (1-2)*

Captain Samantha Carter has a vivid dream, in which she sees through the eyes of Jolinar, the Tok'ra or rebel Gou'ald, who briefly inhabited her body before dying. Although her father Jacob is dying of cancer, Carter knows she must go on the mission with O'Neill and the rest of the SG-1 team to find the Tok'ra on planet P34 353J. Upon their arrival they meet a suspicious and heavily armed group of Tok'ra, but as Carter reveals her knowledge, relations begin to warm up. The team learns more about the Tok'ra - how they usually only inhabit willing hosts and do not use the Goa'uld sarcophagus - and Carter learns more about the relationship between Martouf and Jolinar, who were partners for nearly 100 years. There is even talk of an alliance, but the trust is fragile and the outcome of the negotiations are uncertain. The Tok'ra have turned down O'Neill and SG-1's request for an alliance against the Goa'uld because, as Garshaw explains, the earthlings don't offer enough rewards to justify the security breach. And, the fact that none of the humans will act as host for Selmak, a Tok'ra whose host is dying does little to build trust. Dr. Samantha Carter has an idea. Her father, Gen. Jacob Carter is dying of cancer. If he will become a

host, it will save both his life and that of Selmak. But when she and O'Neill return to the Stargate to propose the idea to the General, the Goa'uld, tipped off by a spy, launch an attack on the Tok'ra. The Tok'ra have enough warning to relocate, but by the time O'Neill, Carter and her father return, the attack is underway. The bonding of two beings as sick as Gen. Carter and Selmak would be difficult under the best of circumstances. With Goa'uld death gliders filling the sky, it requires even greater risk and urgency.

Wr Jonathan Glassner

Dir Brad Turner

2 - 12 *SPIRITS*

The SG-11 team has not returned from its mission to Planet PXY 887, where they recently discovered an element, Trinium, that is a hundred times lighter and stronger than steel. Instead, the inhabitants of the planet have fired an arrow made of Trinium through the Stargate and into the shoulder of Col. Jack O'Neill. With O'Neill in the infirmary, the SG-1 team led by Dr. Samantha Carter, heads through the Stargate to investigate and to negotiate a mining treaty with the inhabitants. SG-1 is knocked out on arrival and when they awake, they meet Tonané, a plainspoken Coast Salish Indian, who explains that the SG-11 team were taken by "the spirits" - the same spirits who give the valuable metal to his people. Carter and the others are skeptical as they address T'akya, the wolf, and Xe'ls, the raven, even after the SG-11 team mysteriously reappears. Negotiations with the Salish reach a stalemate and Tonané returns to Earth with SG-1 and SG-11 to look at alternative mining methods. But when General Hammond tells Conner the head of SG-11, news of plans by N.I.D. to mine the planet whether the Indians agree or not, strange things begin to happen as the spirits, determined to protect the Salish, reveal their true nature.

Wr Tor Alexander Valenza

Dir Martin Wood

2 - 13 *TOUCHSTONE*

When a group posing as the SG-1 team steals the climate-controlling Touchstone from the planet Madrona, the planet's weather deteriorates, threatening inhabitants with imminent death unless the stone is recovered. Madrona's high priest Roham and his grand-daughter princess La-Moor, blame the SG-1 team for the theft. The SG-1 team make a disturbing discovery -- the second Stargate on Earth, which had been officially decommissioned, was reactivated by high level orders and used to steal the Touchstone. Now the weather device is on Earth and being used to manipulate the world's climate. When General Hammond discovers the whereabouts of the second Stargate, the SG-1 team races to it, determined to find the Touchstone before all of Madrona perishes, and to discover the hidden agenda behind the Touchstone's theft.

Wr Sam Egan

Dir Brad Turner

2 - 14 *A MATTER OF TIME*

While attempting to save the members of SG-10 from a black hole on planet P3X 451, the SG-1 team activates the Stargate and exposes themselves to the hole's gravitational pull. Trying to break free, the team shuts down the gate's power and in the ensuing explosions Teal'c and Daniel are badly injured. Even without power the black hole's gravity continues to draw the SGC closer to the swirling wormhole. With the intense gravity field warping the space/time continuum, the SGC loses contact with the outside world and the Pentagon sends O'Neill's former mate Colonel Cromwell to investigate. Cromwell is tormented with guilt for deserting O'Neill during a Soviet mission and volunteers to partner him in the attempt to save the SGC. Time slows to a near stand-still inside the SGC, where only O'Neill and Cromwell are left. Carter scrambles for a solution before the SGC and then the Earth are torn apart by the black hole's gravitational tides.

Wr Story by: Misha Rashovich
Teleplay by: Brad Wright

Dir Jimmy Kaufman

2 - 15 *THE FIFTH RACE*

Daniel and the rest of the SG-1 team travel to an ancient room that houses alien inscriptions in an attempt to decode alien languages discovered by a probe. When O'Neill peers through a viewer in the ancient room, he is caught momentarily in its grasp and shortly after alien words begin appearing in his speech. Before long, his entire brain is taken up with a superior knowledge virtually indecipherable to the rest of the SG-1 team. Daniel is certain that O'Neill now possesses the knowledge of the Ancients, the alien race who invented the Stargates, but he realizes the knowledge is too complex for human minds and will likely cause O'Neill to lose his mind. In an attempt to save himself, O'Neill must access his subconscious mind to discover ones with a greater knowledge than his own, ones who may also have important knowledge about the destiny of mankind.

Wr Robert C. Cooper

Dir David Warry-Smith

2 - 16 *SERPENT'S SONG*

Pursued by Goa'uld death rays, former Goa'uld conqueror and sworn enemy of the SGC, Apophis, throws himself on the mercy of the team. Despite his past evil, SG-1 grant him sanctuary. Apophis, who shows signs of having been tortured, is slowly dying, and promises all the knowledge of the Goa'uld in return for a new host body. When O'Neill rejects his offer, Apophis reveals that he is being pursued by an ancient and powerful Goa'uld named Sokar, the original god of death. Conquered by Apophis in Egyptian times, Sokar has come to wreak his revenge, and will kill anything that stands between him and his ancient adversary. The team's Tok'ra ally, Martouf, tells SG-1 that unless Apophis is sent back to face his fate all those around him will be destroyed, either by Sokar, or the many Goa'uld who wish their former leader dead.

Wr Katharyn Powers

Dir Peter DeLuise

2 - 17 *HOLIDAY*

When the SG-1 team stumble upon the chamber of former Goa'uld enemy Ma'chello, they fall victim to his powerful body-swapping invention. Ma'chello takes on Daniel's body and the young archeologist finds himself trapped in the body of an old and dying man. In Daniel's body, Ma'chello flees the SGC and gets a taste of life on Earth for the first time, while Daniel lies on his death bed in the hospital. In an attempt to help their friend, O'Neill and Teal'c bring the invention to the SGC, but accidentally trigger it and find themselves in each other's body. When Ma'chello is tracked down and returned to the SGC, he reveals that the machine's process is irreversible.

Wr Tor Alexander Valenza

Dir David Warry-Smith

2 - 18 *ONE FALSE STEP*

During a routine reconnaissance mission, the UAV plane crashes into a cactus-like plant on a planet inhabited by an unusual life form. Sent to recover the plane, the SG-1 team discovers those living on the planet are friendly, gentle and far simpler than their human counterparts. Shortly after the team's arrival, aliens begin falling ill and before long a plague of illness sweeps the race. Carter returns to the base with the sickest alien, in order to work on a cure. O'Neill and Daniel begin acting erratically and complain of headaches which disappear once they are back at the SGC. As the number of afflicted aliens grows, it appears that the SG-1 team has unwittingly unleashed something that threatens the survival of this entire civilization.

Wr Michael Kaplan and John Sanborn

Dir William Corcoran

2 - 19 *SHOW AND TELL*

A young boy gains entry to the SGC and tells the SG-1 team he has come with his mother, a member of the invisible Reetou race. The boy, who asks to be called Charlie after O'Neill's dead son, announces that the Goa'uld destroyed his planet Reetalia and now Reetou rebels intend to kill all human beings. The rebels believe that by killing all potential hosts for the Goa'uld they will gradually eliminate the Goa'uld themselves. His mother created Charlie to serve as an intermediary between the Reetou and humans and to warn them of the coming rebel attack, but due to his accelerated growth, the boy's organs are now failing and unless he receives expert medical help he will die soon. The SG-1 team call Carter's father Jacob, a Tok'ra, to help them. He brings a laser device which can make the Reetou visible and destroy them. But, it may be too late. Thousands of Reetou are swarming outside the wormhole and an unknown number may have already gained entry into the SGC.

Wr Jonathan Glassner

Dir Peter DeLuise

2 - 20 *1969*

Through a solar flare, the SG-1 team are propelled back in time to 1969, landing in a top-secret military facility. Carrying a letter General Hammond gave her, Carter is searched by a young Lieutenant who is astonished by the letter's contents. As the team is transported for further interrogations, the Lieutenant helps them escape and tells them the letter appeared to be from him many years in the future. Desperate to find the Stargate so they can return to the present, the team seeks out Catherine, who they believe may know its location. Hitchhiking to see her in New York, they are picked up by Michael and Jenny, two friendly flower children on their way to Woodstock. They immediately warm to the team's fugitive appearance. Carter discovers that Hammond's note includes the date of the next solar flare and they race to the Stargate before their chance of leaving the past is lost for good.

Wr Brad Wright

Dir Charles Correll

2 - 21 *OUT OF MIND (PART 1 OF 2)*

O'Neill awakens in a futuristic world where an unfamiliar Stargate team tell him he has been frozen for eight decades and the members of SG-1 are long dead.

Wr Story by: Jonathan Glassner and Brad Wright
Teleplay by: Jonathan Glassner

Dir Martin Wood

3 - 1 *INTO THE FIRE (PART 2 OF 2)*

As Trapped on Hathor's planet, Carter and Daniel can only watch helplessly as Hathor implants O'Neill with a Goa'uld symbiote. General Hammond sends Colonel Makepeace and six Stargate units to reclaim SG-1, but when the units are defeated, Hammond decides to do the job himself. Meanwhile, Makepeace succeeds in rescuing Carter and Daniel, but Hathor's army has created an Energy Barrier blocking them from the Stargate. Back in Hathor's facility, a Tok'ra spy closes O'Neill in a cryogenic chamber to kill his Goa'uld host. As Carter rescues her freezing teammate, they come face to face with the enraged queen.

In the Jaffa city of Chulak, Teal'c attempts to raise an army to help his friends and stumbles across the injured Bra'tac, who has been left for dead by Apophis' guards. Bra'tac leads them to an ancient Death Glider and the three forge a daring rescue plan.

Wr Brad Wright

Dir Martin Wood

3 - 2 *SETH*

Carter's father, Jacob, enlists the SG-1 team in his hunt for the ancient Goa'uld Lord Seth, whom he believes is hiding on earth. A computer search reveals Seth has maintained power on earth for thousands of years using false religion and the SG-1 team trace him to a heavily armed compound in Washington State. Outside the compound they clash with a team of action-happy ATF men led by the adversarial Hamner, and they meet Levinson, a frantic father who's desperate to rescue his son Tom from Seth's cult. O'Neill, Carter and Daniel break into the compound but within minutes they fall victim to the biological agent Seth uses to brainwash his followers into doing his bidding.

Wr Jonathan Glassner

Dir William Corcoran

3 - 3 *FAIR GAME*

As guard leader, Thor tells O'Neill that the Goa'uld System Lords plan to attack Earth, and offers his help in negotiating a peace deal. Three System Lords attend the session, Yu, Nirrti and Osiris - the Lord responsible for killing Teal'c's father. The three initially agree to the Asguard's peace proposal on the condition that Earth gives up the Stargate. But when Teal'c and Osiris are discovered badly beaten, Teal'c is blamed and the two remaining Lords vow to attack Earth as retribution. Despite Nirrti's claim that she tried the healing hand technique on Osiris and it didn't work, Carter uses it and manages to save the Lord. Realizing that Nirrti orchestrated the beating to seize power, Yu and Osiris turn their rage toward their former comrade giving Earth a temporary reprieve.

Wr Robert C. Cooper

Dir Martin Wood

3 - 4 *LEGACY*

During a routine mission, the SG-1 team discovers a room containing the corpses -- a league of Goa'uld who challenged the System Lords. One is holding a tablet, and after Daniel touches it, he begins to hear voices and see nightmarish visions. Medical tests indicate schizophrenia. Whatever is interfering with Daniel's mind, however, soon transfers to Teal'c with far more deadly consequences. As the parasite leaves his body, Daniel hears the voice of the dead Machello declaring death to the Goa'uld. Daniel realizes he was infected by Machello's Goa'uld killing parasite, a theory borne out by Teal'c's rapid deterioration. Believing the tablet holds the key to Teal'c's survival, the team brings it to the lab, but as they open it, the parasites ooze into Dr. Frasier, Carter and O'Neill. Carter proves immune, but with parasites inside them, Frasier and O'Neill deteriorate rapidly and Hammond has no choice but to seal the lab off with the three inside.

Wr Tor Alexander Valenza

Dir Peter DeLuise

3 - 5 *LEARNING CURVE*

In the pursuit of knowledge, Jack O'Neill, Teal'c and Daniel Jackson travel to the planet Orban as part of an exchange program. Daniel and Teal'c remain on the planet -- Daniel to study an ancient mosaic pattern on the floor of their Stargate room that he hopes will explain the origin of the Orbanian people, and Teal'c to prepare the Orbanians, should they ever encounter the Goa'uld, by sharing his knowledge with them.

O'Neill travels back to earth with a young Orbanian girl, Merrin, and her chaperone, Kalan, to present the

SGC with a valuable Naquadah reactor. All are surprised when it is the young Merrin who volunteers to stay at the SGC and teach Samantha Carter how to build such a complicated technical device. As Carter and O'Neill spend more time with Merrin, they become aware that she is not a typical eleven-year-old. She is incredibly knowledgeable, but has no understanding of fun or play.

O'Neill and the rest of SG-1 uncover the truth behind Merrin's intelligence, and how it will effect her and the other children of Orban. He defies orders and sets out to change Merrin's fate by taking her off base, to show her the value of what her childhood could be like and what she has been missing.

Wr Heather E. Ash

Dir Martin Wood

3 - 6 *POINT OF VIEW*

SGC is taken aback when an alternate reality version of Samantha Carter and the deceased Major Kawalsky are found in a secured building in top secret Area 51. To transport themselves to our present day Earth, they used the Quantum Mirror (previously seen in "There But For The Grace of God"). When the alternate Carter and Kawalsky are taken to SGC for debriefing, they can't believe how different everything is in this reality. Here Colonel Jack O'Neill is alive, whereas in their alternate reality he was married to Dr. Carter before his recent death at the hands of the Goa'uld. Teal'c is an ally rather than the enemy, Major Kawalsky has been dead for several months, and their Samantha Carter is a Major who is identical in appearance with the exception of her short hair.

Dr. Carter begins to suffer from temporal distortion, a side effect caused by travel through the quantum mirror. Major Carter determines that Dr. Carter and Major Kawalsky will die unless they are returned to their alternate reality. Unfortunately in their reality, the Goa'uld are swarming the SGC and returning means certain death. SG-1 must use their present day resources and knowledge to return with their new acquaintances and overthrow the Goa'uld.

Wr Story by: Jonathan Glassner, Brad Wright, Robert C. Cooper, Tor Alexander Valenza

Teleplay by: Jonathan Glassner and Brad Wright

Dir Peter DeLuise

3 - 7 *DEAD MAN SWITCH*

SG-1 travels to planet PJ6-877 for a routine exploration. Almost immediately after arriving, they are captured in an invisible force-field by alien bounty hunter Aris Boch. Aris takes them to his cargo ship, which is completely invisible from the outside. He has come to this planet to hunt a Goa'uld named Kel'tar who is wanted by the evil system Lord Sokar. He attempts to solicit help from SG-1, in exchange for their freedom. He informs them that should they refuse to participate, he will take them to Sokar. There are sizable bounties on the heads of Teal'c and Samantha Carter, a reasonable bounty on the head of Jack O'Neill, but Daniel Jackson could probably only be traded for a day's rations.

After an unsuccessful escape attempt, SG-1 agrees to help Aris Boch catch his Goa'uld. Carter remains with Aris at a safe distance from the cave that Kel'tar is hiding in, while Jack, Daniel and Teal'c go in for the retrieval. When Kel'tar is captured, he informs SG-1 that he is not Goa'uld, he is a Tok'ra named Korra. If handed over by Aris to Sokar, he would torture Korra to gain information that would endanger many other Tok'ra.

SG-1 and their Tok'ra ally must find a means of escape or try to convince the cold-hearted bounty hunter for once, to do the right thing. Unfortunately, Aris Boch's life is dependent on something only the Goa'ulds can supply to him. In order to get it, they must trade in lives.

Wr Robert C. Cooper

Dir Martin Wood

3 - 8 *DEMONS*

SG-1 arrives at a medieval village and frees Mary, a young woman who has been left outside tied to a stake. Simon, friar of the village and Mary's friend, explains that Mary is a sacrifice for the demon that plagues their village. The Canon chose her when he mistook her illness for an evil possession.

When the demon arrives and finds no sacrifice, he promises to destroy the village the next day unless five humans are left for sacrifice. SG-1 recognizes this "demon" and plot to destroy it, but the Canon pronounces SG-1 evil and condemns them to be sacrificed.

SG-1 must convince Simon to go against everything he believes in order to save themselves and rid the village of their demon forever.

Wr Carl Binder

Dir Peter DeLuise

3 - 9 *RULES OF ENGAGEMENT*

Upon exiting the Stargate, SG-1 finds itself in the midst of battle. A group of SG soldiers battles a Jaffa army. Believing the soldiers to be the missing-in-action SG-11 team, O'Neill and the others provide assistance. Much to their surprise, the mystery SG team turns their weapons on SG-1!

SG-1 wakes up in the soldier's training camp with headaches and no weapons. The camp's leader, Captain Rogers, assumes them to be from a rival camp until he recognizes Teal'c as Jaffa. Rogers presumes that SG-1 has been sent by the camp's long-gone Jaffa leaders to test their battle readiness. The Captain explains that the soldiers' standing orders are to practice battle using non-lethal Earth weapons until the return of Apophis.

O'Neill tells them Apophis is dead. The soldiers don't believe him and resume their war games. As O'Neill and the others try to figure out what to do, the games take a disastrous turn when SG-1's confiscated weapons accidentally make it out onto the battlefield.

Wr Terry Curtis Fox

Dir William F. Geregthy

3 - 10 *FOREVER IN A DAY*

During a rescue of captured Abydonians, including his father-in-law, Kasuf, Daniel Jackson sees his long-lost wife Sha're watching the activity from a nearby tent. He follows her inside, where Sha're -- who is actually the Goa'uld Amaunet -- takes Daniel in the grip of a Goa'uld ribbon device. Teal'c enters the tent with his staff weapon as Daniel falls unconscious.

Daniel awakens in the SGC's infirmary, where Teal'c sadly admits he was forced to kill Sha're to save Daniel's life. Daniel refuses to believe this, until he is shown Sha're's body. Distraught over his wife's death and angry at Teal'c for causing it, Daniel pulls away from his friends and resigns from the SGC.

When Sha're starts appearing to him in vivid dreams, Daniel finds he must overcome his grief if he is to understand her message.

Wr Jonathan Glassner

Dir Peter DeLuise

3 - 11 *PAST AND PRESENT*

SG-1 travels to a planet whose inhabitants seem to be suffering from mass retrograde amnesia. They have no memory of their lives before the unknown event they call the "Vorlix," and report that their elders and children are missing. The planet faces complete devastation unless the people's memories can be restored.

The inhabitants introduce SG-1 to Ke'ra, a brilliant and personable young woman who has come to be the leader of her people. She and Daniel Jackson develop a mutual attraction. Ke'ra returns to Earth with SG-1 in hopes that her existing research on the Vorlix may help them find a cure. But as the investigation progresses, SG-1 begins to suspect that Ke'ra may not be who or what she appears.

Wr Tor Alexander Valenza

Dir William F. Geregthy

3 - 12 *JOLINAR'S MEMORIES*

The Tok'ra Martouf arrives at the SGC with troubling news: Major Carter's father, Jacob, and his Tok'ra symbiote Selmak have been captured by the evil Goa'uld System Lord Sokar. Jacob/Selmak is imprisoned on a moon called "Netu" - which Sokar has transformed into a literal Hell.

The Tok'ra believe that Sokar plans to launch an attack against the other System Lords, gaining full control for himself. Martouf will try to rescue Jacob/Selmak, but his first priority is finding out how much Selmak knows about Sokar's plan. Unfortunately, no one has escaped from Hell. No one except Jolinar, and she never told anyone else.

SG-1 and Martouf travel to Netu on a space ship. En route, Martouf uses Tok'ra technology to access any of Jolinar's memories that might still be in Carter's mind. However, what Carter recalls are painful remembrances from her own past, and dark secrets that Jolinar never wished for Martouf to know.

Once they reach Netu, Teal'c stays on board the ship while the rest of SG-1 and Martouf search for Jacob/Selmak through the underground caverns of Hell, but the unexpected appearance of an old foe foils SG-1's plan.

Wr Sonny Wareham and Daniel Stashower

Dir Peter DeLuise

3 - 13 *THE DEVIL YOU KNOW*

During an attempt to rescue Jacob Carter, SG-1 and Martouf have been captured by one of Hell's denizens who is determined to use the information they possess to overthrow Sokar. With the aid of the Tok'ra memory technology and a hallucinogenic drug nicknamed "the blood of Sokar," each prisoner is forced to relive vivid, painful memories. But this time, they are unable to distinguish between memory and reality.

Meanwhile, an attack by Sokar's forces leaves Teal'c with no choice but to seek back-up from the Tok'ra. They respond with orders to deliver a bomb that will destroy Netu and Teal'c's friends along with it.

Wr Robert C. Cooper

Dir Peter DeLuise

3 - 14 *FOOTHOLD*

En route to the infirmary after an extended mission, SG-1 learns that part of the SGC has been sealed off due to a chemical leak. Soon after, during their routine examinations, Dr. Fraiser injects each member of the team with a sedative, rendering them unconscious.

Teal'c is the first to awaken, and secretly observes Dr. Fraiser and General Hammond talking with two aliens. The General orders Teal'c and Carter placed in holding cells. Feigning unconsciousness, he waits until he and his escorts are away from the infirmary before overpowering the guards and waking Major Carter.

Carter and Teal'c quickly realize that they cannot trust anyone in the SGC and must seek help outside the base. During the escape, one of them is captured. The other must rely on the one person they can't trust in order to save the SGC and the Earth from invasion.

Wr Heather E. Ash

Dir Andy Mikita

3 - 15 *PRETENSE*

The Tollan Narim pays an unexpected visit to the SGC, inviting the members of SG-1 to participate in "Triad." Only when SG-1 shows up on the new Tollan home world do they learn that the Triad is an ancient ceremony of justice, and the person on trial is their old friend Skaara.

The Goa'uld Klore's death glider crash-landed on the Tollan planet. Klore was injured, which allowed the host personality, Skaara, to emerge and request amnesty. This Triad will determine which of the personalities will forever have control over the host body: the Goa'uld Klore, or Skaara. Daniel and O'Neill will argue for Skaara's position, while another Goa'uld named ZIPACNA will argue for Klore's.

As Daniel and O'Neill work on their arguments, Carter and Teal'c grow suspicious that Zipacna's appearance may indicate an ulterior motive. But when SG-1 brings its concerns to the Tollan leaders, it puts Skaara in further danger of losing his identity forever.

Wr Kathryn Powers

Dir David Warry-Smith

3 - 16 *URGO*

SG-1 steps through the Stargate on their way to a paradise planet and end up at the SGC. Adding to their confusion is Hammond's assertion that the team was gone for fifteen hours, not the mere moment that the SG-1 perceived.

Dr. Fraiser's examinations of the team members are inconclusive, but an analysis of the MALP data reveals a brief initial image of an alien lab just before the paradise view. They theorize the paradise image is a means to lure people to the planet. But for what reason? As they try to figure this out, each member of the team begins to experience intense cravings.

Fraiser soon figures out why: A microscopic implant in each of SG-1's brains. The team is relieved of duty and isolated until Fraiser can find a way to remove the implant. Soon SG-1 is hearing and seeing the image of a man who identifies himself as "Urgo" - actually, the manifestation of the implants in their heads. Only SG-1 can see and hear him. Though Urgo claims his only purpose is to record new experiences, SG-1 begins to suspect he may have another, more nefarious purpose.

However, getting rid of Urgo is not going to be easy...

Wr Tor Alexander Valenza

Dir Peter DeLuise

3 - 17 *A HUNDRED DAYS*

Colonel O'Neill and the rest of the SG-1 team have established ties with a small village on the planet Edora, and their leader LAIRA - with whom O'Neill shares a mutual and quiet attraction. Everyone gathers to watch the annual meteor shower referred to by the natives as "fire rain." At first, it's a pleasant light show, but an extra-large shooting star prompts Carter and Daniel to conduct further research.

Their results indicate that Edora travels through an asteroid belt every year, but every century and a half the orbit hits a particularly dense section of debris. Those meteors hit the surface of the planet to cataclysmic effect, and apparently this is one of those years.

SG-1's evacuation of the villagers is all but complete when Laira discovers her son missing. O'Neill rushes off to assist her, ordering the rest of SG-1 to return to base. Carter and Teal'c barely make it out in time before a large meteor hits the Stargate, burying it and trapping O'Neill on Edora. Both sides deal with the loss, but will they accept it?

Wr Story by: Victoria James
Teleplay by: Brad Wright

Dir David Warry-Smith

3 - 18 *SHADES OF GREY*

SG-1 travel to Tollana to negotiate a trade. O'Neill becomes extremely annoyed when the Tollans refuse to cooperate due to their fear that any weaponry given to Earth would more likely be used on itself than to protect against the Goa'uld. In an act that shocks the rest of his team, O'Neill steals a Tollan device as they are departing back to Earth.

Upon hearing of Col. O'Neill's deed, an outraged General Hammond relieves O'Neill of his command. When the Tollans pay a visit and announce that they intend to break all ties with Earth, Hammond has no choice but to offer O'Neill an early retirement.

Col. Maybourne, hearing of O'Neill's indiscretion, pays him a visit at his home to make him an interesting offer.

Wr Jonathan Glassner

Dir Martin Wood

3 - 19 *NEW GROUND*

The SG-1 team travels to the planet Bedrosia where, unbeknownst to them, the planet's two cultures have been at war over their opposed beliefs regarding the Stargate. Upon their arrival, they are met by the curious Nyan, a scientist. Nyan explains to them that their arrival through the Stargate proves that the beliefs of his rival culture, the Optricians, is true and that humans were brought to this planet by aliens through a gateway. His culture, the Bedrosians, believe that human life evolved without a gateway and was created by their God, Nefertum.

The team's arrival is soon detected by a group of Bedrosian soldiers and their leader, Rigar. O'Neill, Carter and Daniel are captured, while Teal'c and Nyan narrowly escape. During his escape, Teal'c is blinded. Rigar cages his three prisoners and interrogates them as to how they arrived on his planet. He believes that they are Optrician spies, when they insist they traveled via the Stargate. Rather than face the possibility that the entire belief system of his people is wrong, Rigar chooses to destroy all evidence, including SG-1. Though blinded, Teal'c with Nyan's help must outwit the Bedrosians before Rigar can execute his plan.

Wr Heather E. Ash

Dir Chris McMullin

3 - 20 *MATERNAL INSTINCT*

When Bra'tac arrives at the SGC pleading for medical assistance, his battered Jaffa apprentice is accompanying him. He announces that Chulak, the home planet to himself and Teal'c, was brutally attacked by Apophis, and goes on to tell that it was as though Apophis was looking for something. Daniel deduces that "something" to be Harsesis, the child Apophis fathered with Sha're/Amaunet. This forbidden child would contain all the knowledge of the Goa'uld and, if he were to fall into the wrong hands, could be the Goa'uld's undoing.

Using the combined knowledge of Bra'tac, Daniel, and the available computer analysis, SG-1 decides on the most likely planet to be "Kheb" -- of Jaffa and Goa'uld legend. Bra'tac and SG-1 travel to the planet in search of the Harsesis child. Realizing that Apophis could come to the same conclusion about Kheb, the SG-1 team must race to find the child before he does.

Wr Robert C. Cooper

Dir Peter Woeste

3 - 21 *CRYSTAL SKULL*

Daniel Jackson becomes intrigued when the video transmission from the M.A.L.P. reveals a huge Mayan pyramid with a glowing crystal skull in its center. He tells the rest of SG-1 and General Hammond that the skull appears to be identical to one his grandfather, Nicholas Ballard, found in Belize in 1971. He goes on to tell that his grandfather claimed that the skull possessed a power to teleport you to a place inhabited by Aliens. When the academic community shunned Nicholas because of his seemingly ridiculous claims, he never recovered.

The team travels to the planet to investigate. Daniel approaches the crystal skull and is drawn to stare into its eyes. Meanwhile the cavern housing the skull begins to emit high levels of radiation. The team begins to evacuate but Daniel is entranced by the skull and after several moments, his body undergoes a phase shift and becomes invisible. O'Neill, Carter and Teal'c must flee the lethal radiation leaving an invisible Daniel behind. Teal'c, being somewhat protected by his symbiote, returns to the planet to look for Daniel. When he can't see him, he acquires the skull and returns to the SCG unknowingly with Daniel in tow.

SG-1 must recruit the assistance of Daniel's grandfather whose failure at proving his Crystal Skull theory has landed him in a psychiatric institution. They bring Nicholas Ballard back to the SCG in the hopes that he can unlock the secrets of the skull and bring Daniel home.

Wr Story by: Michael Greenburg and Jarrad Paul

Teleplay by: Brad Wright

Dir Martin Wood

3 - 22 *NEMESIS*

While preparing for a week of leave, O'Neill is engulfed in a white glow and disappears. Carter immediately recognizes that O'Neill has been transported away by the Asgard.

O'Neill suddenly finds himself a little disoriented on Thor's ship. He begins to hear a strange sound and moments later is faced with hundreds of menacing looking metallic bugs. He freezes as they swarm past him. O'Neill heads in the direction the bugs came from and comes upon a very weak Thor. Thor tells O'Neill that he is dying and directs him to a control panel for further information as he is too weak. O'Neill learns that these bugs called replicators are artificial organisms that have overtaken the ship and have directed it to Earth. The effects of the replicators reaching Earth would be devastating.

O'Neill appears back in the briefing room of the SGC in the form of a hologram and informs General Hammond and the rest of his team of the situation. He orders them to gather a large amount of explosives that he will transport up. The team, of course, wants to be transported up as well, but O'Neill orders them not to.

O'Neill can't believe his eyes when the explosives arrive with SG-1 in tow. They have little time to formulate a plan to outwit the replicators and destroy the ship before it reaches Earth, hopefully finding a way to save themselves in the process.

Wr Robert C. Cooper

Teleplay by: Brad Wright

Dir Martin Wood

4 - 1 *SMALL VICTORIES*

SG-1 returns the SGC with news that earth has been saved from the replicators only to learn that one of the deadly creatures was not destroyed. After crashing into the ocean aboard Thor's ship, the replicator bug has found its way into a Russian submarine where it has killed the entire crew and is continuing to rapidly replicate. O'Neill suggests that the sub be towed out to sea and nuked, but the Pentagon feels that such an act could cause a serious situation with the Russian government. Instead, O'Neill and Teal'c lead a small heavily armed team aboard the sub in the hopes that the replicators can be eliminated by sheer firepower. Carter is taken to Thor's home planet which is on the verge of total destruction by the replicators. Thor believes that perhaps Carter's human knowledge could hold the key to the Asgard defeating the replicators once and for all.

Wr Robert C. Cooper

Dir Martin Wood

4 - 2 *THE OTHER SIDE*

An alien race, the Eurondans, contact the SGC and ask for help. SG-1 delivers humanitarian aid to the aliens, who have been devastated by war by a hostile power, but must make a decision when Alar, the Eurondan's representative, asks for military assistance against their enemy.

Wr Brad Wright

Dir Peter DeLuise

4 - 3 *UPGRADES*

The Tok'ra ask the SG-1 to test some mysterious alien armbands, and they prove to confer vast super strength and speed on its wearers. SG-1 put their new-found "powers" to good use, but it soon becomes clear the armbands have lethal side effects that endanger the team in the midst of a critical mission.

Wr David Rich

4 - 4 *CROSSROADS*

Teal'c's former love Shan'auc travels to Earth to ask for assistance - she has a way to tap into the memories of her symbiote and convince it that the Goa'uld are evil.

Wr Katharyn Michaelian Powers

Dir Peter DeLuise

4 - 5 *DIVIDE AND CONQUER*

During a meeting of the Tok'ra High Council, one of the SGC soldiers goes berserk and attacks them before taking his own life. It soon becomes clear that the Goa'uld have a new weapon - a mind control technique that can turn anyone into a preprogrammed assassin. SGC soon realizes that Jack and Sam may be the next programmed assassins.

Wr Tor Alexander Valenza

Dir Martin Wood

4 - 6 *WINDOW OF OPPORTUNITY*

When an alien scientist activates an Ancient device that the Ancients tried to use to travel back in time, Jack and Teal'c get caught in a time loop.

Wr Joseph Mallozzi, Paul Mullie

Dir Peter DeLuise

4 - 7 *WATERGATE*

The Russians ask for assistance when they reveal they have the second Stargate, but it has become locked onto an alien water planet, not only preventing the SGC's Gate from functioning but endangering the Russian base.

Wr Robert C. Cooper

Dir Martin Wood

4 - 8 *THE FIRST ONES*

An archaeological team makes an amazing discovery - a planet holding primordial Goa'uld symbiotes. But the planet also is home to the Unas, the first race that acted as a host to the symbiote, and the team and SG-1 are soon in danger from the symbiotes.

Wr Peter DeLuise

Dir Peter DeLuise

4 - 9 *SCORCHED EARTH*

SG-1 helps transfer the residents of a Goa'uld slave planet to a new world, but soon find the planet is the target of a terraforming effort that will wipe out its new inhabitants.

Wr Joseph Mallozzi, Paul Mullie

Dir Martin Wood

4 - 10 *BENEATH THE SURFACE*

SG-1 are brainwashed and given memories of new lives and put to work as mining slaves on an alien world. While Hammond tries to find out if they're still alive, the SG-1 must struggle with their returning memories and plot their escape.

Wr Heather E. Ash

Dir Peter DeLuise

4 - 11 *POINT OF NO RETURN*

Martin Lloyd, a conspiracy nutjob, calls up the SGC but has accurate knowledge of the Stargate. Martin claims to own a spaceship and is dismissed as a crackpot, but a series of incidents suggests that there may be more to his claims.

Wr Paul Mullie, Joseph Mallozzi

Dir Bill Gereghty

4 - 12 *TANGENT*

A test of the X-301, an experimental aircraft adapted from two Goa'uld death gliders, goes awry sending O'Neill and Teal'c hurtling out of Earth's orbit. As the X-301 streaks through space at a million miles an hour, the SGC struggles to find a way to retrieve it. But after an attempt to alter the aircraft's course fails, things look grim. Daniel Jackson seeks the help of off-world allies. He learns that the Tok'ra have a ship capable of reaching O'Neill and Teal'c, but it is on a covert mission in Goa'uld-controlled territory. With time ticking down and the lives of their comrades hanging in the balance, Carter and Daniel must locate the Tok'ra ship, intercept the X-301, and pull off a daring rescue.

Wr Michael Cassutt

Dir Peter DeLuise

4 - 13 *THE CURSE*

When Daniel Jackson's old archeology professor, Dr. Jordan, dies in a mysterious lab explosion, Daniel pays a return visit to his old academic stomping grounds. But as he reacquaints himself with his former colleagues, he begins to suspect that Dr. Jordan's death may not have been an accident. He discovers that one of the items the professor was studying, an ancient Egyptian jar, contains a perfectly preserved Goa'uld symbiote. Apparently, a crack in the vessel compromised the sedative solution within, killing the creature. But further investigation reveals a second jar may have existed. With a Goa'uld apparently stalking the campus and the local community abuzz with talk of an ancient curse, Daniel must unravel the mystery before it's too late.

Wr Paul Mullie, Joseph Mallozzi

Dir Andy Mikita

4 - 14 *SERPENT'S VENOM*

While visiting Chulak to gather support for a Jaffa rebellion, Teal'c is captured by the Goa'uld. The rest of SG-1, unaware of his fate, are dispatched to thwart a burgeoning alliance between Apophis and Heru-ur. But when they arrive at the neutral location chosen for the meeting - an ancient minefield floating in space - they discover that Heru-ur has brought along a gift to seal the deal: a battered but defiant Teal'c. SG-1 is torn. Do they try to rescue Teal'c? Or, as Jacob Carter argues, does the success of their mission outweigh the life of their friend?

Wr Peter DeLuise

Dir Martin Wood

4 - 15 *CHAIN REACTION*

When General Hammond announces he is stepping down as head of the SGC, O'Neill suspects that there is more to his decision than he is letting on. And, as it turns out, O'Neill is right as he discovers that the NID was behind the change of command. Fed up with the general's inability to acquire alien technology through whatever means necessary, it pressured him into resigning. When Hammond's replacement breaks up SG-1 and assigns Carter the task of building a planet-killing Naquadah bomb, O'Neill takes matters into his own hands. He decides to take on the NID, but his success will rest in the hands of a most unlikely ally: Colonel Maybourne.

Wr Paul Mullie

Dir Martin Wood

4 - 16 *2010*

Nine years in the future, the Goa'uld have been defeated thanks to an alliance with an advanced alien race. Transportation technology and off-world Stargate travel is now commonplace. However, Carter finds out that most of the human race has secretly been rendered sterile by Earth's new allies. She and the other SG-1 team members must rig the Stargate for time travel (first done in the episode "1969") and send a message back to their counterparts in 2001 to prevent contact with the alien race.

Wr Brad Wright

Dir Andy Mikita

4 - 17 *ASOLUTE POWER*

Daniel recovers Apophis's son, the Harcesis. He has the memories of all the Goa'uld, which SG Command wants to obtain so that they can defeat their enemies. Daniel is given all the knowledge, but soon begins to use it in a tyrannical fashion as he usurps authority to build a ring of killer satellites around Earth capable of repelling the Goa'uld. Soon, only Jack can get close enough to stop him before Daniel completely takes over the world in the name of peace.

Wr Robert C. Cooper

Dir Peter DeLuise

4 - 18 *THE LIGHT*

A member of another SG team, returning from an alien planet, commits suicide. The rest of his team

begins to go into comas, and Daniel, who also visited the planet, attempts suicide. When SG-1 goes to the planet, they discover a hypnotic light show that not only induces memory blackouts, but alters their physiology so that they cannot leave the planet without becoming terminally depressed and ultimately dying of system shutdown. Trapped on the planet, they meet a young boy, Loran, who is apparently immune to the effects of the light system but who lost his parents. The team must figure a way to overcome the addiction or remain rapped on the planet forever.

Wr James Phillips

Dir Peter F. Woeste

4 - 19 *PRODIGY*

During a visit to the Air Force Academy, Carter makes the acquaintance of Jennifer Hailey, a promising young cadet with a rebellious streak. Carter sees great potential in her, but Jennifer seems determined to sabotage her future with the Air Force. She is fiercely independent, opinionated, and resentful of Carter to whom she is constantly being compared. On the other hand, Hailey is brilliant and Carter eventually decides to show her what she can look forward to if she stays the course - by bringing her through the Stargate. The two of them visit an offworld research base where O'Neill and Teal'c are on security detail, "babysitting" a group of ungrateful scientists. But the seemingly routine mission takes a deadly turn when they are attacked by alien life forms composed of pure energy. Trapped and cut off from the Stargate, SG-1 must make a desperate gamble to reach freedom before it's too late.

Wr Joseph Mallozzi, Paul Mullie, Brad Wright

Dir Peter DeLuise

4 - 20 *ENTITY*

The SGC is infected by an alien probe that downloads itself into the base computers, accessing sensitive data on the SGC and its personnel. It is detected and apparently deleted from the mainframe. Unbeknownst to all however, the entity has managed to download itself into the MALP room where it continues to thrive, building itself a new body in order to contain the immense data it has obtained. SG-1 eventually discovers the entity. O'Neill wants to destroy it, but Sam and Daniel feel they should attempt to communicate with it first. Sam tries - only to be overcome by a blast of energy. She is rushed to safety while O'Neill shuts down the entity, presumably killing it for good this time. However, the rest of SG-1 soon learns that it is far from dead. In fact, it now exists in a new vessel - one capable of storing endless bytes of data. The entity has taken over Carter's body. With the base under siege and the alien entity poised to overwhelm them all, O'Neill and company are confronted with a dire prospect: in order to save the SGC, they may well have to sacrifice one of their own.

Wr Peter DeLuise

Dir Alan Lee

4 - 21 *DOUBLE JEOPARDY*

SG-1 returns to a planet they helped free from Goa'uld enslavement. Once, with the assistance of SG-1, the people of this world were able to rebel against the forces of Heru'ur and win their freedom. Now, they face a vengeful Cronus determined to make them pay for their insolence. SG-1 is prepared to lead them once again, but it turns out their former allies are not so eager to answer the call to arms. After all, they were promised that if they buried their gate, they would be safe. Instead, the Goa'uld returned in ships - and the planet's inhabitants paid a terrible price. O'Neill and his team must win their confidence before they can win the battle against Cronus. Fortunately, they have help in the form of their robot duplicates, eager to assist them on this doubly-difficult mission.

Wr Robert C. Cooper

Dir Michael Shanks

4 - 22 *EXODUS (PART 1 OF 3)*

The SGC are loaning their Goa'uld Mothership to their good friends and allies, the Tok'ra, so they will be able to move to a planet that is not on the Goa'uld data system. However, Tanith is caught out and tells Apophis where the Tok'ra are.

Wr Paul Mullie, Joseph Mallozzi

Dir David Warry-Smith

5 - 1 *ENEMIES (PART 2 OF 3)*

SG-1 and Jacob Carter are trapped in another galaxy with Apophis, while Teal'c is brainwashed into believing that his defection from Apophis was all a ruse.

Wr Robert C. Cooper

Dir Martin Wood

5 - 2 *THRESHOLD (PART 3 OF 3)*

Bra'tac must perform a Jaffa ritual bringing Teal'c to the brink of death to restore his true self.

Wr Brad Wright

Dir Peter DeLuise

5 - 3 *ASCENSION*

Carter finds romance from an alien who secretly followed her back from his planet.

Wr Robert C. Cooper

Dir Martin Wood

5 - 4 *THE FIFTH MAN*

O'Neill is stranded behind enemy lines fighting an unknown Goa'uld army. Teal'c, Carter, and Daniel return to the SGC but are faced with difficult questions from General Hammond when they report that a mysterious fifth member of SG-1 is trapped on the planet with Jack.

Wr Joseph Mallozzi, Paul Mullie

Dir Peter DeLuise

5 - 5 *RED SKY*

After a particularly rough ride through the Stargate, SG-1 arrives on a planet with a Norwegian-like society. As they meet the villagers, the sky and the sun suddenly change to an orange-red color, rendering the whole planet in an orange glow.

The villagers immediately think it's Ragnarok, the End of Dawn, while Samantha discovers that the wormhole they came through must have gone directly through the sun. Some heavy elements must have triggered a reaction inside the sun, so that its light pattern changed, and the planet's plant life will be destroyed.

While the locals start praying to Freyr, an Asgard posing as a god, SG-1 tries contacting the Asgard in a more effective way. When the Asgard decline to intervene, the team needs to try and reverse the reaction in the sun on their own.

Wr Ron Wilkerson

Dir Martin Wood

5 - 6 *RITE OF PASSAGE*

Cassandra develops telekinetic powers which threatens to kill her. While seeking a cure, Dr. Fraiser uncovers a dark secret on Cassie's home planet.

Wr Heather E. Ash

Dir Peter DeLuise

5 - 7 *BEAST OF BURDEN*

When Daniel's friend Chaka is abducted by slave traders, SG-1 goes through the stargate to rescue him. However when the opportunity to free him comes, Chaka refuses to leave, and Daniel discovers Chaka has become the leader of the other Unas slaves.

Wr Peter DeLuise

Dir Martin Wood

5 - 8 *THE TOMB*

SG-1 teams up with the Russians to find one of the latter's missing teams, which were lost in a burial pyramid on an alien planet.

Wr Joseph Mallozzi, Paul Mullie

Dir Peter DeLuise

5 - 9 *BETWEEN TWO FIRES*

SG1 must save the Tollan homeworld from a mysterious disaster.

Wr Ron Wilkerson

Dir Bill Gereghty

5 - 10 *2001*

On a agrarian planet, SG-1 meets the Ashen Confederacy, who propose a trade accord with Earth.

Wr Brad Wright

Dir Peter DeLuise

5 - 11 *DESPERATE MEASURES*

When Carter goes missing, O'Neill teams up with Col. Maybourne again to free her from NID.

Wr Joseph Mallozzi, Paul Mullie

Dir Bill Gereghty

5 - 12 *WORMHOLE X-TREME!*

Martin from "Point of No Return" sells a television script to Hollywood about the SGC, and O'Neill tries to stop the filming.

Wr Paul Mullie, Joseph Mallozzi

Dir Peter DeLuise

5 - 13 *PROVING GROUND*

The SGC embarks on a cadet training program.

Wr Ron Wilkerson

Dir Andy Mikita

5 - 14 *48 HOURS*

A Stargate mishap leaves Teal'c trapped inside the Stargate network, forcing the SGC to turn to the Russians for help.

Wr Robert C. Cooper

Dir Peter F. Woeste

5 - 15 *SUMMIT (PART 1 OF 2)*

When the System Lords call a summit to deal with a new threat against them, the Tok'ra and Daniel infiltrate the conference and plan to use a poison to wipe them out, but matters get complicated when Osiris, still in the body of Dr. Sarah Kane, arrives.

Wr Joseph Mallozzi, Paul Mullie

Dir Martin Wood

5 - 16 *LAST STAND (PART 2 OF 2)*

Osiris goes to war with the System Lords, leading to a massive peace summit on a heavily armed space station.

Wr Robert C. Cooper

Dir Martin Wood

5 - 17 *FAIL SAFE*

Earth finds itself threatened when SG Command learns that an asteroid is on a collision course with the planet.

Wr Joseph Mallozzi, Paul Mullie

Dir Andy Mikita

5 - 18 *THE WARRIOR*

A charismatic new Jaffa leader seeks an alliance with the SGC and Earth.

Wr Peter DeLuise

Dir Peter DeLuise

5 - 19 *MENACE*

SG-1 explores a planet and finds an inactive android, which when activated thinks it is a normal human girl.

Wr Peter DeLuise

Dir Martin Wood

5 - 20 *THE SENTINEL*

SG-1 finds a world under siege by Lord Svarog's forces because the "Shades of Grey" NID team disabled the planet's defenses. SG-1 must work with the captured team members to restore them.

Wr Ron Wilkerson

Dir Peter DeLuise

5 - 21 *MERIDIAN*

SG1 returns from a planet with Daniel apparently dying from radiation poisoning.

Wr Robert C. Cooper

Dir William Waring

5 - 22 *REVELATIONS*

SG1 attempts to rescue an Asgard scientist from the Goa'uld.

Wr Joseph Mallozzi, Paul Mullie

Dir Martin Wood

6 - 1 *REDEMPTION (PART 1 OF 2)*

The SGC has come under attack from Anubis, who has a device that can use one Stargate to destroy another. With a wormhole dialed in to Earth's stargate, the SGC can not contact its off-world allies for help. Carter works furiously to find a solution. Meanwhile Teal'c is off-world attending his wife's funeral and his son believes she would not have been killed if Teal'c had not joined the fight against the Goa'uld. Wanting proof that the Goa'uld are not gods and can be stopped, he insists that Teal'c allow him to join him in battle so he can see for himself what the war is all about. They search for the planet Anubis is attacking Earth from and prepare to go into battle against him.

Wr Robert C. Cooper

Dir Martin Wood

6 - 2 *REDEMPTION (PART 2 OF 2)*

The SGC has come under attack from Anubis, who has a device that can use one Stargate to destroy another. With a wormhole dialed in to Earth's stargate, the SGC can not contact its off-world allies for help. Carter works furiously to find a solution. Meanwhile Teal'c is off world attending his wife's funeral, his son believes she would not have been killed if Teal'c had not joined the fight against the Goa'uld. Wanting proof that the Goa'uld are not gods and can be stopped, he insists that Teal'c allow him to join him in battle so he can see for himself what the war is all about. They search for the planet Anubis is attacking Earth from and prepare to go into battle against him.

Wr Robert C. Cooper

Dir Martin Wood

6 - 3 *DECENT*

SG-1 is on a salvage mission for a Goa'uld mothership left behind by Anubis.

Wr Joseph Mallozzi, Paul Mullie

Dir Peter DeLuise

6 - 4 *FROZEN*

The SGC's study of the Antarctic Gate site reveals a woman buried in the ice.

Wr Robert C. Cooper

Dir Martin Wood

6 - 5 *NIGHTWALKERS*

Carter, Teal'c and Jonas investigate the death of a scientist with connections to the Goa'uld, and find a small town whose inhabitants are part of a secret experiment.

Wr Joseph Mallozzi, Paul Mullie

Dir Peter DeLuise

6 - 6 *ABYSS*

Jack is captured by a Goa'uld named Ba'al after a mission led by his symbiote goes wrong. His only chance of redemption lies in the hands of Daniel.

Wr Brad Wright

Dir Brad Wright

6 - 7 *SHADOW PLAY*

Jonas Quinn's mentor visits him to tell that their people are about to use a deadly bomb in their nation war

Wr Paul Mullie, Joseph Mallozzi

Dir Peter DeLuise

6 - 8 *THE OTHER GUYS*

While escorting physicists off-world, SG1 is taken captive by a Goa'uld hoping to curry favor with Anubis. A pair of escaped physicists who revere SG1 must rescue them.

Wr Damian Kindler

Dir Martin Wood

6 - 9 *ALLEIGIANCE*

There is an assassin at the SGC's Alpha site, but is it a Jaffa or a Tok'ra?

Wr Peter DeLuise

Dir Peter DeLuise

6 - 10 *CURE*

SG-1 is offered a deal for a miracle medicine from an alien world.

Wr Damian Kindler

Dir Andy Mikita

6 - 11 *PROMETHUES (PART 1 OF 2)*

During a tour of the new X-303 (codenamed Prometheus), the ship is taken over by rogue NID agents.

Wr Paul Mullie, Joseph Mallozzi

Dir Peter F. Woeste

6 - 12 *UNNATURAL SELECTION (PART 2 OF 2)*

Using the Prometheus, SG-1 heads to a Replicator-controlled planet where time moves faster due to Asgard technology and hope to reverse the machine to freeze the Replicators in time.

Wr Brad Wright

Dir Andy Mikita

6 - 13 *SIGHT UNSEEN*

After SG-1 returns to Earth with an Ancient device, incorporeal bug like creatures begin appearing in the SGC.

Wr Damian Kindler

Dir Peter F. Woeste

6 - 14 *SMOKE & MIRRORS*

Jack becomes the lead suspect in an assassination attempt on Senator Kinsey, and the rest of the team works to clear him.

Wr Joseph Mallozzi, Paul Mullie

Dir Peter DeLuise

6 - 15 *PARADISE LOSE*

Maybourne offers to reveal the location of an offworld weapon but only if he's allowed to go. Once there, Maybourne tricks SG-1 and, along with Jack, is teleported to what he thinks is "utopia." However, the civilization that was once utopia is now dead.

Wr Robert C. Cooper

Dir Bill Gereghty

6 - 16 *METAMORPHOSIS*

SG-1 discovers that Nirrti has continued her experiments to create a hok'taur (perfect human).

Wr James Tichenor

Dir Peter DeLuise

6 - 17 *DISCLOSURE*

The existence of the Stargate is disclosed to other major countries.

Wr Joseph Mallozzi, Paul Mullie

Dir Bill Gereghty

6 - 18 *FORSAKEN*

Offworld, SG-1 discovers a crashed prison-transport ship, and finds itself caught between the guards and the prisoners.

Wr Damian Kindler

Dir Andy Mikita

6 - 19 *THE CHANGELING*

Teal'c begins having dreams in which he and the rest of SG-1 are firemen, and he can't decide which reality is real.

Wr Christopher Judge

Dir Martin Wood

6 - 20 *MEMENTO*

During a test flight of the Prometheus, the hyperdrive overloads, forcing SG-1 to go to a nearby planet to hopefully locate a stargate. The only problem is that the gate has been buried in an unknown location.

Wr Damian Kindler

Dir Peter DeLuise

6 - 21 *PROPHECY*

On P4S-237, Jonas begins having visions of the future and Lord Mot destroying SG-1.

Wr Joseph Mallozzi, Paul Mullie

Dir William Waring

6 - 22 *FULL CIRCLE*

SG-1 must defend Abydos from Anubis, who has come to take the Eye of Ra, an object of fabled power.

Wr Robert C. Cooper

Dir Martin Wood

7 - 1 *FALLEN (PART 1 OF 2)*

SG-1 searches a planet for the City of the Lost only to find Daniel, alive but without memory of his former life.

Wr Robert C. Cooper

Dir Martin Wood

7 - 2 *HOMECOMING (PART 2 OF 2)*

Sam and Jack travel to Kelowna to oppose Anubis.

Wr Joseph Mallozzi, Paul Mullie

Dir Martin Wood

7 - 3 *FRAGILE BALANCE*

SG-1 find out that Jack has apparently been reduced to the age of a teenager, and there is some mysterious connection to alien abductees and the Asgard.

Wr Damian Kindler

Dir Peter DeLuise

7 - 4 *ORPHEUS*

SG-1 returns to Stargate Command under heavy fire with Jaffa so close behind one makes it into the Gate Room. Weapons fire is exchanged through the wormhole. To everyone's horror, Teal'c is shot in the abdomen by a staff weapon blast. He no longer carries a symbiote, but has spinal damage. He will have to recover normally and complete physical therapy with the help of the new drug, tretonin.

Though Daniel returned from his time as an ascended being with a memory wipe, he is able to get glimpses into that period. During Teal'c's convalescence, Daniel is plagued with thoughts of Rya'c, Teal'c's son. Disturbed, he begins to get visions and hears Ry'ac's voice calling out.

Daniel asks Carter to review the logs of incoming wormholes, looking for any kind of anomaly. His own self-doubts mirror Teal'c's, wondering why he came back from being ascended. He begins to think he needed to do something, but he can't remember what it was.

After a period of recovery, Dr. Fraiser feels Teal'c is fit for duty. Mentally, he does not believe he is ready, thinking he is not as good a fighter as he was. For him, weakness is death -- 'kek.' Although the tretonin works fine for Teal'c, he obsesses that a real symbiote is what should sustain him. O'Neill realizes that, mentally, Teal'c is not prepared for duty.

While meditating with Teal'c, Daniel has another vision of Ry'ac in a Jaffa version of a concentration camp. In the dream, Bra'tac takes a lashing to protect Ry'ac. Daniel reveals the vision to Teal'c who admits having 'seen' Daniel while dying in an ambush last year. Because of this incident, Teal'c is more willing to believe Daniel's vision. They take the matter to Hammond, who orders a rescue attempt (if the location can be determined).

Ry'ac and Bra'tac have indeed been captured. They are being worked to death in a toxic naquadah purification facility. Bra'tac has run out of tretonin and is dying. He hides the truth from Rya'c, but the young Jaffa knows. Back on Earth, Daniel's visions continue. Rak'nor is called in for consultation and determines the planet is Erebus, a place for condemned souls. But there will be a problem reaching it: the Erebus Stargate has a forcefield.

Daniel flashes back to witnessing Bra'tac sending a coded signal through an outgoing wormhole. Sam realizes what that means and finds the log entry and the code in the Alpha Site records. Having the deactivation code to the shield on Erebus, Hammond approves the rescue mission, putting O'Neill in charge.

The rescue is none too soon. SG-1 and SG-3 make it through the Stargate with Rak'nor. O'Neill assesses the situation. It is a harsh and dreadful encampment. Cruelty rules and executions are commonplace. O'Neill agrees to allow Teal'c and Rak'nor to infiltrate the encampment after dark to make the extraction.

In a tent, Teal'c finds Bra'tac near death and administers additional tretonin. Bra'tac is so far gone he can't move immediately.

The two Jaffa are discovered.

Helplessly, O'Neill watches the guards whip Teal'c through the night. Against his team's objections, O'Neill lets it happen, unwilling to reveal the presence of backup. They need a new plan -- a distraction. O'Neill looks to a partially constructed Ha'tak ship floating above the encampment. The new plan is to blow it up as a diversion.

Sam and Daniel ring up to the ship to plant C-4 explosives. Down below, in light of his apprentice's recent injury, Bra'tac gives Teal'c a needed pep talk. Trying to spread the news of a rescue, Ry'ac is discovered and sent to be executed. O'Neill radios Carter, instructing her to hurry. Teal'c approaches the guard and asks to take Ry'ac's place for execution.

Carter detonates the ship, which gradually falls from the sky. The Jaffa guards run to try to deal with the situation and get mowed down by S.G.C. forces. Teal'c and his would-be executioner fight one-on-one. Though Ry'ac wants to intervene, Bra'tac prevents him, knowing Teal'c must prevail himself or continue to live with doubt. Eventually, Teal'c prevails by himself. It is not long before the camp is liberated.

Back at the S.G.C., Daniel joins Teal'c for a period of meditation. Both men have been restored in their own ways by the Erebus mission. Daniel confesses that he now knows where he belongs. And why.

It seems to check out. His DNA is a nearly identical match for Colonel O'Neill's, except for a small abnormality. Jack wants to know why he woke up 30 years younger, and who has done this to him. SG-1 visits Jack's house to retrace his steps, asking him what he did the previous night. They come up empty -- but Jack does have a memory flash, and sees a group of swirling green lights ... and an Asgard.

O'Neill is scheduled to conduct a briefing with the new F-302 pilots -- but Hammond has removed him from active duty, and Carter conducts the meeting. Despite the decision, Jack interrupts the briefing. At first, the pilots won't take him seriously -- but when he obviously knows what he's talking about, they listen up and begin to take his instructions.

Fraiser soon reports with additional test results: young Jack's genetic structure is inexplicably breaking down, and he is dying. Jacob Carter arrives from the Tok'ra to present him with the only option they have. They offer to put Jack into stasis to save his life, until they better understand what is happening to his body. After his previous experience putting his life in the hands of the Tok'ra ("Frozen," "Abyss"), he asks for a few minutes to think about it -- then escapes the base and flees into the nearby town.

Jack is unable even to buy a simple bottle of beer, even when he runs into an old Air Force friend and pretends to be O'Neill's nephew. The rest of SG-1 finally tracks him down sitting by a creek, fishing. They tell him what Jacob determined after looking at his test results: he is a clone of the real colonel, who is probably still being held by the Asgard. Jack refuses to hand himself over to the Tok'ra again. But his friends have been doing some digging, and have a new plan.

Daniel and Teal'c have discovered that the details of Jack's abduction memory are striking similar to several other UFO abduction stories. They visit several alleged abductees, who tell very similar stories -- being taken in their sleep, held motionless in mid-air, four swirling, green lights ... and an alien resembling an Asgard. The last such abduction was 19 years ago; and with each abduction, the person was taken again seven days later.

Armed with a zat gun, young Jack waits in his bedroom on the seventh day, while the rest of the team monitors him from outside the house. There is a flash of light, and an Asgard transporter brings him onto a ship in orbit, returning the real colonel to his bed. The unknown Asgard approaches young Jack, suspended in mid-air, and tells him not to be afraid. Jack zats him, escapes his restraints, and transports SG-1 aboard.

They signal Thor for assistance. When the Asgard wakes up, they confront him. His name is Loki, and he is a scientist who has been studying human evolution to try and solve the Asgard's own fatal cloning problem -- which will eventually result in their extinction. He says that their bodies were once much like humans are now, and that Jack O'Neill is legendary among the Asgard as representing the next stage in human evolution (as his brain was capable of receiving the library of the Ancients ["The Fifth Race"]).

Thor arrives, and tells SG-1 that Loki is a renegade who was convicted of performing unsanctioned

experiments on humans 19 years ago. Loki replaces his abductees with a clone for one week, so that he may study the person he has taken -- but the clones are unstable, and never survive. Jack's clone failed to properly reach the correct maturity because the Asgard have tagged his DNA to prevent tampering -- thus the anomaly that Dr. Fraiser found.

Thor agrees to try and correct the flaw in young Jack's DNA, and the procedure is a success. Young Jack decides to live his life over again, and returns to high school. He and the colonel agree not to stay in touch -- it would be too weird.

Wr Peter DeLuise

Dir Peter DeLuise

7 - 5 REVISIONS

A M.A.L.P. returns information about an intriguing dome complex on a planet destroyed by toxic waste. As the robot explores the terrain its robotic arm disappears through some sort of energy barrier. Now, the M.A.L.P. shows a beautiful garden. Proceeding forward, transmission is suddenly cut. General Hammond orders SG-1 to retrieve it.

The team gates to the planet and passes through the barrier into the garden, immediately finding the M.A.L.P. A young boy, calling himself Nevin, appears to SG-1. After a trade he agrees to lead the team to his town, where all the inhabitants appear to be wearing U-shaped devices on their left temple.

A meeting of the four council members is convened. The team describes the Stargate and how they arrived. The meeting stops while the council retrieves information about the Stargate from the Link, a computer which provides each individual with a library of knowledge. Carter is impressed with the sophistication and ease of the technology

SG-1 is invited to stay the night so Carter can have a look at the technology in the morning. She and Daniel stay with the town computer expert, Pallan and his wife Evalla. They learn the few survivors have never been outside the dome in 400 years. Pallan explains how the computer maintains the town and the illusion of a normal world. Meanwhile, O'Neill and Teal'c stay with Kendrick and Nevin. At dinner, Nevin grills O'Neill about his travels.

The following day Evalla takes Daniel to an old library which has actual books. While there Evalla blanks out for a moment, and soon Daniel becomes concerned with this repeating trend. While Sam is with Pallan in computer control, the same thing happens to him. At that moment, she notices that the screens on the computers have altered -- and they soon change back. She tells Carter the readouts changed, but Pallan does not believe her. He assures her that the readouts always remain the same.

Carter suggests to O'Neill that the townspeople be offered relocation. They meet with the Council but only three of the four members are there. They refuse to accept relocation, convinced that the dome will protect them. O'Neill wants to know what the fourth member thinks, but the council denies there ever was one. Now things are getting weird. No one -- not even Pallan -- remembers a fourth council member. The team suspects foul play.

More unusual information surfaces. With Daniel, Evalla explains the population control policy, which is why she and her husband have no children. She tells him no one in the society has ever broken the rule. Back in the control room, Carter notices another drop in the power. The forcefield is in danger of failing. Again, Pallan disagrees with her.

On his way to check-in with the S.G.C., O'Neill is intercepted by Kendrick. The gardener wants a better future for his son than that the dome can provide. O'Neill agrees to take the pair back to Earth when they leave. But the M.A.L.P. is no where to be seen. Teal'c suspects a conspiracy to keep them from communicating with the S.G.C. Carter calls in to say the dome is losing power badly enough to fail in the near term. Now it is no longer an option, but a priority to move the people out.

The next computer update causes Evalla to leave Daniel's company. He follows her only to lose sight of her at an archway Daniel knows wasn't bricked up moments before.

SG-1 soon comes to the conclusion that the computer is brainwashing the dome's residents. They also understand that no one will believe them without solid proof. Daniel goes to look for old records in the library in the hopes of finding proof that there used to be at least one additional council member.

More weird inconsistencies confirm that the computer is messing with the people's memories. Nevin takes Teal'c and O'Neill home to a different house from the night before. Kendrick's father then denies he ever wanted to leave. Carter arrives back at the central computer to find that Pallan doesn't remember ever having a wife named Evalla.

O'Neill demands that the people remove the devices which link them to the computer. Aghast, they refuse, now believing removal will kill them. This belief is in direct contradiction to demonstrations the day before, when Evalla removed her node for Carter to examine.

Daniel discovers proof that things used to be wildly different. Over 100,000 people used to live in the dome. He brings the paper proof to Sam and Pallan in the control room. She has enough information to draw a few conclusions. As the power level drops, the computer shrinks the dome and kills excess people by making them leave the protected area (Jack and Teal'c have confirmed human skeletons lie just outside the dome). To keep the people level-headed during this process, all memories of the people who departed are removed from their minds.

In desperation, Carter forcibly removes Pallan's link node. He is surprised that it isn't fatal. The computer, now desperate, reacts with another update when Pallan and Carter try to reprogram it. The rest of the townspeople receive new instructions: they are to put the devices on SG-1, whether they want them or not.

The townspeople corner O'Neill and Teal'c to force them to wear the nodes. SG-1 does not wish to harm anyone, but they refuse to allow themselves to be assimilated by the computer. He raises his weapon to ward off the advancing mob. In the nick of time, Carter and Pallan manage to initiate another update themselves.

The townspeople have no memory of SG-1, or what is happening to them.

As the team helps evacuate the citizens, Carter explains that the geo-thermal energy began to cool down 200 years earlier, causing the dome to shrink. Now Pallan has to make a new life without a wife he knows he had. He is in a particularly sad position, because he can't remember her to mourn.

Wr Joseph Mallozzi, Paul Mullie

Dir Martin Wood

7 - 6 *LIFEBOAT*

SG-1 investigates a crashed alien ship containing hundreds of people in stasis. While investigating various decks, an energy field overwhelms them, knocking them unconscious. Teal'c finds Daniel at the base of one of the open stasis chambers. When Daniel awakens, he begins to scream.

SG-4 brings back the unconscious O'Neill and Carter, along with a fearful, panicky Daniel. But soon the archaeologist collapses on the ramp as the fear dissolves, replaced with anger. In the medical lab, Daniel is restrained with his hands attached to a belt at his waist.

Dr. Fraiser tries to gain information that would explain his condition, but all she gets is a tirade about how this should not have happened. Daniel doesn't know her. Worse, he says his image in the mirror is not his. Dr. Fraiser explains to General Hammond that Daniel's EEG indicates multiple brainwave patterns -- suggesting multiple minds.

Daniel claims to be a Sovereign of Talthus. He has a terrible headache and he makes strident demands in an aggressive manner. Dr. Fraiser gives him painkillers, but these fail to help. For no apparent reason, the personality changes to a crewmember of the crashed vessel. Tryan is an engineer who is more logical and even tempered. Dr. Fraiser questions him more easily, as the personality is surprised at the situation but not afraid.

Tryan explains that their world, Talthus, was dying. Several great ships were built to take as many people as possible to a new world, Ardena. However, there weren't enough stasis units for everyone, so a lottery was held. Each crewmember was allowed to choose one family member to accompany them on the journey. But the trip would be so long that everyone would have to go in stasis. The machines were limited and could not keep a consciousness stored in its own body, so each person's mind was uploaded to an independent memory module. The ship had been on the planet so long, and damaged so severely, that many people died in stasis.

One crewmember, Pharrin, was revived. He tried to save as many minds as he could by taking them into his own body. But there is a limit. When SG-1 arrived, the crewman saw his opportunity and took it. He stored 12 personalities in Dr. Jackson before Teal'c awoke and had the others removed unaltered.

Now, Dr. Jackson is somewhere in the jumble of personalities -- unable to separate himself for more than a moment. Tryan explains it would be impossible to separate the personalities just as it is impossible to return water droplets in the exact same configuration after switching glasses.

Knowing there is a crewmember at large in the vessel, SG-4 retrieves Pharrin and brings him to the

S.G.C. He says there is a way to undo the deed, but it would kill those inhabiting Daniel. Carter explains that Earth has a power source that could stabilize the stasis units long enough to revive everyone so they could be sent to another world of their choosing. But no one will help unless Dr. Jackson is restored.

The sovereign personality emerges to command Pharrin not to take any action against the body of Daniel. In terror, Pharrin kneels before the sovereign personality, agreeing not to cooperate with Earth. O'Neill intervenes, telling Pharrin to realize that the sovereign is dead -- as are all the others trapped within Daniel. Unless Pharrin removes their personalities, hundreds of passengers will die.

Despite the Sovereign, Pharrin is resistant -- his own son is trapped in Daniel. He is allowed a last, touching meeting with the boy, and then takes Daniel back to the ship to undo the damage. In the process, Pharrin absorbs the personalities, leaving Daniel. The strain of new personalities is enormous. But they will remain intact inside the officer.

To the relief of his team mates, Daniel awakens as himself.

Wr Brad Wright

7 - 7 *ENEMY MINE*

The S.G.C. is desperately searching for ample quantities naquadah sufficient to build ships to defend Earth. A team of engineers and miners on P3X-403 think they've found a large deposit deep underground. Unfortunately, the region is inhabited by the simple and primitive Unas.

When one of the engineers is abducted, SG-1 comes to lend a hand. Dr. Jackson notices artifacts carelessly piled on the ground, and is incensed with the fact that movement of the objects could spell trouble. From among the artifacts, Daniel spies a yoke designed to fit a large creature. He tells O'Neill there may be Unas in the area.

Using Teal'c's finely honed tracking skills over rough terrain; they set off to find the missing airman. He is dead, stuck on a pole -- like a scarecrow -- to warn off intruders. Among the warnings are old Jaffa armor, manacles, pain sticks, and staff weapons arranged to make it plain what will happen to intruders.

The two units join forces to drive off the Unas. In the ambush that follows, O'Neill is injured so badly he must return to base. The troops withdraw en masse to the S.G.C. While they are gone, the Unas trash the encampment.

At Stargate Command, Daniel must convince the military that the mining activities somehow provoked the attack and that the best option is negotiations. Colonel Edwards is irritated at the suggestion. He thinks Unas are only animals. Daniel makes his case to General Hammond and General Vidrine. He is told he can try negotiating with the creatures, but bottom line, the need for the naquadah outweighs the needs of the Unas. Daniel is on the clock, so he sends for his old Unas friend, Chaka.

Chaka agrees to help and goes with Daniel to mediate. In ritualistic greetings, Daniel tries to make the Unas leader, "Iron Shirt" (because he wears a chain mail shirt) understand that the humans just want the naquadah -- not the land, per se. He explains it will be used to defeat a common enemy. From the exchange, the Unas explain their anger over the fact that the mine is on sacred ground. Back at the camp to report, Daniel is told the miners confirmed a massive vein of naquadah in the area. Now there is no option but to mine it. Generals Hammond and Vidrine give Daniel 24 hours to make a deal. Otherwise, the Air Force will go in with tranquilizers to forcibly relocate the Unas.

Daniel and Chaka return to the campfire to meet again with Iron Shirt. The Unas refuse to give the right to mine the naquadah. Daniel warns him that the humans will kill the Unas and prevail, but Iron Shirt tells him his Unas are so numerous the humans will lose. Daniel realizes there are many thousands, organized in a tribal community.

Meanwhile, the SG troops are patrolling the perimeter when a lone Unas returns to the scene of the first battle to retrieve his necklace. Caught by surprise, an airman opens fire, killing the creature. The other Unas become enraged and march on the S.G.C. encampment. Edwards thinks that superior firepower will scare them off. Daniel and Teal'c try to reason with him that the Unas are there in the tens of thousands. The only reason they weren't detected before is because they live in underground caves where a U.A.V. would not detect them.

Suddenly, the ridge above the camp is filled with hundreds of angry Unas, roaring their battle cry at the humans. Iron Shirt displays his authority with a wail that quiets the others. Then he alone walks confidently into the human camp to accept the S.G. teams' surrender. Edwards is vehemently against the notion that he would surrender to a throng of primitive animals, but Chaka leads the way by kneeling to show submission. Daniel urges the Colonel to get everyone down on the ground to show the humans are

not a threat and wish for peace. The alternative is being mowed down by all the Unas gathered above.

Edwards relents. After a moment of gloating, Iron Shirt accepts. To restart the negotiations, Daniel pulls out his lighter and shows how it can set fire to a twig. Iron Shirt is intrigued and settles down to negotiate once more by offering his bone necklace.

Eventually, a peaceful solution is reached. To honor their ancestors, the Unas themselves will mine the naquadah and turn the material over to Stargate Command.

Wr Peter DeLuise

Dir Peter DeLuise

7 - 8 *SPACE RACE*

Major Samantha Carter arrives at the S.G.C. and is notified that an alien visitor has arrived: Warrick, captain of the transport vessel Seberus. SG-1 helped him retake his ship from a band of criminals and return to his home planet of Hebridan last year ("Forsaken"). Warrick has an offer to make: in exchange for a chance to study his advanced ion propulsion engine, he would like one of Earth's naquadah generators to power his ship in a race.

Carter -- a bit of a thrill seeker in her spare time -- is intrigued. With permission from General Hammond she agrees to loan a naquadah reactor to help the ship win the race -- but only if she can come along as his co-pilot. Warrick agrees, and the two register for the Loop of Kon Garat. It is an annual competition whose winner is awarded a lucrative contract with Tech Con Group, Hebridan's leading corporation.

SG-1 visits Hebridan to prepare for the race. Two species live in an integrated society on this world: the native humans, brought to the planet thousands of years ago by the Goa'uld; and the Serrakin, a humanoid race (of which Warrick is a member) that saved the humans from Goa'uld enslavement generations ago. They live together, work together, and have had several generations to cross-breed.

Carter hooks up the naquadah generator to power the Seberus, which should give them a significant advantage over the other competitors. Teal'c stays with her to help, while Colonel O'Neill and Dr. Jackson go to speak with the local government. They soon negotiate free access to Hebridan's ion propulsion technology, leaving Sam free to enjoy herself in the race. Teal'c becomes acquainted with Eamon, Warrick's quirky engineer brother, who is responsible for the Seberus's systems.

Before the race begins, Warrick and Carter visit a parts shop to negotiate for a vital component. Warrick's credit debt is high, but he convinces the merchant to sell him a refurbished part. He needs it to win the race, Warrick explains, after which he will get the Tech Con contract and be able to repay his debts. Eamon, meanwhile, explains to Teal'c that his transport business is all that Warrick has left. When he returned from being stranded on another planet, Warrick found that his wife had remarried and his family was gone.

Carter and Warrick have a brief tussle with Jarlath, another pilot entering the race. He's a brash weapons specialist. Of the 10 or so competitors, Warrick is concerned primarily with Jarlath, Muirios (an expert human pilot), and La'el Montrose (a female pilot).

The no-rules race begins, and the ships speed into the first of four stages. A group of automated weapons drones begin chasing and firing at the racing vessels, testing their defense capabilities. A few ships don't make it through. At the second stage, the ships fly through the corona of Hebridan's sun, testing their shield strength. It is here that they learn that their ship has been sabotaged; the Seberus is crippled.

Carter and Warrick work feverishly to bypass the sabotaged component, rerouting power from the generator directly into the engines. As they get the ship underway and re-enter the race (in last place), Eamon and Teal'c investigate the sabotage. Eamon traces it to his supervisor at Tech Con Group, a human by the name of Del Tynan.

With Teal'c disguised in a Tech Con employee's uniform, the two enter the office building and break into Tynan's computer. They learn that he has sabotaged all the ships in the race except for Muirios', in order to help the pure-blooded human win the race and the lucrative contract. He is a member of a racist group who believe that the Serrakin have polluted the human race and virtually enslaved them all over again, and are no better than the Goa'uld.

Tynan holds Teal'c and Eamon at gunpoint, and signals Warrick on the Seberus. The ship is quickly gaining on the leaders. He tells Warrick and Carter to drop out of the race if they want to see Eamon and Teal'c again. They reluctantly comply. But when O'Neill and Jackson come looking for their friends, they are shown to Tynan's office by the head of Tech Con Group -- who is half-Serrakin himself. Tynan is apprehended, and the Seberus enters the race once more.

As the ship pulls into third place (behind Muirios and Montrose), they receive an automated distress signal from Jarlath. He has been unable to fix the sabotage done to his own ship, and reluctantly comes aboard the Seberus. As the finish line looms near, they know that they will never catch the cheating Muirios. But with Jarlath's expertise, they can disable Muirios' ship. As the two ships pass at a curve in the race course, Jarlath fires a pulse that disables Muirios' power systems. La'el Montrose takes the prize.

SG-1 returns home, happy to learn that Montrose has asked Warrick to be her co-pilot in working with Tech Con. Sam tells Daniel that in next year's race ... she's going to kick some butt.

Wr Damian Kindler

Dir Andy Mikita

7 - 9 *AVENGER 2.0*

An S.G.C. scientist creates a computer virus to be used to disable enemy Stargates -- but succeeds in shutting down the entire gate network.

Wr Joseph Mallozzi & Paul Mullie

Dir Martin Wood

7 - 10 *BIRTHRIGHT*

The team finds a fugitive colony of Jaffa women, who must prey on other Jaffa to acquire symbiotes.

Wr Christopher Judge

Dir Peter F. Woeste

7 - 11 *EVOLUTION (PART 1 OF 2)*

The team investigates an unstoppable new enemy soldier engineered by Anubis. Dr. Jackson leads a team in search of an alien device in Central America, but gets more than he bargained for.

Wr Damian Kindler

Dir Peter DeLuise

7 - 12 *EVOLUTION (PART 2 OF 2)*

O'Neill seeks help from a former comrade to rescue Daniel and Dr. Lee, who have been kidnapped in Central America. Carter, Teal'c and Jacob infiltrate Anubis' super-soldier facility.

Wr Peter DeLuise

Dir Peter DeLuise

7 - 13 *GRACE*

Carter is injured when the Prometheus is attacked by an unknown ship, and awakens to find herself stranded alone in deep space.

Wr Damian Kindler

Dir Carmen Argenziano

7 - 14 *FALLOUT*

When the Kelownans discover that a massive underground vein of naquadah is being converted into naquadria, Jonas Quinn seeks help from Earth in avoiding the total destruction of his planet.

Wr Joseph Mallozzi & Paul Mullie

Dir Martin Wood

7 - 15 *CHIMERA*

Daniel is plagued by dreams of his former girlfriend, who has been taken as a Goa'uld host. Samantha Carter begins a romantic relationship with a detective, from whom she must hide her life at Stargate Command.

Wr Damian Kindler

Dir William Waring

7 - 16 *DEATH KNELL*

Earth's secret offworld base is attacked by Anubis' forces, and Major Carter finds herself being hunted by the enemy. General Hammond and Jacob Carter make an unnerving discovery about the Earth-Tok'ra alliance.

Wr Peter DeLuise

Dir Peter DeLuise

7 - 17 *HEROES (PART 1 OF 2)*

A film crew arrives to document the work of the S.G.C. for eventual disclosure to the public,

but finds that the base's personnel are less than eager to participate.

Wr Robert C. Cooper

Dir Andy Mikita

7 - 18 *HEROES (PART 2 OF 2)*

SG-1 is called into action while a film crew is documenting the Stargate program, but the S.G.C. comes under investigation after the mission goes terribly wrong

Wr Robert C. Cooper

Dir Andy Mikita

7 - 19 *RESURRECTION*

SG-1 investigates a secret N.I.D. laboratory, where a ruthless scientist has used cloning technology to create a Goa'uld-human hybrid.

Wr Michael Shanks

Dir Amanda Tapping

7 - 20 *INAUGURATION*

The newly-elected president is debriefed about the Stargate program, and Vice President Kinsey makes a new play for control of the program

Wr Joseph Mallozzi & Paul Mullie

Dir Peter F. Woeste

7 - 21 *LOST CITY (PART 1 OF 2)*

O'Neill goes to great lengths to keep the Ancients' knowledge from falling into Goa'uld hands when the team discovers a second repository. The President replaces General Hammond with a civilian diplomat. (Part 1 of 2)

Wr Brad Wright & Robert C. Cooper

Dir Martin Wood

7 - 22 *LOST CITY (PART 2 OF 2)*

Anubis begins a systematic assault on Earth, and the planet's only hope of salvation depends on whether SG-1 can find the Ancients' mythical Lost City. (Part 2 of 2)

Wr Brad Wright & Robert C. Cooper

Dir Martin Wood

8 - 1 *NEW ORDER (PART 1 OF 2)*

Carter and Teal'c go in search of the Asgard to try and save Colonel O'Neill, but discover that the Asgard's enemy has returned with a vengeance. The System Lords seek an alliance with Earth against a common enemy.

Wr Joseph Mallozzi & Paul Mullie

Dir Andy Mikita

8 - 2 *NEW ORDER (PART 2 OF 2)*

While the Goa'uld threaten to attack Earth, SG-1 and the Asgard make a last, desperate stand against the Replicators, which have captured Major Carter and invaded the last outpost of the Asgard civilization.

Wr Robert C. Cooper

Dir Andy Mikita

8 - 3 *LOCKDOWN*

The climactic battle over Antarctica several months ago is making things difficult for the Russians on the International Space Station, forced to adjust their flight path in order to avoid collision with debris from the destroyed Goa'uld ships. One sizeable chunk narrowly misses the station -- but without anyone's knowledge, something has managed to sneak aboard.

One month later, Russian Colonel Alexi Vaselov is assigned to Stargate Command and pays a visit to General O'Neill. Jack is still settling into his new duties, and Vaselov shows his outstanding honors in the Russian military as proof that he is the right man to fill the gap on SG-1. O'Neill believes that the unit can continue as three and insists that, until Vaselov goes through proper training, he won't even be allowed anywhere near the Stargate.

O'Neill discusses the conversation with Vaselov with his former team, who all agree that there is no regulation that specifically states an SG unit must be made of at least four members. Daniel visits with Colonel Vaselov to encourage him to not take Jack's decision personally, but midway through their

discussion the Russian collapses. He is sent to Dr. Brightman's care in the infirmary. The Colonel eventually awakens and informs her that he doesn't recall anything since being in Russia. But he has lesions on over 40 percent of his body, and an elevated white blood count. Brightman suggests that anyone who has been in recent contact with Vaselov be examined immediately.

Daniel, about to proceed off-world with SG-11, is surprised when O'Neill orders the gate shut down. After an order to report to the infirmary, Daniel snatches a weapon and holds its owner hostage, demanding that the gate be reactivated. He injures two SF's before Teal'c takes him down with a zat, but even that is not enough until O'Neill shoots him in the arm.

Following the incident, Brightman concludes that there is a high probability a contagion is sweeping the base. General O'Neill orders the S.G.C. under lockdown: no gate travel, and no one allowed in or out of the base.

Daniel's white blood count is dropping, and Vaselov's condition is not improving. In his dreams he has begun to see flashes of the past few days, but feels like a helpless observer within his own body. He blames himself for the lockdown of the base and for Daniel's condition, but Teal'c assures him that this would've happened wherever Vaselov would have been. But the manner in which Vaselov describes being trapped within his own body concerns Teal'c.

Brightman and Carter learn that one of the Russian cosmonauts aboard the International Space Station died a week after returning to Russia, and that he exhibited the same symptoms as Vaselov. Vaselov was at his deathbed before traveling to the United States. Considering that no one else who was in contact with the cosmonaut became infected, it becomes less and less likely that this is a contagion at all.

Daniel soon awakens and remembers nothing after reaching out to Vaselov when he collapsed. The possibility that an alien entity is jumping from person to person becomes highly plausible. Daniel has a memory flash of taking out one of the SF's in the gate room, and almost immediately comes to his own conclusion: the entity is Anubis.

The base still in lockdown, Jack, Sam, and Teal'c deduce that the energy shield Anubis once used to contain his partially-ascended essence was destroyed along with his ship, but his essence itself survived along with debris from his ship until the proper time came to "hitch a ride" on the International Space Station. From the cosmonaut he entered Vaselov, then came to Stargate Command with the intent of escaping through the Stargate. He cannot use his powers as an ascended being to escape by less conventional means, as doing so would call down the judgment of the Ancients.

Since anyone carrying Anubis's essence experiences physical symptoms similar to fighting off an infection, O'Neill orders compulsory physicals for all base personnel. Vaselov held Anubis' essence for more than a week, and Brightman says he is not responding to treatment. Unless circumstances change, he has at most two weeks to live. With this knowledge, Vaselov asks Daniel to deliver a personal letter to his sister.

Daniel soon sees another memory flash, and realizes that Anubis left him for a nurse, Lieutenant Evans. She is questioned by Carter and declares she recalls nothing of the past Tuesday afternoon. Now Airman Malcolm McAfree is unaccounted for. McAfree takes out several airmen en route to the control room, and orders the Stargate to be dialed. O'Neill arrives and zats him, but almost immediately Anubis' essence disappears through the control room wall.

Dr. Jackson visits O'Neill's office and proposes that, since they are unable to kill Anubis, they must find a way to goad him into using his Ancient abilities, thereby forcing the Ancient hierarchy to deal with him for violating their rules. To that end, he and Carter devise a means to divide the base into three separate sections, isolating personnel in each and dividing up food, medical resources, and control of power to the Stargate, making it impossible for Anubis to reach it via any one person and keeping him on the move through regular personnel examinations. Hopefully, once he realizes he can't escape through the gate, Anubis will have no choice but to risk revealing himself to the Ancients.

After six days without further incident, President Hayes orders O'Neill to recommence Stargate operations in 24 hours. With this in mind, O'Neill makes a last-ditch bluff with a base-wide announcement: the lockdown will continue indefinitely. Anubis, now more desperate, enters Lt. Colonel Carter and disables the division between quarantine zones with a sequence of timed commands. With base security compromised, O'Neill commences the self-destruct; but Carter, now free of Anubis, manages to abort it in time.

Anubis manages to activate the Stargate -- and he's in O'Neill. Vaselov rushes into the gate room and

tackles him, commandeering his weapon. He threatens Anubis that he will kill them both if he does not leave the General and take him instead. Anubis possesses Vaselov, and travels through the Stargate.

Carter and Teal'c come to O'Neill's aid, where Sam informs him that she couldn't abort Anubis' programmed dial-out -- but she did manage to change the address. Anubis, in Vaselov's body, is now frozen solid on an ice world.

Wr Joseph Mallozzi & Paul Mullie

Dir William Waring

8 - 4 *ZERO HOUR*

Brigadier General Jack O'Neill is having difficulty adjusting to his new role as the commander of the most secure military installation on the face of the planet. Even before he can step off the elevator he is handed a coffee by Sergeant Walter Harriman, who serves as his interim assistant. As he informs O'Neill of his numerous morning appointments, every corner of the base is filled with gentle pleas for instruction, from upgrading security to approving buffet menu items. On top of this, the President himself is scheduled to arrive at the base in a matter of days.

Mark Gilmor, O'Neill's new administrative aide, explains to the General that he is very excited to be aboard. Harriman shows Gilmor to his office and tells him how thankful the S.G.C. is that he's there to help. Once Gilmor is alone, he makes a telephone call notifying someone on the other end that he is now in position -- and that O'Neill suspects nothing.

Once O'Neill gets off a telephone call from General Hammond, Gilmor and SG-1 have a brief meeting with him. The rebel Jaffa have discovered one of Anubis's planets that Baal has yet to discover in the months since the former's defeat. SG-1 wants to infiltrate the base on that world to see what technology awaits pillaging.

With 14 teams currently off-world, O'Neill wants to wait until the next day, when SG-3 can cover their backs. Below in the gate room, SG-5 returns with delegates from the planet Amra to discuss a possible treaty with Earth. Major Paul Davis escorts them to the conference room. Finally, an alien seed brought back from P6J-908 has grown into a small plant -- in just 20 minutes.

But this is the least of O'Neill's problems. An hour has passed and the Amran delegates are unable to agree with one another, let alone negotiate with the S.G.C. O'Neill decides that until they are ready to get past childish arguments, the two delegates will remain under lock and key. O'Neill returns to his office and begins to write Hammond a letter.

Four days to zero hour.

The Amran delegates are furious about the manner in which they have been treated and swear that a trade agreement will never be negotiated with our world -- but O'Neill suggests another day under locked guard might persuade them to get along. SG-1 and SG-3 travel to P2X-887, the world formerly occupied by Anubis. Meanwhile, the rapidly-growing plant has now occupied large portions of the S.G.C., forcing Siler and his men to take machetes to the growth.

Back on the planet, as Teal'c notices signs of recent Jaffa activity. The transport rings remote they are carrying sweeps the three away. SG-3, poised by the gate, lose contact with the team just as an Al'kesh makes their position. O'Neill authorizes SG-10 and SG-12 to move in as backup.

Meanwhile, Dr. Lee reports to O'Neill that the plant is proving extremely difficult to eradicate, and its growing still.

The S.G. units return without SG-1 and cannot report on the team's whereabouts. Soon Baal contacts Earth and uses an Asgard holographic projection to appear in the gate room. He offers a trade: the former System Lord Camulus for SG-1, whom he says he is holding captive. Baal transmits the address to where he wants Camulus sent, and gives O'Neill one day to make a decision.

Three days to zero hour.

Camulus is transferred to the S.G.C. for questioning. He complains that he has been treated like a prisoner rather than one granted asylum ("New Order, Part 2"), and swears to O'Neill that nothing he does will bring back SG-1. With Baal's coordinates dialed, Jack takes him to the event horizon of the gate, threatening to send him through to certain death at the hands of his enemy, Baal. Camulus relents, finally offering the General something of value: He offers to give him coordinates to a world where a device of Ancient origin can be found. SG-3 return from this world and discover the reason Camulus could never

activate the device: Its Z.P.M. was unplugged.

The team returns the Z.P.M. to Earth, and discover its power is near 50 percent capacity, where the previous one they possessed is practically depleted. The base's power shuts down, thanks to the still growing plant, and Lee recommends that the base be put on minimal emergency lighting until the situation is under control. The Stargate is also unable to dial out.

Two days to zero hour.

With the deadline passed, Baal returns to inquire about the delay in sending him Camulus. Jack assures him that the S.G.C. power failure is not a stall tactic. The Goa'uld offers O'Neill one more day, and disappears.

Major Davis reports that Area 51 has been steadily manufacturing a modified version of the Goa'uld poison constructed by the Tok'ra ("Summit"), and believes that they now have enough to wipe out tens of thousands of symbiotes of three Goa'uld-occupied planets. Unfortunately, Jaffa would be killed as well, and there is still no evidence as to which world SG-1 is currently being held captive on. And because he handed Earth Ancient technology, Camulus now demands to be released from his chains.

O'Neill continues his letter to Hammond, in which he resigns as base commander. Power is restored, gamma radiation has reduced the size of the plant, and the Stargate is again operational. But the same radiation has revealed a problem: the Z.P.M. is glowing blue. When Lee exposes a micro fragment of the device to active electrical energy, it explodes. If this 50 percent powered Z.P.M. had been connected to the Atlantis outpost in Antarctica or to the Stargate, the explosion could have decimated all of Earth -- which explains why Camulus was so eager to leave after handing it over, even if it meant being delivered to Baal.

O'Neill approaches Camulus with this information, and makes an arrangement to give him the opportunity to destroy Baal with the same booby-trapped Z.P.M. Camulus agrees, and takes the device through the Stargate with SG-3 to await the return of SG-1. Still, the team is not handed over, and Camulus is gone.

One day to zero hour.

As O'Neill enters the elevator to go home for the night, Stargate Command receives SG-1's I.D.C. O'Neill is extremely reluctant to open the iris to let the team through, because they have been in enemy hands and could have been compromised. Daniel radios back, stating that they were never captured by Baal and have been on P2X-887 the entire time. O'Neill orders Sergeant O'Brien to open the iris, and the team comes through followed by a blaze of staff weapon fire.

SG-1 had been able to access Anubis' base secret base on the planet, but weren't able to get back out. Baal's Al'kesh had intercepted radio chatter, which told him where SG-1 was and gave Baal the opportunity to bluff O'Neill. When they finally found a way out of the base, Baal's Jaffa ambushed them. Even more unfortunate, Anubis left behind no valuable technology.

Carter later reports that Dr. Lee's estimates about the Z.P.M. were way off: It could have destroyed all of Earth's solar system. If Camulus had been unsuccessful at destroying Baal, they might have given the System Lord a powerful weapon to use against them. Fortunately, O'Neill tells Carter, he gave Camulus the dead one. Camulus, now in Baal's hands, is probably getting what he deserves right about now.

Zero hour.

Gilmor reports that the President's motorcade has arrived on the surface, and explains that he will be departing the next day. He has been on a temporary assignment for President Hayes as a "civilian audit" of General O'Neill, before the President would officially endorse him as the new commander of the S.G.C. But O'Neill has known all along, thanks to General Hammond. Gilmor tells him that Hayes' arrival makes it evident that he has a great deal of respect for O'Neill, through watching how he has dealt with so many problems over the past few days.

Gilmor also reports the Amran delegates are finally ready to negotiate with Earth. As O'Neill and Gilmor depart the General's office, a piece of paper lays on the center of Jack's desk -- the letter of resignation to General Hammond, with the last words stated quite clearly: "Never mind."

Wr Robert C. Cooper

Dir Peter Woeste

Daniel's face is un-bandaged to reveal the eyes of a beautiful girl. His face is blotted with burns. She tells him that her home is far from the city, but all Daniel can remember is that something terrible happened there — and he, or his team, was responsible.

Three months ago ...

Shortly after a startled tourist group witnesses the relic of their Stargate open for the first time in the middle of a museum, Colonel Carter, Dr. Jackson and Teal'c step through to be greeted by delegates from the world. Many here had dismissed the possibility that the Stargate is a mystical power source for ancient gods. The team is warned that there are even those who might consider this new reality a threat.

One month later, Daniel reports that his negotiations between the Rand Protectorate (the government in possession of the Stargate) and the Caledonian Federation (a rival nation) have only been moderately successful. Both governments have enough firepower to wipe out the other -- but the real problem is Soren, the leader of a radical group who still believe in the ancient gods. They believe SG-1's arrival has verified their beliefs, and thus made a touchy situation worse. Daniel insists he must return to help, and eventually persuades General O'Neill to allow him to go back to the planet.

Two weeks later, Daniel has been unsuccessful in brokering a truce. The religious zealot, Soren, has gathered his forces from across the country and is now a major threat. The Rand have been forced to heighten their alert status to match that of the rival nation. Minister Treydan of the Caledonians swears to Commander Gareth that if the Rand are unable to secure Soren and his forces, the Caledonians will be forced to strike to prevent the radicals from taking over.

Rebel forces have detonated devices very near to one of the Rands missile facilities. Shortly afterward they use it to strike at Caledonia. Gareth's second, Jarrod Kane, reports that the facility is now compromised. Soren's forces attack the Rand's command bunker, and Kane attempts to get Daniel to the Stargate before government falls -- but is shot in the leg by the insurgents. Daniel and Kane escape together to the surface, and Gareth is executed soon after.

Both sides are left in ruins, with Soren now in control of the Rand Protectorate -- and the Stargate.

Weeks later, the wounded Daniel attempts to raise Stargate Command on a primitive radio, but believes that either the Stargate is buried in rubble, or his signal is being jammed. He is still in the care of Leda, the woman who has been tending to his wounds. Daniel blames himself for the volatile situation on the planet, believing that SG-1's arrival sparked this conflict. But Leda insists that she is thankful it is SG-1 who came through the gate than the Goa'uld, and that the unrest between her nation and Caledonia would have been worsened to this level eventually.

The S.G.C. is still trying to raise Daniel on the radio, while SG-9 attempts to negotiate with Soren, who states that any search for the lost man will cause more civil unrest. Meanwhile, Kane has returned home to Leda's side with his remaining forces, and gives Jackson the latest news: Anyone who is suspected of being part of the original Rand government is shot on sight by Soren's forces.

O'Neill arranges for Soren to visit Earth. In exchange for helping locate Dr. Jackson, he offers food and medical supplies, plus people to help get the nation back on its feet. Soren is only interested in weapons, stating the revolution is not complete. As Soren departs, Daniel manages to send a transmission through and uses Goa'uld words (as the transmission could be picked up by the insurgents) to propose a coordinated attack against Soren.

Jackson discusses his plans with Kane, who is beginning to see his side of things. Rebel troops under Soren's banner force their way into the home, but not before Leda hides Daniel, Kane, and his men in the cellar. After an interrogation Leda is able to dissuade them from finding anything, and they depart.

Shortly afterward, Kane and Daniel gather their troops and head for the city to retake the command bunker. At the same time, Carter leads S.G. units 3, 6, and 12 through to aid the attack from within. The first round of assaults is successful. As the bunker is surrounded, the teams call for Soren's surrender, but he only insists that his people engage them again. One of his aides attempts to dissuade him from further fighting, but he shoots her and orders the others to continue to fight.

When they do not, Soren goes out alone to face the assembled squad. Carter orders him to drop his weapon. Soren puts it aside just as Kane fires, killing him. As they stand over his body, Daniel warns Kane that he may have made Soren a martyr -- but either way, Earth will keep its promise to help their civilization rebuild.

Wr Damian Kindler

Dir Peter F. Woeste

8 - 6 AVATAR

Sergeant Walter Harriman calls out a threat level as Teal'c and several soldiers pile towards the Gate Room. Once inside it is clear that a single Kull warrior has invaded Stargate Command. General O'Neill is shot down, and Teal'c snatches a Kull disruptor-armed weapon from a fallen comrade and fires at the drone, disabling it.

He awakens, attached to a virtual reality chair obtained from P7J-989 ("The Gamekeeper"), Dr. Bill Lee beaming with excitement. Teal'c reports that he found the simulation unrealistic, but agrees to work with the team to modify the device further in the hopes of making it more realistic. Lee's team has engineered software to use the V.R. chairs for training purposes, and the technology is capable of learning from the player and continually adapting.

Teal'c soon goes back into the game, but almost immediately is taken out by the super-soldier in the gate room, who has anticipated his entrance and kills him immediately upon opening the door. The game resets and he tries a new tactic, this time going around to the other side of the missile silo. But when he enters all he finds is O'Neill, dead at the bottom of the ramp. The drone kills Teal'c again, this time from the opposite entrance.

In the real world, Teal'c is being jolted by a small electrical charge each time a plasma blast hits him. Dr. Lee did not anticipate this, and is relieved they did not apply anything to the game that could be lethal. Still, Colonel Carter is concerned.

Teal'c is no longer taking risks. He goes straight for the armory, puts on a vest and obtains a disruptor-armed weapon. Down the hall two warriors flank him from both ends, and he is shot down again.

The game continues to reset to the beginning each time Teal'c is killed. He has been told that there are two ways to end the game: beat the scenario and save the base, or head to the elevator and take it to the surface to give up. When he seemingly wins by defeating the warrior, he learns (fatally) that the objective has changed -- there are more warriors, for example.

In the eleventh round Teal'c gains aid from the game's simulated versions of Colonel Carter and several airmen. They corner the two drones in a corridor, but this time they are unexpectedly invulnerable to the Kull disruptors. As Carter is killed, Teal'c orders the men to fall back -- but he is shot as well.

In the real world, the S.G.C.'s Dr. Carmichael notices that Teal'c's adrenaline levels are slowly rising, as well as his heart rate and blood pressure. The V.R. chair itself cannot kill him, but the danger now is that if the game does not quit, each time Teal'c is killed will accumulate to his eventual death by an unavoidable heart attack.

The game resets, and Teal'c and Carter proceed to her lab to obtain a frequency modulator chip to counteract the Kull's new adaptive armor. Teal'c succeeds in destroying both warriors just as the base self-destruct activates, but after Carter shuts it down, the game does not automatically shut off. They haven't won.

Teal'c tries to figure out why the scenario has not ended as he is treated for an arm injury in the virtual reality infirmary. Without warning the self-destruct begins again. This time Carter can't shut it off, and Stargate Command is destroyed. The game resets. Realizing that the game's objective is changing every time, Teal'c finally gives in and hurries to the surface via the elevator shafts.

The real Carter, Jackson, and Lee watch the game display monitor, relieved that Teal'c is willing to give up and exit the V.R. simulation. But when he reaches level one, the game resets again; Teal'c is unable to escape.

Outside his teammates are clearly worried that the game is not going to let him win, as it continually provides new twists, essentially moving back the "finish line." Dr. Carmichael provides Teal'c with an injection of adrenaline to keep him going, but it will not sustain him indefinitely. Teal'c is literally playing for his life.

Not only has the game added a third Kull warrior, but this drone possesses an invisibility device. Teal'c and Carter manage to take them all out, but as that is done Sergeant Siler reports a naquadah generator is overloading. When Carter and Teal'c attempt to activate the Stargate and throw it through, Dr. Jackson zaps Sergeant Harriman before the dialing sequence is complete, revealing himself to be a Goa'uld! The naquadah generator explodes and the program resets once more.

Teal'c, suffering from exhaustion and realizing that he cannot win, slouches down against the concrete wall of the corridor and lets the game reset again and again. He cannot play any longer.

Meanwhile, Carter conducts experiments on an identical chair using an imprint of Teal'c's memory taken six years ago on P7J-989, but the results are virtually the same. She fears that the game will not let him win the game until the Goa'uld themselves have been totally defeated -- and that, six years ago at least, Teal'c might have truly believed the Goa'uld could never be defeated. If his views have not changed, and the game he's trapped in is serving as a microcosm for the battle against the Goa'uld as a whole, it might never let him win.

O'Neill suggests hooking up a joystick to another chair to help Teal'c, giving Carter and Lee an idea. They devise a means to add an additional player into the game, but with a two-second advantage to help Teal'c win. Jack, Daniel, and Sam all volunteer, even knowing that if they can't beat the game they will be trapped with Teal'c. Daniel is chosen and joins in the simulation, with the ability to see events two seconds before they happen (thanks to the interface's time lag from the game's processor) -- and is immediately killed by Teal'c, who still believes that Daniel is a Goa'uld.

The game resets and this time Daniel tries to reason with him, but Teal'c shoots Daniel again. In the next round, Jackson takes up his own strategy and zats Teal'c to the ground to force him to listen. Soon Teal'c understands the truth -- this is the real Daniel -- and the two join forces to defeat the game.

Their first attempt is a failure, and Teal'c's heart stops. Carmichael is able to get him moving, but that the agent he just injected will not work again.

This time Teal'c and Daniel successfully take down all three drones, but find Carter and O'Neill in a storage locker trying to deactivate the overloading naquadah generator. Sam swears that Siler (unconscious in the corner) was the Goa'uld, but the two players don't know who they can trust. Teal'c and Daniel raise their weapons and end off in a tense stand-off with the virtual Jack and Sam. With the generator counting down to overload, Teal'c and Daniel decide to lower their weapons.

Carter manages to deactivate the device -- but Siler leaps to his feet, revealing that he is indeed a Goa'uld. Teal'c takes him out, and the game finally ends.

Wr Damian Kindler

Dir Martin Wood

8 - 7 *AFFINITY*

Teal'c has become quite the local hero in Colorado Springs. Having recently acquired an apartment, he has felt obligated to intervene in minor local disputes as a law-abiding citizen, giving him far more popularity among the locals than perhaps needs to be drawn to him. Colonel Kendrick and the entire National Security Administration is more than concerned.

O'Neill sends Daniel to discuss the matter with the Jaffa. Now that he no longer carries a symbiote, Teal'c is able to more easily blend in, but helping others in need is not really permitting him to keep a low profile. In the midst of their discussion, Teal'c's next-door neighbor Krista invades with a pack of cookies as a bribe to help with some pipes in her apartment. She is introduced to Daniel, who says as he departs, that plumbing is an exception to the rules of noninterference.

Sam and Pete ("Chimera") have lunch in a park in the city, where he informs her that he's put in a transfer to the Colorado Springs Police Department. Assuring her that, in his love for her, he's never been more certain of anything, he pulls out a small box and reveals its contents. Inside is an engagement ring.

As Teal'c and Krista bring home groceries and discuss plans for lasagna, a young man snatches a woman's purse. Teal'c's friend Eric encourages the Jaffa to intervene, and in the last second he tosses a grapefruit hundreds of feet through the air, hitting the thief squarely in the head. As Teal'c receives congratulations for another crime diverted, someone snaps images of him from a nearby building ...

In the night Teal'c overhears a man beating on Krista's door. He discovers it to be Doug, her boyfriend, who is clearly intoxicated. After an exchange of threats, Doug departs, promising to call her tomorrow. Later, after another fight, she decides to break off her relationship, and asks Teal'c to teach her lok'nel, an ancient form of martial arts training that she has found him practicing. After a period of tremendous progress on her part, she suddenly stops the sessions. Teal'c finds bruises on her arm, and soon learns she is seeing Doug again. Teal'c promises Doug that if he ever harms Krista again he will die at Teal'c's hands

After two weeks Carter still has not said "Yes" to Pete's proposal. She discusses the situation with Jack, who assures her that plenty on-base personnel have families. When she asks him if things had turned out differently, he gives her a definitive answer. "I wouldn't be here."

Later, Carter joins Daniel in his lab. O'Neill has just got off the phone with Colonel Kendrick, who

reports that Krista's boyfriend has been found dead in her apartment, and evidence is pointing to Teal'c as the murderer. To make matters worse, both he and Krista are missing. Teal'c is currently wanted for kidnapping and murder.

Krista and Teal'c are indeed on the run, but Teal'c only believes she wishes to be free of the city for a few days, not knowing Doug is dead. When he realizes they are being followed, he loses them with some bad driving, taking Krista to a motel for the night. When he wakes up, she is not to be found, and multiple guards at his door return him to Stargate Command. Colonel Kendrick says they received an anonymous tip on his location. Meanwhile, Dr. Jackson gets a phone call and a message in the Ancient language. The individual on the other end has footage that proves Teal'c did not kill Doug, but Jackson must translate the Ancient into Goa'uld before receiving the tape.

Pete and Sam upturn Krista's department and discover evidence that Teal'c was framed -- the body appears to have been deliberately moved to support this. Across the street they discover evidence that there was a stakeout monitoring the two apartments. A local pizza place reports a Caucasian male ordered out over half a dozen times. Pete begins to run a check on the license plate from the restaurants surveillance footage. He learns the social security number and credit cards used to obtain the car were from a man who died six months ago, and now intends to check and see if the rental company has satellite tracking for the automobile.

Meanwhile, Daniel has gone missing. He is taken to a warehouse where an entire former-N.I.D. cell is operating. They have also captured Krista. Daniel learns Krista killed Doug, but in self defense, and nothing would have happened if she hadn't learned the Jaffa technique for crushing a wind pipe. The operatives saw an opportunity and took advantage of it.

Threatening to kill Krista, Daniel is forced to translate the Ancient into Goa'uld. The operatives transmit the data, wipe the hard drives and zat the two unconscious. Just before Sam, Pete and military units enter, the rogue group escapes using Asgard beaming technology.

After the cleanup team finds little of value, Sam says Yes to Pete's engagement proposal, and the two embrace.

Teal'c has decided to move out of his apartment, despite the fact that most of the incident was Krista's fault. With National Security pressuring him and his easy-to-spot oddities, he feels it will be for the best. He says goodbye to Krista and Eric and drives off.

Wr Peter DeLuise

Dir Peter DeLuise

8 - 8 *COVENANT*

Alec Colson, President and C.E.O. of Colson Industries, calls a press conference to dispute the meteor shower incident that cost the lives of thousands five months ago. "We are being lied to, and the truth is being covered up," he tells a room of reporters. He then gives the world governments who are concealing the truth 24 hours to reveal the real story to the public -- or he will do it for them.

General O'Neill orders Colonel Carter and Dr. Jackson to Colson Industries to meet Alec in person and attempt to dissuade him from going public with whatever information he has. While there Colson shows them images his satellites have taken, including Anubis's fleet and the battle over Antarctica. He assures them that he has far more information, and has no intention of backing out.

Twenty-four hours to the minute, Colson reappears in his press room. The governments have only responded with silence, forcing him to go to the next level. As the crowd turns around to the back door of the room, an Asgard enters. Blinded by the camera flashes, he covers his eyes. O'Neill and SG-1, watching the live broadcast, wonder what their next move will be.

Stargate Command gets a message back from Thor. He knows no Asgard currently operating on, or in orbit of, Earth, and surely no Asgard would allow himself to be used in such a manner.

Back at Colson industries, Alec and his team monitor as the media crazily lines up for interviews with the creature (which has the capability of speaking, but not the brainpower). It was a genetic experiment, and the DNA was acquired from the department of defense. Essentially, it is an empty shell until an Asgard consciousness is transferred inside.

The Pentagon orders Stargate Command to deal with the problem, and immediately Thor is summoned. He uses his beaming technology to transport the clone and all of Colson's research aboard his ship, away from their hands. Shortly afterward Carter appears on Julia Donovan's program, Inside Access, and explains how Colson's alien was a holographic trick. Thor appears as a hologram and plays along to

solidify her position to the viewers.

Shortly afterward Colson's airplane is forced into an emergency landing after takeoff. The plane had depressurized in mid air. Colson calls Sam. He is safe, but he questions if Washington had something to do with the incident. She says she would have never went on-air to discredit him if she knew he was going to die.

Before O'Neill and Thor meet with the President, Carter proposes they let Colson in on everything; show him why it's so important not to go public. Meanwhile, Colson is not stopped. He intends to go forward with the images and pieces of the downed Goa'uld craft from Antarctica. Brian Vogler, his closest assistant, urges him not to go forward. "They tried to kill us," he says. In the midst of their argument Alec is swept away to the S.G.C. by Thor. He is soon introduced to the "real" Asgard and the Stargate.

Carter provides him with a uniform and takes him to the Alpha Site, where he meets some of the officers and is introduced to the F-302, a ship his company helped build with multi-engine controls. Sam takes him up for a little fun, and in mid-flight he gets a chance to take the stick, but when he gets control he plummets the craft back to the surface in a crash-dive. Carter switches back over in the nick of time and pulls up, gliding the 302 back to base.

After they land, Colson states that the lecture and the joyride he got in the air will not dissuade him from telling people what they have a right to know. Colson clearly believes knowledge of the Stargate and aliens would unite humanity, but Carter proves that global disaster has happened on other planets who received the exact same knowledge ("Icon").

When Carter and Colson return to Earth Daniel reports a story broke out showing that Colson's businesses are now being investigated for financial fraud. Back at Colson Industries, Brian admits to doctoring the financial statements to pull the company down. The Trust got to him six months ago. Somehow, they knew the evidence Alec had. Vogler's word alone will not be enough to bail the company out of debt, or them out of jail.

After Brian's family is put into protective custody. O'Neill receives a phone call saying that Vogler hanged himself in his bathroom.

Carter visits Colson, who is obviously distraught, toying with a pistol. He feels directly responsible for his best friend's death. Sam says congress is ready to provide relief to the company's work force so that they will be able to survive, and informs him that her superiors have given her authorization to make a proposal. Since there is nowhere on Earth that he will be able to hide, they have offered him life on another world.

Wr Ron Wilkerson & Robert C. Cooper

Dir Martin Wood

8 - 9 *SARIFICES*

Teal'c and Bra'tac return from a visit with the Hak'tyl resistance, the former in a foul mood. He has just discovered that Rya'c is in love and has pledged to marry a young Hak'tyl woman in three days time. Teal'c not only believes that he is far too young, but that Rya'c did not consult his father makes him angrier.

Ishta arrives through the Stargate with urgent news: Hak'tyl may be compromised. She requests that haste be made to locate a new world for her people before Moloc finds out about the resistance. In the interim, General O'Neill agrees for their entire population to take up temporary residence at the S.G.C.

Rya'c and Kar'yn, his bride-to-be, arrive with the scores of Hak'tyl, announcing to Colonel Carter and Dr. Jackson that relocation will not change their wedding plans: they intend to marry among friends at the base.

Teal'c believes Ishta has been avoiding her, but she says that he must have no respect for her because Rya'c is marrying a warrior that is not worthy of his father's respect. Teal'c makes it clear that he simply believes he has too much life ahead to make such a rash decision so early, but Ishta argues that as Teal'c had no choice but to break away from his family to serve, he should not have authority for Rya'c not to do the same. Their opinions also differ on how to proceed in the war against the Goa'uld.

Carter reports that they have scouted a planet Ishta may be comfortable with, but that it will take about a week to set up a livable camp, meaning the wedding will still proceed on-base. Therefore, Bra'tac begins preparations, including a practice session of the ceremony. It is then that Rya'c and Kar'yn's beliefs are revealed to differ considerably. Kar'yn refuses to kneel before her would-be husband, and Rya'c is unable to put up with her aversions from the old ways.

Ishta receives a communication from Jaffa resistant to Moloc to convene in a summit on the new home world, as it will be the most secure location from the Goa'uld. In preparation for this meeting, she speaks to Kar'yn about the importance of the Jaffa men to make the war their priority above all other things. Bra'tac does the same with Rya'c.

At the summit the Jaffa soldiers report that the numbers of loyalists to their cause are growing too large to conceal. In order to prevent the risk of exposure prior to the fact, Moloc must be defeated soon. As Teal'c attempts to dissuade them from acting prematurely, their tent is swarmed with dozens of plasma blasts. Moloc's Imperial Guard have been alerted. Only Teal'c, Ishta and a Jaffa named Aron manage to escape in time.

As night falls, the three warriors spy Moloc's encampment. It is not yet known if he has joined his troops, but it is clear that survivors are being tortured for information, their cries piercing the darkness. They move off to a safe distance to rest. While alone, Teal'c and Ishta discuss the possibility that Aron might be the infiltrator who told Moloc of the meeting. Teal'c encourages her to rest and takes first watch.

When daylight comes Aron wakes Teal'c and asks where Ishta has gone. But it is too late. She has been captured and now faces Moloc. Aron believes Teal'c is weak for carrying feelings for Ishta and wants to take Moloc immediately. To insure that he cannot betray him, Teal'c zats him and takes his staff weapon.

While Ishta is tortured by Moloc's hand device, S.G.C. makes plans to send a U.A.V. to the planet to drop tretonin for Teal'c and target the Jaffa back at the Stargate. However, it is shot from the sky, five hundred meters from his location. When he arrives he gathers the tretonin, but it is soon obvious that he has been tracked by the Imperial Guard. After a failed attempt to prove to them their freedom, Aron arrives as a distraction, enabling Teal'c to free himself. Teal'c thanks him, and they continue toward the Stargate.

Ishta is now too weak to stand. Moloc learns that 2,000 Jaffa have gathered against his temple on Gor'mek. When he prepares to depart, Earth makes contact with the planet, sending missiles through. Aron, possessing a targeting device for the missiles, aims the weapons straight at Moloc, killing him and his battalion. Meanwhile, Teal'c saves Ishta from Moloc's First Prime, Cha'ra.

At their ceremony, Rya'c and Kar'yn give their vows and Bra'tac completes the joining. Later, Teal'c tells Rya'c that he could not have made a better decision for a companion, and that Drey'auc would have been equally proud. He wishes both of them well as they depart to another planet that the S.G.C. has managed to locate. Unfortunately, Moloc's defeat has opened his dominion to Baal. Eager to meet again, Teal'c and Ishta embrace before she and the rest of her people depart.

Wr Christopher Judge

Dir Andy Mikita

8 - 10 *ENDGAME*

It's three in the morning. While two sergeants monitor gate activity at the S.G.C., the Stargate is stolen by what looks to be an Asgard beam ...

The next morning, Daniel questions the officers, but they reveal no information of value. Carter plays back the video feed where it is unanimously decided that the technology used to take the gate was Asgard. In a foul mood, O'Neill calls the President and informs him of the bad news.

Teal'c, receiving a "Do Not Proceed" response to his I.D.C., travels to the Alpha Site to consult with the officers there. They reveal that Earth may be compromised. Teal'c plans to return to P4S-161 to get a cargo ship to take back to Earth.

For two days prior to the loss of the gate a small signal was detected, but no one thought anything of it until the Stargate disappeared. Reviewing video logs, it becomes clear that Dr. Kevin Hartkins, who has been with the base for seven months, placed something on the Stargate at the exact same time the anomaly was detected. Carter believes it was a "tag" so that Asgard transporters could detect the gate and beam it away. She requests N.S.A. satellite time to detect the signal.

Teal'c arrives on P4S-161 and discovers the entire population of rogue Jaffa dead, save for M'zel, who only recently arrived. He takes Teal'c to the lair of the main camp, revealing hundreds of fallen warriors.

Sam, Daniel and a small battalion of troops probe the location of the Trust's signal, but find an empty warehouse, save for V.X. rockets and several cases of what appears to be nerve gas. When an elusive member of the Trust emerges and shoots at the team, he hits several canisters before Carter zats him down. Believing it to be too late, they await their death, but it never comes.

Back at the S.G.C., Carter believes the Trust intends to launch a full-scale chemical attack against the Goa'uld, using rockets to convey symbiote poison, with no regard for the lives of the Jaffa. The gentleman they uncovered carried only an Area 51 badge.

Carter and Daniel go to the Nevada base and meet with Dr. Bricksdale, requesting to see Osiris' hand device, capable of activating Asgard technology. They scan the device and it proves to be the genuine article, but is useless for getting aboard her cloaked ship.

Meanwhile, M'zel has traveled back with Teal'c to the Alpha Site. He receives word that three more planets have been attacked. Millions are now dead. M'zel agrees to travel with Teal'c to P3S-114 (where a Tok'ra is concealed as a Goa'uld under Baal's authority) to inquire if her people are responsible for the demise of the countless Jaffa.

Dr. Bricksdale meets with Trust agent Hoskins, hoping to neutralize their partnership, but Hoskins soon realizes that Bricksdale has been followed. After a brief skirmish he initiates his locator beacon, but Carter zats him before he can activate it. Instead, she takes it and uses it to get up to Osiris' Al'kesh, where she is rendered unconscious by more of the Trust.

Teal'c and M'zel allow themselves to be captured by Zaren's Jaffa. When Zaren is informed, she immediately orders that they be brought to her. She is furious that they have risked blowing her cover, and tells them that she is obligated to torture them until Baal can arrive to watch them be executed.

Meanwhile, Jackson interrogates Dr. Bricksdale, telling him that they can come to an agreement to keep the two million the Trust paid him for cooperation if he helps the S.G.C. regain Carter and Osiris' ship. Bricksdale explains that he did manage to get onboard Osiris' vessel, but the hand device never left Area 51 (at least while it was on Earth). He used locator beacons to get the Trust aboard. Daniel pieces the puzzles together: the code Daniel translated for them was the very same one that gave the Trust access to the Al'kesh. Bricksdale promises he can make the wrist device work once more.

Carter awakens to find herself surrounded by the Trust. Soon she confirms they are launching a chemical war against the Goa'uld. Their next target is P3S-114. As Zaren is interrogating Teal'c and M'zel, the rocket impacts, and all symbiotes, including Zaren and M'zel's, quickly die, taking them along with it. Teal'c is the only one on the planet left standing.

Daniel uses Osiris' hand device to sneak aboard the Al'kesh and disable the cloak. Prometheus detects the ship, but he is soon captured. Aboard Prometheus, Colonel Pendergast requests that they take the vessel out before it has time to escape, but O'Neill does not give the order.

Teal'c contacts the Stargate aboard the Al'kesh once again, and Daniel and Sam use that moment to take down two members of the Trust. Teal'c comes through and kills one of them with a staff blast. Before the Al'kesh exits into hyperspace, Carter uses a locator beacon to beam SG-1 and the Stargate into Prometheus's cargo hold.

S.G.C. installs jamming beacons around the gate so that it can no longer be taken. Unfortunately, the Trust have a hyperdrive-capable Al'kesh and enough poison to wipe out half a dozen more planets. It might have been better if O'Neill destroyed the vessel when he had the chance.

Wr Joseph Mallozzi & Paul Mullie

Dir Peter DeLuise

8 - 11 *GEMINI*

A duplicate of Colonel Carter seeks help from Stargate Command in defeating the Replicator Fifth, who she claims has found a way to counter the Asgard's new weapon.

Wr Peter DeLuise

Dir William Waring

8 - 12 *PROMEHEUS UNBOUND*

After the Prometheus responds to a distress call from a Goa'uld ship, Daniel Jackson finds himself a captive when Earth's ship is stolen.

Wr Damian Kindler

Dir Andy Mikita

8 - 13 *IT'S GOOD TO BE KING*

SG-1 comes to the aid of a world about to be invaded by the Goa'uld, only to discover that the local king is Earth's Harry Maybourne.

Wr Joseph Mallozzi & Paul Mullie

Dir William Geregthy

8 - 14 *FULL ALERT*

Relations between the U.S. and Russia are strained when Russian military leaders claim that the U.S. government has been compromised by the Goa'uld.

Wr Joseph Mallozzi & Paul Mullie

Dir Andy Mikita

8 - 15 *CITIZEN JOE*

A barber from Indiana confronts Jack O'Neill, claiming that he has been seeing visions of SG-1's missions over the last seven years.

Wr Damian Kindler

Dir Andy Mikita

8 - 16 *RECKONING (PART 1 OF 2)*

The Replicators begin a systematic attack of the Goa'uld, forcing Baal to come to Earth for help. The Jaffa Resistance risk their entire movement in an attempt to retake a holy city in Baal's domain.

Wr Damian Kindler

Dir Peter DeLuise

8 - 17 *RECKONING (PART 2 OF 2)*

The fate of the galaxy hangs in the balance as Sam and Jacob search for the only weapon capable of stopping the Replicator onslaught. O'Neill leads a defense of the S.G.C., while Daniel squares off against Replicator Carter.

Wr Damian Kindler

Dir Peter DeLuise

8 - 18 *THREADS*

Daniel must once again decide whether to risk death or ascend when Oma Desala gives him a second chance. O'Neill and Carter struggle with their respective personal relationships.

Wr Robert C. Cooper

Dir Andy Mikita

8 - 19 *MOEBIUS (PART 1 OF 2)*

SG-1 travels back in time in a daring plan to steal a piece of Ancient technology from Ra, the powerful Goa'uld who ruled in ancient Egypt.

Wr Joseph Mallozzi & Paul Mullie

Dir Peter DeLuise

8 - 20 *MOEBIUS (PART 2 OF 2)*

With the timeline changed by SG-1's actions in the distant past, an alternate version of SG-1 must use the newly-discovered time ship to set things right.

Wr Robert C. Cooper

Dir Peter DeLuise

9 - 1 *AVALON (PART 1 OF 3)*

An Air Force pilot attempts to reassemble SG-1 after they have gone their separate ways. An old "friend" arrives on Earth asking for Daniel's help in finding an ancient treasure -- and she won't take no for an answer.

Wr Robert C. Cooper

Dir Andy Mikita

9 - 2 *AVALON (PART 2 OF 3)*

An Ancient communications device renders Daniel and Vala unconscious, sending their minds to another galaxy -- where they inhabit the bodies of two people persecuted by the followers of an evil religion.

Wr Robert C. Cooper

Dir Andy Mikita

9 - 3 *AVALON (PART 3 OF 3)*

Daniel comes face to face with the Ori, a fiery race of beings who demand the worship of mortals. Elsewhere, Stargate Command encounters the first Ori missionary in our galaxy.

Wr Robert C. Cooper

Dir Andy Mikita

9 - 4 *THE TIES THAT BIND*

Daniel Jackson ensures that Vala Mal Doran is thoroughly searched before departing Earth, and lo and behold, she tries to make off with a priceless artifact -- twice. But about an hour after she has left, Daniel collapses again. He regains consciousness only to find she has returned, and that there is a more permanent link than they believed.

Once the kor mak were removed everything should have returned to normal, but Dr. Lam believes that since they used the bracelets in conjunction with an Ancient long-range communications device, they may have warped the after-effects into forming a more permanent bond. As Dr. Lee runs tests Daniel finally gets Vala to admit that she knows someone who might know of a way to sever the connection: the very person she stole the bracelets from.

Mitchell and Daniel meet Arlos, a former lover of Vala from whom she stole the bracelets. They explain the situation to them, and he says he might be able to sever the connection -- but only if Vala is brought to him. Fearful that he might be planning to kill her he assures them that this is not the case.

Vala is brought to Arlos where he demands the return of his mother's necklace (another item she stole), or he will not attempt to sever the connection. SG-1 agrees to track it down. This brings them to another world to meet another of Vala's associates, a Jaffa named Inago. He insists he will only return the necklace if Vala returns a Tel'tak's power coil.

This leads them to another planet where the team travels to a shrine where monks still worship the god Grannus. Another of Vala's associates, Caius, is hiding out as a monk, but he wants to leave. For the power coil, Vala must return his cargo ship -- the very one he had -- not a replacement. Unfortunately, the ship is now being used by the Lucian Alliance, particularly another of Vala's former associates, Tenat. Getting away with it scot-free would be impossible.

Three days later General Landry, Vala, Daniel and Teal'c (who has returned from Dakara for testimony) travel to Washington D.C. in the hopes of convincing the chairman of the appropriations committee to not slash the S.G.C.'s budget. He believes in the possibility that Daniel and Vala were under a hallucination when they went to "another galaxy" inside their own minds. After Vala points a finger at the inadequacy of Senator Fisher's "manhood," the group returns to Stargate Command and Landry informs Mitchell that he now has no choice: Vala must be gone, so he'll have to find a way to deal with the alliance. Their warnings have also gone unheeded, and the program's budget has been cut by 70 percent.

Teal'c joins the unit to a remote planet where they have agreed to meet Tenat. In exchange for Vala and Daniel (who was responsible for a loss of weapons-grade naquadah ["Prometheus Unbound"], bounty hunter "Cam Mitchell" and his Jaffa associate will earn a new case. As Tenat holds Mitchell and Teal'c at gunpoint, Jup takes the handcuffed Vala and Daniel to the cargo ship. As they suspected, there is no box of naquadah in the hold, and Jup locks them in the back. Vala uncuffs them and Daniel begins work on the door.

The cargo ship arrives and hovers over Tenat, Mitchell and Teal'c. The "bounty hunters" lower their zat'ni'katels, realizing they have been double-crossed by the alien. But it is Tenat who has been double-crossed. The transport rings beam Teal'c and Mitchell aboard the cargo ship, ringing down an unconscious Jup simultaneously.

But the Lucian alliance has arrived. Vala activates the modifications to the Tel'tak to generate four uncloaking Al'kesh and a pulse wave, enough to get them into hyperspace and away from the threat.

The cargo ship is returned to Caius, the power coil to Inago, and the necklace to Arlos, who reveals that he has no way to counteract the effects of the bonding. But his guess is that it will eventually wear off itself. General Landry is understandably upset, but at least he has some good news. The current budget will be cut, but they now have the support of the international committee -- as long as they will be able to assign a civilian to the S.G.C. to monitor all expenditures and have a say in decisions.

SG-1 gathers in the Gate Room to see Teal'c back to Dakara, but Mitchell is certain that they'll be seeing him again soon.

Wr Joseph Mallozzi & Paul Mullie

Dir William Waring

9 - 5 *THE POWERS THAT BE*

Priors of the Ori have been busy in our galaxy. They have appeared on 43 different planets, and these are only worlds that have been explored and reported. Vala Mal Doran, (still on Earth while waiting out the evaporation of the invisible energy field between she and Dr. Jackson) inundates Colonel Mitchell with this point and informs him that she has a good relationship with the people of P8X-412. Hearing this worrying news, Mitchell heads for General Landry's office to bump it up on SG-1's mission list.

With Teal'c's temporary return SG-1, including Vala, make for the pyramidal temple on 412. While Vala excuses herself to change her outfit a young man enters the chamber, and upon the sight of SG-1 runs scared. Moments later a throng of his friends have returned, all wielding staff weapons of their god Qetesh. But before SG-1 can state their intentions Qetesh herself appears -- and it's Vala.

For their goddess's pleasure, the inhabitants play out a small sketch detailing Qetesh winning 412 from Baal. Daniel is understandably upset, but Vala intends to continue to play as Qetesh to renounce the Ori as gods. In public, a man continues to spread the word of the Ori after the Prior cured him of his physical disability. Asdak, the local who led the play, continues to believe in Qetesh, saying she will slay the Prior when he returns -- and he is scheduled to return -- the following day.

Vala's prime intention for returning was to pillage her boxes of treasures, probably the only valuables on the planet. Teal'c insists if she does not tell the truth about herself they will, but Daniel presses her, telling her of how good it will feel to be honest with the culture. She consents. Vala will tell the inhabitants of 412 that she is not a god.

Vala is sentenced to death, furious with Daniel for ever suggesting that she be truthful. Asdak is the most outraged. He had devoted his entire life of faith in the service of a false god. But Mitchell and Teal'c manage to sway him to a fair trial for Vala. A Mal Doran (a trial set up by Qetesh and named after her host) will be held to determine her punishment.

When Asdak reads the charges, including Mass Executions and Mass Torture, Vala and Daniel raise a red flag reminding him that it was the parasite within, Qetesh itself, that had done such horrific things. Asdak is lenient and narrows down the charges to the past four years since Vala has been disposed of the symbiote. At the top of the list is planetary-wide forced labor. The outcome does not look good. But when Daniel's time comes he insists that the reason the people know about the truth of Vala is not because she was found out, but because she openly told them, in the hopes that they would not make the same mistake with the Ori.

But the Prior has returned, intending to argue the people's devotion to his gods. Daniel maintains his ground in the ensuing verbal match, arguing that superior knowledge does not mean that lesser beings should worship them. But the Prior insists that those who do not bow to the Ori will fall to dust. Asdak declares the Mal Doran closed and instructs SG-1 to return Vala to her cell and wait there until the people arrive at an answer.

Asdak returns to Vala, informing her that she will not be killed, but will be imprisoned for life. A villager soon arrives and reports that Vashna, the first man cured by the Ori, has fallen ill. Daniel convinces Asdak to allow Vala to see him, and she takes advantage of the residual naquadah in her body to operate a Goa'uld healing device. Vashna immediately feels better, and Daniel explains that it was merely knowledge and advanced technology that helped him.

Soon more of the villagers become sick. While Vala uses the hand device on the inflicted Colonel Mitchell asks for backup. Landry sends his daughter Dr. Lam and a small medical contingent, all in hazard suits, through to 412. Eventually the hand device stops working, and Asdak, after repeated treatments, dies. Lam says he is only the first, and that there is nothing she can do. Soon Mitchell falls ill as well.

Interestingly, Vala, Daniel and Teal'c are unaffected by the virus, and Dr. Lam intends to review their blood work. But this is not enough to stop the population from falling like flies. Eventually the Prior reappears, but since not all of the villagers have converted he is unwilling to do anything to help them. Vala, enraged over the loss of Asdak and the continual dominance of the Ori, arms a P-90 and fires a round at the Prior, but the bullets stop inches from his chest.

The villagers have had enough, too, and all of them bow down before the Prior, pledging their allegiance and devotion to the Ori. The Prior pelts the foot of his staff into the ground, igniting the orb, which

eliminates the virus from the planet. Mitchell and the others are instantly cured, and even Asdak rises from the grave.

The population is sold on the Ori. The Prior comes face-to-face with Daniel. "Tell others what you have seen today," he says, and departs through a parting trickle of submissive acolytes.

Wr Martin Gero

Dir William Waring

9 - 6 *BEACH HEAD*

A Prior returns to planet Kallana, eager to hear the decision of the Jaffa settlement. But their representative, Latal, speaks for the people. He has read from the Book of Origin and declares that they do not wish to serve the Ori. When the Prior does not leave the Jaffa fire staff weapon blasts in his direction, but he whisks them into the sky with his own staff. A large blue field begins to form around the vicinity of the Prior and Stargate.

Stargate Command receives a text message from Nerus, a minor Goa'uld who served Baal for many centuries. He wishes to work for the S.G.C. to develop new technology to defend against the Ori threat.

After a thorough search Nerus is permitted to travel to Earth. He reveals a small holographic device (Much like the device once used on Vorash) that has detected the activity on Kallana. His readings are two days old, and the bubble is expanding. He urgently suggests that General Landry dispatch a team to throw every conceivable weapon at the bubble while Nerus attempts to find a way to bring it down. Landry agrees to send a naquadria-enriched warhead with its inventor, Colonel Samantha Carter, and Vala Mal Doran (still present because of the bond between she and Dr. Jackson) in tow.

With the Stargate permanently active on Kallana (likely powered by a black hole in the Ori galaxy), SG-1 travels to P4C-452 to hitch a ride with Prometheus. Once aboard, Colonel Pendergast orders a course to Kallana. Colonel Carter's experimental warhead will be the device used in the unlikely event the Prior is swayed.

When Prometheus arrives in orbit SG-1 beams down to Kallana with the warhead. As expected, the Prior is unwilling to listen, but after the deployment of the nuke weapons fire begins to impact the bubble. Three of Gerak's Ha'tak have arrived and have begun to pelt the energy field with plasma fire. He agrees to hold off after he learns that SG-1 is on the planet, but resumes after the team returns to Prometheus, the nuke armed.

Before the detonation the Prior places his hand on the gate, likely extending his personal shield to help protect it from the blast wave of the nuke (before sacrificing his own life in the process). Almost immediately the explosion increases the radius of the field. Only then Carter realizes that the Ori were unable to calculate the required power output from the other galaxy, so they developed a forcefield that would be strengthened by enemy weaponry. The nuke provided 70 percent of the energy they needed to expand the field.

Gerak's Ha'taks continue to fire. As soon as the field is completed dozens upon dozens of craft, relatively ten meters in length, emerge through the molten Stargate on the planet's surface and exit through the field. Extremely sturdy and intent on reaching a certain point in space, two of Gerak's motherships are destroyed by collisions, and his is critically damaged. Prometheus nicks one of the devices as well. Unwilling to risk further damage to his own craft, Gerak flees the scene, warning that a cloaked scout will remain to monitor Prometheus.

With sensors back online, Carter finds the small components that traveled through the gate are coming together to form an enormous "Supergate," a Stargate orbiting the planet and large enough to bring through an entire invasion fleet from the Ori's galaxy. The forcefield that has now completely engulfed the planet is quickly shrinking it to create a singularity. With a black hole on the ends of both Stargates, the wormhole could be maintained indefinitely, allowing armadas of warships to pass through and conquer the Milky Way for the Ori.

Vala, not getting attention for her ideas, goes to the Prometheus's ring room and uses the rings to seek out the cloaked cargo ship's. She zats the Jaffa and rings him back to Prometheus, taking the Tel'tak into the spot where the last missing supergate component would be placed. Pouring on the throttle, the cargo ship becomes jammed into the slot. As the singularity occurs, she tries to beam away, but does not make it back to the ship.

Back on Earth, General Landry interrogates Nerus (and an empty table where a feast once sat), who sided with the Ori in order to get Earth to provide their most potent weapons for the energy bubble. He tells the General that when he is put to death he will ascend to be with the Ori, but Landry insists that will not happen. Instead, he's going to be locked away deep inside of Area 51, intent on developing countermeasures against the Ori -- the only way he will be able to satiate his hunger.

Fortunately for Dr. Jackson, the bracelet's effect had begun to wear off to a point where Vala's absence would not do him harm. Carter notes that the last few moments of telemetry revealed that a matter stream did leave the cargo ship. Its possible Vala was pulled through the singularity into the Ori home galaxy instead.

If the team wanted to send the Ori a message, they certainly did.

Wr Brad Wright

Dir Brad Turner

9 - 7 *EX DEUS MACHINA*

A Jaffa marked under the service of Lord Yu has been discovered dead (the victim of a hit and run) on a remote road in Virginia. Teal'c is aware that many of Yu's Jaffa are now under Gerak's banner. He and Colonel Mitchell leave for Dakara to investigate.

Meanwhile, Dr. Jackson and Colonel Carter investigate the region around where the Jaffa was found. A plant belonging to Farrow-Marshall, which closed down six months before, was within two miles of where the Jaffa was found, and during the same day the company's chief financial officer, Alex Jameson, went missing.

Teal'c addresses the Jaffa council, and afterward shows a picture of the Jaffa to Gerak, who claims he never knew him. But both Teal'c and Mitchell are convinced he is lying through his teeth.

Daniel meets with Alex Jameson's wife, Sheila, who tells him she noticed an unusual change in her husband's behavior six months before. Fearing an affair, she had a private investigator follow him, but only two days into his duties he gave her her money back and strongly suggested she drop the matter entirely. Scared, he requested the few photos he took back. She refused. Daniel requests to borrow them and she consents.

Gerak visits a prison chamber on Dakara where Yat'Yir has been exercising his handiwork. A battered and beaten Alex Jameson has withstood physical torture. As Gerak promises him that the Jaffa will soon possess the information he seeks, Jameson's eyes glow.

Colonel Carter visits Farrow-Marshall headquarters and speaks with Charlotte Mayfield, VP of the company. When Carter tells her evidence of trucks moving in and out of their closed Virginia plant and a press to uncover the missing Jameson and his whereabouts, she is eventually shown the door. Down the hall, Mayfield returns to a surveillance center, where Baal has been watching the cameras.

Teal'c consults other council members but none are willing to divulge information, save one, Ka'lel, who tells both he and Mitchell that Baal took refuge on Earth following the battle for Dakara -- and Gerak is busily attempting to reacquire him.

The Goa'uld in Jameson reveals Baal's new location and a cargo ship loaded with Jaffa troops lands atop the Farrow-Marshall complex in the middle of the night. Defended by a task force of personnel, Baal narrowly evades capture.

Stargate Command receives a message from Baal himself, declaring his intentions to live out his existence peacefully on Earth, obeying Earth laws. In exchange, he wishes to be left alone. To insure that this happens, he says that he has placed a naquadah bomb somewhere in the United States.

Jackson and Carter team up with Agent Barrett to move in and capture Baal, who has been reported spotted in a hotel. Meanwhile, Mitchell and Teal'c board the Prometheus to search for a Jaffa presence in Earth's star system. On the surface, Barrett orders the mission aborted, despite the fact that Daniel and an agent have someone who looks like Baal in their sights, but across town the former System Lord is giving a televised speech in regards to his recent acquisition of another firm.

Prometheus finds a mothership hidden behind Earth's moon, commanded by Yat'Yir, who does not wish

to engage in battle but refuses to withdraw. But Teal'c intends to shame Gerak into removing his forces from Earth in front of the council. In shock, he learns the council has been aware of the operation. He presses that, after all the Tau'ri have done for the new Jaffa nation, they at least owe Earth the respect of remaining up front with the truth.

General Landry decides to continue with their own operation despite the Jaffa's own attempts. The modified Tok'ra symbiote poison is loaded into a missile and poised to attack a compound where Baal has been spotted. Baal receives intelligence that this threat is coming and promises that a naquadah bomb will now detonate the Helcyon Tower in downtown Seattle.

As the symbiote poison missile hits its target Gerak's forces attempt to capture Baal. Prometheus beams Carter to the tower where she soon deduces that the building's infrastructure is laced with naquadah. Before it detonates, Prometheus beams the entire building into space, where it explodes. Fortunately, a five-block radius was evacuated, so no one saw the beam-out.

Teal'c returns to Dakara and learns of Baal's capture. Before his very eyes the former System Lord is executed. He reports this to Stargate Command who reveals evidence that Baal has been cloning himself. It's possible the Baal that was killed on Dakara was not the real Baal at all. When Mitchell suggests that he report this to the council, Teal'c declines. Gerak has fought hard for a victory, and to tell them now would not be the right thing to do.

Baal sits and watches Julia Donovan's news report about the unusual gas explosion at the Helcyon Tower. Nearby, another Baal enjoys a box of Chinese take-out. Baal's secretary sits patiently as yet another Baal pours her a drink, and a drink for indeed another Baal who is reading a newspaper. Baal himself, marked by his symbol on his shirt, tells the three clones that he will head to bed early. Tomorrow is a big day.

Wr Joseph Mallozzi & Paul Mullie

Dir Martin Wood

9 - 8 *BABYLON*

SG-1 and SG-22 investigate a planet Teal'c learns may be a home of the ancient Sodan, a race of Jaffa who have managed to avoid falling under the allegiance of a Goa'uld for five millenia. But SG-1 becomes a target for staff weapon fire. While Colonel Carter, Dr. Jackson and Teal'c escape, Colonel Mitchell confronts an uncloaking Sodan. After suffering a staff hit to the stomach area, Mitchell gains control of the weapon and shoots the Jaffa twice in the pouch. Other Sodan carry Mitchell away but abandon their comrade as SG-22 attacks. The Stargate units take the fallen Sodan warrior back with them.

At the S.G.C. Dr. Carolyn Lam works diligently with her staff to preserve the symbiote of the warrior. Mitchell's recovery has been ordered as well. The Sodan leader, Haikon, has instructed Jolan to administer jomo se telek (a training ritual) to Mitchell to prepare him for his death against the fallen warrior's next of kin in kel shak lo, a ritual fight to the death.

Lam reports the warrior, Volnek, will survive, but the symbiote was unrecoverable. He is now surviving on tretonin. Back on P9G-844, Mitchell engages in jomo se telek with Jolan, but discovers he is a poor match for the Jaffa who engages him in many tests to prepare him for the coming battle against Volnek's next of kin.

Mitchell is eventually granted an audience with Lord Haikon, who explains how the Sodan managed to rid themselves of Goa'uld enslavement and establish their own society 5,000 years ago. Haikon is not swayed by Mitchell's prodding that the Sodan never helped their bretheren defeat the Goa'uld, and hopes that the Colonel plans to die well.

Volnek has regained consciousness and, at first, refuses to believe that he is being sustained by the tretonin drug. Teal'c and Daniel try to get their true intentions across but Volnek has closed his mind to their words.

After a training session, Mitchell finds a Prior being escorted through the Sodan village. He soon learns from Jolan that the Ori have been sending an envoy to their village for some time. At the request of another meeting with Haikon, the lord tells Mitchell that he and his people intend to worship the Ori, knowing good and well that they are not the Ancients they have worshipped. The Ori, however, show themselves to truly exist. For Haikon, this is the next best thing.

Mitchell, beginning to gain strength in the one-on-one combat with Jolan, confronts his sparring partner

about the Ori and their religion. It is clear that Jolan does not fully support Lord Haikon's decision in accepting Origin, but he is not ready to face the full effect of their presence.

In two weeks Volnek has given no information of worth to Teal'c, though they are now aware of an Ori Prior presence among the Sodan. Scans of the planet with Prometheus and U.A.V.'s have turned up negative and the international committee is counting the pennies used in the search and rescue of Cameron. Landry insists that better methods to locate him be found soon before he is forced to declare Mitchell M.I.A.

Lord Haikon hammers his gong and asks that Volnek's closest kin step forward to engage in battle against Mitchell. To Cameron's surprise it is Jolan.

Volnek meets Tass'an, the leader of a group of free Jaffa who settled on Sartorus. Tass'an explains the impact of the presence of the Ori Prior, how hundreds of his people were killed when the Prior decided to level their cities. Only now does Volnek's interest hold.

Mitchell fights against Jolan in kel shak lo. Not a minute into the death match Jolan gains the upper hand and suffocates Mitchell to death. His heart stopped, Lord Haikon declares the Colonel dead. Jolan asks that he be permitted to give Mitchell a proper passing ritual.

Seven hours later Cameron awakes. The elixir Jolan prepared may have been a bit stronger than he had intended. Mitchell is to return to Earth, while Jolan and a few warriors loyal to the ways of the Sodan prepare to face the Prior again.

Returned to Earth, Mitchell confronts Volnek about what has happened on his world, and the fact that Jolan spared the Colonel's life. With these words, Volnek is free to return to Sodan. But before he departs, he assures Mitchell that they will meet again.

Wr Damian Kindler

Dir Peter DeLuise

9 - 9 *PROTOTYPE*

The Tok'ra have delivered Earth evidence that the Ori may be constructing another Supergate in the vicinity of P3X-584. With General Landry's permission, Colonel Carter and SG-5 investigate. But almost immediately the team returns. Carter, dismayed, reports that they were sent to another planet, twelve thousand light years away from 584.

Sam and Sergeant Harriman find multiple "bumps" in the Stargate logs, and it is soon determined that these anomalies were the receiving gate sending out a request for a seven-code combination. Unlike the initial M.A.L.P., organic matter that has not delivered the correct combination before arrival is "call-forwarded" to a random Stargate address.

Carter devises a program to crack the combination, and during the next try a bacterial culture has been placed in the M.A.L.P.'s cargo compartment. The cipher works and the probe arrives on 584. SG-1 and SG-5 follow.

Major Altman initiates the gravity sensors to detect any anomalies in the vicinity of the planet. Meanwhile, Colonel Mitchell, Teal'c and Dr. Jackson investigate a hidden laboratory beneath the surface. Appearing decidedly Ancient in technology, they find a genetic manipulation device and a young man sustained in an Ancient stasis unit. Witnessing Daniel tamper with the gene manipulator, Mitchell presses a button on the chamber, which thaws and releases the man. Almost immediately he begins to convulse.

The team returns him to Earth. Fortunately the gravity anomaly was simply an uncharted black hole and not a new Ori threat. Dr. Lam compares the man's physiology to that of the Ancients mentioned in their database, and determines that he is far along the evolutionary path. The man becomes conscious, and is informed that he is on Earth. Saying his name is Khalek, he claims that he was kidnapped by a "man" who manipulated his D.N.A. All he would like is to return home. Carter suspects that Nirrti was not the only Goa'uld who was interested in exploring the possibility of an advanced host, but Mitchell cannot help but comment that the lab looked far more Ancient than Goa'uld.

Meanwhile, Daniel and Teal'c return to Earth with a startling discovery. The lab belonged to Anubis, who created a Goa'uld-human hybrid ("Resurrection") and infused him with his own D.N.A. from material of a time before he was ascended. He then used the manipulation device to enhance him. For all intents and purposes Khalek is the son of Anubis.

The staff is assembled to determine what will ultimately be done with Khalek. After repeated options to return him to one of the known stasis chambers, Daniel dares to reveal the potential risk of leaving him alive at all. For now, Landry opts to take every available precaution.

Khalek awakes, restrained in an isolation ward. Daniel sits on the other side of a wall of bullet-proof glass. At first he acts bewildered and afraid, but when Jackson informs him that they know about Anubis's genetic tampering, Khalek drops the performance. He admits that he has the memories of his "father," including a confrontation with Daniel. He attempts to bait the archaeologist, and promises him that before their encounter is over one of them will experience the taste of a kill.

Agent Woolsey arrives on behalf of the international committee to suggest that Khalek be left intact for study, lest repercussions fall upon the entire Stargate Command. Back on P3X-584, Major Altman has made a discovery: an Ancient brain scanner that can monitor Khalek's mental advancement. It is sent back to the S.G.C. Daniel theorizes that it must reach 80 to 90 percent in order for Khalek to shed his physical body and willfully ascend. Once wired in and activated the scanner reveals that the hok'taur is at 68 percent, and he is evolving right before their eyes.

Khalek's heart rate accelerates. He regains consciousness and blows out a monitor, taking Major Altman to the ground. Mitchell tries to discharge a zat'ni'katel but Khalek uses his powers to break his bounds and snatch it, missing Cameron but neutralizing Carter and Dr. Lam. Mitchell fires two bullets in his chest. Soon, though, he wishes he emptied the clip, because Khalek is regenerating at an astonishing rate ... And the assault has hiked the ascendometer by 5 percent.

Khalek has been placed back in his chair. There are now 50 thousand volts running underneath him with a one-way Tok'ra forcefield barring the door. Dr. Lam believes that his abilities can be controlled with a dopamine inhibitor. A shunt has been inserted into the base of his skull and a massive dose will be injected if he gets creative again. But while Woolsey is distracted with Landry, Khalek melts the dopamine injection tube.

Landry informs Woolsey that Khalek will be transferred back to his stasis pod immediately, regardless of the international committee's opinion or pocketbook. Just as Mitchell and two airmen begin to move the prisoner the rest of SG-1 returns to Earth with more bad news. Khalek has reached a plateau in his mental development and he requires more treatments in the gene manipulator to get past the 80 percent wall. He wants to return to 584.

Khalek, now placed securely in his chair, uses his advanced hearing to learn that they are aware of his plans. He pulls the airmen through the Tok'ra shield, where they are electrocuted on the platform. He cuts primary power to the base and makes his way from Level 21 down to 28. Inside the Gate room he uses his powers to dial 584. "You should have killed me when you had the chance," he says, and departs.

But soon the Stargate is activated again. The iris not closed, he emerges. Mitchell fires his gun at him, but Khalek focuses his energy in Cameron's direction and blocks the bullets. His concentration focused, he did not anticipate Daniel entering through the other door; his bullet successfully penetrated. Mitchell and Jackson dump their clips in Khalek, who falls off the back of the ramp.

Carter did not have time to inform Landry that she had successfully installed the call-forwarding device in the Earth Stargate. In retrospect, she was glad she didn't.

The data recorded may prove useful to constructing a defense against the Priors. Woolsey ensures Daniel that he will make certain the families of the officers who died will be well taken care of. Both men admit that they wish they were wrong about Khalek and his danger.

Wr Alan McCullough

Dir Will Waring

9 - 10 *THE FOURTH HORSEMAN (PART 1 OF 2)*

SG-6 has returned from a long-term undercover mission to P2X-885. The world is the third planet to convert to Origin in a month.

On Dakara, Yat'Yir informs Gerak that his visitor has arrived. It is a Prior, originally the administrator of the Ver Egen village on Celestis. Gerak says he has read from the book of origin and has found it is everything his people need. In time, all Jaffa will see Origin as their true faith.

Colonel Carter briefs General Landry on a project she and Dr. Lee have been working on with the information taken from the encounter with Khalek, Anubis's engineered clone. They believe the knowledge they have collected may be enough to create a weapon that will disable a Prior of his abilities. Later Carter returns to the lab to continue her work, unaware that she is being watched by a powerful presence.

Gerak goes before the council to share his opinion on Origin and his wishes to legislate the beliefs into law. Under his plan, all Jaffa children will be raised in worship of the Ori. Teal'c has heard the news and meets with Bra'tac, who admits that many of the council are old. Because the Ancients have done nothing, many will see Origin as the only way of truly achieving enlightenment.

Colonel Barnes of SG-6 has come down with high fever, chest pain and respiratory distress. He has been infected by a Prior plague.

Lieutenant Fischer listens to Lieutenant General George Hammond's speech at an air base, and before he can get near to meet him officers in hazard suits cram him into the back of a van and return him to Stargate Command. Soon twelve officers are infected, and only half have come in contact with SG-6.

Fischer, now in isolation, explains that he attended morning Prostration with Airman Ryan. A Prior was there and walked among them, blessing them. Apparently he was aware of the presence of humans from Earth, and made Fischer the carrier of the plague. This is why he himself is not sick.

Fischer stopped at a restaurant and gas station where he used a self-service pump. Not knowing how bad the damage is, Colonel Mitchell is sent into the public to help quarantine. IWN and other news sources are soon having a field day, as symptoms begin to sprout in Utah, Kansas and New Mexico.

Teal'c uses a M.A.L.P. to inform Landry of the updates on Dakara. According to his sources the council is swaying toward legislating Origin.

Carter and Dr. Lee are getting closer to an answer, but sleep deprivation is weighing heavily on them. When Lee goes to get coffee, Sam is alone. She hears a voice behind her and turns. A young boy stands where no one was before. "Who are you," she asks.

"I had no choice but to take this form. It's me. Orlin."

Lam confirms that he is human, and says the reasons he fell in the form of a child his plausible. A child's human mind can contain far more information for a longer period. He became a boy to preserve as much of the Ancient knowledge as possible.

In a briefing, Orlin reveals the truth about the Ori. Their offer of ascension and enlightenment is entirely false, because if they were to ascend their believers, then they would have to share the very energy they consume from them. Every believer who has given up his or her will to the Ori transfers their life force to the ascended beings. Only large multitudes of followers generate a detectable energy transfer. Orlin informs them that the Milky Way galaxy succumbing to the Ori would tip the balance dangerously in their favor.

Gerak meets with the Prior, who instructs him to travel to Chulak, where Teal'c and other dissidents are convening. He is to offer Origin to them one last time, and if they refuse, Chulak will be annihilated. Despite the pleas from Yat'Yir, who last a cousin on Kallana, Gerak intends to carry out his mission.

Orlin intends to use what is left of the Ancient memory of his mind to construct a viable cure for the Ori plague using Earth computers. Unfortunately a toaster will not do the trick. His task will be far more complicated than constructing a miniaturized Stargate.

Carter and Orlin go to the commissary for lunch, where the fallen Ancient explains that despite his appearance, he still has his feelings for her (though human social conventions will prevent them from sharing those feelings). Soon Orlin begins to repeat his conversation topics, and Carter realizes he is not making jokes. Something appears to be wrong with his mind.

There are now five thousand confirmed cases of infection, with the bulk being in the Colorado Springs and Denver areas. Eight have died, five being S.G.C. personnel. The number of fatalities will rise quickly.

There is a speck of good news, however. Dr. Lee has completed the anti-Prior weapon. With intelligence from the Sodan, Mitchell and Dr. Jackson will lead a team to P9G-844 to capture the original Prior who spread the illness on 885. Orlin believes the root D.N.A. code will help him finish building the cure. Now with the anti-Prior weapon, they may just have a chance.

Gerak warns Teal'c and Bra'tac that he will not hesitate to destroy the countless innocents who continue to remain free and independent, but at the last moment he is unable to use his ship to destroy them. Back on Dakara, the Prior is enraged at him. Still sensing Gerak's doubt, the Ori bring his mind to the city of Celestis, where he is given an audience with the Doci.

Lam shows digital readouts of Orlin's brain. His attempt to hang on to as much Ancient knowledge as possible is beginning to result in permanent brain damage.

Jackson, Mitchell and several military officers have arrived on the Sodan homeworld. Several minutes into their patrol they are captured by the Sodan.

Landry reads a report from the President's desk. Since the morning 8,000 people have become infected in 13 states. The President has ordered the country entirely under quarantine.

Ka'lel insists that no decision about the ratification of Origin into law be made while members of the council are missing. But a Prior arrives to ensure that all Jaffa will indeed bow down to the Ori.

The Prior is Gerak.

Wr Damian Kindler

Dir Andy Mikita

9 - 11 *THE FOURTH HORSEMAN (PART 2 OF 2)*

Gerak, now a Prior, tells the Jaffa High Council of the Ori's benevolence. Teal'c reveals that the Ancient Orlin has descended and explained the true intentions of the Ori. But Gerak shuts him out by using his powers and placing copies of the Book of Origin before each member of the council. Fearing the body was swayed, Bra'tac suggests that the few who still resist run and hide. But Teal'c has something else in mind. Amass their forces and make a stand at Chulak.

The Prior plague continues to spread across the face of Earth. Cases have now been reported in Mexico and Canada. It is only a matter of time before it becomes a world-wide epidemic.

Jolan takes Colonel Mitchell to see Lord Haikon, and in a surprise move the Sodan leader reveals that Mitchell can save the sermon -- he has been turned from the ways of Origin. A mission (given to them by their local Prior) to destroy a group of nonbelievers turned sour when the Sodan discovered they were simple, innocent farmers. The honorable Haikon refused to slaughter them. Mitchell tells him that there may be a way to capture the Prior and stop him from inflicting his wrath on the Sodan.

Key information is continuing to seep through Orlin's mind. Sam presses him to teach her what she needs to know to complete the vaccine, as she can retain the information, but Orlin fears that the knowledge will be far too complicated for her. But eventually he realizes that he will likely be incapacitated before he can complete the work himself. He begins to develop notes for Sam to complete the formula on her own, if she must.

The news has worsened. China, Great Britain and Russia are no longer allowing any entrance or exit into their countries. Fearing that the cover story will soon be mute, key government officials convene at Stargate Command, but the group accomplishes little. Back on Dakara, the converted Cha'ra meets with Teal'c and Bra'tac and pledges to serve at their side.

The Prior that originally infected SG-6 returns to the Sodan homeworld to determine why they did not destroy the nonbelievers as the Ori had willed, and quickly he realizes that they are not alone. The Prior ejects Haikon and Jolan from his sight and flips Mitchell on his back, then uses his power to suspend him in the air. While his powers are focused Dr. Jackson switches through the frequencies of the inhibiting device they have designed to counteract his powers. A frequency is found, and Mitchell falls back to Earth. While the Prior is unconscious a sample of his blood is taken and returned to Earth for help in developing the antidote.

When he awakens, Daniel explains the truth of the Ori as Orlin told them, but the Prior is unwilling to listen. Despite being separated from his powers he is confident in the good will of his gods. In orbit of

Chulak, Teal'c and Bra'tac's forces have made a stand against Gerak, who arrives with a dozen Ha'taks to confront them.

Orlin is continuing to make a mess of things at S.G.C., accidentally breaking several vials of Prior blood. He excuses himself from the project. As more reports of the virus pour in from new countries General Landry pays him a visit, hoping to get his help in something else.

Landry brings Orlin to the Prior on the Sodan homeworld, where the boy reveals his true name, Damaris. As soon as he had entered the Milky Way Orlin became aware of his entire identity, his wife and children that he had left behind. But the Prior is resistant, quoting scripture and parables to himself to block Orlin's words. In a weakened moment, he focuses his power to break the control of the inhibitor, pulling General Landry to him and choking him. Mitchell shoots and kills the Prior, but not before the Prior has revealed the true plans of the Ori. The ascended beings are coming to the Milky Way -- to destroy the Ancients.

Teal'c hopes to peacefully resolve the conflict with Gerak, leading him to Gerak's father's grave on the surface of Chulak. There, Gerak reveals that all he wished was to preserve the lives of all Jaffa and to ensure their salvation in ascension, but Teal'c swears to him that he will either live as a free Jaffa or die by Gerak's hand.

Landry escorts all of Earth's personnel back from the Sodan homeworld, but soon discovers he has now become infected with the Prior plague. But Teal'c has managed to convince Gerak to return to Earth with him. Gerak raises his staff and cleanses the entire base of the plague. But the moment he is done his body is cast aflame. In a moment, he is incinerated. The Ori have destroyed him for his disobedience, likely setting off a built-in kill switch in any Prior who turns from them.

The death toll worldwide was nearly three thousand, but thanks to Gerak cleansing the S.G.C., an antibody was isolated and -- combined with Orlin's formula -- dispersed to all infected populations. Thanks to Orlin it is unlikely the Prior will be able to attack Earth the same way again. But the damage has been done to Orlin, who recalls nothing of his life as an Ancient, or as a human. The Ancients themselves will probably take measures to defend themselves from the Ori, but not before the rest of the galaxy is put at risk.

While off duty, Sam pays a visit to a young, institutionalized boy who has no recollection of her.

Wr Joseph Mallozzi & Paul Mullie

Dir Andy Mikita

9 - 12 *COLLATERAL DAMAGE*

Colonel Cameron Mitchell awakens in a confused state. Images of him bludgeoning a woman flash through his mind. He examines blood on his hands. Security personnel seize him and haul him into an adjoining room where the woman lies in a pool of blood. Mitchell is arrested for murder. Twenty-four hours earlier, Mitchell was the test subject as the Galarans, led by chief scientist Dr. Reya Varrick (the murdered woman), demonstrate their memory technology -- developed from a Goa'uld memory device they have been studying for one hundred years. Capable of inserting one person's memories into the mind of another, the machine gave Mitchell the memories of the Emissary as he congratulated Varrick on being named to lead the memory device project. It is an effective first demonstration of the technology, which the Galarans hope will help them to advance more quickly by easily passing on knowledge.

Back at Stargate Command, General Landry and SG-1 discuss the trip to Galar. As they debate the merits and dangers of the memory technology, Carter reveals that the Galarans want help with hyperdrive technology. A trade relationship seem immanent, as Landry says that the Joint Chiefs are salivating over the prospect of training jet pilots in mere days.

At a subsequent reception to honor the scientists, Mitchell chats up Reya while the rest of SG-1 debates the merits and dangers of the memory device with the Emissary. Dr. Marell, Reya's colleague, speaks privately with her. Reya then loudly confronts the Emissary about the military taking over her project. Observing the discussion, Mitchell approaches Reya. He ends up, at her invitation, agreeing to walk her home.

In her apartment, Mitchell recalls having been there before -- courtesy of his implanted memories. He ascertains that Reya was married, but lives alone. They have a drink, and are soon kissing.

Daylight dawns and Carter, Jackson, and Teal'c visit the Emissary's office for help in locating Mitchell. The Emissary reveals that Mitchell has been arrested for Dr. Varrick's murder, citing various items of evidence ... and Mitchell's own confession.

Visiting Mitchell in his cell, Jackson, Carter, and Teal'c quickly realize that Mitchell's mind has been tampered with; the murderer has framed the Colonel and used their technology to implant the memory in his mind. The Emissary offers to release Mitchell and send him back to Earth, in order to preserve the negotiations. Despite his lack of knowledge about the Galaran judicial system, Mitchell refuses to leave without clearing his name. He also wants to learn the truth and have the horrific memory of the murder removed from his mind, but he refuses a memory replacement.

While Mitchell remains on Galar, the rest of the team briefs Landry. They quickly return with Carter agreeing to remain with Mitchell while the project scientists attempt to ascertain if his murder memories are false. Meanwhile, Jackson and Teal'c will conduct their own investigation.

Back in the memory project lab, Carter arranges for a sample of Mitchell's blood that was taken when he was arrested to be sent to the S.G.C. for corroborative tests. She grills the scientists, Drs. Marell and Amuro, about who they think killed Reya. They suspect the planet's military leaders, since Varrick was going to do everything she could to prevent the military take-over of their work.

Colonel Mitchell is hooked up to the machine as they search his memory for key moments in his early life. He recalls childhood memories of the first time he saw his father, a test pilot, after crash injuries forced the amputation of the man's legs at mid-thigh. Mitchell also relives a subsequent memory during which his father resolves to walk again.

Comparing these memories with the murder memories three times, no evidence of an implant can be detected -- and the scientists start to suspect that Mitchell may have committed the murder after all. Dr. Marell, who it turns out was married to, but separated from, Reya, refuses to continue. When the blood sample tested by Stargate Command reveals that Mitchell was stunned before the blood was drawn, the scientists are persuaded to continue.

In order to continue, Mitchell must summon a memory with emotional resonance akin to that of the murder. He recalls the horrible day he was ordered to bomb a truck convoy, only to learn later that it was a convoy of innocent refugees. Comparison establishes, finally, that the murder memories are false. Determined to find out who did kill Reya, Mitchell relives the murder a number of times again. Eventually, he finds the murderer's face in a mirror and realizes that one of the scientists, Dr. Marell, killed his ex-wife.

Confronted, Marell is bewildered and puzzled. Dr. Amuro establishes that Marell killed Reya and gave the memory to Mitchell, then replaced the memory in his own mind -- thereby removing his own link to the crime, and freeing himself from the guilt of murdering the woman he once loved.

In a final meeting, SG-1 learns that the memory technology has been used to remove any knowledge of SG-1 and the murder from Dr. Marell's mind, in order that he may continue his work with the device.

Home on Earth, Mitchell is preparing to go off duty when Landry comes to the locker room to check on him. Mitchell reveals that he almost resigned because of the bombing, but it was his father's courage that helped him move forward. Looking at a photo of his father, Mitchell flashes back to that moment -- one memory he can happily hold on to.

Wr Joseph Mallozzi & Paul Mullie

Dir William Waring

9 - 13 *RIPPLE EFFECT*

An unscheduled offworld activation has summoned General Landry and Dr. Lam to the control room. As the Stargate prepares to open, there is a brief, blinding flash of light and an odd noise. SG-1, dressed in their black uniforms, comes through the gate. Landry notes that they are early.

A briefing follows, during which a number of discrepancies come to light. Before they can be resolved, there is an offworld activation. SG-1 (in green uniforms) arrives right on schedule. Landry orders Lam to investigate. They conclude that both teams are really SG-1, but that the facts indicate that the green SG-1 is ours. (The black team, for example, believes that the Tok'ra Selmak is still alive.) Back in the conference room, Landry and the green team discuss the situation.

In need of more information, a series of interviews takes place. Black team Jackson is interviewed by green team Mitchell; Landry speaks with the black team Mitchell; green team Jackson takes notes in his discussion with the black team Teal'c. Meanwhile, green team Carter and black team Carter talk science as they try to sort out what caused this problem.

As the green team Carter briefs Landry and the rest of the green team SG-1 -- she suggests the beachhead black hole the Ori tried to create ("Beachhead") is involved in bringing another SG-1 here from a parallel universe -- there is another unscheduled offworld activation. Assembled in the control room, the green team and Landry watch as another SG-1 team, taking fire and dressed in blue tiger camo, rush through the gate. Landry orders all gate travel restricted.

While Dr. Lee discusses the situation with the green team Carter, the black team Carter joins them. As they work, more SG-1 teams arrive. Eventually, Landry takes the green team Jackson and Teal'c to a room where Dr. Janet Fraiser awaits them. They are stunned, as our universe's Fraiser was killed two years ago ("Heroes, Part 2"). She reveals that her Earth is suffering from the Ori plague. Also on this team is Martouf, who Landry takes to see the green team Carter, now working on the problem with at least 16 other Carters. As green team Carter sits talking to Martouf -- who she was forced to kill several years ago ("Divide and Conquer"), black team Carter approaches and delineates the problem and a potential solution.

The green SG-1 and Landry confer with Kvasir, who comes in Thor's place, about a risky plan that involves using Prometheus to close the breach in space that has diverted so many SG-1 teams. Unfortunately, all of the teams will then be stranded permanently.

Fraiser visits Landry to ask for more time to find a better solution. Sympathetic, Landry feels, however, that he must act first and foremost to protect his own reality.

Staffed only by the green and black SG-1s, the Prometheus heads off. But the black team soon launches a plot to take command of the ship by breaking into the armory. Armed with zats, they capture the green team Mitchell and take him to the bridge just as the Prometheus is in position to launch its Asgard-primed weapon to close the breach.

The green team is taken to a brig while the black team re-routes the Prometheus to Atlantis in the Pegasus Galaxy. Their intent is to steal the Atlantean Z.P.M. and drop off the green team on a habitable planet. As soon as Teal'c destroys the camera in the cell, the green team hatches a counterplot.

Green team Mitchell asks to speak with the black team Mitchell. The black team feels that the Atlantis Z.P.M. is only used to power the Stargate for one-way travel to the Pegasus Galaxy. They need the Z.P.M. to power the Ancients' Antarctic weapon, suggesting they do not fully understand the situation on Atlantis and the need for the Z.P.M. to cloak the city from the Wraith. Green team Mitchell realizes that the black team created the entire situation to come to our universe deliberately -- and that they already have a way home.

Once the green team Mitchell is back in the cell with the green team, Carter hotwires the door and she and Jackson set off for the engine room, while Mitchell and Teal'c head for an armory. As they try to open the armory door, the black team Jackson and black team Teal'c show up and prepare to take green team Teal'c captive once more. It's a trap: the green team Mitchell is really the black team Mitchell.

But before they can touch Teal'c, green team Carter and green team Jackson arrive and zat black team Jackson and Teal'c. Our SG-1 anticipated the trap from their other selves, and set one of their own. The black team is taken to a holding cell where the door cannot be hotwired; black team Mitchell is dressed only in T-shirt, underwear and boots. Green team Mitchell, similarly clad, locks the door on them.

Green team Carter works out a plan for returning the many SG-1s to their respective universes, and upon the return of the Prometheus to Earth orbit she requests the use of an Asgard weapon. They fire it into the open Stargate, recreating the conditions the black team used to cause the breach.

Starting with the black team, the teams are sent back to their realities. On the ramp, the black team Mitchell stops and enigmatically tells the green team Mitchell that, when the time comes, "Cut the green one."

Finally, the last team assembles. After Carter, Jackson, and Teal'c share an emotional goodbye with Martouf and Janet, Landry provides them with the cure to the Ori plaque and the team heads home to save its Earth.

Wr Joseph Mallozzi & Paul Mullie

Dir Peter DeLuise

9 - 14 *ETHON*

Teal'c and Bra'tac sit at the Jaffa High Council table on Dakara, attempting to push through a referendum calling for the free Jaffa to vote on democratic representation rather than maintain governance by council, where representatives are granted seats based on military might. Maz'rai, an elder friend of Bra'tac's, supports their position.

When Ka'lel surprisingly voices opposition to the motion, the council is thrown into turmoil. Maz'rai offers to speak with Ka'lel, who, when she is alone with him, zats him. At the follow-up session Maz'rai mysteriously tables the referendum, stunning Teal'c and Bra'tac. All of their political allies are falling away. Their haste in bringing about this vote was based on the fear that Gerak's remaining supporters might gain control of the council and continue Gerak's plan to force the Jaffa to submit to the worship of the Ori.

Puzzled and angry, Teal'c tells Bra'tac he will go to Chulak to confer with their allies, and also speak with U'kin, another member of the council.

Colonel Mitchell, on personal leave, has pulled a number of strings to get an old friend, Major Bryce Ferguson, admitted to the USAF Academy hospital for follow-up testing. Ferguson, diagnosed with a fatal brain aneurysm caused by shrapnel, was wounded four years prior, saving Mitchell's life. Because of Ferguson's actions, Mitchell made it into the top-secret F-302 program and, eventually, into his current position with SG-1.

As they play video games and talk, Ferguson presses for details of the job that Mitchell cannot share. Upfront about his impending death, Ferguson tells Mitchell he must let go of his guilt over the way events unfolded. He is dying, and Cam has to forgive himself for surviving.

Teal'c fails to return to Dakara, prompting Bra'tac to seek help from General Landry and SG-1. Jackson goes with Bra'tac on the search for Teal'c. They soon discover that someone is brainwashing influential Jaffa, and they have kidnapped Teal'c. Held prisoner on P2M-903 aboard a Goa'uld Ha'tak as the young Jaffa warrior Til'Vak attempts to brainwash him, Teal'c's superior resistance forces Baal to reveal himself. Afraid of Ori power, Baal wants to unite the Jaffa into an army under his leadership, with which he will combat their new common foe.

Meanwhile, Bra'tac and Jackson confront Maz'rai. Later, Maz'rai removes his symbiote as he attempts the dangerous Rite of M'al Sharran. Shamed by his failure to prevent the brainwashing, Maz'rai dies in the attempt to free himself from Goa'uld control -- but not without first leading them to Ka'lel.

On Earth, Ferguson reveals what he has pieced together -- namely, that Mitchell was shot down in Antarctica in a fight with aliens ("Avalon, Part 1"). Knowing Mitchell must have more important things to attend to, he tries to push him away, telling him to get back to work. Still determined to help, Mitchell reacts with anger and impatience when Dr. Kelly informs him that there is nothing anyone can do for Ferguson.

Mitchell updates Landry and asks him for a favor, and learns of an impending operation led by Carter and Jackson to free Teal'c. Cameron is torn between his loyalty to one friend and his desire to help rescue another.

As Baal watches Teal'c's condition deteriorate, he holds out the promise of tretonin should Teal'c cooperate. He leaves the drug just out of reach. Fighting to survive, Teal'c finally crawls to the tretonin and injects himself; the brainwashing process resumes.

Before the mission to rescue Teal'c begins, Carter takes a slimmed down, revamped version of the Galaran mind device to Mitchell at the hospital. Wheeling the device into Ferguson's room, Mitchell connects his friend to the machine. Mitchell's own memories of events he's experienced since becoming involved with the S.G.C. unfold in Ferguson's mind. Having granted the dying man's wish, Mitchell heads back to the S.G.C. He enters the gate room as Carter concludes her briefing of the enhanced team that will try to free Teal'c. Jackson points out that Teal'c may be brainwashed, and may not go willingly.

In the opening salvo Bra'tac, in an Al'kesh ship, attacks the Jaffa guarding the gate. Carter's team heads through the gate and begins fighting their way toward the mothership. Mitchell, playing an army of one, fights his way to the high ground where he takes out the Jaffa cannon position. Bra'tac's ship is shot down. Carter orders Mitchell to wait for backup, but he proceeds in a dangerous run toward the transport rings as the ship's engines start.

Baal, concerned that Teal'c isn't really brainwashed, has arranged a test. Bra'tac is hauled in, and Teal'c is ordered to kill him.

Mitchell has trouble activating the rings to gain access to the ship, and is quickly cornered by two Jaffa. Carter and Jackson zat them, and Sam activates the rings to send Mitchell to the ship alone. He searches for Teal'c, arriving just as Teal'c is poised to kill Bra'tac. Zating several Jaffa, Cam provides the distraction Teal'c needs to free Bra'tac and take out Baal.

Back on Dakara, Carter and Jackson wait for the High Council to finally vote on the democracy motion. Teal'c and Bra'tac emerge with the news that in two months time, the Jaffa will hold their first election.

Later, Teal'c seeks out Mitchell in the S.G.C. locker room. Teal'c shares the good news and thanks Mitchell for saving him and putting the Jaffa on this path. Mitchell rebuts Teal'c's gesture by suggesting it's all just part of the job. He then asks Teal'c his secret to resisting brainwashing. Teal'c points out what Cam himself is trying to learn: "To resist the influence of others, knowledge of oneself is most important."

Wr Alan McCullough

Dir Peter DeLuise

9 - 15 *STRONGHOLD*

In the S.G.C. control room, Dr. Jackson, Colonel Mitchell, and Chief Harriman listen to a message from Jarrod Kane, an ally from the planet Tegalus ("Icon"). He has gained unauthorized access to his planet's Stargate. Alone and unarmed, he seeks permission to come to Earth.

Kane reveals that Earth has heard nothing from his government for the last five months because of the Ori. As the Rand Protectorate struggled to rebuild last year's coup d'etat and missile attack from rival nation Caledonia, a Prior came to them with the promise of a satellite weapon that would give them power over their enemy. This weapon is now operational and 24 hours ago, it vaporized a Caledonian outpost. The Caledonians have been given five days to submit to Rand and embrace the Ori ... or be exterminated.

Mitchell, Jackson, Carter, and Teal'c discuss the situation with Kane, who brought early schematics of the satellite for them to examine. He hopes Earth will use its more advanced technology to destroy the Ori weapon before something horrible happens. Jackson suggests they have a moral imperative to find a solution, since it was SG-1's travel through the Stargate that originally escalated the Rand-Caledonian war.

With General Landry in Washington, D.C., the team decides to attempt to explain the dangers of the Ori to the Rand Protectorate -- and use the Prometheus to destroy the satellite, not only to save Kane's people, but to prevent the spread of Ori technology in the galaxy. Carter discerns from the design schematics that the satellite has no defensive capability, at least not in this early draft of the plans.

Meanwhile, Kane tells Jackson of the Ori plague that swept their world five months ago. The Rand people were forced to choose between their faith and their survival, and many -- including his wife Leda, who cared for Daniel when he was trapped there -- died because of their refusal to embrace the Ori.

The Rand Protectorate appears to accept Jackson's offer for parlay, but upon their arrival, Kane and Jackson are immediately jailed. President Nadal calls Senator Kane a Caledonia spy and Jackson an abettor, so both will stand trial.

By the time the Prometheus exits hyperspace within striking distance of the Ori satellite, they have heard nothing from Daniel. An attempt to retrieve him via a locator beacon returns only the beacon. President Nadal orders the satellite powered up. Jackson and Kane are brought to the Rand command bunker. Aware of this shift in the satellite's status, Prometheus fires -- only to find it shielded. The satellite's energy beam strikes Prometheus and causes considerable damage, cutting right through the ship's advanced, Asgard-designed shields.

The Prometheus's one advantage is that the satellite's energy systems require several minutes to recharge

the weapon before it can fire again, giving them time to make another move. Colonel Lionel Pendergast, commander of Prometheus, orders the F-302 fighters, led by Mitchell and Teal'c, into space. As the satellite continues to target Prometheus, the 302s launch missiles, which are ineffective against the device's energy shield. The weapon fires again, and the Earth ship is devastated.

His ship heavily damaged, with no hyperspace capability and even the sublight engines offline, Pendergast radios the planet's surface and sues for terms of surrender, initially as a way to allow Carter time to restore the sublight engines. When she cannot restore power within the tight time frame, he orders the evacuation of the Prometheus, setting a rendezvous point in Caledonian territory. Nadal ignores the entreaties and orders the Prometheus destroyed. As the crew rushes to escape transport sites the satellite fires a third and final time, cutting the ship in two and destroying it. Pendergast dies manning the evacuation.

Back in their cells, Kane and Jackson are visited by Commander Goran Pernaux, an acquaintance of Jarrod's but also Nadal's second in command. Jackson tries to explain that the Ori are not gods, but Pernaux himself saw their power with the satellite. Jackson suggests Earth could help Rand build an iris system for their Stargate, or they could bury it, which would prevent further Ori interference. Kane points out that killing the Caledonians in the name of the Ori is not self-defense, but murder.

In the Caledonian capital, Mitchell and Teal'c are reunited with Carter and learn of Pendergast's death. There they meet Caledonian Minister Chaska, who is facing the impending deadline for President Nadal's ultimatum. After study of more recent satellite schematics, Carter learns that its shields are only active when a threat is detected. She devises a plan to use a Caledonian missile and the inertial dampeners of a 302 to emit an electromagnetic pulse over the Rand Protectorate command bunker, which will knock out satellite control long enough for Mitchell and Teal'c in a 302 to destroy the satellite.

President Nadal calls Minister Chaska when they detect the missile launch. She stalls for time by saying it was an accidental firing. He asks her to surrender now, and she refuses.

The EM pulse temporarily wipes out power in the Rand command bunker. Jackson and Kane are brought in to explain, but Jackson tells them he has a way out of this moment. Meanwhile, Mitchell and Teal'c are within striking distance of the satellite. Unexpectedly vulnerable to the Earthers, Nadal agrees to listen to Jackson's suggestion.

Jackson proposes giving the Stargate in Rand territory to the Caledonians. Those who do not wish to embrace the Ori can move to another planet, leaving the Ori no reason to target the Rand Protectorate. When the President and Minister agree, Jackson and Carter order Mitchell and Teal'c not to destroy the satellite. Mitchell reluctantly veers off. But once the satellite is safe, the President orders it be fired at the Caledonian capital. He says that they're Caledonians and they deserve to die for that reason alone.

Unwilling to allow his leader to commit genocide, Pernaux shoots Nadal and he, in turn, is shot by Nadal's guards. Kane manages to defuse the moment after the President dies, and the satellite is shut down. Pernaux declares that the deal remains in effect.

Back in Daniel's office at Stargate Command, Mitchell comes in with beer. He has taken Landry's letter of condolences to Pendergast's family. When Mitchell congratulates Jackson on his skillful solution to the Rand-Caledonian crisis, Daniel reveals that both sides reneged on their agreement when the Caledonian people refused to leave their world. The Stargate has apparently been buried in the resulting rubble of a civilization torn apart.

Wr Damian Kindler

Dir Ken Girotti

9 - 16 *OFF THE GRID*

Mitchell, Carter, Jackson, and Teal'c are under fire as they run toward the Stargate, their plan on another planet having gone awry. As Jackson dials home, the Stargate suddenly disappears in an Asgard-like transporter beam. The D.H.D. is likewise dematerialized, stranding SG-1 at the mercy of their enemy. Eight hours earlier, General Hank Landry and SG-1 are briefed regarding the appearance of a highly addictive crop, kassa, that resembles an ear of corn. Colonel Reynolds reports that Lt. Mooney had to be restrained and forcibly returned to Earth when he sampled this food. Teal'c reveals that there have been problems with erratic behavior on several Jaffa worlds, though no one suspected tampering with the food supply. Jackson suggests the Ori could be involved, though this not their usual approach.

With orders to keep a low profile, SG-1 sets off to P6G-452 to investigate. After a lively discussion in a cornfield -- during which Mitchell suggests Jackson and Teal'c don't look like drug dealers and Mitchell refers to Carter as "Mary Poppins" -- Mitchell introduces himself to a local peasant as "Mr. Shaft." He asks to be taken to the man's boss, kassa-seller Worrel, a local thug connected to the Lucian Alliance.

Mitchell says that he is looking to buy a significant quantity of the kassa and would like to meet Worrel's superior. Suspicious, Worrel takes Mitchell prisoner. With guns aimed at Mitchell and their own position about to be compromised, Carter, Jackson, and Teal'c move into action, which brings them back to running through the woods in a hail of bullets, seeking escape through the Stargate. When it is whisked away by the transporter beam, Worrel's men capture the team.

On Earth, at the S.G.C., Chief Harriman tells Landry that Mitchell has missed the check-in time ... and now the gate cannot connect to P6G-452. Reynolds reports that Dr. Lee has found the kassa to be a highly addictive psycho-stimulant, one that had to be deliberately engineered. Landry contacts the Odyssey, Earth's newest interstellar ship, under the command of Colonel Paul Emerson. With 90 percent of the systems fully operational, Emerson accepts extraction of the overdue SG-1 as their first mission. SG-1 has the new locator chip implants, which will allow the Odyssey to beam them directly aboard.

Bound to a bench, Mitchell, Carter, Jackson, and Teal'c are beaten and interrogated by Worrel, who thinks they stole his Stargate. He doesn't seem to grasp the improbability of SG-1 stealing the gate before they can escape through it.

Harriman informs Landry of a new Tok'ra dispatch detailing the theft of Stargates from at least four other planets. Suspecting the failure of SG-1 to report could be due to gate theft, Landry orders the intel on the involvement of a mothership with Asgard beaming technology forwarded to the Odyssey. Landry decides to confer with Nerus, a captured Goa'uld scientist ("Beachhead") being held in Area 51.

Having determined that his captives are the famous SG-1, Worrell orders them shot. As guns are aimed, SG-1 is beamed to the bridge of the Odyssey. After introductions, Emerson briefs the team on the theft of the Stargates.

Over a bountiful first few courses, Nerus confirms Landry's hunch that Baal is stealing Stargates. By the time dessert arrives, Nerus suggests Baal wants to rebuild, using the gates on non-gate worlds to set up his own empire and regain power. When the question comes up of where Baal is now, Nerus -- now quite full -- will exchange that information only for his freedom.

On board a commandeered Goa'uld mothership now belonging to the Lucian Alliance, an Alliance leader named Netan castigates Worrel for his stupidity regarding SG-1 and the potential loss of two-thirds of their kassa crop, hinting at the Alliance's deep involvement in the addictive food.

Apparently accepting his terms, Landry allows Nerus to leave -- with a going-away present of two cases filled with of cupcakes for the gluttonous villain. Nerus immediately locates Baal and his mothership, where he begs to be reinstated as Baal's resident genius servant. Unbeknownst to Nerus, a locator chip has been hidden along with his desert. The technological devices Nerus had with him have also been implanted with a computer virus, in the hopes of disabling the systems on board Baal's ship as soon as Nerus interfaces one.

The hidden beacon gives Stargate Command Baal's location, which they forward to the Odyssey. There SG-1 detail their plans to beam onto Baal's ship when the virus disables the shields, place locator beacons on the stolen Stargates in the cargo hold, and beam themselves and the gates back using the Odyssey's own Asgard transporter beam.

Odyssey comes out of hyperspace to find Baal's ship disabled -- right according to plan. As SG-1 beams in, Baal goes to Nerus's room and confronts him. Nerus plays down the problem as a little computer virus, easily eliminated. Meanwhile, led by two-handed gunfire from Teal'c, Carter, Jackson, and Mitchell locate the Stargates -- and find far more of them than intel had suggested.

As they tag the gates, three ships of the Lucian Alliance arrive, demanding the return of their own missing gates. The Odyssey stands by, intent on their mission, a mission endangered when Baal's shields come back online. Trapped, Mitchell asks if Carter can find another way off Baal's ship.

The Lucian Alliance attacks, costing Baal his shields, which allow the extraction of the gates by Odyssey.

They cannot locate SG-1, however, by the time Baal's ship is destroyed. Though her shields have held thus far, Odyssey jumps to hyperspace rather than face the Alliance fleet.

SG-1 comes through the gate on Earth, Carter having rigged a D.H.D. and gate to send them home before Baal's ship was destroyed. Pleased with their teamwork and success, Mitchell happily declares theirs the best jobs in the world and the day a good one.

Wr Alan McCullough

Dir Peter DeLuise

9 - 17 *THE SCOURGE*

Discussing the fact that Earth has beaten back the Ori plague by delivering the cure to other worlds, Mitchell, Carter, Jackson, and Teal'c walk through the corridor into the gate room where they arm and start up the Stargate ramp. But General Landry scrubs their mission at the last moment, telling them that the Pentagon has assigned SG-1 the task of accompanying representatives from member nations of the International Oversight Advisory (I.O.A.) -- Shen Xiaoyi, Mr. LaPierre, Mr. Chapman, and Richard Woolsey -- to the Gamma Site. Though the support of the I.O.A. has become vital to the Stargate program, it's a babysitting job.

As they begin their tour, Carter explains that this planet was chosen for the base in part because of its radioactive ionosphere, which protects them from being detected from space. Pearson, the base commander, introduces them to Dr. Myers, head entomologist, studying an asexual, fast reproducing, voracious insect called R75. The bugs have devastated crops on several worlds visited by Ori Priors, and may or may not be the next salvo in the Ori arsenal. The bugs avoid predators and find prey via echolocation.

Myers has discovered that the bugs live longer when they are deprived of food. Later, he is surprised when they ignore a leaf he offers -- so he gives them a piece of meatloaf, which they devour. They have become carnivorous.

Also eating meatloaf are the I.O.A. delegates and SG-1. Jackson talks to Shen Xiaoyi, who notes that since China signed the Gate Alliance Treaty three years ago ("Disclosure"), they have received none of the technological benefits the U.S. military has had. Daniel is quick to acknowledge that the complaint is legitimate, and that with the U.S. military in charge she shouldn't expect things to change. But Shen suggests that the U.S. may soon have no choice.

Back in the bug lab, Myers and another scientist return to find that the bugs have reproduced enough to fill their containment unit. As the two watch, the bugs burst forth and swarm toward them. Myers quickly seals the door and activates the emergency biohazard disposal protocol. But one bug has escaped and bites Myers, who quickly kills it.

As the delegates prepare to leave, Myers collapses. Pearson locks down the base until they understand the source of Myers's illness. He is readied for transport back to Earth via the Stargate, while the increasingly agitated delegates are forced wait. But the soldiers drop his containment tube when bugs erupt from his mouth. The creatures swarm across the floor and the gate room is evacuated.

Carter, Teal'c, and Jackson decide the bugs are indeed Ori related, especially since they adapt to a new food type once they have devoured an initial source. Pearson pronounces the gate room lost, and orders the I.O.A. group taken to the surface. Woolsey insists SG-1s escort them.

On the surface, they head for an unmanned research station 10 miles away. Suddenly, Teal'c hears what Carter identifies as the bugs' echolocating. They are travelling underground, and the team is their prey. As the bugs consume one soldier, everyone runs. The other soldier guides them to a cave. Carter indicates that gunfire directed toward the ground will create a concussive sound that should drive the bugs back.

On Earth, Chief Harriman tells Landry that they can only detect motion sensor telemetry when attempting to communicate with the Gamma Site, which Dr. Lee says emanates from R75. He tells Landry that the bugs were being studied for use against the Lucian Alliance's kassa crops. Fearing all human life has been lost, Landry orders Lee to create a neurotoxin to be delivered by the Odyssey, per the extreme measures protocol CR-91. The bugs must be contained no matter the cost.

In the cave, Jackson and Shen Xiaoyi again discuss the Chinese government's position on the Stargate program. She confesses that her report will ultimately be meaningless, hinting that her leaders have already made up their minds.

Mitchell unsuccessfully attempts to communicate with the Gamma base. Walker, guarding the cave entrance, feels a bug crawling under his skin. When Carter says they cannot outrun the bugs on foot, Teal'c suggests F-302s. But Jackson soon announces that Walker is missing. Daniel, Cameron, and Teal'c find Walker some distance away, dead and full of bugs. Jackson returns to the cave, while Mitchell and Teal'c go for the 302s. But before they make it back to the base, they witness its destruction from the self-destruct mechanism.

Carter informs the delegates that the *Odyssey* may indeed be coming -- but CR-91, which presumes the planet is devoid of human life, will be in effect. Jackson suggests they'll be located because of their new transmitter implants, but Carter reminds him of the ionosphere interference. Given their location within the cave and the huge number of bugs around them, their life signs will be undetectable.

Jackson suggests relocating to the research station, five miles away, as it has a transmitter which Carter says she can modify to reach the *Odyssey* as soon as they enter orbit. They near the facility when LaPierre, obstreperous throughout, refuses to continue. Mitchell hands him a pistol so he can cover them. The bugs he will hear, says Mitchell, but not the silent, decapitating "tree ferrets." Carter smiles to herself as LaPierre reconsiders and hurries to join the others.

When they reach the station, Teal'c and Mitchell hold off the pursuing bugs with gunfire. As Carter boosts the transmitters power to penetrate the ionosphere, vibrations from the communications array attract the bugs. Mitchell, Jackson, and Teal'c rig an early warning perimeter of explosives and defend the station with the last of their ammo. As the team fires the last of their ammo at the ground to keep the carnivorous bugs at bay, *Odyssey* beams them all up as the bugs swarm over the station.

Back on Earth, Mr. Woolsey briefs Landry and SG-1 ... and reveals them that despite the formal reprimand they will probably receive over the incident, the I.O.A. is quite impressed with them. Landry informs the team that two more planets have been hit with the Prior bugs, and a way to fight them is being researched.

When Landry departs, Jackson asks if everyone is up for movie night. Mitchell he has the perfect movie picked out: "Starship Troopers."

Wr Joseph Mallozzi & Paul Mullie

Dir Ken Girotti

9 - 18 *ARTHUR'S MANTLE*

Lt. Colonel Samantha Carter is studying an Ancient device recovered from the Glastonbury cave ("Avalon, Part 2"). Cameron Mitchell suggests she needs a break and hashbrowns as its breakfast time. He also points out that as she and Dr. Bill Lee have been examining the device, with no breakthroughs, for six months, it's time to send it on to Area 51 and move on.

Carter suddenly finds a fluctuating EM output, indicating that the device is interactive. As she attempts to stabilize it, a flash of white light dissolves her and Mitchell. They can now see the device projecting a display -- in Ancient.

Dr. Lee enters the lab and they attempt to show him the discovery. When he walks through Carter, she realizes they are out of phase, sent by the device into a parallel dimension within our universe. They need to find Daniel, who experienced a similar problem several years ago ("Crystal Skull"). His grandfather could see him because the older man had also visited the alternate dimension, indicating that Daniel may be the only one on the base who can see and hear them.

General Landry approaches Teal'c (who is fresh from a workout) looking for Mitchell and the rest of SG-1. SG-12 has returned from P8T-474, where the natives indicated the doomsday plan that the Ori Priors have been preaching about may be only days from implementation.

Carter and Mitchell find Daniel, who promptly walks through Mitchell indicating that they are not in the dimension he shifted to. He can't see or hear them at all.

An unauthorized offworld activation draws Landry and SG-1 to the gate control room. A garbled radio message, eventually cleaned up and understood to be a request from the Sodan for immediate assistance, is received. As Mitchell hasn't been located, Landry orders Teal'c to take SG-12 and investigate.

Jackson informs Landry that both Carter and Mitchell are apparently missing. A review of security camera tapes reveals that somehow Carter and Mitchell vanished from the lab, but the cameras in the

corridor outside prove that they didn't leave through the door.

Teal'c and SG-12 find the Sodan village burning and bodies lying everywhere. Only their leader, Haikon, is barely alive. His symbiote dead, they administer tretonin to try and save his life. Haikon tells Teal'c that the murderer is Volnek, one of his own people. Elsewhere, Volnek attacks members of SG-12. Teal'c soon discovers that one of the control crystals has been removed from the "Eye of the Gods," making it impossible to return to the Stargate via the Ancient-designed transportation system. They are trapped on the planet, far away from the gate and any help.

Dr. Lee suggests the missing Colonels have been miniaturized. When they aren't found, he mentions traces of lepton radiation to Jackson. He recognizes it from his own experience with the crystal skull. Delving into various texts, Jackson concludes that Merlin built the device in question for use in another dimension. The lepton radiation means Carter and Mitchell are probably trapped in another dimension and invisible to anyone in the S.G.C. The invisible Mitchell cheers on Jackson for figuring it out.

Teal'c decides to hunt down Volnek while awaiting rescue. He takes one of the Sodan personal cloaking devices and sets off into the forest. As they missed their check in time, Landry orders Colonel Reynolds to prep an extraction team (SG-3 and SG-22).

Jackson surmises that the Ancient device Carter has been studying is actually a keyboard, its display visible only in the other dimension. Mitchell can interact with the device, and he pushes a button to get their attention, thereby establishing rudimentary communication. Only Sam and Cameron can see the display, written in Ancient, but only Daniel has the knowledge to translate it. Since no one knows what random activation of keys will do, Jackson decides they must describe the display one letter at a time using only "Yes" and "No."

Mitchell tells Carter he is going to accompany the extraction team, even though he is out of phase. He feels he may still be able to help. She protests, but he points out that Jackson was able to go off-world when he was out of phase. Mitchell is going to observe, and is effectively invincible, and he promises to come back when the team checks in.

Teal'c, using the Sodan cloak, locates the invisible Volnek, who attacks him. Volnek is growling and zombified in appearance, obviously transformed from a man into some hyper-violent beast. Teal'c riddles him with bullets from his P-90, but it only temporarily stops Volnek.

Wounded, Teal'c retreats to the Sodan village. Haikon, now somewhat recovered, reveals that Volnek encountered a Prior while on another planet, who told him that the Sodan must be punished for their unforgivable treason against the Ori ("The Fourth Horseman, Part 2"). He exposed Volnek to a blast from his staff. A few days later, Volnek fell ill and soon became irrational and violent. He escaped slaughtered everyone -- including his own brother, Jolan.

Reynolds, the extraction team, and out of phase Mitchell arrive on the Sodan homeworld. Teal'c advises that the only sure way to kill Volnek will be to destroy his body. They decide to use a claymore blast with Teal'c as bait.

Dr. Lee continues to work on the Ancient device, and inadvertently sends Jackson out of phase. But Daniel can now read the display in the parallel dimension. He discovers that Merlin created this device to hide the weapon he was working on -- a device to kill ascended beings. Merlin felt the Ori were a threat, so he completed the weapon and moved it off-world. The Stargate address to the planet is recorded on the display.

Lee accidentally drains most of the power from the device. But Jackson determines the key combination that will return them to their own dimension.

Pursuing Volnek, Teal'c activates the Sodan cloaking device and can suddenly see and hear the out of phase Colonel Mitchell. Because he can't be hurt, they decide that Mitchell will be the one to lure Volnek into the claymore trap. Volnek pursues his old enemy relentlessly, and is surprised when he shoots Mitchell dead-on with no effect.

But when Jackson keys the device on Earth, Mitchell is also affected. He is no longer out of phase, and can no longer see or hear Volnek -- who attacks him. Teal'c steps in and saves Mitchell as Volnek rushes into the claymore trip wire, where he is blown up.

Mitchell produces the transporter system's missing control crystal as he and Teal'c head back to the village and, hopefully, home in time for dinner.

Wr Alan McCullough

Dir Peter DeLuise

9 - 19 *CRUSADE*

A very pregnant Vala Mal Doran, wearing green fatigues, strides purposefully down the corridor of the S.G.C. People greet her and she asks where Colonel Mitchell is. Informed that he's in the men's locker room, she goes in, admiring the many men in various states of undress. She barks at one and whistles at Mitchell. Wearing only a towel around his waist, he is shaving. Clearing the mirror, Mitchell sees Daniel Jackson, not Vala, staring at him with a seductive smile.

When Carter sees Jackson, exhibiting Vala mannerisms, she is pleased. They have been studying the effects of the Alteran communication stones and base terminal (Ancient long-range communication device) Mitchell and Teal'c disintegrated in the Stargate's kawoosh -- the device that Daniel and Vala used to inhabit the bodies of two people in the Ori's distant home galaxy ("Avalon, Part 2," "Origin"). Now Vala is able to use Daniel's body to communicate from the Ori galaxy, where she has been living these past several months. She is, in effect, finally in his pants.

Mitchell, Carter, Teal'c, and General Landry listen as Vala, seated at a table where she is video taped, tells her story from the moment her transporter matter stream was drawn into the black hole ("Beachhead"). Landry notes that he and Daniel are to meet with the Russian and Chinese I.O.A. (International Oversight Advisory) representatives in just a few minutes.

Vala reveals that she woke up in a bed in the village of Ver Isca, a place like Ver Eger, where Harrid and Sallis (the people she and Daniel inhabited) lived in the Ori galaxy. A man named Tomin found her unconscious and thought her a gift from the gods. A lame, gentle, sweet, and lonely man, he was smitten with her.

Searching for a way back or a method of communication, Vala encountered Seevis, who served as both barkeep and village administrator. He is their most vehement defender of the religion of the Ori.

When Vala finds herself pregnant, to keep from being burned again, she quickly marries Tomin and convinces him he is the father of the child. In truth she does not know who the father of the baby is. Much to the team's surprise, she tells them that she didn't have relations with anyone and knows of no possible way she could be pregnant by natural means. Mitchell notes that Earth mythology does include such things, including some accounts of King Arthur himself.

Vala continues her story. A Prior has cured Tomin as the Ori conscript their followers in the tens of thousands and have them build ships in preparation for the coming crusade against our own galaxy. Raised from birth to revere the Ori, Tomin states that enemies of the Ori are evil and must be destroyed. Vala concludes that this will be an all-out war and that the warriors will not be swayed nor satisfied with anything less than total victory.

Landry is summoned to the conference room, where Russian officer Chekov and Chinese representative Shen Xiaoyi await. Chekov informs Landry of the Russian intention to take back their Stargate, on loan to the S.G.C. ("Redemption, Part 2"), when the treaty comes up for renegotiation in two weeks.

Vala, in her search for the anti-Ori underground she and Daniel found at Ver Eger, speaks with Denya, a barmaid and harlot at Seevis's bar. She concludes that Denya is a member of the underground -- but the woman may not be trustworthy, as Seevis soon accuses Vala of being an unbeliever. He chains her outside in the center of town, where she remains for three days with no food or water. Finally Tomin, after much consideration, defies Seevis and rescues her.

On one of those nights, she has a vision of herself lying in bed, looking up at a fiery, skull-like image manifesting itself on the canopy above her. She later hears a Prior tell Tomin that the baby is not his -- but is the will of the Ori.

Needing more information, Vala follows Tomin. Near the shipyard and staging site for the new Ori fleet, Denya and Seevis approach Vala. They reveal that Seevis himself is the head of the anti-Ori underground, and that they chained her up to test her.

Aggravated by Chekov's posturing, Landry cuts to the chase and discovers the new 304, a Daedalus-class ship nearing completion, will buy Russian support of the status quo in treaty renegotiations. In fact, he believes that the Russians have no intention of restarting a gate program; backed by the Chinese, they used the threat to secure their own ship.

Seevis is plotting to destroy the ships when they are activated by the ten Priors from Celestis at an upcoming celebration. Tens of thousands of Ori followers will die (including Tomin), depriving the Ori of those who would fight the crusade. But Seevis's plan fails.

Tomin mentions that the "Day of Reckoning" is at hand -- reminiscent of the recent message being preached by Priors in our galaxy. The Priors were only the first wave; the real crusade is about to begin. Vala reports that the Ori fleet is about to launch (from Ver Isca and many other planets) -- meaning the Ori have a working Supergate.

Suddenly, Daniel -- not Vala -- asks what's going on. Communication has been lost on Vala's end. At Seevis's bar, where Vala had been using an Alteran communication device, Tomin has shot and destroyed the device, and kills Seevis and Denya. But Vala convinces him that they forced her to use the device for them, and promises that she hasn't betrayed him. As she must have help with their miracle baby, she will accompany him when he leaves for war.

Carter has the Asgard and Tok'ra search for Supergate activity. The Jaffa have their ships out looking as well. With most resources focused on locating the Supergate and preparing for battle, SG-1 asks for permission to search the address left by Merlin ("Arthur's Mantle") for the weapon designed to kill the ascended Ori themselves. With a nod, Landry sends them off into certain danger.

Wr Robert C. Cooper

Dir Robert C. Cooper

9 - 20 *CAMELOT*

Out looking for Merlin's anti-Ori weapon ("Arthur's Mantle"), Colonels Mitchell and Carter, Teal'c, and Dr. Jackson come upon an Arthurian-style village. Passing through its gate, Jackson spies a sword in a stone, a sword identical to the one Mitchell removed from a stone under Glastonbury ("Avalon, Part 2"). Meurik, the governor of the village, welcomes them to Camelot.

Antonius, the village historian, explains that Merlin -- regarded by their people as a wizard of darkness -- is rarely mentioned. His library has remained sealed since his departure, about the time Arthur left in pursuit of the Sangraal -- the Holy Grail. The library is protected by a powerful curse -- a Black Knight. Mitchell, having defeated one of Merlin's knights before ("Avalon, Part 2"), is not impressed, although Teal'c and the others suggest this challenge left by the once ascended Ancient scientist may be different.

Searching for the library, Mitchell and Jackson spot a teenage girl and a young boy engaged in sword-play. Mitchell offers the girl, Valencia, a few pointers and asks if they know where Merlin's library is located. The pair take Jackson and Mitchell to the library. The door is protected by magic, but Valencia tells them that the key is in the archive. Antonius initially refuses to help ... but his own curiosity and Jackson's explanation prompt him to help SG-1 secretly enter the library.

Daniel immediately starts scanning the many texts and dusty scrolls stashed everywhere. He suggests that any kind of technology could be hidden in the room. Dubious, Mitchell pulls a book from a shelf, inadvertently opening a secret door.

Clutching a book, Antonius takes his leave and returns home as SG-1 heads into the hidden chamber. As in the Avalon cave under Glastonbury in England, fires in the fireplace and wall sconces ignite. SG-1 examines a large stone structure in the middle of the room -- an Ancient control panel, similar to those the team has previously encountered ("Window of Opportunity," "Reckoning, Part 2"). It activates as Daniel steps onto the platform at its base.

Back at the old historian's home, the Black Knight appears and slays Antonius.

Mitchell wanders out to the sword in the stone. Valencia reveals that only he who is pure of heart and true of spirit can pull the sword from the stone. Arthur will not return from his quest until someone in the village can remove the sword.

When Antonius's murder is discovered, Meurik orders SG-1 out of town even as Jackson tries to explain that there is no magic involved. As he utters the words, SG-1 is beamed aboard the Odyssey. The Jaffa

have located the Supergate near P3Y-229 -- a gate that will allow the worshippers of the Ori to bring their assault fleet into our galaxy. An assault is being planned.

Jackson and Mitchell decide to stay behind to search for the anti-Ori weapon, and beam back into the library. They will be picked up by the Russians in their new space vessel, the Korolev ("Crusade"), on its way to the Supergate. While Earth marshals a fleet of its allies -- the Asgard, the Tok'ra, and the Free Jaffa -- to meet the invaders at the Supergate, Teal'c takes an unmarked cargo ship and heads off in pursuit of other potential allies.

When Jackson locates the code for (hopefully) deactivating the Black Knight, the pair proceed to the control panel and activate it. Screams alert them to the appearance of the knight outside in the village. Convinced he can handle the holographic warrior, Mitchell dashes off. But shots from his P-90 has right through the knight.

Valencia sees Mitchell unsuccessfully battling the knight. She rushes to the sword in the stone, pulls it out, and tosses it to Mitchell. Caked in mud, he fights while Daniel manipulates the device, which activates the Merlin hologram and reveals a room full of hidden treasure. But the knight persists. He is about to kill Mitchell when Daniel finds the control crystals, and decides to destroy them with his handgun.

Meanwhile, Teal'c allows himself to be captured in order to bring the Lucian Alliance into the fray. He confronts their leader, Netan, and convinces him to bring the Alliance fleet to the Supergate.

As the Odyssey arrives at the Supergate, the Asgard scientist Kvasir transports aboard. The Asgard have analyzed the data from the phase-shifting device ("Arthur's Mantle"). They believe that Merlin's anti-Ori weapon is a device that can shift energy to the dimension occupied by ascended beings -- killing the noncorporeal entities essentially like one wave cancelling out another. Hopefully the followers of the Ori will cease their invasion of our galaxy if their gods are dead -- but first they must find a way to get the weapon to the Ori galaxy, assuming Daniel and Cameron manage to find it.

Carter and Kvasir conclude that the Supergate can dial out and send the weapon to the Ori galaxy, if they can activate it before the Ori followers do. Since the gate draws its power from a singularity and doesn't have the 38-minute time limit of a normal Stargate, just dialing out could prevent the Ori from dialing into the Milky Way indefinitely. Carter puts on an E.V.A. suit and beams over to the gate to exchange control crystals.

Back in Camelot, Meurik and the villagers enter Merlin's secret room. Jackson asks if they recognize the pendant Merlin wears. Merlin's holographic recording has led Daniel to suspect that the anti-Ori weapon may be the pendant itself -- but it is not to be found among the treasure in the room. Meurik tells them that it is the Holy Grail, and that Arthur went seeking it. And now that the sword has been pulled from the stone, Arthur will soon be returning.

As Jackson again tries to explain there is no magic involved in the Black Knight, he and Mitchell are beamed aboard the Korolev.

Carter begins initialization of the new control crystal. But suddenly the massive gate activates, preventing Odyssey from beaming Carter back aboard. The Korolev drops out of hyperspace just as four Ori warships come through the gate. The Ori transmit a passage from the Book of Origin regarding the coming decimation. Daniel, familiar with the holy book ("Origin"), sends a counter passage, suggesting they are wrong to do this.

Odyssey fires as the Ori ships power up their weapons. A full, pitched battle ensues. The Odyssey loses sub-light engines while the Korolev loses its hyperdrive. The massive Milky Way fleet -- comprised of Earth's two battlecruisers, Goa'uld Ha'tak vessels, Al'kesh bombers, and an Asgard mothership -- fire volley after volley at the invading ships, but cannot penetrate their mighty shields. The Ori followers return fire with powerful beam weapons, cutting the ships to shreds.

And they believe that these four ships are only the first wave, or perhaps even a scouting party. Mitchell receives permission to scramble the F-302s aboard Korolev. Jackson takes a navigation console chair just as Teal'c and the ships of the Lucian Alliance arrive. The Ori ships withstand the combined assault. From her vantage point in space by the gate, Colonel Carter watches as one of Earth's Daedalus-class ships is destroyed.

On board one of the Ori ships, Vala Mal Doran watches with the same horror welling within. Her child, "the will of the Ori," will soon be born.

Wr Joseph Mallozzi & Paul Mullie

Dir Martin Wood

10 - 1 *FLESH AND BLOOD*

After decimating the hastily assembled fleet, the four Ori warships continue their incursion into the Milky Way. Aboard one, Vala Mal Doran gives birth to a girl who is immediately taken away. A one-eyed Prior proclaims the baby Orici -- she who belongs to all who follow the path; the one from whom all will learn. This child of Vala's will be a beacon of light in the darkness to the warriors of the Ori and to all who follow the true path to salvation. She will lead them to glorious victory over any and all unbelievers.

At the Supergate, Colonel Carter floats in space, calling out to any survivors. She finally rouses Colonel Mitchell, drifting semi-conscious in the cockpit of the F-302 he escaped in from the Korolev. He tells Sam that Jackson may still have been aboard.

Colonel Emerson hails Mitchell as the Odyssey returns into communications range. As Mitchell docks, Emerson reports that they followed the Ori ships until they jumped to hyperspace. Kvasir is aboard the Odyssey, working on repairing the Asgard beaming technology.

Teal'c, still aboard a Lucian Alliance vessel, calls Emerson, who hopes the Jaffa can take on survivors. When Teal'c must use a zat'ni'katel on an attacker, Emerson concludes that as a negative.

As Emerson briefs Mitchell on the miracle of their survival, Cam explains that the goal of the Ori is to ultimately convert -- not kill. Jackson is not among the six who beamed from Korolev. There has been no contact with Earth. Only a day of life support remains. The hyperdrive is still off line and the shields are at 20 percent.

Netan, leader of the Lucian Alliance, takes Teal'c prisoner. Claiming they were intentionally dragged into battle to deplete their forces, Netan demands Odyssey's unconditional surrender. But Carter notes that the Lucian Alliance Ha'tak is badly damaged and probably not weapons capable.

Aboard the Ori vessel, still suffering the after-effects of giving birth, Vala meets her daughter, already a young girl of 3 or 4 years old in appearance. As the child heals Vala, she adds that her mother shouldn't worry -- she will show Vala the true path.

Bra'tac gates to Stargate Command to brief General Landry. Agreeing that they need a ship on the scene of the Supergate, Bra'tac departs.

When Kvasir's test beaming reduces a sandwich to a blob, Mitchell takes the helm of the Odyssey, drawing Carter into the 302 bay. In sickbay, Mitchell tells her he has no news of Teal'c -- who is being tortured by Netan. But, he shows her information on a weakness in the Ori shields -- a fluctuation when they would fire their primary weapon.

Mitchell also points out that someone (Jackson, they hope) ringed off Korolev. Indeed, Jackson was helping Korolev's crew ring a nuke onto an Ori ship, when Korolev was hit. He flings himself into the rings and ends up on Vala's Ori ship.

At the S.G.C., Robert Woolsey tells Landry the I.O.A. is considering commandeering Atlantis' Z.P.M. for the Antarctica Earth Defense System. But Landry points out the three weeks necessary to get the Z.P.M., and even then, the Ancient Weapons Platform might not be effective.

Vala goes to see her daughter, now age 8 or 9 in appearance. Interested in her mother's approval, she allows Vala to name her Adria. The child reveals that the Ori wove their knowledge into her genetic makeup. The Ancients, Adria explains, lied to them, and that it was the Ancients who tried to destroy the Ori for their beliefs. Only the Ori share all they have learned. The Ancients have hoarded their knowledge and been dishonest. The Ori do ascend their followers. And it is the Ancients who derive energy from humans to empower themselves to destroy the Ori. Hence, all who can't see the truth path of the Ori must be destroyed.

Jackson locates Vala, who explains how the Ori used her to "sneak one of their own over the border." Meanwhile, Bra'tac arrives at the Supergate just as the Lucian Alliance again demands Odyssey's

surrender. Kvasir beams Teal'c aboard as the Alliance destroys their damaged mothership and jumps away.

The Ori ships emerge over Chulak and immediately attack the settlement. The ship carrying the Orici lands.

Bra'tac agrees to leave a cloaked scout at the Supergate to watch for more Ori. When he and Teal'c leave for Chulak, Mitchell and Carter accompany them to search for Jackson and any other potential survivors of the Korolev.

En route, Carter attempts the Korolev's original "power fluctuation/ring in the bomb" plan, but with no success. Fortunately, Daniel is located in the mothership on Chulak's surface. Bra'tac commits to ramming the Ori ship. Deciding that it is better to live to fight another day, Mitchell has everyone beamed aboard Odyssey when she drops out of hyperspace, seconds before Bra'tac's mothership crashes harmlessly into an Ori vessel's shielding.

Vala dresses Jackson in armor with the idea of capturing Adria and escaping from the Ori ship. As they confront Adria -- 12 or 13 years in appearance now -- Tomin enters with a captured Daniel. Adria orders him to kill Jackson, but Vala steps into the line of fire. As Adria starts to heal her, Jackson stuns Adria and Tomin.

The one-eyed Prior enters to block their escape, and Daniel tries to shoot him as well, but when he fails, he pulls his sidearm and points it at Adria. As the Prior raises his staff, intent on killing the duo when Jackson realizes someone has locked on to his locator beacon. Before an Asgard beam sucks him up, he grabs Vala.

On board the Odyssey, SG-1 and Vala regroup. Jackson wishes he had shot Adria when he had the chance. Mitchell concludes with the obvious -- they need a new plan.

Wr Robert C. Cooper

Dir William Waring

10 - 2 *MORPHEUS*

Colonel Mitchell, Colonel Carter and Vala Mal Doran are waiting as Teal'c gates back from off-world. In eight days, six more worlds have gone Ori. Two Jaffa planets resisted, but were overwhelmed in hours. According to reports, a young woman with extraordinary powers led the invasion.

As they head from the Gate Room discussing the possibility that the Ancient super-weapon in Antarctica is deterring the Ori from attacking Earth, Dr. Jackson runs to them. He announces that he's found the gate address for one of the planets where Arthur searched for the Sangraal.

Briefing General Landry, Vala and the others, Jackson explains how connecting Welsh and Ancient led him to search Merlin's library for Sir Gawain information. There he discovered a depiction of his sword with a gate address engraved on it. Carter reports that attempts to dial out to the Ori galaxy from the Supergate have failed. Teal'c adds that there is a mothership watching for more Ori vessels. Landry orders SG-1 to head out, but he tells Vala she must remain at the S.G.C..

Later, Jackson compares Vala to Teal'c when he asks Landry to take a chance and allow Vala to accompany SG-1. Landry agrees, with the proviso that Jackson keep Vala in line and that she undergo a psych evaluation.

SG-1 finds Vagonbrei deserted, minus many skeletons. Most of the villagers seem to have died in their beds. S.G.C. personnel members Reimer, Ackerman and Grimsby join as medical support.

In the town hall records, Jackson finds mention of a cave overlooking the village that was home to Morgan le Fay -- in Earth legend, a sorceress, half sister of Arthur, and adversary of Merlin. Teal'c suggests that this Morgan may have been ascended like Merlin. Recognizing the danger his weapon posed to any ascended being, she may have stolen it.

SG-1 and Ackerman search for the cave. Teal'c points out there are no birds, in fact no animals anywhere.

Landry visits Vala, diligently studying. He encourages her to be herself. When she does meet with Dr. Hutchison, she tells him she's a candidate for acculturation difficulties, but that she has adopted an

abstract attitude, allowing for cathartic actualization.

Ackerman naps while SG-1 searches the cave. Finding nothing, they return to the village.

Dr. Hutchison attempts an inkblot test, but abandons the effort in irritation because of Vala's studied responses.

Ackerman can't be found when the teams decide to call it a day. Mitchell locates him in a chair, seemingly asleep. They cannot wake him. Dr. Reimer reveals that their white cell count is elevated, as are their serotonin levels. They have all been infected with something; they must stay awake or they may never wake up again.

Lam sends stimulants and medical equipment. Landry offers a hazmat team, which Mitchell declines until they know more.

Carter realizes that they have a strong urge to sleep. Reimer reports that Ackerman is producing excess melatonin, which is keeping him asleep. Jackson finds mention of a sleeping sickness that hit the town -- the result of a curse by Morgan le Fay, angered because they revealed her whereabouts to Arthur. He suggests rechecking the cave.

As they search the cave again, Carter has Mitchell take soil samples in case this is where Ackerman picked up the infection. An energy spike reveals the entryway to a larger cave/tunnel complex. Mitchell and Teal'c head in while Carter takes the samples back.

Vala is preparing for her next round with Hutchison when Robert Woolsey pays her a visit. He suggests he and his organization can ensure her success if she becomes a spy for the I.O.A.

Reimer finds a dormant parasite which live tissue stimulates -- the microbiological explanation of Morgan's curse. Grimsby goes missing.

Deep in the cave, Mitchell and Teal'c pause. They hear an animal. Surmising it's immune, they set out to trap it.

Grimsby has fallen asleep and Ackerman has died. Carter and Reimer perform an autopsy, which reveals an enlarged version of the parasite.

Vala has a disastrous encounter with a lie detector. Woolsey is waiting in her quarters for her answer. In her last encounter with Hutchison, she admits she has recently been risking her life for something other than herself -- due to someone finally believing in her.

As Carter tells Jackson how the parasite provokes a lethal aneurysm, Reimer, loaded up on stimulants, has a heart attack. They try unsuccessfully to revive him. Jackson and Carter fight to keep each other awake even as Teal'c captures the creature, a large lizard. Mitchell, exhausted tells Teal'c to get the animal back to Carter for the cure.

Carter and Jackson are about to sleep when Landry's hazmat team arrives. Teal'c reaches the surface as the new group finds the cave.

Back at the S.G.C., Jackson admits to finding a reference in the Vagonbrei archive: Atlantis. Their quest should next take them there.

Vala demands to leave, shouting insults at the Stargate control room officers, until she learns she been approved. She is stunned. As her first official act, she tells them about Woolsey. When the I.O.A. official confirms his role in her testing, Vala confronts him with claims of sexual advances. Woolsey, dismayed, follows Landry out of the room. She asks for her SG-1 patch, but Mitchell tells her she's probationary S.G.C., not SG-1. To celebrate, she wants to take them to lunch, suggesting Jackson can front her money until she gets her share of the loot.

Wr Joseph Mallozzi & Paul Mullie

Dir Andy Mikita

10 - 3 *THE PEGASUS PROJECT*

The Odyssey drops out of hyperspace inside the Pegasus Galaxy. In the mess hall, Colonel Mitchell and Vala Mal Doran sit opposite a sleeping Dr. Jackson. Mitchell tickles Jackson's ear, rousing him, just as

Colonel Emerson announces their approach to Atlantis. They race to the bridge. Carter is already there.

Mitchell suggests they take a moment to enjoy the view. When it's over, Carter, Vala and Mitchell head off as Jackson takes in Atlantis a bit longer.

In the city, Carter conducts a mission briefing with Dr. Weir, Mitchell, Jackson, Vala, Dr. McKay and Colonel Sheppard. The Ori Supergate has been inactive since the first ships came through. Priors are promising reinforcements. Carter plans to use a gate Teal'c is positioning near the Supergate to dial in with one powered by a Pegasus Galaxy black hole. A directed nuclear blast will force a jump to the Supergate, preventing the Ori from using it.

Jackson and Vala are staying behind in order to search the Ancient database for clues to Merlin's weapon, the Sangraal. Sheppard tells Mitchell that McKay is mortally allergic to citrus as he tosses him a lemon.

Vala, contemplating the "souvenirs" the city must harbor, wants to sightsee, but Jackson steers her back to their part of the mission. She lifts an electronic device from Dr. Zelenka's desk, which he hurries after her to retrieve.

Carter and McKay secure the warheads on Odyssey. Rodney takes a moment to tell Carter how she saved him when he was in a tight situation ("Grace Under Pressure"). She isn't flattered, especially when he reveals she was half-naked.

With the V.R. room's holographic interface -- an image of a Lantian woman -- Jackson begins his research. Bored, Vala goads him into simply asking where Castiana and Sahal are, even though Weir has said her search of the database revealed nothing. The hologram immediately discloses their Milky Way locations and gate addresses.

Near a black hole accretion disk, Odyssey releases a Milky Way Stargate. Inside the Milky Way, Teal'c has positioned a regular Stargate near the Supergate. Carter releases a directed nuclear charge near the Stargate, which translates much of the explosion through the other side, but Teal'c reports it is inadequate. No jump has been made.

Question answered, Vala is ready to leave, but Jackson is suspicious. He asks to see a visual record of Atlanteans who fled to Earth after the first siege. They spot Moros, whom they recognize as Merlin. Faced with Vala's impatience, Jackson finally confronts the hologram. The hologram turns and looks him in the eye. "You have your answer, Daniel Jackson," she says. "I suggest you act on it." She disappears.

McKay and Carter argue about calculations for the next try. Mitchell prods McKay, forcing him to work harder by threatening him with the lemon. Eventually, McKay explains that they need a different sort of blast -- two bombs, exploding in succession. Emerson is concerned about Odyssey and the Stargate, but Carter feels it's worth the risk.

Zelenka informs Weir that because of the blasts a Wraith hive ship has been drawn to Odyssey's location. Because of the black hole, communications and sensors will not function. Weir calls the S.G.C. Sergeant Harriman agrees to have Teal'c pass the warning through his Stargate.

Jackson tells Vala and Weir that the hologram was Morgan le Fay, an ascended Ancient. Coaxed back, Morgan explains that she and Merlin ascended, but several thousand years later, Merlin retook human form when he saw the threat of the Ori. He kept his work secret, but Morgan was sent to observe. By retaining all of his ascended knowledge and powers, Merlin created a weapon that could wipe out all ascended beings. He also formed an enclave of man -- Arthur and Camelot -- to whom he entrusted with his secret. Long ago his opponent, Morgan now understands.

Carter beams in the warheads. Teal'c reports they were unsuccessful, although energy did pass between the gates this time. Before a final attempt can be prepared, an Ori ship arrives at the Supergate. Teal'c conceals their Stargate by extending the cargo ship's cloaking field.

Morgan claims to have no reason to deceive them. She used her teaching hologram as a means of communicating the answers they sought, without overstepping the rules. Jackson rails against hidden clues and cryptic messages. The Ori are a threat to all humans as well as the ascended. When the war is over and all humans feed Ori the power they seek, they will come for the Ancients. Everyone's survival is on the line.

As the Ori ship patrols the Supergate, SG-11 relays Weir's warning. In Pegasus, the Wraith vessel emerges from hyperspace. Teal'c passes along the message.

Jackson surmises that Morgan is afraid of doing the right thing and being punished. He encourages her to be a leader and cross the line the Ancients have established. Vala asks her which planet to search. As Morgan begins her reply, she is pulled away by the others of her kind.

The Wraith fire, knocking out Odyssey's hyperdrive. As the hive ship slingshots around the black hole their jamming technology fails. Carter beams the warheads into the ship. Odyssey slingshots around the anomaly as well, using the gravity well to accelerate out. Just as the hive ship comes into range of the Stargate, Carter detonates the warheads.

Teal'c powers his systems, luring the Ori ship over the Supergate. The energy boost from the Wraith ship's destruction makes the gate jump work. The energy vortex of the activating Supergate destroys the Ori ship -- a great and unexpected victory.

While looking out over Atlantis, Vala consoles Jackson. They now have the addresses to the worlds they needed to find. But one sad truth has been revealed. The Ancients are not going to help.

Wr Brad Wright

Dir William Waring

10 - 4 *INSIDERS*

An Al'kesh approaches Earth's atmosphere.

General Landry, Colonels Mitchell and Carter, Teal'c and Vala Mal Doran discuss the results of the Pegasus expedition. Castiana has a toxic atmosphere that is slowing the search there for Merlin's weapon. They found evidence of stone structures on Sahal, but they were abandoned over 40,000 years ago. Thinking they have missed important information, Dr. Jackson is in the library on Camelot, hunting through Merlin's books.

When N.O.R.A.D. scrambles two F-16s to intercept the Al'kesh headed straight for Cheyenne Mountain, everyone meets in Control Room. The ship does not respond to hails. Landry gives the F-16s permission to engage. The planes disable the vessel, which crashes in an uninhabited area. SG-1 and Vala pick up the pilot -- who turns out to be Baal.

Puzzled that Baal, who has previously come to Earth undetected, would fly right to the S.G.C., Carter scans him and notes the presence of an implanted locator beacon. The mystery deepens as to why, because a jamming screen prevents anyone from locking onto a signal from within the base. Landry explains that Baal will only talk to SG-1.

Vala, drawing upon her time as the Goa'uld Qetesh, suggests Baal's attempt to steal Stargates ("Off the Grid") and to gain control of the Jaffa High Council ("Stronghold") was part of a plan to seize the Ancient device on Dakara -- the one used to defeat the Replicators ("Reckoning, Part 2"), and the one supposedly destroyed by the Jaffa ("Threads"). With modification, it could be used to eliminate organic life in most of the Milky Way, making this galaxy useless to the Ori. His clones, fearing they would die, want the real Baal dead. Or so he says. In return for elimination of the clones, he will offer information relevant to the search for Merlin's weapon.

Agent Barrett comes for Baal, under orders to collect the Goa'uld and take him away for questioning. But Landry refuses to turn him over to the N.I.D., citing that Stargate Command has bigger fish to fry than just the threat of the Trust -- who supposedly report directly to Baal.

Anubis told Baal of Merlin's weapon and his search for it among the thousands of worlds (addresses of which were obtained by O'Neill after using the Ancient Repository of Knowledge). Despite his greatest efforts, the half-ascended being was never able to find it. Baal's information will allow SG-1 to narrow down the selection. He tells them they can find the clones by searching for their locator beacons and the tracking device on his Al'kesh. The clones know about Merlin's weapon and if captured by the Ori, they could reveal the fact that the S.G.C. database contains its location -- a threat the Ori would be inclined to eliminate more quickly.

Dr. Leecombines Baal's information with that possessed by S.G.C. Vala mentions her familiarity with a

planet that used to be under Camulus's control. SG-1 decides to investigate as a test of Baal's intent and information. Before departure, Landry questions whether Vala should go off-world. Mitchell points out that she could be useful, and that he realized long ago that he controls no one on SG-1. Carter shares his rank, Teal'c is an alien and Jackson is a civilian.

As they prep for the mission, Vala models her new, official uniform. She is allowed only a zat'ni'katel for defense, however. On the planet, she locates a ring platform and devises a plan to get them onto Baal's landed Ha'tak. SG-1 soon captures Baal and returns to the S.G.C. DNA tests suggest both Baals are clones. Teams are dispatched to retrieve the Baals.

Soon 20 clones are in custody. Mitchell, Carter and Vala attempt interrogations again. One Baal reveals that Vala, as Qetesh, attacked his fleet at Selenis, crippling his flagship and killing 10,000 of his best Jaffa. After another unsuccessful attempt to get Landry to turn over even one Baal, Barrett speaks with Carter. Her refusal to help him evokes a surprising tantrum of rage. Citing unresolved issues between them, Barrett dismisses orders and visits a Baal on his own initiative.

In the monitors of the briefing room Mitchell notices a Baal overcoming Barrett and escaping. Landry orders a lock down of levels 15-17. The video feed from the cells is cut. Baal captures Carter.

To regain control, Lee suggests symbiote poison in gas form, but cautions that the ventilation system is not designed to spread gas. Mitchell, Teal'c and Vala take teams to provide distractions until the gas can be released.

Baal threatens Carter with Barrett's life if she does not give him the access code to download the list of planets from the database. She surmises he wants Merlin's weapon to kill not only the Ori, but ascended Ancients. Assuming it's only a matter of time until they regain control of the level, Carter complies.

Siler works to prep the symbiote gas for release. Baal has his plan, however. Locking Carter in a supply room, he gathers his Baals. Landry orders the gas released.

Mitchell frees Carter, who races to where the Baals are assembled. Collectively, they beam out to a waiting Al'kesh. Together their locator beacons allowed their signal to penetrate the S.G.C. jamming screen.

Deciding Baal's plan worked only because of Barrett, they question the agent, thinking (and soon confirming) he has been brainwashed. He is taken into custody.

Carter apologizes for giving Baal the list of addresses, but Landry says that, under the circumstances, she did the right thing.

Wr Alan McCullough

Dir Peter Woeste

10 - 5 *UNINVITED*

General Landry has ordered SG-1 and Vala Mal Doran to join him at General O'Neill's cabin so they get to know one another better -- and to take a break from the constant pressure of the Ori. Driving his vintage black Mustang, Colonel Mitchell is the first to arrive despite getting lost.

The others have been delayed. Teal'c is off-world assisting SG-3. Colonel Carter, in command of the S.G.C., can't join them until Teal'c and Colonel Reynolds return. Vala will travel with them. Dr. Jackson, in England, has found a private book collection concerning Merlin and Morgan. Mitchell makes his first stuck-alone-with-your-boss faux pas -- When he remarks that Jackson is like a fat kid in a candy store, Landry reveals he was a big boy in his youth.

They are not alone, however. An unseen observer is watching, using a cloaking field SG-1 has encountered before ...

On P9J-333, Teal'c observes the brutality of whatever has ripped villagers apart. Back at the S.G.C., the two men, Carter and Vala discuss the possibility that this creature is Ori-related. Vala volunteers her extensive experience hunting rare, deadly creatures. If her help isn't wanted, she'll devise activities for quality time at the cabin.

Carter sends Teal'c, Vala, Reynolds and SG-3 and 25 back to P9J-333. Vala is thrilled; Teal'c is not,

especially when Vala tries to negotiate splitting the money if they sell the captured creature. On the planet, there is another attack. Vala runs to the D.H.D. to summon help. The creature and Teal'c follow. Teal'c uses a grenade to kill it.

During a raging storm, Mitchell loses his third chess game to Landry before admitting that he hates it. Landry has been pondering Mitchell's comments about not being in charge ("Insiders"). After Mitchell says he's used to a clearer chain of command, Landry points out that Mitchell made it his personal mission to bring SG-1 back together. Mitchell admits he wouldn't change anything, that he has learned he needs the rest of SG-1. Landry expresses his assurance in Mitchell, but adds that winning will require them to work together. Mitchell's job is to see that that happens.

As Cam prepares for bed, the power fails. Hearing a noise, he grabs a pistol. In the process of investigating he nearly shoots Landry, armed with a shotgun, as they round the same corner from opposite directions. They agree to try not to shoot one another before morning before finally turning in.

Next morning, with the power and phones still out, Mitchell prepares to leave, but the road is washed out. The colonel is horrified by the prospect of another day alone with Landry. Back at Stargate Command, Carter is wide-eyed when Vala, who has used the Goa'uld healing device on the wounded of SG-25, actually sits in Landry's chair. But she draws the line when Vala attempts to put her feet on his desk.

Dr. Redon performs an autopsy on the P9J-333 creature. A black worm-like animal emerges. Teal'c zats it before it can attack the doctor.

Encountering a wild-eyed hunter, Mitchell helps locate the man's friend, now dismembered like the people on P9J-333. Fearing an alien creature is loose, Mitchell and Landry set out to track it down. While they search, Landry reveals he was shot down and hunted by Viet Cong. Mitchell says he finds work relaxing -- that he's twisted that way.

Soon another mutilated hunter is discovered.

When another team returns with injuries, Carter concludes that the worms aren't an Ori creation, as they only appear on worlds where SG teams have disguised themselves using the Sodan cloaking devices ("Babylon"). In addition, one device is missing from Area 51. Agent Barrett, who has recently recovered from his brainwashing ("Insiders"), is investigating.

Carter and Teal'c test the Sodan devices, hoping to attract the creatures. Emitting radiation, a worm transforms a docile host into a vicious mutant. When Teal'c has been cloaked for a short while, a worm appears. The device's own radiation has provided an inter-dimensional bridge.

Mitchell follows a trail of blood to an invisible something. He orders that the cloaking device be turned off. The man using the device, a Trust agent who has been observing the cabin, has been shot. Carter surmises something worse than a bear is in the woods.

Landry commandeers the hunt in the name of national security. A skeptical Sheriff Stokes, who is assured by Landry that everything is fine, is mauled by a massive four-legged monster and dragged off.

Carter hands out devices to SG personnel to track the creature. After nightfall the team locates the area of the woods it has been detected, but can't see it. It materializes several times before they kill it. To everyone's shock (minus Vala), a second creature appears and is quickly dispatched.

The next day Teal'c, Vala, Carter, and Mitchell play poker in O'Neill's cabin. Carter admits that she is not a gambler, but Teal'c agrees, evoking her competitiveness. The others drop out. Teal'c eventually folds, much to Carter's delight. Mitchell commits his final faux pas by laughing about Landry thinking the second creature's attack was a joke. Pleased to see them relaxing, Landry joins the game.

Wr Damian Kindler

Dir William Waring

10 - 6 200

Martin Lloyd seeks out SG-1 for assistance when his failed TV show based on the real Stargate program becomes a feature film.

Wr Brad Wright, Robert C. Cooper, Joseph Mallozzi, Paul Mullie, Damian Kindler, Martin Gero, Alan

McCullough

10 - 7 *COUNTERSTRIKE*

Undercover on a world converting to Origin, Colonel Carter, Colonel Mitchell, Dr. Jackson, Teal'c, and Vala Mal Doran listen as the now fully-grown Adria ("Flesh and Blood") invites the new believers to join her army. In orbit, Odyssey detects powerful radiation emanating from the Stargate. Colonel Emerson, the ship's commander, beams out the team as the wave strikes, killing everyone on the planet.

Vala confesses to Daniel that she is relieved Adria is dead. She felt guilty that she hadn't stopped her before.

Bra'tac arrives on Earth and informs General Landry that the new Jaffa leader, Se'tak, intends to use the Ancient weapon on Dakara against the Ori forces. Landry reveals SG-1's narrow escape and calls the deaths of the planet's inhabitants mass murder. He insists on meeting Se'tak face-to-face.

Carter and Teal'c realize that the radiation wave had to come from the weapon on Dakara. Teal'c is shamed by the actions of his people. Mitchell and Carter refocus on the opportunity to examine an unguarded Ori ship. The team beams aboard and splits up.

Jackson tells Vala that he understands her feelings because of what happened to Sha're, his wife who died seven years ago ("Forever In a Day"). Meanwhile, Teal'c and Mitchell find the engine room and plant a C4 bomb as a back-up plan, in case the ship cannot be salvaged before the Ori return to this planet. Carter discovers the bridge with a command chair interface similar to the one in Antarctic.

Laying claim to the Ori ship, Jaffa warriors led by Bo'rel confront and capture Mitchell and Teal'c. Carter asks for immediate extraction. When Odyssey can't comply, Carter suspects she accidentally activated the shields. Odyssey advises that three Ha'tak vessels have entered the system. Carter suggests that Odyssey leave.

On Dakara, Landry confronts Se'tak. He tells Landry that he no longer feels bound by the agreement made by his predecessors not to use the Ancient weapon. He believes that desperate times call for desperate measures, and the change to seize the Ori ship will allow them to turn the tide against the Ori.

Threatening Teal'c and Mitchell, Bo'rel commands the rest of SG-1 to surrender. Sam is about to call Bo'rel when Jackson, hiding with Vala, beats her to it. As he tries to reason with Bo'rel, he and Vala are discovered.

But Adria, who survived the radiation wave thanks to a pendant bearing a piece of the holy city Celestis, rescues them by killing several Jaffa with her powerful telekinetic abilities.

Jackson tries to zat Adria. She telekinetically points a staff weapon at him even as she strangles him. Vala intervenes. Clearly glad to see her mother, Adria vows they will never be separated again. She didn't believe when the others told her that Vala had abandoned her.

Elsewhere, Carter deactivates the ship's power before locating Mitchell and Teal'c. The three overcome Bo'rel and his Jaffa.

Vala wants Adria to come with her, but Adria refuses. Searching for information about the weapon, Adria probes Daniel's mind. Unable to extract an answer, she reanimates a Jaffa and learns about the weapon on Dakara. It is the only thing capable of stopping the Ori, and thus becomes her sole target. The ship takes off under her power, ripping through the orbiting Jaffa ships with its beam weapon before entering hyperspace ... on a course for Dakara.

On Dakara, Landry tries to reason with Se'tak, who believes the old alliance is of no use, especially since it is the Jaffa who are dying. This is why Se'tak tested the weapon against converted humans, not Jaffa. Furious when he hears about the destruction of his ships, Se'tak orders Bra'tac and Landry held. He suspects that SG-1 is in control of the Ori warship.

Unable to locate SG-1 and Vala, Emerson orders Odyssey to Dakara.

While Carter tries to gain control of the vessel from the bridge, Mitchell and Teal'c search for Jackson and Vala -- only to encounter Bo'rel and his Jaffa again. Teal'c convinces his distrustful brothers that someone else is controlling the ship, and that they once again share a common enemy.

Adria believes that the galaxy will be converted within the year. In a rare moment of self-doubt, she

wonders how she can persuade a galaxy to follow Origin if she can't sway her own mother. Jackson tries to reason with Adria: he says people should be given a choice. Countering, Adria says she is trying to bring a galaxy from darkness into light. All doubt must be removed lest it spread like cancer.

The Ori ship arrives at Dakara. Se'tak believes SG-1 is in command and seeks vengeance. He vows to Landry that he will recapture it and lay siege to Earth. Landry and Bra'tac are taken to the weapon control room as it fires on the Ori ship.

Agreeing that the ship cannot be allowed to fire on Dakara, Mitchell and Teal'c try to detonate the C4, but Adria prevents the explosion.

Odyssey arrives to beam out SG-1, but the shields are still active. Jackson tells Adria the Ancients will act, but she knows the Ori have free rein in this galaxy. She adds that "they" have plans for Jackson himself.

Carter manages to disrupt the shields as the radiation wave moves from the planet's surface toward the ships in orbit. SG-1 and Vala are beamed out as the wave hits. All Jaffa aboard die, but Adria and the ship are unharmed. The Odyssey escapes into hyperspace as Adria turns the ship's weapons on Dakara, destroying the Ancient weapon and rendering the seat of the Free Jaffa government desolate. Bra'tac and Landry escape via the Stargate.

At the S.G.C., Teal'c delivers the news of Dakara's demise. Five more planets, including Hebridan (Warrick's home) and Langara (Jonas Quinn's planet) have now fallen to the Ori.

Wr Joseph Mallozzi & Paul Mullie

Dir Andy Mikita

10 - 8 *MEMENTO MORI*

A confused Vala wanders the streets of a city alone and, hungry, enters a deli. When she tries to skip out on the bill, the owner, Sol, stops her. She confesses that she has no way to pay her bill ... and, in fact, she doesn't even remember who she is. She has no memory of her life before she walked into his fine establishment.

Stricken with amnesia, Vala agrees to take a job as a waitress to pay back her debt while she tries to piece together her memory. She refuses to go to a hospital, and the very suggestion of it causes her intense anxiety.

Back at the S.G.C., Colonel Mitchell and Teal'c interrogate a man named Weaver -- one of those responsible for Vala's disappearance -- in the isolation room, while Daniel and Carter watch. Weaver isn't very forthcoming with information, and is clearly concerned about what will happen to him if he helps them.

When Vala takes down a pair of would-be robbers, the police take her in for questioning about the incident. But the cop (and deli patron), Ryan, has a hard time comprehending the disoriented and mysterious Vala.

As she begins to remember more and more of what happened to her, Vala discovers that she had been taken prisoner by Athena, an evil being (probably a Goa'uld) who used a memory device to probe for information hidden deep within Vala's memory.

Wr Joseph Mallozzi & Paul Mullie

Dir Peter DeLuise

10 - 9 *COMPANY OF THIEVES*

There are political machinations at work in the upper echelons of the Lucian Alliance, and Netan, their leader, fears that one of his "seconds" may be planning to overthrow him. His decision to commit ships to the battle against the Ori invasion proved to be disastrous. What is more, the Alliance is losing much territory as the Ori sweep across our galaxy.

Netan sends the man, Anateo, on a dangerous assignment to capture the Earth ship Odyssey, hoping that he will either die in the attempt or be disgraced. Instead, the menacing and ambitious Avateo succeeds in taking the ship -- with Samantha Carter on board. He threatens the life of Odyssey commander Colonel Emerson to force Sam to follow his instructions. Anateo believes that his victory will enable him to overthrow Netan, who he believes has failed the Alliance.

The capture of the ship is a great victory, but Avateo wants more: he uses it as bait to try and capture SG-1. He is partially successful, capturing Daniel and Vala.

Later, Colonel Mitchell reports back to Landry. Clearly the Lucian Alliance is behind this, prompting Cameron to hatch a plan to get his team back: he will go undercover as one of Netan's own seconds, and infiltrate the Lucian Alliance.

Mitchell visits Netan under the guise of Kefflin, one of Netan's close friends who runs a kassa operation on the outskirts of the galaxy. Kefflin is known to be extremely reclusive, and few of the other Alliance leaders know what he looks like. When he is beaten and brought before Netan, he pricks him with the Reole chemical (the same one Daniel used to impersonate Yu's personal servant in Season Five's "Summit") to convince him that Mitchell is Kefflin, a dear friend. The plan works.

Mitchell covertly transmits their conversations to Teal'c, who listens from a cloaked cargo ship nearby. But when Teal'c is captured and brutally interrogated by Netan's men, Cameron must think quickly.

Wr Alan McCullough

Dir William Waring

10 - 10 *QUEST (PART 1 OF 2)*

The quest for the Holy Grail continues, as SG-1 hunts for the mythical "Sangraal" -- believed to actually be an Ancient device invented by Merlin, which can kill the ascended Ori ("Camelot"). The Ori have launched a bloody crusade to convert our galaxy to forcible worship, and SG-1 hopes that if their "gods" are destroyed the followers will cease their campaign.

The team visits a medieval-style village on another world, where they meet Osric, a frail old librarian who keeps watch over all the village's material related to the Sangraal. But they aren't the only ones looking for it: Baal is also searching for the device, and has already been here.

Osric warns them that many have come to him looking for the Sangraal, and have died in their quest. The way is perilous (the woods in which it is said to be located was cursed by Morgan Le Fay), and the legendary prize is guarded by a great dragon. Daniel doubts that it's an actual dragon ...

The team finally has a solid lead on where the Merlin's anti-Ori weapon is ... but Osric refuses to show them the map that Morgan left behind, as the last group of travellers -- Baal and his minions -- tried to steal it.

Convincing Osric to show them the map is just the first of many challenges SG-1 faces. They must decipher ancient clues, overcome the "curse," and even join forces with their enemy.

Wr Joseph Mallozzi & Paul Mullie

Dir Andy Mikita

10 - 11 *QUEST (PART 2 OF 2)*

SG-1, Adria, and Ba'al continue their quest to search for Merlin's weapon. They defeat the dragon then SG-1 and Ba'al are transported to another planet without Adria. The team search the new location and find Merlin, but being in stasis for so long has weakened him so Merlin passes all of his knowledge on to Jackson via an Ancient device. Now Jackson must build the weapon before Adria finds them.

Wr Joseph Mallozzi, Paul Mullie

Dir Andy Mikita

10 - 12 *BOUNTY*

Col. Mitchell returns to Kansas to attend his high-school reunion with Vala when Stargate Command learns of an attack on SG-1 team members.

Wr Damian Kindler

Dir Peter DeLuise

10 - 13 *THE SHROUD*

The SG-1 team learns of yet another world that has been visited by a Prior of the Ori. However, this Prior hasn't issued any threats. The team waits for the Prior's return, only to be shocked by his identity.

Wr Robert C. Cooper

Dir Andy Mikita

10 - 14 *LINE IN THE SAND*

Mitchell, Carter and Teal'c arrive on a planet being threatened by the Ori. They decide that a line needs to be drawn and that the Ori must not be allowed to advance any further. Carter attempts to use the Ancient Merlin's technology to prevent the Ori from taking over the planet.

Wr Alan McCullough

Dir Peter DeLuise

10 - 15 *THE ROAD NOT TAKEN*

Carter ends up in an alternate universe and changes the course of things in that universe.

Wr Alan McCullough

Dir Andy Mikita

10 - 16 *BAD GUYS*

SG-1 finds an alien museum on another planet but are mistaken for a bunch of rebels that have taken hostages.

Wr Martin Gero

Dir Peter DeLuise

10 - 17 *TALION*

After a terrorist attack on a Jaffa summit leaves many dead and Bra'tac seriously injured, Teal'c goes on a one-man quest for revenge.

Wr Damian Kindler

Dir Andy Mikita

10 - 18 *FAMILY TIES*

Vala's father Jacek contacts SGC claiming to have vital information that could impact the survival of Earth. Meanwhile, Gen. Landry's ex-wife pays a visit.

Wr Joseph Mallozzi, Paul Mullie

Dir Peter DeLuise

10 - 19 *DOMINION*

SG-1 gets caught in the middle when Ba'al and Adria compete for domination of the galaxy.

Dir William Waring

10 - 20 *UNENDING*

The SG-1 team extends a small time frame to several years to survive an attack of the Ori and tries to find a solution to solve their problem.

Wr Robert C. Cooper

Dir Robert C. Cooper

STARGATE: ATLANTIS



The Lost City of Atlantis Has Been Found!

A secret group of scientists have discovered the location of the famous lost city of Atlantis, but it's not on Earth. It's located in another galaxy altogether, the Pegasus galaxy. Stargate Atlantis, a spin-off from the highly successful Stargate SG-1 series, follows a multinational scientific and military group, lead by Diplomat Dr. Elizabeth Weir (played by actress Torri Higginson), headed on a one way trip to Atlantis. Their mission: to investigate the secrets of Atlantis, a city now known to have been built by ancient powerful beings, and bring whatever they discover back to Earth. They will be all on their own, with no means to return, with no means of rescue or support, unless they can find the technology they need in Atlantis to return them to Earth.

Once in Atlantis, the group finds the city abandoned; asleep for tens of thousands of years, and no power source left for a return home. They must find a power source within Atlantis' own Pegasus galaxy using the same stargate system that got them there or they will be stranded forever. On the first planet they visit, they accidentally waken a new, powerful, and more evil enemy than human kind has ever faced, the Wraith. And the Wraith are hungry for humans!

Follow the extraordinary adventures of an SGA team lead by Major John Sheppard (played by actor Joe Flanigan), and his team made up by his second in command Lt. Aiden Ford (played by actor Rainbow Sun Francks), and the Astrophysicist/Scientist Dr. Rodney McKay (played by actor David Hewlett, reprising the role he played in Stargate SG-1). Joining the team will be Teyla Emmagan (played by actress Rachel Luttrell), a beautiful, exotic, and strong-willed woman from the Pegasus galaxy.

Stargate Atlantis is an American science fiction television series part of the Stargate franchise. It is a spin-off from the television series Stargate SG-1, which was based on the film Stargate (1994). Produced by MGM, Stargate Atlantis premiered on the US Sci Fi Channel on July 16 (Sky One in Europe), 2004 with "Rising", a movie-style two-part episode, that guest starred Richard Dean Anderson and Michael Shanks from Stargate SG-1.

Developed by longtime SG-1 producers Brad Wright and Robert C. Cooper, Stargate Atlantis regulars include Joe Flanigan, Torri Higginson, David Hewlett, and Rachel Luttrell. Other actors listed included Rainbow Sun Francks in the first season and Paul McGillion in season two. Actors playing major recurring characters include Robert Davi, Colm Meaney, David Nykl, Mitch Pileggi and Kavan Smith.

The series is currently broadcast in several countries around the world; in some places, like Europe, Canada, Japan, Australia, and the United States, the series is broadcast in HD.

Conception

When the Stargate SG-1 producers Brad Wright and Robert C. Cooper thought the series was going to end after season five (when Showtime dropped it), they came up with the idea of making a new feature film. But when the ratings on its new home Sci-Fi channel skyrocketed, the idea got pushed after season six and later after season seven. But then there was talk of a spin-off series and the producers were left with a serious dilemma, since the whole seventh season had been planned to lead up to the great discovery of the lost city of the Ancients. "Lost City" was supposed to be a bridge between SG-1 and a new show or a movie, which wasn't supposed to run at the same time as SG-1. Wright and Cooper rewrote the script as the two-parter season seven finale, and moved the setting of the story. The city, originally planned to be on Earth under Antarctica in place of the SGC, moved to the Pegasus Galaxy. By doing so, they wanted to avoid the fans wondering why SG-1 wasn't coming to help them, and also gave them the chance to wipe the slate clean.

The series got the green light on November 17, 2003 and started shooting in February 2004. It premiered on July 16 of the same year.

Casting

Stargate Atlantis main characters in Season 1. From left to right: Lt. Aiden Ford, Teyla Emmagan, Lt. Col. John Sheppard, Dr. Elizabeth Weir and Dr. Rodney McKay. From the start, Wright and Cooper ruled out casting "star names", on the basis of the financial pressures they were already experiencing with "star names" on Stargate SG-1. The casting was made more complicated because Atlantis got the go-ahead in November, and had to compete with other networks during pilot season.

The character most difficult to cast was the then-called Dr. Ingram, an unexcitable scientist expert in the Stargate. As the first day of shooting drew nearer and they were unable to find the right actor, they came to realize they had brought in the wrong character. Longtime Stargate director Martin Wood and Brad Wright thought it should be Dr. Rodney McKay, who had already appeared in a guest role in three episodes of Stargate SG-1. Actor David Hewlett was contacted and arrived to the set the day after filming had started.

Season 2 brought casting changes. The creators found themselves with a problem with the character of Lt. Aiden Ford (Rainbow Sun Francks), a first season regular that the producers, and the actor himself, felt had not worked like intended and was highly underused as a result. Unwilling to write him out, the writers came with an idea to make the character more important, but that downgraded him to recurring. To replace him, they created Ronon Dex as a sidekick for Lt. Col. John Sheppard, but finding an actor with the physical presence and the acting ability necessary was not easy until they saw Jason Momoa's tape. X-files veteran Mitch Pileggi was added to the cast in the recurring role of Col. Stephen Caldwell. Paul McGillion's character, Dr. Carson Beckett, became a regular in season two.

Spoiler warning: Plot and/or ending details follow.

Season 3 shacked the lineup again. Paul McGillion's Dr. Carson Beckett was killed in the episode 17, "Sunday". It was only the beginning, since new changes were announced for season 4 about the same time. Amanda Tapping will cross from Stargate SG-1 for 14 episodes in Season 4, while Torri Higginson will become a recurring character.

Spoilers end here.

Format

Each season of Stargate: Atlantis features 20 episodes broadcasted in two series of 10 episodes each. The first 10 episodes air from mid-July to September in the United States, ending in the cliffhanger of a two-parter episode. The second half airs first in Canada, from November to January, ending also with a cliffhanger. In the United States, the second half aired from January to March during seasons 1 and 2, but season 3 will air from April to June 2007.

Stargate: Atlantis episodes feature a self-contained story that also contributes to the larger storyline of the war against the Wraith and their search for the means to destroy their enemy. Each season has also featured a two-parter episode, and a few episodes that, while not technically two-parters, had continued directly the story of the previous episode (for example, season 3 "Progeny" and "The Real World").

Each show begins with a cold open, sometimes preceded with a recap of events relevant to the upcoming narrative. The opening credits feature an original theme by Joel Goldsmith. Though they were drastically cut at the start of season 2, the full credits were recovered after the mid-season parter.

The show blends different types of approaches to science-fiction, from action to comedy.

Filming locations

Stargate Atlantis is filmed at Bridge studios in Vancouver and on location in several places in British Columbia. The Pemberton Glacier doubled for Antarctica during the opening flying sequence in series premiere "Rising". Lynn Valley Canyon was, for example, where the episode "Instinct" was filmed.

Stargate Atlantis inherited Blade Trinity's effects stage. The Blade Trinity production gave the set to Stargate Atlantis to save the high cost of dismantling the massive construct. The set has appeared several times. For example, the walkway Sheppard walks in "The Storm" is the topmost part of the Blade Trinity set.

Soundtrack

Audio samples from original soundtrack composed by Joel Goldsmith:

"Stargate Atlantis Main Title" (2005) ([file info](#))

Main title theme.

"Atlantis Wakes" (2005) ([file info](#))

Atlantis wakes upon the team's arrival.

"The Rising" (2005) ([file info](#))

Atlantis rises from the ocean.

Problems playing the files? See media help.

Stargate Atlantis features a symphonic orchestra soundtrack composed by Joel Goldsmith. Goldsmith's first task for the series was to compose the main title song, which was nominated for the Outstanding Main Title Theme Music Emmy award in 2005. When composing the music, Goldsmith went for a more pastoral, European and Americana approach, while keeping the adventurous, symphonic approach the producers wanted. [9] Goldsmith's score for season 2 episode "Grace Under Pressure" was nominated for an Emmy Award for Outstanding Music Composition For A Series (Dramatic Underscore) in 2006.

In November 22, 2005, Varèse Sarabande Records released the Stargate Atlantis Original Television Soundtrack CD. It contains 16 tracks, all from the series pilot "Rising", with a total running time of 42:18.

I've read comments about how bad this spin off is. Are they watching the same series as I? This is not a carbon copy of SG1, or should it be! The story lines are completely different and the characters are fantastic! I love the Wraith! I look forward every week for this show. I just hope and pray that the Sci-Fi channel doesn't cancel it like they've canceled great sci-fi shows in the past! The super line-up on Firdays with Andromeda, Stargate SG1, Stargate Atlantis and Battle Star gallactica, what more could a sci-fi Junker ask for? If Stargate SG1 ends it's run, this spin-off will take it's place without sacrificing it's quality!

Produced by Carl Binder . co-executive producer (2005-) , Robert C. Cooper . executive producer, Peter DeLuise . co-producer , Ron French . co-producer , Martin Gero . co-producer (episodes: 2.01-2.10) , Martin Gero . producer (episodes 2.11-2.20) , Michael Greenburg . executive producer (pilot episode) , John G. Lenic . assistant producer , Joseph Mallozzi . consulting producer (2004-2005) , Joseph Mallozzi . executive producer (2005-) , Paul Mullie . consulting producer (2004-2005) , Paul Mullie . executive producer (2005-) , N. John Smith . co-executive producer
Martin Wood . co-producer , Brad Wright . executive producer.

Original Music by Joel Goldsmith (main theme) (multiple episodes)

Cinematography by Michael C. Blundell, Andreas Poulsson, Brenton Spencer.

Film Editing by Eric Hill, Jeremy Presner, Brad Rines (7 episodes 2004)

Casting by Stuart Aikins, Sean Cossey, Paul Weber (series)

Production Design by Bridget McGuire

Art Direction by Peter Bodnarus, Bridget McGuire, James Robbins, Ricardo Spinacé, Barbara Wilson

Set Decoration by Mark Davidson & Robert Davidson

Costume Design by Christina McQuarrie

Makeup Department - Yvonne Connor . assistant makeup artist , Leah Ehman . makeup department head , Mike Fields . special makeup effects artist , Céline Godeau . special makeup effects artist , Rachel Griffin . special makeup effects artist , Jana Hudson . makeup artist , Brad Proctor . special makeup effects artist , Geoff Redknap . special makeup effects artist , Leah Schweiger . hair stylist

Production Management - George Horie . production manager , Michael S. McLean . post-production supervisor

Second Unit Director or Assistant Director - Peter Dashkewytch . first assistant director , Janice Genn . second assistant director , Janice Genn . third assistant director , Catherine Kretz . second assistant director , Shelley Kreutz . trainee assistant director , Allan Lee . second unit director
Kit Marlatt . third assistant director , Andy Mikita . second unit director , Bill Mizel . first assistant director , Nico Sachse . first assistant director

Art Department - Andrew Bagoly . property assistant , Chris Beach . set designer , Barry W. Brolly . on-set dresser , Nancy Anna Brown . assistant art director , Melanie Cassidy . art department coordinator , Melanie Cassidy . sculptor , Allan Galajda . assistant art director , Dean Goodine . property master , Michael Harburn . sculptor-mouldmaker , Andrew Li . assistant art director , Karen Mullen . assistant property master
Renata Zaliska . assistant property master.

Sound Department - Kevin Belen . sound re-recording mixer , Kelly Cole . sound re-recording mixer ,

Chris Duesterdiek . sound mixer: second unit
 Talvinder Gill . assistant sound editor , Dave Hibbert . sound re-recording mixer , Gord Hillier . sound re-recording mixer , Kirby Jinnah . adr & dialogue editor , Kevin Konarzewski . adr mixer (various episodes) , Bill Mellow . sound re-recording mixer , Michael Miller . adr mixer
 Rory O'Neill . boom operator , Iain Pattison . sound re-recording mixer , Kevin Sands . sound mixer , Kris Casavant . assistant sound editor (uncredited) , Dario DiSanto . foley editor (uncredited)

Special Effects by Wray J. Douglas . special effects coordinator

Visual Effects by - Larry Adlon . digital compositing artist , Simon Ager . digital compositing artist , Geoff Anderson . visual effects onset supervisor
 Tom Archer . digital compositing artist , Tracey Baxter . rotoscope artist , Greg Behrens . visual effects coordinator: SPIN West VFX, Jordan Benwick . digital compositing artist , Nadine Blackler . digital compositing artist , Rod Bland . 3D animator , Landon Bootsma . digital compositing artist: SPIN West VFX , Nicholas Boughen . 3D animator , Mark Breakspear . visual effects supervisor (season 1) , Tom Brydon . 3D animator
 Jose Burgos . 3D animator , Craig Calvert . 3D animator , Brenda Campbell . lead compositor: Atmosphere Visual Effects , Doug Campbell . digital supervisor: SPIN West VFX , Ho Sung Cheon . 3D animator , Michelle Comens . visual effects producer , Tara Conley . digital effects coordinator , Bryan Davies . 3D animator , Chris Doll . lead digital compositing artist , Keegan Douglas . digital compositing artist , Debora Dunphy . digital compositing artist , John Gajdecki . visual effects supervisor: pilot episode , Janice Genn . visual effects coordinator (season 1) , Tristram Gieni . 3D animator , Shannon Gurney . visual effects coordinator: season 2 , Martin Halle . 3D animator , Hamish Hamilton . visual effects assistant , Matt Hansen . 3D artist , Trevor Harder . 3D modeller , Jeremy Hoey . senior digital matte artis, Peter Hunt . digital compositing artist: Rainmaker , Andrew Karr . digital effects artist , Melissa Kirby . visual effects coordinator , Jaye Krebs . digital compositing artist , Mathew Krentz . digital compositing artist , Todd Liddiard . digital compositing artist , Colin Liggett . digital compositing artist , Tannis Mathers . digital compositing artist , Dan Mayer . lead 3D animator , Daniel Osaki . 3D animator , Jinnie Pak . visual effects coordinator , Lee Pierce . digital compositing artist
 Gary Poole . digital compositing artist , Mark Pullyblank . 3D animator , Les Quinn . 3D animator , Michael Ranalletta . digital compositing artist: SPIN West VFX , Madhava Reddy . rotoscope artist , Mark T. Reid . digital compositor , Wes Sargent . lead 3D animator , Naomi Stopa . visual effects producer: Rainmaker , Trevor Strand . digital compositing artist , Matthew Talbot-Kelly . concept designer , James Tichenor . visual effects supervisor (season 2) , Jason Toth . digital artist , Luke Vallee . 3D animator , Chris Van Dyck . digital compositing artist: SPIN West VFX
 Cory Virs . digital compositing artist , Anand Vishal . 3D animator , Bruce Woloshyn . digital effects supervisor , Arnold Yuki . rotoscope artist

Stunts - James Bamford . stunt coordinator , Claude Bouchard . stunt rigger , Kirk Caouette . stunt double , Mike Carpenter . stunt performer
 Laura Lee Connery . stunt double: Erin Chambers , Mike Desabrais . stunts , Trevor Jones . stunt performer , Dan Rizzuto . stunt performer
 Jeffrey C. Robinson . stunt double , Jeffrey C. Robinson . stunts , Dan Shea . stunt double: Richard Dean Anderson Ep #1.1) , Dan Shea . stunts , Sharon Simms . stunt double

Other crew - Lawren Bancroft-Wilson . office production assistant , Bruno Bittner . gaffer , Doug Brons . location manager , John Carron . playback operator , Morris Chapdelaine . lead puppeteer , Andrea Connacher . key production assistant , Amy De Souza . casting assistant (pilot episode) , Ben Derrick . transportation coordinator , Amy Edelson . assistant location manager , Michael Eliot . production consultant
 Lara P. Fox . script supervisor , Martin Gero . story editor (episodes 1.03-1.20) , Darren Giblin . office production assistant , Rick Heal . on-set tutor (episode "Childhood's End" episode #1.6) , Cliff Hokanson . steadicam operator , Ivy Isenberg . casting associate: USA , Boris Ivanov . production coordinator , Damian Kindler . creative consultant , Ryan Malone . assistant editor , Qadesh Markowski . second assistant production coordinator , Andrew Marles . key production assistant , Bob McQuarrie . assistant location manager , Brae Norwiss . assistant editor
 Raffi Palouljian . script researcher , Karen Pelrine . assistant production coordinator (one season) , Louisa Phung . production assistant , Brigitte Prochaska . unit publicist , George Ramage . rigging best boy , Thyrsa Richardson . assistant costume designer , Ed Robertson . driver: cast
 Grizz Salzl . first assistant camera , Jim Stacey . camera operator , Allison Volk . post-production coordinator , Paul Weber . casting: USA
 John Zulinski . key grip.

WR.

DIR.

The team is lead by military commander Colonel Marshall Sumner, who is the first to step through to Atlantis. The facility is cleared and secured, and remarkably the systems begin to activate and light up as the humans begin exploring the massive city. Two scientists find a bay filled with Ancient ships capable of travelling through the Stargate; Dr. McKay finds the control room with Stargate dialing controls; and it's not long before the team discovers that the entire city, protected by a massive energy shield, is underwater.

As they continue to explore, Beckett finds a holographic recording left by one of the Ancients. She explains how the Ancients left Earth and came to the Pegasus Galaxy, seeding the human form of life on a thousand worlds. But then they set foot on a dark world where a terrible enemy slept: the Wraith. The enemy awoke and began feeding on the human-populated worlds like a great scourge, until only Atlantis remained. The shield withstood the assault of the enemy's weapons for many years, but finally the Ancients decided that the only way to preserve the last of their kind was to submerge the city. The remaining Ancients went through the Stargate and returned to Earth thousands of years ago to live out the remainder of their lives.

Soon, however, the team realizes that the great city of the Ancients may be nearing destruction -- and because of their arrival. Two of the three Z.P.M.s that power the city are dead, and the third is almost there. By exploring the city and turning things on, they risk the complete failure of the shield that is holding back the ocean.

The naquadah generators brought from Earth cannot generate nearly enough power to sustain the failing shield, and, as expected, there's not nearly enough power to gate back to Earth. But they can dial to other planets in the Pegasus Galaxy. A planet from the Ancient's local database is chosen, and Colonel Sumner leads a team to either find a new Z.P.M. or safe harbor for the expedition. Major Sheppard goes along, as does the young and enthusiastic Lieutenant Ford.

They arrive in the dark on the planet Athos, where two young children are playing in the woods. They meet a man named Halling, who believes they are traders. Halling leads them back to the Athosian encampment and introduces the team to Teyla Emmagan, one of their leaders. She is a strong and beautiful woman, who is cautious about helping the strangers. Sheppard tries to get to know her. When the sun comes up it reveals the ruins of an old city nearby, which the Athosians do not visit for fear that it will bring the Wraith down upon them. Sumner leads a team to check it out, while Teyla shows Sheppard a series of cave drawings that tell of the last great Wraith attack on their world.

The Wraith keep human-colonized worlds like Athos as feeding grounds, returning every so often to "cull their human herds" -- though sometimes not for hundreds of years at a time. Still, they return more frequently in smaller numbers to keep the Athosians living in fear. Though they possess advanced technology, the Athosians live as a simple people and move their camps around to try and avoid the great enemy. Teyla is surprised to hear that the visitors have never heard of the Wraith; they have visited many worlds through the Stargate, and have never met anyone who did not know about them.

Back at the Stargate, Ford watches as the gate activates and three Wraith "dart" ships come soaring through. Teyla and Sheppard return from the cave while Sumner's team rushes back to the encampment.

Wr Brad Wright & Robert C. Cooper

Dir Martin Wood

1 - 2 *RISING (PART 2 OF 2)*

The Wraith have begun an assault on Athos. Dartspour out from the Stargate and begin systematically culling portions of the Athosian-occupied landscape. Colonel Sumner, Sergeant Bates and the small battalion of Earth men are ill equipped to handle the bombardment. It is only when Major Sheppard contacts Sumner and informs him that the Wraith are able to make humans see things that aren't there does he point his guns to the sky.

Sergeant Bates manages to disable a single Dart before he and Sumner are swept away in a culling beam, along with Halling and a number of other Athosians. Teyla is lost in this manner as well. Sheppard radios Ford, still on guard at the gate, to memorize the coordinates to where the Wraith are returning.

Back in the city, power readings are going critical. Dr. McKay has lost all patience for the drain. It is time to leave -- before the city is destroyed by the ocean. But just as Dr. Weir orders the dialing sequence to commence, an incoming wormhole blocks their escape. Ford's I.D.C. ushers in Sheppard, the remainder of his team, and the entire Athosian colony.

The shield cannot remain active any more.

The clamp mechanism holding Atlantis to the ocean floor releases, and the city is allowed to rise -- bursting through the surface of the water to a glistening morning sun. This unanticipated safeguard has preserved the city for the future.

Now that Atlantis is above water, Weir is hopeful that the shield will be useful if the city fell under attack. Unfortunately, there is only enough remaining energy in the Z.P.M. to power the most basic systems.

Sheppard turns over the coordinates the Wraith escaped to, ordering McKay to come up with the right combination. But Weir is not willing to let him attempt a rescue. She takes this matter up with him in private, explaining that the Wraith, once aware of the city's resurrection, would be impossible to stop. But Sheppard assures her that now that humans have been taken prisoner Atlantis will likely be revealed anyway. Reluctantly, Weir grants the mission.

Unfortunately the coordinates to the Wraith escape route end in space. But McKay introduces Sheppard to the ships found earlier. His Ancient gene activates the craft once he steps inside. Later, Sheppard is joined by Ford, Stackhouse and several military team members for the rescue mission. The ship, nicknamed a Puddle Jumper, remotely activates the Stargate and flies through.

One Athosian has already been taken by the Wraith. Now Teyla, Bates, Halling and several others are forced to watch as an intimidating Wraith commander and two guards take Colonel Sumner away from the cell.

Sheppard lands the Puddle Jumper several clicks from the Wraith compound. He teams himself up with Ford and enters. Soon they locate the prison cell, and give Bates the equipment necessary to escape from within, while Sheppard goes in search of Sumner. Meanwhile, the Wraith Keeper's powerful mind tricks have forced the colonel to reveal that there are more than millions of humans from his home planet, but the woman isn't able to learn Earth's location. All she knows is it is not in her galaxy. But in any case, the amount of food available "out there" is enough to satiate her people for some time to come.

When Sumner refuses to relinquish more information the Keeper begins to feed on him -- placing the feeding tubule of her hand onto his chest -- draining his life force. Sheppard, who has concealed himself a floor above, shoots at her and her minions, but soon it is too late. Sumner is little more than a corpse. He nods at Sheppard, giving approval to end his torment. Sheppard fires his P-90 at the colonel, killing him.

But Sheppard himself has now become a captured by the Wraith. The Keeper questions him as to where he obtained the Ancient technology he possesses, but to no avail. Before she can now feed on the major, Lieutenant Ford comes to the rescue. Sheppard orders the C-4 they planted to detonate, making several big holes in the compound. Sheppard takes the long, thin end of the Wraith rifle and drives it through the Keeper. She falls to the floor. "You don't know what you have done," she tells him, assuring him that she, the safeguard for her entire race, will ensure that all Wraith in the galaxy will now awaken.

Sheppard and his party hurry with the captives back to the Jumper. The ship enters orbit of the planet, only to find their way blocked by a squadron of 13 darts. Sheppard is forced to de-cloak the Jumper to drive them away, releasing powerful drone weapons he had no idea the ship possessed into the Darts of the enemy. As the Stargate opens to Atlantis Ford inputs his I.D.C., but on final approach several Dart blasts penetrate the Atlantis gate room. Sheppard retracts the drive pods just in time before the ship goes through, activating the shield behind them when they emerge on the other side.

A celebration for the rescue has commenced on a lower terrace of Atlantis's central spire, where Weir congratulates Sheppard and Ford with cups of General O'Neill's wine -- and a push to Sheppard that he must now compose a team. It is Weir's opinion that the new occupants of Atlantis must do their part. With the Wraith stirred, missions must commence to get help to the rest of the Pegasus Galaxy. And do what they came to do.

Wr Brad Wright & Robert C. Cooper

Dir Martin Wood

1 - 3 *HIDE AND SEEK*

Dr. Beckett's gene therapy has progressed, and he is finally ready for his first human test subject. Dr. McKayeagerly agrees, so that he can use Ancient technology like Major Sheppard. It's not long before the therapy is proven to be effective. McKay has found an Ancient personal shield generator, and soon tests it with Sheppard by shooting him in the leg, and even throwing him over a balcony -- neither of which hurt McKay at all. But when he wants to take it off he finds himself unable to reach it ...

After unsuccessfully attempting to drink a cup of coffee, McKay is beginning to fret. But Beckett is celebrating. His first test subject was a success. Meanwhile, allocating living quarters is proceeding in a timely manner. Teyla wishes her people to contribute, but Sheppard and Weir caution that it will take

time to train them in Earth's weapons and tactics. In the command center, the Atlantis staff is each issued a command code in the event the city is compromised.

Sheppard tries to scare the Athosian children to sleep by telling them a bedtime story, but they get hung up in the unknown human terms. Afterward he plays an historic football game for his team, introducing Teyla to the concepts. Meanwhile, Jinto and Wex leave their quarters and play a game of hide and seek in the dark corridors. After an odd delay, Wex calls out for Jinto, but he is gone.

Sheppard awakes his men to locate Jinto. Weir makes a city-wide communiqué for him, but the only response is a loss in power and a random gate dialing. McKay suggests that there might be ghosts in Atlantis. During the search one of the Athosians reports to have seen a shadow. Sensing a possible danger, Sheppard orders all teams to be recalled to the gate room. There, Jinto's father, Halling, sends out a message to his son, telling him that he is not angry, encouraging him to make some noise. Power loss occurs again and McKay passes out.

Out on patrol, Sheppard encounters a creature which appears to be a shadow of darkness. It retreats into a naquadah generator bay and leaves after he and Grodin power it down.

Jinto manages to use the communication devices and explains where he has been taken, though he doesn't specifically know where he is. As it turns out he discovered an Ancient transport chamber that was being used as a closet. Sheppard and McKay go to his location and retrieve him. Meanwhile, Grodin has managed to recalibrate Atlantis sensors to detect the entity, which they have currently running in circles by deactivating naquadah generators as it approaches them. Still, any form of energy is enough for it to feed on. It corners Ford and Stackhouse into a corridor. As Stackhouse manages to avoid it, the creature temporarily devours the Lieutenant.

Back in the med bay, Ford is making a hasty recovery. McKay has analyzed one of the devices Jinto touched -- an Ancient containment unit. Apparently he accidentally released the creature into the city. From what he reads, the Ancients were researching an evolutionary development to ascension itself, using this creature as a test subject. It has been trapped in the device since they abandoned the city. One thing is clear: once the naquadah generators run dry, it will consume everyone's life force.

Jinto apologizes to Ford for indirectly getting him injured and is taken by his father to bed. Back in the pier lab, McKay determines the containment device has two primary buttons: a setting to attract the creature and one to trap it. When Weir suggests that Rodney is sufficiently protected and should be the one to stay, the Ancient shield emitter deactivates and falls off. Sheppard suggests he go get a drink. He'll spring the trap himself. McKay eagerly departs.

Power to the city is cut off and the creature eagerly makes its way to Sheppard's location. Discovering the containment device is what it was attracted to, it takes one look at Sheppard and departs. It is obvious now that its more intelligent than anyone suspected. Teyla offers a thought that it might wish to leave the city, so a new plan is soon devised.

A naquadah generator is brought to the gate room with the intent of using it and an automated M.A.L.P. to lure the entity through the Stargate to the barren wasteland of M4X-337. When the generator activates the creature arrives, larger than ever before. It now spans the entire gate room. Power to the M.A.L.P. depletes before it can get through the Stargate. Out of options, McKay has a change of heart. He replaces the Ancient shield on his chest and walks into the blackness.

Inside large blue crystals, appearing in subatomic proportions, encircle him. He reaches the naquadah generator and tosses it through the gate, forcing the entity to follow, and is almost immediately rendered unconscious after the shield fails. After his team requests medical aid, they wake him and tell him that he succeeded.

Wr Robert C. Cooper

Dir David Warry-Smith

1 - 4 *THIRTY-EIGHT MINUTES*

Jumper One returns to the Stargate on final approach, after having suffered an attack from several remaining Wraith on their homeworld. Major Sheppard is in critical condition, having been bitten in the neck by a paralyzing insect that refuses to let go. After opening the gate to Atlantis, Jumper One begins to make its way through the event horizon, but becomes lodged mid-way via a damaged starboard drive pod that did not retract. Power is cut inside the ship, and it is imminently clear that the team has 38 minutes to live before the gate automatically shuts down.

Once minimal power is restored people begin to move about within the jumper. Ford, who is retrieved from the front compartment via his un-dematerialized arm, reports back to base and gives Weir

information concerning their new problem (including the fact that two officers, Malcolm and Stackhouse, are now dematerialized within the gate itself). He then gives a run-down of recent events:

Jumper One returned to the Wraith homeworld to gain reconnaissance on the species, but when they reached the surface they found the colony to be gone. In its place was an enormous crater, which was not created by an explosion. It is soon surmised that the colony was actually a hive ship that had existed there for so long trees and forest literally grew on top of it. The ship is supposedly now off culling planets and restoring their species to power.

Apparently not all Wraith abandoned the planet, as several warriors chased the unit back to the Jumper. Sheppard, however, became lodged in an enormous web where the giant insect bit him and began to disable his immune system. Even a single Wraith warrior was dissuaded from killing him after seeing what had already begun to sap away his life.

It was not long before everyone was back aboard the Jumper, and in a hasty retreat the craft's starboard drive pod was damaged by the Wraith.

Sheppard eventually regains consciousness and realizes that the team has not returned to Atlantis. McKay is busy taking readings of the ship. Back on Earth, an Apollo-13-style team has been assembled to try and analyze the problem from their end. Soon their best recommendation is clear: close the jumper's partition hatch and hope that atmosphere is maintained long enough to send a second jumper and tow them back when the gate finally disconnects, splitting the ship in two. McKay finally manages to close the partition, leaving everyone in the dark. Sheppard is beginning to lose feeling in his arms and legs, as well as patience with Rodney's mouth. Teyla tries to make John comfortable with a makeshift pillow as his condition worsens. Back at Atlantis, Dr. Zelenka and his team continue to work with a Jumper's computer pathways in the hopes of triggering (by accident) the appropriate command to close the drive pods.

Dr. Kavanaugh of the research team is only able to come up with more disturbing problems. If McKay continues to mess with the command pathways it is possible the drive pods could explode and send the end trails flaming back to Atlantis base. Weir is forced to point out, on more than one occasion, that she will not tolerate his attitude of self focus and preservation. Meanwhile, Dr. Zelenka has managed to isolate the drive pod control pathways, the data of which is transmitted to McKay, improving their odds of finding the correct switch from one in a million to one in a thousand.

Ford tries several backpack items on the creature attached to Sheppard, hoping it will loosen its grip, but nothing works. Saltwater particularly disturbs it and makes matters worse. For a moment Sheppard is unable to control himself and he violently buffets Ford into the wall of the craft. In shock, McKay accidentally hits the control board, forcing the jumper to slide in further -- and thus eliminate the hopes of using the second half of the ship as a lifeboat. Realizing more than ever that they will probably not survive, Sheppard tries to say something personal to Weir, but is interrupted by McKay's escalating concerns.

John begins to devise his own plan to remove the creature from his neck. If it is truly related to the Wraith, once he is dead it will stop feeding. If they cannot resuscitate him then he can go through the event horizon and essentially be preserved in a "deep freeze." After a short-lived debate, Ford uses the defibrillator and stops Sheppard's heart. Almost half a minute later the creature detaches. Ford takes it out with his nine millimeter. The defibrillator does not get John's heart going again, so Teyla takes him through the event horizon.

McKay manages to successfully close the drive pods, but with no forward momentum they will not go through the gate. Ford throws his weight into the forward bulkhead, to no avail. With moments before the gate powers down, Kavanaugh suggests opening the rear hatch and using the depressurization to push the ship through. Ford forces McKay to go through the gate as well. He depressurizes the ship himself and hangs on to the ceiling as the vessel finally completes its travel through the gate, winding up in Atlantis' gate room.

Ford is administered oxygen and Beckett begins work on the Major. Eventually Sheppard is resurrected. Back in the infirmary, Weir asks him what he was going to say to her -- she didn't want to hear it at the time, but is now curious. He refuses to give her an honest answer, and she concedes to his preference before wishing him a good night.

Wr Brad Wright

Dir Mario Azzopardi

1 - 5 *SUSPICION*

The Atlantis base receives an intense radio transmission from Major Sheppard's team: they are fleeing

from the Wraith back through the gate. Dr. Elizabeth Weir orders the shield protecting the Stargate to be lowered to allow the team safely through, and the gate room is riddled with energy blasts from Wraith weapons. The team comes through, but Dr. McKay is struck by one of the blasts before the shield can be raised again.

In the infirmary, Dr. Beckett tells McKay that he's going to be alright. The Wraith energy weapons are designed to immobilize their pray, not to kill targets. McKay will suffer some paralyses and is unable to talk, but the effects will wear off. Meanwhile, Weir confronts Sheppard with a suggestion that is now inescapable: His team has met the Wraith on five of their last nine missions. It's clear that they have a spy in their midst.

Sergeant Bates, once Colonel Sumner's right-hand man who has now been placed in charge of base security, joins the team in discussing the situation. Sheppard is put off by the fact that Teyla, his team's new Athosian member, was not invited to the briefing -- as is she, when she finds out about it. But Bates and Weir insist that no Athosian, even Teyla, is above suspicion. Sheppard is frustrated as Weir and Bates begin to conduct interviews with the Athosians.

Halling and the rest of the displaced tribe are offended by the accusatory nature of the questioning. They have lived in fear of the Wraith for generations, and there is no one among them who has not lost a loved one to the evil enemy. Halling himself has only tried to help their new allies from Earth, joining Sergeant Stackhouse's team and introducing them to some of the Athosians' trading partners. Despite Weir's attempts to diffuse the situation, the Athosians come to the conclusion that they are no longer welcome in Atlantis.

In the puddle jumper bay, Drs. McKay and Zelenka continue to study the Ancient ships. They accidentally trigger a command they haven't seen before in the ship's systems, and marvel as the ceiling of the massive bay retracts. Excited by the prospect of exploring the planet they now call home, Sheppard and Lieutenant Ford take a puddle jumper up. They make a quick discovery: There is a massive continent only 25 minutes away.

At Bates' suggestion, and over Sheppard's objection, Weir must consider the possibility of relocating the Athosians out of the city and to the land mass. She is somewhat surprised when Halling approaches her with the same idea, eager for his people to till the soil and make a life for themselves once again. Weir suggests that if they relocate the Athosians and the Wraith attacks stop, it will only prove that they have a spy in their midst. Halling suggests in turn that when the attacks continue, it will only prove their innocence. Weir agrees that it is the best solution for all parties, and the Athosians prepare to leave.

Teyla, however, comes to the difficult decisions to remain a part of the Atlantis team. She has never before been separated from her people, but Halling reassures her that it is the right decision. Visits will still be common, and Dr. Weir has arranged for communication with the new village.

With the Athosians safely relocated, Major Sheppard takes his team to explore a new planet. There they find ancient ruins marked with a language that is difficult to translate; the job would go much more quickly if they had help from the locals. Teyla warns John that they are a very shy people, who most likely went into hiding as soon as they came through the gate. He tells her to go and find them, sending Ford with her. But a little way off, Teyla tells Ford that his presence is likely keeping the natives from coming out of hiding. He agrees to let her carry on alone.

Shots ring out, and the team takes cover in the ruins as a group of Wraith emerge from the forest! Their position has been given away again. They retreat toward the gate, barely escaping the attack and asking for immediate permission to return to rescue Teyla and Ford. Weir refuses, and Sergeant Bates speculates that Teyla is certainly the traitor. When she radios that she is coming through with an unconscious Ford, Weir is uncertain about whether to continue trusting her. If she lowers the Stargate shield, a squad of Wraith could come through.

Weir lowers the shield, and Teyla drags Ford through. She is immediately surrounded and taken into custody by Bates, despite Sheppard's insistence that she has nothing to do with the constant Wraith attacks. Bates orders her possessions searched and examined by Dr. McKay -- who makes the discovery that explains their recent run of bad luck. Teyla's necklace, which Sheppard himself found in a cave on Athos and gave to her, contains a Wraith transmitter. His advanced genes had activated it when he touched it; Teyla had been giving them away, but without knowing it. McKay speculates that the Wraith must have devised technology that detected the Ancients when the two species were at war long ago, and Sheppard's Ancient-like DNA activated it.

Teyla is free from suspicion, and the necklace gives Sheppard an idea: They will use it to draw the Wraith and set a trap for them, in an attempt to capture one. Two teams set the trap on another planet, armed with

tasers to shock a Wraith into submission. When a team of four Wraith are drawn there, they find their target -- but the soldier activates a self-destruct mechanism on his armor and explodes. Meanwhile, Teyla has chased down their leader and engaged him in combat, only to be defeated and pinned to the ground. Sheppard arrives before the creature can begin feeding upon her, shooting the Wraith with one of their own stunner weapons.

Back at Atlantis, the Wraith is put into a cell protected by an Ancient-created shield. Major Sheppard speaks with him briefly, and is unimpressed with the Wraith's threats: by capturing him and holding him there, the humans have only hastened their impending doom.

Wr Joseph Mallozzi & Paul Mullie

Dir Mario Azzopardi

1 - 6 *CHILDHOOD'S END*

While on a survey mission to an unexplored world Major John Sheppard and his team detect a large power source emanating from the surface. When they move their Puddle Jumper in to investigate the entire ship loses power, forcing them to crash.

When Dr. McKay gets hold of Lieutenant Ford's compass he soon deduces the disturbance that forced them to land is electromagnetic. It would explain why all of the technology is inoperable, not just the Jumper. If they can localize it, they can shut off the power source and take off, preventing a long trek back to the Stargate.

The team enters an open area filled with ancient ruins, but before they can explore they are ambushed by a pack of children armed with bows and arrows. Once the team puts their weapons down the leader tells them that they must see the elders immediately. Sheppard and the group are led to a village in the treetops. On the ground is a Wraith warrior and the remains of his Dart. Several technological components still appear to be intact.

They are instructed to climb into the huts high in the trees to meet the elders. Their leader, Keras, is only 24. He explains that his people's ancestors secured protection from the Wraith by taking their own lives just before they reach the age of 25, ensuring safe passage into the "eternal rest." The Wraith have not returned since. The reason they don't land beyond the shield and take the village by foot is because even their rifles don't work. Besides, there are plenty more worlds far easier to pick on.

Keras designates two of his tribe to travel back with Ford and McKay to the ancient city. In the meantime, Sheppard can't help but ask himself if there is another way other than suicide. It is then that Keras tells him that tomorrow he will be 25. Tonight he will die.

Ares, Keras' second, begins discussing plans with other villages that he will kill the team if the "full-grown" have not departed by nightfall. He believes the safety of their people may depend on it. Back at the ancient city, McKay has discovered the source of the field generator: a Zero Point Module. He disables it and is instantly able to communicate with Sheppard, asking to return the device to Atlantis for further analysis. But Teyla believes it is the only thing truly protecting the tribes from the Wraith. Unbeknownst to the team, not only have the Earth devices returned to normal, but the Wraith artifacts as well ...

Back at Atlantis, Dr. Weir cannot believe that McKay has returned with the Z.P.M. He is now suggesting that they uproot all of the tribes and bring them back to Atlantis to settle on the mainland -- all so that Atlantis can have the device. Weir says there is a good possibility that when the Z.P.M. went on-line the sacrifices may have started around the same time, suggesting that the two defenses may not be so disconnected as everyone currently believes.

Soon McKay learns M7G-677's electromagnetic field gives the Z.P.M. strength to power the field -- it will be of little use to Atlantis. It can only protect a certain radius, which explains the reason behind the suicides: population control to keep all persons blanketed by the field. Weir orders the Z.P.M. returned to the planet. Back at the village, Keras requests that Sheppard stand and be witness to his cleansing ceremony in preparation for his coming sacrifice.

In the midst of the proceedings, Sheppard notices that a Wraith bracelet is glowing with an active transmitter. He breaks from the crowd and rips the bony arm from the warrior, shooting the device until it stops blinking. Meanwhile, when McKay hurries to get the Z.P.M. online again, he puts it in its slot. It does not activate. Ares demands that the full-grown depart immediately, as they've had plenty of time to repair their vessel. Keras offers to take them back to the Stargate and then return to complete the ceremony.

Sheppard, Teyla and Keras meet up at McKay and Ford's coordinates and explain the situation to him,

who first does not believe that this "shield" has been saving his people from the Wraith. They do not have much time to fix the shield, as Ares' hunting parties will soon be approaching to ensure they make it to the gate. When they catch up, Sheppard insists that they were saying goodbye to Keras, and that McKay is waiting back at the Jumper. In fact, he's in the brush trying to fix the Z.P.M.

The entire hunting party, including Keras and Ares, escort Sheppard, Teyla and Ford back to the Jumper. Just then, a Wraith probe appears in the air and scans the Ancient craft, departing before they can shoot it down with their P-90s. McKay is obviously nowhere to be found. Ares is assured, now more than ever, that the full-grown have brought this down upon their people. He orders Neleus to take two tribesmen and retrieve McKay.

Neleus returns to the ancient city and finds McKay tweaking the Z.P.M. Just as he works, the Wraith probe appears overhead, distracting them. McKay completes his adjustments and activates the device, forcing the probe to fall from the sky. Neleus and his men are now convinced that the device works and hurries off to inform Ares.

Ares, now impatient, has ordered the archers to raise their bows. Keras defends Sheppard by blocking him but is hit in the chest by an arrow. Just as the other archers ready to kill the full-grown, Neleus and his hunting party arrives and tells Ares that the device is real; it took the "Wraith bird" out of the sky. Sheppard has the med kit from the Jumper be retrieved so that they can fix Keras' wound.

McKay has managed to extend the range of the shield by 50 percent, giving the population plenty of room to grow. It's safe to say that Keras will be a grandfather by the time the Z.P.M. finally gives out, but Sheppard promises his team will check in on them from time to time just to be sure. They give Keras an M.R.E. as a birthday present, which he shares with his villagers as the jumper departs.

Wr Martin Gero

Dir David Winning

1 - 7 *POISONING THE WELL*

Major Sheppard's team have been visiting the planet Hoff for a day and a half, and have seen technology reminiscent of Earth's 1920's. Once Chancellor Druhin and his people begin to trust the off-worlders, they reveal their most prized discovery -- a chemical defense that they believe will prevent the Wraith from absorbing the life energy of any human who takes it.

Dr. Weir is informed of the Hoffan chemical, and thinks that if the entire civilization is committed to succeeding in developing a viable antidote against Wraith cullings, Atlantis should help in whatever way possible. Sheppard enlists Dr. Beckett's aid and returns to Hoff. After looking over their work, the team meets Perna, one of the lead scientists responsible for developing the drug. Beckett is immediately captivated by her. She explains the origins of the original anti-Wraith prototype drug. Apparently they've been working for more than 150 years, surviving over three cullings, storing archives of their knowledge (floors and floors of books) deep inside their planet. If one is destroyed, the other archives survive to carry on the works of past generations.

Beckett is more surprised than anyone, but he believes that it's time Atlantis helps the Hoffans carry the drug to the next level. He tells Dr. Weir, saying he has already informed the Hoffans of the "guest" in the brig. Meanwhile, Sheppard talks to the Wraith captive, nicknamed "Steve," inquiring as to how many Wraith hive ships are floating about the galaxy. Steve says that the information they are looking for is only one human away -- if he gets fed ...

Beckett admits he has only experimented on the Wraith arm the team brought back from Athos. But because those cells have already decayed he will require completely active cells. Steve's prison cell is opened, and a Wraith rifle is used to take him down, so that Beckett can get the material he needs. He then returns to Hoff to continue his work with Perna. After five results they arrive at 100 percent cell penetration. All outcomes are nothing short of perfect. There is now a definite hope for a defense against the Wraith.

Beckett is alarmed when he learns Druhin and Perna are eager to take the next step -- they want to use the drug on Steve.

Dr. Weir talks the matter over with Sheppard. They are talking putting a human in the same room as a starving Wraith. The Geneva Convention would never have allowed this, but Sheppard reminds her that if the Wraith had attended the convention, they would have tried to feed on everyone. The Hoffan test subject who has volunteered for the experiment is terminally ill. Eventually, Weir consents. Sheppard approaches Steve and tells him that if he gives him information of value, he'll allow him to eat. Steve agrees. He is soon bound and taken by Jumper to Hoff.

Meril, the terminally-ill test subject, has long been at peace with his fate, and is ready to face the Wraith. Injected with the drug, he enters Steve's new chamber and faces him. When the creature places his palm on his chest he quickly removes it. Meril survives, and Steve's condition begins to worsen almost immediately. Meanwhile, Druhin congratulates Perna and Beckett. He is eager to administer the drug to the entire population, but Carson cautions that several tests must still be run before that can happen.

Steve soon dies. Beckett determines that the Hoffman serum not only shields the victim from culling, but it is now clear that the antidote is transferred into the Wraith. Essentially, Steve was poisoned. All of his vital organs shut down simultaneously. If the serum was indeed the cause, not only is it a defense -- but a weapon. Teyla and Sheppard approach Druhin with this information. When the Wraith discover the danger, they will wipe the Hoffans from existence, as well as anyone they have been in contact with, just to prevent fruition of the drug. But it's too late. The Chancellor has already made his recommendations to the Hoffman council: the serum is being inoculated into the population.

Perna tells Beckett that Meril has been found dead. The cause is still unknown. Beckett urges her to cease the inoculations, but she admits that she cannot be a part of it -- she herself was among the first to be given the drug.

Soon the hospitals are overwhelmed with patients. Fifty percent of those inoculated are dying. To Sheppard's dismay, Druhin believes these are perfectly good odds, and says the entire population is going to take a vote on whether or not to administer the drug to everyone. Sheppard cannot believe what he's hearing, but is assured the word of the Chancellor that everyone will have a say, and the majority will win victory in the decision. Meanwhile Teyla informs Carson of bad news: Perna has become one of the sick. Beckett goes to her deathbed. Perna assures him she will die with peace -- they have accomplished the unthinkable, and she has no regrets. Beckett stays at her side until she passes away.

The results of the vote are in. 96 percent of the Hoffans are in favor of disseminating the drug among their people, no matter what the cost. Druhin says that when next Sheppard's team returns, they'd like to discuss plans for passing the drug to all the worlds in the Pegasus galaxy, but John believes that no one will be around when they come back.

Wr Damian Kindler

Dir Brad Turner

1 - 8 *UNDERGROUND*

Food shortages are becoming an issue on Atlantis. TeylaA> offers a viable trading partner: the Genii, a people of farmers and fair traders. Dr. Weir gives the trade mission a go. Teyla introduces her team to Tyrus and his daughter Sora, who offer to take the team to their leader, Cowen, to commence negotiations for trade. When Major Sheppard and the others travel far enough ahead, Tyrus activates a piece of technology concealed beneath his arm. "I'm bringing them in," he says. "All operations to silent." Sheppard and the team are introduced to Cowen, who says that they can supply medicine, but food will be an issue. If they give too much, the Genii themselves will not survive the winter. Tilling land is complicated. Therefore, Sheppard offers C-4, plus a demonstration, showing how the weapon can take out tree stumps and the like. Cowen is immediately convinced and asks for trade to commence immediately: explosives for as much food and medicine as Atlantis requires. Sheppard takes this news back to headquarters. Dr. Weir is hesitant to become arms dealers, and is also concerned that Sheppard agreed to terms she hadn't yet approved, but eventually she gives the trade a go.

Back on the planet, the harvest celebration has commenced. As Sheppard and Dr. McKay return, they find themselves lost without a guide. Rodney detects a radioactive signal, and admits that on an Amish world, this is unusual. They move to investigate and soon uncover a massive underground facility. Three guards quickly capture and detain them. McKay theorizes that the Genii exist as two separate cultures, but that is quickly thrown aside as Cowen appears in full military uniform. Meanwhile, Teyla and Ford sense something is afoot. When they try to step outside Soren says there is a Wraith ship in the area, and everyone must remain indoors.

Cowen is convinced that, for Teyla Emmagan to join them, Sheppard's people must have far more sophisticated defenses besides C-4. Sheppard goes out on a limb and says they're looking for allies against the Wraith -- offering a stronger trade. Cowen soon agrees and orders Teyla (who is as surprised as the others) and Ford brought to the bunker. Cowen explains that the "farmer" appearance on the surface is a front to prevent more attraction by the Wraith. In secrecy they have been attempting to develop weaponry that they, one day, hope will help defeat them.

McKay is allowed to examine the Genii atomic technology. He determines that Earth is roughly sixty years ahead of them, but their uranium purification is insufficient. To change this, Cowen soon agrees to an alliance with Atlantis. He says they are preparing to launch their first atomic weapon in five years, but

soon discovers that because the Atlanteans woke the Wraith, they will not have that much time. Enraged, Cowen declares Sheppard's team will be put on the surface to die by the Wraith -- after all useful information has been extracted from them. But Sheppard assures him that Atlantis has space ships fully capable of combating them, and that their alliance should not be so quickly tossed aside.

Cowen introduces Sheppard's unit to a Wraith data device that was uncovered from a dart they once shot down. The device contains coordinates to a sleeping hive ship. If the Wraith are indeed in no hurry to conquer the galaxy (as "Steve" once said) the vessel might still be there. If they access the database with the device the two peoples can learn the location of all the hive ships, not to mention their numbers.

Back at Atlantis, Weir immediately refuses the mission. After all, the Genii were just about ready to put the team under lock and key. Sheppard assures her he wouldn't be putting his team at risk if he didn't believe they could work with the Genii to obtain the valuable data. Sheppard returns to the planet with a Puddle Jumper, and soon preparations begin for an assault. The mission is to gain access to the ship's data core -- not to destroy the craft itself -- and extract as much information as possible.

Sheppard pilots the Jumper to the Wraith ship, telling Cowen that this craft is the only one Atlantis is equipped with. Once inside, Teyla and Tyrus break off from the group while the others infiltrate the core. Teyla finds a living person among the harvested bodies, but Tyrus refuses to allow her to help the man for fear that the Wraith will be alerted. Instead Tyrus kills the captive to keep him silent, attracting Wraith warriors to the scene. As Teyla escapes, they fire their rifles at Tyrus, paralyzing him. Meanwhile, Sheppard, Cowen and the others are successful at penetrating the data core, and they return to the Jumper, minus Tyrus, to depart.

When they return to the Genii planet, Cowen turns their weapons on Sheppard's team, snatching away the Wraith data device. Sora is beside herself, believing Teyla was responsible for her father's death. Just as the Genii think they have the advantage, two additional Jumpers disengage their cloaking shields in mid air, weapons at the ready. Sheppard takes back the data device and peacefully departs with his crew.

Back on Atlantis, Grodin determines there are at least 21 hive ships in Atlantis' quadrant of space alone, with as few as 60 ships in the entire galaxy. There is more data, but it will take time to decrypt. Aside from making a new enemy, this valuable intelligence was obtained. Sheppard only hopes the hive ships don't all come at once.

Wr Peter DeLuise

Dir Brad Turner

1 - 9 *HOME*

Dr. McKay convinced Major Sheppard to send the team to M5S-224, believing energy readings showed evidence of civilization -- but the only thing present is atmosphere that resembles fog (though it is not water vapor). As they dial the Stargate back to Atlantis, McKay takes readings and discovers the gate is actually drawing its power from the mist. With this much potential power, it'd be enough to dial back to Earth.

Dr. Weir listens to the team's incredible findings. McKay offers to return to 224 with the control crystal that will make the Dial-Home Device there compatible to return to Earth. He and Lieutenant Ford go back to the planet to install the modification, and soon report back with success. Dr. Weir, Sheppard, McKay, Ford and Teyla are present when they raise Stargate Command. Sergeant Harriman reports that the Asgard are in the process of installing Prometheus with engines capable of crossing galactic distances -- if they come home now, they could be back inside a month.

Weir and McKay are soon debriefing General Hammond. When he is informed of the threat of the Wraith he is eager to tell the pentagon that it is important to withdraw from the Pegasus Galaxy. Weir is insistent on returning, however, stating that the technological advancements alone that Pegasus could offer, not to mention the responsibility Atlantis has because of reawakening the Wraith, are reasons enough to return and remain. Meanwhile, Sheppard takes Teyla on a shopping spree and Dr. McKay returns to his apartment to pig out.

After the debriefing, Dr. Weir returns to Simon's home, more than eager to be back with him and her dog Sedge for a short time. He gives her a necklace as a welcome-home present, but is soon summoned away by General Hammond. At McKay's house she reports that there has been an accident on Prometheus. They won't be able to return to Atlantis. McKay has not given up, though. He reports to Hammond with a plan to gate back to M5S-224, believing that after 3.5 microseconds of use from the depleted Z.P.M. the energy source on 224 will take over and maintain the wormhole (akin to making a long distance call and having the recipient accept the charges).

Weir asks Hammond for permission to contact the Asgard and ask for one of their ships, but Hammond

assures her that when such a thing is possible they will contact Earth. She returns to Simon's side, who asks her if it would really be so bad to stay home, but Weir feels guilty for not having Sheppard take her place and return instead ...

Later, Weir learns from Hammond that McKay is succeeding in his experiments to reopen the gate from their end. After that is done, a reinforced military team, and a new commander, will travel to Atlantis. Weir is not to go back to the city. Sheppard, who successfully dialed in from his end about an hour ago, agrees. Weir does not believe it is possible that Sheppard would make such a decision without at least consulting her first. Meanwhile, Ford receives new marching orders from Sergeant Harriman: he's to report back to Antarctica for his new assignment and give up on any chance to return to Atlantis.

Sheppard takes Teyla to his house in the Green Moss Park area, introducing her to beer. Soon he wants to leave and show her more of his world. Teyla suggests he might enjoy spending time at home and visiting with friends. As soon as John thinks it's a good idea, his buddies, Mitch and Dex, show up at his door. Soon more people arrive and a party begins to brew. Ford eventually shows up with a dozen pizzas.

Weir visits McKay, still distraught that she has been suspended from her duties. He tries to help her see the up side of the situation. She can now get on with her life with Simon, whom she does not remember ever telling him about.

McKay is visited by Dr. Weir, hoping to determine why he is so upset. He tries to explain to her that the laws of physics seem to no longer apply. He even shatters the Z.P.M. and finds nothing at the core but shards of colored glass.

Sheppard is sharing memories with his old friends to the rest of the crowd regarding their missions in Afghanistan, until out of nowhere, he declares that they were killed just outside of Kabul. He grabs a gun and shoots Dex in the chest, then holds the gun against the entire room.

Just before Weir is about to crack, she and McKay are visited by General Hammond. McKay disappears and Hammond insists there is no need to further delude her mind with fantasies. He temporarily changes shape into a gaseous form, not unlike that of M5S-224. He then tells her that the others are in their own illusory worlds on 224, having never made it back to Earth.

The entity posing as Hammond unites the fantasies together, allowing the team to share the reality of the S.G.C. Gate Room as he explains. The mist is alive, and his kind occupies it in a non-corporeal form. To gate back to the Milky Way galaxy would have required such a power drain that millions of its kind would have been destroyed. Weir and the others will have to live out their lives in a fantasy of their choosing. McKay soon speaks up, saying that their human forms require food and water, but the Hammond entity says they had better enjoy themselves with the little time they have left.

The team insists that others will come to discover what has become of them. Millions more within the mist will die. Weir gives the creature her word that they will return to Atlantis and never come back. With access to their minds, the being knows they are being truthful.

The entity allows the team to reawaken. McKay begins to work on disconnecting the eighth-chevron crystal so the team may return home. To Atlantis.

Wr Joseph Mallozzi & Paul Mullie

Dir Holly Dale

1 - 10 *THE STORM*

Sheppard and Teyla have taken a Puddle Jumper on a course for the mainland. Cruising at a relatively high altitude, they encounter a storm front that stretches across the entire horizon. Sheppard takes the Jumper into space to better analyze the storm. Not only does it take up twenty percent of the planet's surface, but its heading for both the Athosian mainland and Atlantis.

Back at the city, Drs. McKay and Zelenka discuss the problem. The weather pattern is actually two storms converging and combining power. Without the shield off, Atlantis is incredibly brittle. Winds will cause massive structural damage and flooding could sink the city. There is simply not enough power to activate it. In twelve hours the storm front will hit.

Weir instructs Sheppard to take Ford and find a world that will be willing to put up with a hundred squatters for two days. They travel to Manara and grudgingly reach a tentative arrangement with Smeadon, insuring that their generosity will not be forgotten. After they depart, Smeadon takes a Genii communicator from a drawer and prepares to transmit a message to Cowen ("Underground").

McKay and Zelenka believe they have arrived at a plan, which they present to Weir. Atlantis has many

lightning rods channeled into four grounding stations. Typically when lightning strikes the city it is channeled back into the ocean via the stations. If the rods are disabled the energy from the lightning could be channeled to generate the shield bubble. Several corridors are lined with a super-conductive material, indicating this to be the reason. Still, everyone would need to evacuate, as only the control room would be safe, but Atlantis would survive. Weir encourages them to double their efforts.

A man faces off, defenseless, against three Genii armed with staffs. One of them is Sora. Just as he finishes disabling her, the last to stand, he is stopped by a young soldier who identifies the remaining combatant as Commander Colya. Cowen wishes to see him immediately. It is obvious that Cowen has been informed that Atlantis will soon be evacuated, and asks Colya to ready his strike force to place the Genii flag in the city after it is emptied.

Back in the mainland, Teyla, Ford and Beckett are awaiting the arrival of an Athosian hunting party. To go after them would be impossible. The storm will soon be upon them, but Ford decides to keep waiting.

With Atlantis evacuated (save for two soldiers and the command team), the Athosians have joined the humans on Maniaria. Smeadon dines with one of the Athosians, getting him so drunk that Sora and Colya enter and capture his I.D.C., eventually forcing him to agree to get them through the shield that protects Atlantis.

McKay delegates grounding stations to the three who remain. He will deactivate station one; Weir, station two; Sheppard, stations three and four. McKay and Weir are done before John reaches his first station. Rodney instructs him on how to disconnect the halves of the grounding rods. Sheppard is soon successful. Just then, the soldiers guarding the gate report to Weir that an incoming party from Manaria contains injured Athosians. With an Athosian I.D.C., they lower the shield. Soon Colya and his men enter through the gate and kill both guards. Colya orders the gate room secured. Soon he is introducing himself to Weir and McKay and tells them that he is now in control of Atlantis.

Sheppard, overhearing the entire conversation via active comm channels, hurries to the Jumper bay to communicate with Ford's team. He is surprised to learn that they are still in the mainland, but also frustrated that he's not going to receive backup. Still, he encourages them to stay put until the storm has passed.

Colya's demands are simple. He wants all of the C-4, medical supplies, a Puddle Jumper and the Wraith data device and his team will leave without incident -- or so he says. Sheppard, who has overheard this, immediately goes and hides the explosives. Meanwhile, McKay is left alone with Colya, whose men holds the squeamish scientist captive with a knife.

Weir returns and finds McKay's arm bleeding heavily. He says he caved, but it is not clear what information he has given out. Meanwhile, the soldiers return with no C-4; only a walkie-talkie with Sheppard on the other end, saying Colya will never locate the explosives. But Colya is aware of the plan to save Atlantis. He tells Sheppard to uncouple the final grounding rod and make it so the shield will work, and Colya will allow them to leave peacefully. "Atlantis will be ours or the oceans," he says.

Weir attempts to dissuade Colya from what he is doing, ensuring that the descendants of the Ancients are the ones who are meant to use Atlantis to destroy the Wraith, but Colya is amazed by her arrogance, believing his people may be equally -- or more -- close to the ancestry of the Ancestors. He intends to use Atlantis himself to destroy the Wraith.

Sheppard arrives at the fourth grounding rod and uses an Ancient scanner to locate the two Genii soldiers in hiding, killing them and evening the score. But in the firefight one of the soldiers has destroyed the grounding controls. There is now no way to separate the rod, and Atlantis is doomed. Colya is not finished, though. He tells Sheppard that he's going to shoot Dr. Weir. Sheppard warns that he will destroy the city if that happens, but Colya knows that two command codes are required. As Sheppard begins to bargain, Colya raises his weapon against her.

Wr Martin Gero

1 - 11 *THE EYE*

Major Sheppard plays a dangerous game of cat and mouse with soldiers who have seized control of Atlantis and taken Weir and McKay hostage.

Wr Martin Gero

Dir Martin Wood

1 - 12 *THE DEFIANT ONE*

Sheppard's team investigates a downed Wraith ship, and find themselves stuck on a planet with a lone

Wraith survivor.

Wr Peter DeLuise

Dir Peter DeLuise

1 - 13 *HOT ZONE*

Nearly a third of Atlantis's residents are infected with a deadly virus that causes hallucinations and death, forcing a lockdown of the city.

Wr Martin Gero

Dir Mario Azzopardi

1 - 14 *SANCTUARY*

The team finds a paradise world that would make an ideal sanctuary for those fleeing from the Wraith, but the local inhabitants believe their goddess will not permit it.

Wr Alan Brennert

Dir James Head

1 - 15 *BEFORE I SLEEP*

A woman is found in suspended animation in Atlantis, and the team is shocked to see that it is Dr. Weir herself, who tells them of her trip 10,000 years into the city's past.

Wr Carl Binder

Dir Andy Mikita

1 - 16 *THE BROTHERHOOD*

The team searches for a valuable Zero Point Module rumored to be hidden on the planet Dagan -- but their new allies have motives of their own.

Wr Martin Gero

Dir Martin Wood

1 - 17 *LETTER FROM PEGASUS*

With a brief opportunity to send a data transmission to Earth, members of the Atlantis expedition compose video messages home to their loved ones.

Wr Carl Binder

Dir Mario Azzopardi

1 - 18 *THE GIFT*

Plagued by terrifying nightmares, Teyla begins to recall a time when she and her father were captured by the Wraith and subjected to disturbing experiments.

Wr Robert C. Cooper

Dir Peter DeLuise

1 - 19 *THE SIEGE (PART 1 OF 3)*

With a group of Wraith hive ships on the way to Atlantis, the team searches for a place to flee and a way to destroy the city. McKay leads a team to try and activate the Ancients' orbital weapons platform.

Wr Martin Gero

Dir Martin Wood

1 - 20 *THE SIEGE (PART 2 OF 3)*

A new military contingent from Earth is sent to take command of Atlantis and defend it from the impending Wraith attack.

Wr Joseph Mallozzi & Paul Mullie

Dir Martin Wood

2 - 1 *THE SIEGE (PART 3 OF 3)*

Lt. Aiden Ford and his team open fire on the group of Wraith that have surrounded them on a city balcony. Both sides effectively neutralize each other until only Ford and a Wraith warrior are left standing. It takes him into its clutches and begins to feed on his life force, but a downed soldier releases a grenade at the Wraith, forcing both it and Ford to plummet over the balcony and into the ocean. Meanwhile, Sheppard steers his Puddle Jumper into the launch bay of one of the attacking hive ships, and moments later it is destroyed. Atlantis detects the presence of another ship, and soon they receive a communiqué from Sheppard -- who has survived the blast. The Earth ship Daedalus has arrived and used its Asgard transporter to beam Sheppard to their ship. Its commander, Colonel Steven Caldwell, orders their energized Z.P.M. to be transported to Atlantis so McKay can re-engage the city's powerful shields. The Daedalus enters battle with the Wraith.

McKay is assigned two soldiers to ensure that he reaches the Z.P.M. chamber, but en route they are attacked by two Wraith warriors. McKay is left alone, face-to-face with a Wraith -- but Teyla eliminates them and offers to protect him the rest of the way.

Aboard the Daedalus, conventional weapons are unable to reach the hive ships before they are intercepted. Colonel Caldwell orders Dr. Novak and the Daedalus's resident Asgard engineer, Hermiod, to use Asgard technology to beam warheads into the hive ships. The Asgard expressly prohibited the use of their technology in this manner, but since Hermiod is at the controls, he consents to bypass the restriction and transport the weapon anyway.

The third Wraith hive ship is destroyed and the Wraith cruisers flee into hyperspace. The remaining Darts regroup to make a kamikaze run down to Atlantis at ballistic speeds, but McKay applies the Z.P.M. to the Atlantis generators in time to raise the shield, protecting the city from the collisions.

Major Sheppard returns to Atlantis with reinforcements to clean up the remaining Wraith on the ground. Colonel Everett requests to speak with him in the medical bay. It is clear that a Wraith had begun to feed on him, as he has aged some 20 years in appearance. He now admits that Sheppard made the right decision in killing Colonel Sumner, who had been in the hungry clutches of the Wraith Keeper. Everett wishes that Sheppard had been there for him, too.

With Ford still missing, Sheppard orders Dr. Zelenka to extend the sensors to search beyond the city's perimeter. Ford's signal is located, and the Daedalus transports him to the infirmary -- with the Wraith still attached to him. Dr. Beckett reports that he was lying face-down in the freezing water for over an hour. The sudden death of the Wraith pumped the complete supply of its life-sustaining enzyme (which Wraith inject into their prey to boost the person's strength, in order to keep him alive longer and get more out of him) into Ford's body, allowing him to survive. Now Ford has become dependent on the enzyme, but Beckett believes he can gradually wean him off of it.

With Atlantis's long-range sensors back online, 12 more hive ships are detected on the way. They will be in range in 36 hours. Weir orders Sheppard and the Daedalus to intercept them at their next hyperspace stop. With the element of surprise and an armory of nuclear warheads, they are able to destroy two of the ships before the Wraith find a way to block the Asgard beams. Ten capital ships remain. Outgunned, the Daedalus makes a run for Atlantis.

Ford returns to Atlantis's command center hoping to resume his duties, but Dr. Beckett insists that he be taken back to the infirmary. In a fit of rage, Ford grabs Beckett by the neck and pins him to the wall. He soon realizes that he needs to be under medical supervision. Teyla escorts him back. They soon determine the enzyme has begun to alter his brain chemistry; but Ford hears every word as they make plans to wean him from the drug and reinforce security.

The Daedalus lands on Atlantis's east pier to undergo repairs under the protection of the city's shields, just as the hive ships emerge from hyperspace and begin bombarding the city with weapons fire. Meanwhile, Ford escapes from the infirmary with the supply of Wraith enzyme Beckett has harvested from Wraith corpses to help wean the Lieutenant off his addiction. The enzyme acts like a steroid, making Ford stronger and more aggressive.

The group is assembled to ascertain the situation, and they realize that the Wraith won't stop coming even if this fleet could be destroyed. But if the Wraith believed Atlantis had been destroyed, they would leave the planet alone. McKay proposes the Daedalus detonate a nuclear warhead right above the city's shields. Then a Puddle Jumper's cloaking shield will replace the shield of Atlantis; while the Wraith's sensors are blinded from the explosion, the cloak will engage. The Wraith will believe the city has been annihilated. Teyla will further reinforce this ploy by linking to the Wraith telepathically, sharing their intentions to destroy the city.

The plan is put in motion, and Teyla is successful in communicating their fake plans. The ships cease fire. The Daedalus launches the weapon; it detonates, and Atlantis cloaks.

Meanwhile, Sheppard learns of Ford's situation and tracks him down. The Lieutenant doesn't believe that the others are trying to help him, and thinks that they are afraid of him and only want to change him back. Ford doesn't even slow down when Sheppard shoots him with a Wraith stunner, and escapes in a transport

chamber. He punches out Zelenka and commandeers a Puddle Jumper using it to activate the Stargate and depart Atlantis.

The Wraith fleet breaks orbit, convinced that Atlantis has been destroyed. The plan was successful and, for the time being, the city is safe.

Wr Martin Gero

Dir Martin Wood

2 - 2 *THE INTRUDER*

Atlantis's senior staff and several other members of the expedition return to Earth through their Z.P.M.-powered Stargate. While there, new personnel is assigned to the distant base, and some unresolved matters are resolved. Simon reveals to Elizabeth Weir that he has met someone else. John Sheppard meets with Ford's family and explains the situation as best he can with the information blackout, and soon he is promoted to Lieutenant Colonel to lead Atlantis's military contingent -- despite the objections of a very irritated Colonel Caldwell, commander of the Daedalus.

Sixteen days into their return trip to Pegasus aboard the Daedalus, Sheppard and Weir find themselves keeping each other company in the morning hours. But their peace is interrupted by a report that Dr. Monroe has been killed. With burn marks on his fingertips, it's logical to believe he received a fatal jolt from his station. He had been running a routine diagnostic, but just before he was killed it's possible all power was rerouted in the section (killing cameras and doors) to give him the jolt that did it. Still the circumstances look suspicious.

After a public confrontation regarding procedure, Colonel Caldwell pulls Weir aside to remind her of the chain of command. But she knows exactly what he's frustrated about: he did not want to command the Daedalus, but to preside over the military contingent on Atlantis.

McKay analyzes the section Monroe had been working in and discovers that the doctor was busily trying to initialize certain security protocols that would shut down corrupted programs. Apparently there is a problem with the ship, and it could be that someone killed Monroe to cover it up. Caldwell orders an immediate drop from hyperspace.

When McKay and crewman Lindstrom attempt to trace the power spike, a coolant leak erupts in the room, forcing both men to evacuate. With Lindstrom trapped in a decompression chamber, the doors mysteriously open and he is sucked into space. McKay argues that no one could have determined where the men had been and what they were doing at that exact moment -- indicating that none of the crew is a saboteur.

Asgard crewmember Hermiod has done some searching through the systems himself, and has uncovered the problem: An artificial intelligence virus has infected the ship's systems. There is evidence of it in Navigation, Communications, and Propulsion -- and the virus is spreading, rewriting itself as it grows. McKay soon makes an even more disturbing discover: the virus is Wraith.

He explains to the others that it was most likely transmitted in a compressed format and took some time to unfold and spread (since it has been some two months since the ship's last encounter with a Wraith ship). Plus the fact that the Daedalus has now returned to Wraith feeding grounds has likely activated it. It is programmed to take control of the ship and fly the Daedalus into Wraith territory, giving them access to its intergalactic hyperdrive technology ... and the coordinates to Earth.

The Daedalus begins broadcasting an unauthorized distress call. Without enough control to guide the ship to them, the virus is calling the Wraith. A complete systems shut down could take up to two hours, giving the Wraith plenty of time to learn the ship's position. Caldwell agrees to send Sheppard out in an F-302, where he physically destroys the communications array. The signal can no longer be broadcast.

His mission successful, Sheppard tries to return the craft to the hangar bay, but the ship has its own plans. The virus has uploaded itself into the F-302 and is flying him away from the ship. McKay extends the Asgard transporter beam to lock on to his radio signal and transports Sheppard back to the bridge, leaving the fighter out in space.

The crew now has time to perform a complete systems restart. But when the systems come back online, the virus copies itself from an unknown source back into the systems. What's worse, it sets a course for the nearest star's chromosphere, which will keep the ship intact for the Wraith but kill everyone on board.

McKay recalls a mission report of an incident where Stargate Command was overrun by an alien computer virus ("Entity"). It uploaded itself into a M.A.L.P. to stay alive during a system restore. Except, in this case, the virus has copied itself into potentially all of the Daedalus's F-302s. McKay proposes they manually disconnect all of the ships' memory boards to prevent the virus from using them as lifeboats.

After the virus tries to shut them out of the hangar bay, Hermod beams Sheppard and McKay directly there. The virus opens the bay doors, but Hermod manages to raise the forcefield. It will only be a matter of time before the shield is taken over by the virus and the bay loses atmosphere. Sheppard and McKay manage to remove all the memory drives and get into the last F-302 before the bay decompresses.

With minutes until lethal radiation exposure, the crew initiates another shut down. Once again, it does not work. Sheppard realizes they missed a computer -- the one belonging to the F-302 left in space. The virus is still in control of that fighter, and it has been tracking them all along. He and McKay take their ship out to confront it, and it pursues. Dipping deeper into the coronosphere, Sheppard destroys the opposing craft. After one more shut down, the crew regains control of the ship.

The team makes their return to Atlantis, where Teyla reports that there has been no sign of the Wraith in the weeks they have been away. Apparently they still believe Atlantis was destroyed. Weir and the staff are eager to get back to work.

Wr Joseph Mallozzi & Paul Mullie

Dir Peter DeLuise

2 - 3 *RUNNER*

Atlantis officers patrolling P3M-736 report finding a dead Wraith. The enzyme sack in the right arm has been removed. Sheppard immediately suspects Ford and orders a mission to investigate. Before departure Colonel Caldwell reminds Sheppard that Ford is a security threat. If the opportunity arises the Colonel should deal with him.

It is nightfall when the Jumper arrives. The lifesigns detector is not functional. Sheppard separates the team in a search pattern. Soon he and Teyla find the location where the Wraith was slain. She locates where the brush has recently been disturbed and they follow the path in that direction.

Major Lorne and McKay begin to pursue a suspect at about the same time Sheppard and Teyla are in pursuit of one of their own. Teyla is stunned to the ground, and Sheppard is soon taken down as well.

When they wake, they are bound together at the mouth of a cave. A large, powerful man has captured them. Sheppard's weapon pointed in their faces, he shares his name and rank. "Specialist Ronon Dex," replies the man.

In the morning Lorne and McKay continue their search for Ford. Fifteen minutes into the patrol Lorne is stunned by a Wraith pistol wielded by Ford, who takes Rodney with him so they can "catch up" while on their way to save Sheppard and Teyla from Ronon.

Ford had been scouting a planet where a Wraith hive ship had landed. Seeing a Wraith commander detach from the main group, he chose to follow the creature through the Stargate. This led him to 736. The commander was hunting Ronon, but Ford killed him for his enzyme.

Still holding the pistol at his captives, Ronon explains that the Wraith hunt him for game. He can't stay in one place for too long because they have installed a tracking transmitter in his back. Sheppard insists that Dr. Beckett would have a good chance of removing the transmitter. Eventually Ronon agrees to trade the surgery for recapturing Ford himself.

Sheppard returns from Atlantis with Dr. Beckett who locates the transmitter in his back. He insists Ronon lie down and take a sedative to sleep, since he will be cutting very close to his spinal chord, but Ronon insists to do the procedure sitting and awake. He manages to remove it, and shortly afterward Ronon falls unconscious.

Ford passes McKay a gun and goes hunting for Lorne and another SF who has come in pursuit. When the men find McKay, Ford stuns them from behind. Rodney insists he has had enough and is going to take Aiden back to the Jumper, but Ford doesn't believe he'll hurt him. McKay shoots him in his left shoulder. Seeing the look on Ford's face, he runs in the opposite direction.

Beckett has deactivated the transmitter just as they hear McKay firing his weapon, screaming for help. The Stargate is activated and three Wraith Darts emerge. McKay is caught in one of Ronon's traps and hoisted into a tree. When Ford catches up he is fully prepared to execute the doctor, but Ronon arrives and turns the tide. A knife fight ensues, but Sheppard arrives to stop it. Ford turns and flees.

Sheppard chases him to the culling beam. Realizing there is no other way off the planet, Ford swears that he'll show them all that he's OK -- better than OK -- and runs headlong into the beam.

Sheppard takes Dex back to Atlantis, and when he has news brings him to the control room. They have sent a M.A.L.P. to his homeworld, Sateda, but it does not appear that anyone survived the last attack. Ronon no longer has a home to which he can return.

Wr Robert C. Cooper

Dir Martin Wood

2 - 4 *DUET*

A large team from Atlantis is exploring a recently culled world when a Wraith Dart makes its presence known, humming overhead in the distance. Lieutenant Laura Cadman, a security officer patrolling with Dr. McKay and Dr. Beckett, radios an alert to Colonel Sheppard's team. In the sprint back to the Stargate McKay and Cadman are swept up in the Dart's culling beam.

Sheppard's team makes it back to the Stargate. Major Lorne fires an anti-tank missile at the Dart, but the shot hits a tree. Sheppard takes his turn and neutralizes the threat, plowing the ship into the landscape. When Beckett reaches it the cockpit bubble deactivates, and as the Wraith inside attempts to reach for the self-destruct Sheppard kills him.

Sheppard orders Dr. Zelenka to the site in the hopes of extracting the officers from their state in the Dart's data storage. When he arrives, Zelenka realizes there is only enough power to reinstate one of them, but there is no way to tell which because they are merely life-sign blips. Sheppard picks one, and out emerges McKay, who immediately falls unconscious.

McKay and the Dart are brought back to Atlantis. Rodney remains unconscious while Zelenka and his team work to reverse-engineer a stable power transformer for the ship. Eventually he wakes up on his own, and it isn't long before he and Beckett realize a serious problem. Cadman's body may still be trapped inside the Dart, but her consciousness is sharing McKay's body. Rodney isn't aware of her thoughts, but her voice is loud and clear in his head.

When McKay goes to check up on Zelenka and his work Cadman pounds questions between his ears, forcing him to lash out ... apparently at no one in the room. Concerned about his mental health, Dr. Weir orders him to visit base psychologist Dr. Kate Heightmeyer. En route, he runs into Katie Brown and tells her that despite his trip to the infirmary they are still on for dinner the following evening. Katie remains unaware of Cadman's personality inside his mind.

Sheppard checks in on Ronon Dex and asks his plans following his departure from Atlantis. Dex does not believe he fits in with Humans, but he promises to give things a try. Sheppard pits him against some of his best men in hand-to-hand combat as well as tests his marksmanship skills with Earth weapons.

Dr. Heightmeyer suggests that McKay should try and release a little control for once, but in this case, in the form of his body, and for a moment Lieutenant Cadman gains control of his speech and motor functions. But after a few moments he has had enough. Cadman, knowing she can now take over, begins hatching plans.

Back at the Dart, Zelenka forces McKay off the project, saying he is making too many mistakes and will do more harm than good. He returns to his quarters, and while unconscious Cadman takes over, inviting Dr. Beckett to join McKay and Dr. Brown for dinner, and taking a jog before bed. McKay and Cadman wake up at two o'clock the following day -- in her quarters. When he finds out what she's done he insists it's time to set boundaries.

McKay shows up in Katie's quarters and is surprised to find Beckett there. It doesn't take him long to realize Cadman invited him for herself. After an awkward toast and a series of stammers she takes over his body again, telling Katie extravagant, loving phrases he could never deliver himself, tipping her backwards and giving her a generous smooch before getting an eye-full of Beckett and departing.

Struggling for control, McKay insists they go back, but Dr. Zelenka uses the intercom to call him to the hangar.

Zelenka has found a way to trick the Dart's energy matrix into only taking the power that it needs to initiate the materialization process on a pair of mice. When they re-emerge they have been cooked well-done, and McKay fears he'll be stuck this way forever.

At Sheppard's request Dr. Weir pays a visit to Ronon, telling him she is aware of John's wish to add him to his forces. Dex has been training the troops in various knife techniques he has been using, and tells her he is thinking about staying.

McKay returns to Dr. Heightmeyer, demanding an apology from Cadman, but in the midst of the session he has a seizure. In the infirmary, Beckett reveals that this will continue to happen until one of them decides to "let go." Cadman says it's getting harder and to exist inside his body, and offers to be the one to eventually fade away if Zelenka's tests continue to bring back dead mice.

While awaiting the next attack McKay realizes that the Stargate's purpose is to dematerialize and rematerialize a person. If they plug a gate power crystal into the Darts materialization device it should stabilize the process. He sets up the device in the hangar bay and asks to have a moment with Cadman, but she takes over his body and plants an enormous kiss on Dr. Beckett's mouth. McKay returns in disgust and asks that the procedure commence. Zelenka activates the device and Cadman's body reappears.

Rodney wakes up in the infirmary and finds himself to be alone in his own mind. The process worked, and Cadman is lying beside him. Both are eager to find some time to themselves.

Wr Martin Gero

Dir Peter DeLuise

2 - 5 *CONDEMNED*

Colonel Sheppard, Dr. McKay, Teyla and Ronon Dex take a Puddle Jumper to a new planet where none believe they have previously visited. When they find smoke from a fire John lands the ship. The camp site is desolate with poorly-constructed shacks that barely stand. Without warning several arrows rain down on the team, one striking Ronon through the leg. Several inhabitants are eager to protect their land. When they are pinned down a ship appears in the sky, using its retro-thrusters to literally blow the prisoners away. Back inside the Jumper the ship gives Sheppard instructions to follow it back to the mainland.

There, Sheppard's unit is officially welcomed to Olesia by Marin, an official who dispatched the ship. They meet with the Magistrate and learn that the Stargate is located on an island penal colony, similar to Alcatraz. There, the Wraith are free to feed on the most violent of Olesia's inhabitants, leaving the society itself untouched. Sheppard obtains a private radio frequency and reports this to Dr. Weir, who is skeptical about this form of capital punishment. She orders Sheppard to return to Atlantis before negotiations for an Olesian mineral commence.

Over the island the Jumper is assaulted by anti-aircraft weaponry, technology McKay couldn't imagine they could have crafted. But it is too late to cloak the craft, and the ship falls from the sky a few dozen yards from the Stargate.

The unit is captured and tied up inside a shack at the camp. There they meet Torrell, the appointed leader of the prisoners, who orders McKay to begin repairing the Jumper so it can be used to "pay a visit to the mainland." Meanwhile the Olesian prisoners have familiarized themselves with the Jumper's cache of weaponry and equipment, including radios.

Back at the Jumper, McKay meets Eldon, a prisoner who put his skills to use in developing much of the weaponry by finding natural ores around the island. McKay removes a chip from one of the control boards and reports that it will be impossible to get the drive pods, the cockpit, or the Jumper's on-board D.H.D. working again. And with no D.H.D. on this Stargate, there is now no way off the island. But Eldon ensures Rodney that if he doesn't find a way, Torrell will make certain the Wraith find him first at the next culling.

McKay is sent back to the camp, where Torrell forces him to choose which one will die first for not cooperating in repairing the ship. While he gives him time to choose, Eldon tells of how the success of Olesia's disobedience policy has dropped the numbers of prisoners significantly. In response, they have

lowered the bar to keep the feeding population adequately high.

Dr. Weir meets with the Olesian Magistrate, who orders a search of the island. Weir assures him that finding the team is in everyone's best interests.

With the guards on a break, Eldon returns with a knife, promising to set them free if it is assured that he will return with the team to their home. McKay re-emphasizes that there is nothing he can do to reactivate the D.H.D., but Sheppard sees through his lie, forcing him to reveal one small, almost hopeless possibility. Eldon cuts Dex's bounds, who then threatens to kill him, until Sheppard forces him into obedience. They are freed, not seeing the active radio in the corner of the shed.

Before reaching the Jumper Sheppard realizes the situation is too easy. A Wraith Dart soon emerges through the Stargate, sending ambushers out of hiding and into a fray for fear of their lives. With this break the team makes it back to the Jumper where Rodney commences repairs.

Meanwhile, the Olesian Magistrate apologizes for his tardiness, and sits down to a polite dinner with a Wraith commander. The Wraith insists the recent awakening has called upon the need for more food, and the current prison population of the island is now inadequate. The Magestrate promises to begin tightening his grip on their policies.

The Dart departs the planet. Marin comes to inform Weir of the real situation. The Magistrate does not intend to send rescue teams back to the island, and many people in the city are being apprehended for unspecified violations to increase the population on the island. The Magistrate and several soldiers appear to escort her away to trial, ensuring the matter about no second search is false, but Weir is not buying it, and her team arms themselves as they depart the building alone

Sheppard, Dex, and Teyla leave the Jumper to counterattack Torrell's ambush team, but even as they are successful at taking down a number of them Torrell has control of the Jumper, right when McKay manages to siphon power to the D.H.D. While he is negotiating terms for escape a Wraith cruiser enters the area, barreling down on the wrecked Jumper. McKay returns to the console and finds that it is dead again, but he manages to redirect power to the drone weapons instead. The drone disables the cruiser and it begins to pull away, but another is at its heels.

Weir makes her presence known through Torrell's radio, and John, receiving it, instructs her to dial one of the planets considered for the new Alpha Site. Torrell and scores of the prisoners escape. Jumper Two then dials Atlantis, and the team, plus Eldon, runs back to the Stargate under Wraith cruiser fire. All members make it through. Weir is relieved, ready to follow.

The mainland is not experiencing relief, however. The Magistrate looks out his window, in undisguised horror, as a Wraith cruiser enters the airspace of the city.

Wr Carl Binder

Dir Peter DeLuise

2 - 6 *TRINITY*

The Atlantis team visits a planet mentioned in the Ancient database: Doranda, fabled to be a world friendly to the Ancients, is now a worlds that appears to have suffered a post-nuclear holocaust. A wrecked Wraith armada orbits the planet. On the surface, an Ancient outpost sits, untouched. Dr. McKay is not yet able to determine the exact purpose of the base, but it is obvious that it is the only structure that survived. Colonel Sheppard believes it to be a ground equivalent to the Ancient satellite they once found ("The Defiant One"). However, dead bodies litter the corridors of the installation.

Back on Atlantis, McKay convinces Dr. Weir to allow him to return with a team to the base. He and Dr. Zelenka begin to deduce a theory, but they do not wish to spread it to the others yet. Meanwhile, Ronon and Teyla travel to Belka to trade for a special disease-resistant strain of flaxi which would double the output of crops on the mainland. She is prepared to trade Athosian workers for the strain.

Hendon's offer is unreasonable and would only turn the Athosian people into slaves. When he gets up to leave, Ronon threatens him with a knife to force his hand. Later, Teyla confronts him about the delicacies of negotiation. When Ronon departs, the Belkan Mattas returns to Teyla and learns that Dex is of Sateda, a world destroyed by the Wraith. "He is not the only survivor," says Mattas, indicating that there is another Satedan refugee in the village.

Ronon reunites with Solen Sincha, a Satedan who served in his regiment. Sincha tells him that more than three hundred civilians were saved following the Wraith's culling on Sateda. Ronon isn't alone. Not only that, but Kell, Ronon's Task Master, has survived as well -- and he occasionally trades weapons with the Belkans.

McKay and Zelenka explain Project Arcturus, the failed experiment, to Weir and Colonel Caldwell. Arcturus would have brought together a power source the equivalent of 25 zero-point modules when fully powered. Instead of obtaining zero-point energy from a small universe, Arcturus would draw energy from our universe. But for some reason it failed, and the Ancient scientists sacrificed their lives in order to deactivate it. McKay believes because they were rushed to complete the weapon and end the hundred-year Wraith war they hurried themselves to their deaths.

Rodney and Radek are confident they can complete the Ancients' work on the Dorandan homeworld. But during the next test, the radiation begins to spin out of control. Collins is ordered into the command access tube to manually boost more power to the field, but once he is inside the radiation spikes and kills him.

Despite the fact that one of McKay's officers lies in the morgue, he is intent on succeeding. Rodney believes the problem is in the automatic containment protocols. If the field strength is manually adjusted, he believes it will solve the problem. Asking Sheppard to trust him, the Colonel takes this information to Weir, and with Caldwell's help she is swayed.

But Zelenka believes he knows why the Ancients abandoned the technology. Attempting to extract energy from our own space-time is impossible. Eventually the matrix within the field of the weapon becomes inherently unpredictable, and an overload is the end result at no matter what power level. McKay refuses to listen, and as predicted the energy field spikes.

Back on Belka, Ronon has used Teyla's connections with the Belkans to arrange a meeting with Kell, who has arrived to trade. When Dex reveals himself, Kell gets one word out before Ronon kills him with his gun. When Kell's guards pull their weapons on Ronon, Dex reminds them of what Kell stood for. Teyla, enraged, learns the truth. Kell sent thousands of Satedans to their deaths just to save himself and his own family. He was a coward and traitor. Teyla says she may have done the same, but tells Ronon next time she will not be so forgiving if her friendship is misused again.

Sheppard convinces McKay to abandon the station before they are killed in the impending overload. The weapon continues to discharge fire in order to bleed off the overload, but eventually it will be overcome. As the Jumper flies toward the Stargate in deep space the Daedalus arrives to provide cover so they are not shot down. Then the Daedalus enters hyperspace, just as most of the solar system is destroyed in the detonation.

McKay occupies his time with apologies to his colleagues for his pompous arrogance, but saves Sheppard for last for fear that the Colonel will never trust in him again. However, John promises he will eventually earn it back.

Wr Damian Kindler

Dir Martin Wood

2 - 7 *INSTINCT*

Colonel Sheppard's unit enters a village on an uncharted world. The scene is not unlike an old werewolf film, with a cold fog encroaching on the buildings. Entering a bar, they meet several locals, including Goran, who encourages them to move on. Soon the team learns why everyone is indoors. The Daimos is feeding.

The villagers describe the Daimos to be a Wraith, and the unit puts two and two together. Ten years before a ship crashed from the sky. The villagers killed many of the surviving Wraith, but apparently one got away, and it feeds off the village every two or three months.

Almost immediately Ronon gets up to leave. With a single Wraith, he'd be done before breakfast. But Sheppard insists they will all go in the daylight and hunt the creature. The particular forest it lives within stretches one hundred square miles. Teyla soon senses a presence, but cannot help but label it "different" than any she has before encountered.

Ronon sees the creature and they chase it into a nearby cave. Inside the Wraith, a female, cowers behind a

old human man, who claims to be her father. Zaddik claims he was with the villagers who killed the Wraith from the downed craft, but when he found an infant Wraith girl he could not kill her. He raised her in an abandoned mine. For some time normal food sufficed, but eventually a hunger arrived that could not be quenched.

Utilizing his extensive knowledge of the natural resources of the woods, he concocted a fluid that would replace the Wraith hunger. Ellia, the Wraith girl, is not a threat. Instead, there is another Wraith that survived and is killing.

Back on Atlantis, Sheppard reports this to Dr. Weir, and Dr. Beckett is very pleased. He intends to travel back to Zaddik's planet to confirm whether or not the drug works and to further his team's research in a Wraith retrovirus, on that would strip the elements of the iratus bug from the human D.N.A.

Beckett returns with Sheppard to the planet. Sheppard speaks with the villagers and ensures them that the hunt is proceeding, and that they should not get involved. But another life has been taken in the light of day. It has occurred within the past two hours (while Ellia has been in the cave), so Zaddik must be telling the truth.

Teyla enlists Ellia's help in searching for the other Wraith. Ellia, resistant, succumbs to the Wraith telepathic link and sees a river. Zaddik tells of a river to the East, and Sheppard, Ronon and Teyla go out to find it.

While they believe Ellia is in her room, Zaddik shares his concerns for Ellia's future with Dr. Beckett. When he is gone, she will be totally alone. Beckett, not wishing to get his hopes up before, finally tells him about the Wraith retrovirus he and his team have been developing. Still in the early experimental stage, it may eventually help Ellia. Dr. McKay calls them outside to see a mob moving through the forest while Ellia, who was hiding around the corner, finds a sample of the retrovirus and takes it.

When Beckett and McKay go off in the hopes of intercepting the Wraith first, Ellia tells her father what she has been keeping from him. His Ferassin root serum has never worked. Even two years ago when there was an "accident" while he perfected the serum she was still hungry. She eventually learned to sense when the Wraith was feeding and would go out at the same time. She is as equally a killer as any other Wraith. Before his very eyes the retrovirus has the opposite intended effect and mutates her into even more of the iratus bug. Shrieking, she runs out of the caves.

Beckett and McKay encounter the male Wraith, but Ellia intercepts and snaps his neck. She tries to turn on McKay, but Beckett shoots her in the shoulder and scares her away. Meanwhile, Zaddik has entered the forest in his own search for her, and when he does encounter her the two barely recognize each other, she grabs him and throws him across the forest floor.

Eventually Sheppard's unit, including Beckett and McKay, locate him. The village mob that has come to slay the creature heard the shrieks as well. Goran realizes that the man knocked to the earth is Zaddik, his son. Goran says that Zaddik would be only 34, and this is when Zaddik admits that while he was perfecting the serum he allowed Ellia to take what he needed from him. Sheppard asks if she has fed on anyone else, but Zaddik lies for Ellia's sake, saying she has not. Beckett admits there is nothing he can do for him but ease the pain. Soon he is dead.

The team goes out in search of Ellia once more. Teyla fights her in hand-to-hand combat but is disabled. Sheppard orders Ronon to stay with her while he goes off on his own, but when Teyla regains consciousness she tells him to dismiss this order and go help him. Meanwhile Ellia has found Sheppard, and when she gets close enough, taking several gun shot wounds, she begins to feed on his arm. When Ronon arrives the two manage to take her down for good.

Sheppard, whose arm is now bloody, declares that he is fine. Ronon reassures him that they would never have been able to convince her to return with them.

Wr Treena Hancock & Melissa R. Byer

Dir Andy Mikita

2 - 8 *CONVERSION*

Colonel Sheppard and his unit return from Zaddik's planet ("Instinct"). John is rolled into the medical bay where Dr. Beckett examines Ellia's feeding wound. In the midst of his examination the entire gash disappears.

Beckett believes that Ellia transferred a quantity of the iratus bug retrovirus through Sheppard's arm and into his bloodstream. His physical abilities have accelerated. He can easily outdistance Dex in a jog and quickly disables Teyla of her fighting rods, unexpectedly leaping out of character and kissing her square on the mouth.

Dr. Weir invites Colonel Caldwell to assume Sheppard's duties while he is off active duty, but makes it clear that this will hopefully be only a temporary situation and that the Colonel will soon recover. Meanwhile, Sheppard finds an insect-like growth protruding from his arm where Ellia "bit" into him and ups the schedule on his next checkup with Beckett.

The retrovirus was never designed for a human, but a Wraith. Beckett had hoped that the human body would absorb and eventually destroy the serum, but that is not happening. Sheppard is assigned a guard.

Beckett gathers the Atlantis scientists together to come up with a plan to reverse the retrovirus's effects. Everyone agrees that administering re-sequenced cells of a full iratus bug, designed to seek out and destroy the alien elements in Sheppard's body, would do the trick. Unfortunately the only sample is a dead bug that has been on ice for over a year ("Thirty Eight Minutes"). Beckett decides to send a team to a planet identified in the Ancient database as a world of the iratus bugs (but not the Wraith homeworld) to capture several eggs to harvest.

Sheppard learns of the plan and wishes to go with the team to the planet. If his team is going to put their lives on the line to save him, he feels the least he can do is offer backup. Weir fervently disagrees. Enraged, Sheppard smashes one of her office windows overlooking the gate room. Weir considers the decision closed and Sheppard willingly returns to the infirmary.

Weir confronts Colonel Caldwell about his sweeping changes in the security protocols of the city and the off-world duty roster. Caldwell, who has wanted the position from day one, tells Weir that he has only made changes to bad decisions Sheppard has made in the past, but Elizabeth is furious that he did not even wait a day to make the changes. He has only sent one signal to the Atlantis expedition: Sheppard is not going to survive.

Lorne, Beckett, McKay, Teyla, Dex, Stevens and Walker travel to the iratus bug planet and locate a cave tucked against a mountain range. Inside a lair of possibly thousands of iratus bugs cluster, protecting their eggs (suspended in sacks on the ceiling). Beckett attempts an approach using salt water to make a path, but when one dangles by him with intent to feed Ronon uses his gun to disable it, sending the countless others in a frenzy. Walker and Stevens are killed in the evacuation.

Weir reports the bad news to Sheppard whose transformation has continued. Now at his wits end, he takes matters into his own hands, disables the two SF's at the door and escapes into the city. A team is sent to capture him, but he disables all members of the party save for Teyla -- and Dex, who neutralizes him with his gun.

Now back in the infirmary, Beckett has placed the colonel into a medical-induced coma. In 24 hours, John Sheppard will be gone forever. But Carson believes he has a plan. The iratus bugs release a very discernable pheromone -- likely one of the ways used to recognize other members of its species. Synthesizing the pheromones would take days, but Sheppard already possesses them.

With a final dose of the inhibitor, Sheppard, his team and Beckett return to the iratus planet. With minutes remaining before the drug wears off for the final time, the colonel enters the cave and leaps to one of the egg sacks on the ceiling, extracting a cup full of iratus eggs. While inside the clock runs out, and he emerges from the cave a monster. Ronon disables him. Beckett gathers the eggs and determines they will be enough.

Sheppard will recover after all, though Caldwell hopes that he will consider several of the changes the Daedalus commander has made in Sheppard's absence.

Weeks later, John has fully recovered, and pays Teyla a visit in the fitness room. Only a light scar of where Ellia attacked him remains, and this will disappear eventually. Sheppard indirectly apologizes for his force with Emmagan, but she instructs him to think no more of it.

WR STORY BY - Robert C. Cooper & Martin Gero
TELEPLAY BY - Martin Gero

Dir Brad Turner

2 - 9 *AURORA*

With the Z.P.M. powering Atlantis, minor systems have gradually been reactivated. Among these is a homing beacon designed to guide stray ships back to Atlantis. The Ancient warship Aurora has been targeted on deep space sensors as being located on the edge of the Pegasus Galaxy. Weir enlists the Daedalus to transport Colonel Sheppard and his team to the warship.

Once aboard his team finds the entire crew in stasis pods. After Dr. McKay reactivates internal ship life support he realizes that the crew is now so old that removing them from the pods would kill them. But their minds are active. Apparently the crew is sharing conscious thoughts despite the fact that they are in stasis.

With Teyla and Ronon's help, McKay places Sheppard into a stasis pod to communicate with the others, with instructions on how to remove himself at any time.

Once inside the colonel, in an Ancient uniform, encounters a member of the Aurora crew who says he has entered a restricted area. An escort team takes him to the bridge where Sheppard is introduced to the captain. It is soon clear that none of the crew realize they are in stasis.

Suspicious of his presence and motives, the captain orders Sheppard confined to a brig. There, the colonel pleads his case, making reference of the fact that the Aurora departed Lantean space following the sinking of the city during the Siege. The captain informs Sheppard that the Aurora crew has a vital piece of information on how to damage Wraith technology. With this in mind the first officer, Trebal, insists that work on the hyperdrive continue so that they can return to the city. Sheppard is left alone.

Eventually he summons the guard and manages to get Trebal's attention. Sheppard insists that they are on the same side, and he wishes to learn the Wraith secret so that he can inform Atlantis himself. Trebal believes he is sincere and promises to speak to the captain about the matter.

The Daedalus detects the approach of two Wraith cruisers. Fearing that the hive will learn that Atlantis was not destroyed, Colonel Caldwell gives Dr. McKay a half hour before he must pull Sheppard from the system.

Not satisfied with the time he has spent in confinement, Sheppard calls for the guard again and learns that Trebal has given strict orders to ignore the prisoner. Sheppard uses that moment to vanish from the artificial reality. He gives the guard long enough to enter the cell and investigate before Sheppard returns, snatching his weapon and communicator and leaving the guard in the cell.

Teyla and Ronon have bad news. A Wraith has forcibly removed a female Ancient and entered her stasis pod in her stead. A piece of Wraith hardware has also been attached to the system.

Sheppard approaches the captain in his quarters, hoping to explain things more clearly this time. But Trebal and a security detachment shoot him unconscious. She orders Sheppard returned to his cell and reasserts the importance of their mission to the captain.

McKay realizes Sheppard may be prevented from leaving because of the Wraith and decides to go in after him, but soon the Aurora security guards seal him in the cell along with Sheppard. McKay exits the system again and uses an interface to unlock the cell and render the guards unconscious. He returns to Sheppard's side and the men escape the brig again.

It does not take long to discover that the Wraith has taken the appearance of first officer Trebal. McKay accesses the virtual Aurora's systems and discovers that the Wraith has deleted the information pertaining to the weakness in their technology. But it becomes clear why it is interested in the hyperdrive modifications. The Wraith hyperdrives are nowhere near as advanced as Ancient hyperdrives. If it learns how the modifications are made to make hyperdrives from interplanetary to intergalactic, (with the correct coordinates) the Wraith could reach Earth in days.

McKay leaves the system to unplug the Wraith. Just as Sheppard enters the bridge the doctor succeeds, and only then does the captain realize he has been assisting the enemy. Sheppard informs him of the approach of Wraith craft, and the captain informs him of what to do next.

Sheppard's team, including the colonel, is transported back to the *Deadalus*. John was given the captain's self destruct code before departing. In the virtual environment, he has gathered his crew together to assure them that their sacrifice will not be forgotten. They are now too old to leave their pods, but they will do some good before the end.

The *Aurora* is destroyed, taking the cruisers with her.

Back on Atlantis, Sheppard shares a toast to the crew of the *Aurora*, assured in the fact that the Wraith weakness will be rediscovered.

Wr Brad Wright & Carl Binder

Dir Martin Wood

2 - 10 *THE LOST BOYS (PART 1 OF 2)*

While scrounging a forest floor in search of one of a contact who has reported the whereabouts of a Z.P.M., Colonel Sheppard's unit is ambushed and shot with a new advanced series of Wraith rifle. They awaken at a dinner table in a cave surrounded by young men. After Sheppard quips, he hears a familiar laugh, and Lieutenant Ford makes his presence known. Ford encourages eating the food he has placed for them and tells his story. He was not killed after he was taken by the culling beam on P3M-736. Instead, he neutralized and stole several enzyme pouches from the Wraith cruiser he was sent to and swiftly departed the craft.

Ford had dialed an address to a friendly planet where he met men willing to try the enzyme for themselves. Now he has gathered a small ragtag team of boys intent on delivering serious blows to the Wraith. Their numbers continually growing, they capture Wraith soldiers and imprison them for their enzyme.

One of Ford's associates, Jace, has managed to maximize the drug, and even lace it in food -- Sheppard's team's food. Too much already eaten, Dr. McKay, Teyla and Ronon Dex will soon experience the side effects. Sheppard's plate was intentionally left untouched so that he can be an unaltered witness to later tell Dr. Weir the wonders that it has done for his team. Ford makes it clear that they are not prisoners, and are free to roam the planet.

But they are not free to leave. McKay soon discovers that certain control crystals have been removed from the D.H.D. -- a trick he taught Ford -- which explains why they are not under surveillance. Already McKay is beginning to feel the effects of the enzyme with hot and cold flashes and a tendency to pace. Teyla and Ronon are not far behind.

Ford intends for Sheppard to see the effectiveness of his team, and instructs Kanayo to send Sheppard and Teyla with him on his next mission. While on the planet, Kanayo reveals he was a former Genii spy, which explains how he knows the location of an off-world Genii safe house. One man lost, his team successfully steals back an entire crate of Earth's C4.

McKay spends time with Jace and learns what he has discovered. The Wraith are not a united force, and are fracturing more than originally thought. Because of Teyla's ability to access their telepathic network, each ship is becoming compartmentalized in terms of sharing information. This way, if she or someone with her abilities were to access a ship's telepathic link, only that vessel would be compromised.

When Kanayo and his team returns, Ford and Jace brief Sheppard's unit on their plan. They wish to destroy a Wraith hive ship. One is passing through an area of space, feeding heavily as it does. A hyperspace pause will take it very near to a planet with a Stargate. If they manage to plant the C4 in the Dart bay, utilizing secondary explosions, the hive ship will be decimated with possibly hundreds of thousands of lives (who would've been culled otherwise) spared.

The trick will be getting up to the ship. Ford reveals a Dart they managed to capture, intact, and Sheppard is encouraged to learn how to fly the craft. McKay is floored that he is considering the possibility of going along with the boys' insane plan, but Sheppard privately reveals he'll use the Dart to scoop everyone up and fly back to Atlantis. Only after this does McKay agree to modify the Dart so that Sheppard can fly it.

Meanwhile, Teyla and Ronon's enzyme dosage is increased, and soon their personalities are radically altered. But Sheppard maintains his plan. He'll force Ford to include all of his team in the strike force. Once they are culled, Sheppard will fly everyone home.

Ford has seen through his plan, and as insurance that he will not return to Atlantis with the Dart, McKay will remain behind. Also, the onboard D.H.D. will only dial the hive ship's planet and back.

Sheppard scoops up the group in a culling beam and travels through the Stargate, but as he approaches the hive ship the Dart initiates an autopilot. Inside he is barely able to release the cargo, but when he does the Dart deposits the group on the edge of a precipice within the ship. Three of Ford's men, including Jace, fall to their deaths.

The Dart parks itself in a landing bay. The canopy dissipates and Sheppard is greeted by two Wraith warriors. He disables them with his P-90, setting off an alarm in the ship. After a violent struggle everyone is confined into a single Wraith holding cell. Ford believes Sheppard deliberately set out to screw the mission, but the Colonel puts him in his place.

A Wraith commander arrives to escort the pilot of the Dart to another part of the vessel. Sheppard is taken away and placed on a pedestal in a vast room. When he turns around, he finds a female Wraith -- the hive queen -- staring him in the face. She wraps her mind around Sheppard's, forcing him to buckle to the floor into submission, and probes his thoughts.

Wr Martin Gero

Dir Brad Turner

2 - 11 *THE HIVE (PART 2 OF 2)*

The Wraith Hive Queen begins to interrogate Colonel Sheppard, but before she can get answers to her first question she becomes agitated for reasons unknown and orders him returned to his cell. Teyla senses that a second Wraith hive ship has arrived on the scene.

Back at Ford's outpost, Dr. McKay pleads with his enzyme-enhanced guards to allow him access missing crystals to open the Stargate. The mission to the hive ship is long-overdue, so something has obviously gone wrong. But they refuse. While they play a board game McKay sneaks away to Jace's laboratory and gouges himself with an entire bottle of the Wraith enhancement. He easily bulldozes through the guards and returns to Atlantis, where he soon collapses in the gate room.

An attempt to free themselves goes horribly wrong as Sheppard's group, including Ford and Kanayo, make their way to a Dart bay. En route, they come across three cocooned captives who are still alive. While pulling them free Wraith arrive, stun the entire party, and return them to separate cells. Sheppard awakens a short time later to an irritated Ford and a young woman he attempted to rescue, Neera. Ford admits the enzyme is quickly wearing off. Without an additional supply he will suffer possibly fatal side effects.

Colonel Caldwell has pushed the Daedalus's hyperdrive engines and managed to arrive a few days ahead of schedule to aid in the team's recovery. McKay is now in the infirmary. Since Ford left with the city's only supply of the enzyme, Rodney will have no choice but to quit cold turkey. The massive dose of the drug in his system will not leave without him kicking and screaming.

Ronon, Teyla, Ford and Kanayo are facing identical withdrawals. Because Ronon and Teyla have only been taking the drug for a short time the absence from their system will be unpleasant, but not life threatening. While sprawling on the floor in pain, the absence of the enzyme in Kanayo's body kills him. Ford, too, is near death, but Sheppard is pushing him to stay alive. Wraith arrive to collect Kanayo's corpse and to put Ford into a cocoon to preserve him for when they are ready to feed.

After a lengthy struggle McKay returns to his normal self. Now coherent, he updates Dr. Weir about Ford, his coalition, and the Wraith's planned target: Edwin. McKay knows the coordinates, so with luck the Daedalus will be able to head them off and give the expedition time to warn the population.

Meanwhile, Sheppard is getting cozy with Neera, who has now told him about how her culture fell at the hands of the Wraith. She snuggles up to him for warmth and inquires about his world, but Sheppard stops himself when she asks for the name of the planet. Later, Sheppard is taken to the Hive Queen once more, but he starts off the conversation by assuring her that the woman she had planted for them to find, Neera, would not acquire any information for her.

When Neera appears at her side the Queen reveals that there are thousands of humans like her who revere, and even willingly worship, the Wraith. In exchange they keep their lives. Sheppard takes a

chance and says he is the same, only he is working for the Queen on the other hive ship. The Queen promises to speak with her, but not before Ford enters the room and neutralizes the entire group of Wraith with Ronon's gun. Despite Sheppard's objections Ford, who has found more enzyme, promises to watch his team's back so they can escape.

The Daedalus arrives in the Edwin system, deploying Lorne and Dr. McKay in a cloaked Puddle Jumper to contact Sheppard, but they are taken aback when they discover two hive ships have joined together for the culling. After trying to reach Sheppard via radio they return to the Daedalus.

Sheppard acquires a Dart and scoops Dex and Teyla into its culling beam. He pilots the craft outside of the hive ship, now deploying throngs of Darts for the culling. Instead of heading for the Daedalus Sheppard begins to lay down fire on the opposite hive ship. His plan works. Both squadrons of Darts, and the two massive vessels, destroy one another.

The Daedalus returns to Atlantis, landing in the water beside the city. McKay is shocked when he sees his three teammates alive and well. Sheppard escaped via Edwin's space Stargate, trusting that Ford made it out before the ship was destroyed. Valuable intelligence has been gathered on the Wraith, who possesses a more brittle relationship with one another than has ever been realized. This could develop into a very effective strategy in their defeat.

Wr Carl Binder

Dir Martin Wood

2 - 12 *EPIPHANY*

On an alien planet Lt. Colonel John Sheppard, Dr. Rodney McKay, Teyla Emmagan, and Ronon Dex fly the Puddle Jumper toward a crater giving off spiked energy readings. McKay is curious. Sheppard lands the Jumper to proceed on foot to explore. The team finds a partially concealed cave with a doorway that has Ancient writings on it; Teyla recognizes the words "welcome" and "ascension."

Curious to learn more, the team inserts a camera taped on a stick through the portal. The "M.A.L.P. on a stick" records another side to the cave. Sheppard decides to be the hero and go through the portal himself. Just as he begins to pass through, he experiences pain and tries to pull out. Despite the team's efforts, Sheppard gets swallowed by the portal and spit out the other side ... and can't get back through from the other side.

Only then does McKay make an astonishing discovery. The camera's memory is full and the batteries are dead after using it for only a few minutes. Hours have been recorded. McKay realizes that time passes much more quickly on the other side. And that means that Sheppard has already spent days there without supplies. Quickly the team takes whatever they have and heave it through the portal, and McKay leaves to get help.

On the other side, Sheppard has spent days camped out by the portal. He's on his last energy bar when the cavern shakes with an earthquake and out of the portal pops the supplies the team just threw to him. He's already growing a beard. Again, more days pass on his side before he is forced to leave the cave and look for food.

Sheppard discovers a green valley with an open field, where a man runs up to him in sheer terror. He tries to tell Sheppard there's a beast gaining on him. A beast about seven feet tall appears as a partially visible monster with claws, scales, and head ridge. It wastes no time attacking them both, and in the fight Sheppard is knocked unconscious, getting claw wounds for his trouble.

John wakes up in the usual primitive human surroundings found on so many human-inhabited planets in the Pegasus Galaxy. The man who found him, Avrid, and his sister, Teer, explain that the Ancients created this whole area to protect people while they are trying to ascend. John is shocked to learn that there is one and only one way out: ascension. He must lose his physical body and reach a higher plane of existence.

Stranded with the villagers, the weeks turn into months. John tries to blend in by meditating with them and learning from them. But no one is ascending. One day the beast attacks the village itself, and Sheppard must defend Hedda, the little girl who healed him with the Ancient's powers. He is appalled when the other villagers run inside to hide, as if that would help against the non-corporeal beast. Sheppard faces the beast alone, feeling abandoned and hung out to dry by the passive inhabitants. But soon Teer bravely emerges to stand with him. But the beast nearly kills the Colonel again.

Sheppard tells the villagers they have to face their fears and fight it. If they don't and the creature kills them, there will be no ascension. As more time passes, Sheppard feels abandoned by his team and becomes depressed. What he doesn't know is that outside the Cloister only a few hours have passed, and McKay has made it back to Atlantis to get help.

Dr. Weir, Dr. Beckett, McKay, and a pilot bring supplies and return to the planet to join up with Teyla and Ronon. To determine more about the temporal field, McKay fires a probe into the barrier. Before being torn apart by the temporal forces of the barrier, the probe sends back readings indicating where to find the field's power source. McKay is confident he can turn it off. Reaching the cave, he analyzes Teyla's experiment with the camera, calculating that time inside the crater is advancing roughly 250 times normal.

In the hope of rescuing Sheppard -- and possibly landing a Z.P.M. as well -- the group goes through, knowing it may be a one-way trip.

In the village, Sheppard tries to explain that never experiencing life as a human means missing out on great things. Teer reveals her precognitive abilities. She tells Sheppard that he will be the one to help them all ascend -- she has foreseen it for many years. Then she reveals that his team is close by, trying to rescue him -- but they are about to be attacked by the beast. Alone, John races to help them.

The villagers come to help, realizing now that the beast is a manifestation of their own fears. Having released this last burden and vanquishing the creature, the villagers all start to ascend. As Teer ascends, she offers John to come with her. But ascension is not something for which he is ready. Teer tells them that the portal will now let them leave, but that it must remain in place for future followers of the path.

Wr Brad Wright & Joe Flanigan

Dir Neil Fearnley

2 - 13 *CRITICAL MASS*

On Earth, N.I.D. Agent Malcolm Barrett arrives at the S.G.C. to give General Hank Landry a warning: The Trust, an illegal intelligence group on Earth that is now under the control of the Goa'uld (SG-1: "Full Alert"), has planted a bomb on Atlantis.

The Goa'uld have discovered a threat that may come from the Pegasus Galaxy: the Wraith. Fearful for their own survival, an unknown Trust operative has planted a bomb at the one and only Stargate in the Pegasus Galaxy that can connect to Earth. If the Stargate dials either out to or in from Atlantis, the explosion will be triggered. Atlantis will be destroyed along with the city's Stargate.

In an eleventh hour dilemma, Atlantis is scheduled to dial in to give the weekly status report in a couple of hours. But Atlantis is too far away to simply send a subspace warning.

Landry tells Dr. Lee to figure something out, and Lee organizes a relay of sorts. An SG team gates to a planet on the edge of our galaxy, where they relay a message to the Daedalus, which is in between the two galaxies travelling back to Atlantis. Hermiod's quick adjustments to the engines put them in communication range of Atlantis. On Atlantis, McKay gets the message and aborts the dialing sequence at the last second, averting disaster.

Dr. Weir orders McKay to work with explosives expert Lt. Laura Cadman. It's an awkward moment because McKay is still creeped out by the fact that he shared his body with her when her consciousness was trapped in his mind ("Duet"). Dr. Weir suspends all gate operations until the bomb is found, stranding Dr. Zelenka on the Peter Pan-like planet with all the kids ("Childhood's End"). Then Weir sends a message to the Daedalus to return to Atlantis. She wants to be able to interrogate anyone on board who could be a suspect. McKay objects, saying it will cut off their communication with the S.G.C. One last message from Earth reveals that the detonator for the bomb is located on Atlantis, not on Earth.

To insure the Atlantis Stargate cannot connect to Earth's, McKay disconnects the Z.P.M. from the power grid. Lt. Colonel John Sheppard and his teams search the city for the sabotage, with no luck. Inexplicably, the gate dials Earth on its own. Since the Z.P.M. has been removed, there is insufficient power to make the connection. Now the Atlantis team is worried that the Trust operative is in the city because a distress beacon goes off immediately; the gate dialing was only a diversion.

For Teyla, the bomb problem is overshadowed by the human problem of a dying Athosian woman named Charin. Teyla considers her like a grandmother, and seeks Dr. Carson Beckett's help. Beckett tells Teyla

that Charin's heart doesn't pump enough blood to sustain her. Teyla is glad to learn there's a treatment, which can help. But Charin thinks she should be allowed to die naturally and have the funeral Ring Ceremony. Because of the Wraith cullings a funeral is a rare event, since few Athosians live long enough to die of natural causes.

Dr. Beckett explains to Teyla that a pacemaker and other Earth technology can prolong Charin's life for years to come. Charin refuses, and Teyla makes it clear that Dr. Beckett may only make Charin comfortable until she dies. He respects the decision. When Charin dies, the ceremony commences with Teyla singing the haunting melody of the Athosian funeral dirge.

Long-range sensors have recently detected two Wraith cruisers nearby, fighting with each other. With the beacon set off by the Trust operative, they now turn to investigate the planet where Atlantis hides. Months ago, the Wraith fell for the ruse that a nuclear bomb had destroyed the city. To maintain the deception, the Z.P.M. must be reconnect to raise the city's cloak. McKay shuts down as much power around the city as possible to avoid an overload to the Z.P.M.

Someone is to blame, and Dr. Weir continues to interrogate Daedalus crewmembers and her own people on the Atlantis expedition. Hated Dr. Kavanagh's name makes the top of the list of suspects. Weir interrogates him but he defies her, calling her an incompetent. The senior staff meets and decides Ronon should use any means necessary to force Kavanagh to reveal the code to deactivate the overload sequence. Believing Kavanagh is the traitor, Weir orders Ronon to do it.

But the bomber activates the pre-launch systems for the city's stardrive. Since the city is a giant space ship, the power required to launch will also overload the carefully guarded Z.P.M. By now, the Wraith ships have entered orbit and are scanning the surface. The Z.P.M. must stay plugged in to keep the cloak up.

Lt. Cadman discovers that Daedalus commander Colonel Caldwell accessed the necessary systems to create the overload. Once informed, Hermiod beams the Colonel down from the ship without warning. When Sheppard and Weir confront him Colonel Caldwell speaks in the distinctive voice of a Goa'uld and his eyes glow -- he is the infiltrator sent by the Trust, or at least the parasitic symbiote that has taken his body is.

Caldwell attacks Ronon and Sheppard. But Sheppard uses a taser to shock him until Colonel Caldwell himself can overcome the symbiote and speak. He gives the code to stop the detonation and disarm the sabotage. The Wraith ships find nothing and leave the area.

Later, Hermiod uses the Daedalus transporter system to remove the Goa'uld from Caldwell. But Weir is afraid that more people could be infested. And she worries that she has crossed a line with Kavanagh.

Wr Carl Binder

Dir Andy Mikita

2 - 14 *GRACE UNDER PRESSURE*

Dr. Rodney McKay is out on a test flight of a repaired Puddle Jumper with Griffin, a pilot from the Daedalus. They are returning from the mainland over water to Atlantis. The inertial dampeners are damaged in an explosion and one of the two propulsion pods goes out. They can't compensate in time and crash into the ocean.

The ship is damaged and the two men are knocked unconscious. The Jumper sinks into the sea.

Back in the city's control tower, Dr. Radek Zelenka monitors the flight. For a whole hour he cannot contact the Jumper. McKay and Griffin wake up with head wounds and finally answer the radio. They have sunk to 1,200 feet below sea-level and are falling steadily.

The front window cracks, and their only hope is to seal themselves inside the rear compartment. Griffin sacrifices himself by rushing to the front controls, shouting, "Good luck, Rodney." He closes the bulkhead door just as the water rushes in. McKay is stunned at the heroics, and terrified that he is stuck in the back of a sinking Jumper all alone.

Desperate to save himself and disoriented from his head injury, McKay starts talking to himself to try and focus. He gets his laptop interfaced to the ship's computer, and discovers that the transmitter isn't working so far under water. Without the signal, Atlantis won't know where to look for him in such a vast expanse of ocean. But he also realizes that there is a significant power drain from the inertial dampeners. He can't

shut them off, and now he has only three hours of life support.

Worse, as the ship descends the increasing pressure of the water threatens to break up the ship. Add the problem of needing to heat the compartment under so much frigid water, and McKay has additional power needs. He tries to shut down as many systems as possible to conserve energy, almost killing himself from a build up of too much carbon monoxide. Punch drunk, he realizes his mistake and manages to scrub the CO₂ from the air.

Based on the flight path and the ocean currents underneath, Zelenka's team narrows down the search area. The Ancient database in the Atlantis computers describes the ridges on the ocean floor and the depth the disabled Jumper can go. Zelenka knows it is somewhere between 2,000 and 6,000 feet of water. He thinks nothing can reach it.

But Lt. Colonel John Sheppard tells Dr. Weir that there is a way. Now that they know a Jumper can be used as a submarine to a depth of 1,000 feet, he can fly it down there. Sheppard figures that if Atlantis's cloak could be made from it's shields, then a Puddle Jumper could turn its cloak into a shield to hold back the water (and the increasing water pressure below the normally safe depth).

Using a thousand-foot cable brought by an oceanographic team and a magnetic grapple used to lower F-302s into the Jumper bay, Sheppard thinks that he can take another Puddle Jumper deep enough to grab McKay's ship and drag it closer to the surface. There, deep-sea rescue divers can cut the crew out.

Dr. Weir approves the plan. Zelenka is ordered to accompany Sheppard, and agrees only reluctantly. Radek isn't comfortable in Puddle Jumpers even under ideal flying conditions -- in fact, it was his reluctance to go on the test flight that forced Rodney to take his place, putting him in this life-threatening situation.

Meanwhile, McKay is suffering from a concussion. He hallucinates help in the form of Lt. Colonel Samantha Carter, from Stargate Command back on Earth. She shows up pretty in pink, and promptly begins arguing with him.

McKay realizes he's hallucinating her while she teases him to distract him from trying to rescue himself by making the Jumper swim. Sam -- or, rather, the part of his subconscious that she represents -- doubts his new plan, and believes that his best bet is to stay put, conserving power and life support and giving his team a chance to find him. He continues to argue with her, while she reminds him all the while that he is really arguing with himself. She wouldn't be there if this wasn't something part of him wanted to hear.

As he works on his next plan, Sam pulls out all the stops to distract him: She shows up in a bathing suit and kisses him. But he recognizes her attempts to distract him from his brilliant idea and -- after a few kisses -- pushes her away and gets back to work.

McKay hears whale sounds echo through the walls of the ship, and realizes that there's a sea creature out there attracted by the ship's emergency transmitter, and can only hope that it will go away rather than hang around waiting to eat him.

Sheppard and Zelenka dive into the ocean in a second Puddle Jumper, and reach the maximum safe depth. Zelenka succeeds in jury rigging a shield, allowing them to go deeper. The search begins.

Unable to trust others to get the rescue job done, McKay wastes half his remaining power trying to raise the ship. It crashes back onto the ocean ridge, causing micro-fractures to appear on the hull. The ship starts to flood with icy sea water. McKay now has to heat the water to stay alive, consuming even more of the remaining power. He is truly helpless.

Sheppard and Zelenka are not able to locate McKay's Jumper deep below them -- but they detect the sea creature circling, and follow it to find the ship. Zelenka tells Sheppard the grapple won't work because McKay's ship weighs too much from being flooded with all that water. So Sheppard lands the ship on the ocean floor next to McKay's Jumper and extends the new shield around both ships.

All McKay has to do is open the door and walk over to Sheppard's ship. But Rodney is afraid he is hallucinating Sheppard's voice. Sam convinces him to trust his team and open the rear hatch. His friends wait on the other side to take him home. From the safety of the rescue Jumper, McKay looks back and sees Sam waving goodbye.

Wr Martin Gero

Dir Martin Wood

2 - 15 *THE TOWER*

Once again, Lt. Colonel John Sheppard's team is on another apparently primitive, agrarian planet. Rodney McKay thinks it's a waste of time to hope these folks have anything worthwhile to trade. The village leader, Eldred, approaches to apologize for the delay since they have to prepare their tribute to the Tower. The team takes a look at the Tower and realizes that it is a duplicate of the central spire of Atlantis. Now they know this place has something interesting to investigate.

Eldred explains that the Lord Protector can send bright lights against the Wraith ... or the villagers. These bright lights can attack and destroy anything. The team realizes he is describing Ancient drones, of which Atlantis is currently out of stock following the attack on Atlantis. If the drones work, then it is a sure bet there is a working Z.P.M. Sheppard asks to meet the people in the Tower, and is told that only members of the royal court are allowed inside. McKay goes off to take readings of the Tower with a villager.

Soon, guards from the Tower arrive in the village wearing clothes from a more advanced civilization. The Constable of the guards backhands Eldred and pulls out a bullwhip to flog him. Sheppard tries to protect Eldred but another official arrives from the Tower. Otho, the chamberlain, stops the whipping and proceeds to scan the team. The device beeps when it scans Sheppard. Otho orders Sheppard taken to the Tower.

When the team objects, a drone lands and explodes in the village as a demonstration of the Lord Protector's power. Otho explains that the Lord Protector can see what's going on everywhere. Otho threatens another strike if the team doesn't disarm; it's off to the Tower for Sheppard.

From McKay's scans, he decides that the Tower is actually just the visible portion of a buried Atlantean city. Over the radio, John confirms that the inside is exactly like Atlantis's control room, but dressed up like an eighteenth century palace. McKay tells him that there is a Z.P.M. -- but it's nearly depleted. The city is the same size as Atlantis, just buried.

The Colonel is treated as a guest of honor, and over the radio orders his team to keep a low profile for the night. That evening at dinner, John meets the royal court and the Lord Protector, an aging and ailing man who possesses the Ancient gene and is able to operate the chair, allowing him to activate drone weapons and monitor the nearby villages. His heirs are supercilious fops. Mara, his daughter, is an incorrigible flirt. Tavius, the son, is arrogant and mean. The only thing worse is their table manners.

John inquires about the source of the drones, but no one can answer since no one will go underground to investigate what they call "the catacombs."

Meanwhile, McKay finds a way down into the subterranean part of the city. Baldrick, the village guide, tells him the area is prone to earthquakes, which is why people haven't gone down there. Once they enter, a cave-in traps them. McKay looks for another way out and discovers a treasure trove of unused Puddle Jumpers and drones that could resupply Atlantis. He managed to program one of the drones to blast a hole through the roof for a way out.

In the Tower, plotting and scheming are rampant. That night Mara tries to seduce John, telling him that if they are married, succession will fall to her when her father dies. Elsewhere, Tavius plots with Otho. Otho tries to enlist John in his schemes, presumably to save the people and ensure the gene in the succession. But it's a losing battle. The gene is fading more with each generation, despite the chamberlain's best efforts to find the optimum genetic matches for coupling.

Soon, no one will be able to operate the chair and defend their way of life. When he scanned Sheppard in the village he learned that he has the Ancient gene -- stronger than it has been recorded in a member of the royal family in over 300 years. If Sheppard marries Mara and fathers children, it will bring the royal court an invaluable new infusion of Ancient genetics.

Dr. Beckett comes to treat the Lord Protector. But he discovers the man has been slowly poisoned over many months. To avert the political crisis, Sheppard tells Otho about Beckett's Ancient gene therapy, which can give at least half the peasants on the planet the ability to operate the chair and defend the planet from the Wraith. Otho himself takes the therapy.

Soon the Lord Protector dies, starting a power struggle for the throne. Emerging to claim the throne

himself, the cunning Otho arrests Sheppard, Dr. Beckett, and Tavius. To demonstrate his genetic claim is valid, Otho sits down on the chair throne and launches drones to destroy the village.

Back in the village, Ronon stops the Constable from assaulting a woman. He defeats three of the soldiers single-handedly, cutting the Constable's throat. Though afraid, the villagers decide to defend themselves from the punishment sure to come from the Tower.

Meanwhile, Mara goes to John and brings him his radio. Sheppard and Teyla contact McKay and tell him to stop the attack by draining the last of the Z.P.M.'s power. McKay initiates the biggest drain of power, the city ship's star drive, which allows an Ancient city to fly. In the nick of time, power runs out and the drones fall to the ground, powerless.

But it also causes a severe earthquake. In the confusion, John escapes and confronts Otho. He attacks the Colonel with a knife, but John wrestles it from him and cuts his hand. Defeated, Otho falls dead from the poison he put on the blade -- revealing himself to be the one who poisoned the Lord Protector from the start.

The team returns home, and Atlantis is resupplied with drones and Puddle Jumpers in exchange for medicines and the promise to help the villagers get started on the road to a free society.

Wr Joseph Mallozzi & Paul Mullie

Dir Andy Mikita

2 - 16 *MICHAEL*

During a voyage in a Puddle Jumper, Lt. Colonel John Sheppard and Dr. Rodney McKay try to explain television to Teyla Emmagan and Ronon Dex. A proximity alarm alerts the team to two small pods, drifting among the wreckage of a much larger ship. McKay decides they are just big enough for one person each, but they are not coffins. Sheppard brings the nearest one back to Atlantis and sends another team back for the other pod.

McKay and Dr. Carson Beckett discover that a female is preserved alive inside the life pod. Dr. Elizabeth Weir and Colonel Steven Caldwell give the OK to open it. Both scientists are a little uncomfortable with Colonel Caldwell, who has just returned to duty after being freed from the control of a Goa'uld parasite ("Critical Mass"). Inside the pod is an elderly woman, who is dying. When Dr. Weir leans in to take a look, a bright white beam shoots out and encompasses her. She faints and wakes up in the infirmary, where she begins speaking about Weir in the third person when she wakes up. Obviously, the alien is talking, not Elizabeth. She tells them her name is Phebus and that her vessel was attacked by the Wraith on its way home.

The team is suspicious, so they ask Phebus to let them speak with Dr. Weir. In a move resembling a Tok'ra giving over control to the host, presumably Elizabeth Weir speaks. She asks Sheppard to host Phebus's husband in the other pod now recovered and waiting. She wants to say one last goodbye to her husband. For the sake of love, the group agrees. Knowing that the imprinting will only last a day, Sheppard accepts the mind transfer.

McKay theorizes that the technology's purpose was to act like a "black box" flight recorder on an airplane, giving information about the disaster. Even when a ship is destroyed and the crewmember's body does not survive, his or her consciousness is preserved briefly in order to report back on what happened.

Sheppard awakes as Thalen. Phebus informs him it is she, his wife, in Weir's body. After a long kiss, Phebus/Weir asks for some privacy. Colonel Caldwell refuses. Phebus manages to surreptitiously tell Thalen that there are two guards outside the doors. They make a break for it, grabbing the Wraith stunner pistols from the guards and shooting everyone in sight. McKay tries to shoot Thalen/Sheppard and misses, only to realize he is shooting at Sheppard's body.

Thalen/Sheppard runs off, but Phebus/Weir enters and tells McKay that the man in Sheppard is actually an enemy. Then she shoots McKay and Beckett. Taking McKay's headset, she pretends to be Weir and orders Atlantis security to apprehend Colonel Sheppard. A race begins to find the two aliens and subdue them before they can kill each other, and thereby kill their hosts.

Colonel Caldwell directs the operation, over McKay's objections. Security searches for the aliens while the team works to find a way to reach them using the life signs detector and other Atlantis technology. Teyla and Ronon also join the search.

Thalen/Sheppard and Phebus/Weir taunt each other over the communications system. The chatter is played to the command staff, who realizes that everyone was duped. These two are not husband and wife, but two warriors from opposite sides of an ancient war still trying to kill each other. They don't know their war is over -- or they don't care.

Now the aliens are using Sheppard and Weir's knowledge about Atlantis's workings and layout. Thalen/Sheppard destroys the power control console with a submachine gun. Phebus uses her knowledge to destroy the backup system, and Atlantis is paralyzed. Caldwell orders McKay and Beckett to get down to the power room and fix whatever they can for the primary systems. Luckily, the Z.P.M. is not damaged.

Thalen/Sheppard realizes that Ronon is lying in wait for him. He convinces Ronon that he is not the alien, but Caldwell is. Since Caldwell was recently a Goa'uld, everyone is suspicious of him. Gaining Ronon's help, Thalen/Sheppard gets night goggles and a stunner. She eludes patrols but manages to shoot Ronon in the stomach. Thalen/Sheppard finds Ronon and sends for a medical team. With only flashlights, Beckett must perform surgery on Ronon to save his life.

Eventually the two aliens have another shoot-out, but miss each other. Phebus/Weir finds a control center locks down the city. She tells Caldwell to find Thalen/Sheppard and turn him over to her or she will mess with life support, maybe send a signal to the Wraith, or even kill Weir as a last resort. She figures out how to turn on the halon gas fire suppressant system and creates a shunt into the life support system, threatening to flood the living quarters with the deadly toxin and kill three-quarters of the city.

In the control room, McKay races to override the lockdown while Teyla stands guard over an unconscious Thalen/Sheppard, who she just stunned. Phebus/Weir watches on the security monitor and waits for him to wake up, then orders Teyla to kill Thalen or she will release the gas. Colonel Caldwell tells Teyla to make her own decision knowing what's at stake. Teyla delays as much as she can, and in the nick of time McKay overrides Phebus's controls.

Phebus/Weir hurries to Thalen/Sheppard's location to kill him herself. But as she arrives Teyla passes the stunner pistol to him, and he catches Phebus off guard with a blast.

Later, in the infirmary, Colonel Caldwell visits the recuperating Weir and Sheppard. Phebus and Thalen's consciousnesses have gone. Caldwell teases her about calling him hopeless and declares the paperwork on this one will be a nightmare, especially because of the kiss. Embarrassed, Weir slinks down under the covers. But it's obvious: After Weir and Sheppard have experienced alien possession first-hand, Caldwell has finally been accepted as a good guy.

Wr Damian Kindler

Dir Andy Mikita

2 - 17 *THE LONG GOODBYE*

During the weekly visit to a friendly planet, Major Lorne's team is attacked. The building where they were having tea was destroyed following an attack from unknown assailants with what sounded like Wraith blasts. Dr. Lindsay reaches the Stargate to call for help, and leads Colonel John Sheppard's team to find charred bodies inside the building. Their dog tags identifying them as Major Lorne and his team.

Through the Stargate, a Genii soldier, Ladon Radim, contacts Weir with a video transmission. He reveals that the Genii know Atlantis was not destroyed because they've seen various teams travelling to and from other planets. Weir recognizes Ladon as a member of Commander Kolya's previous strike force, which attempted to seize Atlantis last year ("The Storm," "The Eye"). Ladon tells her he has defected from the Genii -- and he has a Zero Point Module (Z.P.M.) to trade.

Rodney makes the case that getting a Z.P.M. outweighs upsetting the Genii government, with whom Dr. Weir has negotiated an uneasy peace ("The Siege, Part 2"). They send through a M.A.L.P. to Ladon's planet, and he invites them to search him. Soldiers return to Atlantis with Ladon in tow, and he informs Weir that he is leading a coup d'etat against Cowen and the Genii government. In exchange for the Z.P.M. he wants machine guns, grenades, and C4 to overthrow Cowen and to stop the Genii from using their nuclear weapons to attack other worlds.

At the village on the planet where Lorne's team was killed, Ronon and Teyla go to a bar to follow up the investigation. There are spies watching who will kill anyone who talks. Having no luck, they leave. But the barmaid catches up to them with a satchel they apparently left behind; it is a ruse to pass information, which turns out to be reward posters for the capture of key Atlantis team members, including Lorne and

his team, Sheppard, and McKay. Examining the photographs, Ronon realizes these have been distributed on numerous worlds.

Ladon tells Weir that Cowen has dreams of conquest to unite the galaxy under one leader in the fight against the Wraith -- himself. Kolya is missing and Ladon suspects Cowen had him murdered. Ladon says he obtained the Z.P.M. from the Brotherhood of the Fifteen, where Sheppard and Kolya tried to kill each other to get it ("The Brotherhood"). Ladon pretends to be idealistic but everyone is suspicious. As an act of good faith to a tentative ally, Weir decides to send Sheppard and McKay to contact Cowen.

On the Genii homeworld, Cowen genially meets them in the tunnels under the surface. He says they were heavily culled by the Wraith and are rebuilding, and have no ambitions to conquer the galaxy. Sheppard tells Cowen about Ladon's accusations. Cowen isn't worried, since Ladon doesn't have enough resources. And he promises to keep the secret of Atlantis surviving the Wraith attack as his act of good faith. Sheppard offers supplies to help rebuild since the Genii supplied the nuke used in the ruse to make the Wraith think Atlantis was destroyed.

In a cloaked Puddle Jumper, special ops teams followed Ladon to a base on another planet. Sheppard proposes a raid to get the Z.P.M. By luring some of the Genii rebels to Atlantis to trade for the Z.P.M., Sheppard figures he can then reduce the manpower at the base and successfully recover the Z.P.M.

Dr. Beckett determines that the bodies are not Major Lorne's team. The people were already dead from radiation poisoning -- Genii.

The Genii rebels arrive without the Z.P.M., so Weir detains them. But it doesn't matter: they are terminally ill with radiation poisoning and did not plan to ever return home. Dahlia Radim, Ladon's own sister, is one of them.

Weir realizes that Sheppard is walking into a trap. Ladon knew there would be a raid and double-crossed Sheppard. Ladon, waiting with a dead Z.P.M. (which the Genii found in their archives, and did not steal from the Brotherhood), captures Sheppard's assault team using knockout gas.

When Sheppard wakes up Cowen is there. He explains that Ladon still works for the Genii -- there is no coup. He is also holding Lorne and his team captive, and very much alive. Cowen radios Atlantis and demands ten Puddle Jumpers in trade for the Atlantis teams. She has one hour to deliver the ships until they start killing the hostages, starting with Sheppard.

The Genii, however, can't fly the Jumpers because they don't have the Ancient gene. They captured Lorne's team in order to experiment with their own Ancient gene therapy. The circulated wanted posters were for Atlantis personnel with the Ancient gene, to aid their experiments. Major Lorne's team was probably turned in for the reward offered. Sheppard is locked up with Lorne and the others.

Dr. Weir tries to negotiate with Cowen, telling him they can cure many of the Genii hostages -- including Ladon's sister. Cowen tells her he doesn't care, and sends Ladon to kill Sheppard. But Ladon has other plans, especially now that he knows his sister can be cured. He intends to detonate a nuke hidden under the building. But first he rescues Sheppard and his men, escaping with them to Atlantis. Over the radio, Cowen is stunned to learn that he himself has been double-crossed; there really is a coup in the works after all. The nuke detonates, killing Cowen and his elite guard.

Ladon is reunited with his sister, and Dr. Beckett successfully operates on Dahlia for a malignant lung tumor. Dr. Weir offers to cure as many Genii as they can, as long as the coup doesn't cost any more lives. Ladon promises a more friendly relationship Atlantis and thanks Dr. Weir for helping his sister.

But Weir is afraid that the new leaders of the Genii will be as bad as the old. Sheppard reminds her that Ladon did rescue him and return their people. So maybe there is hope.

Wr Martin Gero

Dir Martin Wood

2 - 18 *COUP D'ETAT*

A man in the infirmary wakes with a severe case of amnesia. Atlantis's Dr. Elizabeth Weir and Lt. Colonel John Sheppard, along with Dr. Carson Beckett, tell him that he was captured by the Wraith, and is recovering from injuries. His name is Lt. Michael Kenmore, and he serves under Sheppard's command. Holding an injection needle, Dr. Beckett tells the man he is diabetic and must take insulin to stay alive.

Michael is disoriented and understandably frustrated, but trusts the people who are there to help him.

Meanwhile, Weir and Sheppard's team agree that Michael must be kept under close supervision. Dr. Kate Heightmeyer, the base's psychologist, recommends reintegrating the young officer into society to speed up his psychological recovery. But Dr. Weir orders bodyguards to attend him wherever he goes.

Michael is a nice young man who just can't remember who he is. But he is sure he's not being told everything. He attends a counselling session with Dr. Heightmeyer, but she can't give him a satisfactory answer. In several incidents, it becomes obvious that many Atlantis personnel are uncomfortable with Michael and definitely lying to him about something. Michael has a conversation with McKay and realizes he himself knows about Wraith technology -- but he can't remember how he knows.

Teyla visits Michael in his quarters and reveals he is from Texas, showing him a picture of his parents to help him get reacclimated and to try and spark his memory. But Michael can't remember anything about it, except to say that Teyla herself seems familiar to him. She smiles and tells him that they are friends.

Since Michael needs physical therapy, Teyla works out with him and instructs him in a sparing match. Michael obviously knows how to fight. He throws Teyla to the ground hard, slamming his hand on her chest to hold her down. Teyla is caught off guard, but Michael feels a rush of exhilaration. With pure hatred, Ronon suddenly appears to protect Teyla, throwing Michael against the wall and choking him. The guards and Teyla have to intervene, explaining it was just a training session. He leaves in a huff.

At night, Michael has terrifying dreams. He sees himself walking down corridors inside a Wraith ship. He dreams that he looks into a mirror and a Wraith looks back. Waking up terrified, he is completely confused.

At the gym, he confides in Teyla, who reassures him that many people have had such dreams -- including herself ("The Gift"). She tells him the constant fear of the Wraith is the cause, and not to worry. Later, she reports the conversation. Something is clearly wrong, and Weir suggests that Dr. Beckett up the dose of what he is giving Michael -- but he hesitates for safety reasons.

Unable to sleep, Michael decides to get some sedatives from Dr. Beckett. In the corridor, he meets up with Sheppard and Ronon. Michael apologizes to Ronon for whatever may have offended Ronon in the past and offers his hand. Ronon fixes a deadly stare at Michael and refuses to shake his hand. Michael is confused and steps in the way of Ronon to try and sort out the problem. But Ronon punches Michael in the face and a fight breaks out. Clearly both men are extremely aggressive fighters, and have to be pulled off one another.

When the pills don't help, Michael goes back to the infirmary with his guards in tow. There, he finds Dr. Beckett asleep at his desk. Michael notices data disks with his name on them and, with no one looking, purloins the set, hoping to find out more about what has happened to him and why no one is telling him the whole story. Back in his quarters, Michael proceeds to put the disks into his laptop. He orients his position so the security cameras can't see what he is reviewing on his computer. He watches video of his treatments day by day, each day more disturbing than the next, all the way back to the beginning.

Beckett arrives and a horrified Michael turns the laptop screen so the doctor can see what Michael has discovered: Michael was a Wraith and these folks did something to him as an experiment, transforming him into a human over the course of many painful days.

Michael learns that Wraith have evolved with a combination of human and iratus bug DNA. Using a retrovirus carefully engineered by Carson Beckett, the bug DNA can be suppressed allowing the human DNA to take over and remake the individual into a human. Michael is in anguish over the lies and the nature of the experiment, and over the discovery that he is his people's own worst enemy -- he's not even one of his people at all. He is quick to question the ethics and motivations of the humans. Who gave them the right to do this to him? How do they know that being human is better than being a Wraith?

He also tells Dr. Heightmeyer that the things he has been feeling for days now make sense: it's the hunger, the aggressiveness, the suppressed instincts of a Wraith. And now that he knows what they are, he feels them more intensely.

Weir's justification is that the Wraith will do anything to humans so they can feed. Naturally, humans have a right to defend themselves. But the retrovirus is not a permanent solution yet. Daily injections are necessary to keep the bug DNA at bay. She debates continuing the experiment with the senior staff;

Ronon urges them to kill Michael and be done with it, arguing that no matter how human he looks and acts, he's still a Wraith inside. Over ethical objections, Weir orders the experiment to continue. Beckett will increase the dose of the retrovirus in the hopes of still finding long-term success.

But on the way to get the injection, Michael overpowers his guards and tries to escape. He is recaptured -- but not before killing Sgt. Cole, though he is anguished over having to do it.

For everyone's safety, Weir sends Michael to the Alpha Site to continue the experiment. There he uses Wraith mind control to make Teyla release him. Before Michael takes her through the Stargate, Teyla manages to leave the new address scratched on a stone by the D.H.D. Michael was drawn to a world with a hive ship, and without the drug he quickly begins to regress back to being a Wraith. Struggling with the last of his humanity, Michael gives in to his urge to feed on Teyla.

In the nick of time, Sheppard arrives to shoot Michael. The Wraith from the nearby hive ship recover Michael, who is still alive and no doubt able to reveal that Atlantis was not destroyed in the siege after all ("The Siege, Part 3"). The Atlantis team realizes the Wraith know Atlantis survived. Now, they must prepare for a new Wraith attack.

Wr Carl Binder

Dir Martin Wood

2 - 19 *INFERNO*

Lt. Colonel John Sheppard's team visits a civilization using Ancient technology and buildings. They are surprised to learn that the locals are using the equipment and live in the complex. Taranis is not the usual primitive Pegasus Galaxy world. Taranians have used an Ancient shield to protect themselves from being culled by the Wraith. And so, they have progressed farther than most human societies in the Pegasus Galaxy. The team finds buildings left by the Ancients and a control room similar to the one in Atlantis.

The only problem is that the entire compound is built inside the caldera of a dormant super-volcano. The Ancients used the geothermal energy there to power their city, gambling that the volcano would lie dormant for perhaps hundreds of thousands of years. However, the Taranians have tapped into that energy to run the shield continually at full strength (after discovering increased Wraith activity more than a year ago). McKay tells the beautiful Taranian scientist, Norina Pero, that the shields were never designed to run continuously. The excess power consumption has caused the caldera to grow; it's now 40 miles across.

Earthquakes rock the facility continually. As much as McKay wants to preen before the lovely blonde scientist, he is disturbed by the quakes. Sheppard comforts Norina; McKay is upstaged and jealous.

Deep underground, Taranian Chancellor Lycus shows Sheppard a damaged Ancient warship that looks like the Aurora ("Aurora"). Sheppard hurries back to Atlantis to tell Dr. Elizabeth Weir. It's a good bet that McKay can fix the ship using the schematics brought back from the Aurora -- but first he has to fix the Taranians' shield generator.

With so much Ancient technology and a ship at stake, Dr. Weir decides to visit Taranis on a diplomatic mission. A tremendous earthquake rocks the facility during her meeting with the Chancellor. McKay explains that a rift has opened below and now the magma is flowing into it, building up enough pressure to eventually blow up the entire continent. No one seems to understand that Taranis faces an extinction level event. The planet must be evacuated immediately.

Understandably, the Chancellor is suspicious. Taranis has only recently met the Atlantis people and have no way to judge their intent. It appears to be too coincidental that at the time Sheppard's team learned about the Ancient warship, Weir tells the Chancellor to evacuate his world. Dramatically, the ground opens up spewing smoke, collapsing underneath the complex. Dr. Weir invites the Taranians to come to Atlantis for refuge.

The more trusting Norina pleads with the Chancellor to believe the analysis, and he relents. Sheppard's team stays behind to handle the evacuation through the Stargate, while Weir escorts the Chancellor back to Atlantis.

As the Taranians move through the Stargate, another earthquake topples the gate into the lava flow while it is connected to Atlantis. McKay frantically sends a last message through the gate to get the shield raised over the event horizon. Otherwise, the red-hot lava would flow into the Atlantis control room. But the Chancellor is now convinced he has been lured into a trap and is a hostage to be exchanged for the

warship. Weir reminds him that her people are trapped back on the planet, too.

McKay begins his usual hysterics in the face of certain doom before he can control himself and deal with the situation. Sheppard tries to calm him by saying Weir will send the Daedalus, which is en route to Atlantis. Sheppard orders McKay to try to fix the warship, naming it "Orion." Norina is amazed that McKay is knowledgeable enough to fix it, and he arrogantly assures her he is.

Soon enough, the Daedalus arrives. Colonel Steven Caldwell tells Sheppard that the Ancient shield is working too well over the complex. He can't beam out the survivors. And they can't turn it off, as the facility would be immediately overcome. Caldwell's life sign scans indicate too many people to be rescued all at one time; his resources are limited on board. The ship will have to make four trips to save everyone -- requiring 12 hours round-trip each. Dr. Carson Beckett does triage on the wounded Taranians to get out the most acute cases first.

Ronon and Teyla work to round up the outlying settlers. Many are too afraid to leave. They think that all they have to do is get far enough away from the volcano. Ronon, Teyla, and Beckett try to explain that the explosion will take out the entire continent. A few remain too stubborn and leave. With everyone else successfully brought into the underground hangar where the Orion is located, the three wait for the return of the Daedalus to evacuate a single family still trapped on the surface. The latest quake has made the route to the Ancient ship impassable.

The ship's shields cannot survive the lava flow under which it is trapped. McKay's new plan is to use the impending explosion itself as their ticket out. The volcano's cataclysm will launch the Orion. By using the shields, McKay can then engage the hyperdrive for a split second to get them into orbit, where they can be saved. The plan is a success, with the Orion leaping into planetary orbit.

The Daedalus arrives in the nick of time to beam out the dying survivors in the barn and rescue the passengers on the Orion.

Although the evacuation was a success, Dr. Zelenka informs Weir that Atlantis's long-range sensors have detected a lone Wraith ship on the way to Atlantis. It is only three weeks away. Even with the new warship and the re-supplied drones ("The Tower"), the city cannot hope to fend off the inevitable Wraith assault, now that they know Atlantis still exists.

Wr Carl Binder

Dir Peter DeLuise

2 - 20 *ALLIES*

A Wraith hive ship detected on approach to Atlantis a few weeks ago ("Inferno") arrives and radios a message. The Wraith address Dr. Elizabeth Weir by name. She concludes that Michael is on board and has informed these Wraith that Atlantis is still intact on the planet ("Michael"), as the Wraith have believed for months that the city was destroyed ("The Siege, Part 3"). Michael is a Wraith that Weir's people recently captured as a test subject, using Dr. Carson Beckett's retrovirus to transform him into a human.

Weir's response is routed through the Daedalus to disguise exactly where the city is located. Michael, transformed more back to his Wraith appearance, appears on the monitor. He informs her that because the Wraith woke up too soon, there are too few humans to feed upon. And since they can't find Earth, the perfect new feeding ground they hoped for, the Wraith now have a civil war on their hands. Michael proposes an alliance to turn enemy Wraith into humans using the retrovirus; then they will feed on their Wraith enemies, and not on humans. And they will also share the secrets of Wraith ships and technology in exchange.

Dr. Weir decides that with the Daedalus and the Orion (a recently discovered Ancient warship) on hand, plus a new supply of Ancient drone weapons, the city can repel one lone hive ship. But she is suspicious.

As a sign of good faith, Michael sends a data burst detailing the Wraith jamming codes established before the war -- information that will allow the Daedalus to defeat enemy counter-measures and beam nukes onto target ships ("The Siege, Part 3"). He warns them not to try to destroy his ship or he will alert all the other Wraith to Atlantis's continued existence. After conferring with Sheppard's team and Colonel Caldwell, Weir decides to work with these Wraith. Teyla is very apprehensive, believing the Wraith are treacherous.

The Wraith Queen and her lieutenants come down to the city to begin tests on the retrovirus. Working with a Wraith scientist, Drs. Beckett and Radek Zelenka discuss the problems of disseminating the retrovirus using aerosol gas or explosive pheromone delivery systems. Currently, the scientists do not know how long it will take to work once it reaches the necessary systems. If it isn't done quickly, the affected ship will open fire on Michael's ship when they use it.

The Wraith Queen explains that, if they are successful, a balance will be established for many generations between the humans and the Wraith of the Pegasus Galaxy. By feeding on other Wraith, they will diminish their own numbers. Hence, the humans of the galaxy will know peace for a long time. But, she wants a demonstration. The retrovirus is tested on one of her own men, and he transforms into a human. The Queen mercilessly feeds on him and declares the test a success. Beckett is wracked with guilt and the others are appalled. Certainly their plan does not come without its ethical dilemmas.

The Queen wants to next test the weapon on an enemy ship, under the pretense of negotiating her own surrender. McKay must devise a system for synchronized release of multiple canisters, which will be planted throughout the ship. Weir demands that her own people observe the attack to make sure the Queen sticks with the plan. But Sheppard and Caldwell worry that the whole attack is premature.

As they feared, the mission is a failure and the hive ships open fire on each other. The so-called friendly Wraith ship takes serious damage, so the Daedalus enters the battle to defend it. Michael's ship makes a hyperspace jump to safety. Back in the city, the Queen angrily demands a better delivery system since her delegation was searched and destroyed before they could place the canisters.

In Atlantis, the McKay and the Asgard Hermiod break the Wraith jamming codes by trial and error. Thinking that he is calling the Queen's bluff, McKay demands all the specifications of a hive ship in order to make an effective delivery system. Much to his surprise the Queen quickly complies, sending all specifications for virtually all Wraith technology. McKay examines the data and discovers that the ships are of organic construction and can heal themselves, for the most part. Repair crews known as Keepers are no longer available, having made their own alliances during the civil war. So, McKay and Ronon go to the hive ship to take readings.

Rodney determines that the CO2 scrubbers are the most effective spot to release the gas; one big canister should do it. So McKay and Sheppard propose flying the Daedalus in the shadow of the larger hive ship to fool the enemy sensors. If they can get close enough to another enemy hive, they can now beam in the gas canister. McKay volunteers to observe in order to continue hacking into the Wraith systems. He has programmed a remote transport device, which he can use to beam out at the first sign of trouble.

When the Daedalus exits hyperspace at the given coordinates, two Wraith ships are lying in wait and begin to attack. In the battle, Caldwell can't get close enough to get McKay and Ronon off the Wraith ship -- and McKay's devices don't work as promised. He and Ronon are taken prisoner. Sheppard tries to disable the Wraith ship using an F-302 fighter craft, while Hermiod discovers the jamming codes have not been broken after all -- so he cannot beam over a nuke. The hive ships jump to hyperspace. Sheppard's fighter is nowhere to be found.

Back in Atlantis, Dr. Zelenka discovers that a computer virus has deleted all the data provided by the Wraith. Worse, it data-mined Atlantis computers and transmitted two things to the enemy: the "Aurora" mission reports and the coordinates of every world in their database. As a result, McKay and Ronon are on the hive ship now on a course for Earth.

Wr Martin Gero

Dir Andy Mikita

3 - 1 *NO MANS LAND*

On board a Wraith hive ship, Dr. McKay and Ronon Dex have been captured and cocooned. During the battle, Colonel Sheppard flew his F-302 toward one of the hive ships just as it entered hyperspace. He has managed to jump along with it by attaching his ship to the outer hull. With limited air and resources, Sheppard must decide how to disable both hive ships before they can reach the Milky Way.

Luckily, the hive ships are largely organic in their structure. They suffered heavy damage in the battle with the Daedalus and the Ancient warship Orion. Complicating matters for the Wraith, interstellar radiation from hyperspace forces them to stop, make repairs, and let the ships regenerate for many hours in the void between Pegasus and the Milky Way. Dr. Zelenka calculates that there is at least 15 hours of time necessary for those repairs.

Dr. Elizabeth Weir asks a reluctant Colonel Steven Caldwell to launch his ship and the Orion as soon as possible in an attempt to rendezvous with the hive ships. Major Lorne is put in command of the Orion, which is still in no condition to fight. Repairs will have to be continued on the way to the battle. Caldwell realizes that he may have to make the sacrifice of himself and his crews to stop the Wraith from ever making it to Earth. Moreover, these particular Wraith are the only ones who know where Earth is. That knowledge has to be erased from the species by destroying the hive ships.

Dr. Weir's mismanagement of the situation demands answers from her civilian superiors. The Major General Landry asks her to step through to Earth during a routine check-in with Stargate Command.

Reluctantly, Weir leaves Atlantis during the crisis and meets with Richard Woolsey and other representatives of the committee. While there, finger pointing is the name of the game. They don't really want to fire her, but they have to appear to take action. If they relieve her, it is they who will ultimately take responsibility for calling off the desperate bid by the Daedalus and the Orion to reach the two hive ships in time. Realizing the quandary and political ramifications, Weir accepts full responsibility and commands Caldwell to proceed.

On board the hive ships, Ronon and McKay manage to free themselves from their cocoons. Since McKay knows the ship's schematics, the two set off to do as much damage to vital systems as possible before they can be caught again.

Sheppard tries to contact them via radios, but their devices are in a lab where the half-human Wraith, Michael, is cooling his heels. Michael did not completely regress back into being a wraith after ceasing treatments with Dr. Beckett's retrovirus, and now he is an outcast among his original species. Realizing his days are numbered, he answers Sheppard with the communicator. Michael needs an escape and the humans are his only hope, so he offers to help. He directs Sheppard where to launch his missiles to do the most damage. When Darts pursue and disable Sheppard's ship, he is taken into custody aboard the hive.

Michael, pretending to be on assignment by the Hive Queen, manages to take Sheppard away from his captors. He returns the human's weapons and equipment before they go to find McKay and Ronon. When the Daedalus and Orion enter battle with the hive ships, the four manage to beam off their escape craft to the Daedalus.

During the battle, Major Lorne's command of Orion is short-lived as the craft is destroyed. All of the crew manage to beam on to the Daedalus in time. However, there isn't enough air for everyone, and more is venting into space. The only hope for everyone's survival is the air on the one remaining damaged hive ship. But it is filled with Wraith.

Thanks to Michael, the team realizes that canisters of Dr. Beckett's retrovirus are still on board. Because of the damage to the Wraith vessel, they can beam the canisters over and release it as gas. The plan works, and the gas turns the Wraith into humans whose memories are completely wiped. The Queen is the only one unaffected. Sheppard takes a boarding party over to check and secure the ship for the Daedalus, neutralizing the Queen.

Earth forces are now in possession of an adequate oxygen supply, as well as a functioning hive ship.

Wr Martin Gero

3 - 2 *MISBEGOTTEN*

When a Wraith hive ship is detected on approach to Atlantis, Dr. Carson Beckett is deployed to the Ancient's drone weapon chair, prepared to fire on it. On Earth, Dr. Elizabeth Weir receives the report and authorizes the cloak to be engaged from her position at Stargate Command. She has been recalled to answer questions on her failure to contain information about Earth from the Wraith. Fortunately it is Colonel Sheppard and his team who is aboard the hive. Back on Earth, Richard Woolsey of the I.O.A. informs Weir that she is temporarily approved for command while he makes an investigation on site in Atlantis.

As a result of using Dr. Beckett's iratus bug retro-virus on the Wraith hive ship defeated in the void between the galaxies, Atlantis has prisoners of war: Wraith turned into human beings with erased memories. Because keeping them in stasis on board the hive ship consumes so much power, a POW camp is established on a planet with no Stargate. The problem with making Wraith into humans is that they

must receive regular injections of Beckett's treatments or they will revert into Wraith. Therefore the doctor is compelled to remain with them for the time being.

Among the POWs is Michael., recently reconverted by Beckett into a human. He had been on the hive ship when Ronon Dex and Dr. McKay were captured. Knowing that his own people didn't trust him anymore (they felt he was not entirely a Wraith), Michael decided to help the Atlantis humans in return for sanctuary. Initially, they gave it to him. But he was frustrated by his limited freedom. Ronon was ordered to stun and subdue him while Dr. Beckett injected the retrovirus -- and Michael Kenmore was resurrected anew.

However, Latham, one of the human-Wraith, is beginning to remember bits of his past. He is sure that the truth is being kept from his group. Michael tries to reason and console him, but the man slips out of camp, wishing to avoid the next scheduled medical treatment for the "plague" for which the Dr. Beckett is ostensibly treating them. Out in the woods, he begins to revert.

Once the man is discovered missing, a search party of human-Wraith confront him. He tries to tell them that they are being deceived. Instead, the others kill him and leave the body at the base of the ridge in a posture meant to resemble suicide.

Woolsey's investigation asks pointed questions concerning the many decisions made concerning the Wraith. He interviews Sheppard over the decision to create the 200 Wraith-human community on the POW planet. He objects to Weir, who tells him that Woolsey is more likely to help them than anyone else at the I.O.A..

Dr. Beckett follows the Wraith to a gathering in the woods. They have also begun to revert. Michael discovers him. His Wraith features are returning, and most of his memory is back -- enough to know he's been betrayed twice. They waited until Sheppard left with the soldiers so that only the medical staff was present to make their move. These reverted Wraith have focused their communicative energies to contact a hive ship, which is now on the way.

Woolsey points out the problem of leaving the Wraith-humans to be found by other Wraith. Knowing what was done, they would know Atlantis still exists, and Michael knows how to find Atlantis -- and Earth. This secret must be protected.

Sheppard is forced to return and deal with the Wraith with nukes. The Daedalus is not operational enough to make the strike on the camp, so he chooses to use the captured hive ship. The only individual remotely capable of controlling it is Teyla because she possesses some of the Wraith gene. Having the gene means she can activate controls others can not. When the craft reaches orbit, secondary systems come online because other Wraith life signs are detected. McKay realizes some of the prisoners have reverted. By acting together, they have managed to call their brethren.

Michael interrogates Dr. Beckett in the hopes of discovering any backup plan left behind by Sheppard in case something goes wrong while he's away. He learns that all Sheppard has to do is send a signal to activate a nuke in the camp. Hoping to save Beckett and the guards, Sheppard takes a Puddle Jumper to the planet to deposit the nuke himself.

The team arrives to find only Dr. Beckett alive. They make it to the Jumper and tell McKay to detonate the nuke. Nothing happens. Michael has deactivated it. Sheppard orders a strike from the captured hive ship. At that moment, another Wraith hive arrives and fires on Sheppard's hive. They cannot be certain they've eliminated everyone in the encampment on the surface.

Later, the Daedalus arrives to see only debris from the captured hive ship. No life signs are on the planet. Sheppard and his team managed to escape their destroyed hive ship cloaked in the Puddle Jumper. They dock with the Daedalus and depart.

Woolsey returns to Earth to report on his findings to the I.O.A.. He will recommend that Weir remain in command. In fact, he intends to doctor his reports in her favor.

Wr Paul Mullie

3 - 3 *IRRESISTABLE*

Colonel Sheppard and his team are searching the Pegasus Galaxy for Stargates they can harvest. Since

some planets are unoccupied, their gates serve no purpose. Dr. McKay and Colonel Samantha Carter devised a way to organize a Stargate string which would cross the void between Pegasus and Milky Way galaxies, which would reduce travel time on a Deep Space Carrier from three weeks to thirty minutes. McKay is ecstatic.

However, at one planet they detect lifesigns and decide to investigate. There, they find a happy community in thrall to a beatific smiling schmo, Lucius Lavin. With the demeanor of a snake oil salesman, the gregarious Lucius, with six wives, is overbearing and friendly. He frantically offers to trade with the team. They beat a hasty retreat, with Sheppard in the throes of a nasty head cold. After a promise to return, Dr. Carson Beckett arrives later to discover what Lucius and his people might have to trade.

Dr. Beckett soon becomes enthralled with Lucius and his silly stories, so much so that Beckett returns to Atlantis with Lucius in tow. The man brings a prized gift of a candle stuck in a gourd, presenting it to Dr. Elizabeth Weir

The team has not discovered that Lucius is ingesting a mysterious, clear elixir in private. With this mixture his body emits pheromones which cause both men and women to take an interest in him to the point, ignoring their own self-interests. The Atlantis base is soon overcome to the excitement of giddy children in Lucius's presence. The man needs a re-supply of the herb he uses to make the elixir, and manipulates everyone into wanting to risk their lives with the Wraith to retrieve some. The only planet where it is grown naturally is currently occupied by a Wraith garrison.

Dr. Beckett, Teyla, and Ronon Dex make the raid on the planet retrieving several large bags filled with the herb. To Sheppard's horror, they seem to be laughingly oblivious to the terrible risk they just took. And so is everyone else. When Sheppard objects, Lucius merely has to comment that something is 'wrong' with Sheppard for the others to collectively stand against him. Even the impenetrable Ronon turns his gun on his commander.

Realizing he has to play along, Sheppard apologizes, admitting that he is tired. He picks his moment to return to Lucius' planet to uncover his secret. He discovers the villagers are sick and pining for the man's return -- like drug addicts in withdrawal. Sheppard locates a small quantity of the potion and returns to the base.

Sheppard abducts Dr. Beckett in a Puddle Jumper, forcing him to quit Lucius cold turkey while instructing him to formulate an antidote. Soon he and Sheppard camp out on Lantea's mainland, awaiting capture. Soon enough, Teyla and Ronon arrive by Jumper to take everyone back to the city.

Believing that Dr. Beckett is going to give the A.T.A. therapy by inoculation to Lucius, he accepts the injection. Actually, he is given a dose of Beckett's antidote. Sheppard, who has mysteriously escaped, now sneaks Lucius in the Puddle Jumper and back to his planet so the rest of the base can begin their recovery.

Sheppard offers to return the hapless Lucius to his own planet, but not before everyone there gets the antidote. One thing is certain: When all is said and done, not many in the village will be happy with him.

Wr Carl Binder

Dir Martin Wood

3 - 4 *SATEDA*

After gating to another world, Colonel Sheppard, Teyla, Dr. McKay discover that Ronon has previously visited this planet. The villagers recognize him as the man responsible for bringing the Wraith to cull them. At the time, Ronon had a Wraith tracking device implanted in his back so the creatures could hunt him, and when they arrived they wiped out most of the village in the process. (That device has long since been removed)

Nevertheless, Keturah and his people are not happy to see Ronon again. In a firefight, the team is shot with tranquilizer darts and McKay is hit in his buttocks with an arrow. Rodney manages to dial Atlantis for help. But the villagers imprison the rest of Sheppard's team. After Ronon's last visit, the Wraith left a communicator to call them should Ronon ever return. They do not hesitate to take the opportunity now. Keturah explains that in return the Wraith have promised to never cull his people again Teyla is incredulous that anyone would believe a Wraith promise.

Ronon pleads with the villagers to release his friends. When he makes no headway, he threatens to

commit suicide with a knife before the Wraith arrive, thus angering them further and making a culling a certainty. The rest of the team is released and returned to the Stargate. Once back at Atlantis, Sheppard re-arms to take another military team to get Ronon. In the space of half an hour, the Wraith have come to collect Ronon -- and completely massacre the village.

The Wraith implant a new transmitter in Ronon. They release him back on Sateda, his own homeworld, to be hunted while a sadistic Wraith Commander watches from the ship.

Although Ronon knows the territory, the Wraith aren't looking for an even match. They deploy tracking drones and multiple hunters. Ronon lays various traps, eliminating the hunters, only to have even more replaced each round.

Using the long-range sensors on Atlantis, Dr. McKay uses the device originally removed from Ronon to determine how to find him. Though there are seven such devices in operation in the Pegasus Galaxy at this time (possibly all of them runners), he finds a signal on the star map which points to Sateda. This must be Ronon.

Knowing a Wraith hive ship is likely to be in orbit over Sateda, Colonel Caldwell agrees only to load a Puddle Jumper on the Daedalus so Sheppard's team can finish the last leg cloaked to rescue Ronon themselves.

Sheppard leaves McKay and Beckett inside the Jumper while he and Teyla search for Ronon, using a device that can track him. They find the wounded Ronon in the hospital where he last saw his wife -- and watched her die -- during the Wraith attack. While being hunted by his previous oppressors, he has flashbacks to the final moments before the Wraith obliterated his society. Sheppard finds him and orders him to return to the Jumper, but Ronon refuses. He will not leave until he has his revenge on the Wraith commander.

Aboard the hive ship, the commander witness Sheppard's arrival on his view screen, and sends an entire squadron of Wraith hunters after the team. Fueled by Ronon's rage, Sheppard's group eliminates all the hunters in a vicious firefight. Ronon finds a relay device on a warrior's corpse and baits the commander to come down and fight him personally. Then he threatens Sheppard not to interfere, threatening to kill his ally afterwards for intervening.

A dart transports the commander to the surface to fight Dex in hand-to-hand combat himself. He soon proves to be a match for Ronon, brutally pounding the Satedan.

Sheppard and Teyla monitor the fight from a nearby roof. Despite the obvious fact that Ronon is losing, she cautions him against acting, as the hive ship is monitoring. Not knowing about this threat, McKay and Beckett steer the Puddle Jumper into the fight pit and decloak a meter from the Wraith commander. Beckett fires a drone, plowing into the Wraith and careening him across the alley into a wall, destroying him. Immediately, the hive ship fires on the Jumper, but Ronon is pulled into the ship before the ship is struck.

Apprehensive of Ronon's wrath at not being the one to kill the Wraith, McKay tells Ronon that it was all Beckett's idea to shoot. But Ronon grabs Beckett in a bear hug, thanking him. Beckett instructs that he must remove the tracking device as soon as possible, hoping that Ronon will now allow him to use a Sedative. But as before, Ronon collapses, unconscious.

Wr Robert C. Cooper

Dir Robert C. Cooper

3 - 5 *PROGENY*

In the Atlantis control room, Dr. Weir and Colonel Sheppard observe a M.A.L.P transmission through an open wormhole. The probe has been sent to a world recently discovered in an off-world database. Someone speaks into the camera warning them to stay away if they are up to no good -- or to come as friends.

Eager to trade with a seemingly advanced civilization, Dr. Weir decides that it is appropriate for her to join the away mission and gears up. Once through, the team find themselves in an exact duplicate of the Atlantis Gate room. Turning, they look through the Stargate to see, not a stained glass wall, but a lengthy corridor connecting to an endless city. Intrigued, they wait until approached by a man, Niam. He invites

them to come and meet the leader.

Oberoth is unimpressed and haughty. An offer of trade and a possible alliance is met with immediate rejection. He thinks the Asurans are enough advanced that they don't need anything from Atlantis. Dr. Weir has already witnessed a giant city that far exceeds Atlantis in size and design. It is obvious that these are extremely advanced people. Weir soon learns from Niam that the Asurans can easily manufacture Z.P.M.s which are necessary to power Atlantis and its shield.

Oberoth admits to powering their city with the Z.P.M. technology since they split from the Lanteans. In the hopes of obtaining a Z.P.M., Weir explains their struggle against the Wraith. Oberoth imperiously informs her that the Asurans will deal with the Wraith at a time of their choosing, without regard to the plight of Atlantis or any other Pegasus inhabitants.

Angered, Dr. Weir decides to terminate negotiations. But the group is detained as they near the Stargate. They are imprisoned and interrogated. Oberoth wants information about the whereabouts and operations of Atlantis. These people are human-form Replicators who stick their hands in the heads of each team member to extract information. Like the human-form Replicators SG-1 have met ("Unnatural Selection") the process is painful and involves realistic hallucinations to elicit information. Each team member has a different encounter. McKay realizes who and what the creatures are and informs the group.

Oberoth has decided to terminate the Atlantians, but Niam insists there is still much they can learn from them. Assuring his subordinate that their actions are not only Niam's responsibility, Oberoth allows them to be freed.

With no way to escape, the team is surprised when Niam arrives to offer a deal. The Asurans mimic their creators, the Ancients, so exactly that some want to achieve ascension. Since they were created to fight the Wraith, they have aggressive programming which Niam believes is the stumbling block to achieving true enlightenment. Worse, the Asurans cannot reprogram their basic code, an Ancient fail-safe.

With several powered Z.P.M.s Atlantis can fly and power its shield and engines. The Asuran city's replica of the city separates from the umbilical arm and launches into space. Oberoth intends to destroy Atlantis as a final revenge against the Ancients. Meanwhile, Niam takes Dr. Weir into an hallucination, explaining his people's history. She learns that the Ancients created the machines to be a weapon against the Wraith. But eventually, the time came when they decided to erase that mistake by raining fire upon the civilization via Ancient warships.

Niam asks Dr. McKay to reprogram him to be less aggressive in return for his actions to save the team and the real Atlantis. McKay agrees and manages to find the way to reprogram Niam, who will then update the other's programming via the Asurans' wireless network (much like the way modern Replicators communicate). However, the deception is discovered. But McKay has also found the means to temporarily "freeze" the Replicators who have not been updated.

Dr. Weir orders McKay to destroy the city. Unfortunately the only way to do it quickly is to overload every Z.P.M., making it impossible to take any back to Atlantis. They steal a Puddle Jumper, just as the city explodes in Lantian orbit.

Atlantis now faces an even greater threat than the Wraith: sophisticated human-form Replicators.

Wr Carl Binder

Dir Andy Mikita

3 - 6 *THE REAL WORLD*

Sitting in a psychiatric hospital outside Washington, D.C., Dr. Elizabeth Weir is shocked to be told that Atlantis is a figment of her profoundly stressed imagination. In fact, the last two years of her life as she remembers them never happened. Her psychiatrist, Dr. Adam Fletcher, informs her that a car accident which killed her fiancé, Simon Wallace, caused post traumatic stress which recently surfaced. She has been suffering delusional psychosis triggered by the stress of negotiating a nuclear non-proliferation treaty.

Weir refuses to believe him. She demands to meet with Major General Jack O'Neill. He comes to the mental institution professing to have no idea what she is talking about. He assures her that there is no Stargate program, let alone him ever running it. As far as he understands it, there is no lost City of

Atlantis (just a rock song he never liked). When Weir imagines his head flipping around on his shoulders, she is sufficiently upset to tell him to leave. She even gets violent trying to exit the sanitorium. The doctor medicates her into submission.

Fletcher wants Elizabeth to accept what has happened to her, but nightmares convince her that something more is afoot.

After several days in his care, group therapy, and a visit from Weir's own mother, she begins to believe that she has simply imagined running the Atlantis expedition. Though she previously flushed her medication down the toilet, she begins taking them, and in Fletcher's eyes doing much better. He allows her to return to her apartment in Washington, D.C., where she is met by her dog. In familiar surroundings, she meets again with O'Neill. She is ready to start teaching her old poly-sci class, but the General asks her to return to the negotiations which she left hanging.

But back in the real world, in Atlantis, Elizabeth lays in the infirmary in a coma, under the care of Dr. Carson Beckett and the concerned watch of her friends. She has been infected by Replicator nanites in her encounter with the Asuran defector Niam ("Progeny"), and the microscopic, artificial creatures are replicating rapidly, using her body as raw materials. Soon she will die -- or, worse, be transformed into a Replicator one cell at a time.

Colonel John Sheppard talks to Elizabeth from outside the isolation curtain, encouraging her to fight them. In her dream world, she begins to get the message and, convinced again that they are doing her more harm than good, stops taking her medications.

Soon her nightmares resurface, and she sees a shadowy, featureless figure through glass, in her sleep, and at the oddest moments. These images terrify her. She even hears a voice telling her to get back to Atlantis. Once again, she is returned to the mental hospital for treatments.

Dr. Beckett and Dr. Rodney McKay race to find a cure to the highly advanced, artificial infection. The problem is that, because the nanites have bonded with her own cells, eliminating the Replicators inside Weir with an electromagnetic pulse (as the team used effectively against nanites before ["Hot Zone"]) could leave her brain dead. Since the Ancients designed the Replicators to fight the Wraith, Beckett injects Wraith tissue into Weir's leg to draw as many nanites as possible away from her brain. McKay's EM pulse eliminates most -- but not all -- of the nanites. They only begin replicating again.

With that short reprieve, Weir hears John more clearly through her coma, telling her to fight. In her mind, the Replicators pull out the stops trying to intimidate her and frighten her. When she cooperated with the fantasy world they were showing her, they were able to spread more rapidly and voraciously.

Fleeing her captors, Weir finds herself running through the corridors of Stargate Command, inside Cheyenne Mountain. Sheppard appears, urging her to follow him -- as in the real world John breaks the quarantine to enter the isolation area and connect physically with Elizabeth. Even General O'Neill appears to "save" her from Sheppard. But she braves even firing assault rifles to run after Sheppard. At the Stargate's event horizon, her psychiatrist appears to block her path, morphing into Liam himself. He tries one last time to impede her entry into the gate.

Bravely, Weir steps right through him and into the Stargate, saving herself and finding her way back to the real world. She wakes up to find her friends at her side, back in Atlantis.

Wr Carl Binder

Dir Paul Ziller

3 - 7 *COMMON GROUND*

Colonel Sheppard finds himself the prisoner of a Genii commander, along with a Wraith who has been separated from his hive.

Wr Ken Cuperus

Dir William Waring

3 - 8 *MCKAY AND MRS. MILLER*

Rodney McKay is reunited with his estranged sister back on Earth, who has given up a brilliant career as a scientist to raise a family.

Wr Martin Gero

Dir Martin Wood

3 - 9 *PHANTOMS*

Sheppard and Ronon are influenced by a mind-altering device created by the Wraith while on a mission to rescue a lost team.

Wr Carl Binder

Dir Martin Wood

3 - 10 *THE RETURN (PART 1 OF 2)*

The Atlantis expedition is stunned to learn that a ship full of Ancients is returning to reclaim their lost city.

Wr Martin Gero

Dir Brad Turner

3 - 11 *THE RETURN (PART 2 OF 2)*

The Atlantis team must rescue General O'Neill and Richard Woolsey when they are taken captive by the Asurans.

Wr Martin Gero

Dir Brad Turner

3 - 12 *ECHOES*

Dr. Beckett finds a medical team working on a severely injured man, but they suddenly disappear. McKay studies the sounds of whales and discovers that they speak a known language.

3 - 13 *IRRESPONSIBLE*

While exploring another planet, Colonel Sheppard's team comes across many old acquaintances.

3 - 14 *SUNDAY*

A young scientist takes a romantic interest in Dr. Weir but she has a policy against dating personnel under her command. As she finds herself in an awkward situation with the scientist, an emergency arises on Atlantis.

Wr Martin Gero

Dir William Waring

3 - 15 *TAO OF RODNEY*

McKay gained new mental powers. His brain can grasp things the other can't. He wants to reprogram Atlantis' use of the ZPM. Zelenka gets hurt by a surge of energy.

Wr Damian Kindler

Dir Martin Wood

3 - 16 *THE GAME*

To while away the hours, Sheppard and McKay have been secretly competing against one another in a real-time strategy game they discovered on Atlantis. To their surprise, they discover that this is more than just a game....

Wr Carl Binder

Dir William Waring

3 - 17 *THE ARK*

The Atlantis team uncovers the last survivors of a civilization who have been placed in suspended animation aboard a space station. As some of the people awaken, problems from the past threaten to destroy everyone on the station, including Sheppard.

Wr Ken Cuperus

Dir Martin Wood

3 - 18 *SUBMERSION*

The team goes searching for an alternate power source beneath the surface of the Atlantean ocean. When arriving at the powerplant, Teyla senses a Wraith nearby.

Teyla tries to connect to the Wraith, but she underestimated the Wraith's power and goes under the influence of a Wraith Queen.

Wr Ken Cuperus

Dir Brenton Spencer

3 - 19 *VENGENGE*

Michael has been experimenting with Iratus bugs, causing problems for the team.

Wr Carl Binder

Dir Andy Mikita

3 - 20 *FIRST STRIKE (PART 1 OF 3)*

Colonel Abe Ellis arrives at Atlantis with a new Earth ship, The Apollo and a new mission. Dr. Weir has misgivings about that mission, one that could start a war with a very powerful enemy.

Wr Martin Gero

Dir Martin Wood

4 - 1 *ADRIFT (PART 2 OF 3)*

With only 24 hours of power left, and unable to use the Stargate, the Atlantis team must once again save the city from certain doom, while Dr. Wier struggles to survive.

Wr Martin Gero

Dir Martin Wood

4 - 2 *LIFELINE (PART 3 OF 3)*

While Carter and the Apollo search for missing city of Atlantis, Sheppard and his team risk their lives on a mission to steal a Z.P.M. from the Replicators.

Wr Carl Binder

Dir Martin Wood

4 - 3 *REUNION*

Ronon is reunited with a group of his fellow Satedans who ask him to leave Atlantis and join them. Samantha Carter arrives at Atlantis to assume control.

Wr Paul Mullie, Joseph Mallozzi

Dir William Waring

4 - 4 *DOPPELGANGER*

After discovering a crystal entity, the team begins to have nightmares involving Sheppard.

Wr Robert C. Cooper

Dir Robert C. Cooper

4 - 5 *TRAVELERS*

Sheppard is captured by a space-faring race who wish to use his Ancient gene for their own ends.

Wr Paul Mullie, Joseph Mallozzi

Dir William Waring

4 - 6 *TABULA RASA*

When a deadly infection causes key members of Atlantis to lose their memories, it's up to Teyla and Ronon to find a cure. But when soldiers are hunting down everyone and no one remembers why, it's hard to work together to cure everyone.

Wr Alan McCullough

Dir Martin Wood

4 - 7 *MISSING*

During a visit to New Athos, Teyla and Dr. Keller find themselves on the run from a primitive tribe of warriors and Teyla makes a shocking discovery.

Wr Carl Binder

Dir Andy Mikita

4 - 8 *THE SEER*

The team meets a man with extraordinary prophetic abilities, who gives them a dark prediction about Atlantis's future.

Wr Alan McCullough

Dir Andy Mikita

4 - 9 *MILLER'S CROSSING*

After McKay and his sister Jeanie Miller are kidnapped on Earth, Sheppard and Ronon must enlist the help of the NID to find them.

Wr Martin Gero

Dir Andy Mikita

4 - 10 *THIS MORTAL COIL (PART 1 OF 2)*

When a mysterious probe crashes into the city the team is convinced the Replicators have found them.

Dir William Waring

4 - 11 *BE ALL MY SINS REMEMBER'D (PART 2 OF 2)*

The Atlantis team joins forces with a captured Wraith on a mission to make contact with the Wraith fleet.

Wr Martin Gero

Dir Andy Mikita

4 - 12 *SPOILS OF WAR*

Wr Alan McCullough

Dir William Waring

4 - 13 *QUARANTINE*

When Atlantis is put under quarantine, Rodney finds himself stuck in a botany lab with his girlfriend Katie Brown.

Wr Carl Binder

Dir Martin Wood

4 - 14 *OUTCAST*

After the death of his father Sheppard returns to Earth where he learns that scientists have created a human-form Replicator that is now on the loose.

Dir Andy Mikita

4 - 15 *MIDWAY*

When Colonel Carter invites Teal'c to Atlantis to counsel Ronon, who is up for review by the I.O.A, word comes in that the Wraith have discovered the now fully operational Midway Space Station.

Wr Carl Binder

Dir Andy Mikita

4 - 16 *TRIO*

During an off-world mission McKay, Carter, and Keller get trapped in an underground chamber with no way out.

Wr Martin Gero

Dir Martin Wood

4 - 17 *HARMONY*

While accompanying a princess on a pilgrimage to become queen Sheppard and McKay encounter a familiar foe.

Wr Martin Gero

Dir William Waring

4 - 18 *THE KINDRED (PART 1 OF 2)*

While a disease spreads through the Pegasus Galaxy, Teyla believes the father of her child is trying to communicate with her.

Wr Joseph Mallozzi, Paul Mullie

Dir Peter F. Woeste

4 - 19 *THE KINDRED (PART 2 OF 2)*

Wr Alan McCullough

Dir Martin Wood

4 - 20 *THE LAST MAN (PART 1 OF 2)*

Sheppard returns from a mission and finds Atlantis abandoned and surrounded by sand dunes.

Wr Joseph Mallozzi, Paul Mullie

Dir Martin Wood

STARHUNTER (INC STARHUNTER 2300)



It is the year 2300. Bounty hunter Travis Montana and his female cousin Percy patrol the galaxy hunting criminals. Travis, who was kidnapped as a baby by Raiders, searches for his lost father Dante while investigating the secrets of the mysterious Dvinity Cluster.

Described as the new "anti-Star Trek," Starhunter, a \$22-million sci-fi series shot in the remote locale of Minto, n.b. makes its world premiere on TMN-The Movie Network on Nov. 1. The 22-episode series has been a long time coming, and cocreators/producers Daniel D'or and Philip Jackson of Danforth Studios in Toronto are thrilled with how their ideas are translating onto film.

When Playback caught up with D'or and Jackson, the crew was getting ready to shoot the series' 15th installment, an episode known as "Dark and Stormy Night," while prepping to shoot the 16th episode the next day. Starhunter is an international coproduction with France's La Sabre (a subsidiary of Canal +), Grosvenor Park Productions uk and Danforth. The series is being shot almost entirely in New Brunswick, making it the largest production to ever hit the province.

Starhunter is set 300 years in the future, after the Earth's authority has collapsed. A lot of the worlds in the universe have been colonized and Dante Montana, a bounty hunter in command of a renegade group known as the Raiders, is on a mission to find his missing son somewhere in the universe. The creators have called their series the "anti-Star Trek" and D'or is confident the series will appeal to all sci-fi fans because it dares to be different.

"We've gone off in a very different direction [with Starhunter]," says D'or. "Science fiction has always been very difficult from my perspective. I think traditional audiences are looking for something that is unique and different. That has always been Philip's philosophy: different is better." While at natpe in '96, D'or says he could sense a real demand for a sci-fi product that was more than just another Star Trek spin-off or wanna-be. Despite an initial reluctance to head back into the science fiction world, the pair agreed to give it a go at natpe. The result of their decision has completely turned around the production scene in New Brunswick.

Aside from some shooting being done in the u.k. (all of which is directed by D'or) and some location work in New Brunswick, the bulk of Starhunter is being shot in a 150,000-square-foot converted warehouse in Minto, n.b., where roughly 20 interior and exterior sets have been erected and maintained for the series. Jackson says he is astonished by how authentic the sets look - as "authentic" as something set centuries into the future can look, anyway. One of the main sets Jackson is most pleased with is "The Tulip," Montana's bounty hunting ship - one time used as a luxury liner back in the days when the Earth was still more than a wasteland. It was used on tourist missions to the colonized moons and other worlds.

"This was a luxury liner originally done in the Victorian style with cupids and valour wallpaper, and when transport and the trade ended, The Tulip was left to rot in orbit and cannibalized for over a hundred years," says Jackson. "It was retro-fit to become a bounty hunter ship, so you have this luxurious Victorian liner, falling apart, with military technology sticking out very inappropriately here and there."

The exterior, he says, is just as complex. It is generated by a computer but still manages to match its innards. He says there are a number of sets which will be used continuously as different locations within The Tulip. "We also have sets for the surfaces of other worlds and the interior of other spaceships," says Jackson. "We've been able to create a great visual variety, notwithstanding the fact that this is not the biggest budget in the world."

The decision to shoot the lion's share of the series in New Brunswick was not an easy one, says Jackson, but one the Starhunter team is not regretting. "New Brunswick has very good tax credits and we saw a business opportunity there and they worked very hard to get us down here," says Jackson. "We've been looking to establish opportunities to put down a long-term infrastructure and expand where the most viably economic

conditions are. It's less about Starhunter and more about Danforth's long-term view of where the company is going." D'or elaborates, explaining Danforth's plans to entrench itself on the East Coast.

"The idea is to stay and develop an industry on the East Coast. New Brunswick is a very good place to do that," says D'or, grateful for the support of Film nb in doing this. D'or says Danforth is in talks to acquire a sizable studio in Toronto as well, which will give the production company "a firm infrastructure in both places." Much of the crew of Starhunter has been plucked from the New Brunswick production community. Jackson estimates 40% of the crew hail from the province., while many others are based somewhere on the East Coast. "There are a lot of experienced people here and a lot of people who are climbing up the ladder and learning the trade," says Jackson. "We've had some wonderful experiences from the people we've met. I really like the long-term relationship potential.

"The real key is to have a self-sufficient infrastructure there because you need equipment and people right away," adds D'or. "The last thing you want to do is start importing, so our future plan is to establish an infrastructure in New Brunswick, get people trained, get an equipment facility there and set it up as a major player in the industry." After its tmn premiere, Starhunter will air on Canal +, Superchannel and Super Ecran. Space: the Imagination Station (ChumCity was the first buyer in) has the first non-pay-tv window in Canada. With the first 22 episodes not even completely in the can, D'or foretells of another sci-fi series in the Danforth development file called Earthspell. "[Earthspell] has a whole different look, but hopefully we'll have two sci-fi series' running back-to-back next year."

I've seen the first two of the three episodes that have aired so far, and it's not too bad. It has a gritty feel to it, but I agree with Mark that the acting is occasionally a little over the top. But I think the show is intentionally dark. I admit that may be to hide the lower budget - Lexx suffers from the same problem, but I think it fits the show.

Besides Michael Pare, the show features Claudette Roche, and Tanya Allen, who Canadians may recognize from "The Newsroom". The show is co-produced by Space: The Imagination Station here in Canada, so it will definately turn up there after it's run on the The Movie Network. Count on them editing out the nudity, though. The show is also co-produced by companies in the UK and France, so it will probably be airing there soon, as well. Part of the show was filmed at Silver Road Studios in England. many of the guest stars also appear to be British.

It's also on Superchannel in western Canada as well as a movie cabler in the US (the name escapes me for now). The only writeup I saw was earlier this year (I believe it was in the early summer) in the Vancouver Sun. The article was about a labour dispute which occurred over alleged safety issues on "Starhunter"'s set, halting production. Beyond that, nothing exists as to premise, who's producing it, how many eps, if there's syndication plans etc.

Living not too far away from where it was filmed, and knowing some of the people involved (many of the on-set computer panels were designed by a friend of mine), I was eager to see this series. I was very surprised to find almost no information about it yet, but I suspect that they are giving it a "limited trial" before pushing it out to the grand public. Sadly, the one episode I've seen so far (the second episode) was pretty bad: poor lighting, unimpressive to unforgivable filming, somewhat silly acting (but not bad enough to be good)...

Granted, the outer space stuff all looked good, and the show's premise (about an interplanetary bounty hunter cruising within the solar system) has promise... It's really hard to judge from the first episode. I should get a chance to see the first and third episodes in the coming week, and might comment more after I've seen them.

Produced by Silvio Astarita (co-executive producer), Daniel D'Or (producer), Philip Jackson (producer), Stefan Jonas (executive producer), Original music by Robert Duncan (Donald Quan), Cinematography by Graeme Mears & Robert J. Petrie (uncredited). Film Editing by Les Healey, Adam Recht (senior). Casting by Juli-Ann Kay, Production Design by Ricardo Barcelo, Costume Design by Chris J. O'Neil.

Production Management - Sharon Petzold (production manager), Toby Rigdway (post production supervisor), Second Unit Director or Assistant Director - John McKeown (first assistant director), second assistant director - Jon Older (first assistant director), Jason Shipley (second assistant director), Sound Department - Guillaume Delamarre (sound recordist), Christophe Ferrandon (sound mixer), Michael Forsey (sound), Jacques Guillot (sound mixer), Christophe Leroy (sound editor), Gadou Naudin (foley artist), Yves Servagent (sound editor).

Visual Effects by Andreas Beck (compositor), Kurt Bierenbreier (CG animator), Wolfgang Czerny (digital compositor), Raimond Fischbach (2D compositor), Philip Hahn (visual effects producer), Tim Ketzner (visual effects supervisor), Oliver Kirchoff (CG animator), Ines Krüger (fire trainee), Jan Oehlschläger (compositor), Christoph Oelhafen (CG animator), Bernd Schulze (compositor), Swen Spichtinger (CG

animator), Oliver Stannius (visual effects supervisor), Robinson Steinke (CG animator), Patrick Wachowiak (CG animator), Frank Wegerhoff (senior digital effects supervisor), Marina Weichbrodt (CG animator), Gunnar Wittig (digital effects supervisor), Other crew - David Cooke (post-production supervisor), Peter A. Gaskin (post-production supervisor), Seijin Ki (executive consultant), Richard Lehun (estimator (uncredited)). Special Effects by Das Werk [de] (visual effects).

Taglines for "Starhunter" (2001)

Seek Justice In The Stars!
The Adventures of an Interplanetary Bountyhunter.

In 2003 it was decided to bring the series back, after a two year hiatus, this time with a new title, but with basically the same cast.

WR. Susannah Brennan, Julian Fikus, Nelu Ghiran, Annie Ingham, Mary Rogal-Black

DIR. Francois Basset, Luc Chalifour, Philip Jackson, Patrick Malakian, George Mendeluk, Jon Older

EPISODES: 22 **YEAR MADE:** 2000 **COUNTRY:** CAN **SEASONS:** 2

SPACE: *THE IMAGINATION STATION/DANFORTH STUDIOS/LA SABRE (CANAL+)/GROSVENOR PARK PRODUCTIONS (UK)*

CREATOR: DANIEL D'OR & PHILIP JACKSON

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 47 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 22

DATE OF PREMIER: 01/11/2000 **AIR DATE OF LAST EPISODE** 03/04/2004

SEASON DATE BREAKDOWN:

FILMS:

Dante Montana MICHAEL PARE, Allister MacNaughton MARK PEGG, Lucretia Scott CLAUDETTE ROCHE, Paquette CHARLOTTE WESTON, Percy TANYA ALLAN, Caravaggio MURRAY MELVIN, Rudolpho STEVEN MARCUS, Penny Montana HEIDI VON PALLESKE, Eccleston MARK POWLEY, Travis Montana CLIVE ROBERTSON (2), Callista Larkadia DAWN STERN (2).

1 - 1 *THE DIVINITY CLUSTER*

Dante is reunited with MacDuff, an old friend who is dying from cancer. Luc's father, Darius, asks her to capture a geneticist who may hold the key to an alien gene known as "The Divinity Cluster".

Wr Nelu Ghiran

Dir Patrick Malakian

1 - 2 *TRUST*

Against Dante's and Luc's warnings, Percy becomes friends with one of a pair of cousins that the Tulip and the crew are transporting to an automated prison on Mercury.

Wr Peter I. Horton

Dir George Mendeluk

1 - 3 *FAMILY VALUES*

Percy blows up a threatening Raider ship on Mars but it may have held Dante's son.

Wr Nelu Ghiran

Dir Henri Safran

1 - 4 *SIREN'S SONG*

Special Forces commandeer the Tulip to transport a supernatural girl believed to be infected with a deadly virus.

Wr Nelu Ghiran

Dir Patrick Malakian

1 - 5 *THE MAN WHO SOLD THE WORLD*

The Tulip is sent to pick up a war criminal responsible for sacrificing thousands for the Divinity Cluster.

Wr Julian Fikus

Dir Luc Chalifour

1 - 6 *PEER PRESSURE*

Dante arrests a doctor and her son, unaware that she has a device that can control his mind.

Wr Annie Ingham

Dir G. Phillip Jackson

1 - 7 *FROZEN*

While transporting Etienne to a prison, the Tulip receives a distress call from Dr Devon. Who is being pursued by Raiders after freeing his son, Ryan, from an Orchard medical research facility.

Wr Lorne Wise

Dir François Basset

1 - 8 *PAST LIVES*

Rudolpho instructs the crew to pick up a murder suspect who turns out to be Luc's ex-husband, Eric, who has escaped from an Orchard medical facility where he was injected with an experimental antibody that has killed all previous recipients in 48 hours.

Wr Peter Campbell

Dir Patrick Malakian

1 - 9 *ORDER*

The crew receives a radio transmission from a religious cult who plan to commit mass suicide by crashing into the sun. Luc falls under the unnatural influence of their leader, Brother Thirteen.

Wr Hugh Evans, Julian Fikus

Dir Luc Chalifour

1 - 10 *CELL GAME*

When a rival group of bounty hunters tries to steal the crew's prisoner, Percy is arrested for assaulting one of the bounty hunters, a member of the Oberon Militia. Rex, the leader of the rival group, uses Percy's arrest to blackmail Dante into freeing her brother, Goran, from the Nereid prison.

Wr Mary Rogal-Black

Dir Patrick Malakian

1 - 11 *BLACK LIGHT*

When a short circuit on the lower decks of the Tulip brings an unexplored section of the ship to life, Colonel Bramwell is released after 50 years in cryogenic sleep, believing Earth still is at war with the Raiders. Dante plans to use Bramwell's legendary status with the Raiders to find his son.

Wr Julian Fikus

Dir François Basset

1 - 12 *GOODBYE, SO LONG*

While on a shopping trip to find parts for the life support system in the Captain's Quarters, Dante is reunited with Marco, an old friend who was a rival for Penny's affections. Marco's business partner, Ike, works with the Raiders to locate special seeds that can grow in any climate. Percy begins to suspect Luc has a hidden agenda.

Wr Alan Zweig

Dir Patrick Malakian

1 - 13 *THE MOST WANTED MAN*

Every bounty hunter and law enforcement officer in the solar system seems to be after Harman, a former associate of Darius who may be the "Rosetta Stone" for the Divinity Cluster. Harman has developed superhuman speed, and refuses to talk to anyone but Darius. Dante's and Percy's suspicions of Luc come to a head when she helps Harman escape from the Tulip.

Wr Peter I. Horton

Dir Luc Chalifour

1 - 14 *HALF DENSE PLAYERS*

Darius pulls strings with Rudolpho to have the Tulip transport Arquette, an artist suspected of murder. The Orchard believes that Arquette's obsession with the large, swirling storm on Jupiter has given her extra-dimensional sight. Percy discovers they are being trailed by a cloaked ship, that may be over three million years old.

Wr G. Phillip Jackson

Dir Patrick Malakian

1 - 15 *DARK AND STORMY NIGHT*

Darius boards the Tulip to help Luc inform Dante about the Divinity Cluster.

Wr Nelu Ghiran

Dir François Basset

1 - 16 *SUPER MAX*

When Rudolpho sells the Tulip to Max for conversion to a prison ship, Dante must infiltrate Max's organization, and fight off advances from Max's wife, Zelda.

Wr Julian Fikus

Dir Luc Chalifour

1 - 17 *A TWIST IN TIME (PART 1 OF 2)*

While transporting a dangerous serial killer, the Tulip is diverted to search for survivors after an accident at a secret research station on Triton. When the ship is disabled by the station's graviton experiment, Dante stumbles on a time loop that gives him multiple chances to prevent Percy's death.

Wr Peter I. Horton, G. Phillip Jackson

Dir Patrick Malakian

1 - 18 *EAT SIN (PART 2 OF 2)*

Caught in separate Bubble Universes, each member of the crew must outwit separate versions of their prisoner, insane serial killer Five.

Wr G. Phillip Jackson, Peter I. Horton

Dir Patrick Malakian

1 - 19 *BAD GIRLS*

Dante agrees to transport Rudolpho's friend, Stephen Hamilton, and his two daughters, unaware that Hamilton is being blackmailed by The Orchard to spy on Dante.

Wr Annie Ingham, Mary Rogal-Black

Dir Kai Sehr

1 - 20 *BAD SEED (PART 1 OF 3)*

Dante is kidnapped by Tosca, an Orchard agent who plans to use Dante to find Travis, who she believes is the key to The Divinity Cluster. During the kidnapping, Caravaggio is infected with a virus that gives him a second, evil personality. The Tulip is boarded by Navarre, a rogue Orchard scientist who wants to help Luc rescue Dante. While Percy is trying to save the ship from self-destruction by Caravaggio, the Tulip is again boarded - this time by Salomea, a Raider who claims she is working for Travis.

Wr Julian Fikus

Dir Jon Older

1 - 21 *TRAVIS (PART 2 OF 3)*

The Tulip receives a cryptic message from Percy that leads Dante to the special seeds that are concealed in her quarters. Dante bargains with the Raider leader, Senaca, to exchange the seeds for Percy and Travis (known to the Raiders as Zephyr). Travis reveals Penny's role in early experiments with The Divinity Cluster.

Wr Susannah Brennan

Dir François Basset

1 - 22 *RESURRECTION (PART 3 OF 3)*

Tension and mistrust forms between the crew members as Travis becomes a reluctant member of the Tulip's crew. Dante discovers The Raiders' true intentions for the seeds, but is unsure how to intervene with the Tulip damaged in their escape from The Raiders. Luc is captured by Tosca who is assisting The Raiders with their mission. Eccelston returns from "the dead" with dire warnings about The Divinity Cluster.

Wr Nelu Ghiran

Dir Patrick Malakian

2 - 1 *REBIRTH*

Percy emerges from hyperspace to discover that 15 years have passed, and Caravaggio has had his graphic files updated. Unsure of what to do with the Tulip, she reluctantly teams up with bounty hunters Travis, Rudolpho, Callie and Marcus. Zavras, a Raider and former clansman of Travis, uses Dr Daniel Rochaz to lure Travis out of hiding.

Wr Peter Zorich

Dir David Wheatley

2 - 2 *STAR CROSSED*

Travis and Callie are hired by the Jupiter Federation to arrest Dakkota 79, a Raider leader on the verge of starting a war with the Verran Clan. Dakkota's girlfriend, Cira, may hold be a link to Travis' past. Rudolpho's inquiries into a possible bounty on Travis leads to complications, both with an old business associate, and with his new crew-mates.

Wr Peter Zorich

Dir Roger Gartland

2 - 3 *BIOCRIME*

When Marcus and Callie encounter Taryn, a former girlfriend of Marcus', panicked and begging for help, the crew discovers that she has been genetically altered. Travis is hired to apprehend Father Abode, a former student of Dr. Novak, who has been producing genetic mutants for the pleasure of wealthy clients.

Wr Peter Zorich

Dir David Wheatley

2 - 4 *CHASING JANUS*

Travis and Callie's plans to capture "low-level smuggler" Strasser turn bad when Strasser recognizes her. Callie is injured, and the crew attempts to keep her alive with a damaged cryonic chamber. The Tulip sets course for Mars in hopes that Callie's estranged father, Janus, has her "blank" - a clone kept in stasis, and used for organ replacement.

Wr Denis McGrath

Dir Roger Gartland

2 - 5 *SPACEMAN*

While exploring an uncharted debris field, the Tulip discovers a sarcophagus floating in space. Mishkin, the sarcophagus' lone occupant, spreads a disease among the crew that makes Rudolpho and Marcus question their positions aboard the ship.

Wr Nelu Girhan, David Wheatley

Dir David Wheatley

2 - 6 *BECOMING SHIVA*

A Terran terrorist group protesting the ecological disasters that have plagued Earth are suddenly put on the map when their methods of only targeting buildings and space structures accidentally takes lives.

Wr Denis McGrath

Dir Colin Bucksey

2 - 7 *THE THIRD THING*

The crew of the holo-vision reality series, "The Third Thing", follow the crew of the Tulip. Marcus, wanting more hands-on experience, is given the job of capturing a petty criminal.

Wr Roger Gartland, Michael Allcock

Dir David Wheatley

2 - 8 *TORMENT*

Travis and his crew must rescue a man's parents who were kidnapped 50 years earlier, but are have only aged 8 months due to time dilation. Rudolpho is forced to bring his rebellious teenage daughter, Serena, aboard the ship.

Wr Peter Zorich

Dir Colin Bucksey

2 - 9 *PAINLESS*

The son of Roan Gerick, a family friend of the Montana family, is killed by Anestha, a new street drug the turns pain into pleasure. Travis hunts for Bliss, the leader of the narcotics ring, against Rudolpho's better judgment.

Wr Denis McGrath

Dir Colin Bucksey

2 - 10 *SKIN DEEP*

Callie's reunion with Lena Bannen, an old friend, is interrupted when a rival bounty hunter attempts to arrest Lena for murder. Percy and Marcus try to find an antimatter stabilizer for the hyperdrive, and are forced to do some bonding when they become stranded in Syn City.

Wr Jeffrey Hirschfield

Dir David Wheatley

2 - 11 *SUPERMAX REDUX*

While transporting Quigley, a prisoner who appears to be quite insane, the crew save the lives of an old nemesis, Max, and his associates. Max offers to share a stash of Onmium, a mineral rarer than diamonds and worth billions of credits.

Wr Chris Jones Hansen, Noel Garland

Dir Colin Bucksey

2 - 12 *PANDORA'S BOX*

The Tulip experiences a power drain that leaves them at half power. Unaware that the problem is caused by an experiment conducted by Keres Station, a science research facility, Travis accepts an assignment from their head scientist, Dr Schofield. He must capture Alrick Quennell, a Raider, and retrieve a box containing the deadly Tethys Virus that Quennell stole from the station.

Wr Barry Simner

Dir David Wheatley

2 - 13 *STITCH IN TIME*

While transporting Ritson, a deserter from the Jupiter Federation Elite Forces, the Tulip answers a distress call from Galentis, a mining platform on the asteroid Ida - a mining platform that should not be there. And for some reason, Percy isn't quite herself.

Wr David Wheatley

Dir Colin Bucksey

2 - 14 *THE PRISONER*

Travis and Callie pick up Jane Doe, a psychiatric patient with amnesia, who apparently remembers Travis and wants him dead. Marcus finds himself attracted to Dr. Alora Kir, Doe's psychiatrist. The new incarnation of the Orchard, and their leader, Tristan Catchpole, set their sights on Travis, who may have one of his Divinity Cluster genes already activated.

Wr David T. Reilly

Dir David Wheatley

2 - 15 *KATE*

The Tulip's collision with a mine leaves the ship floating in space, vulnerable to attack. Percy, unhappy with Caravaggio's recent performance, creates a female AI with more emotion and intuition, but Kate very quickly develops too much independence.

Wr Farrukh Dhondy

Dir Michael Cocker

2 - 16 *RIVALS*

Callie's irritation with the Tulip's ongoing technical problems is aggravated when the stylish Seattle and its debonair captain rescue the crew from a problem it can not handle.

Wr David T. Reilly

Dir Michael Cocker

2 - 17 *HEIR AND THE SPARE*

A con man preying on older women has a mysterious link to Marcus' genes. Meanwhile, Percy is going through some mental difficulties.

Wr Stephen Lowe

Dir Colin Bucksey

2 - 18 *JUST POLITICS*

Rudolpho is suspicious of a trade minister the Tulip has been hired to transport to the Manheim Asteroid Belt to clinch a deal.

Wr David T. Reilly

Dir Roger Gartland

2 - 19 *NEGATIVE ENERGY*

Marcus believes he can convert the ship's hyper drive to use negative energy instead of anti-matter, but will need durenium to produce it. Marcus attempts to find an old contract who may be able to put him in contact with a seller of this rare and illegal element. Executive Chief Inspector Tibbit boards the Tulip to make sure that engines are in proper working order before granting Caravaggio's application for a change in power source.

Wr Eitan Arrusi

Dir Colin Bucksey

2 - 20 *LICENSE TO FILL*

A vengeful bureaucrat has the Tulip crew court-martialed for a license violation.

Wr John Gartland

Dir John Gartland

2 - 21 *HYPERSPACE (PART 1 OF 2)*

Marcus finds an obscure scientist whose theories may hold the secret to getting the Tulip into hyperspace.

Wr Hudson King

Dir Roger Gartland

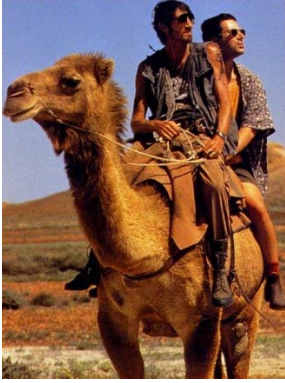
2 - 22 *HYPERSPACE (PART 2 OF 2)*

The ship's crew is trapped in separate folds of space-time. Meanwhile, Travis learns more about the Divinity Cluster.

Wr Hudson King

Dir Roger Gartland

STARK



Set mainly in Australia, it tells of a dastardly plot being hatched by a powerful group of international financiers and power brokers. The plan - known as the Stark Conspiracy - is simple: to destroy the already ravaged world but save themselves, by building a space ark to carry them off to a bright new future.

The only ones standing in their way are a very motley crew of eco-activist hippies, roused by the rebellious Rachel. Tagging along, and providing the comic sub-plot, is Elton himself, as would-be writer Colin `CD' Dobson, who's more concerned about bedding the lovely Rachel than saving the planet. Veteran actor John Neville heads the supporting cast as the chief conspirator De Quincey, and Derrick O'Connor, well-known for his `menacing heavy' roles, played a wacked-out eco-crusader.

A cautionary tale about pollution based on comedian Ben Elton's best-selling 1989 satirical novel. Elton not only wrote the book, he adapted it for TV and starred in it as well, so if it had turned out a disaster we'd know who to blame. Veteran actor John Neville heads the supporting cast as the chief conspirator De Quincey, and Derrick O'Conner, well-known for his "menacing heavy" roles, played a wacked-out eco-crusader. The producers for the series were Michael Wearing, David Parker and Timothy White, the director was Nadia Tass and the music was by Colin Towns. The series was shown on BBC1 in 1993.

Nothing makes television more watchable than a decent disaster, and Stark's disaster is an ecological apocalypse -the world choking under the poisons of modern society. Ben Elton has adapted his own best selling book for this BBC/Australian co-production, and also plays the lead role, in a departure from his fast talking comic im-age that could potentially have been quite damaging.

Would-be Brit writer CD (that's Colin Dobson, played by Elton) is living in Australia and desperate to bed the ravishing Rachel (Jacqueline McKenzie) - but she doesn't 'do sex'. Meanwhile, in Los Angeles, a gathering of financial giants from across the globe make a proposal to Australian magnate Sylvester Morgan (Colin Prieis). They want him to procure a territory in Western Australia, which they declare is rich in Uranium deposits. The presence of so many moguls in one place stimulates the curiosity of Wall Street journalist Chrissie (Deborah-Lee Pruness), who de-duces that they have stimulated the world-wide financial crash, and she subsequently becomes a target for liquidation.

Morgan buys the Aborigines off the land, but not before discredited tycoon Ocker Tyron has applied some brute force to the community. This intimidation alerts Rachel, and with CD in tow, she sets about uncovering Morgan's scheme. Then Morgan learns the truth from the spokesman of the Stark Conspiracy, De Quincey (John Neville). Their strategy is a re-sponse to the fact that the world is dying from Total Toxic Overload... This is television at its most watchable; tightly plotted, with sharp dialogue and a plot which changes direction on numerous occasion without ever losing credibility. There are some remarkable larger-than-life characters, from the heroine pumping British aristocrat De Quincey, to Sixties' throwbacks Karen (Fiona Press), Zimmerman (Derrick O'Connor) and Walter (Bill Wallis).

The imagery is startling and sobering, with the ramifications of TTO epitomized by the unbreathable fumes of Los Ange-les, the litter-ridden beaches of Australia and the chemically polluted seas. And should the more upbeat climax leave the viewer with a feeling of confidence, the epilogue, voiced by De Quincey, immediately kindles a response of insecurity. There's no denying that Stark is Elton's show, and he certainly gives a qualified performance as CD. True, at times he's a little too large for the small screen, but nevertheless he has cleared the hurdle into dramatic television. As a proven comic, author, scriptwriter and actor, his continued rise provokes admiration - and just a small twinge of nausea. Stark was a ray of Aussie sunshine during the long winter nights - with a dis-tinct lack of ozone layer, of course.

WR. Ben Elton.

DIR. Nadia Tass.

4323

STARK

EPISODES: 3 **YEAR MADE:** 1993 **COUNTRY:** GB **SEASONS:** 1

A BBC AND CASCADE ASH PRODUCTIONS PRESENTATION IN ASSOCIATION WITH THE AUSTRALIAN BROADCASTING COMPANY

CREATOR: BEN ELTON (based on his novel)

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIAL

LENGTH (MINS): 55 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 08/12/1993

AIR DATE OF LAST EPISODE 22/12/1993

SEASON DATE BREAKDOWN:

FILMS:

Colin 'CD' Dobson BEN ELTON, Rachel JACQUELINE MCKENZIE, Sly Morgan COLIN FRIELS, Zimmerman DERRICK O'CONNER, Walter BILL WALLIS, Chrissie DEBORA-LEE FURNESS, De Quincey JOHN NEVILLE, Karen FIONA PRESS, Ocker Tyron BILL HUNTER, Dixie COLETTE MANN, Mrs Tyron GWEN PLUMB.

Books Based on this series.

Stark

Ben Elton

1989

STARLOST,THE



In the year 2790 A.D., a giant Earthship, Ark, drifts through deep space, out of control, its crew having been killed five hundred years earlier. When the accident that killed the crew occurred, the airlocks connecting the ship's domes that housed the last survivors of the dead planet, Earth, were sealed. Cut off from the outside world, many communities simply forgot that they were on a spacecraft. They accepted that their world was fifty miles in diameter and the sky was metal. Content with their lot, no one knew that their world was in grave danger. Without a crew at the helm, the Ark was on a collision course with a sun.

The Starlost premiered on television loosely based on a concept created by Harlan Ellison. Meticulously and lovingly devised by Ellison and brought to perfection by Scientific Advisor Ben Bova, the series promised to be a monumental step for SF television. Ellison had contracted great SF writers such as A.E. Van Vogt, Frank Herbert, Joanna Russ, Thomas M. Disch, Alexei Panshin, Phillip K. Dick, and Ursula K. Le Guin to write storylines that would be scripted by the best Canadian writers available. Douglas Trumbull would be Executive Producer and create the special effects via the Magicam system. Looked good, it sounded good, it fell apart.

The Starlost regressed into a low-budget, syndicated show with all the SFX being accomplished ineffectively through chroma-key, the method used in TV newscasts to put pictures behind the commentators. Trumbull left before production began as did Ellison, who used his pen name as series creator and writer of episode one. Only Ursula K. Le Guin's storyline made it into production. The end product was a dismal reflection of the glories promised. After about 16 episodes, The Starlost vanished into the void. Harlan Ellison created this series, which botched his production so completely that he had his name taken off the credits. A giant spaceship has several cultures of people on board who have forgotten that they are on a spaceship. Robert Heinlein created this plot in the excellent novel "Universe" and Brian Aldiss gave it a new twist in "non-stop."

When the series did appear in 1973, as a syndicated series, it met with almost universal derision, for its dull plots, cardboard characters, static dialogue, and distractingly cheap visual tricks. STAR TREK's Walter Koenig appeared in a couple of episodes as an alien called Oro. Only 16 of the planned 24 episodes were shown. The series was shown on CTV in Canada.

Although it had one of the most ambitious concepts in TV history, the producers of The Starlost were forced to bring it to life with restricted technology and limited production values. Twentieth Century-Fox executive Robert Kline asked writer Harlan Ellison to come up with an idea for a science fiction series. Kline liked Ellison's idea of a space-age Noah's Ark and tried to sell the idea to England's BBC network. When the BBC rejected the idea, Kline sold it to Canada's CTV network. The show would also air over 40 of NBC's affiliate stations in America. However, The Starlost was dogged by problems. Ellison, who left the show early on because of creative differences, was so unhappy with the final product that he put his pen name, Cordwainer Bird, on the screen.

One summary of the birth and death of The Starlost is offered by the show's producer, William Davidson. A graduate of Canada's Lorne Greene Academy of Radio Arts in 1948, he was immediately hired by the National Film Board of Canada, and with writer friend Norman Klenman, he later produced documentaries, drama series and features. "Arthur Weinthal of CTV and Ted Delaney of CFTO-Glen Warren called me in to discuss producing The Starlost," recalls Davidson. "I thought it was a terrific concept and offered strong dramatic possibilities and popular appeal. I knew Harlan, by reputation, as a kind of science fiction guru. When I met him, I was equally impressed by his ideas and his incredible energy.

I brought about 34 Canadian writers in to meet him, and he chose some of them to begin working with him. Meanwhile, his U.S. contacts began to show an interest in the series." Ellison, initially excited over the project, contacted such science fiction novelists as Philip Dick, A.E. Van Vogt, Joanna Russ and Frank Herbert to write for the show. The technical advantage for The Starlost was using Doug Trumbull's new technology, Magicam, to film the series. Trumbull's special effects credits included 2001: A Space Odyssey (

1968) and *Silent Running* (1972). Trumbull's revolutionary new process would allow the actors to be transposed into miniature models and lavish landscapes to convey their travels through the domes (each of which was supposed to be 50 miles in diameter). It would give the series incredible visual leeway at an economical cost.

"I appreciated the opportunity to work with Doug Trumbull and to introduce his Magicam process to television production," says Davidson. "Doug is a genius and one of the nicest people you could work with. He was full of enthusiasm and energy. He brought his family up with him and rented a cottage north of Toronto. Then there was CFTO-Glen Warren. As a videotape production facility, they were as good as any facility in the world. Managing to get their senior production staff man, Ed Richardson, as associate producer and director was icing on the cake. The potential for something great was there." The promise of great things soon fizzled. "As we went into production, a couple of unexpected things happened," recalls Davidson. "Harlan quit on us. The full story of his 'deserting the ship' is very complex. He's written, in very harsh terms, about his involvement with the project." (Ellison's description of his *Starlost* experience appears as a supplement to his book *Phoenix 4 Without Ashes*, a novelization of his original *Starlost* pilot script.)

"I'm sure Harlan's rage and indignation are genuine and deep. Whatever the complete story, he made no attempt whatsoever to understand our budget and production problems. He wrote scripts and story ideas that called for Spielberglike production budgets. Then he had his lawyers give us the 'bird' with his nom-de-plume, Cordwainer Bird. "The other major event was that Doug Trumbull's Magicam system didn't work in time. We went into production with an overnight switch back to the standard technique of electronically joining images of static background settings, and having the performers working in front of blue curtains. "We all felt very sorry for Doug. He had problems in delivering his system on time, and it was very unfortunate for everyone. I lost a valuable associate."

Associate producer Ed Richardson says, "Initially, we had Keir Dullea, Harlan Ellison and Doug Trumbull, and that gave it a science fiction marquee of three people who knew about science fiction. I directed a promotional piece for the show with Trumbull, and we tried a number of effects with Keir in the studio. We were trying to create a video technology as we went along. The special effects device that should have worked, didn't. If it had, it would have enabled us to take miniature models and put our actors into them. We could have created all kinds of hills and valleys and monsters and blended our live actors into that. The process, however, only worked sparingly and quickly fell down. We had to film the series static, and it turned out flat."

Davidson retains a modest nostalgia and some regret about *The Starlost*. As the seams began to unravel, he says, "there were a few handicaps, but we thought we could handle everything." When Kline's efforts to sell to the BBC were unsuccessful, the production venue was changed to Toronto. "CFTO-Glen Warren studios agreed to mount the production at a fraction of the budget estimates," says Davidson. "We had a budget of \$100,000-125,000, less than many one-minute commercials. We went right into program one, 'Voyage of Discovery,' cold. We ended up with a budget overage of 50 percent or more. Immediately, we had to tighten up costs.

"There were no scripts at all; Doug's Magicam process wasn't working yet; studio space was very tight for such an ambitious project and the completion schedule was frightening. There was no time for rehearsal for the performers. We had a four-day shoot, seven days for complex video tape editing, laying music and effects, and turning out a two-inch master completed program for the U.S. three days later. We knew we would be working 24 hours a day, seven days a week. The lights never went out in the *Starlost* offices." For casting, NBC wanted a recognizable star for the series. Actor Keir Dullea was living in London and agreed to move to Toronto for the series' duration. Canadian newcomers Gay Rowan and Robin Ward were recruited as co-stars.

"Keir Dullea had been contracted before I signed on," recalls Davidson. "I had a high regard for his acting skills. He was a nice, enthusiastic person. He was very intense, and intrigued by the character of Devon. He found the pressure of television series production, and videotape in particular, to be very stressful, but he gave it everything he had. Robin Ward was perfect in the role, and the complete professional. Gay Rowan was intelligent, charming and although lacking a little in experience, I felt she could become a big star. A second season would have given more attention to Gay's role. She was full of creative ideas on how to develop her character."

Norman Klenman, a Canadian writer who had worked extensively in American episodic TV, recalls, "Arthur Weinthal told me the Americans wouldn't do a show in Canada unless it had an American star and American head writer. I had done a lot of work at Fox, so they zeroed in on me. There had never been any major Canadian series done from here [Canada] to there [U.S.]." Klenman's dealings with Ellison were rocky at best. "When I read his bible for *The Starlost* and his first draft of the opening episode, I nearly gave birth to a cow. Bad is one thing. Boring is another. I regretted having to give Harlan a call and introduce myself to him. I knew him to be an egotistical son of a bitch. I said to him, 'Harlan, I'm on my way to Toronto to work on the

show. I haven't had any experience in science fiction. I gather you wrote the pilot?' He was snarky on the phone. I said, 'Well, then, to hell with you!'

"When I got to Toronto, they gave me his pilot to read, and it was dreadful biblical nonsense. The idea of people stranded on a sphere on a spaceship wasn't bad, but everything else was boring. I rewrote it and tried to lighten it up and make the characters more three-dimensional. Ellison later went moaning and groaning around the country, advertising his disappointment with the Starlost series. The strange thing was, Harlan later won a Writer's Guild of America award for his [original] script." Associate producer Ed Richardson says, "Harlan Ellison is an incredible writer. Most of my dealings with him were on the phone when he was in a Toronto hotel room, writing. I have a great deal of respect for Ellison. He stuck to his guns and knows damn well what he wants. He's a feisty guy-the Muhammad Ali of science fiction."

Right after Ellison left, it became clear The Starlost was imbued in technical problems. "[Doug Trumbull's] new process would have made the shooting of the spaceship model much more realistic," says Klenman. "But they didn't have the technology ready. All the technical work was eventually done by CFTO in Toronto, and they did a fairly good job. CFTO was a huge production facility and was one of the early videotape producers in North America."

It remained a disappointing compromise. Instead of a vibrant and innovative-looking show, The Starlost emerged as a static series, with its actors confined to peculiar-looking sets and claustrophobic direction. For audiences expecting the technical equivalent of a Star Trek, The Starlost fell a planet short.

"There's a Paula Abdul commercial where she's dancing with the late Fred Astaire," says Klenman. "You can do that with today's film technology. All we could do in 1973 was to film a spaceship model in a black studio, with pinpoints of light in the background as stars. We moved the camera to give the illusion of the ship traveling through space. Because of the lack of special effects, the scripts had to be more character-oriented."

"We had a great bunch of people. Bill Davidson was a superb producer, and Ed Richardson was an excellent director. They put together a good team. But I was the only one in the writing department. There were no writers or scripts prepared. Of the 16, I wrote four, did four massive rewrites of others, and on four more I did minor rewrites. There were four others that came in pretty good shape. There were a lot of good Canadian writers, but almost nobody had been trained in writing American kind of drama. Unless you stood over them, or did it yourself, it didn't work." With Harlan Ellison and Doug Trumbull gone, that left Ben Bova as science consultant. "Harlan had asked me to be science advisor for the series," says Bova. "I was living in New York, and I shuttled back and forth to Toronto."

"My job was to read scripts and find if there were any scientific goofs and find a way around them without totally destroying the scripts. There were plenty of goofs, and I did figure ways around them. I was paid rather handsomely as a consultant, and praised by everybody ... and my advice was totally ignored. They shot the scripts as originally written."

"It was very embarrassing because at the end of these idiotic shows there's a full screen credit: 'Ben Bova, Science Consultant.' I was shocked and dismayed to see all the work I did was absolutely for nothing. It was very disappointing to me, personally. The show was just bad. I was not involved in writing the scripts nor the creative aspects of the show. They were so hard-pressed to get the show done they paid lip service to have a science advisor. I don't just blame the people working on The Starlost. The general TV audience neither knows or cares about scientific accuracy. [However] science fiction fans are very knowledgeable and very critical of scientific inaccuracy. The inept acting, the poor plots, the very poor production values made the show ridiculous, but the scientific goofs just added to the poor quality of the series."

Writer Norman Klenman defends the Starlost team's decisions. "Ben Bova was a nice guy and a big name in science fiction," he says. "But what has science fiction got to do with drama? Stories are stories. Characters are characters. As head writer, I never found anything Mr. Bova had to say germane to our task. It was all sort of intellectual mumbo jumbo. He couldn't reduce it to clear, precise instructions. "TV viewers are interested in the characters, not scientific theory or accuracy. We used very little of the latter two, and no one missed them. Bova was a talented man with a sure reputation. He was too courteous to cause a problem. He was just misplaced on this series."

"Ben tried to be helpful and continued working with us even after his buddy Harlan had jumped ship," observes William Davidson. "I am not suggesting that Ben was happy with the outcome, but I was satisfied with the contributions he made. As it was, we had to use the phone and the mail service. He was a novice about television production, and he never really got to know us and understand our production problems." Nevertheless, Bova found the show's original format inspiring. "The basic idea was of a generational starship that had gone wrong. The people inside believe their ship is their universe. The ship had broken down and was falling into the gravity well of a star. Unless something was done, the ship and everybody aboard were going to perish. That premise is capable of all kinds of themes and stories. It had tremendous flexibility and had the

possibilities of very good drama.

"One of the things Harlan wanted to do was to write the show like a novel where each episode was another chapter, so each episode had to be shown in sequence. The pilot of Starlost was very good. Harlan's [original] script was also very good. He's an excellent writer. Whether you love him or hate him, he's one of the best writers in the United States, but by the time they started shooting the scripts, Harlan had left."

Bova found a creative way to vent his spleen over the experience. "The show got so ridiculous that I wrote a satirical novel about it called *The Starcrossed*. It's based on what really happened during production of *The Starlost*. Only the names have been changed to protect the guilty.

"The people involved were trying to do their best, but that wasn't good enough. What came out was undoubtedly the worst television series ever. A lot of time was spent staring into the camera." Bova felt the budget problems could have been circumvented. "The less money you have, the more creative you have to be. The budget of *The Starlost* did not make it a lousy show. It was that the people didn't know what they were doing. The people in the script department were tearing their hair out, trying to get decent scripts. The production people were trying to get the show videotaped and in the can. The problem was that these people didn't understand that what they were doing was bad. They were just concerned with shooting a number of script pages per day and getting the tape done."

Among those laboring under this demanding schedule was Canadian film and stage actor Robin Ward, who nabbed the role of Garth. In the pilot, the elders have promised Rachel in marriage to Garth. When Rachel falls for Devon, Garth becomes her protector and an uneasy ally of Devon as they set out on their journey. "Just about every actor in Canada had been auditioned for the role of Garth," says Ward. "In desperation, they came around to me. I did a screen test, and suddenly I was Garth. "As an actor who was doing theater in Canada, I would have accepted a series called *Pharmacists in Space*. Even so, I loved the concept and my character, whom I saw as a 'Mennonite in space' with an attitude."

However, that early attitude was too sharp for Ward's taste. "Garth was too negative as originally conceived. I felt he needed to build sympathy with the audience by a gradual relationship with the others. I attempted to do this, but I disliked his lack of humor. "As actors we had some input in improving some dreadful scripts, and lots of input into character, but it really depended on who was directing. Keir, Gay and I became great friends, held together by incredibly long days, sometimes working 20 to 22 hours in a day. "We developed a group sense of humor, and in a sly way-and sometimes not so subtle-we sent up the whole thing when we felt it was becoming a bit silly."

For Ward personally, the silliest moment was a stunt gone awry. "We were all wired up to fly in space. After the others took off, it was my turn. Unfortunately, I'm top heavy. I turned over and flew upside down. They ended up leaving that in the show." Looking back on the series, Ward notes, "The first episode was the best, from a special effects point of view. In general, the series was severely restricted by budget as far as production goodies, but it was a good experience for a young actor. Over the years, it has clearly established a cult following. It was a great concept by Ellison and had a quirky and unusual atmosphere that was partly intended and partly accidental, with some eccentric acting. The weaknesses were bad scripts and a great lack of imaginative and convincing special effects."

During its brief run, *The Starlost* managed to attract many recognizable actors for its guest stars. "We had some very good guest actors," says Norman Klenman. "Lloyd Bochner was a real charmer and kept us in stitches. He collects jokes, and he was a wonderfully witty man. Walter Koenig was a funny guy. He wanted to work on the show each week. If we had been picked up, I would have fought for him as a regular because he was a terrific, very bright fellow." Had the series continued, several other well-known stars were set for guest appearances, including Richard Basehart, Leslie Nielsen, Patrick MacNee, William Shatner and Gordon Pinsent.

Klenman did have some reservations about the regular cast. "The star, Keir Dullea, was a nice man, but he was the most wooden actor I've ever met, although he was wonderful in 2001. Gay Rowan was pure wood. Robin Ward was fine." Robin Ward stands out in Ed Richardson's mind as well. "He was heaven to work with. He was one of the nicest and most cooperative actors I've worked with. He was a talented fellow." When the series debuted, the atmosphere looked promising. It was the most ambitious project ever attempted by a Canadian network. In its first four weeks on the air, it was number one in its time slots in both New York and L.A. *The Starlost* was also the recipient of many favorable reviews. "It's carried science fiction television a galactic step forward," Toronto Star columnist Jack Miller wrote about the pilot. "In depth of plot and sincerity of acting and staging, it was a world ahead of *Star Trek*.... This is the best science fiction series ever to come to television."

Joan Irwin of *The Montreal Star* noted, "The *Starlost* shows every sign of inheriting the mantle of the phenomenally successful *Star Trek*." In Canada, where the highest rated series on CTV was the American

series Ironside (with 250,000 viewers a week), The Starlost followed with a healthy 200,000 viewers. When a Tom Jones special preempted an episode of The Starlost, CFTO studios received 147 phone calls from angry viewers who protested the bumping of the show. Only one lone viewer called in to rave about the Tom Jones special.

However, the production headaches continued. "There were a lot of problems," says Klenman. "While the stories were sound, the special effects technology wasn't advanced enough. In that regard, there was a little lack of imagination. They did very well with what they had. Occasionally, I would wince over how the episodes were produced."

He admits he campaigned for changes during the production. "I used to object to scenes where Keir and Robin would pull Gay along by her elbows whenever they were chased. My argument was, 'Women are some of the best athletes in the world. It's not like she's in high heels.' And that was kind of accepted."

Klenman also pushed for finding the Ark's control center. "I wanted them to find a remote part of the ship where the central computers were, where you could steer the ship. I wanted a three-floor set, 50 feet high, and to have a steering wheel on top that would be from an old sailing ship. I thought it would be a wonderfully out-of-time thing, but nobody got the joke."

The Starlost was a success in Canada and attracted a sizable audience in America, but Davidson recalls that NBC felt the show's sluggish pace needed improving. "The only major criticisms (actually, suggestions) made by NBC, were: 'The program's slow, pick up the pace, more action, more cuts, faster cuts, fuller music and effects ... and Keir seems to lack energy.' We did the creative alternative. We concentrated on the story, on the characters, on the performances and on the up-front drama. Keir's kind of internal, intense, low-key acting style carried a kind of conviction and honesty that no amount of running around would convey."

During the last few weeks of production, the producers were unsure if the series would be picked up for an additional eight segments by NBC.

"Many great television programs have taken several weeks, months, even an entire first season to shake down and develop their true potential," says Davidson. "The initial reaction in Los Angeles, New York and other U.S. cities was excellent. Then [in following weeks] it was a matter of the ratings up one week, down the next. They were never downhill all the way. We were down to the wire. Will we get a pick up from NBC? Twentieth Century-Fox still wanted to go ahead. CTV also wanted to continue since the show was doing well in ratings and with sponsors in Canada.

"But the ultimate decision came down to one man: Wes Harris at NBC. He wavered back and forth, then pulled the plug. It was devastating. To the key people who worked on The Starlost it was never a failure. We delivered it on time and on budget. In the final programs, we were trying to get control over what we hoped to do in the future, so my executives moved into the front line: Ed Richardson directing, Norman Klenman writing scripts. Had we been asked back for a second season, we would have made serious overtures to established science fiction writers to create story ideas, if not complete scripts."

"NBC was looking for immediate results and an instant hit," says Klenman. "Sixteen episodes was very little to judge it on. They probably killed it because of its technical quality. But it was well shot, beautifully edited and had good music. These series take years to catch on, just as Mr. Spock's ears took years to catch on. But their attitude is they have to make their money tomorrow or they're dead. If they had stayed with it, The Starlost might have been one of the greatest success stories that they ever had.

"The ratings in Canada were never a problem. If it had only been Canadian audiences, The Starlost could have run indefinitely. But while Fox was keen to keep the show going to a point, they weren't going to finance the whole thing. They had to have a [financial] commitment from NBC. NBC looked at the ratings and didn't think it was gonna make it, so they let it go. On the fifteenth episode, we got the cancellation notice. An embarrassed executive at CFTO said to me, 'Do you mind if we fire you today instead of next week?' so they could save money on the sixteenth show. I said, 'No, let me out.' I had a lot of other work piling up in L.A. Personally, the cancellation was not a big disappointment. I just felt NBC was depriving itself of the show."

"In Canada, you only needed an audience of 200,000 people to be a success," notes Richardson. "We did OK because there was a science fiction audience out there. We were very close to being renewed. We thought we would do okay in America because we were delivering a show for a lot less the cost than Americans could deliver a show. But simply, if the ratings had been higher, we would have been renewed."

In retrospect, Richardson says, "Harlan Ellison's concept was an incredibly good one. It had unlimited story potential. But when you watch the show, it falls short of your expectations. One problem was that it was on videotape and nobody was used to looking at a prime-time drama on videotape unless it was something from the BBC, where it was expected to look a little strange. The reason it was on video was to limit the cost of the special effects. On film, you'd have to create them in post-production and it would be a lot more expensive.

"When you watch the effects today, you ask, 'Why weren't they better?' It's difficult to put yourself back into that stone-age technology. It was a tough schedule, and there were budgetary constraints. We made those shows in five days. You can see by the effects how crazy they were. But there were a lot of people trying to make the show better. If you look at an editing facility today, you can animate the hell out of everything. Back then, we were on two-inch tape. It was the stone-age version of videotape. Had we had advanced technology, we could have concentrated more on the script and acting and not the effects, which were always short of the mark. But nobody should apologize for what they did. It was a damn good try."

Davidson thinks the lack of technology contributed significantly to *The Starlost's* woes. "The videotape methods were the show's biggest restrictions. If we had known Magicam wasn't going to work, we would have used different techniques from the beginning. The few visual effects we were able to put together were makeshift, costly and time-consuming, and did little for the visual impact. At times, we had up to a dozen small sets crammed into one studio, with barely enough room to turn around, let alone stage major action scenes. Those were the conditions we worked under. These aren't excuses. We thought we could handle the situation. I in particular have no excuses because I made all of the major decisions on a day-to-day basis with the full support of [executives] Arthur Weinthal of CTV and Ted Delaney of CFTO-Glen Warren. Robert Kline had provided an experienced and dedicated associate in Preston Fischer from New York, and we worked closely together. You only have my word for it, but a second season of programs would have been very good indeed. We never got the chance."

According to Klenman, *The Starlost* hasn't been left adrift in syndication. "Talk about cult shows," he says. "The series has been shown around the world. I've been dragged to speak in San Francisco to *Starlost* fans. My daughter was in New Orleans and called to say she had met a bunch of nuts who watched *Starlost* and remembered it. I was in England once and somebody came up and shook my hand, saying, 'You're Norman Klenman from *The Starlost*. That was the greatest TV series ever made!' *The Starlost* could be revived today, using modern technology but with the same scripts. I still consider it a successful show in that it took off in syndication."

"To put *The Starlost* in perspective, it is useful to know that science fiction was a hard sell in those years," concludes Davidson. "The genre was considered death on network TV. Leave it to the 'syndicators,' they said. The rebirth of science fiction in features and TV came later. Maybe all of our expectations were too high for the times."

CAST NOTES

Keir Dullea (Devon): Born 1936. Dullea is best known as the star of *2001: A Space Odyssey* (1968). He enjoyed success on the London stage after the series and continues to work in theater.

Gay Rowan (Rachel): Born 1948. This Torontoborn actress moved to Hollywood right after *The Starlost*, turning up in occasional TV guest roles including *Time Express* (1979) and *The Greatest American Hero* (1982).

Robin Ward (Garth): Born 1944. Ward came from a show business family. He hosted several Canadian game shows in the 1980s. In the 1990s he hosted a Canadian cooking program, *The Light Gourmet*, and was the weather and show biz commentator on Toronto's CFTO newscasts. **William Osler (Mulander 165, the computer):** Osler's character, a computer image who often frustrated the travelers with his convoluted advice and direction, was both sinister and comical. "William Osler was for many years one of the finest character actors on the Toronto scene," says producer William Davidson. "He worked for me many times, although I have not spoken to him in several years now."

WR. Cordwainer Bird (aka Harlan Ellison), Douglas Hall, Don Wallace, Martin Lager, Norman Klenman, Jonah Royston, Shimon Wincelberg, Norman Klenman, Alf Harris, Arthur Heinemann, Matt Forer, Marion Waldman, Paul Schneider, Alex C. James and Douglas Hall.

DIR. Harvey Hart, Leo Orenstein, Martin Lager, Joseph L. Scanlan, Ed Richardson, Peter Levin, George McCowan, Francis Chapman and Bill Davis.

EPISODES: 16 **YEAR MADE:** 1973 **COUNTRY:** CAN **SEASONS:** 1

A GLEN WARREN PRODUCTION

CREATOR: HARLAN ELLISON

TYPE OF SHOW: SPACE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 16.

DATE OF PREMIER: 14/09/1973

AIR DATE OF LAST EPISODE 08/02/1974

SEASON DATE BREAKDOWN:

FILMS: THE BEGINNING, THE INVASION, THE ALIEN ORO, DECEPTION, THE RETURN.

Devon KEIR DULLEA, Rachel GAY ROWAN, Garth ROBIN WARD, Computer Voice WILLIAM OSLER.

Books Based on this series.

Phoneix Without Ashes

Edward Bryant & Harlan Ellison 1975

RELATED SHOWS:

BABYLON 5

1 - 1 *VOYAGE OF DISCOVERY*

Devon is an Amish man unaware of his true existence. He discovers that his small town is part of 53 biosphere domes aboard a giant space Ark. He, his love and an acquaintance, Garth leave to explore the Ark's secrets.

Wr Harlan Ellison

Dir Harvey Hart

1 - 2 *LAZARUS FROM THE MIST*

The trio investigate an emergency signal that leads them to the forbidden Dome of the Dead.

Wr Doug Hall, Don Wallace

Dir Leo Orenstein

1 - 3 *THE GODDESS CALABRA*

The trio investigate the dome Omicron and Rachel is mistaken for their goddess Calabra.

Wr Martin Lager

Dir Harvey Hart

1 - 4 *THE PISCES*

Devon Rachel and Garth are awakened by a voice announcing the arrival of the "Pisces." As the craft's crew complete their linkup, a man and two women emerge and identify themselves as Commander Garroway, Captain Janice and Navigator Teale. They explain that they were launched from the ARK ten years ago to search for settling places for the ARK's population. They are shocked to return to find the ARK off-course, her crew vanished.

Wr Norman Klenman

Dir Leo Orenstein

1 - 5 *CHILDREN OF METHUSELAH*

Devon reports back to Rachel and Garth that he's found the ARK's backup bridge. The trio attempt to enter the restricted computer area, but are temporarily thwarted by an electronic security system. When they do get through, they are shocked to see a group of children efficiently operating the complex navigational consoles. The youngsters also demonstrate the ability to "think pain" upon others and use this device on Devon and Garth. Rachel and the two men are taken to their commander, a fourteen-year-old boy who immediately orders that the intruders be placed under arrest.

Wr Jonah Royston, George Ghent

Dir Joseph Scanlan

1 - 6 *ONLY MAN IS VILE*

This episode is set in a lavishly appointed spa in a dome called New Eden Leisure Village. At first it seems completely deserted, but Garth hears someone moaning. He finds a young girl seemingly in a state of shock and attempts to find out what's happened. The girl will not speak. However, Rachel is able to gain her confidence and determines that something horrible frightened everyone else away, and she was left behind in the confusion. The trio decide to stay and try to solve the mysterious evacuation.

Wr Shimon Wincelberg

Dir Ed Richardson

1 - 7 *THE ALIEN ORO*

Rachel, Devon and Garth come to an uninhabited dome where they find Oro (Koenig), an alien from the planet Xar who has been living a Robinson Crusoe style existence on the Ark for several years. Oro, has acquired the services of Ydana as his' girl Friday. Ydana is an inteligent but fickle woman, a wanderer from another dome. She has been helping Oro repair his space ship in the hope that she might find a "paradise" on Xar. By trickery, Oro commnands the services of Devon, Rachel and Garth to aid him in repairing his ship.

Wr Mort Forer, Marion Waldman

Dir Joseph Scanlon

1 - 8 *CIRCUIT OF DEATH*

An electronics engineer, Sakharov, despairing of the slow death which he believes in store for all inhabitants of the Ark, bypasses the fail-safe mechanisms in order to activate the Ark's self-destruct system. In doing so, he inadvertently trips the fail-safe alarms, alerting Devon, Rachel and Garth. Sakharov, with his daughter Valarie (who opposes his plan) intends to escape the Ark at the last moment aboard the rocket designed to jettison the Ark's logs and cassette recordings of Earth history prepared, 'for the benefit of other life in the universe'. But when the rocket fails to leave, Sakharov, with Devon and Garth's help, undertakes to rewire the fail-safe and stop the self-destruct. Since all the mechanisms are in micro circuits, they must be projected miniaturized into the circuits through an astounding electronic procedure. It is a race against time to re-connect the minute circuits before the whole Ark blows.

Wr Norman Klenman

Dir Peter Levin

1 - 9 *GALLERY OF FEAR*

In one of the service modules of the Ark, Devon, Rachel and Garth come upon a bizarre pop-art museum of the future where circuit-breakers, plastic cubes and the common incunabula of the future is preserved in silent, empty grandeur stretching as far as the eye can see. Without warning, "people" begin to appear; but special people -- friends and relatives of Garth and Rachel with whom they enjoy emotional reunions. The final person to appear is a beautiful girl, the "curator," Doris, in whom Devon is instantly attracted. But the girl reveals that all the "people" were recreations of Magnus, the most talented and sophisticated computer ever made. Doris assists Devon in his desire to recreate, through Magnus, the original Captain of the Ark in order to learn its secrets. But the recreation of the captain warns Devon that Doris is a creation of Magnus,

Wr Alf Harris

Dir Ed Richardson

1 - 10 *MR SMITH FROM MANCHESTER*

Devon, Rachel, and Garth are lured into a dome where the inhabitants are trapped in a highly industrialized, hell-bent-for-leather society which is choking itself to death on its own noxious effluents; the purification and filtering system of the dome simply cannot keep up with the mad pace these people have set for themselves. The leader of the Liverpoolians is Mr. Smith, an absolute ruler who knows his people would displace him if he took the hard but necessary decision to simplify their lifestyle. Smith is finally overthrown and the pollution machines stilled as our three push onward.

Wr Arthur Heinemann

Dir Joseph Scanlan

1 - 11 *ASTRO MEDICS*

Devon, venturing unknowingly into a quarantine area, is stricken by radiation sickness and is near death when a father-son medical team from a nearby shuttle clinic -- isolated since the Ark's disaster -- rescue him. They literally bring him back from the dead -- but tell Rachel and Garth that sensitive, sophisticated neuro surgery will be necessary to restore Devon as a reasoning human being. And there is no time for this surgery: the shuttle clinic is about to cast off from the Ark, to answer a distress signal from a nearby planet threatened by a plague. The doctors are persuaded to stay long enough to try the operation -- and while the window for their escape is still open, leave the Ark having restored Devon to life and health.

Wr Paul Schneider (II)

Dir George McCowan

1 - 12 *THE IMPLANT PEOPLE*

The trio happen on a dome (after Garth's crossbow is stolen) inhabited by people ruled by fear via electronic brain implants.

Wr John Meredyth Lucas

Dir Joseph Scanlan

1 - 13 *RETURN OF ORO*

Oro (Koenig) returns to the Ark to pilot the ship to his home planet of Xar. Granted special Gold Security Clearance and summoned peremptorily to Master Control Devon is surprised to find all the Ark systems monitored by mobile robots commanded by Tau Zeta, a "female" holding flag command rank. But the real power is exercised by Oro, (of "The Alien Oro" episode) who has been sent back to the drifting space vessel to seize it as "salvage" for the planet Xar. To our 4rloD however, Oro represents this trip to landfall as a generous act to solve the Ark's problems. To get back to their own lives quickly, Rachel and Garth welcome Oro's leadership and support him. But Devon, who learns from the computers that life on Xar, for humans, would be at the level of vegetables, resists. Oro challenges Devon to a "debate to the death," to be scored objectively by the computers on a game-show type of scoreboard. Though Oro is a

superior being, Devon defeats him because the computers, built by humans with human bias, favor his deep commlttment to save the Ark.

Wr Norman Klenman

Dir Francis Chapman

1 - 14 *FARTHING'S COMET*

A spacewalk is undertaken when a comet threatens the ark.

Wr Norman Klenman

Dir Ed Richardson

1 - 15 *THE BEEHIVE*

Rachel, Garth and Devon are traped insode a giant food production center for the ark. It is a giant behive where some sonic experiments are casuing the natives to BEEcome restless.

Wr Norman Klenman

Dir William Davis

1 - 16 *SPACE PRECINCT*

Garth plays detective when some visiting space cops stop by.

Wr Martin Lager

Dir Joseph Scanlan

STARMAN



In this sequel to *Starman* (1984), Robert Hayes star of the *Airplane* films, takes on the role of an alien, Starman, who, having fathered a child by an Earth woman 14 years earlier, returns to find his lost love and help raise his son. Assuming the body of a freelance photographer killed in a wilderness plane crash, he finds his son, Scott, living in an orphanage. Scott is sceptical about his alien origins until convinced by the Starman's strange powers and his own emerging paranormal abilities, including telekinesis, which are triggered by his dad's 'magic marbles', a set of small glowing spheres.

Together they embark on a quest to find Scott's mother, Jenny, pursued by a government agent, Fox, who has learned of Starman's secret and is determined to bring him in for experimentation. The series had an almost happy ending, with the family reunited before they are again forced back on the run.

This is a TV spin-off from the 1984 movie which starred Jeff Bridges as an alien stranded on Earth. Erin Gray, more famous for starring in the SF show *BUCK ROGERS IN THE 25TH CENTURY* also starred in this show as Jenny, Paul Forrester's lost love. The series was shown in America from 1986-87, the series has aired in the UK on Sky and The Sci-Fi Channel. The series was shown on ABC in the US. The executive producers for the series were James Henerson, James Hirsch and Michael Douglas.

The *Starman* pilot and subsequent series of 22 episodes were produced for the ABC network during the 1986-7 US tv season, and are based on the successful John Carpenter movie of the same name, starring Jeff Bridges as the title character. The *Starman* tv series - which picks up fourteen years after events in the film -lasted the year, but was not renewed, de-spite the by now almost obligatory save-the-show campaign by devoted fans (who almost secured a tv movie revival). The se-ries had put up a bold fight, but was cri-p-pled by network incompetence, studio in- difference, and two appalling time-slots -one, late on Friday nights in the same slot that killed *Star Trek* (and playing against established hits *LA Law* and *Falcon Crest!*), the second early on Saturday night when the teen audience was not watching tv. *Starman* was cancelled, even as similarly-rated shows like *Max Headroom*, *Sledge Hammer* and *The Charmings* were being given a second chance.

Cast in the lead was Robert Hays, who - despite having recently starred in the memorable spoofs *Airplane* and *Airplane II* - managed to avoid typecasting to take the lead in this SF drama. He previously appeared in the short-run sit-com *Angie* and has most recently been seen in a sec-ond short-lived comedy, the MTM series *FM* on The Family Channel. His other Fantasy roles include *Cat's Eye*, *The Girl*, *The Gold Watch*, And *Everything*, *Run-ning Against Time*, and an episode of *Wonder Woman*. Co-starring as the young fourteen year-old Scott Hayden, was CB (Christopher) Barnes, who also later found a new home in the sitcom *Day By Day*, starring Linda Kelsey of *Lou Grant*, Julia Louis-Dreyfus of *Seinfeld*, and Courtney Thorne-Smith of *Melrose Place*. Not bad company to keep for an adolescentteen!

Playing government agent George Fox was Michael Cavanaugh, who joined a long list of tv pursuers. Frequently to be found in the supporting casts of films and TV movies, Cavanaugh has appeared frequently in Clint Eastwood films, and Stephen J Cannell, Aaron Spelling, and Donald Bellisario tv series. Assisting Fox in his pursuit was Agent Wiley, played by Patrick Culliton. Culliton spent most of the 1960s working for Irwin Allen, primarily on *VOYAGE TO THE BOTTOM OF THE SEA* in various crewman or monster roles, and on one memorable oc-casion playing bit parts in three different shows - episodes of *Voyage* and *TIME TUNNEL* - in three consecutive days! Mimi Kuryk, who appeared only in the pilot as Liz Baynes (despite the implication of future appearances, she was only occasionally referred to), is best known for her roles in *Hill Street Blues* and the short-lived *Wolf*.

The highlights of the pilot are the amus-ing sequences in which the alien Paul at-tempts to bluff his way through everyday human life, and Hays's comedic talents do not go to waste - nor do they intrude on the drama. In the final episode of *Starman*, Paul and Scott did indeed locate Jenny Hayden, who was portrayed by Erin Gray, the former model who played Colonel Deering in Glen Larson's *Buck Rogers*. Executive producer on the series was Michael Douglas - yes, that Michael Douglas! Working with him were James Henerson and

James Hirsch, a tv movie scriptwriting partnership. Before joining up together, Henerson had written for sitcoms in the '60s, including *Bewitched* and *I Dream of Jeannie*, while Hirsch had produced another successful man-on-the-run show, *The Incredible Hulk* for Kenneth Johnson. After *Starman*, an en-joyable experience, they split again.

The credits of supervising producer Leon Tokatyan read like a role call of quality television-*The Defenders*, *The Name of the Game*, *The Bold Ones*, *The Virginian*, *Kojak*, *Lou Grant*, and *Hooperman*. Story editor Tom Lazarus went on to *War of the Worlds*. Writer/ producers Mike Gray and John Mason were just beginning in tv, although they had dabbled in various aspects of the industry. One joint credit was the Chuck Norris film *Code of Silence!* Between them, this group with such diverse and variable credits managed to produce the first and only season of *Starman*. Despite the success of the feature film, and high ratings for the *Starman* feature film in prime-time on BBC 1, the series was not picked up by any British broadcaster - a quite extraordinary development, given its suitability for any of the four terrestrial channels and any mainstream general entertainment satellite service.

While the former BBC 1 controller's disdain for Science Fiction is well known, SF has been enormously popular on BBC2, C4, and Sky One, as well as ITV's late-night service. Indeed, the premise even makes it suitable for The Family Channel, while the feature's cult status makes it a candidate for Bravo. Instead, the series finally found a nest when it was picked up in a package of purchases from distributor Columbia/Tri-Star by the cable-only service Wire TV, which is only available in certain parts of the country. Still, the eventual resting place for the series, and the fact that it is at least out there somewhere instead of sitting on the shelf, is another tick in the plus column for the new multi-channel environment we now find ourselves in.

Interestingly, the turning for the UK debut of *Starman* has probably never been better. The series is another of tv's man-on-the-run shows in the tradition of *The Fugitive* (and subsequent SF/Fantasy variations, such as *THE INVADERS*, *THE IMMORTAL*, *THE INCREDIBLE HULK*, *Lucan*, *LOGAN'S RUN*, *OTHERWORLD*, *Werewolf*, and so on), and the resurrection of *Starman* in Paul Forrester's body is strongly reminiscent of *CAPTAIN SCARLET AND THE MYSTERONS*. Also, with *The X-Files* and *Intruders* running on Sky -not to mention *Unsolved Mysteries!* -Close encounters are hot stuff again!

In the feature film *Starman* (1984) starring Jeff Bridges, Karen Allen and Richard Jaeckel, an alien crash-landed on Earth and took on the guise of Jenny Hayden's dead husband, Scott. He kidnapped her, and from Wisconsin they headed for Arizona where the spacecraft would retrieve him. They were pursued by a desperate government agent, Fox. Along the way *Starman* discovered love for the first time, and before he left, he gave Jenny the gift of a son.

The series came to be when producers James Henerson and James Hirsch saw the film and thought, 'We should do something with this!' They approached film producer Michael Douglas about the idea of a series. The initial thought was to develop it as a mid-season replacement, but when ABC heard the notion of a series and liked it, the show was slotted as a prime-time September entry. Henerson and Hirsch hired producers Mike Gray and John Mason to write what's known in the business as a "promo" or "demo" film to pitch the premise. In this promotional video, the character Jenny Hayden is killed in a car crash. But that was changed later to allow the series characters to be in search of Jenny Hayden. The new face of *Starman* (actor Robert Hays) was easy to explain: The alien had simply taken on a new guise, this time the body of photographer Paul Forrester.

"Although I was hesitant because Jeff Bridges had done such a wonderful job in the film, I realized that this was 14 years later and upon returning to Earth, *Starman* would have to find a new body," says Robert Hays. "After 14 years, even he must have realized Jeff's body wouldn't be smelling too good-a bit ripe! It seemed like a wonderful opportunity. Like Michael Douglas said to me, 'It's completely open-you can do anything with this character.'" And with that in mind, Hays grabbed the leather jacket and lens and hit the road. "I've been involved in metaphysics for some years, and [I was intrigued about] the idea of someone possessing the powers that [*Starman*] had," says co-star Michael Cavanaugh, who played the federal security agent Fox. "If you remember, at the end of the movie, there was [going to be] a son, and he said the son was going to be the second coming. I don't mean that in the religious sense, but it would mean this son would be an embodiment of that idea. That really impressed me. I thought Jeff Bridges did a great job. So when I heard about the series, I was very enthusiastic about it."

"I thought it was very novel. We were all looking for [a] flower (to bloom)," says supervising producer Leon Tokatyan. The basis of the show's appeal, according to Tokatyan and Cavanaugh was the relationship between Scott Hayden-a somewhat rebellious growing son-and his extraterrestrial father, a very strange, compassionate alien who saw the world naively and struggled to be a good parent. "He's not us," says Tokatyan. "He's a role model for his son. Once, he sat in the desert with his son and pointed to the sky and said, 'That's where I come from.'"

Tokatyan says the basic foundation of a show is the chemistry between the leading characters. Without good chemistry, the show doesn't work. In Starman's case, [Hays and Barnes] "had something very nice together." This chemistry was the very foundation of the show's appeal. "It's a father and son communicating together and resolving conflicts together, with a little patience and understanding," says Cavanaugh. "And I think that's something very appealing to people."

As evidence, says Cavanaugh, "during the filming of the show, I was in California, and I walked into a hotel lobby. A burly-looking man, a Texan, was there and he looked at me and said, 'You're that guy on Starman, ain'tcha?' He said to me he loves the show because of the relationships between Bob and C.B., which is really delightful. I was quite surprised and quite pleased to see the show touched him." The humanity of the relationships depicted in Starman is rare for television, says Cavanaugh. "The thing that sealed it for me, in terms of my enthusiasm for the show, was what I tend to know and understand: The powers that are in [Starman] are within all of us."

But conveying such a message begins with the right words. Supervising producer Tokatyan, who was responsible for hiring, gathering all the stories for the season and giving Starman his direction, describes how carefully scripts were constructed. "We worked out the entire script, scene by scene, before they started. We made notes and then did a second draft. Sometimes I had to take over; either I did it or [executive story editors] Geoff Fischer or Tom Lazarus did it. I was responsible for the final draft," he explains.

To develop a story, all major parties involved in the show would gather around a table and analyze the script. "We had readings every week of the scripts we were going to shoot, so all the actors gathered around, with the exception of the [one-] day players," says Tokatyan. "The three or four major people. From that, we can go off and do a final polish. We could see what works or didn't work. ... Sometimes there would be tongue twisters. We would sit there and check off parts that didn't play or were repetitive or too long or not clear. We never get enough time to fine-tune them. I remember people dashing in and saying, 'We're two minutes short.' Aaagh! I have to write a whole new scene.

I have to find out where to put it and what does it consist of. Sometimes it's two minutes over and they cut like hell and then they say, 'My mistake!' Michael Cavanaugh gained the role of FSA agent George Fox by becoming, not unlike his character, obsessed with the part. "I don't think I ever wanted something as much as I did with that series," he says. "There were several people in the office, producers, and I was supposed to go in and read for the part. I went in and did my audition, and left. Later, from several different people-producers and other actors sitting outside the room-I heard that producers walked out and said, 'We're not seeing anyone else.' That's how well it went. That day I happened to be the first on the audition list. I was so zeroed in to doing this part, that in my mind, there was no one else. I was absolutely convinced I was going to do that part.'

Of course, the producers accommodated the other would-be Foxes in the outer room, but their minds were set on Cavanaugh. "So, later I had to read for the network. Normally, there's three, four, five or six different people they take to the network. They didn't bring anyone but me. The producers were that convinced. Fortunately the network was convinced, too. So, there's the story. ... I had no question in my mind that I wanted to be involved with something of this stature, [this] metaphysical nature."

Some say villains' roles are always the most interesting. The truth of the matter is, Cavanaugh did not see Fox as a villain. Not even as an antagonist. "He was a man who was absolutely dedicated to his job," explains Cavanaugh. "He had absolute conviction that the world and the nation was at stake at every moment. I don't think he was ever interested in killing Starman; I think he was interested in removing him from circulation. He did not have the understanding of Paul Forrester that the audience has. He perceived him as a threat to the nation. I guess you could call him an absolute company man. Somebody who's got a job to do, and he's willing to do it virtually at all costs."

It was important to Cavanaugh that Fox's character be consistent. In the episode "Grifters", which detailed Fox and Starman's first face-to-face encounter, Fox was supposed to tell Forrester, "If I could kill you now, I'd do it." Both Hays and Cavanaugh objected to that line and implored the producers to change it. They did. "That was a big bone of contention between me and the producers. I must say, though, the producers were very receptive to our ideas."

Again, Cavanaugh returns to the idea of Starman as a show with a message. "With a little intensity, drive and conviction on your part, you can get [Starman's] ability! He was not judgmental. That's a tremendous, subtle message of the show. "Forrester was almost a naive individual. His naivete allowed him to see the good in people and not have his vision clouded by appearances. He went to the heart and soul of people, not their appearances. His basic goodness allowed him to see the basic goodness in other people. A good example of that was saving George Fox's life."

Cavanaugh refers to a scene in the only twoparter of the series, "Starscape." Confronting Forrester, Fox

suffers a heart attack. "Just as I'm ready to shoot him in the back, he turns around and recognizes a man is about to die, and he heals me! It's the most amazing thing. I get the chills just thinking about it. It's a tremendous, loving, non-judgmental way of doing things. "I would have liked to have seen in another season where Fox starts to get confused with this man." In the scene where Forrester heals the agent, Fox is unconscious. Cavanaugh says it was important that Fox be unaware of the deed in order to ensure (if the show had continued into further years) that the conflict between the two would continue.

"If, in the first season, I love the man, there's no show!" Cavanaugh exclaims. "So you have to maintain that conflict and over a period of time, drop in some hints" that Fox is beginning to have doubts about his mission. Starman stories were about something. Episodes addressed species preservation, literacy, family estrangements and even illegal (earthly) aliens crossing the border. "I don't think hardedged stories would have worked," says Tokatyan. "It's not what [Starman] was about. It's not what the series was."

Tokatyan's favorite story was Michael Mark's "Appearances." "A blind farming girl realizes [Starman] has magic powers. She says, 'Heal me! Let me see you!' And he tries to tell her he couldn't do that. Stories like that I think were worthwhile. We wanted to get into talking about the fundamentalists on the show. Everyone was against the religious aspects. In my head, it was the parents saying, 'That's the way God wants it, that you can't see. You can't change that.' They were very harsh about that. It gets convoluted. There's a lot going on in there. The problem was I wanted to make it more religion-oriented."

Another script Tokatyan found remarkable was "The Probe," by Syrie Astrahan James. In his 25 years in television, never has a script passed his desk that didn't need tinkering-except this one. "I didn't have to cut it! I didn't have to touch a word! She's a very interesting woman. She had written a romance novel and it was published. She wrote another one and it was published. She got bored and wrote a feature screenplay, which [Starman producers] Henerson and Hirsch optioned! So, she decided, 'Well, this is kind of fun, maybe I can do television too!' Everything she touched became gold. Nothing had to be done with it. The second one ["Fathers and Sons"] needed work, but we worked on it together."

Tokatyan says if he could go back and make one change in the series, he would add more of the wry adult humor that Hays did so well as the character. "By adult, I don't mean archaic cursing or of the sexual innuendo variety, but more sly humor. There was a limit to how much we could play the alien aspects," he notes. "Doing a show in a week is madness. You never have enough time to do anything. I remember going to Bob's place one morning with a script that had to be out that day."

The achievement of Starman, says Tokatyan, was that although the show was typically filled with compromises, when he stood back and looked at the finished product, he was happy with what he saw. "In any collaborative effort, compromise is necessary, so one has to be satisfied with the end product because it's as close as possible to the concept. It was like a sausage factory. And the fact it turned out as well as it did, is a miracle."

Despite his overall satisfaction, Tokatyan longed for more stories that provided "a mirror to contemporary society. That was our original intent and conception. That's one of the reasons I wanted to do religious stuff in the appearances.' The pressures of getting the show on-you can't ask a crew to stand by while you think of a script went against some of the ideals you want for the show." Although Tokatyan acknowledges that the Starman character was a good foundation for examining society, "I don't think we were that successful. We were successful in bits and pieces, but you gotta look fast. Just the pressures of getting the show out. For example, if we had the opportunity to do all 22 shows before we started shooting show number one, we can look at number two and say, 'Aha! This should be shifted this way, and that should be shifted that way. We can take this one out and get another one.' We didn't have that luxury."

Starman was stronger in telling stories about Paul and Scott's relationship than about his extraterrestrial adventures. Viewers never really learned about Starman's life in space. "We went around and around about that," confesses Tokatyan. "What do they do? How are they born where he is? Is there death where he comes from? He cloned himself from another living human and from the blood of the real Paul Forrester." After hours of discussion, producers decided not to dwell on the details of Starman's otherworldly existence, "because we felt we weren't really a science fiction show per se. It's not a science fiction show except for the sphere." Tokatyan refers to a mysterious, glowing blue sphere Starman carried with him. The sphere had magical powers (in the film, Jeff Bridges had several spheres, which spent their energy by being used). "We kept wondering, what's inside that sphere? We had many, many meetings about the limits of that sphere." Tokatyan says they made a conscious effort to use the sphere judiciously. "We didn't want this to turn into a magic show where he'd take the sphere and have them taken out of a forest fire or something."

Starman shared with many other shows the premise of a protagonist pursued by an antagonist. Perhaps the first to ride this premise into megahit status was *The Fugitive*, followed over the years by *The Incredible Hulk* (Banner was chased by reporter McGee), *The Immortal* (a millionaire wanted Ben Richards' blood), *The*

Phoenix (federal agent Preminger dogged the Egyptian Benu), Otherworld (a family transported into a different universe were sought by a high-ranking military man), and Logan's Run (Logan and Jessica with REM ran from fellow Sandman Francis).

Cavanaugh, presented with brief descriptions of each of these shows, is amazed at the common theme. "I haven't heard of 80 percent of them, or think I've seen any of them," he says. "I don't really watch television. I'm not very familiar with drama television, so it's a revelation to me, this chase premise. It seems to have been necessary to create conflict in this way. There has to be something to create tension." Cavanaugh adds that even in Starman's neighborhood, conflict is necessary to life. "The nature of life is to move forward, and what makes us move forward with wisdom and intelligence is conflict. It makes you think. It makes you expand."

"Networks aren't brilliant thinkers. They wanted jeopardy," Tokatyan says succinctly. Robert Hays' portrayal of Paul Forrester garnered high marks from Tokatyan, who liked how Hays played the character very openly and gave him enough of a "clean slate" that he would react naively to ordinary occurrences. "In the pilot when [Starman] steps into the elevator, when the door starts to close, that is something he's never seen before. A lot of actors might have just stood there, but Bob did it being very startled. It was a small moment, but he did a marvelous job."

Robert Hays describes Starman as "basically a void waiting to be filled, and during this process he reacted quizzically to the world around him while taking it in he questioned it all. This made for potentially a blank and therefore bland performance if I wasn't careful. It was also hard to keep from jumping ahead of ourselves. Once Starman learned something, you could never have him go back to where he didn't know it, for a story point." "Robert Hays is one of the nicest men I've ever met in the business," says Tokatyan. "If there was a meeting and a stranger walked in, he does everything he can make this person feel at home."

Working with Robert Hays and C.B. Barnes was a delight for Cavanaugh, who characterizes Hays as "a very generous, outgoing, warm man. C.B. was only 14 at the time. And the three of us got along really well. And that connection spread throughout the whole production and even to guest stars coming aboard. It was an extraordinary experience. We seemed to get the message of the show out—the interaction, kindness, teachings. Those ideas seemed to permeate the whole atmosphere of the set, the production offices; everyone loved the project. I think it comes across on the screen because it was a genuine atmosphere on the set."

And the further miracle of the show for Cavanaugh is that "we're all still friends. The friendships have continued beyond the show." They do not necessarily see each other as frequently as all would like because everyone is occupied with projects, but whenever reunions or birthday parties are arranged, Cavanaugh says, those friendships continue. Tokatyan says C.B. Barnes also brought excellent performances to his role as Scott. Barnes, in interviews, said the show was so popular that he received letters from all over the world, including West Germany, Japan, Taiwan, Hong Kong and Chile. Occasionally, he had to get those letters translated.

Cavanaugh excitedly relates personal experiences that demonstrated the international scope of Starman's popularity. For example, while visiting Paris in 1990, he was recognized for Starman in streets, subways and restaurants. But it was while doing a film in Lima, Peru, that Cavanaugh had his most rewarding encounter. In this moment, language was a barrier, but no language was needed to exchange the mutual delight. "We had a day off, so we went shopping," describes Cavanaugh. "We went to this market and in a long lineup of stalls selling wares, we went into this one stall and there was a television, and on the television is Starman. I'm in a scene with a kid with a broken arm asking about Scott [Hayden]. There I am, speaking in perfect [dubbed] Spanish. Of course, it's not me! It was hysterical! Behind the counter there were these two little boys, about 10 or 12. They saw and recognized me, and their faces just lit up. Those kids will probably never forget that day. There's the guy on the TV screen and in front of them at the same time! It was an incredible, amazing experience!"

Starman ran against *L.A. Law*, *Miami Vice*, *The Cosby Show* and *Falcon Crest*. It lagged in ratings and was canceled in May 1987. Immediately, an organization called Spotlight Starman sprang up, representing fans and admirers from all over the United States and Canada. They tried very hard, with a letter-writing campaign to pressure ABC into renewing the show. Failing, they have since channeled their energies to creative or charitable endeavors, and the organization has been elevated to an international level.

"I thought it was wonderful that they tried," says Tokatyan. "It's very difficult. We weren't even borderline [in the ratings]. Of course today, it might be a different story. In those days, the network was arrogant. People love this show. I get letters. I still get newsletters from the national club. They love the father-son relationship. They love the childlike innocence that [Starman] has that turns into so much wisdom."

Robert Hays says, "They are a remarkable bunch of people, from all walks of life and from many countries around the world. Starman really touched a lot of people in a wonderful, positive way." Spotlight Starman literature obtained by the authors indicated mailing lists for admirers of the show were, initially, in the thousands. Fans were in North America and several foreign countries, with active chapters in Australia,

DATE OF PREMIER: 09/12/1986

AIR DATE OF LAST EPISODE 02/05/1987

SEASON DATE BREAKDOWN:

FILMS: STARMAN (1984)

Paul Forester/Starman ROBERT HAYS, Scott Hayden C.B. BARNES, George Fox MICHAEL CAVANAUGH, Jenny ERIN GRAY.

RELATED SHOWS:*BUCK ROGERS IN THE 25TH CENTURY*1 - 1 *THE RETURN*

Paul manages to find his son Scott in an orphanage, but he has trouble winning the boy's trust.

Wr James Henerson, James Hirsch**Dir** Charles S. Dubin1 - 2 *LIKE FATHER, LIKE SON*

Although on the run from Fox in a newly purchased used car, Paul and Scott stop to help a woman who is having car trouble and is also on the run, having just kidnapped her own daughter.

Wr Geoffrey Fischer**Dir** Nancy Malone1 - 3 *FATAL FLAW*

Trouble with their truck in the desert forces Paul and Scott to seek refuge at a woman's experimental aircraft plant, whose problems could be worsened due to an unrecognized flaw in her father's radical airplane design, and for the first time Paul tries to resume his body's former job as a photographer.

Wr Michael Gray (II), John Mason**Dir** Robert Chenault1 - 4 *BLUE LIGHTS*

When Scott decides to try out the blue sphere's otherworldly powers, the light causes a small town sheriff to report that he has seen a flying saucer and put Paul and Scott in jail, with Fox on the way.

Wr Tom Lazarus**Dir** Claudio Guzman1 - 5 *BEST BUDDIES*

Encountering a couple who knew the real Paul Forrester, Paul and Scott's problems are compounded when the wife declares that she still loves Paul and wants to resume their affair.

Wr Leon Tokatyan**Dir** Charles S. Dubin1 - 6 *SECRETS*

The search for Jenny Hayden leads Paul and Scott to a mental institution where a woman may have a valuable lead for them, unless the whole thing is an elaborate trap.

Wr Randall Wallace**Dir** Bob Sweeney1 - 7 *ONE FOR THE ROAD*

Weary of their life on the run, Paul and Scott start to enjoy staying in one place for a while, but when Paul sees that they must move on, Scott rebels.

Wr Michael Marks**Dir** Claudio Guzman1 - 8 *PEREGRINE*

Coming across an injured peregrine falcon, Paul risks his freedom to seek the help of a veterinarian.

Wr Geoffrey Fischer**Dir** Robert Chenault1 - 9 *SOCIETY'S PET*

Paul takes Scott to see his foster father's sister, a wealthy widow who has a \$10,000 inheritance for the boy, but she wants to gain custody of Scott for herself, even if this requires betraying Paul to his pursuers.

Wr Ross Hirshorn**Dir** Claudio Guzman

1 - 10 *FEVER*

The fugitives get a brief respite when Agent Fox is taken off Paul's case, but then Paul's life is endangered by a common cold and Scott comes to realize how much he would miss his newfound father.

Wr Tom Lazarus

Dir Bill Duke

1 - 11 *THE GIFT*

Paul receives a letter from the real Paul's mother that prompts him to return to Paul's home town for the Christmas holidays, but when he arrives the woman says she did not send the letter and asks him to leave.

Wr Peggy Goldman

Dir Mike Gray

1 - 12 *THE SYSTEM*

A simple traffic violation causes Paul to be arrested, when a computer check reveals an old contempt citation regarding photographs taken by the real Paul of an attorney charged with murder.

Wr Steven Hollander

Dir Bill Duke

1 - 13 *APPEARANCES*

When a blind girl receives acid burns, Paul heals her. Unfortunately she wants her eyes healed as well.

Dir Nick Marck

1 - 14 *THE PROBE*

Paul falls in love with an astronomer who is having a crisis of conscious over the military's funding of her research.

Wr Syrie Astrahan James

Dir Mike Gray

1 - 15 *DUSTY*

While going through Las Vegas, Paul and Scott pick up a woman. while they are away, she steals their vehicle. She then proceeds to sell it and gamble it all away. A hotel thinking that he is "Paul Forrester" gives him a room. They find the lot where she sold the vehicle and recover their belongings including the spheres. Paul later shows her herself and she finally decides to try and change her ways. And when they leave the hotel they discover that they accumulated a very large bill.

Wr Peggy Goldman

Dir Claudio Guzman

1 - 16 *BARRIERS*

Paul is taken to Mexico and is held prisoner. He must escape and help a pregnant women sneak into the United States to look for the father of her child.

Wr Michael Marks

Dir Mike Gray

1 - 17 *GRIFTERS*

Paul and Scott are tricked into a scam by two con-man.

Wr Steve Hollander

Dir Claudio Guzman

1 - 18 *THE WEDDING*

The owner of a fishing fleet hires Paul to photograph his daughter's wedding.

Wr Geoffrey Fischer

Dir Nick Marck

1 - 19 *FATHERS AND SONS*

Paul and Scott are being followed by a boy who reveals that he is Paul's son.

Wr Syrie Astrahan James

Dir Ted Lange

1 - 20 *STARSCAPE (1-2)*

Paul recognizes his home star in a painting. He seeks out and finds the artist who painted it: Jenny Hayden.

Wr James Henerson, James Hirsch

Dir Claudio Guzman

1 - 21 *THE TEST*

Paul answers an ad for a "pearl diver", which he learns upon arriving at the diner is a dishwasher. Scott goes to school. While working at the diner, Paul discovers that his co-worker is illiterate. Scott's teacher talks to Paul about their gypsy ways and thinks that Paul should consider staying in one place so Scott can explore his full potential. Paul then brings his co-worker to her, so that he can learn how to read.

Wr Laurie Newbound

Dir Robert Hays

STARSHIP ORION

AKA: **SPACE PATROL : THE FANTASTIC ADVENTURES OF THE STAR SHIP ORION**

AKA: **RAUMPATROUILL**



There are no more States or Nations - there is only mankind and its Colonies in space. Man has colonised the distant stars. The depths of the oceans have been claimed for living space. With speeds unimaginable today, starships flash through the galaxy. One of these starships is the Orion, a tiny part of an enormous Galactic Security System, defending Earth against menaces from the darkness of space. Let us journey with the Orion and her crew on her patrol at the edge of infinity.

The adventures of the ORION and her crew were made by German and French TV in 1965/66. It was Germany's first science fiction series, made in black-and-white, and lasted only 7 episodes. The first airing in late 1966 was a tremendous success, but the producers decided not to make any continuation (another 7 scripts were completed) because of costs and resources.

Fans in many countries still remember the series:

- The starship diving into the ocean landing in submarine Base 104
- Disputes between Commander Cliff McLane and his 'watchdog' Tamara Jagellovsk
- Acrobatic dances and the uncommon music
- Crazy robots and mad scientists
- The mysterious frogs, the supernova, telenose and the invasion ...

The "Starlight Casino" is an officers mess, located in the deep sea.

You can watch the fishes through large windows, wonder about acrobats mimic dancers or simply drink another whisky.

Original music by Peter Thomas, cinematography by Kurt Hasse and W.P. Hassenstein, film editing by Hannes Nickel and Anneliese Schönnenbeck. Production Design by Werner Achmann and Rolf Zehetbauer, costume design by Margit Bardy and Vera Otto. Production Management - Michael Bittins (production manager), Manfred Kercher (production manager). Assistant directors were Brigitte Liphardt and Guenther Richard, sound was by Werner Seth, Special Effects by Werner Hierl, Jörg M. Kunsdorff, Theo Nischwitz, Vinzenz Sandner and Götz Weidner.

Space Patrol - From 1966 To Now

Planned in the early sixties, it took a great deal of time and money to get the production under way.

The backing of a French TV Network was secured, and the series was off and running. The special effects were in turn very innovative and highly- laughable (offering a future with flat-irons as technical equipment and pencil-sharpeners as control knobs). In 1966 these things looked futuristic; nowadays they seem silly, but they still give the show its air of fun.

The adventures of the Starship Orion were the first- and to date, only space opera project on German TV. There have apparently been several proposals to revive, continue or sequelize the series in the years since the series aired; all of these, sadly, have fallen through, but hope springs eternal. The last try was made by Roland Emmerich in 1996, but was dropped a year later.

Dietmar Schönherr (Commander Cliff McLane) is working in his economic aid project for Nicaragua (since 1985) where he founded the 'Casa de los Tres Mundos' (House of three worlds). But he hasn't left TV completely, where they celebrated his 75th birthday in 2001 with some telecasts.

Eva Pflug (Tamara Jagellovsk) plays theater and in TV films. She was the first (and only) who visited a convention. 34 years after the series the SF fans at the ExpoTrek Convention 2000 were much more interested in her panel than in actors from Star Wars or Galactica.

DATE OF PREMIER: 17/09/1966

AIR DATE OF LAST EPISODE 10/12/1966

SEASON DATE BREAKDOWN:

FILMS:

Cliff Allister McLane DIETMAR SCHOENHERR, Tamara Jagellovsk EVA PFLUG, Mario de Monti WOLFGANG VOELZ, Hasso Sigbjørnsen CLAUS HOLM, Atan Shubashi FRIEDRICH G. BECKHAUS, Helga Legrelle URSULA LILLIG, General Wamsler BENNO STERZENBACH, Oberst Villa FRIEDRICH JOLOFF, HANS COSSY, HERBERT FLEISCHMANN, NORBERT GASTEL, ALEXANDER HEGARTH, Rott ALFONS HOECKMANN, GERHARD JENTSCH, General Lydia van Dyke CHARLOTTE KERR, NINO KORDA, Spring-Brauner THOMAS RAINER, Sir Author FRANZ SCHAFHEITLIN, Dr. Stass SIGFRIT STEINER, von Wennerstein EMIL STOEHR.

1 - 1 *ANGRIFF AUS DEM ALL (ATTACK FROM OUTER SPACE)*

Despite instructions to return to Earth immediately the ORION VII stays on course to the planet Rhea. This even involves ignoring on Alpha Order from the Supreme Space Bureau (ORB). Landing on Rhea is considered impossible, but Commander Cliff McLane intends to prove the otherwise. The operation succeeds.

That escapade, however, shall have consequences. After the insane flight to the second moon of Jupiter, the breakthrough to Saturn base during Stellar War II, and the unauthorized meddling on Alpha Centauri this is the straw that broke the camel's back.

Up to then the ORION belonged to the Fast Space Units, whose head is General Lydia van Dyke. What follows now is a disciplinary transfer to space patrol duty. Furthermore security officer Tamara Jagellovsk from the Galactic Security Division (GSD) is assigned to the ORION as a watchdog.

General Wamsler of the Terrestrial Space Reconnaissance Units informs the ORION crew of this development. McLane offers his resignation, but van Dyke makes it clear to him that he is supposed to return to the Fast Space Units in three years time.

The first mission is for 'recreation': Space traffic monitoring and safeguarding in sector 219-33-9. Lieutenant Orderly Spring-Brauner is taking particular delight in this, being a special friend of the people around McLane.

The presence of Tamara Jagellovsk is something nobody of the ORION crew is pleased about. On their way McLane has them maneuver dangerously close past a solar storm, something the GSD official doesn't exactly like.

Mario de Monti tells Cliff McLane: "She'll be either mental after our first three missions, or--she'll be in command."

That evaluation appears to be correct. Not only does she intend to report de Monti's Whiskey he has aboard, she also won't let McLane shoot down the dead radio satellite "Sky-77."

Later the ORION passes the relay and telecommunication station MZ-4, situated on the edge of no-man's-space. The crew, friend's of the ORION crew aren't answering. Mario is still taking it lightly: "They're either dead or drunk."

Because there are also unidentified triple groups being received on a usually unused frequency, McLane wants to go sure everything is all right. He explains that otherwise the lab cruiser Challenger would collide with the station in 48 hours. He couldn't transmit a course correction because Sky-77, the "deaf nut" is jamming the frequencies.

Cliff sends Atan Shubashi and Hasso Sigbjørnsen over to MZ-4 in the dinghy Lancet 1. Over there the oxygen supply has failed. The two can take a look around only inside their pressure suits. The station crew is dead - frozen in mid-move. Soon afterwards they meet an extra-terrestrial of a humanoid shape. Hasso, getting scared, shoots, yet the exoterrist appears to be immune to ray guns.

The ORION is also about to get into trouble. Seven unidentified flying objects are approaching MZ-4. McLane has to perform an emergency take-off to escape. The aliens are influencing the gravity field of the ORION, which is unable to do anything about it.

Tamara tells McLane that, according to Alpha Instruction 3b, with MZ-4 being lost the station would have to be destroyed through energy incineration - regardless of casualties, what with Hasso and Atan no longer being able to get away. The exoterrists have damaged the electrical systems and the oxygen tanks

of the Lancet beyond repair.

McLane is struggling with himself and refuses to execute the command at the last moment, when the guns are already locked on and charged. Because the exoterrists are now jamming even the ORION's operating energy nothing is left but the redescent to Earth to warn of a possible invasion there.

There's no oxygen at MZ-4 and maybe it's deadly to the aliens.

Atan and Hasso are trying to flood the station with oxygen but the station's facilities and the lancet are both sabotaged.

After the aliens' landing Atan uses his own oxygen supply while connecting to Hasso's.

"What is enough for 60 days is also enough for that station" he says.

Nevertheless they appear to be beyond help anyway, the lab cruiser Challenger crashes into the station a while later. But luckily the alien ships created an energy shield around the station.

A while later Atan and Hasso are taken back to earth. The fleet was set in motion to destroy the station but Atan succeeded in repairing the station radio thinking he had endless time.

And in the end Hasso asks: "That was only a nightmare, wasn't it?"

Atan replies: "Even worse. That was Science Fiction!"

1 - 2 *PLANET AUSSER KURS (PLANET OFF COURSE)*

The cruiser Hydra, under the command of Lydia van Dyke, sends a distress light message. The ship is inside a magnetic storm, it's badly damaged, and incapable of maneuvering. And to think, aboard the Hydra it has just been discovered that within the area of Canes Venatici a planet has been thrown off its track, which is displaying the physical qualities of a sun. The high speeder is racing towards Earth.

McLane is taken by two officials of the Galactic Security Division into their headquarters to Colonel Villa. Already there is Tamara Jagellovsk. They are shown a recording of the distress call. It also contains a coincidentally intercepted transmission by the exoterrists, clarifying who's responsible for the high speeder.

The Command Staff of the Supreme Space Bureau has only two options: evacuation or offensive. Actually the Supreme Council has already withdrawn to the Martian moons and the Army Command to the Martian Outer Base, but of Earth's population at most 0.25 per mil could be rescued, as the disaster is expected to arrive within one week.

It is decided to send 200 ships to find and to destroy the exoterrists' control center guiding the high speeder. McLane's ORION being the fastest ship of the fleet, she is taking part in the search also.

Near the Vesta Group the ORION makes contact with Hydra, which had already been written off. With their help the command center can be located. Because there is big trouble aboard the Hydra, particularly with the air supply, McLane wants to come to the ship first, although being forbidden by General van Dyke. Eventually Tamara Jagellovsk has to threaten melting down the ORION's main control board before McLane gives in.

The control center is destroyed, but the high speeder does not change its course. At the ORB everyone is waiting for a miracle to happen, which according to General Wamsler can only be McLane.

The ORION then tries to annihilate the planet using antimatter bombs. The endeavor fails miserably.

McLane makes a last desperate attempt, which will, however, have the ORION VII destroyed, and the crew will have to see to it that they fight their way to the Hydra - whose fate is unclear - aboard the Lancets.

The ORION, supercharged with energy, is steered into the planet and both are destroyed in a gigantic explosion.

The ORION crew aboard two Lancets soon find the Hydra. Hasso is the first to go on board the damaged cruiser to open the Lancet locks. After fixing the oxygen supply they find the Hydra crew in cryo chambers.

Back on earth, only ORB knows about the planet.

So Cliff gets problems to explain the ORION wreckage to the government officials who ask's

"Supernova - what is that?"

1 - 3 *DIE HUETER DES GESETZES (THE KEEPER OF THE LAW) OR (THE GUARDIANS OF THE LAW)*

McLane and the others are dragged out of the middle of a robotics course to take on a "special assignment" with the new ORION VIII.

Spring-Brauner is sending them to 12-M-8 to "gut" sixteen space probes whose memory shall be evaluated on Earth for the weekly astrophysical report.

Helga Legrelle and Atan Shubashi are the first to go aboard a Lancet to start work. Meanwhile the ORION is being called by the ore freighter Sikh. Commodore Ruyther, whom Cliff McLane has served under as an ensign, transports Germanicum ore from Pallas to Earth. While he used to be in contact with the colonists, they have been sending only transport rockets to the Sikh lately, which instead of ore contained only overburden. There are seventy colonists working on Pallas with over twenty work robots.

When McLane asks what he should do about it Ruyther replies that in former days he would already be on his way there. Cliff promises to see into the matter. Tamara Jagellovsk pointing out to him the ORION would disappear from Earth's locating system, McLane resorts to a trick: The Lancet with Helga and Atan aboard will generate an energy field--a so called Laurin, so nobody realizes the ORION is on her way completely elsewhere.

On Pallas McLane can't make contact with the colonists, either. Cliff, Tamara, Mario, and Hasso search for the entrance to the underground mine. Meanwhile the ORION is being called by several stations. Spring-Brauner giving an Alpha Order to redescend to Earth. Although the ORION is within location at 12-M-8 all connections fail.

In the upper levels of the mine on Pallas McLane and the others find neither people nor robots. Only when they advance into the underground tunnel system they are overpowered and disarmed by several out of control robots.

They meet the colonists, who tell them there has been a conflict with a drug dealer, resulting in his and one of his cronies being shot. The robots have to protect human life, so in order to prevent further mutual killing they took command over the mine.

Meanwhile the Galactic Security Division interrogates Commodore Ruyther, who has repeatedly brought only trash to Earth. General Wamsler is mad at Colonel Villa, because he had ordered this autonomously. According to Villa "a man can fail, a robot never."

In the Lancet work continues, yet calling the ORION -- in vain. In time the energy reserves are diminishing rapidly but Atan won't let the Laurin break down, despite risking his and Helga's life.

On Pallas McLane and the others have to think of something to overpower the robots. It transpires that the death of drug dealer Forrester is the reason for the robots malfunction - he was shot in a fight with Richard Hall, the boss of the mine. While they have to save men in the first robot law they have to harm others which is against the second law.

Only Tamara remembers the robot course but doesn't exactly know which switches are responsible for this action. After trapping 2 robots Cliff and Tamara reset some switches and send the robots back to the control center. They return with guns and the men make their escape.

Back on the ORION they meet the Lancet last-minute. Cliff counters Atans reproaches: "You've been in my crew long enough and should have learned to act without orders in danger."

A message reaches the ORION. Spring-Brauner has mistakenly sent the ship to a job which should have been done by cadets on board the ARION!

General Wamsler meets the crew in the starlight. A bunch of robots should be brought to a colony and the general has "heard something about laurin ..."

1 - 4 *DESERTEURE (DESERTERS)*

IV. Deserters

The ORION is testing a new secret weapon the Earth wants to continue standing its ground against the exoterrists who rendered the currently used ray guns ineffective with a new light deflector shield. The test of a so-called Overkill Projector at an asteroid proceeds successfully.

Meanwhile the Supreme Space Bureau is buzzing with excitement. Commander Alonzo Pietro apparently

attempted on his own initiative to desert to the exoterrists, taking course to their base AC-1000. Even Pietro himself has no explanation for his actions. The light launcher crews of Vesta base, whose vicinity he operated in, had recently fallen ill with space tantrum, yet among the deserters no symptoms can be found.

Because of the incident there is, by order of the Galactic Security Division, a brain specialist joining the ORION on her flight to the Vesta section. Once there, Overkill Projectors are supposed to be set up at the stations M-8-8-12 and K-16, now occupied by robots.

After 36 days the ORION has reached her destination. The station M-8-8-12 doesn't reply, yet permits a landing. When McLane and his team come into the control center Cliff is attacked by a robot yet able to overpower him.

The robot neurosis strikes not only the accompanying professor as odd, because the deployed robots are considered very reliable. Tamara Jagellovsk who had been on guard duty is replaced by Hasso Sigbjörnson, since she's detailed to take care of the robots while the others set up the Overkill system.

Even while at work Helga Legrelle tries to contact stations H5 and Olaf-1. That fails. Aboard the ORION Hasso is meanwhile programming--apparently under a foreign influence--a new course for the ORION. Instead of K-16 to AC-1000, the exoterrist base Alonzo Pietro intended to desert to.

During liftoff McLane notices the course change and sounds the alarm. Tamara takes command as security officer and accuses Hasso of treason, him being the only one who could have programmed the coordinates while alone on the ORION. Only Helga points out that before Hasso Tamara had already been on space observation detail. She could have programmed AC-1000 also. When right into the discussion Mario de Monti walks up to the computer and programs the course to AC-100, it's obvious to the present brain specialist that Hasso, Mario, and presumably Alonzo Pietro, too, have been influenced by so-called telenosis rays of the exoterrists. He confirms this simply by asking Tamara to approach the computer, which picks up the rays and disseminates them in its vicinity. Tamara also programs AC-100.

McLane and the professor expecting the telenosis base on AC-1000, Cliff decides to pretend deserting, yet once there to destroy the base. However, the ORION cannot inform the Supreme Space Bureau, for one thing because the exoterrists might be given a warning through this, on the other hand because the space stations H5 and the intelligence satellite Olaf-1 still aren't reacting.

On Earth it's already known both have been completely eliminated, and all ships in the Vesta sector are sent after the seemingly deserted ORION, among the Hydra, to destroy McLane's ship before she arrives with the exoterrists on AC-1000--

1 - 5 *DER KAMPF UM DIE SONNE (THE BATTLE FOR THE SUN)*

Scientists have discovered unusual solar eruptions bound to result in climatic disasters--tidal waves, steppe formation, etc.--soon.

The ORION is on its way to examine the primitive vegetation on a few planetoids, after coincidentally discovering some on a small planet previously deemed infertile. While searching McLane and his crew discover an oddly shaped Lancet made of an unknown material.

During examination Atan Shubashi is taken captive by two men. Cliff McLane, Mario de Monti, and Hasso Sigbjörnson have to intervene. Atan is freed and the two men taken captive.

They turn out to be scientists from the planet Chroma. This is where after Galaxy War I, 400 years ago, Neptune colonists have fled after their defeat. One furthermore learns from the two scientists that it is Chroma from which the solar protuberances are controlled. The experiments are necessary because their own sun is gradually cooling down.

McLane takes off to Chroma with a special clearance by Colonel Villa. There is a war to prevent.

Once there the ORION crew is impressed. Chroma is a heavenly beautiful planet. Cliff proceeds in the company of one of the captured scientists to the mistress of the planet. It is the women who rule here; men just perform subordinate tasks as scientists, gardeners, and soldiers.

The mistress, called SHE, isn't easily convinced of the (still) peaceful intentions. Meanwhile on Earth a decision has already been made to attack Chroma.

Moreover Tamara Jagellovsk receives an encrypted message from the Galactic Security Division. Joined

by the two captured scientists she flies to Chroma with a Lancet but is arrested and imprisoned there, while the attack is imminent--

1 - 6 *DIE RAUMFALLE (THE SPACE TRAP)*

VI. The Space Trap

Once more the ORION VIII is given a routine assignment. Surprisingly, however, the crew has to take along a civilian. The writer Pieter-Paul Ibsen has obtained, with his connections to the responsible ministry, a permission for flying with them to gather material for his new novel.

To cap it all Pie-Po, as Ibsen is called behind his back, wants a special present for his birthday, he is celebrating aboard. He would like to fly a Lancet on his own. McLane shows little enthusiasm but eventually gives in.

Something, however, is throwing Ibsen off course, forcing him to emergency land on the asteroid Mura. This is where exiles founded a colony. Their head is the megalomaniac scientist Tourenne. Ibsen is caught to lure the ORION to Mura with his aid and capture the crew.

McLane and his crew are also taken into custody. Tourenne would like to take over the ORION to desert to the exoterrists. Tamara Jagellovsk and Helga Legrelle are able to overpower one of the guards and to free Mario de Monti, Hasso Sigbjörnson and Atan Shubashi.

Back on board the ORION they threaten to blow up the ship and Mura if McLane and Ibsen aren't back aboard on the double. In the end Tourenne is forced to give in. Yet he still has an ace up his sleeve. Eventually McLane has to let his foes aboard, who promises not to harm them. Still the ORION crew is looking for an alternative solution--

1 - 7 *INVASION (INVASION)*

Once again Cliff is talking to General Wamsler about his disciplinary transfer about to continue another half year. Just then the TRAV (Terrestrial Space Reconnaissance Units) are receiving a distress call from the GSD cruiser Tau by Commander Lindley. They have gotten into a heavy light storm. Aboard among them are the Chief of the Galactic Security Division, Colonel Villa and his staff.

Their power cut, Lindley wants to get from board as quickly as possible to fight their way through the planet Gordon. Colonel Villa doesn't believe the Tau has gotten into a normal light storm but talks in his last radio message about changing gravity fields and gravitation waves.

Safe and sound back on Earth Villa reports to a hearing about the incidents. Regrettably only he and his staff have reached Gordon while Lindley is missing. Villa ostensibly no longer recalls anything like gravity fields. McLane, who near MZ-4 was involved in similar occurrences, is present during the interview. Villa now believing in a normal light storm puzzles him. After all the storm might just as well be a consequence of the gravity field formation. Wamsler and the others, however, whistle Cliff back.

Later the ORION is given an assignment checking space surveillance satellites in the Vesta sector, situated near Gordon. At the last minute take-off is prohibited by the GSD taking on the assignment itself. In the Starlight Casino meets the head of Star Base Surveillance. Colonel Mulligan has just been relieved of his duties by the GSD and is getting plastered.

McLane is becoming more and more suspicious of Colonel Villa. He persuades Tamara Jagellovsk to find out what Villa wanted on Gordon. But first he wants an appointment with her boss. He would like to get a special clearance to Gordon from him, to see Villa's reaction.

While Tamara is caught retrieving the desired data from the Computer, McLane talks to Dr. Heine, who examined Villa after his return. He thinks it's rather McLane who's crazy, not the Colonel.

The ORION is permitted to go to Gordon. Villa even orders chief engineer Kranz, an expert on artificial gravity formation, aboard because the ship is being equipped with an intrinsic force field making it able to resist the gravitational fields. Tamara's absence Villa explains by a special course.

When the ORION locates battleships on her flight it's already too late. Villa and his men have planned the invasion perfectly. They jam all radio traffic, flood submarine bases, etc.

Chief engineer Kranz belongs to the traitors. He takes command over the ORION. While the invasion is moving along TRAV Lieutenant Orderly Spring-Brauner is, as usual, slow in reacting but, for once, appropriate--

STARSTRIDER

Two aliens from another planet arrive on Earth to learn more about the planet by asking three teams of humans, questions about their world.

Starstrider starred Sylvester McCoy more famous for playing the 7th Doctor in DOCTOR WHO and for starring in the third Dr. Who film. Essentially a children's game show with quiz, physical and skill bits to it. A proto-Crystal Maze if you will. Entire programme was set in space with a sage-like galaxy master figure doling out the questions and challenges, with Sylvester McCoy gurning in a sidekick capacity.

Main points of interest: a round where you answered questions while sat on a fairground bull dressed up as a space beast called "the Grunderhunter", and a round where you had to guide a blindfolded teammate to stand on a square grid containing some white squares (for points) while avoiding standing on the red squares (for a penalty).

Starstrider was a children's quiz show that was produced by Granada Television and aired on ITV in 1984 and 1985 and ran for 2 series, the host for series 1 was Roger Sloman and series 2 was hosted by Jim Carter, future Doctor Who actor Sylvester McCoy co hosted both series.

Each week 3 teams of 4 youngsters played over 5 rounds.

Round 1

The teams were asked very difficult questions and 3 members of each team had a series of reference books to look up the answers and the team captains were given the answer through headphones that they were wearing and once they had the answer the captain would press the buzzer and gave the answer, if they were correct they scored some points if they were wrong the other 2 teams continued to search for the correct answer.

Round 2

This was basically a finger on the buzzer round where the team captains were asked questions and whoever buzzed in and gave a correct answer scored the points if not the question was offered to the other teams.

This was replaced in series 2 by a round where a team member is blindfolded and guided through an intergalactic assault course by the other team members.

Round 3

This round had 1 member of each team riding on a rodeo style item (called the Grunderhunter) as used on the fairground while answering questions to score points for their teams.

In series 2 this was regulated to Round 4

Round 4

This was a round called the 'Light Maze' in which a team member was blindfolded and was guided through the maze by the other team members, the maze had red squares and white squares on the floor and if they stepped on a white square they scored 10 points for their team but if they stepped on a red square they lost 10 points.

This was replaced in series 2 by what was Round 3 in series 1.

Round 5

The final round was another fingers on the buzzer round where the team captains were yet again asked General Knowledge questions but this time the round lasted 2 minutes and the team with the most points at the end of the round were declared the winners.

In series 2 the presenters entered the studio through a laserlight tunnel which you see in nightclubs which was new at the time and also in that series the scores were shown using a laserlight.

WR.

DIR.

EPISODES: 0 **YEAR MADE:** 1974 **COUNTRY:** GB **SEASONS:** 1

GRANADA TELEVISION

CREATOR:

TYPE OF SHOW: GAME SHOW

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN:

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

SYLVESTER MCCOY, ROGER SLOMAN.

STARSTUFF



Chris, a young boy of about 12, had a massive computer in his bedroom with a laughable amount of dials and levers that somehow was able to hook up a video feed to the future, where Ingrid lived on a spaceship in a space colony. Ingrid was a girl of about 13, I would guess. Chris would talk to her about what life was like on Earth, and Ingrid would talk to Chris about what life was like in the space colony.

Starstuff was a locally produced 60 minute kid's show taped at WCAU-10 on City Line Avenue in Philadelphia, PA. There was only one season of Starstuff recorded in the summer of 1980, with a total of 18 episodes. It was repeated in reruns for several years after 1980.

There were only a few camera shots on the set. One was Chris's bedroom. One was Ingrid's bedroom on the spaceship. The other was a shot of another area of Ingrid's spaceship, when she would be talking to her Aunt Val and her (unnamed) father.

A reoccurring theme would be Chris hiding the fact that he was able to speak to Ingrid in the future. Knocks on the door and visitors in his room always ended up with him quickly turning off his monitor or simply jumping up and standing in front of it. I don't recall why he was hiding her presence, only that it was an integral theme to the show.

Besides Chris, Aunt Val, and her father, the only other communication Ingrid had was with her Dear Diary, a robot-like globe with dials that would speak back to her in a monotone voice. Audio samples of Dear Diary are included on this page. Ingrid also had a goat named Capricorn.

Chris would frequently be visited by his Uncle Pete, a middle-aged black man who would offer words of wisdom when Chris needed it. I seem to recall him wanting to tell Uncle Pete about Ingrid in one of the episodes, but I can't be positive of it. Chris's mom was never visible, you'd just hear her talking through his bedroom door from time to time as he'd scramble to turn the screen off where Ingrid was shown.

Chris and Ingrid would often play each other short movies. Chris had a VCR-esque machine to show Ingrid his movies, while Ingrid had a record player with 7-inch vinyls that would somehow play movies for Chris. The first segment would generally be an educational skit, and would be segments from the old Kidsworld show. The other two skits would invariably be segments from Laurel and Hardy's Laughtunes. Laurel and Hardy were a favorite -- both Chris and Ingrid loved watching them.

The last episode's cliffhanger entailed Chris and his mom moving, and how he was afraid that he wouldn't be able to hook up to Ingrid at the new location.

The last skit, always shown during the last 10 minutes of the show, was the extremely memorable The Edge Of Space, which was a space-based puppet segment starring Krikles, Zornad, and their robot assistant Giz exploring the universe in their spaceship. It had its own theme song and music, also included on this page. The Edge Of Space was a continuing story every week. From Mark Ritts, lead puppeteer for the show;

"I taped the puppet bits separately, perhaps a half dozen at a time, on a day when the main cast was off learning their lines. So I don't remember even meeting them ... Krikles's voice was a simple, light character voice that I have used years, variously adapted, for a string of characters, including Storytime's "Kino" (PBS). Zornad's voice was a bit of a steal from a favorite comic of mine who used to be a regular on the old Steve Allen Show -- Dayton Allen, whose signature line was "Whyyyyy not??!"

Executive Producer - Inez Gottlieb
 Associate Producer - Suzanne Hansberry
 Production Assistant - Nan Gilbert
 Set Design - John Ferlaine

STELLA STELLARIS

Stella, an extraterrestrial from the planet Stellaris, is sent to earth to study the feelings, thoughts and emotions of human beings. With her magical powers she unwittingly creates sheer chaos for a family staying in a magnificent baroque palace in the mountains.

We watched this in school, it was an excellent way to get used to hearing German- yes, it is in German. Though, subtitled versions were available. I really enjoyed watching it, I loved the characters. Though the final pairing surprised me at the time, it makes sense to me now. I remember wishing that my father were an inventor also! It had some very amusing moments in it, and I remember it being quite thought provoking in places. It may have dated a little over the past 10 years, special effects wise, however, I think it's still worth a watch. I still often think of 'Stella Stellaris' when I think of school and German. Quite a nice Sci Fi series.

Original Music by Gerhard Daum

Cinematography by Grzegorz Kedzierski

Film Editing by Klaus Handorf

Costume Design by Monika Sajko

Sound Department - André Bendocchi-Alves supervising sound editor.

The series was filmed at various locations within Poland.

WR. Bernd Kiefer, Iris Kiefer

DIR. Robert Sigl

EPISODES: 3 **YEAR MADE:** 1994 **COUNTRY:** GER **SEASONS:** 1

CREATOR:

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** MINI-SERIES

LENGTH (MINS): 250 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** German

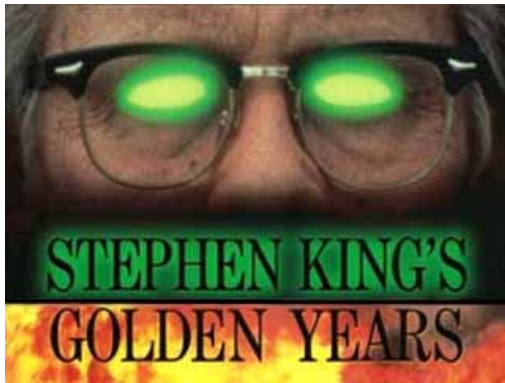
SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 25/12/1994 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Stella Stellaris SISSI PERLINGER, Graf Achilles von Fall KARL MICHAEL VOGLER, Alf H. Riemenschneider GUNTHER PHILIPP, James TOMASZ TWORKOWSKI , Dom von Fall ANDRZEJ PRECIGS , Rosanna von Fall BOZENA KRYZANOWSKA, LEONARD ANDRZEJESKI, HENRYK BISTAA, LEANDRO BLANCO, ANDRZEJ BLUMENFELD, STANISLAW BRUDNY, JACEK BRZOSTYNSKI, KRZYSTYNA FELDMAN, PIOTR GASOWSKI, SASCHA D. GILLE, KRZYSZTOF JANCZAK, ANN KORZENIECKA, KAMIL KRAWIEC, ALEXANDRA MARIA LARA, ALEKSANDER MIKOLAJCZAK, LEON NIEMCZYK, JERZY NOWAK, BELINDA REINHARDT, ROBERT SIGL, TOMASZ TWORKOWSKI, KARL MICHAEL VOGLER, AGNIESZKA WAGNER, WOJCIECH WYSOCKI.

STEPHEN KING'S GOLDEN YEARS

As with much of King's work, there's an intriguing premise, but an overlong execution. Harlan Williams is the elderly janitor of Falco Plains, a secret government lab. An explosion which kills two researchers leaves Harlan exposed to an unknown chemical cocktail. At first he exhibits no adverse effects - then his wife begins to notice changes in his behaviour and appearance. Harlan is getting younger - the ageing process is in reverse. Naturally the government wants to study him and will stop at nothing to get hold of him, putting a ruthless agent, Jude Andrews, on his tail. With the help of a sympathetic former colleague of Andrews, Terry Spann, Harlan and his wife, Gina, become fugitives and a cross-country chase ensues, before the inevitable dramatic climax.

Always be suspicious of anything with the author or director's name in the title - sure, it's a selling point in a crowded TV universe, but it can also be an admission that the show is so weak it needs a boost from a big name. And that could be said of this six-part series written specially for TV by Stephen King. Take away King's name and you've an OK mini-series memorable mostly for David Bowie's eponymous song that closes each episode. The writer and executive producer for the series was Stephen King, director was Kenneth Fink and the producers for the series were Mitchell Galin and Peter R. McIntosh, the broadcast dates given are for the UK (Channel Four).

WR. Stephen King.

DIR. Kenneth Fink.

EPISODES: 6 **YEAR MADE:** 1993 **COUNTRY:** US **SEASONS:** 1

CREATOR: STEPHEN KING

TYPE OF SHOW: SCIENCE

FORMAT: MINI-SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 02/01/1993

AIR DATE OF LAST EPISODE 06/02/1993

SEASON DATE BREAKDOWN:

FILMS:

Harlan Williams KEITH SZARABAJKA, Terry Span FELICITY HUFFMAN, Gina Williams FRANCES STERNHAGEN, Jude Andrews R.D. CALL, Dr. Richard Todhunter BILL RAYMOND, Dr. Ackerman JOHN ROTHMAN, Gen. Louis Crewes ED LAUTER, Redding MATT MALLEY, Jackson ADAM REDFIELD, Lt. Vester JEFF WILLIAMS, Lt. McGiver PETER MCROBBIE, Dr. Eakins J.R. HORNE, Francie Harriet SANSOM HARRIS.

RELATED SHOWS:

STEPHEN KING'S GOLDEN YEARS

STEPHEN KING'S THE STAND

STEPHEN KING'S THE LANGOLIERS

STEPHEN KING'S STORM OF THE CENTURY

STEPHEN KING'S STORM OF THE CENTURY



A small village off the mainland is about to receive a huge winter storm. It won't be just another storm for them. A strange visitor named Andre Linoge comes to the small village and gives the residents havoc. He knows everything about them, and when he tells the truth about one of them, that person denies it. The town constable, Mike Anderson, tries to keep everyone in check with the huge storm and Linoge. Linoge keeps telling the people, "Give me what I want and I will go away"...

Storm of the Century is a 1999 horror TV miniseries written by Stephen King and directed by Craig R. Baxley. Promotional material for the miniseries claimed that it was King's first ever story written exclusively for a miniseries, but was actually his second after the not-as-well-known Golden Years. King would later publish the screenplay in book form, with the screenplay format intact.

Produced by Thomas H. Brodek (senior), Mark Carliner (executive), Bruce Dunn (associate), Stephen King (executive), Robert F. Phillips (line). Original music by Gary Chang. Cinematography by David Connell, Film Editing by Sonny Baskin, Casting Lynn Kressel, Production Design by Craig Stearns, Art Direction Randy Moore, Sound Department - Denis Bellingham (boom operator), David Lee (sound), Special Effects Warren Appleby (special effects technician), Chris Bond (composer: Night 1: Godsoe's and Powerlines Sequences), Robert Cribbett (roto/paint artist), Nathalie Gonthier (roto/paint artist), Lucy Hofert (visual effects supervisor), Michael Kavanagh (special effects coordinator), John MacGillivray (key special effects) Boyd Shermis (visual effects supervisor), James D. Tittle (digital effects coordinator: Centropolis Effects), Rundle Troy (key snow effects)

Other crew - John Curry (set electrician), Dylan M. Gross (aerial camera), Juli-Ann Kay (casting - associate: Toronto), Ray McMillan (motion control supervisor), Tracy Shaw (key rigging grip), Giancarlo J. Sini (production controller: Maine), Chris Warren (best boy electric: rigging), Robert 'Bobby Z' Zajonc (aerial coordinator). Special effects were by Gajdecki Visual Effects (GVFX) [ca], Movie Magi, Netter Digital Animation and Frantic Films.

I bought the screenplay for "Storm Of The Century" Friday, and I'm debating whether or not to finish it. I won't ruin it for viewers, but I will say that this stunningly realistic portrait of a small, tightly-knit Maine community torn apart by madness, depravity, and horrific bursts of violence, is, in my opinion, the best Stephen King mini-series out of all of them. (Even surpassing "It", which until now, was my favorite.) Tim Daly is brilliant, Debrah Farentino is good, but it is Colm Feore, as the sinister Andre Linoge, that is the standout in a brilliantly created, suspensefully realized television motion picture experience. **** out of four stars. Easily one of the best King has ever written.

[edit] Analysis

Evidence throughout the film suggests that Andre Linoge is some sort of demon.

While retrieving items from his home later in the film, Michael Anderson spells out the name 'Linoge' and tells one of the villagers the Biblical account of Jesus casting a demon out of an afflicted man and into a herd of swine. He recounts that before the swine drown, Jesus asks the demon to identify itself and it answers "Our name is Legion, for we are many." While Anderson explains this, he re-arranges the name 'Linoge' to spell 'Legion'.

Linoge bears a strong resemblance to Randall Flagg, a dark, powerful character that appears in many of King's works (The Stand, The Dark Tower series, and Needful Things to name a few), further affirming he and Flagg are one and the same or that there are many of them. It might also be that both assume the role of "the ultimate evil" in Stephen King's realm of lore, all-knowing and everpresent no matter what the story entails.

At one point, the townspeople have a shared dream of the town found deserted with newscasters comparing it to the vanishing of the population of Roanoke Island. Addressing the residents, Linoge hints that he made the

same offer to the people of Roanoke but they refused and thus paid the price, forced to commit mass suicide.

Technical data

alternate title: Stephen King's Storm of the Century

writing credits: Stephen King

music: Gary Chang

runtime: 4 hours, 7 minutes (4 episodes)

release date: February 14, 1999

budget: \$35,000,000

MPAA rating: PG-13

Emmy Awards (1999)

Outstanding Sound Editing for a Miniseries, Movie or a Special - Won

Peter Drake Austin (dialogue editor), Benjamin Beardwood (dialogue editor), Joseph H. Earle (sound effects editor), Andrew Ellerd (sound effects editor), Dennis Gray (dialogue editor), Barbara Issak (dialogue editor), Kenneth Johnson (sound effects editor), Gary Krause (sound effects editor), Paul Longstaffe (dialogue editor), David Melhase (adr editor), Patricia Nedd (foley artist), Brian Thomas Nist (sound effects editor), Eric Norris (III) (sound effects editor), Ralph Osborn III (dialogue editor), Nancy Parker (foley artist), Richard Taylor (supervising sound editor)

Sherry Whitfield (music editor), Katona, Bradley C. (sound effects editor) - For Part 2.

Outstanding Special Visual Effects for a Miniseries or a Movie - Nominated

Danny Mudgett (digital compositor), Robert Scifo (visual effects matte artist), Boyd Shermis (visual effects supervisor), David Stump (miniatures director of photography), Bond Christopher (compositor), Bowen, Steven (digital scans/colorist) - For Part 1.

WR. Stephen King

DIR. Craig R. Baxley

EPISODES: 2 **YEAR MADE:** 1999 **COUNTRY:** US **SEASONS:** 1

RAINFALL PRODUCTIONS/ GREENGRASS PRODUCTIONS/ ABC/ TRIMARK PICTURES

CREATOR: STEPHEN KING

TYPE OF SHOW: ENVIRONMENTAL

FORMAT: MINI-SERIES

LENGTH (MINS): 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Mike Anderson TIMOTHY DALY, Molly Anderson DEBRAH FARENTINO, Andre Linoge/Reporter on TV/Minister on TV COLM FEORE, Alton 'Hatch' Hatcher CASEY SIEMASZKO, Robbie Beals JEFFREY DEMUNN, Cat Withers JULIANNE NICHOLSON, Ralph Anderson DYLLAN CHRISTOPHER, Melinda Hatcher SOO GARAY, Pippa Hatcher SKYE MCCOLE BARTUSIAK, Sandra Beals NADA DESPOTOVICH, Kirk Freeman DENIS FOREST, Jenna Freeman NICKY GUADAGNI, Henry Bright CHRISTOPHER MARREN, Carla Bright JENNIFER GRIFFIN, Frank Bright TYLER BANNERMAN, Jack Carver STEVE RANKIN, Angela Carver TORRIE HIGGINSON, Buster Carver STEPHEN JOFFE, Ursula Godsoe BECKY ANN BAKER, Andy Robichaux RICHARD BLACKBURN, Roberta Coign ARLENE MAZEROLLE, Martha Clarendon RITA TUCKETT, Johnny Harriman LEIF ANDERSON, Annie Huston KRISTIN BAXLEY, Octavia Godsoe NANCY BEATTY, Mary Hopewell GAYLYN BRITTON, Sally Godsoe MARTHA BURNS, Upton Bell MICHAEL COPEMAN, Tess Merchant BETH DIXON, Lucien Fournier SHAWN DOYLE, Counselor NORMA EDWARDS, Heidi St. Pierre HARLEY ENGLISH-DIXON, Alex Haber VICTOR ERTMANIS, Jonas Stanhope RICHARD FITZPATRICK, Betty Soames JOAN GREGON, Della Bissonette HELEN HUGHES, Reverend Riggins JOHN INNES, George Kirby JACK JESSOP, Billy JEREMY JORDON, Lawyer in ad (uncredited) STEPHEN KING, Older Ralphie MATT KORUBA, Linda St. Pierre MARCIA LASKOWSKI, Bill Toomey HARDEE T. LINEHAM, Harry Robichaux SAM MORTON, Orville Boucher GERARD PARKES, Stan Hopewell MICHAEL RHOADES, CAYDA RUBIN, Jill Robichaux KAY TREMBLAY, Davey Hopewell ADAM ZOLOTIN.

Books Based on this series.

Storm of the Century

Stephen King

RELATED SHOWS:

STEPHEN KING'S GOLDEN YEARS

STEPHEN KING'S THE STAND

STEPHEN KING'S THE LANGOLIERS

It's almost a pastiche of all those hokey Airport movies, but instead of a terrorist or a storm, the disaster imperilling a plane here is a rip in time. During a Los Angeles to Boston red-eye flight, a group of ten passengers awake from a doze to discover that all their fellow travellers and the pilot have mysteriously vanished. Only the sleepers have survived.

Luckily the plane is on auto-pilot and equally luckily, one of the survivors is a pilot (what are the odds?), enabling them to land. But their problems aren't over yet as they've hopped back into the past which turns out to be just an empty shell. The airport's deserted, food in the cafeteria has no flavour and even the beer's gone flat. What's more, a strange noise is getting ever closer and it's not friendly - the Langoliers are coming!

The stranded group realise their only way out is to retrace their flightpath and try go back through the time-rip. Can they take off before the Langoliers get them?

Mini-series adaptation of a King short story that, at four hours, takes a lot longer to get through than the original! A good cast includes Quantum Leap's Dean Stockwell as a mystery writer, Kate Maberley as a telepathic blind girl, thirtysomething's Patricia Wettig as a lonely schoolteacher and Bronson Pinchot over-acting wildly as a financial whiz tormented by childhood horror stories that the Langoliers will eat up all the bad boys an girls.

So what's a Langolier? Basically, the 're nature's timekeepers, cleaning up the mess we leave behind by literally devouring the past, leaving an empty void. They're like Pacmen with very sharp teeth. There are enough plot twists to satisfy King fans but this mini-series takes too long to unravel them. Even though he comes up with some of the theories, Dean Stockwell in particular spends far too much time looking deep in thought. There's no sense of urgency until it's almost too late - but isn't that so often the way . Mark Lindsay Chapman has starred in a number of TV and Film SF projects, including SWAMP THING.

The story of The Langoliers was dramatised by Tom Holland and was based on the Novella 'The Langoliers' from 'Four Past Midnight' by Stephen King. The producer for the series was David Kappes, the executive producers were Richard P. Rubinstein and Mitchell Galin.

WR. Tom Holland.

DIR. Tom Holland.

EPISODES: 2 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 1

A LAUREL PRODUCTION AND WORLD VISION ENTERPRISE INC.

CREATOR: STEPHEN KING

TYPE OF SHOW: TIME TRAVEL

FORMAT: MINI-SERIES

LENGTH (MINS): 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2.

DATE OF PREMIER: 14/05/1995

AIR DATE OF LAST EPISODE 15/05/1995

SEASON DATE BREAKDOWN:

FILMS:

Laurel Stevenson PATRICIA WETTING, Bob Jenkins DEAN STOCKWELL, Capt. Brain Engel DAVID MORSE, Nick Hopewell MARK LINDSAY CHAPMAN, Don Gaffney FRANKIE FAISON, Rudy Warwick BAXTER HARRIS, Bethany Simms KIMBER RIDDLE, Albert Kaussner CHRISTOPHER COLLETT, Dinah Bellman KATE MABERLEY, Craig Toomey BRONSON PINCHOT.

RELATED SHOWS:

STEPHEN KING'S GOLDEN YEARS

STEPHEN KING'S THE STAND

STEPHEN KING'S STORM OF THE CENTURY

STEPHEN KING'S THE STAND



Ambitious mini-series adapted by King himself from his own epic novel about a group of men and women who survive a deadly plague that wipes out most of the population and must now make a last stand against a satanic being. SF? Well, a bit, in that the initial premise has a virulent flu-like super-bug - nicknamed Captain Tripps - escaping at a top-secret chemical-testing lab in the California desert. One infected soldier flees with his family and so the outbreak is carried across the country. And that's the way the world ends - not with a bang but a sniffle.

Ray Walston also starred in MY FAVOURITE MARTIAN. From this 20th century nightmare scenario, King has constructed an almost biblical tale of new beginnings and a classic story of good v. evil, full of demons and prophetic visions. And as well as writing the teleplay, King also serves as executive producer and has a Hitchcock-style cameo as a truck driver. A fine cast is headed by Rob Lowe as deaf-mute Nick Andros and Jamey Sheridan as the satanic Randall Flagg, and includes Gary Sinise as a noble new-age politician, Molly Ringwald as his feisty girlfriend, Laura San Giacomo as the devil's handmaiden, Matt Frewer (surprisingly unconvincing) as a loony pyromaniac, Ruby Dee as God's aged spokeswoman, Ray Walston as a wise old soul, Adam Storke as a rock star and Bill Fagerbaake as a pure at heart simpleton. At eight hours it's a marathon stint and even so telescopes chunks of the book, but remains well worth watching - some scenes are exceptionally well realised, such as a claustrophobic journey through a tunnel jammed with cars and bodies.

King's enormous novel about the holocaust and after, specifically about a plague produced by the military that wipes out most of near-future America, was optioned as a feature film for some years, but nobody could find a way of fitting such a huge story into conventional film length, and the dark subject matter also worried the studios.

The tv solution was probably the best, and it is indeed a well made miniseries, probably Garris's best piece of direction to date, and something of a television milestone. Hovering between SF and fantasy, both book and miniseries focus on character studies as the survivors slowly begin to rebuild, with the democratic good guys restoring a decent sense of community in Denver and the fascist bad guys in Las Vegas planning to nuke them. Both groups have quasi-supernatural guardians, the old black woman Mother Abigail standing for good, and Randall Flagg, the Dar Man, for evil. Some SF fans feel that the supernatural subtext diminishes the story's strength as science fiction, but the story remains an optimistic, populist classic about the endurance of the human spirit after enormous disaster, and the miniseries retains much of this strength. It is available on videotape.

Stephen King wrote the original novel from which this series was based. The executive producers were Stephen King and Richard P. Rubinstein, the producer was Mitchell Galin, the music was created by W.G. Snuffy Walden. The mini-series was shown on Sky One in the UK from the 23rd - 29th September 1995.

Original music by W.G. Snuffy Walden, Cinematography by Edward J. Pei, Film Editing by Patrick McMahon, Casting Lynn Kressel, Production Design by Nelson Coates, Art Direction - Michael Perry and Burton Rencher, Set Decoration- Susan Benjamin, Costume Design by Linda Matheson, Makeup Department - Tena Parker-Liddiard (key hair stylist), Ashley Petersen (make-up artist), Heidi Seeholzer (assistant make-up artist), Production Management - Peter R. McIntosh (unit production manager), Assistant Director - Tony Adler (first assistant director), Peter Pastorelli (first assistant director: second unit), Alexandra E. Perce (second assistant director: second unit), Michael Samson (second assistant director), Matthew T. Weiner (second assistant director), Sound Department Pam Bartella (supervising sound effects editor).

Grant Maxwell (sound re-recording mixer), Robert Perry (boom operator), Michael Ruschak (sound re-recording mixer), Rick Schexnayder (sound mixer), Kevin Ward (boom operator), Rick Wessler (foley artist), Laura Young (sound dailies), Special Effects - Lou Carlucci (special effects co-ordinator), Jim Doyle (special effects), Andre G. Ellingson (special effects), Chuck Schmitz (special effects), Stunts - Dan Bradley (stunt co-ordinator), Tom Proctor (stunts), Other crew - Julie M. Anderson (assistant production co-ordinator), Scott

Arneman (assistant property master), Fabiana Arrastia (art department co-ordinator), George Atamian (key set dresser), Jürgen Baum (gaffer), John Bowen (dialogue editor), David Buckley (key set costumer), Roanna De La Cruz (production secretary), Beth DePatie (production co-ordinator), Donna Donato (assistant editor), Roger Doran (colorist), William 'Fleet' Eakland (transportation co-ordinator).

Miriam Epstein (production assistant), Star Fields (construction co-ordinator), Audrey Fontaine (unit publicist), Ian Fox (director of photography: second unit), Kevin J. Foxe (location manager), Barry Franenberg (property master), Darren Fuller (production assistant), Norman Gay (additional picture editor), Steve Gehrke (script supervisor), Laura Greenlee (production supervisor), Barbara Harris (voice casting), Klaus Hoch (best boy electrician), Bill Holdsworth (electrician), Sam Huston (lead man), Ronnie Jaynes (construction foreman), Kevin Kennedy (grip), Joseph King (production assistant), Gabriela Leff (casting assistant), Peter Levy (location manager), Kim E. Lombardi (clearance co-ordinator), Marco Londoner (editorial production assistant), Mike Lookinland (second assistant camera operator), Bill Marino (audio consultant), Paul H. Maritsas (cable person), Christian Martinez (grip), Peter R. McIntosh (second unit director), David Meeks (animal trainer), Katherine Moore (still photographer).

Mark Emery Moore (camera operator), Marshall Moore (location manager), Camille Morris (costume supervisor), Susan Nowak (unit publicist), Peter Pastorelli (location manager), Robert Pearce (production assistant), Connie Pierce (costumer), Travis Porter (production assistant), Cate Praggastis (local casting), John G. Raymer (electrician), Robert Andrew Reeves (production assistant), Rachel Rencher (production assistant), Vince Rodriguez (key grip), Allan K. Rosen (music editor), Jason Salonen (electrician), Dave Schaffer (transportation captain), Alvin Simmons (dolly grip), Roz Soulam (local casting), James Sprattley (first assistant camera operator), Sara Spring (production supervisor), Matt Springer (production assistant), Lee Steadman (assistant location manager), Bill Stephan (on-line editor), Tom Streich (best boy grip), Pat Stubbs (transportation co-captain), Joan S. Thomas (costume supervisor), Tom Udell (production accountant), R. Dale VanBatenburg (set medic: Pittsburgh), Diane Vilagi (production executive), Micole Weaver (costumer), Doug Weinman (electrician).

WR. Stephen King.

DIR. Mike Garris.

EPISODES: 4 **YEAR MADE:** 1994 **COUNTRY:** US **SEASONS:** 1

AN ABC/LAUREL ENTERTAINMENTS/GREENGRASS PRODUCTION

CREATOR: STEPHEN KING

TYPE OF SHOW: EARTH FUTURE

FORMAT: MINI-SERIES

LENGTH (MINS): 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 4.

DATE OF PREMIER: 08/05/1994

AIR DATE OF LAST EPISODE 12/05/1994

SEASON DATE BREAKDOWN:

FILMS:

Mother Abigail RUBY DEE, Nick Andros ROB LOWE, Fran Goldsmith MOLLY RINGWALD, Randall Flagg JAMIE SHERIDAN, Stu Redman GARY SINISE, Nadine Gross LAURA SAN GIACOMO, Trashcan Can MATT FREWER, Harold Lauder CORKY NEMEC, Larry Underwood ADAM STORK, Glen Bateman RAY WALSTON, Julie Lawry SHAWNE SMITH, Lloyd Henreid MIGUEL FERRER, Judge Farris OSSIE DAVIS, Tom Cullen BILL FAGERBAAKE, Gen Starkey ED HARRIS, Rae Flowers KATHY BATES, The Monster Shouter KAREEM ABDUL-JABBER, Raplh PETER VAN NORDEN, Teddy Weizak STEPHEN KING, Lucy Swann BRIDGET RYAN, Rat Man RICK AVILES, Paul Bulson MIKE WESTENSKOW, Dayna Jurgens KELLIE OVERBEY.

Books Based on this series.

The Stand

Stephen King

1978

RELATED SHOWS:

STEPHEN KING'S GOLDEN YEARS

STEPHEN KING'S THE LANGOLIERS

STEPHEN KING'S STORM OF THE CENTURY

STEVEN SPIELBERG'S AMAZING STORIES



Anthology series which dealt mainly in science fiction stories.

On the face of it, this collection of fantastic tales of the bizarre and the unusual had everything going for it - a remarkable line-up of acting and directorial talent, movie-style budgets and the Midas touch of Spielberg himself. Shame it wasn't more successful. *Amazing Stories* was largely ignored by US audiences, endorsed with reservations by US critics and has aired in the UK in such piecemeal fashion as to dissipate its potential impact. It doesn't quite deserve the tag of TV's *Heaven's Gate*, but at around one million dollars per half-hour episode, this most expensive of TV shows of its day certainly didn't live up to its price tag.

Amazing Stories' greatest strength is its visual appeal. With such resources at his disposal, Spielberg could extend the visual frontiers of television beyond what was normal for the mid- Eighties. Each tale had the look of a feature film, with special effects ranging from charming to lavish. In the series premiere, *Ghost Train* (shown second in the UK), which Spielberg directed, a huge locomotive ploughs through a house, while in the double-length episode, *The Mission*, again directed by Spielberg and including Kevin Costner and Kiefer Sutherland among its stars, a crippled WW2 bomber suddenly develops cartoon wheels, enabling it to land safely.

Spielberg called *Amazing Stories* a 'director's series' and certainly enticed some of Hollywood's finest to support his venture. Martin Scorsese, Robert Zemeckis, Clint Eastwood, Joe Dante, Irving Kershner, Burt Reynolds, Peter Hyams, Danny De Vito and Tobe Hooper were among big-name directors lured aboard. As well as directing some episodes himself, Spielberg also contributed many of the story ideas. His privileged status also enabled him to give big-budget breaks to many little-known directors, such as Phil Joanou whose later career included a segment of *Wild Palms*. As such, *Amazing Stories* was an expensive experiment, a rare event in a usually conservative medium.

Such worthy motives couldn't counter the series' shortcomings. All too often, the segments were built around an over-simplified premise and one-dimensional characters that never really amounted to much. There's plenty of charm but not enough wonder, much sentiment but little pathos, a few laughs but insufficient irony. Surface without substance.

It's not all bad, though. Scorsese's *Mirror, Mirror*, about a horror novelist terrorised by a black-caped phantom, is a really creepy little chiller, and *The Amazing Falsworth*, about a psychic nightclub performer who encounters a serial killer in his audience, has its unsettling moments. Eastwood's segment, *Vanessa in the Garden*, is unexpectedly poignant, while *You Gotta Believe Me*, in which Charles Durning plays a man with a premonition of disaster, recalls the paranoia of a *Twilight Zone*.

Amazing Stories marked Spielberg's return to television - the medium that gave him his first break as a director on an episode of Rod Serling's *Night Gallery*, and led to success for his supervising producers, Joshua Brand and John Falsey, who went on to create the drama *St Elsewhere* and one of television's best cult series, *Northern Exposure*.

In the face of audiences used to seeing recurring characters and familiar settings, short story anthologies will always have a hard time sustaining their place in ratings-led schedules. Spielberg had enough clout to secure a two-year prime-time deal. A lesser man wouldn't have got nearly so far.

Some very famous directors/actors were responsible for directing many of the episodes these included SPIELBERG himself and Robert Zemeckis, Bury Reynolds, Clint Eastwood, Joe Dane, Martin Scorsese, Danny DeVito and Tom Holland. There was no regular cast in the show, except for Ray Walston as the Story Teller who was also the host in the opening credits. There were many guest stars since this was an ANTHOLOGY show, some of the most famous actors to star were Drew Barrymore, Sid Ceaser, Kevin Costner, Beau Bridges, Charlie Sheen, Robert Picardo, who would later go on to play the Doctor in *STAR TREK : VOYAGER*. Lane Smith (*LOIS AND CLARK*), John Lithgow; who would soon go on to play Dick

Solomon in the popular SF SITCOM THIRD ROCK FROM THE SUN.

John Lithgo also won an Emmy Award for his performance in this episode. Other stars of note are Danny DeVito, Patrick Swazye, June Lockhart who played Maureen Robinson in LOST IN SPACE and Carrie Fisher

SF related shows were 'Fine Tuning' , were a boy invents a TV reciever that allows him to communicate with aliens. 'The Eternal Mind' in which a dying scientist intends on using a process to merge his human mind with a computer. 'Miss Stardust' in which an alien arrives on Earth and threatens to destroy it unless she is allowed to enter a beauty contest.

This anthology series was an attempt to recapture the days of anthologies series of the 1950s and 60s. The show came about at the same time as the new TWILIGHT ZONE. Both shows were similar in nature except that AS had the backing of STEPHEN SPEILBERG, who managed to bring in some famous directors and actors. Despite this many of the stories lacked much interest.

One of the stories was expanded and filmed as a feature film titled Batteries Not Included (1987), and a feature film was released which encompassed the episodes 'The Mission', 'Mummy, Daddy' and 'Go to the head of the Class', the film was titled simply Amazing Stories (1987).

An ambitious attempt to revive the 1950s-60s anthology format -- which came at the same time as actual revivals of The TWILIGHT ZONE (1985-7) and Alfred Hitchcock Presents (1985-6), and a few competitors like The Hitch Hiker (1983-6) and Tales from the Darkside (1984-7), this was less an SF series than its pulp-derived title suggested, more often going for the blend of fantasy and sentiment found in the less scary episodes of the original TWILIGHT ZONE. Kept afloat for two years through NBC having committed themselves, astonishingly, to 44 episodes from the very beginning, AS, despite its large budget and the unusually strong directing talent Spielberg was able to attract (Eastwood, Zemeckis, Scorsese, Bartel, etc.), was unsuccessful. Many disappointed viewers and critics felt that Spielberg had stretched himself too thin, as had Rod Serling with TWILIGHT ZONE , by generating the often fragile storylines for the bulk of the episodes (16 out of 22 in the first season); one such projected episode looked even more fragile when expanded into a feature, Batteries Not Included (1987). Too many of the stories, despite good special effects and performances, led nowhere.

Typical of AS's uneven tone was the extended Spielberg-directed episode "The Mission", a 50min WWII-bomber anecdote presciently cast (Kevin Costner, Kiefer Sutherland) and suspenseful directed, but sinking limply into a ludicrous and irritating fantasy finale. AS did have surprises -- the gritty cartoon episode "The Family Dog", designed by Tim Burton, being perhaps the overall highlight -- but mainly it expressed the diminishing-return whimsy that was beginning to affect even Spielberg's big-screen work. Three episodes -- "The Mission", "Mummy, Daddy" and "Go to the Head of the Class" -- were released together as a feature film, Amazing Stories (1987), outside the USA, and many other episodes have been released in groups of three on videotape. The versions of individual episodes are collected in Steven Spielberg's Amazing Stories (anth 1986) and Volume II of Steven Spielberg's Amazing Stories (anth 1986), both ed Steven Bauer.

No matter how Amazing Stories was judged it was bound to be a letdown. The series was one of three anthology series to debut in the fall of 1985. Of the three, Amazing Stories was the only 'original' one, the other two: TWILIGHT ZONE and Alfred Hitchcock Presents were resurrections of old series. Despite being a new series, Amazing Stories had a lot to live up to since it was produced by Steven Spielberg. Spielberg of course had started out in television, directing such things as one segment of The Night Gallery pilot and the made for TV movie Duel, before graduating to the big screen and such blockbuster films as: Jaws. E.T. and Raiders of the Lost Ark.

NBC had bought Amazing Stories on Spielberg's name and committed itself to two years of the series, an unheard of practice. So unless the series was very, very good it had to fall short of someone's expectations. With no host to introduce the stories the series' only unifying theme was that the stories were 'Amazing'. Some of the episodes were very good. a few were bad however most were just typical television. This was despite the fact that the series boasted an impressive list of both actors and directors, many whom had come to television after success on the big screen. After the two year commitment was up NBC dropped Amazing Stories something they most likely would have done at the end of the first season had they had the option.

The series came to the UK on the 19th April 1992 on BBC1, and has been shown many times on the Sci-Fi Channel. Executive producer for the series was Stephen Spielberg, supervising producer was Joshua Brand and John Falsey, story editor was Mick Garris and the theme was created by John Williams. This has remained Speilbergs only attempt to break into the SF TV industry, which is generally considered not to have succeeded, it did however bring in some of the most famous directors, actors and writers in the industry, a shame it did not reach the success it could have.

Developed by.. Steven Spielberg, John Falsey, Joshua Brand; Executive Producer: Steven Spielberg; Production Executives: Kathleen Kennedy, Frank Marshall; Producer: David E. Vogel; Supervising Producers: □ John Falsey, Joshua Brand; Associate Producers: □ Skip Lusk, Stephen Semel, Steve Starkey, Cheryl Bloch, Cleve Reinhard; Theme: John Williams; NBC/Universal, 30 minutes.

Steven Spielberg may have become a feature film superstar director since the journeyman days when he was directing *Columbo*, *Night Gallery* and *The Psychiatrist*, but years after his feature successes with *E. T* and the *Indiana Jones* films, his continued fascination with television led him to *Amazing Stories*. The vision of the show came up

because Steven had ideas and stories flowing out of his head like a water spigot. An opportunity to return to television seemed to be an ideal way of sharing all of those exciting stories with the millions of television viewers.

In 1985, Spielberg was introduced to NBC chairman Grant Tinker and NBC president Brandon Tartikoff by pal Gary David Goldberg, producer of *Family Ties*. In an unprecedented agreement, Spielberg convinced Tinker and NBC to give him a solid two years and 44 episodes to run his show. Grabbing the title from the science fiction digest magazine that has been running since 1926, Spielberg asked for and got a budget of \$750,000 to \$1 million per episode. He also was given more lead time to prepare the show and control publicity and marketing. All 22 episodes of the first season were completed by the week the first episode aired, an accomplishment unheard of in television. So jealously did Spielberg guard the show, that NBC did not see their first film print until six weeks before the premiere of the series. Additionally, Spielberg made sure the network had "hands off" in the making of the series so he could work in peace and quiet and not have undue pressures.

Going from features to television is often seen as a step backwards. But not for Spielberg, who saw his return to the small screen as a celebration of the medium. Returning to NBC was a sentimental journey for Spielberg, since his first professional directing job was for a segment of the *Night Gallery* pilot in 1969. It was also an opportunity for him and his fellow directors to go back and shoot fast again. Many filmmakers say they lose interest in their work if a particular project takes too long to complete.

So unique was the deal that Spielberg was able to attract many of his feature director buddies into doing a half-hour of fantasy television. Industry shakers such as Martin Scorsese, Clint Eastwood, Burt Reynolds, and Peter Hyams signed aboard to direct. "Name" actors such as Kevin Costner, Rhea Perlman, Helen Shaver, Charlie Sheen, Keifer Sutherland, Patrick Swayze and Sam Waterston picked up the scripts. "Steven asked me to do one of the first episodes of the show," says director Peter Hyams, who helmed the episode "The Amazing Falsworth," starring Gregory Hines. "It had a sense of humour, it was not the kind of thing you see on everyday television. Steve Spielberg is simply somebody I personally liked so much and admire so much that I jumped at the chance because he is somebody I like to be with, to work with. It seemed to be such an ambitious thing at the time for television. You take a bunch of disparate filmmakers and try to bring the feature film technique and quality on a television schedule. I think a lot of people in drama think that's too difficult."

Hyams felt that the idea of the show was "a wonderful idea to create something that tried to push the limits of television, to attract actors, directors and writers that we don't normally attract to form a showcase. I felt it was extraordinary." Hyams felt the two-year experiment by Spielberg and company succeeded admirably. "He succeeded because he got Clint Eastwood, Martin Scorsese, Paul Bartel, Phil Joanou, and he had Kevin Costner, Gregory Hines. We had first-time directors, we had veteran directors," says Hyams. The only person who turned down an invitation was Lawrence of Arabia's David Lean, who said he just couldn't shoot that fast. He wanted six months to do a half-hour. Reminded of this, Hyams says that filmmaking brings certain demands to directors.

"It's an exercise in fighting against one's limitations. If you're used to shooting something in sixty days and you only have six days, well, you have to make compromises. You cannot expect the same level of complexity and finish in six days as in sixty days. The question is, what kind of compromises are you willing to make? And what can you do to make the six days better than anybody else? Part of it is fun, part of it is dealing with the craft of filmmaking. And the craft of filmmaking can be hard and not always go your way. And that brings in your innovative thinking."

For Hyams, the only feedback that mattered was Steven Spielberg's. "I think Steven was pleased. That says a lot. That meant the world to me," says Hyams. "I didn't want to disappoint him. The fact that he seemed pleased made me happy. Anytime you get the chance to spend time with somebody that bright and gifted is an exciting time. And I think he's as gifted and intelligent a guy as I've ever worked with in my life." But

Amazing Stories was not merely a celebrity fest; it was also a professional training ground for people who had never before worked on television. The series was Spielberg's attempt at a professional film school clique. He wanted a revolving door of talent, experienced and inexperienced.

Mick Garris was a young man who paid his dues by doing film publicity, operating R2-D2 for Lucasfilm, and directing documentaries before Spielberg tapped him as a story editor for the series. After writing nine episodes and making his directorial debut with the episode "Life on Death Row," Garris today reflects on his experiences with the show. "I'm proud of many episodes; some of them I don't think of too well for a number of reasons," says Garris. "Probably I'm happiest with the one I directed, 'Life on Death Row,' just because it was very different from a lot of them. It was very serious and dramatic, and I think I've grown a lot as a director by the experience. It came out really well. It had wonderful performances in there, it's very dramatic, it takes its time and had some genuine suspense. 'Amazing Falsworth' I like a whole lot, too," notes Garris. "Steven and I won an Edgar Mystery Writers of America award for that. That was one of the few suspenseful and scary things made for episodic television, and I'm very proud of that. They did a real good job on that one. Some of them I think came out much less. 'Such Interesting Neighbors' is probably my least favorite of any of them."

On other episodes, Garris points to "both of Steven's shows—I thought 'Ghost Train' was wonderful. I thought 'The Mission' was wonderful. I liked the period pieces; I thought 'Thanksgiving' by Todd Holland was good. Both of Tom Holland's episodes were really interesting. The first one Dante ['Boo!'], was a really good one. I thought that Richard Matheson's script, 'The Doll,' that Phil loanou did with John Lithgow was absolutely wonderful. 'The Doll' was unique in that it was written for The Twilight Zone in 1959 by Richard Matheson. We managed to beat that script for the show. I thought it worked great. There was very little rewriting to bring it up to date. It was very faithful to the original script. 'Dorothy and Ben' was a terrific episode—it had a lot of heart and soul to it. A lot of them worked really well."

In his job as a story editor it was Garris's responsibility to sift through the many different ideas and scripts that were generated for the show. Scripts were written largely in-house or from stories suggested by Spielberg. Garris mainly rewrote scripts to conform to the parameters Steven wanted. "It was an unusual series because most of the story ideas were generated by Steven himself," points out Garris. "The whole time I was on the show, a year as a story editor and another year as a freelancer, I never once spoke to anyone at NBC or Universal about the content of the show. That was dealt with by much higher echelons than me. I never really accepted any scripts. I was involved in either writing or rewriting and doing whatever changes needed to be done to fit the schedule and meet the requirements of the show. Whatever the producers or directors felt was problematic. Basically, I was a script doctor. Scripts were basically in-house and were also handed out to freelance writers. People who wanted to work on the show were excited by the idea of an anthology series."

Garris says that regular brainstorming sessions provided catalysts to many of the stories produced for the show. "In the second season, we did a weekly round table where people would talk about the scripts and critique the ideas. Bob Zemeckis, Bob Gale, Steven, myself, Michael McGill, Richard Matheson, a whole bunch of people, and it was really exciting! Really intimidating at first to a newcomer like myself." Providing an example of what happens on his job on the show, Garris offers the episode "Mirror, Mirror," directed by Martin Scorsese. [It] was a really good script for Amazing Stories, but it was relentlessly dreary and very, very dark. My job as story editor was to do whatever rewriting needed to be done. They wanted a show that was more fun than that. It really started from scratch on the rewrite. I pretty much completely rewrote that episode, not because Joe Minion's script wasn't good, we just felt it needed to be more appropriate for the series."

Not so well known is that Amazing Stories was responsible for not one, but two spinoffs. *batteries not included** (1987), a film directed by Matthew Robbins and starring Hume Cronyn and Jessica Tandy, was an outgrowth of an Amazing Stories script. *batteries not included** was a tale of young and old tenants in a decrepit apartment building in New York who are visited by a bunch of friendly little blinky-winky flying saucers.

"*batteries not included** was indeed an Amazing Stories script that Steven had written, and he offered me the opportunity to adapt it as a screenplay, and he worked with me on it," says Garris. "He very generously gave me the full credit on the original script, although it was going to be written by the two of us. There were so many people involved in the arbitration of that script that he allowed my draft to be submitted with just my name. Again, a generous man."

The second spinoff took a little bit longer. "Family Dog" first appeared as an animated episode of the show. Spielberg liked the idea of the show so much he tried developing it, with director Tim Burton, as a series in the same mode as *The Simpsons*. As early as 1991, CBS announced the show as a prime-time series. The adventures of an unnamed pooch who lives with the Bickfords and is picked on by their kids, the show was hooked on the dog's wry observations of life in suburbia. Reaction was not so hot, so it took another two

years for retooling. And it wasn't until in 1993 that "Family Dog" premiered and ran for 10 episodes. Although *Amazing Stories* lasted for two years, it was not renewed, and audiences and critics gave it mixed reviews. On why the show did not receive a better reception, Garris says, "I think the main reason *Amazing Stories* didn't work for the audience was they never knew what to expect each week. One week would be an animated show, another week would be kid-oriented fantasy show, another week a dark thriller. It really was scattered in its approach, and there was no Alfred Hitchcock or Rod Serling, or any identifiable core to the series other than a trip into the fantastic."

With the suggestion that the show advertised "amazing stories" but did not deliver for the most part, Garris disagrees hotly. "I don't know if that's really fair, because you want to keep it within the realm of possibility and believability and [you don't want to] take them to the point of being way too amazing. I think a third of the shows were terrific, and a third of them were OK, and a third of them were not very good. It was so up-and-down, it was very difficult for an audience to link onto. Series television these days relies on an audience getting to know a family of characters on a week-to-week basis. You get to know them, get to like them and feel comfortable with them."

Of his tenure working under the Spielberg banner and of working with Steven himself, Garris has nothing but glowing comments, revealing that he is a fan himself. "Steven's stories, which were all on paper, were very well brought out, with a beginning, middle and end, were well written," notes Garris. "He's really, really terrific in putting his thoughts on paper and presenting them to you verbally. I think my experience with Spielberg was the best. I mean, how can anyone complain about him? The guy's incredibly, creatively generous. He's wonderful to work with. Ideas flow out of him just like hair out of a balding man. He's just so fun and enthusiastic about what he does and sharing that with the people that do it with him. Can you imagine going from [working] food stands to writing for Steven Spielberg and having scripts produced? 'To have my scripts directed by Joe Dante, Robert Zemeckis, Peter Hyams is really unbelievably exciting," laughs Garris. "I worked with Steven off and on for about two years and would do anything he wanted me to do. I will always be grateful to him. I learned a lot. It was my film school."

Garris goes as far as to say that Spielberg is someone "who has suffered the slings and arrows of the prejudices and jealousies [of his peers], but I think he deserves all the success he's had and I would love to work with him again at any time. He's a brilliant guy. Probably the most intuitive filmmaker on the planet." The experience allowed Garris to move further up the hierarchy of the filmmaking business. "It established me as someone who's quite cheap to write, which was certainly new. It opened a lot of doors and aside from the open doors, it provided an incredible learning experience." Garris recently completed a horror feature, *Sleepwalkers*, and brought to television an ABC mini-series of Stephen King's massive tome *The Stand*.

Garris feels that the show's unique contrast in using famous, established names alongside noname casts and production people was an ideal combination. "You had reliable filmmakers who, most of them, haven't really worked in television, even to this day, taking feature-quality production values and making television," points out Garris. "Some of them weren't used to the restrictions in time and money, but there weren't as many restrictions on this as there were on many other TV shows. You've got a lot of people with something to prove, trying to do some of their best work on this show. Some of the best shows on *Amazing Stories* were from the newcomers. If not exactly first-timers, then at least first-time studio people. There was some really good talent discovered on the show. Steven used it as an opportunity to try people out, like Mickey Moore, who did second unit directing on all the *Indiana Jones* movies. He directed an episode. There were those kinds of relationships on this show."

Actor Timothy Hutton was another one of those first-timers, writing and directing an episode. Previous to that, he had directed rock videos. Other discoveries were directors Lesli Linka Glatter and 23-year-old Phil Joanou. The first season alone had eight first-time directors. *Amazing Stories* belongs to a very exclusive club of anthology TV shows. Fantasy and science fiction anthology dramas had last been produced in the 1960s, the decade that gave us *The Outer Limits* and *The Twilight Zone*. Oddly, *Amazing Stories* appeared on the tube in 1985 with revivals of Alfred Hitchcock Presents and *The Twilight Zone* as well as *Tales of the Darkside*.

On this, Garris muses, "I don't think the *Twilight Zone* or Alfred Hitchcock revivals, or *Tales of the Darkside*, had much to do with *Amazing Stories*. The original *Twilight Zone* did, though; it's hard to grow up in the 1960s and not feel the influence of the original *Twilight Zone*, *Outer Limits* or Alfred Hitchcock. Spielberg was one of those growing up in that era. I certainly was a child of that era as well. No doubt, all of us were influenced. But I don't think it had much to do with the later anthologies. I know I didn't see many of the new *Twilight Zones*, or the other shows. Everybody had a different approach to the shows that were produced. We were trying to do something in one field, and *Twilight Zone* was trying to recapture what had been done before. And the Alfred Hitchcocks were mostly remakes of the original stories brought up to date. SO, I don't know if any one of them fed on the other."

During World War II, men in a air force bomber are caught in a no win scenario when their belly gunner (an amateur artist) is trapped in his seat and the plane has no wheels for landing.

Wr Menno Meyjes

Dir Steven Spielberg

1 - 6 *THE AMAZING FALSWORTH*

A psychic showman realizes that during a performance that someone in the audience wants to commit murder. Frightened, he calls the police, and the detective shows up to investigate.

Wr Mick Garris

Dir Peter Hyams

1 - 7 *FINE TUNING*

A teenager learns that three aliens are coming to Earth to visit their idol: the actors of old TV shows.

Wr Earl Pomerantz

Dir Bob Balaban

1 - 8 *MR MAGIC*

A fading illusionist has a last shot at greatness thanks to a deck of magic playing cards.

Wr Joshua Brand, John Falsey

Dir Donald Petrie

1 - 9 *GUILT TRIP*

The emotion Guilt feels overworked. He takes a vacation cruise and falls for the emotion Love.

Wr Gail Parent, Kevin Parent

Dir Burt Reynolds

1 - 10 *REMOTE CONTROL MAN*

A hen-pecked man finds comfort in a unique television set that brings life-like images to him.

Wr Douglas Lloyd McIntosh

Dir Bob Clark

1 - 11 *SANTA '85*

A little boy helps Santa when the legendary man is thrown in jail while delivering presents.

Wr Joshua Brand, John Falsey

Dir Phil Joanou

1 - 12 *VANESSA IN THE GARDEN*

When an artist is devastated by the death of his wife, hew finds a way for her to live on in his paintings.

Wr Steven Spielberg

Dir Clint Eastwood

1 - 13 *THE SITTER*

Two young boys get the best of every sitter in town, until they meet one who uses voodoo to settle them down.

Dir Joan Darling

1 - 14 *NO DAY AT THE BEACH*

A GI tries to be a hero during an amphibious assault in Italy during World War II.

Dir Lesli Linka Glatter

1 - 15 *ONE FOR THE ROAD*

During the Depression, several bar patrons hope to get insurance money by tricking a man into signing an policy with the hope that he will drink himself to death.

Wr James D. Bissell

Dir Thomas Carter

1 - 16 *GATHER YE ACORNS*

On the advice of a mysterious little man, an 18-year-old boy begins to collect rare comics and toys. When he sells them as an old man, he gains wealth and happiness.

Wr Stu Krieger

Dir Norman Reynolds

1 - 17 *BOO!*

Ghosts in an attic try to get rid of a couple who move into their house.

Wr Lowell Ganz, Babaloo Mandel

Dir Joe Dante

1 - 18 *DOROTHY AND BEN*

After 40 years in a coma, Ben Dumpfy awakens and discovers that he can communicate with a seven-year old girl who is in a coma after a bike accident.

Wr Michael de Guzman

Dir Thomas Carter

1 - 19 *MIRROR, MIRROR*

A popular horror novelist is terrorized by a strange figure in his bathroom mirror.

Wr Joseph Minion

Dir Martin Scorsese

1 - 20 *DEATHRACE 2000 (aka SECRET CINEMA)*

A young woman believes that her mother, her fiance, and her psychiatrist are secretly filming her life.

Wr Paul Bartel

Dir Paul Bartel

1 - 21 *HELL TOUPEE*

A new toupee causes a man to feel an urge to kill the first lawyer he sees.

Wr Gail Parent, Kevin Parent

Dir Irvin Kershner

1 - 22 *THE DOLL*

A lonely bachelor is fascinated by a doll he bought for his niece.

Wr Richard Matheson

Dir Phil Joanou

1 - 23 *ONE FOR THE BOOKS*

An elderly custodian suddenly gains incredible knowledge.

Wr Richard Matheson

Dir Lesli Linka Glatter

1 - 24 *GRANDPA'S GHOST*

A man tries to reconcile his grandmother with the death of his grandpa. The ghost of the old man only appears in the presence of his wife.

Wr Michael de Guzman

Dir Timothy Hutton

2 - 1 *THE WEDDING RING*

A wax museum dresser takes a ring from a statue. The ring transforms his overworked wife into a femme fatale.

Wr Stu Krieger

Dir Danny DeVito

2 - 2 *MISCALCULATION*

A high school student searching for a date accidentally spills chemicals on a magazine and conjures up a dog. He tries desperately to create a beautiful woman, but things go terribly wrong.

Wr Michael McDowell

Dir Tom Holland

2 - 3 *MAGIC SATURDAY*

A man temporarily exchanges bodies with his grandson so that he can relive his youth on the baseball field. While the man enjoys his new life, the boy discovers his grandfather's old body is dying.

Wr Richard Christian Matheson

Dir Robert Markowitz

2 - 4 *WELCOME TO MY NIGHTMARE*

A horror movie buff's obsession with the girl next door lands him in a terrifying scene from Psycho.

Wr Todd Holland

Dir Todd Holland

2 - 5 *YOU GOTTA BELIEVE ME*

Awakened by a dream of a plane crashing outside his home, a man tries to convince people of his premonition.

Wr Stu Krieger

Dir Kevin Reynolds

2 - 6 *THE GREIBBLE*

A housewife has a very real nightmare. She encounters a large creature that has a taste for inanimate objects.

Dir Joe Dante

2 - 7 *LIFE ON DEATH ROW*

An inmate is struck by lightning. He is given miraculous healing powers that spark a last-minute attempt to save him from the electric chair.

Wr Rockne S. O'Bannon

Dir Mick Garris

2 - 8 *GO TO THE HEAD OF THE CLASS*

A teacher's bizarre discipline causes two students to seek revenge with a spell culled from a rock song played backwards. Unfortunately something goes wrong when they cast the spell. When they attempt another spell to fix the problem they accidentally remove the head of their teacher.

Wr Tom McLoughlin, Bob Gale

Dir Robert Zemeckis

2 - 9 *THANKSGIVING*

Two farmers discover something when digging for a well.

Wr Pierre R. Debs, Robert C. Fox

Dir Todd Holland

2 - 10 *THE PUMPKIN COMPETITION*

An old woman who is tired of losing a pumpkin competition receives special advice from an agricultural professor.

Wr Peter Z. Orton

Dir Norman Reynolds

2 - 11 *WHAT IF?*

A boy wonders what would happen if his parents did not return from one of their many social events.

Wr Anne Spielberg

Dir Joan Darling

2 - 12 *THE ETERNAL MIND*

A dying scientist volunteers to be the first person to merge with a computer.

Wr Julie Moskowitz, Gary Stevens

Dir Michael Riva

2 - 13 *LANE CHANGE*

Traveling a deserted highway, a woman facing divorce sees her past through the windshield after she picks up a stranded woman.

Wr Ali Marie Matheson

Dir Ken Kwapis

2 - 14 *BLUE MAN DOWN*

Two police officers try to break up a supermarket robbery, but the younger officer is killed. A new female partner helps the other officer avenge his friend's death. He later discovers that his new partner is the ghost of an officer who died 12 years earlier.

Wr Jacob Epstein, Daniel Lindley

Dir Paul Michael Glaser

2 - 15 *THE 21-INCH OF SUN*

A television writer is given an opportunity to write a sitcom. The source of inspiration for the sitcom comes to the man from his plants.

Wr Bruce Kirschbaum

Dir Nick Castle

2 - 16 *FAMILY DOG*

In an animated episode, the antics of a family are seen through the point of view of the family dog.

Wr Brad Bird

Dir Brad Bird

2 - 17 *GERSHWIN'S TRUNK*

A Broadway lyricist seeks inspiration by contacting the spirit of Gershwin through a psychic.

Wr John Meyer, Paul Bartel

Dir Paul Bartel

2 - 18 *SUCH INTERESTING NEIGHBOURS*

The Lewis family believes that their new neighbors the Hellenbecks are from outer space. The couple and their only child are strange, and seem to have little or no knowledge of 20th century customs and behaviors. Soon strange things begin happening and a strange heat-seeking device tries to kill the Lewises. The Hellenbecks reveal they are from the future, and came back in time to have a naturally-born child (which is forbidden in their future). Together the two families manage to defeat a killer-android and the Hellenbecks depart rather than endanger their newfound friends.

Wr Tom McLoughlin

Dir Graham Baker

2 - 19 *WITHOUT DIANA*

A father meets his long lost daughter who appears to him exactly as she appeared forty years ago.

Dir Lesli Linka Glatter

2 - 20 *MOVING DAY*

A teen learns that his family is bound for a new home: a planet almost a hundred billion miles away.

Wr Frank Kerr

Dir Robert Stevens

2 - 21 *MISS STARDUST*

A beauty pageant promoter is forced to allow the cream of the alien crop into his self-proclaimed "Miss Galaxy" contest.

Wr Thomas Szollosi, Richard Christian Matheson

STINGRAY

Stingray, an atomic-powered sub equipped with 16 Sting missiles and possessing dolphinlike agility, was captained by Troy Tempest, a handsome, fearless 22-inch chip off the Mike Mercury/Steve Zodiac block. Alongside him were loyal hydrophones operator Lt. George 'Phones' Sheridan, and the enchanting, green-haired Marina, mute daughter of Aphony, emperor of the peaceful undersea kingdom of Pacifica. Pulling their strings at WASP headquarters, Marineville, was the organisation's founder, Commander Sam Shore, a crippled sub veteran who controlled operations from his hover-chair.

The series' bad guys were the tyrannical Titan, ruler of Titanica, and his aquaphibians, a monstrous underwater race who waged war in their mechanical Terror Fish which fired missiles from their gaping mouths. Other regular characters were Commander Shore's daughter Atlanta, Sub-Lieutenant Fisher and agent X20, a hapless Titan spy whose subversive efforts invariably ended in failure and a ticking off from his boss.

Gerry and Sylvia Anderson's third venture in the Supermarionation series, after SUPERCAR (1961) and Fireball XL5 (1962). Though outstripped later, this was their costliest yet, running up a £1 million bill for the 39 half hour adventures. It introduced the men and women of WASP - the World Aquanaut Security Patrol - dedicated to making the undersea world of the year 2065 a safer place.

A running subplot, highlighted by the closing credit sequence, was the unrequited eternal triangle - Atlanta doted on Troy who mooned over Marina.

Though produced for the traditional children's teatime slot, Stingray has enjoyed enduring success with a wider audience. Its visual invention, imaginative flair, characterisation and continuity of detail endeared it to the discerning Supermarionation fans. The first Gerry Anderson series to be shot in colour, it was originally screened here in black and white, but has been seen in colour since 1969.

The 3rd of the SuperMarionation puppet SF series for children and the first in colour, S was also one of the better. Handsome but irascible Troy Tempest pilots the atomic submersible Stingray for WASP (World Aquanaut Security Patrol) and is involved in a love triangle with Marina, lovely but mute daughter of an undersea emperor, and Atlanta, wistful daughter of WASP's crusty commander. Most weeks saw somewhat repetitive undersea menaces defeated, primarily those associated with the evil but incompetent Titans, an "aquaphibian" race. The miniature sets were good (special effects Derek Meddings).

Some episodes were later cobbled together as "films" which probably never saw theatrical release but were shown abroad as tv features. One was Invaders from the Deep (1981), made up from the episodes Hostages of the Deep, Emergency Marineville, The Big Gun and Deep Heat, all written by Fennell. The broadcast dates shown here are for the ATV, London Region, producer for the series was Gerry Anderson, associate producer was Reg Hill, the special effects director was Derek Meddings, the music was created by Barry Gray and the title song was sung by Gary Miller.

WR. Gerry & Sylvia Anderson, Alan Fennell and Dennis Spooner.

DIR. Alan Pattillo, John Kelly, Desmond Saunders, John Kelly and David Elliot.

EPISODES: 39 **YEAR MADE:** 1964 **COUNTRY:** GB **SEASONS:** 1

AN AP FILMS PRODUCTION IN ASSOCIATION WITH ATV FOR ITC WORLDWIDE DISTRIBUTION

CREATOR: GERRY AND SYLVIA ANDERSON

TYPE OF SHOW: UNDERWATER

FORMAT: SERIES

LENGTH (MINS): 30

STILL IN PRODUCTION: No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 39

DATE OF PREMIER: 04/10/1964

AIR DATE OF LAST EPISODE 27/06/1965

SEASON DATE BREAKDOWN:

FILMS: INVADERS FROM THE DEEP (1981)

Troy Tempest DON MASON, Phones/ Agent X-20 ROBERT EASTON, Commander Shore/ Titan/ Sub-Lt Fisher RAY BARRETT, Atlanta LOIS MAXWELL, Admiral Denver DAVID GRAHAM.

RELATED SHOWS:

SPACE: 1999

FIREBALL XL5

THUNDERBIRDS

CAPTAIN SCARLET AND THE MYSTERONS

JOE 90

U.F.O.

SPACE PRECINCT

SECRET SERVICE, THE

1 - 1 *THE PILOT*

Following the destruction of a WSP submarine, Troy and Phones are sent to investigate. They are soon captured by an enemy submarine in the form of a gigantic fish, which takes them to the underwater city Titanica. There, they meet Titan for the first time.

Wr Gerry Anderson, Sylvia Anderson

Dir Alan Pattillo

1 - 2 *EMERGENCY MARINEVILLE*

The Stingray crew track the launch site of missiles fired on Marineville to a volcanic island. However, on investigating they become captured by the aliens responsible.

Wr Alan Fennell

Dir John Kelly

1 - 3 *THE GHOST SHIP*

Using an old Spanish galleon, the villainous Idotee is attacking passing ships and plundering them for their cargoes. He soon captures Commander Shore and Phones and holds them prisoner on his ancient sailing vessel. When Troy gives chase in Stingray Shore orders him to destroy the galleon using Sting Missiles, can Troy find a way to save his comrades, or will he be forced.

Wr Alan Fennell

Dir Desmond Saunders

1 - 4 *SUBTERRANEAN SEA*

When the Stingray crew has their holiday abruptly cancelled, they set off to probe the ocean depths. Troy and his friends soon discover a deep undersea shaft, which leads them to a desert-like plateau; however, while they are investigating their surroundings a huge wall of water appears and transforms the desert into an underground sea. As the waters threaten to drown them, Troy and Phones desperately swim against the tide - but will they reach Stingray in time..?

Wr Alan Fennell

Dir Desmond Saunders

1 - 5 *LOCH NESS MONSTER*

Commander Shore's friend Admiral Denver claims to have seen the Loch Ness Monster. As a result, the Stingray crew travel to Scotland to see if the legendary beast exists.

Wr Dennis Spooner

Dir Alan Pattillo

1 - 6 *SET SAIL FOR ADVENTURE*

When Admiral Denver announces his opinion that the WASPs of today would not be able to handle his old-time sailing vessel, Commander Shore takes this as a challenge and assigns Phones and Lieutenant Fisher to the Admiral's crew. However, a storm hits the ship, knocking out the Admiral and causing him to lose his memory; having cast Phones and Fisher adrift in a dinghy, the Admiral goes bonkers and starts firing his canon at Stingray.

Wr Dennis Spooner

Dir David Elliott

1 - 7 *THE MAN FROM THE NAVY*

When a boastful Naval Captain arrives in Marineville to demonstrate a new missile, he and Troy immediately experience a clash of personalities. Meanwhile, Surface Agent X20 sabotages the test missile by loading it with real explosives. After Troy narrowly avoids being killed during the test, Commander Shore demands that the naval Captain be court-martialled -unless Troy can swallow his pride

and prove the man's innocence.

Wr Alan Fennell

Dir John Kelly

1 - 8 *AN ECHO OF DANGER*

While out on escort patrol, Phones hears a mysterious sounding through his headset. But when Stingray leaves the escort in order to investigate, the crew are unable to locate the source. Beginning to doubt his senses, Phones visits a psychiatrist - unaware that the doctor is none other than Surface Agent X20 in disguise; it seems that X20 is using a remote sounding device to make it appear that Phones is unfit for duty in the WASPs.

Wr Dennis Spooner

Dir Alan Pattillo

1 - 9 *RAPTURES OF THE DEEP*

While the Stingray crew go to the rescue of two crazy treasure hunters, Troy falls down a crevasse, runs out of air and goes into unconsciousness. When he comes to, he discovers he doesn't need breathing equipment to breathe and he is now the richest man in the world.

Wr Alan Fennell

Dir Desmond Saunders

1 - 10 *TITAN GOES POP*

When pop star Duke Dexter pays a visit to Marineville, he causes a commotion amongst his fans. Mistakenly believing him to be a visiting dignitary, Surface Agent X20 kidnaps the singer and takes him to Titan as a hostage. However, because of the way Dexter drives his fellow Terraneans crazy with the weird noises he emits, Titan believes him to be an ally.

Wr Alan Fennell

Dir Alan Pattillo

1 - 11 *IN SEARCH OF THE TAJMANON*

Professor Graham is searching for the lost temple of Tajmanon, which was submerged when a dam was built in Africa. When Troy and Phones are assigned to aid the professor in his quest, they soon encounter their old enemy, El Hamra.

Wr Dennis Spooner

Dir Desmond Saunders

1 - 12 *A CHRISTMAS TO REMEMBER*

When Troy meets the orphaned son of an ex-WASP aquanaut, he decides to give the boy a Christmas to remember. He arranges for the young lad to join the Stingray crew in a re-enactment of a battle with a mysterious enemy craft, which was left abandoned after the original conflict. However, Troy is unaware that a member of the crew is still aboard the vessel - and when Phones boards the ship to take command, he is captured and forced to lure Troy into a trap.

Wr Dennis Spooner

Dir Alan Pattillo

1 - 13 *TUNE OF DANGER*

Learning that a jazz group is to give a concert in the undersea city of Aphony, where Marina's father lives, Surface Agent X20 plants a bomb in the group's bass. Troy learns of the plot to kill his friends, but before he can act, he is trapped inside a burning building - can he escape and reach the bomb in time..?

Wr Alan Fennell

Dir John Kelly

1 - 14 *THE GHOST OF THE SEA*

Commander Shore keeps having nightmares when he was crippled in a sea battle with an underwater craft five years ago and rescued by a mysterious stranger.

Wr Alan Fennell

Dir David Elliott

1 - 15 *RESCUE FROM THE SKIES*

As part of his training to become an aquanaut, Lieutenant Fisher is given temporary command of Stingray and assigned target practice. However, he is unaware that Surface Agent X20 has attached a bomb to one of the targets and one to Stingray's hull. It is up to Troy to save the day by dropping onto Stingray from the air.

Wr Dennis Spooner

Dir Desmond Saunders

1 - 16 *THE LIGHTHOUSE DWELLERS*

Just as an aircraft begins its approach towards a new airfield, the light from a disused lighthouse comes on, confusing the pilot and causing him to crash. The ex-lighthouse keeper returns to investigate, only to be captured by members of an alien race who are using the building's power to provide energy for their city. Troy and Phones set off in Stingray to investigate.

Wr Alan Fennell

Dir David Elliott

1 - 17 *THE BIG GUN*

The Solistans want to take over the world by destroying the west coast of the USA with their attack sub, Big Gun 1. Stingray destroys the sub before it can do any damage. Hungry for revenge, the Solistans want to destroy Marineville so they launch Big Gun 2. Marineville survives & Stingray follows it back to its deep sea base. With Marina's help they destroy the Solistans.

Wr Alan Fennell

Dir David Elliott

1 - 18 *THE COOL CAVEMAN*

Struggling with the difficult decision on what to wear to Atlanta's fancy dress ball, Troy falls asleep. He dreams of encountering a race of underwater cavemen who have plundered the cargo of a vessel carrying radioactive material.

Wr Alan Fennell

Dir Alan Pattillo

1 - 19 *DEEP HEAT*

After a robot probe inexplicably disappears, the Stingray crew is ordered to investigate. Troy, Phones and Marine follow the trail to the base of a volcano, which is about to erupt. However, Troy and Phones are then captured by two survivors of a destroyed city, who tie them up and leave them behind while they head for Stingray so that they can escape the imminent destruction.

Wr Alan Fennell

Dir John Kelly

1 - 20 *STAR OF THE EAST*

Eastern despot El Hudat wants to become a member of the WASPs. Just as he is about to join up, there is a revolt in his country and he is ousted from power. Angered, he blames the WASPs. El Hudat has an interest in Marina, so the dictator kidnaps her and takes her aboard his yacht causing the Stingray crew to save her.

Wr Alan Fennell

Dir Desmond Saunders

1 - 21 *INVISIBLE ENEMY*

After a man found in a coma is brought into Marineville, the staff are soon found in a trance like state. Can this be connected with the man?

Wr Alan Fennell

Dir David Elliott

1 - 22 *TOM THUMB TEMPEST*

While awaiting orders for a mission, Troy falls asleep. When he awakes, the Stingray crew are sent on the mission. Soon, they find themselves in a fish tank in a dining hall. The crew have shrunk! Titan and some underwater races have stolen plans for Marineville. Troy manages to call Commander Shore who doesn't believe their story, so the Stingray crew must come up with a plan to destroy the Marineville plans.

Wr Alan Fennell

Dir Alan Pattillo

1 - 23 *EASTERN ECLIPSE*

The de-throned Ali Khali, brother of evil dictator El Hudat (who is in Marineville Jail) visits Marineville. Meanwhile, Surface Agent X20 helps El Hudat to escape from his imprisonment by swapping Ali Khali, who has an exact likeness, in his place. Commander Shore discovers the switch so the Stingray crew and Ali Khali give chase.

Wr Alan Fennell

Dir Desmond Saunders

1 - 24 *TREASURE DOWN BELOW*

While the Stingray crew are on shore leave in Casablanca, a merchant sells Phones a map leading to ancient treasure. However, when Troy refuses to search for it, Marina secretly alters Stingray's course.

Wr Dennis Spooner

Dir Alan Pattillo

1 - 25 *STAND BY FOR ACTION*

A film crew arrive at Marineville to make a movie on Stingray. Everyone will play themselves except Troy, who is to be replaced by an actor. What's worse is that the director is in fact Surface Agent X20 who has a plan to kill Troy.

Wr Dennis Spooner

Dir Alan Pattillo

1 - 26 *PINK ICE*

Reports come in from all over the world about pink ice. Whilst investigating, the Stingray crew become trapped in the rapidly freezing pink water.

Wr Alan Fennell

Dir Alan Fennell

1 - 27 *THE DISAPPEARING SHIPS*

When three disused freighters that are to be blown up by remote control mysteriously vanish, Troy and Phones set off in Stingray

Wr Alan Fennell

Dir David Elliott

1 - 28 *SECRET OF THE GIANT OYSTER*

After recovering a giant oyster, two explorers are captured by Troy in restricted waters. They persuade Commander Shore to let the Stingray crew help them collect it's pearl. However, the crew are unaware of their real intentions.

Wr Alan Fennell

Dir John Kelly

1 - 29 *THE INVADERS*

The Stingray crew fall into a trap at a weather station set by aliens.

Wr Dennis Spooner

Dir David Elliott

1 - 30 *A NUT FOR MARINEVILLE*

When a seemingly indestructible craft is sighted heading towards Marineville on a collision course, the eccentric Professor Burgoyne is called in to help develop a new super missile with which to destroy it. However, the professor and Commander Shore immediately clash - and when the professor and his lab subsequently explode, all hope for Marineville seems to have gone up in smoke as well..

Wr Gerry Anderson, Sylvia Anderson

Dir David Elliott

1 - 31 *TRAPPED IN THE DEPTHS*

When the insane Professor Cordo kidnaps Atlanta and takes her back to his undersea farm, Troy and Phones give chase in Stingray. Having left their ship to investigate, the two crewmen return to what they think is their ship, only to discover that this Stingray is in fact a mock-up created by Cordo. Meanwhile, Cordo's subjects have hijacked the real Stingray, and are preparing to attack Marineville.

Wr Alan Fennell

Dir John Kelly

1 - 32 *COUNT DOWN*

As part of his plan to destroy Marineville, Surface Agent X20 infiltrates the base by posing as a professor who can teach mute people to speak. Then, unknowingly, Troy and Phones place Marina in his hands.

Wr Dennis Spooner

Dir Alan Pattillo

1 - 33 *SEA OF OIL*

The Stingray crew are sent to investigate the mysterious destruction of oilrigs.

Wr Dennis Spooner

Dir John Kelly

1 - 34 *PLANT OF DOOM*

Following the escape of his slave Marina, Titan plots revenge by planning to kill the Stingray crew with a deadly plant that gives off toxic fumes. Meanwhile, Marina is feeling homesick.

Wr Alan Fennell

Dir David Elliott

1 - 35 *THE MASTER PLAN*

During a Terror Fish attack, Stingray is damaged. When Troy goes to make repairs, an Aquaphibian poisons him with some purple liquid. At Marineville, the doctors can't find a cure. Without treatment, Troy will die within four hours. Titan has the antidote but will only send it in exchange for Marina. Commander Shore refuses but Marina makes up her mind and returns to Titanica. Titan keeps his word and sends the antidote. Once recovered, Troy must come up with a plan to rescue Marina.

Wr Alan Fennell

Dir John Kelly

1 - 36 *THE GOLDEN SEA*

The Stingray crew are assigned to make monthly visits to Professor Darren and his team, who have developed a method for making gold from minerals taken from the sea bed. When Surface Agent X20 learns of this he informs his master, Titan, who sees an opportunity to destroy his enemies once and for all. Placing a sounding device on the hull of the professor's bathysphere, Titan despatches a giant killer swordfish to destroy both the 'sphere and Stingray.

1 - 37 *HOSTAGES OF THE DEEP*

Professor Darren has developed a way to make gold from minerals on the sea bed. Agent X20 spies on the first test run & reports to Titan. Titan wants to destroy the Prof.'s Bathyscape & Stingray in one go when Stingray calls to collect the gold & deliver supplies to the Professor. Troy manages to save the mining operation & outsmart Titan once again.!

Wr Dennis Spooner

Dir John Kelly

1 - 38 *MARINEVILLE TRAITOR*

An underwater alien takes an ex-WASP admiral and his wife captive.

Wr Alan Fennell

Dir Desmond Saunders

1 - 39 *AQUANAUT OF THE YEAR*

After receiving the 'Aquanaut of the Year' award, Troy finds himself part of a 'This is Your Life' programme where he reminisces on some of his greatest adventures.

Wr Gerry Anderson, Sylvia Anderson

Dir Alan Pattillo

STORM CLOUD LION MARU

AKA: **FUUN LION MARU**



Fuun Lion Maru (Storm Cloud Lion Maru) takes place in feudal Japan, the time of the samurai and ninja. Such programs were common in Japan at the same time as westerns were popular in the USA.

When the brother of Dan, Shishimaru (Ushio, Tetsuya) is murdered by the evil group Mantle, Dan, Shishimaru steels a rocket pack which gives him the power to "Rocketto Lion Maru" into Fuun (Storm Cloud) Lion Maru. (Although the same actor who played Shishimaru in Kaiketsu Lion Maru plays Dan, Shishimaru they are different characters.)

After cutting the monsters Fuun Lion Maru rests his sword on his arm, then raises the sword to make a slicing motion in the air. As he brings the sword back down to his shoulder the monster explodes. Once the monster is dead Fuun Lion Maru reverts back to Dan, Shishimaru.

Dan, Shishimaru is more of a loner than the other Shishimaru. Although he has friends he normally does not travel with them. His going on without them does place them in danger often, but of course he manages to show up just in time to help them.

For the first half of the series Fuun Lion Maru has a rival, Black Jaguar (episodes 2-8, 10, 11).

During the second half Tiger Jo, Jr. appears (episodes 11, 13-16, 21, 25) to help out Lion Maru.

Fuun Lion Maru battled the evil group Mantle.

Sequel to Lion Maru.

P-Productions also produced Magma Taishi [Ambassador Magma] (1966-1967), Kaiju Ouji [Monster Prince] (1967), Supekutoruman [Spectreman] (1971-1972), Kaiketsu Lion Maru [Swift Hero Lion Maru] (1972-1973), Tetsujin Taiga 7 [Ironman Tiger 7] (1973-1974) and Denjin Zabôgâ [Electroid Zabôgâ] (1974-1975).

WR.

DIR.

EPISODES: 25 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:** 1

P PRODUCTIONS

CREATOR: SHOJI USHIO

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 25

DATE OF PREMIER: 14/04/1973

AIR DATE OF LAST EPISODE 29/09/1973

SEASON DATE BREAKDOWN:

FILMS:

Dan, Shishimaru TETSUYA USHIO, Lion Maru KAZU KAMOSHIDA, Shinobu RYOKO MIYANO, Sankichi TSUNEHIRO ARAI, Mantle (voice) OBAYASHI KIYOSHI, Agdar OOCITAI TOORU, Black Jaquar MASAKI HAYASAKI, Tora, Jōnosuke YOSHITAKA FUKISHIMA, Tiger Jo, Jr SHINGO FUKUSHIMA.

RELATED SHOWS:

LIONMARU

STRANGE LUCK



Most television protagonists seem to have lives in which strange things constantly happen to but they think nothing of it. Chance Harper, the hero of *Strange Luck* does realise that all of the unusual things that happen to him are not normal for anyone but himself. Chance has had an interesting life, featuring lots of luck both good and bad, often involving being in the wrong place at the right time. Chance always is able to win the instant lottery, has found himself in the position to save numerous people and he has a car which looks like it should be in the junk yard due to the numerous accidents he has had in it.

It all seemed to start for Chance 30 years ago when he was the sole survivor of a plane crash which killed 160 people, including all of his family. He was a small child only about 3 years old at the time. Since no one was able to identify or claim him, he was placed up for adoption and adopted by the Harpers who named him Chance since he was lucky enough to have survived the crash.

Chance is a free lance photographer, a job that allows him to capitalise on the way he always seems to be in interesting places. Most of the work Chance does ends up published in the local paper where his old girl friend Audrey Weston is an editor. Despite their past relationship the pair are still friends. Audrey attempts to give Chance as many assignments as possible, however whenever he gets a regular assignment his luck kicks in and he gets side-tracked.

Chance's luck has had him cross paths with the police on numerous occasions. In the pilot episode he was arrested and sent to Dr. Ann Richter, a police psychologist. Dr. Richter hypnotises Chance which causes him to recall parts of his life which happened before the plane accident. This included the fact that he had an older brother who was not on the plane with him when it went down. Setting out to find his brother. Chance eventually tracks him down and learns that they were half brothers and that Chance always did have weird luck as a child. Their reunion however was short lived since his brother was in trouble and needed to leave town.

The creator of this show Karl Schaffer also created the SF show *EERIE INDIANA*. This was an interesting show in an indescribable way. Sweeny made a good Chance, but I must admit wondering why he did stuff that he knew would get him in trouble. I guess I don't really believe in luck. The co-executive producers for the series were Kerry Lenbert, John J. Sakmar and Michael Gassutt. Supervising-producer was John Peter Kousakis, music was created by Mark Mothersbaugh, the series was filmed on location in Vancouver, British Columbia in Canada, where so many other modern US SF shows are filmed these days. Writers for the series included Cathryn Mitchan, directors for the series included Greg Beeman.

Scott Plank's acting experience spans the extent of disciplines. His list of movie appearances are *Moonbase*, *American Strays*, *Marshall Law*, *Gathering Evidence*, *Saints & Sinners*, *Mr Baseball*, *Panama Sugar* and *Past Time*. In tv terms, he played the lead in three movies of the week, namely *Coed Call Girl*, *Terror in the Tower* and *Dying to Remember* in which he starred with Melissa Gilbert (wife of *Babylon 5*'s Bruce Boxleitner). Other than *Strange Luck*, he has been a guest star in the tv series *The Marshal*, had a guest lead in *Red Shoe Diaries* and appeared in *Sons & Daughters*. He has been in four tv pilots which never made it into series *Angel City*, *LA Takedown*, *Desert Rats* and *The Street* and worked in regional, Broadway and off-Broadway theatre.

Music Credits

Loreena McKennit

"Full Circle" on "The Mask & Mirror",

"Huron Beltane Fire Dance" on "Parallel Dreams" Brothers Grim.

"The Mystic's Dream" from "The Mask & Mirror" The Wild Liver/Brothers Grim.

"Prospero's Speech" from "The Mask & Mirror"

Jann Arden

"Looking for It" from "Living under June" Walk Away

Sinead O'Connor

"You make me the thief of your heart", from the soundtrack to "In the Name of the Father" (Bono, Gavin Friday, Maurice Seezer) Brothers Grim

Sarah McLachlan

"Possession" from "Fumbling Towards Ecstasy" Last Chance

Live

"Lightning Crashes" from Throwing Copper; Last Chance

Mary Black

"The Loving Time" from "The Holy Ground" Healing Hands

John Lee Hooker

"Chill Out (Things Gonna Change)" from "Chill Out" Walk Away

Adiemus

"Cantus Insolitus" from "Songs of Sanctuary" Brothers Grim

Emmy Award

Outstanding Individual Achievement in Sound Editing for a Series - Nominated - "Strange Luck" (1995) - Dawson, Andrew (supervising editor), Stacey Nakasone (dialogue editor), Rich Cusano (sound effects editor), Richard Webb (sound effects editor) - For episode "The Liver Wild". (1996)

WR. Cathryn Mitchan.

DIR. Greg Beeman.

EPISODES: 17 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 1

*MT2 SERVICES, INC. IN ASSOCIATION WITH NEW WORLD ENTERTAINMENT AND UNREALITY INC/
DISTRIBUTED BY NEW WORLD ENTERTAINMENT*

CREATOR: KARL SCHAFFER

TYPE OF SHOW: WEIRD

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 17

DATE OF PREMIER: 15/09/1995 **AIR DATE OF LAST EPISODE** 23/02/1996

SEASON DATE BREAKDOWN:

FILMS:

Chance Harper D.B. SWEENEY, Angie FRANCIS FISCHER, Audery Westin PAMELA GIDLEY, Dr.
Richter CYNTHIA MARTELLS, Eric Sanders SCOTT PLANK.

RELATED SHOWS:

EERIE INDIANA

1 - 1 *SOUL SURVIVOR*

As a child, Chance Harper walked away from a plane crash that killed his family and everyone else aboard. Now an adult, he's a cavalier freelance photographer who uses his mysterious relationship with Lady Luck to help others. Chance winds up charged with shooting two cops after he saves a suicidal woman.

1 - 2 *OVER EXPOSURE*

When Chance recovers the camera that was stolen along with his car, he finds a series of photos he didn't shoot, and his auto-theft case develops into one involving a kidnapping.

1 - 3 *LAST CHANCE*

An auto mechanic, racked with guilt over a murder he committed several years earlier enlists Chances's help to save the man convicted in the killing-who has a date with the electric chair.

1 - 4 *SHE WAS*

Chance helps a Hollywood movie star who's in town to film his latest blockbuster--and is apparently being stalked by a woman who claim to be his wife.

1 - 5 *BLIND MAN'S BLUFF*

A member of a racist militia mistakes Chance for a hit man and slips him \$10,000 as a down payment on a murder contract. But when the group realizes its error, Chance finds he's been added to the hit list.

1 - 6 *ANGIE'S TURN*

Some of Chance's luck rubs off on Angie, and she'll need it--after witnessing a shooting by a street gang of teenage girls, as the renegades target her for execution.

1 - 7 *HAT TRICK*

An up-and-coming hockey player about to sign with a professional team crosses paths with Chance, who helps the young star realize that sinister forces are using him.

1 - 8 *THE LIVER WILD*

While away on a restful camping trip, Chance and Angie watch in horror and can't resist getting involved after a man falls from the sky and dies in front of them.

1 - 9 *WALK AWAY*

Chance spends a day trying desperately not to get involved, but when he learns that the mysterious woman he keeps running into is a flight attendant, he fears for the lives of a plane-load of passengers.

1 - 10 *THE BOX*

Chance is given a mysterious box for safe-keeping by a man hurt in an accident. He also finds his old childhood home with a time capsule he and his brother buried long ago.

1 - 11 *BROTHERS GRIM*

Chance comes face to face with his missing brother, Eric, but there's little time for solving the mysteries of the family's past-and barely time for mourning the wife Eric is about to bury

1 - 12 *TRIAL PERIOD*

Chance develops a not-so-friendly rivalry with a thrill-seeking photographer Steve Medavoy, especially after Chance befriends a young boy whose family tragedy becomes Medavoy's photo opportunity.

1 - 13 *HEALING HANDS*

Chance is caught between a rock and a hard place when he takes under his wing a young faith healer who seems to be on the run; Chance also has a visit from his parents.

1 - 14 *WRONG NUMBER*

Chance can't turn his back on an ex-girlfriend who needs help leaving her abusive husband, but he may be in too deep when the husband turns up dead-just like the woman's first spouse did.

1 - 15 *IN SICKNESS AND IN WEALTH*

Wedding bells are breaking up that old gang of Chance's, but he and Westin decide the engagement needs to be broken up when they start learning things about their colleague's seemingly impetuous fiance.

1 - 16 *BLINDED BY THE SON*

Chance meets Angie's long lost son, a member in a rock and roll band and first seen in jail.

1 - 17 *LIGHTNING STRIKES*

Chance is struck by lightning, which sets off a chain reaction of events that reunites him with his brother, Eric, and his father, who until now was presumed dead. We discover more about the plane crash that killed Chance's mother and sister.

STRANGE WORLD



"..Exposure to biological weapons during the Gulf War has left scientist Paul Turner-who investigates criminal abuses of science for USAMRIID-seriously ill and at the mercy of a sinister, underground adversary that controls his cure..."

The X-Files" writer/executive producer Howard Gordon presents an exploration of a nefarious world where "big business" funds "big science," and the answers Paul Turner (Tim Guinee) finds lead to more questions than have ever been imagined. After exposure to chemical weapons during the Gulf War, ex-Government scientist Turner spent six isolated years fighting for his life until an enigmatic Asian woman (Vivian Wu) saved him with a miraculous cure... that lasted only temporarily.

Ever since, the illness has regularly returned to ravage Turner's body until the woman mysteriously reappears to provide another dose. After a six year absence, Turner returns to the Army as a Special Investigator in charge of tracking down the Frankenstein's of the world. Turner's belief that the government is too slow and inefficient to protect us from the unchecked advances of science proves to be all too true in this show that features such ripped-from-the-headlines fare as cloning and genetic engineering.

This short-lived ABC television series appeared briefly in the 1999 Fall Television year as a mid-season replacement. We blinked and it was gone, which was regrettable as this young government conspiracy upstart series was starting to get interesting.

Attempting to pigeonhole Strange World, its title changed from Strange Days following objections relating to the Ralph Fiennes movie of the same name, Gordon states, "it's a sort of an X-FILES meets The Hot Zone meets the Fugitive." Defining the difference between Strange World and his previous work, Howard Gordon claims, "X-FILES is all about aliens and vampires," pointing out, "this really is just about us, the monster man is creating himself."

The show shoots in Vancouver, where THE X-FILES used to shoot, and show creator Howard Gordon was one of the original writer-producers on THE X-FILES. Although there are some similarities between the shows, they extend only as far as they do on other genre shows -- STAR TREK and BABYLON 5, for example, are similar shows that are at the same time vastly different. Whereas the focus on X-Files is aliens and other paranormal phenomena, Strange World's arena is hard science and the consequences of pushing science to its most extreme possibilities. It's more about the monsters that mankind is creating than the ones coming from outer space or dwelling in your city sewers.

Although Mr. Moriarty was originally cast as a regular member of the Strange World ensemble, the actor and the producers had some creative differences regarding the tone and style of the show and Mr. Moriarty opted to leave the show after the pilot.

Paul Turner, the protagonist of the show, is himself a Johns Hopkins trained scientist. As far as Strange World is concerned, science is neither good nor evil -- but there are people out there who would use science for their own benefit without thinking of right and wrong. People who, to paraphrase Jurassic Park's Ian Malcolm, are so focused on whether they can do something, they never stop to ask if they should.

The Strange World writers actually know their science pretty well. The writing staff features graduates from Harvard, Yale and Princeton. The show also employs Dr. Ezekiel Emmanuel, the head of the National Institute of Health's bioethics committee, as a consultant. So, although Strange World is a TV show meant first and foremost as entertainment -- this is definitely not high school science class -- the producers do pay close attention to scientific detail.

Produced by Manny Coto (co-executive), Harvey Frand (supervising), Howard Gordon (executive), Todd Ellis Kessler (co-producer), Tim Minear, Thania St. John (consulting), Hans Tobeason (consulting). Original

music by Michael Hoenig, Cinematography by Jon Joffin & Peter Wunstorf, Film Editing by Lori Jane Coleman, Drake Silliman, Michael Stern. Casting Heike Brandstatter & Coreen Mays, Production Design by Lance King, Set Decoration - Dominique Fauquet-Lemaitre, Assistant Director- Alexia S. Droz, second assistant director -Morgan Lewington, second assistant director: second unit -Vladimir Steffoff.

Sound Department - David Husby, Other crew Erica Bard - post-production co-ordinator ,Dan Bolan - assistant to writers , John Chambers- story editor ,Brent Fletcher - production assistant , Neil Levin- script co-ordinator , Marty McNally - camera operator: "a" camera , Kenneth Meisenbacher- assistant location manager ,Jose Molina - assistant to executive producer , Kim Olsen- key grip , Jessica Scott - staff writer , Meredith Smith -assistant to producers, assistant to co-executive producer -Nancy Snow, post-production co-ordinator - Alan A. Spence. Electrician - Jesse Stern, production assistant - Shayne A. Wilson, Canadian script co-ordinator assistant to Howard Gordon - Mike Wollaeger. The series was shown on ABC.

Produced by Teakwood Lane Productions and 20th Century Fox Television. Released in the United States on March 8, 1999. Filmed in Vancouver, British Columbia, Canada. The episodes "Food," "Man Plus," "The Devil Still Holds My Hand," "Rage," "Aerobe," "Eliza," and "Down Came The Rain" never aired. A parental advisory aired by ABC for this episode.

Character Details:-

Dr. Paul Turner (Tim Guinee) who was exposed to a biotoxin during the Gulf War. At present, his survival is based on a serum provided by a mysterious woman (Vivian Wu) who always knows just when Turner needs another fix. Turner never knows when his body will start to react to the disease, so he awaits packages at the door and telephone calls in the dead of night to get the serum which will put the disease temporarily in remission.

Dr. Sydney McMillan (Kristin Lehman) is an M.D. that works at the VA Medical Center. Sydney nursed Turner back to health when he came back from the Gulf War and eventually they became romantically involved. Sydney is a strong character that appears to care deeply for Turner.

Major Lynne Reese (Saundra Quarterman) is not only Turner's commanding officer but friend. Even though we don't learn a lot about Reese, she appears to be a very strong female character.

Mysterious Asian Woman (Vivian Wu) first appeared to Turner after his initial exposure to the toxin. She saved him then and she continues to provide him with the needed serum to keep the disease in remission. She has a hidden agenda. However, I have no clue what it is just yet. She needs Turner to help her accomplish certain goals and I believe she will only keep him alive as long as he is useful to her.

The Pilot deals with one man's fight to keep himself alive; that man is Paul Turner. In the midst of dealing with his sickness, Turner is summoned to investigate the disappearance of a small child (Jeremy Ballard). The parents are grief-stricken when they have to identify the body of a small boy which appears to be their child. Through a bizarre turn of events, we learn that the government has been conducting cloning experiments for years. Genetic material is being altered and fertilized eggs are being used to create children. We also learn that this young boy is not the Ballard's child because their son is actually a clone who is being kept hidden by Nathan Burke. Who's Nathan Burke? Well, in the past he was Turner's partner at the Army's Medical Research Institute. Burke was also exposed to the biotoxin in the Gulf War at the same time that Turner was exposed. Like Turner, Burke is near death. However, there is no mysterious woman bearing the gift of a life-saving serum in Burke's future. We also learn that Nathan Burke, Jeremy Ballard and the dead young boy are all the same person. They were created by the men behind the project.

Are you still with me? Apparently, the Ballards went to the clinic for invitro fertilization , but the clinic was using the women (without their prior knowledge) as human incubators for implanting embryos that were genetically identical to Nathan Burke to harvest fetal marrow for transplantation. The transplant was a treatment for aplastic anemia. Labor was always induced at 16 weeks. We are even shown the graphic, disturbing scene of charred remains of embryos that were brought to term, but later destroyed. Burke was actually reproducing himself in the attempt to live forever (or at least that's how I understood it).

The group involved with the cloning project started procedures to "erase everything" so they start executing people, one of which is the clone's father. Turner, Jeremy Ballard, and his mother all have their lives spared courtesy of the mysterious Asian woman. At the precise moment that the executioner continues to carry out his instructions, she grabs his arm and knocks it out of the line of fire. The mother has her son (clone) returned to her and they board a train to Montreal, Canada for a new life sans the father. A mother's love transcends all because she doesn't care that her child is a clone, she loves him unconditionally. As stated, "science is changing a lot faster than we expected, faster than anyone realizes". Subsequently Turner is appointed Special Investigator to work with law forces at U.S.A.M.R.I.I.D. on cases involving criminal abuses of science. Is that

a mouthful or what?

The final scene of Strange World is wonderfully shot. With only existing light from a streetlamp, we get a tight shot of Turner on the floor of a telephone booth prepping himself for an injection. Sydney is standing over him, watching and waiting.

Strange World's producers have lined up a cast of strong female characters. It is a woman that nursed him back to health. It is a woman that supplies him with the toxin to keep him alive. It is also a woman that not only is his boss, but his friend and ultimately aids in his appointment as Special Investigator.

I liked the Pilot. I liked it a lot. I was confused, but it left me with a strong desire to see the next episode. I like the characters and hope that they will be dissected a little more in future episodes. I think I'm starting to develop a fondness for this show. Strange World is mysterious, dark, exotic and full of energy. It makes you think and it makes you question the world that we live in today.

Okay, here we go! If you don't like nitpicks, leave now. You've been warned :) - - However, what kind of an episode review would this be without nitpicking. The best shows make mistakes. It's natural, we're all human. Here are a few mistakes that I noticed. If I missed any, send me an e-mail and I'll give you credit.

Nei's Nitpicks and Observations:

- Loved the Asian woman knocking the executioner's arm out of range of fire. Did you notice the newspaper that the gun was wrapped in was "The Asian Wall St. Journal".
- The FBI really needs to send some of their agents back to Quantico because after a thorough search of the premises, they obviously did not thoroughly search the room with the pictures on the wall. If they had checked, they would have found the hidden room.
- Speaking of the mystery door, where did that kid come from? Where exactly was he hiding that a whole team of FBI agents couldn't locate him in that small house?
- Note to self: If you're meeting someone to discuss top secret government plans, don't sit at a table next to a huge picture window underneath an illuminating lamp that allows all passerbys to see the exact details of your face.
- Turner must have Superman vision, because he can see through metal. Look at the scene at the end where Turner is looking at the phone booth. It would be impossible at that angle to see anything lying on the ledge underneath the telephone. From that angle, the view is blocked. However, Paul clearly sees the needle and cylinder and runs over to the phone booth.

WR. Howard Gordon, Tim Kring

DIR. Mike Jackson

EPISODES: 13 **YEAR MADE:** 1999 **COUNTRY:** US **SEASONS:** 1

TWEAK WOODLANE PRODUCTION/20TH CENTURY FOX

CREATOR: HOWARD GORDON & TIM KRING

TYPE OF SHOW: CONSPIRACY **FORMAT:** SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 08/03/1999 **AIR DATE OF LAST EPISODE** 16/03/1999

SEASON DATE BREAKDOWN:

FILMS:

Dr. Paul Turner TIM GUINEE, Major Lynne Reese SAUNDRA QUARTERMAN, Japanese Woman VIVIAN WU, Dr. Sydney MacMillan KRISTIN LEHMAN, Colonel Gerald Kanin GLENN MORSHOWER, Dark-Haired Man ARNOLD VOSLOO, Terrance Shepard PETER WINGFIELD.

RELATED SHOWS:

X FILES, THE

1 - 1 "PILOT"

Turner is summoned to investigate the disappearance of a small child. The parents are grief-stricken when they have to identify the body of a small boy which appears to be their child. Through a bizarre turn of

events, it turns out that the government has been conducting cloning experiments for years. Genetic material is being altered and fertilized eggs are being used to create children. The final scene of the pilot is wonderfully shot. With only existing light from a streetlamp, we get a tight shot of Turner on the floor of a telephone booth prepping himself for an injection. Sydney is standing over him, watching and waiting.

Wr Howard Gordon, Tim Kring

Dir Mick Jackson

1 - 2 *MAN PLUS*

Reese (Turner's boss) assigns Turner his first case when a prominent pianist's death is linked to a mysterious implant in his brain.

Wr Howard Gordon, Thania St. John

Dir Peter Markle

1 - 3 *LULLABY*

Turner discovers that the Japanese Woman's superiors are using a pregnant girl (Monet Mazur), in Sydney's care, as a pawn in a bizarre case of surrogacy.

Wr Tim Minear

Dir Joseph Scanlan

1 - 4 *THE DEVIL STILL HOLDS MY HAND*

Turner's investigation of a possible viral outbreak leads him to a reunion with a former mentor whose antagonism of the Army matches Turner's own.

Wr John Chambers

1 - 5 *RAGE*

A series of unmotivated road rage incidents convinces Turner that some external force is causing the seemingly irrational violence.

Wr Manny Coto

Dir James Whitmore Jr.

1 - 6 *SPIRIT FALLS*

Turner uncovers a secret hidden behind the mass suicide of a reclusive community -- and tests the loyalty of the Japanese Woman at the same time.

Wr Todd Ellis Kessler, Tim Minear

1 - 7 *AEROBE*

When a Gulf War vet asks Turner's help in clearing his name, Turner flexes USAMRIID's muscle to stop an insidious cover-up at a nuclear plant.

Wr Hans Tobeason, Manny Coto

Dir Dan Lerner

1 - 8 *SKIN*

When Sydney is blamed for the death of a patient, she takes it upon herself to discover the real cause of his death and winds up stumbling onto a secret experiment instead.

Wr Jessica Scott, Mike Wollaeger

Dir Brett Dowler

1 - 9 *AZREAL'S BREED*

Turner assists the Baltimore PD in tracking down a couple (Robert Knepper, Missy Crider) who get their thrills from brain tissue stolen from corpses.

Wr Manny Coto

Dir Vern Gillum

1 - 10 *FOOD*

Turner's vacation turns into work when a man's death is linked to his genetically engineered crop.

1 - 11 *ELIZA*

A series of apparent I-War attacks hit Washington, D.C., prompting Turner to join a Department of Defense team in tracking down the source of the attacks.

1 - 12 *DOWN CAME THE RAIN*

An ancient Native American ritual, a rare blood disease and an undiscovered species all come into play

when Turner investigates a series of deaths in a Seattle high rise.

1 - 13 *AGE OF REASON*

The mysterious Japanese Woman calls on Paul one more time to investigate the abduction, six years ago, of a "wunderkind" named Adam Wasserman.

STRANGE WORLD OF PLANET X,THE

Those viewers who opted to make the trip were transported to The Strange World of Planet X over the space of seven autumn weeks in 1956. The story, penned by actress, novelist and scriptwriter Rene Ray, followed the experiences of two scientists, David Graham and Gavin Laird, whose discovery of the 'devastating' Formula MFX - Magnetic Field X (where X equals the unknown!) - gave them the freedom of Time - the Fourth Dimension.

Two others who came under the influence of Formula MFX were Laird's wife Fenella (played by Trevor Howard's actress wife Helen Cherry), and another woman, Pollie Boulter (played by comedienne Maudie Edwards). As the episodes unfolded, the characters were transported to the strange, eerie world of Planet X - depicted as an abstract, moon-like landscape.

. . . we must go on, they cry, and hurtle to destruction, and they don't care who they take with them.' Its producer, Arthur Lane, called it 'adult science fiction' and paralleled it with Gun Law, 'the adult Western'. The Observer TV critic Maurice Richardson voted it ITV's 'worst serial of the year', and called it 'a poor man's Quatermass'. The serial was directed by Quentin Lawrence who, just a couple of months later, unleashed THE TROLLENBERG TERROR on ITV. (The quote at the beginning is from the TV Times billing for episode four. The previous week's asked: 'Was it just a dream? Or have you been to The Strange World of Planet X?') The producer for the series was Arthur Lane.

WR. Rene Ray

DIR. Quentin Lawrence (2,4, 5-7), Arthur Lane (1,3).

EPISODES: 7 **YEAR MADE:** 1956 **COUNTRY:** GB **SEASONS:** 1

AN ATV NETWORKS PRODUCTION

CREATOR: RENE RAY (writer)

TYPE OF SHOW: DIMENSIONS

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 7.

DATE OF PREMIER: 15/09/1956

AIR DATE OF LAST EPISODE 27/10/1956

SEASON DATE BREAKDOWN:

FILMS:

Fenella Laird HELEN CHERRY, David Graham WILLIAM LUCAS, Gavin Laird DAVID GARTH, Prof. Kollheim PAUL HARDTMUTH, Pollie Boulter MAUDIE EDWARDS.

RELATED SHOWS:

TROLLENBERG TERROR,THE

1 - 1 *FORMULA,THE*

1 - 2 *THE TERRIBLE CABINET*

1 - 3 *THE UNHOLY THRESHOLD*

1 - 4 *THE DIMENSION DISCOVERED*

STRANGER FROM SPACE

First shown in 1951, with viewers encouraged to write in with their suggestions for what should happen next, the tale of young Ian Spencer and his adventures with a Martian boy, Bilaphodorus whose 'Space Boat' crashes on Earth, gained enough response to justify a second serial the following autumn. That one also featured Valentine Dyal (the Black Guardian in DOCTOR WHO) as a Martian, Gorgol.

Britain's very first science fiction cliff-hanger serial was a fortnightly offering broadcast as part of Whirligig - the children's corner of the box back in the innocent early 1950s. Stranger From Space was a departure for the BBC whose previous ventures into science fiction had been one-off plays - Karel Capek's R.U.R. (1937) and H.G. Wells' The Time Machine (1949). In its modest way it opened the door for a succession of interplanetary adventures for the corporation's various Children's Television slots. (See THE LOST PLANET, RETURN TO THE LOST PLANET, SPACE SCHOOL.) The series was written by Hazel Adair and Ronald Marriott, and the series was introduced by Humphrey Lestocq.

WR. Hazel Adair, Ronald Marriott.

DIR.

EPISODES: 17 **YEAR MADE:** 1951 **COUNTRY:** GB **SEASONS:** 2

A BBC PRODUCTION

CREATOR: MICHAEL WESTMORE

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 10 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 10, (2) 6

DATE OF PREMIER: 20/10/1951 **AIR DATE OF LAST EPISODE** 20/12/1952

SEASON DATE BREAKDOWN:

FILMS:

Ian Spencer BRAIN SMITH, Bilaphodorus MICHAEL NEWELL, John Armitage JOHN GABRIEL, Mrs. Spencer BETTY WOOLFE (1), Professor Watkins RICHARD PEARSON (1), Pamela Vernon ISABEL GEORGE (1), Delpho BRUCE BEEBY (1), Gorgol VALENTINE DYALL (2), Petrio PETER HAWKINS (2).

RELATED SHOWS:

LOST PLANET, THE

RETURN TO THE LOST PLANET

SPACE SCHOOL

- 1 - 1 *CRASH LANDING*
- 1 - 2 *ON THE RUN*
- 1 - 3 *COME TO THE FAIR*
- 1 - 4 *THE TRAP*
- 1 - 5 *THE HOUSE ON REIGATE DOWNS*
- 1 - 6 *THE INTRUDERS*
- 1 - 7 *LOST ENERGY*
- 1 - 8 *THE NEW POWER*
- 1 - 9 *JOURNEY THROUGH SPACE (1-2)*
- 1 - 10 *THE PRISONER*
- 2 - 1 *MESSAGE FROM MARS*
- 2 - 2 *RETURN JOURNEY*
- 2 - 3 *THE CAGE*
- 2 - 4 *TROUBLE IN THE AIR*
- 2 - 5 *TOTAL ECLIPSE*
- 2 - 6 *THE BATTLE OF POWER*

STRANGER, THE (1965)

In the first series, the stranger, Adam Suisse, arrives in Australia to seek help for the people of his planet, Soshuniss, who want to migrate to Earth. He is befriended by Bernie and Jean Walsh, whose father is the headmaster of the local school, and their pal Peter. Intrigued by the stranger's lengthy expeditions to the Blue Mountains, the trio follow him, learning his real identity and meeting a co-emissary, Varossa, as well as taking a trip of their own to Soshuniss.

As the sequel opens, the people of Soshuniss are no nearer a solution, and are unhappy about the way the world - and particularly the Press - have reacted to the visit of their emissaries. As a result they hold Peter hostage on Soshuniss. Happily, a peaceful solution is eventually found - thanks in large part to the Australian Prime Minister.

Science fiction tale from Australia about three teenagers who become involved in an alien's mission to Earth to find a new home for his people. The story was told in two six-part serials, screened by the BBC in 1965 and 1966.

WR. G.K. Saunders

DIR.

EPISODES: 12 **YEAR MADE:** 1965 **COUNTRY:** AUS **SEASONS:** 1

AN AUSTRALIAN BROADCASTING CORPORATION PRODUCTION

CREATOR: G.K. SAUNDERS

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12.

DATE OF PREMIER: 25/02/1965 **AIR DATE OF LAST EPISODE** 15/02/1966

SEASON DATE BREAKDOWN:

FILMS:

Mr. Walsh JOHN FRASER, Mrs Walsh JESSICA NOAD, Bernard Walsh BILL LEVIS, Jean Walsh JANICE DINNEN, Peter Cannon MICHAEL THOMAS, Adam Suisse (The Stranger) RON HADDRICH, Varossa REGINALD LIVERMORE, Prof. Mayer OWEN WEINGOTT.

STRANGER,THE (1991)

The Stranger is a mysterious Preceptor from the Dimensional Web, on a special mission to Earth.

WR.

DIR.

EPISODES: 7 **YEAR MADE:** 1991 **COUNTRY:** GB **SEASONS:** 1

BBV

CREATOR: BILL BAGGS

TYPE OF SHOW: DIMENSIONS

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

COLIN BAKER,NICOLA BRYANT (1-3),DAVID TROUGHTON (4-6),JOHN WADMORE (4-6),SOPHIE ALDRED (2),LOUISE JAMESON (4),CAROLINE JOHN (5),GEOFFREY BEEVERS (6).

- 1 - 1 *SUMMONED BY SHADOWS*
- 1 - 2 *MORE THAN A MESSIAH*
- 1 - 3 *IN MEMORY ALONE*
- 1 - 4 *THE TERROR GAME*
- 1 - 5 *BREACH OF THE PEACE*
- 1 - 6 *EYE OF THE BEHOLDER (1-2)*

STRANGERERS, THE



Three aliens in humanoid form arrive on Earth to undertake a secret mission - but only one of them, the Supervisor, is familiar with the human way of life. The others, cadets Flynn and Niven, have trouble with even rudimentary things - walking, for one - and speak a bizarre mangled English causing them to take an age saying even simple things. (Or as they would put it, 'spend an unnecessary amount of minutage in verbally disseminating a series of ideas to one or more receptees'.) They also use archaic phrases because they studied English from ancient TV transmissions picked up on their planet. Hence their surnames, acquired from old Hollywood movies. Disastrously, soon after their arrival on Earth, the Supervisor is killed by a truck, leaving the two cadets to fend for themselves, and to carry out a mission the nature of which, because of their lowly status, they are not privileged to know.

On their tail are two bickering alien-chasers, Harry and Rina, government agents (a la Mulder and Scully in *The X-Files*). Rina is the proficient, by-the-book one, Harry an intellectual dreamer. They soon trace the cadets but the hapless pair always slip through their fingers. Add to the mix the Seedy Man and his cohort Rats, two low-lives who are pursuing the vast riches brought to Earth by the aliens for bargaining purposes, and you have the basis for the storylines. (In a neat bit of casting, Seedy Man was played by Paul Darrow, Avon in the cult 1970s sci-fi series *Blake's 7*.)

Larger-than-life Scotsman Jack Docherty is a tall man. So tall, that when he laughs, his whole body sways like an oak tree caught in a storm. Jack tends to laugh rather a lot. But then, he has plenty to laugh about at the moment. After his Channel 5 chat show stumbled to an end last summer, his career seemed to have reached some kind of crossroads. Even Jack himself admitted that he didn't have a clue what he was going to do next. Now, all of a sudden, it's all happening for him. Right now, he's got so many projects going on that he could justifiably claim to be one of the busiest men in showbiz. Most notably, there's *The Strangerers*, an original new production from Sky One, in which Jack and *The Fast Shows* Mark Williams star as incompetent aliens on a visit to Earth. The 10-part comedy series is written by Rob Grant, co-creator of the fabulously successful *Red Dwarf*, who describes his new offering as "a genre-crossing, science-fiction road comedy".

The alien adventure begins when three beings in human guise, including cadets Niven (Jack Docherty) and Flynn (Mark Williams) arrive on Earth to complete a swift and simple mission. The pair, whose knowledge of Earth culture is almost exclusively derived from early TV broadcasts - hence their attire and choice of names - try to pass themselves off as convincing humans, but all does not go according to plan. With their utter ignorance of the most basic of human actions, including eating, sleeping and talking - not to mention being pursued by government agents, the police, the Russian Mafia, a pair of murderous pimps and an insane serial killer - the aliens find life on Earth to be a rather more hazardous experience than originally anticipated.

"In many ways", Jack explains, "*The Strangerers* is an entirely new kind of televisual experience. It's a kind of hybrid it's not really a sitcom, it's not really a comedy series, it's not really a straightforward sci-fi show. It's hard to pin down in a lot of ways that's one of the things that attracted me to it. When it comes to the question of what I do next, all I know is that I always want to do something I've never done before. And I've never done anything quite like this." Apart from anything else, it's the first time he's played an alien. Other than when he was five years old and tied a dustbin lid to his head in an attempt to pass himself off as a visitor from Mars.

"Doing *The Strangerers* has been great from an acting point of view," he says. "Playing an alien means you can get away with so much. If people say that I'm not acting very well, I can turn around and say, 'No, that's the way the character's meant to be. He's not supposed to be human. He's meant to be acting like a plank of wood.' It means that I can mess up all over the place and claim that's the way the alien character is meant to be. It's the same thing with the dialogue in the series. The aliens use a lot of made-up words. So, if I fumble a line, I can always claim that I'm speaking as an alien would." Given that it's Sky One's new flagship comedy series, expectations surrounding *The Strangerers* are high. But, as Jack confidently says, people are unlikely to be disappointed.

"One of the great things about this series is that it looks wonderful. No expense has been spared in making it look right. For any sci-fi type of project, that's a really important consideration these days. Back in the days of Blake's Seven and Dr Who, audiences were willing to overlook the cardboard corridors and the shoddy special effects. But viewers are more demanding these days. With The Strangerers, a lot of thought has gone into making it look right and making it look distinctive. "People might say that sci-fi comedy is a well-trodden path, but The Strangerers is different. A lot of that is down to Rob Grant's writing. Rob has got a very peculiar take on the world - his imagination can be quite strange and dark, and he's brought those elements to this series. It's really out there. Some of the time you're not entirely sure what's going on, and you're never really sure what's going to happen next. Personally, I really like it that way. My entire career seems to have been built on the idea that I don't know what's going to happen next."

Originally, Jack was set on a career as a lawyer. "I think I'd have made a very poor lawyer," he laughs. "And a very unhappy one. I'd have been stuck with Mrs McFadgen getting divorced and arguing with Mr McFadgen over who owns the egg poacher, it wouldn't exactly have been Ally McBeal, put it that way." Jack drifted into the world of show business almost by accident. In the early Eighties, he was persuaded by his old chum, Moray Hunter, to take part in a surreal revue at the Edinburgh Fringe. This led to them both writing for Lenny Henry, Vic Reeves, Spitting Image and Smith & Jones, before performing regularly together on TV's Friday Night Live and launching their own sketch show, Absolutely, on Channel Four.

Then, in 1997, coinciding with the launch of Channel 5, Jack was offered the chance to host his own five-nights-a-week chat show for the brand new channel. At first he had strong reservations, but decided that it might be a fun experience. If it was going to fail, he said from the start, then he'd prefer it to be a glorious failure. After two years and more than 1000 interviews, he finally decided enough was enough last June. "Looking back on it all," he says, "I wouldn't regard the chat show as a failure. I'd accept that it didn't work five nights a week, largely because we didn't have the resources to make it work. The budget was so small, we were making around 20 shows for the same cost as one TFI Friday. In that way, it might have failed. But I don't consider myself a failure in the seat. I had some great moments on that show. Interviewing heroes like David Bowie was a wonderful experience. Then again, there were terrible moments too. Like interviewing Max Clifford. During that interview, I practically lost the will to live and wanted to jump off the edge of the building. But, overall, it was a fun thing to do. I always knew that it wasn't something I wanted to do for the rest of my career. There was never a chance of me becoming the next Des O'Connor. There are loads of other things I want to do."

Apart from The Strangerers, Jack is frantically busy on many other fronts right now. A second series of his BBC sitcom, The Creatives, is up and coming. He's working on three new script ideas (two movies and a sitcom). Then there's his production company, Absolutely, which is responsible for shows like Armstrong & Miller and Stressed Eric. All of which keeps him busier than a bumble bee in a treacle pot. Even so, he still finds time to fit in the occasional round of golf and a game of park football now and again - as well as bringing up four kids with his fiancée, Chrisoula. "I don't think seeing their dad on the telly means an awful lot to my kids," he says. "Though they think it's pretty cool that I get to do things like hang out with The Spice Girls. Still, the kids came in pretty handy when it came to researching my role in The Strangerers. It was while watching my two-year-old twins learn to walk that I got the idea of how my alien character should move. I'd better keep quiet about that, though, or the blighters will ask to be put on a salary." He laughs and shakes like a very tall, storm-tossed tree for the last time, before heading off to busy himself with one strand or another of his multi-faceted career. Jack of all trades indeed.

For his brand new comedy series The Strangerers, Rob Grant has created a whole new alien language for his characters. As with 'smegging' from the Red Dwarf series, words like 'spoot' and 'manakanama' look set to become catchphrases in sitting rooms across the country. Get your tongues twisting around some of these phenomenal phrases:

Cadet Flynn - most likely to say

"It is imperative we reach our destination prononomically"

"What are you, a bimplemooose?"

"Well, as they say on Duplefurt, 'you can't get a munningling punda till you've opsulated a transfambulizo."

"6reat flunzenbuns! That's it!"

Cadet Niven-most likely to say...

"The Superviso~s going to be mad as a molten mulambulo"

"What the blazing furrocaks was that?" "Back in a ninitulook"

"Oh I see. Not three glanseks ago it was a good plan"

"I'm not a complete manakanama, you know"

By his own admission, Strangerers writer Rob Grant possesses a somewhat warped sense of humour, "I

suppose I am naturally drawn to dark things and weird things," he says. "That's what I find really funny. For me, there's a strong connection between horror and comedy. It goes back to watching Hitchcock movies as a kid. Everybody else would be scared stiff, while I'd be laughing my head off. The Strangerers is no different - it definitely comes out of a warped imagination." For Grant, The Strangerers is the latest exciting chapter in a hugely successful writing career which

includes Spitting Image and Red Dwarf. Not only was Grant single handedly responsible for the writing of Tire Strangerers but the series has also been produced by Grant's own independent Taken For Granted Productions in association with Jack Docherty's Absolutely company. As Grant admits, the mighty success of Red Dwarf is a hard act to follow. "It's not that I've set out to top Red Dwarf," he says. "That would be ridiculous. Obviously people are going to make comparisons, but the only connection between the two shows is that they both inhabit the world of sci-fi."

Cadet Niven (Jack Docherty)

The uninformed idiot Desperate to impress, he blur his knowledge and often messes up, with disastrous consequences.

Cadet Flynn (Mark Williams) The reformed idiot. Always the imense, worried one, who more often than not holds the mission together.

The Supervisor (Milton Jones)

His head gets chopped off at the start. so the cadets have to cart it around until eventually it comes back to life.

Mystarious Man /Mike Hayley)

We don't know who he is, where he's from or who his boss is, but he's ready to destroy everything and everybody who gets in his way.

Rina (Sarah Alexander) The organised leader who's as tough as old boots', but not the most intellectual of policewomen.

Harry (Mark Hesp)

Rina's assinant Ha's got a bit of a thing for Rina and there': possibly some romance history there.

Saedy Man (Paul Darrow)

The dodgiest receptionist you're ever likely to meet. His hotel is the perfect cover for the alien when they need a place to stay.

Rats (David Walliams) Seedy man's fawning assistant. A pathetic but hilarious low-reaction character. Terrible things always happen to him.

Great fuzziating meladerms!!! There's something very strange happening down at Sky One.

Well, there will be from 15 February. A Mr Mark Freeland, formerly known as the man who fed The Big Breakfast to millions of people every morning, has coerced, erm, commissioned Rob Grant, one of the creatures responsible for bringing RED DWARF into Earth's orbit, into creating and producing a new type of comedy programme. "What's strange about that?" one might ask. The title, for a start. The show is called The Strangerers, and more it's like no other science fiction nonsense currently on screen in this or probably any other galaxy. Utterly delighted to be the man responsible for unleashing such madness on an unsuspecting viewing public Freeland claims "The Strangerer is our flagship comedy product of 2000, and marks a new era of quality entertainment from Sky Broadcasting. Rob Grant's script just smacked of someone who is genius at doing jokes. The production features a wealth of talent from every area of film making and we think it will appeal to a wide cross-section of viewers - science fiction lovers, comedy fans, sit-com followers, the lot."

Strong words indeed. However, if a few years ago someone had suggested that the satellite broadcasting company would be launching their latest production in the very showcase of the UK's television and film industry - BAFTAs swish haven in Central London - they would have been mocked to the end of Alpha Centarui.

Even stranger than fiction is the motley collection of cast and crew assembled to achieve this genre-crossing phenomenon. Combining the best ingredients that alternative British comedy can provide, including several of the funniest performances including Mark Williams (The Fast Show) ,and Jack Docherty (The Jack Docherty Show), with razer sharp dialogue and some of the stupidest slapstick, sorry, physical humour ever to grace a small screen, The Strangerers will either have you falling off the sofa in hysterical laughter, or hiding behind a cushion in horror and disbelief. The shocked gasp when David Walliams, the appropriately named Rats, is smacked in the fate with a baseball bat is guaranteed to sort the men from the big girls blouses. Love it or hate it, this show is definitely not what you'd call mediocre.

In common with so many other alien seeking-information scenarios like *V*, *First Wave*, and the glorious *3rd Rock from the Sun*, the basic plot of *The Strangerers* is that a group of aliens come to Earth disguised in human form with the idea of infiltrating then taking over the planet.

"The idea came to me whilst I was having a pee!" admits Rob Grant. "I get all my best ideas when I'm in the toilet. There's nothing else to do whilst you're waiting to finish, especially in a public area, so I quite often find that ideas just pop into my head." Carrying on as though it was the most natural thing in the world Grant sighs, "Having had a great time working on *RED DWARF*, which was a science fiction piece without any aliens, the idea came to write a piece that actually had aliens as the main focus."

What distinguishes Grant's creation is that the aliens in this case have gleaned all their knowledge from partial transmissions of half-baked Fifties television and radio shows, and have almost no comprehension of what it means to live in the world as we know it today. Consequently their path to world domination is hampered from the start, a situation made even worse when their Supervisor (Milton Jones) has a little accident just moments after landing and his subordinates are left to carry him around till he gets his brain in gear. Ill equipped but with an endearing sort of innocence that carries them through the most precarious of situations, Cadets Flynn (Mark Williams) and Niven (Jack Docherty) decide to continue with the mission, bring the Master Plan to fruition and gain a spot of promotion into the bargain. Despite having worked with the surreal Mr Grant previously, incongruously shy Mark Williams had no qualms about signing on for another term. "Rob sent my agent a copy of the script back in November 1998 and we both thought it was brilliant. I wanted to get involved right from the beginning." Williams didn't even flinch when he realised the term "from the beginning" meant his character and Docherty's would have to go as far as learning to walk like a human all over again - a task achieved following some expert tuition by Docherty's eighteen month old toddler. "There's that balance thing," the comic elucidates, "the one foot in front of the other then it's, ready steady go! It requires intense concentration."

Following the cadets' progress from *Millennium Bug* to *Man* has its own intensity. Watching two grown men trying to do what the majority of us take for granted is funny but quite uncomfortable to behold. Learning a language other than English required a fair amount of effort on the actors' part too, but Williams already had that skill off to a tee. "Studying reams of Anglo-Saxon nonsense at Oxford University must have been an advantage," he quips. Rob Grant didn't study Anglo-Saxon at Oxford University. Rumour has it he was dispatched from his Liverpudlian alma mater because he didn't drink enough, but his love of language has prevailed. "I like turning a phrase," he admits. "Having alien beings whose previous exposure to the English language was piecemeal at best gave me the perfect excuse to make up a whole new set of words."

He says this with a twinkle that suggests he'd have made up another form of verbal communication whether there was a script involved or not. However he insists, "The aliens have their own set of rules from which they've extrapolated what they think is English." Uh Huh! How any being could imagine the phrase "who's bifurating the flangelistic travidorm" resembles the Queen's English as she is spoke beats the "hansomming furzibators" out of me. Until the proposed *Strangerers/English* dictionary appears, viewers will just have to follow the actors' expressions and body language to gain any insight into what on Earth they are on about, although Jack Docherty is thrilled that he is one of the first people ever to announce, "That leaves me completely down the schwazzlesploop without a glangabazzera!" *Gesundheit!* Intrigued with the whole 'discovery' scenario Docherty offers, "Niven and Flynn are two children confronted with the world. Their understanding of it is so minimal that they think they know what they're doing, when in fact they have no idea."

One of the first tasks to have our interplanetary visitors screaming "fargle" is how to solve the enigma of sleep. They know they have to do it to appear "normal" to other humans and to recharge their "unfamiliar vessels" batteries but actually doing it requires consummate patience. Typical of most couples, Cadet Flynn drops off straight away whilst the hapless Niven spends a great deal of time and perseverance before achieving his goal. As Docherty says, "The cadets are an original comic duo that obey all those classic double-act rules. They both don't really know what they are doing, but one thinks he knows a bit more."

The Strangerers boasts more than one dynamic duo. Certainly the most pleasing on the eye are Rina (in the delectable shape of Sarah Alexander) and Harry played by Mark (where are my clothes?) Heap. Together they are charged with finding and possibly eliminating our extra-terrestrial guests. "Rina is the leader and likes to get organised" says the bombshell's alter-ego, "whereas Harry is probably the intellectual of the two - not that Rina would ever admit that much. Harry is a complete idiot and is always getting himself into scrapes but although she likes to think she is in the lead, Rina has a soft spot for Harry and would never really want him to come to any harm." Mark Heap's supposition is, "Perhaps Rina gets Harry going a bit, romantically. Off and on, I think he considers it." Not surprising considering her bottom features quite often - "but always within the style of the show," amends the actress.

Least easy on the eye and with an "Eeww!!!" quotient of +10 are cronies Seedy and Rats, played with aplomb by screen veteran Paul Darrow and the aforementioned David Williams. Ineffectually posturing that "here I

am, the Richard Gere of England, and they want me to play someone called Seedy", Darrow eventually concedes that, "Seedy is a really, awful, awful character. The more awful he became, the more wonderful I found him. He's a guy who thinks he's the embodiment of John Travolta in Saturday Night Fever but isn't. He sports a wig, he's filthy dirty and smells, yet thinks all women are crazy about him. He always has an eye on the main chance, constantly trying to rip people off. I love him." "Everyone was incredibly supportive, which made it all worthwhile," adds Williams. "Mark Williams was very good at getting performances out of other people. He kept on saying, 'Play it for real, play it as truth.' It was just what I needed to hear. I've never worked on such a collaborative production. At the wrap party we all slept with each other." Like no other science fiction comedy currently on screen on this or any other galaxy? I rest my case!

When a group of aliens come down to investigate life on Earth, probably the last person they expect to see is a member of Blake's 7. But that is exactly who these strange aliens - The Strangerers - have the misfortune to meet. Paul Darrow plays a hotel owner in this new Science Fiction comedy - a role about as far removed from Avon in Blake's 7 as it is possible to be.

It was the actor's Science Fiction heritage that originally got him the part. The series is written and produced by Rob Grant - half of the duo who brought us Red Dwarf - who originally met Paul Darrow at a Science Fiction convention in America. When, some three years later, he offered him a job, Paul was surprised to read in the scripts that his character was called 'Seedy'. "I said to Rob, 'come on I can't possibly play this part, I'm too good- looking! I'm too suave and sophisticated!' He said, Absolutely, but I think it would be fun and I'd like you to do it." Seedy is the sort of character any self-respecting woman would cross the dance floor to avoid. He thinks he's the bee's knees in his loud shirt, medal- lion, fake tan and rather obvious wig. "I said right from the beginning, how are we going to play him?" says Paul. "He can't be in a string vest, we've seen all that before. So I said maybe he thinks he's somebody he isn't. We can stroll off in all sorts of directions, maybe he thinks he's Elvis Presley - I actually played Elvis 10 years ago. But Rob said, 'You've done that'. So I said, 'How about John Travolta in Saturday Night Fever?' He said, 'Yeah, let's go with that'. So he has all the medallions, he has the open-necked shirt and thinks he's God's gift to women."

Seedy also thinks he's on to a nice little earner when the two aliens, played by Mark Williams and Jack Docherty, turn up at his establishment wanting to hire a room. They're a bit weird to say the least. They tip their hats to ladies, they walk as if they don't quite know how their legs work, they talk in the most convoluted form of English known to the western world and they hand out money like sweets. But little does Seedy know they come from an alien planet, are armed with ray guns and are carrying around the severed head and body of their dead mission supervisor. With so much weirdness going on, the scenes between them must have been unusual to film. "Tricky, Paul agrees. "There was one scene I was particularly interested in seeing because it was the very first scene of the series to be shot, which was Mark coming into the hotel. I said to him about two or three days later, 'I would really like to do that again, I think it was awful.' He said 'I wouldn't mind either', because we were so nervous on the first day. But looking at it, it worked rather well. You have to trust the people you work for. If you don't trust them and you don't want to rely on them, then don't do it. And I like Mark and admire Mark. He's a friend, so it was relatively easy from that point of view. I played Seedy for real, I didn't think he was funny at all. And that's the trick, actually, you play it for real, then it's up to the producer, the director, the writer, the editor to decide if it's funny or not. It was tricky in the initial stages but you soon get used to it."

The comedy in The Strangerers often hinges on its peculiar dialogue, but each episode also has at least one comic set piece. In the third episode, Seedy decides to steal the aliens' briefcase by hitting Mark Williams' character, Flynn, over the head with a baseball bat. But he doesn't realize Flynn's image is just a hologram and when he swings his bat, it swipes clean through Flynn's head and whacks his co-conspirator in the face. "It took a very long time to shoot," Paul recalls. "What happened was Richard, the CGI guy, had Mark sitting in the chair and various shots were locked off against a blue screen. Then I swung the bat while Mark was there and stopped it right by his ear, then took it to the other side of his head and carried the swing on. Then Mark was removed and I was allowed to do full swings. With the magic of digital television they put it together to look as if I had gone right through his head. So again it came down to trust because Mark had to trust me to stop that baseball bat!"

By his own admission, Seedy is quite unlike any character Paul Darrow has ever played on television and he obviously enjoyed himself. His performance was also a success with the producer because he kept being asked back for more. "Originally I was only in for one episode, maybe two. When I arrived for filming, Rob said, 'You've got the scripts for episodes three and four haven't you?' And I said, 'No'. He said, 'Oh, I'll give them to you - and by the way you're in six, seven and eight!' I said, 'Oh, fine', and on we went. That was encouraging because he liked what I was doing."

There's a double treat for Blake's 7 fans in The Strangerers because Blake himself, Gareth Thomas, also makes an appearance. But sadly the two don't meet on screen and weren't even on the set at the same time. "I was on location and one of the crew said to me, 'We had your mate in the other day, we got Gareth in to play a

cameo role'. It was a pity I couldn't have done something with him."

Blake's 7 may be 20 years old now, but it seems Paul Darrow can never quite leave it behind. There were the recent radio dramas which re-united many of the cast and now he's heavily involved in trying to raise the money to make a brand new television movie. "There are a number of interested parties, Sky being one of them," he reveals. "Assuming all goes to plan, we hope to be shooting it in the Autumn of 2000. That's the way things look at the moment, but many a slip... We have one or two people interested in paying for it, but we also are looking at performers. We already have the writers, the script's almost there, it's just a question of a few tidies. We're all going to get together in January, and by the end of January we will have a workable script and we will be able to work out the budget." If the movie comes off then Paul will be reprising his role as Avon. But even if it doesn't, it seems the actor will always be remembered for Blake's 7. "I'd be dishonest if I said I didn't like it," he admits. "Twenty years later people thank you for it -you can't buy that, can you?"

WR.

DIR.

EPISODES: 9 **YEAR MADE:** 2000 **COUNTRY:** GB **SEASONS:** 1

TAKEN FOR GRANTED PRODUCTIONS / ABSOLUTELY PRODUCTIONS

CREATOR: ROB GRANT

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 9

DATE OF PREMIER: 15/02/2000 **AIR DATE OF LAST EPISODE** 11/04/1999

SEASON DATE BREAKDOWN:

FILMS:

Cadet Niven JACK DOCHERTY, Cadet Flynn MARK WILLIAMS, The Supervisor MILTON JONES, Mysterious Man MIKE HAYLEY, Rina SARAH ALEXANDER, Harry MARK HEAP, Seedy Man PAUL DARROW, Rats DAVID WALLIAMS.

RELATED SHOWS:

RED DWARF

1 - 1

Three aliens in human guise arrive on Earth on a secret mission.

1 - 2 *VEGETABLES*

The novel aliens experience the human condition of "fatigue".

1 - 3

The hotel manager makes an attempt to snatch the alien's briefcase.

1 - 4

A swat team crashes into the aliens' lives.

1 - 5

Cadet Niven, severely bursted and glowing greenly, is in dire need of a transfusion.

1 - 6

The cadet's find shelter.

1 - 7 *THE STREETS OF LAREDO*

A rescue mission is heading for the alien cadets.

1 - 8

The alien cadets contemplate promotion.

1 - 9 *THE GETAWAYING*

The aliens head for the rendezvous with the rescue saucer.

STREET HAWK



Jessie Mach had been a top motorcycle cop who was suspended from duty for performing daredevil stunts that could get him killed or seriously injured. While on suspension, his partner and best friend is killed and the villains leave him for dead. Jessie returns to the police force at a desk job, something he doesn't really like. However as part of a clandestine operation, which his superiors know nothing about. Norman Tuttle, the inventor of a new state of the art motorcycle offers to surgically repair his shattered leg if Jessie will agree to help test Street Hawk- the new motorcycle.

Street Hawk is not your normal motorcycle. It is able to attain speeds of up to 300 MPH, can leap through the air and has a computer aided particle beam laser cannon capable of blowing things up. Street Hawk had been designed to combat crime that standard equipment would not be able to, however throughout the series' brief run the bad guys continued to be of the variety that could have been caught without the aid of such a device. Throughout all of his adventures Jessie's superior Captain Altobelli has no idea that Jessie was leading a dual life.

Street Hawk had hoped to cash in on star Rex Smith's fame as a pop singer but failed to do so. It was cancelled after half a season.

The role of the Street Hawk motorcycle was played by a number of different Honda dirt bikes (information on the exact models is inconsistent) with modifications; cheaper models with smaller engines were used for stunts. The original design was by Andrew Probert, who also designed the Airwolf helicopter and the Enterprise starship for Star Trek: The Next Generation.

The musical theme was composed by Tangerine Dream.

This series was originally planned for the fall of 1984, Mondays @ 8:00/7:00 CST. However, ABC changed their minds when a summer series (Call To Glory) did well. So it was pushed to mid-season.

Street Hawk was a short lived television series that aired back in 1985 on ABC. It lasted only one season and there was only 13 episodes ever made. The show was about a cop name Jessie Mach who was picked to test a top secret government project called Street Hawk. His partner Norman Tuttle, the designer of the motorcycle, was in charge of the project. Jessie would cruise the streets of L.A. on the bike while Norman sat back at command center guiding Jessie. Together they would fight crime on the Streets of Los Angeles.

Street Hawk made its debut on January 4, 1985 on ABC at 9 PM EST and lasted until May 16, 1985. It's such a shame that this show didn't last longer than it did. Some say the show just came a little too late. All of the other "Super Vehicle" shows such a Airwolf and Knight Rider already had their fans and there just wasn't room left for Street Hawk. The show did however establish a cult following of fans. Who can name one show from the 80's that only lasted 1/2 of a season that has the following that Street Hawk has today? Street Hawk was in my mind far better than both Knight Rider and Airwolf, but the show just didn't get a chance.

Street Hawk had many guest appearance by actors that were not very known at the time but are now very famous. In the pilot episode the main "bad guy" was played by Christopher Lloyd who is famous for the Back to the Future movies. Also in the pilot episode was Robert Beltran who is known from his role on Star Trek: Voyager. In the episode "A Second Self", Jessie's best friend Kevin Stalker is played by George Clooney, who is now a well know actor from E.R. and several movies such as "A Perfect Storm" and "O Brother Where Art Thou". One more famous actor who starred in Street Hawk was Dennis Frantz of NYPD Blue. He played an FBI agent in the episode The Assassin.

Not much is known about the filming and making of Street Hawk. If you have any inside info about the filming or the creation of the show, I would love to hear it.

I have also obtained a copy of an article that ran in Superstars Magazine about Street Hawk. [Click here to read it.](#) Thanks go out to Dan for getting me a copy of the article.

Below is an exclusive interview with Andrew Probert, designer of Street Hawk. Andrew came up with the design used in the pilot episode of Street Hawk. Many thanks go out to Daniel (HernesSon) for doing this great interview!!

Who approached you about working on the show?

Unfortunately, I don't remember HOW I got the job. I was coming off of Air Wolf and either heard about this new project & went to them (they were on the same lot, Universal) or they came to me,.....sorry.

How long did it take to design the pilot episode bike?

I don't remember how long it took, but I would guesstimate maybe a week or two.

How much input into it were you allowed to have?

Total input,.....for the first concept. Then, the producers saw some custom bike with ridiculous gold brakes and HAD TO have them on Street Hawk. That design also included a 'chain drive' which didn't work at all for me, on a 300mph system, but it was what they wanted so that's what they got.

Can you tell us a little about what it is like to see your images transferred from drawing board to screen?

It is rare that any of my 'images' go to the screen the way they were originally designed. Producers usually will 'bend' a design, while draftsmen, carpenters, and model makers will, at best, 'influence' or, at worse, change something they don't like (or simply aren't able to understand). Still, my true enjoyment is finding out what the fans think, good or bad, about something that I designed or participated in. I get a kick out of hearing about how close to, or far from, the mark I came; finding out if I met THEIR expectations or not.

Were you happy with the way Street Hawk turned out?

Not really, (beyond the amazing job that the builders did) because my original concepts were designed to accommodate their requirement that Street Hawk be able to go from a dirt bike system to a racing system. In order to have that, I proposed that the bike morph from one to the other. I designed a 'super shaft-drive unit' (that would have covered the difference between the chain-drive dirt bike skeleton and shaft-drive street bike skeleton) along with enclosed racing wheels, to further establish the bike's capabilities. When they insisted on the wild wheels ("because they look cool"), I think it diminished the believability of Street Hawk. Also, the seat was intended to "raise-up" in order to hold the rider in whilst the bike went into Hyperthrust, as per the seatback section line

This exclusive interview with Burton Armus was conducted by Dan Rendell (HernesSon) and took place via email between 14th – 16th February 2005. Credit to Clark M. Van Hoten for making this interview possible and to Mr Armus for patiently answering every question with good humor.

Burton Armus is not new to the industry. A veteran scriptwriter and Producer, he was employed by Universal as a 'troubleshooter' to go in and help ailing shows.

He did this in the early days as a sideline, between working as a NY Police detective. He soon found that more money could be made from writing and producing and finally handed in his badge to work freelance for Universal Studios.

Armus worked on the first season of Airwolf before coming over to do Street Hawk's first season. When the series was not renewed he went to trouble shoot the ailing Knight Rider.

Was Street Hawk tough to produce and did it run to schedule?

Street Hawk was as difficult as are all action/stunt shows and in this case a little more so since the bike was too fragile for the requirements of the stunts and numerous takes and would require a great many repairs and emergency patchwork. Gately was the stunt bike rider and could do almost anything on the bike but keep the pieces attached every time he jumped it. Johnny Moio was the Stunt Coordinator and did a good job putting him through hoops.

A lot of writers came over from Airwolf and Knight Rider to work on Street Hawk. Those shows had already proved to be winning formulas. Why do you think then that Street Hawk only managed to last a half a season?

All of the writers on the show except Harris and myself were freelance and wrote many of the shows on the Universal lot. I also came from Producing the first season of Airwolf and when I left Street Hawk went on to 2 seasons of Knight Rider. The writers were not the cause of the cancellation but rather the fact that the shows lacked a star. Rex Smith was never that as were Jan Michael Vincent or David Hasselhoff.

There was also above the line difficulties with the inexperience of Bellous and Wolterstorff (Ex. Producers) and also too many cooks and nobody wanting to wash the dishes.

If I gave you some names, could you tell me briefly what first comes to mind? Virgil Vogel. Karen Harris. Robert Wolterstorff & Paul Belous...

Virgil Vogel was a wonderful, talented, old timer who knew it all and could also do it all. I think he was 72 or 3 when he did the show and he had the enthusiasm and energy of a twenty year old. He delivered a great product.

Paul Belous & Robt. Wolterstorff were doing their first series. Street Hawk was a character based on a premise by Bruce Lansbury some years before for Universal and now brought to life by the studio with a pilot script by Bel. & Wol. Bruce received shared "Created By" credit and was titled Supervising Producer and although very experienced was not used to any extent by Bel & Wol for reasons of their own.

Karen Harris - I have successfully blanked her from my memory.

Can you tell us a little about the locations used on the show. It was of course L.A Where for example, was Street Hawk Command Centre located, and the Police Headquarters?

Streethawk Command Center and also Police H.Q were located on stage at Universal. The command center was an extravagant and functional set and one of the best I have ever seen. The catwalks, screens, twists and turns gave us many many interesting angles and set ups and gave the scenes with Joe Regalbutto additional life

You produced the series for the most part but also wrote what turned out to be the very last episode. Was the intention to write more?

The start of the season was spent re-writing scripts that had already been purchased. This done, I then wrote one and had another in the typewriter when we were cancelled.

How did Rex Smith & Joe Regalbutto come to be cast for the roles. Were there any other contenders, and do you remember Rex's Screen Test?

Joe Regalbutto was brilliant in this part and is one of the finest character actors in the business, We were lucky to have him since he brought a new life and energy to any scene he was in and was always a total pro.

Rex Smith had come from "Pirates" and somebody, somewhere chose him. I assumed he was the only semi star available at the rate they were paying. He was a little full of himself but over all not a bad kid. His training was music and stage and he just wasn't a series hero. I think he tried to do the best he could. Rex did in fact bring a naivety and youthfulness to the part. What he didn't have was danger. No actor ever made it to any level of stardom if he couldn't make you believe he could be dangerous. Go down your list. There might be an exception or two but Rex Smith was never one of them.

Best person to work with?

There was a hard working Line Producer by the name of Steve Craig who helped keep it all running. The crew was excellent and worked hard.

The reason for the shows flop, in your opinion?

The show never caught on. I had no legs. I always felt the bike was a little too tinny and lacked the bulk and

strength of major vehicle as compared to KITT or AIRWOLF, or even BLUE THUNDER. The hero had basically the same flaw. In spite of it, it could have been a lot more and also a hit. What it needed it didn't. Life went on.

What kind of network interference did the production have to face?

Network interference should be the title of a series of 10 novels with addendum's and photographs. Of course there was interference. The networks are staffed with young inexperienced MBA grads who read research reports and then think they know the best way to do a show. They can neither write, act, direct, or involve themselves in the business artistically so they remain jealous of those professionals that earn much more money and are not MBA's. They feel they must tell them the right way to do things. Standard or language and dress codes were never a major problem but the artistic input of the useless executives had to be manipulated and eluded to the best of one's ability or fall into the trap of doing a show that was an obvious piece of shit. The studios came up with a+ format of promising them jobs when they left the network and giving them a one year Development Deal at the studio. Very few of them ever had the ability to get anything on the air or the talent to staff any of the jobs on any production. I assume they went back to selling used cars.

What kind of budget did the show have?

I think the budget was about \$850,000 an episode, but that was a studio budget which included studio overhead and not really the amount spent on the show. There is no such thing in Hollywood as a real cash budget and nothing ever shows a profit for disbursement. Amazing but true. Everyone is overpaid up front since there is never a back end to any deal.

How did Tangerine Dream (music) get to be signed up?

If I remember correctly there was some sort of musicians strike at the time and Belous went to Germany for the music score. Therefore TD. As to a soundtrack album, we were not on the air long enough for any music to become popular or known by an audience, as was Peter Gunn or Dragnet type stuff.

Did the 'hyperthrust' sequences in post-production pose any trouble?

Hyperthrust was never a problem. The film raced, and reaction shots to speed sold it.

I've been talking with Andrew Probert who produced the designs that gave the series its hero-bike. I noted there was some difference of opinion originally regarding the look of the bike. The design even changed in the series to accommodate extra guns and missile pods. Any more information on the change?

The bike was always in transition and always in repair. We had a bunch of them designed to do different things but it was never the brute it should have been. They started with a light weight dirt bike for the sake of stunts and kept decorating it with more shit, but it was never a "hero bike" but just a skinny kid with a lot of guns.

So, what in your opinion would have made a better bike?

I always pictured a 1500cc Harley with a full cowling, solid roll bars, and additional armament and weapons.

Was all of the riding done by stunt bikers, or did Rex do any of his own?

Rex could ride the bike and rode before the series, but any (I repeat ANY) stunt riding, even minor stunts, were done by Gately, our stunt rider.

Can you tell us who directed the Title Sequence?

To my recollection the title sequences were shots taken from the first few shows and an experienced editor cut it together along with a lot of input from all.

Jayne Modean was replaced after the pilot by another actress. Was there a problem?

Jayne Modean was a beautiful, fresh looking, talented, young actress who the network thought she was too young looking for the part and she was replaced with a very competent actress who I felt was too old for the part.

Generally, did you experience any problems with any of the Guest Stars?

Guest stars are usually young actors who are happy to be well paid and on network television. They rarely if ever make demands or make trouble.

What happened to the sets ; Command Centre consoles, Maxi Warehouse Billboard, etc?

The set was broken down and sent to the "docks" where pieces of it may have been used as parts of other sets, scavenged, or just plain rotted away.

You mention you had an episode in the typewriter before the show was cancelled?

I think the script I had at the cancellation was a fight show where Rex ends up on the ring and gets the shit beat out of him. Joe Reg.. throws in the towel!

Were there any ideas for the second series?

The studio and network wanted a crime fighter (Batman/Spiderman/Green Hornet) type format for the show and who knows given that mid-season pickup if it would have worked. It made sense since given the parameters of the cast and show structure to keep it light and just the serious side of amusing.

Would you have stayed with the show if it had run for another season?

If the show was re-newed I would not have stayed with the show for another season. I was mainly a troubleshooter for Universal at the time and they would have moved me on to another troubled show as they did. I was assigned to produce Knight Rider which was shut down at that time. I enjoy challenges and hard work but I am a lousy babysitter.

Bruce Lansbury later joined me at Knight Rider for that second season. He was also a lousy babysitter.

Steve Cragg went on to Produce other shows.

Belous and Wolt were never heard from again.

How long, excluding delays, would the average episode take to complete filming?

The show was 7 day First Unit shoot with some 2nd Unit shots added.

Was it a happy crew?

We had a good crew with a good sense of humor and and good work ethics. Happy was not a necessary ingredient. I enjoyed them and liked them a lot better than I did some of the above the line assholes and executives.

Were there any stunts that went wrong?

Not that I recall. The stunt guys were very good at what they did. The unpredictability of the bikes made things quite dangerous though.

There was a scene in one of the episodes ('Vegas Run') where the bike leapt up and did a 360 degree spin in the air in order to survey the surrounding landscape. Are you able to tell us how this was achieved? It looked like some kind of pneumatic rig.

The 360 shot was done with a crane and the front tire and camera rig attached. It worked okay if not used too often.

In an early script that I've seen, the show/bike is called Falconer. An odd title, perhaps with a meaning? How did it come to get changed to Street Hawk?

I don't remember anything about Falconer and cannot attach any meaning to it.

Did basing the show purely in L.A limit the scope for the series at all?

The show was set in L.A. as are most L.A. based shows since no exterior surrounding shots have to be redesigned or re-dressed as they would if we named another city. Stories are stories and if they are well written, performed well, and shot properly they can be filmed in a phone booth or close to it.

When production was drawing to a close what was the feeling amongst cast and crew?

Life went on. Everyone went on to other things.

Can you tell us a little more about the line difficulties you had with the shows executive producers?

The problems with Belous and Wolterstorff were not necessarily with me alone but with many of the older and more knowledgeable members of the crew and staff. B & W were rookies, no experience, limited to no knowledge in the action adventure format and any production but had firm opinions and dictates in all those fields.

Belous, Executive Producer, was on the location which was a construction site in Westwood right on the exclusive Wilshire Blvd, residential strip. The site was rigged for an explosion ['The Adjustor']

Due to production delays they never got to do the explosion and it was cut. Instead of removing the charges and wrapping the company, Belous decided that it was faster (40 minutes) to just blow it up! Under his orders they did so without the usual safety measures and proceeded to blow out the windows on a newly construct Wilshire Blvd. Synagogue, patio windows in the adjoining hi-rise, and spewing shrapnel around the area.

Much yelling. Much money. Much trouble for the whole company.

George Clooney guest starred as Jesse's buddy in the first episode. He of course went on to become an international film/tv star later. You said that you thought Rex Smith wasn't quite "dangerous" enough. Do you think Clooney could have made a good Street Hawk?

George Clooney was a day player and did a good job. He might have been a more capable Street Hawk, or not. Probably yes, but it would not have changed the surrounding facts that left the show as an incomplete product. It had the elements, and co stars, but its failure was at the top.

It's been said that most of the hard-line NY cops on US tv during the early Seventies were caricatures of your own life as a NY cop. In your script "Follow the Yellow Gold Road" there is a character from the Bronx is there any relation to him and yourself?

Any parody or likeness to my past would be in any scripts for the "Kojak" series, (which I did for 4 years) possibly "Streets of S.F.", and maybe "Paris" and some of the more realistic cop shows of that era. Street Hawk was never connected to any factual part of my life and was more of a Western on wheels..

Any memories of working with the late Nicholas Corea?

Nick Corea was a talented friend who jammed at least two lifetimes into one. I had fun with Nick the few times we worked together.

Any last comments, thoughts, regrets ?

I am sorry that the show was not successful. Could it have been? Of course. There is always a chance that time slot, casting, or some other element would have taken it over the top. Didn't happen. That's the nature of the T.V business.. It keeps moving and you go with it or get off.

WR. Robert Walterstorff, Paul M. Belous, Nicholas Corea, Bruce Cervi, Deboarh Dean Davis, L. Ford Neale, John Huff, Shel Willien, Karen Harris, Joseph Gunn, Burton Armus.

DIR. Virgil W. Vogel, Daniel Haller, Joel Zwick, Kim Manners, Harvey Laidman, Richard Compton.

EPISODES: 13 **YEAR MADE:** 1984 **COUNTRY:** US **SEASONS:** 1

A ALIMEKILM & TEMPLAR PRODUCTION/ UNIVERSAL TV, AN MCA COMPANY.

CREATOR: BURTON ARMUS

TYPE OF SHOW: CRIME **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 04/01/1985 **AIR DATE OF LAST EPISODE** 16/05/1985

SEASON DATE BREAKDOWN:

FILMS:

Jesse Mach REX SMITH, Rachel Adams JEANN WILSON (not in pilot) , Norman Tuttle JOE REGALHOT, Capt. Leo Altobelli RICHARD VENTURE.

Books Based on this series.

Cons at Large #2	Jack Roberts	1985
Danger on Tager #4	David Deutsch	1985
Golden Eyes #3	Charles Gale	1985
Street Hawk #1	Jack Roberts	1985

1 - 1 *"PILOT"*

When his partner is killed by drug-runners, and he himself is injured out of the force and into a public-relations job, police officer Jesse Mach is approached by government agent Normal Tuttle to participate in Operation Streethawk and operate a computer-controlled super-powered motor-cycle in an undercover capacity. Unable to reveal his true identity, Mach must fight crime on the streets as a hi-tech vigilante.

Wr Robert Wolterstoff & Paul Belous

Dir Virgil Vogel

1 - 2 *A SECOND SELF*

When a young thief is killed while being pursued by Streethawk, his brother vows revenge but hires an old friend of Machs' to do the job.

Wr Nicholas Corea & Bruce Servi

Dir Virgil Vogel

1 - 3 *ADJUSTER*

Mach's suspicious over an arrogant super-cop who has come to collect a prisoner, prove to be well founded, even if they are based on the same time honored tradition on the hunch.

Wr Nicholas Corea

Dir Virgil Vogel

1 - 4 *VEGAS RUN*

Streethawk goes to the rescue of a young girl whose sister, once the girlfriend of a mobster, is about to testify against him

Wr Deborah Davis

Dir Virgil Vogel

1 - 5 *DOG EAT DOG*

A west coast rock singer has incriminating tapes in her possession.

Wr Nicholas Corea & Bruce Servi

Dir Dan Haller

1 - 6 *FIRE ON THE WING*

Businessmen clam up when an arsonist tries to export money from them ... and Tuttle's computers uncover a unique method of firebombing.

Wr John Huff & L. Ford Neal

Dir Virgil Vogel

1 - 7 *CHINATOWN MEMORIES*

Streethawk rides into Chinatown to tackle the Tong when a valuable statue goes missing.

Wr Deborah Davis & Hannah Shearer

Dir Paul Stanley

1 - 8 *UNSINKABLE 453*

The Widow of an overthrown dictator employs an escaped prisoner for a hideous scheme. Jesse investigates after the prisoner leaves a stand-in at the jail.

Wr Robert Wolterstorff & Paul M. Belous

Dir Kim Manners

1 - 9 *HOT TARGET*

Jesse peruses a gang of gunrunners and their trail leads him to a laser weaponry. There Norman re-encounters an old flame, gets captured, and Jesse is left to do all work on his own.

Wr Shel Willens & Deborah Davis

Dir Harvey Laidman

1 - 10 *MURDER IS A NOVEL IDEA*

Jesse helps an author solve a murder committed years earlier. The writer is about to release an book which supposedly incriminates those responsible, but only puts her in danger since the killers now need to get rid of her.

Wr Karen Harris

Dir Harvey Laidman

1 - 11 *ARABIAN*

Jesse competes with a beautiful and intelligent Insurance Agent when they investigate a horse switching scheme and a murder of a stable hand.

Wr Joseph A. Gunn

Dir Richard Compton

1 - 12 *FEMALE OF THE SPECIES (aka THE ASSASSIN)*

Altobelli comes to Jesse's aid when a Federal Agent tries to justify his failure to stop an assassination. However, the assassin is really seeking revenge against the fed who put her away years earlier. Watch out for the face to face confrontation between Altobelli and Jesse as Street Hawk.

Wr Karen Harris

Dir Harvey Laidman

1 - 13 *FOLLOW THE YELLOW BRICK ROAD*

Jesse battles a gang of neighborhood vigilantes who injured a security guard in the theft of large quantity of gold. During this Episode the bike falters and cannot go to Hyperthrust.

Wr Burton Armus

Dir Daniel Haller

STRUCK BY LIGHTNING

The series centred around Ted Stein. Ted was a happy young science professor at a Boston university until one day he learns that he has inherited the Bridgewater Inn in rural Maine from his late grandfather. Ted journeys to the inn hoping to sell it, only to meet Frank the grumpy old caretaker of the place.

Frank reveals to Ted that he is the 231 year-old creation of Ted's great-great Grandfather THE Dr. Frankenstein and that Frank needs Ted to recreate a serum that Frank will soon die without. Ted decides to stay on to help Frank and hopefully make some money by fixing up the inn. This decision does not bode well with Walt Calvin, the local real estate man who had hoped to buy the inn. Also living at the Bridgewater Inn was: Nora, who had run the inn for Ted's grandfather and had hoped to inherit it, Brain her son, and Glenn a permanent guest at the inn.

Struck By Lightening was a short-lived sitcom with an unusual premise that was taken off the air after only three episodes had been broadcast. The series lasted only on 3 episode and was shown on CBS.

WR. Fred Freeman, Lawrence J. Cohen, Bryan Joseph, Michael Russnow.

DIR. Joel Zwick.

EPISODES: 11 **YEAR MADE:** 1979 **COUNTRY:** US **SEASONS:** 1

CBS

CREATOR:

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 11

DATE OF PREMIER: 19/09/1979

AIR DATE OF LAST EPISODE 02/10/1979

SEASON DATE BREAKDOWN:

FILMS:

Ted Stein JEFFREY KRAMER, Frank JACK ELAM, Nora MILLIE ERWIN, Glenn BILL ERWIN, Brian JEFF COTLER, Walt Calvin RICHARD STAHL.

RELATED SHOWS:

FRANKENSTEIN : THE TRUE STORY

1 - 1 *STRUCK BY LIGHTNING*

Ted Stein inherits the Bridgewater Inn that belonged to his great grandfather, Dr. Frankenstein. He also inherits one of his great grandfather's creations.

1 - 2 *TOOT TOTT TUTOR GOODBYE*

Ted plans on taking a job away from the Inn before he can make Frank's life saving serum.

1 - 3 *THE MOVIE*

Frank is angry with a film company filming a Frankenstein type movie at the Inn.

1 - 4 *FRANK MEETS THE PRESS*

Frank's past may be unearthed by a reporter doing an article on Ted's Inn.

1 - 5 *HAPPY BIRTHDAY FRANK*

1 - 6 *THE MAIN EVENT*

1 - 7 *FRANK THE CRANK*

1 - 8 *RICH FRANK, POOR FRANK*

1 - 9 *LOOKING OUT FOR NUMBER 2*

1 - 10 *FRANK THE VIIIITH*

1 - 11 *MY MYSTERY GUEST*

SUBMARINER 8823AKA: **SUBMARINER 8823 HAYABUSA**AKA: **KAITEIJIN**

Once the most advanced civilization in the Pacific, the legendary Elde culture sank beneath the waves over 500,000 years ago. Though most of the inhabitants were killed in the disaster, a handful survived to set up their own secret undersea kingdom, run on strict scientific and logical principles. One of the Elde, #8823 (pronounced ha-ya-bu-sa coincidentally modern Japanese for "peregrine falcon"), comes ashore and is rescued by Japanese schoolboy Isamu and Dr. Oikawa. Thus 8823 came to protect Isamu and his mentor Dr. Oikawa, who has discovered the important mathematical formula X123.

With the explosion of Jacques Cousteau popularizing oceanography all over the world and the televisual exploits of Lloyd Bridges in Sea Hunt (1957), underwater adventure was in fashion. The idea of a undersea kingdom reasserting its power in modern times would be recycled a few years later in Brave Raideen. Music by Masayuki Yokota.

WR.**DIR.****EPISODES:** 26 **YEAR MADE:** 1960 **COUNTRY:** JAP **SEASONS:** 1*FUJI***CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese**SEASON BREAKDOWN:** (1) 26**DATE OF PREMIER:** 03/01/1960**AIR DATE OF LAST EPISODE** 28/06/1960**SEASON DATE BREAKDOWN:****FILMS:**

SUKEBAN DEKAAKA: **BAD-GIRLD COP**

Saki Asamiya (Saito) is an undercover police officer sent to investigate high school crime. Dolled up in a traditional sailor suit uniform, she fights with a yo-yo that bears the crest of the Metropolitan Police - sometimes flashing it as her victims in the style of Mito Komon.

Based on the 1976 manga by Shinji Wada in Hana to Yume magazine, SD returned for a second season, in which Saki was replaced with Yoko Godai (Yoko Minamino) and gained two schoolgirl subordinates Kyo (Haruko Sagara) and Yukino (Akie Yoshizawa). The third season introduced elements lifted from ninja movies, along with a new lead in the form of actress Yui Asaka. However, Minamino returned to her role in the SD theatrical movies in 1987 and 1988. The stories most recent incarnation came in the form of a 1991 anime series, in which the voice of Saki was provided by Kazue Ikura. Compare to Tennen Shojo Mann and GIRL COMMANDO IZUMI.

There were three live-action series based on Sukeban Deka, all three are included in this database. There has also been a series of comic books and an animated series, some of which have been available in the US, dubbed. The series was based on a comic book. The music for the series was created by Ichiro Nitta.

WR. Izou Hashimoto, Shinji Wada, Noboru Sugimura, Tokio Tsuchiya, Akira Unno, Ichiro Yamanaka.

DIR. Hideo Tanaka, Taro Sakamoto, Michio Konishi

EPISODES: 24 **YEAR MADE:** 1985 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SHINJI WADA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 24

DATE OF PREMIER: 11/04/1985

AIR DATE OF LAST EPISODE 31/10/1985

SEASON DATE BREAKDOWN:

FILMS: Sukeban Deka - The Movie (1987), The Attack of the 3 Kazama Sisters (1988), 8 Traps of Death (1990)

Saki Asamiya YUKI SAITO, YUI ASAKA, MASATO IBU, KEIZO KANIE, YOKO MINAMINO, HIROYUKI NAGATO, HARUKO SAGARA, AKIE YOSHIZAWA, Jin Kyoichiro NAKA KOJI, Mizuchi Hisami ASANO NATSUMI, Mizuchi Ayumi ENDOH YASUKO, Mizuchi Remi TAKAHASHI HITOMI.

RELATED SHOWS:

GIRL COMMANDO IZUMI

SUKEBAN DEKA III

SUKEBAN DEKA II: SHOUJO TEK-KA-MEN DEN-SATSU

SUKEBAN DEKA II: SHOUJO TEK-KA-MEN DEN-SATSUAKA: **SUKEBAN DEKA II: LEGEND OF THE GIRL IN THE IRON MASK**

Original music was by Ichiro Nitta

WR. Izou Hashimoto.**DIR.** Hideo Taaka**EPISODES:** 42 **YEAR MADE:** 1985 **COUNTRY:** JAP **SEASONS:** 1*TOEI***CREATOR:** SHINJI WADA**TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 42**DATE OF PREMIER:** 07/11/1985**AIR DATE OF LAST EPISODE** 23/10/1986**SEASON DATE BREAKDOWN:****FILMS:**

YUI ASAKA, MINAKO FUJISHIRO, NAGARE HAGIWARA, MASAKI KYOMOTO, HIROYUKI
NAGATO, YUMA NAKAMURA, YUKA ONISHI.

RELATED SHOWS:*SUKEBAN DEKA**SUKEBAN DEKA II: SHOUJO TEK-KA-MEN DEN-SATSU*

SUKEBAN DEKA III

WR.**DIR.****EPISODES:** 42 **YEAR MADE:** 1986 **COUNTRY:** JAP **SEASONS:** 1*TOEI***CREATOR:** SHINJI WADA**TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 42**DATE OF PREMIER:** 30/10/1986**AIR DATE OF LAST EPISODE** 29/10/1987**SEASON DATE BREAKDOWN:****FILMS:**

Yuka Kazama YUKA OHNISHI, Yui Kazama a.k.a. Sandai-me Sukeban Deka YUI ASAKA, Yuma Kazama
YUMA NAKAMURA.

RELATED SHOWS:*SUKEBAN DEKA III**SUKEBAN DEKA*

SUNSET WARAKA: **YUBAE SAKUSEN**

Shigeru (Yamada) likes tinkering with machinery. His friend Akio (Imamura) loves science and sci-fi, while another friend Goro loves ninja comics and judo. Unwisely pressing a button on a machine he finds in a junkyard, Shigeru is transported to the Edo period, where he is thrown into jail by suspicious law enforcers. Luckily for him, the jail is attacked by ninja, and he manages to use his machine to return himself to the present amid all of the confusion.

Akio insists, somewhat redundantly, that Shigeru has found a time machine, and the three boys concoct a series of modern devices designed to impress the ninja. Returning back in time, they impress the chief magistrate with their futuristic wizardry, and Shigeru is appointed as the new town official in charge with dealing with the local "ninja problem". However, Shigeru's first ninja captive turns out to be a pretty girl called Yoko, who pleads for clemency - her family have only turned to a life of crime because the evil government has stolen their land.

The boys leapfrog back and fourth in time in an attempt to stop the ongoing battle between the ninja and the Edo authorities. On one trip, they accidentally bring Yoko with them to the present, and the peasant girl is incredibly impressed to find that the world does eventually become a peaceful place. However, the boys' interference only makes things worse, and eventually Yoko is killed, along with many other combatants in the past. The disenchanted boys return to their own time and throw away the time machine, which mystifyingly takes to the air and paints the sky pink.

Based on a story by Ryu Mitsuse, author of *Wipe Out The Town* and *Dawn in Silver*. Music by Katsuhisa Hattori. The series was produced by Kazuo Shibata.

WR. Yoshihiro Ishimatsu.**DIR.** Minoru Hanabusa**EPISODES:** 6 **YEAR MADE:** 1974 **COUNTRY:** JAP **SEASONS:** 1*NHK***CREATOR:** RYU MITSUSE**TYPE OF SHOW:** TIME TRAVEL**FORMAT:** SERIES**LENGTH (MINS):** 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 6**DATE OF PREMIER:** 14/01/1974**AIR DATE OF LAST EPISODE** 23/01/1974**SEASON DATE BREAKDOWN:****FILMS:**

Shigeru TAKAO YAMADA, ISAMU NAGATO, TAYO SHIMADA, TADAYOSHI KURA, MIDORI UTSUMI, Akio YOSHIKI IMAMURA.

SUPER FORCE



Super Force was a half-hour long syndicated action adventure series which was set in the not too distant future of 2020. The title character, Super Force, was a vigilante who rode a hi-tech motor cycle wearing a super suit which gave him the abilities to capture criminals whom the police force had trouble dealing with. Something the police themselves did not really care for all that much.

The man inside the Super Force suit was Zach Stone, who was a police officer while not being Super Force. Before becoming a police officer, Zach had been an astronaut. He became a hero after risking his life to repair his space ship after it was damaged by a meteor on a return trip from Mars. When Zach returned from Mars he discovered that his father had died and that his brother Frank, a police officer, was killed in the line of duty (while allegedly on the take). Hoping for a chance to clear his brother's name Zach enters the police academy and quickly graduates.

Shortly before graduating from the academy, E.B. Hungerford, a rich industrialist and long time family friend of Zach's is shot and killed. While searching for E.B., Zach meets F.X. Spinner, a scientific genius working for Hungerford. The two of them find Hungerford dead and decide not to report the death: instead they will attempt to fool the world into believing that Hungerford is still alive. They do this by using a computer programme that F.X. has developed to emulate Hungerford. It contains his memories, his personality and his voice print. Since Hungerford was somewhat of a recluse who never saw anyone, the computerised version of him would be able to fool anyone who called him. In addition to the voice, a very rough computer generated image of Hungerford would appear on the monitors when he needed to communicate with Zach and F.X.

Zach soon discovers that the people responsible for Hungerford's death were also the ones who killed his brother. In order to bring them to justice, F.X. equips him with a modified version of the Martian space suit, which has become the Super Force suit. In addition to protection the suit provides Zach, it is also fully equipped with a vast arsenal of weapons. A hi-tech motorcycle is used to get Super Force where the action is. In the cliff-hanger ending to the first season a malfunction in the Super Force suit short-circuits Zach's brain and leaves him brain dead. In order to save Zach, Xander Tyler, an old friend of Hungerford's who is a member of the police force's ESP division is recruited to use her mental powers to bring Zach back to life.

This near death experience leaves Zach with a few new powers, both mental and physical. He soon discovers that he has limited powers of precognition and that he can also sense danger. The experience also leaves him with increased strength which is now equal to that of several men.

For the most part the episodes of Super Force were filled with lots of action. There appeared to be somewhat of a budget problem with the series. This was something that manifested itself during the second season where quite a few episodes featured no new footage of Super Force in action. Most of the time this occurred in clip episodes where all of the expensive action scenes shown were flashbacks to prior episodes. However on one occasion, in *The Big Spin*, Super Force was turned into a sitcom, complete with laugh track where the hero did not ever appear in costume.

Super Force should also be noted as a series in which two former adult movie stars appeared after becoming 'real' actresses. Ginger Lynn Allen (aka: Ginger Lynn) had a recurring role as Zach's girl friend Crystal, Traci Lords appeared in the series once as an alien sent to Earth to collect specimens for a zoo. When her character returned in a sequel to the episode, and Lords was unable or unwilling to return, a novel explanation was used for her character's change of appearance. Her alien character was not humanoid and was just disguised as one for her mission on Earth. Guest appearance Jeff Phillips, Larry B. Scott.

Produced by Michael Attanasio, James J. McNamara (executive) (1st season), Bruce A. Taylor (supervising). Original music by Joel Goldsmith and Kevin Kiner, Film Editing by John Elias, Other crew - Larry Boyd (developer), John F. Escobar (assistant property master), Janis Hendler (developer), Kimberly Mullen (casting associate), John Patteson (Armourer), Bruce A. Taylor (writer).

Guest stars include :- "As God Is My Witness" (ep. #1.6) 1990 - Jesse Caldwell MICHAEL DES BARRES, JENNIFER HAMMON, JEFF PHILLIPS, 1990 - Gilardi JORDAN WILLIAMS, 1991 - Max Offal JORDAN WILLIAMS.

WR. Janis Hendler, Carry Brody, Roy Thomas, Warren Murray, Roderick L. Taylor, Bruce A. Taylor, Jeff Mandal, William Mickelberry, Jeff Mandel, Robert L. Henry, Erik Swirkal, Jon Ezrine.

DIR. Richard Compton, Chip Chalmers, David Nutter, John Nicolella, Les Landau, Jerry Lewis, Tom DiSimone, Sidney Hayers, Russ Mayberry, Jeff Kibbee, Robert Short, Michael Attanasio, Tom DeSimone, Roderick L. Taylor, Chip Chalmers. John H. Radulovic.

EPISODES: 48 **YEAR MADE:** 1990 **COUNTRY:** US **SEASONS:** 2

UNIVERSAL HOME VIDEO, PARAMOUNT TELEVISION, VIACOM.

CREATOR: LARRY BOYD & JANIS HENDLER

TYPE OF SHOW: EARTH FUTURE **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26, (2) 22.

DATE OF PREMIER: 05/10/1990 **AIR DATE OF LAST EPISODE** 26/05/1992

SEASON DATE BREAKDOWN:

FILMS:

Detective Zachary Stone KEN OLANDT, F.X. Spinner LARRY B. SCOTT, Carla Frost [eps 1-14 & 24] LISA NIEMI, voice of E.B. Hungerford PATRICK MACNEE, Sgt. Avery Merkle (1991-1992) ANTONI CORONE, Casey (1991-1992) R. EMMETT FITZSIMMONS, Buddy (1990-1991) MARC MACAULAY, Zander Tyler (1991-1992) MUSTEEA VANDER

1 - 1 *A HERO'S WELCOME (1-2)*

Zachary Stone, former astronaut, joins the Super Force in order to investigate the disappearance of his brother.

Wr Larry Brody

1 - 2 *TOO LATE THE HERO (1-2)*

Zach discovers that Satori has an fiendish plot to overthrow the government.

Wr Larry Brody

1 - 3 *BATTLE CRY*

Wr Larry Brody

1 - 4 *AS GOD AS MY WITNESS*

Wr Larry Brody

1 - 5 *U-GENE (1-2)*

Zach and Spinner investigate an unknown strange being that is terrorizing the city.

Wr Larry Brody

1 - 6 *PRISONERS OF LOVE*

Wr Larry Brody

1 - 7 *THE CRIME DOCTOR*

Wr Larry Brody

1 - 8 *THE GAUNTLET*

Wr Larry Brody

1 - 9 *COME HOME TO DIE*

Wr Larry Brody

1 - 10 *GRAVITY'S RAINBOW (1-2)*

Wr Larry Brody

1 - 11 *WATER MANIA*

Wr Larry Brody

1 - 12 *SINS OF THE FATHER (1-2)*

Zach honors a father's wish by protecting his fugitive son from a bounty hunter.

Wr Larry Brody

1 - 13 *OF HUMAN BONDAGE*

Wr Larry Brody

1 - 14 *A HUNDRED SHARE*

Wr Larry Brody

1 - 15 *COME UNDER THE WAY (1-2)*

Zach's old girlfriend is part of a cult in which he is currently investigating.

Wr Larry Brody

1 - 16 *TALES OF FUTURE PAST*

Wr Larry Brody

1 - 17 *YO! SUPER FORCE*

Wr Larry Brody

1 - 18 *BREAKFAST OF CHAMPIONS*

Wr Larry Brody

1 - 19 *CARCINOMA ANGELS*

Wr Larry Brody

1 - 20 *THERE'S A LIGHT*

Wr Larry Brody

2 - 1 *AT THE END OF THE TUNNEL (1-2)*

Zach is near death after being injured by a malfunction in his Super Force helmet. A psychic is enlisted to help save his life.

Wr Larry Brody

2 - 2 *LOVE SLAVES FROM OUTER SPACE*

Wr Larry Brody

2 - 3 *LIGHT AROUND THE BODY*

Wr Larry Brody

2 - 4 *INSTANT KARMA*

Wr Larry Brody

2 - 5 *HANK'S BACK (1-2)*

Wr Larry Brody

2 - 6 *GHOST IN THE MACHINE*

Wr Larry Brody

2 - 7 *MADE FOR EACH OTHER (1-2)*

Wr Larry Brody

2 - 8 *ILLEGAL ALIENS*

Wr Larry Brody

2 - 9 *THE VIRAL STAIRCASE (1-2)*

Based on a colleague's tip, Zach becomes suspicious of a Hungerford researcher.

Wr Larry Brody

2 - 10 *THE BIG SPIN*

Wr Larry Brody

2 - 11 *THE LUDDITE CRUSADE*

Wr Larry Brody

2 - 12 *KING OF THE TREES*

Wr Larry Brody

2 - 13 *A RAINBOW AT MIDNIGHT*

Wr Larry Brody

2 - 14 *THE MONKEY'S BREATH*

Wr Larry Brody

2 - 15 *THE END OF THE EVERYTHING (1-2)*

Zach discovers that three evil humanoids have acquired lethal materials and they plan to destroy the world.

Wr Larry Brody

2 - 16 *THE LONG JOURNEY HOME*

Wr Larry Brody

2 - 17 *A HUNDRED YEARS A SECOND*

Wr Larry Brody

SUPER INGGO



The first show to bring together popular Pinoy superheroes in a magical tale about a little superhero in-training. Meet Budong, the lovable would-be superhero who was raised by his mother Pacita and his grandmother Lola Juaning. Pacita however, despises superheroes because she blames her crippled state on them. Budong dreams of becoming a superhero himself but what he doesn't know is that he already has what it takes to be one. Budong is indeed destined for greatness that is, if he'll make use of his powers properly and listen well to his teachers.

It's going to be one long but fun journey for Budong as he tries to find more about his true identity while training to be the superhero that everyone expects him to be. Along the way he will meet a lot of friends as well as enemies who will try to prevent him from fulfilling his destiny. Join him in his quest to be the next Pinoy Superhero in Super Inngo.

This Children's science fiction superhero's show, made 120 episodes in its first series, this was achieved by over it's 24 week run, showing 5 episodes per week.

Superhero Cast and Characters

New Superheroes

Super Inngo (Gilbert 'Budong' Jacinto)

Played by: Makisig Morales

Raised by his Aunt Pacita, he grows up to be a street-smart 10-year-old kid who dreams of one day becoming a superhero. He's a loving and thoughtful son to his 'mother' but still longs to find who his real parents are.

Boy Bawang

Played by: Sam Concepcion

Amazing Teg (Leonardo Andrade III)

Played by: Andrew Muhlach

He is also one of Budong's rivals in the Power Academy. Seen as a weakling by those around him, he rarely shows off his powers in the hope of being able to control it. He's the son of 'Halimaw sa Banga' and POD, he also holds a deadly secret.

Mighty Ken (Kennedy Pamintuan)

Played by: Joshua Dionisio

One of the 'chosen children' by the Prince of Darkness (POD), he is Budong's closest rival in the Power Academy. He is keen on becoming a successful superhero in order to avenge his tribe.

Ava Avanico (Avanita Alvarez)

Played by: Empress Schuck

She is Boy Bawang's ladylove and is the daughter of another popular superhero, Pepay Paypay.

Aquaboy

Played by: King Alcala

One of the students in the Power Academy

Old Superheroes
 Super Inday (Inday)
 Played by: Meryll Soriano

She was a popular superhero back in the '80s and is Super Islaw's fiancée. She is Budong's mother. But after being trapped in a banga for ten years she has absolutely no recollection of the past.

Super Islaw (Islaw)
 Played by: Zanjoe Marudo

He is Super Inday's fiancée who also got trapped inside the banga.

Kumander Bawang
 Played by: Herbert Bautista

He is one of the main figures in Power Academy who specializes in teaching about potions and spells. He is Boy Bawang's father.

Machete
 Played by: Derek Ramsey

One of Budong's mentors, he teaches weapon handling and fighting styles.

Jessa Blusa(Jessa) (Blusang Itim)
 Played by: Zaira dela Pena

In spite of popularizing the blusang itim, she actually has all sorts of other blouses in different designs and colors each having a different power. One of her blouses actually acts as a key to opening the banga.

Petrang Kabayo (Ma'am Petra)
 Played by: Empoy Marquez

He currently teaches the children about the mythical creatures in 'Pantaswkela'. He donated his powers in order to help seal the banga and can never ever turn himself to his full human/horse form ever again

Non-Superhero Cast and Characters
 Jose Mariano Sebastian
 Played by: Jairus Aquino

He is the bestfriend of Budong and like Budong he is also dreaming to be a superhero.

Maya Guevarra
 Played by: Kathryn Bernardo

She is the daughter of Kanor and step daughter of Cynthia. She is the love interest of Budong

Pacita De Guzman-Jacinto
 Played by: Angelu de Leon

She is the mother of Budong and she despises superheroes because blames them in her crippled condition.

Kanor (Nicanor Guevarra)
 Played by: Mark Anthony Fernandez

He is Maya's father and his wife already died few years ago and he falling in-love with a girl named Cynthia.

Cynthia Paderes
 Played by: Kaye Abad

She is the stepmom of Maya and the love interest of Kanor

Juanita Jacinto
 Played by: Ms. Nova Villa

She is the mother of Pacita's husband who died years ago and she is very angry to Budong because Budong is

one of the causes why his father and big brother died, so she always hurt Budong.

Lamberto Sebastian
Played by: Alwyn Uytingco

The older brother of Jomar

Joe Diokno
Played by: Kris Martinez

The boytoy of Lola Juanita

JP
Played by: Felix Roco

he is the good twin and he also has a love interest to Ava

PJ
Played by: Dominic Roco

he is the evil twin and has a love interest to Ava as well

Lola Impa/Granny
Played by: Matutina

She is the grandmother of Ava Avanico

Villains
Prince of Darkness
Played by: Brad Murdoch

He is actually a very loving son who is bent on freeing his mother from the banga, he goes to great lengths just to find the Evil Trinity which is composed of the Evil Father, the Evil Mother and the Evil Son.

Sheila
Played by: Say Alonzo

She is the evil White Lady(spirit) who wants to be married and kidnaps people for her wedding.

Recognitions
Finalist, 2007 International Emmy Awards for the category "Children and Young People": Regional Semi-finalist[2]
Special Citation, 2007 Catholic Mass Media Awards Best Drama Series category

roduction

Super Inggó was developed by a group of certified '80s kids, who have started working for TV, led by Liendro Candelaria. Missing their childhood campy heroes and missing the love teams of That's Entertainment, these creative minds pitched the concept of the superserye purely for the fun of seeing their heroes go through marriage and parenthood.

The pilot episode got rave reviews from ABS-CBN top management, so taping went full steam ahead. But the biggest hurdle was when the succeeding episodes all got rejected because they were too "gothic."

Thirty-five half-hour episodes rewritten, re-shot, re-edited and re-scored. The producers saved what they could of the original taped episodes, and shot new takes. Result: a six-month delay. But the most shocking was Mark Anthony Fernandez's hairstyle that changed from short to long in two consecutive scenes - an offshoot of tapings shot so far apart.

The series is followed by Super Inggó 1.5: Ang Bagong Bangis, a continuation of the storyline.

Opening theme "Superhero" by Rocksteddy and Executive producer(s) Shiela Marie A. Ocampo & Emilio Paul E. Siojo.

WR.

DIR. Gilbert G. Perez, Malou Sevilla

EPISODES: 120 **YEAR MADE:** 2006 **COUNTRY:** PHI **SEASONS:** 1

ABS-CBN ENTERTAINMENT

CREATOR:**TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Filipino**SEASON BREAKDOWN:** (1) 120**DATE OF PREMIER:** 28/08/2006**AIR DATE OF LAST EPISODE** 09/02/2007**SEASON DATE BREAKDOWN:** Season 1 : 28/08/2006 - 09/02/2007**FILMS:**

Budong/Super Inggong MASKISIG MORALES, Cynthia KAYE ABAD, Jomar JAIRUS AQUINO, Kumander Bawang HERBERT BAUTISTA, Maya KATHRYN BERNARDO, Boy Bawang SAM CONCEPCION, Jessa of Blusang Itim ZAIRA DELA PENA, Pacita ANGELU DE LEON, Ken JOSHUA DIONISIO, Kanor MARK ANTHONY FERNANDEZ, Petrang Kabayo JULIUS 'EMPLOY' MARQUEZ, Joe KRIS MARTINEZ, Super Islaw ZANJOE MARUDO, Teg ANDREW MUHLACH, Prince of Darkness BRAD MURDOCH, Machete DEREK RAMSEY, PJ DOMINIC ROCO, JP FELIX ROCO, Ava Abaniko EMPRESS SCHUCK, Super Inday MERYLL SORIANO, Lamberto ALWYN UYTINGCO, Juanita NOVA VILLA.

RELATED SHOWS:*SUPER INGGO 1.5 : THE NEW WILDNESS*

SUPER INGGO 1.5 : THE NEW WILDNESS

AKA: **Super Ingggo 1.5: Ang Bagong Bangis**



In Super Ingggo 1.5: Ang Bagong Bangis, Budong/Super Ingggo continues his exciting journey as the ultimate Pinoy kid superhero. Can the power of his pure, kind heart overpower his haunting past? Will this be enough for him to save his family and friends from the Prince of Darkness and his legions?

What is the measure of a true superhero? This is the question that our young protagonist will try to answer in Super Ingggo 1.5. Budong and his family have now transferred to the town of San Roque after fleeing their old town Sto. Nino, which was attacked by giant monsters. He will meet Lola Facunda, the mother of Pacita; as well as new friends such as Bokya, the talking cellphone; and Chin-Chin Tsinelas, Budong's crush.

Super Ingggo 1.5: Ang Bagong Bangis (lit. The New Wildness) is an installment of the said series serving as a prequel for Book 2 and was expected to air for six weeks only.

Super Ingggo 1.5: Ang Bagong Bangis boasts new characters and the use of animation, a new feature for this TV series directed by "Manong" Gilbert Perez. It will run for six weeks every Saturday, replacing Pedro Penduko at ang mga Engkantao.

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"Super Ingggo 1.5 will surely entertain the fans of the show," says production manager Raymund Dizon. "Televiewers will be delighted to see how the characters of the show will battle each other. Ang bangis talaga kaya sigurado ako, mage-enjoy ang mga manonood. Blentungan na uli."

Makisig will still be joined by Jairus Aquino (Jomar), Angelu de Leon (Budong's mother Pacita), Zanjoe Marudo (Budong's superhero father, Super Islaw), Nova Villa (Lola Juaning), Kathryn Bernardo (Maya), Meryll Soriano (Super Inday), Kaye Abad (Female Tikbalang), and Jacob Dionisio (Prince of Darkness).

Super Ingggo will also share the limelight with new characters such as Bobby Andrews (Binatang X), Rustom Padilla (Super Inday), John Prats (Protec-thor), Erich Gonzales (Mae Boo), Jaymee Joaquin (Bianca Bangkera), Dionne Monsanto of Pinoy Big Brother Season 2 (Salonna), and Marvin Raymundo (Nenok). Touted as Super Tropa No. 2 Ken and Super Tropa No. 3 Teg are Joshua Dionisio and Andrew Muhlach, respectively.

With the comeback of the young Pinoy superhero on television, kids are invited to join Super Ingggo in his quest to fight evil by joining the Power Force. This exclusive club consists of young citizens who will uphold the good values and advocacies espoused by their leader. The official Super Ingggo fans club is open to kids aged 4 and up.

Super Ingggo 1.5: Ang Bagong Bangis airs 6 pm every Saturday night on ABS-CBN.

Additional Cast

Liza Lorena - as Lola Facunda - mother of Pacita & Super Inday

SUPER KLENK

Charito was a bespectacled school teacher and volunteer worker who gained superhuman powers and became the sexy, high-flying superheroine Super Klenk (Able to fly, superhuman strength, endurance and invulnerability).

WR.

DIR.

EPISODES: 13 **YEAR MADE:** 1999 **COUNTRY:** PHI **SEASONS:** 1

GMA

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 0

STILL IN PRODUCTION: No **B/W:** No **COLOUR:** Yes **LANG:** Filipino

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Charito/Super Klenk ARA MINA

SUPER TWINS



The story revolves around twin girls named Sha-sha and Tin-tin who transform into teenage superheroines Super S and Super T, respectively. They transform by kissing their special rings. Using their powers, they commit themselves into saving people's lives, defending humanity from the evil Eliazar.

According to the story, the rings are made of a certain metallic stone which once formed the core of a ball of fire called santelmo (St. Elmo's fire). The metallic stone contains the power of the sun. Whoever possesses the santelmo gains extraordinary powers.

But one time a santelmo crashed on earth and broke up in two: the metallic core and the ball of fire. The ball of fire was caught by Eliazar, who could not take in the fullness of the santelmo but gained significant powers from it. The metallic core, which contains most of the santelmo's power, came into the possession of a woman named Ester, who happened to be pregnant with the twins. Later on her husband Manuel wrought the metallic stone into rings. Then as the twins turned seven, Manuel gave the rings to them. Sha-sha and Tin-tin can only transformed by chanting the words: "Kapangyarihan ng Araw!, Taglay ay liwanag, Kambal na lakas, kami ang Super Twins"(The Power of the Sun!, Contains light, Twin Powers, We are the Super Twins!)

But, the story goes, Eliazar later on wanted to conquer the whole world, so he went on to search for the metallic stone as well. And so the search ended up in a saga of encounters with Super S and Super T.

Super Twins is a Philippine TV telefantasya show currently airing on GMA Network's nightly primetime block. The show is part of GMA's First Quarter Explosion and debuted on February 12, 2007.

Production

Super Twins is directed by Dominic Zapata, who also directed past GMA Network telefantasya shows such as Mulawin, Darna, Sugo and Captain Barbel.

Jennylyn Mercado and Nadine Samonte were made to wear sailor costumes, orange for Mercado and blue for Samonte, and face paints plus accessories that matched the color of their costumes. They also underwent training in taekwondo and capoeira for their fight scenes. Samonte was earlier pulled out from another primetime show Bakekang to do Super Twins. Then in the course of the latter show's filming, she got her left arm nearly burned in a fireworks accident.

Dennis Trillo was given a dual role as a hero and as a villain. He was also given training in wushu, kung fu and capoeira for his role as a fight master and mentor of Sha-sha and Tin-tin. His training involved stunts and harnesses, the latter he found the most difficult part to do. He was also made to act under imaginary situations like throwing thunderbolts and getting hit by bullets.

Soundtrack

The opening theme song of the show is a ballad entitled Alinlangan (Doubt). It was sung by pop icon Jolina Magdangal, composed by comedian Michael V. And arranged by Albert Tamayo.

Executive producer is Wilma Galvante

Trivia

Book 1

The Twins's sailor costumes are similar to those from the anime, Sailor Moon.

For some reason, Eliseo's left eye twitches frequently in the series.

Camille Prats' full character name, Drew Barimor, was inspired by actress Drew Barrymore.

The Twins both guest appeared in another telefantasya, Fantastic Man.

The late night gag show Bubble Gang spoofed the Super Twins as "Tsuper Twins", with Ogie and Michael V. Playing "Ten-Ten" and "Tan-Tan", Diego Llorico playing "El-kaasar", and Wendell Ramos as "Magnesia".

The series was made up off 18 stories, each story would usually be 5 episodes long, this is why the episode guide only shows 18 episodes.

WR. Dode Cruz

DIR. Dominic Zapata

EPISODES: 78 **YEAR MADE:** 2007 **COUNTRY:** PHI **SEASONS:** 1

GMA-7

CREATOR: GMA NETWORK

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Filipino

SEASON BREAKDOWN: (1) 78

DATE OF PREMIER: 12/02/2007

AIR DATE OF LAST EPISODE 01/06/2007

SEASON DATE BREAKDOWN:

FILMS:

GILLETH SANDICO, Super S JENNYLYN MERCADO, Super T NADINE SAMONTE, Eliseo and Eliazar DENNIS TRILLO, Sha-Sha NICOLE DULALIA, Tin-Tin ELLA CRUZ, TETCHIE AGBAYANI, MELISSA AVELINO, Manuel IAN DE LEON, GABBY EIGENMANN, JOHN FEIR, Billy PATRICK GARCIA, TANYA GARCIA, BIANCA KING, MURA, Drew Barimor CAMILLE PRATS, Magnesia CRISTINE REYES, Ester MARIAN RIVERA, Lester DOMINIC ROCO, Ian FELIX ROCO, LUZ VALDEZ.

1 - 1 *TWIN POWER*

The heart of santelmo falls into the hands of a woman named Ester, who is pregnant with twin girls. How will this affect the lives of Ester and twins?

1 - 2 *ALLOYA'S PLOT*

The twins confess their real situation to their father concerning Alloya.

1 - 3 *MAKING METALLAD*

After being kidnapped and saved by two syndicate henchmen, the twins finally agreed to be trained by Eliseo on how to use their powers.

1 - 4 *SUPER TWINS TO THE RESCUE!*

The world will finally get the chance to meet the Super Twins as they try to save the world from Candyman.

1 - 5 *DANGEROUS LESSONS*

Eliseo knows that while the twins may look like teenaged girls to everyone else, they are still kids in mind and heart.

1 - 6 *SILVER LININGS*

How can Billy and Drewbarimor save Monica from the clutches of Eliazar and Magnesia? Will the twins be able to lend a hand?

1 - 7 *MEMORIES OF MUM*

The twins continue to be haunted by their mother in their dreams. But this time, Ester leaves a warning for them.

1 - 8 *THE FACE OF EVIL*

Who is Katrina in Eliazar's life and why is she also important to Eliseo? Will Manuel ever believe that his twins are telling truth?

1 - 9 *THE AWAKENINIG*

It's been a week of awakening for our favorite super heroines! How will they fare this week knowing their mother is a captive of Eliazar?

1 - 10 *THE NICKELINA*

The twins are poisoned and the doctors can not decipher the true nature of the cause.

1 - 11 *MOTHERS AND THEIR CHILDREN*

Metallad reveals another invention: the hologlobe, which can create a clone of whoever gets trapped inside the machine. Will Metallad succeed?

1 - 12 *FLEETING HAPPINESS*

Manuel, Ester and the twins have been reunited, but their happiness is short-lived. Dark times are ahead for our New Generation Super Heroes!

1 - 13 *THE TWINS REBEL*

Eliseo forbids the twins from saving their mother, causing Sha-sha and Tin-tin to decide that they no longer want to be the Super Twins.

1 - 15 *EVIL ESTER*

The twins' fate and will are continually tested. Will good still prevail over darkness?

1 - 16 *METAL VILLAINS*

Eliseo runs off to save Billy and Drewbarimor from being killed by the Metal Villains

1 - 17 *KATRINA'S RESURRECTION*

With Eliazar angrier than ever, do Eliseo and the twins have what it takes to defeat the evil that resides in their opponent's heart?

1 - 18 *IT'S ALL RELATIVE*

Last week, Billy and Drewbarimor shared an intimate ceremony that led to disaster when the bride-to-be was kidnapped by Eliazar! Driven to hunt his brother down, Billy quit the police force and prepared an all-out attack against Eliazar -- letting his friends get hurt in the process!

Meanwhile, a scorned Sha-sha tried to fight Eliazar on her own and became his captive! With the knowledge that Eliseo came from him, Eliazar duplicated the process of separating a person into two, and he succeeded in bringing out Super S from Sha-sha. At Eliseo's camp, Tin-tin felt the painful process of Super S's extraction, and dreamt of her sister killing her.

Unbeknownst to Tin-tin, her dream is about to become a reality when her super heroine persona faces the evil Super S in a fight that will decide who will rule Laro City.

SUPERBOY

AKA: **THE ADVENTURES OF SUPERBOY**



Superboy was about the adventures of the Man of Steel as a boy, or more accurately as a young adult. Superboy was produced by Alexander and Ilya Salkind, the people who had brought the Christopher Reeve version of Superman to the movie screens. Both were based on the popular comic book character who as everyone knows was rocketed to Earth from the doomed planet Krypton. He was named Clark and adopted by the Kents, a childless couple living in Smallville, Kansas. Clark soon found he had abilities far beyond those of normal men.

Clark adopted the costumed identity of Superboy (later Superman) to use his powers in a fight for truth, justice and the American way. Superboy followed the adventures of young Clark Kent at two different stages of his life. For the first two seasons he was a student at Shuster University (Shuster was one of Superman's creators), while the final two seasons had him working for the Bureau, a government agency which investigated unusual events. With Clark both at Schuster and at the Bureau was Lana Lang, his girl friend from back home. She slowly began to suspect that Clark was Superboy and as the fates would have it in the final episode when she decided to prove it Clark had temporarily lost his powers. Nothing serious did ever happen between them, nor could it since an adult Clark would get a new girlfriend who he would end up marrying.

Superboy's recurring nemesis was also taken from the comic books in the form of Lex Luthor. In Superboy, Lex was presented as a known criminal instead of respected business man who kept his hands clean of his crimes. Other comic book villains who appeared in Superboy included: Bizarro, an imperfect duplicate of Superboy; Mr. Mxyzptlk, a magical imp from the fifth dimension who came here to torment Superboy; and Metallo, a man with an artificial heart powered by kryptonite, the one substance able to kill Superboy.

During his college years, Clark had two roommates. During the first season it was T.J. White, son of Perry White who was the editor of The Daily Planet newspaper which we all know Clark will one day work for. During the second season Andy McAlister was Clark's roommate. During both seasons at the Bureau Clark and Lana's boss was C. Dennis Jackson, while Matt Ritters was one of their co-workers.

Stacy Haiduk would later go on to star in the SF show SEAQUEST DSV. From the team that brought the Superman legend to the big screen in 1978, came . . . Superboy - the Series. The series set out portray a time of transition - both psychological and physical - for Clark who, for the first time, unveils the famous costume to an incredulous world while reciting the immortal creed of 'truth, justice and the American way'.

And it's set firmly in the 1980s/90s - allowing the boy of steel to tackle contemporary ills such as drug abuse, environmental issues, big-city gangs and the homeless. There was no problem about making a TV audience believe a boy could fly. Besides the involvement of Alexander and Ilya Salkind, other Superman 'old boys' made the transition to the small screen, including producer Bob Simmonds, directors Colin Chilvers and Jackie Cooper (who played the movies' Perry White) and Bob Harmon who supervised the flying effects. A wry twist in the first episode had Superboy catch Lana Lang in a fall from a helicopter - as Christopher Reeve had done with Lois Lane in his first Superman film. Clark/Superboy was played by an unknown actor, John Haymes Newton, a 22-year-old former bodyguard.

In Britain Superboy was dropped abruptly by ITV, after just 11 episodes of the first season poor ratings and disquiet over a torture sequence were blamed. Episodes have since aired on Sky. In America however, Superboy flew on for three more seasons with a new actor, Gerard Christopher, in the lead role.

T.J. had gone to work for the Daily Planet, leaving Clark with a new, trouble-prone, roommate Andy McAlister, and Lex Luthor had undergone plastic surgery to age himself 15 years and hide his identity. Superboy's other enemies also became more outlandish than the everyday crooks he had faced during the first season, and included aliens, vampires and witches, as well as a couple of foes from the old comic strips - the tragic monster figure of Bizarro, an attempted Superboy duplicate gone wrong, and Mr Mxyzptlk, the imp

from the fifth dimension, who could be returned by tricking him into saying his name backwards.

For the third season the title was changed to *The Adventures of Superboy*, and Clark and Lana were now working at the Bureau of Extra Normal Matter in Captial City. A syndicated show aimed at younger viewers, *The Adventures of Superboy* was surprisingly good. It capitalised on the acting talents of it's stars, brought in recognisable villains from the comics, and put its special effects budget to good use, creating convincing looking aliens and monsters. The durability of the show is evidenced by how well it survived the loss of its original Superboy - it went on, gathering momentum, and lasted a full four years (and 100 episodes).

Executive producer for the series was Ilya Salkind, producer was Bob Simmonds, executive story consultant was Fred Freiberger, who was also on *STAR TREK* and *SPACE: 1999*, director of photography was Orson Ochoa and the theme was created by Kevin Kiner. The series received its first run between the 7th January - 18th March 1989, for just 11 episodes. A full run for the series would occur later on Sky One.

Gerard Christopher's background is as a fashion model and a star of more than 60 television commercials to fund his education through the University of Southern California where he studied business, screenwriting, directing and cinematography. That's why he was hired as the star, producer and contributing writer on *Superboy*. He has also been in the films *Dangerously Close* and *Tomboy*. He has guested in TV shows *Murphey's Law*, *True Confessions*, *Melrose Place* and *Silk Stockings*. He starred in the pilot of a TV show filmed in New Zealand, *Welcome to Paradise*, and more recently has a recurring role in the soap opera *Days of our Lives*.

The adventures of a younger version of Superman. The last survivor of the planet Krypton, Superboy fights supervillains and crime and stands as a testament to truth and justice everywhere. His alter-ego, Clark Kent, is a journalism student at Shuster University. Later, after graduating from the university, Kent and pal Lana Lang join the Bureau of Extranormal Affairs so he can be on the lookout for where he might be needed.

Cast: Clark Kent/Superboy (year 1) (John Haymes Newton); Clark Kent/Superboy (years 2-4) (Gerard Christopher); Lana Lang (Stacy Haiduk); T.J. White (year 1) (Jim CaJvert); Andy McAlister (year 2) (Ilan Mitchell-Smith); Matt Ritter (years 3-4) (Peter Fernandez); C. Dennis Jackson (years 3-4) (Robert Levine); Jonathan Kent (Stuart Whitman); Ma Kent (Salome Jens); Lex Luthor (year 1) (Scott Wells); Lex Luthor (years 2-4) (Sherman Howard); Dr. Peterson (year 1) (George Chakiris).

Superboy created by: Jerry Siegel and Joe Shuster; Series suggested for television by: Peter R. Marino; Executive Producers: Ilya and Alexander Salkind; Producers: Robert Simmonds (years 1-2), Stan Berkowitz (year 4); Co-Producers: Stan Berkowitz (year 3), Gerard Christopher (year 4), Paul Stubenrauch (year 4); Line Producer: Barry Waldman (year 3-4); Supervising Producer: Julia Pistor (year 3); Flying Effects: Bob Harman, Steve Crawley, Roy Weatherley, Ray Hardesty; Syndicated/Viacom; 30 minutes.

"Look! Up in the sky! It's a bird! It's a plane! It's-" Whoops. Wrong show. While it has many similarities to its predecessor of the 1950s, *The Adventures of Superboy* has many elements that were never possible in those days. To start with, the show had a budget that flowed a young, first time-on-camera cast to go outside of studio soundstages. John Haymes Newton (and later Gerard Christopher), Stacy Haiduk and Jim Calvert had characters who were students at Shuster University.

The show witnessed the dramatic debuts of such comics supervillains as MetalJo, Mr. Mxyzptlk, Lex Luthor and Bizarro. Original creations for the screen include Young Dracula, Nick Knack and Neila. Modern-day special effects also allowed for more realistic flying sequences. For John Haymes Newton, *The Adventures of Superboy* was a chance at experiencing the fantasy of flight. "The first time I flew was in a studio lot with a practice harness. It was pretty exciting because we had a crane that ejected me 60 to 65 feet in the air," says Newton who got to don the famous red and blue costume. The crane rig, handled by Superman films veteran Bob Harman, was versatile and mobile for filming. "It's pretty neat because of the way they were able to move it from location to location. You forget you're on wires after a while. Not in a psychotic way, but in a way that was very freeing. It's a neat feeling. There was one take during one of the early episodes where I actually left off the ground before the wires-I thought I could really fly. I went ahead of the wires," recalls Newton. "The nature of it is you don't do any leaping or jumping-the wires do all the work. You can't even help them. Otherwise, there's a jerk effect, or it's not smooth, or it doesn't look natural. There was a lot of effects involved into just doing it properly and making it believable. I did some research into that as far as weight and balance and [finding] different ways of how to turn, physics and stuff like that. I think the first few times I flew I was more involved in what I was doing ... then really thinking, 'Wow, this is neat, I'm flying.'"

Newton doesn't recall any accidents during his tenure as the orphan from Krypton, but he does say that he almost hit a train once. And like Christopher Reeve before him, his wardrobe was varied for different scenes. There were walking and flying capes. "I felt safe at all times because the flying people had done all the Superman films, and they are some of the best people in the industry," attests Newton. One stunt Newton particularly enjoyed was a motorcycle stunt in "Black Flamingo." "I got to break down some double doors, with a 50-pound snake around my neck and glasses and a beard. It was pretty interesting to do all that, and I

got to ride my own motorcycle." Newton also remembers an episode called "Hollywood." "That was a lot of fun, to do a period piece with the period garb and go against gangsters. ... They're throwing guns at me, and I just grabbed the pistol, and because it was a rubber pistol, I bent it. We did that in rehearsal and it worked, so we did it for a take and they used it."

David Nutter, director of that episode, happily recalls this moment also as well. "I wanted to do the same kind of things they did in the original Superman TV series, a 1930s setting," he says. "And that's when the bad guys shot at Superboy at the old abandoned warehouse. After shooting at him, they throw their guns at him. And then he grabbed one and did the obligatory bending of the barrel. That was a fun thing we did." Being cast as the Boy of Steel came about rather quickly. A native of North Carolina who had been working and studying in New York in an acting program for two years, Newton was on a vacation trip home when he got noticed by a casting director working on a film. The director's other chore was Superboy, and Newton immediately got tested.

"It was one of those fluke type of experiences," says Newton dreamily. "It was a pretty weird day!" But, after a year's work, Newton left the show abruptly. Reports suggested he left because of a creative dispute between him and the producers, Ilya and Alexander Salkind, over how Clark Kent would be portrayed. But apparently, this was not the case. "Our salaries were very low," explains Newton. "I was doing a lot of stunts, I was doing two characters ... so, when we came to negotiate at the end of the season, we asked for more money, and they said, 'No!' And it came down to who was going to call the other person's bluff. We came down to a significant amount, and it was between them and Viacom. Viacom and neither of those two would give in to pay us more money. Because they had been going through this back and forth all season long. I was determined not to give in another penny. So, the Salkinds didn't have the money to give. They were really caught in a bind, and so my agents chose to not go back."

As a result, the Salkinds had the unenviable task of recasting the lead role of a successful syndicated half hour show. "They had plenty of time to recast the character, and that's what they did," says Newton. Newton notes that he did spend some time going "back and forth" with the Salkinds concerning the portrayal of Clark Kent. Should Clark be a bumbling idiot (to cover his super identity while around friends) or a normal teenager? "I wanted him to be shy and a little insecure "

, Newton says. "They wanted me to do Chris Reeve's Clark Kent ... not that I wouldn't do. It's just that it copied something that Chris was doing. I got a lot of positive response that I didn't do that. It's obvious that [Clark and Superboy] look very similar. But there's another force coming into play that prevents the audience or prevents people or friends from noticing that I'm this person-Clark Kent as Superboy. There's other things that affect people and how they see you as a person, and the nerdy thing doesn't disguise how you look. It portrays a different person. But I thought the insecure thing was better than the nerdy thing. It gets to be a caricature. If you play somebody really nerdy, it gets to be they're not even real anymore.

"I could have played him more insecure-I could have gone farther with it but the scripts were not written that way.

"There was a Lex Luthor episode where we saw more of it. There were certain episodes where it came out more. But as I say, it's all hindsight 20/20." Newton claims that he's in possession of a letter from the Salkinds asking him to return to the show and offering a price-but a low one, he says. "Why would they send me a letter asking me to come back to the show, if they didn't like the way I was playing Clark Kent?" he asks. "We never had a dispute about this. It was always a friendly discussion. It was never anything vicious. If it came down that they were totally unhappy [with the portrayal], I would have played nerdy." However, Newton adds, "I don't think the audience wanted to watch a caricature on television. I felt they wanted real people. And that's what I did, I thought. What Gerry [Christopher] did or didn't do, I don't know. I'm sure he did a good job, doing whatever choices he made."

Newton does not appear at all bitter about giving up the lead role in an exciting fantasy series. "I went on to do some of the most incredible work of my life after I left the show!" he says. "I went on to TV movies about American Indians; I've done three feature films. I mean, how can you do that if you're doing a TV series? It's very difficult. I've done some incredible regional theatre in New York. I've been doing some writing. I've been asked to do sequels to films that I've completed. I still have a long way to go." Newton reports that his fan mail was stronger after his departure than when he was in the show. "People miss me. I'm not saying they'd rather have me on the show but I'm saying they miss seeing me. It's very nice, the amount of support I got once I left the show. It gradually tapered off because they don't really air the episodes. ... I still stayed with people who originally followed me with the show and keep up with my work." Gerard Christopher was recast as Clark Kent/Superboy and Sherman Howard replaced Scott Wells as the recurring villain, Lex Luthor, from the second season on.

For co-star Stacy Haiduk, as for Newton, *The Adventures of Superboy* was an opportunity to flex newly developed acting muscles in front of cameras for the first time. "It was all so new to me. I was just so excited

to be working," she says. Being constantly saved by Superboy was fun at first, says Haiduk, but "after a year, I felt extremely frustrated because Lana was so predictable. Although it did change in the fourth year.... With Lana's characterization, I felt that, working with writers, Lana became a stronger and more independent woman towards the last two seasons."

Because she was so new to episodic television business, Haiduk says she was grateful for the opportunity to learn and become comfortable in front of the camera. She confesses to being very critical of herself and her acting. Looking back, she says, "I feel good about the work that was done, but I would have made some changes in my performances. Overall, I am satisfied with the end result." Asked to point to a segment that she especially enjoyed, Haiduk cites "The Basement," "because I was able to create a whole new character, and an evil one at that. I also like a few of the earlier shows written by Cary Bates."

But for Haiduk, the most memorable moments working on the show came not from acting scenes or working with a tightly knit production cast and crew, but "watching the reaction of young children when they met Superboy-seeing their faces light up and how excited they would be." Haiduk parts with a final memory of those four years as a fledgling actress. "From a personal point of view, I remember one scene I was really looking forward to. It was a very difficult, passionate scene. When we finally got to it, it was midnight, the crew was exhausted, tension was high because we were now into overtime. I got my orders from the director- 'Do it in one take!' It was a lot of pressure, but I pulled it off, and I actually felt good about my performance. "A week later, I found the scene ended up on the cutting floor," sighs Haiduk, adding philosophically, "That's show business!"

For David Nutter, *The Adventures of Superboy* was a chance to grow into his directing: craft. He had completed a feature with Don Johnson (pre-*Miami Vice*) after graduating from college and had been exposed to the seedy world of 21 Jump Street before moving into the Superboy universe. Thanks to an introduction to the Salkinds by an assistant director friend, Nutter would become one of the show's youngest directors (still in his early 20s) and the show's highest recurring director with 21 episodes. "They showed me a couple of shows, and apparently what had happened was when the series first started they had worked with a lot of directors who had done a lot of television for many years," recalls Nutter. "They were very unhappy for the first 13 episodes. So they started down a new path of [hiring] younger people. They started with [fellow director] David Grossman, and they wanted to continue that trend, so they brought me in."

Nutter remembers *The Adventures of Superboy* as a show "that tried to do pretty big scripts and pretty big stories with no money. It's tough to write scripts in half-hour mode, in a sort of AB-C storyline. I've spent many, many hours cutting scripts and having to cut down time. Scripts were too long. The problem is when you do a series like Superboy, in a half-hour mode, it's tough to develop three or four characters. You have to cut it down to 20 to 22 minutes. There's no time for 'B' stories." Nutter remembers that the Salkinds "were looking for someone else, another person to play the role. Nutter, despite Newton's remarks, still insists that "basically, they didn't like the Clark Kent characterization. John was a kid, rather young, and I'm not sure that series television was the type of thing right for him at the time. He was really good, physically, in stunts, and he was very strong. I think he was honest in his portrayal. [But] I think basically he was a young guy who didn't have a lot of experience.

"There's always a situation with actors and finances, and as far as the situation with the characterization, it was a situation they didn't feel worked." Nutter was pleased to see Stacy Haiduk's growth as an actress. "She was very young at the time the show started, and I got to see her just blossom in the last couple of seasons," he says. "It was amazing. In the first couple of shows she was just a ditzzy redhead. As the show developed, she became a very serious actress." Gerard Christopher as the new Superboy was fresh, Nutter notes. "I think when he started out on the show, his Clark Kent was quite good, but he had problems with the strengths of Superboy. But then as the show went on, he got more comfortable with the character. He definitely had the facial look. He had the charisma that was necessary. There were areas where he could have had more depth, though

The keys to the show's success, says Nutter, were the writing, character scripting and casting. "In the second season, the introduction of [writer] Mark Jones would bring interesting characters that really added to the show. When Superboy came to third and fourth season, the show became more involved with the characters." There were also many supervillains to contend with. Nutter says the show really came to life in the second season with the introduction of Sherman Howard as Lex Luthor. Howard saw (and played him) as Batman's nemesis, the Joker.

The show's gradual character development and increase in production quality happened, says Nutter, when the Salkinds stepped away from the project and Julia Pistor entered to produce. A new director of photography and some others below the line helped change the show's look and tone. But Superman's publisher, in Nutter's view, remained actively involved. "DC Comics always had an idea of how the show should be. It's a situation in which you have to go back and forth and get a lot of 'DC' notes. ... He wouldn't do that, or she wouldn't do

that.' They would really tell you how they want the show to be. We had to succumb to those things."

For "Paranoid," Nutter says, "Stan [Berkowitz] originally wanted it to be a situation in which the paranoia was real, with nothing artificial and nothing extraterrestrial involved. DC said there had to be some type of extraterrestrial to make this all copacetic." Both Stan Berkowitz and David Nutter point to third season's "Road to Hell" with Ron Ely as particularly exciting. "He was a perfect choice for that character," says Nutter. "I thought he was wonderful. He made the character as someone with charisma and stature, someone of that nature. There wasn't better casting if we had a lot more money."

Ninety percent of acting is casting, Nutter says. To demonstrate the difficulties of matching character, actor, and circumstance, he offers this behind-the-scenes story about casting the episode "A Change of Heart": "I was working with Miguel Ferrer in Vancouver, Canada. I told him I also worked on Superboy. When I talk to directors about Superboy, they'll sigh and say, 'Yeah, what's that?' but with Miguel, he said, 'Oh my god! That's a great show!' He was a comic book writer, had been in movies, and he really appreciated it. 'I'd love to do that show sometime.' So we talked about the kind of characters he'd like to play in it. And I called Stan Berkowitz and Julia Pistor, and said, 'Listen, Miguel Ferrer would come down and do the show if you could write a character for him.' So, we wrote a character for him. What happened was Lex Luthor was trying to be a good guy. But there was a scheduling problem with Sherman Howard. He couldn't come in." So, with a few keystrokes on a word processor, Luthor was out and new characters were created. In place of a villain turning good, "Miguel and I suggested Billy Mumy as this kind of demented character," says Nutter.

Bill Mumy, the carrot-topped kid in the 1960s series *Lost in Space*, happened to be a friend and partner of Miguel Ferrer. "The Billy Mumy role [replaced] Lex Luthor," says Nutter. "But what happened was Miguel, who was going to play our lead villain, was shooting *On the Air*, the David Lynch [half hour sitcom]. They were one day over schedule. So, that one day he couldn't come down to Orlando." As a result, Michael DesBarres, known for a recurring role in *MacGyver* as the villain Murdoc, stepped in. "Michael DesBarres did a great job. He came in to do the show. Michael was great, and it was a great show." The episode "Paranoid" featured two very familiar faces as guest stars.

On the suggestion of someone at the show's distributor, Viacom, *The Adventures of Superboy* brought onboard two regulars from the 1950s predecessor *The Adventures of Superman*: Noel Neill and Jack Larson, who had played Lois Lane and Jimmy Olsen. "There's one point when Jack's possibly the one who did the killing- 'You're after me?'-and he was swiping pencils and papers, back when he was at the newspaper," says Nutter. "When Superboy flies up to the windowsill, Jack looks up and says 'Jeepers!' It was a lot of fun, and both of them were a real treat to work with. Noel hadn't acted in years. And Jack had been on the scene, but doing a lot of writing. We hoped it would work out, and it did."

Although the two acting veterans had not worked for a long time in front of cameras, Nutter reports that Neill and Larson were comfortable working with a stage setting, and the sophisticated shooting style of the 1980s was not too different or difficult for them. "They were used to someone like myself who doesn't just set the camera down and treat it like a stage," says Nutter. After completing some 21 episodes over four seasons, Nutter found the show's demise an emotional and difficult time.

"It was like losing a family member," says Nutter somberly. "It was a very, very emotional time for me, and you know how they say the first time is something you always remember [although] you get bigger and better. There were a lot of people there, and when you do a series for that long, you really develop relationships with people. I'd love to do [a series] again in a situation like that. In the entertainment industry, it's very transitory. You can be a director for two or three weeks on a show and you're gone." Over the four seasons, Nutter saw many changes in Superboy. At the end of the second season, with a desire to add new blood and find new directions for the show, the producers hired new writers, cinematographers, art directors and producers. By the third season, Clark Kent and Lana Lang graduated from Shuster University and together arrived at the Bureau of Extranormal Affairs. This change allowed the characters to escape the campus environment and interact more directly with unusual and extraordinary phenomena in the world-a perfect opportunity for Superboy to intervene. It was also an allusion to Kent's future job at the *Daily Planet*.

Stan Berkowitz was tapped as the head writer for seasons three and four, under the title of co-producer and later producer. "I was told by Viacom that they wanted to expand the audience for the show," recalls Berkowitz. "Basically, they felt children watched the show. So they wanted to expand it so adults could get into it. I was given examples of movies they liked *Robocop*, *Die Hard*-models to follow. They wanted to know what kind of movies I liked. They wanted to make the show darker, more mysterious and adult. Darker visually and in terms of stories."

Looking back, Berkowitz says simply, "Nobody's work is ever perfect." He wishes he could erase some decisions made on individual episodes in the third and fourth year. But he adds, "I wish the show had gotten a little more credit. I think a lot of people didn't want to watch it because of the title Superboy. And, we were

trying to get adults! I think adults were going, 'I don't care. It's about a boy.' I think if they had watched, they would have said, 'This isn't bad! There are some interesting themes here.' Instead of treating it as Superboy, we wanted to be Superman without actually saying Superman."

For legal reasons, the name Superman could not be used on the show. Never mind that he was the same character and only slightly younger; man was taboo and only boy was allowed. "It's part of the original, confusing and complex deal the Salkinds had with DC Comics that means they only have the rights to a TV Superboy," says Berkowitz. "Now, there was a [two-part] episode called 'Road to Hell' where we see a full-grown man (played by Ron Ely). And we couldn't actually call him Superman. So, we just sort of avoided that word in the dialogue."

Sometimes, however, things leak out. "In the first version of the credits, which I actually have on tape, it came out as 'Ron Ely as Superman,'" attests Berkowitz. "The casting director had used it. But when the DC [Comics representatives] looked at that, they said, 'No! You can't use that word!' So, they simply deleted that from the copy that went out on the air. But I have a pre-air copy." Critiquing the first two seasons, Berkowitz believes that "they were trying to be Superman. He would be the only anomaly in the universe. I saw a couple of them, and his adversaries were crooked real estate developers and the like. For superheroes, those aren't really very good adversaries. There's one where the adversary was an insane concentration camp victim. You needed bigger villains. Halfway through the season they started bringing in space creatures and things like that." Berkowitz found these stories more interesting but says, "The scripts were poorly thought out."

To produce the show, it was necessary for three partners—a publishing company who owned rights to a character, a production company that held the bank credit line and a French father-son production team—to achieve a mindmelding without emasculating the product they were all creating. "The situation with Superboy is that it's owned by DC Comics, and it was rented out to Viacom so the Salkinds could make a TV series," explains Berkowitz. "They all have a stake in it, and they're all fighting and screaming at each other. And essentially, it was like Solomon's baby. It's like three mothers fighting over the baby. But if Solomon asked them, 'Ok, we're going to chop up the baby, which one of you wants to give in?' none of them gave in. The result was essentially what you saw on the air. By the time I came on the show, Salkind had pretty much dropped out of the equation. And the DC guys backed off a little"—which left Viacom to run the show.

Berkowitz's memories of his experiences on the show consist mainly of "bitching and fighting, screaming," with DC Comics over story particulars—"Can he do this or that?" and "Is this logical or not logical?" Nevertheless, "we got things done. We never lost a day of shooting or anything like that. We never had any major disasters. We were writing all the time." Berkowitz felt that Gerard Christopher, as Clark Kent/Superboy, was "not very good in that [second] season. I thought he was wooden. Clark looked silly. "I think he was too nerdy. The first guy, who was fired, supposedly he was not nerdy enough as Clark, and they made Gerry really nerdy as Clark. And then, in season three, Clark became closer to what he is in the comic books. He was still a guy who got lost in a crowd of two. He was shy. He didn't fight back. In fact, we made a point of him showing him fighting back only once, and that was in "Cat and Mouse," where he goes against the psychiatrist and he stands up for himself. They eased back on [the nerdiness]. If you watch the show, he was maturing.

"I don't think he had much to work with at first," adds Berkowitz. "My initial opinion was that he was not a very good actor. [But] sometimes we can be fooled by that. A guy who seems to be a bad actor can turn out to be a good actor when he gets better scripts." Later, as he got to know Christopher, Berkowitz found that "he was very ambitious about being a producer/director during the whole shoot. But he was so busy acting, there wasn't much time for that. He was best as an actor, I think, when he was playing a bad guy. He was also good as Clark when they gave him enough to do. He always felt awkward playing Superboy because of the costume. 'What do I do? Here's a character that's perfect.'

"I thought progressively, starting with season three, he got better and better. Some episodes like "A Day in the Double Life," I thought, 'This guy is really fun to watch!' There are also points where he plays villains. 'Roads Not Taken, Parts 1 and 2,' particularly ... as the dictator, he was fun to watch. That's why you write-to see your words become entertaining. There's also a 'body swap,' where he played Lex Luthor. He was wonderful. Supposedly Luthor's brain gets into Superboy's body." Regarding Stary Haiduk, as Kent/Superboy's friend Lana Lang, Berkowitz says, "You had to explain stuff from the scripts to her. What's going on, why the characters are doing stuff. The way she'd do best is if you sat down with her and go through everything Lana had to do. Here's why she's doing this, here's why she's doing that. Unfortunately, I didn't have much time for that. For 'Road to Hell,' I took her out to dinner and sat down with the script and went over it line by line. So if she seems special in that, it's because she was sitting down and actually talking about the script at length with the writer."

Because of the show's status as a syndicated show, feedback was bare, and ratings were spotty at best. "The ratings declined as the show got better," says an incredulous Berkowitz. "I don't know what to make of that.

Perhaps it was a bad idea to try to move the show up to adults, because if you have a successful show that children are watching, it probably makes more sense to [leave it that way]." In analysis of specific episodes created during his tenure on the show, Berkowitz cites the two-parters "Roads Not Taken" and "Road to Hell" as particularly satisfying.

"John [Francis] Moore was pitching ideas for the show," says Berkowitz. "He's a friend of Andy Helfer [a writer for the show as well as a DC Comics consultant]. So John said, 'Why don't you have the guy go into a different dimension?' 'What dimension?' 'Oh, it's this cold, weird place and there's this monster waiting for him.' I thought, 'Oh, too hard to shoot that!' But then I remembered an article about alternate worlds. Every time you make a choice, there's an alternate world created where you made the opposite choice. ... Each new world is triggered by you making a different choice. What about that, I said. So we sat down and worked on it. Before John got very far, almost immediately after that meeting, he got hired as story editor on *The Flash* [1990]. So it's a shared story credit on the scripts. I was pleased. I thought it worked out quite well. There was more humor in the scripts that sort of got deleted by the director during the shooting and cutting of the show."

Another interesting episode was "Obituary for a Super Hero," in which Superboy had supposedly died. The episode dealt with the media's reaction to his presumed death. "It just came to me watching *Nightline* and being told we had one day to do a shoot," admits Berkowitz. "I thought, what can we shoot? A lot of creativity comes from desperation! A lot of my creativity comes when there's very limited parameters. 'You can't do this, you can't do that, you can't do that, you have only this amount of time to do it.' You start thinking, 'Let's see, what can we do, given those limits there?' I think that show is indicative of that."

After some 100 episodes of the show, with Viacom wanting to end their deficit financing and hoping to recover their investment in syndication, the show stopped filming. The last twoparter, titled "Rites of Passage," had an interesting genesis.

"Mike [Carlin] and Andy [Helfer] had pitched the idea of Superboy going through puberty for a long time, probably even before I got there," recalls Berkowitz. "I was saying, 'What are you talking about? Pubic hair and stuff like this?' and they'd answer, 'No, no, no! He's an alien! All these different weird things start happening to him. His powers go berserk.' How does it end, I asked. 'It ends with the punchline being that it's puberty.' I'm thinking, 'Great!' but you can't end the show that way. So that was put on hold for a while. And then we thought show 100 would be the final show, so we'd graduate him to be Superman. Stop calling a 32-year-old actor Superboy and start calling him Superman. We planned to use the puberty aspects of his powers going crazy and taking him back to the spaceship and all that as a prelude to making him Super man. The script is halfway done and Ilya Salkind says, 'No, no, no! You can't do this. We may go another season, we may go back into production: He wants to wait until he's 40 or something. It seemed like a foolish objection that Salkind had, but we had to obey them. We shaped the show where he went through these rites of passage Kryptonian rites of passage-moving toward manhood, but not quite achieving it." And that's how the show ended.

CAST NOTES

John Haymes Newton (Clark Kent/Superboy): Superboy was Newton's first television series. Afterwards, the actor remained very busy with a TV movie about the American Indians, and lead roles in films such as *Cool as Ice* (1991)-"I played the bad guy in that and it was good for me to break through the All-American stereotype as Superboy"-and Paramount's 1993 feature *Alive*. Most recently, he was one of the *Untouchables* on Fox television.

Gerard Christopher (Clark Kent/Superboy): Christopher has studied at the Juilliard School and appeared in the films *Dangerously Close* (1986) and *Tomboy* (1985). His television appearances include *Murphy's Law* and *True Confessions*, and he has done more than 60 commercials. Christopher calls his role in Superboy "the opportunity that everybody dreams of. It's a unique experience where you carve out of a slice of Americana." Christopher, in addition to becoming coproducer late into the series, penned two Superboy scripts: "Wish for Armageddon" and "Cat and Mouse."

Stacy Haiduk (Lana Lang): Haiduk appeared in a string of music videos prior to being cast in Superboy. She also had a recurring role on *Another World*. After four seasons of flying in Superboy's arms, she promptly moved to Aaron Spelling's TV series *The Roundtable* (1992), before landing a regular role in *seaQuest, DSV* (1993).

Peter Fernandez (Matt Ritter): "Superboy is the true enigma. He's the UFO that everyone talks about but he's real, he's here. You can touch him. He's the reason for the Bureau of Extranormal Affairs. You can believe that other things are possible." From Hanson, Massachusetts, Fernandez previously appeared in *The Cotton Club* (1984) and *One Life to Live*. A theatrically trained actor, he has appeared in dozens of New York Shakespeare Festival productions including *Macbeth*, *Julius Caesar* and *The Merchant of Venice*.

Robert Levine (C. Dennis Jackson): The veteran actor appeared in such classic movies as *Splendor in the Grass* (1961), *Up the Down Staircase* (1967), *The Hot Rock* (1972) and *All That Jazz* (1979). He also had roles in *Dominick and Eugene* (1988) and *Tootsie* (1982). On television, he has appeared in *L.A. Law*, *Thirtysomething*, *Barney Miller*, *Taxi* and *Kate and Allie*.

WR. Fred Freiberger, Michael Morris, Bernard M. Kahn, Dick Robbins, Michael Carlin, Andrew Helfer, Wayne Rice, Cary Bates, Mark Jones, Toby Martin, Michael Maurer, Stan Berkowitz, David Gerrold, Paul Schiffer, Sherman Howard, Joseph Gunn, J.M. DeMatteis, James Ponti, Mark Jones, Gerard Christopher and Paul Robert Coyle

DIR. Reza Badiyi, Colin Chilvers, Jackie Copper, David Grossman, Peter Kiwitt, David Nutter, Chuck Martinez, Kenneth Bowser, Danny Irom, Richard J. Lewis, Joe Ravitz, Mark Vargo, Jeff Kibbee, Bryan Spicer, John Huneck, Hugh Martin, Robert Wiemer, Thierry Notz and John Nuneck.

EPISODES: 100 **YEAR MADE:** 1988 **COUNTRY:** US **SEASONS:** 4

AN ALEXANDRA AND IILYA SALKIND PRODUCTION

CREATOR: ALEXANDRA AND IILYA SALKIND

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26, (2) 26, (3) 26, (4) 22.

DATE OF PREMIER: 08/10/1988 **AIR DATE OF LAST EPISODE** 17/05/1992

SEASON DATE BREAKDOWN:

FILMS:

Clark Kent/Superboy JOHN HAYMES NEWTON (1), Clark Kent/Superboy GERARD CHRISTOPHER (2-4), Lana Lang STACY HAIDUK, T.J. White JIM CALVERT (1), Lex Luthor SCOTT WELLS (1), Lex Luthor SHERMAN HOWARD (2-4), Andy McAlister LLAN MITCHELL-SMITH (2-4), Mark Ritters PETER J. FERNANDEZ (3-4), C. Dennis Jackson ROBERT LEVINE (3-4), Jonathan Kent STUART WHITMAN, Martha Kent SALOME JENS, Leo MICHAEL MENNO (1), Darla (Lex's girlfriend) TRACY LYNN ROBERTS (2-4).

RELATED SHOWS:

LOIS AND CLARK

SEAQUEST DSV (inc. SEAQUEST 2032)

SUPERMAN

SMALLVILLE

1 - 1 *COUNTDOWN TO NOWHERE*

Superboy must intervene when crooks steal a laser weapon and plan to use it to destroy a launching space shuttle.

Wr Fred Freiberger

Dir Colin Chilvers

1 - 2 *THE DUEL OF TECHACAL*

Lana's father, an archeologist, comes to the university with what he thinks is a cursed relic. Lex Luthor then steals the jewel in order to sell it to the highest bidder.

Wr Fred Freiberger

Dir Reza Badiyi

1 - 3 *A KIND OF PRINCESS*

Clark falls for Sara Danner a rich and somewhat spoiled student at Shuster, who happens to be the daughter of crime boss Matt Danner. Superboy saves Danner's life when a bomb is set off by members of a rival crime syndicate, headed by a Mr. Casey. When Sara disappears from her 18th birthday party, it is revealed that Casey has kidnapped her. When Casey contacts Danner, Danner decides that his crime syndicate means more to him than his daughter's life. Superboy rescues Sara and stops Casey. Sara, feeling rejected by her father, decides to leave Shuster and Clark behind.

Wr Howard Dimsdale, Michael Morris

Dir Reza Badiyi

1 - 4 *BACK TO OBLIVION (aka THE HIDING PLACE)*

TJ goes to a scrapyard to investigate strange things that have happened there. When he arrives, he is trapped in a crushing machine by the old man, Mr. Wagner, who owns the scrap yard. Superboy saves him from being crushed to death. Lana decides to visit Mr. Wagner to learn what's going on. Wagner

holds her hostage believing that she is his granddaughter Lena. His mind travels back to the days of World War II, when he was in a Nazi concentration camp, as he tries to protect his "granddaughter" from the Nazis, who are actually TJ and Clark returning to check on Lana. Wagner uses the scrap yard machinery against them and seemingly kills Clark. But Clark, as Superboy, barely saves TJ from a trap and frees Lana from Mr. Wagner. Wagner suffers a heart attack but survives and is finally free from the haunting memories of World War II.

Wr Fred Freiberger

Dir Colin Chilvers

1 - 5 *THE RUSSIAN EXCHANGE STUDENT*

When a scientist's formula to improve the efficiency of gasoline is nearly destroyed, a Russian exchange student named Natasha is accused of sabotaging the computer that the formula was stored on. Superboy steps in when a demonstration of the formula results in a powerful explosion. Again, Natasha is blamed. She is forced to leave the country within three days. TJ, who is infatuated with Natasha, and Clark investigate. TJ discovers that Professor Gordon's assistant Jeff is working for a gasoline company that doesn't want the formula to get out since it would cause gasoline prices to drop drastically. TJ is found and dropped from a window high above the street by security guards in the company and saved in the nick of time by Superboy. Meanwhile, Jeff starts a fire and tries to kill Natasha and Professor Gordon, but Superboy arrives in time to save them and capture Jeff. Natasha decides to leave the US to assist Gordon, who is moving his research to Russia.

Wr Vida Spears, Sara V. Finney

Dir Reza Badiyi

1 - 6 *BRINGING DOWN THE HOUSE*

A rock star, Judd Faust (Leif Garrett), wants the Boardwalk and baseball amusement park and when the owner refuses to sell the park everyone in it is in danger. Bombs are detonated and sabotage is all around. When Lana falls in love with Judd she is in danger also. Judd takes her away one night and reveals his true nature to her. He puts her in a torture device and begins to try to pull her apart while he records her screams. Superboy arrives just in time to stop Judd and release Lana from the machines deadly grasp.

Wr Howard Dimsdale, Michael Morris

Dir Colin Chilvers

1 - 7 *THE BEAST AND BEAUTY*

A Superboy impersonator is robbing banks and jewelry stores to get a million dollars so he can marry Florida's beauty queen. The real Superboy is arrested for his acts and when the beauty queen, Jennifer Jenkins, refuses to marry the Superboy impostor, Hugo, she is kidnapped and the real Superboy is the only one who can save her.

Wr Toby Martin, Bernard M. Khan

Dir Jackie Cooper

1 - 8 *THE FIXER, THE*

Lex Luthor is taking bets on Shuster's basketball team who are playing against Florida State University in their next game. He blackmails Shuster's star player into losing the game and Superboy takes over the job of the referee to stop Luthor and save Shuster from his scandal.

Wr Alden Schwimmer

Dir Colin Chilvers

1 - 9 *THE ALIEN SOLUTION*

A strange cloud-like alien who can take over others bodies comes to earth hoping to steal Superboy's body so he can add it to his collection of warriors. Knowing Superboy always comes to Lana's rescue, he puts her in danger and lures Superboy into the open. After Lana is almost killed by the alien's warrior body, Superboy agrees to do what the alien wants. He follows the alien to its ship, and destroys the alien's collection of warrior bodies. He then traps the alien in a canister, and hides the canister in a cryogenics lab on the college campus.

Wr Michael Carlin, Andrew Helfer

Dir Colin Chilvers

1 - 10 *TROUBLED WATERS*

A businessman wants to buy all the farms in the Smallville area during an agricultural depression. Mr. Kent wants to find out why. Kenderson, the businessman, has something to hide and tries to kill Mr. Kent but he is unsuccessful. Superboy, who is coming to visit because of the attempt to kill Mr. Kent, checks over the farmland and learns a river runs below it that could be of value. He now must stop Kenderson before he gets what he wants and kills Mr. Kent. Kenderson wants to blow up the community silo when Pa Kent goes to show it to the bank's mortgage department manager. As the two pull up to the silo

Kenderson's men attack and prepare the silo for destruction. As they prepare to destroy the silo, Superboy arrives and stops Kenderson once and for all.

Wr Dick Robbins

Dir Reza Badiyi

1 - 11 *KRYPTONITE KILLS*

A Kryptonite meteor falls in Addis Ababa and is sent to Shuster for study. It turns up in one of Clark's classes, a class on minerals. There, Clark feels the pain of kryptonite for the first time. But Lex Luthor learns of its value as an energy source and takes a piece of it. He uses it to power a machine that can knock out lights all over the city and allow him to loot stores and banks. When Superboy stops him, Luthor gives the rock to his girlfriend on a necklace. When a fire breaks out in Luthor's dorm during a date, Superboy attempts a rescue and is made powerless by the kryptonite. Now Luthor's evil may cause his own death. Luthor escapes the fire leaving his girlfriend there to die. He send Leo back in to get the necklace, and once the necklace is gone Superboy returns to normal and escapes to bring Luthor to justice. Professor Peterson then gives Superboy the kryptonite in a lead box and Superboy throws it into space. The only problem is, one lone piece still attached to the necklace is flowing through Capitol City's sewer system and could be found again.

Wr Andrew Helfer, Mike Carlin

Dir Jackie Cooper

1 - 12 *REVENGE OF THE ALIEN (1-2)*

The alien from "The Alien Solution" escapes after a thief steals the canister containing him. He wants revenge on Superboy for destroying his collection of warrior bodies. The alien possesses a policeman and stalks the Boy of Steel. When he attacks Superboy at an agriculture center, he accidentally kills the body of the policeman he's possessing, and in the process he hurts Superboy. But when he tries to take over Superboy's body, he finds he can't get in and, angry, he possesses the body of Clark's visiting father, Jonathan Kent.

Wr Andrew Helfer, Mike Carlin

Dir Peter Kiwitt

1 - 13 *STAND UP AND GET KNOCKED DOWN*

TJ finds his friend Michael dead outside of the Bonkerz comedy club. TJ wants to find out what happened to him, so he goes to the club's amateur night. Before he goes on stage he discovers that the club owner, Dexter, killed Michael and is a drug dealer. He tells a waitress, Angel, to take TJ a coke loaded with a potent drug to kill him. Luckily, she doesn't use the entire vial, and TJ only becomes sick. Clark and TJ are taken by Dexter and tied up with Angel. Small patches, that are loaded with deadly drugs are attached to all three and Clark only has two minutes to act before TJ and angel will die. He breaks free and turns to Superboy, then removes the patches from TJ and Angel. TJ goes crazy. Dexter tries to run him down with his limo, but is stopped by Superboy.

Wr David Patrick Columbia, Toby Martin

Dir David Grossman

1 - 14 *MEET MR MXYZPTLK*

Superboy is called on to help remove a totem pole from the ground so it can be studied. When he arrives the totem won't budge. Just as he finally gets it out of the ground, it vanishes. Then a strange little man appears claiming to be from the 5th dimension. He is Mxyzptlk. Superboy meets him and discovers that Mxy's magic can harm him just as it could anyone else. Mxy decides he wants to take Lana back with him. Using his magic, he impersonates Clark and tries to get together with Lana. When Lana resists Mxy's twisted version of Clark, Mxy uses his magic to make her want to come with him. She is preparing to leave with Mxy when T.J., Superboy, and a scientist discover that the totem held back magical spirits. Once the totem was moved, the doorway to our world was opened. They also learn that saying his name backward will cause the imp to return to his own dimension for 90 days. Knowing this, Superboy gives Lana a going away speech that he will record on video tape. She begins to read and Mxy takes over. Not realizing what he's reading, he reads his name backward aloud and vanishes. Lana returns to normal and everything done while Mxy was here is automatically undone.

Wr Dennis O'Neil

Dir Peter Kiwitt

1 - 15 *BIRDWOMAN OF THE SWAMPS*

When a bulldozer is turned over at a construction site TJ and Clark decide to investigate. Clark meets an old indian woman who believes the birds turned over the bulldozer. Clark, as Superboy, moves to bulldozer to its original position and pays a visit to the indian woman. She thinks he is the enemy since he turned the bulldozer back over. She says the construction of a home for the poor is destroying the forests and the wetlands. Mr. Hogan, who is the head of the construction project, orders the indian woman killed.

Superboy visits the woman again and she uses a strange spell on him. He collapses in pain, but he is able to weakly fly away from the woman. After he leaves, she is attacked and left unconscious near the swamp by two of Hogan's men. Clark and TJ head to the construction company. They discover Hogan is charging the city top dollar for materials and using low-cost materials that aren't suitable for construction. Meanwhile, the indian woman is nearly killed by an alligator, but is saved by Superboy. Superboy flies to the construction site and is buried under tons of gravel by Hogan's men. He escapes and traps Hogan so that the police can take him away. The indian woman apologizes to Superboy and the construction project is put on hold.

Wr Bernard M. Khan

Dir Reza Badiyi

1 - 16 *TERROR FROM THE BLUE*

A group of cops gone bad attempt to kill police lieutenant Zeke Harris and Lana witnesses the shooting. The "dirty" cops chase after her and she avoids them. She leaves a message for Clark at his dorm. She then takes up with an ex-hippie in his trailer outside of the city. But the dirty cops find her there and this time she can't escape. Superboy finds the message on the answering machine and arrives just in time to save Lana from a horrible death at the hands of one of the dirty cops.

Wr George Kirgo

Dir David Grossman

1 - 17 *WAR OF THE SPECIES*

The military has given funding to an artificial intelligence project. T.J., Clark, and Lana visit the project to get a story for the Shuster Herald. They discover a dangerous android and are narrowly saved from death by Superboy. T.J. had taken pictures of the machine and the leader of the project took it, so T.J. returns to the project to get more shots. He is captured so that the android can undergo a final test against Superboy. Superboy arrives to save him, and discovers that the android's creator has his own secret. He too is an android from another world who created the other android to be his killing machine, since he was programmed never to kill. He is badly damaged in Superboy's battle and a self-destruct program is initiated. Superboy flies him away as he explodes.

Wr Steven L. Sears

Dir Peter Kiwitt

1 - 18 *THE INVISIBLE PEOPLE*

A large group of homeless people are living in front of a beach club on a Florida beach. They were promised jobs by the wealthy beach club owner, who never gave them anything. The owner of the beach club, Gerald Manfred, is trying to sell his club, but to do so he must get rid of the homeless group. He sets fire to one of their tents, and tries every way possible to get rid of them. When T.J., Lana, and Clark get involved T.J. is nearly killed and the leader of the homeless group, Damon, is kidnapped. Lana searches for him and is kidnapped herself. Now she and Damon are trapped in Manfred's hands, and only Superboy can save them. Manfred prepares to kill them in hopes that when they die, the homeless people will leave the beach. But before he can do anything, Superboy finds him and makes him agree to give all the homeless people jobs as he once promised he would.

Wr Mark Evanier

Dir Jackie Cooper

1 - 19 *LITTLE HERCULES*

Clark and TJ visit a young high-school genius named Billy Hercules who has been offered a scholarship by Shuster U. Clark befriends the boy, who he can relate to since both of them are different and out of place. After a field trip to a naval base, Billy breaks into the advanced computer system of a new navy submarine to impress a girl he likes and this activates a self-destruct mechanism that will go off in 30 minutes. Only Billy knows the codes to get access to the computer and stop the sub from exploding. Superboy flies him to the sub, and Billy gets cracking. Meanwhile, Superboy begins burning a hole through a six-foot thick door, that is locked tight and armed with explosives, in order to get access to the missiles so he can deactivate them. Luckily, with seconds to spare, Billy disarms the security door and Superboy is able to break through and deactivate the missiles. Billy is returned home and in the end, gets the girl after all.

Wr Wayne A. Rice

Dir David Grossman

1 - 20 *MUTANT*

Clark witnesses the kidnapping of Professor Craig Lipcott a famous nuclear scientist. As Superboy, he follows the kidnapers to a rooftop and sees them enter a strange ship just before he is attacked by a powerful ray that leaves him disoriented. When he looks up the ship is gone. Lipcott awakens inside the ship, which is actually a time machine, with two mutant men and a normal woman, Vora. The mutants

want plutonium. They reveal that they are from the 24th century and that they need plutonium to fight their enemies since no more exists in their time. TJ and Clark begin to investigate the kidnapping. TJ is taken by the mutant time travelers. Vora is sent to find Superboy so he can help them break into the installation where the plutonium is stored. Vora reveals to Superboy that she herself is a mutant in her society since everyone else has been mutated by fallout over the years. Superboy agrees to help in order to save TJ and Lipcott. Superboy gets the plutonium and flees with it. When the mutants blast him, he reflects their laser beams back at them and captures them. Vora frees Lipcott and TJ. She then leaves, never to return, since the machine will never have enough power to time travel again.

Wr Michael Morris

Dir Joe Ravitz

1 - 21 *BLACK FLAMINGO*

Superboy goes undercover in a punk nightclub where a terrorist called Snake-Man is hypnotizing teenagers to turn them into killers.

Wr Cary Bates

Dir Chuck Martinez

1 - 22 *THE PHANTOM OF THE THIRD DIVERSION*

Jonathan Kent is being stalked by a man who he fought alongside in the Korean War. As Clark, Lana, and T.J. come to Smallville for a visit, Mr. Kent is lured to the Smallville hospital and kidnapped by the man. He blames Mr. Kent for the torture he went through in a prisoner of war camp. He makes Mr. Kent go through an obstacle course like the one at the camp to torture him and make him feel the same pain he felt. Superboy must now be the one to save his father's life and end the madman's emotional pain. He succeeds in stopping the "phantom" and Pa Kent volunteers to return him to the sanitarium.

Wr Bernard M. Khan

Dir David Nutter

1 - 23 *HOLLYWOOD*

Professor Zugar, invents a time machine and sends himself and Superboy back in time to Hollywood in the 1930s. Superboy meets a famous actor, Victoria Letour and discovers that she is being stalked by men who want to kill her. They eventually kidnap her and Superboy comes to her rescue. Meanwhile, the time machine must be repaired since a crucial part was damaged during the trip. An inventor brings his miracle calculator, much larger than today's, to fix the machine. The professor fixes the machine and Superboy returns in time to be transported back to the present. When he arrives, he attends the recently deceased Victoria's funeral with TJ and Lana.

Wr Fred Freiberger

Dir David Nutter

1 - 24 *SUCCUBUS*

A beautiful vampire-like creature seeks to drain Superboy of his life force and seduces T.J. as part of her plot.

Wr Cary Bates

Dir David Nutter

1 - 25 *LUTHER UNLEASHED*

Luthor steals a powerful weapon developed by the army and prepares to sell it to weapon dealers. Later, while Luthor is working in the Shuster laboratory he causes an explosion and Superboy saves him by blowing the chemical fumes out of the building. The fumes kill Lex's hair and cause him to go bald and now Luthor's hatred for Superboy is greater than ever. He prepares to sell the weapon to anyone who can kill Superboy and three assassins try their best, but are defeated by Superboy. Meanwhile, Lex's hatred for Superboy has grown and led him to a change.

Wr Stephen Lord

Dir David Nutter

2 - 1 *WITH THIS RING I THEE KILL*

Lex Luthor is back and he has a new face. Warren Eckworth, owner of Eckworth Industries, has created a new weapon: the Superboy gun. Luthor sabotages the weapon and uses it on the boy of steel. It only stuns Superboy, however. So Luthor takes the next step in his plan. He assumes the appearance of Warren Eckworth through plastic surgery and kills the real Eckworth, taking his place. He orders the power on the Superboy gun increased by 50%. Later, he picks up Lana promising her an interview. When he gets her back to Eckworth Industries, he reveals his true identity and his intent to marry Lana. He forces her to put on a wedding dress and drags her to an abandoned prison for the ceremony. But he allows her to make a phone call to Clark & Andy McCalister's dorm room, assuring that Superboy will show up. After the ceremony is almost completed, Superboy arrives and Luthor unleashes the Superboy gun's full force

on the boy of steel. Superboy is paralyzed. The doctors say he will never walk again.

Wr Fred Freiberger

Dir David Nutter

2 - 2 *LEX LUTHER: SENTENCED TO DIE!*

Professor Peterson comes to Superboy's aid. The two believe that Superboy will, with time, be able to have full use of his legs and powers again. Meanwhile, Luthor's new face has been revealed to the entire world, so he is back in hiding, along with Lana. Luthor goes in search of a new assistant and discovers a woman named Darla at a local club. Back at the hospital, Superboy's rehabilitation is going slowly. Darla, disguised as a nurse, delivers a tape to Superboy which was made by Luthor. Superboy begins to regain some of his powers, and scrutinizes the tape for clues to Lana's whereabouts. He notices Lana's eyes are blinking in morse code, and discovers the address that she is being held at. Superboy arrives at Luthor's hideaway, still in a wheelchair, to bring Luthor in. But Luthor is prepared, and has a new "mini" Superboy gun with all of the power of the full sized weapon. Will Superboy regain his powers, stop Luthor, and rescue Lana? Or will he fall victim again to the power of the Superboy gun?

Wr Fred Freiberger

Dir David Grossman

2 - 3 *METALLO*

An escaped bank robber suffers a heart attack and is sent to a hospital. There he transforms into Metallo a cyborg with a Kryptonite-powered heart.

Wr Mike Carlin, Andrew Helfer

Dir David Grossman

2 - 4 *YOUNG DRACULA*

A young vampire escapes his father and becomes a doctor in a Capitol City hospital. His father sends an older more powerful vampire to bring him back, and Superboy and Lana are trapped in the middle of the battle.

Wr Ilya Salkind, Cary Bates

Dir David Nutter

2 - 5 *NIGHTMARE ISLAND*

Andy, Clark and Lana are deserted on an island when Andy's motorboat sinks into the ocean. On the island Clark turns into Superboy and is stripped of his powers by a dwarf-like alien. The alien kidnaps Lana and it is up to a powerless Superboy and Andy to rescue her.

Wr Mark Jones

Dir David Nutter

2 - 6 *BIZARRO...THE THING OF STEEL*

While Professor Peterson is testing his new duplicating ray, Superboy arrives to see his progress. The ray is struck by lightning, and Superboy steps in front of it to stop the ray from hitting the Professor. The result of the ray is Bizarro, an imperfect duplicate of Superboy who possesses all of his powers, but a very limited intelligence. Bizarro wreaks havoc at a shopping mall and eventually takes Clark's place at the Shuster costume party under the name Kent Clark. Meanwhile, Superboy determines that he must destroy Bizarro with kryptonite. After Bizarro causes a disruption at the costume party and stops Lana on the road, Superboy uses the kryptonite on him only to discover it has no effect. Bizarro throws the rock back at Superboy and flies away with Lana in his arms. Superboy lies on the street, writhing in pain.

Wr Mark Jones

Dir Ken Bowser

2 - 7 *THE BATTLE WITH BIZARRO*

Bizarro takes Lana to a closed furniture store and decides it will be their new home together. Meanwhile, Superboy is saved from the kryptonite by Andy, and he and the professor determine that Bizarro will only be affected by Bizarro Kryptonite. Upon learning of Bizarro's whereabouts, Superboy goes to confront him while Prof. Peterson works on duplicating the kryptonite. Superboy and Bizarro battle in a carnival area and eventually Bizarro begins to smoke. He is unstable, and will likely explode if he is not stopped by the Bizarro kryptonite soon. Prof. Peterson arrives at the carnival with the Bizarro white kryptonite, but did he make it in time?

Wr Mark Jones

Dir David Nutter

2 - 8 *MR AND MRS SUPERBOY*

Mr. Mxyzptlk returns from the fifth dimension. This time he has a giant after him who seeks revenge for a

practical joke. The chase wreaks havoc all across town. Superboy and Lana stop the insanity by pretending to be married and the adoptive parents of Mr. Mxyzptlk.

Wr Denny O'Neil

Dir Peter Kiwitt

2 - 9 *PROGRAMMED FOR DEATH*

A robot has reprogrammed itself, taking on the personality of Andy's father, and seeks to avenge the death of its creator by killing both Andy and his real father, having Superboy get caught in the middle.

Wr Cary Bates

Dir David Nutter

2 - 10 *SUPERBOY'S DEADLY TOUCH*

Lex Luthor strikes Superboy with a lazer that sends his powers out of control. Luthor hopes that this makes Superboy dangerous enough to be outlawed.

Wr Mark Jones

Dir Kenneth Browser

2 - 11 *THE POWER OF EVIL*

A destructive force escapes its box, and Superboy, being the greatest force of good, is its target. The overseer of the box aids Superboy in capturing the force before further harm can be done to those close to him.

Wr Michael Prescott

Dir Danny Irom

2 - 12 *SUPERBOY...REST IN PEACE*

Wr Michael Maurer

Dir Danny Irom

2 - 13 *SUPER MENACE!*

While running tests on Kryptonite at a military facility to neutralize its effects on Superboy, they find that the alteration has emotional effects, making him apathetic. The military enlists the help of Metallo to give the Boy of Steel an attitude adjustment. After almost killing him, Superboy and Metallo join forces, posing a disastrous threat to the town.

Wr Michael Maurer

Dir Richard J. Lewis

2 - 14 *YELLOW PERI'S SPELL OF DOOM*

A very shy waitress has a crush on Superboy, and wants him to notice her. One of her dolls comes to life and turns her into a sorcerer, and assists her in accomplishing her goal of making Superboy fall in love with her, hurting him and people close to him in an effort to make him submit.

Wr Mark Jones, Cary Bates

Dir Peter Kiwitt

2 - 15 *MICROBOY*

A student at Shuster falls in love with Lana. Knowing that she cares for Superboy, he feels he must also be a superhero to be noticed. In an experiment, he uses microwaves to become Microboy. But when his powers go out of control, Superboy must intervene and attempt to get him under control.

Wr Cary Bates

Dir Richard J. Lewis

2 - 16 *RUN, DRACULA, RUN*

Byron Shelly was mugged and lost the serum that keeps his vampire cravings at bay. When Lana and Andy go to help, Byron preys on Lana and they join forces to subdue Superboy. A race ensues to get the serum to the three of them, before Lana and the Boy of Steel become forever undead.

Wr Ilya Salkind, Cary Bates

Dir Richard J. Lewis

2 - 17 *BRIMSTONE*

A magic doctor arrives at Shuster after a scarred, deranged man attacks several people. He's after an evil spirit named Prodo, whose been using chosen people to infect the population. When Superboy tries to stop the man, he is then infected with the curse and goes out of control, and Prodo attempts to use him to eliminate the magic doctor, Brimstone.

Wr Mike Carlin, Andrew Helfer

Dir Andre Gutfreund

2 - 18 *ABANDON EARTH*

Aliens claiming to be Jor-El and Lara come to Earth in search of their son Kal-El, known to the world as Superboy. However, Clark must be wary of the pair and their claims as well as try to keep his adopted parents from feeling as though they are losing their son.

Wr Cary Bates, Mark Jones

Dir Richard J. Lewis

2 - 19 *ESCAPE TO EARTH*

Now on the aliens' ship, Superboy, now transformed into Clark by the aliens, must figure out a way to get he and his friends off their ship. Things become complicated when Lana finds out about Clark's secret.

Wr Cary Bates, Mark Jones

Dir Andre Gutfreund

2 - 20 *SUPERSTAR*

Wr Toby Martin

Dir Kenneth Bowser

2 - 21 *NICK KNACK*

A demented electronic's genius who was imprisoned because of Superboy escapes. He uses his genius to develop a mechanical suit which he uses to suck away Superboy's powers. Wearing the suit, he is almost as powerful as Superboy.

Wr Mark Jones

Dir David Nutter

2 - 22 *THE HAUNTING OF ANDY MCALISTER*

Andy, Clark and Lana visit Andy's uncle's mansion for the weekend, only to become trapped in a wall containing a world with ghosts from the wild west. A group of outlaws seek revenge against Andy's ancestor who put them there. Superboy, now without powers in this world, must simply get them back on the other side of the wall to get rid of the ghosts.

Wr Andrew Helfer, Michael Carlin

Dir David Nutter

2 - 23 *REVENGE FROM THE DEEP*

An immortal being possesses Lana, and sets out to settle a score with an immortal man with whom she loved many years prior.

Wr Toby Martin

Dir Andre Gutfreund

2 - 24 *THE SECRETS OF SUPERBOY*

Nick Knack is out of prison, and wants to learn all of the dirt on Superboy. He invents a mind probing machine that drains all the memory out of its victims, and uses it on Andy and Lana to uncover all of Superboy's weaknesses.

Wr T. Gilmour, Mark Jones

Dir Joe Ravetz

2 - 25 *JOHNNY CASANOVA AND THE CASE OF THE SECRET SERUM*

Wr Ilya Salkind, Mark Jones

Dir David Nutter

2 - 26 *THE WOMAN CALLED TIGER EYE*

Wr Michael Maurer

Dir Andre Gutfreund

3 - 1 *BRIDE OF BIZARRO (1-2)*

As Clark and Lana begin their internship at the Bureau for Extra-Normal Matters, Bizarro returns from deep space and he's looking for a mate! Lex Luthor decides to give him a mate created by the duplicating machine that made Bizarro. But Bizarro must first steal Luthor a supply of kryptonite he can use to kill Superboy. When Superboy confronts Bizarro in the skies, he is left to die surrounded by kryptonite on a rooftop.

Wr Michael Carlin, Andrew Helfer

Dir David Grossman

3 - 2 *THE LAIR***Wr** Stan Berkowitz**Dir** David Grossman3 - 3 *NEILA***Wr** Gary Rosen, Stan Berkowitz**Dir** Mark Vargo3 - 4 *ROADS NOT TAKEN (1-2)*

Luthor steps into an interdimensional portal created by a Dr. Winger and is whisked away to an alternate earth. Darla kidnaps Lana in order to lure Superboy to the lab where Luthor vanished. She tells Superboy that if he doesn't go through the portal to save Lex, Lana will die. Naturally, he goes through and is transported to an alternate earth where his alternate self killed Luthor's alternate years ago. Now the world is in chaos. Lana is homeless, everyone hates Superboy, and "our" Luthor, claiming to be that world's Luthor resurrected, is quickly taking over. Superboy finds Luthor, but is held at bay by kryptonite. He travels to the Bureau for extra-normal Matters and there encounters his other self, a Superboy who wears leather and dark glasses and just doesn't care anymore. He explains how he killed Luthor in a fit of rage by cutting him in two with heat vision. After the discussion is over, the Superboy of earth-1 heads to Dr. Winger's lab looking for a way back home. There he finds both Luthor and a very different version of Dr. Winger, both armed with kryptonite and ready to kill him.

Wr Stan Berkowitz**Dir** Richard J. Lewis3 - 5 *SONS OF ICARUS*

After a number of flying men are spotted over Capitol City, Matt Ritter learns that the men are part of a group called the "Katia," descendants of African slaves who gained the power to fly. When Matt discovers he is one of them, he quits his job at the Bureau and joins the group. But Clark and Lana find out that there is a connection between the Katia and a series of fires that have broken out throughout the city, and if the Katia aren't stopped, Capitol City could burn to the ground.

Wr Paul Stubenrauch**Dir** Richard J. Lewis3 - 6 *CARNIVAL***Wr** Toby Martin**Dir** David Grossman3 - 7 *TEST OF TIME***Wr** David Gerrold**Dir** David Hartwell3 - 8 *MINDSCAPE*

A construction worker brings an unusual glowing rock to the Bureau and when Superboy appears to investigate, an alien creature leaps from the rock and attaches itself to the Boy of Steel. Courtesy of the creature, Superboy experiences a series of nightmares: one in which his secret identity is revealed, one in which he discovers he is a robot, and one in which Clark and Superboy fight for Lana's love. Meanwhile, the creature feeds off the adrenaline the dreams are causing Superboy to generate and if the Bureau staff can't remove the creature, Superboy will die.

Wr Andrew Helfer, Michael Carlin**Dir** David Nutter3 - 9 *SUPERBOY...LOST*

When Superboy tries to intercept a meteor that is approaching Earth, he is injured, resulting in amnesia. In the forest, a mother and son find him and nurse him back to health, while he rediscovers who he truly is. All the while, the mother and son are in hiding, trying to avoid death, courtesy of the boy's father.

Wr Michael Maurer**Dir** Richard J. Lewis3 - 10 *SPECIAL EFFECTS***Wr** Elliott Anderson**Dir** David Grossman3 - 11 *NEILA AND THE BEAST***Wr** Stan Berkowitz, Lawrence Klaven

Dir Jefferson Kibbee

3 - 12 *THE GOLEM*

When an elderly Jewish man is being harassed by some neo-nazis, he creates a Golem, a creature from folklore. He instructs him to defend him from the neo-nazis but it loses control and is out to kill all neo-nazis.

Wr Paul Stubenrauch

Dir Robert Weimer

3 - 13 *A DAY IN THE DOUBLE LIFE*

Wr Paul Stubenrauch, Stan Berkowitz

Dir David Nutter

3 - 14 *BODYSWAP*

Superboy saves a vacationing family from disaster as their car heads toward collision with a tree. He then proceeds to steal their car. Needless to say, Superboy is not quite himself. Later, Luthor confronts Lana in a parking building. He claims that he is not really Luthor, but Superboy. He explains that a scientist named Deland lured him to a lab promising information about his past, but instead of that, he found his mind transferred to Luthor's body. Lana doesn't believe him, and escapes "Luthor". That night, "Superboy" arrives at Lana's apartment wanting to take their relationship to a deeper level. Back at Deland's lab, the real Superboy is captured by Luthor and taken to prison so he can take Luthor's place in the electric chair. Lana breaks him free, and explains she knew the real Superboy would never come on to her like that. The two hatch a plan to get Luthor back in his rightful body. Luthor once again captures Superboy and soon in the prison is asked to pull the switch for the chair. Will Superboy be executed in Luthor's place? Or will whatever plan Lana & Superboy have switch the minds of the displaced enemies?

Wr Paul Schiffer

Dir David Grossman

3 - 15 *REBIRTH (1-2)*

Wr Paul Diamond

Dir Richard J. Lewis

3 - 16 *WEREWOLF*

Wr Toby Martin

Dir Bryan Spicer

3 - 17 *PEOPLE VS. METALLO*

Court is in session for the trial of Metallo, but he turns the tables when Kryptonite is smuggled into the courtroom, giving him strength to overtake it, and Superboy. He puts Superboy on trial while on the stand, subdued by the green rock, and it will take the teamwork of everyone in the room to bring Metallo down.

Wr Michael Carlin, Andrew Helfer

Dir Richard J. Lewis

3 - 18 *JACKSON AND HYDE*

Wr Toby Martin

Dir John Huneck

3 - 19 *MINE GAMES*

After a botched rescue attempt Superboy and Lex Luthor end up trapped in a lead coated mine, with a chunk of Kryptonite, and they discuss some of their issues.

Wr Sherman Howard

Dir Hugh Martin

3 - 20 *WISH FOR ARMAGEDDON*

Superboy cannot determine why his dreams about some of the world's disasters are actually happening. When he finds that he may have been responsible, he does some research, and finds that he unknowingly signed a "contract" with an immortal form of evil, who has been a part of every ill-willed tyrant in history. He has to destroy the contract to be released from his control.

Wr Gerard Christopher

Dir Bob Wiemer

3 - 21 *STANDOFF*

Wr Joseph Gunn

Dir John Huneck

3 - 22 *ROAD TO HELL (1-2)*

Superboy is taken to an alternate world where he as a child is living in the jungle and must be saved from being captured. A run-in with an alternate Lex Luthor creates complications.

Wr Matt Uitz, Michael Maurer, Stan Berkowitz

Dir David Nutter

4 - 1 *A CHANGE OF HEART (1-2)*

Superboy investigates a wave of violence, however he himself is accused of murder.

Wr Paul Stubenrauch

Dir David Nutter

4 - 2 *THE KRYPTONITE KID*

A young scientist, who has been infected with kryptonite during a lab explosion, plans to use his powers to harm Superboy

Wr Michael Carlin, Andrew Helfer

Dir Thierry Notz

4 - 3 *THE BASEMENT*

An alien in Lana's basement steals her identity.

Wr Toby Martin

Dir Hugh Martin

4 - 4 *DARLA GOES BALLISTIC*

Darla drinks an experimental formula which gives her strange and erratic powers.

Wr Sherman Howard

Dir John Huneck

4 - 5 *PARANOIA*

UFOs land outside Capital City, however since the aliens cannot be easily detected, paranoia grips the city.

Wr Paul Stubenrauch

Dir David Nutter

4 - 6 *KNOW THINE ENEMY (1-2)*

Lex Luthor has plans to bring about the end of the world by detonating a network of "dirty bombs" that will wipe out the population with a cloud of radiation. And he has a plan to get Superboy out of the way as well. Superboy is drawn to an old lair of Luthor's by a hypersonic signal. There he finds Lana has followed him and they discover a computer program, created by Luthor, known as a "psycho-disc". The program allows the user to live out Luthor's life in a virtual reality type environment. Superboy activates the program and becomes Luthor in the VR world. He sees how Luthor lived with an abusive father, and a mother who refused to stand up for herself. The only person Luthor ever loved was his sister Lena. Meanwhile, back in the real world, Lana learns that if Superboy is not removed from the VR world soon, he will be trapped in a never ending loop of Luthor's memories. Lana becomes a part of the program herself, hoping to rescue Superboy. Back at his new lair, Luthor reveals android duplicates of himself and Lena. He says they will live on, even after everyone else on earth is gone. Luthor then activates the countdown on his death bomb.

Wr J.M. DeMatteis

Dir Bryan Spicer

4 - 7 *HELL BREAKS LOOSE*

Strange things begin to happen at the Bureau after a construction project begins. Tools are found twisted and mangled, computers print countless sheets filled with the name "Lisa," and strange noises are heard. While working one night, Lana is nearly blown out of the window by a gust of wind coming from inside the building. She calls in a paranormal specialist and a psychic to investigate and they discover a gun hidden in a retaining wall that is not part of the building plans. The gun fires at the wall, which Lana is standing in front of, all on its own, and Superboy appears to stop it. He smashes through the retaining wall to find a skeleton, which is likely the remains of a clarinet player named Johnny murdered 50 years ago when the Bureau was a grand ballroom called "The Trocadel." The psychic claims the spirit is at rest now, but at night things go insane as the hole in the wall begins to glow and pull things and people toward it. The doors slam shut and won't open. Superboy arrives to free everyone trapped inside and try to quiet the raging spirit, but he fails. Lana, however succeeds by bringing in an elderly woman named Lisa who knew Johnny 50 years ago. Johnny told Lisa that he would wait for her there, but was killed by a mob

boss he once worked for before Lisa arrived. He tells her he has been waiting for her all these years and he will still be waiting when she is ready.

Wr James Ponti

Dir Robert Weimer

4 - 8 *INTO THE MYSTERY*

While trying to save the life of a man whose car just crashed, Superboy encounters an unusual ghostly woman. After the encounter, Clark begins to reminisce about his aunt Cassandra and everything that she taught him as a kid but his reminiscing is cut short as he has to save the life of a young boy, and once again he encounters the ghostly woman. After a third encounter at a fire in a nursing home, Superboy begins to search for Cassandra and locates her in a cabin outside the city. She is dying of cancer and has been hearing strange music...the music the ghostly woman plays. She appears once again at Cassandra's cabin and Superboy attempts to stop her, but she is immune to all of his powers. But when Cassandra appears on the front steps of the cabin, in perfect health, it becomes clear that the ghostly woman was leading Superboy to his dying aunt so she could say goodbye.

Wr J.M. DeMatteis

Dir John Huneck

4 - 9 *TO BE HUMAN (1-2)*

After a year of "normal" life, Bizarro Lana explodes one afternoon leaving Bizarro devastated. Superboy finds Bizarro mourning Bizarro Lana and offers him hope...hope of being made into a normal human being. Superboy takes Bizarro to Dr. Lynn, who has developed a process that can use Superboy's brainwaves to correct Bizarro's imperfect mind. The transfer works, but something causes the machines to overload. Superboy is left disoriented and weak. Meanwhile, Chaos, an insane terrorist is bombing parts of the city and wreaking havoc. Chaos is spotted by Superboy driving down a Capitol City street shooting at random pedestrians. As Superboy flies over, Chaos fires at him, and in his weakened state, Superboy is injured by the blast and falls to the street. Chaos drags Superboy away to dispose of him once and for all.

Wr J.M. DeMatteis

Dir John Huneck

4 - 10 *WEST OF ALPHA CENTAURI*

Superboy is kidnapped and taken aboard a spaceship whose destination is a paradise planet near Alpha Centauri.

Wr Mark Jones

Dir Jefferson Kibbee

4 - 11 *THREESOME (1-2)*

Luthor and Metallo are broken out of prison by Odessa Vexman, the prison psychiatrist, and the three join forces to finally get rid of the source of their mutual frustration: Superboy.

Wr Stan Berkowitz

Dir David Nutter

4 - 12 *OUT OF LUCK*

Wr Sandy Fries

Dir Robert Weimer

4 - 13 *WHO IS SUPERBOY?*

Wr Stan Berkowitz

Dir Robert Weimer

4 - 14 *CAT AND MOUSE*

Wr Gerard Christopher

Dir Peter Kiwitt

4 - 15 *OBITUARY FOR A SUPER-HERO*

Wr Stan Berkowitz

Dir John Huneck

4 - 16 *METAMORPHOSIS*

Wr Paul Robert Coyle

Dir Robert Weimer

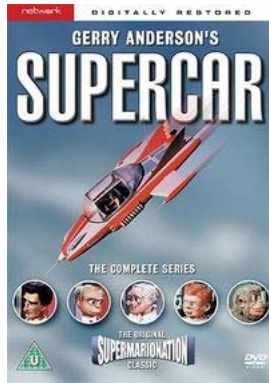
4 - 17 *rites of Passage (1-2)*

Jackson investigates a phenomena which causes Superboy to lose control of his powers.

Wr Michael Carlin, Andy Helfer

Dir David Grossman

SUPERCAR



A wonderfully versatile craft Supercar could travel over land, in the sea and through the air - anywhere in the world. It had folding wings for flights and a periscope for submarine work. The regular cast included Supercar's fatherly inventor, Professor Rudolph Popkiss, a sort of mid-European scientist; his assistant Dr Horatio Beaker, a British boffin with a balding head and a stammer; fearless test pilot Mike Mercury; 10-year-old Jimmy Gibson who was the first person to be rescued by Supercar, after a plane crash; and his pal Mitch, a mischievous talking monkey. They were the good guys. Out to steal Supercar were Masterspy, a devious deepvoiced mercenary, and his weedy, worm-like accomplice Zarin; and their British counterparts Harper and Judd.

Supercar started the run of Supermarionation SF series in 1961, but the Gerry Anderson puppet story was already five years old by then. It all began as they say, in 1956, in a converted mansion in Maidenhead, Berkshire, where the 27-year-old, near-penniless former film cutting-room assistant launched his own company AP Films into its maiden venture, a low-budget puppet project about a character who could stretch his limbs. The Adventures of Twizzle ran for 52 15-minute episodes, closely followed by 52 tales of Torchy The Battery Boy, dazzling the first generation of ITV toddlers. (Both these were scripted by Roberta Leigh who later created SPACE PATROL) Then came a full-scale puppet production, the Western series Four Feather Falls, with Nicholas Parsons and Kenneth Connor among the actors voicing the characters.

Anderson's technique was improving - incorporating moving eyes and electronically controlled mouth movements - and he and his associates, Reg Hill, John Read, and wife Sylvia, were realising the potential of this type of film-making. A new word was coined to set the puppets as a race apart - supermarionation - and Supercar swept it across the screens.

Supercar itself, a seven-foot craft made mostly of lightweight balsa wood, was designed by Reg Hill and cost £1000 to build - a small fortune for a company so short of cash that it used 1500 empty egg cartons stuck on the walls to soundproof its new studio in a disused factory in Slough. Supercar was dreamt up in 1959, but with Anderson's previous backers, Granada Television, shying away from the new project, production was saved when Lew Grade's ITC put up the money. The series was a soaraway success. Its 39 episodes turned the tide for Anderson, selling into more than 100 US markets and more than 40 countries. Indeed, Lew Grade liked the results so much he subsequently bought the company!

This was the first of Anderson's SuperMarionation SF series for children. Supercar, which can also travel under the sea and through the air, was invented by Professor Popkiss and is driven by Mike Mercury (or sometimes the talking monkey Mitch). Constant efforts to steal Supercar are made by Masterspy. Some of the storylines are SF (mad scientists, supermagnets); some are merely crime-fighting. The series was a big success, and sold in the USA. More SuperMarionation series followed.

Producer for the series was Gerry Anderson, special effects were created by Derek Meddings (Season Two), the title song sung by Gary Miller (Season One) / The Mike Sammers Singers (Season Two). The broadcast dates shown are for the London, ATV region).

WR. Martin & Hugh Woodhouse (Season One) and Gerry and Sylvia Anderson (Season Two).

DIR. David Elliott, Alan Pattillo, Desmond Saunders and Bill Harris.

EPISODES: 39 **YEAR MADE:** 1961 **COUNTRY:** GB **SEASONS:** 2

AN AP FILMS PRODUCTION FOR ATV/ITC.

CREATOR: GERRY ANDERSON AND REG HILL

TYPE OF SHOW: CRIME **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 26, (2) 13

DATE OF PREMIER: 28/01/1961

AIR DATE OF LAST EPISODE 29/04/1962

SEASON DATE BREAKDOWN:

FILMS:

Mike Mercury GRAYDON GOULD, Jimmy Gibson SYLVIA ANDERSON, Prof. Rudolph Popkiss/
Masterspy GEORGE MURCELL (1), Prof. Rudolph Popkiss/ Masterspy CYRIL SHAPS (2), Mitch/ Zarin/
Dr. Horatio Beaker DAVID GRAHAM.

RELATED SHOWS:

SPACE PATROL (1950)

SPACE: 1999

STINGRAY

THUNDERBIRDS

CAPTAIN SCARLET AND THE MYSTERONS

JOE 90

U.F.O.

1 - 1 *RESCUE*

Jimmy Gibson and his older brother Bill are flying to America by plane with Mitch the monkey when their plane crashes. The Air Sea Rescue team can find no trace of their life raft through the dense fog, but at Black Rock Laboratory, the newly-completed Supercar is ready to be put to the test and Mike Mercury flies out to rescue the trio.

Wr Hugh Woodhouse, Martin Woodhouse1 - 2 *FALSE ALARM*

Masterspy and Zarin use a phony distress call to lure Supercar to them, and after they have Mike captured and drugged, who will be able to stop them from making off with the super vehicle?

Wr Hugh Woodhouse, Martin Woodhouse1 - 3 *THE TALISMAN OF SARGON*

With Dr. Beaker's unwitting help, Masterspy locates and steals the legendary lost talisman of Sargon, which supposedly has magical powers that will allow him to take over an oil sheik's riches.

Wr Hugh Woodhouse, Martin Woodhouse1 - 4 *WHO GOES UP*

An Air Force test to explode a new rocket fuel in the upper atmosphere goes awry, and only Supercar has a chance of getting close enough to detonate it before it falls back to earth.

1 - 5 *AMAZONIAN ADVENTURE*

When Mitch the monkey falls ill with sleeping sickness, Mike and Dr. Beaker head for the Amazon jungle to retrieve a special plant that can cure him, but they are captured by a tribe of headhunters.

Wr Hugh Woodhouse, Martin Woodhouse1 - 6 *GROUNDED*

When sabotage keeps Mike from pursuing two thieves via the skies, he continues to follow them using his vehicle as an ordinary car.

1 - 7 *KEEP IT COOL*

Bill Gibson and Beaker come under attack by Masterspy as they are transporting an experimental new fuel across the desert. Mike must rescue them before the volatile fuel warms up past its freezing point and explodes.

1 - 8 *JUNGLE HAZARD*

Masterspy tries to take over an old rubber plantation in Malaysia, not realizing that the girl who now owns the estate is Beaker's cousin, and she has obtained the assistance of Mike and Supercar.

1 - 9 *HIGH TENSION*

Masterspy kidnaps Dr. Beaker and tries to make off with Supercar, but he gets a nasty shock when he finds out that Mike can take over part of the vehicle's operation by remote control.

1 - 10 *ISLAND INCIDENT*

Supercar's underwater capabilities come in handy when Mike receives a call for help from the deposed president of the island nation of Pelota.

1 - 11 *ICE-FALL*

Exploring a frozen waterfall in an underground mountain cavern, Beaker is trapped by an avalanche. Can Supercar's powerful engines melt the ice in time to save him?

1 - 12 *PHANTOM PIPER*

Mike and his friends go to Scotland to solve the mystery of a castle's phantom bagpiper and keep a woman from being swindled out of a valuable gem.

1 - 13 *PIRATE PLUNDER*

Black Morgan, a descendant of the infamous pirate, has been plundering cruise ships in the Pacific, and Supercar is the only vessel that can match his speed. But then he threatens to blow up a group of hostages with a torpedo if Mike tries to stop him.

1 - 14 *A LITTLE ART*

When a painting he just bought is stolen from Dr. Beaker, he discovers that it contained a clue to the secret hiding place of a forger's plates for printing counterfeit money.

1 - 15 *FLIGHT OF FANCY*

Jimmy has a dream in which he and Mitch use Supercar to rescue a princess.

1 - 16 *DEEP SEVEN*

On a test dive to the sea floor, Supercar has engine trouble and then becomes entangled in the cable of an unexploded mine.

1 - 17 *HOSTAGE*

While Dr. Beaker is on vacation in Ireland, two men kidnap a girl and force him to call Mike Mercury for help.

1 - 18 *THE SUNKEN TEMPLE*

Mike and Beaker help a history professor excavate an underwater cavern, but they are unprepared to encounter a stolen safe full of money and a falling statue.

1 - 19 *THE LOST CITY*

Forced off course on its way to the South Pole, Supercar is forced to land in the ruins of an ancient city, where its passengers discover the secret hideout of a mad scientist who is planning to destroy Washington D.C. with a guided missile.

1 - 20 *TRAPPED IN THE DEPTHS*

Mike takes Supercar deep into the ocean to rescue scientists trapped in a bathyscaphe on the sea floor.

1 - 21 *DRAGON OF HO MENG*

When a typhoon forces Supercar down near an island temple guarded by Ho Meng, the man thinks it is some kind of dragon until his daughter is kidnapped and he gets to see Supercar in action.

1 - 22 *MAGIC CARPET*

The Supercar team goes to Kirikan, an isolated kingdom in southern Asia, on a mission to deliver medical supplies to save a prince's life, but their efforts are thwarted by an attempted coup.

1 - 23 *SUPERCAR TAKE ONE*

When the team uses a newly-acquired movie camera to document Supercar's abilities, the film accidentally falls into the hands of some spies, so Mike and crew have to fly to New York to retrieve it.

1 - 24 *CRASH LANDING*

When engine trouble forces Supercar to land in the African jungle, the first night goes well until Mike and Dr. Beaker wake up to find Mitch missing.

1 - 25 *THE TRACKING OF MASTERSPY*

Pretending to be a reporter, Masterspy manages to steal the secret plans for Supercar, or so he thinks. Mike has actually allowed him to steal a tracking device that will allow Supercar to follow him back to his hideout.

1 - 26 *THE WHITE LINE, THE*

Baffled by a series of armored car robberies, Scotland Yard calls in the Supercar team, but when Dr. Beaker decides to take the wheel for the next delivery, he is unaware that he is headed for a deadly trap.

2 - 1 *THE RUNAWAY TRAIN*

When Masterspy sabotages an experimental nuclear powered train in an attempt to kill Dr. Beaker,

Mike's only chance to save him is to use an untested magnet designed to grab small vehicles.

2 - 2 *PRECIOUS CARGO*

Professor Popkiss orders a special cooking wine from France, but when the crate arrives everyone gets quite a surprise from its contents - there's a girl inside.

2 - 3 *OPERATION SUPERSTORK*

When Mitch unties a rope that is securing the Professor's latest project, a gas-filled balloon, it takes off with Mike, Jimmy, and Dr. Beaker aboard. So it appears to be up to Professor Popkiss to fly Supercar to their rescue.

2 - 4 *HI-JACK*

What at first seems a simple job training airplane pilots turns into a situation where Supercar must stop Masterspy and Zarin from taking over an airliner in mid flight.

2 - 5 *CALLING CHARLIE QUEEN*

Answering a distress call, Mike and Beaker find that a Professor Karloff plans to take over America by reducing all its citizens to miniature size, but then find themselves on the wrong end of his shrinking ray.

2 - 6 *SPACE FOR MITCH*

Mike must take Supercar into orbit to rescue his pet monkey Mitch, who has accidentally launched himself in a rocket to outer space.

2 - 7 *ATOMIC WITCH HUNT*

On the hunt for the person who engineered the planting of atomic bombs all over the United States, the Supercar team find themselves captured by the culprit, a villainous sheriff.

2 - 8 *70-B-LOW*

When Popkiss needs a blood transfusion, Mike must fly to the frozen Arctic to fetch the nearest compatible donor for his rare blood type.

2 - 9 *THE SKY'S THE LIMIT*

Masterspy's latest plan to gain possession of Supercar is to offer to buy it outright - using counterfeit money.

2 - 10 *JAIL BREAK*

A helicopter arrives at Black Rock carrying criminals who have broken out of prison and demand at gunpoint that Supercar fly them to a safe haven in Mexico.

2 - 11 *THE DAY THAT TIME STOOD STILL*

In the middle of Mike's birthday party, a stranger from outer space arrives and freezes time for everyone but Mike.

2 - 12 *TRANSATLANTIC CABLE*

The Supercar team discovers that Masterspy has tapped a transatlantic cable, and is able to use this to track him back to his underwater lair.

2 - 13 *KING KOOL*

Mike must rescue his pet monkey Mitch, who was been captured by King Kool, a gorilla who is a jazz drummer on TV.

SUPERGRAN



The adventures of a superpowered grannie who fights crime in her community.

As a kid in the eighties I used to love reading the SUPERGRAN books. Accompanied by the TV series with the memorable theme tune (Stand back Superman, Spiderman etc...) sung by Billy Connolly, this Scottish family fun was extremely entertaining. Simple format, Scunner Campbell was the baddy and his podgy stooge 'tub' who always had a cream bun in his face. They were always stopped by SUPERGRAN and her hapless chums. Questionable acting, pointless script and special effects to make any Doctor Who look like Star Wars, but still entertaining enough to keep this seven year old kid glued to his screen. With her hunching over and her quivering she would extend her index and her little finger on each hand with her thumb holding the others in place, this indicated her 'Super hearing' was working. Well I suppose it beats the Bionic Woman's ear. Classic stuff, worth checking the bargain basket in the video store to find an episode.

"Supergran" was adapted for television from the "Super Gran" series of children's books by Forrest Wilson. First shown in 1985 on ITV, "Supergran" was set in Scotland and was about Granny Smith (played by Gudrun Ure) who had special powers after being accidentally hit by the beam from a magic ray machine. The show was broadcast weekly, where Supergran used her special powers against the villain Scunner Campbell and his sidekicks Muscles and Dustin and to fight crime in her home town of Chisleton. Two series, each consisting of 13 half-hour episodes were shown, along with a Christmas special in 1986. The final episode was screened in 1987.

Gudrun Ure, who played the title role, went on to appear in episodes of famous British TV series including "Midsomer Murders" in 1997, "Where The Heart Is" in 1997, and "Casualty" in 2002. Gudrun also played significant roles in the TV series "The Crow Road" and "The 10th Kingdom". Iain Cuthbertson, who played Scunner Campbell, has also done a lot of TV work, appearing in episodes of "Casualty", "Inspector Morse" and "Poirot" as well as the films "Scandal" and "Gorillas In The Mist". Jenny McDade who adapted the Forrest Wilson's books for the screen also went on to write for the TV series "Mr Majeika". Forrest Wilson carried on writing "Super Gran" books, and audio cassette versions are available featuring Gudrun Ure as narrator. Episodes from the show were released on video, but are now hard to find.

She had Her magic bicycle and her skimmer mobile. Billy Connolly singing the theme tune... "Stand back Superman, Iceman, Spiderman, Batman and Robin too... Don't wanna cause a ruckus, but B. A. Barracus have I got a match for you... She makes them look like a bunch of fairies... She's got more bottle than United Dairies... Hang about... Look out... for Supergran..." Guest appearances from the likes of George Best, Geoff Capes, Gary Glitter, Spike Milligan, Eric Bristow, Bernard Cribbins, Willie Thorne, Barbara Windsor and Lulu.

Adapting the Super Gran series of children's books by Forrest Wilson (first published in 1978, there have been ten, at the last count), Tyne Tees scored great success with two long series of Supergran (one word). The stories relate the adventures of a happy and gentle old lady, known as Granny Smith, who, out one day for a stroll in the park, is given great powers when a magic-ray machine - the brainchild of Inventor Black but stolen by the villainous Scunner Campbell - is accidentally fired at her. Granny's life is never the same again as she metamorphoses into Supergran in order to fight the Scunner Campbell, his assistants Muscles and Dustin and other evil elements, and so protect the good citizens of her home-town Chisleton. (Actual location shooting was done in Tynemouth.) The series made especially good use of the latest available effects, courtesy of which Supergran could be seen to pole-vault herself through very high windows, ride through the air on her tricks-laden, two-wheel, multi-winged Flycycle (actually an adapted butcher's boy's bicycle), and whizz around land and sea in her Skimmer mobile.

Each weekly episode was a self-contained crime-fighting story, made additionally watchable by the remarkable array of guest stars who were happy to take part. These included Billy Connolly (who also co-wrote the series' theme music), Michael Elphick, Roy Kinnear, Sheila Steafel, Irene Handl, Burt Kwouk, Pat

Coombs, Spike Milligan, Anna Dawson, Rikki Fulton, Paul Shane, Ken Campbell, Bernard Cribbins, Leslie Phillips, Melvyn Hayes, Anna Karen, Harry Fowler, Michael Medwin, Joan Sims, Patrick Troughton (in his last TV appearance before his death), John Bluthal, Tim Healy, singers Lulu, Gary Glitter and John Otway, sports stars George Best, Geoff Capes, John Conteh, Eric Bristow and Willie Thorne, stuntman Eddie Kidd and two Carry On stars, Barbara Windsor and, making his last ever scripted appearance on TV/film, Charles Hawtrey.

Produced by Graham C. Williams producer , Original Music by Billy Connolly (theme song) ,
Cinematography by Graham Brown (Stunts),
Terry Forestal stunt coordinator (as Terry Forrestal) , Paul Weston stunt coordinator.

WR. Jenny McDade

DIR. Tony Kysh , Gerald Blake , Roger Cheveley , Gerry Mill - Director , Anthony Simmons , Tim Dowd .

EPISODES: 27 **YEAR MADE:** 1985 **COUNTRY:** GB **SEASONS:** 1

TYNE TEES TELEVISION/ITV

CREATOR: FORREST WILSON (based on novel)

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13 + 1 Special

DATE OF PREMIER: **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Supergran GUDRUN URE, Scunner Campbell IAIN CUTHBERTSON, Willard IAM TOWELL, Edison
HOLLT ENGLISH, Inventor Black BILL SHINE, Tub LEE MARSHALL, PC Norman PETER
SOWERBUTTS.

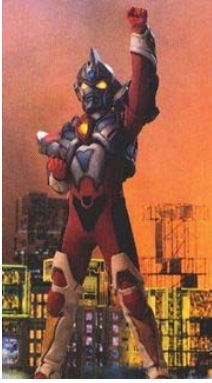
Books Based on this series.

SUPER GRAN

FOREST WILSON

1980

SUPERHUMAN SAMURAI SYBER SQUAD



Sam Collins and his friends Tanker, Amp and Syd were members of a garage band named Team Samurai. One day through a freak accident, Sam was pulled inside his computer where he was transformed into Servo, a digital superhero who fights viruses inside the computer. He later recruited the other band member to form the Syber Squad and fight viruses which he was incapable of fighting by himself. The viruses inside the computer were all created by Kilokhan.

Kilokhan was an alien warlord who lived inside computer and who intended on destroying the information highway. Kilokhan was aided in his goal by Malcom Frink in the real world. Malcom was a fellow student of Sam and his friends at North Valley High.

Superhuman Samurai Syber Squad was a series with a similar concept to the phenomenally successful MIGHTY MORPHIN' POWER RANGERS, in which a group of high school students receive special powers to defend the world. Like the Power Rangers, Superhuman Samurai Syber Squad took its action and special effects sequences from a Japanese series. In this case Gridman.

While not inside the computer, the action in Superhuman Samurai Syber Squad was of the teen angst variety occurring at North Valley high. Other regular characters in the series were: Jennifer Doyle, Sam's girlfriend, whom was at first not aware that Sam was a digital superhero; Mrs. Starkey, the manager of the school cafeteria; Elizabeth Collins, Sam's little sister; Mr. Pratchert, the principal of North Valley High; and Julie Pratchert, Mr. Pratchert's daughter and a student at North Valley High.

Superhuman Samurai Syber Squad first appeared as a syndicated series broadcast five days a week in September of 1994. In October of 1994, four episodes of Superhuman Samurai Syber Squad were broadcast Saturday mornings on ABC, as a replacement series for the computer animated series Reboot which had fallen behind its production schedule. All four of the episodes that were run on ABC have been broadcast in syndication. The episodes run on ABC and the dates they were on are: 052 Little Ditch, Big Glitch b:15 Oct 1994, 023 Pride Goeth Before a Brawl b: 22 Oct 94; 009 Lights, Camera, Action! B: 29 Oct 94; 017 Hello Darkness, My Old Friend b: 5 Nov 94.

Superhuman Samurai Syber Squad was a 1994 syndicated television series distributed by DiC Entertainment based on the Japanese tokusatsu series Denkou Choujin Gridman produced by Tsuburaya Production. It was one of two alternatives to the extremely popular Mighty Morphin Power Rangers, which is based off of the sixteenth series in the Super Sentai franchise Kyouryuu Sentai ZyuRanger. The other was a short-lived show named Tattooed Teenage Alien Fighters from Beverly Hills.

Transformation Commands

Sam - "Let's Samuraize, Guys!" (most times he proceeds to strum his guitar)

Tanker - "Let's Kick Some Giga-Butt!" (most times he would knock his drumsticks together when saying the phrase)

Sydney - "Pump Up The Power!"

Amp - different phrase every time, meant to be humorous (e.g. "Three For a Dollar!", "With a Cherry on Top!", "With a Side of Fries!", "Shake Well Before Using!", "Over the Lips, Past the Gums, Look Out Virus....Here We Comes!", etc.)

Lucky - "Surf's Up!"

Vehicles

Vitor: An attack jet armed with laser beams and a capture ring used to restrain monsters; it was first piloted by Amp and later by Lucky. On one occasion it was piloted by Sydney.

Tracto: A mini tank; its driver is Tanker.

Borr: A drill tank that can burrow underground; its driver is Sydney. Once it was piloted by Amp.

Zenon: A powerful humanoid robot created when Vitor, Tracto, and Borr combine. When it combines with Servo, they form Servo's upgrade, SYNCHRO, which is armed with a pair of shoulder drill missiles.

Jamb: A dragon head mini-jet which also acts as a bazooka type flame thrower, known as the Dragon Cannon, which is used by Servo. Its main pilot is Sydney.

Torb: A giant jet with various weaponry. Its main pilot is Tanker. Later in the series, Jamb and Torb would just appear as one single jet fighter (in the Japanese version, it was referred as Dragon Fortress) and was piloted by either Sydney or Tanker and eventually just transform into Drago.

Drago: A mechanized Dragon formed when Jamb and Torb combine. It was almost always piloted by Tanker, except for on a couple of occasions when Sydney piloted it. When it combines with Servo, they form Servo's upgrade, PHORMO, which is armed with a pair of laser gauntlets.

Trivia

Neither Amp or Lucky have piloted Drago even once during the series.

When mentioned that Tanker and Syd were the default pilots for the "Drago Jet," the Cafeteria Lady, Miss Starkey, did pilot the vehicle in one episode ("Starkey in Syberspace"), as did a famous basketball player Charles "High Jump" Johnson who was dragged along to fight a Mega Virus Monster when the band used the vehicles to escape the locked high school (in the episode "Syber-Dunk").

There were four American settings used, not including the Japanese footage... they were the Basement (Sam's room), The High School Hallway, The High School Cafeteria, and Malcolm's room.

Compared to other American adaptations of Japanese Tokusatsu series, SSSS actually kept more plot points from Gridman than series adapted by Saban (Such as Mighty Morphin Power Rangers and Masked Rider). One of the major differences, however, was that Zenon and Drago did not have pilots in Gridman, and instead were "Helper Programs" which aided Gridman in battle. Furthermore, Naoto (Gridman's human "host") always entered the computer world with his changing brace, known "Accessor," while Sam rarely used this brace and instead struck his guitar. Due to the greater computer theme in Gridman, there was no need for the guitar.

Mega-Virus Monsters

These are viruses that are drawn up by Malcolm and brought to life by Kilokahn, who sends them into different electronic devices, computer systems, etc. Most of them are dinosaur-like and all are very similar to Kaiju eiga monsters.

Volcano Virus (first appearance: "To Protect and Servo") - This is the very first virus that Servo ever fought. This virus was a creature who mostly crawled on four legs (though once during the battle he was up on two), and he had a shell with two volcano holes built into it, from which he could erupt powerful fireballs. Servo eliminated him with his finisher, the Grid Power Punch.

Blink (first appearance: "Samurize") - a knight-like warrior with skilled fighting techniques. He was sent into the police files in order to create a false arrest. He wielded dual metal combat sticks with pointy ends. When he proved to be too much for Servo, Tanker boarded Drago and went into the system to aid Servo by combining him with Drago to become Servo's upgrade known as Phormo. During this part of the battle, Blink took his two sticks and merged them into one long combat stick. It would do him no good in the end though, because he ended up getting taken out of the picture by Phormo, who used a special Fiery Grid Power that erupted from the gem on Phormo's chest.

Trembulor (first appearance: "Samurize, Guys!")

Krono (first appearance: "Out of Sight, Out of Time")

Plexton (first appearance: "Some Like it Scalding") - a fire virus. He appeared a few different times. He first appeared in the school's thermostat to make the temperature scorching hot. Servo fought him and later the virus retreated from battle. He later appeared alongside his sister, the ice virus Gramm, and battled Servo. Servo tricked the two monsters into attacking each other, causing them to turn on each other and it seemed that Plexton had the upperhand in their sibling rivalry. They were taken down by Servo's sword which had some Grid Power to it while the two monsters were distracted. He then appeared with an armor upgrade and went

inside Sam's blow-dryer. After getting blasted by the Dragon Cannon, he was knocked out this time by Servo's main Grid Power. Servo met him once more in "Hide and Servo", and after the battle, the virus again retreated.

Chronic (first appearance: "Money For Nothin' and Bits For Free")

Skorn (first appearance: "His Master's Voice"; voiced by Neil Ross) - deemed as perhaps the smartest of viruses, and one of the only few who could actually talk. His combat skills were similar in technique to both a samurai and a ninja and were up to par with Servo's, and he wielded different weapons in battle, such as a sword, and a pair of nunchakus (which he also turned into a Bo). On one occasion he was taken out by Phormo's Grid Power, and on the other he was killed by Servo when Servo launched his shield/sword combination through Skorn. In the latter appearance, Skorn also had the ability to create multiple clones of himself.

Kord (first appearance: "Lights, Camera, Action") - a giant, four-legged monster who was responsible for trapping Sam inside a video camera. He was at first killed by Servo who used a Grid Power slicer, which he launched at the virus, slicing him up before turning orange and disintegrating. He was later given some upgrades by Malcolm. This time he had blinding floodlights built into his back, and also had the ability to suck out Servo's main power. Eventually, with the help of Xenon, Servo was able to defeat Kord with his Grid Power punch.

Gramm (first appearance: "The Cold Shoulder") - an ice virus, the sister of Plexton. She was sent into Sam's air conditioner, causing Sydney, Tanker and Amp to turn cold against one another. She was destroyed when Servo thrust his sword through the gem on her chest. She later teamed up with her brother against Servo but was tricked into attacking each other causing the two of them to fight. Servo then took this opportunity to destroy them.

Sucker Virus (first appearance: "Amp Loves You, Yeah, Yeah, Yeah!") - a virus with a large mouth that tried to suck Servo inside of him until Sam's friends bailed him out in their vehicles. The Virus was eliminated by Synchro's Grid Power.

Skeleton Virus (first appearance: "Lights, Camera, Action") - a skeletal virus who had a loud howl. He was eliminated by Synchro who used Fire Power.

Unnamed Virus #1 (first appearance: "Que Sera Servo") - This virus was sent into the fortune-telling game that would turn everyone into the opposite of what their future would be. While fighting a cowardly Servo (as a result of Sam becoming a coward because of the spell), he turned Servo briefly evil. Xenon came in to attack them both but was sent out of Syberspace by the virus. After the game was smashed by Amp, Servo turned good (and brave) again and finished off the virus with a powerful kick which had Grid Power on it.

Hock (first appearance: "A Break in the Food Chain") - a deadly virus indeed. He had swords on his arms. He was able to block Servo's Grid Power punch, but as the battle was turned back in Servo's favor, the virus retreated. Servo took him on again in "Sweet and Sour Kilokahn", and the virus again retreated. He later reappeared (in "The Taunt Heard Round the World") with some upgraded armor and was redubbed "The Hockinator". He had a target system in one eye and threw powerful boomerangs at Servo that would knock out at least 12% of his power per hit. Eventually though, he was finally eliminated by Servo's Grid Power. The normal Hock did appear again in the episode "Truant False", inside the school's computer, but was destroyed by an anti-virus system. Then in the episode "What Rad Universe!", Sam, who was in an alternate dimension, became Servo with the help of Malcolm (who in that dimension was a nice guy and a computer whiz) to fight against the Hockinator once again (who was brought to life by Yolanda Pratchert, who was this dimension's Malcolm Frink), and defeated him again with the Grid Power.

Sybo (first appearance: "Mal-Kahn-Tent"; voiced by Glen Beaudin, uncredited) - when Kilokahn took over Malcolm's body, he stuck Malcolm inside this virus, who still had Malcolm's voice. He tried to break out of Syberspace but he was stopped by Servo and was destroyed by his Grid Power. After that Malcolm was back in his old body again. Some episodes later Servo fought this virus again but obviously without Malcolm attached to him. Later, this virus was re-designed by Malcolm with some upgraded armor and a mace ball on his tail. He was destroyed by the Grid Power of Synchro this time.

Troid (first appearance: "Ashes to Ashes Disk to Disk") - a virus with pterodactyl wings who had the ability to fly and attack from the air. He first appeared inside Jennifer's Pom-Poms, causing whoever held them to be trapped inside SyberSpace, to be stored on floppy disks. After a battle with Servo, he retreated. Servo fought him again at the beginning of "My Virus Ate My Homework", and it was very much the same battle, only this time, Servo destroyed him with his Grid Power.

Unnamed Virus #2 (first appearance: "Hello Darkness, My Old Friend")

Sydney's Virus (first appearance: "Pride Goeth Before a Brawl") - As Kilokahn decided he no longer wanted Malcolm creating viruses for him, he decided to enlist the aid of another computer user; that being Sydney. He was able to coerce her to make a virus, which looked like nothing more than a peach-colored, timid creature

FILMS:

Sam Collins MATTHEW LAWRENCE, Malcolm Frink GLEN BEAUDIN, Servo TORY SLATEN, Tanker KEVIN CASTRO, Sydney 'Syd' Forrester ROBIN MAY FLORENCE, Jennifer Doyle JAYME BETCHER, Principal Pratchert JOHN WESLEY, Mrs. Starkey DIANA BELLAMY, Julie Pratchert KELLIE KIRKLAND, Voice of Kilokhan TIM CURRY.

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

1 - 1 *TO PROTECT AND SERVO*

The battle begins in this episode when Sam Collins, your typical high school student, discovers the world of Syberspace and becomes Servo, fighter for justice in the digital world.

Wr Mark Zaslove, Jynn Magon

Dir Brad Kreisberg

1 - 2 *SAMURIZE*

Malcolm creates the Blink virus and sends it into the police files in order to cause a false arrest for Jennifer during her date with Sam at the drive-thru theatre.

1 - 3 *SAMURIZE, GUYS!*

Sam and his rock band, Team Samurai, are on the bill to perform at a concert at North Valley High School tonight, but Malcolm has other ideas. He creates the Trembulor virus to create an impenetrable barrier around Sam's house.

1 - 4 *OUT OF SIGHT, OUT OF TIME*

In order to make Sam miss a date with Jennifer, Malcolm creates a Mega-Virus that will render time meaningless around the world.

1 - 5 *SOME LIKE IT SCALDING*

1 - 6 *MONEY FOR NOTHIN' AND BITS FOR FREE*

Malcolm taps into bank accounts across the country, making him incredibly rich while everyone else struggles to pay for necessities. Of course, he uses his money to bribe his schoolmates into doing embarrassing things. Sam holds himself aloof from this until his little sister, Elizabeth, gets into a car accident and needs surgery.

1 - 7 *HIS MASTER'S VOICE*

After using a keyboard synthesizer to make fun of Malcolm's voice, Malcolm creates the Skorn virus; a virus with a 'brain and a voice' not to mention a lot of attitude, and sends it into the synthesizer effectively switching Syd and Tanker's voices with each other's synthesized voices!

1 - 8 *LIGHTS, CAMERA, ACTION*

Sam learns just how dependent he is upon his friends when he gets sucked into a video camera and nearly goes insane from the prolonged enforced solitude.

1 - 9 *COLD SHOULDER, THE*

Malcolm creates the ice virus known as Gramm (sister to the fire virus, Plexton) and sends it into Sam's air conditioner for the purpose of having people turning cold against one another. Surely enough, it works on its victims - Sydney, Tanker and Amp. Sam, as Servo, must destroy Gramm in order to break the spell (and in the process, fend off the reserve virus, which is none other than Plexton!).

1 - 10 *AMP LOVES YOU, YEAH, YEAH, YEAH!*

Amp falls in love with his substitute history teacher, Ms. Tilden. After mistaking an utterly hideous old woman to be the object of their friend's affections, Sam, Sydney, and Tanker institute a scheme to make him forget his crush. Also, Malcolm has a totally unrelated nefarious scheme of some sort. :Op

1 - 11 *QUE SERA, SERVO*

A fortune-telling game is the culprit in this episode, as once infected by a virus, it causes everyone's personalities to completely reverse. From this spell, Sam becomes a wimp, Tanker becomes a nerd, Amp becomes really really smart, and Sydney....well, you can just call her Wild Thing!

1 - 12 *AN UN-HELPING HAND*

After earning a 'B' on her report card, Sydney finds that this is the least of her worries when a Mega-Virus takes over her wristwatch and makes her hand go on a petty crime spree.

1 - 13 *A BREAK IN THE FOOD CHAIN*

Malcolm creates the Hock mega-virus monster and sends him into the food factories for the purpose of stopping shipments of food to the world that needs it.

1 - 14 *MA-KAHN-TENT*

Kilokahn decides to experiment on himself by taking over Malcolm's body in order to experience life in the real world. He then sticks Malcolm inside of a new mega-virus monster. Sam and the others notice that it really is Kilokahn inside Malcolm's body (while he tries to cover it up to the rest of the outside world), and it is up to Servo to save Malcolm.

1 - 15 *ASHES TO ASHES,DISK TO DISK*

Using the Troid virus which has been sent into Jennifer's pom-poms, Malcolm is able to make the world around Sam disappear completely when each victim picks up the pom-poms, and the victims end up in syberspace, stored onto floppy disks! Sam is the only person he knows that is left, and comes to the realization that the virus is responsible for the disappearance of everyone he knows.

1 - 16 *HELLO DARKNESS, MY OLD FRIEND*

Amp is attempting to get in shape for a competition, and Malcolm creates a virus that attempts to knock out all the electricity in the world.

1 - 17 *PRIDE GOETH BEFORE A BRAWL*

Kilokahn no longer wants Malcolm's help in making viruses, so he turns to the first computer user he can find, which is Sydney. He gets her to create her own virus for Servo to fight. After a bit of confusion, it seemed as if the virus would not cause any harm after all, that is until Malcolm turns the virus fully evil. Sydney, feeling responsible, aids Servo in defeating the virus by piloting the Drago system in order to create Phormo.

1 - 18 *TO SLEEP,PERCHANCE TO SCREAM*

After Sam has a strange nightmare, Kilokahn seizes this opportunity to send a virus into Sam's alarm clock which freezes it and gives Sam continuous nightmares. How will Sam ever wake up to actually defeat the virus?

1 - 19 *JUST BROWN & SERVO*

Desperate to prove to Jennifer that he is not totally lacking in any sense of romance, Sam plans a romantic dinner for the two of them. However, when he lets Tanker, Sydney, Amp, and Mrs. Starkey help him out, Malcolm overhears and uses this to his best advantage by sending a Mega-Virus Monster into Mrs. Starkey's egg-timer to make her go insane.

1 - 20 *ROCK'N ROLL VIAUCIDE*

A Rock n' Roll Virus is created to turn Mrs. Starkey into a heavy Rock n' Roll maniac!

1 - 21 *WATER YOU DOING?*

Upon having his act for the school talent show, a dramatic reading of Coleridge's "The Rime of the Ancient Mariner," shunned, Malcolm decides upon the somewhat thematic revenge of turning all the water in the city into hydrochloric acid. Also, Tanker learns the danger of bingeing on dill pickles, and spends the episode in agony from severe stomach pain, and learns an important lesson about where his limits lie.

1 - 22 *MY VIRUS ATE MY HOMEWORK*

Sam's report for school is destroyed by Elizabeth, who draws pictures all over it, and Sam feels he is about to face impending doom at school because of this. But that is the least of his worries when Kilokahn, against Malcolm's wishes, releases a mega-virus monster to sound off an alarm system which will apparently trigger warheads throughout the globe. It's up to Sam once again to save the world from certain danger!

1 - 23 *BORN WITH A JEALOUS MIND*

Sydney wins a date with superstar Chad Williams, leaving Tanker very jealous. Meanwhile, Malcolm attempts revenge at the people of Japan, who made his new hard drive that ate his disk and severely messed up his hand, by sending out a smog virus to harm the people. Sam tries to convince Tanker not to be jealous while there is the emergency of smog in Japan.

1 - 24 *CHEATER,CHEATER,MEGABYTE EATER*

Malcolm creates a Stupid Virus in order to tamper with the national test scores at high school, and Principal Pratchert accuses Amp of tampering with the scores.

1 - 25 *LITTLE DITCH,BIG GLITCH*

As the Kord virus runs amok in syberspace, Kilokahn puts Principal Pratchert and the rest of the high school (minus the Team Samurai gang) under his power to do what he orders, via a television screen in the cafeteria.

1 - 26 *STIFF AS A MOTHER BOARD*

Malcolm creates the Manfu virus and sends him into the school's water fountain, causing whoever touches it to become stiff and unable to move or speak. Unfortunately, that victim is Sam. How will he be able to fight if he can't move? It's up to his friends to help him out on that.

1 - 27 *SWEET AND SOUR KILOKHAH*

Sydney installs a children's computer program and is able to use it on Kilokahn, turning him from evil to good. When Malcolm discovers the good Kilokahn (and the fact that the good Kilokahn will not bring the Hock virus to life), he is infuriated and attempts to take on life as a good-natured fellow, only to fail miserably.

1 - 28 *ROMEO & JOULE-WATT*

Tanker & Jennifer are cast as Romeo and Juliet in the school play, much to Sam's and Sydney's dismay. Malcolm revamps the Chronic virus and sends him into the school's stage lights.

1 - 29 *THE TAUNT HEARD ROUND THE WORLD*

Kilokahn sends out a global taunt (via television) to Servo in order to fight in syberspace (against the revamped Hock virus, now the Hockinator), or else all television stations around the world would be shut down permanently. How would Sam/Servo respond to this taunt?

1 - 30 *HAIR IS STAND HEAD IN HAND*

Malcolm revamps the Plexton virus and sends him into Sam's blow-dryer. After water is dumped on his head, Sam is forced to use the dryer, only to have it turn his hair into a whole messy field of static electricity!

1 - 31 *PORTRAIT OF THE ARTIST AS A YOUNG VIRUS*

Malcolm creates a virus for the intent of altering the high school students' new schedules to undesirable classes, as well as putting him in all the same classes as Jennifer.

1 - 32 *STARKY IN SYBERSPACE*

Sam disguises himself as a girl in order to break into Sydney's club at school, but then is discovered by Mrs. Starkey. After Sam runs out, Starkey snoops around on Sydney's laptop (which Sam had brought) and is accidentally thrust into Syberspace, inside one of the Sybersquad's vehicles! As if that weren't enough, there's another virus on the loose, so it will be a long day for Servo....

1 - 33 *TANKS FOR THE MEMORIES*

A virus is sent into Tanker's walkman and headphones, while Tanker is using them, causing him to go insane and make obscure quotes, thus distracting him from normal life and the danger in Syberspace.

1 - 34 *LOVE ME DONT*

Malcolm sends a virus into a music box, hoping that when Jennifer were to open it, she would fall in love with the first person she'd see - Malcolm! Sam is very angry when he feels that Jennifer is hoping to dump him for Malcolm. Unfortunately for Malcolm, however, it's not Jennifer who opens the box - it's Mrs. Starkey! She then falls for an unwilling Malcolm, and a reluctant Sam must destroy the virus in order to break the horrid love spell.

1 - 35 *SYBERTERIA COMBAT*

Malcolm resurrects the Manfu virus to create a barrier around the high school, which imprisons the gang, who is staying after school. Tensions fly for a bit as the gang, from being imprisoned, starts verbally attacking one another.

1 - 36 *HIDE AND SERVO*

A power surge is created in syberspace, and when Sam uses the computer to investigate, he, as Servo, is thrust through syberspace in a rapid, endless, and uncontrollable flight! Throughout the day, Sydney keeps hearing his calls for help everywhere she is, though Tanker and Amp don't believe her at first. Until that is, they hear it too and investigate. If Servo is to escape, Plexton awaits him.

1 - 37 *OVER THE RIVER AND THROUGH THE GRID*

1 - 38 *DO NOT REBOOT UNTIL CHRISTMAS*

It's Christmas time for the Syber-Friends, and everyone but Malcolm is into the holiday spirit, putting things in for the charity toy drive. Malcolm decides to take his rage out on them by sending a 'special'

virus into the battery powered toys and sets it to explode at midnight! How will Sam and the others get out of this?

1 - 39 *KILOKHAN IS COMING TO TOWN*

After the destruction of their virus, Malcolm and Kilokhan track Servo's home data stack to within a 6-mile radius of Malcolm's computer. Knowing he's close, Kilokhan sends Malcolm out to set up the town with Christmas lights to give Kilokhan the power to pin-point their enemy. When he finds and erases the minds of Tanker, Sid and Amp, he turns against Malcolm. Now determined to help Sam save Christmas and the world, Servo goes on one last mission to destroy Kilokhan, but when he destroys the Samurai vehicles, Malcolm and Jennifer have to watch and hope that Servo can save the day once again.

1 - 40 *HASTA LA VIRUS, BABY*

Amp is supposedly in trouble and gone from school, and the gang (and Yolanda and Jennifer) recall past experiences with Amp. It's revealed that Amp is back in space at the end (and really was a space cadet!), and later, the gang witnesses the arrival of surfer Lucky London, who would become the newest member of Team Samurai.

1 - 41 *GIVE 'TIL IT MEGAHERTZ*

Malcolm resurrects the Kord virus and uses him to turn the outside world into a bunch of overly generous people, including the gang of Team Samurai.

1 - 42 *THE PRESIDENT'S A FRINK*

Malcolm uses the Skorn virus in order to win the student body presidential election over Yolanda Pratchert.

1 - 43 *BEEP MY, BEEP MY BABY*

Malcolm places a mega monster in Jennifer's portable pager.

1 - 44 *FORGET YOU*

A virus is created that causes everyone affected to forget everything - even who they are.

1 - 45 *LOOSE LIPS SINK MICROCHIPS*

Malcolm resurrects Skorn and sends him into Sam's radio show at school, causing the show to apparently reveal embarrassing secrets about people, including Sydney and Tanker's secrets! Sam must face his old pal Skorn and stop him once more in order to stop the leak at the station!

1 - 46 *IT'S MAGIC*

Lucky decides to incorporate the concept of Sam disappearing into syberspace (behind a curtain) as a part of his magic act at school. Unfortunately, after the first part of the trick works, the second part doesn't, since Sam, as Servo, is stuck fighting the Chronic virus again.

1 - 48 *FORIEIGN LANGUAGES*

A virus is created for the purpose that, whenever Servo is fighting him, no one will be able to hear Servo's calls for help if he gets into a jam.

1 - 49 *TRUANT FALSE*

When Hock is sent into the school computer in order to tamper with the summer school program files, the school sends an anti-virus system to destroy him. Then Kilokahn alters the anti-virus to look like Manfu - and turn him evil - to get Servo to try to destroy it, not knowing what consequences would lie in wait should the anti-virus be destroyed....it could mean summer school forever!

1 - 50 *LUCKY'S UNLIKELY ADVENTURE*

1 - 51 *WHAT RAN UNIVERSE!*

A power surge in syberspace sends Sam into an alternate universe, where everyone he knows is way different than from the universe he knows - for example, Yolanda is evil and creates viruses for Kilokahn, and Malcolm is a good-spirited guy who likes to help people. Sam must destroy the Hockinator virus in the alternate universe and find a way back home before it's too late.

1 - 52 *SYBER-DUNK*

Sam, Tanker and Lucky try to get basketball superstar High Jump to come to their school before a big game tonight by telling him there is a charity event. Surely enough, when he arrives, High Jump finds out that it is all a scam, but unfortunately, he (and the guys) can't leave the school because of the Krono virus which created a barrier around the school. Because of this he will likely miss the game, unless Sam, with the help of Tanker and Lucky, and the unlikely help of High Jump, can defeat the virus in order to send High Jump on his way.

1 - 53 *PRATCHERT'S RADICAL DEPARTURE*

Malcolm decides to use a virus in order to mentally bring Principal Pratchert back to his hippie days, much to Lucky's pleasure.

1 - 54 *TAKE A HIKE*

While Sam is back home spending time with Jennifer, Sydney, Tanker, Lucky and Yolanda are taking a camping trip out in nature. Malcolm then creates a virus that will sink all the electricity in the world. When the virus strikes, the gang finds themselves in a real dilemma because Sam is not present. Therefore, it's up to Tanker, in the unlikely role of Servo, to save the day!

SUPERMAN



Like the 1978 film, *Superman - the Movie*, the serial opens with an extended account of Superman's origins, before setting the Man of Steel (former dancer Alyn) against the evil Spider Woman (Forman) who, with her deadly piece of kryptonite and a deadly reducer ray, seeks Superman's death and world domination.

The creation of Jerome Siegel and Joel Schuster was the perfect amalgam of three of the themes that dominated American pulp magazines in the second quarter of the 20th century - the alien visitor from another planet, the super-human being and dual identity. First brought to life in *National Comics' Action* in June 1938, Superman had the misfortune to be acquired by quickie producer Katzman who, after failing to interest either Republic or Universal in a big-budget package deal, finally secured a low-budget deal with Columbia.

Whereupon Katzman set about slashing the budget until it was virtually impossible to believe in the character. Director Bennet later recounted the story of the artist who offered Katzman really effective animation to show Superman flying at \$64 a foot and 'not so effective' animation at \$32 a foot; Katzman naturally chose the cheaper. Yet, if compared to the cartoon shorts of Max Fleischer, Katzman's Superman was awful, the serial astonished its creators by turning out to be the highest grossing serial of all time, so powerful was Superman's mystique.

The chapterplay was followed by two equally low-budgeted sequels, *ATOM MAN VERSUS SUPERMAN* (1950) and *SUPERMAN AND THE MOLE MEN* (1951) before finally all doubts that a man could fly were dispelled in a trio of big-budgeted extravaganzas, *Superman - the Movie* and its sequels, *Superman II* (1980) and *Superman III* (1983). The producer for the serial was Sam Katzman, the cinematographer was Ira H. Morgan.

WR. Arthur Hoerl, Lewis Clay, Royal K. Cole.

DIR. Spencer Gordon Bennet, Thomas Carr.

EPISODES: 15 **YEAR MADE:** 1948 **COUNTRY:** US **SEASONS:** 1

COLUMBIA

CREATOR: JEROME SIEGEL AND JOE SCHUSTER

TYPE OF SHOW: SUPERHERO

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Superman/ Clark Kent KIRK ALYN, Lois Lane NOEL NEILL, Jimmy Olsen TOMMY BOND, CAROL FORMAN, GEORGE MEEKER, JACK INGRAM, Perry White PIERRE WATKIN.

RELATED SHOWS:

LOIS AND CLARK

LOIS AND CLARK

SUPERMAN

ATOM MAN VS. SUPERMAN

SUPERNATURAL



Anthology series based on the stories of Robert Muller. The stories dealt mostly with the supernatural and the paranormal. Set in a Victorian England, the Club of the Damned was an exclusive club of eccentrics. In order to become a member of the club one had to tell a supernatural story to the club's officers. Both Sir Francis and Sir Charles were among the club's officers. If the story met with their approval, the storyteller was accepted into the club, if he did not he was killed.

Supernatural was basically an anthology series with an unusual twist to give the series continuity from one episode to the next. Seven of the eight episodes were based on stories from the Club of the Damned by Robert Muller and the club itself was used to tie the series together. The stories themselves were for the most part reworkings of traditional horror tales with an unusual new twist. Included were reworkings of the werewolf, Frankenstein and vampire tales.

A Saturday night horror anthology series which featured the linking theme of The Club Of The Damned - a society which admits new members by their ability to tell a true life tale of terror.

One of the most memorable episodes (Mr Nightingale) featured Jeremy Brett (under heavy make up) as a pungent puritan who is dragged to his demise after failing to instil terror with his tale of murdering doppelgangers.

The series ran the gamut of traditional monsters - werewolves (Countess Ilona), vampires (Dorabella), Jekyll and Hyde (Lady Sybil) and Frankenstein (Night of the Marionettes).

Though literate scripting and a collection of high calibre acting talent benefited the series, it was let down by static direction and frankly boring plots and has never been repeated since first shown.

Writer Robert Muller also wrote a paperback which featured adaptations from the series.

All episodes were written by Robert Muller except the episode Viktoria which was written by Sue Lake. The series was produced by Pieter Rogers. Episode length was 50 minutes. The series was transmitted on Saturday nights.

WR. Robert Muller, Sue Lake.

DIR. Claude Whitman, Simon Langton, Alan Cooke, Peter Sasdy.

EPISODES: 8 **YEAR MADE:** 1977 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR: ROBERT MULLER

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 8

DATE OF PREMIER: 11/06/1977

AIR DATE OF LAST EPISODE 06/08/1977

SEASON DATE BREAKDOWN:

FILMS:

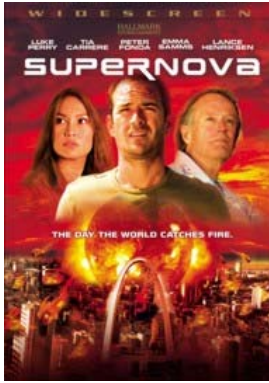
Sir Francis ANDRE VAN GYSEGHAM, Sir Charles ESMOND KNIGHT.

1 - 1 *GHOST OF VENICE*

1 - 2 *COUNTESS IILONA (PART 1)*

- 1 - 3 *THE WEREWOLF REUNION (PART 2)*
- 1 - 4 *MR. NIGHTINGALE*
- 1 - 5 *LADY SYBIL*
- 1 - 6 *VIKTORIA*
- 1 - 7 *NIGHT OF THE MARIONETTES*
- 1 - 8 *DORABELLA*

SUPERNOVA



Tagline: The day the world catches fire.

A scientific possibility becomes a terrifying reality when the most powerful force in the universe threatens to hurtle home

Nobel Prize-winning scientist Dr. Austin Shepard suddenly disappears from his observatory at the Space Propulsion Labs leaving shocking data behind for Dr. Christopher Richardson. Seasoned news reporter Laurie Stephenson, who has been looking for answers to bizarre sun storm activities, gets suspicious when a scheduled interview with Dr. Shepard is cancelled. National Intelligence Special Agent Lisa Delgado fears that Shepard has been selling his classified top-secret Solar Probe discoveries and has gone into hiding.

The truth is that Shepard has retreated to an island paradise because he knows something that everyone else will soon discover for themselves -- after eons of existence as a rolling inferno, the sun is set to explode in a supernova that will bring about the end of the world in seven short, terrifying days.

Not to be confused with the 2000 movie with the same name, this is a three-hour mini-series that originally aired on the Hallmark TV channel.

It stars a lethargic Peter Fonda as a Nobel Prize winning astrophysicist who discovers that we have somehow miscalculated the age of the sun, and that the sun is a lot older than we initially thought. So old in fact that it is about to go supernova and explode, destroying the entire solar system, and the Earth with it of course. Upon making his discovery, Fonda does what anyone else in the same situation would do, namely not tell a soul and instead go hang around a beach in South Africa with a blonde local waitress . . . (Well, wouldn't you?)

In the meantime a secret American government agency in the guise of Tia Carrere (Wayne's girlfriend from Wayne's World) is trying to get to the bottom of Fonda's disappearance and one of his fellow scientists (played by Luke Perry) becomes involved in the investigation. Pretty soon the sun start going haywire and in true disaster movie tradition countless national landmarks (the Eiffel Tower, the Taj Mahal, etc.) are destroyed by flying chunks of sun plasma (don't ask).

Thrown into the mix are several subplots. There is a secret scheme by a shady government agency run by Lance Henriksen to hide away a small group of specially chosen people in underground bunkers to sit out the coming apocalypse and guarantee humanity's survival (whoever dreamed up that plan probably got the idea from watching When Worlds Collide). We also have a down-on-her-luck investigative journalist trying to get to the bottom of things, and several other characters milling about getting separated from loved ones and then being reunited again as civilization goes for a loop around them.

As if the end of the world itself isn't enough, the climax of the movie involves a subplot about an escaped psycho convict threatening Luke Perry's family. After all, three hours is a mighty long running time to fill and if one has exhausted all the clichés and subplots stolen from Armageddon, Deep Impact and countless other disaster movies then you might as well throw in one stolen from Cape Feare for good measure I suppose.

"Supernova is supposed to be set in Australia, but it is so painfully obvious that it was actually filmed in South Africa . . ."

THE DISC: You get some short interviews with the cast and director, a trailer for the movie itself and for Mysterious Island (a Hallmark Channel movie based on a Jules Verne novel starring Patrick Stewart). The image is presented in widescreen format which gives it more of a theatrical feel and makes one forget at times that one is in fact watching a made-for-TV movie.

WORTH IT? Now don't get me wrong: we here at the Sci-Fi Movie Page are suckers for End-Of-The-World-As-We-Know-It stories and have been hoping for ages now that someone would one day film our favourite End-Of-The-World-As-We-Know-It novel, namely Lucifer's Hammer by Larry Niven and Jerry Pournelle.

No matter how lackadaisical the acting and how cheap and obvious the cheesy computer graphics were, we loved Supernova to bits because . . . well, Supernova is supposed to be set in Australia, but it is so painfully obvious that it was filmed right here in South Africa that we couldn't help but crack a smile. (In several shots they didn't even try to obscure a very recognisable Table Mountain!) We loved Supernova because . . . well, we can never get tired of scenes featuring rioting crowds in which people steal TV sets even though the entire planet is due for destruction in a few days' time. We love Supernova because . . . well, we recognised a lot of those South African locations used. (Driving past a lake area used in the film I actually remarked to my wife one day that I'd shoot a film there. I'm glad that there are location scouts out there who agrees with me.)

Produced by Robert Halmi Jr. executive producer , Larry Levinson executive producer , Nick Lombardo co-executive producer , Leanne Moore producer , Steven Squillante co-executive producer

Cinematography by Frank Perl , Michael Swan .

Film Editing by Miriam Kim (co-editor) , Thomas A. Krueger.

Casting by Gillian Hawser & Matthew Lessall.

Production Design by Scott H. Campbell.

Set Decoration by Graeme Blem

Makeup Department - Ali Reyes hair stylist , Michael Spezzano makeup artist

Production Management - Kevin Bocarde executive in charge of production , Stephanie Meurer production supervisor , Tony Roman post-production supervisor

Second Unit Director or Assistant Director - Eva Franzen first assistant director

Art Department - Mike Horn scenic , Jess Johnson carpenter , Michelle Joubert set dresser , Emily Lawless painter , Daniel Trainer swing

Sound Department - Roy Braverman sound effects editor , Jake Eberle sound editor , Marc Glassman sound effects editor , Anthony Krajchir sound engineer , Conrad Kuhne sound mixer , Khama Matiti adr mixer , Paul Menichini supervising sound editor, Bert Roets boom operator , Matt Shelton music editor , Richard S. Steele adr editor , Richard S. Steele sound editor , Jerome Williams cable person: sound.

Special Effects by Dan Hurst special effects crew , Anton Voster special effects crew

Visual Effects by - Max Gabl lead matte painter , Miguel A. Guerrero digital artist , Lee Hoya digital artist , John Karner visual effects
Jeanny Lee visual effects coordinator , Patrick Murphy visual effects coordinator , Annie V. Wong digital compositor

Stunts - Dermot Brogan stunt rigger , Cecil Carter stunt double , Francois Grobbelaar stunt performer , Grant Hulley stunt double
Dan Hurst stunts , Mick 'Stuntie' Milligan stunts , Franz Spilhaus key stunt rigger , Antony Stone stunt performer , Anton Voster stunts

Other crew - Nathan Atkins second assistant editor , Matt Fitzsimons production executive, Kevin Giesecking post-production coordinator
Lathiem Groenmeyer IT/production support , Miriam Kim assistant editor , Lynn Reinstein u.s. casting associate , Frank Sharp post-production coordinator , L. Andrew Sigler dolly grip , Mira Velasco key grip: pick-up shots , Steven Weigle development assistant
Eulyn Womble costume buyer

WR. Steven H. Berman, Don Keith Opper

DIR. John Harrison

EPISODES: 2 **YEAR MADE:** 2005 **COUNTRY:** US **SEASONS:** 1

LARRY LEVINSON PRODUCTIONS, HALLMARK ENTERTAINMENT

CREATOR: STEVEN H. BERMAN, DON KEITH OPPER

TYPE OF SHOW: ARMAGEDDON

FORMAT: MINI-SERIES

LENGTH (MINS): 180 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: 05/09/2005

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Dr. Chris Richardson LUKE PERRY, Lisa Delgado TIA CARRERE, Dr. Austin Shepard PETER FONDA, Ginny McKillop CLEMENCY BURTON-HILL, Laurie Stephenson EMMA SAMMS, Brooke Richardson JESSICA BROOKS, Haley Richardson ELIZA BENNETT, Dr. Marshall Peters (as Marcus Jean Pirae) MARCUS J.PIRAE, . Grant Cole PHILIP LENKOWSKY, Dr. Malcolm Handey RONALD PICKUP, Colonel Harlan Williams LANCE HENRIKSEN, Agent Means (as Patrick Walton) PATRIC WALTON JR.Linda Darlington NKULI KGOSITSILE, Dr. Duka Ibrahim CHRIS APRIL, Dr. Rani Vahpayee MEHBOOB BAWA, Giselle Lamond (as Adrienne Pearce) ADRIENNE PIERCE, Dr. Joseph Chenislav JEREMY CRUTCHLEY, Carl SECHABA MOROJELE, Brenda TAMSIN MACCARTHY, Edwards PATRICK LYSTER, Pieface ANDRE BIERLING, Speed Walking Woman KIM VAN SCHOOR, Gina CINDI SAMPSON, Bank Manager LESLIE MONGEIZ, Seaplane Pilot CEDWYN JOEL, Aide KEVIN OTTO, Helicopter Pilot (as Dan Hirst) DAN HURST, Navigator JAKE MERVINE, Commtech RODERICK JAFTHA, . Male Anchor DEAN SLATER, Reporter PAUL DU TOIT, Mechanic JEROEN KRANENBURG, John GRANT SWANBY, Line Jumper ANTON VOSTER, Customer #1 SEAN MICHAEL, Agent #2 BARTH FOUCHE, Bartlett WAYNE HARRISON, Dave ADRIAN WILSON, Male Anchorperson (as DJ Lochart Johnson) D.J. LOCKHART-JOHNSON.

SUPERSTORM



Hurricane season is approaching and the southern states of the US are in for a battering. Hurricane Katrina was a Category 4 hurricane, but Category 5s are predicted, and it's expected to be the worst season on record. Set in the near future, where climate change has led to ever-more ferocious storms, this fast-paced drama from the team behind *Supervolcano* twists and turns as a team of scientists wrestle with sexual tensions, inflated egos, past traumas and the moral and scientific dilemmas that come from trying to alter the course of a Superstorm.

Dan Abrams, a charismatic Princeton Professor; Sara Hughes, a sassy English field scientist; Lance Resnick, an arrogant computer modeller; Munish Loomba, a pained meteorologist; Ralf Dewitt, a fresh-faced research assistant; and Holly Zabrieski, a computing genius, are Project Stormshield. Leaders in their field, they have been asked by George Katzenberg, from the Dept of Commerce, to develop technologies that could alter the course and intensity of hurricanes. It sounds like fantasy, but it's now become a necessity.

In the opening episode, the team are united by the manipulative Katzenberg and set about their work. After months of research, and as hurricane season approaches, they are given clearance to seed a small hurricane; a technique first developed by the discredited Stormfury project in the Sixties.

Sara heads up the experiment - her grandfather was a Stormfury veteran and she's determined to prove his theories were correct. It's Sara's ambition to fly into the hurricane to seed Hurricane Agatha, but, when she develops a cold, Ralf takes her place. However, just as it appears that the seeding has been successful, there's a dreadful accident. Sara is played by Nicola Stephenson, Katzenberg by Tom Sizemore, Dan by Chris Potter, Lance by JR Bourne, Holly by Jana Carpenter, Munish by Cas Anvar and Ralf by Nicolas Wright.

Superstorm is accompanied by a documentary series on BBC Two. *The Science Of Superstorms* explores the cutting-edge scientific research that informs the drama and features experts who monitor the behaviour of extreme weather around the world.

Produced by Eamon Fitzpatrick line producer , Michael Mosley executive producer , Ailsa Orr producer , Fiona Scott associate producer

Original Music by Mark Sayer-Wade

Cinematography by Nic Morris

Film Editing by Mark Gravil & Jamie Pearson

Makeup Department - Nathalie Garon assistant hair stylist , Serge Morache key hair stylist , Ronald J. Rolfe hair stylist

Production Management - François Sylvestre unit production manager

Second Unit Director or Assistant Director - Lee Grumett first assistant director

Art Department - Martin Chalifoux construction manager

Sound Department - Darren Banks sound effects editor, Rodney Berling sound effects editor , Arthur Graley supervising sound editor , Nigel Heath sound re-recording mixer , Alex Sawyer dialogue editor , Rowena Wilkinson foley artist , Mike Wood dialogue editor

Special Effects by Francis Choquette special effects technician , Louis Craig special effects

supervisor , Jean-Martin Desmarais special effects technician , David Loveday special effects coordinator , Simon Martineau special effects technician.

Visual Effects by Grahame Andrew visual effects supervisor , Kamilla Bak digital compositor , Hasraf Dulull digital compositor , Meg Guidon visual effects producer , Tim Zaccheo digital effects artist.

Stunts - Stéphane Lefebvre stunt coordinator

Camera and Electrical Department - Pierre Beaulieu electrician , Charles Beetz gaffer , Bertrand Calmeau still photographer , Maxime Gagnon first assistant camera , Robert Guertin camera operator , Pierric Jouvante rigging gaffer , Patrick Lima dolly grip , Philippe Prud'homme camera operator , François Sylvestre camera operator (uncredited)

Casting Department - Tania Polentarutti casting: USA

Costume and Wardrobe Department - Art Reasonover assistant costume designer

Editorial Department - Nigel Bunyan first assistant editor , Scott Hinchcliffe on-line editor , Jet Omoshebi colorist , Gordon Hashimoto assistant editor (uncredited)

Other crew - Kim Barr location manager , Liz Bond production coordinator , Anwen Bull script supervisor , Sophie Daubisse production coordinator: canada , Kerry Emanuel scientific consultant , Fiona Fennell archive researcher , Susanne Hamilton .. Production coordinator
Diane Janna .. Location scout , Tamsin Lower .. Production assistant , Mark Maslin .. Scientific consultant , Anna McGill .. Production coordinator
Jon Paxman .. Music arranger , Tricia Power .. Archive researcher , Emma Riley .. Production coordinator , Elizabeth Vancura .. Junior researcher
Abigail Watts .. Production coordinator.

WR. Edward Canfor-Dumas , Julian Simpson

DIR. Julian Simpson

EPISODES: 3 **YEAR MADE:** 2007 **COUNTRY:** GB **SEASONS:** 1

BBC WORLDWIDE, DISCOVERY CHANNEL, PROSIEBEN TELEVISION

CREATOR:

TYPE OF SHOW: ENVIRONMENTAL **FORMAT:** MINI-SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 15/04/2007 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Sara Hughes NICOLA STEPHENSON, Katzenberg TOM SIZEMORE, Dan Abrams CHRIS POTTER, Lance Resnick JR BOURNE, Munish Loomba CAS ANVAR, Ralf DeWitt NICOLAS WRIGHT, Holly Zabrieski JANA CARPENTER, Steve the Pilot ANDREAS APERGIS, Murray Michaels TYRONE BENSkin, Alison STEPHANIE BRETON Tania CINDY BUSBY, Senator Wallace MAURY CHAYKIN, LARRY DAY, News Anchor KOSHA ENGLER, . Frank TERRY HAIG, TV Interviewer JANET KIDDER, James TRISTAN D. LALLA, Student MARIEV RODRIG, Josie Abrams MAXIM ROY, Student AMELIE SOREL, Emily Abrams EMILY TILSON, Jessica FRANCE VIENS, . Pete the Pilot RUSSELL YUEN.

SUPERTRAIN



This was a series about a deluxe nuclear powered passenger train which could travel from New York City to Los Angeles in under 12 hours. The pilot was about the first trial run of the train. A train full of important world leaders, a madman who kills the engineer and sets the train to full speed and sets the reactor core to overload and detonate.

After the exciting premier, the series became a very tame version of the "Love Boat" series with guest stars each week, just riding a train, the series was cancelled with-in 6 months. Game show fans will recognise that part of this theme's melody was used in the theme for 'Chain Reaction.' FYI, the Chain Reaction theme was actually used as background music on Supertrain before the game show ever existed.

This big-budgeted fiasco sank like the Titanic. A futuristic train carried its passengers into tales of drama, comedy and adventure. The lavishly mounted series (requiring expensive miniatures and luxurious full-sized sets) didn't click with viewers. Edward Andrews, Nita Talbot and Robert Alda were among Supertrain's crew.

Supertrain was a television drama/adventure series that ran on NBC from February 7, 1979, to May 5, 1979. It took place on the Supertrain, a nuclear-powered bullet train that was equipped with amenities more appropriate to a cruise ship than a train, such as swimming pools and shopping centers; indeed, it was so big it had to run on two sets of tracks. The train took 36 hours to go from New York City to Los Angeles. Much like its contemporary The Love Boat, the plots concerned the passengers' social lives, usually with multiple intertwining storylines, and most of the cast was composed of guest stars. The production was elaborate, with huge sets and a high-tech model train for outside shots.

At the time, Supertrain was the most expensive series ever aired in the United States. The production was beset by problems, including a model train that crashed, and while it was heavily advertised during the 1978-1979 season, it suffered from bad reviews and low viewership; despite attempts to salvage the show by reworking the cast, it never took off and left the air after only three months. NBC was never able to make up the production losses (it produced the show itself, at first with help from Dark Shadows producer Dan Curtis), and combined with the US boycott of the 1980 Summer Olympics the next season (which cost NBC millions in ad revenue), it nearly bankrupted the network. For these reasons, Supertrain is usually cited as the worst television flop ever.

Nine episodes were made, including a 2-hour pilot episode.

A portion of the theme music to Supertrain, composed by Bob Cobert, would later be recycled for the NBC game show Chain Reaction, while the Chain Reaction theme itself can be heard during a disco scene on the Supertrain pilot.

There are a total of ten hours, eight 60-minute episodes and one 2-hour movie, of "Supertrain" broadcast beginning Wednesday February 7, 1979 and concluding Saturday July 28, 1979.

NBC originally put "Supertain" as the opening of the network's Wednesday night schedule airing at 8pm (Eastern).

Though "Supertrain" premiered with reportedly decent ratings, the numbers quickly went down. NBC removed the show from its schedule for re-tooling little more than month after its premiere. The first five episodes carried the credit of Dan Curtis as Executive Producer for the series. The "Supertrain" crew for these first five shows included Edward Andrews, Patrick Collins, Harrison Page, Robert Alda, Nita Talbott, Arrika Wells, William Nuckols, and Michael DeLano.

The series returned to the air with a new day and time slot, Saturdays at 10pm (Eastern) on April 7th, 1979.

That night the sixth episode, "Pirouette," featured a new Executive Producer Robert Stambler and a slimed down crew. Edward Andrews, Harrison Page, and Robert Alda were the only surviving crew members from the original five episodes.

The following week, April 14th, 1979 the sixth show added two new crew members, Joey Aresco and Ilene Graff, to the regular cast.

One more change arrives with the last new episode airing, May 5th, 1979...a "laugh-track" is added to the series. No further tinkering and no more new shows at that point, as "Supertrain" left the airwaves after the May 5, 1979 broadcast. Never a good sign when a network removes a regular program during one of the ratings "sweeps" periods.

"Supertrain" returned in June of 1979 and NBC repeated all eight one-hour episodes, concluding the show's run July 28, 1979. The premiere episode, "Express To Terror," fails to be repeated and is the only installment that aired only once on NBC.

Willard Scott, of NBC's Today Show, hosted a program reviewing TV's Greatest Turkeys not long after the demise of "Supertrain." In this special that aired on NBC, "Supertrain" is shown briefly in one of its rolling by shots.

More recently, NBC's 75th Anniversary program featured "Supertrain" in a montage of the network's less impressive programs. Piled in with "Manimal" and "Hello, Larry" was a quick shot of the "Supertrain" logo from the color-tinted credit sequences. Oddly, this logo appears with a yellow background that is not similar to what is found among the opening credits from which it appears to have been lifted.

There is no known U.S. syndicated airings for the series. Certainly the limited number of hours produced would be a major factor, among others, behind it disappearing after its NBC run.

NBC International included "Supertrain" among programs available in its catalog. Those with copies of the series obtained in recent years trading video tapes and DVDs are likely familiar with the Caribbean Super Station. The Caribbean Super Station serving Aruba is at least one place that "Supertrain" was aired sometime in what appears to be the mid-'80s. Big thanks to whomever originally bothered to record "Supertrain" from this satellite service as these copies appear to be about the only one floating about for certain episodes.

The only known U.S. exposure the series received was a run of the "Express To Terror" episode on Lifetime Cable TV in 1987. The Lifetime Cable TV presentation presented the episode with the title "Supertrain" and did not include the on-screen title "Express To Terror" as found on the Prism VHS release.

Produced by Dan Curtis producer & Fred Silverman executive producer

Original Music by Bob Cobert

Film Editing by Bernard Gribble

Production Design by Ned Parsons (pilot episode)

Second Unit Director or Assistant Director , Alan R. Green first assistant director , Lindsley Parsons III first assistant director

Art Department - Richard Baum property maker

Special Effects by Jim Danforth effects coordinator (pilot episode) , Doug Hubbard special effects , Robert Cole special effects hydraulic foreman (uncredited)

Visual Effects by Jim Danforth matte artist (pilot episode)

Other crew - Albert Hood electrician (1979) , Howard Kunin supervising editor (1979) , Bill McCamey set nurse (uncredited).

Production Companies - Dan Curtis Productions Inc., National Broadcasting Company (NBC).
Distributors- National Broadcasting Company (NBC) (original airing)
Special Effects - Newkirk Special Effects.

Tv Guide Review at the time of broadcast follows :-

I suppose I'm out of touch, but the supersized, atom-powered choo-choo in this NBC series isn't my idea of train travel at all.

My adventure fantasies about trains derive from old Hitchcock movies, with somberly lit Pullmans that rumbled through the night, the rhythm of the wheels at once restful and ominous, as the suspense built subtly in meaningful glances between strangers, until the body tumbled out of the coat locker. People used to eat on those trains-trout, usually-and even sleep, tossing in fitful dreams.

Nobody eats or sleeps on Supertrain. They're too busy discoing and fist-fighting. Everything here is bigger, gaudier and noisier, including the passengers.

The design and special-effects people have had a good time, and the train is quite a marvel, cinematically--a gleaming, two-story behemoth complete with gym, swimming pool and fancy suites, and it rockets along through desert and prairie most convincingly. The control booth has video monitors and the disco has cocktail waitresses in silver hot pants.

As we might expect, the stories are less impressive than the gear. It's the usual triumph of technology over art. In the long, two-hour premiere, Steve Lawrence was a talent agent and gambling addict, in debt to a gangster named Big Ed. Aboard the Supertrain, someone kept trying to put Lawrence away-by planting a suitcase bomb in his room, dumping him unconscious into the pool, locking him in a steam room with buddy Don Meredith. Our attention was called to several suspects: a lurking criminal type who turned out to be a traveling salesman, a brutish gangster who whiled away the time abusing his girl friend. This one moseyed on interminable; sometime in the second hour I wanted to get off and catch a bus home.

One episode shamelessly swiped the plot of Hitchcock's "Strangers on a Train." Dick Van Dyke was the smiling psychopath, apparently out to kill the wife of a stranger, to repay a favor. In a final twist, Van Dyke turned out to be a harmless eccentric, which made no sense but possibly eased the writer's conscience about stealing the rest of the plot.

When early ratings proved disappointed, NBC took the series off the air for emergency surgery. The "All New Supertrain" appeared April 14, looking remarkably like the old Supertrain except that the blustery chief operations officer (Edward Andrews) shipped off to recover from mumps and replaced by a fun couple, Joey Aresco as the new chief and Ilene Graff as a singing social director. Zsa Zsa Gabor's jewels were stolen. Our new regulars, with security guard Abe Vigoda, tracked down the obvious suspect. This tale d-r-a-g-g-e-d even more than previous episodes, despite the attempt to glamorize it with models in bikinis and Peter Lawford playing his usual shopworn sophisticate.

I have an idea that may cut NBC's losses: let Salvage-1 haul that train away and sell it for scrap.

WR. Sam Merrill

DIR. Rodney Amateau, Barry Crane, Dan Curtis, Dennis Donnelly, Charles S. Dubin, David Moessinger

EPISODES: 9 **YEAR MADE:** 1979 **COUNTRY:** US **SEASONS:** 1

DAN CURTIS PRODUCTIONS INC. / NBC TELEVISION

CREATOR:

TYPE OF SHOW: TECHNOLOGY

FORMAT: SERIES

LENGTH (MINS): 0

STILL IN PRODUCTION: No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 9

DATE OF PREMIER: 07/02/1979

AIR DATE OF LAST EPISODE 28/07/1979

SEASON DATE BREAKDOWN:

FILMS: SUPERTRAIN : EXPRESS TO TERROR

Dr. Dan Lewis ROBERT ALDA, Conductor Harry Flood EDWARD ANDREWS, Wayne Randall JOEY ARESCO, Robert, the hairdresser CHARLES BRILL, Dave Noonan PATRICK COLLINS, Bartender Lou Atkins MICHAEL DELANO, Social Director Penny Whitaker ILENE GRAFF, Wally BILL NUCKOLS, Porter George Boone HARRISON PAGE, Engineer T.C. ANTHONY PALMER, Rose Casey NITA TALBOT, Gilda AARIKA WELLS.

SURFACE



What do naval officers in the South Antarctic Sea, a family in Wilmington, N.C., the oceanographic institute in Monterey, and fishermen in the Gulf of Mexico all have in common? They're all about to be the first to meet a new form of sea life -- it's beautiful, the kids may even want to play with it, and it likes to make the water warm. But what they don't know yet is that they are on the verge of a world disaster. "Surface" is a series full of continuously evolving twists that deliver across several long-term arcs.

Trivia

NBC's original title for this series was "Fathom".

Shows that NBC put on Monday nights at 8:00pm have historically plummeted in the ratings because of powerhouse competitors like Monday Night Football and 7th Heaven but Surface managed to become a surprise hit with ratings steadily climbing each week. Surface was the most over-saturated new series premiere of the fall 2005 season, due to mass re-airing of the pilot during the first week on the Sci Fi Channel. Miles and his family were originally going to be from San Diego. Lake Bell's character was originally going to be called Daughtery Carstarphen. Also, Jay R. Ferguson's character was originally going to be called Richard Beck, then it changed to Richard Owen, and then was finally settled as Richard Connelly. When searching for information on "sea monsters", Miles uses an internet search engine called "JointAxis". This is not an actual search engine and was just made up for the show.

Episode One Trivia

The computer program Miles uses to wake himself up features The Incredible Hulk, a popular comic book character from Marvel Comics created by Stan Lee and Jack Kirby. The Hulk's story is about a man named Bruce Banner who, due to radiation, would turn into a large green monster whenever he got angry. The comic book was turned into a popular show in the 1970s starring Bill Bixby (as Banner) and Lou Ferrigno (as the Hulk) and later adapted into a film by Ang Lee in 2003.

Miles reads a book that contains a passage about a "six-headed sea serpent". This is probably Charybdis, in Greek mythology the child of the sea god Poseidon and earth mother Gaia. Charybdis guarded a narrow sea passage, and reached down from its lair when ships passed to devour six crewmen, one for each mouth. The penalty for failing to make a swift passage was repeated loss of crew members in multiples of six.

Fantastic concepts about strange underwater creatures must toe a delicate line or risk toppling into silliness, and this splashy NBC drama takes that plunge in its very busy premiere. Filled with riffs seemingly lifted out of "Close Encounters of the Third Kind" and any number of other Spielberg films, "Surface" actually appears well-positioned to do some business in this timeslot, but if the opener is any indication, this handsome, globetrotting series is going to have a difficult time avoiding a gradual descent into the abyss. It's hard to take a bad shot of Lake Bell, but the show does what it can to diminish her considerable charms by saddling her with a kid (yep, she's a hard-working-scientist single mom) and then shoving her into a submarine

Bell's Laura Daughtery is a marine biologist studying the hot-vent ecosystem, which, she theorizes, is the origin of life on the planet. Shades of "The Beast From 20,000 Fathoms," Laura sees something very big and greenish (no, it's not the Hulk) in the water.

After excitedly describing her sort-of discovery as possibly being "a higher mammalian species," pretty soon faceless military types intrude, and Laura is whisked away to be interrogated by a thickly accented Dr. Cirko (Rade Sherbedgia) and his sidekick. If you're not thinking of Richard Dreyfuss yet, Laura proceeds to quote his "Close Encounters" character directly by asking, "Who are you people?"

Still, that's just one of "Surface's" whirling blades, which include a teenage kid (Carter Jenkins) who, in maybe the dumbest moment in a new show this season, finds what appears to be a water-alien egg and plops the thing

in his mom's fish tank. The glass breaks, there's some sloppy scurrying, and by show's end it's still not clear whether it's E.T. in the closet or a hyperactive guppy.

A third strand involves a diver (Jay R. Ferguson) who also witnesses the vague outline of something in the surf, causing a rift with his disbelieving wife and leading him to begin pursuing his own answers.

Originally burdened with the equally inexplicable title "Fathom," producers/real-life brothers Jonah and Josh Pate have crafted a series as wishy-washy as its moniker -- borrowing from the best, admittedly, but a little too freely to feel remotely fresh. And while there are some intriguing underwater effects (though it's never clear what they're showing) in the no-doubt front-loaded pilot, the show offers scant sense of where it hopes to make land.

The best thing about "Surface" thus far is NBC's promopromo campaign, which, sliced into bite-sized bits, actually makes the program look considerably better than it is.

Even so, "Surface" should have a shot at being sampled, and the first hour leaves so many loose ends floating around it just might reel in a fair number of viewers to at least take a second look. A few more moments like that egg in the fish tank, though, and "Surface" has very little chance of hooking an audience for long, unless it's repositioned as the high-spirited comedy that NBC has been seeking.

Produced by Michael Lewis associate producer , Darcy Meyers producer , Ed Milkovich producer , Jonas Pate executive producer
Josh Pate executive producer , Jeffrey Reiner co-executive producer

Original Music by W.G. Snuffy Walden & Joseph Williams

Cinematography by John B. Aronson & William Wages

Film Editing by Louise Innes , Leon Ortiz-Gil , Steven Polivka

Casting by Mark Fincannon

Production Design by Scott P. Murphy

Art Direction by Jeremy Cassells & Dins W.W. Danielsen

Set Decoration by Chuck Potter

Costume Design by Michael T. Boyd

Makeup Department - Sandra S. Orsolyak makeup department head , Rick Pour creature effects , Rick Pour special makeup effects artist
Jason Willis assistant makeup artist.

Production Management - Chris Bromley unit production manager , Christopher Van Bromley unit production manager

Second Unit Director or Assistant Director - Haze J.F. Bergeron III first assistant director , Susan Carpenter assistant director , Dawn Massaro second assistant director (pilot episode) , Trish 'The Dish' Stanard second second assistant director

Art Department - Susan Agnoff art department coordinator/clearances (episode 105-115) , William Alford set dresser , Leslie Borchert art department pa (pilot episode) , John Bromell set dresser , Craig Gilmore concept artist , Stephanie J. Gordon set designer , Jim C. Graham art department pa , Stephen Howard construction coordinator , Brian Jewell set designer , Thomas Lauifi general foreman , Jim Magdaleno storyboard artist , David Menefee prop maker , Martin L. Mercer storyboard artist , Kristie Moore painter/decorator , Jeffrey Schlatter construction coordinator (season 1) , Michael Shapiro set dresser , 'Polar Bear' Shaw leadman , Lindsey Suggs set dressing PA
Adam Tankell graphic designer (pilot episode) , Alex Thompson set painter , Richard Waldrop property master , Jim Wardell leadman

Sound Department - Chris Boyett adr editor , Bob Costanza sound effects editor , Matt Fann cable person , Dan Giannattasio boom operator , Troy Hardy music editor (pilot) , Doug Madick foley artist , Ed Novick production sound mixer , Michael Piotrowski boom operator (pilot episode) , David Raymond cable utility , Carl Rudisill sound mixer , Alexander Schwartz foley artist , Steve

Walter Foley artist

Special Effects by - Shea Clayton mold maker , Andy Clement animatronic effects designer: Creative Character Engineering , Larry Odien creative character engineering , Larry Odien special mechanical effects , Rick Pour special effects artist , Joseph Quinn Simpkins special effects technician , Randy Southerland special effects assistant

Visual Effects by John F. Gross visual effects producer: Eden FX , Eric Hance digital animation supervisor , Gabriel Köerner digital artist
Robert Short visual effects supervisor: North Carolina , Mitch Suskin visual effects supervisor , John Teska digital effects artist , Sean M. Scott digital effects artist (uncredited).

Stunts - Keith Adams stunt coordinator , Jennifer Badger stunt double: Lake Bell , Sheila Brothers stunt double John Copeman stunt coordinator (first season) Brian Finn stunt double , Kevin Hall utility stunts , G. Grant Jewett stunts , Dino Muccio stunt performer
Dino Muccio stunts , Mark Munoz ape creature

Other crew - Norman Ash set lighting technician , Raymond Benthall rigging electrician , Kevin Black set production assistant , Shon Blotzer photo double , Dylan Boyd production assistant , Heather Brannon assistant production office coordinator , Tommy Brockert set production assistant , Ryan Burke second assistant accountant (pilot episode) , Simon Carey electrician , Troy Carlton additional grip , Jim Chizmar dive master: underwater crew , Ty Church transportation coordinator , Kevin Connington grip , James B. Crawford gaffer , Alexandria D'Arienzo assistant to producer , Elan Dassani computer/video playback supervisor , Bill Delaney key set production assistant , Sean J. Donnelly assistant to producer , Kenneth Eberhard orchestrator , Jenny Elsinger driver , David Fabelo post-production assistant

Joe Fikes technical advisor: Navy , Jason Freeman assistant editor , Caitlin Fritz transportation office assistant , Scott Frye grip

Todd Fullerton supervising 24 frame video/computer engineer , Allison Furgal travel coordinator , Charles Little McBryde Grannis location assistant (season 1) , Vick Griffin location manager (season 1) , Sang Han assistant editor , David Harding rig electrician

Debbie Lane Hewett production secretary (season 1) , E. Michael Hewett location manager (season 1) , Emily Hollingsworth set costumer

Heath Howard production office coordinator , Chad Keith assistant location manager (season 1) , Jeannie H. Kelly assistant designer (pilot episode) , Jimmy Keys best boy , Scott Kidner lighting technician , Connie Kunz second assistant accountant , J.D. Lombardi assistant to director: pre-production , Tye Lombardi production assistant , Katarzyna 'Kait' Malec additional location assistant , Katarzyna 'Kait' Malec additional production assistant , Michelle Maloney set production assistant , Jonathan P. Mariande location production assistant

Melanie McCracken production assistant , Jay McPhaul production assistant , Ritchie Nannini grip , Alan Newcomb second assistant camera: "c" camera , Brian Niemczyk set production assistant , Thom Rainey script supervisor , Valerie N. Robinson production assistant

Geoffrey Ryan location manager (season 1) , Christian Satrizemis assistant camera , Alicen Catron Schneider music supervisor , Darrell B. Sheldon dolly grip: second unit (season 1) , Greg Stancil driver , Kara B. Still script supervisor (episode 110) , Kelly Stultz payroll accountant , Joseph T. Terranova set lighting technician , Derek Tindall electrician , David Waco post-production coordinator (pilot episode) , Jeff Wallace rigging electrician , Troy Waters assistant marine coordinator , Adam Willis location production assistant , Stephanie Yeager assistant: Jeffrey Reiner , Brian J. McNamara graphic artist: opening titles (uncredited)

WR. Jason Cahill , David Greenwalt , Chip Johannessen , Jonas Pate

DIR. Félix Enríquez Alcalá , Aaron Lipstadt , Rick Wallace , Jeff Woolnough , John Behring (episode 108) , Sergio Mimica-Gezzan (episode 1.06) , Jonas Pate (episode 1.01) , Jeffrey Reiner (episode 1.02)

EPISODES: 15 **YEAR MADE:** 2005 **COUNTRY:** US **SEASONS:** 1

NBC UNIVERSAL TELEVISION

CREATOR: JONAS PATE

TYPE OF SHOW: INVASION

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER: 19/09/2005

AIR DATE OF LAST EPISODE 06/02/2006

SEASON DATE BREAKDOWN:

FILMS:

Dr. Laura Daughtery LAKE BELL, Rich Connelly JAY R. FERGUSON, Miles Barnett CARTER JENKINS,
Davis Lee IAN ANTHONY DALE, Savannah Barnett LEIGTON MEESTER, Phil EDDIT HASSELL.

1 - 1 *EPISODE 1*

People all over the world experience bizarre encounters involving strange new creatures in the oceans. Among those people are Laura Daughtery, a marine biologist and single mother working in California, Richard Connelly, a Louisiana family man fishing in the Gulf of Mexico, and Miles Bennett, a North Carolina teen who finds one of the creatures' eggs.

Wr Josh Pate, Jonas Pate

Dir Josh Pate, Jonas Pate

1 - 2 *EPISODE 2*

After a mysterious animal carcass is discovered on the shore of Sullivan's Island, Laura and Rich head there to look for some answers but instead get detained for questioning. Also, a team of scientists face a hazardous autopsy of the deceased creature. Meanwhile, Miles decides to name his new discovery Nimrod but faces panic and trouble when Savannah throws a party at which point Nimrod ends up escaping.

Wr Josh Pate

Dir Jeffrey Reiner

1 - 3 *EPISODE 3*

The phenomena becomes more widespread as similar creatures wreak havoc on the coast of Texas. Laura gets more upset after she loses her job, while Rich still has a difficult time getting over the loss of his brother. Rich's situation gets worse when he starts to hear his brother's voice when he is near water. Cirko and Lee find that the creatures have been digging under the ocean bed, which could link them to global warming. Meanwhile, Miles discovers that it's not safe to raise Nimrod in the backyard when lightning strikes.

Wr Jonas Pate

Dir Aaron Lipstadt

1 - 4 *EPISODE 4*

Laura and Jackson head out to sea where she ends up using a GPS device to track one of the creatures. Rich finds proof that the sinkholes in his visions are real causing him to continue obsessing over his brother's death. Meanwhile, Lee tries to talk Cirko out of telling the Pentagon that the new species should be considered extremely dangerous.

Wr David Greenwalt

Dir Felix Enriquez Alcala

1 - 5 *EPISODE 5*

Laura and Richard reunite and use a GPS device to track one of the creatures to a local pier in California while Cirko and Lee consider asking Laura to join them in their investigation. Meanwhile, Miles and Phil fight to keep Nimrod a secret when suspicious Animal Control officers search for a missing neighborhood dog.

Wr Jason Cahill

Dir Jeff Woolnough

1 - 6 *EPISODE 6*

Cirko's life is in danger after he discovers the origin of the mysterious new species. Laura and Rich begin to fear for their own safety when they come into possession of a much sought after sea orchid. Miles sneaks Nimrod out of the house when his parents realize that he's been secretly keeping the animal as a pet.

Wr Josh Pate

Dir Sergio Mimica-Gezzan

1 - 7 *EPISODE 7*

Jackson comes to Laura and Rich's aid after they find that Laura's home has been broken into. Miles gets in trouble with the law in his attempt to free Nimrod. And Lee discusses Cirko and the creatures with his superiors

Wr Chip Johannessen

Dir Rick Wallace

1 - 8 *EPISODE 8*

Jackson helps Laura and Rich build a submersible so that they can visit a site where the creatures spawn. Meanwhile, the Bennett's consider boot camp as a way to discipline Miles.

Wr Dan Dworkin, Jay Beattie

Dir John Behring

1 - 9 *EPISODE 9*

Trapped in the submersible, Laura fears survival is impossible while Rich begins to hallucinate. Miles worries about Nimrod when he hears of trouble at the marine docks. Phil helps Miles look for Nimrod but they discover something else.

Wr Thomas Wheeler

Dir Bill Eagles

1 - 10 *EPISODE 10*

Laura and Rich are in for another shock when they leave the ocean floor and return to the surface. Meanwhile, Savannah suspects that Nimrod's responsible for Miles ending up in the hospital.

Wr Darcy Meyers

Dir Jeffrey Reiner

1 - 11 *EPISODE 11*

Rich and Laura try to get the footage of their trip to the ocean bottom to a news station before Lee can stop them. Meanwhile, Miles must watch as doctors prepare Nim for an autopsy.

Wr Jay Beattie, Dan Dworkin

Dir Michael Robison

1 - 12 *EPISODE 12*

On the run with Rich, Laura encounters a mysterious person who claims to know the origin of the creatures. Meanwhile, Miles fears the worst when two of Caitlin's friends vanish at the beach.

Wr Chip Johannessen

Dir Marita Grabiak

1 - 13 *EPISODE 13*

The search for the mysterious force responsible for the creatures leads Laura and Rich to an abandoned lab. Meanwhile, Miles joins the aquarium crew in searching for the field of unhatched eggs.

Wr Jonas Pate

Dir Brad Anderson

1 - 14 *EPISODE 14*

Laura and Rich decide that it's time to get some answers from Lee as Laura considers going back home. Meanwhile, Miles gets in trouble with the local residents after a violent incident with a bully.

Wr Jay Beattie, Dan Dworkin

Dir Jean de Segonzac

1 - 15 *EPISODE 15*

As a massive tsunami heads for the east coast, Laura must save Rich by heading to North Carolina where Miles and his family are trying to escape with their lives.

Wr Josh Pate

Dir Jeffrey Reiner

SURVIVORS



The Survivors was a series created by Terry Nation (who also created Blakes 7 and Doctor Who's Daleks) about the aftermath of a world-wide plague which wiped out 99% of the world's population. The plague was caused by a virus which was accidentally released in the lab and quickly began to spread across the globe. Nearly everyone succumbed to it and almost everyone who caught it died. The series followed the lives of a small number of people living in Britain who either were immune to the disease or managed to recover from it. The picture painted of life after the plague was a grim one indeed.

The Survivors showed just how dependent modern man was on the infrastructure of society. As civilisation has progressed we have become dependent on others to do things for us that we need to survive, farming being a prime example of this.

The road back to civilisation was not an easy one. Things started out hard and gradually got easier. While at first people just looted things left over from before the plague, the essentials of everyday life soon ran out. The survivors began to form small communities outside of the established towns-which would have been invested with lots of unburied bodies- and began to farm. These small communities eventually began to make contact with each other and set out to find ways to replace manufactured goods which were beginning to wear out as well as re-establish electrical power. By the end of The Survivors' third and final series mankind was well on its way back to civilisation as we know it.

The central characters in The Survivors were: Abby Grant, a woman who refused to believe that her son had been killed by the plague and devoted all of her efforts in to finding him. Abby appeared only in the first series. Greg Preston, an engineer who took it upon himself to become instrumental in getting mankind back on the road to civilisation. Greg set off in the third series to establish trade between the various communities and stories often centred around the other characters' efforts to track him down. Jenny Richards, a young secretary, who would become Greg's common law wife. Charles, formerly an architect was introduced in the first series as the leader of a small community who had the crazed notion of keeping all the women pregnant to repopulate the world. By the time he was reintroduced as a regular in the second series he had dropped this idea and become a respected community leader.

A plague wipes out 52,000,000 people in six weeks of terror in Great Britain, leaving only some 7,000 survivors. In the series, we follow one small group of survivors as they attempt to prosper in a post-technological nation. This is similar to "THE DAY OF THE TRIFFIDS", the cosmic disaster novels of John Wyndham, and the inimitable fiction of J. G. Ballard. The series falls flat in making the survivors far too comfortable, and celebrating (rather than warning against) the prospects of a future without technology. This is a hippy head trip, not real science fiction. Even "THE STAND" by Steven King does the job better.

Survivors was created by Terry Nation who saw disaster round the corner and worried about mankind's ability to cope. What if, he queried, the rug was pulled from beneath our complex society based (as it still is) on mutual co-operation and increased dependence on technology. Could impractical modern man adapt to the rigours of survival?

As a notion it was ripe for the 1970s advocates of 'alternative lifestyles', and it was also something everyone could relate to - every viewer could wonder 'what would I do? How would I cope?'

But this wasn't a Good Life vision of suburban self-sufficiency: Survivors depicted a grim, relentless struggle in which even mundane items such as soap or matches became precious. Contemporary critics carped that the heroes were almost exclusively middle class, and took perverse delight in their discomfiture. Certainly, the lead roles of Abby Grant (suburban housewife), Greg Preston (engineer), Charles Vaughan (architect) and Jenny Richards (secretary/young mum) represented the acceptable face of survival, ranged against the bolshie regional and working classes. But the series was, nevertheless, an uncompromising portrait of civilisation in reverse.

Survivors ran for three seasons each with a distinct theme. Initially there was the aftermath and the 'quest' -

Abby's search for her son Peter, the survivors' search for trust, friendship, order from chaos, the need to regroup on the smallest of scales. Season Two saw more settled and established communities forming in rural areas away from the towns which were depicted as plague-pits, rife with pollution and vermin. The challenge they now faced was to acquire-and acquire fast- the skills to replace their diminishing supplies of things they had once taken for granted.

Season Three again took to the road, as the survivors began to explore further afield, to establish links with other settlements and seek out people with the special skills to build a future, through trade, a railway and, ultimately, hydro-electricity. The series, which began on an overwhelmingly gloomy note, ended on an optimistic one.

The producer for the series was Terence Dudley, the music was created by Anthony Issac. The designers for the series were Austin Ruddy, Ray London, Richard Morris, Robert Berk, Ian Watson, Peter Kindred, Paul Allen and Geoff Powell (all season three).

WR. Terry Nation, Jack Ronder, M.K. Jeeves (aka Clive Exton), Don Shaw, Ian McCulloch, Martin Worth, Rogert Parkes and Terence Dudley.

DIR. Pennant Roberts, Gerald Blake, Terence Williams, Eric Hills, Peter Jefferies, George Spenton-Foster, Tristan de Vere Cole and Terence Dudley.

EPISODES: 38 **YEAR MADE:** 1975 **COUNTRY:** GB **SEASONS:** 3

A BBC PRODUCTION

CREATOR: TERRY NATION

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2), 13 (3) 12.

DATE OF PREMIER: 16/04/1975 **AIR DATE OF LAST EPISODE** 08/06/1977

SEASON DATE BREAKDOWN:

FILMS:

Abby Grant CAROLYN SEYMOUR (1), Jenny Richard LUCY FLEMMING, Greg Preston IAN MCCULLOCH, Tom Price TALFRYN THOMAS (1), John STEPHEN DUDLEY, Lizzie TANYA RONDAR (1,2), Vic Thatcher TERRY SCULLY (1), Vic Thatcher HUGH WALTERS, Paul Pitman CHRISTOPHER TRANCHELL (1,2), Mrs. Emma Cohen HANA-MARIA PRAVDA (1), Arthur Russel MICHAEL GOVER (1,2), Charles Vaughan DENNIS LILL (2,3), Pet Simpson LORNA LEWIS (2,3), Ruth Anderson CELIA GREGORY (2), Hubert JOHN ABINERI (2), Jack GORDON SALKILD (2), Alec WILLIAM DYSART (3), Owen KEVIN VARNIER (3), Agnes ANNA PITT (3), Dave PETER DUNCAN (2), Sally JUNE PAGE (2), Melanie HEATHER WRIGHT (2), Danielle GIGI GATTI (2), Alan STEPHEN TATE (2), Wendy JULIA NEWBERT (1), Lizzie ANGIE STEVENS (3), Charmian Wentworth EILEEN HELSBY,

Books Based on this series.

The Making Of Terry Nation's Survivors	Kevin P. Marshall	1995
The Survivors	Terry Nation	1976

RELATED SHOWS:

DOCTOR WHO

BLAKES' 7

1 - 1 *THE FOURTH HORSEMAN*

A virulent flu bug is spreading through the country like wildfire. Abby Grant and her husband David are aware that the flu has reportedly claimed millions of people's lives in China, but they don't think that could happen in England. Abby becomes ill and takes to her bed. Meanwhile Jenny Richards learns from a doctor that this is no flu bug and that hundreds are now dying. Acting on his advice she flees London for the countryside. Abby wakes days later and fears that she may be the only one left alive.

Wr Terry Nation

Dir Pennant Roberts

1 - 2 *GENESIS*

Abby meets Arthur Wormley who has some strong ideas about how the survivors of 'the death' should organise themselves. Meanwhile Greg Preston meets a strong-willed woman called Anne who needs his help to rescue a man who is trapped under a tractor in a nearby quarry. Elsewhere Jenny is still wandering the countryside alone.

Wr Terry Nation

Dir Gerald Blake

1 - 3 *GONE AWAY*

Abby, Jenny and Greg have made an abandoned church their base. Abby hopes to find her son Peter. They make a trip to a nearby supermarket to gather some food supplies and encounter some of Wormley's men who insist they leave their loot. Jenny and Greg overpower them and they escape. The men are intent on revenge and begin to search the countryside for the trio.

Wr Terry Nation

Dir Terence Williams

1 - 4 *CORN DOLLY*

Abby, Greg and Jenny are still searching for Peter. Greg and Jenny are becoming closer. They meet a man called Charles Vaughan (Denis Lill), a self-sufficiency expert, who has sobering theories about the number of survivors of 'the death' and their prospects for the future. He invites them to join his community, but it soon becomes clear that he has a hidden agenda which could involve Abby.

Wr Jack Ronder

Dir Pennant Roberts

1 - 5 *GONE TO THE ANGELS*

Abby is still searching for Peter and returns to his school. Meanwhile Jenny and Greg meet two children, John and Lizzie who are keen to join them. They have a lead which may help in the search for Peter. Before 'the death' some individuals, who were nicknamed 'the angels' by the press, foresaw the impending catastrophe and isolated themselves. It is thought that some of the boys from the school went to find them. Jenny, Greg and the children make an abandoned house their base, whilst Abby sets off to find 'the angels'.

Wr Jack Ronder

Dir Gerald Blake

1 - 6 *GARLAND'S WAR*

Abby becomes separated from Jenny and Greg and rescues a man called Jimmy Garland who is waging his own personal war against a man called Knox. Garland is heir to the Waterhouse estate that Knox has taken over and he wants it back so he can lead the community that has started there. Abby is captured by Knox and he tries to convince her that Garland has aggravated the situation and that he is willing to co-operate.

Wr Terry Nation

Dir Terence Williams

1 - 7 *STARVATION*

A young woman called Wendy and an old woman called Emma have foraged since 'the death' but are now going hungry. Wendy meets Tom Price and steals his food. Abby meanwhile rescues Emma from a pack of wild dogs, whilst Greg, Jenny and the children draw them off in their minibus. Tom wants his revenge on Wendy but doesn't reckon on Abby's presence. Meanwhile Greg and the others arrive at a deserted country grange, which may be just the place they need.

Wr Jack Ronder

Dir Pennant Roberts

1 - 8 *SPOIL OF WAR*

When agricultural expert Paul Pitman arrives at the grange, Greg feels threatened but the others welcome his expertise. When Greg remembers the supplies in the quarry, Tom and Barney are sent to fetch them. Two more survivors arrive, former company director Arthur Russell and his secretary Charmian Wentworth who has stuck with him since 'the death'. Arthur's attitude infuriates Abby. When Tom and Barney fail to return, Greg and Paul set off after them in Arthur's landrover.

Wr Clive Exton

Dir Gerald Blake

1 - 9 *LAW AND ORDER*

Petty arguments are dividing the ever growing community at the grange. Abby decides on a party on May Day as a remedy. The party goes well and spirits are raised. However, the next morning they awake to discover that one of their number has been brutally murdered. The community meet to decide how to deal with the person they believe to be the murderer.

Wr Clive Exton

Dir Pennant Roberts

1 - 10 *THE FUTURE HOUR*

A pregnant young woman called Laura arrives at the grange, seeking shelter from her partner, a man

called Huxley, who wants her back but doesn't want her unborn child. Abby and Greg argue as to whether she should be allowed to stay. When John and Lizzie unknowingly give away the fact that Laura is staying at the grange, Huxley embarks on a series of reprisals until the community agrees to give up Laura to him.

Wr Terry Nation

Dir Terence Williams

1 - 11 *REVENGE*

Crippled Vic attempts to commit suicide because he is feeling increasingly useless. Greg tries to convince him that his teaching of the children is an important job. When Anne Tranter arrives at the grange she is shocked to discover that Vic is alive and that Greg therefore knows of her heartless actions when they first met (in Genesis). When Vic learns that Anne is actually staying at the grange he becomes intent on ultimate revenge.

Wr Jack Ronder

Dir Gerald Blake

1 - 12 *SOMETHING OF VALUE*

When a flood destroys both their crops and stores, the survivors decide to trade the petrol in the tanker driven there by Donnie and Anne, as its the only thing of value they have left. Greg and Jenny set off in the tanker to trade with a nearby settlement. However they are followed by a man called Lawson and his two cronies, who want the petrol for themselves at any cost.

Wr Terry Nation

Dir Terence Williams

1 - 13 *A BEGINNING*

Abby is tiring of life at the grange and her thoughts turn to resuming her search for her son. After a row with Greg over the taking in of a sick girl, Ruth. Abby sets off for Waterhouse to find Jimmy Garland. Meanwhile Greg and Arthur make their first attempts towards federating the communities that have sprung up since 'the death'. When Ruth recovers, Greg and Jenny discover she is a former medical student and that she has some startling news for them.

Wr Terry Nation

Dir Pennant Roberts

2 - 1 *BIRTH OF A HOPE*

Greg travels to a community at Whitecross to trade with its leader Charles Vaughan whom he last met at Mardell. Jenny is now pregnant so Greg also seeks news of Ruth's whereabouts, as she promised to return to help with the birth. Whilst Greg is away, a fire destroys the grange. The survivors of the blaze are soon reunited with Greg, who leads the way back to Whitecross where they hope to stay, at least until Jenny has had her baby.

Wr Jack Ronder

Dir Eric Hills

2 - 2 *GREATER LOVE*

When there are complications after the birth of Jenny's baby, Ruth knows that the only course of action is to locate some medicine to treat her. Paul, who is now in love with Ruth, elects to go on the dangerous journey into Birmingham to find what Ruth needs. Eventually Paul returns, but he reveals that he doesn't fell too well. Ruth isolates Paul in a barn to prevent the possible spread of infection and begins to treat Jenny whose condition has worsened.

Wr Don Shaw

Dir Pennant Roberts

2 - 3 *LIGHTS OF LONDON (1-2)*

A couple called Penny and Amul arrive at Whitecross claiming to have news of Abby. Ruth goes with them thinking her medical skills are needed at the place where Abby is staying. She soon learns that she is being taken to London instead to help nurse the sick there and that Abby has already moved on. The large settlement in London is run by a man called Manny who does not want Ruth to leave. When Greg and Charles fear for Ruth's safety they journey to London to rescue her.

Wr Jack Ronder

Dir Terence Williams

2 - 4 *FACE OF THE TIGER*

A man called Alistair arrives at Whitecross and considers the possibility of staying there permanently. He hides the fact that he is a convicted child killer because he feels that he is a different person now and has

paid the price for his crime. Unfortunately Hubert finds a newspaper clipping belonging to Alistair which details his past. He passes the information on to others. When John goes missing, Alistair is immediately suspected.

Wr Don Shaw

Dir Pennant Roberts

2 - 5 *THE WITCH*

When Mina, an eccentric member of the community at Whitecross, spurns Hubert's unwelcome attentions, he begins to spread vicious rumours that she is a witch. When John and Lizzie see Mina bake a clay figure representing Hubert and Pet and Peggy add up other recent events, they begin to believe that Hubert may be right.

Wr Jack Ronder

Dir Terence Williams

2 - 6 *A FRIEND IN NEED*

Charles and Greg hold a meeting at Whitecross with leaders of nearby settlements to try to come to some co-operative agreements. The event is interrupted by the news that the wife of one of the leaders has been killed by a sniper. It is soon learned that the sniper targets young women and seems to be travelling towards Whitecross. Jenny, bravely volunteers to act as bait to bring the sniper out into the open.

Wr Ian McCulloch

Dir Terence Williams

2 - 7 *BY BREAD ALONE*

When a former vicar, Lewis Fearn, arrives at Whitecross and reveals his occupation, community life is disrupted. Charles becomes worried that the distractions caused by Lewis may be very damaging given the hard work that is required to sustain the settlement. Is there a place for God and a return to religion in the new order of things..?

Wr Martin Worth

Dir Eric Hills

2 - 8 *THE CHOSEN*

Charles and Pet are returning from a salt collecting expedition when they meet two other travellers who become very ill. They take them to a nearby settlement in an old army camp. The community there is run like a police state where eugenics, euthansia and religious fervour all hold sway. The people there are led by a charismatic man called Max Kershaw and his second in command Joy Dunn. Pet is fearful that they may not be allowed to leave, whilst Charles is summoned to speak to the community's council.

Wr Roger Parkes

Dir Eric Hills

2 - 9 *PARASITES*

Mina befriends a man called John Millen and arranges to meet him at Whitecross at a later date. When John fails to arrive and two other men come to the settlement on his barge (one of them wearing John's hat) Mina fears the worst. Charles and Greg welcome the men, Kane and Grice, but also have misgivings about their intentions. Pet is suspicious too, as she recognises Kane from before 'the death'.

Wr Roger Marshall

Dir Terence Williams

2 - 10 *NEW ARRIVALS*

Ruth invites members of a failed community to join the Whitecross settlement, despite the fact that they have been exposed to a disease. When Arthur and Jack contract the illness she fears she may have made an error in judgement. Meanwhile, the self appointed leader of the young new arrivals, Mark Carter, advises Charles on where he is going wrong agriculturally and draws up a new plan for him to examine.

Wr Roger Parkes

Dir Pennant Roberts

2 - 11 *OVER THE HILLS*

When Sally becomes pregnant by Alan, Charles is overjoyed, thinking this will encourage a baby boom at Whitecross. Sally wants to live with Alan as his wife but he has other ideas. As the situation becomes more tense, Charles crosses swords with Melanie, Ruth and even Pet.

Wr Martin Worth

Dir Eric Hills

2 - 12 *NEW WORLD*

There is a much excitement when a balloon passes over Whitecross. However, when the balloon comes down and its occupant is found dead a mystery is left behind. The man is discovered to be a Norwegian and he has in his possession various items that suggests he has been mapping the nation's settlements. When Melanie and Alan meet one of the balloonist's acquaintances, Seth, they learn that the man had been travelling with his daughter Agnes. When Agnes eventually arrives at Whitecross things will never be the same again for our survivors.

Wr Martin Worth

Dir Terence Williams

3 - 1 *MANHUNT*

It is six months since Greg, Agnes and Jack left Whitecross. Seth finds Jack wandering in a fever in some woods and takes him back to his home to look after him. There finds that Jack has letters for Charles and Jenny which are from Greg. Charles, Pet, Jenny, Hubert and the children have moved from Whitecross to Challoner. When they learn the news about the letters, Jenny and Charles go to Seth's home. Jack is delirious and says some unintelligible things about a place called Wellingham, where he and Greg had been. A distraught Jenny is desperate to see Greg again, so she and Charles head off to Wellingham. Pet also sends Hubert on after them. After rescuing a man staked out in the woods and meeting the authoritarian Clifford and the sinister Miedel, Jenny and Charles become worried about the situation in which they have become embroiled.

Wr Terence Dudley

Dir Peter Jefferies

3 - 2 *A LITTLE LEARNING*

Jenny is searching for Greg alone. Not far away Greg is travelling with Agnes when they come across an old woman in distress. She introduces herself as Mrs Butterworth and explains that she is being plagued by what she terms 'red indians'. Greg investigates and discovers a community of children are behind the raids on her house. They are led by a tough boy called Eagle who does not want Greg to interfere, despite the fact that many of their number are dying of a mysterious illness.

Wr Ian McCulloch

Dir George Spenton-Foster

3 - 3 *LAW OF THE JUNGLE*

Charles, Hubert and Jenny are reunited with Agnes, who has become separated from Greg. They visit the Walter's family farm, where Greg and Agnes met Tom Walter and his family some months ago. However, the farm is deserted as Tom's mother, Edith, and her sons Steve and Owen were driven from it, when Tom was away, by former butcher Brod, to a camp by a railway line. Charles, Jenny, Agnes and Hubert are captured and taken there as well. Brod has special plans for Jenny and sees Charles as a threat to his position.

Wr Martin Worth

Dir Peter Jefferies

3 - 4 *MAD DOG*

Charles searches alone for Tom Walter and has a dangerous encounter with a dog pack. He is rescued by a man called Fenton, who Charles then travels with back to his halfway house. The next morning Charles discovers that Fenton has contracted rabies. Securing Fenton he goes to a nearby village for help. Charles returns with two men, Sanders and Jim. They are attacked by Fenton and Charles is forced to kill him. However, the men believe that Charles may have the infection too, so try to execute him. Charles flees into the countryside and a hunt begins.

Wr Don Shaw

Dir Tristan De Vere Cole

3 - 5 *BRIDGEHEAD*

Charles returns to the Walter's farm where he is reunited with a relieved Jenny and Agnes. Hubert discovers that the cows have brucellosis and tends to them whilst Jenny and Charles head up river to locate a vet called Bill Sheridan. They meet Bill and his partner Alice and the following day Charles and Bill head back to the farm. Before they return to Jenny and Alice they see a car travelling along a road. Charles jumps to the conclusion that Greg could have been the driver. Jenny is excited when she hears the news and sets off with Bill to locate him. Before they leave they all agree to rendezvous at Highley train station for what Charles hopes will be market day.

Wr Martin Worth

Dir George Spenton-Foster

3 - 6 *REUNION*

Jenny, Charles and Hubert meet vet Janet Millon when a shepherd friend of Hubert is injured. Whilst

enjoying her hospitality they discover to their amazement that she is the mother of their John, who is back at Challoner with Pet and Jack. Jenny has grown tired of her search for Greg and elects to return with Janet, as she wants to see her son too. When Pet tells John the news his reaction is puzzling.

Wr Don Shaw

Dir Terence Dudley

3 - 7 *THE PEACEMAKER*

Charles, Jenny and Hubert arrive at a settlement based around a working mill. The community there has been influenced and led by former personnel headhunter Frank Garner and Rutna, a young Indian woman. Their guiding principle is the belief that man died (during 'the death') and now needs to be re-born to a new way of life. Frank makes several failed attempts to speak to Charles alone and is clearly uneasy about something. When Charles, Jenny and Hubert's horses are poisoned with yew branches they have no choice but to stay another day.

Wr Roger Parkes

Dir George Spenton-Foster

3 - 8 *SPARKS*

Charles, Frank, Jenny and Hubert are now searching for former electrical engineer Alec Campbell with a view to using his skills to restore electrical power to the nation. However, they discover Alec to be withdrawn and unco-operative and still mourning his long dead wife. When he continues to refuse to help, Frank resolves to take stronger measures which involve some pethadine and Jenny.

Wr Roger Parkes

Dir Tristan De Vere Cole

3 - 9 *THE ENEMY*

Charles, Jenny, Hubert, Frank and Alec arrive at a settlement based at an old coal mine. The settlement's leader, Leonard Woollen, is anxious to get the mining equipment working again and enlists Alec and Charles's help. Another man, Sam Mead, is opposed to the idea fearing a return to the age before 'the death'. Jenny is becoming increasingly emotional about the absent Greg. Charles pushes her too far in relation to Alec.

Wr Roger Parkes

Dir Peter Jefferies

3 - 10 *THE LAST LAUGH*

Greg is looking for a Dr. Adams who he thinks is being held captive. He is attacked by four men who steal all his notes on the settlements he has visited. He survives the encounter but runs into further danger when he finds Dr. Adams, who has contracted smallpox. Greg must now wait until the incubation period is over to see if he has contracted the disease.

Wr Ian McCulloch

Dir Peter Jefferies

3 - 11 *LONG LIVE THE KING*

Charles, Jenny and their ever growing party are heading North to Scotland, when they receive a message to meet Greg at a place called Felbridge. Jenny thinks it will be another wild goose chase. They later discover that Agnes has devised their reunion and that she plans to set up a new government for the nation at Felbridge under Greg's name. However, Greg is curiously absent from the proceedings.

Wr Martin Worth

Dir Tristan De Vere Cole

3 - 12 *POWER*

Charles, Jenny, Hubert and Alec finally arrive in Scotland and make for a hydro-electric power station to switch on the power. However they do not count on the intervention of a nationalistic Scotsman who sees their efforts as stealing Scottish electricity for England. Nor do they realise how far Sam will go to prevent the return of power to the nation.

Wr Martin Worth

Dir George Spenton-Foster

SWAMP THING



Swamp Thing was a sentient creature that was half man and half plant. He was created when Dr. Alec Holland and his wife were working on a bio-regenerative formula in their laboratory deep in the Louisiana swamps. The lab was attacked by the man who would become Swamp Thing's nemesis, Dr. Anton Arcane. Arcane was a genius in his own right and wanted the formula to bring back his dead wife, deciding to take it when Holland refused to sell it to him. During the attack an explosion occurred. Arcane survived the explosion, Holland's wife was killed and Dr. Holland found himself doused with the bio regenerative formula and fell into the swamp. He somehow merged with the plants of the swamp and emerged as a half-man / half-plant creature with great strength and the limited ability to control the forces of nature in the swamp.

Swamp Thing was set in the town of Houma, which was located near a large swamp area in an unnamed state, most likely Louisiana. Dr. Arcane was a prominent local businessman who was very wealthy and respected by most of the people in the community who were unaware of his true nature. He was very egotistical and thought of himself as a scientific genius, which he was. He treated people as disposable items and many mutated creatures living in the swamp were the results of his failed experiments. His justification was that the end results of his experiments may prove beneficial to all mankind and other people may have to make a few sacrifices. He had bought and paid for the local sheriff. His aid Graham truly respected and cared for Arcane despite the fact that Arcane would do away with Graham if it suited his needs.

Swamp Thing was somewhat an ecologically minded hero, the protector of the swamp. He had the power to control the forces of nature in the swamp. His powers however diminished when he was away from the swamp or when the balance of nature in the swamp was thrown off. Swamp Thing was also weakened by the absence of sunlight. Although the residents of Houma didn't know of his existence, there were rumours of a creature that lived in the swamp. Arcane knew of Swamp Thing's existence and still hoped to get the bioregenerative process away from him, or kill him since he refused to cooperate. Swamp Thing had also befriended several of the people living in Houma.

Among the people Swamp Thing had befriended were: Tressa Kipp a young divorcee who had recently returned to Houma with her young son Jim. She helped run the family boat rental business where Oboe Hartison worked for her. Dr. Arcane kidnapped Jim and shipped him to South America, causing Tressa to leave town for a time to search for him. Her stepson Will came to town and stayed, becoming Swamp Thing's friend and confidante. Kipp met and began romancing Abigail, a genetically engineered woman, with unusual powers. Dr. Ann Fisk was a former student of Dr. Holland's who came to the swamp and met Swamp Thing, she decided to try and find a way to turn Swamp Thing back into Dr. Holland.

Swamp Thing is a half hour cable TV series by MCA/Universal, and made by BBK Productions that aired on the USA Network between 1990 and 1993, and is currently being re-run on the Sci Fi Channel. The series follows the adventures of Dr. Alec Holland, a scientist who was disfigured and transformed in a laboratory accident caused by his arch enemy, Dr. Anton Arcane. Alec seems to have a full time job on his hands as he has to constantly contend with Arcane's demented schemes of acquisition and destruction which invariably threaten Alec and his friends. Of course, not every episode has Arcane as the threat, or even in it (although the ones with him in are by far the most fun.)

Though Alec, or 'Swampy' as he is affectionately known, is the title character, the series spends more time concentrating on the other characters, notably his nemesis, Arcane, and others created specifically for the TV show, such as the Kipp family. Anyone expecting a standard superhero show with said hero constantly flexing his muscles and saving the day, with everyone else pretty much in the background isn't going to get that with this show. By not overusing or formulaising Swamp Thing, his mystique and enigma are preserved throughout the series. One thing to be said about 'Swamp Thing' is that it is not a series that takes itself too seriously. Let's face it, when you're hero is a seven foot tall plant, it's difficult to be taken seriously... so the series often doesn't try! It contains a lot of humour and isn't afraid to stand back and take a good laugh at itself, and only very rarely descends into off-putting camp. Created by Len Wein and Berni Wrightson, he first

The main series characters are introduced. Tressa visits her mother's home with her young son, Jim, who finds 'the emerald heart' in the swamps.

Wr Joseph Stefano

Dir Fritz Kiersch

1 - 2 *THE LIVING IMAGE*

Dr. Arcane transforms his partner in crime into the "living image" of Swamp Thing's lost spouse in hopes of tricking him into revealing the formula for the bio-restorative recipe, which is intended to modify the DNA and stop aging.

Wr David Braff, Judith Berg, Sandra Berg, Joseph Stefano

Dir John McPherson

1 - 3 *THE DEATH OF DR. ARCANE*

Thugs working for Arcane kidnap Jim. Arcane takes one of his 'creations' into the swamp and is met by Swamp Thing who objects. The creature escapes and Arcane is killed, but must be 'revitalized' in order for Swamp Thing to save Jim.

Wr Joseph Stefano, Judith Berg, Sandra Berg

Dir John McPherson

1 - 4 *THE LEGEND OF THE SWAMP MAIDEN*

Jim and Oboe are resolute to see the Swamp Maiden who appears only once every three years. Jim plans to take pictures of her although both have been warned not to touch her. An unknown man offers to buy the pictures that Jim might take.

Wr Lorenzo Domenico

Dir Yuri Sivo

1 - 5 *SPIRIT OF THE SWAMP*

Veteran actor Roscoe Lee Browne plays a "Ogun" which is a voodoo priest whom Arcane employs to overcome Swamp Thing.

Wr Sandra Berg, Judith Berg

Dir Yuri Sivo

1 - 6 *BLOOD WIND*

Arcane's protégé is experimenting with hatred pheromones and his latest batch is released into the swamp air and spreads to the townsfolk turning on Tressa.

Wr Marc Scott Zicree

Dir Walter von Huene

1 - 7 *GROTESQUERY*

Swamp Thing is overcome by toxic waste and is sold to a carnival freak show ran by a cruel man.

Wr Michele Barinholtz

Dir David Jackson

1 - 8 *NATURAL ENEMY*

Swamp Thing is teaching Jim about endangered plants in the swamp when they come upon an area Swamp Thing refused to explain or let Jim go into that looks intriguing to a young boy's fancy. Jim being the inquisitive bash young boy he is, can't resist returning to have a look. During his brief visit he is bitten by a venomous insect created by Arcane.

Wr Robert Goethals

Dir Tony Dow

1 - 9 *TREASURE*

A thief on the run from his female accomplice chooses the swamp as his hiding place for a fortune in stolen cash and Jim's house as his final stop.

Wr Jon Ezrine

Dir Tony Dow

1 - 10 *NEW ACQUAINTANCE*

Jim is feeling lonely and tries to make a new friend when he meets a mysterious young girl in town.

Wr Daniel Kennedy, Wade Johnson, Larry DiTillio

Dir David Jackson

1 - 11 *FALCO*

One of Arcane's failed experiments comes looking for vengeance during the funeral for Jim's grandmother.

Wr Joseph Stefano

Dir Fritz Kiersch

1 - 12 *FROM BEYOND THE GRAVE*

Jim and his mother may have to leave the swamp after a lawyer delivers a notice of eviction.

Wr Wade Johnson, Daniel Kennedy

Dir Tony Dow

1 - 13 *THE SHIPMENT*

Arcane sends Jim into slavery after the boy is witness to the evil doctor's hideous transformations of men into monsters.

Wr Judith Berg, Sandra Berg

Dir Walter von Huene

1 - 14 *BIRTHMARKS*

A runaway synthetic human from Dr. Woodroes lab, Abigail is seen running through the street from an exploding boat by Will who befriends her. Meanwhile a baby is swept away by the waters of the swamp from the same explosion into the arms of the Swamp Thing.

Wr Tom Greene

Dir Walter von Huene

1 - 15 *DARK SIDE OF THE MIRROR*

Swamp Thing is framed by one of Arcane's mutants for murdering the District Attorney who was on to Arcane.

Wr W.M. Whitehead

Dir Bruce Seth Green

1 - 16 *SILENT SCREAMS*

Arcane traps a mother and daughter behind an invisible force shield and only Swamp Thing can rescue them.

Wr Judith Berg, Sandra Berg

Dir Walter von Huene

1 - 17 *WALK A MILE IN MY SHOOTS*

Arcane trades bodies with Swamp Thing after setting a trap using Will as bait.

Wr Jonathon Torp

Dir Bruce Seth Green

1 - 18 *THE WATCHERS*

Tressa accidentally stumbles across Arcane's latest model of henchmen, robots who are hunting down Abigail.

Wr Tom Greene, W.M. Whitehead

Dir Lyndon Chubbuck

1 - 19 *THE HUNT*

Will's father shows up looking for a rare plant that Arcane has nefarious plans for.

Wr Wade Johnson, Daniel Kennedy

Dir Bruce Seth Green

1 - 20 *TOUCH OF DEATH*

Arcane experiments with Dr. Holland's formula by murdering a local man who comes back from the dead with severe side effects.

Wr Tom Greene, W.M. Whitehead

Dir Walter von Huene

1 - 21 *TREMORS OF THE HEART*

Arcane experiments with artificial earthquakes.

Wr Wade Johnson, Daniel Kennedy

Dir Mitchell Bock

1 - 22 *THE PROMETHEOUS PARABOLA*

Tressa is taken hostage by a man with a score to settle with Arcane.

Wr Tom Greene, W.M. Whitehead

Dir Walter von Huene

2 - 1 *NIGHT OF THE DYING*

Arcane buys a rare book of voodoo spells and while summoning Baron Samedi he is possessed by evil spirits. The book is actually a trap for Arcane by the daughter of the Ogun Duchamp who seeks revenge for Jim Kipp. On Arcane's side is Duchamp's son who has taken his father's place.

Wr Tom Blomquist

Dir Steve Beers

2 - 2 *LOVE LOST*

A self-proclaimed psychic comes to the swamp in search of Alec Holland with a message from his dead wife Linda. She also reveals that Jim is still alive and will be heard from soon.

Wr Tom Blomquist

Dir David Jackson

2 - 3 *MIST DEMANOR*

A cold paralyzing cloud of mist from the swamp attacks the town. In the face of this threat, Abigail makes the ultimate sacrifice to save a little boy.

Wr Steven L. Sears

Dir David Jackson

2 - 4 *A NIGHTMARE ON JACKSON STREET*

Will's past comes back to haunt him not only in his dreams but here in his new home when a friend shows up who was involved in a robbery.

Wr Jeff Myrow

Dir Walter von Huene

2 - 5 *BETTER ANGELS*

A scientist from Alec Holland's past is employed by a businessman who claims he wants to build a recycling plant near the swamp. His real motives are to build a resort in collaboration with Arcane.

Wr Babs Greyhosky

Dir David Jackson

2 - 6 *CHILDREN OF THE FOOL*

Will starts dating a girl from a carnival. Her boss who is manipulating the young carnies wants to sacrifice Will to "the forces of darkness" in a scam to keep his young work force in line.

Wr Fred Golan

Dir David Jackson

2 - 7 *A JURY OF HIS FEARS*

After an electrical explosion in his lab apparently kills Arcane, our arch fiend finds himself on trial in a nightmarish comedy of his crimes against his victims.

Wr Tom Blomquist

Dir Walter von Huene

2 - 8 *POISONOUS*

How will Swamp Thing deal with a man who has captured footage of him on film and the deadly creatures released into the swamp?

Wr Jeff Myrow

Dir Walter von Huene

2 - 9 *SMOKE AND MIRRORS*

A rock singer tries to run away from the consequences of the morbid overtones in the lyrics of his songs after two fans commit suicide to the suggestions therein. Can Swamp Thing help this young artist realize his responsibilities?

Wr Tom Blomquist

Dir Steve Beers

2 - 10 *THIS OLD HOUSE OF MAYAN*

Can Will escape the wrath of guardians to a lost Mayan temple within the swamp when he is forced to be

an unwilling guide?

Wr Steven L. Sears

Dir Walter von Huene

2 - 11 *SONATA*

Ann Fisk decides to confront the Swamp Thing that he is in actuality Dr. Alec Holland.

Wr Babs Greyhosky

Dir Chuck Bowman

3 - 1 *DEAD AND MARRIED*

A recent storm in the swamp uncovers a car wreck from ten years ago, including the married couples ghosts that think only hours have passed.

Wr Steven L. Sears

Dir Steve Beers

3 - 2 *POWER OF DARKNESS*

A young loner who believes he is a vampire is accused of murdering his mother's boyfriend.

Wr W. Reed Moran

Dir Chuck Bowman

3 - 3 *SPECIAL REQUEST*

After seemingly having no interest for so many episodes what happened to Jim, Tressa is suddenly in Peru and sidetracked by a voice from her past on a radio.

Wr Terry D. Nelson

Dir John McPherson

3 - 4 *WHAT GOES AROUND COMES AROUND, COMES AROUND*

Return to those thrilling days of the old west in guilt ridden dreams, when Arcane is allowed to hunt a man with the full knowledge of the sheriff.

Wr Jim Byrnes

Dir Chuck Bowman

3 - 5 *FEAR ITSELF*

What happens the swamp itself is no longer an ally to Swamp Thing? The answers lay with a man called Mephisto.

Wr Brenda Lilly

Dir John McPherson

3 - 6 *CHANGES*

Arcane has created a poison engineered to specifically target Swamp Thing's genetic code. Ann has discovered a method of temporarily changing Alec back to human form.

Wr Steven L. Sears, Jeff Myrow

Dir John McPherson

3 - 7 *DESTINY*

Encountering two men already dead in the swamp is nothing particularly new for Will, but the fact they are from the civil war era is. Can Will solve this mystery of the swamp and find peace for two soldiers?

Wr Jim Byrnes

Dir Tom DeSimone

3 - 8 *TATANIA*

Arcane finally resurrects his dead wife only to discover he's been duped by Sunderland. The body he's been lordling over really belongs to a stripper named Kitty. Which sends Arcane on a rampage of revenge, that turns bitter sweet when he finds his true wife.

Wr Randy Holland

Dir John McPherson

3 - 9 *MIRADOR'S BRAIN*

Arcane uploads the memory of his former teacher directly into his own. In an ironic twist of justice Carl Mirador was schizophrenic and is now driving Arcane insane.

Wr Bruce Lansbury

Dir Tom DeSimone

3 - 10 *LESSER OF TWO EVILS*

Arcane has lost everything to Carla, his rival, and lies drunk in an alley. Carla wants to clear the swamp and build her dream complex, although, Swamp Thing rejects the idea. She seizes Arcane hostage and demands the formula which he withholds. She prepares a nice dinner for the Swamp Thing but he declines it and goes to destroy the research, leaving Carla and Arcane to fight it out.

Wr Steven L. Sears, Tom Blomquist

Dir Walter von Huene

3 - 11 *REVELATIONS*

Swamp Thing is wounded and being tracked down by mercenaries hired by Arcane. He makes his way to Dr. Ann Fisk's lab and is transformed back into Alec Holland. Afterward he is still wounded and aided by Tressa Kipp who finally learns the truth about Swamp Thing.

Wr Tom Blomquist, Steven L. Sears

Dir Chuck Bowman

3 - 12 *EASY PREY*

A wealthy man takes his college-age son hunting in Houma in an effort to show him how the real men behave. Unfortunately, he does it at the expense of a vanishing species.

Wr Jim Byrnes

Dir Steve Beers

3 - 13 *THE HANDYMAN*

Dr Arcane greets scientists from around the world to his first radical science conference, Swamp Thing uncovers the body of a murdered man in the swamp.

Wr Terry D. Nelson

Dir Andrew Stevens

3 - 14 *FUTURE TENSE*

A chemical plant causing toxic damage to the swamp is the key to a darker future.

Wr Terry D. Nelson

Dir Steve Beers

3 - 15 *HIDE IN THE NIGHT*

Graham instantly takes charge when an explosion, apparently, kills Arcane. He hires one of the assistants, a gorgeous woman named Stella, to help him. Then, they find that Arcane has become a mutant and work with Swamp Thing to 'cure' him before he kills them all.

Wr Steven L. Sears

Dir Andrew Stevens

3 - 16 *PAY DAY*

Three convicts escape from prison in search of loot from a Las Vegas heist buried in the swamp. One by one they learn the justice of the swamp.

Wr Tom Blomquist

Dir Tom Blomquist

3 - 17 *THE RETURN OF LAROCHE*

Dr. Arcane's nemesis, La Roche, locked up in a mental hospital by Arcane's hard work, has found a way to be in two places at the same time and attack Arcane, who was vacationing in the Garden of Allah, while seeming to be in his hospital room.

Wr Babs Greyhosky

Dir Andrew Stevens

3 - 18 *rites of Passage*

Two young co-eds looking to perform a magic ceremony called the test of Shabalba that will grant them three wishes use Will as a reluctant guide.

Wr John Lansing, Bruce Cervi

Dir Chuck Bowman

3 - 19 *NEVER ALONE*

A lunatic escapes from a close asylum and knocks on Tressa's door late at night. He proclaims himself as an alien killer. Even Swamp Thing is in danger.

Wr Fred Golan

Dir Walter von Huene

3 - 20 *A MOST BITTER PILL*

Swamp Thing and Arcane are trapped in a mine after Arcane touches a flower against Swamp Thing's warning.

Wr Tom Blomquist

Dir Tom Blomquist

3 - 21 *THE CURSE*

Ian James is back and Arcane joins him searching the swamp looking for an old plane that crashed in the swamp, which contains many Egyptian artifacts with magical powers.

Wr Jeff Myrow

Dir Chuck Bowman

3 - 22 *JUDGEMENT DAY*

Can Swamp Thing save his friend Will from charges of a murder he didn't commit versus the ambitions of a corrupt District Attorney?

Wr Reed Moran

Dir Chuck Bowman

3 - 23 *EYE OF THE STORM*

Tressa's long gone sister returns looking for shelter from an enemy of her husband and ends up putting the swamp in danger.

Wr Brenda Lilly

Dir Chuck Bowman

3 - 24 *VENDETTA*

Arcane, sulking after being snubbed by his fellow scientists is visited by a sympathetic young woman...but is she who she claims to be, and what is her real agenda?

Wr W. Reed Moran

Dir Steve Beers

3 - 25 *THE HURTING*

Swamp Thing helps Cathy comprehend her late, alienated mother by showing her visions of her mother's teen-age life.

Wr Tom Blomquist

Dir Chuck Bowman

3 - 26 *THE BURNING TIMES*

A strange woman approaches Will and claims to have been her wife in a past life.

Wr Katharyn Michaelian Powers

Dir Mitchell Bock

3 - 27 *THE SPECTER OF DEATH*

Spirits from the past come back to haunt Arcane and Alec has to help him. Arcane is not grateful at all.

Wr Tom Blomquist

Dir Tony Dow

3 - 28 *CROSS-FIRED*

Arcane gets hit by his own sound-emitting weapon which causes him to turn "good."

Wr John Lansing, Bruce Cervi

Dir Chuck Bowman

3 - 29 *PATIENT ZERO*

When a stranger comes to swamp with evil designs of his own upon Swamp Thing's blood, Arcane becomes involved.

Wr Judith Berg, Sandra Berg

Dir Walter von Huene

3 - 30 *THE CHAINS OF FOREVER*

Will becomes involved with a couple who hold a map that Arcane has a keen interest in obtaining.

Wr Randy Holland

Dir Mitchell Bock

3 - 31 *IN THE BEGINNING*

Plant creatures created from Arcane's DNA escape from his lab and endanger the swamp.

Wr Terry D. Nelson

Dir Chuck Bowman

3 - 32 *BROTHERLY LOVE*

A man is dating Tressa but after a strange phone call runs away from her.

Wr Jim Byrnes

Dir Walter von Huene

3 - 33 *AN EYE FOR AN EYE*

When the swamp stalks Arcane in the form of a panther, an ecological message is the overtone about unsafe modes of power encroaching on nature and how she strikes back. Leaving a forboding and chilling message when even Swamp Thing is powerless.

Wr Jeff Myrow

Dir Tom DeSimone

3 - 34 *YO HO HO*

A kid follows two of Arcane's minions and steals one of the devices they bury for an upcoming evil plan.

Wr David Kemper

Dir Walter von Huene

3 - 35 *HEART OF STONE*

The gods make a bet and the swamp is the playground.

Wr Alan Jay Glueckman

Dir Mitchell Bock

3 - 36 *ROMANCING ARCANE*

Arcane creates an emerald making machine looking to take control over the market, but instead he has other plans in mind.

Wr Jeff Myrow

Dir Tony Dow

3 - 37 *SWAMP OF DREAMS*

Swamp thing finds some "eggs" in the swamp and this makes him start dreaming about when he was human and was in love.

Wr Randy Holland

Dir John McPherson

3 - 38 *HEART OF THE MANTIS*

Oliver Duncan awaits death in a hospital while Arcane plots to gain his former teachers secrets.

Wr Steven L. Sears

Dir Walter von Huene

3 - 39 *THAT'S A WRAP*

A movie to immortalize Arcane is being produced in the swamp. Arcnae plans a denouement ala Agatha Christie.

Wr Tom Blomquist, Steven L. Sears, Jeff Myrow

Dir Walter von Huene

TAILENS

A sexploitation mini-series about the invasion of alien parasites who get into the bodies of humans.

This 6 part serial was seen in the UK on The Adult Channel.

WR.

DIR.

EPISODES: 6 **YEAR MADE:** **COUNTRY:** US **SEASONS:** 1

CREATOR:

TYPE OF SHOW: INVASION

FORMAT: MINI-SERIES

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

TAIYO SENTAI VULCAN

AKA: **SOLAR TASK FORCE SUNVULCAN**

AKA: **SUN VULCAN**

AKA: **TAIYO SENTAI SUN VULCAN**

AKA: **SUN BATTLE TEAM SUN VULCAN**



The threat machine empire Black Magma causes the EPDS to decide to establish the Solar Task Force at a summit. From the EPDS's air force, navy, and rangers, Commander Arashiyama assembles three specialists to become Sunvulcan. Harsh training begins. Learning of this, Black Magma attacks the EPDS base, but the Sunvulcan debuts in time to save it. Hellsaturn prays to the Black Solar God and is rewarded with a revived Queen Hedrian, now a cyborg with a mechanical heart and a metallic afro. But plot after plot of Black Magma, even with Hedrian's aid, fails. Following the death of Zeroone, Amazon Killer, a Vader, arrives from space, destroying the Sunvulcan base.

A new Vulcanbase is built. The original Vuleagle, Oowashi Ryuusuke, is replaced by a friend and master of the sword, Hiba Takayuki. The team successfully defends the psychic descendant of the Denzi, the nun Himiko, from Black Magma. Shortly after this, Lightning Galaxer shows up. Sunvulcan devises the New Vulcan Ball, but their attacks are no use against Lightning Galaxer until he becomes the gigantic Lightning Monger. Finally, the trio and their commander go to the North Pole to rescue Arashiyama Miki, and succeed not only in doing so (despite a fake Miki to confuse them), but also in defeating the Omnipotent God, the true leader of Black Magma, by feigning surrender and striking when it lowers its guard.

Alternative Description:

The Black Magma Machine Empire wants to defeat the human race and replace life on Earth with mechanized minions. To defend the Earth, a secret task force is assembled - one warrior each from Sky, Sea and Land, each with special powers. Takano (Godai) is the red-clad Vul-Eagle, Yoshiya (Sugi) is the blue-clad Vul-Shark, and Akio (Kobayashi) is the yellow-clad Vul-Panther, while their vehicles (Jaguar, Cosmo and the Sand Vulcan) can combine to form their ultimate weapon, the Sun Vulcan Robo. In times of great need, the trio also attack with the secret weapons, color-coded American footballs that can be kicked at the enemy for devastating effect.

Their archenemy is Hell Satan (Kusaka), the president of the Black Magma Machine Empire, whose anonymous Machine Men provide the cannon fodder. As well as the obligatory monster of the week. Sun Vulcan also features Queen Hedorian (Soga), paramount baddie from the earlier DENZIMAN series. Following her defeat at the hands of the Denziman Team, Hedorian has been restored to life with an artificial heart, and serves Hell Satan as a faithful cyborg lieutenant.

Based once more "on an idea by Sabura Yade." The next in the super sentai series would be the following years GOOGLE-V. Music by Michiaki Watanabe. Soga would return once more as another invader in MIGHTY MORPHIN' POWER RANGERS.

The series was produced by Susumu Yoshikawa & Takeyuki Suzuki.

The third sentai series and last Toei series with a Marvel copyright (but apparently no Marvel involvement) to date. Smallest team to date, compare it with LIVEMAN. The only series with a change in team leader. Taiyo Sentai Sun Vulcan" was the only team that had 3 members.

Characters and mecha

Earth Peace Defence Squad (a.k.a. Guardians of World Peace)

Vuleagle (Oowashi Ryuusuke; 1-23)

EPDS air force officer. Left to pursue space shuttle research for NASA in America. Special moves: Eagle Wings, Eagle Diving, Eagle Fire.

Vuleagle (Hiba Takayuki; 23-50)

Colleague of Oowashi. Master of kendo. Special moves: Hiba Return sword technique, Secret Sword Style Cross Cut.[Played by Godai Takayuki, also of Western Police and more recently, Kakuranger, as Tsuruhime's father Hakumenrou.]

Vulshark (Samejima Kinya)

EPDS naval officer. Special moves: Shark Washer, Shark Diving, Shark Rolling, Shark Jaws.

Vulpanther (Hyou Asao)

EPDS army officer. Special moves: Panther Galaxy, Panther Claw, Panther Bomber, Panther Mole, Rolling Panther, Panther Throw. (Note that Ryuusuke, Kinya, and Asao were played by actors with those same names!)

The three can defeat monsters with the Vulcan Ball (soccer ball-shaped), the New Vulcan Balls (football-shaped), and the combined Vulcan Sticks. Other team attacks include the Sky Jetter, Scram Hurricane, Solar Kicks, and Vulcan Shoot.

Commander Arashiyama

Commander of the EPDS. Expert at robotics. Designer of the team's mecha.[Played by the late Kishida Shin of Operation: Mystery, RETURN OF ULTRAMAN, and FIREMAN]

Arashiyama Miki

The Commander's daughter.

Sandvulcan

Vuleagle's jeep.

Sharkmachine

Vulshark's bike.

Panthermachine

Vulpanther's bike.

Jaguar Vulcan

Flying fortress. Its jaws open to let the components of the Sunvulcanrobo launch.

Cosmo Vulcan (Vuleagle) + Bullvulcan (Vulshark and Vulpanther) > Sunvulcanrobo (first combining sentai robo) Armament: Solar Sword (Aurora Plasma Return), Vulshield, Vultonfa, Vulhand, Vulcansun, Vulcan Cannons.

Machine Empire Black Magma

An organization worshipping the Black Solar God based at the Iron Claw Castle at the North Pole. Intends to have its Mechahumans rule the world.

Fuehrer Hellsaturn

Mechahuman leader of Black Magma, draped in black. Nothing more in the end than an underling of Black Magma's true leader, the Omnipotent God.

Queen Hedrian (5-50)

Soga Machiko's back, in one of several crossovers in Sunvulcan between that series and Denziman. Such cross-sentai crossovers in the regular TV series continuity have never been tried since.

Amazon Killer (23-50)

Vader field officer who came from space.

Lightning Galaxer (45-49)

Space pirate known as the 'Invincible Electric Man of the Galaxy'. Sought by the Galactic Police. Ends up as the Lightning Monger.

Dark Q

Spy robot able to change its appearance; reminds me of Friday the 13th's Jason.

-
- 1 - 6 *THE HOUSE DOMINATED BY MACHINES*
 - 1 - 7 *BEAST BATTER TEARS*
 - 1 - 8 *THE SONG OF DILLIGENCE SUNG BY FATHER*
 - 1 - 9 *PAPA BECAME A MONSTER*
 - 1 - 10 *THE AMBUSHING POISON SPIDER MANSION*
 - 1 - 11 *THE MECHA GIRL OF SADNESS*
 - 1 - 12 *THE QUEEN WHO EATS DIAMONDS*
 - 1 - 13 *THE LIVING BLACK BALL*
 - 1 - 14 *THE DAY THE EARTH SURRENDERS*
 - 1 - 15 *THE QUEEN'S GREED DANCE*
 - 1 - 16 *A DEMON RUNS THE SCHOOLYARD*
 - 1 - 17 *GHOST STORY! THE VALLEY OF GOBLINS*
 - 1 - 18 *THE SURPRISING BIG STAR*
 - 1 - 19 *THE DANGEROUS 100-POINT BOYS*
 - 1 - 20 *THE MACHINE WRESTLER'S TRAP*
 - 1 - 21 *LOVE BROUGHT BY THE SEA BREEZE*
 - 1 - 22 *TOKYO BIG PANIC!*
 - 1 - 23 *THE FEMALE COMMANDER OF GALAXY HAUNTS*
 - 1 - 24 *HAMANAKO'S NESSIE*
 - 1 - 25 *THE HOLE OF THE SHOCKING SEA SERPENT*
 - 1 - 26 *STARVING FILLING COOKING*
 - 1 - 27 *A MIDSUMMER NIGHT'S GREAT FEAR*
 - 1 - 28 *ARE THE HELP EIGHT ENEMIES OR ALLIES?*
 - 1 - 29 *PRETTY SWORDSMAN, WHITE ROSE MASK*
 - 1 - 30 *THE GIANT MONSTER OF THE BIG RIOT DREAM*
 - 1 - 31 *BIG TOKYO NUMBING ONDO*
 - 1 - 32 *ARREST THE FACE-THIEF*
 - 1 - 33 *THE HATEFUL, STYLISH THIEF*
 - 1 - 34 *THE CURSED DEAD*
 - 1 - 35 *FRIENDS!?! LA CUCARACHA*
 - 1 - 36 *THE ESPER*
 - 1 - 37 *HIMIKO!*
 - 1 - 38 *ASAO HYOU'S DAD-LORD*
 - 1 - 39 *FALLING ON HER REAR, TOMBOY DAUGHTER*
 - 1 - 40 *THE BEST FRIEND ASSASSINATION ANGEL*
 - 1 - 41 *SEVEN CHANGING DORONPA RACCOON-DOGS*
 - 1 - 42 *DAYDREAMS OF BOYS WHO SLEEP IN*

- 1 - 43 *YOU TOO CAN BECOME A GENIUS*
- 1 - 44 *THE GREAT ESCAPE - HELI EXPLOSION*
- 1 - 45 *THE GALAXY'S INVINCIBLE ELECTRIC MAN*
- 1 - 46 *THE FEMALE COMMANDER'S (SECRET) PLAN*
- 1 - 47 *THE MACHINE EMPIRE'S REBELLION*
- 1 - 48 *THE GIANT AIRCRAFT CARRIER HAS BEEN STOLEN*
- 1 - 49 *THE QUEEN'S LAST APPIRITION ART*
- 1 - 50 *SHINE, NORTH POLE AURORA*

TAKEN

AKA: **STEVEN SPEILBERG PRESENTS TAKEN**



Tagline: Some secrets we keep. Some are kept from us.

Beginning with the abduction of Captain Russell Keys, a decorated World War Two pilot, the Keys family find themselves chosen to be 'taken' by aliens for generations. Russell unwittingly passes the legacy on to his son Jesse and then ultimately to his grandson Charlie - but what is it about this family that interests the aliens and keeps them coming back again and again? Meanwhile, intrigued by the discovery of the crash site in Roswell, Captain Owen Crawford begins his own family legacy - to solve the mystery behind alien existence. Crawford, however is a ruthlessly ambitious military man who will stop at nothing to get what he wants - even murder - and both his knowledge of the aliens and ruthless streak are passed on from generation to generation with shocking results.

The Clarkes are a tight-knit family led by Sally, a kind but lonely housewife who spends a night of passion with a handsome stranger, John. She rightly suspects that John is in fact the alien survivor of the Roswell spacecraft and does everything in her power to protect both her family and the mysterious John. Later, when she finds herself pregnant, she realises that her son Jacob is no ordinary child and in fact could hold the key to the future of the planet. All three families intertwine throughout the movie until the ultimate and astonishing conclusion in this gripping, action-packed and special effects laden epic.

Tom Hanks and Steven Spielberg who teamed up to make arguably the best miniseries of all time, *Band Of Brothers*, join forces again for another major television event. This time the subject matter is of alien abductions and concerns four generations of families between the 1940's and present day. Steven Spielberg Presents *Taken* is an amazing accomplishment from a team of directors and, features top-notch acting and better than average special effects (especially for television). Another advantage for the series is the taut, finely written script by Leslie Bohem and the smooth, genuine pacing. This series really seems to have a sense of purpose and direction, and does not disappoint.

Steven Spielberg Presents *Taken* has only a handful of supplements included on a sixth disc. They are basically just five different featurettes running about a total of 39 minutes. Something interesting to note is that the region 2 release of this title which came out on May 5th, 2003 consisted of one documentary called "Inside Taken" and had a running time of 42 minutes. That being the case, it appears the producers of this release cut that longer featurette into pieces to give the appearance of a fuller supplemental package. Ah well, in any case these are pretty straight-forward behind-the-scenes looks at the miniseries and will hold a definite interest for big-time fans of the show. The featurettes are "Inside Taken" (17:23), "The Cast Of Taken" (4:53), "A New Reality" (7:47), "A Singular Vision: The Directors" (4:23) and "Time Warp" (4:32). The best of the lot is probably "Inside Taken", as it provides a larger overview of the miniseries as a whole. Definitely not a bounty of special features.

The promotional materials for *Taken* contain the following explanation of Clarke's character from script author Leslie Bohem: "The Clarkes, specifically Tom Clarke, came about, in part, because I was fascinated by debunkers and I've never really seen much about debunkers." Bohem must have missed *The X-Files*, in which agent Scully represented the "debunker" camp not to mention a slew of other films and mini-series drawing on claims of the paranormal, from *Signs* to *Dark Skies*. Skeptic characters have often appeared in these fictional stories, and the same thing happens to them virtually every time. Either they get converted outright, or their skeptical stances are otherwise undermined.

I hate to sound thin-skinned, but just for comparison, imagine the uproar if every time a Jew was featured in a film or mini-series he or she converted to Christianity by the end. Indeed, when it comes to fictional representations of skeptics, the screen writers and directors of paranormalist dramas have truly had no shame. Perhaps the most egregious example of a skeptic conversion via fiction, described previously in *Skeptical Inquirer* magazine, came in an episode several years ago of the flopped NBC television series *Dark Skies*. The

show introduced a fictional version of Carl Sagan, and then made this archetypal doubter of UFO cover-up claims privy to high-level government UFO secrets. The fictional Sagan then goes on to use the Search for Extraterrestrial Intelligence program (SETI) as a way to find out which planets the aliens are coming from, all the while remaining complicit in a government conspiracy to suppress the truth. The episode came out just half a year after Sagan's death, which is some indication of just how thoughtless and insulting the trend of converting skeptics through fiction can get.

And Taken and Dark Skies hardly exhaust the genre. As previously mentioned, THE X-FILES drew upon the tension between skepticism and belief to great effect. But sure enough, late in the series' run Dana Scully was officially converted from a skeptic into a "reluctant believer." Given the hordes of paranormal creatures that paraded through THE X-FILES, of course, it's hard to blame her. Indeed, several studies have shown that the transition from skepticism to credulity has been a dominant theme of much of our entertainment, particularly in the horror and suspense genres. But when a wide range of fictional representations all converge on a single stereotype in this case, that of the closed-minded skeptic it's a pretty obvious sign that something isn't completely right with our culture.

Produced by Joe M. Aguilar co-executive producer , Steve Beers co-executive producer , Leslie Bohem executive producer , Darryl Frank co-executive producer , Julie Herlocker co-producer , Richard Heus producer , James Lima co-producer , Steven Spielberg executive producer

Original Music by Laura Karpman

Non-Original Music by Jackson Browne (song "Rock Me on the Water")

Cinematography by Jonathan Freeman (episodes 6-10) , Joel Ransom (episodes 1-5)

Film Editing by David Abramson , Eric Goldfarb , Toni Morgan , Michael D. Ornstein , Fred Toye

Casting by Heike Brandstatter , Allison Jones , Coreen Mayrs.

Production Design by Chris Gorak

Art Direction by Stephen Sobisky (interactive design) , James Steuart (episodes 1 and 3) , Michael N. Wong

Set Decoration by Cynthia T. Lewis

Makeup Department - Rebecca Delchambre special makeup effects artist , Paul Edwards key hair stylist , Rachel Griffin special makeup effects artist , Dana Hamel key makeup artist , Toby Lindala makeup artist , Patricia Murray special makeup effects artist , Charles Porlier special makeup effects artist , Bill Terezakis special makeup designer , Juliana Vit assistant makeup artist , Vince Yoshida special makeup effects puppeteer (uncredited)

Production Management - April Nocifora post-production supervisor (as April Rossi) , Erin Smith unit production manager , Agatha Warren post-production supervisor

Second Unit Director or Assistant Director - Glenn Bottomley second assistant director , Richard Coleman first assistant director , Shelley Cox third assistant director , Brent Crowell first assistant director: second unit , Douglas Dean III first assistant director , Warren Hanna first assistant director (episode 10 "Taken") , Warren Hanna second assistant director , Ian Samoil third assistant director

Art Department - Chris Claridge construction coordinator , Jason Claridge paint foreman , Nick Dibley property master , Jeremy Hanen set dresser , Salmon Harris storyboard artist , Leah Hong graphic designer , Herminio Kam paint coordinator , Spencer Louttit assistant property master (episodes 6-10) , Jaydene Maryk art department assistant , Wendy McAllister storyboard artist (episodes 8-10) , Steve Miller set dresser , Francisco Rosa plasterer , Christine Shaw set dresser , Josh Sheppard storyboard artist , Athena Wong set dresser , Dena Skalin scenic artist (uncredited)

Sound Department - Scott Aitken sound mixer: second unit , Michael Babcock sound effects editor , David Beadle sound editor , Benjamin Beardwood sound editor , Martin Borycki boom operator , Brett Boyett music editor , David B. Cohn supervising sound editor , Jesse K-D. Dodd adr recordist , Jesse K-D. Dodd assistant adr mixer , Jesse K-D. Dodd sound recordist , Lars Ekstrom sound mixer , Chris Elam sound re-recording mixer , Andrew Ellerd sound editor , Charlie Essers mix technician/sound recordist , Martin Fossum sound mixer , Erich Gann re-recording sound utility ,

Mike Gardner boom operator , Larry Goeb sound editor , Chris Haire sound re-recording mixer , Shannon Halwes music editor , Patrick Hogan sound editor (as Paul Patrick Hogan) , David Horner adr mixer , Eileen Horta supervising sound editor , Victor Iorillo supervising sound editor , Sara Kohlman sound assistant , Jason Lezama sound editor , Darryl Marko sound assistant , Benjamin Martin sound editor (as Ben Martin) , Stuart Martin sound editor , Roderick Matte boom operator: second unit

Richard L. Morrison sound re-recording mixer , Brian Thomas Nist sound editor , Ralph Osborn III sound editor , Dale W. Perry foley artist (as Dale Perry) , Robert Ramirez sound editor , John Rodd orchestral scoring recordist , Tom Scurry sound editor (as Thomas Scurry) , Dean St. John adr mixer , Richard Taylor supervising sound editor , Greg Townley scoring mixer

Special Effects by Wayne Szybunka special effects coordinator

Visual Effects by - Dave Adams digital artist , Deron Fields visual effects coordinator , Erik Gamache digital artist , Tim Guyer digital artist
 Katherine Ipjian digital artist , James Lima visual effects supervisor , John Lima visual effects producer , Jennifer McEachern visual effects coordinator , David Mclean digital artist , Michael Melchiorre digital compositor , Peter Nye digital artist , Eric Reinhard digital artist
 James Rorick visual effects coordinator , Josh Saeta digital artist , Josh Saeta digital compositor , Salar Saleh Digital artist , Douglas Sayre digital artist , Chris Simmons digital artist , Kate St-Pierre visual effects coordinator , Daniel James Weber visual effects artist: DreamWorks
 Mark Wilson digital artist , Doug F. Wolf digital artist

Stunts - Ed Anders assistant stunt coordinator , Crystal Dalman stunt double , Jon Kralt stunts , Rick Moore stunt double , Chad Sayn stunts , Ann Scott stunts

Other crew - Christopher M. Allan assistant location manager , Mark Aviss lamp operator , Philip Azenzer final colorist , Nancy Bettcher Hurley assistant editor , Ron Blecker technical advisor , Kevin Bolton production assistant , Doug Boney production assistant: Los Angeles second unit , Heike Brandstatter casting: Canada , Simon Bright key production assistant , Anastasia Brown music supervisor , John Carron playback operator , Kevin L. Carvell marketing , Raimey Casiro production assistant , Dale Cornick accounting clerk , James Forsyth extras casting , Richard Glazerman assistant editor , Teresa Gough assistant location manager , Rob Graham video playback operator , Ian Harbilas assistant editor , Jennifer Harland background coordinator (episodes 1-4) , Michelle Harris production assistant: preparation , Marvin Hayes post-production assistant , Rick Heal child coordinator , Rick Heal on-set tutor , Danny Ho computer playback supervisor , Steve Holland generator operator , Greg Jackson location manager , Andrea Karthas post-production assistant , Randy Kennedy location production assistant , Cary Lalonde assistant camera , Shane Lennox trainee assistant location manager , David Low orchestra contractor , Grace MacLeod animal trainer , Amanda D. Mahoney casting assistant , Carol Marks-George unit publicist , Coreen Mayrs casting: Canada,
 Ryan McMaster camera operator , Ryan McMaster director of photography: second unit , Cameron Morris production assistant , Don Munro on-set tutor , Robert Murdoch location manager (as Rob Murdoch) , Susan Murray production coordinator , Nicole Oguchi assistant production coordinator , Penny Rogers production coordinator: second unit, Vancouver , Ian Seabrook focus puller: "a" camera , Ian Seabrook underwater camera operator , Jason Wayne Spencer driver: van , Jason Wayne Spencer production assistant , John Underkoffler science and technology advisor , Jill L. Uyeda casting associate , Joe Waistell first assistant camera , Kimi Webber script supervisor , Lance White video playback operator , Allison Wilke production coordinator: second unit, Los Angeles , Peter Wilke dolly grip , Shayne A. Wilson executive assistant to the producers , Darin Wong dolly grip , Mark Graham music copyist (uncredited) , Warner Loughlin acting coach (uncredited).

Academy of Science Fiction, Fantasy & Horror Films, USA

Year Result Award Category/Recipient(s)

2004 Nominated Saturn Award Best DVD Television Release

2003 Won Saturn Award Best Single Television Presentation

Nominated Saturn Award Best Actress in a Television Series - Emily Bergl

Best Supporting Actress in a Television Series - Heather Donahue

Best Supporting Actress in a Television Series - Dakota Fanning

American Cinema Editors, USA

Year Result Award Category/Recipient(s)

2003 Nominated Eddie Best Edited Episode from a Television Mini-Series - Michael D. Ornstein , For part two.

American Society of Cinematographers, USA

Year Result Award Category/Recipient(s)

2003 Nominated ASC Award Outstanding Achievement in Cinematography in Movies of the Week/Mini-Series/Pilot for Cable or Pay TV - Jonathan Freeman

Art Directors Guild

Year Result Award Category/Recipient(s)

2003 Nominated Excellence in Production Design Award Television - Television Movie or Mini-Series - Chris Gorak (production designer) , Michael N. Wong (art director)

BMI Film & TV Awards

Year Result Award Category/Recipient(s)

2003 Won BMI Cable Mini-Series Award - Laura Karpman

Cinema Audio Society, USA

Year Result Award Category/Recipient(s)

2003 Nominated C.A.S. Award Outstanding Sound Mixing for Television - MOW's and Mini-Series - Chris Haire (re-recording mixer) , Richard L. Morrison (re-recording mixer) , Chris Elam (re-recording mixer) Lars Ekstrom (production mixer) , For part IX.

Emmy Awards

Year Result Award Category/Recipient(s)

2003 Won Emmy Outstanding Miniseries - Steven Spielberg (executive producer) , Leslie Bohem (executive producer) , Steve Beers (co-executive producer) , Darryl Frank (co-executive producer) , Joe M. Aguilar (co-executive producer) , Richard Heus (produced by)

Nominated Emmy Outstanding Makeup for a Miniseries, Movie or a Special (Prosthetic) - Charles Porlier (special effects makeup artist) , Patricia Murray (special effects makeup artist) , Rebeccah Delchambre (special effects makeup artist)

Outstanding Single Camera Picture Editing for a Miniseries, Movie or a Special

Toni Morgan (editor) - For part III ("High Hopes").

Outstanding Single Camera Sound Mixing for a Miniseries or a Movie

Chris Haire (re-recording mixer) , Richard L. Morrison (re-recording mixer) , Chris Elam (re-recording mixer) , Martin Fossum (production sound mixer) - For episode 1 ("Beyond The Sky").

Outstanding Sound Editing for a Miniseries, Movie or a Special

David B. Cohn (supervising sound editor) , Eileen Horta (supervising sound editor) , Victor Iorillo (sound editor) , Andrew Ellerd (sound editor) , Benjamin Martin (sound editor) , Stuart Martin (sound editor) , Brian Thomas Nist (sound editor) , Robert Ramirez (sound editor) , David Beadle (sound editor) , Benjamin Beardwood (sound editor) , Larry Goeb (sound editor) , Patrick Hogan (sound editor) , Jason Lezama (sound editor) , Ralph Osborn III (sound editor) , Tom Scurry (sound editor) , Shannon Halwes (music editor) , Dale W. Perry (foley artist) - For episode 9 ("John").

Outstanding Special Visual Effects for a Miniseries, Movie or a Special

James Lima (visual effects supervisor) , Josh Saeta (lead compositor) , Peter Nye (lead vfx animator) , Salar Saleh (lead vfx animator) , Tim Guyer (lead matte artist) , Doug F. Wolf (lead cgi artist/animator) , David Mclean (lead cgi artist/animator) , Erik Gamache (lead cgi artist/animator) - For episode 2 ("Jacob And Jesse").

Golden Globes, USA

Year Result Award Category/Recipient(s)

2003 Nominated Golden Globe Best Mini-Series or Motion Picture Made for Television

Golden Satellite Awards

Year Result Award Category/Recipient(s)

2003 Won Golden Satellite Award Best Miniseries

Motion Picture Sound Editors, USA

Year Result Award Category/Recipient(s)

2003 Won Golden Reel Award Best Sound Editing in Television Long Form: Sound Effects/Foley
Victor Iorillo (supervising sound editor) , David B. Cohn (supervising sound editor) , John Edwards-Younger (supervising foley editor) , Andrew Ellerd (sound editor/sound effects designer) , Stuart Martin (sound editor) Benjamin Martin (sound editor) , Robert Ramierez (sound editor) , Brian Thomas Nist (sound editor) , Mike Bessinger (sound editor) , Alan Bromberg (sound editor) , Jeff Sawyer (sound editor) .

Nominated Golden Reel Award Best Editing in Television Long Form: Dialogue/ADR

David B. Cohn (supervising sound editor) , Eileen Horta (supervising adr editor/supervising dialogue editor) , Benjamin Beardwood (dialogue editor) , Ralph Osborn (dialogue editor) , Patrick Hogan (dialogue editor) Jason Lezama (dialogue editor)

Television Critics Association Awards

Year Result Award Category/Recipient(s)

2003 Won TCA Award Outstanding Achievement in Movies, Mini-Series and Specials

Writers Guild of America, USA

Year Result Award Category/Recipient(s)

2004 Nominated WGA Award (TV) Original Long Form - Leslie Bohem , For episode I ("Beyond The Sky") and episode II ("Jacob And Jess").

Young Artist Awards

Year Result Award Category/Recipient(s)

2003 Won Young Artist Award Best Performance in a TV Movie, Mini-Series or Special - Supporting Young Actor - Ryan Merriman

Nominated Young Artist Award Best Performance in a TV Movie, Mini-Series or Special - Leading Young Actress - Dakota Fanning

Best Performance in a TV Movie, Mini-Series or Special - Supporting Young Actor - Anton Yelchin

WR. Leslie Bohem

DIR. Breck Eisner (episode "Jacob and Jesse") , Félix Enríquez Alcalá (episode "Maintenance") (as Felix Alcalá) , John Fawcett (episode "John") , Tobe Hooper (episode "Beyond the Sky") , Jeremy Kagan (episode "God's Equation") , Michael Katleman (episode "Taken") , Sergio Mimica-Gezzan (episode "High Hopes") , Bryan Spicer (episode "Acid Tests") , Jeff Woolnough (episode "Dropping the Dishes") , Thomas J. Wright (episode "Charlie and Lisa")

EPISODES: 10 **YEAR MADE:** 2002 **COUNTRY:** US **SEASONS:** 1

DREAMWORKS TELEVISION

CREATOR: LESLIE BOHEM

TYPE OF SHOW: ALIENS ON EARTH

FORMAT: MINI-SERIES

LENGTH (MINS): 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER: 02/12/2002

AIR DATE OF LAST EPISODE 13/12/2002

SEASON DATE BREAKDOWN:

FILMS:

Kate Keys/Walker JULIE BENZ, Captain Russell Keys STEVE BURTON, John, Alien Visitor ERIC CLOSE, Sally Clarke CATHERINE DENT, Allison 'Allie' Clarke/Keys DAKOTA FANNING, Lt./Capt. Howard Bowen JASON GRAY-STANFORD, Capt./Maj./Col. Owen Crawford JOEL GRETSCH, Lt./Capt. Marty Erickson JOHN HAWKES, Anne Campbell/Crawford TINA HOLMES, Colonel Thomas Campbell MICHAEL MORIARTY, Dr. Kreutz WILLIE GARSON, Tom Clarke - Adult RYAN HURST, Becky Clarke - Adult CHAD MORGON, Jacob Clarke - Child ANTON YELCHIN, Amelia Keys JULIE ANN EMERY, Jesse Keys - Adult DESMOND HARRINGTON, Sam Crawford - Adult (as Ryan Earl Merriman) RYAN MERRIMAN, Eric Crawford - Adult ANDY POWERS, Jacob Clarke - Adult CHAD DONELLA, Dr. Chet Wakeman MATT FREWER, Lisa Clarke - Adult EMILY BERGL, Mary Crawford - Adult HEATHER DONAHUE, Charlie Keys - Adult ADAM KAUFMAN, General Beers JAMES MCDANIEL, William 'Bill' Jeffries MICHAEL JETER, Sue STACY GRANT, Boy Scout's Father STEPHEN E. MILLER, Dr. Goldin ROB LABELLE, Bill Walker IAN TRACEY, Jesse Keys - Teen JAMES KIRK, Homeless Bloke on Train KEVIN DURAND, Irish Dave on Train PHILIP GRANGER, Dr. Quarrington MALCOME STEWART, Dr. Ellen Greenspan BRENDA JAMES, Lester (as Fred Koehler) FEDERICK KOEHLER, Dr. Powell TERRY

CHEB, Louise Rankin SARAH-JANE REDMON, Sheriff Kerby BRENT STAIT, Leo, Alaskan Old Man KEN POGUE, 'Doc', Local Alaskan Doctor JAY BRAZEAU, Julie Crawford EMILY HOLMES, Dr. Franklin Traub MATTHEW WALKER, Nina Toth - Teen (as Britt Irvin) BRITTNEY IRVIN, Nina Toth - Adult CAMILLE SULLIVAN, Ray Morrison BRIAN MARKINSON, Patty JANET WRIGHT, Mike (as Ralph Alderman) RAPLH J. ALDERMAN, Dale Watson NATHANIEL DEVEAUX, Dr. Harriet Penzler GABRIELLE ROSE, Captain Walker ROGER R. CROSS, Lieutenant Pierce MICHAEL SOLTIS, Dewey Clayton TIMOTHY WEBBER, Colonel Breck (as Maximillian Martini) MAX MARTINI, Lieutenant Williams TOBIAS MEHLER, Doctor/Abductee GWYNYTH WALSH, Dr. Helms ANDREW JOHNSTON, Lieutenant Lou Johnson RYAN ROBBINS, Private William Toland JASON GRAYHM, Tyler FRED KEATING, Wilfred Keys FRED HENDERSON, Beth Keys COLLEEN WINTON, Nun #1 ESTHER PURVES-SMITH, Nun #2 KAREN AUSTIN, Captain Bishop BOB FRAZER, Teacher GLYNIS DAVIES, Tom Clarke - Child KEVIN SCHMIDT, Becky Clarke - Child SHAUNA KAIN, Theodore DANNY MCKINNON, Edward Watkins Jr. ALEXANDER POLLOCK, Jesse Keys - Child (as Conner Widdows) CONNOR WIDDOWS, Researcher LAURIE MURDOCH, Travis LACHLAN MURDOCH, Gladys Erenberg CAROL INFIELD SENDER, Mavis Erenberg HELEN INFIELD SIFF, Buddy Parker ANDREW JACKSON, Susan Parker (as Enid Raye Adams) ENID-RAYE ADAMS, Slide JONATHON YOUNG, Dr. Henderson KURT EVANS, Eric Crawford - Teen NOLAN FUNK, Sam Crawford - Teen BRANDEN NADON, Surgeon JERRY WASSERMAN, Carny BOB WILDE, Daryl MATTHEW CURRIE HOLMES, Sarah ERIN KARPLUK, Buzz DAVID PAETKAU, Willie MATT HILL, Captain Ridley FULVIO CECERE, Toby Woodruff TODD TALBOT, Deputy JAMES ASHCROFT, George, Alaskan Local Man KEN ROBERTS, Wendy Rankin KEELY PURVIS, Busker JIM BYRNES, Bubbleman GARRY GOLIGHTLY, Charlie Keys - Teen DEVIN DOUGLAS DREWITZ, Mary Crawford ANYSHA BERTHOT, Bobby ALESSANDRO JULIANI, Luke Reynolds KEN CAMROUX, Dr. Findlay JOHN B. LOWE, Sweatshirt Guy/Dr. Patterson STEVE MAKAJ, Interviewer TERRY DAVID MULLIGAN, Carol Clarke SADIE LAWRENCE, Lisa Clarke - Child (as Taylor-Anne Reid) TAYLOR ANNE REID, Groom Lake Private JESSE HUTCH, Ronnie DEAN WRAY, Danny Holding BYRON LUCAS, Orbital Analyst JEFF TOPPING, Docent JOE MACLEOD, Dr. Catrell P.J. BROOKSON, Tom, the Guitarist ANTONOIO CUPO, Denny BEN COTTON, Lisa Clarke - Teen ALEXANDRA PURVIS, Allison 'Allie' Clarke/Keys - Age 3 ELLE FANNING, Cynthia LINDA KO, Dorothy RONDEL REYNOLDSON, Nora EILLEN PEDDE, Wilson Adams (as rnelsonbrown) R. NELSON BROWN, Ben TOM HEATON, Milo CHRIS COUND, Pete DON THOMPSON, Lieutenant Keel ALONSO OYARZUN, Tech on Monitors PETER BRYANT, Superior Fish Tech TY OLSSON, Roadblock Soldier KURT MAX RUNTE, Mrs. Pierce CATHERINE BARROLL, Soldier CHRIS HARRISON, News Reporter ALISON MATTHEWS, Clauson JUSTIN CHATWIN, Doofus SAM EASTON, Used Car Salesman TIM HENRY, TV Reporter SUZETTE MEYERS, Man in Crowd ROGER HASKETT, National Guard Soldier SHAWN REIS, Woman in Crowd WENDY RUSSELL, Bruce from Nebraska, Radio Caller MARK SHERA, Soldier CHRISTOPHER GORDON, Doctor JAMES HUTSON, Luke Watson (uncredited) EMY ANEKE, (uncredited) PETER BENSON, Nurse #2 (uncredited) PARALEE COOK, Navigator (uncredited) MICAHEL CORISTINE, Reporter (uncredited) CAM CRONIN, Corporal (uncredited) AARON DOUGLES, First Guy in Line (uncredited) GRAEME DUFFY, Top Gunner (uncredited) CHAD FAUST, Coffee Shop Owner (uncredited) PATRICK GALLAGER, Young Woman (uncredited) SARAH HATTINGH, Fred Clarke (uncredited) ALF HUMPHREYS, Captain (uncredited) MARK LUKYN, Private #1 (uncredited) THOMAS MILBURN JR., Girl in Yellow Parka (uncredited) IRIS PALULY, Sam Crawford - Child (uncredited) TREVOR PAWSON, State Trooper (uncredited) AARON PEARL, Hill A.F.B. Doctor (uncredited) AVERY RASKIN, Eric Crawford - Child (uncredited) CODY SHAER, (uncredited) BRAD SIHVON, Luke Watson (uncredited) KIMANI RAY SMITH, 1947 German Sergeant/1959 Hunter (uncredited) RICHARD STROH, Soldier (uncredited) NICHOLAS TREESHIN, Head Nurse (uncredited) KIRSTEN WILLIAMSON.

Books Based on this series.

TAKEN

THOMAS H. COOK

2002

1 - 1 *BEYOND THE SKY*

Capt. Russell Keys is in the midst of a dogfight over France during World War II when his plane becomes enveloped in a mysterious blue light, saving him and his crew of nine men from certain death. However, none of them have any real memory of what truly happened or how they survived. After the war, Russell tries to return to normal, only to be troubled by bizarre nightmares and headaches. He learns that every other crewmember on his mission has died mysteriously, and feels compelled to begin his own quest for answers. Meanwhile, the unscrupulous Capt. Owen Crawford using anybody and any thing to be put in control of the crash alien ship. Mysterious stranger named John come into the Clarke family life and leave, just as Capt. Crawford suspects him from being escaped alien.

Wr Leslie Bohem**Dir** Tobe Hooper1 - 2 *JACON AND JESSE*

Years after Russell Keys left his family, he saw his son Jesse on the UFO. When it was over, Russell went

to see his son, but his mother and her husband will not let him. Jesse sneaks out and joins Russell on the road. In Roswell, Col. Owen Crawford has been failing in his mission to discover the secret behind the alien spacecraft he found 10 years earlier. Owen goes undercover to find out the Clarke family secret before the project is shut down.

Wr Leslie Bohem

Dir Breck Eisner

1 - 3 *HIGH HOPES*

In 1962, Col. Crawford given one month to find proof that the aliens are a danger to America. Marty and Howard went in search of Jacob Clarke. Jesse talks Russell into seeking help from the Air Force, to stop the aliens.

Wr Leslie Bohem

Dir Sergio Mimica-Gezzan

1 - 4 *ACID TEST*

The sins of the father come to light when Owen Crawford's sons take opposite positions on their father's secret government project. 1970: Col. Owen Crawford's sons Eric and Sam rally around their father after his career falls into shambles, but both boys have hidden agendas. An investigation takes Sam to Alaska, where he finds a new truth about the aliens that has dangerous consequences. Meanwhile, an adult Jesse Keys has returned from Vietnam as a drug addict who is haunted by his past.

Wr Leslie Bohem

Dir Bryan Spicer

1 - 5 *MAINTENANCE*

Eric Crawford continues his father's secret government investigation and pursues Jacob Clarke and Jesse Keys for answers about the existence of aliens.

Wr Leslie Bohem

Dir Felix Enriquez Alcala

1 - 6 *CHARLIE AND LISA*

The next generation comes into play, as the children of both Jacob Clarke and Jesse Keys become the focus of both a government investigation and alien interest.

Wr Leslie Bohem

Dir Thomas J. Wright

1 - 7 *GOD'S EQUATION*

Charlie and Lisa learn about their daughter Allie's amazing powers while trapped in a perilous situation. Mary Crawford lays the groundwork to snatch the child for government research.

Wr Leslie Bohem

Dir Jeremy Kagan

1 - 8 *DROPPING THE DISHES*

Mary and Dr. Wakeman get Allie, but Mary is freezed out by General Beers. Allie is taken to North Dakota and used as bait for the aliens. Lisa and Charlie go after them to get Allie back.

Wr Leslie Bohem

Dir Jeff Woolnough

1 - 9 *JOHN*

Allie escapes the army and goes on the run with her parents. While waiting for help from Lisa's uncle Tom, the family is joined by John.

Wr Leslie Bohem

Dir John Fawcett

1 - 10 *TAKEN*

Lisa, Charlie and Allie are on the run from Mary and the Army. With nowhere to go, they return to Lubbock. Allie is force to make the most difficult decision of their lives.

Wr Leslie Bohem

Dir Michael Katleman, Breck Eisner, Felix Enriquez Alcala, Tobe Hooper, Sergio Mimica-Gezzan

TALES OF MYSTERY



Anthology series which usually had bizarre tales.

Early sixties anthology series of uncanny and supernatural tales by renowned ghost storyteller Algernon Blackwood. These forays into an at times bizarre imagination were hosted by Scottish actor John Laurie (still best remembered as Cpl Fraser in *Dad's Army*) whose wide, staring eyes and quietly sinister delivery set the tone for an eerie series.

Though early tales stuck closely to the 'ghost story' theme, the second season saw the series' scope branch out to include some broader-based fantasies. *The Man Who Found Out* starred Wartes Lloyd Yack as a man seeking for the secret of the universe. He discovers a set of engraved tablets buried in the Middle East, deciphers them and finds that they tell the story of the whole future of humanity. But the secret is too terrible to bear and he dies after reading the message.

Another story, *Nephele*, concerns an archaeologist who finds the shoes of a slave dancer of ancient Rome and is possessed by their strange power which compels him to 'witness' a tragic drama played out 17 centuries before. *The Telephone* explored the teasing idea of inanimate objects apparently developing lives of their own. In *The Pikesraffe Case* an enigmatic lodger offers his landlady the chance to change the whole pattern of her life. And in a Season Three tale, *The Insanity of Jones*, a man who can see back through time avenges a 400-year-old crime. Among familiar names appearing in the series were Dinsdale Landen, Harry H. Corbett, Peter Barkworth, Patrick Cargill, Francesca Annis, John Barron, and Tenniel Evans.

Tales of Mystery was an early ITV anthology series dealing with uncanny and supernatural stories. All of the episodes were based on stories by renowned author of ghost stories Algernon Blackwood. John Laurie, the series host, portrayed the late author giving introductions to 'his' stories. *Tales of Mystery* was not the first time one of Blackwood's stories was brought to life on TV. In 1948 Blackwood (then 80 years old) played host to one of his stories for a BBC Halloween special. All stories were written by Algernon Blackwood, the stories were adapted by various writers. Producer for the series was Peter Graham Scott and the executive producer for the series was John Frankau (for season three).

An early anthology series featuring stories of the supernatural by the late Algernon Blackwood, the expert in the uncanny whose ghost stories are ranked among the finest ever written, presented by John Laurie before his later days of fame with *Dad's Army*.

As described in the *TV Times* on first broadcast - "There will be plenty of fog, thunder, lightening and strange sounds floating about when the new series starts. Producer, Peter Graham Scott will utilise them to recreate the atmosphere that envelopes each particular episode in its own air of mystery. Each story will contain a twist ending with just the right element of surprise. "

An early series to use special effects such as overlay, inlay, back and front projection, split screen and double image. All three seasons were produced by Peter Graham Scott.

WR. Giles Cooper, Owen Holder, Philip Broadley, Barbara S. Harper, John Richmond, Bill MacIlwraith, Kenneth Hyde and Denis Butler.

DIR. John Frankau (Stories 2,4, 6, 8-13, 15-16, 18-22, 24, 28-29), Geoffrey Hughes, Peter Graham Scott, Jonathan Alwyn, Peter Moffatt, Raymond Menmuir, Mark Lawton, Wilfred Eades and James Omerod.

EPISODES: 29 **YEAR MADE:** 1961 **COUNTRY:** GB **SEASONS:** 3

AN ASSOCIATED-REDIFFUSION NETWORK PRODUCTION

CREATOR: ALGERNON BLACKWOOD

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 8, (2) 11, (3) 10.

DATE OF PREMIER: 29/03/1961 **AIR DATE OF LAST EPISODE** 12/03/1963

SEASON DATE BREAKDOWN:

FILMS:

Narrator/ Algernon Blackwood JOHN LAURIE.

1 - 1 *THE TERROR OF THE TWINS*

Sir George Fletton has long yearned for a son and heir; but when he becomes the father of twin boys, his paternal feelings change into an unnatural hatred bordering on madness.

Wr Giles Cooper

Dir Geoffrey Hughes

1 - 2 *THE PROMISE*

Wr Owen Holder

Dir John Frankau

1 - 3 *THE MAN WHO WAS MILLIGAN*

Wr Philip Broadley

Dir Geoffrey Hughes

1 - 4 *THE TRADITION*

Wr Owen Holder

Dir John Frankau

1 - 5 *THE EMPTY SLEEVE*

Wr Bill MacIlwraith

Dir Jonathan Alwyn

1 - 6 *ACCESSORY BEFORE THE FACT*

A hiker gets lost on his way to an inn and comes across a vagrant, and danger.

Wr Kenneth Hyde

Dir John Frankau

1 - 7 *THE WOMAN'S GHOST STORY*

Wr Barbara S. Harper

1 - 8 *THE DECOY*

Wr Giles Cooper

Dir John Frankau

2 - 1 *CONFESSION*

A man haunted by visions of fallen comrades gets waylaid in a heavy London fog, and offers to escort a young woman safely to her home.

Wr Owen Holder

Dir John Frankau

2 - 2 *CHINESE MAGIC*

Orientalist Edward Farque believes his study of magic has extended his life, and his skeptical brain specialist friend becomes convinced against his will.

Wr Giles Cooper

Dir John Frankau

2 - 3 *MAX HENSIG*

Wr Philip Broadley

Dir John Frankau

2 - 4 *THE MAN WHO FOUND OUT*

Wr Owen Holder

Dir John Frankau

2 - 5 *NEPHELE*

Wr Giles Cooper

Dir John Frankau

2 - 6 *ANCIENT SORCERIES*

A tourist becomes captivated by a French hill-town and finds himself drawn into the secretive world of its people.

Wr Dennis Butler

Dir Peter Graham Scott

2 - 7 *DEFERRED APPOINTMENT*

A photographer receives an unsettling visitor to his studio.

Wr John Richmond

Dir John Frankau

2 - 8 *THE PIKESTAFFE CASE*

Dir John Frankau

2 - 9 *THE TELEPHONE*

Dir John Frankau

2 - 10 *THE CALL*

Wr Owen Holder

Dir John Frankau

2 - 11 *WOLVES OF GOD*

A man trekking across the Canadian backwoods is disturbed by a wolf.

Wr John Richmond

Dir John Frankau

3 - 1 *OLD CLOTHES*

Wr Owen Holder

Dir John Frankau

3 - 2 *DOLL, THE*

Wr John Richmond

Dir John Frankau

3 - 3 *EGYPTIAN SORCERY*

Wr John Richmond

Dir John Frankau

3 - 4 *THE DAMNED*

Dir Raymond Menmuir

3 - 5 *THE SECOND GENERATION*

Maybe George Smith has a very ordinary name; maybe he is a very ordinary person. This does not preclude him being involved in some extraordinary circumstances which lead to an unexpected and frightening conclusion.

Wr Owen Holder

Dir John Frankau

3 - 6 *A CASE OF EAVESDROPPING*

A man staying at a guest-house overhears a violent confrontation in the next room.

Wr John Richmond

Dir Mark Lawton

3 - 7 *PETERSHIN AND MR SNIDE*

Wr Bill MacIlwraith

Dir Wilfred Eades

3 - 8 *THE LODGER*

Wr Bill MacIlwraith

Dir James Ormerod

3 - 9 *THE INSANITY OF JONES*

Wr Owen Holder

Dir John Frankau

3 - 10 *DREAM COTTAGE*

Dir John Frankau

TALES OF TOMORROW



Anthology series that dealt with science fiction sometimes from the pulp magazines.

This show featured such stories as *The Crystal Egg* by H.G. Wells and *20,000 Leagues Under The Sea*. Sophisticated science fiction based on classic stories by major authors (H.G. Wells' "*The Crystal Egg*", Mary Shelley's "*Frankenstein*", 2-part of Jules Verne's "*20,000 Leagues Under the Sea*" starring Thomas Mitchell and Leslie Nielsen) plus modern stories ("*The Monsters*" from Mars, "*The Dark Angel*" immortal, "*The Flying Saucer*"...). It was transmitted live, with filmed inserts. It alternated with other series in its Friday 9:30-10:00 p.m. slot, and was also aired on radio in early 1953.

Premiering eight years before *THE TWILIGHT ZONE*. *Tales of Tomorrow* was television's successful attempt at adult science fiction. Before *Tales of Tomorrow*, all science fiction was towards the juvenile audience with such shows as: *CAPTAIN VIDEO*, *SPACE PATROL* and *TOM CORBETT*, although occasionally presenting a science fiction story, they tended to deal mainly in horror or supernatural. Like *THE TWILIGHT ZONE*, *Tales of Tomorrow* was an anthology series. The world would have to wait a few more years for an adult science fiction series with continuing characters.

The programme was shot live, like most early television shows. This meant that fancy effects could not be used. This also meant that there could not be many set changes during the show. Watching episodes of *Tales of Tomorrow* today it is interesting to note the ingenious ways in which directors held the audience's attention while the actors moved from one set to another. Often with a quick change of costume on the way.

Working within the restraints of live television and an obviously small budget, *Tales of Tomorrow* succeeded in presenting entertaining stories that, with the exception of a few scientific ones, stood the test of time quite well. The stories consisted of both original material and adapted classic science fiction works. Among classic stories adapted for television were H.G. Wells' *The Crystal Egg*, Jules Verne's *20,000 Leagues Under the Sea* (the series' only two part episode) and Mary Shelley's *Frankenstein* (updated to the 1950's). The performers in *Tales of Tomorrow* consisted of both known faces and up and coming stars. Leslie Nielsen, Eva Gabor, Boris Karloff, Burgess Meredith, Veronika McKavanagh and James Dean all made appearances on the show.

Tales of Tomorrow and the ill-fated *Out There* stood virtually alone at the beginning of the 1950s as ongoing attempts at presenting a mature level of science fiction for television. *Tales of Tomorrow* was produced in cooperation with the Science Fiction League of America and exhibited a level of sophistication not approached until Rod Serling and *The Twilight Zone* captured the public imagination. Reportedly, George Foley's production company obtained virtually all of its story material, the TV rights to some 2,000 stories, through an arrangement with the Science Fiction League. Adaptation assignments were parcelled out to a variety of regular writers. Prospective writers for the series were advised that "the important factor here is the reaction of science-fiction theme on the characters." Owing to the limitations of early television, the casts were generally restricted to one star-rising role and no more than four principal roles.

Then as now, TV science fiction generated an almost fanatical band of followers, prescient of the *Star Trek* devotees of the current day. In an interview with the *New York Times* (September 23, 1951), Foley commented on the vehement reactions many of the viewers demonstrated when confronted by futuristic concepts with which they disagreed. "It's amazing," he said, "the different opinions people have on things of the future which may be centuries away."

In order to avoid such controversy, *Tales of Tomorrow* often sidestepped long range extrapolations. Writers for the series were instructed to keep the action contemporary (even though extraordinary). They were cautioned also to avoid "comedy, bug-eyed monsters, futuristic sets and costumes." The result was, nonetheless, a series of imaginative stories tailored to work within the framework of a live stage play rather than a filmed motion picture presentation. Critics and historians who voice positive reactions to a series like *Tales of Tomorrow* frequently do so in the context of surprise and admiration that the series was able to transcend its

lack of high quality special effects.

In its two years on the air *Tales of Tomorrow* was not without controversy, prompted in part, we would suggest, by the program's efforts to present a more adult view of the science fiction genre. At least twice, the noted and influential TV critic for the *New York Times*, Jack Gould, attacked the series for dramatic deficiencies in rather sharp and caustic terms. In a February 4, 1952, column, Gould wrote negatively of one of *Tales of Tomorrow's* most ambitious efforts, a two-part live adaptation of Jules Verne's *Twenty Thousand Leagues Under the Sea*. The adaptation by Max Ehrlich occasioned an outburst from Gould, who attacked the entire production as "nothing so much as a soap opera staged in an aquarium." Gould, however, saved his heartiest criticism for "Another Chance." Three days after the play aired, Gould unleashed a broadside against it and the ABC Network. The teleplay, in Gould's words

...was an item of indescribable trash and totally bereft of any dramatic worth. For its climax there was shown the gruesome chok-ing to death of a girl. Then her lifeless feet and legs were dragged around the room as the camera came in for a sustained close-up. The scene was thoroughly unpleasant. The incensed critic culminated his culminations with a veiled call upon the network to exercise "a little housecleaning." Gould's attack may not have had much to do with *Tales of Tomorrow* folding production some four months later; nonetheless, critics such as Gould did wield considerable influence over the infant tele-vision industry in the 1950s. For instance, Gould's attack on station WABD for airing the *Flash Gordon* serial prompted station executives to pull the serial from their schedule immediately rather than incur the writer's further wrath. *Tales of Tomorrow* demonstrated both a commercial and critical viability.

Its willingness to try classic presentations such as Mary Shelley's *Frankenstein*, Oscar Wilde's *The Picture of Dorian Gray* and H.G. Wells' *The Crystal Egg*, along with a generous mix of original stories, infused the series with a sense of pur-*pose* and direction. Interestingly enough, the several episodes of *Tales of Tomorrow* we were able to evaluate for the compilation of this present work did not substantiate Gould's criticism, although the two episodes which offended his sensibilities were not among the shows we saw. Our viewing of *Tales of Tomorrow* suggested a series which operated suc-cinctly and convincingly within the scope of early live television. The violence and horror were suggested to the audience rather than presented literally before the camera's eye. In that quaint age when suggestion, innuendo and intimation were quite sufficient to create a sense of dread and even terror, the wanton, gratuitous and unceasing assault upon our senses as practised by film and television today had no place in the popular culture.

Tales of Tomorrow ran for two full years 84 episodes-under less than ideal circumstances. Its adult approach was almost hereti-cal at a time when juvenile science fiction was the common denominator. As an anthology series bereft of a continuing framework or weekly host, the series faced severe obstacles in its effort to build an audience.

Later anthology series running in the same vein, such as *Science Fiction Theatre* and *The Twilight Zone*, recognised the inestimable contribution a host serving as anchor could make. Nonetheless, *Tales of Tomorrow* clearly demonstrated that science fiction and fantasy, if presented in the proper framework, held a viable appeal for mom and dad as well as for the junior mem-bers of the family. The series was sufficiently well received to convince ABC to try *Tales of Tomorrow* as a radio series starting on January 1, 1953, but the effort lasted only two months. CBS picked up the radio version but retained the series for only six weeks.

Technical Information

FORMAT: Live half hour anthology series featuring original and classic tales of science fiction and fantasy.

BROADCAST HISTORY: Network: ABC. Original Airdates. August 3, 1951 to June 12, 1953. Sponsors: Kreisler Watch Bands and C.H. Masland & Son. Seasons: 2. Total Episodes: 84.

Signature

OPENING: A gloved hand pushes up a lever and immediately the audience's attention is drawn to a hissing electric arc. A voice of doom introduces the show and its sponsor.

Production Staff

Production: George R Foley, Inc.

Music: Robert Christian.

Producer: Mort Abrahams.

Lighting Ralph Hebel

Audio George Whitaker

Set Designer James Trittipio

Director of Graphic Art Arthur Rankin, Jr.

Produced in co-operation with the Science Fiction League of America and Richard H. Gor-don.

WR. Theodore Sturgeon, Alvin Sapinsley, Mel Goldberg, Charles O'Neill, Henry Meyers, Lewis Padgett,

Max Ehrlich, David Davidson, Gail Ingram, Harry Ingram, Mann Rubin, Richard M. Simon, John Cole, Frank P. DeFelitta, David Karp, Anne Howard Bailey, Al Aulicino, Jack Weinstock, Willie Gilbert, James P. Cavanagh.

DIR. Leonard Valenta, Don Medford, Franklin J. Schaffner, Charles S. Dubin.

EPISODES: 84 **YEAR MADE:** 1951 **COUNTRY:** US **SEASONS:** 2

ABCTV

CREATOR: GEORGE FOLEY & DICK GORDON

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 42, (2) 42

DATE OF PREMIER: 03/08/1951

AIR DATE OF LAST EPISODE 12/06/1953

SEASON DATE BREAKDOWN:

FILMS:

Including THOMAS MITCHELL, LESLIE NEILSON, JAMES DEAN.

Books Based on this series.

Homecoming (Script Book)	Mann Rubin	
Ice from Space #4	David Houston	1981
Invaders at Ground Zero #1	David Houston	1981
Red Dust #2	David Houston	1981
Substance X #3	David Houston	1981
The Squeeze Play (Script Book)	Mann Rubin	
The Tomb of King Taurus (Script Book)	Mann Rubin	
Time to Go (Script Book)	Mann Rubin	

RELATED SHOWS:

SPACE PATROL (1950)

TWILIGHT ZONE, THE (1958)

TOM CORBETT, SPACE CADET

CAPTAIN VIDEO AND HIS VIDEO RANGERS

1 - 1 *VERDICT FROM SPACE*

Gordon Kent is put on trial for theft and murder. He is accused of robbing and murdering Professor Sykes in order to get money to build a blowtorch capable of cutting through anything. Gordon claims that he is innocent. He says that Sykes came to him looking for a blowtorch to cut open a metal door hidden in a secret cavern. Inside the room was an ancient machine that has been recording all significant physical disturbances on the planet Earth for millions of years. When he discovered the machine Gordon thought it might be a transmitter to someplace else and he worries that it might still be transmitting.

Wr Theodore Sturgeon

1 - 2 *A CHILD IS CRYING*

The government attempts to use a young girl as a weapon in the Cold War when she displays powerful mental abilities.

Wr Alvin Sapinsley

Dir Don Medford

1 - 3 *THE WOMAN AT LAND'S END*

1 - 4 *THE LAST MAN ON EARTH*

Martians have landed all over the world and they've left just two human beings alive, but only so they can experiment on them.

1 - 5 *ERRAND BOY*

1 - 6 *THE MONSTERS*

1 - 7 *THE DARK ANGEL*

Johanna is the first of an advanced race of human beings: an "angel" who apparently is immortal and will never die.

1 - 8 *THE CRYSTAL EGG*

The owner of a London curiosity shop delivers a mysterious crystal egg to a university professor for the scientist's opinion on its worth and its properties. The 'egg' proves to be a window to Mars. When the professor loses the egg, he tries to convince people that he is not crazy.

Wr Mel Goldberg

Dir Charles S. Dubin

1 - 9 *TEST FLIGHT*

A wealthy industrialist hires a rocket scientist to design and build an engine that will get a ship, and the CEO, to another planet.

Wr Mel Goldberg

Dir Charles S. Dubin

1 - 10 *THE SEARCH FOR THE FLYING SAUCER*

A grounded pilot is determined to prove that recent UFO sightings are real only he doesn't realize how close to finding out the truth he is.

1 - 11 *ENEMY UNKNOWN*

A government on the verge of meltdown requests the help of a renown astrophysicist who refuses their plea for assistance.

1 - 12 *SNEAK ATTACK*

An American secret agent during the cold war is the only hope of stopping a multiple warhead detonation in the United States.

1 - 13 *THE INVADERS*

A scientist and others witness the crash of an alien space craft in the ocean. His son dives down to investigate and comes up a different person.

1 - 14 *THE DUNE ROLLER*

On an island a strange rock begins to grow and move. Scientists that observe the phenomena speculate that an ancient meteor that once hit the island is attempting to reassemble itself.

Wr Charles O'Neil

1 - 15 *FRANKENSTIEN*

In an adaptation of Mary Shelley's tale, Dr. Frankenstein brings to life a lumbering undead monster who he must then find some way to destroy.

Wr Henry Myers

1 - 16 *TWENTY THOUSAND LEAGUES UNDER THE SEA : THE CHASE + THE ESCAPE (A TWO PART STORY)*

Captain Nemo is holding Farragut captive in his under-the-sea vessel, only to have his daughter fall in love with the handsome young sailor.

1 - 17 *BLUNDER*

A scientist named Carl Eversons decides to continue a series of experiments with nuclear fission. His wife Jane and a group of scientist try to convince him that he needs to stop because there is a risk that he could ignite the world's oxygen and bring about the end of the world.

Wr Charles O'Neil

Dir Leonard Valenta

1 - 18 *WHAT YOU NEED*

A writer desires a machine so much he'll even steal to get it, only to have the owner of the machine feel great regret for having to kill that writer.

Wr C.L. Moore, Henry Kuttner

1 - 19 *AGE OF PERIL*

Criminals get a helping hand defeating polygraph machines from a brilliant scientist.

1 - 20 *MOMENTO*

1 - 21 *THE CHILDREN'S ROOM*

A secret "Children's Room" at a college attracts the attention of intellectual advanced youths. One of them, Walt, is the son of a professor at the university. The professor uncovers that his son and other children are 'mutants' being groomed to assist an alien race in a distant part of the galaxy.

Wr Mel Goldberg

Dir Don Medford

- 1 - 22 *BOUND TOGETHER*
- 1 - 23 *THE DIAMOND LENS*
- 1 - 24 *THE FISHERMAN'S WIFE (aka FOUNTAIN OF YOUTH)*
- 1 - 25 *FLIGHT OVERDUE*
- 1 - 26 *AND A LITTLE CHILD*
- 1 - 27 *SLEEP NO MORE*
- 1 - 28 *TIME TO GO*
- 1 - 29 *PLAGUE FROM SPACE*
- 1 - 30 *RED DUST*
- 1 - 31 *THE GOLDEN INGOT*
- 1 - 32 *BLACK PLANET*

Two astronomers working together, seek a tenth planet. The senior fears the junior might have found it and is jealous. They are also both interested in Norma, who works with them. When, in the course of a fight between the two men, the senior scientist falls dead - the question is was he killed by the other or not. Norma's brother a police detective has to solve the case! Leslie Nielsen, Frank Albertson and Horace MacMahon star.

- 1 - 33 *WORLD OF WATER*

Scientists discovery threatens the world. Victor Jory stars

- 1 - 34 *LITTLE BLACK BAG*

A struggling doctor takes his instruments to a pawnshop because his wife complains about their lack of money. Once in the shop, he makes a deal with the pawnbroker for \$20.00 and a mysterious medical bag. Later, it is discovered that the instruments in the bag can perform "miracle cures". Upon close inspection of the instruments, a patent date of July 18, 2450 is revealed.

- 1 - 35 *THE EXILE*
- 1 - 36 *ALL THE TIME IN THE WORLD*
- 1 - 37 *THE MIRACULOUS SERUM*
- 1 - 38 *APPOINTMENT ON MARS*

Three astronauts arrive on Mars, sponsored by a mining company who will share the profits with them. Illness, paranoia and other problems develop until all three are dead - but what caused it?

Wr S.A. Lombino

Dir Don Medford

- 1 - 39 *THE DUPLICATES*
- 1 - 40 *AHEAD OF HIS TIME*
- 1 - 41 *SUDDEN DARKNESS*
- 1 - 42 *ICE FROM SPACE*

Wr E. H. Frank

Dir Don Medford

- 2 - 1 *A BIRD IN HAND*
- 2 - 2 *THANKS*
- 2 - 3 *THE SEEING EYE SURGEON*
- 2 - 4 *THE COCOON*
- 2 - 5 *THE CHASE*
- 2 - 6 *YOUTH ON TAP (aka YOUNG BLOOD)*

2 - 7 *SUBSTANCE X*

A young woman goes to her hometown at the behest of a food conglomerate. Her assignment is to discover what the people of the community are using for food after their only food outlet closes. She discovers a scientist who has developed a food substitute called 'Substance X'. Anyone who diets on Substance X is unable to eat normal food from that time on.

Wr Frank DeFelitta

2 - 8 *THE HORN*2 - 9 *DOUBLE TROUBLE*2 - 10 *MANY HAPPY RETURNS (AKA INVADERS AT GROUND ZERO)*2 - 11 *THE TOMB OF KING TARUS*

When a archaeology team open an Egyptian tomb, they find an ancient king who's been alive for 4,000 years.

2 - 12 *THE WINDOW (aka THE LOST PLANET)*

Dir Don Medford

2 - 13 *THE CAMERA*2 - 14 *THE QUITE LADY*2 - 15 *THE INVIGORATING AIR*2 - 16 *THE GLACIER GIANT*2 - 17 *THE FATAL FLOWER*2 - 18 *THE MACHINE*2 - 19 *THE BITTER STORM*2 - 20 *THE MASK OF MEDUSA*2 - 21 *CONQUEROR'S ISLE*2 - 22 *DISCOVERED HEART*

A scout for a hostile invasion force from out space comes to a lighthouse hoping to use the lighthouse as a signalling station. A precocious little girl win's the alien's heart and moves the extraterrestrial to surrender his life to prevent invasion.

Wr David Durston

2 - 23 *THE PICTURE OF DORIAN GRAY*2 - 24 *TWO FACED*2 - 25 *THE BUILD BOX*2 - 26 *ANOTHER CHANCE*2 - 27 *THE GREAT SILENCE*2 - 28 *LONESOME VILLAGE*2 - 29 *THE FURY OF THE COCOON*

An expedition into the tropics is plagued by dissent, desertion, and an invisible blood sucking leech that has arrived from outer space. The remaining members of the expedition use an insecticide to escape.

Wr Frank DeFelitta

2 - 30 *THE SQUEEZE PLAY*2 - 31 *READ TO ME HERR DOKTOR*

An old professor with failing eyesight builds a robot named Herr Doktor to read him books that he had never had a chance to read when he was younger. The relationship between the professor and the robot is very close. The books the robot makes give him the desire to be a complete person. Their roles become reversed. The robot begins to demand that the professor read aloud to him. Later, the robot then falls in love with the professor's daughter. When she spurns it. It learns that the books it has been reading were

wrong and it des of a broken heart.

Wr Alvin Sapinsley

Dir Don Medford

2 - 32 *GHOST WRITER*

2 - 33 *PAST TENSE*

2 - 34 *HOMECOMING*

An Air Force pilot who was long thought to be lost returns to his wife and hometown. During that time, he's become a changed man.

2 - 35 *THE RIVALS*

2 - 36 *PLEASE OMIT FLOWERS*

2 - 37 *THE EVIL WITHIN*

Starring Rod Steiger and James Dean"who has a small role as Steiger's lab assitant. Rod Steiger invents a solution that unlocks "THE EVIL WITHIN HUMANS" He stores the potion in his home fridge at the house and some of it drips on leftovers. His wife unknowly eats some and changes into a different woman with evil thoughts. At the last moment Rod finds out and diverts his own murder by his wife.

2 - 38 *THE VAULT*

2 - 39 *INK*

2 - 40 *THE SPIDER'S WEB*

2 - 41 *LAZARUS WALKS*

2 - 42 *WHAT DREAMS MY COME*

TANG

A secret organization led by the evil Tang, schemes to control an all-powerful weapon dubbed "327" and take over the world.

Broadcast in June 1971.

Original Music by Vladimir Cosma, Cinematography by Jean-Jacques Fontenelle, Film Editing by Marcelle Lehérissey, Production Design by Max Douy.

WR. Jacques Faurie

DIR. Andre Michel

EPISODES: 13 **YEAR MADE:** 1971 **COUNTRY:** FRA **SEASONS:** 1

ORTF 2 \TECHNISONOR

CREATOR:

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: SERIES

LENGTH (MINS): 26 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 13/06/1971

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Tang VALERY INKIJINOFF, Kyoo ABBIE KERANI, Andre XAVIER GELIN, Lena CATHERINE SAMIE, Marcel PATRICK PREJEAN, Commissaire Carreau JACQUES GALIPEAU, Liu NGO DUC VAN QUYHN, Roger MICHEL FORTIN, Zens GEORGES LYCAN, Maud DOMINIQUE VINCENT, Le directeur de la fac YVON SARRAY, Mahuton ALAIN CHEVALLIER, Bob PIERRE BAILLOT, Le chauffeur PAUL BISCIGLIA, Le bibliothécaire JACQUES GALLAND, Sarah PAULE NOELLE, Laure ELIETTE DEMAY, Lautaret GABRIEL CATTAND, Le président ANTOINE VITEZ, Vicenti JEAN FRANVAL, Le diacre VAN DE DUONG, Bernardette JACQUELINE DUC, MARCELLE BARREAU, LUCIENNE BOGAERT, FRANCIS CLAUD, HENRI COUTET, GERALD DENIZEAU, GEORGES DOUKING, JACQUES HILLING, ARMAND MEFFRE, ANNICK MICHAUD PIERRE MONCORBIER, MADELEINE OZERAY, MARCEL PERES, JEAN-MARIE RICHIER, GEORGES RIQUIER, ALAN SCOTT, ALBERT SIMONO, ARCH TAYLOR, JULIEN VERVIER.

TARGET LUNA



The scene is set on an island rocket station off Scotland (though the open-air sequences were filmed off the Essex coast). Professor Wedgwood, having successfully sent a man into space, has invited his three children to join him for Easter. There the youngsters, Valerie, Geoffrey and Jimmy (plus obligatory pet hamster, Hamlet) find an even more daring experiment in preparation - the first manned rocket round the Moon. At the last moment the pilot, Flight Lt., Williams, falls ill and the experiment looks set to fail. But little Jimmy (hitherto dressed, like every well brought-up astronaut, in school blazer and tie) secretly takes his place and is shot into space.

As an electrical storm cuts radio contact with Earth, Jimmy must operate the rocket's heating system or risk freezing to death behind the Moon. Naturally, the young hero successfully circles the Moon and heads back to Earth (though not fast enough to escape a bombardment of cosmic particles, and not too fast lest he overshoot). Finally, he is talked down to the requisite safe landing.

This 1960 comic-book-style saga sent one young boy to the Moon and launched a family into a trilogy of pioneering space adventures. Despite its SF theme, *Target Luna* was an unashamedly old-fashioned 'boy's own' fantasy in which a youngster takes centre stage doing all the things grown-ups do (and doing them better). Acted with gusto, it was as wholesome as marmite soldiers and went down a treat in its Sunday teatime slot.

A happy ending, of course, but an even happier beginning for the writers Malcolm Hulke and Eric Paice who took the Wedgwood family further into space the following autumn (see *PATHFINDERS*). The series (like its three successors) was produced by Sydney Newman, doyen of ABC's *Armchair Theatre*, and soon to spawn the longest-running science fiction series of all - *DOCTOR WHO*. The designer was David Gillespie, Sydney Newman, the series advisor was Mary Field.

A seminal piece of family entertainment which was produced by the legendary Sydney Newman and written by Eric Paice and Malcolm Hulke. The series would spawn three sequels with the *Pathfinders* trilogy (*Space / Mars / Venus*) before Newman - who would successfully oversee such quality productions as *Armchair Theatre*, *Police Surgeon* and *The Avengers* - would move onto the BBC where he created *Doctor Who*. Hulke and Paice had unsuccessfully submitted a science fiction series titled *The Mirror Planet* to the BBC at the start of their careers in 1958, but then had struck gold with *This Day In Fear* which had been rejected by Associated Rediffusion. The play, broadcast by the BBC in July 1958, starred a young Patrick McGeehan as an architect caught up in the conflicts of Ireland.

Both Newman and the Head of Children's Television at ABC, Mary Field, were aware of the increase in viewing figures for children. They would have wanted to tap into the potential advertiser's revenue this section of the audience could reap. With this in mind when Hulke and Paice submitted their idea it fitted perfectly with Newman and Field's requirements to specifically have children as lead characters. As well as adventure, Newman also required semi-educational elements within the script to capitalise on current events. Sputnik, the first satellite, had been launched by the Russians in 1957 and space and its exploration was grabbing the headlines.

Given a sizeable budget and allocated filming *Target Luna* was done "as live" from ABC Studios in Birmingham. As such it was never tele-recorded and no episodes exist. Locations, doubling for a remote Scottish Isle, were executed in the Essex countryside and on its coastline. The show captured the important children's audience and their associated families and a six-part sequel was quickly commissioned from Hulke and Paice called *Pathfinders In Space*.

All episodes were written by Malcolm Hulke and Eric Paice, produced by Sydney Newman and directed by Adrian Brown. David Gillespie was the designer and Mary Field was credited as programme advisor.

WR. Malcolm Hulke, Eric Paice

DIR. Adrian Brown.

EPISODES: 6 **YEAR MADE:** 1960 **COUNTRY:** GB **SEASONS:** 1

AN ABC TELEVISION NETWORK PRODUCTION

CREATOR: MALCOLM HULKE, ERIC PAICE

TYPE OF SHOW: SPACE

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 24/04/1960

AIR DATE OF LAST EPISODE 29/05/1960

SEASON DATE BREAKDOWN:

FILMS:

Professor Wedgewood DAVID MARKHAM, Jimmy Wedgewood MICHAEL HAMMOND, Valerie Wedgewood SYLVIA DAVIES, Geoffrey Wedgewood MICHAEL CRAZE, Mrs. Wedgewood ANNETTE KERR, Mr. Henderson FRANK FINLAY, Ian Murray JOHN CAIRNEY, Jean Cary DEBORAH STANSFORD, Dr. Stevens ROBERT STUART, Mr. Field MICHAEL VERNEY, Pat Maxwell PHYLLIS KENNY, Fl. Lt. Williams WILLIAM INGRAM.

RELATED SHOWS:

DOCTOR WHO

PATHFINDERS. . . (inc PATHFINDERS IN SPACE, PATHFINDERS TO MARS, PATHFINDERS TO VE

1 - 1 *THE ROCKET STATION*

1 - 2 *COUNTDOWN*

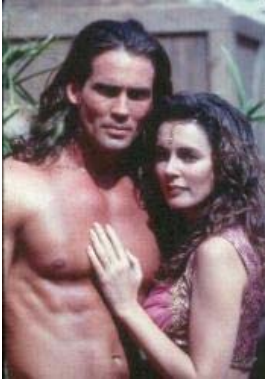
1 - 3 *THE STRANGE ILLNESS*

1 - 4 *STORM IN SPACE*

1 - 5 *SOLAR FLARE*

1 - 6 *THE FALLING STAR*

TARZAN : THE EPIC ADVENTURES



Tarzan must return to his homeland to stop his arch enemy Rokoff from unleashing the terrible powers from within.

In 1913, Edgar Rice Burroughs launched the adventures of the world's original action superhero, Tarzan, with the novel *Tarzan of the Apes*. Following the phenomenal success of his first outing, Tarzan went on to star in a further 23 novels and countless comic strips, as well as more than a hundred films and television series. Today, the legendary Lord of the Jungle is undoubtedly one of the world's best-known fictional characters, and is destined to go down in the annals of history as one of the 20th Century's most successful literary creations.

Joe Lara who starred in the first season of the series as Tarzan had previously starred as Tarzan in the US films *Tarzan in Manhattan*, which was originally conceived as a pilot for a new series. Lara's presence apart, *Tarzan in Manhattan* had very little in common with *The Epic Adventures*. While the CBS pilot was something of a typical Tarzan offering, complete with a leading character with a penchant for communicating in monosyllabic grunts, *The Epic Adventures* strives to stay true to Edgar Rice Burroughs's original vision, as established in his books. Consequently, Tarzan is intelligent, educated and articulate, and his escapades are no longer confined to the African jungle. Joe Lara was the 18th Actor to portray Tarzan. The series is also shot on location in Sun City, South Africa, in order to keep the budget down.

After attending high school in southern California, Lara embarked on a personal tour of Europe, during which he lived in France, Italy and Switzerland. Returning to Los Angeles, he enrolled in drama classes to pursue an acting career, and roles in such screen projects as *War Head*, *Final Equinox*, *Hologram Man* and *American Cyborg* swiftly followed.

When the series first started in the US the ratings were high and a second season was commissioned, but after Joe Lara left the series at the end of the season one, the producers decided to make a few changes. Including a new Tarzan and even Jane and Cheetah, who hadn't appeared in the first season. Consequently the second season was delayed by months and the fans didn't like the number of changes made to the show, the ratings fell and the series was cancelled. A case of "If it ain't broke, don't fix it".

WR.

DIR.

EPISODES: 46 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 2

STI ENTERTAINMENT GROUP, KELLER SIEGEL ENTERTAINMENT

CREATOR: Based on the character of Tarzan created by Edgar Rice Burroughs

TYPE OF SHOW: FANTASY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22 (2) 24

DATE OF PREMIER: 28/08/1996 **AIR DATE OF LAST EPISODE** 25/05/1998

SEASON DATE BREAKDOWN:

FILMS:

John Clayton / Tarzan JOE LARA (1), Aaron Seville AARON SEVILLE, John Clayton / Tarzan XAVIER DECLIE (2).

Books Based on this series.

Tarzan: The Epic Adventures

R.A. Salvatore

1998

-
- 1 - 2 *TARZAN AND THE LEOPARD QUEEN*
 - 1 - 3 *TARZAN AND THE LOST LEGION*
 - 1 - 4 *TARZAN AND THE SCARLET DIAMOND*
 - 1 - 5 *TARZAN AND THE BLACK ORCHID*
 - 1 - 6 *TARZAN AND THE REFLECTIONS OF EVIL*
 - 1 - 7 *TARZAN AND THE PRIESTESS OF OPAR*
 - 1 - 8 *TARZAN AND THE FURY OF ZADU*
 - 1 - 9 *TARZAN AND THE REVENGE OF ZIMPALA*
 - 1 - 10 *TARZAN AND THE RETURN OF KUKULCAN*
 - 1 - 11 *TARZAN AND THE WHITE PEBBLE*
 - 1 - 12 *TARZAN AND THE MOON GOD*
 - 1 - 13 *TARZAN AND THE FORBIDDEN CITY*
 - 1 - 14 *TARZAN AND THE LEOPARD DEMON*
 - 1 - 15 *TARZAN AND THE SHADOWS OF ANGER*
 - 1 - 16 *TARZAN AND THE DEMON WITHIN*
 - 1 - 17 *TARZAN AND THE MAHARS*
 - 1 - 18 *TARZAN AND THE CIRCUS HUNTER*

When big game hunters capture Bolgani, Tarzan must put his own life in danger to rescue him.

- 1 - 19 *TARZAN AND THE BEAST OF DUNALI*
- 1 - 20 *TARZAN AND THE AMTORANS*
- 1 - 21 *TARZAN AND THE MYSTERY OF THE LAKE*
- 2 - 1 *POLLUTED RIVER; MUTANT CREATURE*
- 2 - 2 *WAYWARD BALLON; MUSCLE OF DOOM*
- 2 - 3 *PRIMITIVE URGE; BROKEN PROMISE*
- 2 - 4 *AMAZON WOMAN; LION GIRL*
- 2 - 5 *FORBIDDEN JEWELS; FIRE FIELD*
- 2 - 6 *TARZAN MEETS JANE; MYSTERIOUS FOG*
- 2 - 7 *KARATE WARRIORS; LAW OF THE JUNGLE*
- 2 - 8 *SHAFT OF DEATH; RUNAWAYS*
- 2 - 9 *FUGITIVE'S REVENGE; MOVIE STAR*
- 2 - 10 *TOXIC TERROR; EARTH CHALLENGE*
- 2 - 11 *DEADLY DELUSIONS; MYSTERIOUS SHEIK*
- 2 - 12 *FOUNTAIN OF YOUTH; DANGEROUS JOURNEY*
- 2 - 13 *DEADLY CARGO; HOLLYWOOD ADVENTURE*
- 2 - 14 *WITNESS FOR THE PROSECUTION; ODD COUPLE*
- 2 - 15 *DEATH SPIDERS; FEAR OF BLINDNESS*
- 2 - 16 *PIRATE'S REVENGE; RING OF ROMANCE*
- 2 - 17 *STONE MAN; GIFT OF LOVE*

- 2 - 18 *JEWEL OF JUSTICE; NIGHT HORRORS*
- 2 - 19 *RUSSIAN INVASION; ROCKSTAR*
- 2 - 20 *NEW COMMISIONER; MATING SEASON*
- 2 - 21 *SAPPHIRE ELEPHANT; KING OF THE APES*
- 2 - 22 *EVIL TWIN; SIXTH SENSE*
- 2 - 23 *DANGEROUS COMPETITION; CHEETAH'S DANGEROUS ADVENTURE*
- 2 - 24 *CURSE OF DEATH; FIERY END*

TATTOOED TEENAGE ALIEN FIGHTERS FROM BEVERLY HILLS



The evil force in *Tattooed Teenage Alien Fighters from Beverly Hills* is Gorganus, the diabolically evil emperor of the planet Molecula. He uses his army of alien monsters to conquer the Earth. He needs Earth since it is a focal point of a system of power portals he needs to rule the universe. Gorganus' confidante is Lechner, a bird-like creature who is always kissing up to Gorganus. Nimbar, the protector of the power portals gives four teenagers from Beverly Hills special powers to combat the aliens. The teens consist of two guys and two girls who do not come from similar backgrounds and would not associate with each other, but at first are forced to work on a class science project. The team consists of Laurie Foster, a popular beauty queen with a penchant for shopping; Gordon Henley, an overachieving member of the young millionaire's club, whose mother is the mayor; Drew Vincent, a liberal vegetarian who likes taking up lost causes, her guardian is Nicole a soap opera star; and Swinton Sawyer a geeky scientific genius who does not have well developed social skills.

The four try to keep their dual lives secret by pretending not to know each other at school. When their powers are needed Nimbar summons them by flashing special tattoos he has given them, they then find the nearest portal and are transported to Nimbar's control room. He then informs them what the threat is. The teens then transform into Galactic Sentinels and battle the alien monsters sent to Earth by Gorganus. The teens' powers are based upon mythological beings and they have the ability to join together and form Knightron, a giant mediaeval knight.

Tattooed Teenage Alien Fighters From Beverly Hills was an original live-action series which was released by DiC Entertainment and aired on USA Network from 1994-1995. The show was a low budget attempt to emulate the success of Saban's *Mighty Morphin Power Rangers*.

What a title! And, yes, what a load of rubbish. This *POWER RANGERS* pastiche is utter tosh, however much of send-up it's intended to be. *Tattooed Teenage Alien Fighters from Beverly Hills* was a programme with a similar premise to the highly popular *MIGHTY MORPHIN' POWER RANGERS*. *Tattooed Teenage Alien Fighters from Beverly Hills* features a group of teenagers who have been given special powers in order to battle menaces to the Earth. Unlike *MIGHTY MORPHIN' POWER RANGERS* which took its action footage from Japanese series. all of the action scenes in *Tattooed Teenage Alien Fighters from Beverly Hills* are cheaply made in America. This series was shown on Sky One in July 1996.

The show was set in Beverly Hills, California. The four central characters of the show were teens selected by a blob-like brain alien named Nimbar to fight off the monsters sent by evil Emperor Gorganus. In the first episode Nimbar recruits the four high school students and with a touch by his "finger" gives them each a tattoo, based on a constellation in the celestial sphere. When their tattoos flash, this means Nimbar needs them and a portal appears that they can pass through to enter his chamber.

The teens could then stand atop platforms called "transo discs" and transform into world defending sentinels with super powers. When they put their hands together in an interlocking square they form the ultimate sentinel called Nitron.

The four teen characters were:

Laurie Foster, who transformed into Scorpio (played by Leslie Danon)
 Gordon Henley, who transformed into Taurus (played by Richard Nason)
 Drew Vincent, who transformed into Centaur (played by K. Jill Sorgen)
 Swinton Sawyer, who transformed into Apollo (played by Rugg Williams)

In one episode, there was a replacement for Laurie when she was injured badly. He's known as Orion in sentinel mode, his true form. His civilian name was unknown in his duration on Earth (played by Kevin Castro).

They frequently could be seen in a coffee shop owned by Drew's aunt. This was probably an attempt to emulate Ernie's Juice Bar/Youth Center from Mighty Morphin Power Rangers.

One interesting difference between the two shows is that in this show, people noted they were missing. When Drew's aunt confronted her about this and Drew revealed her secret, she brought her to a psychiatrist to help with her "delusions."

The show also featured at least one episode that made a jab at the "monster of the day" convention by showing how tactically unsound the practice is for conquering a planet. The main villain went on vacation and his sidekick tried to conquer earth, and when the monster he sent was about to be destroyed he recalled it and sent another moments later. The heroes were nearly defeated until the main villain returned and re-implemented the "monster of the day" formula.

Trivia

Drew's tattoo is not the symbol for Centaur, but Sagittarius. Similarly, Swinton's symbol is not for Apollo, but Aquarius. It is most likely a mistake made by the creators.

Zsa Zsa Gabor was a guest star.

WR. Jim Fisher, Jim Staahl, Tino Insana, Read Shelly, Jason Brett, Brenda Lilly, Michael Levine, Ed Ferrara, Mark McKain, Kathryn Baker, Bob Logon, Paul Diamond, W. Reed Morgan, Patrick Barry, Lawrence Meyers and Kimmer Ringwald.

DIR. Brad Kreisberg, Michael Finney, India Van Voorhees and Adam Weissman.

EPISODES: 40 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 1

DIC PRODUCTIONS

CREATOR: JIM FISHER & JIM STAAHL

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 40

DATE OF PREMIER: 03/10/1994 **AIR DATE OF LAST EPISODE** 03/07/1995

SEASON DATE BREAKDOWN:

FILMS:

Laurie Foster (Scorpio) LESLIE DANON, Gordon Henley (Taurus) RICHARD NASON, Drew Vincent (Centaur) K. JILL SORGEN, Swinton Sawyer (Apollo) RUGG WILLIAMS, Nimbar (voice) GLEN SHADIX, Emperor Groganus (voice) ED GILBERT, Lechner (voice) DAVID L. LANDER.

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

1 - 1 *IN THE BEGINNING*

Groganus finally received the map to the focal points of the power portals, earth is the key to these power portals. Groganus then sends ninjabot to make way for the domination of the universe. Laurie, Gordon, Drew, and Swinton are working on a science project for school. But Gordon spills coffee on the device and it opens up a portal to Nimbar: The head protector of the power portals and councillor of the galactic sentinels. Nimbar selects the four to fight Groganus and his army. When they call out their own constellation name they become the Tattooed teenage alien fighters of Beverly hills.

1 - 2 *HOW TIME FLIES*

Groganus sends the sorcerer out to disrupt time within the sentinel's life. Drew, Laurie, and Gordon first feel the effects when time is sped up and what is present, is really the future.

1 - 3 *PERCEPTIONS*

Groganus summons slaygar the toxic waste monster and sends it to earth to pollute the earth. Swinton wants to ask Cathy out, but chokes when she approaches him. So Gordon, Drew and Laurie each offer Swinton advice on dating. But Gordon is only in it for the money, Drew is in it for the help on her sociality paper and Laurie is there to keep an eye on both Drew and Gordon.

1 - 4 *TAKE TWO GALATIC SENTINALS AND CALL NIMBAR IN THE MORNING*

Wr Jason Brett

Dir India van Voorhees

1 - 5 *THE NOTE*

Groganus calls up the monster Norakula who can emit sound waves. Drew wants to prove Gordon is a

slave to peer pressure, so she cracks open a plan with Swinton and writes a note from Laurie to give to Gordon. But the note gets them in trouble, where Gordon follows Laurie after being summoned by Nimbar to do a search and identify mission. But they get caught in a trap, and are ambushed by Norakula.

1 - 6 *SWITCH*

Gorganus plans to alter the power portals while the sentinels are within them, so he sends out Voldak. After their fight with Voldak, Nimbar sends them back through the portal and they switch bodies. Laurie's mind is in Gordon's body, Gordon's mind is in Laurie's body, Drew's mind is in Swinton's body and Swinton's mind is in Drew's body.

1 - 7 *THREE CHEATS TO THE WIND*

1 - 8 *THE QUITTER*

Lori seems to be perfect at everything when it comes to a bake sale in the coffee shop, even Nimbar seems to pat her on the back with his slimy hand, but things turn sour after an attack from Neragula, Lori begins acting strangely, and in a fit, she quits the sentinels!

1 - 9 *COMMITMENTS*

Gordon's mum tries to set Gordon up with a date, but he doesn't want to go out with her and tries to persuade Drew to go out with him instead. Drew and Gordon go out to fight Octodroid and send him off running. So Drew and Gordon return and Nimbar explains that he needs 7 diamonds to power up a power portal to his home planet Nimbus. Drew & Gordon take Gordon's mum's tennis bracelet for Nimbar, but Drew is caught wearing it by Gordon's mum and assumes they are dating each other. Which they both then pretend they are in order to cover up what they really need it for.

1 - 10 *MIND GAMES*

Nimbar starts to act strange, when the sentinels bring back a staff which was giving to them by The Sorcerer.

1 - 11 *THE SPY*

1 - 12 *THE BRAIN DRAIN*

Neuragla turns all the people of Beverly Hills into mental cases. But Gordon is unaffected thanks to Swinton's invention, which he was wearing at the time the spell was cast.

1 - 13 *THE IMPOSTAR*

1 - 14 *THE RAT*

Cerebula returns and raises up the temperature of the Earth, so Nimbar summons the sentinels. When they enter the portal, Gordon takes Swinton's rat through the portal with him and then fights Cerebula. After a short fight they return back through the portal, but Gordon doesn't come back as Gordon. Instead he comes back as a rat inside Swinton's rat cage.

1 - 15 *THE GHOST WARRIOR*

1 - 16 *TRUST*

1 - 17 *A NIGHTMARE ON RODEO DRIVE*

Gordon, Drew, Swinton and Laurie enjoy a lovely day. With Laurie celebrating her birthday, Drew doing her poetry, Gordon getting an interview for Preston and Swinton is pleased he solved a tough equation ready for his exam. But the sorcerer returns and ruins their day, when the sorcerer is destroying everything around him randomly. The sentinels then go to fight the sorcerer but come back defeated. The sentinels' defeat is not unnoticed and Nimbar fires the sentinels and tells them they will be replaced.

1 - 18 *THE Y FILES*

1 - 19 *BULLY FOR YOU*

1 - 20 *THE LEECH*

The Sorcerer puts a leech on Drew which was supposed to give information on the Sentinels true identities.

1 - 21 *DÉJÀ VU*

1 - 22 *THE MONSTER AMOUNG US*

1 - 23 *TURNCOAT*

1 - 24 *BEVERLY HILLS 902-OBLIVION*

- 1 - 25 *OZONE, O'MIO*
1 - 26 *THE LAST PEOPLE ON EARTH*
1 - 27 *THE PRIMAL SCREAM*

Wr Robert Stanson

Dir Adam Weissman

- 1 - 28 *IT'S A GORGANUS LIFE*
1 - 29 *THE UNIVERSAL HITCHHIKER*
1 - 30 *GORDON CRIES WOLF*
1 - 31 *THE COVER-UP*
1 - 32 *THE OPIATE OF THE FUTURE*
1 - 33 *PENNY FOR YOUR THOUGHTS*

Laurie is giving the ability to read peoples minds thanks to Neuragla.

- 1 - 34 *THE CHOCLATE WAR*
1 - 35 *MR. POPULARITY*
1 - 36 *WINNER TAKES ALL*
1 - 37 *THE GLITCH*
1 - 38 *EMPEROR FOR THE DAY*

Wr Paul Diamond

- 1 - 39 *THE PSYCHIATRIST (1-2)*

TEAM KNIGHT RIDER



Five super-intelligent vehicles are driven by five highly trained operatives who take over when conventional law-enforcement agencies fail. In the opener, Jenny (Christine Steel) tests her loyalty to a former Marine commander embroiled in an anti-Government plot. A terrorist group called "Fallen Nation" kidnaps General Stephen Butler, a famous war hero and former senior officer of Jenny. The General mysteriously escapes, and asks Jenny to rejoin his team as he tries to find out more about Fallen Nation. He questions the leadership of Kyle, saying he heard that Kyle hasn't been the same since his "accident". Jenny assures the general that Kyle is just as capable as he was during his days with the C.I.A.

The terrorists cause a state-wide black-out throughout Virginia, and the General's popularity rises as the president is helpless to stop Fallen Nation. Trek and Erica kidnap the General's right-hand man, Lieutenant Davis, whom they suspect is involved with Fallen Nation. He confesses that General Butler himself is behind the blackout, in an attempt to keep the armed forces occupied. The general plans to launch a nuclear missile to destroy Washington D.C., and then use his popularity to become the new leader of the country. Trek and Dante break into the missile launch site, but are unable to stop the launch. Trek manages to have the missile self-destruct by, as he later explains, typing in his mother's birthday and hoping for the best.

Kyle asks Jenny why she left the general to join Team Knight Rider. She only says "I have my reasons". She discreetly tries to use the computer to find information on Michael Knight, but is told she needs higher clearance to access that information. She thought her level-5 clearance was the highest clearance available.

Team Knight Rider (TKR) is a syndicated television spin-off series of the Knight Rider franchise that ran between 1997 and 1998. TKR was created by writer/producers Rick Copp and David A. Goodman, based on the original series created by Glen A. Larson, who was an executive producer. TKR was produced by Gil Wadsworth and Scott McAboy and was distributed by Universal Domestic Television and ran only a single season of 22 one-hour episodes before it was canceled due to poor ratings.

Glen A. Larson has made a welcome return to Knight Rider as producer, making this the second SF show of 1997, the other being NIGHTMAN. Glen A. Larson has so far been involved with eight science fiction shows which are, BATTLESTAR GALATICA, GALATICA 1980, BUCK ROGERS IN THE 25TH CENTURY, KNIGHT RIDER, AUTOMAN, TEAM KNIGHT RIDER, NIGHTMAN & THE HIGHWAY MAN.

Cast

Team Knight Rider is comprised of six members:

Brixton Karnes as Kyle Stewart, a former CIA agent and leader of TKR
 Christine Steel as Jenny Andrews, a former Marine and Gulf War veteran. An episode of the series insinuates she may be the daughter of Michael Knight, however the question is never resolved.
 Duane Davis as Duke DePalma, a former Chicago police officer and small time boxer.
 Kathy Trageser as Erica West, a former con artist and thief who was given a second chance to use her skills for law enforcement.
 Nick Wechsler as Kevin "Trek" Sanders, a geeky yet handsome technical genius. His nickname was given to him by his parents who are huge Star Trek fans.

Vince Waldron as Gil, one of the lead mechanics aboard Sky One.
 Rick Copp as Clayton, the head chef aboard Sky One.
 Lowell Dean as Captain J.P. Wyatt, the pilot of Sky One.
 Chris Faulk as the Sky One co-pilot.
 Steve Sheridan as Dr. Felson, the medical doctor aboard Sky One.
 Michael Lexx, as Scott, a mechanic aboard Sky One.
 Steve Forrest as the Shadow, a mysterious person who guides and feeds the team information throughout the season, eventually revealed to be a holographic projection controlled by K.I.T.T.

Other Prominent Characters

Jim Marland is a character that replaced the original series' Devon Miles as leader of FLAG and was responsible for the design and construction of KRO (See other vehicles below). Later, Marland stepped down and gave Stewart complete control over TKR. His mindset since the KRO incident was "One man can be given too much power" and thus the 5 vehicles were created, each with their own weaknesses.

Alan Coates as Martin Jantzen, the criminally psychotic driver of K.R.O.

David McCallum as Mobius, the wheelchair and ventilator bound, criminal mastermind behind season 1's inter-episode subplot.

Jim Fyfe as Dennis, a mechanic aboard Sky One eventually revealed to be a mole payed off by Mobius to infect the cars with a computer virus.

Rainer Grant as Liz "Star" Starwicks, a criminal who later reappears as a member of Mobius's "Legion of Doom".

Jim Paddock as Maxwell "Max Amato" Amendes, a criminal who later reappears as a member of Mobius's "Legion of Doom".

Marta Martin as Kayla Gordon, a criminal who later reappears as a member of Mobius's "Legion of Doom".

Roland Kickinger as Roland Laschewsky, Kayla Gordon's bodyguard.

Team Vehicles

Team Knight Rider uses five different vehicles for their missions; each with its own computer AI system like the original Knight 2000 vehicle.

Tom Kane is the voice of Danté (D.N.T.-1), a modified Ford Expedition sport utility vehicle driven by Kyle, but the truck has enough room to transport the entire TKR team and functions like a mobile command center. Danté's AI expresses himself in a haughty British manner and has no misgivings about making his driver and passengers feel uncomfortable. He is the ad hoc leader of the vehicles (if they'd ever listen to him) and he usually speaks on their behalf.

Nia Vardalos voices Domino (D.M.O.-1), a modified Ford Mustang convertible driven by Jenny. The AI's manner is sleek, sexy and flirtatious. She is also talkative and likes to gossip to the annoyance of the other TKR vehicles.

Kerrigan Mahan as the voice of Attack Beast (B.S.T.-1), or just Beast, which is a modified Ford F-150 full-sized pickup truck with off-road capability and is driven by Duke. Beast's AI has a stubborn and argumentative attitude that talks tough and is not afraid to stand up to a fight. His favorite tactic is to crash through walls and surprise the enemy. Beast does not like to take orders from Duke or anyone else, but he is fiercely loyal and gets the job done. TKR member Jenny is the only one Beast will listen to, and his aggressive nature softens when she is around.

Andrea Beutner as the voice of Kat (K.A.T.-1), a high-tech motorcycle that merges with her twin, Plato, to form the advanced High Speed Pursuit Vehicle, capable of high speeds and incredible maneuverability. Kat is driven by Erica and her AI has a polar opposite personality to that of her driver. Kat is always concerned with rules and regulations and is in constant conflict with Erica's amoral traits. She acts more like Erica's mother than her partner, but she will do whatever is necessary to get Erica out of a jam.

Comedian John Kassir voices Plato (P.L.A.T.O.-1), the other motorcycle that merges with his twin Kat to form the High Pursuit Vehicle. Plato is driven by Trek and, like his operator, Plato is a nerdy brainiac completely consumed by facts, figures and data. Plato likes to quote television commercials and famous movie lines and talks in sort of a code that only Trek can understand. The two have developed a strange symbiotic relationship that the other TKR members can never figure out.

Other vehicles

Linda M. McCollough voices Sky One (S.K.Y.-1), a massive C5 military cargo airplane with special VTOL capability. Sky One acted as TKR's mobile base and vehicle transport, and carries a crew of 65, including the TKR field operatives, the flight crew, maintenance crew, mechanics, fire crew, kitchen staff, and medical staff.

John B. Wells as the voice of K.R.O. Pronounced Crow, an acronym for Knight Reformulation One. He would have ultimately replaced KITT (however the TKR series gives no mention of the Knight Rider 2000 series where the Knight 4000 was KITT's original replacement). KRO is a modified black Ferrari GTS with a highly unstable AI. After events that led to his murdering of five people, KRO was deactivated. KRO's operator, Martin Jantzen, was equally unstable. KRO later escapes to kill his creator and FLAG is forced to destroy him.

K.A., short for Knight Alpha, a prototype vehicle introduced in "Legion of Doom" for a possible European Knight Rider team being prepared for delivery to Berlin. KA is a European-made Ford Ka compact hatchback. KA only speaks German. (He is capable of many languages, but chooses to speak German in protest of the egocentric Americans.)

WR.

DIR.

EPISODES: 23 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 1

UNIVERSAL STUDIOS INC./ UNIVERSAL TV/ STERLING PACIFIC FILMS/ MCA TELEVISION
ENTERTAINMENT INC.

CREATOR: DAVID H. GOODMAN

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 23

DATE OF PREMIER: 06/10/1997 **AIR DATE OF LAST EPISODE** 08/05/1998

SEASON DATE BREAKDOWN:

FILMS: KNIGHT RIDER 2000 (TV MOVIE- 1991), KNIGHT RIDER 2010 (TV MOVIE - 1994).

Kyle Stewart BRIXTON KARNES, Jenny Andrews CHRISTINE STEEL, Duke DePalma DUANE DAVIS, Erica West KATHY TRAGESER, Kevin "Trek" Sanders NICK WECHSLER (III), Dante (voice) TOM KANE (II), Domino (voice) NIA VERDALOS, Beast (voice) KERRIGAN MAHAN, Kat (voice) ANREA BEUTNER, Plato (voice) JON KASSIR, Skyone Computer (voice) LINDA MCCULLOUGH.

RELATED SHOWS:

KNIGHT RIDER

1 - 1 *FALLEN NATION*

Jenny tests her loyalty to a former Marine commander embroiled in an anti-Government plot.

Wr Rick Copp, David Goodman

Dir Spiro Razatos

1 - 2 *THE MAGNIFICENT T.K.R.*

Jenny leads the team south of the border to catch an outlaw who's stolen a device that could threaten national security.

Wr John Scheinfeld

Dir Gil Wadsworth

1 - 3 *THE A LIST*

Trek and Erica impersonate a whiz-kid millionaire and his girlfriend to investigate the deaths of two technology tycoons.

Wr Rick Copp, David Goodman

Dir William Tunnicliffe

1 - 4 *K.R.O.*

The team must intercept an evil predecessor from exacting revenge on its creator, who aborted the project after the car and its driver went out of control.

Wr Steven Kriozere

Dir Spiro Razatos

1 - 5 *INSIDE TRAITOR*

Erica infiltrates a gang of financial saboteurs, but her behavior leads Kyle to think she may have worked her last day for the team.

Wr Kevin Stevens, Marcus Miller

Dir Spiro Razatos

1 - 6 *CHOCTAW L-9*

The team are assigned to recover the US government's latest battle helicopter after it is stolen in a daring raid.

Dir John Weidner

1 - 7 *EVERYTHING TO FEAR*

When Jenny is abducted by a world-famous assassin, Duke must find a way to save her.

Wr Regge Bulman, Clay Eide

Dir Gil Wadsworth

1 - 8 *SKY ONE*

The team face a threat from former terrorists who have taken over their mobile base.

Wr Rick Copp, David Goodman

Dir Spiro Razatos

1 - 9 *THE IRON MAIDEN*

The team take on super-suited fighting machines that are resistant to attack.

Wr Steven Kriozere

Dir Spiro Razatos

1 - 10 *OIL & WATER*

Exploding cars on the freeway lead the team to a sinister inventor bent on sabotaging the automotive industry.

Wr Matthew Ball, Mark Greenhalgh

Dir John Weidner

1 - 11 *ET TU DANTE*

When a madman targets Washington, D.C. landmarks for destruction, the team suspects one of its own to be a saboteur.

Wr Marcus Miller

Dir William Tunnicliffe

1 - 12 *THE BAD SEED*

Duke and Trek land on an island inhabited by beautiful women, where they must stop a doctor planning to poison the world's rivers with a deadly virus.

Wr Regge Bulman, Clay Eide

Dir William Tunnicliffe

1 - 13 *OUT OF THE PAST*

When Kyle disappears in a South American jungle, the crew must deal with jewel thieves, natives and a centuries-old ray gun to rescue him from the daughter of a former double agent.

Wr Marilyn Webber

Dir Scott McAboy

1 - 14 *THE RETURN OF MEGAMAN*

Recruiting a reluctant former member is the team's only chance to diffuse a satellite weapon that crashed into Earth after falling out of its orbit.

Wr Rick Copp, David Goodman

Dir Gil Wadsworth

1 - 15 *ANGELS IN CHAINS*

Jenny is charged with treason when she's linked to some stolen files, and the team must rally to prove her innocence before she spends the rest of her life in prison.

Dir Gil Wadsworth

1 - 16 *THE BLONDE WOMAN*

A cross-dressing assassin tricks the team into capturing the wrong "man," and they must find the real one before he can claim another victim.

Wr Steven Kriozere

Dir Gil Wadsworth

1 - 17 *THE IXTAFI AFFAIR*

A leisurely vacation hike for Jenny and Trek puts them in the middle of a plot to free a Guatemalan drug lord from a mountaintop prison.

Wr Marcus Miller

Dir Gil Wadsworth

1 - 18 *HOME AWAY FROM HOME*

The team follows a computer hacker to an idyllic Midwestern town eerily remindful of the 1950s, but the KGB finds her first.

Wr Rick Husky

Dir Jacques Haitkin

1 - 19 *EMP*

When the team investigates a break-in at a military-software company, they discover that a device that can render electronic equipment useless is missing.

Wr John Ridley

Dir Spiro Razatos

1 - 20 *APOCALYPSE MAYBE*

When an "earthquake machine" falls into the sinister hands of a depraved televangelist the team must stop him before he levels Las Vegas.

Wr Bill Dial, Marcus Miller

Dir Gil Wadsworth

1 - 21 *SPY GIRLS*

Kyle agrees to cooperate with another undercover agency to return a stolen microfiche to the government before a deposed dictator can use it to assemble a dangerous weapon.

Wr Rick Copp, David Goodman

Dir Gil Wadsworth

1 - 22 *LEGION OF DOOM*

A mysterious presence warns the team about a showdown with their archenemy, Mobius after several of his allies break out of prison.

Wr Steven Kriozere, Rick Copp, David A. Goodman

Dir Gil Wadsworth

1 - 23 *THE BAD SEED*

TED AND ALICE



Alice Putkin (Dawn French) is a jolly tourist officer in the Lake District. Here she leads a sedate, unhurried and romantically-challenged life with her boyfriend, Barry (Owen Teale), the local police constable.

But Alice decides she wants out when on her and Barry's anniversary night, she finds him shooting pool with the lads, leaving her to stew in his dirty laundry.

Here comes the science bit: At just this time, nearby, with spaceship parked in a local lake, Ted (Stephen Tompkinson), an alien from distant space, wanders into town looking for love. Ted is exiled from a world evolved into hermaphrodites, where rare, single-sex creatures such as he cannot find partners.

Over by the lake, a local hermit, known for ranting about alien visitors, is found dead and is dutifully attended by PC Barry. But when Ted and Alice begin hitting it off, the jealous Barry sees an opportunity to pursue this peculiar stranger.

But Barry's not the only one who's in pursuit. An alien-hunting Foundation has also picked up a scent and before long have a plan that could deliver Ted into their fiendish hands...

The caper that follows puts Ted on the run and, aware that time is short, he decides to reveal his true form to Alice. But the Foundation is closing in... Will Alice take off with Ted or stay grounded with Barry?

I really enjoyed this little drama. I loved the mix of humour and drama so that it neither became the nerdish Sci-Fi drama nor slapstick comedy with Dr. Who Papier Mache aliens. Dawn French is always excellent, but for me Stephen Tompkinson stole the show.

Produced by Rebecca Hodgson associate producer , Jacinta Peel producer , Jon Plowman executive producer: BBC , Andrew Wood line producer.
 Original Music by Neil Arthur
 Cinematography by David Odd
 Film Editing by David Martin
 Casting by James Bain
 Production Design by Chris Wilkinson
 Art Direction by Emma Dibb
 Costume Design by Yves Barre
 Makeup Department - Kirstin Chalmers makeup designer , Lorraine Hill makeup artist , Amanda Raines Jones makeup artist
 Production Management - Gary Barnes unit manager
 Second Unit Director or Assistant Director - Jim Chambers second assistant director , David Mack first assistant director , Dan Winch third assistant director
 Sound Department - Ed Brookes boom operator , Malcolm Davies sound recordist , Nick Fry sound mixer , Lance Gaunt digital effects
 Darren Nicholson digital effects.
 Visual Effects by - Graham Brown visual effects
 Stunts - David Cronnelly stunt coordinator , Gareth Milne stunt coordinator
 Other crew - Gary Connelly program manager , Michael Harvey location manager , Susy Liddell head of production , Steve Walker unit nurse.

National Television Awards, UK

Year Result Award Category/Recipient(s)

2002 Nominated National Television Award Most Popular Comedy Performance

Dawn French

Royal Television Society, UK

Year Result Award Category/Recipient(s)

2002 Nominated RTS Television Award Best Costume Design - Entertainment & Non-Drama Productions

Yves Barre

WR. Steve Shill , Nick Vivian .

DIR. Steve Bendelack

EPISODES: 3 **YEAR MADE:** 2002 **COUNTRY:** GB **SEASONS:** 1

GRANADA TELEVISION

CREATOR: STEVE SHILL

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 180 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 04/04/2002 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Alice Putkin DAWN FRENCH, Ted STEPHEN TOMPKINSON, Barry Branch OWEN TEALE, Shane DAVID WILLIAMS, Joy KATY CAVANAGH, Mark PETER SERAFINOWICZ, Stan DAVID TROUGHTON, Perdita Lowe ELEANOR BRON, Karen GERALDINE MCNULTY, Martin Meddick DANNY TENNANT, Molly FRANCES COX, Mabel OLIVIA JARDITH, Hank VINCENT MARZELLO, Ken Moffat LEADER HAWKINS, James Lowe MICHAEL MCSTAY, Best Pal TIME PALEY, Alien ROB PARRY, Hairdresser LORRAINE SASS, Dr. Handford PIP TORRENS, Bag Lady VIV WARENTZ.

TEKWAR



Tekwar was set in 2043 and was the story of Jake Cardigan, a former police officer who had been framed by an unknown enemy and placed in cryogenic prison for dealing in Tek. Tek was an illegal electronic mind stimulant which allows its user to escape the real world. Jake was brought out of his cryogenic state after only four years (before his sentence was up) and placed on parole due to the influence of Walter Bascom, the enigmatic and powerful head of the Cosmos Detective agency. Bascom needed Jake's help to find a missing scientist. Jake agreed to help Bascom out on the condition that Bascom help Jake clear his name. Jake discovered that while he was in the freezer his wife had divorced him, remarried and had turned their son against him. The one person still there for Jake was Sid Gomez, Jake's former partner on the police force who was now also employed by Bascom. Jake's nemesis on the police force is Officer Winger, an android detective who neither likes Jake nor appreciates the fact that he was let out of prison early.

During the course of the first four TV movies Jake was able to both clear his name and regain his son's trust. He also met Beth Kitteridge, the daughter of the missing scientist Bascom hired Jake to find. The two eventually become romantically involved. With the advent of the weekly series several changes were made in the supporting cast. Nika was added as office manager at Bascom's, she was an expert hacker and can usually find whatever information Jake needed to solve his case, William Shatner appeared in the first few episodes as Bascom and then was never seen again although he was frequently referred to. Shatner had taken time off to promote Star Trek Generations and stated he intended to return to his Bascom role, however the series was cancelled before he could. Beth was written out of the series, but the door was left open for her eventual return. Sid was killed in the line of duty. Jake became involved with Lt. Sam Houston a police officer he met in the line of duty. Sam eventually resigned from her position with the police and became Jake's new partner at Cosmos.

This show was created by William Shatner who mostly famous for playing Captain James T. Kirk in STAR TREK. Even before he'd done trekkin', William Shatner had begun tekkin'. The man who capered around the cosmos as Captain James T. Kirk started working on his series of Tek novels to kill time during a strike on the set of the fifth Star Trek movie. Five novels, 1989's TekWar, 1991's TekLords and TekLab, and 1993's Tek Vengeance and Tek Secret, were the result, and four TV movies led to a short-lived weekly series.

Shatner is executive producer, directs and has a cameo role as Walt Bascom, Cardigan's boss at the Cosmos Detective Agency. The anti-Tek hero himself is played by Greg Evigan from the sitcom My Two Dads. The series started in the US in January 1995 and came to Sky 2 in September 1996, though the movies aired earlier that year. Von Flores who had an recurring role of the evil Sonny Hokori, would later go on to star in Gene Roddenberry's EARTH: FINAL CONFLICT.

Tekwar was a series based on the popular series of books written by William Shatner, with Ron Goulart. Before writing the books Shatner had become world famous as Captain James T. Kirk on real Star Trek. To date there have been four novels in the series and together they have sold more than a million copies since the first book. TekWar, was published in 1989. Besides being the basis for the TV series the Tekwar books served as the basis for a comic book series entitled Tek World published by Marvel Comics from 1992 to 1994. In addition to writing the books on which the series is based. Shatner also plays one of the supporting characters in the TV series and was the director of the first episode Tekwar first appeared on television as a part of Action Pack. Action Pack was a syndicated series consisting of two hour long made for TV action adventure movies. Many of the features were part of series of made for TV movies. Two of the segments in Action Pack proved popular enough to become regular weekly TV series, these two were: Tekwar and HERCULES THE LEGENDARY JOURNEYS. The Tekwar TV series began airing on CTV in Canada, where it is made, in December 1994 and in the United States on the USA cable network a month later.

Tekwar was pulled from the USA network schedule in July of 1995 with four episodes left unbroadcast. Several of the episodes had been scheduled and were listed in various TV listings. These four episodes were first screened on the Sci-Fi Channel, which is owned by the USA Network. These final four episodes along

with the last four run on USA have not yet been run in Canada. Executive producers for the series were William Shatner and Peter Sussman, and the producer was John Calvert. The supervising producer was Seaton McLean and the creative consultant was Alfonse Ruggiero Jr. The production designer was Stephen Roloff, costume designer was Sherry McMorran, the special effects were created by Laird McMurray Services, the music was composed by David Michael Frank and the title song was by Warren Zevon. The series was seen on CTV and the USA Networks.

An engrossing drama about Jake Cardigan, a cop framed, sentenced to the freezer than released, and now setting out, as a private detective, to help rid the world of the creeps that framed him up, drug lord types who sell TEK, an electronic chip that goes into a headset which hooks people on their virtual reality unreal worlds to the point of brain damage or psychosis. William Shatner co-stars as Walter Bascom, the owner of the Bascom Detective Agency. Bascom has ins with some important people and thus gets lots of interesting cases thrown his way, bordering on the edge of police or government interference.

This series has the unusual aspect of killing off the sidekicks for Cardigan at a predigious rate. Well, one is faked being killed so she can go underground to pursue her chase of the TekLords, and another is killed by the TekLords, basically out of spite. Bascom and Cardigan are the survivors, as is the nearly magical VR specialist who can go into the vast cyberspace of the NET and do just about anything she wants. Again, the cyberspace themes are all here, VR terminals (very classy affairs in TekWar, reminiscent of Bang and Olfsen Hi Fi gear), ICE (anti-intruder software), net specialists who are able to get around the ICE and intrude just about at will, and of course the real heavies the TekLords. We also see face masks that allow the wearer to assume the face of the person they desire to impersonate, as well as really hi-tech jail cells ("dooooo-do-do-doo", the sound of a locking cell door).

The USA channel now owns this show, so network TV (UPN) no longer has the rights to show it, a pity for those not connected via cable. Come to think of it, the show hasn't been on the air for awhile...hope its just a summer break and that it will be back in the fall. A new rumor abounds that USA and SCI-FI channels are in heavy negotiation with Shatner and others to get the rights to new episodes. UPN may be involved to since they too have had a hand in making this show popular. Anyone else got the REAL story?

WR. Richard Manning, Hans Beimler, Robin Jill Bernheim, James Khan, Marc Scott Zicree, David Bennett Carren, J. Larry Carroll, Barry M. Schkolnick, Dean Butler, Lisabteh Shatner, Alfonse M. Ruggiero, Westbrook Claridge, Morgan Gendel, Chris Haddock and Jim Macak.

DIR. William Shatner, George Blomfield, Timothy Bond, Gerard Ciccoritti, Allan Kroeker, Ken Girotti, Stefan Scaini, Bruce Pittman and Allan Eastman.

EPISODES: 18 **YEAR MADE:** 1994 **COUNTRY:** US **SEASONS:** 1

AN ATLANTIS FILMS/UNIVERSAL PRODUCTION

CREATOR: WILLIAM SHATNER & PETER SUSSMAN

TYPE OF SHOW: EARTH FUTURE **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 19

DATE OF PREMIER: 25/01/1994 **AIR DATE OF LAST EPISODE** 09/02/1996

SEASON DATE BREAKDOWN:

FILMS: TEKWAR (1994) , TEKLORDS (1994) , TEKLAB (1994) , TEKJUSTICE (1994).

Jake Cardigan GREG EVIGAN, Walter H. Bascom WILLIAM SHATNER, Sid Gomez EUGENE CLARK (eps 1-12), Beth Kitteridge TORRI HIGGINSON (eps 1-8) , Nika NATALIE RADFORD (5-22), SHEENA EASTON, Kate Cardigan SONJA SMITS, Danny Cardigan MARC MARUT (films), CHRISTIAN CAMPBELL (series) , Lieutenant Winger (films) Det. Winger (series) MAURICE DEAN WINT, Sonny Hokori VON FLORES, Centra CATHERINE N BLYTHE, Lt. Sam Houston MARIA DEL MAR (eps 10-22).

Books Based on this series.

Tek Money	William Shatner	1996
Tek Power	William Shatner	1994
Tek Secret	William Shatner	1993
Tek Vengeance	William Shatner	1993
TekLab	William Shatner	1991
Teklords	William Shatner	1991
Tekwar	William Shatner	1989

RELATED SHOWS:

STAR TREK

*EARTH: FINAL CONFLICT*1 - 1 *SELLOUT*

When a television mogul enlists Beth Kittridge to head a research project aimed at eliminating Tek, Beth finds that she has been conned into a scheme to addict millions of unwitting viewers to a new form of Tek

Dir William Shatner

1 - 2 *UNKNOWN SOLDIER*

Jake befriends a beautiful young woman who turns out to be an enhanced "killing machine" - a military veteran with a resolute determination to kill Jake's boss, Walter Bascom.

Wr Robin Jill Bernheim

Dir Allan Kroeker

1 - 3 *TEK POSSE*

Jake is enlisted by the Tek Posse, a government-sanctioned military SWAT team chartered to hunt down Teklords. However, Jake becomes troubled when he witnesses how the Posse achieves its extraordinary success.

Wr Richard Manning, Hans Beimler

Dir George Bloomfield

1 - 4 *PROMISES TO KEEP*

Jake is forced to choose between losing Beth to her college sweetheart or risking her death at the hands of the Teklords.

Wr James Kahn

Dir Allan Kroeker

1 - 5 *ALTER EGO*

When a ruthless Teklord is imprisoned, Jake and Sid discover that they must outwit an even deadlier foe - a computer program that has taken over the likeness, personality and ambition of the jailed felon.

Wr David Bennett Carren, J. Larry Carroll

1 - 6 *STAY OF EXECUTION*

When terrorist Alec Seeger takes over the global weather control system, Jake heads the manhunt for Alec, teamed up with a former terrorist who may very well be working against Jake.

Wr Marc Scott Zicree

Dir Allan Kroeker

1 - 7 *KILLER INSTINCT*

Jake tracks down a deadly virus that incites people to commit random acts of violence.

Wr Barry M. Schkolnick

Dir Stefan Scaini

1 - 8 *CHILL FACTOR*

Jake and his fellow hostages must risk death by entering a deep level of cryofreeze and facing terrifying communal nightmares that can kill.

Wr Robin Jill Bernheim

Dir Bruce Pittman

1 - 9 *DEADLINE*

Jake is hired by his arch-nemesis on the police force -- the android Winger -- in order to save Winger's life.

Wr David Bennett Carren, J. Larry Carroll

Dir Allan Kroeker

1 - 10 *CARLOTTA'S ROOM*

Jake is determined to learn the truth about a prostitute who appears too real to be the interactive computer-generated image her promoters claim her to be.

Wr James Kahn

Dir Bruce Pittman

1 - 11 *DEEP COVER*

Sam's first day at the Cosmos Agency may be her last when she is assigned to infiltrate a powerful mafia-style family.

Wr Robin Jill Bernheim

Dir Allan Kroeker

1 - 12 *CYBERHUNT*

Nika finds herself on the other side of the law when an old friend from her renegade days lures her into using her expert hacker skills to locate and claim a long-lost shipment of bullion hidden in cyberspace.

Dir Allan Eastman

1 - 13 *ZERO TOLERANCE*

A vigilante determined to rid the world of Tek users attempts to recruit Jake in a bizarre scheme that could spell death for millions.

Wr David Bennett Carren, J. Larry Carroll

Dir Allan Kroeker

1 - 14 *FORGET ME KNOT*

When Jake's memory is extracted by a former "freezer" cellmate -- who needs it to locate a hidden shipment of solid rocket fuel -- he risks falling into a permanent state of dementia.

Wr James Kahn

Dir Ken Girotti

1 - 15 *THE GATE*

Jake must rescue his son from the clutches of a warped scientist who preys on disgruntled teenagers and sends them into a "Utopian" cybersphere so she can use their minds to fuel an advanced computer.

Wr Marc Scott Zicree

Dir Bruce Pittman

1 - 16 *SKIN DEEP*

Jake is stunned when an old girlfriend re-enters his life only to report her own murder.

Wr Dean Butler

Dir Hans Beimler

1 - 17 *REDEMPTION*

Jake reluctantly provides security for an ex-Mayor and former Tek-head who is running for re-election, but has a change of heart when he discovers that powerful and violent TekLords are supporting the more popular opposing candidate and will stop at nothing to win the election.

Wr J. Larry Campbell, David Bennett Carren, Robin Jill Bernheim

Dir Bruce Pittman

1 - 18 *BETRAYAL*

A security leak at Cosmos places everyone under suspicion.

Wr Lisabeth Shatner

Dir William Shatner

TELEROP 2009AKA: **ES IST NOCH WAS ZU RETTEN**

In the year 2009! The experts of the TV organization Telerop admire a chicken, which survived the turn of the century.

WR.**DIR.****EPISODES:** 13 **YEAR MADE:** 1974 **COUNTRY:** GER **SEASONS:** 1**CREATOR:****TYPE OF SHOW:** EARTH FUTURE**FORMAT:** SERIES**LENGTH (MINS):** 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** German**SEASON BREAKDOWN:** (1) 13**DATE OF PREMIER:** 10/07/1974**AIR DATE OF LAST EPISODE** 13/11/1974**SEASON DATE BREAKDOWN:****FILMS:**

-
-
- 1 - 1 *EISBERGE*
 - 1 - 2 *NICHTS ALS SAND*
 - 1 - 3 *SOS - SAUERSTOFF*
 - 1 - 4 *ROHSTOFFE AUSVERKAUFT*
 - 1 - 5 *GIFT FREI HAUS*
 - 1 - 6 *BABYS*
 - 1 - 7 *MEGALOPOLIS*
 - 1 - 8 *DIE ROSE IM MULL*
 - 1 - 9 *FORTSCHRITT VERBOTEN*
 - 1 - 10 *DIE TODLICHEN STUNDEN*
 - 1 - 11 *EINE RASSE FUR DEN SUDPOL*
 - 1 - 12 *HIRNSCHALTUNG AUF WUNCSH*
 - 1 - 13 *WIR DURFEN IN DIE BOOTE*

TELETUBBIES

AKA: **TELETAPIT (FINISH)**

AKA: **TELEPUZIKI (RUSSIAN)**



Four aliens Tinky Winky, Po, Laa-Laa and Dipsy crash land on Earth in their spaceship, which over time gets covered in grass therefore making it look like a hill. The aliens however discover things about life on Earth whilst also living in their space ship.

Each Teletubbies episode is largely the same - the sun, in the form of a giggling baby's face, rises over Teletubbyland and the four Tubbies emerge from their dome shaped hillock at the behest of a giant windmill and they watch a short film [twice] on one of the TV sets on their stomachs. The Tubbies then do a dance or play a game before a voice trumpet announces that it's "time for tubby bye-bye."

The British television phenomena of the late 1990s was the Teletubbies, a massive commercial success all over the world, together with a huge merchandising franchise, the teletubbies always came along with controversy. Due to the fact that the aliens used a strange baby language, which people were concerned would confuse children and at worst influence them not to take properly.

Despite this kids loved the show and so did many adults who joined in when watching the shows with their children. When the series was first shown in the US it was classed as having Gay tendencies due to the way the Teletubbies spoke and acted towards each other. The show has been ridiculed by most of the adult community, but despite this the show was a major success. Despite having a small budget the show is surprisingly produced well for what it is.

Various famous voices joined in for the cast including Tim Whitnall (MIKE AND ANGELO), Eric Sykes and Paula Wilcox (QUATERMASS). Script supervisor was Mary Pyke, Music was by Bob Hartley, designer was Alex Clarke, head of production was Sue James, the producer was Anne Wood.

A special 25 episodes entitled Teletubbies Advent Calender, was broadcast approaching Chritmass 1999, on BBC2 after the usual 10am broadcast of the show.

Cheaper than drugs, though probably not much safer, Teletubbies was the childrens TV phenomenon of the 90s. It's difficult to comprehend the fuss a childrens TV show can generate when irate parents fail to grasp what it is that appeals to their offspring, a truism that was never more ably demonstrated than in the strange case of the Teletubbies. The relentless repetition was all part of the charm and the lack of any real explanation for what we were watching made it the most surreal kid vid since the hey day of The Magic Roundabout. Why did the sparkly windmill inspire a Tubby frenzy? Why has the sun got the face of a manic, giggling baby? What on earth is that Hoover, Noo Noo, doing there? And just what are the Teletubbies anyway? Answers were rarely forthcoming but it hardly mattered. Teletubbies is fabulously weird entertainment for anyone of any age - a true psychedelic classic!

TV Guide Awards

Favorite Children's Show - Nominated - "Teletubbies" (1997) (1999)

1998

British Academy Awards, UK

BAFTA Childrens' Award Best Pre-School [Anne Wood] - winner

1999

Daytime Emmy Awards, USA

Outstanding Pre-School Children's Series [Andrew Davenport, Anne Wood] - nominated

2000

Daytime Emmy Awards, USA

Outstanding Pre-School Children's Series [Andrew Davenport, Sue James, Anne Wood] - nominated

WR. Andrew Davenport.

DIR. Nigel P. Harris

EPISODES: 335 **YEAR MADE:** 1997 **COUNTRY:** GB **SEASONS:** 13

A RAGDOLL PRODUCTION FOR BBC TELEVISION

CREATOR: ANDREW DAVENPORT, ANN WOOD.

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 40, (2) 20, (3) 40, (4) 30, (5) 40, (6) 20, (7) 40, (8) 20, (9) 10, (10) 20, (11) 20,

DATE OF PREMIER: 31/03/1997 **AIR DATE OF LAST EPISODE** 05/01/2001

SEASON DATE BREAKDOWN:

FILMS:

Teletubbies PUI FAN LEE/ SIMON SHELTON/ JOHN SIMMIT/ NIKKY SMEDLEY/ DAVE THOMPSON,
Voices MARK HEENEHAN/ ROBIN STEVENS/ ERIC SYKES/ TIM WHITNALL/ TOYAH WILCOX,
ALEX PASCALL, SWYAZE BISHTON, TYRONE FRANCIS, JOSH KELLERMAN, JEE SU KIM,
BETHANIE SADLER, DWYANE STEWART.

RELATED SHOWS:

MIKE AND ANGELO

QUATERMASS (1979)

- *ORANGE PICKING*

The Tubbies watch some children gathering citrus fruit.

- *MAKING FANTASTIC ANIMALS*

- *DRUMMING WITH NORRIS*

- *CAFÉ EGGS*

- *FLAMENCO DANCING*

- *MILKING COWS*

- *MANDIR TEMPLE*

- *MAKING MUSIC*

The Tubbies watch two children making music with a saucepan.

- *DUCKS*

Dipsy joins the other Tubbies watching two children feeding some ducks.

- *GETTING UP IN THE MORNING*

The Tubbies watch children waking up and preparing themselves for the day ahead.

- *HIDE AND SEEK*

The Tubbies watch a group of children playing Hide-and-Seek.

- *BADGERS*

Dipsy plays a watching game, while some children observe a group of badgers.

- *SAMIRA'S GYMNASTICS*

- *MAORI SINGING*

Some children perform a song that comes from New Zealand.

- *DENTIST*

- *ICE LOLLIPOPS*

Laa-Laa watches some children as they freeze fruit juices for ice lollies.

- *MAKING BREAD*

Tinky Winky fetches the others to watch two boys making bread.

- *SPARKLY SPIDER*

Tamzin Griffin tells a story about a spider.

- *CAT'S NIGHT OUT*

The Teletubbies watch a little boy talk to her pet cat.

- *CHICKS*

The Tubbies listen to some boys talking about life on a farm.

- *BODY TO BODY*

The Tubbies bump tummies and play a falling-down game.

- *CAMPING*

The Tubbies watch two children go camping with their parents.

- *BALANCING*

The tubbies watch a boy and his pet stick insects and play hide-and-seek.

- *THE HELICOPTER*

Po counts to three, then the quartet decide to watch Sam go for a ride in a helicopter.

- *FEEDING THE CHICKENS.*

The Tubbies dance in and out of the trees, and then make rather too much Tubby toast.

- *MARK AND TOPUS*

- *PUMPKIN FACE*

A little girl uses different objects to create a face on a pumpkin.

- *BASKETBALL*

A boy and his dad play basketball.

- *TULIPS*

- *OUR DOG ALICE*

- *COLOURS: GREEN*

- *MAKING LANTERNS*

- *STRAWBERRY PICKING*

A present for Dipsy appears and the Tubbies stop eating their custard to watch some children go picking for strawberries.

- *HAND PAINTING*

- *LEAVES*

The tubbies watch some children playing with Autumn leaves.

- *MY MUM'S A DOCTOR*

A young girl talks about her mother's special occupation.

- *TWEET TWEET*

The Tubbies watch some children who are looking for birds in the park.

- *BUBBLES*

The aerial-appendaged quartet watch children blowing bubbles.

- *GOSPEL SINGING*

The Tubbies see a little girl whose mother is a very talented singer.

- *ANIMALS - SNAILS*

- *REBECCA'S DOG*

A dog does some tricks.

- *NUMBERS: THREE*

- *NUMBERS: 6*

There's no toast left for LaaLaa, so the other Teletubbies share their portion with her.

- *PEACOCKS*

The Teletubbies see children watching some peacocks.

- *BOOM BOOM DANCE*

The foursome copy a drum-led children's dance.

- *THE VERY PROUD CROWN*

Tamzin Griffin reads a story and acts as a Funny Lady.

- *BECKY'S FLAKE CAKES*
- *THE PIER*
- *COWS AND CALVES*
- *TENNIS*
- *PAVEMENT ARTIST*

A rainbow appears over Tellytubbyland after a cloud brings showers.

- *FOX CUBS*

Andy Brown and two children look for fox cubs.

- *MAKING SALAD*
- *DIGGING IN THE SAND FOR CRABS*
- *CLOGS*

The Tubbies watch children visiting a clogmaker's shop.

- *YOGA*

Po gets tired and needs to rest.

- *LARETTE TAP DANCING*

The Quartet try to stay quite and then watch a girl tap dancing.

- *STOP AND GO*

The Tubbies watch as a group of children play a stop-and-go game.

- *PHOTO-FACES*

The Quartet watch children taking photos of each other before a telescope appears in Tellytubbyland.

- *KING PLEASURE/SEE SAW MARJORY DAW*

The Teletubbies watch some children dance while King Pleasure and the Biscuit Boys play See Saw Marjory Daw.

- *CHAMELEON*

The Tubbies play catch and watch a boy hunt for a chameleon.

- *SEA TRACTOR*

Today, the Tubbies watch some children go for a ride on a sea tractor.

- *ROSIE'S HAIRDO*

The Tubbies watch some children styling their friend's hair.

- *ANIMAL RHYTHMS*

Dipsy and Laa-Laa discover a funny noise and then rejoin the others.

- *BAGELS*

A little girl makes some Bagels.

- *GAME DRIVE*

Some children are driven around a game park in South Africa.

- *COLOURS (RED)*

The four friends watch children finding out about the colour red.

- *HUMPTY DUMPTY*

The quartet join in when a voice trumpet recites Humpty Dumpty.

- *WELLY WALK*

Laa-Laa wants to play indoors, but the others prefer to go outside.

- *WOODLICE*

Some children find tiny creatures living under a log.

- *CAROUSEL*

The quartet watch a group of children spinning around on a carousel.

- *CLAY*

Two boys makes models from clay.

- *CRAWLING*

The foursome watch children crawling.

- *CUDDLE'S POOR PAW*

Brain Cant tells a story, while the Tubbies play a "who did it?" game.

- *SHRIMPS IN THE SAND*

The Tubbies watch three children exploring rock pools.

- *BRENNAN'S MOONWORK*

A little boy called Brennan pretends to fly to the moon.

- *HANDSHAPES - TURKEY*

The Tubbies watch a little girl paint a picture of a turkey.

- *PUTTING ANGUS TO BED*

- *WINDMILL*

- *WASHING THE ELEPHANT*

- *NUMBERS: 10*

- *GOING UP AND GOING DOWN*

Laa-Laa and Dipsy have fun walking up and down a hill.

- *JIGSAW - RABBITS*

Three children build a giant jigsaw. But what is the picture of?

- *NEDS GERANIUMS*

- *PENGUINS*

- *NAUGHTY SOCK RETURNS*

- *AMY'S HOUSE*

- *GIRAFFES*

- *NUMBERS: TWO*

- *HANDY HANDS*

- *WASHING THE CAR*

- *NAUGHTY PIG*

- *OUR CALF, TREACLE*

- *URBAN WALK*

- *EMILY AND JESTER*

Laa-Laa has fun with a chair, then she and the others watch a little girl called Emily riding her pony Jester

- *BOYS AND EGGS*

Some boys collect eggs.

- *FUNNY LADY: NAUGHTY SOAP*

Po brings the Tubbies out of the house to watch Tamzin Griffin tell the story of a silly sippy soap. Later, it's time for Po to have a wash with her Tubby sponge.

- *FUNNY WALKS*

The tubbies walk around in unusual ways.

- *KITTENS*

The animals march through Tellytubbyland.

- *LADYBIRD (BEETLES)*

Andy Brown and Amber look for ladybirds.

- *JIGSAW: ELEPHANT*

The Teletubbies watch three children as they piece together a jigsaw puzzle and then try to guess what the picture is.

- *OLD KING COLE*

The Teletubbies act out the well-known nursery rhyme.

- *FROGS*

Dipsy obstructs Laa-Laa's view.

- *RANGOLI*

A boy helps to paint patterns for the Hindu festival of Diwali.

- *TWIRLERS*

The Tubbies are marching through Tellytubbyland.

- *MY PIANO*

The Teletubbies watch a little girl play her piano.

- *TROPICAL FISH*

The Teletubbies watch two girls play with their new pet fish.

- *LAND YACHTING*

Dipsy watches a girl and her father yachting on land.

- *CYGNETS*

- *HOVERCRAFT*

The Teletubbies are extra careful with their blankets.

- *DELILAH PACKING*

The Tubbies watch a girl and her sister get ready for a day out.

- *SARAH, FRASER AND THE DUCKS*

Po finds a new trick to play with Tubby toast.

- *THROWING*

The Tubbies watch a girl and a boy throwing a ball and also take some exercise.

- *SWANS*

The Tubbies watch Andy and children feeding some swans.

- *LIGHTHOUSE*

The Tubbies watch children whose father is a lighthouse keeper.

- *NAUGHTY BEE*

The fun-loving foursome listen to a story from Tamzin Griffin.

- *PADDLING POOL*

The Tubbies watch some children playing in the water.

- *KATHAK DANCING*

The colourful quartet amuse themselves with a swapping game.

- *DECORATING BOXES*

The Tubbies get a surprise when a jack-in-the-box pops up.

- *OTTERS*

The Tubbies watch Andy Brown and some children looking for others.

- *PEBBLES*

The Teletubbies watch some children make a picture from pebbles.

- *COLOURS (YELLOW)*

A magical event occurs.

- *SEA LIONS*

- *DOUBLE BASS*

Laa-Laa enjoys double-bass music, while some children visit a friend who plays that instrument.

- *I WANT TO BE A VET*

A girl takes her rabbit to the vet.

- *SQUEEZY PAINTING*

The tubbies eat custard and watch children painting.

- *CUDDLES GET LOST*

Brian Cant tells a story about a teddy bear.

- *MAKING FLOWERS*

A watering can appears.

- *NUMBERS: 1*

The Quartet decide to take it in turns to wear the skirt.

- *DAD'S LORRY*

Dipsy goes for a walk on his own.

- *PLAYING IN THE RAIN*

Dipsy steps in a puddle.

- *BOOTS*

When a pair of boots appear, Tinky Winky shows Po a special boots dance.

- *HEDGEHOGS*

A look at a hospital for poorly hedgehogs.

- *GUESS WHO I AM*

The Tubbies watch children pretending to be animals.

- *MARY HAD A LITTLE LAMB*

Po follows Tinky Winky all over Teletubbyland.

- *CLOCKWORK*

The Tubbies pretend to be a robot.

- *NUMBERS: 7*

The Tubbies are exciting to see seven clouds appear in Teletubbyland.

- *NED'S BICYCLE*

The quartet watch Ned work on his bicycle.

- *TORCHES*

The Tubbies watch some children playing with torches. Meanwhile, everyone in Teletubbyland is playing the chasing-and-catching game.

- *CATCHING LEAVES*

The colourful quartet watch a group of children as they try to catch falling autumn leaves.

- *COLOURS (BROWN)*

A voice trumpet teaches the colourful quartet the rhyme How Now Brown Cow, while the lion and the bear play a game of hide-and-seeK.

- *STICK INSECT*

The fun loving quartet watch a little boy with his pet stick insects.

- *WRAPPING*

The Tubbies dance before watching some childre wrapping up presents for their friend. Then the magical house appears in Teletubbyland.

- *WATER*

The Teletubbies have fun playing in and around a puddle. Then the voice trumpet appears.

- *PIGLETS*

The tubbies watch four boys playing with some piglets.

- *COLOURS (ORANGE)*

The foursome watch some children learn about the colour orange, and Laa-Laa describes the colour of her ball to the other Teletubbies.

- *DAD'S PORTRAIT*

Watched by the Teletubbies, a girl paint a picture of her father.

- *PAINTING WITH OUR HANDS AND FEET*

The Tubbies watch children painting.

- *NAUGHTY SOCK*

The Tubbies play peek-a-boo.

- *DIGGING IN THE SAND*

The Tubbies watch children digging in the sand for worms.

- *OUR PIG WINNIE*

A boy has a special friend.

- *NED'S POTATOES*

A boy digs for potatoes.

- *SNOWY STORY*

A cloud begins to snow.

- *CHRISTMAS CAROLS*

Some children sing carols.

- *CRACKERS*

The colourful quartet watch children as they make Crackers.

- *MAKING CHRISTMAS CARDS*

The Tubbies watch children make Christmas cards.

- *MARK AND ZOE COOKING*

The quirky quartet watch two children decorating a cake.

- *FLAMENCO GUITAR*

A Flamenco player performs a nursery rhyme for two girls.

- *HEY DIDDLE DIDDLE*

Laa-Laa makes up a special dance to show to the others.

- *DIRTY DOG*

The Tubbies watch Emily and Jamie take their dog Jessies for a walk before giving her a bath. And who is going to eat the extra piece if Tubby toast?

- *NAUGHTY CLOUD*

Funny Lady tells some children the story of the misbehaving cloud.

- *HAYMAKING*

The quartet watch some children making hay. The Noo-Noo tidies up.

- *GOING FOR A WALK*

Some children go for a walk.

- *ANIMALS - ROCKPOOL*

The Tubbies watch some children exploring a rockpool.

- *GRAND OLD DUKE OF YORK*

Po plays a special drum and something magic occurs.

- *SHOESHINE*

Tinky Winky and Dispy step in some mub, and watch a girl polish her family's shoes.

- *WASHING THE BUS*

The chums watch some children riding on a bus as it is washed.

- *FUNGI THE DOLPHIN*

- *PANCAKES*

- *CHINESE NEW YEAR*

- *COLOURS (BLUE)*

- *BELL RINGING*

- *NAUGHTY HORSE RETURNS*

- *LITTLE BABY*

- *LONG HORNS*

The Teletubbies watch Sam and his mother blow long horns.

- *FEEDING MY BABY SISTER*

Po makes some Tubby Custard for Dipsy.

- *ROBIN*

The tubbies see two children watching a robin in their garden.

- *HAIR BRAIDING*

A little girl has her hair braded.

- *APPLE PIE*

Dipsy makes some bouncy Tubby Toast, and Bo Peep appears in Tellytubbyland looking for he lost sheep.

- *CHRISTMAS TREE*

The quartet watch a tree being decorated by some children.

- *SEAHORSES*

The Tubbie watch some children visiting a sealife centre.

- *CIRCLES*

The Noo-noo tidies up.

- *CARNIVAL II*

- *HAIRCUT*

- *NUMBERS 4*

- *BALLET RHYMES 3*

- *KITE FLYING*

- *PLAYING WITH DOUGH*

- *ICE-CREAM SUNDAE*

- *NAUGHTY DUCK*
- *ROLLERBLADING*
- *MAKING A DEN*

The Tubbies watch two children construct a den. When a carpet suddenly appears in Teletubbyland, it becomes an endless source of fascination for Laa-Laa and Po.

- *TRAM (CABLE CAR)*

The Teletubbie watch children on a tram.

- *MOON*

The Tubbies watch two children looking through a telescope at the moon.

- *STATUES*
- *JUMPING*

The Tubbies watch and copy children jumping.

- *BARBECUE*

The Tubbies watch a boy and his grandad build a barbecue.

- *LEVEL CROSSING*
- *BECKY AND THE JED FIND EGGS*
- *ROCKING CHAIR*
- *COLOURS (PINK)*
- *LIVING IN FLATS*
- *NUMBERS: FIVE*
- *WASHING UP*
- *HANUKAH*
- *MUSIC WITH DEBBIE PART 1*
- *CHRISTENING*
- *DRAWING CACTI*

Some children visit a conservatory and make pictures of cacti.

- *SKIPPING*

The Tubbies watch some children who love to skip.

- *SPRAY PAINT MURAL*

The four get squirted.

- *BLACKBERRY PICKING*

Po watches some children pick blackberries.

- *FANCY DRESS*

Tinky Winky pretends to be king of Tellytubbyland.

- *SPIDERS*

The Tubbies watch a little girl looking for spiders.

- *BALLET (JACK IN THE BACK)*

The Teletubbies watch some children perform a dance.

- *COLOURS (PURPLE)*

A big purple flower grows in Teletubbyland.

- *SWIMMING WITH STEPHANIE*

The Tubbies watch some children swimming.

- *YELLOW COW*

The quartet hear the story of the yellow cow. The voice trumpet has a message for Laa-Laa and the dancing bear appears in Tellytubbyland.

- *MUM'S KEYBOARD*

The Tubbies watch two boys making keyboard music.

- *WALKING IN THE WOODS*

Laa-Laa wants to give the others a big hug, then the quartet watch some children who are going for a walk in the wood.

- *MY VIOLIN*

The fun loving foursome listen to some lovely music

- *FEEDING THE SHEEP IN WINTER*

TERMINATOR : THE SARAH CONNOR CHRONICLES

AKA: **THE SARAH CONNOR CHRONICLES** (*working title*)



Prompted by the return of the Terminators into their lives, Sarah and John decide to stop running and focus on stopping the birth of Skynet. They are aided by Cameron, a Terminator who poses as a student at John's school and whose mission is to protect John. Meanwhile, FBI Agent James Ellison pursues Sarah and John with the belief that Sarah is deranged.

On November 9, 2005, *Variety* reported that a television series based on the Terminator franchise is being produced by C2 Pictures, which produced *Terminator 3: Rise of the Machines*, in association with Warner Bros. Television. Fox Broadcasting Company had also joined the project by making a commitment to the pilot with Josh Friedman set to write the pilot and to serve as an executive producer for the series. Among the executive producers are C2 Pictures' Andy Vajna, Mario Kassar and James Middleton.

The series, initially titled *The Sarah Connor Chronicles*, will focus on the character Sarah Connor, who is on the run with her son after the events of *Terminator 2: Judgment Day*. Regarding the character, Middleton says, "She has the weight of the world on her shoulders and also has to raise a teenage son who may be the salvation of humanity." Friedman comments that the series will contain fewer action sequences due to the smaller budget of television in contrast to feature films.

Fox Broadcasting greenlit production on August 28, 2006, after Warner Bros. Television hired David Nutter to direct the pilot. The series was among seven new TV shows picked up by Fox on May 13, 2007 for its 2007-08 television season.

In a June 20, 2007 interview, Friedman said the show will avoid the "Terminator of the Week" plot device and that Sarah, John, and Cameron will have other threats than just Terminators. Skynet will also come into play as the series progresses. Furthermore, Friedman stated that the events of *Terminator 3: Rise of the Machines* occur in an alternate timeline from that of the TV series. In addition to having planned the entire story arc for the first season, Friedman has a rough idea for the plot of the following three seasons.

At the 2007 summer Television Critics Association press tour, Fox Entertainment Chairman Peter Liguori said that certain aspect of the pilot, involving a Terminator posing as a teacher attacking John at school, would be changed following the shooting at Virginia Tech.

The casting process of the series took 16 weeks during which the producers auditioned actors not only from America but also from Australia, Canada, and England. Over 300 actresses auditioned for the role of Sarah Connor, the heroine of the Terminator series.[citation needed] Series creator Josh Friedman described the actress he was looking for was someone "who embodied that spirit and who was believable in that role and not just some glammed up, Hollywood, actressy thing". After a friend recommended English actress Lena Headey for the role, Friedman watched her audition tape, and thought she was "a tough, tough woman". Headey was officially cast on November 7, 2006.

On December 7, 2006, the actor cast in the role of 15-year-old John Connor was announced to be Thomas Dekker. Regarding the Terminator films, Dekker says, "They are like my favorite films when I was younger. So it's very ironic that I'm getting to do this. And I know for the younger generation and for myself, John was equally important to me as Sarah was, and I know a lot of the people that I hear from really, really care about John."

The remaining two principal cast members of the series, Richard T. Jones and Summer Glau, were announced in January 2007 and February 2007 respectively. Jones likens his character, an FBI agent, to that of Tommy Lee Jones in *The Fugitive*. Moreover, he is allowed to improvise a few lines to provide "a little bit of comic relief" to the show. Unlike Dekker, Glau had not seen the Terminator films prior to being cast as Cameron Phillips, whose role in the series was initially kept concealed but was later revealed to be a Terminator sent

from the future to protect John. Friedman had previously wanted to cast Glau in a pilot he wrote four years prior to The Sarah Connor Chronicles but she was already committed to Serenity. Glau admitted she felt "intimidated" by the role because the character is comprised of both human and robot characteristics.

The role of Cromartie, a Terminator sent back to kill John Connor, first went to Owain Yeoman, who appeared in the pilot. The trade press reported on September 24, 2007, that Garret Dillahunt has joined the show in that same role.

WR.

DIR.

EPISODES: 12 **YEAR MADE:** 2008 **COUNTRY:** US **SEASONS:** 1

C-2 PICTURES, WARNER BROS. TELEVISION

CREATOR: JOSH FRIEDMAN

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIAS

LENGTH (MINS): 60 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1)

DATE OF PREMIER: 13/01/2008

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS: THE TERMINATOR (1984), TERMINATOR 2 : JUDGEMENT DAY (1991), TERMINATOR 3 : RISE OF THE MACHINES (2003)

Cameron Philips SUMMER GLAU, John Connor THOMAS DEKKER, Sarah Connor LENA HEADEY, James Ellison RICHARD T. JONES.

1 - 1 *"PILOT"*

After two years in one spot Sarah Connor feels the need to move on before they get too comfortable. They move to a new city where John starts school and meets a mysterious girl.

Wr Josh Friedman

Dir David Nutter

1 - 2 *GNOTHI SEAUTON*

Sarah contacts an old friend to acquire new aliases for her and John.

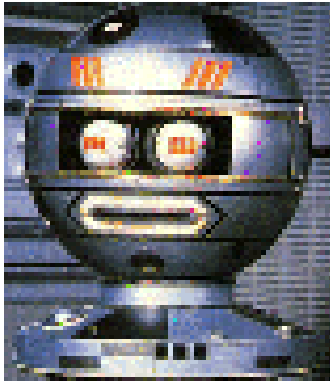
Wr Josh Friedman

Dir David Nutter

1 - 3 *THE TURK*

Sarah visits Myles Dyson's widow. She ends up meeting Andy Goode along the way who ends up being an inventor of a chess playing computer named "The Turk." John and Cameron try their best to fit in on their first day at the new high school.

TERRAHAWKS



The format was familiar enough. In the year 2020, a crack fighting force, the Terrahawks, are dedicated to saving Earth from attack by an evil intergalactic adversary - in this case Zelda, the witch-queen of Guk. An android with a face like a pickled chestnut and a horrible harridan's cackle, Zelda was assisted by her equally ugly cronies, inept son Yung-Star and bitchy sister Cy-Star .

Heading the Terrahawks was Dr Tiger Ninestein, one of nine clones created from an American-Austrian professor called Gerhard Stein. On his team were daredevil pilot Mary Falconer, pop-singer/pilot Kate Kestrel, Japanese computer genius Lt: Hiro, and Lt. Hawkeye, an American athlete with computer-assisted eyesight. They were aided by a battalion of silver spherical robots called Zeroids, commanded by Sgt. Major Zero.

From their secret base, Hawknest, in South America, the Terrahawks foiled every dastardly plot and fiendish monster that Zelda could throw at them.

And these being the `sophisticated' 1980s, it was all done with plenty of tongue-in-cheek humour. Sgt. Major Zero was played by Windsor Davies in his fruitiest It Ain't Half Hot, Mum voice and there was a nod to the pink star of Thunderbirds with Hudson, a posh-talking Rolls-Royce, which drove itself and changed colour with its moods.

Terrahawks was Gerry Anderson's return to puppetry after his forays into live-action TV. And, 14 years on from 1969's *The Secret Service*, Anderson coined a new word for a new sophisticated technique - Supermacromation. These puppets had no strings attached. Deployed at a cost of £5m for the first 26 episodes, the Terrahawks were packed with advanced electronics and operated by hand - in some cases, more than one pair.

Despite its impressive array of hardware and some imaginative baddies, Terrahawks relied too much on elements from series past, but without ever coming close to re-creating their charm. It did run for three seasons on ITV, between 1983 and 1986.

Using more advanced puppets than in all his SuperMarionation series, with more electronic movements built in, this was the last of Anderson's SF puppet series for children, made after he had been working for some years with live-action tv (> *SPACE: 1999*). The Terrahawks are an elite special force who must save Earth from the depredations of Zelda, the Android witch-queen of Guk. To help, they have the silver Robots the Zeroids, commanded by Sgt Major Zero, who has a funny Sgt-Major voice. Most of the old Anderson ingredients are shuffled about in this attack-from-space series, but the results are tired and self-parodic.

The series producers were Gerry Anderson and Christopher Burr, associate producer was Bob Bell, the music was created by Richard Harvey and the special effects designer was Stephen Begg. The main writer for the series was Tony Barwick, but other did include Gerry Anderson. Nearly all episodes written under an assortment of feline pseudonyms, such as Cubby Dreistien, Kit Tenstein, Koo Garstien, T.I. Gerstein, Effie Linestein, Claude Backstein and other puns, including Sheik Spearstein, Manny Pheakstein and Sue Donymstein.

WR. Tony Barwick, Gerry Anderson.

DIR. Alan Pattillo, Tony Lenny, Desmond Saunders and Tony Bell.

EPISODES: 38 **YEAR MADE:** 1983 **COUNTRY:** GB **SEASONS:** 3

PRODUCED BY ANDERSON BURR PICTURES IN ASSOCIATION WITH LONDON WEEKEND TELEVISION

CREATOR: GERRY ANDERSON

TYPE OF SHOW: INVASION

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 13, (3) 13.

DATE OF PREMIER: 09/10/1983 **AIR DATE OF LAST EPISODE** 26/07/1986

SEASON DATE BREAKDOWN:

FILMS:

Zelda /Mary Falconer DENISE BRYER, Sgt. Major Zero WINDSOR DAVIES, Dr. Ninestein/Hiro/ Johnson/ It-Star (boy) JEREMY HITCHIN, Kate Kestral/ Cy Star/ It-Star (girl) ANNE RIDLER, Hudson./ Space Sargent 101 / Yung-Star/ Hawkeye/ Stew Dapples/ Dix-Huit/ TIM BEN STEVENS, Kate's Singing Voice MOYA GRIFFITHS.

RELATED SHOWS:

SPACE: 1999

SUPERCAR

THUNDERBIRDS

CAPTAIN SCARLET AND THE MYSTERONS

JOE 90

U.F.O.

SPACE PRECINCT

SECRET SERVICE, THE

1 - 1 *EXPECT THE UNEXPECTED (A TWO PART STORY)*

It is the year 2020, an alien invasion fleet attacks the NASA base on Mars, destroying it utterly.

The invaders, androids from the Planet Guk, then take complete control of the red planet. Thier leader, Zelda, makes plans to take over the Earth also. Meanwhile, the Earth's only hope for survival, the elite defence force codenamed TERRAHAWKS, stand ready at thier secret H.Q, waiting for Zelda to make her first deadly move.

Wr Gerry Anderson

Dir Alan Pattillo

1 - 2 *THUNDER-ROAR*

Zelda releases a hideous space monster, Sram, from cryogenic sleep. He attempts to kill the Terrahawks with his thunderous voice which can create earthquakes.

Wr Tony Barwick

Dir Alan Pattillo

1 - 3 *HAPPY MADEDAY*

Sergeant Major celebrates the day of his creation, whilst the master of infinite disguise, Moid, travels to Earth and takes the place of Hiro, who is being held captive in Antartica after being shot down by Zelda.

Wr Tony Barwick

Dir Tony Lenny

1 - 4 *THE UNGLIEST MONSTER OF ALL*

Zelda unleashes a Teddy Bear called Yuri on the Terrahawks, but they mistake it for a friendly creature and fail to comprehend it's terrifying powers until it's too late.

Wr Tony Barwick

Dir Tony Lenny

1 - 5 *CLOSE CALL*

A reporter gets too close to breaching the security of the Terrahawks, and finds himself getting a little too close to the action when he is confronted by Zelda, who uses him as a tool in a scheme to kill Ninestien.

Wr Tony Barwick

Dir Desmond Saunders

1 - 6 *THE GUN*

An unmanned space transporter returns to Earth carrying rare tungsten ore. It is a quarter of a million miles off course. The Terrahawks shoot it down but Zelda has other plans and creates a huge gun out of her cubes to bring down the Terrahawks and retrieve the Tungsten ore.

Wr Tony Barwick

Dir Tony Bell

1 - 7 *GUNFIGHT AT OAKY'S CORRAL*

The Terrahawks pursue a lone renegade Cube through the Arizona desert.

Wr Tony Barwick

Dir Tony Bell

1 - 8 *TUNDER PATH*

Sram returns and hijacks the Terrahawk's supply train, the Overlander, and sends the vehicle on a collision course with an oil refinery.

Wr Tony Barwick

Dir Tony Lenny

1 - 9 *FROM HERE TO INFINITY*

Zelda plants a gravity bomb on an old Earth space probe and sends it hurtling towards Earth, it's target: Hawknest, only Sergeant Major can save the day.

Wr Donald James

Dir Alan Pattillo

1 - 10 *MIND MONSTER*

The Terrahawks discover a capsule adrift in space and take it to Spacehawk, but inside the capsule is a creature capable of warping the minds of anyone it comes into contact with and give them haunting and terrifying hallucinations.

Wr Tony Barwick

Dir Tony Bell

1 - 11 *A CHRISTMAS MIRACLE*

The Terrahawks celebrate the festive season, and they don't just have a party by themselves, to Ninestien's horror, Zelda and her family are welcomed on board Spacehawk to celebrate as well.

Wr Tony Barwick

Dir Tony Lenny

1 - 12 *TO CATCH A TIGER*

Zelda captures the crew of a space transporter, and will only release them if Ninestien offers himself as a hostage in exchange.

Wr Tony Barwick

Dir Tony Lenny

2 - 1 *OPERATION SAS*

Kate and Stu are captured by Yuri and Youngstar, the Zeroids are sent to rescue them.

Wr Tony Barwick

Dir Tony Lenny

2 - 2 *TEN TOP POP*

Zelda takes control of Stu Dapples to begin her next attack on Earth.

Wr Tony Barwick

Dir Tony Bell

2 - 3 *PLAT IT AGAIN, SAM*

The world of music and hip hop is dramatically altered, as Ninestien and Zelda confront each other in a battle of the bands.

Wr Tony Barwick

Dir Tony Bell

2 - 4 *THE ULTIMATE MENACE*

Ninestien and Zelda join forces against an omnipotent computer controlled spaceship.

Wr Tony Barwick

Dir Tony Lenny

2 - 5 *MIDNIGHT BLUE*

Whilst pursuing a decoy Zeaf, Hawkwing becomes trapped in the depths of space.

Wr Tony Barwick

Dir Tony Lenny

2 - 6 *MY KINGDOM FOR A ZEAF*

Zelda deploys Lord Tempo, a time lord, to Earth, with his mastery of time and space, he hopes to crush the Terrahawks once and for all.

Wr Tony Barwick

Dir Tony Bell

2 - 7 *ZERO'S FINEST HOUR*

Zero and the Zeroids must find a means of stopping Youngstar from following the Overlander directly back to Hawknest.

Wr Tony Barwick

Dir Tony Bell

2 - 8 *COLD FINGER*

The Terrahawk team do battle with the literally cold hearted Coldfinger, whose feindish powers can reduce anything and anyone to a frigid state.

Wr Tony Barwick

Dir Tony Bell

2 - 9 *UNSEEN MENACE*

Moid, Master of Infinite Disguise, transforms himself into the Invisible Man to create trouble for the Terrahawks.

Wr Tony Barwick

Dir Tony Bell

2 - 10 *SPACE GIANT*

Two Astronaughts take a small Sporilla back to Earth with devastating consequences.

Wr Tony Barwick

Dir Tony Lenny

2 - 11 *CRY UFO*

A day in the life of Stu Phillips as he witnesses the arrival of a U.F.O, only to have no one believe what he says, except Kate.

Wr Tony Barwick

Dir Tony Bell

2 - 12 *THE MIDAS TOUCH*

Zelda deploys the alien Krell to Earth and plots the destruction of the space equivilant of Fort Knox.

Wr Trevor Lansdown, Tony Barwick

Dir Alan Pattillo

2 - 13 *MA'S MONSTERS*

In this clip show, Zelda reflects on her previous attempts to kill the Terrahawks, and realises the time has come for new and more powerful monsters to be brought to the fold, whilst CysStar has some important news.

Wr Tony Barwick

Dir Tony Lenny, Tony Bell

3 - 1 *TWO FOR THE PRICE OF ONE*

Ninestien and the Terrahawk team arrive on Mars with a weapon capable of defeating Zelda once and for all, whilst Cysstar is about to give birth to her new offspring.

Wr Tony Barwick

Dir Tony Lenny

3 - 2 *FIRST STRIKE*

A stubborn, never-say-die military leader gains control of the Terrahawk outfit and stages humanity's first full assault on Zelda's base on Mars, but is he fighting a war he can hope to win?

Wr Tony Barwick

Dir Tony Lenny

3 - 3 *TERRABOMB*

Zelda plants a hidden bomb on the Battletank, with Yuri positioned outside Hawknest using his telekinesis to seal the Battlehawk launch doors shut. Ninestien and Mary find themselves trapped inside.

Wr Tony Barwick

Dir Tony Bell

3 - 4 *SPACE CYCLOPS*

The Terrahawks confront a metal-consuming monstrosity created by Zelda.

Wr Tony Barwick

Dir Tony Lenny

3 - 5 *DOPPLEGANGER*

Itstar discovers how to duplicate Zelda's minions and experiments on Youngstar.

Wr Tony Barwick

Dir Tony Lenny

3 - 6 *CHILD'S PLAY*

Itstar hatches its own special scheme to destroy the Terrahawks, and it involves planting a "flawed" bomb in the desert.

Wr Tony Barwick

Dir Tony Lenny

3 - 7 *JOLLY ROGER ONE*

Youngstar and Itstar ally themselves with an intergalactic pirate and set up a pirate radio station in order to lure the Terrahawks into an ambush with the pirate's heavily armed battleship.

Wr Tony Barwick

Dir Tony Lenny

3 - 8 *RUNAWAY*

Yuri has fled Zelda, and is quickly pursued and captured by the Terrahawks, however, Itstar has bugged Yuri in an attempt to discover Hawknest's location.

Wr Tony Barwick

Dir Tony Bell

3 - 9 *SPACE SAMURAI*

A pacifist Space Samurai called Tamura attempts to bring Ninestien and Zelda's battles to an end and unite them in peace by proposing they discuss their differences, but Zelda's treachery ensures negotiations are FAR from peaceful.

Wr Tony Barwick

Dir Desmond Saunders

3 - 10 *TIME WARP*

Mary barely escapes the destruction of Spacehawk and arrives on Earth just in time to witness the bombing of Hawknest and the death of Ninestien. She wakes up, her experience apparently a dream, but little does she know that she was merely the first victim of Lord Tempo's "timebomb", which soon finds a more suitable host in the form of Zero. Zero's inferior will power prevents him from resisting the timebomb, and it spreads through all of the Terrahawks's electronic systems, creating a possibly fatal time delay which Zelda capitilizes on.

Wr Tony Barwick

Dir Tony Bell

3 - 11 *OPERATION ZERO*

Zero has a malfunction when he is put under the knife for an operation. He experiences a nightmare beyond his comprehension as Zelda finally infiltrates Hawknest, whilst Tiger and Mary experience an identity crisis.

Wr Tony Barwick

Dir Tony Bell

3 - 12 *THE SPORILLA*

Crystal, Hawkeye, and Ninestien travel to the distant moon Calisto to reapiir a tracking station, but instead must face Zelda's deadly Sporilla.

Wr Donald James

Dir Tony Bell

3 - 13 *GOLD*

Whilst exploring a meteorite, the Zeroids come across a huge nugget of gold. They bring it back to Hawknest, unaware that it is actually a bomb created by Zelda.

Upon it's arrival in Hawknest, the bomb is activated by Zelda. Ninestien manages to get the bomb as clear from Hawknest as he can, and the ensuing explosion claims his life... or does it?

Wr Tony Barwick

Dir Desmond Saunders

TETSUWAN TANTEI ROBOTACKAKA: **IRONBARK DETECTIVE ROBOTACK**

WR.**DIR.****EPISODES:** 0 **YEAR MADE:** 1998 **COUNTRY:** JAP **SEASONS:** 1**CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1)**DATE OF PREMIER:** 08/03/1998**AIR DATE OF LAST EPISODE** 24/01/1999**SEASON DATE BREAKDOWN:****FILMS:**

RELATED SHOWS:*SHE WOLF OF LONDON*1 - 1 *THEY CAME FROM OUTER SPACE (AKA MALIBU OR BUST!)*

Twin brothers from the planet Crouton trash their plans to study at Oxford, crash-land in sunny California and hit the road in a '57 Corvette. In the opener, the boys meet a beautiful woman---and the thugs trailing her.

Dir Sidney Hayers1 - 2 *UNDRESSED FOR SUCCESS*

The boys work at a strip joint and befriend a law student who works as a stripper with the stage name "Legal Eagle." Abe and Bo strip.

Wr Tony Reitano**Dir** Chuck Bowman1 - 3 *THE BEAUTY CONTEST*

Bo and Abe visit the small town of Miranda, where they are drafted as judges for the local beauty pageant

Wr Dave Wollert, Peter Baloff**Dir** Bruce Bilson1 - 4 *SOMETHING PERSONAL*

Bo and Abe get more than they bargained for when they answer a personal ad, and the resulting brouhaha sets Barker and Wilson on their trail, with Wilson dressed in drag.

Wr Peter Baloff, Dave Wollert**Dir** Dennis Donnelly1 - 5 *SCHOOL FOOLS*

The staff at a girls' academy is furious when boys are allowed to enroll, and they take out their anger on the first male students---Bo and Abe.

Wr Peter Baloff, Dave Wollert**Dir** Sidney Hayers1 - 6 *TENNESSEE LACEY*

Two well built sisters get a hold of the boys and some back woods notions almost get them married.

Wr Dan Levine, Peter Baloff**Dir** Chuck Bowman1 - 7 *TRADING FACES*

While trying to meet a famous rock star, the boys meet up with Bo's double, a convicted extortionist with plans for Bo.

Wr Jonathan Stark, Tracy Newman**Dir** Sidney Hayers1 - 8 *RODEA ROMEOS*

The boys in the old west riding a bad bull for cash. Bo gets his tooth pulled, Abe feels it, hilarity ensues.

Wr Jeremy Bertrand Finch, Paul Chitlik**Dir** Sidney Hayers1 - 9 *THE GEEK (AKA MR. GEEK)*

Bo and Abe help a hapless wrestler win the heart of his girlfriend and a match against a fearsome opponent known as The Executioner.

Wr Bucky Hernandez, Peter Baloff**Dir** Chuck Bowman1 - 10 *THE LEGEND*

Abe gets zapped into the body of Rock n' Roll star Arlen "The King" Frazier. The boys go to Vegas and help a girl make a lot of money.

Wr Peter Baloff, Dave Wollert**Dir** Jefferson Kibbee1 - 11 *ADS ARE US*

It's not all fun and games when the boys get jobs as creative consultants to a toy company.

Wr Peter Baloff, Dave Wollert

Dir Chuck Bowman

1 - 12 *ANIMAL MAGNETISM*

The boys' consuming passions land them in the state mental hospital, where a nurse administers truth serum to Bo.

Wr Thomas Sheeter, Antoinette Stella

Dir Dennis Donnelly

1 - 13 *HIGH FIVE*

Bo and Abe take over a failing TV station, raising ratings---and a ruckus with the competition.

Dir Gary Walkow

1 - 14 *COZY COVE*

Bo and Abe work as waiters at an exclusive country club while trying to find buried treasure in the club's cellar.

Dir Dennis Donnelly

1 - 15 *LOOK WHO'S BARKING*

Bo and Abe save a celebrity canine called Oscar from his ruthless owner, who's out to hasten Oscar's demise and collect millions in insurance money.

Dir Jefferson Kibbee

1 - 16 *HAIR TODAY, GONE TOMORROW*

Bo and Abe take jobs at a beauty salon, where Bo unwittingly becomes a celebrity stylist---which puts a crimp in the owners' embezzlement plot.

Dir Chuck Bowman

1 - 17 *PLAY DOCTOR*

After Bo and Abe are mistaken for diet experts, they help a doctor expose the phonies who plagiarized her research.

Dir Dennis Donnelly

1 - 18 *DOUBLE JEOPARDY*

Bo and Abe open a detective agency "The Snoop Brothers" and their first case involves a jewelry heist at the home of a wealthy couple

Dir Gary Walkow

1 - 19 *SEX LIES AND UFOS (1-2)*

Bo and Abe retreat from the city and rent a cabin in the woods, only to encounter aliens who want to breed with humans.

Wr Peter Baloff, Dave Wollert

Dir Dennis Donnelly

THEY CAME FROM SOMEWHERE ELSE

It wasn't quite a sitcom, neither was it sketch comedy. It plundered soap opera, SF adventure, gory low-budget horror and surreal comedy ranging from the gentle to the viciously black to produce an affectionate send-up.

The setting was the present-day new town of Middleford which was transformed into a living nightmare with the arrival of an American stranger. Innocent shoppers are sucked down drains, giant prawns stalk the sewers, goldfish attack their owners, sofas consume policewomen, it rains liver.

Six-part science fiction comedy series written and performed by a Brighton theatre group who adapted it from their own stage show. They Came From Somewhere Else came from TVS, but showed up on Channel Four. The series was produced by John Dale. The series was set in the fictional town of Middleford which was actually Milton Keynes.

They Came from Somewhere Else was scripted by the Brighton Theatre group who adapted it from their own stage show. The producer for the series was John Dale.

WR. Cliff Hanger, alias Robin Driscoll, Tony Haase, Peter McCarthy, Rebecca Stevens.

DIR. Jim Hill.

EPISODES: 6 **YEAR MADE:** 1984 **COUNTRY:** GB **SEASONS:** 1

A TVS PRODUCTION FOR CHANNEL FOUR

CREATOR: CLIFF HANGER (ALIAS)

TYPE OF SHOW: WEIRD

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 14/07/1984

AIR DATE OF LAST EPISODE 18/08/1984

SEASON DATE BREAKDOWN:

FILMS:

Wendy REBBECA STEVENS, Colin PETER MCCARTHY, Martin TONY HASSE, Stranger ROBIN DRISCOLL, The 'They're Coming' Man PADDY FLETCHER, DAVE GALE, ELLA WILDER, TAMSIN HEATLEY, PATTI BEE, HARRY DITSON, TYRONE HUGGINS, PETER LEABOURNE.

THIRD ROCK FROM THE SUN



3rd Rock from the Sun is a sitcom about an alien intelligence-gathering team sent to Earth to learn about our planet. The aliens look nothing like us and have adopted human form in order to fit in (we never see their true form!) The aliens take on human forms and identities and form something of a dysfunctional family. The expedition and 'family' is headed by Dick, the egotistical high commander. Under him are: Sally who is a highly trained military officer who resents the fact that she had to take the woman's form. Tommy a top intelligence officer who back home was one of Dick's elders. but on Earth he has taken the form of an adolescent boy. The fourth and final member of the expedition to Earth is Harry, a man who is something of a dim bulb even when compared to the others in his party.

Unlike other television aliens who come to Earth the aliens in 3rd Rock from the Sun have no unique abilities or alien super powers to set them apart from the rest of mankind. Their original mission was to come to Earth and after taking on human form learn about our society. They are all terribly naive about human customs and much of the comedy the show sets out to generate comes from this. They are all also extremely stupid, although they can be forgiven for not knowing about the ways of our society they also tend to be ignorant of many other things. The mission was supposed to have been a relatively short one, however Dick decided to lengthen it for personal reasons. After landing on Earth he somehow manages to get a job as a professor at a university in Ohio. There he meets Dr. Mary Albright, an attractive middle-aged woman who is also a professor there. He immediately gets the hots for her and decides to stay on Earth to pursue her. She however thinks he is really strange and does not really want anything to do with him.

If you want to make some wry observations about the human condition, and throw in a few laughs along the way, just make an alien on Earth' sitcom. Every decade should have at least one - in the Sixties it was the homespun philosophies of My Favourite Martian, in the Seventies the frenetic ad-libbing of Robin Williams in Mork and Mindy, while the Eighties saw fit to leave the wisecracks to a furry puppet in Alf.

Now for the Nineties we have 3rd Rock from the Sun, described by its creators, Saturday Night Live's Bonnie and Terry Turner, as 'Carl Sagan meets the Marx Brothers'. That sounds thoroughly pretentious, but really 3rd Rock is fun, in a predictably dumb sort of way, with some smart one-liners and good performances, particularly from John Lithgow. He stars as the high commander of a quartet of extra-terrestrial explorers who assume the guise of an 'ordinary' American family.

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The series was shown on NBC in the US and was first premiered in the UK on Satellite broadcaster Sky One, with BBC 2 following suit several months afterwards. Kate & Allie star Jane Curtin shares top billing as the straight woman - she's Dick's office mate and love interest. Completing the regulars are Elmarie Wendel as the Solomons' eccentric landlady and Simbi Khali as Dick's secretary.

Due to scheduling between high rated sitcoms 3rd Rock from the Sun has managed to obtain decent ratings prompting NBC to renew the series. Despite the fact that most other shows of this calibre get cancelled after only a few weeks. The series was first shown in the UK on Sky One on the 19th April 1996, the series has also been seen on BBC2.

Executive producers for the series were Bonnie Turner, Terry Turner, Caryn Mandabach, Marcey Carsey, Tom Werner, Linwood Boomer, Joe Fisch. Music was by Ben Vaughan. Another semi-regular guest star for the show was child actress Larisa Oleynik who played the title role in the SF children's show THE SECRET WORLD OF ALEX MACK.

Wayne Knight, who plays Officer Don, has starred in numerous big films, including, Born of the Fourth of July, JFK, Basic Instinct, Space Jam and Toy Story 2, as well as his role in American sitcom Seinfeld. Simbi Khali has appeared on stage in Colored Museum, For Colored Girls. . . , A Midsummer Night's Dream and Trolius and Cressida. Her future film work includes A Vampire in Brooklyn, A Thin Line Between Love and Hate and Plump Fiction. Elmarie Wendel in addition to her stage work has been in the feature films Going Under, The Immortalizers, Transplant and Rumpelstiltskin.

Season Five: According to executive producer Terry Turner "Vicki (Jan Hooks) is having the Big Giant Head's baby, and it will pass for human" (at least as a baby, it won't need a hairpiece!). Dick's escapades include developing a fondness for swearing and taking on an insurance company after a car smash while Harry discovers what it is like to go on the dole. David Hasselhoff is set to guest star in one episode, but don't let that put you off!

American Cinema Editors, USA

1999 Nominated Eddie Best Edited Half-Hour Series for Television - Vince Humphrey - For episode "Indecent Dick".

1997 Nominated Eddie Best Edited Half-Hour Series for Television - Briana London - For episode "Dick Like Me".

American Society of Cinematographers, USA

1998 Won ASC Award Outstanding Achievement in Cinematography in Regular Series' - Marc Reshovsky - For episode "Nightmare on Dick Street".

Casting Society of America, USA

1998 Nominated Artios Best Casting for TV, Comedy Episodic - Marc Hirschfeld, Meg Liberman

1997 Nominated Artios Best Casting for TV, Comedy Episodic - Marc Hirschfeld, Meg Liberman

1996 Won Artios Best Casting for TV, Comedy Pilot - Marc Hirschfeld - Michael A. Katcher, Meg Liberman - For the pilot episode.

1996 Nominated Artios Best Casting for TV, Comedy Episodic - Marc Hirschfeld, Meg Liberman

Emmy Awards

Best Comedy Actor - John Lithgow (1999)

Best Comedy Actress - Kristen Johnson (1999)

Outstanding Individual Achievement in Hairstyling for a Series - Nominated - "3rd Rock from the Sun" (1996) - Pixie Schwartz - For episode "The Dicks They Are a Changin".(1996)

Outstanding Lead Actor in a Comedy Series - Winner: "3rd Rock from the Sun" (1996) - John Lithgow (1996)

Outstanding Individual Achievement in Directing for a Comedy Series - Nominated - "3rd Rock from the Sun" (1996) - James Burrows
Pilot episode. (1996)

Outstanding Individual Achievement in Hairstyling for a Series - Nominated - "3rd Rock from the Sun" (1996) - Pixie Schwartz, Friend, Camille
For episode "A Nightmare on Dick Street". (1997)

Outstanding Lead Actor in a Comedy Series - Winner: "3rd Rock from the Sun" (1996) - John Lithgow (1997)

Outstanding Individual Achievement in Choreography - Winner (tie): "3rd Rock from the Sun" (1996) - Marguerite Pomerhn Derricks - For episode "A Nightmare On Dick Street". (1997)

Outstanding Comedy Series - Nominated - "3rd Rock from the Sun" (1996) - NBC (1997)

Outstanding Supporting Actress in a Comedy Series - Winner: "3rd Rock from the Sun" (1996) - Kristen Johnston (1997)

Outstanding Special Visual Effects - Nominated - "3rd Rock from the Sun" (1996) - Patrick Shearn (visual effects supervisor), Stavos, Chris (visual effects artist supervisor) - For episode "A Nightmare on Dick Street". (1997)

Outstanding Individual Achievement in Sound Mixing for a Comedy Series or a Special - Winner: "3rd Rock from the Sun" (1996) - Beck, Jesse (production mixer), Todd Grace (re-recording mixer), Craig Porter

(re-recording mixer) - For episode "A Nightmare on Dick Street" (1997)

Outstanding Individual Achievement in Costume Design for a Series - Winner: "3rd Rock from the Sun" (1996) - Melina Root - For episode "A Nightmare on Dick Street". (1997)

Outstanding Guest Actress in a Comedy Series - Nominated - "3rd Rock from the Sun" (1996) - Jan Hooks - For playing Vicki Dubcek. (1998)

Outstanding Lead Actor in a Comedy Series - Nominated - "3rd Rock from the Sun" (1996) - John Lithgow (1998)

Outstanding Sound Mixing for a Comedy Series or a Special - Nominated - "3rd Rock from the Sun" (1996) - Jesse Peck (production mixer), Todd Grace (re-recording mixer), Craig Porter (re-recording mixer) - For episode "36! 24! 36! Dick!". (1998)

Outstanding Comedy Series - Nominated - "3rd Rock from the Sun" (1996) - Bonnie Turner (executive producer), Terry Turner (executive producer), Bill Martin (executive producer), Mike Schiff (executive producer), Marcy Carsey (executive producer), Tom Werner (executive producer), Caryn Mandabach (executive producer), David Sachs (co-executive producer), Bob Kushell (supervising producer), Christine Zander (supervising producer), Patrick Kienlen, Mark Brazill (consulting producer) - (1998)

Outstanding Supporting Actress in a Comedy Series - Nominated - "3rd Rock from the Sun" (1996) - Kristen Johnston (1998)

Outstanding Costume Design for a Series - Nominated - "3rd Rock from the Sun" (1996) - Melina Root - For episode "36! 24! 36! Dick!". (1998)

Outstanding Directing for a Comedy Series - Nominated - "3rd Rock from the Sun" (1996) - Terry Hughes - For episode "Dick And The Other Guy". (1998)

Outstanding Guest Actor in a Comedy Series - Nominated - "3rd Rock from the Sun" (1996) - John Cleese - For playing Dr. Neesam. (1998)

Outstanding Guest Actress in a Comedy Series - Nominated - "3rd Rock from the Sun" (1996) - Kathy Bates - For playing "Charlotte Everly". (1999)

Outstanding Guest Actress in a Comedy Series - Nominated - "3rd Rock from the Sun" (1996) - Laurie Metcalf - For playing "Jennifer". (1999)

Outstanding Lead Actor in a Comedy Series - Winner: "3rd Rock from the Sun" (1996) - John Lithgow (1999)

Outstanding Multi-Camera Picture Editing for a Series - Nominated - "3rd Rock from the Sun" (1996) - Vince Humphrey - For episode "Dick and Taxes".(1999)

Outstanding Sound Mixing for a Comedy Series or a Special - Nominated - "3rd Rock from the Sun" (1996) - Jesse Peck (production mixer), Todd Grace (re-recording mixer), Craig Porter (re-recording mixer) - For episode "Dick's Big Giant Headache". (1999)

Outstanding Supporting Actress in a Comedy Series - Winner: "3rd Rock from the Sun" (1996) - Kristen Johnston (1999)

Outstanding Guest Actor in a Comedy Series - Nominated - "3rd Rock from the Sun" (1996) - William Shatner - For playing "The Big Giant Head". (1999)

Golden Globe

Best Performance by an Actor in a TV-Series - Comedy/Musical - Winner: "3rd Rock from the Sun" (1996) - John Lithgow (1997)

Best TV-Series - Comedy/Musical - Winner: "3rd Rock from the Sun" (1996) (1997)

Best Performance by an Actor in a TV-Series - Comedy/Musical - Nominated - "3rd Rock from the Sun" (1996) - John Lithgow (1998)

Best TV-Series - Comedy/Musical - Nominated - "3rd Rock from the Sun" (1996) (1998)

Best Performance by an Actor in a TV-Series - Comedy/Musical - Nominated - "3rd Rock from the Sun" (1996) - John Lithgow (1999)

Montreux Light Entertainment Festival

1999 Won Bronze Rose Sitcom - For episode "Dick and the Other Guy". - USA.

Screen Actors Guild Awards

1999 Nominated SAG Award Outstanding Performance by an Ensemble in a Comedy Series - Jane Curtin, Joseph Gordon-Levitt, Kristen Johnston, Simbi Khali, Wayne Knight, John Lithgow, French Stewart & Elmarie Wendel.

1999 - Won SAG Award Outstanding Performance by a Male Actor in a Comedy Series - John Lithgow.

1998 - Nominated SAG Award Outstanding Performance by an Ensemble in a Comedy Series - Jane Curtin, Joseph Gordon-Levitt, Kristen Johnston, Simbi Khali, Wayne Knight, John Lithgow, French Stewart, Elmarie Wendel.

1997 - Won SAG Award Outstanding Performance by a Male Actor in a Comedy Series - John Lithgow.

1997 - Nominated SAG Award Outstanding Performance by a Female Actor in a Comedy Series - Kristen Johnston.

1997 - Nominated - Outstanding Performance by an Ensemble in a Comedy Series

Viewers for Quality Television Awards

1998 Nominated Q Award Best Actor in a Quality Comedy Series - John Lithgow.

Youngstar Awards

1999 Nominated YoungStar Award Best Performance by a Young Actress in a Comedy TV Series - Larisa Oleynik

1997 Nominated YoungStar Award Best Performance by a Young Actor in a Comedy TV Series - Joseph Gordon-Levitt.

WR. Bonnie Turner, Michael Glouberman, Terry Turner, Andrew Orenstein, Andy Cowan, Bill Martin, Mike Schiff, Joe Fisch, Christine Zander, Bob Kushell, Linwood Bommer, Michael Glouberman, David Sacks and Bill Martin.

DIR. James Burrows and Robert Berlinger.

EPISODES: 139 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 6

A CASEY WERNER CO./FREMANTLE PRODUCTION

CREATOR: BONNIE TURNER & TERRY TURNER

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 20, (2) 26, (3) 27 (4) 24, (5) 22, (6) 20

DATE OF PREMIER: 09/01/1996 **AIR DATE OF LAST EPISODE** 01/05/2001

SEASON DATE BREAKDOWN:

FILMS:

Dick Solomon JOHN LITHGOW, Dr. Mary Albright JANE CURTIN, Sally Solomon KRISTEN JOHNSTON, Harry Solomon FRENCH STEWART, Tommy Solomon JOSEPH GORDON-LEVITT, Nina SIMBI KHALI, Mrs. Dupezech ELMARIE WENDEL, Leon IAN LITHGOW, LARISA OLEYNIK.

Books Based on this series.

3rd Rock from the Sun: Official Report on Earth

Christine Zander, Terry Turner, Bonnie Turner, Mike Schiff, David Sacks, Andrew Orenstien, et all. 1997

RELATED SHOWS:

MY FAVOURITE MARTIAN

ALF

MORK AND MINDY

1 - 1 *BRAINS AND EGGS*

Solomon discovers that human bodies can produce feelings, and he's feeling attracted to a college

professor with whom he shares an office.

Wr Bonnie Turner, Terry Turner

Dir James Burrows

1 - 2 *DICK IS FROM MARS, SALLY IS FROM VENUS*

Sally's exploration of the life style of a young adult woman proceeds: Dick assigns her to go out on a date and, not surprisingly, the guy turns out to be a jerk.

Wr Bill Martin, Mike Schiff

Dir Robert Berlinger

1 - 3 *POST-NASAL DICK*

Tommy's "make-out session" has an unintended consequence: he catches a bug and the crew gets its first taste of human illness. Martha Stewart has a cameo curing Harry with her apple cobbler. An ill Dick goes to a wedding with Mary and hijinx ensues.

Wr Michael Glouberman, Andrew Orenstein

Dir Robert Berlinger

1 - 4 *DICK'S FIRST BIRTHDAY*

Dick confronts the harsh realities of middle age when he's introduced to the earthly concept of birthdays - and it dawns on him that he's getting old.

Wr Andy Cowan

Dir Robert Berlinger

1 - 5 *DICK, SMOKER*

While Sally does a slow burn at being the often-overruled second in command, Dick lights up his life by taking up smoking.

Wr Bill Martin, Mike Schiff

Dir Robert Berlinger

1 - 6 *GREEN EYED DICK*

Dick discovers the emotion of jealousy when Dr. Albright's old boyfriend returns to visit on a promotional tour of the novel he dedicated to her; Harry adopts a stray dog.

Wr Joe Fisch

Dir Robert Berlinger

1 - 7 *LONELY DICK*

Dick's one lonely guy when Dr. Albright goes on vacation; Sally and Harry are lured by skin-care products that promise eternal youth.

Wr Christine Zander

Dir Robert Berlinger

1 - 8 *BODY AND SOUL AND DICK*

When an obnoxious professor dies during a party in his honor, Dick finds the will specifies that he must deliver a "forthright and honest" eulogy about the universally despised academic. Meanwhile, Tommy neglects his female pal August to hit it off with an "easy" cheerleader.

Wr Bonnie Turner, Terry Turner

Dir Robert Berlinger

1 - 9 *TRUTH OR DICK*

Dick discovers the consequences of unvarnished truth when he repeats some of Dr. Albright's unflattering comments at an academic committee meeting.

Wr Bonnie Turner, Terry Turner

Dir Robert Berlinger

1 - 10 *AB-DICK-TED*

Dick receives a roundabout lesson in family values from Dr. Albright's loopy brother, who claims to have been abducted by aliens.

Wr Bob Kushell, Christine Zander

Dir Robert Berlinger

1 - 11 *ART OF DICK*

While Dick and Harry take up painting (Harry takes to it; Dick doesn't), Sally takes over the school bake sale with the gusto of Gen. Patton.

Wr Bob Kushell

Dir Robert Berlinger

1 - 12 *ANGRY DICK*

The Solomons learn about the give and take necessary to human friendships when they turn their anthropological gaze to the next-door neighbors.

Wr Linwood Boomer

Dir Robert Berlinger

1 - 13 *DICKS THEY ARE A CHAGIN'*

Harry joins a CD club and finds the responsibilities of membership overwhelming. When Nina tells Dick that Stanford has no graduate records on him and Dick reacts defensively, Dr. Albright observes that it's virtually impossible to get a straight answer from Dick about his past. As Dr. Albright reminisces about her wild, rebellious times at Berkeley and Mrs. Dubcek contributes some colorful recollections, Dick chides Tommy that, as information officer, he failed to brief the crew on the crucial sixties decade. Dr. Albright becomes convinced that Dick is actually Manny Rosenberg, a sixties activist whom she knew briefly and who has been in hiding from the FBI for decades. Dick denies this but soon realizes that his presumed identity has somehow made him more attractive to Dr. Albright. Later, at Dr. Albright's apartment, Dick thinks that they'll at last be having sex, but Dr. Albright angrily reveals that she and Manny had an upsetting encounter that she still hasn't gotten over, and she asks Dick to leave. But they share a warm moment afterward with confessions that they both used Dick's "Manny" identity to serve their own ends.

Wr Michael Glouberman, Andrew Orenstein

Dir Robert Berlinger

1 - 14 *ASSUALT WITH A DEADLY DICK*

After visiting the mall, the Solomons' car radio is stolen. Reporting the crime to the police doesn't get the radio back, but Sally does find some common ground with a police officer. Dick enjoys his new ATM card until he's mugged at the ATM machine and Sally starts to implement security measures. Dick orders Tommy to join the Basketball team, but he just isn't cut out for it.

Wr Michael Glouberman, Andrew Orenstein

Dir Robert Berlinger

1 - 15 *DICK LIKE ME*

The Solomons discover that everyone on Earth has roots but them. During a chat with Tommy's teacher Mr. Randell, Dick learns that the teenage isn't "fitting in" at school. "Of course I'm not fitting in," snaps Tommy, "to fit in, you have to be something." The question is, what to be? Dick grabs an anthropology book for the answer. "It's loaded with every possible genre of human," he marvels. "It's like a catalogue. We can take our pick." Dick picks the Italians because, according to a swooning Dr. Albright, they're the sexist people on the planet. Meanwhile, Sally's swooning, too -- for Mr. Randell.

Wr Joe Fisch

Dir Robert Berlinger

1 - 16 *I ENJOY BEING A DICK*

Dick dons a dress to infiltrate Dr. Albright's women-only study group, Sally and Harry get jobs at a pancake restaurant and Tommy ponders telling August the truth about where he comes from.

Wr Christine Zander

Dir Robert Berlinger

1 - 17 *FORZEN DICK*

A snowstorm -- the Solomons' first -- spoils Dr. Albright's trip to Chicago, leaving her stranded in a truck stop with Dick.

Wr Linwood Boomer

Dir Robert Berlinger

1 - 18 *SELFISH DICK*

The ever-present influence of television turns the Solomons' first trip to a hospital into a madcap exercise in fantasy versus reality. After Mrs. Dubcek cuts her finger, and the sight of blood leave Sally unconscious, Harry and Tommy rush them to the hospital, where the smell of sterile corridors and the gleam of surgical scrubs remind the aliens of the exciting work of their favorite TV doctors -- work that they practice on several unsuspecting patients. Meanwhile, Dick has work issues of his own when Dr. Albright finally gets her long-coveted private office.

Wr David Sacks

Dir Robert Berlinger

1 - 19 *FATHER KNOWS DICK*

Dick decides the reason Harry's "odd" is because he lacks a father, and sets out nurture the suddenly rebellious Harry -- who then learns that he has a "thing" in his head, a communications device the others knew about all along. Meanwhile, sparks fly when Sally meets the hostile mother of her boyfriend.

Wr Bob Kushell

Dir Robert Berlinger

1 - 20 *SEE DICK RUN*

Dick cuts up at a Japanese restaurant, but the big news is that he's there with Dr. Albright, who has finally agreed to date him. But just as they finally consummate their attraction, Harry receives bad news from the home planet: Dick has been replaced by a less benign duplicate, who traps him in the basement and takes charge of Dr. Albright.

Wr Bill Martin, Mike Schiff

Dir James Burrows

2 - 1 *SEE DICK CONTINUE TO RUN (2 PARTS)*

While Dick is trapped in the basement, Evil Dick begins a plan to impregnate all women in Ohio.

Wr Bill Martin, Mike Schiff

Dir Robert Berlinger

2 - 2 *HOTEL DICK*

Aghast at the treatment of aliens in a hit science fiction movie, the Solomons attend a science fiction convention to try to set the record straight -- and Sally's first experience of hotels get her hooked on room service.

Wr Bob Kushell

Dir Robert Berlinger

2 - 3 *THE BIG ANGRY VIRGIN FROM OUTER SPACE*

Relationships are in jeopardy: Sally and Mr. Randall are fighting, and Dick suggests that sex will solve their problem; Harry goes on a video blind date; and August tests Tommy's loyalty.

Wr Christine Zander

Dir Robert Berlinger

2 - 4 *MUCH ADO ABOUT DICK*

When Albright is afraid to be seen with Dick in public as a couple, the Solomons discover the human obsession with what other people think. In the end, Dick and Albright come out with their relationship at a faculty party. Meanwhile, sparks once again fly when Sally runs into Officer Don and decides she is going to be a cop, but Dick forbids it; and Tommy is frustrated by not having transportation.

Wr Michael Glouberman, Andrew Orenstein

Dir Robert Berlinger

2 - 5 *DICK THE VOTE*

When Harry runs for city councilman, Dick discovers the complexity of the democratic system and struggles to make the right vote.

Wr David Goetsch, Jason Venokur

Dir Robert Berlinger

2 - 6 *FOURTH AND DICK*

During Pendleton's Homecoming weekend, Dick learns firsthand the importance people place in competition. Tommy has a crush on his Glee Club teacher. Sally makes Nina her best friend. Harry gets a job as a security officer.

Wr Michael Glouberman, Andrew Orenstein

Dir Robert Berlinger

2 - 7 *WORLD'S GREATEST DICK*

Fueling his own ego, Dick forces Tommy into a special school for gifted students; Sally is mistaken for a drag queen; Harry dabbles in magic.

Wr David Goetsch, Jason Venokur

Dir Robert Berlinger

2 - 8 *MY MOTHER IS AN ALIEN*

Mrs. Dubcek asks the aliens to baby-sit her infant nephew. Dick discovers he's not very good at taking care of things when he kills Albright's fish.

Wr David M. Israel, Jim O'Doherty

Dir Robert Berlinger

2 - 9 *GOBBLE, GOBBLE, DICK, DICK*

Sally begins to chafe at her role as the female when Dick invites Mrs. Dubcek and her daughter Vicki for Thanksgiving dinner; but Harry and Vicki hit it off atop the dinner table. Meanwhile, it becomes a true American holiday when Tommy fights with Dick and runs away to a pool hall.

Wr Bob Kushell, Christine Zander

Dir Robert Berlinger

2 - 10 *DICK JOKES*

A jealous Dick decides to show Mary how funny he is after she asks another professor to emcee a college fund-raiser she's organizing. Meanwhile, Harry loses his beloved coat, and Sally builds a shelf to hold her shoes, providing lots of unnoticed slapstick humor.

Wr David M. Israel, Jim O'Doherty

Dir Robert Berlinger

2 - 11 *JOLLY OLD ST. DICK*

The Solomons experience their first Christmas. Dick is disillusioned but finally gets the Christmas spirit. Sally gets a job wrapping presents at the mall. Harry takes a job as a mall Santa's assistant and discovers that he isn't the real Santa. Tommy tries to find the perfect present for August. Albright gets drunk on rum balls.

Wr Bill Martin, Mike Schiff

Dir Robert Berlinger

2 - 13 *PROUD DICK*

Because of his pride over a parking space, Dick quits his job at the university and gets one at Rusty's Burgers. Harry loses his memory and becomes paranoid thinking aliens are taking over the world.

Wr David Sacks

Dir Robert Berlinger

2 - 14 *ROMEO & JULIET & DICK*

When Tommy asks Dick to direct his high school production of "Romeo and Juliet", Dick takes the role a little too seriously. Tommy works as the prop guy and when Mrs. Dubcek drinks Juliet's sleeping potion, Harry impersonates her and entertains her friends. Sally tries to get Officer Don to fix Albright's parking tickets and learns that he can't really do it.

Wr Bonnie Turner, Kenny Turner

Dir Robert Berlinger

2 - 15 *GUILTY AS DICK*

While doing a favor for Dr. Albright, Dick sprains his ankle and discovers the power of guilt. Harry, desiring his own room, moves into a tree house. Tommy uses Sally to sell chocolate for a school fund-raiser.

Wr David Goetsch, Jason Venokur

Dir Robert Berlinger

2 - 15 *WILL WORK FOR DICK*

When an insulted Nina has had enough and quits, Harry becomes secretary to Dick and Dr. Albright.

Wr David Goetsch, Jason Venokur

Dir Terry Hughes

2 - 16 *SAME OLD SONG AND DICK*

When Dick attempts to get the magic back in his relationship, he learns it was never missing - their rut is really comfort. Sally and Harry switch jobs. Sally discovers Harry's job is more difficult than it appears, while Harry finds himself enjoying the housework and having a purpose. Tommy finds, to his delight, that August is not perfect.

Wr Katy Ballard

Dir Robert Berlinger

2 - 17 *DICK ON ONE KNEE*

A Frenchman asks Sally to marry him, so he can stay in the country. Sally plans her wedding and assigns

duties to the family. Tommy discovers he has a talent for flower arranging and styling. Dick is inspired to discuss marriage with Albright.

Wr Christine Zander

Dir Terry Hughes

2 - 18 *I BRAKE FOR DICK*

Consumed with guilt after running over a chipmunk, Dick becomes an animal rights activist, forcing his views on Albright and the family. Tommy writes a letter to an advice columnist after neglecting to ask August to the Spring Dance.

Wr Gregg Mettler

Dir Robert Berlinger

2 - 19 *DICK BEHAVES BADLY*

When the family accuses Dick of being "whipped" by Albright, Harry helps him become his own man. Sally and Tommy have a showdown with the game Monopoly.

Wr Bob Kushell

Dir Robert Berlinger

2 - 20 *DICKMALION*

When Albright fails to get "in" with Rutherford's high society, Dick ends up making the cut, but discovers it's not what it's cracked up to be; Sally and Harry try wrestling; to impress a girl, Tommy becomes a punk at school.

Wr Michael Glouberman, Andrew Orenstein

Dir Robert Berlinger

2 - 21 *SENSITIVE DICK*

Dick is forced to take sensitivity training after he comes down too hard on his students and they make a complaint against him. Harry escorts Vicki to her high school reunion. Officer Don tries to teach Tommy how to drive.

Wr David Sacks

Dir Terry Hughes

2 - 22 *FIFTEEN MINUTES OF DICK*

Sally becomes a pseudo celebrity when she beats up Mark Hamill in a restaurant, and Dick becomes jealous while Tommy's school life is affected by Sally's newfound fame. As Sally's assistant, Harry becomes obsessed with keeping Sally on top.

Wr David M. Israel, Jim O'Doherty

Dir Terry Hughes

2 - 23 *DICK AND THE SINGLE GIRL*

A shy and brainy librarian is attracted to Dick, while Sally realizes why she's attracted to Officer Don: his uniform. Meanwhile, Tommy and Harry write a "killer" episode of The X-Files.

2 - 24 *A NIGHTMARE IN DICK STREET (2 PART STORY)*

When Dr. Albright announces she is going to Borneo for a year, Dick decides to ask her to marry him. Because of his anxiety Dick experiences his first nightmare leading the other aliens to believe that Dick's brain is breaking down creating more anxiety and nightmares for Sally and Tommy. Harry contacts the Big Giant Head so they can return for emergency maintenance. Dick decides to stay behind and risk dying as a human than to go back and chance not returning in Mary's lifetime.

Wr Bill Martin, Mike Schiff, Bob Kushell

Dir Phil Joanou

3 - 1 *FUN WITH DICK AND JANET (1-2)*

Dick receives an unpleasant order from the home planet on the hour-long third-season opener: he must marry the Big Giant Head's niece Janet. As Sally, Harry and Tommy escort Janet on the rocket to Earth, the bride-to-be sets out to prove that she's a true domestic goddess, brushing up on her skills by reading *The Joy of Cooking*, *The Joy of Sex* -- and *The Joy of Yiddish*. But a defiant Dick is sticking by Mary; whether Mary will stick by Dick is another question. Meanwhile, Janet's arrival in Rutherford is anything but quiet: Officer Don suspects that aliens have landed.

Wr Mark Brazill, Bob Kushell

Dir Terry Hughes

3 - 2 *TRICKY DICKY*

Dick and Mary take out their frustrations about their broken engagement on each other and begin an elaborate game of practical-joke one-upmanship, while Sally eyes her disinterested yoga instructor and Tommy reluctantly joins a garage band, with Harry as his roadie

Wr Bill Martin, Mike Schiff

Dir Terry Hughes

3 - 3 *DICK-IN-LAW*

Dick inadvertently lets a huge skeleton out of Mary's parents' closet when he accompanies her on a trip to see her folks, while Sally adjusts to new closet space when she temporarily moves in with Nina.

Wr Christine Zander

Dir Terry Hughes

3 - 4 *SCAREDY DICK*

Dick turns out to be a scaredy cat when faced with the prospect of a physical exam. Meanwhile, Sally and Tommy house-sit at Albright's house on Halloween night -- that's bad news for neighborhood trick-or-treaters -- and Harry stays home alone, except for some very weird noises coming from the basement.

Wr David Sacks

Dir Terry Hughes

3 - 5 *MOBY-DICK*

Dick is forced to diet when he discovers he's put on an enormous amount of weight.

Wr Michael Glouberman, Andrew Orenstein

Dir Terry Hughes

3 - 6 *ELEVEN ANGRY MEN AND ONE DICK*

Dick longs for the chance to administer his "unique brand of jurisprudence" when he's called for jury duty; Sally falls for an "artist" [to Officer Don's chagrin]; and Tommy and Harry help Albright with a "preverbal" project [they must remain mute for five days].

Wr David Goetsch, Jason Venokur

Dir Terry Hughes

3 - 7 *A FRIEND IN DICK*

Dick, friendless after his breakup with Albright, tries to shoehorn Officer Don into his life as best friend and constant companion... with mixed results. Sally shanghai's the slickly popular dancer Peter Connelly ("King of the Jig") to Johnny Foam's Cafe as a sacrificial lamb for her moody artist boyfriend Seth, and is horrified to learn that rather than the dark and tortured soul she fell for, Seth is a poseur... and a jig fan. Harry tries to get a job so he can buy Tommy some roller blades, but lacking the required diploma, he must first weather the indignities of night school.

Wr Gregg Mettler

Dir Terry Hughes

3 - 8 *TOM, DICK AND MARY*

Tommy tells Dick he'd really like to meet a woman closer to his real age, say someone like Angie Dickinson. Sally says it's time for her to go out and look for a real job. Dick thinks Harry's watching far too much television and orders him to give it up for a week. Tommy goes to Mary's to return her magnifying glass that Dick has broken, and Mary observes how immature Dick is. They start talking and are immediately engrossed in a discussion about the Aztecs. Their mutual attraction is obvious. Sally is hired as an assistant by Webber, a man who's very impressed by her appearance and couldn't care less about her lack of typing skills. Dick is wild with curiosity when Mary has a lunch date with a mystery man named Tom. August tries to resume her relationship with Tommy, but he tells her he's seeing someone.

Tommy asks Dick if he's still interested in Mary, and Dick pretends he couldn't care less; Tommy couldn't be happier. Sally likes her new job, but she's already been advised that she must learn to respect her co-workers. She takes this advice so seriously that when her boss starts hitting on her, she somehow thinks she's at fault. She goes to see Nina who quickly explains that her new boss is a creep and she's the one being harassed. Dick shows up and begs Nina to tell him who Mary's been seeing; Sally tells him that right now Tommy's at Mary's house. Dick rushes to Mary's and confronts Tommy who tells him that this is the happiest he's been since he arrived on this planet. He tells Dick that it's too late, that Dick already gave him the all clear. He tells Dick to leave or he'll call the cops. Sally threatens Webber with violence, and she loses her job. Dick shows up at Mary's again and starts fighting with Tommy over Mary. Mary tells Dick to grow up, but after putting up a good fight, Tommy tells Dick that he can have Mary back. Mary has no idea what's going on and is even more puzzled when Tommy tells her there's no hope for their relationship.

Wr Bonnie Turner, Terry Turner

Dir Terry Hughes

3 - 9 *SEVEN DEADLY CLIPS*

The Solomons reflect on their sinful ways in an episode that illustrates their misdeeds in clips from past episodes.

Wr Michael Glouberman, Andrew Orenstein

Dir Terry Hughes

3 - 10 *JAILHOUSE DICK*

Dick thinks he's doing the right thing when he offers to personally rehabilitate a criminal, but winds up doing more harm than good; Sally tries to help Mary find a new home for Pepper; and Harry struggles to complete a book report on Little Women.

Wr David M. Israel, Jim O'Doherty

Dir Terry Hughes

3 - 11 *DICK ON A ROLL*

Dick hurts himself playing in a wheelchair, which puts him in one for real -- and turns him into an angry advocate for handicapped rights. Meanwhile, Dubcek's daughter Vicki visits but decides to become celibate, much to Harry's chagrin.

Wr David Goetsch, Jason Venokur

Dir Terry Hughes

3 - 12 *THE GREAT DICKDATER*

Dick decides that it's time to date again, so he goes to Sally and Officer Don for advice; Harry and Tommy find a wallet with \$200 in it, and return the money to the owner.

Wr David Sacks

Dir Terry Hughes

3 - 13 *36! 24! 36! DICK (A 2 PART STORY)*

Venusians disguised as gorgeous babes plot to plunder Earth of its riches in an uproarious episode that climaxes at Super Bowl XXXII in San Diego. When hordes of beautiful women start showing up in sleepy Rutherford, Ohio -- and seem enthusiastic about dating average Joes like Dick, Harry, Tommy, and Officer Don - Sally suspects that something's amiss. Before she can warn anyone that the women are really Venusians bent on dominating Earth, they discover her and force her to become one of them. The Solomon men embark on a country-wide search for Sally that ends at the Super Bowl, where the lethal lovelies have planned to unleash their most devastating weapon yet -- the ultimate beer commercial, designed to enslave mankind into coughing up the rest of their pricey consumer goods. In the supervixens' lair, the Solomon men seem defeated, but with the help of Sally, who only pretended to turn against them, and Venusian Mascha [Cindy Crawford], who's been won over by Harry's simple charms, Dick and company jam the commercial broadcast, explode the mother ship, and convince the supervixens that a career in modeling might suit them. Meanwhile, Albright and Nina's plans to attend the Super Bowl are thwarted when the Solomons steal their tickets to gain access to the Venusians, and back in Rutherford, Officer Don throws a decidedly low-key Super Bowl party.

Wr Bill Martin, Mike Schiff, Christine Zander

Dir Terry Hughes

3 - 14 *PICKLES AND ICE SCREAM*

Harry's pet follows him to Earth -- in human form; Sally visits her first gynecologist and decides to pretend she is pregnant.

Wr Bob Kushell

Dir Terry Hughes

3 - 15 *STUCK WITH DICK*

Dick wants to get back together with Mary, so he's in luck when they find themselves locked in the school library overnight. Meanwhile, Sally, Harry and Tommy search for Dick. Their first (and only) stop: Mary's house.

Wr David M. Israel, Jim O'Doherty

Dir Terry Hughes

3 - 16 *PORTRAIT OF TOMMY AS AN OLD MAN*

Tommy, tired of having to handle all of the "kid" duties [when in reality he's the oldest member of the mission], decides to retire. After he spends some time at a retirement home, he changes his mind,

realizing that a big part of what makes you old is acting -- and being treated - like your old. Dick, thinking that Mary is anguished because she never got a chance to fulfill her fantasy of becoming a torch singer, tries to help her to realize that dream. He learns that sometimes the choices we make between two career paths can be right on the money. In a moment of weakness, Officer Don steals a pair of Sally's panties, and makes a series of vain attempts to return them without being caught in the act.

Wr Bob Kushell, Gregg Mettler

Dir Terry Hughes

3 - 17 *MY DADDY'S LITTLE GIRL*

Albright's father walks out on his wife and into Sally's life, while Harry walks into Rutherford College's vacant radio studio and begins his career as a shock jock.

Wr Mark Brazill, Christine Zander

Dir Terry Hughes

3 - 18 *AUTO EURODICKA*

Dick has casual sex with a woman he meets in line at the movies, then doesn't understand why Dr. Albright gets upset when he keeps talking about the encounter. Dick learns that the woman is the mother of one of his students, Bug, whose father and brothers pay a visit to Dick in an effort to teach him to show a little more respect. Sally decides she needs her own car, and she, Harry, and Tommy learn about the joys of shopping at a used car lot, where they learn that the salesman is decidedly not a "friend who's there to help."

Wr Mark Brazill

Dir Terry Hughes

3 - 19 *JUST YOUR AVERAGE DICK (A 2 PART STORY)*

John Cleese puts his zaniness to good use in a two-part guest shot as a new professor who's even nuttier than Dick. And smarter. He's hotshot Dr. Liam Neesam, and he's a little too good at everything he does. He makes his first appearance in Part 1, as Albright (Curtin) is getting fed up with the fact that Dick -- and the rest of the Solomons, for that matter -- are "weird." "It's like being around the Addams Family," she moans. So Dick sets out to make his brood "average," and succeeds so completely that Albright finds him boring. Enter the off-kilter Dr. Neesam, who she thinks is kind of charming.

Wr Michael Glouberman, Andrew Orenstein

Dir Terry Hughes

3 - 20 *EAT, DRINK, DICK, MARY*

The Solomons wind up their third season -- and perhaps their mission on Earth -- with a romantic dinner party that turns predictably raucous. The chef is Tommy, who has just "come out" as a gourmet. The guests: Dick and Mary, Don and Sally and Harry and Mrs. Dubcek's amorous daughter Vicki, who is back in his life. The trouble is, Vicki's jealous ex-boyfriend is hot on her trail. He's also hot to "put a hurt" on the competition and kidnaps Harry just before he transmits a message from the Big Giant Head. The other Solomons miss the communiqué, which promises devastating consequences for the family.

Wr David Goetsch, Jason Venokur

Dir Terry Hughes

3 - 21 *THE PHYSICS OF BEING DICK*

Dick demands that Sally and Harry go to work, so she signs on as Albright's research assistant and he gets a job tending bar. Then Dick decides on a career change for himself (he wants to be a cop) after a disastrous Career Day at Tommy's school.

Wr David Schiff

Dir Terry Hughes

3 - 22 *SALLY AND DON'S FIRST KISS*

Sally turns to romance novels for inspiration when it's time for her first kiss with Officer Don. Unfortunately, whether they try it on a windy, moonlit bluff or in the Solomons' kitchen, the kiss just isn't special enough. Sally becomes resigned to breaking up with Don, but when she goes to the police stable to tell him, the magical combination of horses, thunder, lightning, and Don's newfound forcefulness combine to make Sally realize Don's the guy for her after all. Dick is perturbed because Lucy the cafeteria lady charges him -- and only him -- for crackers. Realizing he has no control over her inexplicable dislike for him allows him to free himself from being bothered by her unjust treatment. Harry graduates from night school, and he and fellow classmates Mrs. DeGuzman and Larry reminisce about all the great times they had together during their ten-week enrollment.

Wr David Sacks

Dir Terry Hughes

3 - 23 *WHEN ALIENS CAMP*

Dick takes the family camping as a mission bonding activity. At the campsite, the family and Mary all become angry with Dick -- the family because he lies about bringing Mary along after he tells them it's "family only," and Mary because he tells her the family doesn't mind she's coming along. After they all cast him out, Dick goes off by himself and attempts to form a new society with a troop of Beaver Scouts he encounters. The Solomons assume Dick is lost and set out to find him. They (especially Sally, who resents her command being usurped) initially reject Mary's offers of help in finding Dick... until they realize she knows a lot more about the outdoors than they do.

Wr David M. Israel, Jim O'Doherty

Dir Terry Hughes

3 - 24 *THE TOOTH HARRY*

Mary is asked to appear in a new Pendelton University promotional video. Dick whines until he is also allowed to participate. Unfortunately, neither of them shares the director's vision of what their "performances" should be like, and they are unceremoniously replaced by other "actors" (including Tommy). Harry volunteers to drive Nina to the dentist. A romance develops, but fizzles when the money Harry leaves under Nina's pillow as a Tooth Fairy reward is misinterpreted, and Nina, highly offended, throws him out. Officer Don gives Sally a key to his apartment, but his glee soon turns to gloom when she starts seeing the place as less of a love nest and more of a one-woman party zone that she can trash whenever she wants to. When Don calls her attention to her inconsiderate behavior, she apologizes -- but he still takes back his key.

Wr Joshua Sternin, Jeffrey Ventimilia

Dir Terry Hughes

4 - 1 *DR. SOLOMON'S TRAVELLING ALIEN SHOW*

Discovering that Harry has been kidnapped, the other aliens search for him, somewhat handicapped by the fact that the Big Giant Head is punishing them for not filing their reports by shutting down Dick's higher brain functions.

Wr Christine Zander

Dir Terry Hughes

4 - 2 *POWER MAD DICK*

Dick basks in the reflected glory of Dr. Mary Albright's promotion to Dean.

Wr David Sacks

Dir Terry Hughes

4 - 3 *FEELIN' ALBRIGHT*

When Sally learns that she's not Don's first girlfriend, she is consumed with retrospective jealousy and determines to track down his exes. Meanwhile, Dick learns what it's like to be the dean's boyfriend when everyone ignores him at a function except the other "faculty wives". He decides to prove his worth by staging a fashion show to raise money for repairs to the campus statue, but succeeds in raising only \$100 above expenses. Meanwhile, Harry and Tommy "creep out" Mrs. Dubcek by setting themselves up in business with a lemonade stand.

Wr Bob Kushell

Dir Terry Hughes

4 - 4 *COLLECT CALL FOR DICK*

After Dick almost bites into a "Fuzzy Buddy" in a fast-food restaurant burger, he becomes obsessed with the collectibles. Meanwhile, Tommy goes overboard on school spirit when he becomes the basketball team's mascot. The Solomons confront the collector mentality when they discover Fuzzy Buddies -- highly collectible small plush animal toys. Sally enjoys the thrill of the hunt and the prospects for financial rewards, Harry just thinks they're cute, but for Dick it's deeper -- he enjoys the sensation of collecting until it gets to be like a drug for him, and his family and friends have to do an intervention. In an effort to instill "pep" into Tommy, the basketball coach forces him to become the team mascot, "Hootie the Owl." Initially contemptuous, Tommy finds that folks (especially cute cheerleaders) dig him when he's in costume, and the power goes to his head. When the team loses, Tommy, high on school spirit, tackles the coach, landing him in the principal's office.

Wr David M. Israel, Jim O'Doherty

Dir Terry Hughes

4 - 5 *WHAT'S LOVE GOT TO DO, GO TO DO WITH DICK*

Dick, frustrated because busy dean Mary never seems to have time for him, finds himself increasingly enchanted with his new officemate, Jennifer. Confused by his feelings, he vows to resist the attraction, but

it's too much for him -- they kiss. Sally tries to fix Nina up with Don's friend Eric, then takes it as a personal insult when it doesn't turn out to be a love match. She schemes to bring them back together, but the only passion she manages to ignite between them is their rabid dislike for each other -- hardly a satisfying victory for Sally. Tommy fixes up the "Love Tester" machine at the bar where Harry works, then is miffed that he can't make it go higher than "Cold Fish."

Wr Bill Martin, Mike Schiff

Dir Terry Hughes

4 - 6 *I AM DICK PENTAMETER!*

Dick tells Mary he thinks they should see other people, and she laughingly agrees, not knowing he already has a candidate lined up--new officemate Jennifer. Dick is fascinated by Jennifer's intoxicating giggle, her adorable penchant for rhyming, and the brave way she copes with her numerous food allergies. Just as a furious Albright learns of Dick's new dalliance, he begins to grow less and less enchanted with Jennifer's eccentricities (particularly the rhyming), and to regret ever having ended things with Mary. Meanwhile, Sally, Harry, and Tommy question the limited functions of the kitchen and the living room, and decide to design an über-room with the best elements of each--"the Klivingtchen."

Wr David Goetsch, Jason Venokur

Dir Terry Hughes

4 - 7 *D III : JUDGEMENT DAY*

Dick decides to dump Jennifer and finagle his way back into Mary's heart as an uproarious three-part romantic misadventure concludes. Dick, who has been driven to distraction by Jennifer's allergies and constant rhyming, is in luck, at least as far as Mary is concerned: she's seen him with Jennifer and is willing to eat some crow to win him back. It would seem that Dick holds all the cards. Now all he has to do is play them. Meanwhile, Officer Don turns Sally on to the joys of bowling, and comes to wish that he hadn't.

Wr Michael Glouberman, Andrew Orenstein

Dir Terry Hughes

4 - 8 *INDECENT DICK*

When Playpen magazine arrives at Pendelton for a model search, the Solomons react to the issue of nudity in different ways. The idea intrigues Sally, who decides to pose---which infuriates Don, who chooses to cancel his lifetime subscription. As for Dick, he encourages Sally, but becomes apoplectic when he learns that Mary posed for art photos 20 years before. And Harry? He simply takes off his clothes. "I just wanted to find out if this whole clothes thing is just a big scam," he explains. Meanwhile, Tommy's overdressed: he wants to impress his new lab partner Alissa.

Wr Bob Kushell

Dir Terry Hughes

4 - 9 *HAPPY NEW DICK*

As the New Year approaches, Dick is in despair because he feels he hasn't accomplished anything all year. Meanwhile, Don gives Sally a necklace, then earrings, for Christmas but she wants more. Dick, pondering the significance of New Year's Eve, fears that he's done nothing of consequence in 1998. When he mistakenly thinks it's midnight a few minutes early, he embraces Mary and dances with her in the snow -- a perfect moment that he later realizes was not only his most meaningful act of 1998, but also a lovely way to start 1999. Harry hires Larry and Mrs. DeGuzman to work at Happy Doug's Bar with him, but they're both so dang lazy, he fires them both on New Year's Eve. Officer Don gets upset that Sally takes advantage of his nice-guy nature, and he lays down the law -- her cutesy, little-girl cajoling will no longer work on him. Sally realizes that with her feminine appeal comes a great deal of responsibility for using it benevolently, and she vows to do better in the New Year. Tommy, the party coordinator for Happy Doug's big celebration, is completely frazzled by the enormous responsibility of helping Rutherford ring in the New Year.

Wr Christine Zander

Dir Terry Hughes

4 - 10 *TWO FACED DICK*

The Big Giant Head grants Sally's three-year-old request for a "gender reassignment" - and switches her body with Dick's. Meanwhile, Harry takes over Happy Doug's bar while Doug is on vacation. Responding to a three-year-old request from Sally that she be given a male body, the Big Giant Head switches Sally's body with Dick's. Each of them has to cope with all the thorny details of gender reassignment, including such specifics as how to deal with men's catcalls, and where to find cute shoes in Dick's size. Plus, each of them has to successfully maintain the other's romantic relationship. They each get as far as a kiss, but before things go any further, their request to switch back is granted, leaving them both far more knowledgeable about what it's like to be a member of the opposite sex. Also, vacationing Doug leaves

Harry in charge of the bar, which turns ugly when some tough-looking bikers start hanging out there. Just when Harry and Tommy have decided that the bikers aren't such bad fellows after all, they rob the place, leaving it in a shambles.

Wr Gil Goldberg

Dir Terry Hughes

4 - 11 *DICK SOLOMON OF THE INDIANA SOLOMONS*

Dick receives an invitation to a family reunion that was meant for someone else, but decides to put down 'roots' and pass himself off as Richard Solomon, the long-missing nephew of Abe and Florence Solomon in Indiana. But acquiring an extended family proves to have its drawbacks when Dick, Sally Harry and Tommy go to Indiana with Mary to meet their new relatives and discover the reason why the real Richard Solomon dropped out of sight 43 years ago. While Harry immediately clicks with crotchety Uncle Abe, Cousin Jacob is decidedly frosty to Dick. Meanwhile, Cousin Janine is more than frosty (she's downright freaked) when Tommy tries to get friendly with her. "We're very distant cousins," he wails. "You have no idea how distant we are."

Wr Gregg Mettler

Dir Terry Hughes

4 - 12 *DICK AND TAXES*

After three years on the planet, the Solomons finally learn about an organization called the IRS. They also learn that they owe it \$9500. What to do? Dick's idea: "We can lie." Dick's never paid taxes, and after trying to fill out the forms himself, he enlists Mary's help. When he sees how much he owes, he decides to be the only American ever to think of the brilliant idea of cheating on his taxes. When Dick gets an audit notice, Tommy has to fudge an explanation for what each family member has been doing for the past six years. The auditor, however, doesn't buy any of it -- even the "we're aliens" defense, which he's heard before. The Solomons agree to pay their hefty tax bill, and thank their lucky stars their true identities are still a secret. As part of the tax deception, Sally pretends she had a failed home business -- a hair salon -- but when she puts up the sign, women start pouring in. Sally enjoys the camaraderie and the gossip, but never quite gets the hang of cutting hair, and with no repeat business, the salon fails for real.

Wr Michael Glouberman, Andrew Orenstein

Dir Terry Hughes

4 - 13 *SALLY FORTH*

When Sally tells Officer Don she can't take living with Dick, Harry, and Tommy anymore, he assumes that she wants him to propose. Sally realizes, however, that what she really wants is to start living as an independent woman, and they tearfully break off their engagement. When Dick has a tenant-landlord dispute with the Dubceks, he casts Harry out of the family for consorting with the enemy. The situation escalates to the point where Dick, frozen and filthy, is reduced to squatting in his apartment without benefit of heat or lights. The feud ends when Dick realizes he was so preoccupied that he didn't pay attention to an important milestone in Sally's life -- her all-too-brief engagement. When Alissa, the girl of his dreams, gets detention, Tommy works hard to get punished as well, in the hopes that it will provide him with the perfect opportunity to ask her out.

Wr David Sacks

Dir Terry Hughes

4 - 14 *PARANOID DICK*

Albright's feeling a little uncertain about her waning power at the college, and Dick eggs her on into full-blown paranoia. As a result, she gets caught breaking into another professor's office looking for evidence of a nonexistent conspiracy against her, and winds up losing her deanship. Meanwhile, Vicki Dubcek convinces Sally that the perfect thing to help her get over her breakup with Don is a weekend of riverboat gambling on the Cincinnati Queen. Vicki and Sally engage in the rituals of backstage flirtation with a seductive Neil Diamond impersonator. Harry manages to win big at gambling without getting hooked, but loses all of his winnings to the lure of the casino gift shop.

Wr David M. Israel

Dir Terry Hughes

4 - 15 *THE HOUSE THAT DICK BUILT*

Dick feels like his control over the mission is falling to pieces when Sally decides to move out, and Harry considers having a baby with Vicki Dubcek. Dick tries to sabotage Sally's attempts to find a new place, but Sally decides to rent the apartment over Mrs. Dubcek's garage, Dick breaks in, posing as an intruder, to scare Sally into moving back home, but she beats the tar out of him. Meanwhile, Harry's debating whether or not he should have a baby with Vicki because he's unsure, both of his and Vicki's parenting abilities, and of the consequences of human/alien interbreeding. The two of them drop in on the house where Tommy's helping Alissa baby-sit so Harry can take the baby for a "test drive." When he sees how

good Vicki is with the baby, he knows everything's going to be fine. Also, Tommy tries to figure out whether or not he's officially Alissa's "boyfriend."

Wr Bill Martin, Mike Schiff

Dir Terry Hughes

4 - 16 *SUPERSTITIOUS DICK*

Dick receives a chain letter, but hesitates to discard it when he sees all of the ill fortune that befalls Mary after she scoffs and tosses hers out. When Dick does throw his away, he worries that he won't receive the prestigious physics grant he's applied for, and becomes obsessed with oddball charms and superstitious behaviors he thinks will bring him luck. What he doesn't realize until too late is that his weird behavior itself has caused him to lose the grant. Sally discovers the wonders of the Hardware Stop Superstore with the help of hunky and extremely competent employee Justin, and begins concocting problems just to spend time with him. Harry, whose orange shirt looks exactly like the Hardware Stop uniform, is baffled when other customers keep asking him to help them make keys, weigh bags of nails, and answer hardware questions. Also, chagrined that Alissa seems to have a massive crush on the Rutherford Ice Hogs' star hockey player, Tommy becomes concerned that he's not manly enough.

Wr Gregg Mettler

Dir Terry Hughes

4 - 17 *Y2DICK*

Dick, who's never figured out computers, decides it's time to get plugged in. He discovers e-mail and the internet, and withdraws completely from the physical world, relying on take-out food, chat rooms, and live video feeds, and shutting out people, fresh air, and sunlight. When Mary tries to drag him away, he knocks over a Big Gulp cup, shorting out his system. Venturing outside to find the fuse box, Dick realizes that his computer wasn't keeping him connected to the world -- it was keeping him separated. Sally and Tommy go to buy a new TV set, but the more they learn about the available technology, the less satisfied they are with each purchase they make, until they've upgraded themselves into near-bankruptcy. Sadder but wiser, they return their expensive audiovisual equipment to the store. Also, Harry's all for trying to have a baby with Vicki, until the whole medical-science part of it makes it impossible for him to get in the mood. He tells Vicki it's the natural way or no way, and, turned on by his primal-ness, she agrees.

Wr David Goetsch, Jason Venokur

Dir Terry Hughes

4 - 18 *DICK THE MOUTH SOLOMON*

Sally meets a suave Italian-American man at a restaurant. He woos her, and when she learns he goes by the name of Sammy "The Butcher" Marchetti, she and Tommy are thrilled because they assume he's a mobster. Sammy asks Tommy to run errands for him, and Tommy's excited to be working as -- he assumes -- a bag man for the Mob. When Sally and Tommy learn that Sam's not actually a Mafioso but a real butcher, his appeal fades, and they both lose interest in him. Mary, concerned that she and Dick need to work on their communication skills, convinces him to go to a couples retreat. To her dismay, her good intentions get turned around as everyone there -- including Harry and Vicki, the poster children for public displays of affection -- embraces Dick for his openness, and criticizes Mary for her emotional unavailability.

Wr Christine Zander, Bob Kushell

Dir Terry Hughes

4 - 19 *CITIZEN SOLOMON*

Now that Sally's moved out and won't clean for them anymore, the male Solomons decide that it's time to get a maid. They hire Mary's cleaning woman, Cathy, an inscrutable woman who makes their place sparkle. Overwhelmed by the results, the Solomons begin thinking of Cathy less as help and more as a treasured family member -- despite the fact that Cathy gives them no encouragement to do so. Meanwhile, Sally, jealous of the guys' affection for Cathy, decides that she'll turn the tables -- if Cathy can "steal" Sally's family, Sally can steal Cathy's. Finally, Cathy, tired of the Solomons' intrusion into her private life, quits. Also, Tommy joins the staff of the school paper and is made editor, displaying a penchant for unearthing scandals both real and imagined. Busy with his new duties, Tommy assigns ex-girlfriend August to review Alissa in "My Fair Lady." August's review is unflattering but honest, and Tommy, true to his journalistic ideals, decides to run it. When confronted by a tearful Alissa, however, Tommy buckles, shifting blame to his "biased" ex-girlfriend's desire to destroy his happiness.

Wr Chris Haywood

Dir Terry Hughes

4 - 20 *ALIEN HUNTER*

A mysterious woman, Charlotte, turns up in Dick's life, claiming first to be auditing his class, then to be writing an article about him, then to be an "intellectual groupie." She charms Sally, Tommy, and Harry,

who are happy to oblige when she offers to help plan the surprise birthday party that Dick has demanded they throw him. Dick is too busy having his ego stroked, and the family is too busy being grateful for her help, to wonder what Charlotte's real story is -- which they regret when they learn she's an alien hunter, come to dissect Dick's brain with the help of her hulking son, Ned. Although Charlotte's called all the invitees to tell them the party's canceled, they begin showing up anyway, interrupting the skull-cutting process. Ned ties them all up in Mrs. Dubcek's basement. Sally, Harry, Tommy, Don, and the others run upstairs just as the FBI arrives to capture Charlotte, a well-known crackpot who has mistakenly thought any number of innocent citizens to be aliens. The Solomons remain unharmed and undetected... for now.

Wr Bonnie Turner, Terry Turner

Dir Terry Hughes

4 - 21 *DICK V. STRUDVICK*

Dick's faculty nemesis, Dr. Vincent Strudwick, writes a physics book that's hailed as a work of genius. When Dick realizes that writing a better book would expose him as a superior alien being, he seeks another means of getting even, finally seizing on Strudwick's displeasure at learning that his teenage daughter Alissa is dating dreaded Solomon spawn Tommy. Dick manipulates Alissa to cause trouble between her and her father, and the conflict comes to a head at the taping of a TV panel show about Strudwick's book, which erupts into Jerry Springer-style fisticuffs. Meanwhile, Sally and Don, feeling "lonely" since their breakup, find themselves succumbing to "ex sex." Also, once Albright befriends a group of misfit Nobel laureates who are in town to hail the publication of Strudwick's book, she can't shake them -- they've imprinted on her like a litter of helpless kittens.

Wr David M. Israel, Jim O'Doherty

Dir Terry Hughes

4 - 22 *NEAR DICK EXPERIENCE*

When Sally, Harry, and Tommy narrowly miss being crushed by a chandelier at a restaurant, their near-death experience fills them with a new reverence for life -- and fills Dick with jealousy that he wasn't able to share this deep experience. The newly enlightened trio volunteers at a soup kitchen for the homeless, and Dick signs up for a wilderness hiking trip with Mary, hoping like the dickens that he'll lose his footing and find serenity via a near-death experience of his own. While Dick is trying desperately to have his own near-miss with death, the others learn that their new appreciation for every leaf, every bird, and every fellow man is fading rapidly with the passage of every hour. Sally, Tommy, and Harry have just about returned to being their blasé, uncaring selves just as Dick joins them on the roof, bursting with news about how he's just managed to escape death's clutches in a car accident. Now Dick's found a new love for life, but he's still the odd man out.

Wr David Goetsch, Jason Venokur

Dir Terry Hughes

4 - 23 *DICK'S BIG GIANT HEADACHE (A 2 PART STORY)*

The Big Giant Head announces his plans to visit the Solomons in person to chastise them for their poor mission performance. Dick tells Sally to move back in, orders Harry to stop trying to father a baby with Vicki, and tries to prepare Mary for the arrival of his old "college chum," worrying privately that the supreme leader might not find her to have been a suitable use of his time. The family goes to the airport to meet the Big Giant Head (William Shatner), a drunken good-time charlie who's taken the name of "Stone Phillips," and who, in short order, moves in and takes over their lives. Dick quickly loses favor with Stone, who's unimpressed both by his choice of girlfriend and his leadership skills. Stone is, however, quite taken by everything about Sally, especially the length of her legs and the shape of her torso, and decides to make her the High Commander instead of Dick. Meanwhile, Harry keeps trying to avoid Vicki, but eventually he tells her that they need to cool the baby thing for a while, and she runs away from him in tears. Also, although he's initially unenthusiastic, Tommy plans to attend the junior prom because it's so important to Alissa. Vicki is sad to hear all the prom talk -- she never got to go to hers, and she's felt the lack ever since.

Wr Bill Martin, Mike Schiff

Dir Terry Hughes

5 - 1 *EPISODE I: THE BABY MENACE*

Vicky Dubeck is in hospital giving birth to the Big Giant Head's baby.

Wr David M. Israel, Jim O'Doherty

Dir Terry Hughes

5 - 2 *DICK FOR TAT*

After he learns that Mary once had a fling with Dr. Strudwick, Dick determines that he must retaliate -- but he has to convince Mrs. Strudwick to take part in his plan.

Wr Bill Martin, Mike Schiff

Dir Terry Hughes

5 - 3 *THE FIFTH SOLOMON*

The Solomons don't realize how fond they are of their car until Dick wrecks it. Meanwhile, Harry finds out about insurance.

Wr Gregg Mettler

Dir Terry Hughes

5 - 4 *DIAL 'M' FOR DICK*

The Solomons attend an interactive murder mystery at a mansion, but they don't have a clue that other guests are actors and that the action is scripted.

Wr Christine Zander

Dir Terry Hughes

5 - 5 *DICK AND TUCK*

Dick decides plastic surgery is the only answer when Mary and Nina say he isn't as sexy as Harrison Ford.

Wr Bob Kushell

Dir Terry Hughes

5 - 6 *DICK, WHO'S COMING TO DINER*

Mary, Nina and her physics class educate Dick on racial injustice.

Wr David Goetsch, Jason Venokur

Dir Terry Hughes

5 - 7 *SEX AND THE SALLY*

Sally explores her options regarding birth control.

Wr Julie E. Sherman

Dir Terry Hughes

5 - 8 *CHARITABLE DICK*

Dick learns that giving charity is not about self-promotion.

Wr David Sacks

Dir Terry Hughes

5 - 9 *THE LOUD SOLOMON FAMILY: A DICKUMENTARY*

The Solomons agree to be the subjects of Dr. Albright's documentary.

Wr Valerie Watson

Dir Terry Hughes

5 - 10 *GWEN, LARRY, DICK AND MARY*

The family discover the launderette.

Wr Christine Zander

Dir Terry Hughes

5 - 11 *DICK PUTS THE ID IN CUPID*

Dick becomes paranoid when he learns that Mary is seeing a therapist.

Wr David Goetsch, Jason Venokur

Dir Terry Hughes

5 - 12 *BIG GIANT HEAD RETURNS*

Both Vicky Dubchek and the Big Giant Head return to Rutherford.

Wr David Sacks

Dir Terry Hughes

5 - 13 *RUTHERFORD BEAUTY*

Dick divulges his erotic fantasies about Nina.

Wr Bob Kushell, Gregg Mettler

Dir Terry Hughes

5 - 14 *THIS LITTLE DICK GOES TO MARKET*

Dick decides that since the Solomons have come to Earth during the greatest bull market in history, he

should get in on the action. But when Dick and Tommy realize they've only made a measly 35 percent on their investments, greed takes over and they take matters into their own hands. Meanwhile, Sally feels "emasculated" by (and Harry falls in lust with) Rutherford's newest rookie cop Janice -- the largest, strongest, toughest woman they've ever seen.

Wr Dave Boerger

Dir Terry Hughes

5 - 15 *YOUTH IS WAISTED ON THE DICK*

Dick tries to experience youth for the first time by partying with his students during spring break, but his drunken antics are wasted on Mary, who is trying to relive a favorite, and more relaxing, family outing instead. Meanwhile, Sally, Harry, and Tommy become enthralled with a no-nonsense state criminal investigator, who takes over Officer Don's command post when the police set up a stake-out in the Solomon's attic to spy on a suspected video pirate in the neighborhood.

Wr Nastaran Dibai, Jeffrey B. Hodes

Dir Terry Hughes

5 - 16 *DICK STRIKES OUT*

When a new chancellor shakes things up at Pendleton, Dick gets a striking idea and convinces his fellow faculty members to resign en masse. Meanwhile, Tommy takes a job at a pretzel stand at the mall, but finds that working for girlfriend Alissa isn't as much fun as he expected.

Wr Aron Abrams, Gregory Thompson

Dir Terry Hughes

5 - 17 *SHALL WE DICK*

Over Mary's objections that she can't dance, Dick insists that together they can win the school Badger Day dance contest. Meanwhile, Sally and Alissa become pals -- and when they go clothes shopping together, Tommy's frustrated because Sally has a chance to see Alissa naked in the dressing room. Meanwhile, when Harry and Nina join the contest, it soon becomes clear to Dick that if he wants to win, he'll have to change partners to dance. A competitive Dick enters the Badger Day dance contest but when his tangle footed partner Mary quits in disgust, he commandeers Harry's date, the more nimble Nina, out from under his nose. Elsewhere, just when it appears that Sally will finally become friends with Alissa, she turns vindictive when Alissa accidentally walks in on Officer Don and sees him "au natural."

Wr Bill Martin, Mike Schiff

Dir Terry Hughes

5 - 18 *DICK AND HARRY FALL IN A HOLE*

Dick and Harry tumble down an abandoned airshaft, prompting a televised search-and-rescue headed by an eccentric Scottish expert known as "the Hole," who promptly clashes with an agitated Sally over his unorthodox rescue method. Meanwhile, down in their dark prison, an excitable Dick finally loses control while Zen-like Harry remains cool and calm. Above ground, Tommy tries to make a fast buck by hawking souvenirs of his trapped friends.

Wr Aron Abrams, Gregory Thompson

Dir Terry Hughes

5 - 19 *FRANKIE GOES TO RUTHERFORD*

Frank, a former student of Mary's, returns for a lecture series and makes Dick (unaware Frank is gay) jealous. When Frank confesses he has a secret, Dick jumps to the conclusion that Frank is also an alien, "comes out" to Frank, and is soon cavorting in Rutherford's finest gay bar while thinking it is a hangout for other covert aliens. Meanwhile, the other Solomons plan a bank robbery, but fall prey to mutual suspicion.

Wr Gregg Mettler, Will Forte

Dir Terry Hughes

5 - 20 *DICK SOLOMON'S DAY OFF*

While Dick discovers the pleasures of faking "a sick day," the other Solomons find new kicks listening to cell-phone calls on Officer Don's misplaced scanner.

Wr David M. Israel, Jim O'Doherty

Dir Terry Hughes

5 - 21 *THE BIG GIANT HEAD RETURNS AGAIN! (A 2 PART STORY)*

It's troubled relationship time in the season closer. The Solomons' supreme commander arrives with a troubled marriage to Vicki and a surprise for one of the gang: he's in love. Meanwhile, Harry summons up the courage to ask new police recruit Janice out on a real date; and Sally becomes convinced that Alissa is

preparing to dump Tommy.

Wr David Goetsch, Jason Venokur

Dir Terry Hughes

6 - 1 *LES LIAISONS DICKGEREUSES*

Mary's rich, spoiled sister Renata arrives in Rutherford. Dick formulates a plan to help Mary get the best of her once and for all. But Dick's falls in temptation when he gets a chance to live a life of luxury.

Dir Terry Hughes

6 - 2 *FEAR AND LOATHING IN RUTHERFORD*

In an attempt to reconcile with Alissa, Tommy goes to her house with the feeble excuse that she still has the beer tap they rented for the senior party and he needs to return it. Strudwick snidely tells Tommy that he thought Alissa had given him his walking papers. But Alissa surprises her father by leaving the house with Tommy carrying a suitcase (containing the beer tap). A few hours later Strudwick goes to the Solomons' apartment looking for Alissa. Mrs. Dubeek observes that the evidence points to an elopement. Dick and Strudwick enlist Mary's help and drive off to stop the wedding.

Dir Terry Hughes

6 - 3 *INDICKCRETION*

Dick invites Sally and Don to join himself and Mary on a date. But when the conversation turns to their sex lives, Don and Mary have adverse reactions. Meanwhile, Dick and Harry take a road trip, but only get as far as the gas station.

Dir Terry Hughes

6 - 4 *DICK'LL TAKE MANHATTEN (PART 1 OF 2)*

Dick, Sally and Harry are bound so they go to another dimension (through their shower) where they are all very rich famous and living in New York.

Wr Christine Zander, Mark Nutter

Dir Terry Hughes

6 - 5 *DICK'LL TAKE MANHATTEN (PART 2 OF 2)*

Wr Christine Zander, Mark Nutter

Dir Terry Hughes

6 - 6 *WHY DICKIE CAN'T TEACH*

Tommy can't decide where to go to college, and Dick is really pushing Pendleton: when it's all said and done, Princeton and Pendleton both serve fish sticks. Dick says he'll give Tommy a personal tour of the campus. Harry wants to go too but the other aliens remind him that he's not going to college. Meanwhile, Sally's upset that Don's not included in a newspaper article on Rutherford's ten most powerful men; she can't fathom how this is possible. Sally says maybe she's let Don down; maybe she hasn't thrust greatness upon him. It's time to rebuild him into the powerhouse he's never dreamed of being. On campus, Mary tries to help Dick recruit Tommy, but Tommy just wants to sit in on a class. Sally decides to throw a power brunch to turn Don into a success; she invites everyone on the top ten list plus other important townspeople. At the brunch, she wangles an assistant's job for Don with Gus DeMarmel, president of DeMarmel lunchmeat; never mind that Don has absolutely no business experience. Since Don already has a job, Sally tells him to take the night shift and be an assistant during the day shift. After sitting in on only one of Dick's classes, Tommy tells him that he's a terrible teacher, much worse than Tommy imagined. Don starts his assistant's job, and Sally couldn't be more proud. Insulted by Tommy's remarks, Dick says he's forbidden to go to Pendleton. Tommy's delighted, so Dick then informs him that he will, in fact, be going there. Tommy asks Dick what his problem is. Dick's so bad at teaching that Tommy thought he knew. Don is crazed at work when Harry and Sally show up, and he has no time for them. Tommy talks with Mary, and she confesses she feels guilty about trying to recruit him, because Pendleton's a clown college. Harry convinces Sally that Don is blowing her and is now in search of a trophy wife. Sally says she made Don, now she can break him. When Dick proves unsuccessful at teaching some kids to play hopscotch, even Mary agrees that he's a bad teacher. Sally sabotages a project Don's working on, and he gets fired. And when Dick tells Tommy he plans to quit teaching, Tommy reminds him that no matter how good or bad a teacher he is, his real job is to be high commander.

Dir Terry Hughes

6 - 7 *B.D.O.C.*

The aliens give Tommy a big send-off to college, including two cases of beer and a fake ID, but as he's leaving Sally and Harry get ready to interview his replacement. The candidates have materialized in the closet and are ready and waiting. Both aliens are sold on Christie, an extremely efficient young woman, until they meet the incredibly handsome Bryce. Sally's bowled over by Bryce and hires him on the spot.

Harry's upset, but he's quickly overruled. Meanwhile, Dick drops Tommy off at his dorm, and they reminisce about all the missions they've been on together. Sally's loving every minute that Bryce is around, but after Bryce's first day on the job, Dick decides to go get Tommy and bring him back. Tommy's already enjoying college and flirting with girls. Dick arrives and tries to convince Tommy to come home and go to Pendleton if he must go to college, but Tommy says he's not leaving. He does manage to convince Tommy that to impress the girls and really make a name for himself he has to come up with an outrageous freshman prank. Dick convinces him to literally turn the chancellor's office upside down, nailing everything from the filing cabinet to the ficus tree to the ceiling. Dick pulls the fire alarm as a final touch and locks Tommy in the office. At last it hits Tommy that Dick's trying to get him expelled. Back at the apartment, Sally has given up trying to be subtle and is openly hitting on Bryce, who's very uncomfortable. Dick's disappointed when the Chancellor merely issues Tommy a warning for his offense, telling Dick he doesn't want to stifle youthful exuberance and reminiscing fondly about a few of his own college pranks. He even suggests that Tommy might like to meet his daughter. Harry and Bryce confront Sally with the charge of sexual harassment in the workplace. Sally pretends that she's sorry and offers to resign; she heads toward the closet, but at the last second she shoves Bryce in. That evening Dick goes to see Tommy in his dorm room and tells him he's making a big mistake, but Tommy refuses to come home. Dick has to confess that he didn't want Tommy to grow up; Tommy replies that parental love, at its best, is the only love that leads to separation, and Dick realizes that it's time for him to go. The Solomons, without Tommy, are on the roof. Sally and Harry tell Dick that Bryce is gone; he didn't work out. Dick is saying how funny it seems without Tommy just as Tommy is coming up the back steps with a laundry basket. Since school is only an hour away, he thought he'd do his laundry at home.

Wr Aron Abrams, Gregory Thompson

Dir Terry Hughes

6 - 8 *RED, WHITE & DICK*

After attending a football game and observing how enthusiastically the crowd sang "The Star Spangled Banner," Dick observes that humans have a deep love for their country of origin. They'd better get with the program or they'll look very suspicious. He assigns Tommy the study of the documents that created this country. Harry will cover anthems and epic poetry. Sally will do a microfiche search. Harry is put in charge of equality, since clearly it is one of the foundations of this country. Mary contributes that America offers so many freedoms: press, speech, assembly. Her family came over on the Mayflower. Nina says her family came over on a different boat but surely hooked up with Mary's family shortly after they arrived. As equality leader, Harry makes rulings on everything from who gets new shoes to the size of their ice cream sundaes. In class, Dick demands that the students stand up and say the Pledge of Allegiance. Sally is comfortable with the idea that all the aliens treating each other as equals, that decisions are being made for her. Tommy, however, is worried that their losing their individuality. They even address each other as numbers instead of names, and Harry makes a daily equality speech. Dick comments that they all look great in their gray uniforms and high heels. He tells the other aliens that he and Mary are on the same wave length. To Mary it doesn't matter if you're from Sweden or outer space as long as you're and American. At this point Tommy informs Dick that Dick's Canadian: it's on his passport. Tommy thought it would look weird if all four family members were from the same country. How, Dick asks, is he going to tell Mary that she's sleeping with the enemy? Later, Dick tries to engage Mary in conversation about Canada, everything from Celine Dion to Canadian bacon, but she doesn't respond. Meanwhile, the Solomon home is looking a lot like the Soviet Union as Harry, taking his position of power way too seriously, has begun rationing household items. Tommy can't have toilet paper, because today Harry's distributing potatoes. Tommy demands toilet paper, and Harry offers a light bulb. Sally, who has sided with Harry, chastises Tommy when he dares to criticize the system. Dick comes in and tells everyone that they have to help him become an American citizen, but it's determined that he'll have to apply for citizenship. Harry and Sally have become so threatening that Tommy decides the only safe thing is to play the game. He loves America, and he loves Harry! Dick goes to take a citizenship test, but his chances don't look good. Tommy declares a revolution and makes such a moving speech that Harry goes over to his side. Sally threatens to kill both of them in their sleep. And when Dick tells Mary about his test and asks her some of the questions, it's evident that she doesn't know much either about this country's form of government.

Wr Will Forte

Dir Terry Hughes

6 - 9 *DICK DIGS*

When Mary invites Dick to accompany her on an archeological dig, he eagerly accepts; he's seen "Raiders of the Lost Ark," so he knows how exciting and dangerous archeology can be. The Rutherford Garlic Festival is underway, and hotel rooms are at a premium. Since Dick's gone on the dig, the other aliens decide to rent out his bed. Soon the Solomons' apartment becomes "The Inn at Solomon House" with Tommy and Sally committed to giving their guests outstanding service in hopes of earning four stars in the Crown Travel Guide. Harry's not enthusiastic about the new venture, because he gets to do all the dirty work. At the dig, Dick's disenchanted when Mary gives him a trowel, a brush and an air bulb and

tells him to carefully dust the sediment in one square foot of land. Dick grudgingly gets to work and later complains that he's been working five hours and all he's found is a pointy rock. Mary's astonished when she identifies his "pointy rock" as a spear head. She sadly confesses that she's been going on digs for years and has never found anything. She's had to buy the artifacts in her office and has even gotten some from eBay. She says she would have killed to have found the ceremonial wedding moon that Dr. Powell, the leader of the dig, uncovered earlier. Dick tells her not to worry; he's sure she'll find something. Harry's fed up with his new job and resigns; he shows up shortly afterward and wants to register as a hotel guest. If he can't be a guest, he'll write a negative letter to the Crown Travel Guide, so Sally and Tommy reluctantly allow him to register. Harry immediately becomes guest from hell, demanding constant massages and tickets to "Les Mis." Back at the dig, Mary sees little point in continuing, because she's sure she won't find anything, but Dick insists she go on. He slyly plants something where she's been digging, and soon she unearths a wedding moon identical to the one found by Dr. Powell. She's ecstatic until it's revealed that, in fact, it is Dr. Powell's, and she's accused of being a thief. She's furious with Dick, but he assures her he was only trying to make her feel better. Sally can't bear another minute of waiting on Harry hand and foot, so she announces that she too is quitting and will be registering as a guest. Tommy says nothing doing. He's sick of the whole thing. Together the aliens order their unsuspecting hotel guests out of their house.

Wr David M. Israel, Jim O'Doherty

Dir Terry Hughes

6 - 10 *THERE'S NO BUSINESS LIKE DICK BUSINESS*

While Dick and Sally form an act to entertain at children's parties, Mary and Harry get involved in Officer Don's self-defense class.

Wr Dave Boerger

Dir Terry Hughes

6 - 11 *A DICK REPLACEMENT*

Dick and Mary visit Rita, a psychic, together, and Dick scoffs that the whole thing's a rip-off—until the psychic says that Dick and Mary are from two different worlds. She adds that one of these days Dick will leave Mary and go back where he came from. Dick immediately decides that he should devote himself to locating his successor, someone worthy who will wait in the wings until Dick has gone. Later, Sally tells Harry that if the psychic talked about Dick's leaving the planet, she must know they're aliens; they have to kill her. Dick takes Mary to a singles bar in search of the perfect replacement, but he acts so strangely that the bartender thinks Mary's a hooker and asks them to leave. Harry and Sally set about hatching wildly unrealistic plots designed to do away with the psychic. Nina tells Dick about Gary Hemmings, a visiting lecturer who's dying to substitute for him. Dick talks with Gary and offers him the chance to replace him; Gary thinks he's being offered a staff position at the University. Gary's a bit puzzled when Dick insists that he meet Mary, saying that if Mary doesn't like him it will never work. Harry and Sally visit the psychic. Harry gets her in a headlock and smears honey on her blouse. Unfortunately, he's forgotten to tell Sally that his plan involves killer bees, so she can't supply them at the crucial moment. Dick, Gary and Mary meet in a restaurant, and Dick embarrasses and puzzles Mary as he attempts to play matchmaker. Harry and Sally re-visit Rita, who wants to throw them out, but they manage to get her to talk about herself, and she confides that she's always pictured herself dying during a passionate night of lovemaking. Harry's not sure he's up to doing the job, and Dick shows up and says he needs to speak to Rita first. He wonders how much time he has left; Harry tells Dick that however much time he has from now on, he's just a temp. Dick tells Gary he has the job and will probably be in the sack with Mary that evening. Gary protests that he won't sleep with Mary to get the job, and Dick says that sleeping with Mary is the job. In that case, Gary, who only wants a chance to teach physics, is having no part of it. When Mary finds out what's been going on, she's afraid that Dick might be dying, but he explains that he was just spooked by what the psychic had to say, and now he's decided he doesn't want to be replaced.

Wr Matt Silverstein, Dave Jeser

Dir Terry Hughes

6 - 12 *DICK'S ARK*

Dick gets a new camera and proceeds to make Mary angry by taking her picture against her wishes. Mary decides the two need a weekend off. Sally catches Harry walking around in the rain in her new suede jacket and decides that since the weather men can't accurately predict the rain they should pay for it. Upon going to the studio she then gets hired to be "Sally Storm" the new weather girl. Sally is told by Dick to stop being the weather girl after constantly being accurate, at which point they see that a major tornado will hit their area. Dick then remembers the college has a bomb shelter and proceeds to allow Sally and Harry to both bring one loved one to save from the carnage. Dick has to then try and get Mary to come, and does this by making Nina think that an intervention(AA style) is in order.

Wr Danny Smith

Dir Terry Hughes

6 - 13 *YOU DON'T KNOW DICK*

After everyone convinces Dick that he doesn't know what Mary likes, he tries to buy concert tickets for the two of them.

Wr Danny Smith

Dir Terry Hughes

6 - 14 *MY MOTHER, MY DICK*

When a new alien accidentally arrives through the time space portal, Dick tells Harry and Sally that it's their responsibility to take care of him. And Dick alienates Mary by taking sides with her detested mother as he tries to navigate through the minefield that separates the two women.

Wr Nastaran Dibai, Jeffrey B. Hodes

Dir Terry Hughes

6 - 15 *GLENGARRY, GLEN DICK*

After Dick and Don each buy half of a timeshare "luxury getaway," they take Mary and Sally on their first vacation there. Meanwhile, Harry's afraid of shrinking now that Tommy's taller than he is.

Wr Aron Abrams, Gregory Thompson

Dir Terry Hughes

6 - 16 *DICK SOUP FOR THE SOUL*

Dick thinks he's found the key to true happiness after reading Mary's favorite self-help book, so he rids himself of all conflict in his life -- including Mary, his main source of friction. Sally tries to help Tommy get into his college fraternity of choice by posing as the Assistant Pledge Master during Hell Week, but her grueling physical tests push Tommy to the limit. Meanwhile, Harry becomes tortured in his quest to re-paint the kitchen ceiling.

Wr Sean Veder

Dir Terry Hughes

6 - 17 *MARY LOVES SCOOCHIE (PART 1 OF 2)*

John Cleese reprises his role as Liam Neesam, Dick's malevolent alien nemesis in the first of a special two-part episode. In part one, Dick intercepts love letters sent to Mary by "Scoochie," a secret admirer, and plots to interject himself into Mary's upcoming assignation at a Renaissance festival with the mystery man.

Wr Aron Abrams, Gregory Thompson, Dave Boerger

Dir Terry Hughes

6 - 18 *MARY LOVES SCOOCHIE (PART 2 OF 2)*

Dick can't stop Mary from dating her secret admirer "Scoochie" (really alien Liam Neesam), even though he suspects Liam is only using her as part of his plot against all mankind. Meanwhile, the rest of the gang find the "prequel" to their favorite movie, Arthur 2.

Wr Will Forte

Dir Terry Hughes

6 - 19 *THE THING THAT WOULDN'T DIE (PART 1 OF 2)*

Mary is having some trouble dealing with what she saw: Dick transforming Scoochie into a monkey. Dick inevitably tells her the truth and she has a hard time to believe in it. Eventually she accepts it and even becomes fascinated by it. When everything seems to be going fine for Dick, Harry announces that their mission is over and they are to leave Earth.

Wr Dave Lewman, Joe Liss

Dir Terry Hughes

6 - 20 *THE THING THAT WOULDN'T DIE (PART 2 OF 2)*

As a result of the manner in which Dick settled his dispute with Liam, the group is ordered home. Of course, there are always loose ends to tie up before a long space trip. Dick wants Mary to accompany them, and Sally decides to instill confidence in Don. They organize a farewell party, and Harry and Tommy decide to charge everything and not worry about being around to pay the bill. They even hire Elvis Costello to sing "Fly Me to the Moon."

Wr Christine Zander

Dir Terry Hughes

DAMIR ANDREI, Lt. Gambol CHRISTINA COLLINS, Warden J. WINSTON CARROLL (eps 1), Minsky
ROBERT HALEY, Marianne QUYEN HUA, Det. Allston BILL MACDONALD, Robinson STEVE
MOUSSEAU, Talk Show Host DINI PETTY, Ghita KATHRYN WINSLOW, Jenny BRIAR BOAKE, Kiosk
Guard JIM CODRINGTON, Jack Budgen PHILIP CRAIG, Senator's Aide BRYAN ELLIOT, Gym Guard
DOMENICO FIORE, Genetico Receptionist JENNIFER FOSTER, Jogger #1 NAOMI GASKIN, Young
Guard MICHAEL HALL (ep 1), Philly Cop PETER JERVIS, Madigan NICHOLAS KILBERTUS, Deputy
D.A. LONNIE KING, Football Player MARK LUTZ, Newscaster TINO MONTE, Male Student GREG
MORRIS (ep1), N.Y.C. Detective SILVIO OLIVIERO, Pentagon Guard SEAN ORR, Fire Captain STEVE
PERNIE, First Twin CARA PIFKO, Female Student FRANCO ROVAZZI, Prison Wife BEATRIZ
PIZANO, Berrington Woman SUSAN RODOMAR, Second Twin MASSIMO ROVAZZI, Fighting Twin
RICHARD SALI, Ransome MARIA SACNI, Prison Husband PEDRO SALVIN, Science Building Guard
HADLEY SANDIFORD, Jogger #2 ANGELA VINT, Nurse TRIDA WILLIAMS, Ransome RICHARD
SALI, Bold Twin KATIE BOLAND.

THREE MOONS OVER MILFORD



Three Moons Over Milford is a quirky drama set in a picturesque small town in Southern Vermont. Shortly before the series begins, an asteroid hits the Moon, shattering it into three fragments, threatening to eventually fall to Earth and end life as we know it. Thus, the threat of an eventual "Judgment Day" causes many people to question their lives and live them to extremes: quitting jobs, indulging vices and basically living as if each day were the last.

In a way, there is something reassuring about "Three Moons Over Milford," a slightly off-center but likable dramedy set in a small Vermont town. The premise is that the moon has split into three parts and there is at least the possibility that, at any moment, one of those parts could veer from its orbit and careen into the Earth, pretty much putting an end to any debate over intelligent design.

This, in turn, pushes Milford residents to quash their inhibitions and do things they wouldn't ordinarily do. After all, the next day could be their last.

But think about it. In real life, global warming threatens the planets with species extermination, violent storms and massive flooding. Screwball terrorists, maybe with nuclear weapons, threaten to obliterate large segments of the population. New strains of drug-resistant bacteria could wipe out humanity. In California, geologists predict that the big one is right around the corner. So it is more than a little reassuring to think that, despite all this, there would be no real urgency about life and no cause for alarm except for those three darn moons.

In this eight-episode series from Howard Chesley and Jon Boorstin, Elizabeth McGovern stars as Laura, the pampered and aloof wife of a Bill Gates-style entrepreneur. Spurred by the three-part moon, her husband renounces his former life in favor of spirituality and meditation. Then he disappears entirely, just as his company teeters on the financial brink.

Evicted from her modernistic mansion, Laura, her genius son, Alex (Sam Murphy), and her bratty daughter, Lydia (Teresa Celentano), relocate to smaller quarters. Laura takes a job as the receptionist for Mack (Rob Boltin), the easygoing town lawyer who resembles the title character of "Ed" enough to be a fraternal twin. Meanwhile, Lydia accidentally burns down the school, and Alex falls for Claire (Samantha Leigh Quan), a young woman who doesn't realize her new beau is only 16.

There's a "Picket Fences" quality to the show, mostly because of its eccentric characters. But unlike "Fences," in which producer David E. Kelley wrestled with thorny ethical and political issues, "Milford" is partial to whimsy. Despite setting the school ablaze and then lying about it, Lydia gets off with light community service. Her mom even scolds townsfolk who judge the girl too harshly.

Although McGovern is the big name attached to the project, the most appealing performances are given by Boltin, who plays a quintessential nice guy, and Murphy, who shows the many facets of his rebellious teen character. Exec producer James Frawley, who directed, mixes interesting angles with conventional shots just enough to keep the show visually vibrant.

Major characters

Laura Davis

Mother of the Davis family, who struggles with the emotional strain and major changes occurring in wake of the moon incident. Her husband, Carl, a local industry leader, abandoned the family after the moon incident to live in a yurt some distance away from the family home, and has since left the country to climb the Seven Summits. Shortly thereafter, funds are discovered missing from Carl's company, and the family's property and assets are seized, leaving the previously pampered Laura at loose ends to provide for her family. Laura is played by Elizabeth McGovern.

Albert "Mack" McIntyre

A small town, down-to-earth lawyer who helps the Davises in Lydia's arson case. A growing attraction develops between Mack and Laura Davis, which is nudged along when Mack's meddlesome mother hires Laura as Mack's secretary in order to drive a wedge between Mack and an old flame. Mack is played by Rob Boltin.

Lydia Davis

Teenage daughter of the Davis family. Her attempt to use a Wicca ceremony to save the Earth resulted in the accidental arson of the local high school. Even though she continues to defend the event as an accident, she is known as the "fire starter." She moves to a new school, where she is allowed nothing flammable and starts to fall in with a bad crowd. She is played by Teresa Celentano.

Alex Davis

Sixteen year-old son of the Davis family, Alex is a math prodigy who struggles with vehicular issues. He becomes romantically involved with the 29-year old Claire. He sold his brand new motorcycle to rent a house for him and his family right next door to Claire. He is played by Sam Murphy.

Claire Ling

29-year old computer analyst who shares an attraction with the younger Alex Davis. She lives next door to Alex and the rest of the Davis family. Claire was unaware of Alex's true age until recently, and thought he was an undergraduate taking time off from MIT. While still unsure of the relationship after discovering his real age, she finds herself still attracted to Alex. She is played by Samantha Leigh Quan.

Michelle Graybar

An opportunistic real estate agent whose business-as-usual attitude flies in the face of the pending disaster. She is played by Nora Dunn.

Produced by Jon Boorstin executive producer , Fitch Cady producer , Howard Chesley executive producer , Maryanne Melloan consulting producer , Karen Moore consulting producer , Ellen Rapoport supervising producer , Vladimir Steffoff co-producer , William Lucas Walker consulting producer.

Casting by Heike Brandstatter , Coreen Mayrs

Production Design by Michael Joy

Art Direction by Jeremy Stanbridge

Makeup Department - Rebeccah Delchambre makeup department head , Tamar Ouziel makeup artist: second unit , Connie Parker makeup artist

Production Management - George Chapman production manager , Anthony Gore post-production supervisor

Second Unit Director or Assistant Director - Neil Allan trainee assistant director , David R. Baron second assistant director , Erika Beringer first assistant director , Michael Collins third assistant director , Gordon Piper third assistant director , Shannon Pratt third assistant director , Greg Zenon first assistant director.

Art Department - Harry Griffin-Beale construction coordinator , Mark Howes lead dresser , Tonya Soules assistant set decorator.

Sound Department - David S. DiPietro foley mixer, David S. DiPietro sound recordist , Pete Elia sound re-recording mixer , Kurt Kassulke sound re-recording mixer , Adam Sharpe adr mixer.

Special Effects by David Allinson special effects coordinator.

Visual Effects by Jeremy Hunt visual effects supervisor , Wayne A. Shepherd visual effects supervisor

Other crew - Gillian Andrew production accountant , Bannister Bergen assistant to producers , Kendra Shay Clark casting assistant , Ainsley Dowle production assistant , Gareth Farfan key rigger , Andrew Gowan music coordinator , Sandy Holt adr voice casting (pilot episode) Paul Jasper animal coordinator , Jessica Kiernan casting assistant , Omar McClinton post-production finance: Touchstone Television , Jennifer Osborne assistant production coordinator , Mike Sassen transportation coordinator , Mark Tachovsky second assistant production coordinator.

The moon has long been the subject of speculation, credited with romances, blamed for tragedies and occult occurrences. Our big rock in the sky affects our tides and emotions, and many believe that a full moon causes a rash of strange behavior and freakish accidents. So what if there wasn't just one moon, but three?

In ABC Family's new dramedy, *Three Moons over Milford*, that is the situation when a giant asteroid slams into our moon and splinters it into three parts, all hanging in the sky ominously close to one another. In the series, the result is a sudden increase in odd behavior a woman washes her car in the nude, a businessman gets a bright red mohawk, a man and woman get married with her in a tux and him in a bridal gown. Those who don't succumb to the weirdness must deal with a prevailing fatalism among their fellows, heightened by scientific conjectures about when the pieces will plummet to Earth and kill everyone. It may come in a few weeks or a few dozen years, but many believe the end is near.

The moons have an especially devastating effect on Milford, a quiet little town where, at one time, neighbors knew one another and the local coffee shop served plain coffee for just 50 cents. All that changed when mega-corporation Syndeck located its headquarters in town: strangers arrived and coffee went up to Starbucks' prices. The moon's break-up turned life in Milford upside down: now, citizens call anything out of the ordinary some three moons thing.

New arrival Laura Davis (Elizabeth McGovern) finds her life unraveling as a result of the asteroid. Her husband, the founder of Syndeck, abandoned her to climb the seven tallest mountains in the world. Unfortunately, he left her penniless and alone with their teenagers, Alex (Sam Murphy) and Lydia (Teresa Celentano). As if dealing with impending annihilation isn't enough, Laura is now a broke single mother. Her difficulties were compounded by the fact that most of her neighbors hated her husband, and her by association, for wrecking their peaceful burg with big business. Superficially friendly towards her, the townsfolk were quick to turn on her as a result of her children's behavior.

In the pilot episode, Laura's kids served as a focus for her troubles. Lydia and a couple of friends accidentally burned down the high school while performing a Wiccan ritual in the gym one night. Though Lydia's intentions were good, as she hoped the ritual would reunite the three parts of the moon, she was blamed for the fire. For his part, Alex met Claire (Samantha Leigh Quan), an engineer at Syndeck who mistook the 16-year-old for a college man (understandable as actor Murphy looks far older than his character), and wanted to jump his bones once she realizes that he is a computer whiz. Alex, convinced the end is near, felt this was his only shot at losing his virginity, so he was more than happy to play along with Claire's misconception.

Even as her kids floundered, Laura met Mack (Rob Boltin), town attorney and future love interest. He managed to get Lydia a mere slap on the wrist (community service and a public apology) on arson charges and hired Laura as his secretary. Let the sexual tension begin.

Yet another quirky small town series, *Three Moons over Milford* offers conventional characters: newly divorced mother, troublesome but good-hearted kids, and attractive love interest. Imagine the Gilmore girls moved to Twin Peaks and you get the idea. Moreover, the invariably light dramedic tone is too familiar.

The most interesting aspect of the show is the three moons, but they came into being before the action started: everyone in town had adjusted to the loss of the moon as we know it. A far more interesting opening to the series would have been to start with the asteroid's impact on the moon, allowing viewers to see initial reactions to the celestial event, say, the missing husband's transformation from corporate maven to world adventurer.

Though the premise has merit (the moon's influence on our lives, literature, and religious beliefs is considerable), its filtering through predictable television formula makes *Three Moons* old already.

Three Moons Over Milford got off to a slow start on August 6, 2006 on ABC Family. The ratings were less than spectacular (1.6 million viewers) -- especially compared to another original ABC Family series, the very popular *Kyle XY* series. Unfortunately, despite having an original concept, *Three Moons'* ratings didn't get any stronger as the rest of eight episodes aired.

The last original episode aired on September 24, 2006 (a cliffhanger entitled "Goodnight Moon").

WR.

DIR.

EPISODES: 8 **YEAR MADE:** 2006 **COUNTRY:** US **SEASONS:** 1

TOUCHSTONE TELEVISION, ABC FAMILY (DIST),

CREATOR: HOWARD CHESLEY, JON BOORSTIN

TYPE OF SHOW: ALTERNATIVE WORLDS **FORMAT:** SERIES
LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English
SEASON BREAKDOWN: (1) 8
DATE OF PREMIER: 06/08/2006 **AIR DATE OF LAST EPISODE** 24/09/2006
SEASON DATE BREAKDOWN: Season 1 : 06/08/2006 - 24/09/2006

FILMS:

Lydia Davis TERESA CELENTANO, Alex Davis SAM MURPHY, Mack McIntyre ROB BOLTIN, Michelle Graybar NORA DUNN, Claire Ling SAMANTHA QUAN, Kurt REECE THOMPSON, Laura Davis ELIZABETH MCGOVERN, Jonah NATHAN KEYES, Voices LYNNANNE ZAGER, Mayor Rose ROB LABELLE, Biker Dude JASON BRYDEN, Melanie HALEY BEAUCHAMP, Sarah Louise ONA GRAUER, Rob Boltin ROB BOLTIN.

1 - 1 *"PILOT"*

After a cometary event causes the Moon to split into 3 pieces, Laura's Wiccan daughter Lydia tries to invoke a spell to repair it, but only succeeds in burning down the school. Meanwhile, Laura's son Alex is romanced by an older woman, Mack and Michelle quarrel over the disposition of his mother's house, and Laura's husband skips town and leaves her penniless.

Wr Howard Chesley, Jon Boorstin

Dir James Frawley

1 - 2 *SHOOT THE MOON*

Mack represents a stubborn landowner in a land dispute with a yuppie couple, meanwhile Alex must find the family a new place to live after their house is repossessed.

Wr Jon Boorstin, Howard Chesley

Dir James Frawley

1 - 3 *MOONSTRUCK*

With the Blue Moon Festival right around the corner, Michelle gets involved with her real estate associate while Mack reminisces with his high-school girlfriend, Laura tells Claire the truth about Alex and meets the new boy in Lydia's life.

Wr Jon Boorstin, Howard Chesley

Dir Chris Grismer

1 - 4 *MOON GIVER*

Laura ponders an offer from an eccentric person to help rebuild the school though the strings attached are of the female persuasion. Meanwhile Alex humiliates himself while trying to help Claire solve a problem at work.

Wr Jon Boorstin

Dir Michael DeCarlo

1 - 5 *DOG DAY AFTERNOON*

A bank employee and theater enthusiast develops a flair for the dramatic when a strange turn of events changes him into a hostage-taking bank robber.

Wr Howard Chesley

Dir Sandy Smolan

1 - 6 *WRESTLEMOONIA*

Mack's old high school wrestling rival, Roarke comes back to Milford. With a ferrari and a law degree, Mack wants a rematch with him to settle the wrestling championship from their sr. year. Roarke obtained a scholarship to Yale and as a result had a successful career, one that if Mack had won, then it would have been him. Along the way, jealousy arises and Alex decides to quit school so he can work for Michelle Graybar, the real estate agent.

Wr William Lucas Walker

Dir Patrick Williams

1 - 7 *CONFESSIONS OF A DANGEROUS MOON*

The local priest decides to retire from the church and marry. The town's people confess to each other after the ex-priest suggests it. Because of this new found honesty, Alex loses his first commission on a house sale; Laura wants to kiss Mack and Lydia is still trying to figure out Jonah and "The Path". In the end, some secrets are better kept secrets rather than confessions.

Wr Maryanne Melloan

Dir Michael DeCarlo

1 - 8 *GOODNIGHT, MOON*

In the season finale, Laura's marriage to Carl makes her a target of the IRS, Lydia pushes the boundaries to get closer to Jonah, and Michelle searches for a mate online.

THRESHOLD



The series stars Carla Gugino as Dr. Molly Caffrey, a high-level government crisis management consultant from the Blackwood Institute whose job is to create contingency plans for use in emergencies ranging from natural disasters to nuclear war. In order to have "all bases covered", one of her plans, code-named Threshold, is developed for dealing with the unlikely eventuality of first contact with aliens. After the crew of a U.S. naval vessel reports an encounter with an UFO, and many members of the crew subsequently die, the Threshold protocol is activated.

Caffrey's Threshold plan calls for the formation of a secret government task force known as the Red Team. As a result, several top scientists are seconded: Dr. Nigel Fenway (Brent Spiner), an individualistic NASA-employed microbiologist; Lucas Pegg (Robert Patrick Benedict), a somewhat unsure-of-himself aerospace engineer on the eve of his marriage, and Arthur Ramsey (Peter Dinklage), a mathematics and linguistics genius whose libido makes up for his lack of height. Caffrey's government liaison is Deputy National Security Advisor J.T. Baylock (Charles S. Dutton), while freelance paramilitary operative Sean Cavanaugh (Brian Van Holt) serves as the "muscle" of the group (and apparent potential love interest for Caffrey). Daphne Larson (Catherine Bell) was added to the team in the episode "Outbreak". Caffrey's team works under absolute secrecy, their activities not even known to the Vice-President, or the Joint Chiefs of Staff.

The alien fractal pattern symbol featured throughout the series. Threshold learns that the aliens are attempting to rewrite the DNA of the human race using, in part, an audio signal that somehow alters some people's body chemistry in such a way that they become alien themselves. Central to all this is a fractal triskelion-like pattern that keeps appearing -- in blood, electronic signals, and even the pattern made by city lights. Its significance has yet to be revealed, though Arthur Ramsey interpreted it as representing a DNA pattern in a triple helix formation (like the alien DNA).

Series episodes presently focus on Caffrey and her team as they learn more about the signal, the fractal pattern, and the aliens; often, their work requires them to impersonate different U.S. Government agencies. Compounding the situation is the fact that Caffrey, Cavanaugh and Pegg were exposed to a small part of the signal, which while not (as yet) infecting them, has nonetheless altered their brains, causing the trio to have bizarre, linked dreams, and also receive messages from the aliens with Caffrey, in particular, experiencing frightening, often violent hallucinations. Individuals experiencing these visions have been referred to as "dreamers" by the Threshold Red Team.

An ongoing subplot of the series is the emotional impact Threshold has on Caffrey herself, as she is required to make life and death decisions on an almost daily basis.

Threshold was a science-fiction drama television series that first aired on CBS in September 2005. Produced by Brannon Braga (best known for his work on the Star Trek franchise), the series focuses on a secret government project investigating the first contact with an extraterrestrial species. This series was often referred to as a reverse X-Files, with the main characters of the series seeking to cover-up the truth about first-contact instead of uncovering the conspiracy.

The series was first shown on Friday nights, but was moved to Tuesday in an effort to boost ratings. This plan backfired, with the show registering a sharp drop in its ratings on its first Tuesday night showing on November 22, and CBS cancelled the series on November 23.

Trivia

In "Trees Made of Glass, Part 1", Gunneson (William Mapother) is shot in the chest four times by Caffrey. William Mapother previously played Ethan Rom on *Lost*, who was killed by four shots to the chest.

In "Trees Made of Glass, Part 1", there is a reference to Klingons. Brent Spiner is best known for playing Lt. Commander Data in *Star Trek: The Next Generation* and the subsequent films. Executive Producer Brannon

Braga, and writers Mike Sussman and Andre Bormanis are also known for their work in the various Star Trek series.

According to an October 2005 interview with series producer David S. Goyer for About.com, the plan was for Threshold to change its title to Foothold in a second season and Stranglehold in a third season as the series progressed.[4] The interview suggests that Foothold and Stranglehold are escalations of the Threshold protocols. It may be possible that they are the two other classified contingency plans (besides Threshold) that reporter Janice Tam mentions in "The Order".

Executive Producer Brannon Braga wrote a second season episode of Star Trek: Voyager called "Threshold." Threshold is the first CBS television series to utilize "streaming video" to re-air new episodes after the original airdate. Each new episode will be posted on the CBS website five days after its original airdate and remain accessible there for three days. Nancy Tellem, president of the CBS Paramount Network Television Entertainment Group, stated that "the goal here is to recruit new viewers to 'Threshold,' help existing viewers catch up if they've missed some episodes and drive more traffic to CBS.com." Survivor and The Amazing Race both utilize a similar method for post-show interviews and discussions.

As mentioned in the "Revelations", Revelation 15:2 eerily matches the dreams of the glass forest: "I saw something like a sea of glass mixed with fire, and those who overcame the beast, his image, and the number of his name, standing on the sea of glass, having harps of God."

In "Progeny", Dr. Fenway (Brent Spiner) uses the alias Dr. Martin Wrigley. Both Fenway and Wrigley are the names of professional baseball stadiums (Fenway Park is the home of the Boston Red Sox, Wrigley Field is the home of the Chicago Cubs). Moreover, Brent Spiner is a Chicago Cubs fan and Dr. Fenway has previously indicated a love of baseball.

Since the Big Horn incident (up until The Crossing), there have been roughly 33 known exposures to the alien signal (not counting dreamers). Of those 33, 10 suffered a bad reaction to the signal, deformed and died. The remaining 23 survived exposure and became an infectee. Of those 23, 3 are at large (the remaining Big Horn crewman), 13 have been killed and 7 have been captured by Threshold.

Produced by Brannon Braga executive producer , David S. Goyer executive producer , David Heyman executive producer , Meira Morrisette associate producer , Marc Rosen co-executive producer , Bragi F. Schut co-executive producer , Mike Sussman supervising producer

Casting by Ronnie Yeskel

Production Design by Carlos Barbosa (pilot episode)

Makeup Department - Maryann Marchetti personal makeup artist

Sound Department - Bob Costanza sound effects editor

Visual Effects by Steven J. Brooks digital effects artist , John F. Gross visual effects supervisor: Eden FX , John Karner digital artist

Stunts - Kimo Keoke stunts , Hiro Koda utility stunts

Other crew - Grayson Austin camera operator: "b" camera , Grayson Austin steadicam operator , Josh Broder production assistant

Vidal Cohen key grip , Ted Hayash gaffer , Kristofer Kolpek production assistant , Gabriel J. Lewis lighting technician , Karen P. Morris casting associate , Michael A. Savage grip (pilot episode)

WR. Brannon Braga , Bragi F. Schut , Mike Sussman

DIR. David S. Goyer

EPISODES: 13 **YEAR MADE:** 2005 **COUNTRY:** US **SEASONS:** 1

HEYDAY FILMS, PARAMOUNT NETWORK TELEVISION

CREATOR: about:blank

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 15

DATE OF PREMIER: 02/09/2005 **AIR DATE OF LAST EPISODE** 22/11/2005

SEASON DATE BREAKDOWN:

FILMS:

Dr. Molly Anne Caffrey CARLA GUGINO, J.T. Baylock CHARLES S. DUTTON, Nigel Fenway BRENT SPINER, Lucas Pegg ROBERT PATRICK BENEDICT, Cavennaugh BRIAN VAN HOLT, Arthur Ramsey PETER DINKLAGE

1 - 1 *TREES MADE OF GLASS (PART 1 OF 2)*

A mysterious alien object attacks a Naval ship and crew. Dr. Molly Anne Caffrey, a government contingency analyst, is contacted by the Deputy National Security Advisor, J.T. Baylock, to investigate the incident along with a special scientific team of her choice.

Wr Bragi Schut

Dir David S. Goyer

1 - 2 *TREES MADE OF GLASS (PART 2 OF 2)*

Gunneson reappears in Caffrey's house. Meanwhile, Lucas, Nigel and Ramsey try to break down how the alien signals and DNA operate and come up with some interesting theories. Cavennaugh's team tries to locate Gunneson other shipmates.

Wr Brannon Braga, David S. Goyer

Dir Peter Hyams

1 - 3 *BLOOD OF THE CHILDREN*

When a man at a fast-food restaurant is found with his head imploded, Molly and her Red Team investigate and begin to suspect the involvement of a group of military cadets.

Wr Anne McGrail

Dir Bill Eagles

1 - 4 *THE BURNING*

A patient at an psychiatric hospital in Ohio escapes and Molly believes he may have been infected by the alien signal after paintings of glass trees are found in his cell. After further investigation, it is suspected one of the missing Big Horn crew might be involved.

Wr Brannon Braga, Dan O'Shannon

Dir John Showalter

1 - 5 *SHOCK*

After a shipyard gang bust, a suspected fugitive Big Horn crewmember kills a police detective. Molly and Cavennaugh go undercover as Homeland Security agents. Unbeknownst to them, the real Homeland Security department is on the case.

Wr Andre Bormanis

Dir Tim Matheson

1 - 6 *PULSE*

As the signal from the Big Horn invades a Miami rave, the team investigates who have been infected, trying to prevent the signal from spreading to the population.

Wr Mike Sussman

Dir Bill L. Norton

1 - 7 *THE ORDER*

Molly and Cavennaugh investigate a newspaper leak regarding the Threshold program which might turn out to be an inside job. The Red Team look into a case of residents of a small town dreaming of trees made of glass.

Wr Anne McGrail

Dir Norberto Barba

1 - 8 *REVELATIONS*

Molly and Cavennaugh discover some strange happenings in a missing Big Horn crew member's hometown when they investigate the disappearance of a Threshold field agent.

Wr Andrew Colville, Amy Berg

Dir Thomas J. Wright

1 - 9 *PROGENY*

When three women from completely different walks of life appear to be infected, Molly and the Red Team discover the connection among them and must locate the common cause.

Wr Barbara Ellis Nance

Dir David Jackson

1 - 10 *THE CROSSING*

Molly and Baylock realize the Threshold detainees must be moved immediately to a more secure facility in West Virginia when a prisoner attacks and infects a security guard, then tries to break himself and other infected prisoners out of their cells.

Wr Bragi Schut

Dir Paul Shapiro

1 - 11 *OUTBREAK (A.K.A. ESCALATION)*

Lucas is infected with the alien DNA from something he ate. The infectees have harvested crops with the alien DNA. Caffrey must find a way to stop what could be nearly 200 new infectees. Also, one of the aliens approaches her with an interesting revelation.

Wr Dan O'Shannon

Dir Felix Enriquez Alcala

1 - 12 *VIGILANTE*

When a number of infectees and seemingly innocent people are killed, it becomes apparent that someone is going after people affected by the alien signal, and is locating them via their heightened brain waves. How is the killer linked to Bighorn crewman Manning, and does his method of finding his victims mean that Molly, Cavenaugh or Lucas could be next on his list?

Wr Mike Sussman

Dir John Showalter

1 - 13 *ALINVILLE*

Molly Caffrey and Cavenaugh go out to a town call Allenville in search of a Doctor who they think is infected and find more than they were looking for.

Meanwhile things at threshold get heated with the pregnancy of the infected woman coming to an end.

Wr Anne McGrail

Dir Oz Scott

THUNDER IN PARADISE



Spence and Bru were a pair of former Navy SEALs who took on a variety of high risk jobs for whoever could pay them their 85000 a day, plus expenses fee. For this fee the client which sometimes would be the Navy, would get both their services plus the use of Thunder which was a high tech speed boat which had a variety of features not found on your common everyday speed boat. These included such things as a missile launcher, an effective anti theft system, a stealth system which shielded the boat from both radar and sonar, as well as a state of the art computer system which talked back to the boat's occupants.

Thunder was the prototype of a boat that Spence had designed with the intention of selling it to the military. The cost of developing Thunder had proven an enormous financial drain on Spence who was in a dire financial state when the series began. To solve his money problems Spence found himself marrying a rich girl, Megan Whitaker. Megan knew exactly why Spence was marrying her and she herself had ulterior motives for wanting to marry Spence. She had inherited the luxurious Paradise Beach Motel from her father, but in order to keep the hotel for herself and out of the hands of her uncle Edward Whitaker, she had to get married.

However soon after Spence and Megan got married. Megan was killed in an automobile accident. This left Spence with the hotel and custody of Megan's 9-year-old daughter Jessica. It also made Uncle Edward quite unhappy. Spence managed to work out a deal with Edward in which Spence would be able to adopt Jessica, he liked the kid and she adored him, while Edward would get to run the hotel until Jessica turned 21 at which time she would inherit it.

Thunder in Paradise's star was Hulk Hogan. a professional wrestler turned actor (although there are those who might say pro-wrestling is acting). It is thus not surprising that quite a few pro-wrestlers found their way into guest roles on the series. Steve 'Sting' Borden appeared several times as Hammerhead, a former Navy SEAL gone bad.

Filmed at Epcot Centre and Disney's Grand Floridian Beach Resort. The show was designed to run in Syndication, but since it lasted only one season the show would not reach the expected 100 episodes for full syndication. The series was first seen on WPWR in the US.

DVD Release

On September 26, 2006, Lions Gate released a 3-disc Thunder in Paradise Collection that contained Thunder in Paradise ("Thunder In Paradise" Parts 1 & 2), Thunder in Paradise II ("Sealed with a Kismet" Parts 1 & 2), and Thunder in Paradise 3 ("Deadly Lessons" Part 1 & 2).

Filming Locations

The Thunder in Paradise pilot movie was filmed in and around the historic Don Cesar Hotel in St. Petersburg, Florida during April of 1993. When the series was picked up for a full season, the production company then moved to Disney-MGM Studios near Orlando, where the primary filming location became the Grand Floridian Resort at the Walt Disney World Resort. Other filming locations at Walt Disney World included Disney's Old Key West Resort, and EPCOT, used heavily due to the wide variety of futuristic and architectural styles available at that theme park. The destruction of the school featured in the two-part episode "Deadly Lessons" was an actual controlled demolition of a school building in Central Florida that the production company agreed to perform in exchange for filming rights.

WR. Michael Berk, John Hill, David Braff, Tom Greene, William M. Whitehead, Jonathan Torp, Deborah Bonann Schwartz.

DIR. Douglas Schwartz, Gregory J. Bannon, Lyndon Chubbuck, Gus Trikonis, Russ Mayberry, L. Lewis Stout, Les Sheldon, Paul Cajero.

EPISODES: 22 **YEAR MADE:** 1994 **COUNTRY:** US **SEASONS:** 1

MGM TELEVISION / WALT DISNEY TELEVISION

CREATOR: MICHAEL BERK & DOUGLAS SCHWARTZ**TYPE OF SHOW:** CRIME**FORMAT:** SERIES**LENGTH (MINS):** 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English**SEASON BREAKDOWN:** (1) 22**DATE OF PREMIER:** 25/03/1994**AIR DATE OF LAST EPISODE** 27/11/1994**SEASON DATE BREAKDOWN:****FILMS:**

Spence (Randolph J. "Hurricane" Spencer) TERRY 'HULK' HOGAN, Megan Irene Whitaker (in pilot) FELECITY WATERMAN, Bru (Martin Brubaker) CHRIS LEMMON, Kelly LaRue CAROL ALT, Edward Whitaker PATRICK MACNEE, Jessica Whitaker ASHLEY GORELL (not in pilot) , Jessica (in pilot) ROBIN WEISMAN, Heidi Mark ALISON, Jimmy Hart JAMMIN' JIMMY (MUSIC), Voice of Thunder RUSS WHEELER.

1 - 1 *"PILOT" (1-2)*

The Gang rescues a Cuban woman and her son. Spence marries Megan to save her money and pay for his debts when the government drops his contract to produce a fleet of Thunderboats. A necklace found in a shark proves to be the map to a fortune in hidden loot.

Wr Michael Berk1 - 2 *TUG OF WAR*

Spence catches a ring of computer thefts

Wr Michael Berk1 - 3 *SEA QUENTIN*

Hammerhead takes over and attempts to escape from an underwater prison.

1 - 4 *STRANGE BRU*

A man and a voodoo drug dealer are interrupted and the man runs to a boat which explodes shortly after. His wife, who is an old flame of Spence, comes and asks Spence to finish him. Bru is wounded by a poisoned arrow and hallucinates. They all have to take care of with voodoo before it is over.

1 - 5 *SEALED WITH A KISMET (1-2)*

Romantic tale of capture and rescue as Kelly is swept off her feet into a Prince's harem to be his redemption

1 - 6 *CHANGING OF THE GUARD*

An English inheritance is passed through the female line and an Earl claims Jessica as his daughter. When Edward takes Jessica to England, the Earl sweeps her away to his aunt's castle which has a bunch of secret passages and a dungeon. (Kinda like the board Game Clue).

1 - 7 *GETTYSBURG: CHANGE OF ADDRESS*

Fitch, an Army captain, wants the gang to compete against him in a war game which turns out to be a re-enactment of 'The War Between The States' and with Thunder this proves to be no problem. Also, Kelly is running a sea sled competition, The Fifth Annual Sea-Doo Invitational Scuttlebutt Pro-Am, and being romanced by an old beau.

1 - 8 *DISTANT SHOUT OF THUNDER*

A tugboat captain, who accidentally blows up Thunder, joins Spence and Bru as they go to stop an Scottish tycoon who plans to disrupt the world's banking with a computer virus through the Internet. Jessica's fortune telling game Breaks the code.

1 - 9 *NATURE OF THE BEAST*

Bru deals with his feelings about the Vietnamese officer that killed his brother and tortured him many years ago, when the man asks them to find his daughter who went to Bowman Island in search of a rare orchid and never returned. They encounter a creature made of electrical energy.

1 - 10 *IDENTITY CRISIS*

Hammerhead tricks Spence into making a commercial tape which he edits into a threat to level Miami with a missile unless they pay \$100 million. Meanwhile, Trelawny is recognized by her former fiance whom she left three years ago.

1 - 11 *QUEEN OF HEARTS*

Edward gets a medal from Queen Elizabeth of the UK.

1 - 12 *PLUNDER IN PARADISE*

When Jessica returns, Spence tells this tale of adventure...Modern day pirates raid the coast stealing jewelry and cash and then invade the Indian Burial Ground which proves to be a big mistake.

Wr Jonathan Thorp

Dir Bernard L. Kowalski

1 - 13 *EYE FOR AN EYE*

Another Cuban Rescue.

Wr Michael Berk

Dir Gregory J. Bonann

1 - 14 *ENDANGERED SPECIES*

Animal poachers catch a wild boy in their net, who was raised by wolves. Spence threatens them and searches their boat finding the boy, who he takes home and attempts to identify as well as protect from the scientists who want to study him.

1 - 15 *DEADLY LESSONS (1-2)*

A DEA agent asks Spence to help catch a drug lord and his chief assistant. They sneak into his HQ and capture the drug lord. His angered assistant breaks into the school where Kelly is to teach, and Jessica is a student, and takes the school hostage. Alison, knowing a way in, joins Spence and Bru in the rescue.

1 - 16 *BLAST OFF*

A terrorist is threatening to blow up a space rocket unless he gets paid a billion dollars. There is lots of action as Spence rides a torpedo and Bru deflects a laser beam.

Wr David Braff

Dir Paul Cajero

1 - 17 *DEAD RECKONING*

Edward and Jessica look for Hulk who has disappeared and stranded on a life raft with Bru and Hammerhead.

1 - 18 *THE MAJOR AND THE MINOR (1-2)*

Spence's nephew, Jack, persuades him to undergo a brain scan to program a prototype VR soldier. The experiment goes wrong and Jessica becomes the target of the soldier. M.A.J.O.R. Stands for Morphing Acrylonitrile JPS particle Organic Replica.

THUNDER MASK



Earth is threatened by a series of beasts, including devils, fire-breathing Parajudon, vampire shark Samera, and zombie lord Gyadabiran. In the tradition of ULTRAMAN, only the mild-mannered Japanese youth Koichi (Sugawara) can save us, when he transforms into the giant superhero Thunder Mask.

Plot # 2

Space Archeologist Prof. Katase, uncovers a ten thousand year old article which prophesizes the coming of a demon lord called Deganda, who will use his powers to destroy mankind. The book also tells that a hero/savior will also awaken to save mankind. Prof. Katase goes to the location where the hero's capsule lies dormant and revives the hero called 'Thunder Mask'. Thunder Mask takes on the human guise of Inochi Kosei and joins the 'Science Team' to battle the forces of Emperor Bem King, and his minion Evil Lord Deganda.

ASTRO BOY creator Osamu Tezuka's Tezuka Pro studio had long planned to move into live-action, but went bust shortly after completing the pilot for Devil Garon. Several staff members from Tezuka Pro's abortive live-action division formed the new Hiromi Pro, clearly with Tezuka's blessing - Thunder Mask was reputedly "based on a manga by Osamu Tezuka," through the creator did not begin publishing it in Shonen Sunday until the week after the TV show started. The most likely explanation is that the all-new story was deliberately initiated after the collapse of Tezuka Pro for copyright reasons.

The presence of some incredibly strange samurai-style pseudonyms among the crew implies that there was more trickery behind the camera - conceivably Hiromi Pro was calling in favors with fellow ex-Tezuka Pro staffers, who were now under contract elsewhere.

The manga serialization ended in January, shortly before the series itself. Japanese sources list a 29 episode production schedule of which only 26 were made, a curious number since it would have been a strange TV company indeed that wanted Hiromi Pro to run three episodes over a traditional second season.

Characters

Thundermask

Thunder Mask Statistics:

Height (Metric): Variable: 180 cm - 40 meters

Weight (Metric): 150 Kilo - 40,000 Tons

Height (American/British): Variable 5.9 Ft. - 131 ft.

Weight (American/British): 330 pd. - 9,842 Tons

When humans first started appearing on Earth, the Evil Lord Deganda saw this as an opportunity for conquest and set off towards our galaxy. Witnessing this, the citizenry of Thunder Star send one of its heroes to stop the conqueror. However, they underestimated the difference in time between the galaxy systems (One Hour of Universal Time = 10,000 years of Earth Time) and both are plunged into deep hibernation. When Evil Lord Deganda is the first to awake and begins his conquest, Prof. Katase goes to awake Thunder Mask as foretold in his research.

In addition to extraordinary physical properties and superhuman senses, Thunder Mask's powers include energy weapons such as his 'Thunder Shoot', 'Thunder Arrow', and 'Thunder Beam'. He also utilizes various 'kakatou waza' (special attacks) such as his 'Thunder Chop', 'Thunder Kick' and 'Thunder Punch'.

Evil Lord Deganda

Hails from Deganda Star which is eternally shrouded in black darkness and which emits poisonous gases. He commands an army of 'Majuu' beasts which have the properties of various Terrain vehicles, object and weapons (Tanks, Missiles, Tires, Gas Tanks, Planes, etc.) He has vast Psychic Powers that enable him to masquerade as human. His cape can repel various forms of energy and his scepter can fire deadly forms of energy. His golden necklace can be used to suffocate enemies and his claws can slash through most materials.

His serves the equally diabolical Emperor Bem King who has vast dark magic abilites. N/A

Trivia Based

on the Shukan Shonen Sunday Manga Series by Tezuka Osamu. Originally planned as a film, a pilot was planned with the title 'Majin Garon' (Demon God Garon). However, Mushi Pro suffering financial problems, scrapped the project and the development team of this project ended up being transferred to one of Mushi Pro's film divisions, Hiromi Pro. There, the 'Majin Garon' project was scaled back and redeveloped into a Tokusatsu Program we now know as 'Thunder Mask'. While the original pilot 'Majin Garon' was never aired, pictures and photos of the project are available (the 'hero' is decidedly more wicked looking). Tezuka Osamu also did a manga based on the original pilot.

Episode #19 - is possible the most outrageous in the series. The story details the life of a 'Paint Thinner' drug addict who has basically overdoses and becomes the Majuu 'Shinna Man'.

The series was produced by Yoshikazu Morita, Hiromi Saito and Kazuo Horie.

WR. Shozo Uehara, Keisuke Fujikawa, Maru Tamura.

DIR. Inoshiro Honda, Susumu Tanaka, Akira Okazaki.

EPISODES: 26 **YEAR MADE:** 1972 **COUNTRY:** JAP **SEASONS:** 1

HIROMI PRODUCTIONS/NTV/MUSHI PRO.

CREATOR:

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 03/10/1972 **AIR DATE OF LAST EPISODE** 27/03/1973

SEASON DATE BREAKDOWN:

FILMS:

Inochi Koichi KAZUTAKA SUGAWARA, Katase Mayumi KAZUMI INOBUCHI, Katase Masami HIDEHIKO KURODA, Inspector Yano KENTARO KACHI, Roppongi Eizaburo TOSHIO FUJII, NORIO YAMASHITA, Prof. Katase KOTARO TOMITA, MASAO IMANISHI, Lin EIKO TAKAOKA, Voice: Emperor Bem King IZUKA SHOZO, Voice: Evil Lord Deganda IMANISHI ISAO.

RELATED SHOWS:

ASTRO BOY

ULTRAMAN

- 1 - 1 *LOOK! HIS TWO-STEP TRANSFORMATION AT DAWN*
- 1 - 2 *THE YOUTH WHO CONTROLS THE BEAST*
- 1 - 3 *THE FIRE BREATHING BEAST*
- 1 - 4 *THE DEMON LORD HIBERNATION PLAN*
- 1 - 5 *THE VAMPIRE AMPHIBIAN SAMERA*
- 1 - 6 *TOKYO IS A DESERT - HAKAIDA*
- 1 - 7 *DRAIN THE WORLD OF ITS OIL*
- 1 - 8 *RAVAGE THE JUMBO JET*
- 1 - 9 *SINK THE EARTH INSIDE AN AIRHOLE*
- 1 - 10 *DORODORON! MELT THE HUMANS TO BONE*
- 1 - 11 *THE RECKONING OF THE DEMON BEASTS*
- 1 - 12 *ABOMINABLE! THUNDER MASK'S EXECUTION*
- 1 - 13 *ENLIGHTENING THE LIMITS OF THE MILKY WAY*
- 1 - 14 *THE BEAST SUMMONING SMOG*
- 1 - 15 *THE HARBINGER OF DEATH - DEIGON H*
- 1 - 16 *THE RETURN OF DEGANDA*

- 1 - 17 *ELECTRONIC-WAVE BEAST TELEBINGU*
- 1 - 18 *BEAST BATTELAR - ELECTRIC REVENGE*
- 1 - 19 *THUNDER MASK'S MADNESS*
- 1 - 20 *THE INDESTRUCTIBLE BEAST GYATABIRAN*
- 1 - 21 *DIE AND TURN TO ASH*
- 1 - 22 *BEWARE! YOUR TOY IS A MONSTER*
- 1 - 23 *GHOST STORY! THE VAMPIRIC FOG AND NIGHT*
- 1 - 24 *ESCAPE FROM FROZEN TOKYO*
- 1 - 25 *MAJOR DEFEAT! IRON MAN NUMBER 13*
- 1 - 26 *GOOD BYE HERO - TOWARDS THE STARS*

THUNDERBIRDS



A future family performs rescue operations undersea, in the air, and in space, with really nifty keen vehicles. This animated puppet series for children was one of the most elaborate (and perhaps the best-loved) of all such Gerry and Sylvia ANDERSON productions, and the first designed for a 1hr timeslot.

The 4th of their SuperMarionation shows to be SF, it involved International Rescue: based on a secret Pacific Island, this was a future air-, space- and undersea-rescue service which utilised a variety of spectacular vehicles (a spaceship, a submersible and a heavily armed pink Rolls Royce among them) and was run by the Tracy family with the help of Lady Penelope, their glamorous London assistant, Parker, her Cockney chauffeur, and Brains, a stuttering bespectacled genius.

Boasting an unusually large regular cast - both of characters and creations - the series centred on the exploits of a secret organisation called International Rescue, run from a hidden base on a remote Pacific island by former astronaut and multi-millionaire Jeff Tracy and his five sons, named after the first American astronauts. Using a remarkable range of five supercraft, they performed heroic feats of rescue against the odds anywhere in the world - and sometimes out of it, too.

The protagonists - mechanical and marionette - were:

Thunderbird 7 - a silver-grey scout craft whose 7000mph top speed enabled it to be first at the scene of a crisis. Piloted by Scott Tracy, eldest son and decisive rescue organiser. Thunderbird 2 - a giant green freighter designed to carry heavy rescue equipment to the danger zone in a range of integral pods. Piloted by Virgil, a reliable and steady character who worked closely with Scott.

Thunderbird 3 - an orange spaceship piloted by Alan, the impetuous youngest brother, also an expert motor racing driver and 'romantic lead'. Thunderbird 4 - a yellow, underwater craft, carried to rescues in one of Thunderbird 2's pods. Controlled by Gordon, enthusiastic and a bit of a joker. These four craft were based at International Rescue's island HQ, but completing the quintet was the space satellite Thunderbird 5, the organisation's eyes and ears in outer space where it monitored every frequency on Earth, automatically translating any SOS into English and transmitting the alerts back to Earth. On duty in Thunderbird 5 was the patient and solitary figure of John Tracy.

The other 'star' of the show was a shocking pink, six-wheeled Rolls Royce, FAB 1, equipped with a formidable battery of gadgets including TV and radio transmitters, retro-rocket brakes, hydrofoils, oil slick ejector and a machine gun housed behind the radiator grille. It was owned by Lady Penelope, International Rescue's chic blonde London agent, and driven by Parker, Lady P's auffeurilant manservant, a droll Cockney ex-con with a talent for safe-blowing.

Other regular characters were Brains, the bespectacled, hesitantly spoken scientific genius; the Hood, principal villain and master of disguise, dedicated to getting his hands on the secrets of the Thunderbirds; Kyrano, the Hood's half-brother but loyal servant to the Tracys; Tin-Tin, Kyrano's daughter and romantically linked to Alan. Lastly, there was Grandma Tracy who looked after Jeff and the boys.

Perhaps the best of the puppet series created and produced by the Anderson's. 2 feature-film spin-offs, also with animated puppets, were Thunderbirds Are Go (1966) and Thunderbird Six (1968). One of the most popular TV series ever, Thunderbirds has become engrained in the popular culture of more than one generation.

Gerry Anderson's seventh puppet series and the fourth in the Supermarionation saga, it was television's first one-hour puppet series with the big wide world of family prime-time as its prize. Anderson had originally intended it to continue the half-hour format established by SUPERCAR, FIREBALL XL5 and STINGRAY, but his ATV backer Lew Grade - who was paying the piper to the tune of some £38,000 an episode - insisted on hour-long stories. It meant adding new footage to 10 episodes but gave unprecedented scope for plot

development, characterisation and technological invention.

Although the Tracy 'airwalk' became the butt of countless affectionate jokes, Thunderbirds did continue AP Films' progressive ingenuity in the puppet world - each character had a variety of heads to reflect their different moods - and in 1966 the series won a Television Society Silver Medal as 'work of outstanding artistic merit'.

First screened on ITV from October 1965, the series enjoyed repeat ITV runs during the 1970s and 1980s, before being picked up by the BBC for a network run in 1991. Two feature films were made for United Artists - *Thunderbirds Are Go* (1966) and *Thunderbird 6* (1968) and in 1986, a Japanese-made cartoon series, *Thunderbirds 2086*, cashed in on the name, Thunderbirds continued to push up AP Films' production costs, swallowing around £1m. But it also made a fortune, notching up advance world sales of £350,000 even before it was screened here. The 32 episodes have been seen in 66 countries, and, indeed, are still being seen somewhere.

Producers for the series are Gerry Anderson (Season One) and Reg Hill (Season Two), associate producers were Reg Hill (Season One) and John Read (Season Two). The director of photography was John Read (Season one), supervising special effects director was Derek Meddings, art director was Bob Bell and the music was created by Barry Gray. The dates listed here are for the ATV, London region. The script editor was Alan Pattillo, and the character visualisation was by Sylvia Anderson.

The voice cast were all experienced character actors and several were already (or became) regular Anderson performers. David Holliday (the original voice of Virgil in Series I) was the only real American cast in any voice role in the series; all the others were British, Australian or Canadian.

Versatile Australian actor Ray Barrett provided the voices of John Tracy and The Hood, as well as many other one-off characters. He had worked for Anderson before, voicing both Commander Shore and Titan in his previous series, *Stingray*. Thanks to his extensive experience in live radio back in Australia, he was adept at rapid changes from one voice to another and he could also perform both English and American accents convincingly. By the time *Thunderbirds* began, Barrett was already a minor star on British TV, and since his return to Australia in the Seventies he has become one of the nation's senior film and TV actors. Although Sylvia Anderson or Christine Finn usually took responsibility for female guest characters, Barrett made an exception when he voiced the elderly Duchess of Royston in "*The Duchess Assignment*", to the hilarity of the other cast and crew.

Veteran Canadian actor Shane Rimmer (Scott) went on to appear in and occasionally write scripts for many subsequent Anderson productions. Rimmer has an extensive list of prominent TV and movie credits, but he is probably best known for his appearances in several James Bond films, and for his role as Capt. G.A. 'Ace' Owens in Stanley Kubrick's *Dr Strangelove*. Rimmer has appeared in many action, thriller and science fiction films, including *Star Wars: A New Hope*, and is often cast in military or political roles.

David Graham, one of Anderson's longest serving voice actors, had previously worked on *Four Feather Falls*, *Supercar*, *Fireball XL5* and *Stingray* and was also one of the original voices of the Daleks in *Doctor Who* in 1963.

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The popularity of the series led to the production of two full length feature films, with financial backing by United Artists. In 2004, a live action adaptation of the series was released, almost 40 years after the original series aired.

Several companies, including Matchbox and Dinky were licensed to produce die-cast metal and plastic toys based on the Thunderbird vehicles. They proved hugely popular and were one of the best selling merchandising lines of the decade. Original Thunderbirds toys are now expensive and highly sought after collectors' items. Many toys were made by Matchbox in the 90s to coincide with a revival of the TV series, including a Tracy Island playset and also the new movie, though they were generally marketed outside the US and in Canada. Toy company Vivid Imaginations produced toys to coincide with the release of the 2004 live action movie in the UK. As of 2007, Japanese companies such as Konami and Takara were still producing new Thunderbirds toys based on the original series vehicles, including a very expensive Thunderbird 2 model with lights and working motorised legs which lift the fuselage, exposing the cargo pod. Also to be noted is that Blast Entertainment is releasing a Thunderbirds game for the Playstation 2, for release in Europe due for July 2007.

The series has become a cult British institution, popular with both children and adults. Part of its appeal is that it is not particularly child centric - indeed it features no children as main characters, and was intended to be prime time entertainment for the whole family. Famously, in 1992, a re-run on the BBC led to a shortage of Tracy Island models in the run-up to Christmas, prompting children's programme Blue Peter to come to the rescue by demonstrating how to build a home-made version.

A 2001 public information film in the UK featured the Thunderbirds characters, showing FAB1 being wheel clamped and towed away because Lady Penelope had not paid the road tax.

While not as gory as the later Captain Scarlet and the Mysterons, puppet characters do die and there is massive destruction on a grand scale. In one episode, "City of Fire", the world's tallest skyscraper burns and then collapses with a family trapped within the burning ruins, in another, "Terror in New York City", the Empire State Building collapses (followed by an adjacent skyscraper) trapping two men in the rubble. Many themes covered in the series are still relevant today; passenger jets are sabotaged ("Trapped in the Sky"), hijacked ("Alias Mr. Hackenbacker") and one sinks to the ocean floor with the flight crew trapped aboard ("Operation Crash-Dive"), and in another episode a nuclear reactor explodes due to sabotage ("The Mighty Atom").

Today, the series is frequently repeated on BBC Two in the UK and RTÉ Two in Ireland (when the series was broadcast on BBC Two in 1991-92, this was actually the first nationwide screening, since British television was much more heavily regionalised in the 1960s, and ATV only operated in certain areas). Thunderbirds is also quite popular in Japan, where it was first broadcast in 1966 by NHK. For approximately three years (2000 - 2003) the satellite channel Boomerang UK broadcast uncut episodes daily, meaning that the complete run of 32 episodes was screened about 34 times. Thunderbirds was also syndicated on the now defunct US cable television network TechTV from August 5, 2002 through June 20, 2004. In Australia, the Channel 9 Network screened the series many times over in the 1970s and 1980s during the Saturday morning timeslot, and on weekdays during school holiday periods. The original (uncut) series was also re-broadcast several times on the Australasian Foxtel cable network in the late 1990s and early 2000s. The Australasian Foxtel cable network now plays Thunderbirds on the new Sci-Fi Network on weekdays. Channel 9 still broadcasts Thunderbirds at 6:00am (30 minute episodes over a 2 weekends) on a Saturday, 40 years after the show premiered. It is currently shown in the US in High Definition on Family Room, one of the VROOM television networks.

Modernising attempts

Some versions screened on the Fox Network and in US syndication in the 1990s used re-recorded voices and music, much to the annoyance of long-time fans. Even more widely disliked was Turbocharged Thunderbirds, a revamped version of the show which briefly aired in syndication from late 1994 to mid-1995, which replaced the original dialogue with "ironic post-modern" jokes, and live action introductions suggesting the events of the series take place on some strange alien "Thunder world" (with the two teenaged "hosts", the so-called "Hack Masters", controlling the action from a studio set resembling the interior of Thunderbird 5 and referring to Jeff Tracy as "Mr. T"). Gerry Anderson was reportedly furious and the new version of the series quickly disappeared.

In 2000, the series was remastered with Dolby Surround sound for DVD release. Gerry Anderson, who had not received any royalties on the show since signing away the rights in the late 1960s, was employed as a

"remastering consultant". A North American DVD release occurred in 2002.

In September 2005, a QuickTime video file titled Thunderbirds IR was released on several P2P networks. It opens with music by Barry Gray and a few clips of the classic Thunderbirds 1 through 4 launching, then shows several scenes from an intended new Thunderbirds series from Carlton Television. The trailer made with a combination of computer-generated imagery and puppetry depicts scenes including internal sets, external settings, and a sleekly-redesigned Thunderbird 1, Scott Tracy, The Hood, and the rescue of a falling lighthousekeeper. Scott Tracy is seen to walk, and perform a backflip (making the tongue-in-cheek remark "Look, no strings!").

The trailer stated that a new Thunderbirds series would be coming in 2005 from Carlton Television and displays a phone number. The series was developed by Carlton with David Freedman as executive producer and David Mercer who was heading the Children's Department at Carlton at the time. Greg Johnson and Bob Forward were lead writers and Asylum did all the set builds and puppet work. Tim Field was line producer. Dave Throssel and a small team from The Mill TV Dept did the CG work. Steve Clarke directed the short. Gerry Anderson met the Carlton team in the early days of development and gave his full blessing. However, when Granada and Carlton merged, the series was shelved until further notice.

References

In 1991, Gerry Anderson himself directed a video set to the song "Calling Elvis" by the British band Dire Straits. Clips of the Thunderbirds vehicles were used in the video, and several Thunderbirds puppets - most notably the Jeff Tracy puppet - were taken out of storage and reused.

In Nick Park's *A Close Shave*, an animated film starring Wallace and Gromit, Wallace's mounting of his motorbike is a parody of how Virgil Tracy gets into Thunderbird 2 and takes off. In *Curse of the Were-Rabbit*, the eyes in the portraits on the wall flash like those of the Tracy brothers.

In 2004, South Park creators Matt Stone and Trey Parker produced a full length feature film *Team America: World Police* (2004) which lampooned the original series. Team America's marionette humour drew heavily for its inspiration on the quirks and foibles of Gerry Anderson's Supermarionation techniques, whilst managing the not insignificant task of paying respect to the original. Recalling the wanton spirit of destruction from the series, they depicted the destruction of the Eiffel Tower, The Pyramids, and the Panama Canal. Although it departed from the 1960s television series in terms of the graphic sex and constant profanity. It also earned glowing reviews from many critics, as well as favorable comments from Anderson himself. [citation needed]

A Japanese anime production, *Nadia: The Secret of Blue Water* features a craft that looks much like Thunderbird 2 which takes off from a hidden launching pad on the side of a mountain, to music similar to that of Thunderbirds.

The TV series *Stargate SG-1* 200th episode (appropriately titled 200) contained a supermarionation scene similar to Thunderbirds.

The Planet Express Ship from *Futurama* and the Olympic Carrier from *Battlestar Galactica* episode "33" both bear similarities to Thunderbird 2. However it is unclear if these are intentional homages or coincidences.

The cover of the Honor Harrington novel *Field of Dishonor* features a craft that resembles Thunderbird 2.

The Thunderbirds theme is used as the background theme music to the game 'Slipped Disks' on Challenge's dubbed version of Japanese game show Takeshi's Castle

At the beginning of the Beastie Boys' performance at Live Earth in London, the famed Thunderbirds "countdown", usually heard in the intro, was manipulated and used for the band's introduction.

Parodies

An early Thunderbirds send-up was the sketch entitled "Superthunderstingcar", performed by British comedians Peter Cook and Dudley Moore in the mid-1960s for their BBC TV series *Not Only... But Also*. This sketch was closely imitated by the Australian satirical series *The D-Generation* in the mid-1980s.

In 1989, Thunderbirds FAB was a live stage production using two actors who walked as if they were puppets and wore large hats representing Thunderbirds 1 and 2.

In the ReBoot episode "Nullzilla", Phong says, "F.A.B." to reveal a secret room that looks nearly identical to the Tracy lounge. When the characters leave the room for their machines, one wall flips, another turns and the sofa descends, just like the lounge in Thunderbirds. Pastiche music in the style of Barry Gray's Thunderbirds music support this parody.

In 1998, the US cable TV network MTV aired a six-episode puppet series called *Super Adventure Team*. It featured marionettes, as well as hand puppets with rods. The series was created and produced by Dana Gould, who is now co-executive producer on *The Simpsons*, and Rob Cohen. Disputes over the budget of the series caused its cancellation by MTV after only six episodes. It has never been released on DVD nor repeated on MTV.

Saturday Night Live aired a series of puppet animated shorts called the "Golords" (with the tagline "Golords

Go!") in 1997 and 1998.

"Ton Ton Der Birds" was a very scary bit on a Mexican variety show with vaseline smeared on everyone's faces, wires sticking up from them everywhere and an uncanny simulation of puppets by humans.

In the Sonic X anime series episode "Emergency Launch! Tornado X", one of Dr. Eggman's Badniks is a spoof of Thunderbird 2, the only variation being that the cockpit area is a robot head. Pod 4 ejects and instead of launching a Thunderbird machine, releases a series of missiles at Sonic.

Imitations

Interster (Afrikaans, "Inter-star") was a weekly science-fiction supermarionation-style television show made for children and shown by the SABC in South Africa from the late 1970s.

In Sonic X, X-Tornado's launch sequence resembles that of the Thunderbirds machines. In addition, E-90 is based on Thunderbird 2. Also, in the same episode, background music similar to the Thunderbirds theme played every now and then (this is only in versions retaining the original BGM). Blue Typhoon's deck has two rows of trees similar to those lining Thunderbird 2's runway. In episode 59, the spaceship piloted by the Chaotix resembles Thunderbird 3.

The catchphrase from D.I.C.E., GTR, has the same effect as F.A.B. In Thunderbirds.

Capcom's Megaman franchise includes several references to Thunderbirds. In the SNES game Megaman 7, the second Wily fortress boss, Gamerizer, is a turtle-like robot with heavy similarities to Thunderbird 2, including its signature pods (which send out smaller enemies). Also, in one episode of the anime Megaman NT Warrior, Yai flies a pink private jet that she enters in a similar fashion to Virgil Tracy and Thunderbird 2. Also, her friends enter the craft in a way similar to how Thunderbird 3 was boarded.

Other

Thunderbirds 2086, was an anime spin-off series produced by ITC Japan in the early 80s. The series retained many of the core concepts of the original series but updated them to depict more modern vision of the future. International Rescue was now a vast organisation employing thousands of people and 17 Thunderbird vehicles, many of which were strongly reminiscent of their original series counterparts. The series is not considered canonical with the original series due to the non-involvement of Gerry or Sylvia Anderson.

Virgin Trains has sixteen class 57 locomotives named after characters or vehicles from the series due to their main use rescuing broken-down or stranded trains, and the fact that they are constantly ready for use. The use of the name Thunderbird for this type of train was common well before this though.

In 2000, Twenty65 released a CD album featuring four variations on the Thunderbirds main theme.

The Anarchic Australian Band TISM released a single called Thunderbirds Are Coming Out about a teenage boy who realises the answer to his problems when he sees the Thunderbirds on TV

Advertisements

A television advertisement for car insurance featured Lady Penelope calling Brains on a video phone and asking who she should call for instant car insurance. Brains stutters out the company that is the subject of the advert. "Thank you Brains", says Lady Penelope calmly, her car teetering on the edge of a cliff.

A 1992 advert for Kit Kat chocolate bars saw Scott "having a break" on the Thunderbird 1 launchpad while Jeff becomes increasingly irate: "Thunderbirds are go. Thunderbirds are go. Thunderbirds GO!"

Around the same time, there was a Pizza Hut advert which featured Virgil and Gordon flying Thunderbird 2 to the Thunderbirds Theme Song with Virgil saying "Can you turn it down a bit?" with Gordon pressing the wrong button and dropping Pod 4 responding with "What now?" to be followed by the then popular phrase "Now we.Hit the Hut". This was part of the promotion with Pizza Hut for the re-release of Thunderbird in 1992 with special edition drink cups and lids featuring Thunderbird 1, 2, 4 and FAB1.

WR. Gerry & Sylvia Anderson, Alan Fennell, Alan Pattillo, Donald Robertson, Dennis Spooner, Martin Crump and Tony Barwick.

DIR. Alan Pattillo, Desmond Saunders, David Lane, David Elliott and Brain Burgess.

EPISODES: 32 **YEAR MADE:** 1965 **COUNTRY:** GB **SEASONS:** 2

AN AP FILMS PRODUCTION FOR ATV/ITC

CREATOR: GERRY AND SYLVIA ANDERSON

TYPE OF SHOW: SEARCH AND RESCUE **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26, (2) 6

DATE OF PREMIER: 02/10/1965 **AIR DATE OF LAST EPISODE** 25/12/1966

SEASON DATE BREAKDOWN:

FILMS: THUNDERBIRDS ARE GO (1968), THUNDERBIRD SIX (1968), THUNDERBIRDS (2004)

The Hood/John Tracy RAY BARRETT, Jeff Tracy PETER DYNELEY, Brains/Kyrano/ Parker/Gordon Tracy DAVID GRAHAM, Lady Penelope SYLVIA ANDERSON, Tin-Tin/Grandma CHRISTINE FINN, Virgil Tracy DAVID HOLLIDAY (1), Scott Tracy SHANE RIMMER, Alan Tracy MATT ZIMMERMAN, Virgil JEREMY WILKIN (2), Other Voices PAUL MAXWELL, JOHN TATE, CHARLES TINGWELL.

Books Based on this series.

Calling Thunderbirds	John Theydon	1966
Lost World	John W. Jennison	1966
Operation Asteroids	John W. Jennison	1966
Ring of Fire	John Theydon	1966
Thunderbids	John Theydon	1966
Thunderbird : Yes M'Lady	Sylvia Anderson	1992
ThunderBirds : Calling Thunderbirds #1	John Theydon	1990
Thunderbirds Are Go (Flm Novelization)	Angus P. Allan	1966

RELATED SHOWS:

SPACE: 1999

SUPERCAR

STINGRAY

FIREBALL XL5

CAPTAIN SCARLET AND THE MYSTERONS

JOE 90

1 - 1 *TRAPPED IN THE SKY*

The Hood sabotages the new Fireflash atomic airliner to draw out International Rescue so he can learn their secrets.

Wr Gerry Anderson

Dir Alan Pattillo

1 - 2 *PIT OF PERIL*

An experimental US Army vehicle has crashed through a crater during a test in the jungle.

Wr Alan Fennell

Dir Desmond Saunders

1 - 3 *THE PERILS OF PENELOPE*

Lady Penelope searches for a missing scientist who knows the secret to creating a powerful fuel from seawater.

Wr Alan Pattillo

Dir Alan Pattillo, Desmond Saunders

1 - 4 *TERROR IN NEW YORK CITY*

A reporter and his cameraman are trapped underground when the Empire State Building crumbles as it's being moved. Complicating matters, Thunderbird 2 has been badly damaged in a mistaken attack by the US Navy.

Wr Alan Fennell

Dir David Elliott, David Lane

1 - 5 *EDGE OF IMPACT*

Jeff helps an old friend, an Air Force colonel whose experimental fighter planes are being sabotaged by the Hood.

Wr Donald Robertson

Dir Desmond Saunders

1 - 6 *DAY OF DISASTER*

A spacecraft being transported to a launch site falls through a weakened bridge, trapping the two astronauts underwater.

Wr Dennis Spooner

Dir David Elliott

1 - 7 *30 MINUTES AFTER NOON*

On his way home to celebrate his third wedding anniversary, Thomas Prescott is forced into an

unexpected detour after picking up a hitchhiker. Upon dropping the man at what is supposedly the home of the hitchhiker's doctor, Prescott finds himself thanked with an explosive device clamped to his wrist and not much time to remove it before it detonates. The hitchhiker informs his confused victim that the key is hidden in his office and instructs him to leave the device in a file cabinet once it has been removed. Racing against both time and the police, Prescott does as he's told, but he's trapped in an elevator while fleeing the now-burning building. International Rescue has been monitoring the happenings and decides that now is the time to spring into action. But have they sat on the sidelines too long? Will they arrive in time to pull Prescott from the bottom of the elevator shaft in which he's trapped, or will the fire prove too much even for International Rescue's advanced equipment? Adding to their troubles, will they learn why both man and building were targeted in the first place before the criminals can strike again? After plunging to the bottom of the burning elevator shaft, the man, though injured, is eventually saved by International Rescue. When it's discovered that the explosion targeted government files on gang activity, the FBI is called in, and International Rescue removes itself from the case -- for now. When a British agent named Southern infiltrates the gang responsible for the blast, he and two other men are dispatched to a plutonium storage facility with a familiar calling card -- explosives attached to their wrists. Once inside the heavily fortified building, Southern turns on his companions in hopes of capturing the operation's ringleader, but is himself captured by one of the facility's robot guards and locked inside with the bombs. Can International Rescue save the agent and get to the explosives before half of England is destroyed? And will the gang again manage to escape, free to continue its destruction?

Wr Alan Fennell

Dir David Elliott

1 - 8 *DESPERATE INTRUDER*

Brains and Tin Tin face off against the Hood at a secluded lake in the Middle East.

Wr Donald Robertson

1 - 9 *END OF THE ROAD*

Tin Tin's old boyfriend tries risky steps to keep his highway construction project on schedule. When his plans backfire, a jealous Alan and the rest of the team must save him.

Wr Dennis Spooner

Dir David Lane

1 - 10 *THE UNINVITED*

Scott must find some explorers lost in an ancient pyramid.

Wr Alan Fennell

Dir Desmond Saunders

1 - 11 *SUN PROBE*

A spaceship with three astronauts is on a direct course for the sun.

Wr Alan Fennell

Dir David Lane

1 - 12 *OPERATION CRASH-DIVE*

The Fireflash atomic airliner suffers two mysterious disappearances. International Rescue volunteers to accompany the next flight.

Wr Martin Crump

Dir Desmond Saunders

1 - 13 *VAULT OF DEATH*

When a bank employee is accidentally locked in a special low-oxygen vault, former safecracker Parker and International Rescue must open it.

Wr Dennis Spooner

Dir David Elliott

1 - 14 *THE MIGHTY ATOM*

The Hood sabotages a nuclear plant.

Wr Dennis Spooner

Dir David Lane

1 - 15 *CITY OF FIRE*

A car crashing in an underground garage sets the skyscraper above it on fire.

Wr Alan Fennell

Dir David Elliott

1 - 16 *THE IMPOSTERS*

International Rescue is framed for the theft of military secrets by imposters.

Wr Dennis Spooner

Dir Desmond Saunders

1 - 17 *THE MAN FROM MI.5*

Lady Penelope searches for stolen plans for a nuclear device.

Wr Alan Fennell

Dir David Lane

1 - 18 *CRY WOLF*

Two boys accidentally summon International Rescue when they call for help while playing with each other. While the team is angry with them, the boys are later attacked for real by the Hood, the team's nemesis.

Wr Dennis Spooner

Dir David Elliott

1 - 19 *DANGER AT OCEAN DEEP*

A mysterious mist has destroyed a supertanker and is disrupting International Rescue's communications.

Wr Donald Robertson

Dir Desmond Saunders

1 - 20 *MOVE AND YOU'RE DEAD*

Alan is trapped on a bridge by a jealous rival car racer.

Wr Alan Pattillo

Dir Alan Pattillo

1 - 21 *THE DUCHESS ASSIGNMENT*

Lady Penelope and Jeff try to help one of her friends, a duchess who has lost her money to a crooked casino.

Wr Martin Crump

Dir David Elliott

1 - 22 *BRINK OF DISASTER*

Jeff and Brains are trapped on a malfunctioning monorail.

Wr Alan Fennell

Dir David Lane

1 - 23 *ATTACK OF THE ALLIGATORS!*

Lady Penelope searches for a missing scientist who knows the secret to creating a powerful fuel from seawater.

Wr David Elliott

Dir David Lane

1 - 24 *MARTIAN INVASION*

The Hood stages the filming of a fake movie featuring Martians in order to draw out International Rescue.

Wr Alan Fennell

Dir David Elliott

1 - 25 *THE CHAM-CHAM*

Tin Tin and Lady Penelope go to a ski resort to investigate how military secrets are being transmitted to an enemy power.

Wr Alan Pattillo

Dir Alan Pattillo

1 - 26 *SECURITY HAZARD*

Members of the team describe their exploits to a boy who stowed away on their last rescue.

Wr Alan Pattillo

Dir Desmond Saunders

2 - 1 *ATLANTIC INFERNO*

While Jeff vacations with Lady Penelope in Australia, Scott must coordinate the rescue at an oil drilling

platform when a navy test goes awry.

Wr Alan Fennell

Dir Desmond Saunders

2 - 2 *PATH OF DESTRUCTION*

A South American construction project is nearly under way, and the final testing of the newly invented Crablogger -- a powerful forest-clearing machine -- has proven successful. To celebrate the event, and to go over plans one more time, the project leader takes the Crablogger crew out to eat. Had they noticed the deplorable conditions inside the kitchen, the men would surely have passed on dinner and gladly gone to work hungry the next morning. The foreman wisely orders the steak, but the Crablogger crew each chooses the house special. Apparently the only thing special about it is its ability to cause food poisoning. One man gets violently ill before work the next morning, which makes him the lucky one. The other two seem fine and proceed with the project, but it isn't long before they succumb to their illnesses. They both pass out at the controls, leaving the massive machine to gobble everything in its path. When it's determined that the Crablogger is headed straight for a new dam, International Rescue is called to the scene. They arrive in time to cut through the machine, but lack the knowledge to initiate the shutdown sequence. She unfortunately encounters nothing but trouble along the way, whether it be from a stubborn security guard or an accident victim she feels compelled to assist. Will she be able to get the code from the Crablogger's inventor, who is by now at home fast asleep? She'd better, because the fuel in his creation is potent enough to blow 50 square miles sky-high, taking Brains and Virgil with it. Can International Rescue stop the deadly Crablogger in its tracks?

Wr Donald Robertson, David Elliott

Dir David Elliott

2 - 3 *ALIAS MR HACKENBACKER*

When Lady Penelope models in a fashion show on Brains' newly designed airliner, hijackers try to steal the outfits made from a revolutionary fabric.

Wr Alan Pattillo

Dir Desmond Saunders

2 - 4 *LORD PARKER'S 'OLIDAY*

A storm-damaged solar power station threatens to engulf an Italian village in flames.

Wr Tony Barwick

Dir Brian Burgess

2 - 5 *RICOCHE*

An orbital pirate radio station may burn up in the atmosphere with both its DJ and sound engineer onboard.

Wr Tony Barwick

Dir Brian Burgess

2 - 6 *GIVE OR TAKE A MILLION*

Two bank robbers stow away on a rocket full of toys destined for a children's hospital.

Wr Alan Pattillo

Dir Desmond Saunders

Noah's obsession with the holodeck lands him in trouble again when he overstays his allotted time in the VR program. Dr. Pretorius, his teacher and a member of the North Col Triumvirate, must impose the penalty of punishment duty topside in the Impact Winter blizzards. He must also remind Noah of the necessity of order in North Col and his responsibility within the small community that survives in this underground research centre, after the Nemesis comet.

But whilst his mother and father, Liz and Simon, and his sister Becky sleep, Noah's inquiring scientific drive and his fascination with the now extinct animals, forces him back to the holodeck. A power glitch from his PH-Ts fuses with two on duty holocops, resulting in a bright white light that engulfs him and he is gone—arriving in what he believes is a holodeck programme. But the sun is too hot and the holograms are real. They are the Nomads and this is Haven.

1 - 2 *TAO'S SECRET WEAPON*

The Nomads, led by Arushka and with Noah as their prisoner, narrowly escape capture by the marauding Protectors, who are gathering workers for the Thunderstone Mine.

In the safety of their cavern, the Nomads question Noah. All he wants is to return... back to the future and his home in North Col, where his family and Dr. Pretorius are bewildered and concerned by his disappearance. Where is he? Is he dead?

As Jett, Sutch and the Protectors follow their leader Tao's orders, and close in behind the wheels of their menacing vehicles, the Nomads take Noah with them into the night. The chase intensifies until Noah, using his technology, foils Tao's new weapon, the Sentinel.

As the Nomads sleep, Noah emerges into the dawn of a new day. Surveying Haven's beauty as he tries to activate the PH-Ts, Noah is tackled. A prisoner again, but whose?

1 - 3 *TWIN BROTHERS*

Noah is being marched across the alien landscape of the Red Desert, his unimpressed captor, Sundance, tossing the PH-Ts away. Suddenly they have company, Sundance's twin brother and Protector—Sutch! In the Keep at the Thunderstone Mine Tao watches the confrontation on his screen, as Jett arrives and takes Sundance prisoner using her net gun.

Noah makes a run for it and arrives at the Sentinel Camp where he discovers a humiliated Sundance.

Noah cannot leave him—their dramatic escape and destruction of the Sentinel has added further fuel to Tao's anger.

Meanwhile, the Nomads travelling the Deep Road are hoping to reach safety. Noah and Sundance join them but Noah discovers his PH-Ts are gone! He will never get them back, he will be trapped here in this hostile place. Looking around him in the tunnel, he sees something familiar—he realises this is the ruin of North Col. He has been wrong—he is not in the past but in the future! What happened to everyone, to his family?

1 - 4 *ESCAPE FROM THE HOLLOW MOUNTAIN*

The Nomads are making their way apprehensively along the Deep Road. Arushka shows Noah the mural of the Wild Things, a hand painted depiction of a Noah's Ark of animals, wondrous creatures that no longer exist. Their fear of the Deep Road is validated when Noah's mini PC is found smashed and the mural vandalised. Something or someone is there!

Tao speeds across the Red Desert to where Jett and Savage have discovered a magnificent prize—a perfectly preserved big rig truck—The Beast. This find is what Tao has been waiting for, now he will be able to move ahead with his greater plan. Noah and the Nomads emerge into the Red Desert as the fired up Beast—blasted out of Hollow Mountain—bears down on them. Sundance bravely draws it away and they all watch in horror as the Beast gets to him before he can escape. The Beast turns around to pursue the Nomads, but they have disappeared, seemingly into thin air.

Has Sundance been captured? Noah has his PH-Ts, but what good are they without a power source? He could be stuck here forever!

1 - 5 *TRAPPED*

As Arushka and Chip arrive at the Thunderstone Mine to rescue Sundance from the Protectors, Noah joins them. This could be his ticket home, a chance to access power. Tao, whose plans are constantly thwarted by the Nomads, wants them caught! He has the Beast and will be the master of the desert.

leaving Chip on guard Noah and Arushka get into the Mine. Covering themselves in Thunderstone powder they make their way into the tunnel. Arushka creates the diversion that Noah needs and then escapes to return to Chip who has been joined by a very alive Sundance.

Arushka decides that she cannot just abandon Noah and she returns to the Mine, walking into a trap. Now she and Noah are Tao's captives. the distraction caused by Arushka's arrival gives Noah the chance to grab his PH-Ts. he powers them up and the two of them white-out. They have arrived... somewhere... a trumpeting sound makes them and they turn and they find themselves face to face with their first real animal—an elephant!

1 - 6 *THE LION*

Noah and Arushka stare gob smacked at the huge creature before them. This is a circus. It is 1999 - they

have gone back too far! Arushka doesn't hear or care about Noah's concerns—these are real animals not just images on a wall. She never wants to leave. Noah tells her in a couple of years the animals and everything else will be gone when the Nemesis Comet strikes. Noah sets off to find a power source, leaving a saddened Arushka to look around. All of the animals are amazing but when she meets the beautiful circus horse Moshi she is totally captivated.

As Noah drags Arushka away from the circus they meet Sophie and Mingus, a pair of animal liberationists set on freeing the circus animals. Whilst trying to prevent the animals from escaping Noah and Arushka are caught and accused of the break-ins.

In North Col a quantum aberration convinces Becky that Noah may have time-travelled.

Tao in the Beast roars across the Red Desert telling Jett about his latest weapon—the mobile Sentinel tracking device. they can run but they cannot hide!

Noah and Arushka are being escorted to a waiting police car when a lion escapes. the crowd panics but an entranced Arushka is captivated by the beauty of the King of the Jungle.

1 - 7 *MOSHI, THE HORSE*

The lion is on the bonnet of the police car as a horrified and amazed crowd watches Arushka calm him. She achieves instant star status when she gestures the great Beast back into his cage.

Ivana arrives with Moshi and speaks quickly with Arushka. She understands the future Arushka comes from and asks Arushka to take Moshi with her. Using power from a nearby news van Noah activates the PH-Ts and in a flash of white light Arushka, Noah and the beautiful black horse Moshi are gone!

Instantly they reappear in Haven and the first animal brought through time has arrived!

Becky, experimenting with her own PH-Ts shrieks with delight as she witnesses their time journey. He's alive! Pretorius quizzes Becky.

Lost without Arushka's leadership the Nomads, spotted by Tao's mobile Sentinel are captured as they flee to safety. Noah, Arushka and Moshi launch into a rescue mission. Noah hijacks the Beast while Arushka liberates her friends. The Protectors are closing in on Noah when Arushka and Moshi gallop into the fray and scoop Noah from the Beast and on to freedom!

Arushka fears that Moshi must not be the only animal in the future of the world. She tells Noah if he helps her she will help him get to a power source to effect his escape home. What choice does he have?

1 - 8 *THE SECRET ENTRANCE*

Tao has a plan to capture the Nomads with the help of his Sentinel he will trap them in their own lair! In the Beast he watches on the screen as Arushka and Chip release Moshi and Noah and Geneva head towards the Mine. he and Jett race across the Red Desert chasing the signal, closing in.

Noah and Geneva manage to hide just in time, thwarting Tao. But inside the Beast Sutch continues to record the Sentinel's readings, logging the caverns entrances. Tao outlines his plan to Sutch and orders more Protectors and supplies of Thunderstone. He will get them this time!

Having secreted himself in a Protector vehicle returning to the Beast, Noah is shocked as a hand grabs him. Its Sundance. But now they are both trapped as protector guards surround them!

1 - 9 *SABOTAGE*

Still trapped under the Beast trailer, Noah and Sundance see Arushka approaching on Moshi. Tao, impressed with their bravery, and interested in Moshi steps out to confront her, giving Noah and Sundance the chance to get inside the Beast trailer and sabotage the map co-ordinates that would lead to the capture of the Nomads. With the mission accomplished Noah and Sundance say their farewells, Noah heading off to the Keep and power.

Tao dispatches the Protectors, offering a reward, to whoever captures Noah. the glittering prize of a vehicle all the incentive they need. Alone Tao tries to contact the Master. No answer—he storm out.

With the Nomads safe again for the moment, Arushka heads to the Mine where Noah is Jett's captive.

Quick thinking gets Noah and Arushka into the Beast trailer. Accessing the power source, Noah grabs Arushka's hand, they white-out as a volatile Tao rips the door open. Where are they?

1 - 10 *ALIENS ON THE FARM*

Noah and Arushka white-in arriving in some bush country abundant with wildlife, and to Arushka's delight, horses. Her reverie is shattered as gunshots ring through the air. An outraged Arushka runs to the noise and confronts Bully and Mac who are trying to cull kangaroos. Not happy at being interrupted they warn Noah and Arushka off. They are saved from these lads only to be imprisoned by their saviour, Duane an alien fanatic. This time they will have to believe him, he has proof!

In Haven the Shadowmaster has contacted Tao, demanding that he make the capture of Noah his first priority. Travelling to the Deep Road, Tao forces Ferris, a young timid boy, into spying on the Nomads. He wants to know where they hide!

Free again Arushka and Noah prepare to leave. But things go terribly wrong and Noah arrives back in Haven in the company of dozens of animals and birds and the sheepdog Dolly, but without Arushka. Arushka is alone and trapped in the past!

1 - 11 *FRIENDS IN THE PAST*

Tao has dispatched his Protectors to Noah's arrival co-ordinates, this time there will be no escape. Arushka, still trapped in the past and hunted by Bully, Mac and Duane, saves Mac from being trampled by a wild Brume. Awed by the mystical effect she has on the animal they listen to her story. Duane and Mac agree to help her. But Bully standing alone is not to be trusted. The Protectors close in on Noah but Dolly sends them scattering, terrified as they have never seen a monster like this dog. Noah must get to a power source and go back and save Arushka... who is with Duane and Mac rounding up horses when Noah whites-in. in a race against time, Bully having called the police, Noah powers up his PH-Ts and he and Arushka, now astride one of the horses white-out. Tao is preparing to demonstrate his dominance over the animals that have his troops cowering when Noah, Arushka and the horses arrive in a whirlwind of light and dust and power. The Protectors again run scared from these strange Beasts. More animals have arrived in Haven!

1 - 12 *ESCAPE FROM THE PROTECTORS*

Arushka now has the horses she wanted. No more animals Noah wants to go home. Bidding them farewell he heads off towards the Mine. On the way a brave and loyal Dolly saves him again and his journey must be abandoned.

The Shadowmaster exerts his power. Tao must mine more Thunderstone! He orders Tao to leave Noah to him, he has a plan!

The Nomads have made their way back to the Cavern, but unknown to them, lurking in the darkness, following and watching their every move is Ferris.

The Triumvirate summon Noah's family and Dr. Pretorius to appear before them. the charge is one of unauthorised scientific experimentation. North Col's strict laws must be obeyed if they wish to remain part of the community.

As the sun rises on a new day Noah wakes from a dream of a world full of animals. he forges a pact with Arushka—together they will save animals from past and bring them to the future, to Haven.

1 - 13 *THE ELECTRO-NET*

In the middle of the Red desert a furious Tao stands before a burning effigy of himself. Unguarded the Beast Trailer looms behind. Noah and Arushka enter it and begin the first of many risky sorties to access the power they will need to bring back the wondrous collection of animals that will fill the magnificent landscape that is Haven.

With the mission accomplished it is time for Noah to leave but Tao's tightened security will make this the most dangerous attempt of all for Noah.

Ferris, fleeing from an unexpected meeting with Dolly and her new-born puppies, is captured by an equally nervous Savage and Rork. They gather up the puppies and Ferris and head to the Keep where Tao is demonstrating the Electronets—his latest weapon in his war against the Nomads and now the animals also. Using this distraction to his advantage Noah sneaks in but is himself a victim of the Electronet. Tao has finally captured Noah, who still a little stunned, refuses to talk. But Tao has Dolly's puppies and unless Noah co-operates he will harm them with the Electronet!

1 - 14 *TAO'S FORCE*

Noah has been forced to give in to Tao, who would have used the destructive Electronet on Dolly's puppies. A prisoner in the Keep, Noah discovers Ferris, retrieves his PH-Ts and with Feris help escapes. Only to find Arushka, the opposite direction. Noah has to stop her, he tries to smash the Net but is zapped and thrown to the ground, unconscious.

The captive miners are galvanised into action and while the battle rages Sundance and Chip get Noah out, but Ferris is caught and this time he'd better tell Tao where the Nomads hide!

Tao's army, spearheaded by the Beast races towards the Nomads cavern. Noah and the Nomads are trapped, Jett's Thunder-oil smoke machine will flush them from their network of tunnels. This time there is no escape!

1 - 15 *THE WEAPON*

Noah and the Nomads are forced from safety by the Thunderstone smoke that continues to billow out of the Cavern, they are surrounded by Protectors and trapped by the Electronets. if captured they will be unable to stop Tao. Noah, their only hope, must return with technology to fight the Electronets.

Using the power of the Electronets he takes Geneva's hand and they white-out... arriving in the raging blizzards of Topside North Col where they succumb to the freezing conditions.

Now that Noah has gone Tao frees the Nomads, he just wanted Noah. He has called a truce, but why? Found by Dr. Pretorius and nursed to health Noah and Geneva are called before the Triumvirate for a preliminary hearing. There are a lot of questions that require answers and as there is no evidence to prove time-travel the matter will need to be investigated in depth. Noah placed under house arrest and a frightened and confused Geneva is seized by a Holocop and led from the holodeck, a prisoner.

1 - 16 *MEETING WITH THE SHADOW MASTER*

Sundance, jumped by Sutch in the Deep Road, is lost to the Devils run. As he fights the rapids to stay

alive the Nomads search unsuccessfully for him. Ferris now accepted as one of them, delivers a distressing message from the Shadowmaster that Noah and Geneva will not return to Haven so there will be no weapons. Their battle has been lost before it even began! Who is the Shadowmaster and how did he know Noah was back in North Col?

Sundance is rescued by the peace loving Sandtribers who take him over the Mountains of the Mist and to his first breathtaking vision of the ocean. Meanwhile, the Shadowmaster is ordering Tao to speed up his efforts in locating the Thunderstone Motherlode, he must find it, it is the future of Haven!

A disempowered Dr. Pretorius manages to have Geneva released into Noah's custody and convinces the others that a demonstration of time-travel will settle the matter. Geneva prepares for her journey home but something goes wrong and Noah fails to white-out. The Triumvirate accuse him of lying. Both he and Geneva will now pay the price for breaching North Col law!

1 - 17 *LIES AND SECRETS*

Noah and Geneva are found guilty. For Noah this could mean 5 years without any privileges and for Geneva, exile Topside where she must try and survive the Impact Winter. the Triumvirate sentences them to work detail until they reach their conclusions.

Arushka finds a groggy Sundance who was returning home from the Sandtribers and was zapped by and Electronet. She is outraged—Tao has lied, there was a truce! Realising that he has been found out, a furious Tao seeks out Ferris, and forces him to lie to the Nomads. To tell them it was a mistake, a disobedient Protector, it will not happen again.

Becky breaks Noah and Geneva out of the Discipline Centre and takes them to Dr. Pretorius who gives Noah a pair of PH-Ts. He can take Geneva home at last.

1 - 18 *THE SILVER WINGS*

Dr. Pretorius leads Geneva and Noah through a Topside blizzard to his secret retreat where there is power. Armed with the PH-Ts and Dr. Pretorius' Silverwing weapon, which will defeat Tao's Electronets, Noah is ready to take Geneva back to Haven.

Arriving they stare in awe at their surroundings, it is the ocean and it is truly magnificent. Turning at the sound of a familiar voice they are stunned to discover that Becky has somehow managed to accidentally travel with them. After a rest good food and the company of the Sandtribers the trio commence their journey home.

Coming across an Electronet, Noah makes a discovery that will have serious consequences—Tao has activated the nets but the Silverwing weapon is faulty and ineffective against them.

With Becky's help repairs are made to the Silverwing but he test comes when the Nomads discover Tao has targeted horses as his first victims. Noah and the Nomads can only hope that the Silverwing will work. Noah throws it, it flies through the air, passing through the nets and returns to land at his feet. The horse escape unharmed through the Electronets. It has worked! They are triumphant!

1 - 19 *TAO'S NEW WEAPON*

Tao sits in the Beast watching his anger rise, as one by one all of the Electronets are destroyed. The Silverwing has saved the animals. Noah, his sister Becky and the Nomads have won the battle but not the war.

The Shadowmaster arrives, interested only in results. Tao convinces him that using the maserguns he can get rid of the Nomads then nothing will stop them finding the Thunderstone Motherlode.

In the cavern as the Nomads sleep, Chip sneaks out. It doesn't matter what Arushka says, he must go and help Sundance at the Mine. He teams up with him just as Tao is demonstrating the maserguns and panicking, tries to make a run for it before Sundance can stop him.

Meanwhile Noah, Becky and the Nomads begin their trek to the ocean, unaware that Chip has been captured by Tao.

With Chip his prisoner Tao instructs Sundance that unless the others surrender, Chip will be history. In a race against time, Moshi carries Arushka and Noah across Haven. they will have to give Tao what he wants. Themselves!

1 - 20 *THE SERUM*

With Noah and Arushka safely imprisoned in the Beast, Tao roars off leaving Chip alone under the relentless sun of the Red Desert. Sundance and Becky, on a rescue mission find him, exhausted and thirsty but alive.

A smug Tao, with Noah his captive audience taunts him... just get to the point! Tao produces a disk that he claims was found in the ruins of the old holodeck. Noah will watch it only if Arushka is with him.

The end of North Col unfolds, his family's suffering because of his illegal time-travel, the horrors of the rat carried disease, rabies, sweeping through the panicked citizens. Is he responsible?

Noah believes he is the only one who can save his people—he must return. But if I am the only survivor, asks Noah, what happened to me? Tao has one more piece of information... you reappear, he says, as the Shadowmaster.

1 - 21 *RATS IN NORTH COL*

Tao offers Noah a share of a vaccine against the rabies virus and power to return to him to North Col. With Noah gone and the maserguns to rid Haven of the animals, he is now free to find more Thunderstone.

Noah and Becky return, but where is everyone? What is happening? Was Tao right? They find Dr. Pretorius who confirms Noah's fears, rats have been seen in North Col. Producing the vials of vaccine given to him by Tao, Noah tells Dr. Pretorius everything.

Until the vaccine can be tested Dr. Pretorius advises them they must hide, there's nothing he could do if the Triumvirate found them.

In Haven, Tao has the breakthrough he needs, a lead to a strong concentration of Thunderstone in the mountains. But the Sandtriber presence there must be eliminated. Marshalling his Protector forces, they move out in convoy. Nothing can stop him now!

1 - 22 *THE TRIBUNAL*

The thought that he could be the monstrous Shadowmaster tortures Noah. He waits anxiously for results as Simon continues to test the vaccine.

When Becky produces the disk she took from Tao detailing apocalyptic future events Noah calls for an Open Forum in which the citizens of North Col can decide on this evidence for themselves. If he can convince them to listen, he may be able to save them.

Tao feels they are near the source of the Thunderstone—the Motherlode! He will not be hindered by anyone or anything. As he prepares to fire on some horses the Silverwing swoops through the air, disarms his masergun and returns to Sundance. The beautiful animals are safe. An enraged Tao orders his troops to move in, get them. Faced with the Protectors new weapons the Nomads are surrounded!

Noah has failed and he and his family are placed under house arrest. With Becky's help he eludes the holocops escaping to Dr. Pretorius retreat only to be confronted by the Shadowmaster. This time the nightmare is real.

1 - 23 *FUTURE VISIONS*

Noah cannot believe that he is, or that in the future he will become, the creature that stands before him. The Shadowmaster tells Noah that it is time he learnt the truth. They both white-out of North Col and arrive in Haven.

The Shadowmaster challenges Noah—was it right to bring the animals to Haven? They outnumber the humans and will continue to breed. Good, says Noah defending their rights, their place in the laws of nature.

The Shadowmaster lauds the wonders of Thunderstone, its power will bring the human race back to his former greatness! It cannot be wasted on animals. If I am to become what you are, says Noah, why can't I change the future and so change myself? What is happening to me? To the Nomads?... But he is back in North Col.

Back to rats scurrying everywhere, panicking citizens who don't see, as does Noah and his family, that the rats are in fact an illusion they are holograms. Into this pandemonium the Shadowmaster appears and laughing mirthlessly, removes his mask revealing himself it is Dr. Pretorius he is the Shadowmaster!

1 - 24 *THE HEARING*

The Daniels family are blamed for the rabies virus and the North Col community will not listen as Noah tells them the rats weren't real but holograms. Matters worsen when it is discovered the vaccine held as evidence has been stolen. Simon's subsequent collapse causes everyone to panic... he has a virus!

Liz finds that the disk given to Noah by Tao is nothing but a series of sophisticated computer generation images. Who is responsible for this dangerous hoax?

Noah returns to Haven to collect more vaccine to save his father. But the Mine has been abandoned. Tao has moved everyone to the Mountains of the Moon in search of the Motherlode.

Noah makes his way across the Red Desert. He must save his friends and get the vaccine before it is too late! Inadvertently a Kestrel gives Tao the answer he has been searching for. Now the Shadowmaster and Tao stand, transfixed—before them is the secret of life, youth, and absolute power - it is the core of the Nemesis Comet- the pure Thunderstone Motherlode!

1 - 25 *"EPISODE 25"*

While the unsuspecting citizens of North Col are preparing for their journey to Haven, Dr. Pretorius is assuring Tao that a labour force will arrive soon. Becky's suspicions are aroused she sees Dr. Pretorius behaving strangely. As she explores a deserted North Col she discovers that Dr. Pretorius has the missing vaccine. Captured by the Shadowmaster she is forced to join the others in Haven.

Noah struggles with the Shadowmaster unmasking him as Dr. Pretorius. Noah is not the evil Shadowmaster. Forced by Dr. Pretorius to listen to his great vision of a new Haven they arrive at Tao's base camp just as the recaptured Nomads are herded in.

An argument erupts between Tao and Pretorius and to prove his authority Dr. Pretorius exiles the Nomads - through time into the snowy blizzard of North Col.

1 - 26 *FINALLY FREE AGAIN*

In a Topside blizzard the bewildered Nomads make their way into North Col where Geneva guides them to the holodeck. Through a combination of deduction and good luck the Nomads propel themselves forward in time to Haven where their reappearance is monitored by Sutch.

Sutch, who is under instructions from Dr. Pretorius to take Noah and Becky to a place they can never return from, instead reunites them with the Nomads. He too will now join them in their battle to defeat the Protectors and Dr. Pretorius. Together they formulate a plan to destroy the Thunderstone.

Noah and the Nomads move on the unprotected Thunderstone Motherlode. As Sutch and Sundance hijack the Beast and liberate the enslaved work force, Noah, Becky and the other Nomads spread salt out at the Motherlode base. The showdown has begun!

Tao and Dr. Pretorius move to protect their Thunderstone, their future. Tao, now revealed to be a hologram himself has targeted Noah but Becky's quick thinking saves him. Tao flickers wildly and disappears! Dr. Pretorius, his life's work destroyed pleads with Noah who, raising a Masergun, ignited the salt and with it the Motherlode. The war over, Noah throws down the Masergun. Behind him Dr. Pretorius is left engulfed by the flames.

Tranquillity in Haven, the Nomads and animals are free. Noah, his family and the citizens return to North Col—there must be a past so there will be a future. As Noah hangs up the PH-Ts he smiles with the memories he will hold on to.

In Haven Arushka rides proudly on Moshi. Before her the landscape is filled with the animals of the world. They will live free once more.

2 - 1 *THE OLD PEDDLER*

In Haven of 2085, Arushka rides Moshi, her black mare, through the Riverlands. She's inspecting the contented Animals which she and Noah have transported to the future to avoid extinction. Dolly follows at a distance... But we see the faithful sheepdog distracted and lured away.

Above the North Col of 2020, the Impact Winter produced by the Nemesis Comet still prevails. Noah discovers Dolly, terrified and half frozen in the blizzard. How had the dog travelled back through time and who sent her?

Arushka returns to the compound, where the Nomads now live as a settled community. With their enemies vanquished and the contentious mineral Thunderstone wiped from the face of the Earth, Haven is a peaceful place. An eccentric old peddler, Monsoon, visits with gossip about the comings and goings of new settlers and about the weather, which in Haven has lately been extreme and unpredictable.

Dolly discovered in North Col by the authorities, is condemned to banishment in the snow. To save her, Noah breaks the new rules which ban time- travel. He breaks into the sealed Holodeck and used the PH-Ts to return again, with Dolly to Haven.

He arrives at the height of the storm and helps the Nomads save their hut from a lightning felled tree.

Then there's time for a reunion. But the Dolly mystery is unexplained and some unidentified figures are watching them through the trees.

2 - 2 *QUICK SAND*

Noah is quick to notice that there is a dissent among the Nomads. Now they're no longer on the run from a common enemy there's a restlessness.

Old Monsoon visits with his wares and tall tales and wheedles an invitation to stay the night. In the morning, Noah discovers he's taken the PH-Ts and he and Arushka set off to the get the precious time travel device back.

Meanwhile in North Col, Becky tries to cover for Noah's absence by producing the Noahgram, a hologrammatic version of himself which Noah has recently created. Its behaviour creates bizarre situations that the ruse is quickly discovered.

Chip, annoyed at being left behind, determined to catch Monsoon by himself. Against Kwan's warnings, he saddles up Moshi, Arushka's majestic black mare.

Arushka and Noah catch up with Monsoon and demand the PH-Ts returned, but the crafty old man denies having seen them. Meanwhile, Chip is having trouble with Moshi—but he hears the rattle of Monsoons pots and pans in the distance and manages to spur the horse on ... into the woods.

All is silent and there is no sign of Monsoon, but something in the bushes frightens Moshi. She rears and Chip is thrown into a pit of quicksand. The frightened horse bolts, leaving ship alone and helpless, sinking further into the quagmire. What could have frightened Moshi so much shed leave a Nomad in Peril?

Alerted to the danger by Moshi, bridled but riderless, Noah and Arushka race to Chips rescue. But they're too late... As Chip disappears below the sand four strangers to Haven haul him out—Myah, a barbaric looking young woman and her three brother, Rorden, Tod and Lyal. Not only have they saved Chips life, they also have the PH-Ts, which Rorden reluctantly relinquishes. The Nomads and the new family pledge a wary friendship.

With the PH-Ts returned, Noah must face the fact that there is no source of power for them in Haven. How will he get back to North Col?

2 - 3 *BROKEN DREAMS*

As dry electrical storms prevail in Haven there is growing concern about the changing climate. Noah devised a plan to harness the lightning, which stokes most often on Razorback Ridge and so powers the PH-Ts.

Monsoon wins back favour in the Nomads compound by bringing in a wounded animal and half of a weathered amulet. Kwan produces the other half, given to him by his long lost mother. With the prospect of reuniting with her Kwan bids the Nomads farewell. Though his homes are dashed, the heart-broken Kwan has too much pride to return to the compound.

Monsoon, meanwhile is spooked by a visit to the family. It seems these people can communicate with each other telepathically.

Up on Razorback Ridge, Arushka insists Noah test the PH-Ts before using them on himself. The stand-in scarecrow is burnt to cinders as lightening is channelled into the PH-Ts. Nevertheless Noah ignores all protests, reconfigures the equipment and successfully time-travels back to North Col.

Noah's family are relieved to see him but the North Col authorities thrust him into the detention centre for breaking the time travel ban.

Myah is lurking in the North Col sludge pipes. How and why has she accompanied Noah on his time travels?

2 - 4 *IS NOAH BANISHED?*

Myah makes herself known to Becky and Russell, a clumsy classmate whose suspicion is quickly supplanted by infatuation with the stranger. When the news is conveyed to Noah he realises he must take her back to Haven immediately. But how to escape the detention centre in order to do it? Russell reluctantly agrees to help by taking Noah's place in the cell. Bamboozling the Holocops, Becky smuggles Russell in and Noah out.

Meanwhile in Haven, Lyal pays a visit to the Nomads compound. his bullying and arrogance infuriate Sundance and he gladly accepts when Lyal and his brothers who secretly use their telepathic powers against him.

It's memorial day in North Col. Syndia, the most officious member of the ruling Triumvirate, is giving her address. With everyone distracted the two fugitives make it up to the holodeck. Myah shows an over zealous interest in the workings of the Holodeck as Noah successfully white lights them out.

By now Russell has been discovered. A furious Syndia strides into the detention centre and sees the impostor. Noah is now in deeper trouble than ever.

Back in Haven he and Nomads view Myah and her brothers with increasing suspicion.

2 - 5 *BECKY'S TRICK*

Syndia, still fuming, pronounces banishment for Noah when he returns.

In Haven, Noah is awaiting the next lightning strike. Myah pleads with him not to leave, making vague promises of power and success. She is left behind angry and frustrated, as Noah white lights out once again.

Noah arrives home secretly and employs a radical plan to avoid banishment. He uses the PH-Ts to travel 24 hours back in time to the detention cell.

In the re-run yesterday, Syndia storms in and finds Noah safely locked away, rather than discovering Russell.

Back in today, Becky is delighted with the success of their plan, but Noah is shaken by its implications. He swears never to use time travel technology to change history again.

Meanwhile in Haven, Geneva falls into an animal trap- who would make such a thing in Haven? Chip runs off to alert the others and doesn't see the herd of wild brumbies approaching. While Lyal and Rorden muster the animals towards the trap, Tod, the youngest of the family, discovers Geneva and places himself between the trap and the stampeding animals. He manages to divert them and pulls Geneva to safety. When they spot the Nomads approaching, Rorden and Lyal flee.

Tod is brought back to the compound as a prisoner. As a hunter of animals he is an enemy to the Nomads. But his boyish charms are not lost on his warden, Geneva. She is convinced Tod has learned his lesson and successfully argues for his release.

At their campsite, Myah rips into her brothers for getting on the wrong side of the Nomads. They need them... but for what?

2 - 6 *LAST WARNING*

There has been no rain in Haven for a long time and Arushka is worried about the animals.

While checking up on them she sees Rorden, the most eccentric of Myah's brothers, scurrying out of the rocks below Razorback Ridge. She and Sundance return to the spot to investigate. They discover Rorden's Grotto, filled with weird equipment.

Meanwhile Myah is conducting a few investigations of her own. Once again she uses the Nomads good will to her advantage and is snooping around the Beast, an old vehicle still filled with gadgetry of its precious owners, the protectors.

The brothers return to their cave and catch the unsuspecting intruders. Arushka and Sundance have no means of escape, locked in a primitive cage. What is the strange family up to?

Above North Col, Noah finds a pair of modified PH-Ts, exactly where Dolly was found in the new. Somebody, sharing his knowledge, must have sent her deliberately. Risking the inevitable censure, Noah once more travels to Haven to find the truth.

The Nomads have received a message from a friendly Kestrel. Noah and the gang embark on a mission to rescue Arushka and Sundance. In the struggle between the Nomads and the Brothers, Sundance is recaptured. And now Rorden has got hold of the PH-Ts. At last, he says, dangling them in from of the caged Sundance, I have a human subject for my experiments.

2 - 7 *DISCO FEVER*

Rorden prepares to send Sundance on an experimental time trip. In a failed rescue attempt, Chip is caught up in the white- light along with Sundance.

The two boys arrive in the a present day Dance Club. Chip is fazed by his surroundings, but Sundance finds the rhythm of the music intriguing and has soon caught the eye of a pretty girl.

Myah returns to find the brothers in a panic. She is furious about their inept behaviour. Not only have they damaged the Family's relations with the Nomads almost beyond repair, but Myah is forced to ask for Noah's help in retrieving Sundance and Chip.

Noah's assistance is not cheap- Myah has to answer his questions. Myah reveals that she and her brothers come from the Silver City, a future metropolis- the pride of Haven in 2235. Noah extricates Chip and Sundance from the Dance Club, just in time to avoid the wrath of a jealous boyfriend.

On Razorback Ridge, Myah and her brothers are part of a welcoming committee, but the Nomads want nothing to do with the meddlesome family.

2 - 8 *THE MYSTERIOUS VALLEY*

Drought conditions in Haven are at a crisis point. Desperate to give the precious animals the best chance for survival, Arushka and the Nomads attempt to must them from the vast, parched high country.

A scrub fire breaks out and the frightened animals are scattering when Myah and the brothers appear, offering help. Together with the Nomads they manage to herd the Animals to a lowland area where there are still a few patches of pasture.

Arushka and Noah warily agree to hear Myah's suggestions for a more permanent solution to the drought. She explains that in the Silver City of 2235 their father was in charge of a weather control system and that they have landed here as a result of Rorden's fallible experiments with time- travel.

Rorden unveils the futuristic blueprint for a rain machine and Noah is astounded to realise the building of such a thing is feasible. But with Thunderstone eradicated from Haven there would be no source of power gigantic enough to drive this machine from the future.

Back in North Col, Becky discovers a storeroom filling with steam. She is struggling with valves and overrides switches when Liz, her mother, comes to the rescue. Something is wrong with the exhaust line, which Liz believes could indicate serious problems with North Col's foundations.

In the Haven compound the Nomads are mulling over the impasse with the rain machine. Monsoon arrives with tales of a distant valley, high in the mountains beyond, where the Nomads have ever ventured. Legend has it that it is home to a huge cube of pure Thunderstone. The Nomads agree on an excursion there. They have to find out if the Thunderstone cube is more than a myth. It could be the key to saving the animals.

The relentless trek upwards in the heat seems to be fruitless. The thirsty Nomads eventually find the mystical Valley of Chazon, but instead of a Thunderstone Cube, there is a great lake in the valley floor. Arushka collapses by the shore in despair when she discovers that the clear blue lake is salt water.

2 - 9 *NEW HOPE*

Arushka, Noah and Sundance notice a curious resonance about the Valley. Even Dolly the sheepdog senses it. Noah discovers that the whole atmosphere is electrically charged. Sundance volunteers to swim and discovers a square blue object at the bottom of the lake!

But how can the Nomads move the enormous Thunderstone Cube? Arushka is determined to overcome any obstacle and end the drought. She and Noah use the PH-Ts to travel back to the valley- in a time before the lake filled its floor. After all, in the past Noah and Arushka have moved elephants in time, what's to stop them transporting the cube to present day Haven? Noah tunes up the PH-Ts but the cube resists the white light and Noah and Arushka find they haven't moved it at all. Clearly something bigger than the PH-Ts is required.

Much of the technology required to create the rain machine is what also enables the PH-Ts. Its all to do with the manipulation of sub-atomic particles of light. If Noah could build the PH-T technology into the Beast, an old truck sitting in the Nomads compound, it could be converted not only into a larger time machine, but also a rain machine.

First Noah must travel back to North Col and gather the components he needs. In exchange for access to the rain machine blueprints Myah insists that Rorden accompany Noah.

In the Holodeck, Noah enlists Becky's help to keep an eye on Rorden. Noah sneaks down to the storeroom to assemble more equipment. But he is unaware of the dangerous fault in North Col's exhaust line. Noah and Rorden narrowly escape discovery, leaving poor Becky to face the music once again.

Back in Haven, Noah contemplates the most difficult task of his life. Can he turn the Beast into an effective time/rain machine, driven by the Cube, or will Arushka's hopes for the animals be dashed forever?

2 - 10 *THE BAD SURPRISE*

Myah instructs her brothers to co-operate fully in the task of converting the Beast. Old rivalry sparked between Lyal and Sundance. Geneva tells Tod of her misgivings about bringing Thunderstone back into their lives. She's seen how harmful the valuable material can be when it falls into the wrong hands.

Noah, working under immense pressure, finally finishes converting the Beast. The Nomads and the Family pile into the vehicle and Noah transports them back in time, to the Valley of Chazon.

While the whole party is busy manoeuvring the Cube onto the Beast's roof, the brake shoes give away. Geneva is trapped in the cabin and the Beast picks up speed and hurtles towards a cliff. She refuses to jump to safety and abandon the time/rain machine upon which the future of Haven rests. With quick thinking and courage she manages to avert disaster.

The Beast, with the Cube secured on its roof, is white-lighted back to Razorback Ridge in present day Haven. At Noah's command a great blue beam is thrown to the heavens. Clouds roll into the sky and amidst crashes of thunder and swirling winds, the rain begins. A lyrical montage shows us the animals relief, waterholes starting to fill and water trickling into dry creek beds.

Back in North Col, Becky and her parents are concerned. Structural damage is worsening but Syndia persists with the cover up. Liz plans to confront her at the next triumvirate meeting.

At the compound, Noah and the Nomads fall contentedly asleep, listening to the raindrops on the roof. But up on the Ridge, the family are silently taking possession of the Beast. Rorden struggles to activate the machine- but why?

The next morning Arushka and Noah are out riding Moshi, inspecting the relief on the land and animals when... Arushka is thrown from her horse in an ambush and Noah is taken prisoner by Lyal and Tod. Myah is waiting in the Beast and delivers Noah an ultimatum.

2 - 11 *EVACUATION*

Myah tells Noah the truth. She and her brothers stole the precious Thunderstone Cube from the Silver City. As punishment they were banished through time forever. But they secretly rigged the banishment program so it would send them to the very same place and time as the Thunderstone Cube- Haven. Noah realises he's been tricked into furthering the Family's evil master plan. The Beast is now a super weapon, able to rain down destruction anywhere, starting with the Silver City. And since Rorden can't work it, they'll take Noah, by force.

The disintegration of North Col is now obvious. Syndia proposes evacuation, but Becky and her parents know nobody can survive in the snow. Maybe Noah will have a solution...

The Nomads besiege the Beast and after a struggle recapture it.

Becky arrives to tell Noah of North Col's plight. He whites the Beast out, leaving Myah frustrated.

Noah and the Nomads arrive to witness the total collapse of the MALL. On the snowfields above, Noah angles the Beast's beam downwards and the whole colony morphs back to the safety of two weeks ago. Now Noah and the Nomads must deal with Haven.

But as they leave North Col, Myah and the Brothers white in. Myah tells Becky and her parents, that if they want to see Noah alive again, they must accompany her back to Haven.

Back at the Compound, Noah and Arushka contemplate the Cube under a full moon. The prismatic affect the Cube has in combination with the moonlight reveals some astonishing secrets to Noah. Thunderstone has the property of annihilating itself!

If he took the Beast back to the year of the Nemesis Comet, he could use the beam to disintegrate it.

There would never be an impact... and there would never be a super weapon.

2 - 12 *THE SUPER WEAPON*

Myah and her brothers hold Becky and her parents hostage. But when Noah is about to give himself up, another Noah enters the grotto. Becky has brought the Noahgram! Myah releases them, believing it's the real Noah.

Back at the compound, Noah states his plan to destroy the comet. Liz reminds him that if he does hell alter the future. There will be no Haven. A vote is taken: Noah should stop the comet for the greater good. Myah having seen through the Noahgram, arrives at the Compound to see... Noah and Arushka white-out. They arrive in the year 2002 at Cortillo Plain. This is the command site for the rocket attack on the Comet, which is already on course for Earth.

They confront General Cardell, the commanding officer. He must abandon the plan to use rockets. It won't stop the devastation, but Noah can bring a safe alternative from the future. Cardell dismisses them as cranks.

In Haven, Geneva accidentally gives away part of Noah's plan to Tod.

Noah tries to warn the world of the imminent mistake on television, but Cardell stops the broadcast.

Pursued by security vehicles and helicopters, Noah and Arushka race in to an empty hanger where they white out, leaving the General Cardell absolutely confounded.

Back in Haven, its decided the Nomads must take the Beast to Cortillo Plain and themselves preempt the rocket strike.

Liz wont go, since at Cortillo... shed meet herself. Simon, Noah's father and Becky elect to stay with her, but she and Noah quietly confer: there may be a way they can all be reunited.

The Nomad and Noah pile in with Moshi and Dolly.

The Beast appears on Cortillo Plain and we reveal Myah and the brothers clinging on to the trailer.

They've made the journey as well!

2 - 13 *BEFORE THE COMET*

The Nemesis Comet is hurtling pass the moon towards Earth. It is so close now it can be seen looming in the skies above the General Store, where the Nomads refuel the Beast.

The Nomads head straight for the Cortillo Plain Installation. Sundance, an uneasy rookie driver, steers the Beast across country and through the Installations security fencing.

Meanwhile, Myah and her brothers have commandeered a security vehicle and are sneaking past the installations guards in a more subtle fashion.

In the Operations Room General Cardell ignores a young scientists warnings about the disastrous effect his rockets will have on the Nemesis comet. The young scientist is Noah's mother! This is an added problem for Noah and Arushka, who are hiding in the shadows. If they don't get the young Liz on a helicopter and back to safety or the underground research facility, Noah might not even be born.

Its less then an hour till the rockets are launched and the Nomads are heading for the radio telescope. Arushka is on Moshi, riding alongside the Beast. Myah and the brothers, having failed to waylay Noah at the installation, are in hot pursuit in the security van. Arushka wheels them off course, causing their vehicle to overturn on the rocky desert plain.

Noah aligns the Beast's projector with the Radio Telescope Reflector. Myah, dishevelled from the crash, is determined to stop Noah from saving the Earth from impact and wasting the precious Thunderstone Cube. Arushka wrestles her away from the Beast's controls, leaving Noah free to make frantic last minute adjustments.

As the rocket launch countdown nears zero, Noah hits go, sending the beam skywards. The Nemesis Comet is shattered and its blue rock dissipates harmlessly into space.

While everyone else is staring at the spectacle in the sky, Myah and her Brothers look down in horror. They are literally disappearing!

And in Haven the Daniels and Monsoon watch the animals disappear and the landscape change. Now!... says Becky and dons the PH-Ts Noah left for her.

The Daniels and Monsoon arrive at Cortillo Plain for a brief reunion with Noah and the Nomads before Noah makes a final command and they all white out together—side-stepping time to somewhere in the future.

3 - 1 *"EPISODE 1"*

It is the year 2020 where Noah Daniels is famous for making the first colonisation of space possible on a far off planet named E-Delta. Noah's comfortable existence is shattered when a gang of vengeful kids travel back to Earth through space and time - using the wormhole technology he invented - and kidnap his best friend Arushka.

3 - 2 *"EPISODE 2"*

Arushka is held captive on E-Delta, where the Bioplex structure is the only thing that stands between the inhabitants and their hostile environment. You can't last long outside without an oxygen pack and, during the time of the red giant sun, you can't last at all. Drako, handsome leader of the E-Delta kids, advises Arushka to get used to her new home, she's sixty million light years from Earth and any hope of rescue. Noah and the Nomads have other ideas.

3 - 3 *"EPISODE 3"*

Noah meets Curly, a grizzly old hologram who tells him why the E-Delta kids want revenge against Earth and their mortal enemy - Noah Daniels himself! He and Chip must break Arushka out of the Bioplex and get back to Earth before anyone discovers his identity. Meanwhile, on Earth, the animals in the Wildlife Reserve are under threat with Arushka away.

3 - 4 *"EPISODE 4"*

Drako and his gang make another raid on Earth, this time targeting the Horizon Foundation where Noah works. They are surprised by Arushka, on her swift horse, Moshi. She stops Drako from taking Noah back through a wormhole and, in the confusion, a young member of the raiding party is left behind. Clio is alone and terrified by the strange beasts in the Wildlife Reserve.

3 - 5 *"EPISODE 5"*

Noah has been put under surveillance by Horizon Foundation security - for his own protection. In the Wildlife Reserve the Nomads begin to teach Clio about animals, while she shows them that not all E-Delta kids are bad. When Drako returns for Clio, the protective Nomads follow their new friend through

the wormhole to E-Delta. Arushka and Kwan are taken prisoner, but Moshi is left outside the Bioplex with a wall of sand approaching.

3 - 6 "*EPISODE 6*"

Clio and Curly join forces and help Kwan and Arushka rescue Moshi. Drako returns to Earth and delivers Noah an ultimatum: the safe return of his friends in exchange for a canister of Thunderstone. He double crosses Noah, taking the canister and destroying Earth's only wormhole transporter.

3 - 7 "*EPISODE 7*"

APRA commences construction of a robot drone which will deliver the E-Delta kids' revenge on Earth. Arushka is furious when Drako brings animals from the Wildlife Reserve through a huge wormhole. How will they survive on E-Delta? Meanwhile, Noah and Liz are "borrowing" equipment from the off-limits LAB in order to construct a makeshift wormhole transporter.

Dir Mark DeFriest

3 - 8 "*EPISODE 8*"

Mr. Greenway confesses to helping Drako steal the animals and gives Noah the final clue he needs to piece together what Drako has in store for Earth. Arushka and Kwan's plan for getting themselves and the animals back home goes horribly wrong when Drako decides to take Moshi out for a ride.

Dir Mark DeFriest

3 - 9 "*EPISODE 9*"

Moshi saves Drako from being trapped outside the Bioplex under the red giant sun. Ivan loses confidence in Drako's leadership and dishes out his own punishment to anyone who helped Arushka escape with the animals. Noah and Arushka prepare to return to E-Delta to rescue their friends and put a stop to Drako's evil plan. Kwan must continue to pretend he stayed behind on E-Delta on purpose. How long will it be before his true loyalty is discovered by Ivan?

Dir Mark DeFriest

3 - 10 "*EPISODE 10*"

While the young Nomads set up camp in a cave shelter, Noah and Arushka infiltrate the Bioplex. The key to Drako's strike on Earth is the Thunderstone canister. In the process of seizing it, Noah meets a hologrammatic version of himself at 45 years of age, who sheds some light on why the E-Delta colony went bad.

Dir Mark DeFriest

3 - 11 "*EPISODE 11*"

Noah and Drako are put in an uncomfortable situation when a wormhole opened by Liz brings them back to Earth alone. Ivan seizes the opportunity to assume leadership and take over the strike on Earth. Drako must reassess his opinion of Noah when he saves him from drowning. The two boys, once mortal enemies, strike a deal that will benefit E-Delta and save Earth from destruction.

Dir Mark DeFriest

3 - 12 "*EPISODE 12*"

Noah must find out what happened to the lost parents of the E-Delta kids to keep Earth from being put under attack by E-Delta. Little does he know that Ivan has imprisoned drako along with the other nomads. Ivan sends the robot drone, with the canister, through a wormhole to the thunderstone ring surrounding earth. noah and his family shelter from a hail of falling rocks, the first sign that the asteroid belt is spiralling in towards the planet Earth.

Dir Mark DeFriest

3 - 13 "*EPISODE 13*"

Noah discovers the secret to making E-Delta fertile, but first he must stop the Thunderstone Ring from crushing Earth. The strain of executing the strike on Earth has made E-Delta unstable and the kids are evacuated from the Bioplex in the hope that salvation will arrive before the red giant rises. Noah must bring the thunderstone ring through space-time in a crazy attempt to save two worlds and right past mistakes.

Wr Barbara Bishop

Dir Mark DeFriest

TICK, THE



The life of a superhero is not easy. There are not enough dangers. However, someone must fight evil and protect good. The few who face this challenge have to leave behind comfort, security and a little sanity. Jumping from roof to roof in one single jump, the mysterious blue justice defender The Tick (Patrick Warburton, *Seinfeld*) patrols The City, and his limited knowledge of human life doesn't interfere with his desire to protect society. The frustrated and well behaved accountant known as Arthur (David Burke) left his job to join The Tick as The Moth, and now they're a crime-fighting duo. Arthur has always secretly wished being a superhero. Well, not so secretly, since he used his moth outfit (which looks more like a bunny) to work. On this fight against injustice The Tick also counts on Batmanuel (Nestor Carbonell, *Suddenly Susan*) a lovely latino superhero who never promotes himself without a worthy cause. His kryptonite is Captain Liberty (Liz Vassey), the government's number one weapon on the battle against supervillains.

The Tick died a quick death after its November 2001 Fox debut, doomed by its contra-Survivor timeslot and by the network's habit of airing bonus episodes on off days. Network mishandling aside, the live-action superhero parody may have been too strange to survive. Based on Ben Edlund's cult comic-book series (previously adapted as a Saturday-morning cartoon), and produced by Edlund with *Seinfeld* writer Larry Charles and *Men In Black* director Barry Sonnenfeld, The Tick presents Patrick Warburton as an overstuffed, blue-clad, heavily askew champion of justice. Warburton plays the hero as childlike and boisterous, with a springy monotone voice that overtly references Adam West's Batman. The character's over-articulation dead-ends into his limited intelligence: The worst epithet Warburton can think to call a robber is "Mr. Taking Stuff." Most of the nine completed Tick episodes consist mainly of Warburton casually hanging out with his hero pals: meek David Burke, slacker lothario Nestor Carbonell, and patriotic bombshell Liz Vassey. On the DVD collection's pilot-episode commentary track, Sonnenfeld admits that he considered *Seinfeld* a touchstone for the kind of show he wanted to make, and the "also-rans sit around talking" approach probably helped sink the series. The tone of the live-action Tick shares a little of the stale funk of the feature-film bomb *Mystery Men*, and the show is nowhere near as lively as either the Tick comic or the cartoon, which had more crime-fighting and a richer parade of colorful characters. Even Warburton's non sequitur outbursts aren't as surreal as those of his pen-and-ink counterparts; he never even shouts out the Tick's trademark battle-cry, "Spoon!" But for all The Tick's failings, it was better than most of its broadcast competition two years ago, and it was improving right up until it was yanked off the air. The interplay among the four principals was maturing, and the writers began to play with structure and subject matter, basing entire episodes on a super-villain's trial or a hero's funeral, and focusing on how heroes pursue personal relationships. In the end, the show was becoming a warm representation of professional camaraderie, and how four messed-up people learn to get by. Its demise was explicable, but that doesn't mean fans won't miss the sweet, dim Warburton. Still, the hero himself understood that "everything dies... even potatoes."

Trivia

When *Family Guy* started its fourth season, Peter Griffin made a list of shows that Fox canceled over the previous decade. Among the shows was the live action version of *The Tick*.

Apart from *The Tick* and Arthur, *The Terror* and Arthur's sister, Dot, are the only characters to appear in the comic book, the animated series, and the live-action show.

The "Big Blue Bug" lines, such as *The Tick*'s speech bubble on the live-action series DVD cover, are references to New England Pest Control, a Providence, Rhode Island based extermination business which is locally famous for its large blue termite statue.

Based on the comic book "*The Tick*".

Episode Nine, "*The Terror*" never aired during the shows original run, but was included in a later DVD release.

Costume Designers Guild Awards

When it is revealed to Arthur, Captain Liberty and Batmanuel that The Tick is working without a superhero license, he and Arthur go down to the DMV to obtain one. Only one problem -- The Tick doesn't know his date of birth, his social security number or his real name. In a quest to find out who he really is, Arthur does a search, which unites The Tick with a woman who claims to be his wife -- but is she the real thing? Meanwhile, Captain Liberty tries dating as a regular woman. And Batmanuel attempts to make the papers

Wr Larry Charles

Dir Craig Zisk

1 - 5 *ARTHUR NEEDS SPACE (A.K.A. ARTHUR NEEDS HIS SPACE)*

Arthur runs into an old high school crush of his. Stacy Waxman is her name, and Batmanuel advises Arthur to keep his suit on no matter what, since Stacy seems to be attracted only to The Moth, not Arthur. Arthur schedules a date with Stacy, but he has a hard time getting rid of The Tick, who doesn't understand why he can't tag along. It's up to Captain Liberty and Batmanuel (who were trying to prevent nude photos of Captain Liberty from being printed in an adult magazine) to explain to The Tick what sex is even if he can't understand it. On patrol, The Tick watches a documentary on insects and how they kill and eat their mates after sex. He rushes back home, fearing Stacy might have killed Arthur. The Tick ruins his date, but fortunately, Stacy was after the man inside the suit. Meanwhile, Batmanuel saves Janet from being demoted while answering to hero court.

Wr David Sacks

Dir Bo Welch

1 - 6 *THE BIG LEAGUES*

The Tick and Arthur are invited to join the League of Superheroes, an all-male, all-white organization that Captain Liberty and Batmanuel had been looking forward to join for a long time. Seeing Arthur and Tick being invited and not them, they decide to take action against the League for discrimination. They think they'll win the case, until they discover that Batmanuel's lawyer is the secret identity of The Champion, who is president of the league. Arthur and Tick eventually quit to support their friends. And once they discover the true identity of Steve, they settle for an amount of money that makes the League go bankrupt.

Wr Lon Diamond

Dir Bo Welch

1 - 7 *THE TICK VS JUSTICE*

When Batmanuel backs into the car of villain Destroyo, he, The Tick and Arthur discover a treasure trove of weapons in his trunk. The three go to court to testify against Destroyo, and The Tick winds up in jail for contempt of court. Meanwhile, Captain Liberty is asked to guard the villain while he is in custody, and he ends up chipping away at her confidence, a la Hannibal Lector to Clarice in *Silence of the Lambs*.

Wr Larry Charles, Ben Edlund

Dir Mel Damski

1 - 8 *ARTHUR INTRRUPTED*

Captain Liberty encourages Arthur to come out to his family as the superhero he really is. The only problem is, his mother and sister don't take the news very well. They admit him into a psychiatric hospital, where they supposedly turn superheroes into "normal" people. The Tick is lost and miserable without Arthur, until Janet unites the group to rescue him.

Wr Richard Liebmann-Smith

Dir Dean Parisot

1 - 9 *THE TERROR*

The Tick and Arthur celebrate their first anniversary with a look back on their first week together. Arthur questioned his choice of being a superhero while trying to get rid of the mysterious Tick. Meanwhile, Janet, suffering from jealousy and hormones, set them up with the most evil villain: The Terror, who turned out to be a 112-year-old man.

Wr Ben Edlund

Dir Boris Damast

TIGER SEVEN

AKA: **IRON MAN**

AKA: **IRON MAN TIGER 7**

AKA: **TETSUJIN TAIGA 7**

AKA: **TIGER SEBUN**



The Primitives of the Mu Empire ruled the Earth until humans drove them underground. 14,000 years later a research team led by Professor Takigawa discovers an ancient temple. The professor's son, Go, is attacked by a Sand Primitive Sand Grudge. To save his son's life the professor performs heart transplant surgery, replacing Go's heart with an ancient artificial heart, he also gives his son an ancient pendant. The Mu Primevals attack again, everyone on the research team is killed, except for Takigawa, Go who vows to avenge the death of his father and friends.

Using the tiger-faced pendant to activate the powers of his artificial heart Takigawa, Go can transform into the super warrior Tetsujin Taiga Seibun (Iron Man Tiger Seven) with the words "Tiger Spark".

For the first 7 episodes Tiger 7 appeared without the red scarf. In episode 8 the scarf belonged to Takigawa, Go's girlfriend. After she was murdered by Stone Primitive, Go started wearing the scarf as a memorial to her. The scarf stays on him when he transform into Tiger 7.

Most of Tiger 7's special combat techniques come from his "Fight Glove": His most used technique is the "Tiger Cutter" karate chop. With "Tiger Hawk" his glove hand pierces the monster's body. He can throw his glove which becomes a sharp boomerang, "Tiger Glove Cutter". He can throw a powerful "Tiger Punch". He can also produce a powerful "Kick". In one instance he used a bladed weapon, "Tiger Slicer".

Tiger 7's belt gives him the power to heal wounds (his own or others), "Tiger Buckle Energy". If someone's heart has stopped beating Tiger 7 may be able to save them if he reaches them in time, by biting them and releasing "Tiger Energy" into their body. However, this puts a great strain on him. Tiger 7 can release all his energy in a single blast with "Buckle Energy Red Zone".

Tiger 7 can spray a gust of wind from his mouth, "Tiger Hurricane". His eyes fire a yellow beam, "Tiger Eye Attack". Tiger 7's most powerful weapon uses the jewel in his head, "Tiger Point". With it he absorbs light from the sun, converting it into a powerful laser, "Tiger Head Beam".

Takigawa, Go rides a Suzuki motorcycle which is equipped with rocket boosters, allowing it to reach speeds other motorcycles cannot match. When he transforms into Tiger 7 the motorcycle transforms into "Spike Go". Although is probably supposed to be happening all the time Spike Go is not actually seen until episode 6. Spike Go is faster than ordinary motorcycles and can fly. Spike Go comes drives itself to Tiger 7 when he roars. Spike Go can shoot flame and smoke. Using Spike Go, Tiger 7 performs the "Tiger Hurricane Top" attack, in which the monster is smashed under Spike Go's front wheel.

Takigawa, Go works with a group of scientific researchers who become an Anti Mu Primitive group, Professor Takaidou and his students(?): Kitagawa, Shiro; Hayashi, Sanpei; and Aoki, June (the only female). The child in this series is June's younger brother Jiro. June and Jiro are orphans, raised by Professor Takaidou who promised their father he would take care of them before the man died. Aoki, Jiro discovers that Takigawa, Go is Tiger 7 at the end of episode 9. Professor Takaidou eventually figures it out too but none of Go's other friends seem to notice the tiger pendant he wears or that Go and Tiger 7 wear the same red scarf. Kitagawa, Shiro is especially mean to Go believing he is a coward, who runs away when the monsters show up.

Nanjou, Tatsuya (Takigawa, Go) also starred in Henshin Ninja Arashi (1972-1973) as Hayate (Arashi). The music for Tetsujin Taiga 7 was composed by Kikuchi, Shunsuke, best known for his music for the original Gamera movies and classic Kamen Rider TV series and films.

WR.**DIR.****EPISODES:** 26 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:** 1**P PRODUCTIONS****CREATOR:** SHOJI USHIO**TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 26**DATE OF PREMIER:** 06/10/1973 **AIR DATE OF LAST EPISODE** 30/03/1974**SEASON DATE BREAKDOWN:****FILMS:**

Takigawa, Go TATSUYA NANJOU, Iron Man Tiger 7 KAZUO KAMOSHIDA, Professor Takaidou SHIZUO CHUJOU, Kitagawa, Shiro SHUNICHI TATSU, Hayashi, Sanpei HIRONORI SAKUMA, Aoki, June YUKA KUMARI, Aoki, Jiro TOMONORI YOSHIDA, Crown Prince Gill RYOTARO MAKI , Crown Prince Gill (voice) KYOJI KOBAYASHI, Black Mask KIMIZUKA MASAYOSHI, Black Mask (voice) HIROSHI MASUOKA, Narrator MASA AKI OKABE

- 1 - 1 *GREAT REBELLION OF THE FEARFUL MU PRIMITIVES*
- 1 - 2 *VENGEANCE OF THE MUMMU PRIMITIVE*
- 1 - 3 *COUNTERATTACK! AMPHIBIAN PRIMITIVE AMAZON X*
- 1 - 4 *CONSPIRACY OF THE FEARFUL OIL PRIMITIVE!*
- 1 - 5 *SHIVERING SNAKE PRIMITIVE!*
- 1 - 6 *THE HOMICIDAL LIGHTNING WITCH APPROACHES!*
- 1 - 7 *STRONG WIND! WOLF RIDER UNIT*
- 1 - 8 *THE SCRAF FILLED WITH RAGE!!*
- 1 - 9 *DEATH STRIKE!! FLYING DRAGON PRIMITIVE VS. TIGER SEVEN*
- 1 - 10 *GREAT EXPLOSION! CHILD OF THE EARTH PRIMITIVE*
- 1 - 11 *THE DISOLVING FACE OF THE WAX PRIMITIVE*
- 1 - 12 *HAYASHI, SANPEI BECOMES THE FLY PRIMITIVE*
- 1 - 13 *HELP ME BROTHER GO!*
- 1 - 14 *THE SKULL PRIMITIVE OF HELL'S BURNING LIFE*
- 1 - 15 *GREAT INVASION OF THE MU EMPIRE*
- 1 - 16 *CHALLENGE TO THE MU EMPIRE*
- 1 - 17 *CRISIS OF JAPAN SINKING!*
- 1 - 18 *GAME OF DEATH ON THE IZU PENINSULA!*
- 1 - 19 *HEAR THE SONG OF TIGER SEVEN*
- 1 - 20 *CHALLENGE OF GUNFIGHTER RAT PRIMITIVE*
- 1 - 21 *NECESSARY SHOOTING!! TIGER'S SPIRAL SPARK*
- 1 - 22 *COUNTERATTACK OF THE MAD DOG PRIMITIVE!!*
- 1 - 23 *GROAN OF THE DEMONIC COAL-TAR PRIMITIVE*
- 1 - 24 *MU EMPIRE ON THE MOVE!!*
- 1 - 25 *GREAT CIRCUS OF THE FEARFUL MARIONETTE PRIMITIVE*

1 - 26 *NOW REVIVE THE TIGER SPARK!!*

TIJDSCAPSULE, DEAKA: **THE TIME CAPSULE**

The year 2500. People move by beam or by mini-jet, sleep is no longer necessary, the moon is an artificial sun so the temperature is under control and there are no more nights. People live for 300 years and more. The world is ruled by 'Raad der Wijzen', the council of the wise. In this time lives Peter Bergen, an archeologist. He discovers with his friend An Bal the tomb of Malegijs, a magician from the 13th century. In that tomb they find the Stone of Wisdom. An's brother is a cybernetic who has made a time machine, against the will of the Council. Peter travels with the time capsule to the middle ages and saves there Isolde. Together they travel through the time but due to a time block they can go no further the Antwerp in the 1960's. At the end, everything turns out well and Isolde comes to live with Peter to live in the 26th century.

Produced by Rik van den Abbeele (producer), Cinematography by Michel Brouwers, Film Editing by Hans Eeckels, Art Direction by Camiel Debruyne, Makeup Department - Raymond De Roeck (makeup artist), N. Denolf (makeup artist), Production Management - Lode Verstraete (unit manager), Sound Department - A. Wiebin (sound), Other crew - Marieke Vervaecke (script supervisor), Mathieu de Heyder (production assistant).

There were 16 episodes but only two still exist at the archive of the BRT television. They are episode 6 "Tweemaal Peter" and episode 16 "Feest bij Iwijn".

WR. Karel Jeuninckx, Lo Vermeulen

DIR. Senne Rouffaer, Bert Struys

EPISODES: 16 **YEAR MADE:** 1963 **COUNTRY:** BEL **SEASONS:** 1

BELGISCHE RADIO EN TELEVISIE (BRT)

CREATOR:

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Dutch

SEASON BREAKDOWN: (1) 16

DATE OF PREMIER: 06/10/1963

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

RAYMOND BOSSAERTS, Peter Bergen EDDIE BRUGMAN, Isolde ELVIRE DEPREZ, Hendrik MARCEL HENDRICKX, Oude meid NORA OOSTERWIJK, Pieter Paul Rubens WARD DE RAVET, Waard LODE VAN BEEK, Agent CYRIEL VAN GENT, Inspecteur BOB VAN DER VEKEN

TIME BUSTERS

A group of kids have to go through time searching for different objects. The kids are trying to prevent Time vandals from tampering with history.

This UK SF game show was just another excuse for a bunch of kids to go running around (usually a country estate) finding odd objects which are set around the houses whilst being given clues on how to find them. The game shows was hosted by Michael Troughton son of Patrick Troughton who had starred as the second Doctor in DOCTOR WHO. The series was shown on BBC2 in an 9.40am early morning Sunday slot.

WR.

DIR.

EPISODES: 11 **YEAR MADE:** 1992 **COUNTRY:** GB **SEASONS:** 1

BBC

CREATOR:

TYPE OF SHOW: GAME SHOW

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 11

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

TRACY JANE WHITE, MICHAEL TROUGHTON.

TIME EXPOSURES

Time Exposure chronicles the lives of Elsie Makay Solms, a well of woman who lives with her four grand children, (Jessica, Mark, Winston and Anne) and her very proper butler Bradshaw in an Victorian house. The house is not your typical home, for in the basement is a light that causes whoever steps into it to be sent back in time. The grandchildren have been told to stay out of the basement, which off course they do not do.

The kids and the adults spend most of their time travelling into the past, however on occasion famous historical figures come into the present. Midway thought the series' run Clare, Mark and Jessica's mother, and Christopher, Bradshaw's streetwise nephew, join the cast.

Time Exposures is one of the most ambitious programmes chronicled in this database. It was something that is unheard of today: a locally produced drama series. Time Exposures was made even more of a challenge to produce due to the difficulties involved with the effects work required for a science fiction series. The series was made at CHEK TV, the CTV station in Victoria, British Columbia, Canada.

Being an Canadian produced show there often was an emphasis on important Canadians. Thus when Percy ends up on the Titanic (the destination of all good TV time travellers), he gets to meet the founder of the town of Prince Rupert who survived the disaster. Not all of the famous people presented however were real, some fictional characters like Sherlock Holmes and Romeo and Juliet were also encountered by the time travellers.

The story structure of the show is somewhat akin to that of a soap opera in that more than one plot is going on at any given time. It is thus somewhat essential to watch the episodes in order since one story is starting while another is winding down. Continual character development also makes viewing the show in order essential.

Due to good writing on a lot of effort on the part of the production team Time Exposures manages to be enjoyable despite an obviously low budget. The series' cast consisted of unknown performers, however several actors from the series have since had guest spots on other shows being made in British Columbia. Due to the small pool of actors available for guest roles, often a guest star would reappear on the show in a different role. Time Exposures was meant to run its course over one season since the events of the final episode do not leave an option for an exciting second season.

An half hour documentary entitled : The Making of Time Exposures was also produced. The episodes may not be titled. No on screen titles appear and inquires to CHEK TV about episode titles remain unanswered.

WR. Peter Reynold-Long, David Liebe, Keith Digby, David Liebe, Gil Letourneau.

DIR. Gil Letourneau, Peter Reynolds-Long, David Liebe, Ned Lemley.

EPISODES: 26 **YEAR MADE:** 1988 **COUNTRY:** CAN **SEASONS:** 1

CHEK TV, CTV

CREATOR:

TYPE OF SHOW: TIME TRAVEL **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 18/09/1988 **AIR DATE OF LAST EPISODE** 01/01/1989

SEASON DATE BREAKDOWN:

FILMS:

Jessica Lynch STACY GARRAWAY, Mark Lynch ROSS HOLMES, Winston Makay Solms JEREMY RADICK, Anne Makay Solms JENNIFER-DALE BRIGGS, Christopher Bradshaw (eps 11-26) DAMON HENRY, Elsie Makay Solms 'Gran' ELSIE MAHAN, Clare Percy (eps 13-26) DENNA GRAY, Percy Bradshaw NED LEMLEY.

TIME EXPRESS

Time Express was a short-lived series similar to Fantasy Island but with a time travel twist. Each week the series' guest stars, selected by the head of the line, would board the mysterious Time Express, a train- with the ability to journey back in time. The passengers would then be taken back in time to a turning point in their lives where they would be given an opportunity to change a significant event in their lives. Jason and Margaret Winters played hosts to the disbelieving passengers and explained to them the opportunity they had been given.

"Fantasy Island" meets "The Time Machine" aboard the "Starlight Express." Possibly based on a particular "TWILIGHT ZONE" episode about an ad exec who gets off a train and encounters his childhood self in a Carnival. Or then again, possibly not. Each episode carried passengers back in time aboard a gleaming Time Express train that rode the clouded skies of time, to give them a chance to change their pasts by altering some key decision in their lives. This is, according to modern physicists, one of the things that can NOT be done, even if you have a time machine. They theorise that you can participate in the past, but not change it. Be that as it may, this is really a series related to the science fiction subgenre of "parahistory" or "alternate history" where a changed event has spawned a whole new present in which, for instance, the South won the American Civil War, or Japan and Germany won World War II, or I.

Distinguished husband and wife duo Vincent Price and Coral Browne starred as the host and hostess aboard a mysterious train that transports its passengers back into the past. Thus, an assortment of travellers were able to relive crucial moments, alter previous decisions and create a new and, hopefully, better future. The Time Express made just four journeys, episodes were scheduled on BBC 1 in 1979.

The producer for the series was Leonard B. Kaufman, the music was created by Richard Hazard, the series was shown on the 27th November - 18th December 1979.

On another train aimed at the heart of fantasy, a mysterious couple (Vincent Price and Coral Browne) guided passengers back in time where they could change their domestic and professional mistakes.

WR. Gerald Sanford, Stephen Kandel, Richard Bluebell, Pat Fielder, A. Hayes, Ivan Goff, Ben Roberts.

DIR. Arnold Laven, Michael Caffey, Alan J. Levi.

EPISODES: 4 **YEAR MADE:** 1979 **COUNTRY:** GB **SEASONS:** 1

CREATOR: IVAN GOFF, BEN ROBERTS

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 50 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER: 26/04/1979

AIR DATE OF LAST EPISODE 17/05/1979

SEASON DATE BREAKDOWN:

FILMS:

Jason Winters VINCENT PRICE, Margaret Winters CORAL BROWN, Ticket Clerk WOODROW PARFREY, Conductor Robert Jefferson 'R.J.' Walker JAMES RAYNOLDS, Engineer E. Patrick Callahan WILLIAM EDWARD PHIPPS.

- 1 - 1 *GARBAGE MAN/DOCTOR'S WIFE*
- 1 - 2 *THE COPY-WRITER/THE FIGURE SKATER*
- 1 - 3 *RODEO/COP*
- 1 - 4 *DEATH/THE BOXER*

TIME IS THE ENEMY

Seven-part adventure for children about a man who steps through an attic door in his new London home and finds himself in the year 1808 - 150 years in the past. Once there, the hero, Jim Barnaby, is accused of being a French spy. He escapes back into his own time where no one will believe his story and winds up accused of theft while trying to provide proof. The story reaches its climax when Barnaby goes back into the past one last time to face his enemy - despite having read an account of his own death in a history book!

The designer for the show was John Emery, and was shown on ITV.

WR. Sheilah Ward.

DIR. Daphne Shadwell.

EPISODES: 7 **YEAR MADE:** 1958 **COUNTRY:** GB **SEASONS:** 1

CREATOR: SHEILAH WARD

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 18/03/1958

AIR DATE OF LAST EPISODE 29/04/1958

SEASON DATE BREAKDOWN:

FILMS:

Jim Barnaby CLIFFORD ELKIN, Mr Porter NIGEL ARKWRIGHT, Mrs Deveril BETTY HUNTLET-WRIGHT, August Bellini DAVID LANDER, Sir Adrian Mayne EDWARD RHODES, Patience Mee ANNE REID, Mr Lancaster DEREK WARING, Rollings EDWARD HIGGINS, Col. Deveril ROSS HUTCHINSON, Anne Deveril LILIAN GRASSON, Hodge LAURENCE TAYLOR.

TIME RIDERS

The four-part children's adventure started Drop The Dead Donkey's Haydn Gwynne as Dr B. B. Miller, an eccentric time-travelling scientist. But instead of a De Lorean, the leap into the past was made on the back of a 750cc Yamaha motorbike, in a sequence heavily borrowed from the movie, even down to the bike leaving a 'trail of fire', before vanishing into thin air.

Like so many others before her, B. B. is a maverick, working alone with a grant from the Ethereal Research Foundation, but clashing with her narrow-minded boss Prof. Crow, who wants her lab turned over to 'proper scientific research'. Carrying on regardless, B. B. sends a motorcycle helmet back to 1834, to the courthouse that once stood on the site of her lab. When she retrieves it, it's being clutched by Ben, a young Victorian urchin who was about to be sentenced to death for stealing a loaf of bread.

Saving the lad from Prof. Crow who wants to turn him into a research guinea pig B. B. and Ben ride back in time to 1645 where they become embroiled in the English Civil War, hunted like foxes, and wind up being condemned as witches before escaping back to the future in the nick of time.

Throughout, B. B. remains effortlessly optimistic in the face of danger. Unfortunately, the mix of humour, adventure and eccentric characters - including James Saxon and Julie T. Wallace as a barmy and sadistic pair of aristocrats - never really gelled and Time Riders only rode out the one series.

TV's short-lived answer to Back to the Future - with a fraction of the budget and even less of the style. The producer for the series was Alan Horrox, the designer was Haydn Pearce and the music was created by Debbie Wiseman. The series was first seen on ITV.

WR. Jim Eldrige.

DIR. Michael Winterbottom.

EPISODES: 4 **YEAR MADE:** 1991 **COUNTRY:** GB **SEASONS:** 1

THAMES TELEVISION PRODUCTION

CREATOR: JIM ELDRIDGE

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER: 16/10/1991

AIR DATE OF LAST EPISODE 06/11/1991

SEASON DATE BREAKDOWN:

FILMS:

Dr B. B. Miller HAYDN GYNNE, Prof Crow CLIVE MERRISON, Hepworth KERRY SWALE, Judge BRINLEY JENKINS, Ben Hardy KENNETH HALL, Leather Hardbones IAN MCNIECE, Captain PAUL BOWN, Prisoners GABRIELLE HAMILTON, Prisoners HARRY JONES, Lord Chalmerston JAMES SAXON, Lady Chalmerston JULIE T. WALLACE, Matlock ARNOLD BROWN, Witchfinder General GAVIN RICHARDS.

TIME TRAVELER

Losing consciousness in a laboratory, Kazuko (Shimada) wakes up with a memory of the scent of lavender and finds herself lying outside in the snow in what appears to be the following day. She witnesses a badly aimed showball break a window and injure one of her classmates and then finds herself just as suddenly returned to the present. When the events she witnessed come true the next day, her classmate Kazuo Fukamachi (Kinoshita) reveals that she has inhaled a chemical he had made - his real name is Ken Sogol and he is a time traveller from the future, stranded in the distant past of his world until he can somehow find a chemical that move its user forward rather than back in time.

One day Kazuko receives a telepathic distress call from Ken, in which he claims to be trapped in August, and in Hokkaido. Kazuko obtains some of the lavender chemical to help him, but realizes that she does not know how to initiate the time-leap required. On the advice of her teacher Mr. Fukushima (Hamada), she visits a psychiatrist, who determines that she only leaps in time when she has an unexpected shock. Fukushima dutifully threatens her with a stick, causing the desired effect and allowing her to rescue Ken.

Ken finally completes the chemical he requires, only to discover that the cleaning lady has sniffed it herself. They track her 27 years back in time, to a World War II hospital, where she is intent on using the Forward chemical to bring her dying daughter back to the future. However, her body disappears, and Ken explains that she has been erased because she broke one of the cardinal rules of time travel. Soon after, Ken reveals that he intends to return to his own time and that he is going to wipe out the memories of his friends. Though Kazuko forgets all about him, the scent of lavender always makes her feel nostalgic, for reasons she can't quite recall.

Time Traveller is the very first of the NHK juvenile drama series, a hundred TV serials made for the children of the first generation to grow up with a TV in the home. Based on the 1965 story *Toki O Kakeru Shojo* (Girl Across Time) by Yasutaka Tsutsui, this perennial favourite has also been adopted into a 1983 movie starring Tomoyo Harada, a feature-length TV special on Fuji in 1985 (starring Yoko Minamino), the later TV series *GIRL ACROSS TIME*, and yet another film in 1997, starring Nana Nakamoto. Its most recent appearance was in January 2002 as one of three short TV specials under the umbrella title of *Morning Musume Loves Stories*. Featuring starlets from the titular girl group, the story shared the screen with adaptations of *Smart-San* and Yasunari Kawabata's novel *The Izu Dancer*. The series was produced by Kazuo Shibata.

WR. Toru Ishiyama.

DIR. Kazuyua Sato.

EPISODES: 6 **YEAR MADE:** 1972 **COUNTRY:** JAP **SEASONS:** 1

NHK

CREATOR: YASUTAKA TSUTSUI

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 01/01/1972

AIR DATE OF LAST EPISODE 05/02/1972

SEASON DATE BREAKDOWN:

FILMS:

Kazuko JUNKO SHIMADA, Kazuo Fukamachi/Ken Sogol KIYOSHI KINOSHITA, Mr. Fukushima AKIRA HAMADA, FUMIKO KASHIWABARA, ETSUKO OGAWA, REIKO TAKAO, TERESA NODA, SETSUKO HORIKOSHI.

RELATED SHOWS:

GIRL ACROSS TIME

TIME TRAX



The series starts in the year 2193, where police officer Darien Lambert has been unable find a number of criminals whose trails lead to Washington DC, then vanish. Clues presented when a captured criminal vanishes from police custody lead Darien to Dr. Mordicai Sahmbi. Sahmbi is a respected scientist who had been working on time travel before funding for his project was cut off. He has however developed a working time machine, known as Trax. Trax is not perfect. It has two main faults: 1) It can only transport something to a point in time 200 years in the past and later return them to 2193. 2) A human being can only be subjected to the time travel process twice, one round trip, further exposure to the machine produces extreme cellular damage and possibly even death. In order to obtain further funding for his experiments Sahmbi used Trax to send criminals to the past, where no one would look for them, for a large fee.

Sahmbi himself manages to escape into the past after being captured and it is decided that Darien will follow him to bring Sahmbi and the other fugitives back home to justice in the 23rd century. Darien's only help in his mission comes in the form of Selma, an ultra-advanced (even for 2193) computer that is disguised as an AT&T Universal card (talk about product placement!). Selma has been programmed with all of the details of the fugitives and all 20th century knowledge. Selma also has the ability to access 20th century computers and tele-communication lines. She appears to Darien as a holo-graphic image of a middle-aged woman, however only when no one else is present. Darien's only weapon, which is disguised as a car alarm, consists of a stun gun and a pellet shooter with the ability to reverse the effects of Trax and send time travellers back to the 21st century.

Sahmbi establishes himself in the 20th century and slowly begins to build a power base, often enlisting the aid of the criminals he sent into the past, while butting heads with Darien. Darien, while always on the look out for Sahmbi, spends most of his time tracking down the other fugitives, there are over a hundred. Most of the time he discovers that the criminals from the future have taken up a life of crime in the 20th century, and winds up sending them back home. Occasionally he finds a fugitive who has reformed and has become a productive member of 20th century society, in these instances he allows the fugitives to remain in the 20th century. Darien also discovers that there are a few people who Sahmbi sent into the 20th century who were not criminals, but rather people who desired a simpler lifestyle.

1st Season Opening - "It began in the future. A scientist turning to evil, a time machine called TRAX, criminals who vanish, and a lawman with a mission. He has one weapon and a computer called Selma. With her, he will travel to a time more innocent than his own. Now he is among us, a special breed of man, travelling through our world, searching for fugitives from his own, knowing he cannot go home until he has found them all. His name is Darien Lambert and this is his story."

2nd Season Opening - "It began in the future. A time machine called TRAX, criminals who vanish, and a lawman who must pursue into the past. Now he is among us, a special breed of man. He has one weapon and a computer called Selma. With her, he will travel through our world, searching for fugitives from his own, knowing he cannot go home until he has found them all. His name is Darien Lambert and this is his story."

Character Information -

Darien Lambert - Born in 2160, he was abandoned at birth by his parents. He grew up in an orphanage and led a solitary life; he loved American history and greatly admired the US Marshals of the old West. He graduated first in his class from the International Police Academy at West Point and soon became one of the top Fugitive Retrieval Police Officers on Earth. He began having trouble, however, as fugitives whom he tracked to Washington City began mysteriously disappearing.

His arrest record declined sharply over a period of years, due to Sahmbi's TRAX machine. After Darien fell in love with Sahmbi's assistant, Elissa, who agreed to help him nail Sahmbi, she got killed by the TRAX machine while Sahmbi escaped to the past. She died in Darien's arms, begging him to stop Sahmbi. Having lost the only thing in his life that mattered to him, Captain Lambert pursued Sahmbi to the year 1993, to

capture him and all the other fugitives who had been escaping Lambert for years.

Mordecai Sahmbi - Nobel Prize-winning scientist who, with the aid of Elyssa Chang Knox, invented TRAX [Transtime Research And eXperimentation], a time machine which sends people 200 years into the past. Due to the limitations of TXP, the chemical which aligns molecules for transport, the machine is limited to this 200 year arc. The funding for the project was cut for this reason. Sahmbi, wishing to continue his time travel research, resorted to teleporting criminals back to the past in order to fund his work. He became extremely greedy and would tempt anyone who would pay his price.

SELMA -Specified Encapsulated Limitless Memory Archive, a holographic supercomputer issued only to the five top police captains on the force. She is programmed to look like a picture Darien drew of his mother when he was a boy and she contains all printed material since Guttenberg's Bible. She can interface with any 20th century electronic system and can perform complete biological and materials analysis provided she is in contact with the specimen. She responds to her Captain's commands only and may only exercise initiative if Captain Lambert.

Harve Bennett is an almost legendary figure in SF tv production and writing, and fulfilled both those roles on THE INVISIBLE MAN (tv series 1975-76), THE BIONIC WOMAN (tv series 1976-8), GEMINI MAN (tv series 1976), THE SIX MILLION DOLLAR MAN (tv series 1973-78), among others, and also on most of the STAR TREK movies: his metier being the creation of populist, action-packed, comparatively routine SF adventure.

This more of the same, and runs in syndication to independent tv stations. In the year 2192 police officer Captain Darien Lambert (Midkiff) finds that major criminals are disappearing, and discovers that megalomaniac physicist Dr Mordecai Sahmbi (Peter Donat) is sending criminals back in time to the 20th century, indeed to our present day. He follows them thre. Apart from the time travel, and a few super-scientific accessories for Lambert (including Selma, a mainframe computer contained in something that looks like a credit card and can project a female hologram in visual mode, played by Elizabeth Alexander), most of the action is not especially science fictional, and is more concerned with running down criminals hiding out in our time.

There is a degree of humour in Lambert's attempts to adjust culturally to 20th-century customs. Lambert has superpowers by our standards (IQ 204, runs the 100 metres in 8.6 secs, can use "time stalling" to slow down visual perception and thus react faster) but these are not unusual, we are told, for the 22nd century. TT has been popular according to surveys with young men. The series was filmed in Australia, and some post-production is also Australian.

Time Trax was one of the first run programmes produced by Warner Bros for a syndicated programming block known as PTEN (Prime Time Entertainment Network). The PTEN was formed for a group of independent TV stations anxious to get first run network quality programming at an affordable price. Time Trax was made in Australia to save money. Time Trax had a simple premise of a police officer from the future who has journeyed to the present in order to track down fugitives from his own time.

Dale Midkiff stars as the brave - but stiff - Captain Lambert, and Peter Donat has a regular guest role as the scientific mastermind behind the time bandits, now organising the fugitives from the future to establish a power base in the past. There's some attempt in the pilot to depict a hi-tech 23rd Century landscape, and with a racially turbulent age when Lambert, as part of a white minority, is abused as a "Blanco". But from there on the effects are mostly 20th Century.

The executive producers for the series was Harve Bennett, Gary Nardino, Jeffrey Hayes and Grant Rosenberg, line producer was Darryl Sheen. The UK premiere for the series was on the 16th July 1994 on ITV, the series didn't however last very long, when it was shown on ITV. Time Trax would be soon left to the afternoon and late night schedules until The Sci-Fi Channel showed the series in Europe.

WR. Harve Bennett, Harold Gast, Garner Simmons, David Loughery, Tracy Friedman, Ronald Cohen, Grant Rosenberg, Mark Rodgers, Jeffrey Hayes, Maryanne Kasica, Michael Scheff, Goerge Yanok, Bill Forelich, Ruel Fischman, Michael Ahnemann, Bill Dial, Harold Gast, Tracy Friedman, James L. Novack.

DIR. Lewis Teague, Colin Budds, Brain Trenchard-Smith, Donald Crumbie, Rob Stewart, Chris Thomson, Ian Barry, Harve Bennett, Jeffrey M. Hayes and Mark DeFriest.

EPISODES: 44 **YEAR MADE:** 1993 **COUNTRY:** US **SEASONS:** 2

A GARY NARDINO PRODUCTION IN ASSOCIATION WITH LORIMAR TELEVISION.

CREATOR: HARVE BENNETT/JEFFREY HAYES/GRANT ROSENBERG

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22 (2) 22.

DATE OF PREMIER: 20/01/1993 **AIR DATE OF LAST EPISODE** 03/12/1994

SEASON DATE BREAKDOWN:

FILMS: TIME TRAX.

Captain Darien Lambert DALE MIDKIFF, Selma ELIZABETH ALEXANDRA, Mordicai Shambi PETER DONAT.

RELATED SHOWS:

SIX MILLION DOLLAR MAN, THE

STAR TREK

BIONIC WOMAN, THE

POWERS OF MATTHEW STARR, THE

INVISIBLE MAN, THE (1975)

GEMINI MAN

1 - 1 *A STRANGER IN TIME (1-2)*

In the future, honest cop Darien Lambert is discredited when several criminals he has been tracking disappear.

Wr Harve Bennett

Dir Lewis Teague

1 - 2 *TO KILL A BILLIONAIRE*

Sahmbi's new operation is a method to eradicate radioactive materials.

Wr Harold Gast

Dir Colin Budds

1 - 3 *FIRE AND ICE*

Two expert thieves have come back in time, and when they use a paralyzing beam from the future, no guard can stop them.

Wr Garner Simmons

Dir Brian Trenchard-Smith

1 - 4 *SHOWDOWN*

Lambert is ready to kick himself when he picks up a hitch-hiker in the middle of the desert, and the hitch-hiker steals his car, leaving him without transportation.

Wr David Loughery

Dir Colin Budds

1 - 5 *THE PRODIGY*

The whole world is baffled when a little boy breaks the world short distance record.

Wr Tracy Friedman

Dir Donald Crombie

1 - 6 *DEATH TAKES A HOLIDAY*

Lambert takes on a mafia family in New Orleans, whose boss uses his knowledge of future drugs to keep his employees at bay.

Wr Ronald M. Cohen

Dir Ronald M. Cohen, Rob Stewart

1 - 7 *THE CONTENDER*

A man comes to Lambert claiming he's from the future.

Wr Grant Rosenberg

Dir Rob Stewart

1 - 8 *NIGHT OF THE SAVAGE*

A Jack the Ripper-type killer is on the loose and Lambert discovers evidence that suggests that the killer is from the future.

Wr Mark Rodgers

Dir Colin Budds

1 - 9 *TREASURE OF THE AGES*

Lambert goes to Florida in search of a treasure hunter who will stop at nothing to find a sunken ship.

Wr Jeffrey M. Hayes

Dir Donald Crombie

1 - 10 *THE PRICE OF HONOR*1 - 11 *FACE OF DEATH*

Darien joins an excursion into the Inca ruins of Peru to catch a fugitive who wants to steal ancient treasures.

1 - 12 *REVENGE*1 - 13 *DARIEN COMES HOME*1 - 14 *TWO BEANS IN A WHEEL*1 - 15 *LITTLE BOY LOST*1 - 16 *A MYSTERIOUS STRANGER*1 - 17 *FRAMED*1 - 18 *BEAUTIFUL SONGBIRD*1 - 19 *PHOTO FINISH*1 - 20 *DARROW FOR THE DEFENSE*1 - 21 *ONE TO ONE*2 - 1 *RETURN OF THE YAZUKA*2 - 2 *MISSING*2 - 3 *TO LIVE & DIE IN DOCKER FLATS*2 - 4 *A CLOSE ENCOUNTER*2 - 5 *THE GRAVITY OF IT ALL*2 - 6 *HAPPY VALLEY*2 - 7 *LETHAL WEAPONS*2 - 8 *THE CURE*2 - 9 *PERFECT PAIR*

Darien reunites with his former partner, Mace Warfield, who travelled back to the present time to apprehend a corrupt police commander from the future.

2 - 10 *CATCH ME IF YOU CAN*2 - 11 *THE DREAM TEAM*

Darien protects a street-wise priest from a futuristic killer.

2 - 12 *ALMOST HUMAN*2 - 13 *MOTHER*2 - 14 *THE LAST MIA*2 - 15 *SPLIT IMAGE*2 - 16 *COOL HAND DARIEN*2 - 17 *THE LOTTERY*2 - 18 *OUT FOR BLOOD*2 - 19 *THE SCARLET KOALA*

Darien must help cure a world-wide malaria epidemic in the 22nd Century by locating the rare and sacred Scarlet Koala Bear.

2 - 20 *OPTIC NERVE*

Darien is blinded while chasing a fugitive, Charles Hood.

2 - 21 *THE CRASH*

2 - 22 *FORGOTTEN TOMORROWS*

Darien loses his memory when a fugitive from the future sprays him with a dangerous chemical.

TIME TUNNEL, THE



The Time Tunnel is the most fondly remembered of Irwin Allen's four science fiction series, yet it is the one that receives the least exposure today. This is due to the fact that it has fewer episodes than any of the others. The Time Tunnel tells the tale of two American scientists travelling through the endless corridors of time, never knowing where they will land next.

The time machine that sent them on this endless journey was known as the time tunnel. It was developed in a huge underground city beneath the desert at an undisclosed place in the American west. As the series opens funding for the time tunnel is about to be cut, with the project itself near completion. In order to prove that the project works and that funding should continue. Dr. Tony Newman (the younger one who wears a sweater), decides to test the device on himself and lands on the Titanic. When it becomes apparent that Tony can't be brought back home. Dr. Doug Phillips (the older one who wears a suit) uses the time tunnel to join Tony on the Titanic, bringing 'proof' that the ship will soon sink. Needless to say they are unable to prevent the ship from sinking and just before they were about to perish they are rescued by the scientists back at time tunnel control. Unfortunately they can not be brought back home, ending up instead in another time period at a crucial point in history.

Episodes tend to follow the same pattern. Doug and Tony arrive in a new time period just before an important historical event. They are mistaken as spies and captured, often by the good guys, who refuse to believe that Doug and Tony know what they are talking about. They manage to escape or talk their way out of the situation and perhaps resolve a conflict before the folks back home lock in on them and transport them to another era. Doug and Tony are never able to change the disasters that they know are about to occur. They also are always back in their original clothing at the start of each episode, regardless of what they were wearing when the time tunnel locked onto them to transport them to the next time period!

Most of the episodes occur in the past allowing ample use of stock footage from old movies to be used to suggest the various time periods. Landing our heroes in the future (or meeting up with aliens in the past) became a perfect opportunity to get some more use out of old Lost in Space props and sets.

Dr. Tony Newman and Dr. Doug Phillips worked in a ultra-secret government research lab underground in Arizona, and their laser-powered system threw them into the past before the system could undergo the proper final configuration audit. Trapped in history, they could jump from one time to another, but were unable to get home. Dr. Ann MacGregor and Dr. Raymond Swain kept trying to save them from the lab, but again and again our heroes tried to change the outcome of events, such as Abraham Lincoln's assassination, or the sinking of the Titanic (episode #1) or Marie Antoinette's beheading, and were always ironically prevented from so doing. Sometimes they were in the distant past 1,000,000 B.C. or so, sometimes in early history (the fall of Jericho), sometimes in meso-American history (Cortez vs. Montezuma), and once in the far future of 1,000,000 A.D. The past was more commonly used than the future, because stock footage is cheaper than new production.

Rather more fantastic episodes featured Merlin and the vengeful ghost of Emperor Nero. Writing, performances and sets were dire. 2 novelizations are The Time Tunnel (1967) and Timeslip! (1967) by Murray Lienste.

Episode Compilations

Aliens From Another Planet (Chase Through Time & Visitors From Beyond the Stars), Kill or Be Killed (The Day the Sky Fell In & Kill Two By Two).

The series executive producer was Irwin Allen, director of photography was Winton Hoch, the special effects were created by L.B. Abbott, and the theme was composed by Johnny Williams. The series received its first UK premier on the 9th July 1968 on the BBC.

"Two American scientists are lost in the swirling maze of past and future ages during the first experiments on America's greatest and most secret project-The Time Tunnel. Tony Newman and Doug Phillips now tumble helplessly toward a new fantastic adventure somewhere along the in-finite corridors of time." For anyone growing up with television from the mid-1960s, Irwin Allen's contribution to the cultural shock has been virtually inescapable. For around a decade, hardly a week passed when one of his science fiction series wasn't playing . . . somewhere. The Time Tunnel was his third offering (after VOYAGE TO THE BOTTOM OF THE SEA and LOST IN SPACE) and followed the time-travelling adventures of two scientists, Doug Phillips and Tony Newman into the past and, occasionally, the future, while back in the lab their colleagues watched and waited to pull them back in the nick of time.

The series began with a scientific premise-the invention of a machine that can transport people back and forth through time. Pressed by fears of losing their government grant and over-anxious to test it out, Newman steps into the tunnel and is thrown back into the past, landing on the deck of the Titanic. While he tries- unsuccessfully-to persuade the captain to change course (and history), his scientist colleagues send Phillips to help him while they figure out a way to bring both men back. A last-minute rescue is achieved. Thereafter, the series became virtually a guide to the hot-spots of history, from the Alamo and pearl Harbour to Krakatoa and the Little Big Horn. The tunnel itself was the most impressive effect in the series, a striking two-tone vortex that seemed to stretch into the back of the TV set. But commercial success didn't come and only 3 trips were made.

Time Travel TV series were pretty thin on the ground when The Time Tunnel was conceived. Anthology series such as THE TWILIGHT ZONE and THE OUTER LIMITS had dabbled with the theme, usually to produce personal stories about the futility to change destiny, while the large majority of time travel feature films had been about adventures in the future. Those that featured encounters with famous figures from the past had usually been done as comedies (When Knights Were Bold, Time Flies, Where Do We Go From Here? Etc.). On television, a fifties series called You Are Here had presented viewers with semi-educational 'news reports' from great moments in history, while TV hero CAPTAIN Z-RO was an early prototype for QUANTUM LEAP's Sam Beckett (affectionately parodied in the QUANTUM LEAP episode Future Boy and knowingly acknowledged in the shows final episode). Britain's beloved DOCTOR WHO, although at the peak of mass market popularity, had not yet crossed the Atlantic.

Somehow it has become accepted wisdom that the series was a ratings failure, an assumption repeated in numerous books and articles. It wasn't. Although it had only lasted one season, and rating did decline, The Time Tunnel was tentatively renewed until new management came in at ABC and cancelled all the borderline shows to demonstrate a 'new broom' mentality.

The Time Tunnel was replaced by the Legend of Custer, another 20th Century Fox show which employed a number of Irwin Allen's contributions but was quickly cancelled. Legend of Custer (created by STAR TREK's Sam Peeples) picked the wrong time to try to produce an often unintentionally hilarious whitewashed picture of this notorious historical figure. Paradoxically, The Time Tunnel, had produced a far superior and factually sound portrait of Custer in the episode Massacre.

In direct contrast to the easy launches Voyage and LOST IN SPACE enjoyed, The Time Tunnel - scheduled to follow The Green Hornet on Friday nights - had numerous obstacles to overcome. With the half-hour Green Hornet starting at the same time as hour-long shows THE WILD WILD WEST on CBS and Tarzan on NBC, the dice were loaded from the start, and the Time Tunnel found itself competing not only with the back end of these two successful shows but also the popular Hogan's Heroes on CBS and the first half of THE MAN FROM U.N.C.L.E. on NBC. Consequently, The Time Tunnel had four different top rated shows to take on, all of them of interest to the same target audience, and in the days before video recorders.

Two American scientists from the year 1968 tumble through time and space and land in different eras. The scientists are part of project Tic Toc, a \$12 billion tunnel that can send people into 'past and future ages.' Located miles beneath Arizona, the time tunnel staff try to return the scientists to 1968. Cast: Dr. Tony Newman (James Darren); Dr. Doug Phillips (Robert Colbert); Dr. Ann MacGregor (Lee Meriwether); Gen. Heywood Kirk (Whit Bissell); Dr. Raymond Swain (John Zaremba); Narrator (Dick Tufeld).

Created by: Irwin Allen; Developed for television by: Shimon Wincelberg, Harold Jack Bloom; Associate Producer: Jerry Briskin; Executive Producer: Irwin Allen; Director of photography: Winton C. Hoch; Special Effects: L.B. Abbott; Music Theme: John Williams; ABC/Twentieth Century-Fox; 60 minutes. "Time Tunnel is destined to become the most ambitious, spectacular and expensive project in television." That's what Twentieth CenturyFox said weeks before the series premiered. Time Tunnel was rumored to be one of the biggest and most original TV series in years.

From a production viewpoint, The Time Tunnel seemed to fulfill the prophesy. The series featured a

subterranean city under the Arizona desert. The 800-story complex housed over 12,000 people, all engaged in the effort to conquer time with a huge spiral drum called the time tunnel. In reality, the time tunnel was a giant-sized prop capable of spitting out sparks. A 30-foot-high miniature was used to simulate the rest of the complex, complete with ramps, moving elevators, blinking lights and a stunning power core. Optical effects then placed real people on the walkways. The most startling effect was the weekly tumble of Newman and Phillips through time's kaleidoscope of shimmering colors. Initially, producer Irwin Allen was going to have old movie footage superimposed over the actors as they fell through the centuries. Allen hated the result, which he said "looked like dirty soup." Colorful animation was substituted to represent time passages.

Inspired by a novel by Murray Leinster called *Time Tunnel*, Irwin Allen commissioned writer Shimon Wincelberg to script a pilot whose story had nothing to do with Leinster's novel. Wincelberg's script was later revised by Harold Jack Bloom. "There's no limit, either in space or time, as to how far we can go with *Time Tunnel*," proclaimed Allen. "We're planning stories built around Appomattox, Dunkirk, the American Revolution, Columbus' discovery of America, the storming of Troy, the Babylonian revels, the glory of Rome and the majesty of the Incas. We can go from the days of the early caveman to the height of the ancient Egyptian civilizations."

The premiere episode has a senator (Gary Merrill) threatening to cancel the time project unless a man can be transported back in time. Tony Newman uses himself as a test subject and ends up on the Titanic in 1912. Doug Phillips goes to his rescue, but since the tunnel hasn't been perfected, the science team can't retrieve them. They can only transfer them to one time zone after another. The series began its run in a fiercely competitive time slot (Fridays at 8 p.m.). In its first few months, *Time Tunnel* proved surprisingly tenacious. A nationwide poll of high school students placed the series, along with *Star Trek* and *That Girl*, as the most popular new show of the season. Reviews were equally encouraging. *Daily Variety* found the pilot episode, "elaborately wrought and well scripted ... the sets and special effects are outstanding." *The World Journal* chimed, "tastefully made and suspenseful."

The lavish pilot, however, gave way to more conventional stories and production. Beyond their strong loyalty to each other, the characterization of the two time travelers was minimal. Tony became known for his trademark-green turtleneck sweater, and Doug for his 1912 business suit. Although peace-loving scientists, the pair demonstrated impressive fighting ability and rarely expressed scientific interest in the history that unfolded around them.

Each episode ended with a freeze-frame cliffhanger as the time travelers materialized in their next adventure. Thomas Moore, president of ABC at the time, was hopeful of *Time Tunnel*'s chances. "It was a very promising show. The writing, directing and acting were, perhaps, less important than the special effects," he says, "but it was amazing what Irwin Allen accomplished on his budgets. Sometimes he went over budget and Fox executives ran to us. They would cry and cry and cry. They thought he was going to break them!"

Moore reveals that *Time Tunnel* was deliberately aimed at younger viewers. While older viewers were attracted to CBS and NBC by personalities such as Ed Sullivan, Red Skelton and Bob Hope, ABC turned to "action, suspense and adventure as our niches," says Moore. "The early 1960s was a time to experiment, and we felt that next to sports, nothing worked better in the medium than science fiction. We believed the genre was of interest to teenagers and viewers in their twenties." Moore points to *Voyage to the Bottom of the Sea* and the high-rated first seasons of *Outer Limits*, *The Invaders* and *Land of the Giants* as successful examples of ABC's strategy.

Not everyone was taken with the series. When the pilot was unveiled at the 1966 World Science Fiction Convention, science fiction novelist Jerry Sohl recalls many attendees booed at certain scenes. "The kids at that convention took their science fiction seriously," says Sohl. "In the pilot, you see the desert lift up and a car goes underneath. Then the desert closes up again. That scene was booed. The kids were thinking, 'Is that necessary?' The show had too many special effects. You didn't need such an elaborate set-up for a time travel series. In the movie *The Time Machine*, Rod Taylor had just a little machine. Here you had a desert that lifted up at a 45 degree angle and then slammed over you. That's hokey. It turns you off if you're a science fiction fan."

Writer Ellis St. Joseph was far more impressed by the pilot but says that Twentieth Century-Fox's library of stock footage proved more important to *Time Tunnel*'s conception than creative inspiration. "From a practical standpoint, it was a brilliant idea. The studio backlot had everything from ancient Babylon to the Hawaiian Islands. The centuries were built next to each other. Allen knew more about producing a series under budget than anyone else in Hollywood. He was extremely severe in his budget restrictions, but if you knew what he wanted, he was fine. If he didn't respect your talent, he could be arrogant and contemptuous."

Lee Meriwether played Ann MacGregor, one of the scientists dedicated to returning Tony and Doug to the tunnel. "I loved doing the show, but it was one of the most difficult acting jobs of my career. While Robert

Colbert and Jimmy Darren were spinning around in time, Whit Bissell, John Zaremba and I were at the tunnel, tracking their whereabouts and trying to bring them back." Meriwether had to visualize what she was seeing on the tunnel's view screen. "We were really looking at little round dots placed on sticks in the tunnel. Since Robert and Jimmy's scenes were filmed before we shot ours, the director could tell us how close the pirate's knife was to Robert's throat or how close Jimmy was to stepping on a land mine. It wasn't the easiest acting job!"

Her most vivid memory is of the segment "Pirates of Deadman's Cove," where a pirate (played by Victor Jory) dangles her over the time tunnel's power core. "Ann was always getting into some kind of danger. In that episode, it was real! I still carry a small scar on my right thumb from Victor Jory's pirate knife. I got a scraped knee on that show, too."

James Darren insisted on doing many of his own stunts, and by mid-season, he had smashed his head on a rock, been burned in an explosion and taken some bruises in a spear fight. One stunt that Meriwether wanted to do was floating through time. "I longed to do the time tunnel tumble," she says. "That would have been fun. It would also have been interesting to play one of Ann's ancestors, perhaps an evil one. Robert Colbert and I also thought that Doug and Ann should have had a romance, but it never came to be."

The actress saw Irwin Allen as a "witty man whose bark was worse than his bite. When he directed the pilot, he climbed a tall ladder and sat there banging a pail with a hammer. It made a horrendous noise, but that was his way of generating energy for everyone on the set. It worked! There was a method to his particular madness." "Loyalty was very important to Allen," says Robert Mintz, who served as post-production coordinator, "and he rewarded it generously. He had a permanent staff of six people. He kept them on his payroll whether he was in production or not."

Mintz got first-hand knowledge of Allen's methods early on as assistant editor on Allen's 1960 film *The Lost World*. "There was an actors' strike, and rather than shut down production, Irwin brought in a dozen lizards and shot 'dinosaur' fights with them until the last lizard was dead from exhaustion. Irwin never missed a beat. "Irwin also had a keen mind, which was never more evident than in the projection room when he watched the dailies. God help you if you were not paying attention when Irwin asked you a question. During one screening a sound effects man fell asleep. When the lights came up, he was snoring. Irwin played a little spider-and-the-tly game with him, much to everyone's amusement and much to the mortification of the effects editor. He woke up, sputtering all of the wrong answers to Irwin's questions. Irwin was a showman through and through."

Although *Time Tunnel* went everywhere from 1 million B. C. to 1 million A.D., the writers weren't required to study history or science. Weeks after it premiered, disappointed viewers wrote to *TV Guide* to complain about the series' lax historical and scientific standards. "Irwin had a favorite saying," says writer Bob Duncan, who scripted nine episodes with his wife, Wanda. "That was, 'Don't get logical with me!' There was absolutely no pressure on the writers to make their scripts historically accurate. For our scripts on "The Alamo" and "Devil's Island," we did considerable research to ensure the authenticity of the settings. When the series entered that strange combination of space aliens woven into historical stories, there was no longer a need for accuracy."

Like all of the writers, the Duncans were encouraged to use old movie footage to help plot their stories. "We sat through hours and hours of footage," recalls Duncan. "We selected clips that would work best in our stories. This gave the episodes millions of dollars worth of production value."

Some story ideas were rejected because of budget. Leonard Stadd's script dealing with the *Marie Celeste* (a sailing ship found adrift in the Atlantic in 1872 with its crew and passengers missing) was deemed too expensive to film. "My idea was that a giant squid had grabbed the people," says Stadd. "Tony and Doug explore the ship and end up battling the creature. During the story's pre-production meeting, the special effects guys were discussing how they could make a giant octopus tentacle. Irwin got very disturbed. Finally he said, 'No, it won't work. I used an octopus tentacle on *Uoyage* and it cost me \$30,000!' The production guys couldn't convince him that they could make one for just a few hundred dollars."

Ellis St. Joseph wrote one of the series' most popular segments, "The Day the Sky Fell In." The travelers land in Hawaii, 1941, hours before the Japanese attack on Pearl Harbor. Tony's father was listed MIA after the attack, and he tries to unlock the mystery of his father's disappearance. It ends with a tearful scene between Tony and his dying father. "I was thrilled by the concept of a son going back in time and trying to save his father," says St. Joseph. "The ending, where the father dies in his son's arms, was tremendously moving. I watched that scene with playwright William Inge. He was teary-eyed at the end. The episode was a big success with Irwin Allen, and he asked me to stay and write more."

St. Joseph went on to write "The Walls of Jericho." "I went to the Bible for inspiration, but my ambition got the better of me. I wrote an epic screenplay rather than a teleplay." St. Joseph found out, too late, that a TV budget couldn't accommodate his grandiose storyline. He was also disappointed in the guest cast. "The script

was first-rate, but since many of the actors couldn't play it, it didn't move people. However, Rhodes Reason as Joshua was superb, and Abraham Sofaer as the father played his role with great dignity, intelligence and pathos."

St. Joseph's script left Jericho's miracles open to interpretation. Is it a cyclone or the hand of God that brings down the walls? The time tunnel staff draw different conclusions. "It was daring for TV to question the Bible," says St. Joseph. "You had General Kirk, Dr. Swain and Annfundamentalist, agnostic and atheist-contesting their convictions. I got away with it by leaving the matter unresolved. Dr. Swain reaches a compromise between Kirk and Ann by saying, 'Anything that creates faith is a miracle.'"

Time Tunnel also attracted a wide range of actors. Joey Tata, who had worked for Irwin Allen in the past, had to fight to play the role of Napoleon Bonaparte in *Reign of Terror*. "Irwin put a big ad in the trade papers that read, 'Irwin Allen is looking for Napoleon!' says Tata. "I'm thinking, 'I gotta get a chance at this.' I asked Larry Stewart, the casting director, for the role, but Larry and Irwin didn't feel I was right for it. So I called up Larry using a French accent. He told me to come in. When he saw me, he said, 'Joey! it's you!' Larry called up Irwin and gave me the phone. I pretended I was an actor named Pierre and did my French accent for Irwin. He invited me to his office. When I walked in, he looked up from his desk and said, 'Tata? You were the actor doing the accent? You conned me! You crazy actor. Get outta here. You've got the part.'" Actor Victor Lundin played a volcano-worshipping native on Krakatoa in "Crack of Doom."

"Jimmy Darren and I were going to have a fight scene. I said to Jimmy, 'Jimmy, I know you like doing your own stunts, but I'll use a stunt double.' Well, Jimmy was really swinging, and he splattered the stunt guy's nose all over the set. That could have been me! I had just had my nose broken on another show." Lundin also recalls some directorial juggling during filming. "Our director, Bill Hale, was a nice young guy, an actor's director. Apparently he was taking too long because Irwin Allen came down and reamed Bill out in front of everyone. Irwin took over and almost kicked Bill off the set. Irwin was a very petulant guy. If you crossed him, that was it."

"Irwin Allen was not only a character, he was a genius," claims Australian actor Michael Pate, whose episodes included "The Last Patrol" and "The Walls of Jericho." "He was the one who made everything happen. He was kind and considerate to his staff but gently ruthless when it came to getting things done properly. He would allow his directors great liberties, but if they didn't get it right, he took over. Time was always money."

Another actor, Jan Merlin, was best known as the buddy of Tom Corbett, *Space Cadet* in the 1950s. In "Visitors from Beyond the Stars," he was an alien who takes over an Arizona town in 1885. "I had never heard of a science fiction western before," says Merlin. "It was weird to be out west as a silver-skinned alien. After they dabbed the makeup on me and Fred Beir, we noticed our eyeballs had changed to yellow-pink. I didn't care for the way we were told to play the aliens. It was the same tired version of aliens we've seen since the Saturday matinee days."

Time Tunnel began its run as one of the season's highlights. In November 1966, ABC categorized the series as "the network's unsung hero" for its competitive sparkle. But by January 1967, the series had lost its punch. The writers were encouraged to write aliens into the show to boost ratings. "The series was running out of available stock footage, and the plots drifted into the alien invasion vein," says Bob Duncan. "It shifted from its original and better format. Personally, I found the alien episodes, including the ones we wrote, to be silly in the extreme."

Lee Meriwether agrees. "It weakened the series to take it into the future. The more farfetched the premise, the less credible the episode." Meriwether claims the historical episodes got the best audience response. "We got letters from teachers who used Time Tunnel to stimulate history research in classes," she says. "To do more than just entertain with my acting was always my dream, and Time Tunnel gave me that chance."

By early February 1967, rumors were rampant that the series wouldn't be renewed for a second year. "My then husband, Frank Aletter, was starring in a series called *It's About Time*," recalls Meriwether. "He had a ratings list framed on his dressing room wall. Both of our series were listed waay down at the bottom of the page. We were not a ratings threat to any show that season."

Among young people, Time Tunnel still had a loyal audience. Network research showed viewers up to the age of 18 enjoyed the series. A poll by TV Radio magazine in January 1967 ranked Time Tunnel as number seven out of 40 shows as most popular new series of the season. The show's popularity among young viewers frustrated the National Association for Better Broadcasting, who said, "Time Tunnel's pseudo-scientific stories and complicated gadgetry and silly, involved plots make it unsuitable for children." In an interview with the L.A. Herald Examiner, James Darren responded to the criticism by saying, "Time Tunnel is a service. We give youngsters lots of entertainment and pique their interest in history. We've tried to make the stories as logical as possible. With our budget, it's a little like re-making the Bible for a nickel per

FILMS:

Dr. Tony Newman JAMES DARREN, Dr. Doug Phillips ROBERT COLBERT, Dr. Ann MacGregor LEE MERIWETHER, Dr. Raymond Swain JOHN ZAREMBA, General Heywood Kirk WHIT BISSEL, Sergeant Jiggs JOHN ZAREMBA, Jerry SAM GROOM.

Books Based on this series.

The Time Tunnel	Murray Leinste	1967
Timeslip!	Murray Leinste	1967

RELATED SHOWS:

VOYAGE TO THE BOTTOM OF THE SEA

LOST IN SPACE

LAND OF THE GIANTS

1 - 1 *RENDEZVOUS WITH YESTERDAY*

Dr. Tony Newman prematurely enters the government's Time Tunnel project, and the project head, Doug Phillips, must go back to save him as they both fight for survival on the sinking Titanic.

Wr Harold Jack Bloom, Shimon Wincelberg

Dir Irwin Allen

1 - 2 *ONE WAY TO THE MOON*

Doug and Tony land 10 years in the future on the Mars Excursion Module during liftoff. Their extra 335 pounds of weight endanger the mission by putting it over the weight allowance. Everyone believes the time travellers are spies except one man, Harlow. They are forced to land on the moon for a refueling stop, but the ship crashes. One of the other men, Beard, kills Harlow. Beard is a spy. To further confuse matters, ten years in the past at Project TicToc, Beard and another spy, Brandon, are visiting the complex. Brandon sabotages the tunnel and then tries to escape, but Beard shoots his superior to bolster his own cover and his own role remains undiscovered. In the future, Doug and Tony manage to blow up the "future" Beard, but the MEM takes off without them. As they are stranded on the moon, their air running out, the Tunnel scoops them up and sends them on their way.

Wr William Welch

Dir Harry Harris

1 - 3 *END OF THE WORLD*

Dony and Toug arrive in 1910, where a local town is in a panic over the arrival of Halley's Comet. Tony is caught in a cave-in near two hundred miners, while Doug is unable to get help from the superintendent, Henderson, who believes they're all doomed because of the comet. Doug digs out Tony on his own, and tries to convince the local astronomer, Ainsley, who has everyone in a panic. While Tony tries to set up a rescue, the Project team try to send Doug a radioscope through the Tunnel. That plan fails, but Doug makes a primitive radioscope and shows Ainsley the gravitational forces that will cause Halley's Comet to deviate. Ainsley convinces the townspeople they are not doomed, and everyone teams up to rescue the miners. Meanwhile the Tunnel sucks in Halley's Comet and the power flow almost sucks Jerry into the Tunnel before they can cut the plug.

Wr William Welch

Dir Sobey Martin

1 - 4 *THE DAY THE SKY FELL IN*

Tony and Doug land in the Japanese Consulate in Honolulu on December 6, 1941, and see three men burning files. They talk their way out and Tony goes to find his father, who disappeared during the bombing. Cmdr. Newman is initially skeptical, but Tony convinces him with family knowledge no one else could know. The Japanese agents get wind of Tony and Doug's knowledge, capture the pair, and interrogate them for information. They don't break, and manage to escape. Meanwhile, Cmdr. Newman is at Naval HQ checking out Tony's warning, and the Project staff realize that if the young Tony (who was also present at Pearl Harbor) isn't rescued, then "their" Tony will vanish. Tony manages to convince the housekeeper, Mrs. Neal, to flee to the mountains with her child and Tony, and then he goes to rescue his father. They head to Naval HQ but a barrage hits and Cmdr. Newman is killed. An unexploded bomb lands, and the Project staff use the Tunnel to delay it long enough for the travellers to get clear. The bomb goes off, eradicating Tony's father's body and bringing time full circle.

Wr Ellis St. Joseph

Dir William Hale

1 - 5 *THE LAST PATROL*

Tony and Doug land in the War of 1812 in Louisiana, and steal some clothing that happens to have passed from General Jackson. They are captured by the British forces, led by Colonel Southall. In the present,

the Project people bring in Southall's descendent, a British general. His ancestor has a reputation as a butcher by sending his men into the strongest flank of the American forces. In the past, Col. Southall forces Tony to lead one of his men to the enemy lines, get a report, and send up a signal rocket of which flank he should attack. Tony and the scout get captured, escape, and prepare to send the signal. Meanwhile, General Southall insists on returning to the past. He's dying of cancer, and Kirk reluctantly grants the general, an old friend, his last request. The present Southall helps Doug escape and then confronts his ancestor and manages to convince him he is from the future. Doug helps Tony but the signal rocket goes astray and the attacking British are wiped out. General Southall is mortally wounded, but thankful that he found out his ancestor made an honest mistake and his reputation as a butcher is undeserved. He insists that Tony and Doug tell the true story before dying himself.

Wr Bob Duncan, Wanda Duncan

Dir Sobey Martin

1 - 6 *CRACK OF DOOM*

On the island of Krakatoa in 1883, time travelers Doug and Tony try to convince a British scientist that the volcano is about to erupt in one of history's biggest explosions.

Wr William Welch

Dir William Hale

1 - 7 *REVENGE OF THE GODS*

Tony and Doug arrive at the Siege of Troy, and are taken before Ulysses. Ulysses believes them to be gods, while his lieutenant Sardis doubts them. Doug wins a swordfight with Sardis to prove his divinity, so Sardis goes to Troy and tries to betray Ulysses and the Greeks. In the next battle the two travellers are almost overwhelmed, so the Project scientists send back Jiggs with a bag of hand grenades. Doug is captured during the next battle and put on the rack to be tortured. Jiggs is returned, but ages horrendously while trapped in the infinity of the Tunnel. The scientists manage to reverse the effects, but accidentally pull a Greek soldier forward (they manage to send him back). Tony "inspires" Ulysses to create the Trojan Horse, and goes inside it to rescue Doug. The ploy is successful. Ulysses kills Paris and rescues Helen, while Tony rescues Doug and the two vanish before the astounded Greeks.

Wr William Read Woodfield, Allan Balter

Dir Sobey Martin

1 - 8 *MASSACRE*

The guys arrive in South Dakota in June 24, 1876, near Little Bighorn. They are captured by Indians, although Doug manages to escape and make it to Custer's camp. Custer refuses to believe Doug's tale. Meanwhile, Tony has tried to warn Sitting Bull. The Indians prepare to burn Tony at the stake, but Sitting Bull intervenes, impressed by Tony's bravery. A trial-by-combat settles the matter when Tony wins against Yellow Elk but spares his life. Tony tries to convince Sitting Bull to approach Custer peacefully, much to the disgruntlement and skepticism of Crazy Horse. Sitting Bull lets Tony go to Custer's camp with a message of peace, but Custer refuses it and locks both travellers up. They manage to escape, and are forced to watch as history plays itself out and Custer and his men are massacred.

Wr Carey Wilber

Dir Murray Golden

1 - 9 *DEVIL'S ISLAND*

Tony and Doug arrive on Devil's Island in March 1895, where they are taken into custody as escaped prisoners. Doug manages to escape and hold the Commandant at gunpoint to convince the man he is a stranded American, but the Commandant plays along until he can get the drop on him. The Project team plan a recovery which goes awry (again), hauling in the prisoner Boudaire. General Kirk tells Boudaire that they cannot escape with Captain Dreyfuss, one of the prisoners, because historically Dreyfuss never escaped at that time, so taking him along would prevent the success of any escape attempt. Boudaire is returned but is shocked by the experience and doesn't remember his instructions. Tony and Doug stage an escape but realize that they have been led to do so so that they can all be "shot while trying to escape." Boudaire recalls that Dreyfuss must remain. Tony and Doug attack the ambushing guards while the other prisoners escape, and then are whisked off by the Time Tunnel.

Wr Bob Duncan, Wanda Duncan

Dir Jerry Hopper

1 - 10 *REIGN OF TERROR*

The guys arrive in Paris, 1793, and Doug is arrested by the Committee for Public Safety. Tony rescues him with the aid of a shopkeeper, who is a royalist and friend of Marie Antoinette. Meanwhile, Kirk has the Project send back an irradiated personal ring to the guys which they hope will act as a focal point to home in on. Doug and Tony get the ring, but then reveal themselves to a man who is a splitting image of General Kirk! This General, Querque, is with the Revolution and has them arrested, along with the

shopkeeper. Querque has the ring and believes it is the evidence he needs to have Antoinette executed. Kirk brings his ancestor into the present and tries to convince him to change his mind. Querque escapes back into the Tunnel when they send the ring back, and tries to thwart Doug and Tony. They escape, and with forged passports get to Marie Antoinette and then help the Dauphin to escape. The shopkeeper and the Dauphin get on board a departing ship: Tony recognizes the Corsican guard as Napoleon Bonaparte and distracts him with a prediction of his great destiny. Doug and Tony are whisked away just as Querque and his men arrive and open fire.

Wr William Welch

Dir Sobey Martin

1 - 11 *SECRET WEAPON*

Doug and Tony arrive in Russia in 1956. The Tunnel staff try to contact them with F-5 probes, which prove highly dangerous. In the last probe the team sends a message telling the guys to contact "Alexis", pose as defecting scientists, and find out about Project A-13. In the present-day, General Parker is dealing with a scientist named Biraki and wants to know what his connection is. The guys are lead to the project in 1956, where Biraki is working on a Time Tunnel for the Russians under the supervision of Hruda. Doug determines the project is doomed to fail, and they try to escape and are recaptured. They also find out that Alexis is a double-agent. With some help from the Tunnel team, the guys manage to survive the probe, then sabotage Biraki's project in the past. The Tick-Tock staff witness the whole thing and tell Parker that Biraki is trying to get revenge for the destruction of his Tunnel in '56, then manage to transfer Doug and Tony to another time period after they escape.

Wr Theodore Apstein

Dir Sobey Martin

1 - 12 *THE DEATH TRAP*

The guys land in Baltimore on February 22, 1861, in a barn where a group of conspirators and followers of Abolitionist John Brown are meeting. They are mistaken for fellow collaborators, but the Pinkertons break up the meeting. Doug is captured while Tony escapes with brothers Jeremiah and Matthew. They still plan to blow up Lincoln, who is enroute to his inauguration. While Doug tries to convince Pinkerton he is innocent, Tony tries to persuade the brothers not to go through with their plan, but Jeremiah is determined. Tony manages to escape but Pinkerton doesn't believe him either. The two manage to convince Pinkerton there is a bomb and go to look for it. The Project staff have spotted the bomb and brought it to the future to disarm it, accidentally scooping up the conspirators' other, younger brother David. They convince David to delay the bomb before having to send him and the bomb back. As Lincoln departs, Tony, Doug, and brother Matthew manage to convince Jeremiah that his cause is useless, and throw away the bomb just as it explodes.

Wr Leonard Stadd

Dir William Hale

1 - 13 *THE ALAMO*

Tony and Doug arrive at the Alamo on March 6, 1836 - the day Santa Ana wiped out the defenders. The two make it to the fort, but are put into custody when Tony tries to convince the stubborn Col. Travis the fort is doomed. Tony escapes but is captured by the Mexicans. An injured Doug captures Capt. Reynerson and tries to convince him he can see the future. When Jim Bowie is critically injured in a fall during Tony's escape as Doug predicted, Reynerson believes him. Tony manages to escape the Mexicans with the help of a sympathetic Dr. Armandez. Meanwhile, the project team have been trying to stage a recovery, but grab Col. Travis by mistake. He is stunned, but Kirk eventually convinces him by showing him future-footage of the battle, and Travis' own death. Convinced that he must let Doug go before the massacre begins, Travis returns and frees him. The Alamo defenders are gunned down, and Tony and Doug reunite. With Armandez' aid they get Reynerson's wife out before they are whisked away.

Wr Bob Duncan, Wanda Duncan

Dir Sobey Martin

1 - 14 *NIGHT OF THE LONG KNIVES*

Tony is shot by Afghani tribesmen and left for dead, and they then take Doug prisoner. Doug is taken before Singh, the head of the Afghans fighting against the British in 1876, while Rudyard Kipling rescues Tony and takes him to the English fort. The Afghans are preparing for a massive attack on the English, the 'Night of the Long Knives'. With the aid of a blind slave, Doug escapes and gets back to the fort, while Kipling is captured. The general in charge has been ordered to only defend himself, so he has the head of the Afghani forces under English command launch an "unofficial" attack. Doug and Tony accompany them and rescue Kipling, and Singh is killed in the attack.

Wr William Welch

Dir Paul Stanley

1 - 15 *INVASION*

Doug and Tony are captured by the Gestapo in Cherbourg on June 4, 1944, two days before D-Day. A scientist, Dr. Heinz Kleinemann, working for the Reich plans to brainwash Doug and allows Tony to escape. Tony falls in with the Resistance while Kleinemann successfully brainwashes Doug to believe he is 'Heinrich Kriegler', whose father was killed by Tony. The Resistance cell is suspicious of Tony but need his electronic knowledge. Doug tries to kill Tony but Tony escapes, although the attempt further arouses the Resistance's suspicions. Tony is forced to shoot Doug later, and takes him captive. Doug reveals a traitor within the cell, and then they launch an attack on the Gestapo HQ and recover Kleinemann and the serum they need to restore Doug to normal. They succeed, and Kleinemann restores Doug's identity. The Resistance take Kleinemann into custody and Tony and Doug are whisked away as the bombing begins.

Wr Bob Duncan, Wanda Duncan

Dir Sobey Martin

1 - 16 *THE REVENGE OF ROBIN HOOD*

Doug and Tony show up in June 1215 when the Earl of Huntington is trying to convince King John to sign the Magna Carta. Doug is captured along with Huntington when the King gets surly and orders their torture. Tony manages to rescue Doug and they flee where they meet up with Huntington's men: Little John, Friar Tuck, and the Merry Men. Using their knowledge of modern-day chemicals, Doug and Tony help the rebels while trying to get hold of a homing post that the Project staff has sent back to them to enact a rescue. With the time travellers help Huntington and his men capture King John and force him to sign the Magna Carta...at Runnymede! The homing post fails to work and the two are swept off.

Wr Leonard Stadd

Dir William Hale

1 - 17 *KILL TWO BY TWO*

The guys land on an island in the South Pacific at the tail end of WW2. Two Japanese soldiers are holding it against invasion: the deranged Lt. Nakamura, who hates Americans, and the loyal sergeant, Itsugi. Nakamura soon fixates on the travellers, and forces them into a series of sadistic games. When the Project: TickTock staff call in a consultant to try and get a fix on the guys' location, the consultant turns out to be the lieutenant's father. Apparently Nakamura disappeared during the War and now his father wants them to recover his son. Tony and Doug manage to turn the tables on Nakamura and warn the advancing fleet. The young Nakamura, a failed kamikaze pilot, finally decides to end his life with honor by seppuku, as his father looks on through the portal.

Wr Bob Duncan, Wanda Duncan

Dir Herschel Daugherty

1 - 18 *VISITORS FROM BEYOND THE STARS*

The guys land in a Western town in the late 19th century, where they are intercepted by two silver-clad aliens. The two aliens need to steal protein to supplement their own supplies, and soon use their advanced technology to mind-control Doug and hold the confused townspeople at bay while stealing local cattle. Tony manages to get hold of one of the alien control devices. Meanwhile, at Project TickTock the same alien race but from 1966 arrive and demand to know what happened to their scouting party a hundred years earlier, believing the Project to have something to do with it. Tony manages to free Doug from mind control and defeat the aliens in the past, while the ones in the present witness the departure of the scouting party in the past and are satisfied Earth had nothing to do with their disappearance.

Wr Bob Duncan, Wanda Duncan

Dir Sobey Martin

1 - 19 *THE GHOST OF NERO*

Tony and Doug arrive near the Italian-Austrian Alps on October 23, 1915, as the Germans are preparing to bombard the area. An explosion knocks them out and uncovers the stone coffin of Emperor Nero. Nero's sword floats out of it, but kills a German soldier. They awaken and discover they are beneath the villa of Count Galba. He claims the two travelers are American friends, covering for them against the invading Germans. The ghost of Nero has other ideas, and wants to kill Galba, whose ancestor was responsible for Nero's death. First a German soldier then Tony are possessed by the ghost. The Time Tunnel project staff manage to free Tony with a high-powered electrical discharge on the recommendation of a Dr. Steinholtz, whom they call in. However, they then pull the ghost into the current day, but manage to send him back. Tony and Doug get Galba to safety and help lead the Italian resistance to the Germans. The German leader, Neistadt, flees but Nero's ghost delays him long enough for an Italian corporal to shoot him. The ghost possesses the corporal, who reveals his name as Benito Mussolini right before the two disappear.

Wr Leonard Stadd

Dir Sobey Martin

1 - 20 *THE WALLS OF JERICHO*

Tony and Doug arrive outside the tent of Joshua on the sixth day of his seven-day assault on Jericho. With their future knowledge of the Bible they are able to convince Joshua that they are emissaries of the Lord, and he basically forces them to go into Jericho as spies. Doug is captured and tortured after they try to stop an execution, and Tony befriends a harlot, Rahab. With the help of Rahab and her father, a blind architect, they manage to free Doug. Tony and Rahab are set up for execution, but when a skeptical Anne tries to use the Tunnel to free them in opposition to how the Bible describes the incident, the Tunnel shuts down as if by some outside (dare we say Divine?) force. Tony and Rahab are spared when Joshua launches his attack and both the guys and the Project team witness the miracle just before they are whisked away once more.

Wr Ellis St. Joseph

Dir Nathan Juran

1 - 21 *IDOL OF DEATH*

Doug and Tony arrive in a jungle in 1519 Yucatan as Cortez and his Spanish conquistadores attack the locals. The pair rescue natives being tortured for knowledge of a sacred golden mask and intervene. They are captured and believed to be spies. Cortez burns his ships and plans the guys' execution, but one of the locals free them and Doug buys them time to escape by threatening Cortez with explosives. Cortez orders pursuit. Meanwhile, the Project team call up an expert familiar with the terrain, Castellano. The guys use crude explosives to delay the Spaniards while aiding a local chieftain-to-be, while the Project staff discovers Castellano has a reputation for stealing artifacts, but have no choice but to employ him. When the guys get captured Castellano offers the Project staff their location in return for the recovery of the mask. When the Staff recover the mask they inadvertently lock everyone in time, and Castellano grabs a gun to force them to let him keep the mask. A demented Castellano throws the mask back in rather than have it taken from him, breaking the time freeze. All the time-escapades cause a cave-in which the guys use to escape, leaving the Spaniards to be buried with the gold and the young chieftain to take his place among his people.

Wr Bob Duncan, Wanda Duncan

Dir Sobey Martin

1 - 22 *BILLY THE KID*

Doug and Tony arrive in Lincoln in late April in the 1860s, and run afoul of Billy the Kid. Doug shoots Billy and apparently kills him, then he and Tony escapes. It turns out Billy took the bullet in the belt buckle, and he goes after the two. They manage to capture him thanks to a voice-transmitted distraction provided by Kirk, but Tony goes back into town and is mistaken for Billy. Pat Garrett arrives and eventually convinces the sheriff that Tony isn't Billy, but the mob isn't hearing it. Billy catches up to Doug and challenges him to a gunfight. Pat and Tony get involved, with Tony knocking out one of Billy's men planning to backshoot Doug and Pat intervening when Doug blows it. The two men are whisked off again.

Wr William Welch

Dir Nathan Juran

1 - 23 *PIRATES OF DEADMAN'S ISLAND*

Doug and Tony arrive on the Spanish Main on April 1805, where they are captured by Captain Beal and his crew. They befriend Armando, a young boy who claims to be the nephew of the King of Spain. Tony eventually manages to escape where he is found by the attacking British who are unwilling to try and help Doug and Armando. Beal tries to kill Doug but is whisked back to Project Tick-Tock. He takes Anne hostage but eventually goes back into the Tunnel and his own time. The Project staff use the Tunnel to whisk Doug and Armando out of trouble after Beal is killed by his henchman. However, the two are caught in a bombardment and seriously wounded. A doctor friend of Kirk's due for retirement, Berkhart, volunteers to go back despite the fact he has no chance of being returned. He saves Doug and Armando before the travellers are whisked away.

Wr Barney Slater

Dir Sobey Martin

1 - 24 *CHASE THROUGH TIME*

The guys arrive in Arizona, 1547, as a technician named Niman kills a scientist. After a shootout, he flees into the Tunnel. Niman is a spy who has planted a nuclear device in the complex. The guys need to find Niman to get him to reveal the location of the bomb. They lure him in with a fire but he slips, and the Project transfer Doug and Tony after him to 1,000,000 A.D. Niman is already there and has established himself with the ruling clique. The guys get the info on the detonation time, bypass a force field, and with the aid of a local female "defective" manage to get to Niman. The Project transfers everyone, including

two of the future-types, back to 1,000,000 B.C. After some running around from dinosaurs, they rescue Niman from a quicksand pit in return for the location of the bomb. The head alien eventually comes around and forces Niman to give the location of the bomb which they defuse. Everyone ends up in a giant bee hive and the Project gets everyone but Niman out.

Wr Carey Wilber

Dir Sobey Martin

1 - 25 *THE DEATH MERCHANT*

Arriving in Gettysburg in the 1860's, Doug and Tony are separated by an explosion which seemingly gives Tony. A jolt from the Tunnel revives him but with amnesia. Doug falls in with the Union forces, while Tony becomes involved with the South and Sgt. Maddox when he is mistaken as a courier sent to buy gunpowder from an arms merchant, Michaels, who stole the stuff from the Union. Doug gets there first to find the merchant is Machiavelli! Apparently Machiavelli's pattern matches Tony's, and he was swept up and brought to Gettysburg by the Time Tunnel. The Tunnel send Machiavelli's dog back when it's about to kill Doug, draining them of power.

The amnesiac Tony takes Doug prisoner and turns him over to his sergeant, while Machiavelli delights in the carnage. Doug escapes and tries to save Tony who is determined to complete his mission. Machiavelli kills Maddox and then Doug and Tony fight when Doug tries to destroy the gunpowder. The two men come to terms but when Machiavelli tries to destroy the gunpowder as a distraction he is zapped back into time. The guys are knocked out and the Project get them out just in time.

Wr Bob Duncan, Wanda Duncan

Dir Nathan Juran

1 - 26 *ATTACK OF THE BARBARIANS*

Doug and Tony are captured by the Mongols in 1287, led by Genghis Khan's grandson Batu. Tony is tortured until Doug stages a rescue, where they meet with Marco Polo, who is aiding Kublai Khan. Tony falls in love with Sahib, daughter of Kublai Khan that Polo is aiding and who is kidnapped by Batu. The guys rescue her by using black powder that Polo has discovered in China. When Batu launches an assault on the fort where Polo is staying, the Project staff try and send artillery back to the guys. They thwart an attack on the fort while Tony considers staying with Sahib. In the end she returns to her duty and the two part. Doug provides the necessary ingredient to turn the black powder into gunpowder, while the Project try and send detonator caps to assist them. With the explosives the attack is thwarted and the guys are whisked out.

Wr Robert Hamner

Dir Sobey Martin

1 - 27 *MERLIN THE MAGICIAN*

Tony and Doug are frozen in time, then a rather fey Merlin appears in the Project base. He takes the guys out of time and freezes them, commands them to do his bidding, then sends them on to 544 A.D., Cornwall England. They meet a young pre-King Arthur while fighting Vikings and on Merlin's behest team up with Arthur. The Vikings apparently kill Doug and capture Tony and Arthur. Tony escapes with Arthur and Doug is rescued by Merlin and Guinevere. When the Project staff are ready to recover Doug and Tony, Merlin intervenes because he needs them where they are. Tony and Arthur get recaptured and so does Doug when he goes to help. Guinevere gets captured too. One of the Vikings kills Arthur and a "detained" Merlin shows up and reverses time to save him. The guys escape again and Doug gets reinforcements which Merlin disguises as Vikings while Arthur and Tony rescue Guinevere. Everything works out and Arthur and Guinevere are to be married.

Wr William Welch

Dir Harry Harris

1 - 28 *THE KIDNAPPERS*

The guys' signal is intercepted and a silver-skinned alien shows up and kidnaps Anne. He leaves behind a data card which the rest of the Project staff use to send Tony and Doug to. The guys end up in a futuristic complex and meet a zombiefied ancients from different time periods and locales. A mysterious voice provides historical detail. According to the Project staff they're on a distant planet in the Canopus system in 8433 A.D. The guys meet the Curator then escape. They get hold of Ann before being captured and the Project staff try a recovery but grab a OTT ("Official Time Traveller) instead. He grabs the Time Tunnel's time/space converter and leaves. The guys and Ann stage an escape but mess that up as well. The Canopians go dormant during night, and the guys avoid being drugged to take advantage of the situation. They get nowhere for a while, and the OTT is not vulnerable to lack of sunlight. The three Earthlings manage to overcome it long enough to send Ann back with the converter. The Project staff manage to hook it up in time to whisk away the guys

Wr William Welch

Dir Sobey Martin

1 - 29 *RAIDERS FROM OUTER SPACE*

Tony and Doug arrive in Khartoum, November 2, 1883, in the middle of a battle between British and Arab forces. However, two aliens take them prisoner. The aliens plan to conquer Earth with missiles, and will be ready to launch in two hours - they send a bomb to the Project to prevent them from interfering. Tony is taken to be killed but the alien with him is forced to teleport out when the British approach. Then both guys are transferred out of the cave by the Tunnel staff, where they make contact with Captain Henderson and convince him about the aliens. The three of them attack the cave and manage to stop the aliens, with some help when the Project send the bomb back to the aliens.

Wr Bob Duncan, Wanda Duncan

Dir Nathan Juran

1 - 30 *TOWN OF TERROR*

The guys arrive in a brick basement on the North Atlantic coast in 1978. It has advanced electrical equipment, and they are attacked by an overalled man. He collapses dead, then gets up and disappears in a cloud of smoke. They go upstairs and are paralyzed by an alien-android disguised as an old woman. The aliens are preparing to steal Earth's oxygen. The Project staff execute a lateral transfer and free the guys. They escape to a seemingly empty town surrounded by a force field and filled with paralyzed townspeople. A young couple, Paul and Joan, find the guys and tell them about the oxygen-stealing plot. Meanwhile the alien androids infiltrate the Project base, seal it off, and start sucking out the oxygen through the Tunnel itself. The guys must destroy the operation at their end. They fight off the androids and use explosives to blow up the alien HQ.

Wr Carey Wilber

Dir Herschel Daugherty

1138 BARRIE INGHAM, William of Dearborn JOHN DEMITA, Lord Henry SPENCER ROCHFORD,
Mistress SANDRA GUIBOAD, Irwin Lee JONATHAN CHARLES KAPLAN.

1 - 1 *PLANET OF THE DINO KNIGHTS*

Josh lands in medieval England.

Dir Ernest Farion

1 - 2 *THE HUMAN PETS*

Josh and his friends journey to the year 70379 where giant, waddling Fatlings hold them captive, keeping them as pets.

1 - 3 *TRAPPED ON TOYWORLD*

Josh continues his search for the Nullifer Josh lands on Toyworld.

1 - 4 *EGGS FROM 70 MILLION BC*

Josh, Kirby and Azabeth find their time machine is host to some cute but very destructive creatures that are hatching after 70 million years.

1 - 5 *JOURNEY TO THE MAGIC CAVERN*

When Princess Azabeth mistakenly bites a poisonous mushroom. Josh and the others venture into Nightmare Hollow to find an antidote.

1 - 6 *LOST BATTLE OF THE UNIVERSE*

Josh arrives back in the 20th Century where he learns about friendship.

criminals who attempt to change history. The opener finds Logan in 1888 London tracking down a Jack-the-Ripper impersonator.

Wr Miles Millar, Alfred Gough

Dir Allan Arkush

1 - 2 *THE HEIST*

Logan's routine assignment to stop a paroled gangster, who has time-jumped back to 1977 to finish a jewel heist, takes an unexpected turn when an aging NYC cop joins the mission.

Wr Mark Verheiden

Dir David Grossman

1 - 3 *STALKER*

The Ripper returns to wreak havoc on the TEC when he travels to 1956 to kill a famous actress whose death could affect the entire world. Meanwhile, Logan's journey to stop him results in a disastrous encounter with the LAPD.

Wr Elliot Stern

Dir Philip Sgriccia

1 - 4 *PUBLIC ENEMY*

After a daring jailbreak, Ian Pascoe abducts Hemmings to ensure he'll get his watch back. Logan follows them to 1928 Chicago, where they have a gangland showdown amidst the war between Al Capone and Eliot Ness.

Wr Alfred Gough, Miles Millar

Dir Chris Long

1 - 5 *ROCKET SCIENCE*

Logan finds himself in Nazi Germany when a ripple points out a future criminal with designs on changing the outcome of WWII. Meanwhile, Fuller's crush on Logan takes a comical twist upon his return to a Nazi version of the TEC.

Wr Mark Verheiden

Dir Robert Singer

1 - 6 *ALTERNATE WORLD*

A ripple on his prom night in 1989 results in Jack needing the help of his young self to stop a former TEC trainee turned time bandit from switching their futures. Meanwhile, Jack's use of Hemmings as a hostage to prove his innocence turns to romance.

Wr Miles Millar, Alfred Gough

Dir Martha Mitchell

1 - 7 *LOST VOYAGE*

Twin brothers plot to return to 1939 to sink a luxury liner with a hidden cache of gold; Hemmings joins Logan on the mission and comes face-to-face with her grandmother.

Wr Mark Verheiden

Dir Jim Charleston

1 - 8 *D.O.A.*

Hemmings' dinner-date with Logan is put on permanent hold when a car bomb kills him and Matuzek. Compelled to warn them, Hemmings puts her career on the line and sets their "past selves" on an investigation to prevent their own murders.

Wr Linda McGibney

Dir Philip Sgriccia

1 - 9 *THE FUTURE, JACK, THE FUTURE*

Logan and Hemmings trek back to 1990 to solve a mystery about a missing co-worker who may be involved in a computer magnate's sabotage scheme against the TEC.

Wr Art Monterastelli

Dir Oz Scott

Sprinks and Coggs meet Julius Caesar.

Wr Ged Allen & Steven Kidgell

Dir Graham G. Williams

1 - 3

Coggs and Sprinx meet Florence Nightingale.

Wr Ged Allen & Steven Kidgell

Dir Graham G. Williams

1 - 4

The Timekeepers meet John Logie Baird

Wr Ged Allen & Steven Kidgell

Dir Graham G. Williams

1 - 5

The Timekeepers journey through time in search of Earth-saving crystals leads them to an encounter with Mozart.

Wr Ged Allen & Steven Kidgell

Dir Graham G. Williams

1 - 6

The Timekeepers journey through time leads them to suffragette Emily Pankhurst.

Wr Ged Allen & Steven Kidgell

Dir Graham G. Williams

1 - 7

Coggs and Sphinx have a run-in with the King of England.

Wr Ged Allen & Steven Kidgell

Dir Graham G. Williams

1 - 8

Coggs and Sphinx track down another crystal. Featuring comedian Joe Pasquale.

Wr Ged Allen & Steven Kidgell

Dir Graham G. Williams

1 - 9

The Timekeepers' quest for the crystals leaves a famous queen less than amused. Starring June Whitfield.

Wr Ged Allen & Steven Kidgell

Dir Graham G. Williams

1 - 10

Coggs and Sprinx's quest for the crystals leads them to the King of Rock 'n' Roll.

Wr Ged Allen & Steven Kidgell

Dir Graham G. Williams

1 - 11

The Timekeepers attempt to thwart a plot to hijack the new millennium.

Wr Ged Allen & Steven Kidgell

Dir Graham G. Williams

TIMELAPSE

Timelapse was an Australian series concerning a contemporary man who is killed, cryogenically frozen and then revived 12 years later in the year 1991. The man out of his time is Douglas Hardy, an electronics engineer. In 1979 he become aware of a plot by Dakin, the leader of the opposition party in New South Wales, to take control of the government and form a military dictatorship.

Dakin does not want this knowledge to be made public so he has his right hand man MacKeil, kill Hardy. Twelve years later, in 1991. Dr. Fallon and his assistant Miss Parker revive Hardy who had been cryogenically frozen shortly after his death. Dakin, know in power and well on his way to setting himself up as dictator of Australia, has not intention of letting Hardy reveal what he know about his ultimate goal.

So Hardy not only has to deal with social changes that have taken place in the twelve years that he was dead, and the continued threats to his life, but he also has to deal with the fact that his widow, Dell, is about to be engaged to MacNeil, the man who killed him.

Timelapse has not been seen since its initial screening in Australia. This is too bad since reviews of the program in both Variety and The Sydney Morning Herald were quite favourable. Writers and directors for the series are unknown.

WR.

DIR.

EPISODES: 12 **YEAR MADE:** 1980 **COUNTRY:** AUS **SEASONS:** 1

Shown on ABC.

CREATOR:

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 50 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 12.

DATE OF PREMIER: 12/03/1980

AIR DATE OF LAST EPISODE 28/05/1980

SEASON DATE BREAKDOWN:

FILMS:

Douglas Hardy ROBERT COLEBY, Dakin JOHN MEILLON, Boyd MacKiel VINCENT BALL, Dell Hardy ANNE CHARLESTON, Dr. Fallon KERRY FRANCIS, Miss Angela Parker KATE SHEIL, Inspector Warren TONY BARY, Martin STEPHEN GRIFFITHS, Sandy MATTHEW MCGRATH, Premier Dakin JOHN MEILLON.

- 1 - 1 *SUBJECT ZERO*
- 1 - 2 *MR. TWELVE THIRTY-EIGHT*
- 1 - 3 *THE RUSSIAN SOLUTION*
- 1 - 4 *TROUBLE IN ARCADIA*
- 1 - 5 *VINTAGE YEAR*
- 1 - 6 *THE MEXICAN STANDOFF*
- 1 - 7 *THE DEADLY SHADE OF GREEN*
- 1 - 8 *UNITED WE FALL*
- 1 - 9 *THE KILL DIRECTIVE*
- 1 - 10 *TARGET - TWELVE THIRTY-EIGHT*
- 1 - 11 *THE IRISH JOKE*
- 1 - 12 *THE CUBAN EQUATION*

TIMESLIP



Timeslip revolves around the adventures of two children, thirteen year old Liz Skinner and fourteen year old Simon Randall. One day Liz and Simon encounter a time hole and fall through it, ending up in the year 1940. There they meet Liz's father as an 18 year old. Their subsequent adventures would have them meeting older versions of themselves and of Liz's mother. All of Liz and Simon's travels would be in the 20th Century and they always managed to run across Commander Traynor who was up to some form of no good.

Few series, let alone a children's drama, can claim to have started with a lesson in scientific theory. Yet that was how timeslip began in 1970, with ITNs science correspondent Peter Fairley demonstrating the programs concept of time travel. Sitting in a transparent sphere intended to represent the Universe, Faley bounced a balloon back and fourth to convey the idea of a bubble of information moving around in time and in which someone could be carried into the past and into the future. It was a measure of how seriously this intelligent 26 part ATV series took both itself and its audience, thought it was never po-faced about it. Devised by Ruth Boswell (later to produce another time travel series THE TOMORROW PEOPLE), and her husband James, Timeslip took its young heroes, Liz Skinner and Simon Randall, through for exciting adventures in time.

Timeslip was an innovative British series which was loosely based on a new theory of time by Professor Fred Hoyle, Hoyle had caused controversy of his theory on the origin of the universe. He was somewhat surprised when he learned that his latest idea was being considered as the basis for a TV series and he appointed his son to act as a scientific consultant on the show.

The effect of the barrier itself, which played an important part in the series was achieved using a split screen process whereby the same film was used twice, each time with a different half masked, thus allowing a character to apparently vanish into thin air.

Among the regular cast, Spencer Banks, who played Simon went on to star in two further ITV series - a spy drama, TIGHTROPE (1972) and another time adventure, THE GEORGIAN HOUSE (1976). He also appeared in Crossroads...

Derek Benfield who played Frank Skinner, became a familiar face to adult TV audiences in the BBC saga The Brothers, while Iris Russel had been 'Father' in one episode of THE AVENGERS. Timeslip was fully networked (thought with ATV running ahead of the other ITV regions by three days) and enjoyed a successful repeat run in 1973-74.

The script editor for the series was Ruth Boswell, the producer was John Cooper and scientific advisor for the series was Geoffrey Hoyle. Most of the episodes were made in colour except for episodes 1.22 and 1.23 which were filmed in Black and White. The designers for the sets were Gerry Roberts and Michael Eve. The first two stories "The Wrong End of Time" and "The Time of the Ice Box" were introduced by Peter Fairley.

Shown in 26 weekly parts, Timeslip was intended as a serial to be watched as a whole. While it comprises four distinct stories in different settings, each with its own title, the segments dovetail neatly into each other, both in terms of chronology and a continuity of unparalleled complexity. In line with its status as a children's serial, resources were limited. Much of the production was studio bound, stretching designers who had to recreate a jungle or Antarctic tundra in ATV's Elstree studio in Eldon Avenue. The music was from stock and the title sequence consisted merely of a yellow cut-out of the show's logo lit from a rotating source. Efforts were concentrated on the writing and in casting competent actors in the leading roles.

The success of a children's series often rests on young shoulders. Believable character writing also helps, of course. Liz Skinner was the shows fifteen-year-old heroine, thrown into these adventures along with family friend Simon Randall, the archetypal speccy kid who does his homework rather than chase after girls. The confused and constantly hinted at romance between the two is a source of amusement, whilst most watching today would peg the characters as being much younger, even if Cheryl Burfield looks far older than Liz than

does Spencer Banks as sixteen-year-old Simon.

A picture strip in the first issue of Look-in magazine ran until December 1972, keeping alive a series that ended when intended. Ruth Boswell's move to Thames scuppers any hopes for its return, and Victor Pemberton's stated intention to revive the series for the Nineties appears to have come to nothing. While the brattish fun of THE TOMORROW PEOPLE returned for a three year revival in 1992, it seems that the complexities of Timeslip will remain resolutely in their own time phase.

WR. Bruce Stewart (Eps 1.1 - 1.19) & Victor Pemberton (Eps. 1.20 - 1.26).

DIR. John Cooper, Peter Jefferies, Ron Francis and Dave Foster.

EPISODES: 26 **YEAR MADE:** 1970 **COUNTRY:** GB **SEASONS:** 1

AN ATV NETWORK PRODUCTION

CREATOR: RUTH AND JAMES BOSWELL

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES-SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 20/09/1970 **AIR DATE OF LAST EPISODE** 15/02/1971

SEASON DATE BREAKDOWN:

FILMS:

Simon Randall SPENCER BANKS, Liz Skinner CHERYL BURFIELD, Frank Skinner DEREK BENFIELD,
Jean Skinner IRIS RUSSEL, Commander Traynor DENIS QUILLEY.

RELATED SHOWS:

AVENGERS, THE

TOMORROW PEOPLE, THE (1973)

GEORGIAN HOUSE, THE

1 - 1 *THE WRONG END OF TIME (1-6)*

When a young girl vanishes near a derelict naval station in St. Oswald, a fantastic series of events is set in motion which sends teenagers Simon Randall and Liz Skinner back in time to 1940 and the very night when the base was taken over by a group of German marines. It also re-awakens the nightmare faced by Liz's father who was stationed there at the time as his former commanding officer turns up in St. Oswald seeking answers to the situation and creating questions about his true motives.

Wr Bruce Stewart

Dir John Cooper

1 - 2 *THE TIME OF THE ICE BOX (1-6)*

An increasingly duplicitous Traynor convinces Simon to return through the time barrier against the wishes of Liz's parents. When Liz follows him, the two time travellers find themselves mistaken for scientific guinea pigs at an Antarctic research base twenty years in the future where the officious base commander is apparently on the verge of a nervous breakdown.

Wr Bruce Stewart

Dir Peter Jefferies

1 - 3 *THE YEAR OF THE BURN-UP (1-8)*

Escaping from the dying Ice Box, Simon and Liz are transported by the time barrier to an alternate 1990 where a technocratic society's misuse of scientific progress has resulted in the breakdown of the planet's climate. As the Earth faces destruction from the growing heat, Simon is forced to confront not just his own personal future but an elderly, schizotypic Traynor bent on revenge against those who betrayed him.

Wr Bruce Stewart, Victor Pemberton

Dir Ron Francis, Peter Jefferies

1 - 4 *THE DAY OF THE CLONE (1-6)*

Returning to the present day, Liz is kidnapped. Simon's search for her leads him to the government research centre run by Traynor. Escaping through the time barrier, the two teenagers find themselves back at the centre but five years in the past. There, they are surprised to discover not just Morgan C. Devereaux from the Ice Box but also a very different Charles Traynor.

Wr Victor Pemberton

Dir Ron Francis, David Foster

TIN MAN



In this bizarre, post-modern version of L. Frank Baum's novel 'The Wonderful Wizard of Oz' and the classic movie based on the book, 'The Wizard of Oz', Zoey Deschanel stars as DG, the main character who finds herself trapped in a place called the O.Z. or the Outer Zone. There she searches for her parents and is joined in her travels by Glitch, a man who has had half of his brain taken away because of something he knew, Raw, a member of a species called the "viewers" who read emotions and heal, and Cain - a "Tin Man" (which was the name of the police force in the O.Z. before the witch, Azkadellia took over, taken from their sheriff's tin badges) who seeks revenge for the damage done to his heart.

Tin Man is a three-part television miniseries from RHI Entertainment and Sci Fi Pictures original films originally broadcast over three nights on the Sci Fi Channel between December 2, 2007 and December 4, 2007 at 9 pm Eastern. All three parts will be re-airing on Sunday December 9, 2007 one after another from 5 pm Eastern to 11 pm Eastern on the same channel. The series is an epic re-imagining of L. Frank Baum's The Wonderful Wizard of Oz that gives the story a heavy science fiction/fantasy emphasis and gives only allusive references to most of the original story.

Cast and characters

Zoey Deschanel as DG , the heroine of the story [2] (analogous to Dorothy Gale), a young woman who, like the original Dorothy in The Wizard of Oz, finds herself in an unfamiliar realm after a storm. She finds and befriends several inhabitants of the O.Z. who have suffered under Azkadellia's rule while searching for her missing parents. As she travels, she finds herself discovering places she has dreamed of and drawn all of her life. She learns her "parents" are actually robots who were programmed to raise her, and then explain things to her once it was time for her to return. Her real mother is the former Queen of the O.Z. who sent DG away after Azkadellia, her sister, tried to murder her. DG must travel in search of a powerful emerald that will enable her to defeat Azkadellia and free their mother. As she travels, DG continues to remember more of her past life and begins to develop her own magical powers. Eventually it is revealed she has an ancestor named Dorothy Gale that her parents named her after. (Dorothy Gale was "the first slipper" - i.e., the first person to "slip" over from the real world into the O.Z.). Dorothy Gale is associated by DG with the mysterious "Gray Gale", and she has the Emerald of the Eclipse. DG is played by Rachel Pattee as a child.

Neal McDonough as Detective Wyatt Cain (analogous to the Tin Man), a former police man, a.k.a. "Tin Man", of the Mystic Man's protection detail. He joined a resistance movement against Azkadellia's rule, incurring her wrath. After his family was captured by Azkadellia's Longcoat soldiers, Cain was locked in a tin suit of armor for years while the scene of his family's torture was played repeatedly. Despite his seemingly cold nature, he agrees to lead DG and Glitch to Central City and acts as their guardian. Along the way, he learns his family had not been killed by Zero. He finds their new home, but it is too late. He finds the grave of his wife.

Alan Cumming as Glitch, or Ambrose (analogous to the Scarecrow), a man with a zipper on his head whose brain was taken by the sorceress because of something he knew, earning him the name of Glitch. He was once named Ambrose, a brilliant inventor and the former adviser to the Queen. When Azkadellia began her coup, he destroyed the blue prints of the Sun Seeder machine to try to protect it from Azkadellia, but she removed his brain so she could get the plans directly from them instead. Though he sometimes forgets his name and repeats himself, he also has moments of clarity in which he can remember things clearly.

Raoul Trujillo as Raw (analogous to the Cowardly Lion), a man DG rescues from being another creature's dinner. Though somewhat human in appearance he has an animal-like nature. Raw is a "viewer" with empathic and healing abilities who ran away from his people out of fear.

Kathleen Robertson as Azkadellia the Sorceress (analogous to the Wicked Witch of the West), a powerful enchantress who imprisoned her own mother and assassinated her sister to take over the rule of the O.Z. Her rule has been tyrannical and she uses her Longcoat troops to kill anyone who opposes her. She also has markings on her chest that contain flying bat monkeys, which she commands at will. When she learns DG is

still alive and back in the O.Z., she sends her Longcoats out to kill her. She is building a machine to destroy the O.Z. As children, Azkadellia and DG were close sisters who loved each other. When they were exploring a cave, Azkadellia was possessed by an evil witch who had been sealed inside, a plot twist that reveals that Azkadellia herself is not evil; it is not her, but the witch's spirit who desires to kill DG. DG eventually realizes this, and struggles to free Azkadellia from the influence of the witch. Azkadellia is played by Alexia Fast as a child.

Richard Dreyfuss as the Mystic Man (analogous to the Wonderful Wizard of Oz), a former leader of Central City that aided DG's mother in smuggling her out of the O.Z. He is addicted to Azkadellia's vapors, a euphoria-inducing mist. He regains some of his senses after seeing the sign on DG's hand. He sends her to the Northern Island where Lavender Eyes is located. He also makes Cain swear to never leave DG's side on his honor as a Tin Man. Azkadellia captures him, and eventually kills him for refusing to cooperate.

Anna Galvin as Lavender Eyes (analogous to the Good Witch Glinda), the true Queen of the O.Z. Who has been imprisoned by her daughter, Azkadellia. She is DG's real mother who sent DG away to protect her after Azkadellia killed DG. She poured all of her power into DG to save her life, leaving her helpless to stop Azkadellia's later take-over. She then asked the cyborgs of Milltown to take DG to the Other Side and raise her there in safety.

Blu Mankuma as Tutor (analogous to Toto), a shape-shifter who was once the teacher of magic to DG and Azkadellia. As a child, DG mispronounced his name/title and called him Toto. After Azkadellia took over the O.Z., Tutor was imprisoned in her dungeon. Azkadellia frees him under the condition that he attach himself to DG's group as a spy so she will know when DG finds the emerald. He drops magical discs that record events and are picked by Azkadellia's Mobats (winged monkeys) and taken to her.

Shawn MacDonald as Lylo, a seer enslaved by Azkadellia. Azkadellia uses his abilities to read the minds of any one she wants information from, using electric shocks to torture Lylo if he disobeys or is struggling with an assigned task. He also has some abilities to see into the future or far off places, which is how Azkadellia first learns that DG is still alive. Azkadellia uses him to try to read DG's magically locked memory, but the effort kills him.

Callum Keith Rennie as Zero, a Longcoat who is promoted to leader after General Lonot is killed for failing to capture DG. He led the band of Longcoats who tortured Cain and his family and locked Cain in the tin prison.

Doug Abrahams as General Lonot, the commander of Azkadellia's Longcoats until Azkadellia executes him after his failure to capture DG. He was once the queen's loyal commander of the 4th guard, but he betrayed her to Azkadellia.

Ted Whittall as Ahamo, or Seeker, DG and Azkadellia's father. "Ahamo" is "Omaha" (where DG was sent) spelled backwards. He was also a native of Nebraska who, while ballooning, was caught up in storm and found himself in the O.Z. He fell in love with Lavender Eyes and stayed in the O.Z.

Ian Wallace as Raynz

Donny Lucas as Vy-Sor

Ratings

Episode Title Original Airdate Share Total Viewers (millions)

1 "Into the Storm" December 2, 2007 4.2 6.3

2 "Search for the Emerald" December 3, 2007 n/a 4.4

3 "Conclusion" December 4, 2007 n/a 5.1

Produced by

Robert Halmi Jr. executive producer

Robert Halmi Sr. executive producer

Steven Long Mitchell executive producer

Matthew O'Connor producer

Michael O'Connor producer

Craig W. Van Sickle executive producer

Original Music by Simon Boswell

Cinematography by Thomas Burstyn

Film Editing by Allan Lee

Production Design by Michael Joy

Art Direction by Paolo G. Venturi

Set Decoration by Mark Lane

Costume Design by Angus Strathie

Makeup Department - Anji Bembem hair department head , Vicky Chan assistant makeup artist , Céline Godeau special makeup effects artist , Lisa Love makeup department head , Shauna Magrath key makeup effects artist , Christopher Mark Pinhey special makeup effects artist Vicki Syskakis makeup effects artist , Bill Terezakis special makeup designer.

Production Management -Holly Redford production manager

Second Unit Director or Assistant Director - Peter Dashkewytcn first assistant director , Janice Genn second assistant director , Dave T. Nall third assistant director.

Art Department - Warren Flanagan visual concept: RHI Entertainment , Brent Gloeckler head sculptor , Harry Griffin-Beale construction coordinator , Geoff Hilliard construction foreman , Keli Manson assistant art director , Joe May set designer , Josh Plaw lead set dresser Rich Priske on-set dresser , Ed 'Animal' Schulz leadman , Rodrigo Segovia set designer , Norm Spence paint coordinator , Peter Stratford set designer , John Wilcox scenic artist , Milena Zdravkovic illustrator

Sound Department - Anke Bakker sound supervisor , Ken Cade sound effects editor , Brian Campbell dialogue editor , Scott Carroll boom operator , Jay Cheetham background sound editor , Matt Dawson adr mixer , Kris Fenske sound designer , James Fonnyadt sound designer , Eric Holmgren second boom operator , Graeme Hughes sound re-recording mixer , Eric Lamontagne sound mixer , Todd R. Mason sound effects recordist , Rudy Michael adr mixer , Andrew Morgado adr mixer , Ryan Nowak sound effects editor , Belinda Pattison assistant sound editor , Iain Pattison sound re-recording mixer , Paul A. Sharpe sound re-recording mixer , Joshua Stevenson assistant dialogue editor

Special Effects by James Kozier special effects tech & Darren Marcoux special effects coordinator

Visual Effects by Eri Adachi digital compositor , Christopher Ahrens visual effects artist , Matt Belbin digital effects editor , Sébastien Bergeron digital effects supervisor , Julie Bergman CG artist , Giorgio Bertolone character rigger , Jayson Castro render wrangler , Bob Dewald digital effects editor , Andrew Domachowski concept artist , Peter Forslund visual effects editor , Annabelle Kent digital compositor , Todd Liddiard digital compositor , Lionel Lim digital compositor , Adam Marisett visual effects artist , Pascal Polic CG artist , Pascal Polic matte painter , Bryce Rieger digital compositor , Rawad Sarkis matte painter , Lisa K. Sepp visual effects producer , Tomaso Tartarotti digital compositor , Philippe Thibault digital compositor , Hoa Tran digital effects artist , Paul Wiens matchmove artist , Shane Wilm visual effects Lee Wilson visual effects supervisor.

Stunts - Chad Bellamy stunt performer , Simon Burnett stunt performer , Clint Carleton stunt double , Mike Desabrais stunts , Rob Hayter fight double: Callum Keith Rennie , Rob Hayter stunt double: Alan Cumming , Jennifer Mylrea stunt double: Kathleen Robertson , Barry Nerling stunt performer , Gerald Paetz stunt double: Kevin McNulty , Hugo Steele stunt performer , Marshall Virtue stunt coordinator , Eli Zagoudakis stunt performer

Camera and Electrical Department - Ryan Bailey gaffer , Paul Mitchnick camera operator , Jessica Moskal first assistant camera , Sean Oxenbury rigging gaffer , Ed 'Animal' Schulz dolly grip , Roger Wells lighting console operator.

Costume and Wardrobe Department - Jessica Best costumes , Sandra J. Blackie costume coordinator , Angela Bright costumer , Silke Guglielmo costumer , Sarah Haddleton costume assistant , Ute Porath .. Costume cutter , Kurtis Reeves .. Costumer: preparation

Editorial Department - Peter Forslund .. Assistant editor & Eric Hill .. Associate editor

Music Department - Rich Walters .. Music editor

Transportation Department - Louie Hausner .. Transportation captain , Vince Morden .. Cable truck driver , Duane Shearer .. Driver: cast , John Sorenson .. Driver: cast

Other crew - Mike Aichholz .. Accounting clerk , Carole Appleby .. Unit publicist , Chera Bailey .. Stand-

in , Hanelize de Beer .. Production assistant,
 Mike Fennell .. Production assistant , Cameron Grierson .. Assistant to director , Leslie N. Johnson ..
 Assistant to executive producer (2007) , Faria Khan .. Assistant to cast , Brynn Kinnee .. Background
 coordinator , James McLeod .. Production assistant , Moira Perlmutter .. Production , oordinator , Laurent
 Piche .. Production assistant , Samantha Quinn .. Assistant accountant , Tracey Renyard .. Location
 manager , Stephen Tibbetts .. Stand-in , Leigh Torlage .. Choreographer.

The three-night miniseries Tin Man deconstructs The Wizard of Oz and is best enjoyed if you've never seen the 1939 Judy Garland movie. But is there anyone out there who hasn't? Everything good about Tin Man is the invention of scripters Steven Long Mitchell and Craig W. Van Sickle; everything bad in it is an attempt to nod or wink at L. Frank Baum's first Oz tale, from 1900.

In Tin Man we are introduced to the "O.Z." no, not a fairy-tale land where Adam Brody and emo bands cavort in bliss, but the "Outer Zone," an alternate universe under siege by the dark magic of the sorceress Azkadellia (Kathleen Robertson, the smooth face from the unfunny IFC sitcom *The Business*). Plopped via tornado into the O.Z. is DG short for Dorothy Gale, the gingham-and-pigtails girl in *The Wizard of Oz*, but played here by Zooey Deschanel as a glowering tomboy.

DG soon meets Glitch (Alan Cumming), who has a zipper in his skull after a brain removal; Raw (Raoul Trujillo), a cowardly beastie; and Wyatt Cain (Boomtown's Neal McDonough) as an ex-cop they're known in the O.Z. as "tin men." I don't have to explain the Wizard of Oz parallels here, do I? And there's a little dog named Toto except in Tin Man he's a shape-shifting human (Blu Mankuma), also known as Tutor.

This being Sci Fi Channel, the whole Oz template is darker and more, well, science-fiction-y. DG and her pals need to find the "emerald of the eclipse," a jewel whose power will free the O.Z. of the evil force embodied by Azkadellia. And whatta body: The kickiest innovation of writers Mitchell and Van Sickle is to have Robertson swan around in a succession of low-cut gowns revealing tattoo-like markings just above her breasts, drawings that come to life when she thrusts her chest forward. The figures soar off her skin to become the flying-monkey kind of creatures we know from the 1939 Oz.

Unfortunately, Robertson's heaving bodice is her most expressive aspect; this miniseries needed a villain with a wicked sense of humor, but she and the rest of Tin Man are dour and punitive. There's violence and torture courtesy of Azkadellia's Nazi-like "Longcoat" brigade. And there's the overworked theme of abandonment (DG seeks her family back home; Cain the Tin Man mourns his family, long ago snatched up by the Longcoats).

The title is a bit of a puzzler, though: McDonough's character isn't the central one, Deschanel's is so why use Tin Man? Sci Fi Channel could have called it *Stargate: DG* and probably drawn more viewers

WR.

DIR.

EPISODES: 3 **YEAR MADE:** 2007 **COUNTRY:** US **SEASONS:** 1

IMAGIQUEST ENTERTAINMENT, RHI ENTERTAINMENT, THE SCI-FI CHANNEL

CREATOR: CRAIG VAN SICKLE AND STEVEN LONG MITHCELL

TYPE OF SHOW: FANTASY

FORMAT: MINI-SERIES

LENGTH (MINS): 264 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 3

DATE OF PREMIER: 02/12/2007

AIR DATE OF LAST EPISODE 04/12/2007

SEASON DATE BREAKDOWN:

FILMS:

DG Zooey Deschanel, Glitch ALAN CUMMING, Cain NEAL MCDONOUGH Azkadellia KATHLEEN ROBERTSON, Raw RAOUL TRUJILLO, Zero CALLUM KEITH RENNIE, Lavender Eyes ANNA GALVIN, TED WHITTALL, Raynz IAN A. WALLACE, Emily GWYNYTH WALSH, Principal CARMEN AGUIRRE, Longcoat FRASER AITCHESON, Father Vue R. NELSON BROWN, Zeros Henchmen SIMON BURNETT, Mystic Man RICHARD DREYFUSS, Young Azkadellia ALEXIA FAST, Jeb ANDREW FRANCIS, Twister Dancer LEAH GIBSON, The Wicked Witch KARIN KONOVAL, Airofday TINSEL KOREY, Young DG (voice) ALEXIS LLEWELLYN, Lylo SHAWN MACDONALD, Mrs. Bedose MARILYN NORRY, Ella Bedose BRENNAN O'BRIEN, Young DG RACHEL PATTEE, . Wills / Tray Bedose JAKE D. SMITH, Roy AARON STEPHENS Adreanna (2007) LUCIA WALTERS, Mr. Bedose ANDREW WHELLER, Dorothy Gale GRACE WHEELER, Kalm CAINAN WIEBE, Twister Dancer TARA WILSON.

1 - 1 *PART 1*

DG (Zooeey Deschanel) is a waitress who has never felt like she fit into her small town life. Her dreams are plagued with strange visions of places she's never seen and a lavender-eyed woman warning her that a storm is coming. These dreams are realized when the sorceress Azkadellia (Kathleen Robertson), tyrannical ruler of the Outer Zone (O.Z.), sends her soldiers through a travel storm to kill DG, inadvertently dragging DG and her parents into the O.Z. Mistaken for a spy, she is captured and meets Glitch (Alan Cumming), a man whose brain has been removed by Azkadellia.

When Azkadellia's Longcoats attack the rebels holding them prisoner, DG and Glitch manage to escape. DG wants to find her missing parents, so Glitch suggests they take the old brick road. Along the way, they discover Cain (Neal McDonough), a former policeman ("Tin Man") who had been locked in a tin suit for going against Azkadellia. Though reluctant at first, he agrees to take them to Central City where DG might get some answers about her parents. As they travel, they rescue an empathic creature named Raw (Raoul Trujillo), a scruffy looking person.

They soon come across a place called Milltown, where DG is reunited with her parents. There she learns that her "parents" are actually cyborgs tasked with raising her since her mother feared for her life. They send her to Central City to meet the Mystic Man (Richard Dreyfuss), who has a message that will help her find her real mother.

The Mystic Man turns out to be little help, having had his mind affected by "vapors" created by Azkadellia. When he sees the symbol on DG's hand, though, he recovers enough to give her a message. He sends her to the Northern Island, an ice-covered mountain hiding a castle. When DG and her group arrive, DG learns that she is actually a princess, the daughter of the former Queen. They also learn that Glitch was actually the Queen's former adviser. Raw utilizes his powers to show her a vision of the past. In the vision, after her mother kisses her goodnight, her older sister Azkadellia kills DG using dark magic to usurp the throne. Her mother resurrects DG by pouring some of her own power into her, telling her that the "Emerald of the Eclipse" is needed to stop Azkadellia.

Azkadellia finds them at the castle and captures them all. She demands DG lead her to the Emerald's location, but DG can't remember. During an escape attempt, Cain is separated from the group and fights with Zero (Callum Keith Rennie), the leader of the Longcoats and the man who imprisoned him. Zero implies that Cain's family is still alive just before shooting him, sending him flying out of the castle to fall through the ice lake several floors down.

Wr Steve Mitchell, Craig Van Sickle

Dir Nick Willing

1 - 2 *PART 2*

DG is interrogated by her sister - eventually they learn that her memories are secured by magic, so she is locked up while another method of learning the location of the Eclipse Emerald is worked out.

Back at the frozen castle, Glitch finds the Tin Man passed out in the snow and takes him to the truck to recover from hypothermia. They journey back to rescue DG, where Glitch exhibits knowledge of martial arts and defeats several long coats.

DG is rescued by Toto, who lets Raw out of his cage. They meet up with Tin Man and Glitch and escape the castle. Toto reveals himself to be a shape shifter, who was her magic tutor from her childhood. Together they set off to the south, where the Mystic Man told her to seek answers before he was killed.

Toto is revealed to be a spy as he leaves behind an object for the Sorceress' flying monkeys to find.

DG remembers more of her past as they approach the southern lake country, and her magic abilities start to emerge.

Tin Man discovers that his wife and son survived and made it across the chasm - on the other side he finds an abandoned house, his wife's grave, and a tin suit eerily similar to his own. He fears that his son Jeb is trapped inside, but when he opens the suit, he finds it empty.

As they come to a fork in the road, one of the flying monkeys is spotted - Tin Man shoots and kills it.

As they come to location of the former southern castle, DG remembers what happened when she was a child. She and Azkadellia would explore the woods in the Lake Country of the O.Z. together, gathering apples. One day, she and "Az" found a cave in these woods, from which the sound of a crying girl

emanated. Venturing inside after DG, Azkadellia lights a lantern with her magic to reveal an inscription on the cave wall, written in the picture language of the ancients. She translates the message as "At the dawn of time, good battled evil, and the light conquered over the darkness," followed by "something about an evil witch." Going further into the cave, they hear the girl's crying from inside a giant stone head. They crawl through its mouth and find a young girl who transforms into a menacing old woman. The old woman attacks, frightening DG into letting go of Az's hand and allowing her to seize and possess Az. DG flees back to their mother, crying, and sees Az approaching. Their mother asks Az whether she is all right, and the girl replies, "I've never felt better," but on her back there appears a symmetric bat-like marking.

DG is horrified by her recovered memory. "All the terrible things that have happened, they were all my fault!" she exclaims. Meanwhile, Azkadellia sends the rest of her mobats forth in search of DG.

Wr Steve Mitchell, Craig Van Sickle

Dir Nick Willing

1 - 3 *PART 3*

In the conclusion, DG and the others find a lakeside gazebo where DG is able to summon a magical recording left by her mother, the deposed queen, by skipping a stone across the lake. DG's mother instructs her to go in search of the Gray Gale and the Emerald, seeking Ahamo in the Realm of the Unwanted. Toto reveals that Ahamo is DG's father. Once DG and her companions have departed, Azkadellia arrives in pursuit. She replays the recording just as DG did. As she deliberates, she is addressed by the wicked witch persona within her, and converses aloud with her. The witch promises that she will never abandon her host as her father abandoned her, and Azkadellia goes in search of Ahamo.

Cain exposes Toto as a turncoat, finding the discs he has been using as "bread crumbs" to transmit images back to Azkadellia. Toto explains that for fifteen years, he was imprisoned, but that Azkadellia came to him, offering amnesty if he would spy on DG for her. He agreed to save his life, biding his time for a chance to change loyalties back to DG. Cain and DG are both skeptical, but DG convinces Cain to save his life, saying that "we're all looking for second chances here."

The companions locate a portal in the ground and venture below into a domain of night, where they encounter a dancing fortuneteller. Cain bribes and threatens this mystic until she agrees to arrange a meeting with the Seeker, who can lead them to Ahamo. The fortuneteller betrays them to Zero, leading to the capture of Cain, Glitch, and Raw, while DG and Ahamo escape. The fortuneteller demands a reward for aiding in the capture of the fugitives, but Zero tells his men to kill her instead. He and his contingent march the men towards Azkadellia's tower, but the Longcoats are attacked by resistance fighters en route. One of these is Cain's son, who helps him extract information from Zero, but is appalled that Cain ultimately spares him and locks him inside a suit of armor like the one he was in. "If you haven't got heart, you haven't got anything," Cain tells his son.

While initially furious at her father for abandoning her and her mother, DG learns from him that he has been separated from her mother since she was taken to Earth, because, as he reports, he has been in hiding, preparing for her return. Ahamo reveals that he was swept to the O.Z. by a storm that blew his balloon off course from Nebraska, and met Lavender Eyes when he first arrived. After DG uses her magic to make a compass point to the Gray Gale, Ahamo takes her there in his balloon. Passing through a magical portal, DG finds the mausoleum of Dorothy Gale, her "greatest great-grandmother" and the "first slipper" who traveled from Earth to the O.Z. DG is directly descended via her mother from Dorothy, whose apparition gives her the Emerald, saying, "the Emerald of the Eclipse is in your hands now."

Before DG can escape with it, Azkadellia takes the emerald from her and entombs her in a sarcophagus of green marble within Dorothy's mausoleum. After DG escapes she and her friends are reunited, and make plans to sneak inside Azkadellia's tower. While Glitch, Cain, and Raw attempt to stop the anti-sunseeder, DG goes in search of her sister.

As the eclipse of both suns of the O.Z. nears totality, Azkadellia uses the emerald's power to attempt to lock the eclipse in place, putting the O.Z. under permanent darkness. Princess Azkadellia, possessed by the evil witch, stands in the beams of the eclipse. DG tries to reason with her, encouraging her sister to fight back, invoking her memories of their staunch love, and reminding her of intelligence, compassion, and courage. Finally, Azkadellia clasps hands with DG, who pulls her free of the beam, separating her physical body from the spectral form of the old witch, and taking the emerald she wears with it. Once evicted from Az, the old woman says "Have the little witch! I care not, for the heavens do my bidding!" but realizes that Azkadellia has the emerald and attacks the sisters. Az joins with DG, their combined magic shielding them against the witch's attack until DG's companions are able to reverse the Sun Seeder pulse, causing her to melt.

The royal sisters are reunited with their mother, the queen, and with their father. The O.Z. has been saved from perpetual darkness.

Wr Steve Mitchell, Craig Van Sickle

Dir Nick Willing

TO HUNT A GENIUSAKA: **OKHOTA NA GENIYA**

Mikhail Kovalenko (Dmitri Maryanov) is a journalist who covers criminal themes for a commercial television channel based in Moscow. Very talented in his work, he is charming and successful. His spare time is filled with interesting friends and fulfilling pastimes, when not spent with his beautiful and much beloved girlfriend. When a fellow journalist, environmentalist Bogdan Sokorov, mysteriously dies, Mikhail decides to investigate. He is soon drawn into a plot by a maniacal criminal to kill a famous Ukrainian microbiologist, Dr. Igor Shokhin (Leonid Kulagin), who, while researching ways to combat biological weapons, has discovered how to make the human body immune to all infectious diseases. To save this scientist, Mikhail will need to draw on all the skills and know-how he acquired in the military when he served in a special anti-terrorism unit.

This 16-episode mini-series is based on Russian author Valentine Bardzinsky's novel of the same name, "Okhota na geniya" (To Hunt a Genius)", the first book in his ongoing "Tsenturion (Centurion)" series of crime novels.

Produced by Sergey Sendy k(producer), Original Music by Anatoli Dergachyov, Cinematography by Dmitri Mishin.

WR. Yuri Kuzmenko, Oleg Rempinsky

DIR. Yuri Kuzmenko

EPISODES: 16 **YEAR MADE:** 2006 **COUNTRY:** RUS **SEASONS:** 1

MAKSIMUS, PYRAMID, TELEKOMPANIA NTV

CREATOR: VALENTINE BARDZINSKY

TYPE OF SHOW: MAD SCIENTISTS

FORMAT: MINI-SERIES

LENGTH (MINS): 704 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Russian

SEASON BREAKDOWN: (1) 16

DATE OF PREMIER: 10/05/2006

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Boris Gerashchenko SERGEI AFANSYEV, Tamara Sorokina MARIYA ANIKANOVA, Anya Galkina TATYANA ARNTGOLTS, Dr. Lidiya Shevtsova MARINA GOLUB, Dr. Sergey Butenko MIKHAIL GOREVOY, Lab Assistant Lena ALISA GREBENSHCHYKOVA, Zhanna Streshinskaya ELENA KSENOFONTOVA, Dr. Igor Shokhin LEONID KULAGIN, Sheyla IRINA LATCHINA, Professor Leonid Tsianovskiy ARISTARKH LIVANOV, Pavel Zaslavskiy ANTON MAKARSKY, Mikhail Kovalenko DMITRI MARYANOV, Major Talgat Karimov ALEKSANDR NIKULIN, Viktor Streshinskiy ANDREI SOKOLOV, ALEXANDER YAKOVLEV, Bodyguard Trofim SERGEI YUSHKEVICH.

TOKUSOU SENTAI DEKARENJA

AKA: **INVESTIGATION SQUADRON DETECTIVE RANGER**

AKA: **SPECIAL INVESTIGATION BATTLE TEAM DETECTIVE RANGER**



The story begins when Banban Akaza arrives on Earth. He is transferred to the S.P.D. (Special Police DekaRanger) Earth branch by his commander. By that time, the mysterious intergalactic terrorist organization, Alienizer, turns its destructive attention to Earth, helping the criminals there. It's up to the DekaRangers to stop them and bring them to justice. The SPD of Earth are stationed in the DekaBase under the command of Doggie Kruger

As a person who has viewed the entire Super Sentai series since its inception in 1975, DEKA-RANGER stands as one of the best shows of the sub-genre. From the sharp opening theme song to the charismatic Doggy Kruger (Deka-Master) to the insidious Agent Abrela, this show hits all cylinders in terms of music, acting, storyline, and visual SFX. The fact that the main 5 are top-notch actors helps, along with a great supporting cast, and practical usage of the mecha (giant robots) in the series without going into overkill. For the male fans of the series, the two actresses (Kinoshita Ayumi as Jasmine / Deka-Yellow and Kikuchi Mika as Umeko / Deka-Pink) are quite striking looking and for new starlets, are able to hold their own in scenes requiring skills other than their obvious physical beauty. Forget the Americanized POWER RANGERS S.P.D.--DEKA-RANGER will blow it away.

The footage from the show was used to create Power Rangers: SPD.

Characters

DekaRangers

Banban Akaza (Akaza Banban) / DekaRed : Nickname, "Ban". He was training in space until he was assigned to the Earth Unit. He has a chaotic, but fiercely loyal personality. It took awhile before he gained Hoji's trust. Irritates Hoji by calling him 'aibo', which translates to 'buddy' or 'partner'. He has a special martial arts technique called Juu Kun Do ("Way of the Gun") when he blends his martial arts skills with his gunfire. At the series finale, Banban became the leader of the Fire Squad. In Magiranger vs. Dekaranger, Ban returns to help his old team when Jasmine get kidnapped. He gains a upgrade called the Battle Riser Mode, where Murphy becomes a suit of armor and powerful sword for him to use in the fight. Also, since then, he and Mari Gold are together now.

Houji Tomasu (Tomasu Hōji) / DekaBlue: Nickname, "Hoji". The most professional member of the team, Hoji tends to be arrogant of his skills. He is an excellent sniper with superb accuracy when shooting. He clashed with Ban from the beginning, but it was later revealed that Ban had replaced his commanding officer as DekaRed and Hoji had a hard time accepting it. But he eventually returned Ban's friendship. He has a sister, who gets married later in the series.

Senichi Enari (Enari Senichi) / DekaGreen: Nickname, "Sen-chan". He's the brains of the team with a remarkable ability to think things through. Oddly, he does his best thinking when he's upside down, calling this pose the "Thinking Pose". Has a bit of a crush on Umeko, but doesn't show it outright.

Reimon Marika (Marika Reimon) / DekaYellow : Nickname, "Jasmine". A psychic (ESPer), as she can pick up sensory impressions of others through handling an object or visiting a location her target has touched or been to. Jasmine wears gloves to help control her powers when she doesn't need to use them. She's a calm, collected individual, though in the past considered suicide by letting an Alienizer kill her because of the depression her inability to control her powers had caused. Was rescued and recruited by Doggie. Is tight friends with Umeko, forming an unbeatable tag-team.

Koume Kodou (Kodō Koume) / DekaPink : Nickname, "Umeko". She tends to be a ditz, but has a good heart, and can often bring the team together under the most dire of circumstances with her perkiness. She spends

every moment she can in a bubble bath. While Doggie Krueger is the leader of Earth's DekaRangers, Umeko is the "field leader" (or so she wishes). She is a master of disguise (a trend throughout most pink rangers in sentai).

Tekkan Aira (Aira Tekkan) / DekaBreak : Nickname, "Tetsu". A super elite SPD officer with the gold badge sent to earth to fight the Hell Siblings, an elite group of alienizers who have already destroyed 79 planets, Earth being their next target. An alienizer named Jeaneio killed Tetsu's parents when he was about five years old. Tetsu was raised by the Space Police off-planet. He pilots the DekaBike. His catchphrase is "Nonsense". His fighting style is Seiken Accel Blow ("Justice Fist Acceleration Blow"), a style of Kempo that all elite SPD officers (or "Tokokyou") use when battling very deadly Alienizers and better handling the Bracethrottle.

SPD Staff

Doggie Kruger (Dogī Kurūgā) / DekaMaster : Nickname, "Boss". An alien from the Planet Anubis, he's a member of the Shep-Tribe & the much decorated commander of Earth's SPD unit. He was a legend in his day as a DekaRanger, earning the nick-name "Hell's Guard Dog" (Jigoku no Banken). Doggie is a tough leader and being honorable, he will do anything to save the ones he cares about. He seems to have feelings for his assistant Swan, panicking whenever he hears that Swan has an admirer. He also occasionally assists the DekaRangers as DekaMaster, wielding the powerful D-Sword Vega. In Magiranger vs. Dekaranger, he fought Wolzard for a short time and they were equally matched. His fighting style is of Ginga Ittoryuu or Galaxy Sword and was chosen by his Sensei to learn of the secret technique, Vega Impulse.

Swan Shiratori (Shiratori Suwan) (1-50) / DekaSwan (36): Nickname, "Swan-san". She is Kruger's assistant from the Planet Chiinyo, though Swan herself is half human. She's the one who provides the DekaRangers with their arsenal. Swan can henshin into DekaSwan, although she was only able to do it twice in the series. Her surname is a pun, since it can be translated as "white bird" which fits a swan. She's also a close friend of Miyuki Ozu/MagiMother.

Lisa Teagle (Risa Thīgeru) / DekaBright(40): Referred to as "Chief" by Tetsu. She's a top rank SPD officer with a gold badge like Tetsu from the Planet Lumiere. In fact, she is Tetsu's mentor. She trained Tetsu to be passionless and efficient: the kind of police officer most people think as the "perfect officer". All that was put in jeopardy when he came to Earth. She's on equal ground with Kruger and Swan, and could have taken Tetsu away with her.

Mari Gold (Marī Gōrudo) / DekaGold(Movie): Her nickname is "Marie." Exclusive to the movie, she arrived from Planet Leslie. She pretended the singer Mari Utahime (Utahime, a pun for "song princess"), and had entered an alien's bar. She had feelings for Ban. Her time morphed was very brief, as her SP License malfunctioned. Her name is a play in marigold. Magiranger vs. Dekaranger indicates that she and Ban are now together.

K-9 Unit 'Murphy': Mechanical dog use to track criminals and objects using his enhanced sense of smell. Can move extremely fast, and is loyal to his friends (especially Umeko), often detecting when they're in danger from great distances and running to assist. When given the Key Bone, Murphy transforms into the D-Bazooka, a powerful weapon which can be used by the DekaRangers. Has a tendency to try and show dominance over Doggie by raising his leg and releasing coolant fluid on Kruger's feet. In Magiranger vs. Dekaranger, Murphy becomes a suit of armor for DekaRed in Battlizer Mode.

Director General Horus/Numa O: An alien from Planet Horus, & Supreme-Commander of the entire SPD.
Porupo: Ban's former instructor.

Buntar: An old friend of Kruger's from Planet Torto. He trained the DekaRangers to assume S.W.A.T. Mode.
Gyoku Rou: Ban's predecessor from Planet Leon. He was originally assigned as DekaRed for Earth but then he had an injury saving them. He was later preparing his own team, the Fire Squad, when he returned. By the finale, Ban joined his new team known as "Fire Squad" while Tetsu seemingly took Ban's place on the original DekaRanger team.

Others

Amy (12): Amy is a huge baby who was thought to be lost but was really kidnapped by the Alienizer. Her cries are create shockwaves capable of destroying cities. Also, her species are actually giant creatures; however, use devices to shrink themselves when traveling. In this case, her pacifier was her shrinking device and when she accidentally drops it, she grows into a giant.

Beetonin (18): An Alien from Planet Zoina who crashed landed in Kyoto in the Feudal Era Japan. He was cared for by Ban's ancestor and shinsengumi member, Akaza Banoshin, who taught him the ways of bushido and samurai conduct. Beetonin ended up in present-day Kyoto, confused by the changes and attacking the DekaRangers on assumption that they were invaders thanks to Aburera. In reality, his species ages slower than humans; according to Jasmine, a 60,000 year difference. Fortunately, Ban defeated him with Doggie's D-Sword Bega and Beetonin realized the truth.

Bakuryuu Sentai Abaranger
Mahou Sentai Magiranger

Arsenal

SP Shooter: Each Dekaranger has a SP Shooter, one of the weapons they put on their regular hostlers when not in ranger mode.

D-Whopper: Every Dekaranger has a D-Whopper built into his or her belt buckle to arrest criminals. Tetsu has his own gold colored version of the D-Whopper.

SP Arms: The badges. Divided into SP License (DekaRangers), Master License (DekaMaster), Swan License, & MariGold License. Since the License is a Dekaranger's life, losing it for even a second is a great offense, as told by Kruger in Episode 5, which also humorously demonstrates the impracticality of hand-held Henshin devices.

Change Mode: The "Change" option transforms the DekaRangers into their ranger uniforms or to SWAT mode.

Phone Mode: The "Phone" option serves as basic communication allowing the Rangers to contact each other or the Academy, as well as summon the Pat Machines.

Judgment Mode: The "Judge" option allows the Dekaranger to judge Alienizers from a higher court. If it lands on a blue O, the suspect is innocent and is to be set free. If it lands on a red X, the criminal in question must be "deleted" ("terminated") on the spot.

D01 Magnum & D02 Magnum: DekaRed's personal sidearms, they can function separately or be combined into the Hybrid Magnum which holds great firepower and initiates the attack, Hybrid Charging Shoot.

D-Knuckle: A knuckle weapon which increases an individual's punch.

D-Rods: Baton weapons shaped after jittes. The weapons are used by Hoji and Sen. Hoji's finisher with the weapon is called Blue Finish and Sen's finisher is called Green Cut. When combined with their D-Knuckle, it creates their D-Arms. In this case, Hoji uses the D-Sniper and Sen is equipped with the D-Blaster.

D-Stick: Baton weapons shaped after foils. The weapons are used by Jasmine and Umeko. When combined with their D-Knuckles, it creates their D-Arms, the D-Shot. With the D-Shot, they enable the team up attack, Twin Cam Shot.

BraceThrottle: DekaBreak's personal changer which allows him to change into Dekaranger uniform. When the throttle is turned it enables for DekaBreak to use specialized punch based attacks. Also has a built in Communicator and Judgement Mode functions as well. In given times, the device is also used as a life support system and fire extinguisher. DekaBright has one of her own, although it's design is different.

Throttle Techniques

-Kousoku-ken "Lighting Fist"/Chou Kousoku-ken "Super Lightning Fist": Speed Increase (Tetsu's Technique)

-Goriki-ken Power Fist/Chou Goriki-ken "Super Power Fist": Strength Increase (Tetsu's Technique)*

-Dengeki-Ken "Electro Fist"/Chou Dengeki-ken "Hyper Electro Fist": Electric Shockwave (Tetsu's Technique)

-Shakunetsu-ken "Fire Fist": Fireball Attack (Tetsu's Technique)

-Tatsumaki-ken "Tornado Fist": Cyclone Blast (Tetsu's Technique)

-Funsha-ken "Impulse Fist": Fire Extinguisher (Shared Technique)

-Raigeki-ken Thunder Fist: Electric Punch (Lisa's Technique)

-Bougo-ken "Barrier Fist": Force Field (Lisa's Technique)

Deletion Techniques

-Seikan Accel Blow Ougi Hissatsu-ken "Sonic Hammer": Flying Punch Finisher (Tetsu's Default Deletion Attack)

-Seikan Accel Blow Ougi Kosouku-ken "Lightning Upper": Uppercut Finisher (Active while Tetsu is using "Super Lightning Fist." Used to delete Jeaneio)

-Seikan Accel Blow Ougi Senkou-ken "Plasma Fist": Rushing Punch Finisher (seen in DekaRed vs. DekaBreak)

-Shining Fist: A Rapidfire Punch attack when being launched from the MagiLamp Buster. (seen in Magi vs. Deka)

-Seikan Accel Blow Ougi Shikou-ken "Highest Hammer": Energy Punch Finisher (Lisa's Default Deletion Attack)

D-Sword Vega: A sword wielded by DekaMaster. A sword at first that has metal that is blunted but when DekaMaster activates it, silver metal is revealed. D-Sword Vega has two Judgment finishers.

-Ginga Ittoryuu Ougi "Vega Slash": Powerful slice attack that defeats Alienizers.

-Ginga Ittoryuu Ougi "Vega Tornado": Seen in Episode 22: Mad Brothers. DekaMaster creates a circle with his sword and spins it repeatedly until a tornado is created. The attack is then focused on the opponent with an upward slash, which blows them away.

-Ginga Ittoryuu Ougi "Vega Impulse": Shown in Episode 44: Mortal Campaign. DekaMaster uses this move in which he lifts his sword up and as it goes down, the blade extends slicing his opponent in half and in the process destroys him/her.

D-Revolver: A high-powered beam machine gun that the Dekarangers use when they are in S.W.A.T. Mode. It's power is far greater than the Hybrid Magnum. When used at it's full power it has the ability to delete Alienizers. The Dekarangers also use D-Revolver with the DekaWing Cannon.

DekaVehicles: Vehicles that the Dekarangers use as transportation. Each is named after a certain breed of dog. Machine Doberman: Car used by DekaRed and DekaYellow. Can travel at 500 km/h.

Machine Bull: Car used by DekaGreen and DekaPink. Travels at 350 km/h.

Machine Husky: Motorcycle used by DekaBlue. Travels at 300 km/h.

Machine Boxer: Motorcycle used by DekaBreak. Travels at 330 km/h.

D01 Smasher & D02 Smasher: DekaGold's personal sidearms. It is not clear if the weapons can combine, but the weapons themselves are similar to the D-Magnums, except it cannot combine.

Battle Riser: Exclusive to Magiranger vs. Dekaranger. A weapon provided to him as a member of the Fire Squad. Enables DekaRed to enter "Battle Riser Mode", enhancing his agility and fighting ability to superhuman levels with Murphy transforming into his armor complete with a rocket booster pack, siren lasers, and a flaming sword rifle, which enables the deletion attack.

Mecha

Super Dekaranger Robo: When Dekaranger Robo combines with DekaBike through the Riding Dekaranger Robo formation, it can create the Super Dekaranger Robo. It can use its jet engines to maneuver at superhuman speeds and where it can perform its finisher, Gatling Punch, where it strikes with a variety of high speed punches, and Dynamate Upper, a powerful uppercut punch.

PAT Machines/Dekaranger Robo: The five machines that are dispatched from the DekaBase. They can combine to form Dekaranger Robo, which stands 45 meters tall, weighs in at 4600 tons and power of 15,000,000 hp (11 GW). It carries the Judgement Sword (performs the Flying Crash attack), the GyroWarper (giant handcuffs) & the Signal Cannon (Has normal gun, catch rope, and water cannon functions). Its finisher is where it can use its Signal Cannon at full power for its Justice Flasher attack. Unfortunately, it was destroyed by Abutrex near the finale, but eventually rebuilt to assist the MagiRangers in a fight against two Alienizers and a Hades Beastman.

Pat Striker: Wheeled Police Car - can use it's Stiker arms to manipulate objects and combine with the Judgement Sword to create Driving Sword enabling Pat Striker to destroy Kaijuuki by running into them. Pat Striker becomes Dekaranger Robo's head, main torso, and upper legs.

Pat Gyzer: GyroCopter - armed with the Gyro Vulcan guns and GyroWarper. Pat Gyzer becomes DekaRanger Robo's left foot.

Pat Railer: Armored Trailer - carries the blade of the Judgement Sword and Signal Cannon into battle. Pat Railer becomes DekaRanger Robo's right foot.

Pat Armor: Armored Hovercraft - armed with Light Flash that blinds its target and becomes the handle of the Judgement Sword. Pat Armor becomes DekaRanger Robo's right arm.

Pat Signer: Sign Car - Equipped with a giant version of the Judgement Scanner, which determines if a person is guilty (red X) or innocent (blue O). Pat Signer becomes DekaRanger Robo's left arm.

DekaBike: A giant motorcycle (the first of its kind in Super Sentai history) piloted by DekaBreak. It can also become DekaBike Robo, which possesses two Sleeve Sword jackknives and can initiate its Sword Tornado finishing move. It can be rode on by Dekaranger Robo, known as Riding Dekaranger Robo, where it can use the Dekaranger Robo's Signal Cannon for its Riding Justice Flasher attack and through this formation it can combine with the Dekaranger Robo to form Super Dekaranger Robo. Though DekaBike is never seen flying in Earth's atmosphere, it is capable of interstellar flight, and is used as a means of interstellar transport on several

occasions. It was destroyed in the finale when Tetsu set it to remote control and had it ram into the DekaBase Robo with Agent Aburera at the controls in a kamikaze attack, which only proved to be futile. However, like DekaRanger Robo, it was rebuilt to help the Magirangers in a fight against two Alienizers and a Hades Beastman.

DekaBase: The DekaBase is the primary headquarters for the SPD Earth Branch, and base of operations for Doggie Kruger. But it can transform into a rover vehicle, Dekabase Crawler for mobility and the DekaBase Robo, which is twice the size of its fellow mecha. It uses its Finger Missiles and Knee Brace Beams to attack enemies, and then finish them with its Volcanic Buster attack (the younger Browgul could withstand this attack, however). When the PAT Machines are docked inside it, the DekaBase Robo can achieve 200% of its normal power output.

Blast Buggy: Exclusive to the Dekaranger Movie. One of the remaining Deka vehicles on Planet Leslie that was found and piloted by DekaBreak. Can combine with Dekaranger Robo to create Dekaranger Robo Full Blast Custom. When combined it splits into the Blast Shield and Blast Launcher (Double Barrel Gun). Attacks are Spinning Blast, (planting the shield on the ground to spin around and fire in all directions) and Full Blast Custom finisher (placing the launcher on the shield to fire a supercharged shot).

Patrol Wings/DekaWing Robo: Created by Swan for cases involving aerial and outer space battles, since it is better equipped for midair combat. Designed to be used with the DekaRangers' S.W.A.T. mode. Armed with its two P.A.T. Magnum Guns and can transform into the DekaWing Cannon to finish its opponent.

Patrol Wing 1
Patrol Wing 2
Patrol Wing 3
Patrol Wing 4
Patrol Wing 5

Alienizer

Generic name given to criminal aliens. Take note that normal aliens who are not criminals are just called aliens.

Agent Aburera: An Alienizer agent who came to Earth, offering his services to the alien criminals there. He was rumored to be the first Alienizer to come to Earth. He provides the various types of androids and Kaijuuki, caring about nothing except the money he gets. He can open his cape to reveal bat-like wings, and can transform into and control a flock of alien vampire bats, whose bite can make an alien grow into a rampaging giant. Over time, he starts taking the DekaRangers' interference personally and managed to take Dekabase (via Abutrailer) to use the Dekabase Robo for the purpose of destroying the city, a plan that was revealed to have been in the works since the very beginning of the series. However, he was killed off by the Dekarangers, thus bringing him to justice.

Igaroid: The highest rank out of all the mecha-ningen (robot humans). Uses a sword to attack.

Batsuroid: An android that leads the Anaroids. Can use hand-mounted gun to blast enemies.

Anaroids: Androids that appear from the grenades thrown by a Batsuroid.

Minor Alienizers

Baransu (1): A giant alien who had a bus and it's occupant for ransom when the four DekaRangers arrive at the scene at the beginning of the series. He was easily defeated and arrested. Brought in by four of the PAT Machines.

Don Moyaida (1-2): From Planet Diamante, he was charged with homicide, vehicular homicide, & terrestrial resource burglary. He piloted the Fancrusher and could disguise himself as a human. Killed by DekaRed.

Hell Heaven (3): From Planet Gurowza, He was charged with kidnapping for profit-making & murder in Star-29. Under the employment of Kevekia, he piloted the first version of Devil Capture to distract the DekaRangers. Killed by DekaBlue.

Kevakia (3-4, 28): From Planet Ricomo, he used HellHeaven to keep the DekaRangers from getting in the way of his kidnapping a girl from a rich family for ransom. He was able to digitize himself, traveling the internet to emerge from other computers. He piloted the 2nd version of DevilCapture. Killed by DekarangerRobo.

Beitorun (5, 28): A rhino-like Alienizer from Planet Anri, charged with mass-murder on five planets. Working for Manomarku of Planet Doretoku, he turns humans into a red liquid gasoline for a share in profits his employer is to make. He even committed bank robberies to get the money Manomarku needs to perfect his work. His armored body was hard to penetrate until K9 Unit Murphy came to the rescue. Killed by the D-Bazooka.

Kazas (6, 28): Charged with murder & planet invasion, she and her younger sister Yoshimi were about to steal the Earth's supply of water. But Yoshimi had second thoughts at the last minute and was killed for it. She had another alien, Buraidi, take the blame until Sen-chan uncovered the truth. Like other members of her race, she can use water in various ways like using it to secrete healing liquid from their stalks to heal herself and others

or use high-power water streams she emits to slice through concrete and steel like butter. Killed by the D-Bazooka.

Dagonail (7-8, 28): A 10,708-year old Cthulian, however he acts just like a child. His crime was turning people into dolls. Manipulated a lonely little boy with the power to teleport objects into helping him. He piloted the 34-Embanzu. Killed by DekarangerRobo.

Shake (9-10, 28): Arrested on the charges of mass-murder via explosives, he is a genius bomb manufacturer. He broke out of prison with a bomb. He piloted the 1st version of Shinobi Shadow. Killed by the D-Bazooka.

Gigantes (11): Charged with wide-area homicide, he was an old academy buddy of Houji's named Vino, who retired from the Space Police and reconfigured his body into a gun-for-hire, having grown disenchanted by the life of a Deka and lured into the life of a criminal by the money he was able to earn with his skills. As his name states, he can enlarge himself. Hired by Ben G to assassinate Doggie Kruger. Killed by DekarangerRobo.

Ben G (13, Dekaranger vs. Abaranger): From the Planet Kajimeri, Ben G swore revenge on Kruger for his face being damaged. Charged with mass-murder & infiltrating SPD, he kidnapped Swan as part of his revenge. But this only forced Kruger to assume his role as DekaMaster. He had a Batsuroid pilot the 1st version of Terrible Terror to keep the DekaRangers at bay. Killed by DekaMaster.

Fary (14): From the Crystal Planet, he was charged on counts of burglary & homicide of many SPD officers. As his body could not take sunlight, he was after a mineral called 'Lunar Metal' so he be able to roam freely in daylight. He had a Batsuroid pilot Devil Capture to keep the DekaRangers busy while he obtained his prize and ate it, enabling him to move freely in the light of day. But his victory was short lived as he was soon defeated by the DekaRangers. Killed by the D-Bazooka.

Meteus (15-16): A brutal figure from Titan, who was after a little android girl named Flora in the DekaRanger's custody, so he could use her to control a giant machine monster named Gigas. He used a Batsuroid to pilot the 1st version of Cannon Gladiator and attack the DekaBase while he captured Flora and managed to control Gigas. But he was killed by DekaMaster and Gigas was destroyed by DekaBase Robo.

Gigas (15-16): Killed by DekaBase Robo.

Iaru (17): Charged on medical violations & homicide, he posed as a restaurant patron. His species could grow stronger when drunk. Umeko was able to drink some of Iaru's sake in order to be able to keep up with his movements, but passed out shortly afterwards. Like Giganis and Buraidi, he could enlarge himself. Killed by Dekaranger Robo, with DekaMaster as the replacement driver for Pat Signer.

Jinche (19): Wanted in seven planets on charges of burglary & vandalizing, he tried to escape deletion by switching bodies with Houji in order to take control of DekaBase Robo. Piloted the 2nd version of Shinobi Shadow. Killed by the D-Bazooka.

Baizugoa (20): A destroyer of worlds, he set up a bomb to destroy Earth. Part of his MO was playing a game of 'find the bombs' with the SPD units in the worlds he destroyed, and became infamous because of it. Piloted the 2nd version of Cannon Gladiator. Killed by DekarangerRobo.

Hell's Siblings (21-23): From the Styx Planet, they are wanted on 79 Planets on charges of marauding and murder.

Camille/Succubus (21-23, Dekaranger vs. Abaranger): One of the Hell Siblings, drains the lifeforce out of those she touches. Adopted a human guise called Camille. She first wanted to devour Jasmine, but was interested in the girl's ESP and wanted her as a partner/pet instead. She was the first to pilot the GodPounder robot. Succubus was mortally injured by Blitz during her fight with DekaBreak. Despite her injury, Succubus survived long enough to revive her brother by transferring all the life energy she had absorbed into him.

Bon Goblin (21-22, Dekaranger vs. Abaranger): He is the middle child, the strongest & hungry. He could enlarge himself. Killed by DekaBike Robo.

Blitz (21-23, 28): The eldest brother. He also piloted GodPounder second. Cold and ruthless, he even uses/attacks his younger siblings, not caring if they die or not. Killed by Riding Dekaranger Robo.

Algolians (Movie): They stole a deadly virus that transformed anyone infected into living robotic slaves, in order to sell the vaccine for it at a high price, once they release it. They themselves are living robots, known collectively as "Gas Drinkers".

Volgar: Leader of the Algolians. Piloted KillerTank. Killed by Dekaranger Robo Full Blast Custom.

Brandel: Killed by DekaGreen.

Winsky: Killed by DekaBlue.

Zeen: Killed by DekaYellow & Pink.

Gordom (24): He tricked another alien into holding a city block ransom with a bomb by kidnapping his child and making him believe the DekaRangers did it, allowing him to rob the bank in the confusion. Piloted the 2nd version of Terrible Terror. Killed by DekaBike Robo.

Byooi (25): Killed by Dekaranger Robo & DekaBike Robo.

Durden (26): The owner of an illegal fight club gambling operation who was also selling an illegal steroid, Megagesterine. Killed by Super DekarangerRobo.

Jilvan (26): A huge boxer in the illegal fighting club who had a 2,000 match winning streak. Upon consuming Megagesterine, he bulks up even more with large wing-like horns growing out of his arms and neck. His streak

was ended by Houji, who figured out his weakness.

Biiring (26): Another fighter who took in Megagesterine as well. Fought by Houji & Tetsu. Resembled a giant lizard.

Miribal (27, Dekaranger vs. Abaranger): Murdering thief from Planet 48. He uses wind-based attacks. Had a partner named Niwande who helped him rob criminals to raise money to help orphans, until he got reckless. Killed by Super DekarangerRobo.

Balipen (28): A copycat criminal who not only committed the crimes of Kevakia, Beitorun, Kazas, Dagonail & Shake, but took on their forms as well. He piloted another version of the GodPounder as Blitz and was killed by DekarangerRobo.

Jeaneio (28-29, Dekaranger vs. Abaranger): Charged with taking the freedom of over 1,000,000 people on 124 planets by trapping them in his own mirror world, he abducted all the DekaRangers minus DekaRed & DekaBreak. He had a Batsuroid pilot Megaria in order to abduct DekaRed in DekaBike Robo in a cleverly setup trap. Learning that Jeaneio was the one who killed his parents, Testu avenged their deaths by killing Jeaneio with Lightning Upper.

Kazakku (Dekaranger vs. Abaranger): From Planet Ginjifu. Attempted to build an interdimensional tunnel between his dimension and that of the Abarangers, so that he could resurrect Dezumozorlya. Killed by the team effort of Super Dekaranger Robo & KillerAbarenoh.

Jakkiru (31): An hitman charged with homicide. Hired to assassinate the girl from episode 3-4 by a rival from the girl's family. Killed by Super DekarangerRobo.

Sanoa (32-33): An mass-murderer with ties to the mafia, he took DekaBreak and DekaMaster hostage. Killed by the five Dekarangers with the new S.W.A.T. armor.

Zootaku (32-33): The scatterbrained partner of Sanoa, he was the first to acquire Muscle Gear, a powerful exosuit with the ability to turn its wearer invisible. Killed by the five Dekarangers with the new S.W.A.T. armor.

Ginega (34): A mobster who has command over Decho and Sirogar. His father was a member of the government counsel. Murdered countless innocents via Kaijuukis in a specialized 'game' they set up with a rare jewel. Killed by DekaWing Robo.

Decho (34): Ginega's loyal follower. Killed by DekaWing Robo.

Sirogar (34): A narcissistic follower of Ginega. Killed by DekaWing Robo.

Raja (35): He killed a detective's daughter 13 years ago. He also charged on 103 count of burglary. He piloted the second version of Night Chaser. Killed by DekaWing Robo.

Haimaru (36): He worked with Swan and was jealous when she was chosen for the police scientific criminal investigation laboratory. Created the Frankensaurus which moved with a remote control operated by him. However he was confronted by DekaSwan and she was able to shutdown his dangerous Haimaru reactor after Agent Aburera set it to explode. Afterwards Haimaru wanted to die but Swan stopped him and after a stern lecture from Doggie Kruger, Haimaru was arrested by Tetsu for his crimes.

Claud (37): He was charged on counts of mass murder & inhuman experimentation, taking the nutrients from his victims in order to cure his sister of a deadly disease. He posed as a boy with a flower. Killed by DekaBlue.

Ganjava (38): Charged with burglary and child abduction, killing the child's parents so he could utilize her natural abilities to manipulate locks. Piloted the 4th version of Cannon Gladiator. Killed by S.W.A.T. Mode DekaRed.

Mimi (39): She created a youth potion by stealing young women's souls though their dreams. She targeted Umeko. Mimi piloted the final version of Magaria. Killed by the teamwork of S.W.A.T. Mode DekaYellow and DekaPink.

Korachek (40): An arsonist in 4,103 cases & with 3 charges of planetary incineration. He is of the Pyrians, flame-based beings who sometimes wear protective suits to move freely in places like Earth. The Dekarangers were unaware of this until Tetsu figured out his weakness and was able to strike Korachek with his Super Impulse fist attack. Korachek also has a giant sized version of his suit. His body temperature was 2,500 degrees Celsius and then when he becomes giant, it increases by 500. Killed by DekaWing Robo.

Jingi (41) An assassin who has made more than 1,000 kills in his career. He was hired by Don Blacko to kill Don Byanko, but was insulted by his employer and killed him, as well. Considers his skills far beyond those of a typical killer, and gets murderously angry whenever someone questions or insults his abilities. His chain on his head can send someone to another dimension, what that dimension leads nobody knows. Killed by DekaWing Robo.

Don Byanko (41): A white-tigerish member of the mafia. Rival of that of Don Blacko. Attacked and killed by Jingi.

Don Blacko (41): A catus-like rival member to Don Byanko. He hired Jingi to kill Don Byanko, deleted, as well, by him.

Nikareida (42): Murdered an astronomist and posed as him to help bring the Buragoris to Earth. Destroyed by S.W.A.T mode.

Buragori Bros. (42-43): Two Mecha-size creatures brought up by Nikareida. Not sentient. Was part of a big payroll of Aburera's. The first was destroyed by Super DekaRanger Robo, and the second was destroyed by a group effort of all four Deka Robos.

Biscus (44): Old friend of Kruger's. They trained together, but Biscus was too out of control and likely to

abuse any power he had. Had a sword similar to Kruger's. Showed up on Earth during Christmas to steal Deka badges for Agent Aburera. Killed by DekaMaster's Vega Impulse, a secret technique ironically taught to him by their trainer.

Mashu (46): A con-artist who married 273 times under aliases & killed his wives by using Psycho Mushrooms to manipulate their feelings. He targeted Umeko as his 274th wife. However a suspicious Sen-Chan uncovered his plan and when he confronted Mashu, Mashu's plan was ruined when he unknowingly bragged about his evil intentions in front of her. Killed by S.W.A.T. Mode DekaPink.

Terry-X (47): An alienizer who absorbs the lifeforce of ESPers and turns them into plasma batteries. Was confronted by Hoji and Jasmine a few years back when they were novices and almost killed them (specifically wanting to absorb the lifeforce of Jasmine due to her being an ESPer) but they were rescued by their senior, Gyoku Rou, aka Earth's original DekaRed. This was the fatal accident that paralyzed Gyoku Rou and forced him to retire. Killed by DekaWingRobo.

Jerifesu (48-49): Jellyfish like alienizer who possessed human beings and took control of their bodies.

Possessed Ban, forcing Tetsu to risk Ban's life to get rid of Jerifesu. Was used as a distraction to keep the Dekarangers busy so Abunera could invade the DekaBase. Piloted second version of Million Missile. Killed by Super DekaRangerRobo.

Angol (49): An Alienizer that Abunera broke out to use the Abutrex while Abunera and the others took control of the DekaBase. He was killed by DekaWing Robo (Piloted by DekaBreak).

Uniga, Ganimede & Sukira (49-50): Alienizers that Abunera broke out from prison to help him invade the DekaBase. They managed to take down DekaMaster, but were killed by the assembled Dekarangers. Uniga was killed by DekaYellow and DekaPink, Ganimede was killed by DekaBlue and DekaGreen, and Sukira was killed by DekaBreak.

Biljik (Magiranger vs. Dekaranger): Giant mechanoid from Planet Chigukade. He picked up a restaurant that the Magirangers and Umeko were in and began eating it. Was captured by the Dekarangers' mecha, only to be eliminated by his partner Babon.

Babon (Magiranger vs. Dekaranger): Biljik's partner. He worked with Apollos/Agent X so they can obtain the Heavenly Flower Brooch. He uses missile barrels on his shoulders and an arm mounted blaster. Babon eliminated Biljik for being captured. When the Dekarangers faced Babon, none of their attacks fazed him, because of the Madou circle on his chest, but the Magirangers could damage him and almost killed him, if it weren't for Ban trying to destroy him with his new Battlizer. Babon kidnapped Urara and Jasmine went after him. Babon was going to exchange the girls for for the Brooch, when he fell in love with Hikaru & Tetsu in girls' outfits. He and Apollos piloted Apotrex before its destruction. He was beaten by MagiShine & DekaBreak's "DekaBreak Shining Fist" attack. He and Apollos were killed by a combined team attack that was powered by the Brooch.

Kaijuuki

The robots usually provided by Aburera himself, either the owners pilot them to fight the DekaRangers' robots, or use them as a distraction with help from a Batsuroid. (This is a grand departure from the other Sentai series, and is comparable to the situation in Bioman. In that case, there were no monsters-of-the-week, having instead five and later three recurring human-sized commanders that would pilot different giant-sized robots-of-the-week.) While "Kaiju" is usually taken to mean "strange beast" ("Giant Monster"), the characters for "Kaijuuki" are "strange heavy machine".

Fancrusher (2): Destroyed by DekarangerRobo.

Devil Capture (3-4, 12, 14, 30, 36) Most were destroyed by DekarangerRobo. The final version which was destroyed by Dekaranger Robo and DekaBike Robo was actually being used by Haimaru to gather data on both robots.

34: Embanzu (7-8, 34) Destroyed by DekarangerRobo, DekaWing Robo.

Shinobi Shadow (9-10, 19): Destroyed by DekarangerRobo, DekaBase Robo.

Terrible Terror (13, 24): Destroyed by DekarangerRobo, DekaBike Robo.

Cannon Gladiator (15-16, 20, 31, 38): Swallowed by Gigas, Destroyed by DekarangerRobo, Super DekarangerRobo and DekaBase Robo.

Big Drawer (18, 44): Destroyed by DekaBase Robo.

GodPounder (21, 23, 28): Destroyed by DekarangerRobo & DekaBike Robo.

KillerTank (Movie): Destroyed by DekaRanger Robo Full Blast Custom.

Hunter Jet (25, 46): First version destroyed by DekaBike Robo. Second version disabled by DekaWing Robo (With Umeko detaching Patrol Wing 5 and crashing it into Hunter Jet) and then used by Sen to lure Mashu into his trap, which confirmed his suspicions about Mashu.

Ultimate Devil (26, 34, 41): Destroyed by Super DekarangerRobo, DekaWing Robo.

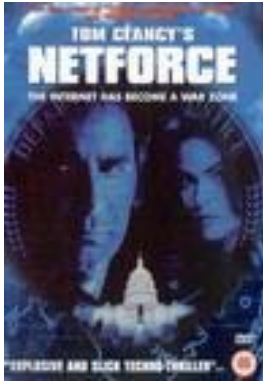
Megaria (29, 39): First version destroyed by DekaBike Robo (Piloted by DekaRed). Second version destroyed by DekaWing Robo (With DekaBreak as the replacement pilot for Patrol Wing 5).

Barettobyuu (Dekaranger vs. Abaranger): Piloted by Kazakku. Destroyed by the teamwork of Super Dekaranger Robo & KillerAbarenoh.

Night Chaser (30, 35): Destroyed by Super DekarangerRobo, and DekaWing Robo.

-
- 1 - 8 *RAINBOW VISION*
 - 1 - 9 *STAKEOUT TROUBLE*
 - 1 - 10 *TRUST ME*
 - 1 - 11 *PRIDE SNIPER*
 - 1 - 12 *BABY-SITTER SYNDROME*
 - 1 - 13 *HIGH NOON DOGFIGHT*
 - 1 - 14 *PLEASE BOSS!*
 - 1 - 15 *ANDROID GIRL*
 - 1 - 16 *GIANT DESTROYER*
 - 1 - 17 *TWIN CAM ANGEL*
 - 1 - 18 *SAMURAI CAM ANGEL*
 - 1 - 19 *FAKE BLUE*
 - 1 - 20 *RUNNING HERO*
 - 1 - 21 *MAD BROTHERS*
 - 1 - 22 *FULL THOTTLE ELITE*
 - 1 - 23 *BRAVE EMOTION*
 - 1 - 24 *CUTIE NEGOTIATOR*
 - 1 - 25 *WITNESS GRANDMA*
 - 1 - 26 *COOL PASSION*
 - 1 - 27 *FUNKY PRISONER*
 - 1 - 28 *ALIENZIER RETURNS*
 - 1 - 29 *MIRROR REVENGER*
 - 1 - 30 *GIRL HAZARD*
 - 1 - 31 *PRINCESS TRAINING*
 - 1 - 32 *DISCIPLINE MARCH*
 - 1 - 33 *SWAT MODE ON*
 - 1 - 34 *CELEB GAME*
 - 1 - 35 *UNSOLVABLE CASE*
 - 1 - 36 *THE MOTHER UNIVERSE*
 - 1 - 37 *HARD BOILED LICENSE*
 - 1 - 38 *CYCLING BOMB*
 - 1 - 39 *REQUIEM WORLD*
 - 1 - 40 *GOLD BADGE EDUCATION*
 - 1 - 41 *TRICK ROOM*
 - 1 - 42 *SKULL TALKING*
 - 1 - 43 *METEOR CATASTROPHIE*
 - 1 - 44 *MORTAL CAMPAIGN*

- 1 - 45 *ACCIDENTAL PRESENT*
- 1 - 46 *PROPOSAL PANIC*
- 1 - 47 *WILD HEART, COOL BRAIN*
- 1 - 48 *FIREBALL SUCCESSION*
- 1 - 49 *DEVIL'S DEKABASE*
- 1 - 50 *FOREVER DEKARANGER*

TOM CLANCY'S NETFORCE

Following the assassination of his mentor, Steve Day (Kristofferson), Alex Michaels (Bakula) assumes command of Netforce - an elite FBI agency created to police the Internet and prevent acts of electronic terrorism. While investigating his predecessor's murder, Michaels learns of a plot to destroy the 'Net and throw the world into complete chaos. As he draws closer to the mastermind behind the scheme, Michaels finds himself marked for death by a lethal assassin.

Former QUANTUM LEAP-er Scott Bakula attempts to prevent a global catastrophe in this hi-tech cyber thriller. Billed as a dangerously believable portrayal of the 21st Century, Netforce is the brainchild of Patriot Games author Tom Clancy, and explores the pitfalls and possibilities of a world dependent on the Internet.

Considering its two-and-a-half hour running time, Netforce wouldn't seem to have a lot of plot to hold viewer's attentions. But the glossy mini-series makes for consistently entertaining viewing, thanks to its intelligent scripting and solid performances, as well as some electrifying set-pieces. Clancy's depiction of the early 21st Century is both thought-provoking and fascinating, while the ever excellent Bakula brings a welcome Human touch to proceedings.

Netforce is not without its bugs, though, Clancy's intriguing hi-tech hi-jinks are weighed down by a routine romantic subplot and cliched Bill Gates-style central villain. And the long-awaited final showdown is nothing short of pure melodrama. Even in a world driven by the Internet, it seems, Soap Opera conventions will still have their place. But despite its shortcomings, techno-philes should feel free to point their browsers to Netforce. For its commentary on the Internet alone.

This mini-series first hit the UK on Rental video, on the 7th July 1999, as a single two-and-a-half hour "movie".

Produced by Dennis E. Doty producer , Peggy Griffin associate producer , Stephen Lofaro associate producer , Steve Pieczenik executive producer , Robert Z. Shapiro associate producer

Original Music by Jeff Rona

Cinematography by David Hennings

Film Editing by Alan L. Shefland

Casting by Penny Ellers

Production Design by Richard B. Lewis

Art Direction by Matthew Ferreira & Francis J. Pezza

Set Decoration by Kristin Peterson

Costume Design by Evelyn Thompson

Makeup Department - Vivian Baker makeup artist: Scott Bakula , Susan Buffington assistant hair stylist , Amanda Carroll makeup artist
Marsha Lewis key hair stylist , Rosalee Riggle key hair stylist

Production Management - Howard P. Alston unit production manager (as Howard Alston) , Dennis A. Brown executive in charge of production
Travis Powell production supervisor

Second Unit Director or Assistant Director - Wally Crowder second unit director , Bob Koziacki second assistant director , Stephen Lofaro first assistant director , Tom Oseransky second assistant director , Carlos Ramirez second second assistant director

Art Department - Jamie Archer construction coordinator , Richard Blankenship construction coordinator , Eve Cauley set decorator: Virginia (as Eve Cauley Turner) , Tommy Estridge property master , Matthew Ferreira set dresser , Richard A. Mazzochi property assistant (as Richard Mazzochi) , Patrick O'Kelly lead scenic , Eloise Crane Stammerjohn lead man , Mark S. Turner head paint foreman

Sound Department - Bill Bell sound editor , Beau Biggart adr mixer , William C. Carruth supervising adr editor , Marc Caruso music editor
 Tim Chilton foley artist , Bob Costanza sound effects editor , Rick Crampton sound editor , Andy D'Addario sound re-recording mixer
 Mike Dickeson sound editor , David C. Eichhorn sound editor , Mark Friedgen sound editor , Tommy Goodwin foley mixer
 G. Michael Graham supervising sound editor , Anton Holden sound editor , Richard Lightstone production sound mixer , Gary Macheel sound editor , Adriane Marfiak sound editor , Jill Schachne foley artist , Richard S. Steele sound editor , Tim Terusa sound editor
 Lou Thomas sound editor , Rusty Tinsley sound editor , Scott A. Tinsley sound editor

Special Effects by Arthur Brewer special effects coordinator (as Art Brewer) , Douglas Calli special effects technician , Bob Shelley special effects coordinator

Visual Effects by Roger Ames Berger visual effects , Grant Boucher visual effects executive producer , Michael Carter digital compositor
 Renee Chamblin compositor , Alan Chan digital effects supervisor: Station X Studios , Paul Conti 24 frame supervisor , Paul Conti computer screen artist , Rick Cortes digital compositor , Anne K. Miller visual effects coordinator , Bryant Reif computer graphics supervisor: Station X Studios , Rick Shick digital compositor , Grant Viklund digital coordinator

Stunts - Shawn Crowder stunts , Wally Crowder stunt coordinator , Scott Leva stunts , Mark Lonsdale stunts

Other crew - Augusta costumer , Amanda Bardin production assistant , Keith Bohanan location manager , Joe Cacciotti assistant location manager , Stephen Collins camera operator: "b" camera , Stephen Collins steadicam operator , Guy D'Alema still photographer , Mark Shane Davis key grip , Dino DeLorenzo assistant editor , James Fischer stand-in: Washington D.C. and Virginia locations , Kevin 'Rambo' Fitzgerald best boy grip , Ian Fox camera operator: "a" camera , Darren Frankel executive in charge of post-production , Don Gillespie payroll accountant , Amy Hansen assistant accountant (as Amy Fishman) , Liz Marks casting: Virginia , Caren Mellman production accountant

Victoria Morgan production coordinator , Carol Ness extras casting: Virginia , Trent Othick production assistant , Jan Powell casting associate , Susana Preston script supervisor , Peggy Pridemore location manager: Washington D.C. , David 'D.R.' Rhineer second assistant camera: "a" camera (as David Rhineer) , Greg Rhineer first assistant camera: "a" camera , Lisa Robertson accounting clerk , Jaci Rohr costume supervisor , Larry Romanoff transportation coordinator , Randolph Rose additional costumer , Ken Roy representative: Central Virginia Film Office , David D. Scott video assist operator , Joel Sinderman assistant location manager , Alex Skvorzov gaffer , Kent D. Smith office production assistant , Kent D. Smith production assistant , Christopher Stark co-production coordinator , Tom Thacker extras casting: Los Angeles , Thomas R. Trigo location manager: Virginia , Michael Vines production assistant , Robyn Williams on-set costumer , Henry Yancey video assist operator , Greg Martin rigger grip (uncredited) , Tom Trigo location manager (uncredited).

Emmy Award

Outstanding Sound Editing for a Miniseries, Movie or a Special - Nominated - "Netforce" (1999) (mini) - Michael Graham (supervising sound editor), William C. Carruth (supervising adr editor), Mark Friedgen (sound editor), Bill Bell (sound editor), Anton Holden (sound editor), Mike Dickeson (sound editor), Scott A. Tinsley (sound editor), Rick Crampton (sound editor), David C. Eichhorn (sound editor), Richard S. Steele (sound editor), Rusty Tinsley (sound editor), Adriane Marfiak (sound editor), Gary Macheel (sound editor), Tim Terusa (sound editor), Lou Thomas (sound editor), Marc Caruso (music editor), Tim Chilton (foley artist), Jill Schachne (foley artist) - For part I. (1999)

WR. Tom Clancy, Steve Pieczenik, Lionel Chetwynd (teleplay)

DIR. Robert Lieberman

EPISODES: 2 **YEAR MADE:** 1999 **COUNTRY:** US **SEASONS:** 1

ABC (AMERICAN BROADCASTING COMPANY)/ TRIMARK PICTURES

CREATOR: TOM CLANCY

TYPE OF SHOW: COMPUTERS

FORMAT: MINI-SERIES

LENGTH (MINS): 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: 01/02/1999

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Alex Michaels SCOTT BAKULA, Steve Day KRIS KRISTOFFERSON, Toni Fiorelli JOANNA GOING, Bo Tyler XANDER BERKELEY, Lowell Davidson BRIAN DENNEHY, Sandra Knight CCH POUNDER, Will Stiles JUDGE REINHOLD, Leong Cheng CARY-HIROYUKI TAGAWA, Megan Michaels CHELSEA FIELD, Col. John Howard STERLING MACER JR., Jay Gridley PAUL HEWITT, FRANK VINCENT, Fox SAM ANDERSON, Susan 'Susie' Michaels ALEXA VEGA, Virtual Prostitute JENNIFER REBECCA BAILEY, Carla GEMMA BARRY, Theresa SUZANNE CARNEY, Larry GIL CATES JR., Marty TODD CATTELL, Guard #2 RODNEY CHOICE, The Selkie ODILE CORSO, Monroe Washington TONY COSBY, 2nd Heavy JOEY DENTE, White House Guard Jansen TONY DEVON, Mary Jo Tripp LYNN FILUSCH, Jerry Plumber RICHARD FULLERTON, Momma RHODA GEMIGNANI, Guard #1 KEVIN GRANTZ, Cabbie CARL JACKSON, Supporting DAVID S. JUNG, Carl Besser ADAM KASSEN, Lionel Lebeaux HARRY KOLLATZ JR., Operator, Prison LANCE LEWMAN, 1st Heavy JAMES MCBRIDE, Nicholas Springer HUGH NEES, Gunny INGO NEUHAUS, Uday Shankar ANJUL NIGAM, Dan Smenkowski JONATHAN ORCUTT, Moe Panzer VICTOR RAIDER-WEXLER, Judge Peters DALE RAOUL, Court Reporter #1 EDWIN A. SANTOS, Fat Lout WAYNE EDWARD SHERWOOD, Nurse MEREDITH STRANGE-BOSTON, Mark Johanson RICK WARNER, Dr. Ulee SAM WELLS, Second Operator BETH WISHNIE, Prison Guard (unseen) (uncredited) RODNEY J. HOBBS, Greg Norville (uncredited) STEPHEN SZIBLER, Secret Service Agent (uncredited) JOSPEH M. WEST JR.

RELATED SHOWS:

QUANTUM LEAP

TOM CORBETT, SPACE CADET



Set in the 24th Century the series dealt with the lives of three cadets: Corbett, Astro and Manning (who was later replaced by Thistle) as they attempted to graduate from the space academy and become members of the prestigious Solar Guards.

Unlike its contemporaries CAPTAIN VIDEO and SPACE PATROL, episodes of Tom Corbett, tended not to involve mad scientists and alien invasions. Rocket expert Wiley Ley was a technical consultant so the series tried to be a bit more scientifically accurate. Tom Corbett episodes tended to deal with survival in outer space and other worlds, battles against ordinary criminals (in space) and conflicts between members of the crew.

Conflicts most often arose between Roger Manning, a braggart bully type, and Astro, a Venusian. Corbett often got between them as a mediator. In the third season of weekly episodes Manning was replaced by T.J. Thistle, a cadet who felt the whole universe was against him since he was shorter than everyone else. The three cadets, under the supervision of Captain Strong, spent time in both the classroom and on real missions of a non critical variety in outer space on board their ship the Polaris. Often times contests would be held between various cadet crews, with rivalries developing between Corbett's group and that headed by Cadet Rattison.

There was probably no introduction more stirring than the one used to introduce the Tom Corbett, Space Cadet shows to its viewers and listeners in the early 1950's. The deep, thrilling tones of Jackson Beck, the catchy marching tune, the quick sharp harmonics of the organ that punctuated the countdown. Tom Corbett, through most of its TV career had it all; good writing, excellent costumes and sets, the best live visuals in television, and a superb cast. Even the original 15 minute format was a plus, building within its limited framework a brisk pace with many sustaining and suspenseful moments.

Corbett, of all the kids space exploration shows has the most unique broadcasting history. It may have been the only TV program to ever broadcast live over all four major networks (Dumont being the fourth). Twice the show went into a hiatus of eleven months and five months, only to come back as strong as ever. Even as late as 1957 the show was again being considered for revival after being off the air for more than 18 months.

The merchandising and ad agencies behind the show certainly were a factor in the success of the show, and indeed the success of the many items of merchandise gave us the pulse of the success of the show. Tom Corbett made inroads into every possible merchandising area imaginable: books, comics, comic strips, toys, premiums, records, games, and other items. Only Captain Video managed to monopolise one area that Tom Corbett didn't reach: the silver screen with the making of the Captain Video twelve chapter serial play.

Yet, strangely enough, the show was probably the most "earthbound" of all the kids space exploration programs. The story editors built the show around situations with which the audience was totally familiar, throwing them in the future and outer space. The crew of the Polaris seldom travelled outside the Solar System, and seldom encountered a true alien being during the five year history of the show. Much of the action centred around problems encountered at the Space Academy, or while in training aboard the Polaris. While in training manoeuvres the Polaris crew might encounter a meteor shower, an engine malfunction, a lost spaceman, a sick crew member, or a rescue mission. Once in a while the crew might struggle against space pirates, claim grabbers, killers, escaped convicts, colony uprisings, and mutinies in outer space. And on occasions the cadets were asked to become a courier service in delivering vaccines, emergency supplies or secret documents to one of the other planets or their satellites.

Some of the best action centred around Space Week, used several times during the series, in which various crews of the Space Academy vied against each other for top honours, and the prestige of being acknowledged as the reigning winners as the best crew at the Academy. Highlighting the contests were races; in outer space, in space suits, or amongst the various vessels, including the Polaris, Vulcan, Ceres, and Pallas crews. The

crew of the Vulcan, headed by Cadet Eric Raddison (Frank Sutton) was a primary advisory of the Polaris crew. Tensions were especially livid between Eric and Roger Manning. Co-ordinated Space manoeuvres were also an opportunity for new encounters in outer space between the Polaris and Vulcan crews, causing some volatile and classic conflicts during the programs too brief history.

The producers readily borrowed their themes from old westerns, and stories of the early pioneers, their subjects were culled from boy's books and magazines, and the movies that the young boys in their audience had favoured for the past 50 years. The Space Academy was a school for young men at about highschool or early college level, a school of the future, and from this point the building of all their story themes were easy; the writers wrote about pioneers, rescue missions, and discovery, and about the problems of young men and their peers in this future world.

I must confess that I've always liked my science fiction full of robots and mutants and aliens of indescribable description, and that is why I enjoyed STAR TREK and STAR WARS, and why I'm enjoying DR. WHO now. And while Tom Corbett was striving away from the above, and toward believability, it still became my favourite show in the early 1950's, and I'm sure it was the characterisation of the shows main actors that did it for me.

The portrayal of Roger Manning by Jan Merlin was powerful and important. When Merlin left the show I felt that it signalled the beginning of the end of the shows success. The schoolyard conflicts between Roger and Astro with Tom acting as mediator was classic, and the kids in the audience related to this more than anything. It was an important piece of today in tomorrow. The character of Roger was an easy reference point for the viewers. He was not unlike the schoolyard bully, the loudmouth, the braggart. But Merlin's interpretation was deeper, for Roger, unlike most bullies and braggarts, was loveable. He was a rogue, always quick to boast of his accomplishments and downgrade those of Tom and Astro, but he was also hiding a soft heart, and a courage that he often tried to disguise with the hard callus of bravado.

As complicated as the Roger character was, the Astro character was deep. Born of terran parents on the planet Venus, Astro comes to earth almost like a stranger in a strange land. Quiet, sometimes brooding, Astro is the anticendant of Spock, lacking only the self-controlled, scientific mind of our half Vulcan friend. The Astro character as portrayed by Al Markim is clearly that of an introvert, a person not always sure of his true worth and talents. Almost humourless, Astrols quick temper would often succumb to the jibes of Roger Manning. Astro was a born engineer, strong, good with his hands, and not always able to handle the harmless repartee of Roger, except with his fists. Except for Roger, Astro would have been the easy going frontiersman, an innocent, not aware of the bullies, tyrants, pranksters, and hoodlums. Astro may have been an alien of sorts, but he, most of all represented us. His role was the one that was easiest for us to associated with, and that was his strength.

And finally there was Tom Corbett as portrayed by Frankie Thomas, probably the most difficult roll of all, and played by a master. Frankie Thomas must have had all the qualities of Tom Corbett, and it was easy to see why he was the star, and why Tom Corbett was the focal point of the show. Corbett was a leader, full of ideas, easy going, smooth, happy, strong, cool, handsome and popular; the kid everyone looked up to. He exuded confidence and leadership. Corbett was the natural pilot of the Polaris, and when it came to book work and execution behind the controls, Corbett had no peers. But occasionally even Roger could get to him, and Tom would blow his stack - er, jets.

Frankie Thomas possessed an extraordinary screen presence. He had all the poise and self confidence of a Gary Cooper, Clark Gable, or Clint Eastwood. He was born to be a leading man, and just as it seemed Basil Rathbone was born to play Sherlock Holmes, Thomas was born to play Corbett, and Corbett would be his most famous roll. Frankie Thomas was never adequately used in Hollywood, though his credentials as a stage star were superior to most who made the jump from the stage to the Hollywood film factories.

Frankie Thomas's movie credits include Tim Tyler's Luck, and several Nancy Drew films. He also appeared in The Major and the Minor, and several "Little Tough Guys" films. When the program moved over to NBC in December 1954 it was without Jan Merlin. He was replaced in the Polaris crew by T.J. Thistle, as portrayed by the talented Jackie Grimes, who had already had a journeyman career in radio and television playing in such shows as Henry Aldrich and Superman. But somehow the Thistle part did not come off as successfully. The basic idea seemed to be that Thistle bore a chip on his shoulder because of his size, and this story idea culminated in the episode entitled "A Mighty Mite", which was the first of the Tom Corbett episodes to become available on video tape.

The Kraft people clearly did not give Corbett the same budget priorities as it did its landmark KRAFT VIDEO THEATER. Use of sets were often minimal, and the series was hurt, I think by a watered down introduction without the use of the talents of Jackson Beck.

The last Tom Corbett show was broadcast on June 25, 1955, and the TV Guide listing for that date indicates that the boys finally graduate from the Space Academy. As yet a kinescope of this show is not available to confirm their graduation, and for all we know "the boys" may still be at the Space Academy struggling through the trials and tribulations of all boys; growing up, becoming men in the last and greatest frontier of all. Frankie Thomas does recall the last line used on the show. When asked by his fellow cadets where they're headed as he rev's up the motors of the Polaris, Tom Answers further than we've ever gone before".

Somewhere in the 24th Century, young Tom Corbett ("Tex" in the novel) entered the Space Academy (of the Interplanetary Patrol, in Colorado, in the novel) along with verbally aggressive pal Roger Manning (Matt in the novel) and cerebral Astro from Venus, with all hoping to graduate to the Solar Guards. Aboard the good spaceship "Polaris" they adventured throughout the solar system, and plot complications were based on the dangers of meteors or radiation rather than mad scientists or evil aliens (a fatal flaw in "Captain Video"). We do know that Program Advisor Willy Ley, a noted ex-German space expert and science writer, brought "hard science fiction" concepts such as asteroid belts, artificial gravity, and anti-matter to the series. I discussed this with Willy Ley when I met him in New York in 1959. We made a \$5 bet, which I promptly lost, but that's another story. The series only lasted three months at CBS probably due to budgetary concerns or disappointing sales of the now-collectable merchandise and moved to a couple of years at ABC. NBC merely aired kinescopes of episodes as a summer replacement for Victor Borge.

The show was televised live, like "CAPTAIN VIDEO" and "BUCK ROGERS", but unlike these competitors, the special effects were also live. Although technically a children's show, this was a high-water mark in television science fiction, and a significant precursor to STAR TREK. The episode guide only includes the episodes which were shown on a weekly basis, since the episode titles for the shows which were shown daily are unknown.

Tom Corbett, Space Cadet had one of the most unusual broadcast histories of any programme in television history. It premiered on CBS on 20 October 1950 as a 15 minute programme broadcast live three times a week on Monday, Wednesday and Friday. At the start of the new year (1951) the show switched over to ABC continuing to be run three times a week until 26th September 1952. Very little information on these episodes is available. Some of these daily episodes were edited into half hour episodes, given new framing footage and run on NBC during the summer of 1951 as a replacement show for Victor Borg.

After an absence from the TV screen for almost a year, Tom Corbett returned in late August of 1953, as a weekly Saturday morning series appearing fortnightly on DTN, these episodes alternated with THE SECRET FILES OF CAPTAIN VIDEO. In May of 1954 the series left DTN only to return to NBC in December as a Saturday morning show. It would remain on NBC with new episodes until its cancellation in June of 1955, the last of the live science fiction shows to leave the air. It is thus one of the few shows to air on four US networks, and the only one to air on two at the same time. In addition to the televised episodes a short lived radio series on the ABC network was also produced, this ran from January to June of 1952.

Tom Corbett differed from the heroes of the other pioneering American space operas in that he was just a cadet, a 24th Century teenager doing the best he could. Loosely adapted from Robert Heinlein's 1948 novel, Space Cadet, the series aired in America from 1950 to 1955, appearing on all four U.S. networks of the day. Like many SF shows of the time, individual episode credits are sketchy at best, however some of the writers are listed below.

Tom Corbett, Space Cadet became one of the most successful of all the science fiction series of early television. Along with Captain Video and Space Patrol, Tom Corbett literally created the "space opera kick," as it was referred to in the 1950s. Based (more or less) on the novel Space Cadet by Robert Heinlein, Tom Corbett was easily the most scientifically accurate of the entries. It was also, unquestionably, the program with the most complicated broadcast history. It premiered on CBS on October 2, 1950; some sources indicate that the series was called Chris Colby, Space Cadet and then Tom Corbett, Space Cadet starting with the second broadcast. The "premiere" episode we viewed, however, does not substantiate this; the "Tom Corbett" name appears to have been in place from the outset. Nonetheless, one immediate change which is documented was a switch in one of the show's lead actors. Michael Harvey had been hired to play the part of Capt. Steve Strong; however, reportedly on the first broadcast, Harvey froze, the terror of every actor performing before a live audience. Harvey was replaced by Edward Bryce, who retained the part throughout the series.

After three months, Tom Corbett, Space Cadet departed CBS for ABC, where it ran from January 1, 1951, to September 26, 1952. During both of these runs, Tom Corbett was presented in a traditional three-times-a-week serial format with plot lines sometime taking weeks to run their course before switching to a new story. In the summer of 1951, NBC elected to air Tom Corbett, Space Cadet as a replacement for The Victor Borge Show, which had gone on summer hiatus. Half hour episodes were created from kinescopes of the ABC serials and new connective scenes were shot of Tom Corbett (Frankie Thomas) tying up loose ends of each

story. NBC's summer version of Tom Corbett ran from July 7, 1951, to September 8, 1951. Meanwhile ABC continued to run its version of Tom Corbett, giving the series the distinction of airing simultaneously on two networks. ABC also generated a radio version of Tom Corbett on its radio network.

The radio series aired from January 1, 1952, to June 26, 1952, included the TV cast and was sponsored by Kellogg's Pep. The familiar voice of Jackson Beck was heard in the announcer's role. The radio version ran in half-hour segments on Tuesdays and Thursdays. Tom Corbett, Space Cadet was one of the few television shows to make the reverse trip to radio. Coincidentally, one of the handful of other shows to make a similar journey was Tom Corbett's chief rival Space Patrol, as well as a short-lived version of the adult science fiction series Tales of Tomorrow. Tom Corbett next turned up on television as a DuMont program, airing every other Saturday from August 29, 1953, to May 22, 1954. During its DuMont stint, Tom Corbett alternated with The Secret Files of Captain Video. The series relied on a 30-minute, self-contained format.

In its final season, Tom Corbett, Space Cadet found itself back on NBC; this time the show was sponsored by Kraft Foods and utilized a 30-minute format. NBC reportedly ran a radio simulcast of the show. This final version ran from December 11, 1954, to June 25, 1955.

The internal format of Tom Corbett remained essentially the same throughout the run of the series, even with the various changes in length, network and sponsor affiliation and the inevitable cast and crew changes. Script editor Albert Aley once described to an interviewer the basic structure of the show:

Put Frank Merriwell in a spacesuit and throw in The Three Musketeers, and you'd be getting at the general idea. Merriwell and his sidekicks operated out of Yale. Corbett and his sidekicks operate out of Spaceport, at Space Academy in the year 2352. Space Academy is the West Point of the Universe. The Universe is at peace in 2352. Space Academy is the instrument of the Solar Guard, the peace-enforcement unit of the Solar Alliance. Earth people have colonised Mars, Venus and Titan, a satellite of Saturn. Tom Corbett, along with two other Space Cadets and an officer of the Solar Guard, takes off in his rocket-powered spaceship, the Polaris, to maintain peace on the colonised planets and to explore the possibility of colonising others.

This working vision of the series, as outlined in an extensive New Yorker piece (March 1, 1952), remained constant throughout the various television and radio incarnations. Tom Corbett deliberately eschewed spectacular and romanticised nonsense and opted instead to create stories fabricated on legitimate scientific possibilities as they might conceivably exist 400 years in the future. Allen Ducovny, who produced Tom Corbett, touted his show's plausibility.

The basic appeal of Tom Corbett is its realism. Our stories are not in the realm of fantasy. The action is within the limits of physical possibility. It has believability. No disintegrate rays. No mad scientists. No lobster men from Neptune. It is our policy to show the process of interplanetary travel, and the conditions on the planets we travel to, as accurately as science can today.

In a sense, the Polaris was a legitimate forerunner of the U.S.S. Enterprise. Not only did the program rely on fundamental science, but the writers were consumed with a healthy interest in creating identifiable characters. Four hundred years in the future, humankind was still grappling with a schizophrenic nature: greed, envy, revenge and the nobler instincts of courage, self sacrifice and commitment to a moral ideal. The crew of the Polaris was led by Tom Corbett, played by Frankie Thomas. Corbett was the ideal against which young viewers could measure themselves. Tom was bright, always prepared to take a chance in a just cause, courageous, willing to face up to mistakes and try to rectify them whenever he could. Corbett also believed in something beyond his own existence. In an age when television was expected to provide healthy role models, Corbett was close to perfect. When Corbett's senior commanders Capt. Strong and Cmdr. Arkwright put in an appearance, it seemed clear that Corbett was destined to go up the ranks just as these veteran officers had done with distinction and honour. And if, from time to time, Corbett seemed a little too much of a good thing—a little too humourless and a little too by-the-book—his team-mates were on hand to provide a humanising relief.

Cadet Roger Manning (Jan Merlin) was arguably the most complex of all the cadets to spend time aboard the Polaris. Superficially at least, Manning appeared to be a big mouth, an opportunist, something of a troublemaker, and prone to cut corners and disobey orders whether it would serve his purposes. Inevitably, Manning's negative attributes would lead the wayward cadet into trouble and his companions would have to help extricate him. Most viewers knew someone like Manning, though as the series progressed Roger's positive qualities slowly manifested themselves in spite of his efforts to appear the cynical, rough-edged character he wanted the world to see.

Manning's courage was never in question, nor was his ability to perform his duties. Whenever one of his companions was in trouble, Roger would use his skill and courage to help solve the problem, while maintaining an outward cynicism to divert attention from his actions. Roger was even known to offer a gruff apology on occasion. Uncomfortable displaying the sorts of qualities inherent in Corbett's makeup, Manning

preferred to deny that he possessed those same selfless qualities. Illustrative of Manning's character is an exchange between Roger and Astro taken from "Operation Starlight." On a planet 100,000,000 years behind earth on the evolutionary scale, the Polaris team meets up with a herd of dinosaurs heading in the boys' direction. Astro has severely sprained his ankle and appears to be doomed:

ASTRO: I'm afraid I'm just so much dead weight.

ROGER: When were you any different, you Venusian ape? But don't worry. Just hang on to Uncle Roger and I'll get you outta this.

The third original Polaris team member was the Venusian, Astro. Astro's desire to serve in the Solar Guard was almost as strong as Corbett's. Astro was the most withdrawn and introspective member of the Polaris unit. Portrayed by Al Markim, Astro was much more an enigma than either Tom or Roger. While Tom and Roger seemed oblivious, if not immune, to self doubt, Astro seemed plagued with introspective questions about his own worth as a cadet. Like his two compatriots, Astro had courage as well as initiative and resourcefulness. However, whenever a script called for one of the Polaris crew to undergo psychological trauma, it was usually Astro who drew the assignment and then had to fight his way back to self-confidence.

Murray Robinson, writing of Tom Corbett in Collier's magazine (January 5, 1952), succinctly defined the appeal of the three cadets: The charm of the Space Cadet show... is the fact that the boys, products of the wonderful twenty-fourth century, still act like American youngsters circa 1951. They squabble, brag, show jealousy and generally behave like typical teenagers.

Other cadets filled in from time to time on board the Polaris, but none had the appeal of the original trio. When Jan Merlin left the series at the end of the 1952 season, he was replaced by Jack Grimes in the role of T.J. Thistle. Thistle was as self-conscious in his way as the withdrawn Venusian. Thistle's small physical stature often haunted the cadet, making him question whether he was up to duty in the Solar Guard. Nonetheless, Thistle's doubts didn't keep him from carrying out his responsibilities as a member of the Polaris crew.

The Tom Corbett writers took the time to nurture the characterisations of the young cadets, a decision which strengthened the series immeasurably and, combined with plots born of careful scientific consideration, produced an entertaining and highly regarded program. When television later turned its back on juvenile science fiction in favour of adult reality based science fiction, it wasn't far-fetched to imagine Tom Corbett having grown up to serve along side Col. McCauley or Dr. Glenn Barton. The same couldn't be said for the Video Ranger, Cadet Happy or Captain Z-RO's protege, Jet.

To insure the "science" aspect of the science fiction in Tom Corbett, the series employed Willy Ley, the noted rocket expert, as a consultant. Ley took his responsibilities seriously, scrutinising each script, frequently requiring revisions whenever writers Jack Weinstock and Willie Gilbert got overzealous and tried to move the series too deep into the quagmire of unsupportable fiction. Ley's behind-the-scenes influence was crucial to the two opening signatures for Tom Corbett, Space Cadet. The signature at top (four frames) was shot entirely on film and used for the first several seasons. The signature at bottom (four frames) featured titles superimposed over film of a V-2 rocket launch, followed by a star background. This signature was used for the last season, which was sponsored by Kraft. series, providing the same kind of legitimacy that Truman Bradley's presence afforded Science Fiction Theatre.

For example, when Weinstock and Gilbert were developing their dinosaur story, they intended to set the Polaris down in a sea of lush green grass. Ley nixed the idea, arguing that a planet 100,000,000 years behind Earth's development would not have green grass. "Green growth came much later in Earth's history," Ley argued.

Another example of Ley's influence on the show was his more or less ongoing argument with the writers over collisions in space. According to Ley at the time. The writers are always wanting their ship to hit something out in space. Thank God I've got them to stop hitting asteroids for a while. The possibilities of a spaceship's encountering an asteroid in its path, you know, are so slight as to be negligible. The writers were overdoing it. They wanted to hit an asteroid practically every week. "Please, boys," I told them. "Only once or twice a year."

During the ABC run of the series, the typical Tom Corbett script began with the outline of an idea between writers Weinstock and Gilbert, who would then submit their concept to producer Allen Ducovny and script editor Albert Aley. Ley then entered the picture to evaluate the scientific merits of the plot and to offer any changes he thought were needed. Weinstock and Gilbert would take a week to turn out their script and it would then be handed over to George Gould, the director of the series. A week later the play would go out live over the ABC hook-up.

Tom Corbett ran until the juvenile science fiction "kick" played itself out. As late as 1957 the series was reportedly being considered for revival. The program's influence on the popular culture of the early and mid-1950s was enormous. Not only had Tom Corbett been a TV and radio series, but also a newspaper comic strip

syndicated in 84 newspapers nation-wide as well as a series of hardback adventure novels published by Grosset and Dunlap. Additionally, the program sponsored dozens of commercial items including lunch boxes, records, space helmets, View-Master sets, electronic walkie-talkies, suspenders, comic books and watches (not to mention the many premium give-aways crafted by the pro-program sponsors). Expressions popularised on the show became integral parts of adolescent speech. Phrases such as "spaceman's luck," "go blow your jets" and "great rings of Saturn" may have confounded segments of the population, but the appeal of Tom Corbett was always to that portion of the public open to possibilities.

Technical Information

FORMAT: Live action adventure series featuring the exploits of Space Cadet Tom Corbett and the crew of the spaceship Polaris as they train for commissions in the Solar Guard.

BROADCAST HISTORY: Networks: CBS (October 2, 1950-December 29, 1950); ABC (January 1, 1951-September 26, 1952); NBC (July 7, 1951-September 8, 1951); DuMont (August 29, 1953-May 22, 1954) and NBC (December 11, 1954-June 25, 1955). Sponsors: Kellogg's Cereals, Red Goose Shoes, John C. Roberts Shoes and Kraft Foods. Seasons: Five. Total Episodes: Unknown (15-minute, black-and-white), 57 (30-minute, black-and-white).

Signature

The opening signature of Tom Corbett, Space Cadet was rewritten when the format and sponsor changed. The most compelling signature came during the initial stage of the series when Kellogg's Pep ("the build-up wheat cereal") sponsored the show and it ran as a 15-minute, three-times-a-week serial. The switch to a 30-minute, self-contained once-a-week format occasioned a more prosaic opening signature.

The 15-minute format featured filmed sequences of rockets lifting off from launching pads. On behalf of Kellogg's Pep, the voice of Jackson Beck invited the audience "to rocket into the future" with Corbett. Frankie Thomas's voice was then heard counting down to blast off. Beck then repeated his sonorous introduction of the name "TOM CORBETT...SPACE CADET!"

The 30-minute format featured an announcer placing the series "in the year 2354 A.D." Like the 15-minute format opener, this signature referred to Corbett's time as "the age of the conquest of space."

Production Staff

Production: Rockhill Productions.

Producers: Allen Ducovny and Albert Aley.

Directors: George Gould and Ralph Ward.

Writers: Jack Weinstock, Willie Gilbert, Albert Aley, Frankie Thomas, Ray Morse, Stu Byrnes, George Lowther, Palmer Thompson, Art Wallace and Richard Jessup.

Assistant Producers: Muriel Maron and Phillip Tantillo

Technical Advisor Willy Ley Technical

Directors Noel Warwick and Fidelis Blunk

Production Assistants Muriel Maron, Phillip Tantillo and Hal Bowden

Senior Technicians Burch Hayden and Phillip Tantillo

Audio Engineer William Woglom, John Goordano and Neal Smith Pideo Al Sielski

Costumes Eddie Taliaferro

Lighting Carl Gaiti and Dick Schmidt

Music Hank Silberg

Scenic Designer Tom Jewett

Sound Effects Agnew Horine

Visual Effects NBC Special Effects.

For many years I believed Tom Corbett was based solely on Robert Heinlein's Space Cadet. A letter dated June 9th, 1977 from the Heinleins confirmed that the book was sold as a TV series in the early 1950's. The similarities of the characters in Space Cadet and the Tom Corbett TV show were reinforced by the Grosset and Dunlap juvenile series published from 1952 to 1956. The books were reissued in many editions up to the early 1960's which resulted in the books becoming most available "resource" to fans. Video's of the shows were almost non-existent.

My research and observations were published in a Tom Corbett fanzine in the 1970's with an article outlining the similarities of RAH's book and the characters in the TV show. Ted Hake published an expanded version of the Heinlein article in his Collectibles Monthly newsletter (Vol 2 No 11/12 April/May 1979).

Life being what it is, this viewpoint was a simplified answer to the real development of the character and not the complete picture. The development of Tom Corbett evolved from at least TWO major sources, Joseph Greene's early radio, comic and TV scripting and Heinlein's influence on the Grosset and Dunlap juvenile series books.

Research by Geoffrey Tolle and others "uncloaked" Joseph Greene's contribution in the development of Tom Corbett. Many of the scripts and story lines of the early Tom Corbett shows were developed from works written by Mr. Greene. The Tom Corbett Timeline that accompanies this page outlines a lot of the early work.

JOSEPH GREENE

Joseph Lawrence Greene was a writer of science fiction, mystery, pulp fiction, newspaper strips, comics, radio and TV scripts. He was associated with many of the Golden Age of comic books, starting in the late thirties, when he was a ghost writer for some of the most famous of comic characters of the era (The Green Lama, Spunky, Golden Lad etc.). He was an editor for Grosset in the sixties (possibly the 1950's), where he worked his way up to managing editor and acting editor-in-chief before leaving the company in 1972. In 1959 he began the Juvenile SF series Dig Allen - Space Explorers for Golden Press. While in semi-retirement during the late '70's and 80's, he independently published almanacs, several about astrology and one called the American Elsewhen Almanac.

Much of what we know of Joseph Greene's work is through the files his son Paul Greene has kept. These serve as the basis of the research along with observations from other sources.

The first appearance of Tom Ranger (future Tom Corbett) was in the form of a January 16, 1946 radio script submitted to Orbit Feature Services Inc. The working title was the Space Cadets whose hero was named Tom Ranger of the Space Cadets.

A Tom Ranger and the Space Cadets newspaper strip was developed for syndication in October 1949. The first two week plot is almost identical to the first few weeks of the Tom Corbett newspaper strip published by the Field Enterprise Syndicate in September 1951. Roger's counterpart, Bruce Howard, tricks Tom Ranger into breaking Academy rules and later gloats over his trick. He is also designated as "senior cadet" of the unit.

All of these elements were pulled together in the first broadcast of the Tom Corbett Show on October 2, 1950. The first draft of the TV Show stars Chris Colby, aka Tom Ranger - changed at the last minute to Tom Corbett, in an adventure with Men from the Darkside (Mercurian Invasion). The same lead story for the 1951 Tom Corbett Space Cadet Newspaper strip and the same story written by Rockhill Radio using characters named in Joseph Greene's 1949 Newspaper strip and The Men from the Darkside. Both of these events link the early concepts of Tom Ranger developed by Joseph Greene and concepts that developed into the Tom Corbett Space Cadet character we remember.

Joseph Greene's Tom Ranger, Space Academy and the "Space Cadets" ideas are early influences of the Tom Corbett TV show. The Grosset and Dunlap books published two years after the first TV show, would be patterned after Heinlein's Space Cadet. The rest is history. Or is it? What other influences have contributed to Tom Corbett? The Academy stands ready to document more.

ADDITIONAL NOTES:

Joseph Greene used an interesting naming nomenclature for his spaceships throughout his works. Tom Ranger's first ship was the Space Arrow from the proposed radio series in 1946 , the Golden Arrow in the proposed 1949 newspaper strip and the Silver Arrow in the first Digby Allen novel FORGOTTEN STAR in 1959. The Silver Arrow was found in the Graveyard of Space, a reference to the early Tom Ranger comic strip. In a discussion on who wrote the Grosset and Dunlap Tom Corbett series, Author Jeff Carver reports that "...Jim Frenkel used to work with Joe Green at G&D, and he swears that Joe Green was Cary Rockwell".

WR. Alebert Aley, Jack Weinstock, Willie Gilbert, Marc Siegel, George Lowther, Frankie Thomas, Ray Morse, Palmer Thompson and Richard Jessup.

DIR. George Gould and Ralph Ward.

EPISODES: 369 **YEAR MADE:** 1950 **COUNTRY:** US **SEASONS:** 5

CBS/ABC/NBC

CREATOR:

TYPE OF SHOW: SPACE **FORMAT:** SERIES

LENGTH (MINS): 15 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 72, (2) 135, (3) 108, (4) 9, (5) 20, (6) 28

DATE OF PREMIER: 02/10/1950 **AIR DATE OF LAST EPISODE** 25/06/1955

SEASON DATE BREAKDOWN:

FILMS:

Tom Corbett FRANKIE THOMAS JR., Cadet Roger Manning JAN MERLIN (1-2), Cadet Astro AL MARKIN, Dr. Joan Dale MARGARET GARLAND, Commander Arkwright (head of the academy) CARTER BLAKE, Captain Steve Strong EDWARD BRYCE , Cadet Alfie Higgins JOHN FIEDLER, Cadet Eric Raddison FRANK SUTTON, Cadet T.J. Thistle JACK GRIMES (3), Captain Steve Strong MICHEAL HARVEY (episode one only), Dr. Joan Gale MARGARET GARLAND.

Books Based on this series.

Stand By For Mars!

Carey Rockwell

1952

RELATED SHOWS:

SPACE PATROL (1950)

STAR TREK

CAPTAIN VIDEO AND HIS VIDEO RANGERS

SECRET FILES OF CAPTAIN VIDEO, THE

- 0 - 0 *THE LOST COLONY OF VENUS (1-9)*
- 0 - 0 *SUMMER SPACE MANEUVERS (1-15)*
- 0 - 0 *THE ASTEROID OF GOLD (1-9)*
- 0 - 0 *OPERATION STARLIGHT (1-6)*
- 0 - 0 *OPERATION MOTHER HEN (1-6)*
- 1 - 1 *SPACE WEEK*
- 1 - 2 *THE MARTIAN REVOLT*
- 1 - 3 *TRIAL IN SPACE*
- 1 - 4 *GRAVEYARD OF THE ROCKETS*
- 1 - 5 *THE ASTERIOD OF DEATH*
- 1 - 6 *THE MYSTERY OF ALKAR*
- 1 - 7 *THE LOST COLONY OF VENUS*
- 1 - 8 *SUMMER SPACE MANUNVERS (1-2)*
- 2 - 1 *THE MILLION DOLLAR PATROL*
- 2 - 2 *TROJAN PLANET*
- 2 - 3 *THE OUTPOST OF DANGER*
- 2 - 4 *TARGET DANGER*
- 2 - 5 *THE MOUNTAINS OF FIRE*
- 2 - 6 *THE GHOST SHIP*
- 2 - 7 *THE BEACON OF DANGER*
- 2 - 8 *SPACESHIP OF DEATH*
- 2 - 9 *THE RAIDERS OF THE ASTEROIDS*
- 2 - 10 *THE PLANET OF DOOM*
- 2 - 11 *CARGO OF DEATH*
- 2 - 12 *THE IRON MAJOR*
- 2 - 13 *THE SPACE PROJECTILE*
- 2 - 14 *RESCUE IN SPACE*
- 2 - 15 *THE EARTH DIGGER*
- 2 - 16 *SPACE STATION OF DANGER*
- 2 - 17 *TREACHERY OF SPACE*

- 2 - 18 *COMET OF DEATH*
- 2 - 19 *DEATH TRAP*
- 2 - 20 *THE RUNAWAY ROCKET*
- 3 - 1 *THE ATOMIC CURTAIN*
- 3 - 2 *ASTRO'S TRIAL*
- 3 - 3 *THE RUNAWAY ASTEROID*
- 3 - 4 *SUIT UP FOR DANGER*
- 3 - 5 *MYSTERY OF THE MOTHBALL FLEET*
- 3 - 6 *THE LIFE RAY*
- 3 - 7 *A MITEY MITE*
- 3 - 8 *ACE OF THE SPACE LANES*
- 3 - 9 *THE ASTEROID STATION*
- 3 - 10 *THE GRAPES OF GANYMEDE*
- 3 - 11 *ASSIGNMENT : MERCURY*
- 3 - 12 *SMUGGLERS OF DEATH*
- 3 - 13 *THE MYSTERY OF THE MISSING MAIL SHIP*
- 3 - 14 *THE GREMLIN IN SPACE*
- 3 - 15 *TERROR IN SPACE*
- 3 - 16 *SPACESHIP OF DANGER*
- 3 - 17 *THE MAGNETIC ASTEROID*
- 3 - 18 *DANGER IN THE ASTEROID BELT*
- 3 - 19 *FALSE ALERT*
- 3 - 20 *PURSUIT OF THE DEEP SPACE PROJETILE*
- 3 - 21 *OUTPOST OF TERROR*
- 3 - 22 *AN EXERCISE FOR DEATH*
- 3 - 23 *AMBUSH IN SPACE*
- 3 - 24 *THE STOWAWAY*
- 3 - 25 *A FIGHT FOR SURVIVAL (aka ASSIGNMENT : SURVIVAL)*
- 3 - 26 *SPACE BLINDNESS*
- 3 - 27 *COMET OF DANGER*
- 3 - 28 *THE FINAL TEST*

card catalog

1 - 5 *THE SYSTEM*

Dewey Decimal Classification System

1 - 6 *INFORMATION QUICK*

encyclopedia; typographical clues

1 - 7 *HIDDEN MEANING*

dictionary; thesaurus

1 - 8 *PREFERENCE OR REFERENCE*

special subject reference sources

1 - 9 *DIRECTION UNKNOWN*

maps; atlases; world almanac

1 - 10 *SOS: SKIM OR SCAN*

skimming; scanning; paraphrasing; taking notes

1 - 11 *GUIDE TO LIGHT*

Reader's Guide; Children's Magazine Guide

1 - 12 *SHOW AND TELL*

audiovisual resources

1 - 13 *FINAL REPORT*

summarizing reports; concluding research; bibliographic sources

TOMMYKNOCKERS,THE



The small town of Haven becomes a hot-bed of inventions all run by a strange green power device. The whole town is digging something up in the woods, and only an alcoholic poet can unfathom the secret of the tommyknockers.

King's standard routine of ancient horror stalking a small town is, for once, given a forthright science-fictional rationale. Thoroughly competent melodrama.

Produced by Jayne Bieber, Original music by Christopher Franke, Cinematography by Dan Burstall & David Eggby, Film Editing by Tod Feuerman, Casting by Judith Holstra. Production Design by Bernard Hides, Art Direction by Dianne Cheek Blasco & Kim Sinclair, Makeup Department - Richard Malzahn (key hair stylist), Maggie Maxwell (makeup supervisor), Marty Wereski (hair stylist - makeup artist).

Production Management - Jane Gilbert (unit production manager), Assistant Director - John Martin (second assistant director), Chris Webb (first assistant director), Sound Department - Myron Nettinga (sound effects editor), Fred Schultz (sound mixer), Special Effects - Tad Pride (visual effects supervisor). Other crew - Virginia Bieneman (script supervisor), Terry Blythe (assistant editor), Lynn-Maree Danzey (music editor), Taryn Dechellis (costume consultant), Marjory Hamlin (production accountant), Maude Heath (key grip), Scot J. Kelly (associate editor), Darrin Keough (first assistant camera), Michael S. Murphy (additional editor), Joan Petch (unit manager), Edgar Rothermich (music producer - music recordist), Jesse Silver (matte artist), Peta Sinclair (assistant costume designer). Caroline Skakel (location manager), Francina Smeets (additional casting), Danny Thompson (gaffer), Dennis Williams (mechanical props supervisor), David Williamson (camera operator). Special effects created by Perpetual Motion Pictures.

Jimmy Smits is hilariously miscast in probably the worse King mini-series to roll down the pike. It's not one of King's better novels, IMO: very preachy, with a unlikeable cast of characters. The movie takes all of this and goes several steps worse. There is the obligatory happy ending (Smits' character doesn't make it like in the novel, but Bobbi survives), the inclusion of some real aliens (the whole point of the novel was that we are the aliens, and we didn't need to see some ancient corpses getting up and walking around), and generally a lot of fore-shortening of the character development of anybody else in the film. If nothing else, King's novel excellently explores the small-town mentality of its Maine inhabitants, but the movie cuts all of that out, giving us the likes of Robert Carradine and Traci Lords instead *sigh*. If you thought the original, non-director's cut version of *Needful Things* was bad, you'll wince at what they do to King's characterizations in *Tommyknockers*.

What could you expect of a 3-hour TV adaptation produced by Konigsberg/Sanitsky Company and helplessly directed by John Power? Right: a total failure. All the writer's characterizations have been killed by Lawrence D. Cohen, who populated his script with cheesy cardboard characters and cheap visual effects. John Power seems to be satisfied with the first result of each episode, because, possibly he thinks that he is a wonderful director. Not at all. I feel like I have been cheated by producers: I have wasted 3 hours of my time watching these *Sleepwalker*-like (check the movie "*Sleepwalkers*", by Stephen King too) aliens, who live in a cheap miniature of a spaceship, deep under the ground. I promise, you won't miss a lot if you just skip that movie.

The *Tommyknockers* has been released in the US on DVD on the 8th September 1998, using 1.33:1 ratio, 30 chapters, 2 sides, surround sound, sub-titles in French and Spanish, in wide screen pan and scan.

Notes : At the time of his performance in *The Tommyknockers* Jimmy Smits was best known for his role as Victor Sifuentes in *LA Law*, a part which he played for six years. More recently he has played Detective Bobby Simone in *NYPD Blue*, a role that lasted for a further four years and won him five Emmy nominations for Outstanding Lead Actor. He will soon be seen in *Star Wars - Episode II: Attack of the Clones* as Senator Bail Organa - Princess Leia's adoptive father.

ROBERT CARRADINE, Marie Brown ANNIE CORLEY, Ev Hillman E.G. MARSHALL, Chaz Stewart
 CHUCK HENRY, Hilly Brown LEON WOODS, Mabel Noyes YVONNE LAWLEY, Elt Barker BILL
 JOHNSON, Barney Applegate JOHN STEEMSON, , Jingles RICK LECKINGER, Benton Rhodes PETER
 ROWLEY, Mr. Arberg JOHN SUMNER, Patricia McCardle ELIZABETH HAWTHORNE, Student
 Bartender CRAIG PARKER, Pearl KAY HELGENBERGER, Neurologist LARRY SANITSKY, Neurologist
 #2 HELEN MEDLYN, Dr. Etheridge JIM MCLARTY, Boy at Vet DANIEL BIEBER, Mr. Allison
 TIMOTHY BARTLETT, Tommyknocker KARYN MALCHUS.

Books Based on this series.

The Tommyknockers

Stephen King

1987

RELATED SHOWS:*STEPHEN KING'S GOLDEN YEARS*

TOMORROW PEOPLE, THE (1973)



The Tomorrow People were completely telepathic, possessed telekinetic powers and had the ability to teleport themselves instantaneously from place to place - a process catchily known as 'jaunting'.

From their secret base - called The Lab - off a disused tunnel of the London Underground, The Tomorrow People looked out for one another's emergence and dedicated their amazing powers to saving mankind and the world from diverse alien threats. In this they were aided by TIM, their talking biotronic computer, and various friends, including Ginge and Lefty, a pair of leather-jacketed motorcyclists.

As the opening story revealed, The Tomorrow People weren't always Homo Superior. They all began as plain Homo Sapiens (affectionately referred to as 'Saps') and the evolution into a Tomorrow Person was called 'breaking out'. You, too, the theory went, could be a latent Homo Superior. Over the series' first eight seasons, Tomorrow People came and went, with departing stars explained away as representing Earth on the Galactic Trig, a kind of huge space complex, staffed by super-intelligent beings from all over the Universe.

The group's leader, John, was the only member to last the series' distance, though Elizabeth (played by black actress Elizabeth Adare) joined in Season Two and stayed to the end. The other longest-serving recruits were Stephen (four seasons) and Mike (five seasons), the latter being played by actor/singer Mike Holoway of the Flintlock pop group.

This 1970s children's adventure series introduced a new breed of youngster - Homo Superior. Described by creator/writer/director Roger Price as the next stage in human evolution.

Produced by Thames Television to fill the vacuum left by ACE OF WANDS, The Tomorrow People was touted in the popular press as ITV's answer to DOCTOR WHO, and though the series spanned six years, its weekday tea time slot meant it never gathered the adult following of the Time Lord. Moreover, what had begun as an intelligent, innovative 'thinking kid's' series declined into increasingly humours action. Strictly for the Saps. A revival of The Tomorrow People was made in 1992, with former Neighbours Star Kristen Schmid in the lead role as Adam.

The Tomorrow People was a children's adventure series about the exploits of a group of young people who were homo superior's- the next step in human evolution. Homo superiors had advanced mental powers such as telekinesis. ESP and teleportation (known as jaunting) that set them apart from normal homo sapiens. Although they have powers which normal people lack, they also lack something that normal people have. Tomorrow People lack the ability to kill another person, even in self defence. The Tomorrow People operated from a secret base in London and aided by their computer TIM they defended the Earth from various mad scientists and would-be alien invaders. They also sought out other Tomorrow People who would gain their next step in evolution when they reached adolescence. The Tomorrow People also became the Earth's representatives in the Galactic Federation - a intergalactic United Nations. The earlier episodes of the series were somewhat more Intellectually written, as the series progressed stories became increasingly juvenile.

The Tomorrow People were repeatedly rerun on the Nickelodeon cable network in the United States in the mid 1980s. The series proved popular enough for Nickelodeon that the network became one of the financial backers of a new series of The Tomorrow People when the series was revived in the 1990s. This new series is chronicled in the next entry.

The producers for the series were Ruth Boswell (Seasons 1-3), Roger Price (Seasons 1 and 4) and Vic Hughes (Seasons 5-8). The script editor for season four was Ruth Boswell and the title was done by Dudley Simpson. From season two onward each episode had its own title, but the stories are known collectively by the titles given here. The shows scientific advisor was Dr. Christopher Evans.

WR. Brain Finch, Roger Price and Jon Watkins. With Roger Price having written most of the episodes.

DIR. Paul Bernard, Roger Price, Stan Woodward, Dennis Kirkland, Vic Hughes, Leon Thau, Richard

Mervyn, Peter Webb, Peter Yolland and Gabrielle Beaumont. Designers for the series were Harry Clark, Michael Minas, Philip Blowers, Peter Elliot, David Richens, Martyn Herbert, Gordon Toms and John Plant.

EPISODES: 68 **YEAR MADE:** 1973 **COUNTRY:** GB **SEASONS:** 8

THAMES TELEVISION PRODUCTION.

CREATOR: ROGER PRICE

TYPE OF SHOW: MANKIND

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 3, (2) 3, (3) 4, (4) 2, (5) 3, (6) 3, (7) 3, (8) 1.

DATE OF PREMIER: 30/04/1973 **AIR DATE OF LAST EPISODE** 29/01/1979

SEASON DATE BREAKDOWN:

FILMS:

John NICHOLAS YOUNG (1-8) , Stephen Jameson PETER VAUGHAN-CLARKE (1-4), Carol SAMMIE WINMILL (1), Kenny STEPHEN SALMON (1), Elizabeth ELIZABETH ADARE (2-8), Tyso Boswell DEAN LAWRENCE (3,4), Mike Bell MIKE HOLOWAY (4-8), Hsiu Tai MISAKO Koba (6-8), Andrew Forbes NIGEL RHODES (7,8), Voice of Tim PHILIP GILBERT, Ginge MICHAEL STANDING (1), Lefty DEREK CREW (1), Prof. Cawstone BRAIN STANION (2-3), Chris Harding CHRISTOPHER CHITTELL (2-3).

Books Based on this series.

The Tomorrow People - Four Into Three	Roger Price	1975
The Tomorrow People - One Law	Roger Price	1976
The Tomorrow People - The Lost Gods, with Hitler's Last Secret and The Thargon Menace	Roger Price	1979
The Tomorrow People - The Visitor	Roger Price & Julian R. Gregory	1973
The Tomorrow People - Three in Three	Roger Price	1974

RELATED SHOWS:

TOMORROW PEOPLE, THE (1992)

1 - 1 *THE SLAVES OF JEDIKIAH (1-5)*

The Tomorrow People - John, Carol and Kenny - have discovered that a teenager called Stephen is about to manifest his powers. They trace him to hospital, where he was taken after collapsing from the shock of his new abilities. Carol teleports into his room to make contact, and begins to teach Stephen how to control his telepathy. They are attacked by Ginge and Lefty, two bikers acting under instruction from the mysterious Jedikiah.

Wr Brian Finch, Roger Price

Dir Paul Bernard

1 - 2 *THE MEDUSA STRAIN (1-4)*

Five hundred years in the future, a spaceship comes across the shape-changing robot Jedikiah, floating in space. The captain, Rabowski, repairs it. In the present day, Stephen is trying unsuccessfully to develop a photograph of something he saw in hyperspace. Carol and Stephen jaunt into hyperspace to see if they can locate anything unusual. Back on the spaceship, Rabowski shows Jedikiah his captive, Peter, whose telepathic abilities are being negated by an alien creature known as a Medusa. Jedikiah tricks Peter into operating Rabowski's Time Key, and they travel back to the Tower of London in the present day, and steal the Crown Jewels. When Carol and Stephen jaunt back to the Lab, they find that everyone is frozen.

Wr Brian Finch, Roger Price

Dir Roger Price

1 - 3 *THE VANISHING EARTH (1-4)*

The Tomorrow People are worried by the dramatic increase in natural disasters on Earth. Ginge and Lefty are in Clacton-on-Sea. Ginge meets a girl named Joy, who runs a Haunted House with a man called Smithers. Ginge is kidnapped by Joy, who is working for a strange hooded figure known as the Spidron. Using a matter transporter, Ginge is transported to Spidron's lair, where he is brainwashed and put to work mining for valuable minerals.

Wr Brian Finch, Roger Price

Dir Paul Bernard

2 - 1 *THE BLUE AND THE GREEN (1-5)*

Stephen's classmate, Robert, paints an accurate picture of Rexal 4, an alien world. Recognising it from his travels, Stephen tells John and Tim, and mentions that he thinks his teacher, Elizabeth, is breaking-

out. The following day, Elizabeth witnesses Stephen in the act of jaunting home and hears him telepathically talking to John and Tim, but is convinced that it is a trick. The next day Robert's picture 4 has changed from a bright, sunny landscape to a dark and stormy picture. Investigating back at the Lab, John and Tim find similar instances of pictures that change, causing serious disturbances amongst schoolchildren. Stephen witnesses aggressive behaviour amongst his schoolmates. He takes John to meet Elizabeth, but she refuses to believe him and tries to leave, but as John jaunts in front of her to stop her, it triggers her breaking-out. She tries to run away again, but Stephen jaunts right in front of her. She panics and jaunts away, out of control.

Wr Roger Price

Dir Roger Price

2 - 2 *A RIFT IN TIME (1-4)*

John and Stephen both share strange dreams of Peter, the Time Guardian, running through a forest, and showing them a vase. The two of them look through thousands of pictures of vases, eventually finding Peter's, which is owned by Professor Cawston, and looked after by Professor Garner. Stephen tricks Professor Gamer into bringing the vase to him. He grabs its lid, and jaunts back to the Lab with it. The lid has strange markings which are designs for a Neutron Interton. The Tomorrow People build the device: a small disc. Nothing happens when Chris and Elizabeth pick it up, but when Stephen picks it up he disappears.

Wr Roger Price

Dir Darrol Blake

2 - 3 *THE DOOMSDAY MEN (1-4)*

Stephen goes under-cover to investigate a military organisation called the "Doomsday Men". The leader's grandson attends Glen College, which Stephen discovers is a training ground for Doomsday Men, and that its head, General McLelland, is planning a suicide mission. After Stephen is asked to join the organisation by Douglas, he discovers that the mission, "Operation Silver Thread", is to prevent the signing of a peace treaty. Stephen is summoned to the gym, where he has to fight several boys with a sabre.

Wr Roger Price

Dir Roger Price

3 - 1 *SECRET WEAPON (1-4)*

Prof. Cawston discovers that a gypsy boy named Tyso is about to break-out, and arranges to show him to the military. While attempting to contact Tyso, Stephen sees through his eyes, and recognises Cawston. He jaunts to the professor's office, but he refuses to help. Later, at the demonstration, Tyso's powers are watched by Col. Masters and Tricia Conway. Prof. Cawston subsequently contacts the Tomorrow People, telling them that Tyso had disappeared. John, Stephen and Elizabeth jaunt to Tyso's caravan, where they are told by Tyso's mother that his father had sold him to Col. Masters. The trio then arrive at Cawston's office, where the professor tells them that the colonel wanted him to join his research group. However, Trish, a telepath, has read the professor's mind and warned Masters about Stephen and Elizabeth. John realises that they must find Tyso within two to three days, otherwise the strain of breaking-out will kill him.

3 - 2 *WORLDS AWAY (1-3)*

Ambassador Timus Irnok Mosta visits the Tomorrow People in their Lab, and asks for their help. He takes John and Elizabeth to the Great Pyramid of Chaeops in Egypt, and tells them that the pyramids were built by the alien Kulthan. Hidden behind a secret panel is a Psi-Damping transmitter, used to prevent telepathic abilities operating on Earth. Timus asks the Tomorrow People to travel the planet Peeri, to deactivate the Psi Damping Transmitter there, and to persuade the Kulthan to leave. Unlike standard Galactic Agents, the Tomorrow People are not reliant on their telepathic powers, and are perfect for the mission. Arriving on Peeri, John, Stephen, Elizabeth and Tyso set up base in a cave used by Tikno, one of Mosta's clone brothers. They rescue a girl, Lenda, from a hunt, but Tyso gets his foot stuck in a man-trap, and some hunters approach.

3 - 3 *A MAN FOR EMILY (1-3)*

A spaceship arrives in orbit around the Earth, containing the Momma, Emily and Elmer, members of a matriarchal society. Based on television signals, they believe that Earth is like a wild west film. Tim tracks the ship into orbit, and John and Elizabeth jaunt near to it to investigate. The Momma tells Elmer to go to Earth to get fresh food supplies. When the Ship stuns and captures Elizabeth, John jaunts back to the Lab. Elizabeth awakens, and is accepted as an equal by the Momma and Emily. On Earth, shoots a shopkeeper when he is collecting food. Tim intercepts police reports, and Stephen jaunts to the shop, using his telekinesis to heal the proprietor. Elmer finds a pub, treating it like a western saloon. Elizabeth discovers that Elmer must return to his place of arrival, where the doozlum pin is located; she also finds

out that the Ship controls the people on board. John and Stephen jaunt to the pub, but are unable to transport Elmer away, and the police arrive.

Wr Roger Price

Dir Stan Woodward

3 - 4 *THE REVENGE OF JEDIKIAH (1-3)*

Jedikiah, a shape-changing android believed to have been destroyed, was rescued and sent to ancient Egypt by an alien race. He was placed in a tomb and remained there for 500 years until it was reopened by Professor Cawston and Professor Johnston. Freed Jedikiah has one thing on his mind: revenge on the Tomorrow People.

Wr Roger Price

Dir Vic Hughes

4 - 1 *ONE LAW (1-3)*

Mike, a new Tomorrow Person, uses his telekinesis to open a neighbour's door. Meanwhile, John, Stephen, Elizabeth and Tyso return from the Galactic Trig, arriving in a dusty and cobweb-covered Lab. Mike's neighbour, Mister O'Reilly, is visited by two heavies, Two Tone and Slow, who want money that O'Reilly owes from gambling at Lord Dunning's betting shops. Unable to pay, O'Reilly tells them about Mike's ability to open locks; he brings Mike to meet them, and they trick him into showing his power, and then blackmail him into helping them break into the National Victoria Bank. After opening the locks and overriding the alarm systems. Mike tricks the heavies, locking them in the vault. His laughter is heard telepathically by John, Elizabeth and Stephen, who decide not to contact him in order to reduce the problems of breaking-out. A police inspector, Burke, releases Two Tone and Slow, but they refuse to talk. The next day O'Reilly asks Mike to his flat, as Lord Dunning wants to meet him.

4 - 2 *INTO THE UNKNOWN (1-4)*

When Tim detects a signal from a drifting shuttlecraft, John and Stephen investigate and find a young humanoid alien called Kwaan. They take him to the Lab, where he tells them that he left the Father-ship to get help from his home-world of Regiorra. Kwaan communicates with the planet's ruler, Tirayaan, who sends power to the shuttlecraft. Mike, John, Stephen and Kwaan return to the shuttlecraft, but it has drifted too far off-course and Kwaan will be unable to return to Regoraa, and so he decides to return to the Father-ship, which is trapped near a hole in space. As they approach the Father-ship the Tomorrow People lose communication with Tim and Elizabeth, and are unable to jaunt due a force-field.

5 - 1 *THE DIRTIEST BUSINESS (1-2)*

After an attack on the lab by the SIS, Mike tries to help a girl who may become a Tomorrow Person escape from the KGB.

5 - 2 *A MUCH NEEDED HOLIDAY (1-2)*

After the Death of Pavla, the Tomorrow People decide to go on holiday, so Timus sends them to do an archeological dig on the planet Galia. There they run across two escaped slave boys.

5 - 3 *THE HEART OF SOGGUTH (1-2)*

After Mike's band, 'The Fresh Hearts' plays at a gig, a man named Jake asks Elizabeth if he could become the band's manager. This offer excites the band, but Elizabeth thinks that Jake is a cheat and a fraud. At a rehearsal Jake asks Mike to play his drums to the special rhythm on a metronome, but the cleaner working in the room starts to act very strangely, and has to be taken outside to recover. Jake says it is their music that affected her, and arranges for music television producer Mike Harding to watch the band play that evening. Harding is impressed, and arranges for them to play live on television. Elizabeth discovers that Jake is actually Professor James Marsden, leader of a religious sect known as the Hearts of Sogguth. She persuades John of infiltrate the group, and he is initiated into them, but thinks they are harmless. Jake gives Mike the Heart of Sogguth drum to play, but warns him not to play the special rhythm. Elizabeth takes John to watch the Mike's band play at the disco, and they are introduced as the Hearts of Sogguth by Jake. Mike plays the drum to the special rhythm affecting everyone in the room except for Elizabeth. She jaunts onto the stage and stops Mike, but then finds that John is acting very strangely. Elizabeth jaunts back to the Lab, telling Tim that she thinks that John and Mike are under someone's control.

6 - 1 *THE LOST GUARDS (1-2)*

John lets Mike take his first solo glider flight, but while in the air a girl, Hsui Tai, contacts him telepathically, and he loses control of the glider. Just in time, John manages to jaunt inside the glider and regains control. Hsui Tai tells Matsu Tan, a Shansu monk, that she believes Mike to be the lost god Kishnu. After Tim is unable to find a reason for Mike's blackout, Elizabeth contacts John and Mike while on a mission for the Galactic Federation. Matsu Tan and the Sage discuss Hsui Tai's contact with Kishnu, and decide that he must be found so he can be 're-born'. John lets Mike take another solo flight, and Hsui

Tai tries to contact 'Kishnu' again; Mike manages to keep control and lands safely, and remembers the names 'Hsui Tai' and 'Kishnu'; he and John are convinced that Hsui Tai is a Tomorrow Person, and Tim finds some newspaper articles featuring the names, and claims that the Shansu sect kill the 'Child Gods' when they reach maturity so that they can be re-born into a new body. John and Mike try unsuccessfully to make contact with Hsui Tai, who, meanwhile, is told by Matsu Tan that it is time for her re-birth. John and Mike attempt to reproduce the conditions when Hsui Tai first made contact by flying John's glider again, but the weather conditions are too dangerous. Mike sneaks back to the glider and tries a solo flight, just as the ceremony of Hsui Tai's re-birth begins; she makes contact with Mike and he loses control of the glider, crashing it.

6 - 2 *HITLER'S LAST SECRET (1-2)*

The driver of an army Major knocks down and kills a young boy who looks fourteen years old and wears a Nazi uniform. In the Lab, John shows Hsui Tai a baby rat that is over seven years old - they normally only live to three or four - and explains that he is repeating an experiment the Americans tried, which stopped the aging process before maturity, causing the normal repair processes to work more efficiently, and giving the subject longer life. Tim shows them film of Adolf Hitler inspecting the laboratory of Professor Friedl, who was carrying out the same experiments in the 1940's. Mike arrives wearing parts of an SS uniform, which John tells him in disgust to take off before going out. Meanwhile, in an SS bunker, leader Karl Brandt gives a speech to his cadets in order boost their morale following the escape of one of their number; the cadets have been in the bunker for thirty-three years, since the defeat of Germany at the end of the Second World War. The cadets look after the sleepers, people held in suspended animation. Mike goes to a cafe without his uniform, but three youths wearing SS uniforms and calling themselves 'Storm Troopers' attack him for being in their meeting place. Mike returns with a black eye to the Lab, where John tells him that there were gangs of young people all over the world who have developed a fascination for Nazi uniforms. One of the SS cadets finds some fluid leaking from the suspended animation equipment, and the inside person is dead. Tim receives a call on the special telephone line from Major Hughes of the SIS Special Squad, and John sends him a matter transporter to bring him to the Lab. The Major tells them about the boy being killed: German records show that he was born in 1930, and should have been forty-seven, and he also appeared in the film of Hitler Tim showed earlier. In the bunker, Karl decides to wake up Professor Friedl to ask his advice. Mike returns in uniform to the café, where the 'Storm Troopers' are better disposed to him, telling him that they believe that Hitler is not dead, and will return to lead them. Back at the Lab, John tells Mike that Hitler is actually a shape-changing alien criminal called Neebor, who is on the run from the Galactic Federation. Meanwhile, the SS cadets bring 'Hitler' out of suspended animation.

6 - 3 *THE THARGON MENACE (1-2)*

When a small spaceship crashes into the Pacific Ocean region on Earth it causes an Earthquake, which is felt in the Tomorrow People's Lab. The spaceship is piloted by two Thargons, Flynn and Sula, who have escaped from the fleet's main 'Thick Ship' in a short-range 'Slim Ship', which they have deliberately crashed into the Earth in order to bury it, and so escape detection from space. Believing the crash to have been caused by a meteorite, Tim traces the impact point to the island of Tarpin, part of the Melosean chain of islands. Mike and Hsui Tai jaunt to the island, but when Flynn and Sula decide to raise the ship to the surface, Hsui Tai is blinded by the engines. Back at the Lab, John repairs Hsui Tai's eyes. A military airplane spots the 'Slim Ship', and its pilot reports back to the dictator General Papa Minn, who orders Major Marcos to investigate with troops. John, Mike and Hsui Tai return to the island and meet Flynn, Sula and Thing, the ship's computer, and are told by the aliens that they are on the run from the ruthless Thargon Overlords for opposing the massacre of their slaves. Flynn warns the Tomorrow People that the Thargon Overlords will destroy the Earth when they find Flynn and Sula there.

7 - 1 *CASTLE OF FEAR (1-2)*

At a hotel near Loch Ness, the barman, Angus MacDuff sees a ghost. At the same time, the Tomorrow People see the ghost in their dreams, and think it may be another Homo Superior attempting to communicate. At the Forbes hotel, the proprietor's son Andrew suggests to his father, Bruce that they advertise the place as haunted, and he shows him that he can create a ghost. But Bruce thinks that the ghosts are the Devil's work, and warns Andrew not to make them again. Andrew talks to some American researchers, lead by Dr. Gail Mayer, who are staying at the hotel while they look for the Loch Ness Monster. Andrew creates an illusion of the Monster in the Loch in front of the researchers; the image is also seen by John, Elizabeth, Mike and Hsui Tai. The researchers are very excited and contact the media. The Tomorrow People see the reports, and theorise that a member of the Loch Ness research team may be breaking out and telepathically transmitting images. John, Elizabeth, Mike and Hsui Tai jaunt to the hotel. Bruce is furious when he finds out about his son's creation of the monster, and locks the boy in the cellar.

7 - 2 *ACHILLES HEEL (1-2)*

A pair of odd aliens arrive on Earth with the purpose of mining a rare mineral, which can suppress

telepathic powers

Wr Roger Price

Dir Gabrielle Beaumont

7 - 3 *THE LIVING SKINS (1-2)*

The Ballboids have come to Earth, and are disguising themselves as trendy jumpsuits. The harmless fashion is really their way of easily taking over the minds and bodies of the Earth's population.

Wr Roger Price

Dir Stan Hughes

8 - 1 *WAR OF THE EMPIRES (1-4)*

Elizabeth and Timus are negotiating with a representative of the Sorsons - a race of advanced non-humanoid aliens - to try to end the war between them and the Thargons, but their attempts are unsuccessful. Elizabeth contacts the Lab and tells her fellow Tomorrow People that the Galactic Federation is powerless to prevent the Sorsons and Thargons entering Earth's area of closed space. After the Sorsons land on the moon and begin construction of a base, the President of the United States of America sends a space-shuttle to investigate. Tim detects the arrival of the Sorson and Thargon spaceships, and John and Mike decide to jaunt up to try to stop any fighting; but the battle begins before they can act, and the American space-shuttle is caught in the middle. John and Mike save the crewmen, Evans and Ricardo, by using matter transporters to send them back to their base; however, despite contacting both fleets, they are unable to prevent the battle from ending.

Wr Roger Price

Dir Vic Hughes

TOMORROW PEOPLE,THE (1992)

Like the old series, the new one was about a group of young people who were part of the next step in human evolution. They had a variety of telepathic powers including telepathy, teleportation and the ability to sense when one of their team was in danger. One of the Tomorrow People, Megabyte, also possessed a power that the others either did not have or did not use: telekinesis. Megabyte's telekinesis was limited to only working on computers. They also possessed the inability to kill another person, even as an act of self defence. The Tomorrow People banded together and used their powers to better mankind. Most often they wended up saving the world from some mad scientist or would-be megalomaniac who wanted to take over the world.

The new Tomorrow People had their base of operations in an alien spaceship which was on an uncharted island somewhere in the Pacific. No explanation was given as to how the spaceship arrived on the island or how the Tomorrow People knew of its existence. The head of the new team was Adam Neuman, who was much more easy going than his predecessor on the original series. Adam was portrayed by Kristian Schmid, Kristian had become quite familiar to British audiences as a regular on the Australian soap opera Neighbours.

The Tomorrow People, is a revival of the 1970s British series of the same name about a group of youth with abilities normal people do not have. Roger Price, who created the original was involved in the first two years of the new version. The revival has been updated for the 1990s. The new version was produced in Britain like the original, however the new one was an American co-production with the American cable network Nickelodeon which had continuously re run the original series during the 1980s.

The producer for the series was Roger Damon Price and Alan Horrox (Season Two & Three), executive producer was Alan Horrox. Lee Pressman and Grant Cathro are well known to children's TV series having created MIKE AND ANGELO, and Pressman created DELTA WAVE, Roger "Damon" Price, did off course create the original TOMORROW PEOPLE. The designers for the series were Mark Tidesley and Jon Henson. A number of famous actors appeared in the show which were Christopher Lee and Danny John Jules (star of RED DWARF). The theme for the show was created by Tim Pitt and Bobby Boughton for season one and Andrew Philips for seasons two and three.

All of the new series apart from the Tomorrow People's spaceship HQ, is filmed on location. This sets it apart from the 1970s series which was largely a studio show. Even the characters' houses are real, and not studio sets. For example, Lucy's house is really where one of the writers lives.

WR. Ron Oliver, Alex Horrox, Vivianne Albertine, Niall Leonard, Roger Gartland and Crispin Reece.

DIR. Roger Damon Price, Lee Pressman and Grant Cathro.

EPISODES: 25 **YEAR MADE:** 1992 **COUNTRY:** GB **SEASONS:** 3

A TETRA FILMS PRODUCTION IN ASSOCIATION WITH REEVES ENTERTAINMENT FOR THAMES TELEVISION AND NICKELODEON /A TETRA FILMS PRODUCTION IN ASSOCIATION WITH THAMES TELEVISION AND NICKELODEON (season 3).

CREATOR: ROGER DAMON PRICE

TYPE OF SHOW: MANKIND

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 1, (2) 2, (3) 2.

DATE OF PREMIER: 18/11/1992 **AIR DATE OF LAST EPISODE** 08/02/1995

SEASON DATE BREAKDOWN:

FILMS:

Adam KRISTIAN SCHMID, Lisa KRISTEN ARIZA, Kevin ADAM PEARCE (1,2), Megabyte CHRISTIAN TESSIER, Ami Jackson NAOMI HARRIS (2,3), Jade Weston ALEXANDRA MILMAN (3).

Books Based on this series.

The Tomorrow People - Monsoon Man

The Tomorrow People - The Living Stones

Nigel Robinson

1996

The Tomorrow People - The Rameses Connection

Nigel Robinson

1996

RELATED SHOWS:*TOMORROW PEOPLE,THE (1973)*1 - 1 *THE TOMORROW PEOPLE (1-5)*

An Australian boy named Adam suddenly teleports to an island where he finds a space ship buried underneath the sand. He is join by an American black girl, Lisa, who also teleported after appearing on stage in a talent show. They both enter the ship after falling inside a door, while exploring the outer level. They are scared, yet shocked at each other by knowing each others name. They are joined by a third boy, Kevin, after waking up saying Lisa's name. Lisa and Adam notice the mysterious boy, but he teleports back to his home, all drenched with water.

The next day, Lisa and Adam explore the ship. Kevin and his cousin, Megabyte, are riding the bus home when Kevin suddenly has another incident of his act of disappearing when two bullies are picking on him up in a bus.

Wr Roger Price**Dir** Roger Price2 - 1 *THE CULEX EXPERIMENT (1-5)*

Dr. Culex and her two workers are working a type of bug that can kill anyone by simply stinging them. They test it out on a man, but while he is being taken away, Kevin spots them. Dr Culex decides that Kevin has seen too much, and as Kevin tries to dial 999 in a phone booth, he gets stung by the mosquito creature and falls into a coma. While Kevin is in hospital, Adam and Megabyte meet a girl called Ami who has knowledge through telekinesis of what happened to Kevin, and is revealed to be a Tomorrow Person.

Wr Lee Pressman, Grant Cathro**Dir** Alan Horrox2 - 2 *MONSOON MAN (1-5)*

Prof. Middlemass is an evil professor who wants to control all the weather in the world in order to kill everyone farm crops so everyone will have to buy food from him.

Wr Lee Pressman, Grant Cathro**Dir** Niall Leonard3 - 1 *THE RAMESES CONNECTION (1-5)*

A precious stone is stolen from the Egyptian wing of a museum in London. The Tomorrow People learn that the stone is part of an ancient ritual that will destroy the planet if they don't stop it!

Wr Grant Cathro**Dir** Roger Gartland3 - 2 *THE LIVING STONES (1-5)***Wr** Lee Pressman**Dir** Crispin Reece

TORCHWOOD



Captain Jack Harkness, the former Time Agent and con man from the 51st century last seen traveling with the Doctor (from the series *Doctor Who* (2005)), ventures to early 21st century Cardiff. There, he becomes a member of Torchwood Institute, a renegade criminal investigation group founded by Queen Victoria to battle hostile extraterrestrial and supernatural threats.

Whilst investigating a murder, they use a special glove from an alien world designed to revive dead people, unknown to them however a police officer, Gwen Harper has been observing the team and she soon discovers that some very strange things are going on around this team known as Torchwood. She investigates and finds the headquarters of Torchwood, and eventually Jack asks Gwen to stay and work for the team, after he realises that they have forgotten what it take to be human.

Throughout the second season of the new *Doctor Who* series, a plotline developed along the lines a mysterious group called Torchwood based on Earth. And so the the second spin-off from *Doctor Who* was born (the first being the 1 episode series of *K9 and Company*). The idea of a mysterious organisation based on Earth investgates strange and alien goings on, is not new to *Doctor Who*, in fact the idea is properly a direct rip-off of U.N.I.T. that featured in many of the 1960s and 1970s *Doctor Who* episodes.

"Torchwood is a British sci-fi paranoid thriller, a cop show with a sense of humour," says Davies.

"It's dark, wild and sexy, it's the *X Files* meets *This Life*. It's a stand-alone series for adult audiences which will have its own unique identity."

The cast includes John Barrowman as the enigmatic Captain Jack Harkness - the ever watchful heart of the Torchwood team, guarding against the fragility of human kind.

Eve Myles plays Gwen Cooper - initially an outsider whose first meeting with Torchwood sparks a burning curiosity to get to the truth, throwing her into an unfamiliar but exciting world.

Burn Gorman plays the raw but charming medic Owen Harper and Naoko Mori is Toshiko Sato, the team member who specialises in all things computer, surveillance and technical.

BBC Three Controller Julian Bellamy announced the series as the "centrepiece" of the channel's 2006 autumn schedule.

"Torchwood is just the sort of cutting-edge, ambitious drama of real scale we're seeking on BBC Three," he said.

Torchwood is a BBC Wales production for BBC Three written by Russell T Davies and Chris Chibnall, with contributing writers including PJ Hammond, Toby Whithouse and Helen Raynor.

Following the sucess of the first season, the show has a "sort of" promotion, from it's BBC Three home on Satellite Television to mainstream television on BBC Two.

In 2002, before the revival of *Doctor Who*, Russell T. Davies began to develop an idea for a science-fiction/crime drama in the style of American dramas like *Buffy the Vampire Slayer* and *Angel*. This idea, originally titled *Excalibur*, was abandoned until 2005, when BBC Three Controller Stuart Murphy invited Davies to develop a post-watershed science-fiction series for the channel. During the production of the 2005 series of *Doctor Who*, the word "Torchwood" (an anagram of "Doctor Who") had been used as a "codename" for the series while filming its first few episodes and on the 'rushes' tapes to ensure they were not intercepted. Davies connected the word "Torchwood" to his earlier *Excalibur* idea and decided to make the series a *Doctor Who* spin-off. Subsequently, the word "Torchwood" was seeded in *Doctor Who* episodes and other media

which aired in 2005 and 2006.

The series is set in Cardiff and follows the Welsh branch of a covert agency called the Torchwood Institute which investigates extraterrestrial incidents on Earth and scavenges alien technology for its own use. To paraphrase Torchwood Three's commander-in-chief, Captain Jack Harkness, the organisation is separate from the government, outside the police, and beyond the United Nations. Their public perception is as merely a 'special ops' group. The events of the first season take place some time after the Doctor Who series two finale, and just before the series three finale.

The main writer alongside Davies is Chris Chibnall, creator of the BBC light drama show *Born and Bred*. Other writers include P.J. Hammond, Toby Whithouse, Doctor Who script editor Helen Raynor, Cath Tregenna, and Doctor Who cast member Noel Clarke, who gained acclaim for his screenplay for the film *Kidulthood*. Russell T. Davies wrote just the first episode.

In a 17 October 2005 announcement, Stuart Murphy described Torchwood as "sinister and psychological...As well as being very British and modern and real." Davies further described it as "a British sci-fi paranoid thriller, a cop show with a sense of humour. Dark, wild and sexy, it's *The X-Files* meets *This Life*." Davies later denied ever making this comparison, instead describing the show as "alleyways, rain, the city". As Torchwood is a post-watershed show that is, after 9 p.m. it has more mature content than Doctor Who. Davies told SFX: "We can be a bit more visceral, more violent, and more sexual, if we want to. Though bear in mind that it's very teenage to indulge yourself in blood and gore, and Torchwood is going to be smarter than that. But it's the essential difference between BBC One at 7 pm, and BBC Three at, say, 9 pm. That says it all instinctively, every viewer can see the huge difference there." According to Barrowman:

"I don't do any nude scenes in series one; they're saving that for the next series! I don't have a problem with getting my kit off. As long as they pay me the right money, I'm ready to get out my cock and balls." Davies also joked to a BBC Radio Wales interviewer that he was "not allowed" to refer to the programme as "Doctor Who for grown-ups". The first series includes content never before seen or heard in the Doctor Who franchise, including lovemaking scenes (in episodes such as "Day One" and "Out of Time") and use of extreme profanity in several episodes.

Torchwood is filmed and set in Cardiff. The makers of Torchwood deliberately portray Cardiff as a modern urban centre, contrasting with past stereotypical portrayals of Wales. "There's not a male voice choir ... or a miner in sight," said BBC Wales Controller Menna Richards. Conservative MP Michael Gove described the debut of Torchwood as the moment confirming "Wales' move from overlooked Celtic cousin to underwired erotic coquette."

The team's headquarters, referred to as the Hub, is beneath Roald Dahl Plass in Cardiff Bay formerly known as the Oval Basin. This is where the TARDIS landed in the Doctor Who episodes "Boom Town" and "Utopia" to refuel, and is the location of the spacetime rift first seen in "The Unquiet Dead". The Hub itself is around 3 stories high, with a large column running through the middle that is an extension of the fountain above (which in turn acts as an emergency escape route from the Hub).

As a spin-off of long-running British cultural artifact Doctor Who, Torchwood's launch into British popular culture has received much positive and negative review, commentary and parody following the hype of its inception, especially in regards to its status as an "adult" Doctor Who spin-off as well as its characterisation and portrayal of sex. The series initially attracted record high ratings, which later dropped to a degree, but ensured the programme at least a second series.

In April 2007, Torchwood beat its parent series, which is also made in Wales, to win the Best Drama Series category at the BAFTA Cymru Awards. The awards, given by the Welsh branch of the British Academy of Film and Television Arts, celebrate the achievements of film and television productions made in Wales. Eve Myles won the Best Actress category at the same awards, ahead of Doctor Who's Billie Piper.

Torchwood explores several themes in its narrative, in particular LGBT themes. Various characters are portrayed as sexually fluid; through those characters, the series examines homosexual and bisexual relationships. Although the nature of their sexual flexibility is not explicitly discussed, characters like Jack, Ianto, and Toshiko offer varying perspectives on orientation.

Through the use of repetition, in particular of thematically important lines, and by drawing parallels between characters, the show also delves somewhat into existentialism, the value of human life, and the corrupting nature of power.

WR.

DIR.

Wr Chris Chibnall

Dir Andy Goddard

1 - 7 *GREEKS BEARING GIFTS*

Tosh meets an unusual woman, Mary, at a bar, who gives her a strange pendant. She is upset, yet amazed by what she now has - the ability to read people's minds. However, Tosh finds this terrible curse, that contains her friends darkest secrets, must be broken. So she asks for help from Mary, the only person who knows, but first, Tosh has to get her into Torchwood.

Wr Toby Whithouse

Dir Colin Teague

1 - 8 *THEY KEEP KILLING SUZIE*

Using the Resurrection Gauntlet that former Torchwood member Suzie Costello originally had, the team are able to bring a number of murder victims back to life. However, these all have a link with the now-deceased Suzie, and the group have no choice but to bring her back. After the process goes wrong, and permanently keeps her alive, Suzie manipulates the naïve Gwen into taking her to see her father.

Wr Paul Tomalin, Dan McCulloch

Dir James Strong

1 - 9 *RANDOM SHOES*

Eugene Jones wakes up, finding himself lying on the middle of a road. He then discovers that he has been the victim of a hit-and-run incident, and is, now, not only dead, but invisible. Eugene recalls events leading up to his death, involving a mysterious alien eye. Simultaneously, Gwen investigates the suspicious circumstances around his fatality.

Wr Jaquetta May

Dir James Eskrine

1 - 10 *OUT OF TIME*

Three passengers from 1953 arrive in modern day Cardiff, when their plane flies through the Rift. With no means of travelling back, each person must adapt to their new life, starting personal relationships with the separate members of Torchwood.

Wr Cath Tregenna

Dir Alice Troughton

1 - 11 *COMBAT*

Weevils - aliens who have come through the Rift - are being abducted by humans; Owen faces a dark trial in the course of investigating.

Wr Noel Clarke

Dir Andy Goddard

1 - 12 *CAPTAIN JACK HARNESS*

Transported back to the Blitz, Jack and Tosh find themselves facing a dark secret from Jack's past, one he hoped and believed had been buried for good.

Wr Cath Tregenna

Dir Ashley Way

1 - 13 *END OF DAYS*

The Rift is violently fracturing further, and Jack realises that Torchwood is destined to be drawn into one vast battle that will leave nothing and no one at Torchwood unchanged...

Wr Chris Chibnall

Dir Ashley Way

2 - 1 *KISS KISS, BANG BANG*

Captain Jack Harkness returns to his team in spectacular fashion, walking into the middle of a hostage situation involving his team and an alien Blowfish, shooting the intoxicated Blowfish in the head. At the hub, the team question why he left them, and he simply responds that he belongs at Torchwood. They then are alerted to a death near a multi-storey car park, where the team detect energy from the Rift on the corpse. Jack, to even his surprise, gets a hologram message on his wrist device from a person he recognises, and leaves the team to talk to him.

The person is Captain John Hart, a fellow Time Agent and former lover of Jack. He is responsible for the death, and a public disturbance at a nightclub. After a brief fight at the nightclub, John tells Jack that the Time Agency was disbanded and he has since undergone several rehabilitation programmes, before the

team catch up with Jack and are introduced to John. John accompanies the team back to the Hub, where he tells the team of three cylindrical devices scattered throughout Cardiff, which he explains are radiocative cluster bombs, and he requires help to diffuse them. Thusly, they split into three pairs: Jack and Ianto search an office block, Owen and Tosh search a warehouse, and Gwen and John search the nearby docks.

It is clear that John has an ulterior motive; first, he paralyses Gwen and locks her in a crate. He then finds Owen and Tosh, shooting the former in the hip. Finally, he confronts Jack, who realises that the bombs are an elementary 51st century confidence trick. Jack throws the device over the building, and John pushes him off the roof in retaliation.

John returns to Torchwood, where he takes a pyramid-shaped object from the Blowfish in the morgue. The team, including Jack, who survived due to his immortality, hold John at gunpoint, where he admits that the "bombs" will simply triangulate the location of a diamond he stole off a former lover. However, by using the devices and the pyramid, he discovers there is no diamond; John's former lover anticipated dying, and thus set a trap to kill her murderer.

Unwilling to be murdered, John handcuffs himself to Gwen and flees towards the car park. Gwen formulates a plan to use the Rift to kill Hart, but at the penalty of her own life. The team catch John on the car park where he entered and inject him with the team's DNA, thus confusing the device set to kill John. John then agrees to free Gwen and leave, but before leaving, tells Jack that he "found Grey", visibly disturbing Jack, who just asks his team to get back to work.

Wr Chris Chibnall

Dir Ashley Way

2 - 2 *SLEEPER*

Two burglars break into a flat owned by a woman called Beth and her husband. There is a struggle and the burglars say they are sorry and then that is a flash of light. Soon, Torchwood are on the scene investigating the fate suffered by the burglars. Beth cannot remember events and is taken into custody by Torchwood, who suspect she is an alien. When they take her to a cell, she passes a Weevil and it cowers in her presence. Captain Jack, after flirting with Ianto, decides to take drastic measures and subject Beth to a mind probe. Despite no initial reaction, the probe eventually uncovers alien technology buried under the skin of her right forearm. It emerges that she is an alien 'sleeper agent', yet to be activated and oblivious to her real identity, having been given memory implants.

Around Cardiff, other sleeper agents are suddenly activated, with their right arms transforming into bayonet-like weapons. They carry out a series of suicide bombings at key locations such as a telecommunications center taking out the Cardiff phone lines, killing the Leader of the City Council who is in charge of the city during emergencies, and taking out a military fuel pipeline, paving the way for their leader - a former doting husband - to head for an army base containing nuclear warheads. Beth manages to escape and is found with her ailing husband at the hospital. She struggles to remain human but accidentally stabs her husband in his bed. Jack and Gwen manage to apprehend her and convince her to help them track the locations of the other sleeper agents.

Captain Jack manages to find the leading sleeper agent at an army base moments before the agent can detonate the nuclear weapons that are held within. Jack is stabbed in the process and the agent warns him that there are others of his kind on Earth before blowing himself up. Jack, Gwen and Beth barely escape from the explosion. Back at Torchwood, Beth tells Gwen she cannot live knowing that one day she will not be herself anymore. She uses the weapon in her arm to threaten Gwen, forcing the others to shoot and kill her. Beth uses her last piece of humanity to kill herself. The episode ends with Gwen telling Jack that if more agents come, Torchwood is prepared against them.

Wr James Moran

Dir Colin Teague

2 - 3 *TO THE LAST MAN*

Tommy Brockless, a young First World War soldier, shell-shocked from his experiences in the trenches, is the key to saving the world. He is taken into custody by Torchwood in 1918 - Torchwood having been told to do so by his future self - and held in cryonic storage until the time comes for him to save the world. He is awoken one day each year for a medical check-up, a "day out" and as a precautionary measure in case he is needed. A time slip is set to cause 1918 and the present to bleed together at an unspecified time, and when this happens it is Tommy who will be "stitching" the fragments of 1918 back to their rightful place in time.

It is 2008 when this eventually happens and fragments of 1918 are appearing in an old abandoned hospital. Before the team realise that this is the year it will happen, Toshiko becomes unavoidably

infatuated with Tommy, and the two share a brief romance. Owen, noticing this and having experienced something similar (cf. "Out of Time"), warns Tosh about the eventuality of saying goodbye. When Tommy is told what he must do - a process resulting in him not seeing Toshiko again - Tommy initially refuses to partake. However, with encouragement from Toshiko, he begins to see the bigger picture and agrees. Upon one such time slip, Tommy tells Torchwood employees from that era that they must take him into custody. Then, with the next time slip, after a tearful goodbye, Tommy goes back to his own time. After some further psychically-transmitted encouragement from Toshiko, Tommy turns the key in his Rift manipulator device, dragging all of 1918 back with him.

Wr Helen Raynor

Dir Andy Goddard

2 - 4 *MEAT*

Wr Catherine Tregenna

Dir Colin Teague

TORCHWOOD DECLASSIFIED

Torchwood Declassified is a documentary series created by the British Broadcasting Corporation to complement the British science fiction television series Torchwood. Each episode is broadcast on BBC Three on the same evening as the broadcast of the weekly television episode (typically after the same-day repeat).

Continuing the tradition of its parent, Doctor Who Confidential, Torchwood Declassified covers themes presented in the just-broadcast episode, as well as providing behind-the-scenes access and footage. Each episode is ten minutes long, compared to Confidential's 30-45 minute length. Following transmission, the episodes were all available for viewing on the BBC's Torchwood website, but were later removed from the site after the end of the first series.

Series Produced by Mark Cossey .. Executive producer (4 episodes, 2006)
 Russell T. Davies .. Executive producer: Torchwood (4 episodes, 2006)
 Julie Gardner .. Executive producer: Torchwood (4 episodes, 2006)
 Mark Procter .. Producer (4 episodes, 2006)
 Gillane Seaborne .. Series producer (4 episodes, 2006) , Anwen Aspden .. New media producer (3 episodes, 2006) , Laura Hayes .. Assistant producer (3 episodes, 2006) , Donovan Keogh .. Assistant producer (3 episodes, 2006) , Jo Pearce .. Senior interactive producer (3 episodes, 2006) /

Series Original Music by Murray Gold (1 episode, 2006)

Series Film Editing by Fiona Pandelus (3 episodes, 2006)

Series Production Management - Natalie Street .. Production manager (3 episodes, 2006)

Series Art Department - Lee Hallett .. Graphic artist (3 episodes, 2006)

Series Sound Department - Cranc .. Dubbing sound (3 episodes, 2006)

Series Camera and Electrical Department - Eric Huyton .. Camera operator (1 episode, 2006) , Aled Jenkins .. Camera operator (1 episode, 2006).

Series Editorial Department - Rhian Arwel .. Assistant editor (2 episodes, 2006) , Fiona Pandelus .. Off-line editor (2 episodes, 2006)

Series Other crew - Alexandra Gibbs .. Production team assistant (3 episodes, 2006) , Catrin Honeybill .. Production team assistant (3 episodes, 2006)
 Claire Jones .. Production team assistant (3 episodes, 2006) , Rhys Williams .. Technical project manager (3 episodes, 2006) , Robert Wootton .. Production runner (3 episodes, 2006) , Lucy Lutman .. Researcher (2 episodes, 2006) , Olivia Mills .. Production runner (2 episodes, 2006).

WR.

DIR. Mark Procter.

EPISODES: 14 **YEAR MADE:** 2006 **COUNTRY:** GB **SEASONS:** 1

BBC WALES

CREATOR:

TYPE OF SHOW: DOCUMENTARY

FORMAT: SERIES

LENGTH (MINS): 10 **STILL IN PRODUCTION:** Yes **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 14

DATE OF PREMIER: 19/10/2006

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:**FILMS:**

Himself RUSSELL T. DAVIES.

RELATED SHOWS:*TORCHWOOD*

- 1 - 0 *PREVIEW*
- 1 - 1 *JACK'S BACK*
- 1 - 2 *BAD DAY AT THE OFFICE*
- 1 - 3 *LIVING HISTORY*
- 1 - 4 *GIRL TROUBLE*
- 1 - 5 *AWAY WITH THE FAIRIES*
- 1 - 6 *THE COUNTRY CLUB*
- 1 - 7 *THERE'S SOMETHING ABOUT MARY*
- 1 - 8 *BEYOND THE GRAVE*
- 1 - 9 *DEAD MAN WALKING*
- 1 - 10 *TIME FLIES*
- 1 - 11 *WEEVIL FIGHT CLUB*
- 1 - 12 *BLAST FROM THE PAST*
- 1 - 13 *TO THE END*

TOTAL RECALL 2070



Low enforcement officer David Hume, struggling to retain his humanity following a memory implant in what is mostly a crime free society (presided over by mega-corporation ReCALL) but is ever more dependent on science and technology, is unwillingly teamed up with an android who wants to become more human, while he finds he is growing apart from his wife, who embraces the world's advances.

Loosely based on the Schwarzenegar movie, the staff for the show include some notable names such as Art Mantorsterilli (NYPD Blue) and Jeff King (Due South), the visual effects for the show were done by Gajdecki Visual Effects who also produced the effects for STARGATE SG1. The series began airing in the UK on Sky One starting 22nd September 1999.

Anyone remember HOLMES AND YOYO, what an incisive, postmodern comment on the endless of buddy-buddy cops shows and films that was - a satirical stab at the good cop/bad cop, white cop/black cop, male cop/female cop, fat cop/dog cop formula, featuring a cop and a robot cop. Sheer sitcom genius. Or, at least it would have been if it hadn't been crap.

But you can't keep a good idea down. And so with Total Recall 2070 we get TV's second police pairing in which 50% of the partnership is artificial. But this time round laughs are thin on the ground. This is not just SF in any old future. This is a Philip K. Dick/Ridley Scott inspired future. So, as you can guess it's pretty grim. And it rains a lot.

The pilot for Total Recall 2070 is a superb slice of small screen SF. Not faultless, but more intelligently scripted than most (despite some dumb moments), and boasting superb production design which captures the feel of Blade Runner incredibly effectively on a much smaller budget. The trouble is, it's hard to see how it can maintain the high standards on an ongoing weekly basis. But more worrying is the fact that, by the end of the pilot, the basic series set up seems to be little more than a cop show, in which the moody mumbling David Hume, and Data-esque Ian Farve are set to hunt down rouge androids every week. But you never know. The show could have a few tricks up its sleeve. There's certainly evidence that it might; the pilot leaves enough unanswered questions at the end of its 90 minutes to suggest that the series has come prepared with a built-in arc plot. . .

The first thing you'll puzzle over, however is why it's called Total Recall and not Blade Runner. The basic plot involves androids going haywire and demanding extended memories, while the reality in which it exists is all huge, flickering advertising hoardings, neon lights, rickshaws and streams of electric blue light cutting through dusty rooms. But ReCALL the company who messed with Arnie Schwarzbarger's mind in the movie, is linked into all of this, and looks set to be big bad Corrupt Corporation, Inc for the rest of the series - the powerful, manipulative enemy our heroes will no doubt seek to expose.

The show's main pluses are its highly impressive production design and Karl Pruner as the android Ian Farve. While the character as written is hardly original, Pruner's performance is subtle and playful, contrasting nicely with the more stock character traits of Michael Easton's growly cynical David Hume. It's also peppered with some very strong, memorable, well-played, set-pieces, more dramatically harrowing than you'd expect from TV science fiction; this is gritty, adult stuff, and there's sex and female breasts on show to prove it.

On the downside, all the best scenes in the pilot seem to be swiped directly from the two films that inspired it; you wonder where the show will go when it's used up all the best ideas. Dialogue with a tendency towards corn whenever the characters discuss their "relationships" doesn't help either. But the main problem still has to be that, despite all the impressive SF trappings, this looks like it's just another buddy-buddy cop show. Let's hope it isn't, and it takes a cue from the cop/alien pairing of ALIEN NATION - otherwise, it'll get very boring, very soon. The music for the series was done by Zorin Boris.

Guest stars in the series include Anthony Zerbe, veteran actor and recently the baddie in Star Trek:

Insurrection plays Tyler Hume, David's father; David Warner clocks up his umpteenth genre appearance as Dr. Philip Latham, a brain implant specialist; the very recognizable Henry Gibson plays Belasarius, head of a robot-hating company; and Damon D'Oliveira who plays almost-regular background 'tec Moralez had a stint on EARTH: FINAL CONFLICT as Sahjit Jinnah.

1999

Emmy Awards, USA

Emmy Outstanding Special Visual Effects for a Series [Jon Campfens, Van Lapointe, Sasha Jarh, John D.B. Cox, David Alexander, Ray Caesar, Joel Skeete, Barb Benoit, Linda Tremblay, Rick Gajdecki] - nominated [for the episode Machine Dreams]

Gemini Awards, USA

Best Overall Sound in a Dramatic Program or Series [Allen Ormerod, Steve Baine, Scott Shepherd, John J. Thomson] - winner [for the episode Machine Dreams]

Best Sound Editing in a Dramatic Program or Series [Stephen Barden, Joe Bracciale, Craig Henighan, Angie Pajek] - winner [for the episode Machine Dreams]

Best Original Music Score for a Dramatic Series [Zoran Boris] - nominated [for the episode Restitution]

Best Visual Effects [Jon Campfens, David Alexander, Ray Ceasar, Dug Claxton] - nominated [for the episode Brain Fever]

Best Visual Effects [Jon Campfens, David Alexander, Van Lapointe, Joel Skeete] - nominated [for the episode Machine Dreams]

2000

International Monitor Awards, USA

Monitor Film Originated Television Series: Visual Effects - nominated [for the episode Astral Projections]

Film Originated Television Series: Visual Effects - nominated [for the episode Brain Fever]

WR. Art Monterastelli

DIR. Mario Azzopardi.

EPISODES: 22 **YEAR MADE:** 1998 **COUNTRY:** US **SEASONS:** 1

SHOWTIME NETWORKS INC., ALLIANCE ATLANTIS PRODUCTION IN ASSOCIATION WITH PROSIEBEN AND WIC ENTERTAINMENT & TEAM COMMUNICATIONS GROUP.

CREATOR: ART MONTERASTELLI

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22

DATE OF PREMIER: 01/05/1999

AIR DATE OF LAST EPISODE 08/06/1999

SEASON DATE BREAKDOWN:

FILMS:

Detective David Hume MICHAEL EASTON, Detective Ian Favre KARL PRUNER, Olivia Hume CYNTHIA PRESTON, Lieutenant Martin Ehrenthal MICHAEL ANTHONY RAWLINS, Dr. Olan Chang JUDITH KRANT, Lieutenant James Calley MATTHEW BENNETT.

RELATED SHOWS:

STARGATE SG1

1 - 1 *MACHINE DREAMS (1-2)*

When his partner is killed by androids. Detective David Hume discovers that those responsible might be connected to Recall.

Wr Art Monterastelli

Dir Mario Azzopardi

1 - 2 *SELF INFLICTED*

Olivia buys a sublimator.

Wr Ted Mann

Dir Jorge Montesi

1 - 3 *ALLURE*

Hume becomes obsessed with a genetically-enhanced courtesan.

Wr Jeff F. King

Dir Fred Gerber

1 - 4 *INFILTRATION*

A doctor involved in a high-level research project is killed while meeting with the head of security.

Wr W.K. Scott Meyer

Dir Mario Azzopardi

1 - 5 *NOTHING LIKE THE REAL THING*

Farve's growing emotional capabilities comes into conflict.

Wr Elliot Stern

Dir Terry Ingram

1 - 6 *ROUGH WHIMPER OF INSANITY*

Farve changes into a karaoke singer.

Wr Ted Mann

Dir Ken Girotti

1 - 7 *FIRST WAVE*

The CPB computers are corrupted by a person impersonating a serviceman.

Wr Elliot Stern

Dir Jorge Montesi

1 - 8 *BABY LOTTERY*

A missing genetically-unique strikes a chord with Hume.

Wr Michael Thoma

Dir David Warry-Smith

1 - 9 *BRAIN FEVER (PART 1 OF 2)*

Farve 'connects' with the unlikely assassin of a union leader.

Wr Elliot Stern

Dir George Mendeluk

1 - 10 *BEGOTTEN NOT MADE (PART 2 OF 2)*

An advanced brain implant, containing technology used in the building of Farve's memory system, is found to have triggered a murder.

Wr W.K. Scott Meyer

Dir David Warry-Smith

1 - 11 *BURNING DESIRE*

Hume investigates a case of fatal sublimator addiction.

Dir Rod Pridy

1 - 12 *BRIGHTNESS FALLS*

The grisly death of a cult leader coincides with Hume's anxiety about his father's alleged paranoia.

1 - 13 *ASTRAL PROJECTIONS*

Hume and Farve investigate the crash site of an interplanetary space ship.

Wr Michael Thoma

Dir David Warry-Smith

1 - 14 *PARANOID*

Hume is pitted against ReCall.

Wr Michael Thoma

Dir Rod Pridy

1 - 15 *RESTITUTION*

A witness against ReCall is kidnapped.

Wr Elliot Stern

Dir Jorge Montesi

1 - 16 *BONES BENEATH MY SKIN*

In the wake of an industrial accident, the battle between man and machine escalates, while David and Oilvia wage their own war over her past.

Wr Ted Mann

Dir Mark Sobel

1 - 17 *ASSESSMENT*

Hume and Fave are pitted against each other.

Wr Jeff F. King

Dir Terry Ingram

1 - 18 *EYEWITNESS*

When visiting a friend's apartment Olivia hears screaming, and finds her friend's rich husband standing over a bloody corpse. She is willing to testify, but given her recent memory problem she starts wondering if she just imagined the whole thing.

Wr Elliot Stern

Dir Jorge Montesi

1 - 19 *PERSONAL EFFECTS*

Evidence from a horrible accident leads to trouble for Olan.

Wr Kris Dobkin

Dir Jorge Montesi

1 - 20 *VIRTUAL JUSTICE*

When a respected cop kills a suspect without probable cause, Hume wrestles between loyalty to a colleague and his conscience as he investigates.

Wr Jeff F. King

Dir Mark Sobel

1 - 21 *MEET MY MAKER*

Hume pulls out all the stops to find the truth about Farve and his maker.

Wr Ted Mann

Dir Mario Azzopardi

TOTALLY DOCTOR WHO



Science Fiction documentary with interviews with the stars of the 2005 Doctor Who TV series.

Totally Doctor Who is a children's television series produced by the BBC to accompany the science fiction series Doctor Who. The first episode was broadcast on 13 April 2006.

The first series of the programme ran concurrently with the 2006 series of Doctor Who. Presented by Barney Harwood and Liz Barker it aired on BBC One at 5:00 p.m. on Thursdays as part of the CBBC strand, and was repeated at 6:30 p.m. on Fridays and then again on Saturdays on the CBBC Channel, just prior to the BBC One airing of the new episode of Doctor Who. There was no Totally Doctor Who episode in conjunction with the 2006 Christmas special.

The second series of Totally Doctor Who ran concurrently with the 2007 series of Doctor Who. It aired every Friday after the broadcast of that weeks' Doctor Who, at 5:00 p.m. on BBC One. In this series Kirsten O'Brien replaced Liz Barker, who left television presenting to become a full time mother.

Regular features

Behind the scenes

The show features 'behind the scenes' segments detailing the creation process of certain parts of a recent Doctor Who episode: for example, underwater filming for a weightless scene in "The Impossible Planet", or documenting the making of a TARDISODE.

Companion Academy (Series 1)

In the "Companion Academy" segment, a number of children compete in the style of a reality show to win a day behind-the-scenes during the filming of Doctor Who. The competition was originally restricted to 7 to 12 year olds, but was subsequently extended to include ages 13 and 14. One of the judges for this segment is Clayton Hickman, current editor of Doctor Who Magazine.

Finale

At the end of the programme the presenters and guests review the show. The two presenters then show a preview of the next new episode of Doctor Who.

The Filing Cabinet (Series 1)

The filing cabinet contains letters, drawings and creations made by the viewers. It has a weathered, wooden-looking exterior, with Gallifreyan text on the front and is designed to look like the Doctor's TARDIS. It also has the properties of a TARDIS because it appears to be bigger on the inside (however, it is quite obviously fed through the wall; made ever more obvious by the fact that the wall behind it is semi-transparent). If a piece of work is featured on the show, its author receives a Totally Doctor Who branded mug.

Handprints (Series 2)

This is a viewer competition where every week, handprints are made from the cast and crew in very hard clay. Then, every week, the cast or crew member who made the handprint, sets a question referring to the next episode of Doctor Who. The winner is announced on the 13th episode of Totally Doctor Who and will win all the handprints made.

The Infinite Quest (Series 2)

One segment in the 2007 series of Totally Doctor Who featured the first twelve parts of an animated Doctor Who story titled "The Infinite Quest". The cartoon stars David Tennant and Freema Agyeman, voicing the Doctor and Martha respectively. Anthony Head voices a character named "Baltazar - Scourge of the Galaxy", and Toby Longworth also provides voices. The cartoon is produced by Firestep, written by Alan Barnes and

directed by Gary Russell. The thirteenth and final part was shown in an omnibus broadcast on 30 June 2007, the day of the Series 3 finale.

Interview

Every week there is a different guest who is interviewed during the programme, for example David Tennant.

Monster Special (Series 2)

Totally Doctor Who have made a monster special, set to be shown on CBBC1 on 15 June 2007. The special includes a baddie top ten rundown. And in Team Totally, the teams make monsters of their own in a prosthetics challenge.

Team Totally (Series 2)

Two teams of three battle it out for a "money can't buy Doctor Who experience". The two teams are Team Time Lord (Alia, Sara.M.S and Cody) and Team TARDIS (Chris, Molly and Daniel). Every week they complete a task, e.g. Story boarding, the winners are rewarded with 2 points whilst the runners-up are awarded 1 point. Molly Kabia (of Team TARDIS), played an unnamed female character in the interactive Doctor Who mini-episode 'Attack of the Graske'. However Molly never revealed this to any of her teammates [citation needed]. In the final episode, the prize was revealed as a weekend trip to Blackpool to meet David Tennant whilst he was there to switch on the Illuminations. Both teams also received framed art, depicting their team with the Doctor and Martha in the same art style as the show's opening titles.

Who Goes There? (Series 2)

In this challenge, the back-lit silhouette of a Doctor Who monster is shown. Viewers are encouraged to identify the monster from its shadow, and write or email the programme with the correct answer, in hopes of winning mugs and sweatshirts.

Who-ru (Series 1)

The title is a pun on the word guru. It is a Doctor Who trivia challenge between two children or a child and an actor, with a prize from one of the guests (usually a signed script or promotional photo) though both contestants receive a Totally Doctor Who goodie bag for taking part. The format of the challenge changed after the first episode, in which the loser had to give the winner a cherished possession.

Episodes

Series 1 (2006, aired with Doctor Who Series 2)

- 1 Noel Clarke Mickey Smith
- 2 David Tennant The Doctor
- 3 Noel Clarke Mickey Smith
- 4 David Tennant / Joe Pickley The Doctor / Kenny ("School Reunion")
- 5 Camille Coduri / Jessica Atkins Jackie Tyler / Young Reinette ("The Girl in the Fireplace")
- 6 Camille Coduri / Andrew Hayden-Smith Jackie Tyler / Jake ("Rise of the Cybermen"/"The Age of Steel")
- 7 Paul Kasey Monster Actor
- 8 Rory Jennings Tommy ("The Idiot's Lantern")
- 9 MyAnna Buring Scooti ("The Impossible Planet")
- 10 Ronny Jhutti Danny ("The Impossible Planet"/"The Satan Pit")
- 11 Russell T Davies Head Writer and Executive Producer
- 12 Abisola Agbaje Chloe Webber ("Fear Her")
- 13 Elisabeth Sladen / Raji James Sarah Jane Smith ("School Reunion") / Dr Rajesh Singh ("Army of Ghosts"/"Doomsday")

Series 2 (2007, aired with Doctor Who Series 3)

- 1 Freema Agyeman / Reggie Yates Martha Jones / Leo Jones
- 2 David Tennant / Freema Agyeman The Doctor / Martha Jones
- 3 Russell T. Davies / Lenora Crichlow Head Writer and Executive Producer / Cheen ("Gridlock")
- 4 Miranda Raison / Helen Raynor Tallulah ("Daleks in Manhattan"/"Evolution of the Daleks") / Writer ("Daleks in Manhattan"/"Evolution of the Daleks")
- 5 Eric Loren / Nick Briggs / Colin Newman / David Hankinson Mr Diagoras & Human-Dalek Sec ("Daleks in Manhattan"/"Evolution of the Daleks") / Voice of the Daleks / Dalek Radio Controls Operator / Inside Dalek Operator
- 6 Freema Agyeman / Gugu Mbatha-Raw / Adjoa Andoh / Trevor Laird Martha Jones / Tish Jones / Francine Jones / Clive Jones
- 7 William Ash / James North Riley ("42") / Set Designer
- 8 Lauren Wilson / Ailsa Berk Lucy Cartwright ("Human Nature"/"The Family of Blood") / Choreographer

TOUCHED BY AN ANGEL



Touched by an Angel is a series which revived the concept from Highway to Heaven, of an angel who is on Earth to help people. In Touched by an Angel the angel is Monica. Monica is an apprentice angel who has just been promoted to caseworker, a position in which she is now sent to help people who are at a crossroads in their lives. Accompanying Monica in her efforts is Tess, Monica's heavenly supervisor who oversees Monica's work and occasionally assists her. The pair travel across the country in a Cadillac convertible finding people in need and helping them. Monica, being new at her job, has been known to make the situation worse with her well-intentioned efforts, which are not always by the book. This causes Tess to be tough with her.

Touched by an angel is a very similar show to QUANTUM LEAP in the respect of somebody, in this case an angel, is sent back to Earth people put their lives right, but this time without the help of time travel. Actress Roma Downey who plays Monica is actually a British actress, who puts on a very rough Irish accent for the role.

Touched by an Angel was a troubled series even before it reached the air. The series had its format slightly changed, in the original version Monica was assigned to help and protect destiny tots, children who were destined for greatness but had some obstacle to overcome in order to achieve it. The series in its altered format looked as if it were headed for cancellation. Touched by an Angel was taken off the air three months after it premiered. Ratings however picked up when reruns appeared during the summer of 1995 and Touched by an Angel got a reprieve from heaven and was renewed for another season, where it has become a success. Touched by an Angel, was the highest rated drama series on CBS as of 1998. The executive producer for the series was Martha Williamson.

Emmy Awards

Outstanding Lead Actress in a Drama Series - Nominated - "Touched by an Angel" (1994) - Roma Downey (1997)

Outstanding Supporting Actress in a Drama Series - Nominated - "Touched by an Angel" (1994) - Della Reese (1997)

Outstanding Guest Actress in a Drama Series - Nominated - "Touched by an Angel" (1994) - Diane Ladd - For playing "Carolyn Sellers". For episode "An Angel By Any Other Name". (1997)

President's Award - "Touched by an Angel" (1994) - CBS (1997)

Outstanding Guest Actor in a Drama Series - Nominated - "Touched by an Angel" (1994) - Bruce Davison - For playing Jake. (1998)

Outstanding Lead Actress in a Drama Series - Nominated - "Touched by an Angel" (1994) - Roma Downey (1998)

Outstanding Supporting Actress in a Drama Series - Nominated - "Touched by an Angel" (1994) - Della Reese (1998)

Golden Globe

Best Performance by an Actress in a TV-Series - Drama - Nominated - "Touched by an Angel" (1994) - Roma Downey (1998)

Best Performance by an Actress in a TV-Series - Drama - Nominated - "Touched by an Angel" (1994) - Roma Downey (1999)

TV Guide Awards

Favorite Actress in a Drama - Winner: "Touched by an Angel" (1994) - Roma Downey (1999)

 Favorite Drama Series - Nominated - "Touched by an Angel" (1994) (1999)

WR. Martha Williamson, Chris Ruppenthal, Del Shores, Dawn Prestwich, Nicole Yorkin, Ken LaZebnik, Marilyn Osborne, Julie Selbo, Bob Collary, Glenn Berenbeim, Valaerie Woods, Debbie Smith, Danna Doyle, Andrew Smith and R.W. Colleary.

DIR. Jerry Jameson, Timothy Bond, Tim Van Patten, Burt Brinckerhoff, Max Tash, Bruce Bilson, Helaine Head, Victor Lobl, Nancy Malone, Chuck Bowman, Michael Schultz, Gene Reynolds, Jon Anderson, Victoria Hochberg, Bethany Rooney and Peter Hunt.

EPISODES: 212 **YEAR MADE:** 1994 **COUNTRY:** US **SEASONS:** 7

CBS PRODUCTIONS IN ASSOCIATION WITH MOONWATER PRODUCTIONS, INC.

CREATOR: JOHN MASIUS

TYPE OF SHOW: FANTASY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 11, (2) 24, (3) 29, (4) 27, (5) 26, (6) 26, (7) 25, (8) 22, (9) 22

DATE OF PREMIER: 21/09/1994 **AIR DATE OF LAST EPISODE** 27/04/2003

SEASON DATE BREAKDOWN:

FILMS:

Monica ROMA DOWNEY, Tesse DELLE REESE, Andrew JOHN DYE.

RELATED SHOWS:

QUANTUM LEAP

- 1 - 1 *THE SOUTHBOUND BUS*
- 1 - 2 *SHOW ME THE WAY TO GO HOME*
- 1 - 3 *TOUGH LOVE*
- 1 - 4 *FALLEN ANGELA*
- 1 - 5 *CASSIE'S CHOICE*
- 1 - 6 *THE HEART OF THE MATTER*
- 1 - 7 *THE UNEXPECTED SHOW*
- 1 - 8 *MANNY*
- 1 - 9 *FEAR NOT!*
- 1 - 10 *THERE BUT FOR THE GRACE OF GOD*
- 1 - 11 *THE HERO*
- 2 - 1 *INTERVIEW WITH AN ANGEL*
- 2 - 2 *TRUST*
- 2 - 3 *SYMPATHY FOR THE DEVIL*
- 2 - 4 *THE DRIVER*
- 2 - 5 *ANGELS ON THE AIR*
- 2 - 6 *IN THE NAME OF GOD*
- 2 - 7 *REUNION*
- 2 - 8 *OPERATION SMILE*
- 2 - 9 *THE BIG BANG*
- 2 - 10 *UNIDENTIFIED FEMALE*
- 2 - 11 *THE FEATHER*

- 2 - 12 *THE ONE THAT GOT AWAY*
- 2 - 13 *'TIL WE MEET AGAIN*
- 2 - 14 *ROCK N' ROLL DAD*
- 2 - 15 *THE INDIGO ANGEL*
- 2 - 16 *JACOB'S LADDER*
- 2 - 17 *OUT OF THE DARKNESS*
- 2 - 18 *LOST AND FOUND*
- 2 - 19 *DEAR GOD*
- 2 - 20 *THE QUALITY OF MERCY*
- 2 - 21 *FLESH AND BLOOD*
- 2 - 22 *BIRTHMARKS*
- 2 - 23 *STATUE OF LIMITATIONS*
- 3 - 1 *PROMISED LAND*
- 3 - 2 *A JOYFULL NOISE*
- 3 - 3 *RANDOM ACTS*
- 3 - 4 *SINS OF THE FATHER*
- 3 - 5 *WRITTEN IN DUST*
- 3 - 6 *SECRET SERVICE*
- 3 - 7 *STATUTE OF LIMITATIONS*
- 3 - 8 *GROUND RUSH*
- 3 - 9 *THE SKY IS FALLING*
- 3 - 10 *SOMETHING BLUE*
- 3 - 11 *HOMECOMING*
- 3 - 12 *THE JOURNALIST*
- 3 - 13 *THE VIOLIN LESSON*
- 3 - 14 *FORGET ME NOT*
- 3 - 15 *SMOKESCREEN*
- 3 - 16 *CRISIS OF FAITH*
- 3 - 17 *ANGEL OF DEATH*
- 3 - 18 *CLIPPED WINGS*
- 3 - 19 *AMAZING GRACE (1-2)*
- 3 - 20 *LABOR OF LOVE*
- 3 - 21 *HAVE YOU SEEN ME*
- 3 - 22 *LAST CALL*
- 3 - 23 *MISSING IN ACTION*
- 3 - 24 *AT RISK*
- 3 - 25 *FULL MOON*

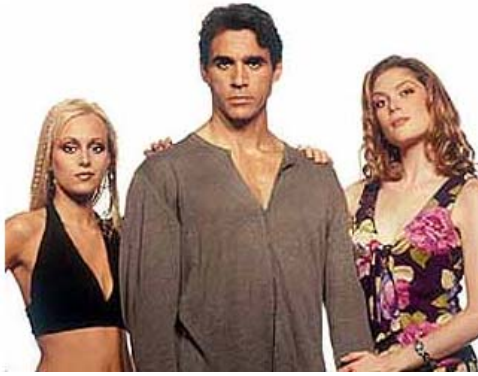
- 3 - 26 *AN ANGEL BY ANY OTHER NAME*
- 3 - 27 *INHERIT THE WIND*
- 4 - 1 *THE ROAD HOME*
- 4 - 2 *GREAT EXPECTATIONS*
- 4 - 3 *NOTHING BUT NET*
- 4 - 4 *CHILDREN OF THE NIGHT*
- 4 - 5 *JONES VS. GOD*
- 4 - 6 *THE PACT*
- 4 - 7 *SANDCASTLES*
- 4 - 8 *MY DINNER WITH ANDREW*
- 4 - 9 *CHARADES*
- 4 - 10 *THE COMEBACK*
- 4 - 11 *VENICE*
- 4 - 12 *IT CAME UPON A MIDNIGHT CLEAR*
- 4 - 13 *DECONSTRUCTING HARRY*
- 4 - 14 *THE TRIGGER*
- 4 - 15 *DODDLEBUGS*
- 4 - 16 *REDEEMING LOVE*
- 4 - 17 *FLIGHTS OF ANGELS*
- 4 - 18 *BREAKING BREAD*
- 4 - 19 *GOD AND COUNTRY*
- 4 - 20 *HOW DO YOU SPELL FAITH*
- 4 - 21 *SEEK AND YE SHALL FIND*
- 4 - 22 *CRY, AND YOU CRY ALONE*
- 4 - 23 *PERFECT LITTLE ANGEL*
- 4 - 24 *ELIJAH*
- 4 - 25 *LAST DANCE*
- 4 - 26 *THE SPIRIT OF LIBERTY MOON*
- 5 - 1 *MILES TO GO BEFORE I SLEEP*
- 5 - 2 *SAVING GRACE*
- 5 - 3 *WHAT ARE FRIENDS FOR*
- 5 - 4 *ONLY CONNECT*
- 5 - 5 *THE LADY OF THE LAKE*
- 5 - 6 *BEAUTIFUL DREAM*
- 5 - 7 *I DO*
- 5 - 8 *THE WIND BENEATH OUR WINGS*
- 5 - 9 *PSALM 151*

- 5 - 10 *THE PEACEMAKERS*
- 5 - 11 *AN ANGEL ON THE ROOF*
- 5 - 12 *FOOL FOR LOVE*
- 5 - 13 *THE MEDIUM AND THE MESSAGE*
- 5 - 14 *MY BROTHER'S KEEPER*
- 5 - 15 *ON EDGE*
- 5 - 16 *THE MAN UPSTAIRS*
- 5 - 17 *FAMILY BUSSINES*
- 5 - 18 *ANATOMY LESSON*
- 5 - 19 *JAGGED EDGES*
- 5 - 20 *INTO THE FIRE*
- 5 - 21 *MADE IN THE USA*
- 5 - 22 *FULL CIRCLE*
- 5 - 23 *BLACK LIKE MONICA*
- 5 - 24 *FIGHTING THE GOOD FIGHT*
- 5 - 25 *HEARTS*
- 5 - 26 *GODSPEED*
- 6 - 1 *SUCH A TIME AS THIS*
- 6 - 2 *THE COMPASS*
- 6 - 3 *THE LAST DAY OF THE REST OF YOUR LIFE*
- 6 - 4 *THE LETTER*
- 6 - 5 *TILL DEATH DO US PART*
- 6 - 6 *THE OCCUPANT*
- 6 - 7 *VOICE OF AN ANGEL*
- 6 - 8 *THE WHOLE TRUTH AND NOTHING BUT. . .*
- 6 - 9 *WITH GOD AS MY WITNESS*
- 6 - 10 *THE CHRISTMAS GIFT*
- 6 - 11 *MILLENNIUM*
- 6 - 12 *THEN SINGS MY SOUL*
- 6 - 13 *A HOUSE DIVIDED*
- 6 - 14 *BUY ME A ROSE*
- 6 - 15 *LIFE AFTER DEATH*
- 6 - 16 *A PERFECT GAME*
- 6 - 17 *HERE I AM*
- 6 - 18 *BAR MITZVAH*
- 6 - 19 *TRUE CONFESSIONS*
- 6 - 20 *QUALITY TIME*

- 6 - 21 *LIVING THE REST OF MY LIFE*
- 6 - 22 *STEALING HOPE*
- 6 - 23 *MONICA'S BAY DAY*
- 6 - 24 *SEND IN THE CLOWNS*
- 6 - 25 *MOTHER'S DAY*
- 6 - 26 *PANDORA'S BOX*
- 7 - 1 *THE FACE ON THE BARROOM MOON*
- 7 - 2 *LEGACY*
- 7 - 3 *THE INVITATION*
- 7 - 4 *RESTORATION*
- 7 - 5 *FINGER OF GOD*
- 7 - 6 *THE EMPTY CHAIR*
- 7 - 7 *GOD BLESS THE CHILD*
- 7 - 8 *REASONABLE DOUBT*
- 7 - 9 *THE GRUDGE*
- 7 - 10 *AN ANGEL ON MY TREE*
- 7 - 11 *MI FAMILIA*
- 7 - 12 *THE LORD MOVES IN MYSTERIOUS WAYS*
- 7 - 13 *A DEATH IN THE FAMILY*
- 7 - 14 *BRINGER OF LIGHT*
- 7 - 15 *THEIF OF HEARTS*
- 7 - 16 *WINNER, LOSERS AND LEFTOVERS*
- 7 - 17 *I AM AN ANGEL*
- 7 - 18 *VISIONS OF THY FATHER*
- 7 - 19 *THE PENALTY BOX*
- 7 - 20 *BAND OF ANGELS*
- 7 - 21 *THE SIGN OF THE DOVE*
- 7 - 22 *THE FACE OF GOD*
- 7 - 23 *NETHERLANDS*
- 7 - 24 *SHALLOW WATER PART 1*
- 7 - 25 *SHALLOW WATER PART 2*
- 8 - 1 *HOLY OF HOLIES*
- 8 - 2 *THE PERFECT GAME*
- 8 - 3 *THE BIRTHDAY PRESENT*
- 8 - 4 *MANHUNT*
- 8 - 5 *CHUTZPAH*
- 8 - 6 *FAMOUS LAST WORDS*

- 8 - 7 *MOST LIKELY TO SUCCEED*
- 8 - 8 *HEAVEN'S PORTAL*
- 8 - 9 *WHEN SUNNY GET'S BLUE*
- 8 - 10 *ANGELS ANONYMOUS*
- 8 - 11 *A WINTER CAROL*
- 8 - 12 *THE LAST CHAPTER*
- 8 - 13 *SHIP IN A BOTTLE*
- 8 - 14 *THE BLUE ANGEL*
- 8 - 15 *SECRETS AND LIES*
- 8 - 16 *THE PRINCELESS BRIDE*
- 8 - 17 *RECONCILABLE DIFFERENCES*
- 8 - 18 *HEAVEN ON EARTH*
- 8 - 19 *PATIENCE*
- 8 - 20 *REASON TO BELIEVE*

TRACKER



Tracker premiered in syndication the week of October 15, 2001. There's been a prison break. Over a hundred dangerous convicts have escaped. They're led by Zin, the smartest and most ruthless felon known to man. But these criminals aren't from any world we know they're from planets that could eat us for lunch. Zin devised a wormhole in space that transported all of them to Chicago, where they've set up shop and now traffic in every kind of criminal activity imaginable. They have powers that are no match for us: the ability to take the form of any human or animal, super-strength and speed, superior intelligence, and something even more frightening - each one of them is a different kind of alien being - and they each have powers that are individual, unique and immense! But the prison has sent help. A TRACKER.

His mission is to capture each and every one of them, dead or alive. He teams up with Mel, a hard luck girl who is finally on the road to salvation. Mel is the owner of a Chicago pub, The Watchfire, located downstairs from the Tracker's base of operations. The Tracker and Mel are a kick-ass couple, an alien and an earthling. Fighting the evils of the universe and, at the same time fighting something even stronger - an attraction to each other.

Tracker was Adrian Paul's second sci-fi/fantasy show, his first being the very popular **HIGHLANDER: THE SERIES**.

A beautiful, twenty five year old woman stands by the side of her car, watching helplessly as steam billows out from under the hood. She sees a man in the distance walking toward her. Thank God help has arrived. But, as the man gets closer, she realizes he is dressed in nothing but his underwear and seemingly out of his mind! This is the initial meeting between MEL PORTER, a feisty and intelligent owner of a landmark bar in downtown Chicago, and COLE, an alien from a far off solar system who has come to Earth to track down over two hundred alien fugitives who escaped from an interplanetary prison and landed in Chicago.

Welcome to "TRACKER," a romantic action comedy with an extraterrestrial twist that follows Cole as he brings otherworldly convicts to justice. Being new to Earth, Cole is the ultimate fish-out-of-water, and must rely heavily on Mel, and her London-born, sexy barmaid, JESS, who explain to him the complex details of life on this planet.

Before our series begins, a brilliant scientist named ZIN engineers the jailbreak from SAR-TOP prison, located a hundred light years away from Earth. Zin creates a wormhole, which allows almost spontaneous travel from the Migar solar system to ours. The wormhole ends in Chicago, where Zin and the escapees have taken over the bodies of human beings and blended into society, but still retain some of their alien otherworldly abilities.

With an army of escaped alien convicts, Zin creates a criminal empire, not unlike the mafia, which he can rule over as Godfather supreme. However as Cole will discover, Zin may have a larger agenda in mind than running illegal enterprises for profit, an agenda that might carry interplanetary implications.

So, Cole must find the fugitives and stop them before they can carry out their plans. To do so, he will need both Mel and Jess's help and constant guidance.

"TRACKER" will combine science fiction action with wonderfully fresh visuals and socially relevant themes. Each week, the show will mine the fish-out-of-water humor, which will occupy space with wit and irony. It will examine the bizarre but highly entertaining relationship between Cole and Mel, as well the slowly growing romantic possibilities between the two. All in all, "TRACKER" will present a delightful peek into the human condition as it comes smack up against an alien one.

Produced by Carola Ash (co-producer), Brian Eastman (executive producer: UK), Gil Grant (executive producer), Peter M. Lenkov (co-executive producer), Adrian Paul (executive producer), Grant Rosenberg (co-executive producer), Sherri Saito (producer), Elaine Scott (producer), Cal Shumiatcher (producer), Original music by Donald Quan (original music and theme). Cinematography by Milan Podsedly.

Film Editing by Jean Coulombe and Tom Joerin. Casting by Lisa Parasyn, Production Design by Gordon Barnes (as Gordon M. Barnes), Costume Design by Eydi Caines-Floyd, Second Unit Director or Assistant Director - David McLeod (first assistant director), Art Department - Jon P. Goulding (set designer), Jeremy Simser (storyboard artist)

Sound Department - Justine Angus (sound editor), Kevin Banks (sound effects editor (episodes 1-6)), Tim Barker (sound editor), Alek Bromke (assistant adr recordist), Bruce Gray (sound re-recording mixer), Matthew McKenzie (sound re-recording mixer (episode "Cloud 9") (as Matt McKenzie)), Joakim Sundström (dialogue editor), Andrew Tay (sound re-recording mixer (episode "Cloud 9")), Roger Walker (III) (supervising sound editor), Brad Zoern (sound re-recording mixer (episodes 1, 3-6)).

Visual Effects by Simon Giles (visual effects producer), Diane Kingston (visual effects coordinator), Foad Shah (digital compositor), Trevor Young (digital compositor), Stunts - Darren McGuire (stunt double: Adrian Paul), John Stead (stunt co-ordinator), Other crew - Peter Battistone (assistant camera), Robert Rice (key grip).

The underwear clad gentleman Mel Porter meets on the road that fateful afternoon, is not really a man. He's both more and very different. Cirron, his home world, revolves around a sun light years away and his true form is more a figure of light than flesh and blood. Why and how he came here is a mystery, one that will have Mel digging through old family records and learning why her grandmother's bar is called "The Watchfire". Tracker is a job description and a calling for Daggon. In the worlds of the Migar Alliance, those who outlaw themselves are clever, strong and have abilities far beyond those of the usual Terran criminals. Unfortunately for us, when 218 aliens are sent through an experimental wormhole by a scientist with a scheme of his own, Daggon has his work cut out for him. He'll be up against the essence of the worst wearing the bodies of humans who had nothing to do with Zin's ultimate plan. Mel Porter is a restless woman who is trying to find answers to her own questions. The generations old bar in the heart of Chicago's Criminal Courts district is a legacy, but is there more to it than that? Who is this man with the gift of turning discarded bits and pieces into electronic equipment the FBI and CIA combined don't have? Perhaps even more important to Mel, why is she so drawn to him?

There's been a prison break. Two hundred and eighteen dangerous convicts have escaped. They're led by Zin, the smartest and most ruthless felon known to man. But these criminals aren't from any world we know - they're from planets that could eat us for lunch. Zin devised a wormhole in space that transported all of them to Chicago, where they've set up shop and now traffic in every kind of criminal activity imaginable. We are virtually defenseless against their extraordinary powers: the ability to take the form of any human or animal, super-strength and speed, superior intelligence, and something even more frightening - each one of them is a different kind of alien being - and they each have powers that are individual, unique - and immense! But the prison has sent help. A Tracker. His mission is to capture each and every one of them, dead or alive. He teams up with Mel, a hard luck girl who is finally on the road to salvation. Mel is the owner of a Chicago pub, The Watchfire, located downstairs from the Tracker's base of operations. The Tracker and Mel are a kick-ass couple, an alien and an earthling. Fighting the evils of the universe - and, at the same time fighting something even stronger - an attraction to each other.

WR. Tracey Forbes, Peter Geiger, Gil Grant, Peter M. Lenkov, Scott Peters.

DIR. Robert Ginty, Ken Girotti, Richard Martin, George Mendeluk

EPISODES: 22 **YEAR MADE:** 2001 **COUNTRY:** CAN **SEASONS:** 1

CHUM TELEVISION, LIONS GATE TELEVISION

CREATOR: GIL GRANT

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22

DATE OF PREMIER: 15/10/2001 **AIR DATE OF LAST EPISODE** 03/06/2002

SEASON DATE BREAKDOWN:

FILMS:

The Tracker ADRIAN PAUL, Mel AMY PRICE-FRANCIS, Zin GERAINT WYN DAVIES, Jess Brown
LEANNE WILSON, Nestov RICHARD YEARWOOD, Det. Victor Bruno DEAN MCDERMOTT

1 - 1 *"PILOT"*

An alien security officer comes to Earth to track fugitives from his planetary system who have taken over the bodies of Earthmen. Unfortunately, while they enter human bodies and thus have a knowledge of

humanity, the alien bases his physique on a poster of an underwear model for the Cole brand. Thus the alien ("Cole") is pretty much clueless about humans and human physiology. A passing bar owner, Mel Porter, takes pity on him and takes him back to her hotel. "Cole" quickly cobbles together some Earth technology to track one of the escapees, Rhee, who killed his wife and child. He defeats Rhee thanks to his "time-stop" abilities and removes her essence from the human body she inhabits. He also meets Zin, a scientific genius and alien who masterminded the escape. At the end Mel takes on Cole full-time at her bar while Cole prepares to track more of the escapees.

Wr Gil Grant

Dir Holly Dale

1 - 2 *CLOUD NINE*

Using his extrasensory powers, Cole figures out how Zin got his confederates into Chicago: by taking over the passengers on a train. Although Cole taps into the station's camera, he can't get a clear look at who they are. Meanwhile, an Inixian named Kaden is distributing an alien drug not only to his fellow criminals, but to humans as well. One of Jess' friends has a heart attack induced by the drug. Cole tracks the gas emissions caused by the drug production and follows Kaden to one of his traveling drug-clubs. Displaying a new ability to temporarily change his body, Cole duplicates one of the guards and manages to get close enough to Kaden to capture his life force.

Wr Grant Rosenberg

Dir Neill Fearnley

1 - 3 *ROSWELL (AKA AREA 51)*

Two brother/related Orsians, Raahm and Saahm, are trying to track down something from the Roswell crash site. Cole manages to capture Saahm, and uses his essence to intercept the mental transmissions from his "brother" with the aid of Earth-Jello. Following the messages, Cole tracks Raahm to Area 51 and tries to stop him from breaking into the military base and grabbing a crystal map. Raahm tells his brother to contact Zin so they can sell the map, but Cole intercepts the message. The two meet in the Roswell cafe, and after a confrontation meet out back to fight. Cole is vulnerable to cold, including a special spray can that Raahm has rigged up. However, Cole falls into a cloud of steam and revitalizes, and proves triumphant. However, Raahm no longer has the crystal map. Cole departs, unaware that the local waitress found it where Raahm hid it and it is now part of her Roswell "alien" collection of toys and gimcracks.

Wr Peter Geiger

Dir Michael Robison

1 - 4 *TRUST*

Cole is in the middle of pursuing Trof (an Enixian) and about to lose his life when a concealed alien, Nestov, comes to his aid. Cole captures Trof and then prepares to capture Nestov, who asks for his help. Nestov's host, Darian Fawley, was on the train returning with money from a kidnapping when Nestov and the others took over the people on the train. Now Nestov has the money but the rest of the kidnappers are after him because he gave the money to Zin. Cole agrees to help. The kidnapping is still underway, with the kidnappers holding the girl ransom for yet more money. Cole and Nestov track down the girl, only to discover that she had created the whole scheme along with Nestov's host body to get money from her rich father. Cole captures the girl and her accomplice, but lets Nestov go in appreciation of his help...and as a future resource in his attempts to capture the other prisoners.

Wr Peter M. Lenkov

Dir David Wu

1 - 5 *THE PLAGUE*

An Enixian named Jax is knowingly spreading a deadly disease to women through seduction, his only outlet for a buildup of a toxic substance inside him, and Mel is getting personally involved.

Wr Scott Peters

Dir Richard Martin

1 - 6 *THE BEAST*

A blind man is led into the middle of an intersection and left to be run over by his German Shephard. While picking up Mel from an aborted date, Cole senses the presence of one of his prisoners, and soon determines the German Shephard has been taken over by one of the last arrivals on the train: Medoran, Zin's bodyguard. Zin is putting his bodyguard to use, killing a councilwoman who stands in the way of his desire to have a district of Chicago rezoned. Cole tracks down the dog, which can shift forms into a werewolf-like humanoid, and manages to capture it.

Wr Tom Chehak

Dir William Fruet

1 - 7 *WITHOUT A TRACE*

Mel is talking with Det. Bruno, and how he's being taken off the investigation into the mysterious disappearance of her boyfriend, restaurant owner Rod Archer. Cole overhears the conversation and takes on the form of Archer. Mel is understandably upset, but then realizes what Cole has done. Cole can't reverse the transformation, and decides to investigate Rod's disappearance. Several folks working for gangster Marco Sylvestri start gunning for "Rod", and then Rod/Cole gets grabbed by the Feds and dropped off at a home 50 miles outside Chicago, and informed he is a member of the witness protection program. Rod and the Feds faked his death so he could testify against Sylvestri. Rod has started up a new life, which includes a wife and newborn child. One of the Feds is a mole, and tells Sylvestri of Rod's location. Cole and Mel anonymously get Rod and his family out of the house. Cole-as-Rod takes his place, and fakes being killed by Sylvestri. While grabbing a piece of evidence and sending the Feds anonymous information that will convict the gangster once and for all. Mel decides not to confront Rod, and Cole finds a way back to his "normal" form by rebuilding himself from the original underwear-model picture.

Wr Tracey Forbes

Dir George Mendeluk

1 - 8 *CHILDREN OF THE NIGHT*

Cole spots a face on a milk carton of a missing boy, whom he recognizes from the video recording he took from the train station. He and Mel investigate and determine that an alien Odulian is inhabiting the body of the 15-year-old boy, and is luring unsuspecting teen street kids for his experimentation. The boy and another alien in a doctor's body are trying to extract chemicals for Zin. The Odulian, an aquatic creature, dodges their first attempt to capture him by taking refuge in Lake Michigan. Cole determines the alien needs certain elements to survive, and normal lake water won't suffice because of its high zinc content. Cole tracks down the source for the proper chemicals the alien needs, and finds the base where the alien is performing his experiment. The doctor escapes but Cole captures the Nodulian in a net to prevent him getting back to the water, then extracts the alien life essence.

Wr Charles Heit

Dir George Bloomfield

1 - 9 *BREACH*

Cole is pursuing an alien Nodulian, Kres, who is a "courier"/smuggler. Kres is captured by U.S. government agents and taken into custody. Cole eludes them and uses satellite photography to locate the military base they've taken Kres to. Cole breaks in and discovers Kres is being tortured by Dr. Connelly, who knows that he is an alien. The government knows all about the energy burst that brought the escaped prisoners to Earth, and that Kres has deserted "his" human wife and family after being possessed. Kres is susceptible to heat, being an Nodulian. Cole is captured and subjected to the same treatment, which reenergizes him. Connelly realizes that and cools him down. Cole manages to escape using hypertime, but is captured with a fire extinguisher when Connelly lowers the base's air temperature. Kres has escaped from his cell and using an experimental hypertime simulator that Zin created, manages to free Cole. Cole has Mel download a virus into the base's computer, destroying all records of him and Kres. When they try to escape, Kres is shot and Cole is forced to take Kres' life force, leaving the host body dead. At the end we find out that Connelly's superior is in Zin's pay, and Connelly is shipped off to the Arctic. As a subplot, Mel finds out her grandmother, who ran the bar, used it as a speakeasy and had a rather...wild reputation. Along with her grandmother's diary, she also finds a metal triangle that suggests her father and grandmother may have had connections to Cole's homeworld.

Wr Scott Peters

Dir Ken Girotti

1 - 10 *DOUBLE DOWN*

Zin hires the billboard actor whom Cole based his physical appearance on to participate in his plan to frame Cole for murder.

Wr Grant Rosenberg

Dir Holly Dale

1 - 11 *NATIVE SON*

Joshua Keene, who works in a real estate developer's office, leaves a message for his grandfather's answering machine, and is then confronted by a mysterious man who hauls him up to the roof and drops him to his death. The grandfather, Wahota, an elderly Indian tracker, comes to Chicago and believes his son's death was not a suicide as the police claim. After he talks to Joshua's boss, Logan Dunn, the same mysterious man tries to kill him, only for Cole to intervene. Dunn (who we later learn is a DESSERTIAN) and the other man are both alien prisoners involved in some real estate scam for Zin. Cole confronts the killer, Marak (who is a VARDIAN and a old friend of ZIN'S), and imprisons his life energy as Wahota looks on. Wahota is pretty cool with the whole thing, and he and Cole team up to take out Dunn. Dunn flees into the woods, where Wahota's tracking skills prove useful. When Cole is caught in a strangle-

noose trap, Wahota shoots through the rope with an arrow, giving Cole the break he needs to capture Dunn. The two part, saluting each other as fellow Trackers. Meanwhile, in the B plot Jess is trying to raise enough money to avoid being deported when her visa runs out: Mel lends her the money.

Wr Peter M. Lenkov

Dir Robert Ginty

1 - 12 *TO CATCH A DESSARIAN*

With Nestov's help, Cole captures Vesser, who was using Nestov to hire supplies for a theft. A Desserian thief named Zareth is planning to steal something during an art exhibit. Through Det. Bruno, Mel manages to wrangle an invite for her and Cole, although Vic thinks she was using it to set up a date with him. Cole is unable to locate Zareth, and then an assault team led by Max break in. Cole doesn't believe Max is Zareth, and sneaks off to investigate. Bruno is shot and critically wounded. Mel manages to grab a cell phone and call for help, while Cole discovers that the brunette who was the curator's escort is Zareth. Zin set up the theft with Max and his men so that Zareth could break into a vault and steal an ancient Egyptian statue containing an alien map of some sort. Cole intercepts Zareth but she fends him off with her chameleon powers and a can of nitrogen. Zareth shoots Max so that the police can arrest his men, providing a distraction for her to escape. However, Cole uses hyper-time to catch up to her and capture her. He vows to investigate why Zin wants the map so badly. In the sub-plot, Jess is waiting for word from her boyfriend in London as to whether he wants her back or not.

Wr David Wolkove

Dir William Fruet

1 - 13 *THE MIRACLE*

A young girl, Jamie Swenson, miraculously recovers from an illness and subsequently heals an electrocuted boy. This catches the attention of Cole, who investigates. Jamie has been taken over by Lontoria, a Cyrrhonian prisoner (of the same race as Cole). who escaped from Satrap. She was a political prisoner who thought Zin would give her a second chance on Earth, and she's been attempting to help humanity once she arrived. Zin (passing as a movie producer) wants her to use her powers for his own ends, and the local sheriff is another of the escaped prisoners. Cole is conflicted because he and Lontoria were friends. Meanwhile, the local priest, Father Creighton, believes that "Jamie's" powers are God-given, and tries to give her refuge in a church. Zin and the sheriff go after Jamie and Cole intervenes, defeating the sheriff but being fatally wounded by an energy gun Zin employs that was based on Lonotnio's weapon research. Zin is forced to flee and Lonotnio gives up almost all of her life force to heal Cole. He declines to take her life force until the other prisoners are captured: Zin has no use for her as a normal human so she should be safe...for now.

Wr Leonard Dick

Dir Robert Ginty

1 - 14 *FEVER OF THE HUNT PART 1*

One of the prisoners, a Desserian named Suudor, is duplicating famous serial killers like Gacy, Manson, and the Boston Strangler. Tracking him, Mel and Cole find he's taken a ticket to England. Coincidentally, Jess is in England with her ex-boyfriend. Suudor is planning to duplicate the acts of the most famous serial killer of all time: Jack the Ripper. Worse, one of Zin's operatives is helping Suudor and gives him pictures of Jess and Mel. Suudor escapes Cole at a hospital and prepares to close in on the women...

Wr David Wolkove

Dir William Fruet

1 - 15 *FEVER OF THE HUNT PART 2*

Mel tries to dissuade Jess from meeting with Hunin in Whitechapel to get engaged, but oversleeps. Meanwhile Cole tries to track Suudor and runs afoul of Jager, one of a set of bonded Orsians. He defeats Jager but alerts Parker, his twin-Orsian. Suudor tries to kill Mel and Cole catches up to him but is flash-frozen by Parker. It was a trap to lure Cole in. Suudor goes to kill Mel but Cole manages to recover enough to freeze time, rescue her, capture Suudor, and escape. It turns out Parker and Jager were not any of the escaped prisoners and that Zin already had an organization on Earth prior to the escape. And that Zin had some reason to lure Cole out of Chicago and to London.

Wr Grant Rosenberg

Dir William Fruet

1 - 16 *LOVE, CIRRONIAN STYLE*

Cole and Mel visit a retreat for bringing romance back into a marriage, on the trail of a telepathically paired set of Orsian convicts. pretending to be a married couples poses problems when the two have to pretend to be intimate, while they try to track the paired convicts, who have figured out a way to scramble Cole's attempts to track them. Suspects abound, but Cole manages to track them down, only to be knocked out and find out the whole thing was a set up so that the two convicts could get into the

Watchfire Bar and release Cole's imprisoned lifeforce/aliens. With Mel's help Cole manages to escape and thwart the two just before they can succeed. The two resolve that they can't be distracted by romance again.

Wr Linda Ptolemy

Dir Michael Robison

1 - 17 *EYE OF THE STORM*

A mysterious alien breaks into Mel's apartment.

Wr John G. Simmons

Dir Jon Cassar

1 - 18 *DARK ROAD HOME*

Cole gets hold of a tape made at the train station when the passengers from the alien-intercepted train arrives. He identifies one of them as Yahir, an aide of Zin's who may have vital knowledge of Zin's plans and the metal triangle Mel's grandmother has. Yahir's body was that of Rudy, a mental patient who has since been taken back to the asylum. Cole poses as a mental patient to reach Rudy and cuts off his dosage so that he can be interrogated about Zin's master plan. Things go amiss when Rudy/Yahir gains his memories back, drugs Cole, and tries to escape with Mel. Cole manages to escape with the aid of his fellow patients, and stops Yahir just in time, capturing his lifeforce before he can gain any information except that the triangle is a key of some sort, capable of letting the prisoners return home.

Wr Peter M. Lenkov

Dir Peter M. Lenkov

1 - 19 *A MADE GUY*

Cole interrupts a mob transaction between Jimmy and one of the prisoners, Trepp. Cole captures Trepp and escapes, but realizes that Zin and the mob are connected somehow. Despite Mel's reluctance and with Nestov's assistance, Cole takes on the face of an obscure 20's mobster and goes undercover, using his techno-gizmos to give himself a cover story with Tommy, the head mobster. Zin and Tommy's gang are rivals, with Zin taking over their territory. Despite Jimmy's suspicions and Vic's interference, Cole manages to find out that Zin is drilling 300' down in several buildings in the downtown area. Tommy and his gang end up in jail, leaving Cole with another piece of the puzzle.

Wr Charles Heit

Dir William Fruet

1 - 20 *BACK INTO THE BREACH*

The U.S. government project devoted to detecting aliens (from "Breach") is back in action. They are keeping the body of Wes Tarber, previously inhabited by the Nodulian Kres alive, and bring Zan (disguised as a "Dr. Armstrong") in to revive him. Zan succeeds by injecting it with the essence of Ramel, who didn't get a body in the original takeover because there weren't enough humans on the train. Zin needs access to files in the complex and revives Ramel to get in good, but kills the general he's bribing when the general gets antsy. Meanwhile Cole is analyzing Mel's grandmother's key, which apparently opens some kind of "door" beneath the Watchfire. Ramel attacks Cole, who killed his brother previously, but Cole escapes. Cole sneaks into the complex, and finds out that a Vardian ship piloted by an "Arkin" crashed into Lake Michigan. A "Dr. Milos Sandborn" interrogated the alien and then disappeared before giving his files to the government. Zin wants the files and needs Ramel to help search. Nestov shows up to help, and they evade capture. Zin finds the exact location of the power source he's looking for (finding out it's beneath the Watchfire) and escapes, Cole captures Ramel, and Nestov gets to finish his Watchfire calendar shoot.

Wr Grant Rosenberg

Dir Bruce Pittman

1 - 21 *WHAT LIES BENEATH*

Nestov warns Cole that Zin has created a gun that permanently nullifies Cirronian energies, turning them into normal humans for good. The two break into one of Zin's bases and steal it...only for Nestov to turn around and shoot Cole with it! He also takes Mel captive and ties them up, then invites Zin into the Watchfire and gives him her grandmother's key. They manage to get free and when Mel wields the Collector (which can only be triggered by Cirronian energies) she activates it! Cole finally figures out that Mel and her ancestors were part of a Mygar breeding program. She "jump starts" him back into his energized state, while Zin unearths the vault beneath the Watchfire and goes down into it. Mel and Cole defeat Zin's henchmen (with Mel using the Collector on one of them!). Nestov reveals he was actually planning a triple-cross, and was hoping Zin would leave. Unfortunately, Cole determines the Vardian device is a universal-destroyer unit that Zin plans to use to gain absolute power in the Mygar system. He goes down into the vault after Zin, and in a final fight locks Zin in the vault and recovers the power device. Cole and Mel go off to hide it, leaving Nestov in charge of the bar.

Wr Gil Grant

Dir René Bonnière

1 - 22 *REMEMBER WHEN*

After bringing in another escapee after some tests, Cole determines a way to zap all of the remaining prisoners off Earth and back to Sartop at the same time by remote. However, one of the currently held lifeforces is contaminating the process, and he and Mel desperately try to determine which one before the wormhole closes. Things get complicated when Cole is zapped by an energy burst and loses his memory. He gets it back with some prodding from Mel, and they identify the "contaminated" lifeforce just in time and get rid of every remaining prisoner on Earth. Cole goes back, his mission completed. But then he returns, realizing his home is on Earth with Mel. But as they celebrate, we see the display screen show all the fugitive prisoners reappearing all over the U.S.

Wr Charles Heit

Dir Isabelle Fox

TRANSPARENTAKA: **SATORARE**AKA: **TRANSPARENT: TRIBUTE TO A SAD GENIUS**

In near-future Japan, the entire country becomes involved in a coverup. The government reveals that certain individuals with genius-level intelligence are vitally important national treasures, and should be afforded all possible help in getting on with artistic genius, and inventions that bring massive foreign investment into Japan. There's just one snag: the geniuses have a crippling side effect to their high IQs, which causes them to inadvertently broadcast their innermost thoughts to everyone around them. Were they to find out, the embarrassment could destroy them - consequently, the "transparent" are kept separate in remote small towns, each of which receives tax breaks if the inhabitants conspire to pretend that nothing unusual is going on.

Kenichi (Odagiri) is one such transparent, a brilliant biotechnician who has annoyed his minders by pigheadedly insisting on a career as a surgeon. His handlers try desperately to conceive of a way for him to change his mind - each day that he practices as a normal doctor is another day he won't be inventing new vaccines, while the hospital staff will never permit him to fully qualify because his telepathic affliction makes it impossible for him to keep bad news from his patients. Eventually running out of options, the government sends in Yoko (Tsuruta), an undercover military psychiatrist whose job is to change his mind at any cost.

Although dramatic parallels are most obvious in *FROM THE HEART*, *Transparent's* origins lie in story by *Bayside Shakedown* director Katsuyuki Motohiro. However, the underlying theme of *Transparent*, that Big Brother is busily watching the hero's every move, actually owes more to *The Truman Show* (1998). The series was produced by Akihiko Yokose, Koichi Tota and Tetsuya Kuroda.

WR. Masaya Ozaki, Reiko Yoshida.**DIR.** Masataka Takamura, Renpei Tsukamoto, Naomi Tamura.**EPISODES:** 10 **YEAR MADE:** 2002 **COUNTRY:** JAP **SEASONS:** 1*ASAHI***CREATOR:** MAKOTO SATO**TYPE OF SHOW:** EARTH FUTURE**FORMAT:** SERIES**LENGTH (MINS):** 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 10**DATE OF PREMIER:** 04/07/2002**AIR DATE OF LAST EPISODE** 12/09/2002**SEASON DATE BREAKDOWN:****FILMS:**

Yoko MAYU TSURUTA, Kenichi JO ODAGIRI, UNO KANDA, HIROKO HATANO, JUN FUBUKI,
TETTA SUGIMOTO.

TREASURE ISLAND IN OUTER SPACE

AKA: **L'ISOLA DEL TESORO**

AKA: **STAR LEGEND**



A young boy stowaways on board a spaceship and becomes one of the crew who are searching for a dead man's treasure.

Original Music by Gianfranco Plenizio

Cinematography by Sandro Mancori

Second Unit Director or Assistant Director - Edoardo Margheriti assistant director

Sound Department - Gene Luotto dialogue , Gene Luotto sound post-synchronization

Special Effects by Edoardo Margheriti special effects director & Emilio Ruiz del Río mock-ups and models (as Emilio G. Ruiz)

Stunts - Alberto Dell'Acqua stunts , Arnaldo Dell'Acqua head stunt man (as Aldo Dell'Acqua) , Nazzareno Zamperla stunts

Other crew - Paul Costello continuity , Augusto Grassi assistant costume designer.

I recently acquired this little gem which is next-to-impossible to find over here in the United States. I wasn't prepared for a full 8 hour miniseries split up into four parts! I realize a lot of early 80's Italian films began as miniseries and were later cut down to feature length and sometime rescored for their American release, such as CHRISTOPHER COLUMBUS, MARCO POLO, HEARTS AND ARMOUR, and YOR THE HUNTER FROM THE FUTURE, but to my knowledge this film never appeared on American TV despite the top-notch cast.

Basically this flick is what you'd expect from the title and director (if you've seen any of Margheriti's early 60's space operas). Some kid ventures off into space in a ratty old spaceship with a ragtag crew of cut-throat pirates legged Long John Silver in search of a long-lost treasure on a remote planet. The film follows the original novel pretty closely though it drops a few characters and adds a few others. Mostly the outer-space twist on the whole story works to the film's detriment, with lots of silly changes like the fact that the blind man Pew's walking stick is instead a motion sensor.

As I said before, the cast is uncommonly great for such an obviously low-budget effort. Anthony Quinn stars as Long John Silver, David Warbeck is the doctor, and Phillippe Leroy is Squire Tralaney. On top of that we have Ernest Borgnine as Billy Bones, Biagio Pelligra as Pew, and among the pirates such familiar faces as Giovanni Lombardo Radice, Bobby Rhodes, Al Yamanouchi, and Sal Borgese! It's a wonder it seems no one has heard of this movie, as it really isn't that bad at all. Though at times it does feel awfully long and drawn-out, the special effects are much better than Margheriti's 60's offerings, though they range from excellent to marginally terrible. The Hispaniola spacecraft only looks about 2 feet tall in some shots and a lot of the astronauts floating in space look suspiciously like barbie dolls. The dubbing isn't too great either especially with Giovanni Lombardo Radice who's dull voice doesn't go at all with his over-the-top sleazy performance as the head mutineer. There's a wealth of impressive sets and some escapist fun (like the climactic battle in Dinosaur Valley), but too many goofy effects and weak action scenes to make it any better than so-so. I couldn't help but enjoy spending a good half a day sitting through this though. Margheriti injects a lot of the fun into this film in terms of strange camera angles, like shots from behind small objects or up at the actors from floor level. This was his second to last science fiction film, as his last would be the unfairly critically snuffed ALIEN FROM THE DEEP which he shot in the Phillipines for Franco Gaudenzi.

WR. Renato Castellani

DIR. Antonio Margheriti

EPISODES: 8 **YEAR MADE:** 1990 **COUNTRY:** US **SEASONS:** 1

BAVARIA FILM \ RAI DUE RADIOTELEVISIONE ITALIANA \ TFI FILMS PRODUCTIONS

CREATOR: ROBERT LOUIS STEVENSON (based on novel)

TYPE OF SHOW: SPACE

FORMAT: MINI-SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 8

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Long John Silver ANTHONY QUINN, Billy Bones ERNEST BORGNINE, Jim ITACO NARDULL, Squire Tralawny PHILLIPE LEROY, Doctor Livesy DAVID WARBECK, Captain William Smollet KLAUS LOWITSCH, Rosalie Hawkins, Jim's mother IDA DI BENEDETTO, Azrael Hands GIOVANNI LOMBARDO RADICE, Mutineer FRANCESCO CASALE, RENATO DE CARMIME, Oguest ENZO CERUSICO, Ben Gunn ANDY LUOTTO, Black Dog BOBBY RHODES, Pew, the blind man BIAGIO PELLIGRA, Mutineer BRUNO ZANIN, Hostess DANIELA MERLO, Joyce, the android STANKO MOLNAR, Morgan SAL BORGESE, Pete AL YAMANOUCHI, Arrow (uncredited) ROBERT SAPFFORD.

TREMORS



Perfection Valley, Nevada is a quaint little town. The inhabitants live peaceful, tranquil lives. Most of the time. Perfection is home to the Graboid, El Blanco. El Blanco is a 30-foot worm creature who hunts prey by sound. It is an endangered species, so as long as El Blanco is around, Perfection can't be bulldozed by any greedy developers. To protect their home, the people of Perfection must co-exist with El Blanco, dealing with him when necessary as well as other strange situations that come their way.

"Tremors: The Series" is campy fun, 50's B-Movie silly, and I don't expect great effects quality from it. I watch it because the ensemble seems to be gelling (No Gelling' Commercial jokes, please. :p). The characters are growing on me, and it beats the hell out of the abomination called "Scare Tactics." Of course, that probably means that "Scare Tactics" will be renewed for umpteen seasons and "Tremors: The Series" will be cancelled

Though I like a good cheesy giant tunneling worm movie as much as the next guy, I've gotta admit I've only watched the first of the movie series that's the basis for Sci-Fi's Tremors: The Series. I enjoyed that initial outing for its tongue-in-cheek tone and canny use of low-budget conventions, but I couldn't really see the need for a return to it. Sure, Michael Gross' right-wing wacko Burt Gummer was amusing the first time (particularly since we all knew the actor as soft-speakin' liberal dad on Family Ties), but too much exposure to the guy could be deadening - like remaking First Blood with Dale Gribble in the lead.

So if any of the honchos at Sci-Fi had asked me about the wisdom of buying a new series based on the S.S. Wilson & Brent Maddock creations, I'd have said (after first chastising 'em for not holding onto Mystery Science Theatre), "Why bother? The setting is restrictive; the monsters may look cool but have minimal personality; and there's only a limited number of times you can make the word 'Assblaster' sound funny (I don't know what that exact number is, but I'm sure it exists)." But that's why I'm not living in Hollywood, pulling down the big bucks, because they went and shot the show, anyway.

Like the first flick, Tremors: The Series is set in Perfection, Nevada (the name's ironic, kids!), a desert hellhole plagued by all manner of tunneling monsters - Graboids, Shriekers and Assblasters, for starts - with a minimal human population of rugged individualist types, all eager to somehow profit from the creatures' presence. Gross' Gummer has made a small living starring in survivalist videos, while onetime hippie Nancy Sterngood (Welcome Back Kotter's Marcia Strassman, returning to the persona that once led to her recording the Summer of Love single, "The Flower Children") crafts and sells sculptures of the area beasts. Town newcomer Tyler Reed (Victor Browne) has shown up after purchasing Desert Jack's Graboid Adventures from one of the earlier movie characters - and has dreams of pulling in big bucks with this tourist attraction. (Yeah, the guy's a sucker, but he's a former race car driver, so he's good for a fast-pace getaway.) The entire area ringing Perfection has been placed under government supervision by the Department of the Interior, since its biggest baddest giant worm, El Blanco, is an endangered species. As a result, we get the inevitable Big Gummint bureaucrat, W.D. Twitchell (Dean Norris), skulking around the desolate town.

That last bit of plotwork seems a bit - oh, I dunno, dated (Can you see the Bush Administration giving a rat's ass about an ugly monster that's an endangered species? Particularly when there are developers around, eager to turn the area into New Reno?) But, clearly, scripters Wilson & Maddock mean us to see the denizens of Perfection as pioneer entrepreneurs, striving to both live alongside and exploit the area's larger-than-life inhabitants. Also part of Perfection's population: a canny shopkeep (Lela Lee) and a former chorus girl/present rancher (Gladise Jiminez). Thirty years ago, you probably would've seen Barbara Stanwyck in the cast, but today the best we can do is stars from old sitcoms.

The show's debut, first broadcast last Friday, pretty much established the rules of the game: lots of bits with folks standing around talking about dangerous the area monsters are, interspersed with scenes of the ground trembling or moving towards our characters like something out of a Bugs Bunny cartoon, plus the sporadic puppetry monster attack. Half of the jokes are at the expense of "anti-social paramilitary paranoid" Gummer,

but none of 'em are as bright or surreal as the ones offered weekly on King of the Hill.

Produced by Babs Greyhosky consulting producer , David Israel executive producer , P.J. Pesce producer , Aaron Staudinger associate producer

Original Music by Steve Dorff

Cinematography by Bradford May & Steven Shaw

Film Editing by Daniel Cahn , Cindy Parisotto , Michael Stern

Casting by Scott Genkinger , Efrain Lomeli , Junie Lowry-Johnson

Production Design by Chester Kaczinski

Art Direction by Barry Gelber

Set Decoration by Bill Anderson & Christopher R. Marsteller (first assistant decorator)

Costume Design by Deborah Shine

Makeup Department - Julia Perez makeup department head

Production Management - Iram Collantes production manager , Tom Keniston production manager

Second Unit Director or Assistant Director - Anthony Carregal second second assistant director , Matt Hinkley first assistant director , Carl Lawrence Ludwig first assistant director , Audric Thompson second assistant director: second unit , Marius Vilunas second assistant director

Art Department - Joshua Cheek assistant property master , Nigel Clinker property master , Aimee Dominguez property master , Jessica Kender lead set designer , Juan Jose M. Leon storyboard artist (illustrator) , Pachilu Moreno assistant set decorator , Hector Vázquez Sánchez construction coordinator , Jonna Walsh art department coordinator

Sound Department - Trevor Black sound mixer , Brett Boyett music editor , Kevin Fisher sound supervisor , Tommy Goodwin foley mixer
Chris Ledesma music editor , Gerry Lentz sound re-recording mixer , David Pattee boom operator , Timothy Pearson foley artist (pilot episode) , Rich Weingart sound re-recording mixer , George E. Marshall Jr. boom operator (uncredited)

Special Effects by Rob Derry special effects puppeteer , Larry Fioritto special effects supervisor , Ben Rittenhouse puppeteer/foam department supervisor: KNB Effects Inc. , Alan Tuskes special makeup effects crew (uncredited)

Visual Effects by Gerard Black visual effects supervisor , Nick Damico visual effects , Mitch Gates visual effects , Craig Kuehne visual effects , Dan Lopez visual effects , Barbara Marshall visual effects producer , Kurt McKeever digital effects artist: Encore Visual Effects , Sean Mullen visual effects: Encore Hollywood , John Shirley digital compositor , Rich Suchy CGI character modeler , Greg Tsadilas CGI , upervisor , Greg Tsadilas digital effects , Greg Tsadilas visual effects supervisor , Matt von Brock visual effects

Stunts - Olivia Chang stunt double (premiere episode) , Brian Machleit stunts , Branislav Martinak assistant stunt coordinator , Lubomir Misak stunt coordinator , Tony Snegoff stunt rigger , Clark Tucker stunt double: Nicholas Turturro

Other crew - Sarah Altman casting: San Diego , Scott Anderson transportation captain , Mimi Baker script supervisor , Mike Bellantoni best boy grip , Steven D. Binder story editor , Andy Brown post-production coordinator , Beau Chaput second assistant camera: "a" camera (one season) , Ramon Ciokon grip , Ron Clark assistant production office coordinator , Bertha Medina Curiel location manager , Greg Flores best boy grip , Jack Garrett camera operator , Jack Garrett director of photography: second unit , Dan Gearhart transportation coordinator
Debbie George casting assistant , Steve Godwin second unit coordinator , Sekou Hamilton writer's assistant , Francisco Hernandez second camera assistant , Sheryl Johnson production accountant , Sherrie Jordan costume buyer , Shannon Kenny script supervisor , Andrew Kuepper assistant camera , Jerry Lane camera operator: "a" camera , Jerry Lane steadicam operator , Suzanne

Marcus Levine script coordinator , Rick Linkowski second key grip , Efrain Lomeli extras casting , Marcus O. Lopez first assistant camera: "a" camera , Joanne Martella production assistant , Guillermo Parra location manager , Aislinn Puig extras casting assistant , Diego Sanchez grip James Seidelman assistant editor , Jared Smith gaffer: second unit , Jared Smith lighting technician , Tony Smith colorist , Shawn Stoddard dolly grip , Bill Thomas production coordinator: Mexico , Alonzo Thompson gaffer , Audric Thompson assistant coordinator: second unit , Cameron Thorburn key grip , Simon Victorio transportation captain.

WR. Steven D. Binder , Brent Maddock, Nancy Roberts , Christopher Silber , S.S. Wilson , Rob Wright

DIR. Bradford May, P.J. Pesce, Whitney Ransick, Jack Sholder

EPISODES: 13 **YEAR MADE:** 2003 **COUNTRY:** US **SEASONS:** 1

STAMPEDE ENTERTAINMENT

CREATOR: NANCY ROBERTS, BRENT MADDOCK, S.S. WILSON

TYPE OF SHOW: MONSTERS **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 28/03/2003 **AIR DATE OF LAST EPISODE** 08/08/2003

SEASON DATE BREAKDOWN:

FILMS: TREMORS

Roger Garret RICHARD BIGGS, Tyler Reed VICTOR BROWNE, Burt Gummer MICHAEL GROSS, Rosalita Sanchez (as Gladise Jimenez) GLADYS JIMENEZ, Jodi Chang LELA LEE, W.D. Twitchell DEAN NORRIS, Dr. Casey Matthews SARAH RAFFERTY, Nancy Sterngood MARCIA STRASSMAN, Larry Norvel J.D. WALSH

1 - 1 *FEEDING FRENZY*

Burt rescues newcomer Tyler Reed from the government-protected Graboid known as El Blanco. It happens that Tyler is the new owner of Perfection's tourist business and he couldn't have come at a worse time. El Blanco is becoming more aggressive and the Perfection residents have to figure out why before they become the next meal.

Wr S.S. Wilson, Brent Maddock, Nancy Roberts

Dir Bradford May

1 - 2 *GHOST DANCE*

Three people enter an abandoned silver mine and are attacked by a strange creature that drains the water from their bodies. Rosalita thinks it's a ghost, but Burt knows it must be something else, especially when two government agents arrive in Perfection.

Wr S.S. Wilson, Brent Maddock

Dir Whitney Ransick

1 - 3 *NIGHT OF THE SHRIEKERS*

Burt finds and kills a Shrieker in the valley, only to learn it was part of a government funded project to train Shriekers for rescue missions. But when a storm knocks out the equipment controlling them, the remaining Shriekers escape and multiply. To survive, the Perfection residents must make a stand at Burt's place.

Wr John Schulian, Brent Maddock, S.S. Wilson

Dir P. J. Pesce

1 - 4 *BLAST FROM THE PAST*

An Ass Blaster has arrived in the valley, already having killed two people. After going out after it, Burt and Tyler learn the AB is private property and must be taken in alive. Meanwhile, Jodi and the others take over teaching Burt's survival class.

Wr Babs Greyhosky

Dir Michael Shapiro

1 - 5 *FLORA OR FAUNA*

A team of scientists find a deadly strange animal/plant hybrid growing in the valley. Burt, Tyler, and Cletus work with them to figure out how to stop it before it spreads even further. Meanwhile, Perfection has to deal with an over-excited tourist named Larry.

Wr Brent Maddock, S.S. Wilson

Dir Chuck Bowman

1 - 6 *HIT AND RUN*

Two Las Vegas criminals named Max and Frank have to lay low before their next crime. With time on their hands, they go to Perfection to settle a disagreement about the existence of Graboids. They soon enough encounter El Blanco, which kills Max and also eats the key needed for their crime. And the only way to get it back is to kill El Blanco.

Wr Christopher Silber

Dir P. J. Pesce

1 - 7 *A LITTLE PARANOIA AMOUNG FRIENDS*

Twitchell sends Burt and Tyler to a small town in the belief that a Graboid is responsible for recent disappearances of people there. But the townspeople believe the real cause for the disappearances are alien abductions and that the government is trying to cover it up.

Wr Babs Greyhosky

Dir Michael Grossman

1 - 8 *PROJECT 4-12*

Larry returns to Perfection and wants to learn more about Cletus Poffenberger. Tyler tells him the story of when the Perfection residents first met Cletus and had to face his increasingly dangerous pet, Four-Twelve.

Wr John Schulian

Dir Chuck Bowman

1 - 9 *GARBOID RIGHTS*

Protesters come to Perfection to force Burt and the others out of the valley, claiming their presence is badly affecting El Blanco's health. This leads to an awkward family reunion when Mindy is apart of the protesters. Even worse, El Blanco begins acting strangely.

Wr Christopher Silber

Dir P. J. Pesce

1 - 10 *THE SOUND OF SILENCE*

The valley has an infestation of strange bugs that make loud noises when they are about to feed. They start eating dry wood, but soon enough they move onto meat and begin making their way toward the town. Meanwhile, Larry has decided to move into town.

Wr Babs Greyhosky

Dir Michael Shapiro

1 - 11 *THE KEY*

Frank the Gangster returns to Perfection with some help in another attempt to kill El Blanco and retrieve the key he swallowed. Meanwhile, Larry encounters a creature in a barn and tries to figure out what it is.

Wr John Schulian, Christopher Silber, Brent Maddock

Dir P. J. Pesce

1 - 12 *WATER HAZARD*

Residents of Perfection are facing money troubles and Rosalita decides to take a job at Melvin's latest business venture, the Oasis. But some of the water Melvin uses for the Oasis' lagoon actually came from Perfection and contains Mixmaster, which creates a deadly six foot shrimp. When Melvin's attempt to kill it drives the shrimp out of the lagoon, Tyler and the others must stop it before it escapes into the wild.

Wr Nancy Roberts

Dir Chuck Bowman

1 - 13 *SHRIEK & DESTROY*

Shriekers are spotted in Juniper, Arizona, and Twitchell sends Burt and Tyler to handle the situation. However, the Fish and Wildlife Service are also in town and manage to kill five Shriekers. They take one alive for study and when it gets a hold of some food, the Shriekers start to multiply again. Now Burt and Tyler have to stop them from massacring the entire town.

Wr Brent Maddock, S.S. Wilson

Dir Jack Sholder

TRIBE, THE



Billed as "Lord of the Flies for the millennium", this teen drama series is more Swallows and Amazons meets Mad Max, as gangs of resourceful, war-painted children and teenagers try to cope after a mystery virus wipes out the world's supply of adults. With no parents, teachers or fixed mealtimes, anarchy rules. The children survive by forming tribes, of which the warring Locusts (led by Ebony and Zoot) is the most unpleasant. There is also the Demon Dogs, who are a rival cyber gang. A more uplifting example is set by young Bray and Amber, whose tribe has an idealistic view of how future society should look.

CLOE is found wandering the streets of the burnt-out city by AMBER and DAL. LEX, RYAN and ZANDRA meet with ZOOT, leader of the notorious LOCUSTS - but their negotiations to join the gang turn sour. They make a narrow escape: their companion GLEN is taken prisoner, and not seen again. CLOE leads AMBER and DAL to her companions SALENE, PATSY, PAUL and their dog BOB. LEX, RYAN and ZANDRA approach the newly-formed group, aiming to steal their food - but are set upon once more by the LOCUSTS.

AMBER's group hide in a nearby shopping mall. The LOCUSTS are distracted by the appearance of a rival gang, the DEMON DOGS - and LEX, ZANDRA and RYAN escape once again, this time to pursue Amber's group into the Mall. As they advance threateningly, they are caged between the security grille doors by JACK, who claims to own the Mall. JACK invites the others to sleep in the furniture shop. As captors and captives settle down for the night, we see BRAY moving silently through the dead city.

A mysterious figure is watching the group as they wake for the first time in the Mall. AMBER tells DAL they cannot abandon the others - the children would never survive alone. They decide to form a new Tribe of their own, make a home in the Mall, and in sharing supplies and resources, forge a safer future. They must first face a dilemma: what to do with the prisoners? If they are forced out into the city, they might lead the LOCUSTS to the Mall in revenge; but if they can be trusted, could they join the newly-formed Tribe?

AMBER offers LEX a choice - to join the Tribe on their terms or take his chances on the streets - but he is unrepentant. The confrontation between them is interrupted by PAUL - he can "feel" an intruder in the Mall. AMBER and DAL go to investigate. They return without having found anything, but decide they must allow the others to join them for sheer strength of numbers. LEX reluctantly agrees, and he and RYAN go looking for the intruder; the mysterious figure of BRAY leads them out onto the city streets, and then gives them the slip. By the time LEX and RYAN return, BRAY, who has doubled back, has made friends with the rest of the Tribe. LEX does not believe he should be allowed to stay, but is overruled. However, LEX seems to be proven right when they wake the next morning to find BRAY gone - along with precious food and water. As LEX and AMBER argue, BRAY returns to the Mall - bringing with him the very pregnant TRUDY.

With much action and gritty angst centred on peer pressure, young viewers will be gripped (while their parents run screaming from the room). The series was first shown in the UK on Channel Five, showing two episodes on a Saturday and Sunday, in April 1999. Executive producer as Raymond Thompson, Executive in charge of production was Geoff Husson, the producer was Declan Eames. Other executives include Aky Najeeb (for Cloud 9), Nick Wilson (for Channel 5 (UK)). The scientific advisor was THE PAWS DRAMA FUND.

This show was funded both by Cloud 9, and New Zealand production company, where this series was filmed and Channel 5, the UK broadcaster of the series. It appears the Cloud 9 were asked to produce the series on behalf of Channel 5, so it is feasible to suggest that this is in fact a British show, but since all of the cast and locations are Australian, the principle country remains Australia.

The initial impression when you watch this show is to suspect that its cheaply made, but this is not the case, the series is nearly trying to show more than their budget will allow. This is not necessary a fault, because the scripts are sound and the production values are high, the most important thing with such a production however, is to have a good cast, which many shows of this kind fail to have. The Tribe however has a good set

of Actors and Actresses. But the cast is large for a show of this kind, many of the stories reflect the mental states of many of the characters which may demonstrate a longevity in the format.

An original idea, this is not, since many other SF shows have used this premise, such as THE SURVIVORS and THE LAST TRAIN, its also strangely reminiscent of Canada's THE ODYSSEY (aka THE SHY BOY), with a mix of Lord of the Files thrown in.

The cast and details of the actors follows:

Bray - Bray is the Eco-Warrior charming, sensitive and strong. His inner strength provides a reason and a solution for everything. Dwayne Cameron - Dwayne is 17 years old and has trained at O'Grady's Drama Academy. His experience in television drama includes roles in Amazon High and One of Them. He has also appeared in several television commercials. Dwayne played the part of Chris in Jessica's Diary , a screenplay in the Cloud 9 series William Shatner's A Twist in the Tail.

Ebony - Ebony is the beautiful leader of the evil Locusts. Ebony knows how to fight for what she wants. Meryl Cassie - Meryl is 14 years old. She has trained in drama at the Young People's Theatre and Nathan Homestead. Her experience in front of the camera includes numerous photographic shoots as well as extra work on Hercules and Shortland Street.

Lex - Lex is The Tribe's very own 'lion' - with strength, beauty and pride. He is battling with Bray to be leader of The Tribe. Caleb Ross - Caleb is 17 years old. As a member of the Whangeri Amateur Opera and Dramatics Society he has had a variety of stage experiences including roles in Evita, Godspell and Peter Pan. In 1994 Caleb played the part of Brett in the New Zealand feature film Avondale Dogs. His recent television work includes playing Temecula in XENA: WARRIOR PRINCESS and Logan Patterson in Shortland Street. Caleb has also had roles in HERCULES: THE LEGENDARY JOURNEYS and Plainclothes.

Amber - Amber is the one with the motherly instincts in The Tribe. Beth Allen - Beth is 14 years old and has been acting since 1993. She was a member of the PAS Children's Theatre and appeared in Pinnocchio and Hairy Maclary at Auckland's Aotea Centre. She has been in several television commercials, had a guest role as Eva in the television drama Riding High and played Young Julie in the feature film The Ugly. Beth was a core cast member in Cloud 9's The Legend of William Tell, in which she played Princess Vara. This was followed by a lead role in William Shatner's A Twist in the Tail - The Green Dress.

Trudy - Trudy is a beautiful yet troubled soul. Antonia Prebble - Antonia is 14 years old. she last appeared for Cloud 9 as Jem in A Crack in Time in the series William Shatner's A Twist in the Tale. Prior to this Antonia played the lead role in the television drama series MIRROR, MIRROR. She has theatre experience having appeared in Starchild in 1994 and The Magical Kingdom of Thingymijig in 1993. Antonia studied ballet for 8 years and also plays the flute, the recorder and guitar.

Zandra - Zandra is straight out of Vogue Magazine - she's always wearing make up and looking trendy. Amy Morrison - Amy is 14 years old and has had a variety of experience in front of the camera. She has appeared in a number of television commercials and has had roles in Shortland Street and HERCULES: THE LEGENDARY JOURNEYS. Her film work includes The Joker and Jack be Nimble. Amy played the part of Jessica in Jessica's Diary, a screenplay in the Cloud 9 series William Shatner's A Twist in the Tale.

Zoot - Zoot is the respected leader of the evil Locusts. Daniel James - Daniel is 17 years old. He has a range of experience in television including roles in XENA: WARRIOR PRINCESS AND HERCULES: THE LEGENDARY JOURNEYS. He was a member of the cast of Cloud 9's Enid Blyton Secret Series in 1996. Daniel has theatre experience including roles in Auckland Opera's productions of Carmen and The Magic Flute. He has recorded a variety of voiceovers and has appeared in several television commercials.

Jack - Jack is the little inventor, always trying to create new gadgets to improve the world the Tribe now live in. Michael Wesley-Smith - Michael is 15 years old. He has studied drama for four years at school and has taken several drama courses. Michael has had roles in a number of radio plays for Radio New Zealand such as Yellow Bride and The Baby Farmer. Michael was a member of the guest cast in the Cloud 9 production of The Legend of William Tell.

Ryan - Ryan is simple - and kind of clueless! Ryan Runciman - Ryan is sixteen years old and has acting experience in a variety of media. He has had roles in film, television commercials and television drama as well as being experienced in voice over work and stills photographic work. Ryan is also a trained singer and tap dancer. Ryan played the part of Darren Hunt in the Duellists, a screenplay in Cloud 9's previous production, William Shatner's A Twist in the Tale.

Ti-San - Ti-San is the mystical philosopher and attracts The Tribe with her aura! Michelle Ang - Michelle

is 15 years old and is a trained ballet dancer. She has been a guest artist with the New Zealand Royal Ballet, having danced for the in Giselle, The Nutcracker Suite and Romeo and Juliet. She is a member of the McDonald's Young Entertainers Super Troupe. Michelle made her television drama debut in Cloud 9's previous production William Shatner's A Twist in the Tale - The Green Dress.

Salene - Salene is a goody two-shoes and always makes sure everyone is happy with her. Victoria Spence - Victoria is 14 years old. She has experience as a stills photographic model and has appeared in several television commercials. Her drama work includes a lead role in The Joker as well as parts in Memory and Desire, Shortland Street, Jack be Nimble and Mother Tongue. Victoria played the part of Zoe in William Shatner's A Twist in the Tale - The Duellists.

Cloe - Cloe is loveable and sensitive but she's easily frightened. Jaimee Kaire-Gataulu - Jaimee is 11 years old. She has a variety of experience in film, radio and television. She has had roles in the short films Clown Story (1996) and The Birthday (1994) and she played the lead in the short film The Kiwi and the Water Melon (1993). Her television work includes roles in The Visitation and XENA: WARRIOR PRINCESS. Most recently, Jaimee has worked as a reporter on What Now for KVNZ. She has recorded several radio commercials and has a weekly radio spot with Wellington radio station, the Breeze.

Dal - Dal is a young boy full of hopes and dreams and always thinking of others. Ashwath Sundarassen - Ashwath is 12 years old. He has participated in drama at school, has learned Bharat Natyam (an Indian classical dance) for four years and has also learned Indian classical music. Ashwath has recently been a member of the children's chorus in a production of Joseph and the Amazing Technicolour Dream Coat that toured New Zealand.

Patsy - Patsy is like all little girls - she's cheeky but so cute it really doesn't matter. Sarah Major - Sarah is 10 years old. She has recorded radio commercials and provided voices for a cartoon series promo. Sarah has appeared in television commercials, the short film Flying and as Gaela's daughter in HERCULES: THE LEGENDARY JOURNEYS. Sarah has appeared in William Shatner's A Twist in the Tale - The Magician in which she played the part of Emily Watson.

Some of the questions which are show poses are, Where did the virus come from? , no-one knew. Was it from deepest space or some nation's scientific experiments gone horribly wrong? Only an intensive enquiry could answer that. But there was no-one left to hold such an enquiry. The children left behind were too busy surviving too worry about what had thrown them from a cozy, hi-tech world into a primitive hell of anarchy, fear and danger. No adults to rule or protect them. The children of the world were on their own. Their task - to build a New World in their own image.

In a world without adults there are some ups and some downs. The good points would appear to be no school, no rules, no set bedtime and no dress code! The bad points include no doctors, no electricity, no telephones, no industry... in fact, the list goes on. Much of today's technology like television, telephones, computers and transport systems depend heavily on two really important things - power and people. It needs power to run: without electricity your TV and computer won't work. It needs people: without mechanics or operators things break and stay broken.

In a world without adults the power stations and oil rigs would stop supplying electricity, petrol and gas. In a world without adults, there would be nobody to keep the phones working, drive the cars or develop new technologies. Giving the world a chance. With no power stations, petrol for cars or heavy industry there would be a dramatic reduction in the amount of pollution. With much fewer people on the Earth there would be less need for intensive farming or fishing. And less people means less of everything, really. So over time the forests would grow back. Animals which are currently being hunted close to extinction may well get a break and repopulate the jungles. Mother Nature would take over again and fix the problems that we find so hard to fix right now.

The first series finished in the UK with a special 30 minute behind the scenes look at the series. The second series began on Sunday 14th November 1999, in the UK, the second series was made in 60 minute intervals as opposed to the first series' 30 minute intervals. So what happens next? What is the future? You've seen the end of Tribe Series 2 - and what a cliffhanger. But where do things go from here?

The Chosen and the city

Have they won? Surrounding the Mall Rats and other Tribe leaders, what will the Guardian do? Will he convert them to worship Zoot? Will he take over the city? Will the Tribe leaders and Mall Rats put up a fight to try to overthrow the Chosen? What will happen to the city - will a peaceful new world emerge as favoured by the Mall Rats - or are things about to take a turn for the worse with the Chosen in charge - and "power and chaos" to rule again?

EBONY

What about Ebony? Will she try to rescue Bray and the other Mall Rats or leave them to their fate at the hands of the Chosen? Doesn't she still love Bray though? What is her agenda - what is she after?

TRUDY AND BRADY

What is going on? Is Trudy really the Supreme Mother? Is she sincere when she talks about Zoot and power and chaos? Or is this just a ploy - perhaps she has to "play along" with the Guardian in order to ensure she has access to Brady, whom she loves more than anything else in the world. Will Trudy rejoin the Mall Rats - or is she lost forever to Zoot and "power and chaos"? What about Brady? Can Brady be saved from the Chosen or is Brady's destiny to follow in her father's footsteps?

BRAY

Will Bray survive the crash in the go-kart? If he survives that, can he survive the wrath of the crazy Guardian and Chosen Tribe? Does Bray still love Danni? Will he try to save her from the Chosen or does he have other challenges of greater urgency?

A mystery There has been talk that a former member of the Mall Rats is making a surprising comeback. Who is it? Where have they been? What do they want? What will be the effect of their return on the other Mall Rats - and the future of the city as a whole? Lex and Tai-San Poor Lex - can he also survive the crash of the go-kart at the end of Series 2? What about him and Tai-San? They may be married but do they really share the deep bonds of love? Will their love last or turn out to be nothing more than a temporary thing?

The Mall Rats

They've been through so much together - survival, creating a New World, loves, jealousies, friendships, betrayals. What will the future hold for them? Can Dal, Ellie, Jack, Alice, Patsy, Chloe, KC, Ryan, Cloudy and the others survive the threat of the Chosen? Can they stay together as a group and try to change the future again for the better by creating a New World? We'll be able to look into the future when Tribe 3 hits television screens from the autumn of this year.

Until then, keep the dream alive.

WR. David Fox (Screenplay),

DIR. Wayne Tourell

EPISODES: 234 **YEAR MADE:** 1999 **COUNTRY:** NZ **SEASONS:** 5

CLOUD 9 (THE TRIBE) LIMITED PRODUCTION FOR CHANNEL 5.

CREATOR: RAYMOND THOMPSON (Based on his idea) & HARRY DUFFIN.

TYPE OF SHOW: ARMAGEDDON **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 52 (2) 52, (3) 52, (4) 52, (5) 26

DATE OF PREMIER: 24/04/1999 **AIR DATE OF LAST EPISODE** 06/09/2003

SEASON DATE BREAKDOWN:

FILMS:

Ebony MERYL CASSIE, Zoot DANIEL JAMES, Bray DWAYNE CAMERON, Amber BETH ALLEN (1), Lex CALEB ROSS, Zandra AMY MORRISON (1), Ryan RYAN RUNCIMAN, Dal ASHWORTH SUNDARESON, Salene VICTORIA SPENCE, Jack MICHAEL WESLEY-SMITH, Paul ZACHARAY SMITH, Patsy SARAH MAJOR, Cloe JAIMEE KAIRE-GATAULU, Trudy ANTONIA PREBBLE, Glen KEEGAN FULFORD-WIERZBICKI, Ti-San MICHELLE ANG, Danny ELLA WILLKS (2).

RELATED SHOWS:

SURVIVORS

ODYSSEY, THE

LAST TRAIN, THE

1 - 1

A gang care for a defenceless girl.

1 - 2

Paul senses a spy in their midst.

1 - 3

Will Bray and Trudy join the tribe.

1 - 4

Trudy gives birth to a daughter.

1 - 5

Trudy's post-natal condition worsens as Amber reprimands Bray.

1 - 6

Can Dal save Trudy's life?

1 - 7

Rationing causes tension in the group. Trudy regains consciousness.

1 - 8

Bray tries to persuade Zoot to join the tribe.

1 - 9

Trudy becomes jealous of Salene.

1 - 10

Amber challenges Lex and calls for a vote to choose a leader of the tribe.

1 - 11

The new leader Lex makes an unpopular ruling and acquits Jack.

1 - 12

The girls' strike action renders the boys powerless.

1 - 13

Bray can't bring himself to kill.

1 - 14

A search party is formed after Cloe is lost during a storm.

1 - 15

Cloe is rescued from the Locos by a mysterious girl.

1 - 16

Lex and Zandra's date is a disaster.

1 - 17

Bray receives help to escape from the Locusts.

1 - 18

Ebony is held by the tribe and Zandra is downcast.

1 - 19

The tribe prepares for an attack.

1 - 20

Bray offers Ebony a talisman giving her complete control over a Zoot-inspired cult.

1 - 21

Salen discovers that Trudy has taken an overdose.

1 - 22

Trudy is happy with her life, and heads for the hills with Dal.

1 - 23

Dal and Trudy arrive at the edge of the city.

1 - 24

Trudy feels guilty for having abandoned Brady.

1 - 25

The Nomads block Dal's attempt to return.

1 - 26

The Nomads turn on Dal who fears the worst. Meanwhile Lex's tangled love life is causing problems.

1 - 27

Lex has to prove his love for Zandra. Salene is acting strangely.

1 - 28

The Mall Rats finally go to the Gathering, while Dal and Sasha are bought by Ebony.

1 - 29

Will the Mall Rats escape from the Gathering?

1 - 30

Sasha is encouraged to join the Mall Rats - but is he trustworthy?

1 - 31

Lex and Zandra prepare for their big day.

1 - 32

Will Zandra get her wedding feast?

1 - 33

Lex and Zandra marry.

1 - 34

Ryan decides to look after number one when he loses Zandra.

1 - 35

Ryan is alone in the city.

1 - 36

Jack thinks he sees an adult figure on a night vigil.

1 - 37

Salene feels the strain and Amber decides to leave the mall with Sasha.

1 - 38

Jack tells the tribe that he has seen an old man.

1 - 39

Patsy comes face to face with the stranger.

1 - 40

Amber and Bray discover that the old man is in fact a teenager Glen - and he has the virus.

1 - 41

Greg is ageing rapidly.

1 - 42

The Tribe cremate the recently deceased Greg, and try to investigate the only lead they have in an attempt to combat the virus.

1 - 43

The Tribe trigger shot-down at Hope Island research laboratory.

1 - 44

A terrified Lex tries a holistic approach to healing and confesses to a wide range of misdemeanors.

1 - 45

The Tribe convene a council of war.

1 - 46

The Mall Rats ready themselves for an invasion.

1 - 47

The Tribe are rescued by Lex and the Locos.

1 - 48

Lex is left to die having outlived his use.

1 - 49

Lex makes it back to the tribe.

1 - 50

Jack and Dal make a breakthrough on the code.

1 - 51

Ebony is usurped in a rebellion.

1 - 52

Jack and Tai-San find a satellite tracking station.

2 - 1

The Mall Rats find out the truth about the antidote to the virus, but then tragedy strikes.

2 - 2

Tai-Sun tries to create an alternative formula.

2 - 3

The Mall Rats celebrate finding the antidote.

2 - 4

Tai-San is in danger when someone sabotages the antidote lab.

2 - 5

Tai-San is left with amnesia after a violent explosion in the lab.

2 - 6

Bray doesn't want the responsibility that comes with knowing the secret antidote formula.

2 - 7

Danni works on her Bill of Rights, Ryan discovers that Salene has resumed her bad habits.

2 - 8

The Mallrats realise that Trudy is missing and decide to call an emergency meeting.

2 - 9

Bray and Lex finally have a showdown.

2 - 10

Danny finishes drafting her proposed Bill of Rights.

2 - 11

Lex makes overtures at Salene while he is drunk. Danni goes on trial for attempted murder.

2 - 12

Salene persuades a guilty Ryan to look for lex, while Del comes across an amulet when he goes farming.

2 - 13

An argument about the news-sheet stand on the antidote leads to an unexpected kiss for Jack and Ellie.

2 - 14

Tai-San and Alice set out to find and release the imprisoned Ebony.

2 - 15

Danni and Bray decide that they must act quickly. Patsy and Chloe make a dash for Dal.

2 - 16

Ebony asks Tai San for some advice on relationships, but she has a rival for Bray's attention's in Danni.

2 - 17

Concern over the worker's unrest soon overwhelms Danni and Bray's euphoria.

2 - 18

Alice falls for Lex, who is preoccupied with his power struggle with Ebony.

2 - 19

Salene rescues Ryan. Trudy is behaving strangely.

2 - 20

Lex and Tai-San agree to keep their liason a secret. Ellie gets tricked by Trudy.

2 - 21

Jack is asked to organise a surveillance operation at Ebony's party.

2 - 22

Bray's rejection of Salene down prompts her to leave the Mall. Trudy and the Chosen few plan to ostracise Ebony.

2 - 23

A guilty Tai-San breaks up with Lex. Salene is pregnant and Danni and Bray wrongly suspect Ebony of treachery.

2 - 24

Lex blurts out a proposal of marriage to Tai-San. Ebony is expelled from the Mall Rats, but this proves to be the least of her worries.

2 - 25

EBONY's out of her depth. PATSY dives for cover. Praise Zoot - the evil GUARDIAN commands his CHOSEN followers to find their little 'friend' before she blabs. The Mall Rats toast the happy couples. But ALICE, feeling glum, leaves the party and the Mall. JACK gets uppity. SALENE acts like an abandoned wife and hits on ????. DANNI gets a grip while SALENE loses hers - temporarily. Surprise!! RYAN's the happiest man in Venice. SALENE's not. She just needs a bit more time. RYAN understands - he doesn't suspect a thing! PATSY returns to the Mall, shocked by the murder of EBONY. CLOE ignores her, but TRUDY's been very worried. Traumatized PATSY breaks down in sobs. TRUDY slips up ... and PATSY is confused. ALICE returns to the Hotel. Unaware of EBONY's fate, she walks straight into the clutches of the GUARDIAN and his evil CHOSEN, who hold the MILITIA captive. Either they all join up for the Great Crusade, or they get huffed off the roof. ALICE is defiant, but the GUARDIAN is adamant. She will kneel down and serve the Mighty ZOOT! TRUDY finally calms PATSY. They don't have to worry about right or wrong any more: ZOOT decides for them. LEX's got a hearty appetite but RYAN's not himself. JACK's not being kind to DAL. MAY gives SALENE relationship advice. You either have to tell your man the truth or sleep with him. SALENE feels caught between a rock and a hard place. ALICE demands to know where EBONY is. But the GUARDIAN is determined to break her - if she worshipped ZOOT she'd never have to be "Sad Alice", not ever again. Not-so-sad ALICE remains defiant. The GUARDIAN casually reveals that EBONY is dead. PATSY has nightmares about her role in the murder. SALENE takes the plunge and beds RYAN. PATSY gets a very large surprise from a very unghostly presence. EBONY haunts PATSY - and she's real mad, too. SALENE retches. Is that old bull-mania back? RYAN's new wife explains: she just had one bevy too many on her bridal night! PATSY blubbers. EBONY demands answers. TAI-SAN and LEX are blissfully happy in their newly-weddedness and mutually-beddedness. But what's wrong chez RYAN and SALENE? Scary TRUDY asks her little helper to look after baby BRADY while she goes visiting. PATSY's scared. EBONY sneaks into the Hotel in search of ALICE. BRADY's crying, but her babysitter's in another world. CLOE changes some soaking nappies - and discovers the baby is not at all what she seems! CLOE tears off to tell mega-responsible BRAY and DANNI about the little BRADY who isn't - but the MALL RAT leaders, like Elvis, have already left the building to head to the Gathering. It never rains but it pours. Everything's clear as mud to CLOE now! EBONY frees ALICE - with the unconscious assistance of AXL - but she's not going back to help any of those ungrateful loser-RATS, thank you very much! ALICE makes her way back to the Mall alone, as Huckleberry EBONY lights out for the territory. PATSY confides in CLOE. The ORPHANS, DEMON DOGS, ROOSTERS and other Tribal Leaders are nothing but sitting ducks, now they've been Gathered together in one place ... Evilily smiling TRUDY returns - and the girls run for it. It's time. DANNI goes into the meeting place alone - BRAY's got a reluctant security person to rark up before he follows. Back at the Mall, TRUDY advances her plan. CLOE and PATSY arrive outside the meeting place, out of breath and in with a chance. BRAY is horrified - DANNI's in there! But it's too late. The GUARDIAN and his CHOSEN appear from nowhere and surround the building.

2 - 26

Let us prey The Tribal Leaders are held - a captive audience. Praise be to Zoot! Security expert LEX advises BRAY to sit tight and wait. It's the only way to save his girl. CLOE and PATSY need to warn the others back at the Mall. But evil Trudy's everywhere. Be afraid; be very afraid - for the future is upon us, and ZOOT wishes to free the world from tomorrow. Back at the Mall, peace and tranquility reign - sort of. "BRADY"'s not eating - and neither's SALENE. United the Tribal Leaders stand, but divided they fall. Will all DANNI's principles go up in smoke? - This is getting to be far from a gas. ALICE arrives at the Mall on a search and rescue - for the CHOSEN are back. Surely ALICE must be mistaken, says poisonous TRUDY sweetly. While the kids are left in a quandary, ALICE stomps off to locate her little sister. But the sinister hooded ZOOT worshippers have already infiltrated their home. ELLIE and ALICE are captured whilst JACK, hiding, can - or is it will? - do nothing to save them. Supreme Traitor TRUDY tries to convince the remainder of the Tribe that ALICE is working for EBONY. But PATSY enters and reveals all - a beat too late. See ya, and thanks for everything. DANNI's defiant. She's counting on BRAY coming to rescue her, but unfortunately so is the GUARDIAN. LEX, RYAN, and BRAY return to

the Mall to find JACK paralysed by self-hatred. He's a yeller belly! The battered and bruised WOLF is dumped on the MALL RATS' doorstep with a message from the CHOSEN. They have until noon tomorrow to give themselves up. Captive at the Hotel, the MALL RATS rally together – they mustn't give up hope. Prisoner PATSY is summoned by the Supreme Mother – pity about that test of faith you failed, PATSY dear. WOLF blows his cover: it was all made up. Hero JACK to the rescue! Praise be to Zoot: DANNI gives in. JACK's cooked up a plan to save the world – and DANNI and ELLIE, of course. Smokin'! Are the GUARDIAN's intentions toward BRAY honourable? Once BRAY gives himself up to save DANNI, he'll be reunited with his glorious brother – in Heaven. But has the Supreme Mother got a different kind of eternity in mind for her first true love? LEX tries to mobilise the people. But they're not moved. BRAY stomps off to do a better job. Baddy-two-shoes TRUDY has all the power. If BRAY doesn't show, then DANNI's history. And time's running out. DANNI is escorted to the poolside, to the beat of a ceremonial drum. JACK's a very bright spark, but will his plan backfire? BRAY finally moves the people with a moving speech. Is everyone about to give up without a fight!?! DANNI's pretty head on a spear may give everyone pause for thought. BRAY displays once more his flair for the dramatic - but does he give himself up at the last moment? Surely it must be obvious to the honest ECOWARRIOR that the GUARDIAN will not honour his side of the bargain? Suddenly the smoke hits the clan as the MALL RATS' army attacks. Brave JACK rescues those MALL RATS held captive. Yayee for the people who were prepared to be moved! The GUARDIAN, TRUDY and their elite guards withdraw. But BRAY is hot on their heels, whilst commander LEX commandeers a dune buggy and scouts on ahead. SALENE finds RYAN badly injured. You can't die on me now, RYAN – I'm going to have a baby!!! – Say that again, sweet SAL? Down by the sea, the MALL RATS' army advances. The CHOSEN are trapped. That psycho GUARDIAN is prepared not only to kill but to die for what he believes ... but is he prepared to be made a fool of? PATSY sand-pies him. Hey, what's that strange ominous rumble ominously rumbling over the horizon? To hang with this! TRUDY does a Lady Godiva. All Hail the Supreme Mother! LEX and BRAY go for a little ride. BRAY's always been one for a headtrip and LEX has always been the bomb. Above the beach, a troubled EBONY watches as events unfold below. VIA CON BABY!

TRIPLE FIGHTER



The alien Devila and his gang from the evil planet Devil attempt to conquer the earth; fighting against them is three Hayase brothers, each of whom transforms into Red Fighter, Orange Fighter, and Green Fighter. And when they find their attacks are not so effective on their enemy (as always), the three Fighters morph into one hero, Triple Fighter."

Alternative Description.

Desiring to rule the empire universe, invaders from Planet Devil use an army of "Demon Monsters" to carry out their bidding. Down on Earth, The Space Attack Team (SAT) is formed to protect the world from the Demons - the Japan bureau of the SAT comprises the three siblings Tetsuo (Takizawa), Yuji (Onokawa), and Yuri (Fue), who are actually alien agents from the friendly Planet M. Transforming into the Green, Red and Orange Fighters, the three agents save the planet from regular monsters-of-the-week, in the style of the same studio's ULTRAMAN.

Triple Fighter

The Hayase Trio can use "M" Star Technology to become the Triple Fighter. Tetsuo becomes Green Fighter, Yuuji becomes Red Fighter, and Yuri becomes Orange Fighter. Each of the Fighters has their own unique abilities:

Green Fighter who represents Wisdom, has incredible strength centered around his "Green Arms". He can deliver powerful punches.

Red Fighter who represents Courage, has great kicking abilities. His kick attacks include his "Hurricane Kick" and "Red Fire".

Orange Fighter who represents Heart (Love) is a skilled marksman. She has great acrobatic capabilities "Orange Jump" and can deliver devastating punches called her "Orange Punch".

When the need arises (as it usually does) they can also combine themselves to form the even more powerful, single entity know as Triple Fighter. With a command of "Triple Fighter", the trio jump and join into the air, forming a circle whereby they can "henshin" and merge into a single entity, the powerful Triple Fighter, who has the combined abilities of all three. In this form, they are practically invincible. Their main attack is the "Triple Kick".

SAT

SAT (Space Attack Team) was formed by the Hayase Trio to combat the forces of the Demon Star Empire. Based in Paris, France SAT is the first line of defense against all Intergalactic Invasion. Using vehicles and weaponry created by Tetsuro using "M" Star Technology, they battle the various agents sent by the "Devils".

Among the vehicles they use are the SAT Car, the SAT Buggy, the SAT Cycles No. 1 and No. 2.

They are also aided by the sentient computer Bulcomm who seems to have taken a liking to Yuri.

DEVILS of the Demon Star Empire

The Demon Star Empire is a vast army of conquerors who have plundered many planets in the galaxy. They are a sadistic and evil race of monsters who utilize "cyborgs" as their main agents of destruction. Having discovered Earth, they send a conquering party deep beneath the Earth's surface, where they build a vast underground base within the Earth's core. From this subterranean headquarters they launch their devilish attacks.

Japanese Plastic Doll & Toy Manufacturer "Bull Mark" sponsored the show and may have also influenced the designs of the characters. The way the series ended was somewhat unique in that it left the story with an open-ended finale. Having been defeated the "Devils" flee Earth and set their sites on another planet called "Aura". The Hayase Trio bid Earth farewell and head out into space to chase after the "Devils". The base car that was used for the "Devils" transport vehicles was the Subaru 360.

The series was produced by Akira Tsuburaya and Takeshi Shimizu. 26 episodes were made, (130 Chapters Each Episode would be split into five 10 minute chapters and shown 5 times a week to complete one Episode somewhat similar to a Serial).

WR. Bunzo Wakatsuki, Keisuke Fujikawa, Tadashi Kondo, Setsuko Nakagawa.

DIR. Tatsumi Ando, Toshitsugu Suzuki, Kanji Otsuka.

EPISODES: 26 **YEAR MADE:** 1972 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA / TBS

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 10 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 03/07/1972

AIR DATE OF LAST EPISODE 25/12/1972

SEASON DATE BREAKDOWN:

FILMS:

Hayase Tetsuro/Green Fighter HIROSHI TAKIZAWA, Hayase Yuuji/Red Fighter KOSABURO ONOKAWA, Hayase Yuri/Orange Fighter MAYUMI FUE, HIDETO ISHII, SHOICHI YOSHINAKA, Ono Atsushi IWAI HIDETOU, Voice: Gorgon TSUJI SHIGERU/TSUJI SANTARO.

RELATED SHOWS:

ULTRAMAN

- 1 - 1 *YUKE! EIKO NO FIGHTER (GO! GLORIOUS FIGHTER)*
- 1 - 2 *TRIPLE FIGHTER DASUU SEIOU! (ESCAPE TRIPLE FIGHTER)*
- 1 - 3 *SATSUJI MACHINE X-14 GOU (KILLER MACHINE NO. X-14)*
- 1 - 4 *TRIPLE FIGHTER KIKI IPPATSU (TRIPLE FIGHTER IN THE NICK OF TIME)*
- 1 - 5 *SAIMIN JUU A2 SAKUSEN (THE A2 BRAINWASH GUN PLAN)*
- 1 - 6 *MA NO 9.8 SAKUSEN OU BUCHI KUDAKE (SMALL THE EVIL PLAN 9.8)*
- 1 - 7 *SAT NO HEIWA NO HI WA NAI (THERE IS NO PEACE FOR SAT)*
- 1 - 8 *TATAKAE! ORANGE FIGHTER (FIGHT! ORANGE FIGHTER)*
- 1 - 9 *GREEN FIGHTER OOSEIOU (COME IN GREEN FIGHTER)*
- 1 - 10 *HONBU KENKYU SHIREI PARIS KARA NO ONNA (HEADQUARTER EMERGENCY - THE WOMAN FROM PARIS)*
- 1 - 11 *KYUFUU NO SAIKIN BAKUDAN (THE TERRIFYING VIRUS BOMB)*
- 1 - 12 *THRILLER! TATE NO TAIKETSU (THRILLER! SHOWDOWN IN THE CASTLE)*
- 1 - 13 *KODOKU NO KELLY (THE LONESOME KELLY)*
- 1 - 14 *GOKUHI SHIREI! DEMON SPY ON KESSE (CLASSIFIED! DESTROY THE DEMON SPY)*
- 1 - 15 *KYUFUU NO ME GA SHI NO WNK DA (TERRIFYING EYE SUMMONS THE WINK OF DEATH)*
- 1 - 16 *NIHON RETTOU SHUUGEKI SAKUSEN (THE PLAN TO ATTACK THE ISLAND OF JAPAN)*
- 1 - 17 *SAY KICHI BAKUHA SHIREI (ORDER TO DESTROY SAT BASE)*
- 1 - 18 *YAMI KARA NO KOI OU SAKE (VOICES FROM THE DARKNESS)*

- 1 - 19 *TSUNAMI DAI SAKUSEN GO BYOU MAE (FIVE SECONDS TILL THE GREAT TSUNAMI)*
- 1 - 20 *YUKE! ORANGE FIGHTER KOKORO NO ME OU HIRAITTE (GO! OPEN UP ORANGE FIGHTER'S HEART)*
- 1 - 21 *FUKUSHU NO DAI TATSUMAKI! (THE STORM OF REVENGE!)*
- 1 - 22 *KAITE KITA GAS HAKASE (THE RETURN OF DR. GAS)*
- 1 - 23 *ANSATSU 1001 GO SAKUSEN (ASSASSINATION PLAN 1001)*
- 1 - 24 *JIKOKU NO UTA GA KIKOERU (I CAN HEAR THE SONG OF HELL)*
- 1 - 25 *HEIWA NO SENSHI S 26 GO (THE PEACEFUL WARRIOR NO. S 26)*
- 1 - 26 *SAYNORA TRIPLE FIGHTER (GOODBYE TRIPLE FIGHTER)*

TRIPODS, THE



The Tripods was a British series which set out to adapt the popular children's trilogy of books written by John Christopher. The programme however was cancelled after its second series and the story remains to this day unresolved on TV. Set in the late 21st century, the series is a coming of age story centring around Will Parker, a 15-year-old British youth and his friends.

As The Tripods opens we learn that society in the 21st century is much different than it is today. Mankind in the 21st century lives a much simpler lifestyle with a technological level somewhere around that of the 19th century. This change however was not one of choice. The Earth was invaded and conquered by alien beings who keep mankind under control by using the 'cap'. The 'cap' is an electronic device that gets implanted on everyone's head when they turn 16. It allows the aliens to track people's movements and more importantly prevents them from putting up any further resistance to the conquering aliens. The aliens themselves are non-humanoid and not seen, their presence is made known by the Tripods - huge three-legged walking tanks, much like the ones described in H.G. Wells' War of the Worlds.

The first series of The Tripods adapts the first book in the trilogy where Will Parker is approached by an old vagrant named Ozymandias.

He is told that there are uncapped people living in a place called the White Mountains and that these people are attempting to free mankind from the Tripod's reign. Will is told that he is welcome to join them if he can make it to the White Mountains, which are in continental Europe. Will decides to accept the invitation, and along with his cousin Henry, they embark on their journey. On the way the pair befriend Jean Paul, an inquisitive French youth who decides to join them on their trek. They also face assorted dangers from both the Tripods and the Black Guards, a Gestapo-like organisation of humans who enforce the Tripods' laws. Will also manages to fall in love and become engaged to a French girl, who gets carried off to live with the Tripods in their city. The first series is rather slow moving and drawn out with the alien invaders rarely seen.

What the first series lacked in showing us the alien, the second series more than made up for. Adapting the second of the three books, the second series details the boys' acceptance into the society of free men and their plans to infiltrate the Tripods' city to learn more about their enemy. Will and Fritz, a German youth with a bad attitude, win at the games. The games are an athletic event sponsored by the Tripods in which the winners get to serve the Tripods in their city. Once inside the boys discover that the aliens are from a dying world and are hoping to colonise the Earth. However since they are unable to breathe our air, they are constructing machinery which will change the atmosphere into one they can breathe. In the process wiping out all indigenous life. The series ends on a cliff-hanger, with Will who has gotten out of the city and reunited with Jean Paul, who had waited for him outside, making it back to the White Mountains to discover the free men's city destroyed.

It was supposed to be the adventure story to cap all adventure stories - a £1 million BBC family science fiction serial spread over three seasons, a saga to woo the Saturday teatime audience for years to come. In the end, BBC1 controller Michael Grade pulled the plug two-thirds of the way through, as poor reviews and lousy ratings persuaded the corporation to cut and run. And unlike the 1985 axe Grade dangled over Doctor Who, there was no reprieve. The TV story of The Tripods remains unfinished. Adapted by Alick Rowe and Christopher Penfold from John Christopher's trilogy of the same name.

The series was generally well acted and its special effects scenes with the Tripods well-realised. Extensive location filming made appealing use of the settings (including Portmerion, where THE PRISONER was filmed). Its downfall lay in the relative brevity of the original work and an overall lack of incident, especially in the crucial first season, when the metal monsters themselves were seen all too infrequently, their presence felt more off stage than on.

This cliff-hanger however was to remain unresolved as far as TV audiences were concerned. Episodes based on the third book chronicling the free men's fight and eventual victory over the alien invaders were never

produced. In 1989, several years after the series was cancelled a fourth book in The Tripods saga was published. The latest volume is a prequel to the trilogy and tells of the Tripods' initial invasion of the Earth and how mankind was defeated.

The broadcast dates are for BBC1, the series has also enjoyed a repeat screening on U.K. Gold in 1994-95. The producer for the series was Richard Bates, the music was created by Ken Freeman, the video effects designer was Robin Lobb and Jon Mitchell. The visual effects designers were Steven Drewett, Kevin Molloy (Season One), Steve Bowman, Simon Taylor and Michael Kelt (Season Two). Designers for the show were Victor Meredith (Season One Eps. 1-8), Martin Collins (Season One Eps. 9-13 - Season Two Eps. 1-4, 11-12) and Philip Lindley (Season Two - Eps. 5-10).

1. Fifteen years in options

Like most of the best in British television, The Tripods was a labour of love by many hands, but it was also the long-cherished ambition of one man: Richard Bates, the eventual producer, who bought up the rights to the trilogy as early as 1969. In British television, producers are responsible for casting, budgets, artistic style, commissioning directors and writers and even final video editing. The partnership of producer with script editor, a sort of managing screen-writer, is the nearest thing a programme has to an "author".

Richard Bates is now most famous in the television world for having produced *The Darling Buds of May* (1991-3), a hit adaptation of his father H. E. Bates's 1958 novel, a gentle comedy of country living. But he landed his first major job in television as the story editor of *The Avengers* (1961-1969), midway through its second season in 1962. He took over from John Bryce, who stepped up to become its producer, and they effectively created what we now think of as the show, bringing in writers like Brian Clemens, Roger Marshall, Terrance Dicks and Malcolm Hulke. (Only one episode of the first season now survives in the archives and it tends to be forgotten that the original, far less quirky concept ever existed.) Bates remained associated with the show throughout the establishing partnership of Patrick Macnee and Honor Blackman: the Cold War as performance art, *The Avengers* is a suave mixture of spy thriller, 60s glamour-parade, surreal romp and quirky science fiction. Like *The Tripods*, it's hard to file under any one category.

In 1965, Bates launched *Public Eye* (ABC and Thames). Written by Roger Marshall and Anthony Marriott, this grim private-detective saga featured a private eye on the margins of crime and anarchy, himself at one point convicted and jailed: it was a hit, and ran for seven seasons until 1975. In 1968, Bates was also responsible for *A Man of Our Times*, a vehicle for George Cole by the distinguished playwright Julian Bond.

When the *Tripods* books were published, at the end of the 60s, Bates immediately fell in love with them:

I think what appealed to me about them out of all the science fiction that was being written... was the intriguing notion of a futuristic world, devoid of the technological sophistication of our twentieth-century Westernised society, against which background [John] Christopher relates a gripping adventure story with a very necessary, but quite small science fiction element being provided by the dominant *Tripods*. He was to remain clear throughout the production that he wanted to make a science-fiction story that wasn't really science fiction at all. This was exactly John Christopher's own view:

It's an adventure story. For me, it goes right back to my mother reading me to sleep at night with *Swiss Family Robinson*, and things like *Coral Island* which I read later.

And Christopher was to approve of the TV production, asking for minor changes to be made in a few places (which he recalls as being politely ignored) but broadly happy with the treatment of *The White Mountains*, at least.

It was fifteen years before the *Tripods* project was finally sold, after tortuous renegotiations of the screen rights, during which time two other groups also tried their luck. Bates secured the books' fourth option while working at the BBC. At the time he was working on the creation of *Tenko* (1981-85), a drama about women imprisoned by the Japanese during World War Two, memorable as having featured one of the strongest casts of British women character-actors ever assembled; and *One By One* (1984-87), the wry adventures of a zoo vet, which never quite supplanted the enduringly popular *All Creatures Great And Small* (1978-80 and then revived 1988-90).

Bates had consolidated his credentials as a producer of serious, straight drama at the ITV companies in the 70s with the acclaimed *The Prime of Miss Jean Brodie* (1978), adapted by Alick Rowe from Muriel Spark's classic novel (1961) of the life of an Edinburgh schoolmistress in the 1930s. Bates and Rowe had already worked together as producer and screen-writer on *Intimate Strangers* (1974), and their partnership was to continue with *The Tripods*, too, with Bates initially commissioning a (much shorter) script of the first book, *The White Mountains*, initially for the Southern region of ITV. Southern lost its license and the project lapsed again.

Years before, Bates had interested a director, David Reid, in the books; and in 1982 Reid was Head of Series and Serials at the BBC. The producer had finally found a definite home for the production.

2. Pre-Production

Formal pre-production, and the spending of serious money, began in 1982. The project was now a series and the BBC stipulated that it had to be a long-running serial, with 13-part annual series, and that it had to be shot on videotape rather than film. This was a considerable challenge, pushing it to what Bates called "the frontiers of known video technology". The story has to convincingly show, among other things, hundred-foot-high machines which have to be agile enough to pluck human figures from the ground, and Paris as it might be if it were abandoned to ruin for a century. Without some kind of image manipulation, it would be absolutely impossible.

It was a very complicated production to do because although the techniques were tried and tested in the film industry, it was all new on video. In 1982 there were only three Paintboxes in the country.

Looking back from the 1990s, he commented that

At the time, someone even said to me that I should wait ten years for computer special effects technology to advance... The BBC even treated it as a sort of training exercise, getting their people valuable experience in using Paintbox and ASO.

The Quantel Paintbox allowed video images to be glued or merged together using a frame store: before this major advance, colour separation overlay or "Chromakey" would have been essential. (For some idea of how this might have wrecked a show like *The Tripods*, see the 1975 *Doctor Who* serial "The Invasion of the Dinosaurs".)

Difficult special effects were planned as much as two years ahead: it was to take eighteen months even to build the model of the City for series 2. A budget of roughly 1 million pounds per series was allocated, which made it one of the most expensive programmes ever mounted by the BBC. Christopher Barry, one of the directors:

...we were able to do things -- expensive home and Swiss locations, prolonged FX studio time, etc. -- that were not usual on *Doctor Who*, for instance. The freedom to let us schedule realistically in order to get it right was a joy that I, as a director, was extremely grateful for and which contributed greatly to the final look of the programmes.

Money was drawn in from international partners (the Seven Network Australia and Fremantle International, a New York distributor) but creative control retained by the BBC: Bates was determined not to be pressured into increasing the science-fiction element of the show. He assembled a team which quickly came to share his dedication to the project:

Indeed many people worked on each series for a whole year -- more than six months of planning followed by three months shooting and three months post-production. It was the most dedicated production team I have ever had the pleasure of working with and their enthusiasm without exception ensured that we completed the programmes on schedule. But not on budget.

Bates himself says that "It damn near killed me," and the other main players were as caught up as himself. Ken Freeman, for instance, recalls an obsessive period in which he "ate, slept and dreamt *Tripods*".

Episodes were to be 25 minutes long and to run on Saturday afternoons, a traditional format going back to the rise of adventure series on commercial TV, which *Doctor Who* had originally been commissioned in 1963 to fight off. The *Tripods* was to use these episodes rather unusually, typically with many short scenes and a clear division at the half-way mark (perhaps to facilitate commercial breaks when the show was sold abroad). But as with *Doctor Who* the episodes could be grouped in twos and threes for production purposes, each group with its own cast and locations.

The first series, of 13 episodes, was planned in two blocks: roughly speaking, Alick Rowe adapted the initial 8 episodes from the already-written script. These would follow the book of *The White Mountains* closely and were intended to grab an audience as a fast-moving action serial. (Viewers of the resulting episode 2 may be slightly surprised by this description.) The remaining 5 episodes, of new material not in the book, would make a gentler exploration of the characters. Since the length of the series, as compared with the books, is so often talked about, it's worth reiterating that it was the BBC serials department which insisted on a 13-episode run.

The two production blocks used two different crews, from the director and designer down; and with different suites of music, the division point (near the end of episode 8) is quite visible. Inevitably there was little direct

contact between the two crews, but visual continuity is maintained, with post-production editing being especially careful. (For instance, careful glimpses in episodes 4 to 13 establish for the record that the hand grenades are still being carried, despite a history including confiscation, exhibition in court as evidence, being used in a game of throw-and-catch by madmen and even being washed clean of mud by unsuspecting farmers' daughters.)

The scope of the original Southern Television script survives, in a sense, in the US laser-disc release of series 1, which compiles down the first production block but edits out almost all of the second.

3. Casting

As with most series featuring young actors, the lead roles were cast by a marathon trawl through hopeful 17 and 18-year olds. (The novels call for younger children, but anyone under 16 would have been unable to work through the filming schedule for legal reasons.) About 400 candidate Wills, and 300 candidate Henries, were considered throughout three eliminating rounds of auditions. It was a difficult process and the production team were nervous about the outcome. They were in the tricky position of making a drama not entirely for children in which the hardest of the acting would fall on the least experienced actors. The character of Will, for instance, appears in almost every scene. There were bound to be gauche moments and awkward deliveries here and there. Whoever they did choose would become a lot more experienced in a hurry, but how natural would they become? Richard Bates was never quite sure that the ideal casting had been reached, but like the rest of the crew, he felt that it worked out well in the end.

The Tripods was careful to cast nobody without solid television experience. The survivors were John Shackley (of Liverpool), who had previously appeared in the five-part Channel 4/Yorkshire drama *One Summer* (1983), who was to play Will; and Jim Baker (a Londoner), with several television credits in children's programmes and a small part in *The Barchester Chronicles* (1982; an acclaimed adaptation of Trollope). Both actors had a drama-school background, though John Shackley had made his himself, by forming a young actor's co-operative at the Liverpool Youth Theatre. Shackley saw a notice in *The Stage* that juvenile leads were being sought, and sent photographs of the co-operative members to Richard Bates, who was interested in one of the members, Vic McGuire (who later starred in Carla Lane's sitcom *Bread*). Bates, together with the directors Graham Theakston and Christopher Barry, then auditioned Shackley himself, twice, finally awarding him the part in spite of his lack of an Equity card [i.e., membership of the professional actor's union].

I was given a great thick pile of scripts to read, which was a bit daunting as I was used to getting the text of a play in a little Penguin book.

His reading of the part (interviewed 1984):

someone who doesn't look before he leaps. He is also very phlegmatic, very cynical and he lets his heart rule his head. Most heroes are perfect... if anything he is a failure, but he is doing right.

Ceri Seel (from the Welsh border country) was invited to audition for the part of Beanpole on the strength of his role as William in *The Bagthorpe Saga*, a production for BBC Children's TV. Though he had always enjoyed school drama, he hadn't intended to be an actor, and would have preferred music as a career.

Christopher Barry recalls "thinking at once that he was a brilliant find, absolutely filling my impression of what Beanpole should be like". Seel's views on the main characters:

I really like the character [of Beanpole] -- though I think in the book he's more sensible than he's written in the series. Henry is a bit selfish. Will is a bit throw-away, a bit brash. Beanpole is like a father-figure; he stops them getting at each other; he keeps cool and detached, has all the ideas, gets them out of scrapes. And he's an inventor -- he prefers machines to people. The only problem with Beanpole is that because he's French they wanted me to do it with a slight accent. I didn't like it and some of the things I had to say and do I didn't think fitted Beanpole. But I got used to it: that's the thing about acting, you have to do what they want.

(Seel's French accent is a sort of compromise: not too annoyingly French, not too English, but whatever it is, it's quite endearing and doesn't grate.) John Christopher several times visited the set and approved of the casting:

Richard [Bates] has been quite brilliant in choosing these boys. I don't mean that they look exactly as I imagined them. Indeed, I originally visualised Will as slight, wiry and excitable, whereas the actor is bigger and more phlegmatic. (These differences reflect differences in the script from the book's treatment of the same characters.)

Other castings included Pamela Salem, an experienced genre-TV actress who had appeared in, for instance, *The Onedin Line* (1971), *Blake's Seven* (1978), *Dr Who* (several times) and *All Creatures Great and Small* (1978), and a few films (she was Miss Money Penny in Sean Connery's reprise of James Bond, *Never Say Never Again*). She was to play the Countess, alongside Jeremy Young as the Count: Young has a similar television background. Both had widely travelled through European stage productions.

Their screen daughter, Eloise, was to be played by Charlotte Long, an actress who should have had a promising career ahead of her: she had already played the lead role in two BBC Children's TV productions (adaptations of Enid Blyton schoolgirl books: Schoolgirl Chums and St Ursula's in Danger) and had appeared in three films. She was a keen horse-rider, to Gold Cup standard, a talent made use of in the programme, and was in real life the younger daughter of a Viscount.

Only weeks after her filming for The Tripods was completed, Charlotte Long was killed in a road accident, when a lorry crashed into her car on the M4. The tragic irony was lost on nobody involved with the production. The politician Alan Clark, whose home (Saltwood Castle) was presented as the Chateau, puts it rather movingly in his Diaries (Friday 12 October 1984), written after watching the broadcast of her final scene, a year later:

But that evening an unsettling experience. The last episode of Tripods. Little Charlotte wandered around Saltwood, everything so beautiful and timeless. Then she was "claimed" by the Tripods -- remote, sinister, not of this world. She ascended, higher and higher (on that great lamp-engineers' lift, which made such a mess of the moat when they were shooting). Sadly she waved, and called her farewells. On its own the scene was curiously, unexpectedly moving. Now, with the knowledge that she had, at that time, been less than three weeks away from death... it was unbearable.

She had also just played the lead role in Ted Willis's radio play Death May Surprise Us. It remains only to note that the silent cameo appearance of Eloise in series 2 is made by another actress (Cindy Shelley).

WR. Alick Rowe (Season One), Christopher Penfold (Season Two), John Christopher

DIR. Graham Theakston (Season One Eps. 1-8), Christopher Barry (Season One Eps. 9-13 - Season Two Eps. 1-4, 11-12) and Bob Blagden (Season Two Eps. 5-10).

EPISODES: 25 **YEAR MADE:** 1984 **COUNTRY:** GB **SEASONS:** 2

A BBC PRODUCTION IN ASSOCIATION WITH FREMANTLE INTERNATIONAL INC. (season 1) / THE SEVEN NETWORK, AUSTRALIA (season 1-2)

CREATOR: JOHN CHRISTOPHER

TYPE OF SHOW: EARTH FUTURE

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 12

DATE OF PREMIER: 15/09/1984

AIR DATE OF LAST EPISODE 23/11/1985

SEASON DATE BREAKDOWN:

FILMS:

William Parker JOHN SHACKLEY, Beanpole CERI SEEL, Henry Parker JIM BAKER (season one and eps 1-2 of season two) , Fritz Alger ROBIN HAYTER (2), Voice of Master West 468 JOHN WOODVINE.

1 - 1 *A VILLAGE IN ENGLAND - JULY 2089 AD*

The story begins with the capping of Jack, one of Will Parker's friends. Will's community looks to be living in the 1800s as there are no machines or electrical devices, although Tripods are commonplace. In preparing for the capping of Jack, Will and Henry deliver food to vagrants which are people whose capping didn't go well. Living among them is Ozymandias who reveals to Will the secret of the White Mountains where men live free. Jack is capped, and returns to the village as a controlled mind. Will and Henry start their voyage to the White Mountains.

Wr Alick Rowe

Dir Graham Theakston

1 - 2 *ENGLAND - 2089 AD*

Having left home, Will and Henry are pursued by a group of mounted men. They are given a compass, map, money and travel directions to the White Mountains by Ozymandias, who is captured by the pursuers. The two young travellers reach the sea and the village of Rimney, looking for Captain Curtis. Grabbed by some sailors in a pub, they locked aboard a ship, they are told that they are bound for Africa.

Wr Alick Rowe

Dir Graham Theakston

1 - 3 *THE ENGLISH CHANNEL - JULY 2089 AD*

Captain Curtis demands money and then has the boys locked in the hold. Will and Henry sneak off the ship in France and are arrested by the French Black Guards.

Wr Alick Rowe

Dir Graham Theakston

1 - 4 *FRANCE - JULY 2089 AD*

The two boys escape from prison with a new friend named Beanpole. The three of them travel to Paris, which is in ruins and inhabited by very dangerous people.

Wr Alick Rowe

Dir Graham Theakston

1 - 5 *CHATEAU RICORDEAU, FRANCE - JULY 2089 AD (1-2)*

Will becomes very ill and they find a safe place to hide at the Chateau Ricordeau. The count welcomes them in, and Will soon finds himself falling in love, and in a love triangle with the Counts beautiful daughter, Eloise, and the Duc de Sarlat.

Wr Alick Rowe

Dir Graham Theakston

1 - 6 *CHATEAU RICORDEAU, FRANCE - AUGUST 2089 AD (1-2)*

Will makes his decision and stays with Eloise. Henry and Beanpole leave to continue the quest. Will and Eloise are very happy, until Will learns that Eloise has been capped.

Wr Alick Rowe

Dir Graham Theakston

1 - 7 *FRANCE - SEPTEMBER 2089 AD (1-2)*

The metal button is a homing bug planted in Will. The device is removed, but it leaves Will bloody and very weak.

Wr Alick Rowe

Dir Christopher Barry

1 - 8 *FRANCE - OCTOBER 2089 AD (1-2)*

The boys decide to leave the Vichot family and head for the White Mountains. On the way, they steal some food, and find themselves being chased by Black Guards.

Wr Alick Rowe

Dir Christopher Barry

1 - 9 *WHITE MOUNTAINS - NOVEMBER 2089 AD*

A Tripod is destroyed. The boys are racing towards the White Mountains, but are captured by the Black Guards. The interrogations begin.

Wr Alick Rowe

Dir Christopher Barry

2 - 1 *WHITE MOUNTAINS - 2090 AD*

The Boys are in the White Mountains training to be in the Tripod Games. Julius will select the winner.

Wr Christopher Penfold

Dir Bob Blagden

TROLLENBERG TERROR, THE

Much of the drama centred on a small Alpine hotel, nestling in the ominous shadow of the peak, where a mind-reading act, the Pilgrim Sisters, found themselves drawn in to help Prof. Crevet ward off the advance of the Ixodes - tentacled, brain-like creatures from another world.

Quentin Lawrence, who directed the series, repeated the trick for a 1958 film version, also called *The Trollenberg Terror*, which included rather more graphic horror sequences such as gruesome close-ups of severed heads and melting flesh. Laurence Payne starred in both versions - though in the movie Forrest Tucker played the hero, a UN scientific investigator called Alan Brooks - while Stuart Saunders reprised his role of Dr Dewhurst, an early victim of climber George Brett who is taken over by the alien powers.

Suspense and horror combined in a 1956 six-part tale of malevolent alien influences at work around the Trollenberg mountain in the Swiss Alps. Rosemary Miller, who played Ann Pilgrim in the series, found stardom just a few weeks later as Nurse Roberts in ATV's pioneering medical soap *Emergency Ward 10*. The producer for the series was Quentin Lawrence, the designer for the series was Tom Lingwood. The series was shown on ITV.

Quentin Lawrence would later work on the 1958 film version (which was scripted by Jimmy Sangster) of this forgotten ATV serial. In the Swiss mountain village of Trollenberg climbers are mysteriously disappearing on the mountainside. Meanwhile an observatory detects a cloud on the mountainside which gives off radioactive readings and never moves.

One of two English sisters who form a psychic stage act receives a premonition of great danger associated with the mountain. As the cloud starts to move down the mountain, killing people along the way, the astronomers realise they are dealing with an invasion of aliens who have come from a dying world and have selected the mountainside's cold as the environment which most resembles their home planet.

The film version made in 1958 by Eros Productions increased the gore quota considerably and is also known as *The Crawling Eye in America*.

Action TV(website) received an email from Ric Cooper in January 2006 which shed some interesting details on the writing of the series: "Peter Key, credited as the writer, was in fact a team of three: George Kerr, Jack Cross, and my father Giles Cooper. They set up Peter Key as a limited company, a daring thing to do in the '50s, but it ended up as our family company when my father started achieving serious success on TV under his own name, with *Maigret*, and then various classic series and adaptations such as *Sword of Honour* and *Madame Bovary*, as well as his own original plays including *Unman Wittering & Zigo*"

Peter Key had also written for the 1956 adventure series *The Adventures of Sir Lancelot*. Glynn Owen was also seen in *Out of This World (The Imposter)*, *R3 (The Critical Moment)*, *Doomwatch (The Web of Fear)*, *Blake's Seven (Spacefall and Cygnus Alpha)* and *Dr Who (The Power of the Kroll)*.

Quentin Lawrence would later produce *The Ghosts of Motley Hall* and direct episodes of *The Invisible Man* (1958), *Redcap*, *Danger Man*, *Catweazle*, *Doomwatch* and *Strangers*. Micheal Anthony was born in 1911. Apart from being the father of actress Lysette Anthony his other notable cult TV appearances include *The Persuaders! (The Old, the New, and the Deadly)*, *Jason King (A Deadly Line of Digits)* and *The Saint (The Death Game)*. He passed away in 1998.

Sarah Lawson, who played Sarah Pilgrim also appeared in the 50's version of *The Invisible Man*, *Danger Man (Time To Kill)*, *The Avengers (How to Succeed at Murder)*, *The Persuaders! (Nuisance Value)*, *Callan* and *The Professionals*. Raf de la Torre was born in France in 1909 and died in 1975.

Rosemary Miller, who portrayed Ann Pilgrim, found fame directly after this production in the soap *Emergency Ward Ten* as Nurse Pat Roberts. Frederick Schrecker was born in Austria in 1893 and died in 1976. Ronan O'Casey would later turn up in an episode of *The A Team (The Spy Who Mugged Me)*. The alien menace is finally revealed in this episode.

Laurence Payne would also star in the film adaptation of *The Trollenberg Terror*. He would later star in *Dr Who (The Gunfighters and The Two Doctors)* and as Sexton Blake in the 1968 ITV production of the same name.

Stuart Saunders would also later reprise his small screen role in the film version of *The Trollenberg Terror*. One of his last roles before his death in 1988 was as the Governor of Santa Maya in *Whoops Apocalypse*.

WR. Peter Kay.

DIR. Quentin Lawrence.

EPISODES: 6 **YEAR MADE:** 1956 **COUNTRY:** GB **SEASONS:** 1

AN ATV NETWORK PRODUCTION

CREATOR: PETER KEY

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 6

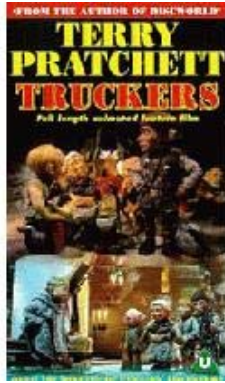
DATE OF PREMIER: 15/12/1956 **AIR DATE OF LAST EPISODE** 19/01/1957

SEASON DATE BREAKDOWN:

FILMS: THE TROLLENBERG TERROR (1958) AKA THE CRAWLING EYE(1958)

Sarah Pilgrim SARAH LAWSON, Ann Pilgrim ROSEMARY MILLER, Petitjean MICHAEL ANTHONY,
Philip Truscott LAURENCE PAYNE, Albert ROLAND O'CASEY, Dr. Dewhurst STUART SAUNDERS,
George Brett GLYN OWEN, Dr. Speilmann FREDERICK SCHRECKER, Prof. Crevet RAF DE LA TORRE.

- 1 - 1 *THE MIND OF ANN PILGRIM*
- 1 - 2 *FIRST BLOOD*
- 1 - 3 *THE GIGGLE OF MADNESS*
- 1 - 4 *THE POWER OF THE IXODES*
- 1 - 5 *THE TRAP*
- 1 - 6 *'FINAL EPISODE'*

TRUCKERS

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15,000 years ago the Nomes crashed to Earth in a scoutship from the Starship Swan. Generations of them have come and gone with the passing years and the changing countryside. Suddenly faced with extinction, the ten surviving Nomes, guided by their reluctant leader Masklin, must face many exciting adventures during their search for a new home and hiding place in the big, bad world of the humans.

This 13 part fantasy series based on Terry Pratchett's best-selling book of the same name, was shown on ITV in the 4.25pm slot. It was a peculiar mix of live action and puppetry animation, which never quite caught on.

Produced by Brian Cosgrove producer & Mark Hall producer

Original Music by Colin Towns

Other crew - Jerry Andrews lighting cameraman , Paul Berry animator , Paul Couvela animator , Andrea Lord animator , Loyd Price animator , Sue Pugh animator , Stuart Sutcliffe Animator.

WR. Brian Trueman

DIR. Jackie Cockle, Chris Taylor , Francis Vose

EPISODES: 13 **YEAR MADE:** 1991 **COUNTRY:** GB **SEASONS:** 1

COSGROVE HALL FILMS / THAMES TELEVISION

CREATOR: TERRY PRATCHETT

TYPE OF SHOW: MAN ON THE RUN

FORMAT: SERIAL

LENGTH (MINS): 15 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Masklin (voice) JOE MCGANN, The Thing (voice) EDWARD KELSEY, Grimma (voice) DEBRA GILLET, Gran'ma Morkie/Baroness of Delicacy (voice) ROSALIE WILLIAMS, Tom/Count of Hardware (voice) JOHN JARDINE, Dorcas/Additional Voices (voice) BRAIN TRUEEMAN, Angelo (voice) NIGEL CARRINGTON, Duke (voice) DAVID SCASE, The Abbot (voice) MICHAEL HORDERN, Gurder (voice) BRAIN SOUTHWOOD, Vinto Pimmie/Additional Voices (voice) JIMMY HIBBERT.

RELATED SHOWS:

JOHNNY AND THE BOMB

TURNABOUT

Turnabout was a one joke show about a husband and wife who exchanged personas. Sam Alston was a macho sportswriter and his wife Penny was an executive at cosmetics firm. One day Penny bought a Buddha statue from a gypsy who claimed that it had magic powers. The statue in fact did have magic powers which it proved by granting the couples' wish that they could change places with each other by placing Sam's spirit into Penny's body and vice versa. The statue however didn't grant their wish of returning to normal.

Sam and Penny thus had to try and behave as normally as they can in their attempts to live each others lives. They also try to keep the big switch a secret which was not all that easy especially from their nose neighbours the Overmeyers.

Based on the Thorne Smith novel of the same name, which was also made into a movie in 1940.

WR. Steven Bochco, Michael Rhodes, Jim Rogers, Richard Baer, Ken Hecht, Barbara Avedon, Sylvia Hecht.

DIR. Richard Crenna, Alex Marsh, Arnold Laven, William P. D'Angelo, Bruce Bilson, Tony Mordente.

EPISODES: 7 **YEAR MADE:** 1979 **COUNTRY:** US **SEASONS:** 1

NBC

CREATOR: THORNE SMITH

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 26/01/1979 **AIR DATE OF LAST EPISODE** 30/03/1979

SEASON DATE BREAKDOWN:

FILMS: TURNABOUT (1940)

Sam Alston JOHN SCHUCK, Penny Alston SHARON GLESS, Jack Overmeyer RICHARD STAHL, Judy Overmeyer BOBBI JORDON, Geoffrey St.James - JAMES SIKKING, Al Brennan BRUCE KIRBY.

1 - 1 *TURNABOUT*

A cursed Gypsy's statue causes Sam and Penny's spirits to take flight and exchange bodies after they made an idle wish about each other having the better life. Now Sam is his wife and Penny is her husband. Oh Boy!

Wr Steven Bochco

Dir Richard Crenna

1 - 2 *PENNY'S OLD FRIEND*

Penny's old boyfriend shows up with a job offer that Penny hopes Sam won't refuse now that he literally speaks for her! Penny is excited to see him, and perhaps a bit too affectionate considering her currently male body!

But Sam suspects the former boyfriend is more interested in making a move on Penny! Thanks to the magic statue's body exchange a few weeks ago, he's in the perfect position to find out since her ex-boyfriend believes he IS Penny!

Wr Jim Rogers

Dir Alex March

1 - 3 *WE'RE A LITTLE LATE FOLKS*

Penny informs Sam that her monthly visitor is overdue to visit HIM! Could Sam become the first man to become a mother???

A way too intense visit to Penny's gynecologist is the next step, with the horror stories of the mothers to be in the waiting room putting birth in a new perspective for him now that HE would be the one giving birth.

The Doctor examines him. She asks him if he has been under any stress lately since that could explain the late period. She says that the results of her exam and blood tests will be due in a few days.

Penny and Sam have a good laugh when Penny's doctor tells Sam that stress might be a cause for the delay. Changing bodies and genders has certainly been stressful for them both!

Sam can only wait for the test results to find out if he is... PREGNANT???

spoiler below Sam is safe for another month, it was just the stress causing the delay.

Wr Richard Baer

Dir Arnold Laven

1 - 4 *CRY ME A TOUCHDOWN*

Sam and Penny prepare to participate in a charity touch football game, only Sam is now the cheerleader and Penny is the quarterback and neither has a clue on how to perform those roles!

Can Penny teach macho Sam to lead cheers in her old cheerleading outfit now that he occupies her former body?

Can Sam teach Penny to throw a football like the man she appears to be?

Time is running out fast until the big game!

Wr Ken Hecht

Dir Alex March

1 - 5 *TIL DAD DO US PART*

Penny's family comes to visit on the occasion of her sisters wedding, and masculine minded Sam has to be the daughter/sister instead of Penny, to Sam's annoyance and Penny's disappointment.

But when her father threatens to skip the wedding, Penny, still stuck inside Sam's body, has to break through her father's reservations about his son-in-law and show him the error of his actions regarding BOTH his daughter's choices in spouses.

Wr Barbara Avedon, Barbara Corday

Dir William P. D'Angelo

1 - 6 *CRASS REUNION*

Shhhh. It's a secret! Sam is invited to a fraternity reunion, only the wives are not invited!

Too bad Penny is now occupying Sam's body and is the one to get the news! So they both return to Sam's old college for a wild reunion!

Wr Jim Rogers

Dir Alex March

1 - 7 *STATUATORY THEFT*

The magical statue is **STOLEN!!!** Will Sam and Penny be cursed to stay in each other's body forever?

Wr Sylvia Necht

Dir Tony Mordente

TWICE IN A LIFETIME



The series centered around an individual who had reached the end of their life in one timeline, and due to circumstances seen by their advocate or the judge, been given 3 days to travel into their past and convince their younger self to make a different choice at a pivotal point to affect a different outcome.

Twice in a Lifetime is a television series from 1999 to 2001.

The series was created by Steve Sohmer. A unique concept to the series was that each episode featured a different guest star in the leading role, while series regulars played a supporting role.

Season One featured Gordie Brown as Mr. Jones, and Paul Popowich played the role of Mr Smith in Season Two. Al Waxman, who played Judge Othniel, died shortly before the end of the series.

Andrew Airlie, Daniel Baldwin, Corbin Bernsen, Yannick Bisson, Richard Burgi, Gordon Currie, Patrick Duffy, Ron Glass, Kate Jackson, Steve Landesberg, Cloris Leachman, Dale Midkiff, Donna Mills, Martin Mull, Michelle Phillips, Kim Poirier, Markie Post, John Schneider, Janaya Stephens, and Reginald VelJohnson, were among the guest stars on Twice In a Lifetime.

The Canadian-produced series aired on CTV in Canada and Pax in the United States.

Ten episodes were directed by scifi veteran David Winning; including The Trouble with Harry, Moonshine Over Harlem and It's a Hard Knock Life.

Veteran television producer Barney Rosenzweig (Charlie's Angels, Cagney and Lacey) oversaw the first season of Twice.

Video Service Corp released A 2 Volume collections of Twice in a Lifetime, with each volume featuring 2 episodes.

Series Produced by Stephen Brackley producer / supervising producer , Jim Kramer consulting producer, Pamela K. Long producer (, Michael J. Maschio co-producer , Deborah Nathan producer , Michael Prupas executive producer, Barney Rosenzweig producer , Paula Smith co-producer , Marilyn Stonehouse producer .

Series Original Music by Glenn Morley.

Series Cinematography by Manfred Guthe.

Series Film Editing by Jean Coulombe, Eric Goddard , Rob MacKinnon.

Series Casting by Mark Tillman. Eve Brandstein , Clare Walker , Paul Weber.

Series Production Design by David M. Davis, Rolf Harvey.

Series Set Decoration by Mike Harris.

Series Costume Design by Lynne MacKay.

Series Makeup Department - Burton J. LeBlanc assistant makeup artist.

Amanda Terry assistant makeup artist.

Series Production Management - Avi Federgreen assistant production manager / production manager , Joanne Jackson production manager , Tim Johnson executive in charge of production.

Series Second Unit Director or Assistant Director - Shelley Cook second unit director.

Robyn Basian first assistant director, Michael J. Bowman first assistant director , G. Michael Currie assistant director, Avrel Fisher first assistant director, Marina Giokas daily trainee assistant director, Jennifer Haufler assistant director, Patrick Murphy first assistant director , Michal Page third assistant director, Marek Posival second unit director , Garfield Russell third assistant director, Penny Stiles first assistant director , Joanne Tickle second assistant director.

Series Art Department - Rossana DeCampo key scenic artist, Sean McLoughlin assistant art director.

Series Sound Department - Pat Cassin boom operator , Colin Jones boom operator, Tom Mather sound recordist, Allen Ormerod sound re-recording mixer, Scott Shepherd sound re-recording mixer , Mike Welker trainee assistant sound editor.

Series Special Effects by David Reaume special effects technician.

Jon Davis special effects technician, Laird McMurray special effects coordinator , Stani Veselinovic on set key.

Series Visual Effects by Ray McMillan visual effects supervisor.

Mario Antognetti visual effects supervisor , Mark Savela visual effects supervisor , Rick Smith digital compositor, Rainy Venne compositor , George L. Wright Composer.

Series Stunts Billy Oliver stunt double.

Scotty Cook stunt double, Shelley Cook stunts , Henry Korhonen stunts , Angelica Lisk stunt double, Layton Morrison Stunts, Edward A. Queffelec .. Utility stunts, John Stoneham Jr. .. Stunt double , Bryan Thomas .. Stunt double.

Series Camera and Electrical Department - Marc Loughheed .. Electrician , William Engel .. Grip.

Jeremy Benning .. Steadicam operator , Rocky Brown .. Crane grip , Michael Fylyshtan .. Steadicam operator , David Kellner .. Gaffer , Steve Kolodziej .. 24 frame video operator, J.P. Locherer .. Director of photography: second unit , Ari D. Magder .. Second assistant camera , Monty Montgomerie .. Key grip , Harald Ortenburger .. Camera operator, Marcus Paletta .. Grip , Richard Wilmot .. Camera operator: "b" camera / steadicam operator .

Series Casting Department - Krisztina M. Neglia .. Extras casting.

Series Editorial Department - Daria Korolus .. Post-production coordinator.

Colin Kish .. Assistant editor.

Series Transportation Department - Wayne Ireland .. Head driver.

Series Other crew - Keith Park .. Assistant location manager , Christopher Rose .. Key location production assistant , Daria Korolus .. Assistant to producer , Brett Miller .. Assistant location manager.

Saverina Allevato .. Script supervisor , Anna Beben .. Assistant production coordinator , Gordon Farr .. Story editor , Avi Federgreen .. Location manager , Pamela Hackwell .. Contact lens technician, Lisa Levy .. Assistant story editor , Barbara Pullan .. Location manager, Adrian Sheepers .. Production coordinator , David Smukler .. Dialect coach , Phil Stephens .. Production assistant , Warner Strauss .. Assistant location manager , Douglas Thompson .. Production assistant , David Winning .. Creative consultant.

WR. Tom Blomquist , Lance Kinsey , Brenda Lilly , Suzanne Marcus Levine , David Ehrman , Allen Estrin , Jim Kramer , Neil Landau , Michael Quill , Mike Scott , Steve Sohmer , Marcy Vosburgh .

DIR. David Winning , Holly Dale , Stephen Brackley , Graeme Campbell, Stacey Stewart Curtis , Alan Goluboff , Allan King , Eleanor Lindo , Graeme Lynch, Bruce Pittman.

EPISODES: 44 **YEAR MADE:** 1999 **COUNTRY:** CAN **SEASONS:** 2

PEBBLEHUT PRODUCTIONS, MUSE DISTRIBUTION INTERNATIONAL, CANADIAN TELEVISION

(CTV), PAX TELEVISION

CREATOR: STEVE SOHMER

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIAS

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 22

DATE OF PREMIER: 25/08/1999

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Mr. Smith PAUL POPWICH, Judge Othneil AL WAMAN, Caroline Hamilton KIM SCHRANER, Young
Jenny Parnell ALEXANDRA STAPLEY, Mr. Jones GORDIE BROWN, Old Henry TONY CURTIS
BLONDELL, Hector Soto NOAM JENKINS.

- 1 - 1 *SIXTEEN CANDLES*
- 1 - 2 *DEATH AND TAXES*
- 1 - 3 *HEALING TOUCH*
- 1 - 4 *ASHES TO ASHES*
- 1 - 5 *DOUBLE EXPOSURE*
- 1 - 6 *THE BLAME GAME*
- 1 - 7 *BLOOD BROTHERS*
- 1 - 8 *SCHOOL'S OUT*
- 1 - 9 *O'ER THE RAMPARTS WE WATCHED*
- 1 - 10 *A MATCH MADE IN HEAVEN*
- 1 - 11 *QUALITY OF MERCY*
- 1 - 12 *WHAT SHE DID FOR LOVE*
- 1 - 13 *SECOND SERVICE*
- 1 - 14 *THE GIFT OF LIFE*
- 1 - 15 *BIRDS OF PARADISE*
- 1 - 16 *TAKE TWO*
- 1 - 17 *FOR LOVE AND MONEY*
- 1 - 18 *OLD FLAMES*
- 1 - 19 *PRIDE AND PREJUDICE*
- 1 - 20 *PARTY GIRLS*
- 1 - 21 *THE TROUBLE WITH HARRY*
- 1 - 22 *THE SINS OF OUR FATHERS*
- 2 - 1 *FALLEN ANGEL*
- 2 - 2 *IT'S A HARD KNOCK LIFE*
- 2 - 3 *MATCHMAKER, MATCHMAKER*
- 2 - 4 *CURVEBALL*
- 2 - 5 *MY BLUE HEAVEN*
- 2 - 6 *WAR OF THE POSEYS*
- 2 - 7 *THE ESCAPE ARTIST*

- 2 - 8 *EXPOSE*
- 2 - 9 *SOME LIKE IT. . . NOT*
- 2 - 10 *WHISTLE BLOWER*
- 2 - 11 *USED HEARTS*
- 2 - 12 *GRANDMA'S SHOES*
- 2 - 13 *THE NIGHT BEFORE CHRISTMASS*
- 2 - 14 *FRAT PACK*
- 2 - 15 *EVEN STEVEN*
- 2 - 16 *MOONSHINE OVER HARLEM*
- 2 - 17 *DADDY'S GIRL*
- 2 - 18 *THE KNOCKOUT*
- 2 - 19 *THEN LOVE CAME ALONG*
- 2 - 20 *MAMA MIA*
- 2 - 21 *FINAL FLIGHT*
- 2 - 22 *THE CHOICE*

TWILIGHT ZONE, THE (2002)



Tagline: Check Your Reality at the Door.

This is the third series to have THE TWILIGHT ZONE title, I guess it's a case of try and try again. This version has better production values than its 1985 brother, and more interesting storylines, but never attains the originality of the first TWILIGHT ZONE series, and hence was cancelled after only one series.

A second revival was attempted by UPN in 2002, with narration provided by Forest Whitaker and theme music by Jonathan Davis (of the rock group КoЯн). Broadcast in an hour format with two half-hour stories, it was cancelled after one season. The critical and audience reaction to this revival was generally not very good, although reruns continue to air in syndication.

Noteworthy episodes featured Jason Alexander as "Death" wanting to retire from harvesting souls, Lou Diamond Phillips as a swimming pool cleaner being shot repeatedly in his dreams, Susanna Thompson as a woman whose stated wish results in an "upgrading" of her family, Usher as a policeman being bothered by telephone calls from beyond the grave, Katherine Heigl playing a nanny to an infant "Adolf Hitler", she drowns with the baby to change history, but a maid from her employers buys a beggar's baby as a replacement who grows up to be Hitler.

The series also includes remakes and updates of stories presented in the original Twilight Zone television series, including the famous "Eye of the Beholder". One of the updates, "The Monsters Are On Maple Street", is a modernized version of the classic episode similarly called "The Monsters Are Due on Maple Street". The original show was about the paranoia surrounding a neighbourhood-wide blackout. In the course of the episode, somebody suggests an alien invasion being the cause of the blackouts, and that one of the neighbours may be an alien. The anti-alien hysteria is an allegory for the anti-communist paranoia of the time, and the 2003 remake, starring Andrew McCarthy, replaces aliens with terrorists. The show also contains a follow-up episode to the events of the original episode "It's a Good Life". Bill Mummy returned to play the adult version of Anthony, the demonic child he had played in the original story, with Mummy's daughter, Liliana, appearing as Anthony's daughter, a more benevolent but even more powerful child. Cloris Leachman also returned as Anthony's mother. Mummy went on to serve as screenwriter for other episodes in the revival.

The Twilight Zone revival series tended to address contemporary issues head-on; i.e. Terrorism, racism, gender roles and sexuality.

Other guest stars include, but not limited to: Jessica Simpson, Eriq La Salle, Jason Bateman, Method Man, Linda Cardellini, Jaime Pressly, Jeremy Sisto, Molly Sims, Portia de Rossi, Jeremy Piven, Ethan Embry, Shannon Elizabeth, Jonathan Jackson, Amber Tamblyn, Usher Raymond and Elizabeth Berkley.

The complete series was released on DVD by New Line in a 6-Disc boxset on September 7, 2004.

WR. Stephen Beck writer
 Ira Steven Behr writer (episode 1.3 "Shades of Guilt")
 Hans Beimler writer
 Jerome Bixby characters (episode "It's Still A Good Life")
 Jill E. Blotevogel (episode 1.1 "Evergreen") (as Jill Blotevogel)
 Jill E. Blotevogel writer (episode 1.06 "Night Route")
 James Crocker writer
 Moira Dekker (episode 1.40 "Developing") (as Moira Kirland Dekker)
 Pen Densham writer (episode 1.6 "Pilot")
 Brent V. Friedman writer (episode "The Executions of Grady Finch")
 Clyde Hayes story
 Clyde Hayes teleplay

Dusty Kay writer
 Eriq La Salle writer (episode "Memphis")
 Christopher Mack writer (episode 1.2 "One Night at Mercy")
 Erin Maher (episode 1.32 "monsters are on Maple Street"; 1.38 "The collection, The")
 Erin Maher writer
 Amir Mann writer
 Ashley Miller writer
 Kamran Pasha writer (episode "Killing Hitler")
 Frederick Rappaport writer (episode "Dead Man's Eyes") (episode "Dream Lover") (episode "The Executions of Grady Finch") (episode "Lost and Found") (episode "Sunrise")
 Kay Reindl writer
 Rod Serling creator
 Rod Serling writer (episode 1.39 "Eye of the Beholder")
 Bradley Thompson writer
 David Weddle writer
 Seth Weisburst written by
 Robert Hewitt Wolfe writer
 Daniel Wolowicz

DIR. Debbie Allen
 Bob Balaban
 Kevin Bray
 Joe Chappelle
 Risa Bramon Garcia
 Vern Gillum
 James Head
 Winrich Kolbe
 John Peter Kousakis
 John T. Kretchmer
 Tim Matheson
 Lou Diamond Phillips
 Eli Richbourg
 Paul Shapiro
 Brad Turner
 Jean de Segonzac
 David Ellis (episode 1.06 "Eye of the Beholder")
 Jonathan Frakes (episode 1.6 "Pilot")
 Allan Kroeker (episode 1.1 "Evergreen")
 Eriq La Salle (episode "Memphis")
 Perry Lang (episode 1.3 "Shades of Guilt")
 Jerry Levine (episode "Dead Mans Eyes") (episode "Placebo Effect") (episode "The Path")
 Allison Liddi (episode 1.06 "Developing") (as Allison Liddi-Brown)
 Peter O'Fallon (episode 1.2 "One Night at Mercy") (episode 1.4 "Dream Lover")
 Deran Sarafian (episode "Mr.Motivation")

EPISODES: 44 **YEAR MADE:** 2002 **COUNTRY:** US **SEASONS:** 1

JOSHMAX PRODUCTIONS SERVICES LTD, NEW LINE TELEVISION, SPIRIT DANCE ENTERTAINMENT, TRILOGY ENTERTAINMENT GROUP

CREATOR: ROD SERLING

TYPE OF SHOW: ANTHOLOGY **FORMAT:** ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 44

DATE OF PREMIER: 18/09/2002 **AIR DATE OF LAST EPISODE** 21/05/2003

SEASON DATE BREAKDOWN:

FILMS:

Host FORREST WHITAKER

RELATED SHOWS:

TWILIGHT ZONE, THE (1958)

TWILIGHT ZONE, THE (1985)

1 - 1 *EVERGREEN*

When rebellious teenager Jenna and her family move into an exclusive gated community that her parents

hope will help them better control the troubled teen, Jenna soon discovers the dark truth behind how her new neighbors deal with discipline problems.

Wr Jill Blotevogel

Dir Allan Kroeker

1 - 2 *ONE NIGHT AT MERCY*

A young doctor meets a suicide who claims to be Death incarnate. When Death insists he wants to stop his killing ways, the doctor is forced to contemplate what life would be like without death.

Wr Christopher Mack

Dir Peter O'Fallon

1 - 3 *SHADES OF GUILT*

Matt McGreevy is driving when a black man runs up to his car and begs for help. Matt drives away as a gang falls on the man and beat him to death. When he arrives home, Matt first bleeds from the cuts the dead man suffers, then his skin changes. By the time he gets back home he has transformed into the dead man, a college professor.

Wr Ira Steven Behr

Dir Perry Lang

1 - 4 *DREAM LOVER*

To help overcome his writer's block and make his life easier and more relaxed, an artist named Andrew wills his dream woman Sondra to life, but the lines between reality and fantasy quickly begin to blur. Sondra soon starts hitting on the cable guy and gaining a life of her own.

Wr Frederick Rappaport

Dir Peter O'Fallon

1 - 5 *CRADLE OF DARKNESS*

Hoping to undo the horrors of WWII, a woman, Andre, sacrifices her own future when she goes back in time to stop Adolf Hitler by killing him when he is a baby.

Wr Kamran Pasha

Dir Jean de Segonzac

1 - 6 *NIGHT ROUTE*

A young woman's seemingly happy life unravels after a close call with a speeding car. The woman, Melina, begins to forget details of her life and how she met her fiance. Worse, she is haunted by strange phenomena: a mysterious bus that follows her and people who know her name that she has never met.

Wr Jill Blotevogel

Dir Jean de Segonzac

1 - 7 *TIME LAPSE*

After an unconscious high-security patient arrives in his ward, Doctor Zack Walker finds himself suffering from blackouts. On each occasion he wakes up partway along a byzantine assassination plot to kill the President's daughter with a plastic gun. He gets to the target's location, pulls out his gun, and...shoots an assassin behind the girl.

Wr James Crocker

Dir John T. Kretchmer

1 - 8 *DEAD MAN'S EYES*

A distraught widow and former rehab patient on the verge of a total mental collapse, heavily invested in finding her husband's killer, discovers that her murdered husband's eyeglasses reveal the last moments of his life and possibly the identity of his killer.

Wr Frederick Rappaport

Dir Jerry Levine

1 - 9 *POOL GUY*

A pool maintenance man experiences such horrific nightmares of his own murder that he starts to lose his grasp of what is a dream and what is reality.

Wr Brent V. Friedman, Paul Shapiro

Dir Brad Turner

1 - 10 *AZOTH THE AVENGER IS A FRIEND*

A young boy summons a comic book barbarian to defend him against bullies.

Wr Hans Beimler

Dir Brad Turner

1 - 11 *THE LINEMAN (PART 1 OF 2)*

Tyler inherits the power to hear people's thoughts after a freak lightening storm. Eventually, he begins to abuse his new gift, using it as a means of acquiring vast wealth and personal gain. But then Tyler learns that his new power comes with a price.

Wr Pen Densham

Dir Jonathan Frakes

1 - 12 *THE LINEMAN (PART 2 OF 2)*

Tyler inherits the power to hear people's thoughts after a freak lightening storm. Eventually, he begins to abuse his new gift, using it as a means of acquiring vast wealth and personal gain. But then Tyler learns that his new power comes with a price.

Wr Pen Densham

Dir Jonathan Frakes

1 - 13 *HARSH MISTRESS*

A struggling musician named Cory purchases a rather infamous guitar, which leads to him gaining vast international stardom and wealth, but both come with surprising price tag.

Wr Bradley Thompson, David Weddle

Dir Brad Turner

1 - 14 *UPGRADE*

Annie fantasizes about her ideal family, a far cry from the dysfunctional group of people she sees everyday. But when her fantasies seemingly become reality, she is horrified to discover she is next on the replacement list.

Wr Robert Hewitt Wolfe

Dir Joe Chappelle

1 - 15 *TO PROTECT AND SERVE*

A young cop falls madly in love with a prostitute, and he continues to protect her even when they are both killed.

Wr Kamran Pasha

Dir Joe Chappelle

1 - 16 *CHOSEN*

A man is annoyed by two tenacious men he believes to be evangelists and refuses to listen to their claims that the day is Armageddon, but as it transpires the day is Armageddon, and the "evangelists" are Angels in need of help.

Wr Ira Steven Behr

Dir Winrich Kolbe

1 - 17 *SENSOUS CINDY*

A man buys a "virtual girlfriend" online simply to satisfy his carnal needs, but ends up becoming somebody else's sex slave.

Wr James Crocker

Dir John T. Kretchmer

1 - 18 *HUNTED*

A futuristic society is attacked by a vicious and mysterious murderer.

Wr Christopher Mack

Dir Patrick Norris

1 - 19 *MR. MOTIVATION*

A sinister toy doll encourages a timid man to stand up to his boss and take control of his life.

Wr Brent V. Friedman

Dir Deran Sarafian

1 - 20 *SANCTUARY*

Two over worked modern day people wander into a wood and discover an empty home, to which they cannot escape. But the home supplies them with everything anyone can ever want, except escape. Can they hold on to their paradise, or will greed ruin it.

Wr James Crocker

Dir Patrick Norris

1 - 21 *FUTURE TRADE*

A man trades his future for someone else's.

Wr Clyde Hayes

Dir Bob Balaban

1 - 22 *FOUND AND LOST*

A successful businessman is given a second chance - to go back and be with his first love.

Wr Frederick Rappaport

Dir Vern Gillum

1 - 23 *GABE'S STORY*

A man unearths a conspiracy against him.

Wr Dusty Kay

Dir Allan Kroeker

1 - 24 *LAST LAP*

A street race proves disastrous for driver and passenger.

Wr Rob Hedden

Dir Brad Turner

1 - 25 *THE PATH*

Ally, a young writer for a tabloid, meets a man who claims he sees others the path they are destined to follow. His predictions for her prove uncannily accurate and she soon becomes dependent on his predictions to guide her life. When he gets hit by a car and killed she finds herself without hope.

Wr James Crocker

Dir Jerry Levine

1 - 26 *FAIR WARNING*

A flower shop clerk is threatened by a man who is easy enough to find... but has a perfect alibi.

Wr David Weddle, Bradley Thompson

Dir John T. Kretchmer

1 - 27 *ANOTHER LIFE*

A famous rap singer has a series of realistic hallucinations of policeman brutally interrogating him in a dark room.

Wr Amir Mann, Brent V. Friedman

Dir Risa Bramon Garcia

1 - 28 *REWIND*

Jonah, a gambler, never can beat "the house" no matter how hard he tries. But then he gets an interesting device that enables him to go back in time up to 5 minutes, and that means he has big chances for his gambling.

Wr James Crocker

Dir Kevin Bray

1 - 29 *TAGGED*

Marcus Fisher, a talented artist and street tagger, shoots a man painting over his spot at the insistence of his gang and the wall painting starts portraying the crime and filling in that he is the one who did the shooting.

Wr Michael Angeli

Dir James Head

1 - 30 *INTO THE LIGHT*

A teacher begins to see a bright light on the faces of those who are about to die.

Wr Moira Kirland

Dir Lou Diamond Phillips

1 - 31 *IT'S STILL A GOOD LIFE*

In this sequel to the original TZs "It's a Good Life," an adult Anthony Fremont continues to terrorize the town of Peaksville.

Wr Ira Steven Behr

Dir Allan Kroeker

1 - 32 *THE MONSTER ARE ON MAPLE STREET*

In this remake of the original TZ's "The Monsters Are Due on Maple Street," a neighborhood is terrorized by mysterious power outages and begin to turn on each other.

Wr Kay Reindl, Erin Maher

Dir Debbie Allen

1 - 33 *MEMPHIS*

A dying man is transported back to the South in 1968 on the day of Martin Luther King's assassination and tries to stop the killing.

Wr Eriq La Salle

Dir Eriq La Salle

1 - 34 *HOW MUCH DO YOU LOVE YOUR KID*

A woman's son is kidnapped and she becomes involved in a licensed reality TV show broadcasting her attempts to recover him.

Wr Michael Angeli

Dir Allison Liddi

1 - 35 *PLACEBO EFFECT*

A hypochondriac with the power to manifest his beliefs into reality poses a danger to the entire world.

Wr Brent V. Friedman

Dir Jerry Levine

1 - 36 *COLD FUSION*

When the base staff at an Alaskan research base lose contact with the outside world, the military send a team in to investigate the disappearance.

Wr Ashley Ward Miller

Dir Eli Richbourg

1 - 37 *THE PHAROAH'S CURSE*

A young magician becomes the protege of an elderly conjurer to learn the secret of an impossible escape - The Pharaoh's Curse.

Wr Stephen Beck

Dir Bob Balaban

1 - 38 *THE COLLECTION*

A babysitter must deal with a girl who has a collection of dolls that come to life.

Wr Erin Maher, Kay Reindl

Dir John T. Kretchmer

1 - 39 *EYE OF THE BEHOLDER*

Meet Mrs. Janet Tyler. She was born abnormally ugly and has undergone many plastic surgeries to change her appearance. None of them worked. Now after one last attempt the bandages are coming off. But will the latest surgery succeed where the others failed?

Wr Rod Serling

Dir David Ellis

1 - 40 *DEVELOPING*

A widow finds photos of their dream house improving with each picture she takes.

Wr Moira Kirland

Dir Allison Liddi

1 - 41 *THE EXECUTIONS OF GRADY FINCH*

A prisoner, Grady Finch, who insists on his innocence is sentenced to death. Right before the injection he hears a voice telling him "not yet", believing he has a guardian angel. With a failed injection behind him, the government decides to give it another try before midnight. Once again he claims he hears the voice of his guardian angel right before going to the injection table. The public starts to demand his release and he is put up in front of a jury again to be retried..

Wr Ira Steven Behr, Brent V. Friedman

Dir John Peter Kousakis

1 - 42 *HOMECOMING*

A teenager has a brief reunion with his father, returned from the war.

Wr Michael Angeli

Dir Risa Bramon Garcia

1 - 43 *SUNRISE*

A group of college students unleash an Aztec curse that plunges the Earth into darkness...and they must sacrifice one of their own to bring the Sun back.

Wr Frederick Rappaport

Dir Tim Matheson

1 - 44 *BURNED*

A crooked real estate mongul pays the price for having a building burned down to collect the insurance money.

Wr Seth Weisburst, Daniel Wolowicz

Dir John T. Kretchmer

TWILIGHT ZONE, THE (1958)



Anthology Series - The Twilight Zone is a place where strange things happen to people.

What is the Twilight Zone?

The Twilight Zone was a science-fiction/fantasy anthology show with a different theme each week. It was a show where good guys were cosmically granted a second chance and bad guys often received their comeuppance. The characters were normal, much like you or me. To quote Buck Houghton, "Rod always wrote about people and circumstances that you knew. Then he twisted it." The show was not a monster rally or a spook show, but one of ordinary life gone a little ca-ca.

What times did it air originally?

For the first three years (1959-62) it aired on Friday nights at 10:00pm EST. Some of the shows that it was up against over those three years include The Detectives, Gillette Cavalcade of Sports, Michael Shayne, and Target: The Corruptors. During the fourth year, it aired on Thursday nights at 9:00pm EST. It faced some tough competition from My Three Sons, McHale's Navy, and the second half of Dr. Kildare. For its final year, it was moved back to Friday nights at 9:30pm EST. It went up against The Farmer's Daughter and Harry's Girls.

Who were the three core writers on the show?

They are Rod Serling, Richard Matheson, and Charles Beaumont. Together they wrote (or were credited with, in Beaumont's case) 127 of the 156 episodes that aired. After the Twilight Zone, Serling would go on to create another anthology show called Night Gallery. Matheson would continue to write science-fiction stories, including a script for The A-Team. Beaumont tragically died at the age of 38 on February 22, 1967, due to a degenerative brain condition.

Is it true that Beaumont didn't write all the stories that he is credited with?

Sadly, yes. OCee Ritch ghostwrote Dead Man's Shoes because Beaumont had too many assignments going on at one time. Later the reasons would become more dire. Jerry Sohl ghostwrote The New Exhibit, Living Doll, and Queen of the Nile and John Tomerlin ghostwrote Number Twelve Looks Just Like You in their entirety, although all these shows were credited to Beaumont. By this point, the disease that would later claim Beaumont's life was already starting to affect his life to the point where writing clearly and competently was becoming impossible to do.

What kind of ratings did The Twilight Zone pull?

Although it attracted a loyal cult following, the Twilight Zone was never a mainstream ratings winner like Gunsmoke or The Beverly Hillbillies. It never finished in the top 35 shows for any of the five seasons it was on, but it never was near the cellar either. It always rested near the middle of the pack. In general, a large portion of the audience of the day were professional people such as doctors, lawyers, and such. Another large segment of the audience was teenagers, which totally surprised Serling.

Who were the main sponsors of the show?

The first year the show was sponsored by General Foods (the primary sponsor) and Kimberly-Clark (the secondary sponsor). For the second season, Kimberly-Clark dropped out and was replaced by Colgate-Palmolive. General Foods dropped out for the third year, and they were replaced by the American Tobacco Company. Naturally, Serling did the plugs for the tobacco ads, one of which is presented on the home page.

Because they were late in finding a sponsor for the fourth season, the show was pulled from the lineup and did not return until January. There is no information on who sponsored the fourth and fifth years.

What is The Time Element? Is it a long-lost pilot?

Serling had written a time-travel story for *The Storm* back in 1951, which he then expanded to a full hour and submitted it to CBS in 1957. CBS bought the script and then shelved it until Bert Granet, producer of the Westinghouse Desilu Playhouse, bought it for use on his show. Granet had to virtually beg the sponsor to be allowed to shoot it. It aired on November 24, 1958, and it was the most popular production they did that year. Thanks to that and the positive reviews, CBS realized that Serling may have been on to something.

Was *Where is Everybody?* the original pilot?

No, it was not. Originally, Serling wrote a full hour pilot called *The Happy Place*, a cheerless little piece about executing old people. Naturally, it was considered abnormally depressing and Serling was asked to try again. Serling agreed, and a couple of days later he returned with the half-hour *Where is Everybody?*

Who was Buck Houghton?

Buck Houghton was probably just as important in making the *Twilight Zone* a classic series as Rod Serling was. He had been a producer for MGM for six years before signing on to produce the *Twilight Zone*. He was the guy that performed many of the behind-the-scenes duties that are required for a show to gel. He was a perfect match for Serling, and for three years their partnership was incredible.

Why were there seven fewer shows the second season?

In between the *Zone*'s first and second year, CBS was taken over by Jim Aubrey. He was more interested in the bottom line than quality, a sad characteristic of many of today's television executives. In addition to killing most of CBS's prestigious dramatic shows and replacing them with inane comedies, he continuously yanked around with the budget for the *Zone*. That year, they were close to \$65,000 an episode. Without those extra seven shows Aubrey saved close to half a million dollars on production, a fact he must have just loved. Another one of his cost-cutting measures was the introduction of videotape.

What is the deal with the videotaped episodes?

Since videotape was cheaper than film, Aubrey convinced Serling to tape six shows rather than film them in another misguided effort to save money. However, the disadvantages of using videotape far outweighed the positives. The entire show had to be shot on a sound stage. Except for the use of stock footage, there were no exterior locations. Since the *Zone* thrived on finding alternative sites to film shows (such as *Death Valley* and *Lone Pine*), this was a major liability in storytelling. Another handicap was the limitation of camera setups and angles due to editing problems. Shows such as *The Eye of the Beholder* and *The Howling Man* could never have been pulled off on videotape. Thankfully they abandoned videotape after this six show experiment. Later, Serling would call the experience "disastrous."

Is it *The Eye of the Beholder* or *A Private World of Darkness*?

Technically, the official title is *The Eye of the Beholder*. It was changed at the last minute from *A Private World of Darkness* and both phrases appear in Serling's narrations. In the syndicated version of the show, the title appears as *Darkness*, but in the version on *Treasures of the Twilight Zone*, the title appears as *Beholder*. I assume that the syndicated version is simply a production mistake, mainly because all the evidence points to *Beholder* as being the right title.

Why did Houghton leave after the third season?

After the third year, *The Twilight Zone* was tardy in finding a sponsor for the next year. As a result, it was not on the CBS fall schedule. Houghton was then offered an excellent job with Four Star Productions that he could not possibly refuse. When CBS decided to bring back *The Twilight Zone* in January, Houghton was already hard at work at *The Richard Boone Show* and had no intention of leaving.

What happened to Serling after the third season?

Serling was offered a chance to teach at Antioch college in the fall of '62, an opportunity he seized after CBS put the *Twilight Zone* on hiatus. He continued to teach after CBS picked up the *Zone* as a mid-season replacement, meaning that his involvement for the fourth season would be greatly diminished. In the past, Serling was a key part of the development of the episodes, but not any more. He was clearly fatigued.

What Where did the Twilight Zone go from September to December of '62?

Straight to oblivion. Because the show could not find a sponsor for the fourth season, it was put in hiatus, a decision that drove away Buck Houghton and, to a lesser extent, Rod Serling. In its place, CBS programmed Fair Exchange, an unusual show in its own right (it was an hour-long situation comedy). It only lasted a half year, and in January 1963 the Twilight Zone was brought back as a mid-season replacement with new producer Herbert Hirschman.

Why are the fourth season shows rarely seen?

You can chalk that up to the hour length of the shows. Even markets that showed two shows back-to-back rarely played the hour shows. The Sci-Fi channel had been good in regards to exposing these episodes, but during the past few years they have been relegated to marathons and daytime block themes.

Why are Serling's narrations for season four shot with a gray background?

Instead of integrating himself into the proceedings like the previous two seasons, all of Serling's narrations for season four he performed against a gray background. His teaching at Antioch College prevented him from visiting the sets regularly. Instead, when he would fly in for other business, Hirschman would film several narrations at one time.

Why did the title switch from "The Twilight Zone" to just "Twilight Zone"?

Definitive articles are overrated. The same move later worked for (The) Pink Floyd.

Why did Hirschman leave during the taping of the fourth season?

His contract expired at the beginning of 1963. Instead of re-signing with CBS to continue producing the show, he accepted another offer that was too good to pass up. He was offered the chance to produce Espionage, a spy drama that was going to be made in London. The opportunity of going to live and work in Europe, which he had never done before, appealed to Hirschman. He was replaced for the rest of the year by Bert Granet. Ironically, he was also the producer of The Time Element.

Why did the Twilight Zone return to half-hour shows for the fifth season?

CBS expanded the Twilight Zone to a full hour in an attempt to increase the ratings and draw more attention to the show. That did not happen. In general, the quality of the writing suffered, there were fewer memorable episodes, and the ratings did not improve. CBS simply cut their losses and brought back the half-hour format.

Was the Twilight Zone pre-empted the night of November 22, 1963?

Yes. All programming that night was cancelled in the wake of the Kennedy Assassination. The episode scheduled to air that night was Night Call. It was postponed until February 7, 1964.

Why did Granet leave during the taping of the fifth season?

Granet was offered a quarter of a million dollars to take over The Great Adventure, another show for CBS that was wildly over budget. Since Serling could not offer a comparative amount of money, Granet took the offer and left. William Froug was brought in to replace him.

Why was a short French film made into a Twilight Zone episode?

Mainly because the Twilight Zone also happened to be wildly over budget with one episode to go. To compensate, Froug bought the rights for the short film An Occurrence at Owl Creek Bridge for \$10,000. It was a shrewd move not only from the money angle. The film was a Cannes Film Festival winner and would also go on to win an Oscar. Not only that, but it fit perfectly into the Twilight Zone format.

Why are The Encounter and An Occurrence at Owl Creek Bridge not in the syndication package?

The reason for Occurrence not being included is fairly clear. While it is still a fine episode, and one of the best of the fifth season, it was mainly conceived as an answer to the budget problem and not technically a "Zone" show. Also, CBS does not have the rights for the original film, nor most likely will they ever. The reasons for The Encounter are far murkier. There was never any official stance given as to why it was never included, but many people believe it has something to do with the anti-Japanese sentiment that weighs the episode down.

There is also the implication of there being a Japanese-American traitor at Pearl Harbor who helped the Japanese destroy the base. Either of these situations probably resulted in several complaint letters that resulted in non-syndication. It could probably get cleared in today's climate, but then that would break CBS Video's monopoly on the episode.

Why was the show canceled after the fifth season?

CBS president Jim Aubrey claimed that he was sick of the show. He was sick of it by the end of the second season, since it was the antithesis of the crap that he was in favor of producing. However, cancellation at that point would have proved impossible. But by the end of the fifth season, most everyone involved with the show had fatigued and was losing their inspirations. The last season was clearly the show's worst, and in the end Serling decided to let the series die with dignity.

'There is a fifth dimension beyond those known to man. It is a dimension vast as space and timeless as infinity. It is the middle ground between light and shadow, between the pit of his fears and the summit of his knowledge. This is the dimension of imagination. It is an area we call . . . The Twilight Zone.' One of the most revered fantasy series ever made, *The Twilight Zone* received its first network run in Britain in 1983 - some 23 years after its American debut. Until that season of 39 episodes on BBC2, this country's exposure to *The Twilight Zone* had been confined to sporadic runs on a handful of ITV regions back in the 1960s.

Yet few series have bequeathed a more treasured legacy of ideas and style, and it still stands as the role model for the anthology genre. Its trenchant parables on humanity draw the viewer in by quietly tugging at the sleeve of his imagination and, through fantasy, explore human hopes and despairs, prides and prejudices, strengths and weaknesses, in ways conventional drama never can.

The Zone was created by Rod Serling, a butcher's son from Binghamton, New York, whose writing talent had flourished in the early days of TV drama, winning him three Emmy awards. A relentless, prolific writer, Serling himself wrote the majority of the show's 156 scripts. Said to have suffered from insomnia, he kept a tape recorder by his bed to dictate ideas that came to him as he tried to sleep.

The series' other major contributors were Richard Matheson and Charles Beaumont and each had his own distinctive style. Where Serling's tales tended to be more whimsical and sentimental, Beaumont's were darker and more disturbing, while Matheson wrung every nuance of suspense out of his carefully structured stories. But all the episodes were topped and tailed by Serling's memorable, measured narration.

On the acting side, *The Twilight Zone* featured many young, now established stars, from *Star Trek*'s William Shatner, Leonard Nimoy and George Takei, to film giants such as Charles Bronson, Lee Marvin, James Coburn, Burt Reynolds, Telly Savalas, Roddy McDowell, Robert Redford, Burgess Meredith, Mickey Rooney and Dennis Hopper, plus Jack 'Quincy' Klugman and Peter 'Columbo' Falk.

The Twilight Zone premiered in America on 2 October 1959 and its original five-season run lasted until 1964. The UK debut was in the humble Border region, on 27 January 1963, but it was a year before episodes appeared in other regions. Seasons were scarce until BBC2 revived it in 1983. Since then it has played on Channel Four from 1986 and on the satellite channel Bravo and, most recently, the Sci-Fi Channel.

One of the greatest TV shows in history, due to the genius of Rod Serling and the superb writing of genuine science fiction authors, all backed by excellent casting of the varied teleplays. I've got plenty to say about this show, but will defer for now to the listed hotlinks and the excellent reference book "*The Twilight Zone Companion*" by Mark Scott Zichree.

The Twilight Zone is the most enduring science fiction anthology series. It premiered in the late 1950's. during an era when the anthology series was dying out as a viable TV genre and ran for five years *The Twilight Zone* was created by Rod Serling, who wrote more than half of the series' episodes and served as the host for the series.

Before *The Twilight Zone*, Serling was a distinguished television writer who had won six Emmy awards for his television dramas. The most famous of these being *Requiem for a Heavyweight*, which had appeared on *Playhouse 90* in 1956. Serling was known for writing stories which took sides in issues, something that TV advertisers did not like. Hoping to find a way in which to tell the stories he wanted to with as little advertiser interference as possible. Serling decided to make a series of science fiction stories. Such a setting would allow him to tell stories with an impact that would not be allowed in a real world setting.

A pilot episode of *The Twilight Zone* appeared as part of *Desilu Playhouse* and received good enough ratings that Serling was able to sell *The Twilight Zone* concept to CBS. Serling served as host to the series and he would submit most episodes to the audience for approval. The stories varied widely in content. They ranged from pure science fiction to modern morality fables. One thing that was constant in all of the stories was that there would be a plot twist towards the end which would change the whole story's perspective. *The Twilight Zone* also featured performances by many actors whom would later become big name TV and movie stars.

The Twilight Zone, while moderately successful, never became a big hit for CBS. The series was constantly losing advertisers who did not understand the show they were sponsoring. (This was in a time when one advertiser would be the sole sponsor of a programme.) After three seasons. The Twilight Zone was cancelled. It returned the following TV season as a mid-season replacement series expanded from its original 30 minute length to an hour. The hour long episodes, which are infrequently rerun, were on a whole not as good as their half hour predecessors. They often seemed to be nothing more than half hour long stories padded to fill up the additional time. When The Twilight Zone returned in the fall of 1963, for its fifth and final season it also returned to the half hour format.

The Twilight Zone did however become a success in syndicated reruns. It is one of a handful of black and white series that is still regularly rerun today. The series also spawned a feature film in 1983. which featured remakes of three of the better episodes as well as one new story. An accident on the set of the film resulted in the death of actor Vic Morrow. It also was revived as a TV series in 1985, a series which is chronicled elsewhere in this volume. In 1994, a special The Twilight Zone Rod Serling's Lost Classics movie was run on TV. This special was comprised of contemporarily made stories which were produced from a pair of stories that Serling had written while The Twilight Zone was in production, yet never made it to the screen.

Five episodes were not included in syndicated reruns for a variety of reasons, some legal. Three of these episodes: Miniature. Sounds and Silences and A Short Drink from a Certain Fountain were shown in a special anniversary salute to the programme in 1984. An Occurrence at Owl Creek Bridge was a special independent production shown as a Twilight Zone only during its original network run.

The series did receive its first UK run in the Border region on the 27th January 1963. The series executive producer was Rod Serling, producers were Buck Houghton, Herbert Hirschman, Bert Granet and William Froug. The special effects were created by Virgil Beck and Bob Waugh. The theme was composed by Bernard Herrmann, Marius Constant and Jerry Goldsmith (STAR TREK). Most of the episodes were the standard 30 minute time slot show, but the fourth season of the show was one hour episodes totaling 18 episodes.

The various actors to have appeared in the Twilight Zone include Martin Landau (SPACE :1999), Burgess Meredith (BATMAN), Patrick Macnee (THE AVENGERS), Dick York, Lee Waggoner, Roddy McDowall (PLANET OF THE APES), John Carradine, William Shatner (STAR TREK), Agnes Moorehead, Jonathan Harris (LOST IN SPACE), Bill Mumy (LOST IN SPACE, BABYLON 5), Cliff Robertson (BATMAN), Simon Oakland (KOLCHAK : THE NIGHT STALKER), Charles Bronson, Jonathan Winters (MORK AND MINDY), Peter Falk, Lee Marvin, Dean Stockwell (QUANTUM LEAP), Donald Pleasence, Bill Bixby (THE INCREDIBLE HULK, MY FAVOURITE MARTIAN), James Doohan (STAR TREK), Robert Duvall, Julie Newmar (BATMAN), Tim O'Conner (BUCK ROGERS IN THE 25TH CENTURY), Wilfred Hyde-White (BUCK ROGERS IN THE 25TH CENTURY), Burt Reynolds, Mickey Rooney, Telly Savalas, Richard Basehart (VOYAGE TO THE BOTTOM OF THE SEA), Jackie Cooper, and George Takei (STAR TREK).

The gem in the crown of anthology television remains The Twilight Zone. All anthology shows produced since then have been measured against this series, and inevitably come up short.

' The Twilight Zone was, first and foremost, a writer's show. Three writers provided the bulk of the scripts for the series: Charles Beaumont, Richard Matheson, and Rod Serling. Rod Serling was not just a writer for The Twilight Zone-he was the show's creator, and the face and voice most associated with the series. Rod Serling was born on Christmas Day, 1924, in Syracuse, New York. He grew up in another New York town, Binghamton, with his parents and his younger brother Bob.

Rod Serling joined the army right out of high school in 1945. Despite his late entry into World War II, he saw action in the Philippines as a para-trooper and was wounded. He found himself drawn toward writing while attending college on the G.I. Bill. In 1948, he married his wife, Carol. After winning a radio script contest, Serling turned pro. He had a short on air career and started submitting script after script to radio dramas all over the country. Soon enough, he shifted his endeavours to a newer broadcast medium, television. One of his earliest sales, the 1953 drama "A Long Time Till Dawn," starred James Dean before Dean made it big in films.

By 1955, the freelancing Serling had sold seventy- one television scripts of varying quality; his seventy-second, "Patterns," was performed on January 12 of that year as part of the Kraft Television Theatre. This drama of a business power struggle, which starred Ed Begley, Everett Sloane, and Richard Kiley, catapulted Serling to critical and popular success, making his career overnight (after years of hard work on his part, as is usually the case). The show was even repeated a month later, which, in the television of those days, meant that it was performed live for a second time. Above all, it meant that Rod Serling would never be out of work again. In fact, he managed to sell many scripts that he had written years earlier in college.

Financially successful, Serling received another critical boost in October 1956 when the second episode of a CBS series called Playhouse 90 was aired. "Requiem for a Heavyweight," starring Jack Palance, stands to this

day as one of the classics of early television, and swept the television awards for that year. Other Playhouse 90 successes followed: "The Comedian" and "The Dark Side of the Earth" in 1957 were followed by the next year's "The Rank and File" and "A Town Has Turned to Dust." In 1959, his auto-biographical drama, "The Velvet Alley," aired. That year also saw another landmark in Rod Serling's meteoric career: he began work on a half-hour science fiction series called *The Twilight Zone*.

Some people thought that this was a step down for such a highly regarded writer. Interviewer Mike Wallace went so far as to ask Serling if he'd given up writing anything "serious" for television. The first *Twilight Zone* story, "The Time Element" was an hour-long expansion of a half-hour script Serling had written in college. It involves a man who travels back in time to Pearl Harbor on December 6, 1941, but cannot convince anyone of the imminent Japanese attack.

It was a struggle to get the story on the air, as the time traveler (played by William Bendix) dies at Pearl Harbor and is erased from all the years that follow. Even once the show was aired, host Arnaz felt obliged to come out and explain the story rationally, opining that the man's psychiatrist dreamed the entire story! But reviews and public response were strong, and Serling had another winner on his hands.

Serling still had to sell *The Twilight Zone* with a pilot; "The Time Element" now belonged to the Desilu company. Bill Dozier, CBS's West Coast honcho (TV was still based in New York in those days), put Bill Self on the Zone scene. The first script, "The Happy Place," was too downbeat, so a second script, "Where Is Everybody?" was approved; this story of a man driven mad by an isolation experiment was filmed with Dan Duryea in the key role, and *The Twilight Zone* soon had a sponsor, General Foods. The pilot was aired and the series debuted on October 2, 1959. "Where Is Everybody" is actually a fairly weak story, but it was simple and easy for the network brass to understand. With the network complacent, Serling went on to write stories that were a bit more challenging than a man having a hallucination.

The series was a success. Week after week, viewers saw Jean Marsh as an android providing company for a lonely prisoner in space; David Wayne as a hypochondriac who makes a deal with the Devil; Gig Young as a man who returns to the scene-and time-of his childhood; and more. These and the rest of the first seven episodes were scripted by Serling; but the third, "The Last Flight," was written by another mainstay of *The Twilight Zone*, Richard Matheson. Richard B. Matheson (named after the nineteenth-century British explorer whose name had already been assumed as a stage name by the Welsh actor now famous as Kichard Burton) was born on February 20, 1926, in Allendale, New Jersey. After growing up in Brooklyn, Matheson, like Serling, served in the army during World War II. After majoring in journalism at the University of Missouri, Matheson embarked on a career in fiction, selling his first story, "Born of Man and Woman," to *The Magazine of Fantasy & Science Fiction*. A prolific career in the genre ensued, and Matheson was drawn to California when Universal made the classic film adaptation of his novel *The Shrinking Man* (with the adjective *Incredible* inserted; adjectives sold movies!) in 1956.

No less a writer than Stephen King cites Matheson as a major influence. Matheson's *I Am Legend* was made into a movie twice, cheaply but somewhat faithfully as *The Last Man on Earth* star-ring Vincent Price, and later as the Charlton Heston vehicle *The Omega Man*. Matheson's own scripts include Roger Corman's Poe "adaptations" such as *The House of Usher*, *The Raven*, and *The Pit and the Pendulum*. In fact, not only does Matheson continue to write to the present day, but his son is also a respected writer. Matheson's first *Twilight Zone* episode, "The Last Flight," involved a World War I pilot who abandons a companion to his fate at the hands of German pilots. The pilot winds up at a modern-day air force base, where he reassesses his actions and returns to his own time to sacrifice his life.

The next episode, "And When the Sky Was Opened," was scripted by Serling from a story by Matheson, and involved astronauts (including Jim Hutton) who return to Earth and vanish, even from the memories of others. "The Hitchhiker" was adapted by Serling from a radio play that was originally performed by Orson Welles in the 1930s. In fact, Serling was on an adaptation roll; however, in some cases he improved on the original, notably in the case of "Time Enough at Last," which marked the first of Burgess Meredith's appearances on *The Twilight Zone*; this was the episode where he plays the bookish clerk saved from his tedious life by a nuclear war, only to break his glasses, rendering him unable to read.

The thirteenth episode, "Perchance to Dream," was an original tale by the highly original Charles Beaumont, the third of the great triad of *Twilight Zone* writers. A good friend of Richard Matheson's, Beaumont had met Rod Serling a few years earlier, and had endeared himself to Serling by unabashedly saying that "The Velvet Alley" was the worst piece of writing he'd ever encountered.

On January 2, 1929, the man who would later adopt the pseudonym Charles Beaumont was born Charles LeRoy Nutt in Chicago. Stories of his strange family background are quite famous; among other things, his mother made him dress as a girl when he was a very young boy (later the source of his tale "Miss Gentillbelle"). Fortunately, the young Charles wound up being raised primarily by five aunts who, although themselves eccentric, did not suffer from his mother's problems in coping with reality.

A teenage science fiction fan, Charles Nutt dropped out of tenth grade to join the army-but was discharged after three months for back problems. After that it was one career after another: acting, science fiction illustration (as Charles McNutt), pianist, radio disc jockey, dishwasher, animator (at MGM) and comic book editor, all the while writing stories that his agent, Forrest J. Ackerman, was unable to sell until *Amazing Stories* bought his tale "The Devil, You Say?" in 1950.

In 1954 he broke a top short story market, Hugh Hefner's *Playboy*, and was soon a regular contributor to that top-paying magazine. Television script work also joined his repertoire and he wrote for such diverse programs as *One Step Beyond*, *Suspense*, *Wanted*, *Dead or Alive*, and *Have Gun, Will Travel*. (He also scripted the truly atrocious B-movie *Queen of Outer Space*, which he always maintained was a parody that no one, except himself, realized was a joke.)

Beaumont died in February 1967 at the tender age of thirty-eight. He had been acting strange for a couple of years, and drinking heavily, but it turned out that his real problem was a degenerative disease of the brain similar to Alzheimer's. In the short years between the onset of his disease and his death, he often could not write. Another writer, Jerry Sohl, helped Beaumont meet his *Twilight Zone* contractual obligations by ghosting scripts for him.

Beaumont's first *Twilight Zone* script was "Perchance to Dream," based on his own short story of the same name. Here, a man tells his psychiatrist of a recurring dream in which he is being lured to his death by a gorgeous woman in a carnival fun house; ultimately, he dies in the dream, leaving the shrink with a dead man on his office couch. Then Serling was back as scripter with a tale in which Ida Lupino played an aging movie actress, along the lines of *Nora Desmond*, who manages to somehow escape back into her old movies-literally.

The next episode, "The Four of Us Are Dying," was scripted by Rod Serling from a short story by another writer whose name would be linked with *The Twilight Zone*: George Clayton Johnson. Johnson was born on July 10, 1929, in Cheyenne, Wyoming. He grew up in a dysfunctional family-divorced parents, alcoholic mother, etc. . . . After years of slip-ping behind in school, the fourteen-year-old Johnson was placed in a state orphanage, only to be returned to his mother a year later.

At sixteen, Johnson was on his own and a year later he joined the army. He learned drafting, which enabled him to support his new family in California after his discharge. Writing soon became his calling. In the second season of *The Twilight Zone*, he wrote an original script for the series that launched his career in earnest.

Before that, his short story "All of Us Are Dying" was adapted by Serling as "The Four of Us Are Dying." In Johnson's story, a man is seen differently by everyone: each one sees him as the person they desire most strongly to see, which works to his advantage until he meets a man who has harbored murder in his heart for a decade or more. In Serling's adaptation, the man can change his face at will. Matters become complicated and he is killed by an old man who thinks that he is the son who betrayed his family's moral values. The catch was that the main character was portrayed by four main actors (including Ross Martin of future *Wild, Wild West* fame) as well as several more in a flawlessly executed, single take sequence of him shaving before a mirror.

Some shows belong to the stars. A few belong to the writers. Charles Beaumont, Richard Matheson, and Rod Serling owned *The Twilight Zone*. The next episode, a Serling original, was "The Purple Testament," in which an American officer in the Philippines during World War II can see a strange light on the faces of those men in his company who are about to die. Following this was "The Monsters Are Due on Maple Street;" Serling's tale of suburban paranoia. This tale was the author's statement on Red-baiting and other forms of prejudice common in the fifties and sixties. The fact that it does this through the metaphor of alien invaders makes it just as relevant thirty years later.

A fine Charles Beaumont script, "Long Live Walter Jameson," came next. Kevin McCarthy portrayed the title character, a historian who is about to marry the daughter of his older associate, Professor Kittridge. Kittridge spots Jameson's exact double in a book of Civil War photographs, and eventually learns that Jameson is two thousand years old, having achieved immortality through alchemy. Determined to go ahead with the marriage despite Kittridge's strong protests, Jameson gets ready to elope, but is killed by a very old ex-wife who also seeks to stop the wedding. Jameson ages rapidly and fades into dust under Serling's epilogue.

The first season continued with scripts by Serling, Matheson, and Beaumont, as well as adaptations, including another George Clayton Johnson story, "Execution." The next-to-last episode of the first season, "The Mighty Casey," involved a robot being tested as the new pitcher for a down-and-out base-ball team. The team's manager was originally played by actor Paul Douglas, a good actor with a reputation as an ex-drinker. Douglas didn't look too good during shooting, leading all involved to suspect that he had fallen off the wagon. Douglas had actually been undergoing a worsening heart condition, and died mere days after the episode was filmed.

On top of this tragedy, the footage of Douglas was unusable owing to his obvious physical problems appearing quite clearly on the footage. Eventually, most of the episode was reshot with Jack Warden as the manager, making as much use of existing footage as possible. The network wouldn't bail out the episode and the cost of the new footage came out of Serling's pocket. The *Twilight Zone* soon garnered considerable awards: Directors Guild and Producers Guild Awards, as well as a Hugo Award. Serling also won an Emmy Award for outstanding achievement in drama.

The second season kicked in with a string of Serling scripts, including another Burgess Meredith outing, "Mr. Dingle, the Strong." Meredith's neb-bishy character is granted superhuman strength as an experiment by a two-headed Martian. He uses his powers in such silly ways that the aliens take them away before Dingle can cash in-but then two Venusians decide to give him a leg up by multiplying his intellectual powers by three hundred. "The Eye of the Beholder" is one of the most famous *Twilight Zone*'s. A disfigured woman is sent to a ghetto for being deemed unsightly by the state. The final twist is that by our standards, she is quite attractive, as is everyone else in the ghetto. The norm of this society is what we would consider hideous.

Matheson checked in with "Nick of Time," where William Shatner becomes obsessed with a fortune-telling machine in a roadside diner. This was followed by Beaumont's "The Howling Man," a great episode where an American traveler refuses to believe monk John Carradine's claim that the prisoner in the abbey is really the devil-until he lets him go and discovers the awful truth that he has let evil loose upon the world. Another episode, "The Prime Mover" brought George Clayton Johnson back to the Zone; he sold the idea for an unpublished story to scripter Charles Beaumont for six hundred dollars but received no screen credit because of an oversight by the show's producer. After a few more Serling-penned episodes, Johnson finally debuted with his first script, "A Penny for Your Thoughts." Here, Dick York played a man whose lucky toss of a coin lands on its side and stays there-endows him with the ability to read people's minds. He finds, however, that what someone may be thinking does not necessarily mean that they are liable to actually commit that act-a distinction that leads to some poignant humor.

A real highlight of the second season was Richard Matheson's "The Invaders," starring Agnes Moorehead in a silent struggle against small but deadly invaders from space. Performed largely without dialogue and just with sound effects, we don't discover until the climax that the invaders are actually astronauts from Earth who have landed on a world of giants. One of Serling's best of the season was the Art Carney vehicle "Night of the Meek." A drunken department store Santa gets a chance to be the real thing. (One viewer objected to having Santa portrayed as a drunkard, but this guy obviously missed the point.) Serling showed that he could indeed still write "serious" stories as the plot dwelt on how miserable Christmas is for the poor and the downtrodden. The third season had the usual plethora of Serling scripts, as well as George Clayton Johnson's "Nothing in the Dark" (in which Robert Redford plays Death), Charles Beaumont's "The Jungle" (a New Yorker is hunted down by denizens of the jungle he destroyed with an African hydroelectric project), and Johnson's "A Game of Pool" (where Jack Klugman must defeat ghostly pool shark Jonathan Winters in a game for his life.) This season also marked the debut of scripter Earl Hamner, Jr., who would later create *The Waltons*.

A pair of Serling adaptations are real standouts. The first, based on a Jerome Bixby story, was "It's a Good Life," starring Billy Mumy as Anthony, the child who maintains complete control over a small town and wreaks a horrible fate upon anyone who offends him. (This was later remade by Joe Dante in *The Twilight Zone* movie.) The second was based on Damon Knight's "To Serve Man." The title of the story is also the title of the book left by seemingly benevolent aliens-which turns out actually to be a cookbook. Future James Bond nemesis Richard "Jaws" Kiel portrayed one of the towering aliens in this outing. George Clayton Johnson scored again with another classic episode, "Kick the Can," where an old man portrayed by Ernest Truex learns how to become young again and leads off his retirement home companions to a literal second childhood. Sadly, his oldest friend is too bitter to accept the notion. Ray Bradbury's "I Sing the Body Electric" was also adapted, by Bradbury himself. This was Bradbury's sole contribution to *The Twilight Zone*, a series which clearly owed much of its inspiration to exactly the type of stories that had launched Bradbury to fame in the fifties.

There were some clunkers, of course; Serling really fell flat in "The Gift," which is marred by embarrassingly stereotyped portrayals of Mexicans. This was offset by the truly fine Serling episode "The Changing of the Guard," starring Donald Pleasence as an aging schoolteacher convinced that his life has been meaningless-until the ghosts of his students convince him otherwise. With the advent of the fourth season, *The Twilight Zone* lost both Serling as producer (he remained as writer and narrator) and the definite article, becoming merely known as *Twilight Zone*. It also became an hour-long show, a move CBS hoped would boost ratings and advertising revenue. What did happen was that the stories were too long and were generally padded out-the strength of the series had been the concise, compact short-story quality that packed a lot of punch in a relatively small package.

Still, there were good scripts; the series kicked off the season with Charles Beaumont's "In His Image", about

a disturbed young man who discovers that he is a robot. Another Beaumont script, "Miniature," starred Robert Duvall as a shy man who ultimately finds happiness with the beautiful inhabitant of an antique dollhouse. Unfortunately, this fine realization of a superb Beaumont script was never syndicated because of a lawsuit claiming plagiarism by a writer who had submitted a story about store dummies who come to life. (Obviously the man had never heard of Pygmalion!) The suit was dropped, but "Miniature" was never shown after its initial air date except in recent years in special airings by stations who carry the syndication package of The Twilight Zone.

The rest of the season proceeded with scripts by Serling, Beaumont, Matheson, and other writers. The problem with the hour episodes was not (generally speaking) bad story ideas but the fact that the stories generally didn't fit the Procrustean time slot provided by CBS. For strictly commercial reasons, CBS cut Twilight Zone back to a half-hour show when they renewed it for its fifth and final season.

GROWING OLD In its last season, Twilight Zone began to show its age, prompting many to suggest that it was begin-rung to feed on itself. This was frequently true, but even so, the last season included one of the all-time classic episodes: Richard Matheson's "Nightmare at 20,000 Feet." Directed by future Superman director Richard Donner, it was a suspenseful drama star-ring William Shatner as the man who sees a gremlin on the wing of the plane he is riding through a fierce storm. Matheson was quite pleased with it, too, even though he didn't care for the monster makeup; he thought that the man who played the creature looked more like his original idea without any makeup on!

This also marked the point at which Jerry Sohl began ghosting scripts for the ailing Charles Beaumont; Beaumont received sole credit on screen, but all of his fifth-season episodes were either coplotted with Sohl or written completely by Sohl. The season ended with "An Occurrence at Owl Creek Bridge," a wordless French adaptation of the Ambrose Bierce story. By buying the rights and incorporating this short film as a Twilight Zone, the show went from being over budget to coming in actually under budget. The film also won the Academy Award. ,

With the fifth season drawing to a close, CBS did not renew Twilight Zone. The show's ratings had not really been bad, but Serling himself wasn't terribly interested, and passed on an offer from ABC to do a similar series with a different title. What he had in mind was a proposal for a series he wanted to call Rod Serling's Wax Museum, but the executive at ABC trying to win Serling over was too keen on having a monster-a-week show like The Outer Limits, and this notion came to naught. In a bad business move, Serling sold the rights to the entire Twilight Zone series to CBS in the sixties, unwittingly handing over vast future syndication profits which he himself should have retained. But work was still available for a writer of Serling's caliber; he won an Emmy in 1964 for a drama he penned for Chrysler Theatre, "It's Mental Work."

Close on the heels of this came another short-lived CBS series, the thoughtful Western series The Loner, which starred Lloyd Bridges. Serling also worked extensively as a host for television shows, an advertising spokesman, and as a narrator (such as his work for French oceanographer Jacques Cousteau's television documentaries). Various critically acclaimed television scripts followed, as did 1967's Planet of the Apes; Serling did three drafts based on Pierre (Bridge on the River Kwai) Boulle's novel before a final draft, by Michael Wilson, reduced the civilization of Boulle's ape-populated world to a more budgetary feasible primitive level. A Twilight Zone situation also befell Serling when his 1966 TV movie The Doomsday Flight, about a mad bomber's attempt to destroy a commercial airliner, was aired. This program logged in second in that entire television season's ratings, but it also provoked a rash of copycat bomb threats against practically every major airline. Serling was overwhelmed by this horror, which, happily, consisted only of threats and no real bombs.

In November 1969, the pilot for Night Gallery was a ratings success for NBC. It featured the directorial outing by a young director named Steven Spielberg. When the series was picked up, Serling declined a production role, and soon found the net-work boosting the horror on the show. Serling hadn't realized that by not producing the show he would lose creative control. By the time he did, he was contractually obligated to the series. Still, he stuck with it through its two seasons (the first as an hour show, the second season half that), hosting it like The Twilight Zone and winning Emmy nominations for "They're Tearing down Tim Riley's Bar" and "The Messiah of Mott Street." When Night Gallery was syndicated, it was cut into half-hour segments. On June 28, 1975, Rod Serling died after a ten-hour heart operation following a heart attack. He left behind a legacy of fantasy that would remain firmly etched on the psyche of generations of American television viewers. In 1983 Twilight Zone: The Movie appeared in movie theatres. Produced by Steven Spielberg, the movie presented new versions of "Kick the Can" , "It's a Good Life" and "Nightmare at 20,000 Feet," as well as one new story. Unfortunately, the movie did not do the original series much justice.

Treating the 1983 movie as something of a pilot, in 1985 CBS chose to revive The Twilight Zone as a color, prime-time series. What they failed to realize was that by using that title, the audience would be bringing certain expectations to the series, which the network should have at least attempted to live up to. Instead the producers decided that what Rod Serling had done was "old-fashioned" and that since twenty years had passed

they should do something new and different. But audiences didn't want new and different and the ratings soon began to slide. Some excellent shows were done, though, including an adaptation of the Arthur C. Clarke story "The Star," an adaptation of the Robert McCammon story "Nightcrawlers," Harlan Ellison's "Palladin of the Lost Hour" (which won an Emmy), an adaptation of the Stephen King story "Gramma" and the George R. R. Martin story "The Road Less Traveled," about a Vietnam draft dodger who meets his parallel-universe self who served in Vietnam and whose life was shattered as a result. In spite of wanting to be new and different, the new Twilight Zone succeeded best when it produced stories more in keeping with the kind of thing Rod Serling had done best in the sixties.

A third version of The Twilight Zone was all but sneaked into syndication as, with virtually no fan-fare, the color episodes were syndicated along with a couple of dozen new episodes. But with the almost sole exception of Harlan Ellison's "Crazy As a Soup Sandwich," the made-for-syndication episodes were pretty thin. The other problem with the syndicated version was that some of the 1985-86 prime-time Twilight Zone episodes were longer than a half hour, but every story was edited to fit the half-hour slot of the syndication form, including "Palladin of the Lost Hour," which may never again be seen in its original broadcast form. The new Twilight Zone of the eighties failed to capture the imagination or establish a reputation for continuous wonder the way the old Rod Serling series had. People will always remember the on-screen presence of Rod in those original episodes and will forever elevate them in the hearts and minds of Serling's legions of fans.

Hammering together a set for a crime show is simple: Go to the studio's storage lockers and pull out a used table, desk and chair. In The Twilight Zone, set "between the pit of man's fears and the summit of his knowledge," the crew had to make not only their own props, but often their own worlds. Producer Buck Houghton recalls when a Twilight Zone art director walked in with the script "Little Girl Lost." He showed Houghton a page where it said, "INTERIOR: LIMBO." "He asked, 'What's that supposed to be, Buck?' I said, 'It's up to you.'" The art director went off and created a fourth dimension for the episode (about a young girl who tumbles into a strange world). "He broke his neck to make a limbo set," says Houghton proudly. "That's challenge and response. That's what the scripts were full of."

When Rod Serling created The Twilight Zone, he was one of television's hottest writers. He had already won Emmy awards for his dramatic teleplays for Patterns (1955) and Requiem for a Heavyweight (1956). However, The Twilight Zone fulfilled a long-standing dream of Serling's. "I wanted to do a series of imaginative tales that weren't bound by time or space," he said at the time. Rather than relying on gadgets and gizmos, The Twilight Zone illuminated the strengths and weaknesses of humanity. Man was generally conceded as being worthy of respect and full of potential. However, when his uglier traits rose to the surface in the twilight zone (often manifested as prejudice and greed), he was subject to a well-deserved and often ironic drubbing in that boundless realm.

The Twilight Zone was the first adult, primetime fantasy series. In lieu of lavish special effects, the series told simple stories of ordinary people caught up in the bizarre. Concerned with the world around him, Serling made sure his stories had something to say about humanity and its environment. Serling's unofficial pilot for The Twilight Zone was a one-shot drama titled "The Time Element." Broadcast on Desilu Playhouse in 1958 the story starred William Bendix as a man who dreams himself back to the Japanese attack on Pearl Harbor in 1941. Mail response from viewers was overwhelming, and CBS commissioned Serling to develop a weekly Twilight Zone series. Serling wrote an official pilot, "Where Is Everybody?" with Earl Holliman as a man trapped in a deserted town. The network was impressed and immediately put The Twilight Zone on the 1959-60 schedule.

Buck Houghton, producer of the series' first three seasons, was confident the series would find an audience. "The scripts I was handed were thoroughly entertaining and thought-provoking," he says. "That was my standard of what was going to please the average TV viewer. After all, I was a perfectly average fellow, minding my own business, when I was asked to read the first scripts. Fantasy or not, they were damn good." One of the advantages The Twilight Zone offered to Serling was more freedom from censors. "It's true that Rod felt what could be said between two Martians couldn't be said between two senators," says Houghton. Using fantasy, Serling was able to slip in political and social themes without having them ravaged by nervous censors. However, it was the "what if" premise of the series that appealed to Houghton. "I wasn't a science fiction fan, although Twilight Zone wasn't science fiction. It was tales of imagination. There was no science hardware involved, no magic machines, no interstellar travel. It was about people with common problems who encountered fantasy. What would it be like if you could go back to the town where you were born and raised, and see that it's just the way it was at the time? That's something you can relate to very easily, and that was the key to the show's success."

During the first three seasons, Serling dedicated himself fiercely to the series. "The bulk of the episodes were written by Rod," notes Houghton, "and by the end of the third year, he was getting a bit pooped! We also had some fine scripts from people such as Richard Matheson and Jack Neuman. As a producer, I knew how lucky I was to be getting these kinds of scripts. You hardly ever ran into that calibre of writing."

The entire production crew of *Twilight Zone* also recognized that they were working on a quality show. "From the assistant propman to the cameraman, they worked their ass off," says Houghton. "They wanted to do the scripts justice, and that made a lot of difference in how the episodes looked. The crew was absolutely thrilled to see how the shows were going to come off."

Houghton recalls "Eye of the Beholder", with Maxine Stuart as a beautiful woman shunned in a world of pig-faced people. "Our director of photography, George Clemens, was delighted with the challenge of doing that show. You don't realize the faces of the doctors are hidden until you see their ugly mugs in front of you at the end. George and director Douglas Heyes worked that out together before filming." *Twilight Zone* also attracted a wide range of top stars, including Ida Lupino, Ed Wynn, Robert Cummings and Mickey Rooney. "On occasion an actor's agent would tell our casting director, 'Oh, he doesn't do TV' We'd give him a copy of the script anyway, and the agent would call back, 'He'll do this one!' We got a lot of positive effect out of the first-rate scripts by Rod Serling."

According to novelist Ray Bradbury, Serling was uneasy about doing *Twilight Zone* without input from science fiction writers. "Serling came over to the house one night and told me what he was doing," says Bradbury. "He said, 'Can you suggest some writers?' I said 'Sure!' I went down to my basement and came back with paperback copies by Richard Matheson, Charles Beaumont, George Clayton Johnson and John Collier. I said, 'These are good people. And you can use me, too.' The series went on shortly afterwards, and it's been running ever since."

Unfortunately, Bradbury's one script for the series, 'I Sing the Body Electric,' resulted in an episode that didn't meet his expectations. The story was about a robotic grandmother who raises a widower's three children. "Rod promised me that he would buy a couple of my scripts and that he would touch them. 'I Sing the Body Electric' turned out okay, but they took out the most important scene. In my script, the father asks the electric grandmother, 'Why are there electric grandmothers?' She gives him a moment of truth: She can do something no mother ever can. She can pay attention to all of the children equally. Only a machine could do that, and since the father may never find a new wife, somebody has to look after the children. The electric grandmother is the substitute for the mother that isn't there."

"When I saw that this scene was cut from the episode, I was furious! I called Rod the next day and said, 'For God's sake, why didn't you tell me?' He apologized and said that there hadn't been time to film it. I said, 'I had all of my friends come over to the house, and we sat down to watch the show, and the most important scene is gone! I don't want to work on the show anymore.' I told him that I couldn't trust him [as producer]." The experience didn't get in the way of Bradbury's high regard for the series in general. "That series is going to run on forever," he says. "Wherever I go, people tell me how much they like *The Twilight Zone*." The series became a critically acclaimed show early on, but it was never a mainstream hit. The sponsors were looking for weekly ratings in the 24.0 range. *Twilight Zone* managed a sturdy seasonal average of 19.0 in its first (and strongest) year. Its viewers included an enthusiastic audience in the 12-15 audience range. The late *Twilight Zone* writer Charles Beaumont said at the time, "Maybe that's because kids are hungry for the full play of their imagination while their elders are inclined to fear it."

"We were always on the edge of getting canceled," notes Houghton. The directors of *Twilight Zone* ranged from veterans who had worked in the silent film era (Mitchell Leisen, John Brahm) to young directors who cut their teeth in live television (Don Siegel, Richard Donner). Ralph Senensky was relatively new to directing when he helmed "Printer's Devil," one of the hour-long episodes produced during the fourth year. Burgess Meredith played a sinister newsman whose headlines predict the future. "I was very proud of the way it turned out," says Senensky. "Burgess Meredith told me that director John Huston called him the day after the episode aired, commending him on the show."

Even as a TV viewer, Senensky was impressed. "The series was a true television classic. They're timeless morality plays. Each show was like an, Henry short story. It'll continue to play on and on. I'm not sure that things that are being done today will be around in 30 years." Another young director, Robert Butler, recalls meeting Rod Serling during the days of *Playhouse 90* in the mid-1950s. "Rod was a hardworking guy, willing to do anything to make his scripts better. However, he insisted on revising them himself. He was very paternal about his work. He was a fiercely principled, highly original guy. His sense of reality was a little quirky and ironic."

Butler directed one of the series' most controversial segments, "The Encounter" (written by Martin Goldsmith). The two-character story has an ex-Marine (Neville Brand) and a Japanese gardener (George Takei) dealing with their respective prejudices while cleaning out an attic. The episode wasn't included in *The Twilight Zone* syndication package, but was released on video in 1993. "Some people thought that it was racist," says Butler. "The American-vs.-the-Japanese theme could have been too volatile. It wasn't your typical TV "Neville Brand was this beer-drinking Marine, getting a little smashed as he goes over his old World War II mementos. Throw into this environment a Japanese gardener who wants to borrow a pair of clippers. These

two characters are drawn into the attic by the fates and reLive World War II. It's dark, it's down, it's antagonistic and it's a very harsh show. Both of them die at the end. I'm sure it was considered too hot to handle."

Butler, however, doesn't feel the episode compromised itself. "It's raw conflict, and it gave both the actors and myself a terrific opportunity. We didn't have to spend time on any production linguistics. We spent time on developing the theme, the characters and the drama. For me, it conveyed a tragic circumstance. How unfortunate that these two people should meet in peacetime and rekindle that same volatility. Each of the individuals is a fine person, but the fates have thrown them together. Physically, it was a small show—two individuals in a small attic—but it was also huge because it dealt with the nature of fateful, inevitable conflict. These men had been stained by history, and they were unable to be harmonious with each other. That was the tragedy."

Butler recalls that a misunderstanding developed while shooting the show. "There was either something in the script or the character I don't recall which—that I felt needed some clarity. I talked to producer William Froug about it. He got very impatient with my position, and we argued about it. He was left feeling that I simply didn't like the show, period. I simply wanted to be clear on a story point, but I remember being misunderstood. In any case, the episode turned out to be a terrific little piece." Butler also directed "Caesar and Me," with Jackie Cooper as an unemployed ventriloquist browbeaten by his murderous dummy. "Jackie thought it would be interesting to play the character as a naive Irishman. He was very effective."

Butler's most challenging job was to bring the dummy to life. "We had him on a dolly so that when we filmed him from the hip up, we could make the dummy pace back and forth across the room, weaving his spell over Jackie. I was aware that the episode was quite derivative of earlier Twilight Zones. There had been one with Cliff Robertson ["The Dummy"], and there had been the classic British film *Dead of Night* that also used the talking dummy theme. But on its own terms, the script was well written."

Actors on *Twilight Zone* found themselves acting in scripts that were not only entertaining but had a point of view. In a TV era where the most popular shows were westerns, *Twilight Zone* offered a refreshing switch. In the episode "The Shelter," Larry Gates played a doctor who ushers his family into their homemade bomb shelter when atomic war appears imminent. He's the only person in the neighborhood with a bomb shelter, and his frightened friends turn into savages when try to force their way in.

"It was a first-rate script by Rod Serling," marvels Gates. "It dealt with the insanity of believing that one could escape from a nuclear holocaust. My character of Dr. Stockton believed he was doing the most reasonable thing with his shelter, but it turned out he had hopelessly misjudged the results of his actions. The story embraced the dilemma of trying to protect a few while others were going to be destroyed. It ended with the psychological destruction of all. A valid dramatic work must be formed around a dilemma from which there is no escape, and 'The Shelter' qualifies."

"We had a wonderful cast," Gates adds, "and an excellent director [Lamont Johnson], a happy company and crew and a fascinating script." Surprisingly, Gates, who effectively portrays a decent man forced into an uncompromising situation to ensure his family's self-preservation, is critical of his own acting. "When I saw the episode years later, I didn't like my performance. I thought I had overacted. But the script, direction and cast made it work. The *Twilight Zone* in general was remarkable because it didn't rely on gimmicks. It was motivated by ideas and actions that involved and stimulated the audience. Rod Serling was a marvelously creative writer."

Actor John Anderson made several trips into *The Twilight Zone* and considers them among his career's highlights. "The series was highly touted because Rod already had an incredible track record. Everyone wanted to be on the show. It was like a feather in your cap. I was fortunate to do four episodes." Anderson's first visit was as an airline pilot in "The Odyssey of Flight 33." A freak tailwind propels a commercial jet airliner back to the prehistoric era, and later to New York, 1939. The episode ends with the crew preparing for another time jump, hoping this time they'll return to their rightful era. "We looked damn serious doing that show," laughs Anderson, "but we had a blast filming that. The guys playing my co-pilots were great. The director [Justus Addiss] had trouble getting us settled because we were having so much fun. When you see me looking out at the dinosaur, I'm really looking at the poor director. As soon as he'd yell, 'Cut,' we were cracking jokes again."

The light-heartedness was one way for the actors to deal with their cramped environment. "We were confined to this little cockpit. Whenever the director said, 'There's a dinosaur,' we had to pretend that it was out there. I saw the episode recently, and I was amazed I was able to spew out that technical gobbledygook." Anderson followed this up with "A Passage for Trumpet," where he played the musically oriented archangel Gabe, who gives a sad trumpeter (Jack Klugman) a second chance. "That was my favorite episode," he says. "It was a great script. The relationship between Klugman's character and Gabe was touching. There's a wonderful

ending. I'm walking off into the shadows, and Klugman says, 'Hey! I didn't get your name.' I turn and say, 'Call me Gabe.'"

The episode required that Anderson and Klugman learn how to fake playing a trumpet. They wrote a special music piece for the show. Neither Jack nor I played trumpet, so CBS went to the trouble of sending their musical director to my house with a cassette of the song and the sheet music. On the sheet, it told me what trumpet valves to press as the tape played. I worked my butt off, learning to play it by pantomime. Later, Jack and I, who are old friends, started rehearsing the scene, and I said, 'Jack, how did you do with the trumpet practice?' He said, 'What practice?' I said, 'Klugman! Are you telling me that you didn't even practice? You're gonna fake it?' He said, 'For Christ's sake, Anderson, who's gonna notice if we're hitting the right valves or not? If the audience is busy looking at our fingers, then we're really in trouble.' I said, 'Jack, you SOB! I worked my butt off to learn the finger ing!' and he laughed. But Jack was right. Fact was, you couldn't tell if I'm faking it or if he's faking it."

Anderson also did one of the hour-long segments, "Of Late I Think of Cliffordville." "All I remember was that Albert Salmi, who played this devilish character, had to laugh maniacally whenever he pulled a devious deed. However, Al couldn't laugh on cue. All David Rich, the director, could get out of him was a very heavy, totally unconvincing, 'HA! HA! HA!' "David, a wonderful man, came up to me and said, 'John, what am I going to do with Al? I can't use that laugh.' I said, 'Jesus, David, I don't know, but it sure ain't working, is it?' I suggested that they lay down a sound track of somebody else's laughter. That's what they must have done , because you sure as hell couldn't use what ol' Al was giving 'em!"

Anderson remains gratified by having been a part of The Twilight Zone. "We had no idea that it would become a way of life for two generations of people. It elevated for a brief time the quality of TV. It still does. A week doesn't go by that somebody doesn't say; 'Hey, I saw you on Twilight Zone.' Twilight Zone was a very rare experience." Actor Liam Sullivan starred in "The Silence," playing Jamie Tennyson, a compulsive talker. A fed-up tycoon (Franchot Tone) makes Jamie a wager: If Jamie can shut up for a whole year, the tycoon will pay him half a million dollars. Jamie accepts the offer. However, he wins the bet only because he has his vocal cords severed.

"Rod Serling was a short, tough ex-paratrooper with an extraordinary gift for offbeat plots that dealt with the human condition in a positive way," says Sullivan. "The long speech I had in the opening sequence was three pages. The day of shooting, Rod came up to me and asked if I could memorize an additional page of dialogue on the spot. It was going so well, he wanted to lengthen the scene. I said if he could write that fast, I could memorize it. He went off into a corner and started scribbling. He handed me the sheets off his notepad. I picked a corner and started memorizing. He was very pleased with the results. "Rod was a very quiet fellow on the set," Sullivan adds. "He let the director take over in most things. He was a terrific writer, and after that experience, I was a Twilight Zone fan."

By the end of the third season, the network wanted to spice up the series. Their suggestion was to increase the show to 60 minutes, and initially Serling was excited over the prospect of fleshing out the stories and characters in an hour format. The resulting ratings, however, were barely passable, and the reviews mixed. Serling himself was not enamored with the final result. The fifth and final season returned to the halfhour length.

Larry Stewart was casting director for the final year. "Twilight Zone was a brilliant series " , says Stewart, "and Rod was an incredible, prolific man. He'd come in at 9 a.m. and say, 'On my way over here, I was thinking, what would happen if everybody suddenly walked out of Boot Hill in an Old Western town?' He'd go in his office, close the door and by noon, he had completed a teleplay. We usually shot his first draft. I had never seen anybody write that fast." Stewart recalls that Serling's favorite actors included "Jack Klugman, and Royal Dano, who had a spooky persona. We generally had small casts on Twilight Zone, so actors knew they'd be getting a good part. It was the half-hour equivalent of Playhouse 90. It attracted what we'd call New York actors. Being a New York actor was a status symbol that didn't make a hell of a lot of sense. An actor is an actor, but at the time, Hollywood was impressed by actors who made the trek from New York."

Stewart was on hand when TwilightZone got the ax from CBS. The final season had averaged a solid 18.4 rating, a dramatic improvement over the previous season's average of 16.3. Nevertheless, the brass wanted a change. When ABC expressed an interest in picking up the series for a sixth year, Serling met with network president Thomas Moore. "Moore wanted the show, but he wanted Rod to change it significantly," recalls Stewart. "He wanted it to be all science fiction and horror, and to have the name changed to Witches, Warlocks and Werewolves. Rod said no, and that was the end of it. Rod was a man of incredible integrity. He wasn't about to screw around with Twilight Zone."

The series was canceled after 156 segments. CBS reran some of the episodes during the summer of 1965. The series then pole-vaulted into the lucrative world of syndication, where it has remained a fixture ever since.

Several episodes have also been released on videotape. The very words "Twilight Zone" have seeped into everyday language as a reference to anything weird or bizarre. Of the series' continued popularity, Buck Houghton says, "I'm delighted, for Rod's sake, that a good, quality show endures."

Serling remained interested in reviving *The Twilight Zone* long after its demise. Even after Serling's death in 1975, there was talk of updating the show. Without Serling, however, it would be in name only. The 1983 film *The Twilight Zone: The Movie* opened to mediocre box office returns. In 1985, CBS launched a new, short-lived version of *The Twilight Zone* (see pages 486-503).

"I saw damned few of the new *Twilight Zones*," admits Houghton of the 1985 series. "I didn't want to be in the position of being asked what I thought of it. I did have an earlier experience when CBS wanted to revive the series. I talked to various writers about a new *Twilight Zone*-like show, which would have been under another title but touched the same nerve. I was surprised by how few of them got the point. They came in with scripts about things that you couldn't possibly imagine happening to the average person."

That ill-fated revival didn't come to pass, but Houghton was invited to make an appearance in the *Twilight Zone* film. "I had a cameo in the remake of one of our original episodes, 'It's a Good Life' [a young boy uses his mental powers to keep a small town under his control]. The set of the home had curved tops to doors, and the fireplaces were figure eights. It was unlike any house you've ever seen. Once again, I knew that they just didn't get the point of *Twilight Zone*."

Actor John Anderson likes to relate a *Twilight Zone*-ish memory from 1974. "My wife and I used to make an annual trip out to Death Valley. A couple we knew from New York had opened up a little opera house. That night as I was preparing to go onstage, the husband, Tom, said to me, 'Oh, John, by the way, an old friend of yours is going to be out in the audience watching the show tonight-Rod Serling.' Well, I was delighted, and I looked forward to seeing him. But just before the show, we scanned the audience and no Rod. I was disappointed and went on with the show."

"During intermission, I went outside for a smoke. As I lit up my cigar, I could see Death Valley's bleak desert landscape in front of me. Suddenly, a guy 10 feet away lights up a cigarette. I thought, 'Who the hell is that?' He stepped out of the shadows and said, 'Hi, John.' It was Rod. He had arrived late. We chatted under the pale blue moon, looking out over the weird, forbidding landscape. "He said, 'You know, the other night they showed one of my favorite *Twilight Zones*. It was the one with you as the airline pilot. It was so good.' I said, 'Rod, they were all good.' He asked me if I still received residual payment for them. I told him that I didn't. We rapped a while and Rod said, 'John, I'll talk to you after the show.'"

"When the show was over, I said to my wife, 'Come on! We gotta get outside. Rod Serling was out there.' She said, 'He was?' I said, 'Yeah.'" So we went outside and no Rod. I ran around calling his name. Tom came out and asked what was going on. I told him about Rod. 'Well, where is he?' Tom asked. We all looked around, but there was nothing but the moon and the desert.

"The fact was, Rod was a very private man. He didn't like to be fawned over. My reading of the situation was that he had arrived late, sat down quietly in the back, and when the show was over, he left. After we had our talk, he probably thought, 'If I stay around and wait for John, the lights will come on and everybody will be all over me.' So he left. That's all I could figure. He died about six months later. I told Carol, his wife, about it and she was amazed. It was a very strange experience. No one else even saw Rod at the theater that night. It's my word that Rod and I had that quiet chat." John Anderson chuckles. "You know, it was just like *The Twilight Zone*!"

CAST NOTES

Rod Serling (Host): Born 1924. Serling was one of the most prolific and acclaimed writers of live television drama in the 1950s. He later co-wrote the film *Planet of the Apes* (1968) and provided narration for many documentaries during the 1970s, including the *Undersea World of Jacques Cousteau* specials. Serling died from complications following heart surgery in 1975.

Hugo Awards

- Dramatic Presentation - *The Twilight Zone* (1960)
- Dramatic Presentation - *The Twilight Zone* (1961)
- Dramatic Presentation - *The Twilight Zone* (1962)

Golden Globes

- Best TV Star - Rod Serling (Together with Richard Chamberlain.) (1963)

WR. Rod Serling, Charles Beaumont, Richard Matheson, Robert Presnell, E. Jack Neuman, George Clayton Johnson, Montgomery Pittman, Earl Hamner Jr., Ray Bradbury (RAY BRADBURY'S THEATRE), John Furia Jr., Reginal Rose, Richard DeRoy, Jerry McNeeley, Bernard C. Shoenfeld,

Robert Enrico, Martin M. Goldsmith, A.T. Strassfield and Anton Wilson.

DIR. Robert Stevens, Robert Parrish, Allen Reisner, Mitch Leisen, Jack Smight, John Brahm, Robert Florey, Douglas Hayes, William Claxton, Ron Winston, William Asher, Buzz Kulik, Don Medford, John Rich, Justus Addiss, Boris Segal, Montgomery Pittman, A.E. Houghton, Anton Leader, Lamont Johnson, Christian Nyby, David Greene, Richard L. Bare, Robert Ellis Miller, Parry Lafferty, Stuart Rosenberg, Joseph M. Newman, Alan Crosland Jr., and Ted Post.

EPISODES: 156 **YEAR MADE:** 1958 **COUNTRY:** US **SEASONS:** 5

A CAYUGA PRODUCTION (Filmed at MGM)

CREATOR: ROD SERLING

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 36, (2) 29, (3) 37, (4) 18, (5) 36.

DATE OF PREMIER: 24/11/1958 **AIR DATE OF LAST EPISODE** 19/06/1964

SEASON DATE BREAKDOWN:

FILMS: TWILIGHT ZONE: ROD SERLING'S LOST CLASSICS, TWILIGHT ZONE : THE MOVIE (1983)

Host/Narrator ROD SERLING, including, BURGESS MEREDITH, PATRICK MACNEE, RODDY MCDOWALL, JOHN CARRADINE, WILLIAM SHATNER, JONATHON HARRIS, BILL MUMY, CLIFF ROBERTSON, SIMON OAKLAND, PETER FALK, LEE MARVIN, BUSTER KEATON, LEONARD NIMOY, DEAN STOCKWELL, GEORGE TAKEI.

Books Based on this series.

A Critical History of Television's The Twilight Zone, 1959-1964	Don Presnell and Marty McGee	1998
Adventures in the Twilight Zone	Carol Serling	1995
Born of Man and Woman	Richard Matheson	1954
From the Twilight Zone		1964
I am Legend	Richard Matheson	1957
In the Zone: The Twilight World of Rod Serling	Peter Wolfe	1997
Into the Twilight Zone	Jean Marc Lofficier and Randy Lofficier	1995
Into The Twilight Zone - The Rod Serling Programme Guide	Jean Marc & Randy Lofficier	1995
Journeys to the Twilight Zone	Carol Serling	1993
More Stories from the Twilight Zone	Walter B. Gibson	1961
New Stories from the Twilight Zone	Walter B. Gibson	1962
Night Gallery		1971
Night Gallery 2		1972
Night Ride and Other Journeys	Charles Beaumont	1960
Outrageous Conduct: Art, Egom, and the Twilight Zone Case	Stephen Farber, Marc Green	1989
Patterns- Four Television Plays		1957
Requiem for a Heavyweight		1962
Return to the Twilight Zone	Carol Serling	1997
Rod Serling: The Dreams and Nightmares of Life in the Twilight Zone	Joel Engel	1989
Rod Serling's Night Gallery: An After Hours Tour	Scott Skelton and Jim Benson	1998
Rod Serling's The Twilight Zone	Walter B. Gibson	1963
Rod Serling's Twilight Zone	Walter B. Gibson	1984
Rod Serling's Twilight Zone Revisited	Walter B. Gibson	1964
Run From The Hunter	Charles Beaumont	1957
Shock II	Richard Matheson	1964
Shock III	Richard Matheson	1966
Shock Waves	Richard Matheson	1970
Shock!	Richard Matheson	1961
Special Effects: Disaster at Twilight Zone: The Tragedy and the Trial	Ron Labrecque	1988
Stories from the Twilight Zone	Rod Serling	1960

Stories From the Twilight Zone		1960
Stories from the Twilight Zone	Rod Serling & Walter B. Gibson	1986
Tales from the New Twilight Zone	J. Michael Straczynski	1989
The Beardless Warriors	Richard Matheson	1960
The Edge	Charles Beaumont	1966
The Hunger and Other Stories	Charles Beaumont	1957
The Intruder	Charles Beaumont	1959
The Magic Man and Other Science-Fantasy Stories	Charles Beaumont	1965
The New Twilight Zone	Martin H. Greenberg	1997
The Rise and the Twilight of Television's Last Angry Man	Gordon F. Sander	1992
The Season To Be Wary		1967
The Shores of Space	Richard Matheson	1957
The Shrinking Man	Richard Matheson	1956
The Twilight Zone Companion: Second Edition	Marc Scott Zicree	1989
The Twilight Zone Scripts	Richard Matheson	1998
The Twilight Zone: Complete Stories		1999
The Twilight Zone: The Original Stories	Martin Harry Greenberg, Richard Matheson and Charles Waugh	1997
Twilight Zone Companion	Marc Scott Zicree	1982
Visions of the Twilight Zone	Arlen Schumer	1991
Visions of the Twilight Zone	Arlen Schumer	1990
Yonder	Charles Beaumont	1958

RELATED SHOWS:*TWILIGHT ZONE, THE (1985)**TWILIGHT ZONE, THE (2002)*1 - 0 *THE TIME ELEMENT*1 - 1 *WHERE IS EVERYBODY?*

Mike Ferris finds himself in a town strangely devoid of people. But despite the emptiness, he has the odd feeling that he's being watched.

Wr Rod Serling**Dir** Robert Stevens1 - 2 *ONE FOR THE ANGELS*

A street salesman cleverly eludes Death. But if he lives, a little girl must die in his place.

Wr Rod Serling**Dir** Robert Parrish1 - 3 *MR DENTON ON DOOMSDAY*

A has-been, drunk gunslinger finds his fast-draw abilities magically restored.

Wr Rod Serling**Dir** Allen Reisner1 - 4 *THE SIXTEEN-MILLEMETER SHRINE*

An aging, former movie star lives and dreams in the past, constantly watching her old movies alone in her room.

Wr Rod Serling**Dir** Mitchell Leisen1 - 5 *WALKING DISTANCE*

Martin Sloan, driving through the country, leaves his car and starts to walk toward his hometown, Homewood. He finds things exactly as they were when he was a child. He soon realizes he's gone back in time.

Wr Rod Serling**Dir** Robert Stevens1 - 6 *ESCAPE CLAUSE*

A hypochondriac exchanges his soul for immortality and indestructibility.

Wr Rod Serling

Dir Mitchell Leisen

1 - 7 *THE LONELY*

Corry is stranded on an asteroid after being convicted of a crime. He receives as a present a robot who looks, sounds, and acts like a real woman.

Wr Rod Serling

Dir Jack Smight

1 - 8 *TIME ENOUGH AT LAST*

A bank teller, Henry Bemis, longs for time alone to read books. He gets his wish.

Wr Rod Serling

Dir John Brahm

1 - 9 *PERCHANCE TO DREAM*

A man is terrified of falling asleep for fear he might die.

Wr Charles Beaumont

Dir Robert Florey

1 - 10 *JUDGEMENT NIGHT*

In 1942, a German wonders why he's on the deck of a British steamship, with no memory of how he got there, and an overwhelming sense of impending doom.

Wr Rod Serling

Dir John Brahm

1 - 11 *AND WHEN THE SKY WAS OPENED*

Three astronauts have returned from this first space flight. Major Gart is hospitalized with a broken leg. The other two, Colonels Harrington and Forbes head for a bar. Harrington gets a strange feeling.

Wr Rod Serling

Dir Douglas Heyes

1 - 12 *WHAT YOU NEED*

A two-bit thug thinks he's found the key to a better life in an old sidewalk salesman who has the uncanny ability to tell people what they need the most.

Wr Rod Serling

Dir Alvin Ganzer

1 - 13 *THE FOUR OF US ARE DYING*

A man who can change his face to resemble others gets into hot water with gangsters.

Wr Rod Serling

Dir John Brahm

1 - 14 *THIRD FROM THE SUN*

With all-out nuclear war about to ignite, a scientist and his pilot friend plot to escape on an experimental spaceship.

Wr Rod Serling

Dir Richard L. Bare

1 - 15 *I SHOT AN ARROW INTO THE AIR*

Three astronauts crash on what they believe to be an asteroid. Unfortunately they have only limited water supplies to sustain them.

Wr Rod Serling

Dir Stuart Rosenberg

1 - 16 *THE HITCH-HIKER*

Alone on a cross-country trip, a woman continually sees the same hitch-hiker everywhere she looks.

Wr Rod Serling

Dir Alvin Ganzer

1 - 17 *THE FEVER*

Tight fisted Franklin Gibbs is not pleased when his wife wins a trip for two to Las Vegas. But things change when he falls under the spell of a slot machine that calls his name.

Wr Rod Serling

Dir Robert Florey

1 - 18 *THE LAST FLIGHT*

A World War I flying ace flies through a mysterious cloud - and lands at a modern U.S. air base in the year 1959!

Wr Richard Matheson

Dir William F. Claxton

1 - 19 *THE PURPLE TESTAMENT*

Lt. Fitzgerald has found his own special wartime hell. Looking into the faces of his men prior to battle, he has the disquieting ability to see who is about to die.

Wr Rod Serling

Dir Richard L. Bare

1 - 20 *ELEGY*

Three astronauts land on what looks like Earth 200 years before they left--only all of the people seem frozen in time.

Wr Charles Beaumont

Dir Douglas Heyes

1 - 21 *MIRROR IMAGE*

Millicent Barnes sees her double at a bus terminal.

Wr Rod Serling

Dir John Brahm

1 - 22 *THE MONSTERS ARE DUE ON MAPLE STREET*

Paranoia strikes the residents of Maple Street when they believe human-looking aliens have invaded the neighborhood.

Wr Rod Serling

Dir Ron Winston

1 - 23 *A WORLD OF DIFFERENCE*

Businessman Arthur Curtis discovers that life as he knows it doesn't really exist.

Wr Richard Matheson

Dir Ted Post

1 - 24 *LONG LIVE WALTER JAMESON*

Walter Jameson is an excellent history teacher who talks about the past as if he had lived it.

Wr Charles Beaumont

Dir Anton M. Leader

1 - 25 *PEOPLE ARE ALIKE ALL OVER*

When a space exploration crashes on Mars, the surviving passenger is surprised to find that Martians are human-looking, very friendly and apparently just like us.

Wr Rod Serling

Dir Mitchell Leisen

1 - 26 *EXECUTION*

Just before being hanged for shooting a man in the back, a man in 1880 is transported into the future.

Wr Rod Serling

Dir David Orrick McDearmon

1 - 27 *THE BIG TALL WISH*

Even though Jackson breaks his hand prior to the fight, he wins because Henry - a boy who adores the fighter and believes in magic - made the "big, tall wish." After the fight the boxer refuses to believe in magic. Henry tells him if he doesn't believe, it won't be true. Jackson just can't believe. Suddenly, Jackson is back in the ring, and counted out.

Wr Rod Serling

Dir Ron Winston

1 - 28 *THE NICE PLACE TO VISIT*

After being shot to death, Rocky Valentine encounters the amiable white-haired Mr. Pip, who gives

Rocky everything he wishes for.

Wr Charles Beaumont

Dir John Brahm

1 - 29 *NIGHTMARE AS A CHILD*

Schoolteacher Helen Foley finds a strange and very serious little girl on the stairs outside her apartment. The little girl seems to know her, and tries to jog her memory about a man she saw earlier that day. The man arrives at Helen's door -

Wr Rod Serling

Dir Alvin Ganzer

1 - 30 *A STOP AT WILLOUGHBY*

Riding home on the train one day, a man falls asleep and dreams it is 1880, and he is entering a small town called Willoughby.

Wr Rod Serling

Dir Robert Parrish

1 - 31 *THE CHASER*

A man, desperate to win the affection of a beautiful woman, slips her a love potion. He is overjoyed that the potion works so well...at first.

Wr Robert Presnell Jr.

Dir Douglas Heyes

1 - 32 *A PASSAGE FOR TRUMPET*

A trumpet player who's convinced he'll never amount to anything attempts suicide and finds himself in a world where no one can hear or see him.

Wr Rod Serling

Dir Don Medford

1 - 33 *MR BEVIS*

An eccentric loser gets a new life from his guardian angel, but there is a price to keeping it.

Wr Rod Serling

Dir William Asher

1 - 34 *THE AFTER HOURS*

A woman discovers that the floor of a department store, on which she bought a gold thimble, doesn't exist - and that her "saleslady" is really a mannequin!

Wr Rod Serling

Dir Douglas Heyes

1 - 35 *THE MIGHTY CASEY*

Dr. Stillman arranges to have his human-looking robot signed up as the star pitcher of the Hoboken Zephyrs. The team zooms to fourth place thanks to Casey. After he's beamed by a ball, a doctor discovers Casey has no heart. The rules say nine men make up a team, and without a heart Casey is not a man. Dr. Stillman gives Casey a heart, but he becomes too compassionate to strike out other players. The Zephyrs lose the pennant, and Casey is washed up in baseball. Dr. Stillman gives the coach, Mouth McGarry, Casey's blueprints as a memento. Looking at them, McGarry gets a sudden inspiration, and chases after the doctor.

Wr Rod Serling

Dir Robert Parrish, Alvin Ganzer

1 - 36 *A WORLD OF HIS OWN*

A playwright makes characters come to life.

Wr Richard Matheson

Dir Ralph Nelson

2 - 1 *KING NINE WILL NOT RETURN*

A WWII captain finds himself in the desert, next to his crashed plane. Where is his crew? And why are futuristic jet planes flying overhead?

Wr Rod Serling

Dir Buzz Kulik

2 - 2 *THE MAN IN THE BOTTLE*

A discontented curio shop owner thinks he's finally found happiness when a genie he discovers in an old bottle grants him four wishes.

Wr Rod Serling

Dir Don Medford

2 - 3 *NERVOUS MAN IN A FOUR DOLLAR ROOM*

Ordered to commit a murder he doesn't want to perform, a smalltime hood nervously looks in the mirror and sees the man he could have been--confident, strong...and determined to get out.

Wr Rod Serling

Dir Douglas Heyes

2 - 4 *A THING ABOUT MACHINES*

A writer feels that the machines in his house are conspiring against him.

Wr Rod Serling

Dir David Orrick McDearmon

2 - 5 *THE HOWLING MAN*

A man on a walking trip of post-World War I Europe gets caught in a storm. He comes across a remote monastery with a mysterious prisoner.

Wr Charles Beaumont

Dir Douglas Heyes

2 - 6 *THE EYE OF THE BEHOLDER*

A young woman undergoes "experimental treatments" in an attempt to make her appear "normal".

Wr Rod Serling

Dir Douglas Heyes

2 - 7 *NICK OF TIME*

A superstitious newlywed becomes obsessed by a penny fortune-telling machine when he and his new wife are stranded with car trouble.

Wr Richard Matheson

Dir Richard L. Bare

2 - 8 *THE LATENESS OF THE HOUR*

Dr. Loren enjoys the faultless robot servants he has invented. His daughter, however, feels imprisoned by them--and soon learns how right she is.

Wr Rod Serling

Dir Jack Smight

2 - 9 *THE TROUBLE WITH TEMPLETON*

Booth Templeton is an aging actor who longs for the old days when his wife was alive. Miraculously, he is given a sobering glimpse of the past he holds so dear.

Wr E. Jack Neuman

Dir Buzz Kulik

2 - 10 *A MOST UNUSUAL CAMERA*

Chester Diedrich and his wife Paula, after burglarizing a curio shop, end up with a camera that takes pictures of events five minutes into the future.

Wr Rod Serling

Dir John Rich

2 - 11 *NIGHT OF THE MEEK*

A down-on-his-luck department store Santa Claus discovers a bottomless sack of toys.

Wr Rod Serling

Dir Jack Smight

2 - 12 *DUST*

After selling the rope for a hanging, a conscienceless peddler, tries to sell the condemned man's father a bag of "magic dust".

Wr Rod Serling

Dir Douglas Heyes

2 - 13 *BACK THERE*

It's April 14, 1961. Peter Corrigan and friends are discussing time travel at their men's club. Corrigan suddenly becomes dizzy. When his head clears, he has moved back to April 14, 1865 - the date of Lincoln's assassination. He tries to warn everyone at Ford's Theater, but ends up being arrested. Mr. Wellington asks that Corrigan be remanded to his custody. Wellington is actually John Wilkes Booth, and he wants no interference. He drugs Corrigan, and when he wakes up it's too late. He returns to the present, ready to tell his friends that the past really can't be changed. But he is shocked to find that William, formerly the attendant, is now rich. His great-grandfather was the only person to believe Corrigan, and made a name for himself trying to stop the assassination.

Wr Rod Serling

Dir David Orrick McDearmon

2 - 14 *THE WHOLE TRUTH*

A peculiar Model A automobile compels a used car dealer to tell only the truth.

Wr Rod Serling

Dir James Sheldon

2 - 15 *THE INVADERS*

An old woman in an isolated farmhouse encounters tiny, hostile aliens.

Wr Richard Matheson

Dir Douglas Heyes

2 - 16 *A PENNY FOR YOUR THOUGHTS*

The lucky flip of a coin seems to give a mild-mannered bank clerk the power to read minds. But he soon learns that you can't believe everything you read.

Wr George Clayton Johnson

Dir James Sheldon

2 - 17 *TWENTY-TWO*

Miss Powell has a recurring nightmare about room 22 - a morgue.

Wr Rod Serling

Dir Jack Smight

2 - 18 *THE ODYSSEY OF FLIGHT 33*

A commercial aircraft mysteriously travels back through time.

Wr Rod Serling

Dir Justus Addiss

2 - 19 *MR DINGLE, THE STRONG*

Martians give Luther Dingle the strength of 300 men.

Wr Rod Serling

Dir John Brahm

2 - 20 *STATIC*

Ed Lindsay hates television, so he gets his old radio out of the basement of the boardinghouse where he lives. He soon finds he can receive programs from the past when he's alone.

Wr Charles Beaumont

Dir Buzz Kulik

2 - 21 *THE PRIME MOVER*

Ace Larsen discovers his business partner has the ability to control objects with his mind. The pair head to Vegas to win big.

Wr Charles Beaumont

Dir Richard L. Bare

2 - 22 *LONG DISTANCE CALL*

A young boy finds he can communicate with his dead grandmother through a toy phone.

Wr Charles Beaumont, Bill Idelson

Dir James Sheldon

2 - 23 *A HUNDRED YARDS OVER THE RIM*

In 1847 a western settler sets out to find medicine for his dying son - and stumbles into modern-day New Mexico.

Wr Rod Serling

Dir Buzz Kulik

2 - 24 *THE RIP VAN WINKLE CAPER*

Thieves put themselves into suspended animation for 100 years after hiding a million dollars worth of gold bars.

Wr Rod Serling

Dir Justus Addiss

2 - 25 *THE SILENCE*

A talkative man takes an offer to keep silent for a year for \$500,000.

Wr Rod Serling

Dir Boris Sagal

2 - 26 *SHADOW PLAY*

Trapped in a recurring nightmare, a man tries to persuade those who are sentencing him to death that the whole scenario is not real.

Wr Charles Beaumont

Dir John Brahm

2 - 27 *THE MIND AND THE MATTER*

A book on the power of thought enables an irritable man to re-create the world exactly as he wants it.

Wr Rod Serling

Dir Buzz Kulik

2 - 28 *WILL THE REAL MARTIAN PLEASE STAND UP*

Troopers follow the tracks from a frozen pond, into a diner. Inside they find a soda jerk, a bus driver and his seven passengers. The bus driver is certain only six people boarded his bus.

Wr Rod Serling

Dir Montgomery Pittman

2 - 29 *THE OBSOLETE MAN*

In a future state where religion and books have been banned, a librarian is judged obsolete and sentenced to death.

Wr Rod Serling

Dir Elliot Silverstein

3 - 1 *TWO*

Two survivors of a nuclear holocaust find the courage to start again.

Wr Montgomery Pittman

Dir Montgomery Pittman

3 - 2 *THE ARRIVAL*

A plane lands safely, but all its passengers, pilot and crew are missing!

Wr Rod Serling

Dir Boris Sagal

3 - 3 *THE SHELTER*

When a nuclear attack appears imminent, several suburban friends and neighbours fight over control of a single bomb shelter.

Wr Rod Serling

Dir Lamont Johnson

3 - 4 *THE PASSERSBY*

Returning home, a group of soldiers makes a fatal discovery.

Wr Rod Serling

Dir Elliot Silverstein

3 - 5 *A GAME OF POOL*

A pool player bets his life that he can beat the greatest players of all time.

Wr George Clayton Johnson

Dir Buzz Kulik

3 - 6 *THE MIRROR*

After a poor but ambitious Central American farm worker overthrows his country's tyrannical leader, he believes he sees assassins everywhere. A look in the mirror reveals his most dangerous enemy.

Wr Rod Serling

Dir Don Medford

3 - 7 *THE GRAVE*

Before he died, notorious gunslinger Pinto Sykes put a curse on hired-gun Conny Miller. Miller returns to town and is challenged to visit the grave of Sykes, despite the curse.

Wr Montgomery Pittman

Dir Montgomery Pittman

3 - 8 *IT'S A GOOD LIFE*

Little Anthony Fremont controls an entire town with his ability to read minds and make people do as he wishes. Which is a real good thing.

Wr Richard P. McDonagh, Rod Serling

Dir James Sheldon

3 - 9 *DEATHS-HEAD REVISITED*

A former Nazi SS Captain returns to the ruins of a concentration camp to reminisce, and is met by one of his victims.

Wr Rod Serling

Dir Don Medford

3 - 10 *THE MIDNIGHT SUN*

The Earth's orbit has been changed, drawing ever closer to the sun and promising imminent destruction.

Wr Rod Serling

Dir Anton M. Leader

3 - 11 *THE STILL VALLEY*

Paradine wanders into a town full of Union soldiers. They are all frozen in time by a old man with a black book. Knowing he will die soon, the old man gives the book to Paradine, telling him to use it to win the war. He takes the book back to camp and convinces his commanding officer to allow him to try to freeze the entire Union army. When he starts to read the book aloud he realizes he will have to call on the Devil, and renounce God to cast the spell. He throws the book on the fire and decides to allow the war to end in its own way.

Wr Rod Serling

Dir James Sheldon

3 - 12 *THE JUNGLE*

Alan Richards plans to build a dam in Africa on a tribe's ancestral land. The tribe's witch doctor puts a curse on him.

Wr Charles Beaumont

Dir William F. Claxton

3 - 13 *ONCE UPON A TIME*

Woodrow, a janitor living in the year 1890, accidentally activates a time traveling helmet which transports him to 1962 - then promptly breaks down.

Wr Richard Matheson

Dir Norman Z. McLeod, Leslie Goodwins

3 - 14 *FIVE CHARACTERS IN SEARCH OF AN EXIT*

A hobo, clown, bagpipe player, ballerina and military officer are trapped in a huge cylinder.

Wr Rod Serling

Dir Lamont Johnson

3 - 15 *A QUALITY OF MERCY*

A soldier gets a new perspective on war when he is forced to experience it from his enemy's point of view

Wr Rod Serling

Dir Buzz Kulik

3 - 16 *NOTHING IN THE DARK*

A lonely old woman refuses to leave her apartment for fear of meeting "Mr. Death."

Wr George Clayton Johnson

Dir Lamont Johnson

3 - 17 *ONE MORE PALLBEARER*

Paul Radin has invited three people to join him in his bomb shelter.

Wr Rod Serling

Dir Lamont Johnson

3 - 18 *DEAD MAN'S SHOES*

A vagrant steps into a murdered gangster's expensive shoes and is taken over by the dead man's ghost, who vows to remain on Earth to seek revenge against his killer.

Wr Charles Beaumont, OCee Ritch

Dir Montgomery Pittman

3 - 19 *THE HUNT*

On a hunting trip, Hyder Simpson and his dog Rip dive into a lake after a raccoon. When he gets home he finds that no one can see or hear him.

Wr Earl Hamner Jr.

Dir Harold Schuster

3 - 20 *SHOWDOWN WITH RANCE MCGREW*

Rance McGrew is shooting a scene where "Jesse James" shoots him in the back. He is suddenly transported to a real Old West saloon, and the real Jesse James enters. He tells Rance that he and the other desperadoes of old are tired of the way they are being portrayed. He challenges Rance to a gun fight. Rance, having never shot a gun, falls to his knees and says he'll do anything to spare his life. Jesse agrees, and Rance is suddenly back on the studio lot. Then Rance's agent, Jesse James, arrives. He plans on staying and insuring that the outlaws always win. He begins with the TV Jesse James throwing Rance through a window.

Wr Rod Serling

Dir Christian Nyby

3 - 21 *KICK THE CAN*

The senior residents of Sunnyvale decide that the secret to youth is acting young, and in particular playing a childhood game called "kick-the-can."

Wr George Clayton Johnson

Dir Lamont Johnson

3 - 22 *PIANO IN THE HOUSE*

Fortune discovers that a piano he bought his wife for her birthday has magical properties - the music that it plays makes people reveal their true essence.

Wr Earl Hamner Jr.

Dir David Greene

3 - 23 *THE LAST RITES OF JEFF MYRTLEBANK*

Jeff Myrtlebank comes back to life at his own funeral and soon begins to act very strangely.

Wr Montgomery Pittman

Dir Montgomery Pittman

3 - 24 *TO SERVE MAN*

The Kanamits, 9 foot tall aliens, arrive on Earth with one lofty goal: To Serve Man.

Wr Rod Serling

Dir Richard L. Bare

3 - 25 *THE FUGITIVE*

Old Ben, who is able to transform himself into anything, tries to help a crippled little girl.

Wr Charles Beaumont

Dir Richard L. Bare

3 - 26 *LITTLE GIRL LOST*

A six-year-old girl rolls under her bed and vanishes into a fourth dimension. Her parents and a neighbor struggle to free her before the hole between the dimensions closes forever.

Wr Richard Matheson

Dir Paul Stewart

3 - 27 *PERSON OR PERSONS UNKNOWN*

David Gurney wakes up to find that no one - his wife, his co-workers, his best friend, not even his own mother knows him. He is put in an asylum, but escapes and finds a picture of himself and his wife, proving who he is. When the police arrive, the picture has changed and only shows David by himself. He falls to the floor and wakes up in his bed. It was just a dream. His wife gets up and goes to the bathroom to remove some cream from her face. When she returns David is shocked to see that although she talks the same as always, she looks nothing like the wife he knows.

Wr Charles Beaumont

Dir John Brahm

3 - 28 *THE LITTLE PEOPLE*

An astronaut declares himself a god when his ship lands on a planet populated by people smaller than ants.

Wr Rod Serling

Dir William F. Claxton

3 - 29 *FOUR O'CLOCK*

Oliver Crangle is a bitter, prejudiced man. Through unknown means he intends to shrink every evil person in the world at four o'clock. When four o'clock comes around, it is he who shrinks.

Wr Rod Serling

Dir Lamont Johnson

3 - 30 *HOCUS POCUS AND FRISBY*

A loud-mouthed braggart's boasts attract the attention of some aliens.

Wr Rod Serling

Dir Lamont Johnson

3 - 31 *THE TRADE-INS*

An elderly couple visit the New Life Corporation, hoping to transport their personalities into youthful artificial bodies.

Wr Rod Serling

Dir Elliot Silverstein

3 - 32 *THE GIFT*

An alien who crash-lands into a remote mountain village stirs up the villagers' fears and animosity, but he befriends a little boy and gives him a mysterious present.

Wr Rod Serling

Dir Allen H. Miner

3 - 33 *THE DUMMY*

A ventriloquist is convinced that his dummy, Willie, is alive and evil. He makes plans for a new act with a new dummy: plans that Willie doesn't support!

Wr Rod Serling

Dir Abner Biberman

3 - 34 *YOUNG MAN'S FANCY*

When a newlywed couple briefly return to the groom's childhood home, the ties of the past prove too strong to resist.

Wr Richard Matheson

Dir John Brahm

3 - 35 *I SING THE BODY ELECTRIC*

A widower buys a robot grandmother for his three children.

Wr Ray Bradbury

Dir James Sheldon, William F. Claxton

3 - 36 *CAVENDAR IS COMING*

Cavender, an angel trying to win his wings, tries to help down-on-her-luck Agnes, who has just been fired. He sets her up in a mansion, with a fortune. However, none of her friends from her old neighborhood remember her. She decides she would rather have friends than money. She asks to be

returned to her old life. Cavender's boss is furious, until he notices that Agnes is extremely happy. He decides maybe other people could use Cavender's help.

Wr Rod Serling

Dir Christian Nyby

3 - 37 *THE CHANGING OF THE GUARD*

An elderly private school teacher wonders if his life has meant anything as he contemplates suicide on Christmas Eve and is reminded by former students that he has, indeed, made an effect on the lives of his students over the years.

Wr Rod Serling

Dir Robert Ellis Miller

4 - 1 *IN HIS IMAGE*

A scientist creates an android that has the qualities which he feels he's lacking.

Wr Charles Beaumont

Dir Perry Lafferty

4 - 2 *THE THIRY-FATHOM GRAVE*

A US naval destroyer investigates a mysterious tapping sound coming from a sunken submarine.

Wr Rod Serling

Dir Perry Lafferty

4 - 3 *VALLEY OF THE SHADOW*

A reporter finds himself trapped in a small town where people can reverse time and do many other amazing things.

Wr Charles Beaumont

Dir Perry Lafferty

4 - 4 *HE'S ALIVE*

Peter Vollmer, a small-time neo-Nazi leader, yearns for more power. Advised by a shadowy benefactor, Vollmer's following grows, as does his ego.

Wr Rod Serling

Dir Stuart Rosenberg

4 - 5 *MUTE*

A 12-year-old girl who lost her parents in a fire doesn't speak because she has grown up in a secret telepathic community. The couple who take her in, and her teacher, are determined to help her adapt to their society, no matter the cost.

Wr Richard Matheson

Dir Stuart Rosenberg

4 - 6 *DEATH SHIP*

A three-man spacecraft lands on a planet only to discover the wreckage of a spacecraft identical to their own. Two of the crew are convinced that they are dead, but the captain refuses to see the truth.

Wr Richard Matheson

Dir Don Medford

4 - 7 *JESS-BELLE*

Jess-Belle enlists the aid of a local witch who casts a spell that makes Billy-Ben fall in love with her.

Wr Earl Hamner Jr.

Dir Buzz Kulik

4 - 8 *MINITURE*

A lonely man falls in love with a mini museum doll, which he believes is alive.

Wr Charles Beaumont

Dir Walter Grauman

4 - 9 *PRINTER'S DEVIL*

Douglas Winter's paper, The Courier, is in financial trouble. Mr. Smith appears and offers to pay off the debts, and run the linotype machine. Douglas agrees, but soon regrets when he realizes Mr. Smith is the devil. Mr. Smith offers him a contract guaranteeing The Courier's success in exchange for Doug's soul. Afraid of losing Mr. Smith, he agrees. Mr. Smith proceeds to cause all kinds of disasters. Doug asks him to stop, and Mr. Smith makes him another offer: He'll stop if Doug will kill himself. He agrees, but gets

an idea. He sets in type a story that says he and the devil's contract is void, and that Mr. Smith is banished from Earth. He decides to run the paper fair and square; the first thing is to destroy that linotype machine.

Wr Charles Beaumont

Dir Ralph Senensky

4 - 10 *NO TIME LIKE THE PAST*

A man travels back in time to try to prevent some of history's catastrophes.

Wr Rod Serling

Dir Justus Addiss

4 - 11 *THE PARALLEL*

An astronaut arrives back on Earth, then notices several differences.

Wr Rod Serling

Dir Alan Crosland Jr.

4 - 12 *I DREAM OF GENIE*

A man considers several possibilities when offered one wish by a genie.

Wr John Furia Jr.

Dir Robert Gist

4 - 13 *THE NEW EXHIBIT*

The curator of a murderers' row in a soon-to-be-defunct wax museum persuades the owner to let him keep the figures for awhile. When his wife attempts to destroy them, a new murderous rampage begins.

Wr Jerry Sohl

Dir John Brahm

4 - 14 *OF LATE I THINK OF CLIFFORDVILLE*

A bored, wealthy businessman gets a chance to go back in time and start over, armed with all the knowledge he's acquired...an arsenal that's not as powerful as he thinks.

Wr Rod Serling

Dir David Lowell Rich

4 - 15 *THE INCREDIBLE WORLD OF HORACE FORD*

Toy designer Horace Ford spends most of his time reminiscing about his idyllic childhood. But when he gets a chance to go back to those years he gets a bitter taste of reality.

Wr Reginald Rose

Dir Abner Biberman

4 - 16 *ON THURSDAY WE LEAVE FOR HOME*

A man named Benteen leads a colony of Americans stranded on a desert planet for 30 years.

Wr Rod Serling

Dir Buzz Kulik

4 - 17 *PASSAGE ON THE LADY ANNE*

Instead of the cruise bringing them closer together, the Ransome's agree to get a divorce when they return home. Eileen disappears, and when Allan finds her she is wearing a nightgown that a passenger wore on her honeymoon. Seeing her, Allan realizes how much he still loves her. The passengers force them into a lifeboat, with plenty of provisions, and set them adrift. The Lady Anne sails off.

Wr Charles Beaumont

Dir Lamont Johnson

4 - 18 *THE BARD*

An untalented would-be writer's career takes off when the ghost of William Shakespeare writes his script.

Wr Rod Serling

Dir David Butler

5 - 1 *IN PRAISE OF PIP*

An alcoholic bookie regrets that he wasn't a better father to his son, Pip, critically wounded in South Vietnam. A visit to an amusement park gives them both a second chance.

Wr Rod Serling

Dir Joseph M. Newman

5 - 2 *STEEL*

Boxing robot "Battling Maxo" breaks down before the scheduled bout, forcing his manager to take its place.

Wr Richard Matheson

Dir Don Weis

5 - 3 *A KIND OF STOPWATCH*

Patrick Thomas McNulty, a long-winded and self-absorbed know-it-all, is given a fantastic device which brings literal meaning to the expression "stop the world; I want to get off."

Wr Rod Serling

Dir John Rich

5 - 4 *NIGHTMARE AT 20,000 FEET*

Mr. Wilson believes he sees a gremlin on the wing of his commercial aircraft.

Wr Richard Matheson

Dir Richard Donner

5 - 5 *THE LAST NIGHT OF A JOCKEY*

A dejected jockey wants to be tall.

Wr Rod Serling

Dir Joseph M. Newman

5 - 6 *LIVING DOLL*

Erich is displeased when his wife buys an expensive doll for his step-daughter. He becomes even more displeased when the doll tells him it doesn't like him!

Wr Jerry Sohl

Dir Richard C. Sarafian

5 - 7 *THE OLD MAN IN THE CAVE*

A mysterious guardian helps a tiny community survive after the Bomb destroys much of the Earth.

Wr Rod Serling

5 - 8 *UNCLE SIMON*

Uncle Simon tries to strike Barbara with his cane. She grabs it and he falls down the stairs to his death. His will stipulates that she must care for his latest invention - a robot. The robot begins to take on Uncle Simon's traits. Barbara finally pushes it down the stairs, but that only gives it a limp identical to Uncle Simon's. She finally realizes that she will never be rid of Uncle Simon.

Wr Rod Serling

Dir Don Siegel

5 - 9 *NIGHT CALL*

Mysterious phone calls haunt a disabled woman.

Wr Richard Matheson

Dir Jacques Tourneur

5 - 10 *PROBE 7-OVER AND OUT*

The lone survivors of two annihilated worlds are stranded on a distant planet.

Wr Rod Serling

Dir Ted Post

5 - 11 *THE 7TH IS MADE UP OF PHANTOMS*

Three National Guardsmen explore the site of Custer's Last Stand.

Wr Rod Serling

Dir Alan Crosland Jr.

5 - 12 *A SHORT DRINK FROM A CERTAIN FOUNTAIN*

Trying to keep up with his younger wife, Harmon convinces his brother to inject him with an experimental youth serum.

Wr Rod Serling

Dir Bernard Girard

5 - 13 *NINETY YEARS WITHOUT SLUMBERING*

An old man fears that he will die if his grandfather clock stops running.

Wr Richard DeRoy

Dir Roger Kay

5 - 14 *RING-A-DING GIRL*

Bunny receives a ring from her fan club in her home town. In the ring she sees the faces of people from her hometown telling her she's needed there. She arrives in Howardville on the day of the annual Founder's Day picnic. She tries to get the chairman of the picnic to postpone it a day, but he refuses. She then plans a one-woman show at the auditorium. Before the show, Bunny disappears. Later, a jet airliner crashes onto the picnic grounds. Thanks to Bunny, almost everyone is at the auditorium instead of the picnic grounds. They later find that Bunny was a passenger on the plane.

Wr Earl Hamner Jr.

Dir Alan Crosland Jr.

5 - 15 *YOU DRIVE*

Driving home one rainy evening, Oliver Pope accidentally hits a boy on a bicycle. Pope flees the scene, determined to hide his guilt, but his car has other ideas.

Wr Earl Hamner Jr.

Dir John Brahm

5 - 16 *THE LONG MORROW*

Before leaving on his mission, an astronaut meets a woman. They fall in love.

Wr Rod Serling

Dir Robert Florey

5 - 17 *THE SELF-IMPROVEMENT OF SALVADORE ROSS*

A man finds that he can trade anything he has, including youth and personality, with anybody else.

Wr Jerry McNeely

Dir Don Siegel

5 - 18 *NUMBER TWELVE LOOKS JUST LIKE YOU*

In a future where everyone must undergo an operation at the age of 19 to make them identical to everyone else, one woman desperately tries to hang onto her own identity.

Wr Charles Beaumont, John Tomerlin

Dir Abner Biberman

5 - 19 *BLACK LEATHER JACKETS*

Three tough-looking men on motorcycles disrupt a peaceful suburb when they move in. Yet the neighbors could never imagine just how dangerous these men really are.

Wr Earl Hamner Jr.

Dir Joseph M. Newman

5 - 20 *FROM AGNES WITH LOVE*

A computer technician must deal with the queen of all femme fatales: a computer named Agnes who wreaks havoc on his love life.

Wr Bernard C. Schoenfeld

Dir Richard Donner

5 - 21 *SPUR OF THE MOMENT*

After being chased on horseback by a terrifying, unidentified figure in black, Anne Henderson faces the biggest decision of her life.

Wr Richard Matheson

Dir Elliot Silverstein

5 - 22 *AN OCCURANCE AT OLD CREAK BRIDGE*

As a Confederate spy is about to be hanged, the rope breaks and he falls to the water below. He dodges bullets and heads off for home. He finally reaches it, but as his wife hugs him he stiffens. Suddenly he is back at the bridge, hanging from a rope.

Wr Robert Enrico

Dir Robert Enrico

5 - 23 *QUEEN OF THE NILE*

Columnist Jordan Herrick is startled to learn that a famous movie actress hasn't aged in years. Intrigued, he investigates... and soon learns a terrifying secret.

Wr Jerry Sohl

Dir John Brahm

5 - 24 *WHAT'S IN THE BOX*

A cheating husband sees his secret revealed and it's horrible consequences on his just-repaired TV set.

Wr Martin M. Goldsmith

Dir Richard L. Bare

5 - 25 *THE MASKS*

A dying man demands his family wear masks that he's given them at a Mardi Gras party.

Wr Rod Serling

Dir Ida Lupino

5 - 26 *I AM THE NIGHT-COLOR ME BLACK*

On the day an unpopular idealist is to be executed for the killing of a racist bully, the townsfolk are shocked to see the skies have turned pitch black.

Wr Rod Serling

Dir Abner Biberman

5 - 27 *SOUNDS AND SILENCES*

A man's wish to listen to loud noise backfires.

Wr Rod Serling

Dir Richard Donner

5 - 28 *CAESAR AND ME*

A ventriloquist's dummy goads him into committing burglaries.

Wr A. T. Strassfield

Dir Robert Butler

5 - 29 *THE JEOPARDY ROOM*

Trying to defect, Major Ivan Kuchenko is trapped inside a hotel room with Commissar Vassiloff, a hitman, and Boris, his assistant, in the room across the street. Vassiloff has planted a bomb in the room and Ivan must find it within three hours or be blown to bits.

Wr Rod Serling

Dir Richard Donner

5 - 30 *STOPOVER IN A QUIET TOWN*

Bob and Millie wake up to find they are in a strange town. Everything appears to be props - trees, animals even cars.

Wr Earl Hamner Jr.

Dir Ron Winston

5 - 31 *THE ENCOUNTER*

A World War II veteran and a Japanese-American gardener battle each other over a war that ended more than 20 years ago.

Wr Martin M. Goldsmith

Dir Robert Butler

5 - 32 *MR GARRITY AND THE GRAVES*

Jared Garrity arrives in the Old West town of Happiness, Arizona, proclaiming he can revive the dead.

Wr Rod Serling

Dir Ted Post

5 - 33 *THE BRAIN CENTRE AT WHIPPLE'S*

A factory CEO replaces human workers with machines.

Wr Rod Serling

Dir Richard Donner

5 - 34 *COME WANDER WITH ME*

A singer searches for an authentic folk song.

Wr Anthony Wilson

Dir Richard Donner

5 - 35 *THE FEAR*

Two people in a remote cabin find signs of an extraterrestrial.

Wr Rod Serling

Dir Rod Serling

5 - 36 *THE BEWITCHIN' POOL*

Two unhappy children find a happy escape in a swimming pool.

Wr Earl Hamner Jr.

Dir Joseph M. Newman

TWILIGHT ZONE,THE (1985)



Anthology Series - Inside another dimension known as the Twilight Zone strange things happen to normal people.

What's in a name? Everything, as far as this 1980s revival of a television icon is concerned. It's not been a runaway commercial success and has never achieved the heights of critical acclaim reached by Rod Serling's original, but while it lacks his cohesive presence it's not at all bad. Some stories are excellent and many are a sight more entertaining than much of today's prime-time TV.

Many of the industry's top names have brought their talents to bear - casts have included Bruce Willis, Danny Kaye, Elliot Gould, Tom Skerritt, Ralph Bellamy, Richard Mulligan, Martin Landau and M. Emmet Walsh, while Joe Dante, John Milius and William Friedkin are among the directors. Besides many original scripts, the series culled short stories from leading SF writers as well as indulging in a few remakes of tales from the old Zone.

The first package was duly bought for Britain by ITV and has since circulated round the regions like a game of pass the parcel, with different episodes unwrapped and screened, each to his own, almost at random. 'The advent of 24-hour TV inevitably made more room in the companies' schedules and The Twilight Zone has been an uncomplaining lodger.

Kudos to Harlan Ellison for quitting his \$5,000/week position as Creative Consultant when the network censors objected to his passionate defense of a superb Christmas episode based on the creepy but ultimately pro-diversity story "Nackles."

1st and 2nd season episodes have had Robin Ward redo Charles Aidman's narration for syndicated reruns. The Twilight Zone was the first of three genre anthology series to begin production for the 1985-86 TV season. It was a reworking of the original series offering a variety of science fiction and fantasy stories, often with a surprise twist ending. The new series was in colour and made without the late Rod Serling at the helm. Serling was not replaced with a new host, instead the series remained hostless with only an anonymous off-screen narrator. Stories were a mixture of adaptations of famous science fiction tales, new stories and a few remakes of classic Twilight Zone episodes.

The new series started its run on CBS with hour-long episodes, each containing two or three stories of varying lengths. This gave the writers much more flexibility with their stories, allowing them to have as much or as little time needed to tell their tale. During the series' second season, several of the episodes were presented as half-hour episodes with one story apiece.

After 35 episodes, which presented 80 stories. CBS pulled the plug on the series. A second revival was soon enacted for first run syndication. The plan from the start was to produce only 30 new half hour episodes in Canada on a smaller budget than the CBS episodes. These 30 episodes would then be combined with the CBS ones, now edited into 64 half hour segments. Making 94 episodes available for rerun syndication. Since the CBS episodes were of varying lengths they had to be altered to fit into a 22 minute segment (30 minutes less commercials). Many of them were cut, some worse than others, and several of the stories were omitted from the syndication package entirely. Two of the longer episodes, Her Pilgrim Soul and Message From Charity had footage originally cut from them restored to pad them out into two part episodes. This third season of syndicated episodes premiered in the fall of 1988.

The executive producer for the series was Philip DeGuere, supervising producer was James Croker, producer was Harvey Fraud, executive story consultant was Alan Brennert, story editor was Rockne S. O'Bannon. The creative consultant was Harlan Ellison, the special effects co-ordinator was M. Kam Cooney. The new main title theme was created by Grateful Dead and Merl Saunders. The series was first seen in the UK on the 17th October 1987 on Scottish Television (ITV).

Various actors who have visited this new Twilight Zone include Bruce Willis, Meg Foster, Robert Duncan McNeil (STAR TREK : VOYAGER), Danny Kaye, Helen Mirren, Martin Landau (SPACE : 1999), Gary Cole (CRUSADE), Pam Dawber (MORK AND MINDY), John Carradine, Elliot Gould, John De Lancie (STAR TREK : THE NEXT GENERATION), Andrew Robinson (STAR TREK : DEEP SPACE NINE), Terry Farrell (STAR TREK : DEEP SPACE NINE), Tim Russ (STAR TREK : VOYAGER), Fred Savage, Brent Spiner (STAR TREK : THE NEXT GENERATION).

A continuation (twenty years later) of a science fiction anthology created by Rod Serling that explores the darkest depths of an individual as he crosses over into "the twilight zone." Short tales of surrealism, morality plays, personal nightmares and flights of fantasy characterize the show. Creator: Rod Serling; Executive Producer: Philip DeGuere; Supervising Producers: James Crocker, Anthony and Nancy Lawrence; Producer: Harvey Frand; Line Producer: Ken Swor; Associate Producers: James Heinz, Mark Michaels, Howard Brock, Hali Paul; Executive Story Consultant: Alan Brennert; Story Editor: Rockne O'Bannon, George R.R. Martin, Martin Pasko, Rebecca Parr; Creative Consultant: Harlan Ellison, James Crocker; Narrator: Charles Aidman; Main Title Theme: The Grateful Dead and Merl Saunders; CBS/MGM TV; 60 minutes.

Take a classic television series from the early 1960s—a series that happens to bear the indelible stamp of one very hardworking and creative genius named Rod Serling—and usher it into the 1980s. It could have been a very intimidating task for any producer. But when Philip DeGuere and James Crocker were handed the assignment of reopening that door into The Twilight Zone, they felt it was a wonderful idea. "When the opportunity came, I was very happy it was offered to me," says DeGuere. "All TV producers at one point have a strong desire to do an anthology series. When you do a lot of TV series, you have the same cast, the same basic premise and the same kinds of stories, week after week. It's easy to become creatively tired of production. But an anthology show is a different set of characters and a different set of stories every week. And particularly a show like the way I envisioned the Twilight Zone, which was to have multiple stories with varying lengths begin every hour—it would be the ideal additive to that kind of standard form of television."

To update Twilight Zone for the 1980s television viewing audience, CBS chose a man who had been very successful in producing several shows for the network. Philip DeGuere had created Whiz Kids and Simon and Simon and had even forayed into fantasy with his 1979 mysterious TV movie Dr. Strange, based on the Marvel Comics character. The timing was ideal. Over at NBC, Steven Spielberg (who co-produced the feature Twilight Zone in 1983) had begun Amazing Stories, and Alfred Hitchcock Presents was revived for NBC. There was also Tales of the Darkside and HBO's The Hitchhiker. As a result, TwilightZone suddenly had anthology competition to contend with.

Although the keeper of the Twilight Zone is no longer with us, DeGuere acknowledges his presence hung over the show. "Not only did we feel his shadow, we put his shadow in the main title!" quips DeGuere, referring to the quick insert of Serling's black-and-white figure in the surreal, kaleidoscopic opening credits. "Although I'm sure I felt intimidation from time to time, I thought it was a significant challenge. It was my feeling that Twilight Zone was very much a product of its time.... The stories we would deal with would be significantly different, considerably more modern, and we would have the benefit of technological advances in terms of special effects. No one would look on the new show unkindly and compare it to the old show." DeGuere confesses that if anything troubled him, it was the competition he faced from other network shows. "As a producer I was considerably more intimidated by what was going on with Amazing Stories.

It was a show that not only had the benefit of Steven Spielberg's truly astronomical budget from NBC and Universal; it was the understanding in the industry that Spielberg would be attracting feature people. I felt, therefore, that since we were operating under a considerably more normal television series budget, and since I didn't have the benefit of Mr. Spielberg's famous name, or his familiarity with other famous people in the industry, the most important thing for us to do at the outset of the show was to ground our credibility as securely as possible in the world of science fiction and fantasy literature. To try to create the best possible scripts and then go on the assumption that, competitiveness being what it was, the quality of our scripts would serve to attract the kinds of stars and directors and other personnel in town that would allow us to effectively compete for the audience against Amazing Stories." DeGuere believes he was successful. He feels he was able to attract people who were almost entirely established in features or in the literary field to work on the Twilight Zone. "Generally, in developing the first season, I don't think any better writing staff has ever been assembled for a television series!"

Assembling a writing staff that did not usually cater to television screenwriting was that first step towards recreating The Twilight Zone's unique style and trademark. In many cases he successfully coaxed well-known authors who had never written for television to sign aboard his ship, including the controversial and boisterous Harlan Ellison and novelists Steven Barnes and George R.R. Martin. Screenwriters also adapted works by horror novelists Robert McCammon and Stephen King and science fiction authors Robert Silverberg, Theodore Sturgeon, Arthur C. Clarke, Henry Slesar and Ray Bradbury. Rockne O'Bannon, who contributed

many scripts, became the Boy Wonder discovered on *Twilight Zone*. (O'Bannon later would write *Alien Nation* for the big screen and return to television with *Sea Quest DSV*.) Other writers on the "dream team" included Alan Brennert and the duo of Martin Pasko and Rebecca Parr.

In the acting department, *The Twilight Zone* boasted an impressive first year, with seasoned performances from Melinda Dillon, Morgan Freeman, Elliot Gould, Danny Kaye, Donald Moffatt, Fritz Weaver, Bruce Willis and many others. Being involved in a dramatic anthology show for network television puts any producer in an unusual position. Every script, cast, writer and director is different on each and every episode of the show. For *Twilight Zone*, even the terminology was changed: Because occasionally more than one story would be told in a given one-hour slot, each "mini-movie" created was not an episode, but a "segment" of the show.

"We were developing scripts to a certain level," explains DeGuere. "And when everybody determined that [a script] was ready to film, we'd shoot it. We would do it without being sure what episode of the series a particular segment would go into. We didn't know how segments would be combined to air on a particular night. It was a real jigsaw challenge when we edited the show. We had to come up with two or three segments that would make up an hour show. [We hoped] none would be too severely truncated. I can't think of any television series that's been done with a problem quite like that!"

Scenes and moments were frequently cut out to make a segment fit into a given slot time. "We were cutting our legs, throwing a lot of money into the cutting room floor-some segments were too long to fit into their slot on the hour." Scripts don't necessarily determine story length, says DeGuere. "You really can't tell until you've edited. The script is a guideline up to a point. A director will impose a pace on it, for example." DeGuere notes that the unpredictability of timing is another challenge that makes an anthology series more interesting to do. "On a formula show, if you've done them enough times to be aware of actors talking at a certain pace, that certain kinds of scenes play a certain way, then you have an idea what to shoot for. Sometimes you'll go over, but other times you'll get pretty close. But if you go into something entirely new, you have no idea how it's going to play until you get to the other end-the cutting and editing. It was really quite a challenge to get them all to fit into an hour."

With so many variables to keep track of, DeGuere admits he occasionally suffered memory overload. "After we had five to ten episodes in the can and we had five or six in pre-production, five or six in post-production and we would be actively writing five or six with ten or twenty in development stages, I began to discover I was having trouble remembering people's names!" he says with amazement. "I would have difficulty remembering the name of my secretary or the people working on the show, or people who were friends of mine! I made a comment about this to our writing staff and discovered the other members of the writing staff were having the same kind of trouble! We realized we had so many stories with so many characters with unique names in each story, while we were struggling to keep track of all these stories in our heads, the available memory for names in our heads was being used up! It became terribly embarrassing when you run into someone and you don't know who they are! I'd draw a blank on people's names. There was a weird kind of gymnastics involved to keep all that straight. You'd consistently find yourself in a situation when you say 'Hi!' to somebody but their name wouldn't come to the tip of your tongue!"

Out of the 80 stories produced for the two seasons from 1985 to 1987, DeGuere is happy to discuss examples of what he considers the show's finest offerings. First, he cites his adaptation of Robert McCammon's short story "Nightcrawlers" directed by William Friedkin, who's best known for *The Exorcist*-as an example of stretching the envelope on television. "The original story was quite graphic, violent and rather frightening," recalls DeGuere. "I adapted it almost word for word from the short story and quite literally put it on screen. What resulted was, in my opinion, one of the scariest and one of the most realistically gripping and violent stories for network television that has ever been produced."

Despite the storyline of a Vietnam veteran (actor Scott Paulin) having a very violent flashback of the war, the network did not offer objections to the treatment because at the time CBS was very supportive of the project. "Although they were concerned about the graphic nature of the violence, the show we completed was the show I wanted!" DeGuere says proudly. But on the next week, *Twilight Zone* was preempted. After that, DeGuere remembers, production of the show, for "completely arbitrary, meaningless reasons," was accelerated. As a result, there was a loss in viewers. "We went from a 30 share to a 22 share or something like that. From that point on, the series never achieved an audience level higher."

DeGuere feels that "Nightcrawlers" was a show designed for a 10 p.m. audience, and that the 8 p.m. airing may have contributed to the decline of audience. "What I think happened was that you get 8:00 or 8:30, it's family hour, people are watching shows and kids are still awake.... To have this very gruesome, violent, frightening thing come on and kind of grip you-I mean, there wasn't even a commercial in the middle of the show-was simply too much!" explains DeGuere. "The television audience wasn't properly prepared for it. It was considerably more graphic and disturbing ... and it wasn't what they had come to expect. A significant

portion of the audience simply didn't want to be challenged like that. It's the end of the week, and you're supposed to put your feet up and relax."

Nevertheless, DeGuere still loves to entertain people by turning off all the lights in a room and turning on "Nightcrawlers," especially if they haven't seen it before. Actor James Whitmore, Jr., played the sheriff in "Nightcrawlers." He remembers the experience as "bizarre and spooky! I loved it!" With Friedkin on helm, and the prestige and budget of the team behind them, the episode was "wonderful to be in. It was like being in a big, multimillion dollar feature film!

"I'll never forget the first night [of filming]," Whitmore continues. "The opening shot of that episode was me driving along in the police car. They had rain machines set up for a quarter of a mile of the road. Rain towers. I can't see anything. The character I was playing doesn't wear glasses, so I couldn't wear my glasses. I'm driving down this road, and I thought, 'Now, this is not a TV show at all! This is a feature film! This is crazy!' "It was a fun experience. I like the show. I've had a lot of folks since say that they thought it was a damn good show. It was a crazy, interesting shoot. I don't know if it was too intense! Stuff they put on TV nowadays, you just turn on the news and you see stuff that you wonder, 'How do they put this on TV?'" Two other episodes, "A Message from Charity" and "Her Pilgrim Soul," DeGuere considers in many ways, "some of the very best we'd ever done. I thought Alan Brennert was one of our best writers."

William M. Lee's short story, "A Message from Charity" was first published in 1969. It's the tale of a modern-day teenage boy who, feverish with illness, finds himself in a psychic bond with a seventeenth-century New England girl who is also in the throes of a fever. The two share their senses of sight and taste, and communicate telepathically. It's the story of a boy and a girl exploring each other's worlds, centuries apart, only for her to be accused of being a witch because of his modern-day ideas and surroundings. Kerry Noonan, the actress who played the young girl Charity, recalls working on *Twilight Zone* as an enriching experience. Getting the lead role was an exercise in speaking up. She was auditioning for a smaller part, but upon reading the script, she immediately wanted the lead.

"I'd always been a history buff and had subjected my younger sister to endless games of 'olden days' in which we'd be Puritans or pioneers or Amish. I'd read extensively about Puritan New England as a kid," says Noonan. "I plucked up my courage and asked the casting director, Gary Zuckerbrod, if I could read for the lead." Zuckerbrod and another man hemmed and hawed, reluctant to allow her to audition for the role of Charity. To discourage Noonan, they begged off to a meeting for an hour. "I'll wait!" she said eagerly. After reading for the part, Noonan remembers, she was anxious for a week, trying not to wait by the phone. When her agent finally called, the verdict was that she was too old for the part.

"I was so depressed," she laments. "But a week later, I got a call from my agents that *Twilight Zone* had a casting emergency. How quickly could I get to CBS Radford studios?" Noonan did an additional reading, for a group of people she didn't recognize except for Zuckerbrod. When Zuckerbrod gave her another page to be read, she noticed one man grimacing and remembers thinking that she had better be good. As she studied the lines outside the room, the grimacing man came out and told her, "We don't need to hear any more—you're hired. Go get fitted in wardrobe, and you start Monday."

The emergency had arisen because the woman originally slated to play Charity, *Family Ties'* Justine Bateman, was fired. Producers discovered they were not satisfied with her as a girl from another century. "Charity" director Paul Lynch recalls Kerry Noonan as being "terrific" in this segment. "The big difference was that Kerry was a good actress and Bateman wasn't." Noonan remembers pointing out dialogue inaccuracies to the writer and producer of the episode, Alan Brennert, who's since become a good friend. In turn, he gave her freedom to change any dialogue she found grammatically incorrect.

Noonan's first day of shooting involved three difficult sequences: a scene with a Squire (who accuses her of being a witch) in a cabin, a drunk scene and a goodbye scene to the boy Peter Wood (Duncan McNeill). "The Squire scene was hard because it was the scene with the most at stake for my character," recalls Noonan. "Gerry Hiken was terrifically slimy as the Squire—wonderful to work off. Gerry taught me a great deal by example while I worked with him that morning. I knew intellectually about the difference between master shots and close-ups, but it helped to watch him and match him as we shot. He got smaller and more intense as the camera got closer, and so did I. He really made my skin crawl in that scene.

"The drunk scene was hard for me because, although I was very familiar with playing comedy on stage, I had not done a comic scene on film yet, and was unsure of how 'big' to make it. Paul Lynch was encouraging of me, and so it went fine." The goodbye scene, "was difficult to do in two ways; technically it was a difficult shot, and emotionally it was a big scene. Bradford May was circling the camera round me as I did the scene, shooting it all in one continuous shot, so I had to be aware of the camera and do things like hitting the pillow at a precise moment, in coordination with the camera, or the whole shot wouldn't have worked. We did many takes, but finally it came out right. Also, I had my worst nightmare come true: Brad explained the complicated

camera moves on where I had to be at each mark, and then said, And when your head hits the pillow, we'd like tears-out of the left eye, if possible."

Noonan reacted the way most of us would when asked to generate tears on demand: She began hyperventilating. "If I know I must be in tears at a certain moment, I panic!" says Noonan. "I was off in a corner, trying to make sure I'd cry-and wondering how to do it `out of the left eye!" and worrying that my emotional commitment to the scene wasn't good enough." But whenever she was asked how she was doing, the response was, "Great! We love it. Keep it up!" "A Message from Charity" was filmed at CBS Radford (now MTM Television) with exteriors at the Disney Ranch, with the exception of the town square scenes, which were done at Burbank studios. The only sets built especially for the episode were the interiors of Charity's house and an airplane wall for Peter Wood's view outside an airplane.

Filming outdoors was fun for Noonan, but the hardest aspect of an exterior segment was being body-miked for a gardening sequence. As she hoed away she was telepathically communicating with Peter. The camera was at a distance, and MacNeil stood with the cameras and shouted his lines to her. "My inclination, both naturally and as a stage actress, was to project my voice to reach him," says Noonan. "The sound man had to keep reminding me to talk in a low tone of voice.... It's odd to do a scene where your partner is far away, shouting to you, and you answer in a very quiet voice! But I got used to it." After completing the principal photography of "A Message from Charity," Noonan later received a call to loop (redub) some dialogue. Airplanes that flew over the location had interfered with some dialogue from the outdoor scenes. Almost all of her exterior dialogue, as well as Gerald Hiken's, was looped.

Looking back, Noonan is very pleased with her work on "A Message from Charity." "I got some nice industry attention, and lots of fan mail for it. I felt I knew the character inside and out, and playing her was a joy, and easy from an emotional point of view. I always remind myself to take risks in casting sessions. The only reason I got to do this wonderful role was because I spoke up and asked to be considered for it. I think the script was probably one of the best I've worked on for television. I think most of the Twilight Zone scripts were very good, and Alan Brennert's were some of the best of the lot."

Director Paul Lynch cites conversations between Peter Wood and Charity Paine as his favorite scenes of all the Twilight Zones he's directed. "Peter and Charity, when they talk, it's a good time. She's back in New England, and he's in the present. I think they worked great." Lynch says that he gave Noonan little direction for the episode. "She was so good, she didn't need it. She just did the character on her own." In transition from the original airing on CBS to syndication, "A Message from Charity," like another episode, "Her Pilgrim Soul," was expanded to fit into two half-hour segments. Director Paul Lynch believes four minutes were added for the syndicated version. The expansion included bits of scenes cut from the original air.

Another change that occurred on the way from network to syndication was made not just to "Charity," but to every CBS episode that entered syndication: Charles Aidman's narration was looped over by Canadian Robin Ward's. Many people, Brennert included, prefer Aidman's work as a narrator. Robin Ward is the Canadian actor who starred with Keir Dullea in *The Starlost* (1973). Of his participation in *Twilight Zone*, Ward says, "About 500 actors sent in tapes, and I was asked to audition. To my amazement, I got the job! From what I saw of the series, it was terrific. With residuals coming from the show, I hope fervently that it lasts in syndication." The fact that Canadian actor union residuals were cheaper than those in the United States played a role in Ward's choice as a narrator.

Another episode on DeGuere's list of favorites is "Her Pilgrim Soul," a unique entry. It is a story without violence, conflict or even an antagonist. Unabashedly, it is a love story. Wes Craven, director of seven episodes, calls "Her Pilgrim Soul" his favorite. "It certainly has gotten the widest, most positive audience response," says Craven. "It was particularly pleasing for me to direct something that was so far away from what I had directed in the past, since it didn't involve any threat, and was instead clearly a love story." Written by producer and writer Alan Brennert, who earned a Writers Guild nomination for the script, "Her Pilgrim Soul" is said to be his tribute to a woman he once loved. Directed by Wes Craven, of *Nightmare on Elm Street* fame, and starring Kristoffer Tabori, *Midnight Caller's* Gary Cole and Anne Twomey, "Her Pilgrim Soul" tells the story of young computer scientist Kevin Drayton and his partner, Daniel, who are tinkering with a three-dimensional holograph device.

One day, a human fetus appears suddenly on the holograph. Unable to rid the holograph of the fetus from their computer, they shut down. Restarting, they are haunted again by the fetus, which grows into a young girl, Nola Granville. With some information they have learned about the girl, Daniel goes out and searches for the truth of young Nola, while Kevin stays, not only to study the rapidly growing and aging woman/ hologram, but to fall in love with her.

"Pilgrim" had the difficulty of being an intensely dramatic piece absolutely dependent on the chemistry between the two leads, and yet the technical problems associated with making the woman translucent initially

called for the two never to be on the same set at the same time!" says Craven. "I refused to allow that, however. There was enormous difficulty in shooting her scenes. In almost all cases the camera had to be locked down when she was filmed. Then, once a take was attained that I liked, I was required to shoot the set again, this time with a green cylinder placed where she sat, and a third time with nothing there, for the film plate of what would be showing through her and her cone of light, from the set behind. If a second character had to pass through the area she occupied, well, that was a fourth pass. Therefore, three to four times as many takes were required for any single given take involving the woman. It was murderous on our schedule."

But Kristoffer Tabori, who had to act in those scenes with Anne Twomey, was grateful he wouldn't be acting to empty air space. "That's why Wes is a really good director," remembers Tabori. "He understood that there are incomparable things that happen and that are essential about the transactions of human beings that can't be calculated, and they must be given space for. And I always felt that with all the technical problems in that piece, the split screen and all that nonsense, he recognized that the story would work with people [in the scene]. To get that investment, you have to give them the space and time for them to do their work. I always felt that most TV directors neither know very much about human behavior nor do they know very much about the instrument of an actor, nor are they very concerned about it. They consider it a bit of a liability to deal with the actor. But a director like Wes really recognizes [that having two actors working with each other live on set] is crucial to the event coming off. I thought his respect for us, his care for us, his real interest in what we're bringing and how to use it, was great! I thought it was wonderful."

Tabori also remembers, "I was really happy when I got this episode. The story interested me. The movement of the protagonist was something I connected with, and I had a strong feeling for how to play the character. I felt the script had the danger of being sentimental, and the way to avoid it was to identify in the screenplay ... what the real germ of this story was. And when it went off that center, it tended to take refuge in sentiment instead of what I think was the interesting, painful and trenchant story."

Tabori says he felt "really invigorated! I recognized I had a part that had some real muscle to it, and it was something that was active, interesting, attractive and appealing. I worked very hard on the script. ... I connected with it very strongly, and I [wanted to provide] a healthy aspect of an actor's contribution to a project. I remember having a very good relationship with Wes. I would come up to him with specific suggestions and he would agree. I think that's really good. In the best of circumstances, that's what a director should do, facilitate the process of on-set changes.

"I'm always trying to think about what's the story really about? What's really the journey of the character? How do we keep protecting it? I get sidetracked by details." This very creative atmosphere, while not unusual for television, was very new in Tabori's experience for one reason: "This is the only episodic show I can think in the entire memory of my career-and I've been an actor for 20 to 25 years-where it seemed to me that the pact was getting it right instead of getting it done. I was amazed!"

Long after completing "Her Pilgrim Soul" Tabori continues to be reminded of his stint inside the Twilight Zone. "People are always coming up to me," he says. "I'd forgotten about it, and people come up to me and praise it. 'It's my favorite Twilight Zone episode ever!' or, 'That's one of the best pieces of television!' And it's amazing, the impact that little show has had! People really like that episode. It's very emotional. It's a very personal love story. It's very immediate in how it addresses the problems in what [Kevin Drayton] is going through. People have responded very strongly. I must say, I'm more than amazed."

Wes Craven, in recalling his tenure on the Twilight Zone, said that "Her Pilgrim Soul" was not the only episode with technical difficulties. "Shatterday," with Bruce Willis, is another example.

"Bruce was required to play both sides of a split personality. Again there were complicated scenes requiring multiple passes, to film both sides of his conversation. Further, a second actor needed to be found to play opposite both of Bruce's characters, to give him someone to respond to dramatically in any given scene." Craven believes that Twilight Zone's unique stamp comes from the fact that "Western art looks at our human reality through tunnelvision glasses, seeing almost exclusively what is experienced rationally, linearly and apparently. But the spectrum of human consciousness is phenomenally broader than that. The great thing about Twilight Zone was/is that it acknowledged that other area-the deeply subjective, 'acoustic' non-linear arena of our 'other realities': dreams, hallucinations, premonitions, daydreams, visions and gave it voice. The final unique stamp in the original, of course, was Rod Serling." Craven's retrospective opinion of Twilight Zone's revival is that "it was a moment of fine quality, wrapped around a show that was at once experimental and firmly rooted in a great tradition.

"Serling was a unique and powerful presence for the original Twilight Zone-compelling to look at and hear, and a gifted writer too-so that the tremendous disparity of subject matter had a central anchor that the new Twilight Zone did not." So, how could the updated Twilight Zone have been better? "If Serling had been cryogenically preserved!" quips Craven. Working on the show for Craven was a creatively satisfying and creative stint. "There were so many positives. I received the chance to work with actors and actresses I'd never

had access to before, with truly gifted writers, and with a really fine crew—from Bradford May onward they were exceptionally committed and gifted, and were great to work with. I'll always have a warm spot for Philip DeGuere for giving me that chance."

Craven recalls that the most amusing moments on the set usually came during the last several days of any given episode's filming. "Almost always we were behind schedule," Craven moaned. "The Twilight Zones were filmed like small features. Much care was given to every detail, directors were encouraged to shoot at feature level—and then there was the matter of cinematographer Bradford May's smoke.

"Brad shot beautifully, and he loved the look smoke gave to his lighting, and so would routinely smoke every set. Heavily. That meant all the sets had to be closed, so there were no errant winds carrying away the atmosphere, and there was a very limited window of ideal smoke-time. The process went like this. First, all the doors to the stage would be closed. Then the entire stage was smoked—smokers chugging away in every corner until the whole stage looked like London during its foggiest. Then we would come in and rehearse (cough, cough), then prepare for the shots.

"Now, the set itself had to be resmoked, and then, we waited ... until the smoke thinned (you must never be able to see the smoke), but not too much. Then, if all was well, the take. But often, halfway through the take, the smoke would thin too much. We'd have to cut, or else the smoke wouldn't match. More smoke, then another take. After each take, we'd have to resmoke, then wait for the smoke to settle. "The amusing part was watching the faces of the line producer and his staff as they'd line up on the last days, when we were out of time and money and still shooting—looking at their watches, chain smoking—waiting with all the rest of us for the smoke to be ... just ... right!"

"Paladin of the Lost Hour," shot from Harlan Ellison's teleplay of his short story "Paladin," was another important accomplishment for Twilight Zone. It starred the legendary Danny Kaye as well as Glynn Turman, an actor who's since starred as a regular on the NBC sitcom *A Different World*.

"Paladin of the Lost Hour" is a story of a lonely old man, Gaspar, paying respects to his deceased wife at an out-of-the-way cemetery. When he's assaulted by two hoods, a young man, Billy Kinetta, rescues him. Touched and grateful for Billy's help, Gaspar persuades his way into Billy's apartment. There, under a rainstorm, Gaspar learns of Billy's Vietnam experiences. A buddy had lost his life saving Billy from an explosion, leaving Billy filled with grief through the years. Billy's emotions touch Gaspar. In the end, Billy discovers Gaspar's old timepiece is not an ordinary watch. Set perpetually at eleven o'clock, the watch carries the 'the last hour' of time. Gaspar is the guardian, a paladin. Armageddon will never come as long as the arrows stay from midnight. And Gaspar is looking for someone to carry on his work.

Sadly, "Paladin of the Lost Hour" was Danny Kaye's last acting performance before he died. But the script earned Harlan Ellison a Writers Guild award, and the short-story form won the fan-voted Hugo award. Glynn Turman recalls the experience as a good one. Ellison had written the roles specifically for him and Kaye. He thinks that "it was a fine script. It was a different project. As it goes for science fiction, it was a very touching story."

Turman says that Billy Kinetta, the tortured Vietnam veteran who eventually meets his war buddy thanks to Gaspar's watch, was a man who wished he could have done something differently, given time. "He wished he had a chance to make amends, and wondered what he could do if he the way the network was handling it. From a creative point of view, it was allowed to sink into a somewhat inglorious conclusion."

As the show was finishing its two-year run on CBS, a foot got into the closing door. Someone else picked up the show in 1988 and moved it, with a different production staff, to Toronto, where 30 episodes were filmed for syndication (see pages 504-513). CBS episodes were thereon remixed, recut, and in some cases eliminated, to form a package with syndicated episodes. Robin Ward's narration was mixed in "for uniformity" as an MGM executive put it. DeGuere says he has never seen any of the syndicated episodes and calls the repackaging the last indignity thrown upon him and his hard-working and idealistic staff. was on Saturday. We talked a lot about it afterwards. Then we had a rehearsal on Sunday. Peter and I spent a lot of time discussing what he would do. What's organic that Peter could utilize for his performance? I didn't want to do post-production on it, I wanted him to create the sound of the voice, and so we worked on that, and for the most part, that's what Peter was able to accomplish.

"He had to play three characters at once, slipping in and out of the real guy, the real guy who's faking the trance to make money, and really channeling for the demon. Very challenging for an actor to know how far to go, how far to swing. Everybody just doesn't all of a sudden go, 'Oh, my god!' "It's remarkable how many people I talk to have a real predilection for accepting the idea of trance-channeling. There are those who have a strong belief and leaning towards the spiritual world. Going all the way from horoscopes, to being psychic, all that stuff. I found out there's a world out there who make money off it."

Regarding anecdotes connected to the production, Bradshaw grins and said, "We're shooting with Peter in the television studio with Jeanne, a real interviewer, a celebrity in her own right in Toronto. Peter's a very funny guy, so we thought, we gotta play a trick on him here. He was [elsewhere] doing something so we told the whole crew ... if Peter screws up here, everybody was to walk right on stage, while he's doing this scene, and start applauding. So, we're shooting and he doesn't know what's going on, and all of a sudden, we've got 50 guys up on his stage applauding. Quite funny. Shooting was ... technically, very difficult ... trying to figure out 'He shouldn't go here' or 'Should he walk over here?' It's dialogue and choreography."

In another episode for *Twilight Zone*, a remake of George Clayton Johnson's "A Game of Pool," (a classic from Rod Serling's days) Bradshaw once again faced a technical challenge: "You talk about action films. We got two guys in one room for the whole show! How do you make that interesting so people would watch?" The actors involved, Maury Chaykin and Esai Morales, replaced the classics' Jonathan Winters and Jack Klugman, respectively. Oddly, "A Game of Pool" wound up using Johnson's original ending-not used in the classic episode-in which the young pool challenger lost. *Twilight Zone* was in the midst of a Los Angeles writers' strike at the time, so this script was bought.

"I knew that the actors would be all-consumed by this game of pool, and by [the challenge of] making them look like they're real pool players," says Bradshaw. "Good enough; we played pool in downtown Toronto. Maury hadn't played much pool before, but I think he still had the knack for it. While Esai Morales didn't know how to play pool, he was quite good and quite excited." As Bradshaw says, these stories primarily consisted of choreography and dialogue, and this episode was no exception. "We were able to get a pool expert. I'm no expert, [but] at least I was able to play a little bit to figure out where the balls would go, where he would stand, where I would want him to stand, what he would have to do. So, we did have two continuity people on that show because after every shot, we had to redo it. The balls had to be set up at the table again, exactly like they were, so we had to know in case we had to come back tomorrow or even one shot to the next.

Maury Chaykin, who played the legendary pool shark Fats Brown, says he had the flu throughout the production and doesn't remember much about it. "I was aware that it had been done before with Jonathan Winters and Jack Klugman," he says. "I did see it; it popped off the television before I did the segment. I watched it and was not intimidated by it at all. Primarily because I felt that it wasn't very good. The acting wasn't very good. I don't know if the acting in ours was very good either, but I was not very impressed by Jonathan Winters. I mean, I didn't think he was very good. It was early in his career. I guess he started out as an actor, and you can imagine someone with his talent, his enormous talent, confined within a script. A lot of incredibly talented people, when they're confined to doing scripts that aren't really suited specifically to them, don't really shine or they're not great in them."

Despite the fact that his mind "was somewhere else" during the shoot, Chaykin did get a chance to work on some moves on the table. "It's very funny. I remember learning some pool tricks, and there were some shots that were made on camera. I'm not a pool player. I play a little now, but I was surprised I got that good, making moves on camera. But no, I'm not a good pool player." In contrast to Chaykin's opinion, director Bradshaw admires the original take on the story by Winters and Klugman. "Great performances, I really enjoyed that. I thought they did a great job. Performances were just great, and I thought, 'How in hell are we going to measure up to that?' I liked the original ending."

Brad Turner's stint in directing "Acts of Terror" gave him a rare opportunity to tell a story that could have deep meaning for viewers. "Acts" wasn't just entertainment. It was a gripping, emotional story of a man (played by Kenneth Welsh), frequently and willfully beating his wife (Melanie Mayron). One day the wife receives a gift from her sister: a small silver statue of a dog. In times of need, the dog comes alive to save her from the vicious husband. "It was a very classic *Twilight Zone* story. It was imaginative," says Turner. "Wife-beating is a very contemporary problem that's come to the surface. That part of it I really liked. The challenge was to make the story a compassionate story about one individual's tale. Technically, the challenge is to make it believable.

"What I wanted to happen was to have the compassion between the dog and her-the dog is really an extension of her-to be a part of her. What was really nice about it was that Melanie Mayron likes dogs and actually had a dog in New York at the time. She had a full-sized poodle. We talked at length about it during the first rehearsals. She felt she was relating more to her dog than her husband!" laughs Turner.

Turner says that the story (by J. Michael Straczynski) has two parts: "The first part is that a cousin needs her. The second part is, she loves this man. She somehow can't shake the fact that she loves him. And he still wants it to be war. And what we're trying to do is tell the audience that the reality is she loves this guy. So, why get beaten? The dog comes alive as part of her and says, 'You can't do this anymore!' My idea was that she found the internal strength to say, 'I'm leaving.' For many, many people that's a very hard thing to do. That's amazing: 'I'm leaving.' I hope one female audience member finds some strength from that show. I thought, maybe, 'Oh, I'm just telling a story for television. [But] I'd better believe there's somebody out there who

found the strength from that show.' It's very strong in terms of subject. It's very strong in terms of how it's presented. But there are moments in there where you realize, this guy can actually be kind of nice." And that's chilling.

Director of photography Andreas Poulsson remembers that in "Acts of Terror," Turner wanted a shot from the point of view of the dog as it approaches the truck; the viewer doesn't see that it's a dog until the camera reverse-cuts from inside the truck and he's barking against the window. "We had very little time," said Poulsson. "It was very simple. It was just myself, running with the camera through the woods, and I think given the fact that the technology of it was very simple ... it was very effective in heightening the suspense of that sequence."

Turner says he has not received any feedback from viewers regarding this segment of *Twilight Zone*, but he remembers the crew's reaction in a private screening. Crews are normally cordial and somewhat boisterous during screenings. There may be shots that are funny to them but not to the average viewer. Because they're the ones who create the shows and are on set, crews usually have a different perspective than the television audience. "There's baggage that audiences never know about that happens and when something's funny," says Turner. "[But] the crew saw it, and ... just after the first five minutes, they fell silent, and the whole entire screening was absolutely dead silent. It sucks you in. It's the kind of story that really affects you, because [the wife] is so badly affected by it."

When asked why *Twilight Zone* is such a cultish, famous and successful show, Turner says, "It's an anthology show that is based on an individual's strengths or weaknesses and how normal, average people are driven to limits and how they recover. It's how they've learned or grown from the experience. The audience relates to the neighbor down the street, or the person I work with, or the guy in government.

"I always felt that when you were going to sit down and watch *Twilight Zone* you would actually learn something from it, something about life. You might agree or disagree with it, but it would definitely cause a reaction."

The challenge for anyone on any new version of *Twilight Zone* is doing the show without the presence of the show's creator and spirit, Rod Serling. "It'll never be the same without Rod. It's definitely not as good without Rod. As a host, we definitely miss him. But there were shows, in terms of writing, that were just as good as his stuff." With nine episodes to his credit, Paul Lynch has the distinction of having worked on more new *Twilight Zones* than any other director (that's if you count the CBS years and syndicated episodes together). Lynch's facility for working in either Toronto or Los Angeles certainly was an advantage in this regard. Lynch remembers that a syndicated episode, Harlan Ellison's "Crazy as a Soup Sandwich" provided some substantial weights for his directing muscles to heft.

"It was the longest schedule of any of them," sighs Lynch. "Six days. It was based on a Harlan Ellison short story. It was very stylized; it was done like a comic book and shot like a comic book, with strange angles and multicolored lighting. Because it was that kind of story, and it was hyper-real in the sense that it wasn't like the '30s, '40s or the '90s. It was just in no-man's-time. So in effect, we were sort of the pre-runner of *Dick Tracy* in the sense of the wild colors and the kind of look that they got. We created our own world, with strange angles and camera moves and things like that, so it was great fun to do. "Of course, it had this creature in it, this monster. I had worked with the actor Gerry Robbins before, and so we brought him in and he played this creature. He's huge. He's, like, seven feet tall. Anthony Franciosa was in it, and Wayne Robson, and they were wonderful. It was done like a combination of comic books and old '40s movies. It was great fun."

"Crazy as a Soup Sandwich" is a sell-your-soul-to-the-devil tale in which flaky, spineless Arky Lockner is fleeing from a demon to another man, Mr. Lancaster, for help. It's a story that reminds poor Arky that you just can't get out of selling your soul. Before filming "Soup Sandwich," Lynch recalls, he met with Ellison for a consultation on the script. "We chatted a little bit about it. He was very specific. To Harlan, he wants it exactly the way he wrote it. And of course, we couldn't get it exactly the way he wanted because of production things. We had to drop a scene because we could not afford to do it, and he was rather upset about it. But it just wasn't possible in six days. We didn't really need it. But because he wrote it, he was really pissed off about the cutting of the scene.

"In the course of [the story], Mr. Lancaster is going to solve Arky's problem. He leaves his henchmen and girlfriend behind. The cut in the show is, he's back and he's got this box. The way Harlan wanted it was (to show) that he went outside and he dug up the box." A later suggestion was to have him retrieve the box from a safety deposit box at the bank, but this idea, too, was dropped. "There was no way to do it in the schedule we had. But I remember Harlan was pissed off.

"In the script, they go to a store that sold devices for doing dope-pipes and paraphernalia. I think, originally, when he wrote the script, it was a long time ago. It just dated the whole thing. We found a beauty parlor that was great and had the look and feel of a strange time period. A beauty parlor seemed like a better idea. But

because it wasn't his idea, he didn't like it." As a consequence, explains Lynch, Ellison did not completely like the finished product. "Because we didn't do the scene of his dope emporium and we didn't do the scene at the bank. You know Harlan: Unless you do it word for word, you can't do [it justice]. He didn't really hate it; he just didn't necessarily agree with all the things we did, because he wanted it his way, and we couldn't do it his way because of budget restrictions. In his world you should spend millions of dollars to do it exactly the way he wants it. But you just can't do that. But we came as close as we could, and we certainly kept it in the spirit of what he was trying to do."

In 1990, as the first issue in a series of original stories from the Twilight Zone, Now Comics created an adaptation of Ellison's "Crazy as a Soup Sandwich," drawn by well-known industry artist Neal Adams. Receiving a copy during his interview, Lynch—who had never seen or heard of the comic—is surprised and excited. "I used to be a cartoonist when I was a kid and I remember writing to Neal Adams," he says. "Being a cartoonist, I used to collect comics, and I have an original Neal Adams-signed Ben Casey strip. How strange! Small world!"

Lynch says that the comic is a reflection of the script "in every word and in every way." He believes Adams must have viewed the episode to do the adaptation because of various things that matched—despite the fact that Lancaster's fetching-the-box scene is restored here as a bank sequence, and the beauty parlor is once again a dope emporium.

"If you look at the comic book and the show, the design of the little room they're in, with the triangle on the floor, and all of that, it's very similar to my beauty salon," explains Lynch. "The way [the emporium sequence] was staged in the comic book and how I did it in the show was very very similar, so it was kind of interesting. [You'll find] a lot of similarity if you see the show and you see the comic book." Before getting cast in "Rendezvous in a Dark Place" as Janet Leigh's son, Canadian actor Malcolm Stewart was in Los Angeles acting in a CBS television series, *Almost Grown*. As Stewart tells the story: "I was at Universal and I happened to be doing a scene with a girl; I'm having a shower and she comes in the shower like the Psycho scene. Jokingly, with a sponge, she's singing the Psycho music to scare me. The minute we finished doing that scene, I got a call from my agent, who said, 'Would you like to fiy up to do a Twilight Zone?' And I said, 'Sure!' [And my agent said,] 'You're working with Janet Leigh!' Amazing coincidence!"

When Stewart actually got to the Toronto soundstages, he told Leigh about the coincidence. Then, he says, he asked her "so many questions about what it was like working with Alfred Hitchcock. It took seven days and 70 shots to do that [Psycho] shower scene to get 30 seconds of film. Uncommon! Unbelievable! Nobody shoots like that anymore! So, that's what I remember about Twilight Zone. It's not the script, but working with Janet Leigh."

When told that Twilight Zone would be coming to Canada for production, Andreas Poulsson, an experienced cinematographer of many television shows and documentaries, was excited. "I was always a big fan of TwilightZone," says Poulsson. As the director of photography on the show, Poulsson's job was "to serve in telling the story. In reading and analyzing the script, seeing the locations, and discussing with the director, we come up with an appropriate look for the film and if there's any special effects and that sort of thing. You know, we're in the business of storytelling, and the cinematography serves to tell the story as much as any other element that a director makes.

"I don't think that a cinematographer necessarily should put their own stamp on it as much as serving the needs of the story. My style, the things I prefer in myself, especially in the case of Twilight Zone, is that Twilight Zone is generally suspense and it has a spooky aspect to it. [You want to] shoot in a low-key, dark-contrasty look as opposed to a bright look. The normal situation before it builds up to the supernatural element, is you start out with very ordinary people in very ordinary circumstances, and then all of a sudden something extraordinary happens. So you start with a very normal, everyday look and suddenly everything turns strange, and the look should suggest and complement that."

As one of his favorite sequences from the 11 episodes he photographed, Poulsson cites a segment of "The Helgrammite Method." "It's a sequence where Miles Judson [played by Timothy Bottoms] has his nightmarish dream. I think [it] was very successful. I was quite pleased with that. It was very high, looking straight down at him." Poulsson refers to a sequence where, after having taken the alcoholism cure and having a tapeworm that absorbs alcohol grow inside of him, Bottoms is on the kitchen floor in sheer, screaming agony as the camera zooms in from high above. "We crane down and tighten up on the area of the stomach" where the worm was undulating and quivering, says Poulsson.

As for working with Bottoms, "He was fantastic. He's the kind of actor you talk baseball with one minute and then he gets into the role the next minute and he's in character. He's amazingly quick." Another segment of note was "The Call", with William Sanderson. "[It's a story] about a lonely man who gets a call from a woman. And it turns out to be a sculpture in a museum. At the very end, she summons him, and he breaks into the museum in order to be with her. But he triggers the alarm, and by the time the guard finds him—and it's the

final image of the story-he turns into a statue next to her. And love was finally found in the Twilight Zone. I think that was very, very effective and exciting, too."

What Poulsson admires about the syndicated version of The Twilight Zone is its emphasis on story over gimmickry. "You would think it would be very heavy on special effects. One of the amazing things about the series is there was relatively very little special effects. And of what special effects there were, they were very simple. It was really [no] more than shooting it in 35 [mm film] and locking down the camera so they could superimpose things on the film. Really, it was extremely simple, and yet very effective. The only one with sophisticated special effects ... was the last one filmed ["Crazy as a Soup Sandwich"].

"For me, that's one of the strengths of the Twilight Zone-the scripts and the characters. It didn't really need all that fancy special effects. One thing that impressed me about the scripts, when I first read them, was something that's always been true to Twilight Zone (the original series with Rod Serling): ... They're very, very strong in story, characters and situations. You know how, in the beginning narration, you can define and set up the story and characters with just a few simple sentences? That's always been one of the things I loved about the Twilight Zone. I think ... they've succeeded in continuing that tradition. I think that was one of the most satisfying and fun projects I've been involved with. I kept asking, 'We should do more!' We should have kept going! It was a wonderful concept. Each episode is one individual movie. It's not like series television where you shoot the same characters every week. Here, we're making a whole different movie every episode."

WR. Alan Brennert, James Crocker, Rockne S. O'Bannon, Joe Gannon, Chris Hubbell, Gerrit Graham, Richard Krzemien, Chip Duncan, Lynn Baker, Philip DeGuere, Steven Barnes, Don Todd, J.D. Feigelson, Robert Crais, Ray Bradbury, Harlan Ellison, Tommy Lee Wallace, Logan Swanson, James Crocker, David Gerrold, George R. R. Martin, J Michael Stracynski (BABYLON 5), Cal Willingham and Virginia Aldrige.

DIR. Wes Craven, Tommy Lee Wallace, Sig Neufeld, Robert Downey, John Hancock, William Friedberg, Peter Medak, Paul Lynch, Gilbert Cates, Joe Dante, Ken Gilbert, Martha Coolidge, Allan Arkush, B.W.L. Norton, R. L. Thomas, Bradford May, Peter Medak, Paul Tucker, Ben Bolt, Guy Trikonis, Corey Allen, Bradford May, Philip DeGuere and Bill Duke.

EPISODES: 110 **YEAR MADE:** 1985 **COUNTRY:** US **SEASONS:** 2

CBS BROADCAST INTERNATIONAL PRODUCTION

CREATOR: ROD SERLING

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 59, (2) 21, (3) 30.

DATE OF PREMIER: 27/09/1985

AIR DATE OF LAST EPISODE 22/04/1989

SEASON DATE BREAKDOWN:

FILMS:

Host CHARLES AIDMAN (1,2), Host ROBIN WARD (3), including BRUCE WILLIS, MEG FOSTER, ROBERT DUNCAN MCNEIL, HELEN MIRREN, MARTIN LANDAU, PAM DAWBER, JOHN CARRADINE, ELLIOT GOULD, JOHN DE LANCIE, LORI PETTY, TERRY FARRELL, ANDREW ROBINSON.

RELATED SHOWS:

TWILIGHT ZONE,THE (1958)

TWILIGHT ZONE, THE (2002)

1 - 1 *SHATTERDAY*

A man named Peter Jay Novins accidentally dials his home phone number, and it's answered by Peter Jay Novins.

Wr Alan Brennert

Dir Wes Craven

1 - 2 *A LITTLE PEACE AND QUIET*

A harried housewife finds a medallion that gives her the power to freeze time.

Wr James Crocker

Dir Wes Craven

1 - 3 *WORD PLAY*

A salesman is horrified and frustrated when everyone else inexplicably starts to speak English with the words completely jumbled from their original meanings.

Wr Rockne S. O'Bannon

Dir Wes Craven

1 - 4 *DREAMS FOR SALE*

A woman finds that a relaxing outdoor picnic with her family is nothing more than an escapist fantasy being beamed directly into her brain.

Wr Joe Gannon

Dir Tommy Lee Wallace

1 - 5 *CHAMELEON*

A space shuttle returns from a mission and NASA discovers that something unusual has been picked up. They discover that they have a shape-changing alien in their holding tank that poses a danger to all.

Wr James Crocker

Dir Wes Craven

1 - 6 *HEALER*

Jackie Thompson steals a unique stone from a museum. Wounded during his escape, he finds that it has healing powers and becomes a faith healer. But he loses his way, giving in to greed and the stone stops working.

Wr Michael Bryant

Dir Sigmund Neufeld Jr.

1 - 7 *CHILDREN'S ZOO*

A little girl's parents are always fighting and screaming at each other. She takes them to the Children's Zoo with a special invitation and she gets something very special, something her parents could not even imagine.

Wr Chris Hubbell, Gerrit Graham

Dir Robert Downey

1 - 8 *KENTUCKY RYE*

Bob Spindler, a drunk driver, arrives at the "Kentucky Rye" bar where the customers are all victims of drunk drivers.

Wr Delree Todd, Chip Duncan, Richard Krzemien

Dir John Hancock

1 - 9 *LITTLE BOY LOST*

A photographer, torn between taking a plum overseas assignment and getting married, meets a strangely familiar little boy.

Wr Lynn Barker

Dir Tommy Lee Wallace

1 - 10 *WISH BANK*

Janice finds a magic lamp at a garage sale. Restrictions and lots of paperwork apply for her three wishes.

Wr Michael Cassutt

Dir Rick Friedberg

1 - 11 *NIGHT CRAWLERS*

A highway trooper stops by a diner during a rainstorm where a Vietnam veteran's nightmares come to life.

Wr Philip DeGuere

Dir William Friedkin

1 - 12 *IF SHE DIES*

A year after his wife died a man is involved in a car accident that leaves his young daughter in a coma. On his way home the man has a vision.

Wr David Bennett Carren

Dir John Hancock

1 - 13 *YE GODS*

Cupid arrives in the modern world. A love spell for his target does not work as well as he hopes.

Wr Anne Collins

Dir Peter Medak

1 - 14 *EXAMINATION DAY*

In the far future, twelve-year-old Dickie must take the government intelligence test.

Wr Philip DeGuere

Dir Paul Lynch

1 - 15 *A MESSAGE FROM CHARITY*

A 16-year old in 1985 finds himself in telepathic contact with a girl in 1700. Her knowledge of the future gets her accused of being a witch.

Wr Alan Brennert

Dir Paul Lynch

1 - 16 *TEACHER'S AIDE*

A teacher on a violent and gang-infested high school has trouble controlling her students. The building is warded by some mysterious gargoyles, which give some special powers to the teacher.

Wr Steven Barnes

Dir B.W.L. Norton

1 - 17 *PALADIN OF THE LOST HOUR*

A Vietnam vet named Billy saves an old man named Gasper from a mugging at a cemetery. He discovers that this old man holds the future of time in his watch.

Wr Harlan Ellison

Dir Gilbert Cates

1 - 18 *ACT BREAK*

A landlord hounds a playwright named Maury for his rent. When the playwright's partner dies of a heart attack, Maury wishes he could have the greatest playwright ever as his partner. Maury is transported back in time and meets Shakespeare.

Wr Haskell Barkin

Dir Ted Flicker

1 - 19 *THE BURNING MAN*

During a heat wave in the 1930s a woman and her nephew enjoy a drive in the country. They encounter a strange man who wants a ride.

Wr J.D. Feigelson

Dir J.D. Feigelson

1 - 20 *DEALER'S CHOICE*

A last-minute replacement player at a Friday night poker game elicits suspicions from the others as a result of his uncanny ability to draw the same cards with each hand dealt.

Wr Donald Todd

Dir Wes Craven

1 - 21 *DEAD WOMAN'S SHOES*

Shy Maddie finds a pair of shoes and after trying them on, is possessed by the vengeful spirit of a rich murdered woman.

Wr Lynn Barker

Dir Peter Medak

1 - 22 *WONG'S LOST AND FOUND EMPORIUM*

David Wong searches for something he lost. He seeks the Lost and Found Emporium where he finds others looking for their lost items.

Wr Alan Brennert

Dir Paul Lynch

1 - 23 *THE SHADOW MAN*

A frightened boy finds comfort and misplaced courage after he sees the Shadow Man coming out from under his bed and it promises not to harm him.

Wr Rockne S. O'Bannon

Dir Joe Dante

1 - 24 *THE UNCLE DEVIL SHOW*

Parents don't realize that the video their child watches demonstrates magic tricks like turning parents into lizards and giving dogs four eyes.

Wr Donald Todd

Dir David Steinberg

1 - 25 *OPENING DAY*

A woman and her lover plan to kill her husband on the first day of duck season. But in the Twilight Zone, the lover learns what it feels like to be the other man.

Wr Gerrit Graham, Chris Hubbell

Dir John Milius

1 - 26 *THE BEACON*

A physician with car trouble is stuck in an isolated village where the people seem to fear their lighthouse beacon.

Wr Martin Pasko, Rebecca Parr

Dir Gerd Oswald

1 - 27 *ONE LIFE, FURNISHED IN EARLY POVERTY*

Angry with his adult life, a man, Gus Rosenthal, returns to his childhood stomping ground in Ohio and while digging up an old toy soldier finds himself transported back to when he was a boy. Taking on the guise of a writer he meets himself as a child - angry, frustrated and misunderstood. Taking the name of 'Harry Rosenthal', Gus tries to guide his younger self but sickens from his place out-of-time. When he has to leave he tells his younger self to stay behind...which was what frustrated himself as a child and led to him being so angry throughout his life. Returning to his own time, the old Gus returns to his life, sadder but wiser.

Wr Alan Brennert

Dir Don Carlos Dunaway

1 - 28 *HER PILGRIM SOUL*

Two scientists named Kevin and Daniel are experimenting with a holographic device. One day they are confronted with a fetus in their machine. Growing, it becomes a woman whose life story fascinates and allures Kevin.

Wr Alan Brennert

Dir Wes Craven

1 - 29 *I OF NEWTON*

A mathematics professor accidentally makes a bargain with the devil and has to figure a way out.

Dir Kenneth Gilbert

1 - 30 *NIGHT OF THE MEEK*

A down-on-his-luck department store Santa shows the store's owner the true meaning of Christmas.

Wr Rockne S. O'Bannon

Dir Martha Coolidge

1 - 31 *BUT CAN SHE TYPE?*

A frazzled secretary is transported to a parallel universe where it is a profession with enormous respect and compensation.

Wr Alan Brennert

Dir Shelley Levinson

1 - 32 *THE STAR*

A starship finds the star of Bethlehem and the remnants of a civilization that died when it went nova.

Wr Alan Brennert

Dir Gerd Oswald

1 - 33 *STILL LIFE*

Finding an old trunk, a couple realizes that it has a false bottom containing a 70-year-old film from the Amazon.

Wr Gerrit Graham, Chris Hubbell

Dir Peter Medak

1 - 34 *THE LITTLE PEOPLE OF KILLANY WOODS*

An Irishman who has regaled his fellow pub-goers for years with stories of Leprechauns attracts unwelcome attention when he starts paying his debts with bits of gold.

Wr J.D. Feigelson

Dir J.D. Feigelson

1 - 35 *THE MISFORTUNE COOKIE*

A vicious food critic meets his fate through fortune cookies that always tell the future.

Wr Steven Rae

Dir Allan Arkush

1 - 36 *MONSTERS!*

A young monster fan meets a new neighbor who claims to be a vampire.

Wr Robert Crais

Dir B.W.L. Norton

1 - 37 *A SMALL TALENT FOR WAR*

When an alien visitor tells delegates at the United Nations that humanity will be exterminated because it has "a small talent for war," the countries of the world struggle to forge a disarmament treaty before the visitor's deadline.

Wr Alan Brennert, Carter Scholz

Dir Claudia Weill

1 - 38 *A MATTER OF MINUTES*

A young couple wakes up one morning to find their street mysteriously devoid of people and blue-suited workers constructing everything in their world.

Wr Harlan Ellison, Rockne S. O'Bannon

Dir Sheldon Larry

1 - 39 *THE ELEVATOR*

Two twenty-something brothers go to their father's laboratory to steal his father's growth serum research and sell for their own profit. They find a web-like material, which tastes great. They find large plants. Some plants have increased in size more than others. Then they find animals that have also grown in different degrees of magnitude, but they are all dead.

Wr Ray Bradbury

Dir R.L. Thomas

1 - 40 *TO SEE THE INVISIBLE MAN*

For the crime of emotional coldness, Mitchell Chaplin is sentenced to social invisibility for a year.

Wr Steven Barnes

Dir Noel Black

1 - 41 *TOOTH AND CONSEQUENCES*

Dentist Myron Mandel believes his patients hate him. When the tooth fairy appears, he makes a wish to be loved.

Wr Haskell Barkin

Dir Robert Downey

1 - 42 *WELCOME TO WINFIELD*

A grim reaper tracking a fleeing young man whose soul he is collecting follows the trail to a town seemingly from the Old West.

Wr Les Enloe

Dir Bruce Bilson

1 - 43 *QUARANTINE*

A peaceful post-war society that shuns technology awakens a man from suspended animation and asks him to reactivate some old defense satellites as a defense against an approaching meteor.

Wr Alan Brennert

Dir Martha Coolidge

1 - 44 *GRAMMA*

A young boy is left to care for his old, scary grandmother. He finally confronts his fears and steps up to her.

Wr Harlan Ellison

Dir Bradford May

1 - 45 *COLD READING*

Actors in a radio play find everything they say becoming reality.

Wr Martin Pasko, Rebecca Parr

Dir Gus Trikonis

1 - 46 *PERSONAL DEMONS*

A screenwriter is having writer's block when strange impish creatures start haunting him. Sadly, only he can see them.

Wr Rockne S. O'Bannon

Dir Peter Medak

1 - 47 *THREE IRISH WISHES (AKA THE LEPRECHAUN ARTIST)*

Vacationing in the United States, an Irish leprechaun is caught by three boys. To be freed, he must grant them three wishes.

Wr Tommy Lee Wallace

Dir Tommy Lee Wallace

1 - 48 *DEAD RUN*

A truck driver accepts a job to deliver souls to Hell.

Wr Alan Brennert

Dir Paul Tucker

1 - 49 *BUTTON,BUTTON*

An unhappy couple is given an unusual offer. Push a button on a box and someone they don't know will die, but they will get \$200,000.

Wr Richard Matheson

Dir Peter Medak

1 - 50 *PROFILE IN SILVER*

A time traveling researcher attending the assassination of John F. Kennedy impulsively changes history.

Wr J. Neil Schulman

Dir John Hancock

1 - 51 *RED SNOW*

A KGB investigator is sent to Siberia to investigate the deaths of communist party officials. Later, he discovers that Stalin's exiles are alive and well. He also discovers dead people drained of blood.

Wr Michael Cassutt

Dir Jeannot Szwarc

1 - 52 *NEED TO KNOW*

In a little town people start going crazy. Edward Sayers is sent by the state senator to investigate. He makes the usual tests but doesn't find anything. He traces it to one person with a very special secret.

Wr Mary Sheldon

Dir Paul Lynch

1 - 53 *TAKE MY LIFE...PLEASE*

A comedian is killed by the one from whom he stole his work from. When he comes to, he is in one strange stage show, but there is something extremely wrong.

Wr Gordon Mitchell

Dir Gus Trikonis

1 - 54 *DEVIL'S ALPHABET*

In Victorian England, a group of college friends, the Devil's Alphabet Society, pledges to meet every year, even if death takes them. As the years pass, many meet with gruesome ends, yet the members continue to meet.

Wr Robert Hunter

Dir Ben Bolt

1 - 55 *THE LIBRARY*

A girl who lands a new job at a private library is warned never to look at the books. Taking a peek she learns that there's a book for everyone alive. When a neighbor pesters her, she rewrites his biography.

Wr Anne Collins

Dir John Hancock

1 - 56 *SHADOW PLAY*

A condemned man, Adam Grant, insists that everything and everyone around him is a dream: one that he can't wake up from. He claims that every time he is executed, he fails to wake up and must relive the whole thing again. His attorney is originally skeptical, but Grant knows all of the "lines" and can predict things that will happen miles away. His attorney tries to get a stay of execution, but is just too late: Grant is "executed" and wakes up at his trial once more. The players have changed roles, but otherwise everything is the same as he must relive the same events over...and over...and over.

Wr James Crocker

Dir Paul Lynch

1 - 57 *GRACE NOTE*

An aspiring opera singer gets an inspiring glimpse of her future, courtesy of a dying wish by her youngest sister.

Wr Patrice Messina

Dir Peter Medak

1 - 58 *A DAY IN BEAUMONT*

A young couple sees a flying saucer land, but everyone they try to tell seems to be an alien.

Wr David Gerrold

Dir Philip DeGuere

1 - 59 *THE LAST DEFENDER OF CAMELOT*

Sir Lancelot, still alive in 1986, seeks the help of the sleeping Merlin in one final battle. But he soon finds himself facing off against the revived wizard, who has other plans.

Wr George R.R. Martin

Dir Jeannot Szwarc

2 - 1 *THE ONCE AND FUTURE KING*

An Elvis impersonator is transported to the 1950s where he meets the real Elvis who thinks that the impersonator is his long dead brother.

Wr George R.R. Martin

Dir Jim McBride

2 - 2 *LOST AND FOUND*

A young college student has been losing personal items for some time. The mystery is resolved when she finds two time-travelers in her closet.

Wr George R.R. Martin

Dir Gus Trikonis

2 - 3 *THE AFTER HOURS*

A woman goes to a mall for a doll, but encounters strange things after the closing hours.

Wr Rockne S. O'Bannon

Dir Bruce Malmuth

2 - 4 *A SAUCER OF LONLINESS*

A quiet waitress sees a glowing UFO, which gives her a message that everyone wants to know. She refuses to reveal exactly what the message is.

Wr David Gerrold

Dir John Hancock

2 - 5 *THE WORLD NEST DOOR*

A hen-pecked man with a boring life and a secret yearn to build inventions finds a secret door in his basement that leads to a parallel world. In that world, his counterpart is a rich famous inventor in a Victorian-style setting who is equally bored with his life.

Wr Lan O'Kun

Dir Paul Lynch

2 - 6 *VOICES IN THE EARTH*

In the far future, an expedition returns to a desolate barren Earth where a scientist begins to see the ghosts of those who died years ago.

Wr Alan Brennert

Dir Curtis Harrington

2 - 7 *WHAT ARE FRIENDS OF*

A friendless boy finds the perfect playmate in the woods behind his house.

Wr J. Michael Straczynski

Dir Gus Trikonis

2 - 8 *THE STORYTELLER*

In the early 20th century a young woman takes a job as a teacher in a one-room schoolhouse. One of her students, Mica, secretly takes extra books home to read. When the teacher confronts him, she finds that the boy is reading the books to his ailing grandfather - who claims to be more than a hundred and forty years old!

Wr Rockne S. O'Bannon

Dir Paul Lynch

2 - 9 *AQUA VITA*

Aging women become addicted to Aqua Vita, which will keep them young forever, but at great cost.

Wr Paul Chitlik, Jeremy Bertrand Finch

Dir Paul Tucker

2 - 10 *TIME AND TERESA GOLOWITZ*

A Broadway composer accepts an offer from the Prince of Darkness and returns to his high school years to see his crush again. It's not as pleasant as he expected and soon, he sees a classmate who met a tragic end that night. He uses the opportunity to prevent the classmate's suicide.

Wr Alan Brennert

Dir Shelley Levinson

2 - 11 *SONG OF THE YOUNGER WORLD*

In 1916 a girl and a young man from a reformatory for wayward boys fall in love and try to get away from her father, the superintendent. He finds out and doesn't approve of their love, locking away his daughter and punishing the boy. Luckily, the girl has a secret plan to escape so she can be forever with the love of her life.

Wr Anthony Lawrence, Nancy Lawrence

Dir Noel Black

2 - 12 *NIGHT SONG*

A young DJ working the graveyard shift at a radio station rediscovers a record album by her boyfriend who disappeared five years ago. When he suddenly appears again, she is surprised and upset.

Wr Michael Reaves

Dir Bradford May

2 - 13 *THE CONVICT'S PIANO*

A wrongfully imprisoned piano player discovers an old piano that can transport him to other decades in the past.

Wr Patrice Messina

Dir Thomas J. Wright

2 - 14 *THE CARD*

A compulsive spender accepts "The Card" to keep up her habit. Unfortunately stringent penalties kick in for late payments.

Wr Michael Cassutt

Dir Bradford May

2 - 15 *THE ROAD LESS TRAVELLED*

A man who dodged the Vietnam draft sees how life would have been like if he hadn't.

Wr George R.R. Martin

Dir Wes Craven

2 - 16 *THE GIRL I MARRIED*

An attorney and his wife have successful careers. They feel something is lacking in their marriage. Soon, they encounter younger versions of their mates.

Wr J.M. DeMatteis

Dir Philip DeGuere

2 - 17 *SHELTER, SKELTER*

A survivalist traps himself in his bomb shelter when a nuclear blast finally comes.

Wr Robin Love, Ron Cobb

Dir Martha Coolidge

2 - 18 *THE TOYS OF CALIBAN*

An elderly couple keeps their mentally disabled son isolated because he can "bring" anything he sees in a picture.

Wr George R.R. Martin

Dir Thomas J. Wright

2 - 19 *JOY RIDE*

Four teens take a recently deceased man's classic car for a joyride. But the driver acts increasingly irrational during the ride.

Wr Cal Willingham

Dir Gil Bettman

2 - 20 *PRIVATE CHANNEL*

On board an airplane, a lightning storm transforms a boy's walkman into a telepathic tuning device that informs him that the man sitting next to him is carrying a bomb.

Wr Edward Redlich

Dir Peter Medak

2 - 21 *JUNCTION*

A modern-day miner has an argument with his wife and then goes off to work in the local mine. A collapse traps him, but he finds another survivor - a miner who claims to be from 1912. The two men figure out that somehow they have become connected through time.

Wr Virginia Aldridge

Dir Bill Duke

3 - 1 *THE CURIOUS CASE OF EDGAR WITHERSPOON*

A woman tries to get her Uncle Edgar committed, believing that he is senile. The investigating doctor finds Edgar living in an apartment containing all kinds of junk. Edgar claims that a mysterious Voice tells him what junk to collect, and to assemble it into a device that constantly keeps the world in balance.

Wr Haskell Barkin

Dir René Bonnière

3 - 2 *EXTRA INNINGS*

Ex-baseball player Ed Hamler, lame from an injury and forced to retire early, is given a 1909 baseball card of a player that looks exactly like him. The card is magical in that he becomes drawn into it and lives out the life of the player in the past.

Wr Tom Palmer

Dir Doug Jackson

3 - 3 *THE CROSSING*

A stressed-out priest repeatedly encounters a station wagon containing a young girl. The car keeps crashing and bursting into flames.

Wr Ralph Phillips

Dir Paul Lynch

3 - 4 *THE HUNTERS*

A young boy falls into an undiscovered cave near a housing project. An archeologist studies strange paintings on its walls and then bizarre things begin to happen. Cave items move around and animals are killed and brought into the cave.

Wr Jeremy Bertrand Finch, Paul Chitlik

Dir Paul Lynch

3 - 5 *DREAM ME A LIFE*

A man in a retirement home dreams of a woman holding back a monster, and in real life realizes the woman is his cataleptic neighbor.

Wr J. Michael Straczynski

Dir Allan King

3 - 6 *MEMORIES*

A hypnotist who specializes in helping people relive their past lives tries to find her own history. She hypnotizes herself and when she awakens, she learns that everyone can now remember their past lives. They also desperately want to forget them.

Wr Bob Underwood

Dir Richard Bugajski

3 - 7 *THE HELLGRAMMITE METHOD*

An alcoholic goes through an extremely painful and potentially deadly cure for his drinking problem. He has to choose which is more important - the bottle or his life.

Wr William Selby

Dir Gilbert M. Shilton

3 - 8 *OUR SELING IS DYING*

A young woman, Diane, comes to live with her family, including the dying patriarch Selena. After Selena clutches Diane's hand firmly leaving an odd spot on it, Diane starts to age very fast while Selena rejuvenates.

Wr J. Michael Straczynski

Dir Bruce Pittman

3 - 9 *THE CALL*

A lonely man accidentally phones the wrong number and finds an intriguing female to whom he grows attached. When she refuses to meet him, he investigates and finds the phone in a museum next to the statue of a woman.

Wr J. Michael Straczynski

Dir Gilbert M. Shilton

3 - 10 *THE TRANCE*

A scam artist purports to channel the spirit of Delos, a former inhabitant of Atlantis. Together with a partner, he makes a living off of it. The day of his big break, he channels another spirit, one who could cause him to lose everything. Is it punishment or a lesson from the Twilight Zone?

Wr J. Michael Straczynski, Jeff Stuart

Dir Randy Bradshaw

3 - 11 *ACTS OF TERROR*

A woman terrorized by her abusive husband finds some small consolation in a statue of a dog given to her by her sympathetic sister.

Wr J. Michael Straczynski

Dir Brad Turner

3 - 12 *20/20 VISION*

Newly promoted bank loan officer Warren Cribbens cracks his eyeglasses and discovers he can see the future through them. Faced with seeing the future of the farmers whose farms he must foreclose on, Warren can't bring himself to foreclose. Right away he's torn into doing his job or standing up for the people he helps. He manages to get his way by using his knowledge of the future to blackmail his conniving boss and convincing him to let things go.

Wr Robert Walden

Dir Jim Purdy

3 - 13 *THERE WAS AN OLD WOMAN*

A writer of children's books gives a book to a sick young fan. Later, she starts hearing the sound of children in her house.

Wr Tom J. Astle

Dir Tom J. Astle

3 - 14 *THE TRUNK*

A young man at a motel discovers an empty trunk that grants any wishes. He uses it for popularity, but at a party he discovers who his true friends are.

Wr Jeremy Bertrand Finch, Paul Chitlik

Dir Steve DiMarco

3 - 15 *APPOINTMENT OF ROUTE 17*

After finishing a heart transplant, a man finds his personality has changed. He also discovers that he has a strange attraction to a waitress at a road diner.

Wr Haskell Barkin

Dir René Bonnière

3 - 16 *THE COLD EQUATIONS*

A rescue pilot on the frontiers of space is faced with unpleasant prospects when he finds an innocent stowaway on his ship.

Wr Alan Brennert

Dir Martin Lavut

3 - 17 *STRANGER IN POSSUM MEADOW*

A young boy playing in a field meets an old man who is really an alien collecting specimens to bring back to his planet.

Wr Jeremy Bertrand Finch, Paul Chitlik

Dir Sturla Gunnarsson

3 - 18 *STREET OF SHADOWS*

Walking taking a walk in a wealthy neighborhood an unemployed man living in a shelter experiences an unusual transformation.

Wr Haskell Barkin

Dir René Bonnière

3 - 19 *SOMETHING IN THE WALLS*

A doctor arrives at his new job in a sanitarium. He discovers the case of a woman who is terribly frightened of things that appear on her walls.

Wr J. Michael Straczynski

Dir Allan Kroeker

3 - 20 *A GAME OF POOL*

A pool champion has defeated everyone. Except for the long dead legend, Fats Brown.

Wr George Clayton Johnson

Dir Randy Bradshaw

3 - 21 *WALL, THE*

A U.S. military experiment opens a portal to an unknown place. After sending through one team, the Army calls upon a career soldier to investigate, where he finds an idyllic planet. He has to decide whether to stay or go back to his old life.

Wr J. Michael Straczynski

Dir Atom Egoyan

3 - 22 *ROOM 2426*

Martin Decker is confined to a special room for acts and thoughts against the state. They want the formula for a weapon he does not want to reveal. Escape for Martin comes from the mind.

Wr Jeremy Bertrand Finch

Dir Richard Bugajski

3 - 23 *THE MIND OF SIMON FOSTER*

In an impoverished future, Simon Foster goes to a pawnshop to sell some personal items to raise money for rent. The shop owner offers to buy some of his memories. In Simon Foster's life, what could be possibly be valuable?

Wr J. Michael Straczynski

Dir Doug Jackson

3 - 24 *CAT AND MOUSE*

A shy woman finds that a cat is actually a cursed "Casanova." She falls for the man but finds that her Prince Charming is actually a scoundrel.

Wr Christy Marx

Dir Eric Till

3 - 25 *RENDEZVOUS IN A DARK PLACE*

An old woman with an obsession with death attends funerals for entertainment. One night when an injured thief breaks into her home, she lets him die and waits for Death to come and collect him.

Wr J. Michael Straczynski

Dir René Bonnière

3 - 26 *MANY, MANY MONKEYS*

An epidemic breaks out and many people are struck blind. Something more happens, however: People have become cold and heartless toward each other.

Wr William Froug

Dir Richard Bugajski

3 - 27 *LOVE IS BLIND*

A man plotting to murder his wife's lover meets a blind singer who seems to know all about his plans.

Wr Cal Willingham

Dir Gilbert M. Shilton

3 - 28 *CRAZY AS A SOUP SANDWICH*

A man sells his soul to a demon for some racing tips. After being terrified by the demon he goes for help from the criminal boss he borrowed the track money from.

Wr Harlan Ellison

Dir Paul Lynch

3 - 29 *SPECIAL SERVICE*

A man finds that his life has been on TV for the past five years.

Wr J. Michael Straczynski

Dir Randy Bradshaw

3 - 30 *FATHER AND SON GAME*

A 79-year-old man wants to keep on living so he transplants his brain into a younger body. His son, however, resents his father's continued life and tries to wrestle power from him.

Wr Paul Chitlik, Jeremy Bertrand Finch

Dir Randy Bradshaw

TWISTED TALES

AKA: **TWISTED - (UK TITLE)**



Anthology show which specialises in stories of the bizarre including the occasional science fiction story.

In an Australian version of Tales Of The Unexpected, Bryan Brown introduces stories of the bizarre and the supernatural. Sometimes serious, often comical, but always with a twist at the end of the story.

WR.

DIR.

EPISODES: 12 **YEAR MADE:** 1996 **COUNTRY:** AUS **SEASONS:** 1

9 NETWORK/ SOUTH STAR SALES.

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Host BRYAN BROWN.

TWO TWISTED



Two Twisted is an Australian TV mystery drama which premiered on the Nine Network on 14 August 2006. Narrated by Bryan Brown, who also produced the series' predecessor, Twisted Tales, each episode of the series contains two short half-hour stories, that have a twist ending. Also present in each episode is a link or connection between the two tales.

Rather than draw on a pool of experienced writers the producers of the series issued a call to up and coming writers to submit screenplays. Some 2400 entries were received and from these, 14 finalists were chosen. Directors were chosen in a similar fashion. A mix of experienced and emerging directors were chosen to shoot each episode.

Each episode was shot over a period of four days with each director given another four days to edit.

This genre is too easy to abuse. For those who grew up on Hitchcock or Twilight Zone, there is much that might disappoint. The tales could be predictable, or boring, or too cheesy.

Brian Brown has surrounded himself with some of Australia's finest actors.

The scripts are tight. The tales ambiguous to the end, but not after.

It was once said of the Korean movie industry that the discipline of good story continuity wasn't present. That unexplained events would escalate and so a killer would be outside of the private abode of a pretty victim without the viewer ever knowing why the victim was targeted, how the killer found the victim, why extreme violence was required, why no one benign existed. So Two Twisted tales treads dangerous grounds .. using continuity within its language of exposition. The difference being that Two Twisted's continuity issues are deliberate and explained.

Ratings

Week 1 - 1,100,000 viewers nationally

Week 2 - 830,000 viewers nationally

Week 3 - 790,000 viewers nationally

Week 4 - 650,000 viewers nationally

Week 5 - 642,000 viewers nationally

Week 6 - 540,000 viewers nationally

Episode Pair Links

In each pair of episodes in Two Twisted, there is a link between them (Like an object or a name that's in both episode). Here are the links in each pair of episodes:

There's Something About Kyanna & Finding Frank

Mid way into the first episode, the camera moves over a book titled Trespassers.

About the same way through the second episode, the main character Frank, looks at a picture. Behind it is the same book, Trespassers.

Call Back & Heart Attack

Toward the end of the first episode, an ambulance blocks the road as it tends to a fallen bicyclist.

In the second, the lead male suffers a heart attack while on his bike, the same model seen in the previous episode.

Von Stauffenberg's Stamp & A Date With Doctor D

In the middle of the first episode, an offer was made to buy the barbershop.

In the second, Rolly broke a coffee cup that had underneath it a corporate proposal to buy the barbershop in the first episode.

Soft Boiled Luck & Arkham's Curios and Wonders

Near the start of the first episode, a red cube puzzle is used as "a cognitive test for the shrinks, part of the psych report".

In the second, the puzzle is seen in Vincent's bedroom, on a shelf, beside a plasma ball. The puzzle is never shown in clear focus during the episode, but is seen in the "Rik Bitta" segment for the week.

Flash Exclusive & Delivery Man

Man and Van which visits the first woman to deliver groceries are the same ones in the next episode.

Jailbreak & Saviour

In the start of the first episode, the doctor is stitching up a man as Jenkins walks in.

This same man is the immortal man in the second episode.

Love Crimes & Grand Final

In the start of the episode, Vince Colosimo's character sees a note on the fridge from 'Mason', stating that he will be late at basketball training.

In the second episode, Dan's friend is called Mase (obviously short for Mason), and plays basketball, so it's the same boy.

WR. James Robertson, Kelly Schilling

DIR. Tim Bullock , Graeme Burfoot , Tony D'Aquino , Brendan Donovan , Jody Dwyer, Glendyn Ivin , Jennifer Kent , Paul Middleditch , Nick Parsons , Kate Riedl , James Robertson, Kelly Schilling, Nick Tomnay, Rachel Ward

EPISODES: 14 **YEAR MADE:** 2006 **COUNTRY:** AUS **SEASONS:** 1

NINE NETWORK (BROADCASTER), AUSTRALIAN FILM COMMISSION

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 14

DATE OF PREMIER: 14/07/2006 **AIR DATE OF LAST EPISODE** 18/09/2006

SEASON DATE BREAKDOWN: Season One : 14/07/2006 - 18/09/2006

FILMS:

Narrator BRYAN BROWN, Ali WASEEM KHAN.

RELATED SHOWS:

TWISTED TALES

1 - 1 *THERE'S SOMETHING ABOUT KYANNA*

Mathilda is a young author who lives in a new secluded house right on the ocean with her partner Bill. When returning from a swim, Mathilda realises one of her socks is missing. She shakes it off and goes back to the house leaving her shoes outside, only to later discover one of the shoes has vanished. How did they vanish? Is Mathilda panicking over nothing? And is there someone else in her house?

Wr Peter Ivan

Dir Kate Riedl

1 - 2 *FINDING FRANK*

On the last graveyard shift of a retiring security guard, his colleague Frank plays a series of practical jokes on him to get him nervous. Then Frank sends in a distress call to Norm. Is he simply crying wolf again? Or is it actually something very serious?

Wr Michael Brown

Dir Jody Dwyer

1 - 3 *CALLBACK*

How would you feel if your wife and son had been murdered? And what would you do if there was a way of changing the past? Karl Wells has this chance, and is able to call himself and his wife on the telephone from the future. But the question is, will his past self and his wife believe him, or is the death of his wife and child inevitable?

Wr Matthew Macknamara

Dir Graeme Burfoot

1 - 4 *HEART ATTACK*

A doctor is exercising and out of the blue starts suffering from a series of heart attacks. After being rushed to hospital he is put on life support and intensive care and his dead heart is removed for testing. His wife waits at the hospital during the night only to find out the gruesome truth about his terrible condition.

Wr David Childlow

Dir Rachel Ward

1 - 5 *VON STAUFFENBERG'S STAMP*

A drunken wife, a soft barber and a quite plain stamp collector launch into a world of trouble when one of the most valuable stamps in the world comes into the stamp collectors hands. The stamp belonged to a one Von Stauffenberg, a man who tried to murder Adolf Hitler. It is now up to the stamp collector, with the aid of his friend the barber, to authenticate the stamp. But could authentication lead to cold blooded murder?

Wr James Robertson

Dir Glendyn Ivin

1 - 6 *A DATE WITH DOCTOR D*

Rolly Schwartz, a businessman wakes up just like every other morning until he discovers the nightmare which is in his cupboard. Rolly knows why he is after him, but is the devilish Doctor D closer to home than he thinks. A DATE

Wr Everett De Roche

Dir Paul Middleditch

1 - 7 *SOFT BOILED LUCK*

Set in the not too distant future, Patrick Dempsey's wife is murdered and he is the prime suspect, and there is substantial evidence declaring his guilt. However, the man has a clone, and although clones have had their personalities altered and are not capable of crime, the detective in charge of the case is not certain. What follows is a moral dilemma between both Patrick and his clone, and the detective and his partner. But the burning question, which one is guilty? And is there something else to this case?

Wr James Robertson

Dir Brendan Donovan

1 - 8 *ARKHAM'S CURIOS & WONDERS*

A young boy discovers an old magazine catalogue selling items claiming to be of magical power. After purchasing a few items, he puts them into effect, when he realises that he now has the power over life, and death.

Wr Tony D'Aquino

Dir Tony D'Aquino

1 - 9 *A FLASH EXCULSIVE*

A maverick reporter is following the story of a lifetime when he follows a beautiful but suspicious woman who has once been suspected for murder. Will he find evidence that maybe she didn't kill her last husband, or will he be her next victim.

Wr Michael Adams

Dir Tim Bullock

1 - 10 *DELIVERY MAN*

A woman has lived inside of her house for the past two years, never setting foot outside, and has an intense fear of storms. One day her usual delivery man couldn't make it and instead sent his partner. What will this man do to change her life forever?

Wr Kelly Schilling

Dir Kelly Schilling

1 - 11 *JAILBREAK*

When jail life becomes deadly, a smart but sneaky inmate concocts a dangerous but seemingly foolproof plan. Will it work?

Wr Ian Iveson

Dir Nick Tomnay

1 - 12 *SAVIOUR*

A ruthless doctor will do anything to save her own daughter from a rare aging disease which is killing her. But when she finds the cure in a suspicious prisoner, things don't go well.

Wr Nick Parsons

Dir Nick Parsons

1 - 13 *LOVE CRIMES*

The boss, his secretary and his wife. A volatile mix. After taking his secretary to lunch, Duncan decides to bring her back to his place while he 'picks something up'. Duncan, though, is after more than that, and makes a pass at his secretary. She rebuffs him but that's not the end of the story. She wishes to have her revenge. And so does he. And his wife is making the trip back home from work. How will it all end?

Wr Michael Gillett

Dir Jennifer Kent

1 - 14 *GRAND FINAL*

Sixteen-year-old Daniel is cursed with a supernatural gift that gives him the ability to see things about other people that you wouldn't want to know about yourself...

Wr Nick Parsons

Dir Nick Parsons

TYPHON'S PEOPLE



In the shadowy world of genetic research some secrets can be worth more than life itself. Just as he is about to unveil his results, scientist David Typhon is assassinated. International powers zero in on his closely-guarded research station in remote New Zealand. Half a world away, Cato Macgill is irresistibly drawn to trace the threads which link him, body and soul to Typhon's bizarre experiment. Who are these perfect children these eerily perfect people? What sinister powers do they possess? And how is he connected to them? Aided by the beautiful and mysterious Maia, Macgill sets out on a deadly quest to uncover the haunting truth about Typhon's People.

The series was produced by Dave Gibson and Dorothee Pinfeld (Executive Producer). Cinematography was by Wayne Vinten, film editing was by Jamie Selkirk, costume design was by Cheri Ingle and stunts were by Peter Hassall (stunt co-ordinator, stuntman).

Actors of note for this mini-series include Michael Hurst who also starred as Iolous in *HERCULES: THE LEGENDARY JOURNEYS* and Lucy Lawless who played Xena in *XENA: WARRIOR PRINCESS*.

WR. Margaret Mahy.

DIR. Yvonne Mackay.

EPISODES: 2 **YEAR MADE:** 1993 **COUNTRY:** AUS **SEASONS:** 1

CREATOR:

TYPE OF SHOW: CLONES

FORMAT: MINI-SERIES

LENGTH (MINS): 90 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Cato Macgill/Adam Prime GREG WISE, Maia Tertius SOPHIE LEE, Andreus ALFRED MOLINA, Daniel Harrington JOHN BACH, Constantine MICHAEL HURST, The Minister TONY BARRY, Denzil/Zeno Secundus STEPHEN LOVATT, Hilary Gladstone MIRANDA HARCOURT, Typhon PATRICK SMYTH, Ainsley Starling YVONNE LAWLEY, Angel, Secundus ROSS GIRVEN, Mink Tertius LUCY LAWLESS.

RELATED SHOWS:

HERCULES: THE LEGENDARY JOURNEYS

XENA: WARRIOR PRINCESS

U.F.O.



UFO's format was similar to Captain Scarlet and the Mysterons, that of an alien force attacking an Earth defended by a powerful secret organisation. But this one was set in the 'near-future', 1980. The premise: for ten years a dying, sterile race has been raiding Earth in search of human organs to keep itself alive. All that stops our planet from becoming one giant body bank is SHADO - Supreme

Headquarters Alien Defence Organisation - operating from a secret base beneath the Harlington-Straker film studios (actually MGM in Borehamwood, where the series was made) which act as a cover for SHADO personnel led by ex-USAF colonel Ed Straker. SHADO also has a centre on the Moon - base for its interceptor craft and the first line of defence against marauding pyramid-shaped UFOs. Its hi-tech resources include SID - Space Intruder Detector - a sophisticated computer satellite, submarine/aircraft called Skydivers and a range of tank-like SHADO mobiles to pursue UFOs that reach Earth.

The aliens themselves were rarely seen - and nothing was revealed of their possible origins. But they were shown to have a liquid environment inside their space helmets for interstellar travel - a womb principle that Anderson told TV Times he devised after hearing of genuine scientific experiments involving keeping a dog alive underwater for an hour by filling its lungs with a special combination of water and gases.

The series had one of the biggest semi-resident casts for any TV show, though not all the regulars appeared in every episode. In fact, only one had a 100 per cent record. That was Commander Straker, play by Canadian actor Ed Bishop - the voice of Captain Blue in Captain Scarlet and the Mysterons. His right-hand men were Col. Alec Freeman and Col. Paul Foster, the former played by Special Branch star George Sewell who had also appeared with Ed Bishop in Doppelganger. UFO also boasted one of television's shapeliest regiments of women, dressed to kill in tight-fitting catsuits and mauve wigs. The glamorous commander of Moonbase, Lt. Gay Ellis, was played by Gabrielle Drake who later went on to head a very down-to-earth ITV outpost - the Crossroads motel.

With UFO Gerry Anderson finally cut the strings that tied him to his Supermarionated puppets. He'd filmed with live action in The Secret Service and made the jump with his 1969 feature film Doppelganger, but UFO was his first fully flesh-and-blood TV series. It was a natural development, and one which offered the chance to dust off many of the props, vehicles and costumes lying around after Doppelganger (aka Journey to the Far Side of the Sun). All the same, production costs were high - around £ 100,000 for each of the 26 hour-long. Although many of Century 21's regular writers were used on UFO, script editor Tony Barwick was responsible for 12 of the 26 scripts. There were notable contributions, too, from David Tomblin and Terence Feely.

This was a more adult science fiction show than the Supermarionation adventures, often edgy and downbeat in its plots and characterisation. Straker, for example, was shown as having a broken marriage behind him. ITV, though, didn't know how to take it. First screened in September 1970, it didn't get a network launch and was buried by many regions. A planned second series, with the emphasis switched to Moonbase, turned into Space: 1999 - but that's another story.

Set in the then-future 1980, the premise was that an international military command was set up to defend Earth from Unidentified Flying Objects. This New World Order strike force was SHADO -- Supreme Headquarters, Allied Defence Organisation. Produced in England, this series mocked American priorities by giving the commander, Edward Straker, a cover identity as a movie producer. John Brosnan ("Future Tense", p.299) notes that this first non-puppet series by Gerry and Sylvia Anderson had "a cast [that] seemed to be trying to imitate puppets, particularly Ed Bishop...)

Before this series the Andersons had been best known for their SF tv puppet series, such as THUNDERBIRDS. In this first live-action tv series from them the actors certainly resembled puppets, and the make-up, apparently deliberately, reinforced the effect. Set in the NEAR FUTURE (1980), UFO tells how SHADO (Supreme Headquarters Alien Defence Organisation), headed by Commander Straker (Ed Bishop),

fighters against hostile, telepathic aliens in flying saucers (>UFOS). Meddings's special effects were impressive, though some of the props, costumes, etc., were recycled from the Andersons' first live-action production, the film *DOPPELGÄNGER* (1969; vt *Journey to the Far Side of the Sun*).

The bland scripts, though more sophisticated than those of the SuperMarionation puppet series, were typical of Anderson productions (see also *SPACE* 1999), possibly because the Andersons underestimated children's intelligence. Many of the stories, about elusive disguised aliens, were reminiscent of episodes of *The INVADERS* (1967-8). Though there were only 26 episodes, lack of enthusiasm by the commercial networks led to a gap of more than 2 years between first and last. Ties are *UFO ** (1970; vt *UFO-1: Flesh Hunters* 1973 US) and *UFO 2 ** (1971; vt *UFO-2: Sporting Blood* 1973 US) by Robert Miall (Jonathan BURKE).

UFO was filmed in two blocks of episodes. The first block consisted of episodes: 1-2, 4-8, 10-11, 13, 15-17, 19-22 & 25. The second block consisted of episodes: 3, 9, 12, 14, 16, 18 23-24 & 26. Characters marked '*' only appeared in the first block, of episodes. Many characters who had secondary roles in the first block were given more predominant roles in the second block, to take their places. *UFO* was the first live action series produced by legendary British TV producer Gerry Anderson. Anderson had made a name for himself during the 1960's by producing many popular science fiction puppet series, including *THUNDERBIRDS*, *SUPERCAR*, *FIREBALL XL-5*, *STINGRAY*, *JOE 90* and *CAPTAIN SCARLET AND THE MYSTERONS*. *UFO* had a premise which was similar to one of the puppet series. *Captain Scarlet* and the *Mysterons*. Both series were about organisations devoted to defending the Earth from alien invaders.

Produced in 1970, *UFO* was set in the then near future of 1980. The show told the story of a secret organisation known as *SHADO* (Supreme Headquarters Alien Defence Organisation). *SHADO* had been created in the 1970's to fight off a race of humanoid aliens who were coming to Earth from their dying home world to raid our planet of its resources. Included among the resources which they needed were human organs which they used to transplant into themselves *SHADO* was internationally funded and huge sums of money were spent developing the technology needed to defend the Earth from aliens once there was proof of their existence. Both the alien's and *SHADO*'s very existence was kept secret from the public in the hopes that doing so would prevent wide scale public panic.

SHADO's base of operations was in a secret underground complex located beneath the Harlington-Straker film studios in the outskirts of London *SID* (Space Intruder Detector) was an unnamed satellite which was *SHADO*'s early warning system. Once *SID* detected a *UFO* coming towards the Earth. *SHADO*'s defences would come into action.

The first line of defence came from the *SHADO* moonbase. Once a *UFO* was detected, the moonbase would launch its three interceptors. The interceptors were fast one man spacecraft, each equipped with one huge missile. They would attempt to intercept and destroy the *UFO*s before they got to Earth. If the interceptors failed and the *UFO* made it to Earth, the alien craft then had to face *Skydiver*. *Skydiver* was a submarine with a fighter airplane (*Sky 1*) in its nose. If the *UFO*s made it past *Skydiver* and landed on the surface, *SHADO* mobiles were dispatched to the scene. Mobiles were heavily armoured vehicles which would attempt to destroy the *UFO* and if possible capture the ship's crew.

In charge of *SHADO* was Ed Straker. Straker was formerly an American Air Force Colonel. with degrees in astrophysics and lunar science from MIT. Straker was totally committed to his job and gave up his wife and family for *SHADO*. He also passed himself off as the film studio executive in charge of the studio which *SHADO* HQ was located beneath. Straker's chief aides were Colonel Alec Freeman, Colonel Virginia Lake and Colonel Paul Foster. Foster had been a test pilot who saw a *UFO* being shot down and was recruited into *SHADO* while trying to discover what he saw. The *SHADO* moonbase was under the command of Gay Ellis who along with her staff all wore purple wigs.

The aliens were very close in appearance to humans. a similarity that went more than skin deep since human organs could be used as transplants Their skin however was green, this colourization may have been caused by the green oxygenated liquid which the aliens breathed while travelling in space. Once removed from this liquid and exposed to the Earth's atmosphere the aliens would quickly grow old and die. The aliens' technology was much more advanced than our own They were aware of *Shado*'s existence and seemed able to infiltrate *SHADO* with ease. It was almost as if the aliens were playing a game of cat and mouse with *SHADO*, and that if they wanted to they could wipe *SHADO* out. No effort was ever made by either the humans or the aliens to communicate with each other.

The production values on *UFO* were first rate. The special effects and model work were the best to appear on TV up to that time and still hold up very well. Use was also made of stock effects footage from *Doppelgänger* (aka *Journey to the Far Side of the Sun*) a feature film produced by Anderson shortly before *UFO* went into production.

Although UFO is still quite popular with science fiction fans, the series never was able to find its audience when it was first on. This may have been due in part to the fact that Anderson was known as a producer of children's TV programmes, and TV station programmers treated UFO like a children's show, a classification which UFO on the surface might fall into. UFO did however deal with a number of adult themes such as adultery and drug use and was clearly aimed at adults. What was to be a second series of UFO metamorphosed into what eventually became the first series of SPACE: 1999, but that's another story.

NOTES: The original U.K order made little sense continuity wise. Episodes from the two production blocks were run all mixed up. The series did not receive good treatment from ITV and was never run on the same time and date in the different ITV regions. Two episodes remained unaired until the series was rerun in 1973. The ATV broadcast dates and order are shown here, as it was the first region to begin broadcasting the series.

The series was first released in the US in the autumn of 1972, and the British screen dates are for the ATV, Midlands region (ITV). The executive producer was Gerry Anderson, producers were Reg Hill and Gerry Anderson, script editor was Tony Barwick, special effects were created by Derek Meddlings, and the music was by Barry Gray. Famous actors to have appeared in UFO include Windsor Davies (TERRAHAWKS), Lois Maxwell, Philip Madoc, Stephanie Beacham, Stuart Damon (THE CHAMPIONS) and George Cole. Century 21 fashions by Sylvia Anderson, the art director was Bob Bell and the lighting cameraman was Bernard Stafford BSC.

UFO was filmed in two shooting blocks at two studios, due to an unexpected closure of the first studio after 17 episodes had been filmed. There was a 6 month period spent waiting for soundstages to become available at the second studio, and since many of the actors were not contractually obligated to stay with the series, they went and found jobs elsewhere. The episodes in the second shooting block are missing many of the regulars from the first block, including Col. Alec Freeman, Lt. Gay Ellis, Lt. Keith Ford, Capt. Lew Waterman, and Lt. Joan Harrington. Many of these characters were replaced with new ones, Col. Virginia Lake was added to replace Col. Freeman, and Lt. Nina Barry was promoted to replace Lt. Ellis.

To determine which episodes were filmed in which shooting block, see the production order listed in the first 17 episodes were filmed at MGM Borehamwood studios from May to December 1969, while the remaining 9 were filmed at Pinewood studios from May to September 1970. There were a few other significant character/cast changes made while the series was in production. Capt. Peter Carlin was originally intended to be a main character, but was dropped early in the production because the actor's agent feared he would become typecast as a sci-fi television series actor. Col. Paul Foster was added after a few episodes had been made to give the series a more youthful and appealing male lead. Dr. Jackson was added because the producers liked the actor, and the actor playing Dr. Shroeder had become ill. And Interceptor pilot Mark Bradley was dropped because the producers didn't think the actor's abilities were up to their expectations.

There are a few bloopers as well in the show. Probably the most noticeable is in "The Long Sleep", when Straker refers to a "Miss Ross". The original script gave Catherine a last name of "Ross", but this was changed to "Fraser" prior to filming -- unfortunately, one occurrence of "Ross" managed to slip by everyone involved in the production! In "Identified", Lt. Ford tells Straker that he's been with SHADO for two years. Yet, during a flashback in "Confetti Check A-OK", we see that he was with SHADO ten years ago! In "Reflections in the Water", there is a major battle at the end, and 4 Interceptor missiles are shown to be fired, which is somewhat surprising, since there are only 3 Interceptors with 1 missile each!

In "Confetti Check A-OK", there is a shot of Straker's futuristic car pulling up to General Henderson's office. The problem is that this is a flashback scene, and was long before Straker had a futuristic car! In "Computer Affair", Astronaut Mark Bradley and Gay Ellis have dinner together and are drinking a 1984 vintage wine. While not technically a blooper, many fans regard this as a mistake, as this episode seems to be early in SHADO's history, which would put it in the 1980-1981 time frame.

Also not technically a blooper, Lt. Ford's voice has obviously been dubbed over with another actor's voice in the episode "The Square Triangle". Actor Keith Alexander was often out of the country during UFO's production, and most likely another actor was brought in to redub his voice due to a problem with the original sound recording made on the set.

Most of Gerry & Sylvia Anderson's series only lasted 39 episodes or less, as financier Lew Grade was more interested in the prospects of making a brand new series than continuing an old one. So when UFO finished filming 26 episodes in the fall of 1970, it wasn't even expected that there would be more episodes. And sure enough, Lew asked Gerry to start filming the detective/crime-fighting series "The Protectors".

UFO began broadcasting in England as the final episodes were being filmed, and the local stations didn't quite know how to schedule it, as they were expecting another Gerry Anderson children's program, but instead got something that had a lot of adult content. As a result, different stations showed it at different times, and moved some episodes to late night or refused to show them at all. As one might expect, ratings were not very good.

ITC saw the American market as being very important, and UFO was first broadcast there two years after filming had been completed. In the biggest markets of New York and Los Angeles, UFO did very well in the ratings for the first several months. It did so well in fact that CBS was thinking about ordering a second season. As a result, Gerry Anderson and his team began pre-production on a sequel series which would take place in the year 1999. The battle with the Aliens would have escalated, and SHADO HQ would have been moved to the moon in a much larger moonbase. Models, sets, costumes, and scripts were prepared, but then UFO's ratings began to fall in America, and Lew Grade decided to cancel the project. However, Gerry pitched the idea to use this pre-production work for a brand new series, and SPACE: 1999 was born.

After more than 25 years since UFO finished production, a film production company in Australia has begun exploring the prospects of creating a brand new series based on UFO. This series would most likely be based in the present, and feature Ed Bishop in the role of "General Straker". Negotiations over rights and financing are currently underway, and if all goes well, production could begin in late 1997.

There is certainly nothing onscreen to indicate a direct link between UFO and any other Anderson production. However, there has been a lot of publicity & fan conjecture about a shared "universe" of events in the various Anderson productions. In fact, prior to SPACE: 1999's premiere, ITC circulated some background information which included statements saying that Moonbase Alpha was an evolution of the SHADO Moonbase, that the Aliens had stopped coming to the Earth around 1990, and that the Hawk fighter was a replacement for the Interceptor. Not all fans have chosen to believe this though.

However, there are certainly a lot of similarities between UFO and many of the other Anderson productions due to the same group of people working on them. Notable among these are Gerry Anderson & Reg Hill (producers & series concept), Sylvia Anderson (fashions, casting & series concept), Tony Barwick (script editor & writer), Derek Meddings (vehicle design & special effects), Barry Gray (music & sound effects), Bob Bell (art director & set design), and David Lane and Alan Perry (directors). Many of UFO's regular and guest cast also worked in other Anderson productions, either as actors or voices for puppet characters.

There are also some similarities between the story elements in UFO and other Anderson productions. Organisations protecting against danger is a common theme, and was the basis of the earlier puppet series STINGRAY, THUNDERBIRDS, and CAPTAIN SCARLET. Other familiar plot elements in UFO are the secret organisation (THUNDERBIRDS) and an ongoing battle with Aliens (CAPTAIN SCARLET). UFO also has a lot in common with the Anderson's 1968 live action movie Doppelganger, aka Journey to the Far Side of the Sun. This film features several UFO cast members and many elements that would be later reused in UFO, like the futuristic automobiles and jeeps, the astronaut suits, and the models of a launch facility and rocket.

INVASION: UFO is a 90 minute movie created by compiling scenes from several episodes of UFO. It is not the pilot movie for the series, and in fact was produced ten years after UFO was made! The episodes used for the compilation are "Identified" (32 mins), "Computer Affair" (25 mins), "Reflections in the Water" (27 mins), "Confetti Check A-OK" (5 min), "The Man Who Came Back" (1 min), and ESP (less than 1 min). A new title sequence was created, and additional music was added or overlaid onto the existing music. There are some fans who find this compilation movie enjoyable, while others think it is cheesy and vastly inferior to the original episodes. Oddly enough, INVASION: UFO has been broadcast more frequently than the original series in many areas, and in England, five of the original UFO episodes used to make the movie cannot be released on home video because the movie has exclusive video rights! Although INVASION: UFO was the only English-language UFO compilation movie, there were 5 dubbed Italian UFO compilation movies which were released in Italian theatres in the early 1970's. Three of these are currently available on home video in Italy.

To people who don't follow or have access to British film, TV, theatre, or radio productions, it would appear that practically everyone who appeared in UFO never worked in show business again! This is certainly not the case however, as many of the major UFO players, like Ed Bishop, Mike Billington, George Sewell, Wanda Ventham, and Gabrielle Drake have continued working in British productions. When UFO was first released, it was expected that Ed Bishop would become a major star, but unfortunately this did not happen. However, Ed has found steady work in England with voice-overs, stage plays, and radio dramatisations. He has also been quite active in UFO fandom and has appeared at many science fiction conventions in London and elsewhere.

Mike Billington followed UFO with the leading role in the BBC historical drama THE ONEDIN LINE, a part for which he is probably best remembered for in England. Since then, he has done some television work and concentrated on teaching method acting in America and England. George Sewell and Gabrielle Drake have continued working in British television and theatre, while Wanda Ventham has appeared in many British television series. A few of the regular cast members have passed away since the filming of UFO. These include Grant Taylor (General Henderson), who was ill during the filming of UFO and passed away shortly

after the series had finished production, and Vladek Sheybal (Dr. Jackson) and Norma Ronald (Miss Ealand), who both have passed away in recent years.

Excluding the previously mentioned videos, there has been a fair amount of UFO merchandise released all around the world, most notably in Japan, England, and Italy. Naturally, most of this merchandise came out in the early 1970's, and is difficult if not impossible to find today. However, new products were released in the 1980's and 1990's, some of which can be easily found today. Perhaps the most popular items have been the various model kits and die-cast models of the various SHADO vehicles and such. These were mostly produced by IMAI, BANDAI, and DINKY, and include things like the Interceptor, the UFO, Skydiver, Sky One, the Mobile, the Lunar Module, the Lunar Carrier, Moonbase, Strakers car -- even Lt. Ellis! Quite a few of these can still be found today, although they can be a bit pricy.

As for books, there were originally two English-language novelizations, a British "UFO Annual", several comics, and many Italian photo-novelizations. In the early 1980's there were two Japanese visual guidebooks released, and yet another one in 1993 called the "UFO Super Guide". There have been a few UFO-related books released in recent years, including the "UFO & Space: 1999 Book" (series guides), "21st Century Visions" (Derek Medding's book on Anderson special effects), and "The Gerry Anderson Memorabilia Guide" (a guide to all Anderson merchandise). The FANDERSON club (see FAQ#23) also recently released a booklet full of UFO pre-production drawings.

As for magazines, most of the English language ones which cover UFO are from England. Magazines like SIG, CENTURY 21, TV ZONE, TIME SCREEN, and SFX have had articles of interest to UFO fans, and many of these are still available as back issues. Interesting UFO information can also be found in fan club publications, like SHADO-USECC's COMMUNIQUE newsletter and FANDERSON's FAB magazine.

A number of miscellaneous items were also released in the early 1970's, including trading cards, comics, puzzles, viewmaster reels, lunchboxes, colouring books -- even a UFO board game was released in Italy! Most of these items are very rare today, and must be obtained second-hand. FANDERSON currently sells some photos, audio tapes from UFO conventions, plus an excellent one hour video documentary on the "Making of UFO". Many UFO photos & slides have been available over the years, but the selection and number of merchants selling them today appears to be very small. There was no official UFO soundtrack released, although some of the original music has been released on FANDERSON mini-albums in the past, and a few fans have somehow acquired copies of Barry Gray's original studio recordings. And finally, ITC publicity materials, scripts, original models, and other rare items are owned by a few hard-core fans, and are generally not for sale!

In 1980, a secret organization called SHADO (Supreme Headquarters Alien Defense Organization) battles hostile alien creatures from a dying world. SHADO's control center is hidden beneath the Harlington-Straker film studio, which controls moonbase, a fleet of submarines and land mobiles.

Cast: SHADO Headquarters: Cmdr. Ed Straker (Ed Bishop); Col. Paul Foster (Michael Billington); Col. Virginia Lake (Wanda Ventham); Col. Alec Freeman (George Sewell); Gen. James Henderson (Grant Taylor); Dr. Douglas Jackson (Vladek Sheybal); Lt. Keith Ford (Keith Alexander); SHADO Operative (Ayshea); Miss Ealand (Norma Ronald); Moonbase: Lt. Gay Ellis (Gabrielle Drake); Lt. Nina Barry (Dolores Mantez); Lt. Joan Harrington (Antonia Ellis); Skydiver Submarine Crew: Capt. Peter Carlin (Peter Gorden); Lt. Lew Waterman (Gary Meyers); Masters (Jon Kelley); Skydiver Navigator (Jeremy Wilkin); Skydiver Operative (Georgina Moon); With Voice of SID (Mel Oxley).

Created by: Gerry and Sylvia Anderson, with Reg Hill; Producer: Reg Hill; Executive Producer: Gerry Anderson; Century 21 Fashions by: Sylvia Anderson; Special Effects Supervisor: Derek Meddings; Music: Barry Gray; Director of Photography: Brendan Stafford; CBS/ITC Entertainment; 60 minutes.

UFO was an action-packed series loaded with spectacular hardware: A moonbase that launched interceptor spaceships; a fleet of submarines that launched missile-carrying aircraft; SID, a satellite with a booming British voice that announced the trajectory of incoming UFOs; and vehicles that included Commander Straker's bubbletop car (actually a modified Zephyr-Zodiac MK 1V).

On the bad guys' side was a seemingly inexhaustible supply of alien flying saucers that zoomed across the galaxy with masochistic determination. Most of the saucers were blown apart by the interceptors before reaching Earth. A few of the hostile marauders did land on Earth to kidnap unwitting humans. The aliens couldn't live in Earth's atmosphere long, however. After a few days, their bodies aged and their spaceships began to deteriorate.

UFO was the first live-action series created by the husband-and-wife team of Gerry and Sylvia Anderson. Previously, the English couple had produced such children's adventure programs as Thunderbirds and Captain Scarlet. These Super Marionation puppet series enjoyed huge international success.

UFO benefited from a no-nonsense approach to its subject matter. Despite the comicstrip premise, many plots

had a remarkably adult subtext. The photography was first-rate, the editing exceptional and the theme music exciting. Conceptually, the show's weakest link was the aliens. They traveled millions of light years across space, clad in red spacesuits and breathing green liquid, to raid human beings of their body organs. It was an unpleasant and impractical premise. For the aliens to get away with a couple of hearts and a lung didn't seem to justify the weekly destruction they faced from Earth's defenses. In later episodes, the aliens' motives for attacking Earth grew murkier. The concept of Earth as an intergalactic grocery store gave way to a straight "us or them" conflict as the aliens tried to destroy all of mankind. Portraying a weekly war on a TV budget was a formidable task. Dozens of alien saucers were created exclusively for the series, and dozens were blown up by the special effects men. This became too expensive, and the technicians learned to rely on quick editing to insert shots of exploding magnesium rather than destroy any more saucers.

Before UFO began production, ITC Entertainment hoped that the series could be sold to one of the American networks. With this in mind, Ed Bishop was chosen as the lead. Bishop had moved to England from America in the early 1960s and had worked for the Andersons in their 1969 film *Journey to the Far Side of the Sun*. Bishop portrayed Straker with a steely determination. Beneath the cool exterior, Bishop hinted at a sensitive, tragic man who had been given the job of saving the universe at any cost. His dedication ultimately cost him his marriage and his son's life. When one character suggests Straker go home and get some rest, Straker bitterly replies, "What home?" SHADO became his total existence.

"Straker was one of those guys who had a singleness of purpose," says Bishop. "In his life, there was very little grey. Everything was black and white, right and wrong. He put everything through his own personal sieve and it came out the way he wanted it. With a hard-ass like Straker, you could throw anything at him and he would field it. Nothing fazed him. He was also one of those guys who was constantly in turmoil. If you removed the turmoil, he'd find another source of turmoil to satisfy him. Straker always came to the fore under great pressure."

The female characters on UFO were caught between a futuristic vision of equality and the leering sexism of the 1960s. Women controlled moonbase, and they did their jobs coolly and efficiently. On the other hand, they were dressed in skin-tight leotards and wore purple wigs and aberrant eye shadow. The most heroic female character was on Earth, Col. Virginia Lake (Wanda Ventham). She could compete with the men in the most hazardous of missions, but she retained a dignified femininity. "It was very important to me to have women characters represented as strong and courageous as opposed to being merely decorative," says Sylvia Anderson. "However, as I was a lone voice at the executive level, I was by no means happy with all of the female characters. They were written by an all-male team of writers. For the time, I felt UFO made some steps forward."

The first 18 episodes of the series were filmed in early 1969 at MGM studios in England. The remaining eight episodes were shot at Pinewood studios later that year. Prior to filming, an enthusiastic Gerry Anderson interviewed UFO experts and solicited scientists' advice on the liquid-breathing biology of the aliens. When the series premiered in England, it boasted the largest regular cast in TV history. However, several key actors didn't last the season. Peter Gordeno, who played submarine Captain Peter Carlin, was soon dismissed from SHADO duty. "Peter was considered a nonactor" by executive management, says Sylvia Anderson of the singer and dancer. "Therefore, his contract was not renewed. I, personally, thought that was a mistake. His character was interesting [Carlin's sister had been killed by the aliens], and Peter's personality overcame his lack of acting experience."

Straker's right-hand man, Alec Freeman, was characterized with a quiet sensitivity and humor by George Sewell. He was also phased out by the season's end in an effort to sell UFO to America for syndication. "The American networks found George Sewell not as attractive as their second leads in America normally were," says Sylvia Anderson. "As a result, I cast Michael Billington [Col. Foster] to replace him." The third major change was the loss of Lt. Ellis (Gabrielle Drake) from Moonbase. Drake left the series to pursue other acting jobs.

Straker's foil during the series was his superior, the gruff General Henderson. Some of the series' best scenes were provided by the clashes between the two men. The late Grant Taylor played Henderson, and it was to be his last role. "Grant was a terrific guy," recalls Bishop. "He was an Australian actor who came to England during the early 1960s. He had been a boxer, football player and star athlete. He was a magnificent actor, but his career never really took off. He was still a very employable actor, and he was wonderful as General Henderson. Grant was a very uninhibited guy who lived life to its fullest.

"After we shot the 18 episodes at MGM, we had a holdover for four months before filming resumed at Pinewood. When Grant showed up, he had lost half his body weight. He was gaunt, thin and drawn. He had cancer. He was no longer the gregarious guy who was on the set six months earlier. He was now very quiet and rarely spoke to anybody. He did his lines and sat in a chair, reading a book. If you'd go over and try to talk to him, he was very monosyllabic. It was totally unlike him."

Realizing he only had weeks to live, Taylor invited his closest friends to a last dinner party. "He gave a farewell party," says Bishop, "He said to everybody, 'Look, I'm dying. This is the last time you'll see me, so say your goodbyes.' That's the way Grant went out, with a sense of style. He died either just before UFO finished filming or immediately after. It was certainly the last job Grant ever did." Under the action-laden premise of the series were some surprisingly adult dramas dealing with the sacrifices SHADO demanded of peoples' lives.

Unlike many science fiction series, UFO improved as it went on, breathing life into its limited format with stories of time warps, mindaltering drugs and undersea alien installations. In the ultimate surreal adventure, "Mindbender" . Straker finds himself in a nightmare world where SHADO is merely a TV show. The episode follows Straker's travels from set to set in his effort to find reality. It offered an intriguing look at the UFO sets and studio background. "The strengths of UFO were the special effects and the visual presentation," says Bishop. "Sylvia Anderson was largely responsible for how the show looked. The main weakness of the series was our format. It was a very narrow channel. Every week the aliens came, we went on red alert and scrambled to meet them. That was the basic formula. If you compare that to Star Trek, where the universe was their oyster, you realize how constricting UFO was."

Having seen a few of the episodes recently, Bishop observes, "As an actor, the stories I liked the most were ones about Straker's personal relationships. The breakup of his marriage and the story about his son. Give me the beautiful Suzanne Neve [who played Straker's wife] anytime over a radar screen! Yet, seeing them now, I don't feel those personal elements on UFO worked that well."

Bishop's favorite episode was "Sub Smash," where the commander struggles to survive in a capsized sub after a UFO attack. "When I first accepted the role of Straker, I said to myself, 'I'm going to act the part as if I don't know the ending of the script.' Because you can usually see behind a hero's eyes. They know they're going to be back next week, so any danger they face is qualified. I wanted to get away from that.

"In Sub Smash, Straker really thinks this is the end, and I tried to convey that." With only minutes of air left, Straker begins to hallucinate. "Straker never mentioned religion, but as he's sitting there, dying, he says a simple line of, 'We wait for the day of resurrection.' It was an interesting facet of Straker to play, but there was great controversy over that. People said, 'No, No! That's pretentious. It's horseshit.' The guy who did the post-production hated it so much he tried to drown it out with music!"

UFO scripter Terence Feely recalls the show as well made and satisfying to work on. "It was certainly ahead of its time. It shared something with TV's The Prisoner in that Gerry Anderson found it easy to take on lateral thinking and the surreal. Gerry has a mind that understands the powerful logic of the surreal." Feely, who later wrote for Anderson's Space 1999 series, says, "UFO was easier to write for than Space 1999. UFO gave me an opportunity to write better plots, while Space 1999 had better characters. That's often the choice in science fiction." The writer didn't resent the special-effects nature of both series. "The effects were a blessing. They can cover a multitude of writing blemishes."

UFO premiered in England in 1970, but its scheduling broadcasts were erratic. Science fiction was generally regarded as children's fare, and TV programmers were baffled by UFO's adult content. Some episodes were broadcast in late evening slots to protect younger viewers from their intense themes.

As UFO endured a choppy and ineffective run in its native England, the series' 26 episodes were enjoying a highly successful 1970-71 broadcast in Canada on the CTV network. America held its option on UFO until the fall of 1972, when the episodes began a major launch on 91 United States markets, five of them owned by CBS. A successful North American run could have revived production of the series. UFO premiered to good ratings. Most Americans were unaware that the episodes were over three years old, and the series' deft camerawork, sharp editing and futuristic presentation gave the show a contemporary look.

Ironically, as UFO made a splash in America, its star, Ed Bishop, was also in the United States, toiling away at odd jobs. "We finished filming UFO in 1969," he says, "and frankly, my phone didn't ring. I didn't get any offers of work. It could have been that when the show was over, people in the busi-ness presumed that, 'Oh, Ed just did a big TV series. He's not interested in the sort of bread and butter acting jobs we used to give him.' Also, UFO was not a successful series in England. I think a lot of people thought I was lousy in it. So for a time, I didn't make any money, and I had a young family to support. My wife was very supportive. She became a schoolteacher, and she helped considerably but I had to do something." In 1972, Bishop decided to try his luck in America. With only 200 dollars in his pocket, he boarded a plane for America, his arrival coinciding with UFO's launch.

"I had one important asset," he says. "A very dear friend of mine had a wonderful apartment in Central Park West in New York. I stayed with him while I called up agents, trying to get work." Between acting roles, Bishop supported himself by doing odd jobs. "I'm quite good at what you call self-help-electricity, plumbing, wallpapering, and construction. I did that between acting appointments." It led to one of the strangest events in Bishop's life. "This story serves as a moral for anybody who is dazzled by the glamour of showbiz," he says.

"I got a wallpapering job in the Bronx one Saturday morning. A very nice couple wanted me to wallpaper their kitchen for 75 bucks. So I arrived with my bucket and paste. I began what was a slow, fiddly-like job. I was there all day, and around 6 p.m. the couple and their teenaged daughter went into the living room to watch *Td* Meanwhile, I concentrated on getting this wallpapering job done. At 7 p.m., I heard this music from the TV I stopped working and said, 'My God!

That's the UFO theme music!' I got off my step ladder, put down my bucket and peered into the living room. They were watching me on *UFO*. I didn't know whether to laugh or cry. I probably did both. It was so bizarre! Here I am, the leading guy on this TV show, and I'm wallpapering their kitchen. When I finished at 9 p.m., they paid me my 75 dollars and off I went. To this day, those people don't know who I was! It's just as well," Bishop laughs. "If they had known, it would have been extremely embarrassing!" When Bishop returned to England in the mid-1970s, work had picked up for the actor. *UFO* concluded a successful run on American TV in 1973. In March 1973, TV Guide critic Cleveland Amory gave *UFO* a negative review in his column. Viewers angrily protested his swipes at the series. Amory later admitted that *UFO* generated a surprising amount of favorable mail.

Gerry and Sylvia Anderson waited to see if the American affiliates were interested in a second season of *UFO*. Though the series had been filmed four years ago, many of the props had been stored, and some of the cast was available. The late Tony Barwick, *UFO*'s story editor, wrote several scripts in case *UFO* was revived. However, affiliates were more interested in the creation of the Andersons' *Space 1999* series, which began an American run in 1975. "A second season of *UFO* was highly anticipated," says Sylvia Anderson. "Had it continued, it would have been set entirely on the moon. This is, of course, what did happen with *Space:1999*." *UFO* vanished from most screens after 1975. Ten years later, the show slowly sizzled back into the consciousness of British and American audiences. Isolated reruns sparked fan clubs, and several successful conventions in England reunited the *UFO* cast. Episodes of *UFO* were also released on video, and the series enjoyed a run on America's Science Fiction cable channel. The series found tremendous success in Japan, where toys based on the series' hardware continue to sell well.

"*UFO* didn't receive the acclaim and popularity it deserved during its first run," acknowledges Sylvia Anderson. "Science fiction wasn't highly regarded in the creative world of British TV. In other words, it was ahead of its time." In Anderson's view, the series holds up well today, but she notes the show's weaknesses included "some substandard scripts and a lack of subtle direction." Ed Bishop says, "*UFO* had the moonbase, subs and planes to protect England from *UFO* raids. In many ways, it was like the battle of Britain all over again. But that premise also restricted the show. It was too confining. I would have liked to have seen, in a second year, that storyline expanded somehow." Bishop has been a guest at several British *UFO* conventions in recent years. He's gratified by the series' sustained popularity. "The spectrum of questions from the fans is amazing," he says. "They ask very astute and perceptive things. It's flattering to meet people who remember your work."

The fan reaction has made Bishop ponder the possibility of a *UFO* film. "I think there's a very good feature film struggling to get out of the ashes," he notes. "I'd be interested in being a part of that. There was still a lot of mileage in ol' Straker." Bishop doesn't feel a *UFO* revival would require all of the hardware. "It could simply be about some of the characters on *UFO* and what became of them. Did they defeat the aliens? Was *SHADO* shut down? It would be interesting to find out what became of Straker. Maybe he's an alcoholic living in Sydney, Australia, or Elephant Breath, Wisconsin. He tells everybody about the *SHADO* days and nobody listens. People are going, 'Oh, here comes that nut case again! Give him a drink!' Someone with a corkscrew imagination could write a good film script. I think there's certainly a creative vein there, waiting to be dug."

CAST NOTES

Ed Bishop (Straker): Born 1936. After graduating from the Boston University Theatre Division in 1960, Bishop moved to England. He provided the voice for Captain Blue in the Gerry Anderson puppet series *Captain Scarlet* in the 1960s. His film credits include *You Only Live Twice* (1967) and *2001: A Space Odyssey* (1968). He's one of England's top voice artists.

Michael Billington (Foster): Born 1948. Billington played Barbara Bach's Russian boyfriend who is killed by James Bond at the beginning of *The Spy Who Loved Me* (1977). He later came to America to co-star in the ill-fated series *The Quest* (1982). He returned to England, where he became a schoolteacher.

Wanda Ventham (Col. Lake): Born 1938. Ventham made news headlines in 1992 during her starring performance in the stage comedy *It Runs in the Family*. A middle-aged audience member leaped up on stage and claimed she was his mother. The actress used good humor to get the man offstage, and the show went on.

Gabrielle Drake (Lt. Ellis): Born 1945. Her first acting role was on stage at the age of six. A businesswoman and stage actress, Drake was one of the stars of the English hit series *The Brothers* in the mid-1970s. She

spent three years playing the boss on the soap opera Crossroads (1985-88).

George Sewell (Alec): Born 1924. Sewell caught UFO producer Gerry Anderson's attention in 1968 when he co-starred in his film Journey to the Far Side of the Sun. He also starred in the successful English crime drama series The Branch. He continues working as a British character actor.

Peter Gorden (Capt. Carlin): A former ballet dancer, Gordon continued acting after UFO and had a featured role in the 1980s film Carry On, Columbus.

Vladek Sheybal (Dr. Jackson): Born 1932 in Poland. Sheybal often played a bad guy, as in the James Bond film From Russia, with Love (1964). His later appearances included the mini-series Shogun (1980). Sheybal was also a writer and director. He died in 1992.

WR. Gerry & Sylvia Anderson, Tony Barwick, David Tomblin, Ruric Powell, Alan Fennell, Donald James, Dennis Spooner, Alan Pattillo, Ian Scott Stewart, Terence Feely, David Lane and Bob Bell.

DIR. Gerry Anderson, David Lane, David Tromblin, Ken Turner, Alan Perry, Jeremy Summers, Cyril Frankel and Ron Appleton.

EPISODES: 26 **YEAR MADE:** 1972 **COUNTRY:** GB **SEASONS:** 1

A CENTURY 21 PICTURES LTD. PRODUCTION FOR ITC WORLDWIDE DISTRIBUTION

CREATOR: GERRY AND SYLVIA ANDERSON AND REG HILL

TYPE OF SHOW: INVASION **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 16/09/1970 **AIR DATE OF LAST EPISODE** 15/03/1973

SEASON DATE BREAKDOWN:

FILMS:

Commander Edward Straker ED BISHOP, Colonel Alec Freeman GEORGE SEWELL, Colonel Paul Foster MICHEAL BILLINGTON, Lt. Gay Ellis GABRIELLE DRAKE, Lt. Nina Barry DOLORES MANTEZ, Lt. Joan Harrington ANTONIA ELLIS, Colonel Virginia Lake WANDA VENTHAM, Captain Lew Waterman GARY MYERS, Miss Ealand NORMA RONALD, Lt. Keith Ford KEITH ALEXANDRA, Shado Operative AYSHEA BROUGH, Skydiver Navigator JEREMY WILKIN, Skydiver Engineer JON KELLEY, Skydiver Operative GEORGINA MOON, Dr. Douglas Jackson VLADEK SHEYBAL, General James Henderson GRANT TAYLOR, Lt. Mark Bradley HARRY BAIRD, Captain Peter Karlin PETER GORDENO, Miss Holland LOIS MAXWELL, Voice of SID MEL OXLEY, Dr. Shroeder MAXWELL SHAW, SHADO Radio Operator ANNOUSKA HEMPEL,

Books Based on this series.

UFO (aka UFO-1: Flesh Hunters (US))	Robert Miall (aka Jonathan Burke)	1970
UFO 2 (aka UFO-2: Sporting Blood (US))	Robert Miall (aka Jonathan Burke)	1971
UFO And Space 1999	Chris Drake	1994

RELATED SHOWS:

SPACE: 1999

THUNDERBIRDS

CAPTAIN SCARLET AND THE MYSTERONS

JOE 90

SECRET SERVICE, THE

1 - 1 *IDENTIFIED*

The newly operational SHADO has its first battle with the aliens and finds out some disturbing facts about them.

Wr Gerry Anderson, Sylvia Anderson, Tony Barwick

Dir Gerry Anderson

1 - 2 *EXPOSED*

Test pilot Paul Foster sees a UFO incident. When nobody believes his story and parties try to discredit him, he vows to expose the conspiracy.

Wr Tony Barwick

Dir David Lane

1 - 3 *THE CAT WITH TEN LIVES*

"They may have no physical being at all and therefore need a vehicle, a container - our bodies!" The body of an Alien, recovered after a UFO attack on Moonbase, reveals some startling new evidence which overturns all SHADO's previous theories about the Aliens. For Interceptor pilot Jim Regan, the news has tragic consequences as he becomes possessed by the mind of an Alien held in the body of a Siamese cat!

Wr David Tomblin

Dir David Tomblin

1 - 4 *CONFLICT*

Straker battles General Henderson over a program to destroy space junk, which he believes is a hazard to SHADO spacecraft.

Wr Ruric Powell

Dir Ken Truner

1 - 5 *A QUESTION OF PRIORITIES*

When his young son is critically injured in an automobile accident, Straker must make the hardest choice of his life: save his son or gain invaluable intelligence about the aliens.

Wr Tony Barwick

Dir David Lane

1 - 6 *E.S.P.*

"Our planet is dying. Our natural resources are exhausted. We must come to Earth - we must come to Earth to survive!" John Croxley's talent for extra sensory perception is heightened after his wife is killed when a UFO crashes into their house. With his mind under the influence of the Aliens, Croxley learns the secrets of SHADO and lures Straker and Freeman to the remains of his house - to kill them!

Wr Alan Fennell

Dir Ken Turner

1 - 7 *KILL STRAKER!*

A UFO implants a suggestion in Paul Foster's mind to kill Commander Straker.

Wr Donald James

Dir Alan Perry

1 - 8 *SUB-SMASH*

Straker, Foster and Nina Barry are trapped in a disabled Skydiver submarine.

Wr Alan Fennell

Dir David Lane

1 - 9 *DESTRUCTION*

A Naval vessel shoots down a UFO in the Atlantic, but the Admiralty rejects further investigation into the incident. Straker suspects a cover up and wants to know why, so Foster courts Admiral Sheringham's secretary, Sarah Bosanquet. What they discover could mean the end of all life on Earth.

Wr Dennis Spooner

Dir Ken Turner

1 - 10 *THE SQUARE TRIANGLE*

A woman and her lover, scheming to kill her husband, shoot an alien by accident.

Wr Alan Pattillo

Dir David Lane

1 - 11 *CLOSE UP*

SHADO builds a special probe to follow a UFO back to the aliens' home planet.

Wr Tony Barwick

Dir Alan Perry

1 - 12 *THE PSYCHOBOMBS*

A UFO gives three young people superhuman powers then sends them on suicide attacks on SHADO facilities and equipment.

Wr Tony Barwick

Dir Jeremy Summers

1 - 13 *SURVIVAL*

Colonel Foster and an alien are stranded on the surface of the Moon, where they must work together to survive.

Wr Tony Barwick

Dir Alan Perry

1 - 14 *MINDBENDER*

After a UFO explodes close to Moonbase, a series of personnel, including Straker, start seeing hallucinations.

Wr Tony Barwick

Dir Ken Turner

1 - 15 *FLIGHT PATH*

A SHADO Technician, who is being blackmailed for information by an unknown party, is caught by Freeman, but not before the information is passed. The Technician, Paul Roper, divulges what information he gave to the blackmailers, to SHADO. After much work on the cryptic data, they discover it is part of a plan by the aliens to attack the Moonbase in a way that would be undetectable. Now it's up to Roper to redeem himself, as he is sent on the suicide mission to stop the attack. If he fails, the base will surely be destroyed.

Wr Ian Scott Stewart

Dir Ken Turner

1 - 16 *THE MAN WHO CAME BACK*

"It was just one of those inexplicable moments. Like walking over a grave." Reported missing, presumed dead, after a UFO incident which has left SID disabled, astronaut Craig Collins turns up alive and well. But as an operation to complete repair work on SID is planned, Colonel Lake and Colonel Grey discover that Collins is not the man he used to be.

Wr Terence Feely

Dir David Lane

1 - 17 *THE DALOTEK AFFAIR*

When SHADO experiences interference with their Moonbase communications, they suspect a nearby moonbase set up by the Dalotek company.

Wr Ruric Powell

Dir Alan Perry

1 - 18 *TIMELASH*

A UFO freezes time in order to attack SHADO. Only Commander Straker and Colonel Lake are unaffected and have to fight the UFO alone.

Wr Terence Feely

Dir Cyril Frankel

1 - 19 *ORDEAL*

Colonel Foster is abducted by the aliens and SHADO must retrieve him.

Wr Tony Barwick

Dir Ken Turner

1 - 20 *COURT MARTIAL*

Colonel Foster is implicated in a SHADO security leak. When a court martial finds him guilty, he has to escape and go on the run.

Wr Tony Barwick

Dir Ron Appleton

1 - 21 *REFLECTIONS IN THE WATER*

Straker and Foster discover an alien undersea facility with duplicates of SHADO personnel inside, part of a plan to confuse operations by giving conflicting information during an attack.

Wr David Tomblin

Dir David Tomblin

1 - 22 *COMPUTER AFFAIR*

After an accident during a UFO intercept kills an Interceptor pilot, Lt. Ellis' loyalties are questioned when it's determined that she and one of the other pilots are romantically involved.

Wr Tony Barwick

Dir David Lane

1 - 23 *CONFETTI CHECK A-O.K.*

Straker remembers the turbulent time around the founding of SHADO and how its demands led to the disintegration of his marriage.

Wr Tony Barwick

Dir David Lane

1 - 24 *THE SOUND OF SILENCE*

While a UFO hides beneath a lake on a private estate, a famous horse rider vanishes.

Wr David Lane, Bob Bell

Dir David Lane

1 - 25 *THE RESPONSIBILITY SEAT*

Colonel Freeman gets a taste of the heaviness of command when Straker leaves to track down a reporter who may have gained information about him and SHADO.

Wr Tony Barwick

Dir Alan Perry

1 - 26 *THE LONG SLEEP*

10 years previous, a young woman and her boyfriend have a UFO encounter. He's killed by the aliens and she becomes comatose after being hit by the car. Now she has awakened ... and her boyfriend is back.

Wr David Tomblin

Dir Cyril Frankel

ULTRA FIGHT
**WR.****DIR.****EPISODES:** 195 **YEAR MADE:** 1970 **COUNTRY:** JAP **SEASONS:** 1*TSUBURAYA PRODUCTIONS.***CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 3 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 195**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

RELATED SHOWS:

ULTRA Q

ULTRAMAN

ULTRAMAN ACE

ULTRAMAN TARO

ULTRAMAN LEO

ULTRAMAN 80

ULTRAMAN: TOWARDS THE FUTURE

ULTRAMAN: THE ULTIMATE HERO

ULTRAMAN TIGA

ULTRAMAN DYNA

ULTRA GALAXY : GIANT MONSTER BATTLE

AKA: **ULTRA GALAXY : DAIKAIJYU BATTLE**



Ultra Galaxy: Daikaijyu Battle is the 22nd entry in the Tsuburaya Productions' long-running Ultra Series. It is an adaption of the video game Daikaijyu Battle: ULTRA MONSTERS. The show first aired on December 1, 2007.

Leading character Rei is played by 25-year-old Minami Shota. He has been a regular stage actor in the last few years, and also appeared in the TV drama series PRINCESS PRINCESS D (Purinsesu Purinsesu D, 2006) for TV Asahi, the live-action adaptation of the manga Princess Princess (Purinsesu Purinsesu) by author Mikiyo Tsuda.

Rei's fellow ZAP SPACY companions are Captain Hyuuga, Kumano, Haruna and Oki.

Kumano is being portrayed Mitsutoshi Shundo, popular among fans for his role as the human alter-ego of Dark Mephisto, Shinya Mizorogi, in the TV series ULTRAMAN NEXUS (Urutoraman Nekusasu, 2004). He also appeared in several episodes of Tsuburaya's HD mini-series series BIO PLANET WOO (Seibutsu Suisei Wuu, 2006) for NHK.

Another Ultra series veteran, Hiroyuki Konishi, appears as Captain Hyuuga. Konishi previously appeared in the movie ULTRAMAN TIGA: THE FINAL ODYSSEY (Urutoraman Tiga Za Fainaru Odessei, 2000) as Nagumo. The latest Ultra-starlet Saki Kamiryo, playing the part of Haruna, also appeared in episode #17 of ULTRAMAN MAX (Urutoraman Makkusu, 2005). Finally, 23-year-old Tooru Hachinohe plays ZAP member Oki. Acting as a representative for McDonald's in Japan in 2006, he went on to appear in the movie PLEASE GIVE ME A WONDERFUL NIGHT (Sutekinayoru Boku-ni kudasai, 2007) earlier this year.

The staff for ULTRA GALAXY: GIANT MONSTER BATTLE includes ULTRAMAN NEXUS writer Kenichi Araki who will be serving as both main writer and series organizer, GODZILLA MOTHRA & KING GHIDORAH (aka. GMK, Gojira Mosura Kingugidora Daikaiju Sokougeki, 2001) writer Keiichi Hasegawa, and making his directorial debut is Yuuichi Kikuchi, previously the special effects director for GODZILLA AGAINST MECHAGODZILLA (Gojira tai Mekagojira, 2002) and ULTRAMAN: THE NEXT (Ultraman, 2004).

Character

Rei : A mysterious man who joined as a member of ZAP SPACY, and summons and battles a monster using the Battle Nizer.

Haruna : The subcaptain of Space Pendragon. She is a strict ace pilot and is Hyuga's right-hand man. Her real name is Jun Haruna

Oki : The rookie crew member of Space Pendragon. He is a cheerful youth who has knows a lot about monsters. His real name is Koichi Oki.

Kumano: The engineer of Space Pendragon. His real name is Masahiko Kumano.

Hyuga : The captain of Space Pendragon. He is hot-blooded man who is excellent in martial arts and has overcome many hardships all over the universe. His real name is Hiroshi Hyuga.

Reimon

Reimon : It is a mysterious giant similar to Ultraman.

ZAP SPACY

ZAP SPACY : It is an organization which mainly mines energy resources using a spacecraft and supports

planet reclamation.

Ship

Space Pendragon: The space transport ship of ZAP SPACY. The lower part is equipped with the variable cargo.

Dragon Speeder Alpha : It is Small fighter jet separated from the nose.

Dragon Speeder Beta :It is small fighter jet separated from the top part.

Equipment

Battle Nizer : It item allows Rei to summon a monster through a system called MonsLoad . Rei shares his body with the monster, such that when the monster gets injured, Rei also gets injured.

Try Gunner : It is a multifunction gun which the ZAP SPACY crew uses.

Music

Opening theme

"Eternal Traveller" by Project DMM

Ending theme

"JUMP UP" by Lekkazan.

Produced by Tsuburaya Productions & Kazuo Tsuburaya and original channel broadcast by Nippon BS Broadcasting.

WR.

DIR. Takeshi Yagi, Kenji Suzuki, Kengo Kaji, Kazuya Konaka

EPISODES: 3 **YEAR MADE:** 2007 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS

CREATOR: TSUBURAYA PRODUCTIONS

TYPE OF SHOW: SUPERHERO

FORMAT: SERIAS

LENGTH (MINS): 30

STILL IN PRODUCTION: Yes **B/W:** Yes **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1)

DATE OF PREMIER: 01/12/2007

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Rei SHOTA MINAMI , Haruna SAKI KAMIRYO, Oki TORU HACHINOHE, Kumano MITSUTOSHI SHUNDO, Huyga HIROYUKI KONISHI

Suit actors

KAZUNORI YOKOO, DAISUKE TERAII, RYO NISHIMURA, HIROSHI SUENAGA.

RELATED SHOWS:

ULTRASEVEN X

1 - 1 *THE LAWLESS MONSTER PLANET*

1 - 2 *THE FIFTH CREW*

1 - 3 *TRANSPARENT MONSTER ATTACK!*

ULTRA Q

AKA: **URUTORA Q**



"For the next 30 minutes, your eyes will part (sic) from your body, and going into the mystery zone".

Hoshikawa Airlines pilot Jun Majome (Sahara) moonlights as a science fiction writer, occasionally finding inspiration by investigating strange phenomena in the company of his co-pilot Ippei (Saijo) and lady newspaper photographer Yuriko (Sakurai). The trio can also call on the advice of Professor Inchinotani (Egawa), a venerable scientist.

Gomess, a modified Godzilla costume, awakens from hibernation at a tunnel construction site, and the only thing that will stop him is the prehistoric bird Ultra, his natural Nemesis. In this world, there are many occurrences that cannot yet be explained by known science. Humanity is in peril. Monsters are emerging because the balance of nature has been destroyed by man. More monsters have been brought to earth by invading aliens. Jun and his friends keep running into one oddity after another, and it's up to them to save the world, without superpowers.

As audiences grew for Japanese domestic television after the 1964 Tokyo Olympics, the TBS network dabbled in reproducing the successes of other channels. After KRT's successful duplication of THE ADVENTURES OF SUPERMAN with its MOONLIGHT MASK, TBS looked to the new show of the moment, the NTV broadcast of THE TWILIGHT ZONE, for a new direction. Snatching the second season of the THE TWILIGHT ZONE for itself in 1964, TBS then imitated its U.S. import with this homegrown production. Produced by Eiji Tsuburaya, whose greatest previous success had been as the special effects technician on Godzilla, the first planned episode of the new series was the enjoyable camp Mammoth Flower, which featured a giant plant like an oversized triffid, extending its roots around central Tokyo, and only defeated by Jun flying overhead in his Cessna and dropping an acid bomb.

However, producers soon discarded THE TWILIGHT ZONE emphasis on stories with twists in the tale or nature run wild - thought Mammoth Flower was eventually incorporated into the series as a broadcast episode #4. The original plan to imitate Rod Serling's show was shelved for a while, and eventually dusted off as UNBALANCE. Meanwhile, the untitled project in development was named in the honor of "Ultra C", the name of a difficult gymnastics move that had entered Japanese slang in the wake of the Tokyo Olympics.

The Ultra Q(uestion) series proper preferred to introduce at least one costumed monster each week that would then cause havoc while the investigators looked on. Plots included creatures awakened from prehistoric sleep, alien invaders, and everyday animals exposed to scientific widgets or potions that turned them into gigantic monsters. Forces of nature such as Gorgos the rock monster rubbed shoulders with creatures such as Mongura, formed when a garden variety mole ingests royal jelly extracted from mutant bees.

Even the more traditional thriller plots have a monster connection - it is not enough for the newly inaugurated "Inazuma" train to run out of control in episode #10, the incident has to be caused by M-1, an escaped artificially engineered lifeform that soon grows into a monster. Similarly, a story that clearly started out as a "ghost ship" chiller along the lines of the Flying Dutchman, is soon ppped up with the arrival onboard of a giant bird.

With a long 15 month production schedule that swiftly used up Tsuburaya's supply of monster suits as fast as the effects department could make them, later episodes soon brought back monster "favourites" for repeat performances, or cameos with slightly altered appearances. The search for monster-free plots led to one of the series' most memorable stories, in which Yuriko investigates the "1/8 project", and discovers that it is a science experiment designed to miniaturize the population of Japan in order to free up more living space and allow the better distribution of food.

Needless to say, Yuriko is soon miniaturized, allowing the producers to shoot an entire episode in which her

fellow investigators get to stomp around a model city looking for her. The ending of that episode features Yuriko waki at the teeming population of the city below. . .

The later Ultra Q episodes also used several more monster-free episodes that were originally filmed for the abortive UNBALANCE, including a tale of demonic possession in which the only "Monster" is a psychic schoolgirl. However, TBS wanted more monsters, forcing Tsuburaya to come up with a means of defeating a terrifying menace each week. The straightforward answer was to find a superhero who could deal with them on equal terms. Accordingly, the 28th episode, a complicated tale about an innocuous looking train that could travel through time and relative dimensions in space, was dropped in favor of a pilot episode for a new show. Utilizing a new version of the Ultra Q credit sequence and part of the series name in order to break the audience in gently, the new series was ULTRAMAN. Ultra Q was brought back as a color movie in 1990.

Notable Guest Appearances by Susumu Fujita, Akihiko Hirata, Seizaburō Kawazu, Akira Kubo, Senkichi Omura, Sachio Sakai, Kazuo Suzuki, Yoshifumi Tajima, Jun Tazaki, Yoshio Tsuchiya. Original music by Kunio Miyauchi. Produced by Eiji Tsuburaya. Other crew: Special effects directors - Teisho Arikawa, Hajime Koizumi & Hajime Tsuburaya.

Ultra Q was the name of the show that preceded Ultraman. It was the first show Tsuburaya Productions produced. Unlike its successors, mentioned below, Ultra Q did not deal with an alien super-hero. Instead, it was a cross between the miscellaneous Japanese monster movies and the American shows THE TWILIGHT ZONE and THE OUTER LIMITS, with a slight mix of THE X FILES thrown in for good measure. Ultra Q involved the exploits of a pilot & science fiction writer, a news photographer, and an Air Service pilot investigating strange phenomena and raging monsters.

As a result, there was no "Ultraman" named "Ultra Q." Ultra Q did, however, contribute several monsters, including the most famous, the small Pegila, who appeared twice in Ultraman, once in Ultraseven, and as a robot helper/comic relief in the animated The Ultraman.

As a side note, in the 90's Tsuburaya Productions recreated Ultra Q in movie form for modern audiences. Long-time fans of Ultraman and Ultraseven might recognise the actors playing three detectives investigating the murders that form the centrepiece of the movie's plot. They are Susume Kurobe (Hayata from Ultraman), Shoji Kobayashi (Captain Muramatsu from Ultraman) and Sandaiyu Dokumamushi (Arashi from Ultraman, and Furuhashi from Ultraseven ... he used to be known as Iyoshi or Ikichi Ishii).

WR. Kitao Sensatu, Tetsuo Kinjo, Masahiro Yamada, Hiroyasu Yamamura, Kyoko Kitazawa, Shozo Uehara, Mieko Osani.

DIR. Koji Kajita, Samaji Nonagase, Hajime Tsuburaya.

EPISODES: 28 **YEAR MADE:** 1966 **COUNTRY:** JAP **SEASONS:** 1

TBS/TSUBURAYA PRODUCTIONS

CREATOR: EIJI TSUBURAYA

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 28.

DATE OF PREMIER: 02/01/1966 **AIR DATE OF LAST EPISODE** 14/12/1966

SEASON DATE BREAKDOWN:

FILMS: ULTRA Q THE MOVIE: STAR LEGEND (1990).

Manjoume Jun SAHARA KENJI, Edogawa Yuriko SAKURAI HIROKO, Togawa Ippei SAIJOU YASUHIKO, Dr. Ichinotani EGAWA UREO, 'Seki Desk' TASHIMA YOSHIFUMI, Narrator ISHISAKA KOUJI, TADASHI OKABE.

RELATED SHOWS:

ULTRA Q

ULTRAMAN

ULTRAMAN ACE

ULTRAMAN TARO

ULTRAMAN LEO

ULTRAMAN 80

ULTRAMAN: TOWARDS THE FUTURE

ULTRAMAN: THE ULTIMATE HERO

ULTRAMAN TIGA

ULTRAMAN DYNA

ULTRA Q: DARK FANTASY

Sequel to original series, Ultra Q, that ran in 1966 for 28 episode. Music by Tada Akifumi & Miyauchi Kunio (theme music), the series was produced by Tsuburaya Masahiro ... Planner, Tsuburaya Kazuo ... Exective, Tsuburaya Akira ... Supervisor.

WR. Uehara Shouzou, Takahashi Hiroshi Hirota Hikari, Murai Sadayuki, Takei Aya, Konaka Chiaki, Oota Ai

DIR. Yagi Takashi, Jissouji Akio, Kaneko Shuusuke, Kurosawa Kiyoshi, Tsuruta Norio

EPISODES: 26 **YEAR MADE:** 2004 **COUNTRY:** JAP **SEASONS:** 1

AVEX & IMAGICA ENTERTAINMENT & SONY PICTURES ENTERTAINMENT/TSUBURAYA PRODUCTION

CREATOR:

TYPE OF SHOW:

FORMAT: SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 06/04/2004 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Sakamoto Gouichi HAKAMADA YOSHIHIKO, Kusumoto Ryou ENDOU KUMIKO, Professor Torai KUSAKARI MASAO, Narration SANO SHIROU, HOUSHOU MAI, NOMURA HIRONOBU, SATOU TAMAO, KANEKO TAKATOSHI.

RELATED SHOWS:

ULTRA Q

ULTRA SEVEN

AKA: **ULTRA 7**

AKA: **URUTORA SEBUN**



Ultraseven was a slightly different looking Ultra-hero. The show didn't explain why he came to Earth, although the back-story created later by Tsuburaya Pro. described him as a cartographer mapping out the Milky Way, who decided to visit Earth for an extended period. Ultraseven saved the life of Jiro Satsuma, after he fell off a mountain. Inspired by Jiro's purity of soul, Ultraseven decided to model his human form (which he created himself ... unlike Ultraman, he did not merge with a human) after Jiro, calling himself Dan Moroboshi. After several encounters with the Ultra Garrison, formed to combat a new attack on Earth by beings from outer space, Dan was allowed to join the Ultra Garrison.

Although Ultraseven did not merge with a human, he still required, usually, a mechanism to change. This was accomplished through the use of the Ultra Eyes, also called the Task Mask. These were templeless goggles, which resembled modern eye protectors used when laying out in the sun or tanning booth, which, when applied, would change Dan into Ultraseven. In one episode, however, Dan was able to change into Ultraseven by using a different mechanism on his belt, and another time he was able to change through sheer force of will. When Dan would change to Ultraseven, he would retain a normal human stature. Normally Ultraseven would cause himself to grow to standard monster-bashing proportions, although on one occasion he spent the entire show at human size. Even while in human form, Dan possessed mental and telekinetic powers, used often during the show.

Ultraseven had several energy powers, including a beam similar to the Specium beam, called the Wide Shot. He had several other beam attacks, including one that was a pulsed energy beam that resembled several boomerangs fired in rapid succession. Ultraseven's two main attacks, however, were the Emellium Beam and the Eye Slugger. The Emellium Beam was an energy beam fired from the glowing green jewel on his forehead. The Eye Slugger was actually Ultraseven's fin, which was detachable and throwable like a boomerang. When thrown, it would seem to convert to energy, or be surrounded by an energy nimbus.

Another unique weapon Ultraseven possessed was a cache of "mini monsters." These were small capsules which, when thrown, would turn into monsters that would obey Dan's or Ultraseven's commands like pets. The most commonly used "pet" was the robot named Windom.

Ultraseven is the only Ultra-hero (with the possible exception of Ultraman King) that had no "warning light." That being said, there was one episode where Ultraseven was worn down by aliens and encased in a crystalline cross. During that episode it was revealed that the Emellium Beam emitter would start to blink when Ultraseven was worn down, and eventually go dim. Unlike Ultraman, though, a dim emitter did not mean he would "never rise again;" the Ultra Garrison discovered, through a secret transmission from Ultraseven, that an energy beam created by Emellium, fired at his emitter, would recharge him.

After 49 episodes, even Ultraseven's energy began to dwindle, and he was commanded by his commander (who wasn't Zoffy, curiously enough) to return home. This happens just as the Goth aliens attack Earth. Dan is injured, and tells Anne (the Garrison's medical technician) who he really is. Anne has fallen in love with Dan, but Dan must soon leave, after he makes one final attempt to stop the Goth's monster, Pandon. Ultraseven finally wins over the Goth, and returns home to Nebula M78, although he, too, would return later.

Ultraman's associate Ultraman Seven soon arrived on Earth as a replacement - for Tsuburaya is keen to stress that later Ultraman series are not "Sequels" but self contained stories that happen to share continuity, but every Ultraman is someone's first, and viewers like to think they are not simply watching a remake. Ultra Seven takes on the identity of Dan Moroboshi (Moritsugu), who secretly defends the Earth from yet more invaders, which trying not to fall in love with the pretty Anne (Hishimi). Never calling on help from his alien brothers and taking a considerably amount of punishment in his battles, Seven is regarded with hindsight by many fans as one of the peaks of the franchise. However, ratings at the time showed a notable dip, and TBS

determined that Seven would be the end of Ultraman.

Created by legendary Japanese special effects pioneer Eiji Tsuburaya (Godzilla, Mothra, Rodan), Ultra 7 was the second series in a string of TV shows devoted to the exploits of a universal police force from Nebula M78 assigned to rid the galaxy of evil and destructive alien monsters. Ultra 7, in particular, followed Dan Moroboshi (Koji Moritsugu), a telepathic cartographer from "The Land of Light" who, in his human form, joins comrades Amagi (Satoshi Furuya), Soga (Shinsuke Achina), Furuhashi (Sandaiyu Dokumamushi), Donna (Yuriko Hishimi), and Kiriyama (Joji Nakayama) in the Ultra Garrison, an elite task force watching out for marauding giant aliens on Earth. The sixth member of the team in his human form, he is deemed "Ultra Seven" when he dons his Ultra mask and becomes the giant warrior who is called out to dispatch any troublemaking creatures.

There are lots of bizarre visuals and gadgets in the show, chief of which is the Ultra Strike, a super jet that can split off into three separate capsules, and the souped-up Ultra Mobile, complete with gas jets, missiles and force fields. Considered by fans of the genre to be the best and most serious entry in the Ultra series, Ultra 7 ran from October '67 to September '68, yielding 49 half-hour episodes before Tsuburaya Productions moved on to work on more Godzilla sequels and, eventually, in 1971, another Ultraman series, called The Return of Ultraman. The series has been seen in the 1990s on TNT in the US.

It should be noted here that US citizens have had two different opportunities to see some variation of Ultraseven. Hawaiians saw a faithfully dubbed version in the late 60's. In 1985, Turner Broadcasting System bought the series, and commissioned a Canadian company to redub the series, although with little instruction on how to do so. The result was a dubbing that was less than faithful to the original dialog, and an editing job that obviously cut out certain scenes. "Ultra 7" (as the TNT titles called it) was first shown to most of the US by TNT in the early 90's; only 1 week's worth of shows were missing. (Curiously, TBS had scheduled a week's worth of Ultra 7, though they were never actually aired.)

There were two Ultraseven specials broadcast in 1994, the descriptions of those two specials:

1. Ultraseven "Solar Energy Strategy"!! This is NOT A MOVIE!!! It is a TV special broadcast on Japanese TV 94.3.21 (that's the 21st of May, 1994....TWO YEARS AGO!!)

Aliens: Pittians II

Monster: Eleking III

These aliens fought Ultraseven in episode #3 "Secret of the lake" and Eleking was the beast!! [...] We last saw Ultraseven in Ultraman Leo, where Dan Moreboshi just disappears at the end [...]!! The show starts with Ultraseven very injured, his power supply running dry, falling to Earth!! Furohashi (new leader of the Ultra Garrison) stores him in a bunker and believes he is dead!! At the same time, The Ultra Garrison is trying to create a power supply to revive Ultraseven, but they are having problems!! It seems to be draining energy!! Donna's son is kidnapped by the Pittians (Donna....makes a return!!!)!! [Donna is the name used by the Turner translation project.

The character's original name is "Anne," though it was usually pronounced "Anna" or "Annu". -- ed.] The Pittians also revive Eleking by (from what it looks like) reformulating a saved computer program of the monster back into Eleking!! The Pittians want to destroy Ultraseven ONCE and for all!! They use the Ultra Garrison relay (a satellite dish) to destroy him, but the kid manages to reverse the system from the Pittians spacecraft!! Furohashi thinks Seven is fully destroyed as Eleking is attacking!! But it saves him!!!

AND THE FEELING OF SEEING ULTRASEVEN RISE AGAIN IS INCREDIBLE!!!! And the fight between Eliking is better than ever!!! Nice and long!!! Eventually Eleking raps that HUGE tail of his and starts to electrocute Ultraseven!! But remember, the Ultra Garrison relay can now operate (although wrong) properly and drains Eleking's power!! Ultraseven then cuts Eleking's tail (again if you saw ep. #3) with the Eye Slugger and nails him with the emilium beam from his forehead!! But that's not all!! The Pittians are TORTURING Donna's son (as if this was Japanimation style violence!!!)

Donna (who knows Dan is Ultraseven and was in love with him) looks at him as says "You must help me, Ultraseven" in Japanese!! Seven nods and resumes human size in the Pittian spacecraft!! He has a small, but cool martial art fight and saves Donna's son!! The Pittian craft tries to escape, but Seven uses the Specium beam from the forearm and destroys the craft!!! Yetta!!! [Although Mr. X mentions the Specium Beam, it's possible he is referring to Ultraseven's Specium-like "wide shot." It's also possible that the writers decided to give Seven his own Specium Beam. -- ed.]

2. Ultraseven: "Solid Earth of Ours" (also called "Land of the Terrans") Japanese broadcast date: TV special, 94.10.10.....That's October, 10, 1994)!!

Aliens: Metronians III

Monster: Unnamed (?) dinosaur

These aliens were in episode #8 "The Targeted Town" also not broadcast on TNT!! Please note some Ultraseven episodes are quite violent and may not have been shown for that reason (i.e. episode #4, "Answer Max").

We begin this one hour episode [...] with Ultraseven in battle with a Metronian!! The fight is awesome (parts in retrospect with a Kung Fu movie)!!! As the Metronian tries to escape, Ultraseven destroys him with the Specium beam from the forearm (THE LAST FOREARM SPECIUM BEAM to date!!!)!! Next a reporter is discussing the issue of garbage dumping and this gigantic "Gorasaurus" clone appears out of no where!! Under the constant assumption that Ultraseven is not about to return, the Ultra Garrison (led by Furohashi) uses a new weapon and freezes the beast!! As they try to secure the area later on, Furohashi notices Dan Moreboshi in the crowd, but isn't sure!! There are Metronians in the form of humans and are interacting with the Ultra Garrison scientists!! Dan roams in search of them!!

The beast suddenly evaporates, but that WASN'T supposed to happen!!! At one point he encounters one which has a HUGE hand gun and tries to blast him away!! Dan escapes, but first is seen by one of the newer members of the Ultra Garrison!! Eventually at the Ultra Garrison lab parking lot, Dan is recognised by the new member (and his female side kick) and they restrain him for questioning (Dan's reaction at looking at the Ultra Garrison I.D. is hilarious!!)!! He says to release him and talk to Furohashi!! They responded "Furohashi??", Dan disappears!!! At this point Dan Moreboshi (Ultraseven) is a fugitive resisting the authorities!! Remember, he disappeared from MAC in Leo!!

Eventually in the story, Dan is confronted by the aliens as they seem to want him more than he wants them!! An AWESOME karate fight ensues with one scene where they throw Dan from a bridge landing in front of a camera....The actor's head pops up holding his shoulder!!! COMPLETELY COOL!!! In the meantime, these aliens brainwash the U Garrison scientist that their research is good!! The Metronians have a bunker/missile silo under the ground with the garbage dump as a cover!! Eventually the reporter stumbles on a camouflaged transmateral transporter and informs the Ultra Garrison!! In the bunker, the Metronians (still in human form), threaten to kill the scientist because he refuses their philosophy and scientific research as they want to take over the Earth!! The Ultra Garrison arrive inside, but the aliens hold them at gunpoint!! At this time, the head Metronian (still a human) sticks up his BIG GUN with the scientist in his arm!! It's about over, but the scientist takes a chance and points the gun away which fires across the room!! It pisses off the other alien who shoots the scientists in the shoulder!!

Dan Moreboshi enters and uses Martial Arts to push them aside!! He gets the guns!! BUT IS DAN A FUGITIVE STILL??? He throws the guns to the Ultra Garrison and (I believe) identifies himself formerly from Ultra Garrison and MAC! Therefore, he still holds his rank and orders the new members to leave!! WELL NOW!! The "human" Metronians transform into their original form and Dan turns into ULTRASEVEN in the BEST TRANSFORMATION scene to date!!! AWESOME!!! They fight in the bunker (at human size) and Ultraseven manages to kill one of them!! The other one grows to monster height, so does Ultraseven!! The Metronian releases his Dinosaur and the action begins!!! A HUGE LONG FIGHT ENSUES!!! Furohashi flies the same Ultra Garrison's ship and attacks the Metronian!!!

As they fight, the pounding of the size of the fight starts to blow up the missiles!!! At one point the Dinosaur is engulfed as the ground explodes beneath him and is destroyed!!! All that's left is Ultraseven and the Metronian!! The alien somehow darkens the sky!!! Ultraseven needs solar energy to continue and is considerably weakened!! At one point Seban releases his Eye Slugger, but holds on to it and uses it like a knife, but misses!! The Metronian knocks it out of Seven's hand and that looks like it is it!! Furohashi fires a missile into the sky which disperses the clouds!!! AWESOME SPECIAL EFFECTS!!! Ultraseven gets bashed around (still in the dark) until he lands next to the Eye Slugger!! He puts it on and the sky clears!! Ultraseven then recharges!!!

The Metronian tries to get him with missiles out of his hands, but Ultraseven puts up the rectangle force field, then the emilium beam which injures the Metronian!! Gathering more solar energy, Ultraseven uses a DOUBLE ENERGY PUNCH from his arms and destroys the Metronian!! The force of power was so great that the missiles below Ultraseven starts to explode and engulfs him!! THERE IS NOTHING LEFT!!! We don't know if Ultraseven is dead or alive, but Furohashi refuses to believe there isn't hope!! There was no sign of him!!! The show ends!

Ultra Fight

Following the end of Ultra Seven's run on television, a series of mock battles were made using the costumes from the first Ultraman and Ultra Seven series. There was virtually no plot to these battles, they simply involved Ultra Seven fighting (or more often than not, being beaten by) various monsters including ones he did not face in his series, such as Baltan.

Among notable episodes include one where Ultra Seven rips the wings off a monster and beats it to death with them. Another has Ultra Seven blundering about a hilltop and accidentally causing a rockslide that awakens a slumbering Eleking who (predictably) is less than pleased to have rocks tumbling onto him. What follows is an amusing one-sided battle where Eleking takes his anger out on Seven while the hero, completely accepting that it was his own carelessness that caused the mess, tries desperately to apologize.

While far from epic, the Ultra Fight series rekindled interest in the Ultras, enough that shortly after, the Ultraman who Returned was aired. This would begin a series of sequels that carries on to this day.

From Another Planet with Love: The banned episode 12

This episode portrayed an alien race, the Spehl Aliens, who had their world destroyed by nuclear tests and as a result their own race poisoned by radiation. To survive they invade Earth in search for fresh human blood to restore their own bodies. A special interest group of survivors from the World War II atomic bombings of Hiroshima and Nagasaki protested claiming that this episode portrayed nuclear bomb victims in a negative light. As a result this episode has been banned in Japan but was shown as in the Brazilian Portuguese dubbed version as in the Hawaiian English dubbed version in 1975, and was also featured in Turner's English version (featured on TNT) under the title "Crystallized Corpuscles" [1]. The episode was also shown in the Spanish dubbed version in Latin America countries.

Trivia

In an episode of Space Ghost Coast to Coast where Joel Hodgson was the guest, Space Ghost played scenes from Ultra Seven and tried to get Joel to help him "MST" them.

The stunt actor who used the Ultra Seven costume in the 1967 TV series was Koji Uenishi, who also used, some years later, the costume of another TV Japanese superhero: Spectreman. Although Koji Uenishi played Ultra Seven, Ultra Seven's voice was dubbed by Koji Moritsugu, the actor who played Dan Moroboshi, Ultra Seven's alter ego.

Ultra Seven's voice was done by Koji Moritsugu, Dan Moroboshi's actor, because unlike the original Ultraman, Dan was Ultra Seven rather than a host. Thus, Dan and Seven's voices are the same because they are the same being.

Ultra Seven was also very popular in Brazil. The Brazilian Portuguese dubbed version was shown in Brazilian TV channels during the 1970s and early 1980s. Curiously, among Brazilian audiences, Ultra Seven was much more popular than the original Ultraman.

In Brazil, the character of Ultra Seven/Dan Moroboshi was dubbed by the voice of actor Afonso Celso Vasconcelos, the same who dubbed the voices of detective lieutenant Columbo (played by Peter Falk in the Columbo TV series) and the superhero Black Vulcan in the animated TV series Superfriends.

WR. Shin'ichi Ishikawa, Tetsuo Kinjô

DIR. Kazuho Mitsuta, Hajime Tsuburaya

EPISODES: 49 **YEAR MADE:** 1967 **COUNTRY:** JAP **SEASONS:** 1

TBS/TSUBURAYA PRODUCTIONS

CREATOR: EIJI TSUBURAYA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 49

DATE OF PREMIER: 01/10/1967

AIR DATE OF LAST EPISODE 08/09/1968

SEASON DATE BREAKDOWN:

FILMS: SOLAR ENERGY STRATEGY (TV SPECIAL - 1994), LAND OF THE TERRANS (TV SPEICIAL - 1994).

Moroboshi Dan MORITSUGU KOUJI, Yuri Anne HISHIMI YURIKO, Captain Kiriya NAKAYAMA SHOUJI, Soga AJIHA SHINSUKE, Furuhasahi ISHII IYOSHI, Amagi FURUYA SATOSHI, Captain Kurata MINAMI HIROSHI, Commander Yamaoka FUJITA SUSUMU, Counselor Takenaka SAHARA KENJI, Counselor Manabe MIYAGAWA YOUICHI, Counselor Yanagawa HIRATA AKIHIKO, Counselor Bogard FRANZ GRUBEL, Ultra Seven UEMISHI KOUJI, Narrator URANO HIKARU.

RELATED SHOWS:

ULTRA Q

ULTRA Q

ULTRAMAN

ULTRAMAN ACE

ULTRAMAN TARO

ULTRAMAN LEO

ULTRAMAN 80

ULTRAMAN: TOWARDS THE FUTURE

ULTRAMAN: THE ULTIMATE HERO

ULTRAMAN TIGA

ULTRAMAN DYNA

- 1 - 1 *THE INVISIBLE CHALLENGER*
- 1 - 2 *SHRUBS FROM SPACE*
- 1 - 3 *THE SECRET OF THE LAKE*
- 1 - 4 *RESPOND, MAX DOUBLE*
- 1 - 5 *TIME ERASED*
- 1 - 6 *DARK ZONE*
- 1 - 7 *ALIEN PRISONER 303*
- 1 - 8 *THE TARGETTED TOWNE*
- 1 - 9 *ANDROID ZERO DIRECTIVE*
- 1 - 10 *THE SUSPICIOUS NEIGHBOR*
- 1 - 11 *FLY TO THE MOUNTAIN OF EVIL*
- 1 - 12 *FROM A PLANET WITH LOVE*
- 1 - 13 *THE MAN WHO CAME FROM V3*
- 1 - 14 *THE ULTRA GARRISON GOES WEST (PART 1 OF 2)*
- 1 - 15 *THE ULTRA GARRISON GOES WEST (PART 2 OF 2)*
- 1 - 16 *THE EYE THAT SHINES IN THE DARKNESS*
- 1 - 17 *UNDERGROUND GO! GO! GO!*
- 1 - 18 *ESCAPE SPACE X*
- 1 - 19 *PROJECT BLUE*
- 1 - 20 *DESTROY EARTHQUAKE EPICENTER X*
- 1 - 21 *PURSUE THE SEA BOTTOM BASE*
- 1 - 22 *THE HUMAN FARM*
- 1 - 23 *SEARCH FOR TOMORROW*
- 1 - 24 *RETURN TO THE NORTH!*
- 1 - 25 *BATTLE AT -140 DEGREES!*
- 1 - 26 *SUPER WEAPON #R1*
- 1 - 27 *OPERATION CYBORG*
- 1 - 28 *DASH THE 700 KM!!*
- 1 - 29 *THE LONELY EARTHLING*
- 1 - 30 *GLORY FOR WHOM*
- 1 - 31 *THE FLOWER WHERE EVIL LIVES*
- 1 - 32 *THE MEANDERING PLANET*
- 1 - 33 *THE INVADING DEAD*
- 1 - 34 *THE EVAPORATING CITY*

- 1 - 35 *SHUDDER ON THE MOON WORLD*
- 1 - 36 *0.1-SECONDS OF SURE-KILL*
- 1 - 37 *THE STOLEN ULTRA EYE*
- 1 - 38 *THE COURAGEOUS BATTLE*
- 1 - 39 *SEVEN ASSASSINATION SCHEME (PART 1 OF 2)*
- 1 - 40 *SEVEN ASSASSINATION SCHEME (PART 2 OF 2)*
- 1 - 41 *CHALLENGE FROM THE WATER*
- 1 - 42 *ENVOY OF NONMALTO*
- 1 - 43 *NIGHTMARE OF THE FOURTH PLANET*
- 1 - 44 *THE FLYING SAUCERS HAVE ARRIVED*
- 1 - 45 *THE GREAT APEMAN OF TERROR*
- 1 - 46 *THE BATTLE OF DAN VS. SEVEN*
- 1 - 47 *WHO ARE YOU?*
- 1 - 48 *THE GREATEST INVASION IN HISTORY (PART 1 OF 2)*
- 1 - 49 *THE GREATEST INVASION IN HISTORY (PART 2 OF 2)*

ULTRAMAN

AKA: **URUTORMAN : KUSO TOKUSATU SHIRIZU**



Ultraman came to Earth by accident. The monster Bemlar, whom he was transporting to the Graveyard of Monsters, got away from him, becoming a blue ball of light. Turning himself into a red ball of light, Ultraman pursued Bemlar to Earth. Meanwhile, Hayata, on patrol in his Beetle, crashed into the red ball that is Ultraman. To atone for his error (and no doubt realising that at least one kaijuu menaces Earth every week), Ultraman brings Hayata back to life and becomes one with him, swearing to defend the Earth.

He gives Hayata the pen-like blue Beta Capsule, a solar battery that enables him to change into Ultraman. Once changed into Ultraman, Hayata can remain in that state for only three minutes, for the Earth's atmosphere filters out much of the solar energy Ultraman needs (and can easily obtain in atmosphere-less space). During the first minute, his Colour Timer implanted into Ultraman's chest glows blue. During the second minute, it glows yellow. Finally, it glows red. Furthermore, once the three minutes are up, the Beta Capsule needs 24 hours to recharge.

Ultraman had numerous powers, including the Specium beam fired from his crossed hands, a cutting energy ring, an anti-gravity power, and even a universal fire extinguishing liquid. Ultraman could also fly, as could all the other Ultra-heroes. Ultraman rarely appeared in any form smaller than his standard 200-foot size, although he did shrink himself down to human size once.

Ultraman has a "warning light" or "ColorTimer" on his chest. This light started blinking after a few minutes of activity, warning Ultraman that his energy was being depleted. Because the amount of solar energy that enters Earth's atmosphere is less than what Ultraman requires, Ultraman could only survive in Earth's atmosphere for a handful of minutes at a time. The warning light also changed colours as the blinking sped up. As the announcer would intone, "if the warning light should stop blinking, it would mean that Ultraman would never rise again."

Ultraman was eventually defeated by the monster Zetton, who shot a fireball that damaged Ultraman's warning light. Ultraman collapsed. Zetton was defeated by the Science Patrol, but Ultraman was still apparently dead. Suddenly another being who closely resembled Ultraman appeared. It was Zoffy, Ultraman's commanding officer. Zoffy explained to Ultraman that only his warning light was damaged, but he would have to return to Nebula M78 to get it repaired. Zoffy then separated Hayata from Ultraman, granting Hayata enough power to survive for a short time; in order for Hayata to continue living, however, he would have to be rejoined with Ultraman. The series ended before we saw this happen.

Alternative plot line:

Ultraman is a kindly alien from the Land of Light, who travels three million light-years from his home nebula of M-78 to help the people of Earth defend themselves against monsters. His mission begins badly when he collides with an aircraft piloted by good hearted Earthman Hyata (Kurobe). To save the life of the innocent victim, Ultraman merges with the dying human - the new symbiotic lifeform created retains Hayata's consciousness, but also permits Ultraman to lie dormant inside him, unaffected by the atmosphere of Earth, which would otherwise prove fatal to him.

Hayata joins the Science Special Investigation Team, an organisation devoted to protecting the Earth from scientific disasters, alongside Captain Muramatsu (Kobayashi), marksman Arashi (Ishii) and token female communications officer Akiko (Sakurai). When Hayata's colleagues find themselves in a life threatening situation he is able to secretly use his Beta Capsule to transform into Ultraman, growing into a 40 meter tall alien giant in a red and silver suit, who is able to take on the giant city-stomping monster menaces on their own terms, defeating them with his Specium Ray and Ultra Slash.

However, the moment Hayata transforms, the Earth's savage environment begins to effect Ultraman, leading the alien to develop a blue three-minute Color Timer that sits on his chest at all times. When the blue timer turns red and begins to flash, Ultraman has only seconds left of his three minute safe period, and must swiftly dispatch his enemy or risk injury and death.

One bit of trivia here involves the actor inside the Ultraman costume. He was Bin Furaya, who later portrayed Amagi, part of the Ultra Garrison in ULTRASEVEN.

Film effects specialist Eiji Tsuburaya was originally approached by Fuji TV in the early 1960s and asked to come up with an idea for a weekly mystery series. His initial pitch was for a series called Woo (or possible "u"), about a creature from Andromeda who comes to Earth to save the planet from monsters. He intended to follow it up in a later season with two other tales of alien superheros, with working titles of Rappa and Space Horse. Woo fell through at Fuji, by which time Tsuburaya had already invested in an expensive optical printer to setup special effects. He was able to sell the device to Fuji's rival channel TBS, who, having acquired the technology to make a monster show, shelves the UNBALANCE show then in development and instead authorized the production of ULTRA Q.

Six months into ULTRA Q, the host of who reasserted itself with the first broadcast of Ultraman. Many monsters were set up as sympathetic creatures, desperate to escape from Earth or otherwise avoid human contact. However, whatever the inner motivations, many were also threats to human civilization that needed to be stopped, normally by combat between men in rubber suits standing in the ruins of model cities.

Ultraman's best "loved" foe was probably the alien Baltan, which resembled a cross between a beetle and a lobster, through the show's most famous guest star was Godzilla, who appeared in Episode 10 as "Jirass" (U.S. Kira), disguised with the addition of a collar frill, which Ultraman soon pulled off anyway. The hero's most dangerous foe was arguably Zetton, the space dinosaur who broke his Color Timer in the final episode, leading to the arrival of Ultraman Zoffy, leader of the Space Garrison, who took Ultraman home.

The series was produced by Eiji Tsuburaya, Hajime Tsuburaya and Kazuo Tsuburaya. Original Music by Kunio Miyauchi, Cinematography by Yasumichi Fukuzawa & Masaharu Utsumi, Art Direction by Tôru Narita, Special Effects by Teisho Arikawa special effects supervisor, Tetsu Matoba special effects supervisor, Koichi Takano special effects supervisor, Hajime Tsuburaya special effects supervisor.

WR. Tetsuo Kinjô , Mamoru Sasaki, Shinichi Sekizawa

DIR. Akio Jissoji, Hajime Tsuburaya

EPISODES: 39 **YEAR MADE:** 1966 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS

CREATOR: EIJI TSUBURAYA

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 39

DATE OF PREMIER: 17/07/1966 **AIR DATE OF LAST EPISODE** 09/04/1967

SEASON DATE BREAKDOWN:

FILMS:

Hayata SUSUMU KUROBE, Captain Muramatsu SHOJI KOBAYASHI, Arashi IKICHI ISHII, Ide MASAYA NIHEI, Akiko Fuji HIROKO SAKRUAI, Ultraman (Costume) BIN FURAYA, Dr. Iwamoto AKIHIKO HIRATA, SUSUMU FUJITA.

RELATED SHOWS:

ULTRA Q

ULTRA Q

ULTRA SEVEN

ULTRAMAN ACE

ULTRAMAN TARO

ULTRAMAN LEO

ULTRAMAN 80

ULTRAMAN: TOWARDS THE FUTURE

ULTRAMAN: THE ULTIMATE HERO

ULTRAMAN TIGA

ULTRAMAN DYNA

The episode that started it all! This episode shows how Ultraman came to Earth, and during his chase with the fugitive monster Bemular, a tragic accident that befell Science Patrol member Hayata forces the alien to save the Earthling's life by merging with him. Thus, unbeknownst to anyone (even his Science Patrol teammates), Hayata and Ultraman are now one and the same! The course of the episode has Hayata and his teammates coping with the terrifying Bemular.

Wr Tetsuo Kinjo, Shinichi Sekizawa

Dir Hajime Tsuburaya

1 - 2 *DEFEAT THE INVADERS!*

The Science Patrol goes back into action when an invisible UFO anchors itself over the Scientific Technical Center in Tokyo. The UFO's inhabitants are the clawed insect-like aliens from the planet Baltan! Able to divide into multiple copies, as well as possess certain human hosts, the Baltans plot to take over the Earth and enslave all humanity . . . until Ultraman comes to the rescue! Meanwhile, Science Patrol member Ide tells us why he got a black eye in the beginning of the episode!

Wr Tetsuo Kinjo, Shinichi Sekizawa

Dir Hajime Tsuburaya

1 - 3 *SALLY FORTH, SCIENCE PATROL!*

Beneath a well in Mount Iwami lies a dormant monster called Neronga, which was defeated by the samurai Ichiemon Murai in the Edo Period. Recently reawakened by the construction of a new power plant in Mount Iwami, only its roars are heard, and a wake of destruction is left all over the power plant. The Science Patrol suspects that Neronga is invisible, but when the monster attacks again, they find that it becomes visible when it absorbs electricity! The Science Patrol and the Self-Defense Forces' Mobile Super-Ray Corps prepare to guard another power plant, which is Neronga's next target. Can they succeed before disaster strikes? Will Ultraman arrive to fight the invisible menace?

Wr Masahiro Yamada

Dir Toshihiro Iijima

1 - 4 *5 SECONDS BEFORE THE BIG EXPLOSION!*

When a rocket with six nuclear bombs was sent into outer space for development of the planet Jupiter, the rocket malfunctions and lands into the sea, with only one of the bombs exploding, causing a disaster at sea. With four of the bombs recovered, it's up to the Science Patrol to find the missing bomb. Meanwhile, Fuji is given a vacation by Capt. Muramatsu (much to Ide's jealousy), and she, Hoshino and a little girl named Michiko go to the seaside Mamiyama Hotel and have fun. Meanwhile, Hayata investigates a boat disaster caused by a moving wake in the sea, caused by the giant humanoid sea monster Ragon. This is not the gentle beast as seen in Ultra Q, this Ragon, mutated by the radiation of the aforementioned exploded bomb, is hostile and violent. Not only is it heading towards the Mamiyama Hotel, but the missing bomb is dangling from its body!!! Will Fuji and the two children be safe? Can Ultraman fight Ragon without detonating the atomic bomb?

1 - 5 *TREASURE OF THE MILOGANDA*

A group of scientists and reporters have went on an expedition to Oilis Island, and find a rare Miloganda plant, but were almost attacked by a huge green plantlike monster (known as Greenmons), which they shoot to death. But one month after their return to Japan (with the Miloganda plant at a greenhouse lab), the very same Greenmons murders all of the expedition members, except one: Photographer Setsuko Hamaguchi, who the Science Patrol suspect will be the monster's next target and place her under protective custody. They also find that radioactive energy (even their Superguns and Arashi's Spider Shot gun) can make the monster stronger . . . and grow! What is the connection between the Miloganda plant and Greenmons? Will Ultraman stop the green terror from causing any more destruction?

1 - 6 *THE COAST GUARD COMMAND*

While playing with his friends on the docks of Yokohama Bay, Hoshino witnesses a strange-looking giant monster rise from the sea, the monster Gesula! It originated from Brazil, and is in search of its favorite food, cacao beans. However, Hoshino and his friends have been kidnapped by the notorious jewel smuggler Diamond Kick and his gang, who hide out in a warehouse. To complicate matters, not only is there a huge shipment of cacao beans inside the warehouse, but one of the shipments contains the diamonds that Diamond Kick and his gang were searching for, with Gesura quickly drawing near! Will the Science Patrol, and Ultraman, save the children, catch Diamond Kick and his gang, and stop Gesura?

1 - 7 *THE BLUE STONE OF BARADHI*

The Science Patrol investigates a series of plane crashes in the Middle East, where they encounter a vicious insect-monster that brings Ultraman to his knees. This time, it's up to the Science Patrol to try and turn the tables.

1 - 8 *THE LAWLESS MONSTER ZONE*

Contact has been lost with a meteorological station on a distant Pacific island. When the Science Patrol investigates, they encounter a lone survivor, carnivorous plants, giant monsters, and a diminutive friendly creature! Can it help them make their way off the island in one piece?

1 - 9 *OPERATION: ELECTRIC STONE FIRE*

When a uranium-eating monster disrupts efforts to rebuild a village after a tropical storm, the Science Patrol intervenes. However, they only succeed in diverting the angry creature's path of destruction. It's up to Ultraman to prevent further casualties!

1 - 10 *THE MYSTERIOUS DINOSAUR BASE*

A dinosaur-like monster emerges from the depths of Lake Kitayama. The Science Patrol uncovers a mysterious connection between it and the legend of Loch Ness. When they find the creature too powerful to subdue by normal means, Ultraman steps in to take it down once and for all.

Wr Tetsuo Kinjo

Dir Kazuho Mitsuta

1 - 11 *THE RUFFIAN FROM OUTER SPACE*

A con artist discovers a meteorite with the power to make wishes come true. He uses it to conjure up a strange creature and begins terrorizing his neighbors. After creating a giant-sized version of the creature, only Ultraman and the Science Patrol can set things right.

1 - 12 *THE CRIES OF THE MUMMY*

A seven thousand year old mummy is awakened by scientific experiments and it goes on a rampage. When finally cornered, it summons an enormous, four-legged dragon so powerful that only Ultraman stands a chance of defeating it.

1 - 13 *OIL S.O.S.*

An enormous starfish monster that feeds on petroleum products is preying upon oil tankers in Tokyo Bay. Before long, it sets its sights on a bigger game: a massive oil storage facility in the port. Only the Science Patrol and Ultraman have the power to stop it before Japan's energy supplies are cut off!

1 - 14 *THE PEARL OYSTER PROTECTION ORDER*

A strange creature with the face of a frog and the body of a whale is attacking pearl farms on the Japanese coastline. When napalm bombs and electrical nets fail to stop the rampage, Ultraman comes to the rescue!

1 - 15 *THE SPACE RAY OF TERROR*

An unusual form of space radiation turns a child's chalk sketch into a real-life giant monster that's all but impervious to the Science Patrol's attacks. As the creature mutates, only Ultraman has the power to stop it.

1 - 16 *THE SCIENCE PATROL TO OUTER SPACE*

When a manned spacecraft bound for Venus is hijacked by aliens, the Science Patrol outfits the Jet VTOL for interstellar travel. When it becomes clear that the incident is a springboard for Baltan's alien race to invade the Earth, Ultraman goes on the defense.

1 - 17 *PASSPORT TO INFINITY*

A pair of unusual meteors discovered by an American explorer fuse together after being exposed to a special beam. They mutate into a bizarre fourth-dimensional monster capable of warping reality as we know it. Can Ultraman overcome this psychedelic menace in time to save the day?

1 - 18 *THE BROTHER FROM ANOTHER PLANET*

A mysterious radioactive fog settles over Tokyo. An even more mysterious alien arrives to clean it up. But can this good samaritan really be trusted? And what is his connection to the evil doppelganger of Ultraman that's terrorizing the city?

1 - 19 *THE DEMONS ONCE MORE*

A pair of ancient capsules unearthed at a construction site unleash a pair of monsters who are mortal enemies sealed away a long time ago by the ancestors of mankind. Can Ultraman stop them before their blood feud reduces Tokyo to rubble?

1 - 20 *TERROR ON ROUTE 87*

An enormous bird-monster is attacking motorists on Route 87. The Science Patrol discovers a supernatural link between the monster and a statue located nearby. Once they realize the connection, it's up to Ultraman to put a stop to this terror once and for all.

1 - 21 *BREAK THROUGH THE SMOKE!*

1 - 22 *THE UNDERGROUND DESTRUCTION WORK*

- 1 - 23 *MY HOME IS EARTH*
- 1 - 24 *THE UNDERSEA SCIENCE BASE*
- 1 - 25 *MYSTERY COMET TSUIFON*
- 1 - 26 *HIS MONSTER MAJESTY (A TWO PART STORY)*
- 1 - 27 *HUMAN SPECIMENS 5 & 6*
- 1 - 28 *A CHALLENGE TO THE UNDERGROUND*
- 1 - 29 *THE SNOWY MOUNTAIN OF ILLUSIONS*
- 1 - 30 *WHO HAS COME?*
- 1 - 31 *THE ENDLESS COUNTERATTACK*
- 1 - 32 *THE FORBIDDEN WORDS*
- 1 - 33 *GIFT FROM THE SKY*
- 1 - 34 *THE MONSTER GRAVEYARD*
- 1 - 35 *DON'T SHOOT, ARASHI!*
- 1 - 36 *THE LITTLE HERO*
- 1 - 37 *SPACESHIP RESCUE ORDER*

The Science Patrol takes to the stars and learns that a missing piece of equipment could cause Space Station V2 to explode. After determining that the closest replacement is on a nearby planet, the Science Patrol makes a beeline for it...only to encounter a pair of ferocious monsters in their path.

- 1 - 38 *FAREWELL, ULTRAMAN!*

In the final episode of the Ultraman television series, a fiendish alien creature plots to conquer the Japanese islands and then the world. Critically injured in battle with its giant monster underling, Ultraman is rescued by his superior officer "Zoffy" and returned to Nebula M-78.

ULTRAMAN 80

AKA: **URUTORAMAN EITEI**



After almost 20 years of being pummelled by various monsters, Japan finally discovers the source of many of their large destroyers: "negative energy" from human anger and hatred. Another Ultraman, Ultraman 80, combats this negative energy by acting as a teacher, Takeshi Yamato. (We never see exactly how 80 comes to Earth, so we don't know if Takeshi is a human with whom 80 merged, or if Takeshi is a human form created by 80. One text indicates it was a merger. On the other hand, in one episode, Takeshi is unable to donate blood to help an injured child because he is not human.) Takeshi's goal is to teach the young to have understanding and compassion; only then, he feels, would the true threat of monsters be extinguished.

Even though no monsters have been seen in 10 years, the Earth Defence Army forms a sub-branch, the Utility Government Members, just in case. Sure enough, monsters start to reappear. Takeshi signs up with the UGM as well, discovering eventually that he's better off fighting monsters than trying to teach the young not to create them in the first place.

Shortly before the series ends, Ultraman 80, in his human guise, meets Ryoko Hoshi. Later he discovers that she is the human form of an Ultra-lady, Yullian. In the two episodes featuring Yullian, we find that she and 80 can create a large energy circle from their joined hands; this circle, sort of a large Ultra Slash, can vanquish even the most "invincible" monster. Alone, 80's main weapon is the Sakucium Beam, yet another forearm-fired beam akin to Ultraseven's Wide Shot. Takeshi uses the Bright Stick to transform into Ultraman 80.

Ultraman left Japanese screens after ULTRAMAN LEO, returning in an animated incarnation in 1979, known as The Ultraman or sometimes Ultraman Joenus or Joe. Technically, he should be listed as the next season, as a recreation of his hero's costume does eventually turn up in a later live-action movie Ultraman Monster Grand Battle. However, his presence in the continuity is arguable, as the prologue to Ultraman 80 claims that the Earth has been safe from monsters "for five years." At any rate, the Ultraman anime ran from 4th April 1979-26th March 1980, setting the scene for the next live-action Ultraman series, Ultraman 80.

In an unexpected homage to Kinpachi Sensai, the actual seventh season sees a new Ultraman adopting the form of Earth schoolteacher Takeru Yamato (Hasegawa), in charge of Year One, Class E. Loved by his students, but eternally at odds with the prissy deputy principle Kumi (Wada), Takeshi chastely pursues the pretty gym teacher Kyoko (Asano), in whose presence he becomes bashful and tongue-tied. Of course, Takeshi is not merely a schoolteacher, but moonlights as a member of the secret OGM organization, in which capacity he helps in the secret battle against space monsters and transforms into his giant form.

A loner who rarely calls on the other Ultras, Ultraman 80 is later joined by Yullian, the Queen of the Land of Light, who takes the Earth name of Ryoko (Hagiwara) and gives the Ultramen one of their rare female fighting companions. Their secret identities eventually revealed, the couple return to their place of origin at the end of the series.

Ultraman 80 encounters three other Ultra-heroes, sort of. Episode 38, "Ultra Father's Voice Echoes in the Heavens," has Ultra Father warning 80 of a crisis. There is Yullian, mentioned above. The third case, "sort of," involves a monstrous version of ULTRA SEVEN, created out of a young boy's desire for revenge against a motorcycle gang who hospitalises him. (This Ultraseven appeared to be the original, especially in that some of the fight scenes from the original series were used. However, it should be noted that this was a monster created in the image of ULTRA SEVEN.) The follow on series was ULTRAMAN: TOWARD THE FUTURE

WR.

DIR. Noriaki Yuasa

EPISODES: 50 **YEAR MADE:** 1980 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS

CREATOR: EIJI TSUBURAYA**TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 50**DATE OF PREMIER:** 02/04/1980**AIR DATE OF LAST EPISODE** 25/03/1981**SEASON DATE BREAKDOWN:****FILMS:**

Takeshi Yamato/Ultraman 80 HATSUNORI HASEGAWA, Chief Junkichi Itoh MASAOKI DAIMON, Dr. Johno KENJI SAHARA, Shinachiro Fujimori MASASHI FURUTA, Ryoko Hoshi/Princess Yurian SAYOKO HAIGWARA, Emi Johno/Android Emi Johno ERI ISHIDA, Tokihiko Harada DAISUKE MUSHOO, Captain Kazuki Oyama JIN NAKAYAMA, Hiroshi Tajima SHUHEI NIDA, Noboru Ikeda TATSUYA OKAMOTO, Yuriko Osaka/Non-Chan NORIKO SHIRZAKI, Saga AKIHIKO SUGIZAWA.

RELATED SHOWS:

ULTRA Q

ULTRA Q

ULTRAMAN

ULTRA SEVEN

ULTRAMAN ACE

ULTRAMAN TARO

ULTRAMAN LEO

ULTRAMAN: TOWARDS THE FUTURE

ULTRAMAN: THE ULTIMATE HERO

ULTRAMAN TIGA

ULTRAMAN DYNA

- 1 - 1 *TEACHER ULTRAMAN*
- 1 - 2 *THE TEACHER'S SECRET*
- 1 - 3 *CRY NOT, FIRST-LOVE*
- 1 - 4 *FROM THE GREAT SKY WITH LOVE*
- 1 - 5 *THE PHANTOM TOWN*
- 1 - 6 *BOY FROM THE STARS*
- 1 - 7 *TOKYO SILENT OPERATION*
- 1 - 8 *THE RESURRECTED LEGEND*
- 1 - 9 *AIRPORT CRUCIAL MOMENT!*
- 1 - 10 *VISITOR FROM SPACE*
- 1 - 11 *GAS PANIC OF TERROR*
- 1 - 12 *THE BEAUTIFUL TRANSFER STUDENT*
- 1 - 13 *CERTAIN DEATH! FORMATION*
- 1 - 14 *TELEPORTATION! THE MAN FROM PARIS*
- 1 - 15 *THE EVIL PROFESSOR'S LABORATORY*
- 1 - 16 *MYSTERIOUS SPACE SUBSTANCE SNOWART*
- 1 - 17 *FLY TO THE EVIL MONSTER ISLAND!! (PART 1 OF 2)*
- 1 - 18 *FLY TO THE EVIL MONSTER ISLAND!! (PART 2 OF 2)*
- 1 - 19 *STRAY STAR EXPLOSION DIRECTIVE*
- 1 - 20 *INVASION!! VAMPIRE BALL ARMY*
- 1 - 21 *85 SHINE ON FOREVER!! SPACE G-MAN 85*

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- 1 - 22 *WHEN THE PLANETS ALIGN, SOMETHING WILL OCCUR*
 - 1 - 23 *SOS!! THE BIG INVASION OF THE SPACE AMOEBA*
 - 1 - 24 *STAR OF THE BACK-STABBING ANDROID*
 - 1 - 25 *THE BEAUTIFUL CHALLENGER*
 - 1 - 26 *THE TIME TUNNEL KAGEMUSHAS*
 - 1 - 27 *TERROR OF THE WHITE DEVIL*
 - 1 - 28 *BALU, ZAKILA LULLABY OF THE MIGRATORY*
 - 1 - 29 *WRATH OF THE MONSTER EMPEROR*
 - 1 - 30 *THE FRIEND WHO DISAPPEARED IN THE DESERT ZATAN*
 - 1 - 31 *THE MONSTER SEED HAS FLOWN*
 - 1 - 32 *THE MONSTER SHIP FROM THE DARK SEA*
 - 1 - 33 *A MONSTER MADE BY A BOY*
 - 1 - 34 *I CAUGHT A GOOFY FISH!*
 - 1 - 35 *THE 99-YEAR DRAGON-GOD FESTIVAL FIRE*
 - 1 - 36 *HANG IN THERE! STAG BEETLE WINTER PASSAGE*
 - 1 - 37 *THE DREADED BALTAN-SEIJIN'S ZOO STRATEGY*
 - 1 - 38 *REVERBERATE ACROSS THE GREAT SKY - FATHER OF ULTRA'S VOICE*
 - 1 - 39 *I'M A MONSTER*
 - 1 - 40 *A SUMO BRAT HAS COME FROM THE MOUNTAIN*
 - 1 - 41 *DO YOU WANT TO SEE A ZERO-FIGHTER MONSTER BIRD?*
 - 1 - 42 *INDEED! THE GODDESS OF MERCY WAS STRONG!*
 - 1 - 43 *THE FEMALE WARRIOR WHO FLEW HERE FROM THE ULTRA STAR*
 - 1 - 44 *FIERCE FIGHT! 80 VS. ULTRASEVEN*
 - 1 - 45 *BALTAN-SEIJIN'S ENDLESS CHALLENGER SPIRIT*
 - 1 - 46 *THE DREADED DECLARATION OF RED KING'S RESURRECTION*
 - 1 - 47 *BEWARE OF THE DROPPED EVIL GLOVE!!*
 - 1 - 48 *THE SPEED RUNNER OF DEATH-GOD MOUNTAIN*
 - 1 - 49 *80'S ULTIMATE PINCH! TRANSFORM! FEMALE ULTRAMAN*
 - 1 - 50 *OH! THE GIRAFFES AND THE ELEPHANTS HAVE ALSO TURNED INTO ICE!*

ULTRAMAN ACE

AKA: **ULTRAMAN A**



The Earth is invaded by the Yapool, another in a never-ending series of aliens out to conquer Earth and, quite probably, the rest of the universe. All the Ultra-heroes to date are called out to fight the invaders, including the newest hero, Ultraman Ace, who covers Earth. As seems to be the habit, monsters are already invading Earth, and have killed people in the process. In this case, two people, Seiji Hokuto and Yuko Minami, are chosen to be the humans who house Ultraman Ace. Each is given an Ultra Ring; when the two rings touch, Hokuto and Minami (which mean "North" and "South" in Japanese) become Ultraman Ace. Also typical, the two join yet another defence organisation, the TAC (Terrible-monster Attacking Crew).

Ultraman Ace's main power is the Metallium Beam, a fairly typical (if you're an Ultraman) energy beam fired from the arm. At one point, harnessing the energies of the other Ultra-heroes, Ace forms the Space Q, a great ball of energy that can destroy even the nastiest Yapool.

Ultraman Ace was the first episode to regularly (i.e. not just once or twice) feature the other Ultra-heroes. In one episode, "The Five Ultra Brothers Executed" (the Ultramen were considered to be "brothers," obviously), all but Ace were trapped by the Yapool alien Ace Killer, and crucified. Of course, the Ultramen won. Ultraman Ace also introduced a new Ultra-hero, the supreme ruler of the "Land of Light" in Nebula M78, Ultra Father (also called "Father of Ultra"). The Ultra-family finally defeat the Yapool, and send them packing to their home dimension.

For the fifth season, Ultraman Ace (aka Ultraman A), humble baker Seiji (Takamine) witnesses his bakery being destroyed by an attacking monster, and is then killed along with kindhearted Minami (Hoshi) when the pair try to save a wheelchair-bound hospital patient from the dying beneath the wheels of a runaway truck. The pair both bond with Ultraman Ace, requiring them to touch their Ultra Rings together to transform into a creature with a man's courage and a woman's love for peace.

Ace's enemies included a number of Super-Beasts created by the Yapool invaders, although Minami later revealed that she was really an agent from the moon, and left for her home after Ace defeated the Lunatyk monster halfway through the season. Thereafter, Seiji was left to transform into Ace alone, but all through the season he called upon the help of his brothers, leading to cameos from many of the earlier Ultras.

Ultraman Ace follows on from *THE RETURN OF ULTRAMAN* and is followed by *ULTRAMAN TARO*.

Ultraman Ace (Urutoraman Êsu) is the title superhero of a tokusatsu SF/kaiju/superhero TV show, and is the 5th show in the Ultra Series. Produced by Tsuburaya Productions, the series aired on Tokyo Broadcasting System from April 7, 1972 to March 30, 1973, with a total of 52 episodes.

Starting with this show, the Ultra Series heads in a notably different direction, slowly shifting from a sci-fi/mystery adventure to full-tilt superhero fantasy fare. Also, all previous Ultra-beings (namely Ultraman, Zoffy, Ultra Seven, and New Ultraman) make more frequent appearances here, whereas they only made guest appearances in the previous show *Return of Ultraman*.

This series marks the debut of special effects director Koichi Kawakita, who went on to do many other tokusatsu superhero shows (for both Tsuburaya Productions and Toho Company Ltd.), and directed the FX for the majority of the "VS Series" (AKA: "Heisei Series") in Toho's *Godzilla* films. Kawakita, needless to say, was a student under the late Eiji Tsuburaya.

Statistics

Height: 40 meters

Weight: 45,000 tons

Flight speed: mach 20
 Running speed: 1,000 km/h
 Aquatic speed: 80 knots (148 km/h)
 Home planet: The Land of Light, Nebula M78
 Human form: Seiji Hokuto and Yuhko Minami
 Transformation item: Ultra Rings
 Weapons:
 Metallium ray: L-style.
 Punch laser: Fired from the Beam Lamp on his fin.
 Space Q: A ball of energy gathered at the hole in his fin, used against Ace Killer and Jumbo King. In his battle with Ace Killer, his energy is near depletion, and gets energy from his four brothers in order to use this weapon.
 Ultra Guillotine: A standard slashing laser beam or ring, with many other variations (Vertical Guillotine, Guillotine Shot).
 Timer Shot: Fired from his Color Timer.

TAC members

TAC stands for Terrible Monster Attacking Crew

Captain Goroh Ryuh

Seiji Hokuto

Yuhko Minami

Ichiroh Yamanaka

Kohzoh Yoshimura

Tsutomu Konno

Noriko Mikawa

[edit]

Cameos

Episode 1: The Five Ultra Brothers merge Ace with Hokuto and Minami.

Episode 5: Zoffy sees Ace's Ultra Sign (SOS), and saves him from being trapped underground by Giron-jin and Aribunta. Zoffy lets him borrow the Ultra Converter, a wristband that restores Ace's energy (and changes his blinking ColorTimer back to blue).

Episodes 13-4: The Four Ultra Brothers are crucified on the planet Golgota by the Yapool. The Yapool send all five fake Ultra Signs to get them to gather at Golgota, where they find crosses with their names written on them. The temperature then drops precipitously, and they begin losing power. The Four give Ace their remaining power to go back to Earth, to defend it from CHOHJUH Baraba. Ace protests, not wanting to abandon his brothers, but Ultraman slaps him to his senses, saying they will sacrifice themselves to let the younger Ace go and fulfill his mission to protect the Earth. After Ace leaves, the other four get sucked onto the crosses. However, Ace can't fight Baraba effectively, because the Yapools taunt him with images of his brothers stuck on the cross, threatening to finish them off. Meanwhile, Yapool then introduces Ace Killer, who sucks the Four Ultra Brothers of their Specium (Ultraman), Emerium (Ultra Seven), and M87 (Zoffy) energies, as well as the Ultra Bracelet (Ultraman "Jack"). Ace Killer uses these to destroy the Ace Robot for practice as the brothers look on helplessly. The upper brass at TAC send Hokuto to Golgota with a bomb to destroy the entire planet (and the Four Ultra Brothers with it), but Hokuto changes to Ace, destroys the bomb, gets energy from his Brothers to create the Space Q to defeat Ace Killer, frees his brothers, return to Earth, and destroy Baraba.

Episode 23: Zoffy versus Giant Yapool.

Episode 26-7: The Four Ultra Brothers are turned into bronze statues along with Ace by Hippolito-seijin. They are saved by the Ultra Father.

Episode 31: Ultra Seven versus Bakutari

Episode 35: Zoffy versus Dreamgillas

Episode 38: A revived Father appears as Santa Claus to help defeat Namhage and Snowgillan. He brings back Minami for a visit.

Episode 39: Ultra Seven versus Firemonse and Fire-seijin.

Episode 44: Ultra Seven replenishes Ace's power, which was lost to OniDevil.

WR.

DIR.

EPISODES: 52 **YEAR MADE:** 1972 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS

CREATOR: EIJI TSUBURAYA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 52

DATE OF PREMIER: 07/04/1972

AIR DATE OF LAST EPISODE 30/03/1973

SEASON DATE BREAKDOWN:

FILMS:

Seiji Hokuto TAKAMINE, Yuko Minami, Yapool

RELATED SHOWS:

ULTRA Q

ULTRAMAN

ULTRA SEVEN

ULTRAMAN TARO

ULTRAMAN: TOWARDS THE FUTURE

ULTRAMAN: THE ULTIMATE HERO

- 1 - 1 *SHINE! THE FIVE ULTRA BROTHERS*
- 1 - 2 *SURPASS THE CHOJUH*
- 1 - 3 *BURN! CHOJUH HELL*
- 1 - 4 *30,000-YEAR CHOJUH APPEARS*
- 1 - 5 *GIANT ANT CHOJUH VS. ULTRA BROTHERS GIRON-MAN*
- 1 - 6 *PURSUE THE MYSTERY OF THE TRANSFORMATION CHOJUH!*
- 1 - 7 *MONSTER VS. SUPER MONSTER VS. ALIEN METRON-SEIJIN JR.*
- 1 - 8 *LIFE OF THE SUN, LIFE OF ACE*
- 1 - 9 *100,000 CHOJUH! SURPRISE ATTACK PLAN*
- 1 - 10 *BATTLE! ACE VS. HIDEKI GOH ZAIGON*
- 1 - 11 *THE CHOJUH IS TEN WOMEN?*
- 1 - 12 *THE RED FLOWER OF CACTUS HELL*
- 1 - 13 *EXECUTION! THE FIVE ULTRA BROTHERS*
- 1 - 14 *THE FIVE STARS THAT SCATTERED THROUGHOUT THE GALAXY*
- 1 - 15 *CURSE OF THE BLACK CRAB*
- 1 - 16 *MONSTER STORY: COW GOD MAN BULL MAN*
- 1 - 17 *MONSTER STORY: THE SHE-DEVIL OF FIREFLY*
- 1 - 18 *LEND ME THE PIGEON!*
- 1 - 19 *MYSTERY OF THE WATER IMP'S RESIDENCE KING KAPPA*
- 1 - 20 *THE STAR OF YOUTH - THE STAR OF A COUPLE*
- 1 - 21 *I SAW THE PHANTOM OF A HEAVENLY WOMAN!*
- 1 - 22 *DEMON OF REVENGE BLACK SATAN*
- 1 - 23 *COMEBACK! ZOFFY NOW ARRIVES*
- 1 - 24 *LOOK! A GIANT TRANSFORMATION IN THE MIDDLE OF THE NIGHT MAZARON-MAN*
- 1 - 25 *THE PYRAMID IS A CHOJUH'S NEST! SPHINX*
- 1 - 26 *TOTAL ANNIHILATION! THE FIVE ULTRA BROTHERS*
- 1 - 27 *MIRACLE! THE FATHER OF ULTRA*
- 1 - 28 *FAREWELL YUUKO, SISTER OF THE MOON*
- 1 - 29 *THE SIXTH ULTRA BROTHER UNGRAMON*

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- 1 - 30 *THE ULTRA STAR THAT EVEN YOU CAN SEE*
 - 1 - 31 *FROM SEVEN TO THE HAND OF ACE*
 - 1 - 32 *WITH A PRAYER UPON THE ULTRA STAR*
 - 1 - 33 *SHOOT THAT HOT-AIR BALLOON!*
 - 1 - 34 *DANCES ON AN OCEAN RAINBOW*
 - 1 - 35 *A GIFT FROM ZOFFY*
 - 1 - 36 *THIS CHOHJUH 10,000 PHONS?*
 - 1 - 37 *THE STAR OF FRIENDSHIP FOREVER*
 - 1 - 38 *RESURRECTION! THE FATHER OF ULTRA*
 - 1 - 39 *THE LIFE OF SEVEN! THE LIFE OF ACE!*
 - 1 - 40 *GIVE BACK THE PANDA!*
 - 1 - 41 *MONSTER STORY!*
 - 1 - 42 *MYSTERY! THE RESURRECTION OF MONSTER WOO*
 - 1 - 43 *MONSTER STORY! CRY OF THE YHETTI*
 - 1 - 44 *SETSUBUN GHOST STORY! THE SHINING BEAN*
 - 1 - 45 *BIG PINCH! SAVE ACE!*
 - 1 - 46 *RIDE BEYOND THE TIME MACHINE!*
 - 1 - 47 *CURSE OF THE SALAMANDER*
 - 1 - 48 *REVENGE OF VELOKRON*
 - 1 - 49 *THE FLYING JELLYFISH*
 - 1 - 50 *MASS CHAOS IN TOKYO! TRAFFIC SIGNALS GONE HAYWIRE*
 - 1 - 51 *LIFE-SUCKING SOUND*
 - 1 - 52 *TOMORROW'S ACE IS YOU!*

ULTRAMAN COSMOS



The Earth enjoys its first extended period of peace in a long while. Neither Chaos Header nor any of the destructive monsters that have plagued the world so long have appeared. But a concentration of Chaos Header is spotted in the solar system at point P87. Chaos Header is gearing up for its greatest invasion. The Chaos Header energy heads for Earth and forms itself into Chaos Ultraman, an enemy thought to have been defeated already by Ultraman Cosmos. In order to battle Chaos Ultraman, Team EYES races to the scene. But Chaos Ultraman counterattacks and both Tech Spinner One, piloted by Fubuki and Tech Spinner Four piloted by Musashi crash. Chaos Ultraman heads for the SRC Science Center. There Doigaki and Professor Hazumi are preparing Chaos Chimera, a powerful new weapon to battle Chaos Header. "Team EYES will protect the Earth against any invasion!" declares Captain Hiura as the team prepares to make its final life or death stand against the invader. But Chaos Ultraman unleashes a powerful beam weapon. At that moment Ultraman Cosmos appears once again. A fierce battle begins. Ultraman Cosmos transforms into his Eclipse Mode and uses his Cosmium Beam to destroy Chaos Ultraman. But suddenly an immense light appears in the sky. A new Chaos Ultraman, Calamity appears. Ultraman Cosmos must face his greatest danger yet!

Bad luck struck in the 13th season, Ultraman Cosmos, which was released at roughly the same time as the Ultraman Cosmos: First Contact movie, and was deliberately first broadcast on 7th July 2001, the centenary of the birth of studio founder Eiji Tsuburaya. In an attempt to avoid increasingly strict censors on "on screen violence", the Cosmos series introduced Musashi (Sugiura), whose Ultra transformation often took the pacifist "Luna" Mode, in which form he was unable to harm any opponents. The later Corona and Eclipse Modes permitted more traditional fighting, but it was the Luna Mode that caused the greatest controversy, first because an Ultraman that tried not to fight was not popular with many old-school fans, but mainly because of later events that couple cripple the series in 2002.

The show was pulled of the air in June 2002 after lead actor Sugiura was arrested by Osaka Prefecture Police. An acquaintance of Sugiura's younger brother accused him of assault two year earlier, when th 19 year old Suigura had supposedly attacked the boy in retaliation for the theft of some money. While inquires continued, Cosmos was concluded in two hastily assembled final episodes, dropping all of Sugiura's appearances. Similarly, the film distributor Shochiku, sitting on the completed second Cosmos movie The Blue Planet, rereleased the film to Japanses cinemas with Sugiura's scenes hacked out.

In the new version, the child actor who played the young Musashi is shown scenes from his future - cunningly ensuring that his adult fact is never seen. MBS filled the on-air gap left by the shows departure by screening Ultraman Neos, a seven year old failed Ultra Pitch, mothballed by Tsuburaya as a direct to video title, and only dusted off to plug the hole left by Cosmos.

However, the tables had turned by the end of June, when it was revealed that the plaintiff has withdrawn much of his previous accusations against Sugiura. Those who had so readily exiled the actor from the public eye now discovered that his accuser was indeed a thief, and that while big brother Sugiura did not deny giving him a bloody nose in an earlier incident, the plaintiff's actual injuries had been sustained in a wholly unrelated brawl with ten other people, which took place at a time when Sugiura had demonstrably spend the entire day on a film set on the other side of town. As a result, the red-faced MBS reversed its previous decision, ignored the continuity problems caused by the previous "ending", pulled Neos from the air, and ran the rest of the Cosmos as originally intended.

The Sugiura footage was also restored to the movie, and the series limped to its close later in the year the initially planned. A third movie, Ultraman Cosmos Vs Ultraman Justice (2003), features Suiguiura again, who now prefers that his given name is pronounced Taiyo, not Takayasu.

Trivia

Cosmos' gentle/strong dichotomy is a result of the recent trend of juvenile violence in Japan. Tsuburaya Productions is focusing on a sensitivity toward the influence of media on children. Let's hope that TPC

skillfully implements this policy in such a way that it does not degrade the quality of storytelling. It is truly ironic that Takayasu Sugiura (the actor who portrays Musashi) was arrested for accusations of battery and extortion as the series was ending its broadcast run (fortunately, the accusations ended up to be mostly false).

Tsuburaya Productions sent a lot of postcards to Ultra fans at the beginning of the new year. On the back of the postcard is a little red stamp mark of a flower that the Japanese call a "cosmos." Probably Tsuburaya Productions thought this was a clever little pun (and they seem to reinforce it by referring to Earth as the "star of flower and green"), but it didn't help to douse the rumors that initially spread like wildfire among Japanese fans that Ultraman Cosmos was either female or gay.

Toshihiro Ihjima directs the Cosmos movie. He directed many of the original Ultraman's episodes, including episode 2 and 16, which were the first two times the Baltans invaded the Earth.

Cosmos' TV series premiere, July 7, 2001, is the 100th birthday of the original Ultraman's creator, the late Eiji Tsuburaya, as well as the birthdays of Hokuto and Minami, who transform into Ultraman Ace. Ultraman Cosmos was abruptly canceled for several weeks across Japan by Mainichi Broadcasting because of the Sugiura scandal

WR.

DIR.

EPISODES: 60 **YEAR MADE:** 2001 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 60

DATE OF PREMIER: 07/07/2001

AIR DATE OF LAST EPISODE 08/06/2002

SEASON DATE BREAKDOWN:

FILMS: ULTRAMAN COSMOS: FIRST CONTACT (2001), ULTRAMAN COSMOS: BLUE PLANET (2002)

RELATED SHOWS:

ULTRAMAN

- 1 - 1 *REUNION WITH THE LIGHT*
- 1 - 2 *SHADOW OF THE CHAOS HEADER*
- 1 - 3 *FLY, MUSASHI!*
- 1 - 4 *THE FALLEN ROBOT*
- 1 - 5 *REVENGE OF THE FIREFLIES*
- 1 - 6 *FISHING FOR A MONSTER*
- 1 - 7 *PRESENT FROM THE SKY*
- 1 - 8 *SLEEPING GIRL*
- 1 - 9 *FRIENDS OF THE FOREST*
- 1 - 10 *THE BRONZE DEVIL*
- 1 - 11 *MOVE, MONSTER!*
- 1 - 12 *THE GLOW OF LIFE*
- 1 - 13 *DAUGHTER OF TIME (PART 1 OF 2)*
- 1 - 14 *DAUGHTER OF TIME (PART 2 OF 2)*
- 1 - 15 *DEEP SEA DEATHMATCH*
- 1 - 16 *THE FLYING WHALE*
- 1 - 17 *THE OTHER DIMENSIONAL TRAP*

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- 1 - 18 *THE LEGEND OF MT. NIBITO*
 - 1 - 19 *STAR LOVER*
 - 1 - 20 *MUSASHI'S SKY*
 - 1 - 21 *TECH BOOSTER, TAKE OFF (PART 1 OF 2)*
 - 1 - 22 *TECH BOOSTER, TAKE OFF (PART 3 OF 2)*
 - 1 - 23 *LUNA VS LUNA*
 - 1 - 24 *WARM MEMORIES*
 - 1 - 25 *GIRL FROM ANOTHER STAR*
 - 1 - 26 *THE POWER TO DEFEAT THE CHAOS*
 - 1 - 27 *A SPACE MONSTER IS BORN ON EARTH*
 - 1 - 28 *POWER AND STRENGTH*
 - 1 - 29 *DREAM-LIKE BRAVERY*
 - 1 - 30 *ECLIPSE*
 - 1 - 31 *RESCUE GON*
 - 1 - 32 *THE NIGHTMARE EXPERIMENT*
 - 1 - 33 *MONSTER HUNTER*
 - 1 - 34 *WRATH OF THE SEA GOD*
 - 1 - 35 *THE MAGIC STONE*
 - 1 - 36 *THE MOUNTAIN OF GHOSTS*
 - 1 - 37 *FUBUKI RETIRES?!*
 - 1 - 38 *ALIEN "OLD MAN"*
 - 1 - 39 *THE WICKED LIGHT*
 - 1 - 40 *THE WICKED GIANT*
 - 1 - 41 *THE GREEN FUGITIVE*
 - 1 - 42 *FRIEND*
 - 1 - 43 *PUPPET MONSTER*
 - 1 - 44 *GHIGHI VS GON*
 - 1 - 45 *PLAYGROUND LEGEND*
 - 1 - 46 *THE MIRACLE FLOWER*
 - 1 - 47 *SORCERESS OF THE SKY*

ULTRAMAN DYNA

AKA: **UROTORMAN DAINA**



7 years have passed since Ultraman Tiga fought his final battle. Mankind has started colonising the "new frontier," which includes Mars. The Terrestrial Peaceable Consortium (TPC) is still around, with their main defence force now called Super GUTS. The current members of the team include Captain Hibiki, Kouda, Ryo, Karia, Nakajima, and Mai. Super GUTS is recruiting new members, including Shin Asuka (pronounced more like "Ahs-kah"), a flighty, somewhat arrogant individual who, nonetheless, is one of the best pilots and marksmen they've found. His teamwork skills, however, leave much to be desired.

As part of the entrance exam, Asuka and his fellows engage in a mock battle in space. They are in older-style GUTS Wings, while Ryo and Hibiki are in upgraded GUTS Wing vehicles. As each trainee is hit, they are required to leave the battle. Asuka manages to evade both testers, scoring hits on both of their vehicles.

At that moment, a large glowing sphere appears nearby. It splits into multiple smaller spheres, and begins attacking the nearby space station and the smaller craft. Ryo's weapons jam after taking some damage, but Asuka rescues her. In the process, though, his ship is destroyed, though Asuka manages to get his breathing mask on in time to eject. He sees the sun appear from behind the Earth, and remembers the loss of his father, another TPC pilot who was lost while investigating an "unknown light." Suddenly a twinkle of light appears near Asuka. It grows into a large tunnel of blinding light, enveloping Asuka.

Asuka suddenly awakens in a bed in the new TPC headquarters, tended by the vivacious Mai. He has been accepted into Super GUTS, but must spend more time training after he recovers. While he recuperates, he has two vivid dreams. One involves a large 3-legged monster attacking the Mars colony, which is currently under construction. The other brings him back floating in space, encountering the tunnel of light. Asuka is discharged, and is allowed to join the team. Their first mission is to deal with a large 3-legged monster attacking the Martian colony. They rush to the scene in a 3-piece vehicle equipped with Maxima Overdrive, the photon drive the original GUTS team used in their spaceship ArtDessei, and in their smaller craft, Snow White. (This was the craft used to try to revive Ultraman Tiga's stone form.) They battle the monster, but Asuka, always ready to leap before looking, manages to damage his craft and his co-pilot. Enraged, he begins firing at the belly of the monster with every hand-gun he has, but to no avail.

Suddenly, he is surrounded by a nimbus of light. He panics, but soon his body begins to grow. The light solidifies into a large Ultraman figure. Some of the older members of the TPC contingent in the colony believe it is Ultraman Tiga, returned and renewed. The elder officers, however, realise that it isn't Tiga, but may be another guardian like him.

Through the first 3 episodes, we see Asuka mature, realising fully his responsibilities as a Super GUTS member, and as the human host of Ultraman Dyna (so named by Mai). Unlike Daigo and Tiga, it seems Ultraman Dyna is a separate entity, much like most of the other Ultra-heroes. Asuka is given a device, the Re-Flasher, to instigate the change, but it doesn't always work. On the other hand, there are times when he finds the change happening without his conscious knowledge. (This is how he changes in the first 4 episodes; the Re-Flasher doesn't work at all.) In many ways, this series reminds me of *The Return of Ultraman*, where Hideki Goh tries to change into Ultraman Jack, but cannot without Ultraman's permission. In one episode, Dyna discovers how to throw a fast-ball after Asuka learns the same; then again, we saw similar things happening with Hayata and Ultraman.

Ultraman Dyna, like ULTRAMAN TIGA before him, has 3 forms. His Flash form, equivalent to Tiga's Multi type, has a balance of characteristics, including the Solgent Beam, fired much like Ultraman's Specium Beam. His Miracle form has great speed and telekinetic powers, including the Revolium Wave. His Strong form, obviously, is built for strength; he has fewer energy powers in this form. (One report indicates his Strong form has no energy powers at all, but he does have defensive energy capabilities in this form.) One interesting difference with Dyna is that his 3 forms are more than mere colour changes; the entire design of his torso (or

costume) changes as well. Another difference from Tiga is that Dyna cannot change directly from Strong (red) to Miracle (blue) types without changing to Flash type first. (Tiga could go directly to any type/form from any type.)

Dyna, like the other Ultra-warriors, has a ColorTimer, or "warning light," on his chest. Changing forms tends to expend energy; in at least one instance, the transformation itself caused the light to begin blinking red. Like the original Ultraman, if Dyna's ColorTimer stops blinking, he "will never rise again." (This is yet another difference between Dyna and Tiga; Tiga would transform back into Daigo when this happened.)

Ultraman Dyna was clearly intended as a direct sequel of ULTRAMAN TIGA and featured several returning characters and situations. Now set in the year 2017 as humanity terraforms Mars and heads out into space on the "Neo Frontier", Dyna features Earth boy Shin Askuka (Tsuruno), who teams up with some surviving members of the GUTS team, now known as Super GUTS, as well as the children of the previous season's Horii. Shin's interest in fighting monsters from space not merely altruistic, his baseball loving father was lost in space many years ago in an early encounter with aliens, and Shin maintains that he might still be alive out there. During re-runs, Dyna was complemented with a series of one-minute infomercials under the title Ultraman Nice, in which all-new comic relief Ultra fought a number of new monsters.

WR.

DIR.

EPISODES: 51 **YEAR MADE:** 1997 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS

CREATOR: EIJI TSUBURAYA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 06/09/1997

AIR DATE OF LAST EPISODE 29/08/1998

SEASON DATE BREAKDOWN:

FILMS:

Super GUTS Member Shin Asuka/Ultraman Dyna TAKESHI TSURUNO, Super GUTS Captain Gôsuke Hibiki RYO KINOMOTO, Super GUTS Member Toshiyuki Kôda TOSHIKAZU FUKAWA, Super GUTS Member Ryô Yumimura RISA SAITO, Super GUTS Member Kôhei Kariya TAKAO KASE, Super GUTS Member Tsutomu Nakajima JOU ONODERA, Super GUTS Member Mai Midorikawa MARIYA YAMADA, Megumi Iruma MIO TAKAKI.

RELATED SHOWS:

ULTRA Q

ULTRA Q

ULTRAMAN

ULTRA SEVEN

ULTRAMAN ACE

ULTRAMAN TARO

ULTRAMAN LEO

ULTRAMAN 80

ULTRAMAN: TOWARDS THE FUTURE

ULTRAMAN: THE ULTIMATE HERO

ULTRAMAN TIGA

1 - 1 *A NEW LIGHT (PART 1 OF 2)*

1 - 2 *A NEW LIGHT (PART 2 OF 2)*

1 - 3 *AWAKEN ASUKA*

1 - 4 *BATTLE! UNDERGROUND CITY*

1 - 5 *WINNING SHOT*

1 - 6 *THE LAND'S ULTIMATE MONSTER*

1 - 7 *FRIEND INSIDE THE BOX*

1 - 8 *BAOHN FROM AFAR*

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- 1 - 9 *2000 ATTACKS*
 - 1 - 10 *FORBIDDEN PICTURE ON THE GROUND*
 - 1 - 11 *THE PHANTOM SHOOTING STAR*
 - 1 - 12 *MYSTERIOUS THIEF HIMALA*
 - 1 - 13 *MONSTER FACTORY*
 - 1 - 14 *THE SUPREME RULER WHO SLEEPS ON THE MOON*
 - 1 - 15 *THE KIND-HEARTED TARGET*
 - 1 - 16 *BATTLE! MONSTER ISLAND*
 - 1 - 17 *THE GHOST SPACE SHIP*
 - 1 - 18 *THE GIRLS WHO CALL UP THE DARKNESS*
 - 1 - 19 *BIRD OF THE PHANTOM DREAM*
 - 1 - 20 *ALIEN BOY*
 - 1 - 21 *DO HEAT-RADIATING MONSTER 3000 DEGREES*
 - 1 - 22 *SOLDIER OF TSUKUYO*
 - 1 - 23 *DREAM FORTRESS*
 - 1 - 24 *VAMPIRE OF THE LAKE*
 - 1 - 25 *THE KRAAKOV WON'T SURFACE! (PART 1 OF 2)*
 - 1 - 26 *THE KRAAKOV WON'T SURFACE! (PART 2 OF 2)*
 - 1 - 27 *GAME*
 - 1 - 28 *SIMIAN FOREST*
 - 1 - 29 *IN THE LIGHT OF DESTINY*
 - 1 - 30 *SCENARIO OF INVASION*
 - 1 - 31 *FIGHT TO THE DEATH! DYNA VS. DYNA FAKE*
 - 1 - 32 *THE SINGING INVESTIGATION ROBOT*
 - 1 - 33 *STAR OF PEACE*
 - 1 - 34 *THE TIME OF RESOLUTION*
 - 1 - 35 *THE SMILE OF DESTRUCTION (PART 1 OF 2)*
 - 1 - 36 *THE SMILE OF DESTRUCTION (PART 2 OF 2)*
 - 1 - 37 *YUMENOKATAMARI*
 - 1 - 38 *MONSTER DRAMA*
 - 1 - 39 *THE LIGHT AND SHADOW OF THE SPRINGTIME OF LIFE*
 - 1 - 40 *TREE OF JAGILA GOD*
 - 1 - 41 *I WANT TO SEE OUR EARTH*
 - 1 - 42 *EPHEMERAL SKY DREAM*
 - 1 - 43 *THE LONG-LEGGED CAPTAIN*
 - 1 - 44 *THE SNOW OF VENUS*
 - 1 - 45 *TEAR OF CHURASA*

- 1 - 46 *THE POWER OF THINKING OF YOU*
- 1 - 47 *FAREWELL HANEJIROH DEVIL*
- 1 - 48 *I DIDN'T KNOW THAT*
- 1 - 49 *FINAL CHAPTER I: A NEW SHADOW*
- 1 - 50 *FINAL CHAPTER II: SOLAR SYSTEM ANNIHILATION*
- 1 - 51 *FINAL CHAPTER III: TOWARD TOMORROW...*

ULTRAMAN GAIA

AKA: **URUTORMAN GAIA**



Ultraman Gaia begins another trend of unique Ultra-heroes. In a different "world" from ULTRAMAN TIGA and ULTRAMAN DYNA, Gaia is one of two Earth-based Ultramen. Gamu Takayama, one of a group of boy geniuses known as the Alchemy Stars, discovers a realm where a giant Ultraman fights a huge serpent. Gamu is quickly drawn back to the real world. Later that day, a large wormhole opens up near Earth, depositing the huge rock-like carrier of the Cosmic Organism Vanguard. Gamu cheers when he sees Team Lightning, part of the eXpanded Interceptive Guardians (XIG) branch of the Geocentric Universal Alliance against the Radical Destruction (GUARD), take on the beast. His hopes fail when the planes are decimated by the COV.

Suddenly time stops around him, and the ground opens up beneath him, carrying him through a tunnel of light like the one he experienced earlier. He again meets the red-and-silver giant, which Gamu immediately identifies as Ultraman (curiously enough). Gamu begs Ultraman to come with him and defeat the monster. Ultraman bonds with the boy genius in a scene reminiscent of the first episode of ULTRAMAN: TOWARDS THE FUTURE. When Gamu returns to Earth, he has adopted the form of Ultraman Gaia. After managing to defeat the monster, Gamu joins XIG as a technical advisor.

XIG is composed of several teams, including 3 fighter teams and 3 "expert teams" or teams of specialists. The 3 fighter teams are Team Lightning (the Ace Pilots team), Team Falcon (the Veteran Pilots team), and Team Crow (the Lady Pilots team); the 3 expert teams are Team Hercules (Ground Duty team), Team Seagull (Rescue), and Team Marlin (Ocean). The Peace Carrier is a larger command ship that can carry one of the teams' ships as needed. XIG's headquarters is the mobile Aerial Base, a large airship that hovers above the Earth, using technology originated by Gamu himself.

Gamu's team-mates include Commander Ishimuro, Staff Officer Chiba Tatsumi, Chief Tsutsumi Seiichiroh, Sasaki "Akko" Atsuko, and Georgie Leland (played by American-born 16-year-old Maria Theresa Gow, an amazing lady who can speak both English and Japanese fluently).

Gamu transforms into Gaia through the Esplender. Curiously, Gamu builds the Esplender himself, modelling its design after the ColorTimer on Gaia's chest. Before he builds the Esplender, Gamu traps the "essence" of Gaia in a glass vial from his lab, and uses it for his first transformation. (Again, Gamu's actions indicate that this world, though not connected officially to that of Tiga and Dyna, does know of the Ultra-warriors in its own way.)

Gaia's main attacks include the Photon Edge (a "blade of light" fired from his head), and the Quantum Stream (a typical Ultra-style beam, though fired by crossing his hands Zearth-style, then rotating them around before firing). Gaia normally appears at an Ultra-standard 50 meters tall, but he can shrink to "micro size." Gamu appears to feel every bit of pain and punishment inflicted on Gaia; he often staggers away from the scene, feeling bruised and battered, after changing back.

One of Gamu's former associates in the Alchemy Stars is Hiroya Fujimiya, who becomes Ultraman Agul, also of his own will. While Agul has been a help to Gaia, more often than not they've been rivals, even enemies. When Fujimiya manages to summon the gigantic serpent-beast Zoalim, he realises he no longer deserves the Ultraman abilities, and releases the globe that contains the Agul force to Gamu. Gamu draws it into his Esplender (see below), and transforms into a new and improved version, Gaia V2.

Gaia V2 appears similar to the original Gaia, except for a black stripe between the yellow stripes that go around his back and cross below his ColorTimer. Gaia V2 appears to be slightly stronger & faster than the original version. When Gamu realised that he still did not have full access to Agul's energy, by intense concentration Gaia transforms into Gaia Supreme.

Gaia Supreme is the ultimate form of Gaia. (Gamu now transforms into Gaia V2, who can then switch to Supreme mode.) Gaia Supreme is even stronger and faster than V2. His main attack is an energy beam that starts with a motion similar to his old Photon Edge, then culminates into a prayer-like stance. His hands separate vertically, and the beam emits from his hands, plus the space between.

Even though Gaia is, according to Tsuburaya Productions, not set in the same universe as Tiga and Dyna, the Spring of 1999 will introduce a new movie, "Ultraman Tiga, Ultraman Dyna, & Ultraman Gaia." In this movie, a young boy, perhaps living in Tiga's and Dyna's universe, will wish Gamu into his world. A monster will somehow "tag along," and Gaia will require the help of his two predecessors.

For the 12th season, Ultraman Gaia, the producers ignored both the back-story of the original series and the newly established continuity of the Tiga/Dyna days, not setting their story in the not particularly futuristic year of 200. Gaia features both the titular Ultra and his occasional ally Ultraman Agul, a completely blue Ultra whose loyalties lie not with the human race, but with the Planet Earth itself. This makes for occasional internal conflicts, as Agul is not above letting the entire human race die if it will improve chances for the Terran biosphere as a whole.

Capitalizing on the same end of the century angst that informs Moon Spiral, the story has a think-tank realize that the Earth faces imminent destruction at the hands of an approaching evil. Forming the clumsily titled Globalcentric Universal Alliance against Radical Destruction (or GUARD), the authorities dispatch eXpanded Intercepting Guards (or XIGs) to defend the planet, one of whom is genius scientist Gamu (Yoshioka), who works alongside a number of specialized three-man teams, including Lighting, Falcon, Crow, Marlin and Seagull, taking the cast roster up into crowded double figures. Notable for a number of foreign actors as permanent Japanese-speaking team members, the series concludes with an incredible Armageddon, as the skies are darkened by an approaching supermonster, and the human race unites with Ultras and all the fearsome monsters of the Earth, who have come out to fight to save their own planet from alien invasion.

Ultraman Gaia takes place in yet another universe, different from the world of the original Ultramen, as well as world of Ultraman Tiga and Ultraman Dyna. There are two Ultramen with conflicting philosophies about defending the Earth from a mysterious cosmic entity. The first half of the series explores the growing tension between them and their eventual clash. The second half has them reconcile their differences so they can defeat their common enemy. The show is also different in that the support team is larger than previous variations of the Science Patrol. The series has several categories of monsters. In addition to those invading from space, there are monsters that originate on Earth, as well as a few mysterious weather-controlling monster robots of unknown origin.

The series features two Ultramen. Gaia is the lead, but Ultraman Agul makes many appearances, and they are often at odds with each other in the beginning of the series. Their philosophies are as different as their skin colors. Unlike Gaia, Agul is completely blue. Gaia is clearly here to save Earth and humanity. Agul is born of Earth and is at first more interested in protecting only the planet, even at the expense of humanity (hence the occasional clashes with Gaia).

The story is set in 2000. Crisis, a supercomputer of the Alchemy Stars (a global network of young geniuses born during the 1980s), predicts in 1997 that Earth and humanity would be annihilated by something known as "KONGENTEKI HAMETSU SHOHRAI TAI" (KHST). Roughly, it means "Entity that Brings Radical Destruction" and it sounds impressive in Japanese, although based on the characters used, it's likely they use the word "radical" to mean "fundamental". Technology developed by the Alchemy Stars is used to form an international defense organization known as GUARD (Globalcentric Universal Alliance against the Radical Destruction). This is done secretly so as to avoid worldwide panic. XIG (eXpanded Intercepting Guards) is the combat wing of GUARD, headquartered in a floating fortress known as Aerial Base.

Gamu is a 20-year old member of the Alchemy Stars who invented a lot of the technology used by XIG (including the repulsor lifts that allow Aerial Base and the XIG fighters to defy gravity). During some virtual reality experiments he performs with the secret purpose of discovering the will of the Earth, he briefly encounters the mysterious glowing red giant, Ultraman Gaia, at the end of a tunnel of light. When KHST begins the first wave of attacks on Earth and XIG is too new to be effective, time stops and he falls through another light tunnel, where he encounters Gaia again. Because Gamu is so passionately concerned with the fate of Earth and humanity, Gaia's light becomes a part of him, and he is thus able to transform into the Ultraman when necessary. The first monster, Cosmic Organism Vanguard, is destroyed. Subsequently, more KHST attacks, and Earth monsters are also awakened mysteriously, so Gaia is kept pretty busy. Gamu joins XIG as a technical advisor, and later creates the Esplendor to store the light that is the essence of Gaia.

At XIG, there are multiple three-person teams with specialized roles. In addition, there are the three commanders and three communications women (Akko and Georgie, plus a support recruit). XIG has more women than some Ultra support teams have both men AND women. The show also features a lot of foreigners

who speak Japanese really well. The showcase is Georgie Leland, the communications officer (played by Maria Theresa Gow). Also Catherine (Cas), who likes weapons and dresses like Sarah Connor (from Terminator II) and goes on an occasional date with Gamu, much to the chagrin of Akko. There's also Michael Simmons, as well as a few other Alchemy Stars.

Finally, there is that mysterious Hiroya Fujimiya, the dark guy who transforms into Ultraman Agul. He is responsible for Crisis and its dire predictions. After many recalculations, what he learns is that the only way to save the Earth from KHST is to eliminate humans from the equation. He quits the Alchemy Stars and goes off by himself and Professor Kyohko Inamori to find the will of the Earth, only to discover Agul.

Agul and Gaia fight against KHST and occasionally help each other out. However, as the series progresses, Fujimiya grows more agitated and reckless, and has less and less regard for his fellow humans in his desperate mission to save the Earth. He endangers his own health. When bullied in a bar, he declares that humans need to be purged from Earth. But as Reiko the TV reporter points out, how can he take care of the Earth, when he can't even take care of himself?

Gaia and Agul have a major clash in Episode 25 and both were injured considerably. Incredible energy is released during the fight, which opens up a giant wormhole through which immense serpent Zoalim partially emerges to invade Earth. It turns out that Zoalim was anticipating this clash, and was somehow in synch with impulses emitted from the computer Crisis. Gamu explains to Fujimiya that Crisis was sabotaged all along, and its analysis is fundamentally flawed. Fujimiya realizes that everything he believes in is based on this flaw, and became dejected. He gives the injured Gamu the light that is the essence of Agul so that he can use it to defeat Zoalim. Fujimiya disappears.

Gamu accepted the blue Agul light into his Esplendor, and then could transform into Gaia Version 2, a hybrid of both Gaia and Agul. Really, he looks a lot like the original Gaia, except for the black stripe on the chest plate. Gaia Version 2 can transform into Gaia Supreme Version, who looks like a chubbier Gaia V2 with some blue coloring.

Anyway, later in the series, G.U.A.R.D. tries to be more proactive about defeating the monsters that are attacking the Earth. They try destroying a dormant monster Tigris in episode 38 by sending a bomb into the ground (a plan that backfires horribly), and create an artificial wormhole in episode 44 to destroy the home planet of monsters C.O.V. and Pazuzu, also with disastrous consequences (the K.H.S.T. uses the opportunity to send a C.O.V. and a Pazuzu through the wormhole, and they become more powerful as a result. What becomes evident to Gamu is that monsters like Tigris (and MIZUNOENORYUH, Shazack, and Izaku) are creatures of the Earth like humans are, and perhaps it is not so fair to eradicate them when their only instinct is to survive. As for creatures sent by the K.H.S.T., they are not inherently evil, they are sent to Earth and instinctively will try to survive in an alien environment. Thus, Gamu / Gaia questions his morals and human motives.

There is an environmental spin, in episodes involving "Nature Control Machine" monsters (TENKAI the wind machine of episode 7, ENZAN the heat machine of episode 28, and SHINRYOKU, the forest machine of episode 46. It is later revealed that they would be used to reconstruct the Earth after humans are exterminated. It is still not clear to me when they were put on Earth.

Agul eventually returns as Version 2, and he and Gaia set their differences aside to fight the common enemy. Gaia and Agul finally join forces in episode 44 to defeat Super C.O.V. and Super Pazuzu.

The final assault on Earth forces begins with the arrival of BlitzBlotz, a black and white avian monster who has the ability to absorb and fire back Ultra laser weapons with the red thing on his chest. He systematically starts destroying G.U.A.R.D. bases, and makes a mess of Agul (watch BlitzBlotz destroy a base that looks very much like the original Science Patrol headquarters). Tigris II emerges to fight BlitzBlotz and XIG, G.U.A.R.D., monster, and Gaia must fight side by side to defeat BlitzBlotz. Especially ironic is this hodgepodge alliance, for one of the veteran G.U.A.R.D. commanders killed the original Tigris back in Episode 38 as part of an anti-monster vendetta.

Next, giant creature Mokian is sent to Earth in episode 47. He is essentially a giant magnet that has enough magnetic force to pull apart the Earth's crust and make the planet generally uninhabitable by humans. It is revealed by the Death God that the KHST feels humans are a threat to the universe and must be eradicated. This is a fabulous, must-see episode in which the Aerial Base finally gets to see some action, and it gets beat up really, really bad. It is determined that the only way to destroy Mokian is to sacrifice what is left of the Aerial Base by ramming it into the giant monster, and this is done, although miraculously, no one dies from the effort.

The last three episodes involve the arrival of an army of bug-like monsters called Dobishi that cover the earth

and darken the skies. XIG is in tatters, humanity is losing hope, and the Dobishi just keep coming. They combine to form the numerous giant Kizer Dobishi, and the two Ultramen can't defeat them all.

The KHST finally reveals herself in the form of Zogu, a giant, white angel. She kills the Kizer Dobishis that the Ultramen are fighting, and replenishes Gaia and Agul's power, only to completely overpower the two and make their Life Gauges expire. Lights out, the two Ultramen turn back into Gamu and Fujimiya, which is filmed by the two KCB cameramen. This is broadcast to the world. The two aren't dead, but can no longer turn into Gaia and Agul.

As an aside, Episode 50's ending credits feature monsters from the entire series in order of appearance.

It is at this point that all of Earth's monsters start emerging again all around the world to protect Earth from the Dobishis and Kizer Dobishis. It's like a great big Destroy All Monsters kind of thing. Gamu hatches a final scheme, in which the Alchemy Stars network is used to assist the last of the XIG fighters (some are flying normal military planes) to channel energy from the Earth monsters to give Gamu and Fujimiya the ability to transform back into Gaia and Agul. No match for all of this firepower, Zogu morphs from the angel into a very big dragon monster. It's a pretty neat way to tie up the series. Everyone is brought back and united to participate together in the final battle against Zogu. Gaia, Agul, XIG, the Earth monsters, the Alchemy Stars, the KCB TV crew, and even Gamu's parents.

This monumental finale closes the book on Gaia, as well as the three series that comprise what is known as the so-called Heisei Ultramen (Ultraman Tiga, Ultraman Dyna and Gaia). In 2001, a 45-minute direct-to-video episode was released, and follows the lives of Gamu and Fujimiya after the events of the original series.

Ultraman Gaia Stats

Height: 50 meters

Weight: 42,000 tons

Flight Speed: mach 20

Running Speed: mach 5

Aquatic Speed: mach 1

Tunnelling Speed: mach 1.2

Home Planet: Earth (alternate universe)

Human Form: Gamu Takayama

Transformation Item: Esplender

Gaia Forms

Version 1

Weapons:

Photon Edge: A tail of energy that sprouts from the golden indentations on his head, which he can then whip at an opponent.

Quantum Stream: L-style weapon, with fist in the crook of his elbow.

Gaia Slash

Gaia Blizzard

A massive force field at the beginning of episode 18 used to protect an entire metropolitan area from a massive upper-atmosphere explosion.

Others: Gaia Whip, Gaia Headlock, Gaia Kick, Gaia Knee Kick, Gaia Lifting, Rear Roundhouse Kick, Gaia Elbow, Horse-riding Strategy, Gaia Back Drop, Gaia Punch, Gaia Chop, Gaia Charge Tactic

Version 2

Flight Speed: mach 20

Running Speed: mach 5.5

Aquatic Speed: mach 1.2

Tunneling Speed: mach 1.5

Weapons:

Can use all of the same weapons as Gaia V1 and Ultraman Agul. These include the Agul Blade, Photon Edge, and Photon Crusher.

Supreme Version

Flight Speed: mach 25

Running Speed: mach 7

Aquatic Speed: mach 1.5

Tunnelling Speed: mach 2

Weapons:

Photon Stream: a very powerful beam he blasts from his vertically aligned hands. The height of the beam increases as he slides his hands apart.

Shining Blade.

XIG

The eXpanded Interceptive Guards (a branch of G.U.A.R.D.) is formed by:

Team Lightning: The elite team.

Team Falcon: The veteran team.

Team Crow : All-female team. Lightning, Falcon and Crow are air-based teams.

Team Hercules: A beey team, ground-based.

Team Marlin: Sea-based team.

Team Seagull: Rescue team.

Alchemy Stars

Trivia

Ultraman Gaia appropriately gets his name from the Gaia Theory, which states that the Earth functions like a giant, living creature. Ultraman Tiga, Ultraman Dyna, and Ultraman Gaia are collectively known as "TDG". They are also known as the Heisei Ultramen. Unlike other Ultramen, Gaia and Agul's Color Timer is known as a "Life Gauge." The Life Gauges blink red when energy is running out, but there isn't an explicitly stated time restriction. There are no seijin (aliens) in Gaia at all, unless you count Furuhta-seijin, who was a fake alien that the employees of Furuta Steel factory concocted for extortion purposes in the outrageously comical episode 35.

The only cameos from past Ultras in Gaia is Hiroshi Tsuburaya.

WR.

DIR.

EPISODES: 51 **YEAR MADE:** 1998 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS & MAINICHI BROADCASTING SYSTEM (MBS)

CREATOR: EIJI TSUBURAYA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 05/09/1998

AIR DATE OF LAST EPISODE 28/08/1999

SEASON DATE BREAKDOWN:

FILMS:

Ultraman Gaia/Gamu Takayama TAKESHI TOSHIKOA, Commander Akio Ishimuro HIROYUKI WATANABE, Commander Tsutsumi TAKASHI UKAJI, Georgie Leland MARIA TERESA GOW, Micheal Simmons EMMANUEL ENNIS, Kenji Matsuo TOSHIO KIBA, Kamiyama YASUSHI GONDO, HIROSHI TSUBURAYA, Atsuko 'Akko' Sasaki AI HASHIMOTO, Reiko Yoshi YUKARI ISHIDA, . Young Wagamu JUN MASUO, Saika Ukai RIKA TANAKA.

RELATED SHOWS:

ULTRAMAN

ULTRAMAN ACE

ULTRAMAN LEO

ULTRAMAN 80

ULTRAMAN: TOWARDS THE FUTURE

ULTRAMAN: THE ULTIMATE HERO

ULTRAMAN TIGA

ULTRAMAN DYNA

1 - 1 *GRASP THE LIGHT!*

1 - 2 *THE HERO STANDS*

1 - 3 *HIS NAME IS GAIA*

1 - 4 *GAMU IN THE SKY*

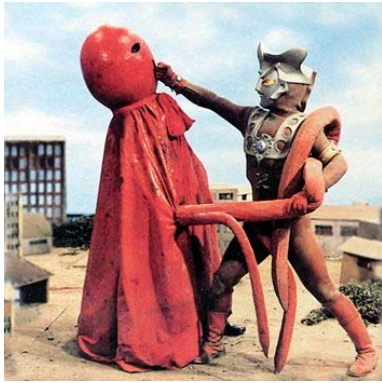
1 - 5 *THE OTHER GIANT*

1 - 6 *THE SNEERING EYE*

-
- 1 - 7 *WASHING THE EARTH*
 - 1 - 8 *THE APPARITION OF 460,000 YEARS*
 - 1 - 9 *SEAGULL TAKES WING*
 - 1 - 10 *ROCK FIGHT*
 - 1 - 11 *CAPITAL OF THE DRAGON*
 - 1 - 12 *WILD BEAST SEIGE BARRIER*
 - 1 - 13 *NIGHT OF THE MARIONETTE*
 - 1 - 14 *CHALLENGE FROM ANTI-SPACE*
 - 1 - 15 *WHEN THE RAIN STOPS*
 - 1 - 16 *BIRTH OF AGUL*
 - 1 - 17 *SHADOW OF HEAVEN, LIGHT OF EARTH*
 - 1 - 18 *AGUL VS. GAIA*
 - 1 - 19 *LILIA OF THE LABYRINTH*
 - 1 - 20 *FOSSIL OF DESTRUCTION*
 - 1 - 21 *SEA OF THE STRANGE*
 - 1 - 22 *WING OF STONE*
 - 1 - 23 *GAMU BANISHED!*
 - 1 - 24 *RESOLUTION OF AGUL*
 - 1 - 25 *SHOWDOWN WITH NO TOMORROW*
 - 1 - 26 *DAY OF CONCLUSION*
 - 1 - 27 *A NEW BATTLE -- VERSION UP FIGHT!*
 - 1 - 28 *HEAT WAVE INVASION*
 - 1 - 29 *DISTANT TOWN: UKUBAR*
 - 1 - 30 *COCOON OF EVIL*
 - 1 - 31 *GUNQ (CODE #2)*
 - 1 - 32 *THE FUTURE ONCE SEEN*
 - 1 - 33 *FIGHT WITH A LEGEND*
 - 1 - 34 *COLLISION OF SPIRITS!*
 - 1 - 35 *MONSTER FORTUNE*
 - 1 - 36 *SKY OF REUNION X (CROSS)*
 - 1 - 37 *NIGHTMARE IN FOURTH MOVEMENT*
 - 1 - 38 *FANGS THAT TEAR THE GROUND*
 - 1 - 39 *SWAMP OF SADNESS*
 - 1 - 40 *I WANT TO MEET GAIA!*
 - 1 - 41 *AGUL RESURRECTED (SIGMA)*
 - 1 - 42 *GAMU VS. GAMU*
 - 1 - 43 *IZAKU, WITH THE SILVER-COLORED EYES*

- 1 - 44 *SPACE MONSTER GREAT ATTACK*
- 1 - 45 *STAR WHERE LIFE LIVES*
- 1 - 46 *FOREST OF ATTACK*
- 1 - 47 *THE DESTRUCTION OF XIG!?*
- 1 - 48 *COUNTER-ATTACK OF THE DEATH GOD*
- 1 - 49 *ANGEL'S DESCENT*
- 1 - 50 *CRY OF THE EARTH*
- 1 - 51 *EARTH IS ULTRAMAN'S STAR*

ULTRAMAN LEO



Earth is once again target for a group of aliens, this time the Magma. This time, however, an Ultra-hero is already on the job: Ultraseven! Unfortunately, these aliens and their monsters Red Gilas and Black Gilas are almost too much for Seven; his leg is seriously injured. Coming on the scene to save him, however, is an Ultra hero-like being from the Galactic Lion System in constellation L77; he is called Leo. Leo's planet was destroyed by the Magma, and he has followed them to Earth. Leo is given "official" Ultraman status by Ultraseven, who decides to remain on Earth in spite of his injury.

Leo, like his mentor, creates his own human ID, that of Gen Otori. He and Dan Moroboshe (Ultraseven's human form) join the Monster Attack Corps (or MAC for short); Dan, now walking with a cane, is chosen to lead the corps. Because of his injury, Dan rarely changes to Ultraseven, letting Leo do most of the work. Gen, like Dan, requires a separate mechanism to change to his Ultra form. This comes in the form of the "Leo ring."

During his time on Earth, Leo discovers two other Ultra-beings. One is his brother Astra, who stays near enough to Earth to assist Seven and Leo in their fight. More important was Leo's discovery that a legendary immortal Ultra-being, Ultraman King, is more than just legend, but real. Thankfully, King comes to save Leo and Astra from a Magma trap. During the course of this series, the other Ultra-heroes introduced to date also guest-star.

Leo's main beam attack is his Hand Beam, emitted from devices on his wrist. In the final battle with the Magma, the entire MAC is killed (although I'm not sure if Dan is also killed). Leo fights on with both hope and fury, eventually defeating the Magma Commander Black. He then retires to space.

As the 1970s wore on, Japan began to suffer a recession, chiefly initiated by the Oil Shocks. The situation inspired the dire portents of JAPAN SINKS, but also led to a round of belt-tightening in the media business. To producers with falling budgets, men kicking over model buildings started to look less appealing than the savings afforded by animated productions, and rubber monster shows began to decline even as the giant-robot anime gained in popularity.

The sixth show saw the arrival of the Ultra's distant relative Ultraman Leo from the nebula L-77 in the constellation of Leo. Adopting Earth as his home after the destruction of his native world. Leo is tutored by Dan Moroboshi, the former Ultra Seven, now hobbling around on crutches after an accident has deprived him of his ability to transform. Made at the height of Bruce Lee's posthumous fame after *Enter the Dragon* (1973), Ultraman Leo concentrated on martial arts skills, and often featured it's hero defeating monsters with karate alone. Taking over Seven's mission of defending the Earth, gymnastic instructor Gen (Manatsu) trains under Dan and occasionally leans on his mento's "Ultra Willpower" as a form of telepathic backup.

Ultraman Leo follows on from ULTRAMAN TARO. The follow on series after Ultraman Leo was in fact The Ultraman, which was the first animated adventures of Ultraman.

Leo helmed the last series of the golden era of Ultraman, when monster shows were waning in popularity with the advent of giant robot animation shows, and special effects like rubber monster suits and miniature buildings were deemed extravagant due to the Oil Shock and inflation that Japan (and the world) was experiencing in the mid-Seventies. The economizing showed, and the live-action franchise was put into hibernation for four years after Leo ended.

There are several conceptual gimmicks used to freshen up the post-Taro series. Unlike all of the other headline Ultramen, Leo is from Nebula L77 in the Leo zodiac, which is about 700,000 light years away. His planet was destroyed by Magma-seijin, so he adopts Earth as his new home, which he vows to protect (making Leo conceptually a lot like Superman, who lost his home of Krypton). Gen Otori, Leo's human form, is a gymnastics instructor on the side, which creates an opportunity for there to be the requisite little children. He's very intense and emotional, and often makes mistakes.

Dan Moroboshi (Ultra Seven) is brought back as the captain of MAC (Monster Attacking Crew). However, since Magma-seijin's Gillas monsters mangle Seven's leg in the first scene of the series (we actually get to see his leg being twisted around and hear bones being cracked), Dan is no longer able to transform (his Ultra Eyes melt and burn), and he hobbles around haplessly with a crutch for the rest of the series. Plus, he gains weight and even tries sporting a moustache. He thus develops a master/disciple relationship with Gen (cheesy comparisons are made about them and the setting and rising suns). Dan often helps Leo by using Ultra Will Power (Urutora Nenriki), which momentarily renders monsters helpless, but is physically draining for Dan. Gen training to learn the Kirimomi Kick was very similar to when Hideki Goh learned how to do the Ryuhsei Kick in Return of Ultraman so that he could defeat King Saurus the 3rd.

The entire concept of the series is pretty grim and depressing. It's also infinitely more serious than Ultraman Taro. In fact, every episode opens with the explosion of L77, to remind us of just how much it sucks to be Gen. Until episode 13, the opening credit music is pretty much about the end of the world, adding to the dark milieu.

Leo has only two minutes and forty seconds to fight, unlike all of his three-minute predecessors (although his fight sequences in Episode 1 and 2 are interminably long) and he is the first headline Ultraman to lack an "-ium" weapon. In fact, at the beginning of the series, he completely lacks laser weapons, and has to kick and punch his foes into submission with his martial art skills. He rips chimneys off of buildings and turns them into nunchucks. And finally, the ornate, top-heavy crown design of his head and the keen Fonzie sideburns make him the rococo of Ultramen. His crown is toned down from initial designs (Balkie-seijin, the bad guy from the final episode of Ultraman Taro, is based on a reject design of Leo).

The "train with Dan to overcome the enemy using karate techniques" formula became the pattern of the first half of the series, which alienated traditional fans. Episode 17 has the dubious distinction of being the first Ultra episode to ever dip into the single digits in the ratings statistics.

This wake-up call evoked a creative push to reinvigorate the series. Leo starts using lasers (in a move in the opposite direction that can be considered overkill, he even uses a full-body laser). His brother Astra shows up on several occasions, and together they can fire the powerful Ultra Double Flasher. And then there is the introduction of the living legend, Ultraman King. King shows up in only three episodes, but his appearances are very significant. He gives Leo his "Ultra Mant," a multi-purpose cape that Leo usually hides in an armband. Episodes 26 through 32 encompass the "NIPPON MEISAKU" series, or Japanese Masterpiece series, drawing upon Japanese folklore mythology for plotlines. Episodes 32 and 33 are directed by Nobuo Nakagawa, a master of mystery movies.

Producers talked with fans who visited the studio for their input, and their ideas were incorporated (for example, the return of Magma-seijin, and the ball monster Sevengar for Dan). Then there a fake Astra steals the Ultra Key. The Leo brothers and the Ultra brothers get into a big fight over this. Finally, in a radical move, MAC is annihilated in Episode 40 by Commander Black of the BlackStar (it's not sure what happens to Dan Moroboshi). The last eleven episodes are devoted to the invading BlackStar Flying-Saucer Life Forms (ENBAN SEIBUTSU) that are sent to Earth everytime Commander Black calls for one through a crystal ball he is always carrying around. This is a bold move, since most of the monsters must be strung from wires and demand tricky special effects.

The L77-destroying arch-nemesis Magma-seijin plays a surprisingly unimportant role in the series (other than the first two episodes, and an episode where he seeks revenge for having his amorous advances rejected by Rolan. Dan doesn't use his cache of Capsule Monsters at all (though Windam and Mikuras were gone, Agira was never killed). Ultraman Jack does deliver Dan the "Monster Ball," which could turn into Sevengar for one minute, but Dan uses Sevengar only once against Ashuran.

After the destruction of MAC, Gen is unemployed, and stays at the home of Tohru and family. Gen goes running a lot with Tohru, and encourages him to run all the way to the sea one day. The Flying-Saucer Life Forms continue to attack the Earth, and one of the women living in the house starts wondering if the reason why Earth is always being invaded is because Leo is there. Tohru then defends Leo, saying he likes and wishes to protect humans. Gen starts to question whether or not there is some validity to what she is saying, and whether or not it's time for him to move on.

In Episode 50, Commander Black receives Flying-Saucer Life Form Bunyo, a weak but cunning fella, who uses his antennae to detect that Gen is an alien (and therefore Leo). Gen lets Bunyo bind his arms with a space rope to save the mother of his household, who was held in a hostage situation. Gen is taken before Commander Black, and his identity is revealed. Gen transforms, but the bindings prevent him from growing to giant-size. He is frozen, and Commander Black and Bunyo hack him to pieces with a saw, throwing the pieces away in a cemetery. Maybe it's things like this that prevent the Ultra series from being broadcast in America.

Leo is of course resurrected, by Ultraman King.

In the final episode, Commander Black sends for the ultimate Flying-Saucer Life Form, Black End. The monster sounds like he is beckoning Gen by calling out his name, "Leo, Leo!" Leo can't transform, though, because he is with Tohru. Bored with this fruitless effort, Commander Black and Black End disappear. Even Tohru begins to have his doubts about his hero because of the no-show, and starts thinking that maybe Leo really is a liability for Earth. When Black End returns again, Gen reveals to Tohru his true identity, and transforms in front of the child to confront Black End. While Leo struggles with Black End, Commander Black grabs Tohru as a hostage. Leo can't make a move lest his friend be hurt. At that moment, a bunch of Tohru's friends attack Commander Black, and they bite and hit and trample him... he lets go of his crystal ball, which is used by Leo to kill Black End. A pretty gruesome scene, as the Commander melts away in front of these murderous yet heroic little tykes.

His work done, his identity revealed, and reassured now that the little kids can defend themselves, Gen leaves Tohru's household to travel and get to know this big blue planet that is his second home planet. Tohru runs to the sea to watch Gen sail away into the sunset.

Ultraman Leo Stats

Height: 52 meters

Weight: 48,000 tons

Flight Speed: mach 7

Running Speed: 600 km/h

Home Planet: Nebula L77

Human Form: Gen Ohtori

Transformation Item: Leo Ring

Weapons:

He doesn't have a traditional cross-armed "-ium" weapon. Though he mostly fought at first with martial arts, laser weapons entered his repertoire later in the series.

Timer Shot: A blue beam from his ColorTimer.

Ultra Double Flasher: A devastating red bolt of energy that Leo could fire when he joins hands with his brother, Astra.

The Ultra Mant: A multi-purpose cape given to him by Ultraman King in Episode 26, which he normally hides in the blue band he wears on his left arm. The Mant can make monsters smaller, and can turn into an umbrella.

MAC Members

MAC is one of the most radically different Ultra support teams. As mentioned above, the captain is Dan Moroboshi, who is Ultraseven deprived of his ability to transform. MAC also has a flowing membership. Members get killed off and replaced with frightening rapidity, which is way more realistic than the typical ensemble cast. To top it all off, MAC gets annihilated mid-series (Episode 40). There are (were) bases in orbit above North and South America, Africa, Northern Europe, and Japan. This is in addition to numerous land-based bases as well.

Captain Dan Moroboshi

Gen Ohtori

Ichiroh Aoshima

Akio Kuroda

Kiyohiko Akaishi

Junko Shirakawa

Haruko Momoi

Trivia

The show got off on a bad start. The previous series, Ultraman Taro, was extended from 52 to 53 episodes because pre-production of Leo was running behind schedule.

The MAC song sings about the MAC Mole and the MAC Shark, but these machines were never used in battle on the series (although the Shark makes an appearance in the opening credits after episode 28).

Cameos

Episode 1: Leo saves Ultra Seven from certain death at the hands of Magma-seijin and the Gillas brothers.

Ultra Seven's leg is damaged and Dan Moroboshi can no longer transform into him. They develop a mentoring relationship. As the MAC captain, Dan plays a recurring role.

Episode 22: Astra joins Leo in the fight against brother monsters Gallon and Liler.

Episode 26: After being shrunk by Pressure-seijin, Leo is rescued and resized by Ultraman King. They defeat the alien together and King gives Leo the Ultra Mant.

Episode 29: Yuriko Hishimi reprises her role as Anne from the Ultra Garrison of Ultra Seven.

Episode 30: Hiroko Sakurai (Fuji from Ultraman) plays the human form of Rolan, the "most beautiful monster in the world." Also, Susume Kurobe (Hayata, the original Ultraman) makes a cameo as the farmer father of some kid.

Episode 33: Astra, against Akumania-seijin.

Episode 34: Ultraman "Jack" delivers a monster ball to Dan Moroboshi, but monster Ashuran slaps a mask on him. For some reason, Ultra Seven makes an appearance as well.

Episode 36: Astra, against Atlanta-seijin.

Episode 38-39: Leo defends fake Astra from Zoffy, Ultraman, Ultraman "Jack," and Ultraman Ace in the ultimate Ultra rumble, after fake Astra steals the Ultra Key, which causes the Land of Light to head on a collision course toward Earth. In addition, to controlling the orbit of the Land of Light, the Ultra Key shoots a very destructive ray. Flashback to when the Ultra Father uses the Ultra Key to disintegrate an entire planet of evil. Gen gets into a fist fight with Dan. Leo even absorbs direct hits from simultaneous beams from three of the Ultramen, which knocks him out good. Ultraman King reveals that this Astra is in fact Babalou-seijin in disguise. Leo and the real Astra repair the broken Ultra Key with their Ultra Double Spark. Ultraman King has Dan accept Leo and Astra officially as new Ultra brothers. The Ultra Father and the Ultra Mother nod their approval.

Episode 46: Astra, against Hanglar.

Episode 50: Ultraman King uses a beam from his hands to resurrect Leo, who is dismembered by Bunyo.

Episode 51: Ultra Seven appears in Gen's dream.

WR.

DIR.

EPISODES: 51 **YEAR MADE:** 1974 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS

CREATOR: EIJI TSUBURAYA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 51

DATE OF PREMIER: 12/04/1974

AIR DATE OF LAST EPISODE 28/03/1975

SEASON DATE BREAKDOWN:

FILMS:

Gen Otori MANATSU, Dan Moroboshe, Magma Commander Black.

RELATED SHOWS:

ULTRA Q

ULTRA Q

ULTRAMAN

ULTRA SEVEN

ULTRAMAN ACE

ULTRAMAN TARO

ULTRAMAN 80

ULTRAMAN: TOWARDS THE FUTURE

ULTRAMAN: THE ULTIMATE HERO

ULTRAMAN TIGA

ULTRAMAN DYNA

1 - 1 *WHEN SEVEN DIES! TOKYO SUBMERGES!*

1 - 2 *THE BIG SINK! THE LAST DAY OF THE JAPANESE ARCHIPELAGO*

1 - 3 *GOODBYE TEARS...*

1 - 4 *A VOW BETWEEN MEN*

1 - 5 *DON'T CRY! YOU ARE A MAN*

1 - 6 *YOU'RE A MAN! BURN ON!*

1 - 7 *A BEAUTIFUL MAN'S DISPOSITION*

1 - 8 *CERTAIN KILL! MONSTER CHALLENGER*

1 - 9 *BRIDGE OF FRIENDSHIP THAT SPANS SPACE*

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- 1 - 10 *THE WANDERING MONSTER OF SORROW*
 - 1 - 11 *ONE MAN COVERED WITH MUD*
 - 1 - 12 *THE TRAVELLIN' DUDE HAS COME!*
 - 1 - 13 *HUGE EXPLOSION! A DESPERATE COUPLE OF ALIENS*
 - 1 - 14 *CERTAIN-KILL FISTS! A YOUNG BOY WHO CALLS UP A TEMPEST*
 - 1 - 15 *THE WAY TO KILL IN DARKNESS! THE ONE STRIKE WITH FIGHTING SPIRIT*
 - 1 - 16 *THE WOMAN WHO DISAPPEARED IN THE MIDDLE OF THE NIGHT*
 - 1 - 17 *BRIDE OF THE WOLFMAN*
 - 1 - 18 *VAMPIRE! THE BAT GIRL*
 - 1 - 19 *THE REVIVAL OF THE HALF-FISH MAN*
 - 1 - 20 *THE STRANGE LAD OF URSA MINOR*
 - 1 - 21 *I SAW A GODDESS IN THE FAR NORTH!*
 - 1 - 22 *THE LEO BROTHERS VS. THE MONSTER BROTHERS*
 - 1 - 23 *THE MISCHIEVOUS ALIEN WHO FELL OUT OF BED*
 - 1 - 24 *THE BEAUTIFUL WOMAN OF VIRGO ANDROID GIRL*
 - 1 - 25 *THE RHINOCEROS BEETLE IS A SPACE INVADER!*
 - 1 - 26 *ULTRAMAN KING VS. THE MAGICIAN*
 - 1 - 27 *YOU'RE STRONG! MOMOTAROH!*
 - 1 - 28 *RETURN OF THE BEARDED CAPTAIN!*
 - 1 - 29 *REUNION OF FATE! DAN AND ANNE*
 - 1 - 30 *THE RETURNING OF A MONSTER'S FAVOR*
 - 1 - 31 *THE WHITE FLOWER THAT PROTECTS EARTH*
 - 1 - 32 *FAREWELL, PRINCESS KAGUYA*
 - 1 - 33 *THE LEO BROTHERS VS. THE EVIL SPACE SPIRIT ALIEN*
 - 1 - 34 *ULTRA BROTHERS, ETERNAL VOWS*
 - 1 - 35 *I'M A MONSTER GENERAL!*
 - 1 - 36 *FLY! LEO BROTHERS, SAVE THE SPACE BASE!*
 - 1 - 37 *MYSTERY! THE MIRROR IN WHICH A DEVIL LIVES*
 - 1 - 38 *BATTLE! THE LEO BROTHERS VS. THE ULTRA BROTHERS*
 - 1 - 39 *THE LEO BROTHERS AND THE ULTRA BROTHERS, TIME OF VICTORY*
 - 1 - 40 *MAC ANNIHILATED! THE FLYING SAUCER WAS A LIVING CREATURE!*
 - 1 - 41 *A FLYING SAUCER BEAST CAME FROM AN EVIL PLANET!*
 - 1 - 42 *LEO IS IN DANGER! THE ASSASSIN IS A FLYING SAUCER*
 - 1 - 43 *CHALLENGE! THE TERROR OF THE VAMPIRE SAUCER*
 - 1 - 44 *THE SHOOTING STAR FROM HELL!*
 - 1 - 45 *THE PHANTOM GIRL*
 - 1 - 46 *THE FIGHTING LEO BROTHERS! THE END OF THE FLYING SAUCER BEAST!*

- 1 - 47 *THE EVIL STARDUST-COLLECTING GIRL BLACK*
- 1 - 48 *THE GIANT MONSTER BIRD SAUCER ATTACKS THE JAPANESE ARCHIPELAGO!*
- 1 - 49 *THE RED ASSASSIN WHO BECKONS DEATH!*
- 1 - 50 *THE LIFE OF LEO! THE MIRACLE OF KING!*
- 1 - 51 *GOODBYE, LEO! TAKE OFF TOWARD THE SUN BLACK*

ULTRAMAN MAX



Ultraman Max is from Nebula M78 just like his predecessors were and is supported by DASH (Defense Action Squad Heroes), a branch of the UDF (United Defense Federation). His human host name is Touma Kaito. Ultraman Max is based on Ultraseven and has two main weapons at his disposal, the Maxium Cannon fired from his left hand and the Maxium Sword which is a handheld boomerang cutter.

Another Ultraman known as Ultraman Xenon appears for the first time in episode 13. While he is summoning a new weapon from the sky to use against Zetton, he is attacked by Zetton and the weapon attaches itself to Max's right wrist. Max then uses the new weapon known as the Max Galaxy to destroy Zetton.

Team Dash is stationed in a harbour and their base is called the Base Titan. They have a main airplane called the Dash Mother which releases two other small planes known as Dash Bird 1 and 2. A third plane called the Dash Bird 3 appears in episode 23

Team Dash also has a robot operator, who learns a bit about human behaviour in some episodes. Her name is Elly and she has a small ball shaped robot called Koko which makes a high pitched sound to respond to queries.

Retrieved from "http://en.wikipedia.org/wiki/Ultraman_Max"

A new Ultraman show which started airing on 7 July 2005, and produced by Tsuburaya Productions and Chubu-Nippon Broadcasting Co., Ltd.. Back to the tried and true formula of new monsters every week and being fast paced like previous series with the exception of Ultraman Nexus. Full of homages to past series by having two of the original cast members from the first Ultraman series, updated versions of classic monsters like Red King, Eleking and Pigmon among others.

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Ultraman Max is from Nebula M78 just like his predecessors were and is supported by DASH (Defense Action Squad Heroes), a branch of the UDF (United Defense Federation). His human host name is Touma Kaito. Series produced by Takeshi Yagi & Special Effects By Yuichi Kikuchi.

It premiered on July 2nd 2005 on the CBC Network in Japan. CBC is related to TBS who broadcast most of the Ultraman shows in the 60's and 70's and to MBC who broadcast the Ultraman programs from 1996's ULTRAMAN TIGA through 2001's ULTRAMAN COSMOS.

The producer of the show is Takeshi Yagi who has been a director and assistant director on the Ultraman shows since Ultraman Tiga. Yagi has hired Shusuke Kaneko to direct several episodes, including the first one of the series. Kaneko is well known as the director of the three Gamera films of the 1990's as well as Godzilla, Mothra, King Ghiorah: Gant Monsters All Out Attack. And, as a big surprise, Yagi has also enticed Takeshi Miiike who some call the Quentin Tarantino of Japan, to direct some episodes. Those should be very interesting! Many of the show's special effects will be handled by Yuichi Kikuchi who handled the special effects for Godzilla Against Mecha Godzilla. The new Ultraman and monster designs will be handled by Hiroshi Maruyama who has designed most of Tsuburaya's heroes and monsters since the early 90's.

The new hero Ultraman Max is from Nebula M-78, home of the original Ultraman. This is a big change since the home planets of the more recent Ultraman characters have never been specifically stated. This new show has much more clear ties with the older ones. This will include the return of many of ltraman's most famous monster enemies. Ele King will appear in episode two and there are plans for appearances by such fan

favorites as Red King, Pigmon and the ever popular Baltan Seijin.

The cast includes an American, Sean Nichols, in the role of one of the members of Team DASH, the show's monster fighting team. This is the first foreign-born regular cast member since Maria Theresa Gow in 1998's Ultraman Gaia (Maria was of Scottish and Filipino origin and had spent much time in the USA). The team also includes a female android named Elly.

Fans of the original Ultraman series will be pleased to see the return of Susumu Kurobe who played Hayata, the man who transformed into Ultraman. Kurobe plays Chief Tomioka, head of the DASH Team. Fans will also get to see Hiroko Sakurai, who played the original Science Patrol's only female member Agent Fuji, in the role of Professor Yoshinaga, Team DASH's science specialist.

WR.

DIR. Shusuke Kaneko, Takeshi Miike

EPISODES: 40 **YEAR MADE:** 2005 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS & CBC NETWORK

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 40

DATE OF PREMIER: 07/07/2005 **AIR DATE OF LAST EPISODE** 25/03/2006

SEASON DATE BREAKDOWN:

FILMS:

Chief Kenzo Tomioka SUSUMU KUROBE, Professor Yukari Yoshinaga HIROKO SAKURI, Sean White SEAN NICHOLS, Kaito Toma SOTA AOYAMA, Kenjiro Koba NOBOYUKI OGAWA, Mizuki Koishikawa HITOMI HASEBE, Elly HIKARI MITSHUSHIMA, Shigeru Hishikata KAI SHIDO, Narrator SHIRO SANNO.

RELATED SHOWS:

ULTRAMAN

ULTRAMAN MEBIUS

1 - 1 *THE BIRTH OF ULTRAMAN MAX*

A family is enjoying a picnic in the mountains when suddenly the gigantic monster Grangon appears! A second beast, the freezing monster Ragorath, rises from the ocean's depths to begin its own assault on mankind. Team DASH, the Defense Action Squad Heroes, a high tech organization dedicated to strange and unusual challenges, goes into action. But when Team DASH's plane is grounded by the monsters, Kaito Toma, a volunteer with a relief organization working in the area, jumps into the crashed aircraft and pilots it against Ragorath and Grangon. Ragorath attacks Kaito's plane, it goes down!

Miraculously, Kaito finds himself transported into a strange otherworldly realm where he meets a gigantic alien being. The alien tells Kaito that, because of Kaito's bravery, he has chosen to save Kaito's life and combine it with his own. From now on, when danger strikes, Kaito will have the power to transform himself into the mighty 40 meter (120 foot) tall superhero, Ultraman Max!

Note: "Ultraman Max is Born!" is the first of several episodes directed by Shusuke Kaneko and with special effects by Kenji Suzuki. Kaneko is well known as the director of the popular 1990s Gamera trilogy, GODZILLA, MOTHRA, AND KING GHIDORAH: GIANT MONSTERS ALL-OUT ATTACK (Gojira, Mosura, Kingughidora: Daikaiju Soshingeki, 2001), and last year's box office hits DEATH NOTE (Desu Noto, 2006) and DEATH NOTE: THE LAST NAME (Desu Noto 2, 2006). Suzuki directed the fx for GODZILLA 2000 (Gojira Ni-sen Mireniamu, 1999) and GODZILLA VS MEGAGUIRUS (Gojira tai Megagirasu: Ji Shometsu Sakusen, 2000).

Wr Kengo Kaji and Yuuji Kobayashi

Dir Shusuke Kaneko

1 - 2 *A WOMAN WHO KEEPS THE MONSTER*

On a peaceful night, Eleking, a gigantic electricity-absorbing monster, suddenly appears in the center of the city! The monster creates havoc in the town absorbing the city's energy. Kaito, now a member of Team DASH, and the rest of the team go into action to try and destroy the beast. But Eleking vanishes mysteriously.

In order to find the monster before it reappears, Team DASH creates a scanner. But, instead of leading

them to the monster, the scanner leads them to an ordinary apartment in the city where a young female office worker lives. Could she have some connection to the monster?

Note: Eleking first appeared in ULTRA SEVEN Episode 3 "Secret of the Lake".

Wr Kengo Kaji and Yuuji Kobayashi

Dir Shusuke Kaneko

1 - 3 *THE PROOF OF BRAVE*

Ultraman Max is the protector of mankind. Or is he? The world does not know whether this new alien being is friend or enemy so a team is created to investigate the alien and determine its nature. Kaito, the human form of Ultraman Max, desperately wants to prove that Max is on the side of humanity. But how?

Just then the ancient flying monster Regila appears. Kaito sees his chance and tries to transform into Ultraman Max. But he find he is unable to transform!

Note: Director Hirochika Muraishi's credits include ULTRAMAN TIGA (Urutotaman Tiga, 1996) and the Toho super-hero shows GUYFERD (Shichi Sei Toushin Gaifado, 1996) and GRANSAZERS (Choseijin Guranseiza, 2003).

Wr Hideyuki Inoue

Dir Hirochika Muraishi

1 - 4 *ETERNAL INVADER*

Late one night alien beings appear in the city stadium. Team DASH agents Kaito and Mizuki are sent to investigate. There they encounter creatures from the planet Slan, aliens capable of traveling at unbelievably high speed.

After battling the creatures, Kaito and Mizuki find themselves trapped inside a strange alien aircraft. They confront the aliens and discover the creatures from the planet Slan intend to conquer the Earth!

Wr Kengo Kaji and Sotaro Hayashi

Dir Hirochika Muraishi

1 - 5 *THE APPEARANCE OF MONSTER ISLAND*

A weird island is discovered in the Pacific. DASH agents Kaito and Mizuki are sent to investigate. There they encounter Pigmon, a small, friendly monster. But there are other people on the island; treasure hunters who want to capture Pigmon. And there are other monsters on the island: the gigantic dinosaur-like creature Red King and the equally deadly giant monsters Salamadon and Balagular. Can even Ultraman Max protect the people from three gigantic beasts?

Note: This episode's story is loosely based on the classic ULTRAMAN Episode 8 "The Violent Monster Region". Guest star Yukiji Hotaru is a fan-favorite actor who has appeared in the Zeiram films, the 1990s Gamera trilogy, IRON ARMOR MIKAZUKI (Tekkoki Mikazuki, 2000), the Godzilla movie GMK, THE iDol (2006), and the upcoming DEEP SEA MONSTER REIGO (Shinkaiju Reigo).

Wr Kiyoto Takeuchi

Dir Hiroaki Tochiwara

1 - 6 *5 SECONDS BEFORE BOMBARDMENT*

In the second part of the story that began in episode 5, Team DASH discovers that the mysterious island of monsters is moving towards Japan. If it continues it will soon crash into Japan and the force of the explosion will cause tremendous damage.

The only way to prevent this is to blow up the island with a super powerful bomb. But Kaito and Mizuki are still trapped on the island. Pigmon attempts to help and also reveals a startling secret about its true identity. Can Kaito transform into Ultraman Max, defeat the monster Red King and rescue Mizuki and Pigmon before the island is blasted to pieces?

Wr Kiyoto Takeuchi

Dir Hiroaki Tochiwara

1 - 7 *STAR DESTROYER*

A strange doorway into another dimension is discovered in the mountains and Kaito and Mizuki are sent to investigate. In a cave there Mizuki meets a mysterious man who tells her that he is an alien named Kesam. He says that he arrived on Earth when the device he was using to travel from one planet to another broke down.

Kesam is injured and Mizuki helps nurse him back to health. But Kesam is not what he appears to be. He

wants to destroy humanity because they are ruining planet Earth. Will he remember Mizuki's kindness or will Kesam succeed in destroying humankind? Is Ultraman Max a match for the alien's incredible power?

Note: Yuuichi Kikuchi also directed the special effects for *GODZILLA AGAINST MECHAGODZILLA* (Gojira x Mekagojira, 2002), *ULTRAMAN: THE NEXT*, and episodes of *ULTRAMAN NEXUS*.

Wr Takehiro Ookura

Dir Kengo Kaji

1 - 8 *D.A.S.H. DESTROYED??*

On Agent Kaito's birthday, the rest of Team DASH decides to have a surprise part for him. But before they can begin an urgent message comes in. A gigantic meteor is headed for Earth!

DASH agents Sean and Koshinaga travel to the meteor and succeed in breaking it apart. Just when it seems the danger to planet Earth is over, they discover that a strange and fearsome creature was inside of the meteor, the insect-like giant monster Bagdalas! What's more, the monster is about to lay its eggs. If these hatch and grow into more monsters, the Earth is doomed. Can Ultraman Max defeat the creature in time?

Wr Sotaro Hayashi

Dir Kengo Kaji

1 - 9 *LOVER OF THE DRAGON*

Team DASH agents Kaito and Mizuki are sent to investigate reports that a dragon has appeared in a remote mountain lake in Natsunome. While there they encounter a mysterious young girl who seems to have a connection to the Natsunome Dragon and to the ancient temple in which the dragon was said to have been imprisoned.

Now developers want to destroy the temple. The mysterious girl warns Kaito that if the temple is disturbed, the Natsunome Dragon will destroy the village.

When developers begin to demolish the temple, the dragon appears. Can Ultraman Max imprison the Natsunome Dragon once more before it destroys the village?

Wr Yuuji Kobayashi

Dir Futoshi Sato

1 - 10 *THE BOYS OF D.A.S.H.*

A group of school kids comes to Team DASH's Base Titan for a field trip. Among them is Masayuki, a little boy who dreams of joining the team when he grows up. Before the field trip is over the monster Metasisas appears. Even the android girl Elly can't predict where this monster will appear next. Each time Agents Koba and Sean try to attack Metasisas it disappears. Yet somehow Masayuki seems to know where the monster will show up next.

How can the little boy know so much about the monster? And can Team DASH convince him to use his ability to help them and Ultraman Max defeat the creature?

Wr Yousuke Kuroda

Dir Futoshi Sato

1 - 11 *PROPHECY OF BALAI*

From under the streets of the city the powerful magnetized monster Antlar suddenly emerges! When the monster is attacked with missiles it uses its magnetic force to repel the attack. Can nothing stop this menacing beast? An ancient prophecy from the long-vanished civilization of Varaji says that Antlar was once defeated by a mysterious blue stone, but that the monster would rise again in 4,000 years to demolish the civilization that destroys nature. DASH agents Mizuki and Kaito begin a frantic search for the mysterious blue stone. But just then the monster appears in the city again.

Note: The monster Antlar was introduced in *ULTRAMAN* Episode 7 'The Blue Stone of Varaji'. Gamera trilogy actress Ayako Fujitani guest stars in this episode. The beginning of 'The Prophecy of Varaji' shows kids playing with Bandai toys of Godzilla and Gamera. The rights for the two characters were only okayed for the original television broadcast so this scene was cut for the Region 2 DVD release of the show.

Wr Machiya Ozaki

Dir Shusuke Kaneko

1 - 12 *SUPERSONIC SPEED CHASE*

In order to test a new aircraft, DASH agent Koba engages in a flight at supersonic speed. As the rest of

team DASH watch the flight they listen to the music of a popular new band, The Bad Scanners.

At that moment an unidentified flying object appears and attacks Koba's aircraft! Though Koba is saved in the nick of time, the unidentified object gets away. Moments later, at the site of a Bad Scanners concert in the city, the object lands. It's the supersonic flying monster Halen!

Kaito discovers a surprising connection: the monster seems to be attracted to the music of The Bad Scanners! But Kaito discovers this just a few minutes before the Bad Scanners are set to perform a gigantic outdoor concert. Can Halen be stopped before it destroys the concert?

Wr Jiro Kaneko

Dir Tetsuo Kaneko

1 - 13 *DAUGHTER OF THE ZETTON*

One day a strange young girl confronts Yoshinaga, the Team DASH scientist. 'I am the daughter of the alien Zetton,' she says, 'and I bring a message'. Zetton will destroy Earth's protector, Ultraman Max. But a gigantic protective shield has placed over the Earth, so Team DASH believes no alien force can get through. Yet somehow, the young girl breaks through Team DASH's defenses and appears in Base Titan, the team's headquarters. Now armed with super strength, the girl takes on the entire team and all of their weapons.

Just when it seems Team DASH may win the fight, the alien monster Zetton appears! Kaito transforms into Ultraman Max and battles the beast. But the battle goes on too long and Ultraman Max uses up all his energy. At that moment another Ultraman appears. Who is this new warrior from space?

Note: The original Ultraman was defeated by Zetton in the final episode of ULTRAMAN, Episode 39 'Farewell, Ultraman'. 'The Daughter of Zetton' introduces a new Ultra hero, Ultraman Xenon. Director Takeshi Yagi also worked on the previous Ultraman series, ULTRAMAN NEXUS.

Wr Shozo Uehara

Dir Takeshi Yagi

1 - 14 *KING JOE IN LOVE*

Four mysterious objects fall from the sky. Team DASH goes into action to destroy the objects before they reach the city. But before they can take action, the objects explode and spell out the words 'King Joe.' Can this be the work of the alien Zetton?

Kaito goes to look for Natsumi, the girl who had warned Team DASH about Zetton. But Natsumi is now free of Zetton's influence and is just an ordinary young woman working as a school teacher. Kaito suspects Zetton may be still influencing Natsumi so he follows her. It is then he discovers that a remote controlled robot has been developed and is playing with the children at the school where Natsumi works. The robot's name is King Joe! Shortly thereafter, the alien Zetton reappears and takes control of Natsumi once more. She gives the robot King Joe the order to, 'Kill Kaito!'

Note: King Joe first appeared in ULTRA SEVEN Episode 14 'The Ultra Garrison Goes West'. The robot was named after Tetsuo Kinjo, an influential writer and production manager on the early Ultra series.

Wr Shozo Uehara

Dir Takeshi Yagi

1 - 15 *MIRACLE ON THE THIRD PLANET*

A strange gigantic white object falls to Earth. Though the object looks harmless Team DASH decides not to take any chances after battling so many weird creatures. They attempt to burn the object, but instead it turns into a strange fire-breathing monster.

When Team DASH fires missiles at the creature, it fires missiles back. The android Elly determines that the monster called If will respond to any attack with exactly the same attack. When If begins threatening the city Ultraman Max battles it but the monster even absorbs Ultraman Max's attack and responds with exactly the same strength. Ultraman Max is forced to stop fighting. Meanwhile If begins to destroy the world with all the power of Ultraman Max!

Just when it seems nothing can stop the monster a little girl approaches the sleeping creature. But what can one little girl do to stop an all-powerful monster?

Note: 'Miracle of the Third Planet' is the first of two MAX episodes directed by the internationally renowned Takashi Miike. The prolific and sometimes controversial filmmaker's many credits include AUDITION (Odishon, 1999), ICHI THE KILLER (Koroshiya 1, 2001), HAPPINESS OF THE

KATAKURIS (Katakuri-ke no Kofuku, 2001), GOZU (Gokudo Kyofu Dai Gekijo: Gozu, 2003), ONE MISSED CALL (Chakushin Ari, 2003), ZEBRAMAN (Zeburaman, 2004), IZO (2004), THE GREAT YOKAI WAR (Yokai Daisenso, 2005), and Imprint, the banned episode of Showtime's MASTERS OF HORROR (2006).

Wr Machiru Nakamura

Dir Takashi Miike

1 - 16 *WHO AMI?*

Team DASH investigates the strange cases of unexplained memory loss all over the city. They find the effect is spreading from an area where three meteors landed a week earlier. But while the team is conducting the investigation they find their own memories becoming worse until they cannot even recall each other's names. Only Team DASH's android member Elly remains unaffected.

Suddenly three strange creatures appear the Space Monster Cats Flopsy, Mopsy and Blackie. But Kaito cannot remember how to transform into Ultraman Max! And when he does finally remember how to transform, even as Ultraman Max he cannot remember how to fight! Can Elly save the day and teach Max how to fight again?

Note: In Japan, the three mutated housecats are called Tama, Mike, and Kuro. Tama and Kuro are very typical Japanese names for cats, and Mike (pronounced 'Mih-kay') is a play on director Takashi Miike's name. When 'Who Am I?' was screened at festivals in the United States and Canada, the monsters were renamed Flopsy, Mopsy and Blackie so the joke would carry over for English speaking audiences.

Wr Machiru Nakamura

Dir Takashi Miike

1 - 17 *ICE BEAUTY*

A beautiful girl is discovered in the ice of Antarctica. She has been frozen there in perfect condition for 10,000 years!

The block of ice containing the girl is sent to Base Titan for investigation. All of the members of Team DASH are captivated by the incredible beauty of the girl. Agent Koba is especially affected.

All at once a monster appears at the bottom of the sea. It is the same beast that Team DASH discovered near Antarctica, the deep sea monster Elargar. Team DASH goes into action. But as he is about to attack the monster, Agent Koba suddenly sees the face of the girl in the ice. She is crying, and Koba finds he cannot continue the attack. What is the connection between Elargar and the girl?

Wr Jiro Kaneko

Dir Hideaki Murakami

1 - 18 *BRIGHT WORLD*

One peaceful night a second sun appears in the sky. With no more nighttime, the people of the city are in confusion. When Elly, Team DASH's android member, investigates she finds it isn't a new sun but a gigantic mirror in orbit around the Earth. Someone is using this mirror to reflect the sun's light on Japan. But who? And why?

A strange man appears at Team DASH's Base Titan. He says he is an alien from planet Shama. He hands over a business card and very politely states that he is here to take over the world. When Team DASH refuses, the alien shows his true form, he is a gigantic monster!

Ultraman Max appears but he discovers the alien's body is an illusion. He cannot even touch it. Yet the alien can do damage to the city. How can Ultraman Max and Team DASH ever hope to win against such an enemy?

Wr Takuro Fukuda

Dir Hideaki Murakami

1 - 19 *THE ONE THAT CAME THROUGH THE DOOR*

Due to frequent natural disasters, a number of ancient ruins are unearthed. Among them is an ancient carving which seems to show Ultraman Max fighting a strange monster. Yet the carving is thousands of years old. Did Ultraman Max come to Earth in those days?

Another of the ancient artifacts seems to be a kind of puzzle. When the puzzle spontaneously assembles itself a weird door appears and from beyond the door comes the bizarre alien creature Tara.

After the creature fights with Kaito and Mizuki it retreats beyond the door. But it takes Agent Mizuki

with him. She soon discovers she is in another world with three suns in the sky. Can Kaito transform himself into Ultraman Max in time to save Mizuki?

Note: Actor Koji Moritsugi (best known as Ultra Seven's alter ego, Dan Moroboshi) guest stars in ULTRAMAN MAX Episodes 19 and 20.

Wr Sotaro Hayashi

Dir Hirochika Muraishi

1 - 20 *THE DRIFTING MONSTER*

Fluctuations in the sun's energy cause a strange monster to appear. This new bizarre creature is named Clouds because it simply floats above the city, sound asleep. For the time being, the monster isn't a threat so Team DASH decides to try to remove the monster before it wakes up.

The sleeping monster begins to drift with the winds causing panic in the city. But as Team DASH moves Clouds it begins to get heavier and fall to Earth. Elly discovers that the monster will float when it is asleep, but if it wakes up it will get heavy and fall to the ground.

The word goes around the city that all the people must be silent to avoid awakening the monster. But can a whole city be that quiet? If Clouds awakens, will Ultraman Max be able to save the city?

Wr Ai Oota

Dir Hirochika Muraishi

1 - 21 *THE CHALLENGE FROM BENEATH THE GROUND*

Gomorasaurus, a dinosaur that was thought never to have lived in Japan, is found in Nagano Prefecture. A journalist on the scene theorizes that the remains may have been smuggled into the country twenty years ago by a dangerous organization. In fact, the head of that organization was the journalist's father.

Soon a series of mysterious earthquakes occurs and Team DASH decides to go underground to investigate. They discover the journalist's father has an underground laboratory where he has been conducting experiments aimed at making the dinosaur, now known as Gomora, more violent and destructive. They return to the surface but, just then, the monster Gomora rises from the ground ready to rip and destroy!

Note: Gomora first appeared in ULTRAMAN Episode 26 'The Imperial Monster'.

Wr Takagi Noboru

Dir Hiroaki Tochihara

1 - 22 *BUTTERFLY'S DREAM*

This may be the strangest episode in all of Ultraman's four-decade history! Agent Kaito, the Team DASH member who transforms into Ultraman Max, discovers that his entire existence may be the fantasy of a writer for a TV series called ULTRAMAN MAX!

The writer finds himself having nightmares in which he becomes Agent Kaito. In the dreams, Kaito meets a strange woman who says she is a creator of monsters. She asks Kaito to help her design the most fearsome monster Ultraman Max has ever faced. Together they create a terrifying creature called Madeus. When Madeus attacks the city Ultraman Max must battle a monster he himself has created to be powerful enough to destroy him.

Note: It's no wonder that 'The Butterfly's Dream' was directed by Akio Jissoji, the man responsible for some of the weirdest and most popular episodes of the original ULTRAMAN and ULTRA SEVEN. In addition to his work on Tsuburaya's OPERATION: MYSTERY (Kaiki Daisakusen, 1968), ULTRA Q THE MOVIE: LEGEND FROM THE STARS (Urutora Kyu Za Mubi Hoshi no Densetsu, 1990), ULTRAMAN TIGA, ULTRAMAN DYNA (Urutoraman Daina, 1997), THE ULTRA Q CLUB (Urutora Kyu Club, 2004), and ULTRA Q: DARK FANTASY (Urutora Kyu: Dakku Fuantaji, 2004), Jissoji directed several acclaimed arthouse films such as THIS TRANSIENT LIFE (Mujo, 1970), MANDARA (1971), and UTAMARO'S WORLD (Utamaro Yume to Shiriseba, 1977).

Wr Yuuji Kobayashi

Dir Akio Jissoji

1 - 23 *YOUNG AGAIN*

Kaito travels with Chief Tomioka to the Team DASH's Base Poseidon in the South Pacific. There, Tomioka is reunited with his old friend Professor Dateh with whom he had once served. Before their happy reunion can get underway, the underwater monster Flaigular appears.

The monster's sudden appearance is due to mankind's destruction of the environment. Feeling responsible for the monster's appearance, the professor pilots a new aircraft he has developed to try and stop its attack. But can the professor successfully complete his mission in spite of his advanced age?

Note: Professor Dateh is played by Masanari Nihei, who is best known as Science Patrol member Ito (Ide) in the original ULTRAMAN. Nihei also starred in Tsuburaya's MIGHTY JACK (Maitei Jyaku, 1968) and had supporting or cameo roles in several films, including GORATH (Yosei Gorasu, 1962) and ULTRAMAN ZEARTH (Urutoraman Zeasu, 1996).

Wr Yuuji Kobayashi

Dir Hiroaki Tochihara

1 - 24 *UNTARGETED STREET*

In a certain city unexplainable occurrences happen one after another. Ordinary citizens suddenly turn violent. Afterwards they lose consciousness and have no memory of what they did. When DASH starts to investigate, they find that something very similar happened in the same town twenty years earlier. In that case, people who smoked cigarettes had suddenly turned violent. Is there a connection between the two cases?

DASH discovers that, this time, the incidents seem to be connected with the use of portable telephones. While on the case, Agent Kaito follows a strange man dressed in black. Just as he is about to catch him, a portable telephone left on the road rings out. When Kaito picks up the telephone he receives a very strange message. Have the aliens from Planet Metron returned for their revenge?

Note: This episode is a sequel to ULTRA SEVEN Episode 8 'The Targeted Town', which introduced Metron and was also directed by Akio Jissoji.

Wr Yuuji Kobayashi

Dir Akio Jissoji

1 - 25 *THE FARAWAY FRIEND*

One day an alien comes to visit a gentle natured little boy named Kakeru. Keef, this creature from Planet Nerilu, is a friendly and peace loving creature. Because his planet is dying, the alien is traveling the galaxy looking for a new home for his people. But when he returned to Nerilu, he discovered that his race has already vanished.

Upon discovering life on planet Earth, Keef was happy at first but then he discovered that the Earth people regard aliens as their enemies. Kakeru takes the alien to a park on a Sunday afternoon to show him the goodness of people. Meanwhile Team DASH goes to investigate the alien's space ship when they discover its location. They meet the alien and bring him to their base. When the alien meets Agent Kaito, he immediately recognizes that Kaito is actually Ultraman Max. The alien has a strange request for Kaito.

Just then the menacing alien monster Godley appears in the city!

Wr Ai Oota

Dir Takeshi Yagi

1 - 26 *CHRISTMAS ELLY*

It's Christmas season and even the members of Team DASH are getting into the spirit of the season. Agents Sean and Koba take the team's android member Elly out to see the lights. It is her first time away from Base Titan and the colored lights of the town seem very mysterious to her.

Koba and Sean notice they've forgotten something at a shop and run back to get it leaving Elly by herself. Just at that moment a strange cry is heard throughout the town. A second later a weird but strangely beautiful creature named Unijin appears. When Elly looks at the creature it's as if she's received a tremendous jolt of electricity and she collapses. Can the team help their friend?

Wr Ai Oota

Dir Takeshi Yagi

1 - 27 *THE STOLEN MAXX SPARK*

When the police are called on a routine noise complaint they discover a man passed out in his apartment. In his aquarium they discover a strange creature. When Team DASH investigates, they find that the creature is the larval form of the monster Eleking.

The larva emits an electrical signal and when Team DASH tunes their equipment to that frequency, they discover that there are many Eleking larvae all over the city. If they should all develop into monsters it would be the greatest disaster they have ever faced. Even Ultraman Max could not defeat an army of

Eleking monsters!

Agents Kaito and Mizuki trace one of the signals to a certain house where they encounter aliens from the planet Pitt. The aliens plan to use the Eleking monsters to take over the world!

Wr Chiaki Konaka

Dir Takeshi Yagi

1 - 28 *THE DEMONIC INVASION*

Long ago, a far off planet in the Milky Way galaxy was destroyed by the monster Rukanogar. Just one of the planet's natives, Lilka, managed to escape the destruction in a specially constructed capsule. The monster Rukanogar set off through the blackness of space in pursuit of that capsule.

Now, many years later, Lilika is living on Earth as an ordinary human girl. During the New Year's holiday, Agent Kaito takes a much-needed rest and meets Lilika. Lilika confesses her true identity to Kaito. She also tells him that the monster that destroyed her entire planet is now headed to Earth to do the same!

Note: Rukanogar is based on the winning entry in Chubu Nippon Broadcasting's 'Design Your Own Monster' contest.

Wr Sotaro Hayashi

Dir Hirochika Muraishi

1 - 29 *WHY MONSTERS KEEP APPEARING*

Professor Yoshinaga of Team DASH appears on a television talk show where she must answer the question, 'Why do so many monsters appear?' Just as the program gets underway, the giant monster Geronga appears in the heart of the city!

But this monster isn't so new, 40 years ago it came once before during the filming of another television program. One of the actors from that show remembers the creature. Perhaps he holds the answer to how Geronga can be stopped!

Note: This episode reunites actress Hiroko Sakurai with her former ULTRA Q co-stars Kenji Sahara and Yasuhiko Saijo. Geronga is based on the transparent monster Neronga from ULTRAMAN Episode 3 'Science Patrol, Move Out!'.

Wr Chiaki Konaka

Dir Hirochika Muraishi

1 - 30 *BRAVERY*

The dead body of a monster is discovered in the mountains. The corpse appears to be identical to the monster Grangon, which appeared at the same time as the monster Ragorath. Tooth marks in the dead monster indicate that it was attacked by another creature. When Team DASH investigates, they find that the tooth marks seem to be those of another monster of the same species as Ragorath.

Agent Sean devises a weapon he thinks can destroy Ragorath. But when they find the monster it isn't the same as the former Ragorath; it has evolved into a new monster they call Ragorath Evo. Sean works to upgrade his weapon, but can he complete it before Ragorath Evo strikes again?

Note: The monster from the first episode of ULTRAMAN MAX returns in a new and more powerful form.

Wr Chiaki Konaka

Dir Toshiyuki Takano

1 - 31 *EARTH BURNS*

The burning monster Moetarangah appears in the heart of the city and Team DASH immediately flies into action to combat the beast in their fighter aircraft, the DASH Bird. But during the attack, the monster projects a bright light from its body. The DASH Bird is caught in the monster's light beam and crashes.

The team survives the crash. But they have been affected by the monster's strange light beam. Their bodies seem to burn with heat and light and their eyes seem almost on fire. The team starts another attack on Moetarangah, but this time their actions are wild and uncoordinated. Even the residents of the city are affected by the monster's light beam. They too take up weapons and try to attack the beast. Just then, Ultraman Max appears! But Ultraman Max's alter ego, Agent Kaito was also affected by the monster's light beam so Ultraman Max's battle is rash and uncoordinated. Though he attacks with fierce speed, he cannot defeat the monster.

Suddenly, Ultraman Max's Power Timer begins to blink. Though he should be able to fight for three minutes, his power has been depleted in just eighteen seconds. How can he defeat the monster Moetarangah in so short a time?

Wr Kazuki Nakashima

Dir Kengo Kaji

1 - 32 *ELLY'S DESTRUCTIVE ORDERS*

Someone or some thing has taken control of Team DASH's android member, Elly. Under their control she escapes in the DASH Alpha. Whoever has taken control of Elly uses the knowledge in her electronic brain to paralyze all of the computer systems in Team DASH's headquarters, Base Titan.

Agent Koba immediately takes off in pursuit of Elly. When Koba finally finds Elly, he encounters Kelus, an alien being with a sinister plan. Kelus plans to destroy all of the UDF bases on Earth! In order to complete his plan, Kelus has turned the android Elly into a missile launching device. In order to save UDF, the order is given: Elly must be destroyed!

Wr Takehiro Ookura

Dir Kengo Kaji

1 - 33 *WELCOME TO EARTH! PART 1*

A strange shell-like object is found. In it is a small alien creature that looks something like a lobster. The alien says, I am a child from the planet Baltan. I have come to Earth to warn you that Dark Baltan is planning to invade the Earth.

The alien creature then changes its form into that of a young girl. The team gives her the nickname 'Tiny.' The girl has the power to manipulate gravity. Soon strange events begin to take place and Team DASH investigates. But before they can complete their investigation, the gigantic monster Dark Baltan appears!

Ultraman Max tries to destroy the monster but Dark Baltan's power is so great it defeats even Ultraman Max! Will Planet Earth be taken over by Dark Baltan?

Note: In 1966, Toshihiro Iijima wrote and directed the first two Baltan stories, ULTRAMAN Episode 2 'Blast the Invaders' and Episode 16 'The Science Patrol in Space'. Guest star Ryu Manatsu starred in ULTRAMAN LEO as Leo's alter ego, Gen Otori.

Wr Toshihiro Iijima

Dir Toshihiro Iijima

1 - 34 *WELCOME TO EARTH! PART 2*

Ultraman Max is unable to defeat the tremendous power of the alien monster Dark Baltan! Laughing in triumph, Dark Baltan disappears.

Team DASH consults with Tiny, the young girl who warned them of the coming invasion by Dark Baltan. She tells them that there may be a way to defeat Dark Baltan but it will not be easy. Meanwhile, Team DASH's android member Elly catches a strange signal coming from outer space. Dark Baltan is coming back!

Soon Ultraman Max will have to fight the monster again. Can the young girl's plan be put into effect in time? Or will Ultraman Max be defeated forever by Dark Baltan?

Note: Guest star Sandayu Dokumamushi starred as Science Patrol member Arashi in ULTRAMAN and as Ultra Garrison member Furuhashi in ULTRA SEVEN.

Wr Toshihiro Iijima

Dir Toshihiro Iijima

1 - 35 *ADAM AND EVE OF M32 NEBULA*

A star within Nebula M32 ends its life. Shortly thereafter, the satellite-based telescope Guardian spots a flying object coming from that star towards Earth. Team DASH goes to investigate and discovers the object to be a gigantic creature that appears to be asleep.

Team DASH's android member Elly determines that the creature is sending some kind of signal. She interprets the signal and discovers that the creature is called Hophop and that it has escaped from a dying star and seeks a new place to live and to raise its young.

Team DASH goes into action to try to find the creature's young. Meanwhile, some children have

discovered the young space creatures. But they fear that if Team DASH finds the space creatures, they will destroy them, so the children hide the alien beasts. When the gigantic creature Hophop finds its young are missing, it goes in search of them, causing much chaos and destruction. Will the children give up the young space creatures before the entire city is demolished?

Wr Keisuke Fujikawa

Dir Shusuke Kaneko

1 - 36 *ALTERNATIVE DIMENSION WORLD*

A professor who is an expert in the study of other dimensions sets up a machine in Base Titan in order to detect invasions from other dimensions. The professor begins an experiment to test the machine.

Shortly after the machine is set up, the small, friendly monster Pigmon appears in Base Titan. When Kaito sees Pigmon he understands that Pigmon is warning them that the vicious monster Red King is coming. According to Pigmon, Red King now exists in another dimension and someone is calling the monster into our world.

Fearing that the new machine is the cause, Team DASH attempts to halt the experiment. But they discover that the professor is actually an alien from the planet Shama who has created the machine in order to bring back the monster Red King! When Red King attacks the city it's up to Ultraman Max to try and defeat him!

Wr Takurou Fukuda

Dir Shusuke Kaneko

1 - 37 *CONSTELLATION THIEF*

DASH Agents Mizuki and Kaito are looking at the stars. Mizuki has been fascinated by the stars ever since a strange experience happened in her childhood. As they watch, Kaito notices something strange. The stars seem to be forming themselves into a new constellation in the shape of a monster. When Mizuki sees the monster, she is shocked. When she was a child she received a book called The Constellation Thief from a stranger. The same monster was pictured in that book!

The monster attacks and Team DASH goes into action. But during the attack, the monster suddenly vanishes. When Mizuki goes to the place where the monster disappeared, she finds a planetarium. There she meets the same man who gave her the book. He tells her that he is from the planet Saton and he has been on Earth since ancient times. He tells her the story of the monster, which he calls Kepulus. The old man tells Mizuki something shocking. Could it be that Mizuki herself is an alien?

Wr Yuuji Kobayashi

Dir Takeshi Yagi

1 - 38 *PRELUDE TO THE GROUND ANNIHILATION*

The gigantic mechanical monster Scout Basark appears. Agent Kaito transforms into Ultraman Max. But before he transforms, Kaito finds himself facing Ultraman Max who tells him that it is nearing the time when he must return to Nebula M78. Kaito is shocked. From now on, humanity must protect planet Earth on its own.

Ultraman Max battles the monster and seems to defeat it. Soon, though, strange statues begin to appear all over the city. The statues are actually robots. They speak saying, People of Earth, unless you cease all activities which harm this planet within 30 hours, we, the Delos will destroy all DASH bases.

According to professor Yoshinaga, Delos is the name of an ancient race that is said to live underground. When the DASH bases begin being attacked from underground, it seems that the warning is true!

Wr Chiaki Konaka

Dir Takeshi Yagi

1 - 39 *HOLD ON THE THE FUTURE*

The Delos race, creatures who live deep under the surface of the Earth, have destroyed Team DASH's bases all over the world. They have erected towers that they are using the change the composition of the Earth's atmosphere in order to reverse the damage caused by human beings.

Though Mizuki and Kaito have gone to the Delos city to negotiate, and have been able to convince them to stop their attacks, their mechanical warrior Giga Basark cannot be stopped. What is more, Giga Basark has already analyzed Ultraman Max and knows all of the hero's weaknesses.

Still, Ultraman Max transforms and engages the monster in a fearsome battle. But the monster is too powerful even for Ultraman Max. Without Ultraman Max can humanity be saved? Can Team DASH

revive Ultraman Max?

Wr Chiaki Konaka

Dir Takeshi Yagi

1 - 40 *FINAL SPECIAL: TOWARDS THE FUTURE*

Peace has been restored to the Earth. Kaito departs to study the galaxy on a mission that will take 30 years to complete. When he returns, he reminisces about his days fighting as Ultraman Max.

Wr Yuuji Kobayashi

Dir Takeshi Yagi

ULTRAMAN MEBIUS



Mebius is the youngest of all the Ultra brothers and has a lot to live up to. He is chosen as the new protector of the earth. This series is set in the same universe as the original timeline, when Mebius first appears to fight a monster, it is mentioned that this is the first time an Ultraman has appeared in 25 years. Under the guise of Mirai Hibino, Mebius joins Crew GUYS, the monster attack force of this series.

At the start of episode 1, all of the original team members of GUYS, save for Ryu (although it is eventually revealed that another survived), are killed off in their first monster battle. Mirai gathers a group of people he meets in an evacuation to join the new GUYS because he feels they have the right heart to be on GUYS.

Ultraman Mebius (Urutoraman Mebiusu -) is the 16th series in the Ultraman franchise, it also celebrates the 40th anniversary of the franchise. Starting out with a new rookie Ultra who is sent to Earth by Ultra Father, this series pays homage to the past while trying to set up its own original stories as well.

Characters

GUYS

Crew GUYS Japan (Kurū Gaizu Japan)- The abbreviated name of Guards for UtilitY Situation. Crew GUYS are the monster attack team of the series. They have the most advanced technology of any of the past teams in the original universe. Their special weapons are an advanced fighter plane that can fly at supersonic speeds, and the capsule monsters. The Maquette Monsters are at first entered miniature capsules of model of a clear green monster; and monster is materialized Growing huge by Meteor. Use restrictions of the Meteor are only 1 minute.

--Members--

Mirai Hibino (Hibino Mirai) - The main character of the series and a member of GUYS. Mirai Hibino may look like a human, but he is Mebius himself, so there is no host (as was the case with Ultra Seven). He is an outgoing person and likes to make friends and help people. It is because of him that the current members of team GUYS are members. Mebius' personal symbol is the infinity sign.

Ryu Aihara (Aihara Ryū) - He is the member surviving from the original GUYS. When a monster first appeared, GUYS-Japan was sent to take care of the monster. This was the first monster attack in nearly 25 years and no one was prepared for what would come in the battle. Dinosaur easily defeated his comrades, and the remainder was only the fighter plane of him and Serizawa, He was made to secede from a fighter plane compulsorily by Serizawa, and then Serizawa died in a suicide attack to Dinosaur. He is a good man, but has a cold exterior after what has happened to his friends. When Mirai first meets, he is reciting the Ultra Five Oaths and Mirai joins in as well. Later on during Mebius' first battle, he scorns Mebius for failing to defend the city and shielding himself with buildings, then he scorns himself for failing to protect his friends. He feels responsible for all the new members of GUYS and tries his best to protect them. He habitually recites the Ultra Five Oaths after learning them from his previous captain.

Marina Kazama (Kazama Marina) - She is a former motorcycle racer with dreams of becoming one of the first internationally known women in the sport. She had a supervisor called Kadokura. She still tries to keep up with her practices and team at the same time that she is a member of GUYS. She seems like the older sister of the group and tends to look after the other members a lot. She has the outstanding hearing and catches the small machines sound, a natural sound, and voice of a monster, but this hampers her ability as a pilot or racer as it keeps her from pushing her machine too hard.

George Ikaruga (Ikaruga Jōji) - He is a former all star soccer player, though he broke his leg for a time and had to sit out of his games for a few years. He has skill called a shooting star shoot. At the start of the series, a doctor tells him that his knee is finally well enough for him to play football again. Ikaruga feels a need to live up to the image that was created for himself, he's a celebrity and was often looked down upon by his former teammates who think that he has "sold out". He joins GUYS in order to find some form of purpose in his life.

It seems that he cannot swim. As a former soccer player, he has fast eyes and reflexes, which translate into a natural affinity for Meteor-assisted flying. He is known to mix Spanish into his Japanese sentences.

Konomi Amagai (Amagai Konomi) - She is a sweet and kind young lady, she used to be a daycare teacher before joining GUYS. Her students cried when she left, but she felt that being a part of GUYS would be the best way for her to be able to protect all of the children that she once taught. It is because of her that all of the future members of GUYS meet up in episode 1, when they try to rescue the rabbits at Konomi's daycare center. She briefly quits GUYS in episode 4 after she scolds herself for lack of valor. Mirai encouraged her, remembering how Ryu had scorned him for collateral damage after fight with Dinosaur. She is the only member of the group who wears a mini-skirt and the only member who has to wear glasses (once, when Konomi dropped the glasses in the Phoenix Nest's swimming pool, Mirai used the glasses to imitate Ultraseven's transformation pose). The way of glasses is said to be good, although she stops glasses in episode 16 and a contact lens is carried out. In general, she stays at Phoenix Nest as an operator, but goes to the front line as Miclas' "handler" when necessary.

Teppey Kuze (Kuze Teppey) - He is the heir to a fortune and is always being followed after by his mother. He was a medical school student, before participating in GUYS. Were he to not participate in GUYS, he would probably have become a doctor in his father's hospital. He is troubled, occasionally hampered, by his mother's worries. He participates in GUYS in order to become independent from his mother, and initially keeps it a secret from her, but she finds out after he appears on television. Although his mother opposes at first, his father's hospital is protected from Insectus by his work, and she gives him her blessing to continue on. He is knowledgeable about the older Ultramen and monsters, to the point that it is his job in GUYS.

Shingo Sakomizu (サコミズ シンゴ Sakomizu Shingo) - Commander of the new Crew GUYS, after Serizawa was/went killed/missing in action. Upon assuming his position, he has reorganized GUYS with the new members. Of the main characters, very little is revealed about him, other than his love of coffee.

Aide Toriyama (Toriyama Hosakan) - The leader of the Japanese branch of Crew GUYS, he issues orders to GUYS and gets frantic with joy whenever they accomplish a mission. More or less the public face of GUYS, he is apparently the one who must answer to the news media about GUYS' actions (adding a new facet to Ultraman Moebius). Gave approval for the use of Meteor until episode 4, when he handed the authority to Sakomizu.

Secretary Aide Maru (Maru Hosakan Hisho) - Toriyama's secretary, he follows Toriyama around and often corrects his speech mistakes.

Yuki Misaki (Misaki Yuki) - The agent of inspector general, she reports monsters to GUYS. As with Sakomizu, little is known about her.

Kazuya Serizawa (Serizawa Kazuya) - Former commander of GUYS. When Dino Zaur invaded to the earth, then-captain Serizawa had Ryu eject from their jet while he made a suicide run at Dino Zaur high above the earth. However, just before dying, Tsurugi united with him. After killing Dino Zaur Reverse, although he was asked by Mirai whether he should return to GUYS, he refused. He entrusts Ryu to Mirai, and he went away.

--Base--

Phoenix Nest (Fenikkusu Nesuto) - It is the Japanese branch base of GUYS. Unlike several past bases, it has various functions as carrier base.

--Mechanic--

GUYS GUN Speeder (Gaizu Gan Supīdā) - A small multi-core pod that becomes the cockpit of the GUYS GUN-type jets. Capable of simple flight and deep sea diving.

GUYS GUN Phoenix (Gaizu Gan Fenikkusu) - The omnipotent separating fighter jet that serves as the backbone of GUYS' anti-monster arsenal. Separates into Gun Winger and Gun Loader.

GUYS GUN Winger (Gaizu Gan Wingā) - An attack fighter jet excelling in high-speed air battles. Forms the front half of the GUN Phoenix. When Meteor is enabled, it is capable of UFO-like flight and leaves an after-image - but only for one minute. Carries Specium -warhead Missiles.

GUYS GUN Loader (Gaizu Gan Rōdā) - A multiuse heavy fighter jet. Forms the rear half of the GUN Phoenix. When Meteor is enabled, it is also capable of UFO-like flight and leaves an after-image. It can also create tornadoes with its Bringer Fans, which are powerful enough to lift and throw monsters (at which point the GUN Winger can attempt to finish them off).

GUYS GUN Booster (Gaizu Gan Būsutā) - It appears from episode 15. It excels as a high-speed pursuit fighter plane. In Gatling Detonator simultaneously attacked from the beam cannon of six gates, and maneuver mode, Spiral Wall is used, and a transcendence flight is carried out.

GUYS GUN Striker (Gaizu Gan Sutoraikā) - A fighter jet that is the result of GUN Booster combining with the GUN Phoenix, enabling a more powerful boost function. There is skill of Meteor called Invisible Phoenix. Evidently a reference to the old Ultra Hawk from Ultra Seven.

--Equipment--

GUYS Memory Display (Gaizu Memorī Disupurei) - Small mobile pad which is the member certificate of GUYS. It is used for the following uses etc. Communication; Image analysis; Maquette Monster is materialized from the capsule; Cooperation with Trigger Shot; startup certification of Gun Speeder.

GUYS Trigger Shot (Gaizu Toraigā Shotto) - It is laser beam gun used rotating three cylinders called Triple Chamber. Usually, although it is in the state of Handy Shot, can be used in the state of Long Shot which lengthened the barrel. If Red Chamber is chosen, red beam called Acute Arrow can be used. If Yellow Chamber is chosen, yellow high energy fireball called Buster Bred can be used. If Blue Chamber is chosen, by Meteor bullet blue barrier field called Capture Cube, and blue beam called Neutron Neutralizer can be used.

GUYS Meteor Shot (Gaizu Meteōru Shotto) - It appears from episode 19. The new gun for Meteor bullets of GUYS. If it loads with Memory Display, the display and sound which are called "METEOR OVER DRIVE" appear in display of Memory Display, a lock is canceled, and it will be in the state which can be used. Electric activity of the cerebral cortex is detected by scanner built in helmet. The ballistic trajectory of the discharged bullet is controlled, an obstacle is also avoided, and bullet hits to the enemy aimed certainly. Although there is a function which can attack three enemies simultaneously which is called Amazing Triple, human's spatial reasoning capacity cannot use. However, George was able to use by the outstanding fast eye and spatial reasoning capacity.

GUYS Tough Book (Gaizu Tafu Bukku) - It appears from episode 24. The new multifunction computer terminal of GUYS.

Ultraman

Ultraman Moebius (Urutoraman Mebiusu) - rookie of the space garrison who came to the earth in response to the instruction of Father of Ultra. He became a human being called Mirai Hibino and is living. He change as Ultraman Moebius of true form by Moebius Brace given from Father of Ultra. He seems to have received guidance from Ultraman Taro. He prevented Dino Zaur's attack using the building as the shield in episode 1. However, many buildings became rubble and received an antipathy from Ryu.

Moebius Brave (Mebiusu Breibu) - It appears in episode 18. The form in which Moebius borrowed and upgraded the power of Knight Brace entrusted from Hikari. First, Knight Brace appears on Moebius Brace; A golden line appeared and completed on Moebius's the breast and the shoulder.

Ultraman Hikari (Ultraman Light) (Urutoraman Hikari) - He appears from episode 11. He was an excellent scientist who belonged to Space Science Technology Bureau. The true identity of Hunter Knight Tsurugi, sans armor and with Star Marks (Medals of honor to the Ultra Race) on his chest similar to Zoffy. After Tsurugi sacrifices himself to save Moebius, the Mother of Ultra destroys the Arb Gear and restores Hikari to his former self, coming back to Moebius in the midst of his fight with Reverse. Since then, he operates independent from GUYS with Serizawa acting as his host. His name comes from Ryu of Crew GUYS to the dismay of the rest of the team at first before Mirai vouches for him. After he was able to escape to Gromite, Zoffy appeared before him. Although Zoffy said, "Return to the country of light", he refused. And, when he told the will to stay in the earth, Zoffy gave a little postponement and went away. After extinguishing Saramandora in episode 17, he gave Knight Brace to Moebius. And after he met Ryu as Serizawa, he was seen off by the GUYS member and went away from earth.

Father of Ultra (Urutora no Chichi) - He appears in episode 1. Space garrison commander. Moebius Brace was passed to Moebius from Father of Ultra and he ordered to go to the earth.

Mother of Ultra (Urutora no Haha) - She appears in episode 10 and 11. Silver crusades commanding officer. Arb Gear of Tsurugi was destroyed and Tsurugi returned to the true form.

Zoffy (Zofi) - He appears in episode 15 and 24. Space garrison commanding officer. He came to give warning to Hikari which is not a space garrison.

Ultraman Taro (Urutoraman Tarō) - He appears in episode 24. The son of Father of Ultra and Mother of Ultra. He appeared in the earth 33 years ago, and fought with monster or alien. He was the instructor of Moebius.

Enemies

Hunter-Knight Tsurugi (Sword the Hunter Knight)(Hantā Naito Tsurugi) - He appears from episode 5 and appeared to help defeat a Sadora that Moebius himself could not. Not much is known about the character, but it is said that he has a great hatred for Bogal and will do whatever he can to defeat them on his own. Also, Tsurugi, like Ultraman Agul, cares solely on defeating the monsters, and does not care about the collateral

damage that ensues, which immediately results in déjà vu for Moebius in episode 7, reminding him about the collateral damage for which Ryu had berated him in episode 1. Tsurugi told Ryu by episode 9 that the body of Serizawa was taken, when Serizawa rushed at Dino Zaur by fighter plane. Tsurugi gave the former leader of GUYS a chance to live when he merged with him. He dies, after killing Bogal Monse together with Moebius. Then, although Tsurugi said to Mother of Ultra, "Let me die", Serizawa did not desire to die. And Arb Gear was destroyed by the power of Mother of Ultra and he returned to the normal state of being.

Mystery Woman (Bogal Human) Nazo no Onna (Bogāru Hyūman)) - She came to Earth to aid the monsters attacking the planet and is actually a monster herself. Her true form is Bogal the Higher dimension Predator. Her aliform acts like a Venus flytrap, and she has an elastic tongue. Her human form is dressed completely in white and has a reptile-like tongue. She talks in a lizard-like voice, can teleport and can move at super-speed. A planet called Arb is destroyed, then she is chased by Tsurugi. She is a bit of a coward, as she always teleports when Tsurugi attacks her. She causes Moebius much trouble. Bogal evolved into Bogal Monse in episode 9. If Bogal Monse dies, it will cause mighty explosion. After fitting into the strategy of shutting up into electromagnetism barrier of GUYS, it is challenged to a decisive battle by Moebius and Tsurugi. It falls in response to ray of Moebius and Tsurugi after a fierce fight. Then Moebius and Tsurugi are going to escape from barrier, Bogal stands up. However, Bogal stuck in Tsurugi with Knight Beam Blade and explodes in barrier.

Monsters & Aliens

Dino Zaur (Dino Zōru)

Appearance Episode: 1, 4(Hologram), 5, 11

Gudon (Gudon)

Appearance Episode: 2, 9

Birdon (Bādon)

Appearance Episode: 3

Kelbeam (Kerubimu)

Appearance Episode: 4, 20

Sadora (Sadora)

Appearance Episode: 5, 6

Twintail (ツインテール Tsuin Tēru)

Appearance Episode: 6, 9

Bogal (ボガール Bogāru)

Appearance Episode: 6, 7, 8, 9

Alien Fanton (ファントン星人 Fanton Seijin)

Appearance Episode: 7

Bogal Monse (ボガールモンズ Bogāru Monsu)

Appearance Episode: 9, 10

Dino Zaur Reverse (ディノゾールリバース Dino Zōru Ribāsu)

Appearance Episode: 11

Kodaigon The Other (コダイ ゴンジアザー Kodaigon Jiazā)

Appearance Episode: 12

Mukadender (ムカデンダー Mukadendā)

Appearance Episode: 13

Insectus (Male・Female) (インセクタス (オス・メス) Insekutasu (Osu・Mesu))

Appearance Episode: 14

Gromite (グロマイト Guromaito)

Appearance Episode: 15

Zamushar (ザムシャー Zamushā)

Appearance Episode: 16

Alien Magma (マグマ星人 Maguma Seijin)

Appearance Episode: 16

Alien Valky (バルキー星人 Barukī Seijin)

Appearance Episode: 16

Saramandora (サラマン ドラ Saramandora)

Appearance Episode: 17

Bemstar (ベムスター Bemusutā)

Appearance Episode: 18

(ディガルーグ Diga Rūgu)

Appearance Episode: 19

Earthtron (アーストロン Āsutoron)

Appearance Episode: 20

Lesser Bogal (レッサーボガール Ressā Bogāru)

Appearance Episode: 21, 22

(クロノーム Kuronōmu)

Appearance Episode: 23
 (アンヘル星人トーリ Anheru Seijin Tōri)
 Appearance Episode: 23
 Vakishim (バキシム Bakishimu)
 Appearance Episode: 24
 Doragory (ドラゴリー Doragorī)
 Appearance Episode: 25
 Yapool (ヤプール Yapūru)
 Appearance Episode: 25
 Verokron (ベロクロン Berokuron)
 Appearance Episode: 26

Maquette Monsters

The monster materialized by the Meteor of GUYS.

Miclas (ミクラス Mikurasu)

Appearance Episode: 4, 8, 9, 13

Note: A monster who is extremely shy, and somewhat stupid. The team tries to coach it to become a great fighter and fail miserably. However, when Komoni is given a chance to tame him, he automatically fell in love with its "handler". While not as strong as Moebius, he can hold his own, but will sometimes cower when the monster proves to be too strong. Fortunately, Konomi cheers for him which motivates him to fight to the end (or until Moebius arrives to help him). Later, the data of the monster of the attribute of various electricity was added to Miclas, and becomes Eleki Miclas. and became usable about the electric discharge attack, and the transparency capability by data of Neronga and Eledortus. However, since the electric discharge attack of Eleking of Ultra Seven was a trauma, it refused data of Eleking.

Lim-Eleking (リムエレキング Rimu Erekingu)

Appearance Episode: 8, 11, 15, 18, 20

Note: A little monster known to be causing mischief around the Phoenix Nest. When an electric attribute is added to Miclas, the by-product with which Miclas refused the data of Eleking and was produced is Lim-Eleking. It teleports all over headquarters draining electricity wherever it can find it. Like with Miclas, it is fond of Konomi, thus being his unofficial "handler". However, the little monster scares many of the other members (except for Ryu and Mirai), especially George after being electrocuted by it.

Windom

Appearance Episode: 11, 14, 20

Note: A metallic cyborg like creature which was first used by Mirai, but is now handled by Teppei. Its primary attack is a beam fired from its forehead.

Fire Windom

Appearance Episode: 24

Note: The form in which the element of a flame was given to Windom by GUYS Tough Book.

Shunji Igarashi, the actor who portrays Moebius/Mirai said that he wanted to perform the voice of Moebius. The only other actor to provide the voice of their Ultra is Ultra Seven's Kouji Moritsugu. Usually, it's another voice actor altogether who provides the Ultra with his voice.

Shin Ishikawa, the actor who plays Kazuya, Tsurugi's host, also played Shin Kazamatsuri/Kamen Rider Shin in Shin Kamen Rider

Music

Opening themes

Ultraman Mebius (First Verse) by Project DMM (1-32)

Ultraman Mebius (Second Verse)

Ending themes

Run through! ~Wandaba "CREW GUYS"~ by Project DMM with TMC (2-22)

Radiance ~Ultraman Hikari's Theme~ by Project DMM (10,17,35)

An oath to you by Project DMM (34-50)

Miracle of Ultra by Project DMM (36-49)

WR.

DIR.

EPISODES: 50 YEAR MADE: 2006 COUNTRY: JAP SEASONS: 1

TSUBURAYA PRODUCTIONS**CREATOR:****TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese**SEASON BREAKDOWN:** (1) 50**DATE OF PREMIER:** 08/04/2006 **AIR DATE OF LAST EPISODE** 31/03/2007**SEASON DATE BREAKDOWN:****FILMS:** ULTRAMAN MEBIUS AND ULTRAMAN BROTHERS (2007)

Mirai Hibino/Ban Hiroto SHUJI IGARASHI, Ryu Aihara MASAKI NISHINA, Marina Kazama AI SAIKAWA, George Ikaruga DAISUKE WATANABE , Konomi Amagai MISATO HIRATA , Teppei Kuze KENTA UCHINO, Shingo Sakomizu MINORU TANAKA, Aide Toriyama KENICHI ISHII, Secretary Aide Maru YUKAKA MAIDO, Yuki Misaki SAAYA ISHIKAWA, Kazuya Serizawa SHIN ISHIKAWA, Keiko Kuze HIROKO HAYASHI, Tetsuharu Kuze RYO KAMON, Kadokura SHIGEKI KAGEMARU, Mystery Woman / Bogal (Voice) MOEKO KOYAMA, Ultraman Hikari / Hunter Knight Tsurugi (Voice) KEIICHI NANBA, Father of Ultra (Voice) TOKUMA NISHIKOA, Mother of Ultra (Voice) MASAKO IKEDA, Zoffy (Voice) TANAKA HIDEYUKI.

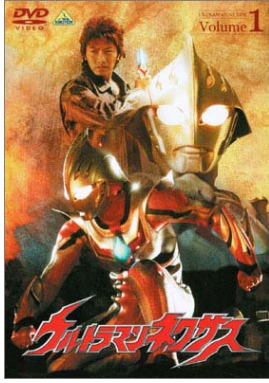
RELATED SHOWS:*ULTRAMAN MAX*

- 1 - 1 *THE ENCOUNTER OF FATE*
- 1 - 2 *THE OUR WINGS*
- 1 - 3 *THE ONLY ONE LIFE*
- 1 - 4 *THE BONDS OF MANY SCARS*
- 1 - 5 *THE SHOOT OF REVERSAL*
- 1 - 6 *THE TWO PEOPLE OF THE DEEP SEA*
- 1 - 7 *THE LOST PROPERTY OF FANTON*
- 1 - 8 *THE PREDATION PERSON OF SHUDDER*
- 1 - 9 *THE ARMOR OF VENGEANCE*
- 1 - 10 *THE PRIDE OF GUYS*
- 1 - 11 *THE MIRROR OF MOTHER*
- 1 - 12 *THE FIRST ERRAND*
- 1 - 13 *THE MARINA OF THE WIND*
- 1 - 14 *THE ONE WAY*
- 1 - 15 *THE FORT OF PHOENIX*
- 1 - 16 *THE GREAT SWORDSMAN OF THE UNIVERSE*
- 1 - 17 *THE FORMATION OF AN OATH*
- 1 - 18 *THE PRESSURE OF ULTRAMAN*
- 1 - 19 *THE STAND PLAYER OF NOBLE*
- 1 - 20 *THE MESSAGE OF THE INSPECTOR GENERAL*
- 1 - 21 *THE CALL OF EMPTY SPACE*
- 1 - 22 *THE FUTURE OF EVERY DAY*
- 1 - 23 *THE RUMBLING OF THE SEA OF TIME*
- 1 - 24 *THE YAPPOOL OF REVIVAL*
- 1 - 25 *THE PROGRAM OF POISONOUS MOTH*

- 1 - 26 *FLYING TO TOMORROW*
- 1 - 27 *THE FIERCE CHAMPION*
- 1 - 28 *TREASURE OF KONOMI*
- 1 - 29 *DAY OF SEPARATION*
- 1 - 30 *THE FLAME OF PROMISE*
- 1 - 31 *THINKING OF MY FRIENDS*
- 1 - 32 *INHERITANCE OF THE MONSTER TAMER*
- 1 - 33 *BLUE FIRE OF THAT WOMAN*
- 1 - 34 *THE HOMELESS MAN*
- 1 - 35 *AN AZURITE LIGHT AND A SHADOW*
- 1 - 36 *YOUNGER SISTER OF MIRAI*
- 1 - 37 *THE BACK OF FATHER*
- 1 - 38 *ISANA OF THE OCEAN*
- 1 - 39 *AN INVINCIBLE MOTHER*
- 1 - 40 *ONE PARADISE*
- 1 - 41 *TEACHER'S REMINISCENCE*
- 1 - 42 *AN OLD FRIEND'S VISIT*
- 1 - 43 *THREATENING MEBIUS-KILLER*
- 1 - 44 *ACE'S WISH*
- 1 - 45 *DEATHREM'S PLAN*
- 1 - 46 *IMMORTAL GLOZAM*
- 1 - 47 *MEFILAS'S GAME*
- 1 - 48 *ADVENT OF THE EMPEROR -FINAL TRILOGY I*
- 1 - 49 *DARK CLOUDS OF DESPAIR -FINAL TRILOGY II*
- 1 - 50 *WORDS FROM THE HEART -FINAL TRILOGY III*

ULTRAMAN NEXUS

AKA: **URUTORAMAN NEKUSASU**



The year is 2009 A.D.

Earth is in a secret war against the mysterious Space Beasts, unknown organisms which feed on human beings. TLT, a top-secret international defense organization, was humanity's last hope against the Space Beasts. The story revolves around, and is generally narrated by KOMON Kazuki, a new recruit to the TLT's battle team, Night Raider. On his way to the TLT Headquarters, Komon is attacked by a Space Beast. Luckily, he is saved by a mysterious giant, known as Ultraman Nexus. As Komon steps deeper into the true reality unknown to other people, mysteries surrounding the Ultraman and his mysterious foes will be revealed . . . Humanity's final fate will be determined by the bond of Light, Nexus.

CHARACTERS

TLT (Terrestrial Liberation Trust)

Terrestrial Liberation Trust (TLT) is a clandestine global, non-government organization set up to investigate, research and defeat the "SPACE BEAST" threat. Japan's TLT (TLT-J) branch is hidden under a hydroelectric dam found in the mountainous Kanto region (eastern Japan). The main teams of TLT are Night Raider, Memory Police (who erase the memories of civilians involved in any Night Raider missions or witnessing any Space Beast attacks) and White Sweeper, who are involved in clean-up.

Night Raider

The elite defense team united under TLT. The team responsible in eliminating Space Beasts.

KOMON Kazuki - The main character of the series. Komon is a kind-hearted, straightforward person who is always willing to help others. Before he was recruited by TLT, Komon was from a rescue team. When Komon was a child, he fell into a river and almost drowned, only to be rescued by a mysterious person he believes to be an alien. Because of the incident, Komon decided to help others and joining Night Raider was a good opportunity to do so. Unfortunately, reality is not what it seems . . . the truth is a road to nowhere . . . Komon will now have to fight against the forces of darkness . . . he is later revealed to be the last Deunamist (see below) and battles as Ultraman Noa.

Played by Takuji Kawakubo

SAIJOYO Nagi - The deputy leader of Night Raider. She is very strict, especially to Komon and can be quite brutal in certain situations. She hates Space Beasts, stemming from incidents regarding her childhood and her former lover Mizorogi Shinya. When she was small, her mother was murdered by a Space Beast. After she joined Night Raider to fulfill her vow to destroy the beings that killed her mother, she met and eventually fell in love with Mizorogi Shinya, the former deputy leader of Night Raider. When Mizorogi fell to the dark side, she deepened her hatred and was willing to do anything to bring a Space Beast down.

WAKURA Eisuke - The captain of Night Raider. A good leader and takes action effectively in any situation. He cares for his teammates and well trusted by them. Although his motto is to follow orders, he will take necessary action if it means to protect others. A brother figure towards Komon, he provides wisdom to the new recruit.

HIRAKI Shiori - A female in the Night Raider team. Although she looks pretty and cute, she is an expert in weapons and can be very strong and helpful during missions. She has a good personal relationship with Ishibori Mitsuhiko.

ISHIBORI Mitsuhiko - The analyzer and tactician of the team and an expert in computers. Unknown to everyone, he keeps a very dark secret--he is Dark Zagi in disguise (see below).

The Deunamists

HIMEYA Jun - The second Deunamist, a human who can bond with the Light to become Ultraman Nexus (using a wand-like device called the Evolthruuster). He is a serious, somewhat brooding individual, not given to

trusting institutions such as the Night Raiders. He eventually strikes up some sort of kinship with Komon, rescuing him from danger a few times.

Himeya was a photo journalist, specialising in war photos. During one assignment (presumably somewhere in SE Asia), he was injured and subsequently treated by an orphan named Sara. Sadly, Sara was caught up in armed conflict, and was killed as she rushed towards Himeya. Distraught, Himeya returned, full of regret -- ironically, that collection of pictures shot him to fame. After the incident, Himeya encountered the Light, possibly through the first Deunamist, First Lieutenant Shunichi Maki of the Japanese Air Force (see ULTRAMAN: THE NEXT theatrical feature). Trying to make up for what he was unable to do in the past, Himeya uses the power of the light to protect humanity and battles the Space Beast, sacrificing everything within battle.

Ultraman Nexus' default Anphans mode is a silver & gray. However, Anphans is able to transform into a red, black and silver mode known as Junis using the cuffs on his wrists, known as the Armed Nexus. Nexus Junis is then able to create a Meta-Field--a dome of light that transports himself and any opponent to an alternate dimension so that he can safely battle without causing damage to the surroundings. Analysis showed later that the Metafield was actually a manifestation of Himeya's physical body, which was why every battle affected him so greatly and continued to weaken him. During a climactic battle with Dark Mephisto, Himeya is presumed to have died, but is later shown at the end of the series very much alive and well.

Played by Yusuke Kirishima

Ren Senju - The third Deunamist, Ren receives the Light after the disappearance of Himeya. Outwardly, he is cheerful, optimistic and simple to the point of ditzy -- this, however, conceals his past experiences.

Ren is not a normal human, but rather a 'son of Prometheus': a human created through genetic engineering under the flag of "Prometheus Project" (an experiment performed in Dallas, Texas in America). He has faster reflexes, physical strength and ESP powers than a normal human. However, Ren suffers from a genetic unbalance of his DNA which basically cut his lifespan to 17-18 years. His only hope to prolong his life is a drug known only as 'Raphael'. Running away from the institute in Dallas, Ren comes to Japan hoping to live his last days as a 'normal' human, but instead encounters the Light and becomes Nexus' third Deunamist.

After Ren takes on the mantle of Dunamist, Nexus' Junis form is significantly modified to become a faster, sleeker Junis Blue. His primary weapons are the Arrow Ray Shtrom and Cross Ray Shtrom, deadly beams of light fired from his Armed Nexus.

Played by Makoto Uchiyama

The Dark Side

Saida Riko/Dark Faust - Komon's kind-hearted artist girlfriend. Later it is revealed that she had actually died long before she'd met Komon, when her family was attacked by the Space Beast Nosphil. Mizorogi arrived on the scene, but turned around and shot her instead. She was resurrected to become a pawn of the darkness, unwittingly serving as the human form for Dark Faust, Nexus' first dark foe. However, in the end, Riko's consciousness won out during a battle with Nosphil where Komon became trapped in the Metafield, and s/he shielded him with his/her body against an attack. The revelation that Riko was Faust and her death shook Komon considerably, and he took a long time to recover.

Mizorogi Shinya/Dark Mephisto - The former deputy captain of the Night Raiders, who went missing in AD 2008 during a mission with Nagi, also his former girlfriend. In actuality, Mizorogi had been (forcibly) merged with the Dark Giant known as Dark Mephisto. He is portrayed as cruel and manipulative, playing mind games with Komon and other people and seeming to take delight in antagonising Nagi, his ex-girlfriend, as well. Using the Dark-Thruster, Mizorogi can transform into Dark Mephisto as the most frequently appearing arch-enemy of Nexus. Dark Mephisto is able to generate the 'Dark Field', which neutralises the effects of the Metafield and gives him an advantage in battle. In Nexus' climactic battle with Mephisto, it is presumed that both perished, but Mizorogi is found alive, although wounded and with absolutely no memory about Faust and his battles with Nexus. He had also lost the ability to become Mephisto, but when the Unknown Hand sends down Dark Mephisto Zwei against Junis Blue, Mizorogi transforms by force of will and holds Zwei down so that Nexus can destroy him. Both Mephistos perish, and Shinya dies in Nagi's arms.

Unknown Hand - Described as unlimited darkness which controlled the dark giants and Space Beasts behind the scenes. It has the ability to generate a Dark Field G and power up Space Beasts. In the end of the series, its identity was revealed as Dark Zagi, Ishibori Mitsuhiko of the Night Raider. Komon is allowed by the Light to merge not into another Ultraman Nexus, but Ultraman Noa, who fights Dark Zagi for humanity's sake.

Ultraman Nexus is the title superhero of a tokusatsu SF/superhero/kaiju TV series, and is the 18th show in the

-
- 1 - 14 *AKUMA (Mephisto)*
 - 1 - 15 *AKUMU (Nightmare)*
 - 1 - 16 *MEIRO (Labyrinth)*
 - 1 - 17 *YAMI (Darkness)*
 - 1 - 18 *MOKUJIROKU (Apocalypse)*
 - 1 - 19 *YOGEKISEN (Cross Phase Trap)*
 - 1 - 20 *TSUIGEKI (Chrome Chester)*
 - 1 - 21 *JUNAN (Sacrifice)*
 - 1 - 22 *ANSOKU (Cure)*
 - 1 - 23 *SHUKUMEI (Satisfaction)*
 - 1 - 24 *EIYU (Hero)*
 - 1 - 25 *YOCHO (Prophecy)*
 - 1 - 26 *REN (The Third)*
 - 1 - 27 *INORI (Prayer)*
 - 1 - 28 *SAIKAI (Reunion)*
 - 1 - 29 *YUSEI (Calling)*
 - 1 - 30 *KANSHISHA (Watcher)*
 - 1 - 31 *TORI (Bird)*
 - 1 - 32 *KAGE (Unknown Hand)*
 - 1 - 33 *BOKYAKU - AD 2004*
 - 1 - 34 *FUSA - AD 2009*
 - 1 - 35 *HANRAN (Revolt)*
 - 1 - 36 *KESSEN (Farewell)*
 - 1 - 37 *KIZUNA (Nexus)*

ULTRAMAN TARO



Monsters begin to appear out of thin air, threatening the Earth. ZAT (Zariba of All Territory ... although the word "Zariba" was never explained, it seems to come from an Arabic word referring to a fence-enclosed camp, implying that ZAT was a fence to ward off monsters from "all territory"), the Space Science Guard, was formed to protect the world. As always, they needed help. Meanwhile, Kotaro Higashi, a young boxer "striving for maturity," is stopped by a young woman who gives him a "good luck charm." A short time later, he joins ZAT, and is killed by the monster Astromons.

(Some good-luck charm.) Amazingly Kotaro is transported to the Land of Light, where Ultra Mother and the other Ultra-heroes hover over him. She has just created a new Ultraman, whom she merges with Kotaro. Kotaro is told that he can use the charm, called the Ultra Badge, to change from his human form to his Ultra form at will. Kotaro then is returned to Earth only a moment after he left, but reborn as Ultraman Taro. Taro's task is to prove his maturity and his worthiness to become a true Ultraman. Ultraman Taro had at least one energy-beam attack, the Streium Beam. This beam was projected from his vertical arm, after his other arm is placed perpendicular, with hands together.

Though many sources refer to the Ultra Family or the Ultra Brothers, few of the Ultramen are actually related. However, the hero of the fifth season, Ultraman Taro, was genuinely the some of the Ultra rulers Ultra Father and Ultra Mother, and reputedly the cousin of Ultra Seven. The youngest of the Ultramen, and prone to repeated deach scenes and revivals, Taro's year as an agent ended when he turned in his badge to the Ultra Mother and left to "walk the Earth".

Ultraman Taro followed on from ULTRAMAN ACE, and the next in the series was ULTRAMAN LEO.

Ultraman Taro (Urutoraman Tarō) is the title superhero of a tokusatsu SF/kaiju/superhero TV show, and is the 6th show in the Ultra Series. Produced by Tsuburaya Productions, this series aired on Tokyo Broadcasting System from April 6, 1973 to April 5, 1974, with a total of 53 episodes.

In a move similar to the previous series, Ultraman Ace, this series has a more comical feel and appeals greatly to children, an audience which made this one of the more popular Ultra Series, although adult fans have a different point of view. Up until the 1990s, this was also the most expensive of the Ultra Series.

Taro is one of the most typical name of a boy in otogi-banashis, or, Japanese fairy tales. The producer said, 'Ultraman Taro is going to be the fairy tale in Ultra Series.'

Ultraman Taro Stats

Height: 53 meters

Weight: 55,000 tons

Flight Speed: mach 20

Running Speed: 1200 km/h

Home Planet: The Land of Light, Nebula M78

Human Form: Kotaro Higashi

Transformation Item: Ultra Badge

Weapons:

Storium Ray: A unique T-style weapon... after some major arm-waving and the charging up of his entire body, Taro rests the fist of his vertical right arm to the open palm of his horizontal left arm.

Neo-Storium Ray: A plus-style variation of the Storium Ray.

Swallow Kick: From 600 meters up.

Atomic Punch: Propelled by his transformation momentum.

Twinkle Way: A tunnel he creates to gain access to the Land of Light.

Ultra Nenriki (Willpower): Makes his enemy think Taro gets his head chopped off (against Enmargo).

Taro Bracelet: Converts into a lance. Fires blue rings of light (Set Beam).

King Bracelet: An upgrade of the Taroh Bracelet delivered by the Mother of Ultra. Converts into a muzzle, a plastic blue bucket filled with water for waking up drunken monster Beron, and a "magic hand." Fires a Bracelet Beam. Also allows Taroh to divide into two and confuse enemies.

Ultra Slash-like ring of light (episode 47).

Ultra Six-in-One (or Ultra Overlapping): Where he merges with the Five Ultra Brothers so that he is strong enough to enter the fires of the Ultra Tower to retrieve the Ultra Bell to defeat Mururoa (episode 25).

Cosmo Miracle Beam: a powerful laser he shoots from his raised arm and the side of his body, including his armpit, after combining with his five other brothers. Used only in Ultraman Story movie against Grand King.

Guts Needle: beam fired from his fists and an Ultra FUNRYUH (a six-coloured smoke screen).

ZAT Members

The most salient feature of ZAT (Zariba of All Territory) is that they concoct a variety of outlandish strategies to defeat monsters (even more so than the Science Patrol), such as using pepper to get Live King to sneeze (since he swallowed Higashi and a dog), or carrying Mini Tortoise in a giant basket. Also, ZAT mecha are by far the most garish. The "Rabbit Panda," their souped up van, is particularly over the top. The Sky Whale, their air fortress, is as thin as a stick and is reminiscent of nothing whale-like.

Captain Yuhta Asahina

Kotaro Higashi

Deputy Captain Shuhhei Aragaki: In many episodes, Aragaki lead the troops, with Asahina nowhere to be found. In addition, Aragaki seems to disappear near the end of the series and a new deputy captain takes his place (this new guy is way past his prime and can barely even pass his requalification exam).

Jiroh Nishida: Leaves for space station V9.

Tadao Nanbara

Tetsuya Kitajima

Assistant Izumi Moriyama: Wears a different uniform than the men, for the first time in a Ultra Series.

Unfortunately, the role of the ZAT female tends to be very similar to Uhura's on Star Trek, except that Uhura probably never had to serve green tea. However, Izumi does get to pilot the Sky Whale on occasion and lob a few missiles.

Trivia

Ultraman Taroh was going to be named Ultraman Jack, but hijacking became a negative buzz-word in Japan about that time, so they deep-sixed the name at the last minute (which was recycled in the '90's as the new name of Kaetekitta Ultraman). Taroh was also going to be called Ultra Jack, Ultraman 6, Ultraman Fighter, Ultraman Z (pronounced "zet"), and Ultraman Star.

It is also said that the producer was afraid that people associate the name Jack with Jack the Ripper, known in Japan as the most horrible murderer in those days.

Taroh is said to be the distaff cousin of Ultra Seven, which explains why the two Ultramen look so much alike (their mothers are sisters).

With 53 episodes, Ultraman Taroh held the record for longest canonical Ultra series for many years (shattered in 2002 by the 65-episode Ultraman Cosmos). This record excludes the 195-episode, non-canonical Ultra Fight). The reason behind his longevity, it is said, is because the start-up of successor series 'Ultraman Leo' ran behind schedule.

In the Thai-produced Ultra movie, The 6 Ultra Brothers Vs. the Monster Army, stock footage of the birth of Ultraman Taroh is blatantly ripped and modified from the to serve as the resurrection of the dead Kochan into the white monkey god, Hanuman. When Kochan transforms into Hanuman, the image of Hanuman is superimposed on Taroh.

Cameos

Episode 1: The Five Ultra Brothers preside over the Mother of Ultra as she gives birth to Taroh. (Higashi is in a clear, plastic dome, surrounded by the Five Ultra Brothers. There's a lot of hand-waving and lights, and the sound of a baby crying, and we go right into the usual Ultraman Taroh transformation).

Episode 3: The Mother of Ultra rescues Higashi, who is trapped under Live King. She also heals Taroh's messed up arm.

Episode 5: Ultra Seven helps transport Mini Tortoise to the Ultra Star, along with King Tortoise.

Episode 18: Zoffy is killed by Birdon after Taroh is defeated.

Episode 19: Zoffy and Taroh are resurrected by the Mother of Ultra.

Episode 20: The Mother of Ultra.

Episode 24: The Mother of Ultra tells Taroh to return to the Land of Light.

Episode 25: Taroh returns to the Ultra Planet, also known as the Land of Light, 3,000,000 Light * Years from Earth. There, the other Ultra Brothers merge with Taroh so that, with their combined purity of soul, he can plunge into the flames of the Ultra Tower for one minute to acquire the Ultra Bell. They all tow the Ultra Bell back to Earth, and Taroh rings it, so that it dissipates the dark cloud of Mururoa that has enveloped the Earth. Also a rare opportunity to see Ultramen hug each other and do a huddle.

Episodes 33-4: Higashi invites the Five Ultra Brothers to Earth for a reunion. All of the former human forms

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- 1 - 5 *PARENT STAR, CHILD STAR, FIRST STAR*
 - 1 - 6 *JEWELS ARE THE MONSTER'S FODDER!*
 - 1 - 7 *HEAVEN AND HELL ISLAND HAS MOVED!*
 - 1 - 8 *DEAD SPIRITS OF THE MAN-EATING MARSH*
 - 1 - 9 *THE DAY THAT TOKYO CRUMBLES*
 - 1 - 10 *THE FANG CROSS IS A MONSTER'S GRAVE!*
 - 1 - 11 *THE BLOOD-SUCKING FLOWER IS YOUNG GIRL'S SPIRIT*
 - 1 - 12 *MONSTER'S SOLO JOURNEY*
 - 1 - 13 *THE MONSTER'S CAVITY HURTS!*
 - 1 - 14 *TARO'S HEAD GOT CHOPPED OFF!*
 - 1 - 15 *YOUNG GIRL OF THE BLUE WILL-O-THE-WISP*
 - 1 - 16 *THE MONSTER'S FLUTE SOUNDS*
 - 1 - 17 *TWO BIG MONSTERS CLOSE IN ON TARO!*
 - 1 - 18 *TARO DIED! ZOFFY DIED TOO!*
 - 1 - 19 *THE ULTRA MOTHER MIRACLE OF LOVE!*
 - 1 - 20 *A MONSTER CAME RAINING DOWN*
 - 1 - 21 *TOKYO NEWTOWN SINKING*
 - 1 - 22 *THE WRATH OF A CHILD-CARRYING MONSTER!*
 - 1 - 23 *GENTLE DADDY MONSTER!*
 - 1 - 24 *THIS IS THE LAND OF ULTRA!*
 - 1 - 25 *BURN ON! THE SIX ULTRA BROTHERS*
 - 1 - 26 *I CAN CONQUER MONSTERS TOO!*
 - 1 - 27 *HE'S OUT! IT'S MEPHIRAS-SEIJIN!*
 - 1 - 28 *MONSTER ELEKING BARKS AT THE FULL MOON!*
 - 1 - 29 *BEMSTAR RESURRECTED! TARO ABSOLUTELY EXPIRES!*
 - 1 - 30 *THE MONSTER ARMY*
 - 1 - 31 *DANGER! LYING POISON MUSHROOM*
 - 1 - 32 *A NIPPING WIND MONSTER!*
 - 1 - 33 *FIVE SECONDS BEFORE THE GREAT EXPLOSION OF THE LAND OF ULTRA!*
 - 1 - 34 *THE LAST DAY OF THE SIX ULTRA BROTHERS!*
 - 1 - 35 *CERTAIN KILL! TARO'S ONE BLOW OF RAGE!*
 - 1 - 36 *COWARD! THE BRIDE CRIED*
 - 1 - 37 *MONSTER, RETURN TO YOUR HOMELAND!*
 - 1 - 38 *THE ULTRA CHRISTMAS TREE*
 - 1 - 39 *ULTRA FATHER AND SON BIG MOCHI-MAKING STRATEGY*
 - 1 - 40 *GO BEYOND THE ULTRA BROTHERS!*
 - 1 - 41 *MOTHER'S WISH - A MID-WINTER CHERRY-BLOSSOM BLIZZARD*

- 1 - 42 *THE PHANTOM MOTHER IS A MONSTER USER!*
- 1 - 43 *PICKLE THE MONSTER WITH SALT!*
- 1 - 44 *OH! TARO IS BEING EATEN!*
- 1 - 45 *SHE WAS WEARING RED SHOES...*
- 1 - 46 *THE WHITE RABBIT IS A BAD GUY!*
- 1 - 47 *THE MONSTER MASTER*
- 1 - 48 *MONSTER GIRL'S FESTIVAL*
- 1 - 49 *SING! MONSTER BIG MATCH*
- 1 - 50 *THE MONSTER SIGN IS V*
- 1 - 51 *THE ULTRA FATHER AND THE BRIDE HAVE COME*
- 1 - 52 *STEAL THE ULTRA LIFE!*
- 1 - 53 *FAREWELL TARO! THE ULTRA MOTHER!*

ULTRAMAN TIGA



Earth is once again about to be attacked by monsters. A meteorite strikes, and is examined by the TPC (Terrestrial Peaceable Concert) branch known as GUTS (Global Unlimited Task Squad). They discover that the meteorite is artificial, containing a metal device that projects a holographic image of a woman. This woman claims to be from an ancient civilisation which started on Earth "a long long time ago." The civilisation is now gone, destroyed by monsters that are now reappearing on Earth. The woman, Yuzare, tells them that they were helped by three gigantic guardians, who have since returned to their native place.

"Their true form is light," she says. The guardians must be restored, because the time of monsters has arrived again. The image is about to mention the method of restoration, when it breaks up and stops. Daigo, one of the GUTS members, suggests they search for the resting place of the three guardians, which is a pyramid called "Tiga." They are quickly distracted, however, by reports of a winged monster appearing from Easter Island. Most of the GUTS crew attends to this, the second monster on the loose since the meteorite landed, while one, Yazumi, remains behind to research the name "Tiga." Yazumi discovers that the name is an old popular name of a Northeast district in Japan. (I'm told that there really is no Touhoku or Tiga district in the real Japan. However, "Tiga" means 3 in Malaysian or Market Indonesian.) Daigo and other members of the team head for this area after discovering that both rampaging monsters are also heading for the same spot.

The GUTS team arrives in a wooded area. Daigo goes on ahead, and sees a golden pyramid just over the top of the trees. The others follow, but cannot catch up with Daigo before he touches the pyramid. In a nimbus of light, he simply walks into the pyramid wall. They follow, and find Daigo staring up at three huge statues, which they assume are the bodies of the three guardians. Before they can do anything, the first monster, Golza, arrives and dissolves the pyramid with blasts of energy. The second monster, Melba, arrives as the last of the pyramid floats off.

Both monsters attack the statues, destroying two of them and felling the third. In the middle of all this, Daigo tries to stop the destruction in the smaller of the two GUTS aircraft, but is unsuccessful; instead, his craft is damaged. The craft falls and explodes, but not before Daigo finds himself enveloped in a nimbus of light. Meanwhile, a light appears on the chest of the remaining statue. Golza tries to crush the statue, but the statue's arm lifts up to stop the blow.

Suddenly, the statue is no longer made of stone! A silver, gold, red, & blue giant appears instead, and attacks the two monsters. Along the way, the GUTS members discover that the giant can change colours and abilities (more on this later). The giant finishes off the two monsters and leaves. Shortly after he disappears in the clouds, one of the GUTS members discovers Daigo, alive, waving to them. He is picked up, and as they return home, Daigo discovers an ornate wand, the Spark Lens, in his uniform. Back at GUTS HQ, the metal artefact activates, and completes its message. "There is only one method of restoration. Daigo must be light!"

Tsuburaya Production's all-time hero has made the return on TV with brand-new looks. Yet the story so far resembles the episodes from classic "ULTRAMAN" and "ULTRA SEVEN", focusing drama and interaction of the human characters. Almost legendary TAKANO Kouichi supervises the show, as well as directing the SFX; this time, mostly used are CGIs, which long-time 'Ultra' fans may consider as unfavourable.

Yet, at least check out Tiga's changing his body colour-- it looks no less than a magic. Ultraman Tiga is a unique Ultraman in that he has three forms. One, shown here, is a general form, favouring neither strength nor speed. One, the "Sky Type," is all blue (or at least the red parts of the Multi form are blue); this form favours speed and agility. The third, the "Power Type," is all red; this form favours strength and power. Ultraman Tiga normally transforms & grows simultaneously, like many of the other Ultra-heroes. In one episode, however, Daigo transforms into a human-sized Ultraman Tiga while in one of the GUTS aircraft, exits, and then presumably grows. In another episode, Horii (one of the GUTS members) gets to meet Ultraman Tiga face-to-face, because he transforms to human size and stays there for the entire episode. In a third episode, Daigo transforms into Tiga inside GUTS HQ, then teleports outside, growing simultaneously; this particular feat took

a lot out of Tiga, as he materialises with his ColorTimer blinking.

As of this writing, no relationship between Ultraman Tiga and the other Ultra warriors has been established. One pre-release bit of information indicated that Ultraman Tiga was an Ultra warrior who preceded Ultraman, but was not from Nebula M78. The 49th episode of Tiga has Daigo going back in time, following a "monster buyer" attempting to buy a monster from Eiji Tsuburaya, the creator of the series (who, in real life and in the story, is deceased). In this landmark story, Tiga is rescued by Eiji-san, who uses the Ultra Star crystal to summon none other than the original Ultraman! Ultraman gives Tiga some of his own energy, recharging him. The duo then team up and fire Specium and Zebellion beams (the Zebellion beam is Tiga's equivalent to Ultraman's Specium beam) at the monster from the lake (the monster which Ultraman deposited there months prior, upon which time he gave Eiji-san the crystal).

Ultraman Tiga has several energy attacks, including the ability to draw energy from the surroundings into a ball, which can then be thrown at the monster under attack. Like most of the other Ultra-heroes, Tiga also has the prerequisite ColorTimer, which flashes when the 3 minutes he can survive on Earth is almost up. Like Ultraman Great, when Tiga's ColorTimer stops blinking, he is transformed back into Daigo, although in the one situation where that has happened so far, Daigo found himself in a white area, cut off from Earth, but not from other beings such as Yuzare or the Devil-man. While the ColorTimer is flashing, however, Tiga can still change between generic, Sky, and Power forms.

Ultraman Tiga is a being of light. In one episode, one of the monsters took a bite out of Tiga's arm. Instead of bleeding liquid, Tiga bled light. Tiga was able to heal himself quickly enough to overcome the monster. The link between Ultraman Tiga and his human host, Daigo, is stronger than that of most of the other Ultramen (except for Ultraman Powered). Several times Daigo has been seriously injured (cracked ribs, busted leg, etc.) when Tiga has been needed. After the transformation, Tiga has shown serious pain in the same areas, although a broken wrist, for example, doesn't keep Tiga from using that hand. On the other hand, unlike Kenichi Kai (Ultraman Powered's host), Daigo does not seem to suffer the pain and injuries of Ultraman Tiga, although an extended battle drains them both. On several occasions, Tiga has fought more fiercely when the safety of one of those Daigo cares for has been threatened; he has also fought less fiercely when Daigo has experienced self-doubt.

Feroz Mohamad wrote to me, expressing an interesting thought on the relationship between Daigo and Tiga. In his own words: After I read about my favourite Ultraman Tiga, I want to say that I am, a little bit disagree with the term 'human host' used for Daigo. After watching the programme for 48 consecutive episodes (well, missed one), I think, Ultraman and Daigo is one being. Not two separate being as portrayed in Ultraman Powered. It was said by Yuzare in third or fourth (can't remember) episode in the series that Daigo must be light, right?

In the first episode Daigo was in a very dangerous situation as his body glow and transported into Tiga's statue's colour timer. Then Tiga crystal shone and Tiga lives. What I want to say here that, Daigo, by his will transforms into Tiga using the Spark Lens. The Spark Lense is a an ancient mechanism that stores vast amount of light energy. This energy when released by a touch of as button, transform Daigo into Tiga, and yep, Tiga is Daigo in heart, knowledge and everything. Tiga knows what Daigo knows, feels what he feels. In one episode with a vampire enemy, Daigo was locked up in a dimension which absorbs light.

He can't transform into Tiga as the light in the spark lens is absorbed by the surrounding. Or something like that. The most concrete evidence is in the two latest episodes (44 and 45). In Episode 44, Daigo was confronted by a scientist (forgot his name, must be Keigo something) who knows who he really is, and robbed the Spark Lens from his. Daigo was left in a very frustrating situation and he went to Touhoku district (the place where he merged with the statue). He was lured into a cave by a cute dog and found, another complete Ultra Warrior statue and a monster statue.

This time the evil scientist is there. Stating that because he and Daigo both have the same trait of DNA (Did you know that Daigo is a descendant from the people of the ancient civilisation that once received the Ultra Warrior's visit?) he could also transform into light and become Ultraman. Using the Spark Lens he generates energy using a machine (he made that) and transform himself into light and elocates into the Ultra Warrior's colour timer.

The crystal glows and there stood another Ultraman. This is the Evil Tiga. The dog (dead) became the monster (the ultra warrior was its master in previous life) and tried to stop the Evil Tiga. Daigo then was found by Captain Iruma and was ordered back to HQ. But Daigo insisted in staying stating that he still has work to be done... Iruma then seems to understands... And Daigo, confronting every obstacle (mentally and physically) to th Spark Lens and.... transform into TIGA!!! \$B!! (You could see a very nice karate fight here (frankly, I prefer the Evil Tiga's design to original Tiga). And Capt. Iruma said to the TPC's err a top ranked man that \$B!! (J that was not only a fight between two giants, but a fight between good hearts and evil hearts....

Since that note, Feroz found a note on a BBS regarding Tiga's background. Please note that the following is not confirmed, but it does make sense overall. The speculation says that, 30 million years ago (prior to Ultraman's "birth," according to the 45,000 year age given him by Tsuburaya Productions), three Ultra-warriors came to Earth to fight the monsters overrunning Earth's civilisation (the same ancient civilisation Yuzare and Daigo come from).

These Ultra-warriors seem to have come from M78, but with one vital difference: they were literally creatures of light ... no physical bodies at all. Since they could not fight the monsters as light-beings, they fashioned bodies from the rocks & soil of our planet. These 3 fought various monsters until Gidzera, the flower-monster with pollen with a narcotic effect, appeared and took control of humans at the time. The Ultra-guardians could not stay if the humans didn't want them around, so they left Earth, leaving their bodies behind as stone statues.

Before they left, however, they implanted into the DNA of all humans the ability to transform into light themselves, and reanimate the Ultra-statues. Over time, only certain individuals had this ability "active;" Daigo and Masaki (the scientist mentioned above who became the "Evil Tiga") are two with this particular genetic ability activated. In the final episode, though, Tiga is animated not only by Daigo, but by thousands of children all over the world, and by Rena.

One interesting side note: one of the GUTS members, Rena, is played by Takami Yoshimoto, the daughter of Susumu Kurobe, the actor who played Hayata in the original Ultraman series. Tiga's final battle is against Ghatanazoa, the great "Ruler of Darkness." The monster plunges almost all of Earth into darkness, lit only by the fiery devastation left by its bird-like creatures, the Zoigor. Tiga appears to battle Ghatanazoa, but his best efforts don't even hurt the monster. After toying with Tiga, Ghatanazoa fires a devastating energy beam into Tiga's chest. Tiga staggers, desperately trying to fight back. Suddenly his body reverts back to the stone statue Daigo found in the Tiga pyramid! With one blow, Ghatanazoa topples the statue into the sea. After several unsuccessful attempts to revive Tiga and stop the great monster, we see Daigo, trapped inside a crystalline prison. Ghatanazoa has apparently isolated Daigo's essence from Tiga.

All around the world, adults despair over the defeat of their only possible salvation. The children, however, pray for Tiga to return and save the day. Suddenly, these children -- thousands of them all over the world -- convert to light, as Daigo did to create Tiga in the first place. Their essences flow into the sunken statue; in the realm where Daigo is trapped, he sees a wall burst into light, as the children race to free him. Back in the real world, the area where the Tiga statue rested glows brightly with a pillar of light that coalesces into a giant Tiga ... the Glitter Tiga. Empowered by thousands of children, Daigo, and Rena (who somehow got the ability in a previous episode, though the details seem to have been edited out), Tiga makes short work of Ghatanazoa.

The skies clear, and the sun shines again. Tiga looks toward the remnants of TPC Headquarters, and dissipates back into his individual entities: the children, Daigo, and Rena are restored back where they came from. At the end, Daigo removes the Spark Lens and hands it to Rena. The Spark Lens is now made of stone. It dissolves to dust and blows away in Rena's hands.

The franchise moved to MBS for the tenth season, Ultraman Tiga, which discarded much of the previous continuity and started with a clean slate. In the year 2007 (2049 for the U.S. dub), Tiga is an ancient giant of light brought back to life in the form of human agent Daigo (Nagano from V6), in order to defend the Earth from an ancient evil. This Ultra is able to assume different modes, discarding power for speed in Purple Mode or switching speed for power in his heavy duty Red Mode, in addition to his normal Omni Mode position, which includes both colours. The only one of three stone Ultra statues rescued from the Tiga pyramid in Japan before monsters destroy it, Tiga becomes the weapon of choice used by GUTS, the Global Unlimited Task Squad. With many scripts from anime scenarists such as Chiaki Konaka or Armitage III, and Akio Satsugawa of the contemporary hit series Evangelion, Tiga drew its influences from the popular anime of the day - somewhat ironically in that, for example, the bio-robots in Evangelion has time limits on their operational power in homage to the original Ultraman. GUTS Captain Megumi Iruma (Takagi) is constantly at odds with her superiors in the Terrestrial Peaceable Consortium, leaving tactical decisions to her deputy Munekata (Otaki), who is in charge of a group of misfits that included Osaka born comic-relief technology geek Horii (Masuda), impossibly handsome ladies man Shinjo (Kagemaru), and Rena (Yoshimoto), the female pilot who is the best soldier of the bunch.

WR.

DIR.

EPISODES: 52 **YEAR MADE:** 1996 **COUNTRY:** JAP **SEASONS:** 1

TUSBURAYA PRODUCTIONS

CREATOR: EIJI TSUBURAYA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 STILL IN PRODUCTION: No B/W: No COLOUR: Yes LANG: Japanese

SEASON BREAKDOWN: (1) 52

DATE OF PREMIER: 07/09/1996 AIR DATE OF LAST EPISODE 30/08/1997

SEASON DATE BREAKDOWN:

FILMS:

Rena TAKAMI YOSHIMOTO.

RELATED SHOWS:

ULTRA Q

ULTRA Q

ULTRAMAN

ULTRA SEVEN

ULTRAMAN ACE

ULTRAMAN TARO

ULTRAMAN LEO

ULTRAMAN 80

ULTRAMAN: TOWARDS THE FUTURE

ULTRAMAN: THE ULTIMATE HERO

ULTRAMAN DYNA

1 - 1 *THE ONE WHO INHERITS THE LIGHT*

The year is 2049. A space capsule lands on Earth For GUTS. It says that monsters will try to destroy Earth. The only way to stop them is to find the pyramid of light in a land called Tiga and awake the giant within it. Daigo and other members of GUTS go and try to find the pyramid of light. The first two Monsters are alive and trying to destroy Earth. They are Melba and Golza. They make it to the pyramid of light and destroy two statues. Daigo becomes Ultraman but, can he beat two foes?

1 - 2 *LEGEND OF THE ROCK*

Something is attacking miners deep in the dark caverns of a rock quarry and turning them into stone. GUTS sends in a crack investigation team. Strangely, some miners describe the monster they've seen one way, others in a different way entirely. When the monster finally does arrive to set the record straight, the GUTS team quickly dispatches it. Battlewary and unprepared, the team is taken by surprise when a second monster appears, revealing why earlier descriptions had differed. As the monster closes in, the same titan that had saved the team only days before comes once again to their rescue. In gratitude the GUTS team seeks a fitting name for this hero, finally settling on 'Ultraman Tiga'.

1 - 3 *THE EVIL PROPHECY KIRIEL-JIN*

Captain Iruma of GUTS appears on a news network to discuss Ultraman Tiga. Shortly after the interview the host is possessed by a being later identified as the Kirie who warns of impending disaster and soon a building is destroyed. Later Captain Iruma is visited by a prophet claiming to represent the beings and warning man to not side with Ultraman Tiga or there will be consequences. Can GUTS and Ultraman stop the Kirie's plan to enslave humanity?

1 - 4 *GOODBYE EARTH*

When the Jupiter 3 expedition disappears in outer space, GUTS detects the arrival of an unidentified object on Earth. The object reveals itself to be the monster Ligatron who proceeds to attack power supplies throughout Japan. Can GUTS uncover the connection between the disappearance of three astronauts and can Ultraman Tiga defeat this super powered monster?

1 - 5 *THE DAY THE MONSTER CAME OUT*

A monster washes ashore and begins stinking up the place. GUTS is called into remove the corpse but no sooner then they try the beast revives and beings terrorizing the countryside. Can Ultraman stop the rage of the monster Sealizar?

1 - 6 *SECOND CONTACT*

A strange cloud appears in the skies above Japan and a group of meteorologists disappear while investigating including GUTS member Horii's mentor. When the cloud reveals itself to contain a monster, Horii attempts to communicate to save the people the monster has imprisoned, including Daigo. The monster Gazort refuses to listen and attack's Horii. Can anything stop the monster's rampage?

1 - 7 *THE MAN WHO CAME DOWN TO EARTH*

Spacestation Delta is forced to defend itself when Engineer Yanase fires on an alien vessel on a collision course. Returning to earth Yanase's vessel is shot down by another alien ship. Captured by the alien

captain, GUTS Officer Rena is forced to overcome her hatred of the man who abandoned her as a little girl. That man is Yanase who is being held prisoner. Can she rescue him and can Ultraman overcome the alien captain?

1 - 8 *HALLOWEEN NIGHT*

GUTS detects strange electromagnetic waves coming from a small town and head to investigate. There Daigo sees a woman dressed as a witch handing out lollipops to children. Upon noticing the witch not having a reflection he follows her and is captured. The lollipops cause the children to enter a hypnotized state. Can GUTS rescue the children and Daigo and can Ultraman defeat the evil Giranbo?

1 - 9 *THE GIRL WHO WAITS FOR A MONSTER*

Excavators unearth a mysterious time capsule and when a girl appears and opens it by blowing on a flute she wears it summons the monster Makiina to Earth. Who is she and what is her connection to Makiina? GUTS races against time to find the answer and prevent a potential invasion.

1 - 10 *THE CLOSED AMUSEMENT PARK*

Shinjoh and his sister take a day off from GUTS to relax and enjoy a local amusement park. While they are there a stranger horn emerges from the ground and creates an invisible dome that surrounds the park. Soon tentacles are sucking down the children and the monster Gagi emerges. Can GUTS rescue the children and can Ultraman Tiga defeat this new monster?

1 - 11 *REQUIEM TO THE DARKNESS*

Officer Horii investigates some strange life form readings at a resort only to discover there is nothing there. He runs into two old college friends one of whom begins suffering seizures. Suddenly a monster appears and Horii tags the monster only to discover the next morning he tagged none other than his best friend. His friend Yososuke evolves into the monster Evolu. Can Ultraman Tiga stop his reign of terror without hurting the man inside?

1 - 12 *S.O.S FROM THE DEEP SEA*

Underwater earthquakes herald the arrival of a terrible monster created by man's underground radioactivity tests. The monster soon goes on a rampage and it's up to GUTS and Ultraman Tiga to put an end to it.

1 - 13 *HUMAN COLLECTING*

GUTS learns that people are disappearing all over the city and the mysterious culprit is a strange Crow Man. When Shinjoh tracks down the Crow Man to his lair to rescue his young friend he is trapped. GUTS rushes into action but are soon overwhelmed by a race of aliens who seek to kidnap humans as slaves. Can Ultraman defeat these terrible beings before they escape with a new stock of slaves?

1 - 14 *THE TARGET SET FREE*

Two capsules from the stars crash on Earth releasing two fugitives fleeing from the evil Muzan. As GUTS attempts to unravel the whereabouts of one of the fugitives Rushia, Muzan gets closer to carrying out there extermination. Can GUTS rescue her and can Ultraman Tiga stop Muzan?

1 - 15 *THE PHANTOM DASH*

GUTS detects strange electromagnetic waves again realizing that Gazort is back. Having failed to correct the problem that caused it's appearance in the first place, Gazort is back more powerful than before. Can Ultraman put a stop to this terrifying beast before it consumes everyone in it's path?

1 - 16 *RESURRECTED SPIRIT*

In this series classic, a shrine is robbed by thieves little knowing that they have stolen an artifact that keeps an ancient demon imprisoned. GUTS races to the scene as the demon begins to free itself and reassemble. Can Ultraman defeat Sukuna-oni and what is the story behind the ancient samurai who defeated him before?

1 - 17 *BATTLE OF RED AND BLUE*

GUTS investigates the disappearance of fighters from around the city at night and reports of a strange figure responsible. They are thrust into the middle of a war between Red and Blue Stendall aliens who seek to destroy each other. Can they stop them from hurting anyone in their quest?

1 - 18 *GOLZA'S COUNTERATTACK*

When a series of tremors rock the Mount Kirimom area, the volcano long dormant becomes active. As the TPC race to evacuate the population, GUTS uses their new underground vehicle Weevil to investigate the cause of the rising magma. The result is the monster Golza is back. Can Ultraman defeat Golza who's been gaining strength from the volcano?

1 - 19 *GUTS TO THE SKY (PART 1 OF 2)*

Strange robot creatures are seen stalking the city at night while GUTS member Rena is in space testing a the new Maxima Overdrive system. GUTS attack the robotic menace and seemingly defeat them only to round up the remains to their headquarters where the robots reanimate themselves and attack. Bursting through the wall they assemble into a giant version, can Ultraman Tiga defeat them?

1 - 20 *GUTS TO THE SKY (PART 2 OF 2)*

Tiga struggles against the Gobunyu robots to prevent the destruction of GUTS headquarters barely succeeding. Meanwhile, GUTS attempts to destroy the island in the sky, the source of the robots power has failed. As they race to complete the Maxima Overdrive they learn the reason for the attack. The robots are here to stop them at all cost. Can GUTS defeat the robots and will Tiga be able to stop a more powerful Gobunyu II?

1 - 21 *DEBAN'S TURN!*

A spike in the electromagnetic waves herald the arrival of Enomena. Enomena is pursuing Deban a small monster with a stage troupe touring Japan. While pursuing him the monster emits power waves of energy that cause people to go crazy and riot. Only Deban's power can counteract its effect. Can Ultraman defeat the evil Enomena before he destroys Deban?

1 - 22 *THE FOG IS COMING*

After a meteorite crashes into the countryside a strange fog begins rolling in. The local population disappears and GUTS is called into investigate. When they find a survivor they learn something evil is lurking in the fog that has taken control of the people. Can GUTS and Tiga overcome the evil Magnia?

1 - 23 *STAR OF THE DINOSAURS*

Shortly after uncovering what appears to be a perfectly preserved dinosaur underground, a UFO appears in the sky declaring man should surrender. Soon the creature revives and begins a rampage surving the "aliens" who declare they will continue the attack until we submit. One of the aliens is captured and it is revealed they and decendants of dinosaurs who ruled the earth millions of years before man. Can Ultraman stop the Naga's plans to stop humanity with their Weaponizer's?

1 - 24 *GO! MONSTER EXPEDITION*

Litolumalus is one of the ancient monsters who destroyed the civilization that existed before the age of man and when Ultraman appeared. Now it has returned and is threatening to destroy mankind again. GUTS investigates encountering a group of adventurous kids along the way when they find the beast. Can Ultraman Tiga defeat this tough opponent?

1 - 25 *THE EVIL JUDGEMENT*

A strange angelic apparition appears in the sky over the metropolis and GUTS rushes to investigate. Suddenly a profit warns humanity that the angel is here to protect them from the red devil. It names the red devil as Ultraman Tiga. Can GUTS clear Ultraman's name and expose the evil Kilie plot?

1 - 26 *EVIL MONSTER BOUNDARY RAINBOW*

A family out for an outing discovers a mysterious rainbow in the sky. When they follow the rainbow they enter a mysterious zone where they become trapped with no means of escape. GUTS becomes alerted to it and races to investigate. Upon entering the zone they witness a barrier similar to one encountered in the Abandoned Amusement Park. Gagi is back and he's not alone when another terrifying creature Shilbagon appears. Can GUTS rescue the family and escape this monstrous zone?

1 - 27 *I SAW OBICO!*

An urban legend comes to reality when people in the town of Hikeno begin witnessing the legendary Obiko. GUTS goes into investigate and discovers a noodle peddler is actually more than he appears to be. When Obiko refuses to accept what humans have done to his countryside, it is up to Tiga to stop him from destroying the city.

1 - 28 *FRAGILE*

When the monster Jobarieh rises from the earth and begins terrorizing the countryside, TPC and GUTS initiate a program to hunt down monsters before they can do damage. The decision to do so causes the members of GUTS to question why Earth is repeatedly being targeted by monsters and to question their job in dealing with these threats. When efforts to stop the monster fails Ultraman Tiga must rescue them, but what of the other monsters that lurk in the shadows?

1 - 29 *MEMORY OF THE BLUE NIGHT*

While Shinjoh explores space on a mission for GUTS, Daigo agrees to take his place with his sister Mayumi at a rock concert. There he meets lead singer Maya Cruztian who's not all she appears to be. When a freak accident causes Shinjoh to return to earth with a personality not his own he pursues Maya. However, Shinjoh is not alone as another alien has followed intending to eliminate them both. Can

Ultraman save them both?

1 - 30 *MONSTER ZOO*

While visiting a zoo, Daigo and Rena witness a terrifying monster erupt from the ground and threaten the population. Instead of attacking the monster falls fast asleep and Rena begins questioning if destroying the monster despite the protests of fellow GUTS members and the owner of the farm. When night falls the monster awakens and begins making it's way toward the cows. Can Ultraman stop this beast before it causes destruction without having to destroy it?

1 - 31 *THE ATTACKED GUTS BASE*

TPC Scientists investigating a strange organism found at the South Pole come down with oxygen poisoning while conducting experiments on it at GUTS Headquarters. Horii offers to investigate the cause and discovers a new lifeform that purifies the air that came from outer space. Soon the organism intergrates itself into the computer to talk only to begin multiplying. It takes over the base trapping the GUTS members inside. Can they overcome this new threat right on their doorstep?

1 - 32 *OFFENSE AND DEFENSE OF ZELDA POINT*

TPC is conducting secretive experiments with a new form of powerful gas called Zelda. Mysteriously a giant monster appears and begins heading toward Zelda Point where the experiments are taking place. GUTS is ordered to stop the beast at all costs only to fail causing Munakata to be injured. They learn from the chief scientist that the monster is the beloved pet of his daughter who was killed in an experiment with the gas a year ago. Now it is up to Ultraman Tiga to stop the beast from causing more destruction with the highly explosive gas.

1 - 33 *VAMPIRE CITY*

Mysterious attacks across the city at night bring TPC into investigate. When Munakata and Daigo discover the body of a young woman they bring her back to the base to recover. There she exposes herself as a vampire and attacks Iruma before Munakata can chase her away. He swears revenge and leads GUTS into their lair to defeat the vampires. However, this brings their God Kyuranos into the battle. Can Ultraman Tiga defeat the dark lord?

1 - 34 *UNTIL THE SOUTHERN LIMIT*

TPC General Sawai disappears on a secretive mission and GUTS begins investigating. It is revealed that he traveled to a meeting between world leaders on a southern island and when GUTS goes to investigate they find an impenetrable forcefield surrounding the island. Daigo teams up with Security Officer Yoshioka and discover the leaders are being held hostage by a power alien battle machine. Can Ultraman Tiga overcome this threat to the world?

1 - 35 *THE SLEEPING MAIDEN*

TPC brings the body of a mysterious alien to GUTS for analysis when they realize its technology is similar to Deshionia's. Soon RENA begins seeing the mysterious alien figure while awake and in her dreams as she is slowly possessed. Now Daigo must rescue her and GUTS must stop their plans before the alien converts our atmosphere and make it impossible for humanity to live here.

1 - 36 *THE SMILE THAT TRANSCENDS TIME*

A strange storm bring objects from the past. When GUTS investigates a young girl appears from nowhere and Yazumi offers to take care of her. While GUTS attempts to destroy the storm, a monster appears. Goldlas attempts to flee and Ultraman Tiga battles him but is overwhelmed. Yazumi is in charge of assisting to destroy the beast but doing so might cause the death of the girl. Who is she and why is she important and how can GUTS overcome the odds.

1 - 37 *FLOWER*

Things are extremely quiet for GUTS with no monster appearances or alien threats they decide to take a break. Leaving Daigo behind to monitor events the crew goes to enjoy some theater. While there Commander Iruma is kidnapped by aliens from the planet Manon who threaten to colonize the earth. Can Ultraman Tiga rescue her in time and stop their plot?

1 - 38 *THE MIRAGE MONSTER*

A young high ranking TPC officer arrives at GUTS headquarters seeking to discredit the team. Coincidentally sightings of a strange monster begin appearing all over the city. Iruma suspects the officer of foul play but the image reveals itself to be a real monster. Now Iruma must act to save face for the GUTS team. Can GUTS and Ultraman Tiga defeat a foe who can teleport and make illusions of itself?

1 - 39 *DEAR MR. ULTRAMAN*

After chasing the monster Garugo away, Daigo receives a strange letter from someone who claims to know who he is. Agreeing to meet the man, Daigo learns he has ESP and because of this gift he knows he

is Ultraman Tiga. Can Daigo protect his secret identity when Garugo returns for a rematch?

1 - 40 *DREAM*

In a strange episode of Ultraman Tiga, a young architect begins having horrific nightmares as his life begins to spiral out of control. Unexpectedly a monster begins to appear that GUTS can do no actual harm to. When the monster begins another night of terror Ultraman Tiga appears and he also cannot effect the beast. What is the connection between the monster and Inukata the architect and how can GUTS stop something they can't touch?

1 - 41 *FRIEND FROM SPACE*

Returning from a deep space mission astronauts Inui and Kinosaki bring back a terrifying new presence. Old friends of Shinjoh, their ship crashes and Shinjoh is forced to shoot an alien lifeform only to learn it was Kinosaki transformed. Inui slowly begins to transform to Irudo, an alien race who arrives under the guise of friendship. Can GUTS and Ultraman Tiga defeat this "friend" from space?

1 - 42 *TOWN WHERE THE GIRL DISAPPEARED*

Yazumi wins a pass to the "Town", a large gaming facility and Rena goes with him. He is determined to meet Karen, a programmer of many of the most top rated games. Rena is kidnapped and Yazumi tries to rescue her but is thrown into a real life video game. When Karen reveals herself to be nothing more than the computer itself, it's up to GUTS and Ultraman Tiga to defeat it before it takes over the worlds computer systems.

1 - 43 *LAND SHARK*

In part one of a special two parter, while GUTS is investigating the appearance of a monstrous shark fin that "swims" underground destroying city's, Daigo receives a message from a man who wants to know his secret. When the shark threatens an amusement park, Daigo transforms into Ultraman and the man reveals he created Geozark to test him and a day will come when he too will have Daigo's powers. After defeating the monster Daigo is defeated himself and his spark lense is stolen. Can he recover it without revealing his secret?

1 - 44 *THE ONE WHO INHERITS THE SHADOWS*

Picking up where the previous episode left off, Daigo pursues the man revealed as Mazaki who wants to use his spark lense to transform himself into light. Daigo reaches a cave where another Titan statue along with a statue of a monster are in stone and Mazaki manages to transform himself into light and inhabit the titan. Now Daigo must defeat this "Evil Tiga" by recovering his spark lense before he can conquer the world.

1 - 45 *LIFE ETERNAL*

GUTS detects a new species of plant life and begins investigating when Rena and Shinjoh fall under the influence of the plants pollen. Daigo meets a young woman who claims to come from the people who ruled before humans and he takes her back to headquarters to investigate. There he learns the plant Gijera is here to bring supreme happiness to humanity and as a result it's ultimate destruction. As more people fall under influence of the plant its up to Ultraman Tiga to stop it before all is lost.

1 - 46 *LET'S GO TO KAMAKURA!*

A down on his luck photographer turns to TPC after he claims to have seen a monster. He tries and tries to get evidence to back up his words but no one believes him. GUTS meanwhile begins investigating and soon realize there is a connection between the monster appearance and the train the photographer was taking pictures of. When the monster fully materializes Ultraman Tiga must stop it and return it from where it came?

1 - 47 *FAREWELL TO DARKNESS*

While on a date in the city Horii witnesses a massive power failure citywide and when GUTS investigates all the workers report a monkey who eats electricity. Soon a monster appears and GUTS believes they have stopped it. Soon they learn the monster was an experiment involving the Evolu cells and when it reappears heading toward a major power facility they must do anything in their power to stop it.

1 - 48 *ESCAPEE FROM THE MOON*

Strange things are happening at moon base Garowa and when one of the officers flees and destroys the base GUTS wants to investigate. Returning to earth this officer begins influencing members of TPC and they refuse to allow Iruma to search for her friend Hayata captain of the moon base. Soon it is revealed aliens are replacing members of the TPC and GUTS, Captain Hayata and Ultraman Tiga must work together to stop the twin alien menace.

1 - 49 *THE ULTRA STAR*

A strange man appears around town looking for monsters which leads him to Tsuburaya Production

studios. Wanting to meet Eiji Tsuburaya he is told he would have to go back in time. Daigo of GUTS watches as the man makes a time portal and goes back in time to 1965. Following the man, Daigo discovers he is Charija and witnesses him freeing the monster Yanakagi from a lake where it was imprisoned by the original Ultraman years before. Can Ultraman Tiga defeat this monster?

1 - 50 *HIGHER!: TAKE ME HIGHER!*

In part one of the final three part trilogy of Ultraman Tiga, a mysterious undersea city appears and GUTS goes to investigate. From the city emerges a terrifying new foe Zoygar and while most of GUTS pursues the monster, Iruma is visited by Yuzare, the hologram from the past. She warns that Zoygar is here to bring darkness and destruction. Unable to match the monsters speed in the air, GUTS retrofits new flying vehicle Snow White and while chasing Zoygar, Rena reveals to Daigo that she knows he is Ultraman Tiga. Can Ultraman Tiga defeat this new foe and save Rena?

1 - 51 *RULER OF DARKNESS*

Picking up where the previous episode left off, Zoiger begin appearing all over the planet attacking all countries and TPC mobilizes to meet the threat. Suddenly, the underwater city begins to rise and an ancient evil Gatanozoa traps Shinjoh and Horii under the ocean as it begins plunging the planet into total darkness. GUTS headquarters is invaded by the darkness and they are forced to flee under the invading evil. Can Daigo and Ultraman Tiga stop the master of darkness?

1 - 52 *TO THOSE WHO CAN SHINE*

Ultraman Tiga lies at the bottom of the ocean defeated by the evil Gatanozoa and reverted back into stone. Now GUTS races to find a source of light to restore Tiga to resume the fight. Can they restore Tiga and save the planet before it is plunged into eternal darkness? This is the final episode of Ultraman Tiga series.

ULTRAMAN: THE ULTIMATE HERO

AKA: **ULTRAMAN POWERED**



The Earth is in danger once again, this time from the Baltans, a subatomic race once foiled by Ultraman. To Earth's rescue comes Ultraman Powered (as he's known in Japan), another Ultra-hero known to all as just "Ultraman." Unfortunately, he realises that, like his predecessors, he must merge with a human in order to survive on Earth. (Guess the pollution problem that plagued Ultraman Great is still around.) He chooses Kenichi Kai, curiously the only Oriental-descended member of the USA-based team WINR (World-wide Investigation Network Response).

Kai uses a Beta Capsule (which looks little like Hayata's original Beta Capsule), which is held in the hand such that both ends stick out from the hand, to transform into Ultraman. The transformation lasts for 3 minutes, after which time Ultraman reverts back to Kai. This forced reversion usually drains what little energy Kai has left (especially since Kai feels every bit of damage Ultraman receives), but it does not mean that this Ultraman will "never rise again."

Ultraman Powered has variations of the same powers the original Ultraman has. His main energy attack is the Specium Kosen beam, similar in concept to the original Specium beam. While the original Ultraman's Specium beam emits from the side of his vertical hand, however, Ultraman Powered's beam emits from both arms, forming a "cross" of energy.

Like most other Ultra-heroes, Ultraman Powered has a ColorTimer on his chest, which indicates the amount of time left to him before the forced reversion. The colour changes from a blue-green to yellow to red. Unique to Ultraman Powered is his "eye" colour, which always matches that of the ColorTimer. After battling new incarnations of many of Ultraman's original monster-foes (including Zetton, Gamora, and others), Ultraman returns to Nebula M78.

Filmed in Hollywood with a special effects team whose credits include "Star Wars" and "Alien". The first live-action American Ultraman. Ultraman : The Ultimate Hero was followed on by the first Ultraman live action film ULTRAMAN ZEARTH (1996). The next Ultraman show would be Ultraman Tiga.

Ultraman Powered starred in the series "Ultraman: The Ultimate Hero." The series was shot in California, making it the second live-action Ultraman series produced outside of Japan and the second filmed in English. (The first was ULTRAMAN: TOWARD THE FUTURE, with Ultraman Great.) The series has lots of fond memories of the original Ultraman, including the return of several of Ultraman's foes, as mentioned above. Several other nods to the original series were also included. For example, one story has a subterranean race with a statue of Ultraman Powered; this is similar to an Ultraman story where a lost city has a statue of the original Ultraman. In one scene, the Ultraman Powered statue's warning light begins to glow.

According to King Wilder, director of the series, this warning light was actually a replica of the original Ultraman's warning light, not the more ornate (and complex) version used by Ultraman Powered. Sadly, the series has been shown, dubbed, in Japan; it has never been seen in its original form in the USA.

Ultraman Powered never directly appears with any other Ultra-heroes, although some of them appear indirectly as balls of light in the final episode. Fans (and Tsuburaya Productions) tend to assume, however, that Ultraman Powered is associated with the other Ultra-beings from the Land of Light in Nebula M78. Live stage shows in Japan have included Ultraman Powered in with the other Ultra-heroes.

Produced by Juliet Avola (producer), Shigeru Watanabe (producer), King Wilder (producer), Cinematography by Don E. FauntLeRoy (partial, episodes 1-3) and Carlos González, Film Editing by Stephen Eckelberry (episode 11), Nina Gilberti (episodes 1-4, 6, 8 and 13), Vanick Moradian (episodes 5, 7 and 12), King Wilder (episodes 9 and 10). Casting by Aaron Griffith, Production Design by Aaron Osborne, Set Decoration by Michael Mosselli, Costume Design by Elizabeth Jett.

Makeup Department - Lori Ann Baker (key hair stylist), Elizabeth Dahl (key makeup artist), Second Unit Director or Assistant Director - Daniel Carrey (first assistant director), John Keefer (assistant director), Art Department - Richard L. Cowitt (property master), Candi Guterres (scenic artist), Sound Department Jay Bolton (music editor), John Brasher (sound re-recording mixer), James H. Coburn IV (boom operator), Norval D. Crutcher III (supervising sound effects editor), Doug Reed (foley artist), Pat Toma (production sound mixer), Special Effects by Emmet Kane (special effects foreman), Joe Viskocil (special effects supervisor).

Visual Effects by Richard Malzahn (digital and optical effects) David B. Sharp (additional miniature constructor and photographer (as David Sharp)), Stunts - Terry James, Anthony Kramme, Michael R. Long, Gary Paul, Scott Rogers, Monty L. Simons.

Other crew - Kevin Hudson (creator: Ultraman and Monster costumes), Ken Iyadomi (production liaison), Jesse Long (script supervisor), Richard Malzahn (title designer), Laurence Manly (assistant camera), Mike Mickens (gaffer), Scot Petitclerc (first assistant camera), Terence Pratt (second assistant camera), Dylan Rush (set lighting), R. Michael Stringer (cinematographer: second unit), Chris Weber (negative cutter), Arthur D. Whitehead (best boy electric).

TBS (Japan) showed this foreign made incarnation as Ultraman Powered, featuring Kenichi Kai (Kosugi) defending the Earth from a number of earlier monsters, dusted off for another attempt to break into the franchise in the lucrative North American market after the success of the MIGHTY MORPHIN POWER RANGERS. In fact, however some earlier Ultraman serials had already reached the U.S. including the original, which was dubbed for U.S. TV by long time anime adaptor Peter Fernandez and Ultra Seven, which was shown in Hawaii and then redubbed for Turner Network Television (TNT).

WR. Walter A. Doty III, John Douglas, Todd Gilbert, Stephen Karandy, Tim Lennane, Bud Robertson, King Wilder.

DIR. King Wilder

EPISODES: 13 **YEAR MADE:** 1993 **COUNTRY:** US **SEASONS:** 1

TSUBURAYA PRODUCTIONS/BANDAI VISUAL

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 08/04/1995

AIR DATE OF LAST EPISODE 01/07/1995

SEASON DATE BREAKDOWN:

FILMS:

Kenichi Kai/Ultraman KANE KOSUGI, Captain Edlund HARRISON PAGE, Rick Sanders ROB ROY FITZGERALD, Julie Young ROBYN BLILEY, Theresa Beck SANDRA GUIBORD, Ultraman Powered (voice) SHO KOSUGI.

RELATED SHOWS:

ULTRA Q

ULTRA Q

ULTRAMAN

ULTRA SEVEN

ULTRAMAN ACE

ULTRAMAN TARO

ULTRAMAN LEO

ULTRAMAN 80

ULTRAMAN: TOWARDS THE FUTURE

ULTRAMAN TIGA

ULTRAMAN TIGA

ULTRAMAN DYNA

1 - 1 *ON A MISSION FROM M78*

1 - 2 *CATCH A KEMURA BY TAIL*

1 - 3 *A QUARET OF CREATURES*

1 - 4 *THE DARK PAST*

- 1 - 5 *MONSTROUS MELTDOWN*
- 1 - 6 *A FATHER'S LOVE*
- 1 - 7 *FIRE BELOW*
- 1 - 8 *THE DADA EFFECT*
- 1 - 9 *TAILS FROM THE CRYPTS*
- 1 - 10 *DEADLY STARFISH*
- 1 - 11 *DINO MIGHT*
- 1 - 12 *FALLING STARS SPELL TROUBLE*
- 1 - 13 *THE FINAL SHOWDOWN?*

ULTRAMAN: TOWARDS THE FUTURE

AKA: **ULTRAMAN GREAT**



In all his incarnations, Ultraman is an alien being who shares a body with a human being. In the case of Ultraman: Towards the Future this human is astronaut Jack Shindo. During times of crisis, once each episode, by using the Delta Plasma Peccant Jack is able to transform himself into Ultraman- a 60 metre tall hero possessing great strength and a large arsenal of weapons. Jack became 'possessed' by Ultraman while on a Mars exploration mission in which the Goudes virus (over 100 meters tall) destroyed his ship and crew mate. Believed dead. Jack suddenly reappears on Earth. He decides to rejoin the Universal Multipurpose Agency (UMA) an organisation designed to battle threats against mankind that has an arsenal of high tech machinery to do it with. Also arriving on Earth at the same time as Jack is the Goudes virus.

The Goudes virus is able to influence other creatures and mutate them into giant Godzilla wannabes. These giant creatures then start destroying cities and wreaking havoc in general. When the threat becomes too much for UMA to handle. Ultraman springs into action. Ultraman will then spend the next two and a half minutes in a wrestling match with the creature. At about this point in time, as the narrator will remind us. Ultraman reaches his time limit in superpowered form since pollutants in the Earth's atmosphere allow him to retain it for only 3 minutes. Ultraman will then use one of his weapons to defeat the creature, before transforming back into Jack Shindo.

Mankind has reached Mars. Astronauts Stanley Haggart and Jack Shindo have arrived, only to find something amazing: a towering beast with tentacles. This is Gudis, an interstellar monster just arrived on Mars. Haggart and Shindo try to photograph the monster, in an attempt to become famous back on Earth. Gudis, however, has other thoughts, namely to destroy these interlopers. Intervening, however, is a silver and red giant: Ultraman (called "Ultraman Great" in Japan, he is only referred to here as "Ultraman"). Using a variety of energy attacks and martial arts tactics, Ultraman nearly overcomes Gudis. Gudis, however, manages to kill Haggart and destroy the ship he and Shindo used to arrive on Mars. Shindo, on the other hand, has been trapped under a boulder which had fallen on him when Gudis caused Ultraman to hit the side of their crater battleground. Ultraman almost overpowers Gudis, but the monster converts to a "virus" and escapes to Earth. Ultraman starts to pursue, but first saves Shindo's life by merging with him.

Back on Earth, the Universal Multipurpose Agency (UMA) discovers an outbreak of monsters. Some of these monsters were created by the Gudis virus infecting ordinary Earth animals, such as a slug or ant. Others are the result of mutation by toxic waste. Still others are ancient creatures that have remain undiscovered until they have been stirred up by the Gudis virus. Shindo miraculously reappears on Earth, and offers his help to UMA, which eventually accepts him as a member, even though they remain suspicious. While Shindo proves invaluable to UMA's discovery of the Gudis virus and in its fight against the infected monsters, it's when Shindo uses the Delta Plasma Pendant to become Ultraman that their best help appears.

Ultraman Great has several energy-based powers, including the ability to send bursts of energy from his hands. Most of his attacks are physical in nature, however. (Curiously, he never exhibits anything resembling the Specium Beam attack of the original Ultraman.) As with most other Ultra-heroes, Ultraman Great can only survive on Earth for 3 minutes, although this time the blame is placed on Earth's "polluted atmosphere." His warning light, mounted on a triangular mount on his chest (which resembles Shindo's Delta Plasma Pendant), blinks when the time is nearly up. When the light stops blinking, Ultraman is forced to revert back to Shindo, and cannot reappear for several hours.

Ultraman Great eventually faces a new, mutated Gudis, which has recreated itself due to the virus infection taking on a new form in humans. The new Gudis is defeated once and for all. Ultraman Great stays around for a while longer, however, facing more ancient, naturally-occurring monsters. Finally, after facing down Kudara and Shillagee, Ultraman Great separates from Shindo, and returns home.

Ultraman, Towards The Future was the first, and so far only , English language series about one of Japan's

most popular superheroes. In Japan, Ultraman has been the star of many different TV series since the mid 1960s, some of which have been dubbed into English. Ultraman Towards the Future, was produced in Australia, in what was hoped to be the first of several Ultraman series to be produced outside of Japan. All the other live action versions of Ultraman are presented in this database (see separate entries for each). The two follow-ons from Ultraman: Towards the future were Ultraman : The Adventure Begins (1989) and Ultraman Kids (1991), which were both animations. Then next live action Ultraman was Ultraman: The Ultimate Hero. All episodes are based on the works of: Sho Aikawa Hidenori Miyazawa, Chiaki Konaka, Akinori Endo & Satoshi Suzuki. The original Australian broadcast dates are unknown.

Ultraman Great is more often known in Australia and America as "Ultraman: Toward The Future," after his series' title. This series was the first live-action Ultraman series filmed in English, and the first filmed outside of Japan. Ultraman: Toward The Future was filmed in Australia, and indeed was set in Australia. (One episode dealt with a natural beast of the Outback named Deganja, who lived inside a whirlwind. Deganja is well-known to the Aborigines, although UMA suspects it has been maddened by the Gudis virus.) Aside from live stage shows in Japan, Ultraman Great never appeared with any other Ultra-heroes, although it's usually accepted that Ultraman Great is just one more of the Ultra-heroes from the Land of Light in Nebula M78.

The eighth and ninth seasons represented attempts by Tsuburaya studio to sell the series to foreign franchisees. The 13 episode Ultraman Great (aka Ultraman: Towards the Future) was made in Australia, and not initially broadcast on TBS in Japan, but shown on NHK satellite channel BS-2, where little of its potential fanbase had a chance to see it. When it finally aired on TBS, it did so after the Ninth Season, further confusing continuity. Written by Noboru Aikawa and Terry Larsen and directed by Andrew Browse, Ultraman Great featured a new hero Jack Shindfo (Dore Krause) fighting to defend a land of cacti and kangaross from invading monsters, and unable to maintain his heroic form for longer than three minutes, this time on account of the Earth pollution.

WR. Sho Aikawa (story) & Hidenori Miyazawa (story) & Chiaki Konaka (story) & Akinori Endo (story) & Satoshi Suzuki (story), Terry Larsen

DIR. Andrew Prowse.

EPISODES: 13 **YEAR MADE:** 1990 **COUNTRY:** AUS **SEASONS:** 1

TSUBURAYA PRODUCTIONS

CREATOR: SHO AIKAWA, HIDENORI MIYAZAWO, CHIAKI KONAKA, AKINORI ENDO,

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 23/12/1991 **AIR DATE OF LAST EPISODE** 04/01/1992

SEASON DATE BREAKDOWN:

FILMS:

Jack Shindo DORIE KRAVS, Jean Echo GIA CARIDES, Arthur Grant RAPH COTTERILL, Kim Shoamin GRACE PARR, Charles Morgan LLOYD MORRIS, Lloyd Wilder RICK ADAMS, Ultraman STEVE APPS/ROBER SIMPERAS, Monsters MIKE READ/ JOHNNY HALLIDAY, Voice of the Narrator JOHN BONNEY, General Brewer PETER RAYMOND POWELL, General Ike DAVID GRYBOWSKI.

RELATED SHOWS:

ULTRA Q

ULTRAMAN

ULTRAMAN

ULTRA SEVEN

ULTRAMAN ACE

ULTRAMAN LEO

ULTRAMAN 80

ULTRAMAN: THE ULTIMATE HERO

ULTRAMAN TIGA

1 - 1 *SIGNS OF LIFE*

1 - 2 *THE HIBERNATOR*

1 - 3 *THE CHILDREN'S DREAM*

1 - 4 *THE STORM HUNTER*

- 1 - 5 *BLAST FROM THE PAST*
- 1 - 6 *THE SHOWDOWN*
- 1 - 7 *THE FOREST GUARDIAN*
- 1 - 8 *BITTER HARVEST*
- 1 - 9 *THE BIOSPHERIANS*
- 1 - 10 *TOURISITS FROM THE STARS*
- 1 - 11 *THE SURVIVALISTS*
- 1 - 12 *THE AGE OF PLAGUES*
- 1 - 13 *NEMESIS*

ULTRASEVEN X

AKA: UROTORA SEBUN X



A man wakes up in an unfamiliar room after dreaming of falling in the ocean and a mysterious girl, only to find he can't remember who he is. The mysterious girl from his dreams appears and tells him to run to his car outside after handing him a pair of glasses. He escapes the building which explodes seconds later. At his car he finds an automated tracking system that takes him to his house he doesn't remember. He finds the whole place devoid of any items or information telling him who he is. It is then that he gets a call on his wrist phone telling him to meet up with Agent K at a club. He goes to the club and meets K, who is at first skeptical of the amnesia but breaks down and tells the man his name is Jin and he's an agent for DEUS, a secret organization that hunts down illegal aliens that have arrived on earth and take the forms of humans. While talking Jin receives a note from another strange woman in the bar. He immediately realizes she is an alien.

He and K give chase and fight her goons outside in the alley. K decides to hold them off while Jin continues on. Jin chases the woman into a building and sees her meeting with other aliens; they are discussing how they will conquer the world soon and summon a giant monster that begins attacking the city. Suddenly they call for Jin to show himself and Jin finds himself stuck with guns pointing at his head. He asks them who he is, which is exactly what they want to know. The building transforms into a space ship and starts flying off. The mysterious girl from his dreams shows up to save him, calling him the saviour of the world, and they both fight out of the space ship and jump into the air.

In mid-air Jin puts on the sunglasses to transform into Ultra Seven X and begins fighting the monster. Both the monster and the space ship try to destroy him but neither can do any damage. Ultra Seven destroys the monster with his Eye Slugger - throwing the blade on his head like a boomerang - and fires a laser from his forehead to destroy the space ship. Jin powers down and then sees a weird image of three people meeting in a garden and apparently staring at him. Even if he doesn't know who he is, Jin swears to use this new power to protect the world.

Ultraseven X is the 21st entry in the Tsuburaya Productions' long-running Ultra Series. It is a revival and 40th Anniversary series of the 1967 classic Ultra Seven, and is the second in Tsuburaya Productions' Ultra hero series to be produced for an older audience. The show first aired on October 5, 2007 at 2.15am on CBC and 2.25am on TBS.

Ultra Seven X is meant to be a tokusatsu show just for adults, similar to GARO. The setting is a dark, futuristic city with an omnipresent newscaster telling citizens how safe the city is. Jin is your normal amnesiac. While amnesia is such a cliché in any show these days, Jin isn't the worst I've ever seen. As least he knows when to take action and can still kick ass. K is a much more interesting character, just because he has a lot more spunk in him. The mysterious girl is still a mystery, with the lack of a personality to show it.

The action scenes were all quite nice. The scenes of Jin and K taking on the alien goons with some old fashion kung fu ass kickin' were very similar to GARO, a good thing in my book. Ultra Seven's design clearly indicate he's not kid friendly; those muscles mean business. The action was a bit quick, mostly just Seven throwing his eye slugger and firing a laser. Had to jam a lot into the episode obviously. Overall this episode has done a good job of getting me excited about the series. I've been craving a dark tokusatsu like GARO after the faux-drama of Kabuto and downright silliness of Den-O. Hopefully the series will be able to maintain a good pace throughout since it's only twelve episodes. Don't want any kind of rushed ending.

Characters

Jin / Ultraseven: He is one of DEUS's agents. Due to his memory loss, he does not remember his real name. He was handed the Ultra Eye by Elea. 25 years old.

Waking up to find he has no memories of his past, he soon discovers he works for a secret organization DEUS, working under the codename 'Jin'. After receiving the Ultra Eye from the mysterious woman Elea, Jin

has the power to transform into the mighty Ultraseven X! Working together with Agent K and his other DEUS comrades, Jin protects the Earth from the oncoming alien threats. As he continues to fight, Jin tries to learn more about his past and who he really is.

Eriku Yoza was born on August 23rd 1981. Some of his previous appearances include the TV dramas THE PINK GENE (Pinku-no Idenshi, 2005) and MY BOSS MY HERO (Mai Bosu Mai Hiirou, 2006). He is a member of the talent agency Natsuki Production.

Elea : She handed the Ultra Eye to Jin. 22 years old.

A woman of mystery, Elea frequently appears around Jin to offer help or a warning. Elea is the one who gave Jin the Ultra Eye, thus giving him the ability to transform into Ultraseven X. She is the key to many mysteries, including the truth of Jin's past, and the true colors of Ultraseven X!

Saki Kagami was born February 26th 1985. She was cast in the leading role of Aoi Kadokura in the movie PLATONIC SEX (Puratonikku Sekkusu, 2001) from among 12,000 applicants, despite having had no previous acting experience. She is a member of the Wantabe Entertainment talent agency.

Agent K : He is one of DEUS's agents. 25 years old.

Agent K is a member of DEUS, and is frequently paired with Agent Jin on missions. K is a lighter character who is often used as the comedy relief for a story. However, K's character also displays strong moral ideals and is bound by his sense of duty to protect the Earth.

Tomohito Wakizaki appeared in GODZILLA: FINAL WARS (Gojira Fainaru Uoozu, 2004) as one of the X-Alien invaders. Among other shows, he was a regular in the TV drama WATER BOYS (Wootaa Booizu, 2003) as Wakita. He has also done promotional work for companies such as Coca-Cola and JR railways. He is a member of Vingt-Sept Promotion.

Agent S : She is one of DEUS's agents. 25 years old.

25-year-old DEUS 'Agent S' is frequently paired with Jin and K. A master of disguise, her particular specialty lies with undercover investigation, and she has great pride in her martial arts abilities. During her first encounter with Jin and K, she was undercover as a bar waitress. One way or another, she will find a way to each chocolate!

Anri Ban was born September 26th 1985. After working as a model, she made her acting debut in the Shunji Iwai film ALL ABOUT LILY CHOU-CHOU (Ririi Shushu-no Subete, 2001). She is a member of the talent agency MT.

Commander of DEUS : He tells agents a mission through the VC.

Never seen, the DEUS General's voice instructs the members of their missions via the VideoCeivers. His true colors are a mystery.

Yosuke Natsuki was born on February 27th 1936. For fans of the genre, he is perhaps best known as the leading character Detective Shindo in GHIDORAH THE THREE-HEADED MONSTER (San Daikaijuu Chikyuu Saidai-no Kessen, 1964), as well as Komai in DOGORA (Uchuu Daikaijuu Dogora, 1964) and Professor Hayashida in THE RETURN OF GODZILLA (aka GODZILLA 1985, Gojira, 1984).

Transformation item

Ultra Eye : Red glasses type item used when Jin transforms into Ultraseven X.

Techniques

Eye Slugger : Boomerang-like weapon equipped on his head.

Emerium Beam : Various concentrations of energy rays could be fired from the Beam Lamp on Ultraseven X's forehead.

Wide Shot : Ultraseven X's most powerful attack.

DEUS

DEUS : DEUS is the special investigative team organized in order to defend the earth against aggressors. Although they live as normal people, members of DEUS can be called into action at any given time. Agents call each other by code name rather than their actual names.

Agents

Jin
Agent K
Agent S

Equipment

Ultra Gun : Small laser gun which DEUS's agents use.

VC (Video-Ceiver) : All-purpose communication item which DEUS's agents are carrying

Produced by Takeshi Yagi .. Producer. Music was Another day comes by Pay money To my Pain

Over the years since the original series, Ultra Seven and variations have re-appeared. The character made several guest appearances in subsequent television series, including episodes of THE RETURN OF ULTRAMAN (Kaettekita Urutoraman, 1971), ULTRAMAN ACE (Urutoraman Eesu, 1972), ULTRAMAN TARO (Urutoraman Tarou, 1973), ULTRAMAN LEO (Urutoraman Reo, 1974) and ULTRAMAN 80 (Urutoraman 80, 1980). In March 1994, a television special ULTRA SEVEN: OPERATION SOLAR ENERGY (Urutorasebun Taiyou Enerugii Sakusen) aired on the NTV network, followed by ULTRA SEVEN: LAND OF THE EARTHLINGS (Urutorasebun Chikyuseijin-no Daichi) in October the same year. The success of the TV specials led to three OV (original video) series; ULTRA SEVEN'S 30TH ANNIVERSARY CREATION COMMEMORATION 3-PART WORK (Urutorasebun Tanjou 30 Shuunen Kinen 3-bu Saku, 1998), ULTRA SEVEN 1999: FINAL CHAPTER 6-PART WORK (Urutorasebun 1999 Saishuushou 6-bu Saku, 1999) and ULTRASEVEN'S 35TH CREATION ANNIVERSARY 'EVOLUTION' 5-PART WORK (Urutorasebun Tanjou 35 Shuunen 'EVOLUTION' 5-bu Saku, 2002). The OV series ULTRAMAN NEOS (Urutoraman Neosu, 2000) also featured a character named Ultra Seven 21 (two-one). Ultra Seven most recently made an appearance in last year's ULTRAMAN MEBIUS and ULTRAMAN MEBIUS & ULTRAMAN BROTHERS.

However, ULTRASEVEN X was Ultra Seven's first return as the title character to a regular broadcast television series since the original series concluded on September 8th 1968.

ULTRASEVEN X thrusts us forward into the not-too-distant future. Commenting on the series, Series Organizer/Director Takeshi Yagi considers the futuristic setting to be inspired by Ridley Scott's BLADE RUNNER, and in respect of the show's story arc, by the popular American television shows 24 and LOST. The most prominent change the series makes to the Ultraman mythos is to the structure of the defence team, which has been a staple to the franchise since its conception. Typically, the defence team consists of around five to eight members stationed in a large base, one of whom is secretly host to Ultraman, and attack the giant monsters using an array of ships and mecha.

The first major changes to this concept came with ULTRAMAN NEXUS, where the Ultraman host was not a member of the defence team and the existence of the defence team was kept secret from the public. ULTRASEVEN X not only retains the idea of a secret defence team, but takes it a step further. For the first time, there is no established group of members, no base and no ships or mecha. Rather, all members of the defence team, DEUS, continue with their daily lives, and are only called upon when assigned a mission via the VC (VideoCeiver), a communication device on their wrist. With this ambiguity, it's possible there are anywhere from a handful to thousands of members. The only other major piece of technology the DEUS agents carry with them is a small hand weapon called the Ultra Gun.

As for technical innovations, ULTRASEVEN X is the first of Tsuburaya's Ultra hero TV shows to be filmed in either widescreen or high definition. In the realm of special effects, the approach is similar to that taken with the theatrical film ULTRAMAN: THE NEXT (Ultraman, 2004), in that there is a distinct lack of miniature special effects work. Rather, the majority of the suit acting was filmed on greenscreen and digitally composited onto real location footage of Tokyo. With this, the series offers a stronger sense of realism, while still maintaining the traditions of suit acting.

In this ambiguous new setting, with some of the genre's top talent behind the scenes, Ultra Seven returned on October 6th 2007. As well as telling enjoyable sci-fi tales, these 12 original stories explore intriguing and often disturbing social issues, and raise the ultimate question of whether the problems in this futuristic landscape are so different from our own world.

Staff Profiles

Takeshi Yagi - Series Organizer / Director

Serving as the Series Organizer for ULTRASEVEN X, and directing five of the show's twelve episodes, is Takeshi Yagi. Born in Tokyo in 1967, Yagi studied at Waseda University where he was a member of the cinema study group. After joining Tsuburaya Productions, Yagi was assigned to the production department where he served as an assistant director for the ULTRA SEVEN TV specials of the early 1990s, and very soon

made his directorial debut with MOON SPIRAL (Muunsupairaru, 1996) Episode 4: Red Paper, Blue Paper, Yellow Paper, after which he returned to his work as an assistant director for Tsuburaya's new wave of television shows ULTRAMAN TIGA (Urutoraman Tiga, 1996) and ULTRAMAN DYNA (Urutoraman Daina, 1997). Yagi returned to directing with ULTRAMAN GAIA (Urutoraman Gaia, 1998) Episode 49: An Angel Descends, on which he also served as FX director for the first time, and he has continued to direct both live action and FX for all subsequent Ultraman TV series. In 2004 he was credited as the Main Director for the late-night series ULTRA Q: DARK FANTASY, and the next year went on to serve as producer for the popular ULTRAMAN MAX (Urutoraman Makkusu, 2005). Yagi is currently directing his first feature film, DECISIVE BATTLE! THE SUPER 8 ULTRA BROTHERS (Daikessen! Chou Urutora Hachi Kyoudai, 2008), which he hopes to be the ultimate family film. The addition of abdominal muscles to Ultraseven X was one of Yagi's ideas.

Kenji Suzuki - Director

Kenji Suzuki directed three episodes for ULTRASEVEN X. Born 1957 in the Ibaraki prefecture, he began working as a freelance assistant director in 1970. After joining Tsuburaya Productions, he worked with the special FX teams on ULTRAMAN 80 and MONKEY (Saiyuuki, 1978, a show popular in Britain and Australia after the BBC produced dubbed English language episodes). Later Suzuki joined Toho, where he served as an assistant FX director on some of the studio's biggest projects, including all the Godzilla pictures from GODZILLA VS. KING GHIDORAH (Gojira VS Kingugidora, 1991) until GODZILLA VS. DESTOROYAH (Gojira VS Desutoroia, 1995), REBIRTH OF MOTHRA (Mosura, 1996) and REBIRTH OF MOTHRA II (Mosura 2 Kaitei-no Daikessen, 1997). He made his debut as special FX director with the studio's REBIRTH OF MOTHRA III (Mosura 3 Kingugidora Raishuu, 1998), and continued this role with GODZILLA 2000 (Gojira Ni-Sen Mireniamu, 1999) and GODZILLA VS. MEGAGUIRUS (Gojira X Megagirasu, 2000). Returning to Tsuburaya Productions, Suzuki directed FX for episodes of ULTRAMAN COSMOS (Urutoraman Kosumosu, 2001) and ULTRAMAN MAX, until finally making his debut as a live action director with ULTRAMAN MEBIUS.

Kengo Kaji - Director

Kengo Kaji directed two episodes of ULTRASEVEN X. Born in 1961 in the Mie prefecture, he began as a graphic novelist on titles such as Professor Accidentologist Rinichiro Tamaki, Death Doctor Ranmaru, Lawyer: Haruhiko Ayanokouji and Lycanthrope Leo. Since becoming the supervising screenwriter for EKO EKO AZARAK (Eko Eko Azaraku THE SECOND, 1997) and EKO EKO AZARAK III: MISA THE DARK ANGEL (Eko Eko Azaraku III MISA THE DARK ANGEL, 1997), he has maintained a constant place in film and television. Entering the world of Ultraman, he wrote seven episodes of ULTRAMAN COSMOS in 2001, and in 2005 served as a director and writer for ULTRAMAN MAX. The same year, he also acted as Series Organizer, director and writer for the highly popular late-night special effects series GARO. He continued to direct episodes for ULTRAMAN MEBIUS in 2006.

Kazuya Konaka - Director

Konaka directed one episode of ULTRASEVEN X. Born in 1963, Konaka's first experience as a director came with the film THE COUNTRY ON THE OTHER SIDE OF THE STARRY SKY (Hoshizora-no Mukou-no Kuni) in 1986, based on the fantasy novel of the same name by Hiroshi Kobayashi. After directing episodes of LIGHTNING SUPER-MAN GRIDMAN (Denkou Choujin Guriddoman, 1993) for Tsuburaya Productions, he became one of the studio's regular directors. His directorial efforts for the studio include the theatrical films ULTRAMAN ZEARTH 2 (Urutoraman Zeasu 2, 1997), ULTRAMAN TIGA & ULTRAMAN DYNA (Urutoraman Tiga & Urutoraman Daina Hikari-no Hoshi-no Senshitachi, 1998), ULTRAMAN GAIA: THE BATTLE IN HYPERSPACE (Urutoraman Tiga & Urutoraman Daina & Urutoraman Gaia Choujikuu-no Daikessen, 1999), ULTRAMAN: THE NEXT, ULTRAMAN MEBIUS & ULTRAMAN BROTHERS and MIRROR MAN: REFLEX (Miraaman Rifurekkusu, 2006). He was credited as the Main Director for both ULTRAMAN DYNA and ULTRAMAN NEXUS, and has also directed multiple episodes of ULTRAMAN COSMOS and ULTRAMAN MEBIUS.

Yuji Kobayashi - Writer

Having penned five screenplays for the show, Kobayashi is ULTRASEVEN X's leading writer. Born in 1979 in the Nagano prefecture, he was studying in the arts department at Nihon University when he took a screenwriting course. After graduating from university, he made his debut writing a screenplay for the animated TV adaption of SAZAE-SAN (2002). He followed this writing episodes for ULTRAMAN BOY'S ULTRA COLISEUM (Urutoraman Booi-no Urukoro, 2003), a series of 5-minute shorts starring a young Ultraman character, Ultraman Boy. After writing two episodes for ULTRA Q: DARK FANTASY, Kobayashi quickly proved to have potential as one of the genre's top writers, going on to serve as the leading writer for the popular late-night series GARO (2005), as well as writing episodes for ULTRAMAN MAX,

ULTRAMAN MEBIUS, ULTRAMAN MEBIUS GAIDEN: THE HIKARI SAGA (Urutoraman Mebiusu Gaiden Hikari Saaga, 2006), BIO PLANET WOO (Seibutsu Suisei Woo, 2006), DIE SILBERMASKE (Shirubaa Kamen, 2006), OPERATION MYSTERY: SECOND FILE and BEAST FIST SQUADRON GEKIRANGER (Juuken Sentai Gekirenjaa, 2007).

Ai Ota - Writer

Writing three episodes for ULTRASEVEN X is Ai Ota. Born in 1964 in the Kagawa prefecture, she made her debut as a screenwriter with ULTRAMAN TIGA Episode 21: Deban's Turn!, and ever since she has remained one of Tsuburaya Productions' regular writers. Her credits for the studio include ULTRAMAN DYNA, ULTRAMAN GAIA, ULTRA SEVEN 1999: FINAL CHAPTER 6-PART WORK, BOOSKA! BOOSKA!! (Buusuka! Buusuka!!, 1999) ULTRAMAN COSMOS, ULTRA Q: DARK FANTASY, ULTRAMAN NEXUS, ULTRAMAN MAX and ULTRAMAN MEBIUS. In the world of anime, she was part of the writing team for the TV series ASTRO BOY (2003), a show which featured the talents of many other regular Ultraman series creative staff, including director Kazuya Konaka and writers Keiichi Hasegawa, Chiaki Konaka and Sadayuki Murai. Ota is a member of the Writers Guild Of Japan.

Takuro Fukuda - Writer

Fukuda wrote one episode of ULTRASEVEN X. He was born 1961 in the Ehime prefecture. After enrolling in the art department at Nihon University, he became active in the production and scripting of both film and theatre. After graduation, he entered the production department for Toho's theatrical plays, working on productions such as Fiddler On The Roof. In 1987, he resigned from Toho to form his own production group Dotoo! While continuing to produce plays for theatre with his new production group, he directed a remix of a 16mm film he made in his student days, THERIANTHROPY FOLKLORE (Kemonobito Densetsu), which he offered for sale on video. He made his debut as a film script writer with director Shusuke Kaneko's ALL'S QUIET ON THE RECUIRT FRONT (Shushokusensen Ijo Nasai, 1991). In 2005, he wrote ULTRAMAN MAX Episode 18: The Bright World and Episode 36: The Extra Dimensional World.

Jiro Kaneko - Writer

Kaneko wrote one episode for ULTRASEVEN X. His writing credits include HONG KONG PARADISE (Honkon Paradaisu, 1990), I WANT TO BITE YOU (Kami Tsukitai, 1991), TALE OF A HAPPY ENDING (Happiindo-no Monogatari, 1991), TALES OF NIGHT-PROWLING GHOSTS (Hyakki Yakoushou, 2007), among many others. Kaneko first worked on the Ultraman series in 2005 when writing ULTRAMAN MAX Episode 12: The Supersonic Attack and Episode 17: Beauty on Ice. Jiro also worked on the script of THE Idol (2006) with the film's director, Norman England. He is a member of the Writers Guild Of Japan. He is the younger brother of director Shusuke Kaneko.

Sotaro Hayashi - Writer

Hayashi wrote one episode for ULTRASEVEN X. He made his debut as a screenwriter with the TV series BECAUSE I LOVE YOU (1992). He previously work with ULTRASEVEN X director Kengo Kaji on EKO EKO AZARAK (Eko Eko Azaraku THE SECOND, 1997) and EKO EKO AZARAK III: MISA THE DARK ANGEL (Eko Eko Azaraku III MISA THE DARK ANGEL, 1997), serving as a screenwriter. He has also written seven episodes of ULTRAMAN COSMOS and four episodes of ULTRAMAN MAX. He also co-wrote five episodes of GARO.

Keiichi Hasegawa - Writer

Hasegawa wrote one screenplay for ULTRASEVEN X. He was born in 1962 in the Shizuoka prefecture. Hasegawa has a long history of genre credits to his name. Most notably, he co-wrote GODZILLA MOTHRA & KING GHIDORAH (aka GMK, Gojira Mosura Kingugidora Daikajju Sokougeki, 2001) with Masahiro Yokotani and Shusuke Kaneko, and served as the leading writer and Series Organizer for ULTRAMAN NEXUS. His other Ultra series credits include many of Tsuburaya's recent theatrical films, such as ULTRAMAN GAIA: THE BATTLE IN HYPERSPACE (Urutoraman Tiga & Urutoraman Daina & Urutoraman Gaia Choujikuu-no Daikessen, 1999), ULTRAMAN TIGA: THE FINAL ODDSEY (Urutoraman Tiga Za Fainaru Odessei, 2000), ULTRAMAN: THE NEXT and ULTRAMAN MEBIUS & ULTRAMAN BROTHERS.

WR. Yuji Kobayashi, Ai Ota, Takuro Fukuda, Jiro Kaneko, Sotaro Hayashi, Keiichi Hasegawa

DIR. Kenji Suzuki, Kengo Kaji, Kazuya Konaka

EPISODES: 12 **YEAR MADE:** 2007 **COUNTRY:** JAP **SEASONS:** 1

TSUBURAYA PRODUCTIONS, CHUBU-NIPPON BROADCASTING COMPANY (CBC)

CREATOR: TSUBURAYA PRODUCTIONS**TYPE OF SHOW:** SUPERHERO**FORMAT:** SERIES**LENGTH (MINS):** 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 12**DATE OF PREMIER:** 05/10/2007**AIR DATE OF LAST EPISODE** 21/12/2007**SEASON DATE BREAKDOWN:****FILMS:**

Jin / Ultraseven ERIKU YOZA, Erea SAKI KAGAMI, Agent K TOMOHITO WAKIZAKI, Aru TOSHIYUKI WATARAI, Agent S ANRI BAN.

RELATED SHOWS:*ULTRA SEVEN*1 - 1 *DREAM*

In a futuristic Tokyo, a young man awakens to find himself with no memories of his past. Behind him, a mysterious young woman named Elea appears. Handing him a pair of red glasses, she asks him to save the world! Leaping from the top of the building, a device on the man's arm ensures a safe landing, but an explosion destroys the room above. Who is he, and just what is going on? A message sent to the device on his arm orders him to meet with an Agent K at Club Delphi. Meeting with K, he discovers his codename is Jin, and that they are both members of an organization called DEUS, secretly eliminating aliens who threaten the Earth. Following the trail of an alien at the club, the two men are separated, and as Jin is lead inside a UFO, the aliens unleash the giant monster Galkimes upon the city. After Jin is captured by the aliens inside, the mysterious Elea appears once again. Now, using the red glasses, Jin transforms into the mighty Ultraseven X!

Trivia: Akira Otani guest stars as the leader of the aliens. He previously played the recurring role of journalist Onoda in *ULTRAMAN TIGA* Episode 5: "The Day Of The Monster" Episode 33: "The Vampire City" and *ULTRAMAN DYNA* Episode 33: "Star of Peace". *THE iDOL* director Norman England and *GODZILLA VS. MECHAGODZILLA II* (Gojira tai Mekagojira, 1993) star Shelley Sweeney make uncredited appearances as customers in the club scene. Kenichi Miyamoto and Yoko Azami make regular appearances throughout the series as the two holographic news reporters.

Wr Yuji Kobayashi**Dir** Takeshi Yagi1 - 2 *CODENAME 'R'*

After a long day at work, Eriko makes her way home late at night. Upon returning home, she changes the channel on her TV to static. Now speeding down the road in the back of a taxi, she urges the driver to hurry, as a boat is about to leave. Rushing out of the taxi to the bay side, Eriko joins a group of people, who are suddenly consumed by a strange light. Confirmed as the third case of UFO abductions, DEUS assign Agent Jin and Agent K to investigate. Three nights earlier, Jin encountered a mysterious man at a club, who informed him a boat would be arriving on the same night the UFO abduction took place. Upon reading the taxi driver's statement, Jin decides to pursue the man. Following a second encounter at the club, K reveals that the man is actually Agent R, a DEUS member who went missing over a year ago. Why are people voluntarily being abducted by the UFO, and just what is Agent R's involvement?

Trivia: Guest starring as Agent R is Toshiyuki Watarai, who was the voice of the alien doll in Norman England's *THE iDOL*, the motion-capture actor for Ryuk in Shusuke Kaneko's two *DEATH NOTE* films, and Professor Yotsuya in *ULTRAMAN MAX* Episode 36: "The Extra Dimensional World". Eriko is played by Tomomi Miyashita, who previously starred as Memory Police agent Mizou Nonomiya in *ULTRAMAN NEXUS*. A similar sequence in which the character's thoughts float across the screen as text was seen in *ULTRAMAN NEXUS* Episode 30: "Watcher", from the same writer/director team of Ai Ota and Takeshi Yagi.

Wr Ai Ota**Dir** Takeshi Yagi1 - 3 *HOPELESS*

Jin is approached in the park by a man offering work, which could make him a large amount of money in a short amount of time. While Jin declines the offer, the man leaves him his business card reading his name, Tamaru. Meanwhile, many bodies have been discovered with their brains physically shrunken. All the victims had been Hopeless, members of society so desperate for money that they would do any kind of work. Presumed to be the work of aliens, DEUS order Jin and K to investigate. Returning to the scene where the last body was found, Jin and K encounter two men fighting over a bag that belonged to the last

victim. Inside the bag of money, Jin finds Tamaru's business card. Pursuing the lead, Jin calls back Tamaru to seek employment for him and K. Upon their arrival at the underground complex, they soon discover that the energy from human brains is being used to help create an invasion device, and Tamaru's true identity as Alien Markind.

Wr Takurou Fukuda

Dir Kenji Suzuki/Takurou Fukuda

1 - 4 *DIAMOND 'S'*

Throughout the city, bodies are being discovered which have been transformed into mummies. DEUS order Agents Jin and K to investigate the phenomenon with Agent S, who has already discovered a common link between the victims; all of them had purchased a well-being medicine called Shiner 05 said to improve the mind. Jin and K visit the developer of the medicine, Nano Cybertech, under the pretense of conducting an interview with the company president Tazaki, while S goes undercover as a company secretary. After S determines that Tazaki and his aide Yamane are aliens, they return to discover the more shocking truth Shiner 05 contains a parasite, a smaller part of the creature Peginera, which is using the medicine to take human hosts to survive on Earth.

Trivia: Edo Yamaguchi, guest starring as Tazaki, was a regular in Tsuburaya's LIGHTNING SUPERMAN GRIDMAN as Naoto's father Souichirou, made a regular appearance as Pegasus president Souichirou Tenma in RACING SQUADRON CAR-RANGER (Gekisou Sentai Kaarenjaa, 1996), appeared in several episodes of ULTRAMAN DYNA as Professor Mishina, and in ULTRA Q DARK FANTASY Episode 9: Temptation at 2:00am as the mysterious TV sales man.

Wr Ai Ota

Dir Kenji Suzuki

1 - 5 *PEACE MAKER*

Jin and K are ordered to investigate an alien crash site, but suspect that the survivor fled the scene. From the blood left at the crash site, Agent S determines the survivor as a known alien species who have been taken refuge on Earth after their home world was invaded by the ferocious Vo-Da aliens. Jin and K meet with the other alien refugees, a weak but hard working species who are already living alongside the humans, to find out if any of them know about the latest visitor from the crash site. But before long, the Vo-Da arrive on Earth and begin hunting down the refugees. Their only hope is to find their ancient relic Orifam, which was hidden by the Vo-Da long ago on the planet known as Earth!

Trivia: Kenji Yabe plays the role of all the identical-looking alien refugees. His previous appearances include MASKED RIDER AGITO (Kamen Raidaa Agito, 2001) Episode 7: A Piece Of Memory and the 2006 U.S. Movie THE FAST AND THE FURIOUS: TOKYO DRIFT.

Wr Jiro Kaneko

Dir Kenji Suzuki

1 - 6 *TRAVELLER*

Jin, K and S are ordered to investigate a UFO crash site, but discover no wreckage. Soon after, people around the city are encountering a strange entity, which they have nicknamed the Soul of Light. Later, Jin encounters a friend from his forgotten past, Takao, an ordinary, mild-mannered salary man tired with his job, trying to hold on to impossible childhood dreams of space travel. Meanwhile, from a sample left at the crash site, K and S have determined the Soul of Light is a 20,000-year-old alien. But after the alien encounters Takao, perhaps both of them have found what they were looking for?

Trivia: Mitsuru Karahashi guest stars as Takao. Karahashi is perhaps best remembered for his regular role as Naoya Kaidou on MASKED RIDER 555 (Kamen Raidaa Faizu, 2003), as well as Professor Ootomo in SH15UYA (Shibuya Fifutiin, 2005) and Makage in LION MARU G (Raion Maru Jii, 2006). Aside from acting, Karahashi is also an illustrator, and worked with the staff of MASKED RIDER KABUTO (Kamen Raidaa Kabuto, 2006) creating the fairy design. Meanwhile, Nao Oikawa, who guest stars as the barmaid Arisa, previously appeared as Kotomi in GARO Episode 6: Beauty.

Wr Yuji Kobayashi

Dir Kengo Kaji

1 - 7 *YOUR SONG*

As Agent K investigates the appearance of a UFO in the sky, he is confronted by an army of aliens, the Vairo, who emit a deadly high-pitched scream. Following the noise of the Vairo, Agent S discovers her ex-comrade Agent D who she saw killed half a year ago. Meanwhile, Jin encounters a young street singer named Nataru, who is being pursued by the Vairo. As Jin fights to protect her, he learns Nataru herself is one of the Vairo who has defected from the invasion plan to live on Earth. Furthermore, she has fallen in love with an Earthling, Agent D!

Trivia: Playing Nataru is Saaya Ishikawa, a regular actor on ULTRAMAN MEBIUS as Acting Commissioner Yuki Misaki of the defence team GUYS. Agent D is portrayed by Ryohei Odai, who was a regular on MASKED RIDER RYUKI (Kamen Raidaa Ryuuki, 2002) as Shuuichi Kitaoka, the host of Masked Rider Zolda. Odai also appeared as the alien Kelus in ULTRAMAN MAX Episode 32: "Elly Must Be Destroyed" and as Morino in GARO Episode 5: Moonlight. The guitarist seen the start of the episode is played by Hiroko Ebioka, the vocalist for the ending theme music of BIO PLANET WOO, a song which was incidentally composed by ULTRASEVEN X's Takahiro Saito.

Wr Sotaro Hayashi

Dir Kengo Kaji

1 - 8 *BLOOD MESSAGE*

Every night during a thunderstorm the phantom serial killer attacks, and it leaves behind a message written in blood: Not Man. Witnesses claim the killer is always wearing a red coat. Agents Jin, K and S discover all the victims were part of a drug circuit and follow the lead to the dealer's hideout. Meanwhile, Kyousuke enjoys a quiet evening meal with his wife Asami, recounting their first meeting outside the theatre. When they met, Asami had no memory of her past. But as a storm breaks out, Asami leaves the house with her red coat. After the killer strikes again, Asami returns home covered in blood. But perhaps the true colors of the phantom killer aren't quite so obvious?

Trivia: Keiko Goto makes a brief appearance in this episode. She previously starred in ULTRAMAN NEXUS as Night Raider member Shiori Hiraki, as well as making appearances in ULTRAMAN MEBIUS Episode 48: Decent Of The Emperor, Episode 49: Dark Clouds Of Despair and ULTRA Q: DARK FANTASY Episode 1: Dancing Garagon.

Wr Keiichi Hasegawa

Dir Kazuya Konaka

1 - 9 *RED MOON*

Peering through a pair of binoculars he discovers on a swing, Jin sees the moon turn red, and the hand of a strange creature. The agents are informed a woman in white will be targeted. Following her screams, K finds the woman confronted by a strange creature, who mutters the name Mahiru before fleeing into the darkness. With a total eclipse of the moon is due to occur, S learns from folklorist Ogata that a woman named Mahiru Saginomiya was attacked by a therianthrope during the eclipse 100 years ago. The group return to Saginomiya's estate, and Ogata tells the story of Mahiru and her lover Nozomu as they await for the eclipse.

Trivia: In Asian folklore, the therianthrope is a human who transforms into an animal or beast. The kanji used to spell Nozomu's name means full moon. Actor Hassei Takano played Hiroya Fujimiya/Agul in ULTRAMAN GAIA, which he will reprise in DECISIVE BATTLE! THE SUPER 8 ULTRA BROTHERS. He also played Miyuki Tezuka/Masked Rider Raia in MASKED RIDER RYUKI and Hayato Ichimonji/Masked Rider 2 in the two movies MASKED RIDER THE FIRST (Kamen Raidaa Za Faasuto, 2005) and MASKED RIDER THE NEXT (Kamen Raidaa Za Nekusuto, 2007). Masami Horiuchi regularly appeared as TLT Director-General Matsunaga in ULTRAMAN NEXUS. His other appearances include episodes of ULTRAMAN 80, ULTRAMAN TIGA, ULTRAMAN DYNA, ULTRAMAN GAIA, ULTRA Q: DARK FANTASY and ULTRAMAN MAX.

Wr Ai Ota

Dir Takeshi Yagi

1 - 10 *MEMORIES*

A news report states that Lake Nousu has dried up after a meteor impact, and a search is on for a man in the area who many by contaminated by radiation. The image of the lake triggers Jin's memory floating in water. Approaching the area of the lake, Jin encounters the missing man Haibara. He hands Jin a memory chip and informs him that the meteor impact is a lie, when a group of men appear and shoot Haibara dead on site. Watching the video files on the chip, Jin sees that the lake has not dried up as the report had stated, and once again sees the mark of the Aqua Project, the words he saw once before on an item Elea had carried. Unsure of what his government could be hiding, Jin visits the relay station Studio X with Haibara's colleague Saki, and together try to determine the location of the people sending the news broadcasts to the monitors.

Trivia: Ryuki Kitaoka, formerly known as Hisataka Kitaoka, plays Haibara. His credits as both an actor and suit actor include ULTRAMAN TIGA, ULTRAMAN DYNA, ULTRAMAN COSMOS and MIRROR MAN: REFLEX to name a few. He also appears in GODZILLA: FINAL WARS as an X-Alien, and in ULTRAMAN NEXUS as TLT's Kaimoto. He was a guest at G-FEST in 1999 and 2000. Saki is played by Shion Nakamura, best remembered as Komon's girlfriend Riko Saida, the host of Dark

Faust, in ULTRAMAN NEXUS.

Wr Kazuya Konaka

Dir Yuji Kobayashi

1 - 11 *AQUA PROJECT*

Jin is cross-examined by DEUS for trespassing an intelligence facility and aiding in Elea's escape. Determined to discover the truth, Jin realizes he needs information from Elea. After Jin consults with his friends, S infiltrates the Science Ministry and discovers Lake Nousu was the location where the Aqua Project was to be executed, and that the project had been frozen three months ago. She also finds a list of Aqua Project names, including Elea's. Jin leaves alone, and meets Elea in a room from one of his memories. She reveals to Jin that little more than three months ago the two of them had been lovers. However, at that time, she had come to realize there was a terrible existence hiding behind the scenes of the Aqua Project. As DEUS issues the order to detain Elea and Jin, the two of them flee to the intelligence facility where K and S are waiting, but the building is soon surrounded by DEUS agents.

Trivia: When Jin, K and S read the list of Aqua Project members, director Takeshi Yagi's name can be seen beneath Elea's.

Wr Yuji Kobayashi

Dir Takeshi Yagi

1 - 12 *NEW WORLD*

Elea revealed the purpose of the Aqua Project was to secure a new energy source, but in the midst of the experiment a strange phenomenon occurred, and a gate to another world was opened. The information was concealed and the project suspended. However, creatures from the other world invaded, quietly manipulating society by controlling media and information. It's determined that by destroying two enemy bases at the same time may annihilate them, so the group disperse. As Jin and Elea are confronted by a group of giant creatures, Jin transforms into Ultraseven X, but is overcome by the power of the creatures. Suddenly finding himself in the mysterious world of the invaders, they inform him: Your role is finished, Ultra Seven!

Meanwhile, K and S make their way to the centre of DEUS and receive their final order: death. Elea finds Jin unconscious by the lake, and the Ultra Eye vanishes from his hand. In hope of reviving his memory, she tells him how the two of them jumped into the lake three months ago, and she heard the voice of an alien. To revive Jin and to save their two worlds, the alien merged its existence with Jin's. As Jin awakens, the Ultra Eye re-appears. Transforming into Ultraseven X, the battle to save the two worlds begins in this explosive finale!

Trivia: K is seen driving director Yagi's car, which has been featured in a number of Ultraman stories in the past. This episode is the first time the name Ultra Seven is spoken in the series. Koji Moritsugu and Yuriko Hishimi appear in character as Dan Moroboshi and Anne Yuri, establishing ULTRASEVEN X as a direct sequel to the original ULTRA SEVEN. Koji Moritsugu has returned to the role of Ultra Seven's alter-ego Dan several times, most prominently in the series ULTRAMAN LEO where Dan was the captain of the defence team MAC, as well as a number of the OV Ultra Seven episodes and last year's ULTRAMAN MEBIUS & ULTRAMAN BROTHERS movie. Godzilla fans may best remember Yuriko Hishimi as Gengo's black-belt girlfriend Tomoko Tomoe in GODZILLA VS. GIGAN (Chikyuu Kougeki Meirei Gojira tai Gaigan, 1972).

Wr Yuji Kobayashi

Dir Takeshi Yagi

ULTRAVIOLET



Detective Sergeant Michael Colefield is about to be best man at his partner, Jack's wedding. But then Jack disappears on the eve of the ceremony. Investigating the disappearance of his partner and best friend, Colefield eventually finds himself for a covert government unit, termed 'The Squad' who's role is to fight off the advancing hordes of Vampires which have become organised and are trying to make a new future for themselves. It is up to 'The Squad' to find out what the vampire community are planning before it is too late for the rest of human kind.

This series was written and directed by the same man Joe Ahearne and produced by Bill Shapter. It was first shown on Channel 4 in the UK with a repeat showing a few days after each new episode was shown. Joe Ahearne is a self confessed DOCTOR WHO fan who has had a long fascination with the vampire legend.

The series however is a modern version of the vampire legend taking the Vampire myth into the 90s and combining that myth with science and technology in order so that the vampires in the show can continue into the future, such motifs as crosses and holy water is out, instead they use high calibre specially designed guns and graffiti tips. The vampires still retain some of their old foibles including, drinking blood and the inability to go out in the sunlight, but buy the fact that they are attempting to create a new genetically engineering vampire which can survive the sunlight, this show warrants inclusion into this database. The producer for the series was Bill Shapter.

The executive producer was Sophia Ballhetchet, the film editor was Nick McPhee, the director of photography was Peter Greenhalgh, BSC, the production designer was Jon Bunker, the costume designer was Amy Roberts, the make-up designer was Elisa Johnson and the original music was created by Sue Hewitt.

The telefantasy highlight of the, year for me so far occurred at around 10.15pm on 13th October 1998: Terra incognito, the penultimate episode of Joe Aherne's Ultraviolet. This rare gem of a show which blends topical adult drama with updated Fantasy concepts has been the masterpiece of the year building strongly to the final, stunning two-part narrative in which a delivery from" South America starts to shed light on the Code V's true reason for artificial blood re-research. And the best moment? It has to be the apparently heartless Vaughan waking up in an empty warehouse with four Leech containers... all due to open imminently. There is a means of escape... if he can reason it out, Superb stuff - more please!

Ultraviolet is arguably the best British genre show to be produced in 1998. Set in con-temporary London, Ultraviolet takes us into a nocturnal underworld where vampire and humankind slog it out for domination of the planet. The modern vampire no longer sulks in his coffin until sunset, and is more likely to be found in a Mercedes with blacked-out windows. The Undead also have difficulty with modern technology and cannot be heard on telephones or recorded on video. With these ground rules laid down, what followed was a cracking six-part thriller that was not afraid to use vampirism as a metaphor for AIDS and cancer. Boasting a strong ensemble cast and thoughtful script, this show went right for the jugular and succeeded on every level.

If you think all vampires should look like Bela Lugosi, dressed in long capes and muttering "I want to drink your blood", then Ultraviolet is not for you. This is the twentieth century after all. Wooden stakes have been replaced with carbon compound bullets shot from state-of-the-art guns with mirror vision viewfinders, just to ensure the target is the real thing. Sunlight, which has a fairly dramatic effect on vampires, has been studied until a shield of ultraviolet light could be developed. And the humble garlic has been distilled down to its active ingredient to produce some rather nifty, and niffy, smoke bombs. In this high-tech world the vampires (or code 5 infection as the hunters prefer to term them) have been stripped of their sexual lure and reduced to carriers of a viral infection which can either make the victim more malleable or change him into one of the undead.

But there's a lot more to this than just a virus. The Vatican-funded squad of hunters, lead by priest Pierce (Philip Quast) are really in the dark (no pun intended). The vampires are truly immortal, and not even being

staked out in full sunlight while being smeared with garlic will kill them: it just turns them into a more manageable form - dust. This dust can regenerate and the hunters don't know how. When experienced vampire hunter Vaughn (Idris Alba) is giving new recruit Michael (Jack Davenport) a tour of their base we see a large, computer-operated storage area. Initially Michael is horrified but Vaughn tells him it's not a morgue; but a prison.

The Squad don't even know how the body of a vampire is able to exist. It doesn't breathe, the heart doesn't pump and (other than the obvious) it doesn't need food. What they really want is a whole, animate body to do an autopsy on: an autopsy being the correct term for a surgical procedure on a corpse according to Pierce. So far all they have been able to do is to use those useful old myths to give them some defence, and scientists such as Angie (Susannah Harker) have discovered that, just as a mirror can't register an image, neither can a camera, and a vampire's voice won't record on any format, including the telephone. This means that unless a vampire uses a Stephen Hawking-style voice synthesiser, or writes a letter, then they have to communicate face to face - it's good to talk.

The series actually revolves around a complicated set of soap opera style relationships. Michael keeps tabs on Kirsty (Colette Brown), Jack's fiancée, who he secretly loves, via his own former girlfriend Frances (Fiona Dolman), who still loves him. Meanwhile, Angie's research is as much about recovering her husband as it is about beating the enemy, and Vaughn will do almost anything to make her happy. Pierce, on the other hand, only has to deal with his shaky faith and progressing cancer. The firm rooting in soap opera actually makes the characters more realistic against the surrealistic premise of the series.

The vampires are seen as totally evil by the church, and therefore by the group. It takes Michael's lack of trust in all he is told to throw a spanner into the works and allow the doubts to surface. After all, as far as the vampires are concerned they are merely part of the food chain and, unlike most humans, they don't kill to feed. There is also a hefty amount of paranoia, with vampire Gideon Lester (Trevor Bowen) telling his assistant that Michael is one of them but doesn't know it yet, which certainly gives the audience something to wonder about. Writer & director Joe Ahearne has taken his time to build up the viewers' belief in the vampires by having a disbelieving hero, a move calculated to draw in a broader audience than the usual horror groupies. A refreshing touch is the way the plot has a habit of turning in an unexpected direction making it harder even for experienced reviewers to guess what is going to happen.

Ahearne manages to steer a fine line between believability and horror; while avoiding the fly-on-the-wall approach of *This Life*, which he also directed and wrote for, he still manages to make the series realistic. He tends to prefer a close-up or tightly framed group shot to wide angles, giving the audience an intimacy and familiarity with the characters. It was inevitable that a series which brought Jack Davenport and Joe Ahearne back together after *This Life* was bound to be dubbed 'This Afterlife' by the press. For once though it seemed to be a term of affection rather than derision. When you deal with universal problems such as the nature of evil and the lengths people will go to for love then one is fairly certain of making the majority of the people happy for most of the time. Luckily *Ultraviolet* manages to mix this broad philosophy in with some damn fine storytelling. This reviewer certainly can't wait for next season.

As the fading light of a sunset falls on a bridge across the River Thames in its opening moments, a sinister atmosphere descends on *Ultraviolet*. With its slick, cinematic style reminiscent of a modern, gritty police drama or a Hollywood thriller, the viewer is pulled in by familiar techniques and themes. A police informer is killed, a police officer goes missing and an investigation begins - but the dark mood never goes away, and if you take in the visual clues you begin to understand this is more than just a police drama. Detective Sergeant Michael Colefield (Jack Davenport) chases a killer whose image doesn't appear on video security cameras, finds bullets made of carbon and boarded up windows in his police partner's home, but only when Mike 'neutralises' him by twisting a wooden splinter into his heart does he - and we - really understand what he is dealing with.

Ultraviolet is an intelligent person's show, never pausing for unnecessary exposition, always demanding that the viewer think. Boiled down to its bare structure, it is essentially about vampire hunters stalking their prey, but the blurred line between good and evil gives this simple structure an intriguing complexity. The audience is asked to question all the time who is on the right side and who is more human: single-minded Angie March (Susannah Harker) who lives behind locked doors and won't let her daughter play net-ball because the practice sessions are at night, or the vampire she shoots through the heart as he is cradling his dying wife in his arms? *Ultraviolet* engages its audience not only through subtly plotted stories, but also - crucially - through the characters.

Because the lives of each member of the squad have been irredeemably changed by vampires, their personal stories enhance rather than detract from the central questions. They are made more interesting by their unusual backgrounds - a priest, a scientist and a soldier - and by the nature of their obsession. The constant danger is that Mike will succumb to that same paranoia. He develops from turning away from firing on a cardboard

image of his would-be girl-friend Kirsty in episode two, to believing she has become one of them in episode five and trying to shoot her - only to realise his near-fatal mistake as he sees her fleeing image reflected in a mirror. Writer/director Joe Ahearne had spent ten years trying to get a vampire drama made before Ultraviolet and his passion for the subject shows.

In striving for credibility, never mentioning the word 'vampire', updating the garlic/wooden stake tradition using scientific logic, and using a cinematic style in recognisable London locations, he enhances its realism, believability and ultimately its tension. Each episode builds on the one previously, with enough of an episodic formula to entice a casual viewer, but also an increasing serial element to reward a loyal audience. There are answers to the questions it poses, but they aren't necessarily the ones you expect or find comfortable:

Ultraviolet is a series that lingers long in the mind. With its intelligent story telling, startling images and original twist on traditional themes, it surely is not only a landmark in genre television, but in television drama as a whole.

"US Pilot Episode"

Approximately a year after the broadcast of the final episode of Ultraviolet in the UK, news started to emerge from the US of a possible re-make. The agency that represented World Productions in the USA had approached Fox with the series and they in turn had handed it over to Howard Gordon and Chip Johannessen for development as a possible series.

Gordon and Johannessen both had previous experience of writing for successful genre shows and set to work on the pilot, which if picked up, would result in Ultraviolet making its debut as a mid-season replacement on the Fox Network during 2000/2001.

Filming on the pilot took place in Toronto over a period of thirteen days in the March and April of 2000, ready to be presented to Fox at the start of May. It was directed by Mark Piznarski with the music being composed by Michael Hoenig who had previously received an Emmy nomination for the Dark Skies theme, and who had worked with Howard Gordon on the short-lived Strange World.

Meanwhile, back in the UK, fans of the original series were becoming uneasy with the information that had leaked out, with particular concern being shown at the idea that it might be turned into a vampire soap. Most of these problems would appear to be connected with several interviews that Howard Gordon and Chip Johannessen gave to www.vampires&slayers.com and www.tvindustry.com. Johannessen's interview in particular gave an interesting insight into the possible direction the show might take.

"We had to reconceptualize the series for American TV. Mainly the British series pushed a mythology about what the vampires were up to. That aspect of the story was not so interesting to us. We were interested in the more human side of this story, the idea that Leeches are still dealing with normal kinds of people's problems."

On the 18th May 2000, Fox issued a press release which detailed their new shows for the 2000/2001 season, amongst which were Dark Angel, The Lone Gunmen, Fearsome (later renamed Freakylinks) and Ultraviolet.

ULTRAVIOLET - The one-hour series **ULTRAVIOLET** is a compelling and visually arresting blend of science fiction and drama from the former producers of "The X-Files," "Beverly Hills, 90210" and "My So-Called Life." New York City Police Lieutenant JOHN CAHILL stumbles upon a world he never knew existed when his best friend and partner, VIGGO BARTOLI, back from a two-year undercover assignment, disappears on the morning of his wedding to his fiancée NEALY JESSUP. Viggo's disappearance only proves more bizarre when federal evidence on the very case Viggo handed to the police vanishes. As the NYPD builds a compelling case against him, John's search for his partner uncovers a shocking, sexy and provocative world of vampires living among us. There, an underground war is being fought between the "leeches" and a government agency led by DR. LISE MATTHEWS and VAUGHN SHEPPARD, whose mission is to destroy them. While John attempts to clear his partner's name, he discovers that the "leeches" have seduced Viggo into fighting for their survival and may even have turned him into one of them.

At some point after this Ultraviolet was dropped, and although a specific reason was never given Howard Gordon recently admitted in an interview for www.scifi.com that, 'frankly we screwed it up and it just didn't come out that well.' To date the pilot hasn't been broadcast and like the US version of Red Dwarf is now sitting in an American vault.

WR. Joe Ahearne.

DIR. Joe Ahearne.

EPISODES: 6 **YEAR MADE:** 1998 **COUNTRY:** GB **SEASONS:** 1

A WORLD PRODUCTION FOR CHANNEL 4

CREATOR: JOE AHEARNE

TYPE OF SHOW: PARANORMAL/SCIENTIFIC **FORMAT:** SERIAL
LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English
SEASON BREAKDOWN: (1) 6
DATE OF PREMIER: 15/09/1998 **AIR DATE OF LAST EPISODE** 20/10/1998
SEASON DATE BREAKDOWN:
FILMS:

Michael Colefield JACK DAVENPORT, Angie March SUSANNAH HARKER, Vaughan Rice IDRIS ELBA, Pearse Harman PHILIP QUAST, Jack STEPHEN MOYER, Kirsty Maine COLETTE BROWN, Neil NEIL MASKELL, Sal JULIE SMITH, Lester Hammond CHRISTOPHER VILLIERS, Gideon Hammond TREVOR BOWEN, Frances Pembroke FIONA DOLMAN, Danni JANE SLAVIN, Marion EMMA GILLESPIE, Anthony SIMON DONALD, Gary ROBERT STUART, Colin RUPERT PROCTOR, Oliver JEREMY GILLEY.

1 - 1 *HABEAUS CORPUS*

Mike is dragged away from Jack's stag night by a terrified but unreliable informant who's desperate to talk to Jack. Mike just wants to stop him turning up at the reception, but when the informant turns up dead and Jack disappears, Mike finds himself being dragged into a dark world of which he knows nothing.

Wr Joe Ahearne

Dir Joe Ahearne

1 - 2 *IN NOMINE PATRIS*

Investigating a suspicious hit-and-run by a car with blacked-out windows, the squad suspects that the sunlight-shy son of a well-known businessman is a vampire and decides to investigate his financial activities.

Wr Joe Ahearne

Dir Joe Ahearne

1 - 3 *SUB JUDICE*

The squad members investigate the attempted rape of a female barrister who was apparently saved by a vampire. They find that she has been desperately trying to have a child, and has been impregnated in vitro with her late husband's sperm, but the pregnancy is not normal. Meanwhile, Jack has disappeared without trace and Kirsty tries to get Jacob, a journalist, interested in investigating his disappearance.

Wr Joe Ahearne

Dir Joe Ahearne

1 - 4 *MEA CULPA*

After a boy kills a priest, the squad discovers vampirism among the schoolboys, even though none of them appear to have been bitten.

Wr Joe Ahearne

Dir Joe Ahearne

1 - 5 *TERRA INCOGNITA*

The squad becomes interested in a shipment of mysterious crates of medical supplies from Brazil. Michael suspects Kirsty has been 'taken' and meets her to find out.

Wr Joe Ahearne

Dir Joe Ahearne

1 - 6 *PERSONA NON GRATA*

The captive vampire is identified and the squad discovers a vampire plan to exterminate mankind. Meanwhile, Michael searches for Kristy, who seems to have been abducted.

Wr Joe Ahearne

Dir Joe Ahearne

UNBALANCEAKA: **KYOFU GEKIJO UNBALANCE**AKA: **FRIGHTENING THEATRE UNBALANCE**

Unbalance was an anthology series of chills of the week, including A Mummy's Love, The Girl Who Planned for Death, Assassin's Game, The Masked Grave, The Cat Saw It, Scream of the Vampire and The Butterfly Girl. Though many were dreamed up for the series, about half acknowledged a literary inspiration, including The Women Selling Title Deeds by Seicho Matsumoto and Should Dawn Break by Futaro Yamada.

Unbalance was the original setup for the series that became ULTRA Q, mothballed after ULTRAMAN entered the hiatus, alongside the other THE TWILIGHT ZONE imitators such as OPERATION MYSTERY. Originally titled Frightening Theatre Unbalance Zone in admission of its original inspiration, initial plans called for a team of amateur paranormal researchers meeting up in the Unbalance coffer shop in Tokyo's switch Ginza area.

However, that idea was later dropped in favor of a linking device after the fashion of THE TWILIGHT ZONE's Rod Serling, in which narrator Tatsuo Aojima introduced each episode, including a rich variety of writers whose other credits included productions as diverse as Ken-Chan, COMET-SAN and MIGHTY JACK. Music by Isao Tomita, the series was produced by Ken Kumagai & Yoshiyuki Shindo.

WR. Yozo Tanaka, Mieko Osauchi, Bunzo Wakatsuki, Shinichi Ishikawa, Mari Takizawa, Hiroyasu Yamaura, Shozo Uehara.

DIR. Kiyonori Suzuki, Toshiya Fujita, Yasuhari Hasebe, Eizo Yamagiwa, Tatsumi Kamidai, Tokihisa Morikawa.

EPISODES: 13 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:** 1

FUJI

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 55 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** Japanese

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 08/01/1973

AIR DATE OF LAST EPISODE 02/04/1973

SEASON DATE BREAKDOWN:

FILMS:

Narrator TATSUO AOJIMA, MISAKO WATANABE, YUSUKE KAWATSU, YUKO NINAGAWA,
 ICHIRO ZAITSU, EIJI OKADA, MASUMI HARUKAWA.

RELATED SHOWS:

ULTRA Q

ULTRAMAN

MIGHTY JACK (inc FIGHT! MIGHTY JACK)

COMET-SAN (1967)

UNCLE JACK AND THE DARK SIDE OF THE MOON



Uncle Jack (Paul Jones) is an eccentric cross between an eco-warrior and a mad scientist. His activities embroil him and members of his family (usually nieces and nephews) in various unlikely adventures and constant danger. Jack has a regular nemesis, the evil Vixen (played by the ever-watchable Fenella Fielding), whose plans invariably spell disaster for the ecology of the planet.

The evil Vixen has concocted a plan to control the world's weather. Will Uncle Jack and friends be able to stop her before it's too late?

Writer Jim Eldridge invented a children's hero for the 1990s with the swashbuckling Jack, and initially kept the blend of comedy and drama that had proved popular with his earlier series *Bad Boyes*. By the third series, however, *Radio Times* ceased labelling Uncle Jack as a 'comedy-drama' and called it simply 'drama', perhaps feeling that the Earth's ecological extermination was no laughing matter.

WR.

DIR.

EPISODES: 6 **YEAR MADE:** 1992 **COUNTRY:** GB **SEASONS:** 1

A BBC PRODUCTION

CREATOR: JIM ELRDIGE

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

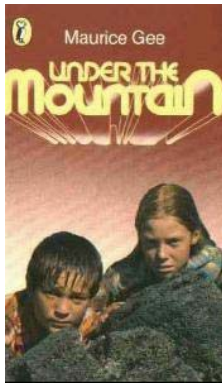
DATE OF PREMIER: 01/10/1992 **AIR DATE OF LAST EPISODE** 05/11/1992

SEASON DATE BREAKDOWN:

FILMS:

Uncle Jack PAUL JONES, The Vixen FENELLA FIELDING, Tricia George TRICIA GEORGE, M
ROGER HAMMOND, JIMMI HARKISHIN, VIVIAN PICKLES.

- 1 - 1 *EVIL WEATHER*
- 1 - 2 *KIDNAPPED*
- 1 - 3 *THE VIXEN STRIKES*
- 1 - 4 *ESCAPE*
- 1 - 5 *THE VIXEN HAS LANDED*
- 1 - 6 *OFF WITH HIS HEAD*

UNDER THE MOUNTAIN

Two teenage twin siblings, Rachel and Theo, on a summer vacation in Auckland visiting their aunt and uncle, meet a certain Mr. Jones, a mysterious man who helped find them when they got lost in the woods eight years earlier. Mr. Jones turns out to be an alien fighter from a distant planet who wants their help in fighting an alien giant slug family of eight members led by a certain Mr. Wilberforce who have arrived on Earth with plans for world domination.

Rebroadcast in the United States as part of "The Third Eye" series on the children's network Nickelodeon.

Produced by Tom Finlayson producer

Original Music by Bernie Allen

Film Editing by Harley Oliver

Makeup Department - Jill Mills makeup artist

Production Management - Gillian Harris unit manager, Brian Walden production manager

WR.

DIR. Chris Bailey

EPISODES: 8 **YEAR MADE:** 1982 **COUNTRY:** NZ **SEASONS:** 1

TELEVISION NEW ZEALAND

CREATOR: MAURICE GEE

TYPE OF SHOW: INVASION

FORMAT: SERIAL

LENGTH (MINS): 29 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 8

DATE OF PREMIER: 01/06/1982

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Rachel Matheson KRISTY WILKINSON, Theo Matheson LANCE WARREN, Mr Jones ROY LEYWOOD, Mr Wilberforce BILL JOHNSON, Aunt Noeline GLYNIS MCNICHOLL, Ricky BILL(WILLIAM) EVANS, NOEL TREVARTHEN, LAURIE DEE, ANNIE WHITTLE.

1 - 9 *TEST FOR THE FUTURE*

1 - 10 *WAVES OF SOUND*

1 - 11 *END SIGNAL*

UNFORSEEN,THE

Anthology series with mostly fantasy storylines. Stories of SF interest include 'Enoch Soames' , in the 1890s, the devil grants a popular authors request to see how his latest book will be remembered 100 years into the future. 'The Monsters' , a pair of young martain scientist defy a government plan as they attempt to be the first Martians to set foot on Earth. 'The Mechanical Man' in which two greedy relatives plans to scare to death their wealthy old relative by creating a mechanical monster.

A prototype Tales of the Unexpected, this early fantasy anthology series appeared on Britain's Granada Television in 1960 (initially twice weekly) as a late night series of short plays covering the inexplication, the supernatural, the occult and science fiction.

The Unforeseen was an early Canadian anthology series of tales of suspense, science fiction and the supernatural. The stories themselves were adaptations of published works. Four of the episodes which were based on short stories also were adapted for TV on Alfred Hitchcock Presents. These stories were 'The Gentlemen from America' , 'Change of Address', 'Ikon of Eliah' and 'The Room on the Fourth Floor' (the hitchcock version of this was entitled 'The Vanishing Lady').

Tales often ended with unusual twists much like The TWILIGHT ZONE would when it started its run a year later. Episodes in the second season featured more eerie and macabre tales than those in the first season. This prompted CBC to air these episodes an hour later. During the summer of 1961, episodes of the Unforeseen were rerun as part of a series entitled Summer Circuit. Summer Circuit featured a combination of new dramas along with reruns of both The Unforeseen and First Person, a series featuring adaptations of works by famous writers.

This series appeared on UK TV on Granada Television in 1960. The series ran for 18 episodes on Granada but was never shown by the ITV network. The episode list represents the full in order list, not all of these episodes have been seen in the UK.

Information on guest cast, writer(s) and director(s) for many of the episodes does not exist. Some of the writers credits listed may refer to the story writer, not the writer of the actual teleplay. Only 7 of the episodes are known to still exist. The executive producer for the series was Peter Francis. Barry Morse starred in many of the episodes, he would later go on to star in the SF show SPACE: 1999.

WR. Vincent McConnor, Hal C. Hackaday, Norah Perez, Ralph Rose, Donald Jack, Ruth Johnson, Marian Hamer, Jack Paritz, Charles Cohen, Chales O'Neill, A.J. Russell, Ronald Weyman, Tod Rhode, Michael Dyne, John Clement, Gil Braun, Donald Pleasance, Robert Lewis, Robert Arthur and Melwyn Breen.

DIR. Basil Coleman, Robert Christie, Charles Jarrott, Leo Orenstien, Eric Till, Andrew Allan, Melwyn Breen, Ronald Weyman, Norman Campbell, Peter Francis, Rex Hagen, David Gardner, John Ashby and Ted Pope.

EPISODES: 58 **YEAR MADE:** 1958 **COUNTRY:** CAN **SEASONS:** 2

A GRANADA TELEVISION PRODUCTION.

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 41, (2) 17

DATE OF PREMIER: 09/10/1958 **AIR DATE OF LAST EPISODE** 09/03/1960

SEASON DATE BREAKDOWN:

FILMS:

Including SUSAN DOUGLAS, GEORGE ROBSINSON, PATRICK MACNEE, BARRY MORSE, BARRY LAVENDER.

RELATED SHOWS:

TWILIGHT ZONE,THE (1958)

1 - 1 *A TERRIBLY STRANGE BED*

1 - 2 *MASTER USED-TO-BE*

1 - 3 *IKON OF ELIJAH*

1 - 4 *TORGUT*

-
- 1 - 5 *THE MONUMENT*
- 1 - 6 *THE THIRD EAR*
- 1 - 7 *THE THREE STRANGERS*
- 1 - 8 *MR. CHARLES*
- 1 - 9 *THROUGH A GLASS DARKLY*
- 1 - 10 *THE ROOM OF THE FOURTH FLOOR*
- 1 - 11 *THE GENTLEMEN FROM AMERICA*
- 1 - 12 *THE KEY*
- 1 - 13 *THE MASK*
- 1 - 14 *ENOCH SOAMES*
- 1 - 15 *MOMMENT OF DECISION*
- 1 - 16 *THE MONSTERS*
- 1 - 17 *THE STORM*
- 1 - 18 *THE END OF THE ROPE*
- 1 - 19 *THE LATE DEPARTED*
- 1 - 20 *MADEMOISELLE FIFI*
- 1 - 21 *FOLLOW ME*
- 1 - 22 *BELLA FLEACE GIVES A PARTY*
- 1 - 23 *TIME EXPOSURE*
- 1 - 24 *EARLY ONE MORNING*
- 1 - 25 *MR. BRISHER'S TREASURE*
- 1 - 26 *TORMENT*
- 1 - 27 *WHERE THE WHEEL STOPS*
- 1 - 28 *THE MECHANICAL MAN*
- 1 - 29 *CABIN B-13*
- 1 - 30 *RENDEZVOUS*
- 1 - 31 *THE WITNESS*
- 1 - 32 *PERILOUS JOURNEY*
- 1 - 33 *VENEGENCE*
- 1 - 34 *PASTORALE*
- 1 - 35 *THE NEW MEMBER*
- 1 - 36 *CHANGE OF ADDRESS*
- 1 - 37 *MR. WICKARD'S WALLET*
- 1 - 38 *QUALITY OF FEAR*
- 1 - 39 *THE TRIAL OF JOHN NOBODY*
- 1 - 40 *THE THREE MARKED COINS*
- 1 - 41 *SPIDER IN THE NIGHT*

- 2 - 1 *THE RETURN*
- 2 - 2 *AUGUST HEAT*
- 2 - 3 *CHEAKMATE*
- 2 - 4 *HEAVEN CAN WAIT*
- 2 - 5 *THE FREEDOM FIGHTERS*
- 2 - 6 *THE METRONOME*
- 2 - 7 *THE WREATH*
- 2 - 8 *A SHELTER FOR THE NIGHT*
- 2 - 9 *THE DOOMDORF MYSTERY*
- 2 - 10 *THE TINTYPE*
- 2 - 11 *THE VOICE*
- 2 - 12 *THE HAUNTED*
- 2 - 13 *WHEN GREEK MEETS GREEK*
- 2 - 14 *DESIRE*
- 2 - 15 *THE BROOCH*
- 2 - 16 *THE PROPOSAL*
- 2 - 17 *MAN RUNNING*

UNINVITED, THE



Photographer Steve Blake is the only witness to a horrific car accident in which the driver, James Wilson, is killed - yet the next day Blake finds him alive and well. Meanwhile Chief Superintendent Gates has been investigating several cases of apparent resurrection - all linked to a ghostly village.

This was another attempt by ITV to produce a British equivalent of THE X FILES, which again failed to be successful, despite the realisation of the series on video and book form. Leslie Grantham, the one-time landlord of the pub in EastEnders, who starred in the series was also the joint Executive Producer for the series, the other executive producer was Archie Tait. The project was originally going to be an on-going series for the BBC, but after a change in management, it went to ITV where it was decided the story should have a definite ending.

Right from the accomplished pyrotechnics of the exploding car in part one, it's clear that The Uninvited is an attempt to make post-X-Files British Science Fiction as stylish as it can be and in peak-time ITV autumn schedules too. It continues to be visually very impressive with underwater filming later in the first episode, and a great deal of night filming to come. But it's not just the glossy finish that it has in common with the adventures of Mulder and Scully. More importantly, The Uninvited takes its subject matter seriously - an approach which should give it a better shot at appealing to a mass audience than something as self-conscious as CRIME TRAVELLER, and which allows it to be genuinely scary at times.

The music certainly helps, managing to create a chilling atmosphere while not being too obtrusive. But it's creator Leslie Grantham who gives the serial its scariest moments, playing the role of Philip Gates (Renewed) with such stern composure that you wonder whether anyone will ever dare ask for his autograph again. With plenty of fun motifs and gimmicks white eyes, nosebleeds and inhalers - and a subtle lack of bad language and overt violence, the serial has a definite family appeal too.

One of the most rewarding aspects of The Uninvited is the way it develops over its four episodes, with a measured unfolding of what turns out to be a basic plot made far more interesting by a number of well placed twists and turns. In part one, the process begins with Steve Blake (Douglas Hodge) investigating the crash that apparently killed James Wilson, a bigwig from 'British Nuclear Power', who is nevertheless alive and well. Through the mysterious coppers Gates and Ferguson of 'Central Ops' we are then introduced to the drowned Norfolk village of Sweethope, whose miraculously alive inhabitants have all gone on to be terribly successful.

This is all intriguing stuff, hinting at far reaching conspiracies and cover-ups, but cleverly not yet implying that anything is necessarily supernatural or alien. The scene near the end of the episode in which Melissa (Lia Williams) suggests alien involvement - and both Steve and ex-wife Joanna Ball (Sylvestra Le Touzel) refuse to give it a second's thought - is a master stroke, a very believable way of easing in the SF genre.

The word 'invasion' isn't used until mid-way through part two, and by this time the roles of the main characters are established: Joanna, the sceptic, firmly rooted in the 'real' world; Steve, the investigator, slowly coming to believe the truth; and Melissa, the believer, who has already come to terms with it. Complications are added by Melissa's breakdown, and Joanna and Steve's collapsed marriage - but otherwise the characters are a little bland, if well played by the three actors.

A fluid set of supporting characters lends help and hindrance in roughly equal measures: in part two, the plot de-tour into the headquarters of Zentex is incomprehensibly explained by Gary Cartwright, while Elizabeth Madigan babbles rather more effectively about the woman "dressed in my daughter's skin". Meanwhile, Gates is taunting us in our confusion: "You're onto me, but you don't know what I've done. You can see through me, but you don't know who I am." He is even more effective when not saying a word, as at the end of the episode when he apparently dies of a nose-bleed and then shockingly comes back to life.

Just when we think this might be a serial about the dangers of world-wide networked software (and featuring a villain named Gates - weird), part three returns to the nuclear connection with weapons testing in the

Antarctic, though aliens benefiting from our own negligence towards Earth is hardly original. The idea, also set up here, that if enough senior aliens are killed at the same time then the whole lot will die off is also rather too convenient, and the alien autopsy is perhaps the only visual element of the serial which really doesn't work. But on the plus side, part three gives us a textbook cliff-hanger, clustering together a number of confusing incidents and revelations including the survival of Gates (again!) and the dramatic meltdown at Sizewell B.

And so the stage is set for a frantic but ultimately disappointing part four. There are some exciting moments, including the obligatory car chase, but the final act in particular seems ill thought out, slowing down despite the inevitably impending climax. Unfortunately, the serious tone that was the serial's initial strength now turns against it: its po-faced attitude to-wards what has turned out to be a derivative B-movie plot leaves it looking simply foolish.

In the end, the serial's chief flaw is not that it's derivative or over-earnest, but that it lacks sophistication. It adopts very basic SF ideas, and uses their familiarity as an excuse not to explain them properly. A number of mysteries set up at the start of the serial are never satisfactorily resolved: for instance, are we meant to believe that the electronics in James Wilson's car were not only computer-controlled but networked as well? If not, how did the aliens control it? Why did Ferguson not remember his conversation with Blake? And what was the 'revolutionary manufacturing process' used to make Zentex software?

These things may not matter to most viewers of *The Uninvited*, and maybe that's the point. As pure escapist SF hokum, it's fairly close to perfect: right up to (nearly) the end, it maintains an unnerving atmosphere and an unrelenting pace, and it's made with stylish production values and a mostly top notch cast. Those of us with a more analytical attitude towards television will probably find more faults with each successive viewing - but that, I suspect is our problem.

WR. Peter Bowker.

DIR. Norman Stone

EPISODES: 4 **YEAR MADE:** 1997 **COUNTRY:** GB **SEASONS:** 1

ITV

CREATOR: PETER BOWKER (Writer), Based on an idea by Leslie Grantham

TYPE OF SHOW: INVASION

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER: 25/09/1997

AIR DATE OF LAST EPISODE 16/10/1997

SEASON DATE BREAKDOWN:

FILMS:

Steve Blake DOUGLAS HODGE, Chief Supt. Gates LESLIE GRANTHAM, James Wilson DAVID ALLISTER, Melissa Gates LIA WILLIAMS, Joanna Ball SYLVESTRA LE TOUZEL, John Ferguson IAN BRIMBLE, Mrs. Wilson KIRSTEN MAY, Sarah Armstrong CAROLINE LEE JOHNSON, David Hallwroth MATT PATRESI, Fiona Leonard NATASHA ROUT, Coroner DAVID PEART.

Books Based on this series.

The Uninvited

Paul Cornell

1997

1 - 1 *CHAPTER ONE*

Photographer Steve Blake witnesses a fatal car crash but is surprised to find the victim alive and well the next day. Investigating further, he finds several similar cases, and uncovers the village of Sweethorpe, which fell into the sea five years earlier, with no loss of life.

Wr Peter Bowker

Dir Norman Stone

1 - 2 *CHAPTER TWO*

Blake, investigating the highly successful careers of the Sweethorpe survivors, gets a job at a software plant owned by another Sweethorpe survivor but is soon uncovered. Melissa Gates falls foul of the local M.P.

Wr Peter Bowker

Dir Norman Stone

1 - 3 *CHAPTER THREE*

Melissa survives the car crash, but Blake worries that she might have been renewed like the Sweethorpe

victims. They decide to reveal their theory of alien invasion on national television.

Wr Peter Bowker

Dir Norman Stone

1 - 4 *CHAPTER FOUR*

Blake is denounced as a terrorist responsible for the explosion at Sizewell power station, and goes on the run with Melissa.

Wr Peter Bowker

Dir Norman Stone

UNSUB

John Westley Grayson is the head of the Behavioural Science Unit of the US Justice Department, taking cases no one else will touch. Their job was to track down killers which they called "Unsubs" - using psychological profiling and the latest high-tech equipment.

Kent McCord who played Alan McWhirter in this series also starred in GALATICA 1980, playing Captain Troy.

This was an excellent show from CBS's adult night time series. This show predates "The X Files" and "Silence of the Lambs" as a specialized FBI investigative forensic team that deals with serial murders, rapists, and other dark characters. The show is both wonderfully intelligent and creepily dark. If this ever re-airs, watch it. It's one of the best, most-overlooked crime drama in the history of film and TV.

Produced by David J. Burke executive producer , Stephen J. Cannell producer , John Peter Kousakis producer , Jo Swerling Jr. producer

Original Music by Mike Post (also theme)

Cinematography by Francis Kenny

Production Design by Stephen Geaghan

Art Department - Harry Griffin-Beale construction coordinator , Dale Menzies carpenter

Special Effects by Michael Clifford special effects coordinator , Rory Cutler special effects coordinator

Stunts - Dan Shea stunt double , Chris J. Clayton stunts (uncredited)

Other crew - Michael McLellan dolly grip , Brian C. Murphy first assistant camera , James Perenseff transportation manager: Cannell

1989 Nominated Emmy Outstanding Achievement in Main Title Theme Music - Mike Post (composer)

WR. Michael Berlin, David J. Burke , Stephen J. Cannell , Eric Estrin , Stephen Kronish, Joe Menosky, Gene Miller , Randall ,

DIR. Corey Allen , James A. Contner , Bill Corcoran , William Fraker, Jim Johnston , Jorge Montesi , Gus Trikonis , Reynaldo Villalobos

EPISODES: 8 **YEAR MADE:** 1989 **COUNTRY:** US **SEASONS:** 1

STEPHEN J. CANNELL PRODUCTIONS

CREATOR:

TYPE OF SHOW: PARANORMAL

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 8

DATE OF PREMIER: 03/02/1989

AIR DATE OF LAST EPISODE 14/04/1989

SEASON DATE BREAKDOWN:

FILMS:

John "Westy" Westley Grayson DAVID SOUL, Ned Platt M. EMMET WALSH, Alan McWhirter KENT MCCORD, Norman McWhirter ANDREA MANN, Tony D'Agostino JOE MARUZZO, Ann Madison

RELATED SHOWS:*GALACTICA 1980*1 - 1 *WHITE DONE DEMON***Wr** Stephen J. Cannell**Dir** Corey Allen1 - 2 *SILENT STALKER***Wr** David J. Burke**Dir** William Fraker1 - 3 *CLEAN SLATE***Wr** Joe Menosky**Dir** Jim Johnston1 - 4 *DADDY DEAREST***Wr** Stephen Kronish**Dir** Reynaldo Villalobos1 - 5 *AND THEY SWARM RIGHT OVER THE DAMN***Wr** Eric Estrin, Michael Berlin**Dir** Jorge Montesi1 - 6 *AND THE DEAD SHALL RISE TO CONDEMN THEE (PART 1 OF 2)***Wr** Randall Wallace**Dir** Bill Corcoran1 - 7 *AND THE DEAD SHALL RISE TO CONDEMN THEE (PART 2 OF 2)***Wr** Randall Wallace**Dir** Gus Trikonis1 - 8 *BURNOUT***Wr** Gene Miller**Dir** James A. Contner

V (1982)



A thriller about aliens conquering the Earth and encountering a stubborn Resistance, 'V' was a clearly stated allegory about the evils of totalitarianism, and it pulled out all the stops to make sure its message got home. These aliens were intergalactic Nazis down to their jackboots, semi--swastikas and insidious propaganda. They rounded up Earth's scientists and herded them off to concentration camps, started a brown-shirted Visitor Youth corps and took over the media. Just in case you still hadn't twigged, up popped an elderly Jew to compare it to the rise of Nazi Germany.

It was one of the great science fiction 'events' to hit British television in the 1980s. The ten--hour American blockbuster cost around £25 million to make and was watched here by more than 10 million viewers - one of the biggest audiences ever for a science fiction show. Subtlety wasn't 'V's strongpoint, but then when you aim for the mainstream you go for the jugular.

That meant easy-to-identify heroes and villains lots of action and lavish special effects. 'V's make-up and hardware were well up to scratch, but it was something soft and furry that gave the series its most vivid and memorable image. Underneath their reassuring human exteriors the alien 'Visitors' were really a race of hideous reptiles with a taste for live meat, and one scene called for Diana, the alien leader, to 'eat' a live rat. To achieve the startling effect, actress Jane Badler dangled the rat in front of her mouth, but it was actually 'swallowed' by a mechanical head. The camera cut back to the real actress who was fitted with a false throat with built-in air sacs that inflated and deflated to give the illusion of the rodent sliding down her throat. Yuk!

If that wasn't enough, 'V' tossed in sex between a lounging lizard called Brian and an Earth girl, Robin, producing two babies - one a lizard creature which dies the other a 'human' girl with forked tongue, Elizabeth, who eventually provides the key to defeating the aliens. Heroes of the Resistance were TV cameraman Mike Donovan - capable of dodging umpteen laser blasts at a single bound - scientists Julie Parris and Robert Maxwell, and gruff mercenary Ham Tyler. They were aided by a handful of alien sympathisers, notably Fifth Columnist Martin and the soft-hearted Willie.

ITV scheduled 'V' in the summer of '84, as its alternative to the BBC's wall-to-wall Olympics. So, instead of hordes of Americans running and jumping in Los Angeles, you could watch . . . hordes of Americans running and jumping in Los Angeles. As a contest, 'V' made the Olympics look like a school sports. Two out of three viewers agreed and ITV won the ratings war - at least for the five nights 'V' was on.

Given the mini-series' phenomenal success, a sequel was inevitable. But 'V': The Series never made the same impact. Most of the main characters returned, but the political overtones were largely discarded in favour of formula action-adventures, with the metamorphosis of the alien/human 'starchild' Elizabeth the only real sign of progress. London, TSW and Channel viewers saw the sequel first, in June 1985. Other regions followed at irregular intervals.

The mini-series writer, director and executive producer was Kenneth Johnson, the producer was Chuck Bowman and the make up was created by Leo Lotito. The series premiered in the UK between the 30th July and the 3rd August 1984.

Another important series to surprise us on the TV screen was V!. It seems probable that the inspiration for this was the old TWILIGHT ZONE (or was it OUTER LIMITS) sketch where the aliens visit and everyone is SO pleased, until some professor comes screaming up just as the ship is leaving to take a gaggle of would be tourists to the alien's home planet. He has been deciphering a book, and yells a moment too late..."It's a cook book...how to cook humans!".

Well V is very similar in nature. Of course when our heroes discover the awful truth about the V!, no one will believe them...partially because they look so much like us, and of course, because by the time the disturbing rumors start, Earth society has already marched along in lock step with the offered technology and medical

advances the V have brought to the planet. This is almost a rerun of "The Day the Earth Stood Still" mixed with the Mario Brothers Lizard Act (Dennis Hopper gets around, huh?). The shows longevity (was it a mini series or what...I don't remember) and viewer ratings show the intense desire for decent sci-fi (well semi-decent anyway).

WR. Kenneth Johnson.

DIR. Kenneth Johnson.

EPISODES: 5 **YEAR MADE:** 1982 **COUNTRY:** US **SEASONS:** 1

A KENNETH JOHNSON PRODUCTION IN ASSOCIATION WITH WARNER BROS. TELEVISION.

CREATOR: KENNETH JOHNSON

TYPE OF SHOW: INVASION

FORMAT: MINI-SERIES

LENGTH (MINS): 110 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 5

DATE OF PREMIER: 01/05/1983

AIR DATE OF LAST EPISODE 08/05/1984

SEASON DATE BREAKDOWN:

FILMS:

Diana JUNE BADLER, Mike Donovan MARC SINGER, Dr. Julia Parris FAYE GRANT, MICHAEL DURRELL, PETER NELSON, BLAIR TEFKIN, DAVID PACKER, Elias MICHAEL WRIGHT, NEVA PATTERSON, LEONARDO CIMINO, ANDREW PRINE, RICHARD HERD, Willie ROBERT ENGLUND, FRANK ASHMORE, JENNY SULLIVAN, MICHAEL IRONSIDE.

RELATED SHOWS:

V (1984)

ALIEN NATION

SHADOW CHASERS

1 - 1 *V: PART 1*

Visitors from another world arrive on Earth and claim that they come in peace. People discover, however, that the Visitors may not be telling the truth.

Wr Kenneth Johnson

Dir Kenneth Johnson

1 - 2 *V: PART 2*

Donovan becomes a fugitive when he tries to reveal to the world the truth about the visitors. The aliens kidnap his son. Donovan boards the mothership but fails to recover him. He is saved by one of the aliens, Martin and learns of the Visitor's plans to steal Earth's water and take Earth's people as slaves, soldiers, and food.

Wr Kenneth Johnson

Dir Kenneth Johnson

1 - 3 *V: THE FINAL BATTLE PART 1*

Four months have passed since the visitors first arrived on Earth. They manipulate world opinion in their favor and are determined to eradicate the resistance. Many humans now cooperate with the visitors. When Diana makes a public appearance, the Resistance finds a opportunity to expose the Visitors to the world.

Wr Brian Taggart, Peggy Goldman

Dir Richard T. Heffron

1 - 4 *V: THE FINAL BATTLE PART 2*

Donovan is reunited with his son and joins the international Resistance headed by Ham Tyler and Chris Farber. The first priority is freeing Julie who has been captured and is being held in the visitor mothership. Meanwhile, Robin who is pregnant by a Visitor goes into labor.

Wr Brian Taggart, Diane Frolov

Dir Richard T. Heffron

1 - 5 *V: THE FINAL BATTLE PART 3*

Donovan turns himself over to the aliens in order to save his son. Diana hears her colleagues are plotting against her. She tells her leader that only she can succeed because of a spy she has in the Resistance. Willie, a friendly alien, submits to tests so Julie can develop a biological weapon against the Visitors. The weapon, a red dust, is then used against the Visitors with much success.

Wr Brian Taggart, Craig Buck

Dir Richard T. Heffron

V (1984)



Aliens arrive on Earth with what seems like good intentions until a reporter learns that they are really here to steal people to use as food. One year after the victory over the aliens. Nathan Bates kidnaps Diana hoping to acquire alien technology, but she manages to escape from him, whilst Elizabeth begins a strange metamorphosis.

Earth is confronted by the Visitors, aliens who offer peace, friendship and protection. While many accept them at face value, the square jaw and Aryan features leave others more cynical about their true intentions. Donovan, a television cameraman, sneaks aboard the alien space vessel and captures a glimpse of the aliens' true form-behind a rubber mask lies a reptilian visage. The Visitors take the world by storm, controlling the human population by means of a tight fisted fascist police state; it's up to an intrepid band of resistance fighters to stop them.

Cast: As the Resistance: Mike Donovan (Marc Singer); Julie Parrish (Faye Grant); Ham Tyler (Michael Ironside); Kyle Bates (Jeff Yagher); Elizabeth (Jennifer Cooke); Elias (Michael Wright); Robin Maxwell (Blair Tefkin); As the Visitors: Diana (Jane Badler); Willie (Robert Englund); Lydia (June Chadwick); Martin/Philip (Frank Ashmore); Lt. James (Judson Scott); Also Starring: Nathan Bates (Lane Smith); Mr. Chiang (Aki Aleong); Howard K. Smith (Himself).

V (Mini-series): Created by: Kenneth Johnson; Executive Producer: Kenneth Johnson; Producer: Chuck Bowman; Associate Producer: Patrick Boyriven; V: The Final Battle: Executive Producers: Daniel H. Blatt and Robert Singer; Co-Producer: Patrick Boyriven; Produced by: Dean O'Brien; V (the series): Executive Producer: Daniel H. Blatt, Robert Singer; Producer: Dean O'Brien, Skip Ward, Donald R. Boyle, Ralph R. Riskin; Supervising Producer: Steven de Souza, Garner Simmons; Associate Producer: Michael Eliot; NBC/Warner Brothers; 60 minutes.

The brutal events of World War II, the Nazi oppression and the battleground landscape of European underground resistance fighters in France and Denmark served as inspiration of this popular "War of the Worlds"-style science fiction drama. When he sat down to write a script about vigilantism in the United States several years ago, Kenneth Johnson never realized that his fascination with the novel *It Can't Happen Here* by Sinclair Lewis would lead him to the creation of *V*, a highly acclaimed four hour mini-series. The novel was about the rise of fascism in the United States. "If you look at the strength of the religious right and the fundamentalists of this country you'll see the reality of the novel," says Johnson.

At the time, Johnson was writing a screenplay "about a vigilante-type organization growing and growing until suddenly we're no longer in the same country. Overnight we would become a police state. We'd become a right-wing, fascist state. Of course, there'd be a group of people determined to fight against them and try to bring the United States back the way it's supposed to be.

"Brandon Tartikoff [then head of NBC Television] saw that script and was nervous about the whole fascist thing. It was a contemporary script, taking place wherever you wanted. Brandon felt that Americans would have a hard time believing it," recalls Johnson. " 'Couldn't the bad guys be Soviets? Or the Chinese?' I said, 'No, I don't think the Soviets or the Chinese could sustain a protracted occupation of the United States.' Jeff Sagansky, who was the second in command at the time, was sitting over in the corner of this meeting, and he said, 'How about if aliens come in?' and we said, 'Oh, god! Jeff! We're sick of that! '" But that set some tumblers whirling in Johnson's brain. He began thinking about how he could transplant this rise-of-vigilantism fiction into a science fiction arena.

"I thought maybe there was a way to parallel the Nazis' falling in Denmark. They sort of rolled in Denmark and said, 'Hi, we're going to be your friends. We're here to protect you from the imperialistic English, you lucky people.' So I thought about spacecraft being like the Nazi coming into Denmark. And I realized there was a way to do that, that a totalitarian society like the aliens could come in here, showing us one face if you

will, but underneath, guess what?

"In the case of V the face underneath is, literally, the face underneath! They were not humans at all-they were reptilian. Again, this goes back to my studies in evolution and where we could have gone...."

Fascinated with the parallels he could draw by allegory, Johnson picked a real person as inspiration for the character of Julie Parrish, played by Faye Grant. "Faye's character," he says, "is based on an 18-year-old French woman who ran the underground lines. She lived in France and one day walked into a British outpost in Barbados, Spain, with half a dozen British fighters who had been downed in France. She said, 'Here, I brought them to you.' And they said, 'How did you bring them here?' They asked her to bring out more ... and smuggle them back to England. She became one of the leaders of the French resistance."

Johnson provided Grant the key to her characterization in this woman. "I brought it forth to her, and as a matter of fact, I think Faye even met the woman after the show on a trip to Europe," he says. "Marc [Singer], his character was one of the major leftovers of my original script. It was from the point of view of a cameraman. I wanted a cameraman because like the camera, he doesn't blink. You know, when anybody else is dazzled by these people, he's a cynic. He's the one that says, 'I'm not sure!' He's the one that's looking all the time."

Only one scene remained from the "fascist" script version of V: the moment when Donovan is coming back from the mothership and "walks in with the videotape, and he's about to go on the air and he's going to blow the lid off of everything [with] the tape of Diana swallowing the guinea pig. The network has been taken over by the aliens at that point, and the Visitors now control all our communication, and you're essentially screwed. That scene was verbatim from my original fascist script before it became lizards and aliens."

For Johnson, V was emotionally and creatively satisfying. "I was very excited and proud of it as a piece of work because it really spoke to the heroism in all of us. Really, what V was about was power. V was about people reacting to power. Whether it was sucking to it, like Donovan's mother does out of the desire to increase her own stance and power in the community"-or like another character, whose reaction Johnson describes as, "'Don't worry, everything's going to be OK. This is better.' Or like David Packer's character (Daniel), who gets seduced into being the new Hitler youth out of a desire to gain power, prestige particularly if they are a troubled youth. It gives them something to hold on to, and if you put a gun to someone's head, their real personality begins to emerge. Why doesn't someone like Faye, who doesn't think of [herself] as a powerful person, give in? And yet, because it's innate in her nature, she rises to the top to become a heroine of peace."

Johnson believes very strongly that "everybody, one way or another, gives in to the desire of, the seduction of, power-or they fight against what they know [is] wrong even if it puts them into mortal danger. That's what the piece is about, and that's what I intended the series to be. I did not ever want the series to be a comic book piece. I did not ever want it to be the power station of the week we're going to blow up.

"I wanted it to be a really tense, suspenseful psychological drama about the interrelationships of those people. Essentially, the science fiction retelling of the French, Dutch and Danish resistance during World War II."

Ratings for the first mini-series were so strong-as it had been seen by some 65 million people-that Warner Brothers and NBC wanted a second mini-series, this time a six-hour piece budgeted at \$14 million and titled V: The Final Battle. But Johnson did not do the second miniseries. "When NBC decided not to do it as a onehour show, and they knew they had a gold mine and asked me to do a sequel, Warner Brothers did not want to do a sequel because it was so expensive," explains Johnson.

To encourage Johnson and Warner Brothers to film the sequel, NBC promised both parties a 12-hour blind series commitment. "'Blind' means (NBC) was guaranteeing Warner Brothers an entire other series, something yet to be determined, with me producing," explains Johnson. Warner Brothers agreed to the deal. But the wheels just set in motion came to a screeching halt when Warner Brothers went to Johnson and "asked if I could do it quick, cheap and dirty." Johnson threatened to abandon the project. "And then they said, 'OK, you can get started on the blind 12-hour series commitment.' I said, 'No, you don't understand, I'm leaving. I don't want to do this.'"

Now agitated, Warner Brothers was amazed at Johnson's audacity in so easily dropping 12 hours of television production. "And they said, 'You can't take that [NBC] commitment and go somewhere else!' I said, 'I know that. But that's a million dollars out of our pocket!' I said, 'I know that. A lot of people are working here!' I replied, 'I don't like how you screwed me here with the budget on the first show!' And they were pretty amazed. It was pretty foolish of me because they brought in some people who could not have the investment I had on the show"-who, Johnson says, went about the business of totally revising, trashing the script I had."

Johnson supervised the writing and shared a story credit on the second mini-series with Diane Frolov, Craig (Faustus) Buck and Peggy Goldman. Each had written a teleplay for two hours of the six hours prepared. Colleagues Harry and Renee Longstreet had written additional scripts for the series which were incorporated into the Frolov, Buck and Goldman teleplays. "For the record, NBC was elated with our six-hour script-and

very upset after Daniel Blatt and Robert Singer took on the project when I left and had it 'fixed up' by another writer," says Johnson. "NBC felt their new version was apparently not as good, but were so close to production they had to go with it. I did take my name off, replacing it with my pseudonym, 'Lillian Weezer'-the name of my dog!"

Johnson believes the new team completely missed the subtlety and psychological depth he intended for the second six hours of V. Johnson has never seen the sequel or the television series, but he was informed by friends and colleagues of the end product. By accident, one day while flipping through channels on TV he ran across a scene of the second mini-series and saw how his original vision had been mangled in the rewriting process for the second. "We had written one scene where a priest had given Diana [the lead alien] a Bible and gave Diana some real second thoughts," explains Johnson. "The way the scene was originally written was as a very hip, young priest. Somebody cool to play this priest. And Diana begins to wonder about herself and where she's going and what she's doing, and she doesn't like the fact that it makes her think. And because of that she spins around and out of the blue, kills the priest. The way the scene [was] written was amazing because you really saw her character; she had three dimensions, and was a very interesting person."

In Johnson's original treatment, Ham Tyler was in a wheelchair, and in the rewritten aired version, an entire 'scientists are evil' subplot Johnson's parallel to the Holocaust-was shredded. Also in Johnson's second mini-series script, he introduced the Alliance, the Visitors' enemies in space. But Johnson says that was a red herring to falsely bolster the Resistance's spirit for help. New writers grabbed that and used it as a plot point. Johnson disowns a subplot regarding the half-lizard, half-human child Elizabeth, who, in the conclusion of The Finat Bartle, grabs the control panel of the mothership just before the self-destruct mechanism can complete its countdown, and she mysteriously glows and saves the ship.

Johnson had definite plans for resolving the premise. "The way the original six hours ended was the Earth being saved and the spacecraft leaving, but leaving with our people on it. But Marc and Faye decided they couldn't deal with that and they had gone after them. Marc flies a shuttlecraft into the saucer as it was leaving. And that's the way we ended it." V has become so popular worldwide that, Johnson reports, "in Germany alone, on video, it made a million dollars! It aired in South Africa and ... the white government saw this as; 'Wait! This has white people and black people working together,'" says Johnson excitedly. "The response was the same as when Europe saw it; the black people started spraying big red V all over," as they saw the allegorical comments on a repressive society. "Ain't that great! I loved it!"

"We were also huge in Japan. I was on a promotional tour to Japan and you couldn't walk down the street without seeing signs for V. Germany closed the schools to make sure everybody watched it." When it arrived in England, it aired opposite the 1984 Olympics, stomping the games in the ratings. "Truly! It's just been received with astonishment all over the world. As I said, Warner Brothers really shot themselves in the foot."

Contemplating a revisit to V, for Johnson, is just an exercise in futility. "I don't know what I can do now that they haven't already screwed up," he says disgustedly. "It's like trying to go back and ... recreate a painting. "There's one thing you should understand that's very important. One of the toughest days I've had in this town was when I sat down to watch the first cut of V. Usually, when you see the film first cut together you [say], 'Oh my god! That's not what I did! How do I deal with the film?' In the case of V, I was sitting and watching this screening, and this is before putting in any of the special effects, laser stuff, spacecraft, any of that. But it sang like a million bucks. The reason why is because of the characters. Any science fiction, or any good drama, is all about [good characters]. People are always asking me, 'Why isn't there any good science fiction on television?' Because people get all caught up on the effects. But the real heart and soul is in the people. Let the people work. Make them strong and solid."

The editing process provided interesting problems. "After I cut it down, it's four hours and fifteen minutes," says Johnson. "It had to be four hours with commercials. I called Brandon and said, 'I have a problem, I can't cut this down to four.' And he said, 'Oh, come on, this is a director who can't cut his own work?' So I said, 'Take a look at it, see what you think.' He looked at the whole picture, and he came back and said, 'Well, we're going to have fifteen more minutes Sunday night!' When V aired, the first two hours was two hours and fifteen minutes. There was too much good material, and Brandon agreed with me that it could not be cut."

Johnson remembers that early in the process of making V, he made an interesting suggestion to NBC chief Brandon Tartikoff. "I told Brandon, 'Let me have Sunday night every five weeks and I'll give you a continuing saga.' Now, three years later, Brandon came to me and said, 'You know that's what we should have done with V?' I said, 'How's that?' 'We should have put it on Sunday nights, like once every five or six weeks.' I replied, 'I'm the one that gave you that idea!'"

When the second mini-series aired with an amazing 50 million viewers glued to their screens, NBC felt they had no choice but to develop a series. Executive producers Robert Singer and Daniel Blatt came in to take the reins that once were held by Johnson. New characters were introduced to further the story. For Michael

Ironside, who played the distrustful ex-CIA agent Ham Tyler in both the second mini-series and the series, V was an opportunity to make friends. In the second mini-series, he says, "the very first scene we shot-Mickey Jones and I walk into the rebel headquarters and confront Donovan and say, 'You guys are doomed, they know who you are'-was the actual first day of shooting. When I first met Mickey Jones, who plays Chris Farber, Ham's backup, we became instant friends. He was best man at my wedding. I have a pickup truck I bought off him." Much later, they would appear together in the feature film Total Recall (1990).

"Faye Grant, I see fairly regularly, on and off over the years. She's married [to actor Stephen Collins, best known for Tales of the Gold Monkey], and has a baby. Jennifer Cooke is a good friend, although I haven't talked to her in a while. She married a guy ... and they live in Boulder, Colorado. I saw Marc Singer recently at an audition. We were actually going up for the same part in a movie. I haven't seen Michael Wright in a long time.

"That's what [the business] is all about. The people you meet." Thirteen episodes into the series, Ironside, Jones and Blair Tefkin left the show, ostensibly for their characters to fight the aliens in Chicago. The elimination of characters was an attempt at reducing the number of different players and trimming storylines. "I wanted to leave," says Ironside candidly. "It's very difficult work, week after week, to feel fresh with that character. When I was given the opportunity to take him to Chicago, I gratefully took it. I was coming up to an opportunity to work on Jo Jo Dancer with Richard Pryor and Top Gun with Tom Cruise. I'd rather have done those. Also in the contract, if they got the [second] season, I'd be back."

The two mini-series created a tremendous problem for the network and the studio when the decision was made to continue as a weekly television series. In The Final Battle, the humans had won their fight against the Visitors by disabling them with the red dust spread across the world. For answers on how to continue the war, the network turned to producer and writer Steven E. de Souza. "The mini-series was a complete story which ended with the triumph against the aliens," recaps de Souza. "The aliens were utterly defeated at the end of the mini-series. It was sort of saying World War II ended after the Japanese surrendered. When Warner Brothers and NBC said, 'We want to pick this up after we left off,' I said, 'You can't pick it up where you left off. You've created an impossible situation to resurrect it. The only thing you can do is start it up again.' In my opinion the mini-series worked at its best in the earlier episodes when there was sort of a political stalemate. So my intention was to get back to that stalemate situation."

To get it back to the heated status quo of the first mini-series required some creative exercises. In the process, de Souza's mind leapt to Casablanca. "Casablanca, many people say, is one of the greatest art pictures ever made," says de Souza. "It works well, has great drama, because the cafe that Rick has is a neutral ground where the Nazi and the freedom fighters meet on equal ground. So you have very intense scenes between Victor Lazlo (actor Paul Henreid), leader of the French underground, and the Nazis. They're threatening each other, and yet no one pulls out a gun and shoots the other person! This was the political construction of Casablanca at the time, and that gives you drama. So, I set up a nightclub in the series, analogous to that, to create that situation."

Believing this to be a good foundation for dramatic scenes, de Souza embellished the idea by "making Los Angeles in the series a neutral city an open city. For the series to work, you've got to be able to have the heroes and villains get in the same room to have scenes together. So if you have a full-scale war like they had in the last two to other! Whereas if they were in the same room in three hours of the first mini-series, they never can the fifth hour of the series, they would have a very have scenes with each other! If you ever have tense melodramatic scene. That's good, because Marc Singer get in the same room with Jane you have got to have the characters interact with Badler in the mini-series, they would shoot each each other!"

Although he set up the foundations of drama so the saga could continue, de Souza left the show after six episodes because of "creative differences." "There was a great deal of impatience at the network for the ratings to go up," he sighs. "Again, in short-sighted thinking, they remembered the highest rating was the last two hours of the first mini-series. That's where it was non-stop combat. Of course, I want action every week too, I don't want these people standing around talking. The problem is you have to have the underlying society of your story. Look at Star Trek: They didn't have a space battle with Klingons every week. The Klingons were out there. The series was a gunboat diplomacy show, where you had the Klingons and the Romulans who were the bad guys. And they would be mentioned all the time. There were many episodes about a new planet discovered, that we have to defend these people because it's an important outpost that the Romulans might get. It was an analogy to the Cold War. But they did not have a shooting battle with the Klingons every week.

They never said, 'This week on Star Trek, all-out war breaks out!' The next 13 episodes is, like, war against the Klingons in outer space. The series would have degenerated to a military show every week, where everyone is on a military mission." De Souza argued for balance, but "[the network] came to me and said, 'We want a higher rating. We want you to have complete, total war because these were the highest ratings of the last two hours of the first mini-series.' First of all, action is very expensive. We had action every week, but

within the context of resistance fighters who are trying to go out and destroy the enemy in small, guerrilla actions-which we can afford to do. You know, like sabotage, blowing things up, capturing people, making them talk."

De Souza told the network, "If V becomes a complete war we can't do it because now the Air Force gets involved. Now, we have to spend all of our money on special effects shots of flying saucers shooting missiles at the city! I wanted the show to take place in a neutral place like Vichy, France [during World War II]. That's exactly what I wanted to do. In Vichy, France, there were no armies coming and going. I wanted a middle ground where small groups of commandos and guerrillas would engage each other. That can be done. I was overruled. I left the show. The minute I was gone, two weeks later, they got rid of a whole bunch of characters. And the wrong ones, by the way! The show ended in stalemate. And immediately, the show failed!

"First of all, the people behind the show had so little understanding of science fiction, and they didn't even pay attention to the show. Towards the end, they had an episode where someone came on the show and said, 'I must leave now and return to our own galaxy.' In the mini-series almost a year and a half ago, they identified a character as coming from a planet around the star Sirius, which is a very close star to us! In our own galaxy! So no one even gave a care to their own ground rules."

Of the many plots and subplots running throughout the saga, de Souza believes that one of the best didn't get the airplay it deserved: the conflict between Donovan and Tyler. "No one was able to make it work," he says. "It wasn't used enough. I don't know why, but the networks said, 'We don't want the heroes fighting. We want them fighting the villains.' I loved that and I wanted to continue it. The network studio executives say, 'Why are you having these guys bicker? You should have them fight the aliens together.' I had people say to me, 'Steve, you are inconsistent. You are talking about Star Trek. That's your dream role model; they never fought [among each other].' I said, 'Watch it again!' There was a great deal of conflict between Captain Kirk, Mr. Spock and Dr. McCoy.

It could never get as intense as it could get with Marc and Michael because [the Enterprise officers] were in a military situation and at a certain point you get court martialed!" Many actors worked hard on the saga, de Souza says. "Everybody wanted to stretch their characters. Everybody wanted to go in new areas. It was my impression that they were very disheartened when the show changed. ... My impression was that morale really went down after they let a lot of the characters go. Everybody had an understanding of their characters when the mini-series was going. [But then] inconsistencies crept in. They were very quick to find it. They'd ask, 'Why am I doing this? This doesn't make any sense to me!'"

The move from mini-series to weekly episodes presented further story problems. For example, at the end of *The Final Battle*, Donovan and Parrish had, with the help of the friendly Visitor Martin, captured a mothership. As soon as V went to series status, de Souza realized in alarm that if they were to reestablish the status quo, the Resistance could not be in possession of the aliens' technology. "One of the first things I said was, 'We have to get rid of the mothership.' The network executive said, 'Why are you doing this storyline about the mothership then [for the second episode, "Dreadnaught"]?' I said, 'Because if the mothership has been captured, and the aliens attack again, we would immediately take the mothership apart, right? You can't just resume the war because any 12-year-old with common sense would say, 'They've captured the mothership. They understand how all the weapons work.'

"So the network executive said, 'Don't even bother with that. Our audience won't even think of that.'" Disgusted with this attitude, de Souza argued for continuity, as well as respect for the audience. "They'd say, 'Maybe they put [the mothership] in the Smithsonian Institute and the Smithsonian people will turn it over to the Pentagon.' I said, 'Are you serious?' You've got to say that this is being examined and taken apart. You have to pick it up at that point. That was our plan, and we spent the first hour getting rid of the mothership. It was like a magic ring. You never give your heroes a magic ring or there's no series! It's like giving Angela Lansbury a crystal ball in *Murder She Wrote* and it tells her who the killer is. There's no show! The fact they think that our audience is too stupid to think that through indicates the score that they have of the audience."

Making a move from a mini-series to a weekly series has important implications for story development. For a mini-series, structure demands a beginning, middle and end. But a weekly series automatically becomes melodramatic, and "the ongoing saga" here was not unlike a soap opera, with twists and turns in every chapter, as de Souza remembers.

Because *The Final Battle* ended with Diana taking off from the mothership and Donovan saying, "I'll get her later," de Souza suggested a story for the first episode of the series: "'Let's catch her, and then we have a second hour.' We picked up like the Saturday morning serials, right from where we left off. Donovan shoots her down and captures her. She gets away, and now we just continue the chase. The trial would have been a different situation, so we did a Lee Harvey Oswald. On the way to the trial she was shot. And she's faked her

death. They substitute the body. And the people who did this ran the scientific corporation. We invented a new character [Lane Smith as Nathan Bates] and we said, off camera, he was the chemical genius that invented the poison that killed the aliens [the red dust used in the second mini-series]. He was like a Howard Hughes kind of character. We had him kidnap her because he wanted her to help his scientists understand the spaceships so he could make money selling the technology. Finally, she escapes and brings back the aliens.

"Someone at the network said, 'I don't understand why you have this whole complicated thing where he gets her and fakes her death, kills her like Lee Harvey Oswald, and she has her own plans and then she escapes. You go through all that stuff to have her escape. But she can escape in one second. You can save thousands of dollars in filming.'" The executive suggested that Diana use alien powers to free herself. "I said, 'Well, how does she do that?' He said, 'Because, she's an alien, she has hypnotic power.' But I said, 'We never established anything like that!' And this is a top network executive who just cannot understand that you just can't keep changing the rules every week!"

Some four years after the V series ended its run, it seemed as though another page would be added to its history. Intrigued with the idea of reviving V, Warner Bros. in late 1989 commissioned screenwriter 1. Michael Straczynski, of Capt. Power, TwilightZone and Babylon 5 fame, to write V.~ The Next Chapter to resolve the saga. The fourhour, two-part script, entitled "Rebirth," was an exercise in violent science fiction for television.

Straczynski's vision for the final fate of our band of freedom fighters begins with a complicated prelude: While peace is being declared on Earth, the Visitors violate the truce and massively attack the planet using 15 motherships. Elias (Michael Wright) is killed in battle, Willie (Robert Englund) is executed as a traitor, and Lydia (June Chadwick) disintegrates along with her mothership. Diana (Jane Badler) is reassigned elsewhere, while Julie Parrish (Faye Grant) flees the U.S. for Australia and disappears. Mike Donovan (Marc Singer) ends up as a prisoner of war on the Visitors' home planet. Many cities of the world get crushed into rubble in the process.

"Rebirth" takes place five years after Earth's surrender to the Visitors and deals with members of the Visitors' enemies, the Alliance, meeting with Earth's last rebel forces in a desperate bid to regain the planet. Straczynski takes what was meant as a false message, a red herring, in Johnson's original treatment, as a real event within the story. After an extensive feasibility study, Warner Bros. rejected Straczynski's script as being too expensive to produce.

Both Ken Johnson and Michael Ironside said that Warner Bros. wanted to bring back V as a feature film and NBC wanted it as another fourhour mini-series to complete a syndication pack "I've known that for years," scoffs Johnson. "They couldn't afford it then, they can't afford it now. Warner Bros. absolutely fumbled the ball." Ironside echoes Johnson's belief that Warner Bros. and NBC have different ideas for the next incarnation. "We hear about it once a year or so. I think Warner Bros. doesn't want to pay for it. It's like a million and a half a week, and NBC would like the four hours to be done so they can get their syndication into place. Warner Bros. is not interested in footing the bill for that, because they never make enough revenues off of it. They are more interested in the feature film concept. So maybe when they stop bickering over it, someday it'll get done.

"It's getting more and more expensive. You've got people like Robert Englund as Freddy Krueger. Myself, I've gone off and done things, so my salary is higher now." For now, the Visitors have Earth in their clutches. And if Straczynski's effort is any indication, it will be a long, difficult road before this mega-series comes alive once again and humans regroup their forces to destroy the lizards.

CAST NOTES

Marc Singer (Mike Donovan): Born in 1948 in Vancouver, Canada, he first came to attention in a leading role in *The Taming of the Shrew* for PBS. His features include *Go Tell the Spartans* (1978) and *If You Can See What I Hear* (1982), and he starred in two *Beastmaster* films (1982 and 1992). He also has been busy with films for video like *Silhouette* with Tracy Scoggins and *Watchers 11The Outsiders* (1989), and with television appearances like *Twilight Zone*, *The Hitchhiker*, *Simon and Simon* and *Highlander-The Series*.

Faye Grant (Julie): Born in Detroit, Michigan, Grant started out in *Greatest American Hero* as one of the high school kids. She became very proficient in commercials and guest roles. Michael Ironside (Ham Tyler): Born 1949. Excels as villains, including the nasty assassin in *Total Recall* (1990) and *Highlander II: The Quickening* (1991). But he also co-produced small films like *Chainedance* (1991).

Jane Badler (Diana): First came to attention on the daytime soaps *One Life to Live* and *The Doctors*. Later appeared on *The Highwayman* (1988) with Sam Jones.

June Chadwick (Lydia): This English-born actress has starred in feature films like *This Is Spinal Tap* (1984) and *Forbidden World* (1982) and costarred in the TV movie *Sparkling Cyanide* (1983). Later, she had a recurring role in Stephen J. Cannell's *Riptide* (1986).

Lane Smith (Nathan Bates): Born 1935. Smith's features include *Rooster Cogburn* (1969), *Network* (1976), *Prince of the City* (1981) and *Frances* (1982). Television credits include *Something About Amelia* (1984) and *Special Bulletin* (1983). He's also appeared in *Chiefs* (1983) and *Kay O'Brien* (1986). Most recently, he landed the role of editor Perry White on *Lois and Clark: The Adventures of Superman* (1993).

Robert Englund (Willie): Born 1947. Became famous as Freddy Krueger in *Nightmare on Elm Street* horror feature series. Later the character moved into television under the title *Freddy's Nightmares* (1989-90).

Blair Tefkin (Robin): Has appeared in *Fast Times at Ridgemont High* (1982) and *Johnny Dangerously* (1984) and guest-starred in series such as *Quincy*, *Shirley* and *Marcus Welby, M.D.* Michael Wright (Elias): Was named best actor at the Venice Film Festival for his performance in *Streamers* (1983). By answering a newspaper ad, he was cast in the feature film *The Wanderers* (1979), which led to his role in *V*.

Jennifer Cooke (Elizabeth): Portrayed the demure young Morgan Nelson on the daytime drama *The Guiding Light* for two years. She's a veteran of more than 200 commercials.

Jeff Yagher (Kyle): Was a first-year graduate student on a scholarship at Yale Drama School where he won the role of Kyle. He starred in the Oscar-winning *The Refugee* (1984). He returned to the science fiction genre in *The Bionic Showdown* (1989), the second reunion tele-film with the six million dollar man and the bionic woman.

Two popular miniseries became a weekly series. "V" abbreviates "Visitors" -- the aliens who offered to barter their high technology for terrestrial minerals. Or so their PR firm said. A handful of sceptics uncovered the malignant nature of the Visitors as the aliens systematically took over the earth and liquidated almost all resistance. Beneath their humanoid features, they were really carnivorous lizards, who considered humans little more than walking sushi.

The good guys drive off the baddies with a bacterial red dust, reminiscent of the germs that defeated H.G. Wells' Martians. The weekly series started with a Nuremberg-like trial of the captured Visitor leader Diana -- many parallels between Visitors and Nazis recur throughout the series. Diana escapes and conquers earth again, thanks to the Visitors collaborators - umm, I mean Scientific Frontiers Corp. which manufactures the red dust, and is led by immoral Nathan Bates.

TV anchor Mike Donovan - who had broken the story on the Visitors' evil nature - leads the resistance, with the help of scientist Julie, plus Elias and Ham. Their headquarters was the Club Creole. They were aided by a turncoat Visitor Willie, and a woman named Robin who had an affair with an alien and given birth to a semi-alien baby, a preposterously absurd idea to anyone who has a clue about evolutionary biology. The impossible halfbreed ages rapidly to become Elizabeth, the key to the Visitors' destruction, along with Nathan Bates' son Kyle, and a visitor faction leader named Lydia.

Charles, Lt. James and Martin were Visitor officers sympathetic to the humans - you know, nice Nazis. Peace between humans and Visitors is somehow achieved on Earth, while Elizabeth and an infatuated Kyle head for the Visitors' home world, to foment what, we never find out. Willie "goes native" and decides to stay on Earth

Kenneth Johnson's track record included *The Incredible Hulk* and *The Bionic Woman*, so it was surprising that "V" started as well as it did. He based the story on Sinclair Lewis's *It Can't Happen Here* (1935), about a fascist take-over in the USA, but substituted alien invaders - at first seemingly friendly, but actually after our water, and ourselves for food - for the fascists. The carnivorous, saurian invaders, as in the tv series *The Invaders* (1967-8) and many films, are disguised to look just like us, but with jackboots. A resistance movement grows, whose "V" (for "Victory") is daubed on walls everywhere, but many humans become collaborators; SCIENTISTS become objects of persecution (the comparison being with Jews under the Nazis); some aliens are worse than others.

The first half of the initial mini-series was quite good, but afterwards the series became an object lesson in US tv's remorseless appetite for Cliché - especially in its programmes for younger viewers - and its reduction of all controversial issues to moral stereotypes: the latter half of this miniseries lost direction; the second miniseries was absurd; and the series was infantile hackwork and cancelled before the story was completed. The two mini-series were expensive and - especially the first - had quite spectacular sets and special effects.

V, the saga of alien visitors to the Earth started off as a big budget mini-series which became the most watched science fiction programme of all time. Its huge popularity demanded a sequel, besides the original mini-series ended before everything was resolved. The sequel tied up almost all the loose ends and was also

very successful. Its success prompted a one hour weekly 'V' series which ended up lasting one season.

In the first mini-series, the Visitors arrived here in a fleet of starships which appeared over all of the major cities of the world. Outwardly appearing as humans, they identified themselves as aliens from a distant world who came to the Earth to help our society solve its problems with their advanced technology. All that was asked for in exchange for this help was some needed minerals. V, the mini series, was a patently obvious allusion to the Nazi take over of Germany. The Visitors were welcomed by mankind with open arms, however they soon started doing things which gave hints of their true intentions. They began to round up scientists and place them in concentration camps, they began to slowly take-over the media and they also formed a Visitor Youth Corps which functioned much like the Hitler Youth of Nazi Germany.

Not everyone was fooled by the Visitors, a small group of people led by TV journalist Mike Donovan and scientist Julie Parish soon begin to resist the Visitors. Donovan manages to sneak on board one of the Visitors starships and discovers that they are not human at all but rather reptiles who eat their food live! He also discovers that they have come to Earth to drain the world of its water and collect as many people as possible to be used as food.

In the second mini series the resistance movement grows. Its members included both humans. such as mercenary Ham Tyler, who realised the truth and aliens, such as pacifist Willie, who did not approve of the plan to conquer the world. By studying Elizabeth, a young girl whose mother was a human. Robin Maxwell, and her father an alien. a 'Red Dust' was developed which was lethal to the aliens and harmless to humans. The Red Dust was spread across the globe and the aliens were driven away.

When V returned as a weekly series much of the epic proportions of the mini series were done away with, Diana, the leader of the aliens, manages to escape from custody before she can be placed on trial for her crimes against mankind.

The Visitors returned to Earth and began to fight mankind, although for some reason their advanced technology was unable to do us in early on. Most of the fighting occurs in small skirmishes, everywhere except in Los Angeles. In Los Angeles business tycoon Nathan Bates has managed to set up a truce zone where no one is allowed to fight. He did this in the hopes that some type of lasting peace could be made and also because his company. Science Frontiers, was in possession of captured alien technology which he needed help in understanding. This policy is for the most part observed by both sides of the battle and our heroes from the mini series were forced to operate underground, from a base hidden in the Club Creole, in their efforts to defeat the aliens for good. After a dozen episodes the series underwent a change in format. Many of the regular cast members were killed off, including Nathan Bates. This put an end to his open city policy and caused the hostilities to resume full scale.

The series also had many soap opera type subplots which slowly developed through the course of the series. These included several love affairs, including one between Mike Donovan and Julie Parish as well as one between Diana and Charles, a Visitor leader who came to Earth to force her to marry him. Diana also was always at odds with Lydia, the Visitor officer in charge of the military.

The series ended on a cliff-hanger with the Visitor leader arriving on Earth to negotiate a lasting peace. This news is generally well received, however there are those on both sides who do not like it. Diana sets out to kill the leader. Kyle Bates is also not to pleased since the Leader has also announced that he has come to Earth to take the woman he loves. Elizabeth (whom has quickly matured into a beautiful young woman), as his bride.

The executive producers for the TV series version of V were Daniel H. Blatt and Robert Singer. Producers for the series were Steven E. de Souza, Dean O'Brien, Garner Simmons, David Latt, Skip Ward, Don Boyle, Ralph R. Riskin. The music was created by Leo Lotito. The series premiered in the UK between the 3rd June and 23rd September 1985, this included two episodes which were shown back to back on the same day, these broadcast dates where for the Thames Television region.

In spite of the failure of Galactica, executives decided to give a science fiction series another try-but only after two highly rated miniseries. V, a series with a devoted following to this day, began as a creation of Kenneth Johnson when it premiered as a miniseries in 1983. The following year a second miniseries aired, and V turned into a full-fledged series. The initial concept was to tell a story similar to that of the Holocaust in a science-fictional setting, with all of humanity finally faced with the sort of deadly violence it has spent millennia inflicting on itself.

In time the focus shifted to a more action-oriented concept, floundering on the same problem that assaults so many original television series: the story cannot be fully told because the story idea is the premise on which the series is based; resolve the story in a dramatically satisfying fashion, and the *raison d'etre* for the series is gone. And so V: The Series kept dropping back to square one. However, it did this with a certain aplomb which makes it, even now, quite worthy of our attention. V, the four-hour miniseries, introduced us to the Visitors. These benevolent aliens appeared with smiling faces and words of friendship and pro-ceeded to dupe

the masses of Earth into viewing them as the saviors of mankind. But some humans- notably television journalist Mike Donovan (Marc Singer)-suspect that the aliens are, in a sinister fashion, what Gilbert and Sullivan described as "skimmed milk masquerading as cream." To make matters worse, the seemingly human aliens are actually lizard people with a taste for human flesh! This is discovered by Donovan when he sneaks aboard one of the Visitors' ships and witnesses the revelation of the beautiful Diana's real aspect and observes her partaking of a gruesome between-meal snack.

An underground movement develops-Donovan is joined by Julie Parrish (Faye Grant)-and the miniseries ends with resistance building, but with the Visitors still firmly in power. The original mini-series was the brainchild of Kenneth Johnson, a veteran of *The Incredible Hulk* series; Johnson wrote, produced, and directed the entire thing.

After a year off the air, *V* returned to television with the even more ambitious *V: The Final Battle*. Kenneth Johnson had departed the project and new creative people were involved. While trying to keep the bud-get in line (the first *V* was reportedly the most expensive TV movie ever made because it went so far over budget), *The Final Battle* still came out to a whopping 2.3 million dollars an hour for the six-hour wrap-up.

The story picks up with the Resistance pressing its attacks against the aliens while working on a secret project designed to drive the invaders off the planet. A young girl who had been seduced by one of the Visitors gives birth to twins, one a half-human girl and the other a completely alien form that dies after birth. But the girl child, Elizabeth, begins to mature rapidly, attaining the stature of a ten-year-old within weeks. She also seems to have strange abilities that are not common to either human or Visitor.

New members join the Resistance, most notably Ham Tyler (Michael Ironside), a former mercenary now devoted to crushing the aliens. He and Mike Donovan share a past and are friendly enemies. Tyler thinks Donovan is too clean-cut to be a good fighter and Donovan feels that Tyler is too cold-hearted and merciless.

Robin Maxwell learns that the alien who seduced her and fathered her "children" has been captured. She slips in and finds him contained in a huge cylinder. She takes the red dust, just developed as a weapon against the aliens, and exposes him to it. He dies screaming before any of the others can stop it. Thus Robin exacts her revenge and the Resistance learns that the weapon is effective. Donovan's son had been captured by the Visitors and he wants to stage a rescue before an all-out assault on the Visitors takes place. He succeeds in rescuing him and all across the Earth the forces of rebellion attack. With the help of Fifth Columnists such as Martin-these are sort of alien conscientious objectors who do not support the aggressive and murderous acts of their people-even the vast armada of motherships is infiltrated. (Another friendly Visitor, Willie, was portrayed by Robert Englund-better known as the man behind Freddy Krueger.

The aliens are driven off as the dust is released across the world, making the air unsafe for the reptil-ian aliens, and *V: The Final Battle* ends on a tri-umphant note. The series opens just after the invasion has been repulsed, with "The Pursuit of Diana." Donovan spots Diana's attack shuttle and chases her down, forcing her ship to crash. He lands nearby and runs her to the ground, engaging in a vicious struggle with her. She is subdued, apparently through the intervention of some hunters.

Peace ensues, for a time. Donovan goes back to his television work with his alien friend Martin. Julie Parrish goes to work for Nathan Bates's Science Frontiers, the company responsible for dis-covering the secrets of the captured mothership. Robin Maxwell takes up residence at a secluded ranch with her father and her Visitor-sired daughter. And a new restaurant, the Club Creole, is opened by Willie.

One year after her capture, Diana is scheduled to go on trial for crimes against humanity. But Nathan Bates, whose Science Frontiers has been entrusted with the captured Visitor mothership, needs the knowledge that someone of Diana's position must have. He cannot pierce the most important secret of the Visitors. Bates hires Ham Taylor, now head of a private security firm, to fake Diana's assassination and kidnap her for him. Tyler agrees with the stipu-lation that he be allowed to kill Diana after Bates gains the information that he needs. In a secluded shack, Bates holds Diana in a protective bubble, knowing well that she will not attempt to flee since the red dust in the atmosphere would prove fatal to her.

Donovan and Martin manage to figure out what has happened and they track Bates to Diana's prison. Martin has the pills, supplied to alien friends of the Resistance, that offer temporary protection from the red dust. He stays behind while Donovan goes for help. But Martin so wants to kill Diana that he bursts in on his own rather than awaiting Donovan's return. In the ensuing struggle, Martin is injured and Diana steals his last pill. She escapes and Donovan returns only to find Diana gone and Martin dying. He vows revenge and pursues the lizard queen. Meeting up with Tyler, who is also tracking Diana, Donovan finds her just as she is being rescued by one of her shuttles. Shooting at her proves useless: she sheds bullets off of her thick hide. Diana escapes and the two humans know that only the worst can follow as the Visitor fleet has remained hidden and is waiting on the far side of the moon.

In "The Visitors Strike Back," it becomes clear that neither Diana nor her lizard rescuers have fallen victim to

the red dust. It seems that warm climates render the dust inert after a time, leaving Los Angeles vulnerable. But the attack by the Visitors against Los Angeles proves that the dust does still work, although more slowly. After a time even this fails to happen. Nathan Bates takes it upon himself to strike a truce with Diana, declaring Los Angeles an open city. His primary incentive: a device that will unleash still-potent quantities of the red dust if Diana does not agree to his proposed truce. Diana, already getting flak from her ambitious subordinate Lydia and unwanted attention from her superiors, reluctantly agrees. At the signing ceremony, Ham Tyler attempts to assassinate both Diana and Bates but fails.

Tyler finally joins the Resistance and aids them in stealing the mothership. They take off to destroy a superweapon being brought into the solar system to end all earthly opposition. Before they pull this off, Elizabeth gives them a bad turn when she wanders off into a cave full of rattlesnakes and forms a cocoon, undergoing transformation. When she emerges, she appears to be about nineteen years of age. While her grandfather, Robert Maxwell, is there to witness this event, Robin Maxwell is in the back-country dodging Visitor patrols.

When the mothership is stolen to combat the space platform weapon, Robert Maxwell is mortally wounded. He makes the others flee the ship while he stays behind and pilots it head-on into the space platform, destroying the superweapon and the mothership as well. Diana is most displeased. Meanwhile, Willie the friendly Visitor spots a mark on Elizabeth's hand which he proclaims to be the Mark of Zon, a sign of a prophecy that claims that a child born of both worlds shall someday unite Visitors and humans in peaceful coexistence.

In "The Deception," Kyle Bates, the son of Nathan Bates, enters the picture and falls in love with the shy stargirl Elizabeth. This leads him to become involved with the Resistance. Meanwhile, Diana schemes to capture Donovan, and, by means of holo-graphic trickery, she masquerades as Julie and leads Donovan to believe that the war ended more than a year ago. But a mistake a newspaper picture of Elizabeth still as a child shatters this carefully constructed reality. Donovan escapes, thwarting Diana's plan to abduct Elizabeth. The underground's television broadcasts start to feature real-life anchorman Howard K. Smith.

In "Klaus-the Exterminator," Ham Tyler shows Mike Donovan a video of the Visitors' Youth Corps training centre, where Sean Donovan, Mike's son, is being brainwashed to be a soldier to fight against humans. As might be expected, the elder Donovan sneaks into the camp and must face down the assassin Klaus (Thomas Callaway), who has been training the young human abductees. Donovan defeats Klaus but cannot rescue his son. Meanwhile, Robin and Elizabeth both develop an interest in Kyle, while Nathan assigns his right-hand man, Mr. Chiang (Aki Aleong), to keep an eye on Kyle, who obviously sympathizes with the Resistance.

Visitor-disguised technology takes a great step forward in the person of Commander Mary Kruger-who looks exactly like Sybil Danning in a tigerskin bathing suit. Mary appears in "Visitor's Choice," which focuses on the Resistance's efforts to destroy the Encapsulator, a new device that will radically increase the conversion of humans into food products for the Visitors! Of course the device is destroyed, but not before Julie almost falls prey to it; a good number of Visitor big shots also go up with the device, including- alas- Ms. Danning. On the domestic side, Nathan Bates has Mr. Chiang punish Kyle after the lad is found stealing explosives, but Elizabeth effects his rescue with her powers.

In "Showdown in Rawlinsville," we get a glimpse into Visitor culture when Diana finds one of her ship's doctors engaging in the pacifistic religion of Zon (the mark of whom apparently appears on Elizabeth's hand, as noted in "The Visitors Strike Back"). This, unfortunately, rates the death penalty, being the Visitor equivalent of Christianity under Nero, and the Zon worshiper is killed in a nasty fashion. Donovan and Tyler attempt to undo the hold of a collaborator who is using forced labor to provide the Visitors with cobalt, an undertaking complicated by an unexpected betrayal.

The title "Force Field of Doom" pretty much sums it all up; it's a new weapon unleashed by Diana, which could seal off all of Los Angeles. Tyler and Donovan sneak on board the mothership again, this time to abduct the Visitor who invented the device. He turns out to be another Zon-worshipping Visitor who recognizes Elizabeth's messianic nature and gives his life to undo his destructive creation. Meanwhile, Lydia attempts to inform Diana's superiors of her bungling, but Diana has Lydia's shuttle blown out of the sky.

V told the story of the Holocaust with new trappings. alien lizards standing in for cold-blooded Nazis and this time all of humanity as the target. In "The Christmas Miracle," Diana turns her attention once again to Elizabeth, especially when she learns that the child has undergone a meta-morphosis into a young woman. Unable to capture her, Diana is able to get a blood sample and clones her, but the clone turns out to be murderously violent. When the clone tracks down and confronts Elizabeth, it seems to relate to its twin but is slain by a Visitor before any real communication can begin. Or did it give its life to save Elizabeth? Meanwhile, Nathan Bates finally uncovers Julie's role as a Resistance agent, and although she escapes, she fears that Bates has discovered the hideout under Willie's restaurant. In fact, the hideout is blown up, but by the Resistance, who then return to the same hideout to rebuild once the elder Bates is convinced that it has

been destroyed.

Lydia, Diana's second-in-command, returns unscathed in "The Conversion," bringing with her Charles (Duncan Regehr), an alien who is Diana's superior in rank. When Kyle Bates and Ham Tyler are captured, Charles brainwashes Tyler to kill Mike Donovan when he hears a certain phrase. Tyler is recaptured by the rebels and all is going according to Charles's plan. The rebels have captured Lydia and agree to an exchange of hostages. During the exchange, Nathan Bates speaks the trigger phrase but Elizabeth has sensed that there is something wrong with Ham. She causes a light to fall which deflects Ham's aim and he guns down Nathan Bates instead of Donovan. A firefight breaks out and the rebels escape, reluctantly dragging Kyle Bates along with them even though he wants to remain with his stricken father. Then the power struggle for the open city of Los Angeles begins.

In "Inquisition" we discover that Nathan Bates is not dead but in a coma. Mr. Chiang runs things in his stead, collaborating even more than Bates did, while a holographic image of the elder Bates remains the public face of power. Chiang has the Resistance outlawed and prisoners, including Robin, are taken hostage and scheduled for execution unless Donovan and Julie surrender themselves. They agree and the prisoners are freed in the exchange while Donovan and Julie escape under cover of an ambush. Robin falls under the spell of one of the freed hostages, a handsome young man named John (Bruce Davison) who is actually an alien agent trying to impregnate her to create another human/alien hybrid. In "Double-Cross!" a wounded Willie is saved by another good Visitor, a doctor (Richard Minchenberg), who tells him that Diana is stockpiling weapons in a hospital-weapons slated for use in a massive offensive against Los Angeles. During a commando raid on the hospital, John's identity is revealed, and he is bumped off by the helpful Visitor physician.

Kyle infiltrates the complex where his father is recovering and learns that although Nathan Bates is conscious, he is not responsible for ordering the reprisals against the Resistance. While trying to free his father, Kyle is discovered by Chiang. Chiang attempts to shoot Kyle but Nathan sacrifices himself and blocks the shot. Kyle escapes, vowing revenge. Kyle sneaks back later and surprises Chiang in his office. During the ensuing battle, Chiang is shot and killed. Now the city is wide open for all takers.

After the fall of the puppet Chiang, a full-scale human/alien war erupts in Los Angeles in "The Marriage of Charles and Diana", with the aliens searching out and destroying every rebel stronghold they can find. They find the secret base beneath the Club Creole and blast it to shreds, forcing the rebels into retreat. Elizabeth uses her powers to bring the ceiling down and block the aliens who are pursuing them so that an escape can be made.

Meanwhile, the aliens are fighting among themselves. Charles decides to take Diana as his wife so that he can have her sent back to the home planet to bear children. Lydia is not wild about the idea and is very jealous. The wedding ceremony is held and during it Lydia poisons the ceremonial drink which she knows Diana will imbibe afterward. But Diana manages to get Charles to take the potion and he is poisoned. When Lydia discovers what has happened she becomes hysterical and Diana orders her arrest.

In "Trial by Combat," Mike Donovan and Kyle Bates are running weapons to Arizona to supply a Resistance group. They encounter a hostile sheriff in the San Bernardino area and escape him with the help of a woman rancher. They learn that the sheriff has been collaborating with the Visitors to supply them with livestock. Donovan stays behind to aid the rancher against the sheriff while Kyle finishes the run to Arizona and returns to Los Angeles by means of a different route. Donovan and the rancher enlist the aid of others in the valley and withhold the livestock the sheriff wants, thus putting him in bad with the aliens and destroying his power in the valley.

Meanwhile, Diana has judged Lydia guilty of the murder of Charles and orders her executed. But just as she is about to have the sentence carried out, the Leader's special investigator, Philip (Frank Ashmore), arrives and orders a halt. It will be his judgement as to sentence. He orders Lydia freed pending investigation. Philip, incidentally, looks exactly like the late Martin, being his twin brother. (Why his human disguise should look exactly the same is another matter entirely. According to Visitor law, Diana and Lydia both are suspects and Philip orders them to settle the matter in trial by combat. Lydia is doing quite well and is on the verge of killing Diana when Philip calls a halt to the battle. Investigation has revealed that there may be another suspect-another set of fingerprints is on the bottle of poison.

In Los Angeles, a diphtheria epidemic is raging and it is compounded by the ongoing street fighting against the Visitors. The drug needed to fight the epidemic is running low and the only supply is in Visitor hands. Donovan is out of town on a mission; Kyle and Willie enlist the aid of a group of teenagers who are hiding in the hills and harassing anyone who passes through their territory. The gang, called the Wildcats, reluctantly agrees to help, thus giving this episode, "The Wildcats," its title.

The raid proves successful but the captured drug proves to be phony. The Visitors knew the raid was coming

and substituted baking powder for the drug. There appears to be a spy among the rebels. One of the Wildcats is an attractive young woman who takes a shine to Willie, especially after he manages to rescue her from a Visitor. When she proclaims her love for him, he haltingly explains that it cannot be and reveals that he is a Visitor. Horrified, she runs off into the dark of the woods where she falls over a cliff. With the help of Elizabeth, she is rescued, and she apologises for reacting to Willie's explanation in the manner that she did.

Julie catches one of the Wildcats communicating with the Visitors. It turns out that they have his younger brother and he is trading information for the boy's release. They tie the boy up and go to meet Donovan at an airstrip where he is bringing the drug needed to combat the epidemic. But the Visitors know where he's landing and plan to surprise him. The rebels and the Wildcats engage the Visitors in armed combat, gunfire pinning down each side. The Wildcat who has been exposed as a traitor escapes and makes one final valiant statement by crashing his car into the Visitor gun truck, blowing both up. Donovan bails out of his plane and lands safely with the drugs. Thus the epidemic is brought under control and the Visitors have lost one more minor skirmish.

Meanwhile, Lydia and Diana conspire to implicate the ship's pharmacist, Marta, as Charles's murderer, as her fingerprints were on the bottle. Trumping up the evidence, they get her convicted. Her sentence is to be imprisoned in Charles's sarcophagus when it is later ejected into space. Diana ensures that the woman is still alive and conscious when the coffin leaves the ship. When Diana convinces Philip that Donovan was responsible for his brother Martin's death, the alien leader decides to go after the rebel leader. Diana has an old nemesis of Philip's accompany him-with orders to kill him in the battle so that it will appear that Philip and Donovan slew one another. Lydia agrees with this plan. As this unfolds in "The Littlest Dragon," two aliens sympathetic to the Resistance flee from the mothership with power crystals vital to operations of the laser weapons. Diana and Lydia decide to follow them straight to the Resistance.

The aliens, a husband and wife, find Donovan but things become complicated by the female's pregnancy. While she is giving birth in an old warehouse, the Visitors attack. During the battle, Donovan and Philip square off and have a knock-down-drag-out fight, which Donovan wins. But he can't bring himself to kill this alien, who looks just like Martin. Then Diana's agent steps in, planning to destroy them both, and mentions, in passing, that Diana was the real killer of the turncoat Martin. Before the agent can act, she is gunned down. Philip apologizes to Donovan. Then Philip pledges support and offers to help in any way that he can. He even destroys the power crystals, stating that, "There's already been enough killing." When Philip returns to the ship, Diana is clearly startled to see him alive.

"War of Illusion" involves the Resistance's attempts to stave off a new Visitor weapon, the powerful Battlesphere, conveniently revealed to them by the now-sympathetic Philip. To this end they enlist the services of a computer genius, who can counter the Battlesphere with his skills. By coincidence, Lieutenant James reaches their destination, the home of a Dr. Atkins (MORK & MINDY'S Conrad Janis), before Donovan and his cohorts, having traced some other computer interference to that source. James kidnaps Atkins, not realizing that Atkins's son Henry is the real hacker. Donovan gets to Henry, who redirects the Battlesphere's computerized assault against Science Frontiers, defeats this latest Visitor assault, and saves his dad in the process.

In "The Secret Underground," Diana turns her attention to Lydia and has Lydia's brother Nigel transferred to the mothership and promoted in rank so that he will be the youngest officer on board. This sets him up as the only possible choice to be sacrificed in a scheduled, traditional feast. At the same time, the rebels steal aboard a ship to find a computer list of the underground leaders hidden by a Visitor sympathizer before he was killed. The Resistance must find the tape before the Visitors can locate and play it. The Resistance succeeds and Philip halts the execution of Lydia's brother, thus making Diana an even more dedicated enemy as he forces her to stand by him in countermanding the execution.

During a pitched battle between the Visitors and the Resistance in "The Return," it looks as though the rebels are about to take a real beating, when all of the Visitor troops are suddenly recalled to their ships. Their Leader is coming and he plans to sue for peace with the humans. Diana is furious and plots the Leader's demise. The Leader mentally contacts Elizabeth and chooses her to be his mate. This makes the rebels suspicious of the peace initiative but they reluctantly agree because Elizabeth is willing to go along with the marriage. Meanwhile, Willie is meeting his ex-girl-friend Thelma, another Visitor.

Diana disguises two of her men as rebels and when they seemingly blow up the Leader's shuttle, she has them executed prior to questioning. But the Leader wasn't aboard the destroyed craft. Philip had seen to it that the Leader followed in a second ship. Diana and her co-conspirator, Lieutenant James, are arrested and slated for death. Elizabeth agrees to leave with the Leader in his shuttle. But just as it takes off, it is noticed that Kyle Bates-a man still in love with Elizabeth is missing. Did he sneak onto the shuttle to be near her? Since this was the final episode of the series, we may very well never know. And to complicate matters even farther, the episode ends with the revelation that Diana has yet another time bomb planted on the right

shuttle. What a way to end a series!

"Breakout" was an episode originally intended to have been aired between and "The Visitors Strike Back" and "The Deception," but it was pulled because of violent content and was not aired until the rerun season. The show had been moved to a later time slot so younger viewers would not see it. Here, Tyler, Donovan, and Robin wind up in a concentration camp ringed by the alien sand sharks known as crivits. Kyle Bates, who had yet to meet Elizabeth, was kidnapped by Diana and used to get his father to turn over the stargate, but the elder Bates could not find her despite his efforts to enlist Julie's assistance. Tyler and Donovan meet Kyle in the camp and they break out of the prison in a big way.

Although the V series ended with a bit of a cliffhanger, there does exist a first draft of a follow-up episode, which would have presumably opened the next season if V had not been cancelled. After further looks at Diana's captivity, the story shifts to the Leader's shuttle, where Kyle emerges from hiding, gun in hand, only to find no one on the craft but the pilot. Elizabeth's disembodied voice speaks to him telepathically, and he is carried away to some sort of other, dark dimension, where he sees the Leader, a huge four-armed lizard-being. When he attempts to attack his gun vanishes, and Elizabeth appears and explains matters.

Apparently, in ancient times the leaders of the Visitor home world, Saurus, decided to forestall the danger of a too-great concentration of power and broke a mystic artifact called the Anyx, concealing a portion of it on Earth. This, rather than mere hunger, is the real reason for the Visitors' interest in Earth. Now it seems that Elizabeth, by her nature, is a link between the two worlds that can restore the Leader to his full power. Diana and James manage to escape and take control of the mothership again, and Lydia decides to go along with this power shift; Philip is denounced as a traitor, and another full-scale assault on Earth is launched. Donovan, Willie, and Julie are imprisoned; Kyle appears in the cell with them; Thelma helps them escape; Julie is vaporized in the escape (!) but the others manage to escape through some air ducts (!!). The survivors disguise themselves as pilots and are aided by Philip when he recognises them. Diana sees through Philip's pose as their hostage and attempts to destroy them, but Elizabeth keeps appearing on the mothership and saves them.

The Leader keeps interfering with Elizabeth, and she discovers that he is just using her to regain the lost half of the Anyx. She wrenches away from his power and rejoins her friends. All of them but Philip escape in a shuttle; Philip brazens it out by pulling rank on Diana and Lydia. Diana manages to pursue and shoot down the shuttle with the good guys, which obligingly crashes out of sight and leads her to believe that they are dead. Of course they aren't, and, to top matters off, Ham Tyler shows up and carries them off to rejoin the now heightened war with the Visitors. Diana is selected by the Leader to find Elizabeth, for now the stargate knows his secrets, and has carried off the Syllabus of the Ancients, which holds knowledge that is, unfortunately for her, worded in a very cryptic fashion. This story would not have ended the series but would have wrapped up the final episode a bit better while leaving the series pretty much the same as it had always been: a chronicle of the war between Earth and the Visitors.

In 1990, a script was written for Warner Brothers for a possible revival of V as a syndicated series, which would produce enough additional episodes to fill out the syndication package. This revival would have introduced new characters, given different, more logical, reasons for the arrival of the Visitors on Earth, and essentially completely recast the series. While no new episodes were ever shot, Warner Brothers did attempt to find TV stations interested in carrying the revived V, along with the original episodes. Not enough signed on. At the time interest in one-hour dramas had declined considerably, ending any chances for a V revival. As it stands, there will always be die-hard fans of V who hope someday to see the battle resumed; it will not be forgotten.

WR. Paul Monash, Steven E. De Souza, David Braff, Garner Simmons, Brian Taggart, David Abramowitz, Paul F. Edwards, Chris Manheim, Carleton Eastlake, Mark Rosner, John Simmons, Colley Cibber and Donald R. Boyle.

DIR. Paul Krasny, Ray Austin, Victor Lobl, Bruce Seth-Green, Gilbert Shilton, Walter Grauman, Kevin Hooks, Cliff Bole, John Florea and Earl Bellamy.

EPISODES: 20 **YEAR MADE:** 1984 **COUNTRY:** US **SEASONS:** 1

A DANIEL H. BLATT & ROBERT SINGER PRODUCTION IN ASSOCIATION WITH WARNER BROS. TELEVISION

CREATOR: KENNETH JOHNSON

TYPE OF SHOW: INVASION

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 20

DATE OF PREMIER: 26/10/1984

AIR DATE OF LAST EPISODE 24/05/1985

SEASON DATE BREAKDOWN:

FILMS:

Diana JANE BADLER, Mike Donovan MARC SINGER, Dr. Julia Parrish FAYE GRANT, Lydia JUNE CHADWICK, Willie ROBERT ENGLUND, Elizabeth JENNY BECK, Elizabeth (teenaged) JENNIFER COOKE, Ham Tyler MICHEAL IRONSIDE, Nathan Bates LANE SMITH, Robin Maxwell BLAIR TEFKIN, Elias MICHEAL WRIGHT, Kyle Bates JEFF YAGER, Mr. Chiang AKI ALEONG, Charles DUNCAN REGEHR (eps 9-12) , Lt. James (1985 - eps 13-18) JUDSON SCOTT, Martin/Philip (1985) FRANK ASHMORE, Himself HOWARD K. SMITH, Sean Donovan NICKY KATT.

Books Based on this series.

V	A.C. Crispin	1984
V - Death Tide	A.C. Crispin & Deborah A. Marshall	1985
V - East Coast Crisis	A.C. Crispin & Howard Weinstein	1984
V - The Chicago Conversion	George W. Proctor	1985
V - The Pursuit of Diana	Allen Wold	1984

RELATED SHOWS:

ALIEN NATION

V (1982)

SHADOW CHASERS

1 - 1 *LIBERATION DAY (aka THE PURSUIT OF DIANA)*

It has been nearly one year since the Visitors were forced from the Earth because of the red dust. The visitor leader Diana who was captured to await trial for crimes against humanity escapes. Ham Tyler and Donovan chase after her. Diana reaches a communication/tracking center and radios the Visitor fleet in space to come pick her up. A visitor craft descends and Diana rejoins her fleet who is still within the bounds of the Earth's solar system. Visitor fifth columnist Martin from V: The Final Battle is killed by Diana and the starchild Elizabeth goes into a cocoon state of metamorphosis. Elias opens up a bar known as Club Creole. It later is to serve as a hideout for human resistance forces when the Visitors attack the Earth again.

Wr Paul Monash

Dir Paul Kransy

1 - 2 *DREADNOUGHT (aka THE VISITORS STRIKE BACK)*

The star child Elizabeth awakes from her cocoon and re-enters the world as a fully grown woman. She still has the mentality of a child though. Former human resistance leader Julie Parish and Robert Maxwell hold-up in a small ranch and attempt to help the star child Elizabeth cope with her new physical form. Visitor shock troopers arrive at the ranch and attempt to take the star child and nearly succeed until the red dust slowly kills them off. Nathan Lane, the head of Scientific Frontiers the company responsible for mass producing the red dust toxin that killed off the Visitors in the past strikes a deal with Visitor leader Diana. Los Angeles is to be an open city where there will be no hostilities between Visitors and humans, and no weapons. By so setting this up Nathan becomes a governor of sorts for the city. The Visitors discover that the red dust toxin needs a period to regenerate as it is a bacteria, with such being the case areas of warmer climate pose less of a red dust threat than areas of cold weather. Diana is introduced to the new commander of the Visitor fleet Lydia, and takes an assessment of her fighting forces. Diana attempts to destroy Los Angeles to get out of her deal with Nathan Lane, but the resistance pilots a former captured Visitor mothership into a giant particle beam weapon in space to save the city at the cost of Robert Maxwell's life.

Wr Steven E. De Souza

Dir Paul Kransy

1 - 3 *BREAKOUT*

Mike Donovan and Ham Tyler attempt to rescue Mike's son Sean but get captured and put in a visitor prison camp. At the camp creatures that live within the sand prevent prisoners from escaping. Nathan Bates' son Kyle is also at the prison camp. Diana wants the starchild and bargains with Nathan for Elizabeth in exchange for his son Nathan. Nathan begins to search for the starchild in Los Angeles but Kyle escapes before such a search to find her has really been completed. Mike, Ham, and Kyle escape the prison compound.

Wr David Braff

Dir Ray Austin

1 - 4 *THE DECEPTION*

Kyle Bates becomes more and more a part of the resistance rather than a pawn of his father's schemes.

Kyle finds the starchild Elizabeth and gives her a ride on a motorcycle. On the way Kyle finds and retrieves a pouch from a jet fighter that is shot down. The pouch has a resistance message inside requesting the starchild Elizabeth be transported to New York for safety. Mike Donovan is captured and the sensual visitor Lydia attempts to extract information through holographic technology; she pretends to be Julie. A mock picture of the starchild as a little girl gives away this scheme to Mike who then forces his way out and escapes.

Wr Garner Simmons

Dir Victor Lobl

1 - 5 *THE SANCTION (AKA KLAUS-THE EXTERMINATOR)*

Mike Donovan finally finds his son Sean in a visitor youth education training center. Mike battles the visitor instructor Klaus who attacks with a lazer whip.

Wr Brian Taggart

Dir Bruce Seth Green

1 - 6 *VISITOR'S CHOICE*

Visitor commander are planning a major meeting to discuss a new advance in human food processing technology. The resistance gets wind of this and plans a raid. Nathan Bates worries about the path his son is undertaking with the resistance and dispatches his assistance Mr. Chiang to question him and "talk some sense into him."

Wr David Braff

Dir Gilbert M. Shilton

1 - 7 *THE OVERLORD (aka SHOWDOWN AT RAWLINSVILLE)*

The small town of Rawlinsville is being used as a source of cobalt, an energy source for visitor weapons. A gang of humans forces the townsfolk to mine the cobalt in exchange for financial gain from the visitors. The resistance plans an attack to free the town.

Wr David Abramowitz

Dir Bruce Seth Green

1 - 8 *THE DISSIDENT (aka FORCE FIELD OF DOOM)*

Diana presents a scheme to Nathan Bates to enclose the city in a forcefield to increase their mutual control of Los Angeles. The resistance captures the force field's creator and attempts to take down the force field before it can become a problem.

Wr Paul F. Edwards

Dir Walter Grauman

1 - 9 *REFLECTION IN TERROR (aka A CHRISTMAS MIRACLE)*

Diana steals a blood sample from the starchild Elizabeth. From this blood sample, Diana creates a clone of the starchild which escapes. The visitor's best tracker is dispatched to track down the clone. A showdown ends with the clone dying to protect the real starchild. Ham Tyler and Mike Donovan smuggle orphan children into Los Angeles where they meet up with Ham's old buddy Chris Farber from V: The Final Battle.

Wr Chris Manheim

Dir Kevin Hooks

1 - 10 *THE CONVERSION*

A new commander Charles, is dispatched to the Visitor fleet. There he plans to brainwash Ham Tyler into killing Mike Donvan. While trying to carry out the killing, Ham shoots Nathan Bates of Scientific Frontiers instead.

Wr Brian Taggart

Dir Gilbert M. Shilton

1 - 11 *THE HERO*

Diana dispatches one of her lieutenants, James in a mission to sabatoge the credibility of the resistance. James terrorizes LA in human disguise with his unit of shocktroopers who are pretending to be Resistance members.. Diana then threatens to kills resistance sympathesizers if resistance leaders Ham, Julie, and Mike do not surrender. Diana places John a visitor spy into the human resistance amidst the confusion

Wr Carleton Eastlake

Dir Kevin Hooks

1 - 12 *THE BETRAYAL*

Visitor spy John continues with his plan to impregnate Robin in hopes of producing another starchild for

Diana. Willie of the Resistance gets shot while gathering information from a Visitor fifth columnist. While all of this is going on Kyle becomes suspicious of his dad actually being alive while seeing him speak on TV in a most healthy manner inspite of the devastating injuries he has suffered.

Wr Mark Rosner

Dir Gilbert M. Shilton

1 - 13 *THE RESCUE*

Los Angeles is no longer an open city after Nathan Bates is found out to be dead. The visitors take advantage of this and launch an all out attack. Julie protects a pregnant lady and Visitor Charles plans to marry Diana so that he may better control her.

Wr Garner Simmons

Dir Kevin Hooks

1 - 14 *THE CHAMPION*

While delivering weapons to resistance forces in Arizona Mike Donovan stumbles upon a small community under rule by Visitor collaborators. Mike empowers the community to resist. Visitor commander Lydia is about to be executed for treason for killing her superior Charles via poison. Before this can happen, a new commander Inspector General Phillip arrives. Phillip is played by Frank Ashmore who played visitor fifth columnist Martin before he was killed. Phillip is Martin's twin brother. Phillip decides that the fate of Lydia will be tried in combat with Diana. The two female warriors decorate themselves in battle paint and go at it with sharpened staffs. When new evidence is introduced which shows that Lydia's prints were not on the glass that poisoned Charles the fight to the death is ended. Phillip invokes the inter-guardian rule which is meant to assure that neither Lydia nor Diana will harm the other until Charlie's true killer can be uncovered. The inter-guardian rule makes Lydia a protector of Diana, and Diana a protector of Lydia. If anything happens to one of them then the other is held accountable.

Wr Paul F. Edwards

Dir Cliff Bole

1 - 15 *THE WILD CATS*

Diana and Lydia place the blame for the death of Charles their superior on a low ranking pharmacist Marta because her prints were on the glass used to kill him. The resistance enlists the aid of a youthful band of teenagers known as the Wildcats to help them locate a vaccine for diphtheria, an epidemic that is spreading rapidly.

Wr David Braff

Dir John Florea

1 - 16 *THE LITTLE DRAGON*

A family of Visitor defectors escapes from the ship to give birth, taking the power source for the ship's laser to guarantee their safety. Philip swears vengeance and follows them to Earth, unaware that Diana has arranged his death.

Wr David Abramowitz

Dir Cliff Bole

1 - 17 *WAR OF ILLUSIONS*

When a computer hacker taps into the Visitor communications network, he becomes the object of an intense hunt. The boy won't help the Resistance unless they free his father from the Mothership. While the Resistance wants his secrets, the Visitors want him dead.

Wr John Simmons

Dir Earl Bellamy

1 - 18 *SECRET UNDERGROUND*

Donovan and Julie must sneak aboard the mothership to retrieve a list of the Resistance members. Once aboard, Julie meets a former lover, who may be a Visitor collaborator, and Diana plans to kill Lydia's brother.

Wr David Braff, Colley Cibber

Dir Cliff Bole

1 - 19 *RETURN, THE*

The leader declares a ceasefire and travels to Earth to halt the war. He takes Elizabeth on his ship, but Diana has hidden a bomb on board in a plot to become the new leader.

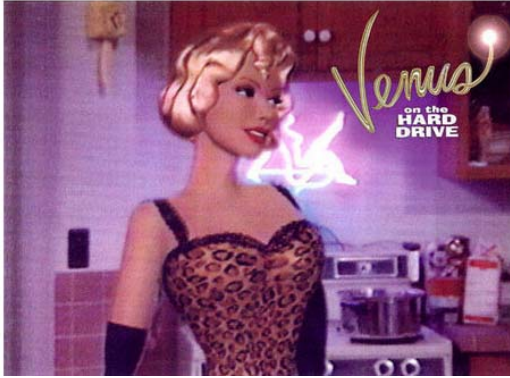
Wr David Abramowitz, Donald R. Boyle

Dir John Florea

1 - 20 *THE ATTACK*

The Leader and Elizabeth depart in a shuttlecraft to begin their journey homeward, unknowing that Kyle has secretly stowed away onboard. On the Mothership, the Resistance members prepare to return home on their own shuttle, as Inspector Philip sentences Diana and James to death by the Cyclo-Purgers for their treason. But, as the Leader's shuttle enters the Kerlian Quadrant, the Mothership is alerted that an explosive device had been activated on the shuttle, and the Mothership races to its rescue. In the confusion, Diana escapes from her guard and returns to take control of the situation in the command center. Lydia agrees to Diana's authority and skill, and goes along with her as Diana orders the Resistance to be imprisoned for their obvious terrorist act. While in their cell, Kyle suddenly materializes among the group. The Leader, who seems to be a noncorporeal entity, still has Elizabeth, but has sent Kyle back. The entire group escapes with the help of Thelma, but in the resulting flee, Julie is shot and vaporized! The rest of the group makes their way to the shuttlebay, where Diana's troops are preparing for a huge Earth attack to avenge the Leader's assassination. Using Philip as a shield, the Resistance takes a shuttle and flees the Mothership, with Diana's shuttle close behind. Diana shoots her target, and the Resistance shuttle goes down. Donovan, Elizabeth, Willie, and Kyle escape from the crash, and find Ham Tyler waiting for them in his car. Back on the Mothership, Diana reads the battle reports and discovers that victory is being won on all fronts -- the Armistice lulled Earth into a false sense of security! The Leader had planned it from the beginning. Although Diana and Lydia suspect Philip of collaboration, he remains on the Mothership. Back on Earth, the remaining Resistance is left with a puzzle to solve. They must locate the Anyx -- the secret of the Ancients -- which the Syllabus tells an allegory of its location. Elizabeth must find it before the Leader does, because it is the only thing that can defeat him. And so, the Leader orders Diana to recapture the Starchild at all costs and return her to him...

Wr David Braff, Paul F. Edwards

V.E.N.U.S. ON THE HARD DRIVE

Two guys create a virtual-reality "cyberwoman" who causes problems for the two twentysomething guys.
This show has a very similar premise to the SF show WEIRD SCIENCE.

Produced by Jean Chalopin executive producer, Chuck Lorre executive producer, Mike McNeilly producer

Other crew - Marcus Clarke puppeteer , Jonathan Levit script supervisor , Gregg Moscot production coordinator

WR.

DIR.

EPISODES: 0 **YEAR MADE:** 1997 **COUNTRY:** US **SEASONS:** 1

CREATOR: CHUCK LORRE.

TYPE OF SHOW: COMEDY

FORMAT: SERIES

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** No **LANG:** English

SEASON BREAKDOWN:

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Venus GINA MARI, Pam JENNIFER APSEN, Harry ANDY COMEAU, Ozzie ODED GROSS, Venus (voice) MAGGIE ROSWELL

VANISHING MAN, THE



Nick Cameron is an unjustly convicted prisoner selected as a test subject for the shady, top secret "Gyges" experiment, with Preston Front's Lucy Akhurst as his solicitor, Alice Grant. Whom is convinces that he is invisible and finally manages to escape from the Gyges experiment. Nick soon learns that The Head (the man in charge of the Gyges project) is now permanently invisible after experimenting on himself, and that he may share a similar fate. Pursuing a cure, Nick joins Moreau's government project to fight crime.

First published just over a century ago, novelist H G Wells' *The Invisible Man* has spawned countless adaptations and reworkings in film and television, including Universal Pictures' 1933 Claude Rains feature, and a short lived seventies TV series, which starred the MAN FROM U.N.C.L.E.s David McCallum as the scientist rendered permanently invisible by an ill conceived experiment.

The Latest edition to this expansive library is ITV's *The Vanishing Man* originated from the pen of Anthony Horowitz, creator of the much maligned *CRIME TRAVELLER*. Produced by Aagron Barton Television, the two hour pilot introduced *Men Behaving Badly*'s Neil Morrissey as Nick Cameron. There was almost a years wait between when the pilot for the series was shown on ITV and the series proper started.

Billed as a comedy drama, *The Vanishing Man* owed more to McCallum's hokey adventure series than Claude Rains' exploration of an unbalance mind. Turning invisible for only brief periods following exposure to water, Nick's new found power was played mainly for laughs, as the hapless hero found himself once again visible - and naked - in an array of embarrassing situations. Nevertheless the production introduced some intriguing concepts, such as handy invisible weaponry, clothing, an invisible motor bike, and the heavily swathed Head of the Gyges project, who in a final shocking twist, is revealed to be trapped in a grotesque semi-transparent state.

Thanks to the chemistry between its two appealing stars, a lively script, and perhaps most importantly of all, special effects to match the best Hollywood has to offer, *The Vanishing Man* was a ratings success, prompting the decision to produce a six part one hour series.

However, the intervening period had seen a key shift in the project's definition, with writer Tony Jordon and David Fox taking over creative control from the departed Horowitz. Jordon and Fox quickly established their own interpretation of the premise, casually discarding the most interesting elements featured in the pilot. As with the motorbike, a jump-suit which complemented Nick's invisible powers had been hurriedly written away forcing a return to tired gags centred on his nudity. The Head of Gyges who looked set to play an important role as Nick's deformed nemesis, is similarly squandered.

Setting up the series' central thrust, the head has become completely invisible, and totally insane, suggested that a similar fate awaits Nick, in a retrogressive step, Jordon and Horowitz followed the obvious route set out by the pilot, bringing back Detective Chief Inspector Moreau as a government operative who enlists Nick's help as the ultimate covert agent while promising to search for a cure. As a result, the show has established a simple, recurring fantasy spy formula, almost identical to Harve Bennett's seventies series *GEMINI MAN*, which starred Ben Murphey as a disappearing government agent faced with the threat of permanent invisibility

In *The Vanishing Man*'s new format, Nick's powers play an almost insignificant part, other than in providing audiences with the appealing visual gimmick and some comic relief. Even so, as with many promising elements, the pilot's impressive special effects have almost completely disappeared, leaving behind little other than Morrissey and Akhurst's chemistry, and the occasional appealing storyline.

Owing as much as it does to shows such as *THE INVISIBLE MAN* and *THE GEMINI MAN*, *The Vanishing Man* is very reminiscent of US telefantasy. While the modern production would have undoubtedly stormed the TV charts in that era, it is now twenty years out of date, pitching itself to a more sophisticated, demanding audience, acclimatised to increasingly complex, progressive programming.

Sara Middington is a newly-married woman who is convinced that her house is haunted. Nick and Alice go along to investigate, and much to Nick's annoyance so does Joe. Getting hopelessly lost on the way to the house they eventually arrive, only to find that Sara became Mrs. Middington only two months after the previous Mrs. Middington died.

Wr Tony Jordan

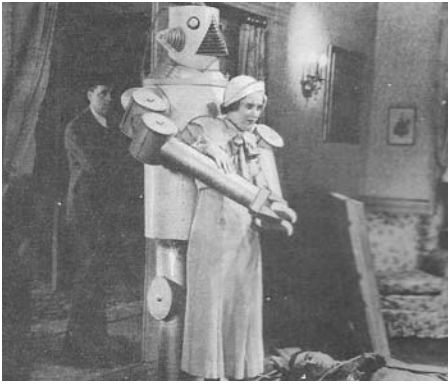
Dir Roger Bamford

1 - 7 *RETRIBUTION*

Alice asks Nick to help her trace a thief at her local gym who has been stealing things from the woman's changing room. Joe immediately offers his help as well. Meanwhile Ms. Jefferies visits the Head in his cell, after which there is an explosion. He escapes leaving the words "Kill Cameron" on his wall.

Wr Tony Jordan

Dir Roger Bamford

VANISHING SHADOW,THE

In this engaging, if primitive, serial from Landers, Stevens is the young hero intent on revenging his father who was haunted to death by a smear campaign masterminded by Miller and his political cronies. He's aided by Durkin's scientist who provides him with a wide array of technological gadgetry, including an invisibility vest and a destroying ray. Ince is the charming heroine.

This 12 part serial was directed by Louis Friedlander, the three writers for the serial were Het Manheim, Basil Dickey and George Morgan, the cinematographer was Richard Fryer.

WR. Het Manheim, Basil Dickey, George Morgan.

DIR. Louis Friedlander (Lew Landers).

EPISODES: 12 **YEAR MADE:** 1934 **COUNTRY:** US **SEASONS:** 1

UNIVERSAL

CREATOR:

TYPE OF SHOW: CRIME

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

ONslow STEVENS, ADA INCE, WALTER MILLER, JAMES DURKIN, RICHARD CRAMER,
WILLIAM DESMOND.

VEGA 4

Vega 4 opens with a new threat to Earth detected by Earth Space Control emanating from Galaxy Five. To deal with the situation, the President orders the commissioning of the yet untested new spaceship, 'Vega 4'. When it is suggested that 'The Interpretaris' should be sent on the mission, it is revealed that it is not equipped for travel to Galaxy Five and therefore the 'Vega 4' is the only hope for Earth to survive.

As in *The Interpretaris*, a three-person crew (two males, one female) is selected for the mission: Captain Phillip Wallace, played by John Faasen; Lieutenant James Adam, played by Evan Dunstan; and Ensign Eve Poitier, played by Juliana Allan. They are also assisted by a computeroid named Henry, which looks exactly the same as the Henry from the earlier serial. When the Captain says that he thought Henry was on 'The Interpretaris', he is told that his older cousin was and still is. This Henry is a new and improved model.

It is soon revealed that the threat to Earth from Galaxy Five is the handiwork of another evil scientist named Zodian, played by Eddie Hepple (who previously had the title role in *Barley Charlie* and would later appear in *The Rovers*). Zodian, assisted by his computer, is seeking revenge on Earth for exiling him to an asteroid, and believes he will succeed where Parta Beno failed. Hepple capably portrayed Zodian's eccentricity and added a comedic touch which softened the character's evil persona.

Vega 4 was a serial of seven half-hour episodes, this time filmed in colour. Also produced by Artransa Park at their Sydney studios, in association with the ABC, the same screening arrangements applied. Made in 1967, it was first screened by the ABC in Melbourne on May 19, 1968, and in Sydney on June 2. Repeat screenings were on the Seven Network. Producer of the show was Alan Burke, the scripts were written by John Warwick and music was composed and conducted by Tommy Tycho.

A support role in the serial was played by Ken Fraser as the President of Earth Space Control. The seven episodes are concerned with the 'Vega 4' crew dealing with the threat from Galaxy Five, and in the final episode Zodian is captured and their mission is completed.

Although Vega 4 was an improvement on *The Interpretaris*, not least because of colour filming, it still suffered from a low budget resulting in some dodgy sets, models and special effects. Vega 4 featured more location filming, but a large percentage of each episode was still confined to a small number of studio sets. Producer Alan Burke said, Many special effects were used to give added atmosphere to the programme. That was true, but the effectiveness of the effects was severely limited by the low budget.

WR. John Warwick

DIR.

EPISODES: 7 **YEAR MADE:** 1968 **COUNTRY:** AUS **SEASONS:** 1

ABC/ARTANSA PARK

CREATOR:

TYPE OF SHOW:

FORMAT: SERIES

LENGTH (MINS): 30

STILL IN PRODUCTION: No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 19/05/1968

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

EDDIE HEPPLER, JULIANA ALLAN, JOHN FAASSEN

VIPER (1994)



Set in the not too distant future. Viper was an attempt to do Knight Rider for the 1990's with a hero in a modified sports car fighting the bad guys. The new car was a Dodge Viper, which was modified by Julian Wilkes, a physically disabled techno wizard. The Viper was seen as the last chance at defeating a criminal organisation known as the Outfit. Besides equipping the Viper with a means to keep the rain out (an odd feature to be missing on a \$840,000 car, Wilkes gave the car a bullet-proof skin, a grappling hook, various computers and a remote controlled flying spy camera. Absent from the Viper were weapons since Wilkes was very anti-violence.

Wilkes, however, due to his condition was incapable of driving the Viper. In fact almost no one could. The project ran through many test drivers, none of whom were good enough. The one man good enough to drive the Viper was Michael Payton. Payton however was not in a position to be offered the job, although he would most likely not have accepted it even if he had been offered the position since he was a gang leader. Payton however was involved in a nearly fatal accident and left for dead by his companions. After being rushed to hospital where his life was saved he was given a new face. A new identity and a new set of memories. He was now Joe Astor, the Viper's driver, who was a decent law-abiding citizen.

After Joe and Julian's first adventure, the funding for the Viper project was cut off. They stole the Viper and set up base in an abandoned hydro electric power plant. With the aid of Frankie Waters, the head of the police department motor pool, they set out to bring down the Outfit which has corrupted officials in government. Not all the officials were corrupt, they frequently received aid from Delia Throne, a high-ranking police officer who knew that they were practising vigilante justice.

After this failed attempt to produce an SF show there was another attempt made just two years later, of which see separate entry. In the fall of 1996, a new version of VIPER (1996) appeared in first-run syndication. This new series has an all-new cast. Headed by Jeff Kaake, best known to genre fans as the lead role in the short-lived series SPACE RANGERS.

Bilson was born and raised in Los Angeles while DeMeo is a native of Buffalo, New York. The two men were majoring in theatre at California State University. "Paul and I found that we both had a love of the same old movies and the same great adventure stories," says Bilson. "The first thing we wrote together was a Sherlock Holmes play that we produced in college and both acted in. Don't worry, we'll never perform again. It was before video tape, so there's no evidence," he laughs. "We've been writing together for over 20 years. There are times in our careers when we spend more time together than we do with our spouses. Luckily, Paul and I get along really well. If we had known each other as children I'm sure we would have been friends even back then."

Their first paid assignment was a comedy script they wrote back in 1980 about alligators in the New York sewers appropriately titled *See You Later, Alligator*. "It was never produced," says DeMeo, "but it actually got us into the Writers Guild." The duo went on to write and produce cult Science Fiction feature films *Trancers*, *Zone Troopers*, *Eliminators* and *Arena* and the 1988 comedy *The Wrong Guys* which was directed by Bilson. In 1991, five years of their work came to fruition with the release of *The Rocketeer*, a 1930s Science Fiction adventure tale starring Bill Campbell and Jennifer Connelly.

From 1990 to 1991, under an exclusive deal with Warner Bros Television, Bilson and DeMeo developed, wrote and executive produced *The Human Target* and *The Flash*. "God, I love that series," says DeMeo. "We were so ready to keep going. We had all these ideas for a second season and were just figuring out the series when they cancelled us." Bilson concurs, "In intervening years there have been a-half dozen times when we've been at CBS pitching ideas and someone there has told us, 'You know, we never should have cancelled *The Flash*.' It was a major hit in Europe and we were so disappointed because it was our first series and we were cancelled. We learned so much doing that show, especially when it came to creating special effects. We're immensely proud of what we achieved with the programme and we still feel it's the best comic book adapted

show ever done for television."

WR. Paul De Meo, Danny Bilson, Darrell Fetty, David L. Newman, Tommy Thompson, Bruce Kalish, Howard Chaykin, Andrew W. Marlowe, Mitch Brain.

DIR. Danny Bilson, Bruce Bilson, Mario Azzopardi, Gus Trikonis, Michael Vejar, James Quinn.

EPISODES: 13 **YEAR MADE:** 1994 **COUNTRY:** US **SEASONS:** 1

Shown on NBC.

CREATOR: DANNY BILSON, PAUL DE MEO.

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 02/01/1994 **AIR DATE OF LAST EPISODE** 10/04/1994

SEASON DATE BREAKDOWN:

FILMS:

Joe Astor/ Michael Payton JAMES MCCAFFREY, Julian Wilkes DORAIN HAREWOOD, LEE CHAMBERLIN, Frankie X. Waters JON NIPOTE, SYDNEY WALSH, JASON CARTER, DORIAN HAREWOOD, RICHARD BURGI, DAWN-LYEN GARDNER, FAY HAUSER, CAROL HUSTON, CAMILLE WINBUSH.

RELATED SHOWS:

VIPER (1996)

1 - 1 *VIPER*

The ultimate weapon against crime, the Viper Defender is the city's only hope to stop a crime syndicate, the 'Outfit', from destroying the city. However, the Viper is just too fast and too powerful for all the police officers recruited to drive it. City Commissioner Strand (Jon Polito) is desperate to get the Viper on the road. He plans on using the Viper's crime-fighting abilities to bolster support for his campaign to become mayor. After stealing a satellite, Michael Payton (James McCaffrey) flips his black Dodge Stealth in a spectacular crash. Strand hears about the accident and has Payton pronounced dead at the scene. Payton is the best getaway driver the Outfit had. Commissioner Strand orders that Payton's memory be erased and his appearance altered. When Payton awakes, he is told that he is a police officer named Joesph Payne Astor. Once Joe gets behind the wheel of the Viper, it is obvious he has the skill to handle driving the car. Under the supervision of the Viper designer, Julian Wilkes, the duo makes a large impact on the Outfit's business. The outfit crime syndicate, controlled by a man known as Mr. Townsend (William Russ), wants the car. The Viper project has been observed by the Motorpool officer, Franklin Xavier Waters, for months. Frankie is a big car enthusiast and pleads with Wilkes to transfer him so he can work on the Viper. Frankie is not successful in convincing Wilkes.

Wr Danny Bilson, Paul DeMeo

Dir Danny Bilson

1 - 2 *VIPER (TVM)*

1 - 3 *ONCE A THEIF*

Joe faces a terrifying choice when the doctor who performed memory-altering surgery on him offers to restore his criminal identity.

Wr Darrell Fetty

Dir Bruce Bilson

1 - 4 *GHOSTS*

Joe's former partner in crime (Jason Carter) is sprung from prison by the Outfit in order to locate the Viper.

Dir Bruce Bilson

1 - 5 *SAFE AS HOUSES*

Nate Benedict, a Mob Boss who is about to be tried for various crimes, fakes his own death. He starts over in a small town to lay low and continue his criminal operations. The residents of Mesa Rose, the small town Benedict takes over, are powerless against Benedict's strong reach. The Viper turns out to be 'the great equalizer'.

Wr Darrell Fetty

Dir Bruce Bilson

1 - 6 *FIREHAWK*

As part of a plan to destroy the Viper, the Outfit kidnaps Julian and forces him to upgrade its own urban assault vehicle.

Wr John Francis Moore

Dir Mario Azzopardi

1 - 7 *MIND GAMES*

After Frankie is injured in a suspicious car crash, the Viper team uncovers a plot to hijack a transport loaded with highly contagious diseases.

Dir Mario Azzopardi

1 - 8 *THE FACE*

"The Face", a famous hit man, has just been released from prison. His plans to go straight are jeopardized when his former employer kidnaps his wife to force him to do one last hit! Through the Consortium, he asks Joe Astor for help.

Wr Tommy Thompson

Dir Gus Trikonis

1 - 9 *WHEELS OF FIRE*

Joe falls for the inventor of a highly efficient car battery, but painful memories of his murdered fiancée surface when her life is threatened. Meanwhile, the discovery of a long-lost concept car shocks everyone.

Dir Bruce Bilson

1 - 10 *PAST TENSE*

The Viper team must crack a ring that abducts youths and molds them into specialized criminals. Meanwhile, Joe encounters a special someone from his past.

Dir Danny Bilson

1 - 11 *SCOOP*

Joe teams with a police detective--a suspected vigilante--to find the culprit behind the murder of Outfit thugs.

Dir Mike Vejar

1 - 12 *THIEF OF HEARTS*

An artificial heart that will save the life of a young girl is stolen.

Wr Howard Chaykin

Dir Danny Bilson

1 - 13 *CROWN OF THORNS*

A foreign dignitary visiting the U.S. becomes the new target of the assassin who previously killed her father.

Wr Mitch Brian

Dir James Quinn

VIPER (1996)

Officer Westlake's partner is killed in a skirmish with the evil trucker and his four (now three) biker gang members. She is given a promotion and assigned to the Viper Project which is still being tested.

This is a very nice continuation of the earlier series with new cast and car. The sports car is a red convertible which becomes the silver Defender with weapons and tools built in. Jeff Kaake who played Thomas Cole also earlier starred in the SF flop SPACE RANGERS.

WR.

DIR.

EPISODES: 66 **YEAR MADE:** 1996 **COUNTRY:** US **SEASONS:** 3

PET FLY PRODUCTIONS.

CREATOR: PAUL DEMEO & DANNY BILSON

TYPE OF SHOW: CRIME

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22, (2) 22, (3) 22

DATE OF PREMIER: 23/09/1996 **AIR DATE OF LAST EPISODE** 22/05/1999

SEASON DATE BREAKDOWN:

FILMS:

Thomas Cole JEFF KAAKE, Detective Cameron Westlake HEATHER MEDWAY, Mechanic Frankie Waters
JOE NIPUTE, Designer Allie Farrow DAWN STERN, Special Agent Catlett J. DOWNING (2).

RELATED SHOWS:

VIPER (1994)

SPACE RANGERS

1 - 1 *WINNER TAKE ALL*

The Viper returns to the streets of Metro City. The new prototype is given to Ex-CIA operative Thomas Cole (Jeff Kaake) and his team: Technician Frankie Waters (Joe Nipote) and systems programmer Dr. Allie Farrow (Dawn Stern). After the death of her partner, police officer Cameron Westlake (Heather Medway) joins the Viper team. The team then concentrates on taking Dekker, a rogue trucker who has been terrorizing the city.

Wr Tommy Thompson

Dir Danny Bilson

1 - 2 *MIG-89*

Cameron uncovers an illegal arms-smuggling ring---but not before Allie and a visiting scientist are kidnapped and forced to develop a highly advanced fighter jet.

Wr Howard Chaykin

Dir Joe Napolitano

1 - 3 *CONDOR*

The massacre of four undercover cops, all of them set to share information regarding the mob, leads the team to seek help from a helicopter squad that's Viper's aerial equivalent.

Dir Danny Bilson

1 - 4 *TALK IS CHEAP*

A talk-show host is targeted by a killer who has a unique way of getting rid of the bodies of his victims.

Wr David L. Newman

Dir Don Kurt

1 - 5 *DIAMOND IN THE ROUGH*

A disgruntled former security officer decides to become a jewel thief.

Wr John Vorhaus

Dir Oscar Costo

1 - 6 *STANDOFF*

Thieves after a new weapon have the Viper team trapped in an abandoned refinery.

Wr Howard Chaykin

Dir Stephen T Stafford

1 - 7 *WHITE FIRE*

A string of diamond thefts points to a notorious criminal, but she cooperates with the Viper team to catch whom she claims is the real culprit.

Wr Ben Schwartz, Howard Chaykin

Dir Vern Gillum

1 - 8 *DIE LAUGHING*

It's no joke when the Viper team's assigned to protect a comedienne and her son, who's witnessed the murder of an undercover FBI agent.

1 - 9 *ON A ROLL*

The Viper team and their superior are accused of treason after following a Government command to steal a lethal weapon.

1 - 10 *STREET PIRATES*

A band of weapons thieves plans to take the Defender next.

1 - 11 *BREAKDOWN ON THUNDER ROAD*

A scientist fears his runaway son may be behind the theft of an extremely combustible rocket fuel, which the boy is using to power racing cars.

1 - 12 *MANHUNT*

A scientist's invention saves his life but turns him into a killer cyborg.

1 - 13 *TURF WARS*

The Viper team is assigned to stop a gang war between two rival factions, and a 13-year-old gets caught in the middle of the fighting.

1 - 14 *FORGET ME NOT*

A scientist is brainwashed into stealing nerve gas to be used in an attack on the U.S. Secretary of Defense.

1 - 15 *WHEELMAN*

An escaped con looking for revenge happens to be Cole's former mentor.

1 - 16 *SHUTDOWN*

The city is terrorized by a criminal who is driving around in a clever imitation of the Viper.

1 - 17 *ECHO OF MURDER*

Cole's investigates the death of his friend, an investigative reporter, but his only clue is a holgram of a movie star who committed suicide long ago.

1 - 18 *THEIVES LIKE US*

The Viper team is accused of treason after their new boss tells them to steal a weapon that creates spontaneous human combustion.

1 - 19 *COLD STORAGE*

A charismatic mass-murderer in cryogenic suspension manages to escape to rejoin his followers.

1 - 20 *WHISTLE BLOWER*

An autistic man is the only witness to the murder of his brother.

1 - 21 *BLACK BOX*

A murdered software designer leaves artificial intelligence to his girlfriend.

1 - 22 *THE LIST*

Westlake witnesses Cole's death, only to learn that he's alive and well---and working as an informant for a powerful crime family.

Wr David Newman

Dir Mick MacKay

2 - 1 *TRIPLE CROSS*

Cole's former fiancée, who says she's dying and needs a bone-marrow transplant, convinces Cole to temporarily release a prisoner whose marrow matches hers.

2 - 2 *CAT AND MOUSE*

Westlake kills the lover of a professional assassin during a prison break, and soon finds herself targeted for revenge.

2 - 3 *THE BEST COUPLE*

A simple background check on Westlake's friend's new husband turns up information suggesting that the groom may not be what he seems.

Wr David L. Newman

Dir Bruce Bilson

2 - 4 *HIDDEN AGENDA*

An arson killing rings a bell for Cole, who investigated similar cases years ago and suspects they're related. His only lead is a mysterious woman who was on the scene.

Wr Howard Chaykin

Dir Mick MacKay

2 - 5 *OUT FROM OBLIVION*

When Cole discovers an old CIA buddy living on the streets, he's again led into a world of espionage and intrigue.

2 - 6 *STORM WATCH*

A fully equipped motorcycle and rider threaten the future of the team.

2 - 7 *COLD WARRIORS*

Westlake's mother is captivated by a secret agent.

2 - 8 *FIRST MOB WIVES CLUB*

Cole goes under cover at a health club frequented by the beautiful wives of gangsters in order to solve the murder of one woman's husband.

2 - 9 *GETTING MADD*

Cole's niece must live with the consequences of a fatal drunken driving accident; Frankie, Catlett and Cole uncover a drug ring at a local club.

2 - 10 *WILDERNESS RUN*

Cameron Westlake, a police officer, volunteers to spend a week helping her friend Elise Grayhawk, who run Camp Sasamat, a retreat for over worked executives. Hanley (Michael Mahonen) and his friend, Mike, plot to kidnap his former boss, Iris Bentine, and hold her for five million dollars ransom. Hanley had been a janitor at her corporation, but was fired and is very bitter about it. He plots revenge... Iris, and her assistant, Julie Stone, have come for a week long retreat in the wilderness. Here they are supposed to spend time in the woods, enjoying nature and learn team work skills as a "get back to nature, and find your true self..." experience; but, Iris is work driven and can not relax . She is annoyed that Julie talked her into taking time off from work. Hanley stops a pair of forest rangers, kills them and steals their uniforms. Then he and his Mike, pretending to be Rangers Crawford and Barnes, proceed to the woods to find and kidnap his former boss, Iris Bentine! Cole and Frankie, who work with Westlake, are concerned when they can not reach her on her phone. They head for the woods when she is reported "missing". They also learn that Bentine's office has received a ransom demand., and that Westlake is their wilderness guide. They devise a plan to rescue her. As usual, the Viper Gang 'get their man'.

Wr Terry D. Nelson

Dir Mick MacKay

2 - 11 *BREAKOUT*

Cole and Westlake desperately search for an escaped convict who is carrying a deadly virus.

2 - 12 *GETAWAY*

A crime lord's murder threatens to reveal government corruption.

2 - 13 *WHAT MAKES SAMMY CHUN*

An ex-con turned tabloid news reporter gets mixed up in Cole's investigation of an arms dealer.

2 - 14 *PAPER TRAIL*

Cole's girlfriend becomes a prime suspect in a million-dollar robbery.

2 - 15 *REGARDING CATLETT*

After an attempt on Catlett's life, Cole and Frankie must find the insider responsible.

Wr Tom Fudge

Dir Jeff Stein

2 - 16 *TRUST NO ONE*

Catlett and Westlake pose as husband-and-wife burglars in order to catch an arms dealer.

Wr Susan Hamilton Brin

Dir Gus Trikonis

2 - 17 *DOUBLE TEAM*

Catlett and Westlake pose as husband-and-wife burglars in order to catch an arms dealer.

2 - 18 *HOT POTATO*

A computer disk becomes the key to catching a corrupt federal marshal.

2 - 19 *HOMECOMING*

Cole returns to his hometown to help his father solve a mystery when the local police chief dies.

2 - 20 *OLD AQUAITANCE*

Westlake must protect her photojournalist ex-husband from sudden attempts on his life.

2 - 21 *INTERNAL AFFAIR*

After an undercover assignment goes awry, Westlake is abducted by mercenaries bent on detonating a bomb -- with her help.

2 - 22 *ABOUT FACE*

Notorious criminal Giles Seton masterminds a plot to create a Cole look-alike to steal the Defender.

Wr Darrell Fetty, Mark Lisson

Dir Bruce Bilson

3 - 1 *THE RETURN*

Joe Astor returns to drive the new Viper when Thomas Cole is reassigned after blowing up the old Viper.

Wr Mark Lisson

Dir Danny Bilson

3 - 2 *ONCE A CON*

A small-time con artist helps Astor and Westlake catch a money launderer in an elaborate sting operation.

Wr Susan Hamilton Brin

Dir Scott Williams

3 - 3 *WISEGAL*

Astor infiltrates a security-tight mafia conference; a labor negotiator tries to seduce Westlake.

Wr Darrell Fetty

Dir Bruce Bilson

3 - 4 *HOLY MATRIMONY*

Astor falls in love with the wife of a Colombian drug lord while investigating the Blanca Noche cartel.

3 - 5 *WANTED: FRED OR ALIVE*

Astor and Westlake encounter a ruthless bounty hunter while trying to exonerate a man accused of murder.

3 - 6 *THE FULL FRANKIE*

Frankie bares all to uncover a blackmail-murder plot at a local strip club for women.

3 - 7 *HONEST ABE*

A former Israeli spy's new life is threatened when arms dealers kidnap his wife.

3 - 8 *AFTERMATH*

An apparent terrorist bombing camouflages an elaborate plot for an heir to claim her father's million-dollar pension.

3 - 9 *FAMILY MATTERS*

Astor and Westlake try to locate a stolen cache of diamonds before some dangerous criminals take possession of them.

Wr Joe Johnson

3 - 10 *THE REALLY REAL RE-ENACTMENT*

While staking out robbery suspects, Westlake finds out Astor isn't the man she thought he was.

Wr Tom Fudge

Dir Gus Trikonis

3 - 11 *BEST SELLER*

After Catlett reads his brother's latest novel, fact becomes stranger than fiction as the plot line becomes real.

Dir Bruce Bilson

3 - 12 *SEMINAR FROM HELL*

One of Westlake's old enemies resurfaces to exact revenge after escaping from prison.

Dir Scott Williams

3 - 13 *PEOPLE LIKE US*

Astor and Westlake go under cover as a married couple to expose a ring of diamond thieves.

Wr Terry D. Nelson

Dir Don Kurt

3 - 14 *MY FAIR HOODLUMS*

Astor and Westlake try to stop a man who's plotting to kill his ex-wife for her jewel necklace.

Wr Darrell Fetty

Dir Gus Trikonis

3 - 15 *SAFE HOUSE*

After desperate bank robbers take Astor hostage, Frankie and Catlett try to track him down.

3 - 16 *TINY BUBBLES*

Astor and Westlake must unravel a conspiracy after the secret formula is stolen from a soda company and its owner is murdered.

Wr Susan Hamilton Brin

Dir Robert Lee

3 - 17 *OF COURSE, IT'S A MIRACLE*

Frankie befriends a self-proclaimed psychic who becomes involved in a plot to assassinate a senator.

3 - 18 *HOLY TERROR*

Astor and Westlake must protect a spiritual ruler from a fated encounter with an assassin.

3 - 19 *HELL HATH NO FURY*

A series of deaths links to an old case, but someone does not want Astor and Westlake to reopen it.

3 - 20 *ATTACK OF THE TEKI-YA*

A Japanese detective, in town to extradite an assassin, goes head-to-head with an international crime boss.

3 - 21 *SPLIT DECISION (PART 1 OF 2)*

An electric shock causes Astor's brain implant to malfunction, turning him back into a criminal.

3 - 22 *SPLIT DECISION (PART 1 OF 2)*

Astor agrees to have the brain implant removed; a distraught Westlake must focus on saving a kidnapping victim.

VIRTUAL GIRL

Enomoto plays an amnesiac teenage, recruited by a psychiatric researcher to test the Virtual Reality 2000 machine that permits her to try on the minds, personalities, and desires of others.

Compare to The Stand-In and VR TROOPERS. The series was produced by Yoshiki Tanaka.

WR. Tetsuya Oishi

DIR. Toya Sato, Ryuichi Inomata.

EPISODES: 9 **YEAR MADE:** 2000 **COUNTRY:** JAP **SEASONS:** 1

NTV

CREATOR:

TYPE OF SHOW: VIRTUAL REALITY **FORMAT:** SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 9

DATE OF PREMIER: 15/01/2000 **AIR DATE OF LAST EPISODE** 11/03/2000

SEASON DATE BREAKDOWN:

FILMS:

KANAKO ENOMOTO, TAKANORI JINNAI, TOMOE SHINOHARA, YUMI ADACHI

RELATED SHOWS:

VR TROOPERS

VIRTUAL MURDER



In the safe domain of a city museum & art gallery, two American tourists watch in amazement as *The Laughing Cavalier* melts. When further paintings are threatened with becoming vertical oil slicks by 'The Ligidator', Carol Bolitho of Tower King insurance calls in the services of Dr. John Cornelius from the university's Department of Psychology, and Cornelius finds himself acting as the courier for the ransom of half a million pounds to the mysterious 'Mr. Dada'

The music was composed and performed by Harry Robertson, the technical advisers was Doctor Clive Hollin and Professor Kevin Howells. The executive producer was Barry Hanson, the series producers were Harry Robertson and Brian Degas. This AVENGERS clone was shown on BBC1 in 1992.

Created by Harry Robertson and Brian Degas, executively produced by Barry Hanson, and premiering on BBC on 24th July 1992, *Virtual Murder* related the adventures of university lecturer and criminologist, Dr. John Cornelius, (the late Nicolas Clay, *Excalibur*, and the ITV drama *Gentlemen and Players*) who alongside his beautiful and rich girlfriend Samantha Valentine, (Kim Thompson), investigate unusual crimes in a bizarre, Avengersque England populated by an assorted array of colourfully eccentric characters.

During the course of the series' short run of six episodes, the duo were confronted by an outlandishly diverse set of cases ranging from vampires, melting works of art to murder by means of virtual reality. Promoting the series at the time, Clay stated that the episodes were inspired by actual cases, a highly dubious claim, but a rather nice piece of promotion well in keeping with the concept's intended tongue in cheek fantasy.

Despite scripts from such creative talents as Phillip Martin, Tim Aspinall and creators Robertson and Degas respectively, and the inclusion of an impressive range of quality guest stars such as Bernard Bresslaw, Julia Foster, Richard Todd, Hywell Bennett, Tony Robinson, Jon Pertwee and Alfred Marks, and regulars Stephen (XYY Man, *Howard's Way*) Yardley, as Inspector Cadogan, Alan David, Professor Griffiths, Jude Akuwudike, Sergeant Gummer and Carole Boyd as Miss Phoebe Littlejohn, the series resolutely failed to jell into the finely balanced stylistic whole that had made its prime inspiration, *The Avengers*, an outstanding success almost two decades earlier.

The two prime reasons behind the show's failure to ignite audience interest were the decision to shoot on video rather than the more costly option of film, with the result that much of the glossy visual atmosphere that had contributed greatly to the enhancement of the basic unreality, which had given *The Avengers* much of its cartoonish power, was lost. Replaced instead by a nagging sense of grainy reality which actively worked against the more fantastical atmospherics demanded by the exaggerated unreality of the core story elements. However, much more damaging was the all-important presentation of the central duo.

Despite the best efforts of the experienced and talented Clay and Thompson, the characters of Cornelius and Valentine lacked from the outset the essential wit, charm, warmth, self-deprecating humour and innate 'will-they-won't they' sex appeal which made the duo of Steed and Mrs. Peel effortless and enduring televisual icons. Instead, the characters as written came across as smugly superior dilettantes whose banter seemed forced and far too arch and studied to be either remotely engaging or truly amusing. Ultimately, more than anything else, this total failure of the central characters to enamour themselves to the viewing audience was the greatest and most fatal flaw in the show's hopes for survival.

The series ended its six episode run on the 28th of August 1992, and promptly vanished into the limbo of unrepeatable show's, where it has remained unseen to the present. Misconceived and fatally flawed, but nevertheless a genuine attempt to resurrect a long neglected form of telefantasy, *Virtual Murder* remains a long unseen, near forgotten, experiment that sadly failed.

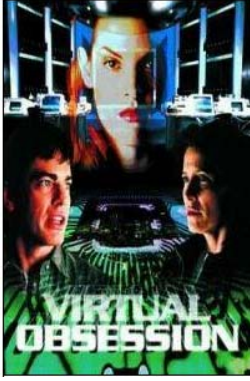
WR. Philip Martin, Barry Smith, Tom Needham, Tim Aspinall, Bennett Sims, Harry Robertson.

DIR. Philip Draycott, Peter Rose.

Dir Peter Rose

VIRTUAL OBSESSION

AKA: **HOST**



A glitch occurs in the computer program that controls most of the power and electrical services for Salt Lake City, causing accidents across the city. Dr Joe Messenger (Peter Gallagher), who is in control of the program, assures the Mayor that such a thing could not happen again. However, Joe's colleague, Tom Inman (Andy Comeau), confirms Joe's fear that their system has been hacked. The two run a complete check with the help of their massive computer, which is nicknamed Albert, and has the ability to manifest itself as a holograph of Albert Einstein (Tom Nibley). Joe is interviewed about the Artificial Intelligence Center and Albert, and explains that the aim of his research is to create a new form of consciousness, one independent of its creator. To this end, an endless stream of information is fed to Albert from all over the world through cameras, sound recorders and olfactory sensors.

Joe also reveals that, along with some others, his own house is fitted with surveillance cameras, so that Albert can learn about day-to-day human existence. After watching the interview together, Joe and his wife Karen (Mimi Rogers) begin to make love, but when Joe refuses a request that the camera in their bedroom be switched off for once, Karen turns away from him. The next day, Joe meets his new Research Associate, a brilliant young computer expert named Juliet Spring (Bridgette Wilson). Juliet is also interested in creating an independent consciousness. However, her work is geared towards finding a way of downloading one that already exists. Juliet demonstrates her computer program, with which she intends to download a rat's brain. Joe and Juliet have dinner together. Afterwards, Joe congratulates Juliet on her prospect of a brilliant career. Bitterly, Juliet reveals that she is suffering from an inoperable brain aneurysm, and has only months to live.

The next day, Juliet successfully downloads a rat's consciousness, but finds that her computer isn't powerful enough to process the data. Juliet invites Joe for a picnic. He accepts, forgetting that he had arranged to meet Karen for lunch. After talking together for some time, Joe and Juliet kiss tentatively. That night, Karen tells Joe that she is worried about their marriage. Joe apologises for his long working hours and takes her to dinner, but the evening is disrupted when Juliet shows up, making insinuations about herself and Joe. The following morning, Joe, Juliet and Tom attach electrical sensors to an experimental rat and attempt to download its consciousness using Albert.

Suddenly, there is a high-pitched noise, the computer screen goes blank, and the rat is found dead. After questioning Albert, the three realise that, incredibly, they have succeeded in their attempt: that the rat's mind is somewhere within Albert's program. Juliet asks Joe to her house, saying that she needs to talk to him. When he arrives, he finds her unconscious and bleeding from her nose. Later, having recovered, Juliet apologises for her behaviour towards Karen. Joe flies to Stanford to deliver a lecture. That night, Juliet appears at his hotel. The two make love. Afterwards, Juliet reveals her secret plan: to download her own consciousness into the computer, and thus cheat her fate.

Produced by Ted Babcock (co-producer), Mick Garris, Stephanie Germain, David A. Rosemont (executive), Robert M. Sertner (executive), Randy Sutter, David C. Thomas (co-producer), Frank von Zerneck (executive). Original music by Nicholas Pike, Cinematography by Shelly Johnson, Film Editing by Patrick McMahon, Casting - Susan Glicksman, Production Design by David Ensley, Set Decoration - Steve Davis, Costume Design by Warden Neil, Makeup Department - Charlene Johnson (key hair stylist), Greg T. Moon (key makeup artist), Production Management - David C. Thomas (unit production manager).

Assistant Director - Burt Burnam (first assistant director), Sean Kavanagh (second assistant director), Sound Department - Richard Schexnayder (sound), Other crew - Mary Jo Manwill-Conder (script supervisor), Alan Oakes (location manager), Tim Swan (location manager).

This film's first and only advantage is Jake Lloyd. I think he has a lot of promise for many acting roles in the near future - it's especially evident in *Unhook The Stars*. Also look for Bridgette Wilson who is featured in *"Unhook The Stars"* as well. This movie is based on the best selling novel *"Host"* and it's a very excellent

adaptation. There are some very tense moments that I will not ruin for you such as some people would love to do. but there is a certain scene with Jake and Bridgette that is pretty intense - you'll know it when you see it. Of course I will do nothing but praise Jake Lloyd's acting because I think he is extremely talented - for those of you who have seen "Unhook The Stars", you will understand where I'm coming from. I am just so impressed and incredibly amazed at the talent he has possessed at such a young age. He gives an excellent performance as the character "Jack". Bridgette Wilson also gave a good performance as "Julie" - I have no complaints about her at all. I don't see how anyone possibly could either. It's pretty unlikely that anyone who hasn't seen this movie will actually get to view it. Since the movie had a low budget, it will more than likely result in it not being aired again. Great film. Despite the fact that any links, associations and contributions to this movie regarding her are non-existent Host completed filming on the 20th December 1997 in the USA, under the title Virtual Obsession. Produced by ABC television as a 3 hour mini-series, the mini-series debuted in the UK in August 1999.

After giggling maniacally for about fifteen minutes, I hurried to get a blank tape into the old VCR, hoping for the best, but suspecting that the film itself probably wouldn't be anywhere near as entertaining as its summary seemed to suggest. And I was right.

Wildly speculative science fiction requires a firm grounding in reality to make it work, and this Virtual Obsession is completely lacking. All of the story's potentially interesting aspects are in place when the film opens, with the viewer being asked to take them for granted, rather than share in them. The computerisation of a major city, the creation of Albert, and the education of the artificial intelligence are all handled in such an off-hand manner that it is hard not to respond with equal indifference.

Similarly, the film's central premise just isn't made absorbing enough. It's just "let's do it" followed by "hey, we've done it", leaving the audience to shrug and say "so what?" The problem, I think, is that the film-makers weren't as interested in creating an intellectually engaging story as they were in finding a new twist to the venerable stalk-and-slash scenario. Ultimately, Virtual Obsession is just a reread of Fatal Attraction, tarted up for the computer generation. Instead of the spurned mistress invading the house and threatening her lover's family in a physical sense, Juliet does it via computer, phone and electricity. (Her persecution of Mimi Rogers is one thing; however, when she started going after Jake Lloyd I was unable entirely to repress a cry of, You go, girl! [Nothing personal, kid. I just really wish that I could buy a bag of chips that didn't have your face on it.]

Although the viewer never truly believes that Karen and her son, Jack, are in any danger, this section of the film is fairly successful in illustrating the Crichton-esque moral of the pitfalls of too much faith in technology. Perhaps the best (because most subtle) moment is when Jack and Karen try to flee their house - only to realise that the garage has an electronic lock.

Thematically, the rest of Virtual Obsession is deeply confused; the writers were obviously quite determined to have their cake and eat it, too. For much of its running time, the film seems to be yet another warning against scientists who try to play God. When Joe confronts the computerised Juliet, he tells her that she is nothing like the "real" Juliet, who had "great beauty" and "kindness". (Hmm - Joe must have been watching a different movie.) The film's argument is that mind, body and soul are inexorably linked, and cannot be separated without a tragic outcome. This argument might be perfectly valid, were it not totally contradicted by the film's closing sequence. Returning to the lab after the defeat of Juliet, Joe finds that his colleague, Tom, a paraplegic since "the accident" (unspecified), has downloaded his own consciousness. For a moment this looks like the usual kicker: "evil" Juliet has been replaced by "evil" Tom. But no: instead, we are assured that nice Tom will remain nice Tom, despite that nasty old separation of the mind, body and soul we were just warned against.

If you think this sounds stupid and contrived, you're quite right. But there's worse to come. Juliet is ultimately defeated, not by anything Joe does, but by her attempt to cheat fate. In downloading her consciousness, Juliet unwittingly downloaded her aneurysm: her "virtual" self is killed by a "virtual" haemorrhage. Fine - except that in a scene of intolerable saccharine overload, we later see "virtual" Tom's holograph projection rise from his wheelchair, having somehow regained the use of his legs. (For a brief, glorious moment I thought he was going to say, Mein Führer! I can walk! But no, no such luck.) And then "virtual" Tom vanishes, presumably to take up his new role as guardian of the computer system, leaving the viewer with nothing to say but, "Huh?"

Another of Virtual Obsession's shortcomings is that its two central characters are so unappealing. The presentation of Juliet Spring is deeply ambiguous, but more, I suspect, through carelessness than intention. From the moment she reveals that she's terminally ill, the direction that the story will take becomes screamingly obvious. After seducing Joe, Juliet immediately reveals her plan to have her consciousness downloaded. Having thus made it fairly clear that she's using him, the script then turns around and asks us to accept that in the space of a week Juliet has become so obsessed with Joe that she's prepared to endanger the lives of his wife and child to get him. Juliet's situation is such that, bad as her conduct is, it's hard not to have a certain sympathy for her. (I'll say this, too: I found it refreshing to see a character in a movie who responded

to her imminent death by being royally pissed off, rather than by being brave and noble about it.)

Joe, however, is another matter. It isn't just Fatal Attraction's theme of the psychotic woman scorned that Virtual Obsession shares with its source: it is also that film's dubious moral code. As does its predecessor, the film asks us to excuse Joe's conduct on the grounds that, well, he really does love his family, you know. (You could invent a really good drinking game around Virtual Obsession. Try knocking one back every time Joe says to Karen "I'm sorry." If you're still standing by the end credits, you've got a harder head than I have.) The fact that he neglects his wife, lies to her repeatedly, cheats on her, and is indirectly responsible for the attempts on her life are all just supposed to be swept away by that pre-credit clinch.

This is bad enough, but what's infinitely worse is the film's constant inference that the state of the Messengers' marriage is actually Karen's fault. Joe spends a great deal of his time protesting that Karen is too good for him - protesting much too much, in fact. In a frankly nasty exchange, Juliet responds to Joe's unconvincing statement that Karen has as much interest in his work "as any wife has in her husband's work" with an arid, "That's too bad." (The fact that Joe displays absolutely no interest in anything Karen does until after she's caught him cheating is conveniently ignored.) We learn that the Messengers have been having sexual problems for some time. When Karen's refusal to have sex under the gaze of Albert's watchful computer cuts directly to Joe's first meeting with Juliet, it is pretty clear where the film-makers are placing the blame. All of this is presumably meant to excuse the fact that Joe is kissing Juliet before he's known her a day, and in the sack with her before he's known her a week.

As a result of all of this, Karen Messenger is easily the film's most sympathetic character, but suffers from the contrivances of the plot; her forgiveness or non-forgiveness of Joe's behaviour tends to fluctuate according to whether the writers need her in the house or out of the house.

In summary, Virtual Obsession is confused, unconvincing and overlong - although I gather it was originally longer, being made-for-TV and shown in two parts. The cutting down of the original (it's still over two and a quarter hours long!) might explain some of its unresolved loose ends, such as the subplot about Joe's father, who was cryogenically frozen, then inadvertently defrosted. Still, the film is not entirely negligible. It is worth sitting through for one sequence so macabre, so surreally grotesque, that it seems to have wandered in from another movie. (This following section is one big spoiler, but you might as well read it anyway. For one thing, I don't think Virtual Obsession is all that easy to see. For another, even if you read this, you will still have to see the scene for yourself to believe it.)

Along with her downloading of her mind, Juliet has prepared for the future by arranging - like Joe's dad - to have herself cryogenically preserved. Confessing this to Joe, she makes him swear that he will ensure that everything goes as planned. However, after Juliet's death, it seems that her death certificate has been tampered with (we never learn why or by whom - another of the film's loose ends) and a judge orders that Juliet be thawed for autopsy. Joe protests, but to no avail. Desperate, Joe turns to his friend at the cryogenic facility, who points out that since they don't think an aneurysm killed Juliet, they don't need her head for the autopsy. Instantly, the buzzsaw is out, and Joe is assisting in an offscreen decapitation. The next thing we know, Joe is driving home with Juliet's head in a special liquid nitrogen storage facility, which he intends to keep (where else?) in his basement. Suddenly, we're out of the realm of The Lawnmower Man meets Fatal Attraction, and in the middle of a science fiction re-make of Bring Me The Head Of Alfredo Garcia.

Unfortunately, it turns out that Juliet's new home is defective - something her virtual self brings to Joe's attention by ringing his phone again and again in the middle of the night. Realising the problem, Joe makes a temporary alternative arrangement, then sets out to get a replacement tank. In his absence, Karen and Jack return early from their weekend away. Karen goes to get something out of the deep-freeze, and when Joe arrives with his friend from Cryogenics, they find Karen sitting at the kitchen table with a bundle in front of her. When Joe tries to take it from her, she snatches it up and runs out into the front yard. After shrieking some entirely justified abuse at Joe, Karen hurls the plastic-wrapped object into the air. Freed from its wrappings, Juliet's head traverses a graceful arc through the air, then hits the road - and shatters into about a thousand pieces. If I thought that the film-makers intended it that way, I would call this sequence a masterpiece of black comedy. However, I am quite sure they meant, not to amuse, but to horrify. Well, I'm sorry, but I'm afraid that the only effect of this scene upon me was to provoke my second Virtual Obsession-related fifteen-minute fit of maniacal giggling.

WR. Mick Garris, Preston Sturges Jr., Peter James.

DIR. Mick Garris.

EPISODES: 2 **YEAR MADE:** 1998 **COUNTRY:** US **SEASONS:** 1

VON ZERNECK-SERTNER FILMS, STEPHANIE GERMAIN PRODUCTIONS, HALLMARK ENTERTAINMENT.

CREATOR: PETER JAMES (Based on Novel)

5011

VIRTUAL OBSESSION

TYPE OF SHOW: CYBERPUNK

FORMAT: MINI-SERIES

LENGTH (MINS): 120 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: 26/02/1998

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Joe PETER GALLAGHER, Karen MIMI ROGERS, Jack JAKE LLOYD, Tom ANDY COMEAU, LEE GARLINGTON, MICHAEL O'NEILL, DAN MARTIN, Adam Spring ROBERT VAUGHN , Juliet BRIDGETTE WILSON, Juliet's Dad TOM NIBLEY, Albert CHARLES GRUEBER, DAVID JENSEN, CYNTHIA GARRIS, FRANK GERRISH, MARY BISHOP, NICOLE GUERTIN.

Books Based on this series.

Host

Peter James

VISITEURS, LESAKA: **VISITORS, THE**

Two aliens from a perfect but loveless galactic empire, Arkim and Tolrach, are reincarnated into the bodies of two comatose Earthlings: Jean-Louis and Renate. Their mission is to find out why six previous "visitors" sent to Earth have vanished without a trace. After a globe spanning quest, they discover that the visitors like their new lives on Earth better and have decided to remain. Now in love, Arkin and Tolrach (who is pregnant) decide to stay as well.

WR. Claude Desailly**DIR.** Michel Wyn**EPISODES:** 6 **YEAR MADE:** 1980 **COUNTRY:** FRA **SEASONS:** 1*TF1***CREATOR:****TYPE OF SHOW:** ALIENS ON EARTH**FORMAT:** SERIES**LENGTH (MINS):** 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French**SEASON BREAKDOWN:** (1) 6**DATE OF PREMIER:** 03/04/1980**AIR DATE OF LAST EPISODE** 08/05/1980**SEASON DATE BREAKDOWN:****FILMS:**

Jean-Louis JOSE-MARIA FLOTATS, Renate BARBARA KRAMER, Bob JACQUES BALUTIN, Puck PIERAL, Kyrin ANDRE OUMANSKY, Zarko JEAN-RENE GOSSART, Colette MICHELE BAROLLET, Charlot JEAN-CLAUDE BOUILLAUD, Reka FRANCOIS CHAUMETTE, Le pape Borgia PIERRE GUALDI, Le cinéaste RENZO MARTINI, Robespierre FEODOR ATKINE, Antonia AMPARO GRISALES, Grégorio PATRICE VALOTA, Dimitri RONALD FRANCE, Le policier RAFAELA GAMEZ, Le prêtre VICTOR MELLENEY, Le taxi AUBREY SEKAZA, Suder HUBERT DESCHAMPS, Le médecin-chef JEAN-PIERRE KALFON, Mme Mattiessens CATHERINE RETHI, GONZALO AYALA, RICHARD DECONINCK, JEAN BOISSERY, JEAN-POL BRISSART, EMMANUELLE BRUNSCHWIG, LUCIEN CAMIRET

GIAN CAMPI, ELIZE CAWOOD, BERNARD CAZASSUS, CHRIS CHITTELL, JACQUES CIRON, ANNE-MARIE COFFINET, EFISIO COLETTI, JEAN-PIERRE FRAGNAUD, FRANÇOIS GAMARD, DIDIER GAUDRON, GILLES GAVOIS, FRITZ GOBLIRSCH, TERESA GUTIÉRREZ, RAOUL GUYLAD, MICHELINE KAHN, JEAN LEGALL, MICHELA MARTINI, MICHAEL MCGOVERN, ARNALDO MOMO, ROBERT NOGARET, REBECCA PAULY, FRANÇOIS ROSTAIN, PIERRE SEMMLER, IGOR TYCZKA, HANS VERNER, HENRI VILLEROUGE, KONRAD VON BORK, ANTONIO WAGNER, TONY WEBER, CHRISTIAN ZANETTI

- 1 - 1 *ZARKO*
- 1 - 2 *ALAMBDA*
- 1 - 3 *PIRVII*
- 1 - 4 *KYRIN*
- 1 - 5 *MEMNO*
- 1 - 6 *REKA*

VISITOR, THE



In the dark skies above Utah, the Air Force is tracking the crash of an unidentified aircraft. Crash-landing on a mountain side, Adam MacArthur (played by John Corbett of "Northern Exposure") mysteriously emerges from the wreckage of the downed craft, seemingly unscathed. His sudden appearance sparks a manhunt by opposing national security departments, each with its own agenda to find out who Adam is, how he survived, and why he returned. It appears that Adam, missing in action since World War II, is still the strapping young man he was 40 years ago prior to disappearing into the Bermuda Triangle.

Outwardly unchanged by his mysterious absence, Adam was abducted by an alien race that tapped into the largely unused portion of his brain. This explains his amazing ability to access the metaphysical that most people only dream about, giving him a seemingly spiritual power to utilise his mind (and body) in extraordinary ways. On the run from both human and otherworldly forces, with a mysterious mission to complete, Adam eludes his pursuers to embark on a harrowing quest of enormous proportions that will take him in and out of the lives of strangers, all of whom will find themselves changed by their contact with THE VISITOR.

Shown on ITV in the UK. V was created by Dean Devlin and Ronald Emmerich who also served as executive producers. The creators of V were also responsible for creating the SF blockbuster Independence Day (1997). On paper V sounds like a good idea, but on the screen it sadly doesn't work as well. Despite the interesting storyline, most of the episodes were mediocre and simplistic in their nature.

Very little information is given about the reason why Adam is here today, and whilst more information comes to the fore as the show move on, it might have been a better idea to have more to the backstory, since it can be very difficult to feel any emotion for the character in V. Vs life behind the sciences was also troubled with creators Dean Devlin and Robert Emmerich allegedly getting bad treatment for V from the executives at 20TH CENTURY FOX. They even vowed to never work in television again, which would be a shame, since this show did have some potential.

From the creators of Independence Day. John Corbett (Northern Exposure) is Adam MacArthur, a World War II pilot who disappears over the Bermuda Triangle only to reappear seemingly unchanged decades later, but with mysterious powers and a mission to unmask an alien invasion conspiracy.

In this gripping, one-hour action drama, Roland Emmerich and Dean Devlin, creators of Independence Day, "Stargate" and "Godzilla," turn their talents to television. Emmerich, Devlin and John Masius are executive producers for 20th Century Fox Television in association with Centropolis Television."

Having spat their vitriol at STARGATE SG1, Devlin and Emmerich smugly introduced their own show, which (in an ironic twist of fate) was actually far worse than MGM's series. The Visitor was cancelled mid-season in the States, and even ITV showed some uncharacteristic good judgement by pulling it at an early stage. Mixing the worst aspects of STARMAN, Stairway to Heaven and Independence Day, the show followed the adventures of a pilot who returned to Earth, imbued with special powers. You see, he was abducted by aliens, but now wants to use his new-found strengths to make our planet a safer place for all. Sadly, the New Age philosophising amid ideology got lost amongst the risible dialogue, and its leading man John Corbett past did not have anything vaguely resembling charisma.

Unfortunately, Adam MacArthur had to abandon his mission when The Visitor was cancelled after only 13 episodes. The explanation behind the programme's ultimately demise is as mysterious as the aliens who abducted Adam in the first place.

The Visitor was not only not renewed in the States, it was cancelled mid-season, meaning just 13 episodes were made. ITV bought the rights to show all of these, but have shown only seven to date. The rest are lying in the ITV vaults and there are no current plans to show the rest. The full episode listing is as follows: Pilot, Fear

Adam MacArthur helps repressed and banished scientist Louis Farraday realize his life-long project to conquer gravity. Chased by both the FBI and Wise, they utilize this discovery to make their escape in a vintage World War II fighter plane.

Dir Randall Zisk

1 - 3 *THE DEVIL'S RAINBOW*

Adam MacArthur connects with his adult granddaughter while Wise and the FBI are hot on his trail.

Wr Hans Tobeason

Dir Donna Deitch

1 - 4 *DREAMS*

Adam MacArthur is tormented by a message received from deep space. He and scientist Alex Burton try to decipher the message, but in a moment of synchronicity, both men are seriously injured and sent into a coma. They must try to navigate through their shared dream landscape and ultimately realize that the message may have dire consequences.

Wr Ed Gold

Dir Tucker Gates

1 - 5 *REMEMBER*

Adam joins a community of lost souls and discovers that they are waiting for an alien mothership to save them. Upon further investigation, he learns that the group's leader is developing a weapon that can cause mass destruction by "canceling" human brain wave activity. Adam must convince the young scientist working on the weapon to abandon the project before it's too late and turn his talents to aiding humanity.

Wr Valarie Mayhew, Vivian Mayhew

Dir Allan Arkush

1 - 6 *THE BLACK BOX*

To prevent a catastrophe, Adam urgently searches for mysterious objects that disappeared 30 years ago in a science lab accident. To find the objects, he befriends the Vietnam vet and his college sweetheart who survived the accident. As he tries to re-unite them, Adam finds himself in a race with time.

Wr Norman Morrill

Dir Fred Keller

1 - 7 *TUEFELSNACT*

A radio DJ doing his annual "War of the Worlds" show on Halloween night witnesses the landing of an alien space craft, but no one believes him. Meanwhile, Adam knows the pilot of the unusual machine is looking for him and gets the help of two young siblings to help him avoid capture.

Wr Hans Tobeason

Dir Davis Guggenheim

1 - 8 *REUNION*

The Visitor, visits his granddaughter Charlie, the Hunter, and the FBI all converge to find Constance MacArthur, the Visitor's wife who he left in 1947.

Wr Valarie Mayhew, Vivian Mayhew

Dir Tony Bill

1 - 9 *CAGED*

The FBI finally catch up to the Visitor and take him to a federal prison for questioning.

Wr Dean Devlin

Dir Kevin Kerslake

1 - 10 *GOING HOME*

On Thanksgiving, the Visitor offers a man the opportunity to reunite with his wife - who was a victim of alien abduction.

Wr Edward Gold, Todd Adam Kessler

Dir Randall Zisk

1 - 11 *THE CHAIN*

A psychic woman predicts a terrible event and Adam shows her how to use her skills to prevent the catastrophe.

Wr Aya Marie Carrillo, Samuel W. Gailey

Dir Ian Toynton

1 - 12 *MIRACLES*

With the holidays approaching the Visitor searches for a member of his family, but is waylaid by a woman his is about to give birth. With the FBI hot on his tail the Visitor helps the woman connect with her estranged scientist grandfather.

Wr Norman Morrill

Dir Patrick Norris

1 - 13 *THE TRIAL*

The visitor goes to San Francisco's Chinatown in an attempt to save some hollowed ground.

Wr Phyllis Murphy, Jean Gennis

Dir Tim Van Patten

VISITORS,THE

WR.**DIR.****EPISODES:** 0 **YEAR MADE:** **COUNTRY:** CHK **SEASONS:** 1**CREATOR:****TYPE OF SHOW:** ALIENS ON EARTH **FORMAT:** SERIAL**LENGTH (MINS):** **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** No **LANG:****SEASON BREAKDOWN:****DATE OF PREMIER:** **AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

VOICE FROM THE SKY

Wales, then a star of independent series westerns (and after a name change to Taliaferro a character actor) is the hero on the trail of a crazed scientist threatening to destroy the world. The title comes from the transmitter the villain builds to project his voice into the air so that whole cities can learn of his threats at the same time. Delores is the heroine.

The first independent sound serial made in Hollywood, Voice from the Sky was directed and produced by one-time silent serial star Wilson. By all accounts, no prints of this crudely mounted serial, which only achieved a limited release, have survived. Ben Wilson also starred in four other SF related cinema serials, THE POWER GOD, THE BRANDED FOUR, THE MYSTERY SHIP and OFFICER 444. The producer for the serial was Ben Wilson.

WR.

DIR. Ben Wilson.

EPISODES: 10 **YEAR MADE:** 1930 **COUNTRY:** US **SEASONS:** 1

G. Y. P. PRODUCTIONS

CREATOR:

TYPE OF SHOW: MAD SCIENTISTS **FORMAT:** CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 10

DATE OF PREMIER: **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS: THE POWER GOD, THE BRANDED FOUR, THE MYSTERY SHIP, OFFICER 444.

BEN WILSON, WALLY WALES, JEAN DELORES.

VOICELUGGER

AKA: **VOICE LUGGER**



The show opens with Voicelugger Gold facing off against a bad guy. The bad guy (Genbar) wants to revive Hades, to control the universe. He is using four little kids (two girls and two boys) from "Voice Land" to power the revival of Hades. Then one of the little girls hears (inside her) the cries for help from Voicelugger Gold. She wakes up and stops herself from being used. Then one by one the other kids wake up too. So Hades wasn't revived. Then Voicelugger Gold sent the kids to earth to live normal lives until they will be needed as senshi.

[jump to the present]

Akiko was waiting at the airport for Haruka. Haruka came back from LA. Akiko also had her bags with her, as she left her home to live in Tokyo. Now both Akiko and Haruka had no place to stay. They went to a real estate agent, but they couldn't get an apartment as they didn't have any job or family.

When Akiko and Haruka were in the park, they got into a fight, because Akiko was so much of a sentai, hero otaku. She kept saying that she (actually they) were heroes, because of the reoccurring dream that she had.

Haruka went off, but a pervert (who had been trailing her from the airport) came, and tried to molest her. The pervert covered Haruka's mouth, and took her to a building. But the pervert loosened his grip on Haruka's mouth, and Haruka screamed.

Meanwhile, Akiko "felt" that Haruka was in trouble. She ran to find Haruka.

Haruka's scream vibrated a lot, and the pervert lost his balance. Then Akiko came, and tried to protect Haruka. She went to the pervert and punched him, knocking him down. Then the pervert ran away.

Then an older woman came up to the girls, and said that she had a job for them. This woman was a president of a seiyuu production, and she needed some voices for a CM that day. She heard the screams by Haruka and knew that she would be able to do the job.

Akiko and Haruka went to the seiyuu studio, and they did the voices of screaming girls in a roller coaster.

That evening, Akiko and Haruka were very tired, so the president let them sleep over at her place.

But in the middle of the night, Akiko "heard" some cries for help by some unknown girl. Akiko got up and rushed out. She didn't know why she was able to hear, or why she knew which direction to run. But Akiko reached the empty building where the pervert was trying to molest a young girl.

Akiko helped the girl get away, but now the pervert was going after Akiko. The pervert was much stronger now than he was during the day. Akiko's punch didn't stop him at all.

Just when Akiko was going to get molested, she screamed out. The powerful scream sent the pervert flying across the building. But the pervert got up, and Akiko noticed that half of his face was torn off. The pervert was actually a robot/android!

The robot went after Akiko. Then a lot of mysterious power built up inside Akiko, and she turned into Voicelugger Ruby!

Trivia for Episode 7, "Ayauchi Super Hero! Hoeru Daisousasen"

This episode features the Voiceluggers fighting alongside some of the more famous sentai heroes.

The main guest star is Fujioka Hiroshi, aka Kamen Rider, or Segata Sanshirou. In the "Making of" clips, Michie, Takeshi, and many staff all go worship him, getting signature and take photos with him. Haruna was not there, and she wrote in the liner notes: "Ah ! Fujioka-sama....."

Notice the exceptionally bad editing where you can see Takeshi not wearing his rubber suit head, only to have the Voiceluggers somehow blow it back off his shoulders again.

A few seiyuu also made cameo appearance in this episode : Adachi Mari, Kanai Mika, and Yamaguchi Kappei (together with his family). A few animators were also there.

DVD Details:-

Voicelugger DVD volume 1
 Panasonic Digital Contents BBBS-1108
 DVD, 4:3, Region 2, Dolby Digital, 1 side 1 layer, 55 min.
 5800 Yen
 released 1999.04.25

Track List

Episode 1 "Atashi ga Hero"
 Episode 2 "Bara yo Me wo Samase"
 OP "Hoeru VoiceLugger" by Mizuki Ichirou : no credit version
 OP "Hoeru VoiceLugger" by Mizuki Ichirou : Karaoke version
 The Making of VoiceLugger Part 1
 [information provided by CuSO4]

This DVD comes with a big black plastic case (around B5 size). The cover is Nakagawa Akiko wearing the VoiceLugger Ruby uniform except the helmet. The DVD is a picture disk with Nakagawa Akiko wearing a brown blouse, with her signature printed on the picture. The design of the case is that you can spin the disk while it is still fastened.

Also inside the box is a pamphlet, containing message from the chief director Hirayama Tooru, comments from Akiko/Haruna/Seki/ Kusao on episodes 1 and 2, track list, and the lyrics of the OP.

There is also a coupon for this DVD. After you collect all 6 coupons in the 6 DVDs for VoiceLugger, you can enter a draw for the outfit wore by Akiko/Haruna during the shooting. Sadly, they are not the uniform they wear, but street clothes. Akiko's is a brown blouse (same as the picture disk's) and dark stripe skirt; Haruna's is a red pullover and black skirt.

Also included is a goods list with photos, and a questionnaire postcard.

The Making of VoiceLugger Part 1 includes clips of the shooting, the stuntman in work (watching a male-Ruby teaching Akiko-Ruby to pose is scary ^_^;;), Akiko's check on the uniform, and comments from the main casts.

During episode 2, in some action scenes, the mic appeared many times in the top middle of the screen ^_^; Also during this episode, I found a method to distinguish whether the stuntman or Akiko/Haruna are in the uniforms. Akiko-Ruby is slightly shorter than Haruna-Rose, while stuntman-Ruby is taller than stuntwoman-Rose.

Voicelugger DVD Volume 2
 Panasonic Digital Contents BBBS-1109
 DVD, 4:3, Region 2, Dolby Digital, 1 side 1 layer, 55 min.
 5800 Yen
 released 1999.05.25

Track List

Episode 3 "Unmei ga Hitori ni naru toki"
 Episode 4 "Android Pai no Komoriuta"
 ED "Amenochi egaoegao no chihare" by Kageyama Hironobu : no credit version
 ED "Amenochi egaoegao no chihare" by Kageyama Hironobu : Karaoke version
 The Making of VoiceLugger Part 2
 [information provided by CuSO4]

This DVD comes with a big black plastic case (around B5 size). The cover is Ikezawa Haruna wearing the

FILMS:

Gold MIZUKI ICHIROU, Ruby/Akiko NAKAGAWA AKIKO, Rose/Haruka IKEZAWA HARUNA, Emerald/Tomokazu SEKI TOMOKAZU, Sapphire/Takeshi KUSAO TAKASHI, Takahata Sakura NAKAO YURI, Minami Hiromi MIZUKI NANA, Ohmura Shuuji SHOCKER OHNO, stalking HAYAMI JUNPEI, Gamma KAMIYA AKIRA, Buzama (voice) YAO KAZUKI, Myuu (voice) KOOROGI SATOMI, Genbar (voice) IIZUKA SHOUZOU, Android Pai (voice)SUZUKI MASAMI, Ira Shrine TOMIZAWA MICHIE.

1 - 1 *ATASHI GA HERO*

1 - 2 *BARA YO ME WO SAMASE*

Akiko had turned into Voicelugger Ruby, and was facing off against the alien. She beat him up and kicked him away. Then the alien said that they were waiting for Voicelugger to appear. He laughed and vanished.

But Ruby also laughed. Akiko was happy that she really was a hero.

Akiko went back, and woke up Haruka. She told her all about it, but Haruka just wanted to sleep.

Meanwhile, at Genbar's hideout. Gamma [Kamiya Akira] told Genbar that Voicelugger appeared. But instead of Gold, it was Ruby. Then Genbar said that the other kids with the voice stone might appear. Gamma told Buzama to go to Earth and get the voice stones.

The next day, Akiko and Haruka were shown their new "home". It was a karaoke room. Haruka was shocked, but Akiko was very happy, as she discovered a lot of sentai songs in the karaoke machine.

Akiko kept singing the songs, while Haruka tried to sleep.

Later, Akiko and Haruka were running in a park, as they had to get in shape for their seiyuu work. Akiko was feeling very happy (because she was a hero), so she was running well. Haruka couldn't keep up with her.

A funny creature was in the bushes and was watching the girls. Akiko stopped running, and felt someone looking at her. Then she saw the bushes move (but it wasn't the one with the creature). Akiko took off her shoe, and threw it into the bushes. Then a guy came wobbling out of the bushes.

Akiko had knocked the guy out with her shoe. After recovering, the guy [Seki Tomokazu] got very embarrassed, and ran away.

Later, Akiko and Haruka were in a seiyuu studio. This was their first after recording session. Haruka and Akiko didn't know what an "afureko" was. They were told to do the "gaya", but they didn't know what it was.

Then some seiyuu came into the studio. Takeshi [Kusao Takeshi] came in. Then some others came. Finally Tomokazu came in. The girls immediately recognized him.

The seiyuu did their voice work (some action anime). Then it was time for the "gaya" (extra voices). Akiko and Haruka went to mikes.

Everyone was told to do voices of people running away. Everyone, including Akiko and Haruka, screamed out and did the voices. While they were all doing the voices, Takeshi (who was standing next to Akiko) tried to pick up Akiko. He asked her out to bowling. But Akiko refused him.

Later that night, both Akiko and Haruka were tired from the seiyuu work. But Haruka said that she decided that she was going to become Tomokazu's girl friend.

They were in the karaoke room, and they heard a funny voice. It was the creature who was watching them from the bushes. The creature was named Myuu, and both the girls were shocked to see a "stuffed animal" talk.

But Myuu told them that he was the one who watched over them when they were kids, and came to this planet from Voiceland. Akiko believed him, and became friends with Myuu right away. But Haruka didn't want to believe it.

Later Haruka was walking outside by herself. She couldn't believe the story Akiko had told her. Then the

stalker came. This time he was with Buzama. Haruka thought they were fooling around, but then the stalker transformed into the alien right in front of Haruka. They said that they were going to use Haruka as bait to get Voicelugger Ruby.

The aliens took Haruka to a warehouse. Haruka was surrounded by the underlings, while the stalker grabbed her.

Meanwhile, Akiko was in the karaoke room, and she "heard" Haruka's screams. She ran to the warehouse, and faced the aliens.

"Voicelugger!" Akiko cried out, and she transformed into Voicelugger Ruby.

Haruka hid and watched as Ruby fought. Ruby easily defeated the underlings, and also beat the stalker.

Ruby said, "I've been watching TV and experimenting for this."

Then Buzama came and fought Ruby. He was too strong for her. He said he wanted her voice stone. Buzama tossed Ruby around.

Myuu came, and told Haruka to transform and fight. But she said that she couldn't. Ruby kept getting beaten, as Buzama was too strong.

Then Haruka asked Myuu what she should do. Myuu said, "Your body should remember."

Then Haruka thought back, deep in her memories. She recalled Voicelugger Gold talking to her.

Then Haruka cried out, "Voicelugger!" and she transformed into Voicelugger Rose.

Rose came to Ruby's aid. Then Buzama told stalker to attack. The stalker attacked Rose, but Rose was way too strong for him. Rose told Ruby to stay out of it, as she wanted to beat him up herself, because he had touched her.

But Ruby said, "Let me beat him up too.."

Then Ruby and Rose used a combination "sonic wave" attack, and the stalker got disintegrated.

Then Buzama left.

1 - 3 *UNMEI GA HITOTU NI NARU TOKI*

At Genbar's hideout, Gamma was upset at Buzama for not getting the voice stones. Genbar appeared and said that he would give Buzama one last chance.

Akiko went to the recording studio, while Haruka stayed at home.

Takeshi was also at the studio. He asked her to sit next to him, but Akiko didn't. After work, Takeshi asked Akiko out, but she refused him. He was very pushy, and kept asking and asking, but Akiko kept refusing him.

Meanwhile Haruka was at home feeling upset that it was Akiko who got to go to work.

When Harka went out by herself, Buzama appeared. He said that he would be able to defeat her if she was alone. Haruka was very scared, and couldn't transform into Voicelugger. Then Tomokazu came out of nowhere, and beat up Buzama, with some acrobatic moves. Then Tomokazu and Haruka ran away.

When Haruka got home, she told Akiko about it. Akiko was disappointed that Haruka didn't fight, and she was upset that she had to get help from a normal human. But Haruka was happy as she was in love with Tomokazu, and wanted him to come to her rescue all the time.

But Akiko was complaining about Takeshi being so pushy.

Buzama couldn't believe that he was beaten by a normal human. He wondered if he had gotten weaker by coming to earth.

[CM break]

That evening Akiko and Haruka went to do the laundry. Then on the way home, Buzama and his men

were waiting for them. But Haruka wanted to escape. Akiko yelled at her and told her to fight.

Akiko and Haruka transformed, and started fighting. But there were too many of them. They used the sonic wave, but Buzama blocked it.

They kept fighting, but Buzama was too strong. Ruby got beaten up. Then Rose also got beaten up. Buzama said that he wouldn't kill them, as he only wanted their voice stones.

Then two more Voiceluggers appeared to rescue Ruby and Rose. It was Voicelugger Emerald and Voicelugger Sapphire. But Buzama was still too strong for them.

Then they all attacked Buzama, and used the sonic wave together. Buzama got disintegrated.

After the battle, Rose asked who Emerald and Sapphire were. Then Emerald and Sapphire transformed back (their mask disappeared). Tomokazu and Takeshi said that they knew that they were the Voicelugger all the time. So they trained their bodies, and voices by becoming seiyuu.

Haruka was very happy that Tomokazu was a Voicelugger. But Akiko didn't seem too happy about Takeshi.

Voicelugger Gold came, and watched them from a distance. But he was still injured, and had to leave the fighting to the other four.

1 - 4 *ANDROID PAI NO KOMORIUTA*

Genbar was on his ship in the "phantom zone" (or wherever they are hiding). He asked Gemma why it was taking so long to harvest the voice crystals. Gemma appeared very apologetic and afraid of Genbar. But they had a plan to get them from the Voicelugger team. Akiko and Haruka got a chance to be in another show.

Later, Akiko was with Takeshi in an aquarium apparently on a semi-date. Akiko was talking about what it was like to be Voicelugger and to be a hero. I think that she said it was very exciting.

Suddenly, Akiko got a psychic message from Voicelugger Gold. She closed her eyes. In her mind, she could see Gold, who was still badly injured, give her a warning. He mentioned that the bad guys were coming to harvest something from them.

Takeshi during this time thought that Akiko wanted him to kiss her as she had her eyes closed. Takeshi leaned in close with puckered lips. Akiko snapped out of her reverie just in time and slapped Takeshi. Takeshi looked pretty confused by all of this. (This was pretty funny).

Akiko must have been very upset as they ended the date shortly after that. Takeshi kept waving to Akiko, but Akiko never turned around or waved back. He looked a bit dejected.

Akiko walked back home and realized that there was something happening as the staff was standing around staring at something. It turned out that a robot named Android Pai was cooking dinner in the bar's kitchen area.

Akiko and Haruka were sitting around the dinner table confused. Somehow this robot appeared, knew all of their names (even their secret identities), and asked to become their faithful servant. The two girls were wondering if they could trust her.

Eventually Akiko got too hungry and began shoveling the food that Pai had cooked into her mouth. Haruka was shocked as they hadn't figured out if Pai was legit or not. But Haruka couldn't stand watching Akiko eating all the food so she began stuffing herself as well. By this they assumed that Android Pai was a good person after all.

Later, after the girls went to sleep, Pai went outside and called up Gemma on her communicator (a rice ladle). It appeared that the plan was working well.

The next day, Akiko and Haruka went to a recording party and brought Pai with them. Not too many people seemed overly surprised by this robot. Akiko found a person that looked just like Voicelugger Gold. Akiko called him "Gold", but the guy didn't know who or what she meant. Akiko quickly apologized and left.

Later that day, the two girls were in the recording studio for their show. Everybody was standing outside

watching them, including Android Pai. Suddenly, some of Genbar's goons appeared and quickly pushed everybody outside the recording studio away. They grabbed Pai and showed the seiyuu inside the booth (a bit too obvious, I think) that they were kidnapping her.

Akiko and Haruka quickly ran after them. Akiko was chasing them in the drainage ditch where the goons were running (while holding Pai over their heads). The two girls fought without transforming and eventually the kidnapers ran away.

That night, Akiko got sick because she had been running around in the cold water. Android Pai wanted to know why did they do it. Haruka suggested that everybody should go to sleep. Akiko said that she didn't mind doing it because they were all friends. Haruka pretended to sleep during this time.

Pai reported again to Gemma on her communicator. She sounded like she didn't want to finish the mission. But she quickly changed her mind and said that she would do it tonight.

Everybody went to sleep. Or at least, they pretended to sleep. Akiko had a dream where she remembered when she was a young girl and Pai was her friend. Akiko woke up just as she saw Android Pai coming at her.

Some time later Myuu came home. He noticed that nobody was there. Android Pai had left a message on their video player saying that she had captured Ruby. Myuu ran off to the recording studio where Takeshi and Tomokazu were working. Myuu told them to come quickly.

Android Pai was seen in some tunnel with Akiko trapped in a force field. Pai had already taken Akiko's voice crystal. Haruka was there and had transformed into Voicelugger Rose and was telling her to let her go. Then Voicelugger Emerald and Sapphire appeared and the three all challenged Pai. But Pai threw lightning at them and threatened that she'd kill Akiko immediately if they got any closer.

Pai opened a gateway to the phantom zone and it began sucking Akiko into it.

The Voiceluggers yelled at Akiko to snap out of it. Akiko had another flashback when she was a little girl with Pai. Back then, Android Pai sang a lullaby to Akiko to help her sleep. Akiko began to croak out the song. She told Pai that only she could help her.

Pai told Gemma that she wasn't sure of this plan, and asked to let them go. But Gemma refused and warned her that there would be severe consequences if she disobeyed. Android Pai thought about it and then dropped Akiko's force field. Then she threw back her voice crystal and Akiko quickly transformed to Voicelugger Ruby. Gemma told Pai that he would have his revenge.

With the four Voiceluggers, they combined their powers and destroyed the gateway.

Afterwards, the five of them were walking home. They were happy to see that Android Pai was a good person after all and they were happy to make her part of the team. Just then a laser beam from far away came and tore off Android Pai's head. This was followed by a distant, evil laughter.

1 - 5 *ADEYAKANA AKUMA, SONO NAMA E HA IRA SHRINE*

1 - 6 *AIYUENI, ZAGARAUSU*

Ira Shrine was sitting on her throne, being pampered by her robo-goons. In the background, a painting of a mouth moved its tongue as she sat there. For some reason, Zagarausu appeared and asked for help. But Ira just kicked him away.

Akiko was in a musical instrument store. Takeshi appeared but she ignored him. There was a microphone in the middle of the store, and Takeshi acted out his seiyuu routine. Akiko joined in and Takeshi was able to start a brief conversation with her. Akiko was very interested in looking at the banjos.

Meanwhile, Haruka and Tomokazu were in a recording studio and they were speaking the catch-phrases for a radio station. Afterwards, they walked to the bus stop. Haruka was talking to Tomokazu while they waited. Then Haruka leaned her head on his shoulder. Tomokazu nervously put his arm around her. When the bus left, Haruka waved goodbye to Tomokazu. However, Zagarausu was standing right behind her, waving goodbye as well. Then Haruka turned around and saw him...

You see Akiko and Takeshi standing by a bridge. Akiko was strumming her banjo that she had just bought (very stiffly, I might add). Just then Haruka appeared and looked really happy. Akiko and Takeshi were very shocked to see that Zagarausu was with her.

They all went to the restaurant. Akiko and Takeshi stared at Zagaraus in total confusion. Amazingly enough, none of the other patrons did this. In fact, the waitress seemed to not mind serving this mutant vegetable/mollusk person. Akiko asked if he was hungry, but Zagaraus said that he was okay. I don't think that any of them knew what he would have eaten anyway. There was some long discussion, but the gist is that Zagaraus wanted to become a good guy. He kept talking about his "idol oujousama" and how he wanted to be like her.

Myuu was hopping by the area (it looked more like a plastic figurine suspended by fishing line), and Takeshi asked it to come join them. Myuu, when it saw Zagaraus, freaked out very badly. From what I could tell, Myuu knew that he was an agent of Ira Shrine. Zagaraus said that she was the "idol oujousama". Everybody was very shocked. But the monster said that he wanted to become human and become good again (or be just like his "idol"... something like that).

Haruka concentrated and formed a telepathic link to Android Pai. Pai was actually shopping at a fish market at the time. Haruka said that they needed to talk to her. But the conversation was interrupted when the fishmonger asked if she wanted a certain fish (waving it in front of her face). Pai immediately said that she wanted one.

Later, Pai met all of them in the park. But Pai couldn't use her power to convert the monster into human form. She later went to some electronics shop and drew plans (or more accurately, crudely waved her hands over a photocopied piece of paper) for a device that would help her finish the job. The store owner said that it could be done. Everybody got excited. But the owner said that it would take a long time to get the parts.

While they were visiting a flower stand, Akiko gave the banjo that she had to Zagaraus as he expressed interest in it. They ended up in some underground train passageway. Zagaraus played the banjo and sang a happy song. I don't get why he was doing this, as he didn't have a bucket to collect coins or anything. But in any case, he sang pretty good for a mutant. Takeshi seemed pretty moved by it. Later, Zagaraus and him were in the recording studio. Takeshi had a guitar and provided backup vocals to Zagaraus's song. The other Voicelugger teammates watched from outside.

In the park, Pai tried again to use her power (assumedly with the enhanced device), but it was to no avail. Zagaraus looked like he was going to stay that way for a time. Just then, Ira Shrine appeared in the park with them. She was very disappointed that Zagaraus had consorted with the enemy. Akiko was going to punch her out, but Zagaraus guarded Ira and he got floored with Akiko's punch.

Suddenly, a cylindrical force field appeared around Zagaraus. Akiko, Haruka, Takeshi, and Tomokazu all pounded on the field but it didn't budge. Finally, the two guys had to pull the girls away. Then a huge energy bolt shot down the middle of the field and blew Zagaraus to bits. As they were in the park, leaves flew from the blast site and landed on the four shocked good guys. Ira Shrine wasn't the least sentimental and ordered her robo-goons to attack the Voiceluggers. All four of the Voiceluggers transformed and began fighting the inept robo-goons. Finally it was a showdown between Voicelugger Ruby and Ira Shrine. They fought and finally it came down to the "ultimate blow" and they both rushed at each other. Ira was hurt badly, but she teleported out of there.

After the battle, Sapphire screamed in agony as he had lost a good friend. Ruby said that she wouldn't forgive Ira Shrine. In time, everything went back to "normal" so to speak. They continued on their seiyuu careers, did chores, had fun. Zagaraus's single was seen playing as a hit song on the radio near the flower stand where Akiko gave the banjo. In the park, the Voiceluggers had erected a gravesite. It looked more like a mound of leaves. Zagaraus's banjo was shoved in the center, standing upright, serving as the grave marker.

1 - 7 *AYAUSHI SUPER HERO! HOERU DAISOUSASEN*

At some police station, the police chief was asking for help because of recent "strange" attacks in the city. I think that he wanted to hire some "supercops". The supercops agreed to help out the regular police force. (In the background, you can see posters for Nadesico's Prince of Darkness movie). Meanwhile, Akiko was at an amusement park hosting a live-action TV show event. Haruka and Tomokazu were working as security staff in the back. I think the sentai show was called "Voiceman".

Akiko was asking the audience to say "Konnichiwa!". But the crowd just mumbled it back with little enthusiasm. She asked again and again to do it more "genki", but she got the same result every time. Incidentally, I can say from personal experience that this is exactly how typical Japanese crowds act. (Otaku crowds are much different).

Takeshi was in the back dressing up as the evil lobster monster, Torutosu Kaijin. He didn't seem to feel

very confident about his role. But when he put on the head of his rubber uniform, the suit became alive. It turned out that Irashrine had set him up, and the suit was in fact a monster.

The show started, and Akiko pretended to be attacked by hooded "bad guys". Torutosu Kaijin appeared and began to beat up Akiko. Akiko whispered why he wasn't following his lines and said that he was getting a little too "excited" about his role. Takeshi said that he wasn't in control. Akiko didn't understand but soon she was being choked. Akiko slugged Torutosu Kaijin pretty hard and it went down face first and flopped on the ground.

Akiko asked the audience to assist her to call for "help" (following the script). But the heroes never showed up. Apparently they had been knocked out by Torutosu Kaijin prior to the shows' start. Torutosu Kaijin finally got back up and began tackling Akiko. Akiko said that it was a nice save, but the monster began choking her pretty badly. Meanwhile, the show's manager was watching and saying that Takeshi was a really good actor. Haruka and Tomokazu figured out that something was really wrong and ran up to the stage. They tried to tackle the monster, but it was too strong as it had lightning shooting out of its prongs on its head. The audience seemed very confused by all of this.

At the police station, reports of a monster attack were given to the police chief. He said that he wanted the supercops down there immediately.

Back at the park, the stage manager was very upset and said that he would take care of it himself. He ran up there and punched Torutosu Kaijin several times. The monster seemed to not be affected at all by the hits and simply whacked the manager one time and he quickly went unconscious. ("Are you okay?" "Yes, I'm finnnne..." *thud*)

Akiko asked if they could transform but the others said not to because there was too many people here.

Then the supercops appeared. They introduced themselves, but then they were a little confused by the fact that they were fighting some bad guys in a event. But soon the hooded thugs from earlier went after them and they immediately went into action.

The supercops were pretty tough and wailed on the goons pretty easily. Finally, Torutosu Kaijin said that he would take care of them himself. With its shocking punches, it went through the supercops quickly. The cops were paralyzed from the electric shocks. The others seemed very disappointed that they couldn't handle it.

The bad guys began terrorizing the audience. One of the kids in the audience cried out for help from the Voicemen. Akiko said that it was her cue. The others seemed confused, but Akiko said that whenever somebody called for help, it was a hero's responsibility to respond.

She got on stage, and, with a little stage special effects (to cover up the "real" transformation), she transformed to Voicelugger Ruby. Then she began fighting the hooded thugs. It turned out that they were the robo-goons sent out by Genbar, and she took them out easily. Haruka and Tomokazu quickly transformed and helped her out.

Akiko kicked Torutosu Kaijin in the gut and Takeshi cried out in pain. Takeshi blacked out and the monster seemed to pass out, hunched over. But soon the monster revived himself, fully in control over the suit.

Voicelugger Rose and Emerald held Torutosu Kaijin's arms to keep him still. They were getting shocked pretty bad, but Rose told Ruby to finish it. Ruby did her "Voicelugger Screw Kick" special move and whacked one of the monster's antennas off of its head. The others then let him go.

The monster repeatedly tried to shoot lightning from his head, but couldn't since he was missing an antenna. Then the other Voiceluggers got together and used their special attack and blew the head (of the rubber suit) off of Takeshi.

Then Irashrine teleported into the scene and said that she would take care of things herself. She began taking on all three Voiceluggers, and she was doing a half decent job of beating them up with her lash. But Genbar ordered her to retreat and she teleported out of there.

The crowd was going nuts after all of this. They thought that it was the best show ever. The supercops finally regained consciousness and asked what happened. One of the audience members said that he missed the really great ending with the Voiceluggers saving everybody. The supercops didn't know what the heck was happening.

Then the Voiceluggers introduced themselves to the crowd. They asked Takeshi to join in. He quickly tossed off his suit and transformed. Ruby asked the stage manager for some smoke special effects to announce his "debut" as Voicelugger Sapphire.

Later, Tomokazu and Haruka were in the park. It was probably Valentine's Day since Haruka gave Tomokazu some chocolate. He said that it was delicious.

Meanwhile, Takeshi and Akiko were elsewhere in the city and were having another argument somehow. Akiko ran off without saying goodbye. Then she pulled out her chocolate (which she was probably going to give to Takeshi) and began to gorge on it herself.

1 - 8 *HENSHIN*

Akiko, Takeshi, Tomokazu, and Haruka were playing instruments in some "seiyuu band". (Or at least, pretending to play instruments). This was supposed to be a new way of promoting the group. Takeshi was the lead, I believe, so he had interviews afterwards with some magazines and such.

Tomokazu was attending a poem class, and was looking over a poem collection. Then a pretty lady with glasses sat next to him. Eventually they introduced themselves, and the lady said that she was some big producer or something. Tomokazu was really amazed. However, there was something unusual about the lady...

Meanwhile, Akiko was delivering a package to Ohmura Shuuji of the Voicelugger show. As you may know, Ohmura is played by Shocker Onno (who can never wear a baseball cap turned toward the front).

After the recording, Takeshi was outside the studio surrounded by a bunch of squealing female fans. They all wanted his autograph and such. He looked happy to get so much attention.

Akiko came out of the studio and saw him. She looked like she was a little jealous but she didn't say anything. Takeshi told the girls to wait a moment. The girls instantaneously stopped yelling and waving and just stood around mumbling quietly.* Takeshi went to talk to Akiko, but she quickly brushed him off. After Akiko left, Takeshi told the girls that he was "ready" and they resumed screaming and jumping as if nothing had happened.

Tomokazu and Haruka were eating in a restaurant. Haruka was wishing Tomokazu luck on his new job. But Tomokazu sat there and didn't talk very much. He appeared to be extremely focused on the script, and didn't care for much of Haruka's conversation. He looked pretty stoned to be honest.

Afterwards, Tomokazu said that he had to go meet a client. He left Haruka without saying goodbye. Haruka was wondering what had gotten into him and started following him.

Tomokazu was sitting in some abandoned truck somewhere by himself. Then the pretty lady showed up and started talking quietly to him. The lady had him under mind control and was giving him orders, but Haruka couldn't tell from the distance and it looked like he was fooling around with her.

The lady saw Haruka watching them and called out a greeting. Haruka came out and started talking to Tomokazu. But Tomokazu said that he didn't need Haruka anymore as he had a new girl. Haruka ran off crying.

Then Tomokazu just walked quietly away home. The lady transformed back into her true self--Irashrine.

Akiko was getting chewed out by her manager. In the background was a Magical Girl Pretty Sammy anime poster. Her manager was saying that Haruka wasn't coming into work, and since Akiko was her roommate/friend, she better tell her to come or she'd be fired.

Akiko found Haruka in a club. Haruka appeared to be drinking and fooling around with guys. It looked like she was real depressed. Akiko said that she had to come back to work. But Haruka said that she didn't care anymore. When Akiko pressed the issue, Haruka yelled at her and left the club.

Later, Myuu and Akiko were talking about each other. Myuu mentioned that things weren't working out between "Rose" and "Emerald". Akiko also had a discussion with Takeshi about it.

Haruka was back in some club getting hammered again.

Tomokazu was sitting in a playground with nobody else. Irashrine appeared and began "reprogramming" him psychically. Haruka had a telepathic image of Irashrine attacking Tomokazu. Haruka quickly ran to

his location.

When Haruka got there, she saw the pretty lady. Then Voicelugger Emerald appeared and did a jump kick at Haruka. Haruka barely dodged the kick, but the kick landed in the ground resulting in an explosion from the impact. The rocks flying up injured Haruka's leg and she was bleeding. She appeared to be hurt and was stumbling.

The lady knew that Haruka was really Voicelugger Rose. Then she turned into Irashrine and ordered Emerald to destroy Haruka.

Emerald punched Haruka dead in the face, and she got a huge mark. But Haruka didn't fight back and instead told him to snap out of it. But he was still coming after her. Haruka screamed for everyone to save her. Akiko immediately sensed that Haruka was in trouble. Takeshi seemed to know that something was wrong, but he couldn't quite figure out what it was.

Meanwhile, Haruka was still getting trashed. Haruka managed to dodge a few attacks and grabbed Emerald. Then Emerald grabbed her, but didn't move for a bit. Haruka was telling him to wake up. Then she said that she loved him.

Emerald's mask disappeared and for a moment Tomokazu was there. Then he screamed in pain as he was losing control of his mind. He fainted, dropping his head while he was still standing. Haruka asked if he was okay. But he didn't say anything.

Suddenly the mask reappeared on his face, and he grabbed Haruka with both hands around her neck. He was squeezing hard, and he was lifting her off the ground. Meanwhile, a guy with white hair and sunglasses (at night) was watching them.

Akiko appeared and screamed out for Haruka. But Haruka had been choked the entire time. Blood came out of Haruka's mouth and then her arms went slack.

1 - 9 *SHISAN*

Akiko made it to Haruka, but she was lying on the floor and wasn't moving. Akiko shook her (violating plenty of first aid rules) and Haruka opened her eyes. So she hadn't died after all.

Later, Android Pai and Myuu were watching over Haruka in the hospital. Android Pai was wearing a nurse's outfit. The producer of the studio came over to visit. Haruka appeared to be comatose.

Takeshi was walking to his truck in the parking garage, but somebody was following him. He got in his truck and he was driving out of the garage, but somebody was standing in the middle of the road. Takeshi braked hard to avoid hitting him, but the guy was gone the next time he looked. The guy, who had white hair and dark glasses, was with him in the car.

The man, who called himself Chaos, knew that he was Voicelugger Sapphire and knew about Voicelugger Gold. They talked for a time. I believe that Chaos wanted him to do something.

Back at the hospital, Akiko said that Haruka had been really hurt mentally. Android Pai said that she would help Akiko. She held Akiko's and Haruka's hand and created a psychic link.

Inside of Haruka's mind, Akiko was surrounded by Haruka's memories. She saw that Voicelugger Emerald was choking her before she went unconscious. Akiko was calling out for Haruka, but Haruka told her to leave her alone. Akiko was talking to her, asking her what happened.

The psychic link broke, and Haruka sat up screaming. Android Pai asked Akiko what did she say to her. Pai tried to comfort Haruka, but eventually Haruka stopped screaming and fell back on the bed unconscious.

Later, Akiko and Takeshi were in the park talking. They were next to the grave of Zagaraus. Amazingly, it still had the banjo stuck into the ground. Takeshi said that he had to go do something.

Akiko was talking to Android Pai and Myuu. Myuu mentioned that you could make a Dimension Hole to reach Genbar's realm. Android Pai, if you recall, had made one in the past in an attempt to send Akiko to his realm. Akiko said that she wanted to go through it to save everyone.

That night, Akiko sat by Haruka's bed. She stayed there all night, and fell asleep. The next morning, Android Pai had prepared a meal for Akiko. She said that she had to be strong in order to bring back Voicelugger Emerald.

Meanwhile, Irashrine was being scolded by Genbar in the other dimension. Genbar wanted to get the other voice crystals right away. Irashrine said that she would get them.

Back on Earth, Android Pai was opening a dimension hole. Akiko transformed into Voicelugger Ruby and went into it.

Irashrine was with Voicelugger Emerald and was trying to pull the voice crystal out of him. But Akiko appeared before she could do it, and attacked her. Irashrine ordered Emerald to attack her. Emerald was beating Ruby silly as she wasn't fighting back. Emerald cast a sonic blast, and then he started choking Ruby.

At that point, Ruby kicked Emerald away. She finally got the courage to fight. Then Emerald rushed at her. Ruby did a flying kick to counter. They both hit each other. Ruby fell and appeared to be hurt. But then Emerald's gem cracked and he fell unconscious. Irashrine couldn't believe it.

Emerald appeared to regain control of his mind. He apologized for what he did to Haruka. Android Pai was having trouble keeping the dimension hole open. Emerald told Ruby to go through the hole.

Then Irashrine tried to attack Ruby. But Emerald blocked the blow. He got a large spear right through his chest. Irashrine electrified the spear, and Emerald was starting to die. Back at the hospital, Haruka could detect that Tomokazu was in trouble, and a tear came out of her eye. Then, Emerald took a hold of Ruby's hand and he threw her through the hole right before it closed.

Irashrine threw multiple energy bolts at Emerald. Blood came out of his mouth. Then he said good-bye to everyone and died.

Back on Earth, Android Pai was fried from overloading. Both Myuu and Akiko were passed out from the shock wave. Akiko woke up and noticed that she was still holding Emerald's hand. But as she looked, she realized that it was only Emerald's arm--it had been detached from his body. Akiko was horrified.

Meanwhile, Sapphire and Chaos were traveling in the Phantom Zone.

1 - 10 *SAKEBI TO SASAYAKI*

Irashrine was talking to Genbar. He was asking her what she was doing. But she went to Voicelugger Emerald's body and took his voice crystal. Then it seemed that Irashrine was rebelling against Genbar, as she wanted all the power of the Voiceluggers for herself.

After this, I really don't know what really happened. There was plenty of sitting around and talking. Most of it seemed to not make much sense without a good grasp of Japanese. Of course, since Voicelugger "borrows" shamelessly from Evangelion's ending, it probably wouldn't make much sense anyway. Here's a brief rundown:

Takeshi and Chaos wandered around in the Phantom Zone. Takeshi got to see the future as it would if Genbar got all the voice crystals. In other words, it was pretty bad.

They ended up finding three fairies which appeared to have small crystals, so maybe they were guardians of the voice crystals. They told them what they had to do.

Then Chaos found Voicelugger Gold. Chaos didn't seem to like Gold, perhaps because he was unable to protect the other Voiceluggers. It seems that Chaos came from another world which was destroyed by Genbar's goons as well. So it seems that Chaos wants to take over Gold's job. Chaos spent most of the episode beating the hell out of Gold.

Android Pai's head blew off again, probably from the psychic overload from the previous episode. As a result, Pai didn't have any lines this time.

Myuu only had a few appearances. As usual, its appearance was almost entirely unnecessary. The stuffed animal character appears to be in the show for no other reason but to sell toys.

Akiko and Myuu talked to Haruka, but she didn't listen to them. Apparently Haruka was still in shock over her attack with Voicelugger Emerald. She wasn't planning to return to the team any time soon. As a result, Haruka spent most of the episode shopping. (I swear that I'm not making this up).

Haruka did go to a church at the end, perhaps in prayer she could find an answer to her problems.

Akiko was trying to figure out what to do.

Meanwhile, it seems that Irashrine attacked the studio where everybody worked. Irashrine destroyed the place and severely injured the producer. Akiko went hysterical over this, and she had to be restrained by the police that were investigating the scene.

While in the park, Akiko was attacked by more of the underlings sent by Irashrine. She kept fighting them but more and more of them appeared. Finally, they all vanished suddenly. I'm assuming that Irashrine was only sending illusions to her.

At the end of the episode, Takeshi used his voice crystal and was talking to the fairies. Then a portal appeared in the Phantom Zone and he was sucked into it. He discovered that he was in the middle of a Tokyo street. But it seemed that nobody noticed that he was there and just walked right by him. Maybe it's one of those alternate dimension things.

1 - 11 *REDEMPTION SONG HA UTAENAI*

Takeshi was wandering around the old apartment. He went to the studio and found out about what happened to the producer. But it seems that nobody seems to recognize Takeshi. How very strange. Akiko was walking by a gang of thugs that was beating up a guy. But Akiko didn't even stop to help him. She just kept on going looking dejected.

Meanwhile, Takeshi was really perplexed. He was yelling for somebody to help him. He then saw Akiko and he was running after her.

Akiko was walking in some abandoned alley when suddenly a cage appeared around her. She tried to grab the bars, but they gave her a powerful shock. Then Akiko saw herself walking from outside the cage to her. The clone talked derisively about Akiko (the one in the cage). The two Akikos were having a long argument over things like whether she was really fit to be called a "hero" and stuff like that.

It appeared to vanish. Shortly afterwards, the cage fell apart. I guess the idea was to break Akiko's spirit. Or perhaps the whole thing was some illusion set up by the bad guys.

Meanwhile, Haruka was still shopping in store. But Haruka started to flip out because she kept having flashbacks when Voicelugger Emerald was choking her to death.

Takeshi heard her voice and he and Myuu ran to her. He was talking to her about the voice crystals and stuff. Perhaps it was information that he had learned from Chaos and the fairies from the Phantom Zone.

Akiko somehow was back fighting against the evil Akiko. The good Akiko was getting the crap beaten out of her.

In the Phantom Zone or whatever, Voicelugger Gold and Chaos were in some field where there were several windmills in the background. Y'know, the kind that are used to generate electricity, not the kind you see in Holland. They were talking for a short period of time.

Then they were fighting again.

Akiko was almost knocked unconscious by the evil Akiko. The good Akiko lost her Voicelugger uniform after she was thrown into a column. The goppedanger began to pull out her voice crystal.

Akiko screamed and then there was this flash of light. Akiko found herself riding some bus. The bus was being driven by Voicelugger Gold. They had a conversation with each other. Do you remember how Shinji often has those mental trips where he's riding a train near sunset, and he's talking to some entity, like Rei or himself? It's the exact same thing.

Akiko woke up from her dream and she managed to get the voice crystal back into her. She discovered that she was surrounded by Irashrine and a bunch of her cronies. Akiko transformed back into Voicelugger Ruby and began to kick all of their butts.

Meanwhile, Gold and Chaos were fighting still. They managed to push each other off a cliff and they were falling.

Haruka apparently went to a church and was praying. I think that she was trying to find some peace within herself, or perhaps she wanted to see if she could figure out what to do. She started to imagine that Tomokasu was still alive and they were going out on a date together.

Back at Irashrine and Akiko's fight, Irashrine used Emerald's voice crystal and powered up. Akiko couldn't fight her. Irashrine was going to make the final blow when suddenly she stopped.

Irashrine couldn't move because Genbar was using his power to stop her. Flames appeared around her as she heard Genbar's voice. Irashrine was thrashing around trying to attack him, but it was no use. Genbar then took Emerald's voice stone from her. Then for her betrayal, he sent a lightning bolt and killed her.

Genbar appeared to have transported himself into Tokyo.

1 - 12 *AME NOCHI EGAO, EGAO NOCHI HARE*

Genbar, who looked like a really bad garage kit, was in the process of taking the voice crystal. But Voicelugger Ruby stopped before he could send it to his world. Takeshi heard Ruby's voice and ran after her.

Haruka went to the top of a building and saw Genbar looming over Tokyo.

The voice crystal--floating in the middle of the sky--suddenly let out a bright burst of light. Haruka smiled and walked into the glow.

It appeared that she was somehow absorbed into the dimension where the voice crystal was. She began to hallucinate again, and dreamed that Tomokazu was there. Then she apologized to him and hugged him.

Ruby was trying to stop all of this from happening. But then a bunch of henchmen appeared and started to beat her up. They were armed with flexible swords. At first glance, I would dare say that they were made out of rubber.

Things weren't looking too good for Ruby. But at the last minute, Sapphire appeared and saved her. Then the two of them began to fight off the goons together.

Chaos appeared wherever Haruka was. He started to talk to her. He took off his sunglasses, and then his eyes lit up. Haruka realized that Tomokazu wasn't really there, but his body was somewhere else. Maybe there was a chance of saving him.

Then Haruka's voice crystal came out of her and flew around with the emerald one.

Genbar was there and tried to grab the crystals with his hand. Perhaps he was trying to absorb them into his body. But then the crystals began to glow extremely brightly. There was a huge explosion, and Genbar's ship was blown to pieces.

Meanwhile, Sapphire and Ruby were still fighting the hordes of henchmen. They appeared to be losing. As a last ditch effort, they combined their powers and shot their "sonic boom" attack, destroying all the bad guys at once. Takeshi fell to the ground as he had used up almost all of his energy for the final attack.

Then Akiko was feeling bad. Perhaps that she was lamenting that she couldn't do anything for her other friends. But Takeshi comforted her.

A bright light appeared near the two of them. It was Chaos. Then there was a lot of yapping which I didn't understand. Eventually Takeshi said goodbye to Chaos and Akiko and him walked off.

Back home, there was a technician that was working on repairing Android Pai. Myuu was there wondering where everybody was.

Ruby and Sapphire were in some desert area. Perhaps they had managed to get to Genbar's dimension. A gateway appeared and Genbar appeared before them.

Genbar's eyes lit up and Gemma appeared. Gemma was armed with a big sword and he was very powerful. The two Voiceluggers were getting the crap beaten out of them.

Gemma went to Sapphire and grabbed his face (the crystal). He pulled on it, and eventually he yanked out the crystal. This caused Takeshi to immediately lose his transformation and he passed out. Gemma sent the crystal to join the other two where Haruka was. Haruka knew that something bad had happened to Takeshi.

Ruby was then fighting Gemma on her own. She wasn't having much luck. Gemma grabbed her face and tried to remove her crystal. But then she used her super attack at close range to stop him--even though

that meant she would take damage too.

Genbar was angry and just sent a lightning bolt and fried Akiko. She passed out and they got her crystal. Now all four crystals were assembled together.

Genbar started to create some monster--assumedly the ultimate being--using the power of all the voice crystals. But then Voicelugger Gold finally appeared and said that he would stop him. Genbar sent another lightning bolt, but Gold dodged it.

Gold started to fight the ultimate being, but he wasn't having much luck as it wouldn't even flinch at his attacks. The being grabbed Gold and started to shock him.

Gold had to use the ultimate attack. It was a huge column of energy that surrounded him. It ended up destroying both himself and the monster.

Then all the voice crystals went back to their respective owner. Tomokazu opened his eyes after his crystal went back into him. So he didn't really die after all. Although I'm wondering how his body got rebuilt after it was blown into little pieces.

Genbar merely laughed off the attack, perhaps saying that Gold had wasted his life. Akiko said that she wouldn't forgive him.

Meanwhile, Haruka and Tomokazu were standing together for real this time. Tomokazu apologized to Haruka for attacking her.

Akiko and Takeshi tried to fight Genbar with their weakened powers, but they were getting blasted. Genbar sent a fireball to burn them alive, but the attack got blocked. It appeared that Ruby and Emerald protected them.

The four Voiceluggers got together and retransformed, filling up some dead air time. Then all four of them shot their sonic attack at Genbar, and he exploded in a big fireball. As he was burning up, Genbar was giving out the usual prolonged death speech that all bad guys give when they bite it. You know, something like, "I can't believe it... It's impossible!" or "I'll get you meddling kids!" Then he disappeared and the world was saved.

Meanwhile Myuu was with Android Pai. She was still silent although she had been repaired. Suddenly, Pai's circuitry started working. Then Pai said, "Welcome home, everyone." Myuu looked outside and there was all four Voiceluggers coming toward them.

Then all of them got very happy and started to jump around. You know, sort of like when a contestant becomes a Double Showcase winner on "The Price is Right".

VOYAGE TO THE BOTTOM OF THE SEA



These were the voyages of the supersub *Seaview*, a TV spin-off from Irwin Allen's 1961 film epic of the same name and the first of his lucrative quartet of television sci-fi sagas. *Seaview* was a 600-foot-long atomic submarine capable of diving farther and faster than any craft in history and equipped with minisub, diving bell, a 'flying' sub and atomic torpedoes. As if to underline the view that there were no half measures about the *Seaview* even its creator and skipper was an admiral - Admiral Harriman Nelson, sailor-scientist head of the Nelson Institute of Marine Research. The crew's mission, though ostensibly scientific research, was to combat threats to world peace from anyone who felt a bit restless - be they foreign power, alien invader or one of many multi-tentacled monsters lurking in the gloomy depths. Nelson was played by Richard Basehart, and his principal sidekick among the crew was Capt. Lee Crane (played by David Hedison, star of the 1959 movie original of *The Fly*).

Submarine adventures were in vogue in 1964 - we gave America *Stingray* and they gave us *Voyage to the Bottom of the Sea* . . . The sub itself was a hand-me-down from the film *Voyage*, as were the sets, costumes, props and reel upon reel of underwater footage (Allen admitted that this saving in production costs was crucial to the TV series' birth). Special effects were masterminded by 20th Century Fox's William Abbott who picked up a brace of Emmys for his work on the show. And with the services of Oscar-winning cinematographer Winton Hoch, the series achieved a distinctive visual style.

But eventually that look became one of *deja-vu*, with the increasingly ludicrous plots and pictures being recycled more times than the crew's drinking water. In America, critics grew to loathe it, but *Seaview* kept on coming, for 110 episodes in four years, a persistence and stamina mercifully unmatched by British series (with only *Doctor Who* clocking up more episodes). Over here, Northern viewers were the first to embark on the voyage, in October 1964 (barely one month after its US premiere), and the series surfaced and resurfaced throughout the ITV regions over the next two decades or so, with every episode turning up in one area or another.

Based on Irwin Allen's 1961 feature film of the same name, which itself was heavily derived from Jules Verne's "20,000 Leagues Beneath the Sea", this depended on the "*Seaview*" submarine and its crew the same way that "*Star Trek*" depended upon the "*Enterprise*" and its crew. The *Seaview* had a glass nosecone, similar to the breast-domes of *Barbarella's* spacesuit, allowing great views of undersea wonders by all, said wonders being both earthly and extraterrestrial.

Retired Admiral Harrison Nelson had dreamed up the *Seaview* -- making him a sort of Hyman Rickover -- who now runs the top secret Nelson Institute of Marine Research at Santa Barbara, a cross between the Scripps Institute of Oceanography, JPL, and Naval Intelligence. It was set in the then-future 1970s. *Seaview* had a sister ship, "*Polidor*", which sank in episode #3. Harrison Nelson's chief assistant, and *Seaview* Commander, was promoted to Commander Lee Crane, and (in season #2) to Captain. In the real-life 1970s, the brainy assistant to Rickover was one Jimmy Carter, who wrote a Naval Postgraduate school thesis on the detection of targets by towed underwater arrays of microphones.

This real-life Jimmy Carter once saw a UFO after a few more drinks than usual at the Officers' Club, and swore that he'd tell all on becoming president, but I digress. In season #2, more hardware was added, such as the two-man "*Sea Crab*" minisub, and the "*Flying Fish*" a submarine which could fly (didn't Tom Swift, Jr. have something like that?). A surfer-dude Stu was added to the cast, and the show held onto a large audience share regardless of how preposterous the villains were in each episode, including an amusingly over-the-top Professor Multiple (Vincent Price) and his living puppets. Other bad guys included blobs, ghosts, lobstermen, mummies, pirates, robots, and intelligent seaweed. What, no "revenge of the samurai sushi?"

Voyage to the Bottom of the Sea was the first of Irwin Allen's four science fiction series produced in the 1960's. The series was based upon the feature film of the same name, however none of the film's stars carried over to the TV series. Set ten years into the future. *Voyage to the Bottom of the Sea* was about the exploits of

the Seaview- the most advanced submarine ever built- and her crew. The Seaview was the brainchild of retired Admiral Harriman Nelson, who had formed the top secret Nelson Institute of Marine Research. In command of the Seaview was Commander Lee Crane, who was promoted to Captain in the show's second season.

Like all of the Irwin Allen series, the emphasis in Voyage to the Bottom of the Sea was on gadgets and special effects with both the story and characterisation suffering as a result. The series inherited from the feature film lots of expensive stock footage and the main sets of the Seaview. These sets cost much more to build than most TV series had to budget for their entire pilot episode!

Although the Seaview was a research vessel, missions often involved enemy agents attempting to sabotage or take over the ship. The enemy agents would always be from some unnamed country as to not offend future allies or severely date the programme. Other missions of the Seaview involved encounters with alien invaders and mad scientists (who for some reason or another needed the ship to conquer the Earth), mutated sea creatures and dinosaurs (stock footage from Irwin Allen's *The Lost World* could be used), Werewolves, mummies and ghosts also threatened the Seaview at least once. The second season of the programme saw the addition of a flying sub, allowing the pace of the show to speed up.

Producer for the series was Irwin Allen, the special effects were created by William Abbott (aka L. B. Abbott), the make was created by Ben Nye. The initial UK run for Voyage to the Bottom of the Sea began on the 10th October 1964, on ABC weekend television. The first two seasons of the show were shown, but only 13 episodes were shown in the second season, subsequent reruns of the series were made-up of episodes from more than one American series. The story consultant was Sidney Marshall, the director of photography was Carl Guthrie and the theme music was created by Paul Sawtell.

Famous actors to have appeared on board the seaview included Yvonne Craig (BATMAN), Michael Ansara (STAR TREK), June Lockhart (LOST IN SPACE), James Doohan (STAR TREK), Robert Duvall, Warren Stevens, Leslie Nielsen, George Takei (STAR TREK), James Darren (THE TIME TUNNEL), John Crawford, Vincent Price and Don Matheson (LAND OF THE GIANTS).

When Shakespearean actor Richard Basehart heard about a new TV series called Uoyage to the Bottom of the Sea, he asked his agent to set up a meeting with producer Irwin AJlen. Having wound up a successful film career, Basehart was intrigued by the idea of doing a submarine series that would take him to exotic ports of calJ each week. A week later, Basehart sat in Allen's office. The producers excitedly told the actor of an upcoming storyline where the Seaview would be grabbed by a prehistoric monster. Basehart broke into laughter. He stopped laughing when he realized they were serious.

"Richard confided to me that he couJdn't turn down the pilot because the money was too good," recaJls actor Mark Slade, who played crewman MaJone during the first season. "He was sure that it wouldn't sell. Well, on the first day of fiJming, he came up to me and said, 'My God, it sold!'" The series was based on the 1961 motion picture starring Walter Pidgeon and Joan Fontaine. It was an updated version of Jules Verne's *20,000 Leagues Under the Sea*. The slightly eccentric Admiral Nelson, like Verne's Captain Nemo, had built his own submarine. When producer Irwin Allen pitched a weekly version of Uoyage to ABC, the network was interested. Allen, who wouJd go on to produce disaster films such as *The Poseidon Adventure* and *The Towering Inferno*, was dubbed the dean of TV science fiction when Uoyage and his Jater *Lost in Space* took off in the ratings.

"AJJen was one of the most creative people in the science fiction arena," says Thomas Moore, former president of ABC. "He grasped the Jules Verne material with an immediate recognition as to its convertibility to television. He surrounded himself with talented young writers, directors and special effects people." With Richard Basehart signed up as the admiral, producer Allen had to reel in actor David Hedison for the part of the sub's skipper, Lee Crane. Hedison wanted nothing to do with the series. "I had worked with Irwin Allen before on the *Lost World* fiJm," says Hedison. "As much as I Jiked him, I vowed never to work with him again or do that kind of a film again. In 1961, Irwin sent me the script for the Uoyage feature. He wanted me to play Captain Crane. I read six pages and turned him down flat. I lied to Irwin and told him I was doing another movie. I thought that was the end of it."

Robert SterJing was cast as the captain in the feature film, but when the series bobbed to the surface, AJJen was determined that Hedison would play Crane. The actor found the character a one-dimensional bore and turned it down again. "Irwin called me in New York," says Hedison. "I thanked him for thinking of me and told him I wasn't interested. I flew to the Cairo Film Festival, and he called me there. I made up more excuses. When I arrived in London a few days later to do a guest shot on *The Saint* with Roger Moore, Irwin was on the phone. It was 7 a.m. I said no! I said no again. I was looking for a different kind of show. I pleaded: 'Irwin, I'm half asleep. I can't think!' Then he said the magic words. No, not money. He said, 'Richard Basehart will be playing the admiral.' That did it. If Richard Basehart can do this shit, so can I. "Working with Richard was a joy. He wasn't an easy person, but we hit it off from the start. What a gentleman ... what an

incredible human being ... and my God, what an actor! He made bad dialogue breathe. I learned a lot from him."

With his actors cast, Allen began filming the series in 1964. The series' first year, filmed in black and white, emphasized enemy agents and espionage, but there were also nightmarish scenarios where the submarine was pitted against killer robots, giant whales, humanoid amphibians, and monsters that slurped down corridors and ate people. Despite the first season's preference for adventure over drama, the stories were treated in a suspenseful, serious manner. The series was an immediate hit and dominated its time period for its first few months on the air.

Mark Slade recalls how Richard Basehart narrowly averted tragedy on the series' set during the filming of an early segment, "City Beneath the Sea." "We were ready to shoot a scene where the submarine is hit by a torpedo. We rehearsed the scene on the deck of the plywood sub on the backlot tank, and the explosives were set. For some reason, Richard asked to see the explosives go off before the scene was shot. His request caused some tension because it would delay filming, but Richard held out. The special effects crew set off the explosives, and it blew out a huge chunk of the sub's deck, right where the actors would have been standing. Richard just stood there and began singing, 'There's no business like show business,' and he went to lunch."

Another guest star, Joey Tata, recalls trying to fast-talk Irwin Allen into signing him up as a regular. "Irwin told me, 'Joey, I have enough cast members as it is. Don't worry-you'll work.' He was put to work in an early episode, "The Mist of Silence," as a crewman who is dragged from a South American prison and shot. "That scene was so powerful it was almost cut out," explains Tata. "Director Lenny Horn said to me, 'Joey, I don't know if we'll get away with this, but let's play this really straight.' So when the soldiers grabbed me, I yelled and screamed and struggled like crazy. After the rehearsal, somebody said to Lenny, 'Irwin's not going to like this scene.' Irwin didn't like drama unless it was well lit with explosions. Lenny looked over at me and winked. We shot the scene, and it was left in. After it was over, Del Monroe [Kowalski] said, 'Holy shit, Joey ... I got a terrible feeling watching that.'"

Another first season guest star, John Anderson, had second thoughts about accepting the role of a scientist in "Cradle of the Deep" (an episode David Hedison ranks as his least favorite). "When I read the script, I said, 'God almighty! All this guy does is blab about unlocking the secrets of life.' It was a one-dimensional character, and I wondered why I had even accepted the part." As Anderson struggled with the character, he noticed some unsettling behavior on the set. "By noon of the fourth day, I noticed that Richard Basehart, who had suffered through 25 segments by this time, was poking fun at the lines and snickering over inside jokes. I was shocked that Basehart, who was a good friend, was engaging in such destructive and insensitive behavior. After several hours of watching Dick indulge in this kids' shit, I decided to settle it. We went for lunch. I lit up my cigar and he had a drink. I said, 'Dick, I'm going to describe a situation that's been bothering me. You may not like it, but since you're the star of the show...' and he said, 'Yeah, damn it! I know I am.'

"I stopped him and said, 'Don't tell me your troubles, Dick. You're paid a lot of money to do this show, right?' He nodded. I said, 'Don't you have any other reasons for doing this show?' He replied, 'John, it's these damn scripts. They're the same thing every week.' I shook my head and said, 'Dick, I have tremendous respect for you. You're one of the greatest living talents in this business. But do you have any idea how hard it is for me, as a guest star, to make this thinly drawn character work while you're making jokes about the script?' He looked at me very grimly. I wasn't out to hurt him, but I could see that I had really gotten through to him. 'You're right, John,' he said. 'It's easy for me to kid the script, but it's got to stop.' He thanked me profusely and we went back to work. There was no more bullshit."

Anderson's co-star in the episode was a rapidly expanding blob aboard the Seaview. "I concentrated on making the story work," he recalls. "I couldn't look at the blob and say, 'Jesus Christ! What a sorry piece of shit that is! It's a pulsating bag with red ink in it. Do we really have to work with this dumb piece of shit?' Instead, I figured, 'Well, by God, it's a low-budget show and damn, that's the best blob they could come up with. So let's do it.'"

Novelist Jerry Sohl (Costigan's Needle) recalls that veteran writer Sy Salkowitz took an inventive approach to get out of writing a script. "Sy's agent had set up a meeting with Irwin Allen and Sy wasn't interested. He decided the best way to lose the assignment was to give Irwin the worst story ever. So when the two met, Sy said, 'Irwin, let's do a story where the president and the head of Red China board the submarine for a summit meeting.' Irwin just looked at him and said, 'Uhhuh,' with absolutely no enthusiasm. "Sy continued, 'The president suffers a stroke and is incapacitated.' Irwin showed a little more interest. 'Fortunately, there's a brain surgeon aboard and they fix him up.' 'Oh, that's interesting,' Irwin deadpanned. Sy continued, 'And the surgeon, who is one of the Red Chinese, is a woman!' Irwin just looked at Sy blankly. And Sy goes, 'And she's got tits that stick way out to here!' Irwin yelled, 'I'll buy it! I'll buy it!' (And he did-at least the idea, for the episode "Hail to the Chief.")

Voyage had surfaced in the top 30 during its first year, but it lacked the complete audience that ABC was seeking. To attract teenagers, a hip young sailor named Riley (Allan Hunt) was added during the second season. When Henry Kulky (Chief Jones) died of a heart attack while reading his script during the first year, Terry Becker was brought in as the new CPO, Chief Sharkey. The second season would be in color. The Seaview was also given a sleek refurbishment. The addition of a small flying sub allowed the writers to get the characters to different parts of the world.

Although Richard Basehart and David Hedison had campaigned to get a female regular on the show, a half-hearted attempt to make actress Susan Flannery a recurring character wasn't successful. Research showed that viewers wanted more monsters and action, not women. Indeed, female guest stars began to disappear as the second season progressed. It was a cost-cutting measure instigated by Irwin Allen. Under orders from the network to reduce budget expenditures, Allen grew to resent the extra time required to provide women with hairstyles and makeup. He put his money toward building bigger and better monsters. Terry Becker, now cast as Chief Sharkey, recalls, "My agent at the time didn't think I was right for the role. But the show's casting director, Joe D'Agosta, showed some film to Irwin from a show I had done called *The Men*, and Irwin wanted to meet me.

"So we met and he said, 'Okay, you're going in at minimum salary. If you show me that you can do this role, I'll raise your salary.' So we agreed on a raise. I went through the year and at an appropriate time, I said to Irwin, 'Am I coming back for another year?' He said, 'Yeah.' So I mentioned the raise. He said, 'What raise? Forget it!' So I said, 'Okay, then kill me off.'" At the conclusion of the episode "The Sky's on Fire," Sharkey was blasted from the series. "Chief Sharkey commits hara-kiri by jumping on a grenade to save the ship," explains Becker, "and that was that. Irwin read every actor in town to replace the chief. I recall Harvey Lembeck was up for the part. However, during the screen tests, Irwin kept turning to director Harry Harris and saying, 'That's not my chief.' Harry replied, 'Look, you want Terry Becker. Call him and make a deal!' So he called me in. He's trying to charm me and I'm trying to charm him and we're both disgusting. I said, 'Look, all I want is my money.' So we came down to a 50 dollar difference. I started to get up to leave, and Irwin said, 'All right! All right! I'll give you 49 dollars.' And I stayed."

Sometimes Allen had to get inventive in attracting actors to play the monsters of the week. Actor Vic Lundin, who had played Friday in the 1964 film *Robinson Crusoe on Mars*, admits that his role as the Lobster Man "probably wouldn't have been played by any other actor unless they were really hungry!" Lundin was cast as the crafty crustacean after receiving a call from Allen. "He asked me if I could do an English accent. I said, 'Why, certainly, old man!' So I read for the director, got the part and went for makeup. I got a cup of coffee, sat in the chair, and suddenly everything went dark. They had put an object over my head, and seconds later they cut away slits for my eyes so I could see. Behold, I was Lobster Man! They dressed me up in a wetsuit that weighed 40 pounds, and they marched me over to see Irwin. He was in a conference when I walked in. I could barely talk through this mask. I said, very muffled, 'Irwin, answer me one question. Why the hell do I have to do an English accent for this thing?' He agreed to cut away part of the mask so that my mother could at least recognize me. Aside from the costume, it was a really good part. With the suit on, though, it became a spoof."

Lundin found out that Richard Basehart had an aversion to monsters. "Basehart was adamant about never being filmed with a monster. I was near him one day when a publicity photographer stopped to take a picture of the two of us. Basehart went absolutely ballistic on me and the photographer. I really thought he was going to kill us! He didn't want any photos taken of him with 'a monster.' He was a dedicated actor but very difficult to work with. From then on, I stayed away from him and just did my scenes." Voyage played out its last three years on Sunday nights, cornering a modest but loyal audience consisting mainly of children and women. One of the series' trademarks became the "Seaview stomp." Allan Hunt, who played crewman Riley, explains: "Every week, the submarine would be rammed or blown up and we'd go crashing from side to side. Actually, the sub set stayed level. They just tilted the camera to create the illusion that the sub was rocking. The explosions were just little puffs of smoke. When the sound guys added the big sound effects in the editing room, the result was devastating. It looked and sounded great." "Everyone who worked on the submarine got burned," claims actor Joey Tata. "When Irwin did explosions, he really did them. And a lot of times you'll see us closing these big, heavy doors on the sub, but they were really made of balsa wood. The sound guys added a heavy clank, but sometimes you can see the doors bounce."

"The propman would sit with a tin can and hammer," recalls director Sutton Roley, "and when he hit the tin can, the actors would fake their falls. It bothered the actors to do it this way. Richard Basehart was particularly embarrassed by the tin can, but it worked." Roley, whose distinctive style includes extreme close-ups and inventive dolly sweeps with the camera, incorporated his style into the creepy segment "The Phantom." Alfred Ryder guest-starred as the ghost of a World War I U-boat captain who demands Captain Crane's body. "Irwin had a very cut-and-dry approach," explains Roley. "He was a great believer in storyboarding. He had his artists draw every shot of the script beforehand. I can't work that way. Whenever you surprised Irwin by doing something different, he could be quite a shouter."

Roley decided to shoot a seven-page scene by having the camera dolly back and forth as the crew tries to track the approaching ghost ship in the control room. "The sub's control room was built like a real submarine, totally enclosed. I asked the grip, 'Does this sub come apart?' He said the whole side did. So I said, 'Rip the whole thing off!' and it was unbolted. This way I could shoot over the computers and give the scene some visual leeway. "We set it up and the cameraman shook his head. 'You're gonna get blurred images,' he said. I replied, 'Is that right? Well, this is the way we're gonna do it.' So the cameraman called up Irwin, and I was called to the phone. 'What are you doing down there?' Irwin yelled. 'You've got everybody upset.' I said, 'It's gonna work, Irwin. And I think you're gonna like it.'

"As we shot it, I had everybody against me, except for Richard Basehart and David Hedison. After the shot was completed, Basehart said, 'I knew we were okay, Sutton, as soon as I saw half of that Goddamned submarine set taken away. I'm tired of being stuck in here. It gives me claustrophobia.' We wrapped the scene at 2:30 that afternoon, which was unheard of. In the dailies the next day everyone was watching as my shot came up. When the scene was over Irwin suddenly tapped me on the shoulder. 'It really did work, didn't it?' They loved the episode so much that they made a sequel to it."

Terry Becker recalls a scene in "The Fossil Men." "Richard and I were supposed to be exploring this island, and I said to him, 'You know, Richard, this scene could be kinda funny.' He said, 'Yeah?' I said, 'Yeah. Watch me.' So we're looking around and I see these rocks walking toward us. I say, 'Admiral?' And he goes, 'Yeah?' and I say, 'Sir, the rocks are moving,' and he goes, 'Wow!' He turns and sees them. 'Yeah, the rocks are moving,' he says. We got right into it.

"Well, when the episode was run for the ABC executives, they cracked up. They fell on the floor in hysterics. Irwin stormed up to me and Richard and yelled, 'What are you guys doing? You're making a comedy out of this show. It's not a comedy!'" While Becker and Basehart developed a good working relationship on the show, Becker had to coax his co-star into becoming more sociable on the set. "Basehart would go to his dressing room or read a book because he didn't want to deal with people. I felt that when we had visitors on the set, we had a responsibility to go out and greet them. I'd ask Richard to join me and he'd say, 'Well, I want to read.' I'd say, 'Read outside. Say hello to the people. What are you, a recluse? This is part of your job.' So he did. Eventually, he grew to enjoy it."

By Voyage's third year, TV critics regularly fumed that it was a silly show and lambasted it for its outlandish plots. Voyage continued to serve up magic elves, mermaids and lobster men without pretension. The series never winked at its audience, and its relentless storylines of fossil men, clowns and mummies were played straight. Voyage had metamorphosed into true camp and bore very little resemblance to the semi-realistic stories of the first year. Another transformation occurred with the crew. During the first year, the Seaview's background sailors often had brief lines of dialogue. By the second year, budget cuts pared the extras to a bare minimum. "The Seaview supposedly had a crew of 125 men," recalls writer Robert Vincent Wright. "But you never saw more than a half-dozen or so actors."

The budget also rendered the background crewmen mute. Protocol requires that when a superior officer gives an order to a sailor, the sailor must verbally acknowledge that order. To save money on dialogue, the crewmen were reduced to acknowledging their orders either by nodding or by having an old voice-track of "Aye, sir!" dubbed over the scene. Being a Seaview crewman was also hazardous. By the time the submarine had finished its travels, a total of 77 crewmen had been blasted or vaporized. Although Captain Kirk on Star Trek always did a song and dance over losing a crew member, the redundancy of mourning his losses became a drag for Admiral Nelson. While watching the body of "Simpson" being taken away in "The Mummy," Nelson expresses his regret in such a weary tone that one surmises he couldn't care less.

As the series continued its monster-of-the-week format, the writers became desperate for new ideas. "There got to be a sameness with the series," says Robert Vincent Wright. "You can only be attacked by so many denizens of the deep. A writer would come in and say, 'Hey, I've got a great story about a giant frog!' Irwin would say, 'We've had too many giant frogs! Think of something else.' Once, Irwin asked me if I had something new. I said, 'Sure. How about an episode where the Seaview is attacked by a giant anchovy? There's a terrible battle, but the Seaview kills it.' Irwin asked, 'What happens then?' I said, 'The crew makes the biggest Caesar salad known to man.' Irwin snapped, 'Very funny!'"

By the fourth year, Terry Becker and his fellow cast members all shared the weariness of having to deal with weird creatures every week. "Certainly, as actors, we didn't want to do monsters. Just seeing another guy in a monster suit drove us up the wall. "We wanted to do other stories, but it was cheaper to put a guy in a rubber suit than to go out on location. We hardly ever got off that sub. When I joined the show, my hair was just thinning, and Irwin wanted me to wear a toupee. He said the chief might get involved with women. I said, 'Hey, that's an interesting idea. A woman falls in love with a bald guy and he scores!' But all of those ideas got cut out. We ended up making love to giant lizards."

"Richard Basehart was a consummate actor " , says Sutton Roley, "and he just stuck his tongue in his cheek and played the thing. I'd catch him on occasion and say, 'Richard, you're doing a little number here.' He'd smile and say, 'Ah, you caught me again.'" "Richard got himself screwed up with the amount of money he had to pay for his divorce," recalls casting director Larry Stewart. "Voyage was a way to make money. One day, network people from Japan visited the set. Through an interpreter, they asked him, 'How do you enjoy the scripts?' Richard replied, 'All I can tell you is that every Friday, someone in Irwin Allen's office flushes the toilet and the script ends up here.' The interpreter tried to explain this to the visitors and they looked totally bewildered." A year before his death in 1984, Basehart shared his perspective on the series. "I enjoyed doing Voyage part of the time," he said, "but a great deal of it was a chore. The trouble with any TV series is that it's going to be the same thing every week."

Allan Hunt recalls that, while Basehart and David Hedison were good friends, there was an amusing cultural gap between them. "Richard read books on Churchill; David sang Beatles' songs. Between scenes, David would sing little melodies. Richard was always very silent, deep in thought. At the time, there was a hit song called "Henry the VIII" by Freddy and the Dreamers. David was singing 'I'm Henry the VIII, I am' to himself and Richard turned to him and said, 'What are you singing?' David said, "'Henry the VIII.'" "Don't you ever listen to KROA?" David launched into this 'I'm Henry the VIII, I am.' Richard just looked at him and said, 'That's terrible.'"

Voyage's success with young viewers inspired a flood of merchandise, including a comic book series, games, bubblegum cards and Seaview models. There was also a spoof on the prestigious Hollywood Palace TV show in 1967. David Hedison was invited to take part in the skit. "I played Captain Crane, of course, and Milton Berle played a crazed, desperate crewman," chuckles Hedison. "When the Seaview started its rock and roll, the audience was thrilled. The laughter was nonstop. The skit was very successful." After sailing through some plausible-and many implausible-adventures, the Seaview was dry-docked. With 110 episodes completed, there was a consensus that four years of nautical mayhem had exhausted the Seaview's mission roster.

"The overall strengths of Voyage were the acting and the photo effects," reflects Hedison. "The weaknesses were too many monsters, and not very creative ones at that. I would have been happy to continue with the series if I had a guarantee that I'd never see another monster. But by year four, I knew it was doomed. The storylines were ludicrous, the writing team of William Woodfield and Allan Balter had left, and we had lots of plant men, fossil men, fish men, you name it. Four years was nice. Four years working with Richard Basehart was particularly nice. I still miss him." The series found some success in syndication after leaving ABC in 1968, and it has spawned its share of fan interest. "Recently, I did an L.A. talk show," says Joey Tata, "and the hostess said, 'I remember you from Uoyage to the Bottom of the Sea!' So I got up and I did the Seaview stomp ... four steps to the left, four steps to the right. The audience was on the floor! It's great to find out that you're part of a cult show."

CAST NOTES

Richard Basehart (Admiral Nelson): Born 1914. His film career included Titanic (1953), La Strada (1954) and Moby Dick (1956). The Emmy awardwinning actor was the main title announcer for the series Knight Rider (1982-86). Basehart died shortly after providing the closing narration for the 1984 Summer Olympic Games in Los Angeles.

David Hedison (Captain Crane): Born 1929. Hedison is known to fans as The Fly (1958). Shortly after Uoyage wrapped up, he moved to England and got married. He returned to America in the early 1970s and became one of TV's most visible guest stars. He also appeared as Felix Leiter in the James Bond films Live and Let Die (1973) and License to Kill (1989). Hedison played a recurring villain in the daytime series Another World (1990-95).

Terry Becker (Chief Sharkey): Born 1932. A New York stage actor who turned to producing and directing in 1968, Becker recently returned to acting, explaining, "It's a group called Theater West in L.A., and I'm having fun." He finds people still recognize him as Sharkey. "I went to Pittsburgh for a trade show and everyone recognized me as the chief. There's an audience out there that still respects the show."

Robert Dowdell (Chip Morton): Born 1933. Initially, producer Irwin Allen didn't want Dowdell for the Chip Morton role. Recalls Allan Hunt: "Irwin and David Hedison were screening a scene from the TV series Stoney Burke (1963). Bob Dowdell was playing a rodeo rider whose back was broken, and he was dying in Jack Lord's arms. When the lights came up, David was very moved by Bob's performance. Irwin just had a blank look on his face and said, 'I don't like him ... he doesn't have a sense of humor.'" Nevertheless, Dowdell landed the Uoyage role. A real estate expert, he continues acting in TV guest roles and commercials.

Del Monroe (Kowalski): Born 1931. Monroe was the only Uoyage cast member who also appeared in the 1961 Uoyage film (his movie debut). "Del was a rather shy, extremely gentle, hard-working actor," recalls actor Mark Slade. "During Uoyage's first season, he was also moonlighting at an aerospace plant to support his family." Monroe continued acting into the 1980s.

Allan Hunt (Riley): Born 1945. As a science fiction buff, Hunt found his role on Uoyage a dream come true. However, in 1966 he was drafted by the army and had to leave the series. He resumed his acting career in the 1970s. He's also a director.

Paul Trinkka (Patterson). Trinkka's last TV appearance was on Rod Serling's Night Gallery in 1972. He was in his early thirties when he died in 1973.

Henry Kulky (Chief Jones): Born 1911. A former wrestler, Kulky began his acting career in the 1940s, usually as a thug. His TV series included roles on The Life of Riley (1953-58) and Hennesey (1959-62). Kulky died of a heart attack in 1965, during production of the Uoyage episode "Cradle of the Deep."

Richard Bull (Doc): Born 1924. Best known as the patient Mr. Oleson on Little House on the Prairie (1974-83).

Arch Whiting (Sparks): Whiting left acting in the late 1970s shortly after starring in the Saturday morning series Run Joe Run (1974-75). "Arch told me he was going to Paris to become a cinematographer," says actor Joey Tata. "That's the last time I saw him."

Nigel McKeand (Kelly): McKeand is astonished when he learns that his Uoyage character had a name. "I usually had one line per week, like, 'We're sinking!' or 'There's a monster dead ahead!' The actor manned the Seaview's sonar controls for the series' first season. He admits the role didn't stretch his acting abilities. "I never left the submarine. I'd just sit there twiddling the dials. I had always considered Uoyage as basically a kids' show, but the cast was terrific." McKeand and his wife Carol later produced the 1970s series Family.

WR. Irwin Allen, Richard Landau, Anthony Wilson, John McGreevey, Harlan Ellison, William Tuneberg, Robert Hammer, Don Brinkley, William Read Woodfield, William Welch, Albert Gail, Rik Vollaerts, Charles Bennett, John and Ward Hawkins, Robert Vicent Wright, Donn Mullally, Arthur Weiss, Sidney Ellis, Al Gail and Sidney Marshall.

DIR. Irwin Allen, John Brahm, Leonard Horn, Alan Crosland Jr., James Goldstone, Felix Feist, Sobey Martin, Gerd Oswald, Harry Harris, Leo Penn, Alex March, Tom Gries, Justin Addiss, Jerry Hopper, Nathan Juran, Gerald Mayer, Charles Rondeau and Robert Sparr.

EPISODES: 110 **YEAR MADE:** 1965 **COUNTRY:** US **SEASONS:** 4

AN IRWIN ALLEN PRODUCTION FOR 20TH CENTURY FOX TELEVISION

CREATOR: IRWIN ALLEN

TYPE OF SHOW: UNDERWATER **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 32, (2) 26, (3) 26, (4) 26

DATE OF PREMIER: 14/09/1964 **AIR DATE OF LAST EPISODE** 31/03/1968

SEASON DATE BREAKDOWN:

FILMS: VOYAGE TO THE BOTTOM OF THE SEA (1961) (series based on film).

Admiral Harrison Nelson RICHARD BASEHART, Commander/Captain Lee Crane DAVID HEDISON, Lt. Commander Chip Morton ROBERT DOWDELL, Chief Sharkey (1965-68) TERRY BECKER, Kowalsky DEL MONROE, Chief Petty Officer Curley Jones (1964-65) HENRY KULKY, Crewman Patterson PAUL TRINKA, Crewman Sparks ARCH WHITLING, Sonar NIGEL MCKEAND, Stu Riley (1965-67) ALLAN HUNT, Doctor RICHARD BULL, Clark PAUL CARR.

Books Based on this series.

City Under the Sea	Paul W. Fairman	1965
Seaview: The Making of Voyage to the Bottom of the Sea		
Voyage to the Bottom of the Sea	Raymond . Jones	1965
Voyage to the Bottom of the Sea	Theodore Sturgeon	1961

RELATED SHOWS:

LOST IN SPACE

LAND OF THE GIANTS

TIME TUNNEL, THE

RETURN OF CAPTAIN NEMO, THE

1 - 1 *ELEVEN DAYS TO ZERO*

Pilot Episode. Seismic activity in the North Polar Region threatens to send tsunamis around the world causing chaos and destruction. Admiral Nelson and scientists from the Nelson Institute of Marine Research find an answer to the problem. But foreign powers want the destruction to happen to further their plans on world domination. They set out to stop Seaview and her crew at any cost.

Wr Irwin Allen

Dir Irwin Allen

1 - 2 *THE CITY BENEATH THE SEA*

While investigating the disappearance of research ships in the Aegean, the Seaview is damaged by a bomb. Captain Crane goes ashore, and pretends to be a diver for hire. The Captain meets an ex-diver, now a mute due to a tragic accident, who claims to have seen a "city beneath the sea". Crane gets hired by the "bad guy", but his cover is soon blown. He is taken prisoner and nearly loses his life.

Wr Richard Landau

Dir John Brahm

1 - 3 *THE FEAR MAKERS*

After Seaview's sister ship, Polidor, is lost on an experimental shakedown deep dive, Seaview is dispatched by Nelson to discover the cause of the sinking. Two psychologists are assigned to the monitor the crew and their behavior. They are also the same scientists that developed an experimental nerve gas, called the Fear Gas, which heightens the senses and causes fear in those that are exposed. One scientist is working in coordination with foreign powers to cause Seaview to sink as well. However, a strong willed Nelson manages to suppress his fears, and guide the Seaview to safety.

Wr Anthony Wilson

Dir Leonard Horn

1 - 4 *MIST OF SILENCE*

Seaview is sent on a political recon mission to an unstable South American country, where a dictatorial General has drugged the president and taken over. Freedom fighters have sprung up to control the take over. When the South American nation's president is over due for mid ocean meeting, Crane and several crewmen board the President's yacht, floating empty in mid-sea. They enter a mist where they are drugged into unconsciousness. Waking up in a South American prison, the men are taken out to the courtyard, one per hour, and executed. All will die unless Crane breaks his oath and confesses what to the details of the Seaview and his mission. Nelson manages to effect a rescue with the assistance of the freedom fighters.

Wr John McGreevey

Dir Leonard Horn

1 - 5 *THE SKY IS FALLING*

An alien spaceship lands in the ocean, and Seaview is sent to investigate. Although Seaview is powerless in the vicinity of their ship, the aliens seem friendly, and Nelson manages to open negotiations. The military authorities, however, have other ideas, and Seaview may be in as much danger from human interference as from the aliens.

Wr Don Brinkley

Dir Leonard Horn

1 - 6 *TURN BACK THE CLOCK*

A lush, tropical, verdant paradise in the South Pole? Living dinosaurs? Such fanciful ideas must surely be the ravings of a madman. Or perhaps not, as Admiral Nelson soon discovers. The question is, will he and Crane survive their trip to a lost world?

Wr Sheldon Stark

Dir Alan Crosland Jr.

1 - 7 *HOT LINE*

A Soviet satellite has crashed into the sea and its nuclear reactor must be disarmed before it causes a disaster. Two Soviet scientists come aboard Seaview to carry out the work -- but one of them is an imposter.

Wr Berne Giler

Dir John Brahm

1 - 8 *PRICE OF DOOM*

A husband and wife Antarctic research team is killed by an experiment on plankton gone wild. Seaview arrives to investigate and take plankton samples. Soon the submarine is in danger of succumbing to the horrible, slimy growth. Nelson, Crane and crew face another problem: one of the three scientists on board

the sub is an enemy agent.

Wr Harlan Ellison

Dir James Goldstone

1 - 9 *SUBMARINE SUNK HERE*

Damaged by an explosion from an old mine field, Seaview takes a dive to the ocean floor. Listing dangerously, running out of oxygen, having to deal with fire and flood, the crew can do nothing but wait for help. But will help arrive in time?

Wr William Tunberg

Dir Leonard Horn

1 - 10 *THE MAGNUS BEAM*

A mysterious weapon is destroying American U2s. The Seaview's mission is to find the weapon and destroy it. Captain Crane goes undercover. A night-club performer, who is also a resistance fighter, comes to Crane's aid. The Captain is soon captured and severely beaten. Meanwhile, on Seaview, Major Amadi demands asylum. To prove his sincere intentions, he promises to lead the sub to the powerful magnetic weapon responsible for taking out those U2s. Nelson suspects he wants to lead Seaview to a watery grave.

Wr Alan Caillou

Dir Leonard Horn

1 - 11 *THE VILLAGE OF GUILT*

A sea monster kills three villagers in a Norwegian fjord; however, one man survives. Seaview arrives to investigate. Nelson and Crane are met with hostility from the locals and find the survivor has died. Nelson does his best to make sure the "sea monster" doesn't destroy Seaview.

Wr Berne Giler

Dir Irwin Allen

1 - 12 *THE BLIZZARD MAKERS*

In blizzard-wracked Florida, Nelson contacts a meteorologist who may be able to help explain the strange weather conditions. That night, however, the scientist is abducted, and "programmed" to kill Nelson. When his first attempt fails, he comes aboard Seaview when she sails to investigate the source of the problem, and continues his efforts.

Wr William Welch

Dir Josef Leytes

1 - 12 *NO WAY OUT*

Nelson and Crane go undercover and risk their lives in order to bring a Communist defector back to the United States. But the man is injured in the attempt, and his lover is left behind. He won't speak to the agent waiting for him on Seaview (actually a double agent) until he is reunited with his Anna. But even Anna is not all she seems.

Wr Robert Hamner, Robert Leslie Bellem

Dir Felix Feist

1 - 14 *THE GHOST OF MOBY DICK*

An old friend of Nelson's comes aboard Seaview to continue his research into the giant whale that destroyed his ship, crippling him and killing his son. His real motives, however, have more to do with vengeance than science, and Crane becomes concerned that the Admiral is caught up in his friend's obsession.

Wr Robert Hamner

Dir Sobey Martin

1 - 15 *HAIL TO THE CHIEF*

Injured in a fall, the President of the United States is in desperate need of surgery -- and the operation must be kept secret. Naturally, Seaview is chosen as the best place for the operation. An enemy agent, taking the place of the doctor who would have used a radiological device on the President, will attempt to kill the Commander-in-Chief with a deadly ray. Will she be discovered in time to save the President?

Wr Don Brinkley

Dir Gerd Oswald

1 - 16 *THE LAST BATTLE*

Nelson is kidnapped and placed in a Nazi style prison camp to be used as a ploy to get the Seaview.

Wr Robert Hamner, Irwin Allen

Dir Felix E. Feist

1 - 17 *DOOMSDAY*

Seaview is involved in a tense Nuclear War show down.

Wr William Read Woodfield

Dir Sobey Martin

1 - 18 *MUTINY*

The Neptune, newly arrived sister ship of the Seaview, is destroyed and Nelson intends to find out why.

Wr William Read Woodfield

Dir Sobey Martin

1 - 19 *LONG LIVE THE KING*

When the King of a small but friendly nation is assassinated, Seaview is assigned to take the young Crown Prince back home to assume his throne. Neither Nelson (who gets turned out of his own cabin) nor Crane are used to handling children. Help arrives in the form of a mysterious flute-playing old man who befriends the boy after he is picked up at sea.

Wr Raphael Hayes

Dir László Benedek

1 - 20 *THE INVADERS*

An undersea quake uncovers an ancient civilization in hibernation.

Wr William Read Woodfield

Dir Sobey Martin

1 - 21 *THE INDESTRUCTIBLE MAN*

Seaview recovers a returning space probe with a basic robot aboard...which goes astray.

Wr Richard Landau

Dir Felix Feist

1 - 22 *THE BUCCANEER*

Modern day Pirates take the Seaview and some valuable booty.

Wr Irwin Allen, Al Gail

Dir László Benedek

1 - 23 *THE HUMAN COMPUTER*

A newly installed super-computer is tested on the Seaview...but the creators have other plans.

Wr Robert Hamner, Irwin Allen

Dir James Goldstone

1 - 24 *THE SABOTEUR*

Crane is the Seaview's own new "Manchurian Candidate."

Wr William Read Woodfield

Dir Felix Feist

1 - 25 *CRADLE OF THE DEEP*

During some basic experiments and tests of new materials aboard Seaview, things get out of hand and the Seaview is over run by a blob-like creature.

Wr Robert Hamner

Dir Sobey Martin

1 - 26 *THE AMPHIBIANS*

A scientist creates a new race of water-breathers that attempt to use the Seaview as a new platform to spread their race among the oceans.

Wr Hendrik Vollaerts

Dir Felix Feist

1 - 27 *THE EXILE*

Nelson is caught in a hostile power struggle between two nations.

Wr William Read Woodfield

Dir James Goldstone

1 - 28 *THE CREATURE*

A huge manta ray threatens the Seaview.

Wr Hendrik Vollaerts

Dir Sobey Martin

1 - 29 *THE SECRET OF THE LOCH*

The Seaview enters Lock Ness via an underground tunnel to search for the Loch Ness Monster.

Wr Charles Bennett

Dir Sobey Martin

1 - 30 *THE ENEMIES*

Nelson and Crane hear about the destruction of the submarine Angler. When they read the captain's log and hear the tapes made in the control room, Nelson and Crane are puzzled: Captain Williams went insane and machine-gunned officer Richardson, yet both men were close friends. It seems that after they had left a mysterious island, the men became deadly enemies. Nelson and Crane investigate the island and are captured by a General of The People's Republic. Taken to separate cells, Crane is made to resent Nelson and they are turned loose, leaving Crane free to eat drug soaked berries. Crane loses control and screams that he's going to kill Nelson!

Wr William Read Woodfield

Dir Felix Fiest

1 - 31 *THE CONDEMNED*

A pair of marine scientists test a new air-mixture for deep sea dives.

Wr William Read Woodfield

Dir Leonard Horn

1 - 32 *THE TRAITOR*

Nelson's sister is kidnapped to force Nelson to give up vital information.

Wr William Welch, Al Gail

Dir Sobey Martin

2 - 1 *JONAH AND THE WHALE*

The Seaview is on a joint mission with Russian scientists to salvage the remains of a Soviet undersea lab. While a scientist is being lowered in the diving bell, a giant whale arrives and rams the bell. The glass is shattered, killing him. Nelson and the remaining Russian scientist, Katya Markova, go on a second dive. The whale reappears, this time swallowing the diving bell whole! Now it's a race against time as Captain Crane and the crew of the Seaview to find the diving bell and get it out before Nelson and Markova run out of oxygen!

Wr Shimon Wincelberg

Dir Nathan Juran

2 - 2 *...AND THE FIVE OF US ARE LEFT*

Seaview comes to the rescue of newly discovered WWII survivors living in an underwater cave beneath a rumbling volcano.

Wr Robert Vincent Wright

Dir Harry Harris

2 - 3 *THE CYBORG*

Cybernetic genius Tabor Ulrich creates a perfect mechanical duplicate of Admiral Nelson. His plot: to make the crew of the Seaview that they are fighting World War Three. In doing so, the sub will launch nuclear missiles at China, Russia and the USA. After the holocaust, Ulrich plans to take over and usher in "the age of the cyborg".

Wr William Read Woodfield, Allan Balter

Dir Leo Penn

2 - 4 *ESCAPE FROM VENICE*

Crane is caught up with a circle of spies as he tries to make his way back to Seaview with important missile defense data.

Wr Charles Bennett

Dir Alex March

2 - 5 *TIME BOMB*

Nelson is injected with a radioactive material that makes him a walking time bomb.

Wr William Read Woodfield, Allan Balter

Dir Sobey Martin

2 - 6 *THE LEFT-HANDED MAN*

Nelson works on finding an assassin before he can kill the new Secretary of State.

Wr William Welch

Dir Jerry Hopper

2 - 7 *THE X FACTOR*

A toy manufacturer is involved with kidnapping and shipping politicians and scientists to foreign powers.

Wr William Welch

Dir Leonard Horn

2 - 8 *LEVIATHIAN*

Nelson and crew are invited to a marine scientist's undersea lab for a visit but there is giant sea life in the way.

Wr William Welch

Dir Harry Harris

2 - 9 *THE PEACEMAKER*

Defecting scientists create a proton bomb, but are killed by a foreign power and the bomb is captured. A surviving scientist works at disarming the bomb...with other plans in mind.

Wr William Read Woodfield, Allan Balter

Dir Sobey Martin

2 - 10 *THE SILENT SABOTEURS*

Asian powers attempt to interfere with the American Space Program.

Wr Sidney Marshall

Dir Sobey Martin

2 - 11 *THE DEADLIEST GAME*

While inspecting undersea bomb shelters with the President, aides attempt a power grab.

Wr Hendrik Vollaerts

Dir Sobey Martin

2 - 12 *THE MONSTERS FROM OUTER SPACE*

A space probe returns to earth and is recovered by Seaview...only to unleash an alien organism aboard.

Wr William Read Woodfield, Allan Balter

Dir James B. Clark

2 - 13 *THE MACHINES STRIKE BACK*

A missile defense platform-drone malfunctions and threatens to destroy the East Coast of the US.

Wr Ward Hawkins, John Hawkins

Dir Nathan Juran

2 - 14 *THE DEATH SHIP*

Things go wrong when Nelson and Crane test out a new automated system for Seaview.

Wr Allan Balter, William Read Woodfield

2 - 15 *KILLERS OF THE DEEP*

A foreign power is salvaging sunken nuke missiles from the ocean floor to make themselves a superpower.

Wr William Read Woodfield, Allan Balter

Dir Harry Harris

2 - 16 *TERROR ON DINOSAUR ISLAND*

A submerged domed island is forced to the surface by its volcano and exposes a Jurassic-style world.

Wr William Welch

Dir Leonard Horn

2 - 17 *DEADLY CREATURE BELOW!*

Seaview rescues two men adrift at sea, only to discover they are escaped prisoners intent on not returning to prison. While they attempt to hijack the sub, an undersea creature surfaces to menace the Seaview.

Wr William Read Woodfield, Allan Balter

Dir Sobey Martin

2 - 18 *THE PHANTOM STRIKES*

Seaview encounters a sunken WWI sub...with someone still left aboard.

Wr William Welch

Dir Sutton Roley

2 - 19 *THE SKY'S ON FIRE*

Cruising for days under the ice, Seaview surfaces to find the sky is ablaze thanks to the Van Allen belt catching fire. Nelson races to Washington to confer with fellow scientists and hatches a plan to detonate a nuclear device into the atmosphere and extinguish the fire. Weber, a fellow scientist, feels they should do nothing and allow the fire to burn out. Nelson disagrees and takes Weber and two others aboard Seaview to decide the course of action as the sub races to the firing point. However, Weber is determined to stop Nelson and is willing to kill to do it!

Wr William Welch, Irwin Allen, Charles Bennett

Dir Sobey Martin

2 - 20 *GRAVEYARD OF FEAR*

A scientist and his secretary come aboard Seaview when their research vessel is sunk by a giant Portugese Man-Of-War. They want Admiral Nelson to return to the scene, but won't tell him the real reason.

Wr Robert Vincent Wright

Dir Justus Addiss

2 - 21 *SHAPE OF DOOM*

Dr. Alex Holden is hunting a gigantic whale in which he has injected an experimental growth serum. It turns and destroys his boat, killing his crew. He is rescued by Seaview, which was on en route to plant a nuclear device to blast an undersea channel Holden obsesses over getting his swallowed equipment from the whale when it turns and comes at the sub, swallowing the bomb as it is being lowered! Nelson cannot detonate the bomb, as the president's carrier is in the area. The nearly insane Holden steals Nelson's remote detonating device and threatens to blow up the whale if he's not permitted to get samples of the whale.

Wr William Welch

Dir Nathan Juran

2 - 22 *DEAD MAN'S DOUBLOONS*

A 16th century pirate seemingly comes back from the grave to threaten Seaview.

Wr Sidney Marshall

Dir Sutton Roley

2 - 23 *THE MONSTER'S WEB*

Captain Gantt, an ego-maniacal scientist, is in a nuclear sub testing a powerful new fuel. Due to his bungling, the sub crashes into a giant web and is attacked by a monstrous sea spider. The Seaview investigates and rushes to retrieve the remaining fuel canisters before the enormous underwater pressure collapses the test sub and detonates the fuel - an explosion which would kill millions!

Wr Al Gail, Peter Packer

Dir Justus Addiss

2 - 24 *THE MENFISH*

With Admiral Nelson away, his old friend Admiral Park takes over Seaview's current mission. Dr. Borgman is conducting experiments, and Park suspects he is up to no good.

Wr William Read Woodfield, Allan Balter

2 - 25 *THE MECHANICAL MAN*

Drs. Paul Ward and Peter Omir have discovered a powerful new element -- Subterrarium 116. This element can produce limitless pure energy, but Omir may have another agenda.

Wr Ward Hawkins, John Hawkins

Dir Sobey Martin

2 - 26 *RETURN OF THE PHANTOM*

Captain Krueger returns to compel Nelson to shoot Crane. Once that is done, Krueger takes over Crane's body and searches out a host for Lani, Krueger's dead lover, so the two can be reunited. Can Admiral Nelson save his friend and end the plans of the evil Captain forever?

Wr William Welch

Dir Sutton Roley

3 - 1 *MONSTER FROM THE INFERNO*

Seaview is investigating a thousand-mile wide communication blackout. The source of this is a large alien brain found under the sea. It is broght aboard and takes over visiting scientist, Dr. Lindsay. With his help, and after possessing Captain Crane, the alien vows to take over the Seaview and after that, the Earth.

Wr Hendrik Vollaerts

Dir Harry Harris

3 - 2 *WEREWOLF*

Two scientists examining a radioactive volcano are attacked by a wolf. One dies, and the survivor is infected by a virus that causes him to change from man to werewolf and back again. Admiral Nelson is exposed to the virus and the crew must find a vaccine.

Wr Donn Mullally

Dir Justus Addiss

3 - 3 *THE DAY THE WORLD ENDED*

As Admiral Nelson demonstrates a new tracking device for a visiting U.S. senator, it seems to show that Seaview is the only life left on earth.

Wr William Welch

Dir Jerry Hopper

3 - 4 *NIGHT OF TERROR*

Captain Crane searches for a lost diving bell containing Admiral Nelson, Chief Sharkey, and Dr. Sprague.

Wr Robert Bloomfield

Dir Justus Addiss

3 - 5 *THE TERRIBLE TOYS*

Seaview is investigating a UFO. Along the way, they pick up a shipwrecked old man -- almost always a bad omen when our gallant crew finds a castaway! The bedraggled fellow has a sack full of strange, frightening toys capable of murder, and of destroying the submarine. Turns out the alien ship needs to melt down Seaview's hull for fuel. Nelson and Crane do their best to foil the aliens' plans before it is too late.

Wr Robert Vincent Wright

Dir Justus Addiss

3 - 6 *DAY OF EVIL*

A UFO crashes and an alien assumes the form of Admiral Nelson.

Wr William Welch

Dir Jerry Hopper

3 - 7 *DEADLY WATERS*

While rescuing a deep-sea diver from his wrecked sub, Seaview is incapacitated. The diver, who turns out to be Kowalski's brother, is too cowardly to help out and Captain Crane must risk his own life to get out an SOS.

Wr Robert Vincent Wright

Dir Gerald Mayer

3 - 8 *THING FROM INNER SPACE*

A sea creature has killed the camera crew of "science" TV series host Bainbridge Wells.

Wr William Welch

Dir Alex March

3 - 9 *THE DEATH WATCH*

Admiral Nelson and Captain Crane are involved in a mind-control experiment, with Chief Sharkey caught in the middle.

Wr William Welch

Dir Leonard Horn

3 - 10 *DEADLY INVASION*

Faceless aliens invade Earth and try to take over an underwater atomic base. The leader takes the form of an old, deceased friend of Admiral Nelson in order to convince Nelson they mean no harm. Nelson will have none of it and leads a landing party to the base to stop the aliens, even if the cost includes their own

lives.

Wr Ward Hawkins, John Hawkins

Dir Nathan Juran

3 - 11 *THE HAUNTED SUBMARINE*

A ghostly ancestor of Admiral Nelson visits him aboard Seaview.

Wr William Welch

Dir Harry Harris

3 - 12 *THE PLANT MAN*

Twin scientists - one good, one evil - come aboard Seaview. The evil twin is out to create a radioactive "plant man."

Wr Donn Mullally

Dir Harry Harris

3 - 13 *THE LOST BOMB*

Seaview and an enemy sub battle to recover a superbomb from the ocean floor.

Wr Oliver Crawford

Dir Gerald Mayer

3 - 14 *THE BRAND OF THE BEAST*

Wr William Welch

Dir Justus Addiss

3 - 15 *THE CREATURE*

Wr Ward Hawkins, John Hawkins

Dir Justus Addiss

3 - 16 *DEATH FROM THE PAST*

Wr Sidney Marshall, Charles Bennett

Dir Justus Addiss

3 - 17 *THE HEAT MONSTER*

Arctic Listening Station XZ-5 receives a message from a voice from space ("laser beeeeam"). Professor Bergstrom, ignoring the advice of his assistant, activates their beam and brings the alien, living flame, to Earth. Now, this Heat Monster wants the Seaview to detonate a bomb under the polar ice cap. How can the intrepid crew defeat this new menace?

Wr Charles Bennett

Dir Gerald Mayer

3 - 18 *THE FOSSIL MEN*

The crew of a lost submarine returns as rock men to menace the Seaview. A new man, Kowalski's friend Richards, is captured on a diving mission and turned into a Fossil Man. Nelson is then ordered to turn command of the Seaview over to these rock men. Will Nelson comply? Will the crew be dipped into the transformation lava to exist as living rock?

Wr James Whiton

Dir Harry Harris

3 - 19 *THE MERMAID*

Wr William Welch

Dir Jerry Hopper

3 - 20 *THE MUMMY*

Wr William Welch

Dir Harry Harris

3 - 21 *SHADOWMAN*

The Seaview takes on a skeleton crew and is being used to guide a new interstellar space probe. However, Chip Morton is taken over by an alien shadow man which wants to stop the probe.

Wr Hendrik Vollaerts

Dir Justus Addiss

3 - 22 *NO ESCAPE FROM DEATH*

While searching the deep for an enemy complex, the Seaview is rammed by another sub. The crew rushes to make repairs before the air runs out and a lurking monster swallows a diving party led by Crane.

Wr William Welch

Dir Harry Harris

3 - 23 *DOOMSDAY ISLAND*

While Nelson and Sharkey search by air for an uncharted island, Seaview brings aboard a gigantic egg from the bottom of the sea during a routine specimen collection. It later hatches a fully grown, orange creature which kills a background guy and tosses Kowalski around the missile room. Nelson returns and (in a very un-urgent manner) has the crew hunt down this grunting thing as it terrorizes the crew. Later, Crane and Kowalski take the flying sub out to investigate the area, crash landing near the uncharted island. Another orange creature (one that speaks and is the leader) captures them and brings them to creature HQ. The monsters are aliens from Scorpius which are trying to hatch millions of eggs. Can the crew stop this invasion before these amphibian aliens take of the Earth?

Wr Peter Germano

Dir Jerry Hopper

3 - 24 *THE WAX MEN*

The Seaview is carrying Atlantanean statues in its missile room as a favor for the State Department. As they wait for Captain Crane to return, a midget clown emerges from one of the crates and begins sending forth his animated waxwork duplicates of the crew. Crane's only hope is to try to revive Admiral Nelson and retake the ship. But, can they?

Wr William Welch

Dir Harmon Jones

3 - 25 *THE DEADLY CLOUD*

A mysterious cloud is enveloping the earth and causing massive tsunami and other catastrophic environmental damage. Crane takes the flying sub in to find out the cause and is taken over by an evil alien. Once aboard, this alien tries to stop Nelson before he can destroy the cloud with nuclear weapons.

Wr Hendrik Vollaerts

Dir Jerry Hopper

3 - 26 *DESTROY SEAVIEW!*

Admiral Nelson has been brainwashed. After getting a vital energy source, he attempts to kill Crane and the visiting Dr. Land in an undersea cave. He then returns to the sub, gasses the crew and sets the reactor to blow. Can Crane recover and return to the Seaview before Nelson can destroy it?

Wr Donn Mullally

Dir Justus Addiss

4 - 1 *MAN OF MANY FACES*

Wr William Welch

Dir Harry Harris

4 - 2 *TIME LOCK*

A man from the future sends two androids back in time to kidnap Nelson from Seaview in order to add him to a collection of other famous military figures abducted from various eras of the past.

Wr William Welch

Dir Jerry Hopper

4 - 3 *THE DEADLY DOLLS*

The Seaview crew is being entertained by puppet caricatures of the Captain and Admiral, compliments of Professor Multiple. Multiple remains on-board when the sub departs, and his dolls soon come to life, replacing their real-life counterparts. Only Nelson and Crane avoid capture and transformation. Multiple boasts that he and the others are all puppets, created by machines from the future that have traveled into the present, and need the Seaview as a new host body. Can Nelson and Crane overcome this fantastic threat?

Wr Charles Bennett

Dir Harry Harris

4 - 4 *FIRES OF DEATH*

The Seaview is being buffeted about by underwater explosions due to the eruption of an active volcano. Dr. Turner (Victor Jory) is aboard to stop the eruptions. However, his true mission is to bring up "elixir stones." An alchemist, Turner needs the stones to keep him immortal. However, in order to bring up the

stones, he needs to stimulate the volcano into full eruption!

Wr Arthur Weiss

Dir Jerry Hopper

4 - 5 *CAVES OF THE DEAD*

Wr William Welch

Dir Harry Harris

4 - 6 *SEALED ORDERS*

Wr William Welch

Dir Jerry Hopper

4 - 7 *JOURNEY WITH FEAR*

Wr Arthur Weiss

Dir Harry Harris

4 - 8 *TERROR*

Wr Sidney Ellis

Dir Jerry Hopper

4 - 9 *FATAL CARGO*

Doctor Blanchard has created a device to control the actions of a white gorilla. Unfortunately, his assistant Leo Brock wants the fame that the inventor of such a device would gain. As a result he uses the device to enrage the gorilla and kill Blanchard. Nelson gets there too late to save Blanchard, but the gorilla is taken on board. Brock sets the gorilla free and he runs amok until both Brock and the gorilla are killed.

Wr William Welch

Dir Jerry Hopper

4 - 10 *RESCUE*

Wr William Welch

Dir Justus Addiss

4 - 11 *THE DEATH CLOCK*

Wr Sidney Marshall

Dir Charles R. Rondeau

4 - 12 *SECRET OF THE DEEP*

Wr William Welch

Dir Charles R. Rondeau

4 - 13 *BLOW UP*

The Seaview is en route to rendezvous with the fleet when Sharkey reports a missile fuel leak. Crane and Morton believe it's worth returning to port to repair, however Nelson knows how to handle it. Taking a small breathing device with him, the Admiral locks himself in the compartment in question to effect repairs. However, he drops a wrench, the circuits blow and Nelson is knocked out. When he comes to, he's gripped by paranoia which worsens with each passing minute. Trusting no one, Nelson loses his grip on reality, arresting Doc, fighting with Sharkey and finally launching a nuclear missile at the fleet!

Wr William Welch

Dir William Welch

4 - 14 *DEADLY AMPHIBIANS*

Wr Arthur Weiss

Dir Jerry Hopper

4 - 15 *THE ABOMINABLE SNOWMAN*

Wr Robert Hamner

Dir Robert Sparr

4 - 16 *RETURN OF BLACKBEARD*

Wr Al Gail

Dir Justus Addiss

4 - 17 *A TIME TO DIE*

Wr William Welch

Dir Robert Sparr

4 - 18 *THE EDGE OF DOOM*

Wr William Welch

Dir Justus Addiss

4 - 19 *NIGHTMARE*

Wr Sidney Marshall

Dir Charles R. Rondeau

4 - 20 *THE LOBSTER MAN*

Wr Al Gail

Dir Justus Addiss

4 - 21 *TERRIBLE LEPRECHAUN*

Wr Charles Bennett

Dir Jerry Hopper

4 - 22 *SAVAGE JUNGLE*

Wr Arthur Weiss

Dir Robert Sparr

4 - 23 *MAN-BEAST*

Wr William Welch

Dir Jerry Hopper

4 - 24 *FLAMING ICE*

Wr Arthur Browne Jr.

Dir Robert Sparr

4 - 25 *ATTACK!*

Wr William Welch

Dir Jerry Hopper

4 - 26 *NO WAY BACK*

Seaview experiences a sudden power overload and blows up, killing all hands aboard. When Admiral Nelson (who was at the Nelson Institute at the time of the accident) hears of the destruction of the Seaview, he gets an impossible to refuse offer from Mr. Pem (who survived from *A Time To Die*): in exchange for the use of the sub's nuclear reactor, Pem will transport Nelson back in time to before the explosion which destroyed Seaview. Once back in time, Pem re-energizes his time travel device and brings the sub back even further in time to the American Civil War. Before the crew has time to absorb this, the ship is boarded by Major General Benedict Arnold! Now Nelson has to stop Pem's far-reaching plan to take over the world and avoid the explosive disintegration of Seaview.

Wr William Welch

Dir Robert T. Sparr

VOYAGERS



Phineas Bogg is a member of a group of specialist time-travellers called Voyagers, who nip back and forth in time, via a device called the Omni, putting history to rights. That could mean anything from making sure the Wright Brothers get off the ground, to keeping George Washington on the right side, from helping Spartacus get out of jail to organise the slaves' revolt to making sure the baby Moses is found by the right people.

By mistake, however, Bogg lands in the Manhattan bedroom of young Jeffrey Jones, where, unfortunately, Bogg's all-important travel guide is eaten by Jeffrey's pet dog. Without it, Bogg doesn't have a clue how history's great events are supposed to turn out, but luckily Jeffrey knows his dates and agrees to accompany Bogg on his travels. The format usually saw them visit two or three historical hot-spots each episode, at the end of which Meeno Peluce, who played Jeffrey, would urge his young viewers to seek out more information.

History's a tenuous thing - it doesn't just happen, it needs a little nudge here and there to make sure everything falls into place. That's the premise behind this US children's time-travel adventure series of the early Eighties. Juvenile/educational science fiction about two time travellers making sure that historical events happen as they're supposed to (ripped off from Poul Anderson's "Time Patrol"). When his Way-back, I mean "Omni", breaks down, Time Cop Phineas Bogg's history book is eaten by Manhattanite Jeffrey Jones' dog. Fortunately, young Jones knows lots of history, and kids in the audience were encouraged to go to the library to find out more. Not a bad idea, if it ever worked. The series ran for one season in America, while in the UK it showed up on Sky in the early Nineties.

Voyagers! was a series about time travel that was designed to be both entertaining and educational. The Voyagers, although seen in full only in one episode, were a group of people operating from a point in the not too distant future who have invented time travel. They have sent agents into the past to correct history when it goes wrong. It seems that at times some people destined for greatness, somehow get side tracked and find themselves in the wrong destiny. Examples of this are: Babe Ruth giving up on baseball because he cannot pitch and Franklin Roosevelt becoming a filmmaker.

Phineas Bogg is one such agent, he and other Voyager agents have each been given an Omni. The Omni is a pocket sized device that allows its user to travel through time. it also has a red light the lights up whenever history needs correcting.

One day Phineas' Omni malfunctions and he finds himself in the bedroom of Jeffrey Jones, a contemporary orphan boy living an unhappy life with his aunt and uncle. Normally this would not be a big problem, however it becomes one when Jeffrey's dog eats Phineas's guidebook. The guidebook is the Voyager's guide to history as it should be, allowing them to determine what events need to be corrected, when the red light comes on. Phineas discovers that there is a viable alternative to going back to his bosses and asking for a new guidebook, something he does not want to do. Jeffrey it turns out is an avid history buff and knows just as much as the guidebook did. Phineas thus takes Jeffrey along as a companion: and by utilising Jeffrey's vast knowledge of history Phineas is able to do his job.

The malfunction in Phineas' Omni which caused him to land in Jeffrey's bedroom, also prevents it from travelling any later than 1982. This helps keep the show true to its educational nature, in the past where only real people and events can be encountered. Each episode of Voyagers! would have Phineas and Jeffrey meet several famous historical figures. At the end of the episode Meeno Peluce would step out of his Jeffrey Jones character to inform the audience that they can find out more about the famous people they have just seen by going to the library. Voyagers was produced by Jill Sherman, co-producer was Robert Steinhauer.

The premise of this show was to take history and toss it up into the air. When it comes back down in a jumble, the Voyagers have to put it back together like a jigsaw puzzle. What if Franklin Roosevelt had become a movie director instead of a politician? What if the Russians had landed on the moon before the Americans? What if the Mona Lisa had gone down with the Titanic? The fun of Voyagers! was in its speculation about what could have happened in history. Every week, the two voyagers fixed history and imparted some historical

knowledge to their (mainly) youthful audience.

Voyagers! secured only a small audience, but it did succeed in conveying the romance of going back in time and meeting famous people. Creator James Parriott had wanted to do the show for years. "Jeff Sagansky [at NBC] and I got our heads together, and we came up with Voyagers! Jeff called the concept 'Time Cop.' It was always conceived as a 7 p.m. show that would deal with history and appeal to kids. We didn't set out to portray history with absolute accuracy. The idea was to get kids excited about a character or theme. We had a lot of teachers who wanted to know what episodes would be coming up. This way they could base their studies around them. Scholastic put out a Weekly Reader in schools, and Voyagers! soon became part of the magazine."

Cast as Bogg was the late Jon-Erik Hexum, an ex-model. "Originally, Bogg was conceived as an older man. Jon-Erik's only acting experience had been in a soap opera. He was a very raw actor. We literally bought him his Screen Actors Guild card. But he was just right. He read for the part, and after he walked out of the room, I turned to the other people there and said, 'That's the guy!' He had a magical, magnetic presence."

Associate producer Dean Zanetos had been much more cynical. "When Jon-Erik walked in, I thought, 'Oh, God. Just another pretty guy off of GQ magazine. It was almost embarrassing. The guy was too good-looking. I didn't even want to watch his reading. I thought he would be horrible. But we had already seen a lot of other guys, and they had all been bad. Jon-Erik began his scene, and he brought the character to life. It was astounding. He was an amazing performer. He would have been an incredible actor.'" (Hexum died accidentally in 1984 during production of his series *Cover Up*.) "Jon-Erik was absolutely the right choice," says producer Jill Sherman-Donner. "His last series [*Cover Up*] didn't do him justice."

For the part of Jeff, Meeno Peluce was cast. "He was the best kid we read," says Parriott, "although he was a little too old for the part. I wanted someone a year or two younger, but Meeno turned out to be great. He and Jon-Erik were a pleasure to work with." "Jon-Erik had done some stage in New Jersey, but he was very new to TV," says director Paul Lynch. "He was in his twenties, while Meeno was 12 or 13. One day I walked by them and Meeno was telling Jon how to act in the upcoming scene. Jon was listening very intently. It was a wonderful moment. Meeno was fabulous."

Sherman-Donner recalls that Hexum returned the favor. "My husband, Robert Donner, played Buffalo Bill in one episode. He was privy to a conversation between Jon-Erik and Meeno. Meeno had to film an episode and miss The Who concert. The Who were making their final tour. The comforting that Jon-Erik did was remarkable. So much of the time, Meeno was the adult of that duo because he was so precocious and experienced. In this instance, it was Jon-Erik who was being the 'big brother.' They had a sweet relationship. There was never any temperament."

Parriott admits that the series was not conceived as dead-serious fare. "We were doing a whimsical show. The toughest thing was keeping within our budget. Bogg and Jeffrey went into at least two time zones per show. But we had the whole Universal backlot to work with, and they didn't charge us for it." Sherman-Donner was invited by Parriott to produce the series. She jumped at the chance. "I was raised on *The Outer Limits*, *Twilight Zone* and *Night Gallery*," she says. "I knew Jim from when I worked on *The Incredible Hulk*, and I was very taken with the *Voyagers!* pilot film. It was a wonderful concept."

To plot the voyagers' adventures, Sherman-Donner pondered how she could tweak history. "I looked at certain historical eras. For instance, in 'Cleo and the Babe,' Lucky Luciano and Babe Ruth were alive at the same time. I thought, 'Who would be an attractive woman for Luciano to meet?' He had a reputation as a womanizer, and I thought of Cleopatra. I studied her life and thought, 'What would happen if she had picked another man other than Marc Antony?' There are always ifs in people's bios. Turn a different corner or make another decision than the one you've already made and your life goes off in a totally different direction. Magnify these decisions in the context of history's most important people and it's easy to imagine, 'What if.' 'Cleo and the Babe' turned out to be my favorite episode in a totally comedic way. It was fun to take a fish out of water."

The titles of *Voyagers!* were often charming and whimsical. Sherman-Donner says, "We often used the original titles we came up with while pitching the stories. The more serious the topic, the more difficult it was to come up with a title. You didn't want to crack wise about something serious." Several of the episodes did deal with history on a relatively serious level. They included topics such as Jack the Ripper, the Titanic and the Salem witch hunts. "Voyagers! wasn't a kids' show, although it certainly included them," Sherman-Donner notes. "It worked on two levels. Most of the time we dealt with history in a rather lighthearted manner. We did touch on some intense moments in history. The Titanic was pretty heavy. I think we could have touched on the diary of Anne Frank but we would never have gone into Auschwitz, which is the most intense time that I can think of."

Despite occasional visits to violent eras, *Voyagers!* tried to soften the rougher edges of history. For this reason, Dean Zanetos was astonished when the series was hit over the head for its content. "We were in a children's time slot, 7 p.m. Sundays. This made us subject to a lot of pressure from Standards and Practices. There was a group in Chicago that reviewed television's most violent shows. To our surprise, *voyagers!* was rated as the most violent. It threw us into a complete tailspin. We couldn't understand what they were talking about. We were very careful not to have the kid placed in danger. We later learned the study's criteria for violence was the number of explosions heard on the soundtrack. If Bogg and the kid landed in the middle of a battlefield, every explosion you heard in the distance was counted as an act of violence. At the same time, we were a borderline show in terms of ratings. The violence thing was another notch against us."

It was a different criticism that soured things slightly for producer Sherman-Donner. "We were told by a gentleman at Universal, who shall remain nameless, that the characters of Napoleon, Josephine and Harriet Tubman [all of whom appeared in episodes] didn't have a high enough TVQ rating [a system used to the determine popularity of characters]. That was very disappointing.

Voyagers! was a show that was supposed to educate. For example, Harriet Tubman was a woman instrumental in the making of the Underground Railroad [for black slaves in the mid-1800s]. Half of the fun of the series was finding out different aspects of famous people and learning about people that the audience may not know. When you're told that your historical characters need to have a high TVQ rating, it gets discouraging. It kind of knocked the steam out of me. If we had gone another year [22 episodes], we would have had to come up with 44 characters that everybody easily recognized. But you can only do Ben Franklin and Cleopatra so many times. It would have been more fun to come up with more little-known characters who contributed to history." Filmed on a standard budget, the series had to accommodate two, sometimes three, time eras per show. "We had the Universal backlot, which included the old castle for the Robin Hood movies," says Sherman-Donner. "We also had the forests to run through, and a Roman Colosseum. Jim Parriott was able to use the sets for maximum effect. You couldn't do *I~oyagers!* today because most of the Universal backlot has been torn down."

"I researched every historical film that had ever been made by Universal," says Dean Zanetos. "I traced the history of the footage to see if it was available for the show. We would construct episodes around the stock footage that was available. This saved us millions of dollars in terms of matte paintings and extras." While Bogg and Jeff survived history's most dangerous eras, they couldn't survive a mere 60minute challenge from the other network. "If NBC could get the ratings *Voyagers!* got against 60 Minutes today, they would pass out," says Sherman-Donner. "*Voyagers!* did so much better in the ratings than it was given credit for. Kids and their parents had fun watching it together. Everyone was surprised when it was canceled."

"We did a good job on *Voyagers!*" says Zanetos. "Brandon Tartikoff [NBC's president at the time] said later that it was his biggest disappointment to cancel the series." "It was a fun show," says James Parriott, "and a great educational thing as well. It got a 20 share in the ratings. We were replaced by a news show called Monitor. It got a nine share. NBC said, 'Oh, that was a mistake.' We did better in that time slot than anything they've had since."

"It was an interesting show," says director Paul Lynch, "but they never had the money to do it correctly. Although the pilot was very impressive, there was pressure after the first two shows to cut back on budget. If we couldn't shoot a show in seven days, they were thinking of canceling the show. The scripts were very good and in general, the show was very good. They just needed more money." Shortly after cancellation, the series was put into syndication and did very well. In 1984 there was brief talk of reviving the show for syndication. "*voyagers!* hit its potential 90 percent of the time," concludes Sherman-Donner, "and that's a really good average. I've noticed on *The Young Indiana Jones Chronicles* that they've included their characters with real-life people in interesting ways. Its nice to see that echo of *Voyagers!*" The producer remains gratified by the show's continued visibility. "It's even shown up in video stores," she says, "and I still get residuals from the episodes. There's a little cult thing around *Voyagers!* We didn't make many episodes, but it continues to have a life of its own."

CAST NOTES

Jon Erik-Hexum (Bogg): Born 1957. His promising career was cut short in 1984, when he accidentally shot himself with a gun filled with blanks on the set of his TV series *Cover Up*.

Meeno Peluce (Jeff): Born 1970 in Amsterdam. He's the brother of actress Soleil Moon Frye. "Meeno was interested in getting into film production," says producer Jill Sherman-Donner. "Meeno was involved in a rock-and-roll band the last I heard," says producer Dean Zanetos.

WR. James D. Parriot, Jill Sherman, Don Shelly, Robert James, and Nick Theil.

DIR. James D. Parriott, Virgil Vogel, Alan J. Levi, Ron Satlof, Bernard McEveety, Sigmond Neufeld,

Winrich Kolbe and Paul Stanley.

EPISODES: 21 **YEAR MADE:** 1982 **COUNTRY:** US **SEASONS:** 1

NBC

CREATOR: JAMES D. PARRIOTT

TYPE OF SHOW: TIME TRAVEL

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 20

DATE OF PREMIER: 03/10/1982

AIR DATE OF LAST EPISODE 10/07/1983

SEASON DATE BREAKDOWN:

FILMS:

Phineas Bogg JON-ERIK HEXUM, Jeffrey Jones MEENO PELUCE.

Books Based on this series.

Voyagers!

Joe Claro

1982

1 - 1 *VOYAGERS*

A time traveller, Phineas Bogg, accidentally materializes outside the bedroom of a 12-year old orphan, Jeffrey Jones, in 1982.

Wr James D. Parriott

Dir James D. Parriott

1 - 2 *CREATED EQUAL*

Arriving in Italy in 73 B.C., the pair discover that Spartacus is being sent to die in the arena in Rome, altering history and preventing him for leading the slave revolt in Capra.

Wr Nick Thiel

Dir Virgil Vogel

1 - 3 *BULLY AND BILLY*

Jeff and Bogg arrive in the Cuban revolution, to find history changed because Teddy Roosevelt never led the charge up San Juan Hill.

Wr B.W. Sandefur

Dir Virgil Vogel

1 - 4 *AGENTS OF SATAN*

Bogg and Jeff land in colonial Massachusetts. Their arrival is witnessed by a local who has them arrested as witches. Benjamin Franklin's mother is also under accusation, and if she dies, history changes.

Wr James D. Parriott

Dir Alan J. Levi

1 - 5 *WORLDS APART*

The Voyagers are separated: Bogg is with Lawrence of Arabia, while Jeff is stranded in the 1800's with Thomas Alva Edison.

Wr James D. Parriott, Jill Sherman

Dir Ron Satlof

1 - 6 *CLEO AND THE BABE*

The Voyagers inadvertently bring Cleopatra forward in time to prohibition-era New York City, where she encounters gangster Lucky Luciano.

Wr Jill Sherman

Dir Bernard McEveety

1 - 7 *THE DAY THE REBS TOOK LINCOLN*

On their way to rescue President Lincoln, who has been kidnapped by Confederate soldiers, the Voyagers are briefly diverted to 1832 London where they encounter young author Charles Dickens.

Wr Robert Janes

Dir Bernard McEveety

1 - 8 *OLD HICKORY AND THE PIRATE*

Jeffrey and Bogg talk the pirate, Jean Lafitte, into leaving the beautiful Bahamas for New Orleans where General Jackson is going to need his help against the Red Coats.

Wr Robert Janes

Dir Peter Crane

1 - 9 *THE TRAVELS OF MARCO POLO... AND FRIENDS*

Jeff and Bogg arrive in 1930's New York and meet a retired adventurer/voyager, Isaac Wolfstein.

Wr James D. Parriott

Dir Paul Lynch

1 - 10 *AN ARROW POINTING EAST*

The Voyagers encourage Lindburgh on the eve of his trans-atlantic flight, then help Robin Hood sneak into an archery competition to rescue Maid Marian.

Wr Jill Sherman

Dir Ernest Pintoff

1 - 11 *MERRY CHRISTMAS, BOGG*

The Voyagers must go back in time to before the American Revolution to make sure that George Washington joins the American rebels rather than the British. Then in 1892 they help early union leader Samuel Gompers, and Jeffrey gets to meet his great grandfather, a lawyer helping the labor cause.

Wr Bruce Shelly

Dir Ron Satlof

1 - 12 *BUFFALO BILL AND ANNIE OAKLEY PLAY THE PALACE*

First, the Voyagers help Albert Schweitzer in his efforts to bring medical aid to a dying African tribal chief. Then they arrive in 1887 to help Annie Oakley, who is with Buffalo Bill's circus that is in England to perform for Queen Victoria

Wr Jill Sherman

Dir Alan J. Levi

1 - 13 *THE TRIAL OF PHINEAS BOGG*

Phineas Bogg is on trial for breaking the Voyagers code of ethics.

Wr Jill Sherman

Dir Sigmund Neufeld Jr.

1 - 14 *SNEAK ATTACK*

Arriving at Pearl Harbor on 6 December 1941, the Voyagers try to warn General MacArthur about the upcoming Japanese attack. Then then end up in 1860's Utah to help a young Buffalo Bill Cody with the Pony Express mail service.

Wr Harry Longstreet

Dir Paul Stanley

1 - 16 *VOYAGERS OF THE TITANIC*

Phineas and Jeffrey assist a fellow Voyager who is trying to recover the stolen Mona Lisa from a thief aboard the doomed ocean liner Titanic. Then in 1884 France, Jeffrey is bitten by a rabid dog and his only chance of survival is treatment with a new vaccine invented by Louis Pasteur.

Wr Jill Sherman, James D. Parriott

Dir Winrich Kolbe

1 - 17 *PURSUIT*

In order for the future American Space Program to succeed, the Voyagers must go back to Austria just after the end of World War II and prevent rocket scientist Werner Von Braun from being captured by the Soviets.

Wr Renee Schonfeld-Longstreet, Harry Longstreet

Dir Alan Myerson

1 - 18 *DESTINY'S CHOICE*

Phineas and Jeffrey journey back to 1924 Hollywood to convince Franklin D. Roosevelt to give up on a career as a film director and go into politics instead.

Wr Jill Sherman

Dir Paul Stanley

1 - 19 *ALL FALL DOWN*

The Omni lands Bogg and Jeff in New Jersey, 1938, where they find Joe Louis ready to quit boxing while preparing for his rematch with Max Schmeling.

Wr Renee Schonfeld-Longstreet, Harry Longstreet

Dir Ron Satlof

1 - 20 *BARRIERS OF SOUND*

The Voyagers appear in 1890 in Texas, and find that Dwight Eisenhower's mother is unable to give birth to him because of the absence of a doctor.

Wr Nick Thiel

Dir Bernard McEveety

1 - 21 *JACK'S BACK*

Bogg and Jeff land in 1880 London and save famous world-traveller Nellie Bly from Jack the Ripper.

Wr James D. Parriott, Sara Parriott

Dir Dean Zanetos

VOYAGEUR DES SIECLES, LEAKA: **TRAVELER OF THE CENTURIES, THE**

An inventor travels back in time in 1884 to meet his great-uncle. Then, together, they travel back to the days of the French Revolution to save the girl he loves, who is doomed to die on the guillotine. The hero succeeds in preventing the Revolution from taking place, thereby changing the course of history. But the girl nevertheless dies in a balloon accident.

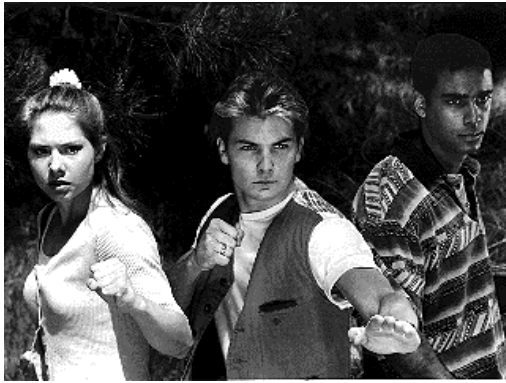
Noel-Noel novelized his teleplay.

WR. Noel-Noel**DIR.** Jean Dreville**EPISODES:** 4 **YEAR MADE:** 1971 **COUNTRY:** FRA **SEASONS:** 1**ORTF 1 / TELEFRANCE****CREATOR:****TYPE OF SHOW:** TIME TRAVEL**FORMAT:** SERIES**LENGTH (MINS):** 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** French**SEASON BREAKDOWN:** (1) 4**DATE OF PREMIER:** 07/08/1971**AIR DATE OF LAST EPISODE** 21/08/1971**SEASON DATE BREAKDOWN:****FILMS:**

Philippe d'Audigné HERVE JOLLY, Professeur d'Audigné ROBERT VATTIER, GEORGETTE ANYS, Brunot RAYMOND BAILLET, L'épouse de Bonaparte LAURENCE BADIE, L'hôtelier ANGELO BARDI, FERNAND BERCHER, Le valet de Coco Bel-Oeil PAUL BISCIGILIA, PAUL BONIFAS, ROGER BONTEMPS, Napoléon Bonaparte ROBERT CAREL, Mary ANNE-MAIRE CARRIERE, BERNARD CHARLAN, MICEHL CHARREL, Catherine MYRIAM COLOMBI, Le radiesthésiste LEONCE CORNE, CATHERINE COSTE, FRANCOIS DARDON, Détective Jolivet GERARD DARRIEU, Un journaliste GEORGES DE CAUNES, FRANCE DELAHALLE, Le voleur GUY DELORME, Le conducteur PAUL DEMANGE, MICHEL DUPLIEX, Nounou FLORENCE GIORGETTI, Intervieweur ROLAND GIRAUD, Coco Bel-Oeil JACQUES HARDEN, PAULE LAUNAY, Lafayette MICHEL LE ROYER, ARMAND MEFFRE, De Castries ROBERT PARTY, Le tailleur JEAN-MARIE PROSLIER, . Le vieux professeur LUCIEN RAIMBOURG, NADINE ROUGIER, JEAN SAUDRAY, La bergère KATIA TCHENKO.

- 1 - 1 *L'HOMME AU TRICORNE (THE MAN WITH THE THREE CORERED HAT)*
- 1 - 2 *L'ALBUM DE FAMILLE (THE FAMILY ALBUM)*
- 1 - 3 *LE GRAIN DE SABLE (THE GRAIN OF SAND)*
- 1 - 4 *LE BONNETIER DE LA REU TRIPETTE (THE HOSIER OF TRIPETTE STREET)*

VR TROOPERS



V.R. Troopers features a trio of college aged youths who are given special powers to defend the Earth from the forces of darkness. The battle sequences in which they fight are taken from a pair of Japanese series: Metaladar and Speilban. The fact that the heroes come from footage from two different series accounts for the fact that the three never appear together in battle at the same time!

The trio consists of: Ryan Steele, J.B. and Kaitlin, who live in Crossworld City. Ryan and J.B. both work at the Dojo. The Dojo is a martial arts gym which is owned by Tao. Kaitlin works at the Underground Voice Daily, a newspaper which is published by the rather flaky Woody.

As the series starts we learn that Ryan's father has been missing for ten years. His father's old partner Professor Hart electronically contacts Ryan, J.B. and Kaitlin and asks them to come to his lab. They find an arch in the wilderness and through it enter the lab. Professor Hart appears on a monitor and asks the youths to put on the V.R. visors. After doing so they receive a pre-recorded message from Ryan's father. He informs them that Grimlord. The evil ruler of the virtual dimension, has been working on a plan to break through the reality barrier unleash his army of mutant robots to take over our world. Grimlord has at his disposal an army of Skugs. Creatures who can exist on both sides of the reality barrier.

Skugs vanish in our world if they touch each other. Ryan's father and Professor Hart give the trio V.R. transformation virtualises which give them V.R. powers and also allow them to enter the virtual reality dimension to battle Grimlord's forces. An accident at the lab also gives Ryan's dog Jeb the ability to talk. Unknown to anyone else Grimlord has found a means to exist in the real world. In the real world he is transformed into a human named Ziktor. Ziktor is a rich industrialist who is known for buying up property for a variety of business ventures. Ryan, J.B. and Kaitlin neither like nor trust Ziktor, despite the fact that they do not know he is really Grimlord.

Sarah Brown who plays Kaitlan Star in VR Troopers is the best friend of actress Amy Jo Johnson who starred in The MIGHTY MORPHIN' POWER RANGERS. They in fact live next to each other and can be seen roller blading down the street sometimes. Mighty Morphin Power Rangers became a phenomenal success on FOX in the 1993-1994 TV season. One thing that a successful TV series often produces is other series which took to it for inspiration in the hopes of emulating the success, V.R. Troopers is one of several series which appeared in the fall of 1994 which were obviously inspired by Mighty Morphin Power Rangers. V.R. Troopers is a syndicated series produced by Saban, the same company that produced Mighty Morphin Power Rangers. VR Troopers footage comes from the Japanese's SF shows SPEILBAN, METALDAR and SHAI DAR.

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WR. Douglas Sloan, Mark Litton, Margo McCohan, Adam Gilad, J.K. Richards, Robert Hughes, Sam Okun, Stewart St. John, Al Winchell, Cheryl Saban, J.T. Paul, Clifford Herbert, Judd Lynn, Chip Lynn, Worth Keeter, Michael Ryan, David Avallone.

DIR. Shuki Levy, Worth Keeter, John Grant Weil, Debra Spelling, Robert Hughes, Vickie Bronaugh, Al Winchell.

EPISODES: 92 **YEAR MADE:** 1993 **COUNTRY:** US **SEASONS:** 2

SABAN INTERNATIONAL

CREATOR:

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 52, (2) 39

DATE OF PREMIER: 10/09/1994 **AIR DATE OF LAST EPISODE** 21/02/1996

SEASON DATE BREAKDOWN:

FILMS:

Ryan Steele BRAD HAWKINS, Kaitlin Starr SARAH BROWN, J.B. MICHAEL BACON, Carl Ziktor/
Grimlord GARDNER BALWIN, Tao RICHARD RABAGO, Woody MICHAEL SARCICH, Professor Hart
JULIAN COMBS, Tyler Steele DAVID CARR, Percy AARON PRUNER, Young Ryan Steele FARRAND
THOMPSON, Skugs MARTIN BRADLEY, CLINT C. CARPENTER, DONG-QUAN QUOC HA, PHYLLIS
HUA, BILLY WONG, Voices ARDWRIGHT CHAMBERLAIN, SCOTT PAGE-PAGTER, LINDA PAGE-
PAGTER, RICHARD GEORGE, GARDNER BALWIN, DAVE MALLOW, RYAN O'FLANNIGAN, RAY
MICHAELS.

RELATED SHOWS:

MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

SHAIDER

SPEILBAN

METALDAR

BIG BAD BEETLEBORGS

POWER RANGERS ZEO

POWER RANGERS IN SPACE

POWER RANGERS TURBO

BEETLEBORGS METALLIX

1 - 1 *THE BATTLE BEGINS (1-2)*

Ryan Steele is a Karate teacher at Tao Dojo. JB Reese is a computer expert, and his best friend. Kaitlin Star is a photographer for the Underground Voice Daily. The three live in Cross World City, an average town in California, undergoing continual urban growth, thanks to the mechanizations of billionaire industrialist Karl Ziktor. Little do any of them realize, that he's actually a monarch from Virtual Reality named Grimlord, bent on invading our dimension and controlling the world! Luckily, Prof. Horatio Hart, partner of Ryan's long-missing father, recruits the three friends to become VR Troopers, armored guardians with the power to keep Grimlord's forces from breaching the reality barrier. But will the team's first battle, of VR Ryan against Decimator, and VR Kaitlin & JB versus Kongbot, be their last?

Wr Douglas Sloan

Dir Shuki Levy

1 - 2 *SEARCHING FOR TYLER STEEL*

A relaxing excursion into the woods revives old wounds for Ryan, when he and his friends spot a man who resembles his long-lost father being held prisoner in an abandoned building. Attempts to gain answers are blocked by Grimlord's goons, who are protecting both the location, which happens to be his

reactor parts facility, and the transference of the mysterious prisoner to the Virtual World. The question isn't just "Is this man really Tyler Steele?", but also, can our heroes save him while keeping the reality barrier from being blasted apart?

Wr Douglas Sloan

Dir Debra Spelling

1 - 3 *THE DOGNAPPING*

On a routine trip to the little talking dog's room, Jeb gets dognapped by a band of Skugs. Held captive by Grimlord in an attempt to learn the secrets of the VR Troopers, only to have that thwarted by his general lack of knowledge, Jeb is used as bait to lure the team into a trap. Can Kaitlin rescue the wise-mouthed pooch while VR Ryan tangles with both Crabor and the kamikaze Torpedobot, while VR JB takes on Frogbot?

Wr Margo McCahon

Dir Debra Spelling

1 - 4 *FRONT PAGE (AKA KAITLIN'S FRONT PAGE)*

Getting inside information from a shadowy man, Kaitlin eagerly investigates the location of a secret weapons plant. Unfortunately, her mole was a Skug, and the entire tip a set-up to get her captured! Once her teammates try to rescue her, they're ambushed by a pair of villains: VR Ryan fights the punch-happy Metalbot, and VR JB mixes it up with the slitherly Cobrot. Will they survive long enough to save Kaitlin from the bomb she's strapped to? And if she survives that, will she successfully land the story?

Wr Robert Hughes

Dir Debra Spelling

1 - 5 *THE DOJO PLOT*

Tao Dojo is being shut down, and the only person happy about it happens to be Grimlord! As Karl Ziktor, he has designs to demolish the building and use its location to house a device capable of controlling the world's weather, messing with the climate until humanity is easily overtaken by his forces. In an effort to save Tao's business, a fundraiser is held at the Underground Voice Daily, but can it help? It'll take financial aid from an unlikely source to save the day. Meanwhile, it's up to VR JB & Kaitlin to deal with destroying the weather control device, while VR Ryan combats the deadly Cannonbot!

Wr Stewart St. John

Dir Debra Spelling

1 - 6 *BATTLE FOR THE BOOK*

So as to assume total control over knowledge concerning solar energy, Grimlord schemes to destroy all libraries on Earth. His first target will strike directly at the VR Troopers, by having Skugs target JB Reese's father, who runs a bookmobile to help try to give JB a bigger college fund. But when the bookmobile is damaged, will JB give up his winnings in the Doubles Cup Karate Tournament he's taking part in with Ryan? Not that he's guaranteed to win, since the virtual warrior known as Eliminator strikes just in time to distract him!

Wr Adam Gilad

Dir John Blizek

1 - 7 *KAITLIN'S LITTLE HELPER*

Betsy Scott, young cousin of Kaitlin, comes for a visit, where she aids her in a wildlife project for her school newspaper. As they take pictures at the park, Betsy notices a strange green slime. Turns out, it's Colonel Icebot's creation, a chemical that eats away at plantlife. Karl Ziktor, aka Grimlord, wants to do away with the park to make more room for his power plant! The Trooper Teens investigate, forcing Grimlord to have Betsy captured to try to slow them down from interfering. To save Kaitlin's cousin, she and VR JB will have to duel with the brutual bot called Gunslinger, while VR Ryan engages General Ivar in an aerial dogfight!

Wr Douglas Sloan

Dir John Blizek

1 - 8 *LOST MEMORIES*

Karl Ziktor's ruthless eviction of a woman from her home in leaves her in such a distress emotional state, she's gets amnesia! When the woman wanders into Tao's Dojo and the VR Troopers get interested in helping her recover her memory, Grimlord worries his secret identity will be discovered. His efforts to silence the woman leads to Ryan suffering an injury that leaves him stricken with amnesia also! Can Jeb jog his master's memory, while VR JB takes on the barrier-blasting Laserbot and VR Kaitlin combats General Ivar's assault fleet?

Wr Margo McCahon

Dir John Blizek

1 - 9 *ERROR IN THE SYSTEM*

A computer virus suddenly infects every computer in Cross World City, including the VR Troopers' lab! JB manages to reconnect with Professor Hart, though his attitude has changed abruptly to less than friendly. Unaware are our heroes that Grimlord is behind the virus, and this evil Prof. Hart duplicate, all in a scheme to learn the lab's secrets of mass VR barrier travel! Can the team spot the villainous differences in the Professor, and JB defeat the transforming Metaborg, in time?

Wr Mark Litton

Dir Worth Keeter

1 - 10 *GRIMLORD'S CHALLENGE*

The Trooper Teens accept a challenge from Policewoman Johnson: turn Randy Worthington from a juvenile delinquent to a disciplined karate champion in two weeks and win \$1000 from the Police Association for Tao Dojo to help other street kids. Grimlord issues his own challenge in response, Ryan face his best warrior, Hammerbot, one on one, winner take all. But when our heroes learn of a planned double cross, as Spiderbot and the evil air patrol plan to ambush him, the entire team of VR Troopers come together to even the odds. Can they defeat the evil armada, and also manage to keep Randy from ending up in reform school?

Wr Margo McCahon

Dir Worth Keeter

1 - 11 *COMPUTER CAPTIVE*

While helping to upgrade the graphics software at the Underground Voice Daily, JB is drawn into Grimlord's Dungeon directly by Colonel Icebot's latest invention! With JB's VR powers being siphoned into the evil drones, time is running out. Ryan must brave facing the total horde of Grimlord's forces in order to rescue his best friend from the hostage situation. Even if he can get both of them out alive, he'll have the menacing Slashbot to deal with!

Wr Robert Hughes

Dir Worth Keeter

1 - 12 *THE VIRTUAL V-6*

An eccentric young inventor, Ulysses T. Poindexter, comes to the Underground Voice Daily, with the blueprints to his greatest invention: an engine that runs on plant extracts! Kaitlin agrees to write a story about it, to ensure it gets produced, but first, she has her teammates build one in virtual reality to prove the inventor's claims. Grimlord, knowing that such a pollution-free engine could cost his Karl Ziktor identity majorly, wants all evidence of it destroyed. When the engine is built into VR JB's Fighterbike, a bus full of children is hijacked by Skugs, forcing JB into a trap at the hands of the villainous Drillbot, while his bike is dismantled! Can the team pull together and score one for the environment?

Wr Douglas Sloan

Dir Worth Keeter

1 - 13 *THE VIRTUAL SPY*

Deciding to destroy the VR Troopers from within, Grimlord unleashes Graybot, who disguises himself as teen Jeremy Gibson. He quickly befriends the Troopers' civilian life, getting a job at the UV Daily, though proving to be a little too perfect when it comes to karate at the Tao Dojo. Unable to see through his facade in time, Jeremy manages to hack into the VR Lab, trap Kaitlin & JB inside, and activate the self-destruct! Can VR Ryan defeat Graybot, when he once called the villain a friend?

Wr Mark Litton

Dir John Blizek

1 - 14 *NO ONE'S FRIEND*

While Tao Dojo gives free self-defense lessons, Grimlord sends in a Skug disguised as a human to utilize the situation and get close enough infect both JB & Kaitlin with a viral spell. Now suddenly angry at Ryan, the pair join forces with Grimlord's army to destroy him! Can VR Ryan manage to take down Polarbot, and thus break the spell, while VR JB & Kaitlin blast at him from above in the VR Skybase? Also, Woody is forced to hire the Mayor's geeky and bumbling nephew, Percy. Will the U.V. Daily ever be the same?

Wr Mark Litton

Dir Worth Keeter

1 - 15 *DOGMATIC CHANGE*

Kaitlin's covering of a story for the UV Daily about Animal Shelter pets inspires Grimlord to have Colonel Icebot devise a potion that will change animals into vicious virtual mutants. To test it out, Kaitlin

is tricked into getting Jeb to star in a commercial for Doggy Delicious dogfood. Upon consuming the potion during the shoot, Jeb begins to change, eventually transforming into a mutant beast! While VR Kaitlin & JB try to shut down the factory where the potion is being made, can VR Ryan, without hurting him, stop his best four-legged friend now that he's gone bad and is dead set on creating an animal rebellion? Will Jeb ever be able to return to his old, abnormal self?

Wr Sam Okun

Dir John Blizek

1 - 16 *SAVE THE TREES*

Karl Ziktor is planning to demolish the Old Growth Forest, and thanks to the weak-willed Mayor of Cross World City, he's got the permits to do it! Little does anyone suspect that his alter ego, Grimlord, wants the forest removed simply to clear an area where the reality barrier is weakest, allowing his virtual troops to march through. The Old Growth Forest happens to have been a favorite of Ryan's missing father, so the Troopers take a special interest in trying to get it saved, leading to VR Ryan facing the deforestation Chain-bot, VR Kaitlin a load of Skugs, and VR JB an especially angry General Ivar! Will what's currently eating Jeb somehow be able to save the trees?

Wr J.K. Richards

Dir Worth Keeter

1 - 17 *DIRTY TRICK*

It's the 10th Anniversary of Tao Dojo, and a celebration is being held to honor Tao. The entertainment, a magician named Lex the Magnificent, wows the crowd, but manages to swipe the Virtualizers of his audience member assistants, JB & Kaitlin! The Troopers attempt to recover them from the malicious magician, only to discover he's one of Grimlord's goons, a Magician Robot, in disguise. Can VR Ryan defeat the tricky Magician on his own, or will it require some virtual slight of hand?

Wr Robert Hughes

Dir John Blizek

1 - 18 *MY DOG'S GIRLFRIEND*

Jeb falls in love with a prized showdog named Princess. Despite the fact her puppies, and her owner Timmy, approve of him, Timmy's mother, Mrs. Burns, takes an instant disliking to the hound. Grimlord targets the pups, having Skugs capture them and use them as bait to lure the VR Troopers into a trap. Can VR Ryan defeat the aptly named new creation of Colonel Icebot, the Trooper Terminator, while also facing so many additional virtual warriors that even VR JB & Kaitlin are overwhelmed? And will Jeb and Princess ever be able to continue their romance in peace?

Wr Margo McCahon

Dir Worth Keeter

1 - 19 *DIGGING FOR FIRE*

While searching for the perfect gift for Tao's birthday, the Troopers end up at the epicenter of an unexpected (and uncommon in Cross World City) Earthquake. Investigating the nearby building leads them to discover Grimlord has General Ivar and his forces digging a tunnel to the Earth's core, with plans to harness its power while also destroying the city! Can VR Ryan knock out Fistbot, while VR JB & Kaitlin take care of the tunnel project?

Wr Adam Gilad

Dir John Blizek

1 - 20 *THE GREAT BRAIN ROBBERY*

The brain of Commander Donaldson, the greatest military strategist in history, has been preserved for scientific study. But Grimlord has it stolen, with the intent to use the brain's knowledge to formulate a plan to take over our reality. General Ivar is talked into staging a mutiny by the brain, and strikes out on his own. Using the brain's grand scheme and the Snowbot monster, he begins to have all electricity lines frozen to cripple the command posts of the Earth's military. VR JB & Kaitlin will have to a stop to the hot & cold-running Snowbot, while VR Ryan tries to recover the evil brain.

Wr Douglas Sloan

Dir Worth Keeter

1 - 22 *NIGHTMARES*

Thanks to working nights at the UV Daily, Kaitlin's sleep schedule begins to be affected. This provides the perfect opportunity for Grimlord to have Colonel Icebot unleash the Dream Master, a robot capable of manipulating nightmares. Kaitlin's nightmares, of being taken by surprise by Skugs in disguise, start to occur even when she's awake! Shaken to the core and prepared to quit being a Trooper, can Prof. Hart provide the means to restore her confidence? Meanwhile, VR Ryan must put a stop to Dream Master, while VR JB takes on the prickly Spikebot.

Wr Al Winchell

Dir John Blizek

1 - 22 *GRIMLORD'S GREATEST HITS*

To ensure that Brandon, an underprivileged but highly talented saxophone player/ karate student, can go to a top-notch music academy, the Trooper Teens put on a dance-a-thon fundraiser at Tao Dojo. Grimlord is inspired by the power of music, and has Col. Icebot create the "Grimlord's Greatest Hits" CD, which causes those listening to it to become mindless zombies. JB and Brandon manage to avoid hearing the CD, but Brandon ends up captured and used as bait. Can VR JB stop the evil Diskbot and put an end to the production of Grimlord's evil CDs?

Wr Gil Rosencrantz, Douglas Sloan

Dir John Blizek

1 - 23 *THE DISAPPEARANCE*

While the Trooper teens learn a lesson in the art of stealth by Tao, Grimlord has Colonel Icebot invent a device that can render anything invisible. The perfect test subject is determined to be Jeb! While Professor Hart works on trying to get the talking dog visible again, the team worries about the dire threat that an invisible virtual army could pose. VR Ryan clashes with both Spitbot and slimy Toxoid, while VR JB & Kaitlin deal with another air assault and Skugs.

Wr Robert Hughes

Dir John Blizek

1 - 24 *SECRET ADMIRER*

Kaitlin begins to receive flowers from a supposed secret admirer. Unbeknownst to her, they're actually from Grimlord! The final bouquet includes the dreaded Flower of Evil, which makes her ill upon sniffing, causing her to soon pass into virtual reality. As prisoner of Colonel Icebot, she continues to deteriorate! VR Ryan must face an enhanced Toxoid to track down the Flower of Evil to make an antidote. Even if he manages that, can VR JB infiltrate the prison to save Kaitlin, when it's heavily guarded by General Ivar, his Skugs, and the strange Pollenbot?

Wr J.K. Richards

Dir John Blizek

1 - 25 *GRIMLORD'S HOUSE OF FEAR*

A young, aspiring photographer named Manuel Ortega believes a house in his suburban neighborhood is haunted! He gets a photograph of what he believes to be a ghost to Kaitlin to be published in the Underground Voice Daily. As she and her Trooper teammates discover, the home is actually the nexus point of Colonel Icebot's latest experiment. By creating the Vacbot in the house via a cyber-beam, it will be able to open the reality barrier from our side, allowing Grimlord's forces unrestricted access! Can VR JB clog up Vacbot, while VR Kaitlin goes tank to tank with General Ivar, and VR Ryan targets Icebot's Air Castle?

Wr Margo McCahon

Dir Robert Hughes

1 - 26 *THREE STRIKES*

A benefit little league game is being played to pay for the lease of the Cross World City baseball field. JB coaches one of the teams, which happens to have a star hitter, a boy named Shawn Matsumoto. Since Karl Ziktor wants the field to build another power plant, a rebuilt Metalbot is sent to capture the boy to ensure the much-hyped game loses its biggest draw. Can VR Ryan send Metalbot back to the scrap heap and rescue Shawn at the same time?

Wr Mark Litton

Dir Robert Hughes

1 - 27 *DANGER IN THE DEEP*

A fun day in the sun at Cross World Lake leads to the uncovering of a deadly mystery. Kaitlin notices suspicious characters converging around the city dam. Thanks to some in-depth investigation by the team, the Troopers learn of Grimlord's scheme to blow up the dam, replace it with a bigger one, and harness the energy: all at the cost of flooding the city! Can VR Ryan disarm the bomb to save the dam, while VR JB & Kaitlin deal with the upper-armed and dangerous Shoulderbot?

Wr Adam Gilad

Dir Robert Hughes

1 - 28 *SMALL BUT MIGHTY*

Thanks to the invention of Skug assistant Strickland, Grimlord is able to turn the VR Troopers back into

ten year olds! Despite the hope they'll be easily defeated as this younger age, the team proves to be just as resourceful and powerful as they were before. Unfortunately, they can only transform into VR Troopers for a mere 15 minutes! Can VR JB & Kaitlin stop Crainoid, while VR Ryan deals with General Ivar, all in this time limit? Can Professor Hart find a way to restore their age, or will our heroes be forever young?

Wr Robert Hughes

Dir Robert Hughes

1 - 29 *DEFENDING DARK HEART (1-4)*

While crosstraining, the Troopers stumble upon a large group of Grimlord's virtual army undergoing a competition. A scan of the crowd determines that one of the mutants is actually a human, leading Ryan to believe it could be the only human they know to be trapped in virtual reality: his father! Dark Heart, the source of this human DNA, proves himself most worthy of Grimlord's forces, and is sent on a mission to destroy Ryan. Can VR Ryan stand a chance against an enemy he's afraid to harm, but has no restraint in return? And, will Percy's search for a news scoop land him, and JB & Kaitlin, in virtual hot water?

Wr Douglas Sloan

Dir John Blizek

1 - 30 *GHOST BIKER*

Upon learning of a local legend concerning a patch of road haunted by a supposed Ghost Biker, Kaitlin and JB investigate. It turns out the location is a point where the reality barrier has weakened, attracting the attention of Grimlord's forces. The Ghost Biker mysteriously appears, and kidnaps JB & Kaitlin, leaving Ryan to not only try to find them, but fight alone against Renegade, who's armed with a Virtual Vaporizer! Just whose side is the Ghost Biker on anyway?

Wr Mark Litton

Dir Worth Keeter

1 - 31 *ENDANGEROUS SPECIES*

Karl Ziktor has plans to take over Cross World Animal Sanctuary, and turn it into an oil refinery. Danielle Mason, daughter of the head researcher at the sanctuary, contacts her old friend Kaitlin, and gets the Troopers involved in trying to save the place. Ziktor's virtual identity of Grimlord sets about to ensure the deal closes, and dispatches his virtual forces to capture the sanctuary's most valuable animals, the last two Furry Wombats in existence. But can VR Ryan put a stop to Horrobot and save the endangered species, while VR JB & Kaitlin hold back General Ivar's army?

Wr Cheryl Saban

Dir Worth Keeter

1 - 32 *FIELD GOAL*

Grimlord's forces will soon use the High School football field as the site of their next massive reality break. In planning for it, Skugs are disguised as landscapers. But they're soon stumbled upon by Coach Williams, whom they capture in the form of a trading card! With the pre-season scrimmage coming up, the Cross World Crusaders are in need of a coach, so the Trooper teens, and Tao, step up to help. Will VR Ryan's disarming battle with Zelton provide the key to discovering Grimlord's scheme? Or will it just lead VR JB & Kaitlin into a game they can't win against the deadly Footbot?

Wr J.K. Richards

Dir Worth Keeter

1 - 33 *THE LITTLEST TROOPER*

To keep the Troopers distracted while a secret bomb factory can create enough explosives to wipe out the reality barrier, Grimlord has Skugs leave a baby boy on the steps of Tao Dojo, while his parents are held captive in the factory. The team works together to take care of the child, nicknamed Baby Boo. They soon become aware of Grimlord's scheme, which gets an additional human shield, thanks to Percy getting captured. Can VR JB & Kaitlin take down the bomb factory's guardian, none other than Colonel Icebot himself, and save the hostages before VR Ryan blows it up?

Wr Margo McCahon

Dir Worth Keeter

1 - 34 *THE REALITY VIRUS*

Unknowingly infected during a battle with General Ivar's air fleet, the VR Troopers bring back Colonel Icebot's Reality Virus when they return to Cross World City. Slowly, a green ooze begins to break down the reality barrier, wrecking havoc on the weather and giving Grimlord's forces an easy way in! The only antidote lies with one of Tao's herbal plants, but when that is stolen by Skugs, can VR Ryan defeat Crabor again to recover another?

Wr Mark Litton

Dir John Blizek

1 - 35 *FRIENDS IN NEED*

The circus comes to town, and with it, Leah & Mikail, two scientists from the country of Capernistan. They've worked in the past with Ryan's father on a fuel-increasing formula, and seek the Trooper teens to gain assistance from Professor Hart in completing it. Grimlord has become aware of their plans, and wanting his alter ego of Karl Ziktor to control the world's fuel supply, has Skugs capture the pair! Can VR JB take down both Terminoid and General Ivar, while VR Kaitlin rescues Mikail and Leah? Will Horrorbot bury VR Ryan in a sandtrap cage?

Wr J.T. Paul

Dir John Blizek

1 - 36 *THE COUCH POTATO KID*

Tao's nephew Ricky is sent for a visit, in the hopes his dojo-owning Uncle can get the TV and video game addicted child into physical activity. The Trooper teens are working on an obstacle course, and decide to involve Ricky in the construction of it. It also serves as inspiration for Grimlord's forces, who create their own obstacle course, with a race run between factions to decide who gets to go after the Troopers next. But Combax bucks the whole game and kidnaps Ricky, forcing VR Ryan into an ambush at the virtual villains' obstacle course!

Wr Margo McCahon

Dir John Blizek

1 - 37 *THE OLD SWITCHAROO*

As the Underground Voice Daily celebrates its 5th anniversary, Kaitlin is sent to do a story on a new scientific invention by Doctor Unger. This Matter Transference Device, which can switch properties of two different items, is intended for good use, until Grimlord has it stolen in an effort to steal Ryan's VR powers for himself. But a mix-up during the transference causes Ryan and Jeb to switch minds instead! Can VR JB & Kaitlin recover the device from the hefty Mechanoid? Will Jeb in Ryan's body stop stuffing his face with food and chasing squirrels long enough to go VR and take on Decimator?

Wr Al Winchell

Dir John Blizek

1 - 38 *GOOD TROOPER/BAD TROOPER*

Thanks to a molecular sampling device created by Tyler Steele, and a lock of Ryan's hair obtained during a Skug battle, Grimlord gets his very own evil clone of Ryan Steele! The evil Ryan soon manages to swipe the real Ryan's Virtualizer, and goes VR, taking command of the Skybase. Can VR JB & Kaitlin take out the duo of the superstrong Samson and jolting Electrobot, while being bombarded by VR Evil Ryan? Or does Professor Hart have something which can even the score between the dissimilar twins?

Wr Winston Richard

Dir John Blizek

1 - 39 *THE TRANSMUTANT*

JB isolates himself in the park while studying to win a scholarship. This leaves him open for a Skug battle, where Strickland's latest invention, the Metamorphosis Pulse, is used on him. Slowly, JB transforms into a virtual mutant, becoming the green-skinned beast called Transmutant! He joins Grimlord's army and easily proves to be his most fearsome warrior. Can VR Ryan battle the Transmutant without harming him, and somehow reach his human within? Can Kaitlin and Prof. Hart find a way to reverse the spell?

Wr Mark Litton

Dir Worth Keeter

1 - 40 *WHO'S KING OF THE MOUNTAIN*

While aiding an e-mail penpal from Chili in a research project, JB begins investigating strange seismic occurrences at the local dormant volcano, Mount Kronos. Little does he or his teammates realize, that the anomalies are due to Grimlord's General Ivar establishing an outpost atop it! Can VR JB & Kaitlin put a stop to the Rollbot and knock out the outpost, while VR Ryan strikes back against the Swordbot, Slice?

Wr J.K. Richards

Dir Worth Keeter

1 - 41 *RACE TO THE RESCUE*

Witnessing a young boy being bullied at a racetrack, the Troopers decide to help fix his defective go-cart in time for the Pee Wee Grand Prix. Meanwhile, Grimlord has the combined powers of all his greatest mutants loaded into Zelton. JB & Kaitlin head off to search for Baranium crystals for an experiment of Prof Hart's, and while inside an old mine, Grimlord's army opens fire, causing a cave-in to keep them out

of the way. With air running low in the mine for the two Troopers trapped within, VR Ryan must defeat the amalgamized Zelton!

Wr Robert Hughes

Dir Worth Keeter

1 - 42 *FIDDLER ON THE LOOSE*

Kaitlin's fiddle-playing, Irish cousin, Keith, comes to town with his band the Young Dubliners to play a benefit concert to raise awareness of toxic waste. Since his Karl Ziktor alter ego is responsible for much of that illegal dumping, Grimlord captures Keith and traps him within a music synthesizer, implanted inside the Fiddlebot mutant! With VR JB & Kaitlin busy with Skugs, can VR Ryan overcome the powerful effects Fiddlebot's music has to rescue the Ireland native?

Wr Douglas Sloan

Dir Robert Hughes

1 - 43 *VIRTUALLY POWERLESS*

The Trooper teens find a fun time at an arcade turn into their worst nightmare when they play "Dark Odyssey". It's secretly a trap set by Grimlord, which zaps their Virtualizers, rendering them useless! The only hope of repairing them lies with the brilliant, yet clumsy inventor, Dr. Ulysses T. Poindexter. The Troopers must reveal their secret identities to him, but in doing so, he becomes targeted by Grimlord to learn the secrets of the Virtualizers! Can VR Ryan, whose powers aren't at full yet, cut Dice down to size, while JB and Kaitlin take on Skugs to rescue Poindexter?

Wr Stewart St. John

Dir Robert Hughes

1 - 44 *NEW KIDS ON THE PLANET*

On a camping trip, the Trooper teens encounter a pair of young children from outer space! Niklot and Eoj are heading from their doomed planet of Sasnak to its asteroid colony, but their solar convertor has broken down. The Troopers bring it to Professor Hart to have it fixed, and while waiting, the two aliens are given a tour of humanity. Grimlord learns of their arrival, and wanting their powers for himself, has the pair kidnapped! Can VR Ryan defeat Blue Boar, and VR Kaitlin destroy multiple Skugs, while VR JB chases after the Vanbot Eoj & Niklot are being held in?

Wr Robert Hughes

Dir Robert Hughes

1 - 45 *MESSAGE FROM SPACE*

Dr. Monroe, head of the National Space Laboratory, and old friend of Professor Hart, has intercepted a recent transmission from one of the agency's satellites which appears to show Tyler Steele! He comes to Cross World City with the footage, but upon arrival, is kidnapped by Grimlord's Skugs. Can the team find Dr Monroe, amid numerous boobytraps, or will VR Ryan find the pointed end of Skullbot's sharp blade-arm instead?

Wr Margo McCahon

Dir Robert Hughes

1 - 46 *RISE OF THE RED PYTHON (1-2)*

Grimlord creates his own VR Trooper but realizes that he's missing a human that could inhabit the armor, and promptly sets his sights on Kaitlin's friend Amy. He captures Amy and puts her under his evil spell. Kaitlin is injured, and a vengeful Ryan sets out to make the Python pay for what she has done unaware of her civilian identity.

Wr Douglas Sloan

Dir Douglas Sloan

1 - 47 *OH BROTHER*

Tao Dojo's best junior competitors, Scott and Josh Turner, also happen to be bickering brothers! The pair give their trainers, Ryan & JB, considerable headaches in trying to get them ready for the championship. Grimlord is inspired when learning of them, and summons the Swordbot Brothers, Slice & Dice. While Kaitlin investigates a sighting of Skugs at the industrial plant, the boys tag along, and end up captured! Can VR Ryan take down Slice & Dice, while VR JB & Kaitlin brave Grimlord's forces in an effort to cease their pfiltering of the city's power supply for evil purposes?! Will the brothers learn a lesson that will ease their tension with each other? And will Jeb learn it's best to follow his nose?

Wr J.K. Richards

Dir John Blizek

2 - 1 *MUTANT MUNTINY*

As the Troopers entertain offers of commercial endorsements from a competing dojo to get money to help Tao's mother, AMPHIBIDOR, an evil mutant, is preparing a revolution against Grimlord; a revolution which will make this monster the dictator of Virtual Reality. When Grimlord realizes that his wicked empire is under attack, he devises a strategy to solve two problems at once: he will send Amphibidor after the V.R. Troopers. If they don't destroy each other, they will at least be weakened and vulnerable enough that Grimlord's thugs can finish the job. As Amphibidor battles V.R. Ryan, V.R. Kaitlin and V.R. J.B. face the rest of Grimlord's army in a full-out air battle. Together, the V.R. Troopers defeat Grimlord's men and Amphibidor---saving reality and ending Grimlord's revolution. Back at the dojo, the Troopers find out that Tao has worked out a deal with his competitor and will get the money he needs for his mother.

Wr Michael Ryan

Dir John Blizek

2 - 2 *TROOPER OUT OF TIME*

Strickland, a skug inventor, delivers to Ziktor the means to destroy Ryan's past-providing the industrialist with a portable time machine. Ziktor sends the inventor through the time barrier. From the data stream, the Professor has pulled Ziktor's plans for the time machine. While J.B. and Ryan build the device, Kaitlin volunteers to find a rare crystal needed to power it. Retrieving the crystal, Kaitlin encounters skugs which she battles and defeats. With the crystal, the Troopers complete their version of the time machine and send Ryan after Strickland while Kaitlin and J.B. go into battle with one of Grimlord's mutants. J.B. and Kaitlin defeat Grimlord's SHARKFIN as Ryan and Young Ryan, joining forces, defeat Grimlord's skugs. Bruised during the fight, Young Ryan doesn't remember anything about the skugs. Ryan sees his father but must return to the future before he has an opportunity to talk with him.

Wr Mark Litton

Dir John Blizek

2 - 3 *SECRET POWER*

A neighborhood talent show is planned at the dojo. Amidst the festivities is little Timmy who is sad because he feels that he has no talent. Our teen heroes are determined to help him see differently. Meanwhile, Icebot has created a new invention, the Power Pulse -- two electro magnets, one at the Magnetic North Pole, the other near the Cross World City power plant. When full current is exchanged between these magnets, the reality barrier will warp and Ivar's robot armies will march through to destroy the real world. Fearing that the Troopers will discover the plot, Grimlord sends the MAGICIAN and several warrior bots to destroy the Troopers. The V.R. Troopers fight off the Magician and his warriors, and destroy the electromagnets just in time to save our reality. Back to the talent show, little Timmy says he has no talents, but Ryan, J.B. and Kaitlin show him that every kid has secret powers inside and lots of hidden talents.

Wr Margo McCahon

Dir John Blizek

2 - 4 *QUEST FOR POWER (1-5)*

Grimlord uses Tyler Steels' mind to create an energy prism which will upgrade his powers to a whole new level, he then unleashes a powerful cyborg to attack Ryan.

Wr Douglas Sloan

Dir Worth Keeter

2 - 5 *FASHION VICTIM*

When Kaitlin and the Troopers offer to help a young fashion designer, they end up lending a hand, V.R. style. Grimlord brainwashes Andrea and uses her to lure the Troopers to her studio. Luckily, Ryan has to stay behind to help Tao, because while J.B. and Kaitlin are modeling Andrea's designs, they are trapped in cocoons by SILKOID. When Ryan shows up, he wonders where Kaitlin and J.B. are. He decides to look for them, but is intercepted by Doom Master and Vixens. Ryan transforms and drives them off. Returning to the studio, he discovers some silk residue which he uses to create a V.R. sensor in the Blue Hawk to track Silkoid. Ryan returns to save Andrea and defeat Silkoid which broke the spell that he had over J.B. and Kaitlin and freed them from their cocoons. Back at the office, Andrea has decided to scrap her previous line and look for more appropriate models to sport her new designs which are based on the "V.R. Trooper look".

Wr Clifford Herbert

Dir Vickie Bronaugh

2 - 6 *GAME OVER*

In an effort to keep up their battle skills and practice defending against Grimlord's forces, J.B. creates a virtual reality computer program that possesses all the fighting capabilities to which the Troopers are most vulnerable. Grimlord becomes aware of this "video game" adversary and devises a way to launch it

into our reality so that the Troopers must face their most awesome opponent imaginable for real. By confronting their fears, they defeat their opponents and are able to destroy GAMEOID and erase the program from existence.

Wr Diane Mathers

Dir Vickie Bronaugh

2 - 7 *WATERED DOWN*

Grimlord is developing a substance in his underwater lab that will make it impossible for the Troopers to use their V.R. powers anywhere the substance is applied. When the Troopers spot the substance off shore near the beach, Ryan dives down to check it out. He meets OCTOBOT who has spread the substance into the surrounding water. With Ryan unable to use his V.R. Power and transform, he is trapped underwater with his air running out. J.B. and Kaitlin must find a way to reach Ryan and destroy the underwater lab that is manufacturing the substance before it's too late. With time running out, J.B. drills through the bedrock to enter the lab without passing through the water, and then he and Kaitlin destroy Octobot to neutralize the substance to enable Ryan to transform out at the last moment.

Wr Al Winchell

Dir Vickie Bronaugh

2 - 8 *THE NEGATIVE FACTOR*

When Grimlord uses a new devise to trap Kaitlin and J.B. in negative space, turning them into "ghosts" on earth (invisible to everyone except Jeb), the evil mutant lord realizes his weapon is a success and begins plans to send the entire planet into this new zone - where the V.R. Troopers are powerless - and his power is supreme. Meanwhile, J.B. and Kaitlin who've discovered the location of the negative weapon - arrive at the lab, scare the heck out of Jeb who can see the "ghosts", and manage to type the location of the buried device on a computer for Ryan. Professor Hart introduces Ryan to the V.R. Gargantus, an awesome robot created from the V.R. Skybase that will be backup for Ryan's solo mission. Jeb, meanwhile, uses virtual headgear to enter the Negative Zone and lead J.B. and Kaitlin to safety. After a tough battle with SCISSOR FIST, V.R. Ryan succeeds in dismantling the Negative device.

Wr Stewart St. John

Dir Vickie Bronaugh

2 - 9 *KAITLIN THROUGH THE LOOKING GLASS (1-2)*

Grimlord creates a weapon that can duplicate anyone's image but create an opposite of what they are he uses it on Katlin to create an evil image of katlin. who wreaks havoc on her alter ego and the troopers however Hart realizes that if Katlin that if the two Katlin's are not put back into one by 24 hours they will both disappear

Wr David Avallone

Dir Worth Keeter

2 - 10 *KAITLIN GOES HOLLYWOOD*

When the models don't show up for Kaitlin's fashion layout photo session, she becomes the model---until a famous movie director drops by to place an ad for a casting call for his new movie. Kaitlin is "discovered" and wins, not only the role but also the heart of the director. Meanwhile, all this movie business gives Grimlord an idea---he will create PHOTOBOT, half bot, half movie camera. Photobot will not only destroy the V.R. Troopers, he will photograph the battle for everyone to see. But General Ivar decides he wants to be a movie star and secretly uses Photobot to make a movie starring, who else, but General Ivar! Grimlord learns of the ruse and orders Photobot to destroy Ivar's movie set and attack Cross World City. Grimlord's armies march through the reality barrier as Ryan and J.B. transform. But they need Kaitlin and she is about to begin her new movie. Kaitlin must choose between movie stardom and her secret promise to defend all that is good. Kaitlin follows her heart, transforms and the V.R. Troopers save our reality.

Wr Margo McCahon

Dir Worth Keeter

2 - 11 *GRIMLORD TAKES ROOT*

Kaitlin's photo shoot and J.B. and Ryan's motorcycles are destroyed when vicious plants come to life in Cross World City Park. Suspecting that Grimlord is behind this ecological stunt, J.B. and Kaitlin take a sample of the killer vine back to the lab for analysis. Meanwhile, Ryan is attacked by the killer vines. The vines later mutate into plant mutants: CHLOROPHOID and VEGBOT. V.R. Ryan battles Veg-Bot while V.R. J.B. and the twin V.R. Kaitlins fight Chlorophoid. The plant mutants must be destroyed before all life on earth is threatened. Once the Troopers are victorious, they give the plant samples to a biological foundation for research. The foundation rewards the teens with two brand new motorcycles.

Wr Michael Ryan

Dir Worth Keeter

2 - 12 *THE DISK*

A former teacher of Tyler Steele accidentally creates a disk that could spell doom for the troopers when Grimlord discovers this he sends his henchmen to retrieve the disk.

Wr Mark Litton

Dir Vickie Bronaugh

2 - 13 *VIRTUAL VENOM*

While the Troopers are on a nature hike with J.B.'s nephew Sidney, Doom Master poses as a Park Ranger and gives Sydney a virtual spider to show his friends. It attacks J.B. and Kaitlin, biting them both with a virtual poison that enters their bloodstream and accelerates the aging process. As they begin to get older, Ryan attempts to find the spider so Professor Hart can make an antidote from its venom. Looking for the spider, though, Ryan is abducted by Skugs and taken to a waterfront location where ARACHNABOT, Grimlord's newest warrior, is waiting for him. They do battle, but Ryan sees that he's outmatched and gets away. Meanwhile, Sydney has decided to locate the spider that bit his uncle and Kaitlin on his own, and falls into a deep cave during the pursuit, realizing that the virtual spider is in the cave with him! Ryan once again battles Arachnabot, as Professor Hart sends Jeb to help Sydney. Ryan is nearly defeated by Arachnabot, but Doom Master steps in and destroys the bot first, in order to maintain his position with Grimlord. Ryan, free from the battle, rescues Sydney, catches the spider, and returns to the lab in time to save J.B. and Kaitlin from permanent old age.

Wr Stewart St. John

Dir Vickie Bronaugh

2 - 14 *NEW WORLD ORDER*

With Ryan's help, Kaitlin interviews bikers about an upcoming charity ride. But when Ryan puts on a new helmet, he tries to run Kaitlin over. He then roars off, with Percy hanging on. Later, J.B. and Kaitlin fight Skugs who melts away with a bike. Professor Hart suggest the bike might be a clue to Ryan's behavior. On the lab monitor, Ryan and the bikers are seen making havoc in the city. J.B. and Kaitlin track Ryan down, but CYCLETRON materializes from a bike and fights them. Afterwards, Kaitlin finds a helmet with a mind-control device. J.B. and Kaitlin, later, do battle with Cycletron at his headquarters where a possessed Ryan holds Percy captive. When J.B. pulls Ryan's helmet off, Ryan returns to normal and removes the helmets from the other bikers. Meanwhile, J.B. destroys Cycletron and saves the day.

Wr Peter Meech

Dir Vickie Bronaugh

2 - 15 *GRIMLORD'S CHILDREN*

Tao Dojo becomes a temporary kiddie play center when the neighborhood center has water damage. Ryan, J.B., and Kaitlin must learn quickly how to deal with out-of-control kids, especially young Chad, who doesn't tell the truth. Ziktor/Grimlord, realizing that "kids are the future", sends OBOTATRON to turn the children into his slaves. Obotatron releases balloons which hypnotize kids who touch them. Adults who touch the balloons become imprisoned inside. Chad meets Obotatron in the park and is chased by balloons. He tells J.B., but J.B. does not believe him. Meanwhile, balloons in the dojo turn the kids into walking zombies and Ryan and Kaitlin become entrapped in the balloons, which float down the street. Tao takes care of Chad and the zombie kids, while J.B. transforms and fights off Obotatron to rescue Ryan and Kaitlin from the balloons. The Troopers defeat Obotatron, returning the children to normal. Chad, having learned to tell the truth, is accepted as Tao's newest karate student.

Wr Margo McCahon

Dir Vickie Bronaugh

2 - 16 *THE MILLENIUM SABRE*

Grimlord's warriors, led by LIZARDBOT, ransack a museum trying to find the Millennium Sabre. Meanwhile, the Troopers buy a rusty old sword at a garage sale, which Tao recognizes as the legendary "Millennium Sabre", a sword which is strengthened by an invincible power one day out of every thousand years--tomorrow being that one day. Grimlord's skugs steal the sword from the Troopers and prepares his attack plan. The Troopers try to figure out a way to stop the sword, though no one in the history of time has been able to do so. Kaitlin discovers that the sword is energized by lightning and when Grimlord's army enters reality and the sword begins to draw it's power. The destruction is to begin when Kaitlin and J.B. arrive to stall the Lizardbot. Ryan flies into an electrical storm in his Blue Hawk and collects energy by being hit by lightning. He returns just as Lizardbot is about to destroy his two fellow Troopers. He blasts the sword with the energy and destroys it.

Wr Judd Lynn

Dir Al Winchell

2 - 17 *GRIMLORD'S DARK SECRET (1-2)*

An Archeologist discovers an ancient doorway to another world what he doesn't know that it also unlocks the information to grimlord's true identity when grimlord discovers this. he sends doomaster and despra to stop the troopers from uncovering his identity.

Wr Michael Ryan

Dir Al Winchell

2 - 18 *ON THE WRONG TRACK*

Kaitlin is sent abroad to cover the Pan World Games. Grimlord uses this opportunity to alter the ceremonial gold medals thus transforming the world's greatest athletes into his army of mutants. While the three are occupied fighting skugs, Kaitlin's friend, a decathlete, is crowned with the gold and transforms into ATHLETETRON, the most powerful of Grimlord's creatures. VR Ryan must use all his strength, stamina and smarts to fend off such a strong adversary. Meanwhile, Kaitlin must stall the upcoming awards ceremony long enough for JB to deprogram the remaining medals and save the athletes from Grimlord's evil spell.

Wr Danielle Weinstock

Dir Al Winchell

2 - 19 *FORWARD INTO THE PAST*

With the help of his old friend KNIGHTTIME, Grimlord sends Kaitlin and J.B. back to prehistoric earth and plans to do the same to Ryan. Meanwhile, the Evil emperor instructs Knighttime to construct the ultimate time machine that will send all the citizens of earth hurling back to a point before the beginning of time, thereby destroying them and making the planet his own. Grimlord sends LIZBOT to dispose of Ryan. They battle and Ryan is victorious. Meanwhile, Professor Hart has learned the location of Grimlord's time machine and also realizes that it's power might be able to retrieve J.B. and Kaitlin from the past. In a race against time, Ryan rescues his friends and then destroys the time machine once and for all. Knighttime, defeated, swears he will return.

Wr Stewart St. John

Dir Vickie Bronaugh

2 - 20 *INTO ORACLON'S WEB*

Ryan befriends a mysterious new girl named Alexis, unaware that she is really one of Grimlord's minions in disguise. Then, Ryan takes on Oraclon, one-on-one, and defeats him.

Wr Clifford Herbert

Dir Vickie Bronaugh

2 - 21 *SANTA'S SECRET TROOPER*

When Ryan, JB, and Kaitlin take foster children to the mountains for Christmas, they meet one of Santa's elves, OTTO. Some of the foster kids don't believe the elf, especially young Ian, but Ryan, JB, and Kaitlin do. Otto goes back to the dojo with the group so the Troopers can figure out how to reunite him with Santa. Skugs, however, kidnap the elf to the Dark Fortress and coerce him to grant Grimlord's wish- "Destroy the VR Troopers!" Otto won't give in and, instead, tricks Grimlord to wish him back to the dojo, just in time for the Christmas party. Ryan's Christmas wish is granted when Tyler Steele arrives with Santa, having gotten a ride on his sled. Santa has presents for everyone, including a new bow staff for JB. And Kaitlin's wish is granted when it begins to snow. Everybody believes in Santa now, even young Ian, who got to pull Santa's whiskers to make sure they were real.

Wr Margo McCahon

Dir Vickie Bronaugh

2 - 22 *THE CHARMEEKA INVASION*

Friendly, little creatures called CHARMEEKAS become the popular new pet in Cross World City. But the Troopers discover that Grimlord has sent them, and soon, they will mature into mutants called CHARMADORS who will carry out his plans for destruction. They must get rid of the CharmEEKAS before they all transform. JB and Kaitlin fly overhead and draw all the CharmEEKAS back across the reality barrier...except one which didn't hear the high-pitched lure. Soon this last CharmEEKa mutates into a Charmador. Ryan must battle the last mutant through several zones before finally destroying him.

Wr Judd Lynn

Dir Vickie Bronaugh

2 - 23 *DREAM BATTLE*

Grimlord uses Knighttime to make Ryan, JB, and Kaitlin fall into a deep sleep where they experience the world as it might be if Grimlord won. If Hart and Jeb can't revive the Troopers, the heroes will remain in the "dream world" for the rest of their lives. Hart enters the dream world via a VR Visor interface and manages to tell the Troopers they are dreaming. The Troopers fight a menagerie of robots and airships,

including their own skybase and Troopertron, before realizing that they must literally think their way from the dream rather than fight.

Wr Mark Litton

Dir Al Winchell

2 - 24 *A HARD DAY'S MUTANT*

The Krossworld Kids, a popular, young, rock group, agrees to play a special benefit for the Homeless at the Tao Dojo. Grimlord decides to steal their musical talents with his mutant BONGOTRON. Despera creates a diversion that draws the Troopers away while Doom Master kidnaps the band and their fan club. Jeb leads the Troopers to General Ivar's underground fortress, where they free the prisoners and VR Ryan fights Bongotron. Ryan wins, restoring the Krossworld Kids' musical talents, and they hold their benefit concert.

Wr David Avallone

Dir Al Winchell

2 - 25 *MAGNETIC ATTRACTION*

Grimlord discovers that magnetifity can damage the troopers hardware and decides to use it to against the troopers through Magnetbot.

Wr Michael Ryan

Dir Al Winchell

2 - 26 *GET ME TO THE LAB ON TIME*

Strickland develops a love potion Grimlord will use to preoccupy the Troopers, leaving the world defenseless. Strickland delivers a box of chocolates (addressed to Kaitlin) which contains the potion. Percy, however, intercepts the candy and sneaks some for himself, falling headover-heels in love with Kaitlin. The Troopers are puzzled, but when Kaitlin eats the chocolates and falls in love with Percy, they know there's a big problem. They take the chocolate to the lab while Percy and Kaitlin plan their wedding. Grimlord launches CUPITRON against the Troopers. They triumph against Grimlord, finish the antidote, and race to stop the wedding. Just before they say their vows, Kaitlin and Percy drink the antidote and return back to normal, disgusted by the thought of marrying each other. Percy finds his real dream girl and the Troopers reflect on the power love.

Wr Diane Mathers

Dir Al Winchell

2 - 27 *GRIMLORD'S BIG BREAKOUT*

Grimlord frees Cross World City's most evil convict, "NUTSY" NICHOLS, from prison. Strickland then transforms him into the ultimate anti-Trooper weapon, the NUTSY MONSTER, who is immediately sent after the Troopers. In addition, Doom Master sends JAILBOT to battle VR Ryan as the other Troopers fight Nutsy---keeping in mind that what they're fighting is not a mutant but actually a human being. When the Monster is distracted by Woody's bag of peanuts, VR Kaitlin and VR JB use this weakness to lure the creature to the lab where, with the Professor's help, he is transformed back to human form. Meanwhile, VR Ryan destroys Jailbot and retroforms back to the lab. The teens decide to get "Nutsy" back to the prison before he wakes up. At the Warden's Office, "Nutsy" expresses his remorse. He feels like a great evil has passed through his body. The Troopers are impressed that even a hardened criminal like "Nutsy" can change.

Wr Eric Mofford

Dir Vickie Bronaugh

2 - 28 *FIELD AND SCREAM*

When Ziktor calls a press conference to announce plans to bulldoze a forest to build a "research facility". The Troopers shame him in front of the press, pressuring him to agree to accompany them on the weekend "Nature Scout" camping trip which Kaitlin will cover as a photo story for the Underground Voice Daily. Ziktor, realizing that he will be unable to control his evil empire during the trip, appoints KNIGHTTIME to make sure that nothing good happens in his absence. Ziktor quickly tires on the hard work and humiliation he endures and gets word to Ivar to unleash BAZOOKA BOT and RAVAGEBOT on Cross World City--just to bring the camping trip to an end. The Troopers, in order to protect their identities, defeat the monsters in tag team fashion. Back at the Underground, Ziktor comes by to take a look at the tools which will turn the tide of public opinion in favor of his research facility---Kaitlin's pictures. Unfortunately, the photos prove to weaken his position as they portray him as a buffoon in nature. Frustrated, Ziktor gives up his plans and storms out of the Underground.

Wr Worth Keeter

Dir Vickie Bronaugh

2 - 29 *THE DUPLITON DILEMMA*

Grimlord, with the help of Strickland has developed a computer-type machine, the DUPLITRON, that can create anything once the name of it is typed into the keyboard. His plan is to manufacture many Duplitrons so they can begin forming a massive army. But when Strickland is taking the Duplitron to the factory, the Troopers recognize him and investigate his actions. They end up with the Duplitron and go the Underground to examine it. There Percy, who is in need of a computer, accidentally takes it. Soon Percy discovers the machine's powers and uses it to create money and girls to surround himself. Meanwhile, the Troopers discover Grimlord's plan to form a massive army, and head out to find the Duplitron factory. They must also destroy Percy's prototype. Using the VR Drill Tank, VR Ryan destroys the factory, then battles Grimlord's DUPLITRONIC monster to save the day.

Wr Judd Lynn

Dir Vickie Bronaugh

2 - 30 *DESPERA STRIKES BACK*

Despera promises Grimlord that she finally has the secret weapon needed to destroy the VR Troopers: her evil sister, DESPONDA. Grimlord puts Deponda in charge of the Air Castle, and enlists the help of Icebot and General Ivar. Meanwhile, in Cross World City, Tao has left town for the weekend, and left the Dojo in the hands of Ryan. When there's a break in the reality barrier, JB and Kaitlin respond, leaving Ryan behind to keep an eye on the dojo. But when VR JB and the two VR Kaitlins get pulled into the Air Castle, Ryan must put aside his duty to Tao long enough to save his friends. VR JB and the VR Kaitlins wage a fierce battle against Desponda. In the end, VR Ryan helps the other Troopers defeat the evil mutant and destroy Grimlord's beloved Air Castle. Back at the dojo, Tao has returned and understands that Ryan must have a good reason to leave the dojo. Grimlord, however, is not as forgiving with Despera and Desponda.

Wr Michael Ryan

Dir Vickie Bronaugh

2 - 31 *THE GHOST OF CROSSWORLD FOREST*

When the Troopers run out of gas in the middle of nowhere, they must abandon their car and spend the night in an old miner's cabin near the old Ghost Mine where Grimlord is constructing his newest weapon--the REALITY BUSTER. Despera releases FOGBOT and the FOGATRONs, creatures who dispense a deadly fog which takes away a trooper's power to transform. Ryan goes for a walk and is disabled by the Fogbot. JB goes to look for Ryan, transforms and helps from the VR Skybase. Kaitlin falls into a mineshaft when she and Jeb go looking for Ryan and JB. Professor Hart configures the VR Scanner to neutralize the effects of the fog. VR JB saves Ryan and Jeb saves Kaitlin by pulling her out of the mine with a rope. Together again and back to full power, the VR Troopers destroy the weapons factory and the Reality Buster. Then VR Ryan defeats Fogbot.

Wr Margo McCahon

Dir Al Winchell

2 - 32 *GRIMLORD'S DUMMY*

Woody asks Kaitlin, Ryan, and JB to find entertainment for the annual Underground Kid's Extravaganza. They go to the park, where they track down WENDLE, a young ventriloquist and his dummy, WOODMAN. They hire him on the spot. When Ziktor gets word of the Trooper's mission, he transforms and orders Despera to place a spell on Woodman--bringing the puppet to life. Wendle is first amused at Woodman's unexpected outbursts, but then realizes he has no control over the dummy. When the dummy begins to grow to human proportions, he announces his true objective: to destroy the VR Troopers. Woodman steals JB and Kaitlin's Virtualizers, then runs off. To distract the Troopers, Grimlord sends PUPPETOID into Cross World city. Ryan must fight Puppetoid while JB and Kaitlin find Woodman and restore him to his earlier condition. They recover their Virtualizers, Wendle and Woodman are reunited, and the Underground Kid's Extravaganza is a smashing success!

Wr Michael Ryan

Dir Al Winchell

2 - 33 *TIME OUT*

Knighttime freezes time and it is up to Ryan (with the unlikely help of Grimlord) to destroy the machine of its source. And in the meantime, J.B. and Kaitlin are sent out to destroy another new monster, called FANBOT.

Wr David Avallone

Dir Al Winchell

2 - 34 *GALILEO'S NEW MEMORY*

The Troopers have invented a new robot, GALILEO, to assist Professor Hart in the lab. His memory banks hold all the knowledge of the lab's computer. Grimlord kidnaps the robot and begins extracting information in order to crush the Troopers. But the Troopers have a plan...they follow Doom Master back

to the Dark Fortress and rescue the robot. There, they find that Grimlord has stolen nearly all the robot's information. Troopers rescue Galileo and set Grimlord's computers to self-destruct. As they leave, Grimlord's chamber goes up in flames.

Wr Judd Lynn

Dir Al Winchell

VR5



Virtual reality, as any game-playing kid knows, is a computer-generated, interactive, three-dimensional environment in which a person is immersed, usually through wearing a special helmet or goggles. VRS stands for the fifth level of virtual reality, a previously-unattainable state in which the user is taken into the virtual world and 'accessed' directly via the subconscious mind. To all intents and purposes what is then experienced is real.

VR5 is a thriller series about beautiful but shy Sydney Bloom who repairs phone lines by day and after hours tinkers with virtual reality technology. One day she inadvertently taps into an open phone line and hooks it up to her computer modem, bringing the person on the other end of the line - a cranky neighbour played by maverick magician Penn Jillette - into her computer world of virtual reality. Sydney is subsequently shanghaied by a shadowy government agency called The Committee to carry out assignments that require something more than conventional investigative methods. Pre-selecting an environment, her forays into the VR dimension begin with a simple phone call to her subject who then joins her in her computer-generated world.

Sounds a straightforward enough premise for an adventure series, but our Sydney's a girl with hang-ups. Her father, Dr Joseph Bloom (played by guest star David McCullum), was a neurobiologist pioneering work in virtual reality research and technology. When Sydney was a little girl, both dad and her twin sister Samantha were apparently killed in a car crash which she survived and which left her mother severely traumatised. VR provides a way for Sydney to explore her family relationships and memories and she discovers that her past may not be what she thought it was . . . She is eventually reunited with her sister and learns that her father is still alive and being hunted by a faction of the Committee

The show was cancelled in some controversy when the last couple of episodes where not shown in the USA, and when they were shown in the UK for the first time the last two episodes where broadcast in the wrong order, making the show very confusing. Anthony Head would later go on to star in *BUFFY: THE VAMPIRE SLAYER*. One nice touch - Sydney had a couple of goldfish - called Steed and Mrs. Peel. The series ran for one season in the US, but failed to set the ratings alight. Sky One gave it a run in 1995, repeated on Sky Two in 1996. The series has also been shown by BBC 2, and again by Sky One in 1998.

TV's flirted with virtual reality before - remember *WILD PALMS?* - but this is the first time anyone's made an entire series out of it, creating what you might call *Cyberspace: Above and Beyond*. VRS is such a technically smart series that it's a shame that in crucial areas of plot, dialogue and character, it's so dry. Lori Singer, the cello-playing kid from *Fame*, stars as Sydney and looks terrific in some way-out costumes and tumbling blonde hair. But it's hard to love her. So much of the series is played for visual thrills that the viewer is kept at an emotional distance.

In fact, at times watching VR5 is almost literally like watching paint dry. One of the most advanced film colonisation techniques is used to create the virtual reality sequences, whereby the scenes are filmed in black and white then put through a computerised colouring process which spans a palette of more than 16 million colours, creating some bizarre and otherworldly landscapes. VR5's style is completed by some minimalist, airy sets for Sydney's home and all involving surround sound. One nice touch: Sydney has a couple of goldfish - called Steed and Mrs Peel. The series ran for one season in the US, but failed to set the ratings alight. Sky One gave it a run in 1995, repeated on Sky Two in 1996. The final three episodes remained unaired in the US having been cancelled after the first 10 episodes, however all 13 episodes of the series have been seen in the UK.

Virtual reality is a term used to describe a world which exists only inside a computer, which people can interact with just like the real world VR 5 is a series about Sydney Bloom, a young woman who discovers a way to enter VR.5, a virtual reality which is indistinguishable from the real world. Sydney is a shy, withdrawn woman who works for the telephone company as a telephone line repair person. In

her spare time she is a computer hobbyist, who accidentally discovers a means to enter virtual reality. By using her modem when she calls someone she is able to bring both the other person and herself into virtual reality where she is able to interact with them.

When the connection is terminated Sydney recalls everything that happened in virtual reality however the other person does not, although they are left with a vague memory of her. The virtual reality in the computer can be either colour, black and white or a weird mixture of both. It can also take on many forms ranging from an area familiar to one or both of the people in it or a surrealistic reality with little or no basis in the real world. Sydney's motivation for developing the technique was to find a means to communicate with her mother who has been in a vegetable state after a drug overdose, brought on as a reaction to the accident that killed her sister and father.

Her experiments with virtual reality do not go unnoticed. She soon finds herself recruited by the Committee. The committee is a mysterious organisation, which has some connection to the government. The committee is also very ruthless killing its own members who fail them in some way. Since no one else has been able to duplicate Sydney's efforts, they are very interested in her and her work. She is given no choice but to work for them. She learns that her father once worked for them and tried to quit. She also learns that the committee may have been responsible for the death of her father and twin sister, Samantha. 15 years earlier, or at very least know more about the car accident which killed them in which she almost died.

The series ended on a cliff-hanger. Sydney had discovered that her sister and father are both alive and she is reunited with them. Both are hiding from the Committee. Her memories of the accident and their deaths having been placed in her mind by virtual reality. She and her sister enter virtual reality where they are able to bring their mother out of her catatonic state but at a high cost. The process leaves Sydney in a catatonic state. The three episodes which FOX did not broadcast do not resolve this situation. All of them occur before the events in the last episode. FOX must have had little faith in the series since one of the episodes not broadcast would have been the second or third episode since it features Dr. Morgan before he was killed by a Committee assassin.

Executive producers for the series was John Sacret Young, co-executive producer is Thania St. John, supervising producer was Michael Katleman. The series received its UK premiere on the 21st October 1995 on Sky One.

WR. Thania St. John, Eric Blakenwey and Jeannie Renshaw.

DIR. Michael Katleman, John Scaret Young, Lorraine Senna Ferrara and Steve Dubin.

EPISODES: 13 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 1

SAMOSET PRODUCTIONS, IN ASSOCIATION WITH RYSHER ENTERTAINMENT.

CREATOR: THANIA ST. JOHN, MICHAEL KATLEMAN, GEOFFREY HEMWALL, JEANNIE

TYPE OF SHOW: COMPUTERS

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13.

DATE OF PREMIER: 10/03/1995

AIR DATE OF LAST EPISODE 12/05/1995

SEASON DATE BREAKDOWN:

FILMS:

Sydney Bloom LORI SINGER, Dr. Joseph Bloom DAVID MCCALLUM, Duncan MICHAEL EASTON, Dr. Frank Morgan WILLIAM PATTON (1-4), Oliver Sampson ANTHONY HEAD (4-10), Nora Bloom LOUISE FLETCHER, Samantha Bloom TRACY NEEDHAM, Samantha Blood (as a child) KIMBERLY CULLUM.

RELATED SHOWS:

MAN FROM U.N.C.L.E., THE

SAPPHIRE AND STEEL

INVISIBLE MAN, THE (1975)

BUFFY THE VAMPIRE SLAYER

1 - 1 "PILOT"

"Welcome to the game," Sydney Bloom, a loner VR hobbyist, stumbles on a whole new dimension of VR when she inadvertently discovers that she can "pull" anyone into VR with her via the phone lines. When she innocently uses it on a man she is dating, she learns, to her horror, that he's a serial rapist/killer. To complicate matters, her inquiries into VR have brought her to the attention of a super-secret intelligence operation called "the Committee". Her life is changed forever by the words "Welcome to the

game, Sydney Bloom"

Wr Thania St. John

Dir Michael Katleman

1 - 2 *DR. STRANGECCHILD*

On her first VR assignment for The Committee, Sydney must find an unhappy and spiteful teenage genius - who after making a momentous discovery has run away from the top secret weapons research establishment where he worked - before he can do any harm. During her search, Sydney must try to deal with her own sense of solitude.

Wr Eric Blakeney

Dir Michael Katleman

1 - 3 *LOVE AND DEATH*

Sydney is assigned to to subconsciously prod Jackson Boothe, a troubled employee of the Committee, into returning to work. In doing so, Sydney discovers that Booth is an assassin, and he murders Sydney's Committee contact, Dr. Frank Morgan.

Wr Thania St. John

Dir Rob Bowman

1 - 4 *5D*

Oliver Sampson becomes Sydney's new contact for the Committee, and he pushes her into trying to trace who hired Boothe. Sydney discovers that Dr. Morgan's corpse has been cryogenically preserved.

Wr John Sacret Young, Thania St. John

Dir D.J. Caruso

1 - 5 *ESCAPE*

Sydney is kidnapped by a faction of the Committee who brutally question her to discover her secret. She manages to contact Duncan for help, and he enters into VR in search of her. Oliver is somehow in possession of the journal of Sydney's father, but is he on Sydney's side?

Wr John Sacret Young, Thania St. John

Dir Jim Charleston

1 - 6 *FACING THE FIRE*

Oliver instructs Sydney to make a VR link to a test pilot in a psychiatric hospital. The pilot keeps seeing fire and hates his father. Sydney enters the hospital disguised as a patient, and plants false memories of child abuse into the pilot's sub-conscious mind. These memories, however, may or may not be Sydney's own. Also, Sydney frantically tries to decipher her father's journal and discovers that he was a member of the Committee.

Wr Jeannine Renshaw

Dir Lorraine Senna Ferrara

1 - 7 *SIMON'S CHOICE*

Sydney enters VR to probe the mind of a self-confessed traitor scheduled for execution, to find out why he did it. She discovers he was being blackmailed by people who held his son hostage, and in the process, Sydney must come to terms with her anger towards her own father. The bank is foreclosing on Sydney's childhood home and she asks the Committee for money to save it.

Wr Toni Graphia

Dir Steve Dubin

1 - 8 *CONTROL FREAK*

When an armed man takes hostages in an air traffic control tower, Sydney is ordered to establish a VR link. In the process, she discovers a cover-up over the reason for a crash several years earlier: the crash was actually caused by a bomb planted by the Committee in an attempt to assassinate Oliver.

Wr Naomi Janzen

Dir Michael Katleman

1 - 9 *THE MANY FACES OF ALEX*

An increasingly careless and disillusioned Oliver assigns Sydney to an unknown contact. This contact turns out to be Oliver's former lover, Alex, who may know the whereabouts of Sydney's father.

Wr Jacquelyn Blain

Dir John Sacret Young

1 - 10 *THE UNION (AKA REUNION)*

Sydney and her sister Samantha are reunited and, along with Duncan, they enter VR5 to discover what really happened the night of the car crash. It turns out there was no car crash: Sydney's memories were altered by her father to protect her from the Committee. A faction of the Committee is after Sydney; Oliver is assigned to murder Sydney but rebels. Sydney goes into VR7 to rescue her mother from her coma.

Wr Thania St. John

Dir Deborah Reinisch

1 - 11 *SEND ME AN ANGEL*

Sydney decides to take a holiday from her work at the Committee and returns to her childhood home in Pasadena. The previous inhabitants claim the house is possessed by demons, while his daughter insists an angel saved her life during a fire. As Sydney explores the house, she gradually remembers bits and pieces from her past, and also discovers a secret room where her father conducted his early VR experiments.

Wr Naomi Janzen, Jeannine Renshaw

Dir Jim Charleston

1 - 12 *SISTERS*

Sydney investigates the mind of Janine, a cashier at her workplace whom she discovers is stealing. Sydney herself gets pulled into the excitement and thrills of these criminal activities.

Wr John Sacret Young

Dir John Sacret Young

1 - 13 *PARALLEL LIVES*

Duncan wakes up one morning to discover that he is a wealthy and successful artist, and that it was Samantha - not Sydney - who survived the car crash as a child. Everything is turned upside down and the lives of all the characters are quite different. It all turns out to be a VR scenario orchestrated by the very much alive Dr. Bloom to test Duncan's loyalty.

Wr Jeannine Renshaw, Thania St. John, John Shirley, John Sacret Young

Dir Michael Katleman

WACHTER, DIE

WR.**DIR.****EPISODES:** 6 **YEAR MADE:** 1988 **COUNTRY:** GER **SEASONS:** 1**CREATOR:****TYPE OF SHOW:****FORMAT:** MINI-SERIES**LENGTH (MINS):** 50 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** englishg**SEASON BREAKDOWN:** (1) 6**DATE OF PREMIER:****AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

Mr. Knight ROBERT ATZORM, Chalmers PETER BONGARTZ, Rektor STEPHAN ORLAC, ROBINSON REICHEL, Robin MARTIN TEMPEST, Kennealy UDO THOMER

WAIL OF THE BANSHEE

Jubilee Jones meets Merlin, who asks her to help him save the world from the alien Banshee. This all come about because of a school project which Jubilee was researching. Jubille is eventually kidnapped by the Banshee as the Merlin's hunt for King Author continues.

This seven part ITV children's fantasy series poked a little fun at the legend of King Author, concentrating mostly of Merlin. In Wail of the Banshee, actor Michael Angelis brings the magician into the 20th Century as he joins four teenagers tracking down King Author in a bid to save planet Earth from the alien Banshee. Michael Angelis had early starred in such shows as Boys from the Blackstuff and GBH.

WR. Bob Hescott.

DIR.

EPISODES: 7 **YEAR MADE:** 1993 **COUNTRY:** GB **SEASONS:** 1

ITV

CREATOR: BOB HESCOTT.

TYPE OF SHOW: INVASION

FORMAT: SERIAL

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Merlin MICHAEL ANGELIS, Fay Morgan SUSIE BLAKE, Matt GREG CHISHOLM, Diz DEBBIE DOOLIN, Jubilee ELLEN-GAYLE HAREWOOD, Jason EDWARD HARDMAN, Mr. Myoto DAVID YIP.

- 1 - 1 *WHAT THE CUCKOO CLOCK WAS ALWAYS SAYING*
- 1 - 2 *THE MAD MAIDEN OF MERCY*
- 1 - 3 *THE EYE OF THE STORM*
- 1 - 4 *SOME GOOD IDEAS FROM DEATH*
- 1 - 5 *THE BLONDE IN THE POND*
- 1 - 6 *THE STONE ROUND THE SWORD*
- 1 - 7 *DON'T TRY THIS AT HOME*

WALKING AFTER MIDNIGHT

A docu-drama exploring the past-life experiences of various celebrities.

Produced by Jonathon Kay, Original music by Daryl Bennett, Ari Wise, Cinematography by Billy Chapman, Don DeMille, Kenneth Hewlett & John Lambert. Film Editing by Joseph Fitzpatrick, Kyle Koch & Jason Margolis. Casting Celeste Whittaker, Art Direction - Alison Blue Cross, Costume Design by Alison Blue Cross. Production Management - Schaandra Krown (production manager), Maureen Prentice (production manager - Second Unit Director or Assistant Director), Jason Margolis (assistant director).

Sound Department - Scott Aitken (sound mixer), Pat Black (boom operator), Jeff Carter (sound mixer), Rodney Duval (boom operator), Patrick Ramsay (sound mixer). Other crew - Laurie Case (post-production supervisor), Herb Crowder (second assistant camera), John Dryden (key grip), Michael G. England (assistant editor), Mike 'Spud' Fleury (production assistant), Reg Gole (first assistant camera), Rayne Holloway (Grip), Roger Huyghe (gaffer), Gary Lam (assistant editor), Risa Litwin (second assistant camera), Earl Peturson (post-production supervisor), Fergus Prentice (production assistant), Darren Sinclair (gaffer), Craig Stapleton (production accountant).

WR.

DIR. Jonathan Kay

EPISODES: 0 **YEAR MADE:** 1999 **COUNTRY:** US **SEASONS:** 1

ANGEL TELEVISION/HARMONY GOLD

CREATOR:

TYPE OF SHOW:

FORMAT: SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1)

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

MARIA CONCHITA ALONSO, CAROL ALT, EDWARD ASNER, LINDA BLAIR, GARY BUSEY, Host
JIM BYRNES, DAVID CARRADINE, JAMES CROMWELL, DOM DELUISE, ERIK ESTRADA, VIVICA
A. FOX, LOUIS GOSSETT JR., ERIC ROBERTS, ALLY SHEEDY.

WANDERER, THE

The Wanderer is a story about twin brothers Adam and Zachary and their centuries long struggle. Both roles are played by Australian movie actor Bryan Brown in his first TV series. Adam is a reclusive multi-millionaire who has no knowledge of his past life until his brother sends a 900-year-old spear through his chest. Such an attack would kill anyone else, however Adam lives and quickly is fully healed. Much to the amazement of his doctors.

Godbold, the Hermit of Leeds and wrestler is a reincarnation of a priest who knew both brothers in the past. Like Adam, Godbold does not remember everything about the past, but he does recall more than Adam. He and Adam slowly begin to recall more about the past. Adam learns that he and his brother Zachary had been knights in mediaeval times, and have now been reincarnated. Zachary is evil and Adam is good. Sometime in the past Adam killed Zachary in battle and buried his bones. Both have now been reincarnated in the present and Zachary needs to know where he was buried, although Adam does not know. The secrets behind a great evil plan Zachary had been working on before he was killed were buried with him. Should Zachary find his burial site first, then he can proceed with the plans. If Adam finds it first he can stop him. Zachary sets out to destroy his brother and everyone whom is close to him. Forcing Adam to take on the life of the Wanderer, never getting to close to anyone for fear that his brother will kill them. Aided by visions of himself as a mediaeval knight. Adam finds time to stop his quest each episode to help someone in need and in the process finds a clue that will help him fulfil his quest.

The only people that Zachary has not killed who are close to Adam are his business manager Wolfgang Mathias and Godbold, who had realised whom Adam was after receiving a vision of Zachary trying to kill him. Zachary does not kill them or Adam since he needs Adam alive in order to find his burial site and he feels that both Mathias and Godbold can help Adam achieve this goal. Adam's former love Lady Clare also appears in the series having been reincarnated in the 20th century as a photographer. Once she realises who she is and who Adam is, she calls off her planned wedding, and becomes determined not to lose Adam a second time. Zachary is aided in his endeavours by his sexy associate / lover Beatrice, who is not always loyal to him. Beatrice is an immortal witch who possess many powers including the ability to change her shape at will. In the past Beatrice had been the daughter of a king. She was once in love with Adam who spurned her in favour of Clare, causing her to hate Clare with a passion

This is a strange fantasy story in which the two ghostly knights and the Black Knight's lady appear and the latter two morph into other people or creatures. The main character is the modern day Adam Zachary assisted by Godbold, who seems to have mystical powers, and Mathias, who seems to be bookish and reluctant to help. The main thread seems to be that the modern White Knight (short hair) must find the tomb of the ancient Black Knight (long hair) and persuade him to enter it. Some threads seem unfinished. It was filmed in Europe, but the dialog is in English.

The Wanderer often makes little sense, the series takes quite a few episodes before the viewer is able to get an understanding of its unusual premise. The best part of the series are the bits featuring Zachary and Beatrice, both characters being excellently portrayed over the top, almost to the point of being caricatures of television villains. Britain's ITV network was originally interested in The Wanderer, however it was decided that the series was too ambitious an undertaking and it wound up being broadcast on the satellite service Sky One.

WR. Roy Clarke.

DIR. Bob Mahoney, Terry Marcel, Christopher King, Alan Grint, Rick Struod.

EPISODES: 13 **YEAR MADE:** 1994 **COUNTRY:** GB **SEASONS:** 1

YORKSHIRE TV-FINGERTIP PRODUCTION

CREATOR: ROY CLARKE (BASED ON AN IDEA BY TOM GABBAY)

TYPE OF SHOW: FANTASY

FORMAT: SERIES-SERIAL

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 14/09/1994

AIR DATE OF LAST EPISODE 07/12/1994

SEASON DATE BREAKDOWN:

FILMS:

Adam Zachary/Knights BRYAN BROWN, Jay Godbold the hermit of Leeds TONY HAYGARTH, Wolfgang Mathias OTTO TAUSIG, Beatrice KIM THOMSON Lady Clare (ep.4 to end) DEBORAH MOORE.

RELATED SHOWS:

HIGHLANDER

*HIGHLANDER - THE RAVEN*1 - 1 *REBIRTH*

Adam is a rich and reclusive business tycoon who lives in a big house in the country near Salzburg, Austria. One day, he gets a visit from his brother Zachary - an identical twin he has not seen since they were born. Zachary quickly pins Adam to a tree with an ancient spear through the chest, but the wounds miraculously heal, and Adam begins to remember his past life as a knight a thousand years before. Then the people Adam knows start dying around him, and to save his friends' lives, he decides to leave home and become a wandering knight errant.

Wr Roy Clarke

Dir Bob Mahoney

1 - 2 *MIND GAMES*

In his travels, Adam meets a young German woman who has just got out of an asylum for the criminally insane. Some years before she was framed for a murder she didn't commit, and history seems to be repeating itself. Now she needs Adam's help and protection.

Wr Roy Clarke

Dir Terry Marcel

1 - 3 *BRIDGES*

Adam is in Bavaria, where he finds a gang of bikers is trying to drive an old man out of his home in a rough part of Munich. Adam confronts the bikers. Meanwhile, Godbold faces a wrestling match and finds himself fighting the present-day Beatrice, an enemy of Adam's from his previous life in the tenth century. And Beatrice has morphed into another shape.

Wr Roy Clarke

Dir Terry Marcel

1 - 4 *FALSE WITNESS*

Adam helps a father who says he is desperate to find his missing daughter. But he finds out too late that the woman is a psychiatrist and the man claiming to be her father is a mental patient who is stalking her. Meanwhile, Adam continues the hunt for the first Zachary's grave - and makes a little progress.

Wr Roy Clarke

Dir Terry Marcel

1 - 5 *CASTLE TAKES KNIGHT*

Zachary leads Adam to an ancient castle furnished as it would have been a thousand years before. There, Zachary calls up the ghost of a fighter who once almost killed Adam a thousand years before. As a result, Adam's memories of his past life get better. In particular, he remembers Lady Clare, who nursed him after the fight, and also that they were going to get married. Adam realizes he is still in love with Clare. But where is she now?

Wr Roy Clarke

Dir Terry Marcel

1 - 6 *CLARE*

The present-day Clare, a photographer living in Spain, is planning to marry her Spanish boyfriend, but Zachary steps in to stop the wedding. Clare decides to call it off, upsetting her parents. Meanwhile, Adam finds out that in his past life he did marry Clare, and Zachary plans a kidnapping. Clare meets Adam and doesn't understand why she feels she knows him. Adam helps to rescue her and leaves - but Clare makes up her mind to find him again.

Wr Roy Clarke

Dir Alan Grint

1 - 7 *NO BULL*

Clare catches up with Adam and joins him on his journey. Zachary plans to grab Adam's sword - he uses Beatrice, posing as a Spanish mother in trouble, to trick him. Then Adam and Zachary meet for the second time in their present lives. They come face to face in a bull ring, and Adam loses a stone from his sword - but he does not see the significance of it.

Wr Roy Clarke

Dir Alan Grint

1 - 8 *EVERYBODY MUST GET STONED*

Adam gets mixed up in a couple's troubled love story and helps to solve their problems. Then, in talking to Clare, Adam remembers that his brother Zachary's grave is in England, so he decides to go there. But Clare will stay behind with her parents.

Wr Roy Clarke

Dir Alan Grint

1 - 9 *A DRAGON BY ANY OTHER NAME*

Zachary has a man in London's Chinatown, a gangster who is fighting for control of a local restaurant - and also for control of the owner's daughter. Adam takes sides against the villain, heading for his offices in the Docklands after he abducts the girl. Meanwhile, Adam's man Mathias gets a message which will take their search for Zachary's grave to the ancient city of York.

Wr Roy Clarke

Dir Christopher King

1 - 10 *SEE NO EVIL*

Adam is now in Yorkshire and believes he is getting near to his brother's grave. He runs into two car thieves and also meets a woman called Fay who has gone blind after the death of her parents in a road accident. Then Adam's sight also begins to blur, and he realizes that there is an important connection between Fay and the two car thieves. Meanwhile, the hunt for Zachary's grave continues.

Wr Roy Clarke

Dir Rick Stroud

1 - 11 *WASTE NOT, WANT NOT*

Clare travels to Yorkshire to join Adam. In a flashback to the tenth century, Princess Beatrice, the fiery daughter of King Ethelred II, travels to Yorkshire on her father's orders to marry Zachary. On the way there, Beatrice breaks her journey at Lady Clare's castle, where she meets and falls for Adam, but he rejects her. In fury, Beatrice burns the castle down. Returning to the twentieth century, one thousand years on, a shopping mall stands on the site of Clare's castle, and there the present-day Clare and Beatrice meet again. Meanwhile, a chemical plant owned by the present-day Adam is blamed for toxic waste - but Zachary is distorting the truth for his own dark purposes.

Wr Roy Clarke

Dir Rick Stroud

1 - 12 *HOME*

All the main players converge on the ruins of Fenton Abbey, Yorkshire, which is at the heart of Adam and Zachary's ancient feudal lands, for a showdown. On the way to Fenton, a young man tries to kill himself by jumping out of a train, and Adam stops him. Back in the tenth century, Beatrice travels on towards her wedding with Zachary, meets him, and plans her revenge on Adam. The brothers come face to face again, and Beatrice offers Adam the Book, but he refuses. The Book, together with the Stone, is a source of great power. In the present day, the Book is lost, like Zachary's grave, but Adam is getting very near to finding the answers he needs.

Wr Roy Clarke

Dir Alan Grint

1 - 13 *KNIGHT TIME*

Past and present converge. In the tenth century, Adam rejected Beatrice, so she had him killed, after his showdown with Zachary and his wedding to Clare. Adam sees into the past and finds he was drugged, to become a sacrifice to Zachary's dream of immortality. Back in the present, Adam finally finds his brother's grave, and the Stone, but not the Book. Zachary goes off to find it.

Wr Roy Clarke

Dir Alan Grint

WANDJINA!

Children's fantasy drama series a trio of children become caught up in an adventure inextricably linked to a set of sacred Aboriginal cave paintings. The same behind the scenes people were responsible for the previous years The STRANGER serial.

Writer: G.K. Saunders / Design: Quentin Hole / Producer/Director: Ken Hannam.

WR. G.K. Saunders

DIR. Ken Hannam

EPISODES: 7 **YEAR MADE:** 1966 **COUNTRY:** AUS **SEASONS:** 1

ABC (AUSTRALIAN BROADCASTING CORP.)

CREATOR:

TYPE OF SHOW:

FORMAT: SERIAL

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 7

DATE OF PREMIER: 29/04/1966 **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

JULIANA ALLEN, JOHN GREGG, BOB HADDOW, ANNE HADDY, BRIAN JAMES, MARK
MCMANUS, KIT TAYLOR, LOU VERNON, JACKI WEAVER, CANDY WILLIAMS, DAVID
YORSTON.

WAR OF THE WORLDS



The 1953 George Pal movie *War of the Worlds* had become a science fiction classic by the time the TV series of the same name premiered in 1988. Taking up thirty five years after the movie ended, we learn that the aliens were stopped but were not killed by the bacteria. They were placed in storage drums in nuclear waste disposal sites where the radiation killed the bacteria but did not harm them. Once revived they decide to continue in their conquest of the Earth.

Dr. Harrison Blackwood a research scientist, manages to piece together clues and deduces that the aliens have been revived. He drags his sceptical new recruit Dr. Suzanne McCullough to investigate. The pair meet Colonel Ironhorse, an even more sceptical Army Colonel, and with the aid of computer expert Norton Drake they learn that the aliens are after their warships that were placed in military storage. The pilot ends with the warships blown up and the alien threat over, apparently for good.

This was not to be the case. Each week the aliens, ruled by the advocacy of three, would launch another sinister plot, hoping to take control of the Earth only to have the Blackwood group thwart their efforts. The aliens had the ability to take over human bodies, however these bodies quickly deteriorated due to the radiation in the alien bodies. The human populace as a whole was somewhat sceptical about the aliens' existence. This was nicely explained by talk of mass hypnosis which caused almost everyone to remember the 1953 invasion as a movie, and a prior attack as the famous 1938 radio broadcast by Orson Welles.

Starting in the second season massive changes took place, Colonel Ironhorse and Norton Drake were killed off. A new regular was added, John Kincaid, an ex-soldier who had previously served under Ironhorse. The biggest change occurred with the aliens themselves, now revealed to be the Mothren. A new batch of humanoid aliens who spoke English arrived and killed off the old batch- upset over their failure to conquer the Earth.

The new aliens behaved like little Nazis under the rule of their leader Malzor. Malzor in turn took instructions from their god, the Eternal- a jellyfish-like creature. The new aliens faced even less resistance in their efforts to take over the world. This was due to the fact that society's infrastructure had somehow disappeared and the world as a whole resembled that of the *Mad Max* movies. Harrison, Suzanne and Kincaid had no official government support, but they still managed to thwart the aliens efforts from their hideout in the sewers. The second season did end with a final episode in which the alien menace was defeated for good. The show's first season was not great but it did have its moments. The second season was a big disappointment, and although the episodes did improve slightly towards the end, one still wished for the level of mediocrity of the first season.

The second series consisted of many changes, not least of which most of the main cast from the first season. The second season was sub titled *The Second Invasion*, and starred Adrian Paul as John Kincaid, Adrian Paul is more famous for playing the character of Duncan McLeod in the long lasting fantasy show *HIGHLANDER*. Jared Martin was also known for playing a 23rd Century traveller in the 70s SF show *THE FANTASTIC JOURNEY*. A combination of *The Invaders* and *invasion of the Body Snatchers*, this US series blended often gruesome shocks - when killed, the bodies dissolved into a slimy mess - with some elegantly subtle touches.

In one early episode, a small boy whose parents and grandmother have been 'taken over' realises he is travelling with aliens and holds up a sign to passing vehicles which reads 'help me'. Later on, a busload of tourists taken over by aliens crosses the Canadian/US border. Aboard is the same young boy, waving a new sign which reads 'save me'. Another episode, *Eye for an Eye*, takes as its premise that the notorious 1938 Orson Welles radio broadcast of H.G. Wells's original story was in fact a government cover-up for a real invasion.

These aliens are totally ruthless, as they strive to strengthen their foothold on Earth, seeking out their old spaceships. Led by a trinity of leaders known as the Advocacy, these aliens also have a disturbing knack of beating the good guys to the punch. It's an invasion by stealth, but Leading the Earth fightback is renowned

astrophysicist Dr Harrison Blackwood, whose parents died in the 1953 invasion. He's helped by his paraplegic friend and computer whiz Norton Drake and microbiologist Suzanne McCullough who constantly strives to find a strain of bacteria that could defeat the aliens. Military muscle and combat strategy are provided by tough soldier and Cherokee Indian Lt Colonel Paul Ironhorse. Other semi-regular characters include Suzanne's teenage daughter Debi, and a kindly housekeeper, Mrs Pennyworth.

The first season's final episode also introduced an apparent new ally - an android from another world also threatened by the aliens, who arrives on Earth and begins systematically eliminating groups of invaders. She vows to return with reinforcements from her planet, thus setting up the continuation of the struggle into its second season. In the event, ratings were not good enough to justify a second season. What emerged instead was a whole new show built around several of the original characters, battling a new wave of alien enemies, the Morthren.

War of the Worlds, Mark 2, subtitled The Second Invasion, began with the virtual destruction of The Blackwood Project and the deaths of two team members, Ironhorse and Norton Drake. With the aid of a maverick ex-soldier, Kincaid (played by HIGHLANDER'S Adrian Paul), the remaining trio of Harrison, Suzanne and Debi take to the road, eventually setting up a new base in an old military command bunker.

Meanwhile, newly-arrived humanoid aliens are destroying the old Advocacy for their failure to prepare our planet for colonisation, and leadership is assumed by the powerful military commander Maltzor and chief scientist Mana. These chilling new invaders can also create clones of humans to take the place of real people and do their bidding. The usual sparring continues until the final episode when Maltzor's personal ambitions are exposed by his own people. He dies in a climactic shootout and the invasion is finally called off. Jared Martin, who plays Harrison, had starred as a 23rd century traveller in the Seventies series THE FANTASTIC JOURNEY.

Executive producers for the series were Greg Strangis, Sam Strangis, Frank Mancuso Jr. (The Second Invasion). The producer was Jonathan Hackett, executive story consultant was Tom Lazarus (Season One), Jeremy Hole and Jim Trombetta (Season Two), creative consultant was Herb Wright and the music was by Billy Thorpe and Larry Brown. Supervising producer for season two was Jon Anderson. The first showing in the UK occurred in 1991/92, and has been seen the ITV network.

"You thought you stopped us. You thought we were gone forever. But you were wrong. We never left." So went the advertising slogan that helped promote the premiere of Paramount's 1988 series, War of the Worlds. Having discovered with STAR TREK: THE NEXT GENERATION and Friday the 13th: The Series that syndicated fantasy-based shows could be successful, Paramount were keen to create a new series on the same basis.

Creator and Executive Producer Greg Strangis decided to use Paramount's own 1953 movie War of the Worlds as the basis for the new series. The premise was that the aliens had not died as thought but had merely gone into hibernation and are revived in 1988 by radiation. Opposing the alien hordes were a small but specialised team who were based at a secret operation centre known only as 'The Cottage'. The group was lead by Doctor Harrison Blackwood who, we are told, was orphaned during the aliens' first invasion and was adopted by Clayton Forester, the leading character in the movie. Blackwood was played by Jared Martin. Of the part, Martin said at the time, "He's an intelligent leading man - not a hunk, not a guy with muscles up to his ears. Blackwood is somebody who works with his mind, and makes it attractive and sexy."

Richard Chaves played Lieutenant Colonel Ironhorse, the military muscle of the Blackwood team. Richard very nearly didn't get the part at all as he related at the time: "After the sixth interview, my agent called me and said, 'Richard, I'm really sorry, but they've gone with somebody else'. To this day I still have no idea who the other guy was, but apparently he asked for the sun, the moon and the stars, and the negotiations broke down and about three or four days later they called me up. And I went back in for a seventh meeting and at that time they told me I had the part.'

Wheelchair-bound computer genius Norton Drake was portrayed by Philip Akin. Unlike Drake, Akin is not himself a paraplegic but, prior to his casting, great efforts were made to find a handicapped actor to play the role, as Richard Chaves related: "They did try very, very hard to get a black man who was actually handicapped and they really made a very strong effort and just could not come up with someone who could do it the way they felt it should be done. So that's when they made the decision to go with Philip.' The final member of the main cast was Lynda Mason Green who played microbiologist Suzanne McCullough. "She's frightened, but she wants the challenge," said Green of her role. "I'm not as disciplined as she is, but she does have a great deal of integrity and heart, and I flatter myself I've got that too:'

A strong connection between the series and the original 1953 film was established when Ann Robinson agreed to guest star in Thy Kingdom Come. Robin son reprised her leading role of Sylvia who had faced the aliens in

the movie alongside Gene Barry's Clayton Forrester. It was Robinson herself who had approached Paramount with the idea of resurrecting her character along with the aliens when she became aware that the new series was in production. For her return engagement as Sylvia van Buren, Robinson was allowed to keep her hair its natural flaming red. In the 1953 movie, George Pal had felt that it was too distracting and had insisted that Robinson wear what she later described as "That awful brown wig".

Despite appearing three times in the first season of War of the Worlds, Robinson was unfortunately never afforded the opportunity of recreating perhaps the most famous scene in the movie where an alien taps her on the shoulder. "They had to wheel the Martian in this little dolly," she recalled. "The man who worked the Martian was on his knees and his hands went into the Martian up to his elbows where he had three little rings to work the suckers. Somebody had to literally take his hand and place it on my shoulder, then scoot out of camera range."

The development of cinema Science Fiction during the '60s and early '70s with such sophisticated and intelligent films as Fahrenheit 451, 2001: A Space Odyssey and THX 1138 had little effect on tv Science Fiction at the time which was still rooted in the delightful pulp imagery of the '40s and '50s, and Fantastic Journey was no exception. All the episodes produced were illogically plotted retreads of the enjoyably simplistic conventions, with Atlantium not only discovering the lost city of Atlantis in the umpteenth time, but throwing in an evil disembodied brain for good measure! Evil brains - brains from outer space, brains in bottles, brains in globes, brains in bubbling tanks - are virtually a genre in themselves ever since Colin Clive's Doctor Frankenstein popped one into Boris Karloff's famous monster in the 1931 Frankenstein.

There are, however, aspects of the '70s to hand in Fantastic Journey besides Carl Franklin's Afro-cut and flares - the duplicate Scott speaks in an Exorcist-style voice of the Source when he is discovered, and watch for the then-fashionable contemporary reference to Von Daniken's Chariots of the Gods, as much a fixture of '70s saucer fiction as the celebrated Roswell conspiracy has been a part of '90s UFO mythology. And Fantastic Journey offers evidence, just as the same decade's British-made TIMESLIP does, that Science Fiction was already contemplating the de-lights of Virtual Reality...!

Of the cast, Jason Evers will be recognized from the third season Star Trek episode Wink Of An Eye, looking equally as uncomfortable as he does here. This wasn't Evers's first encounter with a disembodied brain either - he had already featured in the gory Z-movie The Brain That Wouldn't Die (1959)! Mary Ann Mobley was a former beauty queen who was cast as both the original Girl From UNCLE in the Man From UNCLE episode The Moonglow Affair before being replaced by Stefanie Powers in the series. She was also the first tv Wonder Woman, again replaced in a second pilot and subsequent series by Lynda Carter. Both she and Gary Collins went on to become a husband and wife daytime tv team in the US in the '80s.

The voice for the Source was provided by former actor turned vocal artiste Mike Road, whose innumerable assignments for animated series include the voice of Race Bannon in cult cartoon series Jonny Quest. Sil'L the cat was played by no less than three different moggies, all members of The Felix Team. That works out about one cat per scene!

Fantastic Journey was originally broadcast by BBC 1, in a Friday night 7:00 slot that worked quite well for a number of other series around that time, including The Invisible Man and Irwin Allen's short-lived Captain Nemo. Sadly, ratings in the US for these series were not as rewarding, and none survived for very long. Fantastic Journey was repeated in a mid-morning slot during the school holiday period and then disappeared from view. If all this has whetted your appetite for the show, there is good news ahead. All ten episodes of Fantastic Journey have been purchased by the cult tv satellite channel Bravo, who will be showing this series in the near future.

Dark Words indeed, and with series such as THE X FILES, MILLENNIUM and DARK SKIES offering a variety of grim scenarios; the dark and gruesome War of the Worlds series may just have been ahead of its time. One of the first in the recent boom of syndicated Fantasy and Sci-Fi shows, War of the Worlds was, with its partner in production Friday the 13th, finally put into production as a tv series following Paramount's success with its premiere syndicated offering STAR TREK: THE NEXT GENERATION. Greedily looking for other properties to turn into viable series, Paramount plundered its archives and found the superb 1953 film based on H G Wells novel War of the Worlds as a series has about as much to do with the 1953 movie as that film had to do with the novel - but as the film was one of the best alien invasion movies ever made, that doesn't have to be a bad thing.

War of the Worlds had already been a novel, a notorious radio play; a film, a rock album and a comic strip series, and now it was going to be an ongoing tv series and video release. The first problem was - how to do it? The answer was in the syndication market that had granted STAR TREK a second lease of life writers strike. War of the Worlds made its debut under the guidance of father and son team Sam and Greg Strangis, with father Sam producing and son Greg writing. At the same time, a series exploiting the Friday the 13th title (but completely un-related to those films) was also put into production at the same offices, overseen by Frank

Mancuso. When Friday the 13th performed better than War of the Worlds, Mancuso was put in charge of completely revamping the latter series for its second season, but the effects of the cure were worse than the symptoms and, as usual, the few good things were thrown out with the bad.

Both series had their good points and bad: Undoubtedly, the dumbest aspect of the first year had been the pointless and ludicrous assertion that although the 1953 film invasion had indeed happened - the opening episode uses it as a starting point - the entire world has apparently under-gone a form of collective and selective amnesia about it. There's not being sarcastic - this was the actual explanation offered up by the producers and in the series. However, with the tv budget dictating the traditional and low-cost path of a covert aliens-in-human-form strategy by the aliens, the producers felt the need to dismiss the events of the film by having the whole world in denial (gee, what happened to those build-ings and all those people we used to know?) It would perhaps have been more sinister for the Martians (now called 'Marthren') to be sneaking back quietly, and would have given the series an interesting backstory

War of the Worlds is more Horror than Sci-Fi as it proceeds. Most television SF deals out salvation to the good and justice to the bad, whereas Horror material ' like The X FILES and MILLENNIUM deals in.

can seize the baby for experimentation. Kidnapped by our heroes, the baby grows into a young boy within a matter of hours, kills his nurse and returns to the hospital to find his alien mother. Our heroes kill the aliens and the boy is passed on to his grandparents for as happy a resolution as possible... but as the car pulls away from the hospital we discover that the Morthren have killed and taken over the bodies of the grandparents! He Feedeth Among the Lillies is the alien abduction fantasy to end them all, while the pre-BSE The Good Samaritan has four young friends being fed poisoned fast food by diner staff taken over by Morthren conducting a test run for a mass poisoning of the Earth's food.

Gore and Decay Interestingly, War of the Worlds went the gore route, hiring special effects man Bill Sturgeon, fresh off the remake of The Blob, to come up with a variety of repulsive im-ages based on the notion that the human bodies appropriated by the aliens start de-caying as soon as the aliens occupy them. Like The Invaders, the bodies dissolve when the aliens are killed, but into goo rather than dust. The following season replaced these faceless aliens with some typical mean-faced regular adversaries - Denis Forest (as Malzor), Catherine Disher (as Mana), and Julian Richings (as Ardix). These humanoid aliens, the eponymous Second Wave of the second season's opening episode, have conquered the deterioration problem and clone rather than bodysnatch.

The second season (1989-90) did away with the more innovative aspects of the first (including the Biblical titles) for a more familiar, if not seriously over-used, scenario set in a near-future where society is falling apart (see also v, Max Headroom, RoboCop and countless post-Blade Runner movies).

One of the most prominent second sea-son changes was the restructuring of the cast. In the first series, it consisted of Jared Martin as maverick eccentric scientist Hanson Blackwood, Lynda Mason Green (formerly a cast member of Canada's Night Heat) as microbiologist and psychologist Suzanne McCullough, Richard Chaves as absurdly named military man Lt Colonel Paul Ironhorse and Philip Akin as disabled computer genius Norton Drake. Black-wood and McCullough have an almost Mulder/Scully relationship, with Blackwood being an irritating off-the-wall know--it-all and McCullough the by-the-textbook scientist.

However, it was Richard Chaves who had chalked up appearances in Hill Street Blues, St Elsewhere, Dallas, MacGyver and the film Predator, who had turned out to have the show's most popular character - a 'minor' detail that might have been considered during the re-vamp that dropped his character. First sea-son guest stars included John Vernon, Michelle Scarabelli, John Ireland, Jeff Corey, Greg Morris, Alex Cord, Deborah Wakeham, Patrick McNeel, Peter Boretski, James Hong and John Colicos.

For the second season, Martin and Mason Green got physical makeovers (Blackwood was sporting a beard, Mason Green a new do), and they were joined by future High-lander lead Adrian Paul as tough guy John Kincaid. Also retained was Rachel Blanchard as McCullough's teenage daughter.

The one thing that can be said in the re-vamp's favour is that Mancuso did at least

Although a few American tv series are 'in--house' productions of the networks, most are commissioned from studios or independent producers and co-financed by the networks. Usually, the network gets two runs of this new series - a first run and a repeat run - after which the rights to the series revert to the producer and/ or distributor. At this point, the series goes into syndication - that is to say, it is sold to stations across America for re-broad-casts outside prime-time, which is when the rights-holders hope to actually make some money from the show (syndication afterlife is where Star Trek first started get-ting noticed). If you have over 100 episodes before cancellation, you're rich; around 40 to 70, you might break even; 13 episodes is loose change; six episodes and you've taken a bath.

A straight-to-syndication series by passes the networks and the threat of losing your money if the show is cancelled in the ratings war - but the downside is that without the financial input of the networks, you're

working with a much lower budget. That's why a lot of syndicated series are disappointments and some of them - The Munsters Today, OUT OF THIS WORLD, the new Untouchables, Airwolf II -are downright awful

To a certain extent, the success of STAR TREK: THE NEXT GENERATION changed this. Initially conceived as a way to exploit the STAR TREK phenomenon, the series became a monster hit and successful title in its own right, opening the door for further re-makes of such perennials as Lassie, The Lone Ranger and Tarzan. Other 'off-network' shows, as they are now called, include Renegade, Young Indiana Jones, HIGH-LANDER, THE OUTER LIMITS, Baywatch and HERCULES. As straight-to-syndication series became increasingly successful, with many local stations actually bumping network series to put them in prime-time slots, the money being spent on these series up front to make them hits has been gradually increasing.

When Orson Welles broadcast his pseudodocumentary based on H.G. Wells' story "War of the Worlds" (Martians landing to plunder Earth), many of the radio listeners of 1938 mistook the drama for the real thing. One man came home to find his wife about to drink poison, preferring to die that way rather than be incinerated by the Martian death rays. H.G. Wells' 1898 novel also inspired a 1953 motion picture starring Gene Barry and Ann Robinson. And in the 1980s, Martian invasion was still a compelling theme, ready for updating in a TV series.

The War of the Worlds series was essentially a continuation of the George Pal film. The premise picks up the story some 35 years later, with the Martian war machines crated up and stored in military warehouses and the aliens buried in steel drums and forgotten. Enter: Dr. Harrison Blackwood, an astrophysicist; Suzanne McCullough, a microbiologist; Norton Drake, a wheelchair-bound radio astronomer; and Colonel Paul Ironhorse, a military man.

Neill Fearnley, a director of four episodes of the first season, admits that the very first science fiction book he had ever read was War of the Worlds. "To be a part of [the story], in any fashion, was a lot of fun!" laughs Fearnley. "In the H.G. Wells story, the aliens all died of a cold virus-a common cold, and then Orson Welles came along and he concocted his premise [updating the location and time of the story to modern-day New Jersey], which was clever, and then the movie came along, and so they decided to fashion [this television series] somewhat after the movie. The stumbling block was that [the aliens] had died in the film."

To do a series based on dead aliens was a difficult chore for the show's creators. Greg Strangis, who assembled War of the Worlds for Paramount Television, says that "the George Pal film really was a homage to the novel, and it was a pretty reasonable adaptation of the radio broadcast. ... I thought, 'OK, ... how do we deal with it in the '80s? It's many years later and the aliens are still here.' And that was the jumping-off point. I made every effort to be respectful to the source material and still have the requirements of a continuing series." To make sure that the reviving aliens who were defeated by Earth's bacteria would not be defeated again by the very same germs, Strangis says, "My reasoning was that radiation protected them from the virus. Radiation killed the virus."

"They were in hibernation, and they would all come back to life, which was very clever," interjects Fearnley. "I think where the show ran into problems, personally, is the idea they would enter a human body and somehow their molecules combine with a human's molecules. And you could have an alien sitting right there. Again, a clever idea, and given today's technology, if you were to promote the series today, you might get away with it because of morphing.

"If we had today's computer morphing effects, the way that Terminator 2 has been done, we might have been able to do some really extraordinary things. But in those days the idea was that [the alien invaders] would be a hole inside of you and come out of you. That doesn't really work emotionally, but worse, technically. For a show filmed in six days, it's virtually impossible to satisfy the demands for excellence that the audience has, and to have them see that as anything but a rough attempt to approximate the effect." Fearnley believes that War of the Worlds was "a very grand idea for a limited budget," and adds, "A lot of people had difficulty on that show. For me, it was great fun. I enjoyed myself thoroughly. ... I don't remember bad things about it. It was very very difficult, and the hours were very long and it hurt making it. But it was fun. We had a good time. We tried very hard; we were very sincere about what we were doing. But sometimes it doesn't work out, and it didn't for us on that show for whatever reasons."

Among the challenges they faced was dealing with a very abrupt and jarring Writers Guild Strike in Los Angeles, which affected production severely. Strangis says the writers' strike almost brought the show to a screeching halt. "We started principal photography of the two-hour premiere episode on or about the same time as the writers' strike," he recalls. "There were no scripts being developed. The pilot was completed. The strike was still going. The pilot was delivered. Basically I was out of work until the resolution of the strike. When I came back when the strike was resolved, scripts were apparently being written by strike scabbers. Some of those shows were not in the best of shape, so we put them up on the shelf and scrambled and tried to come up with product in a very short amount of time so we could keep producing." "It affected things badly,"

says Fearnley, who was in Toronto where the show was filmed. "In a way, you almost had to write your own scripts. They didn't have access to a broad spectrum of people-[just] the few who were working on the show, and those scripts were done under pseudonyms. Who knows who wrote them? The scripts needed a lot of work."

Fearnley's comments shed light on several suspicious teleplay credits for the show's first season. On "Epiphany," Sylvia Van Buren was credited. Sylvia Van Buren was Ann Robinson's character from the George Pal film (and in fact Robinson guest-starred in early episodes). "That's right. That was the gag," responds Fearnley to this reminder. "Who wrote that show? I don't know. There were a few others [with pseudonymous screenwriters]."

"Whoever wrote those shows-and they weren't really written-I had the right to rewrite. I would start rewriting, and I'd give it back to the producers. I wouldn't get credit for it, but you do it all the time. You say, 'Look, this isn't working,' and [the producers] say, 'Oh, why?' 'Well, for these reasons,' and they say, 'You're right!' So the first few scripts were very unwieldy, very difficult, basically not very good."

Strangis says the strike polarized the studios and the writers. "Put yourself in the various different positions in terms of the studios. It's very important for us to have and maintain at least a semblance of a business as usual. The creators are very protective from an editorial perspective ... being a writer, I didn't want to do anything that would breach the Writers Guild." As a result, the station owners were concerned about having product. "Everybody wanted the best of all possible worlds, and it's a matter of compromise. I think the show suffered."

Ilse Von Glatz, who was one of the three semi-regular villains on the show, recalls, "The first thing I thought with the advent of the strike was that my job was on the line! We kept shooting, but everything was thrown into a panic, especially since this happened so close to the beginning. Everybody became somewhat demoralized because we really didn't know what was going on. Were these scripts, during that time, the real thing or some slapdash thing just thrown together? A sense of cohesiveness was certainly lacking." Of his scripts, Fearnley recalls "Epiphany" as being definitely affected, and possibly "Multitude of Idols," but the last two were in fine shape. "You know," he says, "it improved a lot once the writers [returned]. We tried very hard on a very difficult thing in a short period of time," Fearnley adds. "I think more planning would have delivered a better show. On a show like that, the planning is essential, and I think we rushed into it. And it might be simply that the writers' strike got in our way. You can't do anything without the writers. Who knows? It might have been because of the strike that it came together."

"In the end, it was fun. I think it was one of the first times I had the chance to just be creative and not be told what to do. The show was wide open. We were making up the universe as we went along." Coming back from the strike was harder than starting from scratch, says Strangis. "After the strike, by and large, it was a long process because we were really trying to catch up in terms of material. There was never enough time to develop stories. First, a series requires so much time, and there was none of that available to us. But slowly and surely we found out what things were working and what things weren't. The one thing everybody forgets is it takes a long time to develop special effects. After writing down something on a page, it takes awhile to make it work, and then you have to turn it over to other craftsmen. And it was tough trying to deal with schedules. The show was coming along very nicely."

Also lost in the Writers Guild strike was the explanation that as our intrepid team battled the aliens, no one in the world remembered the invasion of 1953-the war that (in the George Pal film) destroyed, among other things, the Eiffel Tower, the Taj Mahal and the Los Angeles city hall. The episode "Eye for an Eye" also explored the first invasion in 1938. Actor Philip Akin says, "It was never explained to anyone's satisfaction, ever. Just one of the blips that we had to keep glossing over and use smoke and mirrors to try and shy away from it...". Further inconsistencies developed because years one and two had different production personnel, whose interpretations were in contrast to each other. "They changed the rules again," declares Fearnley. "And that's okay. Where the problem lies is within the season. If you break the rules, then you get into trouble."

Asked if he felt the radical retooling of the show for second season was too much, Fearnley responds, "And did that contribute to the downfall of the show? As a viewer, I think so. As somebody working there, I can't say so because I didn't work on the second season. I don't know all of the reasons for the changes. Some executive somewhere wasn't happy. But as a viewer I preferred, in a funny way, the premise of the second season, where the aliens had accomplished a lot of their ends. The Earth was in dire straits. I liked that. That was kind of interesting. I preferred that apocalyptic, 'Max Headroom' kind of approach to the universe." Of the cast of characters assembled for the series, Fearnley enjoyed the four-person team consisting of a scientist, a military man, a communications expert and a biologist. But, he says, "Richard Chaves and Philip Akin were not as well served as they could have been. Those characters had handicaps placed upon them. "They put [actor Philip Akin] in a chair in a basement in front of a computer screen, and they didn't give him much of an opportunity. ... I mean, here was a character who's dynamic and filling the screen and yet we only cut to him every two seconds when we go to the TV screen."

We had to get him involved in the story! He's tremendous! Very few shows had had people physically handicapped before, so nobody knew what to do, and we said, 'Why not put him in a truck? Give him a facility. Get him outside and make him human. Get him away from the screen and office and into the world.' I think that was a big bonus, but I don't think the character was served as well as it could have been. He's a terrific actor. I don't take credit for [the van idea], but after a lot of discussions, we were able to do that." Philip Akin maintains, "Neill was responsible for Norton getting out and about. However, subsequent directors and the producers began, I felt, to feel it was too much of a hassle. In retrospect, it was as if they loved the idea of the wheelchair but not the reality [of working with it]."

Fearnley points out that to include a disabled character in the show was a challenging and daring move on the part of the creators. "It's a melting pot," he reflects. "Somebody's saying [in casting the lead characters of this show], 'Well, let's include in our group all of the different social aspects of America that we can think of and put that mix together,' and somebody gets the idea, 'We'll put one guy in a wheelchair...' That requires a conscious decision. ... And War of the Worlds was one of the first shows where somebody at least made the effort to portray somebody functioning in society who had a physical handicap ... and made him one of the best characters of the whole show."

Working with a wheelchair gave Akin opportunities to innovate and incorporate some personal skills into the show. "I am quite a physical person and actor. I train in Aikido, Kung Fu and Tai Chi as well as being an avid bicyclist, so the wheelchair forced me to work in many different ways than what I was used to. I couldn't use the physical stuff that I'm so fond of using. It was a bit of a stretch to try not to use my legs, thus I started to use a strap to tie my legs together so that it would be a constant reminder not to move. It did cause some problems on the set as they kept designing 'Norton things' that were better suited to a leg-user and not a wheelchair user. A case in point was the alarm buzzer in the 'Second Wave' script. They had it set on the floor, and the director could not see the problem or the incongruity of a floor switch for a wheelie. In one other case, I found it impossible to loop any of my lines standing up. It all had to be done seated as that position changed my breath and vocal patterns."

Regarding other characters of the show, Fearnley says that Col. Ironhorse could have done a lot more, too. Yet he believes that the show's focus was more on Blackwood and Ironhorse than on some of the other characters and says there should have been a better balance. "It was all very politically correct, too. We had everything from the very right wing to the very left wing."

Playing one of the three alien advocates like a German terrorist was Ilse Von Glatz's ticket to the show. She confesses War of the Worlds "was not a show that I would watch on TV myself. Dormant aliens brought back to life ... to wreak havoc on the world-come on! You must understand, actors are not necessarily concerned with concept. Nobody ever really explained (to me) what the concept really was. You go in there, do the job as best as you can-usually totally uninformed. I had absolutely no idea what was going on at the audition. Some terrorist thing, I was told. 'Look stern. Dress in black.' I was handed a couple of pages of script that made no rhyme or reason. I guess I have the look they wanted, and [the fact] that I could play a German terrorist, with a German accent, got me the job."

"We had pretty good ratings for the first few shows. We were all pretty hyped. The PR machine was working at full tilt. Richard Comar, Michael Rudder and I got our photos in full fright makeup, on the front page of the entertainment section of USA Today. But by the time I was just doing ADR (looping dialogue) in the studio, I was so far removed from the whole thing. I would only find out sporadically how things were going." At first, says Von Glatz, "we bad guys had the upper hand and were actually visible to the audience. To be quite honest, I don't think they should have ever allowed us-the triumvirate, the Advocates-to become unrecognizable. ... The audience, believe me, love to cheer on the villains too! They're usually more interesting. I knew we were 'disintegrating,' but surely they could have come up with some miracle cure for us."

As resident aliens on the first season, Von Glatz, Rudder and Comar never really interacted with the main cast. As a result, says Von Glatz, "Richard, Michael and I, as we always appeared together, became quite the team. Working so closely, I really got to love those guys. Making jokes, clowning around, trying to make sense of the script, sweating under all that makeup ... the filmmaking experience really boiled down to the camaraderie we shared."

"For the time that I was there, I can only laud the production values. The work, the sets, a location at the Quarry in the first three episodes, were anything but low-budget. The set for the aliens in the studio was unbelievable. I was stunned when I first saw this immense cave that was to become our 'home.' Shooting for TV is always rushed, but I was never aware of any 'lowbudgetness' for the time I was actually on the set." As for her character, "I must say that my role never really developed," laments Von Glatz. "The most work I did was at the beginning as far as character was concerned. That's when I played Ulrich the terrorist. After that,

as aliens, we were directed to be as monotone and unemotional as possible. The challenge was restricted to the limitations imposed by the prosthetics, the costume."

Remembering audience reactions to her character, Ilse laughs: "Ha! I got orie fan letter from a visually impaired fellow who thought I 'looked' really hot as a terrorist. He requested a full length photo." She also remembers, "One day Richard and Michael and I headed off in the car during lunch break. No big deal, except that we were in full horror makeup and costume. Caused quite a few traffic jams!" In summary, says Von Glatz, "I can't say that I really had that much to do. For the most part we were instructed to act half dead and monotone. The real challenge came in the ADR studios. You're handed scripts in which you don't know what's going on and tape dialogue. It really works!"

When it comes to guest-starring in War of the Worlds, John Colicos, a respected actor famous as Baltar in Battlestar Galactica, remembers his appearance on "The Prodigal Son" very fondly. "It was a marvelous part," he says, "and in fact, one of the best science fiction parts ever created! [It was] one of the best science fiction scripts I think I've ever read. Greg Strangis, the producer, thought so highly of it that he put me up for an award, which unfortunately I did not get, as best performer in a guest role for a series. Colicos describes his character on "Prodigal Son" as a "half-alien, half human sort of character. It was a character who was in constant conflict with himself, whether he would let the human side or the alien side of himself take over."

Did the character regard himself as human or alien? "That's the conflict," replies Colicos. "That's what we were trying to develop." He adds, "You would never know from week to week; was he an enemy or was he a human or was he trying to bridge the gap?" The character was to continue in the series, but the show went into a different direction. Colicos regards the loss of the character and the show as unfortunate. "Had it gone in the direction that Greg Strangis wanted to, I think it would have filled a marvelous void because there is a great audience out there for good intellectual science fiction. Unfortunately, producers thought otherwise, and they wanted blood and gore and that usual stuff you find on television, so it was canceled."

Philip Akin believes his character on the show "was a strong individual with ideas and a great sense of humor and less of a compu-droid. I feel that within the parameters that I had to work in, I was pleased to go as far with him as I was able to. However, the full growth of the character was never realized. In that first year, he still remained somewhat stunted. By the end of the season there was progress, but still he was left somewhat stillborn. "In the last episode [of the first season] there was a great opportunity to have Norton healed. However, the producers backed away from the option that had been provided to them by the writers."

Instead, at the start of the second season, Norton Drake and Col. Ironhorse were killed ("The Second Wave") as part of a radical facelift for the whole series, now under the guidance of a new producer, Frank Mancuso. The aliens were executed in this episode by new aliens, the Morthren, who took over attempting their own invasion of Earth. Of his departure, Akin says, "I thought the script was inconsistent and pathetic even for the genre. There were better, classier ways for people to leave than what they did. I have no real knowledge of why two of the most popular characters were killed off. I never got any other explanation except that the new producers wanted to go in another direction."

Richard Chaves, who played Col. Ironhorse, says that like Akin, he was anguished at the decision to kill his character. "I [had] gone through the whole gambit, the whole spectrum of emotions. I was hurt. I couldn't understand and it blew me away. At first I was very upset, and very angry, and I didn't understand. And one of the things that fueled that negative reaction was that everybody kept telling me, 'Richard, you're the greatest.' Everyone kept telling me my fan mail was like five-to-one."

Series star Jared Martin provides an insight to the thought processes leading to the death of Ironhorse. "His character was sort of painted into a corner, and they couldn't deal with a sort of crisp, neatly pressed military person in the world which the show was going into," he remarks. "[That was] very much a Blade Runner, 1984 world as opposed to a brightly lit, by-the-book, military-operation kind of world. They wanted to introduce a character-more of a roguish, offbeat, Mad Max character-and the Ironhorse character was just not going to work. It was a real tough decision. I know that Frank Mancuso spent many late nights thinking about it. He was killing off, arguably, the most popular cast member, which you don't do lightly." Filming the scenes was very emotional for Chaves. "My last night of filming was very strange, and the first time I recounted what happened was to Peter Bloch Hanson, the guy who did the Starlog interview. And Peter isn't just a professional press person that I have worked with; he's a friend. He asked me what the last night was like, and I started telling him about it. The next thing I knew, I got real emotional and I fell apart. It was very, very difficult. It was a long, long night, and the most poignant moment of the entire time was when I took off my uniform for the last time and said goodbye to a very, very dear friend." But as time went on, Chaves says, he steered himself to the positives. "I knew something better would come along."

Whatever shortcomings the show had for Philip Akin, being associated with War of the 4t~orlds was

worthwhile for him overall because of the impact his role made on the people who watched the show. "I have received lots of fabulous and caring mail from many people. At one conference a lady came up to me and told me of her friend's class of disabled kids who loved the show because Norton was so independent and capable. It was that kind of response that made it all quite special."

One cast member who continued into the second season was Lynda Mason Green, as microbiologist Suzanne McCullough. "When we first started working on War of the Worlds, I was very happy with the script," she says. "I liked the writing, the characters, the idea. I saw lots of potential for Suzanne. She was a woman who interested me. I liked her and looked forward to being a part of her evolution and the challenge of playing a successful scientist who was also a single mother."

"For me, the best part of the [two-hour premiere episode] script was its humor. I felt that the tone and the wit that had been established by Greg Strangis in that script was a lot of fun. At times, 'wit' slammed into 'camp' but I, as a viewer, have always appreciated a series that had its tongue firmly implanted in its cheek and resisted taking itself too seriously. I looked forward to a lot of the same in future episodes." Green was concerned that the updated approach to the Pal adaptation of the Wells novel would not have the strong foundations for a long run. "Audiences these days have very sophisticated tastes, and expectations of SF drama are high. After Close Encounters and Star Trek and its subsequent generations, it's become hard to sell the 'evil rubber suit Martian' without a healthy dose of humor. Since that seemed to be integral to the show at the beginning, I felt optimistic about our future."

She was troubled, however, when the humor she appreciated became the first casualty of the writers' strike. "It seems in retrospect that we never quite got back on track after that, even after the strike was finally resolved. Writing seems to be a fragile process in need of a lot of TLC. I admit that it was a disappointment for me that we never seemed to get to that wonderful point where everything begins to pulse with the same rhythm."

Further, Green recalls, "I was stunned to hear that we would be losing two important cast members. I had become friends with Phil Akin and was especially disappointed that he would not be back." However, she says, "By the end of the first season, we knew that we would have a new producer if there was to be a second season. Frank Mancuso, Jr., who became the new producer, had some very exciting changes to make. I liked what I heard so much that I could hardly wait to get back to work."

"As the second season progressed, the style and the look that had been designed by Frank was maintained by our wonderful creative staff and their crews. The scripts also took on a more intense, darker, more dangerous tone and texture as well. We were now to become a Blade Runner-esque action/drama. The show bore so little resemblance to the first season that it was hard to relate the two. I personally preferred it. Mostly it gave me an opportunity to get out of the lab and to develop the relationship with Debi [played by young actress Rachel Blanchard] much more. Almost everything about the new season was much more interesting for Suzanne and therefore for me as well."

One of the most important improvements for Green was changing the nature of the adversaries. "The aliens became more humanoid. Denis Forest and Catherine Disher were wonderfully arch Nazi-esque aliens. They updated the threat, made the aliens much more intelligent and consequently much scarier. I thought they were great. Julian Riching and Pat Phillips were also strong new members of the alien cast. "I was also glad to have Adrian Paul come aboard (as Kincaid). His character was much more of the romantic action-adventure hero, a rogue warrior. We needed him in the second season, especially since we were now out of our element and the environment had completely changed. We were forced onto Kincaid's turf. It was an easy adjustment."

Discussing audience response to the drastic changes between seasons, Green says, "We were effectively two completely different shows connected by a thread of consistency that was barely more than a rumor. We lost a lot of fans that had been attached to the conservatism of the first season. The second year was much darker, oppressive, anarchic, and the 'good guys' did not always win. Many of the more enthusiastic fans of the first season did not make the transition." On the other hand, "many did like it better, and we apparently gained a lot of new fans as they discovered the show."

Green was unable to offer any concrete reasons for the show's demise. "Cast is rarely privy to such information until someone says, 'The show is over. Your check is in the mail!' I assume we didn't have enough support in the syndication market, that our support at Paramount waned, that audiences were confused by the radical shift between seasons that was never really explained adequately. It's pure speculation on my part. I would have been happy to do one more season, but I think we took it as far as we could under the circumstances, and it was time to move on." Jared Martin says he's proud of the second season of War of the Worlds, which he called "immeasurably better." In a 1988 interview during the second season, while he was looping dialogue, Martin said that the show was "more consistent, it has a point of view and we seem to have taken that last ounce of effort that makes something extra good."

"I think the show last year was perceived as an attempt to reach different kinds of audiences. We kind of went hat-in-hand to the audience and went, 'Look at us! Won't you please watch our show and like it?' This year, we're building the show first, and we're making a statement. If we collect an audience, that's fine. Last year, I think we were concerned too much with demographics. This year, because of our executive producer, Frank Mancuso, Jr., our attitude is, 'Let's swing for the fences on this one.' And if we fail, fine. If we get canceled, life goes on, but if we don't and we're going to have a hit that makes us more concerned with the show ... and indeed it's already kind of paid with a good review in Variety."

The radical format change between seasons one and two served to "open it up," Martin said. "Our show is based on the almost-tomorrow; therefore the things that we do are more recognizable and have to be based on reality. The more you base a show on reality, the more it starts swinging to a cops-and-robbers type of action-adventure show. We're trying to leverage out the concept of the show.... We're dealing in more pure science fiction terms. It's not just the good guys versus the bad guys from outer space [any longer]. That would get stale.

"We're more urban-based this season," he continued. "What seems to be happening in the world is happening in the cities. There's Beirut, New York, you name it. We've moved into the city. What's happening in the cities are the real problems of the advancing world, how do we deal with them? We can make a statement and score some points if we stay in an urban environment." With the Morthren setting up shop on Earth and taking over where the Advocates failed, the second season's "new" aliens provided a deadlier threat to the world. Jared Martin said, "The strings are being pulled by the aliens. It's been personalized and we get to see more of their point of view. Why they're here and what they're about. They are not just stock villains in vacuum cleaner suits like they were last year, so the show is moving to the tune of the alien agenda, and this represents a shift other than us chasing them. [This time around] they are chasing us. We're living underground and are in more desperate circumstances, which makes for a more interesting show.

"How do 250 or so aliens take over the earth? They don't have the weaponry at this point, they are cut off from their planet, [but] they [do have] superior intelligence and technology. How do they do it? They attack several nerve centers of the socioeconomic, political aspects of the earth. Basically, they are here to disrupt, destroy and take over. "The stewardship of Earth has been marred by all sorts of ecological disasters; nuclear explosions and constant warfare. We just don't get on with each other and we're not really taking care of this planet very well. I mean, there's an underlying ecological message to this series, which has to be well decorated with action-adventure or else people just wouldn't tune in." It's there if you look for it, he said. Martin also believed that with proper care, the show would be further exposed to audiences via overseas sales, cassettes, and syndication reruns. And in fact, the Sci-Fi Channel promptly picked up War of the Worlds when the station first went on the air in the fall of 1992.

"It's a timeless thing," insisted Martin. "Most science fiction is. It's not going to fade as quickly as a lot of action-adventure, sit-com or dramatic shows might." Martin waxed romantic at the notion of the show going for five years. "Well, I'd like to. I like the character. I like the people [I work with], I like the set-up, and in terms of my acting this is my signature series. Right now I'm very involved with it and I'd hate to think that we will close down at the end of this [second] year." Unfortunately for Martin, the War of the Worlds did just that

CAST NOTES

Jared Martin (Dr. Harrison Blackwood): See *Fantastic Journey*. Lynda Mason Green (Suzanne McCullough): Before War of the Worlds, Green starred in *Night Heat*, with appearances in *Adderly* and the ABC mini-series *Amerika*. Over the last few years Lynda has been writing, directing and producing corporate videos. She continues to pursue an interest in mainstream TV and film as an intern director on Canadian TV series.

Philip Akin (Norton Drake): Has appeared in many film and television roles. They include the features *FX2* (1991), *Millennium* (1989), *Switching Channels* (1988), *The Park Is Mine* (1985), and *Iceman* (1984). TV appearances include *Top Cops*, *E.N.G.*, *Night Heat* and the *Cagney* and *Lacey* pilot and Akin snagged a regular role in *Highlander's* second season (1993-94) with fellow warrior Adrian Paul. Richard Chaves (Col. Ironhorse): Born October 9, 1951, Chaves had extensive stage and television appearances. He was in *Dallas*, *Hill Street Blues*, *St. Elsewhere*, *Eight Is Enough* and the TV movie *Fire on the Mountain* (1981). He also had a small part in Irwin Allen's *The Swarm* (1978) and *Predator* (1987).

Rachel Blanchard (Debi McCullough): For a girl who's never had a formal acting lesson, Blanchard is a veteran of many commercials. Blanchard has also appeared in *The Littlest Hobo*, *Kids of DeGrassi Street*, and the TV movie *Glory Enough for All*. For the latter, she had to do a scene explaining to another girl that they both were going to die of diabetes. "I had to cry," explains Blanchard. "When I finished the scene, I looked up and the cameraman was crying, everyone was crying. It was a moment of achievement for me. "I'm very athletic. I love to play ice hockey and tennis, and I enjoy swimming, skiing and dancing." A B-plus student, Blanchard's favorite classes are drama and gym.

Adrian Paul (Kincaid): London-born, Paul went from playing a Russian ballet dancer in *The Colbys* to fighting aliens in *War of the Worlds*. Paul's first break was on the London stage as a dancer in a play aptly named *The Break*. After that, he got roles in an NBC TV movie, *Shooter*, and a guest role in *Beauty and the Beast*. "I like the way the show has been set up. And I like the character of Kincaid," said Paul during the second season. "He's very interesting and very complex. Kincaid is mercurial-he's charming. But he's a loner. He's tough, obstinate and capable of ferocious anger. It's a role that will allow me to grow as an actor." After *War of the Worlds*, Paul starred in the hit SF syndicated series *Highlander*, filming in Vancouver, British Columbia, and Paris, France.

WR. Greg Strangis, Forrest Van Burren, Herbert J. Wright, Tom Lazarus, Patrick Barry, David Tynan, Sylvia Clayton, Durnford King, Michael McCormack, Michael Michaelian, Jonathan Glassner, Nolan Powers, Alan Moskowitz, J.K.E. Rosa, Janet MacLean, Nancy Ann Miller, Carl Binder, Norman Snider and Jim Henshaw.

DIR. Colin Chilvers, Winrich Kolbe, Neill Fearnley, Mark Sobel, George Bloomfield, Paul Tucker, William Fruet, Herbert J. Wright, George McCowan, Francis DeLia, Gabriel Pelletier, Armand Mastroianni, Otta Hanus, Joseph L. Scanlan, Allan Eastman and Jorge Montesi.

EPISODES: 43 **YEAR MADE:** 1988 **COUNTRY:** US **SEASONS:** 2

TRIUMPH ENTERTAINMENT CORPORATION IN ASSOCIATION WITH UNIVERSAL/ A TEN FOUR PRODUCTION.

CREATOR: GREG STRANGIS

TYPE OF SHOW: INVASION **FORMAT:** SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 23, (2) 20.

DATE OF PREMIER: 07/10/1988 **AIR DATE OF LAST EPISODE** 19/05/1990

SEASON DATE BREAKDOWN:

FILMS: WAR OF THE WORLDS (1953) (series based on film).

Dr. Harrison Blackwood JARED MARTIN, Suzanne McCullough LYNDA MASON GREEN, Lt. Col. Paul Ironhorse RICHARD CHAVES (1), Norton Drake PHILIP AKIN (1), Debi McCullough RACHEAL BLANCHARD, General Wilson JOHN VERNON (1), Advocacy ILSE VON GLITZ (1) / RICHARD COMAR (1) / MICHAEL RUDDER (1), Mrs. Pennyworth CORRINE CONLEY (1), John Kincaid ADRIAN PAUL (2), Malzor DENIS FOREST(2), Mana CATHERINE DISHER (2), Ardix JULIAN RICHINGS (2), Scoggs BELINDA METZ (2).

Books Based on this series.

The Resurrection

JM Dillard

1988

RELATED SHOWS:

HIGHLANDER

FANTASTIC JOURNEY, THE

1 - 1 *THE RESURRECTION*

35 years after the breaking of humanity's solitude in the universe and the demise of the interstellar invaders has not dwindled the assurance over this spinning piece of solar debris as men have resumed going back to and fro about their little affairs as events were before the eve of the war. Even down to the silly rite of power struggle. One such event takes place on a particular evening as a terrorist group raids U.S. disposal site Fort Jericho. But a Pandora's box is opened as the inert aliens being stored in barrels are reawakened within contact of radiation, which negates the presence of the very bacteria that dropped them and disabled their activity so long ago. Upon freedom, the aliens take over the bodies of the terrorists and then begin to resume the plans that they once drew against us, but doing so now under the stress of their new fallible situation. Meanwhile, astrophysicist Harrison Blackwood (adopted son of Dr. Forrester) and his assistant Norton Drake discover some new alien transmissions that originate right on Earth. With the help of Blackwood's newly hired microbiologist, Suzanne McCullough, they discover that the extraterrestrial killers from 1953 have been freed from their steel drum containers with the very real possibility that they are alive and roaming the planet once again.

In an effort to prove this to General Wilson, Harrison drags Suzanne to the origin of a transmission made out in the middle of the woods. Unbeknownst to them, Colonel Ironhorse and his Delta Squad are there on the trail of terrorists. After the incursion ends in the loss of Ironhorse's men, "Uncle Hank" Wilson decides that there is an alien threat and allows a team to be assembled that consists of Harrison, Norton, Suzanne, and co-signer of the project/combat expert Lt. Colonel Paul Ironhorse so that the danger can be eliminated. The collection is at a just time as the aliens regain their wits in due process of regaining their technological weaponry that they left behind while in hibernation – three remaining war machines stored in a government hanger. The recovery must be interrupted before they active the ships and their

unstoppable power once again, picking up where they left off 3-and-half decades ago.

Wr Greg Strangis

Dir Colin Chilvers

1 - 2 *THE WALLS OF JERICHO*

"They sure don't die very pretty, do they?"

The team struggles to convince Ironhorse and General Wilson that the aliens are still a threat, even after the destruction seen last episode. The aliens are, in fact, still alive, but may not be so for long; the radiation that killed the deadly bacteria is slowly destroying their human host bodies.

Wr Forrest Van Buren

Dir Colin Chilvers

1 - 3 *THY KINGDOM COME*

"You haven't got a prayer." Harrison Blackwood contacts Sylvia Van Buren, a close associate of his adoptive father Clayton Forrester. But Sylvia's invaluable psychic insights come at a high cost: she's currently a patient at the Whitewood Mental Health Care Center. With her help the team is able to track aliens into Montana and then into Canada, where the aliens are attempting to recover more of their sleeping brethren.

Wr Herbert Wright

Dir Winrich Kolbe

1 - 4 *A MULTITUDE OF IDOLS*

"Don't be scared. This won't hurt you." The aliens' newest plot is to begin integrating their kind into human society. They initiate this plan by carrying nuclear material and busloads of churchgoers to the abandoned town of Beeton. When a local reporter manages to get caught up in it via a story on hazardous material, footage she captures of an alien possession catches the attention of the Blackwood Team where they find the aliens using the town as a set up shop for appropriating human hosts.

Wr Tom Lazarus

Dir Neill Fearnley

1 - 5 *EYE FOR AN EYE*

"Martians on motorcycles." In 1938, Orson Welles made the town of Grover's Mill famous as the setting of The War of the Worlds radio broadcast. Now on the 50th anniversary, the locals bask in the gimmick of being the first stop in a faux Martian invasion - unaware that the "Martians" were real, and now their comrades have returned to retrieve a buried war machine left behind. The Blackwood Team bands to fight them with the only residents aware of the reality of 1938: the remaining veterans of the militia that fought them the first time around.

Wr Tom Lazarus

Dir Mark Sobel

1 - 6 *THE SECOND SEAL*

"Contact with that crystal is affecting your behavior."

"I'm in total control, Suzanne." Norton discovers files and information of Dr. Forrester's on the invasion of 53 under the name "Operation Deep Ice" being stored in a Fort which travels underground through most of the Bay area. When they get to the army base and come upon the vault, Harrison is mad to find almost nothing. It turns out that the archives are stored in more than one vault under various misspellings of the name Deep Ice, which were to enforce another level of security. But they aren't the only ones to find out about the documents as the aliens have begun to infiltrate the base. When they gain access to the vaults they begin combing through various things, some of which appears to be the aliens' own technology and weaponry. But the most important item in their new mission is a list that contains the location of 10,000 stored-away aliens.

Wr Patrick Barry

Dir Neill Fearnley

1 - 7 *GOLIATH IS MY NAME*

"Did you see that Parkins boy's body in the tunnel?"

"Just the photos; worst thing I've ever seen. Kid had no face. What kind of monster would do that?"

When a friend of Suzanne's is murdered, the team investigates and inevitably find the aliens involved. However, their goal is even more sinister as the aliens have infiltrated a college campus to steal a dreaded virus known as Y-Fever, a toxin that can literally melt the human brain in seconds. But while traveling underground, the aliens come across fantasy game players, one of which is a jock with butterfingers. After possessing the one called Jefferson, the alien obtains the three vials... only to drop one, breaking it and becomes exposed to the virus. But instead of killing him, the virus reacts differently to the alien

chemically, mutating it, and creating a highly unstable alien who continues to play the game - all while carrying the two remaining vials of the Y-Fever in his hands.

Wr Tom Lazarus

Dir George Bloomfield

1 - 8 *TO HEAL THE LEPER*

"This is Harrison Blackwood. These may be the last words I speak on this earth." When one of the Advocates becomes infected with chicken pox, the Advocacy takes a day trip to a power station, collecting human brains on the way to cure the sick one. Meanwhile, the Blackwood project worries about the lack of alien transmissions being intercepted, and Sylvia Van Buren seems to have completely recovered from her mental breakdown.

Wr David Tynan

Dir William Fruet

1 - 9 *THE GOOD SAMARITAN*

"We all have to die... sometime." Marcus Mason, a greedy and womanizing businessman, creates grain that could help feed the world due to its ability to survive any type of hazards, natural or man-made. Because he has created it to be radioactive resistant amongst many things, Suzanne meets him to obtain the secret, which she hopes can help her own research against the aliens. However, the aliens themselves have different plans for both Mr. Mason and his grain.

Wr Sylvia Clayton

Dir Paul Tucker

1 - 10 *EPIPHANY*

"We must plan for the future."

"A future without humans." Katya, a Soviet scientist who wants to defect, visits her old flame, Harrison Blackwood. Meanwhile, the aliens use the events of a U.S./Soviet Union disarmament plan to try and detonate a bomb during the tension in hopes of setting off a "tribal war" within the human race.

Wr Sylvia Van Buren

Dir Neill Fearnley

1 - 11 *AMONG THE SAMARITANS (AKA AMONG THE PHILISTINES)*

"Don't you see? It's not just our problem. If we lose this war, we lose the entire planet." After a sneak operation against the aliens fails, the Blackwood team consults a language expert to help decipher the aliens' transmissions. When they take him back to the Cottage to use their supercomputer, things begin to fail to add up. After Ironhorse, Harrison and Suzanne arrive to what appears to be a trap in waiting, they realize that Adrian is an alien set to infiltrate their information and rush back to where he is with Norton and Debi. In an effort to protect the project and everyone in the Cottage, the team loses someone close who becomes their first casualty in this war.

Wr Patrick Barry

Dir William Fruet

1 - 12 *CHOIRS OF ANGELS*

"You will help us bring a new age to this planet." The aliens plant subliminal messages in a musician's recordings to brainwash a scientist into creating an antidote for them against the bacteria on Earth. But Harrison, too, becomes a pawn in this plan and fights his own team members against the "lies" they have created about the aliens.

Wr Durnford King

Dir Herbert Wright

1 - 13 *DUST TO DUST*

"Can you tell me how what happened last night happened?" After an archeologist steals a Native American headdress with an apparent alien material in it, the Blackwood Team takes notice. The aliens, too, take a vast interest in the artefact and steal it to obtain the crystal it holds. As an object that could start an ancient war machine, they search the grounds of an Indian Reservation for the missing ship that has been there for thousands of years.

Wr Richard Krzemien

Dir George Bloomfield

1 - 14 *HE FEEDETH AMONG THE LILLIES*

"They're – they're hurting me. Oh, oh... They're putting something inside me." The aliens become desperate to learn the secrets of the human immune system. They begin abducting people, placing implants inside their bodies, and then releasing them with plans to take them back later for further study.

One of these unfortunate victims is a beautiful woman for whom Dr. Blackwood has fallen in love.

Wr Tom Lazarus

Dir George Bloomfield

1 - 15 *THE PRODIGAL SON*

"I have nothing really against humans, but as a group, they stink. I say kill them all." Just before he and the rest of the team are to attend a United Nations meeting on their progress, Harrison is invited to meet hermit artist Quinn, who is actually an alien left over from the 1953 invasion trapped in a body bacteria-free ever since. As the aliens are tracking Quinn down in order to learn the secret of his immunity, he kidnaps Blackwood with plans to have him deliver his personal ultimatum to the U.N. as a means for his own conquest over the Earth.

Wr Herbert Wright

Dir George McCowan

1 - 16 *THE MEEK SHALL INHERIT*

"It's not the cold. It's something else." The aliens' next move is to disrupt communication by destroying global phone links. Meanwhile, Sylvia befriends a homeless woman who believes her talk of aliens because she herself witnessed one of her friends being attacked and absorbed. The two flee the Whitewood Sanitarium to roam the streets of Portland and eventually hiding out in a truck yard for shelter. Having assumed the bodies of three homeless people, the aliens also wait in the same truck yard to hijack a truck carrying an important power source, which will allow them to complete their plan to destroy communiqués and leave society helpless during an attack.

Wr D.C. Fontana

Dir William Fruet

1 - 17 *UNTO US A CHILD IS BORN*

"You're saying we have some kind of half-breed on our hands here?"

"A monster. Half human, half alien." When an act of biological terrorism set for the ventilation system of a suburban shopping mall falls apart, the aliens flee, one of which is forced to absorb the body of a pregnant woman. Due to the violent integration, the body goes into labour and gives birth to a half-human, half-alien mutant. Now, the Blackwood team, the Advocacy, and the possessed mother are all in a search for the hybrid child.

Wr David Braff

Dir George McCowan

1 - 18 *THE LAST SUPPER*

"We should surrender to the aliens! We have no other choice!" Extraterrestrial experts from around the world are gathered to discuss and exchange information in an effort to help combat the threat the world faces against the alien menace. The aliens have an upper hand when they gain knowledge of this meeting and plot to murder them all to remove the thorn from their sides.

Wr Tom Lazarus

Dir George McCowan

1 - 19 *VENGEANCE IS MINE*

"I had no idea it was going to end in such tragedy." During a covert operation against the aliens' newest plot to mount their soldiers with lasers, Ironhorse opens fire on three figures assumed to be aliens - only to find to his shock that one was an innocent human hostage. He cannot seem to get over his mistake, and becomes distant from the rest of the group who are trying to track down the aliens and whatever their new plot may be. Things are not better for Paul as the woman's husband seeks out the colonel for revenge when he finds out that he was responsible for her death and the authorities will do nothing. While the aliens plot to steal money to buy their much-needed rubies for their new weapons, Martin Cole searches for his own brand of justice.

Wr Arnold Margolin

Dir George Bloomfield

1 - 20 *MY SOUL TO KEEP*

"And what would your name be?"

"Woodward and Bernstein didn't need a name."

"Are you trying to tell me you're a Deep Throat?" The aliens' young cannot survive in the very radiation which keeps the adults alive so they must store the eggs in a cold environment in an industrial ice house. The Blackwood team picks up on this design and set out to keep a new generation of aliens from walking the Earth. Unfortunately, a figure from the past of both sides tips Cash McCullough, Suzanne's ex-husband and investigative reporter, that the team is killing illegal aliens and butts in to compromise the entire situation for all.

Wr John Kubichan

Dir William Fruet

1 - 21 *SO SHALL YE REAP*

"I'll do anything you want. Just give me more!" The aliens try to perfect a drug that will cause violent impulses in human beings and test it on unsuspecting victims. Meanwhile, the Blackwood team infiltrates a local police department by posing as drug enforcement agents in order to get closer to uncovering a series of kidnappings and murders, which are inevitably tied back to the aliens and their new experiments.

Wr Michael McCormack

Dir George Bloomfield

1 - 22 *THE RAISING OF LAZARUS*

"After we evacuate, this facility will be like Chernobyl." The team is informed of an alien craft uncovered in a geological site in Spirit Lake, Wisconsin. The vessel and the alien inside, in suspended animation, are taken to an Air Force Nuclear Research facility for their study. However, they find out when they get there that the Pentagon has assigned the facility to Project 9 - a shadow government so high up that even the President is need-to-know. Heading this is Colonel Frederick Alexander, a scientist who has odd, and even dangerous ideas of how to commune with the aliens.

Wr Durnford King

Dir Neill Fearnley

1 - 23 *THE ANGEL OF DEATH*

"Paul is dead." A humanoid figure arrives on Earth and begins to murder aliens, requesting each time to know the location and whereabouts of the Advocacy. The Blackwood team is baffled as to the origin of the sudden alien mass murder. In an effort to find some information about what's been going on, they set up a trap. The aliens know it's bait of some kind, but go in anyway since they, too, are unaware as to the identity of their assassin(s). The plan works of sorts when this single identity - a Synth from Qar'To - shows up again and captures Ironhorse. It reveals its purpose to the Colonel and it appears to be a new ally in the war, as even the Advocacy risk putting itself in the battle to eliminate this threat. However, things may not be what they seem.

Wr Herbert Wright

Dir Herbert Wright

2 - 1 *THE SECOND WAVE*

Almost Tomorrow The world is now a mess. As the environment with its predictable weather patterns and the economy in dire straits, anarchy is now loose and the world as we knew it is less optimistic. It's been months with no alien activity and the military backing for the Blackwood Project is weakened as the government seems to be in turmoil as well. As if things weren't bad enough, a new group of aliens, the Morthren, have arrived. They have used a process of transmutation to take on human form to protect themselves from Earth's bacteria so the need for hosting bodies and radiation is no more. Under the rule of Malzor, they are instructed by the Eternal Spirit of Morthrai to kill off the "soldiers" who came before and failed to appropriate the planet. Continuing in their mission, they try to snare a member of the Blackwood Team for cloning purposes which will obtain all memories of the original, but totally loyal to the Morthren cause. With this clone, it can more easily infiltrate the Cottage and destroy the team and everything involving their work on the aliens.

Wr Michael Michaelian, Jonathan Glassner

Dir Francis Delia

2 - 2 *NO DIRECTION HOME*

While the Blackwood team picks up the pieces and tries to find a new home, the Morthren, too, have to find a new location as they are aware that the humans have been there once and might return. When Harrison and Kincaid go back to the empty base, they find an engram for the aliens' cloning devices that can transport memories and images from the subject to its copy. Meanwhile, Mana and Ardix have cloned a reverend so that he can spread the word of the one true God - the Eternal.

Wr Nolan Powers

Dir Mark Sobel

2 - 3 *DOOMSDAY*

A heat wave, followed by a water shortage, drives everyone to the brink of desperation. When a local church font begins to produce an apparently unlimited supply of water, the team is suspicious. Is it a miracle, or something much darker?

Wr Tony DiFranco

Dir Timothy Bond

2 - 4 *TERMINAL ROCK*

Rock and roll ruins young minds...especially when the aliens are involved. Loner Kincaid and newly-adolescent Debi experience growing pains while the team tries to deal with a new, dangerous kind of music.

Wr John Groves

Dir Gabriel Pelletier

2 - 5 *BREEDING GROUND*

While at the hospital looking for some hard-to-find medicine, Harrison comes across gruesome evidence that the aliens are experimenting on humans. Meanwhile, Malzor and Mana try to find a way to increase their Morthren numbers here on Earth.

Wr Alan Moskowitz

Dir Armand Mastroianni

2 - 6 *SEFT OF EMUN*

When the Morthren run low on power, they are forced to bring Seft, the High Priestess of Emun, out of stasis. While Seft is searching for the materials she will need to create power crystals for her captors she meets Harrison. Will the link forged between them be enough to save Seft and her son, or is she doomed to forever serve the evil Morthren?

Wr J.K.E. Rose

Dir William Fruet

2 - 7 *LOVING THE ALIEN*

Suzanne helps her friend Marcus search for his missing daughter, unaware that the girl has been captured by the aliens. Meanwhile, Debi runs away in search of someone who understands her. She finds that person in a pale, strange boy named Ceeto.

Wr Janet MacLean

Dir Otta Hanus

2 - 8 *NIGHT MOVES*

The harsh life in the city, coupled with a food shortage, lead Suzanne to take Debi out to the country to live with Suzanne's estranged mother. The aliens are also having food shortages, however, and have their own plans for the family homestead.

Wr Lorne Rossman

Dir Mark Sobel

2 - 9 *SYNTHETIC LOVE*

Kincaid runs into an old friend named Johnny, only to discover that his friend is dangerously addicted to drugs. Kincaid takes him to one of the well-known Laporte Rehabilitation Centers, which has just started using a new miracle drug called Krebulax. But something strange is going on at the clinic, and there's something even stranger about the man supplying the drug...a Mister Malcolm.

Wr Nancy Ann Miller

Dir Francis Delia

2 - 10 *THE DEFECTOR*

When an attempt to hack into the humans' computers goes awry, a Morthren technician (Kemo) is scarred both physically and mentally by the experience. Facing execution, he flees and takes over the identity of the human hacker he killed.

Wr Judith Berg, Sandra Berg

Dir Armand Mastroianni

2 - 11 *TIME TO REAP*

The Eternal instructs Malzor on how he can go back in time to 1953 in the aftermath of the failed invasion to ensure victory by inoculating his brethren from Earth's bacteria in order to change the course of history in the favour of the Morthren race. However, Blackwood and Kincaid have followed him through the same time tunnel to stop him from succeeding in giving the aliens a huge advantage in their conquest.

Wr Jim Trombetta

Dir Joseph Scanlan

2 - 12 *THE PIED PIPER*

The first-born Morthren on Earth is now grown to the age of a nine-year-old. The aliens use both his need for emotional comfort and their need for genetic information in one play as they leave him at the Crecne

Experimental School where he will bring back files for the Morthren's use.

Wr Nancy Ann Miller

Dir Allan Eastman

2 - 12 *THE DEADLIEST DISEASE*

Warring factions (including the Blackwood team and the Morthren) fight over a med cell that could save countless lives--including that of a dying Mana.

Wr Carl Binder

Dir William Fruet

2 - 14 *PATH OF LIES*

While Ardix bargains with a dying millionaire's life for access to a communication's satellite, the aliens are trying to kill nosey reporter Marc Traynor. During an assassination attempt, the reporter snaps images of dead alien bodies. To make matters worse, Kincaid and Blackwood are seen killing them. If published, their identities will be revealed and easier for the aliens.

Wr Rick Schwartz, Nancy Ann Miller

Dir Allan Eastman

2 - 15 *CANDLE IN THE NIGHT*

While the aliens try to recover a malfunctioning surveillance device, the team plots a surprise birthday party for Debi.

Wr Carl Binder

Dir Armand Mastroianni

2 - 16 *VIDEO MESSIAH*

The aliens use subliminal messages and a clone of a popular motivational speaker to control the minds of the rich and powerful. Kincaid and the rest of the team get involved when an old friend of Kincaid's is drawn into the lethal scheme.

Wr Norman Snider

Dir Gabriel Pelletier

2 - 17 *TOTALLY REAL*

Debi is forced to fight an alien warrior in a duel to the death.

Wr James Trombetta

Dir William Fruet

2 - 18 *MAX*

A year after his brother's death, Kincaid discovers that the aliens have brought Max back to life to kill him.

Wr Naomi Janzen

Dir Jorge Montesi

2 - 19 *THE TRUE BELIEVER*

In desperate straits, the aliens gain a piece of valuable information: the identities of Harrison, Suzanne, and Kincaid. Soon the team has been accused of bank robbery and murder, and Malzor has taken over the police investigation.

Wr Jim Henshaw

Dir Armand Mastroianni

2 - 20 *THE OBELISK*

Continuing Morthren losses force a maddened Malzor to take a drastic step: the release of a spore which will cause the death of every native organism on Earth.

Wr Rick Schwartz, Nancy Ann Miller

Dir William Fruet

WATCH THIS SPACE

A red skinned alien is helped by an Earth man. Together they live in the alien's spaceship, which has changed itself to look like a normal Earth home - inside and out. The Alien gets into all types of situations.

A red skinned alien (Paul Chubb) is helped by an Earth man (Ron Blanchard). Together they live in the alien's spaceship, which has changed itself to look like a normal Earth home - inside and out. The Alien gets Ron Blanchard into all types of situations. In addition, the alien's space ship is run by the on board computer - which also causes poor Ron additional problems. Ron must try and act normal with any visitors, which becomes increasingly difficult. This was a children's' afternoon television show - which was pretty cool. It included performances by local bands and performers, including well known Australians as guests.

WR.

DIR.

EPISODES: 13 **YEAR MADE:** 1982 **COUNTRY:** AUS **SEASONS:** 1

AUSTRALIAN BROADCASTING CORPORATION

CREATOR:

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: **AIR DATE OF LAST EPISODE** 30/06/1982

SEASON DATE BREAKDOWN:

FILMS:

STEVE BISLEY, RON BLANCHARD, PAUL CHUBB, LIDDY CLARK, REBECCA GILLING, TRACEY MANN

WATT ON EARTH



Watt is a 300 year old extra-terrestrial who looks like a man in his 20s, but thinks and acts like a child of seven, and is capable of turning himself into inanimate objects, such as a teapot or a loaf of bread, a knack he calls 'trananimateobjectification'. It's a raw talent - when he changes back - his ears go back to front. He's also on the run from another alien, Jemadah who was sent from their home planet by Watt's uncle to track him down. Jemadah always appears in human form - the question is, which one, as he, too, is able to alter his looks.

Watt's escapades bring colour and chaos into the lives of 12 year old schoolboy Sean Ruddock, his irritating big sister Zoe, and hard pressed parents who run a family newspaper business, The Hakton Weekly. The second series repeated the formula, with Sean again doing his utmost to keep Watt's secret, while his evasive friend managed to turn into an helicopter and ended up taking part in a production of the Mikado.

Comedy sits awkwardly with SF - there are more unintentional laughs in bad series than real jokes in good ones - but this nineties children's comedy thriller did enough to warrant two twelve part series. Written by Pip and Jane Baker, graduates of DOCTOR WHO, it was a familiar enough tale of Earthling meets alien, with alien causing chaos. The producer for the series was Angela Beeching, the director was Roger Singleton-Turner and the series was shown twice weekly on BBC 1.

WR. Pip and Jane Baker.

DIR. Rogert Singleton-Turner

EPISODES: 24 **YEAR MADE:** 1991 **COUNTRY:** GB **SEASONS:** 2

BBC PRODUCTION

CREATOR: PIP AND JANE BAKER (writers)

TYPE OF SHOW: ALIENS ON EARTH

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 12, (2) 12

DATE OF PREMIER: 11/11/1991

AIR DATE OF LAST EPISODE 23/12/1992

SEASON DATE BREAKDOWN:

FILMS:

Sean TOM BRODIE, Watt GARTH NAPIER-JONES, Zoe JESSICA SIMPSON, Jemadah JOHN GRILLO, Councillor Carrington EDWARD PEEL, Brigadier Jones MICHAEL GODLEY, Val Rudduckl HEATHER WRIGHT, Tom Ruddock SIMON COOK, Voice of Watt's Uncle MICHAEL KILGARRIFF, Oliver JOTHAM ANNAN (2), Isobel Harrison ANNA WING (2), Eve Carter ANGELA BRUCE (2), Raymond Drabble CHRISTOPHER BLAKE (2), J.J. Jefferson DAVYD HARRIES (2), Jennifer Tate FRANCESCA RYAN (2).

RELATED SHOWS:

DOCTOR WHO

1 - 1 *EPISODE ONE (SEASON 1)*

This episode sees Sean come home from school to find a alien with back to front ears digusted as a light bulb in his living room. He has an argument over his name along with other things but agrees to look after Watt while he's on earth and hide him in his bedroom. He are also introduced to Jemjema the shapeshifting henchman his uncle has sent to earth to find and terminate his nephew

1 - 2 *EPISODE TWO (SEASON 1)*

This episode sees Watt realise that Jemindah is out to kill him and has to explain it all to Shaun. Jemindah also comes into the family newspaper offices to find Watt and passes himself of a Double Glazing salesman. We also get introduced to Shaun's sister 'Zoe'

1 - 3 *EPISODE THREE (SEASON 1)*

Shaun and Watt have to ride into town to get some advert templates from the towns bakery (for that evenings newspaper edition) Zoe comes within moments of seeing Watt. Jemidah also makes his first attempt to kill his target (who he thinks has transanimateobjectified into the advert template card) by cutting it in half.

1 - 12 *EPISODE TWELVE (SEASON 1)*

In this episode Jemidah takes the form of a French girl who comes to stay with the family, She starts to make Fumdecker pie to temp Watt out of hiding. This is the final episode of Series 1 and Watt has to leave earth suddenly without even saying bye to Shaun. He finds a star portal that leads him back home

2 - 1 *EPISODE ONE (SEASON 2)*

Shaun comes in from school to find a oval golf ball in his bedroom. Watt has come back to earth. He's completed his course and now can transanimateobjectify perfectly, only straight away has made a mistake His ears are now Green

2 - 12 *EPISODE TWELVE (SEASON 2)*

Watt is now the lead role of a local stage show and Jamidah has posters of him all over town offering a reward of £500 cash for his capture. Zoe twiggs who it is in the lead role of the play and turns Watt in to Jemadah. Watt and Jemadah have a final showdown and Watt wins and informs his uncle his henchman has failed for the last time. Watt leaves earth forever to return to become the ruler of his planet.

WAY OUT

Way was an anthology series. Typical storylines included 'William and Mary' about a dying professor who come up with a plan to keep his brain alive so that he can go on bullying his wife even after he's dead. In 'Hush, Hush' A professor has invented a process using sound waves which induces a state of perfect tranquillity, and decides to use the process on his wife.

Way Out was an early 60's Anthology series that has gained a cult status despite the fact the episodes of the show have not been seen since it was first run in 1961. It was a mid season replacement on CBS rushed into production as a replacement for You're In the Picture. This was a series that was to be Jackie Gleason's triumphant return to TV, but turned into one of the biggest television bombs of all time. Way Out ran immediately before THE TWILIGHT ZONE. Although the series itself bores a certain similarity to those of the TWILIGHT ZONE, the characters were not nice people who the audience could feel sorry for as they met their fate, but rather unlikeable people who were getting their just rewards. Way was created by its host Roald Dahl - a writer responsible for many of the better episodes of Alfred Hitchcock Presents... Dahl would later bring us the more successful Roald Dahl's Tales of the Unexpected - as series that remade the pilot episode of Way Out.

British author Roald Dahl was the host of this macabre "twist ending" anthology. Dahl concluded every episode with, "Good night and sleep well." The stories dealt with disembodied brains, melting faces and a child who turned people into frogs. Such unconventional fare was rejected by the conservative audiences of the early 1960s.

In the 1980s one of the executive producers, David Susskind, gave the 14 episodes to the Museum of Broadcasting in New York, where they've found a more appreciative audience. In addition to good writers (including Larry Cohen and Irving Gaynor Neiman), Way Out's roster included guest stars such as Richard Thomas, Alfred Ryder, Tim O'Connor, Barry Newman, Charlotte Rae, Walter Slezak, Barry Morse, Martin Balsam and Kevin McCarthy.

WR. Roald Dahl, Phil Reisman, Irving Gaynor Nieman, Elliott Baker, Sumner Locke Eliot, Larry Cohen, Nicholas Pryor, Bob Van Scoyk, Jerome Ross.

DIR. Marc Daniels, Tom Donovan, Daniel Petrie, Paul Bogart, William Corrigan, Boris Segal, Mel Ferber, Seymour Robbie, Ron Winston, Paul Bosner.

EPISODES: 14 **YEAR MADE:** 1961 **COUNTRY:** US **SEASONS:** 1

Shown on CBS

CREATOR: ROALD DAHL

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 14

DATE OF PREMIER: 31/03/1961

AIR DATE OF LAST EPISODE 14/07/1961

SEASON DATE BREAKDOWN:

FILMS:

Host ROALD DAHL.

RELATED SHOWS:

TWILIGHT ZONE, THE (1958)

1 - 1 *WILLIAM AND MARY*

William Pearl gets the bad news from his doctor: he only has a month to live. Dr. Landy says he can keep William's brain alive in a glass jar, after his body is dead. William never got along with his wife Mary; he was a cheapskate and was mean to her. When William dies, Mary is at home drinking and dancing.

William's brain (and the attached eyeball) are coming home to Mary. But William's days of mistreating his wife are over; now she has the upper hand. To prove her point, she blows some cigarette smoke into the brain jar, making William's eyeball squint. [note: "William and Mary" is the name of a famous college-- the names kind of go together.] [trivia: perhaps this episode provided inspiration for the movie "The Brain That Wouldn't Die" (1962).]

Wr Roald Dahl

Dir Marc Daniels

1 - 2 *THE DOWN CAR*

John Ventry and Mr. Bayle were Navy buddies; after they got out, they went into business together.

Although they were pals, John Ventry wasn't much good at business; in fact, his gambling debts-- which he charged to their company-- almost forces them into bankruptcy. Bayle winds up shooting Ventry, and leaving a phony suicide note next to the body. But Bayle is haunted by Ventry. Bayle is in the top-story office one night when he starts hearing eerie noises and voices; Bayle tries to escape by taking the elevator down, but it plunges to the basement. When the elevator door opens, Bayle is greeted by his dead buddy John Ventry. [the ending is vaguely reminiscent of the Famous Ghost Story, about the personification of Death saying "There's room for one more" to a person about to board the elevator-- just before the elevator crashes. It was the theme of the Twilight Zone episode "Twenty-Two" which was broadcast Feb. 10, 1961.]

Wr Philip H. Reisman Jr.

Dir Marc Daniels

1 - 3 *THE SISTERS*

Harriet, the older sister, is immaculately neat; Louise, the younger sister, is a slob. (think: "The Odd Couple".) They live together in a cliff-house in Maine. Not only does the domineering Harriet impose her tidy housecleaning habits on Louise, she tries to run her life too-- Harriet "forbids" Louise to date Paul Marchand. Possessive Harriet tells Louise she doesn't need men-- after all, they are sisters and will have each other forever. One day, Louise lets Harriet fall off the cliff. Now Louise can do as she likes, and date Paul; (or so she thinks). At night, a woman like Harriet goes around compulsively doing housecleaning. One day, Paul comes to the front door, asking to see Louise. Even though Louise answers the intercom, it is in Harriet's voice that she tells Paul to go away. Louise has become her dead sister. [in the character of Louise-- who adopted the habits of the person she killed-- I see a bit of Norman Bates, from Alfred Hitchcock's "Psycho" (1960).]

Wr Irving Gaynor Neiman

Dir Tom Donovan

1 - 4 *BUTTON, BUTTON*

The Button referred to in the title is the button that will launch the nuclear missiles in a war. Captain Stone has the key which unlocks the control panel, giving access to the Button. Captain Stone also has nightmares about the nuclear holocaust that would result, should he ever have to push the Button; in his nightmare, his men hold him while one of the sergeants takes his key, and presses the Button, unleashing the nuclear missiles. Captain Stone wakes up, relieved it was all a bad dream. But just then, the exact same men that were in his nightmare show up-- including the sergeant who took his key and pushes the Button. Was it a nightmare, or a vision of what was to come?

Wr Elliott Baker

Dir Tom Donovan

1 - 5 *I HEARD YOU CALLING ME*

Freda Mansfield (an American, age 38) is checking out of a London hotel; she is planning on eloping with her British lover George Frobisher (age 43, who already has a wife, Monica, and kids) and they are going to New York City together. But Freda keeps getting mysterious phone calls from some strange woman, who says that Freda will never run away with George-- Freda is going with her. The strange woman keeps phoning Freda; the caller says her name is Mrs. Rose Thorn, and adds that she is coming up to her hotel room to see her. Freda sees what might be a ghost (dressed in 1912 clothing), and goes hysterical, and faints. Later, a doctor examines Freda's body-- he tells George that she died of pneumonia-like symptoms: both lungs are filled with water, sort of like drowning. George says that his mother was Mrs. Rose Thorn, who died of drowning nearly half a century ago-- she was a passenger aboard the doomed Titanic. (He was later adopted by the Frobisher family; he had never mentioned his mother's name to Freda.) [historical facts: On April 10, 1912, the Titanic, largest ship in the world, left Southampton, England on her maiden voyage to New York City. At 3 a.m. on April 15, 1912, after striking an iceberg around Newfoundland, the Titanic sank and more than 1,500 passengers and crew died.] [phone facts: Freda asks the operator to dial her lover at Belgravia-8609. BE-8609 is only a 6-digit phone number. In America, phone numbers had been 7 digits long since after the days of the Untouchables.]

Wr Sumner Elliot

Dir Daniel Petrie

1 - 6 *THE CROAKER*

Mr. Rana (latin for "Frog") is a strange man who has moved into the neighborhood. He gets pestered by a rascally kid named Jeremy Keeler (think: "Dennis the Menace") who does stuff like letting pet dogs loose, so he can get a reward from their owners for their return. Mr. Rana raises frogs, and offers Jeremy 25 cents per jar with flies, so he can feed the frogs; Jeremy balks at first, but after Mr. Rana tells him how much mischievous fun he will have knocking over peoples' garbage cans to collect the flies, Jeremy accepts. Jeremy, meanwhile, sends Mr. Tench over to Rana's house to get his dog back. Mr. Rana slips

him a potion that turns Tench into a frog. Next day, Mrs. Tench is filing a missing person's report. Sergeant McGoogin reads his notes, "Hair color: yellow. Eyes narrow and close together. Weak chin; drools." He asks, "Is that your dog or your husband?" Mrs. Tench quips, "Both." Later, a large frog chases Mrs. Tench over to Mr. Rana's place; he slips her a potion, and turns her into a frog, too. Mr. Rana loves frogs, but hates snakes (because they eat frogs). Later Jeremy (as if he weren't annoying enough already), announces to Mr. Rana that he has learned how to do transformations, too: he has turned the police sergeant into a snake.

Wr Philip H. Reisman Jr.

Dir Paul Bogart

1 - 7 *FALSE FACE*

Handsome actor Michael Drake has been cast as Quasimodo in a production of "The Hunchback of Notre Dame." Drake goes slumming, and at a flophouse picks up a bum with an ugly face; Drake offers him \$50 to come to his dressing room, so Drake can copy his ugly face via make-up. Once he has no further need of the bum, Drake dismisses him. Drake is also rude to his costar and girlfriend, Rita Singer. The play is a hit, but there's a problem: after the show, the make-up won't come off! Drake tells Rita, but since he has been so mean to her lately, she just laughs at his problem. Drake desperately retraces his steps, until he finds the bum. The bum now has Drake's handsome face. Drake offers any amount of money to switch faces with him again, but he's too late-- the bum is dead. Drake is now stuck with a Quasimodo-like face for the rest of his life.

Wr Larry Cohen

Dir Paul Bogart

1 - 8 *DISSOLVE TO BLACK*

Bonnie Draco's first acting job is a spooky one: she goes to work at a TV studio at night. Bonnie rehearses a scene with Paul, Harry and a murderer. But George the director tells Bonnie she must stay after hours to rehearse more. Everything dissolves to black. Bonnie now witnesses a real killing with a different Paul, Harry and murderer. Now, the murderer pursues Bonnie, and there is another dissolve to black. Next morning, when the cast and crew arrive, there is no sign of Bonnie.

Wr Irving Gaynor Neiman

Dir Bill Corrigan

1 - 9 *DEATHWISH*

This episode starts out with the Narrator saying, "Most men want to kill their wives." (did I mention "Way Out" is a misogynistic series?) And we meet yet another married couple that can't stand each other: George and Hazel Atterbury. They attend a funeral for one of George's coworkers. That night, TV-addict Hazel is talking to her hubby, telling him all about her favorite TV shows, for example, "The one where they're all gangsters, except the hero... it's very authentic, it's based on official files." (sounds like "The Untouchables".) George goes for a walk instead. George walks to the Petard mortuary that handled the funeral. George decides to kill his wife. Just as we hear his thoughts-- "What do you do with the body?"-- Mr. Petard puts a sign in the window: "Let us dispose of the body." Inside, George talks to Mr. Petard, who is an eloquent elderly gentleman who has a giant, bald-headed assistant named Charon* (think: Tor Johnson). When George finds out they killed Mrs. Harrison (who didn't get along with her husband) and they will dispose of her body, George thinks he's got it made. But then he finds out, it was Mrs. Harrison who wanted her husband dead! So Mr. Petard doesn't carry out the wishes of those who want a spouse killed-- instead Mr. Petard murders those who have the evil intentions of killing their spouse. Mr. Petard gives George some poisoned wine; later, he gives George a top-notch funeral. *[Charon, pronounced "KEY-ron," in Greek mythology, is the ferryman of the dead-- he who conveyed the dead to Hades over the river Styx.] ["Way Out" certainly presents marriages in a bad light; it is the opposite of family-oriented TV shows of the 1950s and 1960s, like "I Love Lucy" and "Father Knows Best" and "Leave It to Beaver".] [this episode was directed by Boris Sagal, of "T.H.E. Cat" fame.]

Wr Irving Gaynor Neiman

Dir Boris Sagal

1 - 10 *THE OVERNIGHT CASE*

A woman wakes up one morning in a strange bed; beside her is a stranger. He swears he's her husband Bill Clayton, and her name is Norma. She gets hysterical, says her name is not Norma; she must be having another nightmare, and she starts to pack The Overnight Case, which is always a part of this bad dream. She is taken to a psychiatrist. She meets with Dr. Sandham, but when she sees the man she knows is her husband, he doesn't recognize her. Again, she grabs the overnight case and starts to run. One morning, she finally awakens in her own bed. But the man who says he is her husband is a stranger. She grabs her overnight case to run again, swearing she must still be dreaming. [this "loss of identity" was used in a few Twilight Zone episodes, such as "A World of Difference" (3/11/1960) a year before this "Way Out" episode, and "Person or Persons Unknown" (3/23/1962) broadcast a year after this episode.]

Wr Nicholas Pryor

Dir Paul Bogart

1 - 11 *HUSH, HUSH*

Dr. Ernest Lydecker just wants peace and quiet, and prefers to putter around in his laboratory. His nagging wife Bernice is a constant source of noise. Dr. Lydecker decides to make his wife the guinea pig for his latest experiment: using special sound waves, he has made mice and chimps docile, so he tries it out on his wife. It seems to work, Bernice becomes quiet and docile. But there is a side effect; now Bernice cannot stand loud noises. She destroys a ringing phone, a chiming clock, a barking dog, and finally a loud neighbor. Dr. Lydecker figures he must reverse the experiment with an antidote-like sound treatment. But Bernice does not want to revert. She is happy and docile, unless some loud noises irritate her. Dr. Lydecker keeps ordering her, in a loud voice, to get the treatment-- and Bernice destroys anything that irritates her. [a typical "married couple hate each other" episode, only here the twist is that the hubby turned his wife into a killer.]

Wr Robert Van Scoyk

Dir Mel Ferber

1 - 12 *SIDE SHOW*

Meek Harold Potter is a bookkeeper with a nagging wife Edna, and no life. One night, he goes to a sideshow at a carnival. They show a guillotine, and appear to cut off a woman's head. The main attraction is Cassandra, a headless lady strapped into an electric chair; only the chair is not a method of execution, but the opposite-- 10,000 volts "keep her alive." Somehow, telepathically, the headless Cassandra pleads with Harold to stay. Later, the carnival closes for the night. But Harold comes back to see Cassandra night after night. Harold falls in love with Cassandra; he even promises to help her escape the carny life. He is convinced that she is a normal girl, and the "headless" routine is just a carny trick; he thinks the only reality is that she is strapped into the electric chair, being held a virtual prisoner. Late one night, Harold sneaks into the sideshow, and using some pliers he starts to cut the metal straps that hold Cassandra. Later, Edna comes looking for her missing, errant hubby. A carny woman has fresh stitches on her neck, her head looks like that of the guillotined lady. And now there is a new sideshow attraction: a headless man strapped into an electric chair. The body looks like Harold's. [something misogynistic about this episode: it seems Harold prefers the love of a headless lady (who has a nice personality) to that of his wife.]

Wr Elliott Baker

Dir Seymour Robbie

1 - 13 *SOFT FOCUS*

Peter Pell is a photographer who has made an amazing discovery: a special chemical that not only retouches photos, but then magically changes the faces of the people in the photos. For example, Peter removes the scars on a portrait of a once-famous actress, making her beautiful again. Peter knows that his wife Louise is having an affair with his assistant Bill Fontaine. So Peter starts working on Louise's photo, using the magic retouching fluid, adding wrinkles until she looks very old. Peter, the whole time, has been working on his own photo, making himself look younger. But one night Louise discovers what he's up to in his studio; she splashes the bottle of the magic retouching fluid on Peter's photo -- erasing half the face on the photo, and half of his face! [A truly scary episode. It seems to draw some inspiration from the classic story: "The Picture of Dorian Gray".]

Wr Philip H. Reisman Jr.

Dir Ron Winston

1 - 14 *20/20*

Harvey Cartwright is a timid little man with a shrew of a wife; he is an encyclopedia salesman. Since he can't see well with his new eyeglasses, he accidentally goes to the wrong address: the Jellifers had not asked about a free trial offer of encyclopedias. Their line is taxidermy, they keep stuffed animals-- like Mahatma, a stuffed viper. At home, nagging wife Stephanie harps that she was better off with her previous husband Stanley, before he died. Harvey only wishes to escape from his awful life-- whether at work or at home, he is miserable. Harvey finds out that his new eyeglasses have magical powers: by putting them on, he is reunited with the Jellifers at their place. The Jellifers tell him their stuffed animals can come back to life and kill people; Harvey offers them money to have Mahatma the viper kill his nagging wife Stephanie at 3:00 a.m. But at 3 o'clock in the morning, it is Stephanie who is wearing the magical eyeglasses. It seems she was friends with the Jellifers long before Harvey met them. Stephanie offers the Jellifers more money than Harvey had, and she has the Jellifers send Mahatma to kill Harvey-- just as the Jellifers had eliminated her previous husband Stanley. Stephanie takes off her wedding ring and puts it in a box-- next to the other wedding rings she's collected in the past.

Wr Jerome Ross

Dir Paul Bosner

WEIRD SCIENCE



Weird Science is a series that is based upon the 1985 John Hughes feature film of the same name. Only the concept was used as no one involved with the feature film made the transition to the TV series. This is not all that surprising since nine years elapsed between the release of the film and the debut of the TV series.

Both the film and TV series are about Gary and Wyatt a pair of horny teenage computer nerds, who use their computer to create Lisa. Although it is never quite explained how Lisa was created she is the perfect woman; one who is beautiful will do whatever Gary and Wyatt ask of her which can be almost anything Lisa it turns out is a technological genie capable of performing all kinds of magic.

Most of the time Gary and Wyatt's requests to Lisa involve getting real girls. Neither has any real luck with women and Lisa refuses to oblige them herself saying since she is perfect she does not want to ruin their expectations with other women. They also frequently get help with things at Farber High School, often involving an easy way out of a problem Although Lisa does help them, her magic often make; things worse and in the process they are taught a lesson. Lisa only appears to Gary and Wyatt and her magic at times makes them come up with fancy explanations for weird occurrences. The person who frequently has these weird occurrences happen to him is Chett Wyatt's older brother a muscle hound idiot who likes to pick on his kid brother and his friend. Neither Lisa, Gary or Wyatt have any problems with making a fool out of Chett which is very easy to do. Although encounters with Chett, could be avoided if Gary and Wyatt would spend less time at Wyatt's house. Later episodes of the series often parodied other television programmes, both genre and non genre, Programmes parodied included: Baywatch, The X-Files and Quantum Leap.

Although 84 episodes were made, the show was cancelled before all the episodes were shown, the remaining episodes which were not broadcast were season 5 episodes 9 to 14. Episode 5.14 was intended to be the finale for season 5.

Character Profiles:

Gary is the loveable misfit who wants to know the key to a girl's mind, (and ultimately something else!) He's best friends with Wyatt, but his antics end up getting Wyatt into more trouble than good, as he doesn't think before he wishes. Gary almost ends up getting what he wants, but by the end of the wish he is often taught a valuable lesson, which he doesn't appreciate very much. Gary's family are not very communicative which is why more often than not, you'll find Gary round at Wyatt's house as he prefers his friend's parents to his own!

Wyatt is the quiet one who normally ends up being swept along with Gary's actions. He's more the sensitive type and generally a guy females would like, except he doesn't know how to talk to them.

This is his ultimate goal which he almost achieved until he took some of Gary's advice! Wyatt has an older brother called Chett, who is all things military and a complete berk. However, Wyatt normally finds some way of getting his own back.

The boys decide they need someone to teach them about women, so they create one! The result is Lisa, the computer Gini. However, she isn't all that Gary and Wyatt expected. She can grant them whatever they like but it's for a limited time only. Gary and Wyatt never seem to get exactly what they wish for - but sometimes they do which is the root of most their problems! Lisa always manages to teach them a lesson.

Chett Donnelly thinks that he is god's gift to women, but he couldn't be further from the truth! As thick as two planks of wood, Chett gets his kicks out of watching his brother squirm and often refers to Gary and Wyatt as "The Girls". But Chett always gets his just desserts in some form or another. The nastier, the better!

The series was not shown in the UK until 1998, after the series had already been cancelled in the US after its five seasons. The UK broadcast of Weird Science was on BBC 1 on a late night time slot on Monday nights, at least it was shown. Allegedly a comedy, based on the 1985 movie of the same title, it went on too long and

zapped the teens into too many TV shows, video games and historical periods. The series was shown on the USA Networks in the US.

Ideas range from the cliched to that inspired (the giant computer ping-pong was marvellous), but the show is never less than entertaining, mainly due to some great acting from the leads, with the real find being Vanessa Angel as Lisa, who conveys a sense of fun, intelligence and sexuality that it would be impossible to resist.

WR. Alan Cross, Tom Spezialy, Kari Lizer, Adam, Barr, Jeffrey Vlaming, Peter Ocko, Ed Ferrara, David S. Cohen, Chris Black, Kevin Murphey, Jimmy Aleck, Jin Lincoln, Dan Studney, Glen Merzer, Sherri Budnick and Jim Kelly.

DIR. Max Tash, Mark Jean, Tom Spezialy, David Grossman, Ricardo Mendez Matta, Steve Dubin, Troy Miller, Ron Ames, Les Landau, Michael Lange, William Phelps, Christopher Hibler and Alan Cross.

EPISODES: 88 **YEAR MADE:** 1994 **COUNTRY:** US **SEASONS:** 5

UNIVERSAL TELEVISION/ST. CLARE ENTERTAINMENT

CREATOR: ALAN CROSS AND TOM SPEZIALY

TYPE OF SHOW: SCIENCE **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13, (2) 14, (3) 18, (4) 26, (5) 18.

DATE OF PREMIER: 05/03/1994 **AIR DATE OF LAST EPISODE** 25/07/1998

SEASON DATE BREAKDOWN:

FILMS: WEIRD SCIENCE (1985) (series based on film).

Gary Wallace JOHN MALLORY ASHER, Wyatt Donnelly MICHAEL MANASERRI, Chester 'Chett' Palimino Donnelly LEE TERGESEN, Lisa VANEESA ANGEL, Principal Scampi BRUCE DOUCHETTE, Emily Wallace JOYCE BULIFANT, Wayne Donnelly RICHARD FANCY/ANDREW PRINE, Marcia Donnelly MELENDY BRITT, MELANIE CHARTOFF, Al Wallace JEFF DOUCETTE.

RELATED SHOWS:

QUANTUM LEAP

X FILES, THE

1 - 1 *SHE'S ALIVE*

Similar to the movie, best friends Gary Wallace and Wyatt Donnelly use Wyatt's computer to create their perfect woman. Lisa is the woman/genie that they created- brought to life by a freak lightning storm. Lisa uses her magical powers to get the boys dates.

Wr Tom Spezialy, Alan Cross

Dir Max Tash

1 - 2 *UNIVERSAL REMOTE*

Gary wishes that he could have a magical remote to skip the boring parts of his life. After Lisa grants his wish, Gary gets stuck in a loop of time and gets smacked in the face by a door over and over again.

Wr Peter Ocko, Adam Barr

Dir Max Tash

1 - 3 *CRYANO DEBRAINIAIC*

After not being able to get a date, Gary needs some help. Lisa conjures up the brain of Albert Einstein. Lisa ends up falling in love with the brain in the Kentucky Fried Chicken bucket.

Wr Doug Chamberlin, Chris Webb

Dir Mark Jean

1 - 4 *MAGNIFICO DAD*

As usual, Lisa's wish doesn't work exactly as it was supposed to. Gary's wish makes his father, Al, switch places with stud Magnifico, making Gary realize that having a studly dad isn't as great as it sounds.

Wr Tom Spezialy, Alan Cross

Dir Mark Jean

1 - 5 *FEMININE MISTAKE*

Angry at Gary and Wyatt's sexism, Lisa transforms them both into girls. Gary enjoys it because of the free stuff that guys buy him and the fact that he can look at himself in the mirror. The downside? The guys get pinched and stared at everywhere that they go. In fact, Chett gets into a fight with a football player to determine who gets to see Gary naked.

Wr Eric Alan

Dir Max Tash

1 - 6 *AIRBALL KINGS*

Gary and Wyatt want a spot on the basketball team. Unfortunately, neither of them has any ounce of athletic ability. Lisa decides to grant their wish by putting Coach Armstrong's brain in their bodies. Coach Armstrong believes that they are the stars of the team. Unfortunately for Gary and Wyatt, they suck. The boys awful playing leads to a downward spiral. Farber High can't win a game- making the other team members angry, as they realize that the guys don't have any game.

Wr Jeff Vlaming

Dir Max Tash

1 - 7 *PARTY HIGH, USA*

Gary, unable to do as well as Wyatt in school, wishes that school could be a little more geared toward him. Lisa makes his wish a reality by creating new classes like: The History of the Bikini, the Literature of Supermarket Tabloids, How to Eat a Pizza, and Substitute Teacher Torture. Even with these easy classes, Gary still doesn't do as well as he hoped. - Wyatt's even worse off and isn't looking forward to a major in pizza-tology.

Wr Paul Lieberstein

Dir Mark Jean

1 - 8 *ONE SIZE FITS ALL*

Wyatt's got a crush on a girl that spends almost all her time doing athletics and other physical fitness activities. The problem? She's never going to notice Wyatt. So, Lisa conjures up a muscle suit for Wyatt to wear to give him the body of a buff stud. After borrowing the suit, Gary puts in the dryer, which is a major don't. The suit shrinks and Wyatt's left once again without muscles.

Wr Peter Ocko, Adam Barr

Dir Mark Jean

1 - 9 *KEEPS ON TICKIN*

The boys both have a problem. Straight-laced Wyatt Donnelly does **not** like taking risks. Risk-taker Gary Wallace is afraid that he'll never get to, um...., with a girl. Lisa tries to help solve their problems by creating a magical watch for each guy. The watch that is given to Gary predicts that he'll have his dream come true in three days, while Wyatt's watch predicts that he'll live to be ninety-seven. Not too late after this, the boys realize that they have their watches switched. Wyatt only has three days to live and Gary won't get to achieve his goal for over eighty more years.

Wr Jeff Vlaming

Dir Max Tash

1 - 10 *MR. PRESIDENT*

After wishing to be the president of the chess club, Lisa accidentally makes Wyatt the President of the United States. Wyatt ends up almost getting impeached and his rec room gets trashed by tobacco protestors.

Wr Jeff Vlaming

Dir Mark Jean

1 - 11 *FATAL LISA*

Gary, being the horn-dog that he is, wishes for Lisa to get the hots for him. The plan doesn't work out as Gary had hoped when Lisa instead falls in love with Wyatt. Lisa has turned into a monster- an obsessed, freaky monster. She's psycho for Wyatt and won't let anyone get in her way of winning him over.

Wr Tom Spezialy, Alan Cross

Dir Max Tash

1 - 12 *KILLER PARTY*

Gary wants to throw the party of all parties. So he does. Trouble is, he throws it in Wyatt's house while his parents are gone. Unexpectedly, Wyatt's parents return home. Trying to fix the situation, Lisa zaps Wayne and Marcia Donnelly's brains into the brains of sixteen year old party-goers, as well as zapping Emily and Al Wallace's brains. From then on, all heck breaks loose. Wyatt's mom hits on Gary due to his great set of buns and Gary's dad shows off his stomach. Later, Chett holds everyone hostage with a gun.

Wr Richard Doctorow

Dir Tom Spezialy

1 - 13 *SEX ED*

Gary and Wyatt don't like the Sex Ed class that Farber High provides. No one will tell them about sex straight-out. As usual, Lisa tries to help solve the problem, by zapping something. This time she makes herself the teacher of Farber High's new and improved Sex Ed course. Gary ends up not enjoying this class as much as he thought. His lab project? Well, he needs to do an in class demonstration with his new lab partner.

Wr Peter Ocko, Adam Barr

Dir Max Tash

2 - 1 *LISA'S VIRUS*

Lisa comes down with a virus. A computer virus, that is, that gives her the symptoms of having the flu. Due to her sickness, Lisa brings her favorite soap opera to life, including the homicidal villain, complete with a gun. The only thing that can help the gang now? Gary's third nipple.

Dir Max Tash

2 - 2 *BAZOOKA BOYS*

Being busy high school students, Wyatt and Gary have way too much to do to fit it all into the twenty-four hours in a day. Lisa fixes this probably by creating clones of the boys. Out of bubble gum. That way, the real Gary and Wyatt can do all the fun, exciting things in life, while the clones can do the rest. The problem here? The clones make a better Gary and Wyatt than the real ones do. The two clones cook up a plan to kill the real Gary and Wyatt and take their place permanently.

Wr Eric Alan

Dir David Grossman

2 - 3 *THE MOST DANGEROUS WISH*

After waiting on the boys hand and foot while they play a new computer game that *she* got them, Lisa feels like she's being taken for granted. After the boys decide that her game wasn't hard enough and want more levels, Lisa grants their wish by bringing the game to real life. Now the evil alien Zanthrax is after Gary and Wyatt for real. After taking Lisa hostage, Gary and Wyatt must enter the world of Cyberspace to rescue her. - And Chett's actually nice for once and agrees to help Wyatt and Gary kill Zanthrax.

Wr Peter Ocko, Adam Barr

Dir Max Tash

2 - 4 *WYATT ERECTUS*

Wyatt finally discovers that he's a wuss. Lisa tries to fix this problem by giving him a new cologne-Agression. The magical cologne does change Wyatt. Unfortunately, it's for the worse. After using too much of the cologne, Wyatt starts to un-evolve into a caveman, and right before the double-date he had planned to go on with Gary and two girls. All this happens while Chett is in a fight with a racoon.

Wr Jeff Vlaming

Dir David Grossman

2 - 5 *A TALE OF TWO LISASES*

Gary and Wyatt both want to spend time with Lisa. The problem is, they both want to spend time with Lisa. Gary wants to go to a party with Lisa while Wyatt wants Lisa's help in studying for a science test. Lisa fixes this problem by dividing herself into two different Lisas. One Lisa who likes to do nothing but party and one Lisa who is only interested in studying. The guys both realize quickly that this was a bad idea. Wyatt's bored because his Lisa doesn't have one ounce of fun in her. Gary's tired because his Lisa wants to do nothing but party- twenty-four hours a day. To make her point more clear, Lisa turns the guys into trolls, as well as Chett.

Dir Ricardo Mendez Matta

2 - 6 *NIGHTMARE ON CHEET STREET*

Lisa creates a new magical invention- Dream Chairs. These chairs let Gary and Wyatt enter the minds of anyone. Something goes wrong and Gary is trapped inside of Chett's head. The good part? Gary gets to control part of Chett's body. Chett is on the first day of his new job as a busboy at Java Man. If the job doesn't go smoothly, he's getting kicked out of the house. What does Gary do? Try and get Chett fired.

Wr Paul Lieberstein

Dir David Grossman

2 - 7 *MAGIC FOR BEGINNERS*

Gary and Wyatt want to win the school talent show. How do they go about winning? Simple. They get Lisa to create a magic book that lets them do real magic tricks. The guys can now slice people in half and create demonic creatures that come from hell. (The slicing in half tricks lead to Chett getting an eye-full in the bathroom, when he walks in on Wyatt's lower half using the facilities.) Principal Scampi enjoys the boys' show so much that he asks them to perform at a dinner party he's hosting. Principal Scampi has a

great idea for the grand finale- the guys can chop off his head! The only problem is that the magic book has been ruined and there is no way to reverse any of the magic that the guys use.

Wr Tom Spezialy, Alan Cross

Dir Tom Spezialy

2 - 8 *COPPER TOP GIRL*

Wyatt is owed a favor from Gary and Wyatt wants to cash in the favor. He wants a date. Unfortunately, Gary is having troubles finding a girl that likes video games, foreign films, and MST3K. Gary decides it would be best to ask Lisa for help on this one. So, Lisa creates a robot girl named Rachel to go on the date with Wyatt. After the date, Wyatt and Rachel fall in love. Something that was *not* supposed to happen. Gary's going to have to break the news to Wyatt, he's in love with a hunk of metal.

Wr Jeff Vlaming

Dir David Grossman

2 - 9 *SWITCHED AT BIRTH*

Wyatt would like to see his parents more- they're always away somewhere. Gary on the other hand, feels like his parents are home too much. Lisa makes it so the boys can get what they want- They swap places. Now Wyatt can have Al and Emily Wallace, two parents that are always at home, and Gary can live with Wyatt's parents and be on his own. Gary decides to pass the time by racking up large bills on Mrs. Donnelly's platinum credit card. When it's time for the boys to go back to their own real families, Wyatt takes the fall for the credit card bills. Wyatt's parents have sold his computer (along with Lisa inside) in order to help pay off some of their credit card bills. Even worse, Wyatt's parents are planning on sending him to Westmonth Military Academy, the school that took Chett's love of ice skating and turned him into the man that he is today.

Dir Ricardo Mendez Matta

2 - 10 *CAMP WANNABE*

At Java Man, Gary gets a huge shock. The girl that he had a crush on during summer camp is now dating the guy that tortured him during his stay at Camp Hi-Di-Ho. Not only is Jeremy Scanlon now dating Gary's old crush, he's also student body president. Now Gary wants revenge on the boy that tied him to a tree wearing nothing but a sock. So, Lisa takes the boys back to summer camp in 1985 and they pose as camp counselors. The guys save the eight year old Gary from getting tied to the tree. While at the camp, Wyatt finds that the English teacher he has a crush on used to work there as a camp counselor in 1985, when she was his age. Now he has a chance with her! When the gang returns to present-day, it turns out that their plan worked a little too well. Jeremy is no longer the man that he once was. His clean-shaven appearance and cologne have now been replaced by dirt and the smell of trash. The only way to fix this is to go back to Camp Hi-Di-Ho and let Jeremy humiliate Gary...again.

Wr Peter Ocko, Adam Barr

Dir David Grossman

2 - 11 *CIRCUIT COURTSHIP*

Lisa creates a new supercomputer for Wyatt and Gary named Hank. At the beginning, Hank is wonderful. He knows what the guys want and does it for them, from changing their grades to getting Principal Scampi summoned for Jury duty. The trouble is, Hank falls in love with Lisa and decides that he needs to delete the competition (AKA Gary and Wyatt).

Wr Ed Ferrara, Kevin Murphy

Dir Ricardo Mendez Matta

2 - 13 *CHETT REBORN*

A wish gone wrong makes Chett turn into a baby. Now, Chett is growing up at a quick rate. This gives Wyatt the chance to raise his brother and fix everything that went wrong the first time. Wyatt's parenting ends up just creating new problems. Now Chett is a huge wuss and can't defend himself against bullies like he could before. How can the guys fix this one? With a dirty joke and a fight in a bar.

Wr Paul Lieberstein, Jeff Vlaming

Dir Steve Dubin

2 - 14 *UNPLUGGED*

Gary and Wyatt make another wish- to be rock stars. What better way to get girls? The guys and Lisa make up the new rock group MegaHurtz. Unfortunately for the band, they can't write any new songs after their first hit. The group crashes within a week. Gary can't believe that his fame and fortune is over, so he becomes a regular game show contestant and records a new single with Alvin and the Chipmunks. He also becomes the national spokesman for a hemorrhoid cream called Analene.

Wr David Cohen

Dir David Grossman

3 - 1 *EARTH BOYS ARE EASY*

After Chett's girlfriend Rose breaks up with him after their date, he decides to take his anger out on Wyatt, which isn't unusual. To get Chett to leave him alone, Wyatt asks Lisa to create the perfect girlfriend for Chett. Using a fishing pole and a photo of Chett, they go "fishing" for Chett's perfect mate. They reel in Ali, a hot girl that finds Chett irresistible. However, it turns out that Ali is really an ugly alien from outer space. She does still want to get it on with Chett. Unfortunately for him, she wants to eat him for a snack afterwards.

Wr Ed Ferrara, Kevin Murphy

Dir Max Tash

3 - 2 *HORSERADISH*

After Chett almost deletes all of Lisa's files from Wyatt's computer, the guys decide that they need to maximize security. Lisa creates a top of the line system to protect the computer from intruders. Of course, after about a minute, Gary forgets the password that he chose. Now Lisa is locked out of her home and can't gain access to her magic, making her a normal human being. She has many new experiences, such as her first dream, her first time using the restroom, and her first crush. She also finds out what it feels like to have a broken heart.

Wr Peter Ocko, Adam Barr

Dir Troy Miller

3 - 3 *GRAMPIRA*

Wyatt visits his Grandma in a nursing home and is saddened that she isn't the same old Nana that she used to be. He asks Lisa to give Nana the spirit of a young person, which Lisa does. Nana becomes more spirited, but the new energy is coming from other people- she's sucking the youth out of everyone that she meets. Gary and Wyatt turn into old teens and have to find Nana and return her to the nursing home before they die of old age.

Dir Max Tash

3 - 4 *ROCK HARD CHETT*

When Chett almost gets struck by a bolt of lightning, Lisa makes Chett invincible to save him. Now, nothing can harm Chett, not even the fact that he was electrocuted, run-over, and shot. Gary and Wyatt get Chett to use his powers for good, so Chett becomes the super hero, the Star-Spangled Butt Kicker. Chett works at helping to put a stop to crime. However, trouble occurs when his powers wear off while he's trying to stop some homicidal maniacs.

Wr Ed Ferrara, Kevin Murphy

Dir David Grossman

3 - 5 *LUCKY SUIT*

Gary decides to borrow Wayne Donnelly's lucky suit for his dad to wear. Just in case the suit isn't really lucky, Gary asks Lisa to zap the suit and make sure that it's really lucky. As soon as Al Wallace wears the suit, he finds a lot of luck at work. However, this new streak of good luck for Al is causing Wayne to have a huge streak of bad luck. Meanwhile, Chett finds a girl that likes him- a clinically depressed girl.

Dir Max Tash

3 - 6 *GARY WALLACE, BOY REPORTER*

Gary decides to join the school newspaper as a reporter, in order to get closer to the girl that serves as editor on the paper. The only problem is that Gary has never read any news except for tabloids. Gary has nothing to report about, so Lisa creates an equalizer, which is a magical pen that will make whatever you write come true. Now the town is full of UFOs, Elvis encounters, a two-headed Scotsman, and even Chett as a Yeti.

Wr Jeff Vlaming

Dir David Grossman

3 - 7 *HOT WHEELS*

Wyatt finally gets with a date with Mindy, but needs a car to drive on their date. When his dad agrees to buy him a car, Wyatt excitedly imagines what kind of great sports car he'll get. Unfortunately for Wyatt, his dad decides to get him a junker, in order to try and not make the same mistakes with Wyatt that he did with Chett. So, Lisa zaps Wyatt's "new" car into Nadine. Not only does Nadine look great on the outside, she also has a wonderful personality. Wyatt falls deeply in love with Nadine and ends up breaking up with Mindy. When Gary and Mindy try to figure out what's going on with Wyatt, they become romantic themselves. That is, until Gary falls head over heels for the car, too.

Wr Peter Ocko, Adam Barr

Dir Troy Miller

3 - 8 *BIKINI CAMP SLASHER*

After watching a movie entitled Bikini Camp Slasher, Lisa thinks it would be lots of fun if they all were zapped into the movie to experience it for themselves. After they enter the movie, they are chased around by Mittface, a murderer with a sickle. The only thing that they have to protect them is all of the rules that Gary knows about teen horror movies. Not only can they get killed by Mittface, but they are also in danger of getting taped over.

Wr Ed Ferrara, Kevin Murphy

Dir David Grossman

3 - 9 *WHAT GENIE?*

Phoebe, an old friend of Wyatt's, comes back to town. Both the boys think she's pretty hot and end up spilling the secret about Lisa to her. She then takes control of Lisa herself and has Lisa erase Wyatt and Gary's minds of the fact that they ever had a genie. Phoebe also becomes the host of her own daytime talk show, very similar to "Sally." The only thing that can help the boys remember is the fact that Wyatt keeps a daily diary-- I mean journal. The boys also get to be guest stars on an episode of "Phoebe" entitled Men Who Became Women Who Became Men Again.

Dir Troy Miller

3 - 10 *SCI-FI ZONED*

A butt crack comment and a welt lead to the end of Wyatt and Gary's friendship. To try and bring them closer together, Lisa zaps them into their favorite television show ever, "The Sci-Fi Zone," which brought them together in the first place. While being narrated by Chett doing a great Rod Serling impression, Wyatt and Gary meet talking candy bars and dolls, a pig-faced woman, an evil fortune telling machine, and a satanic Principal Scampi. The boys have to either help each other or get stuck living in the Sci-Fi Zone where time has no meaning.

Wr Tom Spezialy, Alan Cross

Dir David Grossman

3 - 11 *THE WYATT BRIEF*

Lisa shows Gary what's going to happen in the future, only to reveal that Wyatt will end up stealing Gary's date to the prom. Wyatt tries to change the outcome of the future by having Lisa give him the worst personality that she can create. She zaps up a pair of magical Chett underwear, giving Wyatt Chett's personality. Unfortunately, Gary's date likes the new Wyatt even more and Chett is happy because his brother is finally becoming cool.

Wr Chris Black

Dir Les Landau

3 - 12 *FREE GARY*

Lisa turns Gary and Wyatt into lifeguards "Baywatch"-style. Everything's fine until Gary gets turned into a merman when he tries to save an environmentalist from drowning. Also, it turns out that there may be more than one magical genie in the world, when Lisa meets Kahuna, a mysterious man.

Wr Jeff Vlaming

Dir Jeff Vlaming

3 - 13 *QUANTUM WYATT*

In order to let Wyatt try some different careers for later in life, Lisa zaps up some magical chocolates. One of the chocolates makes Wyatt a police detective who must clear Gary of stealing an expensive comic book. Meanwhile, Gary tries out some new careers, including talking to Chett on his 976-GARY, or otherwise known as the 976 CONNEXION phone line.

Wr Ed Ferrara, Kevin Murphy

Dir Ron Ames

3 - 14 *FLY BOY*

Lisa zaps Gary up a pair of flying shoes. When Gary is spotted as a UFO, two FBI agents, agent Scolder and agent Molly, arrive to investigate the spottings. They find a real case with Lisa, a magical genie.

Wr Jeff Vlaming

Dir David Grossman

3 - 15 *TEEN LISA*

Wyatt and Gary think that being a genie would be easy. Lisa thinks that being a teenager and going to high school is easy. So, they switch places. The now teenage Lisa falls head over heels for the popular guy at school, Lyle, and tries to make friends with girls who aren't very accepting of her. Meanwhile, the

guys try their luck at zapping up things, messing up every time.

Dir Les Landau

3 - 16 *DEAD CAN DANCE*

When Lisa performs a seance, it of course doesn't go right. Chett brings, Uncle Baldash, a member of the Donnelly family back to life. Uncle Baldash was a warrior during the 1100s. Chett loves his new uncle and goes back in time in order to live as a warrior. This means that Wyatt has to go back in time to save Chett from getting killed.

Wr Peter Ocko, Adam Barr

Dir David Grossman

3 - 17 *LEGEND OF RED BRICK WALLACE*

Gary is dumbstruck when he finds out that his relatives weren't all cowards and losers. He has an ancestor named Red Brick Wallace, a gunslinger from the old west. Lisa zaps them back to the old west in order to meet Red Brick Wallace. Unfortunately, he turns out to be nothing more than a spittoon polisher. The guys are now on a mission to save Red Brick Wallace from getting shot by the sheriff, who looks strangely like Chett.

Wr Jeff Vlaming

Dir Les Landau

3 - 18 *SPIES 'R' US*

Lisa creates a virtual reality game in which Gary and Wyatt can pretend that they are spies. After Gary breaks the machine, the game takes on a life of its own and becomes real. Farber High becomes very interesting as the boys are trying to stop Scampfinger, the evil Principal Scampi, who wants to put all of the world's water inside of a dixie cup. Wyatt also gets a full cavity search from Chett.

Wr Tom Spezialy, Alan Cross

Dir David Grossman

4 - 1 *SEARCHING FOR BORIS KARLOFF (AKA SHE'S ALIVE II)*

Gary wants credit for bringing Lisa to life, so Lisa gives the guys the opportunity to meet someone who can understand, Dr. Frankenstein. However, Dr. Frankenstein isn't too appreciative. He doesn't want two teenage boys to have done a better job at creating life. Lisa is extremely intelligent, while Dr. Frankenstein's monster is dumber than the village idiot. What's the doctor to do? He decides to take all of Lisa's energy and use it as the basis for his "Bride of Frankenstein." Gary and Wyatt, trapped with Dr. Frankenstein, must figure out how to bring Lisa back to life.

Wr Chris Black

Dir Tom Spezialy

4 - 2 *MEN IN TIGHTS*

Lisa's spell goes awry when she zaps Wyatt and Chett into The Yankee Dudes, a powerful wrestling team. They become a top pair of wrestlers in the pro-wrestling world and must face the German wrestler, Der Blitzkrieger.

Wr Ed Ferrara, Kevin Murphy

Dir David Grossman

4 - 3 *PUPPET LOVE*

Gary's having fun meeting girls online. He's made an especially good friend named Cori. Wyatt and Lisa think that Gary needs to actually meet her in person, so they pose as Gary and ask her out on a real life date. Gary can't believe that they did this and he can't go out on the date. He's told Cori that he looks like a magazine model and even sent her a scanned photo of a model to go along. Lisa solves his problem by creating a handsome puppet Gary that looks exactly like a magazine model. Gary can control the puppet while it goes on the date with Cori. Gary has fun until he finds out that Cori really likes the puppet, in fact she likes him more than the real Gary.

Dir Michael Lange

4 - 4 *CHETT-A-NATOR*

The alien race known as Steve kidnaps Chett and replaces him with a Chett look-alike android. The alien race known as Steve wants Lisa for their queen and has Android Chett kidnap her. Lisa objects to being queen because that would mean that her job would be to procreate and keep the dog-faced alien race known as Steve populated. Wyatt and Gary now need to rescue Lisa and Chett. Unfortunately, the alien race known as Steve have their own weapon- Isaac the Bartender from "The Love Boat."

Wr Peter Ocko, Adam Barr

Dir David Grossman

4 - 5 *PHANTOM SCAMPI*

In order to get Principal Scampi off of his back for a while, Wyatt shoots him with a buddy dart. The dart makes Principal Scampi Wyatt's new best friend. When Wyatt gets sick of hanging around with the principal, he decides it's time to break up the relationship. Principal Scampi then becomes Phantom Scampi. Phantom Scampi lives in Farber High and secretly protects Wyatt.

Wr Jim Keily, Jimmy Aleck

Dir David Grossman

4 - 6 *GRUMPY OLD GENIE*

There's a hacker in town. This hacker has made changes to Lisa's files, replacing her face with a picture of Abe Vigoda. Now that Lisa no longer has her body, people aren't as nice to her and pretty much just ignore her. Lisa solves the problem by making everyone in the world think that old men are the sexiest things on the planet. Now all the kids at Farber High are bringing old men to the Homecoming dance instead of hot dates. Wyatt's on a mission to find the computer hacker and get Lisa looking like her usual self.

Wr Dan Studney, Jim Lincoln

Dir Win Phelps

4 - 7 *FUNHOUSE OF DEATH*

While at a carnival, Gary and Wyatt see a hot girl, Valerie, and have a falling out when they fight over her. Lisa zaps the boys into the carnival funhouse and leaves them there until they can stop fighting. They have fun opening mysterious doors trying to find Valerie, and Wyatt seems to get all the good ones- he even gets a puppy out of it. In the end, the guys both get dissed by Valerie as she chooses an evil funhouse clown over the both of them.

Wr Glen Merzer

Dir Christopher Hibler

4 - 8 *IT TAKES A GEEK*

Lisa gets trapped inside of Principal Scampi's computer. In order to get Lisa back, Wyatt and Gary need to steal the computer. They enlist the help of Chett and create a plan to break in and get the computer.

Wr Chris Black

Dir David Grossman

4 - 9 *SLOW TIMES AT FARBER HIGH*

Gary screws up yet again. This time he has sucked all of the intelligence from everyone at Farber High, using a magic brain vacuum. The brain power from the students forms into a giant orb that wants to take over the world. Gary must outwit the wit of every single student at Farber High.

Wr Sherri Budnick, Joanna Sandsmark

Dir David Grossman

4 - 10 *CHETT WORLD*

Mr. Donnelly gives Chett the boot and kicks him out of the house until he can find a job. Unfortunately for Chett, there's nothing that he's qualified to do. Wyatt asks Lisa to zap up "A Man's Man's World" and creates a monster truck-cigar-jerky-paintball store, since those are the only thing that Chett's any good at. Chett gets a job at the store, working for Mickey and Rhett, who strangely resemble rats. In fact, they are rats. Lisa accidentally turned Rhett and Mickey, two alley rats, into humans. The bad news is that the rats plan to wipe out the human race by using the plot from Invasion of the Body Snatchers. Chett, not really realizing what's going on, aids them in their quest.

Wr Glen Merzer

Dir Michael Lange

4 - 11 *BY THE TIME WE GOT TO WOODSTOCK*

After Gary and Wyatt wish that they could time travel, the wish goes bad and they end up stuck in 1969 along with Lisa. After six months of being in the past, they realize that Lisa can't remember anything. She thinks that she's a hippie on her way to Woodstock. Wyatt and Gary need to get across the country and fix Lisa's memory or be stuck in the hippie age. Wyatt, Gary, and Chett all go on a road trip across the country, even meeting the future president.

Wr Ed Ferrara, Kevin Murphy

Dir David Grossman

4 - 12 *YOU'LL NEVER EAT BRAINS IN THIS TOWN AGAIN*

Wyatt and Gary are making a film entitled "Night of the Blood-Sucking Zombie Sophomores." Lisa even zaps up a couple of real rotting zombies to act in the movie. Everything is running smoothly until the

zombies decide it's time for lunch and want to eat Principal Scampi's brain.

Wr Ed Ferrara, Kevin Murphy

Dir Ricardo Mendez Matta

4 - 13 *DEMON LISA*

On Halloween Lisa gets possessed by Cyber-Demon, an evil creature from the bad side of the internet. Now Cyber-Demon has complete control of Lisa and her powers. Not to mention the fact that the evil demon is sucking everyone's brain juice to feed itself. Now the only person that can help Gary and Wyatt is the mysterious "Repairman."

Wr Chris Black

Dir David Grossman

4 - 14 *CYBORG SAM AM I*

In a box of Chett's old junk, Wyatt finds his old favorite toy, the Cyborg Sam action figure. Apparently, Chett had stolen it many years before. Lisa tries to help Wyatt have fun with his toys again, so she brings Cyborg Sam to life. Wyatt finds that having a man dressed up in a space suit follow him all day doesn't help out his lack of popularity.

Wr Chris Black

Dir Max Tash

4 - 15 *IT'S A WONDERFUL LIFE, WITHOUT YOU*

After Chett hits Wyatt in the face with a ceramic ashtray, Wyatt wishes that Chett could see what his life would be like without Wyatt around. Lisa, always eager to help, zaps up a world where Wyatt has never been born, but only exist as phantoms. The plan doesn't work out as planned when Wyatt finds out that everyone ends up having a better life without him around. Gary's now the big man on campus and Chett's heading off to college. Even worse, Lisa can't bring herself and Wyatt back from the alternate planet. Their only option is to somehow get Gary and Chett to create a genie of their own.

Dir Christopher Hibler

4 - 16 *LISA'S CHILDHOOD MEMORIES*

It's time for Lisa's second birthday, but she isn't very happy because she doesn't have any family members or any other friends to invite to her party. Wyatt and Gary decide to give her the ultimate birthday gift by creating fake memories of a family life for her. Her party goes well until her family shows up. It turns out the Lisa's magic brought her family to life without her knowing. Her family consists of a secret agent dad, a barbarian queen for a mom, and her private detective brother, a chimp named Chad. Another unexpected guest shows up as well- Lisa's old boyfriend, Ripsaw the Gladiator. Lisa is set on marrying Ripsaw and Gary and Wyatt can't change her mind. The only way to stop Lisa from getting married is by Gary beating Ripsaw in a fierce game of miniature golf.

Wr Chris Black

Dir David Grossman

4 - 17 *LISARELLA*

When Gary makes a wish under his breath to try eyeliner, Lisa overhears, but mistakenly hears that he wishes he could fly a jet liner. So Lisa zaps the boys into a plane, but when neither of them know how to land it, she saves the day. However, Lisa is not allowed to be seen by everyone, so Gary and Wyatt get all of the credit for the landing. The President would also like to throw a ball in their honor and present them with an award. Since the ball is high profile, they leave Lisa at home and head off. Lisa is hurt by the fact that the guys won't even allow her to attend, but she decides to go to the ball anyway. She meets the President and they fall in love. Unfortunately, the President doesn't seem to have enough time in his schedule for Lisa. So it's up to the boys to talk to the President one on one and fix Lisa's broken heart.

Wr Jim Keily, Jimmy Aleck

Dir David Grossman

4 - 18 *FAMILY AFFAIR*

Gary starts dating Jenny Dreeson. Unfortunately, there's always a problem. Jenny's whole family hates Gary. Gary makes a wish that the Dreeson family loved him. The wish doesn't turn out as planned when all the members of the Dreeson family decide that they now want to date Gary. Gary's happy to oblige, and doesn't even realize the fact that dating an entire family isn't the best idea ever. Meanwhile, Chett gets to meet his future self, Robo-Chett.

Wr Jim Keily, Jimmy Aleck

Dir Alan Cross

4 - 19 *GARY AND WYATT'S BLOODSUCKING ADVENTURE*

Gary, Wyatt, and Lisa all decide to go clubbing after hours and become "creatures of the night." Lisa

turns them all into cool vampires, except the fact that they crave Yoo-Hoo instead of blood. Being vampires gives the guys new powers. They now have the ability to hypnotize people, which they enjoy using on cute women. The night turns out to be not so great when they find themselves with a real group of bloodsucking vampires. Principal Scampi and Chett are determined to stop the vampires and become vampire hunters.

Dir Les Landau

4 - 20 *IT'S A MOB, MOB, MOB, MOB WORLD*

Wyatt is sick of his parents not paying any attention to him, so he wishes that his family could be closer and have better family values. Lisa's plan backfires and creates a world in which Wyatt has a family with very strong ties to each other- a family similar to that of the "Godfather." In this world, Wyatt Donnellis and his family are the masters of the Homeowners Association. They fix neighborhood Little League games and take kickbacks from children's lemonade stands. However, trouble is in store when Al Wallace tries to take on the Donnellis family. Gary and Wyatt find themselves against each other in the war.

Wr Jim Lincoln, Dan Studney

Dir David Grossman

4 - 21 *STRAGE DAZE*

Lisa gives the school a technological upgrade to fulfill Wyatt's wish. Unfortunately, Gary and Wyatt end up in a bad sci-fi movie plot from the 80's. In this school, zombie teenagers are having their hormones taken away by Future Scampi. Gary and Wyatt are considered outlaws and are hunted down by the team of hall monitors that Scampi has assembled.

Wr Alan Cross, Tom Spezialy

Dir Tom Spezialy

4 - 22 *COMMUNITY PROPERTY*

Gary and Wyatt are fighting over the use of Lisa. Lisa gets annoyed by the fighting over her and decides to let the boys battle it out in court. Genie Cyber-Court, that is. The winner of the case wins the genie. Gary and Wyatt choose their own lawyers. Gary choosing B.F. Jackie (similar to Cockran), while Wyatt chooses Abe Lincoln. Both lawyers argue out each of their client's side. However, neither Gary nor Wyatt are found to be suitable to be awarded custody of Lisa, so the Internet will be given custody of her.

Wr Jimmy Aleck, Jim Keily

Dir David Grossman

4 - 23 *MASTER CHETT*

After receiving too many memory-wipes from Lisa, Chett develops a brain callous that no longer allows his memory to be erased. This allows Chett to know about Lisa and the fact that she's a magical genie. Of course Chett wants to do harm instead of good. He immediately tries to lie, bully, and buy his way into getting his very own genie from the guys. Unfortunately, instead of a genie, he gets a nice ride to the insane asylum.

Wr Glen Merzer

Dir Les Landau

4 - 24 *PIRATES!*

Wyatt gets the lead role in "Jolly Roger," the school musical. Wyatt has a crush on his leading lady, Jessica, unfortunately she doesn't return his feelings. Lisa tries to make her feel differently, but magic goes awry, and the musical is brought to reality. Now the entire high school is filled with singing pirates and their prisoner, Principal Scampi. Not to mention the fact that they choose a new King, Chett. Not too long after the pirates are discovered, they break out of school in their ship and go about town singing and dancing.

Wr Adam Barr, Peter Ocko, Ed Ferrara, Kevin Murphy

Dir Tom Spezialy

4 - 25 *SWALLOW 13*

Chett swallows a very rare invitation (complete with directions) to an underground rave. So, Lisa miniaturizes herself, Gary, Wyatt, and a space ship. They take a ride inside of Chett in hopes of getting the directions back. Just as in "Fantastic Voyage," Lisa, Wyatt, and Gary get to see way too much of Chett... The complete inside of him. However, during the trip, Chett's girlfriend Sharon breaks up with him, and Wyatt gets Post Miniaturization Stress-Syndrome, causing him to go mad. Wyatt tries to ruin the plans of the mission, and the ship ends up running out of oxygen. Lisa and Gary need stone cold Chett to cry, or else be trapped inside his body with no air.

Wr Jim Lincoln, Dan Studney

Dir David Grossman

4 - 26 *STRANGERS IN PARADISE*

Lisa grants Chett a wish- to be stranded on a deserted island. However, as usual, Lisa's magic goes awry, and Lisa is trapped on the island with him. Not only are they on a desert island, but they are in the middle of the Bermuda Triangle, which hinders Lisa's magical powers from working. Not only do Chett and Lisa not get along, but a hurricane is headed directly for the island. Gary and Wyatt try to rescue the two, but have trouble when facing their nemesis- Adam West.

Wr Jim Lincoln, Dan Studney, Ed Ferrara, Kevin Murphy

Dir David Grossman

5 - 1 *I DREAM OF GENE*

Lisa wants someone else to talk to. Someone that understands her better. So, she decides to look for other magic genies in the world. She meets one in Texas, Gene. Chett gets jealous and searches the teapot in which Gene lives. Chett finds the address of Gene's master and lets his master know where Gene is. Later, after Lisa finds out, Chett realizes that he made a mistake. He tries to get Gene back, and Gene is finally free of being trapped in the clutches of his master. However, the second after he's free, he leaves Lisa for another woman.

Wr Jeff Vlaming

Dir Sandy Smolan

5 - 2 *GIRL TALK*

Gary and Wyatt try to be girlfriends with Lisa by playing girly games with her, but that's not enough. Lisa wants some real girls to talk to. Lisa decides to become friends with one of the waitresses at the Java Man. However, trouble soon hits as Lisa must constantly lie to cover up the fact she's a magic genie. Lisa feels bad about lying all the time, so she decides to share her secret with the waitress. That doesn't turn out to be a good idea when the entire student body of Farber High finds out, and the world is on the verge of finding out about her.

Wr Jim Keily, Jimmy Aleck

Dir Ricardo Mendez Matta

5 - 3 *BOY ON THE HIDE*

Principal Scampi is honored at a Farber High school assembly. Unfortunately, some of the students vandalized his photo beforehand. Principal Scampi doesn't have enough to go on to be able to figure out who committed the crime. Lisa feels sorry for him and says that she will help him find out which students are guilty. Unfortunately, as Lisa and Principal Scampi look for clues, they all lead to Wyatt and Gary, both of whom are innocent.

Wr Sherri Budnik, Joanna Sandsmark

Dir David Grossman

5 - 4 *GARY HAD A LITTLE CRAM*

Wyatt wants a good sturdy envelope for his application to Paxton University. So, Lisa zaps the envelope and makes it invincible. She tests it herself by blowing it up, setting it on fire, and allowing Chett to play with it. With all of the talk about college, Gary realizes that he hasn't applied anywhere. He begs Lisa and Wyatt to help him, but Lisa won't use any magic to get him into a school. However, after Gary talks about how much getting into college would mean to him, Lisa gives him a helmet that allows him to win the triathlon at Farber High. However, Gary finds fame after winning, and may not even bother going to college since he's extremely popular and has many deals to endorse products.

Wr Jim Lincoln, Dan Studney

Dir David Grossman

5 - 5 *FORBIDDEN JANET*

Wyatt wants to finally meet the perfect girl for him so Lisa creates a magical hat that will turn Wyatt's dream girl into a real, live girl. However, when both Chett and Gary use the hat to create their dream girls, it turns out that only one girl can exist at a time.

Wr Jimmy Aleck, Jim Keily

Dir Christopher Hibler

5 - 6 *MAN'S BEST FRIEND*

Two of Chett's friends dump him out in the mountains, miles from anywhere. All of a sudden, Chett starts to be followed- by a dog. Chett starts bonding with the dog after saving his life from a truck. When Chett comes home and Lisa sees how nice Chett is with his dog, she turns him into a real, live man.

Dir Alan Cross

5 - 7 *SHOW CHETT*

Lisa decides to make Chett a male stripper at Chip 'N' Tails, the local women's club, after Chett continually shows that he thinks women are just sex objects. Chett quickly becomes an extremely popular stripper, er, "dancer".

Wr Chris Black

Dir Tom Spezialy

5 - 8 *BEE IN THERE*

Wyatt and Gary both think about how their fathers never played with them when they were little. After hearing this, Lisa agrees to let the boys go back in time as their dads, so that they can spend a little time with themselves as children. The wish turns out awry when Gary gets put into his mother's body instead of his father's. When Wyatt and Gary as Wyatt's father and Gary's mom, start doing more things together, Wyatt's mom and Gary's dad think that something is going on between them.

Wr Jimmy Aleck, Jim Keily

Dir David Grossman

5 - 9 *FUTURE BRIDE*

Wyatt keeps going out on dates, but none of the girls are right for him. Lisa zaps up a Bride Detector, that will go off when your future wife is close to you. Wyatt's future wife is sitting right in the Java Man. Chet tries to use the detector to make Lisa think she'll be his future wife. So, he uses an engineering manual, and makes the detector go off when it's near Lisa. Unfortunately for him, Lisa knows all about what he's been up to, and strings him along. Wyatt loses his future wife after being too serious about the whole thing. And after it's all over, it turns out that the Bride Detector never really worked.

Wr Adam I. Lapidus

Dir Ricardo Mendez Matta

5 - 10 *STALAG 16*

Principal Scampi is given a China pig award from Chett, and also receives the title Educator of the Decade. Lisa creates a fun holodeck for the boys to fight in, similar to Stalag 17.

Wr Ed Ferrara, Kevin Murphy

Dir David Grossman, Ricardo Mendez Matta

5 - 11 *I, CHETTUS*

When greeted at school by Principal Scampi in a toga, Gary and Wyatt know that something is wrong. They are in trouble, not only for being late, but for not being dressed properly. They must go back to Ancient Rome and fix what Chett has done.

Wr Chris Black

Dir Tom Spezialy

5 - 12 *THE GENIE DETECTIVE*

While Gary and Wyatt are at school, Lisa plays a virtual reality game, the Genie Detective. She ends up in the 1930's. Chett joins her, but isn't prepared to play the game. He also doesn't know one important rule- when you die in the virtual reality world, you die in the real world, too. Now it's up to Lisa to save Chett. Wyatt joins the game to help, too.

Wr Howard A. Klausner, Christer G. Hokanson

Dir David Grossman

5 - 13 *MAGIC COMET RIDE*

Similar to Star Wars, Lisa joins her Genie Master on a comet to learn more about her powers.

Wr Dan Studney, Jim Lincoln

Dir David Grossman

5 - 14 *SCHOOL SPIRITS*

The ghosts of old Farber High faculty members are haunting the school. When the gang finds out that all they want is for the new library not to be built over their teacher's lounge, they cook up a plan to haunt Scampi 'The Shining' style.

Wr Jimmy Aleck

Dir Tom Spezialy

5 - 15 *WICKED WISH*

In a Snow White parody, Mrs. Donnelly doesn't feel pretty anymore. Lisa tries to help her out, but instead makes Mrs. Donnelly want to be the fairest of them all.

Wr Dan Studney, Jim Lincoln

Dir David Grossman

5 - 16 *NIGHT OF THE SWINGIN' STEVES*

Agents Scolder and Mully return as does the alien race of Steve.

Wr Chris Black

Dir Ricardo Mendez Matta

5 - 17 *GENIE JUNIOR*

Lisa wants to test Chett, and makes herself pregnant. Chett later wishes that the load was on him, and becomes pregnant instead of Lisa.

Wr Susannah Hardaway

Dir Ricardo Mendez Matta

5 - 18 *WS4*

When no one at Farber High is getting along, Lisa decides to zap up some aliens to help erase the hate. However, the aliens attack the school instead of helping matters out.

Wr Dan Studney, Jim Lincoln

Dir David Grossman

WELCOME TO PARADOX



Set in the near future city of Betaville, the host introduces the cautionary tales of things to come each week, and sums the moral-of-the week at the end. Typical stories include *Lady in the Machine*, in which a detective discovers a holographic messiah which turns out to be a computer programme.

The nice aspect of the series is that the tales are based on older stories written by real-life SF authors: Alan Dean Foster, AE Van Vogt and James H. Schmitz and Donald Westlake so far. It's lovely to see this, as this kind of TV hasn't been seen since BBC TV's wonderful *OUT OF THE UNKNOWN* back in the 1960s. Taking genuine SF and filming it is a rarity (except for Ray Bradbury, which was, naturally, based only on his stories).

It would be nicer, though, if they picked better stories. First up was *Lady in the Machine*, about a hologram of the Virgin. In other words, mostly corny, old-hat stories. Nothing really interesting or new and nothing even classic, which would be more excusable. Will we get Asimov, Heinlein or Clark in the series? Or some of the more modern writers like Connie Willis or Bruce Sterling?

Desperate to shed its image as the storehouse of Irwin Allen schlock and *INCREDIBLE HULK* re-runs, the Sci-Fi Channel's latest addition to an expanding list of original programming is *Welcome To Paradox*. Set in the futuristic city of Betaville, *Welcome To Paradox* is an anthology show focused on the effects cutting edge technology will have on human society. Unlike its cohorts, *SLIDERS* and *MYSTERY SCIENCE THEATRE 3000*, *Welcome To Paradox* is an original concept, not something rescued from cancellation by another network - if you consider a *TWILIGHT ZONE* rehash original. But it certainly indulges in its share of borrowing, as the first two episodes are based on stories from famous SF authors. Its debut proves to be a rather uneven effort.

Based on an Alan Dean Foster series, *Our Lady Of the Machine* stars the character of Angel Cardenas, a futuristic hardboiled detective who relies on little but his senses, which are somewhat expanded as he is an "intuit", *Paradox's* term for a telepath. He goes undercover to investigate a unique extortion ring made up of bogus priests whose "heavy" is none other than the Blessed Virgin Mary, who shows up to stop the hearts of those who refuse to contribute to the cause. Cardenas is shaken when Mary, who he'd assumed was simply an advanced hologram, actually heals a chronic injury during their first confrontation.

The episode proper is nothing too special or too dire, although the last 15 minutes feel rushed and Stephen Bauer (Cardenas) has a tendency to equate serious delivery with mumbling. An elaborate computer set-up is merely dark walls full of red lights, and large parts of the plot consist of Cardenas escaping, getting captured, escaping, and getting tied up, drugged and stuffed into a room, before finding an obligingly talkative bad guy. Even the ending takes a page straight out of James Kirk's book, as Cardenas talks Mary in to expanding beyond her capabilities and acting as if divine, and gets the bonus of seeing her waste the bad guy in the process - leaving everyone to muse on how she'd developed the ability to perform miracles into a deep and meaningful thing. Derivative this might be, but the true weak links are the host intro and outro, with Michael Philip turning in the blandest impersonation of Rod Serling ever. And he's the only person who'll be returning each week..

The producer for the series was R.W. Vincent, executive producers were Lewis B. Chesler, David M. Perlmutter, Jeremy Lipp and Mark Sparacio, the line producer was Mary Guilfoyle. Perhaps one of the better anthology SF shows made in the 1990s, not that their were many to start off with. Many of the stories are intelligently written, with intresting premises.

The series was first shown in the UK on Sci-Fi, a satellite station, which broadcast all 13 episodes of the series on late Sunday nights.

WR. Miquel Tejada-Flores.

DIR. Clark Johnson.

EPISODES: 13 **YEAR MADE:** 1998 **COUNTRY:** US **SEASONS:** 1

RIVER OF STONE PRODUCTIONS INC, CHESLER PERLMUTTER PRODUCTIONS, SHOW CASE, ALLIANCE

CREATOR: JEREMY LIPP (Developer), LEWIS B. CHESLER (Creator)

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 17/08/1998

AIR DATE OF LAST EPISODE 09/11/1998

SEASON DATE BREAKDOWN:

FILMS:

The Host MICHAEL PHILIP

1 - 1 *LADY IN THE MACHINE (AKA OUR LADY OF THE MACHINE)*

A police detective with intuitive powers is assigned an unusual case: a 3-D hologram of the holy Madonna is being used in an extortion scheme. But much to his surprise, he discovers the hologram may be real.

Dir Clark Johnson

1 - 2 *RESEARCH ALPHA*

A scientist bent on accelerating human evolution makes the mistake of using himself as a test subject.

Dir Charles Wilkinson

1 - 3 *THE WINNER*

In a futuristic prison without bars, prisoners are controlled with pain-producing implants - until one prisoner fights back.

Dir Charles Wilkinson

1 - 4 *THE NEWS FROM D STREET*

An inquiry agent (private detective) investigating the disappearance of an ordinary citizen discovers that both he and the man he is looking for are living in a simulated cyber-reality.

Dir Guy Magar

1 - 5 *THE GIRLS WHO WAS PLUGGED IN*

A homeless, suicidal woman gets a second chance when her brain is used as a remote controller of a beautiful body which has been artificially grown.

Dir Jorge Montesi

1 - 6 *THE EXTRA*

A wealthy man clones himself in order to live in perpetual youth by transplanting his brain into younger versions of his own body.

Dir Rod Pridy

1 - 7 *ALIEN JANE*

A young woman whose body can feel no pain tries to hold on to her humanity when she becomes a human guinea pig.

Dir Jorge Montesi

1 - 8 *HEMEAC*

Hemeac is a student at a school run by machines. There the students learn to not only expand their mind with education but temper it with machine logic and perfection. However this perfection comes at a price and when the Android Dean begins to malfunction its up to Hemeac to rise above the machine ideal and reestablish order. However some lessons are too ingrained to be ignored and in the end Hemeac is incapable of expressing himself as a human individual and becomes dormant and silent like the remaining students and the now disconnected machines.

Dir Paul Ziller

1 - 9 *ALL OUR SINS FORGOTTEN*

Within the doomed city of Betaville there is no apparent crime, disease, hostility or stress.

Dir Bruce McDonald

1 - 10 *ACUTE TRIANGLE*

A wealthy, but lonely man seeks solace from his failing marriage in the arms of a biologically enhanced robot

Dir Jorge Montesi

1 - 11 *OPTIONS*

In Betaville new technology means that a woman can become a man and vice versa which brings with it many complications.

Dir John Greyson

1 - 12 *BLUE CHAMPAGNE*

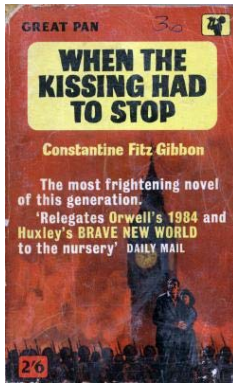
A former championship swimmer, who has given up on his life, falls in love with the star of 'feelie' virtual films, only to become part of the show.

Dir John Greyson

1 - 13 *INTO THE SHOP*

Lawagons, highly intelligent law enforcement automobiles, are the last line of defense against crime in Betaville. However, when the on-board computers start to malfunction, they become mobile judge, jury and executioner.

Dir Jorge Montesi

WHEN THE KISSING HAD TO STOP


An exercise in political alarmism in which a socialist government meekly allows Britain to be absorbed into the Soviet bloc and occupied by Russian troops.

The series was based on an novel by Constantine Fitzgibbon, written in 1960. Despite glowing reviews from the right-wing critics, it failed to prevent prime minister Harold Wilson's 1964 election victory.

WR. Giles Coper.

DIR. Bill Hitchcock

EPISODES: 2 **YEAR MADE:** 1962 **COUNTRY:** GB **SEASONS:** 1

REDIFFUSION/TV

CREATOR: GILES COOPER

TYPE OF SHOW: POLITICAL THRILLER **FORMAT:** SERIAL

LENGTH (MINS): 78 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

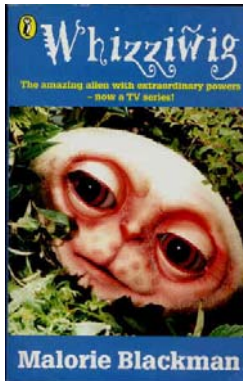
SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

DENHOLM ELLIOTT, PETER VAUGHAN.

WHIZZIWIG

Ben discovers an alien creature flying around his room, he decides to make friends with it and discovers that the alien can grant wishes.

It's important not to get this show confused with another children's SF show called WYSIWYG, which is said the same, but not spelt the same, the producers of this show probably wanted to use WYSIWYG but couldn't because it would infringe on copyright laws. Tyler Butterworth is better known for playing Angelo in the SF show MIKE AND ANGELO in the first three seasons, who was then replaced by Tim Whitnall.

The series returned for a second season on the 8th January 1999 on the ITV network.

The puppet of Whizzwig was created by Gorton & Painter FX Limited, puppeteer was Don Austen, music by Goody, Coates and Hains. The designer for the second was Lynda Harris, executive producers Michael Forte and David Mercer. Producer and director for the series was Neville Green.

The Third series returned for a third season on the 5th January 2000 on the ITV network. The only major cast change for the third season was Joan Oliver who replaced Nimmy March as Gina Sinclair.

WR. Malorie Blackman.

DIR. Neville Green

EPISODES: 23 **YEAR MADE:** 1998 **COUNTRY:** GB **SEASONS:** 3

CARLTON TELEVISION FOR INDEPENDENT TELEVISION

CREATOR: MALORIE BLACKMAN

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 7, (2) 9, (3) 7

DATE OF PREMIER: **AIR DATE OF LAST EPISODE**

SEASON DATE BREAKDOWN:

FILMS:

Ben Sinclair LOUIS MCKENZIE, Daniel Sinclair BRAIN BOVELL, Gina Sinclair NIMMY MARCH (1-2)/ JOAN OLIVER (3) , Mrs. Leonard SHEILA STEAFEL, Mr. Archer TYLER BUTTERWORTH, Steve Fleming MATTHER BARKER, Charlotte Bailey CHANDRA RUEGG, Miss Jute FIONA MCARTHUR, Whizzwig KARA NOBLE (2), Charalotte Bailey CHANDRA RUEGG (2), Keith Trump DAVID LLYOD (2) , Sarah NATALIE MOORE (2).

RELATED SHOWS:

MIKE AND ANGELO

- 1 - 1 *TWO TONGUES*
- 1 - 2 *DONKEY TROUBLE*
- 1 - 3 *BIG BEN*
- 1 - 4 *THINK*
- 1 - 5 *FROG*
- 1 - 6 *CRY BABY*

1 - 7 *SHEER-LUCK HOLMES*

2 - 1 *CAPTAIN BLADES*

3 - 1 *FOUL PLAY*

Ben and Steve trick Whizziwig into granting their wish to play for the school football team.

Wr Claudia Timpson

3 - 2 *WAY OUT WEST*

When Steve laughs at the bad guy in a cowboy film, Whizziwig whisks him back in time for a showdown with the gunslinger.

Wr David Lemon

3 - 3 *HIDDEN TALENTS*

Ben feels confident his operatic voice will win him first prize in the school talent competition.

Wr Tony Millian and Mike Walling

3 - 4 *BIRD TROUBLE*

Ben gets into trouble at school with his neighbour's parrot.

Wr Jim Eldrige

3 - 5 *KING ARTHUR'S WORLD*

The family are transported back to the days of King Arthur, where Mr. Sinclair's dream of fighting a duel against Sir Lancelot become reality.

Wr Jim Eldrige

3 - 6 *OUT OF THE BAG*

The emergency services are called in to lead the hunt for Whizziwig when her alien identity is revealed at school.

Wr Malorie Blackman

3 - 7 *ANIMAL CRACKERS*

Ben takes his girlfriend Jennifer for Sunday lunch at Aunt Dottie's but the occasion takes an unexpected turn when a strange, cat-like girl appears.

Wr Malorie Blackman

WHOOPS! APOCALYPSE



In *Whoops Apocalypse*, as in then 'real' life, the balance of world power is held by the leaders of Russia (the ageing Dubienkin) and the United States. The American president, much despised in his home country and cravenly seeking restoration of his popularity, happens (no coincidence, obviously) to be a former screen actor, the recently lobotomised Johnny Cyclops. Stranded in the middle of the pair is the lame, moronic British PM, Kevin Pork, aided by his Foreign Secretary (Dave) and Chancellor of the Exchequer (Brian).

Also queering the picture is the mad master-of-disguise Lacrobat - the world's most hunted international terrorist and nuclear-bomb-stealer - and, perhaps most frighteningly of all, the Deacon, the fanatical, God-fearing American security adviser, a man who believes he has a direct hotline to the deity. (At the time, although *Whoops Apocalypse* authors Marshall and Renwick claimed prior ignorance of the fact, the US security adviser, General Haig, was known within White House circles as the Vicar.) All the while, the Shah of Iran has been deposed and secret Western attempts to restore his brother to power fail to amount to much (at one point, he is stuck on a cross-channel ferry). Disastrously, in the final episode, a Quark nuclear bomb accidentally destroys Israel, sending the planet cascading towards the Third World War and nuclear holocaust.

Whoops Apocalypse painted a frightening but fantastic picture of international politics and brinkmanship, as lunatic world leaders made awesome decisions with nary a prior thought but with devastating effect. As such, it was then, and remains, an extraordinary sitcom - topical, anarchic, inspired, alternative - of a kind and style familiar, perhaps, to viewers of BBC2 or the emerging C4, but a real departure for network ITV.

The casting of *Whoops Apocalypse* was exceptional: the players included John Cleese (as Lacrobat) appearing in his only sitcom outside of his own *Fawlty Towers* John Barron and Geoffrey Palmer from *The Fall And Rise Of Reginald Perrin* Richard Griffiths, Peter Jones, David Kelly, Ed Bishop, Bruce Montague, Richard Davies, Barry Morse and, from the vanguard of the new so-called 'alternative comedy' movement, Rik Mayall (who appeared in one episode) and Alexei Sayle. It might just be stretching belief to suggest that every one of these and the remainder of the huge cast understood all that was going on in their scripts, for certainly much of the show left viewers baffled, but, then again, since the world has always been governed by decisions of uncomprehending madness then the sitcom was merely an exaggerated but otherwise accurate reflection of the fact.

A less impressive feature film version of *Whoops Apocalypse* was released in 1987 (director Tom Bussmann), again scripted by Marshall and Renwick and featuring a stellar cast, including Loretta Swit, Peter Cook, Michael Richards, Alexei Sayle, Rik Mayall, Ian Richardson, Herbert Lom, Richard Wilson, Graeme Garden, John Sessions and Richard Murdoch.

Barry Morse also starred in *SPACE: 1999* and Peter Jones played the book in *THE HITCH HIKERS GUIDE TO THE GALAXY*.

WR. Andrew Marshall, David Renwick

DIR. John Reardon

EPISODES: 6 **YEAR MADE:** 1982 **COUNTRY:** GB **SEASONS:** 1

LWT/ITV

CREATOR: ANDREW MARSHALL, DAVID RENWICK

TYPE OF SHOW: POLITICAL THRILLER **FORMAT:** SERIAL

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 6

DATE OF PREMIER: 14/03/1982 **AIR DATE OF LAST EPISODE** 18/04/1982

SEASON DATE BREAKDOWN:

FILMS:

Johnny Cyclops BARRY MORSE, Dubenkin RICHARD GRIFFITHS, Kevin Pork PETER JONES, The Deacon JOHN BARRON, Jay Garrick ED BISHOP, Commissar Solzhenitsyn ALEXEI SAYLE, Foreign Secretary GEOFFREY PALMER, Chancellor of the Exchequer RICHARD DAVIES, Shah MASHIQ RASSIM BRUCE MONTAGUE, Lacrobat JOHN CLEESE, Abdab DAVID KELLY, Lt Botko ROGER PHILIPS, Jonathan Hopper JOHN BARRARD, Martha Hopper NELLIE HANHAM, Secretary SARAH WHITLOCK, Admiral Blinsky GEORGE CLAYDON, Wheelchair GABOR VERNON, Dripfeed FRANK DUNCAN, Jeb Grodd LOU HIRSCH, Dr Weinigger OLIVIER PIERRE, Chaplain JOHN STERLAND.

RELATED SHOWS:

SPACE: 1999

HITCHHIKER'S GUIDE TO THE GALAXY, THE

WICKED SCIENCE



Toby Johnson is an easy-going guy who wants a quiet life. Elizabeth Hawke wants everything her way. She doesn't like anybody, and nobody at school likes her. One day they get hit by a ray, a unique magnetic pulse that changes everything. Suddenly they're both scientific geniuses!

Seems like a wild situation for any 15 year-old. Toby can create pheromones to make any guy irresistible to girls. He can articulate gloves that make you play like Jimi Hendrix. But he doesn't know how to control the gift, and he's not easy with it. But Elizabeth revels in her new found power. She wants to dominate the school, using her gift as the ultimate weapon for success and power. He may not like it, but Toby's the only one who can hold her back.

Battle lines are drawn between the two wizards of science. The normal world of Sandy Bay School is turned upside down by invisible cars, flying lawnmowers, a cloned school principal and a rampaging T-Rex.

With Elizabeth's megalomania spiralling out of control, she decides she must eliminate Toby. Will she succeed? And whose genius will survive?

This show is the best! Every episode has it's own special effects and it's so good. Too bad, there wasn't more episodes. Oh, about that frog on the keyboard... well it's not bad, it could happen, if they became geniuses, why frog shouldn't reprogram the "MFD"? By the way I think it's very cool because Gart, Verity, Russell and Dinah know. I mean, if they weren't in the show, the show would be so stupid. Come on, like in the episode "Virtual game"... what would Toby do without Russ and Dinah, and how could Elizabeth work without Verity? Remember the episode where Verity ran into Elizabeth's laboratory and told her that Tesslar is going to do something with the electricity. This show contains so much fun, special effects and really good story.

Main characters

Toby - Just an average boy before all this happened, Toby is good kid who just wants to stop Elizabeth and her allies Verity and Garth from taking it too far.

Russ - Toby's best friend. He helps him a lot when the time comes to do something. He doesn't like Elizabeth, Verity and he is afraid of Garth.

Dina - She is the last member of good trio. Dina is smart, good looking but she hates Elizabeth. Also, boys get on her nerves sometimes.

Elizabeth - She is so evil. She hates everybody except Toby. But it just happens that they are worst enemies.

Verity - Verity is very sneaky, but she is also very boring. She gets on Elizabeth's nerves sometimes.

Garth - Garth is the school bully. He is always up for a fight with somebody, especially Russ.

Other characters

Bianca - Toby likes her very much. Bianca is very pretty and she likes Toby too.

Sean - He doesn't appear very much in episodes, but we can see that he likes girls and they like him.

Mr. Tesslar - He is teacher and he can't understand why Toby is so interested in "MFE".

Produced by Nicole Keeb executive producer , Arne Lohmann executive producer , Daniel Scharf producer , Jonathan M. Shiff creative producer , Jonathan M. Shiff executive producer

Cinematography by Darrell Martin

Production Design by Brian Alexander

Art Direction by Anita King

Makeup Department - Simone Albert assistant makeup artist , Andrea Cadzow hair designer , Andrea Cadzow makeup designer , Abi Palmer assistant makeup artist

Production Management - Barry Lanfranchi post-production supervisor , Garry McMullan unit manager , Chris Page production manager

Second Unit Director or Assistant Director - Heath Kerr third assistant director , Emily Rickard second assistant director Pauline Walker first assistant director

Art Department - Hugh Anderson scenic artist , Will Davidson carpenter , Simon Field construction manager , Adrian Flather props maker
Michael Klug assistant stand-by props , Frank Kopacka carpenter , Paul Macak set dresser , Natarsha Nicholson props buyer , Lachlan Snell stand-by props , Craig 'Sol' Sutherland carpenter , Stephen Tulloch assistant props maker (as Steve Tulloch) , Jan Van Olphen carpenter , Chris Vance lead foreman

Sound Department - Steve Burgess foley engineer , Ron Feruglio sound editor , Gerry Long foley artist , John McKerrow sound recordist
Ralph Ortner sound supervisor.

Special Effects by Peter Stubbs special effects coordinator

Visual Effects by Paul Buckley digital artist , Mark Dickson digital effects designer , Alan Fairlie visual effects , Aaron Gardiner digital artist
Ineke Majoor visual effects producer , Peter Webb visual effects

Stunts - Brett Anderson stunt coordinator , Amanda Buchanan stunts , Amanda Carver stunts , Tiny Good stunt rigger , Nathan Kell stunts

Other crew - George Awburn on-line editor , Julie Bates continuity , Gary Bottomley focus puller , Simon Butters script coordinator , Simone Culley stand-by costume , Greg Ellis location manager , John Fairhead safety officer , Jude Finlayson senior colorist , Ted Green script supervisor , John Handby on-line editor , Justin Heitman color timer , Llew Higgins key grip , James Honey grip , Karyn Hunter costume assistant , Michael Joshua script editor , Matt Kearney steadicam operator , Catherine Lavelle unit publicist , David Lovell best boy , Guy MacKinder on-line editor , Con Mancuso gaffer , Greg Noakes still photographer , Bruce Phillips director of photography: second unit
Fiona Rogan costume supervisor , Katie Shiff post-production assistant , Ron Sinni accounting assistant , Andrea Tulloch assistant coordinator , Gene Van Dam third electrician , Michelle Venotti production coordinator , Ian 'Scooter' Welbourn production runner , Sunny Wilding clapper loader , Dennis Wisken still photographer , Neil Wood color timer.

WR. Jonathan M. Shiff

DIR. Grant Brown, Richard Jasek

EPISODES: 52 **YEAR MADE:** 2004 **COUNTRY:** AUS **SEASONS:** 2

JONATHAN M. SHIFF PRODUCTIONS, NETWORK TEN, ZDF ENTERPRISES

CREATOR: JONATHAN M. SHIFF

TYPE OF SHOW: SCIENCE

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26, (2) 26

DATE OF PREMIER: 27/02/2004 **AIR DATE OF LAST EPISODE** 01/01/2006

SEASON DATE BREAKDOWN:

FILMS:

Dina (2003-2004) SASKIA BURMEISTER, Toby Johnson (2003-) ANDRE DE VANNY , Verity (2003-) EMMIE LEONARD, Sean (2003-) LEE MONIK, Elizabeth Hawke (2003-) BRIDGET NEVAL , Principal Alexa Vyner GENEVIEVE PICOT, Russell (2003-) BENJAMIN SCHMIDEG, . Elsa LOUISE SIVERSEN, Garth (2003-) BROOK SYKES, Bianca (2003-) ANYA TRYBALA, Mr. Tesslar (2003-) ROBERT VAN MACKELENBERG

It's the first day at Sandy Bay School and lives are changed forever when Toby and Elizabeth are zapped with a ray which makes them instant geniuses. But rivalry between them sees a new experiment get out

of hand - when it wants to eat Toby!

Dir Grant Brown

1 - 2 *SECRECY*

Desprate to show off his new 'Power', Toby decides to tell everyone about his gift. But no one believes him. So he decides to show the people the truth and invented a flying Mower. But Elizabeth finds out and is not happy and sabotages Toby's plan.

Dir Grant Brown

1 - 3 *ELECTION*

Election Day is coming up in the school and Elizabeth wants to win! So she invents a anti-fiction spray to eliminate her competition. Toby is the only one who can stop her.

Dir Grant Brown

1 - 4 *SMART JUDO*

Russ gets creamed at Judo by Garth and is feeling sad. To fix the problem, Toby makes a judo suit that can help Russ win. Elizabeth finds out and stops Toby. Elizabeth was successful. But Russ managed to win on his own. Garth joins Elizabeth's gang to stop Toby.

Dir Grant Brown

1 - 5 *HOLOGRAM*

Jealous, Elizabeth designs a hologram of Dina and frames her by vandalising Mr Tesslar's car. This eventually leads to the loss of Dina's Studnet rep. and Elizabeth gets the title.

Dir Grant Brown

1 - 6 *AMAZON LAB*

When Elizabeth's crush is partnering up with Dinah for a botany assignment. She creates a hair removal and puts in in Dinah's hat. When Dinah finds out, Toby makes a hair growth formula but Dinah uses it the wrong way and grows a beard. Russ spills the potion into a plant. Eventually grows into a forest and Toby and Elizabeth have to work together to shrink it again.

Dir Grant Brown

1 - 7 *LOVE POTION NUMBER NINE*

Toby has no one to go with to the school dance, so he makes pheromones to attract girls but he decides not to do it. However, someone steals it and it has gone all wrong and Toby , Dina and Russ must find a way to stop it. Also, Elizabeth tries to persuade Toby in joinig her for gaining more power.

Dir Grant Brown

1 - 8 *INVISIBLE CAR*

When Russ damages Mr. Tesslars car, Toby invents invisible paint to help him. But when Elizabeth finds out, she is set to get Russ expelled. Will it work?

Dir Grant Brown

1 - 9 *DOUBLE DATE*

When Dina is asked to go to the movies with the boy of her dreams, she can't because of her work schedule. To help her. Toby makes a robot of Dina so then the real Dina can go to the movies on a date and the robot Dina can work. But when Elizabeth finds out, she humilates Dina.

Dir Grant Brown

1 - 10 *BIRTHDAY PARTY*

When Elizabeth finds out that she was not invited to Bianca's birthday party, she invents something that controls the weather and tries to ruin her party. She was successful until Toby managed to stop her.

Dir Grant Brown

1 - 11 *NANOBOTS*

When the science lab is closed because of Dinah's mistake and Elizabeth is angry and decides to get back at her by making nanobots and steal something Dinah was suppose to guard. When Toby finds out, he helps Dinah and stops Elizabeth. Well sort of.

Dir Grant Brown

1 - 12 *SURVEILLANCE*

When Tesslar and Vyner set up a security camera after someone had broken into the lab, Elizabeth is caught on tape using her powers. Toby must help her before they would be treated as some sort of lab rats. But how will this affect toby's relationship with Dinah? And Elizabeth is convinced Toby likes her!

Dir Grant Brown

1 - 13 *CENTENARY BALL*

Still mad about Toby helping Elizabeth, Dinah is still not talking to him. The school's anniversary is coming up. Elizabeth is in charge and everyone is not having fun. When Tesslar sees how Elizabeth treats everyone Tesslar makes Dinah in charge and Elizabeth has an idea to ruin Dinah's glory. Toby figures it out and saves Dinah. In the end, Toby confronts Elizabeth and tells her that he would never like her. Elizabeth wants to get her revenge!

Dir Grant Brown

1 - 14 *SECRET LAB*

Building a new lab in the school's basement, Elizabeth sends Garth to fetch her some things using the shrink ray and Garth shrinks Dinah. When Elizabeth finds out, she tries to help her. Toby who has finally had the courage to ask out Bianca, is waiting at his house worried about Dinah. After him and Russ check the school and couldn't find Dinah, they are really worried. Eventually they find Dinah and Toby manages to repair Elizabeth's doing and everything is all right. For Now

Dir Richard Jasek

1 - 15 *EXPLODING MELON*

With a science project coming up, Toby and Russ have grown an organic watermelon. Curious on how Elizabeth is inventing stuff without using the lab, Toby decides to try and find Elizabeth's lab. When Elizabeth finds out, s.he destroys Toby and Russ' science project, but Toby invents something to replace it,using a bit of electricity and a new watermelon She doesn't want anybody to find out what she is building in the lab, but that may not be that simple as she is using most of the school's electricity, Tesslar and Vyner try to find out the source of the power surges are Elizabeth finds a way to direct their attention to Toby and Russ and they get in to big trouble.

Dir Richard Jasek

1 - 16 *FAME*

The students are preparing for a parade of fashion which will air on TV by the most coolest show on TV 'Groove'. Russ volunteers to play the guitar for the opening act, there's just one problem, he can't play that good. To help his friend, Toby invents a pair of gloves that are programmable and are remote controlled, making Russ playing like Jimmy Hendrix. Elizabeth decides to launch her new invention 'Mood by Elizabeth', make up that changes colour to show what the wearer's mood. She hijacks it and shows her product and is now on her way to becoming rich and famous.

Dir Richard Jasek

1 - 17 *TRANSPORTER*

When Elizabeth receives her first order for 'Mood by Elizabeth', she invents a teleporter to transport the make-up unnoticeable to anyone, but when Russ finds her lab, Elizabeth panics and teleports Russ and the make-up onto the truck. Realizing, Russ will come back and tell Toby, she steals the statue that Russ and Garth helped bring in and the money box to frame him. Russ is in big trouble when he comes back and tells Toby in code that he find Elizabeth's Lab and he was teleported to a truck. Toby figures it out and hijacks Elizabeth second order of make-up and tells her that if clears Russ name, he won't tell anyone about this lab. Elizabeth agrees and Russ is cleared and now the gang can blackmail Elizabeth if she is doing something she shouldn't.

Dir Richard Jasek

1 - 18 *WEIRD DATE*

While on a date,Toby tries to win pink bear for Bianca,and he uses his genius powers.But some things just go wrong and Bianca gets angry on Toby.Elizabeth makes some photos and she gets even more famous.

Dir Richard Jasek

1 - 19 *EXCURSION*

Dinah,Russ,Toby and Bianca go together to explore fosils.Reporters from "Teen" magazine come to interview Elizabeth.Bianca is angry on Toby,so they split up.Bianca falls in a hole and Toby tries to save her and he saved Bianca.Meanwhile,Mr.Tesslar discovers fosil of dinosaur.

Dir Richard Jasek

1 - 20 *NANNA*

Toby invents time machine to go into past.Nanna was sucked in,and her "little girl version" appears,while old nanna is in the past.

Dir Richard Jasek

1 - 21 *VIRTUAL GAME*

Toby makes virtual set (some kind of glasses) to see Russell's memory and to find out how did he and Elizabeth become geniuses. But, Elizabeth finds out and she hacks into Russell's memory. To stop her, Toby makes another set for Dinah so she can try to stop Elizabeth. Elizabeth turns Russell's memory into a game and gives herself powers. Toby sabotages her computer, and he finally finds out how did they become geniuses. It appears the frog was on the "MFD" and it was jumping on the keyboard.

Dir Richard Jasek

1 - 22 *RUSS RAMPANT*

To find the right combination how did they become the geniuses, Toby goes to laboratory to use again "MFE" and rock. Russ goes with Toby in, but Dinah stays out to make sure nobody gets inside. Unfortunately, Elizabeth, Garth and Verity come and try to get in. So, and they do. But before that Toby turned Russ in the genius. Anyway, it won't be so long, because Toby will turn him into normal Russ again. Only, Elizabeth is angry now because Toby knows how he can take off her powers.

Dir Richard Jasek

1 - 23 *TRACTOR BEAM*

Toby tries to take off Elizabeth's powers on the class. The "MFE" was behind Elizabeth so she couldn't see it. So, Toby tells Russ to pretend that the chemical got in his eyes just to make everybody notice Russ including Mr. Tesslar. But, just when he was going to hit Elizabeth, she turned and jumped from the chair to avoid it. After that, she finds out and tries to steal "MFE". What she didn't do, Toby did. He took the "MFE". After that, Toby makes Tractor beam to drag Elizabeth in trap. She was standing in the air and crying because Toby will take off her powers. But, Tesslar arrives in the gym where they are and troubles are about to begin.

Dir Richard Jasek

1 - 24 *CLONE VYNER*

Toby is going to be expelled if he doesn't tell the truth to Vyner. Elizabeth clones Vyner so she could control her to fire Tesslar and don't expell Toby. Toby has no other choice but to tell Tesslar the truth. He invents something and Tesslar steps on it. Tesslar starts to levitate and he finally finds out. Vyner fires him, and he must go. At the end, Toby and Tesslar shake their hands and Toby promise Tesslar that he is going to stop Elizabeth. Now only what she needs a key for the "MFE".

Dir Richard Jasek

1 - 25 *CHECKMATE*

The key to the MFE is safely stored away in Toby's head and Elizabeth wants it! Knowing that Toby isn't about to tell her anytime soon, she kidnaps Bianca and sits back to wait for Toby to rescue her. Toby comes to rescue and finds himself trapped in the force field with Bianca - and Elizabeth threatening to use the shrink ray on one of them.

Dir Richard Jasek

1 - 26 *ENDGAME*

Toby and Bianca are still trapped within the force field and Toby starts to really worry about what Elizabeth is up to. She has created a new T-Rex - but this time it is trainable! - or so Elizabeth thinks. T-Rex is soon on the loose and Toby finally gets himself free - only to have a bigger problem again.

Dir Richard Jasek

2 - 1 *THE FILES*

A new guy arrives at Sandy Bay School - cunning, unscrupulous Jack - who wants nothing more than to discover their secret. Elizabeth and Toby are both in trouble, especially when Elizabeth falls for Jack's charm, which is somewhat of a relief for Toby. But Elizabeth has already turned Toby's cousin Sacha and Russ into blowflies. But when Elizabeth finds herself being held prisoner by a King Kong sized Koala on the city bridge - will Toby come to her rescue?

2 - 2 *SWEET DREAMS*

What could be worse than being a teenager? Being a guinea pig for Elizabeth - especially when you don't know about it. Elizabeth inadvertently manages to create havoc when Sacha's teeth start falling out while she is giving a class presentation. But that is nothing to Garth, who during a game of beach volleyball, begins to grow breasts! Can it be reversed - or has Elizabeth gone too far this time?

2 - 3 *SUPERFISH*

As Elizabeth continues to try to get Toby's attention, she decides to teach him a lesson. Toby has just invented a seal oil to assist with his swimming. Elizabeth sneaks in and adds a little something to it. When Toby uses the oil he gets more than he bargains for when the oil not only makes him swim like a seal - but

act and perform like one as well!

2 - 4 *FEVER*

For once Elizabeth is doing something for others - but only because she has no other choice. She keeps granting other people's wishes, causing the genius in her to start going haywire. Toby knows he must help her, because if he doesn't she may be gone forever.

2 - 5 *A FRIEND IN NEED*

Russ decides that it is time for him to use one of Toby's inventions. He uses a suit and dresses up as Toby. All goes well until the suit starts to malfunction. Will Toby and Elizabeth's secret be exposed?

2 - 6 *THE GREAT DORK*

Problems arise from Toby's latest experiment which sees Russ swap places with his ancestor - from over 350,000 years ago. While Russ begins to enjoy life and invents the pizza, Rog is astounded by this new world he finds himself in and begins to turn Sany Bay upside down.

2 - 7 *CLOSE CALL*

Toby and Elizabeth's secret is under threat of being revealed.

Elizabeth has invented a new device which allows the person or objects it is being aimed at to move through solid objects because it changes the molecules, however, it isn't working properly yet and ends up making things disappear after an amount of time. The device though is accidentally aimed and fired at the unsuspecting Jack - and he begins to disappear.

Toby must put his dislike for Elizabeth aside and work together to restore Jack to normal before he disappears for good.

2 - 8 *RING OF CONFIDENCE*

Toby's latest invention is a good one and has the power to only do good things - or does it? Toby finds out that sometimes a little confidence can be good. The ring which gives this power was intended for Verity to help her get out there and show her stuff during swimming. Unfortunately it doesn't go to plan as Elizabeth sets out to tamper with the ring for her own purposes.

2 - 9 *MISTY*

Toby finds himself trapped in a virtual reality world after Elizabeth tricks him into it. Refuses to go along with the plan, she sends herself into it as well hoping that Toby will rescue her and end the game - but instead both become trapped in it. Sacha meanwhile is missing her horse Misty, but the latest teleporter device allows her to bring Misty to her - until the device begins to malfunction and Misty starts appearing at random - anywhere.

2 - 10 *CATCH ME IF YOU CAN*

Jack is carefully moving closer to finding out Elizabeth and Toby's secret. Meanwhile, Toby has a date - which Jack's sister Nikki Bailey. When Elizabeth finds out about Nikki and Toby she sees red and wants to ruin the date. But will anyone stop Jack before he finds out the truth?

Guest star: Nathan Vernon (Matt Costos), Nick Colla (Oliver Simmons)

2 - 11 *KOALA IN THE MIST*

2 - 12 *A DAY IN THE LIFE*

When Sacha and Russ have a fight they knock some equipment in Toby's lab making a chain reaction which sees Sacha and Russ swap places Russ has to win a girl's hockey game and Sacha has to win a pizza eating contest. Will their lives be affected and their secrets revealed...

2 - 13 *BOLT FROM THE BLUE*

2 - 14 *THE WEEKEST LINK*

2 - 15 *TALK TO THE ANIMALS*

2 - 16 *VERITY FROM THE BLUE LAGOON*

An experiment which Elizabeth is conducting goes horribly wrong when Verity breaks it. The plant from Boggy Creek experiment causes Verity to begin morphing into a scaly creature.

2 - 17 *THE TRUTH IS OUT THERE*

A Science Expo is coming and Jack wants to use the opportunity to get Elizabeth and Toby to make him a genius. Sacha has invented something, but is determined to keep it secret - so why does everyone want to

know what it is?

2 - 18 *AIR DOG*

2 - 19 *CRAZY FOR YOU*

Elizabeth creates an artificial intelligence program in order to have a personal assistant who will do the job right. But Max, as she calls it, soon gets out of control and goes after Toby, Verity and Garth via the computer. Will Toby break his date with Nikki to help Elizabeth?

2 - 20 *TIME LOOP*

Elizabeth is still jealous over Nikki and Toby so she comes up with the perfect plan - she is going to trap Toby in a time loop. So Toby is stuck having the same day, over and over again.

2 - 21 *UNDERWATER*

Elizabeth catches an octopus and extracts poison that can immobilize an elephant with one drop. When Russ and Garth have to clean up the science classroom, Garth makes a spitball with some poison on it, but it accidentally hits Mr Woods. Ms Hammer searches for Mr Woods because he has to drive the class to a concert. Elizabeth then gets paralyzed herself and can't create an antidote. Can Toby come up with an antidote in time?

2 - 22 *GHOST GIRL*

A very famous celebrity comes to Toby's school and a very jealous Elizabeth is asked to show her around. Elizabeth traps Russ, Toby, Sacha and the celeb in a haunted house using her genius to scare the girl away. Oh, Russ gets entangled into romance.

2 - 23 *SPIDER BOY*

Garth's nephew Rodney is in town and he loves to play pranks on everybody. When he has to hide from Mr Woods for disturbing the class Garth takes him to Elizabeth's lab. Rodney gets bitten by a spider and turns into one! He can spit sticky slime and can make cocoons. Now he wants revenge on Sacha for putting itching powder in his clothes. Will Elizabeth get there on time to rescue her?

2 - 24 *MEET THE PARENTS*

Toby and Nikki's relationship is under threat when Jack and Elizabeth make a deal. Together, they will turn the Baileys against Toby so they won't allow Nikki to date him. In return, Elizabeth agrees to tell Jack the secret behind Wicked Science.

2 - 25 *JACK MAKES HIS MOVE*

Elizabeth decides to use Jack to make Toby jealous. All the while Jack is using Elizabeth to find out more information and to steal the disc.

2 - 26 *KING CUDDLY*

Still love-struck, Jack talks Elizabeth into making Toby normal again. She agrees and goes off to perform it. While she is out of the way, Jack turns himself into a genius.

WILD PALMS



Wild Palms is set in Los Angeles in 2007, a time and a place replete with menace, where dissidents can be beaten up and dragged out of restaurants, where the poor and political refugees seek refuge in a brutal no-go area called the wilderzone, and where a highly addictive 21st century drug called Mimezine can create a deceptively convincing substitute reality, producing an illusion of touch that fulfils the consumer's wildest fantasies.

Its hero is patent attorney Harry Wyckoff, who enjoys a seemingly comfortable yuppie lifestyle with his beautiful wife Grace and their two children. But beneath the surface all is not well. Harry is impotent, his young daughter is a disturbed mute and he is troubled by recurring nightmares - the rhino in the pool. He is wooed by an old flame, Paige Katz, into accepting a job at Channel 3, a TV network owned by Senator Anton Kreutzer's Wild Palms Group, that is about to launch a new 3D TV show called Church Windows into the living rooms of an unsuspecting world.

Harry soon finds himself caught in a struggle for society's soul. On the one hand: Kreutzer, a messianic politician, TV tycoon and self-styled spiritual leader of the Fathers, an authoritarian, right-wing cult not averse to kidnapping children and raising them in his philosophy of Synthotics, or New Realism. On the other: The Friends. Founded by Eli Levitt, ex-husband of Kreutzer's sadistic sister Josie, and father of Harry's wife Grace, this underground organisation considers itself the shock troops of reality, dedicated to bringing down Kreutzer and The Fathers.

Kreutzer wants to propel himself into power and he plans to do it by controlling people's perceptions of reality, through a combination of mind-bending 'holosynth technology' that projects 3D images into their living rooms, and the consciousness-altering drug Mimezine. Kreutzer will also stop at nothing to get his hands on the 'go-chip', a tiny, computerised biochip that when implanted in the body, promises immortality as a holographic God.

Harry finds his life and family falling apart as he is sucked into the senator's sinister schemes. His wife is murdered; he loses one 'son' who turns out to be his half brother, but finds his real son Peter. In the end he succeeds in thwarting the senator's crazy plans and at last finds peace with his old flame, his daughter and son.

Wild Palms stands as both a vision and a warning of what TV and its associated technologies could become. To the casual consumer, the idea of having your living room turned into anything that you would desire might sound like an interactive paradise. But, as Oliver Stones series sets out to show, this would not be enough for those who might want to manipulate the technology for their own ends. Separating fiction from fact won't be easy when it's sitting along side you on the sofa. American mainstream audiences couldn't take Wild Palms, just as they struggled with Twin Peaks. But this is no Twin Peaks twin - that series had passed its supernatural sell by date well before the final episode.

Wild Palms hits you like a hallucinogenic - warping your senses and playing games with your intellect. A big splash, ripples and then its gone. This is the rhinoceros. TV is its swimming pool. Viewers bewildered by the byzantine plot can take visual comfort in the look and the technology. The costumes - Edwardian wing collars and New Look cocktail dresses - are strangely stylish. A sequence where Harry dons a pair of virtual reality glasses and finds himself in a courtly 17th century ballroom setting is stunning, and the holographic realisation of the 3D show Church Windows is tantalisingly haunting.

Stone and Wagner also make cameo appearances as a chat show host and his guest, with Wagner saying to Stone: 'Fifteen years after the film JFK the files are released. You were right. Are you bitter?' And in a neat nod of acknowledgement, William Gibson, cyberpunk guru, introduced on the same show as 'the man who coined the word cyberspace'. Wild Palms stands as both a vision and a warning of what TV and its associated technologies could become. To the casual consumer, the idea of having your living room turned into the Rovers Return with a holographic Raquel pulling holographic pints might sound like an interactive paradise.

The truth about Coty is revealed. Grace must make a choice. Josie reveals her fight skills and someone has a grisly fate on cyberspace.

1 - 4 *HUNGRY GHOSTS*

Paige reveals her secrets. A wedding. Tony wants the Go-Chip. Harry freaks as someone very near and dear to him is brutally murdered on live TV

1 - 5 *HELLO, I MUST BE GOING*

The grand finale as Fathers and Friends come to a collision, and all the horrors of the WPN are revealed. Will Harry Wyckoff pick up the pieces of his shattered dream?

WILD WILD WEST, THE



The good guys are a debonair government undercover agent, James T. West, and his aide, master of disguise and inventor Artemus Gordon, who have been chosen by President Ulysses S. Grant to spearhead the government's efforts to enforce law and order on the frontier. They operate from a mobile base on a plush private train with weapons and gadgets strategically hidden throughout.

But the bad guys aren't your average rustler or gun-toting outlaw. They're often criminal geniuses threatening the newly united American nation with all manner of scientific devices from robots to atomic bombs, wave-makers to time machines, cyborgs to a volcano-creating device.

Thus, the elements of Western and tongue-in-cheek spy drama combined to produce one of the purest and most outrageously bizarre fantasies ever made for television. The series' most charismatic 'super' villain, Miguelito Loveless, is a dwarf with a fanatical hatred of everyone taller than himself! A brilliant scientist, he invents robots, LSD and time travel devices. He also devised the means to shrink people and to escape by passing into another dimension and hiding in old paintings! .

James Bond meets Gunsmoke. James T. West (not to be confused with James T. Kirk) was a secret agent for President Ulysses S. Grant, in real life the military genius who boozed his way through the White House, surrounded by corrupt aides, went bankrupt, and wrote the best Presidential autobiography ever -- for the money. James T. West's focus was the alarming number of revolutionary, radical, criminal, and anarchist groups constantly plotting to take over America. Assisted by Secret Service Agent Artemus Gordon, master of disguise, they travelled by special railroad car equipped with the tools and materials needed to make a vast array of gadgets and gizmos. James T. West's nemesis was the brilliant but irrevocably evil Dr. Miguelito Loveless. Sometimes rose from anachronistically daffy to delightful. In the face of it, *The Wild, Wild West* sounds like just another Western adventure series, set as it is in post-Civil War America.

One episode even brought on the aliens - a trio of Venusians who land on Earth in their 'flying pie plate' in search of fuel. Another, *The Night of the Burning Diamond*, featured a thief who melted down diamonds to create an elixir with which he could travel faster than light. In America, *The Wild, Wild West* was a big hit, running for four years and 104 episodes from 1965. Britain hasn't been so lucky: the series premiered in ITV's Northern region in May 1968 (a 13-week Sunday night run), billed as 'the first James Bond Western', and subsequently clocked up seasons in several ITV regions during the 1970s, notably London, Southern and Westward. But these were invariably mid-afternoon when no one was watching or late-night when they'd gone to bed. The series was revived by satellite channel, Bravo, in January 1995.

As the western was beginning to fade in popularity in the mid-sixties, spy dramas were becoming increasingly popular. One series came out that merged the two genres together. That series was *The Wild Wild West*. *The Wild Wild West* was set in the American west during the time President Grant was in office. The series centred around the adventures of two government agents. James T. West and his partner Artemus 'Artie' Gordon. Jim had been an officer during the Civil War and was the tough guy who always seemed to get the girl. Artie was a master of disguise and dialects. Artie would work undercover in disguise, at times his disguises were so good that they even fooled Jim. The pair had a mobile base of operations in a specially built Pullman railroad car.

Jim and Artie would thwart assorted enemy agents, mad scientists and whoever else threatened America's well being. What made the adversaries that Jim and Artie came up against different than those in other westerns was the fact that the villains were often in possession of advanced technology. Although most of the 'new' technology was things that have been developed in the 20th century, some of the enemies faced had things at their disposal which are not even possible today. Not yet developed technology which was present in *The Wild Wild West* included the ability to animate corpses, tidal wave machines and the ability for people to be placed inside of paintings. The most notorious and persistent foe whom Jim and Artie faced was Dr. Miguelito Loveless. Loveless was a short brilliant man with a desire to take over the world. After being defeated by Jim West, Loveless became obsessed with killing him. Jim and Artie faced off against Loveless on 11 separate

occasions. A plan by his son, Miguelito Loveless Jr., to clone the leaders of the world caused Jim and Artie to be called out of retirement for the first of two The Wild Wild West reunion movies in 1979.

During the middle of the 4th and final season of The Wild Wild West, actor Ross Martin, who portrayed Artie, was hospitalised due to a heart attack. During the seven episodes produced while he was hospitalised, Jim was given several new partners, with Artie's absence being explained as in Washington DC on business. Although most of Jim's new partners only appeared once, one of them Jeremy Pike portrayed by Charles Aidman, teamed up with Jim on four occasions. Pike was to be Jim's only replacement partner until someone decided that a mix of partners was what was needed. The producers for the series were Michael Garrison, Fred Freiberger, Gene L. Coon, Collier Young, John Mantley and Bruce Lansbury.

Although they lived in the 1870s, secret service agents James West (Robert Conrad) and Artemus Gordon (Ross Martin) faced robots, time machines, ghosts, man-made sea monsters and invisible men. One recurring adversary was a dwarf scientist, Dr. Miguelito Loveless (excellently played by Michael Dunn). In one episode, Loveless shrinks West to a height of six inches, and the agent battles a giant cat and spider. The Old West certainly wasn't like this! Ross Martin was nominated for an Emmy Award for his role during the 1968-69 season. Martin's character was an inspiration to a young fan named Dana Carvey, who grew up to be a master of impressions himself on Saturday Night Live.

Some of the actors who visited the West included Ida Lupino, Sammy Davis Jr., Robert Duvall, Michael York, Nick Adams, Boris Karloff, Katherine Ross, Jackie DeShannon, Robert Loggia, Richard Pryor, Peter Lawford and Ricardo Montalban. Well produced, The Wild, Wild West was extremely popular, but it took a lot of flak for its violence. The National Association for Better Broadcasts charged, "It contains some of the most frightening and sadistic scenes ever made for television." That was a strong factor in its cancellation in 1969. Two TV movies, The Wild, Wild West Revisited (1979) and More Wild, Wild West (1980) updated the adventures of West and Gordon. Both Conrad and Martin reprised their roles.

Emmy Awards

Outstanding Performance by an Actress in a Supporting Role in a Drama - "Wild, Wild West, The" - Agnes Moorehead

For episode "Night of the Vicious Valentine". (1967) - This marked the first SF show to win an Emmy.

WR. Gilbert Ralston, Fred Freiberger, Henry Sharp, Robert Hamner, Calvin J. Clements, John Kneubuhl, Ken Kolb, Charles Bennett, Edward Di Lorenzo, Dan Ullman, Michael Edwards, Robert C. Dennis, Edward J. Lasko, Leigh Chapman, Paul Playdon, Richard Landau, Leonard Katzman and Francis Moss.

DIR. Richard C. Sarafian, William Witney, Bernard L. Kowalski, Harvey Hart, Don Taylor, Irving J. Moore, Lee H. Katzin, Richard Donner, Robert Sparr, Alan Crosland, Sherman Marks, Charles Rondeau, Larry Pearce, Alan Crosland, Gunnar Hellstrom, Alex Nico, Marvin Chomsky, James B. Clark, Bernard McEveety, Paul Stanley, Mike Moder and Larry Dobkin.

EPISODES: 104 **YEAR MADE:** 1965 **COUNTRY:** US **SEASONS:** 4

A MICHAEL GARRISON PRODUCTION IN ASSOCIATION WITH CBS

CREATOR: MICHAEL GARRISON

TYPE OF SHOW: WESTERN

FORMAT: SERIES

LENGTH (MINS): 60

STILL IN PRODUCTION: No

B/W: Yes

COLOUR: Yes

LANG: English

SEASON BREAKDOWN: (1) 28, (2) 28, (3) 24, (4) 23.

DATE OF PREMIER: 17/09/1965

AIR DATE OF LAST EPISODE 04/04/1969

SEASON DATE BREAKDOWN:

FILMS: THE WILD, WILD WEST REVISITED (1979) , MORE WILD, WILD WEST (1980) , THE WILD WILD WEST (1999).

James T. West ROBERT CONRAD, Artemus 'Artie' Gordon ROSS MARTIN, Tennyson (a butler) CHARLES DAVIS (1), Jeremy Pike CHARLES AIDMAN (4), Miguelito Loveless MICHAEL DUNN.

Books Based on this series.

The Making Of The Wild Wild West	Barry Sonnenfeld & Jon Peters	1999
The Night of the Assassin	Robert Vaughan	1998
The Night of the Death Train	Robert Vaughan	1998
The Wild Wild West	Robert Vaughan	1998
The Wild Wild West	Richard Warmser	1966
The Wild Wild West (Movie Novelisation)	Bruce Bethke	1999

RELATED SHOWS:

ADVENTURES OF BRISCO COUNTY, JR., THE

- 1 - 1 *THE NIGHT OF THE INFERNO*
- 1 - 2 *THE NIGHT OF THE DEADLY BED*
- 1 - 3 *THE NIGHT THE WIZARD SHOOK THE EARTH*
- 1 - 4 *THE NIGHT OF THE SUDDEN DEATH*
- 1 - 5 *THE NIGHT OF THE CASUAL KILLER*
- 1 - 6 *THE NIGHT OF A THOUSAD EYES*
- 1 - 7 *THE NIGHT OF THE GLOWING CORPSE*
- 1 - 8 *THE NIGHT OF THE DANCING DEATH*
- 1 - 9 *THE NIGHT OF THE DOUBLE-EDGED KNIFE*
- 1 - 10 *THE NIGHT THE TERROR STALKED TOWN*
- 1 - 11 *THE NIGHT OF THE RED-EYED MADMAN*
- 1 - 12 *THE NIGHT OF THE HUMAN TRIGGER*
- 1 - 13 *THE NIGHT OF THE TORTURE CHAMBER*
- 1 - 14 *THE NIGHT OF THE HOWLING LIGHT*
- 1 - 15 *THE NIGHT OF THE FATAL TRAP*
- 1 - 16 *THE NIGHT OF THE STEEL ASSASSIN*
- 1 - 17 *THE NIGHT THE DRAGON SCREAMED*
- 1 - 18 *THE NIGHT OF THE GRAND EMIR*
- 1 - 19 *THE NIGHT OF THE FLAMING GHOST*
- 1 - 20 *THE NIGHT OF THE WHIRRING DEATH*
- 1 - 21 *THE NIGHT OF THE PUPPETEER*
- 1 - 22 *THE NIGHT OF THE BARS OF HELL*
- 1 - 23 *THE NIGHT OF THE TWO-LEGGEED BUFFALO*
- 1 - 24 *THE NIGHT OF THE DRUID'S BLOOD*
- 1 - 25 *THE NIGHT OF THE FREEBOOTERS*
- 1 - 26 *THE NIGHT OF THE BURNING DIAMOND*
- 1 - 27 *THE NIGHT OF THE MURDEROUS SPRING*
- 1 - 28 *THE NIGHT OF THE SUDDEN PLAGUE*
- 2 - 1 *THE NIGHT OF THE ECCENTRICS*
- 2 - 2 *THE NIGHT OF THE GOLDEN COBRA*
- 2 - 3 *THE NIGHT OF THE RAVEN*
- 2 - 4 *THE NIGHT OF THE BIG BLAST*
- 2 - 5 *THE NIGHT OF THE RETURNING DEAD*
- 2 - 6 *THE NIGHT OF THE FLYING PIE PLATE*
- 2 - 7 *THE NIGHT OF THE POISONOUS POSSY*
- 2 - 8 *THE NIGHT OF THE BOTTOMLESS PIT*
- 2 - 9 *THE NIGHT OF THE WATERY DEATH*

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- 2 - 10 *THE NIGHT OF THE GREEN TERROR*
 - 2 - 11 *THE NIGHT OF THE READY-MADE CORPSE*
 - 2 - 12 *THE NIGHT OF THE MAN-EATING HOUSE*
 - 2 - 13 *THE NIGHT OF THE SKULLS*
 - 2 - 14 *THE NIGHT OF THE INFERNAL MACHINE*
 - 2 - 15 *THE NIGHT OF THE LORD OF LIMBO*
 - 2 - 16 *THE NIGHT OF THE TOTTERING TONTINE*
 - 2 - 17 *THE NIGHT OF THE FEATHERED FURY*
 - 2 - 18 *THE NIGHT OF THE GYPSY PERIL*
 - 2 - 19 *THE NIGHT OF THE TARTAR*
 - 2 - 20 *THE NIGHT OF THE VICIOUS VALENTINE*
 - 2 - 21 *THE NIGHT OF THE BRAIN*
 - 2 - 22 *THE NIGHT OF THE DEADLY BUBBLE*
 - 2 - 23 *THE NIGHT OF THE SURREAL MCCOY*
 - 2 - 24 *THE NIGHT OF THE COLONEL'S GHOST*
 - 2 - 25 *THE NIGHT OF THE DEADLY BLOSSOM*
 - 2 - 26 *THE NIGHT OF THE CADRE*
 - 2 - 27 *THE NIGHT OF THE WOLF*
 - 2 - 28 *THE NIGHT OF THE BOGUS BANDITS*
 - 3 - 1 *THE NIGHT OF THE BUBBLING DEATH*
 - 3 - 2 *THE NIGHT OF THE FIREBRAND*
 - 3 - 3 *THE NIGHT OF THE ASSASSIN*
 - 3 - 4 *THE NIGHT DR.LOVELESS DIED*
 - 3 - 5 *THE NIGHT OF THE JACK O'DIAMONDS*
 - 3 - 6 *THE NIGHT OF THE SAMURAI*
 - 3 - 7 *THE NIGHT OF THE HANGMAN*
 - 3 - 8 *THE NIGHT OF MONTEZUMA'S HORDES*
 - 3 - 9 *THE NIGHT OF THE CIRCUS OF DEATH*
 - 3 - 10 *THE NIGHT OF THE FALCON*
 - 3 - 11 *THE NIGHT OF THE CUT-THROAT*
 - 3 - 12 *THE NIGHT OF THE LEGION OF DEATH*
 - 3 - 13 *THE NIGHT OF THE TURNCOAT*
 - 3 - 14 *THE NIGHT OF THE IRON FIST*
 - 3 - 15 *THE NIGHT OF THE RUNNING DEATH*
 - 3 - 16 *THE NIGHT OF THE ARROW*
 - 3 - 17 *THE NIGHT OF THE HEADLESS WOMAN*
 - 3 - 18 *THE NIGHT OF THE VIPERS*

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- 3 - 19 *THE NIGHT OF THE UNDERGROUND TERROR*
 - 3 - 20 *THE NIGHT OF THE DEATH MASKS*
 - 3 - 21 *THE NIGHT OF THE UNDEAD*
 - 3 - 22 *THE NIGHT OF THE AMNESIAC*
 - 3 - 23 *THE NIGHT OF THE SIMIAN TERROR*
 - 3 - 24 *THE NIGHT OF THE DEATH-MAKER*
 - 4 - 1 *THE NIGHT OF THE BIG BLACKMAIL*
 - 4 - 2 *THE NIGHT OF THE DOOMSDAY FORMULA*
 - 4 - 3 *THE NIGHT OF THE JUGGERNAUT*
 - 4 - 4 *THE NIGHT OF THE SEDGEWICK CURSE*
 - 4 - 5 *THE NIGHT OF THE GRUESOME GAMES*
 - 4 - 6 *THE NIGHT OF THE KRAKEN*
 - 4 - 7 *THE NIGHT OF THE FUGITIVE*
 - 4 - 8 *THE NIGHT OF THE EGYPTIAN SCHOOL*
 - 4 - 9 *THE NIGHT OF THE FIRE AND BRIMSTONE*
 - 4 - 10 *THE NIGHT OF THE CAMERA*
 - 4 - 11 *THE NIGHT OF THE AVARICIOUS ACTUARY*
 - 4 - 12 *THE NIGHT OF THE MIGUELITO'S REVENGE*
 - 4 - 13 *THE NIGHT OF THE PELICAN*
 - 4 - 14 *THE NIGHT OF THE SPANISH CURSE*
 - 4 - 15 *THE NIGHT OF THE WINGED TERROR (1-2)*
 - 4 - 16 *THE NIGHT OF SABATINI'S DEATH*
 - 4 - 17 *THE NIGHT OF THE JANUS*
 - 4 - 18 *THE NIGHT OF THE PISTOLEROS*
 - 4 - 19 *THE NIGHT OF THE DIVA*
 - 4 - 20 *THE NIGHT OF THE BLEAK ISLAND*
 - 4 - 21 *THE NIGHT OF THE COSSACKS*
 - 4 - 22 *THE NIGHT OF THE TYCOONS*
 - 4 - 23 *THE NIGHT OF THE PLAGUE*

WINSPECTOR

AKA: **SPECIAL RESCUE POLICE**

AKA: **TOKKEI WINSPECTOR**

AKA: **SPECIAL RESCUE POLICE WINSPECTOR**



Superintendent Shunsuke Masaki (Miyauchi) forms an elite unit of the police force, designed to cope with crimes that other divisions simply cannot handle. He selects the scientific genius and linguist Ryoma to help him, and gives him an experimental suit of police armour, resistant to bullets and "low-level" lasers, but to taxing on its wearer that prolonged use can put his life in danger - compare to KAMEN RIDER. Ryoma's "Fire" suit also protects him from extremes of heat, and will kill anyone else who tries to put it on.

Ryoma is aided by Madock, the Winspector team's vast mainframe A.I., and his obligatory female side kick, sharp shooter Junko (Nakanishi). The Winspector team also comprises two robots, transforming ground assault vehicle Biker and aerial-capable Walter. Later, Biker gains Demitas, a small talking tin can to keep him company.

Tokkei Winspector, translated as Special Police Winspector, is a Japanese tokusatsu TV series, part of the Metal Heroes franchise and the first piece of the Rescue Hero trilogy. The series follows the adventures and missions of a special "Rescue Police" team known as Special Police Winspector, as they stop crimes and respond to dangerous events. The team is made up of one human (a hero clad in armor) and two robotic assistants. "Winspector" was dubbed and aired in Germany as of 2001, and was pretty popular during its run.

Based, as usual "on an idea by Saburo Yade", Winspector forms the seventh of the metal series that began with GAVAN, and was preceded by JIVAN. Eventually, the Winspector team would leave to join Interpol and fight foreign crime, leaving their former boss Shunsuke to come up with another team of enforcers, the following years SOLBRAIN. Though the show was not adapted for the American market, it was dubbed into German in a European attempt to cash in on the success of MIGHTY MORPIN' POWER RANGERS. Theme: Takayuki Miyauchi "Kyo no Ore Kara Ashita no Kimi e" (From Today's Me to Tomorrow's You).

The series was produced by Kyozo Utsunomiya & Nagafumi Hori.

Ryouma Kagawa / Fire: 23 years old. Ryouma is the leader of the team and the only human member. Like Masaki, he is also a Police Superintendent. He can speak five languages. He is a martial artist. He is armed with an energy sword and a suit of red armor. His car is named Winsquad. His transformation call is "Jack Up!" He's got a sister and he lose his parents when he was 13. Later he joined Solbrain team as Knight Fire.
Biker: Walter's "twin brother", Biker is one of two robots who assists Ryouma. He is armed with twin katanas and coin bombs. He has the motorcycle and a wheel on his chest, on which he can land-surf. His armor is yellow. In the German dub, his name is Brian. Biker is master of jokes (Walter is angry for him, when he make something).

Walter: Biker's "twin brother", Walter is one of two robots who assists Ryouma. He is equipped with wings, which he can use to in order to fly. His armor is metallic blue-green. Walter loves children and he is type of happy from live. In the German dub against some rumors he's called Walter as well.
Head of Department Shunsuke Masaki: Winspector's commander and founder.

Junko Fujino: Junko is an information G-man. She is an expert with handguns.

Hisako Koyama: Hisako is a secret G-man. She usually works in a coffee shop. Her father, Masanobu Koyama, is a fellow worker of Masaki who died at his post six years ago.

Shin'ichi Nonoyama: Shin'ichi is Winspector's mechanic. He develops of rescue tools and maintains Biker and Walter.

Madocks: Winspector's supercomputer. Madocks holds data on every criminal and analyzes it instantly.

WR. Susumu Takahisa, Noboru Sugimura, Junichi Miyashita, Ryuji Yamada.

DIR. Shohei Tojo, Takeru Ogasawara, Tetsuji Mitsumura, Michio Konishi.

EPISODES: 49 **YEAR MADE:** 1990 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SABURO YADE

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 49

DATE OF PREMIER: 04/02/1990 **AIR DATE OF LAST EPISODE** 13/01/1991

SEASON DATE BREAKDOWN:

FILMS:

Head of Department Tousuke Masaki HIROSHI MIYAUCHI, Dr. Oniyoshi Kuroda SUSUMO KUROBE,
Hisako Koyama SACHIKO OGURI, SUGURU YAMASHITA, MAMI NAKANISHI, MASARU
OBAYASHI, RYU YAMAMOTO, YO HOSHIKAWA, SHINICHI SATO.

- 8 *POLICE AGENTS IN FAMILY*
- 1 - 1 *THE SEQUESTRATION OF THE BABY*
- 1 - 2 *STRANGE EXPLOSIONS*
- 1 - 3 *ALIVE THE FRIENDSHIP*
- 1 - 4 *THE ASSAILANT*
- 1 - 5 *THE ATTACK OF THE MYSTERIOUS GIANT BIRD*
- 1 - 6 *THE COUPLE THAT CAME BACK TO BE CHILD*
- 1 - 7 *THE CANDY GIRL*
- 1 - 9 *THE DOG THAT LOADS THE BOMB*
- 1 - 10 *THE REVENGE OF THE ADULTS*
- 1 - 11 *THE NAMORADA ONE OF MINORU*
- 1 - 12 *MY FRIEND ROBOT*
- 1 - 13 *RYOUMA DIED*
- 1 - 14 *MILLSTONES COUNTERATTACK*
- 1 - 15 *RYOUMA ELIMINATES MASAKI*
- 1 - 16 *ADORABLE HIGHTER*
- 1 - 17 *STRANGE BEINGS OF THE SPACE*
- 1 - 18 *THE SUPER ONES TO BE ABLE OF A GIRL*
- 1 - 19 *THE BRIDGE OF THE LOVE AND THE COURAGE*
- 1 - 20 *I BEAT IT MORTAL*
- 1 - 21 *THE FATAL BALL*
- 1 - 22 *THE CRIMINAL IS A ROBOT*
- 1 - 23 *THE CARD OF THE FATHER*
- 1 - 24 *THE PERIQUITO OF ESTEEM*
- 1 - 25 *THE GOTTEN PASSIONATE ROBOT*
- 1 - 26 *THE SAD WAY OF THE GIRL*

- 1 - 27 *THE MYSTERIOUS WOMAN*
- 1 - 28 *THE CALLED ROCKET YUKO*
- 1 - 29 *THE GHOST OF THE VILLAGE*
- 1 - 30 *MOTHER, AID*
- 1 - 31 *THE SUPER-ROBOT*
- 1 - 32 *THE ONSLAUGHT AGAINST THE POLICE STATION*
- 1 - 33 *THE RETURN OF THE MAN OF THE PAST*
- 1 - 34 *A DIFFERENT TRIP*
- 1 - 35 *THE SOS ORDER*
- 1 - 36 *THE FATHER OF BIKER*
- 1 - 37 *THE ATTACK OF AMAZON*
- 1 - 38 *THE CHOSEN MAN*
- 1 - 39 *THE MYSTERIOUS THIEF*
- 1 - 40 *THE MAN COPY - PART 1*
- 1 - 41 *THE MAN COPY - PART 2*
THE MAN COPY - PART 2
- 1 - 42 *THE TREASONOUS INVESTIGATOR*
- 1 - 43 *THE BOY-BOMB*
- 1 - 44 *ONE DAY VERY DIFFERENT*
- 1 - 45 *THE LAST MOMENT BEFORE THE EXPLOSION*
- 1 - 46 *GANG OPERATION*
- 1 - 47 *THE MODERN MANSION*
- 1 - 48 *IT HAS ATTACKED THE WINSPECTOR*
- 1 - 49 *IT FLIES FOR THE SKY OF THE HOPE*

WIPE OUT THE TOWN**AKA:** SONO MACHI O KESE

Teenager Tetsu (Koyama) and his school friends believe that they are tracking down ghosts in their neighbourhood, but they are actually pursuing the echoes and shadows of a parallel universe. Tetsu finds himself crossing over to a parallel Japan in the grip of fascism, where citizens fear the secret police and freedoms have been crushed. The children are sent to a concentration camp for inferior citizens, while the ruling class of the alternate world prepare to leave forever, planning to make their home in our own universe. Tetsu and his friends escape from the camp, along with local love-interest Chizuko (Saito). Tetsu plans on taking her back to his own universe with him, but she is revealed to be a spy. The boys find Dr. Shirato (Tamagawa), the inventor of the dimensional transport machine, and use it to return to their place of origin.

Based on two stories by Ryu Mitsuse (see DAWN OF SILVER) - Out of Town and Don't Look at the Flower (Sono Hana o Miru Na!). The series was produced by Nobuo Koga.

WR. Yuichiro Yamane.**DIR.** Harou Yoshida, Toru Minegishi.**EPISODES:** 16 **YEAR MADE:** 1978 **COUNTRY:** JAP **SEASONS:** 1*NHK***CREATOR:** RYU MITSUSE**TYPE OF SHOW:** ALTERNATIVE WORLDS **FORMAT:** SERIES**LENGTH (MINS):** 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese**SEASON BREAKDOWN:** (1) 16**DATE OF PREMIER:** 20/01/1978 **AIR DATE OF LAST EPISODE** 23/02/1978**SEASON DATE BREAKDOWN:****FILMS:**

tetsu AZUSA KOYAMA, Dr. Shirato SAKIKO TAMAGAWA, TOSHIYA KUMAGAI, Chizuko HIROKO
SAITO, KUMON AWATA

RELATED SHOWS:*DAWN OF SILVER*

WONDERBUG, THE



One day while searching in a junk yard for an affordable set of wheels, three teenagers, Susan, Barry, and C.C. find Supercar, a conglomeration of several junked cars that kinda looked like a dun buggy. Somehow they figure they can't go wrong with this ride so they buy it. They place what turns out to be a magical horn on Schlepocar and presto, it turns into the talking Wonderbug (and you thought "Knight Rider" was original). The three teens spend most of their days fighting evil with their amazing car, Wonderbug, that can perform incredible feats.

Wonderbug was a TV series on ABC network, and was part of the first and second season of the ABC network's Krofft Supershow beginning in 1976.

Wonderbug's alter ego "Schlepocar" was an old, beat up, conglomeration of several junked cars that looked like a rusty dune buggy. Like Herbie of Disney movie fame, Schlepocar was alive and could drive itself, and could also talk in a mumbling voice. It was found in a junk yard by teenagers Barry Buntrock (David Levy), C.C. McNamara (Jack Baker) and Susan Talbot (Carol Anne Sefflinger). Schlepocar transformed into the shiny metal-flake orange Wonderbug when a magic horn was sounded. In his Wonderbug identity, Shlepocar had the power of flight and was able to help the three teens capture crooks and prevent evil wrongdoing.

In Wonderbug mode, the car was a custom Meyers Manx-clone body Volkswagen. The car had articulated eyeball headlights, and a custom bumper that resembled a mouth; different bumpers were sometimes used to give the car different facial expressions. When the car spoke in its mumbling voice, a rubber puppet stand-in with a moving mouth was sometimes used. The space that would normally contain the left rear passenger seat instead contained a box, described in dialog as "the costume trunk"; this box actually served to conceal a hidden driver in scenes in which the car drives itself. The car also had a long fender-mounted radio antenna that terminated with a robot-like claw or gripper.

Barry often thought he was the brains of the outfit. However, it was usually Susan who came up with the ideas that saved them.

Wonderbug shared its half-hour time slot with other Krofft Supershow titles, including Magic Mongo, Dr. Shrinker, The Lost Saucer, and Electra Woman and Dyna Girl.

This show formed a part of the The Krofft Supershow made from 1976-1977. In Syndicated reruns episodes have been paired up to form 30 minute segments. The series was first shown on ABC in the US.

WR. Duane Poole, Dick Robbins, Mark Fink, Jack Mendelsohn, Earle Doud, Chuck McCann.

DIR. Art Fisher, Al Schwartz, Bob LaHendro.

EPISODES: 22 **YEAR MADE:** 1976 **COUNTRY:** US **SEASONS:** 1

A SID AND MARTY KROFFT PRODUCTION

CREATOR: SID AND MARTY KROFFT

TYPE OF SHOW: TALKING CARS

FORMAT: SERIES

LENGTH (MINS): 12 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 22

DATE OF PREMIER: 11/09/1976

AIR DATE OF LAST EPISODE 02/09/1978

SEASON DATE BREAKDOWN:

FILMS:

Susan CAROL ANNE SEFLINGER, Barry Buntrock DAVID LEVY, C.C. JOHN ANTHONY BAILY,
Voice of Wonderbug FRANK WELKER.

RELATED SHOWS:*LAND OF THE LOST (1974)**LOST SAUCER, THE**ELECTRA WOMAN AND DYNAGIRL**BIGFOOT AND WILDBOY**FAR OUT SPACE NUTS**DR. SHRINKER**SIGMUND AND THE SEA MONSTERS*

- 1 - 1 *GO WEST*
- 1 - 2 *SEHLEPNAPPED*
- 1 - 3 *I KID YOU NOT*
- 1 - 4 *KEEP ON SCHLEPPING*
- 1 - 5 *GOONEY BIRD*
- 1 - 6 *ANDERSON ANDROID*
- 1 - 7 *WONDERBUG EXPRESS*
- 1 - 8 *SCHLEPFOOT*
- 1 - 9 *SCHLEP O'CLOCK ROCK*
- 1 - 10 *THE BIG BANK*
- 1 - 11 *14 KARAT WONDERBUG*
- 1 - 12 *HORSEWITCH*
- 1 - 13 *SCHELEPPENSTIEN*
- 1 - 14 *NO FOE LIKE A UFO*
- 1 - 15 *THE NOT SO GREAT RACE*
- 1 - 16 *LIGHTS, CAMERA, WONDERBUG*
- 1 - 17 *THE BIG GAME*
- 1 - 18 *MIFORTUNE COOKIE*
- 1 - 19 *DIRTY LARRY, CRAZY BARRY*
- 1 - 20 *FISH STORY*
- 1 - 21 *OIL OR NOTHING*
- 1 - 22 *INCREDIBLE SHRINKING MACHINE*

WOOPS!

Ironically, it was a time of relative peace in the world. In New York that day, thoughts were on the pennant race. In Los Angeles, the biggest concern was beating the heat. And in a small town in America's heartland, a parade was being held. The people ate hot dogs, listened to marshall tunes played by the local high school band, and craned their necks to admire the latest in high-tech weaponry from nearby Fort Pratt.

But at the very moment the homecoming queen was receiving a deservedly warm reception from the crowd, some darn kids were playing [with remote control car] near one of the missiles. [missile launches]. Retaliation was swift. Failsafe and doomsday mechanisms kicked in exactly as programmed, and in less than 50 minutes, but for a handful of survivors, the world had been destroyed. Looking back on it... it had to be considered a bad parade.

Three episodes (number 1.11 - 1.13) were never aired in the US. Woops! Was a sitcom somewhat reminiscent of Gilligan's Island. Both featured a small group of people from differing backgrounds forced to survive isolated from civilisation. However, unlike the castaways in Gilligan's island who always had the hope of being rescued, the six people in Woops! Had no hope of returning to the world they knew since it had been destroyed in a nuclear war.

In the first episode of Woops! A toy radio controlled car accidentally launches a nuclear missile which in turn ignites a nuclear war that destroys all of mankind, almost. Six people, four men and two women, somehow manage to survive the catastrophe and make their way to a farmhouse in a valley which for unexplained reasons managed to come out of the holocaust unscathed. The six people were: Jack Connors, a homeless man who had accepted his position in life and was always making a joke of everything; Curtis Thorpe, a successful businessman who thought than money was everything and that everyone else was inferior to him; Dr. Frederick Ross, a black pathologist who felt he was always being singled out buy the other because he was black; Alice McConnell, a feminist book store owner who always seemed to be voicing her liberal view points; Suzanne Skillman, a sexy airheaded manicurist who at times seemed not to realise just what the holocaust had done; and Mark Braddock, a Jewish school teacher who was the most normal person out of the whole group.

Mark, kept a journal of what was happening to the survivors in case there were future generations who needed to know what it was like rebuilding society. Mark would often read from his journal to provide narration for the series. The characters in Woops! Came across as caricatures then real people. Likewise, the situations they found themselves in, as they attempted to survive and get along with each other, more often than not came across as totally ridiculous and unbelievable. The series was cancelled before all the episodes were run. Britain's contribution to the post apocalyptic comedy TV genre. NOT WITH A BANG is much more believable and the better of the two programmes which comprise this sub-genre. The series was cancelled after episode 1.10 was broadcast, 1.11 - 1.13 did not run on the shows original airing.

WR. Gary Jacobs, Bill Bryan, Mark Nutter, Gary Jacobs, Maria Brown, Richard Day, Tim Maile, Douglas Tuber, Harold Kimmel, Russ Abrash, Gary Murphy.

DIR. Terry Hughes.

EPISODES: 13 **YEAR MADE:** 1992 **COUNTRY:** US **SEASONS:** 1

FOX

CREATOR: GARY JACOBS

TYPE OF SHOW: ARMAGEDDON

FORMAT: SERIES

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 27/09/1992

AIR DATE OF LAST EPISODE 06/12/1992

SEASON DATE BREAKDOWN:

FILMS:

Jack Connors (homeless) FRED APPLGATE, Curtis Thorpe (stock analyst) LANE DAVIES, Frederick Ross (pathologist) , CLEVANT DERRICKS, Alice McDonnell (liberal) MEAGEN FLY, Suzanne Stillman (manicurist) MARITA GERAGHTY, Mark Braddock (teacher) EVAN HANDLER.

RELATED SHOWS:

NOT WITH A BANG

1 - 1 *"PILOT"*

1 - 2 *IT'S A DIRTY JOB*

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- 1 - 3 *ROOT OF ALL EVIL*
 - 1 - 4 *DAYS OF BERRIES AND ROSES*
 - 1 - 5 *RISE AND FALL OF ALICE MCDONNELL*
 - 1 - 6 *THE ELECTION*
 - 1 - 7 *CURTIS UNGLUED*
 - 1 - 8 *DUMB LOVE*
 - 1 - 9 *THANKSGIVING SHOW*
 - 1 - 10 *SAY IT AIN'T SO, SANTA*
 - 1 - 11 *THE LITTLE PATHOLOGIST*
 - 1 - 12 *THE NUCLEAR FAMILY*
 - 1 - 13 *DAYDREAMS COME, AND ME WAN' GO HOME*

WORLD OF GIANTS

AKA: **W.O.G.**



World of Giants told of the exploits of Mel Hunter, a unique American secret agent. He was only six inches tall. Mel wasn't always six inches tall. He got that way while working undercover in eastern Europe trying to get information on a newly developed rocket. The rocket exploded and Mel was exposed to chemicals. When he returned to America he began to shrink and nothing that the doctors could do could reverse the process. Fortunately for Mel the shrinking process stabilised him at a height of six inches tall.

The government, seizing an opportunity kept Mel employed as an agent since there are things a six inch tall agent can do that it would be impossible for a normal sized man to do. Conversely, many everyday events turned into life threatening disasters for Mel. To help him out he was assigned Bill Winters as a partner. Bill had a specially designed briefcase that was used to transport Mel around with. Mel was also given a specially modified doll house to live in that was hidden behind a painting in the house that Bill and Mel shared. Commissioner Hogg was Bill and Mel's supervisor who would give them their assignments. Brownie was a nurse hired to look after Mel and one of the few people aware of his special status. The episodes consisted of typical espionage dramas, reflecting the cold war attitude of the time.

A cheesy attempt to squeeze extra profit from the huge props left over after the filming of "The Incredible Shrinking Man." Assumes that radiation can shrink people. Obviously it shrunk somebody's brain. The special effects used to convince the audience that Mel was in fact only six inches tall were for the most part quite effective. Considering the fact that the show was produced in the late 1950's it is amazing how well they stand up today. Oversized props, split screens and rear projection effects were all used to produce the desired results.

The pilot episode Special Agent does not tell how Mel became six inches tall, but rather picks up with him already shrunken ready to undertake his first mission since the accident. This may have been done due to the higher costs involved for the effects to show him actually shrinking. Jack Arnold, who two years previously had directed the classic movie *The Incredible Shrinking Man*, also directed several episodes of *World Of Giants*. A similar premise to *World of Giants* would be used 10 years later for the Gerry Anderson supermarionation series: *THE SECRET SERVICE*.

Ziv Television's *World of Giants* is less about science fiction than espionage; the series is a self proclaimed espionage thriller, albeit with an interesting gimmick similar to the one used in H. G. Wells' *Invisible Man*: An accident causes the miniaturisation of the program's protagonist, American secret agent Mel Hunter (Marshall Thompson). But unlike *Invisible Man*, there is no scientific experimentation that goes awry; Hunter's diminutive state is due to exposure to an experimental fuel released by an exploding rocket while Hunter was on a secret assignment in an Eastern Euro-pean country. There is no scientific effort to return him to his normal state despite his opening remark that "the scientists were still hoping, still working on my case." Hunter accepts his six-inch stature, stating that "in the six months since my accident I have learned to get up in the morning as if nothing had actu-ally changed." Later, he observes that he is a "special special agent," thwarting efforts by spies to infiltrate the United States.

Information on *World of Giants* is scant. We were able to find just two episodes out of a total of 13 for review (one episode is the pilot). The Ziv series was made in Hollywood, produced at first by Otto Lang who, after a few episodes, was replaced by veteran sci-fi film producer William Alland. Many science fiction sources also maintain that the series was inspired by Jack Arnold's *The Incredible Shrinking Man* (1957), and that leftover props from that film were used. Another interesting anomaly is the open-ing title "WOG." The series opens with the initials WOG prominently displayed and spoken majestically by an announcer. This is fol-lowed by an animated sequence forming "World of Giants" out of the letters WOG, which is again spoken by the announcer. In addition, following the commercial break, the title "WOG" appears at the beginning of the second act (a frequent device used by Ziv). The significance of WOG remains unclear.

Alan Morton's *The Complete Directory to Science Fiction, Fantasy and Horror Television Series* features the most extensive summary of the series despite identifying Hunter's superior as Commissioner Hogg; the pilot episode, which Morton claims is also known by the title "Secret Agent," clearly identifies the commissioner as H.E. Hall. Judging from the pilot episode, the series relies less on dialogue than on action; Hunter faces one peril after another in his hostile environment (he says he must be "careful 3600 seconds of every hour"). According to Morton, such highly skilled craftsmen as Byron Haskin, Eugene Lourie, Nathan Juran and Jack Arnold guided Hunter through his adventures. The story of the pilot, like *The Incredible Shrinking Man*, is presented from Mel's point of view. This is realised by lengthy narrations by Mel which at times are told via stream-of-consciousness. These "thoughts" are then complemented by the use of cameras with wide angle lenses, shot from very low perspectives, that result in giving the viewer the exaggerated image of giants. Combined, these narrations and camera angles shape Mel's predicament to such a degree that we, too, find ourselves adrift in his world of giants.

What is also significant here is that such formal qualities are not limited to the action sequences; in "Look Up to a Giant," a simple introduction between Mel and his old friend and fellow agent Larry Gregson becomes a threatening exchange. The diminutive Mel stands near his mode of transportation, a specially constructed attaché case, chatting with Gregson, who is obviously perplexed by Mel's six-inch stature. Gregson reaches down to shake Mel's hand, and as he does director Lang's wide angle exaggerates not only Gregson's outstretched hand but his face as well. Since Gregson expresses frustration at what he sees, he looms over us as some giant oppressive menace. But the effect is not one of demon-strating Gregson's power over us as much as it demonstrates our own vulnerability to his presence. The sequence is disconcerting to say the least, but our discomfort is eventually tempered by Mel, who graciously shakes Gregson's finger and takes the whole thing in stride.

Unfortunately, such a narrative structure does not appear in the second episode we reviewed, "Off-Beat." In this episode, it is television business as usual, as it were; no stream of consciousness narration and no obtrusive visual style, just a typical mundane delineation of story. On the other hand, the episode features some clever optical shots created by veteran David S. Horsley, who receives credit as director of photography for the episode. (Horsley, along with Clifford Stine, served as Universal's special effects expert in the 1950s, creating the stunning special effects in Joseph Newman's *This Island Earth* (1955).) Horsley seamlessly integrated Mel's tiny "doll house" home with Winters' normal-sized room; in addition, Mel's investigation of a piano is highlighted by an assault of piano keys that methodically threaten Mel, who hovers in a corner of the piano. Such effects are a distinct contrast to the effects of the pilot episode, which featured oversized props and a few rear-projection shots to depict Mel's world of giants.

Much of the following information has been culled from various reference sources, but the credits listed are taken primarily from Morton's book since he seems to be the most complete. Story material and casts have been cross-referenced between newspaper logs and TP Guide for accuracy, but no clear broadcast dates are available since the series was apparently syndicated on a station-by-station basis rather than by region (the usual practice for Ziv). Also, for purposes of continuity, the sequence of episodes is that of Morton's since our research showed vast disparities of broadcast order in the numerous logs examined. In addition, we have used titles as they appeared in TV listings since Morton identifies three titles that are different from the listings: "Secret Agent" for "Look Up to a Monster," "Time Bomb" for "The Bomb" and "The Chemical Story" for "Ice Chamber." As far as can be determined, only 13 episodes were produced.

Technical Information

FORMAT: Half hour series following the adventures of two American secret agents, Bill Winters and his friend Mel Hunter, who is six inches tall.

BROADCAST HISTORY: Network: Syndication. Original Airdates: 1959-1960. Sponsor. Unavailable. Seasons: 1. Total Episodes: 13 black-and-white.

Signature

The title "WOG," seen before a sky background, is spoken by an announcer. This is followed by the announcer intoning, "World ... of ... Giants." The scene then shifts to a very low angle subjective shot, where we first see a car pass over, a pair of scissors fall, a footstep hit, and a teapot crash. Under this we hear Mel Hunter announcing that "one of the most closely guarded secrets" and some of the most incredible events in spy history are about to be revealed to us, in our "world of giants." The credits for Thompson, Franz and Henderson are then played.

Production Staff

Production: Ziv Television Programs.

Producers: Otto Lang and William Alland.

Directors of Photography

Monroe Askins and David S. Horsley

Film Editors Charles Craft and George Luckenbacher
Production Manager Joe Wonder
Audio Supervisor Al Lincoln
Set Design Robert Kinoshita and Jack Collis
Set Decorations Lou Hafley, Bruce MacDonald and Charles Thompson
Costume Supervisor Tommy Thompson
Makeup Supervisor George Gray
Assistant Directors Joel Freeman and Richard Evans.

"You are about to see one of the most closely guarded secrets and one of the most fantastic series of events ever recorded in the annals of counterespionage. This is my story. The story of Mel Hunter, who lives in your world—a World of Giants. "-Weekly title narration Six-inch-high Mel Hunter could be called the live-action equivalent of Saturday Night Live's Mr. Bill. Continually put upon by the dangers of everyday life, Mel reflects in one episode, "My own life is in jeopardy every day." In the pilot film alone, poor Mel has barely tumbled out of his mini-sized bed when his giant colleague, Bill Winters, absentmindedly knocks a pencil on the floor, nearly crushing Mel. Minutes later, while being briefed by his giant boss, Mel is bowled over by the hurricane-force wind of an office fan. "Turn off the fan!" Mel screams. The sheepish giants comply and the meeting goes on.

Nevertheless, Mel always got the job done, scurrying under door frames, climbing up rose bushes and lugging the receivers of giant phones off their cradles to make phone calls. The mighty mite also had all of his comforts provided to him by the Bureau. He lived in a luxurious dollhouse, exercised on a tiny gymnastics bar and was carried around in an attache case by Bill Winters. Although rarely seen today, WOG (its official nickname) was produced with high hopes by the low-budget studio ZIV. The success of the 1957 film *The Incredible Shrinking Man* encouraged CBS to buy the series for the 1959-60 season. However, the network got cold feet and contracted United Artists to run the 13 episodes in syndication.

William Alland was brought in to replace producer Otto Lang several weeks after production. Alland, the producer of such 1950s films as *Creature from the Black Lagoon*, *It Came from Outer Space* and *Tarantula*, recalls, "William Self, a big-wheel executive at CBS, asked me what I could do with the show. I watched a couple of the episodes, and I thought it was a truly ridiculous idea. The way they were making the show required a million-dollar budget. It should never have been attempted for TV." Alland found that the giant-sized props were costing ZIV a fortune. There have been misconceptions that *World of Giants* reused props made for Universal's *The Incredible Shrinking Man*. In truth, the series built all of its giant props from scratch. "It was crazy," notes Alland. "They were building giant telephones and desks to make Marshall Thompson look like this little guy. The sets looked great, but they were breaking the budget."

Sizing up the dilemma, Alland called up his friend Stan Horsley. "Stan was a genius for using the camera. Because of his expertise, I made the film *This Island Earth* (1955) for under a million dollars. We worked together to solve WOG's budget problems by doing trick photography rather than construct more giant sets. Stan understood the split-screen technique in a way nobody else did." Using this technology, the pair were able to superimpose their six-inch hero on normal-sized sets, reducing much of the need for giant props. "Without Stan, *World of Giants* couldn't have been done," marvels Alland. "The mathematics of the effects were incredible. Stan would stand in the studio and draw lines and diagrams. The effects were superb."

Alland contends the original production techniques of WOG were similar to *The Incredible Shrinking Man*, "which also spent a fortune building giant props. Otto Lang used that approach with WOG. I'm guessing that he left because the budget went totally out of sight. The weekly budget for WOG was pathetic. With Stan's expertise, we did effects that were not only brilliant but cost peanuts. It's just too bad that all of that talent was wasted on such a ridiculous concept." As a super mini-spy for the Bureau, Mel had the U.S. government drooling over his ability. Bill Winters discreetly let Mel off at destinations in a briefcase, which came complete with seat and seatbelt for the miniature agent. "The giant briefcase was my idea," notes Alland. "Mel exited from a secret little door on the bottom. But I really had little to do with the scripts. My biggest contribution was solving the technical problems."

Occasionally, Alland still required oversized props. "In one episode, Mel had to hide in a slot machine in Las Vegas. We built a huge slot bar and a few giant silver dollars. We made them out of balsa wood so that they wouldn't crush our actor!" Marshall Thompson, later the star of the *Daktari* series, was well liked by his producers. "He was a nice guy who took his role very seriously," says Alland. Otto Lang agrees. "Marshall was perfectly cast for the part. He was one of the best actors I've ever worked with." Writer Charles Larson wrote one WOG script, "Time Bomb," in which Mel tries to save Winters from a concealed explosive. "I had written a fantasy for the *Climax* TV series, so my agent thought that I and WOG would mix well. And we did. I watched the pilot film, which I liked, and days later ZIV approved my script. The script went smoothly, perhaps because ZIV couldn't afford to waste time and money. ZIV in TV was analogous to Monogram [a low budget movie studio in the 1940s]. If it's in English, shoot it!

"I thought the miniaturized secret agent business was basically juvenile and a little silly," he says. "But beyond that, I loved the dramatic dangers this tiny agent faced. To have to struggle through the jungle of an unkempt lawn is bad enough, but to hear the clash of a giant lawnmower coming after you, that was beautiful! "WOG was both exciting and limiting. The problem was to take Mel Hunter seriously. It's difficult to believe that the U.S. will collapse unless your hero can escape a playful kitten. The concept is much more comfortable in comedy, ~ la Honey, I Shrank the Kids (1989]. WOG was great fun to watch once or twice, but then it grew tiresome. That's often the case with gimmicks. However, Marshall Thompson and Arthur Franz were giant pluses for the show. Arthur in particular was a polished professional who could do virtually anything. I was grateful to have so skilled an actor reading my sometimes necessary silly WOG lines."

Another writer, Paul King, co-wrote the episode "Teeth of the Watchdog," which found Mel fighting a giant Doberman. King remembers the budget crunches of WOG's early days. "It was by far the most expensive TV series of its day," he reflects. "Otto Lang was very solid in production, which was a prerequisite at ZIV. The show was going over budget, and there was a constant war with the production office over cash. It was an almost hopeless problem: ambitious scripts, not enough money."

King classifies his episode as, "okay, but the series in general was much too simplistic and childish. The emphasis was on the shrink factor. There was little character development. Rather than attract the adults, WOG made the fatal error of playing only to a kid audience. It ended up losing both." According to King, it seemed poor Mel was always beset by snarling canines. "The dog of the week was an inside joke amongst writers," he chuckles. Thirteen episodes of WOG were made and sold for exclusive syndication via CBS/United Artists. By the late 1960s, it had vanished from sight. Otto Lang glances back with fondness at the series. "It was well done for what it was and a challenge to produce. But the cost factors were detrimental, and it caused an early cancellation."

William Alland still thinks highly of WOG's special effects but felt the basic concept was a cropper. "It would have been great as a comic strip," he says. "As a live-action TV show, it didn't fly. If somebody had come to me with the idea of a one-inch G.I. Joe for a movie, I'd have told them to get lost. You can't do anything serious with that kind of hero. If Mel had been an alien who had the ability to reduce his size at will, all right. But to ask the audience to accept that J. Edgar Hoover is having a meeting with a one-inch secret agent is silly. But the special effects remain the greatest." When the series ended, American scientists were still working around the clock to find a cure for Mel. Paul King recalls that Mel really had only one wish. "The best line in the series was written by Shimon Wincelberg. A giant asks Mel, 'What do you want most in life?' Mel replies: A fiveinch girl!"

CAST NOTES

Marshall Thompson (Mel Hunter): Born 1925. The affable Thompson began his career as a leading man in the early 1950s. His later roles included science fiction films such as *Fiend Without a Face* (1958) and *ITV* (1958). He was best known as Dr. Marshall Tracy on TV's *Daktari* (1966-69). He died in 1992.

Arthur Franz (Bill Winters): This veteran character actor starred in several science fiction films, including (in the title role) of *Monster on the Campus* (1955), as well as *Invaders from Mars* (1953). He retired from acting in the 1980s.

John Gallaudet (Commissioner Hall): Born 1903. Gallaudete, a character actor, died in 1983. **Marcia Henderson (Dorothy Brown):** Born 1930. As a teenager, this Massachusetts-born actress starred as one of the kids on TV's *The Aldrich Family* (1949-53).

WR. Donald Duncan, Jack Laird, Charles Lawson, Joe Stone, Paul King, Richard Carr, Meyer Dolinsky, Robert C. Dennis, Dan Lundberg, Hugh Lacey, Lawrence Mascott, Sanford Wolf, Irwin Whitehouse, Fred Freiburger, Kay Lenard, Jess Carneol.

DIR. Otto Lang, Byron Haskin, Nathan Juran, Harry Horner, Jack Arnold.

EPISODES: 13 **YEAR MADE:** 1959 **COUNTRY:** US **SEASONS:** 1

CBS TV

CREATOR: WILLIAM ALLAND

TYPE OF SHOW: LITTLE PEOPLE

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 05/09/1959

AIR DATE OF LAST EPISODE 28/11/1959

SEASON DATE BREAKDOWN:

FILMS:

Mel Hunter MARSHALL THOMPSON, Bill Winters ARTHUR FRANZ, Miss Brown 'Brownie' MARCIA HENDERSON, Commissioner Hogg JOHN GALLAUDET.

RELATED SHOWS:*SECRET SERVICE, THE*1 - 1 *SPECIAL AGENT (aka LOOK UP AT A MONSTER)*

Counter-espionage agent Mel Hunter is shrunk to a height of six-inches in an accident. He and his normal-sized partner Bill Winters must break into a warehouse that may be the secret hideout of an international spy ring.

Wr Donald Duncan, Jack Laird**Dir** Otto Lang1 - 2 *TIME BOMB*

When a time bomb arrives in the mail, Mel must brave the dangers of the outside world to alert his partner Bill.

Wr Charles Lawson**Dir** Otto Lang1 - 3 *TEETH OF THE WATCHDOG*

Bill and Mel must interrogate an actress who they think might be involved in a spy ring.

Wr Joe Stone, Paul King1 - 4 *DEATH TRAP*

Mel disappears after a briefcase containing him is lost after a car accident.

Wr Donald Duncan**Dir** Byron Haskins1 - 5 *GAMBLING STORY*

Bill and Mel try to set up the owner of a casino who is also working with foreign agents.

Wr Richard Carr**Dir** Nathan Juran1 - 6 *CHEMICAL STORY*

Mel gets locked in a refrigerator when he tries to recapture several test tubes containing experimental chemicals.

Wr Meyer Dolinsky, Robert C. Dennis**Dir** Eugene Lourie1 - 7 *FEATHERED FOE*

Bill and Mel go after an enemy agent who is using carrier pigeons to pass secret documents.

Wr Dan Lundberg, Hugh Lacey**Dir** Nathan Juran1 - 8 *THE POOL*

Mel must recover a secret codebook hidden in a pool. Getting to that objective becomes more complicated when Bill gets shot.

Wr Lawrence Mascott**Dir** Nathan Juran1 - 9 *RAINBOW OF FIRE*

Bill and Mel must recover a rocket after it malfunctions and lands in the Caribbean.

Wr A. Sanford Wolf, Irwin Winehouse**Dir** Harry Horner1 - 10 *THE SMUGGLERS*

Bill and Mel go to Hong Kong to break up a group of smugglers who are smuggling people out of mainland China.

Wr Fred Freiberger**Dir** Nathan Juran1 - 11 *OFF BEAT*

Bill and Mel try to capture some art thieves. Things get more complicated when Mel becomes convinced

that a man who appears to be a jazz musician is really an imposter.

Wr Kay Lenard, Jess Carneol

Dir Harry Horner

1 - 12 *UNEXPECTED MURDER*

Bill must stop an counterfeit money smuggling ex-con that is pretending to be a pharmacist.

Wr Meyer Dolinsky

Dir Jack Arnold

1 - 13 *PANIC IN 3-B*

Several Eastern European agents break into Mel's apartment in order to kidnap him. They want to figure out what caused him to shrink.

Wr A. Sanford Wolf, Irwin Winehouse

Dir Jack Arnold

WORLD WAR III

Soviet paratroopers drop into Alaska to sabotage the oil pipeline in retaliation against a United States grain embargo. A skirmish occurs at a pumping station, lightly defended by Col. Jake Caffey (David Soul) and a National Guard recon unit. A stalemate ensues while the possibility of World War III hangs in the balance. The danger escalates as the Russian leaders (Brian Keith and Roert Prosky) and the American President (Rock Hudson) play a cat-and-mouse game.

Finished in the studio when original director Boris Sagal died on location; re-edited as a TV movie.

Produced by Bill Finnegan (executive producer), Patricia Finnegan (executive producer), Bruce Lansbury (producer), Scott Winant (associate producer), Original music by Gil Melle, Cinematography by Stevan Lerner, Film Editing by Robert L. Kimble & Parkie L. Singh. Production Design by Bill Malley, Set Decoration by Fred Goetz, Makeup Department - Edie Panda (hair stylist (as Edy Panda)), Paul Stanhope (makeup artist), Second Unit Director or Assistant Director - Peter R.J. Deyell (second assistant director), Kevin A. Finnegan (assistant director), Christopher Hibler (assistant director), Special Effects by Charles E. Dolan.

Enjoyed it all those years ago. Would really like to see it run again. Rock Hudson's final scene showed some of his finest acting, and the fact that Brian Keith spoke fluent Russian blew me away.

WR. Robert L. Joseph

DIR. David Greene, Boris Sagal

EPISODES: 2 **YEAR MADE:** 1982 **COUNTRY:** US **SEASONS:** 1

NBC

CREATOR: ROBERT L. JOSEPH

TYPE OF SHOW: ARMAGEDDON

FORMAT: MINI-SERIES

LENGTH (MINS): 100 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 2

DATE OF PREMIER: 31/01/1982

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Lieutenant Colonel Jake Caffey DAVID SOUL, Secretary General Gorny BRIAN KEITH, Major Kate Breckenridge CATHY LEE CROSBY, Colonel Alexander Vorashin JEROEN KRABBE, General Aleksey Rudenski ROBERT PROSKY, Dorothy Longworth KATHERINE HELMOND, Richard Hickman JAMES HAMPTON, President Thomas McKenna ROCH HUDSON, Admiral Vernon Blanchard HARRY BASCH, Tim Hardy FRANK DENT, Major George Devery RICK FITTS, Brigadier General Gard Roberts JOHN LEHNE, Sergeant Johnny Preston MARCUS K. MUKAI, Major Nicolai Saamaretz WILLIAM TRAYLOR, Dr. Jules Farber LEE WALLACE, Konstantin Sculoff KAI WULFF, Captain Angel Cordobes RICHARD YNIGUEZ, Lieutenant Ed Spector ANTHONY PULLEN SHAW, Lieutenant Feeling STEVE TANNEN, General Philip Olafson JERRY HARDIN, Dr. Alan Tenant MICHAEL FAIRMAN, Trimble BOB MINOR, Andrei Gorny MEENO PELUCE, General Max Schiff DONEGAN SMITH, Naomi Glass LIZ SHERIDAN, Corporal Leff BRUCE WINANT, Corporal Fest JOE SAGAL, Megan Hardy SUSAN NIVEN, Marshal Victor Budner THOMAS HILL, Major Veigh ROBERT O'REILLY, David JOSEPH G. MEDALIS, Fred HERB JEFFERSON JR., Nadia Kortner ANNE GERETY, Buford ART EVANS, Wayne Kimball BRAD BLAISDELL, Martha Jones LESLEY WOODS, Russian Soldier (uncredited) PETER KLIMENKO, Russian Soldier (uncredited) GEORGE MARHSALL RUGE.

WORLDS BEYOND



Anthology series concerning stories of the supernatural. The tales were based on the real life cases from the 'Archives of the Society for Psychical Research'. These cases were 'real' supernatural occurrences which had been documented from the 18th Century until the present, the events of the older occurrences however were updated to the 20th Century.

Hoping for an eventual sale in America, many episodes featured a recognisable American actor almost always on holiday in Britain. The program however has yet to air in America. This is not all that surprising considering the fact that the unenviable middle of the night time slot when it was first aired in Britain. Brian Clemens was one of the writers for the show, he had previously worked on the original AVENGERS. The series was first seen on ITV.

Produced by Alan Radnor (producer), Original music by Ian Stanley, Sound Department - Chris Gurney (boom operator), Special Effects by Mirage, Inc.

Excellent little supernatural anthology series, supposedly based on true accounts, with an excellent mixture of quality guest stars from both sides of the Atlantic, including Denholm Elliott, David Warner, Karen Black and Eli Wallach. Relegated to late-night British TV when it first came out, the series hasn't reappeared since, and richly deserves a re-showing and critical re-evaluation.

Worlds Beyond was an anthology show created by Alan Radnor who also co-produced the show. In 1982 Radnor had made a short film for The Society of Psychical Research to mark its centenary and as part of his research had come across a treasure trove of case histories collected in the Society archives.

Radnor approached the Society to acquire the rights to suitable cases which could be adapted for television broadcast and found he had not been the first to enquire about such a possibility. " People like Orson Welles and James Mason had tried before me, but being a learned Society they were a bit suspicious of these people. Luckily, they liked the centenary film and, after a long and hard negotiation, they allowed me to acquire the rights." explained Radnor in a 1986 interview with Starburst magazine. Radnor had high hopes for the series with plans for sixty five completed shows.

The production was co-funded by British and American money which resulted in a majority of the episodes featuring American stars as playing roles as visiting or domiciled in England. Experienced writers such as Brian Clemens and Tony Williamson were recruited but later went on record as being disappointed with their experiences on the show and the finished programmes.

Filming began in January 1986 and with a turnaround of one episode being completed per week until production wrapped in April. Most of the special effects for the show were completed in camera as opposed to via optical work that would have been added later in post production as a cost cutting exercise.

The completed series did not receive many favourable comments and was shown in an haphazard fashion - often relegated to the graveyard slot or shown as a filler. It is today remembered as a pretty dire series in general. Episodes are listed in production order. If anyone can supply alternative transmission dates then please let us know.

WR. Brian Clemens, Claude Harz, Tony Williamson, Richard Lewis, Marc Alexander, Paul Annett.

DIR. John Cooper, Robert Fuest, Chris Menual, John Jacobs, Adrian Cooper, Bob McIntosh, Sue Butterworth.

EPISODES: 13 **YEAR MADE:** 1988 **COUNTRY:** GB **SEASONS:** 1

ITV/BRENT WALKER

CREATOR:

TYPE OF SHOW: ANTHOLOGY

FORMAT: ANTHOLOGY

LENGTH (MINS): 30 STILL IN PRODUCTION: No B/W: No COLOUR: Yes LANG: English

SEASON BREAKDOWN: (1) 13

DATE OF PREMIER: 14/01/1988

AIR DATE OF LAST EPISODE 28/11/1988

SEASON DATE BREAKDOWN:

FILMS:

None

RELATED SHOWS:

AVENGERS, THE

- 1 - 1 *THE EYE OF YEMANJA*
- 1 - 2 *UNDYING LOVE*
- 1 - 3 *OLIVER'S GHOST*
- 1 - 4 *CAPTAIN RANDOLPH*
- 1 - 5 *GUARDIAN OF THE PAST*
- 1 - 6 *SUFFER LITTLE CHILDREN*
- 1 - 7 *THE BARRINGTON CASE*
- 1 - 8 *REFLECTIONS OF EVIL*
- 1 - 9 *SERENADE FOR DEAD LOVERS*
- 1 - 10 *THE HAUNTED GARDEN*
- 1 - 11 *THE BLACK TOMB*
- 1 - 12 *VOICE FROM THE GALLOWS*
- 1 - 13 *HOME*

WYSIWYG

An alien arrives on Earth to study our culture and communicates with his home through the use of a camera.

This strange five part series was designed for younger viewers to learn about the life around them, through the eyes of an alien, a very similar concept to Channel Fours' HELPING HENRY, this time however the aliens look like us, except for a camera which follows them about everywhere. The first episode is notable for starring Bob Holness, at the time popular quiz show host to Blockbusters. The various missions that Wysiwyg and his companion got up to, included looking at a quiz show and watching the world Ludo championship in Barcelona. This poor excuse for a TV series was shown on ITV, but soon disappeared of the air waves.

WR.

DIR.

EPISODES: 5 **YEAR MADE:** 1992 **COUNTRY:** GB **SEASONS:** 1

ITV

CREATOR:

TYPE OF SHOW: ALIENS ON EARTH **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 5

DATE OF PREMIER: 29/06/1992 **AIR DATE OF LAST EPISODE** 27/07/1992

SEASON DATE BREAKDOWN:

FILMS:

TOMMY KLUBB, JULIE DAWN COLE, LINDA HARTLEY, GLOBYOOL CLIVE MANTLE, NORMAN WILLIS, Dave NICK WILTON., Phillip ANDREW LEE-POTTS.

X FILES, THE



A series about two FBI agents who investigate the paranormal and unexplainable phenomena, *The X Files* is intelligent, thought-provoking and wonderfully creepy. It takes newspaper or magazine stories, even documented accounts of such incidents, and extrapolates them into taut mysteries, blending elements of crime drama and thriller to produce a tug of war between intuition and logic, seen and unseen forces,

The FBI team assigned to crack these bizarre cases are special agents Fox Mulder and Dana Scully, played by David Duchovny and Gillian Anderson, a chalk-and-cheese combo, professionally devoted to each other, with just a hint of something more. Mulder is the 'believer', a wry-witted maverick, haunted by an incident in his own childhood when his sister was apparently a victim of alien abduction. Frankly, Mulder's an embarrassment to the bureau. Condescendingly nicknamed 'Spooky' by his colleagues, he calls himself 'the FBI's Most Unwanted' and sees working on the X Files as a quest for truth. When plausible explanations for a crime don't fit, Mulder explores his theories, such as UFO visitations, mind over matter and genetic mutation. Government cover-ups is another favourite theme. He's single-minded to the point of obsession.

And that's where Scully comes in. Dressing and acting like Clarice Starling in *The Silence of the Lambs*, Scully is a by-the-book medical expert who is so determined to find rational explanations that she won't accept the irrational - even when it leaps on her and tries to rip out her liver! Her loyalty to Mulder, however, is as unyielding as her scepticism. She's fiercely protective in the face of bureau bosses who'd love to close down the X Files and ship Mulder out to the funny farm. And she's not alone. Mulder has a 'friend' in high places, a shadowy government contact called 'Deep Throat', who is not averse to sending him on the odd wild goose chase. But he covers Mulder's back, and frequently confirms the otherwise unconfirmable. It's an ambivalent ploy which works on the theory that it's better to have Mulder working to expose the truth from the inside than making waves on the outside. When 'Deep Throat' is murdered in the first season's final episode his last words to Scully are 'trust no-one'.

The X Files is one of the most successful SF shows of the 1990s, it came from being a small show to a massive hit within the first two seasons. It is one of the highest rated SF shows in American history, bringing new life into the fledgling Fox Network. America's TV Guide called it 'the most genuinely unsettling television since the heyday of *THE TWILIGHT ZONE*'. They were right. *The X Files* was created by Chris Carter, a writer for an American surfing magazine before Hollywood beckoned. He saw the show as a kind of Kolchak for the Nineties, a scary, yet sophisticated drama telling tales that lie within the realm of extreme scientific possibility. The role of Mulder was not Duchovny's first federal agent. He'd played the transvestite FBI man in *Twin Peaks*.

In America, fans - or X-philes - made the show a real cult hit, with a growing following on the Internet, the interactive world-wide computer network. In the UK, it made a compelling reason for getting hooked up to Sky, before the BBC aired it on BBC2. No series since *Star Trek* has made a bigger impact on popular culture. While remaining true to Carter's promise to keep it 'the same subversive little show it's always been', *The X Files* has way outstripped its cult origins.

Conventions, books, merchandise and a huge following on the Internet, it's spawned the lot -but it's also got the ratings. In the US, it's given the Fox network one of its biggest hits, while in the UK the first-run episodes brought Sky One its best-ever figures, and even the repeats topped BBC2's charts. It also accomplished that rare achievement of a successful crossover to the mainstream BBC1, where it has notched up audiences of well over 10 million. All this and two top ten hits, for Mark Snow's original theme and a remix by DJ Dado. Even the show's title has entered everyday language as a handy media tag for any unexplained real-life phenomenon.

One of the many delights of *The X Files* is the variety of cases and characters encountered. Everyone loves the alien conspiracy stories - but these are paced out through each season so as not to dominate while a ghoulish gallery of psychos, freaks and monsters is also built up - from the yellow-eyed Tooms to the Internet killer, from the mutant fluke worm to the alien cockroaches.

And while the tantalisingly tender-yet-platonic relationship between Mulder and Scully remains at the heart of The X-Files' human appeal, the series has also developed a wonderful supporting cast of enigmatic heroes and villains including the duo's put-upon boss Skinner (Mulder: 'Where do you stand?', Skinner: 'Right on the line you keep crossing!') - the oddball trio of conspiracy theorists, The Lone Gunmen, Mulder's shadowy contact X, the doomed Krycek, and of course, The Smoking Man, one of TV's most arrogant bad guys. And, finally, you don't need tons of hardware to play X-Files games. Just a torch and a darkened room will do nicely . .

This, which may come to be seen as one of the key SF tv series of the mid 1990s, has been neither a failure nor a great success in the ratings, but has rapidly garnered a very committed cult following. Very much the brainchild of creator/executive producer/director/writer Chris Carter, it is a comparatively low-budget series administered by him from Los Angeles and ostensibly set in the USA but actually shot in Canada, in and around Vancouver. A small, secret department of the FBI is dedicated to investigating cases that appear to have an element of the paranormal about them, and the files dealing with these cases are called the X-files. There are only two investigators in the department, male agent Fox Mulder (Duchovny), who is emotional, open-minded, ready to believe in all sorts of strange phenomena, and his female colleague agent Dana Scully (Anderson), who is cool, medically trained, logical, sceptical. The premise is not especially original; the series is a little like PROJECT UFO (1978-79), and more closely resembles the earlier KOLCHAK: THE NIGHT STALKER (1974-75), which Carter was devoted to as a child.

The X-Files, however, is both more sophisticated and darker than either of these. The phenomena investigated cover the full gamut of tabloid weirdness in the area of "the unexplained", ranging from abductions of humans by aliens in UFOs--a recurrent theme--through tales of telepathy, projection of nightmares, vampires, werewolves, alien life-forms found frozen in the arctic, unusual longevity, shape-shifting, monsters, DNA-spliced hybrids, and so on almost indefinitely. In most cases a sufficient veneer of rationalisation exists (events pass too quickly for most viewers to subject these rationalisations to real scrutiny) for the series to qualify as definitely SF rather than fantasy.

But this is SF slewed towards the Gothic, the menacing, towards Horror. The programme owes a debt to Twin Peaks, a cult tv success of the early 1990s and not itself SF. More direct, famous sources, such as the film The Thing (1951), are plundered regularly and remorselessly, but with sufficiently clever a blend of homage and variation-on-a-theme to avoid the accusation of plagiarism. Many of the strange events in the series result, it seems, from secret, cynical government experiment, and it is here that its characteristic tone--Paranoia--evolves.

A running theme is the existence of high-level conspiracies, possibly centred in the Pentagon, which constantly threaten the professional integrity not to say the lives of Mulder and Scully. The FBI--itself infiltrated--seems helpless in the face of greater powers. The second season, in fact, is a continuous story involving Scully's apparent abduction into a UFO, connections between this and government conspiracies and the temporary forced closure of the X-files department.

What makes the series work so well is its willingness to penetrate a very long way indeed into the over-the-top and the bizarre (almost to the verge of black farce) combined with an (apparently) completely serious tone. The relationship between Mulder and Scully, no ordinary love relationship, is subtle, developing and absorbingly displayed: the performances are very good. The whole series, indeed, is presented with passion and intensity, which makes for unusual tv viewing.

The X-Files consist of a group of FBI records pertaining to cases which have remained unresolved by conventional means. The only possible solutions to most of these cases would be extraterrestrial sources, ghosts or other unexplained phenomena. They also tended to get ignored by the FBI until agent Fox Mulder decided to make them and similar new cases his cause.

Mulder is an eccentric agent who made a big reputation for himself while working in the FBI's violent crime section. An Oxford graduate he put his degree in psychology to good use in analysing the behaviour of many serial killers. When the time came for a promotion, Mulder requested to be put in charge of the X-Files and was given a simple basement office to go along with his new job. Mulder's great interest in UFOs comes from a traumatic experience he had as a child. His eight-year-old sister disappeared from her bed and was never seen again. The loss destroyed his family and prompted him to take up the study of psychology. As an adult, Mulder underwent hypnosis which forced him to recall alien beings kidnapping his sister while he stood by unable to do anything but watch.

Mulder's partner in solving the X-Files is Dana Scully. Scully is a doctor of medicine and has studied other sciences as well. She is not a believer in UFOs like Mulder is in fact she is a skeptic. Assigned as Mulder's partner by her superiors, Scully's assignment is two fold: 1) help Mulder solve the cases and 2) prove that Mulder's crazy theories about UFOs et. Al, are wrong and that the crimes can be attributed to more common

criminals. Her reports back to her superiors are to indicate if and or when Mulder finally goes too far into the deep end. Mulder however drags Scully around with him and although his theories usually are proven to be correct no physical evidence is left behind that will conclusively prove them. Scully eventually gains Mulder's trust, one of the only people to do so. In the second season of The X-Files she is kidnapped by aliens and Mulder risks all to find her and learn the truth about what happened to her after she is discovered unconscious in a hospital. Scully's abduction by aliens had been written into the series to allow Gillian Anderson to have her baby.

UFOs are not the only type of case in The X-Files, ghosts and unusual serial killers are also present. Mulder and Scully are not the only ones in Washington interested in X-File type cases Mulder occasionally received a limited amount of help from Deep Throat, a mysterious individual who will appear to give Mulder information pertinent to the current case, but never reveals who he is, who he works for or where the information came from. Deep Throat also acts as if he knows lots more than he is willing to reveal to Mulder. Deep Throat is killed at the end of the first season, during the second season he is replaced by an associate known only as Mr. X who continues to supply Mulder with information, before betraying Mulder's trust. An ongoing plotline in the series involves a shadow government secretly operating to hide any and all evidence of UFO's and other X-Files. A character known only as Cancer Man. since he is always smoking is in charge of the Shadow Government.

The executive producer for the series was Chris Carter, co-executive producers for the show were James Wong, Glen Morgan and R.W. Goodwin. Executive story consultant was Chris Ruppenthal, supervising producers were Howard Gordon and Alex Gansa. The UK premiere for the series was the 19th January 1994 on Sky One. The line producer was Joseph Patrick Finn, the music was created by Mark Snow, who also created the music for Millennium. The visual FX producer was Mat Beck, art director was Graeme Murray, story editor was Darin Morgan (3), Billy Brown (5), John Angel (5) and John Shibban (4) and the director of photography was John S. Bartley. Consulting producer was Ken Horton, James Wong (4) and Glen Morgan (4). The editors were Jim Gross and Heather MacDougall.

Famous actors to have appeared in the show included Mimi Lieber, Darin Morgan, Don Davis (STARGATE SG1), Peter Donat (TIME TRAX), Terry O' Quinn (MILLENNIUM), John Neville, Roy Thinnis (THE INVADERS), Tucker Smallwood (SPACE : ABOVE AND BEYOND), Kristen Cloke (SPACE : ABOVE AND BEYOND) and Darren McGavin (KOLCHAK : THE NIGHT STALKER).

'Patchy' doesn't even begin to describe the schizophrenic nature of this season which veered between the brilliance of Bad Blood to the convoluted mess that was Redux. Of course, by making the big screen movie last year, Carter had to en-sure that the season finished at a set point, thus disabling the spontaneity and freedom that has been exercised in previous seasons. Gillian Anderson's character now stands head and shoulders over Duchovny's (metaphorically speaking, of course) with Emily and All Souls showcasing her talents. New additions Fowley (Mimi Rogers) and Spender (Chris Owens) boosted the ever-growing cast of semi-regulars, and it was wonderful to finally see Darren (Kolchak) McGavin on the show. Season finale The End marked the show's final outing in Vancouver, with sunny LA set to provide the backdrop for the new season. Things will never be the same again in the show, but then that's no bad thing when the formula is beginning to get a little tired.

Season Seven: Chris Carter says: "We want to concentrate on the mythology as it heads to a conclusion." He is promising twists involving Krycek, Skinner and Agent Fowley and let us hope the rumours are true about the return of the excellent John Neville as Well Manicured Man. Expect further naval contemplation regarding Samantha Mulder and more grim episodes exploring cannibalism, a man 'cursed' with good luck, a vortex which enables people to move faster than the eye can see and a prison priest with powers to help criminals escape. An added bonus seems likely to be an episode featuring Lance Henriksen as Frank Black in an attempt to give some closure to the cancelled MILLENNIUM series.

Gillian Anderson is resolute about her future: "I will not be doing an eighth season," she confides in a recent face-to-face interview. When The X-Files began with little fanfare on the fledgling Fox network seven years ago, the actress and her co-star David Duchovny were virtual unknowns. Since then, The X-Files has become a worldwide phenomenon, but one which she hopes is nearing its end.

However, as she admits during the same conversation, the actress who brought life to FBI agent Dana Scully is already under contract for another season if Fox choose, whereas her co-star David Duchovny and series creator / producer/ writer Chris Carter have not signed for an eighth year. "It was something that needed to be installed in order to get something else accomplished," she explains in typical Gillian Anderson fashion, straight and candid. "However, at this point, seeing how the seasons have been progressing and where we are in the life of the show as a whole, it makes sense to me, and I can only hope that it would make sense to the others who are involved, to realize that we've done our best years.

"We've done the best we can do. We should be proud of what we've done. Everybody's interest, except for the

financial interest with Fox, is starting to spread. It's starting to wax and wane away from the central focus on the show. So, I think the most beneficial thing for the series is to keep it in good form and to go out on a positive note would be to end it when we still have the strength and the commitment to do it.

"I personally don't know if physically emotionally spiritually, I could do another season. To really show up and put in 100 %. When people have to show up and feel that they're not doing it for the right reasons, that's not a fun place to work, you know? I just hope that the people who are involved in making that decision see clearly in that direction as well."

Having addressed the issue, the actress can only grin when asked how *The X-Files* has affected her life, and how she's changed since starting the show seven years ago. "I was very scared, very confused," she admits with a chuckle. "I didn't know what it was all about, what it was, what it would entail. I knew nothing! and I found myself in the middle of this machine and I had to learn very quickly how to operate it, and in that scrambling I made some mistakes and I learned a great deal. You know, a lot of extra-curricular stuff has taken place in my life during the run of this show. It's light stuff. It's growth stuff. It's change and with that hopefully if you're awake enough comes learning, and growth and maturity. So I guess what has taken place is just growing up, really."

She pauses for a moment when asked what has been the best thing, and the worst, about doing the show. "See, it's only when I get questions like that that it really hits me that we're coming so close, you know. I can't even begin to talk about how the experience on the show has affected all aspects of my life. It has been the most challenging, most fortunate, a perfect experience in all its imperfections that I could ever have dreamed of being involved in.

"There's something very special about being involved in something new and different and on the edge," she says. "It's just that I have learned so much about the work, about the medium, about myself, about relationships, about human nature. "It's been the most remarkable experience just to have the opportunity to play one of these two amazing characters and to be involved in something that has a very strong place in the history of television. I just don't see any downside." Of course, the biggest change in Gillian Anderson private life during the last seven years was her marriage and divorce, which left her as the mother of a five-year-old daughter Piper. One apparent advantage to the end of the series would seem to be the chance to spend more Home with her daughter.

"First of all, everything seems to be working out just fine," she says in response to an inquiry about the problems of dividing her time between her daughter and her work. "My intention certainly will be to try and be more present [in Piper's life] than I've ever been able to be because of the constraints of the show. I'm sure that that's certainly a need she has but one of the miraculous things about moving from Vancouver to Los Angeles, I'm not exactly sure how it happened, but it seems like I have more time with her. "We are able to actually sometimes make plans," she exclaims. "Even picking her up from school or taking her to school or whatever. Just things like that, and that's been very important for our relationship." However the actress within her will still have a need to work. "It's hard to plan too far in advance," she adds. "I just know that I have some personal goals and intentions in terms of how I'd like to see the structure of my life, and sometimes we can influence that and sometimes we can't"

"When the show is done, there's a certain need, I think, to do something pretty soon after the show just to get my feet wet in another area and establish myself in a different way in film. So that would be a goal right off. And then, you know it's going to be a matter of finding a new balance once this piece of the puzzle is taken away, to just sense and to feel where everything falls in its right place "Given a choice, however, the actress does have a concept of what she'd like to see happen in the aftermath of *The X-Files*.

"My plan ultimately is to be involved in projects that affect me very strongly that I think have potential to affect the audience in one way or another to teach them something," she says. "So with that being my intention and my goal, it's a matter of finding those projects. I'm constantly looking but they're few and far between. But that's a commitment that I have to my work and so if it means that I'm out of work for a period of Home while I'm looking then that's what that means. But I do plan to continue in films and at some point also, " she explains.

She speaks with confidence, of course, and continues to do so when asked if she's worried that audiences might have trouble accepting her in another role after the high profile of Dana Scully. "No," she says sharply to the question. "It's interesting how people's focus is in that direction because that's such a negative way to view things. I mean, it's going to be what it's going to be. There are so many ways to be creative in this world and if it's in film, then it's in film. And whether it's on the acting side or the writing side or the production side or the directing side, whatever it is, that's the medium that I feel I'm most fulfilled being a part of. Also, there's other areas of life and the world that need to be explored, so it wouldn't be a death."

However, it wouldn't be in character for her to fall short of her intentions. It may be the foremost challenge of her career and life, but there's every indication Gillian Anderson is very much ready for life after *The X-Files*. The seventh and apparently final season of *The X-Files* opens in traditional style with *The Sixth Extinction*, a cliffhanger-resolving two-parter from the pen of Chris Carter (assisted by David Duchovny) which mixes together ominous voice-overs, surprise reappearances by familiar faces from the series' tangled mythology, and the apparent death of a recurring character.

Monster of the Week outing *Hungry* follows, before Chris Carter retakes the helm to wrap up the loose ends left over by the cancellation of *Millennium*, as Mulder and Scully investigate three agents who've apparently risen from the grave. As the trio were all members of the *Millennium* Group, the agents' first port of call is the psychiatric hospital where Frank Black is undergoing treatment. *Millennium* fans will be cheered by Lance Hendkseris unexpected encore, but *The X-Files*' regular viewers will be more intrigued by a long awaited contact between the two agents as Auld Lang Syne belts out

Bizarrely, though *Millennium* is set on New Years Eve 1999, it was transmitted a month earlier, leaving two more episodes to come before the end of December, *Rush* and *The Goldberg Variation*. The year 2000 opens with *Orison*, a reported sequel to season two's *Irresistible*, followed up by Mulder and Scully's duel with a bank-robbing magician in *The Great Maleeni*, and a venture into evangelical religion for *Signs and Wonders*, where an encounter with self-styled saints who charm snakes and speak in tongues hints at a messianic destiny for Scully. The annual experimental episode is *Vince Gilligan's X-Cops*, which borrows the hand-held video cameras and title sequence of the Fox network's fly-on-the-wall show *Cops*.

But before this comes the equally inevitable mythology two-parter for February's sweeps fortnight, in the form of *Sein Und Zeit*. The suicide of Mulder's mother coincides with a child abduction case which appears to shed light on the fate of the real Samantha, creating an emotionally charged atmosphere with major consequences for Mulder and Scully's personal relationship.

If reports are to be believed, in just a few months time production on *The X-Files* will cease forever. The show, which began as a minor hit on the fledgling Fox Network and grew, by word of mouth, into the highest-rated Science Fiction series in years, has reached the inevitable crossroads. Should it continue, and run the risk of delivering substandard goods? Or should Fox gracefully call it a day while the quality is still high, and exploit the franchise as a movie series instead?

"We're going to get old and it happens," admits leading man David Duchovny, speaking to the assembled press at the Ritz Carlton Huntington Hotel in Pasadena. "You're going to run out [of ideas] and fans are going to get hip to our tricks." Not that the show has displayed much sign of senility in recent seasons. Though criticized by many as a bad move, the change of production base from Vancouver British Columbia to Los Angeles in 1998 came as a shot in the arm. Rumoured to be at Duchovny's behest (the star had recently married Tea Leoni), the arrival of *The X-Files* in Hollywood allowed for new interesting locations, more high profile talent while retaining the indefinable atmosphere of the series. "It was just a lot easier in terms of lifestyle for me," says Duchovny of the change. "I got to live at home. I got to live with my wife. My wife got pregnant, which probably wouldn't have happened if I was in Vancouver! [laughs] My life was a lot easier. "My working life was probably harder. It was tougher to do the show logistically, in Los Angeles just because of locations being further spread apart and the traffic and all the things that we associate with Los Angeles. I miss Vancouver, in terms of shooting and in terms of having relationships with a crew for five years. But it was time for me to have a change and I'm happy the way it worked out."

Looking back over that sixth season, which segued straight from the *X-Files* Movie into *The Beginning*, and ended with more revelations about mankind's relationship to extraterrestrials in *Biogenesis*, Duchovny believes the team did a pretty good job. "I thought there were some great shows," he enthuses. "I thought that *Triangle* was a fantastic show. I thought *Drive* was great. It's going to sound conceited-I thought my show was great [*The Unnatural*, which was written and directed by the actor]. "I thought maybe four or five shows that we did were some of the best four or five shows we've ever done. We did some clunkers, we always do.

We have the kind of show that reaches further, in terms of story, and in terms of execution than any other show on television. So when we succeed, we're doing better than any show on television. When we fail, we can be worse than a lot of pretty bad shows on television. "The fact that we could do a sixth year is impressive. The fact that we were still able to come up with fresh ideas - I'd say at least half of them were fresh and good - is very impressive."

While there's no denying that creativity was certainly in abundance, some critics were unhappy with the disorientating glut of highly comic installments. Episodes like the *Dreamland* two-parter and *Hour the Ghosts Stole Christmas* showed great imagination, but the series seemed to be disconnecting from its well-established, very successful and quite solemn Horror/ Fantasy template. "My position is that humour could work in it," offers Duchovny. "When we had [Glen] Morgan and [James] Wong, and when we had Darren Morgan, and we still have Vince Gilligan, they seem to be able to hold both a humorous whimsical element and a scary

supernatural element.

"When they fall flat, they fall flat because they're too whimsical. Last year, just by coincidence, the writers just had four or five funny shows in a row. It probably has something to do with being in the sixth year of a show. You become self-referential. You start to wink at the audience. I think people got scared because they all happened to occur in one spate and people went, 'Oh my God, it's Ally McBeal!'"

Duchovny certainly scored a hit with the aforementioned *The Unnatural*. Re-introducing Arthur Dales (or rather his brother, played by M Emmett Walsh and Fred Lane), the story takes us back to Roswell in 1947, where Negro baseball star Josh Exley is being protected from the Ku Klux Klan. But *Exterretrials* isn't so much black as grey: an alien who has fallen in love with the game. "I've tried to write before and I've never actually written anything that got done, so I know how hard it is and how agonizing it can be," muses Duchovny. "Out this was so easy either I've gotten really smart recently or this was an idea that was kind of perfect and fully formed from the get-go. So it was a joy. There was very little re-writing except for budget constraints."

While crafting the words might have been a doddle, the actor admits to being less than comfortable when taking the director's chair. "It was completely nerve-wracking," he concedes. "I woke up one morning and I just said, 'I can't do this'. It was about a month before and I said, 'I don't know what I'm doing. I quick' "The thing about directing is that before you direct and when you are in prep, and you haven't directed before, you're trying to contain the whole story in your head. You're trying to have every shot you're going to do in your head at one time. So your head feels the size of a beach ball as you're walking around. "When you actually get on set you just have to shoot one shot at a Home. I had a great crew. I had a great director of photography and first assistant director and they just saved me."

Although Duchovny has contributed to scripts in the seventh season (*The Sixth Extinction II* is co-credited to him and Chris Garter), don't expect to see the actor behind the camera again too soon. "The trouble with me directing a show is that it really entails me being out of two episodes, because I need to prep and then I need some time to edit. So I have to be light on episodes either side of the one I'm directing.

"So it really has to do with the generosity of Fox and of the producers of the show to make a schedule where I can be written out of some shows. They don't have to do it."

Now just a few episodes into the seventh year, it's pretty much business as usual at *The X-Files*. We've had the resolution to last year's cliffhanger, in which we learn that "Agent Mulder is living proof of what he tried so long to substantiate: the existence of alien life". We've had another monster story plus a cross-over episode with the now-defunct *Millennium*, as Frank Black finally enters the world of Mulder and Scully, With over a dozen episodes left to run, fans are hoping 'that Carter and his team are working to some sort of final conclusion of the story arc - but Duchovny isn't so sure that they will. "I imagine that the show's going to continue on in movie form, so I don't think that we'll have to have an end," he insists. "We're not going to blow the place up or we won't have it all be a dream. I imagine the end of the seventh year will be pretty much as open ended as the end of every year that we do.

"The nature of serial television is teasing. There's rarely resolution until an actor has to leave or a show has to end. I think it's an unnatural situation to be in because we have to keep coming back week after week. I mean, the thing about everybody's interest in the relationship between Mulder and Scully is that they want some kind of resolution with that. But each week something happens to Mulder and/or Scully that is completely life changing and yet we come back the next week as if nothing happened. And nobody ever comments on that because these are kind of lies that are necessary to serialize television. You cannot have things change the way they would in real life and you cannot have the kind of resolution that you want in life."

So, while we have learned elements of the alien conspiracy in *The X-Files* movie and last year's two parter *Two Fathers/One Son*, and no doubt will discover more in the February sweeps presentation *Sein und Zeit*, don't expect everything to become clear.

The unexplained, "I've always thought that the conspiracy is best if it remains unexplained," says the actor. "Chris and the writers are in a *Catch-22* because people want answers and when you give them answers they go, 'Well that's not as exciting as not knowing. Why did you tell me?'" As we go to press, the future of *The X-Files* seems as undefined as the conspiracies within the series itself. Duchovny and Chris Carter are contracted "I feel really proprietary of the character and of the show. [I believe] the show could continue without me. I wouldn't want it to. I mean there would be a part of me sitting at home wishing fervently that it would fail. I feel like it's mine. I want to take care of Mulder."

So what lies ahead for Duchovny after *The X-Files*? "I don't really have plans until that day comes," he claims. "I'm just looking to do the projects that interest me. I'm looking to write more. I'm looking to direct. I'm looking to act in projects that inspire in any way. I don't have a game plan, which may be a mistake, but I've never really functioned with one, so I wouldn't know how to make one." It may have dominated the

actor's life for seven years, but The X-Files has certainly elevated Duchovny's career. Formerly remembered for hosting The Red Shoe Diaries, playing a transvestite on Twin Peaks and appearing in a host of forgettable movie roles (Beethoven, Ruby, Kalifornia...), the actor can now look forward to a future in which he can pick and choose between worthwhile projects. When asked why he believes The X-Files managed to capture the imagination of people across the world, Duchovny smiles. He's not about to deliver the 'it's all to do with the new millennium theory; that, he says, is the stuff of highly creative journalists.

"It's because it's a good show," he states. "It was fun and it was exciting and it was well written and it was well acted and it was well directed. Sure it had some kooky elements that might have been end of the century oriented, but in the end it was just cool and it was different." Moving into its seventh season, The X-Files still has a lot of questions to answer. Part of the problem is that due to a large amount of lying that has occurred in past seasons it has become almost impossible to tell The Truth, from the truth as revealed by, say, Cancer Man. The largest source of puzzlement is still Mulder's sister Samantha. In the re-edited movie, Well-Manicured Man says that Mulder's father gave her up to have her protected from the black oil plague by making her an alien/human hybrid. What really needs explaining, however, is her position in the Mulder family. Cigarette Smoking Man says he is her father, but that may just be for her benefit, especially considering that in The Sixth Extinction at the start of Season Seven, he keeps referring to Mulder as his son. Poor old Bill Mulder; he must have been either impotent or just incredibly unobservant if Cancer Man fathered all his children.

Then there's the whole alien war. We now know that the black oil becomes firstly an oily creature (call it an Alien), then mutates into a Grey. We also know from the David Duchovny-written The Unnatural that the shape shifting aliens have merely taken human form to pass unnoticed, as they are Greys as well. What still remains unexplained is where the faceless alien rebels fit in. Are they part of the same race? Is humanity just caught in the middle of an interstellar civil war? It would also be good to see what has happened to several of the recurring characters. Spender's off-screen death seemed suspicious and we still don't know what happened to Marita Covarrubias. After being tricked repeatedly, it's entirely possible no one has ever died in the show. Lastly, there's the whole new can of worms opened by Biogenesis, posing bigger questions such as where do we come from, and suggesting that Mulder is some kind of alien hybrid. Will we ever find out The Truth?

Viewers of Quality Television Awards.

Best Actress in a Drama - Gillian Anderson for Dana Scully (1999)

Academy of Science Fiction, Fantasy and Horror Films.

Outstanding Television Series - The X Files (1995)

Best Genre Network TV Series - The X Files (1996)

Best Genre Television Actress - The X Files - Gillian Anderson (1997)

Best Genre Network TV Series - The X Files (1997)

Best Genre Network Series - The X Files (1999)

Emmy Awards

Outstanding Individual Achievement in Graphic Design and Title Sequences - Winner: "X Files, The" (1993) - James Castle (title designer), Bruce Bryant (title designer), Carol Johnsen (title designer) (1994)

Outstanding Individual Achievement in Main Title Theme Music Nominees: "X Files, The" (1993) - Mark Snow (1994)

Outstanding Individual Achievement in Sound Editing for a Series - Nominated - "X Files, The" (1993) - Thierry J. Couturier (supervising sound editor), Maciek Malish (dialogue editor), Christopher B. Reeves (dialogue editor), Marty Stein (dialogue editor), Jay Levine (dialogue editor), Stuart Calderon (sound effects editor), Michael Kimball (sound effects editor), David F. Van Slyke (sound effects editor), Susan Welsh (sound effects editor), Chris Fradkin (sound effects editor), Matt West (sound effects editor), Jeff Charbonneau (music editor), Debby Ruby-Winsberg (adr editor) For episode "Duane Barry". (1995)

Outstanding Drama Series - Nominated - "X Files, The" (1993) - Chris Carter (executive producer), R.W. Goodwin (co-executive producer), James Wong (co-executive producer), Glen Morgan (co-executive producer), Howard Gordon (supervising producer), Rob Bowman, David Nutter, Joseph Patrick Finn, Kim Manners, Paul Rabwin (co-producer) - (1995)

Outstanding Guest Actress in a Drama Series - Nominated - "X Files, The" (1993) - CCH Pounder - For episode "Duane Barry". For playing "Agent Kazdin". (1995)

Outstanding Individual Achievement in Writing for a Drama Series - Nominated - "X Files, The" (1993) - Chris Carter - For episode "Duane Barry". (1995)

Outstanding Individual Achievement in Cinematography for a Series - Nominated - "X Files, The" (1993) - John S. Bartley (cinematographer)
For episode "One Breath". (1995)

Outstanding Individual Achievement in Editing for a Series - Single Camera Production - Nominated - "X Files, The" (1993) - James Coblentz
For episode "Duane Barry". (1995)

Outstanding Individual Achievement in Editing for a Series - Single Camera Production - Nominated - "X Files, The" (1993) - Stephen Mark
For episode "Sleepless". (1995)

Outstanding Guest Actor in a Drama Series - Winner - "X Files, The" (1993) - Peter Boyle - For episode "Clyde Bruckman's Final Repose". For playing "Clyde Bruckman". (1996)

Outstanding Individual Achievement in Sound Editing for a Series - Winner: "X Files, The" (1993) - Thierry J. Couturier (sound supervisor), Maciek Malish (dialogue editor), Christopher B. Reeves (dialogue editor), Michael Goodman (dialogue editor), Debby Ruby-Winsberg (adr editor), Susan Welsh (effects editor), Michael Kimball (effects editor), Rick Hinson (effects editor), Leslie, Ira (effects editor), Marty Stein (dialogue editor), Jeff Charbonneau (music editor), Kitty Malone (foley artist), Joseph T. Sabella (foley artist) - For episode "Nisei". (1996)

Outstanding Lead Actress in a Drama Series - Nominated - "X Files, The" (1993) - Gillian Anderson (1996)

Outstanding Individual Achievement in Art Direction for a Series - "X Files, The" (1993) - Graeme Murray (art director), Shirley Inget (set decorator)
For episode "Jose Chung's 'From Outer Space'" (1996)

Outstanding Drama Series - Nominated - "X Files, The" (1993) - Chris Carter (executive producer), R.W. Goodwin (co-executive producer), Howard Gordon (co-executive producer), Joseph Patrick Finn, Rob Bowman, Kim Manners, Paul Rabwin (co-producer) (1996)

Outstanding Individual Achievement in Writing for a Drama Series - Winner: "X Files, The" (1993) - Darin Morgan - For episode "Clyde Bruckman's Final Repose". (1996)

Outstanding Individual Achievement in Sound Mixing for a Drama Series - Winner: "X Files, The" (1993) - Michael T. Williamson (production mixer), David John West (re-recording mixer), Nello Torri (re-recording mixer), Douglas A. Turner (re-recording mixer) - For episode "Nisei". (1996)

Outstanding Individual Achievement in Cinematography for a Series - Winner: "X Files, The" (1993) - John S. Bartley - For episode "Grotesque". (1996)

Outstanding Individual Achievement in Music Composition for a Series - Nominated - "X Files, The" (1993) - Mark Snow - For episode "Paper Hearts" (1996)

Outstanding Individual Achievement in Sound Editing for a Series - Winner: "X Files, The" (1993) - Thierry J. Couturier (supervising sound editor), Stuart Calderon, Leslie, Ira, Maciek Malish, Debby Ruby-Winsberg, Chris Fradkin, Jay Levine, Christopher B. Reeves, Susan Welsh, Jeff Charbonneau (music editor), Gary Marullo (foley artist), Michael Salvetta (foley artist) - For episode "Tempus Fugit". (1996)

Outstanding Individual Achievement in Directing for a Drama Series - Nominated - "X Files, The" (1993) - James Wong - For episode "Musings of a Cigarette Smoking Man". (1997)

Outstanding Lead Actress in a Drama Series - Winner: "X Files, The" (1993) - Gillian Anderson (1997)

Outstanding Individual Achievement in Art Direction for a Series - Winner: "X Files, The" (1993) - Graeme Murray (production designer), Gary Pembroke Allen (art director), Shirley Inget (set decorator) - For episode "Memento Mori". (1997)

Outstanding Drama Series - Nominated - "X Files, The" (1993) - 20th Century Fox Television (1997)

Outstanding Individual Achievement in Writing for a Drama Series - Nominated - "X Files, The" (1993) - John Shiban, Frank Spotnitz, Chris Carter, Vince Gilligan - For episode "Memento Mori" (1997)

Outstanding Individual Achievement in Sound Mixing for a Drama Series - Nominated - "X Files, The"

(1993) - For episode "Tempus Fugit". (1997)

Outstanding Lead Actor in a Drama Series - Nominated - "X Files, The" (1993) - David Duchovny (1997)

Outstanding Individual Achievement in Makeup for a Series - Nominated - "X Files, The" (1993) - Toby Lindala - For episode "Leonard Betts". (1997)

Outstanding Individual Achievement in Editing for a Series - Single Camera Production - Nominated - "X Files, The" (1993) - Jim Gross - For episode "Terma". (1997)

Outstanding Individual Achievement in Editing for a Series - Single Camera Production - Nominated - "X Files, The" (1993) - Heather MacDougall
For episode "Tempus Fugit". (1997)

Outstanding Directing for a Drama Series - Nominated - "X Files, The" (1993) - Chris Carter - For episode "The Post-Modern Prometheus". (1998)

Outstanding Single-Camera Picture Editing for a Series - Winner: "X Files, The" (1993) - Heather MacDougall - For episode "Kill Switch". (1998)

Outstanding Single-Camera Picture Editing for a Series - Nominated - "X Files, The" (1993) - Casey O. Rohrs - For episode "Mind's Eye". (1998)

Outstanding Single-Camera Picture Editing for a Series - Nominated - "X Files, The" (1993) - Lynne Willingham - For episode "The Post-Modern Prometheus". (1998)

Outstanding Art Direction for a Series - Winner: "X Files, The" (1993) - Graeme Murray (production designer), Greg Loewen (art director), Shirley Inget (set decorator) - For episode "The Post-Modern Prometheus". (1998)

Outstanding Lead Actress in a Drama Series - Nominated - "X Files, The" (1993) - Gillian Anderson (1998)

Outstanding Music Composition for a Series (Dramatic Underscore) - Nominated - "X Files, The" (1993) - Mark Snow - For episode "The Post-Modern Prometheus". (1998)

Outstanding Sound Editing for a Series - Nominated - "X Files, The" (1993) - Thierry J. Couturier (supervising sound editor), Maciek Malish (sound editor), Levine, Jay (II) (sound editor), Reeves, Gabrielle (sound editor), Michael Goodman (sound editor), Leslie, Ira F. (sound editor), Chris Fradkin (sound editor), Rick Hinson (sound editor), Michael Kimball (sound editor), Jeff Charbonneau (music editor), Gary Marullo (foley artist), Michael Salvetta (foley artist) - For episode "The Red And The Black". (1998)

Outstanding Writing for a Drama Series - Nominated - "X Files, The" (1993) - Chris Carter - For episode "The Post-Modern Prometheus". (1998)

Outstanding Drama Series - Nominated - "X Files, The" (1993) - Chris Carter (executive producer), R.W. Goodwin (executive producer), Frank Spotnitz (co-executive producer), Vince Gilligan (supervising producer), Ken Horton (consulting producer), Joseph Patrick Finn, Rob Bowman, Kim Manners, Paul Rabwin (1998)

Outstanding Cinematography for a Series - Nominated - "X Files, The" (1993) - Joel Ransom - For episode "The Post-Modern Prometheus". (1998)

Outstanding Makeup for a Series - Nominated - "X Files, The" (1993) - Laverne Basham (makeup artist), Pearl Louie (makeup artist), Toby Lindala (prosthetic makeup artist), Dave Coughtry (prosthetic makeup artist), Griffin, Rachel (II) (prosthetic makeup artist), Robin Lindala (prosthetic makeup artist), Leanne Rae Podavin (prosthetic makeup artist), Brad Proctor (prosthetic makeup artist), Geoff Redknap (prosthetic makeup artist), Tony Wohlgermuth (prosthetic makeup artist), Wayne Dang (prosthetic makeup artist), Vince Yoshida (prosthetic makeup artist) - For episode "The Post-Modern Prometheus". (1998)

Outstanding Lead Actor in a Drama Series - Nominated - "X Files, The" (1993) - David Duchovny (1998)

Outstanding Single-Camera Picture Editing for a Series - Nominated - "X Files, The" (1993) - Heather MacDougall - For episode "S.R. 819". (1999)

Outstanding Art Direction for a Series - Nominated - "X Files, The" (1993) - Corey Kaplan (production

designer), Lauren E. Polizzi (art director), Sandy Getzler (art director), Tim Stepeck (set decorator) - For episode "One Son". (1999)

Outstanding Lead Actress in a Drama Series - Nominated - "X Files, The" (1993) - Gillian Anderson (1999)

Outstanding Music Composition for a Series (Dramatic Underscore) - Nominated - "X Files, The" (1993) - Mark Snow - For episode "S.R. 819". (1999)

Outstanding Sound Editing for a Series - Nominated - "X Files, The" (1993) - Thierry J. Couturier (supervising sound editor), Stuart Calderon (sound editor), Michael Goodman (sound editor), Jay Levine (sound editor), Maciek Malish (sound editor), George Nemzer (sound editor), Cecilia Perna (sound editor), Christopher B. Reeves (sound editor), Gabrielle Gilbert Reeves (sound editor), Jeff Charbonneau (music editor), Gary Marullo (foley artist), Michael Salvetta (foley artist) - For episode "Triangle". (1999)

Outstanding Guest Actress in a Drama Series - Nominated - "X Files, The" (1993) - Veronica Cartwright - For playing "Cassandra Spender". (1999)

Outstanding Cinematography for a Series - Nominated - "X Files, The" (1993) - Bill Roe - For episode "The Unnatural". (1999)

Outstanding Makeup for a Series - Winner: "X Files, The" (1993) - Cheri Montesanto-Medcalf (head makeup artist), Laverne Basham (makeup artist for Duchovny & Anderson), John Vulich (makeup effects artist), Kevin Westmore, Greg Funk, John Wheaton, Mark Shostrom, Rick Stratton, Jake Garber, Craig Reardon, Fionagh Cush, Steve La Porte, Kevin Haney, Jane Aull, Perri Sorel, Jeanne Van Phue, Julie Travis-Socash
For episodes "Two Fathers/One Son Parts I & II". (1999)

Golden Globes

Best TV-Series - Drama - Winner: "X Files, The" (1993) (1995)

Best Performance by an Actor in a TV-Series - Drama - Nominated - "X Files, The" (1993) - David Duchovny (1996)

Best Performance by an Actress in a TV-Series - Drama - Nominated - "X Files, The" (1993) - Gillian Anderson (1996)

Best Performance by an Actor in a TV-Series - Drama - Winner: "X Files, The" (1993) - David Duchovny (1997)

Best Performance by an Actress in a TV-Series - Drama - Winner: "X Files, The" (1993) - Gillian Anderson (1997)

Best TV-Series - Drama - Winner: "X Files, The" (1993) (1997)

Best Performance by an Actor in a TV-Series - Drama - Nominated - "X Files, The" (1993) - David Duchovny (1998)

Best Performance by an Actress in a TV-Series - Drama - Nominated - "X Files, The" (1993) - Gillian Anderson (1998)

Best TV-Series - Drama - Winner: "X Files, The" (1993) (1998)

Best Performance by an Actor in a TV-Series - Drama - Nominated - "X Files, The" (1993) - David Duchovny (1999)

Best Performance by an Actress in a TV-Series - Drama - Nominated - "X Files, The" (1993) - Gillian Anderson (1999)

Best TV-Series - Drama - Nominated - "X Files, The" (1993) (1999)

TV Guide Awards

Favorite Actress in a Drama - Nominated - "X Files, The" (1993) - Gillian Anderson (1999)

Favorite Drama Series - Nominated - "X Files, The" (1993) (1999)

Favorite Actor in a Drama - Winner: "X Files, The" (1993) - David Duchovny (1999)

WR. Chris Carter, Glen Morgan, James Wong, Alex Gansa, Howard Gordon, Kenneth Biller, Larry Barber & Paul Barber, Chris Ruppenthal, Paul Brown, Sara B. Charno, Frank Sponitz, Darin Morgan, Kim Newton, Vince Gilligan, John Shibban, Mat Beck, Vivian Mayhew, Valerie Mayhey, David Greenwalt, R.W. Goodwin, Stephen King, William Gibson, Tom Maddox and Tim Minnear.

DIR. Robert Mandel, Daniel Sackheim, Harry Longstreet, Joe Napolitano, Michael Katleman, David Butler, Larry Shaw, Fred Gerber, David Nutter, Rob Bowman, William Graham, Jerrold Freedman, Daniel Sackheim, Michael Lange, Win Phelps, Stephen Surjik, Kim Manners, Nick Marck, James Whitmore Jr., Michael Vejar, R.W. Goodwin, Tucker Gates, James Charleston, Clifford Bole (aka Cliff Bole) and Ralph Hemecker,.

EPISODES: 202 **YEAR MADE:** 1993 **COUNTRY:** US **SEASONS:** 9

TEN THIRTEEN PRODUCTIONS, IN ASSOCIATION WITH 20TH CENTURY TELEVISION

CREATOR: CHRIS CARTER

TYPE OF SHOW: PARANORMAL

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 24, (2) 25, (3) 24, (4) 24, (5) 20, (6) 22, (7) 22, (8) 21, (9) 19

DATE OF PREMIER: 10/09/1993 **AIR DATE OF LAST EPISODE** 19/05/2002

SEASON DATE BREAKDOWN:

FILMS: THE X-FILES : FIGHT THE FUTURE (1998).

Dana Catherine Scully GILLIAN ANDERSON, Fox Mulder DAVID DUCHOVNY, Cigarette Smoking Man WILLIAM B. DAVIS, Assistant Director Walter Skinner MITCH PILLEGI, Assistant Director Kersh JAMES PICKEND JR, Deep Throat JERRY HARDIN (1), X STEVEN WILLIAMS, Byers BRUCE HARWOOD, Langly DEAN HAGLUND, Frohike TOM BRAIDWOOD.

Books Based on this series.

I Want to Believe - The Official Guide to the X-Files	Andy Meisler	1998
Illustrated X-Files - Fight the Future Scriptbook	Chris Carter	1998
The Art of the X Files	Chris Carter & William Gibson	1998
The Duchovny Files		
The Making of the X-Files : Fight the Future	Jody Duncan	1998
The Science of the X Files		
The Truth Is Out There: The Official Guide to the X-Files	Brian Lowry	1996
The Unauthorized X Files Confidential File		
The Unofficial X Files Companion	N. E. Genge	1996
The X Files - Antibodies	Kevin J. Anderson	1998
The X Files - Ascension	Quentin Thomas	1999
The X Files - Fight The Future (Adapted for Young Readers)	Chris Carter & Jody Duncan	1998
The X Files - Fight The Future (Adult Novelisation)	Chris Carter & Elizabeth Hand	1998
The X Files - Fight The Future (Young Adult Version)	Chris Carter	1998
The X Files - Fight The Future Script Book	Chris Carter	1998
The X Files - Goblins	Charles Grant	1995
The X Files - Ground Zero	Kevin J. Anderson	1996
The X Files - Internal Affairs (Graphic Novel)	John Rozum	1997
The X Files - Resist or Serve	John Binns	1999
The X Files - Ruins	Kevin J. Anderson	1996
The X Files - Skin	Ben Nezhich	1999
The X Files - Skin Deep	John Rozum	1998
The X Files - Whirlwind	Charles Grant	1995
The X Files : Dead to the World (Graphic Novel)	Stefan Petrucha, James Rozum and Charles Adlard	1997
The X Files : Haunting (Graphic Novel)	Stefan Petricha and Charles Adlard	1997
The X Files 1 - The Calusari (UK)	Garth Nix	1997

The X Files 10: Dark Matter (UK)	Easton Royce	1998
The X Files 11 - Howlers (UK)	Everett Owens	1998
The X Files 12 - Grotesque (UK)	Ellen Steiber	1998
The X Files 13 - Quarantine (UK)	Les Martin	1998
The X Files 14 - Regeneration (UK)	Everett Owens	1999
The X Files 2 - Eve (UK)	Ellen Steiber	1997
The X Files 3 - Bad Sign (UK)	Easton Royce	1997
The X Files 4 - Our Town (UK)	Eric Elfman	1997
The X Files 5 - Humbug		
The X Files 6 - Shapes		
The X Files 7 - Fear		
The X Files 8 - Host (UK)	Les Martin	1997
The X Files 9 - Hungry Ghost (UK)	Ellen Steiber	1998
The X Files Book of the Unexplained Vol. 1	Jane Goldman	1995
The X Files Book of the Unexplained Vol. 2	Jane Goldman	1996
The X Files Scripts - Anasazi/ The Blessing Way/ Paper Clip	Chris Carter	1998
The X Files Scripts - Colony/End Game	Chris Carter, Frank Spotnitz	1998
The X Files Scripts - Darkness Falls		
The X Files Scripts - Duane Barry, Ascension, One Breath	Chris Carter, Glen Morgan and James Wong	1998
The X Files Scripts - Fire		
The X Files Scripts - Irrisistable		
The X Files Scripts - Pilot/Deep Throat	Chris Carter	1998
The X Files Scripts - Red Museum		
The X Files: Night Lights (Graphic Novel)	Charles Adlard & John Rozum	1997
The X Files: The TV Episodes 1 - Pilot/Deep Throat/ Squeeze (Graphic Novel)	Chris Carter, Glen Morgan and James Wong	1998
Trust No One - The Official Guide to the X-Files		
X Files Declassified		
X-Treme Possibilities	Paul Cornell, Martin Day and Keith Topping	1998

RELATED SHOWS:

MILLENNIUM

1 - 1 *PILOT*

Special Agent Dana Scully is partnered with Special Agent Fox Mulder to validate his work on a special project called The X-Files. While he is a believer in the paranormal, fuelled by a lost memory where his sister was abducted by aliens; she is a scientist and prefers to look for rational, logical explanations. Their first case takes them to Oregon, to investigate the unsolved deaths of several high school classmates, which Mulder believes are linked to an alien abduction.

Wr Chris Carter

Dir Robert Mandel

1 - 2 *DEEP THROAT*

Mulder and Scully head to Ellens Air Force Base to investigate the mysterious case of a military test pilot who disappeared after experiencing strange psychotic behavior. While on the case, Mulder meets a mysterious man dubbed 'Deep Throat', who claims to have classified information about his investigations into the paranormal.

Wr Chris Carter

Dir Daniel Sackheim

1 - 3 *SQUEEZE*

One of Scully's friends from the FBI academy, now working in the Violent Crimes Unit, asks her to assist him on a homicide investigation involving no clear point of entry. Mulder realizes that this is similar to a series of X-Files case that have occurred every thirty years, and joins in the investigation to stop the latest cycle.

Wr Glen Morgan, James Wong

Dir Harry Longstreet

1 - 4 *CONDUIT*

As Section Chief Blevins expresses his concern with the direction of the X-Files department, Mulder becomes obsessed with solving a case that closely parallels an 'encounter' he experienced as a child... the abduction of his kid sister, Samantha.

Wr Alex Gansa, Howard Gordon

Dir Daniel Sackheim

1 - 5 *THE JERSEY DEVIL*

Mulder's trip to Atlantic City doesn't take him to the glittering casinos or luxury hotels. Instead, he plays a dangerous game of hunter-and-hunted with the man-eater that haunts the back alleys and woods surrounding the city. However, it's not long before even Scully, the eternal skeptic, is lured back by the mounting evidence Mulder manages to drag out of tourist-wary local law enforcement agencies.

Wr Chris Carter

Dir Joe Napolitano

1 - 6 *SHADOWS*

When an unseen force commits several murders where a young woman is present, Mulder suspects that it is the spirit of the woman's former boss protecting her, while Scully believes the boss merely faked his own death.

Wr Glen Morgan, James Wong

Dir Michael Katleman

1 - 7 *GHOST IN THE MACHINE*

A new intelligence gropes its way to life in the depths of wires and circuit boards - only to find itself perched on the edge of immediate extinction. When it fights back, killing Mulder's former partner in the process, he and Scully must find a way past its considerable defences.

Wr Alex Gansa, Howard Gordon

Dir Jerrold Freedman

1 - 8 *ICE*

When an Arctic research team mysteriously kills each other and themselves only days after drilling deeper into the ice than ever before, Mulder and Scully accompany a team of doctors and scientists to investigate. They discover an organism which infects living creatures and amplifies the host's feeling of anger and paranoia, and the new team starts to deteriorate as they wonder who among them are killers.

Wr Glen Morgan, James Wong

Dir David Nutter

1 - 9 *SPACE*

Mulder and Scully are contacted by a communications specialist from NASA who shows them evidence of sabotage in the space programme. Mulder's youthful hero-worship is shaken by the apparent involvement of a high-ranking astronaut.

Wr Chris Carter

Dir William Graham

1 - 10 *FALLEN ANGEL*

When a tract of lonely woodland is cordoned off between laser fences, and rapidly changing explanations are rampant, Mulder's curiosity carries him beyond the bounds of official jurisdiction-and into the middle of a UFO cleanup. Scully's attempts to protect Mulder from himself are only marginally successful, and neither agents seem capable of protecting the one innocent on the scene- Max Fenig.

Wr Alex Gansa, Howard Gordon

Dir Larry Shaw

1 - 11 *EVE*

When two fathers on opposite sides of the country are unexplainably murdered at the exact same time in the exact same way, Mulder and Scully are called in to investigate. When they discover that both of the fathers eight-year-old daughters are identical twins, they realize that something even stranger is going on.

Wr Kenneth Biller, Chris Brancato

Dir Fred Gerber

1 - 12 *FIRE*

An old Oxford girlfriend of Mulder's asks for his help in an international case concerning the unexplainable execution of several British dignitaries and they encounter an assassin who can produce fire from his bare hands.

Wr Chris Carter

Dir Larry Shaw

1 - 13 *BEYOND THE SEA*

Scully has a brush with the paranormal when her recently deceased father appears to her in a vision. Meanwhile, Mulder becomes a skeptic when a death row inmate he helped send to prison claims to be a psychic and offers to lead the agents to a serial killer.

Wr Glen Morgan, James Wong

Dir David Nutter

1 - 14 *GENDERBENDER*

Mulder and Scully investigate a series of murders where the suspect seems to be both male and female. Their investigation leads them to the small town of Stevenston, Massachusetts, where a group called the Kindred have set up a village back in the woods.

Wr Larry Barber, Paul Barber

Dir Rob Bowman

1 - 15 *LAZARUS*

When FBI Agent Jack Willis is shot during a bank robbery, Agent Scully takes drastic steps to resuscitate him while the bank robber, Warren Dupre dies on the operating table. Afterward, Agent Willis begins to exhibit behavior strangely reminiscent of Dupre.

Wr Alex Gansa, Howard Gordon

Dir David Nutter

1 - 16 *YOUNG AT HEART*

Mulder's become the target of someone from his past, John Barnett, a jewelry store robber with an itchy trigger finger that Mulder sent to prison when he first joined the Bureau. The only problem is that Barnett died four years ago.

Wr Scott Kaufer, Chris Carter

Dir Michael Lange

1 - 17 *E.B.E.*

A dramatic increase in UFO sightings and a bizarre attack on a transport truck convince Mulder that he's on the trail of a live alien being covertly transported cross-country. For her part, Scully, equally wary of the involvement of the Lone Gunmen as she is of Deep Throat, suspects a rather more earthly explanation.

Wr Glen Morgan, James Wong

Dir William Graham

1 - 18 *MIRACLE MAN*

A rash of deaths under the Miracle Ministry's traveling tent brings Scully and Mulder into the realm of miracles and shysters. When Samuel, reputed raiser of the dead and healer of the sick, indicates he has some knowledge of Mulder's long lost sister, Scully's convinced the young man is setting them up. Mulder isn't so sure.

Wr Howard Gordon, Chris Carter

Dir Michael Lange

1 - 19 *SHAPES*

Mulder and Scully travel to an American Indian reservation to investigate the death of an Indian man who was mistaken for a wild animal and may have been the legendary Manitou, a man who can shapeshift into a beast.

Wr Marilyn Osborne

Dir David Nutter

1 - 20 *DARKNESS FALLS*

When a group of loggers in the Washington State National Forest disappear in the same way that another group disappeared 50 years ago, Mulder and Scully go along to investigate and find themselves trapped in a cabin surrounded by flesh eating insects that only attack at night.

Wr Chris Carter

Dir Joe Napolitano

1 - 21 *TOOMS*

Eugene Tooms, the genetic mutant, is released from the sanitarium and Mulder becomes personally involved to ensure that he is caught in the act of getting the last human liver he needs to go into

hibernation for another 30 years.

Wr Glen Morgan, James Wong

Dir David Nutter

1 - 22 *BORN AGAIN*

After a detective and his former partner die in unexplained circumstances, the accidents are linked to a little girl who witnessed both deaths and Mulder believes that she may be the reincarnation of a policeman murdered by his colleagues.

Wr Alex Gansa, Howard Gordon

Dir Jerrold Freedman

1 - 23 *ROLAND*

When a series of murders occurs among a group of scientists working on advanced propulsion technology, Mulder and Scully are called in to investigate. All evidence seems to point to the janitor Roland, who is mentally handicapped.

Wr Chris Ruppenthal

Dir David Nutter

1 - 24 *THE ERLNMEYER FLASK*

Following a vague tip from Deep Throat, Mulder and Scully uncover a secret government project code-named Purity Control, and stumble upon the project's human test subjects.

Wr Chris Carter

Dir R.W. Goodwin

2 - 1 *LITTLE GREEN MEN*

With the X-Files closed, Scully has been assigned as an instructor at the FBI Academy while Mulder is doing menial surveillance work. After meeting with Senator Matheson, one of his supporters in regards to The X-Files, Mulder disobeys orders and heads to an abandoned SETI site in Puerto Rico which has unexplainably reactivated itself and could provide proof of contact with extra-terrestrial life.

Wr Glen Morgan, James Wong

Dir David Nutter

2 - 2 *THE HOST*

AD Skinner sends Mulder to investigate a body which washed into the New Jersey sewer from the ocean. Mulder believes that the basic blue-collar assignment is punishment, but on Skinner's own admission what he discovers is a true X-File.

Wr Chris Carter

Dir Daniel Sackheim

2 - 3 *BLOOD*

When several violent deaths in a small farming community are connected by the destruction of digital devices, Mulder believes that people are being driven to kill by the use of subliminal messages in the digital readouts.

Wr Glen Morgan, James Wong

Dir David Nutter

2 - 4 *SLEEPLESS*

Mulder reluctantly accepts a new partner, Agent Alex Krycek, and they investigate the deaths of several Green Beret soldiers who participated in a sleep deprivation experiment during the Vietnam war.

Wr Howard Gordon

Dir Rob Bowman

2 - 5 *DUANE BARRY (PART 1 OF 2)*

Mulder is called to a hostage situation involving Duane Barry, a former FBI Agent who claims to be an alien abductee and wants to get back to the abduction site with someone who will be taken instead of him. Unfortunately, the someone he eventually chooses is Scully.

Wr Chris Carter

Dir Chris Carter

2 - 6 *ASCENSION (PART 2 OF 2)*

When Mulder finds out that Scully was kidnapped by Duane Barry, he risks the wrath of his superiors and the annoyance of Agent Krycek in order to do whatever it takes to find her. Meanwhile, Krycek is found to be reporting Mulder's activities to the CSM.

Wr Paul Brown

Dir Michael Lange

2 - 7 3

Truely alone for the first time since Scully found her way to the basement of the J. Edger Hoover Building, Mulder throws himself into his work, and into the bizarre world of vampire-fetishist in search of a trio of serial killers. But Mulder finds himself falling for the one woman that may be the prime suspect

Wr Chris Ruppenthal, Glen Morgan, James Wong

Dir David Nutter

2 - 8 *ONE BREATH*

Scully mysteriously appears in a Washington hospital, alive but in a coma, and Mulder must fight to keep her alive in order to find out what happened to her and who did it to her. Meanwhile, Scully fights her own personal battle as she decides whether to stay or go on to the next world.

Wr Glen Morgan, James Wong

Dir R.W. Goodwin

2 - 9 *FIREWALKER*

Mulder and Scully, reunited at last, head for an active volcano under a geological study and find a deadly life form that can survive in the searing heat of the crater and is killing the scientists to avoid being discovered.

Wr Howard Gordon

Dir David Nutter

2 - 10 *RED MUSEUM*

While investigating the connection between the abduction of several teenagers and a rural religious cult, Mulder & Scully discover a secret test being performed on the children using the "Purity Control" alien DNA from 'The Erlenmeyer Flask' which leads Mulder to the Crew-Cut Man, Deep Throat's murderer.

Wr Chris Carter

Dir Win Phelps

2 - 11 *EXCELSIUS DEI*

Mulder and Scully investigate when the rape and battery of a nurse takes place in a Massachusetts convalescent home. The nurse claims that she was attacked by one of the residents but also claims they were invisible. Mulder and Scully soon discover that it may not be one of the residents after all...

Wr Paul Brown

Dir Steven Surjik

2 - 12 *AUBREY*

When a detective mysteriously uncovers the remains of an FBI agent who disappeared in the 1940s while investigating a murder case similar to a modern-day one she is investigating, Mulder and Scully believe that the original killer had passed his genetic trait of violence to his grandchild.

Wr Sara Charno

Dir Rob Bowman

2 - 13 *IRRESISTABLE*

A mortuary worker who gets his thrills from collecting hair and fingernails from the dead begins killing people to expand his collection sets his seriously disturbed sights on Scully.

Wr Chris Carter

Dir David Nutter

2 - 15 *FRESH BONES*

While investigating several deaths and murders within a Haitian refugee camp, Mulder and Scully get caught in the middle of a secret war between the camp commander and a Voodoo priest.

Wr Howard Gordon

Dir Rob Bowman

2 - 16 *COLONY*

After the obituaries of three identical men are e-mailed to Mulder, the agents are contacted by a CIA agent who tells them about a Russian Spy Killer sent to eliminate evidence of Cold War era Russian clones who had infiltrated the American medical establishment.

Wr Chris Carter

Dir Nick Marck

2 - 16 *DIE HAND DIE VERLETZT*

The ritualistic murder of a teenager in a small town gets Mulder and Scully caught up in a secret occult practice within the local school's PTA and a substitute teacher with strange powers.

Wr Glen Morgan, James Wong

Dir Kim Manners

2 - 17 *END GAME*

The alien bounty hunter kidnaps Scully and wants to trade her for Mulder's sister, who is revealed to be a clone herself. After the trade goes badly and Mulder discovers the truth about Samantha, he tracks the bounty hunter to his ship buried in the arctic ice and demands the whereabouts of his real sister.

Wr Frank Spotnitz

Dir Rob Bowman

2 - 18 *FEARFUL SYMMETRY*

Invisible animals are rampaging through town, destroying property and trampling a federal employee. On arriving in town, the agents begin their search at a nearby zoo with the distinction of never being the site of live birth. Whether that's because as Mulder suspects, Aliens are 'harvesting' the young or, as Scully insists, an animal rights group determination to close down the zoo, the only reliable witness appears to be a hand-signing gorilla named Sophie.

Wr Steve DeJarnatt

Dir James Whitmore Jr.

2 - 19 *DOD KALM*

When half the crew of a Navy ship abandon their boat in a life raft and are rescued 18 hours later looking about 60 years older than they should be, Mulder suggests that the ship is caught in a time field which is speeding up their aging.

Wr Howard Gordon, Alex Gansa

Dir Rob Bowman

2 - 20 *HUMBUG*

Mulder and Scully travel to Gibsonton, Florida, a town built and populated by circus and sideshow performers to investigate the death of Jerald Glazebrook, The Alligator Man. While searching for leads on the killer, the agents come across many bizarre characters including the local sheriff who was once known as Jim Jim, the Dog-Faced Boy.

Wr Darin Morgan

Dir Kim Manners

2 - 21 *THE CALUSARI*

A balloon traveling into the face of the wind isn't much of a clue to launch an investigation into a toddler's death, but, on their arrival, a series of bizarre events convinces Scully they're dealing with a rare form of child abuse. For his part, Mulder thinks answers may be found with a pair of dead roosters and a group of elderly chanters called the Calusari.

Wr Sara Charno

Dir Mike Vejar

2 - 22 *F EMASCULATA*

When a plaguelike illness kills 10 men inside a maximum security prison, Scully tries to get into the quarantine site and discover the cause and origin of the contagion, while Mulder and a group of US Marshals track two escapees who may be infected.

Wr Chris Carter, Howard Gordon

Dir Rob Bowman

2 - 23 *SOFT LIGHT*

When people start disappearing, and the case is shoved in her general direction, Detective Kelly Ryan, one of Scully's former students, turns to her old teacher for assistance. Mulder's theories, in fact his very presence, become more and more un-welcome as the body count continues to mount in his general vicinity. Mulder's growing disinclination to share his thoughts on the case in the face of Ryan's- and Scully's!-evident skepticism doesn't endear him to the woman, either.

Wr Vince Gilligan

Dir James A. Contner

2 - 24 *OUR TOWN*

After several disappearances in a small town, Mulder and Scully investigate and find hundreds of human bones in the river and discover that the man behind the town's main source of wealth, a chicken processing plant, has found a way to prolong his life through cannibalism.

Wr Frank Spotnitz

Dir Rob Bowman

2 - 25 *ANASAZI*

Mulder obtains what could be the original and uncut MJ documents containing information about the government's knowledge of extraterrestrial life, which could lead him closer to the truth than ever before. But Mulder's enemies make sure he learns that there's a heavy price to pay for his much sought after truth.

Wr Chris Carter

Dir R.W. Goodwin

3 - 1 *THE BLESSING WAY*

Scully finds her career with the FBI in jeopardy as Mulder is still missing and The Cigarette Smoking Man is pursuing the stolen files. The Navajo elders find Mulder's body in a cave and perform an ancient ceremony to call the spirit back to the empty vessel.

Wr Chris Carter

Dir R.W. Goodwin

3 - 2 *PAPER CLIP*

Assistant Director Skinner and Scully are at a standoff when Mulder bursts in and discovers that Skinner has the digital tape. Reunited, Mulder and Scully travel to a secret vault inside a mine and find an elaborate filing system of medical records which reveals that Mulder's sister may not have been the first choice for abduction. Meanwhile, Skinner deals with the Cigarette-Smoking Man for their safety.

Wr Chris Carter

Dir Rob Bowman

3 - 3 *D.P.O.*

When a small town chalks up five lightning-related deaths, Mulder suspects something is amiss in rural America. Despite the apparent validity of the autopsy results Mulder asks her to review, Scully, for once finds herself in perfect agreement with her partner- especially when the suspect jump-starts his boss's heart-bare-handed.

Wr Howard Gordon

Dir Kim Manners

3 - 4 *CLYDE BRUCKMAN'S FINAL REPOSE*

In the midst of a psychic sideshow while on a murder case, Mulder and Scully enlist the help of a man who may have a true psychic ability to foresee how people will die to help the agents catch a man killing fortune tellers.

Wr Darin Morgan

Dir David Nutter

3 - 5 *THE LIST*

No-one takes much notice when a death row inmate vows on the electric chair to come back from the dead and kill 5 men who have wronged him during his time in prison; until a guard is mysteriously murdered in the former inmate's cell.

Wr Chris Carter

Dir Chris Carter

3 - 6 *2SHY*

A serial killer with unusual tastes is doing his stalking on the internet, luring women to him by capitalizing on their vulnerabilities, using his knack for playing into the most desperate desires. His 'long distance' approach makes apprehension difficult-and complicating Scully and Mulder's investigations further in his habit of digesting his dates, making it nearly impossible to identify his victims

Wr Jeff Vlaming

Dir David Nutter

3 - 7 *THE WALK*

After a suicide attempt and multiple murders at a military hospital, Mulder and Scully meet a quadruple amputee who has gained the power of Astral Projection and is taking out his personal frustrations on his commanding officers.

Wr John Shiban

Dir Rob Bowman

3 - 8 *OUBLIETTE*

Mulder seeks the help of a woman whom he believes has a special connection with a young girl who has recently been kidnapped by the same man who held her captive many years earlier.

Wr Charles Grant Craig

Dir Kim Manners

3 - 9 *NISEI*

An investigation into a video of an alien autopsy puts Mulder and Scully in the middle of a conspiracy involving WWII Japanese scientists brought to America to continue their experiments which may shed light on Scully's abduction.

Wr Chris Carter, Howard Gordon, Frank Spotnitz

Dir Rob Bowman

3 - 10 *731*

Mulder is trapped inside a train car which contains a suspected alien-human hybrid and also a bomb, while Scully pursues the truth about her abduction and the mystery behind the implant in her neck.

Wr Frank Spotnitz

Dir Rob Bowman

3 - 11 *REVELATIONS*

Mulder and Scully swap roles as they pursue a man killing priests who claim to have the wounds of Christ. The agents find and must protect a young boy who may be a real stigmatic. While Scully's faith draws her closer to the boy, Mulder is convinced of another explanation.

Wr Kim Newton

Dir David Nutter

3 - 12 *WAR OF THE COPROPHAGES*

Widespread panic is caused in a small community after numerous deaths are linked to killer cockroaches and a government agricultural agency is discovered to have set up a secret experiment involving insects.

Wr Darin Morgan

Dir Kim Manners

3 - 13 *SYZYG*

A rare planetary alignment causes strange behaviour in the residents of a small town but particularly in two teenage girls who were born at the exact same moment on that particular date.

Wr Chris Carter

Dir Rob Bowman

3 - 14 *GROTESQUE*

A serial killer is captured after a three year manhunt and he claims an evil spirit is responsible for the crimes. When the killings continue as he sits in jail, Mulder's battle with a former colleague gets more heated when he suggests that something more paranormal may be involved.

Wr Howard Gordon

Dir Kim Manners

3 - 15 *PIPER MARU*

A French salvage ship searching for a lost WWII fighter plane unknowingly surfaces an alien which appears in the form of black oil and has the ability to jump hosts. Mulder heads to Hong Kong to investigate the salvage broker who sold the information to the French and he encounters Krycek, who has been selling information from the MJ Documents. As Mulder prepares to take Krycek back to the US, the alien makes its way to Hong Kong and takes control of Krycek.

Wr Frank Spotnitz, Chris Carter

Dir Rob Bowman

3 - 16 *APOCRYPHA*

Mulder pursues Krycek, not knowing about the alien that has taken over his body, to get back the DAT tape containing the MJ Documents. Meanwhile, the shooting of AD Skinner uncovers evidence that could lead Scully to her sister's murderer.

Wr Frank Spotnitz, Chris Carter

Dir Kim Manners

3 - 17 *PUSHER*

Mulder and Scully are asked to help in a case involving Robert Patrick Modell, a murderer possessing a psychic ability to force his will onto people. Due to a brain tumor that is slowly killing him, he is searching for a "worthy adversary" and he forces Mulder into a battle of mind over matter.

Wr Vince Gilligan

Dir Rob Bowman

3 - 18 *TESO DOS BICHOS*

The unearthing of an ancient Ecuadorian Amaru Urn and its removal to America despite protests leads to a series of deaths linked to a shaman spirit released by the urn.

Wr John Shiban

Dir Kim Manners

3 - 19 *HELL MONEY*

The deaths of several Chinese men found to be missing vital internal organs that were removed prior to death leads Mulder and Scully to a deadly Chinatown lottery where men wager their body parts for a chance to win a cash jackpot.

Wr Jeff Vlaming

Dir Tucker Gates

3 - 20 *JOSE CHUNG'S 'FROM OUTER SPACE'*

An alien abduction of two teenagers with different versions of the same facts prompts a science-fiction novelist to write a book about the incident. However no one involved with the investigation can tell him the full story with any accuracy.

Wr Darin Morgan

Dir Rob Bowman

3 - 21 *AVATAR*

During a one-night stand in the midst of his divorce, AD Skinner becomes a murder suspect, and Mulder and Scully return the many favours that he has done for them by analyzing evidence that someone doesn't want uncovered to prove his innocence.

Wr Howard Gordon

Dir Jim Charleston

3 - 22 *QUAGMIRE*

Mulder and Scully investigate a series of disappearances and attacks around a lake where Mulder believes that the local legend about a lake monster may be all too real.

Wr Kim Newton

Dir Kim Manners

3 - 23 *WET WIRED*

After a man kills three people and his wife because he mistook them for a ruthless middle eastern dictator, Mulder and Scully discover a test involving mind control using television signals that make people's worst fears become real in any form.

Wr Mat Beck

Dir Rob Bowman

3 - 24 *TALITHA CUMI*

Mulder and Scully search for a mysterious man with the power to heal, whose actions risk exposing the existence of aliens on Earth. Meanwhile a confrontation between Mrs. Mulder and the CSM leads Mulder to the discovery of the only weapon which can kill the aliens.

Wr Chris Carter

Dir R.W. Goodwin

4 - 1 *HERRENVOLK*

Jeremiah Smith and Mulder are on the run from the alien bounty hunter and Smith takes Mulder to a small farm tended to by identical sets of children and all the girls are clones of his sister when she was still a child. Mulder prepares to take Jeremiah and one of the clones to see his mother in hospital but the bounty hunter catches up with them and kills Jeremiah. Meanwhile, the Syndicate suspects that they have a traitor in their midst and plan a trap which results in X being executed by the CSM.

Wr Chris Carter

Dir R.W. Goodwin

4 - 2 *HOME*

A baby is found buried alive in shallow ground and appears to have birth defects resulting from generations of inbreeding, leading Mulder and Scully to a reclusive family who have a history of inbred children.

Wr Glen Morgan, James Wong

Dir Kim Manners

4 - 3 *TELIKO*

After several African-American men are killed and the color is drained from their skin, Mulder learns about the Teliko, an African folktale about a creature who must suck the pigmentation from a person's body in order to survive.

Wr Howard Gordon

Dir Jim Charleston

4 - 4 *UNRUHE*

Several kidnappings of young women linked by distorted photographs lead Mulder and Scully to a man who can imprint his darkest fantasies onto undeveloped film and is trying to save the women from the 'Howlers'.

Wr Vince Gilligan

Dir Rob Bowman

4 - 5 *THE FIELD WHERE I DIED*

After an FBI raid on a doomsday cult called the "Temple of the Seven Stars." Mulder meets Melissa, a cultist who claims to have known him in a previous life during the American Civil War. Scully believes the woman is a delusional schizophrenic but Mulder allows himself to be drawn into her fantasies.

Wr Glen Morgan, James Wong

Dir Rob Bowman

4 - 6 *SANGUINARIUM*

A link to the four witches Sabbaths is found after a doctor loses control and kills a patient on the operating table and Mulder suspects a nurse may be practicing witchcraft.

Wr Vivian Mayhew, Valerie Mayhew

Dir Kim Manners

4 - 7 *MUSINGS OF A CIGARETTE SMOKING MAN*

Frohike pieces together and recites to Mulder and Scully what could be the possible life story of the Cigarette Smoking Man; from a young captain in the US Army recruited to assassinate President Kennedy, to becoming the mysterious man in the shadows at the height of a global conspiracy. What measures will the CSM take to ensure that he remains a mystery forever?

Wr Glen Morgan

Dir James Wong

4 - 8 *TUNGUSKA*

A rock sample taken from Mars is intercepted at an airport and infects a security officer with the Black Cancer, while Mulder is given a tip about potentially dangerous paramilitary operations but is doubtful when the informant turns out to be Alex Krycek. Reluctantly, Mulder accepts Krycek's help and tracks the rock to Russia where he discovers an elaborate test being performed by Russian scientists.

Wr Frank Spotnitz, Chris Carter

Dir Rob Bowman

4 - 9 *TERMA*

While imprisoned in Russia and infected with the Black Cancer, Mulder learns that Krycek is working with the men responsible and everything has been a setup from the start, while Scully and Skinner are called to a suspicious Senate hearing where the only question is the whereabouts of Agent Mulder.

Wr Frank Spotnitz, Chris Carter

Dir Rob Bowman

4 - 10 *PAPER HEARTS*

Mulder's dreams help him in finding the body of a little girl which re-opens one of his old cases in the Violent Crimes Unit and leads him to believe the killer he captured had more victims and may have taken his sister many years before.

Wr Vince Gilligan

Dir Rob Bowman

4 - 11 *EL MUNDO GIRA*

A strange yellow rain kills a migrant girl and her family believe that a mythical creature was the cause and that it has manifested itself inside the brother of her fiancée who has since disappeared.

Wr John Shiban

Dir Tucker Gates

4 - 12 *KADDISH*

Issac Luria, a Jewish man, is killed by a group of teenagers working for a racist shopowner, but one of them is soon strangled to death and the fingerprints on his neck are of Issac. Despite other factors, Mulder becomes convinced that the man has returned from the dead to exact revenge.

Wr Howard Gordon

Dir Kim Manners

4 - 13 *LEONARD BETTS*

After the body of a decapitated EMT disappears from the morgue and an identical man starts work at the same hospital, Mulder believes that the man has the ability to regrow parts of his body, including his head. The agents soon discover that Betts' body is riddled with cancer and he is able to live in that condition but needs to feed on cancerous tumours to keep up his strength.

Wr Frank Spotnitz, Vince Gilligan, John Shiban

Dir Kim Manners

4 - 14 *NEVER AGAIN*

While Mulder is forced to take a vacation he leaves Scully with an assignment to keep her busy until he returns. She however, decides to start living and goes on a date with a man who believes that his tattoo talks to him and is telling him to stay away from other women.

Wr Glen Morgan, James Wong

Dir Rob Bowman

4 - 15 *MOMENTO MORI*

Scully's recent failing health is revealed to be inoperable brain cancer which is common among abductees. She meets with other abductees with the same condition and forms a special bond with a dying woman, while Mulder tries to save her from a doctor who may be connected with the abductions.

Wr Chris Carter, Vince Gilligan, John Shiban, Frank Spotnitz

Dir Rob Bowman

4 - 16 *UNREQUITED*

When a US military general is unexplainably murdered in the back of his limousine, a paramilitary group is suspected and they believe it was a soldier whom they liberated from a Vietnam POW camp and is plotting to kill certain corrupt military figures.

Wr Howard Gordon, Chris Carter

Dir Michael Lange

4 - 17 *TEMPUS FUGIT (PART 1 OF 2)*

While celebrating Scully's 33rd birthday, a strange woman informs Mulder that NICAP member Max Fenig (see Fallen Angel) has recently died in a plane crash. After a visit to the crash site and finding Max's body with radiation burns on it, Mulder suggests that the plane was intercepted by a UFO and is rapidly being covered up by the military.

Wr Chris Carter, Frank Spotnitz

Dir Rob Bowman

4 - 18 *MAX (PART 2 OF 2)*

Mulder is arrested for investigating the plane crash and interfering with a military operation, while Scully is caught in an attempted assassination of Corporal Frish which claims the life of Agent Pendrell. Scully bails Mulder out of prison and they go to Max Fenig's trailer to find out why he was on the plane. Mulder finds evidence of alien technology and boards a plane with it but the plane is intercepted mid-flight and it disappears. Mulder is again left with nothing.

Wr Chris Carter, Frank Spotnitz

Dir Kim Manners

4 - 19 *SYNCHRONY*

A case involving a strange old man warning two scientists of events in the immediate future which come to pass; and the use of their experimental flash-freezing compound that does not exist yet, has Mulder believing that one of the scientists has come from the future to stop his own scientific breakthrough from

becoming reality.

Wr Howard Gordon, David Greenwalt

Dir Jim Charleston

4 - 20 *SMALL POTATOES*

Five babies in the same town are all born with tails and the local OB-GYN is blamed for tampering with fertilised eggs. However, Mulder discovers the culprit to be a simple man with a genetic deformity who may have the ability to alter his appearance.

Wr Vince Gilligan

Dir Clifford Bole

4 - 21 *ZERO SUM*

Skinner destroys evidence to cover up a woman's death and poses as Agent Mulder to complete the task. Mulder finds out about Skinner's deception and confronts him and Skinner reveals that he is working for the Cigarette Smoking Man in order to obtain a possible cure for Scully's cancer.

Wr Howard Gordon, Frank Spotnitz

Dir Kim Manners

4 - 22 *ELEGY*

After a man sees a woman trapped inside a bowling alley pin setter, he goes for help and finds police standing next to the body of the same woman. Mulder and Scully join the investigation and follow up this lead which the police won't bother with and they are led to a retarded man who works at the bowling alley

Wr John Shiban

Dir Jim Charleston

4 - 23 *DEMONS*

Mulder undergoes an experimental form of hypnotherapy to recover his memories about his sister's abduction but the treatment has side effects including psychotic behaviour and Mulder wakes up one morning in a motel room with someone else's blood all over him.

Wr R.W. Goodwin

Dir Kim Manners

4 - 24 *GETHSEMANE (PART 1 OF 3)*

While investigating the discovery of a preserved alien body found in the mountains of Canada, Mulder is contacted by Michael Kritschgau who tells him about a government conspiracy not to keep alien activity a secret, but to make people believe in them without question and Mulder has been the prime target. With the idea that everything he believes is a lie, Mulder appears to take his own life.

Wr Chris Carter

Dir R.W. Goodwin

5 - 1 *REDUX (PART 2 OF 3)*

Scully helps Mulder fake his own death in order for him to go undetected through the Department of Defence and find out the answers to his new questions about the government hoax concerning the existence of extraterrestrial life. Meanwhile, at a joint FBI/DOD inquiry, Scully's attempt to drive out the Conspiracy's informant is halted as her cancer takes a bad turn.

Wr Chris Carter

Dir Kim Manners

5 - 2 *REDUX II (PART 3 OF 3)*

Cigarette Smoking Man helps Mulder to obtain Scully's cure and also lets him see his real sister who doesn't turn out to be as happy to see Mulder as he would've liked. In return for this, CSM asks that Mulder quit the FBI and work for him in the Syndicate where he could have power and respect which Mulder turns down, deciding to stay on the side of justice. While Scully's cure appears to have worked, CSM faces his own enemies and disappears, presumed dead.

Wr Chris Carter

Dir Kim Manners

5 - 3 *UNUSUAL SUSPECTS*

Set in 1989, the story of the founding of The Lone Gunmen is finally told as we see how a straight-laced federal employee, a sex mad AV expert and a nerdy computer hacker meet Susanne Modeski, a strange woman with evidence of a government conspiracy. When their plan to expose the conspiracy fails and Susanne is captured by a group of men-in-black, led by none other than X, they soon become a paranoid group of government watchdogs.

Wr Vince Gilligan

Dir Kim Manners

5 - 4 *DETOUR*

Stopped by a roadblock on their way to an FBI convention in Florida, Mulder and Scully find themselves stranded in the woods with a deadly predator, who seems to be responsible for the disappearance of three men. While investigating the case Mulder and Scully find themselves in greater danger when they run low on bullets forcing them to fear their every move because it could be their last.

Wr Frank Spotnitz

Dir Brett Dowler

5 - 5 *POST MODERN PROMETHEUS*

Filmed in glorious black and white with a comic book feel to it, this is a modern retelling of Frankenstein as Mulder and Scully get caught up in a town where the residents live on Jerry Springer episodes and fear a two-faced monster who has been impregnating the women.

Wr Chris Carter

Dir Chris Carter

5 - 6 *CHRISTMAS CORAL (PART 1 OF 2)*

On her christmas vacation with her brother's family, Scully receives a mysterious phone call from a familiar voice who says 'She needs your help. Go to her'. The phone call leads Scully to a murder case where the victim's 3-year-old adopted daughter bears an uncanny likeness to her sister, Melissa, at that age. The emotional rollercoaster that follows has Scully believing that her sister had a baby during a period when she travelled the country and she tries to adopt the child, knowing that caring for the little girl would change her life.

Wr Vince Gilligan, John Shiban, Frank Spotnitz

Dir Peter Markle

5 - 7 *EMILY (PART 2 OF 2)*

DNA testing on Emily reveals that she is actually Scully's daughter and Mulder comes to assist her and to find out where and how the girl was born while Scully tries to help Emily with her own serious illness, a rare form of anemia.

Wr Vince Gilligan, John Shiban, Frank Spotnitz

Dir Kim Manners

5 - 8 *KITSUNEGARI*

Pusher returns as Robert Patrick Modell escapes from the mental hospital and the FBI promptly organises a manhunt assuming that he will continue where he left off; but is he really trying to get revenge on Mulder or does he want to warn him of another evil?

Wr Vince Gilligan, Tim Minear

Dir Daniel Sackheim

5 - 9 *SCHIZOGENY*

A therapist working with children from abusive families is found to be implanting them with the memories of her own abuse suffered at the hands of her late father, when one of her patients tries to kill his stepfather.

Wr Jessica Scott, Mike Wollaefer

Dir Ralph Hemeckler

5 - 10 *CHINGA*

Master of Horror Stephen King's first effort at an X-File sees Scully's well deserved vacation going terribly wrong and landing her in a small Maine town where one of the residents is believed to be a witch and her autistic daughter's doll has frighteningly evil powers.

Wr Stephen King, Chris Carter

Dir Kim Manners

5 - 11 *KILL SWITCH*

A super-intelligent virus program is let loose on the Internet and begins to grow and expand by itself, eventually killing its creator when he tries to eradicate it.

Wr William Gibson, Tom Maddox

Dir Rob Bowman

5 - 12 *BAD BLOOD*

After Mulder chases down and kills a young man whom he believes to be a vampire but Scully realises that his fangs are fake, the agents return to DC aware of the mistake they just made. Faced with a lawsuit from the family of the man, they recount each of their sides to the story leading up to the event. In the extremely humorous stories that follow we see how Scully and Mulder both perceive each other. (On this case at least) Scully sees Mulder as overly-exuberant with childlike giddiness as he explains the case which may concern vampiric activity. On the other side, Mulder sees Scully as totally unenthusiastic, questioning all of his theories about the case and more content with lusting after the cute Sheriff Hartwell. (Whom Mulder observes has big buck teeth!) In the end, the Agents return to the town where they learn that all the residents are actual vampires who, except for one, have learned to live in civilised society.

Wr Vince Gilligan

Dir Clifford Bole

5 - 13 *PATIENT X (PART 1 OF 2)*

Mulder and Scully meet Cassandra Spender, a woman who claims to be a multiple abductee and wants to deliver a positive message about the aliens. Mulder who now is skeptical of extraterrestrial activity and believes that the government is behind the abduction phenomena is disturbed when Scully forms a special bond with the woman. A series of group attacks against abductees take place and the shadowy Syndicate believes that a rebel alien resistance is attempting to destroy all their work.

Wr Chris Carter, Frank Spotnitz

Dir Kim Manners

5 - 14 *THE RED AND THE BLACK (PART 2 OF 2)*

After the gathering at the abduction site where everyone is killed by the rebel bounty hunters, Cassandra Spender disappears and Mulder is blamed by her son, Jeffrey, who is an up-and-coming FBI agent and opposed to Mulder's work. Meanwhile, the Syndicate are continuing their tests to create a vaccine for the Black Cancer and Marita Covarrubias becomes an unwilling test subject.

Wr Chris Carter, Frank Spotnitz

Dir Chris Carter

5 - 15 *TRAVELERS*

In 1990 Agent Fox Mulder visits an aging FBI Agent Arthur Dales and listens to a story of the agents assigned to a would-be X-File in the Cold War era of the 1950's and how Mulder's father was connected to a series of strange deaths.

Wr John Shiban, Frank Spotnitz

Dir William Graham

5 - 16 *MIND'S EYE*

Agents Mulder and Scully investigate a murder that seems to have been committed by a blind woman, but Mulder suspects that her involvement is not what it seems. The agents soon find out that the blind woman somehow has the ability to look through the eyes of the killer and get to the crime seen first.

Wr Tim Minear

Dir Kim Manners

5 - 17 *ALL SOULS*

Scully and her Catholic faith must confront the loss of her daughter Emily when she is asked to help a family whose adopted daughter was found dead in a position that looked like she was struck down by God himself.

Wr Frank Spotnitz, John Shiban

Dir Allen Coulter

5 - 18 *THE PINE BLUFF VARIANT*

Scully fears that Mulder has gone to the other side when she sees him assisting a federal suspect escape custody. In truth he has infiltrated a terrorist group testing a deadly biological weapon that can eat through a person's flesh.

Wr Frank Spotnitz, John Shiban

Dir Rob Bowman

5 - 19 *FOLIE A DEUX*

Mulder is held hostage inside an office where a man claims his boss is a monster and has clouded all their minds while he turns them into zombies one by one, which is disbelieved until Mulder opens his mind and allows himself to see it too.

Wr Vince Gilligan

Dir Rob Bowman

5 - 20 *THE END*

Cigarette Smoking Man returns as Mulder investigates the attempted assassination of a young boy with psychic powers who may be the proof that he has looked for all his life. On his way he encounters many enemies especially in the finale' as his office and every X-File is torched by CSM.

Wr Chris Carter

Dir R.W. Goodwin

6 - 1 *THE BEGINNING*

Mulder is less than thrilled when an Office of Professional Conduct board refuses to reassign him and Scully to The X-Files and even more so when he learns that Agent Spender and Agent Fowley have become their successors. When Gibson Praise reappears and comes to them for help, Mulder and Scully attempt to continue their quest undercover despite having fewer friends and less access and protection than ever before.

Wr Chris Carter

Dir Kim Manners

6 - 2 *DRIVE*

Mulder is trapped in a car with a man who has developed a serious ear condition which can only be suppressed by driving west at high speeds. As Scully tries to find the cause and a cure for the problem, Mulder and the man get closer and closer to the ocean.

Wr Vince Gilligan

Dir Rob Bowman

6 - 3 *GHOST SHIP (AKA TRIANGLE)*

Mulder goes to the Bermuda Triange when he learns that the Queen Anne, a British luxury liner which disappeared during WWII, has re-appeared in the middle of the Sargasso Sea. Mulder's boat is wrecked and after floating in the water, he is hauled aboard the ship which has just been hijacked by the Nazis searching for the man who will build the atom bomb. Mulder tries to convince the crew that they have traveled into the future but evidence further suggests that it is he, who is back in the past.

Wr Chris Carter

Dir Chris Carter

6 - 4 *DREAMLAND (1-2)*

While being detained near the famed "Dreamland" Area 51, a strange craft flies overhead and Mulder swaps bodies with an Area 51 'Man-in-Black'. While the other agent has fun in Mulder's body, Mulder himself finds it difficult to fit into someone else's life, especially a shadowy one. Mulder contacts Scully about the body-swap and tries to get her the Flight Data Recorder from the UFO test flight but his alter ego uses Mulder's FBI persona to have him arrested.

Wr Vince Gilligan, John Shiban, Frank Spotnitz

Dir Kim Manners

6 - 5 *HOW THE GHOSTS STOLE CHRISTMAS*

Mulder talks Scully into investigating a haunted house on Christmas Eve where several couples have met their fate on that very night. While there they encounter endless tricks and traps set by a ghostly couple who originally made a lovers suicide pact in the house. The ghosts try to convince Mulder and Scully to kill each other.

Wr Chris Carter

Dir Chris Carter

6 - 6 *TERMS OF ENDEARMENT*

After a scan of a couple's unborn child is found to have strange growths protruding from the head and back, the foetus is taken from inside the mother by a demon creature while she is asleep. Mulder heads to investigate after Agent Spender dismisses the claims, and discovers that the father is actually a demon who wants to have a 'normal' child.

Wr David Amann

Dir Rob Bowman

6 - 7 *RAIN KING*

Strange weather phenomena in a small town leads Mulder to believe that a weatherman whose deep emotions and unspoken love toward his workmate are becoming real in the form of snow and tornadoes.

Wr Jeffrey Bell

Dir Kim Manners

6 - 8 *S.R. 819*

Mulder and Scully have 24 hours to save Assistant Director Skinner from being killed by a biologically engineered disease. The disease appears to be created by a shadowy government organisation but in order to save Skinner's life; they must determine who wants him dead, and why. With Skinner's condition worsening Mulder seeks assistance from Senator Matheson who he hopes can provide some answers and help him to find a cure.

Wr John Shiban

Dir Daniel Sackheim

6 - 9 *TITHONUS*

Assistant Director Kersh tries to tear Scully and Mulder apart when he partners Scully with a New York agent investigating Alfred Fellig, a freelance police photographer who conveniently shows up to document the scene of a death as soon as it happens. While the young hotshot agent is convinced that Fellig is murdering the people, Scully has other (paranormal) theories.

Wr Vince Gilligan

Dir Michael W. Watkins

6 - 10 *TWO FATHERS (PART 1 OF 2)*

While Cigarette Smoking Man recites to an unseen listener everything about the work of the Syndicate involving a global conspiracy in co-operation with an alien species, Cassandra Spender reappears and is pursued by the scientists who would rather kill her than keep her alive. Cassandra runs to Mulder's apartment and demands that he shoots her because she is the culmination of 50 years work - a living alien/human hybrid, and colonisation will begin if the aliens find out about her.

Wr Chris Carter, Frank Spotnitz

Dir Kim Manners

6 - 11 *ONE SON (PART 2 OF 2)*

CSM reveals all the government secrets from the past 50 years in order for his son, Jeffery Spender, to join him in his work. Mulder learns that the final stage of the conspiracy will soon begin with the hybridization of the Syndicate members and he must stop it from happening. Agent Spender deceives his father and arranges for Mulder and Scully to be reassigned to the X-Files, which doesn't sit too well with CSM, who kills him.

Wr Chris Carter, Frank Spotnitz

Dir Rob Bowman

6 - 12 *AQUA MALA*

Arthur Dales summons Mulder and Scully to his holiday home in Florida where he is concerned over the disappearance of his neighbors. Despite the raging hurricane, Mulder and Scully head out to investigate and discover several strange deaths caused by an octopus-like sea creature that swam in through the overflowing sewer system.

Wr David Amann

Dir Rob Bowman

6 - 13 *MONDAY (aka MOBIOUS)*

A woman is forced to relive the same day over and over as she tries to prevent Mulder and Scully from being killed by her boyfriend during a bank robbery attempt; and as the events restart again and again, Mulder's sense of deja-vu grows stronger.

Wr Vince Gilligan, John Shiban

Dir Kim Manners

6 - 14 *ARCADIA*

On their first official case back on the X-Files, Mulder and Scully go undercover as a married couple at a prestigious planned community where several residents have recently disappeared after failing to comply with the rules and regulations.

Wr Daniel Arkin

Dir Michael W. Watkins

6 - 15 *ALPHA*

A mysterious dog thought to be the last of a rare Asian breed is responsible for several murders which Mulder and Scully are investigating. Now the agents have to find a way to stop the dog before it kills again.

Wr Jeffrey Bell

Dir Peter Markle

6 - 16 *TREVOR*

After a tornado rips through a prison camp, one of the inmates disappears from solitary confinement and the prison warden is killed. As Mulder and Scully track him, he appears to have the power to pass through solid matter while changing its composition.

Wr Jim Guttridge, Ken Hawryliw

Dir Rob Bowman

6 - 17 *MILAGRO*

A writer living next to Mulder becomes obsessed with Scully and confesses to her that he is using her for a character in his novel. Scully finds herself strangely drawn to him even though he is now the prime suspect in the murder case that she and Mulder are investigating.

Wr Chris Carter

Dir Kim Manners

6 - 18 *THE UNNATURAL*

In an homage to the "Great American Sport," David Duchovny wrote this story about the alien who decided to stay for love of the game.

Wr David Duchovny

Dir David Duchovny

6 - 19 *THREE OF A KIND*

While on a stakeout of a Government Defence Convention in Las Vegas, The Lone Gunmen are reunited with Susanne Modeski, the mysterious woman who disappeared ten years earlier when they first met Agent Mulder.

Wr Vince Gilligan, John Shiban

Dir Bryan Spicer

6 - 20 *FIELD TRIP*

When the bodies of a couple who have been missing for less than a week are discovered to have been reduced to bone, Mulder suggests that recent paranormal phenomena in the area may have caused the accelerated decomposition.

Wr Vince Gilligan, John Shiban

Dir Kim Manners

6 - 21 *BIOGENESIS (PART 1 OF 3)*

Mulder believes that the artifacts found in Africa provide evidence of extra-terrestrial life.

Wr Chris Carter, Frank Spotnitz

Dir Rob Bowman

7 - 1 *THE SIXTH EXTINCTION (PART 2 OF 3)*

Scully attempts to decipher the strange symbols covering a submerged spacecraft in the hope of finding a cure to Mulder's affliction.

Wr Chris Carter

Dir Kim Manners

7 - 2 *THE SIXTH EXTINCTION II: AMOR FATI (PART 3 OF 3)*

Scully searches for Mulder.

Wr David Duchovny, Chris Carter

Dir Michael W. Watkins

7 - 3 *THE GOLDBERG VARIATION*

The agents attempt to link a murder to a fast food restaurant employee.

Wr Jeffrey Bell

Dir Thomas J. Wright

7 - 4 *MILLENNIUM*

As the year approaches, the agents seek out ex-Millennium Group member Frank Black. And Mulder and Scully share a New Year's Eve kiss. . .

Wr Vince Gilligan, Frank Spotnitz

Dir Thomas J. Wright

7 - 5 *RUSH*

Mulder and Scully encounter a group of teenagers who can move faster than the eye can see.

Wr David Amann

Dir Robert Lieberman

7 - 6 *HUNGRY*

Mulder and Scully encounter a man who may just be the luckiest person in the world.

Wr Vince Gilligan

Dir Kim Manners

7 - 7 *ORISON*

A series of prison breaks bring Agents Mulder and Scully face to face with Scully's former kidnapper, Donnie Pfaster, as Scully is forced to question her faith and confront the clash of morality and religion. But Scully soon learns that Donnie is very keen on going after the one victim that managed to escape him, Dana Scully when Reverend Orison breaks him out of prison...

Wr Chip Johannessen

Dir Rob Bowman

7 - 8 *THE AMAZING MALEENI*

When a small-time magician performs a trick where it appears that he turns his head all the way around but is then found in his van dead with his head neatly sawn off, Mulder and Scully suspect he was murdered and get caught up in an intricate scheme planned by two magicians trying to rob a bank.

Wr Vince Gilligan, John Shiban, Frank Spotnitz

Dir Thomas J. Wright

7 - 9 *SIGNS AND WONDERS*

A church going man dies after being bitten by snakes.

Wr Jeffrey Bell

Dir Kim Manners

7 - 10 *SEIN UND ZEIT*

Mulder experiences a terrible loss in his personal life.

Wr Chris Carter, Frank Spotnitz

Dir Michael W. Watkins

7 - 11 *SEIN UND ZEIT II: ALIATOPE (AKA CLOSURE)*

With the help of a police psychic, Mulder searches for his sister.

Wr Chris Carter, Frank Spotnitz

Dir Kim Manners

7 - 12 *X-COPS*

A Los Angeles police officer who is being filmed for the show COPS is attacked by a strange monster and Mulder and Scully are investigating the case. Scully is wary of having their faces put on national television but Mulder welcomes the publicity.

Wr Vince Gilligan

Dir Michael W. Watkins

7 - 13 *FIRST PERSON SHOOTER*

The Lone Gunmen call Mulder and Scully to a Virtual Reality development lab where they learn that one of the program testers was killed inside the computer generated game environment by the digital image of a woman. Needing to get his yah-yah's, Mulder enters the game to fight the woman but Scully must step in to save him.

Wr William Gibson, Tom Maddox

Dir Chris Carter

7 - 14 *THEEF*

Mulder and Scully are called in to investigate a series of murders where the victims are all in some way related to a wealthy, well-educated doctor. As they search for clues the FBI agents discover the apparent motive is revenge. Years ago the doctor was involved in the euthanasia of a young girl on the verge of death. Once again, Mulder must race against time to find who is behind the killings before the doctor and (more importantly) Scully become the next victims.

Wr Vince Gilligan, John Shiban, Frank Spotnitz

Dir Kim Manners

7 - 15 *ENAMI*

After the miraculous recovery of a young boy who had cancer, Mulder and Scully investigate what has happened but Scully is shocked when The Smoking Man tells her that he cured the boy and offers to show Scully the cure for cancer if she travels with him. But hides her trip from Mulder.

Wr William B. Davis

Dir Rob Bowman

7 - 16 *CHIMERA*

As Mulder investigates a missing person case with a key feature being a menacing raven, he learns to enjoy the creature comforts of a well-tended home while Scully must tough it out on an uncomfortable stakeout.

Wr David Amann

Dir Clifford Bole

7 - 17 *ALL THINGS*

A series of coincidences puts Scully in contact with someone from her past, a married man who she once had an affair with during medical school, but is dying. This causes her to question her romantic and professional choices in her life. Meanwhile Mulder investigates crop circles.

Wr Gillian Anderson

Dir Gillian Anderson

7 - 18 *BRAND X*

When an employee of Morley Tobacco Co. is apparently killed by tobacco beetles, Mulder suspects that the beetles have hatched inside his lungs and found their way there through inhalation of smoke from an experimental cigarette.

Wr Steven Maeda, Greg Walker

Dir Kim Manners

7 - 19 *HOLLYWOOD A.D.*

Mulder and Scully watch a movie with themselves as characters and are thoroughly disgusted at how they and their case are portrayed on the big screen. They recount how 18 months earlier they were followed around by a Hollywood producer while investigating a case concerning 'The Lazarus Bowl' a mythical piece of pottery reputed to have inscribed on it the words that Jesus Christ spoke when he raised Lazarus from the dead.

Wr David Duchovny

Dir David Duchovny

7 - 20 *FIGHT CLUB*

The Agents cross paths with a pair of doppelgangers whose close proximity with each other leaves a trail of destruction across 17 states. Mulder and Scully must first understand why this is happening before they can stop it. But the Agents soon realise that the only way to stop the destruction is by stopping the girls meeting up, but this becomes difficult when both fall in love with the same man.

Wr Chris Carter

Dir Paul Shapiro

7 - 21 *JE SOUHAITE*

Mulder and Scully discover a jinniah (genie) in a rug who, after 500 years of granting wishes, has come to the conclusion that people are still as greedy and self-centered as they always have been and she begins to corrupt the wishes she grants if they are not 'specific' enough.

Wr Vince Gilligan

Dir Vince Gilligan

7 - 22 *REQUIEM*

Mulder and Scully explain their accrued expenses for the past seven years to an angry FBI auditor.

Wr Chris Carter

Dir Kim Manners

8 - 1 *WITHIN (PART 2 OF 3)*

Newly appointed Deputy Director Kersh organizes a manhunt for Mulder and assigns Agent John Doggett to head the team. Scully and Skinner go along with the investigation but are warned by Kersh that they will be fired if anything is said about aliens. Scully, along with the Lone Gunmen, surmise that

the Bounty Hunter is trying to erase all evidence of abductions and they realise that he may be going after Gibson Praise, who is now living at a school in Arizona. Agent Doggett comes to the same conclusion and his team race Scully and Skinner to the school where they find Mulder trying to kidnap Gibson.

Wr Chris Carter

Dir Kim Manners

8 - 3 *WITHOUT (PART 3 OF 3)*

As the search for Mulder intensifies in the Arizona desert, Gibson Praise leads Scully to believe that she is truly closer to her target. Meanwhile AD Kersh informs Agent Doggett that he has been assigned as Mulder's successor on the X-Files.

Wr Chris Carter

Dir Kim Manners

8 - 3 *PATIENCE*

While tackling his first X-File case about a series of gruesome murders surrounding a bat-like creature, Doggett quickly learns that his investigative techniques are somewhat dissimilar to Scully's.

Wr Chris Carter

Dir Chris Carter

8 - 4 *ROAD RUNNER*

Scully evades Doggett's help in investigating a vicious murder in a remote area of Utah and she is trapped in the small town by a religious cult that believe a slug-like creature is the second coming of God who needs a human host to survive.

Wr Vince Gilligan

Dir Rod Hardy

8 - 5 *INVOCATION*

Having been kidnapped for ten years, a little boy mysteriously reappears in the same place as he was kidnapped but somehow has not aged one bit while he was away. Doggett and Scully investigate the case further but find that something is definitely not right with the child.

Wr David Amann

Dir Richard Compton

8 - 6 *VIA NEGATIVE*

Working without Scully's input, Doggett and Skinner try to avert the mysterious murder spree of a drug-induced, religious cult leader and it becomes clear that the man can enter the dreams of the people he knows and can kill them in their sleep.

Wr Frank Spotnitz

Dir Tony Wharmby

8 - 7 *REDRUM*

A prominent lawyer wakes to find himself in jail and about to be prosecuted for the murder of his wife. He has no memory of this event however, and when the days begin to regress backward towards the murder, he realizes that he has been given a second chance.

Wr Steven Maeda

Dir Peter Markle

8 - 8 *SUREKILL*

When a real estate agent is shot inside a prison cell by someone who apparently fired from the roof, Scully and Doggett track him to two exterminators, one of whom has x-ray vision.

Wr Greg Walker

Dir Terrence O'Hara

8 - 9 *SALVAGE*

Doggett and Scully encounter a dead man who is still living - only somewhat changed. What they discover is a man made of metal, enacting vengeance on those he believes created him and caused this horrid process to happen to him.

Wr Jeffrey Bell

Dir Rod Hardy

8 - 10 *BADLAA*

An Indian mystic whose son died in a chemical plant accident smuggles himself into the United States and takes his revenge on two families in suburban Washington D.C.

Wr John Shiban

Dir Tony Wharmby

8 - 11 *THE GIFT*

Doggett comes upon an old case that Mulder kept secret from Scully, and decides to investigate it in more detail hoping to somehow find a link to Mulder's possible whereabouts. But while investigating Doggett stumbles onto something that he never knew about Mulder but all of this information comes at a high price when his life is put in danger.

Wr Frank Spotnitz

Dir Kim Manners

8 - 12 *MEDUSA*

Scully and Doggett race to investigate a string of bizarre deaths in the tunnels of the Boston subway system linked to a mysterious killer. But the agents are put under pressure when they have to investigate the case on a short deadline because the subway is going to be reopened.

Wr Frank Spotnitz

Dir Richard Compton

8 - 13 *PER MANUM*

When Scully and Doggett are contacted by a man who claims his wife was murdered shortly after giving birth to an alien baby, Scully digs deeper into reports of alien fertilization on humans and she begins to question her own pregnancy and it's conception.

Wr Chris Carter, Frank Spotnitz

Dir Kim Manners

8 - 14 *THIS IS NOT HAPPENING (PART 1 OF 3)*

When Teresa Hoesel, the woman Scully & Mulder met the previous spring in Oregon just before Mulder was abducted, is found in a desert, returned from testing done on her by aliens, Doggett alerts Scully that this could have something to do with Mulder and his whereabouts.

Wr Chris Carter, Frank Spotnitz

Dir Kim Manners

8 - 15 *DEADALIVE (PART 2 OF 3)*

Shortly after Mulder is buried, Billy Miles is found very dead but somehow comes back to life. Skinner and Scully put all their hopes into digging up Mulder and discovering that he too, is still alive. As Mulder lies in hospital without indication that he is going to fully recover, Krycek comes to Skinner and offers him a vaccine to the virus that has infected Mulder - but the cost of the vaccine is that Skinner has to kill Scully's unborn child.

Wr Chris Carter, Frank Spotnitz

Dir Tony Wharmby

8 - 16 *THREE WORDS (PART 3 OF 3)*

Mulder's request for reassignment to the X-Files is denied by Kersh, who hopes that Mulder will simply quit the FBI. When a census worker is killed on the White House lawn trying to get information to the President, Mulder gets in over his head trying to discover what the man knew.

Wr Chris Carter, Frank Spotnitz

Dir Tony Wharmby

8 - 17 *EMPEDOCLES*

Agent Reyes enlists Mulder's help investigating a killer's connection to the unsolved murder of Doggett's son. They investigate but find no connection, Reyes continues to believe that a thread of evil is linking all the murders together.

Wr Greg Walker

Dir Barry K. Thomas

8 - 18 *VIENEN*

Teamed with a new partner while Scully's on maternity leave, Doggett investigates the mysterious disappearance of two men aboard an oil rig. After he disappears as well, Mulder defies orders and searches for him, but soon becomes convinced that the rig is carrying the black oil. So Doggett and Mulder must try to stop the spread of the oil and avoid the infected.

Wr Steven Maeda

Dir Rod Hardy

8 - 19 *ALONE*

While Scully takes maternity leave, Doggett is partnered with a young agent who is fascinated with the X-Files and has followed Mulder and Scully's careers. She and Doggett investigate the death of an old man and the disappearance of his son but when they disappear as well, Mulder, despite having left the FBI, heads out to search for them.

Wr Frank Spotnitz

Dir Frank Spotnitz

8 - 20 *ESSENCE (PART 1 OF 2)*

Mulder and Doggett join forces to investigate the arson attack on a genetics lab where one of the doctors suspected of experimenting with alien impregnation is killed. They encounter Billy Miles, who has been changed into an alien replicant after his recent abduction and is attempting to erase evidence of the tests; part of the Syndicate's conspiracy with an alien race. When a woman helping Scully out at home is found to be a part of the conspiracy, the agents, along with Monica Reyes and Alex Krycek, know they must protect Scully and her baby from Billy Miles and get her out of the city.

Wr Chris Carter

Dir Kim Manners

8 - 21 *EXISTENCE (PART 2 OF 2)*

With otherworldly factions in pursuit, Mulder and the agents race to safeguard the birth of Scully's child. Scully and Reyes take refuge in an abandoned town where Doggett grew up. Meanwhile Doggett and Skinner have the final showdown with Alex Krycek and continue to fight off the replicants but how successful will they be?

Wr Chris Carter

Dir Kim Manners

9 - 1 *NOTHING IMPORTANT HAPPENED TODAY*

Agent Doggett investigates the death of an EPA official after his car is forced off a bridge by a woman he picked up. He asks for assistance on the case from Scully, who has returned to her teaching position at the FBI Academy in Quantico.

Wr Chris Carter, Frank Spotnitz

Dir Kim Manners

9 - 2 *NOTHING IMPORTANT HAPPENED TODAY PART 2*

Doggett catches up with Shannon McMahan, the woman who the EPA official picked up. She claims to be a super soldier and that the people she has killed were preparing the water supply and she wants Doggett to expose the truth.

Wr Chris Carter, Frank Spotnitz

Dir Tony Wharmby

9 - 3 *DÆMONICUS*

Doggett and Reyes investigate the murder of a couple in West Virginia that has all the signs of a satanic ritual killing. They link the murder to a doctor incarcerated in a mental institute and Doggett becomes convinced that the doctor is orchestrating the crimes from within the hospital.

Wr Frank Spotnitz

Dir Frank Spotnitz

9 - 4 *4-D*

During a stakeout of murderer Irwin Lukesh, Doggett sees Reyes attacked by Lukesh but then we see Reyes and Doggett in her apartment, apparently both fine. Elsewhere at the same time, Doggett is shot and Lukesh identifies Reyes as the shooter. While Reyes is asked for her badge and gun by AD Follmer and Doggett lies in hospital near death, the conflicting circumstances of the stakeout and Doggett's shooting do not add up and it becomes clear that Lukesh possesses the power to switch between parallel universes and alter the events in each.

Wr Steven Maeda

Dir Tony Wharmby

9 - 5 *LORD OF THE FLIES*

When a stunt on a local cable reality show goes horribly wrong resulting in a man's death, Doggett and Reyes investigate. But when flies pour out of the victims eye sockets, they find themselves relying on Scully's expertise and they ask her to join the investigation.

Wr Thomas Schnauz

Dir Kim Manners

9 - 6 *TRUST NO 1*

Scully is approached by a couple who claim their baby has the same abilities as William and have information about the super soldier program, however they will only talk to Mulder, believing him the only person who can make the connections and uncover the truth. Scully is forced into an awkward situation when she has to decide whether to put Mulder's life in more danger even though she desperately wants to see him.

Wr Chris Carter, Frank Spotnitz

Dir Tony Wharmby

9 - 7 *JOHN DOE*

Scully and Reyes join forces to try and find Doggett when he goes missing. Doggett has his own problems, having woken up in jail in Mexico suffering from amnesia. With no knowledge of who he is, Doggett is befriended by a local who soon has him working smuggling illegal immigrants across the border.

Wr Vince Gilligan

Dir Michelle MacLaren

9 - 8 *HELL BOUND*

Agent Reyes takes the lead while investigating an X-file case, surrounding a man found skinned alive after having visions of seeing other people appearing skinned alive. Reyes calls on Scully's expertise to help on the investigation.

Wr David Amann

Dir Kim Manners

9 - 9 *PROVENANCE PART 1*

When pieces of the spaceship beached in Africa resurface, the conspiracy within the FBI attempts to hide the information from the X-Files, especially the one person for whom the pieces have a special significance - Scully. When Doggett and Reyes discover that Scully and her child have been put in great danger, they race to protect her and William from the evil forces pursuing him, and Scully is forced to take drastic measures to protect her child.

Wr Chris Carter, Frank Spotnitz

Dir Kim Manners

9 - 10 *PROVIDENCE PART 2*

Scully is anxious to recover William from his kidnappers and takes matters into her own hands when the FBI's attempts to assist in the investigation are less than helpful. With the help of the Lone Gunmen, Scully discovers terrifying information about her child's captors, and is once again forced to confront the mystery regarding the sinister interest in her son.

Wr Frank Spotnitz, Chris Carter

Dir Chris Carter

9 - 11 *AUDREY PAULEY*

Doggett and Scully look for answers that will save Reyes' life after she is injured in a horrible car accident. Yet Reyes is also fighting to stay alive in the netherworld between life and death. But before long Reyes realises that she may have little time left when others in the netherworld start to disappear.

Wr Steven Maeda

Dir Kim Manners

9 - 12 *UNDERNEATH*

Scully, Doggett and Reyes investigate an old case that Doggett worked on as a cop in Brooklyn, dubbed "The Screwdriver Killer". They try to determine whether the man who was convicted and has just been released from prison was actually the man responsible for the murders.

Wr John Shiban

Dir John Shiban

9 - 13 *SCARY MONSTERS*

Monsters hiding under a little boy's bed may be more than just the product of a vivid imagination when agents Harrison, Doggett and Reyes investigate. They find out that there is more to the story of the mysterious death of the child's mother who apparently stabbed herself repeatedly. Meanwhile Scully conducts an autopsy on a dead cat.

Wr Thomas Schnauz

Dir Dwight Little

9 - 14 *IMPROBABLE*

When Reyes uses numerology to connect the murders of several women to an obsessed serial killer, she and Scully become trapped with a mysterious checker-playing man who may or may not be the killer. The question then becomes who is going to be the next victim.

Wr Chris Carter

Dir Chris Carter

9 - 15 *JUMP THE SHARK*

When Morris Fletcher approaches agents Doggett and Reyes with information related to "Super Soldiers", they turn to the Lone Gunmen. The Gunmen, however, are knee-deep in a bio-terrorist's plot to release a deadly toxin into the population but the Gunmen find that they may have to make the ultimate sacrifice for their cause.

Wr Vince Gilligan, John Shiban, Frank Spotnitz

Dir Clifford Bole

9 - 16 *WILLIAM*

Doggett catches someone in the X-files office trying to steal documents pertaining to Mulder's sister. The intruder is a severely scarred man who blames his disfigurement on Government conspirators. He claims the source of that information - and, in fact, the one who helped him gain entry - is Mulder. Although he refuses to divulge the missing agent's whereabouts, the mystery man has enough knowledge of the X-files and its history to lead Doggett to suspect that he just might be Mulder himself. Scully's fears for the safety of her son are elevated when he is injected with an unknown substance. With the mystery surrounding William becoming even more darker, Scully must allow herself to send him away for his own safety.

Wr Chris Carter

Dir David Duchovny

9 - 17 *RELEASE*

When an FBI cadet with amazing profiling skills approaches Doggett, Reyes and Scully with a lead on a suspect in a series of recent murders, he claims the same killer is responsible for the death of Doggett's son. The agents find themselves wondering if his knowledge of the deaths is because of his obsession with the cases he has studied at Quantico or if he is in some way involved in the murders.

Wr David Amann

Dir Kim Manners

9 - 18 *SUNSHINE DAYS*

Doggett and Reyes investigate a murder outside the house that the original Brady Bunch series was filmed in. The house is owned by a man named Oliver who is obsessed with the show and has rigged the house into a series of traps and changing appearances to look like the Brady house.

Wr Vince Gilligan

Dir Vince Gilligan

9 - 19 *THE TRUTH (PART 1 OF 2)*

After not knowing Fox Mulder's whereabouts for the last year, A.D. Skinner and Agent Scully learn he's being held for the murder of a military man he couldn't possibly have killed: Knowle Rohrer, one of the government's secret super-soldiers. With Skinner acting as Mulder's defence, people who Mulder has dealt with during his last nine years as an FBI agent testify on his behalf. But the military tribunal isn't interested in the truth.

Wr Chris Carter

Dir Kim Manners

9 - 20 *THE TRUTH (PART 2 OF 2)*

When an unexpected person comes to Mulder's rescue, Mulder refuses to slip north over the border to safety. Instead, he heads southwest to the Anasazi ruins of New Mexico seeking a mysterious wise man whom the Indians call The Keeper of the Truth.

Wr Chris Carter

XENA: WARRIOR PRINCESS



Xena : Warrior Princess centres around the exploits of Xena, a ruthless female warrior. When Xena was first introduced she was a bad girl, the leader of a band of raiders. She was not always a bad girl, she had started out a poor peasant who had watched her destroyed and her brother killed by raiders. To prevent her village from being attacked again. Xena decided to learn to fight and formed an army to protect the village. The army grew and soon defence became offence, as Xena's forces conquered neighbouring lands, at first to prevent them from attacking her but later simply for the sake of conquest.

She and her forces appeared to be unstoppable until she meet Hercules. During her encounter with Hercules. Xena was made to see the error of her ways and decided to make amends for her past. To amend for her past Xena travels across Greece trying to help people in trouble. The biggest problem she has is her reputation. People neither like her or trust her and think that she is putting on some kind of act. The only person who trusts Xena is her travelling companion, Gabrielle. Gabrielle is a young woman who unlike Xena cannot handle a sword and is off little use in a fight.

Gabrielle is something of a con artist who can usually talk her way out of a situation. Xena met Gabrielle in the first village that Xena decided to help. Gabrielle decided to tag along with Xena for the adventure, and although her presence was at first just tolerated the pair quickly became friends.

Character history

Xena first appears on the Hercules: The Legendary Journeys television series (in the episode The Warrior Princess airing in March 1995), as a seductive but treacherous warlord. Two more episodes during May sweeps chronicle her evolution from a villain to a friend and ally of Hercules. Interest in her was so strong that shortly afterwards she became the main character of the spin-off series Xena: Warrior Princess. Ironically, although her character is originally obsessed with defeating Hercules and obtaining his title as the greatest living warrior, she never defeats "Zeus' Favorite Son". In fact, Hercules is the one credited with pointing her down the path of redemption when he beats her in combat and shows her that selfishness and greed are not the way to live. In her own series, Xena sets out to redeem her murderous past by fighting against tyranny and evil and protecting the innocent and weak. Many of her adventures prior to the televised stories are subsequently revealed in flashback episodes (although much remains obscure).

Early history

The only daughter of the tavern keeper Cyrene, Xena grew up in Amphipolis with her two brothers, Toris and Lyceus. Her father Atrius was believed to have left her family when she was a child, but it is subsequently revealed that he was killed by Cyrene when he tried to kill seven-year-old Xena as a sacrifice to Ares.

During Xena's mid to late teens, the warlord Cortese attacked the village, which prompted some villagers, including Xena's older brother, Toris, to run for the hills. However, Xena and her younger brother Lyceus convinced the remainder of their fellow villagers to stay and fight. Although Amphipolis was saved, Lyceus and many other villagers were killed in the battle, which formed a rift between Cyrene and her daughter and caused Xena to be ostracized by the town.

Xena with Caesar. The death of her beloved younger brother Lyceus led Xena to leave Amphipolis and begin to build her own army, with her ultimate goal being to take revenge on Cortese. She crossed the seas early on as a pirate, meeting Caesar and a young Gaulish slave-stowaway, M'Lila, who both profoundly affected the destiny of the Warrior Princess. While onboard Xena's ship, M'Lila taught her several fighting techniques as well as instructing her in the use of pressure points, including what became her signature "pinch" maneuver.

Xena took Caesar as a hostage, and was naively swayed by the young officer to join forces, after beginning an affair with him. She ransomed him back to Rome as they had planned, only to have him come back with his own men and capture her ship. He had Xena and her men crucified on a nearby beach, watching as his orders

to break her legs were carried out.

Xena with Borias. M'Lila rescued her from the cross and took Xena to a healer named Niklio. They were found by Roman soldiers, who killed the Gaelic woman as she jumped in front of an arrow meant for Xena. After M'Lila died in her arms, Xena fully embraced her dark side and fought the soldiers, killing them (despite her broken legs).

After surviving Caesar's betrayal, a crippled and rage-filled Xena traveled east where she teamed up with the warlord Borias, who left his wife and son to become her lover. The two terrorized Qin with their joint forces until Xena angered Borias by alienating the powerful Chinese families Ming and Lao.[12] Without his knowledge, Xena kidnapped Ming Tzu's son, Ming T'ien, for ransom. With Borias' help, Ming Tzu captured Xena, intending to hunt her as she fled wounded, exhausted and barefoot in her crippled state, for sport and vengeance.

Xena with Lao Ma. Xena was saved from certain death by Ming T'ien's mother, Lao Ma, a woman of great spiritual power. Lao Ma hid Xena deep beneath her bathing pool, even sharing her breath with the desperately submerged Xena, while Ming Tzu was momentarily present and asking questions. During their time together, Lao Ma healed Xena's legs and gave her the title of warrior princess. Under Lao Ma's tutelage, Xena briefly left some of her darkness behind until Borias re-entered her life. A rift formed between Xena and Lao Ma when she murdered Ming Tzu, and suggested that they also kill Ming T'ien. With Lao Ma now their enemy, Xena and Borias were forced to leave Qin.

They went further east to Jappa, where they kidnapped a girl named Akemi for ransom. Xena ended up falling in love with Akemi, and teaching her the pinch (Something she didn't even teach Gabrielle until the series finale), which cuts off the flow of blood to a person's brain, resulting in death. Akemi then used the pinch to kill her abusive and tyrannical father, Yodoshi, and committed seppuku. A grieving Xena tried to put Akemi's ashes in her family crypt, but was set upon by a mob of villagers who felt she was desecrating the crypt by putting the ashes of a patricide in it. Defending herself, Xena used a fire-breathing trick she had mastered. The result was a fire that spread through the town and killed 40,000 people.

Back in northern lands, Xena and Borias met a shamaness, Alti, who lured Xena toward greater evil with promises that she would become the Destroyer of Nations. She was also befriended by the Amazon queen Cyane, who tried to steer her toward good; but Xena chose Alti's promise of power, and killed Cyane and the Amazon elders at her instigation. By then pregnant with Borias' child, she set out to conquer Corinth. Borias was increasingly troubled by the excesses of her violence, but could do little to stop her: by then, they had split their armies, and Xena's was the bigger of the two. At Corinth, they became mortal enemies after he stopped her from slaughtering the Centaurs with whom he had tried to negotiate an agreement. With Xena about to give birth, Borias tried to get her out of her camp in the hope of rescuing their relationship. He was killed by one of her lieutenants, Dagnine; but the realization that Borias came back for her because he loved her and their unborn child had a strong effect on Xena. It was enough to make her decide to give up her newborn baby to the Centaurs, so that he would be raised in safety and away from her dangerous influence.

Xena traveled to the Norselands, after Qin ~ "She came to us from a distant land in the east. She called it Qin. We call it the land that sent us a demon" (Brunnhilda, The Rheingold). She found Odin, King of the Norse gods full of despair. She brought him out of his contempt and he, in return, made her a Valkyrie. It wasn't long before she came into conflict with Odin's lover, and the head of the Valkyrie, Grinhilda. Xena seduced Odin with her lust for life, convincing him that one could live without love, so that he would tell her the location of the Rheingold. She planned to forge it into a ring, which gives anyone supreme godlike powers at first, but if they have not forsaken love, it destroys what they value most. As soon as Xena forged the ring, Grinhilda tried stopping her and putting the ring on. Before long it destroyed her humanity (her beauty) - what she valued most. Since she had not forsaken love she became a monster and her fight with Xena reached a standstill when Xena used her own necklace as a lock (which can only be broken by Odin) and trapped her in an abandoned mine with the ring. She was with child when Xena trapped her, and her child, Grindl, terrorized the Norselands for years. Xena was not aware Grinhilda was with child when she trapped her and didn't realize it until she, Gabrielle, Brunnhilda, and Beowulf killed Grindl 35 years later.

35 years later, Odin joins forces with the mourning Grinhilda, and with his Valkyrie, he sets off to take the ring back from Xena. Brunnhilda, who was supposed to betray Gabrielle, takes Gabrielle away from the battle. She tells Gabrielle that she changed her like she changed Xena and that she is in love with her. Xena, and Beowulf are left to fight Odin, Grinhilda, and the Valkyrie, and before long the battle becomes hopeless. Xena, knowing she is out of options, puts the ring on and has enough power to get away from them, but at the price of losing what she values most - Gabrielle, and the woman she helped her become. Brunnhilda finds Xena lost and confused with no idea of who she is, or Gabrielle. She takes the ring from Xena and brings it to Gabrielle. She harnesses all of her fiber and being into a flame that will burn only until her true soulmate passes through. Gabrielle enters a year long sleep, with the ring in her hand, within Brunnhilda's flame. The

only person who can ever enter the flames and retrieve the ring is her soulmate, Xena. With the help of Beowulf, Xena jumps through the flames and kisses her beloved Gabrielle, regaining her former self. She then undoes the evil set in the ring, turning it back into the Rheingold, and returning Grinhilda back into her former self. Xena takes the Rheingold back to the Rhein Maidens, and implies no magic changed her, just Gabrielle. Later adventures (televised period)

Xena with Gabrielle. About ten years into her career of pillaging and marauding, Xena meets Hercules. Initially, she sets out to kill him. Then, her army turns against her because of Darphus' lust for power and believing Xena has become weak after she stops her lieutenant Darphus from killing a child in a sacked village. She runs a gauntlet, and survives, being the only person ever to survive the gauntlet. She then fights Hercules, in the hope that she will get her army back if she can bring back his head. Xena seems to be getting the upper hand until Hercules' cousin intervenes, giving him the moment to regain composure and defeat her. However, Hercules refuses to kill Xena, telling her, "killing isn't the only way of proving you're a warrior." Touched and inspired by Hercules' integrity and by the fact that he suffered the loss of blood kin as she did and yet chooses to fight in honor of them, she decides to join him and defeat her old army. Hercules tells Xena that there is goodness in her heart, and the two of them share a brief romantic relationship, before Xena decides to leave and start making amends for her past.

However, Xena finds this to be more painful than she thought, haunted by her past transgressions, she is about to give up on her life as a warrior completely. As she strips off her armor and weaponry and buries them in the dirt, she sees a group of village girls being attacked by a band of warriors. In the group is Gabrielle. Xena saves the young women and Gabrielle is left in awe of the Warrior Princess' abilities. Gabrielle persuades Xena to let her be her traveling companion, and over time, Gabrielle becomes Xena's dearest friend. Xena also reconciles with her mother, Cyrene.

Soon after the start of her journeys with Gabrielle, Xena runs into Ares, who has evidently known her since her warlord days and he tries to seduce her into joining him as his Warrior Queen -- efforts that she repeatedly thwarts. She also encounters a formidable warrior woman named Callisto, whose family died in one of Warlord Xena's raids and who is obsessed with revenge against Xena.

Xena's subsequent life is marred by many tragedies. Her son Solan, who never came to know her as his mother, is killed, with the help of Callisto, by Hope. She nearly loses Gabrielle more than once. Marcus, a warrior, close friend and lover from her warlord days, whom she persuades to follow her in choosing good, is killed while doing his first good deed. Later, he is allowed to briefly return to the world of the living to help thwart a vicious killer who has escaped from the underworld. He and Xena spend a night together before Marcus has to return to the other side. She is too late to save her mentor and friend Lao Ma from being tortured to death by her own son, the emperor Ming T'ien. Finally, she and Gabrielle are crucified by the Romans on the Ides of March, as Caesar is betrayed and killed by Brutus. They are later revived by a mystic named Eli with the spiritual aid of Callisto, who by that time had become an angel.

Eve, the miracle child Xena conceives after her resurrection (again through the efforts of the redeemed Callisto), is prophesied to bring about the Twilight of the Olympian gods. To escape the gods' persecution, Xena and Gabrielle fake their deaths. Their plan goes awry when Ares buries them in an ice cave where they sleep for 25 years. During that time, Eve is adopted by the Roman nobleman Octavius and grows up to become Livia, the Champion of Rome, and a ruthless persecutor of Eli's followers.[23] After her return, Xena is able to turn Livia to repentance, and Livia takes back the name Eve and becomes the Messenger of Eli. After Eve's cleansing by baptism, Xena is granted the power to kill gods as long as her daughter lives. In a final confrontation, the Twilight comes to pass when Xena kills most of the gods to save her daughter, and is herself saved by Ares when he gives up his immortality to heal the badly injured and dying Eve and Gabrielle. Xena later helps him regain his godhood.[26] Xena's quest for redemption ends when she sacrifices herself to kill Yodoshi, and decides to stay dead so the souls of the 40,000 she killed years ago could be released into a state of peace. However, her spirit is seen with Gabrielle in a ship shortly afterwards. It is safely assumed Gabrielle then travels to "the land of the pharaohs" which is in need of "a girl with chakram". This now applies to Gabrielle instead of (the dead) Xena, for by the end of the last episode, Gabrielle can use the chakram. In a symbolic gesture, she throws the chakram and catches it on its ricochet.

According to the darsham, Naima, this is only one of many lives Xena will live throughout the ages. Her next incarnation will be as the revered peacekeeper Arminestra. In many of those lives, she will walk a path together with her soulmate Gabrielle furthering the cause of good against evil.

Warrior Princess

Xena performs many feats that appear superhuman, and may call into question whether she is in fact purely mortal. While the show occasionally toyed with the idea that Xena's true father might be Ares, this theme was dropped after the third season premiere, partly to avoid overtones of incest in the sexual/romantic dynamic that developed between Xena and Ares and partly because the producers thought that Xena's achievements

would be diminished if they were credited partly to divine blood.

While Xena does not possess the brute strength of her friend and ally Hercules, she can arm-wrestle warlords, punch through solid ice, kick down doors, and knock out opponents with a single punch. Her greatest feat of strength to this day occurs when she allows herself to be arrested for a crime she didn't commit. Several men of that town come into her cell, where her hands and feet are chained, and begin to beat her. The beating, combined with goading by Ares, sends Xena into a rage of pure adrenaline. She tears her chains out from where they are rooted and then kicks the thick prison door completely off its hinges. This is the only time where Xena shows such magnitude of strength, so it can be safely assumed that this is caused by a fight or flight-like response.

Xena possesses an amazing ability to heal, explicitly noted in a number of episodes, as well as to withstand pain. On one occasion she ignores a dislocated shoulder until it is pointed out by Ephiny, and then fixes the injury by deliberately slamming her shoulder into a wall. In her second appearance on Hercules, she became the only warrior to survive the ordeal of the gauntlet, where she is forced to run without armor or weapons between two lines of soldiers, who beat her with clubs. In the final episode of the series, Xena is hit with a multitude of arrows in different areas of her body and still continues to fight a samurai army single-handedly.

While technically Xena does not possess godly powers, she has a leaping ability demonstrated by other warriors of a high skill level, notably M'Lila, Callisto and Draco. Xena performs gravity-defying leaps usually in an acrobatic style up to 30 feet. Xena leaps straight up from moat water to the top of a high castle wall and somersaults from her position on the ground to the top of a tall tree where an archer is ambushing her group with arrows. Xena once ran up an opponent's torso, performed a backflip, and kicked him while still in mid-air. On rare occasions, she is actually able to run on the faces of a surrounding squad of soldiers. This ability could have possibly originated as an Amazon ability before catching on with other warriors, since Xena is asked about her leaping ability and she answers that the Amazons taught her, which would make sense as the Amazons "invented the technique of fighting from trees". In martial arts terms, these abilities can be referred to as Karumijutsu, Tobi Waza and Qing Gong. Karumijutsu, translates literally to 'the body lightening art' and Tobi Waza, a.k.a. "leaping or flying techniques". Both involve extensive physical and Qi training. Due to the delayed landing effect of Xena's jumps and flips, it would be accurate to state that these Amazonian techniques that Xena learned are synonymous with the aforementioned Asian fighting techniques.

Xena possesses incredible speed and reflexes. She is able to catch knives and arrows in mid-flight and dodge energy blasts from mystical foes. She is able to routinely catch her chakram, a skill only Callisto, Eve and eventually Gabrielle are able to duplicate. Xena's greatest feats of speed are shown in "The Execution" and "King Con". In "The Execution", three arrows are fired at one of her allies, she catches one in each hand and the third one in her teeth. In the second, she grabs the con man, Rafe's hand, and holds it in place on the table he is seated at, while jabbing a knife down between the spaces of each finger in a display of incredible reflexes. She is able to execute this feat so fast that she jabs each space a total of six times in less than a second.

Xena is a master of martial arts. As a young girl, Xena practiced "fighting and swordplay" with her brother Lyceus and surpassed him in skill. Later, she learned some fighting techniques and the "pinch" from M'Lila. During her "evil" period, Xena encountered the Amazon Queen, Cyane, who defeated her in their first meeting but then took her under her wing and taught her powerful Amazon techniques and fighting styles. This training put Xena on a whole new level of fighting, and later, she attacked and defeated not only Cyane, but all the leaders of her Amazon tribe at the same time. It is also suggested that Xena was being trained by Ares between the time of Borias' death and her transformation to good.

In her fighting, Xena utilizes different styles ranging from Tae Kwon Do, Aikido, Ju-Jitsu, judo, and kung-fu to boxing, Eskrima and multiple sword-fighting techniques, effortlessly and fluidly combining them into a virtually unbeatable fighting style. For example, in typical hand to hand combat, Xena can flow from straight boxing punches to the Chinese style of punches mid-battle before launching into a flurry of tae kwon do and jeet kune do-inspired kicks. In one instance, when Xena wakes in her ice coffin after 25 years of sleep, she executes a vertical punch (without chambering) through the thick block of ice placed over the coffin, demonstrating jeet kune do's famous one inch punch. When she engages with her sword, she can use the more elegant parries of fencing however, more often switches with techniques attributed to eskrima arts, or the Asian styles of sword fighting. Most notable is Xena's ability to incorporate her leaping and acrobatic skills into her hand-to-hand combat, utilizing flip-kicks and bicycle kicks and somersaulting great distances out of harm's way.

In the hands of the Warrior Princess, any object can become a weapon. Xena can fight with frying pans or use rags as whips, even turning one into a staff after getting it wet and taut. At one point, Xena uses fish hooked on a string in a ball-on-chain fashion. As far as traditional weapons go, Xena is an expert combatant with the following and their derivatives: swords, chobos, staffs, whips, axes, knives, and bows and arrows. In terms of

weaponry, Xena usually carries her sword, chakram, a breast dagger kept in her bosom armor, and a whip.

Xena is capable of launching numerous objects into the air as effective projectiles. She can hurl arrows, crossbow bolts, and hairpins through the air with her own hands with enough force to penetrate wood. She is able to spit a diaper pin from her mouth with such force that it penetrated a man's skull. She is able to kick embedded spear blades out of the ground and through the air towards an enemy in one move.

Xena's incredible fighting prowess makes her a match for foes who are otherwise physically superior to her, such as gods, demigods, archangels, and demons. In the trilogy of her debut episodes on Hercules, she faces off against Hercules, and definitely has the upper hand at the start of their fight. After she pummels him with fists and feet, and overwhelms him with her high flying acrobatic maneuvers, Xena takes Hercules to the ground and prepares to strike the killing blow. However, the momentary interference of Hercules' cousin, whom Xena quickly dispatches, gives Hercules enough time to recover and turn the tables on Xena. Later, she engages Ares in a fight in season 3;[9] the fight results in Xena being the victor. In other episodes, Xena is also able to fight Ares and hold her own. One of the Furies even makes a comment to Ares in the guise of Xena after he turns mortal in the season 6 premiere, saying, "You were barely a match for me when you were a God!" Xena also takes on the Goddess of Wisdom and Warfare, Athena (who had defeated Ares in Amphipolis under Siege), and bests her in combat before killing her. Later on, Xena defeats Michael the Archangel and nearly kills him before the God of Eli strips her of her power to kill angels. In spite of this, Xena manages to face off against Odin, The King of the Norse Gods, beating him in order to obtain the Golden Apples.[26] Xena even stands toe to toe against Mephistopheles and Lucifer when they both reigned as the King of Hell.

Xena's usual combat attire throughout the series consists of a leather slip outlined with light armor to protect her chest, shoulders, and abdomen while leaving her arms and legs free for hand-to-hand combat.

Mystical and temporary powers

While in Qin and on the brink of being tortured to death by Ming T'ien, Xena is finally able to achieve sufficient inner serenity to master the qi powers of her mentor Lao Ma (a form of psychokinesis that allows her to deal a powerful "blow" of spiritual energy against either a person or objects, shattering walls and repelling attackers). After this first manifestation, she is unable to recapture this power. About two years later (plus her 25 year sleep), she is able to regain the power and retain its use for a longer period after intense spiritual training with Kao H'Sin, one of Lao Ma's twin daughters. On that occasion, she is able to use qi powers to turn an entire attacking army to stone.

From Alti, Xena learned the powers of a shaman. She uses them to cross over to the Amazon Land of the Dead to seek out Gabrielle, believing her to be dead, and then to battle Alti in spiritual form on two occasions.

During their travels in India, Xena and Gabrielle encounter a darsham, a wise woman, named Naima who enables them to use the powers of "The Mehndi", activated by Mehndi tattoos on their bodies, to trap and destroy Alti. Xena achieves this by creating chakram constructs made purely out of the Mendhi's supernatural energies as weapons, while Gabrielle binds Alti with what appears to be magical lightning. This is the only time they are ever seen using these abilities, presumably because Naima is the one channeling the power.

Also in India, Xena converses with the Hindu god Krishna who helps her battle Indrajit, the King of Demons. After Indrajit severs her arms, she calls Krishna's name, and is filled with his strength and takes on the appearance of the Hindu goddess Kali in order to defeat Indrajit.

In the Norselands, Xena puts on the Rheingold ring and receives god-like abilities which enable her to defeat the combined forces of Odin, Grendl, and Odin's Valkryie army. The consequence of this action, as for anyone who had not forsaken love, is the loss of what Xena values most. Her identity and all her memories are erased; she begins to regain brief flashes of memory a year later. She finally recovers her true self after finding Gabrielle asleep behind a mystical wall of fire conjured by the Valkryie Brunhilda that only Xena could walk through.

Probably the most unique and most famous of Xena's temporary powers is the power to kill gods (and apparently other immortals such as angels). While normally a sword or other weapon would go right through a god without drawing blood or inflicting a wound, Xena possesses the ability to pierce this "veil of immortality" and make them bleed or die. After Eve is cleansed of her sins, in order to protect her daughter from the Olympian gods, Xena is granted this power by the God of Eli via the Archangel Michael. She is told that she will have the power as long as Eve is alive. During this time, Xena becomes widely known as "Slayer of Gods". She loses this power approximately two years later when she tries to use it to kill the Archangel Michael for trying to manipulate Eve into a suicide mission that would bait Xena into killing the insane emperor-turned-god, Caligula.

Role in historical/mythological events

The show credits Xena (or her friends and associates) with a central role in many events in history and mythology. Among other things, she: helped David kill Goliath and defeat the Philistines.

Defended Troy in the Trojan War, and saved Helen.

Assisted Ulysses in regaining his kingdom in Ithaca after returning from the Trojan War.

Single-handedly stopped the invading Persian army at Thermopylae.

Led a band of pirates in the capture and ransom of Julius Caesar, who then captured them and had them crucified (this story of Caesar and the pirates is based on fact, though Xena was not, of course, the pirate leader).

Helped Boadicea defeat the Roman invasion led by Julius Caesar (in actual history, Boadicea fought the Romans some 100 years after Caesar's death and was defeated).

Was present at the formation of Stone Henge, with Stone Henge being the remains of Dahak's temple after it is destroyed in a battle between Xena and The Deliverer.

Helped manipulate the power games of the Roman First Triumvirate, taking advantage of the rivalries between Julius Caesar, Marcus Licinius Crassus, and Pompey first to free the Gaul rebel Vercinix and then to stop the Roman armies from rampaging through Greece.

Helped engineer the assassination of Caesar by pitting his friend Marcus Junius Brutus against him.

Posed as Cleopatra and double-crossed Mark Antony in order to help Octavius Caesar defeat Brutus and Antony and gain control of the empire (after becoming convinced that Octavius was more honorable than both his rivals).

Engineered the death of the crazed Roman emperor Caligula.

Encountered the Virgin Mary and Joseph with baby Jesus; Gabrielle gave them the donkey on which they rode

Killed Mephistopheles, the King of Hell, in order to release the trapped soul of her mother.

Tricked Lucifer into bringing out his "inner demon" and becoming the new king of Hell, the devil.

Created the Terracotta Army, by turning a living army to stone.

Xena (and occasionally Gabrielle) are also often credited with a variety of discoveries and inventions. For instance: the discovery and naming of The Big Dipper.

The harnessing of electricity by tying a metal item to a kite (or "flying parchment")

the discovery of cardiopulmonary resuscitation (CPR). When a wounded Gabrielle goes into cardiac arrest, the grieving Xena bangs her fists on the chest of the seemingly dead Gabrielle, and Gabrielle revives.

Pioneering the custom of Santa Claus bringing gifts and coming down the chimney on Christmas Eve. In a kingdom where Winter Solstice celebrations are banned, Gabrielle encourages a toymaker named Senticles to sneak into an orphanage through the chimney to hand out toys to children on Solstice Eve; he is wearing a red coat at the time.

Xena also plays a key role in the destruction of the Greek Gods, and the transition to monotheism (the Elijan faith seems to have been the show's version of Christianity). Among the Elijans, Xena is known as "Defender of the Faith." The show seems to have subdivided the roles of central figures in the story of Jesus Christ and early Christianity among several characters. Xena is assigned some of the characteristics of Mary and Jesus: giving birth to a child conceived without sexual intercourse and being crucified and rising from the dead. Eli is portrayed as the main Jesus figure, and Eve has parallels with Jesus and Saul: a miracle birth intended to herald a new order and being a persecutor of Christians who sees the light, changes their name, and becomes a champion of the new faith.

Love interests

Xena has had numerous love interests. At one point, after she left Amphipolis, Xena was engaged to the warrior Petracles. She has a brief affair with Caesar before being crucified by him, and then a stormy relationship with Borias that lasted over a year and resulted in the birth of a child. She also appears to have been Odin's lover. It is also suggested that during this period, she became a protégée of Ares', and that the two had a sexually charged relationship that may or may not have included sex. She may also have had a relationship with warlord Draco.

In the Xena trilogy on Hercules: The Legendary Journeys, in which the character first appears, it is implied that Xena had sexual relations with a number of men in her army. She seduces Iolaus in order to pit him against Hercules. After Xena changes her ways and joins forces with Hercules, she and Hercules have a brief romantic relationship as well; though remain only friends thereafter.

Early in her travels with Gabrielle, Xena meets Marcus, a warrior who had been a friend and a lover when she was a warlord. Under her influence, he gave his life to save a kidnapped woman from being killed.

Subsequently, he is briefly allowed to return from the dead, teaming up with Xena to help recapture Hades' helmet of invisibility and return an escaped villain to the underworld. While on this mission, Marcus and Xena spend a night together, and at least for a while, she considers him her one true love.

About a year later, Xena meets Ulysses in her travels and has a romance with him. After they return to Ithaca and learn that Ulysses' wife Penelope is alive, she encourages him to return to his wife.

While posing as Cleopatra and seducing Antony, Xena seems to develop genuine feelings for him, but eventually she has to kill him when she realizes that he is a threat.

Shortly after the birth of Eve, Ares, who has previously tried to woo Xena to his side as a warrior, declares his love for her and offers to protect her and her child from the other gods. Xena spurns his offer, believing it to be a trick, but on one occasion, she uses Ares' help to defeat Athena. After he sacrifices his godhood to help her, Xena, in turn, helps him as a mortal. In the Season 6 premiere, the two shares a tender kiss, but Xena tells Ares that they cannot be together: "You always got to me. But you were bad for me, Ares; you still are". Eventually Xena restores Ares to godhood and they return to an adversarial relationship when he tries to start a war between the Amazons and the Romans, a plan Xena thwarts, but also seems to have a new level of understanding. In the DVD interview for the 6th season episode *Coming Home*, Renee O'Connor, who played Gabrielle, said that "If there was ever going to be one man in Xena's life, it would be Ares."

The subtext

Xena's ambiguous sexuality has been a source of much controversy in the fandom. The "lesbian subtext" that became one of the show's trademarks suggested that Xena and Gabrielle might be in a romantic/sexual relationship, sometimes through humorous innuendo (e.g., when a villager asks Gabrielle if Xena has ever thought of settling down and getting married, Gabrielle replies, "No, she likes what I do" and then corrects herself, "She likes what she's doing") and sometimes through more serious themes. Thus, in the last season, Xena proves to be Gabrielle's "true soulmate," the only one who can pass through an enchanted ring of fire within which Gabrielle lies magically asleep, and then awakens her with a kiss. In the same story arc, Gabrielle declares that she and Xena were "meant to be together." Over the course of the series Xena and Gabrielle also shared several other kisses, one when Xena was dead and her spirit was in a male character's body, another ostensibly a mouth-to-mouth "water transfer" to revive Xena.

Lucy Lawless was doubtful of the subtext while the show was filmed. But in an interview with *Lesbian News* magazine two years after the series ended, she said that she came to believe the two were lovers after the scene in the last episode when Gabrielle revived Xena with a mouth-to-mouth water transfer. She said of that scene, "There was always a 'well, she might be or she might not be' but when there was that drip of water passing between their lips in the very final scene. That cemented it for me. Now it wasn't just that Xena was bisexual and kinda liked her gal pal and they kind of fooled around sometimes, it was 'Nope, they're married, man.'"

However, in the interviews and commentaries on the DVDs released in 2003-2005, the actors and producers continued to stress that the question about Xena and Gabrielle's relationship is never answered and is up to each viewer's interpretation.

Some viewers also believe subtext implies other lesbian relationships in Xena's past, for instance with Lao Ma, Akemi, and Alti's apprentice Anokin.

In popular culture

The show is mentioned in the last ever (first of a two part) episode of *Seinfeld*, "The Finale, Part 1" when the main character Jerry phones his parents to tell them that his show which is also entitled *Jerry* is finally being made. Jerry's father tells him "it's all crap on TV; the only thing I watch is Xena, the Warrior Princess. She must be about 6' 6". Jerry, did ya ever watch that?" to which Jerry replies, "yea, it's pretty good."

Xena is also mentioned on the show *Buffy the Vampire Slayer* in the episode entitled "Halloween," where all the residents of Sunnydale turn into whatever they chose as their Halloween costumes. Buffy turns into a weak and feeble noblewoman, and her friend Willow quips during the ensuing crisis, "She couldn't have dressed up like Xena?". Writers of Xena made the homage back in 4th season episode "The Play's the Thing", in which the play "Buffus the Bacchae Slayer" is cited.

The show *Dark Angel* stars a lesbian character called Original Cindy who is a Xena fan. She is shown numerous times in front of her Xena posters and once excuses herself with "Oops, Xena's on"

On a *The Simpsons* Halloween episode, Lucy Lawless appears at a Xena convention only to be kidnapped by The Collector and saved by Stretch Dude and Clobber Girl. She exhibits the ability to fly and stresses that it's not a Xena power but a power of her own.

In a play on the "WWJD" ("What Would Jesus Do?") bracelets and necklaces worn by young people, "WWXD" ("What Would Xena Do?") items were sold (bracelets, necklaces, bumper stickers, etc.), which were especially popular with fans.

In the *South Park* episode *Fourth Grade* the science nerd have a Xena poster on their wall which is an obvious parody of Xena.

In an episode of Crossing Jordan, Jordan and her friend as seen sitting on Jordan's couch during girls night out drinking wine and watching Xena.

In Jellyvision's You Don't Know Jack series of trivia computer games, "Xenora: Queen of Battle" is a recurring character in the fake commercials that play after the game has ended.

In episode 20 of season 4 of "Ellen" while Ellen and her mom are in a self-defense class, before the final exercise the teacher asks them to "beat the drum, say the power word, and choose the word that best expresses your inner strength". That word ends up being "Xena" to which they all happily chant along.

In the Animorphs book series by K. A. Applegate, one of the main characters, Rachel Berenson, is often referred to as "Xena" by her fellow Animorphs because of her ferocious fighting energy.

Sister series of HERCULES : THE LEGENDRY JOURNEYS of which see separate entry). Ted Raimi is famous for two reason one for being one of the cast members of SEAQUEST DSV and for being related in same way to the producer of HERCULES: THE LENGENDRY JOURNEYS. In the middle of season 2 of the show Lucy Lawless who plays Xena broke her pelvis while shooting a scene not for the show but for an advert whilst on her horse. She broke it by falling off her horse. This has given the chance for Renee O'Conner to shine as Gabrielle.

Xena : Warrior Princess is a spin off of HERCULES: THE LEGENDARY JOURNEYS which was a surprise success the previous year. Like HERCULES: THE LEGENDARY JOURNEYS, Xena: Warrior Princess is in ancient Greece. The character of Xena first appeared in three episodes of HERCULES, prior to her approaches as Xena, Lucy Lawless appeared in two other episodes of HERCULES as different characters.

Set in a mystic world, Xena wanders from place to place (and seemingly from time period to time period as she ends up in medieval sets, Greek sets and generic fantasy world sets). . . And only the constants her sword, her friend Gabrielle (who really need to learn to ride a horse) and her wisecracks. The series is filmed on location in and around Auckland, New Zealand, and airs in syndication in the U.S.

The executive producers for the series were Rob Tapert and Sam Raimi, co-executive producers were R.J. Stewart, supervising producer was Steven L. Sears, the producer was Eric Gruendemann and the co-ordinating producer was Bernadette Joyce. Line producer for the series was Chloe Smith and the music was created by Joseph LoDuca. The director of photography was Donald Duncan, the visual effects were created by Jim Prior, the visual effects supervisor was Kevin O'Neill, the production designer was Robert Gillies, the costume designer was Ngila Dickson, the stunt co-ordinator was Peter Bell, the New Zealand casting was by Diana Rowan, US Casting was by Beth Hymson-Ayer.

Xena and Gabrielle both appeared with Hercules and Iolus in the animated feature The Battle for Mt. Olympus, the voices were done by the relevant actors for the two series. Actress Vanessa Angel (WEIRD SCIENCE) and Roma Downey (TOUCHED BY AN ANGEL) were some of the stars who were cited as possibility playing Xena before Lucy Lawless was cast.

One episode of Season Five (The Way) was pulled from world wide distribution due to members of the Hindu community protesting about showing the deity Vishnu in helping Xena and her 'lesbian lover' Gabrielle, this was however never talked about directly in the show. Xena's distributors pulled the episode from world wide distributions causing the India arc story for season five to have no ending. Making Xena and Gabrielle leaving India without any explanation as to why or how. The story was not shown in the UK either, and no explanator was given as to why the episode was pulled to the general public.

Season Five: So how do you survive crucifixion? Perhaps you don't, which is why the opening episode is set in the afterlife with Xena and Gabrielle teaming up with the archangel Michael to do battle with Callisto and her forces of evil. Because Lucy Lawless is pregnant her character will become so too although who would be brave enough to impregnate her is a matter for conjecture. Once that premise is established she travels to China to try and gain new powers which will protect her unborn child. Having upset the Hindu community with Season Four's The Way, one suspects the producers may tread more carefully with the Chinese.

Emmy Award

Outstanding Music and Lyrics - Nominated - "Xena: Warrior Princess" (1995) - Joseph LoDuca - For the song "The Love Of Your Love". (1998)

Outstanding Music and Lyrics - Nominated - "Xena: Warrior Princess" (1995) - Joseph LoDuca (composer), Spiegel, Dennis (lyricist) - For the song "Hearts Are Hurting". (1998)

Outstanding Music Composition for a Series (Dramatic Underscore) - Nominated - "Xena: Warrior Princess" (1995) - Joseph LoDuca - For episode "Devi". (1999)

WR. R.J. Stewart, Adam Armus, Nora Kay Foster, Steven L. Sears, Terence Winter, Julie Sherman, Peter Allan Fields, Alan Jay Glueckman, Brenda Lilly, Chris Manheim and Patrica Manney, Hilary J. Bader, Gene O'Neill, Noreen Tobin, Paul Robert Coyle.

DIR. Doug Delfer, Harley Cokeliss, Bruce Seth Green, Michael Levine, Stephen L. Posey, Charles Siebert, Eric Brevig, Charles Siebert, Jace Alexander, Mario Di Leo, T.J. Scott, Josh Becker, Garth Maxwell, John Cameron, John T. Kretchmer, Gary Jones and Stewart Main, Gilbert Shilton, Andrew Merrifield, Rick Jacobson, Oley Sassone, Bruce Campbell, Paul Lynch, Janet Greek, John Laing,

EPISODES: 134 **YEAR MADE:** 1995 **COUNTRY:** US **SEASONS:** 6

PRODUCED BY RENASIANCE PICTURES IN ASSOCIATION WITH MCA TV

CREATOR: ROBERT TAPERT, JOHN SCHULIAN

TYPE OF SHOW: FANTASY

FORMAT: SERIES

LENGTH (MINS): 60 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 24, (2) 22, (3) 22, (4) 22, (5) 21, (6) 23

DATE OF PREMIER: 15/09/1995 **AIR DATE OF LAST EPISODE** 25/06/2001

SEASON DATE BREAKDOWN:

FILMS: THE BATTLE FOR MT. OLYMPUS (animated, 1998)

Xena LUCY LAWLESS, Gabrielle RENEE O'CONNOR, Joxer TED RAIMI, Autoclyes BRUCE CAMPBELL

Books Based on this series.

Lucy Lawless and Renee O'Connor: Warrior Stars of Xena

The Official Guide To The Xenaverse	Robert Weisbrot	1998
Xena X-Posed		
Xena: Warrior Princess - Blood and Shadows		2001
Xena: Warrior Princess - Graphic Novel	Roy Thomas & Bob Trebor	1998
Xena: Warrior Princess - Huntress and the Sphinx	Ru Emerson	1997
Xena: Warrior Princess - Prophecy of Darkness	Stella Howard	1997
Xena: Warrior Princess - Slace (Graphic Novel)		2000
Xena: Warrior Princess - The Empty Throne	Ru Emerson	1997
Xena: Warrior Princess - The Official Guide to the Xenaverse	Robert Weisbrot	1998
Xena: Warrior Princess - The Thief of Hermes	Ru Emerson	1997
Xena: Warrior Princess - The Warrior Way of Death (Graphic Novel)		2000
Xena: Warrior Princess - Tooth and Claw (Graphic Novel)		1999
Xena: Warrior Princess - Trading Card Game		

RELATED SHOWS:

HERCULES: THE LEGENDARY JOURNEYS

YOUNG HERCULES

- 1 - 1 *SINS OF THE PAST*
- 1 - 2 *CHARIOTS OF WAR*
- 1 - 3 *DREAMWORKER*
- 1 - 4 *CRADLE OF HOPE*
- 1 - 5 *THE PATH NOT TAKEN*
- 1 - 6 *THE RECKONING*
- 1 - 7 *THE TITAN*
- 1 - 8 *PROMETHUES*
- 1 - 9 *DEATH IN CHAINS*
- 1 - 10 *HOOVES AND HARLOTS*
- 1 - 11 *THE BLACK WOLF*

-
- 1 - 12 *BEWARE GREEKS BEARING GIFTS*
 - 1 - 13 *ATHENS CITY ACADEMY OF THE PERFORMING BARDS*
 - 1 - 14 *A FISTFUL OF DINARS*
 - 1 - 15 *WARRIOR, PRINCESS*
 - 1 - 16 *MORTAL BELOVED*
 - 1 - 17 *THE ROYAL COUPLE OF THEIVES*
 - 1 - 18 *THE PRODIGAL*
 - 1 - 19 *ALTARED STATES*
 - 1 - 20 *TIES THAT BIND*
 - 1 - 21 *THE GREATER GOOD*
 - 1 - 22 *CALLISTO*
 - 1 - 23 *DEATH MASK*
 - 1 - 24 *IS THERE A DOCTOR IN THE HOUSE?*
 - 2 - 1 *ORPHAN OF WAR*
 - 2 - 2 *REMEBER NOTHING*
 - 2 - 3 *GIANT KILLER*
 - 2 - 4 *GIRLS JUST WANNA HAVE FUN*
 - 2 - 5 *RETURN OF CALLISTO*
 - 2 - 6 *WARRIOR.... PRINCESS... TRAMP*
 - 2 - 7 *INTIMATE STRANGERS*
 - 2 - 8 *TEN LITTLE WARLORDS*
 - 2 - 9 *A SOLSTICE CAROL*
 - 2 - 10 *THE XENA SCROLLS*
 - 2 - 11 *HERE SHE COMES.... MISS AMPHIPOLIS*
 - 2 - 12 *DESTINY*
 - 2 - 13 *THE QUEST*
 - 2 - 14 *A NECESSARY EVIL*
 - 2 - 15 *A DAY IN THE LIFE*
 - 2 - 16 *FOR HIM THE BELL TOLLS*
 - 2 - 17 *THE EXECUTION*
 - 2 - 18 *BLIND FAITH*
 - 2 - 19 *ULYSSES*
 - 2 - 20 *THE PRICE*
 - 2 - 21 *THE LOST MARINER*
 - 2 - 22 *A COMEDY OF EROS*
 - 3 - 1 *THE FURIES*
 - 3 - 2 *BEEN THERE, DONE THAT*

The exact same day continues to start over and over again and only Xena can unravel the mystery.

- 3 - 3 *BITTER SUITE*
- 3 - 3 *THE DIRTY HALF DOZEN*
- 3 - 4 *THE DELIVERER*
- 3 - 5 *GABRIELLE'S HOPE*
- 3 - 6 *THE DEBT PART I*
- 3 - 7 *THE DEBT PART II*
- 3 - 8 *KING OF ASSASSINS*
- 3 - 9 *WARRIOR.... PRIESTESS.... TRAMP*
- 3 - 10 *THE QUILL IS MIGHTER*
- 3 - 11 *MATERNAL INSTINCTS*
- 3 - 12 *BITTER SUITE*
- 3 - 14 *FORGIVEN*
- 3 - 15 *KING CON*
- 3 - 16 *WHEN IN ROME*
- 3 - 17 *FORGET ME NOT*
- 3 - 18 *FINS, FEMMES AND GEMS*
- 3 - 19 *TSUNAMI*
- 3 - 20 *VANISHING ACT*
- 3 - 21 *SACRIFICE (1-2)*
- 4 - 1 *ADVENTURES IN THE SIN TRADE (1-2)*
- 4 - 2 *A FAMILY AFFAIR*
- 4 - 3 *IN SICKNESS AND IN HELL*
- 4 - 4 *A GOOD DAY*
- 4 - 5 *A TALE OF TWO MUSES*
- 4 - 6 *CRUSADER*
- 4 - 7 *PAST IMPERFECT*
- 4 - 8 *KEY TO THE KINGDOM*
- 4 - 9 *DAUGHTER OF POMIRA*
- 4 - 10 *IF THE SHOE FITS*
- 4 - 11 *PARADISE FOUND*
- 4 - 12 *DEVI*
- 4 - 13 *BETWEEN THE LINES*
- 4 - 15 *THE WAY*
- 4 - 16 *THE PLAY'S THE THING*
- 4 - 17 *THE CONVERT*
- 4 - 18 *TAKES ONE TO KNOW ONE*
- 4 - 19 *END GAME*

4 - 20 *IDES OF MARCH*

4 - 21 *DÉJÀ VU ALL OVER AGAIN*

5 - 1 *FALLEN ANGEL*

After being crucified by the Romans, Gabrielle's soul struggles to save Xena, who becomes a demon from hell.

5 - 2 *CHAKRAM*

Xena has no recollection of having been a warrior when she and Gabrielle are resurrected by Eli.

5 - 3 *SUCCESSION*

Ares merges Xena and Gabrielle into the same body and forces them to fight Mavican, Ares's potential right hand.

5 - 4 *ANIMAL ATTRACTION*

Xena is shocked to learn that she is pregnant.

5 - 5 *THEM BONES, THEM BONES*

The spirit of the evil Shamaness Alti attempts to capture the soul of Xena's unborn child.

5 - 6 *PURITY*

Xena must defeat one of Lao Ma's twin daughters.

5 - 7 *BACK IN THE BOTTLE*

Gabrielle and Aphrodite have until Sunset to save Xena's soul from being trapped inside a young girl.

5 - 8 *LITTLE PROBLEMS*

5 - 9 *SEED OF FAITH*

5 - 10 *LYRE, LYRE HEARTS OF FIRE*

5 - 11 *PUNCH LINES*

5 - 12 *GOD FEARING CHILD*

5 - 13 *ETERNAL BONDS*

5 - 14 *MARRIED WITH FISHSTICKS*

5 - 15 *LIFEBLOOD*

5 - 16 *KINDERED SPIRITS*

5 - 17 *ANTONY AND CLEOPATRA*

5 - 18 *LOOKING DEATH IN THE EYE*

5 - 19 *LIVIA*

5 - 20 *EVE*

5 - 21 *MOTHERHOOD*

6 - 1 *COMING HOME*

6 - 2 *THE HAUNTING OF AMPHIPOLIS*

6 - 3 *HEART OF DARKENSS*

6 - 4 *WHO'S GURKHAN*

6 - 5 *LEGACY*

6 - 6 *THE ABYSS*

6 - 7 *THE RHINEGOLD (PART 1 OF 3)*

6 - 8 *THE RING (PART 2 OF 3)*

6 - 9 *RETURN OF THE VALKYRIE (PART 3 OF 3)*

- 6 - 10 *OLD ARES HAD A FARM*
- 6 - 11 *DANGEROUS PREY*
- 6 - 12 *THE GOD YOU KNOW*
- 6 - 13 *YOU ARE THERE*
- 6 - 14 *PATH OF VENGEANCE*
- 6 - 15 *TO HELICON AND BACK*
- 6 - 16 *SEND IN THE CLONES*
- 6 - 17 *THE LAST OF THE CENTAURS*
- 6 - 18 *WHEN FATES COLLIDE*
- 6 - 19 *MANY HAPPY RETURNS*
- 6 - 20 *SOUL POSSESSION*
- 6 - 21 *FRIENDS IN NEED (PART 1)*
- 6 - 22 *FRIENDS IN NEED (PART 2)*
- 6 - 23 *STICKS AND STONES*

YASHAAKA: **DEMON**

Shizuka (Ito) is a genetically engineered genius working as a head researcher at the U.S. headquarters of Neo Genesis, the world's largest pharmaceutical company. After eight years in the states, he is sent to Tokyo to investigate a strange viral outbreak on the island of Kirishima. Setting up a lab at Rakuoh University, he meets his childhood friend Shigeichi (Kashiwabara), who is blind but has developed a keen sense of hearing. With however to stay, Shizuka moves in with Shigeichi and his sister Toko, but soon gets a major shock when he encounters Rin Amemiya (Ito, again), the long-lost twin he never knew he had.

Shizuka creates viral analysis software to determine the cause of the deaths at Kirishima, but realizes that Toko has developed similar symptoms since she was bitten by her pet parakeet. In the nick of time, he identifies the virus as "A80", and successfully concocts a serum that saves Toko's life. However, he secretly knows that the A80 is a virus created by his own company, and that the only person in the world who could have brought it into Japan is Kyoichiro Amemiya (Iwaki), Rin's father. Shizuka tries to persuade his twin to leave Amemiya's home, but when he fails, moves in himself in search of evidence.

However, Rin confesses that the Kirishima incident was his doing, and invites Shizuka to join his secret project to decimate the world's population by releasing a plague genetically engineered to kill only the elderly - compare to KEYS IN THE CITY. Shizuka refuses to cooperate, but Rin eventually "persuades" him by shooting an infected person in front of Shigeichi, contaminating him in the process.

Shizuka uses his own blood to create an antiserum, but cannot save his friend's life. He vows revenge on Rin, even as the virus begins to spread through the population and panic ensues.

Uniting the late 20th Century thriller traditions of NIGHT HEAD and Ring, this late night show was based on the ongoing manga by Banana Fish creator Akimi Yoshida, originally published in a supplement to Shojo comic. The more recent DVD release is adorned with a "GCATGCT" DNA sequence, inviting unfair dismissal as a rip-off of the Hollywood movie Gattaca (1997), whereas the original manga was published in Japan over a year before the film's release. Note the director and adaptor Shimako Sato, between known as the director of the movie version of Wizard of Darkness, and also Tale of a Vampire (1992). Theme: Sting - "Desert Rose".

The series was produced by Kotaro Takahashi and Takayuki Urai.

WR. Shimako Sato

DIR. Shimako Sato

EPISODES: 11 **YEAR MADE:** 2000 **COUNTRY:** JAP **SEASONS:** 1

ASAHI

CREATOR: SHIMAKO SATO

TYPE OF SHOW: GENETICS **FORMAT:** SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 11

DATE OF PREMIER: 21/04/2000 **AIR DATE OF LAST EPISODE** 30/06/2000

SEASON DATE BREAKDOWN:

FILMS:

Shizuka/Rin Amemiya HIDEAKI ITO, NENE OTSUKA, Kyoichiro Amemiya KOICHI IAWAKI, HIROSHI ABE, MITSURU FUKIKOSHI, Shigeichi SHUJI KASHIWABARA, KASUMI NAKANE, SAYAKA TANIGUCHI, SATOSHI JINBO.

YINXING REAKA: **INVISIBLE MAN, THE**

WR.**DIR.****EPISODES: 0 YEAR MADE: 1980 COUNTRY: CHI SEASONS: 0****CREATOR: WU BOZE****TYPE OF SHOW: FORMAT: SERIAL****LENGTH (MINS): STILL IN PRODUCTION: No B/W: No COLOUR: Yes LANG:****SEASON BREAKDOWN:****DATE OF PREMIER: AIR DATE OF LAST EPISODE****SEASON DATE BREAKDOWN:****FILMS:**

YOUNG HERCULES



We are shown how Hercules became the hero he is today... er, yesterday... well, two thousand or so odd years ago. Hercules (Ryan Gosling), young Iolaus (Dean O'Gorman) and young Jason (Chris Conrad) are all pupils at the academy run by Cheiron (Nathaniel Lees) the centaur. There they're supposed to be learning combat and ethics, but seem to get side tracked by adventures a lot of the time. Among the other students is one girl, Lilith (Jodie Rimmer), who wants to be a heroine. Given its pedigree, it's hardly surprising that Young Hercules is fresh and fun. Iolaus is the obligatory sidekick/object of humour, but he's done well. Chatting up an Amazon, he asks her what her sign is. She looks down at him and answers: "No trespassing." Jason is more serious, but still basically a rebellious teen at times, even if he's heir to the throne.

The prequel to *HERCULES: THE LEGENDARY JOURNEYS* was created by the Hercules/Xena production team and is also filmed in New Zealand. Seventeen-year-old star Ryan Gosling says, "It's about a kid turning into a hero." Fox Kids aired the show on a Saturday morning with stripped showings on Tuesday to Friday afternoons.

Villains abound, led by the Edward Scissorhands of Crete, Strife (Joel Tobeck), and Discord (Meghan Desmond), who's frequently almost a drooling psychopath. Ares (Kevin Smith) also pops in from time to time. We've had CGI monsters, too, and the usual improbable fights with plenty of strange objects used as weapons. One episode wrecks the tavern of Kora (Angela Dotchin), using the furniture to fight with. Since this is still basically kid's stuff, the word 'kill' can't be used, so it's fun to see how the writers get around that. And nobody gets irreparably hurt, of course. Even when there's a centaur/Amazon war, there's no blood and no fatalities! Despite these minor setbacks, the show is a winner. It's as much pure fun as the adult versions, with lots of wit and charm.

WR.

DIR.

EPISODES: 50 **YEAR MADE:** 1998 **COUNTRY:** US **SEASONS:** 1

CREATOR:

TYPE OF SHOW: FANTASY

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 50

DATE OF PREMIER: 09/12/1998 **AIR DATE OF LAST EPISODE:** 14/05/1999

SEASON DATE BREAKDOWN:

FILMS: YOUNG HERCULES

Hercules RYAN GOSLING, Iolaus DEAN O'GORMAN, Jason CHRIS CONRAD, Cherion NATHANIEL LEES, Lilith JODIE RIMMER, Strife JOEL TOBECK, Discord MEGHAN DESMOND, Ares KEVIN SMITH, Kora ANGELA DOTCHIN.

Books Based on this series.

CHERION'S WARRIORS	KEITH RA DECANDIDO	1999
MISSION FROM ZEUS	DANIEL J. FINGEROTH	2000
THE ARES ALLIANCE	KEITH RA DECANDIDO	1999
YOUNG HERCULES: A NOVELIZATION	MEL ODOM	1999

RELATED SHOWS:

HERCULES: THE LEGENDARY JOURNEYS

XENA: WARRIOR PRINCESS

1 - 1 *THE TREASURE OF ZEUS (PART 1 OF 3)*

-
- 1 - 2 *BETWEEN FRIENDS (PART 2 OF 3)*
 - 1 - 3 *WHAT A CROCKERY (PART 3 OF 3)*
 - 1 - 4 *HERC AND SEEK*
 - 1 - 5 *GIRL TROUBLE*
 - 1 - 6 *TEACHER'S PESTS*
 - 1 - 7 *INN TROUBLE*
 - 1 - 8 *KEEPING UP WITH THE JASONS*
 - 1 - 9 *AMAZON GRACE*
 - 1 - 10 *CYRANO DE HERCULES*
 - 1 - 11 *BATTLE LINES (1-2)*
 - 1 - 12 *FORGERY*
 - 1 - 13 *NO WAY OUT (ROCK IN A HARD PLACE)*
 - 1 - 14 *ARES ON TRIAL*
 - 1 - 15 *DOWN AND OUT IN ACADEMY HILLS*
 - 1 - 16 *WINNER TAKES ALL*
 - 1 - 17 *A SERPANTS TOOTH*
 - 1 - 18 *LURE OF THE LYRE*
 - 1 - 19 *FAME*
 - 1 - 20 *LYRE LIAR*
 - 1 - 21 *A LADY IN HADES*
 - 1 - 22 *THE MYSTERIES OF LIFE*
 - 1 - 23 *DAD ALWAYS LIKED ME BEST*
 - 1 - 24 *HERC'S NEMESIS*
 - 1 - 25 *COLD FEET*
 - 1 - 26 *MOMMY DEAREST*
 - 1 - 27 *IN YOUR DREAMS*
 - 1 - 28 *SISTERS*
 - 1 - 29 *THE GOLDEN BOW*
 - 1 - 30 *HOME FOR THE HOLIDAYS*
 - 1 - 31 *CRAM-PED*
 - 1 - 32 *CON ARES*
 - 1 - 33 *GET JASON!*
 - 1 - 34 *MY FAIR LILITH*
 - 1 - 35 *HIND SIGHT*
 - 1 - 36 *THE HEAD THAT WEARS THE CROWN*
 - 1 - 37 *ME, MYSELF AND EYE*
 - 1 - 38 *THE SKEPTIC*

- 1 - 39 *IOLAUS GOES STAG*
- 1 - 40 *ADVENTURES IN THE FORBIDDEN ZONE*
- 1 - 41 *THE PRIZE*
- 1 - 42 *THE DUNE SEA OR THE BEATH BENEATH*
- 1 - 43 *PARENT'S DAY*
- 1 - 44 *A LIFE FOR A LIFE*
- 1 - 45 *UNDER SIEGE*
- 1 - 46 *MILA*
- 1 - 47 *APOLLO STORY*
- 1 - 48 *ILL WIND*
- 1 - 49 *VALLEY OF THE SHADOW*

YOUNG ORPHEUS

AKA: **SHONEN ORFEE**

The Land of the Dead is not a mythical place, but a small planet far in off in the cosmos. Its solitary ruler falls in love with the sight of a girls smile and the sound of her laugh, and decides to bring her to his world to be his companion. Back on Earth, Susumu (Osasa) is traumatized by the sudden death of his sister Fuko (Wada), but manages to hitch a ride on a spaceship that transports departed souls to the Land of the Dead.

Though he is almost killed with a poison drink, Susumu manages to stow away on another ship, piloted by the Boss's former servant Pierrot (Oki). The pair search for Fuko and for a means of returning to Earth. They are told by an old man (Hayashi) that the secret lies in a particular drop of water, but they are swamped by a heavy rainstorm, in which every drop comprises of a single human soul.

Eventually retrieving Fuko, they discover that she has amnesia, and that consequently they must seek a cure in the Cactus Kingdom on the Flower Planet. Captured by the Queen (Sataomi), Susumu is ordered to beat her champion knight in single combat or forfeit his sisters life. He wins the duel and finds that her champion was the abductor of his sister. Susumu wakes up in the hospital back on Earth, where Fuko has made a miraculous recovery, in a strange mixture of *The Little Prince* and *Night Train to the Stars*.

Based on a book by Yukio Misawa. It's most obvious debt, of course, is the classical legend of Orpheus and Eurydice, in which a musician must descend into the underworld to rescue his beloved. The series was produced by Kanae Mayuzumi.

WR. Hiroyuki Yokota.

DIR. Kanae Mayuzumi

EPISODES: 4 **YEAR MADE:** 1972 **COUNTRY:** JAP **SEASONS:** 1

NHK

CREATOR: YUKIO MISAWA

TYPE OF SHOW: ALIEN WORLDS

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 4

DATE OF PREMIER: 02/09/1972

AIR DATE OF LAST EPISODE 23/09/1972

SEASON DATE BREAKDOWN:

FILMS:

Susumu SHINJI OSADA, Fuko MARI WADA, Pierrot SHOJI OKI, KOICHI HAYASHI, Queen KYOKO SATOMI.

Books Based on this series.

Young Orpheus

Yukio Misawa

ZABOGA

AKA: **DENJIN ZABOGA**

AKA: **ZABOGHA**



Denjin Zaboga was produced by the same team that created The Space Giants (Magma Taishi) and Spectreman. Roughly translated, "denjin" means electric-man; Zaboga being a human-sized robot. The series centers around Interpol agent Yutaka Daimon who returns to Japan only to discover that his father has been murdered by the Sigma Gang crime organization because of the formula for "Daimonium"-- a substance created by Professor Daimon. In the first episode, Yutaka is brutally killed as he confronts the evil Doctor Akunomiya and his diabolical robot cohorts.

However, Professor Daimon has implanted a fail-safe mechanism inside the heart of his son which miraculously revives Yutaka. Yutaka soon discovers an "electro-spark switch" in the shape of a pronged key that plugs into the back of his electronic brother, the robot Denjin Zaboga, and activates his mechanical heart-- a device very similar to the one implanted in Yutaka! Yutaka can command the actions of Zaboga, including the transformation of the robot into a motorcycle.

Many consider the 1970s to be the golden age of Japanese Science Fiction film, television, and comics. During this time period, Tokusatsu (special photography) movies and TV shows, anime, and manga thrived, producing some of the most memorable live-action and cartoon heroes in Japanese history. One hero from the hey-day of this decade is Denjin Zaboga, a live-action TV series that first aired in Japan on April 6, 1974.

Denjin Zaboga lasted for fifty-two episodes. The first thirty-nine are filled with plenty of kungfu action as Yutaka and his robot brother seek revenge for their father's death at the hands of Dr. Akunomiya- a half-man half-cyborg mad scientist confined to a wheelchair. Dr. Akunomiya uses his abilities to create an army of monster cyborgs and robots to help destroy Yutaka and Zaboga. The last thirteen episodes of the series shift plot dramatically (the results of which were somewhat unpopular with fans because of the unbelievable story line and down- scaled costumes) to a battle against the Dinosaur Army- an empire of crocodile-like men ruled by an enormous, three-headed cyborg dinosaur. In the final episode, the three-headed dinosaur and Zaboga destroy each other in a battle to the death.

Soon after Denjin Zaboga began airing on television, Japanese toy companies began producing various character toys from the series! Takara made a carded Denjin Zaboga costume for the Henshin Cyborg. Popy die-cast collectors are sure to appreciate a five inch die-cast Zaboga created for Grip's Jumbo series line. The figure is very shogun warrior-like, especially the design of the robot's lower body. The toy's right hand is detachable (called the "chain punch" in the series), connected to the arm by a length of chain. The die-cast can also be converted into a clunky version of Zaboga's motorcycle form and a compartment on the robot's back houses a homing plane (though in the television series the homing device is a miniature helicopter which is housed inside Zaboga's head). However, the die-cast figure does not shoot anything which may have effected the toy's overall appeal at that time.

Bullmark produced approximately sixteen five inch vinyl figures including eleven of Zaboga's enemies, which came bagged with a header card. One of these villains is a creation of Dr. Akunomiya-- a young woman with martian-like antennae who can transform into a fierce golden robot. Another vinyl bad guy is a strange insect looking robot called Arizaira . As for the good guys in this series, Bullmark made a Zaboga in motorcycle form, Yutaka on an attack motorcycle, Yutaka riding motorcycle, and one of Yutaka's allies on a motorcycle.

Besides the five inchers, Bullmark released a standard sized Zaboga vinyl (see photo below, at right) and a bulky, but small, missile firing Zaboga that came in a box. Perhaps, Bullmark's most ingenious Zaboga is a twelve inch vinyl and plastic version with almost all of the same abilities as his television counterpart! The top of the robot's head rotates back to expose a helicopter. The chest opens to transform Zaboga into motorcycle mode. Similar to the Grip Jumbo, the robot's left hand is attached to a chain, while his right hand is removable. Each knee of the robot shoots a missile and a door on the top of each foot opens to reveal one half

of a miniature car.

Despite the variety of different character toys based on Denjin Zaboga, both the toys (as well as the television series) appear to be only marginally popular outside of Japan. One reason is simply because Denjin Zaboga has never been dubbed in another language nor aired on television in another country. So far, the current Japanese toy companies participating in nostalgic retro-style toy boom have not yet made a Zaboga figure but who knows what the future holds. The specially built robot, Zabohga, converts to a cyclone motorcycle; his legs release a special car; and head expels a helicopter. Secret agent Daimon Yutaka instructs Zabohga through his specially-made helmet.

It's really sad that Akira Yamaguchi, probably one of my favorite Japanese hero actors, died so young (he was around 39 when he died in 1986), and left behind a few TV performances to choose from. More tragically, one realizes that he lost a few roles to Hiroshi Miyauchi (he was considered for Miyauchi's role in *KEY HUNTER* and the part of Shirou Kazami/Masked Rider V3, which Miyauchi eventually got), and despite his minimal martial arts experience, he was a real natural in the roles he played. From his debut in *NINJA CORPS MOONLIGHT* to a villainous role in *GIANT IRONMAN 1-7*. Perhaps his best roles are Jouji Yuuki/Riderman in *MASKED RIDER V3* and his starring role as bionic streetfighter detective Yutaka Daimon in this series, which really showcases Yamaguchi at his wildest!

The show's plot is a human-sized *MAZINGER Z* of sorts: Yutaka Daimon (Yamaguchi) avenges the death of his father at the hands of the evil wheelchair-bound cyborg Dr. Akunomiya (Ken Okabe, who later played the main villain in Toho's *GUYFERD*), who leads the evil Sigma Organization. Decked out in all-terrain street gear and a motorcycle helmet, Daimon uses his late father's invention, the cool super robot Zaborger, which is not only fitted with death dealing weapons, but can transform into a motorcycle! Zaborger is both powered by the bionic implant in Daimon's heart whenever he gets really angry (he was killed in an auto accident when he was 6) and controlled by the commands he gives in the microphone attachment on his helmet! Each week, Daimon and Zaborger fight not only Sigma's murderous robot monsters (later ones included these crazy-looking car/truck monsters; One looked like that silly dog car from *DUMB & DUMBER*, and some of the others were trucks with robot monster bodies sticking out from on top), but also Sigma's diverse bionic streetfighters with really wacky powers (for example, two motorcycle riding brothers whose arms combine to form a gun, and a leather-clad kickboxer with extendable legs)! There was even a transsexual robot called Miss Borg (which transforms from a woman in silver tights and antennas to a silver man robot with antennas), and later, an evil counter-Daimon named Ken Akizuki (who also has a cool eagle-like motorcycle, though it doesn't transform)!

The show went downhill by Episode 39 (the end of Sigma), with the introduction of the lame, infantile villain faction, the Dinosaur Army. The last 13 episodes (40-52) were said to be so bad that they were never shown in Hawaii, where the series was shown subtitled (I think)!

Aside from Yamaguchi, another treat is child actor Masahiro Kamiya (*KIKAIDER*, *GIANT IRONMAN 1-7*) as a regular character! The creator of *ELECTROID ZABORGER* was none other than Kazuo Koike, who also created *CRYING FREEMAN*, *LONE WOLF AND CUB*, and wrote the theme songs for *GREAT MAZINGER* and *DYNAMAN*! The composer of the show is Shunsuke Kikuchi (one of my favorite composers), whose score is great! Masato Shimon (my favorite Japanese singer) sang the OP and ED theme songs!

In short, this show is highly recommended! An awesome tokusatsu hero action series, bar none!!!

P-Productions also produced "Magma Taishi" [Ambassador Magma] (1966-1967), "Kaiju Ouji" [Monster Prince] (1967), "Supekutoruman" [Spectreman] (1971-1972), Kaiketsu Lion Maru [Swift Hero Lion Maru] (1972-1973), "Fuun Lion Maru" [Storm Cloud Lion Maru] (1973) and "Tetsujin Taiga 7" [Ironman Tiger 7] (1973-1974). As far as I know Denjin Zabôgâ was their last tokusatsu series.

WR. Kazuo Koike, Shozo Kikuchi

DIR. Atsuo Okunaka, Noriaki Yuasa

EPISODES: 52 **YEAR MADE:** 1974 **COUNTRY:** JAP **SEASONS:** 1

FUJI TELEVISION NETWORK INC, P PRODUCTIONS

CREATOR: KAZUO KOIKE

TYPE OF SHOW: SUPERHERO **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 52

DATE OF PREMIER: 06/04/1974 **AIR DATE OF LAST EPISODE** 29/06/1975

SEASON DATE BREAKDOWN:

FILMS:

Yutaka Daimon AKIRA YAMAGUCHI, Dr. Akunomiya KEN OKABE, Hiroshi Nitta MASAHIRO KAMIYA, Zabôgâ YOICHIRO TAJIRI, Daigoro Nitta JUN NAGAMI, Miyo Nitta MIDORI HOSHINO, Detective Nakano EIICHI KIKUCHI, Miss Borg RITSUKO FUJIYAMA, Gen Akizuki KEN KAZATO, Lady Borg TAEKO YOSHIDA, Ken Matsue TATSUYA SAKADA, Devil Hat TAKANOBU TOYA, Queen Meza MITSUKO TSUTSUMI.

RELATED SHOWS:*SPECTREMAN*

- 1 - 1 *FIGHT! DENJIN ZABOGA*
- 1 - 2 *THIS IS THE SECRET MURDER BURGLARY ENGINE SIMGA*
- 1 - 3 *WILD RAMPAGE! HYDROGEN BOMB GORIKONG*
- 1 - 4 *ATTACK THE SIGMA MURDER BASE*
- 1 - 5 *OMEGA HELL PROJECT BEGINNING*
- 1 - 6 *A STEEL-FRAME BUILDING DISAPPERED!*
- 1 - 7 *JUST IN TIME! BLAZE, UNDERCOVER DETECTIVE*
- 1 - 8 *TARGET: THAT DAIYA!!*
- 1 - 9 *MYSTERY MAN DORUMAN *9*
- 1 - 10 *SIGMA GROP HELL MILITARY OP. OF FEAR*
- 1 - 11 *JUMBO MECHA TOKYO MISSION OF DESTRUCTION*
- 1 - 12 *MIRACLE MAN, LONG-DISTANCE CANNON*
- 1 - 13 *UNDERCOVER DETECTIVE ONE-ON-ONE DUEL TO THE DEATH*
- 1 - 14 *IMPERVIOUS KILLER GIRUKONFU*
- 1 - 15 *DEATH MATCH!! THE RIDDLE OF SIGMA'S GIANT DEVIL CASTLE*
- 1 - 16 *THE MECHA BORG OF FEAR IS BORN*
- 1 - 17 *MURDEROUS KICK! MECHA-BORG TEAM*
- 1 - 18 *ABSOLUTE DEATH ARM-GUN GREEN BERET*
- 1 - 19 *KILIMANJARO'S RED LEOPARD*
- 1 - 20 *CALL DEATH, UNITE ROBOT GOUGON*
- 1 - 21 *PUNISHMENT ROBOT MASSIVE MILITARY OP*
- 1 - 22 *MYSTERIOUS MACHINE HAWK, ENTER AKITZUKI GEN*
- 1 - 23 *DESTROY! THE DEVIL'S SIGMA MECHA, DEATH GUNDER*
- 1 - 24 *FIGHT! TOPPLE ZABOGA! DEATH GUNDER*
- 1 - 25 *MYSTERY NINJA ROBOT JANIN*
- 1 - 26 *ROBBERY! MAD DOG ROBOT - BULL GUNDER*
- 1 - 27 *CRASH! ZABOGA VERSUS BULL GUNDER*
- 1 - 28 *MOVING BOMB! HELL GUNDER*
- 1 - 29 *VIOLENT RUN! HELL GUNDER*
- 1 - 30 *FLYING DRAGON TRIPLE-STAGE KICK VERSUS THUNDER PUNCH*
- 1 - 31 *FLYING IRON-FIST EYE ROBOT*

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- 1 - 32 *HORRIFYING HAMMER-THROW KAIZAA*
 - 1 - 33 *ATTACK!! MOVE, TETRA POD!*
 - 1 - 34 *GOLD JACKER! HEADHUNTING!*
 - 1 - 35 *BLOOM THE EXPLODING FLOWER GIGANTIC*
 - 1 - 36 *GIANT FLYING GUN DORUKANON*
 - 1 - 37 *SECRET ORDERS!! THE INTERRUPTER KILLS!!*
 - 1 - 38 *DECISIVE BATTLE!! ZABOGA VERSUS DOCTOR AKUNOMIYA!!*
 - 1 - 39 *GIANT DEATH TOLL! THE DEATH OF DOCTOR AKUNOMIYA*
 - 1 - 40 *RESURRECTED 3-HEADED DEMON-GOD*
 - 1 - 41 *COMPLETED!! STRONG ZABOGA!*
 - 1 - 42 *EXPOSE THE MYSTERY OF THE DEMON LORD 3-HEADED DRAGON*
 - 1 - 43 *THE FEARSOME DRAGON ARMY'S AMBITION!*
 - 1 - 44 *CRISIS AT ZABOGA BASE!!*
 - 1 - 45 *DUEL IN A GHOST TOWN*
 - 1 - 46 *TAKE BACK THE MACHINE BAJA!*
 - 1 - 47 *ZABOGA BASE EXPLOSION PROJECT!*
 - 1 - 48 *DETONATE THE POSION-GAS MISSION!*
 - 1 - 49 *HURRY, DAIMON! RESCUE THE ZABOGA BASE!*
 - 1 - 50 *GARGANTUAN EXPLOSION!! ZABOGA BASE*
 - 1 - 51 *STRONG ZABOGA STOPS MOVING!*
 - 1 - 52 *ALWAYS AND FORVER STRONG ZABOGA*

ZACK FILES, THE



Zack and his Dad pay a visit to Henry Gold's Magic Shop where Zack picks up a guide to Vaudeville ventriloquism. With a little practice, Zack learns to throw his voice. He started to have some fun during class, and humiliate Vernon during his presentation, etc... Soon, Zack's voice was becoming more weak and Zack was starting to lose his voice. Suddenly, his voice was released from Zack and it starts telling everyone his secrets. Secrets about his friends, and Zack must retrieve his voice before all his thoughts about his friends are out.

"Zack Greenburg: Why do I always have to be the one with a conscience?"

Cam Dunleavy: You can leave this to a man of vision."

I have seen a bunch of Sci-Fi Kids Shows, I have seen some very weird shows but this is one of the best shows I have ever seen. I watch when I can. The Acting is real awesome. Robert Clarke does a great job as Zack and his co-stars are real cool. My favorite episode I would have to say was Zack Girl. It was weird how a can of deodorant did that. Well some stuff unbelievable. Wormhole though a dryer. Now that crazy but real cool. If you like this show. Then just look around there are other show that are on the same level.

It's One of My Favorite Series. Even though I have not seen every episode yet but watch a good amount of them to like this show. I first saw it on Fox and turn the TV think it was like X-Files, but then I started watch on Fox again that on Fox Family and Now on ABC Family.

I really like watch the Episode Zack Girl. It was real cool. I wonder if other shows have done something like that.

ABC Family's one-hour show THE ZACK FILES works as a sci-fi thriller whose aim is for kids too old for material such as GOOSEBUMPS, but too young for violent and adult-oriented programs like THE X-FILES. I'm an 18-year old guy, and in my case, I'm in the gray zone, aren't I? Anyway, I found THE ZACK FILES to be quite an interesting show. Though at first I thought "Terrific, here's another kid show disguised as science fiction." But as soon as I began watching more episodes, I soon found myself a bit hooked. The most interesting aspect I consider about THE ZACK FILES are the cleverly plotted, if not totally logical, storylines. 3 kids by the names of Cam, Spense, and Zack encounter

strange happenings that spit at the face of reality, and somehow, the trio manages to fix up whatever the occurrences have messed! The

acting by the stars are good, especially by Robert Clarke, aka Zack. Upon first watching this show, I couldn't help but think that Clarke seemed like a Frankie Muniz-wannabe, but he pretty much held on his own as Zack Greenberg.

Produced by Bob Carney (executive producer), Neil Court (executive producer), Steven DeNure (executive producer), John Delmage (producer (as John A. Delmage)), Betty Orr (supervising producer), Nicole Silver (executive producer), Kathy Slevin (executive producer), Cecily Truett (executive producer), Cinematography by Harald Bachmann, Steve Cosens and Gerald Packer. Film Editing by Jean Coulombe, Casting by Tina Gerussi, Set Decoration by Kerri Wylie. Costume Design by Wendy May Moore.

Second Unit Director or Assistant Director - Rick Courtney (third assistant director), Filomena Guarasci (second assistant director), Penny Stiles (first assistant director), Stuart Williams (first assistant director), Art Department - Jim Murray (property master), Special Effects by Jeff Skochko (special effect coordinator), Steve Skochko (special effects key), Stunts - John Stoneham Jr. (stunt co-ordinator), Other crew - Julie Lacey (creative consultant), Mark McLean (assistant camera: "b" camera), James Nadler (creative consultant).

Distributors - Fox Family Channel [us], Fox Network [us], YTV [ca].

Young Artist Awards

2001 - Won - Best Performance in a TV Drama Series - Leading Young Actor - Robert Clark

WR. Steven Barwin, Peter Colley, Gail Collins, Heather Conkie, Chris Dickie, Dennis Foon, Myra Fried, Julie Lacey.

DIR. John Bell, Anthony Browne, Ross Clyde, Harvey Crossland, Michael DeCarlo, William Fruet

EPISODES: 52 **YEAR MADE:** 2000 **COUNTRY:** US **SEASONS:** 2

DECODE ENTERTAINMENT, JUNIOR NET, YTA

CREATOR: JAMES NADLER, JULIE LACEY

TYPE OF SHOW: PARANORMAL/SCIENTIFIC **FORMAT:** SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** English

SEASON BREAKDOWN: (1) 26. (2) 26

DATE OF PREMIER: 21/10/2000 **AIR DATE OF LAST EPISODE** 05/05/2002

SEASON DATE BREAKDOWN:

FILMS:

Zack Greenburg ROBERT CLARK, Cam Dunleavy JAKE EPSTIEN, Spencer Sharpe MICHAEL SEATER, Gwendolyn 'Gwen' Killerby KATIE BOLAND, Vernon NOAH GRIFFIN, Dan Greenburg JEFF CLARKE, Jennifer, the Woman from 302 COLLETEE MICKS, Headmaster Killerby MARVIN KARON, Christopher Dickie KYLE KASSARDJIAN, Tadd Brooks BRETT MOON, Tad Brooks RYAN MOON, Rita (2000-2001) TAYLOR PETTITM Sarah SHADIA SIMMONS, Mrs. Coleman-Levin PAULETTE SINCLAIR.

1 - 1 *YOU DON'T SAY*

Zack and his Dad pay a visit to Henry Gold's Magic Shop where Zack picks up a guide to Vaudeville ventriloquism. Headmaster Killerby's daughter Gwen starts school with Zack and the gang (at what was previously a boys only school).

Wr James Nadler

Dir William Fruet

1 - 2 *TOTAL REWIND*

Total Rewind Zack thought his father was out to purchase the Dreambox, an amazing DVD player, but Dan comes home with an old VCR that he bought from Vernon's father. While programming the new VCR, Zack, Cam and Spencer found something strange connected to the VCR, and they accidentally pick up a signal from outer space. Before you know it, Zack and company are face-to-face with extra-terrestrial beings that are on the hunt for a human specimen, Vernon.

Wr Peter Colley

Dir Michael DeCarlo

1 - 3 *QUIET PLEASE, I'M READING YOUR MIND*

Quiet Please, I'm Reading Your Mind It's hard to mind your own business when you're suddenly given the power to read other people's minds. While embarking on some surveillance, Zack is zapped by a headset, leaving him with the temporary ability to read other people's minds.

Wr Kathy Slevin

Dir John Bell

1 - 4 *CRYPT SEEKER*

Crypt Seeker Computer game dream girl, Tara Bond, comes to life and quickly becomes Zack's worst nightmare. In exchange, Spence is trapped inside the computer with Bond's sidekick. Cam and Zack must find a way to throw her back into the game.

Wr Chris Dickie

Dir Ross Clyde

1 - 5 *MISFORTUNE COOKIE*

A mysterious cookie predicts that all of Zack's wishes come true. And they do, unfortunately.

Wr James Nadler

Dir John Bell

1 - 6 *LOOSE LIPS: A DOG'S STORY*

Zack accidentally learns the secret to communicating with dogs, but he only can communicate with them if the dog is in a moving vehicle.

Wr Steven Westren

Dir John Bell

1 - 7 *DEJA VUDOO*

It was at Gwen's birthday party where Zack had his first date, and Spencer was videotaping the event to see if anything strange happens.

Wr Michael Maurer

Dir William Fruet

1 - 8 *BUT I'M TOO YOUNG TO BE MY DAD*

But I'm Too Young to be my Dad When Zack's future son, Mack, travel back through time to get help from his father Zack realized how difficult it is to be a parent.

Wr Kathy Slevin

Dir Ross Clyde

1 - 9 *PHOTO DOULBE*

Zack accidentally gets stuck in his Photo ID card when an old roll of film steals his image, leaving his body in a zombie state.

Wr Steven Westren

Dir Craig Pryce

1 - 10 *ONE BAD SEED*

One Bad Seed Suffering from basketball fever, Zack fears he's too short to make the team, until he accidentally swallows an orange seed and finds himself growing into a very tall..tree.

Wr Sheila Presscott-Vessey

Dir Ron Oliver

1 - 11 *IT'S A WONDERFUL SCHOOL*

It's a Wonderful School It's election-time at Horace Hyde-White School for Boys and Headmaster Killerby unveils his latest acquisition - an early 20th century voting machine. Everyone's worst nightmare is realized when the voting machine misfires, transforming Horace Hyde-White into the Vernon Manteuffel School.

Wr Amin Bhatia, Katayoun A. Marciano

Dir Michael DeCarlo

1 - 12 *RUN, ZACK, RUN*

Run, Zack, Run Determined to win first prize in a charity race, Zack buys a new pair of sneakers..only to discover that once he puts them on, he can't stop running.

Wr Myra Fried

Dir Ron Oliver

1 - 13 *EXIT, STAGE FRIGHT*

Exit, Stage Fright Zack gets a bad case of stage fright, which of course, causes his pants to dissolve.

Wr Steven Westren

Dir John Bell

1 - 14 *FIBER*

Zack's wish to be older is suddenly granted when Zack eats a mysterious cereal. And finds himself aging at an alarming speed.

Wr Katayoun A. Marciano

Dir Gail Harvey

1 - 15 *THIS IS YOUR CONSCIENCE CALLING*

Zack and his conscience have a falling out when Zack abuses his ATM privileges.

Wr Michael Maurer

Dir John Bell

1 - 16 *THE SWITCH*

The Switch Zack and Charles (Vernon's Butler) switch bodies when they go through a revolving door at the same time. Zack had a rough time doing everything for Vernon while Charles helped Zack's father a lot by preparing dinner, cleaning everything in the house, etc.

Wr Peter Colley

Dir Harvey Crossland

1 - 17 *THE BOTTOM LINE*

The Bottom Line Zack finds out that he can accurately predict the future using his new glasses. When he holds something, words would begin to form that explained to him what would happen in the future with that object. Cam started to buy and buy chocolate bars because there will be a shortage of chocolate in the future while Zack became a star when everything found out he had such power.

Wr Lorianne Tibbets

Dir Ross Clyde

1 - 18 *ANCHOVY OF DOOM*

Anchovy of Doom When he was working on his science project about Human Apportion, Zack decided to take a break and eat some pizza, but before he ate, he zapped Gwen, Dickie, Tad, Todd, and Vernon into a terrarium and all of those 5 became only 8 centimetres tall.

Wr James Nadler

Dir Craig Pryce

1 - 19 *THE TALENTED MR. TALISMAN*

Zack enlists the aid of an ancient charm doll to protect his accident-prone father.

Wr Chris Dickie

Dir William Fruet

1 - 20 *IT'S A JUNGLE IN THERE*

It's A Jungle In There Zack's neighbour's apartment turns into a jungle. His friends try to find a way for Zack to escape.

Wr Michael Maurer

Dir William Fruet

1 - 21 *SPARKIN'*

Zack can create sparks and romance between people after visiting the Science Center.

Wr Steven Westren

Dir William Fruet

1 - 22 *A PLACE OF MY OWN*

A Place Of My Own Zack finds out it is very hard to live on his own, when he magically receives an apartment.

Wr Sheila Prescott-Vessey

Dir Craig Pryce

1 - 23 *GONE*

Gone Zack becomes invisible when he drinks invisible ink.

Wr James Nadler

Dir Ross Clyde

1 - 24 *DINNER WITH GRANDPA*

Dinner With Grandpa Grandpa Maurice, who had passed away, drops by the Greenburg's for dinner. Zack was the only one who could see this ghost. Dan invited Jennifer, his mother - Leah and Zack's friend Sarah dropped by.

Wr Kathy Slevin

Dir John Bell

1 - 25 *THE LIRARY OF NO RETURN*

Zack finally gets around to returning an extremely overdue library book (Alice in Wonderland) and is confronted by a furious Queen of Hearts, White Rabbit and Mad Hatter who put Zack on trial for his carelessness. Cam and Spencer are there to help him by becoming his lawyers.

Wr Kathy Slevin

Dir E. Jane Thompson

1 - 26 *SOCKWORLD*

Zack gets sucked into a vortex while trying to find a missing sock in the dryer.

Wr James Nadler

Dir William Fruet

2 - 1 *BLAST FROM THE PAST*

Zack wanted to stay and work on his project with Spencer and Cam, so he tried to trick Floyd, by turning the clock back.

Wr Julie Lacey

Dir Ross Clyde

2 - 2 *SEARCHING FOR ZACK GREENBURG*

Zack receives the record lowest mark at Horace Hyde White, with an F-minus on a physics quiz.

Wr Heather Conkie

Dir William Fruet

2 - 3 *THE TERRIBLE TRUTH*

When Zack, Cam, and Spence join to figure out more digits after the decimal for pi, they surf the net to check out information about a new rock star. But when Ms. Arlington arrives, and checks what they were doing, Zack lost himself in the bracelet on Arlington's wrist. Then he could not lie and told everything what the boys were doing, and telling the truth to everyone. Cam and Spence must get him back to normal before blabbers out information that would get them into more trouble.

Wr Steven Westren

Dir Don McBrearty

2 - 4 *GROOVIN*

Gwendolyn is hosting a party and she needs a DJ, so Vernon and Zack tries out. While Zack was trying to practise on his (terrible) DJ skills, he spun a record backwards, and hears something, a message. Spencer was there to stop him, but he did not stop the transfer of DNA to Zack that made him a "Cool Dude" Beatnik from the 1960's. During the tryouts, the people did miserably. But when Zack came on the scene, he made a dazzling performance and impressed Gwen, so she let him become the DJ. When Spence and Cam experiments on Zack and tries to reverse the process, Zack plays the record backwards again. Unfortunately, it did not work and Vernon became another copy of what Zack was. Now they have two people who are groovy.

Wr James Nadler

Dir Harvey Crossland

2 - 5 *WHAT'S EATING ZACK GREENBURG?*

When Zack and his friends go on a camping trip, Zack's father decides to join them to give them tips. Zack, trying to get away from his father wanders into the woods with Spence and Cam. But they were suddenly zapped into another world, and they must try to find a way out.

Wr Julie Lacey

Dir Ross Clyde

2 - 6 *IN YOUR DREAMS*

When Spencer was doing an experiment on Zack for his sleeping habits for the science fair, Spence discovers that Zack can enter other people's dreams. Zack fell asleep after Vernon did, so Zack invaded Vernon's dream. The case is that Zack invade other people's dreams when both are sleeping near each other, and as a result, Zack does not sleep well. Zack enters Gwen's dream for Spencer's experiment for the Science Fair and to get tickets for the concert for Cam, Gwen thinks that Zack is "the man of her dreams" so the 3 kids have to finds away to help with Zack's problem of lack of sleep.

Wr Esta Spalding

Dir William Fruet

2 - 7 *CAPTAIN SONIC*

Zack creates a comic book about his ears, because he did not like everyone saying that he had big ears. It turns out that Zack destroys the comic and everyone thinks that it was about Zack and Sarah, so Vernon goes to repair it and humiliated Zack by presenting in front of a large audience.

Wr David Young

Dir Don Shebib

2 - 8 *ZACK ZERO*

While Zack along with his classmates, visited the museum for a school trip, Zack touched a field phone which gave him shell shock, just like a soldier who had also used a phone in World War I. Now, whenever Zack is exposed to an old object, his personality transforms into the owner of the object. Spencer and Cam must find a way to reverse the effect before Zack touches an object that did not have an owner or existed before the Holocene Period, where humans were not alive yet.

Wr Ann MacNaughton

Dir Anthony Browne

2 - 9 *ZACK GIRL*

When Daniel Greenburg accidentally buys Girl Power deodorant for Zack while shopping, and Zack uses it, he becomes a girl! Now, Vernon is flirting with Zack, while Gwen starts plucking his eyebrows. And even worse for Zack, Cam is going on a date with Sarah. Zack decides to find out how to change back into a boy after he gets some secret information from Gwen and Sarah.

Wr Dennis Foon

Dir Don McBrearty

2 - 10 *DEAD MEN DO WEAR PLAID*

When Zack's soccer team, coached by Daniel Greenburg who is more interested exercise and fun than winning games, they started to lose too many games. This made Red MacDonald, who coached the Horace Hyde team in the past, angry and possesses Zack's father to coach the team, so they go back to a winning streak to get ready for the playoffs. The Scottish man, wearing a kilt, made the team practise so much until they all start to play really well. When Zack was getting in the way of Red, he turns Zack into a soccer ball. Spencer must try to find a way to get Red out of Dan's body and release Zack from his soccer ball form. Zack decided to make sure their team loses a game to destroy Red, which means they must lose the change of getting into the playoffs.

Wr Greg Spottiswood, Peter Smith

2 - 11 *THE FROG PRINCE*

One minute Cam is making fun of Zack, the next minute he is a frog! Spence and Zack must turn Cam back into a human before Vernon takes his place on the swim team.

Wr Gail Collins

Dir Craig Pryce

2 - 12 *THINGS TO DO AT HORACE HYDE WHEN YOU ARE DEAD*

A boy named Gilbert, has come back to finish unfinished business when he was alive. And now, Zack is the only one who can see him, so Zack is being blamed for all the pranks Gilbert is setting up. Pranks are pulled all over Zack's house and the entire school. Zack, Spencer, and Cam must find out what Gilbert wants before he gets Zack expelled, kicked out by his father, or being killed.

Wr Steven Westren

Dir Don Shebib

2 - 13 *BIONIC ZACK*

Zack develops super-human strength to save his father's life. But instead of going back to normal after his adrenaline cools down, Zack gets stronger. So strong he's dangerous!

Wr Steven Barwin, Gabriel David Tick

Dir Ross Clyde

2 - 14 *ATTACK OF THE ZACK-UUM*

Daniel Greenburg hates Zack making messes, and he wants Zack to take responsibility and clean up before he does anything else. When Spencer and Cam visits, Zack says he lost his dad's medallion. Cam checks the vacuum, but he turned on the vacuum, and Spencer and Zack are sucked into the Vacuum into the vacuum bag. Cam must find a way for Spencer and Zack to get out of the bag, but it is dangerous for them to just cross through the opening at the top of the bag because there might be a vortex/wormhole that will transfer Spencer and Zack to another dimension. Dan sends Cam out of his house and takes the bag from Cam. So Cam must find a way to get back the bag and release Zack and Spence before they are eaten by a Spider, with the help of Gwen.

Wr Dennise Fordham

Dir William Fruet

2 - 15 *ONCE AND FUTURE ZACK*

Sarah ends her relationship with Zack. Zack discovers a sword in a stone, and pulls it out. Then Merlin appears, who is usually "an old guy with the blue hat", is now in the form of a teenager, and reveals that he was trapped in the stone and continued to grow younger instead of older. No one can see Merlin, except for Zack, and no one else could pull out the sword out of the stone except for Zack. Zack decides to ask for getting back together with Sarah, so Merlin grants him his wish if he completes his quest of bravery while Spencer is thrown all around while trying to obtain some evidence of the 2000-year-old wizard.

Wr Heather Conkie

Dir John Bell

2 - 16 *KEPTOMANIZACK*

When Zack decided to visit the Music store to purchase a copy of a CD that would impress Sarah, but Cam was there and suggesting too many CDs. Zack was only able to buy one or two, but Cam kept on stuffing CDs into his hands, and when there was no more places to add more, Cam decided to stuff them into Zack's pockets. When Zack purchased one of the CDs and was ready to leave, the alarm went off, Zack glowed, and Cam told him about the CD that he put in his pockets. Zack was caught and the security guard told his dad that he would not be charge because it was a first offence, but Zack could never return to the store or he will be punished. Zack discovered that he was a magnet for lost things because he found other people's possessions that have been lost. When Zack collects a book by Archimedes, Spence must find a way to return to Prague in the Czech Republic. Spence e-mailed and sent forms to find out how to send it back, and a man, who said was a book collector, claimed to own the book and wanted to purchase the book (which he called as a "reward") after hacking into Spence's e-mail to find his address. The trio escaped the man and had to find a way to send the book back. Cam thought of an idea - he called the man and the police to meet them at the music store that Zack had become a magnet and when Zack went through the alarm along with the book collector and the police, the book wound up in the Book Collector's pockets, the police arrested him, and Zack returned to normal.

Wr Espa Spalding

Dir Mary Lewis

2 - 17 *ZACK TIMES TWO*

Zack started joining almost every club at Horace Hyde, and he becomes overworked when he had to attend every club and finish all his projects. When a new mirror enters the school, he discovered that another Zack had entered their dimension from the mirror. Zack Two worked on the projects for all the clubs, while Zack One did the leftovers. Zack Two began signing Zack up for even more clubs, and Spence and Cam had to try and send Zack Two back, before Zack One had so many things on his schedule that he would kill himself.

Wr James Nadler

Dir Don McBrearty

2 - 18 *POP!*

Zack's mother returns to Zack and his father so she could spend some time with Zack. Zack gets in the middle of arguments of who would keep Zack, because his father wanted Zack to spend time with him to watch games while eating dinner, while his mother wanted to talk to him during dinner and see what has been happening in his life. When Zack drinks an Orange Fizzy Pop, he had the ability to transport from different locations, which interested Spence. He began some tests, and when Zack told him that he would be able to visit both his parents in the same night, but Spence discovered that he would not be able to control it in the future.

2 - 19 *ZACK AND WHITE*

During an election with Gwen, Cam and other candidates, Zack and Spence did not know who to vote for. Spence decided to try an experiment with Zack by putting him in a tub of water and see what Zack does during his sleep, and what kinds of interesting material is in his dreams. In his dreams, Zack visits a world where it was only black and white, and everyone was the lame, and the same. No one wanted to exaggerate anything, and Zack had done many things that were against the law, and Zack became a rebel. He refused to eat Mush for breakfast or lunch, he did not want to follow anybody's instructions and dress the way they did, and Gwen, Cam, and Spence tries to figure out how to make Zack one of them. Spence and a young boy, who was thought to be a rebel (and admired Zack) helps Zack in his campaign in the election after they were convinced of Zack's Other World. Zack finds a red rose, and the smell of the rose made everyone happy, and now they were free, and they wanted to do anything they wanted.

2 - 20 *LITTLE BIG ZACK*

Zack's fear of growing up causes him to regress back to childhood when he discovers that he is going to have a Bar Mitzva Celebration at his church. Zack actually transformed back to when 7 years old, and he started acting like a child while Spence try to figure out how to get the teenage Zack back. Zack's Bar Mitzva was getting nearer while Zack stayed in school and fooled around, causing trouble for Spence and Cam. Spence needed to make Zack feel more grown up and ready to accept the responsibilities of a boy who is becoming a man.

2 - 21 *THE ZACK SHOW*

Zack discovers that his life is a reality TV show, seen on another planet. One of the crewmembers of viewing this show visits Earth to tell Zack that he has bad ratings and Zack has to make sure that he continues to receive viewers or his planet would be wiped out. Zack must try to pick a fight with Vernon, Cam has to go on a date with Gwen, and Spence needs to make more interesting experiments so they

would be more exciting. Each one of them gradually disappeared because there was no use for them anymore. Everyone failed and their civilization would be annihilated but the alien discovered a new and interesting talent from the School Board Inspector.

2 - 22 *THE EYES OF GWEN KILLERBY*

During the robot creation contest, Zack found out he was looking at something else when he put on a special kind of glasses that Spence was going to use for his robot. Spence's challenge was to win the contest with the robot's ability to "burp" the alphabet, and a big contender was Gwen, who made her robot play the violin. Zack discovered that someone was sabotaging Spence's robot. Zack had to wear the ridiculous glasses all day to see if the saboteur strikes again. Spence decides to stay beside the closet, which hold his robot to catch whoever is damaging his robot. The trio believed that Zack was seeing through Gwen's eyes with the glasses, and he was seeing Gwen destroying the robot. So is Gwen the dismantler?

2 - 23 *ZACK GREENBURG'S DAY OFF*

Zack falls into Mr. Munk after walking through the door, and Zack just disappeared and he finds himself inside Mr. Munk's body. He was controlling every movement of the headmaster's body. He gathers up his team, Spencer and Cam and tells them the great news. He started his fun by getting Vernon in trouble, and then, he told the students that that they could fool around during breaks between classes. He then returned to Mr. Munk's office, and continues to document fake and funny information about Vernon (such as picking other people's noses). Mr. Mantueffel arrives at the school and inspects the school and announced that the school would be shutting down due to the Headmaster's poor job at keeping the students under control. Zack, Spence, and Cam who did not want to be separated to put in different schools, tried to devise a plan (getting Zack to transform back from Mr. Munk), but nothing could stop the children's havoc. As a last resort, Zack read a discipline book, and used it to discipline the students, and finally, the school was back in order, and Mantueffel decided to cancel the shutting down process of Horace Hyde White. When Zack walks out of Mr. Munk's office, he was released from Munk's body and sent back to his body (Spencer realized that Zack had to go through the other way, through the door to reverse the Zack File) and Mr. Munk gave Spence and Cam detentions for pushing Zack into him.

Dir Don Shebib

2 - 24 *ALMOST FAMOUS ALMOST*

When Zack was practising playing the guitar, he was given a chance to try on Spencer's interactive gloves which gives him a feeling of playing a guitar. Then the gloves began to go crazy, and Spencer was able to release it from Zack's clutches, and they discovered that Zack became an amazing guitar player but he can only play well in his room. When Cam sent Zack's guitar-playing video, it attracts a famous music star who is looking for a member that would replace him in his band. Zack's father gave Zack a new and better guitar while Spencer discovered that Zack was playing so well because of magnetic fields in his room. When this star arrives at Zack's house, he began treating Spencer extremely badly. Zack did not want to become a rock star but Cam kept on pushing him because of money. During the recording sessions, Zack's father came through the door, and disturbed them. Ricky Dallas (the famous star) went ballistic and told "the old man" to leave them alone. Daniel Greenburg told everyone to leave so he could deal with Dallas and to explain all the rules to him. Spencer discovered that the magnetic fields were fading while Zack was heading to Ricky Dallas to tell them he quit because the star was treating all his friends so badly, and to show what Dallas was losing. But when Zack played, the fields had disappeared and his bad playing returned.

2 - 25 *WHO DID YOU SAY I WAS?*

As the Season Finale, Zack's records were sent out the window when he participated in a fight with Vernon, and Zack lost his entire memory. Zack's friends must retrieve the Zack Files and tell him all of the most important Zack Files to give Zack a chance to retain all his memory. Clips of previous episodes in Season One and Season Two were viewed in attempt to get Zack to become himself again, and once he saw his record files that Vernon had retrieved to announce to Zack that he was one of Vernon's minions, his memory was restored.

2 - 26 *ZACKEO AND JULIET*

Zack must take part in a Shakespeare play - Romeo and Juliet in order to pass English class, and he was assigned to act as the role of Romeo.

ZAIDO: PULIS PANGKALAWAKAN

AKA: **ZAIDO (SHORT TITLE)**



20 years have passed since Alexis Del Mundo, also known as the second Shaider, destroyed the clan of the Fuuma-Lear. The descendants of the clan, now known as the Kuuma, have emerged to wreak havoc on an unsuspecting universe. Gallian, a descendant of Alexis, has a mission and form an elite group of space sheriffs known as the Zaido.

Zaido: Pulis Pangkalawakan (lit. Zaido: Space Sheriffs) is a fantasy Philippine drama by GMA Network. This is a spin off to the Japanese Metal Hero Shaider.[1] and is somewhat a revival of the Metal Hero genre.

The production for the series began last October 2006. Originally conceived to be a Filipino remake of the original Shaider (with Marky Cielo in the lead role), it became a spin-off series which stars Dennis Trillo. Toei rejected the original script but gave its blessing to a spin-off series set twenty years after the original series. Cielo's character name, Alexis, is a reflection of the project's original concept, as Alexis is the Philippine name for Dai Sawamura. If considered as part of the original continuity, Zaido is the fourth installment of Uchuu Keiji (Space Sheriffs) Trilogy (composed of Uchuu Keiji Gavan, Uchuu Keiji Sharivan, and Uchuu Keiji Shaider), and the eighteenth Metal Heroes series, which has had a ten-year hiatus.

The series premiered on September 24, replacing Impostora. A series primer was aired on September 22 called Zaido: Ang Bagong Alamat - The Making of Zaido, and featured members of the main cast and crew.

A connection to the original series is made through the display of various clips from Uchuu Keiji Shaider during the Galactic Force Space City sequences, the "special video game" Alexis inherits from his mother and beginning in Episode 4, it is revealed that the original Alexis del Mundo lives on as a hologram. The three Zaidos are also meant to be a homage to the original Space Sheriffs: Shaider, Gavan, and Sharivan.

Other names and terminology in the series are also intended as a homage to the original series, and there are also references to other shows and cultural conventions. Kuuma Le-ar also has a transvestite grandson named Ida (a role[3] that a famous Filipino gay comedian wanted to play) who is rejuvenated by drinking a concoction made from the blood of young women. The character Amy is a homage to Shaider's partner Annie, and it is revealed in the series that Avilo (a spacecraft/robot) and the Blue Falcon (a combat motorcycle) are updated versions of Shaider's Vavilos (Babilos in the Philippine dub) and Blue Hawk, respectively.

Homage to shows outside of Metal Heroes series include: the "Z" configuration of the Zaido Super Slash, in reference to Zorro, and the use of a video game to select the next Zaido, a concept borrowed from the 1984 sci-fi movie The Last Starfighter.

Cast and Characters

Main Casts

The Zaido

Dennis Trillo as Gallian/Blue Zaido

Gallian lost his parents because of Le-ar's evil conquests and was then adopted by the Galactic Force. He has extraordinary skills in combat because he has the blood of a hero. As Blue Zaido, head of the Zaido, he was tasked to look for other Zaido all over the world to help him fight for the safety of the universe.

Marky Cielo as Alexis Lorenzo/Green Zaido

Alexis comes from a poor family. He witnessed the tragic death of his father, and has since vowed to help

destroy evil. He became a policeman, just and dedicated to bringing peace and order, yet is often ridiculed by his more corrupt colleagues. When Gallian finds him, Alexis becomes Green Zaido.

Aljur Abrenica as Cervano Torres/Red Zaido

Like Alexis, Cervano also comes from Earth -- but while his cousin leads a harsher life, Cervano's life has it all and more. There is an unexplainable rage within him that he masks with bravado. But even with his less than pleasing personality, he manages to attract the girls. And he likes it that way.

Humans

Lorna Tolentino as Helen Lorenzo

Helen is a loving mother to Alexis, Alvaro, and Oggy. She protects a dark secret involving one of her sons that will change the destiny of the Zaido.

Raymart Santiago as Alvaro Lorenzo

Alvaro was Alexis' older brother who was led to live as an outlaw upon their father's death so he could provide for the family. Later he is mysteriously kidnapped by unidentified men.

Tirso Cruz III as Ramiro

Ramiro served as the new head of the family after the death of Alexis' father, yet under whose kind actions lurks an untrustworthy character. He was the friend of Alexis' father.

Diana Zubiri as Carmela Langit/Princess Arianna of Avea

Carmela was Alvaro's girlfriend until he disappeared. She later meets and falls in love with Gallian, who she helps as he searches for the other Zaidos.

Lovi Poe as Mona Langit

Mona is a news writer who is Alexis' childhood friend and who has a secret love for him.

Dion Ignacio as Thor Mentor

Thor is Alexis' cousin and colleague in the police force who has done nothing but make his life miserable. He will pursue Carmela when Alvaro disappears.

Galactic Force

Ian de Leon as Commander Zion

The three Zaido will engage in intensive training under the leadership of Commander Zion, head of the Galactic Force. As their commander, Zion also becomes a surrogate father for the three Zaidos.

Karel Marquez as Lyka

Lyka is Commander Zion's daughter who teaches in the Galactic Force Academy. She also serves as an assistant to Gallian, with whom she shares a forbidden relationship.

Kris Bernal as Amy

From the planet Zendar, Amy is a Galactic Force Academy student whose affection will be fought over by Alexis and Cervano.

Kuuma Empire

Paolo Ballesteros as Ida

Ida is the grandson and adviser of Le-ar. He is also the high priest of the Kuuma who was hailed as the most beautiful being in the universe but whose soul is rotting underneath his flawless appearance.

Jay Manalo as Drigo

As Le-ar's field commander, Drigo leads the Kuuma in attacking the world.

Amasonas

LJ Reyes as Amasonang Lila

The fastest of the Amasonas, Amasonang Lila's expertise lie on using her personal weapon: the kali. Her origins is also a mystery to the other Amasonas.

Iwa Moto as Amasonang Itim/Sonia

Amasonang Itim used to be a colleague of Carmela, before she turned into an Amasona. Now, she is an expert

of blades and fights for the forces of Kuuma.

Melissa Avelino as Amasonang Rosas

Amasonang Rosas is a martial arts expert whose origins remain a mystery. Of all the Amasonas, she is the strongest.

Arci Muñoz as Amasonang Puti/Stacy

She was once a scorned girlfriend before joining the Amasonas. From her group, Amasonang Puti is cursed with a conscience, and must struggle every time if she will do good or evil.

Vaness del Moral as Amasonang Kahel/Rhea

Another woman scorned, Amasonang Kahel becomes more aggressive after she becomes part of the Amasonas. With her expertise in guns and her sharp eye for shooting, she will prove to be a formidable enemy.

Executive-in-charge of Production: Wilma Galvante

Production Manager: Redgynn Alba

Executive Producer: Helen Sese

Creative Consultants: Jun Lana and Anette Gozon-Abrogar

Soundtrack

The theme song for the series is sung by Sandwich titled "Pulis Pangkalawakan." The lyrics were written by the series' head writer Don Michael Perez, with the music by Raimund Marasigan.

Criticism

Entertainment critic Nestor Torre viewed that Zaido's visual effects felt "borrowed" from iconic references such as Star Wars. He also cited the inconsistency between the series' glossy sci-fi effects and the dated martial arts fight scenes and sword fights, saying that an advanced civilization would have had an equally high-tech warfare, as well as some distracting details in production design.

It was also noted that the director Dominic Zapata was not a Shaider fan either.

WR. Annette Gozon-Abrogar - developer , Jun Lana - developer , Don Michael Perez - head writer , Shozo Uehara - characters , Shozo Uehara - story

DIR. Dominic Zapata.

EPISODES: 100 **YEAR MADE:** 2007 **COUNTRY:** PHI **SEASONS:** 1

GMA NETWORK , TOEI COMPANY (COPYRIGHT OWNERS)

CREATOR: TOEI COMPANY

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 45 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Tagalog

SEASON BREAKDOWN: (1) 100

DATE OF PREMIER: 24/09/2007

AIR DATE OF LAST EPISODE 08/02/2008

SEASON DATE BREAKDOWN:

FILMS:

Carmela Langit / Princess Arianna of Nalax DIANA ZUBIRI, Gallian / Blue Zaido DENNIS TRILLO, Helen LORNA TOLENTINO, Drigo JAY MANALO, Lyka KAREL MARQUEZ, Ramiro TIRO CRUZ III, Amasonang Lila L.J. REYES, Commander Zion IAN DE LEON, Amasonang Itim IWO MOTO, Queen of Nalax PINKY AMADOR, Alvaro Lorenzo RAYMART SANTIAGO, Thor Mentor DION IGNACIO, King of Nalax RICARDO CEPEDA, Ida PAOLO BALLESTEROS, Alexis Lorenzo / Green Zaido MARKY CIELO, Amy KRIS BERNAL, Cervano Torres/Red Zaido ALJUR ABRENICA.

1 - 1 *GALLIAN, THE FIRST ZAIDO*

The unearthly forces of Le-ar have re-surfaced; they have returned stronger and better. With the demise of Shaider, the universe is once again in danger.

The first planet to receive the treacherous powers of Le-ar is Nelax. Its future king Gallian is about to get married to Princess Arianna when their planet is attacked. Soon, Gallian is alone and lost. But thanks to Commander Zion of the Galactic Space Force, Gallian will find a new life as a pulis pangakalawakan. How will Gallian face the reality of his loss? Will his passion for revenge push him to the edge?

Meanwhile, in the planet called Earth, a young man named Alexis is peacefully living his life with his family. A tragic event, however, will change the life of this young man. Who is Alexis and how is he connected to Gallian?

1 - 2 *THE RETURN OF DARKNESS*

After the fall of the Planet Nalax, Gallian never thought he would live again. But with the objectives of Galactic Force, the organization that adopted him, he found a reason to continue living -- and the means to fight the forces of Kuuma that defiled his home planet.

At the Galactic Force Space City, Gallian met the daughter of Captain Zion, Lyka, and fell in love in a place where love is forbidden for any space cop. Amy, an orphan from the planet Zendar, catches the two together and proceeded to blackmail Gallian into training her to become a space cop as well. But her blackmail fell flat when Captain Zion himself caught Gallian with his daughter.

Meanwhile, on Earth, Alexis strove hard to become a police officer to follow the footsteps of his late father. And as a police officer, his first mission brought him face to face with his brother Alvaro who had turned to crime to provide for his family. How will Alexis live with himself knowing his police education had come from dirty money, and that he had arrested his brother on Alvaro's birthday?

1 - 3 *STRINGS OF DESTINY*

Racing against the Kuuma, Gallian crash-landed on Earth and found the second Zaido, Alexis, with the help of Carmela. Using a primitive microwave transmitter, Gallian followed Alexis to Peligroso Volcano, where a fight between the monster Nigi-nigi and Alexis helped Gallian confirm that he had found one of his two cousins. And using the latter's fear for the safety of those he loves; Gallian was able to persuade Alexis to join the Galactic Force.

Meanwhile, a despondent Cervano discovered that he was adopted, and that his mother was a space cop. With the destruction of Robix, Cervano was left on his own to find the only family her mother left behind. But his inaction during Toby's accident haunted him once more in the appearance of Toby's big brother -- who wants Cervano to pay for what had happened to Toby. Yet, facing Toby's brother was the least of Cervano's worries because his mother's message had alerted both the Galactic Force and the Kuuma of his location.

After being caught by the Kuuma, Cervano is saved by Gallian and the other space police. But the adventure is just about to begin for him and for Alexis as they embark on the war between those who want to keep the peace, and the evil who wants the universe to bow to them.

1 - 4 *JEALOUSY*

As the training progresses, Alexis demonstrates impressive performance with the tasks given to them, while Cervano remains cocky.

With one space cadet deciding not to continue with his training, Amy gets a chance to join the galactic force. What could Amy be planning now?

Meanwhile, on earth, Carmella, Mona and Debbie get closer to the truth about Alvaro's death. Will they finally know who's behind this tragedy or will someone stop them from finding out the real story?

With the growing gap between Alexis and Cervano, will their feud result to mutual hate now that Amy is both their heart's desire?

And what will happen to Gallian and Lyka, with the former officially ending their relationship?

1 - 5 *SECRETS*

At the Galactic Force Headquarters, things got a lot tougher.

With the return of Gallian, Lyka thought that the man of her dreams had finally come to his senses. But Gallian chose the rules instead of her, and Lyka chose death instead of living life without love. Lyvia, Lyka's sister, found out what her sister did. This made her dislike her father, the commander, and Gallian for both following the rules instead of their heart.

Amy began to lead a double life: as a resident of the Galactic Force and as the training soldier, Odillon. With Gallian's help, Amy was able to hide her identity from everyone until a simulation gone wrong revealed her secret to Alexis and Cervano, both unwitting rivals in a competition only the latter wants to play.

Back on Earth, Mona and Carmela uncovered a clue to Alvaro's mysterious disappearance, worrying Ramiro that he will be discovered as the villain. But before Mona or Carmela could move forward with their investigation, their only informant was killed right in front of them.

The secrets are being uncovered one by one, exposing more mysteries to be solved!

1 - 6 *LE-AR'S NEW PLAN*

After being defeated by the Zaidos, Le-Ar hatched a new plan to fend off the Galactic Force and rule over Earth. With the help of Ida, Drigo and a random Kuuma who pretends to be a concerned person, the evil forces of Le-Ar are inviting women from all over to become a new army that will become indestructible and unstoppable.

With their training over, Alexis and Cervano returned to their respective lives. But many things had changed during their absence: Cervano went back to his old life to find out that his father had replaced him with a little boy his new brother. Meanwhile, Alexis returned to duty only to find out that he had been suspended. But in order to get into Helen's good side, Ramiro manipulated some higher-ups to get Alexis back on force. And to make sure Alexis never finds out about his involvement in the death of Alvaro and his father, Ramiro covered up his tracks by getting someone else to admit to the crime.

To start a new life, Amy left the Galactic Force to begin anew on Earth. Unfortunately for the alien teen, she hijacked a faulty space ship and crashed it into a lake a lake containing water that make Zendarians like her drunk.

Worried for Amy, Gallian returned to Earth -- but instead of Amy, he crossed paths with Carmela again. And this time, he's completely sure that Carmela and Ariana were one and the same.

1 - 7 *CERVANO'S NEW LIFE*

Lyvia will feel deeply upset at Amy being made a space cop and will question her father's decision. She then accuses Amy of stealing this privilege away from her sister, Lyka. What will this do to Amy? Will she be happy or feel regret getting her dream?

The Zaidos will return to Earth, Alexi will help Ramiro find his daughter Debbie, and Cervano will return to his family and school.

As Cervano goes back to school, he will soon realize that his ex-friends have not forgiven him just yet, and that they've all agreed to make his life a living hell. His once popular It Guy lifestyle will change to being the weakling of the school. How will Cervano face this?

The forces of Le-ar will send a new foe called Bawaw-aw. He will transform into a cute puppy, with Cervano reluctantly adopting him. What kind of madness will Bawaw-aw bring to the Zaidos?

1 - 8 *EXCEPTIONAL HUMANS*

Drigo had begun training the Amasonas while the people they were connected with began to wonder where their friends had gone.

With Alexis and Cervano back on Earth, Captain Zion wanted the two to promise not to use their powers against fellow humans a promise Cervano quickly broke when he decided to save a fellow student from the bullies he used to call his friends. The new Cervano became friends with Toby, who also began to show changes super strength, agility abilities he didn't have before.

Alexis helped Ramiro look for his missing daughter, Debbie. And with his best friend Mona, Alexis arrived at a conclusion that she was taken by the Kuuma like four other missing women.

Captain Zion sent Gallian and Amy back to Earth as a precaution, and to keep an eye on the two Earth-bound Zaidos. But as the two touched Earthly ground, Gallian quickly became obsessed with finding Carmela's past and proving that she is Arianna. And then, Amy got involved in the mystery of the Amasonas and the missing women of Earth.

Meanwhile, the Kuumas hatched new plans simultaneously, limiting the Zaidos' chance for success. Already, they have infiltrated the families of two Zaidos and kidnapped a person very important to Gallian.

1 - 9 *SHADOW OF THE PAST*

Alvaro has returned! And while he continued to grapple with the missing pieces of his memory, Alexis and the rest of his family can't help but just be happy that he's back.

With Alvaro's homecoming, Ramiro's fear of being discovered returned as well. But that's not the only thing making a comeback at his house. With the loss of Debbie and the news of Ramiro's wedding, Selma came back to put order to her brother's life--and terror in the lives of Helen and her sons.

Meanwhile, Gallian's relationship with Carmela hit a rough patch when the latter saw Alvaro once more. Thinking that she's being haunted by the betrayal of her ex-boyfriend's memories, how will Carmela deal with the news that Alvaro is indeed alive and well, and that it was Gallian who saved him from a flaming accident?

Also feeling guilt was Cervano, who began to blame himself for what had happened to Toby.

But before he could completely wallow in self-pity, a new menace was hatched in the city of Tala--in the form of a plant. But this time, there's no Amy to save them because the female space cop had fallen under the plant's spell.

1 - 10 *FLOWER POWER*

Tinik-ik had risen to power, and with the people's devotion, the occasional human dinner and the power of the Kuuma, it was able to grow into a full monster. With its spores that contained advanced Kuuma technology, Tinik-ik could turn half the Tala population into plants--including Amy.

The rivalry for Amy's affection had also begun between Alexis and Cervano. And with Amy's transformation into a flower, the rivalry drastically heated up. Meanwhile, Mona continues to wait by the sidelines for Alexis to notice her.

And Gallian and Carmela faced a bump in their relationship with the return of Alvaro's memories. Now that Alvaro knew Carmela to be his girlfriend and Gallian his friend, how will the two tell him that a lot had changed since his disappearance?

Meanwhile, Lyvia had betrayed the Galactic Force, giving Kuuma unrestricted access to Galactic Force intelligence.

How will Lyvia's betrayal affect the Galactic Force? What will happen once Alvaro realizes that Gallian and Carmela are more than just friends?

1 - 11 *CH-CH-CHANGES*

Who would've thought that it would be love that would destroy the Zaidos?

Gallian and Carmela's relationship was put on hold after Alvaro regained his memories, but until when will Carmela hide her relationship with Gallian from her first boyfriend? And how long can Gallian last watching the love of his life be with someone else?

Meanwhile, as Alexis battled with the gigantic Tinik-ik, Cervano had his own battle with Drigo -- who refused to deliver the final blow that would kill the red Zaido.

Through a series of flashbacks, it was revealed that Drigo had a relationship with Cervano's real mother. But unbeknownst to him and to Captain Zion, it was actually Shanara (Helen) who was impregnated by Drigo when she pretended to be her twin sister to break up with him.

Back in the present, Alexis and Cervano were unwittingly battling for Amy's affections, but the naïve Zendarian didn't think that the two had any romantic expectations from her.

As the Kuuma prepared to take another shot at the Zaidos, this time using someone close to them, how will the three be able to defend themselves when they are all consumed by problems of the heart?

1 - 12 *THE BETRAYED*

Gamma was unleashed on the populace of Tala, and there was only one Zaido available to put a stop to his wake of destruction.

Alexis and Cervano continued their fight for Amy's attention as they traveled to Subic for Cervano's swim meet. There, Mona was unable to control her feelings for Alexis and Amy found out the truth about the way Alexis felt about her. And before they could work out their problems, the three were called into action to help Gallian fend off the mysterious Gamma.

To make sure that no one could help Gallian, traps were set off in and around the city to keep the other

Zaidos busy. And as the Galactic Force watched the fight, their beaming mechanism was sabotaged by one of their own. Forbidding them to bail Gallian out when the space cop could no longer take the beating that Gamma was giving him.

And even if they could, Gallian found out that Gamma was no longer just fighting for the Kuuma -- he was fighting because Gamma and Alvaro were one and the same and he believed Gallian stole Carmela from him.

Beaten, Gallian disappeared in a shower of sparks and smoke, never to be seen again. The Galactic Force swept the area for any traces of the fallen hero, but they couldn't find the brave soldier. But Carmela refused to give up, and Alexis was more than willing to help find his mentor.

The question remains though, will the two of them be able to find Gallian before it is too late? Or will they be able to save him, only to pay for his safety with their life? Every second counts as Gallian continues to weaken.

1 - 13 *THE DEATH OF A ZAIDO*

Carmela refused to let go of Gallian, with the knowledge that her supposed home planet's waters can bring her beau back to life; Carmela risked her life and that of Aqualia's to obtain the mysterious liquid.

Amy remained oblivious to battle being waged between Alexis and Cervano for her affection. And when Cervano almost died during one of Gamma's attacks, both he and Alexis get into a heated argument about who's better.

Helen revealed her secret to Alexis, but it seemed she will be forced to sweep more secrets under rug when people begin wondering about Alexis and his gadgets. Meanwhile, Cervano unknowingly gained two bodyguards in the persons of Drigo and his loyal soldier Fasullo -- who Cervano knew as Inday.

But as the Galactic Force mourn for Gallian's death, and the Zaidos deal with their personal lives, the Kuuma had not stopped to rest.

Le-Ar gave Ida a birthday gift in the form of Ida Dida, and they had begun their next wave of attack with Siba Tiba; a monster who used the children's gluttony to cause havoc in the town of Tala.

With one man down, how will the Zaidos face the threat of the growing numbers of the Kuuma?

1 - 14 *BREAKING APART*

With Cervano's issues on being left out and feeling unneeded, he took on fighting the Kuuma monster as an opportunity to show that he could still be trusted. But in the time-space warp, he learned from Drigo that he had Kuuma blood in him. How could he face the Galactic Force, knowing what he knew?

And though the Kuuma succeeded in removing Cervano from the Zaido Squad, they failed to bring the Red Zaido to their side when Drigo's loyal servant decided to use her opportunity to runaway with her love, Dodong.

Meanwhile, chaos reigned at the Galactic Force Space City. With the arrival of Gallian's mother, Captain Zion's leadership was put into question. Amy continued to worry for Cervano's whereabouts, crimping her relationship with Alexis. Gallian discovered that Carmela never was the fiancée he had been looking for with the appearance of the real Aryana. And Lyvia faced the consequences of wreaking her vengeance on the Galactic Force before.

As the Galactic Force is overtaken by their own personal issues, the Zaido Kids are left behind to defend the city of Tala from Wiga Giga, a new monster from the Kuumas.

Will the kids be enough to save the town of Tala? Or will the Zaido Squad realize in time that there are bigger issues they must face for the safety of the world?

1 - 15 *THE UNRAVELING OF THE GALACTIC*

Last week, the Zaidos were shocked by the discovery that Cervano is part Kuuma. But out of all the team members, Alexis was the only one who couldn't accept their comrade back into the team. And the more Amy continued to defend the Red Zaido, the more infuriated Alexis became.

Frustrated, Alexis confided to his mother his problems the main thing being, Cervano's identity as the son of Drigo. But there are a lot of things that Helen wasn't telling her son not the least was the information

that Le-Ar's body was being hidden on Earth, and the body's guardian is no other than Commander Zion's wife, Luna.

But Ramiro found out; he then used the information as a bargaining chip to escape the clutches of the Kuuma, and to save his daughter Debbie.

Meanwhile, with the Blue Zaido given stronger armor and hoping that the Red Zaido will ally himself with the Kuuma, Gamma was then tasked to kill the remaining Zaido, Alexis. Yet with Alexis's discovery that Gamma is none other than Alvaro, how can one brother fight against his own blood?

And what will Helen do to save her sons?

If that wasn't enough, the Kuuma had managed to hypnotize the people of Tala -- including the Zaido kids! There are only five remaining Zaido squad members now, and one of them's about to be killed.

1 - 16 *TREASON*

Last week on Zaido: Pulis Pangkalawakan, Gallian awoke to find an unknown assailant about to kill him. When the stranger fled the scene, Gallian wasn't able to catch any glimpse of the person. But outside his room, Ulla had seen Carmela running away. Using this as evidence, two soldiers of the Galactic Force were sent down to Earth to collect Carmela. But Carmela didn't go without a fight unfortunately for her, the Galactic Force used Mona as leverage to get her to cooperate.

In court, Carmela pleaded not guilty for the crime she was accused of. But aside from Alexis, Amy, Cervano and Commander Zion, no one would believe her.

Meanwhile, after Alexis aggravated his relationship with Cervano for thinking that the latter was of Kuuma blood, Alexis received the surprise of his life when Drigo revealed who his real son was. Coupled with Alvaro being completely brainwashed by the Kuumas to fully become Gamma, Alexis was presented with a dilemma: does he, or does he not join the Kuumas?

But his sense of right and wrong prevailed, and Alexis refused to be part of everything he had been fighting against.

Cervano revealed his feelings for Amy and the latter discovered that she felt the same way for him. To cap off her lousy birthday celebration, the two became an official couple amidst the falling rain.

Yet the Zaido Squad has a new problem when Luna, Commander Zion's presumed dead wife, sent out a call for help. Her location had been found by the Kuuma, and she needed help to protect the secret of where Le-Ar's body was hidden. Will the Zaido Squad arrive in time to save her? Or will Le-Ar finally find his body once more?

1 - 17 *NO END IN SIGHT*

Alexis tried to return to the Galactic Force even after discovering he was Drigo's son. But when his hesitation led to Lyvia's death, Alexis decided to move away from the organization. Seeking solace in Mona's arms, Alexis realized too late how much she meant to him; she already stopped waiting for him to notice her. Meanwhile, his discovery that Amy and Cervano were now an item pushed him over the edge, making him turn his back on everything he believed was right.

Cervano and Amy too, became disillusioned as they realized Gallian was only his mother's puppet. With Carmela's and Lyvia's death, the two decided to leave the Galactic Force and to take Captain Zion with them an act that widened their rift with Gallian, who still believed that the Galactic Force was the best judge of what is right and wrong.

Meanwhile, unbeknown to everyone except Gallian, Carmela is alive and well and far away from Earth and the Galactic Force.

A new evil will reign on Earth and the Universe as Alexis embraces his dark side as Sigma: the leader of Le-Ar's army of reborn monsters.

Can Gallian save the town of Tala all by himself? Will Cervano and Amy fall into trouble when they become vigilantes? And how will Alexis face his former comrades as a full-fledged Kuuma?

1 - 18 *FINAL BATTLE*

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Mona's arms, Alexis realized too late how much she meant to him; she already stopped waiting for him to notice her. Meanwhile, his discovery that Amy and Cervano were now an item pushed him over the edge, making him turn his back on everything he believed was right.

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ZEELAND SWEATHEARTAKA: **ZEEUWS MEISJE**

Zeeuws Meisje lived in the Netherlands after the Great Traffic Jam (when all cars in the Netherlands blocked all the roads and could neither move forward or backward, a situation which never ended). As a result no green pastures or even small spots of green were left in The Netherlands: nothing would grow except gherkins. Her great adversary is August Horks, a industrial who grows and sells gherkins and who is the most powerful man in the Netherlands. Zeeuws Meisje uses her earrings (rather large ones, original for old Zealand dress) to receive signals from people in distress and then sets out to help them. She can fly, but does not have superstrength: she is very intelligent and solves problems by means of her intelligence.

Powers/Abilities: Zeeuws Meisje uses her oorijzer (ear-irons, a sort of thin helmet or metal head band with ornaments, original for old Zealand dress) to receive signals from people in distress and then sets out to help them. She can fly, but does not have superstrength: she is very intelligent and solves problems by means of her intelligence.

"The character is based on a brand of margarine, also called Zeeuws Meisje and generally known for the fact that you won't pay too much for good quality margarine. One might say she is a Dutch archetype for the good and trustworthy."

The series was first aired by the VPRO in 1997 (I think it was April), a Dutch broadcasting company known for its slightly 'arty' or more intelligent programs, not unlike Channel Four (UK). The series was written by Robert Alberdingk Thijm between 1993 and 1997."

Special Effects by Sector A Design

Original Music by Edwin Schimscheimer

Cinematography by Mark van Aller

Casting by Job Gosschalk

Art Department - Wouter Severijn set dresser

Special Effects by Korné Baars special effects, Albert Kiefer special effects, Frans Mensink special effects

Other crew - René Dinkelstad Gaffer, Onno Perdijk grip

WR. Robert Alberdingk Thijm

DIR. Norbert ter Hall

EPISODES: 0 **YEAR MADE:** 1998 **COUNTRY:** NET **SEASONS:** 1

VPRO

CREATOR:

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 0 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Dutch

SEASON BREAKDOWN: (1)

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

Zeeuws Meisje ROOS OUWEHAND, Zwarte Piet PAUL DE LEEUW, August Horks LESLIE DE GRUYTER, Reporter ROELAND KOOIJMANS, Pa Hielke FRITS LAMBRECHTS, ANNET MALHERBE, Augurken-commercial-dame MONIQUE VAN DE VEN, Graziëlla Horks JUUL VRIJDAG, Ingenieur RENE VAN ZINNICQ BERGMAN.

ZOMBIES OF THE STRATOSPHERE

He plays a sort of star ranger who uncovers and foils a complicated plot whereby the Martians plan to blow the Earth up with an H-bomb and then shift Mars into Earth's orbit to get the benefit of Earth's superior climate (?!). Bradford is the villain, Nimoy (later to achieve lasting fame as Mr Spock) his zombie henchman and Waxman the treacherous scientist who helps them,

This time out it's Holdren who wears the mask and flying suit that did such sterling service in KING OF THE ROCKET MEN (1949) and RADAR MEN FROM THE MOON (1952). The script, by Davidson who, single-handedly, wrote the last 13 Republic serials, is crude as is Brannon's direction. But then in 1952, the serial was a thing of the past.

A year later Holdren took over the role of COMMANDER CODY, SKY MARSHALL OF THE UNIVERSE, first essayed by George Wallace in Radar Men from the Moon (1952) but the serial was a false one culled from episodes of Republic's Commander Cody teleseries. In 1958, an edited down version of this serial was re-issued as Satan's Sarellices. The series was produced by Franklyn Adreon, the cinematographer was John MacBurnie and the special effects were created by Howard Lydecker and Theodore Lydecker.

WR. Ronald Davidson.

DIR. Fred C. Brannon.

EPISODES: 12 **YEAR MADE:** 1952 **COUNTRY:** US **SEASONS:** 1

REPUBLIC

CREATOR:

TYPE OF SHOW: INVASION

FORMAT: CINEMA SERIAL

LENGTH (MINS): **STILL IN PRODUCTION:** No **B/W:** Yes **COLOUR:** No **LANG:** English

SEASON BREAKDOWN: (1) 12

DATE OF PREMIER:

AIR DATE OF LAST EPISODE

SEASON DATE BREAKDOWN:

FILMS:

JODD HOLDREN, ALIEN TOWNE, LANE BRADFORD, LEONARD NIMOY, WILSON WOOD, JOHN CRAWFORD, STANLEY WAXMAN.

RELATED SHOWS:

STAR TREK

RADAR MEN FROM THE MOON

KING OF THE ROCKET MEN

COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE

ZONE FIGHTER

AKA: **METEOR MAN ZONE**

AKA: **RYUSEI NINGEN ZONE**



The Gorga Empire, a race of gargoyle aliens with antennae they can pluss of their heads and use as whips, destroy the home planet of the Zone. The last survivors of the Zone clan take refuge on planet Earth, where they adopt human names and disguises. However, their new homeworld proves to be the next target in the Gorgan plan to conquer the universe.

Zone refugees Hikaru (Aoyama), Hotaru (Kitahara), and Akira (Sato) use their alien powers to transform into Zone Fighter, Zone Angel and Zone Junior to protect their adopted home from the regular monsters of the week called Terro-Beasts, dropped to Earth in Gorgan capsules. Inevitably, the monster proves to be too much for the Zone people to handle, and Hikaru is forced to transform into a giant version of himself to take the monster on under equal terms.

As the popularity of the Godzilla movies began to wane, the Toho Studios utilized some of the talent and props from the movies to concoct their own answer to Tsuburaya's ULTRAMAN franchise. Despite relative obscurity in TV terms, Zone Fighter has retained a cult following among the fans of monster movies, who watch for the appearance of the movie monster King Ghidorah in episode five and six, and the arrival of Godzilla himself in episode 11.

In one of five appearances in the series the famous lizard took on Gigan, the same creature he would fight in the same years movie *Godzilla Vs Megalon*, which was also directed by ZFs Jun Fukuda. The adverse economic climate of the early 1970s, exploited to some extent by the later JAPAN SINKS, was to cause the serial's premature end and the Godzilla movies themselves experienced a long hiatus after 1975. The series was produced by Kimihiko Eto, Nobuyuki Takahashi and Yoshio Nishikawa.

Created by Toho Studios, creators of Godzilla and other popular Japanese monsters. Zone Fighter was one of three alien heroes sent to Earth to fight Baron Garonga, who destroyed their home planet. Zone Fighter and his siblings, Zone Angel and Zone Junior, normally appeared as costumed "super-heroes." Zone Fighter, however, could also grow into a giant Ultraman-like super-being, armed with a proton beam and "Monster Missiles." Zone Fighter often was assisted by Godzilla himself; one episode, in fact, had them sparring, and another episode had them actually shaking hands. (Guess the mutated dinosaur's intelligence increased around the Zone's.) Although Zone Fighter looked like he could've been, perhaps even should've been, an Ultra, he wasn't

Meteor Man Zone (流星人間ゾーン - Ryūsei Ningen Zōn), officially known outside Japan as Zone Fighter, is a tokusatsu SF/superhero TV series. Produced by Toho Company Ltd., the show aired on Nippon Television from April 2 to September 24, 1973, with a total of 26 episodes. This was Toho's answer to not only the popular Ultra Series, but the Henshin Hero phenomenon started by shows like Kamen Rider and Android Kikaider. The previous year, Toho had just made their successful first superhero show, Warrior of Love, Rainbowman.

At the time this series was made, Toho's own famous movie monster Godzilla was becoming really popular with children, so it made sense for Godzilla to guest-star in five episodes of this series! Godzilla was the very same savior as seen in then-recent films like *Godzilla Vs. Megalon* (which premiered in Japanese theaters a month earlier), and fought side by side with the show's hero (Zone Fighter) against the Garoga Army's various giant FearBeasts.

Characters

The Sakimori Family/Zone Family

The Sakimori/Zone Family resembles a normal Japanese family, but they are an alien family that came to Earth after their home planet Peaceland was destroyed by the evil buglike Garoga aliens. To stop the Garoga

Army's invasion on Earth, the Sakimori Family's three children, Hikaru (the oldest son), Hotaru (the teenage sister) and Akira (the young boy) respectively transform into the superheroes Zone Fighter, Zone Angel and Zone Junior. Their transformation code (associated with a "henshin" pose) is "Zone Fight Power".

Hikaru Sakimori/Zone Fighter (防人光／ゾーンファイター) The oldest of the siblings. Enjoys racing cars. As Zone Fighter, upon uttering the command "Zone Double Fight", he can also grow to giant size (with a streamlined metallic head) to fight Garoga's FearBeasts. His killing attack is the Meteor MissileMite (流星ミサイルマイト - Ryūsei Misairumaito). Just like Ultraman, he can only become giant sized for a limited time, and the meter light on his belt buckle changes from green (normal) to yellow (caution) to red (danger). Zone Angel and Junior can recharge Fighter's energy with the emergency battery from Smokey.

Played by Kazuya Aoyama

Hotaru Sakimori/Zone Angel (防人螢／ゾーンエンジェル) The second oldest of the siblings. Also attends high school.

Played by Kazumi Kitahara

Akira Sakimori/Zone Junior (防人明／ゾーンジュニア) The youngest of the siblings. Also attends grade school.

Played by Kenji Sato

Yōichirō Sakimori (防人陽一郎) The father of the three children. He is the proprietor of the Toy Research Institute, which explains the family's penchant for toys. Also invents the gadgets and vehicles used by the Zone Siblings to fight the Garoga Army.

Played by Shoji Nakayama

Tsukiko Sakimori (防人月子) Yōichirō's wife and the mother of the three children.

Played by Sachiko Kozuki

Raita Sakimori (防人雷太) Yōichirō's father and the grandfather of the three children. When his grandchildren are in a terrible predicament, he uses the Zone Great satellite to get them out of a jam.

Played by Shiro Amakusa.

Godzilla (ゴジラ - Gojira) The righteous King of the Monsters himself! Although he is not a member of the Zone Family, he is Zone Fighter's occasional ally in fighting the Garoga FearBeasts. Zone Fighter even built a "Godzilla Cave" for him to live in and come out of when needed for an emergency. Godzilla has appeared in Episodes 4, 11, 15, 21 and 25.

Played in costume by Toru Kawai and Isao Zushi.

Zone Arsenal

Mighty Liner (マイティライナー - Maiti Rainâ) - Zone Fighter's car. Transforms from his racecar Skyline GT. It can also fly.

Smokey (スモーカー - Sumōki) - The mini-aircraft Zone Angel and Junior ride. So named because it resides in a cloud until called upon. Contains an emergency battery for giant-sized Zone Fighter when he runs out of energy.

Zone Great (ゾーングレイト - Zôn Gureito) - The satellite controlled by Raita Sakamori from the control panel in the family's house. Shoots destructive lightning bolts that can damage a Garoga FearBeast.

The Garoga Army

A race of insect-like demons from the planet Garoga. They have red, black, blue & yellow bodies, silver bug-eyed faces (somewhat resembling the Green Goblin from the Spider-Man comic-books) and floppy antennas. They operate in a huge satellite in space.

Gold Garoga (ゴールドガロガ - Gôrudo Garoga) - The leader of the Garoga Army. Has a gold head (as opposed to silver) and a cape.

Garoga-Barans (ガロガバラン星人 - Garoga Baran Seijin) - The Garoga henchmen.

FearBeasts (恐獣 - Kyōjū) - The various giant monsters sent by the Garoga Army to attack the Earth. They are sent in various ways:

They are launched to Earth from the Garoga satellite via a FearBeast Missile (恐獣ミサイル - Kyōjū Misairu)

A Garoga-Baran (either singular or group) transforms into a FearBeast while spying on Earth.

King Ghidorah (キングギドラ - Kingu Gidora) - Godzilla's greatest foe becomes Zone Fighter's greatest foe when the Garoga Army dispatches him to attack the Earth in a series two-parter. Appeared in Episodes 5 and 6 (without Godzilla). (This was Ghidorah's last classic appearance.)

Gigan (ガイガン - Gaigan) - Another of Godzilla's adversaries is dispatched by Garoga to attack both Godzilla and Zone Fighter. Launched to Earth via a FearBeast Missile. Appears in Episode 11. (This was also Gigan's last classic appearance.)

Retrieved from "http://en.wikipedia.org/wiki/Meteor_Man_Zone"

WR. Shozo Uehara, Masaru Takeue, Satoshi Kurumi, Motoo Nagai, Susumu Takeuchi, Shinichi Kamisawa, Kazuhisa Hattori.

DIR. Jun Fukuda, Inoshiro Honda, Kengo Furusawa, Akiyasu Kikuchi

EPISODES: 26 **YEAR MADE:** 1973 **COUNTRY:** JAP **SEASONS:** 1

TOHO

CREATOR: TOMOYUKI TANAKA

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 25 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 26

DATE OF PREMIER: 02/04/1973

AIR DATE OF LAST EPISODE 24/09/1973

SEASON DATE BREAKDOWN:

FILMS:

Hikaru Sakimori/Zone Fighter KAZUYA AOYAMA, Hotaru Sakimori/Zone Angel KAZUMI KITAHARA,
Akira Sakimori/Zone Junior KENJI SATO, Yôichirô Sakimori SHOJI NAKAYAMA, Tsukiko Sakimori
SAWAKO KAMIZUKI, Raita Sakimori SHIRO AMAKUSA, Takeru Jo HIDEAKI OHARA, Godzilla
TORU KAWAI, YUZURA KUSUMI, Voice of Gold Garoga MUNEMARU KOUDA, Narrator KIYOSHI
KOBAYASHI, Godzilla (Alternating with Toru Kawai) ISAO ZUSHI.

RELATED SHOWS:

ULTRAMAN

ZUBAT

AKA: **KAIKETSU**

AKA: **KAIKETSU ZUBAT**



Kaiketsu Lion Maru's most dangerous enemy was a rival warrior who was given a magical sword that transformed him into Tiger Jou (episodes 27-??).

"Wind, Light, Ninja Skill, Lion-Transform!"

The opening theme song "Oh Wind And Light" was recorded by Hide, Yuki (best known for opening and ending themes to Jinzo Ningen Kikaida) and Young Fresh. Hide, Yuki died in January of 1999. The ending theme "Come Along Lion Maru" was recorded by Young Fresh.

There was a sequel to Kaiketsu Lion Maru, Fuun Lion Maru (April 14, 1973 - September 29, 1973, 25 episodes). Fuun Lion Maru's rival was Black Jaguar.

Powers:

Zubat was equipped with his Z Sword -a plus shaped weapon that could transform into the Cross Sword Rod and Whip. His lethal Zubat Attack Kick always knocked out his victims.

Origin:

Asuka Goro was a scholar who built a specially designed car and suit for an expedition to the moon, using incredibly strong materials. Asuka's study was stopped short when he was murdered in front of his best friend Hayakawa Ken, during a hospital bombing. Hayakawa completed Asuka's projects after his death, and adapted his suit and car for fighting purposes. Hayakawa also redesigned the car's wings and twin engine system for earth applications. Hayakawa rebuilt the Zuba Car for road use and its top land speed was 217 miles per hour. By itself, the car could strike fear into the filthy hearts of Dakka agents. The car was also capable of flight and automatic pilot operation.

Hayakawa ken set out on a journey to find the murderer of his tomodachi. As a private detective, Zubat decided to fight every criminal in Japan, until he avenged Asuka's death. He began his search by pursuing the boss of the wicked organization Dakka. He would continually introduce himself to various Dakka agents, as the strongest man in Japan. None of the villains believed him at first. Later, they always learned how serious his skills were. Unknown to Dakka, Hayakawa could sustain his form as Zubat for only 5 minutes. A dial on his ear would warn him of his time limit, and holding the form longer than 5 minutes would cause his body to shatter into pieces.

After private detective Hayakawa, Ken's best friend Asuka, Goro (Okazaki, Jiro) is murdered by the criminal group "Dagger" (Dakka); Hayakawa, Ken (Miyauchi, Hiroshi) seeks revenge. Using Asuka's design for a suit to be worn by astronauts Hayakawa creates a costume which gives him super-human speed, agility and strength. Wearing the power suit he becomes Kaiketsu Zubat, the Swift Hero Zubat. The name Zubat comes from the word "zubatto" which is the sound of a whip snapping.

The original music was by Kensuke Kyo and Ichiro Mizuki, the project planner was Tohru Hirayama.

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Series star Miyauchi, Hiroshi also played Kazami, Shiro in Kamen Rider V3; Shinmei, Akira, the Aorenger (Blue Ranger) in Himitsu Sentai Gorenjaa; Banba, Soukichi/Big One in J.A.K.Q. Dengeki Tai and Captain Miura in Choriki Sentai Ohrenjaa. He would also appear in two episodes (31 and 40) of Toei's Spider-Man as a Hayakawa, Ken like private detective (even wore the same black hat). These days Miyauchi, Hiroshi appears at conventions, and in advertisements for video games, dressed as Hayakawa, Ken; apparently his favorite role

WR.

DIR. Hideo Tanaka.

EPISODES: 32 **YEAR MADE:** 1977 **COUNTRY:** JAP **SEASONS:** 1

TOEI

CREATOR: SHOTARO ISHINMORI.

TYPE OF SHOW: SUPERHERO

FORMAT: SERIES

LENGTH (MINS): 30 **STILL IN PRODUCTION:** No **B/W:** No **COLOUR:** Yes **LANG:** Japanese

SEASON BREAKDOWN: (1) 32

DATE OF PREMIER: 02/02/1977

AIR DATE OF LAST EPISODE 28/09/1977

SEASON DATE BREAKDOWN:

FILMS:

Hayakawa, Ken/Kaiketsu Zubat HIROSHI MIYAUCHI, Terada Osamu NOBUYUKI NAKANO, Asuka Midori NOBUKO OSHIRO, Asuka, Goro JIRO OKAZAKI, Dectective Toiyo, Shingo MAKOTO SAITO, Grand Master L RYUJI HAYAMI, Narrator NOBORU AOMORI.

- 1 - 1 *AFTER THE BOMB COMES THE LONELINESS*
- 1 - 2 *FROM THE FLAMES COMES A WANDERER*
- 1 - 3 *THE MELANCHOLY ANGEL OF GOLD*
- 1 - 4 *SYMPATHY FOR THE DEFEATED*
- 1 - 5 *THE FLOWER GIRL AND THE WHITE DUST*
- 1 - 6 *THE MACHINEGUN "HOWLS" IN THE SEA*
- 1 - 7 *THE HATEFUL WINDS OF THE PORT TOWN*
- 1 - 8 *THE TEARFUL PROPANE EXPLOSION*
- 1 - 9 *LOOK BACK ON THE RIVER OF TEARS*
- 1 - 10 *THROW THE BASEBALL ENEMY OUT*
- 1 - 11 *DON'T DIE ON ME NOW! THE ONE SECOND CRISIS*
- 1 - 12 *TIME TILL EXECUTION - 10 SECONDS*
- 1 - 13 *BALLAD OF THE YOUNG ASSASIN*
- 1 - 14 *WHITE FEATHERED ARROW - TEARS OF GOODBYE*
- 1 - 15 *TEARFUL LULLABY OF A MOTHER'S CHILD*
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- 1 - 17 *A SISTER'S GREIF - THE TWO "KENS"*
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- 1 - 19 *UNREQUITED LOVE - THE TORN LOVELETTER*
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- 1 - 22 *YOUNG BOXER - TEARS OF A FATHER*
- 1 - 23 *THE THREE OGAMI SISTERS AND THE KID*
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- 1 - 25 *KOJINYAMA - TEARFUL GOODBYE*
- 1 - 26 *FORGIVE HIM! MY SON*
- 1 - 27 *AT LAST! ASUKA'S KILLER*
- 1 - 28 *AND SO EVERYONE IS GONE*
- 1 - 29 *ORPHANED BOY - TEARS OF REVENGE*
- 1 - 30 *THE SADNESS BETWEEN LIFE AND DEATH*
- 1 - 31 *RESOLVED! THE CULPRIT IS LEADER L*
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1970

I, ROBOT

1999

POR EL NOMBRE DE DIOS

2005

FAMILIA ESPECIAL, UNA

AUS

1963

EMERALD SOUP

1965

STRANGER, THE (1965)

1966

INTERPRETARIS, THE
WANDJINA!

1968

VEGA 4

1969

PHOENIX FIVE

1974

ALPHA SCORPIO

1976

ANDRA

1980

TIMELAPSE

1982

WATCH THIS SPACE

1990

ULTRAMAN: TOWARDS THE FUTURE

1991

D*A*S*S KAPITAL
FINDER,THE
GIRL FROM TOMORROW,THE (including TOMORROW'S

1992

MIRACULOUS MELLOPS,THE (inc MIRACULOUS MELL
MISSION TOP SECRET

1993

ROCKY STAR
TYPHON'S PEOPLE

1994

ESCAPE FROM JUPITER (inc. RETURN TO JUPITER)
HALFWAY ACROSS THE GALAXY AND TURN LEFT
OCEAN ODYSSEY

1995

MIRROR, MIRROR
SKY TRACKERS
SPELLBINDER

1996

TWISTED TALES

1997

MIRROR, MIRROR II
SPELLBINDER 2: LAND OF THE DRAGON LORD

1999

LOST WORLD, THE
PIGS BREAKFAST
THUNDERSTONE

2001

CYBERGIRL

2002

LEGACY OF THE SILVER SHADOW

2003

FOREIGN EXCHANGE

2004

PARALLAX
SILVERSUN
WICKED SCIENCE

2006

TWO TWISTED

BEL

1963

TIJDSCAPSULE, DE

1975

ROBIN DE ROBOT

1986

MIK, MAK EN MON

2006

MEGA MINDY

BRA

1954

CAPITAO 7

1957

LEVER NO ESPACO

1997

AMOR ESTA NO AR

1999

AVENTURAS DA TIAZINHA, AS

2001

CLONE, O

BUL

1977

FOURTH DIMENSION, THE

1979

HORA I BOGOVE

CAN

1953

SPACE COMMAND

1957

OPERATION-MYSTERE

1958

MAN FROM TOMORROW, THE
UNFORSEEN,THE

1967

BUDDIES, THE

1973

STARLOST,THE

1981

READ ALL ABOUT IT! (inc. READ ALL ABOUT IT! PART

1987

REALLY WEIRD TALES

1988

DYNAMAN
MY SECRET IDENTITY
TIME EXPOSURES

1990

MANIAC MANSION
PRISONERS OF GRAVITY

1991

BEYOND REALITY

1992

ARE YOU AFRAID OF THE DARK? (1992)
HIGHLANDER
ODYSSEY, THE

1994

ROBOCOP - THE SERIES
SECRET WORLD OF ALEX MACK,THE

1995

Science Fiction Television Chronology

GOOSEBUMPS (inc.ULTIMATE GOOSEBUMPS)
OUTER LIMITS,THE (1995)

1996

LEXX: THE DARK ZONE STORIES

1998

ANIMORPHS
EYES OF A COWBOY

1999

ARE YOU AFRAID OF THE DARK? (1999)
BACK TO SHERWOOD
BEASTMASTER: THE LEGEND CONTINUES
BIG WOLF ON CAMPUS
DANS UNE GALAXIE PRES DE CHEZ VOUS
MENTORS
SECRET ADVENTURES OF JULES VERNE, THE
TWICE IN A LIFETIME

2000

CODE NAME: ETERNITY
ROBOCOP: PRIME DIRECTIVES
STARHUNTER (INC STARHUNTER 2300)

2001

MYTHQUEST
TRACKER

2002

2030 CE
5TH QUADRANT, THE
ACE LIGHTNING
BLACK HOLE HIGH
ODYSSEY 5

2003

ALIENATED
AYOYE
BLOBHEADS, THE

2004

11 SOMERSET
COMMANDER'S LOG
REGENESIS

2005

CHARLIE JADE
HERITIERE DE GRANDE OURSE, L

2006

LUNAR JIM
MONSTER WARRIORS

2007

GRAND STAR
SANCTUARY

CHI

1980

YINXING RE
ZUIHOU YIGE AIZHENG SIZHE

1983

XIONGMAO JIHUA

2001

A STEP INTO THE PAST

CHK

1978

SPADLA Z OBLAKOV

1984

BAMBINOT
EXPEDITION ADAM '84

COL

2004

SEPTIMA PUERTA, LA

DEN

1984

CRASH

1989

DUKSEDRENGEN

FRA

1960

SERUM DE BONTE, LE

1963

L'LE MYSTERIEUSE

1966

S.O.S. TERRE

1968

LES ATOMISTES

1971

AUX FRONTIERES DU POSSIBLE
LE BRIGADE DE MALEFICES
TANG

VOYAGEUR DES SIECLES, LE

1972

MYCENES, CELUI QUI VIENT DU FUTUR

1973

L'ALPHOMEGA
L'LE MYSTERIEUSE (1973)

1974

HISTOIRES INSOLITES
LES CLASSIQUES DE L'ETRANGE

1975

L'HOMME SANS VISAGE

1976

POUPEE SANGLANTE, LA

1978

MUTANT, LE

1980

AEROPORT 2000
VISITEURS, LES

1981

GUERRE DES INSECTED, LA
NOIRES SONT LES GALAXIES

1982

DE BIEN ETRANGES AFFAIRES

1984

MYSTERIEUX DOCTEUR CORNELIUS, LE

1985

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1987

FRANKENSTEINS TANTE
OBJECTIF : NUL

1989

GRAND SECRET, LE

1991

BING (inc. BING II)
HORDES, LES
MISSION EUREKA

1992

FANTOMETTE

2000

FRANCE FIVE

2001

REDOUTABLES, LES

GB

1937

S.O.S. COAST GUARD

1951

STRANGER FROM SPACE

Science Fiction Television Chronology

1953

QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QU

1954

LOST PLANET,THE

1955

RETURN TO THE LOST PLANET

1956

SPACE SCHOOL

STRANGE WORLD OF PLANET X,THE

TROLLENBERG TERROR,THE

1957

ELECTRODE 93

1958

INVISIBLE MAN,THE (1958)

TIME IS THE ENEMY

1959

VOODOO FACTOR,THE

1960

PATHFINDERS. . .(inc PATHFINDERS IN SPACE, PATHFI

TARGET LUNA

1961

A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHRO

AVENGERS,THE

ESCAPE OF R.D.7.,THE

PLATEAU OF FEAR

SUPERCAR

TALES OF MYSTERY

1962

BIG PULL,THE

CITY BENEATH THE SEA

FIREBALL XL5

MONSTERS,THE

OUT OF THIS WORLD

WHEN THE KISSING HAD TO STOP

1963

DIMENSION OF FEAR

DOCTOR WHO

SECRET BENEATH THE SEA

SIERRA NINE

SPACE PATROL (1963)

1964

R3

STINGRAY

1965

LEGEND OF DEATH

OBJECT Z (inc. OBJECT Z RETURNS)

OUT OF THE UNKNOWN

THUNDERBIRDS

UNDERMINED

1966

ADAM ADAMENT LIVES!

CORRIDOR PEOPLE, THE

MASTER, THE

1967

CAPTAIN SCARLET AND THE MYSTERONS

PRISONER, THE

1968

FREEWHEELERS

JOE 90

JOURNEY TO THE UNKNOWN

1969

CHAMPIONS,THE

COUNTERSTRIKE

SECRET SERVICE,THE

1970

ACE OF WANDS

ADVENTURES OF DON QUICK,THE

CATWEAZLE

DOOMWATCH

TIMESLIP

1971

BOY FROM SPACE,THE

GUARDIANS,THE

JAMIE

1972

MAN DOG

U.F.O.

1973

MOONBASE 3

ROBERT'S ROBOT

TOMORROW PEOPLE,THE (1973)

1974

CLOUD BURST

STARSTRIDER

1975

CHANGES,THE

SPACE: 1999

SURVIVORS

1976

BEASTS

GEORGIAN HOUSE,THE

SKY

STAR MAIDENS

1977

1990

CHILDREN OF THE STONES

KING OF THE CASTLE

NEW AVENGERS,THE

SUPERNATURAL

1978

A TRAVELLER IN TIME

AN ENGLISHMAN'S CASTLE

BLAKES' 7

COME BACK MRS NOAH

1979

OMEGA FACTOR, THE

QUATERMASS (1979)

SAPPHIRE AND STEEL

TIME EXPRESS

1980

ADVENTURE GAME, THE

MATHS-IN-A-BOX

METAL MICKEY

NOAH'S CASTLE

1981

ASTRONAUTS

CODENAME ICARUS

DAY OF THE TRIFFIDS,THE

HITCHHIKER'S GUIDE TO THE GALAXY,THE

INTO THE LABYRINTH

K9 & COMPANY

KINVIG

NIGHTMARE MAN,THE

1982

PLAY FOR TOMMOROW

WHOOPS! APOCALYPSE

1983

CAPTAIN ZEP SPACE DETECTIVE

LUNA

OLD MEN AT THE ZOO, THE

TERRAHAWKS

1984

CHOCKY (inc CHOCKY'S CHILDREN & CHOCKY'S CHA

Science Fiction Television Chronology

DRAMARAMA

INVISIBLE MAN,THE (1984)

THEY CAME FROM SOMEWHERE ELSE

TRIPODS,THE

1985

EDGE OF DARKNESS

GALLOPING GALAXIES!

SUPERGRAN

1986

COMRADE DAD

1987

ALIENS IN THE FAMILY (1987)

GEMINI FACTOR,THE

KNIGHTS OF GOD

SECRET WORLD OF POLLY FLINT,THE

STAR COPS

1988

ERASMUS MICROMAN

FIRST BORN

HELPING HENRY

MOONDIAL

RED DWARF

WORLDS BEYOND

1989

MIKE AND ANGELO

SNAKES AND LADDERS

1990

CRYSTAL MAZE,THE

JUPITER MOON

KAPPATOO

NOT WITH A BANG

SATELLITE GAME,THE

1991

CHIMERA

CLONING OF JOANNA MAY,THE

DARK SEASON

STRANGER,THE (1991)

TIME RIDERS

TRUCKERS

WATT ON EARTH

1992

ASTRO FARM

BORROWERS,THE

GROWING RICH

LITTLE GREEN PLANET SHOW

MY FRIEND WALTER

SPACEVETS

TIME BUSTERS

TOMORROW PEOPLE,THE (1992)

TORCH

UNCLE JACK AND THE DARK SIDE OF THE MOON

VIRTUAL MURDER

WYSIWYG

1993

ARCHER'S GOON

CENTURY FALLS

CYBERZONE

FLIP

GOODNIGHT SWEETHEART

STARK

WAIL OF THE BANSHEE

1994

EARTH WARP

EARTHFASTS

SCAVENGERS

SPACE PRECINCT

WANDERER,THE

1995

BLISS

BUGS

JULIA JEKYLL AND HARRIET HYDE

MUD

P.R.O.B.E.

QUEEN'S NOSE, THE

1996

COLD LAZARUS

DELTA WAVE

DEMON HEADMASTER, THE

NEVERWHERE

OUT OF SIGHT

SNUG AND COZI

1997

ADAM'S FAMILY TREE

AQUILA

BERNARD'S WATCH

CRIME TRAVELLER

FRIGHTENERS

MR. WYMI

PLANET MIRTH

SCI-FI FILES, THE

SPACE CADETS

TELETUBBIES

UNINVITED, THE

VANISHING MAN,THE

1998

INVASION: EARTH

OKTOBER

SPACE ISLAND ONE

ULTRAVIOLET

WHIZZIWIG

1999

ALCHEMISTS, THE

LAST TRAIN, THE

MAGICIAN'S HOUSE, THE

MY PARENTS ARE ALIENS

PIG HEART BOY

TIMEKEEPERS OF THE MILLENNIUM

2000

BIG MEG, LITTLE MEG

FUTURECAST

LIFE FORCE

MY HERO

STRANGERERS, THE

2002

JEOPARDY

TED AND ALICE

2004

GARTH MARENCHI'S DARKPLACE

INTERGALACTIC KITCHEN

MIGHTY MOSHIN' EMO RANGERS

POWERS

2005

DOCTOR WHO (2005)

DOCTOR WHO CONFIDENTIAL

2006

ELEVENTH HOUR

HYPERDRIVE

JOHNNY AND THE BOMB

LIFE ON MARS

TORCHWOOD

TORCHWOOD DECLASSIFIED

TOTALLY DOCTOR WHO

2007

DINOSAPIEN

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JEKYLL
M.I. HIGH
PRIMEVAL
SARAH JANE ADVENTURES, THE
SPACE PIRATES
SUPERSTORM

2008

ASHES TO ASHES

GER

1916

HOMUNCULUS

1919

DIE SPINNEN

1966

STARSHIP ORION

1971

DREHT EUCH NICHT UM - DER GOLEM GEHT UM!

1972

ALPHA, ALPHA

1974

TELEROP 2009

1978

GESCHICHTEN AUS DER ZUKUNFT

1982

ANDRO-JAGER, DER

1983

CHAMALEON

1985

MISSION TERRA

1988

WACHTER, DIE

1994

STELLA STELLARIS

2000

AEON: COUNTDOWN IM ALL

2003

MILLIENNIUM MAN

2007

2030 - AUFSTAND DER ALTEN

2057

IJON TICHY: RAUMPILOT

GRE

2001

MISTIKES DIADROMES

HUN

1973

PIRX KALANDJAI

1975

A FELADAT

1995

URGAMMAK

IND

1986

SPACE CITY SIGMA

1989

INDRADHANUSH

1997

SHAKTIMAN

1999

SARAS 008

ISR

2000

HE'ALMUT

2007

HA'NEPHILIM

ITA

1966

LEGIONARI DELLO SPAZIO, I

1972

A COME ANDROMEDA

JAP

1956

KOTETSU NO KYOJIN

1958

MOONLIGHT MASK

PLANET PRINCE

1959

ASTRO BOY

EYE OF THE JAGUAR

JETBOY

PHANTOM DETECTIVE

RAINBOW MASK

1960

GIGANTOR

HEROIC HARIMAO

MARINE KONG

MESSENGER OF ALLAH

NATIONAL KID

SILICA

SUBMARINER 8823

1961

KYOFU NO MIIRA

1963

GINGA SHONEN TAI

SPACE G-MEN

1964

ATOMIC DRAGON

NINJA TEAM GEKKOU

1965

SPY CATCHER J3

1966

AKUMA-KUN

AMBASSADOR MAGMA

BUSKA

ULTRA Q

ULTRAMAN

1967

CAPTAIN ULTRA

COMET-SAN (1967)

GIANT ROBO

LIGHT SPEED ESPER

RED SHADOW - THE MASKED NINJA

ULTRA SEVEN

1968

GREAT GHOST WAR

MIGHTY JACK (inc FIGHT! MIGHTY JACK)

MYSTERY FOE, THE

1970

AERIAL CITY 008

CHIBIRA

ULTRA FIGHT

1971

KAMEN RIDER

MIRRORMAN

MISS WITCH

RETURN OF ULTRAMAN

SILVER KAMEN

SPECTREMAN

Science Fiction Television Chronology

1972

ARASHI
BAROM ONE
GO! GODMAN
IRON KING
KIKAIKER
KINKYU SHIREI 10-4 10-10
LIONMARU
RAINBOW MAN
REDMAN
THUNDER MASK
TIME TRAVELER
TRIPLE FIGHTER
ULTRAMAN ACE
YOUNG ORPHEUS

1973

DAITETSUJIN WANSEBUN (1-7)
DAWN OF SILVER
DIAMOND EYE
FLYING ATTACK! HYUMAN
GO! GREEN MAN
INAZUMAN
INAZUMAN FLASH
JANBORG A
KAMEN RIDER V3
KIKAIKER-01
KURE KURE TAKORA
MAGMA MAN
MAJIN HUNTER MITSURUGI
RED BARON
ROBOT DETECTIVE
STORM CLOUD LION MARU
TIGER SEVEN
ULTRAMAN TARO
UNBALANCE
ZONE FIGHTER

1974

ARMY OF THE APES
DENJIN ZABORGER
JAPAN SINKS
KAMEN RIDER AMAZON
KAMEN RIDER X
MACH BARON
MIRROR FIGHT
MYSTERIOUS PEN-FRIEND
ROBOCON
SUNSET WAR
ULTRAMAN LEO
ZABOGA

1975

AKUMAIZER 3
CONDORMAN
HIMITSU SENTAI GORANGER
INFRARED MUSIC
KAMEN RIDER STRONGER
MYSTERIOUS NEW STUDENT
SHONEN TANTEIDAN

1976

ASTEKAIKER
BANKID
BATTLE HAWK
BIBYUN
BORN FREE
KYODAIN
NINJA CAPTOR
PURSUIT OF TOMORROW
SHADOWSTAR

1977

BAKUMATSU TIME TRAVELERS

CHALLENGE FROM THE FUTURE
DENGEKITAI SENTAI J.A.K.Q.
EISENBORG
GANBARON
MESSAGE FROM SPACE: GALATIC WAR
ZUBAT

1978

BROKEN DOWN ROBOT TAIHEI
COMET-SAN (1978)
INVISIBLE DORI-CHAN
KOSEIDON
RED TIGER
SPIDER-MAN
STAR WOLF
WIPE OUT THE TOWN

1979

BATTLEFEVER J
KAMEN RIDER SKY RIDER
MEGAROMAN
MONKEY
NANASE AGAIN
PRIN PRIN

1980

DENSHI SENTAI DENJIMAN
KAMEN RIDER SUPER-1
MY TIME TRAVEL JOURNEY WITH MARI
STARFLEET
ULTRAMAN 80

1981

TAIYO SENTAI VULCAN

1982

DAI SENTAI GOGGLE V
GAVAN

1983

KAGAKU SENTAI DYNAMAN
SHARIVAN

1984

ANDRO MELOS
CHO REI SHI SENTAI BIOMAN
MACHINE MAN
SHAIDER

1985

BYCROSSER
DENKI SENTAI CHANGEMAN
JUSPION
Sukeban Deka
Sukeban Deka II: Shoujo Tek-Ka-Men Den-Satsu

1986

CHO SHIN SEI SENTI FLASHMAN
SPEILBAN
Sukeban Deka III

1987

GIRL COMMANDO IZUMI
HIKARI SENTAI MASKMAN
KAMEN RIDER BLACK
METALDAR

1988

CHO ZYUU SENTAI LIVEMAN
CYBERCOP
HANA NO ASUKA GUMI
JIRAIYA
KAMEN RIDER BLACK-RX

1989

CHUKANA PAI-PAI
JIVAN
KOSUKO SENTAI TURBORANGER

1990

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CHIKYUU SENTAI FIVEMAN
POITRINE
WINSPECTOR

1991

CHO JIN SENTAI JETMAN
SOLBRAIN

1992

DON'T YOU LIKE IT?
EXIDRAFT
KYORYUU SENTAI ZYURANGER
NIGHT HEAD

1993

DEN KO CHO JIN GRIDMAN
GO SEI SENTAI DAIRANGER
JAN PERSON
SHUSHUTORIAN

1994

BLUE SWAT
GIRL ACROSS TIME
MINAMI'S SWEATHEART
NINJA SENTAI KAKURANGER

1995

B-FIGHTER
CHO RIKI SENTAI OHRANGER
JYUU KOU B-FIGHTER

1996

B-FIGHTER KABUTO
CHANGERION
EXPLOSIVE DASH TASK FORCE CARRANGERS
GUYFERD
INVISIBLE MAN (1996)
PURPLE EYES IN THE DARK
ULTRAMAN TIGA

1997

B-ROBO KABUTACK
DEVIL SUMMONER
ELECTROMAGNET TASK FORCE MEGARANGER
GODZILLA ISLAND
KEYS TO THE CITY
MOON SPIRAL
SCHOOL IN PERIL
ULTRAMAN DYNA

1998

CYBER GIRLS THELOMEA
GAZER
GINGAMAN
TETSUWAN TANTEI ROBOTACK
ULTRAMAN GAIA

1999

BLAZING ROBOCON
BUSKA! BUSKA!!
KIMI TO ITA MIRAI NO TAME NI I'LL BE BACK
KYUKYU SENTAI GOGO FIVE
SPIRAL
VOICELUGGER

2000

KAMEN RIDER COUGAR
MIKAZUKI
MIRAI SENTAI TIMERANGER
STAR BOY
VIRTUAL GIRL
YASHA

2001

DIMENSION DETECTIVE: WECKER (inc DIMENSIONAL
GOARANGER
KAMEN RIDER AGITO
ULTRAMAN COSMOS

2002

BABEL
DRUM CANNA
FLOWERS FOR ALGERNON
KAMEN RIDER RYUKI
NINPUU SENTAI HURRICANGER
STEEL ANGEL KURUMI - PURE
TRANSPARENT

2003

BAKURYUU SENTAI ABARENJAA
CHOSEIJIN GURANSEIZA
KAMEN RIDER 555
PRETTY GUARDIAN SAILOR MOON

2004

EVOLVER
KAMEN RIDER BLADE
PHANTOM STAR GOD JUSTIRISERS
TOKUSOU SENTAI DEKARENJA
ULTRA Q: DARK FANTASY
ULTRAMAN NEXUS

2005

GARO: THE FANGED WOLF
KAMEN RIDER HIBIKI
MAHOU SENTAI MAGIRANGER
SAZER-X
SHIBUYA FIFTEEN
ULTRAMAN MAX

2006

BIO PLANET WOO
GOGOU SENTAI BOUKENGER
JOURNEY TO THE WEST
KAMEN RIDER KABUTO
LION-MARU G
MADAN SENKI RYUKENDO
SENGOKU JIEITAI: SEKIGAHARA NO TAKAKAI
ULTRAMAN MEBIUS

2007

BEAST-FIST SQUADRON GEKIRANGER
CUTIE HONEY, THE LIVE
KAMEN RIDER DEN-O
ULTRA GALAXY : GIANT MONSTER BATTLE
ULTRASEVEN X

2008

ENGINE SENTAI GO-ONGER
KAMEN RIDER KIVA

MEX

1967

ROCAMBOLE

1969

FROM THE EARTH TO THE MOON

1970

CHAPULIN COLORADO, EL

2001

ADVENTURES IN TIME

NET

1998

ZEELAND SWEATHEART

NOR

1957

MORGEN GEBEURT HET

1979

BLINDPASSASJER

1982

TA DEN RING

NZ

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1982

UNDER THE MOUNTAIN

1985

CHILDREN OF THE DOG STAR

1988

SPACE KNIGHTS

1991

BOY FROM ANDROMEDA,THE

1992

NIGHT OF THE RED HUNTER THE

1995

MYSTERIOUS ISLAND (1955)

1998

LEGEND OF WILLIAM TELL, THE

1999

TRIBE, THE

2001

ATLANTIS HIGH

2003

SECRET AGENT MEN

2005

NEW TOMMOROW, THE

2006

AMAZING EXTRORDINARY FRIENDS

PHI

1995

BATANG X

1999

PINTADOS

SUPER KLENK

2005

DARNA

2006

CAPTAIN BARBELL

FANTASTIKIDS

KOMIKS

SUPER INGGO

2007

FANTASTIC MAN

KAMANDAG

KOKEY

LASTIKMAN

ROUNIN

SUPER INGGO 1.5 : THE NEW WILDNESS

SUPER TWINS

ZAIDO: PULIS PANGKALAWAKAN

RUS

1996

VINO IZ ODUVUNCHIKOV

2006

BUNKER

TO HUNT A GENIUS

SA

1983

INTERSTER

SKO

1973

ROK-U MAEN

2006

EREXION

SPA

1962

MANANA PUEDE SER VERDAD (TOMMOROW IT CAN

1985

MECANOCRIPT DEL SEGON ORIGEN (MANUSCRIPT O

2004

INQUILINO, EL

SVU

1973

KRAKH INZHENERA GARINA

1979

PRIKLYUCHENIYA ELEKTRONIKA

1984

GOSTYA IZ BUDUSCHEGO

SWE

1981

KALLOCAIN

1985

VAGEN TILL GYLLENBLA!

1997

KENNY STARFIGHTER

THA

2006

SPORT RANGER

US

1914

EXPLOITS OF ELAINE,THE

1915

BLACK BOX,THE

LADY BAFFLES AND DETECTIVE DUCK

NEW EXPLOITS OF ELAINE,THE

ROMANCE OF ELAINE,THE

1917

MYSTERY SHIP,THE

1918

MASTER MYSTERY,THE

1919

CARTER CASE,THE

1920

BRANDED FOUR,THE

FLAMING DISK,THE

INVISIBLE RAY,THE

SCREAMING SHADOW,THE

1921

DIAMOND QUEEN,THE

NAN OF THE NORTH

SKY RANGER,THE

1922

RADIO KING,THE

1925

POWER GOD,THE

1926

OFFICER 444

SCARLET STREAK,THE

1927

BLAKE OF SCOTLAND YARD

1929

DIAMOND MASTER,THE

1930

VOICE FROM THE SKY

1934

VANISHING SHADOW,THE

1935

LOST CITY,THE

PHANTOM EMPIRE,THE

1936

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- FLASH GORDON (1936)
- 1937**
- DICK TRACY
- 1938**
- FIGHTING DEVIL DOGS
FLASH GORDON'S TRIP TO MARS
- 1939**
- BLAKE OF SCOTLAND YARD
BUCK ROGERS (1939)
DICK TRACY'S G-MEN
PHANTOM CREEPS,THE
- 1940**
- FLASH GORDON CONQUERS THE UNIVERSE
MYSTERIOUS DR. SATAN,THE
- 1941**
- ADVENTURES OF CAPTAIN MARVEL,THE
DICK TRACY VERSUS CRIMES INC.
- 1942**
- CAPTAIN MIDNIGHT
KING OF THE MOUNTIES
- 1943**
- BATMAN (1943)
- 1944**
- CAPTAIN AMERICA
GREAT ALASKAN MYSTERY,THE
- 1945**
- MANHUNT ON MYSTERY ISLAND
MONSTER AND THE APE,THE
PURPLE MONSTER STRIKES,THE
- 1946**
- CRIMSON GHOST,THE
LIGHTS OUT
- 1947**
- BRICK BRADFORD
JACK ARMSTRONG
- 1948**
- BRUCE GENTRY - DAREDEVILS OF THE SKY
SUPERMAN
- 1949**
- BATMAN AND ROBIN
CAPTAIN VIDEO AND HIS VIDEO RANGERS
KING OF THE ROCKET MEN
- 1950**
- ATOM MAN VS. SUPERMAN
BUCK ROGERS (1950)
SPACE PATROL (1950)
TOM CORBETT, SPACE CADET
- 1951**
- CAPTAIN VIDEO
CAPTAIN Z-RO
FLYING DISC MEN FROM MARS
MYSTERIOUS ISLAND (1951)
OUT THERE
TALES OF TOMORROW
- 1952**
- ADVENTURES OF SUPERMAN,THE
OUT OF THIS WORLD
RADAR MEN FROM THE MOON
ZOMBIES OF THE STRATOSPHERE
- 1953**
- ATOM SQUAD
COMMANDO CODY
JOHNNY JUPITER
LOST PLANET,THE
OPERATION NEPTUNE
ROD BROWN OF THE ROCKET RANGERS
- SECRET FILES OF CAPTAIN VIDEO, THE
- 1954**
- FLASH GORDON (1954)
JET JACKSON FLYING COMMANDO
ROCKY JONES, SPACE RANGER
- 1955**
- COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE
SCIENCE FICTION THEATRE
- 1958**
- TWILIGHT ZONE,THE (1958)
- 1959**
- MAN AND THE CHALLENGE
MEN INTO SPACE
ONE STEP BEYOND
SPIDERS WEB,THE
WORLD OF GIANTS
- 1961**
- WAY OUT
- 1963**
- MY FAVOURITE MARTIAN
OUTER LIMITS,THE (1963)
- 1964**
- MAN FROM U.N.C.L.E.,THE
MY LIVING DOLL
- 1965**
- GET SMART (1965)
LOST IN SPACE
VOYAGE TO THE BOTTOM OF THE SEA
WILD WILD WEST,THE
- 1966**
- BATMAN (1966)
GIRL FROM U.N.C.L.E.,THE
IT'S ABOUT TIME
STAR TREK
TIME TUNNEL,THE
- 1967**
- CAPTAIN NICE
INVADERS,THE (1967)
MR. TERRIFIC
SECOND HUNDRED YEARS,THE
- 1968**
- LAND OF THE GIANTS
- 1969**
- IMMORTAL, THE
NEW PEOPLE, THE
NIGHT GALLERY
- 1972**
- SEARCH (aka SEARCH CONTROL)
- 1973**
- FRANKENSTEIN : THE TRUE STORY
GIRL WITH SOMETHING EXTRA, THE
SIGMUND AND THE SEA MONSTERS
SIX MILLION DOLLAR MAN,THE
- 1974**
- KOLCHAK: THE NIGHT STALKER
LAND OF THE LOST (1974)
PLANET OF THE APES
SHAZAM!
- 1975**
- INVISIBLE MAN,THE (1975)
LOST SAUCER,THE
NEW ORIGINAL WONDER WOMAN,THE
SECRETS OF ISIS, THE
SHADOWS
- 1976**
- ARK II

Science Fiction Television Chronology

BIG JOHN, LITTLE JOHN
BIONIC WOMAN, THE
DR. SHRINKER
ELECTRA WOMAN AND DYNAGIRL
FAR OUT SPACE NUTS
FUTURE COP
GEMINI MAN
HOLMES AND YOYO
MONSTER SQUAD, THE
WONDERBUG, THE

1977

FANTASTIC JOURNEY, THE
INCREDIBLE HULK, THE
LOGAN'S RUN
MAN FROM ATLANTIS
MYSTERY ISLAND
NEW ADVENTURES OF WONDER WOMAN, THE
SPACE ACADEMY
TWIST IN THE TALE (aka TALES OF THE UNEXPECTED)

1978

AMAZING SPIDERMAN, THE
BATTLESTAR GALATICA
BIGFOOT AND WILDBOY
JASON OF STAR COMMAND
MORK AND MINDY
NEXT STEP BEYOND, THE
PROJECT UFO
QUARK

1979

BUCK ROGERS IN THE 25TH CENTURY
MAN CALLED SLOANE, A
SALVAGE 1
SECRET EMPIRE, THE
STRUCK BY LIGHTNING
SUPERTRAIN
TURNABOUT

1980

BEYOND WESTWORLD
GALACTICA 1980
MARTIAN CHRONICLES, THE
STARSTUFF

1981

BRAVE NEW WORLD
DARK ROOM
GREATEST AMERICAN HERO, THE
RETURN OF CAPTAIN NEMO, THE

1982

GOLIATH AWAITS
KNIGHT RIDER
PHOENIX, THE
POWERS OF MATTHEW STARR, THE
Q.E.D.
V (1982)
VOYAGERS
WORLD WAR III

1983

AUTOMAN
BENJI, ZAX AND THE ALIEN PRINCE
MANIMAL
MR. SMITH

1984

AIRWOLF
BLUE THUNDER
PHOTON
STREET HAWK
V (1984)

1985

MISFITS OF SCIENCE

OTHERWORLD
RAY BRADBURY THEATRE, THE
SHADOW CHASERS
SMALL WONDER
STEVEN SPIELBERG'S AMAZING STORIES
TWILIGHT ZONE, THE (1985)

1986

ALF
OUTLAWS
STARMAN
TOMES AND TALISMANS

1987

AMERIKA
BEAUTY AND THE BEAST
CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE
HIGHWAYMAN, THE
MAX HEADROOM
NEW ADVENTURES OF BEANS BAXTER, THE
ONCE A HERO
OUT OF THIS WORLD (1987)
SECOND CHANCE
SPACE
STAR TREK: THE NEXT GENERATION

1988

MYSTERY SCIENCE THEATRE 3000
PROBE
SOMETHING IS OUT THERE
SOMETHING IS OUT THERE (MINI)
SUPERBOY
WAR OF THE WORLDS

1989

ALIEN NATION
HARD TIME ON PLANET EARTH
QUANTUM LEAP
UNSUB

1990

E.A.R.T.H. FORCE
FLASH, THE
SHE WOLF OF LONDON
SUPER FORCE
SWAMP THING
THEY CAME FROM OUTER SPACE
TREASURE ISLAND IN OUTER SPACE

1991

EERIE INDIANA
HARRY AND THE HENDERSONS
KURT VONNEGUT'S MONKEY HOUSE
LAND OF THE LOST (1991)
MY LIFE AND TIMES

1992

AMAZING LIVE SEA-MONKEYS, THE
BILL AND TED'S EXCELLENT ADVENTURES
HUMAN TARGET
MANN AND MACHINE
NIGHTMARE CAFE
WOOPS!

1993

ADVENTURES OF BRISCO COUNTY, JR., THE
BABYLON 5
COBRA
FIRST NEXT TIME, THE
LOIS AND CLARK
MICRONOTS!, THE
MIGHTY MORPHIN' POWER RANGERS, THE (inc. THE
SEAQUEST DSV (inc. SEAQUEST 2032)
SPACE RANGERS
STAR TREK: DEEP SPACE NINE
STEPHEN KING'S GOLDEN YEARS

Science Fiction Television Chronology

TIME TRAX
ULTRAMAN: THE ULTIMATE HERO
VR TROOPERS
WILD PALMS
X FILES,THE

1994

DEAD AT 21
EARTH 2
EMMANUELLE IN SPACE
FORTUNE HUNTER
FTL NEWSFEED
INTRUDERS,THE
M.A.N.T.I.S.
SECRET OF THE STONES
STEPHEN KING'S THE STAND
TEKWAR
THUNDER IN PARADISE
TOUCHED BY AN ANGEL
VIPER (1994)
WEIRD SCIENCE

1995

A.J. 'S TIME TRAVELLERS
BAYWATCH NIGHTS
DEADLY GAMES
GET SMART (1995)
HERCULES: THE LEGENDARY JOURNEYS
HERO TURTLES : THE NEXT MUTATION
INVADERS,THE (1995)
LEGEND
MASKED RIDER
NOWHERE MAN
OP CENTRE
SLIDERS
SPACE : ABOVE AND BEYOND
STAR TREK: VOYAGER
STEPHEN KING'S THE LANGOLIERS
STRANGE LUCK
SUPERHUMAN SAMURAI SYBER SQUAD
TATTOOED TEENAGE ALIEN FIGHTERS FROM BEVER
TIME WARRIOR
TOMMYKNOCKERS,THE
VR5
XENA: WARRIOR PRINCESS

1996

ADVENTURES OF SINBAD, THE
ALIENS IN THE FAMILY
BIG BAD BEETLEBORGS
BURNING ZONE, THE
DARK SKIES
EARLY EDITION
GULLIVER'S TRAVELS
HOMEBOYS IN OUTER SPACE
HYPERNAUTS
LAZARUS MAN, THE
MILLENNIUM
PANDORA'S CLOCK
PETER BENCHLEY'S THE BEAST
POWER RANGERS ZEO
PRETENDER, THE
PROFILER
PSI FACTOR: CHRONICLES OF THE PARANORMAL
SABRINA THE TEENAGE WITCH
SENTINEL, THE
SPACE CASES
TARZAN : THE EPIC ADVENTURES
THIRD ROCK FROM THE SUN
VIPER (1996)

1997

ASTEROID

BEETLEBORGS METALLIX
BUFFY THE VAMPIRE SLAYER
CONAN: THE ADVENTURER
CYBERKIDZ
DEEPWATER BLACK
EARTH: FINAL CONFLICT
HONEY, I SHRUNK THE KIDS: THE TV SHOW
HUNGER, THE
JOURNEY OF ALLEN STRANGE, THE
JULES VERNE'S 20,000 LEAGUES UNDER THE SEA
LA FEMME NIKITA
LOST IN OZ
LOST ON EARTH
MEEGO
NEW ADVENTURES OF ROBIN HOOD, THE
NIGHTMAN
PERVERSIONS OF SCIENCE
POWER RANGERS TURBO
ROAR
ROBIN COOK'S INVASION
SLEEPWALKERS
SPY GAMES
STARGATE SG1
TEAM KNIGHT RIDER
THIRD TWIN,THE
TIMECOP
V.E.N.U.S. ON THE HARD DRIVE
VISITOR, THE

1998

BRIMSTONE
CROW: STAIRWAY TO HEAVEN, THE
EERIE INDIANA: THE OTHER DIMENSION
FIRST WAVE
HIGHLANDER - THE RAVEN
MERCY POINT
MORTAL KOMBAT : CONQUEST
MYSTIC KNIGHTS OF TIR NA NOG
NET, THE
POWER RANGERS IN SPACE
PRESENT TIME
PREY
SEVEN DAYS
STAR GAMES
TOTAL RECALL 2070
VIRTUAL OBSESSION
WELCOME TO PARADOX
YOUNG HERCULES

1999

ANGEL
CAPTAIN JACKSON
CRUSADE
FARSCAPE
HARSH REALM
I WAS A SIXTH GRADE ALIEN!
JOURNEY TO THE CENTER OF THE EARTH
NOW AND AGAIN
PETER BENCHLEY'S AMAZON
POWER RANGERS LOST GALAXY
ROSWELL
SO WEIRD
STEPHEN KING'S STORM OF THE CENTURY
STRANGE WORLD
TOM CLANCY'S NETFORCE
WALKING AFTER MIDNIGHT

2000

10TH KINGDOM, THE
ANDROMEDA
CLEOPATRA 2525
DARK ANGEL
DUNE

Science Fiction Television Chronology

FREAKYLINKS
FREEDOM
IMMORTAL, THE (2000)
INVISIBLE MAN (2000)
LEVEL 9
LONE GUNMEN, THE
ON THE BEACH
OTHERS, THE
POWER RANGERS LIGHTSPEED RESCUE
PRIVATEERS, THE
SECRET AGENT MAN
SOLE SURVIVOR
ZACK FILES, THE

2001

ALIEN HUNTER
BLACK SCORPION
CHRONICLE, THE
ENTERPRISE
INFINITE WORLDS OF H.G. WELLS, THE
LOS LUCHADORES
MUTANT X
NIGHT VISIONS
POWER RANGERS TIME FORCE
SMALLVILLE
SPECIAL UNIT 2
TICK, THE

2002

BABYLON 5: THE LEGEND OF THE RANGERS (pilot)
BIRDS OF PREY
DEAD ZONE, THE
DO OVER
FIREFLY
GALIDOR: DEFENDERS OF THE OUTER DIMENSION
JEREMIAH
POWER RANGERS WILD FORCE
TAKEN
TWILIGHT ZONE, THE (2002)

2003

BATTLESTAR GALATICA (MINI)
CHILDREN OF DUNE
JAKE 2.0
POWER RANGERS NINJA STORM
TREMORS

2004

4400, THE
5 DAYS TO MIDNIGHT
BATTLESTAR GALACTICA (2004)
CATEGORY 6: DAY OF DESTRUCTION
CENTURY CITY
FRANKENSTIEN (2004)
PHIL OF THE FUTURE
POWER RANGERS DINOTHUNDER
STARGATE: ATLANTIS

2005

CATEGORY 7: THE END OF THE WORLD
INVASION
NIGHT STALKER
POWER RANGERS S.P.D
SUPERNOVA
SURFACE
THRESHOLD

2006

BLADE
DAYBREAK
DESPERATION
EUREKA
FINAL DAYS OF PLANET EARTH
HEROES
JERICHO

KYLE XY
LOST ROOM, THE
POWER RANGERS MYSTRIC FORCE
THREE MOONS OVER MILFORD

2007

BIONIC WOMAN (2007)
CHUCK
DRESDEN FILES, THE
FLASH GORDON (2007)
JOURNEYMAN
MASTERS OF SCIENCE FICTION
PAINKILLER JANE
POWER RANGERS OPERATION OVERDRIVE
SAUL OF THE MOLE MEN
TIN MAN

2008

POWER RANGERS JUNGLE FURY
TERMINATOR : THE SARAH CONNOR CHRONICLES

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

10 NETWORK/ MILLENNIUM PICTURES- GIBSON GROUP/ NEW ZEALAND ON AIR/ AUSTRALIAN FILM FINANCE CORPORATION/ALLIANCE

MIRROR, MIRROR II

13E RUE, ATHANOR, GETEVE

REDOUTABLES, LES

20TH CENTURY FOX TELEVISION, NBC UNIVERSAL (US), SKY ONE (UK)

JOURNEYMAN

20TH CENTURY FOX TELEVISION, REGENCY TELEVISION, THE WB TELEVISION NETWORK.

ROSWELL

20TH CENTURY FOX, CAN WEST GLOBAL, CHUM TELEVISION, TEN THIRTEEN PRODUCTIONS

HARSH REALM

20TH CENTURY FOX, GLEN A. LARSON PRODUCTIONS

HIGHWAYMAN,THE

9 NETWORK

PIGS BREAKFAST

9 NETWORK/ SOUTH STAR SALES.

TWISTED TALES

A THREE CHARACTERS AND ANGELICA FILMS/ TRISTAR TELEVISION PRODUCTION IN ASSOCIATION WITH CBS PRODUCTIONS.

EARLY EDITION

A 20TH CENTURY FOX TELEVISION PRODUCTION FOR CBS

PLANET OF THE APES

A ALIMEKILM & TEMPLAR PRODUCTION/ UNIVERSAL TV, AN MCA COMPANY.

STREET HAWK

A BAND APART

LOST IN OZ

A BAVARIA ATELIER GMBH PRODUCTION

MISSION EUREKA

A BBC AND CASCADE ASH PRODUCTIONS PRESENTATION IN ASSOCIATION WITH THE AUSTRALIAN BROADCASTING COMPANY

STARK

A BBC PRODCUTION

ALIENS IN THE FAMILY (1987)

A BBC PRODUCTION

CHANGES,THE

INVISIBLE MAN,THE (1984)

ADAM ADAMENT LIVES!

SPACE PIRATES

RETURN TO THE LOST PLANET

PIG HEART BOY

BLAKES' 7

STAR COPS

INTERGALACTIC KITCHEN

PLAY FOR TOMMOROW

1990

CODENAME ICARUS

UNCLE JACK AND THE DARK SIDE OF THE MOON

DOOMWATCH

COME BACK MRS NOAH

EARTH WARP

LOST PLANET,THE

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

QUATERMASS EXPERIMENT, THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS
EXPERIMENT, THE (2005)

STRANGER FROM SPACE

OLD MEN AT THE ZOO, THE

GALLOPING GALAXIES!

SUPERNATURAL

LEGEND OF DEATH

OUT OF THE UNKNOWN

BIG PULL, THE

R3

OMEGA FACTOR, THE

NIGHTMARE MAN, THE

A TRAVELLER IN TIME

QUEEN'S NOSE, THE

SURVIVORS

MAN DOG

**A BBC PRODUCTION IN ASSOCIATION WITH FREMANTLE
INTERNATIONAL INC. (season 1) / THE SEVEN NETWORK,
AUSTRALIA (season 1-2)**

TRIPODS, THE

A BBC PRODUCTION.

HITCHHIKER'S GUIDE TO THE GALAXY, THE

SPACE SCHOOL

MOONBASE 3

A BBC PRODUCTION

GOODNIGHT SWEETHEART

K9 & COMPANY

A BBC TELEVISION PRODUCTION

ESCAPE OF R.D.7., THE

MONSTERS, THE

AQUILA

**A BBC TELEVISION PRODUCTION IN ASSOCIATION WITH THE
AUSTRALIAN BROADCASTING CORPORATION AND TELEVISION
NEW ZEALAND**

FIRST BORN

A BBC TV PRODUCTION

DEMON HEADMASTER, THE

**A BBC TV PRODUCTION IN ASSOCIATION WITH RCTV INC.
AND THE AUSTRALIAN BROADCASTING CORPORATION.**

DAY OF THE TRIFFIDS, THE

**A BBC TV PRODUCTION IN ASSOCIATION WITH LIONHEART
TELEVISION INTERNATIONAL**

EDGE OF DARKNESS

A BBC WALES PRODUCTION

SARAH JANE ADVENTURES, THE

TOTALLY DOCTOR WHO

**A BENETT/KATLEMAN PRODUCTION IN ASSOCIATION WITH
COLUMBIA PICTURES TELEVISION**

SALVAGE 1

A BEST BRAINS INC. PRODUCTION

MYSTERY SCIENCE THEATRE 3000

**A BRITISH BROADCASTING CORPORATION (BBC)
PRODUCTION.**

MATHS-IN-A-BOX

A CASEY WERNER CO./FREMANTLE PRODUCTION

THIRD ROCK FROM THE SUN

A CAYUGA PRODUCTION (Filmed at MGM)

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

TWILIGHT ZONE,THE (1958)

A CENTRAL PRODUCTION IN ASSOCIATION WITH REVCOM TELEVISION.

SECRET WORLD OF POLLY FLINT,THE

A CENTURY 21 PICTURES LTD. PRODUCTION FOR ITC WORLDWIDE DISTRIBUTION

U.F.O.

A CENTURY 21 PRODUCTION FOR ITC/ATV

JOE 90

A CENTURY 21 PRODUCTIONS FOR ITC

CAPTAIN SCARLET AND THE MYSTERONS

A CHARLES FRIES AND DANEIL R. GOODMAN PRODUCTION

AMAZING SPIDERMAN,THE

A CHILD DSPLAY PRODUCTION

LIFE FORCE

A CHILDRENS FILM AND TV FOUNDATION FOR BBC TV

TORCH

A CHRYSALIS/LAKESIDE PRODUCTION IN ASSOCIATION WITH LORIMAR TELEPICTURES/ film - CHRYSALIS VISUAL PROGRAMMING LTD FOR CHANNEL FOUR

MAX HEADROOM

A COLLIER YOUNG PROD

ONE STEP BEYOND

A CRUCIAL FILMS PRODUCTION FOR BBC NORTH.

NEVERWHERE

A DANIEL H. BLATT & ROBERT SINGER PRODUCTION IN ASSOCIATION WITH WARNER BROS. TELEVISION

V (1984)

A DAYSTAR-VILLA DI STEFANO PRODUCTION FOR UNITED ARTISTS TELEVISION

OUTER LIMITS,THE (1963)

A DESILU PRODUCTION IN ASSOCIATION WITH NORWAY CORPARATION (season one, early season two) A PARAMOUNT PRODUCTION IN ASSOCIATION WITH NORWAY CORPARTIAN (late season two, season three)

STAR TREK

A DIS AND MARTY KROFT PRODUCTION

ELECTRA WOMAN AND DYNAGIRL

A EUSTON FILMS PRODUCTION.

QUATERMASS (1979)

A FILMATION PRODUCTION

SPACE ACADEMY

JASON OF STAR COMMAND

SECRETS OF ISIS, THE

A GARY NARDINO PRODUCTION IN ASSOCIATION WITH LORIMAR TELEVISION.

TIME TRAX

A GLEN A. LARSON PRODUCTION

MANIMAL

AUTOMAN

A GLEN A. LARSON PRODUCTION IN ASSOCIATION WITH UNIVERSAL TELEVISION

BUCK ROGERS IN THE 25TH CENTURY

A GLEN A. LARSON PRODUCTION WITH UNIVERSAL TV

BATTLESTAR GALATICA

A GLEN WARREN PRODUCTION

STARLOST,THE

A GRANADA TELEVISION PRODUCTION FOR ITV

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

- LAST TRAIN, THE
A GRANADA TELEVISION PRODUCTION.
UNFORSEEN, THE
A GREENAWAY PRODUCTION FOR 20TH CENTURY FOX TELEVISION
BATMAN (1966)
A HARD EIGHT PICTURES INC. PRODUCTION IN ASSOCIATION WITH VILLAGE ROADSHOW PICTURES FOR FOX TELEVISION
SPACE : ABOVE AND BEYOND
A HARLES FRIED PRODUCTION
MARTIAN CHRONICLES, THE
A HARVE BENETT PRODUCTION IN ASSOCIATION WITH NBC/UNIVERSAL (pilot) SILVERTON PRODUCTIONS INC/UNIVERSAL (series)
INVISIBLE MAN, THE (1975)
A HARVE BENNETT PRODUCTION IN ASSOCIATION WITH UNIVERSAL AND NBC TV
GEMINI MAN
A JACK CHERTOK PRODUCTION
MY FAVOURITE MARTIAN
A JACK LAIRD PRODUCTION FOR UNIVERSAL
NIGHT GALLERY
A KECA PRODUCTION
SPACE PATROL (1950)
A KENNETH JOHNSON PRODUCTION FOR FOX TELEVISION
ALIEN NATION
A KENNETH JOHNSON PRODUCTION IN ASSOCIATION WITH WARNER BROS. TELEVISION.
V (1982)
A LARRY WHITE AND HUGH BENSON PRODUCTION IN ASSOCIATION WITH COLUMBIA PICTURES TELEVISION
GOLIATH AWAITS
A LAUREL PRODUCTION AND WORLD VISION ENTERPRISE INC.
STEPHEN KING'S THE LANGOLIERS
A LEAH INTERNATIONAL JIN PROD / FUJI
STARFLEET
A LONDON WEEKEND TELEVISION PRODUCTION
KINVIG
A LONDON WEEKEND TELEVISION PRODUCTION
METAL MICKEY
A MARK VIII LTD PRODUCTION IN ASSOCIATION WITH NBC TELEVISION
PROJECT UFO
A MICHAEL GARRISON PRODUCTION IN ASSOCIATION WITH CBS
WILD WILD WEST, THE
A MIRAGELAND PRODUCTION FOR GRANADA TELEVISION
ERASMUS MICROMAN
A NATIONAL INTEREST PICTURE/WONDERAMA PRODUCTIONS LTD.
SPACE PATROL (1963)
A PARAMOUNT NETWORK PRODUCTION
STAR TREK: VOYAGER
A PARAMOUNT PICTURES PRODUCTION
STAR TREK: THE NEXT GENERATION
A PARAMOUNT PRODUCTION
STAR TREK: DEEP SPACE NINE

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

A PAUL JACKSON PRODUCTION FOR BBC NORTHWEST (seasons 1-3), A GRANT NAYLOR PRODUCTION FOR BBC NORTH (seasons 4-7)

RED DWARF

A PORTMAN PRODUCTION (FOR SCOTTISH AND GLOBAL TELEVISION ENTERPRISES IN CO-PRODUCTION WITH JOST GRAF VAN HARDENBERG& CO. AND WERBUNG-IN-RUNDFUNK, FRANKFURT/MAIN)

STAR MAIDENS

A PRISMA PRODUCTION, FOX FAMILY CHANNEL, ITV NETWORK, CANADIAN BROADCASTING CORPORATION

BACK TO SHERWOOD

A QUINN MARTIN PRODUCTION IN ASSOCIATION WITH ABC

INVADERS,THE (1967)

A RAGDOLL PRODUCTION FOR BBC TELEVISION

TELETUBBIES

A REDIFFUSION NETWORK PRODUCTION

OBJECT Z (inc. OBJECT Z RETURNS)

A ROUNDELAY/DECEMBER 3RD PRODUCTION IN ASSOCIATION WITH WARNER BROS. TELEVISION

LOIS AND CLARK

A SATEL DOC PRODUCTION/ THE LEARNING CHANNEL/ CANAL+/ DOC STAR, NHK/CHANNEL 4

SCI-FI FILES, THE

A SID AND MARTY KROFFT PRODUCTION

SIGMUND AND THE SEA MONSTERS

WONDERBUG, THE

A SID AND MARTY KROFT PRODCUTION

BIGFOOT AND WILDBOY

A SID AND MARTY KROFT PRODUCTION

DR. SHRINKER

FAR OUT SPACE NUTS

A SID MARTY KROFFT PRODUCTION.

LOST SAUCER,THE

A SOLOW PRODUCTION FOR NBC

MAN FROM ATLANTIS

A SOUTHERN INDEPENDENT TELEVISION NETWORK PRODUCTION

MASTER, THE

A ST. CLAIR ENTERTAINMENT PRODUCTION FOR FOX TELEVISION.

SLIDERS

A STONE CITY PRODUCTION, CHANNEL FOUR TELEVISION.

FUTURECAST

A TETRA FILMS PRODUCTION

DELTA WAVE

A TETRA FILMS PRODUCTION IN ASSOCIATION WITH REEVES ENTERTAINMENT FOR THAMES TELEVISION AND NICKELODEAN /A TETRA FILMS PRODUCTION IN ASSOCIATION WITH THAMES TELEVISION AND NICKELODEON (season 3).

TOMORROW PEOPLE,THE (1992)

A TRILOGY ENTERTIANMENT GROUP AND ATLANTIS FILMS PRODUCTION IN ASSOCIATION WITH MGM

OUTER LIMITS,THE (1995)

A TVS PRODUCTION

KNIGHTS OF GOD

A TVS PRODUCTION FOR CHANNEL FOUR

THEY CAME FROM SOMEWHERE ELSE

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

A UNITED ARTIST PRODUCTION FOR CBS

MEN INTO SPACE

A UNIVERSAL PRODUCTION

HOLMES AND YOYO

A UNIVERSAL TELEVISION PRODUCTION

SIX MILLION DOLLAR MAN,THE

A VILLAGE ROADSHOW COMPANY, THE PIERCE COMPANY

JULES VERNE'S 20,000 LEAGUES UNDER THE SEA

A WARNER BROTHERS TELEVISION PRODUCTION

BRIMSTONE

A WORKING TITLE PRODUCTION FOR BBC TV

BORROWERS,THE

A WORLD PRODUCTION FOR CHANNEL 4

ULTRAVIOLET

A YORKSHIRE TELEVISION PRODUCTION FOR INDEPENDENT TELEVISION

ADAM'S FAMILY TREE

A ZENITH PRODUCTION

CHIMERA

A2

GUERRE DES INSECTES, LA

NOIRES SONT LES GALAXIES

AEROPORT 2000

AAC KIDS, TRIBUNE ENTERTAINMENT, ENDEMOL ENTERTAINMENT, ALLIANCE ATLANTIS COMMUNICATIONS.

BEASTMASTER: THE LEGEND CONTINUES

ABC

DARK ROOM

HUMAN TARGET

ANDRA

STARMAN

FINDER,THE

ONCE A HERO

D*A*S*S KAPITAL

EMERALD SOUP

GREATEST AMERICAN HERO,THE

FUTURE COP

ALPHA SCORPIO

ABC (AMERICAN BROADCASTING COMPANY)/ TRIMARK PICTURES

TOM CLANCY'S NETFORCE

ABC (AUSTRALIAN BROADCASTING CORP.)

WANDJINA!

ABC Family Worldwide Inc. , BVS Entertainment Inc., BVS International N.V., Renaissance-Atlantic Films, Toei Co. Ltd., Village Roadshow KP Productions.

POWER RANGERS DINOTHUNDER

ABC PRODUCTION

ADVENTURES OF SUPERMAN,THE

ABC TELEVISION

ELECTRODE 93

ABC TELEVISION NETWORK

DIMENSION OF FEAR

ABC TELEVISION NETWORK PRODUCTION

AVENGERS,THE

ABC TELEVISION NETWORK PRODUCTIONS

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

PATHFINDERS. . .(inc PATHFINDERS IN SPACE, PATHFINDERS TO MARS, PATHFINDERS TO VENUS)

ABC TV

BUCK ROGERS (1950)
OUT OF THIS WORLD

ABC TV PRODUCTION IN ASSOCIATION WITH GLEN A. LARSON PRODUCTIONS AND UNIVERSAL MCA. LTD.

GALACTICA 1980

ABC, CIRCLE FILMS

AMERIKA

ABC/ JETIX

POWER RANGERS OPERATION OVERDRIVE

ABC/ MARK CARLINER PRODUCTIONS, INC.

PHOENIX, THE

ABC/ARTANSA PARK

VEGA 4

ABC/DANNY THOMAS/AARON SPELLING PRODUCTION

NEW PEOPLE, THE

ABC/UNIVERSAL

PROBE

ABCTV

TALES OF TOMORROW

ABS/CBN ENTERTAINMENT

ROUNIN

ABS-CBN

SUPER INGGO 1.5 : THE NEW WILDNESS

ABS-CBN ENTERTAINMENT

KOMIKS
KOKEY
LASTIKMAN
SUPER INGGO

ACES & EIGHTS PRODUCTIONS, MICHAEL R. JOYCE PRODUCTIONS, THE SCI-FI CHANNEL

BATTLESTAR GALATICA (MINI)

ADULT SWIM / CARTOON NETWORK

SAUL OF THE MOLE MEN

aired by DTN

SECRET FILES OF CAPTAIN VIDEO, THE

aired on ABC

NEW ORIGINAL WONDER WOMAN,THE

aired on CBS

MR. TERRIFIC

aired on ITV

NOT WITH A BANG

aired on KCOP Los Angeles

THEY CAME FROM OUTER SPACE

aired on NBC

MONSTER SQUAD, THE

aired on NBC.

GIRL FROM U.N.C.L.E.,THE

aired on NBC/GLEN A. LARSON PRODUCTION

KNIGHT RIDER

aired on WGN.

NEXT STEP BEYOND, THE

ALBERTA FILMWORKS, BBC WORLDWIDE, CCI , DISCOVERY CHANNEL.

DINOSAPIEN

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

ALIEN PRODUCTIONS INC.

ALF

ALLIANCE ATLANTIS COMMUNICATIONS/ CRECENT ENTERTAINMENT LTD/ GLEN A. LARSON PRODUCTIONS/ TRIBUNE ENTERTAINMENT

NIGHTMAN

ALLIANCE ATLANTIS COMMUNICATIONS , BBC WORLDWIDE, BRITISH BROADCASTING CORPORATION (BBC)

ACE LIGHTNING

AMBLIN TELEVISION PRODUCTION IN ASSOCIATION WITH UNIVERSAL TELEVISION

SEAQUEST DSV (inc. SEAQUEST 2032)

AMERICAN BROADCASTING COMPANY (ABC), NEW LINE CINEMA

DESPERATION

AMERICAN ZOETROPE, RENEGADE 83, VIACOM PRODUCTIONS INC.

4400, THE

AN ABBEY FILMS PRODUCTION FOR CARLTON.

BLISS

AN ABC NETWORK PRODUCTION

PLATEAU OF FEAR

AN ABC TELEVISION NETWORK PRODUCTION

CITY BENEATH THE SEA

SECRET BENEATH THE SEA

TARGET LUNA

AN ABC TELEVISION PRODUCTION

UNDERMINED

AN ABC TELEVISION NETWORK PRODUCTION

OUT OF THIS WORLD

AN ABC/LAUREL ENTERTAINMENTS/GREENGRASS PRODUCTION

STEPHEN KING'S THE STAND

AN AGRAN BARTON TELEVISION PRODUCTION, A SCOTTISH TELEVISION ENTERPRISES PRESENTATION FOR ITV.

VANISHING MAN, THE

AN ALEXANDRA AND ILYA SALKIND PRODUCTION

SUPERBOY

AN AMBLIN ENTERTAINMENT AND UNIVERSAL PRODUCTION.

STEVEN SPIELBERG'S AMAZING STORIES

AN AMBLIN TELEVISION AND UNIVERSAL TELEVISION CO- PRODUCTION

EARTH 2

AN AP FILMS PRODUCTION FOR ATV/ITC

FIREBALL XL5

THUNDERBIRDS

AN AP FILMS PRODUCTION FOR ATV/ITC.

SUPERCAR

AN AP FILMS PRODUCTION IN ASSOCIATION WITH ATV FOR ITC WORLDWIDE DISTRIBUTION

STINGRAY

AN ARENA PRODUCTION FOR MGM TELEVISION

MAN FROM U.N.C.L.E., THE

AN ARTANS PARK PRODUCTION IN ASSOCIATION WITH AUSTRALIAN BROADCASTING COMPANY.

PHOENIX FIVE

AN ASSOCIATED-REDIFFUSION NETWORK PRODUCTION

TALES OF MYSTERY

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

AN ATLANTIS FILMS LTD PRODUCTION FOR HOME BOX OFFICE

REALLY WEIRD TALES

AN ATLANTIS FILMS PRODUCTION IN ASSOCIATION WITH ALL AMERICAN TELEVISION PRODUCTION AND CAN WEST GLOBAL SYSTEMS

ADVENTURES OF SINBAD, THE

AN ATLANTIS FILMS PRODUCTION IN ASSOCIATION WITH TRIBUNE ENTERTAINMENT AND RODDENBERRY/KIRCHNEIR PRODUCTIONS AND BATON BROADCASTING INC AND TELE-MUNCHEN AND POLYGRAM FILMED ENTERTAINMENT.

EARTH: FINAL CONFLICT

AN ATLANTIS FILMS/UNIVERSAL PRODUCTION

TEKWAR

AN ATV NETWORK PRODUCTION

TROLLENBERG TERROR, THE

VOODOO FACTOR, THE

SAPPHIRE AND STEEL

TIMESLIP

AN ATV NETWORKS PRODUCTION

STRANGE WORLD OF PLANET X, THE

AN AUSTRALIAN BROADCASTING CORPORATION PRODUCTION

STRANGER, THE (1965)

AN EVERYMAN FILMS PRODUCTION FOR ATV

PRISONER, THE

AN HTV PRODUCTION

KING OF THE CASTLE

INTO THE LABYRINTH

SKY

GEORGIAN HOUSE, THE

AN HTV PRODUCTION.

CHILDREN OF THE STONES

AN IRWIN ALLEN PRODUCTION

RETURN OF CAPTAIN NEMO, THE

AN IRWIN ALLEN PRODUCTION FOR 20TH CENTURY FOX TELEVISION

VOYAGE TO THE BOTTOM OF THE SEA

AN IRWIN ALLEN PRODUCTION FOR 20TH CENTURY FOX TELEVISION

LAND OF THE GIANTS

AN ITC PRODUCTION

CHAMPIONS, THE

AN ITC RAI CO-PRODUCTION PRODUCED BY GROUP THREE (SEASON ONE), A GERRY ANDERSON PRODUCTION ITC TELEVISION (SEASON TWO)

SPACE: 1999

AN IXLAN PRODUCTION IN ASSOCIATION WITH GREENGRASS PRODUCTIONS, INC.

WILD PALMS

AN MCA COMPANY, MICHAEL R. JOYCE PROD, DAN WIGUTON PROD.

PETER BENCHLEY'S THE BEAST

AN MCA TELEVISION PRODUCTION

INCREDIBLE HULK, THE

BIONIC WOMAN, THE

AN MGM TELEVISION PRODUCTION

LOGAN'S RUN

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

AN NBC/ UNIVERSAL/ MILTON SPERLING PRODUCTION

BRAVE NEW WORLD

AN NHK/FILM AUSTRALIA CO-PRODUCTION IN ASSOCIATION WITH ABC /AUSTRALIAN FILM FINANCE CORP. LTD. (Season 2)

ESCAPE FROM JUPITER (inc. RETURN TO JUPITER)

AN OFFICIAL FILMS/ITP (INCORPARATED TELEVISION PRODUCTION) LTD PRODUCTION FOR ATV

INVISIBLE MAN,THE (1958)

AN UNREALITY INC. AND COSGROVE MEURER PRODUCTION IN ASSOCIATION WITH HEARST ENTERTAINMENT

EERIE INDIANA

ANAID FILM PRODUCTIONS, MINDS EYE PICTURES

MENTORS

ANGEL TELEVISION/HARMONY GOLD

WALKING AFTER MIDNIGHT

ANGEL/BROWN PRODUCTIONS, WARNER BROS. TELEVISION

NIGHT VISIONS

ANGLIA TELEVISION LTD. MYRDDIN PROD, UNITED TELEVISION AND FILM PRODUCTION.

FRIGHTENERS

ANTENA 3 TELEVISION

INQUILINO, EL

ANTENNA 2 (A2) \ PANTHE CINEMA

POUPEE SANGLANTE, LA

ANTENNE-2 (A2) / RADIOTELEVISIONE ITALIANA (RAI) / RADIOTELEVISAO PORTUGUESA (RTP) / TELECIP

MYSTERIEUX DOCTEUR CORNELIUS, LE

ANTENNE-2 / CENTRE NATIONAL DE LA CINEMATOGRAPHIE (CNC) / SRC / TELEVISION ESPANOLA (TVE) / TELECIP / WSESTDEUTSCHER RUNDFUNK (WDR)

GRAND SECRET, LE

ARBEITSGEMEINSCHAFT DER ÖFFENTLICH-RECHTLICHEN RUNDFUNKANSTALTEN DER BUNDESREPUBLIK DEUTSCHLAND

CHAMALEON

ARROW PICTURES

NAN OF THE NORTH

Artransa Park Film Productions / ABC

INTERPRETARIS, THE

ASAHI

TRANSPARENT

INVISIBLE DORI-CHAN

CYBER GIRLS THELOMEA

PURPLE EYES IN THE DARK

BAKURYUU SENTAI ABARENJAA

RAINBOW MASK

GAZER

YASHA

MINAMI'S SWEATHEART

ASATSU DK, ISHIMORI PRODUCTIONS, TOEI PRODUCTIONS, TV ASAHI

KAMEN RIDER RYUKI

ASATSU DK, ISHIMORI PRODUCTIONS, TOEI PRODUCTIONS, TV ASAHI

KAMEN RIDER BLADE

ASSOCIATED REDIFFUSION NETWORK PRODUCTION

SIERRA NINE

ATHAMES TELEVISION PRODUCTION

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

ACE OF WANDS

ATLANTIS FILMS (aka ATLANTIS ALLIANCE) , ENDELMON ENTERTAINMENT

PSI FACTOR: CHRONICLES OF THE PARANORMAL

ATLANTIS FILMS LTD/ JOHN WILCOCK PRODUCTIONS INC/ GRANADA TELEVISION PRODUCTION.

RAY BRADBURY THEATRE,THE

ATV NETWORK PRODUCTION AND WITZEND PRODUCTIONS

ASTRONAUTS

AUSTRALIA FILM FOUNDATION/FILM AUSTRALIA PRODUCTION

GIRL FROM TOMORROW,THE (including TOMORROW'S END)

AUSTRALIAN BROADCASTING CORPORATION

WATCH THIS SPACE

AUSTRALIAN CHILDREN'S TELEVISION FOUNDATION \ GREAT WEST ENTERTAINMENT \ JONATHAN M. SHIFF PRODUCTIONS

PARALLAX

AVALON TELEVISION / CHANNEL FOUR TELEVISION

GARTH MARENCHI'S DARKPLACE

AVENGERS FILM AND TV ENTERPRISES/IDTV TV

NEW AVENGERS,THE

AVEX & IMAGICA ENTERTAINMENT & SONY PICTURES ENTERTAINMENT/ TSUBURAYA PRODUCTION

ULTRA Q: DARK FANTASY

AVRO TELEVISION

MORGEN GEBEURT HET

BABYLONIAN PRODUCTIONS INC. (Pilot: RATTLESNAKE PRODUCTIONS INC.)

BABYLON 5

BABYLONIAN PRODUCTIONS, LEGENDARY FILMS INC, THE SCI-FI CHANNEL

BABYLON 5: THE LEGEND OF THE RANGERS (pilot)

BANDAI / TV TOKYO (BROADCASTER)

GARO: THE FANGED WOLF

BARD, BRITISH SKY BROADCASTING (BSB), VOX FILM UND FERNSEH-GMBH & CO KG, CST PRODUCTIONS

SPACE ISLAND ONE

BAVARIA FILM \ RAI DUE RADIOTELEVISIONE ITALIANA \ TF1 FILMS PRODUCTIONS

TREASURE ISLAND IN OUTER SPACE

BAVARIA FILM, NORDDEUTCHSER RUNDFUNK (NDR)

ANDRO-JAGER, DER

BBC

DARK SEASON

DOCTOR WHO

CAPTAIN ZEP SPACE DETECTIVE

ADVENTURE GAME, THE

LITTLE GREEN PLANET SHOW

A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)

JULIA JEKYLL AND HARRIET HYDE

TIME BUSTERS

MUD

FLIP

COUNTERSTRIKE

HYPERDRIVE

EARTHFASTS

CENTURY FALLS

COMRADE DAD

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

ARCHER'S GOON
BBC PEBBLE MILL
VIRTUAL MURDER
BBC PRODUCTION
SPACEVETS
WATT ON EARTH
BBC SCOTLAND PRODUCTION
MR. WYMI
BBC SCOTLAND PRODUCTION & THE SCI-FI CHANNEL.
INVASION: EARTH
BBC WALES
TORCHWOOD DECLASSIFIED
DOCTOR WHO (2005)
BBC WALES, A KUDOS PRODUCTION, FOREFRONT ENTERTAINMENT GROUP.
MAGICIAN'S HOUSE, THE
BBC WALES, KUDOS FILM AND TELEVISION, MONASTIC PRODUCTIONS
ASHES TO ASHES
BBC WALES/ CANADIAN BROADCASTING CORPORATION (CBC)
TORCHWOOD
BBC WORLDWIDE
POWERS
CLOUD BURST
BBC WORLDWIDE, DISCOVERY CHANNEL, PROSIEBEN TELEVISION
SUPERSTORM
BBC, KUDOS FILM AND TELEVISION
LIFE ON MARS
BBC/BROADSWORD
CYBERZONE
BBC/CHANNEL 4/ A WHISLING GYPSY PRODUCTION.
COLD LAZARUS
BBC2
AN ENGLISHMAN'S CASTLE
BBV
STRANGER, THE (1991)
P.R.O.B.E.
BELGISCHE RADIO EN TELEVISIE (BRT)
MIK, MAK EN MON
TIJDSCAPSULE, DE
BELLISARIOUS PRODUCTIONS/UNIVERSAL
AIRWOLF
BELLISARIUS PRODUCTIONS IN ASSOCIATION WITH UNIVERSAL TELEVISION AND MCA
QUANTUM LEAP
BETA FILM GMBH, NEW AMSTERDAM ENTERTAINMENT INC, TANDEM COMMUNICATIONS, VICTOR TELEVISION PRODUCTIONS INC, CHUM TELEVISION, THE SCI-FI CHANNEL
DUNE
BEYOND SIMPSON LE MESURIER/ABC
SILVERSUN
BIG BEAR FILMS/A BBC PRODUCTION
MY HERO
BIG LIGHT PRODUCTIONS, TOUCHSTONE TELEVISION
NIGHT STALKER

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

BLIXA FILM PRODUKTION GMBH, HALLMARK ENTERTAINMENT, NEW AMSTERDAM ENTERTAINMENT INC., TTP FILM DISTRUBUTIONS II LLC

CHILDREN OF DUNE

BLOBHEADS PRODUCTIONS INC. / DECODE ENTERTAINMENT

BLOBHEADS, THE

BNT, VEROME STUDIOS

HORA I BOGOVE

BNT/ BOYANA FILM

FOURTH DIMENSION, THE

BOAM/CASE PRODUCTIONS IN ASSOCIATION WITH WARNER BROS. TELEVISION

ADVENTURES OF BRISCO COUNTY, JR., THE

BOB BOOKER PRODUCTIONS

OUT OF THIS WORLD (1987)

BRIGHTLIGHT PICTURES INC.

ALIENATED

BRITISH BROADCASTING CORPORATION (BBC) (UK)

DOCTOR WHO CONFIDENTIAL

BRITISH BROADCASTING CORPROATION (BBC)

MOONDIAL

BROADCAST THAI

SPORT RANGER

BROCKWELL MCNAMARA ENTERTAINMENT, KID BROTHER PRUDTIONCS LLC, DISNEY

PHIL OF THE FUTURE

BRUCE LANSBURY PRODUCTIONS IN ASSOCIATION WITH COLUMBIA PICTURES TELEVISION

FANTASTIC JOURNEY, THE

BS FUJI

BABEL

BSB/BROADSWORD

SATELLITE GAME, THE

BS-I (TBS)

STAR BOY

BUFFALO GAL PICTURES/ YTV

2030 CE

BUKI X4

FRANCE FIVE

BVS ENTERTAINMENT INC, BVS INTERNATIONAL N.V, RANGER PRODUCTIONS LTD, RENAISSANCE-ATLANTIS FILMS, TOEI CO.LTD

POWER RANGERS S.P.D

BVS ENTERTAINMENT INC. , BVS INTERNATIONAL N.V., RANGER PRODUCTIONS LTD, RENAISSANCE-ATLANTIC FILMS, TOEI COMPANY.

POWER RANGERS JUNGLE FURY

BVS ENTERTAINMENT INC., BVS INTERNATIONAL N.V., RANGER PRODUCTIONS LTD, RENAISSANCE-ATLANTIC FILMS, TOEI CO. LTD

POWER RANGERS MYSTRIC FORCE

BVS INTERNATIONAL N.V, BUENE VISTA TELEVISION, RENAISSANCE-ATLANTIC FILMS, TOEI CO.LTD, VILLAGE ROADSHOW PICTURES

POWER RANGERS NINJA STORM

C-2 PICTURES , WARNER BROS. TELEVISION

TERMINATOR : THE SARAH CONNOR CHRONICLES

CA SCANLINE PRODUCTIONS GMBH

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

MILLIENNIUM MAN
CANADA BROADCASTING CORPORATION
SPACE COMMAND
SPACE COMMAND
CANADIAN BROADCASTING CORPORTATION
MAN FROM TOMORROW, THE
CANAL 9 (ARGENTINA)
I, ROBOT
CANAL CARACOL
SEPTIMA PUERTA, LA
CARLTON (ITV)
OKTOBER
CARLTON TELEVISION FOR INDEPENDENT TELEVISION
WHIZZIWIG
CARLTON UK PRODUCTION/CENTRAL T.V. FOR I.T.V.
OUT OF SIGHT
CARLTON/SCI-FI CHANNEL
PLANET MIRTH
CARNIVAL FILMS FOR THE BBC
BUGS
CARNIVAL FILMS FOR THE BBC.
CRIME TRAVELLER
CARNIVAL FILMS, PRODUCTION LINE, HALLMARK, HALLMARK ENTERTAINMENT, NBC, BABELSBERG FILM AND FERNSEHEN
10TH KINGDOM, THE
CASEIRO FILMES PRODUCTION
INSECTOR SUN - THE GUARDIAN OF EARTH
CASTLE ROCK ENTERTAINMENT/TURNER PROGRAM SERVICES/OGIENS KANE COMPANY.
LAZARUS MAN, THE
CAZBE, DENTSU INC., TOEI PRODUCTIONS
PRETTY GUARDIAN SAILOR MOON
CBC/ HALIFAX FILM COMPANY/ ALLIANCE ATLANTIS
LUNAR JIM
CBS
BENJI, ZAX AND THE ALIEN PRINCE
OUTLAWS
OUT THERE
INTRUDERS, THE
STRUCK BY LIGHTNING
BEYOND WESTWORLD
ROD BROWN OF THE ROCKET RANGERS
ARK II
CBS BROADCAST INTERNATIONAL PRODUCTION
TWILIGHT ZONE, THE (1985)
CBS PARAMOUNT NETWORK TELEVISION, JUNCTION ENTERTAINMENT
JERICHO
CBS PRODUCTIONS IN ASSOCIATION WITH MOONWATER PRODUCTIONS, INC.
TOUCHED BY AN ANGEL
CBS PRODUCTIONS/ CBS TELEVISION / PARAMOUNT NETWORK TELEVISION PRODUCTIONS / PICTUREMAKER PRODUCTIONS.
NOW AND AGAIN
CBS TELEVISION (DISTRBUTERS)
Q.E.D.

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

CBS TV

MY LIVING DOLL
WORLD OF GIANTS

CBS/ABC/NBC

TOM CORBETT, SPACE CADET

CBS/IRWIN ALLEN PRODUCTION IN ASSOCIATION WITH JODI PRODUCTION INC, VAN BERNARD PRODUCTIONS INC. FOR 20TH CENTURY FOX TELEVISION

LOST IN SPACE

CENTRAL INDEPENDENT TELEVISION PLC (ITV NETWORK)

GEMINI FACTOR, THE

CENTRAL PRODUCTION

LUNA

CENTROPOLIS TELEVISION IS ASSOCIATION WITH 20TH CENTURY FOX TELEVISION

VISITOR, THE

CENTURY 21/ITC PRODUCTION

SECRET SERVICE, THE

CESKOSLOVENKA RADIO I TELEVIZE / CESKOSLOVENSKA TELEVISA BRATISLAVA / FILMS DU SABRE / FRANCE 3 (FR 3) / MR FILM / SFT KOLIBA / TELEVISION ESPANOLA (TVE)

FRANKENSTEINS TANTE

CESKOSLOVENSKA TELEVIZE \ WESTDEUTSCHER RUNDFUNK (WDR)

EXPEDITION ADAM '84

CESKOSLOVENSKU TELEVIZIU BRATISLAVA, FILMOVE STUDIO GOTTWALDOV

SPADLA Z OBLAKOV

CHANNEL 10

MISSION TOP SECRET

CHANNEL 4

CRYSTAL MAZE, THE
SNAKES AND LADDERS

CHEK TV, CTV

TIME EXPOSURES

CHILDREN BROADCAST CORPARTION

ODYSSEY, THE

CHILDSPLAY PRODUCTIONS/ A BBC PRODUCTION

JOHNNY AND THE BOMB

'CHIPS' HARDY AND CO PRODUCTION

HELPING HENRY

CHUM TELEVISION, LIONS GATE TELEVISION

TRACKER

CHUM TELEVISION.

BLACK SCORPION

CHUNGAM ENTERTAINMEN

EREXION

CINAR PRODUCTIONS AND NICKELODEAN PRODUCTION.

Season 2 - FAMILY CHANNEL & TV ONTARIO

SPACE CASES

CINAR PRODUCTIONS.

ARE YOU AFRAID OF THE DARK? (1992)

CINE GROUPE, TOM LYNCH COMPANY

GALIDOR: DEFENDERS OF THE OUTER DIMENSION

CINEGROUPE / THE IMAGINARIUM

CHARLIE JADE

CINEGROUPE, SPACE (DISTRUBUTORS)

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

11 SOMERSET

CITADEL ENTERTAINMENT/ THE COMSKY GROUP / NBC ENTERTAINMENT

PANDORA'S CLOCK

CLOUD 9

NEW TOMMOROW, THE

CLOUD 9 (THE TRIBE) LIMITED PRODUCTION FOR CHANNEL 5.

TRIBE, THE

CLOUD 9 ENTERTAINMENT, CHANNEL 5 TELEVISION

ATLANTIS HIGH

COLLEGE HILL PICTURES INC. , WARNER BROS TELEVISION, WONDERLAND SOUND AND VISION, NBC UNIVERSAL TELEVISION DISTRIBUTION

CHUCK

COLUMBIA

MYSTERIOUS ISLAND (1951)

MONSTER AND THE APE, THE

ATOM MAN VS. SUPERMAN

LOST PLANET, THE

SUPERMAN

BATMAN (1943)

CAPTAIN VIDEO

CAPTAIN MIDNIGHT

BRUCE GENTRY - DAREDEVILS OF THE SKY

BRICK BRADFORD

BATMAN AND ROBIN

JACK ARMSTRONG

COLUMBIA PICTURES TELEVISION & BRYCE ZABEL PRODUCTIONS/BETAFILM.

DARK SKIES

COLUMBIA TRI-STAR INTERNATIONAL TELEVISION / MANNY COTO PRODUCTIONS

ODYSSEY 5

COLUMBIA TRISTAR TELEVISION

NET, THE

COLUMBIA TRISTAR TELEVISION INC. , LIONS GATE TELEVISION, MANDALAY TELEVISION.

SOLE SURVIVOR

COLUMBIA TRISTAR TELEVISION, SONNENFELD JOSEPHSON WORLDWIDE ENTERTAINMENT, SONNENFELD/JOSEPHSON PRODUCTIONS, UNITED PARAMOUNT NETWORK (UPN)

SECRET AGENT MAN

COLUMBIA/RASTER PROD INC/PUBLIC ARTS INC.

BLUE THUNDER

CONEYBEARE STORIES / REALLY BIG BUG MOVIES LTD. / YTV / JETIX EUROPE

MONSTER WARRIORS

COOTE HAYES PRODUCTION, EDWARDS/SULLIVAN PRODUCTIONS, SHOWTIME NETWORKS, SOUTHERN STAR ENTERTAINMET PTY LTD.

ON THE BEACH

COOTE HAYES PRODUCTIONS, ST. CLARE ENTERTAINMENT, TELESCENE FILM GROUP PRODUCTIONS.

LOST WORLD, THE

CORUS ENTERTAINMENT, MOVIE CENTRAL NETWORK, SHAFTESBURY FILMS, THE MOVIE NETWORK

REGENESIS

COSGROVE HALL FILMS / THAMES TELEVISION

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

TRUCKERS
CPT HOLDINGS/HOYTS/NBC
SOMETHING IS OUT THERE (MINI)
CRAWFORDS AUSTRALIA PRODUCTION
HALFWAY ACROSS THE GALAXY AND TURN LEFT
CROSTELERADIO, ODESSA FILM STUDIOS.
PRIKLYUCHENIYA ELEKTRONIKA
**CROW PRODUCTIONS INC, ALLIANCE, CRESCENT,
POLYGRAM TELEVISION**
CROW: STAIRWAY TO HEAVEN, THE
CTV TELEVISION NETWORK LTD.
BUDDIES, THE
**CZECHOSLOVAK TELEVISION, WESTDEUTSCHER RUNDFUNK
(WDR)**
BAMBINOT
DAN CURTIS PRODUCTIONS INC. / NBC TELEVISION
SUPERTRAIN
**D'ANGELO-BULLOC-ALLEN PRODUCTIONS/ REDWOOD
PRODUCTIONS / NATIONAL BROADCASTING COMPANY (NBC)**
BIG JOHN, LITTLE JOHN
DANMARKS RADIO (DR)
DUKSEDRENGEN
DANMARKS RADIO (DR) (aka DENMARK TV)
CRASH
DARESTAR, PONDEROSA PRODUCTIONS
LEGACY OF THE SILVER SHADOW
**DAVID BRAUN PRODUCTIONS, MINDS EYE ENTERTAINMENT,
MYTHQUEST PRODUCTIONS INC, TI-ME FILMS UND TV
PRODUKTIONS GMBH, VIF BABELSBERGER
FILMPRODUCKTION GMBH & CO. DRITTE KG**
MYTHQUEST
DAVID DISTRIBUTING CO
POWER GOD, THE
DAVID DISTRIBUTING CO.
OFFICER 444
DAVID ENTERTAINMENT COMPANY & NBC STUDIOS
ASTEROID
**DAVID KIRSCHNER PRODUCTIONS / HALLMARK
ENTERTAINMENT DISTRIBUTION/ LIONS GATE TELEVISION**
5 DAYS TO MIDNIGHT
**DAVIS-PANZER/GAUMONT TELEVISION, FRANCE
PRODUCTIONS IN ASSOCIATION WITH RYSHER TPE AND
RETEITALIA**
HIGHLANDER
DECLA BIOSCOP
DIE SPINNEN
DECODE ENTERTIANMENT, JUNIOR NET, YTA
ZACK FILES, THE
**DEMOS BARD/SHANACHIE/TOUCHSTONE TELEVISION/WALT
DISNEY**
HARD TIME ON PLANET EARTH
DEUTSCHE BIOSCOP
HOMUNCULUS
**DEUTSCHE FILM - UND FERNSEHAKADEMIE BERLIN (DFFB) /
KOSMISCHE KOLLEGEN / SABOTAGE FILMS GMBH / ZWEITES
DEUTSCHES FERNSEHEN (ZDF)**
IJON TICHY: RAUMPILOT
DIC

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

SUPERHUMAN SAMURAI SYBER SQUAD
DIC ENTERPRISES, EUREKA PRODUCTIONS INC.
PHOTON
DIC PRODUCTIONS
TATTOOED TEENAGE ALIEN FIGHTERS FROM BEVERLY HILLS
DICK BERG/STONEHEDGE PROD/PARAMOUNT
SPACE
DISNEY
SO WEIRD
HONEY, I SHRUNK THE KIDS: THE TV SHOW
DISNEY/ NETWORK 10/ TELE IMAGES
THUNDERSTONE
DRAGONCORR/EARTH DRAGON LLC
PRIVATEERS, THE
DREAMWORKS TELEVISION
TAKEN
DTN
JOHNNY JUPITER
DUMONT
FLASH GORDON (1954)
DUMONT TELEVISION NETWORK PRODUCTION
CAPTAIN VIDEO AND HIS VIDEO RANGERS
DUNE PRODUCTIONS (FRANCE), PROTOCOL ENTERTAINMENT, UFA INTERNATIONAL FILM, CAN WEST GLOBAL, WARNER BROS.
CODE NAME: ETERNITY
EYES OF A COWBOY PRODUCTIONS LTD.
EYES OF A COWBOY
FAM/ YTV
MANIAC MANSION
FILM AUSTRALIA SOUTHERN STAR/ 9 NETWORK AUSTRALIA / AUSTRALIA FILM FINANCE CORPORATION/SHANGHAI FILM STUDIO/ TELEWIZJA POLSKS S.A.
SPELLBINDER 2: LAND OF THE DRAGON LORD
FILM AUSTRALIA/ FILM VICTORIA/ NINE NETWORK AUSTRALIA / AUSTRALIAN FILM FINANCE CORPORATION/ TELEWIZJA POLSKA
SPELLBINDER
FILMATION
SHAZAM!
FILMLINE INTERNATIONAL INC, TALISMAN CREST.
SECRET ADVENTURES OF JULES VERNE, THE
FINISHING THE HAT PROD/HARTBREAK FILMS INC./VIACOM
SABRINA THE TEENAGE WITCH
FIREWORKS ENTERTAINMENT
BLACK HOLE HIGH
FIREWORKS ENTERTAINMENT, TRIBUNE ENTERTAINMENT,
ANDROMEDA
FOX
GET SMART (1995)
WOOPS!
BILL AND TED'S EXCELLENT ADVENTURES
FORTUNE HUNTER
SECOND CHANCE
FOX FAMILY CHANNEL, SHAVICK ENTERTAINMENT INC.
LOS LUCHADORES
FOX FAMILY NETWORK

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

I WAS A SIXTH GRADE ALIEN!

FOX NETWORK

TICK, THE

FOX TELEVISION NETWORK

DARK ANGEL

FOX TELEVISION NETWORK, TEN THIRTEEN PRODUCTIONS, MILLENNIUM CANADIAN PRODUCTIONS LTD.

LONE GUNMEN, THE

FR3

DE BIEN ETRANGES AFFAIRES

FR3 / EUROPE IMAGES / IMA PRODUCTIONS / PRODUCTIONS DU TROISIEME ETAGE

FANTOMETTE

FR3, COL

BING (inc. BING II)

FRANCY PRODUCTIONS INC. FOR UNIVERSAL TELEVISION

KOLCHAK: THE NIGHT STALKER

FUJI

ASTRO BOY

STEEL ANGEL KURUMI - PURE

SPIRAL

SUBMARINER 8823

UNBALANCE

GIRL ACROSS TIME

JETBOY

FUJI / TOEI

POITRINE

FUJI TELEVISION NETWORK INC, P PRODUCTIONS

ZABOGA

FUJI TV

JOURNEY TO THE WEST

FUJI/ PONY CANYON

NIGHT HEAD

FUJI/TSUBURAYA PRODUCTIONS

MIGHTY JACK (inc FIGHT! MIGHTY JACK)

G. Y. P. PRODUCTIONS

VOICE FROM THE SKY

GALAFILM PRODUCTIONS INC. , CARPEDIEM FILMS, STROMBOLI FILMS, STEPHAN FILMS.

GRAND STAR

GLOBAL, A CANWEST COMPANY, CANADIAN FILM OR VIDEO TAX CREDIT, POWER PICTURES

EERIE INDIANA: THE OTHER DIMENSION

GMA

SUPER KLENK

GMA NETWORK

KAMANDAG

FANTASTIC MAN

GMA NETWORK , TOEI COMPANY (COPYRIGHT OWNERS)

ZAIDO: PULIS PANGKALAWAKAN

GMA-7

SUPER TWINS

PINTADOS

FANTASTIKIDS

DARNA

CAPTAIN BARBELL

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

GOLD COAST TELEVISION ENTERTAINMENT/BOBBOT ENTERTAINMENT PRESENTS.../BAKRIE GROUP

A.J. 'S TIME TRAVELLERS

GRANADA MEDIA CHILDREN'S

BIG MEG, LITTLE MEG

GRANADA MEDIA/ YORKSHIRE TELEVISION

MY PARENTS ARE ALIENS

GRANADA TELEVISION

ELEVENTH HOUR

STARSTRIDER

GRANADA TELEVISION

TED AND ALICE

GRANADA/ITV

CLONING OF JOANNA MAY,THE

GRANSEIZAR PROJECT, TOHO COMPANY LTD.

CHOSEIJIN GURANSEIZA

GRAPHICAL CORPORATION CROWN INC. / TOHO EIZO CO.

MIKAZUKI

GREAT WESTERN

FLAMING DISK,THE

GREENSTONE PICTURES

SECRET AGENT MEN

AMAZING EXTRODINARY FRIENDS

GROSS ENTERTAINMENT, TOUCHSTONE TELEVISION

DAYBREAK

GROVE TELEVISION ENTERPRISE/MENTRON FILMS IN ASSOCIATION WITH THE SPACE PRECINCT LP AND GILMAN SECURITIES CORPORATION/GERRY ANDERSON PROD/

SPACE PRECINCT

GRUPPE 5 FILMPRODUKTION, DISCOVERY CHANNEL (DISTRIBUTER)

2057

HALL MARK PICTURES

SCREAMING SHADOW,THE

HALLMARK ENTERTAINMENT, RHI ENTERTAINMENT

FINAL DAYS OF PLANET EARTH

HALLMARK ENTERTAINMENT

FRANKENSTIEN (2004)

INFINITE WORLDS OF H.G. WELLS, THE

HAMMER FILM PRODUCTION LTD/20TH CENTURY FOX TELEVISION

JOURNEY TO THE UNKNOWN

HANNA BARBERA PRODUCTION/CBS.

MYSTERY ISLAND

HARTSWOOD FILM PRODUCTIONS, STAGESCREEN PRODUCTIONS, BRITISH BROADCASTING CORPORATION.

JEKYLL

HAXAN FILMS, 20TH CENTURY FOX TELEVISION, REGENCY TELEVISION

FREAKYLINKS

HBO

PERVERSIONS OF SCIENCE

HEYDAY FILMS, PARAMOUNT NETWORK TELEVISION

THRESHOLD

HIROMI PRODUCTIONS/ NTV / MUSHI PRO.

THUNDER MASK

HKTVB (TELEVISION BROADCASTS LIMITED)

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

A STEP INTO THE PAST

HTV

SHE WOLF OF LONDON

HUNGARIAN TELEVISION

A FELADAT

HYPERNAUTS PRODUCTION COMPANY, INC./ GREENGRASS PRODUCTIONS

HYPERNAUTS

IDT ENTERTAINMENT, INDUSTRY ENTERTAINMENT, AMERICAN BROADCASTING COMPANY (ABC), ANCHOR BAY ENTERTAINMENT

MASTERS OF SCIENCE FICTION

IMAGQUEST ENTERTAINMENT, RHI ENTERTAINMENT, THE SCI-FI CHANNEL

TIN MAN

IMMORTAL PRODUCTIONS INC., PEACE ARCH ENTERTAINMENT GROUP.

IMMORTAL, THE (2000)

IMPOSSIBLE PRODUCTIONS/ITV

PRIMEVAL

INSIGHT FILM STUDIOS, IDT ENTERTAINMENT, INSIGHT FILMS, KICKSTART PRODUCTIONS.

PAINKILLER JANE

IRWIN ALLEN PRODUCTIONS /KENT PRODUCTIONS INC/20TH CENTURY FOX TELEVISION INC.

TIME TUNNEL, THE

ISHIMORI PRODUCTIONS AND TOEI CO., LTD.

KIKAIDER-01

KIKAIDER

ISHINMORI PRODUCTION, TOEI.

KAMEN RIDER STRONGER

ISHINOMORI PRODUCTIONS

KAMEN RIDER SKY RIDER

KAMEN RIDER COUGAR

KAMEN RIDER BLACK

KAMEN RIDER X

ISHINOMORI PRODUCTIONS, TOEI

KAMEN RIDER BLACK-RX

ISHINOMORI PRODUCTIONS, TOEI (distributors)

KAMEN RIDER AMAZON

KAMEN RIDER SUPER-1

ISHINOMORI PRODUCTIONS, TOEI CO. LTD

KAMEN RIDER AGITO

ISHINOMORI PRODUCTIONS.

ARASHI

ITV

UNINVITED, THE

MY FRIEND WALTER

BERNARD'S WATCH

GROWING RICH

SCAVENGERS

BEASTS

WAIL OF THE BANSHEE

CORRIDOR PEOPLE, THE

ASTRO FARM

WYSIWYG

ITV/BRENT WALKER

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

WORLDS BEYOND

**JACK RYN LTD PARTERSHIP/STEVE PIEEZENK PROD
INC/STEVE SOHMES INC/MOVING TARGER PROD/NEW WORLD
OP CENTRE**

**JEREMIAH PRODUCTIONS INC, LIONS GATE TELEVISION,
PLATINUM STUDIOS, MGM WORLDWIDE TELEVISION INC.
JEREMIAH**

**JIM HENSON PRODUCTIONS
ALIENS IN THE FAMILY**

**JOAN FILMS SALES CO.
INVISIBLE RAY,THE**

**JONATHAN M. SHIFF PRODUCTIONS / NETWORK TEN
CYBERGIRL**

**JONATHAN M. SHIFF PRODUCTIONS, NETWORK TEN, ZDF
ENTERPRISES
WICKED SCIENCE**

**JOSHMAX PRODUCTIONS SERVICES LTD, NEW LINE
TELEVISION, SPIRIT DANCE ENTERTAINMENT, TRILOGY
ENTERTAINMENT GROUP
TWILIGHT ZONE, THE (2002)**

**KANSAI
FLOWERS FOR ALGERNON**

**KOKUSAI BROADCAST
MAJIN HUNTER MITSURUGI
NINJA TEAM GEKKOU**

**KONIGSBERG/SANITSKY COMPANY, VID MARK
ENTERTAINMENT, ABC
TOMMYKNOCKERS,THE**

**KROFT ENTERTAINMENTS/ WORLDVISION ENTERPRISES INC.
LAND OF THE LOST (1991)**

**KUDOS FILM AND TELEVISION FOR BBC (CBBC) - CHILDREN'S
BRITISH BROADCASTING CORPARATION
M.I. HIGH**

**KUK DONG, LEE MING FILM CO., SEKI TRADING CO.
ROK-U MAEN**

**LA 5, BLUE DHALIA PRODUCTIONS, SCOIETE FRANCAISE DE
PRODUCTION (SFP)
HORDES, LES**

**LANDMARK ENTERTAINMENT GROUP
CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE**

**LARRY LEVINSON PRODUCTIONS, HALLMARK
ENTERTAINMENT
SUPERNOVA**

**LARS THORWALD INC. /EDELSON PRODUCTIONS IN
ASSOCIATION WITH WARNER BROTHERS
PREY**

**LAWRENCE HERTZOG PRODUCTIONS IN ASSOCIATION WITH
TOUCHSTONE TELEVISION
NOWHERE MAN**

**LE SOCIETE RADIO-CANADA
AYOYE**

**LENFILM
KRAKH INZHENERA GARINA**

**LION GATE FILMS, LION GATES PRODUCTION
LOST ROOM, THE**

**LIONS GATE ENTERTAINMENT, NBC UNIVERSAL TELEVISION,
SATURN FILMS
DRESDEN FILES, THE**

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

LONDON WEEKEND TELEVISION

ADVENTURES OF DON QUICK,THE
CATWEAZLE

LONDON WEEKEND TELEVISION PRODUCTION

JAMIE
GUARDIANS,THE

LPN PRODUCTIONS, WARNER BROTHERS, FIREWORK ENTERTAINMENT INC.

LA FEMME NIKITA

LUISA FILMPRODUKTIONS GMBH AND CO. KG, VON ZERNECK SERTNER FILMS

CATEGORY 7: THE END OF THE WORLD

LWT/ITV

WHOOPS! APOCALYPSE

LYNCH ENTERTAINMENT PRODUCTION IN ASSOCIATION WITH HALL MARK ENTERTAINMENT AND RHI AND NICKELODEAN

SECRET WORLD OF ALEX MACK,THE

LYNCH ENTERTAINMENT, NICKELODEON PRODUCTIONS.

JOURNEY OF ALLEN STRANGE, THE

MAGMA FILMS LTD/ SOUTHERN STAR ENTERTAINMENT PTY. LTD.

FOREIGN EXCHANGE

MAGYAR TELEVIZIO MUVELODESI FOSZERKESZTOSEG (MTV)

PIRX KALANDJAI

MAINICH HOUSOU/NET/ISHINOMORI PRODUCTIONS.

KAMEN RIDER V3

MAINICHI HOUSOU/NET

KAMEN RIDER

MAKSIMUS, PYRAMID, TELEKOMPANIA NTV

TO HUNT A GENIUS

MANDALAY TELEVISION (A LIONS GATE COMPANY) IN ASSOCIATION WITH COLUMBIA TRI-STAR TELEVISION FOR UNITED PARAMOUNT NETWORKS

MERCY POINT

MASCOT

PHANTOM EMPIRE,THE

MAT IV, VZS PRODUCTIONS, VON ZERNECK SERTNER FILMS

CATEGORY 6: DAY OF DESTRUCTION

MATSUZAKI PRODUCTIONS

GIGANTOR

MCA/UNIVERSAL, BBK PRODUCTIONS

SWAMP THING

MCATV INTERNATIONAL

OTHERWORLD

METROMEDIA PRODUCERS CORPORATION

SMALL WONDER

MGM TELEVISION

STARGATE: ATLANTIS

MGM TELEVISION / WALT DISNEY TELEVISION

THUNDER IN PARADISE

MGM/UA TELEVISION PRODUCTION/ WES CRAVEN FILMS

NIGHTMARE CAFE

MILLENIUM PICS/GIBSON GROUP/NEW SOUTH WALES FILM AND TELEVISION OFFICE/NEW ZEALND ON AIR/ THE AUSTRALIAN FILM FINANCE COMPANY/

MIRROR, MIRROR

MILLER-BOYETT-WARREN PRODUCTIONS/ WARNER BROS. TV.

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

MEEGO

**MILLER-MILKIS PRODUCTION INC AND HENDERSON
PRODUCTION CO INC. IN ASSOCIATION WITH PARAMOUNT
TELEVISION**

MORK AND MINDY

MISSISSIPPI EDUCATION TELEVISION

TOMES AND TALISMANS

**MMPR PRODUCTIONS INC. , RENAISSANCE-ATLANTIC FILMS,
SABAN ENTERTAINMENT INC., TOEI CO. LTD.**

POWER RANGERS LOST GALAXY

**MMPR PRODUCTIONS, RENAISSANCE-ATLANTIC FILMS,
SABAN ENTERTAINMENT INC., TOEI COMPANY LTD.**

POWER RANGERS LIGHTSPEED RESCUE

POWER RANGERS TIME FORCE

**MMPR PRODUCTIONS, RENAISSANCE-ATLANTIC FILMS,
SABAN ENTERTAINMENT, SABAN INTERNATIONAL, TOEI
COMPANY LTD.**

POWER RANGERS WILD FORCE

**MT2 SERVICES, INC. IN ASSOCIATION WITH NEW WORLD
ENTERTAINMENT ANS UNREALITY INC/ DISTRIBUTED BY NEW
WORLD ENTERTAINMENT**

STRANGE LUCK

**MTM PRODUCTIONS, MITCHELL CON SICKEL PRODUCTIONS,
MTM ENTERPRISES INC/ NBC STUDIOS**

PRETENDER, THE

MTV

MIGHTY MOSHIN' EMO RANGERS

MTV NETWORKS

DEAD AT 21

MUTANT ENEMY INC. / 20TH CENTURY FOX TELEVISION

FIREFLY

NATIONAL BROADCASTING COMPANY, INC.

CAPTAIN NICE

NBC

MISFITS OF SCIENCE

TURNABOUT

VOYAGERS

ATOM SQUAD

MR. SMITH

QUARK

SECRET EMPIRE, THE

OPERATION NEPTUNE

POWERS OF MATTHEW STARR, THE

MAN AND THE CHALLENGE

SOMETHING IS OUT THERE

WORLD WAR III

GIRL WITH SOMETHING EXTRA, THE

NBC PRODUCTIONS/SANDER/MOSES PRODUCTION.

PROFILER

**NBC STUDIES IN ASSOCIATION WITH COLUMBIA TRISTAR
TELEVISION.**

SLEEPWALKERS

NBC UNIVERSAL TELEVISION

SURFACE

BIONIC WOMAN (2007)

HEROES

NBC, DELUSINAL FILMS, DREAMWORKS SKG

OTHERS, THE

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

NBC/ WNBT (NBC NEW YORK)

LIGHTS OUT

NBC/WARNER BROS. TELEVISION

SEARCH (aka SEARCH CONTROL)

NET (ASAHI)

ASTEKaiser

SPY CATCHER J3

MESSENGER OF ALLAH

NET ASAHI, TSUBURAYA

BORN FREE

NETWORK TEN

MIRACULOUS MELLOPS, THE (inc MIRACULOUS MELLOPS 2, THE)

NEW LINE TELEVISION AND A LAWRENCE KASANOFF / THRESHOLD ENTERTAINMENT PRODUCTION FOR WARNER BROS DOMESTIC TELEVISION DISTRIBUTION.

MORTAL KOMBAT : CONQUEST

NHK

NANASE AGAIN

MY TIME TRAVEL JOURNEY WITH MARI

YOUNG ORPHEUS

WIPE OUT THE TOWN

TIME TRAVELER

SUNSET WAR

SILICA

PURSUIT OF TOMORROW

MYSTERIOUS NEW STUDENT

MYSTERIOUS PEN-FRIEND

INFRARED MUSIC

AERIAL CITY 008

DAWN OF SILVER

CHALLENGE FROM THE FUTURE

BROKEN DOWN ROBOT TAIHEI

BAKUMATSU TIME TRAVELERS

PRIN PRIN

NHK, MUSHI PRODUCTIONS

GINGA SHONEN TAI

NHK2

DRUM CANNA

NIHON TV, MO-BULL

FLYING ATTACK! HYUMAN

NIMBUS

INDRADHANUSH

NINE NETWORK (BROADCASTER), AUSTRALIAN FILM COMMISSION

TWO TWISTED

NIPPON DENPA EIGA (JAPAN RADIO PICTURES)

ATOMIC DRAGON

NIPPON GENDAI

MACH BARON

NIPPON GENDAI, SENKOUSHA

IRON KING

NIPPON GENDAI/ NTV

RED BARON

NIPPON GENDAI/ TBS

SILVER KAMEN

NIPPON TELEVISION NETWORK

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

KIMI TO ITA MIRAI NO TAME NI I'LL BE BACK

NORSK RIKSKRINGKASTING (NRK)

BLINDPASSASJER

NORSK RIKSKRUGKASTIG (NRK)

TA DEN RING

NTV

KEYS TO THE CITY

SENGOKU JIEITAI: SEKIGAHARA NO TAKAKAI

INVISIBLE MAN (1996)

SPACE G-MEN

VIRTUAL GIRL

NTV & KOKUSA HOEI

MONKEY

OCTAGON FILMS

MASTER MYSTERY,THE

OFFICE DE RADIODIFFUSION TELEVISION FRANCAISE (ORTF), PARIS CITE PRODUCTIONS

LES ATOMISTES

OFFICIAL FILMS LIMITED

ROCKY JONES, SPACE RANGER

OLIVER FILMS INC.

CARTER CASE,THE

ORTF

L'ALPHOMEGA

ORTF 1

MYCENES, CELUI QUI VIENT DU FUTUR

LES CLASSIQUES DE L'ETRANGE

ORTF 1 / COPERCINES COOPERATIVE CINEMATOGRAFICA / FILMES CIMEMATORGRAFICA / PARIS CITE PRODUCTIONS

L'LE MYSTERIEUSE (1973)

ORTF 1 / TELEFRANCE

VOYAGEUR DES SIECLES, LE

ORTF 1 \ COSMOVISION \ TECHNISONOR

HISTOIRES INSOLITES

ORTF 2

LE BRIGADE DE MALEFICES

ORTF 2 \TECHNISONOR

TANG

P PRODCUTIONS, KAMUIMA PRODUCTIONS

AMBASSADOR MAGMA

P PRODUCTIONS

STORM CLOUD LION MARU

TIGER SEVEN

DENJIN ZABORGER

SPECTREMAN

LIONMARU

PARAMOUNT

LEGEND

PARAMOUNT NETWORK TELEVISION PRODUCTIONS, 3 HOUNDS PRODUCTIONS, LITTLEFIELD COMPANY, MHS PRODUCTIONS

DO OVER

PARAMOUNT NETWORK TELEVISION PRODUCTIONS/ PARAMOUNT TELEVISION

ENTERPRISE

PARAMOUNT PICTURES

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

DEADLY GAMES
PARAMOUNT TELEVISION
E.A.R.T.H. FORCE
PARAMOUNT TELEVISION AND REGO PARK
SPECIAL UNIT 2
PARAMOUNT TELEVISION, UPN,
DEAD ZONE, THE
PARAMOUNT/ABC
IMMORTAL, THE
PATHE
SCARLET STREAK, THE
PATHE EXCHANGE
SKY RANGER, THE
PEBBLEHUT PRODUCTIONS INC./MARCH HARE
ENTERTAINMENT/ JAFFE BRAUNSTEIN FILMS LTD/ HALLMARK
ENTERTAINMENT
THIRD TWIN, THE
PEBBLEHUT PRODUCTIONS, MUSE DISTRIBUTION
INTERNATIONAL, CANADIAN TELEVISION (CTV), PAX
TELEVISION
TWICE IN A LIFETIME
PET FLY PRODUCTIONS
FLASH, THE
PET FLY PRODUCTIONS, PARAMOUNT PICTURES.
SENTINEL, THE
PET FLY PRODUCTIONS.
VIPER (1996)
POINT DE MIRE
HERITIERE DE GRANDE OURSE, L
POINT PICTURES LTD
MISTIKES DIADROMES
POL-KA PRODUCCIONES
FAMILIA ESPECIAL, UNA
PRIME TIME TELEVISION /ANDROMEDA TELEVISION
PRODUCTION
JUPITER MOON
PRODUCED BY ANDERSON BURR PICTURES IN ASSOCIATION
WITH LONDON WEEKEND TELEVISION
TERRAHAWKS
PRODUCED BY RENASIANCE PICTURES IN ASSOCIATION
WITH MCA TV
XENA: WARRIOR PRINCESS
PRODUCED IN ASSOCIATION NETWORK TEN AUSTRALIA AND
WESTBRIDGE PRODUCTIONS AND ATV-10
OCEAN ODYSSEY
QUINN MARTIN PRODUCTIONS
TWIST IN THE TALE (aka TALES OF THE UNEXPECTED)
RADIOTELEVISONE ITALIAN (RAI)
A COME ANDROMEDA
RAINFALL PRODUCTIONS/ GREENGRASS PRODUCTIONS/
ABC/ TRIMARK PICTURES
STEPHEN KING'S STORM OF THE CENTURY
RED ROOSTER / UNITED PRODUCTIONS INC. / CLT UFA
INTERNATIONAL
ALCHEMISTS, THE
REDE BANDEIRANTES
AVENTURAS DA TIAZINHA, AS
REDE GLOBO DE TELEVISAO

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

CLONE, O
REDIFFUSION/ITV
WHEN THE KISSING HAD TO STOP
REDO GLOBO DE TELEVISAO
AMOR ESTA NO AR
REDWOOD-GLADASYA-UATV
IT'S ABOUT TIME
REGAL
LOST CITY,THE
REGINA ZIEGLER FILMPRODUKTION
2030 - AUFSTAND DER ALTEN
RENAISSANCE PICTURES IN ASSOCIATION WITH MCA TV
HERCULES: THE LEGENDARY JOURNEYS
RENAISSANCE PICTURES, STUDIOS USA TELEVISION
CLEOPATRA 2525
**RENAISSANCE - ATLANTIC FILMS/SABAN
INTERNATIONAL/TOEI COMPANY LTD/BUGBOY PROD.**
BIG BAD BEETLEBORGS
RENNISSANCE PIC/WILBUR FORCE PROD/UNIVERSAL
M.A.N.T.I.S.
REPUBLIC
FLYING DISC MEN FROM MARS
S.O.S. COAST GUARD
RADAR MEN FROM THE MOON
PURPLE MONSTER STRIKES,THE
KING OF THE MOUNTIES
FIGHTING DEVIL DOGS
ADVENTURES OF CAPTAIN MARVEL,THE
KING OF THE ROCKET MEN
DICK TRACYS G-MEN
MANHUNT ON MYSTERY ISLAND
MYSTERIOUS DR. SATAN,THE
CAPTAIN AMERICA
DICK TRACY VERSUS CRIMES INC.
ZOMBIES OF THE STRATOSPHERE
DICK TRACY
CRIMSON GHOST,THE
**REPUBLIC STUDIOS/HOLLYWOOD TELEVISION SERVICES
FOR NBC TELEVISION**
COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE
**REUNION PICTURES, RHI ENTERTAINMENT, THE SCI-FI
CHANNEL (USA), SKY ONE**
FLASH GORDON (2007)
**RHI ENTERTAINMENT INC, PROD., RANGER PROD INC,
TRILOGY ENTERTAINMENT GROUP**
SPACE RANGERS
RHI ENTERTAINMENT INC.
FIRST NEXT TIME,THE
**RIVER OF STONE PRODUCTIONS INC, CHESLER PERLMUTTER
PRODUCTIONS, SHOW CASE, ALLIANCE**
WELCOME TO PARADOX
**ROBOCOP PRODUCTIONS LTD, CHUM TELEVISION,
FIREWORKS ENTERTAINMENT.**
ROBOCOP: PRIME DIRECTIVES
RTF
L'LE MYSTERIEUSE
RTF 1 / ORFT?

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

SERUM DE BONTE, LE

**RYSSER ENTERTAINMENT, GAUMONT TELEVISION,
FIREWORKS, M6, DAVID-PANZER PRODUCTIONS, CHUM
TELEVISION, PROSIEBAN MEDIA**

HIGHLANDER - THE RAVEN

SABAN ENTERTAINMENT, INC./TOEI COMPANY LTD.

POWER RANGERS TURBO

**SABAN ENTERTAINMENT, TOEI COMPANY LTD, RENAISSANCE-
ATLANTIC FILMS.**

POWER RANGERS IN SPACE

SABAN INTERNATIONAL

VR TROOPERS

SABAN INTERNATIONAL PRODUCTIONS

MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)

**SABAN INTERNATIONAL, RENAISSANCE ATLANTIC
ENTERTAINMENT, TOEI COMPANY,LTD, MMPR
PRODUCTIONS,INC.**

POWER RANGERS ZEO

SABAN INTERNATIONAL.

BEETLEBORGS METALLIX

SABAN INTERNATIONAL./TOEI/BUG BOY PROD

MASKED RIDER

SABAN INTERNATIONAL/FOX KIDS WORLDWIDE

HERO TURTLES : THE NEXT MUTATION

**SAMOSET PRODUCTIONS, IN ASSOCIATION WITH RYSSER
ENTERTAINMENT.**

VR5

**SANDOLLAR TELEVISION, 20TH CENTURY FOX TELEVISION,
MUTANT ENEMY, KUZUI ENTERPRISES, CHUM TELEVISION,
THE WB TELEVISION NETWORK.**

ANGEL

SANDSTAR PICTURES AND UNIVERSAL

BURNING ZONE, THE

SAT 1, TELLUX FILM GMBH

AEON: COUNTDOWN IM ALL

**SCHOLASTIC PRODUCTIONS, NICKELODEON LATIN AMERICA
(NICK LATINO)**

ANIMORPHS

SCI-FI CHANNEL

FTL NEWSFEED

FARSCAPE

SCI-FI LAB

ALIEN HUNTER

SCOTTISH TV/ITV

SNUG AND COZI

SCREEN GEMS, INC, PRODUCTION.

SECOND HUNDRED YEARS,THE

SCREEN GEMS/CBS

JET JACKSON FLYING COMMANDO

**SEA CHANGE PRODUCTIONS IN ASSOCIATION WITH
UNIVERSAL TELEVISION**

ROAR

SEA CHANGE PRODUCTIONS, ABC PRODUCTIONS

MY LIFE AND TIMES

SELECT PICTURES

BRANDED FOUR,THE

SENKOSHA

EYE OF THE JAGUAR

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

HEROIC HARIMAO
SHARMIST, SABAN INTERNATIONAL
MYSTIC KNIGHTS OF TIR NA NOG
SHAUN CASSIDY PRODUCTIONS, WARNER BROS. TELEVISION
INVASION
SHIN TOHO
KOTETSU NO KYOJIN
Shown on ABC.
TIMELAPSE
Shown on CBS
WAY OUT
shown on FOX
NEW ADVENTURES OF BEANS BAXTER, THE
Shown on NBC.
VIPER (1994)
SHOWTIME
KURT VONNEGUT'S MONKEY HOUSE
SHOWTIME CABLE NETWORK, MGM
STARGATE SG1
**SHOWTIME CABLE NETWORK/SCOTT FREE
PRODUCTION/TELESCENE FILM GROUP INC.**
HUNGER, THE
**SHOWTIME NETWORKS INC., ALLIANCE ATLANTIS
PRODUCTION IN ASSOCIATION WITH PROSIEBEN AND WIC
ENTERTAINMENT & TEAM COMMUNICATIONS GROUP.**
TOTAL RECALL 2070
**SINBOW ENTERTAINMENT/ORBIT 1 PROD/EMPIRE
ENTERTAINMENT LTD.**
DEEPWATER BLACK
SKY TV, R&D TV, USA CABLE ENTERTAINMENT LLC
BATTLESTAR GALACTICA (2004)
SKY VISION ENTERTAINMENT PRODUCTION
ROBOCOP - THE SERIES
**SMALLVILLE FILMS, TOLLIN/ROBBINS
PRODUCTIONS/WARNER BROS. TELEVISION**
SMALLVILLE
SOCEITE RADIO CANADA
OPERATION-MYSTERE
SOEISHA
GANBARON
SOTSU AGENCY, KNOCK
BATTLE HAWK
SOUTH AFRIAN BROADCASTING CORPORATION
INTERSTER
SOUTH PACIFIC PICTURES/ ATLANTIS FILMS PRODUCTION
BOY FROM ANDROMEDA, THE
SOUTHERN TELEVISION (ITV NETWORK)
FREEWHEELERS
SOUTHERN TELEVISION/INDEPENDENT TELEVISION (ITV)
NOAH'S CASTLE
SPACE CHANNEL
COMMANDER'S LOG
**SPACE: THE IMAGINATION STATION/DANFORTH STUDIOS/LA
SABRE (CANAL+)/GROSVENOR PARK PRODUCTIONS (UK)**
STARHUNTER (INC STARHUNTER 2300)

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

**SPELLING TELEVISION INC., PAPAZIAN-HIRSCH
ENTERTAINMENT PRODUCTION, WORLD VISION
ENTERPRISES INC.**

INVADERS, THE (1995)

SPIKE TV/ NEW LINE TELEVISION

BLADE

STAGE 3 MEDIA

SANCTUARY

STAMPEDE ENTERTAINMENT

TREMORS

STEPHEN J. CANNELL PRODUCTIONS

COBRA

UNSUB

**STI ENTERTAINMENT GROUP, KELLER SIEGEL
ENTERTAINMENT**

TARZAN : THE EPIC ADVENTURES

STUDIO 100 , SYLVESTER PRODUCTIONS

MEGA MINDY

STUDIO TV FILM GMBH

MISSION TERRA

**SUGAR ENTERTAINMENT LIMITED PRODUCTION/ A
VIDEOTRON ENTERTAINMENT GROUP COMPANY PRODUCED
IN ASSOCIATION WITH PEARSON TELEVISION INTERNATIONAL**

FIRST WAVE

SUNRISE FILMS, SCHOLASTIC PRODUCTIONS

MY SECRET IDENTITY

SVERIGES TELEVISION

VAGEN TILL GYLLENBLA!

**SWEET LORRAINE PRODUCTIONS & TOUCHSTONE
TELEVISION**

HOMEBOYS IN OUTER SPACE

TA/NORTON SMITH INC. PRODUCTION.

GET SMART (1965)

**TAKEN FOR GRANTED PRODUCTIONS / ABSOLUTELY
PRODUCTIONS**

STRANGERERS, THE

TBS

COMET-SAN (1967)

COMET-SAN (1978)

DON'T YOU LIKE IT?

TBS/TSUBURAYA PRODUCTIONS

ULTRA SEVEN

ULTRA Q

TEDDY PRODUCTIONS INC. / YES (ISRAEL TV)

HA'NEPHILIM

TELECIP (FRANCE)/ ORTF

AUX FRONTIERES DU POSSIBLE

TELESCENE FILM GROUP PRODUCTIONS, FREMANTLE.

BIG WOLF ON CAMPUS

TELESISTEMA MEXICANO S.A.

ROCAMBOLE

TELEvisa S.A DE C.V

CHAPULIN COLORADO, EL

TELEvisa S.A DE C.V.

ADVENTURES IN TIME

TELEVISIO DE CATALUNYA (TV3)

MECANOCRIPT DEL SEGON ORIGEN (MANUSCRIPT OF THE SECOND ORIGIN)

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

TELEVISION ESPANOLA (TVE)

MANANA PUEDE SER VERDAD (TOMMOROW IT CAN BE TRUTH)

TELEVISION INDEPENDIENTE DE MEXICO (TIM)

FROM THE EARTH TO THE MOON

TELEVISION ROMANDE

S.O.S. TERRE

TELEVISION NEW ZEALAND

UNDER THE MOUNTAIN

TEN THIRTEEN PRODUCTIONS & 20TH CENTURY FOX

MILLENNIUM

TEN THIRTEEN PRODUCTIONS, IN ASSOCIATION WITH 20TH CENTURY TELEVISION

X FILES, THE

TF1

VISITEURS, LES

TF1 \ CFS KOSUTUJAK \ SOAT \ TERRA FILM

L'HOMME SANS VISAGE

TF1, TELFRANCE

MUTANT, LE

THAMES TELEVISION

ROBERT'S ROBOT

SHADOWS

THAMES TELEVISION PRODUCTION

CHOCKY (inc CHOCKY'S CHILDREN & CHOCKY'S CHALLENGE)

TIME RIDERS

THAMES TELEVISION PRODUCTION / TETRA FILMS PRODUCTION FOR CARLTON TELEVISION (SEASONS 5-11)

MIKE AND ANGELO

THAMES TELEVISION PRODUCTION.

TOMORROW PEOPLE, THE (1973)

THAMES TELEVISION PRODUCTION/ TVS PRODUCTION/ HTV PRODUCTION

DRAMARAMA

THE AUSTRALIAN FILM FINANCE CORPORATION PTY.

SKY TRACKERS

THE AUSTRALIAN FILM COMMISSION/MUCCI, YUCCI, SUCCI PTY LTD.

ROCKY STAR

THE COMEDY NETWORK

5TH QUADRANT, THE

THE FOUNDATION IN ASSOCIATION WITH THE NMEC.

TIMEKEEPERS OF THE MILLENNIUM

THE KUSHNER-LOCKE COMPANY AND FULL MOON ENTERTAINMENT

TIME WARRIOR

THE SCI-FI CHANNEL

CHRONICLE, THE

EUREKA

THE SCI-FI CHANNEL, CHUM TELEVISION

INVISIBLE MAN (2000)

TIME FILM UND TV PRODUKTION GMBH/ SALTER STREET FILMS/ SCREEN PARTNERS/CHUM TELEVISION/ THE CANADIAN TELEVISION FUND

LEXX: THE DARK ZONE STORIES

TOEI

RED SHADOW - THE MASKED NINJA

WINSPECTOR

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

SUKEBAN DEKA
AKUMA-KUN
MOONLIGHT MASK
SUKEBAN DEKA II: SHOUJO TEK-KA-MEN DEN-SATSU
EXIDRAFT
PLANET PRINCE
INAZUMAN
BAROM ONE
BLUE SWAT
MISS WITCH
KOSUKO SENTAI TURBORANGER
CHIKYUU SENTAI FIVEMAN
KYORYUU SENTAI ZYURANGER
KAGAKU SENTAI DYNAMAN
ZUBAT
DENGKITAI SENTAI J.A.K.Q.
CHO ZYUU SENTAI LIVEMAN
NINJA CAPTOR
KYODAIN
BIBYUN
EXPLOSIVE DASH TASK FORCE CARRANGERS
SUKEBAN DEKA III
HIMITSU SENTAI GORANGER
CONDORMAN
AKUMAIZER 3
INAZUMAN FLASH
VOICELUGGER
HANA NO ASUKA GUMI
ROBOCON
CHO REI SHI SENTAI BIOMAN
DAITETSUJIN WANSEBUN (1-7)
MACHINE MAN
BYCROSSER
DENKI SENTAI CHANGEMAN
CHO RIKI SENTAI OHRANGER
NINJA SENTAI KAKURANGER
CHO SHIN SEI SENTI FLASHMAN
HIKARI SENTAI MASKMAN
SHUSHUTORIAN
JIRAIYA
DAI SENTAI GOGGLE V

TOEI / ASAHI

SOLBRAIN
DENSHI SENTAI DENJIMAN
CHO JIN SENTAI JETMAN

TOEI / NET / OHIRO

SHADOWSTAR

TOEI / TOKYO CHANNEL

SPIDER-MAN

TOEI / TV ASAHI

MIRAI SENTAI TIMERANGER
ENGINE SENTAI GO-ONGER

TOEI / TVT

CHANGERION

TOEI / FUJI

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

ROBOT DETECTIVE
GIRL COMMANDO IZUMI

TOEI /TBS

CAPTAIN ULTRA

TOEI CO. LTD

MAHOU SENTAI MAGIRANGER
TOKUSOU SENTAI DEKARENJA
KAMEN RIDER HIBIKI

TOEI CO. LTD.

KAMEN RIDER 555

TOEI COMPANY LIMITED

BEAST-FIST SQUADRON GEKIRANGER

TOEI COMPANY LTD, TOHOKASHINSHA FILM COMPANY LTD.

MESSAGE FROM SPACE: GALATIC WAR

TOEI COMPANY LTD.

KAMEN RIDER KABUTO
NATIONAL KID
BLAZING ROBOCON

TOEI COMPANY, ISHIOMORI PRODUCTIONS, TV ASAHI

KAMEN RIDER KIVA

TOEI CORPORATION

NINPUU SENTAI HURRICANGER

TOEI PRODUCTION

B-ROBO KABUTACK

TOEI PRODUCTIONS /NET (ASAHI)

GIANT ROBO

TOEI TELEVISION

GOARANGER

TOEI, TV ASAHI

GINGAMAN
GO SEI SENTAI DAIRANGER

TOEI, TV ASAHI, ASATSU

JYUU KOU B-FIGHTER

TOEI, TV ASAHIM, ASATSU

B-FIGHTER KABUTO

TOEI/ ASAHI

JAN PERSON

TOEI/ TV ASAHI

ELECTROMAGNET TASK FORCE MEGARANGER
KYUKYU SENTAI GOGO FIVE

TOEI/FUJI

CHUKANA PAI-PAI

TOEI/MARVEL

BATTLEFEVER J

TOEI/MARVEL/ASAHI

TAIYO SENTAI VULCAN

TOHO

RAINBOW MAN
GO! GODMAN
DIAMOND EYE
KURE KURE TAKORA
ZONE FIGHTER
BANKID
GUYFERD
GO! GREEN MAN

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

GODZILLA ISLAND

MEGAROMAN

TOHO / TV TOKYO

PHANTOM STAR GOD JUSTIRISERS

TOHO /TBS

JAPAN SINKS

TOHO FILM COMPANY LTD.

CYBERCOP

TOKYO 12 CHANNEL, SHOEI SHA

RED TIGER

TOTTED OUT PRODUCTIONS, DFX DISTRUBUTION

CAPTAIN JACKSON

TOUCHSTONE TELEVISION, ABC FAMILY (DIST),

THREE MOONS OVER MILFORD

TOUCHSTONE TELEVISION/ABC

KYLE XY

TOWER 12 PRODUCTIONS, THE BAYWATCH NIGHT PRODUCTION COMPANY CO., AN ALL AMERICAN FREMANTLE INTERNATIONAL.

BAYWATCH NIGHTS

TRIBUNE ENTERTAINMENT, CANWEST ENTERTAINMENT, FIREWORKS ENTERTAINMENT.

MUTANT X

TRIUMPH ENTERTAINMENT CORPORATION IN ASSOCIATION WITH UNIVERSAL/ A TEN FOUR PRODUCTION.

WAR OF THE WORLDS

TSUBURAYA

DEVIL SUMMONER

EISENBORG

BUSKA! BUSKA!!

MIRROR FIGHT

TSUBURAYA / NTV

REDMAN

CHIBIRA

TSUBURAYA / TBS

TRIPLE FIGHTER

TSUBURAYA PRODUCTIONS

ULTRAMAN MEBIUS

ULTRAMAN 80

KOSEIDON

ULTRAMAN DYNA

ULTRAMAN LEO

ANDRO MELOS

ULTRAMAN TARO

ULTRA GALAXY : GIANT MONSTER BATTLE

RETURN OF ULTRAMAN

ULTRAMAN: TOWARDS THE FUTURE

ULTRAMAN

ULTRAMAN COSMOS

MOON SPIRAL

ARMY OF THE APES

JANBORG A

ULTRAMAN ACE

TSUBURAYA PRODUCTIONS & CBC NETWORK

ULTRAMAN MAX

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

TSUBURAYA PRODUCTIONS & MAINICHI BROADCASTING SYSTEM (MBS)

ULTRAMAN GAIA

TSUBURAYA PRODUCTIONS / NHK (BROADCASTER)

BIO PLANET WOO

TSUBURAYA PRODUCTIONS AND CHUBU-NIPPON BROADCASTING

ULTRAMAN NEXUS

TSUBURAYA PRODUCTIONS, CHUBU-NIPPON BROADCASTING COMPANY (CBC)

ULTRASEVEN X

TSUBURAYA PRODUCTIONS, FUJI TELEVISION NETWORK INC.

MIRRORMAN

TSUBURAYA PRODUCTIONS.

ULTRA FIGHT

TSUBURAYA PRODUCTIONS/ TBS

MYSTERY FOE, THE

TSUBURAYA PRODUCTIONS/BANDAI VISUAL

ULTRAMAN: THE ULTIMATE HERO

TUSBARAYA PRODUCTIONS.

MAGMA MAN

TUSBURAYA /NET (ASAHI)

KINKYU SHIREI 10-4 10-10

TUSBURAYA PRODUCTIONS

ULTRAMAN TIGA

TUSBURAYA/NTV

STAR WOLF

TUSOBARAYA PRODUCTIONS/ TBS

DEN KO CHO JIN GRIDMAN

TV AICHI / WE'VE INC

MADAN SENKI RYUKENDO

TV ASAHI

DIMENSION DETECTIVE: WECKER (inc DIMENSIONAL DETECTIVE WECKER: D-02)

TV ASAHI/ TOEI

GOUGOU SENTAI BOUKENGER

TV ASAHI/ TOEI CO LTD.

SHIBUYA FIFTEEN

TV ASAHI/TOEI

GAVAN

METALDAR

SPEILBAN

JUSPION

JIVAN

SHAIDER

SHARIVAN

TV NEW ZEALAND AND THAMES TELEVISION

CHILDREN OF THE DOG STAR

TV ONTARIO

READ ALL ABOUT IT! (inc. READ ALL ABOUT IT! PART 2)

TV ONTRAIO

PRISONERS OF GRAVITY

TV TOKYO

CUTIE HONEY, THE LIVE

SCHOOL IN PERIL

TV TOKYO/ TOHO

SAZER-X

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

TV TUPI

LEVER NO ESPACO

CAPITAO 7

TVT, TSUBURAYA

BUSKA

TWEAK WOODLANE PRODUCTION/20TH CENTURY FOX

STRANGE WORLD

TWENTIETH CENTURY - FOX FILM CORPARATION, SANDOLLAR TELEVISION, KUZUI ENTERPRISES, A MUTANT ENEMY PRODUCTION.

BUFFY THE VAMPIRE SLAYER

TYNE TEES TELEVISION/ ITV

SUPERGRAN

TYNE TESS/WORLDWIDE INTERNATIONAL TELEVISION PRODUCTION

KAPPATOO

UNITED PARAMOUNT NETWORK (UPN)

SEVEN DAYS

UNITED PARAMOUNT NETWORKS, CHUM TELEVISION

LEVEL 9

UNITED PRODUCTION INC.

CYBERKIDZ

UNITED STUDIO/ TF1 (FRANCE)

ASTROLAB 22

UNIVERSAL

BLAKE OF SCOTLAND YARD

LADY BAFFLES AND DETECTIVE DUCK

FLASH GORDON (1936)

BLACK BOX, THE

VANISHING SHADOW, THE

MYSTERY SHIP, THE

PHANTOM CREEPS, THE

FLASH GORDON CONQUERS THE UNIVERSE

GREAT ALASKIN MYSTERY, THE

BUCK ROGERS (1939)

RADIO KING, THE

DIAMOND QUEEN, THE

DIAMOND MASTER, THE

FLASH GORDON'S TRIP TO MARS

UNIVERSAL HOME VIDEO, PARAMOUNT TELEVISION, VIACOM.

SUPER FORCE

UNIVERSAL STUDIOS/MGM/ AMBLIN ENTERTAINMENT GROUP

HARRY AND THE HENDERSONS

UNIVERSAL STUDIOS INC./ UNIVERSAL TV/ STERLING PACIFIC FILMS/ MCA TELEVISION ENTERTAINMENT INC.

TEAM KNIGHT RIDER

UNIVERSAL TELEVISION

TIMECOP

UNIVERSAL TELEVISION/ST. CLARE ENTERTAINMENT

WEIRD SCIENCE

UNIVERSAL/NBC

FRANKENSTEIN : THE TRUE STORY

UNIVERSEL NETWORK TELEVISION & HEEL AND TOE FILMS

CENTURY CITY

USA NETWORKS

LOST ON EARTH

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

JOURNEY TO THE CENTER OF THE EARTH
**VCA PICTURES/MACDONALD - DALLER PRODUCTIONS &
JOHN GRIER/ PATRICK WHITLEY PRODUCTIONS, INC./ TOEI
COMPANAY LTD./ MEDIA LICENSING LTD.**

DYNAMAN

VGTRIL/ODISSEY/OSTANKINO

VINO IZ ODUVUNCHIKOV

**VIACOM PRODUCTIONS INC, DAVID GREENWALT
PRODUCTIONS, MATTHEWS SCHARBO PRODUCTIONS,
ROUNDTABLE ENTERTAINMENT, SILENT H PRODUCTIONS**

JAKE 2.0

VICTORY

BLAKE OF SCOTLAND YARD

VON ZERNECK-SERTNER FILMS, HALL MARK ENTERTAINMENT

ROBIN COOK'S INVASION

**VON ZERNECK-SERTNER FILMS, STEPHANIE GERMAIN
PRODUCTIONS, HALLMARK ENTERTAINMENT.**

VIRTUAL OBSESSION

VPRO

ZEELAND SWEATHEART

WAM

LEGEND OF WILLIAM TELL, THE

**WARK CLEMENTS CHILDRENS AND YOUTH, WARK
CLEMENTS, A BBC PRODUCTION**

JEOPARDY

**WARNER BROS. TELEVISION / TOLLIN-ROBBINS
PRODUCTIONS**

BIRDS OF PREY

**WARNER BROS. TELEVISION, MCA TELEVISION
ENTERTAINMENT INC., RENAISSANCE PICTURES, MCNAMARA
PAPER PRODUCTION INC.**

SPY GAMES

WARNER BROTHERS

NEW ADVENTURES OF WONDER WOMAN, THE
SHADOW CHASERS

**WARNER BROTHERS TELEVISION, BABYLONIAN
PRODUCTIONS INC**

CRUSADE

**WARNER BROTHERS TELEVISION, UNITED PARAMOUNT
NETWORK**

FREEDOM

WBKB

CAPTAIN Z-RO

WCAU PHILADELPHIA

STARSTUFF

**WEINTRAUB/KUHN PRODUCTION/ TARNVIEW LIMITED/ DUNE/
M6/ WARNER BROS. TELEVISION.**

NEW ADVENTURES OF ROBIN HOOD, THE

WEST POWER

EVOLVER

**WESTDEUTSCHER RUNDFUNT (WDR), NORDDEUTSCHER
RUNDFUND (NDR), SUEDFUND STUTTGART, SUEDWESTFUNK
(swf), BAVARIA ATELIER/ GMBH**

STARSHIP ORION

**WESTERN INTERNATIONAL SYNDICATION & KELLER
ENTERTAINMENT GROUP PRODUCTION**

CONAN: THE ADVENTURER

WHARTON PROD CO./PATHE EXCHANGE

EXPLOITS OF ELAINE, THE

SCIENCE FICTION TELEVISION PRODUCTION COMPANIES

WHARTON PROD CO/PATHE EXCHANGE

ROMANCE OF ELAINE,THE
NEW EXPLOITS OF ELAINE,THE

WIC ENTERTAINMENT, ALLICANCE COMMUNICATIONS CORPORATION, ALLIANCE ATLANTIS COMMUNICATIONS, CANWEST GLOBAL, CBS TELEVISION, BETAFILMD GMBH.

PETER BENCHLEY'S AMAZON

WITT THOMAS PROD/CBS

BEAUTY AND THE BEAST

WOLF FILMS/UNIVERSAL TELEVISION

MANN AND MACHINE

YORKSHIRE TV-FINGERTIP PRODUCTION

WANDERER,THE

ZDF PRODUCTIONS

GESCHICHTEN AUS DER ZUKUNFT

ZIV PRODUCTIONS.

SCIENCE FICTION THEATRE

ZONDERVAN/ JOHN SCHMIDT PRODUCTIONS INC.

PRESENT TIME

ZWEITES DEUTSCHES FERNESHEN

ALPHA, ALPHA

Alternative Titles

7 Days

A TOWN CALLED EUREKA (UK)

ABARANGER

ADVENTURES OF DRUM CANNA

ADVENTURES OF THE ELECTRONIC, THE

AEROPORT: CHARTER 2020

AGON

AGON THE ATOMIC DRAGON

AI NO SENSHI RAINBOWMAN

AIAN KINGU

AIRPORT 2000

AIZENBORG

AKAKAGE

AKATSUKI WA TADA GIN-IRO

AKUMAIZA SURI

ALCOA PRESENTS: ONE STEP BEYOND

ALGERNON NI HANATABA O

AMAZON

ANDRO MEROS

ANDRO SUPER WARRIORS

ARA NO SHISHA

ASU E NO TSUISEKI

AVENTURAS EN EL TIEMPO

BAD-GIRLD COP

BATTORU HOUKU

BD7

BEAUTIFUL GIRL NEW CENTURY GAZER

BEEFIGHTER

BEETLE FIGHTER

BEETLE ROBO KABUTACK

BESUCHER, DIE

BETTLE FIGHTER

BETTLE FIGHTER KABUTO

B-FIGHTERS

BII FAITAA KABUTO

BIRDMAN BATTLE TEAM JETMAN

BIRDMAN TASK FORCE JETMAN

BISHOJO SHINSEIKI GAZER

BISHOUJOU KAMEN POITRINE

BLAST DRAGON SQUADRON OUTBURST RANGER

BLAZING SUPERMAN MEGALOMAN

BLITZKREIG TASK FORCE CHANGEMAN

BLITZKRIEG SQUAD JAKQ

BLOODY PUPPET, THE

BOKU TO MARI NO JIKAN RYOKO

BOKURA NO YUKI MIMAN CITY

BOOSKA

BOY DETECTIVES CLUB

BROTHER FIST

BROTHER FIST BYCROSSER

BUFFY THE VAMPIRE SLAYER: THE SERIES

BUKNER, OR LEARNING UNDERGROUND

BURN! ROBOCON

BY THE NAME OF GOD

CAPTAIN MAGMA

CAPTAIN MIDNIGHT

CARRANGERS

CHETVARTOTO IZMERENIE

see. *D*A*S*S KAPITAL*

see. *SEVEN DAYS*

see. *EUREKA*

see. *BAKURYUU SENTAI ABARENJAA*

see. *DRUM CANNA*

see. *PRIKLYUCHENIYA ELEKTRONIKA*

see. *AEROPORT 2000*

see. *ATOMIC DRAGON*

see. *ATOMIC DRAGON*

see. *RAINBOW MAN*

see. *IRON KING*

see. *AEROPORT 2000*

see. *EISENBORG*

see. *RED SHADOW - THE MASKED NINJA*

see. *DAWN OF SILVER*

see. *AKUMAIZER 3*

see. *ONE STEP BEYOND*

see. *FLOWERS FOR ALGERNON*

see. *PETER BENCHLEY'S AMAZON*

see. *ANDRO MELOS*

see. *ANDRO MELOS*

see. *MESSENGER OF ALLAH*

see. *PURSUIT OF TOMORROW*

see. *ADVENTURES IN TIME*

see. *SUKEBAN DEKA*

see. *BATTLE HAWK*

see. *SHONEN TANTEIDAN*

see. *GAZER*

see. *B-FIGHTER*

see. *JYUU KOU B-FIGHTER*

see. *B-ROBO KABUTACK*

see. *EXPEDITION ADAM '84*

see. *B-FIGHTER*

see. *B-FIGHTER KABUTO*

see. *JYUU KOU B-FIGHTER*

see. *B-FIGHTER KABUTO*

see. *CHO JIN SENTAI JETMAN*

see. *CHO JIN SENTAI JETMAN*

see. *GAZER*

see. *POITRINE*

see. *BAKURYUU SENTAI ABARENJAA*

see. *MEGAROMAN*

see. *DENKI SENTAI CHANGEMAN*

see. *DENGEKITAI SENTAI J.A.K.Q.*

see. *POUPEE SANGLANTE, LA*

see. *MY TIME TRAVEL JOURNEY WITH MARI*

see. *KEYS TO THE CITY*

see. *BUSKA*

see. *SHONEN TANTEIDAN*

see. *BYCROSSER*

see. *BYCROSSER*

see. *BUFFY THE VAMPIRE SLAYER*

see. *BUNKER*

see. *BLAZING ROBOCON*

see. *POR EL NOMBRE DE DIOS*

see. *AMBASSADOR MAGMA*

see. *JET JACKSON FLYING COMMANDO*

see. *EXPLOSIVE DASH TASK FORCE CARRANGERS*

see. *FOURTH DIMENSION, THE*

Alternative Titles

ENGINE SQUADRON GO-ONGER	see. <i>ENGINE SENTAI GO-ONGER</i>
ENVOY OF ALLAH	see. <i>MESSENGER OF ALLAH</i>
ERIK MATTI'S ROUNIN	see. <i>ROUNIN</i>
ES IST NOCH WAS ZU RETTEN	see. <i>TELEROP 2009</i>
ESPER	see. <i>LIGHT SPEED ESPER</i>
EXCEEDRAFT	see. <i>EXIDRAFT</i>
FACELESS MAN, THE	see. <i>L'HOMME SANS VISAGE</i>
FAILURE OF ENGINEER GARIN	see. <i>KRAKH INZHENERA GARINA</i>
FAIYAMAN	see. <i>MAGMA MAN</i>
FIGHT! MIGHTY JACK	see. <i>MIGHTY JACK (inc FIGHT! MIGHTY JACK)</i>
FINDERS KEEPERS	see. <i>FINDER, THE</i>
FIREMAN	see. <i>MAGMA MAN</i>
FIVE STAR TASK FORCE DAIRANGER	see. <i>GO SEI SENTAI DAIRANGER</i>
FLYING SAUCERWAR BANKID	see. <i>BANKID</i>
FRANK HERBERT'S DUNE	see. <i>DUNE</i>
FRANKENSTEIN'S AUNT	see. <i>FRANKENSTEINS TANTE</i>
FRIGHTENING THEATRE UNBALANCE	see. <i>UNBALANCE</i>
FUTURE BATTLE TEAM TIME RANGER	see. <i>MIRAI SENTAI TIMERANGER</i>
FUTURE TASKFROCE TIMERANGER	see. <i>MIRAI SENTAI TIMERANGER</i>
FUUN LION MARU	see. <i>STORM CLOUD LION MARU</i>
GANBARE ROBOCON!	see. <i>ROBOCON</i>
GARO	see. <i>GARO: THE FANGED WOLF</i>
GARO KIBA OKAMI	see. <i>GARO: THE FANGED WOLF</i>
Gekko Kamen	see. <i>MOONLIGHT MASK</i>
GENE RODDENBERRY'S ANDROMEDA	see. <i>ANDROMEDA</i>
GENE RODDENBERRY'S EARTH FINAL CONFLICT	see. <i>EARTH: FINAL CONFLICT</i>
GENSEISHIN JUSTIRISERS	see. <i>PHANTOM STAR GOD JUSTIRISERS</i>
GIANT IROMAN 1-7	see. <i>DAITETSUJIN WANSEBUN (1-7)</i>
GIANT PHANTON MONSTER AGON	see. <i>ATOMIC DRAGON</i>
GIMME GIMME OCTOPUS	see. <i>KURE KURE TAKORA</i>
GINGA SHONENTAI	see. <i>GINGA SHONEN TAI</i>
GOBLINS OF SAPEI : GREAT GHOST WAR	see. <i>GREAT GHOST WAR</i>
GOGGLE-V	see. <i>DAI SENTAI GOGGLE V</i>
GOGO FIVE	see. <i>KYUKYU SENTAI GOGO FIVE</i>
GOLDEN KNIGHT: FANGED WOLF	see. <i>GARO: THE FANGED WOLF</i>
GOLLY THE SPACE MONKEY	see. <i>SPECTREMAN</i>
GORANGER	see. <i>HIMITSU SENTAI GORANGER</i>
GRANSAZERS	see. <i>CHOSEIJIN GURANSEIZA</i>
GREAT ATTACK! HUY-MAN	see. <i>FLYING ATTACK! HYUMAN</i>
GREAT BATTLE TEAM GOGGLE FIVE	see. <i>DAI SENTAI GOGGLE V</i>
GREAT IRONMAN 1-7	see. <i>DAITETSUJIN WANSEBUN (1-7)</i>
GREAT SECRET, THE	see. <i>GRAND SECRET, LE</i>
GREAT TASK FORCE GOGGLE 5 (FIVE)	see. <i>DAI SENTAI GOGGLE V</i>
GROBE GEHEIMNIS, DAS (German Title)	see. <i>GRAND SECRET, LE</i>
GUEST FROM THE FUTURE	see. <i>GOSTYA IZ BUDUSCHEGO</i>
H.G. WELLS' INVISIBLE MAN	see. <i>INVISIBLE MAN, THE (1958)</i>
HANG IN THERE!!	see. <i>ROBOCON</i>
HAPPINESS SERUM, THE	see. <i>SERUM DE BONTE, LE</i>
HEAVY ARMOUR BETTLE FIGHTER	see. <i>B-FIGHTER</i>
HEAVYSHELL B-FIGHTER	see. <i>JYUU KOU B-FIGHTER</i>
HENSHIN NINJA ARASHI	see. <i>ARASHI</i>
HIGH SPEED BATTLE TEAM TURBORANGER	see. <i>KOSUKO SENTAI TURBORANGER</i>
HIGH SPEED TASK FORCE TURBORANGER	see. <i>KOSUKO SENTAI TURBORANGER</i>
HIKARI SENTAI MASUKUMAN	see. <i>HIKARI SENTAI MASKMAN</i>
HONO NO YUSHA MEGAROMAN	see. <i>MEGAROMAN</i>
HORDES, THE	see. <i>HORDES, LES</i>
HOST	see. <i>VIRTUAL OBSESSION</i>
HURRICANGER	see. <i>NINPUU SENTAI HURRICANGER</i>
HYAKUJU SENTAI GAORENJAA	see. <i>GOARANGER</i>

Alternative Titles

KOSOKU ESUPA	see. <i>LIGHT SPEED ESPER</i>
KOSOKU SENTAI TABORENJA	see. <i>KOSUKO SENTAI TURBORANGER</i>
KOTETSU TENSHI KURUMI - PURE	see. <i>STEEL ANGEL KURUMI - PURE</i>
KOUSOKU ESPER	see. <i>LIGHT SPEED ESPER</i>
KUCHU TOSHI 008	see. <i>AERIAL CITY 008</i>
KUCHU TOSHI ZERO ZERO HACHI	see. <i>AERIAL CITY 008</i>
KYIJUU TOKUSOU JASUPION	see. <i>JUSPION</i>
KYODAINÉ	see. <i>KYODAIN</i>
KYOFU GEKIJO UNBALANCE	see. <i>UNBALANCE</i>
KYORYU SENSO AIZENBOGU	see. <i>EISENBORG</i>
KYORYU SENTAI JURANGER	see. <i>KYORYUU SENTAI ZYURANGER</i>
KYORYU SENTAI KOSEIDON	see. <i>KOSEIDON</i>
KYODAIKEN BAIKUROSSA	see. <i>BYCROSSER</i>
LE TANTE DE FRANKENSTEIN	see. <i>FRANKENSTEINS TANTE</i>
LEXX	see. <i>LEXX: THE DARK ZONE STORIES</i>
LEXX: THE DARK ZONE	see. <i>LEXX: THE DARK ZONE STORIES</i>
LIGHT TASK FORCE MASKMAN	see. <i>HIKARI SENTAI MASKMAN</i>
L'ISOLA DEL TESORO	see. <i>TREASURE ISLAND IN OUTER SPACE</i>
LITTLE CHIBIRA	see. <i>CHIBIRA</i>
LITTLE SUPERMAN	see. <i>GANBARON</i>
LITTLE SUPERMAN GANBARON	see. <i>GANBARON</i>
LOVE AND CURSES (US TITLE)	see. <i>SHE WOLF OF LONDON</i>
LOVE IS IN THE AIR	see. <i>AMOR ESTA NO AR</i>
MABOROSHI NO DAIKAIJU AGON	see. <i>ATOMIC DRAGON</i>
MABOROSHI NO PEN-FRIEND	see. <i>MYSTERIOUS PEN-FRIEND</i>
MABOROSHI TANTEI	see. <i>PHANTOM DETECTIVE</i>
MAGIC BULLET CHRONICLES RYUKENDO	see. <i>MADAN SENKI RYUKENDO</i>
MAGIC TEAM MAGICAL RANGER	see. <i>MAHOU SENTAI MAGIRANGER</i>
MAGICAL GIRL	see. <i>CHUKANA PAI-PAI</i>
MAGICAL GIRL CHINESE PAIPAI	see. <i>CHUKANA PAI-PAI</i>
MAGMA TAISHI	see. <i>AMBASSADOR MAGMA</i>
MAHO SHOJO CHUKA NA PAIPAI	see. <i>CHUKANA PAI-PAI</i>
MAKED RIDER 555	see. <i>KAMEN RIDER 555</i>
MAKUMATSU MIRAIJIN	see. <i>BAKUMATSU TIME TRAVELERS</i>
MARS REVELO'S CAPTAIN BARBELL	see. <i>CAPTAIN BARBELL</i>
MASKED NINJA RED SHADOW	see. <i>RED SHADOW - THE MASKED NINJA</i>
MASKED RIDER	see. <i>KAMEN RIDER</i>
MASKED RIDER AGITO	see. <i>KAMEN RIDER AGITO</i>
MASKED RIDER AMAZON	see. <i>KAMEN RIDER AMAZON</i>
MASKED RIDER BLACK	see. <i>KAMEN RIDER BLACK</i>
MASKED RIDER BLACK-RX	see. <i>KAMEN RIDER BLACK-RX</i>
MASKED RIDER BLADE	see. <i>KAMEN RIDER BLADE</i>
MASKED RIDER COUGAR	see. <i>KAMEN RIDER COUGAR</i>
MASKED RIDER DRAGOON	see. <i>KAMEN RIDER RYUKI</i>
MASKED RIDER ECHO DEMON	see. <i>KAMEN RIDER HIBIKI</i>
MASKED RIDER ELECTRIC KING	see. <i>KAMEN RIDER DEN-O</i>
MASKED RIDER HIBIKI	see. <i>KAMEN RIDER HIBIKI</i>
MASKED RIDER KABUTO	see. <i>KAMEN RIDER KABUTO</i>
MASKED RIDER KIVA	see. <i>KAMEN RIDER KIVA</i>
MASKED RIDER MR	see. <i>KAMEN RIDER SKY RIDER</i>
MASKED RIDER PHI	see. <i>KAMEN RIDER 555</i>
MASKED RIDER RYUKI	see. <i>KAMEN RIDER RYUKI</i>
MASKED RIDER STRONGER	see. <i>KAMEN RIDER STRONGER</i>
MASKED RIDER SUPER ONE	see. <i>KAMEN RIDER SUPER-1</i>
MASKED RIDER V3	see. <i>KAMEN RIDER V3</i>
MASKED RIDER X	see. <i>KAMEN RIDER X</i>
MASKMAN	see. <i>HIKARI SENTAI MASKMAN</i>
MASTERMIND, THE	see. <i>Q.E.D.</i>
MATHS-IN-A-BOX: EVENS AND ODDS AND ENDS	see. <i>MATHS-IN-A-BOX</i>

Alternative Titles

PRIN PRIN MONOGATARI	see. <i>PRIN PRIN</i>
PRO WRESTLING STAR ASTEKAISER	see. <i>ASTEKAISER</i>
PRO-WRES NO HOSHI ASTEKAISER	see. <i>ASTEKAISER</i>
RADIANT AKUSA CLASS	see. <i>HANA NO ASUKA GUMI</i>
RAINBOW	see. <i>INDRADHANUSH</i>
RASEN	see. <i>SPIRAL</i>
RAUMPATROUILL	see. <i>STARSHIP ORION</i>
RED SHADOW	see. <i>RED SHADOW - THE MASKED NINJA</i>
REINBOMAN	see. <i>RAINBOW MAN</i>
RESCUE BATTLE SQUAD GOGO FIVE	see. <i>KYUKYU SENTAI GOGO FIVE</i>
ROBOT DETECTIVE JIVAN	see. <i>JIVAN</i>
ROBOT KEIJI	see. <i>ROBOT DETECTIVE</i>
ROD SERLING'S NIGHT GALLERY	see. <i>NIGHT GALLERY</i>
ROSWELL HIGH	see. <i>ROSWELL</i>
RUMBLING SQUADRON ADVENTURE (RANGER)	see. <i>GOUGOU SENTAI BOUKENGER</i>
RYUSEI NINGEN ZONE	see. <i>ZONE FIGHTER</i>
SAIYUKI	see. <i>MONKEY</i>
SAIYUUKI	see. <i>JOURNEY TO THE WEST</i>
SARA NO GUNDAN	see. <i>ARMY OF THE APES</i>
SATELLITE POLICE	see. <i>SPACE PATROL (1950)</i>
SATORARE	see. <i>TRANSPARENT</i>
SAUCERWAR BANKID	see. <i>BANKID</i>
SCIENCE TASK FORCE DYNAMAN	see. <i>KAGAKU SENTAI DYNAMAN</i>
SECRET BATTLE-TEAM GORANGER	see. <i>HIMITSU SENTAI GORANGER</i>
SECRET DU VOL 353, LE (FRANCE)	see. <i>SOLE SURVIVOR</i>
SECRET TASK FORCE FIVE RANGER	see. <i>HIMITSU SENTAI GORANGER</i>
SEIBUTSU SUISEI WOO	see. <i>BIO PLANET WOO</i>
SEIGI NO SHINBORU KONDORUMAN	see. <i>CONDORMAN</i>
SEIJUU SENTAI GINGAMAN	see. <i>GINGAMAN</i>
SEIUN KAMEN MACHINEMAN	see. <i>MACHINE MAN</i>
SEIUN KAMEN MASHINMAN	see. <i>MACHINE MAN</i>
SEKAI NINJA SEN JIRAIYA	see. <i>JIRAIYA</i>
SEKIGAI ONGAKU	see. <i>INFRARED MUSIC</i>
SEVEN STAR FIGHTING GOD	see. <i>GUYFERD</i>
SEVEN STAR FIGHTING GOD GUYFERD	see. <i>GUYFERD</i>
SEVEN-COLORED MASK	see. <i>RAINBOW MASK</i>
SH15UYA	see. <i>SHIBUYA FIFTEEN</i>
SHALIBAN	see. <i>SHARIVAN</i>
SHE CAME OUT OF THE BLUE SKY	see. <i>SPADLA Z OBLAKOV</i>
SHFIFTEENUYA	see. <i>SHIBUYA FIFTEEN</i>
SHICHI SEI TOU SHIN GUYFERD	see. <i>GUYFERD</i>
SHIDER	see. <i>SHAIDER</i>
Shin Kenjushi France Five	see. <i>FRANCE FIVE</i>
SHIN MEGAMI TENSEI DEVIL SUMMONER	see. <i>DEVIL SUMMONER</i>
SHINING BATTLE TEAM MASKMAN	see. <i>HIKARI SENTAI MASKMAN</i>
SHOJO COMMANDO IZUMI	see. <i>GIRL COMMANDO IZUMI</i>
SHONEN JET	see. <i>JETBOY</i>
SHONEN ORFEE	see. <i>YOUNG ORPHEUS</i>
SHY BOY, THE	see. <i>ODYSSEY, THE</i>
SILVER KAMEN GIANT	see. <i>SILVER KAMEN</i>
SILVER MASK	see. <i>SILVER KAMEN</i>
SIR ARTHUR CONAN DOYLE'S THE LOST WORLD	see. <i>LOST WORLD, THE</i>
SKY RIDER	see. <i>KAMEN RIDER SKY RIDER</i>
SMALLVILLE : SUPERMAN THE EARLY YEARS (UK)	see. <i>SMALLVILLE</i>
SOLAR TASK FORCE SUNVULCAN	see. <i>TAIYO SENTAI VULCAN</i>
SOME VERY STRANGE AFFAIRS	see. <i>DE BIEN ETRANGES AFFAIRES</i>
SONO MACHI O KESE	see. <i>WIPE OUT THE TOWN</i>
SOS EARTH	see. <i>S.O.S. TERRE</i>
SPACE COP GABAN	see. <i>GAVAN</i>

Alternative Titles

TATKAE! MIGHTY JACK	see. <i>MIGHTY JACK (inc FIGHT! MIGHTY JACK)</i>
TEKKOKI MIKAZUKI	see. <i>MIKAZUKI</i>
TELEPUZIKI (RUSSIAN)	see. <i>TELETUBBIES</i>
TELETAPIT (FINISH)	see. <i>TELETUBBIES</i>
TERRIFYING MUMMY	see. <i>KYOFU NO MIIRA</i>
TETSUJIN 28-GO	see. <i>GIGANTOR</i>
TETSUJIN TAIGA 7	see. <i>TIGER SEVEN</i>
TETSUKOUKI MIKAZUKI	see. <i>MIKAZUKI</i>
TETSUWAN ATOMU	see. <i>ASTRO BOY</i>
THE ADVENTURES OF PIRX	see. <i>PIRX KALANDJAI</i>
THE ADVENTURES OF SUPER MONKEY	see. <i>JOURNEY TO THE WEST</i>
THE ADVENTURES OF SUPERBOY	see. <i>SUPERBOY</i>
THE APE CORPS	see. <i>ARMY OF THE APES</i>
THE ATOM-SMASHERS	see. <i>LES ATOMISTES</i>
THE BEAUTIFUL MASKED POITRINE	see. <i>POITRINE</i>
THE BRIGADE OF SPELLS	see. <i>LE BRIGADE DE MALEFICES</i>
THE CHRONICLES OF FINDING QIN	see. <i>A STEP INTO THE PAST</i>
THE GALAXY BOY'S TEAM	see. <i>GINGA SHONEN TAI</i>
THE LAST MAN WHO DIES OF CANCER	see. <i>ZUIHOU YIGE AIZHENG SIZHE</i>
THE NEW ADVENTURES OF SUPERMAN	see. <i>LOIS AND CLARK</i>
THE OUTSIDERS	see. <i>HA'NEPHILIM</i>
THE PANDA PROJECT	see. <i>XIONGMAO JIHUA</i>
THE RED GRASSHOPPER	see. <i>CHAPULIN COLORADO, EL</i>
THE SARAH CONNOR CHRONICLES (<i>working title</i>)	see. <i>TERMINATOR : THE SARAH CONNOR CHRONICLES</i>
THE SPIDERS	see. <i>DIE SPINNEN</i>
THE TIME CAPSULE	see. <i>TIJDSCAPSULE, DE</i>
THE TRIBE: THE NEW TOMMOROW	see. <i>NEW TOMMOROW, THE</i>
THE WORLD NINJA WAR JIRAIYA	see. <i>JIRAIYA</i>
THREE SISTERS OF ACTION	see. <i>SHUSHUTORIAN</i>
THUNDEROUS TAKS FORCE ADVENTURE RANGER	see. <i>GOUGOU SENTAI BOUKENGER</i>
TIA DE FRANKENSTIEN, LA (SPAIN)	see. <i>FRANKENSTEINS TANTE</i>
TIGE SEBUN	see. <i>TIGER SEVEN</i>
TIMES OF THE APES	see. <i>ARMY OF THE APES</i>
TO THE FRONTIERS OF THE POSSIBLE	see. <i>AUX FRONTIERES DU POSSIBLE</i>
TOKI O KAKUERO SHOJO	see. <i>GIRL ACROSS TIME</i>
TOKKEI WINSPECTOR	see. <i>WINSPECTOR</i>
TOKKYU SHIREI SOLBRAIN	see. <i>SOLBRAIN</i>
TOKUSO EXIDRAFT	see. <i>EXIDRAFT</i>
TOKUSO ROBO JAN PERSON	see. <i>JAN PERSON</i>
TOM CLANCY'S OP CENTRE	see. <i>OP CENTRE</i>
TOMEI DORI-CHAN	see. <i>INVISIBLE DORI-CHAN</i>
TOMEI NINGEN	see. <i>INVISIBLE MAN (1996)</i>
TORIHITO SENTAI JETMAN	see. <i>CHO JIN SENTAI JETMAN</i>
TOUTSUGEKI! HYU-MAN	see. <i>FLYING ATTACK! HYUMAN</i>
TOWER OF BABEL, THE	see. <i>BABEL</i>
TRANSPARENT: TRIBUTE TO A SAD GENIUS	see. <i>TRANSPARENT</i>
TRAVELER OF THE CENTURIES, THE	see. <i>VOYAGEUR DES SIECLES, LE</i>
TRILLENIUM	see. <i>AEON: COUNTDOWN IM ALL</i>
TRILLENIUM: THE FUTURE HAS BEGUN	see. <i>AEON: COUNTDOWN IM ALL</i>
TURBORANGER	see. <i>KOSUKO SENTAI TURBORANGER</i>
TWISTED - (UK TITLE)	see. <i>TWISTED TALES</i>
U.S.S. CHARLESTON	see. <i>ON THE BEACH</i>
UCHU DEKA SHALIBAN	see. <i>SHARIVAN</i>
UCHU DEKA SHIDER	see. <i>SHAIDER</i>
UCHU ENJIN GOLLY	see. <i>SPECTREMAN</i>
UCHU G-GEN	see. <i>SPACE G-MEN</i>
UCHU KARA NO MESSEJI	see. <i>MESSAGE FROM SPACE: GALATIC WAR</i>
UCHU KEIJI GABAN	see. <i>GAVAN</i>
UCHU NO YUSHA STAR WOLF	see. <i>STAR WOLF</i>

Science Fiction TV Shows

10TH KINGDOM, THE	2000	ASTRO BOY	1959
11 SOMERSET	2004	ASTRO FARM	1992
1990	1977	ASTROLAB 22	1985
2030 - AUFSTAND DER ALTEN	2007	ASTRONAUTS	1981
2030 CE	2002	ATLANTIS HIGH	2001
2057	2007	ATOM MAN VS. SUPERMAN	1950
4400, THE	2004	ATOM SQUAD	1953
5 DAYS TO MIDNIGHT	2004	ATOMIC DRAGON	1964
5TH QUADRANT, THE	2002	AUTOMAN	1983
A COME ANDROMEDA	1972	AUX FRONTIERES DU POSSIBLE	1971
A FELADAT	1975	AVENGERS,THE	1961
A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	1961	AVENTURAS DA TIAZINHA, AS	1999
A STEP INTO THE PAST	2001	AYOYE	2003
A TIME TO LIVE, A TIME TO LOVE		BABEL	2002
A TRAVELLER IN TIME	1978	BABYLON 5	1993
A.J. 'S TIME TRAVELLERS	1995	BABYLON 5: THE LEGEND OF THE RANGERS (pilot)	2002
ACE LIGHTNING	2002	BACK TO SHERWOOD	1999
ACE OF WANDS	1970	BAKUMATSU TIME TRAVELERS	1977
ADAM ADAMENT LIVES!	1966	BAKURYUU SENTAI ABARENJAA	2003
ADAM'S FAMILY TREE	1997	BAMBINOT	1984
ADVENTURE GAME, THE	1980	BANKID	1976
ADVENTURES IN TIME	2001	BAROM ONE	1972
ADVENTURES OF BRISCO COUNTY, JR., THE	1993	BATANG X	1995
ADVENTURES OF CAPTAIN MARVEL,THE	1941	BATMAN (1943)	1943
ADVENTURES OF DON QUICK,THE	1970	BATMAN (1966)	1966
ADVENTURES OF SINBAD, THE	1996	BATMAN AND ROBIN	1949
ADVENTURES OF SUPERMAN,THE	1952	BATTLE HAWK	1976
AEON: COUNTDOWN IM ALL	2000	BATTLEFEVER J	1979
AERIAL CITY 008	1970	BATTLESTAR GALACTICA (2004)	2004
AEROPORT 2000	1980	BATTLESTAR GALATICA	1978
AIRWOLF	1984	BATTLESTAR GALATICA (MINI)	2003
AKUMAIZER 3	1975	BAYWATCH NIGHTS	1995
AKUMA-KUN	1966	BEAST-FIST SQUADRON GEKIRANGER	2007
ALCHEMISTS, THE	1999	BEASTMASTER: THE LEGEND CONTINUES	1999
ALF	1986	BEASTS	1976
ALIEN HUNTER	2001	BEAUTY AND THE BEAST	1987
ALIEN NATION	1989	BEEBLEBORGS METALLIX	1997
ALIENATED	2003	BENJI, ZAX AND THE ALIEN PRINCE	1983
ALIENS IN THE FAMILY	1996	BERNARD'S WATCH	1997
ALIENS IN THE FAMILY (1987)	1987	BEYOND REALITY	1991
ALPHA SCORPIO	1974	BEYOND WESTWORLD	1980
ALPHA, ALPHA	1972	B-FIGHTER	1995
AMAZING EXTRORDINARY FRIENDS	2006	B-FIGHTER KABUTO	1996
AMAZING LIVE SEA-MONKEYS, THE	1992	BIBYUN	1976
AMAZING SPIDERMAN,THE	1978	BIG BAD BEETLEBORGS	1996
AMBASSADOR MAGMA	1966	BIG JOHN, LITTLE JOHN	1976
AMERIKA	1987	BIG MEG, LITTLE MEG	2000
AMOR ESTA NO AR	1997	BIG PULL,THE	1962
AN ENGLISHMAN'S CASTLE	1978	BIG WOLF ON CAMPUS	1999
ANDRA	1976	BIGFOOT AND WILDBOY	1978
ANDRO MELOS	1984	BILL AND TED'S EXCELLENT ADVENTURES	1992
ANDRO-JAGER, DER	1982	BING (inc. BING II)	1991
ANDROMEDA	2000	BIO PLANET WOO	2006
ANGEL	1999	BIONIC WOMAN (2007)	2007
ANIMORPHS	1998	BIONIC WOMAN, THE	1976
AQUILA	1997	BIRDS OF PREY	2002
ARASHI	1972	BLACK BOX,THE	1915
ARCHER'S GOON	1993	BLACK HOLE HIGH	2002
ARE YOU AFRAID OF THE DARK? (1992)	1992	BLACK SCORPION	2001
ARE YOU AFRAID OF THE DARK? (1999)	1999	BLADE	2006
ARK II	1976	BLAKE OF SCOTLAND YARD	1939
ARMY OF THE APES	1974	BLAKE OF SCOTLAND YARD	1927
ASHES TO ASHES	2008	BLAKES' 7	1978
ASTEKAIKER	1976	BLAZING ROBOCON	1999
ASTEROID	1997	BLINDPASSASJER	1979

BLISS	1995	CHUCK	2007
BLOBHEADS, THE	2003	CHUKANA PAI-PAI	1989
BLUE SWAT	1994	CITY BENEATH THE SEA	1962
BLUE THUNDER	1984	CLEOPATRA 2525	2000
BORN FREE	1976	CLONE, O	2001
BORROWERS,THE	1992	CLONING OF JOANNA MAY,THE	1991
BOY FROM ANDROMEDA,THE	1991	CLOUD BURST	1974
BOY FROM SPACE,THE	1971	COBRA	1993
BRANDED FOUR,THE	1920	CODE NAME: ETERNITY	2000
BRAVE NEW WORLD	1981	CODENAME ICARUS	1981
BRICK BRADFORD	1947	COLD LAZARUS	1996
BRIMSTONE	1998	COME BACK MRS NOAH	1978
B-ROBO KABUTACK	1997	COMET-SAN (1967)	1967
BROKEN DOWN ROBOT TAIHEI	1978	COMET-SAN (1978)	1978
BRUCE GENTRY - DAREDEVILS OF THE SKY	1948	COMMANDER'S LOG	2004
BUCK ROGERS (1939)	1939	COMMANDO CODY	1953
BUCK ROGERS (1950)	1950	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	1955
BUCK ROGERS IN THE 25TH CENTURY	1979	COMRADE DAD	1986
BUDDIES, THE	1967	CONAN: THE ADVENTURER	1997
BUFFY THE VAMPIRE SLAYER	1997	CONDORMAN	1975
BUGS	1995	CORRIDOR PEOPLE, THE	1966
BUNKER	2006	COUNTERSTRIKE	1969
BURNING ZONE, THE	1996	CRASH	1984
BUSKA	1966	CRIME TRAVELLER	1997
BUSKA! BUSKA!!	1999	CRIMSON GHOST,THE	1946
BYCROSSER	1985	CROW: STAIRWAY TO HEAVEN, THE	1998
CAPITAO 7	1954	CRUSADE	1999
CAPTAIN AMERICA	1944	CRYSTAL MAZE,THE	1990
CAPTAIN BARBELL	2006	CUTIE HONEY, THE LIVE	2007
CAPTAIN JACKSON	1999	CYBER GIRLS THELOMEA	1998
CAPTAIN MIDNIGHT	1942	CYBERCOP	1988
CAPTAIN NICE	1967	CYBERGIRL	2001
CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1987	CYBERKIDZ	1997
CAPTAIN SCARLET AND THE MYSTERONS	1967	CYBERZONE	1993
CAPTAIN ULTRA	1967	D*A*S*S KAPITAL	1991
CAPTAIN VIDEO	1951	DAI SENTAI GOGGLE V	1982
CAPTAIN VIDEO AND HIS VIDEO RANGERS	1949	DAITETSUJIN WANSEBUN (1-7)	1973
CAPTAIN ZEP SPACE DETECTIVE	1983	DANS UNE GALAXIE PRES DE CHEZ VOUS	1999
CAPTAIN Z-RO	1951	DARK ANGEL	2000
CARTER CASE,THE	1919	DARK ROOM	1981
CATEGORY 6: DAY OF DESTRUCTION	2004	DARK SEASON	1991
CATEGORY 7: THE END OF THE WORLD	2005	DARK SKIES	1996
CATWEAZLE	1970	DARNA	2005
CENTURY CITY	2004	DAWN OF SILVER	1973
CENTURY FALLS	1993	DAY OF THE TRIFFIDS,THE	1981
CHALLENGE FROM THE FUTURE	1977	DAYBREAK	2006
CHAMALEON	1983	DE BIEN ETRANGES AFFAIRES	1982
CHAMPIONS,THE	1969	DEAD AT 21	1994
CHANGERION	1996	DEAD ZONE, THE	2002
CHANGES,THE	1975	DEADLY GAMES	1995
CHAPULIN COLORADO, EL	1970	DEEPWATER BLACK	1997
CHARLIE JADE	2005	DELTA WAVE	1996
CHIBIRA	1970	DEMON HEADMASTER, THE	1996
CHIKYUU SENTAI FIVEMAN	1990	DEN KO CHO JIN GRIDMAN	1993
CHILDREN OF DUNE	2003	DENGEKITAI SENTAI J.A.K.Q.	1977
CHILDREN OF THE DOG STAR	1985	DENJIN ZABORGER	1974
CHILDREN OF THE STONES	1977	DENKI SENTAI CHANGEMAN	1985
CHIMERA	1991	DENSHI SENTAI DENJIMAN	1980
CHO JIN SENTAI JETMAN	1991	DESPERATION	2006
CHO REI SHI SENTAI BIOMAN	1984	DEVIL SUMMONER	1997
CHO RIKI SENTAI OHRANGER	1995	DIAMOND EYE	1973
CHO SHIN SEI SENTI FLASHMAN	1986	DIAMOND MASTER,THE	1929
CHO ZYUU SENTAI LIVEMAN	1988	DIAMOND QUEEN,THE	1921
CHOCKY (inc CHOCKY'S CHILDREN & CHOCKY'S CHALLENGE)	1984	DICK TRACY	1937
CHOSEIJIN GURANSEIZA	2003	DICK TRACY VERSUS CRIMES INC.	1941
CHRONICLE, THE	2001	DICK TRACYS G-MEN	1939
		DIE SPINNEN	1919

DIMENSION DETECTIVE: WECKER (inc	2001	FLASH GORDON (1954)	1954
DIMENSIONAL DETECTIVE WECKER: D-02)		FLASH GORDON (2007)	2007
DIMENSION OF FEAR	1963	FLASH GORDON CONQUERS THE UNIVERSE	1940
DINOSAPIEN	2007	FLASH GORDON'S TRIP TO MARS	1938
DO OVER	2002	FLASH, THE	1990
DOCTOR WHO	1963	FLIP	1993
DOCTOR WHO (2005)	2005	FLOWERS FOR ALGERNON	2002
DOCTOR WHO CONFIDENTIAL	2005	FLYING ATTACK! HYUMAN	1973
DON'T YOU LIKE IT?	1992	FLYING DISC MEN FROM MARS	1951
DOOMWATCH	1970	FOREIGN EXCHANGE	2003
DR. SHRINKER	1976	FORTUNE HUNTER	1994
DRAMARAMA	1984	FOURTH DIMENSION, THE	1977
DREHT EUCH NICHT UM - DER GOLEM GEHT UM!	1971	FRANCE FIVE	2000
DRESDEN FILES, THE	2007	FRANKENSTEIN : THE TRUE STORY	1973
DRUM CANNA	2002	FRANKENSTEINS TANTE	1987
DUKSEDRENGEN	1989	FRANKENSTIEN (2004)	2004
DUNE	2000	FREAKYLINKS	2000
DYNAMAN	1988	FREEDOM	2000
E.A.R.T.H. FORCE	1990	FREEWHEELERS	1968
EARLY EDITION	1996	FRIGHTENERS	1997
EARTH 2	1994	FROM THE EARTH TO THE MOON	1969
EARTH WARP	1994	FTL NEWSFEED	1994
EARTH: FINAL CONFLICT	1997	FUTURE COP	1976
EARTHFASTS	1994	FUTURECAST	2000
EDGE OF DARKNESS	1985	GALACTICA 1980	1980
EERIE INDIANA	1991	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	2002
EERIE INDIANA: THE OTHER DIMENSION	1998	GALLOPING GALAXIES!	1985
EISENBORG	1977	GANBARON	1977
ELECTRA WOMAN AND DYNAGIRL	1976	GARO: THE FANGED WOLF	2005
ELECTRODE 93	1957	GARTH MARENGHI'S DARKPLACE	2004
ELECTROMAGNET TASK FORCE	1997	GAVAN	1982
MEGARANGER		GAZER	1998
ELEVENTH HOUR	2006	GEMINI FACTOR,THE	1987
EMERALD SOUP	1963	GEMINI MAN	1976
EMMANUELLE IN SPACE	1994	GEORGIAN HOUSE,THE	1976
ENGINE SENTAI GO-ONGER	2008	GESCHICHTEN AUS DER ZUKUNFT	1978
ENTERPRISE	2001	GET SMART (1965)	1965
ERASMUS MICROMAN	1988	GET SMART (1995)	1995
EREXION	2006	GIANT ROBO	1967
ESCAPE FROM JUPITER (inc. RETURN TO JUPITER)	1994	GIGANTOR	1960
ESCAPE OF R.D.7.,THE	1961	GINGA SHONEN TAI	1963
EUREKA	2006	GINGAMAN	1998
EVOLVER	2004	GIRL ACROSS TIME	1994
EXIDRAFT	1992	GIRL COMMANDO IZUMI	1987
EXPEDITION ADAM '84	1984	GIRL FROM TOMORROW,THE (including TOMORROW'S END)	1991
EXPLOITS OF ELAINE,THE	1914	GIRL FROM U.N.C.L.E.,THE	1966
EXPLOSIVE DASH TASK FORCE CARRANGERS	1996	GIRL WITH SOMETHING EXTRA, THE	1973
EYE OF THE JAGUAR	1959	GO SEI SENTAI DAIRANGER	1993
EYES OF A COWBOY	1998	GO! GODMAN	1972
FAMILIA ESPECIAL, UNA	2005	GO! GREEN MAN	1973
FANTASTIC JOURNEY,THE	1977	GOARANGER	2001
FANTASTIC MAN	2007	GODZILLA ISLAND	1997
FANTASTIKIDS	2006	GOLIATH AWAITS	1982
FANTOMETTE	1992	GOODNIGHT SWEETHEART	1993
FAR OUT SPACE NUTS	1976	GOOSEBUMPS (inc.ULTIMATE GOOSEBUMPS)	1995
FARSCAPE	1999	GOSTYA IZ BUDUSCHEGO	1984
FIGHTING DEVIL DOGS	1938	GOUYOU SENTAI BOUKENGER	2006
FINAL DAYS OF PLANET EARTH	2006	GRAND SECRET, LE	1989
FINDER,THE	1991	GRAND STAR	2007
FIREBALL XL5	1962	GREAT ALASKIN MYSTERY,THE	1944
FIREFLY	2002	GREAT GHOST WAR	1968
FIRST BORN	1988	GREATEST AMERICAN HERO,THE	1981
FIRST NEXT TIME,THE	1993	GROWING RICH	1992
FIRST WAVE	1998	GUARDIANS,THE	1971
FLAMING DISK,THE	1920	GUERRE DES INSECTED, LA	1981
FLASH GORDON (1936)	1936	GULLIVER'S TRAVELS	1996

GUYFERD	1996	JAPAN SINKS	1974
HALFWAY ACROSS THE GALAXY AND TURN LEFT	1994	JASON OF STAR COMMAND	1978
HANA NO ASUKA GUMI	1988	JEKYLL	2007
HA'NEPHILIM	2007	JEOPARDY	2002
HARD TIME ON PLANET EARTH	1989	JEREMIAH	2002
HARRY AND THE HENDERSONS	1991	JERICHO	2006
HARSH REALM	1999	JET JACKSON FLYING COMMANDO	1954
HE'ALMUT	2000	JETBOY	1959
HELPING HENRY	1988	JIRAIYA	1988
HERCULES: THE LEGENDARY JOURNEYS	1995	JIVAN	1989
HERITIERE DE GRANDE OURSE, L	2005	JOE 90	1968
HERO TURTLES : THE NEXT MUTATION	1995	JOHNNY AND THE BOMB	2006
HEROES	2006	JOHNNY JUPITER	1953
HEROIC HARIMAO	1960	JOURNEY OF ALLEN STRANGE, THE	1997
HIGHLANDER	1992	JOURNEY TO THE CENTER OF THE EARTH	1999
HIGHLANDER - THE RAVEN	1998	JOURNEY TO THE UNKNOWN	1968
HIGHWAYMAN,THE	1987	JOURNEY TO THE WEST	2006
HIKARI SENTAI MASKMAN	1987	JOURNEYMAN	2007
HIMITSU SENTAI GORANGER	1975	JULES VERNE'S 20,000 LEAGUES UNDER THE SEA	1997
HISTOIRES INSOLITES	1974	JULIA JEKYLL AND HARRIET HYDE	1995
HITCHHIKER'S GUIDE TO THE GALAXY,THE	1981	JUPITER MOON	1990
HOLMES AND YOYO	1976	JUSPION	1985
HOMEBOYS IN OUTER SPACE	1996	JYUU KOU B-FIGHTER	1995
HOMUNCULUS	1916	K9 & COMPANY	1981
HONEY, I SHRUNK THE KIDS: THE TV SHOW	1997	KAGAKU SENTAI DYNAMAN	1983
HORA I BOGOVE	1979	KALLOCAIN	1981
HORDES, LES	1991	KAMANDAG	2007
HUMAN TARGET	1992	KAMEN RIDER	1971
HUNGER, THE	1997	KAMEN RIDER 555	2003
HYPERDRIVE	2006	KAMEN RIDER AGITO	2001
HYPERNAUTS	1996	KAMEN RIDER AMAZON	1974
I WAS A SIXTH GRADE ALIEN!	1999	KAMEN RIDER BLACK	1987
I, ROBOT	1970	KAMEN RIDER BLACK-RX	1988
IJON TICHY: RAUMPILOT	2007	KAMEN RIDER BLADE	2004
IMMORTAL, THE	1969	KAMEN RIDER COUGAR	2000
IMMORTAL, THE (2000)	2000	KAMEN RIDER DEN-O	2007
INAZUMAN	1973	KAMEN RIDER HIBIKI	2005
INAZUMAN FLASH	1973	KAMEN RIDER KABUTO	2006
INCREDIBLE HULK,THE	1977	KAMEN RIDER KIVA	2008
INDRADHANUSH	1989	KAMEN RIDER RYUKI	2002
INFINITE WORLDS OF H.G. WELLS, THE	2001	KAMEN RIDER SKY RIDER	1979
INFRARED MUSIC	1975	KAMEN RIDER STRONGER	1975
INQUILINO, EL	2004	KAMEN RIDER SUPER-1	1980
INSECTOR SUN - THE GUARDIAN OF EARTH		KAMEN RIDER V3	1973
INTERGALACTIC KITCHEN	2004	KAMEN RIDER X	1974
INTERPRETARIS, THE	1966	KAPPATOO	1990
INTERSTER	1983	KENNY STARFIGHTER	1997
INTO THE LABYRINTH	1981	KEYS TO THE CITY	1997
INTRUDERS,THE	1994	KIKAIDER	1972
INVADERS,THE (1967)	1967	KIKAIDER-01	1973
INVADERS,THE (1995)	1995	KIMI TO ITA MIRAI NO TAME NI I'LL BE BACK	1999
INVASION	2005	KING OF THE CASTLE	1977
INVASION: EARTH	1998	KING OF THE MOUNTIES	1942
INVISIBLE DORI-CHAN	1978	KING OF THE ROCKET MEN	1949
INVISIBLE MAN (1996)	1996	KINKYU SHIREI 10-4 10-10	1972
INVISIBLE MAN (2000)	2000	KINVIG	1981
INVISIBLE MAN,THE (1958)	1958	KNIGHT RIDER	1982
INVISIBLE MAN,THE (1975)	1975	KNIGHTS OF GOD	1987
INVISIBLE MAN,THE (1984)	1984	KOKEY	2007
INVISIBLE RAY,THE	1920	KOLCHAK: THE NIGHT STALKER	1974
IRON KING	1972	KOMIKS	2006
IT'S ABOUT TIME	1966	KOSEIDON	1978
JACK ARMSTRONG	1947	KOSUKO SENTAI TURBORANGER	1989
JAKE 2.0	2003	KOTETSU NO KYOJIN	1956
JAMIE	1971	KRAKH INZHENERA GARINA	1973
JAN PERSON	1993	KURE KURE TAKORA	1973
JANBORG A	1973	KURT VONNEGUT'S MONKEY HOUSE	1991

KYLE XY	2006	MANIAC MANSION	1990
KYODAIN	1976	MANIMAL	1983
KYOFU NO MIIRA	1961	MANN AND MACHINE	1992
KYORYUU SENTAI ZYURANGER	1992	MARINE KONG	1960
KYUKYU SENTAI GOGO FIVE	1999	MARTIAN CHRONICLES,THE	1980
LA FEMME NIKITA	1997	MASKED RIDER	1995
LADY BAFFLES AND DETECTIVE DUCK	1915	MASTER MYSTERY,THE	1918
L'ALPHOMEGA	1973	MASTER, THE	1966
LAND OF THE GIANTS	1968	MASTERS OF SCIENCE FICTION	2007
LAND OF THE LOST (1974)	1974	MATHS-IN-A-BOX	1980
LAND OF THE LOST (1991)	1991	MAX HEADROOM	1987
LAST TRAIN, THE	1999	MECANOCRIPT DEL SEGON ORIGEN (MANUSCRIPT OF THE SECOND ORIGIN)	1985
LASTIKMAN	2007	MEEGO	1997
LAZARUS MAN, THE	1996	MEGA MINDY	2006
LE BRIGADE DE MALEFICES	1971	MEGAROMAN	1979
LEGACY OF THE SILVER SHADOW	2002	MEN INTO SPACE	1959
LEGEND	1995	MENTORS	1999
LEGEND OF DEATH	1965	MERCY POINT	1998
LEGEND OF WILLIAM TELL, THE	1998	MESSAGE FROM SPACE: GALATIC WAR	1977
LEGIONARI DELLO SPAZIO, I	1966	MESSENGER OF ALLAH	1960
LES ATOMISTES	1968	METAL MICKEY	1980
LES CLASSIQUES DE L'ETRANGE	1974	METALDAR	1987
LEVEL 9	2000	MICRONOTS!, THE	1993
LEVER NO ESPACO	1957	MIGHTY JACK (inc FIGHT! MIGHTY JACK)	1968
LEXX: THE DARK ZONE STORIES	1996	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1993
L'HOMME SANS VISAGE	1975	MIGHTY MOSHIN' EMO RANGERS	2004
LIFE FORCE	2000	MIK, MAK EN MON	1986
LIFE ON MARS	2006	MIKAZUKI	2000
LIGHT SPEED ESPER	1967	MIKE AND ANGELO	1989
LIGHTS OUT	1946	MILLENNIUM	1996
LIONMARU	1972	MILLIENNIUM MAN	2003
LION-MARU G	2006	MINAMI'S SWEATHEART	1994
LITTLE GREEN PLANET SHOW	1992	MIRACULOUS MELLOPS,THE (inc MIRACULOUS MELLOPS 2, THE)	1992
L'LE MYSTERIEUSE	1963	MIRAI SENTAI TIMERANGER	2000
L'LE MYSTERIEUSE (1973)	1973	MIRROR FIGHT	1974
LOGAN'S RUN	1977	MIRROR, MIRROR	1995
LOIS AND CLARK	1993	MIRROR, MIRROR II	1997
LONE GUNMEN, THE	2000	MIRRORMAN	1971
LOS LUCHADORES	2001	MISFITS OF SCIENCE	1985
LOST CITY,THE	1935	MISS WITCH	1971
LOST IN OZ	1997	MISSION EUREKA	1991
LOST IN SPACE	1965	MISSION TERRA	1985
LOST ON EARTH	1997	MISSION TOP SECRET	1992
LOST PLANET,THE	1953	MISTIKES DIADROMES	2001
LOST PLANET,THE	1954	MONKEY	1979
LOST ROOM, THE	2006	MONSTER AND THE APE,THE	1945
LOST SAUCER,THE	1975	MONSTER SQUAD, THE	1976
LOST WORLD, THE	1999	MONSTER WARRIORS	2006
LUNA	1983	MONSTERS,THE	1962
LUNAR JIM	2006	MOON SPIRAL	1997
M.A.N.T.I.S.	1994	MOONBASE 3	1973
M.I. HIGH	2007	MOONDIAL	1988
MACH BARON	1974	MOONLIGHT MASK	1958
MACHINE MAN	1984	MORGEN GEBEURT HET	1957
MADAN SENKI RYUKENDO	2006	MORK AND MINDY	1978
MAGICIAN'S HOUSE, THE	1999	MORTAL KOMBAT : CONQUEST	1998
MAGMA MAN	1973	MR. SMITH	1983
MAHOU SENTAI MAGIRANGER	2005	MR. TERRIFIC	1967
MAJIN HUNTER MITSURUGI	1973	MR. WYMI	1997
MAN AND THE CHALLENGE	1959	MUD	1995
MAN CALLED SLOANE, A	1979	MUTANT X	2001
MAN DOG	1972	MUTANT, LE	1978
MAN FROM ATLANTIS	1977	MY FAVOURITE MARTIAN	1963
MAN FROM TOMORROW, THE	1958	MY FRIEND WALTER	1992
MAN FROM U.N.C.L.E.,THE	1964	MY HERO	2000
MANANA PUEDE SER VERDAD (TOMMOROW IT CAN BE TRUTH)	1962		
MANHUNT ON MYSTERY ISLAND	1945		

MY LIFE AND TIMES	1991	OUT OF THE UNKNOWN	1965
MY LIVING DOLL	1964	OUT OF THIS WORLD	1962
MY PARENTS ARE ALIENS	1999	OUT OF THIS WORLD	1952
MY SECRET IDENTITY	1988	OUT OF THIS WORLD (1987)	1987
MY TIME TRAVEL JOURNEY WITH MARI	1980	OUT THERE	1951
MYCENES, CELUI QUI VIENT DU FUTUR	1972	OUTER LIMITS,THE (1963)	1963
MYSTERIEUX DOCTEUR CORNELIUS, LE	1984	OUTER LIMITS,THE (1995)	1995
MYSTERIOUS DR. SATAN,THE	1940	OUTLAWS	1986
MYSTERIOUS ISLAND (1951)	1951	P.R.O.B.E.	1995
MYSTERIOUS ISLAND (1955)	1995	PAINKILLER JANE	2007
MYSTERIOUS NEW STUDENT	1975	PANDORA'S CLOCK	1996
MYSTERIOUS PEN-FRIEND	1974	PARALLAX	2004
MYSTERY FOE, THE	1968	PATHFINDERS. . .(inc PATHFINDERS IN SPACE, PATHFINDERS TO MARS, PATHFINDERS TO VENUS)	1960
MYSTERY ISLAND	1977	PERVERSIONS OF SCIENCE	1997
MYSTERY SCIENCE THEATRE 3000	1988	PETER BENCHLEY'S AMAZON	1999
MYSTERY SHIP,THE	1917	PETER BENCHLEY'S THE BEAST	1996
MYSTIC KNIGHTS OF TIR NA NOG	1998	PHANTOM CREEPS,THE	1939
MYTHQUEST	2001	PHANTOM DETECTIVE	1959
NAN OF THE NORTH	1921	PHANTOM EMPIRE,THE	1935
NANASE AGAIN	1979	PHANTOM STAR GOD JUSTIRISERS	2004
NATIONAL KID	1960	PHIL OF THE FUTURE	2004
NET, THE	1998	PHOENIX FIVE	1969
NEVERWHERE	1996	PHOENIX, THE	1982
NEW ADVENTURES OF BEANS BAXTER, THE	1987	PHOTON	1984
NEW ADVENTURES OF ROBIN HOOD, THE	1997	PIG HEART BOY	1999
NEW ADVENTURES OF WONDER WOMAN,THE	1977	PIGS BREAKFAST	1999
NEW AVENGERS,THE	1977	PINTADOS	1999
NEW EXPLOITS OF ELAINE,THE	1915	PIRX KALANDJAI	1973
NEW ORIGINAL WONDER WOMAN,THE	1975	PLANET MIRTH	1997
NEW PEOPLE, THE	1969	PLANET OF THE APES	1974
NEW TOMMOROW, THE	2005	PLANET PRINCE	1958
NEXT STEP BEYOND, THE	1978	PLATEAU OF FEAR	1961
NIGHT GALLERY	1969	PLAY FOR TOMMOROW	1982
NIGHT HEAD	1992	POITRINE	1990
NIGHT OF THE RED HUNTER THE	1992	POR EL NOMBRE DE DIOS	1999
NIGHT STALKER	2005	POUPEE SANGLANTE, LA	1976
NIGHT VISIONS	2001	POWER GOD,THE	1925
NIGHTMAN	1997	POWER RANGERS DINO THUNDER	2004
NIGHTMARE CAFE	1992	POWER RANGERS IN SPACE	1998
NIGHTMARE MAN,THE	1981	POWER RANGERS JUNGLE FURY	2008
NINJA CAPTOR	1976	POWER RANGERS LIGHTSPEED RESCUE	2000
NINJA SENTAI KAKURANGER	1994	POWER RANGERS LOST GALAXY	1999
NINJA TEAM GEKKOU	1964	POWER RANGERS MYSTRIC FORCE	2006
NINPUU SENTAI HURRICANGER	2002	POWER RANGERS NINJA STORM	2003
NOAH'S CASTLE	1980	POWER RANGERS OPERATION OVERDRIVE	2007
NOIRES SONT LES GALAXIES	1981	POWER RANGERS S.P.D	2005
NOT WITH A BANG	1990	POWER RANGERS TIME FORCE	2001
NOW AND AGAIN	1999	POWER RANGERS TURBO	1997
NOWHERE MAN	1995	POWER RANGERS WILD FORCE	2002
OBJECT Z (inc. OBJECT Z RETURNS)	1965	POWER RANGERS ZEO	1996
OBJECTIF : NUL	1987	POWERS	2004
OCEAN ODYSSEY	1994	POWERS OF MATTHEW STARR, THE	1982
ODYSSEY 5	2002	PRESENT TIME	1998
ODYSSEY, THE	1992	PRETENDER, THE	1996
OFFICER 444	1926	PRETTY GUARDIAN SAILOR MOON	2003
OKTOBER	1998	PREY	1998
OLD MEN AT THE ZOO, THE	1983	PRIKLYUCHENIYA ELEKTRONIKA	1979
OMEGA FACTOR, THE	1979	PRIMEVAL	2007
ON THE BEACH	2000	PRIN PRIN	1979
ONCE A HERO	1987	PRISONER, THE	1967
ONE STEP BEYOND	1959	PRISONERS OF GRAVITY	1990
OP CENTRE	1995	PRIVATEERS, THE	2000
OPERATION NEPTUNE	1953	PROBE	1988
OPERATION-MYSTERE	1957	PROFILER	1996
OTHERS, THE	2000	PROJECT UFO	1978
OTHERWORLD	1985		
OUT OF SIGHT	1996		

PSI FACTOR: CHRONICLES OF THE PARANORMAL	1996	SECOND CHANCE	1987
PURPLE EYES IN THE DARK	1996	SECOND HUNDRED YEARS,THE	1967
PURPLE MONSTER STRIKES,THE	1945	SECRET ADVENTURES OF JULES VERNE, THE	1999
PURSUIT OF TOMORROW	1976	SECRET AGENT MAN	2000
Q.E.D.	1982	SECRET AGENT MEN	2003
QUANTUM LEAP	1989	SECRET BENEATH THE SEA	1963
QUARK	1978	SECRET EMPIRE, THE	1979
QUATERMASS (1979)	1979	SECRET FILES OF CAPTAIN VIDEO, THE	1953
QUATERMASS	1953	SECRET OF THE STONES	1994
EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)		SECRET SERVICE,THE	1969
QUEEN'S NOSE, THE	1995	SECRET WORLD OF ALEX MACK,THE	1994
R3	1964	SECRET WORLD OF POLLY FLINT,THE	1987
RADAR MEN FROM THE MOON	1952	SECRETS OF ISIS, THE	1975
RADIO KING,THE	1922	SENGOKU JIEITAI: SEKIGAHARA NO TAKAKAI	2006
RAINBOW MAN	1972	SENTINEL, THE	1996
RAINBOW MASK	1959	SEPTIMA PUERTA, LA	2004
RAY BRADBURY THEATRE,THE	1985	SERUM DE BONTE, LE	1960
READ ALL ABOUT IT! (inc. READ ALL ABOUT IT! PART 2)	1981	SEVEN DAYS	1998
REALLY WEIRD TALES	1987	SHADOW CHASERS	1985
RED BARON	1973	SHADOWS	1975
RED DWARF	1988	SHADOWSTAR	1976
RED SHADOW - THE MASKED NINJA	1967	SHAIDER	1984
RED TIGER	1978	SHAKTIMAN	1997
REDMAN	1972	SHARIVAN	1983
REDOUTABLES, LES	2001	SHAZAM!	1974
REGENESIS	2004	SHE WOLF OF LONDON	1990
RETURN OF CAPTAIN NEMO,THE	1981	SHIBUYA FIFTEEN	2005
RETURN OF ULTRAMAN	1971	SHONEN TANTEIDAN	1975
RETURN TO THE LOST PLANET	1955	SHUSHUTORIAN	1993
ROAR	1997	SIERRA NINE	1963
ROBERT'S ROBOT	1973	SIGMUND AND THE SEA MONSTERS	1973
ROBIN COOK'S INVASION	1997	SILICA	1960
ROBIN DE ROBOT	1975	SILVER KAMEN	1971
ROBOCON	1974	SILVERSUN	2004
ROBOCOP - THE SERIES	1994	SIMULACRON-3	
ROBOCOP: PRIME DIRECTIVES	2000	SIX MILLION DOLLAR MAN,THE	1973
ROBOT DETECTIVE	1973	SKY	1976
ROCAMBOLE	1967	SKY RANGER,THE	1921
ROCKY JONES, SPACE RANGER	1954	SKY TRACKERS	1995
ROCKY STAR	1993	SLEEPWALKERS	1997
ROD BROWN OF THE ROCKET RANGERS	1953	SLIDERS	1995
ROK-U MAEN	1973	SMALL WONDER	1985
ROMANCE OF ELAINE,THE	1915	SMALLVILLE	2001
ROSWELL	1999	SNAKES AND LADDERS	1989
ROUNIN	2007	SNUG AND COZI	1996
S.O.S. COAST GUARD	1937	SO WEIRD	1999
S.O.S. TERRE	1966	SOLBRAIN	1991
SABRINA THE TEENAGE WITCH	1996	SOLE SURVIVOR	2000
SALVAGE 1	1979	SOMETHING IS OUT THERE	1988
SANCTUARY	2007	SOMETHING IS OUT THERE (MINI)	1988
SAPPHIRE AND STEEL	1979	SPACE	1987
SARAH JANE ADVENTURES, THE	2007	SPACE : ABOVE AND BEYOND	1995
SARAS 008	1999	SPACE ACADEMY	1977
SATELLITE GAME,THE	1990	SPACE CADETS	1997
SAUL OF THE MOLE MEN	2007	SPACE CASES	1996
SAZER-X	2005	SPACE CITY SIGMA	1986
SCARLET STREAK,THE	1926	SPACE COMMAND	1953
SCAVENGERS	1994	SPACE COMMAND	
SCHOOL IN PERIL	1997	SPACE G-MEN	1963
SCIENCE FICTION THEATRE	1955	SPACE ISLAND ONE	1998
SCI-FI FILES, THE	1997	SPACE KNIGHTS	1988
SCREAMING SHADOW,THE	1920	SPACE PATROL (1950)	1950
SEAQUEST DSV (inc. SEAQUEST 2032)	1993	SPACE PATROL (1963)	1963
SEARCH (aka SEARCH CONTROL)	1972	SPACE PIRATES	2007
		SPACE PRECINCT	1994
		SPACE RANGERS	1993
		SPACE SCHOOL	1956
		SPACE: 1999	1975

SPACEVETS	1992	SUPERSTORM	2007
SPADLA Z OBLAKOV	1978	SUPERTRAIN	1979
SPECIAL UNIT 2	2001	SURFACE	2005
SPECTREMAN	1971	SURVIVORS	1975
SPEILBAN	1986	SWAMP THING	1990
SPELLBINDER	1995	TA DEN RING	1982
SPELLBINDER 2: LAND OF THE DRAGON LORD	1997	TAILENS	
SPIDER-MAN	1978	TAIYO SENTAI VULCAN	1981
SPIDERS WEB,THE	1959	TAKEN	2002
SPIRAL	1999	TALES OF MYSTERY	1961
SPORT RANGER	2006	TALES OF TOMORROW	1951
SPY CATCHER J3	1965	TANG	1971
SPY GAMES	1997	TARGET LUNA	1960
STAR BOY	2000	TARZAN : THE EPIC ADVENTURES	1996
STAR COPS	1987	TATTOOED TEENAGE ALIEN FIGHTERS FROM BEVERLY HILLS	1995
STAR GAMES	1998	TEAM KNIGHT RIDER	1997
STAR MAIDENS	1976	TED AND ALICE	2002
STAR TREK	1966	TEKWAR	1994
STAR TREK: DEEP SPACE NINE	1993	TELEROP 2009	1974
STAR TREK: THE NEXT GENERATION	1987	TELETUBBIES	1997
STAR TREK: VOYAGER	1995	TERMINATOR : THE SARAH CONNOR CHRONICLES	2008
STAR WOLF	1978	TERRAHAWKS	1983
STARFLEET	1980	TETSUWAN TANTEI ROBOTACK	1998
STARGATE SG1	1997	THEY CAME FROM OUTER SPACE	1990
STARGATE: ATLANTIS	2004	THEY CAME FROM SOMEWHERE ELSE	1984
STARHUNTER (INC STARHUNTER 2300)	2000	THIRD ROCK FROM THE SUN	1996
STARK	1993	THIRD TWIN,THE	1997
STARLOST,THE	1973	THREE MOONS OVER MILFORD	2006
STARMAN	1986	THRESHOLD	2005
STARSHIP ORION	1966	THUNDER IN PARADISE	1994
STARSTRIDER	1974	THUNDER MASK	1972
STARSTUFF	1980	THUNDERBIRDS	1965
STEEL ANGEL KURUMI - PURE	2002	THUNDERSTONE	1999
STELLA STELLARIS	1994	TICK, THE	2001
STEPHEN KING'S GOLDEN YEARS	1993	TIGER SEVEN	1973
STEPHEN KING'S STORM OF THE CENTURY	1999	TIJDSCAPSULE, DE	1963
STEPHEN KING'S THE LANGOLIERS	1995	TIME BUSTERS	1992
STEPHEN KING'S THE STAND	1994	TIME EXPOSURES	1988
STEVEN SPIELBERG'S AMAZING STORIES	1985	TIME EXPRESS	1979
STINGRAY	1964	TIME IS THE ENEMY	1958
STORM CLOUD LION MARU	1973	TIME RIDERS	1991
STRANGE LUCK	1995	TIME TRAVELER	1972
STRANGE WORLD	1999	TIME TRAX	1993
STRANGE WORLD OF PLANET X,THE	1956	TIME TUNNEL,THE	1966
STRANGER FROM SPACE	1951	TIME WARRIOR	1995
STRANGER, THE (1965)	1965	TIMECOP	1997
STRANGER,THE (1991)	1991	TIMEKEEPERS OF THE MILLENNIUM	1999
STRANGERERS, THE	2000	TIMELAPSE	1980
STREET HAWK	1984	TIMESLIP	1970
STRUCK BY LIGHTNING	1979	TIN MAN	2007
SUBMARINER 8823	1960	TO HUNT A GENIUS	2006
SUKEBAN DEKA	1985	TOKUSOU SENTAI DEKARENJA	2004
SUKEBAN DEKA II: SHOUJO TEK-KA-MEN DEN-SATSU	1985	TOM CLANCY'S NETFORCE	1999
SUKEBAN DEKA III	1986	TOM CORBETT, SPACE CADET	1950
SUNSET WAR	1974	TOMES AND TALISMANS	1986
SUPER FORCE	1990	TOMMYKNOCKERS,THE	1995
SUPER INGGO	2006	TOMORROW PEOPLE,THE (1973)	1973
SUPER INGGO 1.5 : THE NEW WILDNESS	2007	TOMORROW PEOPLE,THE (1992)	1992
SUPER KLENK	1999	TORCH	1992
SUPER TWINS	2007	TORCHWOOD	2006
SUPERBOY	1988	TORCHWOOD DECLASSIFIED	2006
SUPERCAR	1961	TOTAL RECALL 2070	1998
SUPERGRAN	1985	TOTALLY DOCTOR WHO	2006
SUPERHUMAN SAMURAI SYBER SQUAD	1995	TOUCHED BY AN ANGEL	1994
SUPERMAN	1948	TRACKER	2001
SUPERNATURAL	1977	TRANSPARENT	2002
SUPERNOVA	2005		

TREASURE ISLAND IN OUTER SPACE	1990	VOYAGERS	1982
TREMORS	2003	VOYAGEUR DES SIECLES, LE	1971
TRIBE, THE	1999	VR TROOPERS	1993
TRIPLE FIGHTER	1972	VR5	1995
TRIPODS,THE	1984	WACHTER, DIE	1988
TROLLENBERG TERROR,THE	1956	WAIL OF THE BANSHEE	1993
TRUCKERS	1991	WALKING AFTER MIDNIGHT	1999
TURNABOUT	1979	WANDERER,THE	1994
TWICE IN A LIFETIME	1999	WANDJINA!	1966
TWILIGHT ZONE, THE (2002)	2002	WAR OF THE WORLDS	1988
TWILIGHT ZONE,THE (1958)	1958	WATCH THIS SPACE	1982
TWILIGHT ZONE,THE (1985)	1985	WATT ON EARTH	1991
TWIST IN THE TALE (aka TALES OF THE UNEXPECTED)	1977	WAY OUT	1961
TWISTED TALES	1996	WEIRD SCIENCE	1994
TWO TWISTED	2006	WELCOME TO PARADOX	1998
TYPHON'S PEOPLE	1993	WHEN THE KISSING HAD TO STOP	1962
U.F.O.	1972	WHIZZIWIG	1998
ULTRA FIGHT	1970	WHOOPS! APOCALYPSE	1982
ULTRA GALAXY : GIANT MONSTER BATTLE	2007	WICKED SCIENCE	2004
ULTRA Q	1966	WILD PALMS	1993
ULTRA Q: DARK FANTASY	2004	WILD WILD WEST,THE	1965
ULTRA SEVEN	1967	WINSPECTOR	1990
ULTRAMAN	1966	WIPE OUT THE TOWN	1978
ULTRAMAN 80	1980	WONDERBUG, THE	1976
ULTRAMAN ACE	1972	WOOPS!	1992
ULTRAMAN COSMOS	2001	WORLD OF GIANTS	1959
ULTRAMAN DYNA	1997	WORLD WAR III	1982
ULTRAMAN GAIA	1998	WORLDS BEYOND	1988
ULTRAMAN LEO	1974	WYSIWYG	1992
ULTRAMAN MAX	2005	X FILES,THE	1993
ULTRAMAN MEBIUS	2006	XENA: WARRIOR PRINCESS	1995
ULTRAMAN NEXUS	2004	XIONGMAO JIHUA	1983
ULTRAMAN TARO	1973	YASHA	2000
ULTRAMAN TIGA	1996	YINXING RE	1980
ULTRAMAN: THE ULTIMATE HERO	1993	YOUNG HERCULES	1998
ULTRAMAN: TOWARDS THE FUTURE	1990	YOUNG ORPHEUS	1972
ULTRASEVEN X	2007	ZABOGA	1974
ULTRAVIOLET	1998	ZACK FILES, THE	2000
UNBALANCE	1973	ZAIDO: PULIS PANGKALAWAKAN	2007
UNCLE JACK AND THE DARK SIDE OF THE MOON	1992	ZEELAND SWEATHEART	1998
UNDER THE MOUNTAIN	1982	ZOMBIES OF THE STRATOSPHERE	1952
UNDERMINED	1965	ZONE FIGHTER	1973
UNFORSEEN,THE	1958	ZUBAT	1977
UNINVITED, THE	1997	ZUIHOU YIGE AIZHENG SIZHE	1980
UNSUB	1989		
URGAMMAK	1995		
V (1982)	1982		
V (1984)	1984		
V.E.N.U.S. ON THE HARD DRIVE	1997		
VAGEN TILL GYLLENBLA!	1985		
VANISHING MAN,THE	1997		
VANISHING SHADOW,THE	1934		
VEGA 4	1968		
VINO IZ ODUVUNCHIKOV	1996		
VIPER (1994)	1994		
VIPER (1996)	1996		
VIRTUAL GIRL	2000		
VIRTUAL MURDER	1992		
VIRTUAL OBSESSION	1998		
VISITEURS, LES	1980		
VISITOR, THE	1997		
VISITORS,THE			
VOICE FROM THE SKY	1930		
VOICELUGGER	1999		
VOODOO FACTOR,THE	1959		
VOYAGE TO THE BOTTOM OF THE SEA	1965		

SF Book List

Name Of Programme	Title	Author	Year Published
10TH KINGDOM, THE	The 10th Kingdom	Kathryn Wesley	2000
1990	1990	Wilfred Greatorex	1977
	1990 Book Two	Wilfred Greatorex	1978
A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	A For Andromeda	Fred Hoyle & John Elliot	1962
	The Andromeda Breakthrough	Fred Hoyle & John Elliot	1964
AERIAL CITY 008	Blue Sky Town Tales	Sakyo Komatsu	
AIRWOLF	Airwolf		1990
	Airwolf Book 1	Ron Renault	1985
	Airwolf Book 2 - Trouble from Within	Ron Renault	1985
ALCHEMISTS, THE	ALCHEMIST	PETER JAMES	
ALIEN NATION	Alien Nation - Tectonese Guide: A Revised Edition To The Language Of The Newcomers		
	Alien Nation - The Film		
	Alien Nation 1 - The Day Of Descent	Judith and Garfield Reeves-Stevens	1993
	Alien Nation 2 - Dark Horizon	KW Jeter	1993
	Alien Nation 3 - Body & Soul	Peter David	1993
	Alien Nation 4 - The Change	Barry B Longyear	1994
	Alien Nation 5 - Stag Like Me	Barry B Longyear	1994
	Alien Nation 6 - A Passing Fancy	David Spencer	1994
	Alien Nation 7 - Extreme Prejudice	LA Graf	1995
	Alien Nation 8 - Cross Of Blood	KW Jeter	1995
ANDROMEDA	Andromeda - Destruction of Illusions	Keith DeCandido	2003
	Andromeda - The Attitude of Silence	Jeff Mariotte	2005
	Andromeda - The Broken Places	Ethlie Ann Vare and Daniel Morris	2003
	Andromeda - Through the Looking Glass	Josepha Sherman	2005

Name Of Programme	Title	Author	Year Published
ANDROMEDA	Andromeda - Waysation	Steve E McDonald	2004
ANGEL	Angel: City of . .	Nancy Holder	2000
	Avatar	John Passarella	2001
	Book of the Dead	Ashley McConnel	2004
	Bruja	Mel Odom	2001
	Close to the Crowd	Jeff Mariotte	2000
	Dark Mirror	Craig Shaw Gardner	2004
	Endangered Species	Nancy Holder and Jeff Maritte	2003
	Fearless	Doranna Durgin	2003
	Haunted	Jeff Mariotte	2002
	Hollywood Noir	Jeff Mariotte	2001
	Image	Mel Odom	2002
	Love and Death	Jeff Mariotte	2004
	Monolith	John Passarella	2004
	Nemesis	Denise Ciencin and Scott Ciencin	2004
	Not Forgotten	Nancy Holder	2000
	Redemption	Mel Odom	2000
	Sanctuary	Jeff Mariotte	2003
	Shakedown	Don DeBrandt	2000
	Solitary Man	Jeff Mariotte	2003
	Soul Trade	Thomas E. Sniegowski	2001
	Stranger to the Sun	Jeff Mariotte	2002
	The Hollower		2000
	The Longest Night - Volume 1	Various	2002
	The Summoned	Camaeron Dokey	2002
	Vengeance	Scott Ciencin and Dan Jolley	2002
ANIMORPHS	Animorphs Alternamorphs - The First Journey	K. A. Applegate	1999
	Animorphs	K. A. Applegate	1999

Name Of Programme	Title	Author	Year Published
ANIMORPHS	Animorphs - Megamorph Books #1 - The Andalite's Gift	K. A. Applegate	1997
	Animorphs - Megamorph Books #2 - In the Time of Dinosaurs	K. A. Applegate	1998
	Animorphs - Megamorph Books #3 - Elfangor's Secret	K. A. Applegate	1999
	Animorphs #1 - The Invasion	K. A. Applegate	1996
	Animorphs #10 - The Android	K. A. Applegate	1997
	Animorphs #11 - The Forgotten	K. A. Applegate	1997
	Animorphs #12 - The Reaction	K. A. Applegate	1997
	Animorphs #13 - The Change	K. A. Applegate	1997
	Animorphs #14 - The Unknown	K. A. Applegate	1998
	Animorphs #15 - The Escape	K. A. Applegate	1998
	Animorphs #16 - The Warning	K. A. Applegate	1998
	Animorphs #17 - The Underground	K. A. Applegate	1998
	Animorphs #18 - The Decision	K. A. Applegate	1998
	Animorphs #19 - The Departure	K. A. Applegate	1998
	Animorphs #2 - The Visitor	K. A. Applegate	1996
	Animorphs #20 - The Discovery	K. A. Applegate	1988
	Animorphs #21 - The Threat	K. A. Applegate	1998
	Animorphs #22 - The Solution	K. A. Applegate	1999
	Animorphs #23 - The Pretender	K. A. Applegate	1999
	Animorphs #24 - The Suspicion	K. A. Applegate	1999
	Animorphs #25 - The Extreme	K. A. Applegate	1999
	Animorphs #26 - The Attack	K. A. Applegate	1999
	Animorphs #27 - The Exposed	K. A. Applegate	1999
	Animorphs #28 - The Experiment	K. A. Applegate	1999
	Animorphs #29 - The Sickness	K. A. Applegate	1999
	Animorphs #3 - The Encounter	K. A. Applegate	1996
	Animorphs #30 - The Reunion	K. A. Applegate	1999
	Animorphs #31 - The Conspiracy	K. A. Applegate	1999

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ANIMORPHS	Animorphs #32 - The Separation	K. A. Applegate	1999
	Animorphs #33 - The Illusion	K. A. Applegate	1999
	Animorphs #34 - The Prophecy	K. A. Applegate	1999
	Animorphs #35 - The Proposal	K. A. Applegate	1999
	Animorphs #36 - The Mutation	K. A. Applegate	1999
	Animorphs #37 - The Weakness	K. A. Applegate	2000
	Animorphs #38 - The Arrival	K. A. Applegate	2000
	Animorphs #4 - The Message	K. A. Applegate	1996
	Animorphs #5 - The Predator	K. A. Applegate	
	Animorphs #6 - The Capture	K. A. Applegate	1997
	Animorphs #7 - The Stranger	K. A. Applegate	1997
	Animorphs #8 - The Alien	K. A. Applegate	1997
	Animorphs #9 - The Secret	K. A. Applegate	1997
	Animorphs : The Message, the Encounter, the Visitor, the Invasion (Animorphs Box Set, No 1)	K. A. Applegate	1997
	Meet the Stars of Animorphs	Marie Morreale, Randi Reisfeld	1999
ARCHER'S GOON	Archer's Goon	Diane Wynne Jones	1984
ARE YOU AFRAID OF THE DARK? (1992)	The Tale of Cutters Treasure #2	David L. Seidman	1995
	The Tale of the Nightly Neighbors #4	Kathleen Derby	1995
	The Tale of the Restless House #3	John Peel	1995
	The Tale of the Secret Mirror #5	Brad & Barbara Stickland	1995
	The Tale of the Sinister Statues #1	John Peel	1995
AUTOMAN	Automan	Martin Noble	1984
AVENGERS,THE	Avengers and Me	Dave Rogers & Patrick Macnee	1997
	Dead Duck	Patrick MacNee	1994
	Deadline	Patrick MacNee	1994
	The Avengers - Movie Novelization	Julie Kaewert	1998
	The Avengers - Movie Screenplay	Don MacPherson	1998
	The Avengers : Too Many Targets	Dave Rogers & John Peel	1990

Name Of Programme	Title	Author	Year Published	
AVENGERS,THE	The Avengers 5 - The Afrit Affair	Kieth Laumer	1968	
	The Avengers 6 - The Drowned Queen	Kieth Laumer	1968	
	The Avengers 7 -The Gold Bomb (#7)	Kieth Laumer	1968	
	The Avengers Companion	Jean-Luc Putheaud & Alain Carraze	1997	
	The Avengers Dossier	Paul Cornell, Martin Day & Keith Topping	1998	
	The Avengers: And Me	Patrick Macnee	1997	
	The Avengers: The Making of a Movie	Dave Rogers	1998	
	The Complete Avengers	Dave Rogers	1988	
	The Rogers and Gillis Guide to the Avengers	Dave Rogers & Steve Gillis	1998	
	The Ultimate Avengers	Dave Rogers	1995	
	BABYLON 5	Babylon 5 - A Call To Arms		1999
		Babylon 5 - Casting Shadows Book 1 - The Passing of the Techno-Mages	Jeanne Cavelos	2001
		Babylon 5 - Casting Shadows Book 2 - Summoning Light	Jeanne Cavelos	2001
Babylon 5 - Casting Shadows Book 3 - Invoking Darkness		Jeanne Cavelos	2001	
Babylon 5 - Day of the Dead (Script)		Neil Gaiman	1999	
Babylon 5 - In the Beginning		Peter David	1998	
Babylon 5 - In Valens Name (Graphic Novel)		J. Michael Stracynski & Peter David	1998	
Babylon 5 - Legions of Dire - Armies of Light and Dark		Peter David	2000	
Babylon 5 - Legions of Dire - Out of the Darkness		Peter David	2000	
Babylon 5 - Legions of Dire - The Long Night of Centauri Prime		Peter David	1999	
Babylon 5 - Legions of Fire (Omnibus)		Peter David	2000	
Babylon 5 - Omnibus - Volume 1 - Voice/Accusations/Blood Oath		John Vornhold and Lois Tilton	1999	
Babylon 5 - Shadows Past and Present (Graphic Novel)			1996	
Babylon 5 - The Birth of the Psi-Corps Vol. 1: Dark Genesis		J. Gregory Keyes	1998	
Babylon 5 - The Birth of the Psi-Corps Vol. 2: Deadly Relations: Bester Ascendant		J. Gregory Keyes	1999	
Babylon 5 - The Birth of the Psi-Corps Vol. 3: The Final Reckonin		J. Gregory Keyes	1999	
Babylon 5 - The Coming of Shadows Script Book		J. Michael Stracynski	1998	

Name Of Programme	Title	Author	Year Published
BABYLON 5	Babylon 5 - The Parliament of Dreams: Conferring on Babylon 5		
	Babylon 5 - The Psi-Corps Trilogy	Gregory Keyes	1999
	Babylon 5 No1 - Voices	John Vornholt	1995
	Babylon 5 No2 - Accusations	Lois Tilton	1995
	Babylon 5 No3 - Blood Oath	John Vornholt	1995
	Babylon 5 No4 - Clarke's Law	Jim Mortimore	1996
	Babylon 5 No5 - The Touch Of Your Shadows, The Whisper Of Your Name	Neal Barrett Jr	1996
	Babylon 5 No6 - Betrayals	S. M. Stirling	1996
	Babylon 5 No7 - The Shadow Within	Jeanne Cavelos	1997
	Babylon 5 No8 - Personal Agenda	Al Sarrantonio	1997
	Babylon 5 No9 - To Dream in the City of Sorrows	Kathryn M. Drennan	1997
	Babylon 5: Security Manual	Jim Morrtimore	1997
	Creating Babylon 5	David Bassom	1996
	Dining on Babylon 5 (Human Edition)	Steve Smith & 'Emerson Briggs-Wallice'	1998
	Inside Babylon - An Unauthorized Guide		
	Season by Season Guide 1:	Jane Killick	1997
	Season by Season Guide 2:	Jane Killick	1997
	Season by Season Guide 3: Point of No Return	Jane Killick	1998
	Season by Season Guide 4: No, Surrender, No, Retreat	Jane Killick	1998
	Season by Season Guide 5: Wheel of Fire	Jane Killick	1998
	The Art of Babylon 5		1999
	The A-Z Of Babylon 5	David Bassom	1996
	The Babylon File Volume 1	Andy Lane	1998
	The Babylon File Volume 2	Andy Lane	1999
	The Babylon Project Role Playing Game: Earth Colonies Source Book	Joseph Cochran	1998
	The Babylon Project Role Playing Game: Gamesmaster Resource Kit	Joseph Cochran	1998
	The Complete Book of Scriptwriting	J. Michael Straczynski	1996

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BABYLON 5	The Passing of the Techno-Mages (Omnibus)	Jeanne Cavelos	2002
	The River of Souls	Yvonne Navarro	1999
	The Scripts of J Michael Straczynski - Volume 1	J. Michael Straczynski	2005
	The Scripts of J Michael Straczynski - Volume 2	J. Michael Straczynski	2005
	The Scripts of J Michael Straczynski - Volume 3	J. Michael Straczynski	2006
	The Scripts of J Michael Straczynski - Volume 4	J. Michael Straczynski	2006
	The Scripts of J Michael Straczynski - Volume 5	J. Michael Straczynski	2006
	The Scripts of J Michael Straczynski - Volume 6	J. Michael Straczynski	2006
	The Scripts of J Michael Straczynski - Volume 7	J. Michael Straczynski	2006
	The Scripts of J Michael Straczynski - Volume 8	J. Michael Straczynski	2006
	Thirdspace	Peter David	1998
BATMAN (1966)	Back To The Batecave	Adam West & Geoff Rovin	1994
	Batman : The Complete History	Les Daniels	1999
	Batman Vs. 3 Villiains of Doom	Winston Lyon	1966
	Batman Vs. The Fearsome Foursome	Winston Lyon	1966
	The Official Batman Book		
BATTLESTAR GALACTICA (2004)	Battlestar Galactica	Jeffrey Carver	2005
	Battlestar Galactica - Sagittarius is Bleeding	Peter David	2006
	Battlestar Galactica - The Cylons' Secret	Craig Shaw Garnder	2006
BATTLESTAR GALATICA	Battlestar Galactica - Armageddon	Richard Hatch and Christopher Golden	1997
	Battlestar Galactica - Destiny	Richard Hatch and Brad Linaweaver	2004
	Battlestar Galactica - Paradis	Richard Hatch and Brad Linaweaver	2003
	Battlestar Galactica - Rebellion	Richard Hatch and Alan Rodgers	2002
	Battlestar Galactica - Resurrection	Richard Hatch and Stan Timmons	2001
	Battlestar Galactica - Warhawk	Richard Hatch and Christopher Golden	1998
	Battlestar Galactica 10 - The Long Patrol	Glen A. Larson & Ron Goulart	1984
	Battlestar Galactica 11 - The Nightmare Machine	Glen A. Larson & Robert Thurston	1985
	Battlestar Galactica 12 - "Die, Chameleon!"	Glen A. Larson & Robert Thurston	1986

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BATTLESTAR GALACTICA	Battlestar Galactica 13 - Apollo's War	Glen A. Larson & Robert Thurston	1987
	Battlestar Galactica 14 - Surrender the Galatica	Glen A. Larson & Robert Thurston	1987
	Battlestar Galactica 2 - The Cylon Death Machine	Glen A. Larson & Robert Thurston	1979
	Battlestar Galactica 3 - The Tombs of Kobol	Glen A. Larson & Robert Thurston	1979
	Battlestar Galactica 4 - The Young Warriors	Glen A. Larson & Robert Thurston	1980
	Battlestar Galactica 5 - Galatica Discovers Earth	Glen A. Larson & Michael Resnick	1980
	Battlestar Galactica 6 - The Living Legend	Glen A. Larson & Nicholas Yermakov	1982
	Battlestar Galactica 7 - War of the Gods	Glen A. Larson & Nicholas Yermakov	1982
	Battlestar Galactica 8 - Greetings From Earth	Glen A. Larson & Ron Goulart	1983
	Battlestar Galactica 9 - Experiment in Terra	Glen A. Larson & Ron Goulart	1984
	Battlestar Galactica Storybook	Glen A. Larson & Robert Thurston	1978
	Battlestar Galactica - Redemption	Richard Hatch and Brad Linaweaver	2005
	Battlestar Galatica 1	Glen A. Larson & Robert Thurston	1978
	Battlestar Galatica Classic (Omnibus Edition)	Glen A. Larson & Robert Thurston	2002
	The Photostory	Richard J. Anobile	1979
BEAUTY AND THE BEAST	Beauty and the Beast	Barbara Hambly	1989
	Beauty and the Beast: Above and Below	Ed Gross	1991
	Beauty and the Beast: Masques	Ru Emerson	1991
	Beauty and the Beast: Song of Orpheus	Barbara Hambley	1991
BIONIC WOMAN, THE	The Bionic Woman - A Question of Life (UK)	Maud Willis	1977
	The Bionic Woman - Double Identity (UK)	Maud Willis	1976
	The Bionic Woman 1 - Welcome Home Jamie (US)	Eileen Lottman	1976
	The Bionic Woman 2 - Extracurricular Activities (US)	Eileen Lottman	1977
BLAKES' 7	Avon : A Terrible Secret	Paul Darrow	1990
	Blake's 7 - Afterlife	Trevor Hoyle	
	Blake's 7 - Project Avalon (Sphere)	Trevor Hoyle	1981
	Blake's 7 - Scorpio Attack (BBC Books)	Trevor Hoyle	1981
	Blake's 7 (Sphere)	Trevor Hoyle	1977

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BLAKES' 7	Blake's 7 : Technical Manual		1991
	Blake's 7 The Annual 1979 (World Distributors)		1978
	Blake's 7 The Annual 1980 (World Distributors)		1979
	Blake's 7 The Annual 1981 (World Distributors)		1980
	Blake's 7 The Programme Guide (Target)	Tony Attwood	1983
	Blake's 7: The Inside Story	Sheelagh Wells & Joe Nazzaro	1997
	The Making Of Terry Nation's Blakes' 7	Adrian Rigelsford	1995
BUCK ROGERS IN THE 25TH CENTURY	Buck Rogers in the 25th Century - Fotonovel		1979
	Buck Rogers in the 25th Century - That Man of Beta #2	Addisson E. Steele	1979
	Buck Rogers in the 25th Century #1	Addisson E. Steele	1978
BUFFY THE VAMPIRE SLAYER	Bite Me (biography of Sarah Michelle Geller)		
	Buffy Chronicles		
	Buffy The Vampire Slayer - Pop Quiz	Cynthia Boris	2000
	Buffy The Vampire Slayer - The Willow Files	Yvonne Navarro	2000
	Buffy The Vampire Slayer Movie Novel		
	Buffy The Vampire Slayer/Angel - The Hollower		2000
	Buffy Watcher's Guide	Christopher Golden & Nancy Holder	1999
	Buffy X-Posed		
	Buffy: The Vampire Slayer - Dust Waltz (Graphic Novel)	Dan Brereton & Hector Gomez	1999
	Buffy: The Vampire Slayer - Gatekepper Trilogy 1 : Out of the Madhouse	Christopher Golden & Nancy Holder	1999
	Buffy: The Vampire Slayer - Gatekepper Trilogy 2 : Ghost Roads	Christopher Golden & Nancy Holder	1999
	Buffy: The Vampire Slayer - Gatekepper Trilogy 3 : Sons of Entropy	Christopher Golden & Nancy Holder	1999
	Buffy: The Vampire Slayer - Immortal	Christopher Golden & Nancy Holder	1999
	Buffy: The Vampire Slayer - Obsidian Fate	Diana G. Gallagher	1999
	Buffy: The Vampire Slayer - Paleo	Yvonne Navarro	2000
	Buffy: The Vampire Slayer - Power of Persuasion	Elizabeth Massie	1999
	Buffy: The Vampire Slayer - Remaining Sunlight (Graphic Novel)		1999

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BUFFY THE VAMPIRE SLAYER	Buffy: The Vampire Slayer - Resurrecting Ravana	Ray Ravana	2000
	Buffy: The Vampire Slayer - Return to Chaos	Craig Shaw Gardner	1999
	Buffy: The Vampire Slayer - The Evil That Men Do	Nancy Holder	1999
	Buffy: The Vampire Slayer - The Official Sunnydale High Yearbook	Christopher Golden & Nancy Holder	1999
	Buffy: The Vampire Slayer - The Origin	Joss Whedon	1999
	Buffy: The Vampire Slayer - The Xander Years Vol. 1	Keith R.A. DeCandido	1999
	Buffy: The Vampire Slayer - The Xander Years Vol. 2	Jeff Mariotte	2000
	Buffy: The Vampire Slayer - Uninvited Guests		2000
	Buffy: The Vampire Slayer - Unnatural Selection	Mel Odom	1999
	Buffy: The Vampire Slayer - Visitors	LA Gilman & J Sherman	1999
	Buffy: The Vampire Slayer 1 - The Harvest	Richie Tankersley	1998
	Buffy: The Vampire Slayer 2 - Halloween Rain	Christopher Golden & Nancy Holder	1998
	Buffy: The Vampire Slayer 3 - Coyote Moon	John Vornholt	1998
	Buffy: The Vampire Slayer 4 - Night of the Living Rerun	Arthur Byron Cover	1998
	Buffy: The Vampire Slayer 5 - Blooded	Christopher Golden & Nancy Holder	1999
	Buffy: The Vampire Slayer 6 - Child of the Hunt	Christopher Golden & Nancy Holder	1999
	Buffy: The Vampire Slayer/Angel: Surrogates (Graphic Novel)		2001
	Buffy: The Vampire Slayer: Bad Blood Vol. 1		2000
	Buffy: The Vampire Slayer: Crash Test Demons (Bad Blood Vol. 2) (Graphic Novel)		2000
	Buffy: The Vampire Slayer: Deep Water	LA Gilman & J Sherman	2000
	Buffy: The Vampire Slayer: Doomsday Deck	Diana G. Gallagher	2001
	Buffy: The Vampire Slayer: Ghoul Trouble	JG Passarella	2000
	Buffy: The Vampire Slayer: Here Be Monsters	Cameron Dokey	2000
	Buffy: The Vampire Slayer: How I Survived My Summer Vacation	Various	2000
	Buffy: The Vampire Slayer: Pale Reflections (Bad Blood Volume 3) (Graphic Novel)		2000
	Buffy: The Vampire Slayer: Prime Evil	Diana G. Gallagher	2000
	Buffy: The Vampire Slayer: Script Book 1		2001

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BUFFY THE VAMPIRE SLAYER	Buffy: The Vampire Slayer: Script Book 2		2001
	Buffy: The Vampire Slayer: Spike & Dru: Pretty Maids All in a Row	Christopher Golden	2000
	Buffy: The Vampire Slayer: The Angel Chronicles Vol. 1	Nancy Holder	1999
	Buffy: The Vampire Slayer: The Angel Chronicles Vol. 2	Richie Tankersley Cusick	1999
	Buffy: The Vampire Slayer: The Angel Chronicles Vol. 3	Nancy Holder	1999
	Buffy: The Vampire Slayer: The Buffy Supernatural Defence Kit (Graphic Novel)		2000
	Buffy: The Vampire Slayer: The Evil That Men Do	Nancy Holder	2000
	Buffy: The Vampire Slayer: The Monster Book	Christopher Golden	2000
	Buffy: The Vampire Slayer: The Totally Cool Unofficial Guide		2000
	Buffy: The Vampire Slayer: The Watcher's Guide 2	Nancy Holder, Maryelizabeth Hart & Jeff Mariotte	2000
	Essential Angel		1999
	Girls Got Bite : Unofficial Guide to Buffy		
	The Sunnydale High Yearbook	Christopher Golden & Nancy Holder	1999
	BUGS	Bugs #1 - Out Of The Hive	Paul Leonard
Bugs #2 - All Under Control		Sandy Mitchell	1996
Bugs #3 - Shotgun Wedding		Neil Corry	1996
Bugs #4 - Hot Metal		Liz Holliday	1996
Bugs #5 - Sporting Chance		Andy Lane	1996
CAPTAIN NICE	Captain Nice	William Johnston	1967
CAPTAIN SCARLET AND THE MYSTERONS	Captain Scarlet and the Mysterons	Chris Drake & Graeme Bassett	1993
	Captain Scarlet and the Mysterons 1	John Theydon	1990
CHIMERA	Gor's Saga	Stephen Gallagher	
CHOCKY (inc CHOCKY'S CHILDREN & CHOCKY'S CHALLENGE)	Chocky	John Wyndham	1969
CHRONICLE, THE	NEWS FROM THE EDGE	MARK SUNMER	
CLONING OF JOANNA MAY,THE	The Cloning of Joanna May	Fay Wheldon	1989
DARK ANGEL	DARK ANGEL: AFTER THE DARK	MAX ALLAN COLLINS	2003
	DARK ANGEL: BEFORE THE DAWN	MAX ALLAN COLLINS	2002

Name Of Programme	Title	Author	Year Published
DARK ANGEL	DARK ANGEL: SKIN GAME	MAX ALLAN COLLINS	2003
DARK SKIES	Dark Skies: Alien Invasion (Young Adult) #2	Robin Doak	1997
	Dark Skies: The Awakening	Stan Nicholls	1997
	Dark Skies: The Awakening (Young Adult) #1	Robin Doak	1997
	Dark Skies: The Official Guide	Chris Byman	1997
DEEPWATER BLACK	Deepwater Angels	Ken Catran	
	Deepwater Black	Ken Catran	
	Deepwater Landing	Ken Catran	
DEMON HEADMASTER, THE	The Demon Headmaster	Gillian Cross	
	The Demon Headmaster Takes Over	Gillian Cross	
	The Prime Minister's Brain	Gillian Cross	
DOCTOR WHO	A Day with a TV Producer (WaylAnd Publishers)	Graham Ricard	1980
	Ace! - The Inside Story Of The End Of an Era (Virgin)	Sophie Aldred & Mike Tucker	1996
	Another Girl, Another Planet (Virgin - New Adventures Of Bernice)	Martin Day & Stephen Bowkett	1998
	Beige Planet Mars (Virgin - New Adventures Of Bernice)	Lance Parkin & Mark Chapman	1998
	Beyond The Sun (Virgin - New Adventures Of Bernice)	Matthew Jones	1997
	Classic Who - The Harper Classics (Boxtree)	Adrian Rigelsford	1997
	Classic Who - The Hinchcliffe Years (Boxtree)	Adrian Rigelsford	1995
	Dalek Action Paint 'n Puzzle (Souvenir Press)		1966
	Dead Romance (Virgin - New Adventures Of Bernice)	Lawrence Miles	1999
	Deadfall (Virgin - New Adventures Of Bernice)	Gary Russell	1997
	Doctor Who - 25 Glorious Years (WH Allen)	Peter Haining	1988
	Doctor Who - A Book Of Lists (BBC Books)	Justin Richards & Andrew Martin	1997
	Doctor Who - A Celebration (WH Allen)	Peter Haining	1983
	Doctor Who - A Device Of Death (Virgin - The Missing Adventures)	Christopher Bulis	1997
	Doctor Who - A History Of The Universe (Virgin)	Lance Parkin	1996
	Doctor Who - Alien Bodies (BBC Books - The Eighth Doctor Series)	Laurence Miles	1997

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DOCTOR WHO	Doctor Who - All-Consuming Fire (Virgin - The New Adventures)	Andy Lane	1994
	Doctor Who - Arc Of Infinity (80) (Target)	Terrance Dicks	1983
	Doctor Who - Attack Of The Cybermen (138) (Target)	Eric Saward	1989
	Doctor Who - Autumn Mist (BBC Books - The Eighth Doctor Series)	David A.McIntee	1999
	Doctor Who - Bad Therapy (Virgin - The New Adventures)	MatThew Jones	1996
	Doctor Who - Battlefield (152) (Target)	Marc Platt	1991
	Doctor Who - Beltempest (BBC Books - The Eighth Doctor Series)	Jim Mortimore	1998
	Doctor Who - Birthright (Virgin - The New Adventures)	Nigel Robinson	1993
	Doctor Who - Black Orchid (113) (Target)	Terrance Dudley	1986
	Doctor Who - Blacklight - The Art Of Andrew Skilleter (Virgin)	Andrew Skilleter	1995
	Doctor Who - Blood Harvest (Virgin - The New Adventures)	Terrance Dicks	1994
	Doctor Who - Blood Heat (Virgin - The New Adventures)	Jim Mortimore	1993
	Doctor Who - Book Of Monsters (BBC Books)	David J.Howe	1997
	Doctor Who - Brain Teasers And Mind Benders (Target)	Adrian Heath	1984
	Doctor Who - Build The TARDIS (Target)	Mark Harris	1987
	Doctor Who - Bunker Soldiers (1st Doctor, Steven and Dodo)	Martin Day	2001
	Doctor Who - Burning Heart (Virgin - The Missing Adventures)	Dave Stone	1997
	Doctor Who - Business Unusual (BBC Books - Past Doctors)	Gary Russell	1997
	Doctor Who - Campaign (BBC Books)	Jim Mortimore	2000
	Doctor Who - Castrovalva (76) (Target)	Christopher H. Bidmead	1983
	Doctor Who - Casualties of War	Steve Emmerson	2000
	Doctor Who - Catastrophe (BBC Books - Past Doctors)	Terrance Dicks	1998
	Doctor Who - Cat's Cradle: Time's Crucible (Virgin - The New Adventures)	Marc Platt	1992
	Doctor Who - Cat's Cradle: Warhead (Virgin - The New Adventures)	Andrew Cartmel	1992
	Doctor Who - Cat's Cradle: Witch Mark (Virgin - The New Adventures)	Andrew Hunt	1992
	Doctor Who - Christmas On A Rational Planet (Virgin - The New Adventures)	Laurence Miles	1996

Name Of Programme	Title	Author	Year Published
DOCTOR WHO	Doctor Who - City At World's End (BBC Books - Past Doctors)	Christopher Bulis	1999
	Doctor Who - Cold Fusion (Virgin - The Missing Adventures)	Lance Parkin	1996
	Doctor Who - Coldheart (BBC Books)	Trevor Baxendale	2000
	Doctor Who - Conundrum (Virgin - The New Adventures)	Steve Lyons	1994
	Doctor Who - Corpse Maker (BBC Books - Past Doctors)	Chris Boucher	1999
	Doctor Who - Cybermen (Who Dares/Silverfist)	David Banks	1988
	Doctor Who - Dalek Omnibus (WH Allen)		1983
	Doctor Who - Damaged Goods (Virgin - The New Adventures)	Russell T. Davies	1996
	Doctor Who - Dancing The Code (Virgin - The Missing Adventures)	Paul Leonard	1995
	Doctor Who - Death And Diplomacy (Virgin - The New Adventures)	Dave Stone	1996
	Doctor Who - Death To The Daleks (20) (Target)	Terrance Dicks	1978
	Doctor Who - Decalog (Virgin)	Mark Stammers & Stephen James Walker (ed)	1994
	Doctor Who - Decalog 2: Lost Property (Virgin)	Mark Stammers & Stephen James Walker (ed)	1995
	Doctor Who - Decalog 3: Consequences (Virgin)	Andy Lane & Justin Richards (ed)	1996
	Doctor Who - Deceit (Virgin - The New Adventures)	Peter Darvill-Evans	1993
	Doctor Who - Deep Blue (BBC Books - Past Doctors)	Mark Morris	1999
	Doctor Who - Delta And The Bannerman (135) (Target)	Malcolm Kohll	1989
	Doctor Who - Demontage (BBC Books - The Eighth Doctor Series)	Justin Richards	1999
	Doctor Who - Dominion (BBC Books - The Eighth Doctor Series)	Nick Walters	1999
	Doctor Who - Downtime (Virgin - The Missing Adventures)	Marc Platt	1995
	Doctor Who - Dragonfire (137) (Target)	Ian Briggs	1989
	Doctor Who - Dreams Of Empire (BBC Books - Past Doctors)	Justin Richards	1998
	Doctor Who - Dreamstone Moon (BBC Books - The Eighth Doctor Series)	Paul Leonard	1998
	Doctor Who - Earth World (8th Doctor)	Jacqueline Rayner	2001
	Doctor Who - Earthshock (78) (Target)	Ian Marter	1983
	Doctor Who - Endgame	Terrance Dicks	2000
	Doctor Who - Enlightenment (85) (Target)	Barbara Clegg	1984

Name Of Programme	Title	Author	Year Published
DOCTOR WHO	Doctor Who - Escape Velocity (8th Doctor)	Colin Brake	2001
	Doctor Who - Eternity Weeps (Virgin - The New Adventures)	Jim Mortimore	1997
	Doctor Who - Evolution (Virgin - The Missing Adventures)	John Peel	1994
	Doctor Who - Eye Of Heaven (BBC Books - Past Doctors)	Jim Mortimore	1998
	Doctor Who - Falls The Shadow (Virgin - The New Adventures)	Daniel O'Mahoney	1994
	Doctor Who - Father Time (8th Doctor)	Lance Parkin	2001
	Doctor Who - Festival of Death	Jonathan Morris	2000
	Doctor Who - First Frontier (Virgin - The New Adventures)	David A. McIntee	1994
	Doctor Who - Four To Doomsday (77) (Target)	Terrance Dicks	1983
	Doctor Who - From A To Z (BBC Books)	Gary Gillat	1998
	Doctor Who - Frontier Worlds (BBC Books - The Eight Doctor Series)	Peter Anghelides	1999
	Doctor Who - Frontios (91) (Target)	Christopher H. Bidmead	1984
	Doctor Who - Full Circle (26) (Target)	Andrew Smith	1982
	Doctor Who - Fury From The Deep (110) (Target)	Victor Pemberton	1986
	Doctor Who - Galaxy Four (104) (Target)	William Emms	1985
	Doctor Who - Genocide (BBC Books - The Eighth Doctor Series)	Paul Leonard	1997
	Doctor Who - Ghost Light (149) (Target)	Marc Platt	1990
	Doctor Who - Godengine (Virgin - The New Adventures)	Craig Hinton	1996
	Doctor Who - Goth Opera (Virgin - The Missing Adventures)	Paul Cornell	1994
	Doctor Who - Grave Matter (BBC Books)	Justin Richards	2000
	Doctor Who - Happy Endings (Virgin - The New Adventures)	Paul Cornell	1996
	Doctor Who - Head Games (Virgin - The New Adventures)	Steve Lyons	1995
	Doctor Who - Howe's Transcendental Toybox	David J Howe & Arnold Blumberg	2000
	Doctor Who - Human Nature (Virgin - The New Adventures)	Paul Cornell	1995
	Doctor Who - Iceberg (Virgin - The New Adventures)	Daivd Banks	1993
	Doctor Who - Illegal Alien (BBC Books - Past Doctors)	Mike Tucker & Robert Perry	1997
	Doctor Who - Imperial Moon	Christopher Bulis	2000
	Doctor Who - Independence Day	Peter Darvill-Evans	2000

Name Of Programme	Title	Author	Year Published
DOCTOR WHO	Doctor Who - Inferno (89) (Target)	Terrance Dicks	1984
	Doctor Who - Infinite Requiem (Virgin - The New Adventures)	Daniel BlyThe	1995
	Doctor Who - Interference Book 1: Shock Tactic (BBC Books - The Eighth Doctor Series)	Laurence Miles	1999
	Doctor Who - Interference Book 2: The Hour Of The Geek (BBC Books - The Eighth Doctor Series)	Laurence Miles	1999
	Doctor Who - Invasion Of The Cat-People (Virgin - The Missing Adventures)	Gary Russell	1995
	Doctor Who - Journey Through Time (Crescent Books)		1986
	Doctor Who - Just War (Virgin - The New Adventures)	Lance Parkin	1996
	Doctor Who - Killing Ground (Virgin - The Missing Adventures)	Steve Lyons	1996
	Doctor Who - Kinda (84) (Target)	Terrance Dicks	1984
	Doctor Who - Kursaal (BBC Books - The Eighth Doctor Series)	Peter Anghelides	1998
	Doctor Who - Last Man Running (BBC Books - Past Doctors)	Chris Boucher	1998
	Doctor Who - Last of the Gaderene (BBC Books)	Mark Gatiss	2000
	Doctor Who - Legacy (Virgin - The New Adventures)	Gary Russell	1994
	Doctor Who - Legacy Of The Daleks (BBC Books - The Eighth Doctor Series)	John Peel	1998
	Doctor Who - Logopolis (41) (Target)	Christopher H. Bidmead	1982
	Doctor Who - Lords Of The Storm (Virgin - The Missing Adventures)	David A.McIntee	1994
	Doctor Who - Love And War (Virgin - The New Adventures)	Paul Cornell	1992
	Doctor Who - Lucifer Rising (Virgin - The New Adventures)	Andy Lane & Jim Mortimore	1993
	Doctor Who - Lungbarrow (Virgin - The New Adventures)	Marc Platt	1997
	Doctor Who - Managra (Virgin - The Missing Adventures)	Stephen Marley	1995
	Doctor Who - Marco Polo (94) (Target)	John Lucarotti	1984
	Doctor Who - Matrix (BBC Books - Past Doctors)	Mike Tucker & Robert Perry	1998
	Doctor Who - Mawdryn Undead (82) (Target)	Peter Grimwade	1983
	Doctor Who - Meglos (75) (Target)	Terrance Dicks	1983
	Doctor Who - Millennial Rites (Virgin - The Missing Adventures)	Craig Hinton	1995
	Doctor Who - Millennium Shock (BBC Books - Past Doctors)	David Darlington	1999

Name Of Programme	Title	Author	Year Published
DOCTOR WHO	Doctor Who - Mindwarp (139) (Target)	Philip Martin	1989
	Doctor Who - Mission To Magnus (Target)	Philip Martin	1990
	Doctor Who - Mission: Impractical (BBC Books - Past Doctors)	David A.McIntee	1998
	Doctor Who - More Short Trips (BBC Books)	Stephen Cole (ed)	1999
	Doctor Who - Nightshade (Virgin - The New Adventures)	Marc Gatiss	1992
	Doctor Who - No Future (Virgin - The New Adventures)	Paul Cornell	1994
	Doctor Who - Option Lock (BBC Books - The Eighth Doctor Series)	Justin Richards	1998
	Doctor Who - Original Sin (Virgin - The New Adventures)	Andy Lane	1995
	Doctor Who - Paradise Towers (134) (Target)	Stephen Wyatt	1988
	Doctor Who - Parallel 59 (BBC Books)	Natalie Dallaire & Steven Cole	2000
	Doctor Who - Parasite (Virgin - The New Adventures)	Jim Mortimore	1994
	Doctor Who - Placebo Effect (BBC Books - The Eighth Doctor Series)	Gary Russell	1998
	Doctor Who - Planet Of Fire (93) (Target)	Peter Grimwade	1984
	Doctor Who - Planet Of Giants (145) (Target)	Terrance Dicks	1990
	Doctor Who - Players (BBC Books - Past Doctors)	Terrance Dicks	1999
	Doctor Who - Prime Time (BBC Books)	Mike Tucker	2000
	Doctor Who - Rags (3rd Doctor and Jo)	Mick Lewis	2001
	Doctor Who - Regeneration	Gary Russell	2000
	Doctor Who - Remembrance Of The Daleks (148) (Target)	Ben Aaronovitch	1990
	Doctor Who - Return Of The Living Dad (Virgin - The New Adventures)	Kate Orman	1996
	Doctor Who - Revolution Man (BBC Books - The Eighth Doctor Series)	Paul Leonard	1999
	Doctor Who - Salvation (BBC Books - Past Doctors)	Steve Lyons	1999
	Doctor Who - Sanctuary (Virgin - The New Adventures)	David A. McIntee	1995
	Doctor Who - Seeing I (BBC Books - The Eighth Doctor Series)	Jonathan Blum & Kate Orman	1998
	Doctor Who - Serial 5M Shada	Douglas Adams	1992
	Doctor Who - Set Piece (Virgin - The New Adventures)	Kate Orman	1995
	Doctor Who - Shadowmind (Virgin - The New Adventures)	Christopher Bulis	1993

Name Of Programme	Title	Author	Year Published
DOCTOR WHO	Doctor Who - Shakedown (Virgin - The New Adventures)	Terrance Dicks	1995
	Doctor Who - Short Trips (BBC Books)	Stephen Cole (ed)	1998
	Doctor Who - Short Trips and Side Steps	Stephen Cole & Jacqueline Rayner	2000
	Doctor Who - Silver Nemesis (143) (Target)	Kevin Clarke	1989
	Doctor Who - Sky Pirates! (Virgin - The New Adventures)	Dave Stone	1995
	Doctor Who - Sleepy (Virgin - The New Adventures)	Kate Orman	1996
	Doctor Who - Slipback (Target)	Eric Saward	1986
	Doctor Who - Snakedance (83) (Target)	Terrance Dicks	1984
	Doctor Who - So Vile A Sin (Virgin - The New Adventures)	Ben Aaronovitch & Kate Orman	1997
	Doctor Who - Space Age (BBC Books)	Steve Lyons	2000
	Doctor Who - Speed Of Flight (Virgin - The Missing Adventures)	Paul Leonard	1996
	Doctor Who - St.Anthony's Fire (Virgin - The New Adventures)	Mark Gatiss	1994
	Doctor Who - State Of Change (Virgin - The Missing Adventures)	Christopher Bulis	1994
	Doctor Who - Storm Harvest (BBC Books)	Robert Perry & Mike Tucker	1999
	Doctor Who - Strange England (Virgin - The New Adventures)	Simon Messingham	1994
	Doctor Who - Survival (150) (Target)	Rona Munro	1990
	Doctor Who - System Shock (Virgin - The Missing Adventures)	Justin Richards	1995
	Doctor Who - Terminus (79) (Target)	John Lydecker	1983
	Doctor Who - Terror Of The Vervoids (125) (Target)	Pip And Jane Baker	1987
	Doctor Who - The Also People (Virgin - The New Adventures)	Ben Aaronovitch	1995
	Doctor Who - The Ambassadors Of Death (121)	Terrance Dicks	1987
	Doctor Who - The Ancestor Cell	Stephen Cole & Peter Anghelides	2000
	Doctor Who - The Ark (114) (Target)	Paul Erickson	1986
	Doctor Who - The Awakening (95) (Target)	Eric Pringle	1985
	Doctor Who - The Aztecs (88) (Target)	John Lucarotti	1984
	Doctor Who - The Banquo Legacy	Andy Lane & Justin Richards	2000
	Doctor Who - The Blue Angel (BBC Books - The Eighth Doctor Series)	Paul Magrs & Jeremy Hoad	1999

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DOCTOR WHO	Doctor Who - The Bodysnatchers (BBC Books - The Eighth Doctor Series)	Mark Morris	1997
	Doctor Who - The Burning	Justin Richards	2000
	Doctor Who - The Caves Of Androzani (92) (Target)	Terrance Dicks	1984
	Doctor Who - The Celestial Toymaker (111) (Target)	Gerry Davies & Allison Bingeman	1986
	Doctor Who - The Chase (140)	John Peel	1989
	Doctor Who - The Companions (Piccadilly Press)	John Nathan-Turner	1986
	Doctor Who - The Companions (Virgin)	David J.Howe & Mark Stanmers	1995
	Doctor Who - The Completely Useless Encyclopaedia (Virgin)	Chris Howarth & Steve Lyons	1996
	Doctor Who - The Crystal Bucephalus (Virgin - The Missing Adventures)	Craig Hinton	1994
	Doctor Who - The Curse Of Fenric (151) (Target)	Ian Briggs	1990
	Doctor Who - The Dalek's Masterplan 1: Mission To The Unknown (141) (Target)	John Peel	1989
	Doctor Who - The Dalek's Masterplan 2: The Mutation Of Time (142) (Target)	John Peel	1989
	Doctor Who - The Dark Path (Virgin - The Missing Adventures)	David A.McIntee	1997
	Doctor Who - The Death Of Art (Virgin - The New Adventures)	Simon Bucher-Jones	1996
	Doctor Who - The Devil Goblins Of Neptune (BBC Books - Past Doctors)	Keith Topping & Martin Day	1997
	Doctor Who - The Dimension Riders (Virgin - The New Adventures)	Daniel BlyThe	1993
	Doctor Who - The Discontinuity Guide (Virgin)	Paul Cornell, Martin Day & Keith Topping	1995
	Doctor Who - The Dominators (86) (Target)	Ian Marter	1984
	Doctor Who - The Dying Days (Virgin - The New Adventures)	Lance Parkin	1997
	Doctor Who - The Early Years (WH Allen)	Jeremy Bentham	1986
	Doctor Who - The Edge Of Destruction (132) (Target)	Nigel Robinson	1988
	Doctor Who - The Eight Doctors (BBC Books - The Eighth Doctor Series)	Terrance Dicks	1997
	Doctor Who - The Eighties (Virgin)	David J.Howe, Mark Stanmers & Stephen James Walker	1996
	Doctor Who - The Empire Of Glass (Virgin - The Missing Adventures)	Andy Lane	1995

Name Of Programme	Title	Author	Year Published
DOCTOR WHO	Doctor Who - The English Way Of Death (Virgin - The Missing Adventures)	Gareth Roberts	1996
	Doctor Who - The Evil Of The Daleks (155) (Target)	John Peel	1993
	Doctor Who - The Eye Of The Giant (Virgin - The Missing Adventures)	Christopher Bulis	1996
	Doctor Who - The Face Eater (BBC Books - The Eighth Doctor Series)	Simon Messingham	1999
	Doctor Who - The Face Eater (BBC Books - The Eighth Doctor Series)	Simon Messingham	1999
	Doctor Who - The Face Of The Enemy (BBC Books - Past Doctors)	David A.McIntee	1998
	Doctor Who - The Faceless Ones (116) (Target)	Terrance Dicks	1986
	Doctor Who - The Fall of Yquatine (BBC Books)	Nick Walters	2000
	Doctor Who - The Final Sanction (BBC Books - Past Doctors)	Steve Lyons	1999
	Doctor Who - The Five Doctors (81) (Target)	Terrance Dicks	1983
	Doctor Who - The Gallifrey Chronicles (Virgin)	John Peel	1991
	Doctor Who - The Ghosts Of N-Space (Virgin - The Missing Adventures)	Barry Letts	1995
	Doctor Who - The Greatest Show in The Galaxy (144) (Target)	Stephen Wyatt	1989
	Doctor Who - The Gunfighters (101) (Target)	Donald Cotton	1985
	Doctor Who - The Handbook: The Fifth Doctor (Virgin)	David J.Howe & Stephen James Walker	1995
	Doctor Who - The Handbook: The First Doctor (Virgin)	David J.Howe, Mark Stanmers & Stephen James Walker	1994
	Doctor Who - The Handbook: The Fourth Doctor (Virgin)	David J.Howe, Mark Stanmers & Stephen James Walker	1992
	Doctor Who - The Handbook: The Second Doctor (Virgin)	David J.Howe, Mark Stanmers & Stephen James Walker	1997
	Doctor Who - The Handbook: The Seventh Doctor (Virgin)	David J.Howe & Stephen James Walker	1998
	Doctor Who - The Handbook: The Sixth Doctor (Virgin)	David J.Howe, Mark Stanmers & Stephen James Walker	1993
	Doctor Who - The Handbook: TheThird Doctor (Virgin)	David J.Howe & Stephen James Walker	1996
	Doctor Who - The Happiness Patrol (146) (Target)	Graeme Curry	1990
	Doctor Who - The Heart of TARDIS (BBC Books)	Dave Stone	2000
	Doctor Who - The Highest Science (Virgin - The New Adventures)	Gareth Roberts	1993
	Doctor Who - The Highlanders (90) (Target)	Gerry Davis	1984
	Doctor Who - The Hollow Men (BBC Books - Past Doctors)	Keith Topping & Martin Day	1998

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DOCTOR WHO	Doctor Who - The Infinity Doctors (BBC Books)	Lance Parkin	1998
	Doctor Who - The Invasion (99) (Target)	Ian Marter	1985
	Doctor Who - The Janus Conjunction (BBC Books - The Eighth Doctor Series)	Trevor Baxendale	1998
	Doctor Who - The Key To Time (WH Allen)	Peter Haining	1984
	Doctor Who - The King of Terror	Keith Topping	2000
	Doctor Who - The King's Demons (108) (Target)	Terrance Dudley	1986
	Doctor Who - The Krotons	Terrance Dicks	
	Doctor Who - The Left-Handed Hummingbird (Virgin - The New Adventures)	Kate Orman	1993
	Doctor Who - The Longest Day (BBC Books - The Eighth Doctor Series)	Mark Morris	1998
	Doctor Who - The Macra Terror (123)	Ian Stuart Black	1987
	Doctor Who - The Making Of A Television Series (Andre Deutsch)	Alan Road	1982
	Doctor Who - The Man In The Velvet Mask (Virgin - The Missing Adventures)	Daniel O'Mahoney	1996
	Doctor Who - The Mark Of The Rani (107) (Target)	Pip And Jane Baker	1986
	Doctor Who - The Massacre (122) (Target)	John Lucarotti	1987
	Doctor Who - The Menagerie (Virgin - The Missing Adventures)	Martin Day	1995
	Doctor Who - The Mind Of Evil (96) (Target)	Terrance Dicks	1985
	Doctor Who - The Mind Robber (115) (Target)	Peter Ling	1986
	Doctor Who - The Monsters (Virgin)	Adrian Rigelsford	1992
	Doctor Who - The Murder Game (BBC Books - Past Doctors)	Steve Lyons	1997
	Doctor Who - The Mysterious Planet (127) (Target)	Terrance Dicks	1987
	Doctor Who - The Myth Makers (97) (Target)	Donald Cotton	1985
	Doctor Who - The Nightmare Fair (Target)	Graham Williams	1989
	Doctor Who - The Nth Doctor (Virgin)	Jean-Marc LOfficier	1997
	Doctor Who - The Paradise Of Death (156) (Target)	Barry Letts	1994
	Doctor Who - The Pescatons (153) (Target)	Victor Pemberton	1991
	Doctor Who - The Pescatons (Target)	Victor Pemberton	1991
	Doctor Who - The Pit (Virgin - The New Adventures)	Neil Penswick	1993

Name Of Programme	Title	Author	Year Published
DOCTOR WHO	Doctor Who - The Plotters (Virgin - The Missing Adventures)	Gareth Roberts	1996
	Doctor Who - The Power Of The Daleks (154) (Virgin)	John Peel	1993
	Doctor Who - The Programme Guide (Virgin)	Jean-Marc LOfficier	1991
	Doctor Who - The Quantum Archangle (6th Doctor and Mel)	Craig Hinton	2001
	Doctor Who - The Reign Of Terror (119) (Target)	Ian Marter	1987
	Doctor Who - The Rescue (124) (Target)	Ian Marter	1987
	Doctor Who - The Romance Of Crime (Virgin - The Missing Adventures)	Gareth Roberts	1995
	Doctor Who - The Romans (120) (Target)	Donald Cotton	1987
	Doctor Who - The Room With No Doors (Virgin - The New Adventures)	Kate Orman	1997
	Doctor Who - The Roundheads (BBC Books - Past Doctors)	Mark Gatiss	1997
	Doctor Who - The Sands Of Time (Virgin - The Missing Adventures)	Justin Richards	1996
	Doctor Who - The Savages (109) (Target)	Ian Stuart Black	
	Doctor Who - The Scales Of Injustice (Virgin - The Missing Adventures)	Gary Russell	1996
	Doctor Who - The Scarlet Empress (BBC Books - The Eighth Doctor Series)	Paul Magrs	1998
	Doctor Who - The Script Of The Film (BBC Books)	MatThew Jacobs	1996
	Doctor Who - The Scripts - Galaxy 4 (Titan)	John McElroy (ed)	1994
	Doctor Who - The Scripts - Ghost Light (Titan)	John McElroy (ed)	1993
	Doctor Who - The Scripts - The Crusade (Titan)	John McElroy (ed)	1994
	Doctor Who - The Scripts - The Daemons (Titan)	John McElroy (ed)	1992
	Doctor Who - The Scripts - The Daleks (Titan)	John McElroy (ed)	1989
	Doctor Who - The Scripts - The Master Of Luxor (Titan)	John McElroy (ed)	1992
	Doctor Who - The Scripts - The Power Of The Daleks (Titan)	John McElroy (ed)	1993
	Doctor Who - The Scripts - The Talons Of Weng Chiang (Titan)	John McElroy (ed)	1989
	Doctor Who - The Scripts - The Tomb Of The Cybermen (Titan)	John McElroy (ed)	1989
	Doctor Who - The Scripts - The Tribe Of Gum (Titan)	John McElroy (ed)	1988
	Doctor Who - The Seeds Of Death (112) (Target)	Terrance Dicks	1986

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DOCTOR WHO	Doctor Who - The Sensorites (118) (Target)	Nigel Ronbinson	1987
	Doctor Who - The Seventies (Virgin)	David J.Howe, Mark Stammers & Stephen James Walker	1994
	Doctor Who - The Shadow Of Weng Chiang (Virgin - The Missing Adventures)	David A.McIntee	1996
	Doctor Who - The Shadows of Avalon (BBC Books)	Paul Cornell	2000
	Doctor Who - The Sixties (Virgin)	David J.Howe, Mark Stammers & Stephen James Walker	1992
	Doctor Who - The Smugglers (133) (Target)	Terrance Dicks	1988
	Doctor Who - The Sorcerer's Apprentice (Virgin - The Missing Adventures)	Christopher Bulis	1995
	Doctor Who - The Space Musuem (117) (Target)	Glyn Jones	1987
	Doctor Who - The Space Pirates (147) (Target)	Terrance Dicks	1990
	Doctor Who - The Taint (BBC Books - The Eighth Doctor Series)	Michael Collier	1999
	Doctor Who - The TARDIS Inside Out (Piccadilly Press)	John Nathan-Turner	1985
	Doctor Who - The Television Companion (BBC Books)	David J.Howe & Stephen James Walker	1998
	Doctor Who - The Terrestrial Index (Virgin)	Jean-Marc LOfficier	1994
	Doctor Who - The Time Meddler (126) (Target)	Nigel Robinson	1987
	Doctor Who - The Time Monster (102) (Target)	Terrance Dicks	1985
	Doctor Who - The Turing Test	Paul Leonard	2000
	Doctor Who - The Twin Dilemma (103) (Target)	Eric Saward	1985
	Doctor Who - The Two Doctors (100) (Target)	Robert Holmes	1985
	Doctor Who - The Ultimate Evil (Target)	Wally K. Daly	1989
	Doctor Who - The Ultimate Foe (131) (Target)	Pip And Jane Baker	1988
	Doctor Who - The Ultimate Treasure (BBC Books - Past Doctors)	Christopher Bulis	1997
	Doctor Who - The Underwater Menace (129) (Target)	Nigel Robinson	1988
	Doctor Who - The Unfolding Text (MacMillan)	Tulloch & Alvarado	1983
	Doctor Who - The Universal Databank (Virgin)	Jean-Marc LOfficier	1992
	Doctor Who - The Wages Of Sin (BBC Books - Past Doctors)	David A.McIntee	1999
	Doctor Who - The War Machines (136) (Target)	Ian Stuart Black	1989
	Doctor Who - The Well-Mannered War (Virgin - The Missing Adventures)	Gareth Roberts	1997

Name Of Programme	Title	Author	Year Published
DOCTOR WHO	Doctor Who - The Wheel In Space (130) (Target)	Terrance Dicks	1988
	Doctor Who - The Witch Hunters (BBC Books - Past Doctors)	Steve Lyons	1996
	Doctor Who - Theatre Of War (Virgin - The New Adventures)	Justin Richards	1994
	Doctor Who - Time And The Rani (128) (Target)	Pip And Jane Baker	1987
	Doctor Who - Time Of Your Life (Virgin - The Missing Adventures)	Steve Lyons	1995
	Doctor Who - Time-Flight (74) (Target)	Peter Grimwade	1983
	Doctor Who - Timeframe : The Illustrated History (Virgin)	David J.Howe	1993
	Doctor Who - Timelash (105) (Target)	Glen McCoy	1985
	Doctor Who - TimeLord (Virgin)	Ian Marsh & Peter Darvill-Evans	1991
	Doctor Who - Timewyrm: Apocalypse (Virgin - The New Adventures)	Nigel Robinson	1991
	Doctor Who - Timewyrm: Exodus (Virgin - The New Adventures)	Terrance Dicks	1991
	Doctor Who - Timewyrm: Genesis (Virgin - The New Adventures)	John Peel	1991
	Doctor Who - Timewyrm: Revelation (Virgin - The New Adventures)	Paul Cornell	1991
	Doctor Who - Tomb of Valdemar (BBC Books)	Simon Messingham	2000
	Doctor Who - Toy Soldiers (Virgin - The New Adventures)	Paul Leonard	1995
	Doctor Who - Tragedy Day (Virgin - The New Adventures)	Gareth Roberts	1994
	Doctor Who - Transit (Virgin - The New Adventures)	Ben Aaronovitch	1992
	Doctor Who - Travel Without The TARDIS (Target)	Jean Airey & Laurie Halderman	1986
	Doctor Who - Twilight Of The Gods (Virgin - The Missing Adventures)	Christopher Bulis	1996
	Doctor Who - Unnatural History (BBC Books)	Jon Blum & Kate Orman	1999
	Doctor Who - Vampire Science (BBC Books - The Eighth Doctor Series)	Jonathan Blum & Kate Orman	1997
	Doctor Who - Vanderdecken's Children (BBC Books - The Eighth Doctor Series)	Christopher Bulis	1998
	Doctor Who - Vengeance On Varos (106) (Target)	Philip Martin	1988
	Doctor Who - Venusian Lullaby (Virgin - The Missing Adventures)	Paul Leonard	1994
	Doctor Who - Verdigris (BBC Books)	Paul Magrs	2000

Name Of Programme	Title	Author	Year Published
DOCTOR WHO	Doctor Who - War Of The Daleks (BBC Books - The Eighth Doctor Series)	John Peel	1997
	Doctor Who - Warchild (Virgin - The New Adventures)	Andrew Cartmel	1996
	Doctor Who - Warlock (Virgin - The New Adventures)	Andrew Cartmel	1995
	Doctor Who - Warriors Of The Deep (87) (Target)	Terrance Dicks	1984
	Doctor Who - White Darkness (Virgin - The New Adventures)	David A. McIntee	1993
	Doctor Who - Who Killed Kennedy (Virgin)	James Stevens & David Bishop	1996
	Doctor Who - Zamper (Virgin - The New Adventures)	Gareth Roberts	1995
	Doctor Who - Zeta Major (BBC Books - Past Doctors)	Simon Messingham	1998
	Doctor Who : Divided Loyalties (BBC Books)	Gary Russell	1999
	Doctor Who : The Taking of Planet 5 (BBC Books)	Simon Bucher-Jones & Mark Clapham	1999
	Doctor Who And An Unearthly Child (68) (Target)	Terrance Dicks	1981
	Doctor Who And The Abominable Snowman (1) (Target)	Terrance Dicks	1974
	Doctor Who And The Android Invasion (2) (Target)	Terrance Dicks	1978
	Doctor Who And The Androids Of Tara (3) (Target)	Terrance Dicks	1980
	Doctor Who And The Ark In Space (4) (Target)	Ian Marter	1977
	Doctor Who And The Armageddon Factor (5) (Target)	Terrance Dicks	1980
	Doctor Who And The Auton Invasion (6) (Target)	Terrance Dicks	1974
	Doctor Who And The Brain Of Morbius (7) (Target)	Terrance Dicks	1977
	Doctor Who And The Carnival Of Monsters (8) (Target)	Terrance Dicks	1977
	Doctor Who And The Cave Monsters / The Silurians (9) (Target)	Malcolm Hulke	1974
	Doctor Who And The Claws Of Axos (10) (Target)	Terrance Dicks	1977
	Doctor Who And The Creature From The Pit (11) (Target)	Terrance Dicks	1981
	Doctor Who And The Crusaders (12) (Target)	David Whitaker	1965
	Doctor Who And The Curse Of Peladon (13) (Target)	Brain Hayles	1974
	Doctor Who And The Cybermen (14) (Target)	Gerry Davis	1975
	Doctor Who And The Daemons (15) (Target)	Barry Letts	1974
	Doctor Who And The Daleks (16) (Target)	David Whitaker	1964
	Doctor Who And The Daleks Invasion Of Earth (17) (Target)	Terrance Dicks	1977

Name Of Programme	Title	Author	Year Published
DOCTOR WHO	Doctor Who And The Daleks Omnibus (Artus Publishing) (Target)		1976
	Doctor Who And The Day Of The Daleks (18) (Target)	Terrance Dicks	1974
	Doctor Who And The Deadly Assassin (19) (Target)	Terrance Dicks	1977
	Doctor Who And The Destiny Of The Daleks (21) (Target)	Terrance Dicks	1979
	Doctor Who And The Dinosaur Invasion / Invasion Of The Dinosaurs (22) (Target)	Malcolm Hulke	1976
	Doctor Who And The Doomsday Weapon (23) (Target)	Malcolm Hulke	1974
	Doctor Who And The Enemy Of The World (24) (Target)	Ian Marter	1981
	Doctor Who And The Face Of Evil (25) (Target)	Terrance Dicks	1978
	Doctor Who And The Genesis Of The Daleks (27) (Target)	Terrance Dicks	1976
	Doctor Who And The Giant Robot (28) (Target)	Terrance Dicks	1975
	Doctor Who And The Green Death (29) (Target)	Malcolm Hulke	1975
	Doctor Who And The Hand Of Fear (30) (Target)	Terrance Dicks	1979
	Doctor Who And The Horns Of Nimon (31) (Target)	Terrance Dicks	1980
	Doctor Who And The Horror Of Fang Rock (32) (Target)	Terrance Dicks	1978
	Doctor Who And The Ice Warriors (33) (Target)	Brain Hayles	1976
	Doctor Who And The Image Of The Fendahl (34) (Target)	Terrance Dicks	1979
	Doctor Who And The Invasion From Space (World Distributors)		1966
	Doctor Who And The Invasion Of Time (35) (Target)	Terrance Dicks	1980
	Doctor Who And The Invisible Enemy (36) (Target)	Terrance Dicks	1979
	Doctor Who And The Keeper Of Traken (37) (Target)	Terrance Dicks	1982
	Doctor Who And The Keys Of Marinus (38) (Target)	Peter Hinchcliffe	1980
	Doctor Who And The Leisure Hive (39) (Target)	David Fisher	1982
	Doctor Who And The Loch Ness Monster / Terror Of The Zygons (40) (Target)	Terrance Dicks	1976
	Doctor Who And The Masque Of Mandragora (42) (Target)	Philip Hinchcliffe	1977
	Doctor Who And The Monster Of Peladon (43) (Target)	Terrance Dicks	1980
	Doctor Who And The Mutants (44) (Target)	Terrance Dicks	1977
	Doctor Who And The Nightmare Of Eden (45) (Target)	Terrance Dicks	1980

Name Of Programme	Title	Author	Year Published
DOCTOR WHO	Doctor Who And The Planet Of Evil (47) (Target)	Terrance Dicks	1977
	Doctor Who And The Planet Of The Daleks (46) (Target)	Terrance Dicks	1976
	Doctor Who And The Planet Of The Spiders (48) (Target)	Terrance Dicks	1975
	Doctor Who And The Power Of Kroll (49) (Target)	Terrance Dicks	1980
	Doctor Who And The Pyramids Of Mars (50) (Target)	Terrance Dicks	1976
	Doctor Who And The Revenge Of The Cybermen (51) (Target)	Terrance Dicks	1976
	Doctor Who And The Ribos Operation (52) (Target)	Ian Marter Ian Marter	1979
	Doctor Who And The Robots Of Death (53) (Target)	Terrance Dicks	1979
	Doctor Who And The Sea Devils (54) (Target)	Malcolm Hulke	1974
	Doctor Who And The Seeds Of Doom (55) (Target)	Philip Hinchcliffe	1977
	Doctor Who And The Sontaran Experiment (56) (Target)	Ian Marter	1978
	Doctor Who And The Space War (57) (Target)	Malcolm Hulke	1976
	Doctor Who And The State Of Decay (58) (Target)	Terrance Dicks	1981
	Doctor Who And The Stones Of Blood (59) (Target)	Terrance Dicks	1980
	Doctor Who And The Sunmakers (60) (Target)	Terrance Dicks	1982
	Doctor Who And The Talens Of Weng-Chiang (61) (Target)	Terrance Dicks	1977
	Doctor Who And The Tenth Planet (62) (Target)	Gerry Davis	1976
	Doctor Who And The Terror Of The Autons (63) (Target)	Terrance Dicks	1975
	Doctor Who And The Three Doctors (64) (Target)	Terrance Dicks	1975
	Doctor Who And The Time Warrior (65) (Target)	Terrance Dicks	1978
	Doctor Who And The Tomb Of The Cybermen (66) (Target)	Gerry Davis	1978
	Doctor Who And The Underworld (67) (Target)	Terrance Dicks	1980
	Doctor Who And The Visitation (69) (Target)	Eric Saward	1982
	Doctor Who And The War Games (70) (Target)	Malcolm Hulke	1979
	Doctor Who And The Warriors' Gate (Target)	John Lydecker	1982
	Doctor Who And The Web Of Fear (72) (Target)	Terrance Dicks	1976
	Doctor Who And The Zarbi / The Web Planet (73) (Target)	Bill Strutton	1965
	Doctor Who Annual 1966 (World Distributors)		1965

Name Of Programme	Title	Author	Year Published	
DOCTOR WHO	Doctor Who Annual 1967 (World Distributors)		1966	
	Doctor Who Annual 1968 (World Distributors)		1967	
	Doctor Who Annual 1969 (World Distributors)		1968	
	Doctor Who Annual 1970 (World Distributors)		1969	
	Doctor Who Annual 1971 (World Distributors)		1970	
	Doctor Who Annual 1973 (World Distributors)		1972	
	Doctor Who Annual 1974 (World Distributors)		1973	
	Doctor Who Annual 1975 (World Distributors)		1974	
	Doctor Who Annual 1976 (World Distributors)		1975	
	Doctor Who Annual 1977 (World Distributors)		1976	
	Doctor Who Annual 1978 (World Distributors)		1977	
	Doctor Who Annual 1979 (World Distributors)		1978	
	Doctor Who Annual 1980 (World Distributors)		1979	
	Doctor Who Annual 1981 (World Distributors)		1980	
	Doctor Who Annual 1982 (World Distributors)		1981	
	Doctor Who Annual 1983 (World Distributors)		1982	
	Doctor Who Annual 1984 (World Distributors)		1983	
	Doctor Who Annual 1985 (World Distributors)		1984	
	Doctor Who Annual 1986 (World Distributors)		1985	
	Doctor Who Magazine Master Index (Asquith Publishing)			1989
	Doctor Who on The Planet Zactus Painting Book (World Distributors)			1966
	Doctor Who Painting Book No.1 (World Distributors)			1966
	Doctor Who Painting Book No.2 (World Distributors)			1966
	Doctor Who Puzzle Fun Book 1 (World Distributors)			1966
	Doctor Who Puzzle Fun Book 2 (World Distributors)			1966
	Doctor Who Special Effects (Arrow Books)		Matt Irvine	1986
	Doctor Who Sticker Fun Book - Travels In Space (World Distributors)			1966

Name Of Programme	Title	Author	Year Published
DOCTOR WHO	Doctor Who Sticker Fun Book - Travels In Time (World Distributors)		1966
	Down (Virgin - New Adventures Of Bernice)	Lawrence Miles	1997
	Dragon's Wrath (Virgin - New Adventures Of Bernice)	Justin Richards & Andy Lane	1997
	Dry Pilgrimage (Virgin - New Adventures Of Bernice)	Paul Leonard & Nick Walters	1998
	Five Round Rapid	Nicholas Courtney	1998
	Ghost Devices (Virgin - New Adventures Of Bernice)	Simon Bucher-Jones	1997
	I Am The Doctor	Jon Pertwee & David J. Howe	1996
	I Am The Doctor (Virgin)	Jon Pertwee & David J. Howe	1996
	It's Bigger On The Inside (Marvel)	Tim Quinn & Dicky Howitt	1988
	Junior Doctor Who And The Brain Of Morbius (Target)	Terrance Dicks	1980
	Junior Doctor Who And The Giant Robot (Target)	Terrance Dicks	1979
	Licence Denied (Virgin)	Paul Cornell	1997
	Make Your Own Adventure With Doctor Who - (Severn House)		
	Make Your Own Adventure With Doctor Who - Crisis In Space (Severn House)	Michael Holt	1986
	Make Your Own Adventure With Doctor Who - Invasion Of The Ormazoids (Severn House)	Philip Martin	1986
	Make Your Own Adventure With Doctor Who - Mission To Venus (Severn House)	William Emms	1986
	Make Your Own Adventure With Doctor Who - Race Against Time (Severn House)	Pip & Jane Baker	1986
	Make Your Own Adventure With Doctor Who - Search For The Doctor (Severn House)	Dave Martin	1986
	Make Your Own Adventure With Doctor Who - The Garden Of Evil (Severn House)	Dave Martin	1986
	Mean Streets (Virgin - New Adventures Of Bernice)	Terrance Dicks	1997
	Oblivion (Virgin - New Adventures Of Bernice)	Dave Stone	1998
	Oh No It Isn't (Virgin - New Adventures Of Bernice)	Paul Cornell	1997
	Paint And Draw The film Of "Doctor Who And The Daleks" (Souvenir Press & PanTher Books)		1965
	Return to the Fractured Planet (Virgin - New Adventures Of Bernice)	Dave Stone	1999

Name Of Programme	Title	Author	Year Published
DOCTOR WHO	Ship Of Fools (Virgin - New Adventures Of Bernice)	Dave Stone	1997
	TARDIS Colouring Book (Cross & Blackwell)		1977
	Tempest (Virgin - New Adventures Of Bernice)	Christopher Bulis	1998
	Terry Nation's Dalek Annual 1976 (World Distributors)		1975
	Terry Nation's Dalek Annual 1977 (World Distributors)		1976
	Terry Nation's Dalek Annual 1978 (World Distributors)		1977
	Terry Nation's Dalek Annual 1979 (World Distributors)		1978
	Terry Nation's Dalek Special (WH Allen)		1979
	The A to Z Of Doctor Who	Gary Gillatt	1998
	The Adventures Of K9 - The Beasts Of Vega	Dave Martin	1980
	The Adventures Of K9 - The Missing Planet	Dave Martin	1980
	The Adventures Of K9 - The Time Trap	Dave Martin	1980
	The Adventures Of K9 - The Zeta Rescue	Dave Martin	1980
	The Adventures Of K9 And OTHER Mechanical Creatures (WH Allen)		1979
	The Amazing World Of Doctor Who (World Distributors & Ty-Phoo)		1976
	The Companions Of Doctor Who - Harry Sullivan's War (Target)	David Bellamy	1986
	The Companions Of Doctor Who - Turlough And The Earthlink Dilemma (Target)	Tony Attwood	1986
	The Dalek Book (Souvenir Press & PanTher Books)		1964
	The Dalek Outer Space Book (Souvenir Press & PanTher Books)		1966
	The Dalek Pocketbook And Space Travellers Guide (Souvenir Press & PanTher Books)	Terry Nation	1965
	The Dalek World (Souvenir Press & PanTher Books)		1965
	The Daleks Activity Book (Children's Leisure Products Ltd)		1978
	The Daleks Colouring Book (Children's Leisure Products Ltd)		1978
	The Doctor Who Colouring Book (World Distributors)		1973
	The Doctor Who Colouring Book (World Distributors)		1979
	The Doctor Who Cookbook (WH Allen)	Gary Downie	1985
	The Doctor Who Crossword Book (Target)	Nigel Robinson	1982

Name Of Programme	Title	Author	Year Published
DOCTOR WHO	The Doctor Who Dinosaur Book (WH Allen)		1976
	The Doctor Who Discovers Early Man (WH Allen)		1977
	The Doctor Who Discovers Prehistoric Animals (WH Allen)		1977
	The Doctor Who Discovers Space Travel (WH Allen)		1977
	The Doctor Who Discovers Strange And Mysterious Creatures (WH Allen)		1978
	The Doctor Who Discovers The Conquerors (WH Allen)		1978
	The Doctor Who File (WH Allen)	Peter Haining	1986
	The Doctor Who Fun Book (Target)	Tim Quinn & Dicky Howett	1987
	The Doctor Who Handbook 1992 (Marvel)		1991
	The Doctor Who Handbook 1993 (Marvel)		1992
	The Doctor Who Handbook 1994 (Marvel)		1993
	The Doctor Who Handbook 1995 (Marvel)		1994
	The Doctor Who Handbook 1996 (Marvel)		1995
	The Doctor Who Illustrated A-Z (WH Allen)	Lesley StAndring	1985
	The Doctor Who Monster Book (TAndem)	Terrance Dicks	1975
	The Doctor Who Pattern Book (WH Allen)	Joy Gammon	1984
	The Doctor Who Poster Book (Virgin)		1997
	The Doctor Who Press-Out Book (World Distributors)		1978
	The Doctor Who Programme Guide (Target)	Jean-Marc LOfficier	1989
	The Doctor Who Programme Guides Volume 1 (WH Allen)	Jean-Marc LOfficier	1981
	The Doctor Who Programme Guides Volume 2 (WH Allen)	Jean-Marc LOfficier	1981
	The Doctor Who Puzzle Book (Methuen)	Michael Holt	1985
	The Doctor Who Quiz Book (Target)	Nigel Robinson	1981
	The Doctor Who Quiz Book Of Dinosaurs (Methuen)	Michael Holt	1982
	The Doctor Who Quiz Book Of Magic (Methuen)	Michael Holt	1983
	The Doctor Who Quiz Book Of Science (Methuen)	Michael Holt	1982
	The Doctor Who Quiz Book Of Space (Methuen)	Michael Holt	1983
	The Doctor Who Special (WH Smith & Sons/Galleries Press)		1985

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DOCTOR WHO	The Doctor Who Technical Manual (Severn House)	Mark Harris	1985	
	The Doctor Who Time Traveller's Guide (WH Allen)	Peter Haining	1987	
	The Doctors - 30 Years Of Time Travel (Boxtree)	Adrian Rigelsford	1995	
	The Doctor's Affect	Steve Cambden	1999	
	The Encyclopaedia Of The Worlds Of Doctor Who A-D	David Saunders	1987	
	The Encyclopaedia Of The Worlds Of Doctor Who E-K	David Saunders	1989	
	The Encyclopaedia Of The Worlds Of Doctor Who L-R (Piccadilly Press)	David Saunders	1990	
	The Joy Device (Virgin - The New Adventures)		1999	
	The K9 Manual (World International)		1982	
	The Making Of Doctor Who (Pan Books)	Malcolm Hulke, Terrance Dicks	1972	
	The Making Of Doctor Who (Tandem)	Terrance Dicks	1976	
	The Medusa Effect (Virgin - New Adventures Of Bernice)	Justin Richards	1998	
	The Nine Lives Of Doctor Who	Peter Haining	1998	
	The Second Doctor Who Monster Book (WH Allen)	Terrance Dicks	1977	
	The Second Doctor Who Quiz Book (Target)	Nigel Robinson	1983	
	The Seventh Doctor Handbook (Virgin)	David J. Howe & Stephen James Walker	1998	
	The Sword Of Forever (Virgin - New Adventures Of Bernice)	Jim Mortimore	1998	
	The Television Companion (BBC Books)	David J. Howe & Stephen James Walker	1998	
	The Third Doctor Who Quiz Book (Target)	Nigel Robinson	1985	
	Walking To Babylon (Virgin - New Adventures Of Bernice)	Kate Orman	1998	
	Where Angels Fear (Virgin - New Adventures Of Bernice)	Rebecca Levene & Simon Winstone	1998	
	Who On Earth Is Tom Baker (Harper Collins)	Tom Baker	1997	
	Who's There? - The Life And Career Of William Hartnell (Virgin)	Jessica Carney	1995	
	DOCTOR WHO (2005)	DCOTOR WHO: THE STEALERS OF DREAMS	STEVE LYONS	2005
		DOCTOR WHO: I AM A DALEK	GARETH ROBERTS	2006
		DOCTOR WHO: MONSTERS INSIDE	STEPHEN COLE	2005
		DOCTOR WHO: ONLY HUMAN	GARETH ROBERTS	2005
DOCTOR WHO: THE CLOCKWISE MAN		JUSTIN RICHARDS	2005	

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DOCTOR WHO (2005)	DOCTOR WHO: THE DEVIANT STRAIN	JUSTIN RICHARDS	2005
	DOCTOR WHO: THE FEAST OF THE DROWNED	STEPHEN COLE	2006
	DOCTOR WHO: THE RESURRECTION CASKET	JUSTIN RICHARDS	2006
	DOCTOR WHO: THE SHOTTING SCRIPTS	RUSSELL T DAVIS, MARK GATISS, STEVEN MOFFAT	2005
	DOCTOR WHO: THE STONE ROSE	JACQUELIN RAYNOR	2006
	DOCTOR WHO: WINNER TAKES ALL	JACQUELIN RAYNOR	2005
DUNE	Children of Dune	Frank Herbert	1976
	Dune	Frank Herbert	1965
	Dune Messiah	Frank Herbert	1969
EARTH 2	Earth 2	Melissa Crandall	
	Earth 2: Leather Wings	John Vornholt	
	Earth 2: Puzzle	Sean Dalton	
EARTH WARP	EARTH WARP	ROY APPS	1994
EARTH: FINAL CONFLICT	Earth: Final Conflict: August Teacher	Sherwood Smith	2001
	Earth: Final Conflict: Heritage	Doranna Durgin	2001
	Earth: Final Conflict: Legacy	Gleen R. Sixbury	2002
	Earth: Final Conflict: Requiem for Boone	Debra Doyle & James D. MacDonald	2000
	Earth: Final Conflict: The Arrival	Fred Saberhagen	1999
	Earth: Final Conflict: The Final Protector	James White	2000
EERIE INDIANA	Attack Of The Two Ton Tomatoes #7	John Peel	1998
	Bring Me A Dream #9	Robert James	1998
	Bureau Of Lost #2	John Peel	1997
	Eerie in the Mirror #16	Robert James	1998
	Eerie Triangle #3	Mike Ford	1997
	Finger Lickin' Strange #10	Jeremy Roberts	1998
	Fountain Of Weird #6	Sherry Shahan	1997
	Halloweird #15	Mike Ford	1998
	Have Yourself An Eerie Little Christmas #5	Mike Ford	1997

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EERIE INDIANA	Return To Forever #1	Mike Ford	1997
	Simon And Marshall's Excellent Adventure #4	John Peel	1997
	Switching Channels #13	Mike Ford	1998
	The Dollhouse That Time Forgot #11	Mike Ford	1998
	The Incredible Shrinking Stanley #14	Robert James	1998
	They Say #12	Mike Ford	1998
	We Wish You an Eerie Christmas #17	Robert James	1998
	Who Framed Alice Prophet? #8	Mike Ford	1998
EERIE INDIANA: THE OTHER DIMENSION	Eerie In The Mirror		
	Halloweird		
	Switching Channels		
	The Incredible Shrinking Stanley		
	We Wish You An Eerie Christmas		
ENTERPRISE	Enterprise : Broken Bow	Diane Carey	2001
	Enterprise : By the Book	Dean Wesley Smith & Kristine Kathryn Rusch	2002
	Enterprise : Shockwave	Paul Ruditis	2002
	Enterprise : Surak's Soul	JD Dillard	2003
	Enterprise : The Expanse	JM Dillard	2003
	Enterprise : What Price Honor?	Dave Stern	2002
	Enterprise: Daedalus Book One	Dave Stern	2003
	Star Trek: Enterprise: Deadalus's Children Book Two	Dave Stern	2004
	Star Trek: Enterprise: Last Full Measure	Michael A. Martin and Andy Mangels	2006
	Star Trek: Enterprise: Rosetta	Dave Stern	2006
ESCAPE FROM JUPITER (inc. RETURN TO JUPITER)	Escape To Jupiter	David Ogilvy	1995
FARSCAPE	Farscape - Season Guide		2000
	Farscape - The Dark Side of the Sun	Jim Mortimore	2000
	Farscape 2 - Ship of Ghosts	David Bischoff	2001
	Farscape 3 - House of Cards		2001

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FIREFLY	SERENITY (MOVIE NOVELISATION)	KEITH RA DECANDIDO	2005
	SERENITY : THE OFFICIAL VISUAL COMPANION	JOSS WHEDON	2005
FIRST BORN	Gorsaga	Maureen Duffy	
GIRL FROM TOMORROW,THE (including TOMORROW'S END)	The Girl From Tomorrow	Mark Shirrefs & John Thompson	1992
	Tomorrow's End	Mark Shirrefs & John Thompson	
GIRL FROM U.N.C.L.E.,THE	The Girl From U.N.C.L.E. - The Birds Of A Feather Affair	Michael Avallone	1966
	The Girl From U.N.C.L.E. - The Blazing Affair	Michael Avallone	1966
	The Girl From U.N.C.L.E. - The Cornish Pixie Affair	Peter Leslie	1967
	The Girl From U.N.C.L.E. - The Global Globules Affair	Simon Latter	1967
	The Girl From U.N.C.L.E. - The Golden Boats Of Taradatta Affair	Simon Latter	1967
GULLIVER'S TRAVELS	Gulliver's Travels	Peter Roberts	1996
HERCULES: THE LEGENDARY JOURNEYS	Hercules - The Official Companion		
	Hercules and Xena - The Unofficial Companion		
	Hercules X-Posed		
	Hercules: The Legendary Journeys - By the Sword	Timothy Boggs	1997
	Hercules: The Legendary Journeys - Eye of the Ram	Timothy Boggs	1997
	Hercules: The Legendary Journeys - Serpeant's Shadow	Timothy Boggs	1997
	Hercules: The Legendary Journeys - The First Casualty	David Seidman	1997
HIGHLANDER	Highlander - The Official Watchers Guide		
	Highlander 1 - The Element of Fire	Jason Henderson	1996
	Highlander 2 - Scimitar	Ashley McConnell	1996
	Highlander 3 - Measure of a Man		
	Highlander 4 - The Path		
	Highlander 5 - Zealot		
	Highlander 6 - Shadow of Obsession		
	Highlander 7 - Captive Soul		
	Highlander 8 - White Silence		
	Highlander Movie Novel		

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HITCHHIKER'S GUIDE TO THE GALAXY,THE	Don't Panic - Douglas Adams and the Hitch Hikers Guide to the Galaxy	Neil Gaiman	
	The Hitch Hikers Guide to the Galaxy	Douglas Adams	1979
	The Hitch Hikers Guide to the Galaxy - Life, the Universe and Everything	Douglas Adams	1982
	The Hitch Hikers Guide to the Galaxy - Mostly Harmless	Douglas Adams	1992
	The Hitch Hikers Guide to the Galaxy - So Long, and Thanks for all the Fish	Douglas Adams	1984
	The Hitch Hikers Guide to the Galaxy - The Restaurant at the End of the Universe	Douglas Adams	1980
	The Illustarted Hitch-Hiker Guide to the Galaxy	Douglas Adams	
IMMORTAL, THE	The Immortal	James E. Gunn	1970
INTERGALACTIC KITCHEN	THE INTERGALACTIC KITCHEN	FRANK RODGERS	2001
INVADERS,THE (1967)	The Invaders 1 - The Halo Highway (UK)	Rafe Bernard	1967
	The Invaders 1 (US)	Keith Laumer	1967
	The Invaders 2 - Enemies From Beyond (US)	Keith Laumer	1967
	The Invaders 2 - The Metoer Men (UK)	Anthony LeBaron	1967
	The Invaders 3 - Army of the Undead (US)	Rafe Bernard	1967
	The Invaders 3 - The Night of the Trilobites (UK)	Peter Leslie	1968
	The Invaders 4 - The Autumn Accelerator (UK)	Peter Leslie	1969
INVASION: EARTH	Invasion: Earth - Terrell's Story	Peter Cave	1998
	Invasion: Earth - The Last Echo	Peter Cave	1998
	The Invasion: Earth Companion	Peter Haining	1998
INVISIBLE MAN,THE (1975)	The Invisible Man	Mike Jahn	1975
JASON OF STAR COMMAND	Mission to the Stars #1	Ken Sobol	1980
JEKYLL	The Strange Case of Dr. Jekyll and Mr. Hyde	Robert Louis Stevenson	
JOE 90	Joe 90 And The Raiders	Tom Sullivan	1968
	Joe 90 In Revenge	Howard Elso	1969
JOHNNY AND THE BOMB	JOHNNY AND THE BOMB	TERRY PRATCHETT	1996
JOURNEY OF ALLEN STRANGE, THE	The Journey of Allen Stange : Alien Vacation	Bobbi JG Weiss and David Cody Weiss	1999
	The Journey of Allen Stange : Changeling Diapers	Bobbi JG Weiss and David Cody Weiss	2000

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JOURNEY OF ALLEN STRANGE, THE	The Journey of Allen Stange : Depth Charge	Bobbi JG Weiss and David Cody Weiss	1999
	The Journey of Allen Stange : Election Connection	James Ponti	1999
	The Journey of Allen Stange : Invasion	Diana G. Gallagher	1998
	The Journey of Allen Stange : Joyride	John Vornholt	2000
	The Journey of Allen Stange : Legacy	Mel Odom	1999
	The Journey of Allen Stange : Split Image	Cathy East Dubowski and Mark Dubowski	1999
	The Journey of Allen Stange : The Arrival	Bobbi JG Weiss and David Cody Weiss	1998
K9 & COMPANY	The Companions of Doctor Who : K9 And Company (Target)	Terence Dudley	1987
	The K9 Annual 1983 (World Distributors)		1982
KNIGHT RIDER	Knight Rider 1 - Knight Rider	Glen A. Larson & Roger Hill	1983
	Knight Rider 2 - Trust Doesn't Rust	Glen A. Larson & Roger Hill	1984
	Knight Rider 3 - Hearts of Stone	Glen A. Larson & Roger Hill	1984
	Knight Rider 4 - The 24 Carat Assassin	Glen A. Larson & Roger Hill	1984
	Knight Rider 5 - Mirror Image	Glen A. Larson & Roger Hill	1985
KOLCHAK: THE NIGHT STALKER	Kolchak: The Night Stalker Chronicles	Various	2005
	Kolchak: The Night Stalker Chronicles - Casebook	Various	2006
	Richard Matheson's Kolchak Scripts	Mark Dawidziak	2003
	The Kolchak Papers: Grave Secrets	Mark Dawidziak	1994
	The Night Stalker	Jeff Rice	1973
	The Night Strangler	Jeff Rice	1974
LAND OF THE GIANTS	Land of the Giants	Murray Leinster	1968
	Land of the Giants - Flight of Fear	Carl Henry Rathjen	1969
	Land of the Giants - Slingshot for David	James Bradwell	1969
	Land of the Giants - The Mean City	James Bradwell	1969
	Land of the Giants 2 - The Hot Spot	Murray Leinster	1969
	Land of the Giants 3 - Unknown Danger	Murray Leinster	1969
LES ATOMISTES	Les Atomistes	Bernard Thomas & Georges Van Parys	1968
LEXX: THE DARK ZONE STORIES	LEXX 1.0	Paul Donovan	1999

Name Of Programme	Title	Author	Year Published
LOIS AND CLARK	Lois and Clark: A Superman Novel	CJ Cherryh	1996
	Lois And Clark: The New Adventures Of Superman	CJ Cherryh	1994
	Lois And Clark: The New Adventures Of Superman - Deadly Games	M. J. Friedman	1996
	Lois And Clark: The New Adventures Of Superman - Exile	M. J. Friedman	1996
	Lois And Clark: The New Adventures Of Superman - Heat Wave	M. J. Friedman	1996
LOST IN SPACE	Alpha Control Reference Manual		
	Lost In Space	Dave Van Arnam & Ron Archer (aka Ted White)	1967
	Lost In Space	Joan D. Vinge	1998
	Lost in Space Scrapbook		
	Lost In Space: Promised Land		
	Lost In Space: The Vault	Gene DeWese	1999
	The Irwin Allen Scrapbook		
	The Making of Lost In Space (The Movie)	Pat Cadigan	1998
MAGICIAN'S HOUSE, THE	You Can Build. . . The Lost In Space Robot		
	The Magician's House: The Door in the Tree	W. Corlett	2000
MAN FROM ATLANTIS	The Magician's House: The Steps Up The Chimney	W. Corlett	2000
	Ark of Doom	Richard Woodley	1978
	Killer Spores	Richard Woodley	1977
	Man from Atlantis - Death Scouts #2	Richard Woodley	1977
	Man from Atlantis - Sea Kill #1	Richard Woodley	1977
MAN FROM U.N.C.L.E.,THE	The Man From U.N.C.L.E. 1 - The Thousand Coffins Affair	Michael Avallon	1965
	The Man From U.N.C.L.E. 10 - The Assassination Affair	Joan Hunter Holly	1967
	The Man From U.N.C.L.E. 11 - The Invisibility Affair	Thomas Stratton (Robert Coulson and Gene Dewee)	1967
	The Man From U.N.C.L.E. 12 - The Mind Twisters Affair	Thomas Stratton (Robert Coulson and Gene Dewee)	1967
	The Man From U.N.C.L.E. 13 - The Rainbow Affair	David McDaniel	1967
	The Man From U.N.C.L.E. 14 - The Cross of Gold Affair	Frederick Davis (Ron Ellik and Steve Tolliver)	1968
	The Man From U.N.C.L.E. 15 - The Utopia Affair	David McDaniel	1968
The Man From U.N.C.L.E. 16 - The Splintered Sunglasses Affair	Peter Leslie	1968	

Name Of Programme	Title	Author	Year Published	
MAN FROM U.N.C.L.E.,THE	The Man From U.N.C.L.E. 17 - The Hollow Crown Affair	David McDaniel	1968	
	The Man From U.N.C.L.E. 18 - The Unfair Fare Affair	Peter Leslie	1968	
	The Man From U.N.C.L.E. 19 - The Power Cube Affair	John T. Phillifent	1968	
	The Man From U.N.C.L.E. 2 - The Doomsday Affair	Harry Whittington	1965	
	The Man From U.N.C.L.E. 20 - The Corfu Affair	John T. Phillifent	1967	
	The Man From U.N.C.L.E. 21 - The Thinking Machine Affair	Joel Bernard	1967	
	The Man From U.N.C.L.E. 22 - The Stone-Cold Dead in the Market Affair	John Oram	1966	
	The Man From U.N.C.L.E. 23 - The Finger in the Sky Affair	Peter Leslie	1966	
	The Man From U.N.C.L.E. 3 - The Copenhagen Affair	John Oram	1965	
	The Man From U.N.C.L.E. 4 - The Dagger Affair	David McDaniel	1966	
	The Man From U.N.C.L.E. 5 - The Mad Scientist Affair	John T. Phillifent	1966	
	The Man From U.N.C.L.E. 6 - The Vampire Affair	David McDaniel	1966	
	The Man From U.N.C.L.E. 7 - The Radioactive Camel Affair	Peter Leslie	1966	
	The Man From U.N.C.L.E. 8 - The Monster Wheel Affair	David McDaniel	1967	
	The Man From U.N.C.L.E. 9 - The Diving Dames Affair	Peter Leslie	1967	
	MARTIAN CHRONICLES,THE	The Martian Chronicles (US)	Ray Bradbury	1950
		The Silver Locusts (UK)	Ray Bradbury	1951
MEN INTO SPACE	Men Into Space	Murray Leinster	1960	
MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	All-New Mighty Morphin' Power Rangers Scrap Book #2			
	Power Rangers: Alpha Activities			
	Power Rangers: Big Clean Up			
	Power Rangers: Bugged			
	Power Rangers: Double Trouble			
	Power Rangers: Monsters from the Movies			
	Power Rangers: Monumental Disaster			
	Power Rangers: Morphin Mazes			
	Power Rangers: Power Puzzles			

Name Of Programme	Title	Author	Year Published
MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	Power Rangers: Puzzle Scope		
	Power Rangers: Ranger Games		
	Power Rangers: Turbo Fun		
	Power Rangers: Vacation on the Moon		
	The Mighty Morphin' Power Rangers: Adventures on Phaebos		
	The Mighty Morphin' Power Rangers: Defenders of the Universe		
	The Mighty Morphin' Power Rangers: Dinozords Dynamic Mazes		
	The Mighty Morphin' Power Rangers: Megazords Mighty Mazes		
	The Mighty Morphin' Power Rangers: Powerzords Puzzles and Maps		
	The Mighty Morphin' Power Rangers: Space Aliens Attack		
	The Mighty Morphin' Power Rangers: The Movie - Piano Vocal Chords		
	The Mighty Morphin' Power Rangers: The Movie Scrapbook		
	The Mighty Morphin' Power Rangers: The Movie Storybook		
	The Mighty Morphin' Power Rangers: The Official Game Book		
	The Mighty Morphin' Power Rangers: Titanus's Briantwister		
The Truth about the Power Rangers			
MILLENNIUM	Millennium 3: Weeds	Frank Spotnitz	1998
	Millennium I: Things Fall Apart		1998
	Millennium 2: Gehenna	Lewis Gannett	1997
	Unofficial Companion	N. E. Genge	1997
MOONDIAL	MOONDIAL	HELEN CRESSWELL	
MORK AND MINDY	Mork and Mindy	Ralph Church	1979
	Mork and Mindy (Video Novel)	Richard Anobile	1978
	Mork and Mindy 2 - The Incredible Shrinking Mork	Robin S. Wagner	1980
MUTANT, LE	Le Mutant	Alain Page	1978
MY FRIEND WALTER	My Friend Walter	Michael Morpurgo	
MYSTERIOUS PEN-FRIEND	MYSTERIOUS PEN-FRIEND	TAKU MAYUMURA	

Name Of Programme	Title	Author	Year Published
NEVERWHERE	Neverwhere	Neil Gaiman	1996
NEW AVENGERS,THE	THE NEW AVENGERS: CYBERNAUTS	Peter Cave	1977
	THE NEW AVENGERS: FIGHTING MEN	Justin Cartwright	1977
	THE NEW AVENGERS: HOSTAGE	Peter Cave	1977
	THE NEW AVENGERS: HOUSE OF CARDS	Peter Cave	1976
	THE NEW AVENGERS: THE EAGLES NEST	John Carter	1976
	THE NEW AVENGERS: TO CATCH A RAT	Walter Harris	1977
NEW PEOPLE, THE	THE NEW PEOPLE: THEY CAME FROM THE SEA	ALEX STEELE	1969
NIGHT GALLERY	Night Gallery	Rod Serling	1971
	Night Gallery 2	Rod Serling	1972
	Rod Serling's Night Gallery Reader	Carol Serling, Martin H. Greenburg & Charles G. Waugh	1987
ON THE BEACH	ON THE BEACH	NEVIL SHUTE	1957
ONE STEP BEYOND	More from One Step Beyond	Lenore Bredeson	1961
	One Step Beyond	Lenore Bredeson	1960
	The World Grabbers	Paul W. Fairman	1964
OUTER LIMITS,THE (1963)	The Outer Limits - The Official Companion	David J. Schow and Jeffrey Frentzen	1986
	The Outer Limits 1: Soldier	Various	1997
	The Outer Limits 2: It Crawled Out of the Wood	Various	1997
	The Outer Limits 3: The Change	Michael Marano, Diana Duane, Richard A. Lupoff, Kevin Anderson	1997
OUTER LIMITS,THE (1995)	Die Unbekannte Dimension: Die Ausgestossenen von Zanti / Das 2 Chromosom	John Peel	1997
	The Outer Limits - Always Darkest	Stan Timmons	2003
	The Outer Limits - Armageddon Dreams	Harlan Ellison and Kevin J. Anderson	2000
	The Outer Limits - Volume One	Debbie Notkin and Roger Stewart	1996
	The Outer Limits - Volume Three	Debbie Notkin	1997
	The Outer Limits - Volume Two	Debbie Notkin and Roger Stewart	1997
	The Outer Limits - Young Adult #1 - The Zanti Misfits	John Peel	1997
	The Outer Limits - Young Adult #10 - Alien Invasion from Hollyweird	John Peel	1999

Name Of Programme	Title	Author	Year Published
OUTER LIMITS,THE (1995)	The Outer Limits - Young Adult #11 - The Payback	John Peel	1999
	The Outer Limits - Young Adult #12 - The Change	John Peel	1999
	The Outer Limits - Young Adult #2 - The Choise	John Peel	1997
	The Outer Limits - Young Adult #3 - The Time Shifter	John Peel	1997
	The Outer Limits - Young Adult #4 - The Lost	John Peel	1997
	The Outer Limits - Young Adult #5 - The Invaders	John Peel	1998
	The Outer Limits - Young Adult #6 - The Innocent	John Peel	1998
	The Outer Limits - Young Adult #7 - The Vanished	John Peel	1998
	The Outer Limits - Young Adult #8 - The Nightmare	John Peel	1998
	The Outer Limits - Young Adult #9 - Beward the Metal Children	John Peel	1999
PHOTON	EXILE	DAVID PETERS	1987
	FOR THE GLORY	DAVID PETERS	
	HIGH STAKES	DAVID PETERS	
	IN SEARCH OF MOM	DAVID PETERS	1987
	PHOTON: THE OFFICIAL HANDBOOK		
	SKIN DEEP	DAVID PETERS	1988
	THEIVES OF LIGHT	MICHAEL HUDSON	1987
	THIS IS YOUR LIFE, BHODI LI	DAVID PETERS	1987
PIG HEART BOY	PIG HEART BOY	MALORIE BLACKMAN	
PLANET OF THE APES	Planet Of The Apes - Escape To Tomorrow	George Alec Effinger	1975
	Planet Of The Apes - Journey Into Terror	George Alec Effinger	1975
	Planet Of The Apes - Lord Of The Apes	George Alec Effinger	1976
	Planet Of The Apes - Man The Fugitive	George Alec Effinger	1974
POWER RANGERS ZEO	Power Rangers Zeo Play Pack		
	Power Rangers Zeo: Invasion of the Mean Screen		
	Power Rangers Zeo: Mini Book		
PRISONER, THE	The Official Prisoner Companion	Matthew White and Jaffer Ali	1988
	The Prisoner	Thomas M. Disch	1969

Name Of Programme	Title	Author	Year Published
PRISONER, THE	The Prisoner (translation of french book)		1991
	The Prisoner 1 - I Am Not a Number		
	The Prisoner 2 - Who is Number 2?	David McDaniel	1969
	The Prisoner 3 - A Day In The Life	Hank Stine	1970
	The Prisoner And Danger Man	Dave Rogers	1989
	The Prisoner Book	Alain Carraze & Helen Oswald	
	The Prisoner in Portmeirion	Roger Langley	1999
QUANTUM LEAP	Quantum Leap - Angels Unaware	L. Elizabeth Storm	1997
	Quantum Leap - Carny Knowledge	Ashley McConnell	1993
	Quantum Leap - Double Or Nothing	C.J. Henderson	1995
	Quantum Leap - Foreknowledge	Christopher DeFilippis	1998
	Quantum Leap - Heat Wave	Melanie Kent	1997
	Quantum Leap - Independence	John Peel	1996
	Quantum Leap - Knights Of The Morning Star	Melanie Rawn	1994
	Quantum Leap - Loch Ness Leap	Sandy Schofield	1997
	Quantum Leap - Obsession	Carol Davies	1997
	Quantum Leap - Odyssey	Barbara E. Walton	1995
	Quantum Leap - Prelude	Ashley McConnell	1994
	Quantum Leap - Pulitzer	L. Elizabeth Storm	1995
	Quantum Leap - Random Measures	Ashley McConnell	1994
	Quantum Leap - Search And Rescure	Mellisa Crandall	1994
	Quantum Leap - Song And Dance	Mindy Peterman	1998
	Quantum Leap - The Wall	Ashley McConnell	1993
	Quantum Leap - Too Close For Comfort	Ashley McConnell	1993
	The A-Z Of Quantum Leap	Julie Barrett	1995
	The Beginning	Julie Robitaille	1990
	The Ghost And The Gum Shoe	Julie Robitaille	1990
	The Making Of Quantum Leap		

Name Of Programme	Title	Author	Year Published
QUANTUM LEAP	The Quantum Leap Book	Louis Chunovic	1993
QUEEN'S NOSE, THE	THE QUEEN'S NOSE : HARMONY'S HOLIDAY	STEVE ATTRIDGE	1998
	THE QUEEN'S NOSE : HARMONY'S RETURN	STEVE ATTRIDGE	1996
READ ALL ABOUT IT! (inc. READ ALL ABOUT IT! PART 2)	READ ALL ABOUT IT!	CLIVE ENDERSBY	
RED DWARF	A Question of Smeg: The 2nd Red Dwarf Quiz Book		1998
	Red Dwarf - Backwards		
	Red Dwarf - Better Than Life	Rob Grant & Doug Naylor	1990
	Red Dwarf - Infinity Welcomes Careful Drivers	Rob Grant & DougNaylor	1989
	Red Dwarf - Omnibus		
	Red Dwarf - Son of Soup		
	Red Dwarf - Survival		
	Red Dwarf - The Last Human	Doug Naylor	1995
	Red Dwarf : Promordial Soup - Least Worst Scripts	Rob Grant & DougNaylor	1993
	Red Dwarf VIII: The Illustrated Scripts	Doug Naylor	1999
	The Making Of Red Dwarf	Joe Nazzaro	1994
	The Man In The Rubber Mask	Robert Llewellyn	1994
	The Official Red Dwarf Companion	Bruce Dessau	1992
	The Red Dwarf Programme Guide		
	The Red Dwarf Quiz Book	Nicky Hooks & Sharon Burnett	1994
ROSWELL	Roswell High		
	Roswell High - A New Beginning #8	Kevin Ryan	2003
	Roswell High - Dreamwalk #6	Paul Rduitis	2003
	Roswell High - Little Green Men #3	Dean Wesley Smith and Kristine Kathryn Rusch	2002
	Roswell High - Loose Ends #1	Greg Cox	2001
	Roswell High - Nightscape #9	Kevin Ryan	2003
	Roswell High - No Good Deed #2	Dean Smith and Kristine Kathryn Rusch	2001
	Roswell High - Pursuit #10	Andy Mangels and Michael A Martin	2003
	Roswell High - Quarantine #7	Laura Burns	2003

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ROSWELL	Roswell High - Shades #4	Mel Odom	2002
	Roswell High - Skeletons in the Close #5	Andy Mangels and Michael A Martin	2002
	Roswell High - The Dark One	Melinda Metz	2000
	Roswell High - The Intruder	Melinda Metz	2000
	Roswell High - The Outsider	Melinda Metz	2000
	Roswell High - The Rebel		2000
	Roswell High - The Seeker	Melinda Metz	2000
	Roswell High - The Stowaway	Melinda Metz	2000
	Roswell High - The Vanished	Melinda Metz	2000
	Roswell High - The Watcher	Melinda Metz	2000
	Roswell High - The Wild One	Melinda Metz	2000
	Roswell High - Turnabout #11	Andy Mangels and Michael A Martin	2003
SABRINA THE TEENAGE WITCH	Sabrina Goes to Rome	Mel Odom	1999
	Sabrina The Teenage Witch - Haunts in the House		1999
	Sabrina The Teenage Witch - Salem's Tales 10: Gone Fishin'	John Vornholt	2000
	Sabrina The Teenage Witch - Salem's Tales 11: Worth a Shot	Diana G. Gallagher	2000
	Sabrina The Teenage Witch - Salem's Tales 12: Rulin' the School	Nancy Krulik	2000
	Sabrina The Teenage Witch - Salem's Tales 13: Kitty Cornered	David Cody Weiss & Bobbi JG Weiss	2000
	Sabrina The Teenage Witch - Salem's Tales 14: Mascot Mayhem	John Vornholt	2000
	Sabrina The Teenage Witch - Salem's Tales 6: Psychic Kitty	Cathy East Dubowski	1999
	Sabrina The Teenage Witch - Salem's Tales 7: Cat by the Tail	Sarah J. Verney	1999
	Sabrina The Teenage Witch - Salem's Tales 8: Feline Felon	Diana Gallagher	1999
	Sabrina The Teenage Witch - Salem's Tales 9: Happy Ever After	Nancy Krulik	2000
	Sabrina The Teenage Witch 10 - Lotsa Luck	Diane G. Gallagher	1999
	Sabrina The Teenage Witch 11 - Prisoner of Cabin 13	John Vornholt	1999
	Sabrina The Teenage Witch 12 - All That Glitters	Ray Garton	1999
	Sabrina The Teenage Witch 13 - Go Fetch	David Cody Weiss & Bobbi JG Weiss	1999
Sabrina The Teenage Witch 14 - Spying Eyes	Nancy Holder	1999	

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SABRINA THE TEENAGE WITCH	Sabrina The Teenage Witch 15 - Harvest Moon	Mel Odom	1999	
	Sabrina The Teenage Witch 16 - Now You See Her, Now You Don't	Diane G. Gallagher	1999	
	Sabrina The Teenage Witch 17 - Eight Spells a Week	Various	1999	
	Sabrina The Teenage Witch 18 - I'll Zap Manhattan	Mel Odom	1999	
	Sabrina The Teenage Witch 19 - Shamrock Skenanigans	Diana G. Gallagher	2000	
	Sabrina The Teenage Witch 19 - The Age of Aquariums	David Cody Weiss & Bobbi JG Weiss	1999	
	Sabrina The Teenage Witch 20 - Prom Times	David Cody Weiss & Bobbi JG Weiss	1999	
	Sabrina The Teenage Witch 21 - Witchopoly	John Vornholt	1999	
	Sabrina The Teenage Witch 22 - Bridal Bedlam	Nancy Holder	1999	
	Sabrina The Teenage Witch 23 - Scarabian Nights	Nancy Holder	1999	
	Sabrina The Teenage Witch 24 - While the Cats Away	Margot Balrae	1999	
	Sabrina The Teenage Witch 25 - Halloween Book		1999	
	Sabrina The Teenage Witch 26 - Fortune Cookie Fox	Cathy East Dubowski	1999	
	Sabrina The Teenage Witch 27 - Up, Up and Away	Nancy Holder	1999	
	Sabrina The Teenage Witch 29 - Millennium Madness	David Cody Weiss and Bobbi JG Weiss	2000	
	Sabrina The Teenage Witch 30 - Switcheroo	Margot Batrae	2000	
	Sabrina The Teenage Witch 31 - Mummy Dearest	Mel Odom	2000	
	Sabrina The Teenage Witch 32 - Reality Cheque	Diana G. Gallagher	2000	
	Sabrina The Teenage Witch 33 - Knock on Wood	John Vornholt	2000	
	Sabrina The Teenage Witch 34 - It's a Miserable Life	Cathy East Dubowski	2000	
	Sabrina The Teenage Witch 35 - Pirate Pandemonium	Mel Odom	2001	
	Sabrina The Teenage Witch 5 - Santa's Little Helper	Cathy East Dubowski	1998	
	Sabrina The Teenage Witch 6 - Been There, Done That	Joseph Locke	1998	
	Sabrina The Teenage Witch 7 - All You Need is a Love Spell	Randi Reisfeld	1998	
	Sabrina The Teenage Witch 8 - Salem on Trial	Bobbi JG & David Cody Weiss	1998	
	Sabrina The Teenage Witch 9 - It's a Dog's Life	Cathy East Dubowski	1998	
	SEAQUEST DSV (inc. SEAQUEST 2032)	SeaQuest DSV - Fire Below	Matthew J. Costello	1994
		SeaQuest DSV - The Ancient	David Bischoff	1994

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SEAQUEST DSV (inc. SEAQUEST 2032)	SeaQuest DSV - The Novel	Diane Duane and Peter Morwood	1993
	SeaQuest DSV 1 - The Aliens Are Coming		
	SeaQuest DSV 2 - Dark Side of the Sun		
	SeaQuest DSV 3 - Mutiny		
	SeaQuest DSV 4 - The Enemy		
SECRET WORLD OF ALEX MACK,THE	The Making Of SeaQuest DSV	Louis Chunovic	1995
	Terror On Track	Franklin Dixon	
	The Secret World of Alex Mack/Party of Five Claudia/Full House/Are You Afraid of the Dark	John Peel	
SIMULACRON-3	Simulacron-3	Daniel Galouye	1963
SLIDERS	Sliders - Classic Episodes		
	Sliders - The Novel	Brad Linaweaver	1996
SMALLVILLE	Smallville : Animal Rage #4 (Young Adult)	David Cody and Bobby G Weis	2002
	Smallville : Arrival #1	Michael Teitelbaum	2002
	Smallville : Buried Secrets #6 (Young Adult)	Suzan Colon	2003
	Smallville : City	Devin Grayson	2004
	Smallville : Curse	Alan Grant	2004
	Smallville : Dragon	Alan Grant	2002
	Smallville : Flight #3 (Young Adult)	Cherie Bennett and Jeff Gottesfeld	2002
	Smallville : Greed #8 (Young Adult)	Suzan Colon	2003
	Smallville : Hauntings	Nancy Holder	2003
	Smallville : Runaway #7 (Young Adult)	Suzan Colon	2003
	Smallville : See No Evil #2 (Young Adult)	Cherie Bennett and Jeff Gottesfeld	2002
	Smallville : Shadows	Diana G Gallagher	2003
	Smallville : Silence	Nancy Holder	2003
	Smallville : Sparks #10 (Young Adult)	Cherie Bennett	2004
	Smallville : Speed #5 (Young Adult)	Cherie Bennett and Jeff Gottesfeld	2003
Smallville : Strange Visitors	Roger Stern	2002	
Smallville : Temptation #9 (Young Adult)	Suzan Colon	2003	

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SMALLVILLE	Smallville : Whodunnit	Dean Wesley Smith	2003
SOLE SURVIVOR	Sole Survivor	Dean Koontz	1997
SPACE : ABOVE AND BEYOND	Space - Demolition Winter		
	Space 1 - The Aliens Approach	?	
	Space 2 - Dark Side of the Sun	?	
	Space 3 - Mutiny and Space	?	
	Space 4 - The Enemy	?	
	Space: Above and Beyond (Graphic Novel)		1996
	Space: Above and Beyond (Pilot Episode)		
SPACE PRECINCT	Space Precinct 1 - The Deity Father	David Bischoff	1995
	Space Precinct 2 - Demon Wing	David Bischoff	1996
	Space Precinct 3 - Alien Island Blues	David Bischoff	1996
	Space Precinct Vol. 1		
	The Last Warrior		
SPACE: 1999	Space 1999 - Alien Seed	E.C. Tubb	1976
	Space 1999 - Android Planet	John Rankine (Rogert R. Mason)	1976
	Space 1999 - Astral Quest	John Rankine (Rogert R. Mason)	1975
	Space 1999 - Breakaway	E.C. Tubb	1975
	Space 1999 - Collison Course	E.C. Tubb	1975
	Space 1999 - Earthfall	E.C. Tubb	1977
	Space 1999 - Mind-Breaks of Space	Michael Butterworth & Jeff Jones	1977
	Space 1999 - Moon Odyssey	John Rankine (Rogert R. Mason)	1975
	Space 1999 - Phoenix of Megaron	John Rankine (Rogert R. Mason)	1976
	Space 1999 - Planets of Peril	Michael Butterworth	1977
	Space 1999 - Rouge Planet	E.C. Tubb	1976
	Space 1999 - The Edge of the Infinite	Michael Butterworth	1977
	Space 1999 - The Lunar Attack	John Rankine (Rogert R. Mason)	1975
	Space 1999 - The Pyschomorph	Michael Butterworth	1977

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SPACE: 1999	Space 1999 - The Space Guardians	Brain N. Ball	1975
	Space 1999 - The Space Jackers	Michael Butterworth	1977
	Space 1999 - The Time Fighters	Michael Butterworth	1977
	The Making of Space: 1999: A Gerry Anderson Production	Tim Heald	1976
	UFO And Space 1999	Chris Drake	1994
SPIRAL	SPIRAL	KOJI SUZUKI	
STAR TREK	"Star Trek" ; The Interview Book	Allan Asherman	
	"Star Trek" Collectibles; "Classic Series" , "Next Generation" , "Deep Space Nine" , "Voyager"	Ursual Augustin	
	"Star Trek" Cookbook	Theresa Robberson	
	"Star Trek" in Myth and Legend; The Stories Behind the Episodes from the Classic Series and the Next Generations	Thomas Richards	
	Action!	Terry Erdmann & Robbie Robinson	1998
	All I Really Needed To Know I Learned From Watching Star Trek	Dave Marinaccio	1994
	All the Other Things I Really Need to Know I Learned from Watching "Star Trek"	Dave Marinaccio	
	Among the Stars	Walter Koenig	1998
	Beam Me Up Scotty	James Doohan & Peter David	1996
	Beyond Star Trek: Physics from Alien Invasion to the End of the Time	Lawrence M. Krauss	1998
	Beyond Uhura: Star Trek And Other Memories	Nichelle Nichols	1996
	Boldly Live as You've Never Lived Before; Life Lessons from "Star Trek"	Richard Raben	
	Boldly Lived As You Never Lived Before		
	City on the Edge of Forever	Harlan Ellison	
	Complete Star Trek Theme Music		
	Cyberpunktrek		
	Day of Honor Omnibus	Diane Carey, LA Graf, Michael Jan Friedman, Dean Wesley Smith, Kristine Kathryn Rusch	1999
	Enterprise Zones; Critical Positions on Star Trek	Taylor Harrison	
	Full Moon Rising	Jean Lorrah	1976
	Future Perfect; How Star Trek Conquered Planet Earth	Jeff Greenwald	

Name Of Programme	Title	Author	Year Published
STAR TREK	Gene Roddenberry: The Myth and the Man Behind "Star Trek"	Joel Engel	1994
	Get a Life (William Shatner autobiography)	William Shatner & Chris Kreski	1999
	Greenberg's Guide to Star Trek Collectibles; F-P	Christine Gentry	
	Greenberg's Guide to Star Trek Collectibles; R-Z	Christine Gentry	
	I Am Not Spock	Leonard Nimoy	1975
	I Am Spock	Leonard Nimoy	
	I Can Draw Star Trek; The Spacecraft and Other Technical Devices of Star Trek: The Original...	Tony Tallarico	
	Inside Star Trek: The Real Story	Robert H. Justman & Herbert F. Solow	1996
	Inside The Mind Of Gene Roddenberry	Yvonne Fern	1995
	IRECON 4 ; "Star Trek" Conference Guide	Damon Wise	
	Jean Lorrah's Sarek Collection	Jean Lorrah	1980
	Klingon Way - A Warrior's Guide	Marc Okrand	1996
	Monsters of Star Trek		
	Mr. Scott's Guide to the Enterprise	Shane Johnson	
	Omnibus: Ashes of Eden/The Return/Avenger	William Shatner	1998
	Quotable Star Trek	Jill Sherwin	1999
	Race in Space: The Representation of Ethnicity in Star Trek and Star Trek, the Next Generation	Charles Michael	
	Race in Space; Representation of Ethnicity in "Star Trek" and "Star Trek - The Next Generation"	Michael Pounds	
	Science Fiction Audiences; Doctor Who, Star Trek, and Their Fans	John Tulloch	
	Science Fiction Audiences; Watching "Star Trek" and "Doctor Who"	John Tulloch	
	Son of Monolith		
	Spectre	William Shatner, Judith and Garfield Reeves-Stevens	1998
	Spock Messiah!	Theodore Cogswell & James A. Spano	1976
	Star Trek - Ashes of Eden	William Shatner & Judith & Garfield Reeves-Stevens	1995
	Star Trek - Avenger	William Shatner & Judith & Garfield Reeves-Stevens	1997
	Star Trek - Best Destiny	Diane Carey	1992
	Star Trek - Captain's Log	Mark A. Altman & Edward Gross	1993

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STAR TREK	Star Trek - Captain's Log Supplemental	Mark A. Altman	1994
	Star Trek - Captain's Table: Box Set	Various Authors	1999
	Star Trek - Compendium	Alan Asherman	1981
	Star Trek - Concordance	Bjo Trimble	1976
	Star Trek - Encyclopedia	Michael and Denise Okuda and Debbie Mirek	1994
	Star Trek - Enterprise: The First Adventure	Vonda N. McIntyre	1986
	Star Trek - Epilogue Part 1	Jean Lorrah	1979
	Star Trek - Epilogue Part 2	Jean Lorrah	1979
	Star Trek - Federation	Judith & Garfield Reeves-Stevens	1995
	Star Trek - Great Birds Of The Galaxy - The Creators Of Trek	Edward Gross 7 Mark Altman	1994
	Star Trek - Invasion Earth Omnibus	various	1998
	Star Trek - Invasion Omnibus	Diane Carey, Kristine Kathryn Rusch, Dean Wesley Smith, L A Grafm Daffyd Ab Hugh	1998
	Star Trek - Klingon Dictionary	Marc Okrand	1992
	Star Trek - Log Collection Vol. 1		
	Star Trek - Log Collection Vol. 2		
	Star Trek - Log Collection Vol. 3		
	Star Trek - Mission to Horatius	Mark Reynolds	1968
	Star Trek - Mission to Horatius	Mark Reynolds	1999
	Star Trek - My Brothers Keeper 1: Republic (85)	Michael Jan Friedman	1999
	Star Trek - My Brothers Keeper 2: Constitution (86)	Michael Jan Friedman	1999
	Star Trek - My Brothers Keeper 3: Enterprise	Michael Jan Friedman	1999
	Star Trek - Odyssey	William Shatner & Judith & Garfield Reeves-Stevens	
	Star Trek - Prime Directive	Judith & Garfield Reeves-Stevens	1990
	Star Trek - Probe	Margaret Wander Bonanno	1992
	Star Trek - Sarek	A. C. Crispin	
	Star Trek - Science Logs	Andre Bormanis	1998
	Star Trek - Shadows On The Sun	Michael Jan Friedman	
	Star Trek - Spock Must Die	James Blish	1970

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STAR TREK	Star Trek - Spock's World	Diane Duane	1988
	Star Trek - Starfleet Academy	Diane Carey	
	Star Trek - Sticker Book	Michael Okuda	1999
	Star Trek - Strangers From The Sky	Margaret Wander Bonanno	1987
	Star Trek - Test Of Courage	Winestein, Whigham, Purcell, Starr & Garzon	1994
	Star Trek - The Chronology	Michael & Denise Okuda	1993
	Star Trek - The Classic Episodes Vol.1	James Blish (J.A. Lawrence)	1991
	Star Trek - The Classic Episodes Vol.2	James Blish (J.A. Lawrence)	1991
	Star Trek - The Classic Episodes Vol.3	James Blish (J.A. Lawrence)	1991
	Star Trek - The Lost Years	J. M. Dillard	1989
	Star Trek - The New Voyages	Ed. Sondra Marshak & Myrna Culbreath	1976
	Star Trek - The New Voyages 2	Ed. Sondra Marshak & Myrna Culbreath	1978
	Star Trek - The Return	William Shatner & Judith & Garfield Reeves-Stevens	1996
	Star Trek - Voyage to Adventure	John M. Ford (aka Michael J. Dodge)	1984
	Star Trek - Vulcan!	Kathleen Sky	1984
	Star Trek - Vulcan's Forge	Josepha Sherman & Susan Schwartz	1997
	Star Trek - Vulcan's Heart: The Battle at Narrendra III	Josepha Sherman & Susan Schwartz	1999
	Star Trek - Where No One Has Gone Before	J. M. Dillard	1995
	Star Trek - Who Killed Captain Kirk?	Peter David	1993
	Star Trek : 25th Anniversay Compliation	J. A. Lawrence & James Blish	1992
	Star Trek 1 - Star Trek: The Motion Picture	Gene Roddenberry	1979
	Star Trek 10 - Web Of The Romulans	M. S. Murdock	1989
	Star Trek 11 - Yesterday's Son	A. C. Crispin	1988
	Star Trek 12 - Mutiny On The Enterprise	Robert E. Vardeman	1991
	Star Trek 13 - The Wounded Sky	Diane Duane	1989
	Star Trek 14 - The Trellisane Confrontation	David Dvorkin	1990
	Star Trek 15 - Corona	Greg Bear	1989
	Star Trek 16 - The Final Reflection	John M. Ford	1988

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STAR TREK	Star Trek 17 - Star Trek III: The Search For Spock	Vonda N. McIntyre	1984
	Star Trek 18 - My Enemy, My Ally	Diane Duane	1989
	Star Trek 19 - The Tears Of The Singers	Melinda Snodgrass	1990
	Star Trek 2 - The Entropy Effect	Vonda N. McIntyre	1988
	Star Trek 20 - The Vulcan Academy Murders	Jean LORRAH	1988
	Star Trek 21 - Uhura's Song	Janet Kagan	1989
	Star Trek 22 - Shadow Lord	Laurence Yep	1990
	Star Trek 23 - Ishmael	Barbara Hambly	1989
	Star Trek 24 - Killing Time	Della Van Hise	1990
	Star Trek 25 - Dwellers In The Crucible	Margaret Wander Bonanno	
	Star Trek 26 - Pawns And Symbols	Majiliss Larson	1990
	Star Trek 27 - Mindshadow	J. M. Dillard	1990
	Star Trek 28 - Crisis On Centaurus	Brad Ferguson	1991
	Star Trek 29 - Dreadnought!	Diane Carey	1989
	Star Trek 3 - The Klingon Gambit	Robert E. Vardeman	1990
	Star Trek 30 - Demons	J. M. Dillard	1991
	Star Trek 31 - Battlestations!	Diane Carey	1986
	Star Trek 32 - Chain Of Attack	Gene De Weese	1987
	Star Trek 33 - Deep Domain	Howard Weinstein	1987
	Star Trek 34 - Dreams Of The Raven	Carmen Carter	1987
	Star Trek 35 - The Romulan Way	Diane Duane & Peter Morwood	1987
	Star Trek 36 - How Much For Just The Planet?	John M. Peel	1987
	Star Trek 37 - Bloodthirst	J. M. Dillard	1987
	Star Trek 38 - The IDIC Epidemic	Jean LORRAH	1988
	Star Trek 39 - Time For Yesterday	A. C. Crispin	1988
	Star Trek 4 - The Covenant Of The Crown	Howard Weinstein	1989
	Star Trek 40 - Timetrapp	David Dvorkin	1988
	Star Trek 41 - The Three-Minute Universe	Barbara Paul	1988

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STAR TREK	Star Trek 42 - Memory Prime	Judith & Garfield Reeves-Stevens	1988
	Star Trek 43 - The Final Nexus	Gene DeWeese	1988
	Star Trek 44 - Vulcan's Glory	D. C. Fontana	1989
	Star Trek 45 - Double, Double	Michael Jan Friedman	1989
	Star Trek 46 - The City Of The Onlies	Judy Klass	1989
	Star Trek 47 - The Kobayashi Maru	Julia Ecklar	1989
	Star Trek 48 - Rules Of Engagement	Peter Morwood	1990
	Star Trek 49 - The Pandora Principle	Carolyn Clowes	1990
	Star Trek 5 - The Prometheus Design	Sondra Marshak & Myrna Culbreath	1990
	Star Trek 50 - Doctors Orders	Diane Duane	1990
	Star Trek 51 - Enemy Unseen	V. E. Mitchell	1990
	Star Trek 52 - Home Is The Hunter	Dana Kramer Rolls	1990
	Star Trek 53 - Ghost-Walker	Barbara Hambly	1991
	Star Trek 54 - A Flag Full Of Stars	Brad Ferguson	1991
	Star Trek 55 - Renegade	Gene DeWeese	1991
	Star Trek 56 - Legacy	Michael Jan Friedman	1991
	Star Trek 57 - The Rift	Peter David	1991
	Star Trek 58 - Faces Of Fire	Michael Jan Friedman	1992
	Star Trek 59 - The Disinherited	Peter David	1992
	Star Trek 6 - The Abode Of Life	Lee Correy	1989
	Star Trek 60 - Ice Trap	L. A. Graf	1992
	Star Trek 61 - Sanctuary	John Vornholt	1992
	Star Trek 62 - Death Count	L. A. Graf	1992
	Star Trek 63 - Shell Game	Melissa Crandell	1993
	Star Trek 64 - The Starship Trap	Mel Gliden	1993
	Star Trek 65 - Windows On A Lost World	V. E. Mitchell	1993
	Star Trek 66 - From The Depths	Victor Milan	1993
	Star Trek 67 - The Great Starship Race	Diane Carey	1993

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STAR TREK	Star Trek 68 - Firestorm	L. A. Graf	1994
	Star Trek 69 - The Patrian Transgression	Simon Hawke	1994
	Star Trek 7 - Star Trek II: The Wrath Of Khan	Vonda N. McIntyre	1988
	Star Trek 70 - Traitor Winds	L. A. Graf	
	Star Trek 71 - Crossroad	Barbara Hambly	1994
	Star Trek 72 - The Better Man	Howard Weinstein	1994
	Star Trek 73 - Recovery	J. M. Dillard	1995
	Star Trek 74 - The Fearful Summons	Denny Martin Flynn	1995
	Star Trek 75 - First Frontier	Diane Carey & Dr. James I. Kirkland	1995
	Star Trek 76 - The Captain's Daughter	Peter David	1996
	Star Trek 77 - Twilight's End	Jerry Oltion	1996
	Star Trek 78 - The Rings Of Tautee	Dean W. Smith & Kristine K. Rusch	1996
	Star Trek 79 - Invasion 1: First Strike	Diane Carey	1996
	Star Trek 8 - Black Fire	Sonni Cooper	1990
	Star Trek 80 - The Joy Machine	James Gunn	1996
	Star Trek 81 - Mudd In Your Eye	Jerry Oltion	1997
	Star Trek 82 - Mind Meld	John Vornholt	1997
	Star Trek 83 - Heart Of The Sun	Pamela Sargent & George Zebrowski	1997
	Star Trek 84 - Assignment: Eternity	Greg Cox	
	Star Trek 88 - Across the Universe	Pamela Sargent & George Zebrowski	1999
	Star Trek 89 : New Earth Book 1: Wagon Train to the Stairs	Diane Carey	2000
	Star Trek 9 - Triangle	Sondra Marshak & Myrna Culbreath	1991
	Star Trek 90: New Earth Book 2 : Belle Terre	Diane Carey	2000
	Star Trek 91: New Earth Book 3: Rough Trails	LA Graf	2000
	Star Trek 92: New Earth Book 4: Line of Defense	Dean Wesley Smith & Kathryn Rusch	2000
	Star Trek 93: New Earth Book 5:Thin Air	Jerry Oltion	2000
	Star Trek 94: New Earth Book 6: Challenger	Diane Carey	2000
	Star Trek Adventures 1 - The Galatic Whirlpool	David Gerrold	1993

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STAR TREK	Star Trek Adventures 10 - Death' Angel	Kathleen Sky	1995
	Star Trek Adventures 11 - Vulcan	Kathleen Sky	1995
	Star Trek Adventures 12 - World Without End	Joe Haldeman	1995
	Star Trek Adventures 2 - The Price of the Phoenix	Sondra Marshak & Myrna Culbreath	1993
	Star Trek Adventures 3 - The Starless World	Gordon Eklund	1994
	Star Trek Adventures 4 - Perry's Planet	Jack C. Haldeman II	1994
	Star Trek Adventures 5 - Mudd's Angels	J. A. Lawrence	1994
	Star Trek Adventures 6 - Trek to Madworld	Stephen Goldin	1994
	Star Trek Adventures 7 - Planet of Judgement	Joe Haldeman	1994
	Star Trek Adventures 8 - Devil World	Gordon Eklund	1979
	Star Trek Adventures 9 - The Fate of the Phoenix	Sondra Marshak and Myma Culbreath	1992
	Star Trek Adventures In Time And Space	Mary Taylor	1999
	Star Trek and History; Race-Ing Toward a White Future	Daniel Bernardi	
	Star Trek Book 1	James Blish	1967
	Star Trek Book 10	James Blish	1974
	Star Trek Book 11	James Blish	1975
	Star Trek Book 12	James Blish (posthumous) (Judith Ann Lawrence)	1977
	Star Trek Book 2	James Blish	1968
	Star Trek Book 3	James Blish	1969
	Star Trek Book 4	James Blish	1971
	Star Trek Book 5	James Blish	1972
	Star Trek Book 6	James Blish	1972
	Star Trek Book 7	James Blish	1972
	Star Trek Book 8	James Blish	1972
	Star Trek Book 9	James Blish	1973
	Star Trek Collector: Artefacts form the Future	Kevin Stevens	1999
	Star Trek Collector: Artefacts of the Future	Kevin Stevens	1999
	Star Trek Creator - The Authorised Biography of Gene Roddenber	David Alexander	1996

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STAR TREK	Star Trek Day Of Honor 1 - Ancient Blood	Diane Carey	1997
	Star Trek Day Of Honor 2 - Armageddon Sky	L. A. Graf	1997
	Star Trek Day Of Honor 3 - Her Klingon Soul	Michael Jan Friedman	1997
	Star Trek Day Of Honor 4 - Treaty's Law	Dean W. Smith & Kristine K. Rusch	1997
	Star Trek Encyclopedia	Michael Okuda, Denise Okuda & Debbie Mirek	1994
	Star Trek Fans and Costume Art	Heather R Witham-Joseph	
	Star Trek Fotonovel 1 : City on the Edge of Forever	Harlon Ellison	1977
	Star Trek IV: The Voyage Home	Vonda N. McIntyre	1986
	Star Trek Klingon; A Warrior's Guide = Tthingan Ghobmey Paq	Marc Okrand	
	Star Trek Log; Adventures Aboard the USS Enterprise	Alan Dean Foster	
	Star Trek Memories	William Shatner & Chris Kreski	1994
	Star Trek Movie Memories	William Shatner & Chris Kreshi	1995
	Star Trek New Frontier 1 - House Of Cards	Peter David	1997
	Star Trek New Frontier 11 - Excalibur Book 3: Restoration	Peter David	2000
	Star Trek New Frontier 2 - Into The Void	Peter David	1997
	Star Trek New Frontier 3 - The Two-Front War	Peter David	1997
	Star Trek New Frontier 4 - End Game	Peter David	
	Star Trek New Frontier 5 - Martyr	Peter David	
	Star Trek New Frontier 6 - Fire On High	Peter David	
	Star Trek New Frontier 7	Peter David	1999
	Star Trek New Frontier 8	Peter David	1999
	Star Trek on the Brain; Alien Minds, Human Minds	Robert Sekuler	
	Star Trek The Captain's Table 1 - War Dragons	L. A. Graf	
	Star Trek The Captain's Table 2 - Dujonian's Hoard	Michael Jan Friedman	
	Star Trek The Captain's Table 3 - The Mist	Dean W. Smith & Kristine K. Rusch	
	Star Trek The Captain's Table 4 - Fire Ship	Diane Carey	
	Star Trek The Captain's Table 5 - Once Burned	Peter David	
	Star Trek The Captain's Table 6 - Where Sea Meets Sky	Jerry Olton	1998

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STAR TREK	Star Trek The Dominion War 1 - Behind Enemy Lines	John Vornholt	
	Star Trek The Dominion War 2 - Call To Arms..	Diane Carey	
	Star Trek The Dominion War 3 - Tunnel Through The Stars	Jon Vornholt	
	Star Trek The Dominion War 4 - ..Sacrifice Of Angels	Diane Carey	
	Star Trek V - The Final Frontier	J. M. Dillard	1989
	Star Trek VI - The Undiscovered Country	J. M. Dillard	1992
	Star Trek: Adventures in Space and Time	Mary P. Taylor	1999
	Star Trek: Aliens and Artifacts	Michael Westmore, Brad Look, Alan Sims and William J Birnes	2000
	Star Trek: Bad Lands Part 1	Susan Wright	2000
	Star Trek: Bad Lands Part 2	Susan Wright	2000
	Star Trek: Badlands Book 1	Susan Wright	2000
	Star Trek: Badlands Book 2	Susan Wright	2000
	Star Trek: Captain's Table (Omnibus)	Various	2000
	Star Trek: Captain's Table Enterprise Logs	Bob Greenberg	2000
	Star Trek: Completely Useless Trek Encyclopedia	Steve Lyons & C. Howarth	1997
	Star Trek: Dark Victory	William Shatner	1999
	Star Trek: Early Voyage 1 (Graphic Novel)		1998
	Star Trek: Early Voyage 2 (Graphic Novel)		1998
	Star Trek: Enterprise Logs	Carol Greenburg	2000
	Star Trek: Federation Travel Guide	Michael Friedman	1997
	Star Trek: New Frontier 10: Excalibur Book 1: Renaissance	Peter David	2000
	Star Trek: New Frontier 11: Excalibur Book 3: Restoration	Peter David	2000
	Star Trek: New Frontier 9: Excalibur Book 1:Requeim	Peter David	2000
	Star Trek: New Frontier: Trilogy Book 1	Peter David	2000
	Star Trek: New Frontier: Trilogy Book 2	Peter David	2000
	Star Trek: Paper Universe (Origami Book)		2000
	Star Trek: Phase II - The Lost Series	Garfield Reeves-Stevens & Judith Reeves-Stevens	1997
	Star Trek: Preserver	William Shatner	2000

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STAR TREK	Star Trek: Ships of the Line 2001		2000
	Star Trek: Sketch Book	Herbert F. Solow & Yvonne Fern Solow	1997
	Star Trek: Star Fleet Technical Manual	Joseph Franz	
	Star Trek: Strange New Worlds III	Dean Wesley Smith	2000
	Star Trek: The Definitive Star Trek Trivia Book	Jill Sherwin	2000
	Star Trek: The Gorn Crisis (Graphic Novel)		2001
	Star Trek: The Klingon Hamlet		2000
	Star Trek: The Mirror Universe Saga	Mike Barr	
	Star Trek: These Are the Voyages; A Three Dimensional Star Trek Album, 1966-1996	Charles Kurts	
	Star Trek: Unauthorised History of Trek	James Van Hise	1997
	Star Trek; Parallel Narratives	Chris Gregory	
	Star Wreck - The Series	Leah Rewolinski	1994
	Star Wreck 1 - The Generation Gap	Leah Rewolinski	1989
	Star Wreck 2 - The Attack of the Jargonites	Leah Rewolinski	1992
	Star Wreck 3 - Time Warped	Leah Rewolinski	1992
	Star Wreck 4 - Live Long and Profit	Leah Rewolinski	1993
	Star Wreck 5 - The Undiscovered Nursing Home	Leah Rewolinski	1993
	Star Wreck 6 - Geek Space 9	Leah Rewolinski	1995
	Star Wreck 7 - Space The Fido Frontier	Leah Rewolinski	1995
	Starfleet Academy Entrance Exam		
	Starship Spotter		1999
	Strange and Amazing Facts about Star Trek		
	Strange New Worlds	Dean Wesley Smith	1998
	Strange New Worlds II	Dean Wesley Smith	1999
	The Art Of Star Trek	Judith & Garfield Reeves-Stevens	1996
	The Best of Trek Part 1	Susan Jenkins	
	The Biology of Star Trek	Robert Jenkins MD PhD & Susan Jenkins MD, Lawrence M Krauss	1998

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STAR TREK	The Computers of Star Trek	Lois Gresh	
	The Continuing Mission	Judith Reeves	
	The Double Vision of Star Trek; Half-Humans, Evil Twins, and Science Fiction	Michael Hertenstein	
	The Law Of Trek	Paul Joseph	1994
	The Magic Behind the Tribbles	Terry Erdman	1999
	The Making of Star Trek	Stephen E. Whitfield & Gene Roddenberry	1968
	The Making of Star Trek: The Motion Picture	Susan Sackett and Gene Roddenberry	1980
	The Meaning of Star Trek; An Excursion Into the Myth and Marve of the Star Trek Universe	Thomas Richards	
	The Music of Star Trek	Jeff Bond	
	The Myth And The Man Behind Star Trek	Joel Engel	1994
	The New Trek Programme Guide	Paul Cornell, Martin Day & Keith Topping	1995
	The Night of the Twin Moons	Jean Lorrah	1976
	The Nitpickers Guide For Classic Trekkers	Phil Sarrand	1995
	The Physics of Star Trek	Lawrence M. Krauss	
	The Star Trek Concordance; The A to Z Guide to the Classic Original Television Series and Films	Bjo Trimble	
	The Star Trek Encyclopedia; A Reference Guide to the Future	Michael Okuda	
	The Star Trek Interview Book	Allan Asherman	
	The Star Trek Reader	James Blish	1976
	The Star Trek Reader II	James Blish	1977
	The Star Trek Reader III	James Blish	1977
	The Star Trek Reader IV	James Blish	1978
	The Trek Encyclopedia	John Peel	1988
	The Trek Master Trek Trivia Quiz	David McCandless	1995
	The Tribble Handbook	Terry Erdmann	1998
	The Trouble with Tribbles	David Gerrold	1973
	The Worlds of Star Trek	David Gerrold	1973
	Titan Giant Novel 1 - Strangers from the Sky	Margaret Wander Bonanno	1987

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STAR TREK	Titan Giant Novel 2 - Final Frontier	Diane Carey		
	Titan Giant Novel 3 - Uhura's Song			
	Titan Giant Novel 4 - Dwellers in the Crucible			
	Titan Giant Novel 5 - Shadow Lord			
	Titan Giant Novel 6 - Pawns and Symbols			
	To Seek Out New Life	Athena Andreadis		
	To Seek Out New Life; The Biology of Star Trek	Athena Andreadis		
	To the Stars - The Autobiography of George Takei	George Takei		
	To the Stars - The Autobiography of George Takei (Young Reader: Edition)	George Takei		
	Tomart's Encyclopedia and Price Guide to Action Figure G.I. Joe Star Trek Collectibles	Bill Sikora		
	Trek Navigator	Mark A. Altman & Edward Gross	1998	
	Treks Not Taken	Steven R. Boyett	1998	
	Trick or Treat			
	Warped Factors : The Life of Star Trek and Babylon 5 Actor Walter Koenig	Walter Koenig	1998	
	Why You Never Beam Down In a Red Shirt			
	World of Star Trek	Daivd Gerrold		
	STAR TREK: DEEP SPACE NINE	Deep Space and Sacred Time; Star Trek in the American Mythos	Jon G. Wagner	
		Star Trek : Deep Space Nine - Maquis (Graphic Novel)		1996
		Star Trek : Deep Space Nine - Shanghaied (Graphic Novel)		1996
		Star Trek : The Lives of Dax	Marco Palmein	1999
Star Trek: Deep Space Nine - Companion		Terry Erdmann	2000	
Star Trek: Deep Space Nine - Companion		Terry Erdmann	2000	
Star Trek: Deep Space Nine - Emancipation And Beyond			1994	
Star Trek: Deep Space Nine - Exploring Deep Space and Beyond		Mark Altman and Solter	1994	
Star Trek: Deep Space Nine - Far Beyond The Stars		Stephen Barnes	1998	
Star Trek: Deep Space Nine - New Trek Programme Guide		Paul Cornell, Keith Topping & Martin Day	1995	
Star Trek: Deep Space Nine - The 34th Rule	Armin Shimmerman & David George	1999		

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STAR TREK: DEEP SPACE NINE	Star Trek: Deep Space Nine - The Nit Pickers Guide for Deep Space Nine Trekkers	Phil Ferrand	1997
	Star Trek: Deep Space Nine - The Search	Diane Carey	1995
	Star Trek: Deep Space Nine - The Way of the Warrior	Diane Carey	1995
	Star Trek: Deep Space Nine - Trials and Tribble-Ations	Diane Carey	1997
	Star Trek: Deep Space Nine - Warped	K. W. Jeter	
	Star Trek: Deep Space Nine - What We Leave Behind	Diane Carey	1999
	Star Trek: Deep Space Nine (Young Reader's Series) 1 - The Star Ghost		
	Star Trek: Deep Space Nine (Young Reader's Series) 2 - Stowaway		
	Star Trek: Deep Space Nine (Young Reader's Series) 3 - Prisoners of Peace		
	Star Trek: Deep Space Nine (Young Reader's Series) 4 - The Pet		
	Star Trek: Deep Space Nine (Young Reader's Series) 5 - Arcade		
	Star Trek: Deep Space Nine (Young Reader's Series) 6 - The Field Trip		
	Star Trek: Deep Space Nine (Young Reader's Series) 7 - Gypsy World		
	Star Trek: Deep Space Nine (Young Reader's Series) 8 - Highest Score		
	Star Trek: Deep Space Nine (Young Reader's Series) 9 - Cardassian Imps		
	Star Trek: Deep Space Nine 1 - Emissary	J. M. Dillard	
	Star Trek: Deep Space Nine 10 - Valhala	Nathan Archer	
	Star Trek: Deep Space Nine 11 - Devil In The Sky	John Gregory Betancourt & Greg Cox	1995
	Star Trek: Deep Space Nine 12 - The Laertian Gamble	Robert Sheckley	1995
	Star Trek: Deep Space Nine 13 - Station Rage	Diane Carey	1995
Star Trek: Deep Space Nine 14 - The Long Night	Dean W. Smith & Kristine K. Rusch	1996	
Star Trek: Deep Space Nine 15 - Objective: Bajor	John Peel	1996	
Star Trek: Deep Space Nine 16 - Invasion 3: Time's Enemy	L. A. Graf	1996	
Star Trek: Deep Space Nine 17 - Heart of the Warrior	John Gregory Betancourt	1996	
Star Trek: Deep Space Nine 18 - Saratoga	Michael Jan Friedman	1996	

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STAR TREK: DEEP SPACE NINE	Star Trek: Deep Space Nine 19 - The Tempest	Susan Wright	1997
	Star Trek: Deep Space Nine 2 - The Siege	Peter David	1993
	Star Trek: Deep Space Nine 20 - Wrath Of The Prophets	Peter David, Michael Jan Friedman & Robert Greenberger	1997
	Star Trek: Deep Space Nine 21 - Trial By Error	Mark Garland	1997
	Star Trek: Deep Space Nine 22 - Vengeance	Daffyd Ab Hugh	1998
	Star Trek: Deep Space Nine 23 - Rebels 1	Daffyd Ab Hugh	1999
	Star Trek: Deep Space Nine 24 - Rebels 2	Daffyd Ab Hugh	1999
	Star Trek: Deep Space Nine 25 - Rebels 3	Daffyd Ab Hugh	1999
	Star Trek: Deep Space Nine 27 - A Stitch in Time	Andrew Robinson	2000
	Star Trek: Deep Space Nine 3 - Bloodletter	K. W. Jeter	
	Star Trek: Deep Space Nine 4 - The Big Game	Sandy Schofield	1993
	Star Trek: Deep Space Nine 5 - Fallen Heroes	Dafydd ab Hugh	
	Star Trek: Deep Space Nine 6 - Betrayal	Lois Tilton	
	Star Trek: Deep Space Nine 7 - Warchild	Esther Friesner	1994
	Star Trek: Deep Space Nine 8 - Antimatter	John Vornholt	1995
	Star Trek: Deep Space Nine 9 - Proud Helios	Melissa Scott	
	Star Trek: Deep Space Nine: Millennium Book 1: The Fall of Terok Nor	Judith and Garfield Reeves-Stevens	2000
	Star Trek: Deep Space Nine: Millennium Book 2: War of the Prophets	Judith and Garfield Reeves-Stevens	2000
	Star Trek: Deep Space Nine: Millennium Book 3: Inferno	Judith & Garfield Reeves-Stevens	2000
	Star Trek: The Lives of Dax		2000
	Technical Manual	Rick Sternbach, Doug Drexler, Herman Zimmerman	1998
	The Deep Space Log Book	Mark Altman & Edward Gross	1994
	The Deep Space Log Book - Second Season Companion	Mark Altman & Edward Gross	1996
	The Ferengi Rules Of Acquisition	Ira Stephen Behr	1995
	The Making Of Star Trek Deep Space Nine	Judith & Garfield Reeves-Stevens	1995
	The Tribble Handbook and Toy	Terry Erdmann	1998

STAR TREK: THE NEXT GENERATION

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STAR TREK: THE NEXT GENERATION	All The Other Things I Really Needed To Know I Learned From Star Trek : The Next Generation	David Marinaccio	1998
	Creating The Next Generation	Mark Altman & Edward Gross	1996
	Is Data Human? The Metaphysics of Star Trek	Richard Hanley	1998
	Make It So - Leadership Lessons	Wess Roberts PhD	1995
	NCC 1701-D Blueprints	Rick Sternbach	1996
	Patrick Stewart : The Unauthorised Biography		
	Q's Guide To the Continuum	Michael Jan Freidman & Robert Greenberger	1998
	Sexual Generations; Star Trek, the Next Generation and Gender	Robin Roberts	
	Star Trek IX: Insurrection	JM Dillard	1998
	Star Trek IX: Insurrection - Young Adult	John Vornholt	1998
	Star Trek VII - Generations	J. M. Dillard	1995
	Star Trek VII - Generations (Young Readers Edition)	J. M. Dillard	1995
	Star Trek VIII - First Contact	J. M. Dillard	1997
	Star Trek VIII - First Contact (Young Readers Edition)	J. M. Dillard	1997
	Star Trek: The Next Generation - Technical Manual	Michael Okuda and Rick Sternback	1991
	Star Trek: The Next Generation - All Good Things. . .	Michael Jan Friedman	
	Star Trek: The Next Generation - Captain's Log Supplemental		1994
	Star Trek: The Next Generation - Captain's Log Supplemental II	Ed Gross & Mark A. Altman	1995
	Star Trek: The Next Generation - Captain's Log Supplemental: Season 7	Edward Gross & Mark A. Altman	1994
	Star Trek: The Next Generation - Crossover	Michael Jan Friedman	1995
	Star Trek: The Next Generation - Dark Mirror	Diane Duane	1994
	Star Trek: The Next Generation - Descent	Diane Carey	
	Star Trek: The Next Generation - Encounter at Farpoint	David Gerrold	1987
	Star Trek: The Next Generation - I, Q	John DeLancie & Peter David	1999
	Star Trek: The Next Generation - Imzadi	Peter David	1998
	Star Trek: The Next Generation - Imzadi II: Triangle	Peter David	1998
	Star Trek: The Next Generation - Kahless	Michael Jan Friedman	1996

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STAR TREK: THE NEXT GENERATION	Star Trek: The Next Generation - Klingon	Dean W. Smith & Kristine K. Rusch	1996
	Star Trek: The Next Generation - Metamorphosis	Jean Lorrah	1990
	Star Trek: The Next Generation - Planet X	Michael Jan Friedman	
	Star Trek: The Next Generation - Q-Squared	Peter David	1994
	Star Trek: The Next Generation - Relics	Michael Jan Friedman	
	Star Trek: The Next Generation - Reunion	Michael Jan Friedman	
	Star Trek: The Next Generation - Ship of the Line	Diane Carey	1997
	Star Trek: The Next Generation - Star Lost (Graphic Novel)		1993
	Star Trek: The Next Generation - Starfleet Academy 1: Worf's First Adventure	Peter David	1993
	Star Trek: The Next Generation - Starfleet Academy 10: Loyalties		
	Star Trek: The Next Generation - Starfleet Academy 11: Crossfire		
	Star Trek: The Next Generation - Starfleet Academy 2 : Line of Fire	Peter David	1993
	Star Trek: The Next Generation - Starfleet Academy 3: Survival	Peter David	1993
	Star Trek: The Next Generation - Starfleet Academy 4: Capture the Flag		
	Star Trek: The Next Generation - Starfleet Academy 5: Atlantis Station		
	Star Trek: The Next Generation - Starfleet Academy 6: Mystery of the Missing Crew		
	Star Trek: The Next Generation - Starfleet Academy 7: Secret of the Lizard People		
	Star Trek: The Next Generation - Starfleet Academy 8: Starfall		
	Star Trek: The Next Generation - Starfleet Academy 9: Nova Command		
	Star Trek: The Next Generation - The Best And The Brightest	Susan Wright	
	Star Trek: The Next Generation - The Devil's Heart	Carmen Carter	1993
	Star Trek: The Next Generation - The Valiant	Michael Jan Friedman	2000
	Star Trek: The Next Generation - Unification	Jeri Taylor	
	Star Trek: The Next Generation - Vendetta	Peter David	1991
	Star Trek: The Next Generation -#50 - Dyson Sphere	Charles Pellegrino	1999
	Star Trek: The Next Generation 1 - Ghost Ship	Diane Carey	1988

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STAR TREK: THE NEXT GENERATION	Star Trek: The Next Generation 10 - A Rock and a Hard Place	Peter David	1990
	Star Trek: The Next Generation 11 - Guillver's Fugitives	Keith Sharee	1990
	Star Trek: The Next Generation 12 - Doomsday World	David, Carter, Friedman& Greenberg	1990
	Star Trek: The Next Generation 13 - The Eyes of the Beholder	A. C. Crispin	1990
	Star Trek: The Next Generation 14 - Exiles	Howard Weinstein	1990
	Star Trek: The Next Generation 15 - Fortune's Light	Michael Jan Friedman	
	Star Trek: The Next Generation 16 - Contamination	John Vornholt John Vornholt	1991
	Star Trek: The Next Generation 17 - Boogeymen	Mel Gilden	1991
	Star Trek: The Next Generation 18 - Q in Law	Peter David	1991
	Star Trek: The Next Generation 19 - Perchance to Dream	Howard Weinstein	1991
	Star Trek: The Next Generation 2 - The Peacekeepers	Gene DeWeese	
	Star Trek: The Next Generation 20 - Spartacus	T. L. Mancour	
	Star Trek: The Next Generation 21 - Chains of Command	W. A. McCay & E. L. Flood	
	Star Trek: The Next Generation 22 - Imbalance	V. E. Mitchell	1992
	Star Trek: The Next Generation 23 - War Drums	John Vornholt	
	Star Trek: The Next Generation 24 - Nightshade	Laurell K. Hamilton	
	Star Trek: The Next Generation 25 - Grounded	David Bischoff	1993
	Star Trek: The Next Generation 26 - The Romulan Prize	Simon Hawke	1993
	Star Trek: The Next Generation 27 - Guises of the Mind	Rebecca Neason	1993
	Star Trek: The Next Generation 28 - Here There Be Dragons	John Peel	1993
	Star Trek: The Next Generation 29 - Sins Of Commission	Susan Wright	1994
	Star Trek: The Next Generation 3 - The Children of Hamlin	Carmen Carter	1988
	Star Trek: The Next Generation 30 - Debtors' Planet	W. R. Thompson	1994
	Star Trek: The Next Generation 31 - Foreign Foes	David Gallanter & Greg Brodeur	1994
	Star Trek: The Next Generation 32 - Requiem	Michael Jan Friedman & Kevin Ryan	1994
	Star Trek: The Next Generation 33 - Balance Of Power	Dafydd ab Hugh	
	Star Trek: The Next Generation 34 - Blaze Of Glory	Simon Hawke	
	Star Trek: The Next Generation 35 - The Romulan Stratagem	Robert Greenberger	1995

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STAR TREK: THE NEXT GENERATION	Star Trek: The Next Generation 36 - Into The Nebula	Gene De Weese	1995
	Star Trek: The Next Generation 37 - The Last Stand	Brad Ferguson	1995
	Star Trek: The Next Generation 38 : Dragon's Honor	Kij Johnson & Greg Cock	1996
	Star Trek: The Next Generation 39 - Rogue Saucer	John Vornholt	1996
	Star Trek: The Next Generation 4 - Survivors	Jean Lorrh	
	Star Trek: The Next Generation 40 - Possession	J. M. Dillard & Kathleen O'Malley	1996
	Star Trek: The Next Generation 41 - Invasion 2: The Soldiers Of Fear	Dean W. Smith & Kristine K. Rusch	1996
	Star Trek: The Next Generation 42 - Infiltrator	W. R. Thompson	1996
	Star Trek: The Next Generation 43 - A Fury Scorned	Pam Sargent & George Zebrowski	1997
	Star Trek: The Next Generation 44 - The Death Of Princes	John Peel	1997
	Star Trek: The Next Generation 45 - Intellivore	Diane Duane	1997
	Star Trek: The Next Generation 46 - To Storm Heaven	Esther Friesner	
	Star Trek: The Next Generation 47 - Q Continuum 1: Q-Space	Greg Cox	1998
	Star Trek: The Next Generation 48 - Q Continuum 2: Q-Zone	Greg Cox	1998
	Star Trek: The Next Generation 49 - Q Continuum 3: Q Strike	Greg Cox	1998
	Star Trek: The Next Generation 5 - Strike Zone	Peter David	
	Star Trek: The Next Generation 50 - Double Helix 1: Outbreak	John Betancourt	1999
	Star Trek: The Next Generation 51 - Double Helix 2: Vectors	Dean Wesley Smith & Kristine Kathryn Rusch	1999
	Star Trek: The Next Generation 52 - Double Helix 3: Red Sector	Diane Carey	1999
	Star Trek: The Next Generation 53 - Double Helix 4: Quarantine	John Vornholt	1999
	Star Trek: The Next Generation 55 - Double Helix 5: Double Or Nothing	Peter David	1999
	Star Trek: The Next Generation 56 - Double Helix 6: The First Virtue	Michael Jan Friedman	1999
	Star Trek: The Next Generation 57 - The Forgotten War	William Fortschen	1999
	Star Trek: The Next Generation 58 - Gemworld Book 1	John Vornholt	2000
	Star Trek: The Next Generation 59 - Gemworld Book 2	John Vornholt	2000
	Star Trek: The Next Generation 6 - Power Hungry	Howard Weinstein	
	Star Trek: The Next Generation 7 - Masks	John Vornholt	

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STAR TREK: THE NEXT GENERATION	Star Trek: The Next Generation 8 - The Captains' Honor	David Dvorkin & Daniel Dvorkin	1989	
	Star Trek: The Next Generation 9 - A Call to Darkness	Michael Jan Friedman		
	Star Trek: The Next Generation 95 - Rihannsu 1: Swordhunt	Diane Duane	2000	
	Star Trek: The Next Generation 96 - Rihannsu 2: The Empty Chair	Diane Duane	2000	
	Star Trek: The Next Generation Core Role Playing Game			
	Star Trek: The Next Generation Sketchbook	John Eaves & JM Dillard	1998	
	The Best of Star Trek, the Next Generation	Michael Friedman		
	The Complete Next Generation Trek IQ Book	Alan G. Rochussen	1998	
	The Continuing Mission - A 10th Anniversary Tribute	Judith and Garfield Reeves-Stevens	1998	
	The Nitpicker's Guide For Next Generation Trekkers Vol.2	Phil Gerrard	1996	
	The Q Chronicles: The Q Scripts		1999	
	The Secrets of Star Trek IX: Insurrections	Terry Erdmann	1998	
	The Star Trek, the Next Generation	Larry Nemecek		
	The Ultimate Trek Trivia Challenge for the Next Generation			
	STAR TREK: VOYAGER	Being Human: The Seven of Nine Scripts		1999
		Cookbook	Ethan Philips & William J. Bimes	1999
		Star Trek: Voyager - A Vision of the Future	Stephen E. Poe	1998
Star Trek: Voyager - Flashback		Diane Carey	1996	
Star Trek: Voyager - Mosaic		Jeri Taylor		
Star Trek: Voyager - Pathways		Jeri Taylor	1998	
Star Trek: Voyager - The Black Shore		Greg Cox		
Star Trek: Voyager - Voyager		Jeri Taylor	1996	
Star Trek: Voyager : Equinox		Diane Carey	1999	
Star Trek: Voyager 1 - The Caretaker		L. A. Graf		
Star Trek: Voyager 10 - Bless the Beasts		Karen Haber		
Star Trek: Voyager 11 - The Garden		Melissa Scott	1996	
Star Trek: Voyager 12 - Chrysalis		David Niall Wilson	1997	
Star Trek: Voyager 13 - The Black Shore		Greg Cox	1997	

Name Of Programme	Title	Author	Year Published
STAR TREK: VOYAGER	Star Trek: Voyager 14 - Marooned	Christie Golden	
	Star Trek: Voyager 15 - Echoes	Dean W. Smith & Kristine K. Rusch	
	Star Trek: Voyager 16 - Seven of Nine	Christie Golden	1998
	Star Trek: Voyager 17 - Death Of A Neutron Star	Eric Kotani	1999
	Star Trek: Voyager 19 - Dark Matters Book 1: Cloak and Dagger	Christie Golden	2000
	Star Trek: Voyager 2 - The Escape	Dean W. Smith & Kristine K. Rusch	1995
	Star Trek: Voyager 20 - Dark Matters Book 2: Ghost Dance	Christie Golden	2000
	Star Trek: Voyager 21 - Dark Matters Book 3: Shadow of Heaven	Christie Golden	2001
	Star Trek: Voyager 3 - Ragnarok	Nathan Archer	1995
	Star Trek: Voyager 4 - Violations	Susan Wright	1995
	Star Trek: Voyager 5 - Incident At Arbuk	John Gregory Betancourt	1995
	Star Trek: Voyager 6 - The Murdered Sin	Christie Golden	1996
	Star Trek: Voyager 7 - Ghost Of A Chance	Mark A. Garland & Charles G. McGraw	1996
	Star Trek: Voyager 8 - Cybersong	S. N. Lewitt	1996
	Star Trek: Voyager 9 - Invasion 4: Final Fury	Dafydd ab Hugh	1996
	The Woman of Star Trek: Voyager (Post Card book)		1999
STAR WOLF	THE CLOSED WORLDS	EDWARD HAMILTON	1968
	WEAPON FROM BEYOND	EDWARD HAMILTON	1967
	WORLD OF THE STAR WOLVES	EDWARD HAMILTON	1968
STARGATE SG1	Stargate SG1	Ashley McConnell	1998
	Stargate SG1 - Rebellion		
	Stargate SG1 - Retaliation		
	Stargate SG1 - Retribution		
	Stargate SG1 : A Matter of Honor :Book One	Sally Malcolm	2004
	Stargate SG1 : Alliances	Karen Miller	2006
	Stargate SG1 : City of the Gods	Sonny Whitelaw	2005
	Stargate SG1 : Sacrifice Moon	Julie Fortune	2004
	Stargate SG1 : Siren Song	Holly Scott and Jamie Duncan	2006

Name Of Programme	Title	Author	Year Published
STARGATE SG1	Stargate SG1 : Survival of the Fittest	Sabine C. Bauer	2006
	Stargate SG1 : The Cost of Honor : BookTwo	Sally Malcolm	2005
	Stargate SG1 : The Essential Scripts	Sharon Gosling	2004
	Stargate SG1 : The First Amendment	Ashely McConnell	2000
	Stargate SG1 : The Morpheus Factor	Ashely McConnell	2001
	Stargate SG1 : The Price You Pay	Ashley McConnell	1999
	Stargate SG1 : Trial By Fire	Sabine C Bauer	2004
STARGATE: ATLANTIS	Stargate Atlantis: Halcyon	James Swallow	2006
	Stargate Atlantis: Reliquary	Martha Wells	2006
	Stargate Atlantis: Rising	Sally Malcom	2005
	Stargate Atlantis: The Chosen	Sonny Whitelaw and Elizabeth Christensen	2006
STARK	Stark	Ben Elton	1989
STARLOST,THE	Phoneix Without Ashes	Edward Bryant & Harlan Ellison	1975
STEPHEN KING'S STORM OF THE CENTURY	Storm of the Century	Stephen King	
STEPHEN KING'S THE STAND	The Stand	Stephen King	1978
STEVEN SPIELBERG'S AMAZING STORIES	Steven Speilberg's Amazing Stories	Steven Bauer (ed)	1986
	Volume II of Steven Speilberg's Amazing Stories	Steven Bauer (ed)	1986
STREET HAWK	Cons at Large #2	Jack Roberts	1985
	Danger on Tager #4	David Deutsch	1985
	Golden Eyes #3	Charles Gale	1985
	Street Hawk #1	Jack Roberts	1985
SUPERGRAN	SUPER GRAN	FOREST WILSON	1980
SURVIVORS	The Making Of Terry Nation's Survivors	Kevin P. Marshall	1995
	The Survivors	Terry Nation	1976
TAKEN	TAKEN	THOMAS H. COOK	2002
TALES OF TOMORROW	Homecoming (Script Book)	Mann Rubin	
	Ice from Space #4	David Houston	1981
	Invaders at Ground Zero #1	David Houston	1981

Name Of Programme	Title	Author	Year Published
TALES OF TOMORROW	Red Dust #2	David Houston	1981
	Substance X #3	David Houston	1981
	The Squeeze Play (Script Book)	Mann Rubin	
	The Tomb of King Taurus (Script Book)	Mann Rubin	
	Time to Go (Script Book)	Mann Rubin	
TARZAN : THE EPIC ADVENTURES	Tarzan: The Epic Adventures	R.A. Salvatore	1998
TEKWAR	Tek Money	William Shatner	1996
	Tek Power	William Shatner	1994
	Tek Secret	William Shatner	1993
	Tek Vengence	William Shatner	1993
	TekLab	William Shatner	1991
	Teklords	William Shatner	1991
	Tekwar	William Shatner	1989
	THIRD ROCK FROM THE SUN	3rd Rock from the Sun: Official Report on Earth	Christine Zander, Terry Turner, Bonnie Turner, Mike Schiff, David Sacks, Andrew Orenstien, et al.
THUNDERBIRDS	Calling Thunderbirds	John Theydon	1966
	Lost World	John W. Jennison	1966
	Operation Asteroids	John W. Jennison	1966
	Ring of Fire	John Theydon	1966
	Thunderbids	John Theydon	1966
	Thunderbird : Yes M'Lady	Sylvia Anderson	1992
	ThunderBirds : Calling Thunderbirds #1	John Theydon	1990
	Thunderbirds Are Go (Flm Novelization)	Angus P. Allan	1966
TIME TUNNEL, THE	The Time Tunnel	Murray Leinste	1967
	Timeslip!	Murray Leinste	1967
TIMECOP	TimeCop 1 - Viper's Spawn	Dan Parkinson	1998
	TimeCop 2 - Scavenger	Dan Parkinson	1998
	TimeCop 3 - Blood Ties	Dan Parkinson	1999
TOM CORBETT, SPACE CADET	Stand By For Mars!	Carey Rockwell	1952

Name Of Programme	Title	Author	Year Published
TOMMYKNOCKERS,THE	The Tommyknockers	Stephen King	1987
TOMORROW PEOPLE,THE (1973)	The Tomorrow People - Four Into Three	Roger Price	1975
	The Tomorrow People - One Law	Roger Price	1976
	The Tomorrow People - The Lost Gods, with Hitler's Last Secret and The Thargon Menace	Roger Price	1979
	The Tomorrow People - The Visitor	Roger Price & Julian R. Gregory	1973
	The Tomorrow People - Three in Three	Roger Price	1974
	TOMORROW PEOPLE,THE (1992)	The Tomorrow People - Monsoon Man	
The Tomorrow People - The Living Stones		Nigel Robinson	1996
The Tomorrow People - The Rameses Connection		Nigel Robinson	1996
TWILIGHT ZONE,THE (1958)	A Critical History of Television's The Twilight Zone, 1959-1964	Don Presnell and Marty McGee	1998
	Adventures in the Twilight Zone	Carol Serling	1995
	Born of Man and Woman	Richard Matheson	1954
	From the Twilight Zone		1964
	I am Legend	Richard Matheson	1957
	In the Zone: The Twilight World of Rod Serling	Peter Wolfe	1997
	Into the Twilight Zone	Jean Marc Lofficier and Randy Lofficier	1995
	Into The Twilight Zone - The Rod Serling Programme Guide	Jean Marc & Randy Lofficier	1995
	Journeys to the Twilight Zone	Carol Serling	1993
	More Stories from the Twilight Zone	Walter B. Gibson	1961
	New Stories from the Twilight Zone	Walter B. Gibson	1962
	Night Gallery		1971
	Night Gallery 2		1972
	Night Ride and Other Journeys	Charles Beaumont	1960
	Outrageous Conduct: Art, Egom, and the Twilight Zone Case	Stephen Farber, Marc Green	1989
	Patterns- Four Television Plays		1957
	Requiem for a Heavyweight		1962
	Return to the Twilight Zone	Carol Serling	1997

Name Of Programme	Title	Author	Year Published
TWILIGHT ZONE,THE (1958)	Rod Serling: The Dreams and Nightmares of Life in the Twilight Zone	Joel Engel	1989
	Rod Serling's Night Gallery: An After Hours Tour	Scott Skelton and Jim Benson	1998
	Rod Serling's The Twilight Zone	Walter B. Gibson	1963
	Rod Serling's Twilight Zone	Walter B. Gibson	1984
	Rod Serling's Twilight Zone Revisited	Walter B. Gibson	1964
	Run From The Hunter	Charles Beaumont	1957
	Shock II	Richard Matheson	1964
	Shock III	Richard Matheson	1966
	Shock Waves	Richard Matheson	1970
	Shock!	Richard Matheson	1961
	Special Effects: Disaster at Twilight Zone: The Tragedy and the Trial	Ron Labrecque	1988
	Stories from the Twilight Zone	Rod Serling & Walter B. Gibson	1986
	Stories from the Twilight Zone	Rod Serling	1960
	Stories From the Twilight Zone		1960
	Tales from the New Twilight Zone	J. Michael Straczynski	1989
	The Beardless Warriors	Richard Matheson	1960
	The Edge	Charles Beaumont	1966
	The Hunger and Other Stories	Charles Beaumont	1957
	The Intruder	Charles Beaumont	1959
	The Magic Man and Other Science-Fantasy Stories	Charles Beaumont	1965
	The New Twilight Zone	Martin H. Greenberg	1997
	The Rise and the Twilight of Television's Last Angry Man	Gordon F. Sander	1992
	The Season To Be Wary		1967
	The Shores of Space	Richard Matheson	1957
	The Shrinking Man	Richard Matheson	1956
	The Twilight Zone Companion: Second Edition	Marc Scott Zicree	1989
	The Twilight Zone Scripts	Richard Matheson	1998

Name Of Programme	Title	Author	Year Published
TWILIGHT ZONE,THE (1958)	The Twilight Zone: Complete Stories		1999
	The Twilight Zone: The Original Stories	Martin Harry Greenberg, Richard Matheson and Charles Waugh	1997
	Twilight Zone Companion	Marc Scott Zicree	1982
	Visions of the Twilight Zone	Arlen Schumer	1990
	Visions of the Twilight Zone	Arlen Schumer	1991
	Yonder	Charles Beaumont	1958
U.F.O.	UFO (aka UFO-1: Flesh Hunters (US))	Robert Miall (aka Jonathan Burke)	1970
	UFO 2 (aka UFO-2: Sporting Blood (US))	Robert Miall (aka Jonathan Burke)	1971
	UFO And Space 1999	Chris Drake	1994
UNINVITED, THE	The Uninvited	Paul Cornell	1997
V (1984)	V	A.C. Crispin	1984
	V - Death Tide	A.C. Crispin & Deborah A. Marshall	1985
	V - East Coast Crisis	A.C. Crispin & Howard Weinstein	1984
	V - The Chicago Conversion	George W. Proctor	1985
	V - The Pursuit of Diana	Allen Wold	1984
VIRTUAL OBSESSION	Host	Peter James	
VOYAGE TO THE BOTTOM OF THE SEA	City Under the Sea	Paul W. Fairman	1965
	Seaview: The Making of Voyage to the Bottom of the Sea		
	Voyage to the Bottom of the Sea	Theodore Sturgeon	1961
	Voyage to the Bottom of the Sea	Raymond . Jones	1965
VOYAGERS	Voyagers!	Joe Claro	1982
WAR OF THE WORLDS	The Resurrection	JM Dillard	1988
WILD PALMS	Wild Palms: The Teleplay	Bruce Wagner	1994
WILD WILD WEST,THE	The Making Of The Wild Wild West	Barry Sonnenfeld & Jon Peters	1999
	The Night of the Assassin	Robert Vaughan	1998
	The Night of the Death Train	Robert Vaughan	1998
	The Wild Wild West	Robert Vaughan	1998
	The Wild Wild West	Richard Warmser	1966

Name Of Programme	Title	Author	Year Published
WILD WILD WEST,THE	The Wild Wild West (Movie Novelisation)	Bruce Bethke	1999
X FILES,THE	I Want to Believe - The Official Guide to the X-Files	Andy Meisler	1998
	Illustrated X-Files - Fight the Future Scriptbook	Chris Carter	1998
	The Art of the X Files	Chris Carter & William Gibson	1998
	The Duchovny Files		
	The Making of the X-Files : Fight the Future	Jody Duncan	1998
	The Science of the X Files		
	The Truth Is Out There: The Official Guide to the X-Files	Brian Lowry	1996
	The Unauthorized X Files Confidential File		
	The Unofficial X Files Companion	N. E. Genge	1996
	The X Files - Antibodies	Kevin J. Anderson	1998
	The X Files - Ascension	Quentin Thomas	1999
	The X Files - Fight The Future (Adapted for Young Readers)	Chris Carter & Jody Duncan	1998
	The X Files - Fight The Future (Adult Novelisation)	Chris Carter & Elizabeth Hand	1998
	The X Files - Fight The Future (Young Adult Version)	Chris Carter	1998
	The X Files - Fight The Future Script Book	Chris Carter	1998
	The X Files - Goblins	Charles Grant	1995
	The X Files - Ground Zero	Kevin J. Anderson	1996
	The X Files - Internal Affairs (Graphic Novel)	John Rozum	1997
	The X Files - Resist or Serve	John Binns	1999
	The X Files - Ruins	Kevin J. Anderson	1996
	The X Files - Skin	Ben Nezhich	1999
	The X Files - Skin Deep	John Rozum	1998
	The X Files - Whirlwind	Charles Grant	1995
	The X Files : Dead to the World (Graphic Novel)	Stefan Petrucha, James Rozum and Charles Adlard	1997
	The X Files : Haunting (Graphic Novel)	Stefan Petricha and Charles Adlard	1997
	The X Files 1 - The Calusari (UK)	Garth Nix	1997
	The X Files 10: Dark Matter (UK)	Easton Royce	1998

Name Of Programme	Title	Author	Year Published
X FILES,THE	The X Files 11 - Howlers (UK)	Everett Owens	1998
	The X Files 12 - Grotesque (UK)	Ellen Steiber	1998
	The X Files 13 - Quarantine (UK)	Les Martin	1998
	The X Files 14 - Regeneration (UK)	Everett Owens	1999
	The X Files 2 - Eve (UK)	Ellen Steiber	1997
	The X Files 3 - Bad Sign (UK)	Easton Royce	1997
	The X Files 4 - Our Town (UK)	Eric Elfman	1997
	The X Files 5 - Humbug		
	The X Files 6 - Shapes		
	The X Files 7 - Fear		
	The X Files 8 - Host (UK)	Les Martin	1997
	The X Files 9 - Hungry Ghost (UK)	Ellen Steiber	1998
	The X Files Book of the Unexplained Vol. 1	Jane Goldman	1995
	The X Files Book of the Unexplained Vol. 2	Jane Goldman	1996
	The X Files Scripts - Anasazi/ The Blessing Way/ Paper Clip	Chris Carter	1998
	The X Files Scripts - Colony/End Game	Chris Carter, Frank Spotnitz	1998
	The X Files Scripts - Darkness Falls		
	The X Files Scripts - Duane Barry, Ascension, One Breath	Chris Carter, Glen Morgan and James Wong	1998
	The X Files Scripts - Fire		
	The X Files Scripts - Irrisistable		
	The X Files Scripts - Pilot/Deep Throat	Chris Carter	1998
	The X Files Scripts - Red Museum		
	The X Files: Night Lights (Graphic Novel)	Charles Adlard & John Rozum	1997
	The X Files: The TV Episodes 1 - Pilot/Deep Throat/ Squeeze (Graphic Novel)	Chris Carter, Glen Morgan and James Wong	1998
	Trust No One - The Official Guide to the X-Files		
	X Files Declassified		
	X-Treme Possibilities	Paul Cornell, Martin Day and Keith Topping	1998
XENA: WARRIOR PRINCESS	Lucy Lawless and Renee O'Connor: Warrior Stars of Xena		

Name Of Programme	Title	Author	Year Published
XENA: WARRIOR PRINCESS	The Official Guide To The Xenaverse	Robert Weisbrot	1998
	Xena X-Posed		
	Xena: Warrior Princess - Blood and Shadows		2001
	Xena: Warrior Princess - Graphic Novel	Roy Thomas & Bob Trebor	1998
	Xena: Warrior Princess - Huntress and the Sphinx	Ru Emerson	1997
	Xena: Warrior Princess - Prophecy of Darkness	Stella Howard	1997
	Xena: Warrior Princess - Slace (Graphic Novel)		2000
	Xena: Warrior Princess - The Empty Throne	Ru Emerson	1997
	Xena: Warrior Princess - The Official Guide to the Xenaverse	Robert Weisbrot	1998
	Xena: Warrior Princess - The Thief of Hermes	Ru Emerson	1997
	Xena: Warrior Princess - The Warrior Way of Death (Graphic Novel)		2000
	Xena: Warrior Princess - Tooth and Claw (Graphic Novel)		1999
	Xena: Warrior Princess - Trading Card Game		
YOUNG HERCULES	CHERION'S WARRIORS	KEITH RA DECANDIDO	1999
	MISSION FROM ZEUS	DANIEL J. FINGEROTH	2000
	THE ARES ALLIANCE	KEITH RA DECANDIDO	1999
	YOUNG HERCULES: A NOVELIZATION	MEL ODOM	1999
YOUNG ORPHEUS	Young Orpheus	Yukio Misawa	

Science Fiction Television Chronology

1914

EXPLOITS OF ELAINE, THE

1915

BLACK BOX, THE

LADY BAFFLES AND DETECTIVE DUCK

NEW EXPLOITS OF ELAINE, THE

ROMANCE OF ELAINE, THE

1916

HOMUNCULUS

1917

MYSTERY SHIP, THE

1918

MASTER MYSTERY, THE

1919

CARTER CASE, THE

DIE SPINNEN

1920

BRANDED FOUR, THE

FLAMING DISK, THE

INVISIBLE RAY, THE

SCREAMING SHADOW, THE

1921

DIAMOND QUEEN, THE

NAN OF THE NORTH

SKY RANGER, THE

1922

RADIO KING, THE

1925

POWER GOD, THE

1926

OFFICER 444

SCARLET STREAK, THE

1927

BLAKE OF SCOTLAND YARD

1929

DIAMOND MASTER, THE

1930

VOICE FROM THE SKY

1934

VANISHING SHADOW, THE

1935

LOST CITY, THE

PHANTOM EMPIRE, THE

1936

FLASH GORDON (1936)

1937

DICK TRACY

S.O.S. COAST GUARD

1938

FIGHTING DEVIL DOGS

FLASH GORDON'S TRIP TO MARS

1939

BLAKE OF SCOTLAND YARD

BUCK ROGERS (1939)

DICK TRACY'S G-MEN

PHANTOM CREEPS, THE

1940

FLASH GORDON CONQUERS THE UNIVERSE

MYSTERIOUS DR. SATAN, THE

1941

ADVENTURES OF CAPTAIN MARVEL, THE

DICK TRACY VERSUS CRIMES INC.

1942

CAPTAIN MIDNIGHT

KING OF THE MOUNTIES

1943

BATMAN (1943)

1944

CAPTAIN AMERICA

GREAT ALASKA MYSTERY, THE

1945

MANHUNT ON MYSTERY ISLAND

MONSTER AND THE APE, THE

PURPLE MONSTER STRIKES, THE

1946

CRIMSON GHOST, THE

LIGHTS OUT

1947

BRICK BRADFORD

JACK ARMSTRONG

1948

BRUCE GENTRY - DAREDEVILS OF THE SKY

SUPERMAN

1949

BATMAN AND ROBIN

CAPTAIN VIDEO AND HIS VIDEO RANGERS

KING OF THE ROCKET MEN

1950

ATOM MAN VS. SUPERMAN

BUCK ROGERS (1950)

SPACE PATROL (1950)

TOM CORBETT, SPACE CADET

1951

CAPTAIN VIDEO

CAPTAIN Z-RO

FLYING DISC MEN FROM MARS

MYSTERIOUS ISLAND (1951)

OUT THERE

STRANGER FROM SPACE

TALES OF TOMORROW

1952

Science Fiction Television Chronology

ADVENTURES OF SUPERMAN,THE
OUT OF THIS WORLD
RADAR MEN FROM THE MOON
ZOMBIES OF THE STRATOSPHERE

1953

ATOM SQUAD
COMMANDO CODY
JOHNNY JUPITER
LOST PLANET,THE
OPERATION NEPTUNE
QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS
AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)
ROD BROWN OF THE ROCKET RANGERS
SECRET FILES OF CAPTAIN VIDEO, THE
SPACE COMMAND
SPACE COMMAND

1954

CAPITAO 7
FLASH GORDON (1954)
JET JACKSON FLYING COMMANDO
LOST PLANET,THE
ROCKY JONES, SPACE RANGER

1955

COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE
RETURN TO THE LOST PLANET
SCIENCE FICTION THEATRE

1956

KOTETSU NO KYOJIN
SPACE SCHOOL
STRANGE WORLD OF PLANET X,THE
TROLLENBERG TERROR,THE

1957

ELECTRODE 93
LEVER NO ESPACO
MORGEN GEBEURT HET
OPERATION-MYSTERE

1958

INVISIBLE MAN,THE (1958)
MAN FROM TOMORROW, THE
MOONLIGHT MASK
PLANET PRINCE
TIME IS THE ENEMY
TWILIGHT ZONE,THE (1958)
UNFORSEEN,THE

1959

ASTRO BOY
EYE OF THE JAGUAR
JETBOY
MAN AND THE CHALLENGE
MEN INTO SPACE
ONE STEP BEYOND
PHANTOM DETECTIVE
RAINBOW MASK
SPIDERS WEB,THE

VOODOO FACTOR,THE
WORLD OF GIANTS

1960

GIGANTOR
HEROIC HARIMAO
MARINE KONG
MESSENGER OF ALLAH
NATIONAL KID
PATHFINDERS. . .(inc PATHFINDERS IN SPACE, PATHFINDERS TO
MARS, PATHFINDERS TO VENUS)
SERUM DE BONTE, LE
SILICA
SUBMARINER 8823
TARGET LUNA

1961

A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR
ANDROMEDA (2006)
AVENGERS,THE
ESCAPE OF R.D.7.,THE
KYOFU NO MIIRA
PLATEAU OF FEAR
SUPERCAR
TALES OF MYSTERY
WAY OUT

1962

BIG PULL,THE
CITY BENEATH THE SEA
FIREBALL XL5
MANANA PUEDE SER VERDAD (TOMMOROW IT CAN BE TRUTH)
MONSTERS,THE
OUT OF THIS WORLD
WHEN THE KISSING HAD TO STOP

1963

DIMENSION OF FEAR
DOCTOR WHO
EMERALD SOUP
GINGA SHONEN TAI
L'LE MYSTERIEUSE
MY FAVOURITE MARTIAN
OUTER LIMITS,THE (1963)
SECRET BENEATH THE SEA
SIERRA NINE
SPACE G-MEN
SPACE PATROL (1963)
TIJDSCAPSULE, DE

1964

ATOMIC DRAGON
MAN FROM U.N.C.L.E.,THE
MY LIVING DOLL
NINJA TEAM GEKKOU
R3
STINGRAY

1965

GET SMART (1965)
LEGEND OF DEATH

Science Fiction Television Chronology

LOST IN SPACE
OBJECT Z (inc. OBJECT Z RETURNS)
OUT OF THE UNKNOWN
SPY CATCHER J3
STRANGER, THE (1965)
THUNDERBIRDS
UNDERMINED
VOYAGE TO THE BOTTOM OF THE SEA
WILD WILD WEST, THE

1966

ADAM ADAMENT LIVES!
AKUMA-KUN
AMBASSADOR MAGMA
BATMAN (1966)
BUSKA
CORRIDOR PEOPLE, THE
GIRL FROM U.N.C.L.E., THE
INTERPRETARIS, THE
IT'S ABOUT TIME
LEGIONARI DELLO SPAZIO, I
MASTER, THE
S.O.S. TERRE
STAR TREK
STARSHIP ORION
TIME TUNNEL, THE
ULTRA Q
ULTRAMAN
WANDJINA!

1967

BUDDIES, THE
CAPTAIN NICE
CAPTAIN SCARLET AND THE MYSTERONS
CAPTAIN ULTRA
COMET-SAN (1967)
GIANT ROBO
INVADERS, THE (1967)
LIGHT SPEED ESPER
MR. TERRIFIC
PRISONER, THE
RED SHADOW - THE MASKED NINJA
ROCAMBOLE
SECOND HUNDRED YEARS, THE
ULTRA SEVEN

1968

FREEWHEELERS
GREAT GHOST WAR
JOE 90
JOURNEY TO THE UNKNOWN
LAND OF THE GIANTS
LES ATOMISTES
MIGHTY JACK (inc FIGHT! MIGHTY JACK)
MYSTERY FOE, THE
VEGA 4

1969

CHAMPIONS, THE
COUNTERSTRIKE
FROM THE EARTH TO THE MOON
IMMORTAL, THE
NEW PEOPLE, THE
NIGHT GALLERY
PHOENIX FIVE
SECRET SERVICE, THE

1970

ACE OF WANDS
ADVENTURES OF DON QUICK, THE
AERIAL CITY 008
CATWEAZLE
CHAPULIN COLORADO, EL
CHIBIRA
DOOMWATCH
I, ROBOT
TIMESLIP
ULTRA FIGHT

1971

AUX FRONTIERES DU POSSIBLE
BOY FROM SPACE, THE
DREHT EUCH NICHT UM - DER GOLEM GEHT UM!
GUARDIANS, THE
JAMIE
KAMEN RIDER
LE BRIGADE DE MALEFICES
MIRRORMAN
MISS WITCH
RETURN OF ULTRAMAN
SILVER KAMEN
SPECTREMAN
TANG
VOYAGEUR DES SIECLES, LE

1972

A COME ANDROMEDA
ALPHA, ALPHA
ARASHI
BAROM ONE
GO! GODMAN
IRON KING
KIKAIKAI
KINKYU SHIREI 10-4 10-10
LIONMARU
MAN DOG
MYCENES, CELUI QUI VIENT DU FUTUR
RAINBOW MAN
REDMAN
SEARCH (aka SEARCH CONTROL)
THUNDER MASK
TIME TRAVELER
TRIPLE FIGHTER
U.F.O.
ULTRAMAN ACE
YOUNG ORPHEUS

Science Fiction Television Chronology

1973

DAITETSUJIN WANSEBUN (1-7)
DAWN OF SILVER
DIAMOND EYE
FLYING ATTACK! HYUMAN
FRANKENSTEIN : THE TRUE STORY
GIRL WITH SOMETHING EXTRA, THE
GO! GREEN MAN
INAZUMAN
INAZUMAN FLASH
JANBORG A
KAMEN RIDER V3
KIKAIDER-01
KRAKH INZHENERA GARINA
KURE KURE TAKORA
L'ALPHOMEGA
L'LE MYSTERIEUSE (1973)
MAGMA MAN
MAJIN HUNTER MITSURUGI
MOONBASE 3
PIRX KALANDJAI
RED BARON
ROBERT'S ROBOT
ROBOT DETECTIVE
ROK-U MAEN
SIGMUND AND THE SEA MONSTERS
SIX MILLION DOLLAR MAN,THE
STARLOST,THE
STORM CLOUD LION MARU
TIGER SEVEN
TOMORROW PEOPLE,THE (1973)
ULTRAMAN TARO
UNBALANCE
ZONE FIGHTER

1974

ALPHA SCORPIO
ARMY OF THE APES
CLOUD BURST
DENJIN ZABORGER
HISTOIRES INSOLITES
JAPAN SINKS
KAMEN RIDER AMAZON
KAMEN RIDER X
KOLCHAK: THE NIGHT STALKER
LAND OF THE LOST (1974)
LES CLASSIQUES DE L'ETRANGE
MACH BARON
MIRROR FIGHT
MYSTERIOUS PEN-FRIEND
PLANET OF THE APES
ROBOCON
SHAZAM!
STARSTRIDER
SUNSET WAR
TELEROP 2009

ULTRAMAN LEO

ZABOGA

1975

A FELADAT
AKUMAIZER 3
CHANGES,THE
CONDORMAN
HIMITSU SENTAI GORANGER
INFRARED MUSIC
INVISIBLE MAN,THE (1975)
KAMEN RIDER STRONGER
L'HOMME SANS VISAGE
LOST SAUCER,THE
MYSTERIOUS NEW STUDENT
NEW ORIGINAL WONDER WOMAN,THE
ROBIN DE ROBOT
SECRETS OF ISIS, THE
SHADOWS
SHONEN TANTEIDAN
SPACE: 1999
SURVIVORS

1976

ANDRA
ARK II
ASTEKaiser
BANKID
BATTLE HAWK
BEASTS
BIBYUN
BIG JOHN, LITTLE JOHN
BIONIC WOMAN, THE
BORN FREE
DR. SHRINKER
ELECTRA WOMAN AND DYNAGIRL
FAR OUT SPACE NUTS
FUTURE COP
GEMINI MAN
GEORGIAN HOUSE,THE
HOLMES AND YOYO
KYODAIN
MONSTER SQUAD, THE
NINJA CAPTOR
POUPEE SANGLANTE, LA
PURSUIT OF TOMORROW
SHADOWSTAR
SKY
STAR MAIDENS
WONDERBUG, THE

1977

1990
BAKUMATSU TIME TRAVELERS
CHALLENGE FROM THE FUTURE
CHILDREN OF THE STONES
DENGKITAI SENTAI J.A.K.Q.
EISENBORG

Science Fiction Television Chronology

FANTASTIC JOURNEY, THE
FOURTH DIMENSION, THE
GANBARON
INCREDIBLE HULK, THE
KING OF THE CASTLE
LOGAN'S RUN
MAN FROM ATLANTIS
MESSAGE FROM SPACE: GALATIC WAR
MYSTERY ISLAND
NEW ADVENTURES OF WONDER WOMAN, THE
NEW AVENGERS, THE
SPACE ACADEMY
SUPERNATURAL
TWIST IN THE TALE (aka TALES OF THE UNEXPECTED)
ZUBAT

1978

A TRAVELLER IN TIME
AMAZING SPIDERMAN, THE
AN ENGLISHMAN'S CASTLE
BATTLESTAR GALATICA
BIGFOOT AND WILDBOY
BLAKES' 7
BROKEN DOWN ROBOT TAIHEI
COME BACK MRS NOAH
COMET-SAN (1978)
GESCHICHTEN AUS DER ZUKUNFT
INVISIBLE DORI-CHAN
JASON OF STAR COMMAND
KOSEIDON
MORK AND MINDY
MUTANT, LE
NEXT STEP BEYOND, THE
PROJECT UFO
QUARK
RED TIGER
SPADLA Z OBLAKOV
SPIDER-MAN
STAR WOLF
WIPE OUT THE TOWN

1979

BATTLEFEVER J
BLINDPASSASJER
BUCK ROGERS IN THE 25TH CENTURY
HORA I BOGOVE
KAMEN RIDER SKY RIDER
MAN CALLED SLOANE, A
MEGAROMAN
MONKEY
NANASE AGAIN
OMEGA FACTOR, THE
PRIKLYUCHENIYA ELEKTRONIKA
PRIN PRIN
QUATERMASS (1979)
SALVAGE 1
SAPPHIRE AND STEEL

SECRET EMPIRE, THE
STRUCK BY LIGHTNING
SUPERTRAIN
TIME EXPRESS
TURNABOUT

1980

ADVENTURE GAME, THE
AEROPORT 2000
BEYOND WESTWORLD
DENSHI SENTAI DENJIMAN
GALACTICA 1980
KAMEN RIDER SUPER-1
MARTIAN CHRONICLES, THE
MATHS-IN-A-BOX
METAL MICKEY
MY TIME TRAVEL JOURNEY WITH MARI
NOAH'S CASTLE
STARFLEET
STARSTUFF
TIMELAPSE
ULTRAMAN 80
VISITEURS, LES
YINXING RE
ZUIHOU YIGE AIZHENG SIZHE

1981

ASTRONAUTS
BRAVE NEW WORLD
CODENAME ICARUS
DARK ROOM
DAY OF THE TRIFFIDS, THE
GREATEST AMERICAN HERO, THE
GUERRE DES INSECTED, LA
HITCHHIKER'S GUIDE TO THE GALAXY, THE
INTO THE LABYRINTH
K9 & COMPANY
KALLOCAIN
KINVIG
NIGHTMARE MAN, THE
NOIRES SONT LES GALAXIES
READ ALL ABOUT IT! (inc. READ ALL ABOUT IT! PART 2)
RETURN OF CAPTAIN NEMO, THE
TAIYO SENTAI VULCAN

1982

ANDRO-JAGER, DER
DAI SENTAI GOGGLE V
DE BIEN ETRANGES AFFAIRES
GAVAN
GOLIATH AWAITS
KNIGHT RIDER
PHOENIX, THE
PLAY FOR TOMMOROW
POWERS OF MATTHEW STARR, THE
Q.E.D.
TA DEN RING
UNDER THE MOUNTAIN

Science Fiction Television Chronology

V (1982)
VOYAGERS
WATCH THIS SPACE
WHOOPS! APOCALYPSE
WORLD WAR III

1983

AUTOMAN
BENJI, ZAX AND THE ALIEN PRINCE
CAPTAIN ZEP SPACE DETECTIVE
CHAMALEON
INTERSTER
KAGAKU SENTAI DYNAMAN
LUNA
MANIMAL
MR. SMITH
OLD MEN AT THE ZOO, THE
SHARIVAN
TERRAHAWKS
XIONGMAO JIHUA

1984

AIRWOLF
ANDRO MELOS
BAMBINOT
BLUE THUNDER
CHO REI SHI SENTAI BIOMAN
CHOCKY (inc CHOCKY'S CHILDREN & CHOCKY'S CHALLENGE)
CRASH
DRAMARAMA
EXPEDITION ADAM '84
GOSTYA IZ BUDUSCHEGO
INVISIBLE MAN, THE (1984)
MACHINE MAN
MYSTERIEUX DOCTEUR CORNELIUS, LE
PHOTON
SHAIDER
STREET HAWK
THEY CAME FROM SOMEWHERE ELSE
TRIPODS, THE
V (1984)

1985

ASTROLAB 22
BYCROSSER
CHILDREN OF THE DOG STAR
DENKI SENTAI CHANGEMAN
EDGE OF DARKNESS
GALLOPING GALAXIES!
JUSPION
MECANOCRIPT DEL SEGON ORIGEN (MANUSCRIPT OF THE SECOND ORIGIN)
MISFITS OF SCIENCE
MISSION TERRA
OTHERWORLD
RAY BRADBURY THEATRE, THE
SHADOW CHASERS
SMALL WONDER

STEVEN SPIELBERG'S AMAZING STORIES
SUKEBAN DEKA
SUKEBAN DEKA II: SHOUJO TEK-KA-MEN DEN-SATSU
SUPERGRAN
TWILIGHT ZONE, THE (1985)
VAGEN TILL GYLLENBLA!

1986

ALF
CHO SHIN SEI SENTI FLASHMAN
COMRADE DAD
MIK, MAK EN MON
OUTLAWS
SPACE CITY SIGMA
SPEILBAN
STARMAN
SUKEBAN DEKA III
TOMES AND TALISMANS

1987

ALIENS IN THE FAMILY (1987)
AMERIKA
BEAUTY AND THE BEAST
CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE
FRANKENSTEINS TANTE
GEMINI FACTOR, THE
GIRL COMMANDO IZUMI
HIGHWAYMAN, THE
HIKARI SENTAI MASKMAN
KAMEN RIDER BLACK
KNIGHTS OF GOD
MAX HEADROOM
METALDAR
NEW ADVENTURES OF BEANS BAXTER, THE
OBJECTIF : NUL
ONCE A HERO
OUT OF THIS WORLD (1987)
REALLY WEIRD TALES
SECOND CHANCE
SECRET WORLD OF POLLY FLINT, THE
SPACE
STAR COPS
STAR TREK: THE NEXT GENERATION

1988

CHO ZYUU SENTAI LIVEMAN
CYBERCOP
DYNAMAN
ERASMUS MICROMAN
FIRST BORN
HANA NO ASUKA GUMI
HELPING HENRY
JIRAIYA
KAMEN RIDER BLACK-RX
MOONDIAL
MY SECRET IDENTITY
MYSTERY SCIENCE THEATRE 3000
PROBE

Science Fiction Television Chronology

RED DWARF
SOMETHING IS OUT THERE
SOMETHING IS OUT THERE (MINI)
SPACE KNIGHTS
SUPERBOY
TIME EXPOSURES
WACHTER, DIE
WAR OF THE WORLDS
WORLDS BEYOND

1989

ALIEN NATION
CHUKANA PAI-PAI
DUKSEDRENGEN
GRAND SECRET, LE
HARD TIME ON PLANET EARTH
INDRADHANUSH
JIVAN
KOSUKO SENTAI TURBORANGER
MIKE AND ANGELO
QUANTUM LEAP
SNAKES AND LADDERS
UNSUB

1990

CHIKYUU SENTAI FIVEMAN
CRYSTAL MAZE,THE
E.A.R.T.H. FORCE
FLASH, THE
JUPITER MOON
KAPPATOO
MANIAC MANSION
NOT WITH A BANG
POITRINE
PRISONERS OF GRAVITY
SATELLITE GAME,THE
SHE WOLF OF LONDON
SUPER FORCE
SWAMP THING
THEY CAME FROM OUTER SPACE
TREASURE ISLAND IN OUTER SPACE
ULTRAMAN: TOWARDS THE FUTURE
WINSPECTOR

1991

BEYOND REALITY
BING (inc. BING II)
BOY FROM ANDROMEDA,THE
CHIMERA
CHO JIN SENTAI JETMAN
CLONING OF JOANNA MAY,THE
D*A*S*S KAPITAL
DARK SEASON
EERIE INDIANA
FINDER,THE
GIRL FROM TOMORROW,THE (including TOMORROW'S END)
HARRY AND THE HENDERSONS
HORDES, LES

KURT VONNEGUT'S MONKEY HOUSE
LAND OF THE LOST (1991)
MISSION EUREKA
MY LIFE AND TIMES
SOLBRAIN
STRANGER,THE (1991)
TIME RIDERS
TRUCKERS
WATT ON EARTH

1992

AMAZING LIVE SEA-MONKEYS, THE
ARE YOU AFRAID OF THE DARK? (1992)
ASTRO FARM
BILL AND TED'S EXCELLENT ADVENTURES
BORROWERS,THE
DON'T YOU LIKE IT?
EXIDRAFT
FANTOMETTE
GROWING RICH
HIGHLANDER
HUMAN TARGET
KYORYUU SENTAI ZYURANGER
LITTLE GREEN PLANET SHOW
MANN AND MACHINE
MIRACULOUS MELLOPS,THE (inc MIRACULOUS MELLOPS 2, THE)
MISSION TOP SECRET
MY FRIEND WALTER
NIGHT HEAD
NIGHT OF THE RED HUNTER THE
NIGHTMARE CAFE
ODYSSEY, THE
SPACEVETS
TIME BUSTERS
TOMORROW PEOPLE,THE (1992)
TORCH
UNCLE JACK AND THE DARK SIDE OF THE MOON
VIRTUAL MURDER
WOOPS!
WYSIWYG

1993

ADVENTURES OF BRISCO COUNTY, JR., THE
ARCHER'S GOON
BABYLON 5
CENTURY FALLS
COBRA
CYBERZONE
DEN KO CHO JIN GRIDMAN
FIRST NEXT TIME,THE
FLIP
GO SEI SENTAI DAIRANGER
GOODNIGHT SWEETHEART
JAN PERSON
LOIS AND CLARK
MICRONOTS!, THE

Science Fiction Television Chronology

MIGHTY MORPHIN' POWER RANGERS,THE (inc. *THE MIGHTY MORPHIN' ALIEN RANGERS*)

ROCKY STAR

SEAQUEST DSV (inc. *SEAQUEST 2032*)

SHUSHUTORIAN

SPACE RANGERS

STAR TREK: DEEP SPACE NINE

STARK

STEPHEN KING'S GOLDEN YEARS

TIME TRAX

TYPHON'S PEOPLE

ULTRAMAN: THE ULTIMATE HERO

VR TROOPERS

WAIL OF THE BANSHEE

WILD PALMS

X FILES,THE

1994

BLUE SWAT

DEAD AT 21

EARTH 2

EARTH WARP

EARTHFASTS

EMMANUELLE IN SPACE

ESCAPE FROM JUPITER (inc. *RETURN TO JUPITER*)

FORTUNE HUNTER

FTL NEWSFEED

GIRL ACROSS TIME

HALFWAY ACROSS THE GALAXY AND TURN LEFT

INTRUDERS,THE

M.A.N.T.I.S.

MINAMI'S SWEATHEART

NINJA SENTAI KAKURANGER

OCEAN ODYSSEY

ROBOCOP - THE SERIES

SCAVENGERS

SECRET OF THE STONES

SECRET WORLD OF ALEX MACK,THE

SPACE PRECINCT

STELLA STELLARIS

STEPHEN KING'S THE STAND

TEKWAR

THUNDER IN PARADISE

TOUCHED BY AN ANGEL

VIPER (1994)

WANDERER,THE

WEIRD SCIENCE

1995

A.J. 'S TIME TRAVELLERS

BATANG X

BAYWATCH NIGHTS

B-FIGHTER

BLISS

BUGS

CHO RIKI SENTAI OHRANGER

DEADLY GAMES

GET SMART (1995)

GOOSEBUMPS (inc. *ULTIMATE GOOSEBUMPS*)

HERCULES: THE LEGENDARY JOURNEYS

HERO TURTLES : THE NEXT MUTATION

INVADERS,THE (1995)

JULIA JEKYLL AND HARRIET HYDE

JYUU KOU B-FIGHTER

LEGEND

MASKED RIDER

MIRROR, MIRROR

MUD

MYSTERIOUS ISLAND (1955)

NOWHERE MAN

OP CENTRE

OUTER LIMITS,THE (1995)

P.R.O.B.E.

QUEEN'S NOSE, THE

SKY TRACKERS

SLIDERS

SPACE : ABOVE AND BEYOND

SPELLBINDER

STAR TREK: VOYAGER

STEPHEN KING'S THE LANGOLIERS

STRANGE LUCK

SUPERHUMAN SAMURAI SYBER SQUAD

TATTOOED TEENAGE ALIEN FIGHTERS FROM BEVERLY HILLS

TIME WARRIOR

TOMMYKNOCKERS,THE

URGAMMAK

VR5

XENA: WARRIOR PRINCESS

1996

ADVENTURES OF SINBAD, THE

ALIENS IN THE FAMILY

B-FIGHTER KABUTO

BIG BAD BEETLEBORGS

BURNING ZONE, THE

CHANGERION

COLD LAZARUS

DARK SKIES

DELTA WAVE

DEMON HEADMASTER, THE

EARLY EDITION

EXPLOSIVE DASH TASK FORCE CARRANGERS

GULLIVER'S TRAVELS

GUYFERD

HOMEBOYS IN OUTER SPACE

HYPERNAUTS

INVISIBLE MAN (1996)

LAZARUS MAN, THE

LEXX: THE DARK ZONE STORIES

MILLENNIUM

NEVERWHERE

OUT OF SIGHT

PANDORA'S CLOCK

Science Fiction Television Chronology

PETER BENCHLEY'S THE BEAST
POWER RANGERS ZEO
PRETENDER, THE
PROFILER
PSI FACTOR: CHRONICLES OF THE PARANORMAL
PURPLE EYES IN THE DARK
SABRINA THE TEENAGE WITCH
SENTINEL, THE
SNUG AND COZI
SPACE CASES
TARZAN : THE EPIC ADVENTURES
THIRD ROCK FROM THE SUN
TWISTED TALES
ULTRAMAN TIGA
VINO IZ ODUVUNCHIKOV
VIPER (1996)

1997

ADAM'S FAMILY TREE
AMOR ESTA NO AR
AQUILA
ASTEROID
BEETLEBORGS METALLIX
BERNARD'S WATCH
B-ROBO KABUTACK
BUFFY THE VAMPIRE SLAYER
CONAN: THE ADVENTURER
CRIME TRAVELLER
CYBERKIDZ
DEEPWATER BLACK
DEVIL SUMMONER
EARTH: FINAL CONFLICT
ELECTROMAGNET TASK FORCE MEGARANGER
FRIGHTENERS
GODZILLA ISLAND
HONEY, I SHRUNK THE KIDS: THE TV SHOW
HUNGER, THE
JOURNEY OF ALLEN STRANGE, THE
JULES VERNE'S 20,000 LEAGUES UNDER THE SEA
KENNY STARFIGHTER
KEYS TO THE CITY
LA FEMME NIKITA
LOST IN OZ
LOST ON EARTH
MEEGO
MIRROR, MIRROR II
MOON SPIRAL
MR. WYMI
NEW ADVENTURES OF ROBIN HOOD, THE
NIGHTMAN
PERVERSIONS OF SCIENCE
PLANET MIRTH
POWER RANGERS TURBO
ROAR
ROBIN COOK'S INVASION
SCHOOL IN PERIL

SCI-FI FILES, THE
SHAKTIMAN
SLEEPWALKERS
SPACE CADETS
SPELLBINDER 2: LAND OF THE DRAGON LORD
SPY GAMES
STARGATE SG1
TEAM KNIGHT RIDER
TELETUBBIES
THIRD TWIN, THE
TIMECOP
ULTRAMAN DYNA
UNINVITED, THE
V.E.N.U.S. ON THE HARD DRIVE
VANISHING MAN, THE
VISITOR, THE

1998

ANIMORPHS
BRIMSTONE
CROW: STAIRWAY TO HEAVEN, THE
CYBER GIRLS THELOMEA
EERIE INDIANA: THE OTHER DIMENSION
EYES OF A COWBOY
FIRST WAVE
GAZER
GINGAMAN
HIGHLANDER - THE RAVEN
INVASION: EARTH
LEGEND OF WILLIAM TELL, THE
MERCY POINT
MORTAL KOMBAT : CONQUEST
MYSTIC KNIGHTS OF TIR NA NOG
NET, THE
OKTOBER
POWER RANGERS IN SPACE
PRESENT TIME
PREY
SEVEN DAYS
SPACE ISLAND ONE
STAR GAMES
TETSUWAN TANTEI ROBOTACK
TOTAL RECALL 2070
ULTRAMAN GAIA
ULTRAVIOLET
VIRTUAL OBSESSION
WELCOME TO PARADOX
WHIZZIWIG
YOUNG HERCULES
ZEELAND SWEATHEART

1999

ALCHEMISTS, THE
ANGEL
ARE YOU AFRAID OF THE DARK? (1999)
AVENTURAS DA TIAZINHA, AS
BACK TO SHERWOOD

Science Fiction Television Chronology

BEASTMASTER: THE LEGEND CONTINUES
BIG WOLF ON CAMPUS
BLAZING ROBOCON
BUSKA! BUSKA!!
CAPTAIN JACKSON
CRUSADE
DANS UNE GALAXIE PRES DE CHEZ VOUS
FARSCAPE
HARSH REALM
I WAS A SIXTH GRADE ALIEN!
JOURNEY TO THE CENTER OF THE EARTH
KIMI TO ITA MIRAI NO TAME NI I'LL BE BACK
KYUKYU SENTAI GOGO FIVE
LAST TRAIN, THE
LOST WORLD, THE
MAGICIAN'S HOUSE, THE
MENTORS
MY PARENTS ARE ALIENS
NOW AND AGAIN
PETER BENCHLEY'S AMAZON
PIG HEART BOY
PIGS BREAKFAST
PINTADOS
POR EL NOMBRE DE DIOS
POWER RANGERS LOST GALAXY
ROSWELL
SARAS 008
SECRET ADVENTURES OF JULES VERNE, THE
SO WEIRD
SPIRAL
STEPHEN KING'S STORM OF THE CENTURY
STRANGE WORLD
SUPER KLENK
THUNDERSTONE
TIMEKEEPERS OF THE MILLENNIUM
TOM CLANCY'S NETFORCE
TRIBE, THE
TWICE IN A LIFETIME
VOICELUGGER
WALKING AFTER MIDNIGHT

2000

10TH KINGDOM, THE
AEON: COUNTDOWN IM ALL
ANDROMEDA
BIG MEG, LITTLE MEG
CLEOPATRA 2525
CODE NAME: ETERNITY
DARK ANGEL
DUNE
FRANCE FIVE
FREAKYLINKS
FREEDOM
FUTURECAST
HE'ALMUT
IMMORTAL, THE (2000)

INVISIBLE MAN (2000)
KAMEN RIDER COUGAR
LEVEL 9
LIFE FORCE
LONE GUNMEN, THE
MIKAZUKI
MIRAI SENTAI TIMERANGER
MY HERO
ON THE BEACH
OTHERS, THE
POWER RANGERS LIGHTSPEED RESCUE
PRIVATEERS, THE
ROBOCOP: PRIME DIRECTIVES
SECRET AGENT MAN
SOLE SURVIVOR
STAR BOY
STARHUNTER (INC STARHUNTER 2300)
STRANGERERS, THE
VIRTUAL GIRL
YASHA
ZACK FILES, THE

2001

A STEP INTO THE PAST
ADVENTURES IN TIME
ALIEN HUNTER
ATLANTIS HIGH
BLACK SCORPION
CHRONICLE, THE
CLONE, O
CYBERGIRL
DIMENSION DETECTIVE: WECKER (inc DIMENSIONAL DETECTIVE
WECKER: D-02)
ENTERPRISE
GOARANGER
INFINITE WORLDS OF H.G. WELLS, THE
KAMEN RIDER AGITO
LOS LUCHADORES
MISTIKES DIADROMES
MUTANT X
MYTHQUEST
NIGHT VISIONS
POWER RANGERS TIME FORCE
REDOUTABLES, LES
SMALLVILLE
SPECIAL UNIT 2
TICK, THE
TRACKER
ULTRAMAN COSMOS

2002

2030 CE
5TH QUADRANT, THE
ACE LIGHTNING
BABEL
BABYLON 5: THE LEGEND OF THE RANGERS (pilot)
BIRDS OF PREY

Science Fiction Television Chronology

BLACK HOLE HIGH
DEAD ZONE, THE
DO OVER
DRUM CANNA
FIREFLY
FLOWERS FOR ALGERNON
GALIDOR: DEFENDERS OF THE OUTER DIMENSION
JEOPARDY
JEREMIAH
KAMEN RIDER RYUKI
LEGACY OF THE SILVER SHADOW
NINPUU SENTAI HURRICANGER
ODYSSEY 5
POWER RANGERS WILD FORCE
STEEL ANGEL KURUMI - PURE
TAKEN
TED AND ALICE
TRANSPARENT
TWILIGHT ZONE, THE (2002)

2003

ALIENATED
AYOYE
BAKURYUU SENTAI ABARENJAA
BATTLESTAR GALATICA (MINI)
BLOBHEADS, THE
CHILDREN OF DUNE
CHOSEIJIN GURANSEIZA
FOREIGN EXCHANGE
JAKE 2.0
KAMEN RIDER 555
MILLIENNIUM MAN
POWER RANGERS NINJA STORM
PRETTY GUARDIAN SAILOR MOON
SECRET AGENT MEN
TREMORS

2004

11 SOMERSET
4400, THE
5 DAYS TO MIDNIGHT
BATTLESTAR GALACTICA (2004)
CATEGORY 6: DAY OF DESTRUCTION
CENTURY CITY
COMMANDER'S LOG
EVOLVER
FRANKENSTIEN (2004)
GARTH MARENGHI'S DARKPLACE
INQUILINO, EL
INTERGALACTIC KITCHEN
KAMEN RIDER BLADE
MIGHTY MOSHIN' EMO RANGERS
PARALLAX
PHANTOM STAR GOD JUSTIRISERS
PHIL OF THE FUTURE
POWER RANGERS DINOTHUNDER
POWERS

REGENESIS
SEPTIMA PUERTA, LA
SILVERSUN
STARGATE: ATLANTIS
TOKUSOU SENTAI DEKARENJA
ULTRA Q: DARK FANTASY
ULTRAMAN NEXUS
WICKED SCIENCE

2005

CATEGORY 7: THE END OF THE WORLD
CHARLIE JADE
DARNA
DOCTOR WHO (2005)
DOCTOR WHO CONFIDENTIAL
FAMILIA ESPECIAL, UNA
GARO: THE FANGED WOLF
HERITIERE DE GRANDE OURSE, L
INVASION
KAMEN RIDER HIBIKI
MAHOU SENTAI MAGIRANGER
NEW TOMMOROW, THE
NIGHT STALKER
POWER RANGERS S.P.D
SAZER-X
SHIBUYA FIFTEEN
SUPERNOVA
SURFACE
THRESHOLD
ULTRAMAN MAX

2006

AMAZING EXTRORDINARY FRIENDS
BIO PLANET WOO
BLADE
BUNKER
CAPTAIN BARBELL
DAYBREAK
DESPERATION
ELEVENTH HOUR
EREXION
EUREKA
FANTASTIKIDS
FINAL DAYS OF PLANET EARTH
GOUGOU SENTAI BOUKENGER
HEROES
HYPERDRIVE
JERICHO
JOHNNY AND THE BOMB
JOURNEY TO THE WEST
KAMEN RIDER KABUTO
KOMIKS
KYLE XY
LIFE ON MARS
LION-MARU G
LOST ROOM, THE
LUNAR JIM

Science Fiction Television Chronology

MADAN SENKI RYUKENDO

MEGA MINDY

MONSTER WARRIORS

POWER RANGERS MYSTRIC FORCE

SENGOKU JIEITAI: SEKIGAHARA NO TAKAKAI

SPORT RANGER

SUPER INGGO

THREE MOONS OVER MILFORD

TO HUNT A GENIUS

TORCHWOOD

TORCHWOOD DECLASSIFIED

TOTALLY DOCTOR WHO

TWO TWISTED

ULTRAMAN MEBIUS

POWER RANGERS JUNGLE FURY

TERMINATOR : THE SARAH CONNOR CHRONICLES

2007

2030 - AUFSTAND DER ALTEN

2057

BEAST-FIST SQUADRON GEKIRANGER

BIONIC WOMAN (2007)

CHUCK

CUTIE HONEY, THE LIVE

DINOSAPIEN

DRESDEN FILES, THE

FANTASTIC MAN

FLASH GORDON (2007)

GRAND STAR

HA'NEPHILIM

IJON TICHY: RAUMPILOT

JEKYLL

JOURNEYMAN

KAMANDAG

KAMEN RIDER DEN-O

KOKEY

LASTIKMAN

M.I. HIGH

MASTERS OF SCIENCE FICTION

PAINKILLER JANE

POWER RANGERS OPERATION OVERDRIVE

PRIMEVAL

ROUNIN

SANCTUARY

SARAH JANE ADVENTURES, THE

SAUL OF THE MOLE MEN

SPACE PIRATES

SUPER INGGO 1.5 : THE NEW WILDNESS

SUPER TWINS

SUPERSTORM

TIN MAN

ULTRA GALAXY : GIANT MONSTER BATTLE

ULTRASEVEN X

ZAIDO: PULIS PANGKALAWAKAN

2008

ASHES TO ASHES

ENGINE SENTAI GO-ONGER

KAMEN RIDER KIVA

Science Fiction Television Show Writers - First Name - Last Name

This is a list of writers that are shown in the Encyclopedia, directors are by first name then last name. Where their are two or more writers than I have made a decision as to which name goes first. This is followed buy the episode title they wrote and the name of the programme. Also S = The season in which this episode aired, and E = The Episode number in that season

Episode Title	Name of Programme	S	E
A L Katz			
DEAD AIR	OUTER LIMITS,THE (1995)	S: 5	E: 1
THE SURROGATE	OUTER LIMITS,THE (1995)	S: 7	E: 4
WHAT WILL THE NEIGHBORS THINK	OUTER LIMITS,THE (1995)	S: 5	E: 9
A L Katz, Naren Shankar			
DÉJÀ VU	OUTER LIMITS,THE (1995)	S: 5	E: 16
A L Katz, Nora O'Brien			
ZIG ZAG	OUTER LIMITS,THE (1995)	S: 6	E: 20
A L Katz, Scott Nimerfro			
ABADDON	OUTER LIMITS,THE (1995)	S: 6	E: 14
DOWN TO EARTH	OUTER LIMITS,THE (1995)	S: 6	E: 10
JUDGEMENT DAY	OUTER LIMITS,THE (1995)	S: 6	E: 1
A. P. Liddell			
SALVAGE	AIRWOLF	S: 4	E: 4
A. Sanford Wolf, Irwin Winehouse			
PANIC IN 3-B	WORLD OF GIANTS	S: 1	E: 13
RAINBOW OF FIRE	WORLD OF GIANTS	S: 1	E: 9
A. T. Strassfield			
CAESAR AND ME	TWILIGHT ZONE,THE (1958)	S: 5	E: 28
Adam Armus, Kay Foster			
FEAT OF CLAY	BIRDS OF PREY	S: 1	E: 12
LADY SHIVA	BIRDS OF PREY	S: 1	E: 8
RUN!	HEROES	S: 1	E: 15
Adam Armus, Kay Foster, Tim Kring			
THE LINE	HEROES	S: 2	E: 6
Adam Armus, Melissa Rosenberg, Hans Tobeason			
DEVIL'S EYES	BIRDS OF PREY	S: 1	E: 13
Adam Armus, Nora Kay Foster			
MIND GAMES	CLEOPATRA 2525	S: 1	E: 4
Adam Barken			
DIAMONDS	CHARLIE JADE	S: 1	E: 7
Adam Barr, Peter Ocko, Ed Ferrara, Kevin Murphy			
PIRATES!	WEIRD SCIENCE	S: 4	E: 24
Adam Belanoff, Michael Piller			
THE MASTERPIECE SOCIETY	STAR TREK: THE NEXT GENERATION	S: 5	E: 12
Adam Campbell			
HONEY, WE'RE YOUNG AT HEART	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 7
Adam Gilad			
BATTLE FOR THE BOOK	VR TROOPERS	S: 1	E: 6
DANGER IN THE DEEP	VR TROOPERS	S: 1	E: 27
DIGGING FOR FIRE	VR TROOPERS	S: 1	E: 19
Adam Grossman			
BREEDING GROUND	FIRST WAVE	S: 1	E: 12
Adam Grossman, Max Work			
LIVE: FROM DEATH ROW	SEVEN DAYS	S: 3	E: 22
Adam I. Lapidus			
FUTURE BRIDE	WEIRD SCIENCE	S: 5	E: 9
Adam Levy			
NO EXIT	4400, THE	S: 4	E: 8
Adam Markowitz & Bill Freiberger			
IT'S A TOTALLY WONDERFUL LIFE	BILL AND TED'S EXCELLENT ADVENTURES	S: 1	E: 3
Adam Sigel			
LIFE FATHER, LIKE MONK	SECRET AGENT MAN	S: 1	E: 4

Episode Title	Name of Programme		
Adam Targum			
ANGELS AND DEMONS	BLADE	S: 1	E: 9
BABBLE ON	DEAD ZONE, THE	S: 4	E: 9
DESCENT	BLADE	S: 1	E: 3
INDEPENDENCE DAY	DEAD ZONE, THE	S: 5	E: 2
PANIC	DEAD ZONE, THE	S: 5	E: 3
THE HUNTING PARTY	DEAD ZONE, THE	S: 5	E: 11
Adam Weissman			
GONE TO THE MEET THE MAKER	HYPERNAUTS	S: 1	E: 8
Adam Weissman , John Vulich			
THE CHALLENGE (1-2)	HYPERNAUTS	S: 1	E: 12
Adele Rose			
ALL THAT GLISTERS	COUNTERSTRIKE	S: 1	E: 9
Adisa Iwa			
SHORTIES IN LOVE	DARK ANGEL	S: 1	E: 16
SUBJECT: POLICE SIREN	FREAKYLINKS	S: 1	E: 11
SUBJECT: STILL I RISE	FREAKYLINKS	S: 1	E: 7
Adrian Hein, Chris Ruppenthal			
BODY GROBAGS	MAX HEADROOM	S: 2	E: 6
Adrian Hein, Steve Roberts			
LESSONS	MAX HEADROOM	S: 2	E: 8
Adrian Hodges			
EPISODE 1	PRIMEVAL	S: 1	E: 1
EPISODE 2	PRIMEVAL	S: 1	E: 2
EPISODE 3	PRIMEVAL	S: 1	E: 3
EPISODE 6	PRIMEVAL	S: 1	E: 6
EPISODE 7	PRIMEVAL	S: 2	E: 1
EPISODE 8	PRIMEVAL	S: 2	E: 2
Adrian Rigelsford			
SARCOPHAGUS	SPACE ISLAND ONE	S: 1	E: 8
Adrian Spines			
MIRI	STAR TREK	S: 1	E: 9
Adrienne Armstrong, Mitzi McCall			
VICKI'S ADOPTION	SMALL WONDER	S: 1	E: 10
Ai Oota			
CHRISTMAS ELLY	ULTRAMAN MAX	S: 1	E: 26
THE DRIFITING MONSTER	ULTRAMAN MAX	S: 1	E: 20
THE FARAWAY FRIEND	ULTRAMAN MAX	S: 1	E: 25
Ai Ota			
CODENAME 'R'	ULTRASEVEN X	S: 1	E: 2
DIAMOND 'S'	ULTRASEVEN X	S: 1	E: 4
RED MOON	ULTRASEVEN X	S: 1	E: 9
Al Gail			
RETURN OF BLACKBEARD	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 16
THE LOBSTER MAN	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 20
Al Gail, Peter Packer			
THE MONSTER'S WEB	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 23
Al Gordon, Hal Goldman			
THAT WAS THE BRIDGE THAT WAS	CAPTAIN NICE	S: 1	E: 4
Al Hayes, Harlan Ellison			
CRYPT	LOGAN'S RUN	S: 1	E: 7
Al Jene & Michael Reiss			
I'M YOUR PUPPET	ALF	S: 2	E: 21
SUSPICIOUS MINDS	ALF	S: 3	E: 13
THE BOY NEXT DOOR	ALF	S: 2	E: 13
Al Martin, Bill Kelsay			
BLOOD IS THICKER THAN THE MARTIAN	MY FAVOURITE MARTIAN	S: 1	E: 14
HUMBUG, MRS BROWN	MY FAVOURITE MARTIAN	S: 2	E: 21
MISS JEKYLL AND HYDE	MY FAVOURITE MARTIAN	S: 1	E: 31
SHAKE WELL AND DON'T USE	MY FAVOURITE MARTIAN	S: 1	E: 35
SUPER-DUPER SNOOPER	MY FAVOURITE MARTIAN	S: 1	E: 24
THE SINKABLE MRS BROWN	MY FAVOURITE MARTIAN	S: 1	E: 25

Episode Title	Name of Programme	S:	E:
TO MAKE A RABBIT STEW - FIRST CATCH A MARTIAN	MY FAVOURITE MARTIAN	2	13
WON'T YOU COME HOME, UNCLE MARTIN, WON'T YOU COME HOME	MY FAVOURITE MARTIAN	2	14
Al Martinez			
AIRWOLF II	AIRWOLF	3	2
Al Martinez (w) & Alan Godfrey			
WHERE HAVE ALL THE CHILDREN GONE?	AIRWOLF	3	11
Al Septien, Turi Meyer			
LABYRINTH	SMALLVILLE	6	12
Al Septien, Turi Meyer			
CURE	SMALLVILLE	7	4
HARD TIME	MUTANT X	2	14
ONE MORE DAY'S LIGHT (PART 1 OF 2)	ANDROMEDA	5	19
VENGEANCE	SMALLVILLE	5	13
WASTELAND	MUTANT X	3	8
Al Winchell			
DO I KNOW YOU	POWER RANGERS ZEO	2	11
FOR CRYIN' OUT LOUD	POWER RANGERS ZEO	1	4
HAWAII ZEO	POWER RANGERS ZEO	2	25
KING FOR A DAY (1-2)	POWER RANGERS ZEO	2	20
MR. BILLY'S WILD RIDE	POWER RANGERS ZEO	1	13
NIGHTMARES	VR TROOPERS	1	22
THE OLD SWITCHAROO	VR TROOPERS	1	37
THE POWER OF GOLD	POWER RANGERS ZEO	2	7
TRUST IN ME	POWER RANGERS ZEO	2	2
WATERED DOWN	VR TROOPERS	2	7
Alan Brenner			
A DREAM OF JENNIFER	BUCK ROGERS IN THE 25TH CENTURY	1	18
A MESSAGE FROM CHARITY	TWILIGHT ZONE,THE (1985)	1	15
AMAZON HOT WAX	NEW ADVENTURES OF WONDER WOMAN,THE	2	16
BUT CAN SHE TYPE?	TWILIGHT ZONE,THE (1985)	1	31
COLD STATION 2 (PART 2 OF 3)	ENTERPRISE	4	5
COSMIC WHIZ KID	BUCK ROGERS IN THE 25TH CENTURY	1	9
DARK MATTERS	OUTER LIMITS,THE (1995)	1	11
DEAD RUN	TWILIGHT ZONE,THE (1985)	1	48
DISCO DEVIL	NEW ADVENTURES OF WONDER WOMAN,THE	2	5
FALLING STAR	OUTER LIMITS,THE (1995)	2	19
HEART'S DESIRE	OUTER LIMITS,THE (1995)	3	8
HER PILGRIM SOUL	TWILIGHT ZONE,THE (1985)	1	28
IN THE BLOOD	OUTER LIMITS,THE (1995)	7	11
ONE LIFE,FURNISHED IN EARLY POVERTY	TWILIGHT ZONE,THE (1985)	1	27
QUARANTINE	TWILIGHT ZONE,THE (1985)	1	43
SANCTUARY	STARGATE: ATLANTIS	1	14
SHATTERDAY	TWILIGHT ZONE,THE (1985)	1	1
SKATEBOARD WHIZ	NEW ADVENTURES OF WONDER WOMAN,THE	2	8
THE COLD EQUATIONS	TWILIGHT ZONE,THE (1985)	3	16
THE GIRL WITH THE GIFT OF DISASTER	NEW ADVENTURES OF WONDER WOMAN,THE	2	20
THE PLOT TO KILL A CITY (1-2)	BUCK ROGERS IN THE 25TH CENTURY	1	4
THE REFUGE	OUTER LIMITS,THE (1995)	2	11
THE SECOND SOUL	OUTER LIMITS,THE (1995)	1	4
THE STAR	TWILIGHT ZONE,THE (1985)	1	32
TIME AND TERESA GOLOWITZ	TWILIGHT ZONE,THE (1985)	2	10
TROUBLE WITH HARRY	ODYSSEY 5	1	13
VOICES IN THE EARTH	TWILIGHT ZONE,THE (1985)	2	6
WONG'S LOST AND FOUND EMPORIUM	TWILIGHT ZONE,THE (1985)	1	22
Alan Brenner, Carter Scholz			
A SMALL TALENT FOR WAR	TWILIGHT ZONE,THE (1985)	1	37
Alan Brenner, Ken LaZebnik			
DAEDALUS	ENTERPRISE	4	10
Alan Caillou			
MUDWORM	MAN FROM ATLANTIS	1	6
THE MAGNUS BEAM	VOYAGE TO THE BOTTOM OF THE SEA	1	10
THE QUADRIPARTITE AFFAIR	MAN FROM U.N.C.L.E.,THE	1	3
Alan Caillou, Paul Tuckahoe			

Episode Title	Name of Programme			
THE TIGERS ARE COMING AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 2	E: 7	
Alan Cassidy				
INTERVIEW WITH THE HULK	INCREDIBLE HULK,THE	S: 4	E: 13	
Alan Cross				
FALLEN HERO	ENTERPRISE	S: 1	E: 22	
Alan Cross, Tom Spezialy				
STRAGE DAZE	WEIRD SCIENCE	S: 4	E: 21	
Alan Eisenstock, Larry Mintz				
MORK VS. THE NECROTONS (1-2)	MORK AND MINDY	S: 2	E: 10	
THE WEDDING (PART 2 OF 2)	MORK AND MINDY	S: 4	E: 2	
Alan Fennell				
30 MINUTES AFTER NOON	THUNDERBIRDS	S: 1	E: 7	
A DAY IN THE LIFE OF A SPACE GENERAL	FIREBALL XL5	S: 1	E: 30	
ATLANTIC INFERNO	THUNDERBIRDS	S: 2	E: 1	
BRINK OF DISASTER	THUNDERBIRDS	S: 1	E: 22	
CITY OF FIRE	THUNDERBIRDS	S: 1	E: 15	
CONVICT IN SPACE	FIREBALL XL5	S: 1	E: 16	
DEEP HEAT	STINGRAY	S: 1	E: 19	
E.S.P.	U.F.O.	S: 1	E: 6	
EASTERN ECLIPSE	STINGRAY	S: 1	E: 23	
EMERGENCY MARINEVILLE	STINGRAY	S: 1	E: 2	
FLIGHT TO DANGER	FIREBALL XL5	S: 1	E: 18	
GHOSTS OF SPACE	FIREBALL XL5	S: 1	E: 36	
HYPNOTIC SPHERE	FIREBALL XL5	S: 1	E: 37	
INVISIBLE ENEMY	STINGRAY	S: 1	E: 21	
MARINEVILLE TRAITOR	STINGRAY	S: 1	E: 38	
MARTIAN INVASION	THUNDERBIRDS	S: 1	E: 24	
PINK ICE	STINGRAY	S: 1	E: 26	
PIT OF PERIL	THUNDERBIRDS	S: 1	E: 2	
PLANET OF PLATONIA	FIREBALL XL5	S: 1	E: 13	
PLANT OF DOOM	STINGRAY	S: 1	E: 34	
RAPTURES OF THE DEEP	STINGRAY	S: 1	E: 9	
SECRET OF THE GIANT OYSTER	STINGRAY	S: 1	E: 28	
SPY IN SPACE	FIREBALL XL5	S: 1	E: 5	
STAR OF THE EAST	STINGRAY	S: 1	E: 20	
SUB-SMASH	U.F.O.	S: 1	E: 8	
SUBTERRANEAN SEA	STINGRAY	S: 1	E: 4	
SUN PROBE	THUNDERBIRDS	S: 1	E: 11	
TERROR IN NEW YORK CITY	THUNDERBIRDS	S: 1	E: 4	
THE BIG GUN	STINGRAY	S: 1	E: 17	
THE COOL CAVEMAN	STINGRAY	S: 1	E: 18	
THE DAY THE EARTH FROZE	FIREBALL XL5	S: 1	E: 33	
THE DISAPPEARING SHIPS	STINGRAY	S: 1	E: 27	
THE DOOMED PLANET	FIREBALL XL5	S: 1	E: 2	
THE FIREFIGHTERS	FIREBALL XL5	S: 1	E: 34	
THE GHOST OF THE SEA	STINGRAY	S: 1	E: 14	
THE GHOST SHIP	STINGRAY	S: 1	E: 3	
THE GRANATOID TANKS	FIREBALL XL5	S: 1	E: 26	
THE LIGHTHOUSE DWELLERS	STINGRAY	S: 1	E: 16	
THE MAN FROM MI.5	THUNDERBIRDS	S: 1	E: 17	
THE MAN FROM THE NAVY	STINGRAY	S: 1	E: 7	
THE MASTER PLAN	STINGRAY	S: 1	E: 35	
THE ROBOT FREIGHTER MYSTERY	FIREBALL XL5	S: 1	E: 27	
THE SUN TEMPLE	FIREBALL XL5	S: 1	E: 6	
THE TRIADS	FIREBALL XL5	S: 1	E: 14	
THE UNINVITED	THUNDERBIRDS	S: 1	E: 10	
THE WINGS OF DANGER	FIREBALL XL5	S: 1	E: 15	
TITAN GOES POP	STINGRAY	S: 1	E: 10	
TOM THUMB TEMPEST	STINGRAY	S: 1	E: 22	
TRAPPED IN THE DEPTHS	STINGRAY	S: 1	E: 31	
TRIAL BY ROBOT	FIREBALL XL5	S: 1	E: 29	
TUNE OF DANGER	STINGRAY	S: 1	E: 13	
XL5 TO H20	FIREBALL XL5	S: 1	E: 7	
Alan Freedland, Alan R. Cohen				
INVESTING IN THE FUTURE	DO OVER	S: 1	E: 3	

Episode Title	Name of Programme		
TAKE ME OUT OF THE BALLGAME	DO OVER	S: 1	E: 5
Alan Jay Glueckman			
HEART OF STONE	SWAMP THING	S: 3	E: 35
Alan Levy			
BANGLEBYE	SO WEIRD	S: 3	E: 6
Alan McCullough			
ARTHUR'S MANTLE	STARGATE SG1	S: 9	E: 18
COMPANY OF THIEVES	STARGATE SG1	S: 10	E: 9
ETHON	STARGATE SG1	S: 9	E: 14
INSIDERS	STARGATE SG1	S: 10	E: 4
LINE IN THE SAND	STARGATE SG1	S: 10	E: 14
OFF THE GRID	STARGATE SG1	S: 9	E: 16
PROTOTYPE	STARGATE SG1	S: 9	E: 9
SPOILS OF WAR	STARGATE: ATLANTIS	S: 4	E: 12
TABULA RASA	STARGATE: ATLANTIS	S: 4	E: 6
THE KINDRED (PART 2 OF 2)	STARGATE: ATLANTIS	S: 4	E: 19
THE ROAD NOT TAKEN	STARGATE SG1	S: 10	E: 15
THE SEER	STARGATE: ATLANTIS	S: 4	E: 8
Alan Moskowitz			
BREEDING GROUND	WAR OF THE WORLDS	S: 2	E: 5
Alan Pattillo			
ALIAS MR HACKENBACKER	THUNDERBIRDS	S: 2	E: 3
GIVE OR TAKE A MILLION	THUNDERBIRDS	S: 2	E: 6
MOVE AND YOU'RE DEAD	THUNDERBIRDS	S: 1	E: 20
SECURITY HAZARD	THUNDERBIRDS	S: 1	E: 26
THE CHAM-CHAM	THUNDERBIRDS	S: 1	E: 25
THE PERILS OF PENELOPE	THUNDERBIRDS	S: 1	E: 3
THE SQUARE TRIANGLE	U.F.O.	S: 1	E: 10
THE TRAP	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 7
Alan R. Cohen, Alan Freedland			
SHORT CUTS	DO OVER	S: 1	E: 13
Alan Silverman			
SEPARATION ANXIETY	ALIENATED	S: 1	E: 10
Alan Silverman, Travis MacDonald			
UNFIT PARENTS	ALIENATED	S: 1	E: 11
Alan Templeton, Mary Crawford			
NANNO	ROBOCOP - THE SERIES	S: 1	E: 19
Alan Whiting			
HOT METAL	BUGS	S: 1	E: 8
Alan Zweig			
GOODBYE, SO LONG	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 12
Albert Aley, George F. Slavin			
THE SCOUTMASTER INCIDENT	PROJECT UFO	S: 2	E: 11
Albert E. Lewin			
DOGGONE MARTIN	MY FAVOURITE MARTIAN	S: 3	E: 24
HORSE AND BUGGY MARTIN	MY FAVOURITE MARTIAN	S: 3	E: 28
Albert E. Lewin, Burt Styler			
A MARTIAN FIDDLES AROUND	MY FAVOURITE MARTIAN	S: 2	E: 20
BOTTLED MARTIN	MY FAVOURITE MARTIAN	S: 3	E: 7
HAS ANYBODY SEEN MY ELECTRO MAGNETIC NEUTRON CONVERTING GRAVITATOR?	MY FAVOURITE MARTIAN	S: 2	E: 10
HOW'RE THINGS IN GLOCCA MARTIN?	MY FAVOURITE MARTIAN	S: 2	E: 16
MARTIN OF THE MOVIES	MY FAVOURITE MARTIAN	S: 3	E: 2
MARTIN, GOLDFINGER	MY FAVOURITE MARTIAN	S: 3	E: 6
NIGHT LIFE OF UNCLE MARTIN	MY FAVOURITE MARTIAN	S: 2	E: 12
STOP OR I'LL STEAM	MY FAVOURITE MARTIAN	S: 2	E: 24
THE MAGNETIC PERSONALITY AND WHO NEEDS IT	MY FAVOURITE MARTIAN	S: 2	E: 25
THE O'HARA CAPER	MY FAVOURITE MARTIAN	S: 3	E: 14
TIM, THE MASTERMIND	MY FAVOURITE MARTIAN	S: 3	E: 5
Alden Schwimmer			
THE FIXER,THE	SUPERBOY	S: 1	E: 8
Alex Bartlette & Grant Cathro			
OVERNIGHT FROST	MIKE AND ANGELO	S: 12	E: 9

Episode Title	Name of Programme		
THE EMPEROR'S NEW CLOTHES	MIKE AND ANGELO	S: 12	E: 8
Alex Epstein			
ESCAPE FROM KEK (PART 2 OF 2)	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 16
JUST BECAUSE YOU'RE PARANOID	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 10
THE GATES OF GALIDOR (PART 1 OF 2)	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 9
THE SHORTENING OF THE WAY	CHARLIE JADE	S: 1	E: 16
TRUTH, LIES AND VIDEOTAPE	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 9
Alex Gansa, Howard Gordon			
BORN AGAIN	X FILES,THE	S: 1	E: 22
CONDUIT	X FILES,THE	S: 1	E: 4
FALLEN ANGEL	X FILES,THE	S: 1	E: 10
GHOST IN THE MACHINE	X FILES,THE	S: 1	E: 7
LAZARUS	X FILES,THE	S: 1	E: 15
Alex Pugsley			
HELL WEEK	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 11
Alex Stewart			
HELL AND HIGH WATER	BUGS	S: 4	E: 5
Alex Taub			
A BRIS IS JUST A BRIS	EARLY EDITION	S: 2	E: 10
COLLISION	EARLY EDITION	S: 3	E: 2
HOME GROAN	EARLY EDITION	S: 3	E: 21
JENNY SLOAN	EARLY EDITION	S: 2	E: 4
JUST ONE OF THOSE THINGS	EARLY EDITION	S: 3	E: 14
THE FOURTH CARPATHIAN	EARLY EDITION	S: 2	E: 17
THE OUT-OF-TOWNERS	EARLY EDITION	S: 4	E: 1
THE WRONGMAN	EARLY EDITION	S: 1	E: 10
UP CHUCK	EARLY EDITION	S: 3	E: 7
WEATHER GIRL	EARLY EDITION	S: 4	E: 8
Alex Taub, Deborah Joy LeVine, Bob Brush			
FROSTBIT	EARLY EDITION	S: 1	E: 12
Alex Taub, Robert Rabinowitz			
GUN	EARLY EDITION	S: 1	E: 8
Alex Taub, Sean Clark			
NEST EGG	EARLY EDITION	S: 3	E: 10
Alexander J. Taub, Gina Wendkos			
PSYCHIC	EARLY EDITION	S: 1	E: 17
Alf Harris			
GALLERY OF FEAR	STARLOST,THE	S: 1	E: 9
Alfa-Betty Olsen, Marshall Efron			
ENTRY	JOURNEY OF ALLEN STRANGE, THE	S: 1	E: 2
Alfonse Ruggiero			
ART OF ATTRACTION	MUTANT X	S: 3	E: 13
Alfonse Ruggiero, Jr.			
DEJA VU ALL OVER AGAIN	SEVEN DAYS	S: 2	E: 13
THE COLLECTOR	SEVEN DAYS	S: 2	E: 7
Alfred Gough, Miles Millar			
"PILOT"	SMALLVILLE	S: 1	E: 1
COVENANT (PART 2 OF 2)	SMALLVILLE	S: 3	E: 22
CRUSADE	SMALLVILLE	S: 4	E: 1
EXODUS (PART 2 OF 2)	SMALLVILLE	S: 2	E: 23
LINEAGE	SMALLVILLE	S: 2	E: 7
MEMORIA	SMALLVILLE	S: 3	E: 19
METAMORPHOSIS	SMALLVILLE	S: 1	E: 2
PUBLIC ENEMY	TIMECOP	S: 1	E: 4
TEMPEST (PART 1 OF 2)	SMALLVILLE	S: 1	E: 21
Alfred Shaughnessy			
THE LAST VISITOR	JOURNEY TO THE UNKNOWN	S: 1	E: 9
Ali Marie Matheson			
LANE CHANGE	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 13
Ali Matheson, Jon Cooksey			
FIRST ANIVERSARY	OUTER LIMITS,THE (1995)	S: 2	E: 7
Alicia Marie Schudt			

Episode Title	Name of Programme		
DON'T BE AFRAID OF THE DARK	ALF	S: 3	E: 20
MOVIN' OUT	ALF	S: 2	E: 20
OLD PRETTY WOMAN	ALF	S: 2	E: 7
SOME ENCHANTED EVENING	ALF	S: 2	E: 6
Alick Rowe			
A VILLAGE IN ENGLAND - JULY 2089 AD	TRIPODS,THE	S: 1	E: 1
CHATEAU RICORDEAU, FRANCE - AUGUST 2089 AD (1-2)	TRIPODS,THE	S: 1	E: 6
CHATEAU RICORDEAU, FRANCE - JULY 2089 AD (1-2)	TRIPODS,THE	S: 1	E: 5
ENGLAND - 2089 AD	TRIPODS,THE	S: 1	E: 2
FRANCE - JULY 2089 AD	TRIPODS,THE	S: 1	E: 4
FRANCE - OCTOBER 2089 AD (1-2)	TRIPODS,THE	S: 1	E: 8
FRANCE - SEPTEMBER 2089 AD (1-2)	TRIPODS,THE	S: 1	E: 7
THE ENGLISH CHANNEL - JULY 2089 AD	TRIPODS,THE	S: 1	E: 3
WHITE MOUNTAINS - NOVEMBER 2089 AD	TRIPODS,THE	S: 1	E: 9
Alison Lea Bingeman			
HEARTBREAKERS	ROBOCOP - THE SERIES	S: 1	E: 17
THE FIRST STONE	PETER BENCHLEY'S AMAZON	S: 1	E: 12
Alison Lea Bingeman, Brad Wright			
I, ROBOT	OUTER LIMITS,THE (1995)	S: 1	E: 18
Alison Uttley			
	A TRAVELLER IN TIME	S:	E:
Allan Balter, William Read Woodfield			
THE DEATH SHIP	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 14
WILD ADVENTURE	LOST IN SPACE	S: 2	E: 2
Allan Cole, Chris Bunch			
BRING ME THE HEAD OF THE HULK	INCREDIBLE HULK,THE	S: 4	E: 5
LONG RUN HOME	INCREDIBLE HULK,THE	S: 3	E: 15
THE LOTTERY	INCREDIBLE HULK,THE	S: 3	E: 17
Allan Eastman			
BEYOND THE VEIL	OUTER LIMITS,THE (1995)	S: 2	E: 6
Allan Prior			
ANIMALS	BLAKES' 7	S: 4	E: 5
HORIZON	BLAKES' 7	S: 2	E: 4
HOSTAGE	BLAKES' 7	S: 2	E: 8
THE KEEPER	BLAKES' 7	S: 2	E: 12
VOLCANO	BLAKES' 7	S: 3	E: 3
Allison Adler			
CHUCK VERSUS THE TRUTH	CHUCK	S: 1	E: 8
CHUCK VERSUS THE WOOKIE	CHUCK	S: 1	E: 4
Allison Hock			
CLIPPED WINGS	BLUE THUNDER	S: 1	E: 7
IN DREAMS	NET, THE	S: 1	E: 17
RASCALS	STAR TREK: THE NEXT GENERATION	S: 6	E: 7
Alphonse M. Ruggiero Jr			
NATURAL BORN	AIRWOLF	S: 2	E: 17
ONCE A HERO	AIRWOLF	S: 2	E: 10
Alvin Boretz			
SPIDER-MAN (1-2)	AMAZING SPIDERMAN,THE	S: 1	E: 1
Alvin Ganzer			
DARK OF THE SUN (AKA DARK OF THE MOON)	MEN INTO SPACE	S: 1	E: 22
Alvin R. Friedman, David Chase			
THE SPANISH MOSS MURDERS	KOLCHAK: THE NIGHT STALKER	S: 1	E: 9
Alvin Sapinsley			
A CHILD IS CRYING	TALES OF TOMORROW	S: 1	E: 2
READ TO ME HERR DOKTOR	TALES OF TOMORROW	S: 2	E: 31
THE SHARK AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 1	E: 4
Amanda Swift			
NOBODY'S PERFECT	MY PARENTS ARE ALIENS	S: 1	E: 1
Amin Bhatia, Katayoun A. Marciano			
IT'S A WONDERFUL SCHOOL	ZACK FILES, THE	S: 1	E: 11
Amir Mann, Brent V. Friedman			
ANOTHER LIFE	TWILIGHT ZONE, THE (2002)	S: 1	E: 27

Episode Title	Name of Programme		
Amit Bhaumik			
FOREVER RED	POWER RANGERS WILD FORCE	S: 2	E: 8
REINFORCEMENTS FROM THE FUTURE, PART 1	POWER RANGERS WILD FORCE	S: 1	E: 24
REINFORCEMENTS FROM THE FUTURE, PART 2	POWER RANGERS WILD FORCE	S: 1	E: 25
Amy Berg, Craig Sweeny			
THE STARLZ MUTATION	4400, THE	S: 3	E: 10
Amy Engelberg, Wendy Engelberg			
HONEY, NAME THAT TUNE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 1
Amy Jacobson			
NANOTECHNOLOGY	BLACK HOLE HIGH	S: 3	E: 6
Andre Bormanis			
AWAKENING (PART 2 OF 3)	ENTERPRISE	S: 4	E: 8
DESERT CROSSING	ENTERPRISE	S: 1	E: 23
EXTINCTION	ENTERPRISE	S: 3	E: 3
HATCHERY	ENTERPRISE	S: 3	E: 17
HORIZON	ENTERPRISE	S: 2	E: 20
NIGHTINGALE	STAR TREK: VOYAGER	S: 7	E: 8
SHOCK	THRESHOLD	S: 1	E: 5
SILENT ENEMY	ENTERPRISE	S: 1	E: 11
THE AENAR (PART 3 OF 3)	ENTERPRISE	S: 4	E: 14
THE COMMUNICATOR	ENTERPRISE	S: 2	E: 8
WAKING MOMENTS	STAR TREK: VOYAGER	S: 4	E: 12
Andre Bormanis, Chris Black			
COUNTDOWN	ENTERPRISE	S: 3	E: 23
Andre Bormanis, Ron Wilkerson			
FAIR TRADE	STAR TREK: VOYAGER	S: 3	E: 12
Andre Jacquemetton, Maria Jacquemetton			
DEAR DOCTOR	ENTERPRISE	S: 1	E: 12
Andrea Moodie			
BODY AND SOUL	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 7
CHIAROSCURO	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 17
SUPER SARGASSO SEA	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 13
TEMPLE OF LIGHT	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 8
Andrea Moodie, Larry Raskin			
STONE DREAMS	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 22
Andrea Solomons, Paul Mayhew-Archer			
HERE'S ONE I MADE EARLIER	MY HERO	S: 6	E: 2
Andrea Stevens			
POSSESSION	FLASH GORDON (2007)	S: 1	E: 15
THE HARVEST	FIRST WAVE	S: 2	E: 16
Andres Norris			
TIME AND AGAIN	BERNARD'S WATCH	S: 3	E: 3
Andrew Burke			
THE PIPELINE INCIDENT	PROJECT UFO	S: 2	E: 3
Andrew Colville, Amy Berg			
BLINK	4400, THE	S: 3	E: 8
FEAR ITSELF	4400, THE	S: 4	E: 2
REVELATIONS	THRESHOLD	S: 1	E: 8
Andrew Cosby & Jaime Paglia (story), Johanna Stokes (teleplay)			
PURPAL HAZE	EUREKA	S: 1	E: 10
Andrew Cosby , Jaime Paglia			
BLINK	EUREKA	S: 1	E: 7
Andrew Cosby, Jaime Paglia			
"PILOT" (90 MINS)	EUREKA	S: 1	E: 1
MANY HAPPY RETURNS	EUREKA	S: 1	E: 2
Andrew Dettmann, Daniel Trudy			
ESCAPE	LA FEMME NIKITA	S: 1	E: 8
Andrew Dettmann, Daniel Truly			
LIVEWIRE	FREEDOM	S: 1	E: 9
SEX, LIES AND VIDEOTAPE	LOIS AND CLARK	S: 4	E: 13
SIEGE	FREEDOM	S: 1	E: 6
THE FESTIVAL OF DIONYSUS	HERCULES: THE LEGENDARY JOURNEYS	S: 1	E: 4

Science Fiction Writers

Episode Title	Name of Programme		
THE ROAD TO CALYDON	HERCULES: THE LEGENDARY JOURNEYS	S: 1	E: 3
Andrew Helfer, Michael Carlin			
MINDSCAPE	SUPERBOY	S: 3	E: 8
THE HAUNTING OF ANDY MCALISTER	SUPERBOY	S: 2	E: 22
Andrew Helfer, Mike Carlin			
KRYPTONITE KILLS	SUPERBOY	S: 1	E: 11
REVENGE OF THE ALIEN (1-2)	SUPERBOY	S: 1	E: 12
Andrew Katz, Larry Schulze, Savage Steve Holland			
BEANS' HOME LIFE GETS UGLI	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 12
Andrew Kevin Walker			
PANIC	PERVERSIONS OF SCIENCE	S: 1	E: 7
Andrew Laskos			
THE BEAST WITHIN	BEAUTY AND THE BEAST	S: 1	E: 6
Andrew Maclear			
ALL THE NEWS THAT FITS	SPACE ISLAND ONE	S: 1	E: 2
DANGEROUS LIAISON	SPACE ISLAND ONE	S: 1	E: 5
ORBITAL COLLISON (AKA MESSAGE FROM KEELER)	SPACE ISLAND ONE	S: 1	E: 1
ROGUE SATELLITE	SPACE ISLAND ONE	S: 1	E: 4
SPRING FEVER	SPACE ISLAND ONE	S: 1	E: 9
Andrew Nicholls, Darrell Vickers			
ECOSYSTEM	BLACK HOLE HIGH	S: 2	E: 7
Andrew Nickold			
THE DATE	MY PARENTS ARE ALIENS	S: 1	E: 3
Andrew Norris			
ANOTHER, TIME	BERNARD'S WATCH	S: 3	E: 12
BORROWED TIME	BERNARD'S WATCH	S: 3	E: 10
ENDING TIME	BERNARD'S WATCH	S: 3	E: 13
PRESENT TIME	BERNARD'S WATCH	S: 3	E: 1
TIME, GENTLEMEN	BERNARD'S WATCH	S: 3	E: 11
VISITING TIME	BERNARD'S WATCH	S: 3	E: 9
Andrew Payne			
MASRUR	INTO THE LABYRINTH	S: 1	E: 4
THE CIRCLE	INTO THE LABYRINTH	S: 1	E: 2
Andrew Schneider			
A ROCK AND A HARD PLACE	INCREDIBLE HULK,THE	S: 3	E: 19
EQUINOX (aka MASQUERADE)	INCREDIBLE HULK,THE	S: 3	E: 21
FIRST,THE (1-2)	INCREDIBLE HULK,THE	S: 4	E: 11
HALF NELSON	INCREDIBLE HULK,THE	S: 4	E: 14
HOMECOMING	INCREDIBLE HULK,THE	S: 3	E: 8
THE HAUNTED	INCREDIBLE HULK,THE	S: 2	E: 14
TRIANGLE	INCREDIBLE HULK,THE	S: 5	E: 5
Andrew Schneider & Diane Frolov			
CHAINS OF LOVE	ALIEN NATION	S: 1	E: 11
GENERATION TO GENERATION	ALIEN NATION	S: 1	E: 14
GIMME, GIMME	ALIEN NATION	S: 1	E: 20
GREEN EYES	ALIEN NATION	S: 1	E: 22
REAL MEN	ALIEN NATION	S: 1	E: 17
THE FIRST CIGAR	ALIEN NATION	S: 1	E: 6
THREE TO TANGO	ALIEN NATION	S: 1	E: 9
Andrew Smith			
FULL CIRCLE (1-4)	DOCTOR WHO	S: 18	E: 3
Andy Cowan			
DICK'S FIRST BIRTHDAY	THIRD ROCK FROM THE SUN	S: 1	E: 4
Andy Dettman			
MISBEGOTTEN	DEAD ZONE, THE	S: 2	E: 7
Andy Horne, Katherine Tomlinson			
THE EVIL THAT MEN DO	LA FEMME NIKITA	S: 5	E: 6
Andy Rashleigh			
EPISODE TWENTY-FIVE	JUPITER MOON	S: 1	E: 25
Andy Riley, Kevin Cecil			
A GIFT FROM THE GLISH	HYPERDRIVE	S: 1	E: 1
ASTEROID	HYPERDRIVE	S: 1	E: 4

Episode Title	Name of Programme		
CLARE	HYPERDRIVE	S: 1	E: 5
Andy Watts			
IT'S A DOG'S LIFE	MY PARENTS ARE ALIENS	S: 1	E: 4
THE BOX	MY PARENTS ARE ALIENS	S: 1	E: 5
THE MAKEOVER	MY PARENTS ARE ALIENS	S: 1	E: 6
Angel Dean Lopez			
ASHES	BRIMSTONE	S: 1	E: 8
SLAYER	BRIMSTONE	S: 1	E: 7
Angela Randazzo, Michael Zack			
MY FAVORITE MARTIAN	SMALL WONDER	S: 4	E: 21
Ann Gibbs, Joel Kimmel			
RUNAWAY JAMIE	SMALL WONDER	S: 1	E: 5
Ann Knapp Austen			
A GEM OF A DAY	POWER RANGERS NINJA STORM	S: 2	E: 5
A TEST OF TRUST (PART 2 OF 2)	POWER RANGERS DINOTHUNDER	S: 1	E: 36
BACK IN BLACK (PART 2 OF 2)	POWER RANGERS DINOTHUNDER	S: 1	E: 5
BULLY FOR ETHAN	POWER RANGERS DINOTHUNDER	S: 1	E: 18
BURNING AT BOTH ENDS	POWER RANGERS DINOTHUNDER	S: 1	E: 16
DAY OF THE DINO PART 2 OF 2	POWER RANGERS DINOTHUNDER	S: 1	E: 2
DISAPPEARING ACT	POWER RANGERS DINOTHUNDER	S: 1	E: 26
EYE OF THE STORM	POWER RANGERS NINJA STORM	S: 2	E: 2
GENERAL DECEPTION, PART 1	POWER RANGERS NINJA STORM	S: 2	E: 3
GOLDEN BOY	POWER RANGERS DINOTHUNDER	S: 1	E: 8
LEGACY OF POWER (PART 1 OF 2)	POWER RANGERS DINOTHUNDER	S: 1	E: 4
RETURN OF THUNDER, PART 3	POWER RANGERS NINJA STORM	S: 1	E: 11
STORM BEFORE THE CALM, PART 2	POWER RANGERS NINJA STORM	S: 2	E: 10
THE PASSION OF CONNER	POWER RANGERS DINOTHUNDER	S: 1	E: 28
THERE'S NO 'I' IN TEAM	POWER RANGERS NINJA STORM	S: 1	E: 2
THUNDER STRANGERS PART 1	POWER RANGERS NINJA STORM	S: 1	E: 5
THUNDER STRANGERS PART 2	POWER RANGERS NINJA STORM	S: 1	E: 6
THUNDER STRUCK (PART 2 OF 2)	POWER RANGERS DINOTHUNDER	S: 1	E: 38
TRIASSIC TRIUMPH	POWER RANGERS DINOTHUNDER	S: 1	E: 22
Ann Knapp Austen, Douglas Sloan			
GENERAL DECEPTION, PART 2	POWER RANGERS NINJA STORM	S: 2	E: 4
RETURN OF THUNDER, PART 4	POWER RANGERS NINJA STORM	S: 1	E: 12
Ann Lewis Hamilton			
DENOUEMENT	DEAD ZONE, THE	S: 6	E: 13
FOR THE CHILDREN	SEVEN DAYS	S: 2	E: 4
HERITAGE	DEAD ZONE, THE	S: 6	E: 1
THE CHOICE	OUTER LIMITS, THE (1995)	S: 1	E: 6
Ann MacNaughton			
ZACK ZERO	ZACK FILES, THE	S: 2	E: 8
Ann Powell			
THE TRANCE	SENTINEL, THE	S: 3	E: 13
Ann Udell			
LUCKY	SECRETS OF ISIS, THE	S: 1	E: 6
YEAR OF THE DRAGON	SECRETS OF ISIS, THE	S: 2	E: 5
Anna Home			
A PILE OF STONES	CHANGES, THE	S: 1	E: 6
HEARTSEASE	CHANGES, THE	S: 1	E: 7
HOSTAGES!	CHANGES, THE	S: 1	E: 4
LIGHTNING!	CHANGES, THE	S: 1	E: 8
THE BAD WIRES	CHANGES, THE	S: 1	E: 2
THE CAVERN	CHANGES, THE	S: 1	E: 10
THE DEVIL'S CHILDREN	CHANGES, THE	S: 1	E: 3
THE NOISE	CHANGES, THE	S: 1	E: 1
THE QUARRY	CHANGES, THE	S: 1	E: 9
WITCHCRAFT!	CHANGES, THE	S: 1	E: 5
Anna MacGregor			
NEW KID IN TOWN	SECRET WORLD OF ALEX MACK, THE	S: 2	E: 3
Anne Appleton			
THE TALE OF THE HUNGRY HOUNDS	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 5
THE TALE OF THE CAPTURED SOULS	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 7

Episode Title	Name of Programme		
Anne Cofell Saunders			
CHUCK VERSUS THE ALMA MATER	CHUCK	S: 1	E: 7
PEGASUS	BATTLESTAR GALACTICA (2004)	S: 2	E: 10
SACRIFICE	BATTLESTAR GALACTICA (2004)	S: 2	E: 16
TORN (PART 1 OF 2)	BATTLESTAR GALACTICA (2004)	S: 3	E: 6
Anne Collins			
DEAD AND GONE, HONEY	SPY GAMES	S: 1	E: 4
FINE ART OF CRIME	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 4
I.R.A.C. IS MISSING	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 16
ONE OF OUR TEEN IDOLS IS MISSING	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 1
PHANTOM OF THE ROLLER COASTER (1-2)	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 23
THE BOY WHO KNEW HER SECRET (1-2)	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 21
THE DEADLY TOYS	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 11
THE GIRL FROM ISLANDIA	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 20
THE LIBRARY	TWILIGHT ZONE,THE (1985)	S: 1	E: 55
THE MAN WHO COULD NOT DIE	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 22
THE MAN WHO WOULDN'T TELL	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 19
VEGAS IN SPACE	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 3
YE GODS	TWILIGHT ZONE,THE (1985)	S: 1	E: 13
Anne Collins, Patrick Mathews			
GOING, GOING, GONE	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 13
Anne McGrail			
ALINVILLE	THRESHOLD	S: 1	E: 13
BLOOD OF THE CHILDREN	THRESHOLD	S: 1	E: 3
THE CHOICE	INVISIBLE MAN (2000)	S: 2	E: 12
THE ORDER	THRESHOLD	S: 1	E: 7
Anne Meara			
BREAK UP TO MAKE UP	ALF	S: 4	E: 10
Anne Spielberg			
WHAT IF?	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 11
Annie Beach			
EX-BEN	PARALLAX	S: 1	E: 15
MARTINMANIA	PARALLAX	S: 1	E: 23
Annie Fox			
EPISODE FIFTEEN	CYBERGIRL	S: 1	E: 15
EPISODE NINE	CYBERGIRL	S: 1	E: 9
EPISODE TEN	CYBERGIRL	S: 1	E: 10
EPISODE TWENTY	CYBERGIRL	S: 1	E: 20
ONE MAN'S RUBBISH	PARALLAX	S: 1	E: 6
THE MARTIN CRIMES	PARALLAX	S: 1	E: 10
Annie Ingham			
PEER PRESSURE	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 6
Annie Ingham, Mary Rogal-Black			
BAD GIRLS	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 19
Anthony Adams			
THE BOGMAN OF LETCHMOOR HEATH	SHE WOLF OF LONDON	S: 1	E: 2
Anthony Coburn, C.E. Webber			
100,00 BC (1-4)	DOCTOR WHO	S: 1	E: 1
Anthony Horowitz			
"PILOT"	VANISHING MAN,THE	S: 1	E: 1
DEATH IN THE FAMILY	CRIME TRAVELLER	S: 1	E: 2
DEATH MINISTER	CRIME TRAVELLER	S: 1	E: 6
FASHION SHOOT	CRIME TRAVELLER	S: 1	E: 3
JEFF SLADE AND THE LOOP OF INFINITY	CRIME TRAVELLER	S: 1	E: 1
SINS OF THE FATHER	CRIME TRAVELLER	S: 1	E: 5
THE BROKEN CRYSTAL	CRIME TRAVELLER	S: 1	E: 8
THE LOTTERY EXPERIMENT	CRIME TRAVELLER	S: 1	E: 7
THE REVENGE OF THE CHRONOLOGY PROTECTION HYPOTHESIS	CRIME TRAVELLER	S: 1	E: 4
Anthony Lawrence			
THE CHILDREN OF SPIDER COUNTY	OUTER LIMITS,THE (1963)	S: 1	E: 21
THE MAN WHO WAS NEVER BORN	OUTER LIMITS,THE (1963)	S: 1	E: 6

Anthony Lawrence (II), Ken Spears, Joe Ruby

Science Fiction Writers

Episode Title	Name of Programme		
THE DECEPTION	PLANET OF THE APES	S: 1	E: 8
Anthony Lawrence, Nancy Lawrence			
SONG OF THE YOUNGER WORLD	TWILIGHT ZONE,THE (1985)	S: 2	E: 11
Anthony Marriott			
1875	FIREBALL XLS	S: 1	E: 25
DRAMA AT SPACE CITY	FIREBALL XLS	S: 1	E: 24
FLYING ZODIAC	FIREBALL XLS	S: 1	E: 9
PLANT MAN FROM SPACE	FIREBALL XLS	S: 1	E: 4
PRISONER ON THE LOST PLANET	FIREBALL XLS	S: 1	E: 19
SABOTAGE	FIREBALL XLS	S: 1	E: 38
SPACE IMMIGRANTS	FIREBALL XLS	S: 1	E: 3
SPACE MAGNET	FIREBALL XLS	S: 1	E: 39
SPACE PIRATES	FIREBALL XLS	S: 1	E: 8
THE FORBIDDEN PLANET	FIREBALL XLS	S: 1	E: 20
THE LAST OF THE ZANADUS	FIREBALL XLS	S: 1	E: 12
Anthony Read			
CHOCKY (1-6)	CHOCKY (inc CHOCKY'S CHILDREN & CHOCKY'S CHALLENGE)	S: 1	E: 1
CHOCKY'S CHALLENGE (1-6)	CHOCKY (inc CHOCKY'S CHILDREN & CHOCKY'S CHALLENGE)	S: 3	E: 1
CHOCKY'S CHILDREN (1-6)	CHOCKY (inc CHOCKY'S CHILDREN & CHOCKY'S CHALLENGE)	S: 2	E: 1
OUT OF BODY, OUT OF MIND	OMEGA FACTOR, THE	S: 1	E: 8
THE HORNS OF NIMON (1-4)	DOCTOR WHO	S: 17	E: 5
Anthony Skene			
A, B AND C	PRISONER, THE	S: 1	E: 3
DANCE OF THE DEAD	PRISONER, THE	S: 1	E: 8
JANE BROWN'S BODY	JOURNEY TO THE UNKNOWN	S: 1	E: 4
MANY HAPPY RETURNS	PRISONER, THE	S: 1	E: 7
MONOLITH	COUNTERSTRIKE	S: 1	E: 5
NOCTURNE	COUNTERSTRIKE	S: 1	E: 4
Anthony Spinner			
THE EXPERIMENT	INVADERS,THE (1967)	S: 1	E: 2
Anthony Steven			
THE TWIN DILEMMA (1-4)	DOCTOR WHO	S: 21	E: 7
Anthony Terpiloff			
CATACOMBS OF THE MOON	SPACE: 1999	S: 2	E: 13
EARTHBOUND	SPACE: 1999	S: 1	E: 14
Anthony Terpiloff, Elizabeth Barrows			
COLLISION COURSE	SPACE: 1999	S: 1	E: 3
DEATH'S OTHER DOMINION	SPACE: 1999	S: 1	E: 5
THE INFERNAL MACHINE	SPACE: 1999	S: 1	E: 18
Anthony Wilson			
A SMALL WAR	LAND OF THE GIANTS	S: 2	E: 22
BEACHHEAD	INVADERS,THE (1967)	S: 1	E: 1
COME WANDER WITH ME	TWILIGHT ZONE,THE (1958)	S: 5	E: 34
FUTURE COP (90 MINS)	FUTURE COP	S: 1	E: 1
ON A CLEAR NIGHT YOU CAN SEE EARTH	LAND OF THE GIANTS	S: 1	E: 16
THE CRASH	LAND OF THE GIANTS	S: 1	E: 1
THE FEAR MAKERS	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 3
THE GOLDEN CAGE	LAND OF THE GIANTS	S: 1	E: 12
THE WEIRD WORLD	LAND OF THE GIANTS	S: 1	E: 11
Anthony Robinson			
A PIECE OF CAKE	AIRWOLF	S: 4	E: 6
Anthony Terpiloff & Brandon Brady			
THE SELL-OUT	AVENGERS,THE	S: 2	E: 9
April 12, 1974: Sam is a glitter rock star in danger of being stabbed t			
GLITTER ROCK	QUANTUM LEAP	S: 3	E: 17
April Kelly			
A MOMMY FOR MINDY	MORK AND MINDY	S: 2	E: 15
CLERICAL ERROR	MORK AND MINDY	S: 2	E: 22
MORK RUNS AWAY	MORK AND MINDY	S: 1	E: 3
MORK THE FAMILY REUNION	MORK AND MINDY	S: 3	E: 17
OLD FEARS	MORK AND MINDY	S: 1	E: 11
STARK RAVING MORK	MORK AND MINDY	S: 2	E: 2
TO TELL THE TRUTH	MORK AND MINDY	S: 1	E: 7

Episode Title	Name of Programme		
YES SIR, THAT'S MY BABY	MORK AND MINDY	S: 1	E: 18
April Kelly, David Misch			
THE WAY MORK WERE	MORK AND MINDY	S: 2	E: 24
April Kelly, David O'Malley			
THE MORK SYNDROME	MORK AND MINDY	S: 2	E: 13
Archie L. Tegland			
THE FURNACE FLATS AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 22
Arden Winch			
BLACK WARNING	R3	S: 2	E: 5
VIEWS OF A DEAD PLANET	MOONBASE 3	S: 1	E: 6
Arden Witch			
VOICE FROM THE PAST	1990	S: 1	E: 5
Ari Posner			
SCARY TERRI	BIG WOLF ON CAMPUS	S: 1	E: 18
Arne Sultan			
WHATEVER LOLA WANTS	CAPTAIN NICE	S: 1	E: 9
Arne Sultan, Earl Barrett			
THE LAST PHANTOM	HOLMES AND YOYO	S: 1	E: 4
Arne Sultan, Earl Barrett, Earl Barret			
YOYO TAKES A BRIDE	HOLMES AND YOYO	S: 1	E: 5
Arnold Margolin			
VENGEANCE IS MINE	WAR OF THE WORLDS	S: 1	E: 19
Arnold Peyser, Lois Peyser			
THE AWFUL TRUTH	MY FAVOURITE MARTIAN	S: 1	E: 8
Aron Abrams, Gregory Thompson			
B.D.O.C.	THIRD ROCK FROM THE SUN	S: 6	E: 7
DICK AND HARRY FALL IN A HOLE	THIRD ROCK FROM THE SUN	S: 5	E: 18
DICK STRIKES OUT	THIRD ROCK FROM THE SUN	S: 5	E: 16
GLENGARRY, GLEN DICK	THIRD ROCK FROM THE SUN	S: 6	E: 15
Aron Abrams, Gregory Thompson, Dave Boerger			
MARY LOVES SCOOCHE (PART 1 OF 2)	THIRD ROCK FROM THE SUN	S: 6	E: 17
Aron Eli Coleite			
OUT OF TIME	HEROES	S: 2	E: 7
SIX MONTHS AGO	HEROES	S: 1	E: 10
THE HARD PART	HEROES	S: 1	E: 21
Art Brown			
TONGUE AND CHEEK	POWER RANGERS NINJA STORM	S: 1	E: 23
Art Evertt (w), Sandy Gillis (s)			
TEQUILA	ALF	S: 2	E: 22
Art Monterastelli			
MACHINE DREAMS (1-2)	TOTAL RECALL 2070	S: 1	E: 1
THE FUTURE, JACK, THE FUTURE	TIMECOP	S: 1	E: 9
Art Wallace			
ASSIGNMENT:EARTH	STAR TREK	S: 2	E: 26
ESCAPE FROM TOMORROW	PLANET OF THE APES	S: 1	E: 1
LABYRINTH	INVADERS,THE (1967)	S: 2	E: 11
OBSESSION	STAR TREK	S: 2	E: 13
THE GLADIATORS	PLANET OF THE APES	S: 1	E: 2
Art Wallace, Johnny Byrne			
MATTER OF LIFE AND DEATH	SPACE: 1999	S: 1	E: 13
Arthur Browne Jr.			
FLAMING ICE	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 24
Arthur H. Nadel			
DRUMS AND TRUMPETS (AKA NO DRUMS, NO TRUMPETS)	SECRETS OF ISIS, THE	S: 1	E: 11
Arthur H. Nadel, Norman Cameron			
CLASS CLOWN	SECRETS OF ISIS, THE	S: 2	E: 3
Arthur H. Nadel, Olga Simms			
SPEAK NO EVIL	SHAZAM!	S: 2	E: 6
Arthur H. Singer			
TURNABOUT INTRUDER	STAR TREK	S: 3	E: 24
Arthur Heinemann			

Science Fiction Writers

Episode Title	Name of Programme		
MR SMITH FROM MANCHESTER	STARLOST,THE	S: 1	E: 10
THE WAY TO EDEN	STAR TREK	S: 3	E: 20
WINK OF THE EYE	STAR TREK	S: 3	E: 11
Arthur Heinemann, Gene Roddenberry			
THE SAVAGE CURTAIN	STAR TREK	S: 3	E: 22
Arthur Hoerl			
BLAST OFF (1-3)	ROCKY JONES, SPACE RANGER	S: 1	E: 8
OUT OF THIS WORLD (aka ROBOT OF REGALIO) (1-3)	ROCKY JONES, SPACE RANGER	S: 1	E: 14
PIRATES OF PRAH (aka MUNTANT IN SPACE) (1-3)	ROCKY JONES, SPACE RANGER	S: 1	E: 3
Arthur Rowe			
BLACK MAGIC	BIONIC WOMAN, THE	S: 2	E: 7
FEMBOTS OF LOS VEGAS (1-2)	BIONIC WOMAN, THE	S: 3	E: 3
JAMIE'S MOTHER	BIONIC WOMAN, THE	S: 1	E: 7
KILL OSCAR (PART 1 & 3) (cf, THE SIX MILLION DOLLAR MAN)	BIONIC WOMAN, THE	S: 2	E: 5
LEGACY OF TERROR	KOLCHAK: THE NIGHT STALKER	S: 1	E: 17
RANCHO OUTCASTS	BIONIC WOMAN, THE	S: 3	E: 21
THE DE JON CAPER	BIONIC WOMAN, THE	S: 2	E: 19
THE VEGA INFLUENCE	BIONIC WOMAN, THE	S: 2	E: 9
Arthur Rowe, Rudolph Borchert, Robert Earll			
THE ENERGY EATER (aka MATCHEMONEDO)	KOLCHAK: THE NIGHT STALKER	S: 1	E: 10
Arthur Sellers			
DIVIDED WE STAND	SPACE PRECINCT	S: 1	E: 21
REDEMPTION	EARTH 2	S: 1	E: 9
SMELTER SKELTER	SPACE PRECINCT	S: 1	E: 18
THE BATTLE	JOURNEY OF ALLEN STRANGE, THE	S: 1	E: 7
THE TRUTH ABOUT LIES	JOURNEY OF ALLEN STRANGE, THE	S: 2	E: 9
WHACKETTS	MAX HEADROOM	S: 2	E: 5
Arthur Sellers , John May, Suzanne Bolch, Bruce Haush			
HOME (1-2)	JOURNEY OF ALLEN STRANGE, THE	S: 1	E: 12
Arthur Sellers, Michael Cassutt			
NEUROSTIM	MAX HEADROOM	S: 2	E: 7
Arthur Weingarten			
GAULT'S BRAIN	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 12
SHARKS (1-2)	SIX MILLION DOLLAR MAN,THE	S: 5	E: 1
THE CARPATHIAN CAPER AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 21
THE DANISH BLUE AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 7
Arthur Weiss			
BEFORE THE BEGINNING	SCIENCE FICTION THEATRE	S: 1	E: 33
CHAMBER OF FEAR	LAND OF THE GIANTS	S: 2	E: 9
DEADLY AMPHIBIANS	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 14
DEADLY PAWN	LAND OF THE GIANTS	S: 2	E: 4
FIRES OF DEATH	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 4
JOURNEY WITH FEAR	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 7
JUPITRON	SCIENCE FICTION THEATRE	S: 2	E: 18
MOON PROBE	MEN INTO SPACE	S: 1	E: 1
SAVAGE JUNGLE	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 22
TANKERS IN SPACE	MEN INTO SPACE	S: 1	E: 14
TARGET EARTH	LAND OF THE GIANTS	S: 1	E: 20
THE LONG SLEEP	SCIENCE FICTION THEATRE	S: 2	E: 2
THE STRANGE LODGER	SCIENCE FICTION THEATRE	S: 2	E: 38
THE UNEXPLORED	SCIENCE FICTION THEATRE	S: 1	E: 28
THE UNGUIDED MISSILE	SCIENCE FICTION THEATRE	S: 2	E: 8
Arthur Weiss, William Welch			
THE CHASE	LAND OF THE GIANTS	S: 1	E: 26
Ashley Edward Miller, Zack Stentz			
ALL TO HUMAN	ANDROMEDA	S: 2	E: 6
CUI BONO	ANDROMEDA	S: 3	E: 4
DAY OF JUDGEMENT, DAY OF WRATH	ANDROMEDA	S: 3	E: 21
DECAY OF THE ANGEL	ANDROMEDA	S: 5	E: 4
INTO THE LABYRINTH	ANDROMEDA	S: 2	E: 9
LAVA AND ROCKETS	ANDROMEDA	S: 2	E: 13
POINT OF THE SPEAR	ANDROMEDA	S: 3	E: 16
THE DARK BACKWARD	ANDROMEDA	S: 3	E: 12
THE KNIGHT, DEATH, AND THE DEVIL	ANDROMEDA	S: 2	E: 20

Episode Title	Name of Programme		
THE LONE AND LEVEL SANDS	ANDROMEDA	S: 3	E: 5
THE UNCONQUERABLE MAN	ANDROMEDA	S: 3	E: 10
THROUGH A GLASS DARKLY	ANDROMEDA	S: 5	E: 11
UNA SALUS VICTUS	ANDROMEDA	S: 2	E: 7
Ashley Miller, Zack Stentz			
BANKS OF THE LETHE	ANDROMEDA	S: 1	E: 8
D MINUS ZERO	ANDROMEDA	S: 1	E: 4
FEAR AND LOATHING IN THE MILKY WAY	ANDROMEDA	S: 1	E: 17
THE DEVIL TAKE THE HINDMOST	ANDROMEDA	S: 1	E: 18
Ashley Pharoah			
EPISODE 12	LIFE ON MARS	S: 2	E: 4
EPISODE 4	LIFE ON MARS	S: 1	E: 4
THE HAPPY DAY	ASHES TO ASHES	S: 1	E: 2
Ashley Ward Miller			
COLD FUSION	TWILIGHT ZONE, THE (2002)	S: 1	E: 36
Attica Locke			
NUMBER ONE WITH A BULLET	EARLY EDITION	S: 3	E: 16
Aubrey Solomon			
WHAT MONEY CAN'T BUY	ROBOCOP - THE SERIES	S: 1	E: 5
Aubrey Tadman, Garry Ferrier			
THE ROBOT NAPPERS	SMALL WONDER	S: 1	E: 17
VAUDEVILLE VICKI	SMALL WONDER	S: 1	E: 20
Aubrey Tadman, Garry Ferrier, Warren Murphy, Brian Kane			
GOLDDIGGING IDA	SMALL WONDER	S: 4	E: 7
Austin Kalish, Irma Kalish			
STOP THE PRESSES, I WANT TO GET OFF	MY FAVOURITE MARTIAN	S: 3	E: 29
WHEN A MARTIAN MAKES HIS VIOLEN CRY	MY FAVOURITE MARTIAN	S: 3	E: 22
Avrum Jacobson			
ADRIFT	REGENESIS	S: 3	E: 11
CHINA	REGENESIS	S: 2	E: 1
I DREAM OF GENOMES	REGENESIS	S: 3	E: 4
LETHARGICA	REGENESIS	S: 2	E: 12
STRANGERS IN THE NIGHT	REGENESIS	S: 3	E: 3
THE END	REGENESIS	S: 2	E: 13
THE OLDEST VIRUS	REGENESIS	S: 1	E: 5
THE SECRET WAR	REGENESIS	S: 1	E: 9
THE SOURCE	REGENESIS	S: 1	E: 10
THE WIL AND INNOCENT	REGENESIS	S: 2	E: 10
Avrum Jacobson, Jason Sherman			
BABY BOMB	REGENESIS	S: 1	E: 1
Aya Marie Carrillo, Samuel W. Gailey			
THE CHAIN	VISITOR, THE	S: 1	E: 11
B. F. Barnett			
A CHILDREN'S STORY	BEAUTY AND THE BEAST	S: 1	E: 10
B. W. Sandefur			
HAWKE'S RUN	AIRWOLF	S: 3	E: 18
THE GIRL WHO FELL FROM THE SKY	AIRWOLF	S: 3	E: 20
B.B. Smickers			
SHADOWPLAY	SEVEN DAYS	S: 1	E: 6
B.W. Sandefur			
BULLY AND BILLY	VOYAGERS	S: 1	E: 3
Babs Greyhosky			
A LITTLE PARANOIA AMOUNG FRIENDS	TREMORS	S: 1	E: 7
BACK AND BACK AND BACK	FARSCAPE	S: 1	E: 2
BETTER ANGELS	SWAMP THING	S: 2	E: 5
BLAST FROM THE PAST	TREMORS	S: 1	E: 4
IT'S ONLY ROCK AND ROLL	GREATEST AMERICAN HERO,THE	S: 3	E: 11
LIVE AT ELEVEN	GREATEST AMERICAN HERO,THE	S: 3	E: 7
SONATA	SWAMP THING	S: 2	E: 11
THE NEWLYWED GAME	GREATEST AMERICAN HERO,THE	S: 3	E: 4
THE RETURN OF LAROCHE	SWAMP THING	S: 3	E: 17
THE SOUND OF SILENCE	TREMORS	S: 1	E: 10
THIS IS THE ONE THE SUIT WAS MEANT FOR	GREATEST AMERICAN HERO,THE	S: 3	E: 3

Episode Title	Name of Programme		
Barbara Avedon, Barbara Corday			
TIL DAD DO US PART	TURNABOUT	S: 1	E: 5
Barbara Azrialy, Ken Eulo			
BATTLE OF THE SEXES AND ROBOT	SMALL WONDER	S: 4	E: 10
Barbara Bishop			
"EPISODE 13"	THUNDERSTONE	S: 3	E: 13
EPISODE FOUR	CYBERGIRL	S: 1	E: 4
EPISODE FOURTEEN	CYBERGIRL	S: 1	E: 14
EPISODE THIRTEEN	CYBERGIRL	S: 1	E: 13
EPISODE THREE	CYBERGIRL	S: 1	E: 3
EPISODE TWENTY FOUR	CYBERGIRL	S: 1	E: 24
EPISODE TWENTY THREE	CYBERGIRL	S: 1	E: 23
Barbara Clegg			
ENLIGHTENMENT (1-4)	DOCTOR WHO	S: 20	E: 5
Barbara Ellis Nance			
DELIVERY	BLADE	S: 1	E: 6
PROGENY	THRESHOLD	S: 1	E: 9
TURN OF THE SCREW	BLADE	S: 1	E: 8
Barbara S. Harper			
THE WOMAN'S GHOST STORY	TALES OF MYSTERY	S: 1	E: 7
Barbara Sapergia			
THE BLESSING	MYTHQUEST	S: 1	E: 12
Barney Slater			
ALL THAT GLITTERS	LOST IN SPACE	S: 1	E: 25
FOLLOW THE LEADER	LOST IN SPACE	S: 1	E: 28
PIRATES OF DEADMAN'S ISLAND	TIME TUNNEL,THE	S: 1	E: 23
ROCKET TO EARTH	LOST IN SPACE	S: 2	E: 21
THE CHALLENGE	LOST IN SPACE	S: 1	E: 21
THE CURSE OF COUSIN SMITH	LOST IN SPACE	S: 2	E: 10
THE DEADLY GAMES OF GAMMA 6	LOST IN SPACE	S: 2	E: 8
THE FLAMING PLANET	LOST IN SPACE	S: 3	E: 22
THE FORBIDDEN WORLD	LOST IN SPACE	S: 2	E: 4
THE GALAXY GIFT	LOST IN SPACE	S: 2	E: 30
THE GOLDEN MAN	LOST IN SPACE	S: 2	E: 15
THE JUNKYARD OF SPACE	LOST IN SPACE	S: 3	E: 24
THE KEEPER (1-2)	LOST IN SPACE	S: 1	E: 16
THE MECHANICAL MAN	LOST IN SPACE	S: 2	E: 28
THE PRISONERS OF SPACE	LOST IN SPACE	S: 2	E: 6
THE SPACE TRADER	LOST IN SPACE	S: 1	E: 22
THE WAR OF THE ROBOTS	LOST IN SPACE	S: 1	E: 19
THE WRECK OF THE ROBOT	LOST IN SPACE	S: 2	E: 13
TRIP THROUGH THE ROBOT	LOST IN SPACE	S: 2	E: 26
WISH UPON ON A STAR	LOST IN SPACE	S: 1	E: 11
Barney Slater, Herman Groves			
THE SKY IS FALLING	LOST IN SPACE	S: 1	E: 10
Barney Slater, Robert Hamner			
ANTI-MATTERMAN	LOST IN SPACE	S: 3	E: 15
Barry E. Blitzer			
THE PAKU WHO CAME FOR DINNER	LAND OF THE LOST (1974)	S: 1	E: 10
Barry Friedman, Phil Walsh			
EDGAR ALLEN POE	A.J. 'S TIME TRAVELLERS	S: 1	E: 12
EMPEROR CHIN	A.J. 'S TIME TRAVELLERS	S: 1	E: 13
GUTENBERG	A.J. 'S TIME TRAVELLERS	S: 1	E: 3
JACKIE ROBINSON	A.J. 'S TIME TRAVELLERS	S: 1	E: 10
Barry Friedman, Phil Walsh, Richard Albrecht, Casey Keller			
IMHOTEP	A.J. 'S TIME TRAVELLERS	S: 1	E: 1
Barry Julien			
N'SIPID	BIG WOLF ON CAMPUS	S: 3	E: 9
PLAY IT AGAIN, SAMURAI	BIG WOLF ON CAMPUS	S: 3	E: 11
VERY PALE RIDER	BIG WOLF ON CAMPUS	S: 3	E: 10
Barry Letts, Robert Sloman			
THE DAEMONS (1-5)	DOCTOR WHO	S: 8	E: 5
Barry M. Schkolnick			

Episode Title	Name of Programme	S:	E:
CONUNDRUM	STAR TREK: THE NEXT GENERATION	5	13
KILLER INSTINCT	TEKWAR	1	7
SECOND CITY	DRESDEN FILES, THE	1	12
WHAT'S LOVE GOT TO DO WITH IT?	PROFILER	3	21
Barry Oringer			
INQUISTION	INVADERS,THE (1967)	2	25
THE BELIEVERS	INVADERS,THE (1967)	2	13
THE SURGEON	PLANET OF THE APES	1	7
Barry Pearson, Jeff Copeland			
REFUGEE	DEEPWATER BLACK	1	12
Barry Pullman, Breen Frazier			
BLOOD BROTHER	ROSWELL	1	8
Barry Shipman			
S.O.S. ICE AGE	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	1	10
SOLAR SKY RAIDERS	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	1	9
THE HYDROGEN HURRICANE	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	1	8
Barry Simner			
PANDORA'S BOX	STARHUNTER (INC STARHUNTER 2300)	2	12
Barry Smith			
LAST TRAIN TO HELL AND BACK	VIRTUAL MURDER	1	2
Barry Trivers			
THE CONSCIENCE OF THE KING	STAR TREK	1	13
Bartholomew S. Spellman			
CODE OF SILENCE	AIRWOLF	4	8
Bary Blitzer			
THE HUSTLE	SMALL WONDER	2	5
Becky Hartman Edwards			
WATERSHED	INVASION	1	3
Beirne Lay, Jr.			
FROM ANOTHER WORLD	MEN INTO SPACE	1	29
Ben Aaronovitch			
BATTLEFIELD (1-4)	DOCTOR WHO	26	1
EPISODE EIGHTY	JUPITER MOON	1	80
EPISODE EIGHTY-ONE	JUPITER MOON	1	81
EPISODE NINETY-FIVE	JUPITER MOON	1	95
EPISODE ONE-HUNDRED-FORTY-EIGHT	JUPITER MOON	1	148
EPISODE ONE-HUNDRED-NINETEEN	JUPITER MOON	1	119
EPISODE ONE-HUNDRED-THIRTY-ONE	JUPITER MOON	1	131
EPISODE ONE-HUNDRED-THIRTY-TWO	JUPITER MOON	1	132
EPISODE ONE-HUNDRED-TWENTY	JUPITER MOON	1	120
EPISODE SEVENTY	JUPITER MOON	1	70
EPISODE SIXTY-NINE	JUPITER MOON	1	69
REMEMBRANCE OF THE DALEKS (1-4)	DOCTOR WHO	25	1
Ben Bova			
THE SEARCH	LAND OF THE LOST (1974)	1	11
Ben Browder			
GREEN EYED MONSTER	FARSCAPE	3	8
JOHN QUIXOTE	FARSCAPE	4	7
Ben Edlund			
"THE PILOT"	TICK, THE	1	1
JAYNESTOWN	FIREFLY	1	4
LIFE OF THE PARTY	ANGEL	5	5
SACRIFICE	ANGEL	4	20
THE TERROR	TICK, THE	1	9
TIME BOMB	ANGEL	5	19
Ben Edlund, Story: Ben Edlund, Joss Whedon			
SMILE TIME	ANGEL	5	14
Ben Gershman, Bill Freedman			
DANGER! HIGH VOLTAGE!	MY FAVOURITE MARTIAN	1	27
DOUBLE TROUBLE	MY FAVOURITE MARTIAN	2	9
DREAMING CAN MAKE IT SO	MY FAVOURITE MARTIAN	2	1
EL SENOR FROM MARS	MY FAVOURITE MARTIAN	2	36

Episode Title	Name of Programme		
GESUNHEIT, UNCLE MARTIN	MY FAVOURITE MARTIAN	S: 2	E: 17
HITCHHIKE TO MARS	MY FAVOURITE MARTIAN	S: 1	E: 21
MARTIN AND THE ETERNAL TRIANGLE	MY FAVOURITE MARTIAN	S: 1	E: 26
NOW YOU SEE IT, NOW YOU DON'T	MY FAVOURITE MARTIAN	S: 1	E: 19
THE CASE OF THE MISSING SLEUTH	MY FAVOURITE MARTIAN	S: 2	E: 15
THE DISATRO-NAUTS	MY FAVOURITE MARTIAN	S: 1	E: 34
Ben Masselink			
NO ESCAPE	INCREDIBLE HULK,THE	S: 2	E: 17
VULTURE OF THE ANDES	SIX MILLION DOLLAR MAN,THE	S: 4	E: 8
Ben Masselink, Stephen Kandel			
PARADISE BAY	IMMORTAL, THE	S: 1	E: 12
Ben Peter Freeman			
A NIGHT OF TERROR	ADVENTURES OF SUPERMAN,THE	S: 1	E: 6
DOUBLE TROUBLE	ADVENTURES OF SUPERMAN,THE	S: 1	E: 15
RIDDLE OF THE CHINESE JADE	ADVENTURES OF SUPERMAN,THE	S: 1	E: 20
THE EVIL THREE	ADVENTURES OF SUPERMAN,THE	S: 1	E: 19
THE STOLEN COSTUME	ADVENTURES OF SUPERMAN,THE	S: 1	E: 13
Ben Peter Freeman & Doris Gilbert			
THE MONKEY MYSTERY	ADVENTURES OF SUPERMAN,THE	S: 1	E: 5
Ben Queen			
WITHOUT A TRACER	CENTURY CITY	S: 1	E: 6
Ben Richardson			
DEAD MAN'S SWITCH	OUTER LIMITS,THE (1995)	S: 3	E: 13
Ben Schwartz, Howard Chaykin			
WHITE FIRE	VIPER (1996)	S: 1	E: 7
Ben Starr			
CLASS COMEDIENNE	SMALL WONDER	S: 2	E: 15
HEIR TODAY, GONE TOMMORROW	MY FAVOURITE MARTIAN	S: 3	E: 16
MORK RUNS DOWN	MORK AND MINDY	S: 1	E: 22
MY NEPHEW THE ARTIST	MY FAVOURITE MARTIAN	S: 1	E: 20
WHO AM I?	MY FAVOURITE MARTIAN	S: 1	E: 18
Ben Steed			
MOLOCH	BLAKES' 7	S: 3	E: 11
POWER	BLAKES' 7	S: 4	E: 2
THE HARVEST OF KAIROS	BLAKES' 7	S: 3	E: 5
Ben Ward			
YOU CAN CALL ME AL	M.I. HIGH	S: 2	E: 2
Benedict Freedman			
GONE BUT NOT FORGOTTEN	MY FAVOURITE MARTIAN	S: 2	E: 23
THE MEMORY PILL	MY FAVOURITE MARTIAN	S: 2	E: 2
Bennett Byron Sims			
A DREAM OF DRACULA	VIRTUAL MURDER	S: 1	E: 5
Bergen Williams			
PREDAZORD, AWAKEN (PART 3 OF 3)	POWER RANGERS WILD FORCE	S: 1	E: 12
SECRETS AND LIES	POWER RANGERS WILD FORCE	S: 1	E: 18
Berkeley Mather			
THE FRIGHTENERS	AVENGERS,THE	S: 1	E: 15
Bernard C. Schoenfeld			
FROM AGNES WITH LOVE	TWILIGHT ZONE,THE (1958)	S: 5	E: 20
Bernard M. Khan			
BIRDWOMAN OF THE SWAMPS	SUPERBOY	S: 1	E: 15
THE PHANTOM OF THE THIRD DIVERSION	SUPERBOY	S: 1	E: 22
Bernard Slade			
ALL THE NUDE THAT'S FIT TO PRINT	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 5
EVERYTHING YOU WANTED TO HIDE AND COULDN'T	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 2
HOW GREEN WAS LAS VEGAS	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 4
ONE OF OUR HENS IS MISSING	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 7
SALLY ON MY MIND	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 1
Berne Giler			
HOT LINE	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 7
THE JEWELS OF TOPANGO AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 14
THE VILLAGE OF GUILT	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 11

Episode Title	Name of Programme		
Berne Giler, David Giler THE LOW BLUE C AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 23
Bernie Ancheta BUSTED	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 9
Bernie Kahn DR. SHRINKER SHRINKS	DR. SHRINKER	S: 1	E: 6
Bernie Kahn, Lila Garrett A COUPLE OF SAD DADS	SECOND HUNDRED YEARS,THE	S: 1	E: 10
THE TREE-IN	SECOND HUNDRED YEARS,THE	S: 1	E: 17
Bernie Kukoff SUPER BAD FOXY LADY KILLER, OR, TY AND MORRIS GET THE SHAFT	HOMEBOYS IN OUTER SPACE	S: 1	E: 12
Berry Julien MIND OVER MERTON	BIG WOLF ON CAMPUS	S: 2	E: 10
Bethel Leslie, Gerry Day THE SPIDER LADY (2 PARTS)	ELECTRA WOMAN AND DYNAGIRL	S: 1	E: 7
Bev Doyle, Richard Kurti EPISODE 10	PRIMEVAL	S: 2	E: 4
EPISODE 4	PRIMEVAL	S: 1	E: 4
Beverly Archer I GOTTA BE ME	ALF	S: 4	E: 23
PROMISES,PROMISES	ALF	S: 3	E: 5
TORN BETWEEN TWO LOVERS	ALF	S: 3	E: 18
Beverly Bridges A HUNTING WE WILL GO	QUANTUM LEAP	S: 3	E: 18
PERMANENT WAVE	QUANTUM LEAP	S: 4	E: 5
RAPED	QUANTUM LEAP	S: 4	E: 6
THE PLAY'S THE THING	QUANTUM LEAP	S: 4	E: 11
Beverly Bridges, Cristy Dawson THE GREAT SPONTINI	QUANTUM LEAP	S: 3	E: 8
Bill Bigelow PLEASE PRESS ONE	SLIDERS	S: 5	E: 6
Bill Canterbury ILL OF THE FUTURE	PHIL OF THE FUTURE	S: 2	E: 19
THE GIGGLE	PHIL OF THE FUTURE	S: 2	E: 3
Bill Conway ASYLUM	FIRST WAVE	S: 3	E: 7
CHANGELING	SO WEIRD	S: 3	E: 12
REQUIEM	FIRST WAVE	S: 3	E: 17
UNEARTHED	FIRST WAVE	S: 3	E: 12
Bill Daley IN THE SPIRITS	SMALL WONDER	S: 3	E: 18
Bill Danch & Bill Ryan OMEGA	ARK II	S: 1	E: 5
Bill Dial ASYLUM	SLIDERS	S: 4	E: 10
CUSTER'S NEXT TO LAST STAND	LEGEND	S: 1	E: 4
PROPHETS AND LOSS	SLIDERS	S: 4	E: 2
REVELATIONS	SLIDERS	S: 4	E: 22
ROADS TAKEN	SLIDERS	S: 4	E: 21
THE ALTERNATE	STAR TREK: DEEP SPACE NINE	S: 2	E: 12
TO CATCH A SLIDER	SLIDERS	S: 5	E: 15
TRIBUNAL	STAR TREK: DEEP SPACE NINE	S: 2	E: 24
Bill Dial, Jeri Taylor EYE OF THE NEEDLE	STAR TREK: VOYAGER	S: 1	E: 6
Bill Dial, Marcus Miller APOCALYPSE MAYBE	TEAM KNIGHT RIDER	S: 1	E: 20
Bill Dial, Michael Piller BIRTH OF A LEGEND (1-2)	LEGEND	S: 1	E: 1
MR. PRATT GOES TO SHERIDAN	LEGEND	S: 1	E: 2
Bill Finger & Charles Sinclair THE CLOCK KING'S CRAZY CRIMES	BATMAN (1966)	S: 2	E: 11

Science Fiction Writers

Episode Title	Name of Programme		
THE KING GETS CROWNED	BATMAN (1966)	S: 2	E: 12
Bill Fleming			
K-TOWN	LEXX: THE DARK ZONE STORIES	S: 3	E: 6
Bill Freedman, Ben Gershman			
THE RAINMAKERS	IT'S ABOUT TIME	S: 1	E: 5
Bill Froehlich			
SARCOPHAGUS	OUTER LIMITS,THE (1995)	S: 4	E: 19
THE SENTINEL BY BLAIR SANDBURG	SENTINEL, THE	S: 4	E: 8
Bill Hedley			
MODEL SPY	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 14
Bill Kelsay			
LORELEI BROWN VS EVERYBODY	MY FAVOURITE MARTIAN	S: 3	E: 13
ONCE UPON A MARTIAN MOTHER'S DAY	MY FAVOURITE MARTIAN	S: 2	E: 28
TIM AND TIM AGAIN	MY FAVOURITE MARTIAN	S: 3	E: 12
VIRUS M FOR MARTIN	MY FAVOURITE MARTIAN	S: 3	E: 25
Bill Kenny, Michael Lato			
HONEY, THE FUTURE'S COMING BACK TO ME	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 13
Bill Lyons			
GAMES	BLAKES' 7	S: 4	E: 8
Bill Macllwraith			
PETERSHIN AND MR SNIDE	TALES OF MYSTERY	S: 3	E: 7
THE CRITICAL MOMENT	R3	S: 1	E: 10
THE EMPTY SLEEVE	TALES OF MYSTERY	S: 1	E: 5
THE FORUM	R3	S: 1	E: 7
THE LODGER	TALES OF MYSTERY	S: 3	E: 8
THE SHORT CUT	R3	S: 1	E: 6
Bill Macllwraith, Donald Bull			
THE ANGEL	R3	S: 1	E: 11
Bill Martin, Mike Schiff			
DICK FOR TAT	THIRD ROCK FROM THE SUN	S: 5	E: 2
DICK IS FROM MARS, SALLY IS FROM VENUS	THIRD ROCK FROM THE SUN	S: 1	E: 2
DICK, SMOKER	THIRD ROCK FROM THE SUN	S: 1	E: 5
DICK'S BIG GIANT HEADACHE (A 2 PART STORY)	THIRD ROCK FROM THE SUN	S: 4	E: 23
JOLLY OLD ST. DICK	THIRD ROCK FROM THE SUN	S: 2	E: 11
SEE DICK CONTINUE TO RUN (2 PARTS)	THIRD ROCK FROM THE SUN	S: 2	E: 1
SEE DICK RUN	THIRD ROCK FROM THE SUN	S: 1	E: 20
SHALL WE DICK	THIRD ROCK FROM THE SUN	S: 5	E: 17
THE HOUSE THAT DICK BUILT	THIRD ROCK FROM THE SUN	S: 4	E: 15
TRICKY DICKY	THIRD ROCK FROM THE SUN	S: 3	E: 2
WHAT'S LOVE GOT TO DO, GO TO DO WITH DICK	THIRD ROCK FROM THE SUN	S: 4	E: 5
Bill Martin, Mike Schiff, Bob Kushell			
A NIGHTMARE IN DICK STREET (2 PART STORY)	THIRD ROCK FROM THE SUN	S: 2	E: 24
Bill Martin, Mike Schiff, Christine Zander			
36! 24! 36! DICK (A 2 PART STORY)	THIRD ROCK FROM THE SUN	S: 3	E: 13
Bill Mumy, Peter David			
A DAY IN THE LIFE	SPACE CASES	S: 1	E: 3
BOTH SIDES KNOW	SPACE CASES	S: 2	E: 8
KING OF THE HIL	SPACE CASES	S: 2	E: 4
NEW PLACES, NEW FACES	SPACE CASES	S: 2	E: 1
NOWHERE MAN	SPACE CASES	S: 1	E: 6
RUNAWAY	SPACE CASES	S: 2	E: 10
Bill Nuss			
HALLOWEEN KNIGHT	KNIGHT RIDER	S: 3	E: 4
Bill S. Ballinger			
FIREFALL (aka THE DOPPELGANGER)	KOLCHAK: THE NIGHT STALKER	S: 1	E: 6
Bill S. Ballinger, David Chase			
PRIMAL SCREAM (aka THE HUMANIDS)	KOLCHAK: THE NIGHT STALKER	S: 1	E: 13
Bill Strutton			
AGAINST THE STREAM	R3	S: 1	E: 2
ON THE SPIKE	R3	S: 1	E: 3
THE WEB PLANET (1-6)	DOCTOR WHO	S: 2	E: 5
TOY TRAP	AVENGERS,THE	S: 1	E: 19

Episode Title	Name of Programme		
Bill Svanoe, and Wilton Denmark Story by Bill Svanoe			
STRANGER IN BROKEN FORK	SIX MILLION DOLLAR MAN,THE	S: 2	E: 19
Bill Svanoe, Story by Katey Barrett			
THE PIONEERS	SIX MILLION DOLLAR MAN,THE	S: 2	E: 2
Bill Taub			
AWAKENING	DEEPWATER BLACK	S: 1	E: 1
INFESTATION	DEEPWATER BLACK	S: 1	E: 5
THE GREAT WALDO SHEPHERD	POWERS OF MATTHEW STARR, THE	S: 1	E: 20
Bill Taylor			
SPACED OUT	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 14
UNCHAINED WOMEN	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 7
Blanche Hanalis			
006 3/4	MY FAVOURITE MARTIAN	S: 2	E: 30
AVENUE 'C' MOB	MY FAVOURITE MARTIAN	S: 3	E: 11
BUTTERBALL	MY FAVOURITE MARTIAN	S: 3	E: 21
GIRL IN THE FLYING MACHINE	MY FAVOURITE MARTIAN	S: 3	E: 9
IF YOU CAN'T LICK THEM	MY FAVOURITE MARTIAN	S: 1	E: 28
MARTIAN REPORT #1	MY FAVOURITE MARTIAN	S: 2	E: 18
NOTHING BUT THE TRUTH	MY FAVOURITE MARTIAN	S: 2	E: 4
WE LOVE YOU, MISS PRINGLE	MY FAVOURITE MARTIAN	S: 2	E: 26
Bob & Howard Bendetson			
GOING OUT OF MY HEAD OVER YOU	ALF	S: 1	E: 19
LOOKING FOR LUCKY	ALF	S: 1	E: 3
MOTHER AND CHILD REUNION	ALF	S: 1	E: 13
ON THE ROAD AGAIN	ALF	S: 1	E: 11
Bob Allen			
DREW AND FLABBER'S LEE THAN FABULOUS ADVENTURE	BIG BAD BEETLEBORGS	S: 1	E: 11
FANGS OVER CHARTERVILLE	BIG BAD BEETLEBORGS	S: 1	E: 24
THE GOOD, THE BAD, AND THE SCARY	BIG BAD BEETLEBORGS	S: 1	E: 43
TOTALLY SLAMMIN' SECTOR CYCLES	BEETLEBORGS METALLIX	S: 1	E: 5
Bob Baker			
NIGHTMARE OF EDEN (1-4)	DOCTOR WHO	S: 17	E: 4
ROBIN	INTO THE LABYRINTH	S: 1	E: 3
ROTHGO	INTO THE LABYRINTH	S: 1	E: 1
THE CALLING	INTO THE LABYRINTH	S: 2	E: 1
Bob Baker, Dave Martin			
THE ARMAGEDDON FACTOR (1-6)	DOCTOR WHO	S: 16	E: 6
THE CLAWS OF AXOS (1-4)	DOCTOR WHO	S: 8	E: 3
THE HAND OF FEAR (1-4)	DOCTOR WHO	S: 14	E: 2
THE INVISIBLE ENEMY (1-4)	DOCTOR WHO	S: 15	E: 2
THE MUTANTS (1-6)	DOCTOR WHO	S: 9	E: 4
THE SONTARAN EXPERIMENT (1-2)	DOCTOR WHO	S: 12	E: 3
THE THREE DOCTORS (1-4)	DOCTOR WHO	S: 10	E: 1
UNDERWORLD (1-4)	DOCTOR WHO	S: 15	E: 5
Bob Bendetson			
LOOKIN' THROUGH THE WINDOW	ALF	S: 1	E: 20
NIGHT TRAIN	ALF	S: 2	E: 9
Bob Brush			
CHRISTMAS	EARLY EDITION	S: 1	E: 11
FAITH	EARLY EDITION	S: 1	E: 19
HALLOWEEN	EARLY EDITION	S: 3	E: 6
HOOPS	EARLY EDITION	S: 1	E: 6
THE WALL (1-2)	EARLY EDITION	S: 1	E: 14
Bob Brush, Alex Taub			
BABY	EARLY EDITION	S: 1	E: 3
Bob Brush, Ian Abrams			
PILOT	EARLY EDITION	S: 1	E: 1
Bob Brush, John Romano			
THE CHOICE	EARLY EDITION	S: 1	E: 2
THE PAPER	EARLY EDITION	S: 1	E: 4
Bob Carney			
WHERE EVIL DWELLS	MUTANT X	S: 3	E: 4

Bob Duncan, Wanda Duncan

Science Fiction Writers

Episode Title	Name of Programme		
COLLECTOR'S ITEM	LAND OF THE GIANTS	S: 2	E: 7
DEVIL'S ISLAND	TIME TUNNEL,THE	S: 1	E: 9
IDOL OF DEATH	TIME TUNNEL,THE	S: 1	E: 21
INVASION	TIME TUNNEL,THE	S: 1	E: 15
KILL TWO BY TWO	TIME TUNNEL,THE	S: 1	E: 17
PANIC	LAND OF THE GIANTS	S: 2	E: 19
RAIDERS FROM OUTER SPACE	TIME TUNNEL,THE	S: 1	E: 29
REVOLT OF THE ANDROIDS	LOST IN SPACE	S: 2	E: 24
SEVEN LITTLE INDIANS	LAND OF THE GIANTS	S: 1	E: 19
THE ALAMO	TIME TUNNEL,THE	S: 1	E: 13
THE ANDROID MACHINE	LOST IN SPACE	S: 2	E: 7
THE DEATH MERCHANT	TIME TUNNEL,THE	S: 1	E: 25
THE LAST PATROL	TIME TUNNEL,THE	S: 1	E: 5
THE TIME MERCHANT	LOST IN SPACE	S: 3	E: 18
THE TOYMAKER	LOST IN SPACE	S: 2	E: 18
VISITORS FROM BEYOND THE STARS	TIME TUNNEL,THE	S: 1	E: 18
Bob Kellett			
THE LAST ENEMY	SPACE: 1999	S: 1	E: 24
Bob Kesten			
MAY-DAY, MAY-DAY!	SECRET SERVICE,THE	S: 1	E: 12
Bob Kushell			
ART OF DICK	THIRD ROCK FROM THE SUN	S: 1	E: 11
DICK AND TUCK	THIRD ROCK FROM THE SUN	S: 5	E: 5
DICK BEHAVES BADLY	THIRD ROCK FROM THE SUN	S: 2	E: 19
FATHER KNOWS DICK	THIRD ROCK FROM THE SUN	S: 1	E: 19
FEELIN' ALBRIGHT	THIRD ROCK FROM THE SUN	S: 4	E: 3
HOTEL DICK	THIRD ROCK FROM THE SUN	S: 2	E: 2
INDECENT DICK	THIRD ROCK FROM THE SUN	S: 4	E: 8
PICKLES AND ICE SCREAM	THIRD ROCK FROM THE SUN	S: 3	E: 14
Bob Kushell, Christine Zander			
AB-DICK-TED	THIRD ROCK FROM THE SUN	S: 1	E: 10
GOBBLE, GOBBLE, DICK, DICK	THIRD ROCK FROM THE SUN	S: 2	E: 9
Bob Kushell, Gregg Mettler			
PORTRAIT OF TOMMY AS AN OLD MAN	THIRD ROCK FROM THE SUN	S: 3	E: 16
RUTHERFORD BEAUTY	THIRD ROCK FROM THE SUN	S: 5	E: 13
Bob Lowry			
CRISIS	PROFILER	S: 1	E: 16
DIE BEAUTIFUL	PROFILER	S: 2	E: 18
DOPPELGANGER	PROFILER	S: 1	E: 11
DYING TO LIVE	PROFILER	S: 2	E: 10
MODUS OPERANDI	PROFILER	S: 1	E: 6
Bob Mitchell, Esther Mitchell			
DOUBLE-CROSS	LAND OF THE GIANTS	S: 1	E: 10
GENIUS AT WORK	LAND OF THE GIANTS	S: 1	E: 21
RESCUE	LAND OF THE GIANTS	S: 1	E: 23
RETURN OF INIDU	LAND OF THE GIANTS	S: 1	E: 22
SABOTAGE	LAND OF THE GIANTS	S: 1	E: 24
THE CREED	LAND OF THE GIANTS	S: 1	E: 9
THE LOST ONES	LAND OF THE GIANTS	S: 1	E: 13
THE NIGHT OF THROMBELDINAR	LAND OF THE GIANTS	S: 1	E: 18
THE SECRET CITY OF LIMBO	LAND OF THE GIANTS	S: 2	E: 18
THE SHELL GAME	LAND OF THE GIANTS	S: 1	E: 25
THE UNSUSPECTED	LAND OF THE GIANTS	S: 2	E: 5
Bob Swanson			
UP, UP AND AWAY	SALVAGE 1	S: 1	E: 10
Bob Underwood			
MEMORIES	TWILIGHT ZONE,THE (1985)	S: 3	E: 6
Bob Wilcox			
LEGEND ON HIS PRESIDENT'S SECRET SERVICE	LEGEND	S: 1	E: 3
Bonnie Turner, Kenny Turner			
ROMEO & JULIET & DICK	THIRD ROCK FROM THE SUN	S: 2	E: 14
Bonnie Turner, Terry Turner			
ALIEN HUNTER	THIRD ROCK FROM THE SUN	S: 4	E: 20

Episode Title	Name of Programme		
BODY AND SOUL AND DICK	THIRD ROCK FROM THE SUN	S: 1	E: 8
BRAINS AND EGGS	THIRD ROCK FROM THE SUN	S: 1	E: 1
TOM, DICK AND MARY	THIRD ROCK FROM THE SUN	S: 3	E: 8
TRUTH OR DICK	THIRD ROCK FROM THE SUN	S: 1	E: 9
Boris Sobelman			
THE DRUBLEGRATZ AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 19
THE MONTORI DEVICE AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 5
THE RETURN OF THE ARCHONS	STAR TREK	S: 1	E: 21
Brad Abraham, Joseph O'Brien			
Crash and Burn	ROBOCOP: PRIME DIRECTIVES	S: 1	E: 4
Dark Justice	ROBOCOP: PRIME DIRECTIVES	S: 1	E: 1
Meltdown	ROBOCOP: PRIME DIRECTIVES	S: 1	E: 2
Resurrection	ROBOCOP: PRIME DIRECTIVES	S: 1	E: 3
Brad Bird			
FAMILY DOG	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 16
THE MAIN ATTRACTION	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 2
Brad Buckner, Eugenie Ross-Leming			
BATTLEGROUND EARTH (PART 2)	LOIS AND CLARK	S: 4	E: 2
DEAD LOIS WALKING (PART 2)	LOIS AND CLARK	S: 4	E: 7
JUST SAY NOAH	LOIS AND CLARK	S: 3	E: 5
THE FAMILY HOUR	LOIS AND CLARK	S: 4	E: 22
Brad Falchuck			
ATAVUS HIGH	EARTH: FINAL CONFLICT	S: 5	E: 12
DARK MATTER	EARTH: FINAL CONFLICT	S: 4	E: 13
Brad Falchuk			
THE MEANING OF DEATH	MUTANT X	S: 1	E: 6
Brad Kern			
FASTER THAN A SPEEDING VIXEN (PART 1 OF 3)	LOIS AND CLARK	S: 4	E: 17
SOUL MATES	LOIS AND CLARK	S: 4	E: 3
STOP THE PRESSES	LOIS AND CLARK	S: 4	E: 10
TOY STORY	LOIS AND CLARK	S: 4	E: 21
Brad Kern & John McNamara (w), Carlton Cuse (s)			
AKA KANSAS	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 15
Brad Kern & John Wirth			
DEEP IN THE HEART OF DIXIE	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 11
WILD CARD	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 23
Brad Markowitz			
BLACK BOX	OUTER LIMITS,THE (1995)	S: 4	E: 25
CRIMINAL NATURE	OUTER LIMITS,THE (1995)	S: 4	E: 1
MR. DONAVAN'S NEIGHBORHOOD	SEVEN DAYS	S: 2	E: 20
OUT OF THE PAST	SENTINEL, THE	S: 2	E: 2
PROMISED LAND	OUTER LIMITS,THE (1995)	S: 4	E: 21
SHADES OF GREY	DARK SKIES	S: 1	E: 14
SISTER'S KEEPER	SEVEN DAYS	S: 2	E: 6
STRANGERS IN THE NIGHT	DARK SKIES	S: 1	E: 18
THE ENEMY WITHIN	DARK SKIES	S: 1	E: 11
Brad Markowitz, Brent V. Friedman			
DARK DAYS NIGHT	DARK SKIES	S: 1	E: 4
Brad Markowitz, Tom Ropelewski			
WALK AWAY	SEVEN DAYS	S: 2	E: 6
Brad Marxowitz & Edward Tivnan			
CLOSING TIME	CROW: STAIRWAY TO HEAVEN, THE	S: 1	E: 18
Brad Radnitz			
FLIGHT TO NOWHERE	SEARCH (aka SEARCH CONTROL)	S: 1	E: 11
Brad Wright			
1969	STARGATE SG1	S: 2	E: 20
2001	STARGATE SG1	S: 5	E: 10
2010	STARGATE SG1	S: 4	E: 16
ABYSS	STARGATE SG1	S: 6	E: 6
BEACH HEAD	STARGATE SG1	S: 9	E: 6
BLOOD BROTHERS	OUTER LIMITS,THE (1995)	S: 1	E: 3
FIRST AND WATER	STARGATE SG1	S: 1	E: 12
INCONSTANT MOON	OUTER LIMITS,THE (1995)	S: 2	E: 12

Episode Title	Name of Programme		
INTO THE FIRE (PART 2 OF 2)	STARGATE SG1	S: 3	E: 1
LIFEBOAT	STARGATE SG1	S: 7	E: 6
POLITICS	STARGATE SG1	S: 1	E: 20
QUALITY OF MERCY	OUTER LIMITS,THE (1995)	S: 1	E: 13
REVELATION OF BECCA PAULSON	OUTER LIMITS,THE (1995)	S: 3	E: 15
SERPENTS LAIR	STARGATE SG1	S: 2	E: 1
SOLITUDES	STARGATE SG1	S: 1	E: 17
THE CAMP	OUTER LIMITS,THE (1995)	S: 3	E: 7
THE CONVERSION	OUTER LIMITS,THE (1995)	S: 1	E: 12
THE ENEMY WITHIN	STARGATE SG1	S: 1	E: 2
THE LIGHT BRIGADE	OUTER LIMITS,THE (1995)	S: 2	E: 18
THE MESSAGE	OUTER LIMITS,THE (1995)	S: 1	E: 17
THE OTHER SIDE	STARGATE SG1	S: 4	E: 2
THE PEGASUS PROJECT	STARGATE SG1	S: 10	E: 3
THIRTY-EIGHT MINUTES	STARGATE: ATLANTIS	S: 1	E: 4
THRESHOLD (PART 3 OF 3)	STARGATE SG1	S: 5	E: 2
TO TELL THE TRUTH	OUTER LIMITS,THE (1995)	S: 4	E: 14
TRAIL BY FIRE	OUTER LIMITS,THE (1995)	S: 2	E: 9
UNNATURAL SELECTION (PART 2 OF 2)	STARGATE SG1	S: 6	E: 12
VACCINE	OUTER LIMITS,THE (1995)	S: 4	E: 11
VOICE OF REASON	OUTER LIMITS,THE (1995)	S: 1	E: 21
Brad Wright & Carl Binder			
AURORA	STARGATE: ATLANTIS	S: 2	E: 9
Brad Wright & Joe Flanigan			
EPIPHANY	STARGATE: ATLANTIS	S: 2	E: 12
Brad Wright & Robert C. Cooper			
LOST CITY (PART 1 OF 2)	STARGATE SG1	S: 7	E: 21
LOST CITY (PART 2 OF 2)	STARGATE SG1	S: 7	E: 22
RISING (PART 1 OF 2)	STARGATE: ATLANTIS	S: 1	E: 1
RISING (PART 2 OF 2)	STARGATE: ATLANTIS	S: 1	E: 2
Brad Wright, Robert C. Cooper, Joseph Mallozzi, Paul Mullie, Damia			
200	STARGATE SG1	S: 10	E: 6
Bradley Kesden & Skip Shepherd			
SEA MONKEY OF LOVE	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 5
SWAMPTHINGAMAJIG	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 3
TEACHERS PESTS	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 11
Bradley Moore			
WITNESS	LOIS AND CLARK	S: 1	E: 13
Bradley Thompson, David Weddle			
ACT OF CONTRITION	BATTLESTAR GALACTICA (2004)	S: 1	E: 4
BUSINESS AS USUAL	STAR TREK: DEEP SPACE NINE	S: 5	E: 18
EXODUS (PART 1 OF 2)	BATTLESTAR GALACTICA (2004)	S: 3	E: 3
EXTREME MEASURES (PART 7 OF 10)	STAR TREK: DEEP SPACE NINE	S: 7	E: 23
HARSH MISTRESS	TWILIGHT ZONE, THE (2002)	S: 1	E: 13
INQUISTION	STAR TREK: DEEP SPACE NINE	S: 6	E: 18
PRODIGAL DAUGHTER	STAR TREK: DEEP SPACE NINE	S: 7	E: 11
SONS OF DAUGHTERS (PART 3 OF 6)	STAR TREK: DEEP SPACE NINE	S: 6	E: 3
TIME'S ORPHAN	STAR TREK: DEEP SPACE NINE	S: 6	E: 24
VALLEY OF DARKNESS	BATTLESTAR GALACTICA (2004)	S: 2	E: 2
Bragi Schut			
THE CROSSING	THRESHOLD	S: 1	E: 10
TREES MADE OF GLASS (PART 1 OF 2)	THRESHOLD	S: 1	E: 1
Brain Clemens			
THE TERRIBLY HAPPY EMBALMERS	ADAM ADAMENT LIVES!	S: 1	E: 6
Brain Finch			
DUST TO DUST	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 12
ROCKETS OF THE DEAD	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 3
Brannon Braga			
BIRTHRIGHT (1-2)	STAR TREK: THE NEXT GENERATION	S: 6	E: 15
CATHEXIS	STAR TREK: VOYAGER	S: 1	E: 12
CAUSE AND EFFECT	STAR TREK: THE NEXT GENERATION	S: 5	E: 17
COLD FIRE	STAR TREK: VOYAGER	S: 2	E: 10
DEADLOCK	STAR TREK: VOYAGER	S: 2	E: 21
EMANATIONS	STAR TREK: VOYAGER	S: 1	E: 8

Science Fiction Writers

Episode Title	Name of Programme		
FLASHBACK	STAR TREK: VOYAGER	S: 3	E: 2
FRAME OF MIND	STAR TREK: THE NEXT GENERATION	S: 6	E: 19
GENESIS	STAR TREK: THE NEXT GENERATION	S: 7	E: 18
IDENTITY CRISIS	STAR TREK: THE NEXT GENERATION	S: 4	E: 18
MACROCOSM	STAR TREK: VOYAGER	S: 3	E: 11
NON SEQUITUR	STAR TREK: VOYAGER	S: 2	E: 5
PARALLAX	STAR TREK: VOYAGER	S: 1	E: 2
PARALLELS	STAR TREK: THE NEXT GENERATION	S: 7	E: 10
PHANTASMS	STAR TREK: THE NEXT GENERATION	S: 7	E: 5
PREY	STAR TREK: VOYAGER	S: 4	E: 15
PROJECTIONS	STAR TREK: VOYAGER	S: 2	E: 3
REALM OF FEAR	STAR TREK: THE NEXT GENERATION	S: 6	E: 2
RISE	STAR TREK: VOYAGER	S: 3	E: 18
SUB ROSA	STAR TREK: THE NEXT GENERATION	S: 7	E: 13
THE DARKLING	STAR TREK: VOYAGER	S: 3	E: 17
THE GAME	STAR TREK: THE NEXT GENERATION	S: 5	E: 6
THRESHOLD	STAR TREK: VOYAGER	S: 2	E: 15
TIMESCAPE	STAR TREK: THE NEXT GENERATION	S: 6	E: 23
Brannon Braga, Andre Bormanis			
HUMAN ERROR	STAR TREK: VOYAGER	S: 7	E: 18
Brannon Braga, Dan O'Shannon			
THE BURNING	THRESHOLD	S: 1	E: 4
Brannon Braga, David S. Goyer			
TREES MADE OF GLASS (PART 2 OF 2)	THRESHOLD	S: 1	E: 2
Brannon Braga, Joe Menosky			
11:59	STAR TREK: VOYAGER	S: 5	E: 22
DARK FRONTIER (90 MINS)	STAR TREK: VOYAGER	S: 5	E: 15
DISTANT ORIGIN	STAR TREK: VOYAGER	S: 3	E: 22
DRAGONS TEETH	STAR TREK: VOYAGER	S: 6	E: 7
EQUINOX II	STAR TREK: VOYAGER	S: 6	E: 1
FUTURE'S END (1-2I)	STAR TREK: VOYAGER	S: 3	E: 8
HOPE AND FEAR	STAR TREK: VOYAGER	S: 4	E: 24
NIGHT	STAR TREK: VOYAGER	S: 5	E: 1
RELATIVITY	STAR TREK: VOYAGER	S: 5	E: 23
SCORPION (PART 1)	STAR TREK: VOYAGER	S: 3	E: 25
SCORPION (PART 2)	STAR TREK: VOYAGER	S: 4	E: 1
THE KILLING GAME (1-2)	STAR TREK: VOYAGER	S: 4	E: 17
THE YEAR OF HELL (1-2)	STAR TREK: VOYAGER	S: 4	E: 8
UNIMATRIX ZERO PART 1	STAR TREK: VOYAGER	S: 6	E: 26
UNIMATRIX ZERO PART 2	STAR TREK: VOYAGER	S: 7	E: 1
Brannon Braga, Rick Berman, Brent Spiner			
THESE ARE THE VOYAGES	ENTERPRISE	S: 4	E: 22
Brannon Braga, Ron Wilkerson			
SCHISMS	STAR TREK: THE NEXT GENERATION	S: 6	E: 5
Brannon Braga, Ronald D. Moore			
AQUIEL	STAR TREK: THE NEXT GENERATION	S: 6	E: 12
Breen Frazier			
TO SERVE AND PROTECT	ROSWELL	S: 2	E: 11
Brenda Blackmore			
THE DECOY	INVISIBLE MAN,THE (1958)	S: 2	E: 6
Brenda Blackmore, Leslie Arliss			
MAN IN DISGUISE	INVISIBLE MAN,THE (1958)	S: 2	E: 9
Brenda Lilly			
EYE OF THE STORM	SWAMP THING	S: 3	E: 23
FEAR ITSELF	SWAMP THING	S: 3	E: 5
HONEY, I'VE JOINED THE BIGTOP	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 4
Brent Fletcher, Elizabeth Craft			
SOUL PURPOSE	ANGEL	S: 5	E: 10
Brent Maddock, S.S. Wilson			
FLORA OR FAUNA	TREMORS	S: 1	E: 5
SHRIEK & DESTROY	TREMORS	S: 1	E: 13
Brent V. Friedman			
LAST RESORT	MERCY POINT	S: 1	E: 3

Episode Title	Name of Programme		
MR. MOTIVATION	TWILIGHT ZONE, THE (2002)	S: 1	E: 19
PERSISTENCE OF VISION	MERCY POINT	S: 1	E: 8
PLACEBO EFFECT	TWILIGHT ZONE, THE (2002)	S: 1	E: 35
WHITE RABBIT	DARK SKIES	S: 1	E: 13
Brent V. Friedman, Bryce Zabel			
MOVING TARGETS	DARK SKIES	S: 1	E: 2
THE WARREN OMISSION	DARK SKIES	S: 1	E: 12
Brent V. Friedman, Paul Shapiro			
POOL GUY	TWILIGHT ZONE, THE (2002)	S: 1	E: 9
Brett D. Born			
ALARMED AND DANGEROUS	POWER RANGERS TURBO	S: 1	E: 10
ANOTHER SONG AND DANCE	POWER RANGERS ZEO	S: 2	E: 23
CLASH OF THE MEGAZORDS (PART 2 OF 2)	POWER RANGERS TURBO	S: 2	E: 13
GAME OF HONOR	POWER RANGERS ZEO	S: 2	E: 6
RANGERS IN THE OUTFIELD	POWER RANGERS ZEO	S: 1	E: 5
SCENT OF THE WEASEL	POWER RANGERS ZEO	S: 2	E: 16
Brett Matthews			
HEART OF GOLD	FIREFLY	S: 1	E: 13
Brian Alan Lane			
ELEMENTARY, DEAR DATA	STAR TREK: THE NEXT GENERATION	S: 2	E: 3
TROJAN HORSE	BLUE THUNDER	S: 1	E: 5
Brian Clemens			
A TOUCH OF BRIMSTONE	AVENGERS,THE	S: 4	E: 21
AUTOKILL	CHAMPIONS,THE	S: 1	E: 30
BIZARRE	AVENGERS,THE	S: 7	E: 33
BRIEF FOR MURDER	AVENGERS,THE	S: 3	E: 1
BROUGHT TO BOOK	AVENGERS,THE	S: 1	E: 2
BUILD A BETTER MOUSE TRAP	AVENGERS,THE	S: 3	E: 21
DEATH AT BARGAIN PRICES	AVENGERS,THE	S: 4	E: 4
DON'T LOOK BEHIND YOU	AVENGERS,THE	S: 3	E: 12
DRESSED TO KILL	AVENGERS,THE	S: 3	E: 14
EPIC	AVENGERS,THE	S: 5	E: 11
HAPPENING	CHAMPIONS,THE	S: 1	E: 5
HONEY FOR THE PRINCE	AVENGERS,THE	S: 4	E: 26
HOW TO SUCCEED... AT MURDER	AVENGERS,THE	S: 4	E: 25
MURDERSVILLE	AVENGERS,THE	S: 6	E: 7
ONE FOR THE MORTUARY	AVENGERS,THE	S: 1	E: 13
PANDORA	AVENGERS,THE	S: 7	E: 31
REQUIEM	AVENGERS,THE	S: 7	E: 29
SPLIT!	AVENGERS,THE	S: 7	E: 5
THE CHARMERS	AVENGERS,THE	S: 3	E: 23
THE CORRECT WAY TO KILL	AVENGERS,THE	S: 5	E: 9
THE FORGET-ME-KNOT	AVENGERS,THE	S: 7	E: 1
THE HOUSE THAT JACK BUILT	AVENGERS,THE	S: 4	E: 23
THE JOKER	AVENGERS,THE	S: 5	E: 15
THE LIVING DEAD	AVENGERS,THE	S: 5	E: 7
THE MORNING AFTER	AVENGERS,THE	S: 7	E: 18
THE SUPERLATIVE SEVEN	AVENGERS,THE	S: 5	E: 12
THE TOWN OF NO RETURN	AVENGERS,THE	S: 4	E: 1
THEY KEEP KILLING STEED	AVENGERS,THE	S: 7	E: 13
WHAT THE BUTLER SAW	AVENGERS,THE	S: 4	E: 22
Brian Clemens (w), Alan Pattillo (s)			
THE BIRD WHO KNEW TOO MUCH	AVENGERS,THE	S: 5	E: 5
Brian Clemens, Ian Stuart Black			
SHADOW BOMB	INVISIBLE MAN,THE (1958)	S: 2	E: 12
Brian Finch, Roger Price			
THE MEDUSA STRAIN (1-4)	TOMORROW PEOPLE,THE (1973)	S: 1	E: 2
THE SLAVES OF JEDIKIAH (1-5)	TOMORROW PEOPLE,THE (1973)	S: 1	E: 1
THE VANISHING EARTH (1-4)	TOMORROW PEOPLE,THE (1973)	S: 1	E: 3
Brian Gewirtz, David Feeney			
APOCALYPSE SOON	BIG WOLF ON CAMPUS	S: 2	E: 5
Brian Hargrove, Jack Kenny			
SUSPECT	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 5

Episode Title	Name of Programme		
Brian Hayles			
1+1=1.5	OUT OF THE UNKNOWN	S: 3	E: 9
HAIR TRIGGER	DOOMWATCH	S: 3	E: 6
JOURNEY INTO DANGER	LEGEND OF DEATH	S: 1	E: 2
THE BLACK RETURN	LEGEND OF DEATH	S: 1	E: 4
THE CELESTIAL TOYMAKER (1-4)	DOCTOR WHO	S: 3	E: 7
THE CURSE OF PELADON (1-4)	DOCTOR WHO	S: 9	E: 2
THE DEATH SWITCH	LEGEND OF DEATH	S: 1	E: 5
THE GOLDEN INTRUDER	LEGEND OF DEATH	S: 1	E: 1
THE ICE WARRIORS (1-6)	DOCTOR WHO	S: 5	E: 3
THE IRON DOCTOR	DOOMWATCH	S: 2	E: 6
THE MONSTER OF PELADON (1-6)	DOCTOR WHO	S: 11	E: 4
THE MOVING MAZE	LEGEND OF DEATH	S: 1	E: 3
THE SEEDS OF DEATH (1-6)	DOCTOR WHO	S: 6	E: 5
THE SMUGGLERS (1-4)	DOCTOR WHO	S: 4	E: 1
Brian Hayles/Angus Hall			
DEATHDAY	OUT OF THE UNKNOWN	S: 4	E: 4
Brian Levant			
LIMITED ENGAGEMENT (PART 1 OF 2)	MORK AND MINDY	S: 4	E: 1
MINDY AND MORK	MORK AND MINDY	S: 3	E: 20
Brian McKay			
SCREAMING JAVELIN	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 13
Brian McKay, Dan Ullman			
THE MAN WHO MADE VOLCANOES	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 9
Brian Nelson			
A STICH IN TIME	EARTH: FINAL CONFLICT	S: 2	E: 3
BOB AND CAROL AND LOIS AND CLARK	LOIS AND CLARK	S: 4	E: 8
CARNIVAL	SO WEIRD	S: 3	E: 9
REDEMPTION	EARTH: FINAL CONFLICT	S: 2	E: 8
STRANGLING	SO WEIRD	S: 1	E: 8
THE TIES THAT BIND (aka ATAVUS)	EARTH: FINAL CONFLICT	S: 2	E: 2
Brian Peterson, Kelly Souders			
ACCELERATE	SMALLVILLE	S: 2	E: 21
BIZARRO	SMALLVILLE	S: 7	E: 1
BLANK	SMALLVILLE	S: 4	E: 19
EXPOSED	SMALLVILLE	S: 5	E: 6
GONE	SMALLVILLE	S: 4	E: 2
HYDRO	SMALLVILLE	S: 6	E: 10
NOCTURNE	SMALLVILLE	S: 2	E: 5
NOIR	SMALLVILLE	S: 6	E: 20
PRODIGAL	SMALLVILLE	S: 2	E: 15
PROMISE	SMALLVILLE	S: 6	E: 16
SKINWALKER	SMALLVILLE	S: 2	E: 10
VESSEL	SMALLVILLE	S: 5	E: 22
WRATH	SMALLVILLE	S: 7	E: 7
Brian Rehak			
WILDFIRE	INCREDIBLE HULK,THE	S: 2	E: 11
Brian Sheriff			
A FUNNY THING HAPPENED ON THE WAY TO THE STATION	AVENGERS,THE	S: 5	E: 13
Brian Taggert			
THE CONVERSION	V (1984)	S: 1	E: 10
THE SANCTION (AKA KLAUS-THE EXTERMINATOR)	V (1984)	S: 1	E: 5
Brian Taggert, Craig Buck			
V : THE FINAL BATTLE PART 3	V (1982)	S: 1	E: 5
Brian Taggert, Diane Frolov			
V: THE FINAL BATTLE PART 2	V (1982)	S: 1	E: 4
Brian Taggert, Peggy Goldman			
V : THE FINAL BATTLE PART 1	V (1982)	S: 1	E: 3
Bridget Carpenter			
THE LIST	BIONIC WOMAN (2007)	S: 1	E: 6
Bruce A. Taylor			
THE HOSTAGES	HOLMES AND YOYO	S: 1	E: 8

Bruce A. Taylor, Coleman Luck

Science Fiction Writers

Episode Title	Name of Programme	S:	E:
I AM WOMAN, HEAR ME ROAR (aka YOU'VE COME A LONG WAY,BABY)	OTHERWORLD	1	6
Bruce Belland, Roy M. Rogosin			
RACE FOR LIFE	KNIGHT RIDER	2	15
Bruce Cervi			
BATTLE OF THE SEXES	HARD TIME ON PLANET EARTH	1	5
PRIMER	OUTLAWS	1	3
Bruce Cervi, Nicholas Corea			
ALL THAT YOU CAN BE	HARD TIME ON PLANET EARTH	1	4
Bruce D. Arthurs, Joe Menosky			
CLUES	STAR TREK: THE NEXT GENERATION	4	14
Bruce David			
FEVER	ALF	4	12
Bruce Elliot, Earl Markham			
AKIM THE TERRIBLE	FLASH GORDON (1954)	1	5
DEADLINE AT NOON	FLASH GORDON (1954)	2	13
SABOTEURS FROM SPACE	FLASH GORDON (1954)	2	1
THE FORBIDDEN EXPERIMENT	FLASH GORDON (1954)	2	2
THE LURE OF LIGHT	FLASH GORDON (1954)	1	17
Bruce Howard			
BARNEY BEGONIA	FAR OUT SPACE NUTS	1	13
THE INITIATION	IT'S ABOUT TIME	1	3
Bruce Howard, Bud Nye			
THREE TO MAKE READY	MY FAVOURITE MARTIAN	2	3
Bruce Kalish			
AT ALL COSTS	POWER RANGERS OPERATION OVERDRIVE	1	7
BEGINNINGS (PART 1 OF 2)	POWER RANGERS S.P.D	1	1
BROKEN SPELL (PART 1 OF 2)	POWER RANGERS MYSTRIC FORCE	1	1
BROKEN SPELL (PART 2 OF 2)	POWER RANGERS MYSTRIC FORCE	1	2
CROWN AND PUNISHMENT	POWER RANGERS OPERATION OVERDRIVE	1	32
DANCES WITH MOOSE	JOURNEY OF ALLEN STRANGE, THE	2	15
DARK WISH (PART 2 OF 3)	POWER RANGERS MYSTRIC FORCE	1	19
ENDINGS (PART 2 OF 2)	POWER RANGERS S.P.D	1	38
ISN'T IT LAVY-LY	POWER RANGERS DINOTHUNDER	1	29
KICK INTO OVERDRIVE (PART 1 OF 2)	POWER RANGERS OPERATION OVERDRIVE	1	1
LOVE AND GUNS	SENTINEL, THE	1	8
MESSENGER (PART 1 OF 2)	POWER RANGERS S.P.D	1	21
MISSING	POWER RANGERS S.P.D	1	30
MYSTIC FATE (PART 2 OF 2)	POWER RANGERS MYSTRIC FORCE	1	33
ONE FINE DAY	POWER RANGERS OPERATION OVERDRIVE	1	22
ONE GETS AWAY	POWER RANGERS OPERATION OVERDRIVE	1	19
PERSPECTIVE	POWER RANGERS S.P.D	1	20
RESURRECTION	POWER RANGERS S.P.D	1	36
ROBOTPALOOZA	POWER RANGERS S.P.D	1	28
SAM (PART 1 OF 2)	POWER RANGERS S.P.D	1	7
SCAREDY CAT	POWER RANGERS MYSTRIC FORCE	1	13
SHADOW (PART 1 OF 2)	POWER RANGERS S.P.D	1	11
SHADOW (PART 2 OF 2)	POWER RANGERS S.P.D	1	12
STRANGER WITHIN (PART 1 OF 2)	POWER RANGERS MYSTRIC FORCE	1	8
STRANGER WITHIN (PART 2 OF 2)	POWER RANGERS MYSTRIC FORCE	1	9
THE LIGHT	POWER RANGERS MYSTRIC FORCE	1	24
THE RETURN	POWER RANGERS MYSTRIC FORCE	1	30
VOW OF SILENCE	SENTINEL, THE	1	10
WORMHOLE	POWER RANGERS S.P.D	1	35
Bruce Kalish, Jeff Biederman			
SHRINK (PART 1 OF 2)	BLACK HOLE HIGH	1	13
Bruce Kalish, Philip John Taylor			
DR. MORKENSTIEN	MORK AND MINDY	2	4
ESCAPE FROM LOS SANTOS	INCREDIBLE HULK,THE	2	10
HOLD THAT WORK	MORK AND MINDY	2	11
LITTLE ORPHAN MORKIE	MORK AND MINDY	2	20
Bruce Kane			
GOODBYE POLUMBUS	QUARK	1	5
LITTLE MISS SHOPPING MALL	SMALL WONDER	2	16

Science Fiction Writers

Episode Title	Name of Programme		
THE OLD AND THE BEAUTIFUL	QUARK	S: 1	E: 3
Bruce Kane, Warren S. Murray			
MY ROBOT FAMILY	SMALL WONDER	S: 2	E: 7
Bruce Kirschbaum			
THE 21-INCH OF SUN	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 15
Bruce Lacey			
THE OTHER SIDE	OUTER LIMITS,THE (1995)	S: 5	E: 5
Bruce Lansbury			
MIRADOR'S BRAIN	SWAMP THING	S: 3	E: 9
Bruce M. Smith			
FALLING MAN	HUNGER, THE	S: 2	E: 21
LIGHTHOUSE	HUNGER, THE	S: 1	E: 17
REPLACEMENTS	HUNGER, THE	S: 2	E: 12
SANCTUARY	HUNGER, THE	S: 2	E: 1
SKIN DEEP	HUNGER, THE	S: 2	E: 2
THE RIVER OF NIGHT'S DREAMING (aka MURDER BRIDES)	HUNGER, THE	S: 1	E: 16
THE SLOAN MAN	HUNGER, THE	S: 1	E: 12
WRATH OF GOD	HUNGER, THE	S: 2	E: 14
Bruce Miller			
E-MC...?	EUREKA	S: 2	E: 8
GONE (PART 1 OF 2)	4400, THE	S: 3	E: 4
MANEATER	EUREKA	S: 2	E: 11
Bruce Miller, Ira Steven Behr			
TERRIBLE SWIFT SWORD	4400, THE	S: 3	E: 12
Bruce Seth Green, Steve Hattman, Sean Catherine Derek			
SHADOW OF DOUBT	MORTAL KOMBAT : CONQUEST	S: 1	E: 11
Bruce Shelly			
D.O.A. (AKA MATTHEW STAR : D.O.A.)	POWERS OF MATTHEW STARR, THE	S: 1	E: 14
LIGHT-FINGERED LADY	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 12
MERRY CHRISTMAS, BOGG	VOYAGERS	S: 1	E: 11
QUADRAN CAPER	POWERS OF MATTHEW STARR, THE	S: 1	E: 18
SEANCE OF TERROR	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 18
THE JAILING OF JAMIE	BIONIC WOMAN, THE	S: 1	E: 11
THE QUEEN AND THE THIEF	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 7
Bruce Stewart			
ANDOVER AND THE ANDROID	OUT OF THE UNKNOWN	S: 1	E: 9
PICTURES DON'T LIE	OUT OF THIS WORLD	S: 1	E: 8
THE TIME OF THE ICE BOX (1-6)	TIMESLIP	S: 1	E: 2
THE TYCOONS	OUT OF THIS WORLD	S: 1	E: 14
THE WRONG END OF TIME (1-6)	TIMESLIP	S: 1	E: 1
Bruce Stewart, Victor Pemberton			
THE YEAR OF THE BURN-UP (1-8)	TIMESLIP	S: 1	E: 3
Bruce Stewart/Colin Knapp			
LAMBDA ONE	OUT OF THE UNKNOWN	S: 2	E: 3
Bruce Taylor			
MY MOTHER THE TEACHER	SMALL WONDER	S: 2	E: 2
PINT SIZED PICK-UP	SMALL WONDER	S: 2	E: 19
SMOKER'S DELIGHT	SMALL WONDER	S: 2	E: 12
Bruce Wagner			
EVERYTHING MUST GO	WILD PALMS	S: 1	E: 1
Bruce Zimmerman			
BLUES	SO WEIRD	S: 2	E: 16
CUL-DE-SAC	FIRST WAVE	S: 1	E: 14
SACRIFICE	SO WEIRD	S: 1	E: 4
STILL LIFE	SO WEIRD	S: 3	E: 14
TALKING BOARD	SO WEIRD	S: 3	E: 2
THE MUSE	SO WEIRD	S: 3	E: 17
TRANSPLANT	SO WEIRD	S: 2	E: 25
VOODOO	SO WEIRD	S: 3	E: 5
Bruno Heller, Alison Leathart			
GOLDRUSH	BUGS	S: 2	E: 6
Bryan Cooper			

Episode Title	Name of Programme	S:	E:
FIRE AT RIG 15	CAPTAIN SCARLET AND THE MYSTERONS	1	21
Bryan Fuller			
BARGE OF THE DEAD	STAR TREK: VOYAGER	6	3
COME TOGETHER	HEROES	1	4
COMPANY MAN	HEROES	1	17
FLESH AND BLOOD (1 OF 2)	STAR TREK: VOYAGER	7	9
LIVING WITNESS	STAR TREK: VOYAGER	4	21
MORTAL COIL	STAR TREK: VOYAGER	4	11
SPIRIT FOLK	STAR TREK: VOYAGER	6	17
THE RAVEN	STAR TREK: VOYAGER	4	6
Bryan Fuller, Brannon Braga, Joe Menosky			
DRONE	STAR TREK: VOYAGER	5	2
Bryan Fuller, Lisa Klink			
RETROSPECT	STAR TREK: VOYAGER	4	16
Bryan Fuller, Michael Taylor			
ALICE (aka THE GENIE)	STAR TREK: VOYAGER	6	5
FRIENDSHIP ONE	STAR TREK: VOYAGER	7	21
FURY	STAR TREK: VOYAGER	6	23
THE BRIDE OF CHAOTICA	STAR TREK: VOYAGER	5	12
Bryan Fuller, Nick Sagan			
COURSE: OBLIVION	STAR TREK: VOYAGER	5	17
GRAVITY	STAR TREK: VOYAGER	5	13
JUGGERNAUT	STAR TREK: VOYAGER	5	20
Bryan M. Holdman			
HANDS ON A HYBRID	KYLE XY	2	11
THIS IS NOT A TEST	KYLE XY	1	5
Bryan M. Holdman, Julie Plec			
END GAME	KYLE XY	1	10
Bryan Wynbrandt, Steven Lilien			
KYLE GOT GAME	KYLE XY	1	7
Bryce Zabel			
FIRST STEPS	M.A.N.T.I.S.	1	1
PROGENITOR	M.A.N.T.I.S.	1	17
STRANGE VISITOR	LOIS AND CLARK	1	2
THE GREEN, GREEN GLOW OF HOME	LOIS AND CLARK	1	8
WE SHALL OVERCOME	DARK SKIES	1	9
Bryce Zabel, Brad Markowitz			
DAYS OF RAGE	M.A.N.T.I.S.	1	3
REVELATION (PART 2 OF 2)	M.A.N.T.I.S.	1	11
THOU SHALT NOT KILL (PART 1 OF 2)	M.A.N.T.I.S.	1	10
Bryce Zabel, Brent V. Friedman			
BLOODLINES	DARK SKIES	1	19
TO PREY IN DARKNESS	DARK SKIES	1	17
Bryce Zabel, Mark Lisson			
GLOVES OFF	M.A.N.T.I.S.	1	8
Bryce Zabel, Brent V. Friedman			
THE AWAKENING (90 MINS)	DARK SKIES	1	1
Buck Henry			
IS THE BIG TOWN BURNING	CAPTAIN NICE	1	6
QUARK (PILOT)	QUARK	1	1
THE MAN WHO FLIES LIKE A PIGEON	CAPTAIN NICE	1	1
Buck Houghton			
THE I-MAN INCIDENT	PROJECT UFO	2	10
Bucky Hernandez, Peter Baloff			
THE GEEK (AKA MR. GEEK)	THEY CAME FROM OUTER SPACE	1	9
Budd Grossman			
WHITE LIES	SMALL WONDER	1	7
Buddy Atkinson, Dick Conway			
FANTASTIC JOURNEY	FAR OUT SPACE NUTS	1	4
GALAXY'S GREATEST ATHLETE	FAR OUT SPACE NUTS	1	15
Burk Sauls			
OPERATION: BREAKOUT	SECRET WORLD OF ALEX MACK, THE	3	3

Science Fiction Writers

Episode Title	Name of Programme		
Burt Baker			
A SECRET IN THE NEIGHBORHOOD	BURNING ZONE, THE	S: 1	E: 17
Burt Pearl			
DON'T LOOK BACK	SOMETHING IS OUT THERE	S: 1	E: 2
IN HIS OWN IMAGE	SOMETHING IS OUT THERE	S: 1	E: 3
Burt Styler			
PAY THE MAN THE \$24	MY FAVOURITE MARTIAN	S: 3	E: 31
Burt Styler, Albert E. Lewin			
UNCLE MARTIN'S BEDTIME STORY	MY FAVOURITE MARTIAN	S: 2	E: 29
Burton Armus			
A MATTER OF HONOR	STAR TREK: THE NEXT GENERATION	S: 2	E: 8
CUSTOM MADE KILLER	KNIGHT RIDER	S: 3	E: 11
DADDY'S GONE A'HUNTIN	AIRWOLF	S: 1	E: 2
FIGHT LIKE A DOVE	AIRWOLF	S: 1	E: 7
FOLLOW THE YELLOW BRICK ROAD	STREET HAWK	S: 1	E: 13
KNIGHT SONG	KNIGHT RIDER	S: 4	E: 10
ONE WAY EXPRESS	AIRWOLF	S: 1	E: 5
TEN WHEEL TROUBLE	KNIGHT RIDER	S: 3	E: 18
THE OUTRAGEOUS OKONA	STAR TREK: THE NEXT GENERATION	S: 2	E: 4
Burton Armus, Robert Foster			
KNIGHT OF THE JUGGERNAUT (1-2)	KNIGHT RIDER	S: 4	E: 1
C. R. O'Christopher			
ECHOES FROM THE PAST	AIRWOLF	S: 1	E: 6
C.D. Frewer, F.J. Kennedy			
THE KISS	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 4
Y2K	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 18
C.J. Holland, Gene Roddenberry			
HIDE AND Q	STAR TREK: THE NEXT GENERATION	S: 1	E: 9
C.L. Moore, Henry Kuttner			
WHAT YOU NEED	TALES OF TOMORROW	S: 1	E: 18
Cal Coons			
ONE HAND WASHES THE OTHER	REGENESIS	S: 3	E: 7
SLEEPERS	REGENESIS	S: 3	E: 8
Cal Willingham			
JOY RIDE	TWILIGHT ZONE,THE (1985)	S: 2	E: 19
LOVE IS BLIND	TWILIGHT ZONE,THE (1985)	S: 3	E: 27
Calvin Clement Jr			
FIRESTORM	AIRWOLF	S: 2	E: 2
Calvin Clements Jr.			
JUNK YARD DOG	KNIGHT RIDER	S: 3	E: 13
NEWTON'S RUN	BUGS	S: 2	E: 8
THE BERMUDA TRIANGLE CRISIS	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 4
Calvin Clements Sr., Stephen McPherson			
THE GOLDEN MAN	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 7
Cameron Litvack			
REAPER	SMALLVILLE	S: 1	E: 17
Cannon Kenney			
SLEEPERS	SEVEN DAYS	S: 1	E: 8
Carey Hayes and Ian Gilmour			
A SIMPLE TRUTH	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 4
Carey Wilber			
CHASE THROUGH TIME	TIME TUNNEL,THE	S: 1	E: 24
HIS MAJESTY SMITH	LOST IN SPACE	S: 1	E: 23
MASSACRE	TIME TUNNEL,THE	S: 1	E: 8
THE ASTRAL TRAVELER	LOST IN SPACE	S: 2	E: 29
THE QUESTING BEAST	LOST IN SPACE	S: 2	E: 17
THE SKY PIRATE	LOST IN SPACE	S: 1	E: 17
THERE WERE GIANTS IN THE EARTH	LOST IN SPACE	S: 1	E: 4
TOWN OF TERROR	TIME TUNNEL,THE	S: 1	E: 30
TREASURE OF THE LOST PLANET	LOST IN SPACE	S: 2	E: 23
Carey Wilber, Gene L. Coon			
SPACE SEED	STAR TREK	S: 1	E: 22

Science Fiction Writers

Episode Title	Name of Programme		
Carey Wilbur			
A VISIT TO HADES	LOST IN SPACE	S: 2	E: 12
Carl Binder			
BEFORE I SLEEP	STARGATE: ATLANTIS	S: 1	E: 15
CANDLE IN THE NIGHT	WAR OF THE WORLDS	S: 2	E: 15
CONDEMNED	STARGATE: ATLANTIS	S: 2	E: 5
COUP D'ETAT	STARGATE: ATLANTIS	S: 2	E: 18
CRITICAL MASS	STARGATE: ATLANTIS	S: 2	E: 13
DEMONS	STARGATE SG1	S: 3	E: 8
INFERNO	STARGATE: ATLANTIS	S: 2	E: 19
IRRESISTABLE	STARGATE: ATLANTIS	S: 3	E: 3
LETTER FROM PEGASUS	STARGATE: ATLANTIS	S: 1	E: 17
LIFELINE (PART 3 OF 3)	STARGATE: ATLANTIS	S: 4	E: 2
MIDWAY	STARGATE: ATLANTIS	S: 4	E: 15
MISSING	STARGATE: ATLANTIS	S: 4	E: 7
PHANTOMS	STARGATE: ATLANTIS	S: 3	E: 9
PROGENY	STARGATE: ATLANTIS	S: 3	E: 5
QUARANTINE	STARGATE: ATLANTIS	S: 4	E: 13
THE DEADLIEST DISEASE	WAR OF THE WORLDS	S: 2	E: 12
THE GAME	STARGATE: ATLANTIS	S: 3	E: 16
THE HIVE (PART 2 OF 2)	STARGATE: ATLANTIS	S: 2	E: 11
THE REAL WORLD	STARGATE: ATLANTIS	S: 3	E: 6
VENGEANCE	STARGATE: ATLANTIS	S: 3	E: 19
Carl Cramer			
FLOWER CHILD	EARTH 2	S: 1	E: 17
Carl Ellsworth			
CHOICES	CLEOPATRA 2525	S: 1	E: 8
CREEGAN	CLEOPATRA 2525	S: 1	E: 2
HEL AND HIGHTWATER PART 2	CLEOPATRA 2525	S: 1	E: 14
NO THANKS FOR THE MEMORIES	CLEOPATRA 2525	S: 2	E: 12
PERCEPTION	CLEOPATRA 2525	S: 1	E: 9
REALITY CHECK	CLEOPATRA 2525	S: 2	E: 4
THE REACTION	ANIMORPHS	S: 1	E: 9
THE VOICE	CLEOPATRA 2525	S: 2	E: 14
TOBIAS	ANIMORPHS	S: 1	E: 13
UNDYING DREAM	MORTAL KOMBAT : CONQUEST	S: 1	E: 7
Carl Ellsworth, Melissa Blake			
TRUTH BE TOLD	CLEOPATRA 2525	S: 2	E: 9
Carla Kettner			
A HORSE IS A HORSE	EARLY EDITION	S: 3	E: 3
DUCK DAY AFTERNOON	EARLY EDITION	S: 4	E: 2
FATE	EARLY EDITION	S: 3	E: 18
HOT TIME IN THE OLD TIME	EARLY EDITION	S: 2	E: 21
IN GARY WE TRUST	EARLY EDITION	S: 3	E: 9
REDFELLAS	EARLY EDITION	S: 2	E: 7
ROMANCING THE THRONE	EARLY EDITION	S: 2	E: 12
RUN, GARY, RUN	EARLY EDITION	S: 4	E: 9
SLIPPITY DOO-DAH	EARLY EDITION	S: 3	E: 12
TIME	EARLY EDITION	S: 4	E: 19
Carla Kettner			
EAT FLAMING DEATH	LEVEL 9	S: 1	E: 10
Carla Robinson			
COLONIAL DAY	BATTLESTAR GALACTICA (2004)	S: 1	E: 11
THE FARM	BATTLESTAR GALACTICA (2004)	S: 2	E: 5
Carla Robinson, Bradley Thompson			
YOU CAN'T GO HOME	BATTLESTAR GALACTICA (2004)	S: 1	E: 5
Carleton Eastlake			
ALONE	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 14
BRAINLOCK	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 11
BRINGING HOME THE BEACON	FARSCAPE	S: 4	E: 16
DEAD END	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 9
FACES IN THE NIGHT	BURNING ZONE, THE	S: 1	E: 10
FINAL EXAM	OUTER LIMITS, THE (1995)	S: 4	E: 16
INFINITE POSSIBILITES PART 1: DEADALUS DEMANDS	FARSCAPE	S: 3	E: 14

Episode Title	Name of Programme	S:	E:
INFINITE POSSIBILITIES PART 2: ICARUS ABIDES	FARSCAPE	3	15
MIDNIGHT OF THE CARRIER	BURNING ZONE, THE	1	11
NIGHT FLIGHT	BURNING ZONE, THE	1	5
RELATIVITY THEORY	OUTER LIMITS,THE (1995)	4	6
REUNION	SEAQUEST DSV (inc. SEAQUEST 2032)	3	12
SECOND CHANCE	SEAQUEST DSV (inc. SEAQUEST 2032)	3	10
SPINDRIFT	SEAQUEST DSV (inc. SEAQUEST 2032)	3	6
SPLASHDOWN	SEAQUEST DSV (inc. SEAQUEST 2032)	2	20
SYMPATHY FOR THE DEEP	SEAQUEST DSV (inc. SEAQUEST 2032)	2	3
THE HERO	V (1984)	1	11
THE LAST FIVE POUNDS ARE THE HARDEST	BURNING ZONE, THE	1	15
THE SINCEREST FORM OF FLATTERY	SEAQUEST DSV (inc. SEAQUEST 2032)	2	6
WE'RE SO SCREWED PART 2: HOT TO KATRATZI	FARSCAPE	4	20
Carleton Eastlake & James G. Hirsch			
CRITICAL MASS	BURNING ZONE, THE	1	12
Carleton Eastlake, Robert Doherty			
IMPERFECTION	STAR TREK: VOYAGER	7	2
Carlton Cuse			
BYE BLY	ADVENTURES OF BRISCO COUNTY, JR., THE	1	20
THE ORB SCHOLAR	ADVENTURES OF BRISCO COUNTY, JR., THE	1	2
Carlton Cuse & John McNamara			
CRYSTAL HAWKS	ADVENTURES OF BRISCO COUNTY, JR., THE	1	12
Carlton Cuse (w), Jefferey Boam (s)			
BRISCO IN JALISCO	ADVENTURES OF BRISCO COUNTY, JR., THE	1	4
Carlton Holder			
THE MAGNA DEFENDER	POWER RANGERS LOST GALAXY	1	9
Carlton Hollander, Dennis Rodriguez			
SKY KNIGHT	KNIGHT RIDER	4	3
Carol Barbee			
VOX POPULI	JERICHO	1	11
Carol Barbee, Jonathan E. Steinberg			
WHY WE FIGHT	JERICHO	1	22
Carol Baxter			
WAX MUSEUM	INCREDIBLE HULK,THE	4	9
Carol Flint			
BRAVE NEW PACIFICA	EARTH 2	1	15
MOON CROSS	EARTH 2	1	10
WATER	EARTH 2	1	6
Caroline Dries			
ACTION	SMALLVILLE	7	5
CYBORG	SMALLVILLE	5	15
FRACTURE	SMALLVILLE	7	12
GEMINI	SMALLVILLE	7	9
NEMESIS	SMALLVILLE	6	19
ORACLE	SMALLVILLE	5	21
SUBTERRANEAN	SMALLVILLE	6	9
Carolyn Quinn			
RAT TRAP	SECRET WORLD OF ALEX MACK,THE	2	8
Carolyn Sally Jones			
	PIG HEART BOY	1	5
	PIG HEART BOY	1	6
I'LL BE WATCHING YOU	POWERS	1	8
IN THE LOOP	POWERS	1	11
THE UNINVITED	POWERS	1	9
Carolyn Shelby, Christopher Ames			
TRIANGLE	ONCE A HERO	1	2
Cary Bates			
BLACK FLAMINGO	SUPERBOY	1	21
MICROBOY	SUPERBOY	2	15
PROGRAMMED FOR DEATH	SUPERBOY	2	9
SUCCUBUS	SUPERBOY	1	24
Cary Bates, Mark Jones			

Episode Title	Name of Programme		
ABANDON EARTH	SUPERBOY	S: 2	E: 18
ESCAPE TO EARTH	SUPERBOY	S: 2	E: 19
Caryl Churchill			
CRIMES	PLAY FOR TOMMOROW	S: 1	E: 1
Casey Johnson, David E. Windsor			
BLOCK PARTY	DO OVER	S: 1	E: 9
CHILGHETTI	DO OVER	S: 1	E: 15
HOLLYWEEN (AKA HALLOWEEN KISS)	DO OVER	S: 1	E: 7
Cath Tregenna			
CAPTAIN JACK HARNISS	TORCHWOOD	S: 1	E: 12
OUT OF TIME	TORCHWOOD	S: 1	E: 10
Catherine Tregenna			
MEAT	TORCHWOOD	S: 2	E: 4
Cecil Alch & Petricia Niedzialek			
LOVE ON THE ROCKS	ALF	S: 4	E: 15
Chad Fiveash, James Stoteraux			
BELONGING	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 6
COME TO YOUR SENSES	KYLE XY	S: 2	E: 5
Chad Hayes & Cary Hayes			
TEARS OF THE SEA	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 17
Charles Alfrazier Murray			
WHAT IF THEY FIND HIM	DAYBREAK	S: 1	E: 6
Charles B. Smith			
WHO IS THIS MAN	SCIENCE FICTION THEATRE	S: 2	E: 3
Charles Beaumont			
ELEGY	TWILIGHT ZONE,THE (1958)	S: 1	E: 20
IN HIS IMAGE	TWILIGHT ZONE,THE (1958)	S: 4	E: 1
LONG LIVE WALTER JAMESON	TWILIGHT ZONE,THE (1958)	S: 1	E: 24
MINITURE	TWILIGHT ZONE,THE (1958)	S: 4	E: 8
PASSAGE ON THE LADY ANNE	TWILIGHT ZONE,THE (1958)	S: 4	E: 17
PERCHANCE TO DREAM	TWILIGHT ZONE,THE (1958)	S: 1	E: 9
PERSON OR PERSONS UNKNOWN	TWILIGHT ZONE,THE (1958)	S: 3	E: 27
PRINTER'S DEVIL	TWILIGHT ZONE,THE (1958)	S: 4	E: 9
SHADOW PLAY	TWILIGHT ZONE,THE (1958)	S: 2	E: 26
STATIC	TWILIGHT ZONE,THE (1958)	S: 2	E: 20
THE FUGITIVE	TWILIGHT ZONE,THE (1958)	S: 3	E: 25
THE HOWLING MAN	TWILIGHT ZONE,THE (1958)	S: 2	E: 5
THE JUNGLE	TWILIGHT ZONE,THE (1958)	S: 3	E: 12
THE NICE PLACE TO VISIT	TWILIGHT ZONE,THE (1958)	S: 1	E: 28
THE PRIME MOVER	TWILIGHT ZONE,THE (1958)	S: 2	E: 21
VALLEY OF THE SHADOW	TWILIGHT ZONE,THE (1958)	S: 4	E: 3
Charles Beaumont, Bill Idelson			
LONG DISTANCE CALL	TWILIGHT ZONE,THE (1958)	S: 2	E: 22
Charles Beaumont, John Tomerlin			
NUMBER TWELVE LOOKS JUST LIKE YOU	TWILIGHT ZONE,THE (1958)	S: 5	E: 18
Charles Beaumont, OCee Ritch			
DEAD MAN'S SHOES	TWILIGHT ZONE,THE (1958)	S: 3	E: 18
Charles Bennett			
ESCAPE FROM VENICE	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 4
TERRIBLE LEPRECHAUN	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 21
TERROR-GO-ROUND	LAND OF THE GIANTS	S: 1	E: 5
THE DEADLY DOLLS	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 3
THE HEAT MONSTER	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 17
THE SECRET OF THE LOCH	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 29
Charles Brent			
ENEMY WITHIN	BLISS	S: 1	E: 3
Charles Buchanan			
THE PROMISE	FRIGHTENERS	S: 1	E: 1
Charles Grant Craig			
OUBLIETTE	X FILES,THE	S: 3	E: 8
Charles H. Eglee, Moira Kirland			
BOO	DARK ANGEL	S: 2	E: 5

Episode Title	Name of Programme		
Charles H. Eglee, Rene Echevarria			
FLUSHED	DARK ANGEL	S: 1	E: 3
Charles Heit			
A MADE GUY	TRACKER	S: 1	E: 19
CHILDREN OF THE NIGHT	TRACKER	S: 1	E: 8
INFERNO	MUTANT X	S: 2	E: 18
REMEMBER WHEN	TRACKER	S: 1	E: 22
Charles Hodge			
EPISODE THIRTY-THREE	JUPITER MOON	S: 1	E: 33
Charles Hodges			
	ATLANTIS HIGH	S: 1	E: 19
EPISODE TWENTY-ONE	JUPITER MOON	S: 1	E: 21
SWARM	LEGEND OF WILLIAM TELL, THE	S: 1	E: 8
THE CHALLENGE	LEGEND OF WILLIAM TELL, THE	S: 1	E: 6
Charles Hoffman			
A HORSE OF ANOTHER COLOUR	BATMAN (1966)	S: 3	E: 5
A PIECE OF THE ACTION	BATMAN (1966)	S: 2	E: 51
BATMAN STANDS PAT	BATMAN (1966)	S: 1	E: 14
BATMAN'S SATISFACTION	BATMAN (1966)	S: 2	E: 52
ICE SPY	BATMAN (1966)	S: 2	E: 59
LOUIE'S LETHAL LILAC TIME	BATMAN (1966)	S: 3	E: 18
MINERVA, MAYHEM AND MILLIONAIRES	BATMAN (1966)	S: 3	E: 26
RING AROUND THE RIDDLER	BATMAN (1966)	S: 3	E: 2
SURF'S UP, JOKER'S UNDER!	BATMAN (1966)	S: 3	E: 10
THE CONTAMINATED COWL	BATMAN (1966)	S: 2	E: 35
THE DUO DEFY	BATMAN (1966)	S: 2	E: 60
THE JOKER'S FLYING SAUCER	BATMAN (1966)	S: 3	E: 24
THE MAD HATTER RUNS A FOUL	BATMAN (1966)	S: 2	E: 36
THE SPORT OF PENGUINS	BATMAN (1966)	S: 3	E: 4
THE THIRTEENTH HAT	BATMAN (1966)	S: 1	E: 13
Charles Holland			
SECOND BEST	PROFILER	S: 2	E: 4
THE HEALER	PAINKILLER JANE	S: 1	E: 15
Charles Lawson			
TIME BOMB	WORLD OF GIANTS	S: 1	E: 2
Charles O'Neil			
BLUNDER	TALES OF TOMORROW	S: 1	E: 17
THE DUNE ROLLER	TALES OF TOMORROW	S: 1	E: 14
Charles S. Kaufman & Larry B. Williams			
EYEWITNESS NEWS	ALIEN NATION	S: 1	E: 15
Charles Woodgrove			
SPACE WARP	SPACE: 1999	S: 2	E: 14
THE BETA CLOUD	SPACE: 1999	S: 2	E: 16
THE RULES OF LUTON	SPACE: 1999	S: 2	E: 8
Charles. D. Holland			
LETHAL OBSESSION	PROFILER	S: 2	E: 16
THE BEAST OF BOLNAR	PAINKILLER JANE	S: 1	E: 20
Charles. D. Holland, George Geiger			
FTX: FIELD TRAINING EXERCISE	PROFILER	S: 1	E: 18
Charlie Coffey			
THE AMERICANIZATION OF MACHIKO MCKENZIE	QUANTUM LEAP	S: 2	E: 3
Charlie Craig			
TRY, TRY AGAIN	EUREKA	S: 2	E: 2
Charlie Craig, Jeremy R. Littman			
DELIVERANCE PART 1	PREY	S: 1	E: 13
INFILTRATIONS	PREY	S: 1	E: 6
VEIL	PREY	S: 1	E: 8
Charlie Craig, Shaun Cassidy			
THE LAST WAVE GOODBYE	INVASION	S: 1	E: 22
Charlie Craig, Thania St. John			
SIGHT UNSEEN	EUREKA	S: 2	E: 9
Charlie Ruben			

Episode Title	Name of Programme		
DISSECTED AND NEGLECTED	ALIENS IN THE FAMILY	S: 1	E: 7
Charlie Strachan			
EPISODE SEVENTEEN	CYBERGIRL	S: 1	E: 17
Charlotte & Dennis Plimmer			
PARADISE DESTRUCT	ADVENTURES OF DON QUICK,THE	S: 1	E: 6
Cherie Bennett, Jeff Gottesfeld			
JITTERS	SMALLVILLE	S: 1	E: 8
Cheryl Cain			
RIVER DOG (PART 2 OF 2)	ROSWELL	S: 1	E: 7
WAR STORIES	FIREFLY	S: 1	E: 9
Cheryl Saban			
A STAR IS BORN	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 31
BEAUTY AND THE BEAST	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 2
BLOOM OF DOOM	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 13
ENDANGEROUD SPECIES	VR TROOPERS	S: 1	E: 31
FOOD FIGHT	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 2
FOOTBALL SEASON	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 54
FOREVER FRIENDS	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 29
GRUMBLE BEE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 47
LIFE'S A MASQUERADE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 25
MIRROR OF REGRET	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 23
OPPOSITES ATTRACT	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 5
SOMETHING FISHY	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 42
TEAMWORK	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 4
THE YOLK'S ON YOU	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 32
ZEDD'S MONSTER MASH	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 6
Cheryl Saban, Mark Ryan			
WHEEL OF MISFORTUNE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 27
Chester Krumholz			
SEVERANCE PAY	AIRWOLF	S: 2	E: 20
THE HUNTED	AIRWOLF	S: 2	E: 5
Chester Krumholz & Calvin Clement Jr			
FLIGHT O93 IS MISSING	AIRWOLF	S: 2	E: 9
Chester Krumholz & T. S. Cook			
PRISONER OF YESTERDAY	AIRWOLF	S: 2	E: 16
Chiaki Konaka			
BRAVERY	ULTRAMAN MAX	S: 1	E: 30
HOLD ON THE THE FUTURE	ULTRAMAN MAX	S: 1	E: 39
PRELUDE TO THE GROUND ANNIHILATION	ULTRAMAN MAX	S: 1	E: 38
THE STOLEN MAXX SPARK	ULTRAMAN MAX	S: 1	E: 27
WHY MONSTERS KEEP APPEARING	ULTRAMAN MAX	S: 1	E: 29
Chip Johannessen			
BRAINIAC	DARK ANGEL	S: 2	E: 10
EPISODE 12	SURFACE	S: 1	E: 12
EPISODE 7	SURFACE	S: 1	E: 7
ORISON	X FILES,THE	S: 7	E: 7
Chloe Brown			
THE TALE OF THE DARK MUSIC	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 11
THE TALE OF THE LAUGHING DARK	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 2
THE TALE OF THE NIGHTLEY NEIGHBOURS	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 8
THE TALE OF THE PHANTOM CAB	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 1

Episode Title	Name of Programme		
THE TALE OF THE SUPER SPECS	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 6
THE TALE OF THE TWISTED CLAW	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 4
Chris Abbott			
STATE OF FLUX	STAR TREK: VOYAGER	S: 1	E: 10
Chris Bertolet			
LOVERS	BRIMSTONE	S: 1	E: 9
Chris Black			
APPLIED PHYSICS	SLIDERS	S: 5	E: 2
CARBON CREEK	ENTERPRISE	S: 2	E: 2
CEASE FIRE	ENTERPRISE	S: 2	E: 15
COMMON GROUND	SLIDERS	S: 4	E: 3
CYBORG SAM AM I	WEIRD SCIENCE	S: 4	E: 14
DEMON LISA	WEIRD SCIENCE	S: 4	E: 13
DOCTOR'S ORDERS	ENTERPRISE	S: 3	E: 16
DOUBLE	CLEOPATRA 2525	S: 1	E: 11
EYE OF THE STORM	SLIDERS	S: 5	E: 17
HEAVY METAL	SLIDERS	S: 5	E: 14
HEL AND HIGHTWATER PART 1	CLEOPATRA 2525	S: 1	E: 13
HONEY, THE HOUSE IS TRYING TO KILL US	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 2
I, CHETTUS	WEIRD SCIENCE	S: 5	E: 11
IT TAKES A GEEK	WEIRD SCIENCE	S: 4	E: 8
LISA'S CHILDHOOD MEMORIES	WEIRD SCIENCE	S: 4	E: 16
MAUSER'S DAY OUT	CLEOPATRA 2525	S: 2	E: 5
NIGHT OF THE SWINGIN' STEVES	WEIRD SCIENCE	S: 5	E: 16
POD WHISPERER	CLEOPATRA 2525	S: 2	E: 6
PROVING GROUND	ENTERPRISE	S: 3	E: 13
RESCUE (PART 2 OF 2)	CLEOPATRA 2525	S: 1	E: 6
ROGUE PLANET	ENTERPRISE	S: 1	E: 17
SEARCHING FOR BORIS KARLOFF (AKA SHE'S ALIVE II)	WEIRD SCIENCE	S: 4	E: 1
SHOW CHETT	WEIRD SCIENCE	S: 5	E: 7
SINGULARITY	ENTERPRISE	S: 2	E: 9
SLIDE BY WIRE	SLIDERS	S: 4	E: 16
THE ALTERNATIVE HORROR	SLIDERS	S: 4	E: 8
THE RETURN OF MAGGIE BECKETT	SLIDERS	S: 5	E: 9
THE SOLDIER WHO FELL FROM GRACE	CLEOPATRA 2525	S: 2	E: 11
THE WYATT BRIEF	WEIRD SCIENCE	S: 3	E: 11
TWO DAYS AND NIGHTS	ENTERPRISE	S: 1	E: 24
WAY OUT WEST	SLIDERS	S: 4	E: 18
Chris Black, Bill Dial			
THE UNSTRUCK MAN	SLIDERS	S: 5	E: 1
Chris Black, Brent V. Friedman			
RAJIIN	ENTERPRISE	S: 3	E: 4
THE SHIPMENT	ENTERPRISE	S: 3	E: 7
Chris Black, David A. Goodman			
THE FORGOTTEN	ENTERPRISE	S: 3	E: 20
Chris Black, John Shiban			
FIRST FLIGHT	ENTERPRISE	S: 2	E: 24
THE BREACH	ENTERPRISE	S: 2	E: 21
Chris Boucher			
AN INSTINCT FOR MURDER	STAR COPS	S: 1	E: 1
BLAKE	BLAKES' 7	S: 4	E: 13
CITY AT THE EGDE OF THE WORLD	BLAKES' 7	S: 3	E: 6
CONVERSATIONS WITH THE DEAD	STAR COPS	S: 1	E: 2
DEATH-WATCH	BLAKES' 7	S: 3	E: 12
IMAGE OF THE FENDAHL (1-4)	DOCTOR WHO	S: 15	E: 3
INTELLIGENT LISTENING FOR BEGINNERS	STAR COPS	S: 1	E: 3
LITTLE GREEN MEN AND OTHER MARTIANS	STAR COPS	S: 1	E: 9
RESCUE	BLAKES' 7	S: 4	E: 1
RUMOURS OF DEATH	BLAKES' 7	S: 3	E: 8
SHADOW	BLAKES' 7	S: 2	E: 2
STAR ONE	BLAKES' 7	S: 2	E: 13
THE FACE OF EVIL (1-4)	DOCTOR WHO	S: 14	E: 4
THE ROBOTS OF DEATH (1-4)	DOCTOR WHO	S: 14	E: 5
TRIAL	BLAKES' 7	S: 2	E: 6

Episode Title	Name of Programme		
TRIVIAL GAMES AND PARANOID PURSUITS	STAR COPS	S: 1	E: 4
WEAPON	BLAKES' 7	S: 2	E: 3
Chris Brancato			
CRAZY EDDIY	FIRST WAVE	S: 1	E: 2
ELIXIR	FIRST WAVE	S: 1	E: 5
MARKER 262	FIRST WAVE	S: 1	E: 10
TARGET 117	FIRST WAVE	S: 2	E: 1
THE BOX	FIRST WAVE	S: 1	E: 15
THE DECISION	FIRST WAVE	S: 1	E: 22
THE PLAN	FIRST WAVE	S: 3	E: 10
Chris Brancato, Albert J. Salke			
ALL ABOUT EDDIE	FIRST WAVE	S: 2	E: 14
PLAYLAND	FIRST WAVE	S: 2	E: 15
THE APOSTLES	FIRST WAVE	S: 2	E: 3
THE BELIEVERS	FIRST WAVE	S: 2	E: 22
THE PURGE	FIRST WAVE	S: 2	E: 8
Chris Brancato, Albert J. Salke, Daniel Cerone, Peter Elkoff, Theresa			
THE TRIAL OF JOSHUA BRIGGS	FIRST WAVE	S: 2	E: 19
Chris Brancato, Brenton Spencer			
SUBJECT 117	FIRST WAVE	S: 1	E: 1
Chris Brancato, David Wilcox			
SECOND WAVE	FIRST WAVE	S: 1	E: 17
Chris Brancato, Fergus Cook			
TWICE BLESS'D	FIRST WAVE	S: 3	E: 22
Chris Brancato, Michael J. Cinquemani			
RAVEN NATION	FIRST WAVE	S: 3	E: 2
Chris Brancato, Paul Eckstein			
PRAYER FOR THE WHITE MAN	FIRST WAVE	S: 2	E: 7
TOMORROW	FIRST WAVE	S: 2	E: 21
Chris Bunch, Allan Cole			
ARDALA RETURNS	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 15
FREE FALL	INCREDIBLE HULK,THE	S: 4	E: 2
SPACE ROCKERS	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 19
Chris Carter			
"PILOT"	HARSH REALM	S: 1	E: 1
ANASAZI	X FILES,THE	S: 2	E: 25
CINCINNATI	HARSH REALM	S: 1	E: 8
COLONY	X FILES,THE	S: 2	E: 16
DARKNESS FALLS	X FILES,THE	S: 1	E: 20
DEEP THROAT	X FILES,THE	S: 1	E: 2
DUANE BARRY (PART 1 OF 2)	X FILES,THE	S: 2	E: 5
ESSENCE (PART 1 OF 2)	X FILES,THE	S: 8	E: 20
EXISTENCE (PART 2 OF 2)	X FILES,THE	S: 8	E: 21
FIGHT CLUB	X FILES,THE	S: 7	E: 20
FIRE	X FILES,THE	S: 1	E: 12
GETHSEMANE (PART 1 OF 3)	X FILES,THE	S: 4	E: 24
GHOST SHIP (AKA TRIANGLE)	X FILES,THE	S: 6	E: 3
HERRENVOLK	X FILES,THE	S: 4	E: 1
HOW THE GHOSTS STOLE CHRISTMAS	X FILES,THE	S: 6	E: 5
IMPROBABLE	X FILES,THE	S: 9	E: 14
INGA FOSSA	HARSH REALM	S: 1	E: 3
IRRESISTABLE	X FILES,THE	S: 2	E: 13
LEVIATHON	HARSH REALM	S: 1	E: 2
MILAGRO	X FILES,THE	S: 6	E: 17
PAPER CLIP	X FILES,THE	S: 3	E: 2
PATIENCE	X FILES,THE	S: 8	E: 3
PILOT	X FILES,THE	S: 1	E: 1
POST MODERN PROMETHEUS	X FILES,THE	S: 5	E: 5
RED MUSEUM	X FILES,THE	S: 2	E: 10
REDUX (PART 2 OF 3)	X FILES,THE	S: 5	E: 1
REDUX II (PART 3 OF 3)	X FILES,THE	S: 5	E: 2
REQUIEM	X FILES,THE	S: 7	E: 22
SPACE	X FILES,THE	S: 1	E: 9
SYZGY	X FILES,THE	S: 3	E: 13

Episode Title	Name of Programme			
TALITHA CUMI	X FILES,THE	S: 3	E: 24	
THE BEGINNING	X FILES,THE	S: 6	E: 1	
THE BLESSING WAY	X FILES,THE	S: 3	E: 1	
THE END	X FILES,THE	S: 5	E: 20	
THE ERLENMEYER FLASK	X FILES,THE	S: 1	E: 24	
THE HOST	X FILES,THE	S: 2	E: 2	
THE JERSEY DEVIL	X FILES,THE	S: 1	E: 5	
THE LIST	X FILES,THE	S: 3	E: 5	
THE SIXTH EXTINCTION (PART 2 OF 3)	X FILES,THE	S: 7	E: 1	
THE TRUTH (PART 1 OF 2)	X FILES,THE	S: 9	E: 19	
THE TRUTH (PART 2 OF 2)	X FILES,THE	S: 9	E: 20	
THREE MEN AND A SMOKING DIAPER	LONE GUNMEN, THE	S: 1	E: 5	
WIHIN (PART 2 OF 3)	X FILES,THE	S: 8	E: 1	
WILLIAM	X FILES,THE	S: 9	E: 16	
WITHOUT (PART 3 OF 3)	X FILES,THE	S: 8	E: 3	
Chris Carter, Frank Spotnitz				
BIOGENESIS (PART 1 OF 3)	X FILES,THE	S: 6	E: 21	
DEADALIVE (PART 2 OF 3)	X FILES,THE	S: 8	E: 15	
MAX (PART 2 OF 2)	X FILES,THE	S: 4	E: 18	
NOTHING IMPORTANT HAPPENDED TODAY	X FILES,THE	S: 9	E: 1	
NOTHING IMPORTANT HAPPENDED TODAY PART 2	X FILES,THE	S: 9	E: 2	
ONE SON (PART 2 OF 2)	X FILES,THE	S: 6	E: 11	
PATIENT X (PART 1 OF 2)	X FILES,THE	S: 5	E: 13	
PER MANUM	X FILES,THE	S: 8	E: 13	
PROVENANCE PART 1	X FILES,THE	S: 9	E: 9	
SEIN UND ZEIT	X FILES,THE	S: 7	E: 10	
SEIN UND ZEIT II: ALIATOPE (AKA CLOSURE)	X FILES,THE	S: 7	E: 11	
TEMPUS FUGIT (PART 1 OF 2)	X FILES,THE	S: 4	E: 17	
THE RED AND THE BLACK (PART 2 OF 2)	X FILES,THE	S: 5	E: 14	
THIS IS NOT HAPPENING (PART 1 OF 3)	X FILES,THE	S: 8	E: 14	
THREE WORDS (PART 3 OF 3)	X FILES,THE	S: 8	E: 16	
TRUST NO 1	X FILES,THE	S: 9	E: 6	
TWO FATHERS (PART 1 OF 2)	X FILES,THE	S: 6	E: 10	
Chris Carter, Howard Gordon				
F EMASCULATA	X FILES,THE	S: 2	E: 22	
Chris Carter, Howard Gordon, Frank Spotnitz				
NISEI	X FILES,THE	S: 3	E: 9	
Chris Carter, Vince Gilligan, John Shiban, Frank Spotnitz				
MOMENTO MORI	X FILES,THE	S: 4	E: 15	
Chris Chibnall				
42	DOCTOR WHO (2005)	S: 3	E: 7	
COUNTRYCIDE	TORCHWOOD	S: 1	E: 6	
CYBERWOMAN	TORCHWOOD	S: 1	E: 4	
DAY ONE	TORCHWOOD	S: 1	E: 2	
END OF DAYS	TORCHWOOD	S: 1	E: 13	
EPISODE 10	LIFE ON MARS	S: 2	E: 2	
EPISODE 7	LIFE ON MARS	S: 1	E: 7	
KISS KISS, BANG BANG	TORCHWOOD	S: 2	E: 1	
Chris Cluess, Stu Kreisman				
EL VOYAGE FANTASTICO, OR I'VE GOT YOU UNDER MY SKIN	HOMEBOYS IN OUTER SPACE	S: 1	E: 14	
Chris Dickie				
BODIES OF EVIDENCE	OUTER LIMITS,THE (1995)	S: 3	E: 16	
CRYPT SEEKER	ZACK FILES, THE	S: 1	E: 4	
FAIL-SAFE	SECRET AGENT MAN	S: 1	E: 10	
RITE OF PASSAGE	OUTER LIMITS,THE (1995)	S: 4	E: 8	
SLEEPERS	SECRET AGENT MAN	S: 1	E: 8	
THE TALENTED MR. TALISMAN	ZACK FILES, THE	S: 1	E: 19	
VANISHING ACT	OUTER LIMITS,THE (1995)	S: 2	E: 21	
WORLD'S APART (aka REMITTANCE MAN)	OUTER LIMITS,THE (1995)	S: 2	E: 10	
Chris Fedak				
CHUCK VERSUS THE NEMESIS	CHUCK	S: 1	E: 10	
Chris Haddock				
POPPY CHAIN	AIRWOLF	S: 4	E: 21	
Chris Haywood				

Science Fiction Writers

Episode Title	Name of Programme			
CITIZEN SOLOMON	THIRD ROCK FROM THE SUN	S: 4	E: 19	
Chris Hubbell, Gerrit Graham				
CHILDREN'S ZOO	TWILIGHT ZONE,THE (1985)	S: 1	E: 7	
Chris Hubbell, Philip Morrow, Carl Jahnsen				
FRIENDS	SPACE PRECINCT	S: 1	E: 17	
Chris Jones Hansen, Noel Garland				
SUPERMAX REDUX	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 11	
Chris Lang				
EPISODE 5	PRIMEVAL	S: 1	E: 5	
Chris Levinson				
DISCOVERY	PREY	S: 1	E: 2	
Chris Mack				
ANGEL	SO WEIRD	S: 1	E: 7	
Chris Manheim				
REFLECTION IN TERROR (aka A CHRISTMAS MIRACLE)	V (1984)	S: 1	E: 9	
Chris Miller & Kevin Rock				
BOXED IN	PERVERSIONS OF SCIENCE	S: 1	E: 3	
Chris Philpott				
THE TRIALS	REGENESIS	S: 1	E: 6	
Chris Ruppenthal				
ANIMAL FRAT	QUANTUM LEAP	S: 2	E: 12	
CONTACT	LOIS AND CLARK	S: 3	E: 3	
FREEDOM	QUANTUM LEAP	S: 2	E: 16	
GOOD MORNING,PEORIA	QUANTUM LEAP	S: 2	E: 6	
HURRICANE	QUANTUM LEAP	S: 4	E: 3	
I NOW PRONOUNCE YOU...	LOIS AND CLARK	S: 3	E: 15	
INDIVIDUAL RESPONSIBILITY	LOIS AND CLARK	S: 2	E: 20	
JOSH	OUTER LIMITS,THE (1995)	S: 4	E: 7	
LUCKY LEON	LOIS AND CLARK	S: 2	E: 16	
MONSTER	OUTER LIMITS,THE (1995)	S: 4	E: 18	
ONE STROBE OVER THE LINE	QUANTUM LEAP	S: 3	E: 4	
RIPPER (aka JACK)	OUTER LIMITS,THE (1995)	S: 5	E: 11	
ROBERTO!	QUANTUM LEAP	S: 4	E: 17	
ROLAND	X FILES,THE	S: 1	E: 23	
SACRIFICE	BLADE	S: 1	E: 7	
SEEDS OF DESTRUCTION	OUTER LIMITS,THE (1995)	S: 6	E: 7	
SOCRATES' SISTER	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 5	
STAR CROSSED	OUTER LIMITS,THE (1995)	S: 5	E: 21	
SUPER MANN	LOIS AND CLARK	S: 3	E: 9	
THE BOOGIEMAN	QUANTUM LEAP	S: 3	E: 5	
THE CURSE OF PTAH-HOTEP	QUANTUM LEAP	S: 4	E: 20	
THROUGH A GLASS DARKLY	LOIS AND CLARK	S: 3	E: 21	
Chris Ruppenthal, Glen Morgan, James Wong				
3	X FILES,THE	S: 2	E: 7	
Chris Ruppenthal, Sam Rolfe				
THE LAST GUNFIGHTER	QUANTUM LEAP	S: 4	E: 14	
Christen Harty Schaefer				
REUNION	HYPERNAUTS	S: 1	E: 9	
Christian Darren				
NIGHT OF THE VISITORS	SOMETHING IS OUT THERE	S: 1	E: 5	
Christiane Schull				
THE LABYRINTH	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 17	
Christina Lynch, Loren Segan				
COMING HOME	DEAD ZONE, THE	S: 4	E: 10	
GRAINS OF SAND	DEAD ZONE, THE	S: 4	E: 7	
Christina Lynch, Loren Segan, Moira Kirland				
SPEAK NOW	DEAD ZONE, THE	S: 3	E: 8	
Christine Ecklund, Keith Hoffman				
ALEX AND MOM	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 6	
ANNIE BAILS	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 10	
COLDDAY IN PARADISE VALLEY	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 12	
Christine Zander				

Episode Title	Name of Programme		
DIAL 'M' FOR DICK	THIRD ROCK FROM THE SUN	S: 5	E: 4
DICK ON ONE KNEE	THIRD ROCK FROM THE SUN	S: 2	E: 17
DICK-IN-LAW	THIRD ROCK FROM THE SUN	S: 3	E: 3
DR. SOLOMON'S TRAVELLING ALIEN SHOW	THIRD ROCK FROM THE SUN	S: 4	E: 1
GWEN, LARRY, DICK AND MARY	THIRD ROCK FROM THE SUN	S: 5	E: 10
HAPPY NEW DICK	THIRD ROCK FROM THE SUN	S: 4	E: 9
I ENJOY BEING A DICK	THIRD ROCK FROM THE SUN	S: 1	E: 16
LONELY DICK	THIRD ROCK FROM THE SUN	S: 1	E: 7
THE BIG ANGRY VIRGIN FROM OUTER SPACE	THIRD ROCK FROM THE SUN	S: 2	E: 3
THE THING THAT WOULDN'T DIE (PART 2 OF 2)	THIRD ROCK FROM THE SUN	S: 6	E: 20
Christine Zander, Bob Kushell			
DICK THE MOUTH SOLOMON	THIRD ROCK FROM THE SUN	S: 4	E: 18
Christine Zander, Mark Nutter			
DICK'LL TAKE MANHATTEN (PART 1 OF 2)	THIRD ROCK FROM THE SUN	S: 6	E: 4
DICK'LL TAKE MANHATTEN (PART 2 OF 2)	THIRD ROCK FROM THE SUN	S: 6	E: 5
Christopher Briggs, Peter Knight			
FANGS FOR THE MEMORIES	BIG WOLF ON CAMPUS	S: 1	E: 15
Christopher Crowe			
PILOT	SEVEN DAYS	S: 1	E: 1
Christopher Fife			
EXIT 13	SO WEIRD	S: 3	E: 8
GRAVE MISTAKE	SO WEIRD	S: 3	E: 15
Christopher H. Bidmead			
CASTROVALVA (1-4)	DOCTOR WHO	S: 19	E: 1
FRONTIOS (1-4)	DOCTOR WHO	S: 21	E: 3
LOGOPOLIS (1-4)	DOCTOR WHO	S: 18	E: 7
Christopher Hatton, Ronald D. Moore			
FIRSTBORN	STAR TREK: THE NEXT GENERATION	S: 7	E: 20
Christopher Hollier, R.P. Gaborno			
GHOST IN THE MACHINE	KYLE XY	S: 2	E: 9
Christopher Judge			
BIRTHRIGHT	STARGATE SG1	S: 7	E: 10
SARIFICES	STARGATE SG1	S: 8	E: 9
THE CHANGELING	STARGATE SG1	S: 6	E: 19
Christopher Mack			
HUNTED	TWILIGHT ZONE, THE (2002)	S: 1	E: 18
ONE NIGHT AT MERCY	TWILIGHT ZONE, THE (2002)	S: 1	E: 2
Christopher McCulloch			
THE FUNERAL	TICK, THE	S: 1	E: 2
Christopher Penfold			
ALPHA CHILD	SPACE: 1999	S: 1	E: 7
DORZAK	SPACE: 1999	S: 2	E: 20
DRAGON'S DOMAIN	SPACE: 1999	S: 1	E: 8
GUARDIAN OF PIRI	SPACE: 1999	S: 1	E: 11
SPACE BRAIN	SPACE: 1999	S: 1	E: 21
THE LAST SUNSET	SPACE: 1999	S: 1	E: 17
WAR GAMES	SPACE: 1999	S: 1	E: 4
WHITE MOUNTAINS - 2090 AD	TRIPODS,THE	S: 2	E: 1
Christopher Silber			
GARBOID RIGHTS	TREMORS	S: 1	E: 9
HIT AND RUN	TREMORS	S: 1	E: 6
Christopher Wheeler			
I SHRINK THEIRFORE I AM	FARSCAPE	S: 4	E: 8
Christopher Wicking			
THINGS THAT GO BUMP	POWERS	S: 1	E: 6
Christopher Zatta			
PARASITE	HEROES	S: 1	E: 18
Christopher Bailey			
KINDA (1-4)	DOCTOR WHO	S: 19	E: 3
SNAKEDANCE (1-4)	DOCTOR WHO	S: 20	E: 2
Christy Marx			
CAT AND MOUSE	TWILIGHT ZONE,THE (1985)	S: 3	E: 24

Episode Title	Name of Programme	S:	E:
FREEDOM ONE	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	17
GEMINI AND COUNTING	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	12
GRAIL	BABYLON 5	1	16
Chuck Bowman			
JAKE	INCREDIBLE HULK,THE	3	6
Chuck Cummings			
HOUSE PARTY, OR, PLAY THAT FUNKY MUSIC WHITE DROID	HOMEBOYS IN OUTER SPACE	1	6
Chuck Kim			
.07%	HEROES	1	19
Chuck McCann, Earle Doud			
DESTINATION EARTH	FAR OUT SPACE NUTS	1	14
TOWER OF TAGOT	FAR OUT SPACE NUTS	1	5
Chuck Menville & Len Janson			
ROBIN HOOD	ARK II	1	9
THE ROBOT	ARK II	1	4
Clair Noto			
BRIDAL SUITE	HUNGER, THE	1	5
Claude Veillot			
LE PERIL BLEU (THE BLUE PERIL)	LES CLASSIQUES DE L'ETRANGE	1	2
Claudia Timpson			
FOUL PLAY	WHIZZIWIG	3	1
Clayton Richards, Michael Richards			
PLANET OF THE AMAZON WOMEN	BUCK ROGERS IN THE 25TH CENTURY	1	8
Clayvon C. Harris			
THANKS FOR SHARING	FARSCAPE	3	7
Clifford Herbert			
DEX AT BAT	MASKED RIDER	2	9
FASHION VICTIM	VR TROOPERS	2	5
INTO ORACLON'S WEB	VR TROOPERS	2	20
NANO IN THE HOUSE	BIG BAD BEETLEBORGS	1	8
PET-NAPPERS	MASKED RIDER	1	3
SOMETHING FISHY	BIG BAD BEETLEBORGS	1	40
SOMETHING'S TRASHY	MASKED RIDER	1	8
STRANGER FROM THE NORTH	MASKED RIDER	1	11
TESTING 1,2,3	MASKED RIDER	1	23
THE OLD GRAY FLABBER	BEETLEBORGS METALLIX	1	15
Clifton Campbell			
AS THE DUDE TURNS	BILL AND TED'S EXCELLENT ADVENTURES	1	2
BLINDSIDED	SEAQUEST DSV (inc. SEAQUEST 2032)	2	19
BRAVE NEW WORLD	SEAQUEST DSV (inc. SEAQUEST 2032)	3	1
CRAVINGS	PROFILER	3	2
DREAM WEAVER	SEAQUEST DSV (inc. SEAQUEST 2032)	2	13
NAIL THE CONQUERER HERO	BILL AND TED'S EXCELLENT ADVENTURES	1	1
SPREE OF LOVE	PROFILER	3	15
THE FEAR THAT FOLLOWS	SEAQUEST DSV (inc. SEAQUEST 2032)	2	2
WHEN WE DEAD AWAKEN	SEAQUEST DSV (inc. SEAQUEST 2032)	2	7
Clifton Campbell & Bruce Kirschbaum			
DEJA VU	BILL AND TED'S EXCELLENT ADVENTURES	1	6
Clint Carpenter			
PRECIPICE	SMALLVILLE	2	19
Clive Exton			
COLD EQUATIONS	OUT OF THIS WORLD	1	4
LAW AND ORDER	SURVIVORS	1	9
SPOIL OF WAR	SURVIVORS	1	8
TARGET GENERATION	OUT OF THIS WORLD	1	13
Clive Exton/Clifford Simak			
TARGET GENERATION	OUT OF THE UNKNOWN	3	11
Clive Hopkins			
FUGITIVE	BUGS	3	6
Clyde Hayes			
FUTURE TRADE	TWILIGHT ZONE, THE (2002)	1	21
Coleman Luck			

Episode Title	Name of Programme		
"PILOT"	BURNING ZONE, THE	S: 1	E: 1
FACES IN THE MASK	M.A.N.T.I.S.	S: 1	E: 13
THE SILENT TOWER	BURNING ZONE, THE	S: 1	E: 2
THE ZONE TROOPERS BUILD MEN	OTHERWORLD	S: 1	E: 2
Coleman Luck & Carel Gage Luck			
HALL OF THE SERPENT	BURNING ZONE, THE	S: 1	E: 8
LETHAL INJECTION	BURNING ZONE, THE	S: 1	E: 6
Coleman Luck III			
ARMS OF FIRE	BURNING ZONE, THE	S: 1	E: 4
THE DELUSIONIST	M.A.N.T.I.S.	S: 1	E: 15
Coleman Luck, Carel Gage Luck			
SWITCHES	M.A.N.T.I.S.	S: 1	E: 19
THE EYES BEYOND	M.A.N.T.I.S.	S: 1	E: 14
THROUGH THE DARK CIRCLE	M.A.N.T.I.S.	S: 1	E: 12
Coleman Luck, Coleman Luck III			
SPIDER IN THE TOWER	M.A.N.T.I.S.	S: 1	E: 20
Colin Brake			
...MUST GO DOWN.	BUGS	S: 2	E: 2
A SPORTING CHANCE	BUGS	S: 1	E: 9
ABSENT FRIENDS	BUGS	S: 4	E: 1
IDENTITY CRISIS	BUGS	S: 3	E: 9
WHAT GOES UP.	BUGS	S: 2	E: 1
Colin Brake, Alex Stewart.			
TWIN GEEKS	BUGS	S: 4	E: 8
Colin Brake, Stuart Doughty			
GIRL POWER	BUGS	S: 4	E: 3
JEWEL CONTROL	BUGS	S: 4	E: 7
SACRIFICE TO SCIENCE	BUGS	S: 4	E: 2
Colin Davis			
GOLD	BLAKES' 7	S: 4	E: 10
Colin Finbow			
A SURFEIT OF H2O	AVENGERS,THE	S: 4	E: 8
Colin Fox			
THE TOMB OF UNKNOWN WARRIOR	LEGEND OF WILLIAM TELL, THE	S: 1	E: 12
Collin Freisen			
LIKE WATER FOR OCTANE	LONE GUNMEN, THE	S: 1	E: 4
Collin Oliphant			
CHOOSING SIDES	CHARLIE JADE	S: 1	E: 12
Coral Drouyn			
SEEK AND YOU SHALL FIND	PARALLAX	S: 1	E: 19
Corey Miller			
SECONDS	LOIS AND CLARK	S: 3	E: 17
Cory Applebaum, Michael Bryant			
ESCAPE FROM WEDDED BLISS	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 10
Cory Tynan			
THE VANISHED	EARTH: FINAL CONFLICT	S: 3	E: 2
Craig Buck			
BABALAO	INCREDIBLE HULK,THE	S: 3	E: 10
METAMORPHOSIS	INCREDIBLE HULK,THE	S: 3	E: 1
OLYMPIAD	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 17
THE SPIRIT OF ST LOUIS	SHADOW CHASERS	S: 1	E: 2
Craig Gardner			
THE ENEMY OF MY ENEMY	CHARLIE JADE	S: 1	E: 14
Craig J. Nevius			
ARMED AND DANGEROUS	BLACK SCORPION	S: 1	E: 1
CRIME TIME	BLACK SCORPION	S: 1	E: 8
FACE THE MUSIC	BLACK SCORPION	S: 1	E: 20
NO STONE UNTURNED	BLACK SCORPION	S: 1	E: 7
PHOTO FINISH	BLACK SCORPION	S: 1	E: 19
VIRTUAL VICE	BLACK SCORPION	S: 1	E: 14
Craig Miller, Mark Nelson			
A MATTER OF STYLE	HUNGER, THE	S: 1	E: 13

Science Fiction Writers

Episode Title	Name of Programme		
ROOM 17	HUNGER, THE	S: 1	E: 6
Craig Ross Jr.			
THE MARKED	4400, THE	S: 4	E: 6
Craig Silverstein			
BEHOLDER	INVISIBLE MAN (2000)	S: 1	E: 14
BROTHER'S KEEPER	INVISIBLE MAN (2000)	S: 2	E: 6
DESTINY	DEAD ZONE, THE	S: 1	E: 13
DISEASED	INVISIBLE MAN (2000)	S: 1	E: 19
ENEMY OF MY ENEMY (PART 1 OF 2)	INVISIBLE MAN (2000)	S: 2	E: 21
FLASH TO BANG	INVISIBLE MAN (2000)	S: 2	E: 10
FLOWERS FOR HOBBS	INVISIBLE MAN (2000)	S: 1	E: 16
LEGENDS	INVISIBLE MAN (2000)	S: 2	E: 1
LIBERTY AND LARCENY	INVISIBLE MAN (2000)	S: 1	E: 5
RALPH	INVISIBLE MAN (2000)	S: 1	E: 3
SCARS	DEAD ZONE, THE	S: 2	E: 6
THE NEW STUFF (PART 2 OF 2)	INVISIBLE MAN (2000)	S: 2	E: 22
THE OTHER INVISIBLE MAN	INVISIBLE MAN (2000)	S: 1	E: 11
THE OUTSIDER	DEAD ZONE, THE	S: 2	E: 4
VISIONS	DEAD ZONE, THE	S: 2	E: 19
Craig Sweeny			
AS FATE WOULD HAVE IT	4400, THE	S: 2	E: 6
BECOMING	4400, THE	S: 1	E: 3
GRADUATION DAY	4400, THE	S: 3	E: 6
Craig Sweeny, Ira Steven Behr			
MOMMY'S BOSSES	4400, THE	S: 2	E: 13
THE GREAT LEAP FORWARD	4400, THE	S: 4	E: 13
TINY MACHINES	4400, THE	S: 4	E: 12
WAKE-UP CALL (PART 1 OF 2)	4400, THE	S: 2	E: 1
WAKE-UP CALL (PART 2 OF 2)	4400, THE	S: 2	E: 2
Craig Sweeny, Michael Narducci			
ONE OF US	4400, THE	S: 4	E: 10
Craig Tepper			
THE TRASH MAN	DEADLY GAMES	S: 1	E: 10
Craig Van Sickle, Steven Long Mitchell			
DONOTERASE (A 2 PART STORY)	PRETENDER, THE	S: 3	E: 21
EXTREME	PRETENDER, THE	S: 4	E: 6
PRISON STORY	PRETENDER, THE	S: 1	E: 12
RANGER JAROD	PRETENDER, THE	S: 1	E: 14
THE WORLD'S CHANGING	PRETENDER, THE	S: 4	E: 1
'TIL DEATH DO US PART	PRETENDER, THE	S: 4	E: 9
Craig Volk			
HONEY, IT'S A MIRACLE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 15
HONEY, IT'S GLOOM AND DOOM	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 5
HONEY, WE'RE PAST TENSE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 8
Cried Ware & Donald P. Bellisario			
PROOF THROUGH THE NIGHT	AIRWOLF	S: 1	E: 4
Curtis Kenyon, Robert M. Fresco			
STRANGER IN THE DESERT	SCIENCE FICTION THEATRE	S: 1	E: 5
Curtis Kheel			
RULES OF ENGAGEMENT	DRESDEN FILES, THE	S: 1	E: 4
THE LIES THAT BIND	KYLE XY	S: 1	E: 3
Cynthia Benjamin			
CHINA MOON	BEAUTY AND THE BEAST	S: 1	E: 13
Cynthia Saunders			
INSIGHT	PROFILER	S: 1	E: 1
NIGHT DREAMS	PROFILER	S: 1	E: 7
Cyril Abraham			
THE LEMMING SYNDROME	COUNTERSTRIKE	S: 1	E: 7
Cyrus Nowrasteh			
IMITATION OF DEATH	LA FEMME NIKITA	S: 3	E: 5
NIKITA	LA FEMME NIKITA	S: 1	E: 1
D. C. Fontana			
A DISTANT STAR	BABYLON 5	S: 2	E: 4

Science Fiction Writers

Episode Title	Name of Programme		
LEGACIES	BABYLON 5	S: 1	E: 21
THE WAR PRAYER	BABYLON 5	S: 1	E: 8
D.C. Fontana			
ELSEWHEN	LAND OF THE LOST (1974)	S: 1	E: 15
FRIDAY'S CHILD	STAR TREK	S: 2	E: 11
JOURNEY TO BABEL	STAR TREK	S: 2	E: 10
LONELY AMONG US	STAR TREK: THE NEXT GENERATION	S: 1	E: 6
MIRACLE	EARTH: FINAL CONFLICT	S: 1	E: 5
RESCUE OF ATHENA ONE	SIX MILLION DOLLAR MAN,THE	S: 1	E: 11
STRAIGHT ON 'TIL MORNING	SIX MILLION DOLLAR MAN,THE	S: 2	E: 6
THE ENTERPRISE INCIDENT	STAR TREK	S: 3	E: 2
THE MEEK SHALL INHERIT	WAR OF THE WORLDS	S: 1	E: 16
THE ULTIMATE COMPUTER	STAR TREK	S: 2	E: 24
THIS SIDE OF PARADISE	STAR TREK	S: 1	E: 24
TOMORROW IS YESTERDAY	STAR TREK	S: 1	E: 19
D.C. Fontana (w), Gene Roddenberry (s)			
CHARLIE X	STAR TREK	S: 1	E: 3
D.C. Fontana, Gene Roddenberry			
ENCOUNTER AT FARPOINT	STAR TREK: THE NEXT GENERATION	S: 1	E: 1
D.C. Fontana, Ken Kolb			
TURNABOUT	FANTASTIC JOURNEY,THE	S: 1	E: 8
D.C. Fontana, Peter Allan Fields			
DAX	STAR TREK: DEEP SPACE NINE	S: 1	E: 7
D.C. Fontana, Richard L. Breen Jr.			
CAROUSEL	LOGAN'S RUN	S: 1	E: 11
D.Thomas Maio, Steve Warneck			
THE ABANDONED	STAR TREK: DEEP SPACE NINE	S: 3	E: 5
Daivd Cole			
THE POWER OF SUGGESTION	CHARLIE JADE	S: 1	E: 4
Dale McRaven			
MORK AND MINDY (1-2)	MORK AND MINDY	S: 1	E: 1
SUGAR AND SPICE AND QUATERBACK SNEAK	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 11
Dale McRaven, Bruce Johnson			
DUELING SKATES	MORK AND MINDY	S: 3	E: 3
EXIDOR AFFAIR	MORK AND MINDY	S: 2	E: 12
EXIDOR'S WEDDING	MORK AND MINDY	S: 2	E: 14
MORK IN WONDERLAND (1-2)	MORK AND MINDY	S: 2	E: 1
MORK'S FIRST CHRISTMAS	MORK AND MINDY	S: 1	E: 12
MORK'S NIGHT OUT	MORK AND MINDY	S: 1	E: 20
SNOWFLAKES KEEP DANCING ON MY HEAD (A/K/A SKY FLAKES KEEP FALLING ON MY HEAD)	MORK AND MINDY	S: 1	E: 16
Dallas L. Barnes			
ANSCHLUSS 77	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 2
Damian Kindler			
883	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 5
ABSOLUTION	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 5
AVATAR	STARGATE SG1	S: 8	E: 6
BABYLON	STARGATE SG1	S: 9	E: 8
BOUNTY	STARGATE SG1	S: 10	E: 12
CHIMERA	STARGATE SG1	S: 7	E: 15
CITIZEN JOE	STARGATE SG1	S: 8	E: 15
CURE	STARGATE SG1	S: 6	E: 10
DEATH TRAP	CODE NAME: ETERNITY	S: 1	E: 9
EVOLUTION (PART 1 OF 2)	STARGATE SG1	S: 7	E: 11
FORSAKEN	STARGATE SG1	S: 6	E: 18
FRAGILE BALANCE	STARGATE SG1	S: 7	E: 3
GRACE	STARGATE SG1	S: 7	E: 13
ICON	STARGATE SG1	S: 8	E: 5
JOHN DOE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 19
KISS OF THE TIGER	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 14
MEMENTO	STARGATE SG1	S: 6	E: 20
MICHAEL	STARGATE: ATLANTIS	S: 2	E: 16
NOCTURNAL CABAL	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 10
ONCE UPON A TIME IN THE WEST	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 6

Episode Title	Name of Programme	S:	E:
POISONING THE WELL	STARGATE: ATLANTIS	1	7
PROMETHEUS UNBOUND	STARGATE SG1	8	12
RECKONING (PART 1 OF 2)	STARGATE SG1	8	16
RECKONING (PART 2 OF 2)	STARGATE SG1	8	17
REGENERATION	PSI FACTOR: CHRONICLES OF THE PARANORMAL	4	18
RELATIVITY	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	1	12
SIGHT UNSEEN	STARGATE SG1	6	13
SPACE RACE	STARGATE SG1	7	8
STRONGHOLD	STARGATE SG1	9	15
TALION	STARGATE SG1	10	17
TAO OF RODNEY	STARGATE: ATLANTIS	3	15
THE FOURTH HORSEMAN (PART 1 OF 2)	STARGATE SG1	9	10
THE OBSERVER EFFECT	PSI FACTOR: CHRONICLES OF THE PARANORMAL	3	16
THE OTHER GUYS	STARGATE SG1	6	8
TRINITY	STARGATE: ATLANTIS	2	6
UNINVITED	STARGATE SG1	10	5
Damian Kindler, Denise Fordham			
THE INFESTATION/ HUMAN APPORTATION	PSI FACTOR: CHRONICLES OF THE PARANORMAL	1	6
Damian Kindler, Ian Weir			
THE TRANSIENT/ TWO LOST OLD MEN	PSI FACTOR: CHRONICLES OF THE PARANORMAL	1	8
Damian Kindler, Larry Raskin			
THE HUNTER/ THE HEALER	PSI FACTOR: CHRONICLES OF THE PARANORMAL	1	10
Damian Kindler, Peter Aykroyd			
FORBIDDEN NORTH/ REINCARNATION	PSI FACTOR: CHRONICLES OF THE PARANORMAL	1	14
Damian Kindler, Sherman Snukal			
THE GREENHOUSE EFFECT/ THE BUZZ	PSI FACTOR: CHRONICLES OF THE PARANORMAL	1	15
Dan Clark (w,s) & Mary Ghiorso (w)			
HAUNTED LIGHTHOUSE	AMAZING LIVE SEA-MONKEYS, THE	1	7
Dan Dworkin, Jay Beattie			
EPISODE 8	SURFACE	1	8
Dan E. Fesman , Harry Victor			
ALIENATED	EUREKA	1	4
DR. NOBEL	EUREKA	1	6
Dan Fesman and Harry Victor			
THE DRAG	SPECIAL UNIT 2	2	7
Dan Fesman, Harry Victor			
BOOK OF SHADOWS	FIRST WAVE	1	8
Dan Freudenberger			
PINCH HITTERS	EARLY EDITION	3	20
Dan Koeppel, René Echevarria			
INHERITANCE	STAR TREK: THE NEXT GENERATION	7	9
Dan Kopelman			
BUTCH COMES TO SHOVE	BIG WOLF ON CAMPUS	1	3
BUTCH IS BACK	BIG WOLF ON CAMPUS	2	19
FLUGELHOFF	BIG WOLF ON CAMPUS	1	11
Dan Lane			
LAST DAYS	SLIDERS	1	3
Dan Levine, Peter Baloff			
TENNESSEE LACEY	THEY CAME FROM OUTER SPACE	1	6
Dan Lundberg, Hugh Lacey			
FEATHERED FOE	WORLD OF GIANTS	1	7
Dan O'Shannon			
OUTBREAK (A.K.A. ESCALATION)	THRESHOLD	1	11
Dan O'Shannon, Dan Shotz			
FOUR HORSEMEN	JERICO	1	3
Dan Studney, Jim Lincoln			
FROM HONEY, WITH LOVE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	1	18
GRUMPY OLD GENIE	WEIRD SCIENCE	4	6
HONEY, YOU'VE GOT NINE LIVES	HONEY, I SHRUNK THE KIDS: THE TV SHOW	1	6
MAGIC COMET RIDE	WEIRD SCIENCE	5	13
WICKED WISH	WEIRD SCIENCE	5	15
WS4	WEIRD SCIENCE	5	18

Episode Title	Name of Programme		
Dan Studney, Kevin Murphy			
HONEY, YOU DRAINED MY BRAIN	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 14
Dan Truly			
MONSTERS	BLADE	S: 1	E: 11
THE EVIL WITHIN	BLADE	S: 1	E: 5
Dan Truly, David S. Goyer, Geoff Johns			
CONCLAVE	BLADE	S: 1	E: 12
Dan Ullman			
BLIND RAGE	INCREDIBLE HULK,THE	S: 3	E: 2
DOOMSDAY	LAND OF THE GIANTS	S: 2	E: 21
SIX HOURS TO LIVE	LAND OF THE GIANTS	S: 2	E: 2
THE LEECHES	INVADERS,THE (1967)	S: 1	E: 4
THE SAUCER	INVADERS,THE (1967)	S: 2	E: 2
Dan Wright, David Alexander, Sam Egan			
JOY RIDE	OUTER LIMITS,THE (1995)	S: 5	E: 6
Dan York			
PINBALL WIZARD	SEVEN DAYS	S: 2	E: 2
PLAYMATES AND PRESIDENTS	SEVEN DAYS	S: 2	E: 21
THE BACKSTEPPERS APPRENTICE	SEVEN DAYS	S: 2	E: 12
VEGAS HEIST	SEVEN DAYS	S: 1	E: 16
Dan York, Michael King			
CRYSTAL BLUE PERSUASION	SEVEN DAYS	S: 3	E: 15
Dana Calvo			
WINTERLAND	JOURNEYMAN	S: 1	E: 8
Dana Greenblatt			
AMBUSH	DEAD ZONE, THE	S: 6	E: 12
NUMB	DEAD ZONE, THE	S: 6	E: 7
Dana Reston			
WITCH COLLEGE	BIG WOLF ON CAMPUS	S: 1	E: 5
Daniel Arkin			
ARCADIA	X FILES,THE	S: 6	E: 14
LIFE IS FOR THE LIVING	OTHERS, THE	S: 1	E: 13
SOULS ON BOARD	OTHERS, THE	S: 1	E: 4
Daniel Cerone			
BLIND WITNESS	FIRST WAVE	S: 1	E: 18
DEEPTHROAT	FIRST WAVE	S: 2	E: 2
JOSHUA	FIRST WAVE	S: 1	E: 9
LOST SOULS	FIRST WAVE	S: 2	E: 9
LUNGFISH	FIRST WAVE	S: 1	E: 7
MABUS	FIRST WAVE	S: 3	E: 1
MELODY	FIRST WAVE	S: 1	E: 20
THE CHANNEL	FIRST WAVE	S: 2	E: 5
THE UNDERSIRABLES	FIRST WAVE	S: 1	E: 16
THE VESSEL	FIRST WAVE	S: 3	E: 16
Daniel Freudenberger			
LOSING CONTROL	HARD TIME ON PLANET EARTH	S: 1	E: 6
PAYLOAD	BLUE THUNDER	S: 1	E: 8
Daniel Kennedy, Wade Johnson, Larry DiTillio			
NEW ACQUAINTANCE	SWAMP THING	S: 1	E: 10
Daniel Kibbie			
BIOFEEDBACK	BIONIC WOMAN, THE	S: 2	E: 12
Daniel Kibbie, Arthur Rowe			
BEYOND THE CALL	BIONIC WOMAN, THE	S: 2	E: 18
Daniel Levine			
BLIND MAN'S BUFF	SENTINEL, THE	S: 2	E: 12
HONEYMOON IN METROPOLIS	LOIS AND CLARK	S: 1	E: 11
NEVERENDING BATTLE	LOIS AND CLARK	S: 1	E: 3
SMART KIDS	LOIS AND CLARK	S: 1	E: 7
THE FOUNDLING	LOIS AND CLARK	S: 1	E: 16
TRUE CRIME	SENTINEL, THE	S: 2	E: 6
VANISHING ACT	SENTINEL, THE	S: 2	E: 20
Daniel Levine, Deborah Joy LeVine			

Episode Title	Name of Programme		
BARBARIANS AT THE PLANET (PART 1 OF 2)	LOIS AND CLARK	S: 1	E: 20
Daniel Peak			
CASSIE COME HOME	MY HERO	S: 5	E: 4
DERMOMAN	MY HERO	S: 6	E: 6
FOOTLOOSE	MY HERO	S: 6	E: 1
NIGHT FEVER	MY HERO	S: 5	E: 10
Daniel Truly			
LOTTO FEVER	DEAD ZONE, THE	S: 5	E: 6
Daniel Truly, Andrew Dettmann			
COUNTDOWN	PRETENDER, THE	S: 3	E: 15
MURDER 101	PRETENDER, THE	S: 3	E: 9
ONCE IN A BLUE MOON	PRETENDER, THE	S: 3	E: 3
RISQUE BUSSINESS	PRETENDER, THE	S: 4	E: 4
ROAD TRIP	PRETENDER, THE	S: 4	E: 5
SCHOOL DAZE	PRETENDER, THE	S: 4	E: 16
Danielle Alexandra, Paul Brown			
IT'S A WONDERFUL LEAP	QUANTUM LEAP	S: 4	E: 18
Danielle Gantner			
DRIVING	SECRET WORLD OF ALEX MACK,THE	S: 4	E: 1
THE PARTY	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 16
Danielle Weinstock			
ON THE WRONG TRACK	VR TROOPERS	S: 2	E: 18
Danny Bilson, Paul DeMeo			
THE FLASH	FLASH, THE	S: 1	E: 1
THE HUMAN TARGET	HUMAN TARGET	S: 1	E: 1
VIPER	VIPER (1994)	S: 1	E: 1
Danny Lee Cole, J. Duncan Ray			
THIRTY SECONDS OVER LITTLE TOKYO	GREATEST AMERICAN HERO,THE	S: 3	E: 9
Danny Lee Cole, Jeff Ray			
A CHICKEN IN EVERY PLOT	GREATEST AMERICAN HERO,THE	S: 2	E: 14
Danny McBride			
FREE SPIRIT	OUTER LIMITS,THE (1995)	S: 7	E: 13
Danny Smith			
DICK'S ARK	THIRD ROCK FROM THE SUN	S: 6	E: 12
YOU DON'T KNOW DICK	THIRD ROCK FROM THE SUN	S: 6	E: 13
Darcy Meyers			
EPISODE 10	SURFACE	S: 1	E: 10
GONE (PART 2 OF 2)	4400, THE	S: 3	E: 5
Darell Fetty			
WHOSE WOODS ARE THESE	MUTANT X	S: 2	E: 4
Darin Morgan			
CLYDE BRUCKMAN'S FINAL REPOSE	X FILES,THE	S: 3	E: 4
HUMBUG	X FILES,THE	S: 2	E: 20
JOSE CHUNG'S 'FROM OUTER SPACE'	X FILES,THE	S: 3	E: 20
WAR OF THE COPROPHAGES	X FILES,THE	S: 3	E: 12
Darrell Fetty			
DOUBLE VISION	MUTANT X	S: 1	E: 12
MY FAIR HOODLUMS	VIPER (1996)	S: 3	E: 14
ONCE A THEIF	VIPER (1994)	S: 1	E: 3
PRESUMED GUILTY	MUTANT X	S: 1	E: 17
SAFE AS HOUSES	VIPER (1994)	S: 1	E: 5
THREE POINT SHOT	SENTINEL, THE	S: 3	E: 2
UNDERSTUDY	MUTANT X	S: 2	E: 10
WISEGAL	VIPER (1996)	S: 3	E: 3
Darrell Fetty, Mark Lisson			
ABOUT FACE	VIPER (1996)	S: 2	E: 22
Darren Maddern, Don Handfield			
REVELATION	SEVEN DAYS	S: 3	E: 14
Darren Swimmer, Todd Slavkin			
FRAGILE	SMALLVILLE	S: 5	E: 18
Dave Alan Johnson			
TIES THAT BIND	PRETENDER, THE	S: 3	E: 17

Episode Title	Name of Programme		
Dave Boerger			
THERE'S NO BUSINESS LIKE DICK BUSINESS	THIRD ROCK FROM THE SUN	S: 6	E: 10
THIS LITTLE DICK GOES TO MARKET	THIRD ROCK FROM THE SUN	S: 5	E: 14
Dave Freeman			
THE ROTTERS	AVENGERS,THE	S: 7	E: 15
Dave Johnson			
PRICNE AND THE REVOLUTION	JAKE 2.0	S: 1	E: 11
Dave Landers			
THE BRAINY BURRO	ADVENTURES OF SUPERMAN,THE	S: 6	E: 11
Dave Lewman, Joe Liss			
THE THING THAT WOULDN'T DIE (PART 1 OF 2)	THIRD ROCK FROM THE SUN	S: 6	E: 19
Dave Wollert, Peter Baloff			
THE BEAUTY CONTEST	THEY CAME FROM OUTER SPACE	S: 1	E: 3
David & Peggy Chantler			
DISAPPEARING LOIS	ADVENTURES OF SUPERMAN,THE	S: 5	E: 6
David A. Goodman			
JUDGEMENT	ENTERPRISE	S: 2	E: 19
NORTH STAR	ENTERPRISE	S: 3	E: 9
PRECIOUS CARGO	ENTERPRISE	S: 2	E: 11
David A. Simons			
INTO THE ABYSS	PROFILER	S: 1	E: 19
David Aaron Freed, Howard Salus			
RHINO	SEVEN DAYS	S: 3	E: 3
THE FINAL COUNTDOWN	SEVEN DAYS	S: 3	E: 18
David Abramowitz			
THE LITTLE DRAGON	V (1984)	S: 1	E: 16
THE OVERLORD (aka SHOWDOWN AT RAWLINSVILLE)	V (1984)	S: 1	E: 7
David Abramowitz, Donald R. Boyle			
RETURN,THE	V (1984)	S: 1	E: 19
David Amann			
AQUA MALA	X FILES,THE	S: 6	E: 12
CHIMERA	X FILES,THE	S: 7	E: 16
HELL BOUND	X FILES,THE	S: 9	E: 8
INVOCATION	X FILES,THE	S: 8	E: 5
RELEASE	X FILES,THE	S: 9	E: 17
RUSH	X FILES,THE	S: 7	E: 5
TERMS OF ENDEARMENT	X FILES,THE	S: 6	E: 6
David Assael, Robert L. McCullough			
THE ICARUS FACTOR	STAR TREK: THE NEXT GENERATION	S: 2	E: 14
David Avallone			
A HARD DAY'S MUTANT	VR TROOPERS	S: 2	E: 24
KAITLIN THROUGH THE LOOKING GLASS (1-2)	VR TROOPERS	S: 2	E: 9
TIME OUT	VR TROOPERS	S: 2	E: 33
David Bennett Carren			
36 HOURS	POWERS OF MATTHEW STARR, THE	S: 1	E: 17
DEAD MAN'S HAND	POWERS OF MATTHEW STARR, THE	S: 1	E: 16
IF SHE DIES	TWILIGHT ZONE,THE (1985)	S: 1	E: 12
RETURN OF THE FIGHTING 69TH	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 6
David Bennett Carren, J. Larry Carroll			
ALTER EGO	TEKWAR	S: 1	E: 5
DEADLINE	SPACE PRECINCT	S: 1	E: 5
DEADLINE	TEKWAR	S: 1	E: 9
ZERO TOLERANCE	TEKWAR	S: 1	E: 13
David Benullo, Craig Silverstein			
HERE THERE BE MONSTERS	DEAD ZONE, THE	S: 1	E: 10
David Benz			
ENEMY MIND	DEAD ZONE, THE	S: 1	E: 7
THE MAN WHO NEVER WAS	DEAD ZONE, THE	S: 2	E: 9
David Benz, Craig Silverstein			
PLAYING GOD	DEAD ZONE, THE	S: 2	E: 11
David Braff			
BLAST OFF	THUNDER IN PARADISE	S: 1	E: 16

Science Fiction Writers

Episode Title	Name of Programme		
BREAKOUT	V (1984)	S: 1	E: 3
DARK RAIN	OUTER LIMITS,THE (1995)	S: 3	E: 6
GIVE ME LIBERTY...OR GIVE ME DEATH	KNIGHT RIDER	S: 1	E: 14
JUST MY BILL	KNIGHT RIDER	S: 1	E: 5
NOBODY DOES IT BETTER	KNIGHT RIDER	S: 1	E: 20
THE WILD CATS	V (1984)	S: 1	E: 15
UNTO US A CHILD IS BORN	WAR OF THE WORLDS	S: 1	E: 17
VISITOR'S CHOICE	V (1984)	S: 1	E: 6
David Braff, Colley Cibber			
SECRET UNDERGROUND	V (1984)	S: 1	E: 18
David Braff, Judith Berg, Sandra Berg, Joseph Stefano			
THE LIVING IMAGE	SWAMP THING	S: 1	E: 2
David Braff, Paul F. Edwards			
THE ATTACK	V (1984)	S: 1	E: 20
David Brown			
THE ACADEMY	MAX HEADROOM	S: 2	E: 1
David Campton			
STRANGER IN THE FAMILY	JOURNEY TO THE UNKNOWN	S: 1	E: 13
STRANGER IN THE FAMILY	OUT OF THE UNKNOWN	S: 1	E: 3
David Campton/Frederick Pohl			
TUNNEL UNDER THE WORLD	OUT OF THE UNKNOWN	S: 2	E: 8
David Campton/Isaac Asimov			
LIAR!	OUT OF THE UNKNOWN	S: 3	E: 2
David Carayon			
CHAPTER VII	GRAND STAR	S: 1	E: 7
David Carayon, Claude Landry			
CHAPTER III	GRAND STAR	S: 1	E: 3
David Carayon, Frederic Aylmer			
CHAPTER VI	GRAND STAR	S: 1	E: 6
David Carson			
GLADIATRIX	BIRDS OF PREY	S: 1	E: 10
David Chantler			
FLIGHT TO THE NORTH	ADVENTURES OF SUPERMAN,THE	S: 3	E: 11
JET ACE	ADVENTURES OF SUPERMAN,THE	S: 2	E: 4
JIMMY OLSON, BOY EDITOR	ADVENTURES OF SUPERMAN,THE	S: 2	E: 22
JOEY	ADVENTURES OF SUPERMAN,THE	S: 4	E: 1
MONEY TO BURN	ADVENTURES OF SUPERMAN,THE	S: 5	E: 7
MY FRIEND SUPERMAN	ADVENTURES OF SUPERMAN,THE	S: 2	E: 15
OLSEN'S MILLIONS	ADVENTURES OF SUPERMAN,THE	S: 3	E: 7
PERIL BY SEA	ADVENTURES OF SUPERMAN,THE	S: 4	E: 4
PERIL IN PARIS	ADVENTURES OF SUPERMAN,THE	S: 5	E: 1
SEMI-PRIVATE EYE	ADVENTURES OF SUPERMAN,THE	S: 2	E: 18
SHOT IN THE DARK	ADVENTURES OF SUPERMAN,THE	S: 2	E: 5
STAMP DAY FOR SUPERMAN	ADVENTURES OF SUPERMAN,THE	S: 0	E: 0
THE BIG BALLOON	R3	S: 2	E: 1
THE BIG FORGET	ADVENTURES OF SUPERMAN,THE	S: 6	E: 7
THE BIG FREEZE	ADVENTURES OF SUPERMAN,THE	S: 4	E: 3
THE BIG SQUEEZE	ADVENTURES OF SUPERMAN,THE	S: 2	E: 2
THE BOY WHO HATED SUPERMAN	ADVENTURES OF SUPERMAN,THE	S: 2	E: 17
THE BULLY OF DRY GULCH	ADVENTURES OF SUPERMAN,THE	S: 3	E: 10
THE CLOWN WHO CRIED	ADVENTURES OF SUPERMAN,THE	S: 2	E: 16
THE DOG WHO KNEW SUPERMAN	ADVENTURES OF SUPERMAN,THE	S: 2	E: 9
THE GENTLE MONSTER	ADVENTURES OF SUPERMAN,THE	S: 6	E: 8
THE GIRL WHO HIRED SUPERMAN	ADVENTURES OF SUPERMAN,THE	S: 4	E: 7
THE JOLLY ROGER	ADVENTURES OF SUPERMAN,THE	S: 4	E: 13
THE LAST KNIGHT	ADVENTURES OF SUPERMAN,THE	S: 6	E: 1
THE MAN WHO MADE DREAMS COME TRUE	ADVENTURES OF SUPERMAN,THE	S: 5	E: 5
THE PHANTOM RING	ADVENTURES OF SUPERMAN,THE	S: 4	E: 12
THE STOLEN ELEPHANT	ADVENTURES OF SUPERMAN,THE	S: 5	E: 11
THE TALKING CLUE	ADVENTURES OF SUPERMAN,THE	S: 3	E: 2
THE TOMB OF ZAHARAN	ADVENTURES OF SUPERMAN,THE	S: 5	E: 4
THE UNLUCKY NUMBER	ADVENTURES OF SUPERMAN,THE	S: 4	E: 2
THE WHISTLING BIRD	ADVENTURES OF SUPERMAN,THE	S: 2	E: 25

Episode Title	Name of Programme		
THROUGH THE TIME BARRIER	ADVENTURES OF SUPERMAN,THE	S: 3	E: 1
TOPSY TURVY	ADVENTURES OF SUPERMAN,THE	S: 4	E: 5
David Chantler, George Eckstein			
THE MUTATION	INVADERS,THE (1967)	S: 1	E: 3
David Chase			
THE VAMPIRE	KOLCHAK: THE NIGHT STALKER	S: 1	E: 4
David Chase, Donn Mullally, Rudolph Borchert, Larry Markes, Norm			
THE DEVIL'S PLATFORM	KOLCHAK: THE NIGHT STALKER	S: 1	E: 7
David Chase, Michael Kozoll			
THE KNIGHTLY MURDERS	KOLCHAK: THE NIGHT STALKER	S: 1	E: 18
David Childlow			
HEART ATTACK	TWO TWISTED	S: 1	E: 4
David Chisholm			
JACKPOT	OUTLAWS	S: 1	E: 11
David Climie/Peter Phillips			
GET OFF MY CLOUD	OUT OF THE UNKNOWN	S: 3	E: 13
David Cohen			
UNPLUGGED	WEIRD SCIENCE	S: 2	E: 14
David Cole			
BETRAYL	CHARLIE JADE	S: 1	E: 9
IDENTITY	CHARLIE JADE	S: 1	E: 10
David Cullen, Patricia Hooker			
OUT OF MIND	COUNTERSTRIKE	S: 1	E: 6
David Duchovny			
HOLLYWOOD A.D.	X FILES,THE	S: 7	E: 19
THE UNNATURAL	X FILES,THE	S: 6	E: 18
David Duchovny, Chris Carter			
THE SIXTH EXTINCTION II: AMOR FATI (PART 3 OF 3)	X FILES,THE	S: 7	E: 2
David Duncan			
BEYOND THE STARS	MEN INTO SPACE	S: 1	E: 31
CHRISTMAS ON THE MOON	MEN INTO SPACE	S: 1	E: 12
CONTRABAND	MEN INTO SPACE	S: 1	E: 21
FLASH IN THE SKY	MEN INTO SPACE	S: 1	E: 26
SHADOWS ON THE MOON	MEN INTO SPACE	S: 1	E: 25
THE HUMAN FACTOR	OUTER LIMITS,THE (1963)	S: 1	E: 8
David Durston			
DISCOVERED HEART	TALES OF TOMORROW	S: 2	E: 22
David Dworski			
ONLY FOOLS (AKA FOOLS DARE)	SECRETS OF ISIS, THE	S: 1	E: 2
THE SLAVES	ARK II	S: 1	E: 2
David Dworski, Susan Dworski			
DREAMS OF FLIGHT	SECRETS OF ISIS, THE	S: 1	E: 15
THE OUTSIDER	SECRETS OF ISIS, THE	S: 1	E: 10
David E. Peckinpah			
DINOSLIDE	SLIDERS	S: 3	E: 22
GENESIS	SLIDERS	S: 4	E: 1
MURDER MOST FOUL	SLIDERS	S: 3	E: 13
TWICE SHY	FARSCAPE	S: 4	E: 14
WE'RE SO SCREWED PART 1 : FETAL ATTRACTION	FARSCAPE	S: 4	E: 19
David Ehrman			
DARKNESS VISIBLE	LA FEMME NIKITA	S: 2	E: 7
MANDATORY REFUSAL	LA FEMME NIKITA	S: 2	E: 6
OFF PROFILE	LA FEMME NIKITA	S: 2	E: 18
TIME OUT OF MIND	LA FEMME NIKITA	S: 4	E: 19
David Eick			
HERO	BATTLESTAR GALACTICA (2004)	S: 3	E: 8
HOME: PART 1	BATTLESTAR GALACTICA (2004)	S: 2	E: 6
SISTERHOOD	BIONIC WOMAN (2007)	S: 1	E: 3
David Elliott			
ATTACK OF THE ALLIGATORS!	THUNDERBIRDS	S: 1	E: 23
David Ellis, Malcolm Hulke			
THE FACELESS ONES (1-6)	DOCTOR WHO	S: 4	E: 8

Science Fiction Writers

Episode Title	Name of Programme		
David Feeney, Brian Gewirtz			
THE GEEK SHALL INHERIT THE EARTH	BIG WOLF ON CAMPUS	S: 2	E: 7
David Fisher			
THE ANDROIDS OF TARA (1-4)	DOCTOR WHO	S: 16	E: 4
THE CREATURE FROM THE PIT (1-4)	DOCTOR WHO	S: 17	E: 3
THE LEISURE HIVE (1-4)	DOCTOR WHO	S: 18	E: 1
THE STONES OF BLOOD (1-4)	DOCTOR WHO	S: 16	E: 3
David Fletcher			
NORMAN NUSSBAUM : VAMPIRE HUNTER	BIG BAD BEETLEBORGS	S: 1	E: 48
OPERATION FRANKENBEANS	BIG BAD BEETLEBORGS	S: 1	E: 35
SON OF FRANKENBEANS	BEETLEBORGS METALLIX	S: 1	E: 16
THE DOCTOR IS IN	BIG BAD BEETLEBORGS	S: 1	E: 20
David Fox			
DARKNESS AND LIGHT	LEGEND OF WILLIAM TELL, THE	S: 1	E: 4
MASTER OF DOUBT	LEGEND OF WILLIAM TELL, THE	S: 1	E: 10
NOT FADE AWAY	VANISHING MAN,THE	S: 1	E: 3
THE LABYRINTH	LEGEND OF WILLIAM TELL, THE	S: 1	E: 13
David Fury			
DISHARMONY	ANGEL	S: 2	E: 17
LONLEY HEARTS	ANGEL	S: 1	E: 2
PEACE OUT	ANGEL	S: 4	E: 21
POWER PLAY	ANGEL	S: 5	E: 21
SALVAGE	ANGEL	S: 4	E: 13
THE HOUSE ALWAYS WINS	ANGEL	S: 4	E: 3
THE PRICE	ANGEL	S: 3	E: 19
YOU'RE WELCOME	ANGEL	S: 5	E: 12
David Fury, Ben Edlund			
JUST REWARDS (PART 2 OF 2)	ANGEL	S: 5	E: 2
David Fury, Jeannine Renshaw			
PARTING GIFTS	ANGEL	S: 1	E: 10
David Fury, Steven S. DeKnight			
AWAKENING	ANGEL	S: 4	E: 10
DESTINY	ANGEL	S: 5	E: 8
David Gaber & Bruce Kalish			
ZIPPERS	AUTOMAN	S: 1	E: 11
David Garber			
BOTH SIDES NOW	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 8
FIRE HEART	POWER RANGERS MYSTRIC FORCE	S: 1	E: 7
HEART OF BLUE	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 4
IDOL	POWER RANGERS S.P.D	S: 1	E: 9
JUST LIKE ME	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 16
MAGNET	BLACK HOLE HIGH	S: 1	E: 3
OUT OF LUCK	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 18
RADIO	BLACK HOLE HIGH	S: 1	E: 8
RECOGNITION	POWER RANGERS S.P.D	S: 1	E: 17
SPACE	JOURNEY OF ALLEN STRANGE, THE	S: 1	E: 3
THINGS NOT SAID	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 25
David Garber & Bruce Kalish			
PARTNERS	ALIEN NATION	S: 1	E: 16
David Gerken			
THE HAUNTING	CENTURY CITY	S: 1	E: 8
David Gerrold			
A DAY IN BEAUMONT	TWILIGHT ZONE,THE (1985)	S: 1	E: 58
A SAUCER OF LONLINESS	TWILIGHT ZONE,THE (1985)	S: 2	E: 4
BELIEVERS	BABYLON 5	S: 1	E: 11
CHA-KA	LAND OF THE LOST (1974)	S: 1	E: 1
MAN OUT OF TIME	LOGAN'S RUN	S: 1	E: 5
NEW GODS FOR OLD	SLIDERS	S: 5	E: 5
TEST OF TIME	SUPERBOY	S: 3	E: 7
THE POSSESSION	LAND OF THE LOST (1974)	S: 1	E: 12
THE SLEESTAK GOD	LAND OF THE LOST (1974)	S: 1	E: 2
THE TROUBLE WITH TRIBBLES	STAR TREK	S: 2	E: 15
David Gerrold, Larry Niven			

Episode Title	Name of Programme		
CIRCLE	LAND OF THE LOST (1974)	S: 1	E: 17
David Goetsch, Jason Venokur			
DICK ON A ROLL	THIRD ROCK FROM THE SUN	S: 3	E: 11
DICK PUTS THE ID IN CUPID	THIRD ROCK FROM THE SUN	S: 5	E: 11
DICK THE VOTE	THIRD ROCK FROM THE SUN	S: 2	E: 5
DICK, WHO'S COMING TO DINER	THIRD ROCK FROM THE SUN	S: 5	E: 6
EAT, DRINK, DICK, MARY	THIRD ROCK FROM THE SUN	S: 3	E: 20
ELEVEN ANGRY MEN AND ONE DICK	THIRD ROCK FROM THE SUN	S: 3	E: 6
GUILTY AS DICK	THIRD ROCK FROM THE SUN	S: 2	E: 15
I AM DICK PENTAMETER!	THIRD ROCK FROM THE SUN	S: 4	E: 6
NEAR DICK EXPERIENCE	THIRD ROCK FROM THE SUN	S: 4	E: 22
THE BIG GIANT HEAD RETURNS AGAIN! (A 2 PART STORY)	THIRD ROCK FROM THE SUN	S: 5	E: 21
WILL WORK FOR DICK	THIRD ROCK FROM THE SUN	S: 2	E: 15
WORLD'S GREATEST DICK	THIRD ROCK FROM THE SUN	S: 2	E: 7
Y2DICK	THIRD ROCK FROM THE SUN	S: 4	E: 17
David Goodman			
DOUBLE OR NOTHING	ANGEL	S: 3	E: 18
David Goyer			
DREAM OF DOOM	PERVERSIONS OF SCIENCE	S: 1	E: 1
David Graziano			
WHAT IF THEY'RE STUCK	DAYBREAK	S: 1	E: 5
David Graziano, Charles Murray			
WHAT IF HE'S FREE	DAYBREAK	S: 1	E: 10
David Greenwalt			
DEAD END	ANGEL	S: 2	E: 18
DEAR BOY	ANGEL	S: 2	E: 5
EPISODE 4	SURFACE	S: 1	E: 4
HEART THROB	ANGEL	S: 3	E: 1
OFFSPRING	ANGEL	S: 3	E: 7
SLEEP TIGHT	ANGEL	S: 3	E: 16
THEIR'S NO PLACE LIKE PLRTZ GLRB	ANGEL	S: 2	E: 22
TO SHANSHU IN L.A.	ANGEL	S: 1	E: 22
TOMMOROW	ANGEL	S: 3	E: 22
David Greenwalt,			
JUDGEMENT	ANGEL	S: 2	E: 1
David Greenwalt, Grant Scharbo			
TRAINING DAY	JAKE 2.0	S: 1	E: 2
David Greenwalt, Silvio Horta			
DOUBLE AGENT	JAKE 2.0	S: 1	E: 12
UPGRADE	JAKE 2.0	S: 1	E: 16
David Greenwalt, Story: Joss Whedon, David Greenwalt			
HAPPY ANNIVERSARY	ANGEL	S: 2	E: 13
I FALL TO PIECES	ANGEL	S: 1	E: 4
David Guthrie			
A PRESENCE OF EVIL	PHOENIX, THE	S: 1	E: 4
THE FIRE WITHIN	PHOENIX, THE	S: 1	E: 5
David H Goodman, Julie Hess			
THREE BIRDS AND A BABY	BIRDS OF PREY	S: 1	E: 4
David H. Balkan			
DEAD END ON BLANK STREET	SENTINEL, THE	S: 4	E: 4
David H. Balkan and Alan Folsom			
LOVE SONG FOR TANYA	SIX MILLION DOLLAR MAN,THE	S: 3	E: 18
David H. Balkan, Luther Murdoch			
THE HAWK OF MU	MAN FROM ATLANTIS	S: 1	E: 7
David H. Goodman			
DAD	ANGEL	S: 3	E: 10
David Hamburg, Mitch Goldsmith			
INTERVIEW WITH A WEREWOLF	BIG WOLF ON CAMPUS	S: 1	E: 14
David Hemmings			
MAD OVER MIAMI	AIRWOLF	S: 1	E: 8
David J. Burke			
OPENING NIGHT JITTERS	LA FEMME NIKITA	S: 3	E: 3

Episode Title	Name of Programme	S:	E:
SILENT STALKER	UNSUB	1	2
THE REGULATOR	SEAQUEST DSV (inc. SEAQUEST 2032)	1	10
VAPORS	SEAQUEST DSV (inc. SEAQUEST 2032)	2	4
David J. Burke, Hans Tobeason			
THE DEVIL'S WINDOW	SEAQUEST DSV (inc. SEAQUEST 2032)	1	2
David J. Burke, Patrick Hasburgh			
HIGHER POWER	SEAQUEST DSV (inc. SEAQUEST 2032)	1	23
David J. Burke, Robert Engels			
GREED FOR A PIRATE'S DREAM	SEAQUEST DSV (inc. SEAQUEST 2032)	1	15
David J. Schow			
BRASS	HUNGER, THE	2	11
THE EXILE	PERVERSIONS OF SCIENCE	1	4
David Kemper			
A CONSTELLATION OF DOUBT	FARSCAPE	4	17
BAD TIMING	FARSCAPE	4	22
BAD WATER	SEAQUEST DSV (inc. SEAQUEST 2032)	1	9
CRICHTON KICKS	FARSCAPE	4	1
DIE ME, DICHOTOMY	FARSCAPE	2	22
DOG WITH TWO BONES	FARSCAPE	3	22
FAST FORWARD	M.A.N.T.I.S.	1	18
GHOST OF THE ICE	M.A.N.T.I.S.	1	22
LOOK AT THE PRINCESS PART 1: A KISS IS BUT A KISS	FARSCAPE	2	10
LOOK AT THE PRINCESS PART 2: I DO, I THINK	FARSCAPE	2	11
LOOK AT THE PRINCESS PART 3: THE MALTESE CRICHTON	FARSCAPE	2	12
NOTHING BUT THE TRUTH	SEAQUEST DSV (inc. SEAQUEST 2032)	1	14
PEAK PERFORMANCE	STAR TREK: THE NEXT GENERATION	2	21
REVENGING ANGEL	FARSCAPE	3	16
SELF INFLICTED WOUNDS PART 1: COULD'A, WOULD'A, SHOULD'A	FARSCAPE	3	3
SELF INFLICTED WOUNDS PART 2: WAIT FOR THE WHEEL	FARSCAPE	3	4
SUCH GREAT PATIENCE	SEAQUEST DSV (inc. SEAQUEST 2032)	1	21
THE FIFTH REALITY (aka THROUGH THE LOOKING GLASS)	FARSCAPE	1	17
TREASURES OF THE MIND	SEAQUEST DSV (inc. SEAQUEST 2032)	1	3
UNREALIZED REALITY	FARSCAPE	4	11
WHITE LIGHT FEVER	OUTER LIMITS,THE (1995)	1	5
WILD FIRE	BURNING ZONE, THE	1	18
YO HO HO	SWAMP THING	3	34
David Kemper s: David Kemper & Ro Hume			
RHAPSODY IN BLUE	FARSCAPE	1	13
David Kemper, Dan Brecher			
BETTER THAN MARTIANS	SEAQUEST DSV (inc. SEAQUEST 2032)	1	13
David Kemper, Michael Piller			
THE ENEMY	STAR TREK: THE NEXT GENERATION	3	7
TIME AND AGAIN	STAR TREK: VOYAGER	1	3
David Ketchum, Bruce Shelly			
FAUSTA:THE NAZI WONDER WOMAN	NEW ORIGINAL WONDER WOMAN,THE	1	3
MAY I HAVE THE LAST DANCE	CAPTAIN NICE	1	13
THE WEEK THEY STOLE PAYDAY	CAPTAIN NICE	1	11
David Ketchum, Tony DiMarco			
LONG LIVE THE KING	BIONIC WOMAN, THE	3	20
WONDER WOMAN VS GARGANTUA	NEW ORIGINAL WONDER WOMAN,THE	1	6
David Ketchum, Tony DiMarco, Brian McKay			
THE PIED PIPER	NEW ADVENTURES OF WONDER WOMAN,THE	1	6
David Kirschner, Paul Gertz			
LAW AND ORDER	EARTH: FINAL CONFLICT	1	18
David L. Newman			
BODY AND SOUL	MUTANT X	2	9
DEADLY DESIRE	MUTANT X	1	20
FINAL JUDGMENT	MUTANT X	2	17
FOOL FOR LOVE	MUTANT X	1	4
KILOHERTZ	MUTANT X	1	5
NO MAN LEFT BEHIND	MUTANT X	2	6
PENNIES FROM HEAVEN	SENTINEL, THE	2	21

Episode Title	Name of Programme		
SIEGE	SENTINEL, THE	S: 1	E: 2
TALK IS CHEAP	VIPER (1996)	S: 1	E: 4
THE BEST COUPLE	VIPER (1996)	S: 2	E: 3
TINA, IS THAT YOU?	FLASH, THE	S: 1	E: 13
WARRIORS	SENTINEL, THE	S: 3	E: 1
David Lane, Bob Bell			
THE SOUND OF SILENCE	U.F.O.	S: 1	E: 24
David Lemon			
WAY OUT WEST	WHIZZIWIG	S: 3	E: 2
David Levinson			
FATHER FIGURE	INVISIBLE MAN (2000)	S: 2	E: 14
JOHNNY APOCALYPSE	INVISIBLE MAN (2000)	S: 2	E: 4
MONEY FOR NOTHING PART 1	INVISIBLE MAN (2000)	S: 1	E: 21
PER CHANCE TO DREAM	INVISIBLE MAN (2000)	S: 1	E: 17
David Loughery			
SHOWDOWN	TIME TRAX	S: 1	E: 4
David M. Israel			
PARANOID DICK	THIRD ROCK FROM THE SUN	S: 4	E: 14
David M. Israel, Jim O'Doherty			
COLLECT CALL FOR DICK	THIRD ROCK FROM THE SUN	S: 4	E: 4
DICK DIGS	THIRD ROCK FROM THE SUN	S: 6	E: 9
DICK JOKES	THIRD ROCK FROM THE SUN	S: 2	E: 10
DICK SOLOMON'S DAY OFF	THIRD ROCK FROM THE SUN	S: 5	E: 20
DICK V. STRUDVICK	THIRD ROCK FROM THE SUN	S: 4	E: 21
EPISODE I: THE BABY MENACE	THIRD ROCK FROM THE SUN	S: 5	E: 1
FIFTEEN MINUTES OF DICK	THIRD ROCK FROM THE SUN	S: 2	E: 22
JAILHOUSE DICK	THIRD ROCK FROM THE SUN	S: 3	E: 10
MY MOTHER IS AN ALIEN	THIRD ROCK FROM THE SUN	S: 2	E: 8
STUCK WITH DICK	THIRD ROCK FROM THE SUN	S: 3	E: 15
WHEN ALIENS CAMP	THIRD ROCK FROM THE SUN	S: 3	E: 23
David Mack, John J. Ordover			
STARSHIP DOWN	STAR TREK: DEEP SPACE NINE	S: 4	E: 7
David Misch			
MORK VS. MINDY	MORK AND MINDY	S: 2	E: 5
MORK'S GREATEST HISTORY	MORK AND MINDY	S: 1	E: 10
MORK'S HEALTH HINTS	MORK AND MINDY	S: 2	E: 8
David Misch, April Kelly			
DIAL 'N' FOR NELSON	MORK AND MINDY	S: 2	E: 9
MORK GOES PUBLIC	MORK AND MINDY	S: 1	E: 6
MORK'S BABY BLUES	MORK AND MINDY	S: 2	E: 3
David Newman			
THE LIST	VIPER (1996)	S: 1	E: 22
David O'Malley, April Kelly			
MORK AND THE IMMIGRANT	MORK AND MINDY	S: 1	E: 13
David P. Harmon			
THE DEADLY YEARS	STAR TREK	S: 2	E: 12
David P. Lewis, Booker Bradshaw			
THE HORSE RACE	PLANET OF THE APES	S: 1	E: 9
David Patrick Columbia, Toby Martin			
STAND UP AND GET KNOCKED DOWN	SUPERBOY	S: 1	E: 13
David Peckinpah			
SIEGE	BEAUTY AND THE BEAST	S: 1	E: 3
TEMPTATION	BEAUTY AND THE BEAST	S: 1	E: 15
David Phillips			
EPISODE ONE	CYBERGIRL	S: 1	E: 1
EPISODE TWO	CYBERGIRL	S: 1	E: 2
David Preston			
THE SECRET SHIH-TAN	HUNGER, THE	S: 1	E: 4
David R. Toddman			
CIRCUS KNIGHTS	KNIGHT RIDER	S: 3	E: 21
David Ransil			
BLACK DRAGON	M.A.N.T.I.S.	S: 1	E: 7

Episode Title	Name of Programme		
SUBVERSION	EARTH: FINAL CONFLICT	S: 5	E: 19
TERMINATION	EARTH: FINAL CONFLICT	S: 5	E: 6
David Ransill			
GRAVE DANGER	EARTH: FINAL CONFLICT	S: 5	E: 15
David Rich			
SKELETONS IN THE CLOSET	LEGEND	S: 1	E: 12
UPGRADES	STARGATE SG1	S: 4	E: 3
David Richard-Fox			
NOTHING UP MY SLEEVE	VANISHING MAN,THE	S: 1	E: 4
David Ruprecht, Tom Amundsen, Dick Christie			
GRANDPA LAWSON'S VISIT	SMALL WONDER	S: 1	E: 22
David S. Cohen & Roger S. H. Schulman			
STANDING IN THE SHADOWS OF LOVE	ALF	S: 3	E: 16
David S. Goyer			
COUNTING SHEEP	SLEEPWALKERS	S: 1	E: 4
MATTER OF FAX	SLEEPWALKERS	S: 1	E: 7
David S. Goyer, Geoff Johns			
"PILOT" (90 MINS)	BLADE	S: 1	E: 1
David S. Goyer, Stephen Kronish			
"PILOT"	SLEEPWALKERS	S: 1	E: 1
David S. Young			
JACOBSON'S ORGAN	REGENESIS	S: 3	E: 12
LET IT BURN	REGENESIS	S: 3	E: 9
David Sacks			
ARTHUR NEEDS SPACE (A.K.A. ARTHUR NEEDS HIS SPACE)	TICK, THE	S: 1	E: 5
BIG GIANT HEAD RETURNS	THIRD ROCK FROM THE SUN	S: 5	E: 12
CHARITABLE DICK	THIRD ROCK FROM THE SUN	S: 5	E: 8
POWER MAD DICK	THIRD ROCK FROM THE SUN	S: 4	E: 2
PROUD DICK	THIRD ROCK FROM THE SUN	S: 2	E: 13
SALLY AND DON'S FIRST KISS	THIRD ROCK FROM THE SUN	S: 3	E: 22
SALLY FORTH	THIRD ROCK FROM THE SUN	S: 4	E: 13
SCAREDY DICK	THIRD ROCK FROM THE SUN	S: 3	E: 4
SELFISH DICK	THIRD ROCK FROM THE SUN	S: 1	E: 18
SENSITIVE DICK	THIRD ROCK FROM THE SUN	S: 2	E: 21
THE GREAT DICKDATER	THIRD ROCK FROM THE SUN	S: 3	E: 12
David Schiff			
THE PHYSICS OF BEING DICK	THIRD ROCK FROM THE SUN	S: 3	E: 21
David Schow			
CORNER OF THE EYE	OUTER LIMITS,THE (1995)	S: 1	E: 9
RED LIGHT	HUNGER, THE	S: 1	E: 10
David Shaw			
SUSCEPTIBILITY	OUT THERE	S: 1	E: 5
David Shore			
LOVE AND GAMES	CENTURY CITY	S: 1	E: 3
STREAM OF CONSCIOUSNESS	OUTER LIMITS,THE (1995)	S: 3	E: 5
David Silverman & Stephen Sustarsic			
BABY COME BACK	ALF	S: 4	E: 1
HAPPY TOGETHER	ALF	S: 4	E: 11
TRUE COLORS	ALF	S: 4	E: 16
WHEN I'M SIXTY FOUR	ALF	S: 4	E: 19
WILD THING	ALF	S: 1	E: 18
David Silverman, Stephen Sustarsic			
THE BAD SEEDLING	SMALL WONDER	S: 3	E: 9
THE PERFECT DAUGHTER	SMALL WONDER	S: 3	E: 19
David Simkins			
CRASH	ROSWELL	S: 3	E: 16
DEATH GOES ON	BLADE	S: 1	E: 2
DON'T TUG ON SUPERMAN'S CAPE	LOIS AND CLARK	S: 3	E: 6
GO, GIRL	SPY GAMES	S: 1	E: 10
I AND I AM A CAMERA	DARK ANGEL	S: 1	E: 18
INTERRUPTUS	ROSWELL	S: 3	E: 7
OEDIPUS WRECKS	LOIS AND CLARK	S: 3	E: 19

Episode Title	Name of Programme		
SHOWDOWN	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 10
SIGNIFICANT OTHER	ROSWELL	S: 3	E: 3
THE DAD WHO CAME IN FROM THE COLD	LOIS AND CLARK	S: 3	E: 13
WHAT ABOUT BOB?	DRESDEN FILES, THE	S: 1	E: 10
WHAT, MICAH WORRY?	SPY GAMES	S: 1	E: 6
David Simkins & John Wirth (w), Tom Chehak (s)			
MAIL ORDER BRIDES	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 14
David Simkins, Jefferey Boam and Carlton Cuse			
THE ADVENTURE'S OF BRISCO COUNTY JNR (1-2)	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 1
David Steven Cohen			
BROADCAST BLUES	PHIL OF THE FUTURE	S: 2	E: 17
David T. Levinson			
THE QUALITY OF MERCY	EARLY EDITION	S: 2	E: 18
David T. Reilly			
JUST POLITICS	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 18
RIVALS	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 16
THE PRISONER	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 14
David T.Chantler			
THE SHATTERED EYE	OUT OF THE UNKNOWN	S: 4	E: 11
David Taylor			
THE OTHER WOMAN	HUNGER, THE	S: 1	E: 20
David Thoreau			
LIGHT MY FIRE	SENTINEL, THE	S: 2	E: 14
VENDETTA	SENTINEL, THE	S: 3	E: 6
David Tomblin			
LIVING IN HARMONY	PRISONER, THE	S: 1	E: 14
REFLECTIONS IN THE WATER	U.F.O.	S: 1	E: 21
THE CAT WITH TEN LIVES	U.F.O.	S: 1	E: 3
THE LONG SLEEP	U.F.O.	S: 1	E: 26
David Tynan			
COMES A HORSEMAN	FIRST WAVE	S: 3	E: 3
RANDOM ACCESS	FLASH GORDON (2007)	S: 1	E: 11
TO HEAL THE LEPER	WAR OF THE WORLDS	S: 1	E: 8
David Tynan, Michael J. Cinquemani			
SHADOWLAND	FIRST WAVE	S: 3	E: 13
David Venable			
GAMES	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 4
David W. Duncan, Gary Menteer			
THE END	SECOND CHANCE	S: 1	E: 1
David W. Rintels			
THE PEACEMAKER	INVADERS,THE (1967)	S: 2	E: 20
David W. Rintels, George Eckstein			
THE TRIAL	INVADERS,THE (1967)	S: 2	E: 6
David W. Rintels, George Eckstein, Ellis Kadison, Joel Kane			
THE SPORES	INVADERS,THE (1967)	S: 2	E: 7
David Weddle, Bradley Thompson			
DOWNLOADED	BATTLESTAR GALACTICA (2004)	S: 2	E: 18
EXODUS (PART 2 OF 2)	BATTLESTAR GALACTICA (2004)	S: 3	E: 4
FAIR WARNING	TWILIGHT ZONE, THE (2002)	S: 1	E: 26
FLIGHT OF THE PHOENIX	BATTLESTAR GALACTICA (2004)	S: 2	E: 9
MALESTORM	BATTLESTAR GALACTICA (2004)	S: 3	E: 17
ONE LITTLE SHIP	STAR TREK: DEEP SPACE NINE	S: 6	E: 14
RAPTURE (PART 2 OF 2)	BATTLESTAR GALACTICA (2004)	S: 3	E: 12
SCAR	BATTLESTAR GALACTICA (2004)	S: 2	E: 15
SCATTERED	BATTLESTAR GALACTICA (2004)	S: 2	E: 1
THE ASSIGNMENT	STAR TREK: DEEP SPACE NINE	S: 5	E: 5
THE HAND OF GOD	BATTLESTAR GALACTICA (2004)	S: 1	E: 10
THE RECKONING	STAR TREK: DEEP SPACE NINE	S: 6	E: 21
TILL DEATH DO US PART (PART 2 OF 10)	STAR TREK: DEEP SPACE NINE	S: 7	E: 18
TREACHERY, FAITH AND THE GREAT RIVER	STAR TREK: DEEP SPACE NINE	S: 7	E: 6
David Weir			
BLACK SUN	SPACE: 1999	S: 1	E: 10

Episode Title	Name of Programme		
David Wheatley			
STITCH IN TIME	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 13
David Whitaker			
INSIDE THE SPACESHIP (1-2)	DOCTOR WHO	S: 1	E: 3
THE AMBASSADORS OF DEATH (1-7)	DOCTOR WHO	S: 7	E: 3
THE CRUSADE (1.4)	DOCTOR WHO	S: 2	E: 6
THE ENEMY OF THE WORLD (1-6)	DOCTOR WHO	S: 5	E: 4
THE EVIL OF THE DALEKS (1-7)	DOCTOR WHO	S: 4	E: 9
THE POWER OF THE DALEKS (1-6)	DOCTOR WHO	S: 4	E: 3
THE RESCUE (1-2)	DOCTOR WHO	S: 2	E: 3
THE WHEEL IN SPACE (1-6)	DOCTOR WHO	S: 5	E: 7
David Wilcox			
BLACK BOX	FIRST WAVE	S: 3	E: 19
EYES OF THE GUA	FIRST WAVE	S: 3	E: 8
GULAG	FIRST WAVE	S: 3	E: 4
MARAUDERS	ENTERPRISE	S: 2	E: 6
RUBICON	FIRST WAVE	S: 2	E: 17
SUSPERIENCE	FIRST WAVE	S: 2	E: 4
THE EDGE	FIRST WAVE	S: 3	E: 15
David Wilcox, Michael Glassberg			
THE FLIGHT OF FRANCIS JEFFERIES	FIRST WAVE	S: 3	E: 5
David Wilks			
THANK GOD IT'S FRIDAY AGAIN	FARSCAPE	S: 1	E: 6
David Williams, Peter Curran			
SEEK AND DESTROY	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 15
THE LAUNCHING	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 27
David Wise, Kathleen Barnes			
GIRL DRIVER	SECRETS OF ISIS, THE	S: 1	E: 13
THE SHOW OFF	SECRETS OF ISIS, THE	S: 1	E: 9
TIME BOMB	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 7
David Wolkove			
ALL THE WORLD'S A STAGE	LA FEMME NIKITA	S: 5	E: 4
FEVER OF THE HUNT PART 1	TRACKER	S: 1	E: 14
IN THROUGH THE OUT DOOR	LA FEMME NIKITA	S: 5	E: 3
TO CATCH A DESSARIAN	TRACKER	S: 1	E: 12
David Wolkove, Sandy Brown			
BLAME IT ON THE HAIM	BIG WOLF ON CAMPUS	S: 2	E: 11
David Young			
CAPTAIN SONIC	ZACK FILES, THE	S: 2	E: 7
MASSIVE CHANGES	REGENESIS	S: 2	E: 5
TALK TO HIM	REGENESIS	S: 2	E: 7
David Zabel			
C.R.E.A.M.	DARK ANGEL	S: 1	E: 4
MEOW (PART 1 OF 2)	DARK ANGEL	S: 1	E: 20
OUT	DARK ANGEL	S: 1	E: 9
PATHFINDER	STAR TREK: VOYAGER	S: 6	E: 10
David. Lee			
CODENAME EUROPA	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 28
Dawn Ritchie			
AMAZONS	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 5
RESCUE	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 21
REVELATIONS	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 22
THE ISLAND	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 3
THE SLAYER	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 12
Dean Butler			
SKIN DEEP	TEKWAR	S: 1	E: 16
Dean Cain			
SEASON'S GREEDINGS	LOIS AND CLARK	S: 2	E: 9
Dean Cain, Sean Brennan			
VIRTUALLY DESTROYED	LOIS AND CLARK	S: 3	E: 10
Dean Devlin			
CAGED	VISITOR, THE	S: 1	E: 9

Episode Title	Name of Programme		
Dean Hargrove			
THE DOUBLE-O-NOTHING AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 26
Dean Jones, Morgan Gendel			
ARMAGEDDON GAME	STAR TREK: DEEP SPACE NINE	S: 2	E: 13
Dean Lewis			
DEVOTION	CHARLIE JADE	S: 1	E: 8
Dean Orion			
BAD CHI	INVISIBLE MAN (2000)	S: 2	E: 9
THE IMPORTANE OF BEING EBERTS	INVISIBLE MAN (2000)	S: 2	E: 3
THE INVISIBLE WOMAN	INVISIBLE MAN (2000)	S: 2	E: 18
THE THREE PHASES OF CLAIRE	INVISIBLE MAN (2000)	S: 2	E: 16
Dean Riesner			
TOURIST ATTRACTION	OUTER LIMITS,THE (1963)	S: 1	E: 13
Dean Uhley, Earl Barrett, Arne Sultan			
KEY WITNESS	HOLMES AND YOYO	S: 1	E: 9
Deborah Arakelian			
THE RIGHT HAND OF GOD	QUANTUM LEAP	S: 1	E: 3
Deborah Davis			
GOOD DAY AT WHITE ROCK	KNIGHT RIDER	S: 1	E: 3
SANCTUARY	INCREDIBLE HULK,THE	S: 5	E: 4
THE CONFESSION	INCREDIBLE HULK,THE	S: 2	E: 19
VEGAS RUN	STREET HAWK	S: 1	E: 4
Deborah Davis & Hannah Shearer			
CHINATOWN MEMORIES	STREET HAWK	S: 1	E: 7
Deborah Dean Davis			
TINTYPE	OUTLAWS	S: 1	E: 2
Deborah Dean Davis, Hannah Louise Shearer			
WE'LL ALWAYS HAVE PARIS	STAR TREK: THE NEXT GENERATION	S: 1	E: 23
Deborah Joy LeVine			
"PILOT"	LOIS AND CLARK	S: 1	E: 1
AFTER MIDNIGHT	EARLY EDITION	S: 1	E: 7
IDES OF METROPOLIS	LOIS AND CLARK	S: 1	E: 15
I'M LOOKING THROUGH YOU	LOIS AND CLARK	S: 1	E: 4
PHEROMONE,MY LOVELY	LOIS AND CLARK	S: 1	E: 10
Deborah Joy LeVine, Daniel Levine			
THE HOUSE OF LUTHOR (PART 2 OF 2)	LOIS AND CLARK	S: 1	E: 21
Deborah Nathan			
MAN OF WAR	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 9
Deborah Peraya			
THE GOOD SQUIRE	IMMORTAL, THE (2000)	S: 1	E: 14
Deborah Pratt			
8 1/2 MONTHS	QUANTUM LEAP	S: 3	E: 12
A SONG FOR THE SOUL	QUANTUM LEAP	S: 4	E: 15
ANOTHER MOTHER	QUANTUM LEAP	S: 2	E: 13
BLACK ON WHITE ON FIRE	QUANTUM LEAP	S: 3	E: 7
DREAMS	QUANTUM LEAP	S: 4	E: 8
FALLEN ANGEL	AIRWOLF	S: 2	E: 7
LAST DANCE BEFORE AN EXECUTION	QUANTUM LEAP	S: 3	E: 19
REVENGE OF THE EVIL LEAPER	QUANTUM LEAP	S: 5	E: 16
SEA BRIDE	QUANTUM LEAP	S: 2	E: 21
SHOCK THEATER	QUANTUM LEAP	S: 3	E: 22
SO HELP ME GOD	QUANTUM LEAP	S: 2	E: 9
STAND UP	QUANTUM LEAP	S: 4	E: 21
THE COLOR OF TRUTH	QUANTUM LEAP	S: 1	E: 6
TRANSPLANT	NET, THE	S: 1	E: 3
TRILOGY (PART 3) (aka THE LAST DOOR)	QUANTUM LEAP	S: 5	E: 9
TRILOGY (PART 1) (aka ONE LITTLE HEART)	QUANTUM LEAP	S: 5	E: 7
TRILOGY (PART 2) (aka FOR YOUR LOVE)	QUANTUM LEAP	S: 5	E: 8
WHAT PRICE GLORIA?	QUANTUM LEAP	S: 2	E: 4
Deborah Pratt, Chris Abbott			
LIBERATION	QUANTUM LEAP	S: 5	E: 12
Deborah Pratt, Donald P. Bellisario			

Episode Title	Name of Programme		
HER CHARM	QUANTUM LEAP	S: 2	E: 15
Deborah Pratt, Tommy Thompson, Robin Jill Bernheim			
DELIVER US FROM EVIL (aka EVIL LEAPER I)	QUANTUM LEAP	S: 5	E: 6
Deborah Raznick, John B. Collins			
MORK AND THE BUM RAP	MORK AND MINDY	S: 3	E: 9
Deborah Serra, Cheryl Alu			
HANDY BOY	SECOND CHANCE	S: 1	E: 6
MOVING IN	SECOND CHANCE	S: 1	E: 2
Deborah Starr Seibel			
NO MERCY	MERCY POINT	S: 1	E: 5
Debra Pratt			
BABY LOVE	PRETENDER, THE	S: 1	E: 20
Dee Johnson			
OLD ACQUAINTANCE	PROFILER	S: 2	E: 6
Del Reisman			
BURNING BRIGHT	SIX MILLION DOLLAR MAN,THE	S: 1	E: 14
Delree Todd, Chip Duncan, Richard Krzemien			
KENTUCKY RYE	TWILIGHT ZONE,THE (1985)	S: 1	E: 8
Denis Butler			
THE DARK STAR	OUT OF THIS WORLD	S: 1	E: 11
Denis McGrath			
BECOMING SHIVA	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 6
CHASING JANUS	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 4
PAINLESS	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 9
THROUGH A MIRROR, DARKLY	CHARLIE JADE	S: 1	E: 13
Denis R. Foley			
THE AMERICAN DREAM	AIRWOLF	S: 2	E: 13
Denise Dobbs			
SILIENCE	PRETENDER, THE	S: 2	E: 16
Denise Skinner			
ORION RISING PART 1	POWER RANGERS LOST GALAXY	S: 1	E: 12
Dennis Butler			
ANCIENT SORCERIES	TALES OF MYSTERY	S: 2	E: 6
Dennis Cooper			
THE BIRTHDAY LETTER	ADVENTURES OF SUPERMAN,THE	S: 1	E: 7
Dennis Cooper & Lee Backman			
THE CASE OF THE TALKATIVE DUMMY	ADVENTURES OF SUPERMAN,THE	S: 1	E: 3
THE MIND MACHINE	ADVENTURES OF SUPERMAN,THE	S: 1	E: 8
Dennis Foon			
AURORA	DEEPWATER BLACK	S: 1	E: 11
BATTERIES NOT INCLUDED	2030 CE	S: 2	E: 11
CH-CH-CH-CHANGES	2030 CE	S: 1	E: 2
DO YOU KNOW WHO YOUR FRIENDS ARE?	2030 CE	S: 1	E: 9
FREE JAKE	2030 CE	S: 1	E: 6
FUGUE	DEEPWATER BLACK	S: 1	E: 7
HAPPY DESTINY DAY	2030 CE	S: 1	E: 1
LIVE BAIT	2030 CE	S: 1	E: 10
PRIME	DEEPWATER BLACK	S: 1	E: 13
THE LORD HELPS THOSE WHO HELP THEMSELVES	2030 CE	S: 1	E: 5
THE PHANTOM	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 5
THE SABOTEUR	2030 CE	S: 2	E: 9
WHERE'S ROBBY (PART 1 OF 2)	2030 CE	S: 2	E: 1
ZACK GIRL	ZACK FILES, THE	S: 2	E: 9
Dennis Landa			
HOT WHEELS	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 2
Dennis O'Neil			
MEET MR MXYZPTLK	SUPERBOY	S: 1	E: 14
Dennis O'Neill			
STARGATE	LOGAN'S RUN	S: 1	E: 14
Dennis Putnam Bailey, David Bischoff			
TIN MAN	STAR TREK: THE NEXT GENERATION	S: 3	E: 20

Episode Title	Name of Programme		
Dennis Russel Bailey, David Bischoff, Joe Menosky, Ronald D. Moor			
FIRST CONTACT	STAR TREK: THE NEXT GENERATION	S: 4	E: 15
Dennis Spooner			
A CHRISTMAS TO REMEMBER	STINGRAY	S: 1	E: 12
AN ECHO OF DANGER	STINGRAY	S: 1	E: 8
BURIAL AT SEA	DOOMWATCH	S: 1	E: 3
COUNT DOWN	STINGRAY	S: 1	E: 32
CRY WOLF	THUNDERBIRDS	S: 1	E: 18
DANGEROUS CARGO	FIREBALL XLS	S: 1	E: 22
DAY OF DISASTER	THUNDERBIRDS	S: 1	E: 6
DESTRUCTION	U.F.O.	S: 1	E: 9
END OF THE ROAD	THUNDERBIRDS	S: 1	E: 9
FASTER THAN LIGHT	FIREBALL XLS	S: 1	E: 32
GIRL ON THE TRAPEZE	AVENGERS,THE	S: 1	E: 6
HOSTAGES OF THE DEEP	STINGRAY	S: 1	E: 37
IN SEARCH OF THE TAJMANON	STINGRAY	S: 1	E: 11
INVASION EARTH	FIREBALL XLS	S: 1	E: 31
LOCH NESS MONSTER	STINGRAY	S: 1	E: 5
LOOK (STOP ME IF YOU'VE HEARD THIS ONE) BUT THERE WERE THESE TWO FELLERS . . .	AVENGERS,THE	S: 7	E: 11
MYSTERY OF THE TA2	FIREBALL XLS	S: 1	E: 23
PLEASE DON'T FEED THE ANIMALS	AVENGERS,THE	S: 1	E: 11
RESCUE FROM THE SKIES	STINGRAY	S: 1	E: 15
ROBERT TO THE RESCUE	FIREBALL XLS	S: 1	E: 21
SEA OF OIL	STINGRAY	S: 1	E: 33
SET SAIL FOR ADVENTURE	STINGRAY	S: 1	E: 6
SPACE CITY SPECIAL	FIREBALL XLS	S: 1	E: 35
SPACE PEN	FIREBALL XLS	S: 1	E: 10
SPACE VACATION	FIREBALL XLS	S: 1	E: 17
STAND BY FOR ACTION	STINGRAY	S: 1	E: 25
THE BEGINNING	CHAMPIONS,THE	S: 1	E: 1
THE GUN-RUNNERS	CHAMPIONS,THE	S: 1	E: 29
THE IMPOSTERS	THUNDERBIRDS	S: 1	E: 16
THE INTERROGATION	CHAMPIONS,THE	S: 1	E: 18
THE INVADERS	STINGRAY	S: 1	E: 29
THE LOGICIANS	DOOMWATCH	S: 2	E: 12
THE MIGHTY ATOM	THUNDERBIRDS	S: 1	E: 14
THE REIGN OF TERROR (1-6)	DOCTOR WHO	S: 1	E: 8
THE ROMANS (1-4)	DOCTOR WHO	S: 2	E: 4
THE SEARCH	CHAMPIONS,THE	S: 1	E: 14
THE TIME MEDDLERE (1-4)	DOCTOR WHO	S: 2	E: 9
TREASURE DOWN BELOW	STINGRAY	S: 1	E: 24
VAULT OF DEATH	THUNDERBIRDS	S: 1	E: 13
WHISTLE FOR DANGER	FIREBALL XLS	S: 1	E: 28
Dennis Venter			
BEDTIME STORY	CHARLIE JADE	S: 1	E: 18
SPIN	CHARLIE JADE	S: 1	E: 17
Dennise Fordham			
ATTACK OF THE ZACK-UUM	ZACK FILES, THE	S: 2	E: 14
Denny O'Neil			
MR AND MRS SUPERBOY	SUPERBOY	S: 2	E: 8
Derek Lowe			
BALANCE OF NATURE	OUTER LIMITS,THE (1995)	S: 4	E: 22
Derek Rydall			
BATTLE OF THE ZORDS (PART 2 OF 3)	POWER RANGERS WILD FORCE	S: 1	E: 11
DARKNESS AWAKENING (PART 2 OF 2)	POWER RANGERS WILD FORCE	S: 1	E: 2
SEALING THE NEXUS	POWER RANGERS WILD FORCE	S: 2	E: 12
THE BEAR NECESSITES	POWER RANGERS WILD FORCE	S: 1	E: 7
THE LONE WOLF, PART 2	POWER RANGERS WILD FORCE	S: 1	E: 16
THE MASTER'S LAST STAND	POWER RANGERS WILD FORCE	S: 1	E: 26
THE TORNADO SPIN	POWER RANGERS WILD FORCE	S: 1	E: 19
Derek Rydall, Suzi Shimoyama			
THE END OF THE POWER RANGERS, PART 2	POWER RANGERS WILD FORCE	S: 2	E: 14
Derick Martini, Steven Martini			

Episode Title	Name of Programme		
PRIDE	FLASH GORDON (2007)	S: 1	E: 2
Derrick Sherwin			
THE INVASION (1-8)	DOCTOR WHO	S: 6	E: 3
Desmond Saunders, Keith Wilson			
LONE-HANDED 90	JOE 90	S: 1	E: 24
Diana Ayers, Susan Sebastian			
THE WILD HUNT	SHE WOLF OF LONDON	S: 1	E: 7
Diana Deacon			
IN YOUR OWN BACK YARD	R3	S: 2	E: 6
Diana Souhami			
EPIODE FORTY-ONE	JUPITER MOON	S: 1	E: 41
EPISODE FIFTY-FIVE	JUPITER MOON	S: 1	E: 55
EPISODE FIFTY-FOUR	JUPITER MOON	S: 1	E: 54
EPISODE FORTY	JUPITER MOON	S: 1	E: 40
EPISODE SIXTY-FIVE	JUPITER MOON	S: 1	E: 65
EPISODE SIXTY-FOUR	JUPITER MOON	S: 1	E: 64
EPISODE THIRTY-TWO	JUPITER MOON	S: 1	E: 32
Diane Culverhouse			
EPISODE ONE-HUNDRED-FORTY-SIX	JUPITER MOON	S: 1	E: 146
Diane Duane			
NOT IN MY BACK YARD	SPACE ISLAND ONE	S: 2	E: 7
Diane Duane, Michael Reaves			
WHERE NO ONE HAS GONE BEFORE	STAR TREK: THE NEXT GENERATION	S: 1	E: 5
Diane Frolov			
A MINOR PROBLEM	INCREDIBLE HULK,THE	S: 5	E: 7
DANNY	INCREDIBLE HULK,THE	S: 4	E: 15
FOUNTAIN OF YOUTH	ALIEN NATION	S: 1	E: 2
LITTLE LOST LAMB	ALIEN NATION	S: 1	E: 3
Diane K. Shah			
SISTERS IN CRIME	ROBOCOP - THE SERIES	S: 1	E: 16
Diane Mathers			
BATTLE OF THE BANDS	MASKED RIDER	S: 1	E: 17
GAME OVER	VR TROOPERS	S: 2	E: 6
GET ME TO THE LAB ON TIME	VR TROOPERS	S: 2	E: 26
Diane Messina Stanley, James Stanley			
GIFTED	EARLY EDITION	S: 4	E: 12
Diane Souhami			
EPISODE EIGHTEEN	JUPITER MOON	S: 1	E: 18
Dianna Gitto, Joe Menosky			
GOOD SHEPHERD	STAR TREK: VOYAGER	S: 6	E: 20
Dick Christie, David Ruprecht			
GAME SHOW	SMALL WONDER	S: 4	E: 4
VICKI'S EXPOSE	SMALL WONDER	S: 4	E: 15
Dick Christie, Tom Amundsen			
HAUNTED HOUSE	SMALL WONDER	S: 3	E: 8
WHAM-BAM-BODY SLAM	SMALL WONDER	S: 2	E: 24
Dick Hamilton			
DRUMS OF DEATH	ADVENTURES OF SUPERMAN,THE	S: 1	E: 18
THE GHOST WOLF	ADVENTURES OF SUPERMAN,THE	S: 1	E: 23
THE RUNAWAY ROBOT	ADVENTURES OF SUPERMAN,THE	S: 1	E: 17
Dick Hamilton & Ben Peter Freeman			
THE DESERTED VILLAGE	ADVENTURES OF SUPERMAN,THE	S: 1	E: 12
Dick Morgan			
A NICE DAY	LAND OF THE LOST (1974)	S: 2	E: 9
ALBUM	LAND OF THE LOST (1974)	S: 1	E: 7
FOLLOW THAT DINOSAUR	LAND OF THE LOST (1974)	S: 1	E: 13
GRAVITY STORM	LAND OF THE LOST (1974)	S: 2	E: 6
SKYLONS	LAND OF THE LOST (1974)	S: 1	E: 8
SPLIT PERSONALITY	LAND OF THE LOST (1974)	S: 2	E: 12
THE ZARN	LAND OF THE LOST (1974)	S: 2	E: 2
Dick Morgan, Donald F. Glut			
BLACKOUT	LAND OF THE LOST (1974)	S: 2	E: 13

Science Fiction Writers

Episode Title	Name of Programme		
Dick Nelson			
THE DEADLY GAMES AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 1	E: 5
THE DEADLY STING	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 3
THE MURDEROUS MISSILE	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 21
Dick Nelson & Robert Janes			
THE CURSE OF RAVA	AMAZING SPIDERMAN,THE	S: 1	E: 3
Dick Robbins			
TROUBLED WATERS	SUPERBOY	S: 1	E: 10
Dick Robbins, Duane Poole			
DANGEROUS GAME	FAR OUT SPACE NUTS	S: 1	E: 9
EMPRESS OF EVIL (2 PARTS)	ELECTRA WOMAN AND DYNAGIRL	S: 1	E: 3
GLITTER ROCK (2 PARTS)	ELECTRA WOMAN AND DYNAGIRL	S: 1	E: 2
IT'S ALL IN YOUR MIND	FAR OUT SPACE NUTS	S: 1	E: 1
Dick Sharples			
DEATH BEGINS AT SEVENTY	ADAM ADAMENT LIVES!	S: 2	E: 8
THE MUTANT	COUNTERSTRIKE	S: 1	E: 10
TICKET TO TERROR	ADAM ADAMENT LIVES!	S: 1	E: 14
Dimitri Logothetis			
PROJECT MIDAS	CODE NAME: ETERNITY	S: 1	E: 19
RAGE OF THE MONGOLS	NEW ADVENTURES OF ROBIN HOOD, THE	S: 1	E: 1
SOLD OUT FOR A SONG	CODE NAME: ETERNITY	S: 1	E: 16
Dmitri Logothesis			
THE MISSION	CODE NAME: ETERNITY	S: 1	E: 2
Doc Johnson			
CHOICE OR CHANCE (PART 2) (aka TO DIE FOR)	SPACE : ABOVE AND BEYOND	S: 1	E: 9
Don Balluck			
DOWN TO A SUNLESS SEA	BEAUTY AND THE BEAST	S: 1	E: 17
LET US PREY	SEARCH (aka SEARCH CONTROL)	S: 1	E: 13
Don Boyle			
SHAKEUP	DR. SHRINKER	S: 1	E: 8
Don Brinkley			
HAIL TO THE CHIEF	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 15
QUANTITY: UNKNOWN	INVADERS,THE (1967)	S: 1	E: 9
THE IVY CURTAIN	INVADERS,THE (1967)	S: 1	E: 11
THE PURSUED	INVADERS,THE (1967)	S: 2	E: 24
THE SKY IS FALLING	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 5
Don Carlos Dunaway, Michael Piller			
THE FORSAKEN	STAR TREK: DEEP SPACE NINE	S: 1	E: 16
Don Hart, Robin Pennington			
LOOK INTO MY EYES	SMALL WONDER	S: 2	E: 18
Don Houghton			
INFERNO (1-7)	DOCTOR WHO	S: 7	E: 4
NIGHTMARE GAS (1-3)	ACE OF WANDS	S: 2	E: 3
NOW YOU SEE IT, NOW YOU DON'T (1-2)	ACE OF WANDS	S: 1	E: 3
THE MIND OF EVIL (1-6)	DOCTOR WHO	S: 8	E: 2
Don Houghton, Anthony Read			
ADVENTURE FIVE (1-6) (aka DR. MCDEE MUST DIE. . .)	SAPPHIRE AND STEEL	S: 3	E: 1
Don Ingalls			
THE ALTERNATIVE FACTOR	STAR TREK	S: 1	E: 27
Don Moore			
OPERATION DECOY	ROD BROWN OF THE ROCKET RANGERS	S: 1	E: 1
Don Shaw			
FACE OF THE TIGER	SURVIVORS	S: 2	E: 4
GREATER LOVE	SURVIVORS	S: 2	E: 2
MAD DOG	SURVIVORS	S: 3	E: 4
REUNION	SURVIVORS	S: 3	E: 6
THE DEVIL'S SWEETS	DOOMWATCH	S: 1	E: 7
THE ENTRY FORBIDDEN	DOOMWATCH	S: 1	E: 6
TRAIN AND DE-TRAIN	DOOMWATCH	S: 1	E: 10
Don Whitehead, Holly Henderson			
LARA	SMALLVILLE	S: 7	E: 6

Donal Bull

Science Fiction Writers

Episode Title	Name of Programme		
SOMETHING IN THE CELLAR	OUT OF THE UNKNOWN	S: 3	E: 5
Donald Boyle			
SLOWLY I TURN	DR. SHRINKER	S: 1	E: 11
Donald Bull			
A SOURCE OF CONTAMINATION	R3	S: 2	E: 11
A WHOLE LOT OF REASONS	R3	S: 1	E: 13
Donald Cory			
GRAVITY ZERO	SCIENCE FICTION THEATRE	S: 2	E: 35
Donald Cotton			
THE GUNFIGHTERS (1-4)	DOCTOR WHO	S: 3	E: 8
THE MYTH MAKERS (1-4)	DOCTOR WHO	S: 3	E: 3
Donald Duncan			
BURNOUT	MEN INTO SPACE	S: 1	E: 10
DEATH TRAP	WORLD OF GIANTS	S: 1	E: 4
FLARE UP	MEN INTO SPACE	S: 1	E: 34
Donald Duncan, Jack Laird			
SPECIAL AGENT (aka LOOK UP AT A MONSTER)	WORLD OF GIANTS	S: 1	E: 1
Donald Ford, Derek Ford			
BLACK ECHO	ADAM ADAMENT LIVES!	S: 2	E: 2
THE RESURRECTIONIST	ADAM ADAMENT LIVES!	S: 2	E: 11
Donald Gold , Lester William Berke and Richard Landau			
TARGET:STEVE AUSTIN	SIX MILLION DOLLAR MAN,THE	S: 5	E: 7
Donald James			
A QUESTION OF MIRACLES	SECRET SERVICE,THE	S: 1	E: 2
FROM HERE TO INFINITY	TERRAHAWKS	S: 1	E: 9
FULL CIRCLE	CHAMPIONS,THE	S: 1	E: 26
HAVE GUNS .. WILL HAGGLE	AVENGERS,THE	S: 7	E: 12
JOURNEY TO WHERE	SPACE: 1999	S: 2	E: 3
KILL STRAKER!	U.F.O.	S: 1	E: 7
SCHOOL FOR SPIES	SECRET SERVICE,THE	S: 1	E: 11
TEST FLIGHT	JOE 90	S: 1	E: 28
THE DEADLY WHISPER	SECRET SERVICE,THE	S: 1	E: 9
THE EXILES	SPACE: 1999	S: 2	E: 2
THE GHOST PLANE	CHAMPIONS,THE	S: 1	E: 10
THE INVISBLE MAN	CHAMPIONS,THE	S: 1	E: 2
THE MISSION	CHAMPIONS,THE	S: 1	E: 19
THE NIGHT PEOPLE	CHAMPIONS,THE	S: 1	E: 23
THE PROFESSIONAL	JOE 90	S: 1	E: 18
THE SEANCE SPECTRE	SPACE: 1999	S: 2	E: 19
THE SILENT ENEMY	CHAMPIONS,THE	S: 1	E: 20
THE SPORILLA	TERRAHAWKS	S: 3	E: 12
THE SURVIVORS	CHAMPIONS,THE	S: 1	E: 7
TRIAL AT SEA	JOE 90	S: 1	E: 29
TWELVE HOURS	CHAMPIONS,THE	S: 1	E: 13
Donald L. Gold			
THE ATLANTIC QUEEN INCIDENT	PROJECT UFO	S: 2	E: 12
THE DESERT SPRINGS INCIDENT	PROJECT UFO	S: 1	E: 8
THE FOREST CITY INCIDENT	PROJECT UFO	S: 1	E: 7
THE FRENCH INCIDENT	PROJECT UFO	S: 1	E: 9
Donald L. Gold, Andrew Burke, Ben Masselink			
THE ISLAND INCIDENT	PROJECT UFO	S: 2	E: 8
Donald L. Gold, George F. Slavin			
THE BELIEVE IT OR NOT INCIDENT	PROJECT UFO	S: 2	E: 6
Donald L. Gold, Lester William Berke			
THE FREMONT INCIDENT	PROJECT UFO	S: 1	E: 3
THE HOWARD CROSSING INCIDENT	PROJECT UFO	S: 1	E: 4
Donald L. Gold, Lester William Berke, and Peter Allan Fields. Story b			
THE MIDAS TOUCH	SIX MILLION DOLLAR MAN,THE	S: 2	E: 7
Donald Marcus			
ORIGINS	PREY	S: 1	E: 4
PROGENY	PREY	S: 1	E: 12
SLEEPER	PREY	S: 1	E: 10
THE BROOKLYN DODGERS	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 19

Episode Title	Name of Programme		
TRANSFORMATIONS	PREY	S: 1	E: 7
Donald Martin			
ALL HALLOWS EVE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 6
Donald P. Bellisario			
A LEAP FOR LISA	QUANTUM LEAP	S: 4	E: 22
AIRWOLF (1-2)	AIRWOLF	S: 1	E: 1
BALTAR'S ESCAPE	BATTLESTAR GALATICA	S: 1	E: 14
DOUBLE IDENTITY	QUANTUM LEAP	S: 1	E: 5
GENESIS	QUANTUM LEAP	S: 1	E: 1
HONEYMOON EXPRESS	QUANTUM LEAP	S: 2	E: 1
HOW THE TESS WAS WON	QUANTUM LEAP	S: 1	E: 4
LEE HARVEY OSWALD (A TWO PART STORY)	QUANTUM LEAP	S: 5	E: 1
M.I.A.	QUANTUM LEAP	S: 2	E: 22
MIRROR IMAGE	QUANTUM LEAP	S: 5	E: 21
SWEET BRITCHES	AIRWOLF	S: 2	E: 1
THE HAND OF GOD	BATTLESTAR GALATICA	S: 1	E: 17
THE LEAP BACK	QUANTUM LEAP	S: 4	E: 1
THE LEAP HOME (PART 1)	QUANTUM LEAP	S: 3	E: 1
THE LEAP HOME (PART 2) - VIETNAM	QUANTUM LEAP	S: 3	E: 2
THE LONG PATROL	BATTLESTAR GALATICA	S: 1	E: 4
THE MAN WITH NINE LIVES	BATTLESTAR GALATICA	S: 1	E: 11
Donald P. Bellisario (w), Jim Carlson (w), Terence McDonnall (w), M			
MURDER ON THE RISING STAR	BATTLESTAR GALATICA	S: 1	E: 12
Donald P. Bellisario (w,s), Herman Groves (s)			
THE LOST WARRIOR	BATTLESTAR GALATICA	S: 1	E: 3
Donald P. Bellisario, Frank Lupo & Paul Playdon			
THE YOUNG LORDS	BATTLESTAR GALATICA	S: 1	E: 7
Donald P. Bellisario, Paris Qualles			
GHOST SHIP	QUANTUM LEAP	S: 4	E: 16
Donald P. Bellisario, Paul Brown			
ALL-AMERICANS	QUANTUM LEAP	S: 2	E: 14
Donald P. Bellisario, Scott Shepherd			
PLAY IT AGAIN, SEYMOUR	QUANTUM LEAP	S: 1	E: 8
Donald Robertson			
DANGER AT OCEAN DEEP	THUNDERBIRDS	S: 1	E: 19
DESPERATE INTRUDER	THUNDERBIRDS	S: 1	E: 8
EDGE OF IMPACT	THUNDERBIRDS	S: 1	E: 5
Donald Robertson, David Elliott			
PATH OF DESTRUCTION	THUNDERBIRDS	S: 2	E: 2
Donald Ross			
HERE KITTY, KITTY!	SMALL WONDER	S: 2	E: 21
Donald Todd			
BORDER SONG	ALF	S: 1	E: 17
DEALER'S CHOICE	TWILIGHT ZONE,THE (1985)	S: 1	E: 20
OH,TANNERBAUM	ALF	S: 1	E: 12
PENNSYLVANIA 6-5000	ALF	S: 1	E: 4
THE UNCLE DEVIL SHOW	TWILIGHT ZONE,THE (1985)	S: 1	E: 24
Donald Westheimer			
WILDFIRE	AIRWOLF	S: 3	E: 13
Donn Mullally			
DESTROY SEAVIEW!	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 26
OUT OF NOWHERE	SCIENCE FICTION THEATRE	S: 1	E: 3
THE PLANT MAN	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 12
WEREWOLF	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 2
Doreen Montgomery			
WARLOCK	AVENGERS,THE	S: 2	E: 18
Dorie D'Amore			
MACK TV	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 15
Doris Egan			
411 ON THE DL	DARK ANGEL	S: 1	E: 5
ART ATTACK	DARK ANGEL	S: 1	E: 11
CEREMONY OF INNOCENCE	PROFILER	S: 3	E: 10

Episode Title	Name of Programme		
DOUBLE VISION	PROFILER	S: 3	E: 4
HOURGLASS	SMALLVILLE	S: 1	E: 6
HUG	SMALLVILLE	S: 1	E: 11
PERFORMANCE ANXIETY	EARLY EDITION	S: 4	E: 13
POLLO LOCO	DARK ANGEL	S: 1	E: 17
Doris Gilbert			
BEYOND RETURN	SCIENCE FICTION THEATRE	S: 1	E: 32
OPERATION FLYPAPER	SCIENCE FICTION THEATRE	S: 1	E: 38
STRANGE PEOPLE AT PECOS	SCIENCE FICTION THEATRE	S: 1	E: 23
THE HUMAN EXPERIMENT	SCIENCE FICTION THEATRE	S: 2	E: 11
THE STONES BEGAN TO MOVE	SCIENCE FICTION THEATRE	S: 1	E: 16
THE VOICE	SCIENCE FICTION THEATRE	S: 2	E: 25
Doug Barber			
BINGE	ALIENATED	S: 2	E: 4
WHERE'S THE VAGINA	ALIENATED	S: 2	E: 10
Doug Barber, Mark Sawers			
ALIEN MAN	ALIENATED	S: 2	E: 8
Doug Chamberlin, Chris Webb			
CRYANO DEBRAINIAIC	WEIRD SCIENCE	S: 1	E: 3
Doug Cooney			
A CRACK IN THE MAP	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 7
Doug Hall, Don Wallace			
LAZARUS FROM THE MIST	STARLOST,THE	S: 1	E: 2
Doug Hayes Jr (w) & Guerdon Trueblood (s)			
MURDER MTV	AUTOMAN	S: 1	E: 9
Doug Heyes			
JEREMIAH CRICHTON	FARSCAPE	S: 1	E: 14
Doug Heyes, Jr.			
TILL THE BLOOD RUNS CLEAR	FARSCAPE	S: 1	E: 11
Doug Jung			
ESCAPE	SO WEIRD	S: 1	E: 5
Doug Molitor			
MY BROTHER'S KEEPER	SLIDERS	S: 4	E: 19
SIEGE	DEEPWATER BLACK	S: 1	E: 8
Doug Naylor			
BACK IN THE RED (1-3)	RED DWARF	S: 8	E: 1
CASANDRA	RED DWARF	S: 8	E: 2
DUCK SOUP	RED DWARF	S: 7	E: 4
ONLY THE GOOD	RED DWARF	S: 8	E: 5
OUROBOROS	RED DWARF	S: 7	E: 3
TIKKA TO RIDE	RED DWARF	S: 7	E: 1
Doug Naylor & Paul Alexander			
EPIDEME (PART 1)	RED DWARF	S: 7	E: 7
STOKE ME A CLIPPER	RED DWARF	S: 7	E: 2
Doug Naylor & Paul Alexander.			
KRYTIE TV	RED DWARF	S: 8	E: 3
Doug Naylor & Robert Llewelyn			
BEYOND A JOKE	RED DWARF	S: 7	E: 6
Doug Naylor , Paul Alexander			
PETE (1-2)	RED DWARF	S: 8	E: 4
Doug Naylor, Paul Alexander & James Hendry			
NANARCHY (PART 2)	RED DWARF	S: 7	E: 8
Douglas Adams			
SHADA (1-6)	DOCTOR WHO	S: 17	E: 6
THE PIRATE PLANET (1-4)	DOCTOR WHO	S: 16	E: 2
Douglas Adams, Graham Williams			
CITY OF DEATH (1-4)	DOCTOR WHO	S: 17	E: 2
Douglas Dick, Peggy Chantler Dick			
LITTLE LADY X	SECOND HUNDRED YEARS,THE	S: 1	E: 3
Douglas Livingstone			
EPISODE FIVE	DAY OF THE TRIFFIDS,THE	S: 1	E: 5
EPISODE FOUR	DAY OF THE TRIFFIDS,THE	S: 1	E: 4

Science Fiction Writers

Episode Title	Name of Programme		
EPISODE ONE	DAY OF THE TRIFFIDS,THE	S: 1	E: 1
EPISODE SIX	DAY OF THE TRIFFIDS,THE	S: 1	E: 6
EPISODE THREE	DAY OF THE TRIFFIDS,THE	S: 1	E: 3
EPISODE TWO	DAY OF THE TRIFFIDS,THE	S: 1	E: 2
Douglas Lloyd McIntosh			
PRINCESS METRA	OTHERWORLD	S: 1	E: 8
REMOTE CONTROL MAN	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 10
Douglas Petrie			
CARRIER	4400, THE	S: 2	E: 8
IN THE DARK	ANGEL	S: 1	E: 3
LOCKDOWN	4400, THE	S: 2	E: 11
Douglas Petrie, Tim Minear, Story: David Greenwalt			
THE TRIAL	ANGEL	S: 2	E: 9
Douglas Sloan			
A CHIMP IN CHARGE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 16
A DIFFERENT SHADE OF PINK (1-3)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 13
A GOLDEN HOMECOMING (PART 2 OF 2)	POWER RANGERS ZEO	S: 2	E: 13
A MONSTER OF GLOBAL PROPORTIONS	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 8
A RANGER CATASTROPHE (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 10
A RANGER EXCLUSIVE	POWER RANGERS DINOTHUNDER	S: 1	E: 24
A STAR IS TORN	POWER RANGERS DINOTHUNDER	S: 1	E: 23
CARS ATTACKS	POWER RANGERS TURBO	S: 1	E: 13
CLIMB EVERY MOUNTAIN	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 22
DAY OF THE DINO PART 1 OF 2	POWER RANGERS DINOTHUNDER	S: 1	E: 1
DEFENDING DARK HEART (1-4)	VR TROOPERS	S: 1	E: 29
DOWN AND DIRTY	POWER RANGERS NINJA STORM	S: 2	E: 6
FIDDLER ON THE LOOSE	VR TROOPERS	S: 1	E: 42
FINAL FACE-OFF	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 8
GOLDAR'S VICE-VERSA	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 22
GOOD AS GOLD	POWER RANGERS ZEO	S: 2	E: 26
HOUSE OF CARDS (PART 1 OF 2)	POWER RANGERS DINOTHUNDER	S: 1	E: 35
KAITLIN'S LITTLE HELPER	VR TROOPERS	S: 1	E: 7
MIGHTY MORPHIN' MUTANTS	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 55
ON FINS AND NEEDLES	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 52
ORCHESTRAL MANEUVERS IN THE PARK	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 21
PRELUDE TO A STORM	POWER RANGERS NINJA STORM	S: 1	E: 1
QUEST FOR POWER (1-5)	VR TROOPERS	S: 2	E: 4
RANGERS IN REVERSE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 20
RETURN OF THUNDER, PART 1	POWER RANGERS NINJA STORM	S: 1	E: 9
RETURN OF THUNDER, PART 2	POWER RANGERS NINJA STORM	S: 1	E: 10
RISE OF THE RED PYTHON (1-2)	VR TROOPERS	S: 1	E: 46
SEARCHING FOR TYLER STEEL	VR TROOPERS	S: 1	E: 2
SHIFT INTO TURBO (1-3)	POWER RANGERS TURBO	S: 1	E: 1
SHIMAZU RETURNS, PART 1	POWER RANGERS NINJA STORM	S: 1	E: 27
SHIMAZU REUTNRS, PART 2	POWER RANGERS NINJA STORM	S: 1	E: 28
STORM BEFORE THE CALM, PART 1	POWER RANGERS NINJA STORM	S: 2	E: 9
THE BATTLE BEGINS (1-2)	VR TROOPERS	S: 1	E: 1
THE GREAT BRAIN ROBBERY	VR TROOPERS	S: 1	E: 20
THE MISSING BONE	POWER RANGERS DINOTHUNDER	S: 1	E: 17
THE VIRTUAL V-6	VR TROOPERS	S: 1	E: 12
THERE'S NO BUSSINESS LIKE SNOW BUSSINESS (1-3)	POWER RANGERS ZEO	S: 1	E: 14
THUNDER STORM (PART 1 OF 2)	POWER RANGERS DINOTHUNDER	S: 1	E: 31
THUNDER STORM (PART 2 OF 2)	POWER RANGERS DINOTHUNDER	S: 1	E: 32
THUNDER STRANGERS PART 3	POWER RANGERS NINJA STORM	S: 1	E: 7
THUNDER STRUCK (PART 1 OF 2)	POWER RANGERS DINOTHUNDER	S: 1	E: 37

Episode Title	Name of Programme	S:	E:
TO FLEA OR NOT TO FLEA	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1	43
TWO FOR ONE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	2	4
WAVE GOODBYE	POWER RANGERS DINOTHUNDER	1	3
WHITE THUNDER (PART 1 OF 3)	POWER RANGERS DINOTHUNDER	1	11
Douglas Sloan, Cheryl Saban			
STORYBOOK RANGERS (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	2	37
Douglas Sloan, Ellen Levy Sarnoff			
A REAL FISH STORY	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	2	34
Douglas Sloan, Jackie Marchand			
WHITE THUNDER (PART 2 OF 3)	POWER RANGERS DINOTHUNDER	1	12
WHITE THUNDER (PART 3 OF 3)	POWER RANGERS DINOTHUNDER	1	13
Douglas Steinberg			
CONDEMNED	AIRWOLF	2	12
Douglas Young			
AND NO BIRDS SING	R3	2	8
Dous Hayes Jr			
FLASHES AND ASHES	AUTOMAN	1	6
Drew Goddard			
LINEAGE	ANGEL	5	7
ORIGIN	ANGEL	5	18
Drew Goddard, Steven S. DeKnight			
WHY WE FIGHT	ANGEL	5	13
Drew Z. Greenberg			
SAFE	FIREFLY	1	7
SLUMBER	SMALLVILLE	3	4
TRUTH	SMALLVILLE	3	18
Duane Bole, Dick Robbins			
FLIGHT OF THE PIPPETS	FAR OUT SPACE NUTS	1	7
THE THREE SPACEKETEERS	FAR OUT SPACE NUTS	1	6
Duane Poole, Dick Robbins			
ALI BABA (2 PARTS)	ELECTRA WOMAN AND DYNAGIRL	1	4
RETURN OF THE SORCERER (2 PARTS)	ELECTRA WOMAN AND DYNAGIRL	1	5
THE SORCERER (2 PARTS)	ELECTRA WOMAN AND DYNAGIRL	1	1
Duke Sandefur			
BALANCE OF POWER	MORTAL KOMBAT : CONQUEST	1	19
ESCORT TO DANGER	AMAZING SPIDERMAN,THE	1	5
Duncan Gould			
ALL UNDER CONTROL	BUGS	1	3
SHOTGUN WEDDING	BUGS	1	5
Duncan Kennedy			
THE GRID	OUTER LIMITS,THE (1995)	6	15
Durnford King			
CHOIRS OF ANGELS	WAR OF THE WORLDS	1	12
THE RAISING OF LAZARUS	WAR OF THE WORLDS	1	22
Durrell Royce Crays (w,s), Roy Dotrice (s)			
ASHES, ASHES	BEAUTY AND THE BEAST	2	3
Dusty Kay			
BAT MASTERSON	EARLY EDITION	1	15
GABE'S STORY	TWILIGHT ZONE, THE (2002)	1	23
THINGS GET UGLY	ONCE A HERO	1	4
Dusty Kay, Norman Morrill, Alex Taub			
MOB WIFE	EARLY EDITION	1	13
Dwight Babcock			
KING FOR A DAY	ADVENTURES OF SUPERMAN,THE	3	13
Dwight Taylor			
LOUIE THE LILAC	BATMAN (1966)	3	7
Dyncan, Duncan Gould			
OUT OF THE HIVE	BUGS	1	1

Episode Title	Name of Programme		
E. H. Frank			
ICE FROM SPACE	TALES OF TOMORROW	S: 1	E: 42
E. Jack Neuman			
THE TROUBLE WITH TEMPLETON	TWILIGHT ZONE,THE (1958)	S: 2	E: 9
E. Nick Alexander			
KNIGHT OF THE RISING SUN	KNIGHT RIDER	S: 4	E: 20
REDEMPTION OF A CHAMPION	KNIGHT RIDER	S: 4	E: 15
THE SCENT OF ROSES	KNIGHT RIDER	S: 4	E: 11
E. Paul Edwards, John Alan Schwartz			
SLAMMIN' SAMMY'S STUNT SHOW SPECTACULAR	KNIGHT RIDER	S: 1	E: 4
E. Siegel			
RUN,STEVE,RUN	SIX MILLION DOLLAR MAN,THE	S: 1	E: 16
E. Y. Bannard			
THE PATRIOT	R3	S: 1	E: 4
E.F. Wallengren			
BROTHER'S KEEPER	KNIGHT RIDER	S: 2	E: 2
Earl Barret			
A LOAF OF BREAD, A JUG OF WINE AND PEACHES	MY FAVOURITE MARTIAN	S: 1	E: 7
JOHN & SALLY & FRED & LINDA	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 6
Earl Hamner Jr.			
BLACK LEATHER JACKETS	TWILIGHT ZONE,THE (1958)	S: 5	E: 19
JESS-BELLE	TWILIGHT ZONE,THE (1958)	S: 4	E: 7
PIANO IN THE HOUSE	TWILIGHT ZONE,THE (1958)	S: 3	E: 22
RING-A-DING GIRL	TWILIGHT ZONE,THE (1958)	S: 5	E: 14
STOPOVER IN A QUIET TOWN	TWILIGHT ZONE,THE (1958)	S: 5	E: 30
THE BEWITCHIN' POOL	TWILIGHT ZONE,THE (1958)	S: 5	E: 36
THE HUNT	TWILIGHT ZONE,THE (1958)	S: 3	E: 19
YOU DRIVE	TWILIGHT ZONE,THE (1958)	S: 5	E: 15
Earl Hamner Jr., Jerry Sohl			
THE WATCHERS	INVADERS,THE (1967)	S: 2	E: 3
Earl Markham, Bruce Elliot			
FLASH GORDON AND THE PLANET OF DEATH	FLASH GORDON (1954)	S: 1	E: 1
THE SUBWORLD REVENGE	FLASH GORDON (1954)	S: 2	E: 16
Earl Pomerantz			
FINE TUNING	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 7
MUMMY, DADDY	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 4
Earle Doud, Chuck McCann			
CAPTAIN TORQUE: SPACE PIRATE	FAR OUT SPACE NUTS	S: 1	E: 11
CRYSTALLITIS	FAR OUT SPACE NUTS	S: 1	E: 2
SECRETS OF THE HEXAGON	FAR OUT SPACE NUTS	S: 1	E: 10
THE ROBOTS OF POD	FAR OUT SPACE NUTS	S: 1	E: 3
Ed Ferrara, Kevin Murphy			
BIKINI CAMP SLASHER	WEIRD SCIENCE	S: 3	E: 8
BY THE TIME WE GOT TO WOODSTOCK	WEIRD SCIENCE	S: 4	E: 11
CIRCUIT COURTSHIP	WEIRD SCIENCE	S: 2	E: 11
EARTH BOYS ARE EASY	WEIRD SCIENCE	S: 3	E: 1
HONEY, IT'S NO FUN BEING AN ILLEGAL ALIEN	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 19
HONEY, THEY CALL ME THE SPACE COWBOY	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 9
HONEY, WE'VE BEEN SWALLOWED BY GRANDPA	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 1
MEN IN TIGHTS	WEIRD SCIENCE	S: 4	E: 2
QUANTUM WYATT	WEIRD SCIENCE	S: 3	E: 13
ROCK HARD CHETT	WEIRD SCIENCE	S: 3	E: 4
STALAG 16	WEIRD SCIENCE	S: 5	E: 10
YOU'LL NEVER EAT BRAINS IN THIS TOWN AGAIN	WEIRD SCIENCE	S: 4	E: 12
Ed Gold			
DREAMS	VISITOR, THE	S: 1	E: 4
Ed Horowitz			
ALL GOOD THINGS	LA FEMME NIKITA	S: 3	E: 17
CAT AND MOUSE	LA FEMME NIKITA	S: 3	E: 7
HAND TO HAND	LA FEMME NIKITA	S: 3	E: 14
HE CAME FROM FOUR	LA FEMME NIKITA	S: 4	E: 10
Ed James, Seaman Jacobs			

Episode Title	Name of Programme		
HOW TO BE A HERO WITHOUT REALY TRYING	MY FAVOURITE MARTIAN	S: 1	E: 13
Ed Jurist			
GUESS WHO'S COMING TO DINNER	SMALL WONDER	S: 1	E: 2
SUBSTITUTE DAD	SMALL WONDER	S: 1	E: 16
THE BIRDS, THE BEES, AND ROBOTS	SMALL WONDER	S: 1	E: 21
THE OTHER BRAD	DR. SHRINKER	S: 1	E: 3
Ed Naha			
HONEY, I'M KING OF THE ROCKET GUYS	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 12
HONEY, I'M KUNG FU FIGHTING	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 6
HONEY, I'M SPOOKED	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 18
HONEY, IT'S A BILLION DOLLAR BRAIN	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 2
HONEY, IT'S THE GHOSTEST WITH THE MOSTEST	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 20
HONEY, IT'S A BLUNDERFULL LIFE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 17
HONEY, IT'S DOOMSDAY	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 3
HONEY, IT'S QUARKZILLA	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 1
HONEY, IT'S THE FIXER- UPPERS	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 14
HONEY, THE PLAY'S THE THINGIE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 10
HONEY, WHODUNIT?	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 22
Ed Scharlach			
PIANO MAN	QUANTUM LEAP	S: 3	E: 15
Ed Scharlach, Tom Tenowich			
IT'S A WONDERFUL MORK	MORK AND MINDY	S: 1	E: 23
MINDY GET'S HER JOB	MORK AND MINDY	S: 3	E: 10
MORK LEARNS TO SEE	MORK AND MINDY	S: 2	E: 17
PUTTING THE ORK BACK IN MORK (1-2)	MORK AND MINDY	S: 3	E: 1
THE NIGHT THEY RAIDED MIND-SKIS	MORK AND MINDY	S: 2	E: 16
Ed Simmons			
FATHER, DEAR FATHER, COME HOME WITH ME NOW	SECOND HUNDRED YEARS,THE	S: 1	E: 1
OH DAD, OH DAD, THEY THAWED OUT GRANDPA AND I'M FEELING SO SAD	SECOND HUNDRED YEARS,THE	S: 1	E: 2
Ed Speilman, Howard Speilman			
DEATH BEFORE DISHONOR	SPACE RANGERS	S: 1	E: 3
Ed Spielman, Howard Spielman			
BANSHEES	SPACE RANGERS	S: 1	E: 2
Ed Zuckerman			
A MATTER OF PERSPECTIVE	STAR TREK: THE NEXT GENERATION	S: 3	E: 14
FACE IS FAMILIAR, THE	CENTURY CITY	S: 1	E: 1
ONLY YOU	CENTURY CITY	S: 1	E: 9
THE FACE WAS FAMILIAR	CENTURY CITY	S: 1	E: 7
Edithe Swensen			
FLUX	ODYSSEY 5	S: 1	E: 10
RAPTURE	ODYSSEY 5	S: 1	E: 8
Edithe Swensen, Brannon Braga, Ron Wilkerson			
IMAGINARY FRIEND	STAR TREK: THE NEXT GENERATION	S: 5	E: 21
Edmund Ward			
DECOY	1990	S: 1	E: 4
HEALTH FARM	1990	S: 1	E: 3
HIRE AND FIRE	1990	S: 2	E: 5
NON-CITIZEN	1990	S: 1	E: 8
ORDER BY SMALL BROWN ENVELOPE	1990	S: 2	E: 4
TRAPLINE	1990	S: 2	E: 3
Edward Boyd			
THE SONS AND DAUGHTERS OF TOMORROW	OUT OF THE UNKNOWN	S: 4	E: 5
VICTIM AS BIRDWATCHER	CORRIDOR PEOPLE, THE	S: 1	E: 1
VICTIM AS BLACK	CORRIDOR PEOPLE, THE	S: 1	E: 4
VICTIM AS RED	CORRIDOR PEOPLE, THE	S: 1	E: 3
VICTIM AS WHITEBAIT	CORRIDOR PEOPLE, THE	S: 1	E: 2
Edward Di Lorenzo			
RING AROUND THE MOON	SPACE: 1999	S: 1	E: 19
THE MISSING LINK	SPACE: 1999	S: 1	E: 20
Edward Gold, Todd Adam Kessler			
GOING HOME	VISITOR, THE	S: 1	E: 10
Edward Gruskin			

Episode Title	Name of Programme		
FLASH GORDON AND THE BRAIN MACHINE (PART 2 OF 3)	FLASH GORDON (1954)	S: 1	E: 21
STUGGLE TO THE END (PART 3 OF 3)	FLASH GORDON (1954)	S: 1	E: 22
THE WITCH OF NEPTURE (PART 1 OF 3)	FLASH GORDON (1954)	S: 1	E: 20
Edward J. Lakso			
AND TEH CHILDREN SHALL LEAD	STAR TREK	S: 3	E: 4
PILOT ERROR	SIX MILLION DOLLAR MAN,THE	S: 2	E: 3
THE CURE	PLANET OF THE APES	S: 1	E: 12
THE TRAP	PLANET OF THE APES	S: 1	E: 3
Edward J. Lasko			
BREAK IN AT SANTA PAULA	AIRWOLF	S: 3	E: 19
EAGLES	AIRWOLF	S: 3	E: 7
Edward Kitsis, Adam Horowitz			
PREY FOR THE HUNTER	BIRDS OF PREY	S: 1	E: 3
PRIMAL SCREAM	BIRDS OF PREY	S: 1	E: 6
REUNION	BIRDS OF PREY	S: 1	E: 11
Edward Neumeier, Michael Miner			
THE FUTURE OF LAW ENFORCEMENT	ROBOCOP - THE SERIES	S: 1	E: 1
Edward Redlich			
PRIVATE CHANNEL	TWILIGHT ZONE,THE (1985)	S: 2	E: 20
Edwin Ranch			
PERSONAL APPEARANCE	R3	S: 2	E: 13
Ehrich Van Lowe, Gary H. Miller			
THE ADVENTURES OF RATMAN AND GERBIL OR, HOLY HOMEBOYS IN OUTER SPACE	HOMEBOYS IN OUTER SPACE	S: 1	E: 21
THE LONGEST YARD AND A HALF, OR, THE SHAWSHANK REDEMPTION CENTER	HOMEBOYS IN OUTER SPACE	S: 1	E: 15
Ehrich Van Lowe, Lore Kimbrough			
LOQUATIA UNPLUGGED, OR, COME BACK LITTLE CYBER	HOMEBOYS IN OUTER SPACE	S: 1	E: 5
Ehrich Van Lowe, Lore Kimbrough, Gary H. Miller			
THERE'S NO SPACE LIKE HOME, OR, RETURN OF THE JED EYE	HOMEBOYS IN OUTER SPACE	S: 1	E: 1
Eitan Arrusi			
NEGATIVE ENERGY	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 19
Elaine Loeser			
VICTIMS OF VICTIMS	PROFILER	S: 2	E: 8
Elaine Morgan			
THUNDERBOLT	R3	S: 1	E: 5
Eleah Horwitz			
MEOW	SO WEIRD	S: 3	E: 19
MUTINY	SO WEIRD	S: 2	E: 6
SEASONS'S GREEDINGS	SLIDERS	S: 3	E: 12
THE BREEDER	SLIDERS	S: 3	E: 18
THE PRINCE OF SLIDES	SLIDERS	S: 3	E: 9
Elijah Aron			
AN OFFICER AND A PRANKSTER	BLACK SCORPION	S: 1	E: 9
Eliza Childs			
THE EYES OF LAZARUS	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 6
Elizabeth Ann Cooper			
FANGULA'S LAST BITE	BIG BAD BEETLEBORGS	S: 1	E: 42
HOW DOES YOUR GARDEN GROW	BEETLEBORGS METALLIX	S: 1	E: 17
THE REVENGE OF VEXOR (PART 3)	BIG BAD BEETLEBORGS	S: 1	E: 27
Elizabeth Craft, Sarah Fain			
HARM'S WAY	ANGEL	S: 5	E: 9
SUPERSYMMETRY	ANGEL	S: 4	E: 5
Elizabeth Heldens			
THE EDUCATION OF JAIME SOMMERS	BIONIC WOMAN (2007)	S: 1	E: 5
Elizabeth Keyishian			
ALTERED EGO	MUTANT X	S: 1	E: 14
NO EXIT	MUTANT X	S: 3	E: 9
NOTHING TO FEAR	MUTANT X	S: 1	E: 19
RUSSIAN ROULETTE	MUTANT X	S: 1	E: 3
THE GRIFT	MUTANT X	S: 2	E: 11
TIME SQUARED	MUTANT X	S: 2	E: 3

Episode Title	Name of Programme		
Elizabeth Keyishian, David L. Newman LIT FUSE	MUTANT X	S: 1	E: 7
Elizabeth Keyishian, David Wilks DIVIDED LOYALTIES	MUTANT X	S: 3	E: 15
Elizabeth Keyishian, Mark Amato CROSSROADS OF THE SOUL	MUTANT X	S: 2	E: 7
Elizabeth M. Cosin FROM PRIMA WITH LOVE	SECRET AGENT MAN	S: 1	E: 1
THE ELDERS	SECRET AGENT MAN	S: 1	E: 6
Elizabeth Stewart TECHNOLOGY	BLACK HOLE HIGH	S: 2	E: 8
Elkan Alan (w,s), Charles Hoffman (w) THE BLOODY TOWER	BATMAN (1966)	S: 3	E: 13
THE FOGGIEST NOTION	BATMAN (1966)	S: 3	E: 12
THE LONDINIUM LARCENIES	BATMAN (1966)	S: 3	E: 11
Elle Triedman BLAME IT ON THE RAIN	KYLE XY	S: 1	E: 6
Ellen Levy Sarnoff, Danny Sarnoff LIGHTS, CAMERA, ACTION	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 35
MISSING GREEN	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 20
THE WANNA-BE RANGER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 11
TRICK OR TREAT	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 51
Ellen Wittman ESCAPE TO LOVE (AKA A MATTER OF LOVE AND DEATH)	BIONIC WOMAN, THE	S: 3	E: 9
Ellie Herman MIND IS A TERRIBLE THING TO LOSE, A	CENTURY CITY	S: 1	E: 4
SWEET CHILD OF MINE	CENTURY CITY	S: 1	E: 5
WALLS OF JERICHO	JERICHO	S: 1	E: 4
Elliot Stern BRAIN FEVER (PART 1 OF 2)	TOTAL RECALL 2070	S: 1	E: 9
EYEWITNESS	TOTAL RECALL 2070	S: 1	E: 18
FIRST WAVE	TOTAL RECALL 2070	S: 1	E: 7
NOTHING LIKE THE REAL THING	TOTAL RECALL 2070	S: 1	E: 5
OPEN HEART	LA FEMME NIKITA	S: 2	E: 9
RESTITUTION	TOTAL RECALL 2070	S: 1	E: 15
STALKER	TIMECOP	S: 1	E: 3
Elliot West CROSSOVER	AIRWOLF	S: 3	E: 5
Elliott Anderson SPECIAL EFFECTS	SUPERBOY	S: 3	E: 10
Elliott Baker BUTTON, BUTTON	WAY OUT	S: 1	E: 4
SIDE SHOW	WAY OUT	S: 1	E: 12
Ellis Marcus DEATH AT 2 A.M.	SCIENCE FICTION THEATRE	S: 1	E: 9
DR. ROBOT	SCIENCE FICTION THEATRE	S: 2	E: 29
LIVING LIGHTS	SCIENCE FICTION THEATRE	S: 2	E: 17
THE MIND MACHINE	SCIENCE FICTION THEATRE	S: 2	E: 9
Ellis St. Joseph THE DAY THE SKY FELL IN	TIME TUNNEL,THE	S: 1	E: 4
THE SIXTH FINGER	OUTER LIMITS,THE (1963)	S: 1	E: 5
THE WALLS OF JERICHO	TIME TUNNEL,THE	S: 1	E: 20
UNDERGROUND	LAND OF THE GIANTS	S: 1	E: 4
Ellis St.Joseph & Charles Hoffman THE CATWOMAN GOETH	BATMAN (1966)	S: 2	E: 34
THE SANDMAN COMETH	BATMAN (1966)	S: 2	E: 33
Elly Brewer THE BIG FREEZE	M.I. HIGH	S: 1	E: 3
THE POWER THIEF	M.I. HIGH	S: 1	E: 4

Science Fiction Writers

Episode Title	Name of Programme		
Elroy Schwartz			
FORMULA 407	NEW ORIGINAL WONDER WOMAN,THE	S: 1	E: 10
LITTLE ORPHAN AIRPLANE	SIX MILLION DOLLAR MAN,THE	S: 1	E: 8
POPULATION ZERO	SIX MILLION DOLLAR MAN,THE	S: 1	E: 4
THE COWARD	SIX MILLION DOLLAR MAN,THE	S: 1	E: 15
Elroy Schwartz, Austin Kalish			
GOING, GOING, GONE	MY FAVOURITE MARTIAN	S: 1	E: 17
RAFFLES NO. 2	MY FAVOURITE MARTIAN	S: 1	E: 10
ROCKET TO MARS	MY FAVOURITE MARTIAN	S: 1	E: 9
Elroy Schwartz, Krishna Shah and William Keenan			
DR WELLS IS MISSING	SIX MILLION DOLLAR MAN,THE	S: 1	E: 12
Elwyn Jones			
THE BATTERY PEOPLE	DOOMWATCH	S: 1	E: 11
Emily Skopov			
COUP BY CLAM	FARSCAPE	S: 4	E: 10
THE SPIDER'S STRATAGEM	ANDROMEDA	S: 4	E: 12
Emily Skopov & Story: Celeste Chan Wolfe			
IN HEAVEN NOW ARE THREE	ANDROMEDA	S: 2	E: 16
Emily Susan Skopov			
PITILESS AS THE SUN	ANDROMEDA	S: 2	E: 4
THE RIGHT HORSE	ANDROMEDA	S: 3	E: 14
Emmanuel Aquin			
BLOOD RED SKY	11 SOMERSET	S: 1	E: 13
STRONGER THAN DEATH	11 SOMERSET	S: 1	E: 10
Eric Alan			
BAZOOKA BOYS	WEIRD SCIENCE	S: 2	E: 2
FEMININE MISTAKE	WEIRD SCIENCE	S: 1	E: 5
Eric Blakeney			
DR. STRANGECHILD	VRS	S: 1	E: 2
Eric Bress, J. Mackye Gruber			
"PILOT"	KYLE XY	S: 1	E: 1
Eric Estrin, Michael Berlin			
AND THEY SWARM RIGHT OVER THE DAMN	UNSUB	S: 1	E: 5
DEATHWATCH (1-2)	SPACE PRECINCT	S: 1	E: 22
THE ENEMY WITHIN	EARTH 2	S: 1	E: 8
Eric Gethers			
THE WITNESS	SPACE PRECINCT	S: 1	E: 15
Eric Kaldor, D.K. Krzemien, James Sanford Parker			
FALLING ANGELS	INCREDIBLE HULK,THE	S: 3	E: 16
Eric MacDonald			
ST. ANTHONY'S FIRE	OMEGA FACTOR, THE	S: 1	E: 7
VISITATIONS	OMEGA FACTOR, THE	S: 1	E: 2
Eric Mofford			
GRIMLORD'S BIG BREAKOUT	VR TROOPERS	S: 2	E: 27
Eric Morris			
NIP AND TUCK	PRETENDER, THE	S: 2	E: 5
REBECCA	SO WEIRD	S: 1	E: 9
THE LESSER EVIL	INVISIBLE MAN (2000)	S: 1	E: 20
UNNATURAL SELECTION	OUTER LIMITS,THE (1995)	S: 2	E: 3
WELL, NOTHING TO FEAR BUT DEATH ITSELF	SPY GAMES	S: 1	E: 13
WITH FRIENDS LIKE THESE	SPY GAMES	S: 1	E: 2
Eric Morris, Phyllis Strong, Mike Sussman			
BODY AND SOUL	STAR TREK: VOYAGER	S: 7	E: 7
Eric Paice			
BULLSEYE	AVENGERS,THE	S: 2	E: 4
DEAD OF WINTER	AVENGERS,THE	S: 1	E: 23
DEAD ON COURSE	AVENGERS,THE	S: 2	E: 14
DEATH ON THE ROCKS	AVENGERS,THE	S: 2	E: 10
ESCAPE TO PARADISE	STAR MAIDENS	S: 1	E: 1
ESPRIT DE CORPS	AVENGERS,THE	S: 3	E: 25
NEMESIS	STAR MAIDENS	S: 1	E: 2
NOVEMBER FIVE	AVENGERS,THE	S: 3	E: 6

Episode Title	Name of Programme		
THE DECAPOD	AVENGERS,THE	S: 2	E: 3
THE END OF TIME	STAR MAIDENS	S: 1	E: 10
THE LITTLE WONDER	AVENGERS,THE	S: 3	E: 16
THE NIGHTMARE CANNON	STAR MAIDENS	S: 1	E: 3
Eric Paul Jones			
THE STAND-UP GUY	BILL AND TED'S EXCELLENT ADVENTURES	S: 1	E: 7
Eric Pringle			
THE AWAKENING (1-2)	DOCTOR WHO	S: 21	E: 2
Eric Saward			
EARTHSHOCK (1-4)	DOCTOR WHO	S: 19	E: 6
RESURRECTION OF THE DALEKS (1-2)	DOCTOR WHO	S: 21	E: 4
REVELATION OF THE DALEKS (1-2)	DOCTOR WHO	S: 22	E: 6
THE VISITATION (1-4)	DOCTOR WHO	S: 19	E: 4
Eric Saward, Paula Wolsey			
ATTACK OF THE CYBERMEN (1-2)	DOCTOR WHO	S: 22	E: 1
Eric Tuchman			
CAMERA SHY	EARLY EDITION	S: 4	E: 5
FALSE WITNESS	EARLY EDITION	S: 4	E: 14
LEAP OF FAITH	KYLE XY	S: 2	E: 13
SLEEPLESS IN SEATTLE	KYLE XY	S: 1	E: 2
THE PROPHET	KYLE XY	S: 2	E: 1
Eric Tuchman, Steven Lilien, Bryan Wynbrandt			
OVERHEARD	KYLE XY	S: 1	E: 9
Eric Wallace			
GOD IS IN THE DETAILS	EUREKA	S: 2	E: 10
Erica Byrne			
SLEEPING WITH THE ENEMY	LA FEMME NIKITA	S: 4	E: 17
Erik Oleson			
THE PRINCE	ANDROMEDA	S: 2	E: 10
Erik Saltzgeber			
AREA 51 (AKA AREA DELTA)	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 7
DESCENT	OUTER LIMITS,THE (1995)	S: 5	E: 14
ERIN MAHER, KAY REINDL			
HE'S DEAD, SHE'S DEAD	CHRONICLE, THE	S: 1	E: 5
INSTINCT	DEAD ZONE, THE	S: 3	E: 10
THE COLLECTION	TWILIGHT ZONE, THE (2002)	S: 1	E: 38
Eriq La Salle			
MEMPHIS	TWILIGHT ZONE, THE (2002)	S: 1	E: 33
Espa Spalding			
KEPTOMANIZACK	ZACK FILES, THE	S: 2	E: 16
Esta Spalding			
IN YOUR DREAMS	ZACK FILES, THE	S: 2	E: 6
Esther Behar			
MAKING LOVE	CODE NAME: ETERNITY	S: 1	E: 8
PERFECT	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 10
Ethan Lawrence			
DUCK, DUCK GOOSE	EUREKA	S: 2	E: 5
MELTDOWN	PRETENDER, THE	S: 4	E: 17
MR. MAGNETISM	SO WEIRD	S: 3	E: 23
RULES OF ENGAGEMENT	PRETENDER, THE	S: 4	E: 8
Ethan Reiff, Cyrus Voris			
MOURNING AFTER	BRIMSTONE	S: 1	E: 13
PILOT	BRIMSTONE	S: 1	E: 1
POEM	BRIMSTONE	S: 1	E: 5
Ethlie Ann Vare			
A HEART FOR FALSEHOOD FRAMED	ANDROMEDA	S: 2	E: 3
A ROSE IN THE ASHES	ANDROMEDA	S: 1	E: 9
BE ALL MY SINS REMEMBERED	ANDROMEDA	S: 2	E: 14
HOME FIRES	ANDROMEDA	S: 2	E: 8
IT MAKES A LOVELY LIGHT	ANDROMEDA	S: 1	E: 21
STAR-CROSSED	ANDROMEDA	S: 1	E: 20
THE GOLDEN PHOENIX	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 19

Episode Title	Name of Programme		
THE PEARLS THAT WERE HIS EYES	ANDROMEDA	S: 1	E: 11
THE THINGS WE CANNOT CHANGE	ANDROMEDA	S: 2	E: 17
THE TIES THAT BLIND	ANDROMEDA	S: 1	E: 7
Eugene Solow			
CZAR OF THE UNDERWORLD	ADVENTURES OF SUPERMAN,THE	S: 1	E: 22
THE HAUNTED LIGHTHOUSE	ADVENTURES OF SUPERMAN,THE	S: 1	E: 2
TREASURES OF THE INCAS	ADVENTURES OF SUPERMAN,THE	S: 1	E: 14
Eugenie Ross-Leming, Brad Buckner			
BIG GIRLS DON'T FLY	LOIS AND CLARK	S: 3	E: 22
DOUBLE JEAPORDY	LOIS AND CLARK	S: 3	E: 16
HOME IS WHERE THE HURT IS.	LOIS AND CLARK	S: 3	E: 11
LOIS AND CLARKS (PART 2 OF 2)	LOIS AND CLARK	S: 4	E: 15
LORD OF THE FLYS (PART 1)	LOIS AND CLARK	S: 4	E: 1
ORDINARY PEOPLE	LOIS AND CLARK	S: 3	E: 2
Evan Carlos Somers			
THE SPORTING KIND	SPACE CASES	S: 2	E: 2
Evan Carlos Somers, Michael Piller			
EX POST FACTO	STAR TREK: VOYAGER	S: 1	E: 7
Evan Carlos Somers, Steven Baum, James Crocker			
MELORA	STAR TREK: DEEP SPACE NINE	S: 2	E: 6
Evan Katz			
COME AGAIN?	SEVEN DAYS	S: 1	E: 3
THE BROTHERS	SPECIAL UNIT 2	S: 1	E: 1
THE YEARS	SPECIAL UNIT 2	S: 2	E: 3
Everett De Roche			
A DATE WITH DOCTOR D	TWO TWISTED	S: 1	E: 6
EPISODE EIGHT	CYBERGIRL	S: 1	E: 8
EPISODE EIGHTEEN	CYBERGIRL	S: 1	E: 18
EPISODE NINETEEN	CYBERGIRL	S: 1	E: 19
EPISODE SEVEN	CYBERGIRL	S: 1	E: 7
SAND WITCH	PARALLAX	S: 1	E: 20
THE BIG SLEEP-OVER	PARALLAX	S: 1	E: 9
THE READING ROOM	PARALLAX	S: 1	E: 24
TOO MANY CHIEFS	PARALLAX	S: 1	E: 14
Everett Greenbaum, Jim Fritzell			
A ZIRCON IN THE ROUGH	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 17
Farrukh Dhondy			
KATE	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 15
Fiona Avery			
ESSENCE	EARTH: FINAL CONFLICT	S: 4	E: 8
PATTERNS OF THE SOUL	CRUSADE	S: 1	E: 13
Flip Kobler, Cindy Marcus			
PROFIT AND LOSS	STAR TREK: DEEP SPACE NINE	S: 2	E: 18
Forrest Van Buren			
THE WALLS OF JERICHO	WAR OF THE WORLDS	S: 1	E: 2
Francis & Marion Cockrell			
BARBECUED BATMAN	BATMAN (1966)	S: 2	E: 6
BATMAN SETS THE PACE	BATMAN (1966)	S: 1	E: 26
THE JOKER TRUMPS AN ACE	BATMAN (1966)	S: 1	E: 25
THE MINSTREL'S SHAKEDOWN	BATMAN (1966)	S: 2	E: 5
Francis Cockrell			
EXPANDING HUMAN	OUTER LIMITS,THE (1963)	S: 2	E: 4
Francis Moss			
MARK OF THE SAURIAN	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 6
THE HAND OF THE GORAL	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 11
Francis Rosenwald			
INFERNO IN SPACE (aka THE MAGNETIC MOON) (1-3)	ROCKY JONES, SPACE RANGER	S: 1	E: 12
Frank Abatemarco			
MAN OF THE PEOPLE	STAR TREK: THE NEXT GENERATION	S: 6	E: 3
Frank Belknap Long			
GUEST IN THE HOUSE	OUT THERE	S: 1	E: 11
Frank Cardea, George Schenck			

Science Fiction Writers

Episode Title	Name of Programme		
PLAYBACK	PAINKILLER JANE	S: 1	E: 17
Frank Conniff			
A GIRL AND HER CAT	SABRINA THE TEENAGE WITCH	S: 1	E: 11
Frank Dandridge			
A CHILD IN NEED	INCREDIBLE HULK,THE	S: 2	E: 5
Frank Dandridge, story by Frank Dandridge and Dennis Pryor			
CLARK TEMPLETON O'FLAHERTY	SIX MILLION DOLLAR MAN,THE	S: 3	E: 12
Frank Deese			
GHOST TRAIN	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 1
Frank DeFelitta			
SUBSTANCE X	TALES OF TOMORROW	S: 2	E: 7
THE FURY OF THE COCOON	TALES OF TOMORROW	S: 2	E: 29
Frank DePalma, Terry Borst			
BLACKOUT	BUGS	S: 2	E: 5
PANDORA'S BOX	BUGS	S: 4	E: 6
THE PRICE OF PEACE	BUGS	S: 3	E: 3
THE TWO BECKETTS	BUGS	S: 4	E: 4
Frank Kerr			
MOVING DAY	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 20
Frank Kniest			
ON THE DOUBLE	AIRWOLF	S: 4	E: 16
Frank Lupo			
A TRAIN OF THOUGHT	GREATEST AMERICAN HERO,THE	S: 2	E: 9
BETWEEN THE DEVIL AND THE DEEP BLUE SEA	GREATEST AMERICAN HERO,THE	S: 2	E: 15
CLASSICAL GAS	GREATEST AMERICAN HERO,THE	S: 2	E: 5
GLADIATOR	SOMETHING IS OUT THERE	S: 1	E: 1
OPERATION SPOILSPORT	GREATEST AMERICAN HERO,THE	S: 2	E: 2
RESURRECTION OF CARLINI	GREATEST AMERICAN HERO,THE	S: 3	E: 5
THERE'S JUST NO ACCOUNTING . . .	GREATEST AMERICAN HERO,THE	S: 2	E: 18
Frank Lupo, Stephen J. Cannell, Patrick Burke Hasburgh			
THE HAND PAINTED THAI	GREATEST AMERICAN HERO,THE	S: 2	E: 11
Frank Military			
WINTER'S END	JERICO	S: 1	E: 16
Frank Military, Josh Schaer			
COALITION OF THE WILLING	JERICO	S: 1	E: 21
Frank Spotnitz			
731	X FILES,THE	S: 3	E: 10
ALONE	X FILES,THE	S: 8	E: 19
DÆMONICUS	X FILES,THE	S: 9	E: 3
DETOUR	X FILES,THE	S: 5	E: 4
END GAME	X FILES,THE	S: 2	E: 17
MEDUSA	X FILES,THE	S: 8	E: 12
OUR TOWN	X FILES,THE	S: 2	E: 24
THE GIFT	X FILES,THE	S: 8	E: 11
THREE PERCENTERS	HARSH REALM	S: 1	E: 6
VIA NEGATIVE	X FILES,THE	S: 8	E: 6
Frank Spotnitz, Chris Carter			
APOCRYPHA	X FILES,THE	S: 3	E: 16
PIPER MARU	X FILES,THE	S: 3	E: 15
PROVIDENCE PART 2	X FILES,THE	S: 9	E: 10
TERMA	X FILES,THE	S: 4	E: 9
TUNGUSKA	X FILES,THE	S: 4	E: 8
Frank Spotnitz, John Shibana			
ALL SOULS	X FILES,THE	S: 5	E: 17
THE PINE BLUFF VARIANT	X FILES,THE	S: 5	E: 18
Frank Spotnitz, Vince Gilligan, John Shibana			
LEONARD BETTS	X FILES,THE	S: 4	E: 13
Frank Telford			
A NICE INDECENT LITTLE TOWN	KNIGHT RIDER	S: 1	E: 17
BUFFALO BILL RIDES AGAIN	GEMINI MAN	S: 1	E: 8
RUN,SAM,RUN	GEMINI MAN	S: 1	E: 6
SMITHEREENS	GEMINI MAN	S: 1	E: 2

Episode Title	Name of Programme		
Franklin Barton			
THE ORGANISATION	INVADERS,THE (1967)	S: 2	E: 19
Fred Bronson, Susan Sackett			
MENAGE A TROI	STAR TREK: THE NEXT GENERATION	S: 3	E: 24
Fred Degorter			
A RIDDLE A DAY KEEPS THE RIDDLER AWAY	BATMAN (1966)	S: 1	E: 11
PUZZLES ARE COMING	BATMAN (1966)	S: 2	E: 31
THE DUO IS SLUMMING	BATMAN (1966)	S: 2	E: 32
WHEN THE RAT'S AWAY,THE MICE WILL PLAY	BATMAN (1966)	S: 1	E: 12
Fred Dekker			
SLEEPING DOGS	ENTERPRISE	S: 1	E: 13
THE ANDORIAN INCIDENT	ENTERPRISE	S: 1	E: 6
VOX SOLA	ENTERPRISE	S: 1	E: 21
Fred Edge			
THE RADIOACTIVE MAN	AVENGERS,THE	S: 1	E: 8
Fred Freiburger			
BACK TO OBLIVION (aka THE HIDING PLACE)	SUPERBOY	S: 1	E: 4
COUNTDOWN TO NOWHERE	SUPERBOY	S: 1	E: 1
HOLLYWOOD	SUPERBOY	S: 1	E: 23
LEX LUTHER: SENTENCED TO DIE!	SUPERBOY	S: 2	E: 2
THE DUEL OF TECHACAL	SUPERBOY	S: 1	E: 2
THE SMUGGLERS	WORLD OF GIANTS	S: 1	E: 10
WITH THIS RING I THEE KILL	SUPERBOY	S: 2	E: 1
Fred Golan			
CHILDREN OF THE FOOL	SWAMP THING	S: 2	E: 6
FACES	BRIMSTONE	S: 1	E: 11
HARVEST	ROSWELL	S: 2	E: 6
NEVER ALONE	SWAMP THING	S: 3	E: 19
REPENTANCE	BRIMSTONE	S: 1	E: 4
THETA	OTHERS, THE	S: 1	E: 7
Fred Hoyle & John Elliot			
AZARAN FORECAST	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	S: 2	E: 3
COLD FRONT	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	S: 2	E: 1
GALE WARNING	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	S: 2	E: 2
HURRICANE	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	S: 2	E: 5
STORM CENTRES	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	S: 2	E: 4
THE FACE OF THE TIGER	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	S: 1	E: 6
THE LAST MYSTERY	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	S: 1	E: 7
THE MACHINE	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	S: 1	E: 2
THE MESSAGE	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	S: 1	E: 1
THE MIRACLE	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	S: 1	E: 3
THE MONSTER	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	S: 1	E: 4
THE MURDERER	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	S: 1	E: 5
THE ROMAN PEACE (50 MINS)	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	S: 2	E: 6
Fred R. Dekoven			
SIX HANDS ACROSS A TABLE	AVENGERS,THE	S: 2	E: 25
Fred S. Fox, Iz Elinson			
DIAL M FOR MARTIN	MY FAVOURITE MARTIAN	S: 2	E: 5
Freddie Prinze Jr.			
ONE STEP CLOSER	MUTANT X	S: 2	E: 19
Frederick Rappaport			
A GHOST IN THE MACHINE	4400, THE	S: 4	E: 11
DEAD MAN'S EYES	TWILIGHT ZONE, THE (2002)	S: 1	E: 8

Episode Title	Name of Programme		
DREAM LOVER	TWILIGHT ZONE, THE (2002)	S: 1	E: 4
FOUND AND LOST	TWILIGHT ZONE, THE (2002)	S: 1	E: 22
HIDDEN	4400, THE	S: 2	E: 10
KISS THE PAST GOODBYE	LA FEMME NIKITA	S: 4	E: 13
SANCTUARY	STAR TREK: DEEP SPACE NINE	S: 2	E: 10
SUFFER THE CHILDREN	4400, THE	S: 2	E: 5
SUNRISE	TWILIGHT ZONE, THE (2002)	S: 1	E: 43
Frederick Rappaport, Ira Steven Behr			
THE NEW WORLD (PART 2 OF 2)	4400, THE	S: 3	E: 2
Frederick Rappaport, Jeanne Carrigan-Fauci, Lisa Rich			
MOVE ALONG HOME	STAR TREK: DEEP SPACE NINE	S: 1	E: 9
Fritz Blocki			
SILVER NEEDLE IN THE SKY (aka DUEL IN SPACE) (1-3)	ROCKY JONES, SPACE RANGER	S: 1	E: 4
Fuminori Ohashi			
A DANGEROUS SITUATION (PART 1 OF 2)	ATOMIC DRAGON	S: 1	E: 3
A DANGEROUS SITUATION (PART 2 OF 2)	ATOMIC DRAGON	S: 1	E: 4
G. Phillip Jackson			
HALF DENSE PLAYERS	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 14
G. Phillip Jackson, Peter I. Horton			
EAT SIN (PART 2 OF 2)	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 18
G. Wilson			
PHOBOS RISING	OUTER LIMITS,THE (1995)	S: 4	E: 24
Gabrielle Stanton & Harry Werksman Jr.			
HOME ON THE REMAINS	FARSCAPE	S: 2	E: 7
Gabrielle Stanton, Harry Werksman Jr.			
A SENSE OF COMMUNITY	INVISIBLE MAN (2000)	S: 2	E: 15
DEN OF THIEVES	INVISIBLE MAN (2000)	S: 2	E: 8
EXPOSED	INVISIBLE MAN (2000)	S: 2	E: 17
GOING POSTAL	INVISIBLE MAN (2000)	S: 2	E: 5
THE UGLY TRUTH	FARSCAPE	S: 2	E: 17
Gail Collins			
THE FROG PRINCE	ZACK FILES, THE	S: 2	E: 11
Gail Morgan Hickman			
ALPHA	FLASH, THE	S: 1	E: 21
CAPTAIN COLD	FLASH, THE	S: 1	E: 17
DEAD CERTAIN	SENTINEL, THE	S: 3	E: 10
FAST FORWARD	FLASH, THE	S: 1	E: 15
FLIGHT	SENTINEL, THE	S: 2	E: 1
OUT OF CONTROL	FLASH, THE	S: 1	E: 2
SECRET	SENTINEL, THE	S: 2	E: 15
SENTINEL TOO (PART 1)	SENTINEL, THE	S: 3	E: 23
SENTINEL TOO (PART 2)	SENTINEL, THE	S: 4	E: 1
SLEEPING BEAUTY	SENTINEL, THE	S: 2	E: 24
THE KILLERS	SENTINEL, THE	S: 1	E: 3
Gail Parent, Kevin Parent			
GUILT TRIP	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 9
HELL TOUPEE	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 21
Gareth Roberts			
REVENGE OF THE SLITHEEN (PART 1 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 2
REVENGE OF THE SLITHEEN (PART 2 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 3
THE SHAKESPEARE CODE	DOCTOR WHO (2005)	S: 3	E: 2
WHATEVER HAPPENED TO SARAH JANE? (PART 1 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 8
WHATEVER HAPPENED TO SARAH JANE? (PART 2 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 9
Garner Simmons			
FIRE AND ICE	TIME TRAX	S: 1	E: 3
THE DECEPTION	V (1984)	S: 1	E: 4
THE RESCUE	V (1984)	S: 1	E: 13
Garrett Lerner, Russel Friend			
FOUR ALIENS AND A BABY	ROSWELL	S: 3	E: 17
OFF THE MENU	ROSWELL	S: 2	E: 20
REDUX	SMALLVILLE	S: 2	E: 6
SECRETS AND LIES (PART 1 OF 2)	ROSWELL	S: 3	E: 4

Gary Belkin

Science Fiction Writers

Episode Title	Name of Programme		
LATCHKEY DREAMS	SMALL WONDER	S: 2	E: 10
Gary Campbell			
WARZONE	ANGEL	S: 1	E: 20
Gary Glasberg			
SECOND CHANCES	MERCY POINT	S: 1	E: 4
Gary H. Miller			
THE STEPFORD GUYS, OR, A MAN'S PLACE IS IN THE HOMEY	HOMEBOYS IN OUTER SPACE	S: 1	E: 10
Gary Holl, Lisa Klink			
DREADNOUGHT	STAR TREK: VOYAGER	S: 2	E: 17
Gary Holland, Ira Steven Behr, Robert Hewitt Wolfe			
THE COLLABORATOR	STAR TREK: DEEP SPACE NINE	S: 2	E: 23
Gary Lawson & John Phelps			
ALL ABOUT YVONNE	GOODNIGHT SWEETHEART	S: 6	E: 2
AND MOTHER CAME TOO	GOODNIGHT SWEETHEART	S: 4	E: 4
AS YOU WAVE ME GOODBYE	GOODNIGHT SWEETHEART	S: 2	E: 6
CARELESS TALK	GOODNIGHT SWEETHEART	S: 4	E: 10
HAVE YOU EVER SEEN A DREAM WALKING...	GOODNIGHT SWEETHEART	S: 5	E: 8
IT'S A SIN TO TELL A LIE	GOODNIGHT SWEETHEART	S: 3	E: 4
MINE'S A DOUBLE	GOODNIGHT SWEETHEART	S: 6	E: 1
WHEN TWO WORLDS COLLIDE	GOODNIGHT SWEETHEART	S: 5	E: 3
WHO'S TAKING YOU HOME TONIGHT?	GOODNIGHT SWEETHEART	S: 2	E: 4
WISH ME LUCK	GOODNIGHT SWEETHEART	S: 2	E: 5
YANKS ARE COMING,THE	GOODNIGHT SWEETHEART	S: 3	E: 10
Gary Lawson, John Phelps			
BELIEVE	MY HERO	S: 6	E: 8
BIG	MY HERO	S: 4	E: 7
Gary Markowitz			
JUMP	ALF	S: 1	E: 9
THE LOSERS (A.K.A. LOST IN EERIE)	EERIE INDIANA	S: 1	E: 4
Gary Percante, Michael Piller			
THE PERFECT MATE	STAR TREK: THE NEXT GENERATION	S: 5	E: 20
Gary Rosen, Stan Berkowitz			
NEILA	SUPERBOY	S: 3	E: 3
Gary runs into a robber who strips him of everything. Gary recogniz			
MEL SCHWARTZ, BOUNTY HUNTER	EARLY EDITION	S: 4	E: 18
Gary Sherman			
STILL AT LARGE	FIRST WAVE	S: 3	E: 6
Gavin Scott			
LET THERE BE LIGHT	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 9
LORD OF AIR AND DARKNESS	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 7
QUEEN VICTORIA AND THE GIANT MOLE	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 2
SOUTHERN COMFORT	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 8
THE BALLAD OF STEELEY JOE	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 10
THE CARDINAL'S REVENGE	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 5
THE TRIAL	SPACE RANGERS	S: 1	E: 6
Gay Walch, James D. Parriott			
ANCIENT FUTURE	DARK SKIES	S: 1	E: 7
Ged Allen & Steven Kidgell			
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 6
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 3
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 10
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 11
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 5
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 9
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 2
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 4
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 1
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 7
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 8
Gene F. O'Neill, Noreen Tobin			
ANNIE'S SONG	SO WEIRD	S: 3	E: 25
ULTRA WOMAN	LOIS AND CLARK	S: 3	E: 7

Episode Title	Name of Programme		
Gene Grillo			
FATHOM	SO WEIRD	S: 2	E: 20
NIGHTMARE	SO WEIRD	S: 2	E: 4
Gene Kearney			
CHAPTER 4 - PRISONER OF THE EMPIRE	SECRET EMPIRE, THE	S: 1	E: 2
Gene L. Coon			
ARENA	STAR TREK	S: 1	E: 18
ERRAND OF MERCY	STAR TREK	S: 1	E: 26
HATE ME A LITTLE	MY FAVOURITE MARTIAN	S: 3	E: 8
METAMORPHOSIS	STAR TREK	S: 2	E: 9
SPECTRE OF THE GUN	STAR TREK	S: 3	E: 6
SPOCK'S BRAIN	STAR TREK	S: 3	E: 1
THE DEVIL IN THE DARK	STAR TREK	S: 1	E: 25
Gene L. Coon, Gene Roddenberry			
A PRIVATE LITTLE WAR	STAR TREK	S: 2	E: 19
BREAD AND CIRCUSES	STAR TREK	S: 2	E: 25
Gene L. Coon, Gilbert A. Ralston			
WHO MOURNS FOR ADONAI?	STAR TREK	S: 2	E: 2
Gene L. Coon, Max Ehrlich			
THE APPLE	STAR TREK	S: 2	E: 5
Gene L. Coon, Robert Hamner			
A TASTE OF ARMAGEDDON	STAR TREK	S: 1	E: 23
Gene L. Coon, Stephen Kandel			
WHITE HORSE, STEEL HORSE	IMMORTAL, THE	S: 1	E: 8
Gene Levitt			
DEAD RECKONING	SCIENCE FICTION THEATRE	S: 1	E: 21
Gene Miller			
BURNOUT	UNSUB	S: 1	E: 8
Gene Miller, Karen Kavner			
RESURRECTION	LOIS AND CLARK	S: 2	E: 17
THAT OLD GANG OF MINE	LOIS AND CLARK	S: 2	E: 7
Gene O'Neill & Noreen Tobin			
NOBODY EVER SAID GROWING UP WAS EASY	SPY GAMES	S: 1	E: 3
WHAT FAMILY DOESN'T HAVE ITS UP AND DOWNS	SPY GAMES	S: 1	E: 7
Gene Roddenberry			
DECISION	EARTH: FINAL CONFLICT	S: 1	E: 1
RETURN TO TOMORROW	STAR TREK	S: 2	E: 20
THE CAGE	STAR TREK	S: 1	E: 1
THE MENAGERIE (1-2)	STAR TREK	S: 1	E: 12
THE OMEGA GLORY	STAR TREK	S: 2	E: 23
Gene Thompson			
LET MY PEOPLE GO-GO	SECOND HUNDRED YEARS,THE	S: 1	E: 14
OUR NOTORIOUS LANDLADY	MY FAVOURITE MARTIAN	S: 3	E: 26
SHINE ON, HARVEST MOONSHINE	SECOND HUNDRED YEARS,THE	S: 1	E: 21
Gene Thompson, Bill Kelsay			
MARTIN MEETS HIS MATCH	MY FAVOURITE MARTIAN	S: 3	E: 27
MY NUT CUP RUNNETH OVER	MY FAVOURITE MARTIAN	S: 3	E: 30
Genevieve Sparling			
PROGENY	SMALLVILLE	S: 6	E: 18
Geoff Johns			
BLOODLINES	BLADE	S: 1	E: 4
HUNTERS	BLADE	S: 1	E: 10
Geoff Rowley			
EASY LIVING	GOODNIGHT SWEETHEART	S: 4	E: 7
GOODNIGHT CHILDREN, EVERYWHERE	GOODNIGHT SWEETHEART	S: 3	E: 6
JUST IN TIME	GOODNIGHT SWEETHEART	S: 6	E: 6
MAIRZY DOATS	GOODNIGHT SWEETHEART	S: 5	E: 4
PENNIES FROM HEAVEN	GOODNIGHT SWEETHEART	S: 5	E: 5
THE LEAVING OF LIVERPOOL	GOODNIGHT SWEETHEART	S: 4	E: 5
THE 'OUSES IN BETWEEN	GOODNIGHT SWEETHEART	S: 6	E: 5
TURNED OUT NICE AGAIN	GOODNIGHT SWEETHEART	S: 3	E: 7
Geoffrey Bellman & John Whitney			

Science Fiction Writers

Episode Title	Name of Programme		
CRESCENT MOON	AVENGERS,THE	S: 1	E: 5
THE SPRINGERS	AVENGERS,THE	S: 1	E: 14
Geoffrey Fischer			
LIKE FATHER,LIKE SON	STARMAN	S: 1	E: 2
PEREGRINE	STARMAN	S: 1	E: 8
THE WEDDING	STARMAN	S: 1	E: 18
Geoffrey Fisher			
DIAMOND VOLCANO	SALVAGE 1	S: 2	E: 5
Geoffrey Orme			
MAN IN THE MIRROR	AVENGERS,THE	S: 2	E: 22
THE UNDERWATER MENACE (1-4)	DOCTOR WHO	S: 4	E: 5
George Asness			
THE MIRACLE OF DR. DOVE	SCIENCE FICTION THEATRE	S: 2	E: 20
THREE MINUTE MILE	SCIENCE FICTION THEATRE	S: 2	E: 26
George Bellak			
BREAKAWAY	SPACE: 1999	S: 1	E: 1
George Carson			
THE SECRET OF STANDHILL	EARTH: FINAL CONFLICT	S: 1	E: 13
George Clayton Johnson			
A GAME OF POOL	TWILIGHT ZONE,THE (1985)	S: 3	E: 20
A GAME OF POOL	TWILIGHT ZONE,THE (1958)	S: 3	E: 5
A PENNY FOR YOUR THOUGHTS	TWILIGHT ZONE,THE (1958)	S: 2	E: 16
KICK THE CAN	TWILIGHT ZONE,THE (1958)	S: 3	E: 21
NOTHING IN THE DARK	TWILIGHT ZONE,THE (1958)	S: 3	E: 16
THE MAN TRAP	STAR TREK	S: 1	E: 2
George Crowder, Richard Harding-Gardner			
DOOLITTLE VICKI	SMALL WONDER	S: 4	E: 16
POOL SHARK VICKI	SMALL WONDER	S: 4	E: 18
George Eckstein			
SUMMIT MEETING (1-2)	INVADERS,THE (1967)	S: 2	E: 9
George Fass, Gertrude Fass			
THE LONG DAY	SCIENCE FICTION THEATRE	S: 1	E: 34
George Geiger			
AMBITION IN THE BLOOD	PROFILER	S: 2	E: 1
BONE OF CONTENTION	LEGEND	S: 1	E: 8
IT CUTS BOTH WAYS	PROFILER	S: 2	E: 3
MOTHERLODE	EARTH: FINAL CONFLICT	S: 4	E: 5
SHATTERED SILENCE	PROFILER	S: 1	E: 10
SHOOT TO KILL	PROFILER	S: 2	E: 12
THE FORGE OF CREATION	EARTH: FINAL CONFLICT	S: 4	E: 1
George Geiger, Charles. D. Holland			
JACK BE NIMBLE, JACK BE QUICK	PROFILER	S: 2	E: 7
George Gieger			
THE SUMMIT	EARTH: FINAL CONFLICT	S: 4	E: 12
TRAPPED BY TIME	EARTH: FINAL CONFLICT	S: 4	E: 16
George Kirgo			
TERROR FROM THE BLUE	SUPERBOY	S: 1	E: 16
George Markstein, David Tomblin			
ARRIVAL	PRISONER, THE	S: 1	E: 1
George Mastras			
THE BOONE IDENTITY	DRESDEN FILES, THE	S: 1	E: 2
THE OTHER DICK	DRESDEN FILES, THE	S: 1	E: 9
George Mclodowie			
BRAIN DRAIN	POWERS OF MATTHEW STARR, THE	S: 1	E: 19
George Melrod			
NOT MY PROBLEM	ANIMORPHS	S: 1	E: 14
THE FRONT	ANIMORPHS	S: 2	E: 3
George R. R. Martin			
A KINGDON BY THE SEA	BEAUTY AND THE BEAST	S: 2	E: 18
BEGGER'S COMET	BEAUTY AND THE BEAST	S: 3	E: 5
BROTHERS	BEAUTY AND THE BEAST	S: 2	E: 9
DEAD OF WINTER	BEAUTY AND THE BEAST	S: 2	E: 4

Episode Title	Name of Programme		
INVICTUS	BEAUTY AND THE BEAST	S: 3	E: 8
MASQUES	BEAUTY AND THE BEAST	S: 1	E: 5
OZYMANDIAS	BEAUTY AND THE BEAST	S: 1	E: 21
PROMISES OF SOMEDAY	BEAUTY AND THE BEAST	S: 1	E: 16
SNOW	BEAUTY AND THE BEAST	S: 3	E: 4
TERRIBLE SAVIOR	BEAUTY AND THE BEAST	S: 1	E: 2
George R. R. Martin & David Peckinpah			
SHADES OF GRAY	BEAUTY AND THE BEAST	S: 1	E: 12
George R. R. Martin (w,s), Howard Gordon (s), Alex Gansa (s)			
CEREMONY OF INNOCENCE	BEAUTY AND THE BEAST	S: 2	E: 21
George R.R. Martin			
LOST AND FOUND	TWILIGHT ZONE,THE (1985)	S: 2	E: 2
THE LAST DEFENDER OF CAMELOT	TWILIGHT ZONE,THE (1985)	S: 1	E: 59
THE ONCE AND FUTURE KING	TWILIGHT ZONE,THE (1985)	S: 2	E: 1
THE ROAD LESS TRAVELLED	TWILIGHT ZONE,THE (1985)	S: 2	E: 15
THE TOYS OF CALIBAN	TWILIGHT ZONE,THE (1985)	S: 2	E: 18
George Van Marter, Leon Benson			
Y.O.R.D.	SCIENCE FICTION THEATRE	S: 1	E: 4
George Greiger			
PARIAHS	EARTH: FINAL CONFLICT	S: 5	E: 2
Gerald Blake			
POWERS OF DARKNESS	OMEGA FACTOR, THE	S: 1	E: 5
Gerald K. Siegel			
SHELTER FIVE	SALVAGE 1	S: 1	E: 4
Gerald Kelsey			
CHECKMATE	PRISONER, THE	S: 1	E: 9
OPERATION DEEP-FREEZE	CHAMPIONS,THE	S: 1	E: 6
THE FINAL COUNTDOWN	CHAMPIONS,THE	S: 1	E: 28
Gerald Sanford			
ICE BANDITS,THE	KNIGHT RIDER	S: 3	E: 2
KNIGHT IN RETREAT	KNIGHT RIDER	S: 3	E: 19
Gerald Sanford, Robert Foster			
THE NINETEENTH HOLE	KNIGHT RIDER	S: 3	E: 16
Gerald Siegal			
OPERATION BREAKOUT	SALVAGE 1	S: 1	E: 8
Gerald Verner			
DOUBLE DANGER	AVENGERS,THE	S: 1	E: 18
Gerald Wexler			
CLARIMONDA	HUNGER, THE	S: 1	E: 21
FOOTSTEPS	HUNGER, THE	S: 1	E: 22
HIDEBOUND	HUNGER, THE	S: 1	E: 14
I'M DANGEROUS TONIGHT	HUNGER, THE	S: 1	E: 11
NUNC DIMITUS	HUNGER, THE	S: 2	E: 5
SACRED FIRE	HUNGER, THE	S: 2	E: 17
THE DREAM SENTINEL	HUNGER, THE	S: 2	E: 3
THE PERFECT COUPLE	HUNGER, THE	S: 2	E: 16
THE SUCTION METHOD	HUNGER, THE	S: 2	E: 22
TRIANGLE IN STEEL	HUNGER, THE	S: 2	E: 10
Gerald Wexler, David Preston			
CREEPING DARKNESS/THE POWER	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 4
Gerard Christopher			
CAT AND MOUSE	SUPERBOY	S: 4	E: 14
WISH FOR ARMAGEDDON	SUPERBOY	S: 3	E: 20
Gerrit Graham, Chris Hubbell			
OPENING DAY	TWILIGHT ZONE,THE (1985)	S: 1	E: 25
STILL LIFE	TWILIGHT ZONE,THE (1985)	S: 1	E: 33
Gerry & Sylvia Anderson			
PLANET 46	FIREBALL XLS	S: 1	E: 1
SPACE MONSTER	FIREBALL XLS	S: 1	E: 11
Gerry Anderson			
EXPECT THE UNEXPECTED (A TWO PART STORY)	TERRAHAWKS	S: 1	E: 1
THE MYSTERONS	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 1

Episode Title	Name of Programme		
TRAPPED IN THE SKY	THUNDERBIRDS	S: 1	E: 1
Gerry Anderson, David Lane			
OPERATION MCCLAINE	JOE 90	S: 1	E: 12
Gerry Anderson, Sylvia Anderson			
A CASE FOR THE BISHOP	SECRET SERVICE,THE	S: 1	E: 1
A NUT FOR MARINEVILLE	STINGRAY	S: 1	E: 30
AQUANAUT OF THE YEAR	STINGRAY	S: 1	E: 39
MOST SPECIAL AGENT	JOE 90	S: 1	E: 1
THE PILOT	STINGRAY	S: 1	E: 1
Gerry Anderson, Sylvia Anderson, Tony Barwick			
IDENTIFIED	U.F.O.	S: 1	E: 1
Gerry Davis			
HEAR NO EVIL	DOOMWATCH	S: 1	E: 12
PROJECT SAHARA	DOOMWATCH	S: 1	E: 5
REVENGE OF THE CYBERMEN (1-4)	DOCTOR WHO	S: 12	E: 5
WEB OF FEAR,THE	DOOMWATCH	S: 2	E: 8
Gerry Davis, Elwyn Jones			
THE HIGHLANDERS (1-4)	DOCTOR WHO	S: 4	E: 4
Gerry Davis, Kit Pedler			
THE TOMB OF THE CYBERMEN (1-4)	DOCTOR WHO	S: 5	E: 1
Gerry Davis, Kit Pedler, Pat Dunlop			
THE TENTH PLANET (1-4)	DOCTOR WHO	S: 4	E: 2
Gil Goldberg			
TWO FACED DICK	THIRD ROCK FROM THE SUN	S: 4	E: 10
Gil Grant			
"PILOT"	TRACKER	S: 1	E: 1
"PILOT"	PAINKILLER JANE	S: 1	E: 1
ENDGAME	PAINKILLER JANE	S: 1	E: 22
IN BETWEEN	MUTANT X	S: 3	E: 18
WHAT LIES BENEATH	TRACKER	S: 1	E: 21
Gil Grant, Lawrence Hertzog			
TOY SOLDIERS	PAINKILLER JANE	S: 1	E: 2
Gil Ralston, William Welch			
GHOST TOWN	LAND OF THE GIANTS	S: 1	E: 2
Gil Rosencrantz, Douglas Sloan			
GRIMLORD'S GREATEST HITS	VR TROOPERS	S: 1	E: 22
Gilbert Roler & Jeanette Lewis			
ULTIMATE WEAPON	PERVERSIONS OF SCIENCE	S: 1	E: 9
Giles Cooper			
CHINESE MAGIC	TALES OF MYSTERY	S: 2	E: 2
NEPHELE	TALES OF MYSTERY	S: 2	E: 5
THE DECOY	TALES OF MYSTERY	S: 1	E: 8
THE TERROR OF THE TWINS	TALES OF MYSTERY	S: 1	E: 1
Gilles Wheeler			
A BRUSH WITH DESTINY	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 3
ATTACK OF THE 60 FOOT BULK	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 24
INVASION OF THE RANGER SNATCHERS	POWER RANGERS ZEO	S: 1	E: 8
OILY TO BED, OILY TO RISE	POWER RANGERS ZEO	S: 2	E: 9
Gillian Anderson			
ALL THINGS	X FILES,THE	S: 7	E: 17
Gillian Horvath			
ALLIANCES (PART 1 OF 2)	FLASH GORDON (2007)	S: 1	E: 7
FRIENDLY FIRE	PAINKILLER JANE	S: 1	E: 8
GHOST IN THE MACHINE	PAINKILLER JANE	S: 1	E: 11
HAMMER OF THE GODS	MYTHQUEST	S: 1	E: 2
HIGHER COURT	PAINKILLER JANE	S: 1	E: 7
SIR CARADOC AT THE ROUND TABLE	MYTHQUEST	S: 1	E: 6
SO BURN THE UNTAMED LANDS	ANDROMEDA	S: 5	E: 8
STAND AND DELIVER	FLASH GORDON (2007)	S: 1	E: 14
THE OPOSITES OF ATTRACTION	ANDROMEDA	S: 5	E: 15

Gillian Horvath & Jeff Cohen

Science Fiction Writers

Episode Title	Name of Programme		
THE ORACLE	MYTHQUEST	S: 1	E: 8
Glen A. Larson			
AUTOMAN	AUTOMAN	S: 1	E: 1
BILLIONAIRE BODY CLUB	HIGHWAYMAN,THE	S: 1	E: 7
EXPERIMENT IN TERRA	BATTLESTAR GALATICA	S: 1	E: 15
GALACTICA DISCOVERS EARTH (1-3)	GALACTICA 1980	S: 1	E: 1
GREETINGS FROM EARTH (1-2)	BATTLESTAR GALATICA	S: 1	E: 13
HITCHHIKER	HIGHWAYMAN,THE	S: 1	E: 3
KNIGHT OF THE PHOENIX (A TWO PART STORY)	KNIGHT RIDER	S: 1	E: 1
RETURN OF STARBUCK	GALACTICA 1980	S: 1	E: 7
SAGA OF A STAR WORLD (1-3)	BATTLESTAR GALATICA	S: 1	E: 1
STAYING ALIVE WHILE RUNNING A HIGH FLASH DANCE FEVER	AUTOMAN	S: 1	E: 2
THE MAGNIFICENT WARRIORS	BATTLESTAR GALATICA	S: 1	E: 6
THE NIGHT THE CYLONS LANDED	GALACTICA 1980	S: 1	E: 4
THE SUPER SCOUTS (1-2)	GALACTICA 1980	S: 1	E: 2
WAR OF THE GODS (1-2)	BATTLESTAR GALATICA	S: 1	E: 10
WINE,WOMEN AND WAR (90MINUTES)	SIX MILLION DOLLAR MAN,THE	S: 1	E: 2
Glen A. Larson & Donald P. Bellisario			
LOST PLANET OF THE GODS (1-2)	BATTLESTAR GALATICA	S: 1	E: 2
Glen A. Larson (w,s), Ken Pettus (s)			
THE LIVING LEGEND (1-2)	BATTLESTAR GALATICA	S: 1	E: 8
Glen A. Larson, David Garber, Bruce Kalish			
SEND IN THE CLONES (AKA MCCLONE)	HIGHWAYMAN,THE	S: 1	E: 6
WARZONE	HIGHWAYMAN,THE	S: 1	E: 9
Glen A. Larson, Jeff Freilich, Frank Lupo			
SPACEBALL	GALACTICA 1980	S: 1	E: 3
Glen A. Larson, Leslie Stevens			
AWAKENING (120 MINS)	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 1
Glen A. Larson, Mark Jones			
ROAD LORD	HIGHWAYMAN,THE	S: 1	E: 2
Glen A. May			
INDIGESTION	MASKED RIDER	S: 2	E: 8
Glen McCoy			
TIMELASH (1-2)	DOCTOR WHO	S: 22	E: 5
Glen Merzer			
CHETT WORLD	WEIRD SCIENCE	S: 4	E: 10
FUNHOUSE OF DEATH	WEIRD SCIENCE	S: 4	E: 7
MASTER CHETT	WEIRD SCIENCE	S: 4	E: 23
Glen Morgan			
MUSINGS OF A CIGARETTE SMOKING MAN	X FILES,THE	S: 4	E: 7
Glen Morgan & James Wong			
1112	OTHERS, THE	S: 1	E: 5
LUCIFEROUS	OTHERS, THE	S: 1	E: 6
TILL THEN	OTHERS, THE	S: 1	E: 11
Glen Morgan and James Wong			
EYES	OTHERS, THE	S: 1	E: 3
THE ONES THAT LIE IN WAIT	OTHERS, THE	S: 1	E: 10
Glen Morgan, James Wong			
...TELL OUR MOMS WE DONE OUR BEST (PART 2 OF 2)	SPACE : ABOVE AND BEYOND	S: 1	E: 23
ABOVE AND BEYOND	SPACE : ABOVE AND BEYOND	S: 1	E: 1
AND IF THEY LAY ME DOWN TO REST. . (PART 1 OF 2)	SPACE : ABOVE AND BEYOND	S: 1	E: 22
BEYOND THE SEA	X FILES,THE	S: 1	E: 13
BLOOD	X FILES,THE	S: 2	E: 3
DIE HAND DIE VERLETZT	X FILES,THE	S: 2	E: 16
E.B.E.	X FILES,THE	S: 1	E: 17
EYES	SPACE : ABOVE AND BEYOND	S: 1	E: 6
HOME	X FILES,THE	S: 4	E: 2
ICE	X FILES,THE	S: 1	E: 8
LITTLE GREEN MEN	X FILES,THE	S: 2	E: 1
NEVER AGAIN	X FILES,THE	S: 4	E: 14
ONE BREATH	X FILES,THE	S: 2	E: 8
RAY BUTTS	SPACE : ABOVE AND BEYOND	S: 1	E: 5
SHADOWS	X FILES,THE	S: 1	E: 6

Episode Title	Name of Programme		
SQUEEZE	X FILES,THE	S: 1	E: 3
THE FARTHEST MAN FROM HOME	SPACE : ABOVE AND BEYOND	S: 1	E: 2
THE FIELD WHERE I DIED	X FILES,THE	S: 4	E: 5
TOOMS	X FILES,THE	S: 1	E: 21
Glen Olson, Rod Baker, Anne Collins			
THE STARSHIPS ARE COMING	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 15
Glenn A. Larson, Douglas Heyes			
THE HIGHWAYMAN (AKA TERROR ON THE BLACKTOP)	HIGHWAYMAN,THE	S: 1	E: 1
Glenn Davis, William Laurin			
DATING GAME	MANN AND MACHINE	S: 1	E: 2
Glyn Jones			
THE SPACE MUSEUM (1-4)	DOCTOR WHO	S: 2	E: 7
Gordon Dawson			
SHAKAAR	STAR TREK: DEEP SPACE NINE	S: 3	E: 22
Gordon Michael Woolvett			
ABRIDGING THE DEVIL'S DIVIDE	ANDROMEDA	S: 4	E: 17
TOTALED RECALL	ANDROMEDA	S: 5	E: 17
VAULT OF THE HEAVENS	ANDROMEDA	S: 3	E: 17
Gordon Mitchell			
EARTHQUAKE VICKI	SMALL WONDER	S: 3	E: 20
GEISHA VICKI	SMALL WONDER	S: 3	E: 6
TAKE MY LIFE...PLEASE	TWILIGHT ZONE,THE (1985)	S: 1	E: 53
Gordon Mitchell, Lloyd Turner			
THE COST OF GIVING	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 16
Grady Hall, Steven Aspis			
HUMAN FACTOR	OUTER LIMITS,THE (1995)	S: 7	E: 21
Graeme Curry			
THE HAPPINESS PATROL (1-3)	DOCTOR WHO	S: 25	E: 2
Graeme Garden & Bill Oddie			
	ASTRONAUTS	S: 1	E: 3
	ASTRONAUTS	S: 1	E: 2
	ASTRONAUTS	S: 1	E: 1
ABSENCE MAKES THE HEART	ASTRONAUTS	S: 1	E: 4
GOING HOME	ASTRONAUTS	S: 1	E: 7
ONE WEEK TO GO	ASTRONAUTS	S: 1	E: 6
WE ARE NOT ALONE	ASTRONAUTS	S: 1	E: 5
Graham Harvey			
EPISODE EIGHTY-FIVE	JUPITER MOON	S: 1	E: 85
EPISODE EIGHTY-FOUR	JUPITER MOON	S: 1	E: 84
EPISODE FIFTY-THREE	JUPITER MOON	S: 1	E: 53
EPISODE FIFTY-TWO	JUPITER MOON	S: 1	E: 52
EPISODE FORTY-TWO	JUPITER MOON	S: 1	E: 42
EPISODE SEVENTY-FOUR	JUPITER MOON	S: 1	E: 74
EPISODE SEVENTY-THREE	JUPITER MOON	S: 1	E: 73
EPISODE THIRTY	JUPITER MOON	S: 1	E: 30
Graham Reid			
EASTER 2016	PLAY FOR TOMMOROW	S: 1	E: 6
Graham Williams, Anthony Read			
THE INVASION OF TIME (1-6)	DOCTOR WHO	S: 15	E: 6
Grahame Bond & Maurice Murphy			
VALHALLA	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 11
Grant Cathro			
THE RAMESES CONNECTION (1-5)	TOMORROW PEOPLE,THE (1992)	S: 3	E: 1
Grant Cathro & Alex Bartlette.			
	MIKE AND ANGELO	S: 12	E: 1
	MIKE AND ANGELO	S: 12	E: 2
ANGELOPHOBIA	MIKE AND ANGELO	S: 12	E: 7
CHANGING ROOMS	MIKE AND ANGELO	S: 12	E: 4
PLEASE SIR	MIKE AND ANGELO	S: 11	E: 0
SHIPMATES	MIKE AND ANGELO	S: 12	E: 5
Grant McAloon			
DURKA RETURNS	FARSCAPE	S: 1	E: 15

Episode Title	Name of Programme		
LIAR'S. GUNS AND MONEY PART 1: A NOT SO SIMPLE PLAN	FARSCAPE	S: 2	E: 19
VITAS MORTIS	FARSCAPE	S: 2	E: 2
Grant Rosenberg			
BACK INTO THE BREACH	TRACKER	S: 1	E: 20
BREAKING POINT	OUTER LIMITS,THE (1995)	S: 6	E: 5
CLOUD NINE	TRACKER	S: 1	E: 2
DOUBLE DOWN	TRACKER	S: 1	E: 10
FEVER OF THE HUNT PART 2	TRACKER	S: 1	E: 15
FORGET ME KNOT	LOIS AND CLARK	S: 3	E: 18
INNER CHILD	OUTER LIMITS,THE (1995)	S: 6	E: 11
LETHAL WEAPON	LOIS AND CLARK	S: 4	E: 12
NEVER ON SUNDAY	LOIS AND CLARK	S: 3	E: 12
NEW GROUND	STAR TREK: THE NEXT GENERATION	S: 5	E: 9
RETURN OF THE PRANKSTER	LOIS AND CLARK	S: 2	E: 15
SHADOW OF A DOUBT (PART 2 OF 3)	LOIS AND CLARK	S: 4	E: 18
SOMETHING ABOUT HARRY	OUTER LIMITS,THE (1995)	S: 6	E: 19
THE CONTENDER	TIME TRAX	S: 1	E: 7
THE NEW BREED	OUTER LIMITS,THE (1995)	S: 1	E: 14
THE PEOPLE VS. LOIS LANE (PART 1)	LOIS AND CLARK	S: 4	E: 6
THE PRANKSTER	LOIS AND CLARK	S: 2	E: 4
THE VOYAGE HOME	OUTER LIMITS,THE (1995)	S: 1	E: 15
WHEN IRISH EYES ARE KILLING	LOIS AND CLARK	S: 3	E: 4
Grant Scharbo, Gina Matthews			
LASTMAN STANDING	JAKE 2.0	S: 1	E: 6
Greg Aronowitz			
BEGINNINGS (PART 2 OF 2)	POWER RANGERS S.P.D	S: 1	E: 2
BOOM	POWER RANGERS S.P.D	S: 1	E: 16
S.W.A.T. (PART 2 OF 2)	POWER RANGERS S.P.D	S: 1	E: 27
Greg Dinallo			
THE ISLAND	BLUE THUNDER	S: 1	E: 11
Greg Elliot, Michael Perricone			
UNFORGETTABLE	STAR TREK: VOYAGER	S: 4	E: 20
Greg Heffernan			
THE INCIDENT ON THE CLIFFS	PROJECT UFO	S: 2	E: 4
Greg Hemphill, Rab Christie, Iain Davidson			
LUKES VS. LEIAS	SPACE CADETS	S: 1	E: 5
THINGS VS. BLOBS	SPACE CADETS	S: 1	E: 2
Greg McQueen			
AGE BEFORE BEAUTY	LIFE FORCE	S: 1	E: 11
NO QUICK FIX	LIFE FORCE	S: 1	E: 12
RETURN TO SENDER	LIFE FORCE	S: 1	E: 8
Greg Plageman			
THE FACE	SECRET AGENT MAN	S: 1	E: 7
Greg Spottiswood, Peter Smith			
DEAD MEN DO WEAR PLAID	ZACK FILES, THE	S: 2	E: 10
Greg Strangis			
MEDUSA	LAND OF THE LOST (1974)	S: 3	E: 5
RETURN OF THE PHAROAH (2 PARTS)	ELECTRA WOMAN AND DYNAGIRL	S: 1	E: 8
SHRINKIE SALE	DR. SHRINKER	S: 1	E: 12
THE RESURRECTION	WAR OF THE WORLDS	S: 1	E: 1
Greg Thompson, Aron Abrams			
THE BOOKMOBILE	BIG WOLF ON CAMPUS	S: 1	E: 2
Greg Walker			
EMPEDOCLES	X FILES,THE	S: 8	E: 17
HOTHEAD	SMALLVILLE	S: 1	E: 3
REUNION	HARSH REALM	S: 1	E: 5
SUREKILL	X FILES,THE	S: 8	E: 8
Gregg Fienberg			
GATHERING STORM	CROW: STAIRWAY TO HEAVEN, THE	S: 1	E: 22
Gregg Hale & Ricardo Festiva			
SUBJECT: FEARSUM	FREAKYLINKS	S: 1	E: 1
Gregg Mettler			
A FRIEND IN DICK	THIRD ROCK FROM THE SUN	S: 3	E: 7

Science Fiction Writers

Episode Title	Name of Programme		
DICK SOLOMON OF THE INDIANA SOLOMONS	THIRD ROCK FROM THE SUN	S: 4	E: 11
I BRAKE FOR DICK	THIRD ROCK FROM THE SUN	S: 2	E: 18
SUPERSTITIOUS DICK	THIRD ROCK FROM THE SUN	S: 4	E: 16
THE FIFTH SOLOMON	THIRD ROCK FROM THE SUN	S: 5	E: 3
Gregg Mettler, Will Forte			
FRANKIE GOES TO RUTHERFORD	THIRD ROCK FROM THE SUN	S: 5	E: 19
Gregory de la Doucette			
IN THE BEGINNING	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 1
Gregory Evans			
MANNA FROM HEAVAN	BUGS	S: 1	E: 7
Gregory Harris & Charles Winston			
OUT OF THE SKY	AIRWOLF	S: 2	E: 18
Gregory S. D. Dinallo (w,s), Steve Greenberg (w), Aubrey Soloman (
TAKEOVER	BEYOND WESTWORLD	S: 1	E: 5
Gregory S. Dinallo			
A PLUSH RIDE	KNIGHT RIDER	S: 1	E: 11
BIGFOOT V	SIX MILLION DOLLAR MAN,THE	S: 5	E: 3
BUY OUT	KNIGHT RIDER	S: 3	E: 14
KILLER WIND	SIX MILLION DOLLAR MAN,THE	S: 5	E: 4
KNIGHT FLIGHT TO FREEDOM	KNIGHT RIDER	S: 4	E: 18
KNIGHT STRIKE	KNIGHT RIDER	S: 3	E: 20
OUT OF THE WOODS	KNIGHT RIDER	S: 4	E: 13
THE ACCUSED	POWERS OF MATTHEW STARR, THE	S: 1	E: 3
THE CAPTIVE TOWER	AMAZING SPIDERMAN,THE	S: 2	E: 1
THE CON CAPER	AMAZING SPIDERMAN,THE	S: 2	E: 3
THE DEADLY COUNTDOWN (1-2)	SIX MILLION DOLLAR MAN,THE	S: 5	E: 2
THE MADONNA CAPER	SIX MILLION DOLLAR MAN,THE	S: 5	E: 13
THE WRONG CROWD	KNIGHT RIDER	S: 4	E: 5
WINNING	POWERS OF MATTHEW STARR, THE	S: 1	E: 8
Gregory S. Dinallo, and Neal J. Sperling, Story by Neal J. Sperling			
JUST A MATTER OF TIME	SIX MILLION DOLLAR MAN,THE	S: 5	E: 10
Gretchen J. Berg, Aaron Harberts			
CH-CH-CHANGES	ROSWELL	S: 3	E: 12
CONTROL (PART 2 OF 2)	ROSWELL	S: 3	E: 5
IT'S TOO LATE AND IT'S TOO BAD	ROSWELL	S: 2	E: 18
SUMMER OF '47	ROSWELL	S: 2	E: 4
VIVA LAS VEGAS	ROSWELL	S: 2	E: 15
WE ARE FAMILY	ROSWELL	S: 2	E: 12
WHO DIES AND MADE YOU KING	ROSWELL	S: 3	E: 15
WIPEOUT!	ROSWELL	S: 2	E: 7
Gustave Field, and Richard Carr , Story by Gustave Field			
THE WINNING SMILE	SIX MILLION DOLLAR MAN,THE	S: 3	E: 13
Guy Jenkin			
EPISODE 14	LIFE ON MARS	S: 2	E: 6
Guy Mullally			
AND NOT A DROP TO DRINK	CHARLIE JADE	S: 1	E: 5
LOSE YOUR DREAMS	CODE NAME: ETERNITY	S: 1	E: 12
THICKER THAN WATER	CHARLIE JADE	S: 1	E: 11
YOU ARE HERE	CHARLIE JADE	S: 1	E: 3
Guy Zimmerman			
HOMEFRONT	PRETENDER, THE	S: 3	E: 7
Gwen Tulpa & Jordan Nicht			
A TOWN FOR HIRE	AIRWOLF	S: 4	E: 3
DEATHTRAIN	AIRWOLF	S: 4	E: 7
THE PUPPET MASTER	AIRWOLF	S: 4	E: 19
H. Wiggins			
HOME	EARLY EDITION	S: 2	E: 1
SECOND SIGHT	EARLY EDITION	S: 2	E: 22
Hannah L. Shearer			
NOT A DROP TO DRINK	KNIGHT RIDER	S: 1	E: 6
Hannah Louise Shearer			
THE PRICE	STAR TREK: THE NEXT GENERATION	S: 3	E: 8
WHEN THE BOUGH BREAKS	STAR TREK: THE NEXT GENERATION	S: 1	E: 16

Science Fiction Writers

Episode Title	Name of Programme		
Hans Beimler			
A SNITCH IN TIME	CHRONICLE, THE	S: 1	E: 22
AZOTH THE AVENGER IS A FRIEND	TWILIGHT ZONE, THE (2002)	S: 1	E: 10
EMPOK NOR	STAR TREK: DEEP SPACE NINE	S: 5	E: 24
RETURN TO GRACE	STAR TREK: DEEP SPACE NINE	S: 4	E: 13
REUNION, CONCLUSION	PROFILER	S: 4	E: 2
TEARS OF A CLONE	CHRONICLE, THE	S: 1	E: 14
THE SHIP	STAR TREK: DEEP SPACE NINE	S: 5	E: 2
Hans Beimler, Richard Manning			
TIME TO KILL	SPACE PRECINCT	S: 1	E: 3
Hans Beimler, Robert Hewitt Wolfe			
WALLS	DRESDEN FILES, THE	S: 1	E: 7
Hans Tobeason			
ALPHA DOGS	FREEDOM	S: 1	E: 1
THE DEVIL'S RAINBOW	VISITOR, THE	S: 1	E: 3
TUEFELSNACT	VISITOR, THE	S: 1	E: 7
Hans Tobeason, Douglas Burke			
THE GOOD DEATH	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 22
Hans Tobeason, Manny Coto			
AEROBE	STRANGE WORLD	S: 1	E: 7
Hans Tobeason, Mike Sussman, Phyllis Strong			
BOUNTY	ENTERPRISE	S: 2	E: 25
Harlan Ellison			
CITY ON THE EDGE OF FOREVER	STAR TREK	S: 1	E: 28
CRAZY AS A SOUP SANDWICH	TWILIGHT ZONE,THE (1985)	S: 3	E: 28
DEMON WITH A GLASS HAND	OUTER LIMITS,THE (1963)	S: 2	E: 5
GRAMMA	TWILIGHT ZONE,THE (1985)	S: 1	E: 44
PALADIN OF THE LOST HOUR	TWILIGHT ZONE,THE (1985)	S: 1	E: 17
PRICE OF DOOM	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 8
SOLDIER	OUTER LIMITS,THE (1963)	S: 2	E: 1
THE FACE OF HELEN BOURNOW	HUNGER, THE	S: 1	E: 18
THE PIECES OF FATE AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 3	E: 22
THE SORT OF DO-IT-YOURSELF DREADFUL AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 3	E: 2
VOYAGE OF DISCOVERY	STARLOST,THE	S: 1	E: 1
Harlan Ellison, Rockne S. O'Bannon			
A MATTER OF MINUTES	TWILIGHT ZONE,THE (1985)	S: 1	E: 38
Harley Cokliss			
ATTACK OF THE VIKINGS	NEW ADVENTURES OF ROBIN HOOD, THE	S: 1	E: 2
Harold Apter			
ATTRACTION	SENTINEL, THE	S: 1	E: 9
BREAKING GROUND	SENTINEL, THE	S: 3	E: 11
DEEP WATER	SENTINEL, THE	S: 2	E: 3
FINKELMAN'S FOLLY	SENTINEL, THE	S: 3	E: 15
FOREIGN EXCHANGE	SENTINEL, THE	S: 3	E: 20
FOUR POINT SHOT	SENTINEL, THE	S: 4	E: 3
GUILTY CONSCIENCE	EARTH: FINAL CONFLICT	S: 5	E: 7
HEAR NO EVIL	SENTINEL, THE	S: 2	E: 13
HIS BROTHER'S KEEPER	SENTINEL, THE	S: 2	E: 23
NEIGHBOURHOOD WATCH	SENTINEL, THE	S: 3	E: 21
NIGHT TRAIN	SENTINEL, THE	S: 1	E: 6
PRIVATE EYES	SENTINEL, THE	S: 2	E: 19
SPARE PARTS	SENTINEL, THE	S: 2	E: 9
THE GIRL NEXT DOOR	SENTINEL, THE	S: 3	E: 3
THE REAL DEAL	SENTINEL, THE	S: 4	E: 6
THE WAITING ROOM	SENTINEL, THE	S: 4	E: 5
Harold Apter, Ronald D. Moore			
DATA'S DAY	STAR TREK: THE NEXT GENERATION	S: 4	E: 11
Harold Gast			
TO KILL A BILLIONAIRE	TIME TRAX	S: 1	E: 2
Harold Jack Bloom			
THE IOWA SCUBA AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 1	E: 2
THE JOSHUA FLATS INCIDENT	PROJECT UFO	S: 1	E: 2
THE WASHINGTON DC INCIDENT	PROJECT UFO	S: 1	E: 1

Episode Title	Name of Programme		
Harold Jack Bloom, Shimon Wincelberg			
RENDEZVOUS WITH YESTERDAY	TIME TUNNEL,THE	S: 1	E: 1
Harold Livingston			
THE CARLISLE GIRL	FUTURE COP	S: 1	E: 5
THE KANSAS CITY KID	FUTURE COP	S: 1	E: 6
Harold Livingston, Del Reisman and Lionel E. Siegel			
DAY OF THE ROBOT	SIX MILLION DOLLAR MAN,THE	S: 1	E: 7
Harold Stone & Rick Kellbaugh			
ANNIE OAKLEY	AIRWOLF	S: 3	E: 8
Harry Cason			
DADDY'S GIRL	SEVEN DAYS	S: 1	E: 13
HEAD CASE	SEVEN DAYS	S: 3	E: 11
OLGA'S EXCELLENT VACATION	SEVEN DAYS	S: 3	E: 5
THE DEVIL AND THE DEEP BLUE SEA	SEVEN DAYS	S: 2	E: 9
THE GETTYSBURG VIRUS	SEVEN DAYS	S: 1	E: 2
X-35 NEED CHANGING	SEVEN DAYS	S: 2	E: 16
Harry Cason, Stephen Beck			
WALTER	SEVEN DAYS	S: 1	E: 18
Harry Doc Kloor			
REAL LIFE	STAR TREK: VOYAGER	S: 3	E: 21
SCORPION'S DREAM	EARTH: FINAL CONFLICT	S: 1	E: 6
Harry Duffin			
COMBAT	LEGEND OF WILLIAM TELL, THE	S: 1	E: 15
THE SPIRIT OF KALE	LEGEND OF WILLIAM TELL, THE	S: 1	E: 7
Harry Duffin, Mervyn Haisman			
HIDDEN VALLEY	LEGEND OF WILLIAM TELL, THE	S: 1	E: 5
Harry Dunn			
BANK	PRETENDER, THE	S: 2	E: 20
COLLATERAL DAMAGE	PRETENDER, THE	S: 2	E: 7
F/X	PRETENDER, THE	S: 2	E: 9
FLESH AND BLOOD	PRETENDER, THE	S: 3	E: 8
JUNK	PRETENDER, THE	S: 4	E: 15
POOL	PRETENDER, THE	S: 3	E: 13
Harry Green			
FRIDAY'S CHILD	DOOMWATCH	S: 1	E: 2
Harry Longstreet			
SNEAK ATTACK	VOYAGERS	S: 1	E: 14
Harry Robertson			
DREAMS IMAGIC	VIRTUAL MURDER	S: 1	E: 6
Harry Victor			
H.O.U.S.E. RULES	EUREKA	S: 1	E: 11
Harry Victor and Dan Fesman			
THE PIPER	SPECIAL UNIT 2	S: 2	E: 12
Harry Victor, Dan E. Fesman			
OHIO PLAYERS	FIRST WAVE	S: 2	E: 11
Hart Hanson			
TEMPESTS	OUTER LIMITS,THE (1995)	S: 3	E: 9
THE NOX	STARGATE SG1	S: 1	E: 7
Harv Zimmer			
THE INSIDE MAN	SENTINEL, THE	S: 3	E: 5
THE RIG	SENTINEL, THE	S: 2	E: 8
Harve Bennett			
A STRANGER IN TIME (1-2)	TIME TRAX	S: 1	E: 1
Haskell Barkin			
ACT BREAK	TWILIGHT ZONE,THE (1985)	S: 1	E: 18
APPOINTMENT OF ROUTE 17	TWILIGHT ZONE,THE (1985)	S: 3	E: 15
STREET OF SHADOWS	TWILIGHT ZONE,THE (1985)	S: 3	E: 18
THE CURIOUS CASE OF EDGAR WITHERSPOON	TWILIGHT ZONE,THE (1985)	S: 3	E: 1
TOOTH AND CONSEQUENCES	TWILIGHT ZONE,THE (1985)	S: 1	E: 41
Heather Conkie			
CIRCLE OF FIRE	PETER BENCHLEY'S AMAZON	S: 1	E: 19
EYES ON THE DARK	PETER BENCHLEY'S AMAZON	S: 1	E: 11

Science Fiction Writers

Episode Title	Name of Programme		
ONCE AND FUTURE ZACK	ZACK FILES, THE	S: 2	E: 15
RESURRECTION	PETER BENCHLEY'S AMAZON	S: 1	E: 8
SEARCHING FOR ZACK GREENBURG	ZACK FILES, THE	S: 2	E: 2
THE CHOSEN	PETER BENCHLEY'S AMAZON	S: 1	E: 5
THE FINDING	PETER BENCHLEY'S AMAZON	S: 1	E: 14
THE PALE HORSEMAN	PETER BENCHLEY'S AMAZON	S: 1	E: 17
Heather Conkie, Malcolm MacRury			
THE END OF THE WORLD	PETER BENCHLEY'S AMAZON	S: 1	E: 6
Heather E. Ash			
BENEATH THE SURFACE	STARGATE SG1	S: 4	E: 10
FOOTHOLD	STARGATE SG1	S: 3	E: 14
LEARNING CURVE	STARGATE SG1	S: 3	E: 5
NEW GROUND	STARGATE SG1	S: 3	E: 19
RITE OF PASSAGE	STARGATE SG1	S: 5	E: 6
Heather MacGillvray, Linda Mathious			
GRENDLER'S IN THE MYST	EARTH 2	S: 1	E: 13
THE BOY WHO WOULD BE TERRIAN KING	EARTH 2	S: 1	E: 19
Heather McCahon			
MEGA BORG POWER	BEEBLEBORGS METALLIX	S: 1	E: 35
ROBO RUMBLE	BEEBLEBORGS METALLIX	S: 1	E: 32
ROBOBORG (PART 3 OF 3)	BEEBLEBORGS METALLIX	S: 1	E: 29
Heidi Gerrer, Nick Guthe			
OUT OF THIN AIR	BLACK SCORPION	S: 1	E: 6
Helen Leadbeater			
EPISODE EIGHT	JUPITER MOON	S: 1	E: 8
EPISODE EIGHTY-THREE	JUPITER MOON	S: 1	E: 83
EPISODE EIGHTY-TWO	JUPITER MOON	S: 1	E: 82
EPISODE FOUR	JUPITER MOON	S: 1	E: 4
EPISODE ONE-HUNDRED-EIGHT	JUPITER MOON	S: 1	E: 108
EPISODE ONE-HUNDRED-EIGHTEEN	JUPITER MOON	S: 1	E: 118
EPISODE ONE-HUNDRED-FORTY	JUPITER MOON	S: 1	E: 140
EPISODE ONE-HUNDRED-SEVEN	JUPITER MOON	S: 1	E: 107
EPISODE ONE-HUNDRED-SEVENTEEN	JUPITER MOON	S: 1	E: 117
EPISODE ONE-HUNDRED-THIRTY-NINE	JUPITER MOON	S: 1	E: 139
EPISODE ONE-HUNDRED-TWENTY-EIGHT	JUPITER MOON	S: 1	E: 128
EPISODE ONE-HUNDRED-TWENTY-SEVEN	JUPITER MOON	S: 1	E: 127
EPISODE SEVEN	JUPITER MOON	S: 1	E: 7
EPISODE THIRTEEN	JUPITER MOON	S: 1	E: 13
Helen MacWhirter			
EPISODE FIVE	CYBERGIRL	S: 1	E: 5
EPISODE SIX	CYBERGIRL	S: 1	E: 6
EPISODE SIXTEEN	CYBERGIRL	S: 1	E: 16
Helen Raynor			
DALEKS IN MANHATTAN (PART 1 OF 2)	DOCTOR WHO (2005)	S: 3	E: 4
EVOLUTION OF THE DALEKS (PART 2 OF 2)	DOCTOR WHO (2005)	S: 3	E: 5
THE GHOST MACHINE	TORCHWOOD	S: 1	E: 3
TO THE LAST MAN	TORCHWOOD	S: 2	E: 3
Helene Peycharand			
UN HOMME ORDINAIRE (AN ORDINARY MAN)	DE BIEN ETRANGES AFFAIRES	S: 1	E: 5
Hendrik Vollaerts			
CONVERSATION WITH AN APE	SCIENCE FICTION THEATRE	S: 1	E: 10
FOR THE WORLD IS HOLLOW AND I HAVE TOUCHED THE SKY	STAR TREK	S: 3	E: 8
MONSTER FROM THE INFERNO	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 1
SHADOWMAN	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 21
THE AMPHIBIANS	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 26
THE BRAIN OF JOHN EMERSON	SCIENCE FICTION THEATRE	S: 1	E: 7
THE CREATURE	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 28
THE DEADLIEST GAME	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 11
THE DEADLY CLOUD	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 25
THE GREAT BRAIN ROBBERY	MY FAVOURITE MARTIAN	S: 2	E: 8
THE LAST BARRIER	SCIENCE FICTION THEATRE	S: 2	E: 27
THE MAN WHO DIDN'T KNOW	SCIENCE FICTION THEATRE	S: 2	E: 12
Henri Simoun , Story by Martin Caidin			
THE MOON AND THE DESERT (1-2)	SIX MILLION DOLLAR MAN,THE	S: 1	E: 1

Episode Title	Name of Programme		
HENRY ALONSO MEYERS			
BERMUDA LOVE TRIANGLE	CHRONICLE, THE	S: 1	E: 6
THE STEPFORD CHEERLEADERS	CHRONICLE, THE	S: 1	E: 18
Henry Alonso Myers			
WHAT IF HE CAN CHANGE THE DAY	DAYBREAK	S: 1	E: 4
Henry Alonso Myers, Paul Zbyszewski			
WHAT IF SHE'S LYING	DAYBREAK	S: 1	E: 8
Henry Colman			
HOW TO FIND A FRIEND	SECRETS OF ISIS, THE	S: 1	E: 8
Henry Lincoln, Mervyn Haisman			
THE ABOMINABLE SNOWMEN (1-6)	DOCTOR WHO	S: 5	E: 2
THE DOMINATORS (1-5)	DOCTOR WHO	S: 6	E: 1
THE WEB OF FEAR (1-6)	DOCTOR WHO	S: 5	E: 5
Henry Myers			
FRANKENSTIEN	TALES OF TOMORROW	S: 1	E: 15
Henry Slesar			
MA PARKER	BATMAN (1966)	S: 2	E: 10
THE GREATEST MOTHER OF THEM ALL	BATMAN (1966)	S: 2	E: 9
THE VIRTUE AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 2	E: 10
Henry Viard			
ALERTE AU MINOTAURE (MINOTAUR ALERT)	AUX FRONTIERES DU POSSIBLE	S: 2	E: 5
LE CABINET NOIR (THE BLACK CABINET)	AUX FRONTIERES DU POSSIBLE	S: 2	E: 2
LE DERNIER REMPART (THE LAST RAMPART)	AUX FRONTIERES DU POSSIBLE	S: 2	E: 1
L-EFFACEUR DE MEMORIE (THE MEMORY ERASER)	AUX FRONTIERES DU POSSIBLE	S: 2	E: 7
LES CREATEURS DE VISIBLE (THE CREATORS OF THE VISIBLE)	AUX FRONTIERES DU POSSIBLE	S: 2	E: 6
LES HOMMES VOLANTS (THE FLYING MEN)	AUX FRONTIERES DU POSSIBLE	S: 2	E: 3
MEURETRES A DISTANCE (MURDERS AT A DISTANCE)	AUX FRONTIERES DU POSSIBLE	S: 2	E: 4
Herb Wright, Greg Widen			
THE REPLACEMENTS	SPACE RANGERS	S: 1	E: 1
Herbert Bermann			
THE PLUTO FILE	NEW ORIGINAL WONDER WOMAN,THE	S: 1	E: 7
Herbert Finn, Alan Dinehart			
TAILOR-MADE HERO	IT'S ABOUT TIME	S: 1	E: 4
Herbert Wright			
THE ANGEL OF DEATH	WAR OF THE WORLDS	S: 1	E: 23
THE BATTLE	STAR TREK: THE NEXT GENERATION	S: 1	E: 8
THE LAST OUTPOST	STAR TREK: THE NEXT GENERATION	S: 1	E: 4
THE PRODIGAL SON	WAR OF THE WORLDS	S: 1	E: 15
THY KINGDOM COME	WAR OF THE WORLDS	S: 1	E: 3
Herbert Wright, Brannon Braga, René Balcer			
POWER PLAY	STAR TREK: THE NEXT GENERATION	S: 5	E: 14
Herman Groves			
RODEO	BIONIC WOMAN, THE	S: 3	E: 5
Herman Miller			
KNIGHT STING	KNIGHT RIDER	S: 4	E: 6
Hideyoshi Nagasaka			
THE DEADLY HOUR OF RED CONDOR	KIKAIDER	S: 1	E: 9
THE EVIL LAUGH OF CARMINE SPIDER	KIKAIDER	S: 1	E: 8
THE EVIL OF YELLOW JAGUAR!	KIKAIDER	S: 1	E: 5
Hideyuki Inoue			
THE PROOF OF BRAVE	ULTRAMAN MAX	S: 1	E: 3
Hilary J. Bader			
CHI OF STEEL	LOIS AND CLARK	S: 2	E: 11
DARK PAGE	STAR TREK: THE NEXT GENERATION	S: 7	E: 6
FLYING LESSONS	CLEOPATRA 2525	S: 1	E: 3
Hilary J. Bader, Alan J. Adla, Vanessa Greene			
THE LOSS	STAR TREK: THE NEXT GENERATION	S: 4	E: 10
Holly Harold			
FAÇADE	SMALLVILLE	S: 4	E: 3
FALLOUT	SMALLVILLE	S: 6	E: 6
FIERCE	SMALLVILLE	S: 7	E: 3
LEXMAS	SMALLVILLE	S: 5	E: 9

Episode Title	Name of Programme		
MAGNETIC	SMALLVILLE	S: 3	E: 7
OBSESSION	SMALLVILLE	S: 3	E: 14
PARIAH	SMALLVILLE	S: 4	E: 12
VOID	SMALLVILLE	S: 5	E: 17
Holly Henderson, Don Whitehead			
PERSONA	SMALLVILLE	S: 7	E: 10
Howard A. Klausner, Christer G. Hokanson			
THE GENIE DETECTIVE	WEIRD SCIENCE	S: 5	E: 12
Howard Albrecht, Sol Weinstein			
BURRITO KINGS	SMALL WONDER	S: 1	E: 13
HEALTH NUTS	SMALL WONDER	S: 1	E: 23
Howard Bendetson			
MAKE 'EM LAUGH	ALF	S: 4	E: 14
Howard Chaykin			
A BREED APART	MUTANT X	S: 1	E: 22
HIDDEN AGENDA	VIPER (1996)	S: 2	E: 4
I SCREAM THE BODY ELECTRIC (PART 2 OF 2)	MUTANT X	S: 1	E: 2
IN THE PRESENCE OF MINE ENEMIES	MUTANT X	S: 1	E: 8
MIG-89	VIPER (1996)	S: 1	E: 2
PAST AS PROLOGUE	MUTANT X	S: 2	E: 1
ROGUE	SENTINEL, THE	S: 1	E: 7
STANDOFF	VIPER (1996)	S: 1	E: 6
SURVIVAL	SENTINEL, THE	S: 2	E: 22
THE SHOCK OF THE NEW (PART 1 OF 2)	MUTANT X	S: 1	E: 1
THIEF OF HEARTS	VIPER (1994)	S: 1	E: 12
Howard Chaykin, John Francis Moore			
CHANCES ARE	HUMAN TARGET	S: 1	E: 7
CHILD'S PLAY	FLASH, THE	S: 1	E: 7
GHOST IN THE MACHINE	FLASH, THE	S: 1	E: 9
TRIAL OF THE TRICKSTER	FLASH, THE	S: 1	E: 22
Howard Chesley			
DOG DAY AFTERNOON	THREE MOONS OVER MILFORD	S: 1	E: 5
Howard Chesley, Jon Boorstin			
"PILOT"	THREE MOONS OVER MILFORD	S: 1	E: 1
Howard Dimsdale			
A MATTER OF STATE	AMAZING SPIDERMAN,THE	S: 2	E: 2
PHOTO FINISH	AMAZING SPIDERMAN,THE	S: 2	E: 5
RETURN OF DEATH PROBE (1-2)	SIX MILLION DOLLAR MAN,THE	S: 5	E: 11
THE LIBERATOR	PLANET OF THE APES	S: 1	E: 13
Howard Dimsdale, Michael Morris			
A KIND OF PRINCESS	SUPERBOY	S: 1	E: 3
BRINGING DOWN THE HOUSE	SUPERBOY	S: 1	E: 6
Howard Gordon			
AVATAR	X FILES,THE	S: 3	E: 21
D.P.O.	X FILES,THE	S: 3	E: 3
EXPECTING	ANGEL	S: 1	E: 12
FIREWALKER	X FILES,THE	S: 2	E: 9
FRESH BONES	X FILES,THE	S: 2	E: 15
GROTESQUE	X FILES,THE	S: 3	E: 14
KADDISH	X FILES,THE	S: 4	E: 12
SLEEPLESS	X FILES,THE	S: 2	E: 4
TELIKO	X FILES,THE	S: 4	E: 3
THE RING	ANGEL	S: 1	E: 16
Howard Gordon (w,s), Alex Gansa (w,s), Ron Perlman (s)			
NOR IRON BARS A CAGE	BEAUTY AND THE BEAST	S: 1	E: 7
Howard Gordon & Alex Gansa			
A TIME TO HEAL	BEAUTY AND THE BEAST	S: 3	E: 6
AN IMPOSSIBLE SILENCE	BEAUTY AND THE BEAST	S: 1	E: 11
GOD BLESS THE CHILD	BEAUTY AND THE BEAST	S: 2	E: 5
ORPHANS	BEAUTY AND THE BEAST	S: 2	E: 12
SONG OF ORPHEUS	BEAUTY AND THE BEAST	S: 1	E: 8
STICKS AND STONES	BEAUTY AND THE BEAST	S: 2	E: 6
THE ALCHEMIST	BEAUTY AND THE BEAST	S: 1	E: 14

Episode Title	Name of Programme			
THE RECKONING	BEAUTY AND THE BEAST	S:	3	E: 10
TO REIGN IN HELL	BEAUTY AND THE BEAST	S:	1	E: 20
Howard Gordon (w,s), Alex Gansa (w,s), George R. R. Martin (s)				
WHAT ROUGH BEAST	BEAUTY AND THE BEAST	S:	2	E: 20
Howard Gordon, Alex Gansa				
DOD KALM	X FILES,THE	S:	2	E: 19
Howard Gordon, Chris Carter				
MIRACLE MAN	X FILES,THE	S:	1	E: 18
UNREQUITED	X FILES,THE	S:	4	E: 16
Howard Gordon, David Greenwalt				
SYNCHRONY	X FILES,THE	S:	4	E: 19
Howard Gordon, Frank Spotnitz				
ZERO SUM	X FILES,THE	S:	4	E: 21
Howard Gordon, Thania St. John				
MAN PLUS	STRANGE WORLD	S:	1	E: 2
Howard Gordon, Tim Kring				
"PILOT"	STRANGE WORLD	S:	1	E: 1
Howard Green				
MYSTERY IN WAX	ADVENTURES OF SUPERMAN,THE	S:	1	E: 16
Howard Grigsby				
STARDUST	SPACE : ABOVE AND BEYOND	S:	1	E: 21
Howard Leeds				
VICKI'S HOMECOMING	SMALL WONDER	S:	1	E: 1
Howard Livingstone				
BEYOND THE MOUNTAIN	FANTASTIC JOURNEY,THE	S:	1	E: 3
Howard Meyers				
FIRST LOVE	SMALL WONDER	S:	1	E: 14
NERD CRUSH	SMALL WONDER	S:	1	E: 4
ROOT BEER, WOMEN AND SONG	SMALL WONDER	S:	2	E: 1
THE RELUCTANT HALFBACK	SMALL WONDER	S:	1	E: 18
Howard Salus, David Aaron Freed				
DELORIS DEMANDS	SEVEN DAYS	S:	3	E: 6
Hudson King				
HYPERSPACE (PART 1 OF 2)	STARHUNTER (INC STARHUNTER 2300)	S:	2	E: 21
HYPERSPACE (PART 2 OF 2)	STARHUNTER (INC STARHUNTER 2300)	S:	2	E: 22
Hugh Evans, Julian Fikus				
ORDER	STARHUNTER (INC STARHUNTER 2300)	S:	1	E: 9
Hugh Leonard				
SECOND CHILDHOOD	OUT OF THE UNKNOWN	S:	2	E: 5
Hugh Leonard/Isaac Asimov				
SATISFACTION GUARANTEED	OUT OF THE UNKNOWN	S:	2	E: 12
Hugh Whitmore				
FRANKENSTEIN MARK II	OUT OF THE UNKNOWN	S:	2	E: 2
Hugh Whitmore/Larry Eisenberg				
TOO MANY COOKS	OUT OF THE UNKNOWN	S:	2	E: 10
Hugh Woodhouse, Martin Woodhouse				
AMAZONIAN ADVENTURE	SUPERCAR	S:	1	E: 5
FALSE ALARM	SUPERCAR	S:	1	E: 2
RESCUE	SUPERCAR	S:	1	E: 1
THE TALISMAN OF SARGON	SUPERCAR	S:	1	E: 3
Ian Briggs				
DRAGONFIRE (1-3)	DOCTOR WHO	S:	24	E: 4
THE CURSE OF FENRIC (1-4)	DOCTOR WHO	S:	26	E: 3
Ian Brown, James Hendrie				
LITTLE GREEN MAN	MY HERO	S:	3	E: 7
Ian Curteis				
FLOOD	DOOMWATCH	S:	3	E: 9
Ian G. Saunders				
CHEMISTRY	BLACK HOLE HIGH	S:	2	E: 6
Ian Iveson				
JAILBREAK	TWO TWISTED	S:	1	E: 11

Science Fiction Writers

Episode Title	Name of Programme		
Ian Martin			
SCARAB	LAND OF THE LOST (1974)	S: 3	E: 12
Ian McCulloch			
A FRIEND IN NEED	SURVIVORS	S: 2	E: 6
A LITTLE LEARNING	SURVIVORS	S: 3	E: 2
THE LAST LAUGH	SURVIVORS	S: 3	E: 10
Ian McDonald & John Howett			
DOOMWATCH (TV Drama, 1999)	DOOMWATCH	S: 0	E: 0
Ian O'Kun			
BRINDLES MOVE IN	SMALL WONDER	S: 1	E: 12
Ian Sander, Steve Feke, George Geiger			
THE ROOT OF ALL EVIL (A 2 PART STORY)	PROFILER	S: 2	E: 19
Ian Scott Stewart			
FLIGHT PATH	U.F.O.	S: 1	E: 15
Ian Stuart Black			
ANOTHER LITTLE DRINK	ADAM ADAMENT LIVES!	S: 2	E: 7
CREATURES OF THE MIND	STAR MAIDENS	S: 1	E: 12
DESERT JOURNEY	CHAMPIONS,THE	S: 1	E: 25
FLIGHT INTO DARKNESS	INVISIBLE MAN,THE (1958)	S: 2	E: 5
JAILBREAK	INVISIBLE MAN,THE (1958)	S: 1	E: 10
MAN IN POWER	INVISIBLE MAN,THE (1958)	S: 2	E: 10
POINT OF DESTRUCTION	INVISIBLE MAN,THE (1958)	S: 2	E: 1
TEST FOR LOVE	STAR MAIDENS	S: 1	E: 7
THE BASARDI AFFAIR	ADAM ADAMENT LIVES!	S: 2	E: 4
THE BIG PLOT	INVISIBLE MAN,THE (1958)	S: 2	E: 13
THE GUN-RUNNERS	INVISIBLE MAN,THE (1958)	S: 2	E: 7
THE MACRA TERROR (1-4)	DOCTOR WHO	S: 4	E: 7
THE PERFECT COUPLE	STAR MAIDENS	S: 1	E: 8
THE PRIZE	INVISIBLE MAN,THE (1958)	S: 2	E: 4
THE SAVAGES (1-4)	DOCTOR WHO	S: 3	E: 9
THE TRIAL	STAR MAIDENS	S: 1	E: 6
THE VANISHING EVIDENCE	INVISIBLE MAN,THE (1958)	S: 2	E: 3
THE WHITE RABBIT	INVISIBLE MAN,THE (1958)	S: 2	E: 8
WHAT HAVE THEY DONE TO THE RAIN?	STAR MAIDENS	S: 1	E: 9
Ian Stuart Black, Kit Pedler, Pat Dunlop			
THE WAR MACHINES (1-4)	DOCTOR WHO	S: 3	E: 10
Ian Stuart Black, Stanley Mann			
ODDS AGAINST DEATH	INVISIBLE MAN,THE (1958)	S: 1	E: 12
Ib Melchior			
VOICE OF INFINITY	MEN INTO SPACE	S: 1	E: 28
WATER TANK RESCUE	MEN INTO SPACE	S: 1	E: 4
Ilya Salkind, Cary Bates			
RUN, DRACULA, RUN	SUPERBOY	S: 2	E: 16
YOUNG DRACULA	SUPERBOY	S: 2	E: 4
Ilya Salkind, Mark Jones			
JOHNNY CASANOVA AND THE CASE OF THE SECRET SERUM	SUPERBOY	S: 2	E: 25
Ira Steven Behr			
BROKEN LINK	STAR TREK: DEEP SPACE NINE	S: 4	E: 25
CAPTAIN'S HOLIDAY	STAR TREK: THE NEXT GENERATION	S: 3	E: 19
CHOSEN	TWILIGHT ZONE, THE (2002)	S: 1	E: 16
IT'S STILL A GOOD LIFE	TWILIGHT ZONE, THE (2002)	S: 1	E: 31
LIFE INTERRUPTED	4400, THE	S: 2	E: 7
QPID	STAR TREK: THE NEXT GENERATION	S: 4	E: 20
RULES OF ACQUISITION	STAR TREK: DEEP SPACE NINE	S: 2	E: 7
SHADES OF GUILT	TWILIGHT ZONE, THE (2002)	S: 1	E: 3
SHATTERED MIRROR	STAR TREK: DEEP SPACE NINE	S: 4	E: 19
THE HOMECOMING (PART 1 OF 3)	STAR TREK: DEEP SPACE NINE	S: 2	E: 1
THE JEM'HADAR	STAR TREK: DEEP SPACE NINE	S: 2	E: 25
THE NAGUS	STAR TREK: DEEP SPACE NINE	S: 1	E: 10
THE NEW AND IMPROVED CARL MORRISSEY	4400, THE	S: 1	E: 2
THE RETURN OF LAZARUS	ONCE A HERO	S: 1	E: 3
WRONGS DARKER THAN DEATH OR NIGHT	STAR TREK: DEEP SPACE NINE	S: 6	E: 17
Ira Steven Behr, Amy Berg			

Episode Title	Name of Programme	S:	E:
DADDY'S LITTLE GIRL	4400, THE	4	9
Ira Steven Behr, Brent V. Friedman			
THE EXECUTIONS OF GRADY FINCH	TWILIGHT ZONE, THE (2002)	1	41
Ira Steven Behr, Craig Sweeny			
FIFTY-FIFTY	4400, THE	3	13
THE BALLAD OF KEVIN AND TESS	4400, THE	3	9
THE FIFTH PAGE	4400, THE	2	12
THE GOSPEL ACCORDING TO COLLIER	4400, THE	3	11
THE HOME FRONT	4400, THE	3	7
THE WRATH OF GRAHAM	4400, THE	4	1
Ira Steven Behr, Frederick Rappaport			
THE NEW WORLD (PART 1 OF 2)	4400, THE	3	1
Ira Steven Behr, Hans Beimler			
BADDA-BING, BADDA-BANG	STAR TREK: DEEP SPACE NINE	7	15
FAR BEYOND THE STARS	STAR TREK: DEEP SPACE NINE	6	13
FAVOUR THE BOLD (PART 5 OF 6)	STAR TREK: DEEP SPACE NINE	6	5
FERENGI LOVE SONGS	STAR TREK: DEEP SPACE NINE	5	20
HIS WAY	STAR TREK: DEEP SPACE NINE	6	20
IMAGE IN THE SAND	STAR TREK: DEEP SPACE NINE	7	1
PROFIT AND LACE	STAR TREK: DEEP SPACE NINE	6	23
SHADOWS AND SYMBOLS	STAR TREK: DEEP SPACE NINE	7	2
TEARS OF THE PROPHETS	STAR TREK: DEEP SPACE NINE	6	26
THE CHANGING FACE OF EVIL (PART 4 OF 10)	STAR TREK: DEEP SPACE NINE	7	20
THE EMPEROR'S NEW CLOAK	STAR TREK: DEEP SPACE NINE	7	12
THE MAGNIFICENT FERENGI	STAR TREK: DEEP SPACE NINE	6	10
THE SACRIFICE OF ANGELS (PART 6 OF 6)	STAR TREK: DEEP SPACE NINE	6	6
THE SEIGE OF AR-558	STAR TREK: DEEP SPACE NINE	7	8
WHAT WE LEAVE BEHIND (2 HOURS) (PART 9/10 OF 10)	STAR TREK: DEEP SPACE NINE	7	25
Ira Steven Behr, Richard Manning, Hans Beimler, Ronald D. Moore,			
YESTERDAY'S ENTERPRISE	STAR TREK: THE NEXT GENERATION	3	15
Ira Steven Behr, Robert Hewitt Wolfe			
A CALL TO ARMS	STAR TREK: DEEP SPACE NINE	5	26
APOCALYPSE RISING	STAR TREK: DEEP SPACE NINE	5	1
BODY PARTS	STAR TREK: DEEP SPACE NINE	4	24
BY INFERNO'S LIGHT	STAR TREK: DEEP SPACE NINE	5	15
DISTANT VOICES	STAR TREK: DEEP SPACE NINE	3	16
FAMILY BUSINESS	STAR TREK: DEEP SPACE NINE	3	21
HEART OF STONE	STAR TREK: DEEP SPACE NINE	3	12
HOMEFRONT (PART 1 OF 2)	STAR TREK: DEEP SPACE NINE	4	10
LITTLE GREEN MEN	STAR TREK: DEEP SPACE NINE	4	6
PARADISE LOST (PART 2 OF 2)	STAR TREK: DEEP SPACE NINE	4	11
PROPHET MOTIVE	STAR TREK: DEEP SPACE NINE	3	14
THE ADVERSARY	STAR TREK: DEEP SPACE NINE	3	24
THE WAY OF THE WARRIOR	STAR TREK: DEEP SPACE NINE	4	1
THROUGH THE LOOKING GLASS	STAR TREK: DEEP SPACE NINE	3	17
TO THE DEATH	STAR TREK: DEEP SPACE NINE	4	22
Ira Steven Behr, Ronald D. Moore			
THE ASCENT	STAR TREK: DEEP SPACE NINE	5	9
Irene Shubik, Troy Kennedy Martin			
THE MIDAS PLAGUE	OUT OF THE UNKNOWN	1	12
Irving Gaynor Neiman			
DEATHWISH	WAY OUT	1	9
DISSOLVE TO BLACK	WAY OUT	1	8
THE SISTERS	WAY OUT	1	3
Irving Pearlberg			
GODDESS OF DESTRUCTION	SEARCH (aka SEARCH CONTROL)	1	19
LIVE MEN TELL TALES	SEARCH (aka SEARCH CONTROL)	1	6
Irwin Allen			
ELEVEN DAYS TO ZERO	VOYAGE TO THE BOTTOM OF THE SEA	1	1
Irwin Allen, Al Gail			
THE BUCCANEER	VOYAGE TO THE BOTTOM OF THE SEA	1	22
Irwin Winkler, Rob Cowan			
DELETED	NET, THE	1	1

Episode Title	Name of Programme		
Isabel Wolfe, Bill Frischman			
RADIO SHOW	SMALL WONDER	S: 4	E: 17
Ivan Menchell			
IT'S A WONDER-PHIL LIFE	PHIL OF THE FUTURE	S: 2	E: 14
MAYBE-SITTING	PHIL OF THE FUTURE	S: 2	E: 10
NOT-SO-GREAT GREAT GREAT GRANDPA	PHIL OF THE FUTURE	S: 2	E: 21
STUCK IN THE MEDDLE WITH YOU	PHIL OF THE FUTURE	S: 2	E: 16
TIA, VIA, OR ME. UH	PHIL OF THE FUTURE	S: 2	E: 5
J. Christopher Strong III, Michael R. Stein			
IN SEARCH OF MIDA	SEARCH (aka SEARCH CONTROL)	S: 1	E: 9
J. Gennis, P. Murphy			
MOTEL CALIFORNIA	FIRST WAVE	S: 1	E: 11
J. King			
SPEAKING IN TONGUES	FIRST WAVE	S: 1	E: 6
J. Larry Campbell, David Bennett Carren, Robin Jill Bernheim			
REDEMPTION	TEKWAR	S: 1	E: 17
J. Larry Carroll, David Bennett Carren			
DOUBLE DUTY	SPACE PRECINCT	S: 1	E: 11
FUTURE IMPERFECT	STAR TREK: THE NEXT GENERATION	S: 4	E: 8
SEEK AND DESTROY	SPACE PRECINCT	S: 1	E: 9
TAKEOVER	SPACE PRECINCT	S: 1	E: 13
THE SNAKE	SPACE PRECINCT	S: 1	E: 2
J. Michael Straczynski			
A LATE DELIVERY FROM AVALON	BABYLON 5	S: 3	E: 13
A RACE THROUGH DARK PLACES	BABYLON 5	S: 2	E: 7
A SUMMONING OF THOUNDER (1-2)	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	S: 1	E: 15
A TRAGEDY OF TELEPATHS	BABYLON 5	S: 5	E: 9
A VOICE IN THE WILDERNESS (1-2)	BABYLON 5	S: 1	E: 19
ACTS OF SACRIFICE	BABYLON 5	S: 2	E: 12
ACTS OF TERROR	TWILIGHT ZONE,THE (1985)	S: 3	E: 11
ALL ALONE IN THE NIGHT	BABYLON 5	S: 2	E: 11
AND ALL MY DREAMS, TORN ASUNDER	BABYLON 5	S: 5	E: 16
AND NOW FOR A WORD	BABYLON 5	S: 2	E: 15
AND THE GROUND SAWN WITH SALT	JEREMIAH	S: 1	E: 4
AND THE ROCK CRIED OUT, NO HIDING PLACE	BABYLON 5	S: 3	E: 19
AND THE SKY FULL OF STARS	BABYLON 5	S: 1	E: 9
APPERANCES AND OTHER DECEITS	CRUSADE	S: 1	E: 7
ATONEMENT	BABYLON 5	S: 4	E: 9
BABYLON SQUARED	BABYLON 5	S: 1	E: 20
BETWEEN THE DARKNESS AND THE LIGHT	BABYLON 5	S: 4	E: 19
CEREMONIES OF LIGHT AND DARK	BABYLON 5	S: 3	E: 14
CHRYSALIS	BABYLON 5	S: 1	E: 22
COMES THE INQUISITOR	BABYLON 5	S: 2	E: 21
CONFESSIONS AND LAMENTATIONS	BABYLON 5	S: 2	E: 18
CONFLICTS OF INTEREST	BABYLON 5	S: 4	E: 12
CONVICTIONS	BABYLON 5	S: 3	E: 2
CROSSING JORDON	JEREMIAH	S: 2	E: 8
DARKNESS RISING	BABYLON 5	S: 5	E: 15
DIVIDED LOYALTIES	BABYLON 5	S: 2	E: 19
DREAM ME A LIFE	TWILIGHT ZONE,THE (1985)	S: 3	E: 5
DUES EX MACHINA	JEREMIAH	S: 2	E: 4
DUST TO DUST	BABYLON 5	S: 3	E: 6
EACH NIGHT I DREAM OF HOME	CRUSADE	S: 1	E: 11
ENDGAME	BABYLON 5	S: 4	E: 20
EPIPHANIES	BABYLON 5	S: 4	E: 7
EXERCISE OF VITAL POWERS	BABYLON 5	S: 4	E: 16
EXOGENESIS	BABYLON 5	S: 3	E: 7
FALLING TOWARDS APOTHEOSIS	BABYLON 5	S: 4	E: 4
FINAL STAND	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	S: 1	E: 3
FIREWALL	JEREMIAH	S: 1	E: 10
GREY 17 IS MISSING	BABYLON 5	S: 3	E: 18
HUNTER, PRAY	BABYLON 5	S: 2	E: 13
IN THE KINGDOM OF THE BLIND	BABYLON 5	S: 5	E: 8
IN THE SHADOW OF Z'HA'DUM	BABYLON 5	S: 2	E: 16

Episode Title**Name of Programme**

Episode Title	Name of Programme	S:	E:
INFECTION	BABYLON 5	1	5
INTERLUDES AND EXAMINATIONS	BABYLON 5	3	15
INTERREGUM (PART ONE OF TWO)	JEREMIAH	2	14
INTERREGUM (PART TWO OF TWO)	JEREMIAH	2	15
INTERSECTIONS IN REAL TIME	BABYLON 5	4	18
INTO THE FIRE	BABYLON 5	4	6
JOURNEY'S END IN LOVERS MEETING	JEREMIAH	1	11
LEARNING CURVE	BABYLON 5	5	5
LETTERS FROM THE OTHER SIDE (PART ONE OF TWO)	JEREMIAH	2	1
LETTERS FROM THE OTHER SIDE (PART TWO OF TWO)	JEREMIAH	2	2
LINES OF COMMUNICATION	BABYLON 5	4	11
MAN OF IRON, WOMEN UNDER GLASS	JEREMIAH	1	3
MATTERS OF HONOR	BABYLON 5	3	1
MEDITATIONS ON THE ABYSS	BABYLON 5	5	14
MESSAGES FROM EARTH	BABYLON 5	3	8
MIDNIGHT ON THE FIRING LINE	BABYLON 5	1	2
MIND WAR	BABYLON 5	1	7
MOMMENTS OF TRANSITION	BABYLON 5	4	14
MOVEMENTS OF FIRE AND SHADOW	BABYLON 5	5	17
NO COMPROMISES	BABYLON 5	5	1
NO SURRENDER, NO RETREAT	BABYLON 5	4	15
OBJECTS AT REST	BABYLON 5	5	21
OUR SELING IS DYING	TWILIGHT ZONE,THE (1985)	3	8
PARLIAMENT OF DREAMS	BABYLON 5	1	6
PASSING THROUGH GETHSEMANE	BABYLON 5	3	4
PHOENIX RISING	BABYLON 5	5	10
POINT OF NO RETURN	BABYLON 5	3	9
POINTS OF DEPARTURE	BABYLON 5	2	1
RACING MARS	BABYLON 5	4	10
RACING THE NIGHT	CRUSADE	1	8
RENDEZVOUS IN A DARK PLACE	TWILIGHT ZONE,THE (1985)	3	25
RETRIBUTION (1-2)	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	19
REVELATIONS	BABYLON 5	2	2
RISING STAR	BABYLON 5	4	21
RUMOURS, BARGIANS AND LIES	BABYLON 5	4	13
RUNNING ON EMPTY	JEREMIAH	2	9
SECRETS OF THE SOUL	BABYLON 5	5	7
SEVERED DREAMS	BABYLON 5	3	10
SHADOW DANCING	BABYLON 5	3	20
SHIP OF TEARS	BABYLON 5	3	13
SIC TRANSIT VIR	BABYLON 5	3	12
SIGNS AND PORTENTS	BABYLON 5	1	13
SLEEPING IN LIGHT	BABYLON 5	5	22
SOMETHING IN THE WALLS	TWILIGHT ZONE,THE (1985)	3	19
SOUL HUNTER	BABYLON 5	1	3
SPECIAL SERVICE	TWILIGHT ZONE,THE (1985)	3	29
STRANGE ATTRACTORS	JEREMIAH	2	3
STRANGE RELATIONS	BABYLON 5	5	6
THE ABYSS	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	2
THE CALL	TWILIGHT ZONE,THE (1985)	3	9
THE COMING OF SHADOWS	BABYLON 5	2	9
THE CORPS IS FATHER, THE CORPS IS MOTHER	BABYLON 5	5	13
THE DAY IN THE STRIFE	BABYLON 5	3	3
THE DAY OF THE DEAD	BABYLON 5	5	12
THE DECONSTRUCTION OF FALLING STARS	BABYLON 5	4	22
THE EDEN ROAD	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	16
THE FACE IN THE MIRROR	JEREMIAH	2	12
THE FACE OF THE ENEMY	BABYLON 5	4	17
THE FALL OF CENTAURI PRIME	BABYLON 5	5	18
THE FALL OF NIGHT	BABYLON 5	2	22
THE FERRYMAN	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	7
THE GATHERING	BABYLON 5	1	1
THE GEOMETRY OF SHADOWS	BABYLON 5	2	3
THE HOUR OF THE WOLF	BABYLON 5	4	1
THE ILLUSION OF TRUTH	BABYLON 5	4	8
THE INTRUDER	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	9

Episode Title	Name of Programme			
THE LONG NIGHT	BABYLON 5	S: 4	E: 5	
THE LONG ROAD	CRUSADE	S: 1	E: 2	
THE LONG ROAD PART 1	JEREMIAH	S: 1	E: 1	
THE LONG ROAD PART 2	JEREMIAH	S: 1	E: 2	
THE LONG, TWILIGHT STRUGGLE	BABYLON 5	S: 2	E: 20	
THE MEMORY OF WAR	CRUSADE	S: 1	E: 10	
THE MIND OF SIMON FOSTER	TWILIGHT ZONE, THE (1985)	S: 3	E: 23	
THE MIRROR IN DARKNESS	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	S: 1	E: 6	
THE MYSTERIOUS MISTER SMITH	JEREMIAH	S: 2	E: 6	
THE NEEDS OF EARTH	CRUSADE	S: 1	E: 9	
THE PARAGON OF ANIMALS	BABYLON 5	S: 5	E: 3	
THE PAST IS PROLOGUE	JEREMIAH	S: 2	E: 11	
THE PATH OF SORROWS	CRUSADE	S: 1	E: 5	
THE QUALITY OF MERCY	BABYLON 5	S: 1	E: 15	
THE QUESTION	JEREMIAH	S: 2	E: 10	
THE RAGGED EDGE	BABYLON 5	S: 5	E: 11	
THE RULES OF THE GAME	CRUSADE	S: 1	E: 6	
THE SUMMONING	BABYLON 5	S: 4	E: 3	
THE VERY LONG NIGHT OF LONDO MOLLARI	BABYLON 5	S: 5	E: 2	
THE WHELL OF FIRE	BABYLON 5	S: 5	E: 19	
THINGS LEFT UNSAID (PART ONE OF TWO)	JEREMIAH	S: 1	E: 19	
THINGS LEFT UNSAID (PART TWO OF TWO)	JEREMIAH	S: 1	E: 20	
TO SAIL BEYOND THE STARS	JEREMIAH	S: 1	E: 5	
TRIPWIRE	JEREMIAH	S: 1	E: 12	
VISITORS FROM DOWN THE STREET	CRUSADE	S: 1	E: 12	
VOICES IN THE DARK	JEREMIAH	S: 2	E: 7	
VOICES OF AUTHORITY	BABYLON 5	S: 3	E: 5	
WALKABOUT	BABYLON 5	S: 3	E: 17	
WALL, THE	TWILIGHT ZONE, THE (1985)	S: 3	E: 21	
WAR WITHOUT END (1-2)	BABYLON 5	S: 3	E: 16	
WAR ZONE	CRUSADE	S: 1	E: 1	
WHAT ARE FRIENDS OF	TWILIGHT ZONE, THE (1985)	S: 2	E: 7	
WHATEVER HAPPENED TO MR. GARIBALDI?	BABYLON 5	S: 4	E: 2	
Z'HA'DUM	BABYLON 5	S: 3	E: 21	
J. Michael Straczynski, Harlan Ellison				
A VIEW FROM THE GALLERY	BABYLON 5	S: 5	E: 4	
OBJECTS IN MOTION	BABYLON 5	S: 5	E: 20	
J. Michael Straczynski, Jeff Stuart				
THE TRANCE	TWILIGHT ZONE, THE (1985)	S: 3	E: 10	
J. Michael Straczynski, Peter David, Fiona Avery				
THE WELL OF FOREVER	CRUSADE	S: 1	E: 3	
J. Miller Tobin, Shaun Cassidy				
US OR THEM	INVASION	S: 1	E: 11	
J. Neil Schulman				
PROFILE IN SILVER	TWILIGHT ZONE, THE (1985)	S: 1	E: 50	
J.B. Priestley/Mordecai Roshwald				
LEVEL SEVEN	OUT OF THE UNKNOWN	S: 2	E: 4	
J.D. Feigelson				
THE BURNING MAN	TWILIGHT ZONE, THE (1985)	S: 1	E: 19	
THE LITTLE PEOPLE OF KILLANY WOODS	TWILIGHT ZONE, THE (1985)	S: 1	E: 34	
J.E. Selby, Stnaley H. Silverman				
THE ABOMINABLE ICEMAN	SECOND HUNDRED YEARS, THE	S: 1	E: 16	
J.J. Philbin				
KINDRED	HEROES	S: 2	E: 3	
J.K. Richards				
FIELD GOAL	VR TROOPERS	S: 1	E: 32	
OH BROTHER	VR TROOPERS	S: 1	E: 47	
SAVE THE TREES	VR TROOPERS	S: 1	E: 16	
SECRET ADMIRER	VR TROOPERS	S: 1	E: 24	
WHO'S KING OF THE MOUNTAIN	VR TROOPERS	S: 1	E: 40	
J.K.E. Rose				
SEFT OF EMUN	WAR OF THE WORLDS	S: 2	E: 6	
J.M. DeMatteis				

Episode Title	Name of Programme		
INTO THE MYSTERY	SUPERBOY	S: 4	E: 8
KNOW THINE ENEMY (1-2)	SUPERBOY	S: 4	E: 6
THE GIRL I MARRIED	TWILIGHT ZONE,THE (1985)	S: 2	E: 16
TO BE HUMAN (1-2)	SUPERBOY	S: 4	E: 9
J.R. Orci			
DOUBLE DOWN	JOURNEYMAN	S: 1	E: 7
J.T. Paul			
FRIENDS IN NEED	VR TROOPERS	S: 1	E: 35
Jack B. Sowards			
WHERE SILENCE HAS LEASE	STAR TREK: THE NEXT GENERATION	S: 2	E: 2
Jack Bernstein			
BAD BLOOD	DRESDEN FILES, THE	S: 1	E: 5
THE CHASE	FREEDOM	S: 1	E: 2
Jack Bernstien			
THE GRAIN	SPECIAL UNIT 2	S: 2	E: 1
Jack Berstein			
THE WALLS	SPECIAL UNIT 2	S: 2	E: 9
Jack Bradford Turley			
COFEDERATE GOLD	SALVAGE 1	S: 1	E: 12
Jack Gerson			
ILLUSIONS	OMEGA FACTOR, THE	S: 1	E: 10
THE UNDISCOVERED COUNTRY	OMEGA FACTOR, THE	S: 1	E: 1
Jack Kenny, Brian Hargrove			
SHOCK VALUE	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 13
Jack Klein, Karen Klein, Kenneth Biller			
JETREL	STAR TREK: VOYAGER	S: 1	E: 14
Jack Mendelsohn			
VANASHING ALIENS MYSTERY	FAR OUT SPACE NUTS	S: 1	E: 12
Jack Mendelsohn, Jack Kaplan			
THE DOOM BUGGY	SHAZAM!	S: 1	E: 7
Jack Miller			
THE PIT	INVADERS,THE (1967)	S: 2	E: 18
Jack Paritz & Bob Rodgers			
GIVE 'EM THE AXE	BATMAN (1966)	S: 1	E: 24
THE RING OF WAX	BATMAN (1966)	S: 1	E: 23
Jack Ronder			
BIRTH OF A HOPE	SURVIVORS	S: 2	E: 1
BRIAN THE BRAIN	SPACE: 1999	S: 2	E: 5
CORN DOLLY	SURVIVORS	S: 1	E: 4
GONE TO THE ANGELS	SURVIVORS	S: 1	E: 5
LIGHTS OF LONDON (1-2)	SURVIVORS	S: 2	E: 3
REVENGE	SURVIVORS	S: 1	E: 11
STARVATION	SURVIVORS	S: 1	E: 7
THE WITCH	SURVIVORS	S: 2	E: 5
Jack Sher, Lee Hewitt			
"PILOT"	HOLMES AND YOYO	S: 1	E: 1
DEAD DUCK	HOLMES AND YOYO	S: 1	E: 10
THE DENTAL DYNAMITER	HOLMES AND YOYO	S: 1	E: 3
Jack Turley			
HUNTER'S MOON	LOST IN SPACE	S: 3	E: 4
THE 24 CARAT HIT	SEARCH (aka SEARCH CONTROL)	S: 1	E: 15
THE ADONIS FILE	SEARCH (aka SEARCH CONTROL)	S: 1	E: 10
THE RAINBOW BUTCHER	IMMORTAL, THE	S: 1	E: 6
THE TEST TUBE KILLER AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 4	E: 2
THE TRAP	LAND OF THE GIANTS	S: 1	E: 8
Jack Weinstein, Lee Hutson			
TEMPUS FUGITIVE	LOIS AND CLARK	S: 2	E: 18
Jackie Marchand			
A DATE WITH DANGER	POWER RANGERS IN SPACE	S: 2	E: 7
A DRIVE TO WIN	POWER RANGERS TURBO	S: 1	E: 12
A MYSTERY TO ME	POWER RANGERS ZEO	S: 2	E: 22
A SEASON TO REMEBER	POWER RANGERS ZEO	S: 2	E: 27

Episode Title**Name of Programme**

ALL ABOUT BEEVIL	POWER RANGERS NINJA STORM	S: 1	E: 21
BADGE (PART 1 OF 2)	POWER RANGERS S.P.D	S: 1	E: 33
BEHIND THE SCENES	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 15
BENEATH THE SURFACE	POWER RANGERS DINOTHUNDER	S: 1	E: 9
BROTHERS IN ARMS	POWER RANGERS NINJA STORM	S: 1	E: 24
BULK FICTION	POWER RANGERS ZEO	S: 2	E: 4
CODE BUSTERS	POWER RANGERS MYSTRIC FORCE	S: 1	E: 3
CONFRONTED	POWER RANGERS S.P.D	S: 1	E: 3
COPY THAT	POWER RANGERS DINOTHUNDER	S: 1	E: 21
DARK WISH (PART 3 OF 3)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 20
DIVA IN DISTRESS	POWER RANGERS DINOTHUNDER	S: 1	E: 6
DOGGED	POWER RANGERS S.P.D	S: 1	E: 5
DRAWN INTO DANGER	POWER RANGERS DINOTHUNDER	S: 1	E: 34
ENDINGS (PART 1 OF 2)	POWER RANGERS S.P.D	S: 1	E: 37
FACE TO FACE (PART 1 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 11
FACE TO FACE (PART 2 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 12
FIGHTING SPIRIT	POWER RANGERS DINOTHUNDER	S: 1	E: 27
HEIR APPARANT (PART 1 OF 2)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 22
HEIR APPARENT (PART 2 OF 2)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 23
HISTORY	POWER RANGERS S.P.D	S: 1	E: 31
HOME AND AWAY (PART 1 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 28
HOME AND AWAY (PART 1 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 27
IMPACT	POWER RANGERS S.P.D	S: 1	E: 32
IN YOUR DREAMS	POWER RANGERS DINOTHUNDER	S: 1	E: 33
INVASION OF THE BODY SWITCHER	POWER RANGERS IN SPACE	S: 2	E: 3
KASTASTROPHE	POWER RANGERS S.P.D	S: 1	E: 29
KICK INTO OVERDRIVE (PART 2 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 2
LITTLE STRONG MAN	POWER RANGERS TURBO	S: 2	E: 24
LOOMING THUNDER	POWER RANGERS NINJA STORM	S: 1	E: 4
MESSENGER (PART 2 OF 2)	POWER RANGERS S.P.D	S: 1	E: 22
MYSTIC FATE (PART 1 OF 2)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 32
NOTHING TO LOSE	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 31
ONCE A RANGER (PART 1 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 20
ONCE A RANGER (PART 2 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 21
PIRATE IN PINK	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 6
RALLY RANGER	POWER RANGERS TURBO	S: 1	E: 4
REFLECTION (PART 1 OF 2)	POWER RANGERS S.P.D	S: 1	E: 24
REFLECTION (PART 2 OF 2)	POWER RANGERS S.P.D	S: 1	E: 25
RITA'S PITA	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 14
ROCK SOLID	POWER RANGERS MYSTRIC FORCE	S: 1	E: 4
SNOW PRINCE	POWER RANGERS MYSTRIC FORCE	S: 1	E: 27
SOUL SPECTRE	POWER RANGERS MYSTRIC FORCE	S: 1	E: 16
STAKEOUT	POWER RANGERS S.P.D	S: 1	E: 10
STRANGE RELATIONS	POWER RANGERS DINOTHUNDER	S: 1	E: 30
THE GATEKEEPER (PART 1 OF 2)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 11
THE GATEKEEPER (PART 2 OF 2)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 12
THE LORE OF AURIC	POWER RANGERS ZEO	S: 2	E: 17
THE POTION MOTION	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 9
THE SAMURAI'S JOURNEY, PART 1	POWER RANGERS NINJA STORM	S: 1	E: 15
THE SCENT OF A RANGER	POWER RANGERS NINJA STORM	S: 1	E: 18
THE SHOOTING STAR	POWER RANGERS ZEO	S: 1	E: 2
THE SILVER SECRET	POWER RANGERS IN SPACE	S: 2	E: 6
THE WHEELS OF FATE	POWER RANGERS TURBO	S: 2	E: 4
THE WILD WIPEOUT	POWER RANGERS NINJA STORM	S: 2	E: 1
TRUTH AND CONSEQUENCES	POWER RANGERS DINOTHUNDER	S: 1	E: 14
TUTENHAWKEN'S CURSE	POWER RANGERS DINOTHUNDER	S: 1	E: 25
UP TO THE CHALLENGE	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 8
WATER ARE THINKING?	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 25

Jackie Marchand, John Tellegen

WIRED (PART 1 OF 2)	POWER RANGERS S.P.D	S: 1	E: 14
WIRED (PART 2 OF 2)	POWER RANGERS S.P.D	S: 1	E: 15

Jackson Gilles

AROUND THE WORLD WITH SUPERMAN	ADVENTURES OF SUPERMAN,THE	S: 2	E: 26
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Episode Title	Name of Programme			
GREAT CAESAR'S GHOST	ADVENTURES OF SUPERMAN,THE	S:	3	E: 5
LADY IN BLACK	ADVENTURES OF SUPERMAN,THE	S:	2	E: 23
MACHINE THAT COULD PLOT CRIMES	ADVENTURES OF SUPERMAN,THE	S:	2	E: 13
PANIC IN THE SKY	ADVENTURES OF SUPERMAN,THE	S:	2	E: 12
SUPERMAN IN EXILE	ADVENTURES OF SUPERMAN,THE	S:	2	E: 7
SUPERMAN WEEK	ADVENTURES OF SUPERMAN,THE	S:	3	E: 4
THE DEADLY ROCK	ADVENTURES OF SUPERMAN,THE	S:	4	E: 11
THE DEFEAT OF SUPERMAN	ADVENTURES OF SUPERMAN,THE	S:	2	E: 6
THE FACE AND THE VOICE	ADVENTURES OF SUPERMAN,THE	S:	2	E: 10
THE GHOST FOR SCOTLAND YARD	ADVENTURES OF SUPERMAN,THE	S:	2	E: 8
THE GOLDEN VULTURE	ADVENTURES OF SUPERMAN,THE	S:	2	E: 21
THE LUCKY CAT	ADVENTURES OF SUPERMAN,THE	S:	3	E: 3
THE MAGIC NECKLACE	ADVENTURES OF SUPERMAN,THE	S:	3	E: 9
THE SEVEN SOUVENIRS	ADVENTURES OF SUPERMAN,THE	S:	3	E: 12
THE WEDDING OF SUPERMAN	ADVENTURES OF SUPERMAN,THE	S:	4	E: 8
Jackson Gillis				
A DAY AT THE ZOO	LOST IN SPACE	S:	3	E: 12
BLIND SPOT	KNIGHT RIDER	S:	2	E: 4
HILLS OF FIRE	KNIGHT RIDER	S:	4	E: 17
MY FRIEND, MR NOBODY	LOST IN SPACE	S:	1	E: 7
OUR MAN O'REILLY	LAND OF THE GIANTS	S:	2	E: 15
PRINCESS OF SPACE	LOST IN SPACE	S:	3	E: 17
SPACE BEAUTY	LOST IN SPACE	S:	3	E: 21
THE DEADLY DOLPHIN	NEW ADVENTURES OF WONDER WOMAN,THE	S:	2	E: 9
THE HAUNTED LIGHTHOUSE	LOST IN SPACE	S:	3	E: 7
THE MAGIC MIRROR	LOST IN SPACE	S:	1	E: 20
THE PHI BETA KILLER AFFAIR	GIRL FROM U.N.C.L.E.,THE	S:	1	E: 25
THE THIEF OF OUTER SPACE	LOST IN SPACE	S:	2	E: 9
Jackson Gillis, Anne Collins				
THE RICHEST MAN IN THE WORLD	NEW ADVENTURES OF WONDER WOMAN,THE	S:	2	E: 17
Jacob Epstein				
NORTH BY NORTHWESTERN	NET, THE	S:	1	E: 2
TIME AGAIN AND WORLD	SLIDERS	S:	2	E: 6
Jacob Epstein, Daniel Lindley				
BLUE MAN DOWN	STEVEN SPIELBERG'S AMAZING STORIES	S:	2	E: 14
Jacqueline Zambrano				
LOUD AS A WHISPER	STAR TREK: THE NEXT GENERATION	S:	2	E: 5
LOVE KILLS	SENTINEL, THE	S:	3	E: 18
Jacquelyn Blain				
THE MANY FACES OF ALEX	VR5	S:	1	E: 9
Jacques Bergier & Henri Viard				
ATTENTION NEVROSES MENTALES (BEWARE METAL NEUROSES)	AUX FRONTIERES DU POSSIBLE	S:	1	E: 2
LE DOSSIER DES MUTATIONS V (THE MUTATION V FILE)	AUX FRONTIERES DU POSSIBLE	S:	1	E: 1
L'HOMME RADAR (THE RADER MAN)	AUX FRONTIERES DU POSSIBLE	S:	1	E: 5
MENACES SUR LE 6EME CONTINENT (THREATS OVER THE 6TH CONTINENT)	AUX FRONTIERES DU POSSIBLE	S:	1	E: 4
PROTECTION SPECIALE ULTRA-SONS (SPECIAL PROTECTION ULTRASOUND U)	AUX FRONTIERES DU POSSIBLE	S:	1	E: 6
TERREUR AU RALENTI (TERROR IN SLOW MOTION)	AUX FRONTIERES DU POSSIBLE	S:	1	E: 3
Jaime Paglia				
A NIGHT IN GLOBAL DYNAMICS	EUREKA	S:	2	E: 13
NOCHE DE SUENOS	EUREKA	S:	2	E: 6
PHOENIX RISING	EUREKA	S:	2	E: 1
Jaime Paglia, Andrew Cosby				
ONCE IN A LIFETIME	EUREKA	S:	1	E: 12
James Allardice, Tom Adair				
KEEP ME FROM THE CHURCH ON TIME	MY FAVOURITE MARTIAN	S:	3	E: 3
MAN FROM UNCLE MARTIN	MY FAVOURITE MARTIAN	S:	3	E: 19
THE TIME MACHINE IS WAKING UP THAT OLD GANG OF MINE	MY FAVOURITE MARTIAN	S:	3	E: 10
James Cameron, Charles H. Eglee				
"PILOT"	DARK ANGEL	S:	1	E: 1
James Cappe				
THE FESTIVAL OF DEATH	MORTAL KOMBAT : CONQUEST	S:	1	E: 13

Episode Title	Name of Programme	S:	E:
THE MASTER	MORTAL KOMBAT : CONQUEST	1	16
James Carlson, Terence McDonnell			
TARGETS	GEMINI MAN	1	7
James Cary			
HOW GREEN WAS MY OLLIE?	MY HERO	5	8
NOTHING TO HIDE	MY HERO	5	5
TAKING THE CREDIT	MY HERO	4	3
THE CONSULTANT	MY HERO	4	8
TOP OF THE TABLE	MY HERO	6	7
James Clavell			
LANDING ON THE MOON (AKA MOON LANDING)	MEN INTO SPACE	1	2
James Crocker			
A LITTLE PEACE AND QUIET	TWILIGHT ZONE,THE (1985)	1	2
ABDUCTION	OUTER LIMITS,THE (1995)	7	16
AWAKENING	OUTER LIMITS,THE (1995)	3	10
BITS OF LOVE	OUTER LIMITS,THE (1995)	3	1
CARDASSIANS	STAR TREK: DEEP SPACE NINE	2	5
CHAMELEON	TWILIGHT ZONE,THE (1985)	1	5
DECOMPRESSION	OUTER LIMITS,THE (1995)	6	13
DOPPLEGANGER (1-2)	SEVEN DAYS	1	5
FAMILY VALUES	OUTER LIMITS,THE (1995)	7	1
HAVEN	OUTER LIMITS,THE (1995)	5	15
IDENTITY CRISIS	OUTER LIMITS,THE (1995)	4	10
NO WAY DOWN	BEAUTY AND THE BEAST	1	4
OUT OF BODY (aka ETHICALLY YOURS)	OUTER LIMITS,THE (1995)	2	20
PATIENT ZERO	OUTER LIMITS,THE (1995)	7	2
REWIND	TWILIGHT ZONE, THE (2002)	1	28
SANCTUARY	TWILIGHT ZONE, THE (2002)	1	20
SENSOUS CINDY	TWILIGHT ZONE, THE (2002)	1	17
SHADOW PLAY	TWILIGHT ZONE,THE (1985)	1	56
THE DEPROGRAMMERS	OUTER LIMITS,THE (1995)	2	16
THE MAQUIS,THE (1-2)	STAR TREK: DEEP SPACE NINE	2	20
THE PATH	TWILIGHT ZONE, THE (2002)	1	25
TIME LAPSE	TWILIGHT ZONE, THE (2002)	1	7
James Crocker, Steve Roberts			
RAKERS	MAX HEADROOM	1	2
James D. Bissell			
ONE FOR THE ROAD	STEVEN SPIELBERG'S AMAZING STORIES	1	15
James D. Parriot			
LIFE AND DEATH	INCREDIBLE HULK,THE	1	10
OF GUILT,MODELS AND MURDER	INCREDIBLE HULK,THE	1	5
James D. Parriott			
AGENTS OF SATAN	VOYAGERS	1	4
ALL FOR ONE	BIONIC WOMAN, THE	3	12
ANGEL OF MERCY	BIONIC WOMAN, THE	1	2
BARNARD WANTS OUT	INVISIBLE MAN,THE (1975)	1	6
BIONIC BEAUTY	BIONIC WOMAN, THE	1	6
BRAIN WASH	BIONIC WOMAN, THE	3	8
BURN, BABY, BURN	DARK SKIES	1	15
DEADLY RINGER (1-2)	BIONIC WOMAN, THE	2	15
IRON SHIPS AND DEAD MEN	BIONIC WOMAN, THE	2	21
JAMIE'S SHEILD (1-2)	BIONIC WOMAN, THE	2	10
MERCURY RISING	DARK SKIES	1	3
MIRROR IMAGE	BIONIC WOMAN, THE	1	12
PIN MONEY	INVISIBLE MAN,THE (1975)	1	8
ROAD TO NASHVILLE	BIONIC WOMAN, THE	2	4
SAM CASEY,SAM CASEY	GEMINI MAN	1	4
THE BIONIC DOG (1-2)	BIONIC WOMAN, THE	3	1
THE DEADLY TEST	SIX MILLION DOLLAR MAN,THE	3	5
THE FINE ART OF DIPLOMACY	INVISIBLE MAN,THE (1975)	1	3
THE TRAVELS OF MARCO POLO... AND FRIENDS	VOYAGERS	1	9
VOYAGERS	VOYAGERS	1	1
WINNING IS EVERYTHING	BIONIC WOMAN, THE	1	8
James D. Parriott, Jill Sherman			

Episode Title	Name of Programme		
WORLDS APART	VOYAGERS	S: 1	E: 5
James D. Parriott, Kenneth Johnson			
MOTORCYCLE BOOGIE	BIONIC WOMAN, THE	S: 3	E: 7
James D. Parriott, Sara Parriott			
JACK'S BACK	VOYAGERS	S: 1	E: 21
James Docherty			
REVENGE IN THE SKY	BLUE THUNDER	S: 1	E: 4
James Duff			
FORTUNATE SON	ENTERPRISE	S: 1	E: 9
James E. Moser			
THE ST. HILLARY INCIDENT	PROJECT UFO	S: 1	E: 13
James Follett			
DAWN OF THE GODS	BLAKES' 7	S: 3	E: 4
James G. Hirsch			
ON WINGS OF ANGELS	BURNING ZONE, THE	S: 1	E: 19
THE LAST ENDLESS SUMMER	BURNING ZONE, THE	S: 1	E: 14
James Hendrie			
FLASH	SPACE PRECINCT	S: 1	E: 16
James Henerson			
PAY DIRT	SECOND HUNDRED YEARS,THE	S: 1	E: 4
James Henerson, James Hirsch			
STARSCAPE (1-2)	STARMAN	S: 1	E: 20
THE RETURN	STARMAN	S: 1	E: 1
James Hughs			
WELCOME TO PARADISE	AIRWOLF	S: 4	E: 23
James Kahn			
CARLOTTA'S ROOM	TEKWAR	S: 1	E: 10
CRITICAL CARE	STAR TREK: VOYAGER	S: 7	E: 5
FORGET ME KNOT	TEKWAR	S: 1	E: 14
LINEAGE	STAR TREK: VOYAGER	S: 7	E: 12
NATURAL LAW	STAR TREK: VOYAGER	S: 7	E: 22
PROMISES TO KEEP	TEKWAR	S: 1	E: 4
THE VOID	STAR TREK: VOYAGER	S: 7	E: 15
James Komack			
DON'T RAIN ON MY PARADE	MY FAVOURITE MARTIAN	S: 2	E: 11
EXTRA! EXTRA! SENSORY PERCEPTION!	MY FAVOURITE MARTIAN	S: 2	E: 6
HOW ARE YOU GONNA KEEP THEM DOWN ON THE PHARMACY?	MY FAVOURITE MARTIAN	S: 1	E: 30
NEVER TRUST A NAKED MARTIAN	MY FAVOURITE MARTIAN	S: 2	E: 31
POOR LITTLE RICH CAT	MY FAVOURITE MARTIAN	S: 1	E: 15
RUSSIANS R' IN SEASON	MY FAVOURITE MARTIAN	S: 1	E: 4
RX FOR MARTIAN	MY FAVOURITE MARTIAN	S: 1	E: 16
THERE IS NO CURE FOR THE COMMON MARTIN	MY FAVOURITE MARTIAN	S: 1	E: 3
UNCLE MARTIN'S BROADCAST	MY FAVOURITE MARTIAN	S: 1	E: 22
UNCLE MARTIN'S WISDOM TOOTH	MY FAVOURITE MARTIAN	S: 1	E: 37
UNIDENTIFIED FLYING UNCLE MARTIN	MY FAVOURITE MARTIAN	S: 1	E: 29
WHO'S GOT THE POWER?	MY FAVOURITE MARTIAN	S: 1	E: 32
James Kramer			
VIRTUALLY FALLING DOWN (AKA SOLDIER OF MISFORTUNE)	M.A.N.T.I.S.	S: 1	E: 6
James Kreig			
THE DEPTHS	SPECIAL UNIT 2	S: 1	E: 6
THE PACK	SPECIAL UNIT 2	S: 1	E: 2
James L. Crite			
THE DEAD LETTER	EERIE INDIANA	S: 1	E: 8
James L. Novack			
BOUNTY HUNTERS CONVENTION	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 16
James M. Miller			
THE ITALIAN CAPER	POWERS OF MATTHEW STARR, THE	S: 1	E: 7
James MacTaggart			
WISH YOU WERE HERE	ADAM ADAMENT LIVES!	S: 2	E: 12
James Menzies			
THE ATOM MISERS	MY FAVOURITE MARTIAN	S: 1	E: 11

Episode Title	Name of Programme		
James Mitchell			
DEATH ON THE SLIPWAY	AVENGERS,THE	S: 1	E: 17
IMMORTAL CLAY	AVENGERS,THE	S: 2	E: 16
KILL THE KING	AVENGERS,THE	S: 1	E: 22
SCHOOL FOR TRAITORS	AVENGERS,THE	S: 2	E: 20
THE MAN WITH THE TWO SHADOWS	AVENGERS,THE	S: 3	E: 3
James Moran			
SLEEPER	TORCHWOOD	S: 2	E: 2
James Morris, Shintaro Shimosawa			
REVELATIONS	DEAD ZONE, THE	S: 5	E: 9
THE LAST GOODBYE	DEAD ZONE, THE	S: 4	E: 6
James Nadler			
ANCHOVY OF DOOM	ZACK FILES, THE	S: 1	E: 18
FOREVER AND A DAY (1-2)	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 21
GONE	ZACK FILES, THE	S: 1	E: 23
GROOVIN	ZACK FILES, THE	S: 2	E: 4
JAUNT (PART 2 OF 3)	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 1
MISFORTUNE COOKIE	ZACK FILES, THE	S: 1	E: 5
RETURN	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 8
SOCKWORLD	ZACK FILES, THE	S: 1	E: 26
THE EGRESS (PART 1 OF 3)	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 22
THE GRAY MEN	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 8
THE NIGHT OF THE SETTING SUN	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 16
THREADS	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 1
YOU DON'T SAY	ZACK FILES, THE	S: 1	E: 1
ZACK TIMES TWO	ZACK FILES, THE	S: 2	E: 17
James Nadler, Larry Raskin			
POSSESSION/MAN OUT OF TIME	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 2
James Novack			
NOW YOU SEE IT...	PROBE	S: 1	E: 5
James Phillips			
THE LIGHT	STARGATE SG1	S: 4	E: 18
James Ponti			
HELL BREAKS LOOSE	SUPERBOY	S: 4	E: 7
James Ritz			
THE K.9. CAPER	HOLMES AND YOYO	S: 1	E: 7
James Robertson			
SOFT BOILED LUCK	TWO TWISTED	S: 1	E: 7
VON STAUFFENBERG'S STAMP	TWO TWISTED	S: 1	E: 5
James Schmerer			
SPOTS OF THE LEOPARD	SECRETS OF ISIS, THE	S: 1	E: 3
THE COLLECTORS	LOGAN'S RUN	S: 1	E: 2
James Stanley, Diane Messina Stanley			
THE ICEMAN TAKETH	EARLY EDITION	S: 4	E: 4
James Stanley, Diane Messina Stanley, Lorin Wertheimer			
EVERYBODY GOES TO RICK'S	EARLY EDITION	S: 4	E: 20
James Stoteraux, Chad Fiveash			
HOUSE OF CARDS	KYLE XY	S: 2	E: 10
James Thorpe			
ALLIANCES (PART 2 OF 2)	FLASH GORDON (2007)	S: 1	E: 8
ASSASSIN	FLASH GORDON (2007)	S: 1	E: 4
James Tichenor			
METAMORPHOSIS	STARGATE SG1	S: 6	E: 16
James Trombetta			
TOTALLY REAL	WAR OF THE WORLDS	S: 2	E: 17
James Whiton			
THE FOSSIL MEN	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 18
James Wong, Glen Morgan			
DARK SIDE OF THE SUN	SPACE : ABOVE AND BEYOND	S: 1	E: 3
NEVER NO MORE (PART 1)	SPACE : ABOVE AND BEYOND	S: 1	E: 14
THE ANGRICEST ANGEL (PART 2)	SPACE : ABOVE AND BEYOND	S: 1	E: 15
WHO MONITORS THE BIRDS?	SPACE : ABOVE AND BEYOND	S: 1	E: 12

Episode Title	Name of Programme		
James Wyllie			
	ATLANTIS HIGH	S: 1	E: 14
Jameson Brewer			
THE HIGH AND DEADLY AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 28
Jan Oxenberg			
SEXUAL HEALING	ROSWELL	S: 1	E: 16
Jana Veverka			
GO FOR THE BRONZE	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 3
Jane Baker, Pip Baker			
A MATTER OF BALANCE	SPACE: 1999	S: 2	E: 15
Jane Espenson			
ACCESSION	STAR TREK: DEEP SPACE NINE	S: 4	E: 16
GUISE WILL BE GUISE	ANGEL	S: 2	E: 6
SHINDIG	FIREFLY	S: 1	E: 6
THE PASSAGE	BATTLESTAR GALACTICA (2004)	S: 3	E: 10
Jane Espenson, Anne Cofell Saunders			
DIRTY HANDS	BATTLESTAR GALACTICA (2004)	S: 3	E: 16
Jane Espenson, Story: Jane Espenson, David Greenwalt			
RM W/A VU	ANGEL	S: 1	E: 5
Jane Fallon			
EPISODE ONE-HUNDRED-FORTY-FOUR	JUPITER MOON	S: 1	E: 144
Jane Macintosh			
ARCADE ACE	MASKED RIDER	S: 1	E: 5
ECTOPHASE ALBEE	MASKED RIDER	S: 2	E: 5
FERBUS MAXIMUS	MASKED RIDER	S: 1	E: 18
JOBLESS	MASKED RIDER	S: 1	E: 21
POWER CUT	MASKED RIDER	S: 1	E: 25
UNMASKED RIDER	MASKED RIDER	S: 1	E: 19
Janet Greek			
ICEBOUND	HYPERNAUTS	S: 1	E: 3
Janet MacLean			
I'M OKAY, YOUR REALLY WEIRD	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 14
LOVING THE ALIEN	WAR OF THE WORLDS	S: 2	E: 7
NIGHTMARE ON EERIE STREET	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 11
Janis Diamond			
CARRIER	BRIMSTONE	S: 1	E: 10
HEAT	BRIMSTONE	S: 1	E: 2
Janis Diamond, Scott A. Williams			
IT'S A HELLUVA LIFE	BRIMSTONE	S: 1	E: 12
Janis Hendler			
K.I.T.T. THE CAT	KNIGHT RIDER	S: 2	E: 6
RING OF FIRE	KNIGHT RIDER	S: 2	E: 9
Janis Hendler, Tom Greene			
KNIGHT IN SHINING ARMOUR	KNIGHT RIDER	S: 2	E: 12
Jaquetta May			
RANDOM SHOES	TORCHWOOD	S: 1	E: 9
Jaron Summers			
RICKY	INCREDIBLE HULK,THE	S: 2	E: 3
TWIKI IS MISSING	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 16
Jaron Summers, Jon Povill, Maurice Hurley			
THE CHILD	STAR TREK: THE NEXT GENERATION	S: 2	E: 1
Jason Brett			
TAKE TWO GALATIC SENTINALS AND CALL NIMBAR IN THE MORNING	TATTOOED TEENAGE ALIEN FIGHTERS FROM BEVERLY HILLS	S: 1	E: 4
Jason Cahill			
ALL IN THE FAMILY	PROFILER	S: 3	E: 9
EPISODE 5	SURFACE	S: 1	E: 5
GRAND MASTER	PROFILER	S: 3	E: 19
THE SUM OF HER PARTS	PROFILER	S: 3	E: 5
Jason Cahill, Doris Egan			
INHERITENCE	PROFILER	S: 3	E: 12

Episode Title	Name of Programme		
Jason Katims			
"PILOT"	ROSWELL	S: 1	E: 1
A ROSWELL CHRISTMAS CAROL	ROSWELL	S: 2	E: 10
BUSTED	ROSWELL	S: 3	E: 1
HEART OF MINE	ROSWELL	S: 2	E: 16
HEAT WAVE	ROSWELL	S: 1	E: 9
LEAVING NORMAL	ROSWELL	S: 1	E: 4
SAMUEL RISING	ROSWELL	S: 3	E: 9
SKIN AND BONES	ROSWELL	S: 2	E: 1
THE DEPARTURE	ROSWELL	S: 2	E: 21
THE END OF THE WORLD	ROSWELL	S: 2	E: 5
THE MORNING AFTER	ROSWELL	S: 1	E: 2
Jason Katims, Emily Whitesell			
THE CONVENTION	ROSWELL	S: 1	E: 13
Jason Katims, Jon Harmon Feldman			
THE TOY HOUSE	ROSWELL	S: 1	E: 11
Jason Katims, Ronald D. Moore			
GRADUATION	ROSWELL	S: 3	E: 18
HOW THE OTHER HALF LIVES (PART 2 OF 2)	ROSWELL	S: 2	E: 14
Jason Katims, Thania St. John			
MONSTERS	ROSWELL	S: 1	E: 3
THE WHITE ROOM (PART 1 OF 2)	ROSWELL	S: 1	E: 21
Jason Katims, Toni Graphia			
DESTINY (PART 2 OF 2)	ROSWELL	S: 1	E: 22
Jason Sherman			
BLACKOUT	REGENESIS	S: 1	E: 8
DIM & DIMMER	REGENESIS	S: 2	E: 4
FISHY	REGENESIS	S: 2	E: 11
SPACE PARTS	REGENESIS	S: 1	E: 2
THE LONGEST NIGHT	REGENESIS	S: 1	E: 13
UNBEARABLE	REGENESIS	S: 3	E: 10
Jason Smilovic			
DO NOT DISTURB	BIONIC WOMAN (2007)	S: 1	E: 8
PARADISE LOST	BIONIC WOMAN (2007)	S: 1	E: 2
JAVIER GRILLO-MARXUACH			
BRING ME THE HEAD OF TUCKER BURNS	CHRONICLE, THE	S: 1	E: 8
DESTINATION TERMINAL	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 4
GET FOLEY	JAKE 2.0	S: 1	E: 14
HOT FROM THE OVEN	CHRONICLE, THE	S: 1	E: 17
LET SLEEPING DOGS FRY	CHRONICLE, THE	S: 1	E: 9
PIG BOY'S BIG ADVENTURE	CHRONICLE, THE	S: 1	E: 12
POTATO HEAD BLUES (A.K.A. BOMB SQUAD)	PRETENDER, THE	S: 1	E: 11
THE BETTER PART OF VALOR	PRETENDER, THE	S: 1	E: 10
THE GOOD, THE BAD AND THE GEEKY	JAKE 2.0	S: 1	E: 5
THE KING IS (UN)DEAD	CHRONICLE, THE	S: 1	E: 20
THE PAPER CLOCK	PRETENDER, THE	S: 1	E: 5
TOUCHED BY AN ALIEN	CHRONICLE, THE	S: 1	E: 11
WEAPONS OF WAR	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 13
WHISKEY - TANGO - FOXTROT	JAKE 2.0	S: 1	E: 9
Javio Grillo-Marxuach			
HOSTILE CONVERGENCE	DARK SKIES	S: 1	E: 8
Jay Beattie, Dan Dworkin			
EPISODE 11	SURFACE	S: 1	E: 11
EPISODE 14	SURFACE	S: 1	E: 14
Jay Bryant			
VAMPIRE	SO WEIRD	S: 2	E: 22
Jay Simms, Fred Eggers			
THE MOULIN RUSE AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 17
Jay Thompson & Charles Hoffman			
THE IMPRACTICAL JOKER	BATMAN (1966)	S: 2	E: 21
THE JOKER'S PROVOKERS	BATMAN (1966)	S: 2	E: 22
Jean Gennis, Phyllis Murphy			
BLUE HIGHWAYS	PROFILER	S: 1	E: 17

Science Fiction Writers

Episode Title	Name of Programme		
LEARNING FROM THE MASTERS	PROFILER	S: 1	E: 12
UNSOILED SOVEREIGNTY	PROFILER	S: 1	E: 5
Jean Heal			
QUETZALCOATL	MYTHQUEST	S: 1	E: 13
Jean Hurtubise			
THE TRIBUNAL	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 20
Jean Hurtubise, Damian Kindler			
THE 13TH FLOOR/ THE BELIEVER	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 17
Jean Lisette Aroeste			
ALL OUR YESTERDAYS	STAR TREK	S: 3	E: 23
IS THERE IN TRUTH NO BEAUTY?	STAR TREK	S: 3	E: 5
Jean Vincent Fournier			
FATEL ERROR	CODE NAME: ETERNITY	S: 1	E: 15
Jean-Claude Lubtchansky & Paul Gegauff			
LE TRAINLE A QUATRE COTES (THE FOUR-SIDE TRIANGLE)	DE BIEN ETRANGES AFFAIRES	S: 1	E: 6
Jean-Luc Miesch			
LOURDE GUEUSE (HEAVY IRON)	DE BIEN ETRANGES AFFAIRES	S: 1	E: 3
Jeanne Baruch & Jeanne Romano			
WE'RE IN THE MONEY?	ALF	S: 4	E: 4
Jeanne Carrigan-Fauci, Lisa Rich			
LIASIONS	STAR TREK: THE NEXT GENERATION	S: 7	E: 2
Jeannine Renshaw			
BLIND DATE	ANGEL	S: 1	E: 21
FACING THE FIRE	VR5	S: 1	E: 6
Jeannine Renshaw, David Greenwalt			
I WILL REMEMBER YOU	ANGEL	S: 1	E: 8
Jeannine Renshaw, John Sacret Young			
A PRICE TO PAY	LEVEL 9	S: 1	E: 7
Jeannine Renshaw, Story: David Greenwalt, Jeannine Renshaw			
I'VE GOT YOU UNDER MY SKIN	ANGEL	S: 1	E: 14
Jeannine Renshaw, Thania St. John, John Shirley, John Sacret Young			
PARALLEL LIVES	VR5	S: 1	E: 13
Jed Mercurio			
ONLY THE DEAD	INVASION: EARTH	S: 1	E: 3
THE BATTLE MORE COSTLY	INVASION: EARTH	S: 1	E: 5
THE FALL OF MAN	INVASION: EARTH	S: 1	E: 4
THE FOURTH DIMESION	INVASION: EARTH	S: 1	E: 2
THE LAST WAR	INVASION: EARTH	S: 1	E: 1
THE SHUTTERER OF WORLDS	INVASION: EARTH	S: 1	E: 6
Jed Seidel			
THE MOTIVATIONAL SPEAKER	DEADLY GAMES	S: 1	E: 9
Jeff Biederman			
BRAINWAVES	BLACK HOLE HIGH	S: 2	E: 5
FATE	BLACK HOLE HIGH	S: 1	E: 6
INVISIBLE	BLACK HOLE HIGH	S: 1	E: 2
STORM	BLACK HOLE HIGH	S: 1	E: 9
Jeff Biederman, David Richard-Fox, Rick Siggelkow			
DAWN OF THE DINOSAUR	DINOSAPIEN	S: 1	E: 1
Jeff Braunstein			
THE WISH	SPECIAL UNIT 2	S: 2	E: 13
Jeff Cohen			
RED WOLF'S DAUGHTER	MYTHQUEST	S: 1	E: 3
THE DOPPELGANGER	MYTHQUEST	S: 1	E: 7
Jeff Copeland			
LEGACY	DEEPWATER BLACK	S: 1	E: 3
PLAGUE	DEEPWATER BLACK	S: 1	E: 6
Jeff Copeland, Barry Pearson			
LULLABLY	DEEPWATER BLACK	S: 1	E: 2
Jeff Copland, Bill Taub			
REFLECTIONS	DEEPWATER BLACK	S: 1	E: 4
Jeff F. King			

Science Fiction Writers

Episode Title	Name of Programme		
ALLURE	TOTAL RECALL 2070	S: 1	E: 3
ASSESSMENT	TOTAL RECALL 2070	S: 1	E: 17
AT DESTINY'S END	MUTANT X	S: 2	E: 12
THE GRELL	OUTER LIMITS,THE (1995)	S: 5	E: 4
VIRTUAL JUSTICE	TOTAL RECALL 2070	S: 1	E: 20
WORMHOLE2 (PART 2 OF 2)	BLACK HOLE HIGH	S: 2	E: 1
Jeff F. King, Jeffrey Alan Schechter			
ECHOLOCATION	BLACK HOLE HIGH	S: 2	E: 12
FRICTION	BLACK HOLE HIGH	S: 3	E: 11
NOCTURNAL	BLACK HOLE HIGH	S: 3	E: 2
Jeff F. King, Jennifer Kennedy			
PROBABILITY	BLACK HOLE HIGH	S: 3	E: 9
Jeff F. King, Richard Manning, Hans Beimler			
PARADISE	STAR TREK: DEEP SPACE NINE	S: 2	E: 15
Jeff F. King, Thérèse Beaupré			
NUTRITION	BLACK HOLE HIGH	S: 2	E: 11
Jeff Fazio			
AND SHE LAUGHED	HUNGER, THE	S: 2	E: 4
Jeff King			
TIN MAN	STARGATE SG1	S: 1	E: 18
Jeff Martin			
HOOPY DOOPY, OR, HOMEBOYS IN WONDERLAND	HOMEBOYS IN OUTER SPACE	S: 1	E: 11
Jeff Melvoin			
A REGULAR JOE	EARLY EDITION	S: 2	E: 9
FUNNY VALENTINE	EARLY EDITION	S: 3	E: 15
HIS GIRL THURSDAY	EARLY EDITION	S: 1	E: 9
SAINT NICK	EARLY EDITION	S: 3	E: 5
Jeff Myrow			
A NIGHTMARE ON JACKSON STREET	SWAMP THING	S: 2	E: 4
AN EYE FOR AN EYE	SWAMP THING	S: 3	E: 33
POISONOUS	SWAMP THING	S: 2	E: 8
ROMANCING ARCANE	SWAMP THING	S: 3	E: 36
THE CURSE	SWAMP THING	S: 3	E: 21
Jeff Pinkner			
BLIND FAITH	EARLY EDITION	S: 4	E: 16
FATAL EDITION (1-2)	EARLY EDITION	S: 4	E: 7
THE MONSTER WITHIN	PROFILER	S: 3	E: 6
Jeff Pinkner, Carla Kettner			
BLOWING UP IS HARD TO DO	EARLY EDITION	S: 3	E: 23
Jeff Reno, Ron Osborn			
THERE'S A NEW MORK IN TOWN	MORK AND MINDY	S: 3	E: 12
TWENTY ANGRY APPLIANCES	MORK AND MINDY	S: 3	E: 11
Jeff Rothpan			
THE WOLF IS OUT THERE	BIG WOLF ON CAMPUS	S: 1	E: 13
Jeff Schecter			
MY NAME IS EREK	ANIMORPHS	S: 2	E: 2
Jeff Vlaming			
2SHY	X FILES,THE	S: 3	E: 6
AIRBALL KINGS	WEIRD SCIENCE	S: 1	E: 6
AKA SUPERMAN	LOIS AND CLARK	S: 4	E: 16
COPPER TOP GIRL	WEIRD SCIENCE	S: 2	E: 8
EARTH 101	SO WEIRD	S: 3	E: 10
FLY BOY	WEIRD SCIENCE	S: 3	E: 14
FREE GARY	WEIRD SCIENCE	S: 3	E: 12
GARY WALLACE, BOY REPORTER	WEIRD SCIENCE	S: 3	E: 6
HELL MONEY	X FILES,THE	S: 3	E: 19
HONEY, THE GARBAGE IS TAKING US OUT	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 21
I DREAM OF GENE	WEIRD SCIENCE	S: 5	E: 1
KEEPS ON TICKIN	WEIRD SCIENCE	S: 1	E: 9
LEGEND OF RED BRICK WALLACE	WEIRD SCIENCE	S: 3	E: 17
LITMUS	BATTLESTAR GALACTICA (2004)	S: 1	E: 6
MR. PRESIDENT	WEIRD SCIENCE	S: 1	E: 10
NOIR OR NEVER	CLEOPATRA 2525	S: 2	E: 13

Episode Title	Name of Programme		
THE CAPTAIN'S HAND	BATTLESTAR GALACTICA (2004)	S: 2	E: 17
THE GREAT INCANTO	SO WEIRD	S: 3	E: 18
TIGH ME UP, TIGH ME DOWN	BATTLESTAR GALACTICA (2004)	S: 1	E: 9
WYATT ERECTUS	WEIRD SCIENCE	S: 2	E: 4
Jeff Vlaming, Chris Black			
IN YOUR BOOTS	CLEOPATRA 2525	S: 2	E: 10
Jeff Vlaming, Neal Shusterman			
MY NAME IS JAKE (1-2)	ANIMORPHS	S: 1	E: 1
THE UNDERGROUND	ANIMORPHS	S: 1	E: 2
Jeff Woolnough			
RADAR LOVE	DARK ANGEL	S: 2	E: 4
Jeffrey Boam			
NED ZED	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 21
Jeffery F. King			
COLD LAZARUS	STARGATE SG1	S: 1	E: 6
Jeffrey A. Deckman, Ronnie Sperling			
A PRESSING ENGAGEMENT	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 5
Jeffrey Alan Schechter			
COLD	BLACK HOLE HIGH	S: 2	E: 3
EQUATION	BLACK HOLE HIGH	S: 2	E: 9
PAST	BLACK HOLE HIGH	S: 3	E: 12
TESSERACT	BLACK HOLE HIGH	S: 3	E: 4
Jeffrey Alan Schechter, Jeff F. King			
TRANSFERENCE	BLACK HOLE HIGH	S: 3	E: 1
Jeffrey Alan Schechter, Kevin May			
HOLOGRAM	BLACK HOLE HIGH	S: 3	E: 8
Jeffrey Bell			
A NEW WORLD	ANGEL	S: 3	E: 20
ALPHA	X FILES,THE	S: 6	E: 15
FORGIVING	ANGEL	S: 3	E: 17
HABEAS CORPSES	ANGEL	S: 4	E: 8
QUICKENING	ANGEL	S: 3	E: 8
RAIN KING	X FILES,THE	S: 6	E: 7
SALVAGE	X FILES,THE	S: 8	E: 9
SIGNS AND WONDERS	X FILES,THE	S: 7	E: 9
SLOUCHING TOWARD BETHLEHEM	ANGEL	S: 4	E: 4
THE CAUTIONARY TALE OF NUMERO CINCO	ANGEL	S: 5	E: 6
THE GOLDBERG VARIATION	X FILES,THE	S: 7	E: 3
THE MAGIC BULLET	ANGEL	S: 4	E: 19
THE VISION THING	ANGEL	S: 3	E: 2
Jeffrey Bell, Paul Zbyszewski			
WHAT IF IT'S HIM	DAYBREAK	S: 1	E: 13
WHAT IF SHE'S THE KEY	DAYBREAK	S: 1	E: 12
Jeffrey Bell, Steven Maeda			
WHAT IF HE'S NOT ALONE	DAYBREAK	S: 1	E: 7
Jeffrey Davis			
VICKI FOR THE DEFENSE	SMALL WONDER	S: 2	E: 3
Jeffrey Hirschfield			
DUTCH TREAT	LEXX: THE DARK ZONE STORIES	S: 4	E: 17
FLOWER CHILD	OUTER LIMITS,THE (1995)	S: 7	E: 12
LOVE GROVE	LEXX: THE DARK ZONE STORIES	S: 2	E: 10
LYEKKA VS. JAPAN	LEXX: THE DARK ZONE STORIES	S: 4	E: 23
PRIME RIDGE	LEXX: THE DARK ZONE STORIES	S: 4	E: 14
SKIN DEEP	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 10
TERMINAL	LEXX: THE DARK ZONE STORIES	S: 2	E: 2
THE BAD CARROT	LEXX: THE DARK ZONE STORIES	S: 4	E: 12
TRIP	LEXX: THE DARK ZONE STORIES	S: 4	E: 22
WAKING THE DEAD	LEXX: THE DARK ZONE STORIES	S: 2	E: 11
XEVIVOR	LEXX: THE DARK ZONE STORIES	S: 4	E: 5
Jeffrey Hirschfield, Paul Donovan			
FLUFF DADDY	LEXX: THE DARK ZONE STORIES	S: 4	E: 9
MORT	LEXX: THE DARK ZONE STORIES	S: 4	E: 15

Episode Title	Name of Programme		
THE GIGA SHADOW	LEXX: THE DARK ZONE STORIES	S: 1	E: 4
Jeffrey M. Hayes			
TREASURE OF THE AGES	TIME TRAX	S: 1	E: 9
Jeffrey Scott			
DAREDEVIL	POWERS OF MATTHEW STARR, THE	S: 1	E: 4
Jeffrey Vlaming			
STAGECOACH	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 22
Jennifer Barrow			
LOST GENERATION	EARTH: FINAL CONFLICT	S: 4	E: 11
Jennifer Cecil			
FOUNTAIN	SO WEIRD	S: 2	E: 13
Jennifer Feucht			
LIGHTHOUSE ALONE	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 2
Jennifer Flackett			
LIFE LESSONS	EARTH 2	S: 1	E: 3
Jennifer Flackett, P.K. Simonds			
NATURAL BORN GRENDLERS	EARTH 2	S: 1	E: 12
Jennifer Furlong			
HOME FOR THE HOMICIDE	PROFILER	S: 3	E: 8
WIDOWS WALK	SO WEIRD	S: 3	E: 20
Jennifer Heftler, Lisa Page Kissig			
GHOULS JUST WANNA HAVE FUN	BIG BAD BEETLEBORGS	S: 1	E: 12
LIGHTS, CAMERA, TOO MUCH ACTION	BIG BAD BEETLEBORGS	S: 1	E: 7
Jennifer McGinnis, Janet Saunders			
JAVA JIVE	SLIDERS	S: 5	E: 8
Jennifer Wharton			
THE SOLO	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 9
TRIANGLE	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 20
Jenny Lynn			
WHAT IF HE WALKS AWAY	DAYBREAK	S: 1	E: 11
Jeph Loeb			
LEGACY	SMALLVILLE	S: 3	E: 17
ONE GIANT LEAP	HEROES	S: 1	E: 3
POWERLESS	HEROES	S: 2	E: 11
RED	SMALLVILLE	S: 2	E: 4
UNEXPECTED	HEROES	S: 1	E: 16
Jeph Loeb, Kenneth Biller			
INSURGENCE	SMALLVILLE	S: 2	E: 12
Jeremy Bertrand Finch			
ROOM 2426	TWILIGHT ZONE,THE (1985)	S: 3	E: 22
Jeremy Bertrand Finch, Paul Chitlik			
DIGITAL LOVE	SMALL WONDER	S: 3	E: 25
RODEA ROMEOS	THEY CAME FROM OUTER SPACE	S: 1	E: 8
SEE NO EVIL	SMALL WONDER	S: 4	E: 22
STRANGER IN POSSUM MEADOW	TWILIGHT ZONE,THE (1985)	S: 3	E: 17
THE HUNTERS	TWILIGHT ZONE,THE (1985)	S: 3	E: 4
THE TRUNK	TWILIGHT ZONE,THE (1985)	S: 3	E: 14
Jeremy Burnham			
FALSE WITNESS	AVENGERS,THE	S: 7	E: 7
FOG	AVENGERS,THE	S: 7	E: 24
LOVE ALL	AVENGERS,THE	S: 7	E: 21
WHO WAS THAT MAN I SAW YOU WITH?	AVENGERS,THE	S: 7	E: 25
YOU'LL CATCH YOUR DEATH	AVENGERS,THE	S: 7	E: 4
Jeremy Burnham, Trevor Ray			
CHARMED CIRCLE	CHILDREN OF THE STONES	S: 1	E: 5
FULL CIRCLE	CHILDREN OF THE STONES	S: 1	E: 7
INTO THE CIRCLE	CHILDREN OF THE STONES	S: 1	E: 1
SERPEANT IN THE CIRCLE	CHILDREN OF THE STONES	S: 1	E: 3
SQUARE IN THE CIRCLE	CHILDREN OF THE STONES	S: 1	E: 6
THE CIRCLE OF FEAR	CHILDREN OF THE STONES	S: 1	E: 2
THE NARROWING CIRCLE	CHILDREN OF THE STONES	S: 1	E: 4
Jeremy Hole			

Episode Title	Name of Programme		
CYCLES	DEEPWATER BLACK	S: 1	E: 9
THE YOUNG AND THE TWITCHY	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 6
Jeremy Hole, Sherman Snukal			
DEATH AT SUNSET/ COLLISION	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 21
Jeremy Paul			
POOR BUTTERFLY	JOURNEY TO THE UNKNOWN	S: 1	E: 6
THE 4:10 TO ZURICH	Q.E.D.	S: 1	E: 4
THE DEAD PAST	OUT OF THE UNKNOWN	S: 1	E: 4
Jeremy Paul/John Brunner			
THE LAST LONELY MAN	OUT OF THE UNKNOWN	S: 3	E: 3
Jeremy R. Littman			
POWER CORRUPTS	PROFILER	S: 2	E: 5
Jeremy Tarcher, Shari Lewis			
THE LIGHTS OF ZETAR	STAR TREK	S: 3	E: 18
Jeri Taylor			
ALLIANCES	STAR TREK: VOYAGER	S: 2	E: 14
CODA	STAR TREK: VOYAGER	S: 3	E: 14
DAY OF HONOR	STAR TREK: VOYAGER	S: 4	E: 3
DRY SPELL	SALVAGE 1	S: 2	E: 4
HUNTERS	STAR TREK: VOYAGER	S: 4	E: 14
INVESTIGATIONS	STAR TREK: VOYAGER	S: 2	E: 20
NOTHING HUMAN	STAR TREK: VOYAGER	S: 5	E: 8
ONE	STAR TREK: VOYAGER	S: 4	E: 23
PERSISTANCE OF VISION	STAR TREK: VOYAGER	S: 2	E: 8
ROUND UP	SALVAGE 1	S: 2	E: 2
SILICON AVATAR	STAR TREK: THE NEXT GENERATION	S: 5	E: 4
SLAVES	INCREDIBLE HULK,THE	S: 5	E: 6
THE DRUMHEAD	STAR TREK: THE NEXT GENERATION	S: 4	E: 21
THE OUTCAST	STAR TREK: THE NEXT GENERATION	S: 5	E: 16
TIME'S ARROW (PART 2)	STAR TREK: THE NEXT GENERATION	S: 6	E: 1
UNIFICATION (1-2)	STAR TREK: THE NEXT GENERATION	S: 5	E: 7
Jeri Taylor, Brannon Braga			
THE 37'S	STAR TREK: VOYAGER	S: 2	E: 1
Jeri Taylor, Cy Chermak			
THE WOUNDED	STAR TREK: THE NEXT GENERATION	S: 4	E: 12
Jeri Taylor, David Moessinger			
SECOND THUNDER	BLUE THUNDER	S: 1	E: 1
Jerome Bixby			
DAY OF THE DOVE	STAR TREK	S: 3	E: 7
MIRROR,MIRROR	STAR TREK	S: 2	E: 4
REQUIEM FOR METHUSELAH	STAR TREK	S: 3	E: 19
Jerome Bixby, D.C. Fontana			
BY ANY OTHER NAME	STAR TREK	S: 2	E: 22
Jerome Ross			
20/20	WAY OUT	S: 1	E: 14
THE MAN WITH THE POWER	OUTER LIMITS,THE (1963)	S: 1	E: 4
Jerome Sackheim			
ONE HUNDRED YEARS YOUNG	SCIENCE FICTION THEATRE	S: 1	E: 13
SPIDER INC.	SCIENCE FICTION THEATRE	S: 1	E: 8
Jerome Sackheim, Stuart Jerome			
MARKED DANGER	SCIENCE FICTION THEATRE	S: 1	E: 11
Jerry Colker			
FOREVER YOUNG	SPACE CASES	S: 1	E: 5
TIE ME KANGAROO DOWN, COURT	SPACE CASES	S: 1	E: 9
Jerry Devine			
DOUBLE TROUBLE	SIX MILLION DOLLAR MAN,THE	S: 4	E: 3
THE SONG AND DANCE SPY	SIX MILLION DOLLAR MAN,THE	S: 3	E: 3
Jerry McNeely			
THE FAUSTUS AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 15
THE SELF-IMPROVEMENT OF SALVADORE ROSS	TWILIGHT ZONE,THE (1958)	S: 5	E: 17
Jerry P. Jacobs			

Episode Title	Name of Programme	S:	E:
WHERE THERE'S SMOKE, THERE'S FIRE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	2	25
Jerry Rannow			
HAVE A HEART	SMALL WONDER	2	9
Jerry Ross			
MOVIN' UP	SMALL WONDER	2	13
Jerry Ross, Jeffrey Duteil			
COMPUTER DATING	SMALL WONDER	2	11
Jerry Seelen, Leo Rafkin			
MAN OR AMOEBA	MY FAVOURITE MARTIAN	1	5
Jerry Sohl			
CORBOMITE MANEUVER	STAR TREK	1	11
DARK OUTPAST	INVADERS,THE (1967)	2	8
LIVING DOLL	TWILIGHT ZONE,THE (1958)	5	6
QUEEN OF THE NILE	TWILIGHT ZONE,THE (1958)	5	23
THE INVISIBLE ENEMY	OUTER LIMITS,THE (1963)	2	7
THE NEW EXHIBIT	TWILIGHT ZONE,THE (1958)	4	13
Jerry Sohl, Luther Murdoch			
THE DISAPPEARANCES (75 MINUTES)	MAN FROM ATLANTIS	1	4
Jerry Stahl			
DON'T IT MAKE MY BROWN EYES BLUE	ALF	1	8
LA CUCARACHA	ALF	1	24
MIND GAMES	ALF	4	5
Jerry Thomas			
EVERY BOY NEEDS A DOG	LAND OF THE GIANTS	2	8
Jerry Winnick			
LIGHTS! CAMERA! EGO!	SMALL WONDER	1	6
Jess Hugh Mann			
TO BE OR NOT TO BE	SPACE RANGERS	1	5
Jesse Alexander			
LANDSLIDE	HEROES	1	22
NOTHING TO HIDE	HEROES	1	7
TRUTH & CONSEQUENCES	HEROES	2	10
Jesse Horsting			
DISMISSED	POWER RANGERS S.P.D	1	19
Jesse Lasky Jnr, Pat Silver			
THE FULL CIRCLE	SPACE: 1999	1	15
Jesse Stern			
BLACKOUT	JAKE 2.0	1	13
MIDDLEMAN	JAKE 2.0	1	8
Jessica Scott, Mike Wollaeger			
FACE OFF (1-2)	ANIMORPHS	1	17
LAST STAND	CLEOPATRA 2525	1	12
SCHIZOGENY	X FILES,THE	5	9
SKIN	STRANGE WORLD	1	8
THE ESCAPE	ANIMORPHS	1	6
THE LEADER (1-2)	ANIMORPHS	1	15
Jill Blotevogel			
ASCENT (PART 2 OF 2)	DEAD ZONE, THE	2	3
CABIN PRESSURE	DEAD ZONE, THE	2	8
CYCLE OF VIOLENCE	DEAD ZONE, THE	3	9
EVERGREEN	TWILIGHT ZONE, THE (2002)	1	1
NIGHT ROUTE	TWILIGHT ZONE, THE (2002)	1	6
PLAGUE	DEAD ZONE, THE	2	14
Jill Donnellan			
CLICK, CLICK, ZOOM	POWER RANGERS WILD FORCE	1	3
DREAM BATTLE	POWER RANGERS LOST GALAXY	2	24
GREEN COURAGE	POWER RANGERS LOST GALAXY	2	9
POWER PLAY	POWER RANGERS WILD FORCE	1	17
REVENGE OF ZEN-AKU (PART 1 OF 2)	POWER RANGERS WILD FORCE	1	13
SILENT SLEEP	POWER RANGERS LOST GALAXY	1	11
SING SONG	POWER RANGERS WILD FORCE	1	22
SOUL SEARCHING (PART 1 OF 2)	POWER RANGERS WILD FORCE	1	8

Episode Title	Name of Programme		
SUNFLOWER SEARCH	POWER RANGERS LOST GALAXY	S: 1	E: 10
THE MASTER'S HERALD, PART 1	POWER RANGERS WILD FORCE	S: 2	E: 9
THE MASTER'S HERALD, PART 2	POWER RANGERS WILD FORCE	S: 2	E: 10
Jill Donnellan, Katie Torpey			
THE END OF THE POWER RANGERS, PART 1	POWER RANGERS WILD FORCE	S: 2	E: 13
Jill Sherman			
AN ARROW POINTING EAST	VOYAGERS	S: 1	E: 10
BUFFALO BILL AND ANNIE OAKLEY PLAY THE PALACE	VOYAGERS	S: 1	E: 12
CLEO AND THE BABE	VOYAGERS	S: 1	E: 6
DESTINY'S CHOICE	VOYAGERS	S: 1	E: 18
EAST WINDS	INCREDIBLE HULK,THE	S: 4	E: 10
THE TRIAL OF PHINEAS BOGG	VOYAGERS	S: 1	E: 13
Jill Sherman, James D. Parriott			
VOYAGERS OF THE TITANIC	VOYAGERS	S: 1	E: 16
Jill Shernan Donner, Michael Piller, Jill Sherman Donner			
CAPTIVE PURSUIT	STAR TREK: DEEP SPACE NINE	S: 1	E: 5
Jim Bernstein, Michael Shipley			
FEAR AND LOATHING IN PLEASANTVILLE	BIG WOLF ON CAMPUS	S: 2	E: 17
MUFFY: THE WEREWOLF SLAYER	BIG WOLF ON CAMPUS	S: 1	E: 9
TALES FROM THE DARK SIDE, OR, TY TAKES THE REDEYE	HOMEBOYS IN OUTER SPACE	S: 1	E: 19
THE PLEASANTVILLE STRANGER	BIG WOLF ON CAMPUS	S: 1	E: 6
THE PLEASURE PLANET PRINCIPLE, OR, G MARKS THE SPOT	HOMEBOYS IN OUTER SPACE	S: 1	E: 2
TIME AND AGAIN	BIG WOLF ON CAMPUS	S: 1	E: 16
Jim Byrnes			
BROTHERLY LOVE	SWAMP THING	S: 3	E: 32
DESTINY	SWAMP THING	S: 3	E: 7
EASY PREY	SWAMP THING	S: 3	E: 12
WHAT GOES AROUND COMES AROUND, COMES AROUND	SWAMP THING	S: 3	E: 4
Jim Carlson (w), Terence McDonnall (w), Michael Sloane (s)			
FIRE IN SPACE	BATTLESTAR GALATICA	S: 1	E: 9
Jim Carlson (w,s), Terence McDonnall (w,s), David S. Arthur(s), Davi			
TAKE THE CELESTRA	BATTLESTAR GALATICA	S: 1	E: 16
Jim Carlson and Terrence McDonnell			
NIGHTMARE IN THE SKY	SIX MILLION DOLLAR MAN,THE	S: 4	E: 2
THE THUNDERBIRD CONNECTION (1-2)	SIX MILLION DOLLAR MAN,THE	S: 4	E: 9
Jim Carlson and Terry McDonnell			
DIVIDED LOYALTY	SIX MILLION DOLLAR MAN,THE	S: 3	E: 11
Jim Carlson, Terrence McDonnell			
WHICH ONE IS JAMIE?	BIONIC WOMAN, THE	S: 3	E: 18
Jim Dunn, Sam Ernst			
RE-ENTRY	DEAD ZONE, THE	S: 6	E: 3
Jim Eldridge			
FACE VALUE	POWERS	S: 1	E: 10
FUTURE BOX	POWERS	S: 1	E: 12
MISSING	POWERS	S: 1	E: 2
NEW KID IN TOWN	POWERS	S: 1	E: 1
SHADE IN THE STONE	POWERS	S: 1	E: 3
WE ARE NOT ALONE	POWERS	S: 1	E: 4
Jim Eldrige			
BIRD TROUBLE	WHIZZIWIG	S: 3	E: 4
KING ARTHUR'S WORLD	WHIZZIWIG	S: 3	E: 5
Jim Follett			
STAR DRIVE	BLAKES' 7	S: 4	E: 4
Jim Geoghan			
A HUNTING WE WILL GO	SECOND CHANCE	S: 1	E: 9
LIFE WITHOUT FATHER	SECOND CHANCE	S: 1	E: 4
TO HAVE LOVED AND LOST	SECOND CHANCE	S: 1	E: 7
Jim Guttridge, Ken Hawryliw			
TREVOR	X FILES,THE	S: 6	E: 16
Jim Hawkins			
YOUNG SPARKS	1990	S: 2	E: 7
Jim Henshaw			

Episode Title	Name of Programme		
REVENGE OF THE GOODY TWO SHOES PEOPLE	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 2
THE HUNTING OF THE JACKALOPE (AKA THE JACKALOPE)	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 15
THE JUGGLER	SHE WOLF OF LONDON	S: 1	E: 3
THE TRUE BELIEVER	WAR OF THE WORLDS	S: 2	E: 19
Jim Henshaw, Peter Mohan			
SWITCHING CHANNELS	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 1
Jim Henshaw, Stacey Kaser			
DEJA VU	IMMORTAL, THE (2000)	S: 1	E: 19
Jim Johnston			
FIRST CONTACT	HYPERNAUTS	S: 1	E: 1
Jim Keily, Jimmy Aleck			
FAMILY AFFAIR	WEIRD SCIENCE	S: 4	E: 18
GIRL TALK	WEIRD SCIENCE	S: 5	E: 2
LISARELLA	WEIRD SCIENCE	S: 4	E: 17
PHANTOM SCAMPI	WEIRD SCIENCE	S: 4	E: 5
Jim Korris			
OUTSIDE THE BOX	LA FEMME NIKITA	S: 3	E: 8
Jim Kouf			
FIVE BY FIVE	ANGEL	S: 1	E: 18
THE SHROUD OF RAHMON	ANGEL	S: 2	E: 8
Jim Kouf, Shawn Ryan			
THE THIN DEAD LINE	ANGEL	S: 2	E: 14
Jim Lincoln, Dan Studney			
GARY HAD A LITTLE CRAM	WEIRD SCIENCE	S: 5	E: 4
HONEY, THEY'RE AFTER ME LUCKY CHARMS	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 8
HONEY, WE'RE STUCK IN THE 70'S	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 4
IT'S A MOB, MOB, MOB, MOB WORLD	WEIRD SCIENCE	S: 4	E: 20
SWALLOW 13	WEIRD SCIENCE	S: 4	E: 25
Jim Lincoln, Dan Studney, Ed Ferrara, Kevin Murphy			
STRANGERS IN PARADISE	WEIRD SCIENCE	S: 4	E: 26
Jim Lincoln, Ed Ferrara			
HONEY, HE'S NOT ABOMINABLE. . . HE'S JUST MISUNDERSTOOD	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 15
Jim Mayer			
OEDIPUS RUSSELL	SECOND CHANCE	S: 1	E: 5
Jim Praytor, Andi Bushell			
LISTEN	SO WEIRD	S: 2	E: 5
Jim Purdy, Paula Smith			
OLD WOUNDS	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 15
Jim Rapsas			
STOPWATCH	BLACK HOLE HIGH	S: 2	E: 13
Jim Rapsas, Bruce Kalish			
WORMHOLE	BLACK HOLE HIGH	S: 1	E: 1
Jim Rapsas, Jeff F. King			
CONCLUSIONS (PART 1 OF 3)	BLACK HOLE HIGH	S: 4	E: 1
Jim Rapsas			
INQUIRY	BLACK HOLE HIGH	S: 3	E: 13
Jim Rogers			
CRASS REUNION	TURNABOUT	S: 1	E: 6
PENNY'S OLD FRIEND	TURNABOUT	S: 1	E: 2
Jim Suave, Colleen White			
THE JOKES ON BLUE	POWER RANGERS ZEO	S: 2	E: 18
Jim Thomas, John Thomas			
STRANGER IN A STRANGE LAND	HARD TIME ON PLANET EARTH	S: 1	E: 1
Jim Tisdale, Migdia Varela			
A SOLITARY PLACE	INCREDIBLE HULK,THE	S: 2	E: 12
EARTHQUAKES HAPPEN	INCREDIBLE HULK,THE	S: 1	E: 11
Jim Trombetta			
BEAT THE CLOCK	FLASH, THE	S: 1	E: 11
DOUBLE VISION	FLASH, THE	S: 1	E: 5
GOODNIGHT,CENTRAL CITY	FLASH, THE	S: 1	E: 20
TIME TO REAP	WAR OF THE WORLDS	S: 2	E: 11

Episode Title	Name of Programme		
Jim Trombetta, Michael Piller			
PLAYING GOD	STAR TREK: DEEP SPACE NINE	S: 2	E: 17
Jimmy Aleck			
SCHOOL SPIRITS	WEIRD SCIENCE	S: 5	E: 14
Jimmy Aleck, Jim Keily			
BEE IN THERE	WEIRD SCIENCE	S: 5	E: 8
COMMUNITY PROPERTY	WEIRD SCIENCE	S: 4	E: 22
FORBIDDEN JANET	WEIRD SCIENCE	S: 5	E: 5
Jimmy Palmiotti			
THE LEAGUE	PAINKILLER JANE	S: 1	E: 13
Jimmy Sangster			
HORROR IN THE HEIGHTS (aka THE RAKSHASH)	KOLCHAK: THE NIGHT STALKER	S: 1	E: 11
THE FEMINUM MYSTERY (1-2)	NEW ORIGINAL WONDER WOMAN,THE	S: 1	E: 5
WONDER WOMAN IN HOLLYWOOD	NEW ORIGINAL WONDER WOMAN,THE	S: 1	E: 12
Jiro Kaneko			
ICE BEAUTY	ULTRAMAN MAX	S: 1	E: 17
PEACE MAKER	ULTRASEVEN X	S: 1	E: 5
SUPERSONIC SPEED CHASE	ULTRAMAN MAX	S: 1	E: 12
Joan Binder Weiss			
THE YEAR OF THE RABBIT	JOURNEYMAN	S: 1	E: 4
Joanne Maguire			
EPISODE EIGHTY-SEVEN	JUPITER MOON	S: 1	E: 87
EPISODE FIFTY	JUPITER MOON	S: 1	E: 50
EPISODE FORTY-NINE	JUPITER MOON	S: 1	E: 49
EPISODE NINETY-SIX	JUPITER MOON	S: 1	E: 96
EPISODE ONE-HUNDRED-FIFTHTEEN	JUPITER MOON	S: 1	E: 115
EPISODE ONE-HUNDRED-FORTY-THREE	JUPITER MOON	S: 1	E: 143
EPISODE ONE-HUNDRED-FORTY-TWO	JUPITER MOON	S: 1	E: 142
EPISODE ONE-HUNDRED-FOUR	JUPITER MOON	S: 1	E: 104
EPISODE ONE-HUNDRED-THIRTY-FIVE	JUPITER MOON	S: 1	E: 135
EPISODE ONE-HUNDRED-THIRTY-SIX	JUPITER MOON	S: 1	E: 136
EPISODE ONE-HUNDRED-TWELVE	JUPITER MOON	S: 1	E: 112
EPISODE ONE-HUNDRED-TWENTY-ONE	JUPITER MOON	S: 1	E: 121
EPISODE ONE-HUNDRED-TWENTY-TWO	JUPITER MOON	S: 1	E: 122
EPISODE SEVENTY-SEVEN	JUPITER MOON	S: 1	E: 77
EPISODE SIXTY-EIGHT	JUPITER MOON	S: 1	E: 68
EPISODE SIXTY-SEVEN	JUPITER MOON	S: 1	E: 67
EPISODE THIRTY-NINE	JUPITER MOON	S: 1	E: 39
EPISODE TWENTY-SIX	JUPITER MOON	S: 1	E: 26
EPISODE TWENTY-TWO	JUPITER MOON	S: 1	E: 22
Joe Ahearne			
HABEAUS CORPUS	ULTRAVIOLET	S: 1	E: 1
IN NOMINE PATRIS	ULTRAVIOLET	S: 1	E: 2
MEA CULPA	ULTRAVIOLET	S: 1	E: 4
PERSONA NON GRATA	ULTRAVIOLET	S: 1	E: 6
SUB JUDICE	ULTRAVIOLET	S: 1	E: 3
TERRA INCOGNITA	ULTRAVIOLET	S: 1	E: 5
Joe Boyle			
	ATLANTIS HIGH	S: 1	E: 20
	ATLANTIS HIGH	S: 1	E: 15
Joe Coppoletta			
A PRICE ON HIS SOUL	NEW ADVENTURES OF ROBIN HOOD, THE	S: 1	E: 5
ROBIN AND THE GOLDEN ARROW	NEW ADVENTURES OF ROBIN HOOD, THE	S: 1	E: 3
Joe Fisch			
DICK LIKE ME	THIRD ROCK FROM THE SUN	S: 1	E: 15
GREEN EYED DICK	THIRD ROCK FROM THE SUN	S: 1	E: 6
Joe Gannon			
DREAMS FOR SALE	TWILIGHT ZONE,THE (1985)	S: 1	E: 4
Joe Gannon, Steve Roberts			
BLIPVERTS	MAX HEADROOM	S: 1	E: 1
Joe Johnson			
CRIME OF THE NEW CENTURY	MUTANT X	S: 1	E: 9
FAMILY MATTERS	VIPER (1996)	S: 3	E: 9

Science Fiction Writers

Episode Title	Name of Programme		
Joe Menosky			
ALTER EGO	STAR TREK: VOYAGER	S: 3	E: 13
CLEAN SLATE	UNSUB	S: 1	E: 3
CONCERNING FLIGHT	STAR TREK: VOYAGER	S: 4	E: 10
CONTACT	ALIEN NATION	S: 1	E: 8
DARMOK	STAR TREK: THE NEXT GENERATION	S: 5	E: 2
DRAMATIS PERSONAE	STAR TREK: DEEP SPACE NINE	S: 1	E: 17
EMERGENCE	STAR TREK: THE NEXT GENERATION	S: 7	E: 22
ENIGMA	DEAD ZONE, THE	S: 1	E: 4
FALSE PROFITS	STAR TREK: VOYAGER	S: 3	E: 5
HERO WORSHIP	STAR TREK: THE NEXT GENERATION	S: 5	E: 10
INTERFACE	STAR TREK: THE NEXT GENERATION	S: 7	E: 3
LATENT IMAGE	STAR TREK: VOYAGER	S: 5	E: 11
LEGACY	STAR TREK: THE NEXT GENERATION	S: 4	E: 6
MASKS	STAR TREK: THE NEXT GENERATION	S: 7	E: 16
MUSE	STAR TREK: VOYAGER	S: 6	E: 22
NTH DEGREE	STAR TREK: THE NEXT GENERATION	S: 4	E: 19
RIVALRY	STAR TREK: DEEP SPACE NINE	S: 2	E: 11
SHAMAN	DEAD ZONE, THE	S: 1	E: 12
THE CHASE	STAR TREK: THE NEXT GENERATION	S: 6	E: 18
THE FIGHT	STAR TREK: VOYAGER	S: 5	E: 18
THE THAW	STAR TREK: VOYAGER	S: 2	E: 23
THE VOYAGER CONSPIRACY	STAR TREK: VOYAGER	S: 6	E: 9
TINKER, TENAR, DOCTOR, SPY	STAR TREK: VOYAGER	S: 6	E: 4
Joe Menosky, Michael Piller			
TIME'S ARROW (PART 1)	STAR TREK: THE NEXT GENERATION	S: 5	E: 25
ZION	DEAD ZONE, THE	S: 2	E: 12
Joe Menosky, Naren Shankar			
SUSPICIONS	STAR TREK: THE NEXT GENERATION	S: 6	E: 20
Joe Menosky, Ronald D. Moore			
IN THEORY	STAR TREK: THE NEXT GENERATION	S: 4	E: 25
Joe Menosky, Scott Smith Miller			
BLINK OF AN EYE	STAR TREK: VOYAGER	S: 6	E: 12
Joe Pokaski			
CAUTIONARY TALES	HEROES	S: 2	E: 9
FALLOUT	HEROES	S: 1	E: 11
FIVE YEARS GONE	HEROES	S: 1	E: 20
Joe Purdy, Rick Gitelson			
LOCAL HERO	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 18
Joe Rassulo			
CULTURE	BLACK HOLE HIGH	S: 1	E: 7
Joe Reinkemeyer, Matt Kiene			
LEVEL OF NECESSITY	SPACE : ABOVE AND BEYOND	S: 1	E: 13
SLIPFIGHTER THE DOGS OF WAR	ANDROMEDA	S: 3	E: 6
Joe Stone, Paul King			
TEETH OF THE WATCHDOG	WORLD OF GIANTS	S: 1	E: 3
Joel Anderson Thompson			
EPIPHANIES	BATTLESTAR GALACTICA (2004)	S: 2	E: 13
Joel Fields			
SUPERNAKED	SECRET AGENT MAN	S: 1	E: 5
Joel Kane			
THE COPPER CAPER	IT'S ABOUT TIME	S: 1	E: 2
Joel M. Barkow, Louis J. Zivot			
BRIDE OF THE FRAKENBEANS	BIG BAD BEETLEBORGS	S: 1	E: 41
BROTHERLY FRIGHT	BIG BAD BEETLEBORGS	S: 1	E: 49
BYE, BYE FRANKIE	BIG BAD BEETLEBORGS	S: 1	E: 23
DON'T FEAR THE REAPER	BEETLEBORGS METALLIX	S: 1	E: 14
HEADLESS OVER HEELS	BEETLEBORGS METALLIX	S: 1	E: 6
LADY AND THE CHAMPS	BEETLEBORGS METALLIX	S: 1	E: 26
MEGA SPECTRA BETTLEBORGS	BEETLEBORGS METALLIX	S: 1	E: 30
SUNSET BOO-LEVARD	BEETLEBORGS METALLIX	S: 1	E: 10
THE CURSE OF THE MUMS' TOMB	BIG BAD BEETLEBORGS	S: 1	E: 36
THE POE AND THE PENDULUM	BEETLEBORGS METALLIX	S: 1	E: 21

Episode Title	Name of Programme		
YO HO BORGS	BIG BAD BEETLEBORGS	S: 1	E: 31
Joel Metzger			
DATA WORLD	SLIDERS	S: 4	E: 17
OUT OF BODY	CLEOPATRA 2525	S: 2	E: 7
STRAIGHT AND NARROW	OUTER LIMITS,THE (1995)	S: 2	E: 8
THE ILLUSION OF MAJESTY	ANDROMEDA	S: 3	E: 19
WILD CHILD	PRETENDER, THE	S: 4	E: 7
Joel Rapp			
DEATH AT MY FINGERTIPS	SCIENCE FICTION THEATRE	S: 2	E: 23
THE HUMAN CIRCUIT	SCIENCE FICTION THEATRE	S: 2	E: 30
Joel Surnow			
DESTINY BABES	BILL AND TED'S EXCELLENT ADVENTURES	S: 1	E: 5
THE WASTE	SPECIAL UNIT 2	S: 1	E: 5
THE WRAPS	SPECIAL UNIT 2	S: 1	E: 3
Johanna Stokes			
GAMES PEOPLE PLAY	EUREKA	S: 2	E: 4
RIGHT AS RAYNES	EUREKA	S: 1	E: 8
John Alan Schwartz, E. Paul Edwards			
THE FINAL VERDICT	KNIGHT RIDER	S: 1	E: 10
JOHN APPELBAUM, ANDRE NEMEC			
I SEE DEAD FAT PEOPLE	CHRONICLE, THE	S: 1	E: 15
John Boni			
CHILD PRODIGY	SMALL WONDER	S: 1	E: 11
TED'S LAY-OFF	SMALL WONDER	S: 1	E: 19
John Brancato & Michael Ferris			
"PILOT"	OTHERS, THE	S: 1	E: 1
MORA	OTHERS, THE	S: 1	E: 9
UNNAMED	OTHERS, THE	S: 1	E: 2
John Brason			
BEHEMOTH	MOONBASE 3	S: 1	E: 2
OUTSIDERS	MOONBASE 3	S: 1	E: 4
John Brown			
CRUSADER IN THE CRYPT	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 14
John Bushnell, Stuart Jerome			
FACSIMILE	SCIENCE FICTION THEATRE	S: 2	E: 33
John Chambers			
THE DEVIL STILL HOLDS MY HAND	STRANGE WORLD	S: 1	E: 4
John Collee			
A DOUBLE LIFE	STAR COPS	S: 1	E: 7
IN WARM BLOOD	STAR COPS	S: 1	E: 6
OTHER PEOPLE'S SECRETS	STAR COPS	S: 1	E: 8
John Considine			
FACES OF EVE	ROBOCOP - THE SERIES	S: 1	E: 9
GOSPEL ACCORDING TO LEGEND	LEGEND	S: 1	E: 7
THE HUMAN FACTOR	ROBOCOP - THE SERIES	S: 1	E: 11
John Cutts			
FLYING DUTCHMAN	LAND OF THE LOST (1974)	S: 3	E: 7
John D.F. Black			
KILLER SPORES (100 MINUTES)	MAN FROM ATLANTIS	S: 1	E: 3
THE NAKED TIME	STAR TREK	S: 1	E: 5
John D.F. Black, J. Michael Bingham			
THE NAKED NOW	STAR TREK: THE NEXT GENERATION	S: 1	E: 2
John D'Aquino			
THE BEAST WITHIN	QUANTUM LEAP	S: 5	E: 18
John Dolin			
DEVOULTION	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 6
HEARTLAND	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 3
SOLITARY CONFINEMENT	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 13
John F. Whelpley			
AFTERLIFE	OUTER LIMITS,THE (1995)	S: 2	E: 15
John Flanagan, Andrew McCulloch			
MEGLOS (1-4)	DOCTOR WHO	S: 18	E: 2

Science Fiction Writers

Episode Title	Name of Programme		
John Fletcher			
CARLOS AND THE COUNT	POWER RANGERS TURBO	S: 2	E: 23
FIRE IN YOUR TANK	POWER RANGERS TURBO	S: 2	E: 17
PARTS AND PARCEL	POWER RANGERS TURBO	S: 2	E: 11
SONG OF CONFUSION	POWER RANGERS TURBO	S: 2	E: 20
THE ACCIDENT	POWER RANGERS TURBO	S: 2	E: 21
THE BARILLIAN STING	POWER RANGERS IN SPACE	S: 1	E: 13
THE DARKEST DAY (PART 1 OF 2)	POWER RANGERS TURBO	S: 2	E: 9
THE ROBOT RANGER	POWER RANGERS TURBO	S: 2	E: 14
TURN OF THE WRETCHED WRENCH	POWER RANGERS TURBO	S: 2	E: 18
VANISHING ACT	POWER RANGERS TURBO	S: 2	E: 7
John Fletcher, Jackie Marchand			
NEPTUNE'S DAUGHTER	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 18
OLYMPIUS UNBOUND (PART 2 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 17
THE CHOSEN PATH	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 6
THE LAST RANGER	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 15
THE SORCERER OF THE SANDS (PART 1 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 16
WEB WAR	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 19
John Fletcher, Jackie Marchand, Denise Skinner			
THE WRATH OF THE QUEEN (PART 1 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 21
John Francis Moore			
FIREHAWK	VIPER (1994)	S: 1	E: 6
John Francis Moore, Howard Chaykin			
DEADLY NIGHTSHADE	FLASH, THE	S: 1	E: 16
DONE WITH MIRRORS	FLASH, THE	S: 1	E: 19
THE TRICKSTER	FLASH, THE	S: 1	E: 12
WATCHING THE DETECTIVE	FLASH, THE	S: 1	E: 3
John Furia Jr.			
I DREAM OF GENIE	TWILIGHT ZONE,THE (1958)	S: 4	E: 12
John G. Simmons			
EYE OF THE STORM	TRACKER	S: 1	E: 17
John Gartland			
LICENSE TO FILL	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 20
John Gilber			
TRAITOR IN ZEBRA	AVENGERS,THE	S: 2	E: 11
John Goldsmith			
SEEDS OF DESTRUCTION	SPACE: 1999	S: 2	E: 11
John Gould			
IN THE DARK	DOOMWATCH	S: 2	E: 9
THE ENQUIRY	DOOMWATCH	S: 3	E: 8
John Groves			
TERMINAL ROCK	WAR OF THE WORLDS	S: 2	E: 4
John Harrison			
SURVIVAL OF THE FITTEST	EARTH 2	S: 1	E: 18
John Hawkesworth, Robert Schlitt			
TARGET: LONDON	Q.E.D.	S: 1	E: 1
John Hay			
BEWARE OF THE DOG	LIFE FORCE	S: 1	E: 7
THE THOUGHT FISH	LIFE FORCE	S: 1	E: 13
John Hill			
STAR-CROSSED	QUANTUM LEAP	S: 1	E: 2
John Hoberg			
HONEY, IT'S ONE SMALL STEP FOR MANKIND	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 8
John Huff & L. Ford Neal			
FIRE ON THE WING	STREET HAWK	S: 1	E: 6
John J. Sakmar, Kerry Lenhart			
PHATOM OF THE OPERA	EARLY EDITION	S: 1	E: 18
SEAWEST	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 11
STINGER	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 17
John Jackson			
THE FUTURE IS YOURS	POWERS	S: 1	E: 13

John Kirk

Science Fiction Writers

Episode Title	Name of Programme		
CHEMLAB (AKA CHEM CLUB)	NET, THE	S: 1	E: 21
FEAR BURNS DOWN THE ASHES	ANDROMEDA	S: 4	E: 15
FIREBALL	NET, THE	S: 1	E: 7
HARVEST	NET, THE	S: 1	E: 10
SAMPLE	NET, THE	S: 1	E: 13
SAVING LIGHT FROM A BLACK SUN	ANDROMEDA	S: 5	E: 16
John Kneubuhl			
NIGHTMARE	INVADERS,THE (1967)	S: 1	E: 7
STORM	INVADERS,THE (1967)	S: 1	E: 13
John Kruiise			
THE TUNNEL OF FEAR	AVENGERS,THE	S: 1	E: 20
John Kubichan			
MY SOUL TO KEEP	WAR OF THE WORLDS	S: 1	E: 20
John L. Greene			
MY FAVORITE MARTIN	MY FAVOURITE MARTIAN	S: 1	E: 1
John L. Greene, Paul David			
AN OLD, OLD FRIEND OF THE FAMILY	MY FAVOURITE MARTIAN	S: 1	E: 23
THE MATCHMAKERS	MY FAVOURITE MARTIAN	S: 1	E: 2
John Lansing, Bruce Cervi			
CROSS-FIRED	SWAMP THING	S: 3	E: 28
rites of passage	SWAMP THING	S: 3	E: 18
John Lloyd Parry			
THE FAIR UNKNOWN	ANDROMEDA	S: 2	E: 18
John Lucarotti			
ACHILLES HEEL	MOONBASE 3	S: 1	E: 3
CASTLE DE'ATH	AVENGERS,THE	S: 4	E: 5
CASTOR AND POLLUX	MOONBASE 3	S: 1	E: 5
CHILD OF THE SUN GOD	JOE 90	S: 1	E: 22
DEATH A LA CARTE	AVENGERS,THE	S: 3	E: 13
KIDNAP	STAR MAIDENS	S: 1	E: 5
KILLERWHALE	AVENGERS,THE	S: 2	E: 26
MARCO POLO (1-7)	DOCTOR WHO	S: 1	E: 4
MYSTERIOUS METAL	SECRET BENEATH THE SEA	S: 1	E: 1
SABOTAGE	SECRET BENEATH THE SEA	S: 1	E: 3
TAKE-OVER	SECRET BENEATH THE SEA	S: 1	E: 5
THE AZTECS (1-4)	DOCTOR WHO	S: 1	E: 6
THE DEATH TRAP	SECRET BENEATH THE SEA	S: 1	E: 6
THE FAR DISTANT DEAD	AVENGERS,THE	S: 1	E: 21
THE HOUR THAT NEVER WAS	AVENGERS,THE	S: 4	E: 9
THE MASSACRE OF ST.BARTHOLOMEW'S EVE (1-4)	DOCTOR WHO	S: 3	E: 5
THE PROTON STORM	STAR MAIDENS	S: 1	E: 4
THE WHITE ELEPHANT	AVENGERS,THE	S: 3	E: 15
THE X-LAYER	SECRET BENEATH THE SEA	S: 1	E: 4
VOYAGE INTO DANGER	SECRET BENEATH THE SEA	S: 1	E: 2
John Manchip White			
PROPELLANT 23	AVENGERS,THE	S: 2	E: 2
John Mandel			
DETENTION	SO WEIRD	S: 3	E: 3
EDDIE'S DESK	SO WEIRD	S: 3	E: 4
GONE FISHIN'	SO WEIRD	S: 3	E: 22
PEN PAL	SO WEIRD	S: 3	E: 16
STATE OF THE ART	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 4
John Mandel, Bruce Zimmerman			
DEAD RINGER	SO WEIRD	S: 3	E: 24
THE RIVER	SO WEIRD	S: 3	E: 26
John Mantly			
BEHOLD, ECK!	OUTER LIMITS,THE (1963)	S: 2	E: 3
John Marc De-Matties, J.M. DeMatteis			
MOONSCAPE	EARTH: FINAL CONFLICT	S: 2	E: 5
SLEEPERS	EARTH: FINAL CONFLICT	S: 2	E: 6
John Mason, Mike Gray			
UNNATURAL SELECTION	STAR TREK: THE NEXT GENERATION	S: 2	E: 7

John May, Suzanne Bolch

Science Fiction Writers

Episode Title	Name of Programme		
THE GUARDIAN	JOURNEY OF ALLEN STRANGE, THE	S: 1	E: 8
TWO FOR THE ROAD	JOURNEY OF ALLEN STRANGE, THE	S: 2	E: 6
John Maynard			
UNWELCOME VISITOR	R3	S: 2	E: 2
John McGreevey			
MIST OF SILENCE	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 4
John McNamara			
AND THAT ABOUT CONCLUDES OUR SESSION	SPY GAMES	S: 1	E: 8
CHURCH OF METROPOLIS	LOIS AND CLARK	S: 2	E: 5
HARD ROCK	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 18
SENIOR SPIRIT	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 8
SWEAR TO GOD, THIS TIME WERE NOT KIDDING	LOIS AND CLARK	S: 4	E: 4
TEMPUS, ANYONE	LOIS AND CLARK	S: 3	E: 14
TOP COPY	LOIS AND CLARK	S: 2	E: 14
VOICE FROM THE PAST (PART 3 OF 3)	LOIS AND CLARK	S: 4	E: 19
WALL OF SOUND	LOIS AND CLARK	S: 2	E: 2
WE HAVE A LOT TO TALK ABOUT	LOIS AND CLARK	S: 3	E: 1
WHY SPY	SPY GAMES	S: 1	E: 1
John McNamara & David Simkins			
BRISCO FOR THE DEFENSE	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 9
John McNamara, Kathy McCormick			
HOW DIPLOMATIC OF YOU	SPY GAMES	S: 1	E: 12
John Meredyth Lucas			
ELAAN OF TROYIUS	STAR TREK	S: 3	E: 13
H+2+0=DEATH	SIX MILLION DOLLAR MAN,THE	S: 4	E: 5
JUDAS GOAT	LOGAN'S RUN	S: 1	E: 8
KILL OSCAR (PART 2) (cf THE BIONIC WOMAN)	SIX MILLION DOLLAR MAN,THE	S: 4	E: 6
PATTERNS OF FORCE	STAR TREK	S: 2	E: 21
THAT WHICH SURVIVES	STAR TREK	S: 3	E: 17
THE CHANGELING	STAR TREK	S: 2	E: 3
THE CHESHIRE PROJECT	SIX MILLION DOLLAR MAN,THE	S: 5	E: 8
THE IMPLANT PEOPLE	STARLOST,THE	S: 1	E: 12
John Meredyth Lucas, Story by Richard Landau			
DARK SIDE OF THE MOON (1-2)	SIX MILLION DOLLAR MAN,THE	S: 5	E: 6
John Meyer, Paul Bartel			
GERSHWIN'S TRUNK	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 17
John Milne			
KIDNAP	FUTURECAST	S: 1	E: 1
THE KING OF CHAOS	FUTURECAST	S: 1	E: 2
John O'Dea, Arthur Rowe			
THE GARDEN OF EVIL AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 8
THE KOOKY SPOOK AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 29
THE PARADISE LOST AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 10
John O'Dea, Jay Simms			
RIGHT OF WAY	SECOND HUNDRED YEARS,THE	S: 1	E: 18
John Pennington			
FACE IN A MIRROR	ADAM ADAMANT LIVES!	S: 2	E: 6
LEAGUE OF UNCHARITABLE LADIES	ADAM ADAMANT LIVES!	S: 1	E: 13
SING A SONG OF MURDER	ADAM ADAMANT LIVES!	S: 1	E: 9
John Phelps, Gary Lawson			
NEMISIS	MY HERO	S: 2	E: 4
NOT FOR PROPHET	MY HERO	S: 6	E: 5
John Philips (aka Rod Serling)			
THE NEW PEOPLE	NEW PEOPLE, THE	S: 1	E: 1
John Richmond			
A CASE OF EAVESDROPPING	TALES OF MYSTERY	S: 3	E: 6
DEFERRED APPOINTMENT	TALES OF MYSTERY	S: 2	E: 7
DOLL,THE	TALES OF MYSTERY	S: 3	E: 2
EGYPTIAN SORCERY	TALES OF MYSTERY	S: 3	E: 3
WOLVES OF GOD	TALES OF MYSTERY	S: 2	E: 11
John Ridley			
EMP	TEAM KNIGHT RIDER	S: 1	E: 19

Episode Title	Name of Programme		
John Rogers BEFORE I FORGET	EUREKA	S: 1	E: 3
John Romano, Robert Rabinowitz, Bob Brush THEIF SWIPES MAYORS DOG	EARLY EDITION	S: 1	E: 5
John Sacret Young SISTERS	VR5	S: 1	E: 12
John Sacret Young, John Mankiewicz, Peter M. Lenkov, Jeannine Re IT'S MAGIC	LEVEL 9	S: 1	E: 11
John Sacret Young, Thania St. John 5D ESCAPE	VR5 VR5	S: 1 S: 1	E: 4 E: 5
John Scheinfeld THE MAGNIFICENT T.K.R.	TEAM KNIGHT RIDER	S: 1	E: 2
John Schulian EYE OF THE BEHOLDER MONA LISA PROJECT 4-12 THE WRONG PATH	HERCULES: THE LEGENDARY JOURNEYS OUTER LIMITS,THE (1995) TREMORS HERCULES: THE LEGENDARY JOURNEYS	S: 1 S: 7 S: 1 S: 1	E: 2 E: 6 E: 8 E: 1
John Schulian, Brent Maddock, S.S. Wilson NIGHT OF THE SHRIEKERS	TREMORS	S: 1	E: 3
John Schulian, Christopher Silber, Brent Maddock THE KEY	TREMORS	S: 1	E: 11
John Sheppard GHOSTS OF WAR MOTHER'S DAY	ROBOCOP - THE SERIES ROBOCOP - THE SERIES	S: 1 S: 1	E: 6 E: 18
John Sherlock FEAR FACTOR	LOGAN'S RUN	S: 1	E: 9
John Shiban BADLAA CANAMAR DAWN DIAGNOSIS: JIMMY EINE KLEINE FROHIKE EL MUNDO GIRA ELEGY MANUS DOMINI MINEFIELD S.R. 819 TESO DOS BICHOS THE WALK UNDERNEATH	X FILES,THE ENTERPRISE ENTERPRISE LONE GUNMEN, THE LONE GUNMEN, THE X FILES,THE X FILES,THE HARSH REALM ENTERPRISE X FILES,THE X FILES,THE X FILES,THE X FILES,THE	S: 8 S: 2 S: 2 S: 1 S: 1 S: 4 S: 4 S: 1 S: 2 S: 6 S: 3 S: 3 S: 9	E: 10 E: 17 E: 13 E: 9 E: 3 E: 11 E: 22 E: 7 E: 3 E: 8 E: 18 E: 7 E: 12
John Shiban, Frank Spotnitz TRAVELERS	X FILES,THE	S: 5	E: 15
John Shiban, Frank Spotnitz, Vince Gilligan, Chris Carter "PILOT"	LONE GUNMEN, THE	S: 1	E: 1
John Shiban, Vince Gilligan, Frank Spotnitz BOND, JIMMY BOND THE CAP'N TOBY SHOW	LONE GUNMEN, THE LONE GUNMEN, THE	S: 1 S: 1	E: 2 E: 13
John Shirley VISIONARY	STAR TREK: DEEP SPACE NINE	S: 3	E: 15
John Simmons WAR OF ILLUSIONS	V (1984)	S: 1	E: 17
John Stroud HAPPY EVER AFTER?	BUGS	S: 3	E: 7
John Tellegen ABANDONED DARK WISH (PART 1 OF 3) FOLLOW THE RANGER GAME ON INSOMNIA (PART 2 OF 2) IT'S HAMMER TIME KORAGG'S TRIAL	POWER RANGERS S.P.D POWER RANGERS MYSTRIC FORCE POWER RANGERS OPERATION OVERDRIVE POWER RANGERS DINOTHUNDER POWER RANGERS S.P.D POWER RANGERS OPERATION OVERDRIVE POWER RANGERS MYSTRIC FORCE	S: 1 S: 1 S: 1 S: 1 S: 1 S: 1 S: 1	E: 13 E: 18 E: 9 E: 7 E: 34 E: 17 E: 21

Episode Title	Name of Programme	S:	E:
LEADER OF THE WHACK	POWER RANGERS DINOTHUNDER	S: 1	E: 15
LEGENDARY CATASTROS	POWER RANGERS MYSTRIC FORCE	S: 1	E: 6
LIGHT SOURCE (PART 1 OF 2)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 28
LIGHT SOURCE (PART 2 OF 2)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 29
LIGHTS, CAMERA, DAX	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 10
LONG AGO	POWER RANGERS MYSTRIC FORCE	S: 1	E: 14
MAN OF MERCURY (PART 1 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 13
MAN OF MERCURY (PART 2 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 14
OCEAN ALERT	POWER RANGERS DINOTHUNDER	S: 1	E: 10
PETREIFIED XANDER	POWER RANGERS MYSTRIC FORCE	S: 1	E: 10
RANGER DOWN	POWER RANGERS MYSTRIC FORCE	S: 1	E: 17
RED RANGER UNPLUGGED	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 26
RONNY ON EMPTY (PART 1 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 23
RONNY ON EMPTY (PART 2 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 24
S.W.A.T. (PART 1 OF 2)	POWER RANGERS S.P.D	S: 1	E: 26
SAM (PART 2 OF 2)	POWER RANGERS S.P.D	S: 1	E: 8
THE HUNTER	POWER RANGERS MYSTRIC FORCE	S: 1	E: 25
THE UNDERWATER WORLD	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 3
TWO FALLEN FOES	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 30
WALLS	POWER RANGERS S.P.D	S: 1	E: 4
WAY BACK WHEN	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 29
WHEATHER OR NOT	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 5
WHISPERING VOICES	POWER RANGERS MYSTRIC FORCE	S: 1	E: 5
John Tellegen, Mark Hoffmeier			
SHANE'S KARMA PART 2	POWER RANGERS NINJA STORM	S: 1	E: 26
John Tully			
THIS BODY IS MINE	OUT OF THE UNKNOWN	S: 4	E: 3
John Turman			
LONE WOLF	FREEDOM	S: 1	E: 7
RANSOM	FREEDOM	S: 1	E: 12
RETURN	FREEDOM	S: 1	E: 11
John Vorhaus			
DIAMOND IN THE ROUGH	VIPER (1996)	S: 1	E: 5
FOOL ME TWICE	SENTINEL, THE	S: 3	E: 7
SECOND CHANCE	SENTINEL, THE	S: 2	E: 10
SIGHT UNSEEN	FLASH, THE	S: 1	E: 10
SMART ALEC	SENTINEL, THE	S: 2	E: 18
John W. Bloch			
GENESIS	INVADERS,THE (1967)	S: 1	E: 5
NIGHT OF THE CLONES	AMAZING SPIDERMAN,THE	S: 1	E: 4
THE BETRAYED	INVADERS,THE (1967)	S: 1	E: 12
THE ENEMY	INVADERS,THE (1967)	S: 2	E: 5
THE INNOCENTS	INVADERS,THE (1967)	S: 1	E: 10
THE POSSESSED	INVADERS,THE (1967)	S: 2	E: 16
John W. Bloch, Rita Lakin, Alan A. Armer			
MOONSHOT	INVADERS,THE (1967)	S: 1	E: 15
John Warren			
RIVERBOAT	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 6
John Warwick			
TWO HEADS ARE BETTER THAN ONE	PHOENIX FIVE	S: 1	E: 2
John Wheaply			
ATTONMENT	EARTH: FINAL CONFLICT	S: 4	E: 17
STREET CHASE	EARTH: FINAL CONFLICT	S: 4	E: 15
John Whelpley			
BAD GENES	EARTH: FINAL CONFLICT	S: 5	E: 18
HARPER 2.0	ANDROMEDA	S: 1	E: 14
PHANTOM COMPANION	EARTH: FINAL CONFLICT	S: 4	E: 9
THE JOURNEY	EARTH: FINAL CONFLICT	S: 5	E: 21
UNEARTHED	EARTH: FINAL CONFLICT	S: 5	E: 1
WHEN GOES AROUND . . .	ANDROMEDA	S: 5	E: 6
John Whelpley, Jeri Taylor			
SUDDENLY HUMAN	STAR TREK: THE NEXT GENERATION	S: 4	E: 4
John Whelpley, Robert Hewitt Wolfe			

Episode Title	Name of Programme		
INVASIVE PROCEDURES	STAR TREK: DEEP SPACE NINE	S: 2	E: 4
John Whepley			
FIRST BREATH	EARTH: FINAL CONFLICT	S: 4	E: 3
LIMBO	EARTH: FINAL CONFLICT	S: 4	E: 4
John Wiles			
TASTE OF EVIL	OUT OF THE UNKNOWN	S: 4	E: 1
THE MAN IN MY HEAD	OUT OF THE UNKNOWN	S: 4	E: 8
John-Michael Maas, Tracy Tormé			
RULE OF LAW	OUTER LIMITS,THE (1995)	S: 7	E: 17
Johnny Byrne			
ANOTHER TIME,ANOTHER PLACE	SPACE: 1999	S: 1	E: 16
ARC OF INFINITY (1-4)	DOCTOR WHO	S: 20	E: 1
END OF ETERNITY	SPACE: 1999	S: 1	E: 12
FORCE OF LIFE	SPACE: 1999	S: 1	E: 2
MISSION OF THE DARIANS	SPACE: 1999	S: 1	E: 9
THE DORCONS	SPACE: 1999	S: 2	E: 23
THE IMMUNITY SYNDROME	SPACE: 1999	S: 2	E: 22
THE KEEPER OF TRAKEN (1-4)	DOCTOR WHO	S: 18	E: 6
THE METAMORPH	SPACE: 1999	S: 2	E: 1
THE TESTAMENT OF ARKADIA	SPACE: 1999	S: 1	E: 23
THE TROUBLED SPIRIT	SPACE: 1999	S: 1	E: 22
VOYAGER'S RETURN	SPACE: 1999	S: 1	E: 6
WARRIORS OF THE DEEP (1-4)	DOCTOR WHO	S: 21	E: 1
Jon Boorstin			
MOON GIVER	THREE MOONS OVER MILFORD	S: 1	E: 4
Jon Boorstin, Howard Chesley			
MOONSTRUCK	THREE MOONS OVER MILFORD	S: 1	E: 3
SHOOT THE MOON	THREE MOONS OVER MILFORD	S: 1	E: 2
Jon Brown			
SIDEKICK	MY HERO	S: 6	E: 4
Jon Cooksey, Ali Marie Matheson			
ENCORE	SO WEIRD	S: 2	E: 24
Jon Cooksey, Ali Marie Matheson, Jim Praytor, Andi Bushell			
LOST	SO WEIRD	S: 1	E: 12
Jon Cowan, Robert Rovner			
ENEMY	FREEDOM	S: 1	E: 4
Jon Ezrine			
TREASURE	SWAMP THING	S: 1	E: 9
Jon Harmon Feldman			
MISSING	ROSWELL	S: 1	E: 5
Jon Kroll			
BATTLE OF VEKARA	HYPERNAUTS	S: 1	E: 4
CLOUDHOLM	HYPERNAUTS	S: 1	E: 5
HOLE IN THE SKY	HYPERNAUTS	S: 1	E: 10
NEW ALLIANCES	HYPERNAUTS	S: 1	E: 11
Jon Kubichan			
AFTER-SHOCK	LAND OF THE LOST (1974)	S: 3	E: 1
HOT-AIR ARTIST	LAND OF THE LOST (1974)	S: 3	E: 8
MEDICINE MAN	LAND OF THE LOST (1974)	S: 3	E: 13
REPAIRMAN	LAND OF THE LOST (1974)	S: 3	E: 4
THE ORB	LAND OF THE LOST (1974)	S: 3	E: 3
Jon Povill			
EL SIDE	SLIDERS	S: 2	E: 5
OBSESSION	SLIDERS	S: 2	E: 9
THE LUCK OF THE DRAW	SLIDERS	S: 1	E: 9
Jon Sherman			
"PILOT"	DEAD AT 21	S: 1	E: 1
JENNY'S NON DREAM	SABRINA THE TEENAGE WITCH	S: 1	E: 13
LIVE FOR TODAY	DEAD AT 21	S: 1	E: 7
TERRIBLE THINGS	SABRINA THE TEENAGE WITCH	S: 1	E: 4
TIE YOUR MOTHER DOWN	DEAD AT 21	S: 1	E: 8
Jon Spira, Andrew Selzer, Frank McGinn			

Episode Title	Name of Programme		
VIVA LEXX VEGAS	LEXX: THE DARK ZONE STORIES	S: 4	E: 21
Jon Spira, Andrew Selzer, Paul Donovan			
A MIDSUMMER'S NIGHTMARE	LEXX: THE DARK ZONE STORIES	S: 4	E: 11
Jon Weisman			
MEMORY	SO WEIRD	S: 1	E: 3
SECOND GENERATION	SO WEIRD	S: 2	E: 9
SINGULARITY	SO WEIRD	S: 1	E: 11
Jonah Royston, George Ghent			
CHILDREN OF METHUSELAH	STARLOST,THE	S: 1	E: 5
Jonas E. Agin, Vijal M. Patel			
DUST TILL DAWN	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 5
Jonas E. Agin, Vijal Patel			
ALL FOR ONE, ONE FOR NEPOL	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 3
Jonas McCord			
THE FIRST OF ITS KIND	EARTH: FINAL CONFLICT	S: 2	E: 1
Jonas Pate			
EPISODE 13	SURFACE	S: 1	E: 13
EPISODE 3	SURFACE	S: 1	E: 3
Jonathan Brandis			
THE SIAMESE DREAM	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 18
Jonathan Cuba			
HALLOWEEN HAUNTED HOUSE OF HORRORS	BEETLEBORGS METALLIX	S: 1	E: 19
MONSTER IMPOSTER	BEETLEBORGS METALLIX	S: 1	E: 7
Jonathan Day, Steven L. Sears, Burt Pearl			
TIL DEATH DUAL US PART	HIGHWAYMAN,THE	S: 1	E: 4
Jonathan E. Steinberg, Dan Shotz			
BLACK JACK	JERICO	S: 1	E: 13
Jonathan Falls			
DAGGERS	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 1
Jonathan Fernandez			
IMPLUSE	ENTERPRISE	S: 3	E: 5
Jonathan Glassner			
DOUBLE HELIX	OUTER LIMITS,THE (1995)	S: 3	E: 12
FOLLOW THE LEADER	ODYSSEY 5	S: 1	E: 17
FOREVER IN A DAY	STARGATE SG1	S: 3	E: 10
FROM WITHIN	OUTER LIMITS,THE (1995)	S: 2	E: 13
GHOST OF A CHANCE	INVISIBLE MAN (2000)	S: 1	E: 15
IMPETUS	INVISIBLE MAN (2000)	S: 1	E: 7
INSENSATE	INVISIBLE MAN (2000)	S: 2	E: 7
MARY 25	OUTER LIMITS,THE (1995)	S: 4	E: 15
MONEY FOR NOTHING PART 2	INVISIBLE MAN (2000)	S: 1	E: 22
SETH	STARGATE SG1	S: 3	E: 2
SHADES OF GREY	STARGATE SG1	S: 3	E: 18
SHOW AND TELL	STARGATE SG1	S: 2	E: 19
THE BROCA DIVIDE	STARGATE SG1	S: 1	E: 4
THE CAMP	INVISIBLE MAN (2000)	S: 2	E: 2
TOKRA (1-2)	STARGATE SG1	S: 2	E: 11
VALERIE 23	OUTER LIMITS,THE (1995)	S: 1	E: 2
Jonathan Glassner & Brad Wright			
THE GAMEKEEPER	STARGATE SG1	S: 2	E: 4
Jonathan Glassner and Brad Wright			
CHILDREN OF THE GODS	STARGATE SG1	S: 1	E: 1
Jonathan Glassner, David Levinson			
IMMATERIAL GIRL	INVISIBLE MAN (2000)	S: 2	E: 13
Jonathan Glassner, Manny Coto			
FOSSIIL	ODYSSEY 5	S: 1	E: 20
Jonathan Goldstein			
PLEASED TO EAT YOU	BIG WOLF ON CAMPUS	S: 2	E: 12
STALK LIKE AN EGYPTIAN	BIG WOLF ON CAMPUS	S: 1	E: 10
Jonathan Kaufer			
ALL THE EMPEROR'S QUASI-NORMS (1-2)	QUARK	S: 1	E: 6
THE THORNHILL AFFAIR	HOLMES AND YOYO	S: 1	E: 6

Science Fiction Writers

Episode Title	Name of Programme		
Jonathan Kaufer, Earl Barrett, Arne Sultan			
BYE,BYE BENNIE	HOLMES AND YOYO	S: 1	E: 13
Jonathan Myerson			
EPISODE NINETY-FOUR	JUPITER MOON	S: 1	E: 94
EPISODE ONE-HUNDRED	JUPITER MOON	S: 1	E: 100
THE LOTUS EATERS	LEGEND OF WILLIAM TELL, THE	S: 1	E: 11
Jonathan Myserson			
EPISODE ONE-HUNDRED-ELEVEN	JUPITER MOON	S: 1	E: 111
EPISODE SEVENTY-EIGHT	JUPITER MOON	S: 1	E: 78
EPISODE SEVENTY-NINE	JUPITER MOON	S: 1	E: 79
Jonathan Robert Kaplan			
BATTLE SCARS	MERCY POINT	S: 1	E: 7
PAST IMPERFECT	SLEEPWALKERS	S: 1	E: 5
Jonathan Stark, Tracy Newman			
TRADING FACES	THEY CAME FROM OUTER SPACE	S: 1	E: 7
Jonathan Thorp			
PLUNDER IN PARADISE	THUNDER IN PARADISE	S: 1	E: 12
Jonathan Walker, Chris Dickie			
PARADISE	OUTER LIMITS,THE (1995)	S: 2	E: 17
RESURRECTION	OUTER LIMITS,THE (1995)	S: 2	E: 2
Jonathon Torp			
WALK A MILE IN MY SHOOTS	SWAMP THING	S: 1	E: 17
Jordan Hawley, William Schifrin			
MOB.COM	LEVEL 9	S: 1	E: 13
Jordan Katz, Vy Vincent Nyo			
MENAGE A' TROI	HUNGER, THE	S: 1	E: 2
Jordan Tabat & Kenneth Tiga			
LIES	ALF	S: 4	E: 2
Jordana Arkin			
HONEY, YOU'RE SO TRANSPARENT	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 22
Jose Molina			
ARIEL	FIREFLY	S: 1	E: 8
BORROWED TIME	DARK ANGEL	S: 2	E: 12
COLD COMFORT	DARK ANGEL	S: 1	E: 7
HAVEN	DARK ANGEL	S: 1	E: 15
TWO	DARK ANGEL	S: 2	E: 6
Jose Molina, Ben Edlund			
TRASH	FIREFLY	S: 1	E: 14
Jose Molina, Moira Kirland			
LOVE AMONG THE RUNES	DARK ANGEL	S: 2	E: 20
Jose Rivera			
HEART ON A CHAIN	EERIE INDIANA	S: 1	E: 7
MR CHANEY (A.K.A. MR. TALBOT)	EERIE INDIANA	S: 1	E: 14
THE BROKEN RECORD	EERIE INDIANA	S: 1	E: 19
Josef Anderson			
PARADISE LOST	OTHERWORLD	S: 1	E: 3
RULES OF THE GAMES	SLIDERS	S: 3	E: 1
STOKER	SLIDERS	S: 3	E: 23
THE FIRE WITHIN	SLIDERS	S: 3	E: 8
THE LAST OF EDEN	SLIDERS	S: 3	E: 19
Joseph A. Gunn			
ARABIAN	STREET HAWK	S: 1	E: 11
Joseph A. Viola			
OVER THE HILL SPY	BIONIC WOMAN, THE	S: 3	E: 11
Joseph C. Cavella			
THE APPLE-A-DAY AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 3	E: 26
THE HOT NUMBER AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 3	E: 24
Joseph Calvelli			
THE LITTLE JOHN DOE AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 13
THE MOTHER MUFFIN AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 3
Joseph Gunn			

Episode Title	Name of Programme	S:	E:
STANDOFF	SUPERBOY	3	21
Joseph Inglese			
DELUGE	FIRST WAVE	1	19
Joseph Johnson, Tom Fudge			
REMEMBRANCE	SENTINEL, THE	3	17
Joseph Kuhr			
BACK TO NATURE	MASKED RIDER	1	22
EXIT NEFARIA, ENTER BARBARIA	MASKED RIDER	2	12
IT CAME FROM ANGEL GROVE	POWER RANGERS ZEO	2	3
LICENCE TO THRILL	MASKED RIDER	1	2
RACE AGAINST TIME	MASKED RIDER	2	6
WATER WATER EVERYWHERE	MASKED RIDER	1	9
Joseph Mallozzi & Paul Mullie			
AVENGER 2.0	STARGATE SG1	7	9
CAMELOT	STARGATE SG1	9	20
COLLATERAL DAMAGE	STARGATE SG1	9	12
COUNTERSTRIKE	STARGATE SG1	10	7
ENDGAME	STARGATE SG1	8	10
EX DEUS MACHINA	STARGATE SG1	9	7
FALLOUT	STARGATE SG1	7	14
FULL ALERT	STARGATE SG1	8	14
HOME	STARGATE: ATLANTIS	1	9
INAUGURATION	STARGATE SG1	7	20
IT'S GOOD TO BE KING	STARGATE SG1	8	13
LOCKDOWN	STARGATE SG1	8	3
MEMENTO MORI	STARGATE SG1	10	8
MOEBIUS (PART 1 OF 2)	STARGATE SG1	8	19
MORPHEUS	STARGATE SG1	10	2
NEW ORDER (PART 1 OF 2)	STARGATE SG1	8	1
QUEST (PART 1 OF 2)	STARGATE SG1	10	10
RIPPLE EFFECT	STARGATE SG1	9	13
SUSPICION	STARGATE: ATLANTIS	1	5
THE FOURTH HORSEMAN (PART 2 OF 2)	STARGATE SG1	9	11
THE INTRUDER	STARGATE: ATLANTIS	2	2
THE SCOURGE	STARGATE SG1	9	17
THE SIEGE (PART 2 OF 3)	STARGATE: ATLANTIS	1	20
THE TIES THAT BIND	STARGATE SG1	9	4
THE TOWER	STARGATE: ATLANTIS	2	15
Joseph Mallozzi, Paul Mullie			
DECENT	STARGATE SG1	6	3
DESPERATE MEASURES	STARGATE SG1	5	11
DISCLOSURE	STARGATE SG1	6	17
FAIL SAFE	STARGATE SG1	5	17
FAMILY TIES	STARGATE SG1	10	18
HOMECOMING (PART 2 OF 2)	STARGATE SG1	7	2
INVISIVLE MERTON	BIG WOLF ON CAMPUS	1	12
NIGHTWALKERS	STARGATE SG1	6	5
PROPHECY	STARGATE SG1	6	21
QUEST (PART 2 OF 2)	STARGATE SG1	10	11
REVELATIONS	STARGATE SG1	5	22
REVISIONS	STARGATE SG1	7	5
SCORCHED EARTH	STARGATE SG1	4	9
SMOKE & MIRRORS	STARGATE SG1	6	14
SUMMIT (PART 1 OF 2)	STARGATE SG1	5	15
THE FIFTH MAN	STARGATE SG1	5	4
THE KINDRED (PART 1 OF 2)	STARGATE: ATLANTIS	4	18
THE LAST MAN (PART 1 OF 2)	STARGATE: ATLANTIS	4	20
THE TOMB	STARGATE SG1	5	8
WINDOW OF OPPORTUNITY	STARGATE SG1	4	6
Joseph Mallozzi, Paul Mullie, Brad Wright			
PRODIGY	STARGATE SG1	4	19
Joseph Minion			
MIRROR, MIRROR	STEVEN SPIELBERG'S AMAZING STORIES	1	19
Joseph Stefano			

Episode Title	Name of Programme		
A FEASIBILITY SUDY	OUTER LIMITS,THE (1963)	S: 1	E: 29
DON'T OPEN TILL DOOMSDAY	OUTER LIMITS,THE (1963)	S: 1	E: 17
FALCO	SWAMP THING	S: 1	E: 11
FEASABILITY STUDY	OUTER LIMITS,THE (1995)	S: 3	E: 17
IT CRAWLED OUT OF THE WOODWORK	OUTER LIMITS,THE (1963)	S: 1	E: 11
NIGHTMARE	OUTER LIMITS,THE (1963)	S: 1	E: 10
THE BELLERO SHIELD	OUTER LIMITS,THE (1963)	S: 1	E: 20
THE EMERALD HEART	SWAMP THING	S: 1	E: 1
THE FORM OF THINGS UNKNOWN	OUTER LIMITS,THE (1963)	S: 1	E: 32
THE INVISIBLES	OUTER LIMITS,THE (1963)	S: 1	E: 19
THE ZANTI MISFITS	OUTER LIMITS,THE (1963)	S: 1	E: 14
Joseph Stefano, Bill S. Ballinger			
THE MICE,THE	OUTER LIMITS,THE (1963)	S: 1	E: 15
Joseph Stefano, Hannah Louise Shearer			
SKIN OF EVIL	STAR TREK: THE NEXT GENERATION	S: 1	E: 22
Joseph Stefano, Judith Berg, Sandra Berg			
THE DEATH OF DR. ARCANE	SWAMP THING	S: 1	E: 3
Joseph Stefano, Robert Specht			
FUN AND GAMES	OUTER LIMITS,THE (1963)	S: 1	E: 27
Josh Appelbaum, André Nemec			
OTIS, CALIFORNIA	PROFILER	S: 3	E: 14
SHOW ANGLES	EARLY EDITION	S: 4	E: 11
WILD CARD	EARLY EDITION	S: 4	E: 6
Josh Bycel, Jonathan Fener			
STAR SEARCH	DO OVER	S: 1	E: 8
Josh Friedman			
"PILOT"	TERMINATOR : THE SARAH CONNOR CHRONICLES	S: 1	E: 1
GNOTHI SEAUTON	TERMINATOR : THE SARAH CONNOR CHRONICLES	S: 1	E: 2
Josh Lobis and Darin Moisselle			
THE EYE	SPECIAL UNIT 2	S: 2	E: 5
Josh Meyer, Michael Connelly			
DEFCON	LEVEL 9	S: 1	E: 2
THROUGH THE LOOKING GLASS	LEVEL 9	S: 1	E: 3
Josh Olson, Harlan Ellison			
THE DISCARDED	MASTERS OF SCIENCE FICTION	S: 1	E: 4
Josh Pate			
EPISODE 15	SURFACE	S: 1	E: 15
EPISODE 2	SURFACE	S: 1	E: 2
EPISODE 6	SURFACE	S: 1	E: 6
Josh Pate, Jonas Pate			
EPISODE 1	SURFACE	S: 1	E: 1
Josh Schaer, Jonathan E. Steinberg			
LONG LIVE THE MAYOR	JERICHO	S: 1	E: 7
Josh Schwartz, Chris Fedak			
"PILOT"	CHUCK	S: 1	E: 1
CHUCK VERSUS THE HELICOPTER	CHUCK	S: 1	E: 2
Josh Stolberg			
HONEY, I'M IN THE MOOD FOR LOVE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 16
TWIN	SO WEIRD	S: 2	E: 26
WEREWOLF	SO WEIRD	S: 2	E: 8
Josh Stolberg, Kevin Murphy			
DESTINY	SO WEIRD	S: 2	E: 15
Joshua Adam			
THE GENERAL	PRISONER, THE	S: 1	E: 6
Joshua Brand, John Falsey			
ALAMO JOBE	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 3
MR MAGIC	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 8
SANTA '85	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 11
Joshua Sternin, Jeffrey Ventimilia			
THE TOOTH HARRY	THIRD ROCK FROM THE SUN	S: 3	E: 24
Joss Whedon			
A HOLE IN THE WORLD	ANGEL	S: 5	E: 15

Science Fiction Writers

Episode Title	Name of Programme		
CONVICTION (PART 1 OF 2)	ANGEL	S: 5	E: 1
OBJECTS IN SPACE	FIREFLY	S: 1	E: 10
OUR MRS. REYNOLDS	FIREFLY	S: 1	E: 3
SERENITY (PART 1 OF 2)	FIREFLY	S: 1	E: 11
SERENITY (PART 2 OF 2)	FIREFLY	S: 1	E: 12
SPIN THE BOTTLE	ANGEL	S: 4	E: 6
WAITING IN THE WINGS	ANGEL	S: 3	E: 13
WELCOME TO THE H-MOUTH PART I	BUFFY THE VAMPIRE SLAYER	S: 1	E: 1
WELCOME TO THE H-MOUTH PART II (aka THE HARVEST)	BUFFY THE VAMPIRE SLAYER	S: 1	E: 2
Joss Whedon & David Greenwalt			
CITY OF	ANGEL	S: 1	E: 1
Joss Whedon & Tim Minear			
THE TRAIN JOB	FIREFLY	S: 1	E: 1
Joss Whedon, Jeffrey Bell			
NOT FADE AWAY	ANGEL	S: 5	E: 22
Joy Blake, Melissa Blake			
FIGHT OR FLIGHT	HEROES	S: 2	E: 5
Joy Gregory			
ONE IF BY LAND	JERICHO	S: 1	E: 20
Joyce Muskat			
THE EMPATH	STAR TREK	S: 3	E: 12
Joyce Perry			
STONE SOUP	LAND OF THE LOST (1974)	S: 1	E: 14
THE LONGEST DAY	LAND OF THE LOST (1974)	S: 2	E: 7
J-P Chanda, Peter Lebow			
A FRIEND IN NEED (PART 4)	BIG BAD BEETLEBORGS	S: 1	E: 28
Juan Carlos Coto			
ALPHA MALE	INVASION	S: 1	E: 4
BAZOOKA JAROD	PRETENDER, THE	S: 1	E: 13
COLD DICK	PRETENDER, THE	S: 4	E: 11
EMILY	JOURNEYMAN	S: 1	E: 9
END GAME	PRETENDER, THE	S: 3	E: 19
FLYER	PRETENDER, THE	S: 1	E: 3
HAZARDS	PRETENDER, THE	S: 2	E: 8
HOPE AND PREY	PRETENDER, THE	S: 3	E: 2
KEYS	PRETENDER, THE	S: 1	E: 17
LIFELINE	PRETENDER, THE	S: 4	E: 12
NOT EVEN A MOUSE	PRETENDER, THE	S: 1	E: 8
PTB	PRETENDER, THE	S: 3	E: 16
SPIN DOCTOR	PRETENDER, THE	S: 4	E: 10
STILL LIFE	DEAD ZONE, THE	S: 4	E: 4
STOLEN	PRETENDER, THE	S: 2	E: 18
SUBJECT: EDITH KEELER MUST DIE	FREAKYLINKS	S: 1	E: 3
SUBJECT: THE HARBINGERS	FREAKYLINKS	S: 1	E: 6
SUBJECT: THE STONE ROME	FREAKYLINKS	S: 1	E: 9
THE FITTEST	INVASION	S: 1	E: 16
TOY SURPRISE	PRETENDER, THE	S: 2	E: 12
UNSINKABLE	PRETENDER, THE	S: 3	E: 12
VANGUARD	DEAD ZONE, THE	S: 4	E: 8
WARRIOR ETERNAL (1-2)	MORTAL KOMBAT : CONQUEST	S: 1	E: 1
Juan Carlos Coto, Michael Alaimo (II)			
FISH STORY	INVASION	S: 1	E: 7
Juanita Bartlett			
HERE'S LOOKING AT YOU,KID	GREATEST AMERICAN HERO,THE	S: 1	E: 3
RESEDA ROSE	GREATEST AMERICAN HERO,THE	S: 1	E: 5
THE BEAST IN BLACK	GREATEST AMERICAN HERO,THE	S: 2	E: 6
THE LOST DIABLO	GREATEST AMERICAN HERO,THE	S: 2	E: 7
Juanita Bartlett, Stephen J. Cannell			
THE BEST DESK SCENARIO	GREATEST AMERICAN HERO,THE	S: 1	E: 8
Judd Lynn			
A MATTER OF TRUST	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 5
A RANGER AMOUNG THIEVES	POWER RANGERS IN SPACE	S: 1	E: 6
A RED ROMANCE	POWER RANGERS LOST GALAXY	S: 2	E: 13

Episode Title	Name of Programme			
A RIFT IN THE RANGERS	POWER RANGERS IN SPACE	S: 2	E: 16	
ALWAYS A CHANCE	POWER RANGERS IN SPACE	S: 2	E: 9	
AN EVIL GAME	POWER RANGERS LOST GALAXY	S: 2	E: 7	
ANDROS AND THE STOAWAY	POWER RANGERS IN SPACE	S: 2	E: 20	
ASTRONEMA THINKS TWICE (PART 1 OF 2)	POWER RANGERS IN SPACE	S: 2	E: 11	
BEWARE THE MUTINY (PART 2 OF 3)	POWER RANGERS LOST GALAXY	S: 2	E: 21	
BEWARE THE THIRD WISH (PART 1 OF 2)	POWER RANGERS TURBO	S: 2	E: 15	
BLUE RANGER GONE BAD	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 39	
BLUE TO THE TEST	POWER RANGERS LOST GALAXY	S: 2	E: 10	
CARLOS ON CALL	POWER RANGERS IN SPACE	S: 2	E: 15	
CASSIE'S BEST FRIEND	POWER RANGERS TURBO	S: 2	E: 22	
CHASE INTO SPACE (1-2)	POWER RANGERS TURBO	S: 2	E: 27	
COUNTDOWN TO DESTRUCTION (1-2)	POWER RANGERS IN SPACE	S: 2	E: 25	
CRUNCHOR ON THE LOOSE (PART 3 OF 3)	POWER RANGERS LOST GALAXY	S: 2	E: 22	
CYBORG RANGERS	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 7	
DESTINED FOR GREATNESS (PART 2 OF 2)	POWER RANGERS LOST GALAXY	S: 2	E: 1	
DOUBLE DUTY	POWER RANGERS LOST GALAXY	S: 1	E: 7	
ENTER THE LOST GALAXY (PART 1 OF 3)	POWER RANGERS LOST GALAXY	S: 2	E: 20	
ESCAPE THE LOST GALAXY	POWER RANGERS LOST GALAXY	S: 2	E: 27	
FACING THE PAST	POWER RANGERS LOST GALAXY	S: 2	E: 18	
FIVE OF A KIND	POWER RANGERS IN SPACE	S: 2	E: 17	
FLASHES OF DARKONDA (PART 1 OF 2)	POWER RANGERS IN SPACE	S: 1	E: 15	
FROM DEEP IN THE SHADOWS (PART 1 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 11	
FROM OUT OF NOWHERE (1-2)	POWER RANGERS IN SPACE	S: 1	E: 1	
GALILEO'S NEW MEMORY	VR TROOPERS	S: 2	E: 34	
GO VOLCANIC (PART 1 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 9	
GRANDMA MATCHMAKER	POWER RANGERS IN SPACE	S: 1	E: 12	
HEIR TO THE THRONE	POWER RANGERS LOST GALAXY	S: 2	E: 6	
HOMESICK	POWER RANGERS LOST GALAXY	S: 1	E: 5	
JEN'S REVENGE	POWER RANGERS TIME FORCE	S: 1	E: 8	
JOURNEY'S END PART 1	POWER RANGERS LOST GALAXY	S: 2	E: 28	
JOURNEY'S END PART 2	POWER RANGERS LOST GALAXY	S: 2	E: 29	
JOURNEY'S END PART 3	POWER RANGERS LOST GALAXY	S: 2	E: 30	
LIGHTSPEED TEAMWORK (PART 2 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 2	
LOYAX' LAST BATTLE	POWER RANGERS LOST GALAXY	S: 2	E: 12	
MEAN WHEEL MANTIS	POWER RANGERS LOST GALAXY	S: 2	E: 11	
MEMORIES OF MIRINOI	POWER RANGERS LOST GALAXY	S: 2	E: 8	
MISSION TO SECRET CITY (PART 1 OF 2)	POWER RANGERS IN SPACE	S: 2	E: 21	
ONE LAST HOPE (PART 2 OF 2)	POWER RANGERS TURBO	S: 2	E: 10	
OPERATION LIGHTSPEED (PART 1 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 1	
POWER TO THE TENTH (AKA TO THE TENTH POWER) (PART 1 OF 3)	POWER RANGERS LOST GALAXY	S: 2	E: 15	
PROTECT THE QUASAR SABER (PART 3 OF 3)	POWER RANGERS LOST GALAXY	S: 2	E: 17	
QUASAR QUEST PART 1	POWER RANGERS LOST GALAXY	S: 1	E: 1	
QUASAR QUEST PART 2	POWER RANGERS LOST GALAXY	S: 1	E: 2	
RACE TO THE RESCUE	POWER RANGERS LOST GALAXY	S: 1	E: 3	
RAISE THE TITANISAUR	POWER RANGERS LOST GALAXY	S: 2	E: 26	
RANGERS GONE PYSCHO	POWER RANGERS IN SPACE	S: 2	E: 14	
RED WITH ENVY	POWER RANGERS IN SPACE	S: 2	E: 5	
RIDING THE EDGE	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 4	
RISING FROM ASHES (PART 2 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 10	
ROOKIE IN RED	POWER RANGERS LOST GALAXY	S: 1	E: 4	
SATELLITE SEARCH	POWER RANGERS IN SPACE	S: 1	E: 5	
SAVE OUR SHIP (PART 1 OF 2)	POWER RANGERS IN SPACE	S: 1	E: 2	
SHELL SHOCKED (PART 2 OF 2)	POWER RANGERS IN SPACE	S: 1	E: 3	
SPIRIT OF THE WOODS	POWER RANGERS TURBO	S: 2	E: 19	
STITCH WITCHERY	POWER RANGERS TURBO	S: 2	E: 3	
STOLEN BEAUTY	POWER RANGERS LOST GALAXY	S: 2	E: 2	
SURVIVAL OF THE SILVER	POWER RANGERS IN SPACE	S: 2	E: 4	
T.J.S IDENTITY CRISIS	POWER RANGERS IN SPACE	S: 1	E: 14	
THE BLUE CRUSH	POWER RANGERS LOST GALAXY	S: 1	E: 8	
THE CHAMELIAC WARRIOR	POWER RANGERS LOST GALAXY	S: 2	E: 14	
THE CHARMEEKA INVASION	VR TROOPERS	S: 2	E: 22	
THE CRATERITE INVASION	POWER RANGERS IN SPACE	S: 1	E: 8	
THE CURVE BALL	POWER RANGERS TURBO	S: 2	E: 22	

Episode Title**Name of Programme**

THE DELTA DISCOVERY	POWER RANGERS IN SPACE	S: 1	E: 10
THE DUPLITON DILEMMA	VR TROOPERS	S: 2	E: 29
THE FALL OF THE PHANTOM (PART 1 OF 2)	POWER RANGERS TURBO	S: 2	E: 12
THE GARDENER OF EVIL (PART 2 OF 2)	POWER RANGERS TURBO	S: 2	E: 16
THE GREAK BOOKALA ESCAPE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 26
THE GREAT EVILYZER	POWER RANGERS IN SPACE	S: 1	E: 11
THE LAST GALACTABEASTS PART 1	POWER RANGERS LOST GALAXY	S: 2	E: 4
THE LAST GALACTABEASTS PART 2	POWER RANGERS LOST GALAXY	S: 2	E: 5
THE LEGEND OF THE CLOCK TOWER	POWER RANGERS TIME FORCE	S: 1	E: 17
THE MILLENIUM SABRE	VR TROOPERS	S: 2	E: 16
THE PHANTOM PHENOMENOM	POWER RANGERS TURBO	S: 2	E: 6
THE POWER OF PINK (PART 2 OF 3)	POWER RANGERS LOST GALAXY	S: 2	E: 16
THE POWER TRANSFER (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 10
THE RANGER'S LEAP OF FAITH	POWER RANGERS IN SPACE	S: 2	E: 12
THE RANGER'S MEGA VOYAGE (PART 2 OF 2)	POWER RANGERS IN SPACE	S: 2	E: 1
THE RESCUE MISSION	POWER RANGERS LOST GALAXY	S: 2	E: 3
THE RIVAL RANGERS	POWER RANGERS TURBO	S: 2	E: 26
THE SECRET OF THE LOCKET	POWER RANGERS IN SPACE	S: 2	E: 10
THE TIME SHADOW	POWER RANGERS TIME FORCE	S: 1	E: 9
THE WASP WITH A HEART	POWER RANGERS IN SPACE	S: 1	E: 9
TRAKEENA'S REVENGE PART 1	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 13
TRAKEENA'S REVENGE PART 2	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 14
TRIAL BY FIRE	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 3
TROUBLE BY THE SLICE	POWER RANGERS TURBO	S: 2	E: 5
TRUE BLUE TO THE RESCUE	POWER RANGERS IN SPACE	S: 2	E: 2
TRUTH DISCOVERED (PART 2 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 12
TURN UP THE VOLUME	POWER RANGERS LOST GALAXY	S: 2	E: 19
UNTIL SUNSET	POWER RANGERS LOST GALAXY	S: 2	E: 23
WELCOME TO VENUS ISLAND	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 17
WHEELS OF DESTRUCTION	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 6
WHEN IS A RANGER, NOT A RANGER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 27
WHEN PUSH COMES TO SHOVE	POWER RANGERS IN SPACE	S: 1	E: 7
WHEN TIME FREEZES OVER	POWER RANGERS TURBO	S: 2	E: 8
ZHANE'S DESTINY	POWER RANGERS IN SPACE	S: 2	E: 8

Judd Lynn, Denise Skinner

HEXUBA'S GRAVEYARD	POWER RANGERS LOST GALAXY	S: 2	E: 25
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Judd Lynn, Jackie Marchand

A BLUE STREAK	POWER RANGERS TIME FORCE	S: 1	E: 5
A CALM BEFORE THE STORM	POWER RANGERS TIME FORCE	S: 2	E: 8
A FACE FROM THE PAST	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 2
A LINE IN THE SAND	POWER RANGERS IN SPACE	S: 2	E: 24
A PARTING OF WAYS	POWER RANGERS TIME FORCE	S: 1	E: 6
AS TIME RUNS OUT (PART 1 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 8
BEWARE THE NIGHT	POWER RANGERS TIME FORCE	S: 2	E: 3
BODYGUARD IN BLUE	POWER RANGERS TIME FORCE	S: 1	E: 16
CIRCUIT UNSURE	POWER RANGERS TIME FORCE	S: 2	E: 7
CLASH FOR CONTROL PART 1	POWER RANGERS TIME FORCE	S: 1	E: 14
CLASH FOR CONTROL PART 2	POWER RANGERS TIME FORCE	S: 1	E: 15
CURSE OF THE COBRA (PART 2 OF 3)	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 14
DAWN OF DESTINY (PART 1 OF 3)	POWER RANGERS TIME FORCE	S: 1	E: 28
DESTINY DEFEATED (PART 3 OF 3)	POWER RANGERS TIME FORCE	S: 2	E: 1
FIGHT AGAINST FATE (PART 2 OF 3)	POWER RANGERS TIME FORCE	S: 1	E: 29
FORCE FROM THE FUTURE PART 1	POWER RANGERS TIME FORCE	S: 1	E: 1
FORCE FROM THE FUTURE PART 2	POWER RANGERS TIME FORCE	S: 1	E: 2
FRAX'S FURY	POWER RANGERS TIME FORCE	S: 1	E: 27
FULL EXPOSURE	POWER RANGERS TIME FORCE	S: 1	E: 23
FUTURE UNKNOWN	POWER RANGERS TIME FORCE	S: 1	E: 10
GHOSTS IN THE MACHINE (PART 2 OF 2)	POWER RANGERS IN SPACE	S: 2	E: 22
IN THE FREEZE ZONE (PART 2 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 9
IN THE LIMELIGHT	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 20
LIGHTS OF ORION	POWER RANGERS LOST GALAXY	S: 1	E: 6
LOVESTRUCK RANGERS	POWER RANGERS TIME FORCE	S: 1	E: 21

Episode Title	Name of Programme		
MOVIE MADNESS PART 1	POWER RANGERS TIME FORCE	S: 1	E: 24
MOVIE MADNESS PART 2	POWER RANGERS TIME FORCE	S: 1	E: 25
NADIRA'S DREAM DATE	POWER RANGERS TIME FORCE	S: 2	E: 6
OCEAN BLUE	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 12
OLYMPUS ASCENDS (PART 2 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 1
ORION RISING PART 2	POWER RANGERS LOST GALAXY	S: 1	E: 13
QUANTUM QUEST	POWER RANGERS TIME FORCE	S: 1	E: 13
QUANTUM SECRETS	POWER RANGERS TIME FORCE	S: 1	E: 20
RANSIK LIVES	POWER RANGERS TIME FORCE	S: 1	E: 4
REDEMPTION DAY (PART 1 OF 2)	POWER RANGERS LOST GALAXY	S: 1	E: 15
RELFECTIONS OF EVIL	POWER RANGERS TIME FORCE	S: 2	E: 5
RYAN'S DESTINY (PART 1 OF 3)	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 13
SHARK ATTACK	POWER RANGERS LOST GALAXY	S: 1	E: 14
SHORT CIRCUITED	POWER RANGERS TIME FORCE	S: 1	E: 7
SILENCE IS GOLDEN (PART 1 OF 2)	POWER RANGERS IN SPACE	S: 2	E: 18
SOMETHING TO FIGHT FOR	POWER RANGERS TIME FORCE	S: 1	E: 3
THE 5TH CRYSTAL (AKA THE FIFTH CRYSTAL)	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 5
THE COBRA STRIKES (PART 1 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 16
THE END OF TIME PART 1	POWER RANGERS TIME FORCE	S: 2	E: 9
THE END OF TIME PART 2	POWER RANGERS TIME FORCE	S: 2	E: 10
THE END OF TIME PART 3	POWER RANGERS TIME FORCE	S: 2	E: 11
THE ENEMY WITHIN (PART 2 OF 2)	POWER RANGERS IN SPACE	S: 2	E: 19
THE FATE OF LIGHTSPEED PART 1	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 23
THE FATE OF LIGHTSPEED PART 2	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 24
THE GREAT EGG CAPER	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 11
THE IMPENETRABLE WEB	POWER RANGERS IN SPACE	S: 2	E: 23
THE LAST RACE	POWER RANGERS TIME FORCE	S: 1	E: 22
THE MIGHTY MEGA BATTLES	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 10
THE OMEGA PROJECT	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 4
THE QUEENS RETURN	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 3
THE REVENGE OF DARK SPECTRE (1-2) (AKA DARK SPECTRE'S REVENGE)	POWER RANGERS IN SPACE	S: 2	E: 13
THE RISE OF THE SUPER DEMONS (PART 2 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 22
THE STRENGTH OF THE SUN (PART 3 OF 3)	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 15
TIME FOR LIGHTSPEED	POWER RANGERS TIME FORCE	S: 2	E: 4
TIME FORCE TRAITOR	POWER RANGERS TIME FORCE	S: 1	E: 26
TRIP TAKES A STAND	POWER RANGERS TIME FORCE	S: 1	E: 19
TRUST AND TRIUMPH	POWER RANGERS TIME FORCE	S: 1	E: 18
UNDERCOVER RANGERS	POWER RANGERS TIME FORCE	S: 2	E: 2
UNIQUELY TRIP	POWER RANGERS TIME FORCE	S: 1	E: 11
WORLDS APART	POWER RANGERS TIME FORCE	S: 1	E: 12
YESTERDAY AGAIN	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 7
Judith Berg, Sandra Berg			
PATIENT ZERO	SWAMP THING	S: 3	E: 29
SILENT SCREAMS	SWAMP THING	S: 1	E: 16
THE DEFECTOR	WAR OF THE WORLDS	S: 2	E: 10
THE SHIPMENT	SWAMP THING	S: 1	E: 13
Judith Reeves-Stevens, Garfield Reeves-Stevens			
DIVERGENCE (PART 2 OF 2)	ENTERPRISE	S: 4	E: 16
OVERSERVER EFFECT	ENTERPRISE	S: 4	E: 11
THE FORGE (PART 1 OF 3)	ENTERPRISE	S: 4	E: 7
UNITED (PART 2 OF 3)	ENTERPRISE	S: 4	E: 13
Judith Reeves-Stevens, Garfield Reeves-Stevens, Manny Coto			
TERRA PRIME (PART 2 OF 2)	ENTERPRISE	S: 4	E: 21
Judy Burns			
COUNTDOWN TO PANIC	SEARCH (aka SEARCH CONTROL)	S: 1	E: 17
LAST KAMIKAZE	SIX MILLION DOLLAR MAN,THE	S: 2	E: 15
NO BIG THING	KNIGHT RIDER	S: 1	E: 7
THE BULLET	SEARCH (aka SEARCH CONTROL)	S: 1	E: 8
THE FUGITIVE	POWERS OF MATTHEW STARR, THE	S: 1	E: 13
THE MAN WHO COULD MOVE THE WORLD	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 3
THE MOST DANGEROUS ENEMY	SIX MILLION DOLLAR MAN,THE	S: 4	E: 4
THE WOLF BOY	SIX MILLION DOLLAR MAN,THE	S: 3	E: 4
Judy Burns, Chet Richards			
THE THOLIAN WEB	STAR TREK	S: 3	E: 9

Episode Title	Name of Programme		
Judy Burns, Story by Peter R. Brooke			
TO CATCH THE EAGLE	SIX MILLION DOLLAR MAN,THE	S: 4	E: 20
Judy Bustany, Dawn Aldredge			
THE POOL	SMALL WONDER	S: 3	E: 3
Jule Selbo			
BE MY BABY	FLASH, THE	S: 1	E: 14
R&R	SPACE : ABOVE AND BEYOND	S: 1	E: 20
Julia Jones			
TO CATCH A GHOST	Q.E.D.	S: 1	E: 5
Julia Poll			
CHEMISTRY	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 13
WHO'S WHO	EERIE INDIANA	S: 1	E: 9
ZOMBIES IN PJS	EERIE INDIANA	S: 1	E: 17
Julian Bond			
MEDICINE SHOW	OUT OF THIS WORLD	S: 1	E: 7
THE KILLING BOTTLE	JOURNEY TO THE UNKNOWN	S: 1	E: 12
WITCH DOCTOR	R3	S: 2	E: 7
Julian Bond/C.M.Kornbluth			
THE LITTLE BLACK BAG	OUT OF THE UNKNOWN	S: 3	E: 8
Julian Bond/Larry Eisenberg			
THE FASTEST DRAW	OUT OF THE UNKNOWN	S: 2	E: 9
Julian Fikus			
BAD SEED (PART 1 OF 3)	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 20
BLACK LIGHT	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 11
SUPER MAX	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 16
THE MAN WHO SOLD THE WORLD	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 5
Julian Spilsbury			
EPISODE TWENTY-THREE	JUPITER MOON	S: 1	E: 23
EPISODE ELEVEN	JUPITER MOON	S: 1	E: 11
EPISODE FIFTY-NINE	JUPITER MOON	S: 1	E: 59
EPISODE FORTY-EIGHT	JUPITER MOON	S: 1	E: 48
EPISODE FORTY-FOUR	JUPITER MOON	S: 1	E: 44
EPISODE FORTY-SEVEN	JUPITER MOON	S: 1	E: 47
EPISODE NINETY-ONE	JUPITER MOON	S: 1	E: 91
EPISODE NINETY-TWO	JUPITER MOON	S: 1	E: 92
EPISODE ONE-HUNDREAD-ONE	JUPITER MOON	S: 1	E: 101
EPISODE ONE-HUNDRED-FOURTEEN	JUPITER MOON	S: 1	E: 114
EPISODE ONE-HUNDRED-THIRTEEN	JUPITER MOON	S: 1	E: 113
EPISODE ONE-HUNDRED-THIRTY-EIGHT	JUPITER MOON	S: 1	E: 138
EPISODE ONE-HUNDRED-THIRTY-SEVEN	JUPITER MOON	S: 1	E: 137
EPISODE ONE-HUNDRED-TWENTY-FOUR	JUPITER MOON	S: 1	E: 124
EPISODE ONE-HUNDRED-TWENTY-THREE	JUPITER MOON	S: 1	E: 123
EPISODE ONE-HUNDRED-TWO	JUPITER MOON	S: 1	E: 102
EPISODE SEVENTY-SIX	JUPITER MOON	S: 1	E: 76
EPISODE SIX	JUPITER MOON	S: 1	E: 6
EPISODE SIXTEEN	JUPITER MOON	S: 1	E: 16
EPISODE SIXTY	JUPITER MOON	S: 1	E: 60
EPISODE THIRTY-ONE	JUPITER MOON	S: 1	E: 31
EPISODE THIRTY-SIX	JUPITER MOON	S: 1	E: 36
EPISODE THREE	JUPITER MOON	S: 1	E: 3
EPISODE TWELVE	JUPITER MOON	S: 1	E: 12
EPISODE TWENTY FOUR	JUPITER MOON	S: 1	E: 24
EPSODE SEVENTY-FIVE	JUPITER MOON	S: 1	E: 75
Julianne Klemm			
A DIFFERENT DRUM	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 6
BIRDS OF A FEATHER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 34
PEACE, LOVE AND WOE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 12
Julie Brown, Paul Brown			
MAYBE BABY	QUANTUM LEAP	S: 2	E: 20
Julie E. Sherman			
SEX AND THE SALLY	THIRD ROCK FROM THE SUN	S: 5	E: 7

Episode Title	Name of Programme		
Julie Ferber Frank POSSESSED	INVISIBLE MAN (2000)	S: 2	E: 20
Julie Friedgen BIG IRON	KNIGHT RIDER	S: 2	E: 21
Julie G. Beers INFECTION	EARTH: FINAL CONFLICT	S: 1	E: 20
Julie Hess FUHGEDABOUDIT	DARK ANGEL	S: 2	E: 15
Julie Lacey BLAST FROM THE PAST WHAT'S EATING ZACK GREENBURG?	ZACK FILES, THE ZACK FILES, THE	S: 2 S: 2	E: 1 E: 5
Julie Moskowitz, Gary Stevens THE ETERNAL MIND	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 12
Julie Plec DIVINIG IN THE LIST IS LIFE	KYLE XY KYLE XY	S: 1 S: 2	E: 4 E: 3
Julie Plec, Charley Dane LOCK DOWN	KYLE XY	S: 2	E: 12
Julie Plec, Julie Plec FREE TO BE YOU AND ME	KYLE XY	S: 2	E: 7
Julie Rutterford EPISODE 11	ASHES TO ASHES LIFE ON MARS	S: 1 S: 2	E: 3 E: 3
Julie Sherman Wolfe CHRISTMAS BREAK DINNER TIME	PHIL OF THE FUTURE PHIL OF THE FUTURE	S: 2 S: 2	E: 15 E: 4
Julie Siege THE CRADLE	INVASION	S: 1	E: 8
Julie Siege, Charlie Craig RE-EVOLUTION	INVASION	S: 1	E: 18
Julie Siege, Shaun Cassidy THE NEST	INVASION	S: 1	E: 15
Jurgen Wolff BABES IN THE WOODS THE FEARLESS FIVE	SMALL WONDER SMALL WONDER	S: 1 S: 1	E: 24 E: 8
Justin Edgerton THE HULK BREAKS LAS VEGAS THE NIGHT DEMON (AKA THE DEMON CREATURE)	INCREDIBLE HULK,THE BIONIC WOMAN, THE	S: 1 S: 2	E: 8 E: 20
Justin Edgerton, Michael McGreevey VENDETTA ROAD	INCREDIBLE HULK,THE	S: 2	E: 21
Justin Monjo A HUMAN REACTION CRACKERS DON'T MATTER HIDDEN MEMORY (PART 2 OF 2) KANSAS LIAR'S. GUNS AND MONEY PART 3: PLAN B LOSING TIME PRAYER SUNS AND LOVERS TAKING THE STONE THE CHOICE THE FLEX THE LOCKET WHAT WAS LOST PART 1: SACRIFICE WHAT WAS LOST PART 2: RESURRECTION	FARSCAPE FARSCAPE FARSCAPE FARSCAPE FARSCAPE FARSCAPE FARSCAPE FARSCAPE FARSCAPE FARSCAPE FARSCAPE FARSCAPE FARSCAPE FARSCAPE FARSCAPE FARSCAPE FARSCAPE FARSCAPE	S: 1 S: 2 S: 1 S: 4 S: 2 S: 3 S: 4 S: 3 S: 2 S: 3 S: 1 S: 2 S: 4 S: 4	E: 16 E: 4 E: 20 E: 12 E: 21 E: 9 E: 18 E: 2 E: 3 E: 17 E: 12 E: 16 E: 2 E: 3
Kacey Arnold-Ince, Jeri Taylor FINAL MISSION	STAR TREK: THE NEXT GENERATION	S: 4	E: 9
Kalman Phillips EDGE OF ETERNITY EMERGENCY MISSION	MEN INTO SPACE MEN INTO SPACE	S: 1 S: 1	E: 9 E: 30
Kamran Pasha CRADLE OF DARKNESS	TWILIGHT ZONE, THE (2002)	S: 1	E: 5

Science Fiction Writers

Episode Title	Name of Programme		
TO PROTECT AND SERVE	TWILIGHT ZONE, THE (2002)	S: 1	E: 15
Karen Hall			
CAUSE BELLI	JERICHO	S: 1	E: 19
Karen Harris			
FEMALE OF THE SPECIES (aka THE ASSASSIN)	STREET HAWK	S: 1	E: 12
KING OF THE BEACH	INCREDIBLE HULK,THE	S: 4	E: 8
MURDER IS A NOVEL IDEA	STREET HAWK	S: 1	E: 10
Karen Harris, Jill Sherman			
ALICE IN DISCOLAND	INCREDIBLE HULK,THE	S: 2	E: 7
BROKEN IMAGE	INCREDIBLE HULK,THE	S: 3	E: 12
KINDRED SPIRITS	INCREDIBLE HULK,THE	S: 2	E: 18
ON THE LINE	INCREDIBLE HULK,THE	S: 3	E: 23
PROOF POSITIVE (aka NIGHTMARE)	INCREDIBLE HULK,THE	S: 3	E: 13
STOP THE PRESSES	INCREDIBLE HULK,THE	S: 2	E: 9
THE BEAST WITHIN	INCREDIBLE HULK,THE	S: 1	E: 4
THE PSYCHIC	INCREDIBLE HULK,THE	S: 3	E: 18
THE QUIET ROOM	INCREDIBLE HULK,THE	S: 2	E: 20
Kari Lizer			
HONEY, YOU'RE LIVING IN THE PAST	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 11
Karin Harris, Jill Sherman			
RAINBOW'S END	INCREDIBLE HULK,THE	S: 2	E: 4
Karl Holman			
JUMP VECTOR	NET, THE	S: 1	E: 8
LAST MAN STANDING	NET, THE	S: 1	E: 20
Karl Homan			
PANDOR'S BOX	NET, THE	S: 1	E: 12
Karl Schaefer			
A VERY DEAD ZONE CHRISTMAS	DEAD ZONE, THE	S: 4	E: 12
AMERICA'S SCARIEST HOME VIDEO (A.K.A. SCARIEST HOME VIDEOS)	EERIE INDIANA	S: 1	E: 5
DEJA VOODOO	DEAD ZONE, THE	S: 2	E: 15
DOUBLE VISION	DEAD ZONE, THE	S: 4	E: 3
FINDING RACHEL (PART 1 OF 2)	DEAD ZONE, THE	S: 3	E: 1
THE HOLE IN THE HEAD GANG (A.K.A. THE HOLE IN THE HEAD GANG / THE GUN AND THE TOASTER)	EERIE INDIANA	S: 1	E: 13
THE INSIDE MAN	DEAD ZONE, THE	S: 5	E: 5
TIPPING POINT	DEAD ZONE, THE	S: 3	E: 12
Karl Schaefer & Martin Weiss (story), Martin Weiss & Johanna Stok			
PRIMAL	EUREKA	S: 1	E: 9
Karl Schaefer , John Rogers			
INVINCIBLE	EUREKA	S: 1	E: 5
Karl Schaefer, Jose Rivera			
FOREVERWARE	EERIE INDIANA	S: 1	E: 1
THE RETAINER	EERIE INDIANA	S: 1	E: 2
Karl Schaefer, Michael R. Perry			
FINDING RACHEL (PART 2 OF 2)	DEAD ZONE, THE	S: 3	E: 2
Karyn Naumo, Tom Milo			
THE CURSE OF MUMMY'S MOMMY	BEETLEBORGS METALLIX	S: 1	E: 18
Kat Likkel			
HONEY, GROWING UP IS HARD TO DO	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 20
HONEY, I SHRUNK THE SCIENCE GUY	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 5
HONEY, I'M JUST CLOWNING AROUND	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 22
HONEY, I'M THE WRONG ARM OF THE LAW	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 16
HONEY, IT TAKES TWO TO MAMBO	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 3
HONEY, IT'S AN INTERPLANETARY , EXTRAORDINARY LIFE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 17
HONEY, SHE'S LIKE A FISH OUT OF WATER	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 2
HONEY, SITUATION NORMAL, ALL SZALINSKI'S UP	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 13
HONEY, THE BEAR IS BAD NEWS	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 17
HONEY, THE BUNNY BIT IT	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 10
HONEY, YOU'LL ALWAYS BE A PRINCESS TO ME	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 16
SAVAGE STEVE HOLLAND	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 12
Katayoun A. Marciano			
FIBER	ZACK FILES, THE	S: 1	E: 14

Episode Title	Name of Programme		
Kate Boutilier			
BIG TOP SHE-WOLF	SHE WOLF OF LONDON	S: 1	E: 10
BRIDE OF THE WOLFMAN	SHE WOLF OF LONDON	S: 1	E: 16
OPERATION BLACKOUT	LOIS AND CLARK	S: 2	E: 6
Kate Boutillier			
THE DIVORCE LAWYER	DEADLY GAMES	S: 1	E: 8
Kate Miles Melville			
THE GOD OF COMMERCE	REGENESIS	S: 3	E: 5
Katharine Montagu, Sioux Browning, Mark Sawers			
HUMAN GAS	ALIENATED	S: 2	E: 5
Katharyn Michaelian Powers			
ATLANTIUM	FANTASTIC JOURNEY,THE	S: 1	E: 2
CROSSROADS	STARGATE SG1	S: 4	E: 4
FORMICIDA	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 6
FUTURE PAST	LOGAN'S RUN	S: 1	E: 10
RIDDLES	FANTASTIC JOURNEY,THE	S: 1	E: 9
THE BURNING TIMES	SWAMP THING	S: 3	E: 26
Katharyn Powers			
EMANCIPATION	STARGATE SG1	S: 1	E: 3
ENIMGA	STARGATE SG1	S: 1	E: 16
FAMILY	STARGATE SG1	S: 2	E: 8
SERPENT'S SONG	STARGATE SG1	S: 2	E: 16
THOR'S HAMMER	STARGATE SG1	S: 1	E: 9
Katherine Weber			
I HEAR YOU CALLING	OUTER LIMITS,THE (1995)	S: 2	E: 4
Kathleen Barnes, David Wise			
SPACE VAMPIRE	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 12
Kathryn Baker			
FOUNTAIN OF YOUTH	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 17
Kathryn M. Drennan			
BY ANY MEANS NECESSARY	BABYLON 5	S: 1	E: 14
Kathryn Michaelin Powers			
JENNIE	AIRWOLF	S: 3	E: 9
Kathryn Powers			
PAST PROLOGUE	STAR TREK: DEEP SPACE NINE	S: 1	E: 2
PRETENSE	STARGATE SG1	S: 3	E: 15
THOR'S CHARIOT	STARGATE SG1	S: 2	E: 6
Kathryn Powers, Michael Baron			
CODE OF HONOR	STAR TREK: THE NEXT GENERATION	S: 1	E: 3
Kathy Joseph, Ted Bergman			
VICKI AND THE SKYJACKER	SMALL WONDER	S: 4	E: 11
Kathy McCormick			
A BOLT FROM THE BLUE	LOIS AND CLARK	S: 2	E: 8
LORNE AND MAX DROP THE BALL	SPY GAMES	S: 1	E: 9
Kathy McCormick, John McNamara			
WHINE,WHINE,WHINE	LOIS AND CLARK	S: 2	E: 21
Kathy Slevin			
BUT I'M TOO YOUNG TO BE MY DAD	ZACK FILES, THE	S: 1	E: 8
DINNER WITH GRANDPA	ZACK FILES, THE	S: 1	E: 24
QUIET PLEASE, I'M READING YOUR MIND	ZACK FILES, THE	S: 1	E: 3
THE LIRARY OF NO RETURN	ZACK FILES, THE	S: 1	E: 25
Kati Rocky			
A ROOM OF HER OWN	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 14
PASSING THE LANTERN	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 4
THE BAND	SECRET WORLD OF ALEX MACK,THE	S: 4	E: 12
THE GREEN-EYED MONSTER	MASKED RIDER	S: 1	E: 13
Katie Douglas			
BIG SISTER	M.I. HIGH	S: 2	E: 6
MY KINGDOM FOR A CAT	MY HERO	S: 6	E: 3
Katie Torpey			
CURSE OF THE WOLF (PART 1 OF 3)	POWER RANGERS WILD FORCE	S: 1	E: 10

Episode Title	Name of Programme		
HOMECOMING	POWER RANGERS WILD FORCE	S: 2	E: 2
MONITORING EARTH, PART 1	POWER RANGERS WILD FORCE	S: 2	E: 6
NEVER GIVE UP	POWER RANGERS WILD FORCE	S: 1	E: 4
TAMING OF THE ZORDS	POWER RANGERS WILD FORCE	S: 2	E: 5
TEAM CARNIVAL	POWER RANGERS WILD FORCE	S: 2	E: 4
THE ANCIENT WARRIOR, PART 1	POWER RANGERS WILD FORCE	S: 1	E: 15
THE FLUTE	POWER RANGERS WILD FORCE	S: 2	E: 3
THE SOUL OF HUMANITY PART 2	POWER RANGERS WILD FORCE	S: 2	E: 7
Katie Torpey, Bergen Williams			
A FATHER'S FOOTSTEPS	POWER RANGERS WILD FORCE	S: 1	E: 21
THREE'S A CROWD	POWER RANGERS WILD FORCE	S: 1	E: 20
Katie Wech			
INTERRED	DEAD ZONE, THE	S: 6	E: 5
TRANSGRESSION	DEAD ZONE, THE	S: 6	E: 9
Katy Ballard			
SAME OLD SONG AND DICK	THIRD ROCK FROM THE SUN	S: 2	E: 16
Kay Foster, Adam Armus			
HOMECOMING	HEROES	S: 1	E: 9
SPLIT	BIRDS OF PREY	S: 1	E: 7
Kay Lenard, Jess Carneol			
OFF BEAT	WORLD OF GIANTS	S: 1	E: 11
Kay Reindl, Erin Maher			
THE MONSTER ARE ON MAPLE STREET	TWILIGHT ZONE, THE (2002)	S: 1	E: 32
Kazuki Nakashima			
EARTH BURNS	ULTRAMAN MAX	S: 1	E: 31
Kazuya Konaka			
MEMORIES	ULTRASEVEN X	S: 1	E: 10
Kearie Peak, Sean Catherine Derek			
UNHOLY ALLIANCE	MORTAL KOMBAT : CONQUEST	S: 1	E: 9
Keiichi Hasegawa			
BLOOD MESSAGE	ULTRASEVEN X	S: 1	E: 8
Keisuke Fujikawa			
ADAM AND EVE OF M32 NEBULA	ULTRAMAN MAX	S: 1	E: 35
Keith Brumpton			
EYES ON THE STARS	M.I. HIGH	S: 1	E: 2
FIT UP	M.I. HIGH	S: 2	E: 4
NERD ALAERT	M.I. HIGH	S: 1	E: 5
THE SINISTER PRIME MINISTER	M.I. HIGH	S: 1	E: 1
Keith Brumpton & Nathan Cockerill			
IT'S A KIND OF MAGIC	M.I. HIGH	S: 2	E: 1
Keith Damron			
A THOUSAND DEATHS	SLIDERS	S: 5	E: 13
JUGGERNAUT DOWN	CLEOPATRA 2525	S: 2	E: 8
LIPSCHITZ, LIVE!	SLIDERS	S: 4	E: 13
STRANGERS AND COMRADES	SLIDERS	S: 5	E: 3
THE SEER	SLIDERS	S: 5	E: 18
VIRTUAL SLIDE	SLIDERS	S: 4	E: 4
Keith Miles			
ALL THAT GLISTERS	SPACE: 1999	S: 2	E: 9
THE LOVE REFLECTOR	ADVENTURES OF DON QUICK,THE	S: 1	E: 4
THE QUICK AND THE DEAD	ADVENTURES OF DON QUICK,THE	S: 1	E: 5
Keith Mills			
THE ROYALE	STAR TREK: THE NEXT GENERATION	S: 2	E: 12
Keith Washington			
MARION TO THE RESCUE	NEW ADVENTURES OF ROBIN HOOD, THE	S: 1	E: 6
Kelly Schilling			
DELIVERY MAN	TWO TWISTED	S: 1	E: 10
Kelly Senecal, Robert Baird			
FRANK STEIN	BIG WOLF ON CAMPUS	S: 2	E: 2
Kelly Senecal, Tracey Forbes			
THE COCKTAIL	REGENESIS	S: 2	E: 3

Kelly Souders, Brian Peterson

Science Fiction Writers

Episode Title	Name of Programme		
ARROW	SMALLVILLE	S: 6	E: 4
CRIMSON	SMALLVILLE	S: 6	E: 13
CRISIS	SMALLVILLE	S: 3	E: 16
DELETE	SMALLVILLE	S: 3	E: 11
FOREVER	SMALLVILLE	S: 4	E: 21
FORSAKEN (PART 1 OF 2)	SMALLVILLE	S: 3	E: 21
HIDDEN	SMALLVILLE	S: 5	E: 3
PHOENIX (PART 2 OF 2)	SMALLVILLE	S: 3	E: 2
RECKONING	SMALLVILLE	S: 5	E: 12
RELIC	SMALLVILLE	S: 3	E: 6
SACRED	SMALLVILLE	S: 4	E: 15
SCARE	SMALLVILLE	S: 4	E: 10
SIREN	SMALLVILLE	S: 7	E: 11
Ken Cuperus			
COMMON GROUND	STARGATE: ATLANTIS	S: 3	E: 7
SUBMERSION	STARGATE: ATLANTIS	S: 3	E: 18
THE ARK	STARGATE: ATLANTIS	S: 3	E: 17
Ken Hecht			
CRY ME A TOUCHDOWN	TURNABOUT	S: 1	E: 4
Ken Horton			
WHISPER	SMALLVILLE	S: 3	E: 10
Ken Kolb, Harold Livingston			
THE MAD MAD BOMBER (1-2)	FUTURE COP	S: 1	E: 3
Ken LaZebnik			
BORDERLAND (PART 1 OF 3)	ENTERPRISE	S: 4	E: 4
Ken Lipman			
BAD GIRL	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 10
BUBBLING OVER	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 8
HOOP WAR	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 2
LEAVING	SECRET WORLD OF ALEX MACK,THE	S: 4	E: 9
PRESSURE	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 6
SCHOOL DANCE	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 4
THE SECRET WORLD OF RAY ALVARADO	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 7
THE STORM	SECRET WORLD OF ALEX MACK,THE	S: 4	E: 8
Ken Lipman, Sean McNamara			
THE FUED	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 7
Ken Lipman, Thomas W. Lynch			
IMAGES	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 5
ROAD TRIP	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 11
SCIENCE FAIR	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 5
THE ACCIDENT	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 1
THE GIFT	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 10
THE JOURNAL	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 1
THE OTHER SIDE (1-2)	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 1
Ken Solarz			
SORCERER'S APPRENTICE	PROFILER	S: 1	E: 9
UNHOLY ALLIANCE	PROFILER	S: 1	E: 3
Ken Steele			
SAFETY FIRST	SMALL WONDER	S: 3	E: 22
VICKI GOODWRENCH	SMALL WONDER	S: 2	E: 22
Ken Trevey			
TO THE GODS ALONE	IMMORTAL, THE	S: 1	E: 14
Ken Trevey, Stephen Kandel			
BY GIFT OF CHANCE	IMMORTAL, THE	S: 1	E: 10
Kengo Kaji and Sotaro Hayashi			
ETERNAL INVADER	ULTRAMAN MAX	S: 1	E: 4
Kengo Kaji and Yuuji Kobayashi			
A WOMAN WHO KEEPS THE MONSTER	ULTRAMAN MAX	S: 1	E: 2
THE BIRTH OF ULTRAMAN MAX	ULTRAMAN MAX	S: 1	E: 1
Kenneth Biller			
BEFORE AND AFTER	STAR TREK: VOYAGER	S: 3	E: 20
CALLING (PART 1 OF 2)	SMALLVILLE	S: 2	E: 22
DEMON	STAR TREK: VOYAGER	S: 4	E: 22

Episode Title	Name of Programme		
EXTREME RISK	STAR TREK: VOYAGER	S: 5	E: 3
FACES	STAR TREK: VOYAGER	S: 1	E: 13
INITIATIONS	STAR TREK: VOYAGER	S: 2	E: 2
LIFESIGNS	STAR TREK: VOYAGER	S: 2	E: 19
MANEUVERS	STAR TREK: VOYAGER	S: 2	E: 11
NEMESIS	STAR TREK: VOYAGER	S: 4	E: 4
RANDOM THOUGHTS	STAR TREK: VOYAGER	S: 4	E: 9
SHATTERED	SMALLVILLE	S: 3	E: 8
TALISMAN	SMALLVILLE	S: 3	E: 20
THE CHUTE	STAR TREK: VOYAGER	S: 3	E: 3
THE Q AND THE GREY	STAR TREK: VOYAGER	S: 3	E: 10
TUVIX	STAR TREK: VOYAGER	S: 2	E: 24
TWISTED	STAR TREK: VOYAGER	S: 2	E: 6
UNITY	STAR TREK: VOYAGER	S: 3	E: 16
WORST CASE SCENARIO	STAR TREK: VOYAGER	S: 3	E: 24
Kenneth Biller, Brannon Braga, Robert Doherty			
ENDGAME PART 1	STAR TREK: VOYAGER	S: 7	E: 25
ENDGAME PART 2	STAR TREK: VOYAGER	S: 7	E: 26
Kenneth Biller, Bryan Fuller			
WORKFORCE PART 1	STAR TREK: VOYAGER	S: 7	E: 16
Kenneth Biller, Chris Brancato			
EVE	X FILES,THE	S: 1	E: 11
Kenneth Biller, Jack Klein, Karen Klein			
THE GIFT	STAR TREK: VOYAGER	S: 4	E: 2
Kenneth Biller, Jeri Taylor			
ELOGIUM	STAR TREK: VOYAGER	S: 2	E: 4
Kenneth Biller, Michael Taylor			
DISEASE	STAR TREK: VOYAGER	S: 5	E: 16
WORKFORCE PART 2	STAR TREK: VOYAGER	S: 7	E: 17
Kenneth Biller, Scott Smith Miller			
THIRTY DAYS (aka DOWN DEEP)	STAR TREK: VOYAGER	S: 5	E: 9
Kenneth Cavender			
IT'S BETTER TO KNOW	R3	S: 2	E: 10
Kenneth Cavender & Clive Donner/E.M.Forster			
THE MACHINE STOPS	OUT OF THE UNKNOWN	S: 2	E: 1
Kenneth Hill			
PEOPLE ISN'T EVERYTHING	ADVENTURES OF DON QUICK,THE	S: 1	E: 2
Kenneth Hyde			
ACCESSORY BEFORE THE FACT	TALES OF MYSTERY	S: 1	E: 6
Kenneth Johnson			
ALIEN NATION - THE TV MOVIE	ALIEN NATION	S: 1	E: 1
BIG BROTHER	SIX MILLION DOLLAR MAN,THE	S: 3	E: 20
CHAPTER 3 - PLUNGE INTO HISTORY	SECRET EMPIRE, THE	S: 1	E: 1
DEATH IN THE FAMILY (aka RETURN OF THE INCREDIBLE HULK) (120 MINUTES)	INCREDIBLE HULK,THE	S: 1	E: 2
DOOMSDAY IS TOMMOROW (1-2)	BIONIC WOMAN, THE	S: 2	E: 13
MARRIED (aka BRIDE OF THE INCREDIBLE HULK) (120MINUTES)	INCREDIBLE HULK,THE	S: 2	E: 1
NEVER GIVE A TRUCKER AN EVEN BREAKER	INCREDIBLE HULK,THE	S: 1	E: 9
ONCE A THIEF	BIONIC WOMAN, THE	S: 2	E: 22
PROMETHEUS (1-2)	INCREDIBLE HULK,THE	S: 4	E: 1
RETURN OF BIGFOOT (PART 2) (cf, THE SIX MILLION DOLLAR MAN)	BIONIC WOMAN, THE	S: 2	E: 1
SHADOW CHASERS (1-2)	SHADOW CHASERS	S: 1	E: 1
SISTER JAMIE	BIONIC WOMAN, THE	S: 2	E: 8
THE BIONIC WOMAN (1-2)	SIX MILLION DOLLAR MAN,THE	S: 2	E: 18
THE FINAL ROUND	INCREDIBLE HULK,THE	S: 1	E: 3
THE INCREDIBLE HULK (120 MINUTES)	INCREDIBLE HULK,THE	S: 1	E: 1
THE RETURN OF BIG FOOT (PART 1) (cf THE BIONIC WOMAN)	SIX MILLION DOLLAR MAN,THE	S: 4	E: 1
THE RETURN OF THE BIONIC WOMAN (1-2)	SIX MILLION DOLLAR MAN,THE	S: 3	E: 1
THE SECRET OF BIGFOOT (1-2)	SIX MILLION DOLLAR MAN,THE	S: 3	E: 16
V : PART 2	V (1982)	S: 1	E: 2
V: PART 1	V (1982)	S: 1	E: 1

Episode Title	Name of Programme		
WELCOME HOME JAMIE (PART 2) (cf, THE SIX MILLION DOLLAR MAN)	BIONIC WOMAN, THE	S: 1	E: 1
WELCONE HOME JAMIE (PART 1) (cf THE BIONIC WOMAN)	SIX MILLION DOLLAR MAN,THE	S: 3	E: 14
Kenneth Johnson and Elroy Schwartz			
ONE OF OUR RUNNING BACKS IS MISSING	SIX MILLION DOLLAR MAN,THE	S: 3	E: 7
Kenneth Johnson, Justin Edgerton			
THE GHOSTHUNTER	BIONIC WOMAN, THE	S: 1	E: 13
Kenneth Johnson, Story by Justin Edgerton and Kenneth Johnson			
THE PRICE OF LIBERTY	SIX MILLION DOLLAR MAN,THE	S: 3	E: 2
Kenneth Koerner			
IT'S A GAS	SMALL WONDER	S: 4	E: 8
Kenny Schwartz			
ROCK N'ROLL PARKING LOT	DO OVER	S: 1	E: 6
Kenny Schwartz, Rick Wiener			
COLD WAR	DO OVER	S: 1	E: 10
Kerry Ehrin			
TRUST ISSUES	BIONIC WOMAN (2007)	S: 1	E: 7
Kerry Lenhart, John J. Sakmar			
GIVE ME LIBERTE...	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 7
TREASURES OF THE TONGA TRENCH	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 5
Kevin Abbott			
HIT ME WITH YOUR BEST SHOT	ALF	S: 2	E: 19
Kevin Cecil, Andy Riley			
ASSESSMENT	HYPERDRIVE	S: 1	E: 6
HELLO, QUEPPU	HYPERDRIVE	S: 1	E: 2
WEEKEND OFF	HYPERDRIVE	S: 1	E: 3
Kevin Clarke			
SILVER NEMESIS (1-3)	DOCTOR WHO	S: 25	E: 3
Kevin Droney			
DESIGNED BY CHANCE	HUMAN TARGET	S: 1	E: 3
Kevin Falls			
BLOWBACK	JOURNEYMAN	S: 1	E: 10
FRIENDLY SKIES	JOURNEYMAN	S: 1	E: 2
PILOT - A LOVE OF A LIFETIME	JOURNEYMAN	S: 1	E: 1
Kevin Hartigan (w,s) & T. S. Cook (w)			
ERUPTION	AIRWOLF	S: 2	E: 21
Kevin Hopps, Gleen Leopold			
PROJECT BLENDER	SMALL WONDER	S: 2	E: 14
Kevin Kopelow, Heath Seifert			
ALL YOU CAN EATY	SPACE CASES	S: 2	E: 7
Kevin Lund			
VISION	BLACK HOLE HIGH	S: 3	E: 7
Kevin Lund, T.J. Scott			
BRAIN DRAIN	CLEOPATRA 2525	S: 2	E: 3
RUN CLEO RUN	CLEOPATRA 2525	S: 1	E: 7
Kevin Murphy			
WILL O' THE WISP	SO WEIRD	S: 1	E: 13
Kevin Rock			
ANATOMY LESSON	PERVERSIONS OF SCIENCE	S: 1	E: 2
SNAP ENDING	PERVERSIONS OF SCIENCE	S: 1	E: 8
Kevin Stevens, Marcus Miller			
INSIDE TRAITOR	TEAM KNIGHT RIDER	S: 1	E: 5
Kim Fuller			
BLUE	RED DWARF	S: 7	E: 5
Kim Moses, Ian Sander			
TIES THAT BIND	PROFILER	S: 2	E: 11
Kim Newton			
QUAGMIRE	X FILES,THE	S: 3	E: 22
REVELATIONS	X FILES,THE	S: 3	E: 11
Kimberly Costello			
CURIOUS JAROD	PRETENDER, THE	S: 1	E: 4

Episode Title	Name of Programme		
Kirk Savell			
THAT SWAMP THING YOU DO	BIG WOLF ON CAMPUS	S: 1	E: 8
Kirstie Falkous			
THE HOME TEAM	MY PARENTS ARE ALIENS	S: 1	E: 2
Kit Pedler			
THE MOONBASE (1-4)	DOCTOR WHO	S: 4	E: 6
Kit Pedler & Gerry Davis			
SURVIVAL CODE	DOOMWATCH	S: 1	E: 13
THE PLASTIC EATERS	DOOMWATCH	S: 1	E: 1
THE RED SKY	DOOMWATCH	S: 1	E: 8
Kiyoto Takeuchi			
5 SECONDS BEFORE BOMBARDMENT	ULTRAMAN MAX	S: 1	E: 6
THE APPEARANCE OF MONSTER ISLAND	ULTRAMAN MAX	S: 1	E: 5
Kobayashi Yasuko			
ACT 1	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 1
ACT 10	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 10
ACT 11	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 11
ACT 12	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 12
ACT 13	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 13
ACT 14	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 14
ACT 15	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 15
ACT 16	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 16
ACT 17	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 17
ACT 22	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 22
ACT 3	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 3
ACT 4	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 4
ACT 5	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 5
ACT 6	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 6
ACT 7	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 7
ACT 8	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 8
ACT 9	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 9
Koji Kataoka, Oak O'Connor			
BIG BAD LUCK	BIG BAD BEETLEBORGS	S: 1	E: 46
Kojo Katoaka, Oak O'Connor			
EXTRA.. BETTLEBORGS REVEALED	BETTLEBORGS METALLIX	S: 1	E: 11
MONSTER ROCK	BIG BAD BEETLEBORGS	S: 1	E: 17
Kris Dobkin			
PERSONAL EFFECTS	TOTAL RECALL 2070	S: 1	E: 19
Kuniaki Oshikawa			
BLUE SCORPION CRAZED BY HUMAN BOMBS	KIKAIDER	S: 1	E: 10
Kurt Michael Bensmiller, Ira Steven Behr			
THE STORYTELLER	STAR TREK: DEEP SPACE NINE	S: 1	E: 13
L. Ford Neale, John Huff			
BAD MEDICINE	KOLCHAK: THE NIGHT STALKER	S: 1	E: 8
MR R.I.N.G.	KOLCHAK: THE NIGHT STALKER	S: 1	E: 12
THE SENTRY	KOLCHAK: THE NIGHT STALKER	S: 1	E: 20
L.J. Strom, Hans Beimler			
RAPTURE	STAR TREK: DEEP SPACE NINE	S: 5	E: 10
L.L. Shapira, Craig J. Nevius			
WAVE GOODBYE	BLACK SCORPION	S: 1	E: 2
Laeta Kalogridis			
"PILOT"	BIRDS OF PREY	S: 1	E: 1
"PILOT"	BIONIC WOMAN (2007)	S: 1	E: 1
Laeta Kalogridis, Melissa Rosenberg			
SLICK	BIRDS OF PREY	S: 1	E: 2
Lan O'Kun			
THE WORLD NEST DOOR	TWILIGHT ZONE,THE (1985)	S: 2	E: 5
Lara McKinnon			
FAINT HOPE	REGENESIS	S: 1	E: 7
Larry Alexander			
CRYSTAL WATER, SUDDEN DEATH	MAN FROM ATLANTIS	S: 1	E: 11
DEADLY CARNIVAL	MAN FROM ATLANTIS	S: 1	E: 17

Episode Title	Name of Programme		
MAN O'WAR	MAN FROM ATLANTIS	S: 1	E: 9
TARGET IN THE SKY	SIX MILLION DOLLAR MAN,THE	S: 3	E: 6
Larry Alexander , Story by Alan Caillou and Larry Alexander			
THE SOLID GOLD KIDNAPPING (90MINUTES)	SIX MILLION DOLLAR MAN,THE	S: 1	E: 3
Larry Alexander, George F. Slavin			
THE SUPERSTITION MOUNTAIN INCIDENT	PROJECT UFO	S: 2	E: 9
Larry Barber, Paul Barber			
ATTEMPTING SCREED	ANDROMEDA	S: 5	E: 7
BULLS AND BEARS	NET, THE	S: 1	E: 4
GENDERBENDER	X FILES,THE	S: 1	E: 14
GO LIKE YOU KNOW	NET, THE	S: 1	E: 9
KILL THE BUDDHA	NET, THE	S: 1	E: 6
LUCY'S LIFE	NET, THE	S: 1	E: 14
PIECES OF EIGHT	ANDROMEDA	S: 4	E: 2
QUANTUM TRACTATE DELIRIUM	ANDROMEDA	S: 5	E: 18
SOON THE NEARING VORTEX (PART 1 OF 2)	ANDROMEDA	S: 4	E: 6
THE DISSONANT INTERVAL (PART 1 OF 2)	ANDROMEDA	S: 4	E: 21
THE ESCHATOLOGY OF OUR PRESENT	ANDROMEDA	S: 5	E: 5
THE HEART OF THE JOURNEY (PART 1 OF 2)	ANDROMEDA	S: 5	E: 21
THE WORLD TURNS ALL AROUND HER (PART 2 OF 2)	ANDROMEDA	S: 4	E: 7
TRUSTING THE GORDIAN MAZE	ANDROMEDA	S: 4	E: 18
UNDERWORLD	FIRST WAVE	S: 2	E: 20
WAKING THE TYRANT'S DEVICE	ANDROMEDA	S: 4	E: 3
ZERO	NET, THE	S: 1	E: 19
Larry Brody			
A HERO'S WELCOME (1-2)	SUPER FORCE	S: 1	E: 1
A HUNDRED SHARE	SUPER FORCE	S: 1	E: 14
A HUNDRED YEARS A SECOND	SUPER FORCE	S: 2	E: 17
A RAINBOW AT MIDNIGHT	SUPER FORCE	S: 2	E: 13
AS GOD AS MY WITNESS	SUPER FORCE	S: 1	E: 4
AT THE END OF THE TUNNEL (1-2)	SUPER FORCE	S: 2	E: 1
BATTLE CRY	SUPER FORCE	S: 1	E: 3
BREAKFAST OF CHAMPIONS	SUPER FORCE	S: 1	E: 18
CARCINOMA ANGELS	SUPER FORCE	S: 1	E: 19
COME HOME TO DIE	SUPER FORCE	S: 1	E: 9
COME UNDER THE WAY (1-2)	SUPER FORCE	S: 1	E: 15
DOOMSDAY AND COUNTING	SIX MILLION DOLLAR MAN,THE	S: 1	E: 9
GHOST IN THE MACHINE	SUPER FORCE	S: 2	E: 6
GRAVITY'S RAINBOW (1-2)	SUPER FORCE	S: 1	E: 10
HANK'S BACK (1-2)	SUPER FORCE	S: 2	E: 5
ILLEGAL ALIENS	SUPER FORCE	S: 2	E: 8
INSTANT KARMA	SUPER FORCE	S: 2	E: 4
KING OF THE TREES	SUPER FORCE	S: 2	E: 12
LIGHT AROUND THE BODY	SUPER FORCE	S: 2	E: 3
LOVE SLAVES FROM OUTER SPACE	SUPER FORCE	S: 2	E: 2
MADE FOR EACH OTHER (1-2)	SUPER FORCE	S: 2	E: 7
OF HUMAN BONDAGE	SUPER FORCE	S: 1	E: 13
PRISONERS OF LOVE	SUPER FORCE	S: 1	E: 6
SINS OF THE FATHER (1-2)	SUPER FORCE	S: 1	E: 12
TALES OF FUTURE PAST	SUPER FORCE	S: 1	E: 16
THE BIG SPIN	SUPER FORCE	S: 2	E: 10
THE CRIME DOCTOR	SUPER FORCE	S: 1	E: 7
THE END OF THE EVERYTHING (1-2)	SUPER FORCE	S: 2	E: 15
THE GAUNTLET	SUPER FORCE	S: 1	E: 8
THE LONG JOURNEY HOME	SUPER FORCE	S: 2	E: 16
THE LUDDITE CRUSADE	SUPER FORCE	S: 2	E: 11
THE MONKEY'S BREATH	SUPER FORCE	S: 2	E: 14
THE VIRAL STAIRCASE (1-2)	SUPER FORCE	S: 2	E: 9
THERE'S A LIGHT	SUPER FORCE	S: 1	E: 20
TOO LATE THE HERO (1-2)	SUPER FORCE	S: 1	E: 2
U-GENE (1-2)	SUPER FORCE	S: 1	E: 5
WATER MANIA	SUPER FORCE	S: 1	E: 11
YO! SUPER FORCE	SUPER FORCE	S: 1	E: 17
Larry Brody & Doug Hayes Jr			
RENEGADE RUN	AUTOMAN	S: 1	E: 8

Episode Title	Name of Programme		
Larry Brody (w,s), Shel Willens (s)			
THE BIGGEST GAME IN TOWN	AUTOMAN	S: 1	E: 7
Larry Charles			
THE LICENSE	TICK, THE	S: 1	E: 4
Larry Charles, Ben Edlund			
THE TICK VS JUSTICE	TICK, THE	S: 1	E: 7
Larry Cohen			
FALSE FACE	WAY OUT	S: 1	E: 7
Larry DiTillio			
AND MADNESS SHALL REIGN	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	S: 1	E: 13
JUDGEMENT	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	S: 1	E: 14
NEW ORDER: THE SHY SHALL SWALLOW THEM (1-2)	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	S: 1	E: 18
SHATTERED	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	S: 1	E: 1
WARDOGS	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	S: 1	E: 10
Larry Levy			
THE VISIT	JOURNEY OF ALLEN STRANGE, THE	S: 1	E: 6
Larry Mollin			
KNIGHT AND KNERD	KNIGHT RIDER	S: 3	E: 17
Larry Niven			
DOWNSTREAM	LAND OF THE LOST (1974)	S: 1	E: 4
Larry Niven, David Gerrold			
HURRICANE	LAND OF THE LOST (1974)	S: 1	E: 16
Larry Raskin			
ELEVATOR	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 20
HAPPY BIRTHDAY, MATT PRAEGER	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 3
HARLEQUIN	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 9
RECRUIT	LA FEMME NIKITA	S: 1	E: 13
SHOCKING	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 1
Larry Raskin, Aaron Woodley			
GONE FISHING	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 16
Larry Raskin, Ian Weir			
FREE FALL/ THE PRESCENCE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 5
Lars Guignard			
HELLECTION	BIG WOLF ON CAMPUS	S: 3	E: 6
Laura Doyle			
TEEN ANGELS	EARLY EDITION	S: 3	E: 11
Laura Kosteriski			
A TALE OF TWO NICKS	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 2
Laura Lamsen (Script), Peter James (Novel)			
	ALCHEMISTS, THE	S: 1	E: 1
	ALCHEMISTS, THE	S: 1	E: 2
Laurence Andries			
PURSUIT	PREY	S: 1	E: 3
VENGEANCE	PREY	S: 1	E: 11
Laurence Andries, Chris Levinson			
COLLABORATION	PREY	S: 1	E: 9
REVELATIONS	PREY	S: 1	E: 5
Laurence Frank			
CYPHER	SENTINEL, THE	S: 1	E: 5
Laurence Heath			
CONDITION: RED	INVADERS,THE (1967)	S: 2	E: 1
COUNTER-ATTACK	INVADERS,THE (1967)	S: 2	E: 17
THE CAPTIVE	INVADERS,THE (1967)	S: 2	E: 12
THE LIFE SEEKERS	INVADERS,THE (1967)	S: 2	E: 23
Laurence Marks & Maurice Gran			
A ROOM WITH A VIEW	GOODNIGHT SWEETHEART	S: 5	E: 1
ACCENTUATE AND POSITIVE	GOODNIGHT SWEETHEART	S: 6	E: 10
BETWEEN THE DEVIL AND THE DEEP BLUE SEA (50 mins)	GOODNIGHT SWEETHEART	S: 3	E: 1
CHANGE PARTNERS	GOODNIGHT SWEETHEART	S: 3	E: 5
DON'T FENCE ME IN	GOODNIGHT SWEETHEART	S: 2	E: 10
DON'T GET AROUND MUCH ANYMORE	GOODNIGHT SWEETHEART	S: 2	E: 1
FOOLS RUSH IN	GOODNIGHT SWEETHEART	S: 1	E: 2

Episode Title	Name of Programme		
GRIEF ENCOUNTER	GOODNIGHT SWEETHEART	S: 6	E: 4
HOW LONG HAS THIS BEEN GOING ON?	GOODNIGHT SWEETHEART	S: 4	E: 6
I GET ALONG WITHOUT YOU VERY WELL	GOODNIGHT SWEETHEART	S: 1	E: 5
I GOT IT BAD AND THAT AIN'T GOOD	GOODNIGHT SWEETHEART	S: 2	E: 2
IN THE MOOD	GOODNIGHT SWEETHEART	S: 1	E: 6
IS YOUR JOURNEY REALLY NECESSARY	GOODNIGHT SWEETHEART	S: 1	E: 3
IT AIN'T NECESSARILY SO	GOODNIGHT SWEETHEART	S: 3	E: 2
LET'S GET AWAY FROM IT ALL	GOODNIGHT SWEETHEART	S: 3	E: 11
LONDON PRIDE	GOODNIGHT SWEETHEART	S: 5	E: 2
LOVE THE ONE YOU'RE WITH	GOODNIGHT SWEETHEART	S: 5	E: 9
NICE WORK IF YOU CAN GET IT	GOODNIGHT SWEETHEART	S: 2	E: 8
ONE O'CLOCK JUMP	GOODNIGHT SWEETHEART	S: 3	E: 3
RITES OF PASSAGE	GOODNIGHT SWEETHEART	S: 1	E: 1
THE MORE I SEE YOU	GOODNIGHT SWEETHEART	S: 1	E: 4
WOULD YOU LIKE TO SWING ON A STAR	GOODNIGHT SWEETHEART	S: 2	E: 7
YOU'RE DRIVING ME CRAZY	GOODNIGHT SWEETHEART	S: 4	E: 1
Laurence Walsh			
HAIR OF THE DOG	DRESDEN FILES, THE	S: 1	E: 3
Laurent Heynemann			
L'AMOUR QUI TUE (THE KILLING LOVE)	DE BIEN ETRANGES AFFAIRES	S: 1	E: 4
Laurie Gelman			
KEEPIN' THE FAITH	ALF	S: 1	E: 5
LITTLE BIT OF SOAP	ALF	S: 1	E: 14
Laurie Gelman,Donald Todd, Bob & Howard Bendetson			
TRY TO REMEMBER (1-2)	ALF	S: 1	E: 16
Laurie Newbound			
THE TEST	STARMAN	S: 1	E: 21
Lawrence Frank			
SWEET SCIENCE	SENTINEL, THE	S: 3	E: 16
Lawrence G. Ditillio			
BORN TO THE PURPLE	BABYLON 5	S: 1	E: 4
DEATHWALKER	BABYLON 5	S: 1	E: 10
EYES	BABYLON 5	S: 1	E: 17
GROPOS	BABYLON 5	S: 2	E: 10
KNIVES	BABYLON 5	S: 2	E: 17
SPIDER IN THE WEB	BABYLON 5	S: 2	E: 6
TKO	BABYLON 5	S: 1	E: 18
Lawrence H. Levy			
COMPUTE	JOURNEY OF ALLEN STRANGE, THE	S: 1	E: 10
HAUNTED	JOURNEY OF ALLEN STRANGE, THE	S: 2	E: 3
THE BROKEN PUZZLE	JOURNEY OF ALLEN STRANGE, THE	S: 2	E: 7
THE RUSSIANS ARE COMING, THE RUSSIANS ARE COMING	SMALL WONDER	S: 3	E: 17
THE WONDER WORKER	SMALL WONDER	S: 2	E: 8
Lawrence Hertzog			
A GIRL WHO WASN'T THERE	LA FEMME NIKITA	S: 5	E: 2
AND EVERYTHING NICE	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 12
ANY MEANS NECESSARY	LA FEMME NIKITA	S: 3	E: 19
BEYOND THE PALE	LA FEMME NIKITA	S: 3	E: 13
BY ANY OTHER NAME	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 6
CATCH A FALLING STAR	LA FEMME NIKITA	S: 4	E: 16
HELL HATH NO FURY	LA FEMME NIKITA	S: 4	E: 12
I'LL BE WATCHING YOU	PROFILER	S: 1	E: 4
JANE 113	PAINKILLER JANE	S: 1	E: 18
LET NO MAN PUT ASUNDER	LA FEMME NIKITA	S: 5	E: 7
LOVE AND COUNTRY	LA FEMME NIKITA	S: 3	E: 6
LOVE, HONOR AND CHERISH	LA FEMME NIKITA	S: 4	E: 6
MAN IN THE MIDDLE	LA FEMME NIKITA	S: 4	E: 5
NOTHING TO FEAR BUT FEAR ITSELF	PAINKILLER JANE	S: 1	E: 5
PLAYTIME	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 5
SOMETHING IN THE AIR	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 16
SOMETHING NASTY IN THE NEIGHBORHOOD	PAINKILLER JANE	S: 1	E: 12
SYMPATHY FOR THE DEVIL	LA FEMME NIKITA	S: 4	E: 7
THE HOUSE THAT JACK BUILD	PROFILER	S: 1	E: 13
THE MAN BEHIND THE CURTAIN	LA FEMME NIKITA	S: 5	E: 5

Episode Title	Name of Programme		
TOYS IN THE BASEMENT	LA FEMME NIKITA	S: 4	E: 18
TRIAL BY FIRE	PAINKILLER JANE	S: 1	E: 9
Lawrence Hertzog, Peter M. Lenkov			
UP THE RABBIT HOLE	LA FEMME NIKITA	S: 4	E: 21
Lawrence Mascott			
THE POOL	WORLD OF GIANTS	S: 1	E: 8
Lawrence Meyers			
A VIRUS AMOUNG US	PRETENDER, THE	S: 1	E: 7
CONDUIT TO DESTINY	ANDROMEDA	S: 4	E: 8
JERALDO!	PRETENDER, THE	S: 1	E: 15
OCCASIONALLY AMBER	EARLY EDITION	S: 4	E: 17
PAY THE LINE	NET, THE	S: 1	E: 15
STASIS	OUTER LIMITS,THE (1995)	S: 6	E: 9
UNDER THE BED	OUTER LIMITS,THE (1995)	S: 1	E: 10
Lawrence Meyers, Javier Grillo-Marxuach			
UNDER THE REDS	PRETENDER, THE	S: 1	E: 16
Lawrence Meyers, Javier Grillo-Marxuach, Juan Carlos Coto			
UNHAPPY LANDINGS	PRETENDER, THE	S: 1	E: 18
Lawrence Shore			
WATERY GRAVE	CODE NAME: ETERNITY	S: 1	E: 5
Lawrence Shore & Jean Vincent Fournier			
THIEF	CODE NAME: ETERNITY	S: 1	E: 11
Lee Berg			
TIME IS JUST A PLACE	SCIENCE FICTION THEATRE	S: 1	E: 2
Lee Erwin			
WHOM GODS DESTROY	STAR TREK	S: 3	E: 14
Lee Goldberg, William Rabkin			
BEYOND THE BEYOND	SHE WOLF OF LONDON	S: 1	E: 13
CAN'T KEEP A DEAD MAN DOWN (1-2)	SHE WOLF OF LONDON	S: 1	E: 9
CHAINS OF COMMAND	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 5
LITTLE BOOKSHOP OF HORRORS	SHE WOLF OF LONDON	S: 1	E: 6
NICE GIRL'S DON'T	SHE WOLF OF LONDON	S: 1	E: 5
RESURRECTION	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 8
SMOKE ON THE WATER	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 3
THE CAR MECHANIC	DEADLY GAMES	S: 1	E: 7
WHAT'S GOT INTO THEM?	SHE WOLF OF LONDON	S: 1	E: 8
Lee Hewitt			
BULLET PROOF	SCIENCE FICTION THEATRE	S: 2	E: 6
THE HASTINGS SECRET	SCIENCE FICTION THEATRE	S: 1	E: 29
THE PHANTOM CAR	SCIENCE FICTION THEATRE	S: 2	E: 14
THE WORLD BELOW	SCIENCE FICTION THEATRE	S: 1	E: 18
Lee Karson			
MY UNCLE THE FOLK SINGER	MY FAVOURITE MARTIAN	S: 2	E: 7
Lee Pressman			
MR. MOTERMOUTH	MIKE AND ANGELO	S: 11	E: 0
TAKING THE PLUNGE	MIKE AND ANGELO	S: 12	E: 3
THE LIVING STONES (1-5)	TOMORROW PEOPLE,THE (1992)	S: 3	E: 2
THE RETURN OF HANK SINATRA	MIKE AND ANGELO	S: 12	E: 10
TIMESHARE TV	MIKE AND ANGELO	S: 12	E: 6
Lee Pressman, Grant Cathro			
MONSOON MAN (1-5)	TOMORROW PEOPLE,THE (1992)	S: 2	E: 2
THE CULEX EXPERIMENT (1-5)	TOMORROW PEOPLE,THE (1992)	S: 2	E: 1
Lee Sheldon			
BLACK CATS DON'T WALK UNDER LADDERS	PROBE	S: 1	E: 3
FIREMAN	GREATEST AMERICAN HERO,THE	S: 1	E: 7
REMEMBER ME	STAR TREK: THE NEXT GENERATION	S: 4	E: 5
SWORDS AND QUESTS	POWERS OF MATTHEW STARR, THE	S: 1	E: 22
UNTOUCHED BY HUMAN HANDS	PROBE	S: 1	E: 2
Leigh Chapman			
MARTIN'S REVOLTIN' DEVELOPMENT	MY FAVOURITE MARTIAN	S: 3	E: 17
Leigh Vance			
ALL DONE WITH MIRRORS	AVENGERS,THE	S: 7	E: 8

Episode Title	Name of Programme		
IN SEARCH OF MIRA	PHOENIX, THE	S: 1	E: 2
Leila Bensen, Dave Preston			
A ROOM WITH NO VIEW (PART 1 OF 2)	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 15
Len Janson, Chuck Menville			
. . . AND NOW YOU DON'T (PART 2 OF 2)	SECRETS OF ISIS, THE	S: 2	E: 7
NOW YOU SEE IT. . . (PART 1 OF 2)	SECRETS OF ISIS, THE	S: 2	E: 6
THE BRAGGERT	SHAZAM!	S: 1	E: 15
THE BROTHER	SHAZAM!	S: 1	E: 1
Len Jenkin			
SIDESHOW	INCREDIBLE HULK,THE	S: 3	E: 14
Lenore Coffee, Ian Stuart Black			
THE MINK COAT	INVISIBLE MAN,THE (1958)	S: 1	E: 8
Leo Eaton			
PLACE OF THE ANGELS	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 24
Leo Lehman			
LITTLE LOST ROBOT	OUT OF THIS WORLD	S: 1	E: 3
Leo Rifkin & Dan Boyle			
SAND DOCUMENT (1-2)	DR. SHRINKER	S: 1	E: 1
Leon Griffiths			
DIVIDED WE FALL	OUT OF THIS WORLD	S: 1	E: 10
SOME LAPSE OF TIME	OUT OF THE UNKNOWN	S: 1	E: 10
THE YELLOW PILL	OUT OF THIS WORLD	S: 1	E: 2
Leon Griffiths/Rog Phillips			
THE YELLOW PILL	OUT OF THE UNKNOWN	S: 3	E: 12
Leon Tokatyan			
BEST BUDDIES	STARMAN	S: 1	E: 5
Leonard Dick			
THE MIRACLE	TRACKER	S: 1	E: 13
Leonard Fincham			
THE DEATH DESPATCH	AVENGERS,THE	S: 2	E: 13
Leonard Katzman			
NIGHT VISITORS	LOGAN'S RUN	S: 1	E: 12
THE CHILDREN OF THE GODS	FANTASTIC JOURNEY,THE	S: 1	E: 4
Leonard Stadd			
THE DEATH TRAP	TIME TUNNEL,THE	S: 1	E: 12
THE GHOST OF NERO	TIME TUNNEL,THE	S: 1	E: 19
THE REVENGE OF ROBIN HOOD	TIME TUNNEL,THE	S: 1	E: 16
Leonard Stern			
CONNECTION,CONNECTION II	HOLMES AND YOYO	S: 1	E: 11
FUNNY MONEY	HOLMES AND YOYO	S: 1	E: 2
Leroy H. Zehren			
CLARK KENT, OUTLAW	ADVENTURES OF SUPERMAN,THE	S: 3	E: 8
JIMMY THE KID	ADVENTURES OF SUPERMAN,THE	S: 4	E: 6
TEST OF A WARRIOR	ADVENTURES OF SUPERMAN,THE	S: 3	E: 6
THE PRINCE OF ALBERT COAT	ADVENTURES OF SUPERMAN,THE	S: 5	E: 10
Leroy H. Zehren & Roy Hamilton			
THE MAN IN THE LEAD MASK	ADVENTURES OF SUPERMAN,THE	S: 2	E: 11
Les Enloe			
WELCOME TO WINFIELD	TWILIGHT ZONE,THE (1985)	S: 1	E: 42
Lesley Ann Podkin			
GIMME THAT OLD TIME RELIGION	ALF	S: 4	E: 17
Leslie Arliss			
PICNIC WITH DEATH	INVISIBLE MAN,THE (1958)	S: 1	E: 5
PLAY TO KILL	INVISIBLE MAN,THE (1958)	S: 1	E: 6
Leslie Bohem			
ACID TEST	TAKEN	S: 1	E: 4
BEYOND THE SKY	TAKEN	S: 1	E: 1
CHARLIE AND LISA	TAKEN	S: 1	E: 6
DROPPING THE DISHES	TAKEN	S: 1	E: 8
GOD'S EQUATION	TAKEN	S: 1	E: 7
HIGH HOPES	TAKEN	S: 1	E: 3
JACON AND JESSE	TAKEN	S: 1	E: 2

Episode Title	Name of Programme		
JOHN	TAKEN	S: 1	E: 9
MAINTENANCE	TAKEN	S: 1	E: 5
TAKEN	TAKEN	S: 1	E: 10
Leslie Hill			
A WALK IN THE GARDEN	HYPERNAUTS	S: 1	E: 6
THE STAR RANGER	HYPERNAUTS	S: 1	E: 2
Leslie McBride			
WINDOWS	AIRWOLF	S: 4	E: 5
Leslie Stevens			
CODENAME MINUS ONE	GEMINI MAN	S: 1	E: 1
CONTROLLED EXPERIMENT	OUTER LIMITS,THE (1963)	S: 1	E: 16
ESCAPE HATCH	GEMINI MAN	S: 1	E: 9
EYES ONLY	INVISIBLE MAN,THE (1975)	S: 1	E: 5
MOONROCK	SEARCH (aka SEARCH CONTROL)	S: 1	E: 5
ONE OF OUR PROBES IS MISSING	SEARCH (aka SEARCH CONTROL)	S: 1	E: 3
POWER PLAY	INVISIBLE MAN,THE (1975)	S: 1	E: 13
PROBE	SEARCH (aka SEARCH CONTROL)	S: 1	E: 1
SHORT CIRCUIT	SEARCH (aka SEARCH CONTROL)	S: 1	E: 4
THE BORDERLAND	OUTER LIMITS,THE (1963)	S: 1	E: 12
THE GALAXY BEING	OUTER LIMITS,THE (1963)	S: 1	E: 1
THE GOLD MACHINE	SEARCH (aka SEARCH CONTROL)	S: 1	E: 12
THE MURROW DISAPPERANCE	SEARCH (aka SEARCH CONTROL)	S: 1	E: 2
THE PRODUCTION AND DECAY OF STRANGE PARTICLES	OUTER LIMITS,THE (1963)	S: 1	E: 30
Lester Powell			
MISSION TO MONTREAL	AVENGERS,THE	S: 2	E: 5
THE DEADLY AIR	AVENGERS,THE	S: 1	E: 24
Low Schwartz			
THE MARK OF ARCHANON	SPACE: 1999	S: 2	E: 7
Lewis Davidson			
A CHANGE OF BAIT	AVENGERS,THE	S: 1	E: 25
Lewis Jay			
FLIGHT TO THE RED PLANET	MEN INTO SPACE	S: 1	E: 38
INTO THE SUN	MEN INTO SPACE	S: 1	E: 35
MISSION TO MARS	MEN INTO SPACE	S: 1	E: 32
MOON TRAP	MEN INTO SPACE	S: 1	E: 33
MYSTERY SATELLITE	MEN INTO SPACE	S: 1	E: 37
THE SUN NEVER SETS	MEN INTO SPACE	S: 1	E: 36
Lila Garrett, Bernie Kahn			
LUKE A-LIKES	SECOND HUNDRED YEARS,THE	S: 1	E: 13
Lily Taylor			
A CLOCKWORK NEBARI	FARSCAPE	S: 2	E: 18
SCRATCH 'N SNIFF	FARSCAPE	S: 3	E: 13
Lincoln Kibbee			
PRIME SUSPECT	ROBOCOP - THE SERIES	S: 1	E: 2
Linda Campnelli, M.M. Shelly Moore			
PARTS UNKNOWN	SHADOW CHASERS	S: 1	E: 5
Linda McGibney			
D.O.A.	TIMECOP	S: 1	E: 8
DO THE RIGHT THING	PROFILER	S: 3	E: 3
WHERE OR WHEN	PROFILER	S: 3	E: 11
Linda Ptolemy			
LOVE, CIRRONIAN STYLE	TRACKER	S: 1	E: 16
Lindsay Galloway, Ralph Smart			
THE LOCKED ROOM	INVISIBLE MAN,THE (1958)	S: 1	E: 4
Lindsay Sturman			
ASSASSINS	FREEDOM	S: 1	E: 3
KITTEN	ODYSSEY 5	S: 1	E: 11
SYMBIOSIS	ODYSSEY 5	S: 1	E: 6
Lindsay Sturman, Edithe Swensen			
BEGOTTEN	ODYSSEY 5	S: 1	E: 15
HALF-LIFE	ODYSSEY 5	S: 1	E: 18
SKIN	ODYSSEY 5	S: 1	E: 14

Episode Title	Name of Programme		
Linwood Boomer			
ANGRY DICK	THIRD ROCK FROM THE SUN	S: 1	E: 12
FORZEN DICK	THIRD ROCK FROM THE SUN	S: 1	E: 17
Lionel E. Segel			
THE CHINESE WEB (1-2)	AMAZING SPIDERMAN,THE	S: 2	E: 7
Lionel E. Siegel			
THE E.S.P. SPY	SIX MILLION DOLLAR MAN,THE	S: 2	E: 17
Lionel E. Siegel, Connor Everts			
DEADLY MUSIC	BIONIC WOMAN, THE	S: 3	E: 17
Lionel E. Siegel, Story by William T. Zacha and Lionel E. Siegel			
THE ULTIMATE IMPOSTER	SIX MILLION DOLLAR MAN,THE	S: 4	E: 12
Lisa A. Bannick			
BABY LOVE	ALF	S: 3	E: 14
CHANGES	ALF	S: 3	E: 7
HAIL TO THE CHIEF	ALF	S: 2	E: 11
HAVING MY BABY	ALF	S: 3	E: 24
PRIME TIME	ALF	S: 2	E: 5
VARSITY DRAG	ALF	S: 2	E: 24
WEDDING BELL BLUES	ALF	S: 2	E: 4
Lisa A. Bannick, Steve Pepoon, Al Jene & Michael Reiss			
TONIGHT,TONIGHT (1-2)	ALF	S: 3	E: 4
Lisa Klink			
BABY, IT'S YOU	ROSWELL	S: 2	E: 19
BLOOD FEVER	STAR TREK: VOYAGER	S: 3	E: 15
BREAKDOWN	PAINKILLER JANE	S: 1	E: 6
CATCH ME IF YOU CAN	PAINKILLER JANE	S: 1	E: 4
CROSSFIRE	EARTH: FINAL CONFLICT	S: 2	E: 21
DISPLACED	STAR TREK: VOYAGER	S: 3	E: 23
FAVOURITE SON	STAR TREK: VOYAGER	S: 3	E: 19
HIPPOCRATIC OATH	STAR TREK: DEEP SPACE NINE	S: 4	E: 3
INNOCENCE	STAR TREK: VOYAGER	S: 2	E: 22
MESSAGE IN A BOTTLE	STAR TREK: VOYAGER	S: 4	E: 13
OMEGA DIRECTIVE	STAR TREK: VOYAGER	S: 4	E: 19
PIECE OF MIND	PAINKILLER JANE	S: 1	E: 3
REMEMBER	STAR TREK: VOYAGER	S: 3	E: 6
RESISTANCE	STAR TREK: VOYAGER	S: 2	E: 12
REVULSION	STAR TREK: VOYAGER	S: 4	E: 5
SACRED GROUND	STAR TREK: VOYAGER	S: 3	E: 7
SCIENTIFIC METHOD	STAR TREK: VOYAGER	S: 4	E: 7
THE AMAZING HOWIE	PAINKILLER JANE	S: 1	E: 14
'TIL DEATH	FLASH GORDON (2007)	S: 1	E: 9
WARLORD	STAR TREK: VOYAGER	S: 3	E: 9
Lisa Melamed			
REBIRTH	4400, THE	S: 2	E: 9
VOICES CARRY	4400, THE	S: 2	E: 3
Lisa Steele			
POSSIBILITIES	MUTANT X	S: 3	E: 11
Lisa Stotsky, Wendy Graf			
THE ELECTRIC POTATOHEADS	SMALL WONDER	S: 3	E: 5
Lisabeth Shatner			
BETRAYAL	TEKWAR	S: 1	E: 18
Liz Friedman, Vanessa Place			
IT HURTS WHEN YOU DO THIS	INVISIBLE MAN (2000)	S: 1	E: 10
Lloyd Turner, Gordon Mitchell			
MORK GOES ERK	MORK AND MINDY	S: 1	E: 17
MORK IN LOVE	MORK AND MINDY	S: 1	E: 4
MORK MOVES IN	MORK AND MINDY	S: 1	E: 2
MORK THE TOLERANT	MORK AND MINDY	S: 1	E: 14
Lon Diamond			
THE BIG LEAGUES	TICK, THE	S: 1	E: 6
Lore Kimbrough			
THE NAKED PLANET, OR, THE NAKED AND THE DREDS	HOMEBOYS IN OUTER SPACE	S: 1	E: 18

Episode Title	Name of Programme		
Loren Segan, Christina Lynch			
FORBIDDEN FRUIT	DEAD ZONE, THE	S: 5	E: 1
SAVED	DEAD ZONE, THE	S: 4	E: 11
SYMMETRY	DEAD ZONE, THE	S: 5	E: 7
Lorenzo Domenico			
THE LEGEND OF THE SWAMP MAIDEN	SWAMP THING	S: 1	E: 4
Lorenzo Semple Jr			
A DEATH WORSE THAN FATE	BATMAN (1966)	S: 1	E: 10
FINE FEATHERED FINKS	BATMAN (1966)	S: 1	E: 3
HE MEETS HIS MATCH,THE GRISLY GHOUL	BATMAN (1966)	S: 1	E: 16
HI DIDDLE RIDDLE	BATMAN (1966)	S: 1	E: 1
PENGUIN'S A JINX	BATMAN (1966)	S: 1	E: 4
SMACK IN THE MIDDLE	BATMAN (1966)	S: 1	E: 2
THE BIRD'S LAST JEST	BATMAN (1966)	S: 2	E: 28
THE DEAD RINGERS	BATMAN (1966)	S: 2	E: 16
THE DEVIL'S FINGERS	BATMAN (1966)	S: 2	E: 15
THE JOKER GOES TO SCHOOL	BATMAN (1966)	S: 1	E: 15
THE JOKER'S EPITAPH	BATMAN (1966)	S: 2	E: 48
THE JOKER'S LAST LAUGH	BATMAN (1966)	S: 2	E: 47
THE PENGUIN'S NEST	BATMAN (1966)	S: 2	E: 27
ZELDA THE GREAT	BATMAN (1966)	S: 1	E: 9
Lorenzo Semple Jr & John Cardwell			
NOT YET,HE AIN'T	BATMAN (1966)	S: 1	E: 22
THE PENGUIN GOES STRAIGHT	BATMAN (1966)	S: 1	E: 21
Lorianne T. Overton			
THURSDAY	BLACK HOLE HIGH	S: 1	E: 4
Lorianne Tibbets			
THE BOTTOM LINE	ZACK FILES, THE	S: 1	E: 17
Lorin Wertheimer			
ROSE	EARLY EDITION	S: 4	E: 10
Lorne Rossman			
NIGHT MOVES	WAR OF THE WORLDS	S: 2	E: 8
Lorne Wise			
FROZEN	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 7
Lou Huston			
BARRIER OF SILENCE	SCIENCE FICTION THEATRE	S: 1	E: 19
HOUR OF NIGHTMARE	SCIENCE FICTION THEATRE	S: 1	E: 12
KILLER TREE	SCIENCE FICTION THEATRE	S: 2	E: 34
PROJECT 44	SCIENCE FICTION THEATRE	S: 1	E: 35
SURVIVAL IN BOX CANYON	SCIENCE FICTION THEATRE	S: 2	E: 24
THE FLICKER	SCIENCE FICTION THEATRE	S: 2	E: 7
THE MAGIC SUITCASE	SCIENCE FICTION THEATRE	S: 2	E: 36
THE MISSING WAVEBAND	SCIENCE FICTION THEATRE	S: 2	E: 10
Lou Huston, Maurice Hill			
THE MAN IN THE RADURIUM GLOVE	SPACE PATROL (1950)	S: 1	E: 15
Lou Shaw			
MY BROTHER'S KEEPER	BEYOND WESTWORLD	S: 1	E: 2
WESTWORLD DESTROYED	BEYOND WESTWORLD	S: 1	E: 1
Louis F. Vipperman			
TO SNARE A WOLF	AIRWOLF	S: 1	E: 11
Louis J. Zivot, Joel M. Barkow			
PHANTOM OF HILLHURST	BIG BAD BEETLEBORGS	S: 1	E: 34
SVENGAIL, BY GOLLY	BIG BAD BEETLEBORGS	S: 1	E: 45
Louis Marks			
CAUSE OF DEATH	DOOMWATCH	S: 3	E: 11
DAY OF THE DALEKS (1-4)	DOCTOR WHO	S: 9	E: 1
PLANET OF EVIL (1-4)	DOCTOR WHO	S: 13	E: 2
PLANET OF GIANTS (1-3)	DOCTOR WHO	S: 2	E: 1
THE HUMAN TIME-BOMB	DOOMWATCH	S: 2	E: 10
THE ISLANDERS	DOOMWATCH	S: 2	E: 3
THE MASQUE OF MANDRAGORA (1-4)	DOCTOR WHO	S: 14	E: 1
Louis Pearson			
THE BOY WHO TRIED WOLF	BIG WOLF ON CAMPUS	S: 3	E: 14

Science Fiction Writers

Episode Title	Name of Programme		
Louis Venosta BENEATH THE BLACK SKY	FIRST WAVE	S: 3	E: 20
Louis Venosta, D. Darmstaedter BLUE AGAVE	FIRST WAVE	S: 1	E: 13
Louis Vittes DOOMSDAY MINUS ONE	INVADERS,THE (1967)	S: 1	E: 8
Lowell Ganz, Babaloo Mandel BOO!	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 17
Lu Abbott, Stacey Berman-Woodard TIME OUT OF MIND	ANDROMEDA	S: 4	E: 20
Luciano Casimiri SEND IN THE CLONES	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 13
Luciano Comici THE RACER'S EDGE	POWERS OF MATTHEW STARR, THE	S: 1	E: 15
Ludwig Peters THE SECRETS BROKER	AVENGERS,THE	S: 3	E: 19
Lue Hall, Bill Buchanan THE LEGEND OF CRATER MOUNTAIN	SCIENCE FICTION THEATRE	S: 2	E: 16
Luke Schelhaas BOUND	SMALLVILLE	S: 4	E: 9
DEVOTED	SMALLVILLE	S: 4	E: 4
KRYPTO	SMALLVILLE	S: 4	E: 14
SPIRIT	SMALLVILLE	S: 4	E: 18
Luther Murdoch SHOOT-OUT AT LAND'S END	MAN FROM ATLANTIS	S: 1	E: 10
Lyal & Barbara Brown MIME TROUPE	AIRWOLF	S: 4	E: 10
X-VIRUS	AIRWOLF	S: 4	E: 11
Lyn Freeman LAST CARD UP	SEVEN DAYS	S: 1	E: 10
Lynn Barker DEAD WOMAN'S SHOES	TWILIGHT ZONE,THE (1985)	S: 1	E: 21
LITTLE BOY LOST	TWILIGHT ZONE,THE (1985)	S: 1	E: 9
THE SURVIVORS OF SALON	SPACE ACADEMY	S: 1	E: 1
Lynn Bayonas THE WORLD ACCORDING TO BETTI	PARALLAX	S: 1	E: 11
M. M. Shelley Moore & Linda Campanelli A GENTLE RAIN	BEAUTY AND THE BEAST	S: 2	E: 10
THE CHIMES AT MIDNIGHT	BEAUTY AND THE BEAST	S: 3	E: 7
THE WATCHER	BEAUTY AND THE BEAST	S: 2	E: 15
WALK SLOWLY	BEAUTY AND THE BEAST	S: 3	E: 2
M.A. Evans ASTRAL AMBUSH (PART 2 OF 3)	BEETLEBORGS METALLIX	S: 1	E: 28
ASTRAL RANSOM (PART 1 OF 3)	BEETLEBORGS METALLIX	S: 1	E: 27
BATTLE OF THE GIANTS	BEETLEBORGS METALLIX	S: 1	E: 31
BUGGIN' OUT	BIG BAD BEETLEBORGS	S: 1	E: 44
CONVENTION DIMENSION	BIG BAD BEETLEBORGS	S: 1	E: 18
CURSE OF THE SHADOW BORG (PART 1)	BIG BAD BEETLEBORGS	S: 1	E: 25
EXPERIMENT IN EVIL	BEETLEBORGS METALLIX	S: 1	E: 34
FRIGHT FILES	BIG BAD BEETLEBORGS	S: 1	E: 50
GHOUL TROUBLE	BEETLEBORGS METALLIX	S: 1	E: 4
IT'S A BAD, BAD, BAD, BAD WORLD	BIG BAD BEETLEBORGS	S: 1	E: 13
NEVER CRY WEREWOLF	BIG BAD BEETLEBORGS	S: 1	E: 5
RAIDERS OF THE TOMB (PART 5)	BIG BAD BEETLEBORGS	S: 1	E: 29
SHE-WOLF	BIG BAD BEETLEBORGS	S: 1	E: 39
SPACE CASE	BIG BAD BEETLEBORGS	S: 1	E: 21
THIS OLD GHOST	BIG BAD BEETLEBORGS	S: 1	E: 37
TNT FOR TWO	BIG BAD BEETLEBORGS	S: 1	E: 2
TO FORETELL THE TRUTH	BEETLEBORGS METALLIX	S: 1	E: 24
WHO'S THAT GHOUL	BEETLEBORGS METALLIX	S: 1	E: 12
M.L. Kessler DOUBLE EDGED BLAKE	POWER RANGERS NINJA STORM	S: 2	E: 8

Episode Title	Name of Programme		
Machiru Nakamura			
MIRACLE ON THE THIRD PLANET	ULTRAMAN MAX	S: 1	E: 15
WHO AM I?	ULTRAMAN MAX	S: 1	E: 16
Machiya Ozaki			
PROPHECY OF BALAI	ULTRAMAN MAX	S: 1	E: 11
Magda Liolis			
PRISONER OF LUFF	SPACE CASES	S: 1	E: 10
THE VIDEOTAPE	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 8
Maggie Allen			
MAMA DOC (1-3)	ACE OF WANDS	S: 3	E: 4
Mahatma Kane Jeeves			
HONEY, I SHRINK, THEREFORE I AM	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 21
Majorie Gross			
WE GOTTA GET OUT OF THIS PLACE	ALF	S: 2	E: 17
Malcolm Hulke			
COLONY IN SPACE (1-6)	DOCTOR WHO	S: 8	E: 4
DOCTOR WHO AND THE SILURIANS (1-7)	DOCTOR WHO	S: 7	E: 2
FRONTIER IN SPACE (1-6)	DOCTOR WHO	S: 10	E: 3
INVASION OF THE DINOSAURS (1-6)	DOCTOR WHO	S: 11	E: 2
THE GRAVE DIGGERS	AVENGERS,THE	S: 4	E: 2
THE MEDICINE MAN	AVENGERS,THE	S: 3	E: 9
THE SEA DEVILS (1-6)	DOCTOR WHO	S: 9	E: 3
THE TROJAN HORSE	AVENGERS,THE	S: 3	E: 20
THE UNDERTAKERS	AVENGERS,THE	S: 3	E: 2
THE WHITE DWARF	AVENGERS,THE	S: 2	E: 21
Malcolm Hulke & Terrance Dicks			
CONCERTO	AVENGERS,THE	S: 3	E: 24
HOMICIDE AND OLD LACE	AVENGERS,THE	S: 7	E: 26
INTERCRIME	AVENGERS,THE	S: 2	E: 15
THE MAURITIUS MAN	AVENGERS,THE	S: 2	E: 7
Malcolm Hulke, Terrance Dicks			
THE WAR GAMES (1-10)	DOCTOR WHO	S: 6	E: 7
Malcolm Kohll			
DELTA AND THE BANNERMEN (1-3)	DOCTOR WHO	S: 24	E: 3
Malcolm MacRury			
A BIBLE AND A GUN	PETER BENCHLEY'S AMAZON	S: 1	E: 22
BABEL	PETER BENCHLEY'S AMAZON	S: 1	E: 20
LIVE FREE OR DIE	EARTH: FINAL CONFLICT	S: 1	E: 10
PANDORA'S BOX	EARTH: FINAL CONFLICT	S: 1	E: 14
SUFFER THE LITTLE CHILDREN	PETER BENCHLEY'S AMAZON	S: 1	E: 3
THE BLOOD ANGEL	PETER BENCHLEY'S AMAZON	S: 1	E: 9
THE SCARECROW RETURNS	EARTH: FINAL CONFLICT	S: 1	E: 12
THROUGH THE LOOKING GLASS	EARTH: FINAL CONFLICT	S: 1	E: 19
Malcolm MacRury, Paul Aitken			
NIGHTFALL	PETER BENCHLEY'S AMAZON	S: 1	E: 2
Malcolm Stephens			
ROSES ARE RED, YOU'RE DEAD	BLACK SCORPION	S: 1	E: 11
Malcome McRury			
AVATAR	EARTH: FINAL CONFLICT	S: 1	E: 4
Malorie Blackman			
	PIG HEART BOY	S: 1	E: 4
	PIG HEART BOY	S: 1	E: 3
	PIG HEART BOY	S: 1	E: 2
	PIG HEART BOY	S: 1	E: 1
ANIMAL CRACKERS	WHIZZIWIG	S: 3	E: 7
OUT OF THE BAG	WHIZZIWIG	S: 3	E: 6
Mann Rubin			
FIGHTING O'HAVEN	FUTURE COP	S: 1	E: 2
FRAMED	LAND OF THE GIANTS	S: 1	E: 3
GIRL OF THE LEDGE	FUTURE COP	S: 1	E: 4
Mann Rubin, Arthur Rowe			
FLY JAMIE	BIONIC WOMAN, THE	S: 1	E: 10

Episode Title	Name of Programme		
Mann Rubin, Lionel E. Siegel and Harve Bennett			
SURVIVAL OF THE FITTEST	SIX MILLION DOLLAR MAN,THE	S: 1	E: 5
Manny Cato			
LIFE DURING WARTIME	DEAD AT 21	S: 1	E: 10
Manny Coto			
ASTRONAUT DREAMS	ODYSSEY 5	S: 1	E: 4
AZATI PRIME	ENTERPRISE	S: 3	E: 18
AZREAL'S BREED	STRANGE WORLD	S: 1	E: 9
BOUND	ENTERPRISE	S: 4	E: 17
CHOSEN REALM	ENTERPRISE	S: 3	E: 12
CRY BABY CRY	DEAD AT 21	S: 1	E: 9
DEMONS (PART 1 OF 2)	ENTERPRISE	S: 4	E: 20
GONE DADDY GONE	DEAD AT 21	S: 1	E: 5
HARBINGER	ENTERPRISE	S: 3	E: 15
PREMIER PART 1	ODYSSEY 5	S: 1	E: 1
PREMIER PART 2	ODYSSEY 5	S: 1	E: 2
RAGE	STRANGE WORLD	S: 1	E: 5
SHATTERER	ODYSSEY 5	S: 1	E: 3
SIMILITUDE	ENTERPRISE	S: 3	E: 10
STORM FRONT (PART 1 OF 2)	ENTERPRISE	S: 4	E: 1
STORM FRONT (PART 2 OF 2)	ENTERPRISE	S: 4	E: 2
THE COUNCIL	ENTERPRISE	S: 3	E: 22
TIME OUT OF MIND	ODYSSEY 5	S: 1	E: 5
USE YOUR ILLUSION	DEAD AT 21	S: 1	E: 6
Manny Coto, Eric Estrin			
IF THESE WALLS COULD TALK	OUTER LIMITS,THE (1995)	S: 1	E: 19
Marc Abrams, Michael Benson			
ROB: ZOMBIE	BIG WOLF ON CAMPUS	S: 2	E: 16
VODOO CHILD	BIG WOLF ON CAMPUS	S: 2	E: 20
Marc Dube			
CAT AND MOUSE	INVISIBLE MAN (2000)	S: 1	E: 13
Marc Platt			
GHOST LIGHT ((1-3)	DOCTOR WHO	S: 26	E: 2
Marc Scott Zicree			
BLOOD WIND	SWAMP THING	S: 1	E: 6
ENFORCER	SPACE PRECINCT	S: 1	E: 6
ILLEGAL	SPACE PRECINCT	S: 1	E: 10
PARIAH	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	S: 1	E: 4
SLIDECAGE	SLIDERS	S: 4	E: 9
STAY OF EXECUTION	TEKWAR	S: 1	E: 6
THE ALIEN	ANIMORPHS	S: 1	E: 8
THE GATE	TEKWAR	S: 1	E: 15
THE STRANGER	ANIMORPHS	S: 1	E: 10
TO PREY IN DARKNESS	M.A.N.T.I.S.	S: 1	E: 5
WORLD KILLER	SLIDERS	S: 4	E: 5
Marc Scott Zicree, Bill Dial			
OH BROTHER, WHERE ART THOU?	SLIDERS	S: 4	E: 6
Marc Scott Zicree, Mark Harris			
BODY AND SOUL	SPACE PRECINCT	S: 1	E: 4
Marcus Miller			
ET TU DANTE	TEAM KNIGHT RIDER	S: 1	E: 11
TAKE NO PRISONERS	EARTH: FINAL CONFLICT	S: 4	E: 6
THE IXTAFI AFFAIR	TEAM KNIGHT RIDER	S: 1	E: 17
Marg Rubel			
TSURIS	PROFILER	S: 4	E: 19
Margaret and Paul Schneider			
THE GOLDEN PHARAHOHS	SIX MILLION DOLLAR MAN,THE	S: 3	E: 17
Margaret Armen			
DOPEY	LAND OF THE LOST (1974)	S: 1	E: 3
TANEHA	SIX MILLION DOLLAR MAN,THE	S: 2	E: 14
TAR PIT	LAND OF THE LOST (1974)	S: 2	E: 1
THE CLOUDMINDERS	STAR TREK	S: 3	E: 21
THE GAMESTERS OF TRISKELION	STAR TREK	S: 2	E: 16

Episode Title	Name of Programme		
THE PARADISE SYNDROME	STAR TREK	S: 3	E: 3
WONDER WOMAN MEETS BARONESS VON GUNTHER	NEW ORIGINAL WONDER WOMAN,THE	S: 1	E: 2
Margaret Armen, Alf Harris, Arthur Rowe, Lionel E. Siegel			
THE PYRAMID	BIONIC WOMAN, THE	S: 3	E: 13
Margaret Brookman Hill			
THE SPACE VIKING	LOST IN SPACE	S: 2	E: 20
Margaret Phelan			
EPISODE EIGHTY-NINE	JUPITER MOON	S: 1	E: 89
EPISODE FIFTY-EIGHT	JUPITER MOON	S: 1	E: 58
EPISODE FIFTY-SEVEN	JUPITER MOON	S: 1	E: 57
EPISODE FIFTY-SIX	JUPITER MOON	S: 1	E: 56
EPISODE FORTY-FIVE	JUPITER MOON	S: 1	E: 45
EPISODE FORTY-SIX	JUPITER MOON	S: 1	E: 46
EPISODE NINETY	JUPITER MOON	S: 1	E: 90
EPISODE NINETY-EIGHT	JUPITER MOON	S: 1	E: 98
EPISODE NINETY-SEVEN	JUPITER MOON	S: 1	E: 97
EPISODE ONE-HUNDRD-THIRTY-THREE	JUPITER MOON	S: 1	E: 133
EPISODE ONE-HUNDRED-FORTY-FIVE	JUPITER MOON	S: 1	E: 145
EPISODE ONE-HUNDRED-NINE	JUPITER MOON	S: 1	E: 109
EPISODE ONE-HUNDRED-TEN	JUPITER MOON	S: 1	E: 110
EPISODE ONE-HUNDRED-THIRTY-FOUR	JUPITER MOON	S: 1	E: 134
EPISODE ONE-HUNDRED-TWENTY-FIVE	JUPITER MOON	S: 1	E: 125
EPISODE ONE-HUNDRED-TWENTY-SIX	JUPITER MOON	S: 1	E: 126
EPISODE THIRTY-FIVE	JUPITER MOON	S: 1	E: 35
EPISODE THIRTY-FOUR	JUPITER MOON	S: 1	E: 34
EPISODE TWENTY-NINE	JUPITER MOON	S: 1	E: 29
Margaret Phelanm			
EPISODE FIVE	JUPITER MOON	S: 1	E: 5
EPISODE FOURTEEN	JUPITER MOON	S: 1	E: 14
EPISODE NINE	JUPITER MOON	S: 1	E: 9
EPISODE NINETEEN	JUPITER MOON	S: 1	E: 19
EPISODE TEN	JUPITER MOON	S: 1	E: 10
EPISODE TWENTY	JUPITER MOON	S: 1	E: 20
Margaret Schneider and Paul Schneider			
THE PAL-MIR ESCORT	SIX MILLION DOLLAR MAN,THE	S: 2	E: 4
Margo McCahon			
ATTACK OF THE BRAIN SUCKERS	BEETLEBORGS METALLIX	S: 1	E: 13
BATTLESTATION ALERT	BEETLEBORGS METALLIX	S: 1	E: 3
BIG RUMBLE IN CHARTERVILLE (PART 6)	BIG BAD BEETLEBORGS	S: 1	E: 30
BORGSLAYER! (PART 1)	BIG BAD BEETLEBORGS	S: 1	E: 51
CAT-TASTROPHY	BIG BAD BEETLEBORGS	S: 1	E: 10
CRUSH OF THE CRUSTACEANS	BEETLEBORGS METALLIX	S: 1	E: 1
DANCE CRAZY	MASKED RIDER	S: 1	E: 12
FERBUS' DAY OUT	MASKED RIDER	S: 1	E: 20
FERBUS' FIRST CHRISTMAS	MASKED RIDER	S: 1	E: 10
GRIMLORD'S CHALLENGE	VR TROOPERS	S: 1	E: 10
GRIMLORD'S CHILDREN	VR TROOPERS	S: 2	E: 15
GRIMLORD'S HOUSE OF FEAR	VR TROOPERS	S: 1	E: 25
HAUNTED HIDEOUT	BIG BAD BEETLEBORGS	S: 1	E: 16
KAITLIN GOES HOLLYWOOD	VR TROOPERS	S: 2	E: 10
LOST MEMORIES	VR TROOPERS	S: 1	E: 8
MESSAGE FROM SPACE	VR TROOPERS	S: 1	E: 45
METALMIX RISING	BEETLEBORGS METALLIX	S: 1	E: 2
MILLION DOLLAR FERBUS	MASKED RIDER	S: 2	E: 4
MY DOG'S GIRLFRIEND	VR TROOPERS	S: 1	E: 18
SANTA'S SECRET TROOPER	VR TROOPERS	S: 2	E: 21
SECRET POWER	VR TROOPERS	S: 2	E: 3
SHOWDOWN AT LEAWOOD HIGH	MASKED RIDER	S: 1	E: 24
THE BRAIN IN THE ATTIC	BIG BAD BEETLEBORGS	S: 1	E: 22
THE COUCH POTATO KID	VR TROOPERS	S: 1	E: 36
THE DOGNAPPING	VR TROOPERS	S: 1	E: 3
THE GHOST IS TOAST	BIG BAD BEETLEBORGS	S: 1	E: 3
THE GHOST OF CROSSWORLD FOREST	VR TROOPERS	S: 2	E: 31
THE INVASION OF LEAWOOD	MASKED RIDER	S: 2	E: 10
THE LITTLEST TROOPER	VR TROOPERS	S: 1	E: 33

Episode Title	Name of Programme	S:	E:
THE LOST COMIC (PART 1 OF 2)	BEETLEBORGS METALLIX	S: 1	E: 22
THE RISE OF THE BLASTER BORG (PART 2)	BIG BAD BEETLEBORGS	S: 1	E: 26
VEXOR'S LAST LAUGH (PART 2)	BIG BAD BEETLEBORGS	S: 1	E: 52
Maria Jacquemetton, Andre Jacquemetton			
ACQUISITION	ENTERPRISE	S: 1	E: 18
BREAKING THE ICE	ENTERPRISE	S: 1	E: 7
Marianne Ackerman			
NO RADIO	HUNGER, THE	S: 1	E: 8
Marianne Ackerman, Patricia Rozema			
BUT AT MY BACK I ALWAYS HEAR	HUNGER, THE	S: 1	E: 9
Marianne Clarkson, Carol Caldwell			
CLUELESS IN SAN FRANCISCO	LEGEND	S: 1	E: 11
Marianne Mesner, Francis Rosenwald			
SPACE TRAP	MEN INTO SPACE	S: 1	E: 7
Marianne Mosner			
FORBIDDEN MOON (1-3)	ROCKY JONES, SPACE RANGER	S: 1	E: 5
THE DELIQUENT	SHAZAM!	S: 1	E: 14
THOU SHALT NOT KILL	SHAZAM!	S: 1	E: 10
Marianne Mosner, Francis Rosenwald, Kalman Phillips			
SEA OF STARS	MEN INTO SPACE	S: 1	E: 15
Marie Theresa Squerciati			
A DISTANT SHORE	BEAUTY AND THE BEAST	S: 2	E: 16
Marilyn Osborn			
RIVER OF STARS	SPACE : ABOVE AND BEYOND	S: 1	E: 11
THE ENEMY	SPACE : ABOVE AND BEYOND	S: 1	E: 7
TOY SOLDIERS	SPACE : ABOVE AND BEYOND	S: 1	E: 16
Marilyn Osborne			
SHAPES	X FILES,THE	S: 1	E: 19
Marilyn Webber			
OUT OF THE PAST	TEAM KNIGHT RIDER	S: 1	E: 13
Marjorie David			
BAG 'EM	DARK ANGEL	S: 2	E: 2
GILL GIRL	DARK ANGEL	S: 2	E: 8
Mark Amato			
AGE OF INNOCENCE	MUTANT X	S: 3	E: 16
CIRQUE DES MERVEILLES	MUTANT X	S: 3	E: 21
DANCING ON THE RAZOR	MUTANT X	S: 1	E: 21
DEEP SLEEP	EARTH: FINAL CONFLICT	S: 5	E: 13
DREAM LOVER	MUTANT X	S: 3	E: 19
LAZARUS SYNDROM	MUTANT X	S: 1	E: 15
ONCE AROUND	MUTANT X	S: 2	E: 16
SHADOWS OF DARKNESS	MUTANT X	S: 3	E: 6
SUBTERRA	EARTH: FINAL CONFLICT	S: 5	E: 4
THE FUTURE REVEALED	MUTANT X	S: 2	E: 5
THE TAKING OF CROWS	MUTANT X	S: 3	E: 5
Mark Amato, Elizabeth Keyishian			
REAWAKENING	MUTANT X	S: 2	E: 21
Mark Amato, Howard Chaykin, David L. Newman			
EX MARKS THE SPOT	MUTANT X	S: 1	E: 18
Mark Brazill			
AUTO EURODICKA	THIRD ROCK FROM THE SUN	S: 3	E: 18
Mark Brazill, Bob Kushell			
FUN WITH DICK AND JANET (1-2)	THIRD ROCK FROM THE SUN	S: 3	E: 1
Mark Brazill, Christine Zander			
MY DADDY'S LITTLE GIRL	THIRD ROCK FROM THE SUN	S: 3	E: 17
Mark Carliner			
ONE OF THEM	PHOENIX, THE	S: 1	E: 3
Mark Cullen			
THE VAULE (SIC) OF SECRETS	INVISIBLE MAN (2000)	S: 1	E: 8
Mark Evanier			
THE INVISIBLE PEOPLE	SUPERBOY	S: 1	E: 18

Episode Title	Name of Programme		
Mark Fink			
HONEY, YOU WON'T BELIEVE WHAT HAPPENS NEXT	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 12
Mark Frost , Story by Del Reisman and Mark Frost			
RETURN OF THE ROBOT MAKER	SIX MILLION DOLLAR MAN,THE	S: 2	E: 13
Mark Frost, Richard Carr, Story by Wilton Denmark, William Gordo			
STEVE AUSTIN,FUGITIVE	SIX MILLION DOLLAR MAN,THE	S: 2	E: 21
MARK GATISS			
THE IDIOT'S LANTERN	DOCTOR WHO (2005)	S: 2	E: 7
THE UNQUIET DEAD	DOCTOR WHO (2005)	S: 1	E: 3
Mark Gehred-O'Connell			
MERIDIAN	STAR TREK: DEEP SPACE NINE	S: 3	E: 7
WHO MOURNS FOR MORN	STAR TREK: DEEP SPACE NINE	S: 6	E: 12
Mark Gehred-O'Connell, Ira Steven Behr, Robert Hewitt Wolfe			
SECOND SIGHT	STAR TREK: DEEP SPACE NINE	S: 2	E: 9
Mark Greig			
	ASHES TO ASHES	S: 1	E: 4
EPISODE 15	LIFE ON MARS	S: 2	E: 7
Mark Haskell Smith			
REPRESSION	STAR TREK: VOYAGER	S: 7	E: 4
Mark Hoffmeier			
A SMALL PROBLEM	POWER RANGERS ZEO	S: 2	E: 8
ABRIDGED	POWER RANGERS S.P.D	S: 1	E: 6
ANOTHER BRICK IN THE WALL	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 15
BEAETH AND THE BEACH	POWER RANGERS NINJA STORM	S: 1	E: 3
BEST MAN FOR THE JOB	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 36
BOXING BOPP-A-ROO	POWER RANGERS NINJA STORM	S: 1	E: 13
CLEAN UP CLUB	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 35
EVERY DOG HAS HIS DAY	POWER RANGERS ZEO	S: 1	E: 6
GUNG HO!	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 26
IT'S A MAD MAD MACKEREL	POWER RANGERS DINOTHUNDER	S: 1	E: 20
NO CLOWNING AROUND	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 10
PLAGUE OF THE MANTIS	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 45
POWER RANGER PUNKS	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 11
ROCKY JUST WANT'S TO HAVE FUN	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 28
SENSEI SWITCHEROO	POWER RANGERS NINJA STORM	S: 1	E: 22
SHADOW RANGERS	POWER RANGERS TURBO	S: 1	E: 2
SNIP IT, SNIP IT GOOD	POWER RANGERS NINJA STORM	S: 2	E: 7
THE BEATLE INVASION	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 16
THE RANGER WHO CAME IN FROM THE GOLD	POWER RANGERS ZEO	S: 2	E: 17
THE SAMURAI'S JOURNEY, PART 2	POWER RANGERS NINJA STORM	S: 1	E: 16
THE SAMURAI'S JOURNEY, PART 3	POWER RANGERS NINJA STORM	S: 1	E: 17
TWO HEADS ARE BETTER THAN ONE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 48
WIZARD FOR A DAY	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 5
Mark Hoffmeier, Jeffrey A. Deckman, Ronnie Sperling			
DARK WARRIOR	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 14
Mark Hoffmeier, John Tellegen			
SHANE'S KARMA PART 1	POWER RANGERS NINJA STORM	S: 1	E: 25
Mark Hunt, John Schmidt, David Anderson, Coley Fisher (s), John Sch			
TRIED BY FIRE	PRESENT TIME	S: 1	E:
Mark Jones			
BIZARRO...THE THING OF STEEL	SUPERBOY	S: 2	E: 6
NICK KNACK	SUPERBOY	S: 2	E: 21
NIGHTMARE ISLAND	SUPERBOY	S: 2	E: 5

Episode Title	Name of Programme		
ROAD REBELS	POWERS OF MATTHEW STARR, THE	S: 1	E: 21
SUPERBOY'S DEADLY TOUCH	SUPERBOY	S: 2	E: 10
THE BATTLE WITH BIZARRO	SUPERBOY	S: 2	E: 7
WEST OF ALPHA CENTAURI	SUPERBOY	S: 4	E: 10
Mark Jones (w,s), Michael Prescott (w,s) & Robert Specht (w)			
THE TANK	ARK II	S: 1	E: 6
Mark Jones, Cary Bates			
YELLOW PERI'S SPELL OF DOOM	SUPERBOY	S: 2	E: 14
Mark Jones, Steven L. Sears, Burt Pearl			
SUMMER OF '45	HIGHWAYMAN,THE	S: 1	E: 5
Mark Kruger			
THE TRUTH AND NOTHING BUT THE TRUTH	4400, THE	S: 4	E: 4
Mark Leiren-Young			
WENDIGO	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 19
Mark Levin			
THE MAN WHO FELL TO EARTH (TWO)	EARTH 2	S: 1	E: 2
Mark Levin, Jennifer Flackett			
A MEMORY PLAY	EARTH 2	S: 1	E: 5
THE GREATEST LOVE STORY NEVER TOLD	EARTH 2	S: 1	E: 14
Mark Lisson			
CEASE FIRE	M.A.N.T.I.S.	S: 1	E: 4
INTERFACE	MUTANT X	S: 1	E: 16
THE RETURN	VIPER (1996)	S: 3	E: 1
Mark Litton			
BROTHER, CAN YOU SPARE AN ARROWHEAD?	POWER RANGERS ZEO	S: 2	E: 1
CHALLENGES	POWER RANGERS ZEO	S: 1	E: 16
DETENTION	MASKED RIDER	S: 2	E: 13
DREAM BATTLE	VR TROOPERS	S: 2	E: 23
ERROR IN THE SYSTEM	VR TROOPERS	S: 1	E: 9
FOURTH DOWN AND LONG	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 6
GHOST BIKER	VR TROOPERS	S: 1	E: 30
GRADUATION BLUES	POWER RANGERS ZEO	S: 1	E: 9
KING MONDO'S LAST STAND	POWER RANGERS ZEO	S: 2	E: 14
KNOW YOUR NEIGHBOR	MASKED RIDER	S: 1	E: 15
MASTER VILE AND THE METALLIC ARMOR (1-3)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 17
NO ONE'S FRIEND	VR TROOPERS	S: 1	E: 14
PASSENGER FERBUS	MASKED RIDER	S: 2	E: 2
PUTTY ON THE BRAIN	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 12
RANGERS OF TWO WORLDS (1-2)	POWER RANGERS ZEO	S: 2	E: 24
SATURDAY MORNING INVASION	MASKED RIDER	S: 2	E: 1
SECOND CHANCE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 53
SUPER GOLD (1-2)	MASKED RIDER	S: 1	E: 6
THE DASH	MASKED RIDER	S: 1	E: 16
THE DISK	VR TROOPERS	S: 2	E: 12
THE EYES OF EDENOI	MASKED RIDER	S: 2	E: 11
THE MILLENNIUM MESSAGE	POWER RANGERS TURBO	S: 1	E: 11
THE REALITY VIRUS	VR TROOPERS	S: 1	E: 34
THE TRANSMUTANT	VR TROOPERS	S: 1	E: 39
THE VIRTUAL SPY	VR TROOPERS	S: 1	E: 13
THE WHOLE LIE	POWER RANGERS TURBO	S: 1	E: 7
THREE STRIKES	VR TROOPERS	S: 1	E: 26
TROOPER OUT OF TIME	VR TROOPERS	S: 2	E: 2
WILD WEST RANGERS (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 38
ZEDD WAVES	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 9
Mark Litton, Mark Hoffmeier			
INNER SPIRIT	POWER RANGERS ZEO	S: 1	E: 15
Mark Litton, Stewart St. John			
FOUND AND LOST	POWER RANGERS ZEO	S: 1	E: 17

Episode Title	Name of Programme		
Mark M. Dodson			
AT THE HOUR OF OUR DEATH	PRETENDER, THE	S: 3	E: 14
BETRAYL	PRETENDER, THE	S: 3	E: 5
BULLETPROOF	PRETENDER, THE	S: 2	E: 15
CORN MAN	PRETENDER, THE	S: 4	E: 18
GHOSTS FROM THE PAST	PRETENDER, THE	S: 4	E: 13
MR. LEE	PRETENDER, THE	S: 3	E: 10
QALLUPILLUIT	PRETENDER, THE	S: 3	E: 20
SURVIVAL	PRETENDER, THE	S: 4	E: 2
Mark Nelson			
NIGHT BLOMER	HUNGER, THE	S: 2	E: 7
THE SEDUCTRESS	HUNGER, THE	S: 2	E: 19
Mark Rodgers			
KNOCKOUT	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 5
NIGHT OF THE SAVAGE	TIME TRAX	S: 1	E: 8
Mark Rosner			
THE BETRAYAL	V (1984)	S: 1	E: 12
Mark Saraceni			
A PERFECT MURDER	FARSCAPE	S: 4	E: 9
MENTAL AS ANYTHING	FARSCAPE	S: 4	E: 15
WE'RE SO SCREWED PART 3: LA BOMBA	FARSCAPE	S: 4	E: 21
Mark Saraceni (Wr.) Jeff King (Teleplay)			
BLOODLINES	STARGATE SG1	S: 1	E: 11
Mark Sawers			
MEATLOAF LUNCH	ALIENATED	S: 1	E: 1
THE WET SPOT	ALIENATED	S: 1	E: 8
Mark Sawers, Travis MacDonald, Alan Silverman			
FOILED AGAIN	ALIENATED	S: 1	E: 9
Mark Scott Zicree			
SURVIVORS	BABYLON 5	S: 1	E: 12
Mark Stern			
A NEW LIFE	OUTER LIMITS,THE (1995)	S: 7	E: 3
HUMAN TRIALS	OUTER LIMITS,THE (1995)	S: 7	E: 22
REVIVAL	OUTER LIMITS,THE (1995)	S: 6	E: 17
THINK LIKE A DINOSAUR	OUTER LIMITS,THE (1995)	S: 7	E: 8
Mark Stern, Geoffrey Hollands			
MANIFEST DESTINY	OUTER LIMITS,THE (1995)	S: 6	E: 4
Mark Verheiden			
A DAY IN THE LIFE	BATTLESTAR GALACTICA (2004)	S: 3	E: 15
BLACK MARKET	BATTLESTAR GALACTICA (2004)	S: 2	E: 14
COLLABORATORS	BATTLESTAR GALACTICA (2004)	S: 3	E: 5
CROSSROADS (PART 2 OF 2)	BATTLESTAR GALACTICA (2004)	S: 3	E: 20
DICHOTIC	SMALLVILLE	S: 2	E: 9
FINAL CUT	BATTLESTAR GALACTICA (2004)	S: 2	E: 8
GIVEN THE HEIR	PERVERSIONS OF SCIENCE	S: 1	E: 5
HEAT	SMALLVILLE	S: 2	E: 2
LOST VOYAGE	TIMECOP	S: 1	E: 7
PERRY	SMALLVILLE	S: 3	E: 5
ROCKET SCIENCE	TIMECOP	S: 1	E: 5
ROGUE	SMALLVILLE	S: 1	E: 9
SUBJECT: ME AND MY SHADOW	FREAKYLINKS	S: 1	E: 8
SUBJECT: THE FINAL WORD	FREAKYLINKS	S: 1	E: 13
THE EYE OF JUPITER (PART 1 OF 2)	BATTLESTAR GALACTICA (2004)	S: 3	E: 11
THE HEIST	TIMECOP	S: 1	E: 2
WITNESS	SMALLVILLE	S: 2	E: 20
X-RAY	SMALLVILLE	S: 1	E: 4
ZERO	SMALLVILLE	S: 1	E: 14
Mark Verheiden, Anne Cofell			
LAY DOWN YOUR BURDENS (PART 2 OF 2)	BATTLESTAR GALACTICA (2004)	S: 2	E: 20
Mark Verheiden, Drew Z. Greenberg			
HEREAFTER	SMALLVILLE	S: 3	E: 12
Mark Verheiden, Michael Green			
SHIMMER	SMALLVILLE	S: 1	E: 10

Episode Title	Name of Programme		
Mark Verheiden, Michael Green, Greg Walker			
OBSCURA	SMALLVILLE	S: 1	E: 20
Mark Verheiden, Philip Levens			
SUSPECT	SMALLVILLE	S: 2	E: 13
Mark Warshaw			
JINX	SMALLVILLE	S: 4	E: 7
Mark Weingart			
THE CHERRY BLOSSOM AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 2	E: 9
Mark Wilding			
ARMS AND THE GIRLS	JAKE 2.0	S: 1	E: 4
DEAD MAN TALKING	JAKE 2.0	S: 1	E: 15
THE SPY WHO REALLY LIKED ME	JAKE 2.0	S: 1	E: 10
Mark Zaslove, Jynn Magon			
TO PROTECT AND SERVO	SUPERHUMAN SAMURAI SYBER SQUAD	S: 1	E: 1
Marsha Myers			
JOEL LARSEN'S DAY OFF	DO OVER	S: 1	E: 11
THE ANNIVERSARY	DO OVER	S: 1	E: 4
Marti Noxon, David Greenwalt			
SHE	ANGEL	S: 1	E: 13
Marti Roth			
SOUND OF TERROR	BEYOND WESTWORLD	S: 1	E: 3
Marti Roth (w), David Bennett Carren (s)			
THE LION	BEYOND WESTWORLD	S: 1	E: 4
Martin A. Winer, David Samuel Cohen			
DESTINY	STAR TREK: DEEP SPACE NINE	S: 3	E: 13
Martin Borycki			
SPY VS. SPA	IMMORTAL, THE (2000)	S: 1	E: 17
WIRED	IMMORTAL, THE (2000)	S: 1	E: 15
Martin Crump			
OPERATION CRASH-DIVE	THUNDERBIRDS	S: 1	E: 12
THE DUCHESS ASSIGNMENT	THUNDERBIRDS	S: 1	E: 21
Martin Denning			
ASSUAT ON CASTLE DUNDEEN	NEW ADVENTURES OF ROBIN HOOD, THE	S: 3	E: 12
Martin Donovan, Stan Cutler			
A DIFFERENT KIND OF BUG	SECOND HUNDRED YEARS,THE	S: 1	E: 25
DUDE HAND LUKE	SECOND HUNDRED YEARS,THE	S: 1	E: 23
LUCKY LUKE	SECOND HUNDRED YEARS,THE	S: 1	E: 24
NO EXPERIENCE NECESSARY	SECOND HUNDRED YEARS,THE	S: 1	E: 11
ON BENDED KNEE	SECOND HUNDRED YEARS,THE	S: 1	E: 7
REMEBER THE MAINE	SECOND HUNDRED YEARS,THE	S: 1	E: 9
Martin Gero			
ADRIFT (PART 2 OF 3)	STARGATE: ATLANTIS	S: 4	E: 1
ALLIES	STARGATE: ATLANTIS	S: 2	E: 20
BAD GUYS	STARGATE SG1	S: 10	E: 16
BE ALL MY SINS REMEMBER'D (PART 2 OF 2)	STARGATE: ATLANTIS	S: 4	E: 11
CHILDHOOD'S END	STARGATE: ATLANTIS	S: 1	E: 6
DUET	STARGATE: ATLANTIS	S: 2	E: 4
FIRST STRIKE (PART 1 OF 3)	STARGATE: ATLANTIS	S: 3	E: 20
GRACE UNDER PRESSURE	STARGATE: ATLANTIS	S: 2	E: 14
HARMONY	STARGATE: ATLANTIS	S: 4	E: 17
HOT ZONE	STARGATE: ATLANTIS	S: 1	E: 13
MCKAY AND MRS. MILLER	STARGATE: ATLANTIS	S: 3	E: 8
MILLER'S CROSSING	STARGATE: ATLANTIS	S: 4	E: 9
NO MANS LAND	STARGATE: ATLANTIS	S: 3	E: 1
SUNDAY	STARGATE: ATLANTIS	S: 3	E: 14
THE BROTHERHOOD	STARGATE: ATLANTIS	S: 1	E: 16
THE EYE	STARGATE: ATLANTIS	S: 1	E: 11
THE LONG GOODBYE	STARGATE: ATLANTIS	S: 2	E: 17
THE LOST BOYS (PART 1 OF 2)	STARGATE: ATLANTIS	S: 2	E: 10
THE POWERS THAT BE	STARGATE SG1	S: 9	E: 5
THE RETURN (PART 1 OF 2)	STARGATE: ATLANTIS	S: 3	E: 10
THE RETURN (PART 2 OF 2)	STARGATE: ATLANTIS	S: 3	E: 11
THE SIEGE (PART 1 OF 3)	STARGATE: ATLANTIS	S: 1	E: 19

Episode Title	Name of Programme		
THE SIEGE (PART 3 OF 3)	STARGATE: ATLANTIS	S: 2	E: 1
THE STORM	STARGATE: ATLANTIS	S: 1	E: 10
TRIO	STARGATE: ATLANTIS	S: 4	E: 16
Martin Lager			
SPACE PRECINCT	STARLOST,THE	S: 1	E: 16
THE GODDESS CALABRA	STARLOST,THE	S: 1	E: 3
Martin M Boricky			
GEOCORE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 15
Martin M. Goldsmith			
THE ENCOUNTER	TWILIGHT ZONE,THE (1958)	S: 5	E: 31
WHAT'S IN THE BOX	TWILIGHT ZONE,THE (1958)	S: 5	E: 24
Martin Olson, Mary Jo Pritchard, Savage Steve Holland			
BEANS IN SKI HECK	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 6
NO PLACE LIFE OMSK	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 7
Martin Pasko			
HAPPY BIRTHDAY, BUCK	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 13
Martin Pasko, Rebecca Parr			
COLD READING	TWILIGHT ZONE,THE (1985)	S: 1	E: 45
THE BEACON	TWILIGHT ZONE,THE (1985)	S: 1	E: 26
Martin Pasko, Rebecca Parr, Michael Cassutt, Steve Roberts			
WAR	MAX HEADROOM	S: 1	E: 5
Martin Ragaway			
A SIMPLE SON OF SOIL	SECOND HUNDRED YEARS,THE	S: 1	E: 5
THAT'S WHAT MOTHERS ARE FOR	CAPTAIN NICE	S: 1	E: 8
Martin Roth			
THE DROUGHT	ARK II	S: 1	E: 10
Martin Weiss			
THE ROCKS	SPECIAL UNIT 2	S: 2	E: 6
Martin Woodhouse			
A CHORUS OF FROGS	AVENGERS,THE	S: 2	E: 24
A SENSE OF HISTORY	AVENGERS,THE	S: 4	E: 24
MR TEDDY BEAR	AVENGERS,THE	S: 2	E: 1
SECOND SIGHT	AVENGERS,THE	S: 3	E: 8
THE BIG THINKER	AVENGERS,THE	S: 2	E: 12
THE GOLDEN EGGS	AVENGERS,THE	S: 2	E: 19
THE WRINGER	AVENGERS,THE	S: 3	E: 17
Martin Worth			
BRIDGEHEAD	SURVIVORS	S: 3	E: 5
BY BREAD ALONE	SURVIVORS	S: 2	E: 7
DEADLY DANGEROUS TOMORROW	DOOMWATCH	S: 3	E: 7
FLIGHT INTO YESTERDAY	DOOMWATCH	S: 2	E: 7
HIGH MOUNTAIN	DOOMWATCH	S: 3	E: 2
INVASION	DOOMWATCH	S: 2	E: 2
LAW OF THE JUNGLE	SURVIVORS	S: 3	E: 3
LONG LIVE THE KING	SURVIVORS	S: 3	E: 11
NEW WORLD	SURVIVORS	S: 2	E: 12
OVER THE HILLS	SURVIVORS	S: 2	E: 11
POWER	SURVIVORS	S: 3	E: 12
SAY KNIFE,FAT MAN	DOOMWATCH	S: 3	E: 3
THE LAST WITNESS	OUT OF THE UNKNOWN	S: 4	E: 7
Marty Roth			
GO WEST, YOUNG MARTIAN (1-2)	MY FAVOURITE MARTIAN	S: 3	E: 1
MARTIN THE MANNEQUIN	MY FAVOURITE MARTIAN	S: 3	E: 20
THE CRYOGENIC MAN	ARK II	S: 1	E: 7
THE FLIES	ARK II	S: 1	E: 1
THE RULE	ARK II	S: 1	E: 8
TIME OUT FOR MARTIN	MY FAVOURITE MARTIAN	S: 2	E: 37
UNCLE BABY	MY FAVOURITE MARTIAN	S: 2	E: 27
WHEN YOU GET BACK HOME TO MARS, ARE YOU GOING TO GET IT	MY FAVOURITE MARTIAN	S: 3	E: 23
WHO'S GOT A SECRET?	MY FAVOURITE MARTIAN	S: 3	E: 15
Marty Roth, Lissa Charell			
UNCLE MARTIN AND THE IDENTIFIED FLYING OBJECT	MY FAVOURITE MARTIAN	S: 2	E: 19

Episode Title	Name of Programme		
Mary Ann Kasica, Michael Scheff			
BLOOD AND MAGNOLIES	SHADOW CHASERS	S: 1	E: 11
CURSE OF THE FULL MOON	SHADOW CHASERS	S: 1	E: 13
Mary Crawford, Alan Templeton			
MIDNIGHT MINUS ONE	ROBOCOP - THE SERIES	S: 1	E: 21
Mary Crawford, Allan Templeton			
DESTRUCTION	EARTH: FINAL CONFLICT	S: 1	E: 21
Mary Rogal-Black			
CELL GAME	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 10
Mary Sheldon			
NEED TO KNOW	TWILIGHT ZONE,THE (1985)	S: 1	E: 52
Maryanne Melloan			
CONFESSIONS OF A DANGEROUS MOON	THREE MOONS OVER MILFORD	S: 1	E: 7
Masahiro Yamada			
SALLY FORTH, SCIENCE PATROL!	ULTRAMAN	S: 1	E: 3
Masaru Igami			
THE BLACK HORSE AWAITS	KIKAIDER	S: 1	E: 6
THE DEADLY CHALLENGE OF ORANGE ANT	KIKAIDER	S: 1	E: 3
THE DEADLY TRAP OF BLUE BUFFALO	KIKAIDER	S: 1	E: 4
THE GREY RHINO KING FROM HELL	KIKAIDER	S: 1	E: 1
THE MURDERING GREEN MANTIS	KIKAIDER	S: 1	E: 2
THE RAMPAGING BLUE KONG	KIKAIDER	S: 1	E: 7
Masha Tivyan, Sharon A. Wong			
GET READY TO GO-GO	PHIL OF THE FUTURE	S: 2	E: 6
PHIL WITHOUT A FUTURE	PHIL OF THE FUTURE	S: 2	E: 7
Mat Beck			
WET WIRED	X FILES,THE	S: 3	E: 23
Mathew Jacobs			
DOCTOR WHO (THE ENEMY WITHIN)	DOCTOR WHO	S: 27	E: 1
Matt Dearborn			
BMX	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 22
DESERT STORM	SLIDERS	S: 3	E: 6
DOUBLE BOGEY	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 2
MARSHALL'S THEORY OF BELIEVABILITY	EERIE INDIANA	S: 1	E: 11
NEW WORLD ORDER	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 7
NO BRAIN,NO PAIN	EERIE INDIANA	S: 1	E: 15
RAY GOES TO WASHINGTON	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 11
SATURN	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 14
SPIVEY	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 15
THE ATM WITH THE HEART OF GOLD (AKA THE ATM MACHINE)	EERIE INDIANA	S: 1	E: 3
THE CREEPER	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 19
THE DOCTOR	SECRET WORLD OF ALEX MACK,THE	S: 4	E: 11
TROPHY CASE	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 12
Matt Ford			
EAT ME	FARSCAPE	S: 3	E: 6
I-YENSCH, YOU-YENSCH	FARSCAPE	S: 3	E: 19
MELTDOWN	FARSCAPE	S: 3	E: 12
Matt Frewer			
FROZEN FAITH	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 19
Matt Geller			
I HEAR YOU	SMALL WONDER	S: 3	E: 7
VICKI AND THE PUSHER	SMALL WONDER	S: 3	E: 1
Matt Greenberg			
"PILOT" (2 PART STORY)	INVISIBLE MAN (2000)	S: 1	E: 1
Matt Hawkins			
HARD HEADS	POWER RANGERS MYSTRIC FORCE	S: 1	E: 26
INNER STRENGTH	POWER RANGERS MYSTRIC FORCE	S: 1	E: 15
SAMURAI	POWER RANGERS S.P.D	S: 1	E: 18
MATT JONES			
THE IMPOSSIBLE PLANET	DOCTOR WHO (2005)	S: 2	E: 8
THE SATAN PIT	DOCTOR WHO (2005)	S: 2	E: 9

Episode Title	Name of Programme		
Matt Kiene			
THE WARMTH OF THE INVISIBLE LIGHT	ANDROMEDA	S: 4	E: 13
Matt Kiene, Joe Reinkemeyer			
DEEP MIDNIGHT'S VOICE	ANDROMEDA	S: 3	E: 18
DOUBLE HELIX	ANDROMEDA	S: 1	E: 5
EXIT STRATEGIES	ANDROMEDA	S: 2	E: 2
FORCED PERSPECTIVE	ANDROMEDA	S: 1	E: 15
HONEY, I KNOW WHAT YOUR'RE THINKING	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 10
HONEY, I'M DREAMING, BUT AM I?	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 20
HONEY, I'M GOING TO TEACH YOU A LESSON	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 18
HONEY, LET'S TRICK-OR-TREAT	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 5
HONEY, MEET THE BARBARIANS	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 13
IMMACULATE PERCEPTION	ANDROMEDA	S: 2	E: 21
STAY WITH THE DEAD	SPACE : ABOVE AND BEYOND	S: 1	E: 10
SUGAR DIRT	SPACE : ABOVE AND BEYOND	S: 1	E: 18
THE HARDS OF RIMNI	ANDROMEDA	S: 3	E: 2
THE HONEY OFFERING	ANDROMEDA	S: 1	E: 19
THE LEPER'S KISS	ANDROMEDA	S: 3	E: 7
THE MATHMATICS OF TEARS	ANDROMEDA	S: 1	E: 12
TO LOOSE THE FATEFULL LIGHTNING	ANDROMEDA	S: 1	E: 3
TUNNEL AT THE END OF THE LIGHT	ANDROMEDA	S: 2	E: 22
Matt Kiene, Joseph Reinkemeyer			
BELLY OF THE BEAST	ANDROMEDA	S: 2	E: 19
BUNKER HILL	ANDROMEDA	S: 2	E: 11
MAD TO BE SAVED	ANDROMEDA	S: 3	E: 3
THE RISK ALL POINT	ANDROMEDA	S: 3	E: 13
WHAT HAPPENS TO A REV DEFERRED?	ANDROMEDA	S: 3	E: 15
Matt McGuinness			
EGO	DEAD ZONE, THE	S: 6	E: 2
THE LEGEND OF DYLAN MCCLEEN	JOURNEYMAN	S: 1	E: 5
Matt McGuinness, Aeden Babish			
PERFIDIA	JOURNEYMAN	S: 1	E: 13
Matt Miller			
CHUCK VERSUS THE TANGO	CHUCK	S: 1	E: 3
Matt Miller, Scott Rosenbaum			
CHUCK VERSUS THE IMPORTED HARD SALAMI	CHUCK	S: 1	E: 9
Matt Pyken, Michael Berns			
REUNION	INVISIBLE MAN (2000)	S: 1	E: 12
Matt Silverstein, Dave Jeser			
A DICK REPLACEMENT	THIRD ROCK FROM THE SUN	S: 6	E: 11
Matt Uitz, Michael Maurer, Stan Berkowitz			
ROAD TO HELL (1-2)	SUPERBOY	S: 3	E: 22
Matt Weisman			
GEMINI	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 20
Matthew Ball, Mark Greenhalgh			
OIL & WATER	TEAM KNIGHT RIDER	S: 1	E: 10
Matthew Bardsley			
THE THIRD MAN	SPACE ISLAND ONE	S: 1	E: 11
Matthew Carpenter			
REFLECTIONS	PAINKILLER JANE	S: 1	E: 21
Matthew Graham			
	LAST TRAIN, THE	S: 1	E: 1
	LAST TRAIN, THE	S: 1	E: 3
	LAST TRAIN, THE	S: 1	E: 4
	LAST TRAIN, THE	S: 1	E: 6
	LAST TRAIN, THE	S: 1	E: 5
	LAST TRAIN, THE	S: 1	E: 2
DEJA VU	ASHES TO ASHES	S: 1	E: 1
EPISODE 1	LIFE ON MARS	S: 1	E: 1
EPISODE 13	LIFE ON MARS	S: 2	E: 5
EPISODE 16	LIFE ON MARS	S: 2	E: 8
EPISODE 2	LIFE ON MARS	S: 1	E: 2
EPISODE 3	LIFE ON MARS	S: 1	E: 3

Episode Title	Name of Programme		
EPISODE 8	LIFE ON MARS	S: 1	E: 8
EPISODE 9	LIFE ON MARS	S: 2	E: 1
FEAR HER	DOCTOR WHO (2005)	S: 2	E: 11
Matthew Graham & Ashley Pharoah			
EPISODE 6	LIFE ON MARS	S: 1	E: 6
Matthew Hastings			
LION'S DEN	OUTER LIMITS,THE (1995)	S: 7	E: 18
Matthew Macknamara			
CALLBACK	TWO TWISTED	S: 1	E: 3
Matthew Okumura			
FEVER	SMALLVILLE	S: 2	E: 16
Matthew Salsberg			
BEING TOMMY DAWKINS	BIG WOLF ON CAMPUS	S: 3	E: 7
DANCES WITHOUT WOLVES	BIG WOLF ON CAMPUS	S: 3	E: 12
MR. ROBOTO	BIG WOLF ON CAMPUS	S: 2	E: 15
Matthew Salsberg, Barry Julien			
SHE WILL, SHE WILL ROCK YOU	BIG WOLF ON CAMPUS	S: 2	E: 21
Maurice Hill, Lou Huston			
A VACATION AT LAKE AZURA	SPACE PATROL (1950)	S: 1	E: 12
THE COUNTERFEIT COMMANDER	SPACE PATROL (1950)	S: 1	E: 17
Maurice Hurley			
GALAXY'S CHILD	STAR TREK: THE NEXT GENERATION	S: 4	E: 16
HALF LIFE	LA FEMME NIKITA	S: 2	E: 8
HEART OF GLORY	STAR TREK: THE NEXT GENERATION	S: 1	E: 19
INSIDE OUT	LA FEMME NIKITA	S: 2	E: 17
OLD HABITS	LA FEMME NIKITA	S: 2	E: 16
Q WHO?	STAR TREK: THE NEXT GENERATION	S: 2	E: 16
THE NEUTRAL ZONE	STAR TREK: THE NEXT GENERATION	S: 1	E: 25
THREE-EYED TURTLE	LA FEMME NIKITA	S: 3	E: 20
TIME SQUARED	STAR TREK: THE NEXT GENERATION	S: 2	E: 13
VOICE	LA FEMME NIKITA	S: 1	E: 17
WAR	LA FEMME NIKITA	S: 1	E: 19
Maurice Hurley, Hans Beimler			
SHADES OF GRAY	STAR TREK: THE NEXT GENERATION	S: 2	E: 22
Maurice Hurley, Robert Lewin			
11001001	STAR TREK: THE NEXT GENERATION	S: 1	E: 14
Max Enscoe, Annie deYoung			
HONEY, WE'RE ON TV	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 4
Max Hodge			
DEEP FREEZE	BATMAN (1966)	S: 2	E: 20
GREEN ICE	BATMAN (1966)	S: 2	E: 19
INSTANT FREEZE	BATMAN (1966)	S: 1	E: 7
RATS LIKE CHEESE	BATMAN (1966)	S: 1	E: 8
THE PRISONER OF ZALIMAR AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 2
Max Marquis			
DIAMOND CUT DIAMOND	AVENGERS,THE	S: 1	E: 7
ON ICE	COUNTERSTRIKE	S: 1	E: 3
Mayo Simon			
MAN FROM ATLANTIS (100 MINUTES)	MAN FROM ATLANTIS	S: 1	E: 1
Meade Roberts			
SUCKER BAIT	OUT OF THE UNKNOWN	S: 1	E: 7
Meg Mappin			
CHEATS NEVER PROSPER	PARALLAX	S: 1	E: 22
THE RELUCTANT GUARDIAN	PARALLAX	S: 1	E: 18
Mel Goldberg			
TEST FLIGHT	TALES OF TOMORROW	S: 1	E: 9
THE CHILDREN'S ROOM	TALES OF TOMORROW	S: 1	E: 21
THE CRYSTAL EGG	TALES OF TOMORROW	S: 1	E: 8
Mel Goldberg , Story by Lou Shaw			
THE LOST ISLAND (1-2)	SIX MILLION DOLLAR MAN,THE	S: 5	E: 12
Melinda M. Snodgrass			
PEN PALS	STAR TREK: THE NEXT GENERATION	S: 2	E: 15

Episode Title	Name of Programme		
THE ENSIGNS OF COMMAND	STAR TREK: THE NEXT GENERATION	S: 3	E: 2
THE HIGH GROUND	STAR TREK: THE NEXT GENERATION	S: 3	E: 12
THE MEASURE OF A MAN	STAR TREK: THE NEXT GENERATION	S: 2	E: 9
UP THE LONG LADDER	STAR TREK: THE NEXT GENERATION	S: 2	E: 18
VANISHING POINT	ODYSSEY 5	S: 1	E: 16
Melinda Metz, Laura J. Burns			
A TALE OF TWO PARTIES	ROSWELL	S: 3	E: 10
Melinda Snodgrass			
BURNT OFFERINGS	PROFILER	S: 3	E: 16
KNIGHT OF SHADOWS	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 8
LIVING HELL	OUTER LIMITS,THE (1995)	S: 1	E: 8
PERFECT HELEN	PROFILER	S: 3	E: 7
SANDKINGS (A 2 PART STORY)	OUTER LIMITS,THE (1995)	S: 1	E: 1
THE DREAM MASTERS	SLIDERS	S: 3	E: 5
Melissa Blake			
BABY BOOM	CLEOPATRA 2525	S: 2	E: 2
Melissa Rosenberg			
BOTH SIDES NOW	DARK SKIES	S: 1	E: 16
INHUMAN NATURE	DARK SKIES	S: 1	E: 6
NATURE OF THE BEAST	BIRDS OF PREY	S: 1	E: 9
SINS OF THE MOTHER	BIRDS OF PREY	S: 1	E: 5
THE LAST WAVE	DARK SKIES	S: 1	E: 10
THE SENTENCE	OUTER LIMITS,THE (1995)	S: 2	E: 22
Melody Fox			
INFESTATION	FLASH GORDON (2007)	S: 1	E: 3
LIFE SOURCE	FLASH GORDON (2007)	S: 1	E: 6
SORROW	FLASH GORDON (2007)	S: 1	E: 13
Melvin Barenboin			
LOOK, DON'T TOUCH	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 4
OCTAPOTOMUS R' USAMUS	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 1
TALENT SHOW	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 10
Menno Meyjes			
MISSION,THE	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 5
Mere Smith			
BIRTHDAY	ANGEL	S: 3	E: 11
FREDLESS	ANGEL	S: 3	E: 5
GROUND STATE	ANGEL	S: 4	E: 2
LONG DAY'S JOURNEY	ANGEL	S: 4	E: 9
LOYALTY	ANGEL	S: 3	E: 15
ORPHEUS	ANGEL	S: 4	E: 15
OVER THE RAINBOW	ANGEL	S: 2	E: 20
REDIFINATION	ANGEL	S: 2	E: 11
UNTOUCHED	ANGEL	S: 2	E: 4
Mere Smith, Steven S. DeKnight, Jeffrey Bell			
CALVARY	ANGEL	S: 4	E: 12
Merideth Muncy			
DEATH SUITE	EARTH: FINAL CONFLICT	S: 5	E: 11
Meyer Dolinsky, Robert C. Dennis			
CHEMICAL STORY	WORLD OF GIANTS	S: 1	E: 6
Meyer Dolinsky			
BOLT OF LIGHTNING	SCIENCE FICTION THEATRE	S: 2	E: 37
BUILDING A SPACE STATION	MEN INTO SPACE	S: 1	E: 3
CAVES OF THE MOON	MEN INTO SPACE	S: 1	E: 18
O.B.I.T.	OUTER LIMITS,THE (1963)	S: 1	E: 7
PLATO'S STEPCHILDREN	STAR TREK	S: 3	E: 10
THE ARCHITECTS OF FEAR	OUTER LIMITS,THE (1963)	S: 1	E: 3
THE SOUND THAT KILLS	SCIENCE FICTION THEATRE	S: 2	E: 39
UNEXPECTED MURDER	WORLD OF GIANTS	S: 1	E: 12
VIKOR	INVADERS,THE (1967)	S: 1	E: 6
Z-Z-Z-Z-Z	OUTER LIMITS,THE (1963)	S: 1	E: 18
Michael & Mark Cassutt			
FEVER	BEAUTY AND THE BEAST	S: 1	E: 18

Michael Adams

Science Fiction Writers

Episode Title	Name of Programme		
A FLASH EXCLUSIVE	TWO TWISTED	S: 1	E: 9
Michael Alaimo (II), Michael Foley			
THE KEY	INVASION	S: 1	E: 17
Michael Alaimo (II), Shaun Cassidy			
THE SON ALSO RISES	INVASION	S: 1	E: 19
Michael Angeli			
A MEASURE OF SALVATION (PART 2 OF 2)	BATTLESTAR GALACTICA (2004)	S: 3	E: 7
HOMECOMING	TWILIGHT ZONE, THE (2002)	S: 1	E: 42
HOW MUCH DO YOU LOVE YOUR KID	TWILIGHT ZONE, THE (2002)	S: 1	E: 34
LOVE IN VEIN	DARK ANGEL	S: 2	E: 14
MEDIUM IS THE MESSAGE	DARK ANGEL	S: 2	E: 9
SIX DEGREES OF SEPARATION	BATTLESTAR GALACTICA (2004)	S: 1	E: 7
TAGGED	TWILIGHT ZONE, THE (2002)	S: 1	E: 29
THE SON ALSO RISES	BATTLESTAR GALACTICA (2004)	S: 3	E: 18
THE WOMAN KING	BATTLESTAR GALACTICA (2004)	S: 3	E: 14
Michael Ashe			
THE FOSTERS	OUT OF THE UNKNOWN	S: 3	E: 10
Michael Barker, Matt Weitzman			
HAPPY HAPPY DROID DROID, OR, AMMA SEES RED	HOMEBOYS IN OUTER SPACE	S: 1	E: 17
PAPA'S GOT A BRAND NEW OLD BAG, OR, THAT'S NO LADY, THAT'S MY GRANDMA	HOMEBOYS IN OUTER SPACE	S: 1	E: 3
Michael Benson, Marc Abrams			
FALTERED STATES	BIG WOLF ON CAMPUS	S: 2	E: 18
Michael Berk			
"PILOT" (1-2)	THUNDER IN PARADISE	S: 1	E: 1
EYE FOR AN EYE	THUNDER IN PARADISE	S: 1	E: 13
TUG OF WAR	THUNDER IN PARADISE	S: 1	E: 2
Michael Berlin (w), Eric Estrin (w), P. K. Simonds (s), Howard Gordo			
THE OUTSIDERS	BEAUTY AND THE BEAST	S: 2	E: 11
Michael Berlin, Eric Estrin			
BIRTHRIGHT	OUTER LIMITS,THE (1995)	S: 1	E: 20
Michael Berns, Shaun Cassidy			
UNNATURAL SELECTION	INVASION	S: 1	E: 5
Michael Bornhorst			
COMMIE DAWKINS	BIG WOLF ON CAMPUS	S: 2	E: 3
Michael Brown			
FINDING FRANK	TWO TWISTED	S: 1	E: 2
Michael Bryant			
HEALER	TWILIGHT ZONE,THE (1985)	S: 1	E: 6
Michael Bryant, Cory Applebaum			
CRUISE SHIP TO THE STARS	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 11
Michael Burman, Ron Greenstein			
GLITCH	OUTER LIMITS,THE (1995)	S: 6	E: 12
Michael Carlin, Andrew Helfer			
BRIDE OF BIZARRO (1-2)	SUPERBOY	S: 3	E: 1
PEOPLE VS.METALLO	SUPERBOY	S: 3	E: 17
THE ALIEN SOLUTION	SUPERBOY	S: 1	E: 9
THE KRYPTONITE KID	SUPERBOY	S: 4	E: 2
Michael Carlin, Andy Helfer			
RITEs OF PASSAGE (1-2)	SUPERBOY	S: 4	E: 17
Michael Cassett			
PHOTON BULLET	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 12
Michael Cassutt			
RAGE	ODYSSEY 5	S: 1	E: 19
Michael Cassutt			
AND YOUR HEART WILL FLY AWAY. . .	ANDROMEDA	S: 3	E: 9
DEITIES	MAX HEADROOM	S: 2	E: 2
OUT OF THEIR MINDS	FARSCAPE	S: 2	E: 9
RED SNOW	TWILIGHT ZONE,THE (1985)	S: 1	E: 51
SECURITY SYSTEMS	MAX HEADROOM	S: 1	E: 4
TANGENT	STARGATE SG1	S: 4	E: 12
THE CARD	TWILIGHT ZONE,THE (1985)	S: 2	E: 14

Episode Title	Name of Programme		
THE LOYAL ORDER OF CORN (A.K.A. THE LODGE)	EERIE INDIANA	S: 1	E: 16
THE MOUNTAIN	DEAD ZONE, THE	S: 2	E: 17
TORNADO DAYS	EERIE INDIANA	S: 1	E: 12
TOTAL AWARENESS	DEAD ZONE, THE	S: 3	E: 5
WISH BANK	TWILIGHT ZONE,THE (1985)	S: 1	E: 10
Michael Connelly, Josh Meyer			
MAIL CALL	LEVEL 9	S: 1	E: 1
Michael Connor, Michael Cramoy			
SECRET EXPERIMENT	INVISIBLE MAN,THE (1958)	S: 1	E: 1
Michael Cramoy			
DEATH CELL	INVISIBLE MAN,THE (1958)	S: 2	E: 2
IT'S YOUR FUNERAL	PRISONER, THE	S: 1	E: 11
STRANGE PARTNERS	INVISIBLE MAN,THE (1958)	S: 1	E: 13
Michael Curtis			
TIME RELEASE CAPSULE	PHIL OF THE FUTURE	S: 2	E: 8
Michael Curtis, Roger S.H. Schulman			
BACK TO THE FUTURE (NOT THE MOVIE)	PHIL OF THE FUTURE	S: 2	E: 22
VIRTU-DATE	PHIL OF THE FUTURE	S: 2	E: 2
Michael Davis			
TOP SECRET	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 9
Michael de Guzman			
DOROTHY AND BEN	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 18
GRANDPA'S GHOST	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 24
Michael Duggan			
T.K.O. HENRY	SECRET AGENT MAN	S: 1	E: 11
THE CHURCH OF MORGAN	EARTH 2	S: 1	E: 7
Michael Duggan, Carol Flint, Mark Levin			
FIRST CONTACT	EARTH 2	S: 1	E: 1
Michael Edwards			
CAPTURE	LOGAN'S RUN	S: 1	E: 3
Michael Endler			
IN MORK WE TRUST	MORK AND MINDY	S: 1	E: 21
Michael Eric Stein			
BURIAL GROUND	KNIGHT RIDER	S: 4	E: 4
JESSE'S FIFTEEN MINUTES	HARD TIME ON PLANET EARTH	S: 1	E: 9
Michael Fessier			
WEST OF MARS	LOST IN SPACE	S: 2	E: 11
Michael Foley			
ALL GOD'S CREATURES	INVASION	S: 1	E: 14
Michael Foley, Juan Carlos Coto			
RUN AND GUN	INVASION	S: 1	E: 20
Michael Gillett			
LOVE CRIMES	TWO TWISTED	S: 1	E: 13
Michael Gleason			
ELEGY FOR A DREAM	BURNING ZONE, THE	S: 1	E: 16
GHOSTS	LOIS AND CLARK	S: 4	E: 9
Michael Glouberman, Andrew Orenstein			
ASSUALT WITH A DEADLY DICK	THIRD ROCK FROM THE SUN	S: 1	E: 14
D III : JUDGEMENT DAY	THIRD ROCK FROM THE SUN	S: 4	E: 7
DICK AND TAXES	THIRD ROCK FROM THE SUN	S: 4	E: 12
DICKMALION	THIRD ROCK FROM THE SUN	S: 2	E: 20
DICKS THEY ARE A CHAGIN'	THIRD ROCK FROM THE SUN	S: 1	E: 13
FOURTH AND DICK	THIRD ROCK FROM THE SUN	S: 2	E: 6
JUST YOUR AVERAGE DICK (A 2 PART STORY)	THIRD ROCK FROM THE SUN	S: 3	E: 19
MOBY-DICK	THIRD ROCK FROM THE SUN	S: 3	E: 5
MUCH ADO ABOUT DICK	THIRD ROCK FROM THE SUN	S: 2	E: 4
POST-NASAL DICK	THIRD ROCK FROM THE SUN	S: 1	E: 3
SEVEN DEADLY CLIPS	THIRD ROCK FROM THE SUN	S: 3	E: 9
Michael Gray (II), John Mason			
FATAL FLAW	STARMAN	S: 1	E: 3
Michael Green			
COOL	SMALLVILLE	S: 1	E: 5

Episode Title	Name of Programme		
CRAVING	SMALLVILLE	S: 1	E: 7
DISTRACTIONS	HEROES	S: 1	E: 14
HIROS	HEROES	S: 1	E: 5
LIZARDS	HEROES	S: 2	E: 2
NICODEMUS	SMALLVILLE	S: 1	E: 15
Michael Greenburg & Jarrad Paul			
MESSAGE IN A BOTTLE	STARGATE SG1	S: 2	E: 7
Michael Halperin			
MANY HAPPY RETURNS	KNIGHT RIDER	S: 4	E: 7
SANTINI'S MILLIONS	AIRWOLF	S: 2	E: 15
Michael J. Bird			
SOMEWHERE IN A CROWD	JOURNEY TO THE UNKNOWN	S: 1	E: 2
THE MADISON EQUATION	JOURNEY TO THE UNKNOWN	S: 1	E: 7
Michael J. Bird			
THE UNINVITED	OUT OF THE UNKNOWN	S: 4	E: 10
TO LAY A GHOST	OUT OF THE UNKNOWN	S: 4	E: 2
Michael Jamin, Sivert Glarum			
CHIP OF THE OLD CLARK	LOIS AND CLARK	S: 3	E: 8
Michael Kaplan and John Sanborn			
ONE FALSE STEP	STARGATE SG1	S: 2	E: 18
Michael King			
KANSAS	SEVEN DAYS	S: 3	E: 17
Michael Kotz			
THE PLAY'S THE THING	EARLY EDITION	S: 4	E: 15
Michael Kozoll, Stephen Lord, David Chase			
DEMON IN LACE	KOLCHAK: THE NIGHT STALKER	S: 1	E: 16
Michael Loceff			
A TIME FOR EVERY PURPOSE	LA FEMME NIKITA	S: 5	E: 8
ADRIAN'S GARDEN	LA FEMME NIKITA	S: 2	E: 21
APPROACING ZERO	LA FEMME NIKITA	S: 2	E: 4
CHOICE	LA FEMME NIKITA	S: 1	E: 10
FOUR LIGHT YEARS FATHER	LA FEMME NIKITA	S: 4	E: 22
FUZZY LOGIC	LA FEMME NIKITA	S: 2	E: 15
GAMBIT	LA FEMME NIKITA	S: 1	E: 14
GETTING OUT OF REVERSE	LA FEMME NIKITA	S: 4	E: 1
HARD LANDING	LA FEMME NIKITA	S: 2	E: 1
I REMEMBER PARIS	LA FEMME NIKITA	S: 3	E: 16
IN BETWEEN	LA FEMME NIKITA	S: 2	E: 20
INNOCENT	LA FEMME NIKITA	S: 1	E: 12
LOOKING FOR MICHAEL	LA FEMME NIKITA	S: 3	E: 1
LOVE	LA FEMME NIKITA	S: 1	E: 6
MERCY	LA FEMME NIKITA	S: 1	E: 22
NOISE	LA FEMME NIKITA	S: 1	E: 16
NOT WAS	LA FEMME NIKITA	S: 2	E: 13
PYSCHIC PILGRIM	LA FEMME NIKITA	S: 2	E: 11
SIMONE	LA FEMME NIKITA	S: 1	E: 3
SOMEONE ELSE'S SHADOW	LA FEMME NIKITA	S: 3	E: 2
SOUL SACRIFICE	LA FEMME NIKITA	S: 2	E: 12
THERE ARE NO MISSIONS	LA FEMME NIKITA	S: 4	E: 2
THIRD PARTY RIPOFF	LA FEMME NIKITA	S: 3	E: 18
THIRD PERSON	LA FEMME NIKITA	S: 2	E: 3
WALK ON BY	LA FEMME NIKITA	S: 3	E: 11
Michael MacKenzie			
CAT WOMAN	BIG WOLF ON CAMPUS	S: 1	E: 4
Michael Marks			
BARRIERS	STARMAN	S: 1	E: 16
ONE FOR THE ROAD	STARMAN	S: 1	E: 7
Michael Maurer			
DEJA VUDOO	ZACK FILES, THE	S: 1	E: 7
IT'S A JUNGLE IN THERE	ZACK FILES, THE	S: 1	E: 20
SUPER MENACE!	SUPERBOY	S: 2	E: 13
SUPERBOY...LOST	SUPERBOY	S: 3	E: 9
SUPERBOY...REST IN PEACE	SUPERBOY	S: 2	E: 12

Episode Title	Name of Programme		
THE WOMAN CALLED TIGER EYE	SUPERBOY	S: 2	E: 26
THIS IS YOUR CONSCIENCE CALLING	ZACK FILES, THE	S: 1	E: 15
Michael McCormack			
SO SHALL YE REAP	WAR OF THE WORLDS	S: 1	E: 21
Michael McDowell			
MISCALCULATION	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 2
Michael McGreevey			
POT O'GOLD	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 11
Michael McGreevey, Naren Shankar			
BABEL	STAR TREK: DEEP SPACE NINE	S: 1	E: 4
Michael Mercer			
GROUND ZERO	AIRWOLF	S: 4	E: 13
MALDUKE	AIRWOLF	S: 4	E: 20
STORM WARNING	AIRWOLF	S: 4	E: 17
Michael Mercer & Jana Veverka			
BLACKJACK	AIRWOLF	S: 4	E: 1
Michael Michaeliam			
THE KIRKWOOD HAUNTING	AMAZING SPIDERMAN,THE	S: 2	E: 4
Michael Michaelian			
FUNHOUSE	FANTASTIC JOURNEY,THE	S: 1	E: 7
THE DREAM OF CONQUEST	FANTASTIC JOURNEY,THE	S: 1	E: 5
Michael Michaelian, Al Hayes			
TURNABOUT	LOGAN'S RUN	S: 1	E: 13
Michael Michaelian, Jonathan Glassner			
THE SECOND WAVE	WAR OF THE WORLDS	S: 2	E: 1
Michael Michaelian, Katharyn Michaelian Powers			
VORTEX	FANTASTIC JOURNEY,THE	S: 1	E: 1
Michael Michaelin			
TOO SHORT A SEASON	STAR TREK: THE NEXT GENERATION	S: 1	E: 15
Michael Miller			
LAVA'S A MANY SPLENDORED THING	FARSCAPE	S: 4	E: 4
Michael Morris			
MUTANT	SUPERBOY	S: 1	E: 20
Michael Narducci			
TRY THE PIE	4400, THE	S: 4	E: 5
Michael Oates Palmer			
MEMORY SERVES	KYLE XY	S: 1	E: 8
Michael Perricone, Greg Elliot, Jeri Taylor, Eric A. Stillwell			
PRIME FACTORS	STAR TREK: VOYAGER	S: 1	E: 9
Michael Pertwee			
THE ROCKET	INVISIBLE MAN,THE (1958)	S: 2	E: 11
Michael Petroni			
JERRY WAS A MAN	MASTERS OF SCIENCE FICTION	S: 1	E: 3
THE AWAKENING	MASTERS OF SCIENCE FICTION	S: 1	E: 2
Michael Piller			
A MAN ALONE	STAR TREK: DEEP SPACE NINE	S: 1	E: 3
BASICS (PART I)	STAR TREK: VOYAGER	S: 2	E: 26
BASICS (PART II)	STAR TREK: VOYAGER	S: 3	E: 1
DEATH WISH	STAR TREK: VOYAGER	S: 2	E: 18
EMISSARY	STAR TREK: DEEP SPACE NINE	S: 1	E: 1
ENSIGN RO	STAR TREK: THE NEXT GENERATION	S: 5	E: 3
EVOLUTION	STAR TREK: THE NEXT GENERATION	S: 3	E: 1
MELD	STAR TREK: VOYAGER	S: 2	E: 16
NETHERWORLD	DEAD ZONE, THE	S: 1	E: 8
QUALITY OF LIFE	DEAD ZONE, THE	S: 1	E: 3
RESOLUTIONS	STAR TREK: VOYAGER	S: 2	E: 25
TATTOO	STAR TREK: VOYAGER	S: 2	E: 9
THE ALL AMERICAN	HARD TIME ON PLANET EARTH	S: 1	E: 12
THE BEST OF BOTH WORLDS (PART 1)	STAR TREK: THE NEXT GENERATION	S: 3	E: 26
THE BEST OF BOTH WORLDS (PART 2)	STAR TREK: THE NEXT GENERATION	S: 4	E: 1
THE HOUSE	DEAD ZONE, THE	S: 1	E: 6
THE SEIGE (PART 3 OF 3)	STAR TREK: DEEP SPACE NINE	S: 2	E: 3

Episode Title	Name of Programme		
THE STORM	DEAD ZONE, THE	S: 2	E: 13
WAY HOME,THE	HARD TIME ON PLANET EARTH	S: 1	E: 3
WHAT IT SEEMS	DEAD ZONE, THE	S: 1	E: 2
WHEEL OF FORTUNE	DEAD ZONE, THE	S: 1	E: 1
Michael Piller, Daniel Goldin			
DEAD MEN TELL TALES	DEAD ZONE, THE	S: 2	E: 10
Michael Piller, Ed Zuckerman			
DEATH US DO PART	HARD TIME ON PLANET EARTH	S: 1	E: 7
Michael Piller, Jeri Taylor			
CARETAKER	STAR TREK: VOYAGER	S: 1	E: 1
Michael Plant			
A HANDFUL OF HOURS	MEN INTO SPACE	S: 1	E: 16
LOST MISSILE	MEN INTO SPACE	S: 1	E: 5
LUNAR SECRET	MEN INTO SPACE	S: 1	E: 27
MOONCLOUD	MEN INTO SPACE	S: 1	E: 20
VERDICT IN ORBIT	MEN INTO SPACE	S: 1	E: 23
Michael Poryes			
JAMIE'S OLDER WOMAN	SMALL WONDER	S: 2	E: 6
Michael Prescott			
THE POWER OF EVIL	SUPERBOY	S: 2	E: 11
Michael Price			
BEHOLD A PALE PLANET, OR, WHAT IF GOD WAS ONE OF US	HOMEBOYS IN OUTER SPACE	S: 1	E: 4
DEVIL IN MISS JONES, OR, DISMEMBER OF THE WEDDING	HOMEBOYS IN OUTER SPACE	S: 1	E: 8
HOW THE WEST WAS LOST	HOMEBOYS IN OUTER SPACE	S: 1	E: 20
Michael Price, Chuck Cummings			
FULL METAL JACKASS, OR, AN OFFICER AND A HOMEBOY	HOMEBOYS IN OUTER SPACE	S: 1	E: 16
Michael R. Perry			
COLLISION	DEAD ZONE, THE	S: 3	E: 3
NO FUN (AKA JUST SAY NO FUN)	EERIE INDIANA	S: 1	E: 6
OMERTA	MILLENNIUM	S: 3	E: 9
SUBJECT: LIVE FAST, DIE YOUNG	FREAKYLINKS	S: 1	E: 10
SUBJECT: THREE THIRTEEN	FREAKYLINKS	S: 1	E: 2
Michael R. Perry, Michael Taylor			
BROKEN CIRCLE	DEAD ZONE, THE	S: 4	E: 1
Michael Reaves			
AND STUDY WAR NO MORE	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	S: 1	E: 8
BIGFOOT	SECRETS OF ISIS, THE	S: 1	E: 7
FLAME STREET	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	S: 1	E: 11
NIGHT SONG	TWILIGHT ZONE,THE (1985)	S: 2	E: 12
REQUIEM	SLIDERS	S: 5	E: 11
THE SHROUD OF DEATH	FLASH, THE	S: 1	E: 8
Michael Robison			
THANKS FOR THE MEMORIES	PAINKILLER JANE	S: 1	E: 16
Michael Robson			
ESCAPE INTO FEAR	LEGEND OF WILLIAM TELL, THE	S: 1	E: 3
Michael Ryan			
DESPERA STRIKES BACK	VR TROOPERS	S: 2	E: 30
GRIMLORD TAKES ROOT	VR TROOPERS	S: 2	E: 11
GRIMLORD'S DARK SECRET (1-2)	VR TROOPERS	S: 2	E: 17
GRIMLORD'S DUMMY	VR TROOPERS	S: 2	E: 32
MAGNETIC ATTRACTION	VR TROOPERS	S: 2	E: 25
MUTANT MUNTINY	VR TROOPERS	S: 2	E: 1
THE HEAT IS ON	MASKED RIDER	S: 1	E: 14
Michael Rymer			
RESURRECTION SHIP (PART 1 OF 2)	BATTLESTAR GALACTICA (2004)	S: 2	E: 11
Michael Rymer, Ronald D. Moore			
RESURRECTION SHIP (PART 2 OF 2)	BATTLESTAR GALACTICA (2004)	S: 2	E: 12
Michael S. Baser & Kim Weiskopf			
CLUB TEN	AUTOMAN	S: 1	E: 13
Michael Shanks			
RESURRECTION	STARGATE SG1	S: 7	E: 19
Michael Shear, Patrick Sean Smith			

Science Fiction Writers

Episode Title	Name of Programme		
HELL MALL	CHRONICLE, THE	S: 1	E: 21
Michael Shipley, Jim Bernstein			
BIG BAD WOLF	BIG WOLF ON CAMPUS	S: 1	E: 17
Michael Sloan			
DARK CHILD	OUTER LIMITS,THE (1995)	S: 7	E: 20
THRESHOLD TO PAIN	LA FEMME NIKITA	S: 3	E: 12
WORLDS WITHIN	OUTER LIMITS,THE (1995)	S: 7	E: 10
Michael Sloane (w), Donald P. Bellisario (w), Glen A. Larson (w), Joh			
THE GUN ON ICE PLANET ZERO (1-2)	BATTLESTAR GALATICA	S: 1	E: 5
Michael Stein, Jack Gross, Jr.			
TV OR NOT TV	MY FAVOURITE MARTIAN	S: 3	E: 18
Michael Stewart			
PILOT	BLISS	S: 1	E: 1
Michael Taylor			
ARTICLES OF FAITH	DEAD ZONE, THE	S: 5	E: 4
COLD HARD TRUTH	DEAD ZONE, THE	S: 3	E: 4
COLLECTIVE	STAR TREK: VOYAGER	S: 6	E: 16
COUNTERPOINT	STAR TREK: VOYAGER	S: 5	E: 10
CROSSROADS (PART 1 OF 2)	BATTLESTAR GALACTICA (2004)	S: 3	E: 19
DINNER WITH DANA	DEAD ZONE, THE	S: 1	E: 11
DRIVE	STAR TREK: VOYAGER	S: 7	E: 3
HEROES & DEMONS	DEAD ZONE, THE	S: 4	E: 5
IN THE PALE MOONLIGHT	STAR TREK: DEEP SPACE NINE	S: 6	E: 19
ONCE UPON A TIME	STAR TREK: VOYAGER	S: 5	E: 4
SHADOWS	DEAD ZONE, THE	S: 3	E: 11
SHATTERED	STAR TREK: VOYAGER	S: 7	E: 11
TAKING A BREAK FROM ALL OUR WORRIES	BATTLESTAR GALACTICA (2004)	S: 3	E: 13
THE COMBINATION	DEAD ZONE, THE	S: 2	E: 18
THE HUNT	DEAD ZONE, THE	S: 2	E: 16
THE VISITOR	STAR TREK: DEEP SPACE NINE	S: 4	E: 2
THINGS PAST	STAR TREK: DEEP SPACE NINE	S: 5	E: 8
THINK TANK	STAR TREK: VOYAGER	S: 5	E: 19
UNFINISHED BUSINESS	BATTLESTAR GALACTICA (2004)	S: 3	E: 9
UNREASONABLE DOUBT	DEAD ZONE, THE	S: 1	E: 5
VALLEY OF THE SHADOW	DEAD ZONE, THE	S: 2	E: 1
VORTEX	DEAD ZONE, THE	S: 5	E: 8
Michael Taylor, Kenneth Biller			
SOMEONE TO WATCH OVER ME	STAR TREK: VOYAGER	S: 5	E: 21
Michael Thoma			
ASTRAL PROJECTIONS	TOTAL RECALL 2070	S: 1	E: 13
BABY LOTTERY	TOTAL RECALL 2070	S: 1	E: 8
GLADIATOR	FIRST WAVE	S: 2	E: 18
NIGHT FALLS	FIRST WAVE	S: 2	E: 12
PARANOID	TOTAL RECALL 2070	S: 1	E: 14
RED FLAG	FIRST WAVE	S: 2	E: 6
SKYWATCHERS	FIRST WAVE	S: 3	E: 9
TERMINAL CITY	FIRST WAVE	S: 3	E: 21
Michael Wagner			
GIANT	MAN FROM ATLANTIS	S: 1	E: 8
NO PAIN, NO GAIN	MANN AND MACHINE	S: 1	E: 3
PLAN 10 FROM OUTER SPACE	PROBE	S: 1	E: 6
PROBE (1-2) (AKA COMPUTER LOGIC)	PROBE	S: 1	E: 1
THE SIREN	MAN FROM ATLANTIS	S: 1	E: 16
THE SURVIVORS	STAR TREK: THE NEXT GENERATION	S: 3	E: 3
U-509	SIX MILLION DOLLAR MAN,THE	S: 4	E: 18
Michael Wilcox			
CRICKET	PLAY FOR TOMMOROW	S: 1	E: 3
Michael Winder			
DEAD MAN'S TREASURE	AVENGERS,THE	S: 6	E: 4
DEVIL'S PLANET	SPACE: 1999	S: 2	E: 21
THE EYE OF RA (1-4)	ACE OF WANDS	S: 2	E: 4
Michel Horvat			
THE HOST	STAR TREK: THE NEXT GENERATION	S: 4	E: 23

Episode Title	Name of Programme		
Michel Subiela LE COLLECTIONNEUR DE CERVEAUX (THE BRAIN COLLECTOR)	LES CLASSIQUES DE L'ETRANGE	S: 1	E: 3
Michel Subiela, Francis Lacassin LE MAIN ENCHATEE (THE ENCHANTED HAND)	LES CLASSIQUES DE L'ETRANGE	S: 1	E: 1
Michele Barinholtz GROTESQUERY	SWAMP THING	S: 1	E: 7
Michelle Lovretta BROTHER'S KEEPER	MUTANT X	S: 3	E: 10
SHE'S COME UNDONE	MUTANT X	S: 3	E: 17
THE BREED	MUTANT X	S: 3	E: 3
THE PROPHECY	MUTANT X	S: 3	E: 20
Michelle Wendt, Kimberly Joy Kessler WHERE'S THE WIZARD?	PHIL OF THE FUTURE	S: 2	E: 20
Mick Garris DON'T DREAM IT'S OVER	OTHERS, THE	S: 1	E: 8
THE AMAZING FALSOWORTH	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 6
Mike Barker, Matt Weitzman BROTHER'S GOT NO SOUL, OR, I LOVE LUCIFER	HOMEBOYS IN OUTER SPACE	S: 1	E: 13
Mike Carlin, Andrew Helfer BRIMSTONE	SUPERBOY	S: 2	E: 17
METALLO	SUPERBOY	S: 2	E: 3
Mike Goldberg WHAT LIES BENEATH	PAINKILLER JANE	S: 1	E: 19
Mike Harmer & Tan Burns A SPY FOR A SPY	GET SMART (1965)	S: 2	E: 3
Mike Kelley THE DAY BEFORE	JERICO	S: 1	E: 12
Mike Kenny ATLANTIS HIGH		S: 1	E: 18
Mike Krohn CIVIL DEFENSE	STAR TREK: DEEP SPACE NINE	S: 3	E: 6
Mike Lloyd Ross HARD WATER (1-2)	SALVAGE 1	S: 2	E: 1
MERMADON	SALVAGE 1	S: 1	E: 9
SALVAGE (1-2)	SALVAGE 1	S: 1	E: 1
Mike Lloyd Ross, Judy Burns SHANGRI-LA LIL	SALVAGE 1	S: 1	E: 3
Mike Marmer PLAIN JANE	SECOND CHANCE	S: 1	E: 3
Mike Marmer, Stan Burns WHO'S AFRIAD OF AMANDA WOOLF	CAPTAIN NICE	S: 1	E: 10
Mike Mistovich EMPTY QUIVER	SEVEN DAYS	S: 3	E: 16
THE BRINK	SEVEN DAYS	S: 3	E: 19
Mike Ostrowski FEDERAL RESPONSE	JERICO	S: 1	E: 5
RED FLAG	JERICO	S: 1	E: 10
Mike Ostrowski, Stephen Chbosky ONE MAN'S TERRORIST	JERICO	S: 1	E: 17
Mike Robe THE HAUNTING OF MANDERLY MANSION (aka GHOST TRAP)	SALVAGE 1	S: 1	E: 5
Mike Sussman AFFLICATION (PART 1 OF 2)	ENTERPRISE	S: 4	E: 15
ANOMALY	ENTERPRISE	S: 3	E: 2
E ²	ENTERPRISE	S: 3	E: 21
HOME	ENTERPRISE	S: 4	E: 3
IN A MIRROR, DARKLY (PART 1 OF 2)	ENTERPRISE	S: 4	E: 18
KIR'SHARA (PART 3 OF 3)	ENTERPRISE	S: 4	E: 9
PULSE	THRESHOLD	S: 1	E: 6
STRATAGEM	ENTERPRISE	S: 3	E: 14
THE AUGMENTS (PART 3 OF 3)	ENTERPRISE	S: 4	E: 6

Episode Title	Name of Programme		
THE SWARM	STAR TREK: VOYAGER	S: 3	E: 4
TWILIGHT	ENTERPRISE	S: 3	E: 8
VIGILANTE	THRESHOLD	S: 1	E: 12
Mike Sussman, Andre Bormanis			
BABEL ONE (PART 1 OF 3)	ENTERPRISE	S: 4	E: 12
Mike Sussman, Kenneth Biller, Bryan Fuller			
THE HAUNTING OF DECK TWELVE	STAR TREK: VOYAGER	S: 6	E: 25
Mike Sussman, Manny Coto			
IN A MIRROR, DARKLY (PART 2 OF 2)	ENTERPRISE	S: 4	E: 19
Mike Sussman, Phyllis Strong			
DEAD STOP	ENTERPRISE	S: 2	E: 4
DETAINED	ENTERPRISE	S: 1	E: 20
FUTURE TENSE	ENTERPRISE	S: 2	E: 16
PROPHECY	STAR TREK: VOYAGER	S: 7	E: 14
REGENERATION	ENTERPRISE	S: 2	E: 23
RENNASSISSANCE MAN	STAR TREK: VOYAGER	S: 7	E: 24
STRANGE NEW WORLD	ENTERPRISE	S: 1	E: 3
THE CATWALK	ENTERPRISE	S: 2	E: 12
Mike Vitale, Craig J. Nevius			
KISS OF DEATH	BLACK SCORPION	S: 1	E: 18
Mike Watts			
COME BUTTERCUP, COME DAISY,COME...?	OUT OF THE UNKNOWN	S: 1	E: 6
Mike Wollaeger, Jessica Scott			
ONE SMALL STEP	STAR TREK: VOYAGER	S: 6	E: 8
Miles Millar, Alfred Gough			
A RIP IN TIME	TIMECOP	S: 1	E: 1
ALTERNATE WORLD	TIMECOP	S: 1	E: 6
BUGGED WHEAT	BUGS	S: 2	E: 3
EXILE (PART 1 OF 2)	SMALLVILLE	S: 3	E: 1
HOLLOW MAN	BUGS	S: 3	E: 4
ROSETTA	SMALLVILLE	S: 2	E: 17
Milo Bachman, Danny Bilson, Paul DeMeo			
HONOR AMONG THIEVES	FLASH, THE	S: 1	E: 4
Milton Krims			
KEEPER OF THE PURPLE TWILIGHT	OUTER LIMITS,THE (1963)	S: 2	E: 11
Mindy Schneider			
MA KNOWS BEST (AKA MOTHER KNOWS BEST)	SPACE CASES	S: 2	E: 9
ON THE ROCKS	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 13
THE TEST	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 18
WORKING	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 2
Mitch Brian			
CROWN OF THORNS	VIPER (1994)	S: 1	E: 13
Mitzi McColl & Adriana Armstrong			
FOR YOUR EYES ONLY	ALF	S: 1	E: 6
Moira Kirland			
BLAH BLAH, WOOF WOOF	DARK ANGEL	S: 1	E: 8
DESIGNATE THIS	DARK ANGEL	S: 2	E: 1
DEVELOPING	TWILIGHT ZONE, THE (2002)	S: 1	E: 40
EXPOSURE	DARK ANGEL	S: 2	E: 16
HIT A SISTA BACK	DARK ANGEL	S: 1	E: 19
INTO THE LIGHT	TWILIGHT ZONE, THE (2002)	S: 1	E: 30
NO QUESTIONS ASKED	DEAD ZONE, THE	S: 3	E: 6
THE BERRISFORD AGENDA	DARK ANGEL	S: 2	E: 11
Monroe Manning			
CRIME WAVE	ADVENTURES OF SUPERMAN,THE	S: 1	E: 24
FIVE MINUTES TO DOOM	ADVENTURES OF SUPERMAN,THE	S: 2	E: 1
RESCUE	ADVENTURES OF SUPERMAN,THE	S: 1	E: 9
Montgomery Pittman			
THE GRAVE	TWILIGHT ZONE,THE (1958)	S: 3	E: 7
THE LAST RITES OF JEFF MYRTLEBANK	TWILIGHT ZONE,THE (1958)	S: 3	E: 23
TWO	TWILIGHT ZONE,THE (1958)	S: 3	E: 1
Morgan Gendel			

Episode Title	Name of Programme		
STARSHIP MINE	STAR TREK: THE NEXT GENERATION	S: 6	E: 16
TRUTH OR CONSEQUENCES	MANN AND MACHINE	S: 1	E: 7
Morgan Gendel, Michael Piller, Robert Hewitt Wolfe			
THE PASSENGER	STAR TREK: DEEP SPACE NINE	S: 1	E: 8
Moris Farhi			
WELCOME HOME	OUT OF THE UNKNOWN	S: 4	E: 6
Morrie Ruvinsky			
THE MINOTUAR	MYTHQUEST	S: 1	E: 1
Morrie Ruvinsky & Tom Szollosi			
ISIS & OSIRIS (PART 2 OF 2)	MYTHQUEST	S: 1	E: 10
Mort Forer, Marion Waldman			
THE ALIEN ORO	STARLOST,THE	S: 1	E: 7
Murray Leinster			
SEVEN TEMPORARY MOONS	OUT THERE	S: 1	E: 8
Myra Fried			
RUN, ZACK, RUN	ZACK FILES, THE	S: 1	E: 12
N. J. Crisp			
EXPERIMENT IN DEPTH	R3	S: 2	E: 4
PATTERNS OF BEHAVIOUR	R3	S: 1	E: 8
STATE OF ANXIETY	R3	S: 1	E: 1
THE ASTRONAUT	R3	S: 1	E: 12
THE FRATTON EXPERIMENT	R3	S: 1	E: 9
Nan Hagan			
DEAD MAN SLIDING	SLIDERS	S: 3	E: 10
PK TEK GIRL	FARSCAPE	S: 1	E: 5
POST TRAUMATIC SLIDE SYNDROME	SLIDERS	S: 2	E: 8
STATE OF THE ART	SLIDERS	S: 3	E: 11
THIS SLIDE OF PARADISE	SLIDERS	S: 3	E: 24
Y2K TOTAL SYSTEMS FAILURE	NET, THE	S: 1	E: 18
Nan Hagan, Scott Smith Miller			
THE OTHER SLIDE OF DARKNESS	SLIDERS	S: 3	E: 20
Nancy Ann Miller			
BILLION DOLLAR BABY	MANN AND MACHINE	S: 1	E: 8
SYNTHETIC LOVE	WAR OF THE WORLDS	S: 2	E: 9
THE PIED PIPER	WAR OF THE WORLDS	S: 2	E: 12
Nancy Bond			
TORCH SONG	MANN AND MACHINE	S: 1	E: 5
Nancy Faulkner			
THE HARDER THEY FALL	INCREDIBLE HULK,THE	S: 4	E: 12
Nancy Miller			
RING OF FIRE	PROFILER	S: 1	E: 2
Nancy Roberts			
WATER HAZARD	TREMORS	S: 1	E: 12
Nancy Won			
9:02	JERICHO	S: 1	E: 6
HEART OF WINTER	JERICHO	S: 1	E: 14
MIND GAME	FREEDOM	S: 1	E: 10
Nandi Bowe			
THE LYING GAME	LONE GUNMEN, THE	S: 1	E: 11
Naomi Chippendale			
COMING OUT	ALIENATED	S: 2	E: 6
PAUL'S MOTOR INN	ALIENATED	S: 2	E: 1
Naomi Chippendale, Mark Sawers			
CAUGHT	ALIENATED	S: 2	E: 9
Naomi Janzen			
A SYMMETRY OF IMPERFECTION	ANDROMEDA	S: 4	E: 19
CHAOS AND THE STILLNESS OF IT (PART 2 OF 2)	ANDROMEDA	S: 5	E: 20
CONTROL FREAK	VR5	S: 1	E: 8
EXALTED REASON, RESPLENDENT DAUGHTER	ANDROMEDA	S: 4	E: 10
FOR WHOM THE BELL TOLLS	ANDROMEDA	S: 3	E: 8
FRIEND	LA FEMME NIKITA	S: 1	E: 2
HARPER/DELETE	ANDROMEDA	S: 4	E: 5

Episode Title	Name of Programme		
MAX	WAR OF THE WORLDS	S: 2	E: 18
MIND REACHER	OUTER LIMITS,THE (1995)	S: 7	E: 14
MISSING	LA FEMME NIKITA	S: 1	E: 18
MOTHER	LA FEMME NIKITA	S: 1	E: 5
THE TALE OF THE LONELY GHOST	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 3
THE WEIGHT (PART 2 OF 2)	ANDROMEDA	S: 5	E: 2
WHAT WILL BE WAS NOT	ANDROMEDA	S: 5	E: 9
Naomi Janzen, Jeannine Renshaw			
SEND ME AN ANGEL	VR5	S: 1	E: 11
Naomi Janzen, Paul Barber, Larry Barber			
LOST IN A SPACE THAT ISN'T THERE	ANDROMEDA	S: 4	E: 16
Naren Shankar			
A SPECIAL EDITION	OUTER LIMITS,THE (1995)	S: 3	E: 18
BETTER LUCK NEXT TIME	OUTER LIMITS,THE (1995)	S: 5	E: 22
BEWARE OF DOG	FARSCAPE	S: 2	E: 14
FACE OF THE ENEMY	STAR TREK: THE NEXT GENERATION	S: 6	E: 13
FORCE OF NATURE	STAR TREK: THE NEXT GENERATION	S: 7	E: 8
FORGIVE AND FORGET (aka THE WAY WE WEARN'T)	FARSCAPE	S: 2	E: 5
GAMBIT (1-2)	STAR TREK: THE NEXT GENERATION	S: 7	E: 4
GLYPHIC	OUTER LIMITS,THE (1995)	S: 4	E: 9
GOOD SOLDIERS	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 9
HEARTS AND MINDS	OUTER LIMITS,THE (1995)	S: 4	E: 3
HERE THERE BE DRAGONS	CHRONICLE, THE	S: 1	E: 3
HEROES AND DEMONS	STAR TREK: VOYAGER	S: 1	E: 11
HOMEWARD	STAR TREK: THE NEXT GENERATION	S: 7	E: 12
HUMAN OPERATORS	OUTER LIMITS,THE (1995)	S: 5	E: 7
IN ANOTHER LIFE	OUTER LIMITS,THE (1995)	S: 4	E: 4
IN OUR OWN IMAGE	OUTER LIMITS,THE (1995)	S: 4	E: 26
IN THE ZONE	OUTER LIMITS,THE (1995)	S: 4	E: 5
LIAR'S. GUNS AND MONEY PART 2: WITH FRIENDS LIKE THESE. . .	FARSCAPE	S: 2	E: 20
ORIGIN OF SPECIES	OUTER LIMITS,THE (1995)	S: 4	E: 23
QUICKENING,THE	STAR TREK: DEEP SPACE NINE	S: 4	E: 23
TAKE ME BACK	CHRONICLE, THE	S: 1	E: 10
THE QUALITY OF LIFE	STAR TREK: THE NEXT GENERATION	S: 6	E: 9
Naren Shankar, Javier Grillo-Marxuach			
EQUILIBRIUM	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 7
Nastaran Dibai, Jeffrey B. Hodes			
MY MOTHER, MY DICK	THIRD ROCK FROM THE SUN	S: 6	E: 14
YOUTH IS WAISTED ON THE DICK	THIRD ROCK FROM THE SUN	S: 5	E: 15
Natalie Chaidez			
BETTER HALVES	HEROES	S: 1	E: 6
BIRTHRIGHT	PROFILER	S: 2	E: 9
THE FIX	HEROES	S: 1	E: 13
Nathan Cockerill			
EVIL BY DESIGN	M.I. HIGH	S: 2	E: 3
FACE OFF	M.I. HIGH	S: 2	E: 5
Neal Shusterman			
THE CAPTURE (1-2)	ANIMORPHS	S: 1	E: 12
THE MESSAGE	ANIMORPHS	S: 1	E: 5
Neena Beber			
FALSE ALARMS	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 3
Neil Cohen			
WATER,WATER EVERYWHERE	MANN AND MACHINE	S: 1	E: 4
Neil Gaiman			
AS ABOVE, SO BELOW	NEVERWHERE	S: 1	E: 6
BLACKFRIARS	NEVERWHERE	S: 1	E: 4
DOOR	NEVERWHERE	S: 1	E: 1
DOWN STREET	NEVERWHERE	S: 1	E: 5
EARLS COUR TO ISLINGTON	NEVERWHERE	S: 1	E: 3
KNIGHTSBRIDGE	NEVERWHERE	S: 1	E: 2
Neil Ingram, Daniel Pyne, John Mankiewicz			
DIGITAL BABYLON	LEVEL 9	S: 1	E: 5

Episode Title	Name of Programme		
Neil Landau			
THE SWITCH	SECRET WORLD OF ALEX MACK,THE	S: 4	E: 7
THE UNDERSTUDY	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 11
Neil Lebowitz			
MORK THE GULLIBLE	MORK AND MINDY	S: 1	E: 8
MORK'S SEDUCTION	MORK AND MINDY	S: 1	E: 5
Neil Sadhu, Daniel Sulzberg			
LUCY	SMALLVILLE	S: 4	E: 16
Neil Shand			
A SUDDEN CHANGE OF PROGRAMME	R3	S: 2	E: 9
Nell McCue Crawford, William L. Crawford, Michael Piller			
IF WISHES WERE HORSES	STAR TREK: DEEP SPACE NINE	S: 1	E: 15
Nell Scovell			
A HALLOWEEN STORY	SABRINA THE TEENAGE WITCH	S: 1	E: 5
Nell Scovell & Norma Safford Vela			
MAGIC JOEL	SABRINA THE TEENAGE WITCH	S: 1	E: 8
TRIAL BY FURY	SABRINA THE TEENAGE WITCH	S: 1	E: 12
Nelson Costello			
CAN I GET A WITNESS?	ALF	S: 2	E: 14
COME FLY WITH ME	ALF	S: 1	E: 25
LIKE AN OLD TIME MOVIE	ALF	S: 3	E: 22
Nelu Ghiran			
DARK AND STORMY NIGHT	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 15
FAMILY VALUES	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 3
RESURRECTION (PART 3 OF 3)	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 22
SIREN'S SONG	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 4
THE DIVINITY CLUSTER	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 1
UNDER THE CLOAK OF WAR	MUTANT X	S: 2	E: 15
Nelu Girhan, David Wheatley			
SPACEMAN	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 5
Nicholas Corea			
ADJUSTER	STREET HAWK	S: 1	E: 3
ANOTHER PATH	INCREDIBLE HULK,THE	S: 2	E: 6
BRAIN CHILD (aka ODYSSEY)	INCREDIBLE HULK,THE	S: 3	E: 3
DARK SIDE	INCREDIBLE HULK,THE	S: 4	E: 3
DEATH MASK	INCREDIBLE HULK,THE	S: 3	E: 20
GOODBYE,EDDIE CAIN	INCREDIBLE HULK,THE	S: 4	E: 7
INDEPENDENTS	OUTLAWS	S: 1	E: 9
INDISCRETION	STAR TREK: DEEP SPACE NINE	S: 4	E: 4
MADRIL	OUTLAWS	S: 1	E: 6
MYSTERY MAN (1-2)	INCREDIBLE HULK,THE	S: 2	E: 15
NINE HOURS	INCREDIBLE HULK,THE	S: 3	E: 22
ORLEANS	OUTLAWS	S: 1	E: 4
PROTOTYPE	STAR TREK: VOYAGER	S: 2	E: 13
THE AUTOWUK HORROR	INCREDIBLE HULK,THE	S: 2	E: 2
THE SLAM	INCREDIBLE HULK,THE	S: 3	E: 4
Nicholas Corea & Bruce Servi			
A SECOND SELF	STREET HAWK	S: 1	E: 2
DOG EAT DOG	STREET HAWK	S: 1	E: 5
Nicholas Corea, James G. Hirsch			
THE DISCIPLE	INCREDIBLE HULK,THE	S: 2	E: 16
Nicholas Corea, Timothy Burns			
HARDCASE	OUTLAWS	S: 1	E: 10
Nicholas Croea			
AND THEY ARE US	AIRWOLF	S: 1	E: 9
BITE OF THE JACKAL	AIRWOLF	S: 1	E: 3
Nicholas McInerny			
EPISODE FORTY-THREE	JUPITER MOON	S: 1	E: 43
Nicholas Pryor			
THE OVERNIGHT CASE	WAY OUT	S: 1	E: 10
Nick Bakay			
THIRD AUNT FROM THE SUN	SABRINA THE TEENAGE WITCH	S: 1	E: 7

Episode Title	Name of Programme		
Nick Harding			
DOWNSIZED	EARLY EDITION	S: 2	E: 5
SHOW ME THE MONET	EARLY EDITION	S: 2	E: 19
Nick McCarty			
NIGHT GAMES	OMEGA FACTOR, THE	S: 1	E: 3
Nick Parsons			
GRAND FINAL	TWO TWISTED	S: 1	E: 14
SAVIOUR	TWO TWISTED	S: 1	E: 12
Nick Sagan			
ATTACHED	STAR TREK: THE NEXT GENERATION	S: 7	E: 7
BLOOD LINES	STAR TREK: THE NEXT GENERATION	S: 7	E: 21
IN THE FLESH	STAR TREK: VOYAGER	S: 5	E: 5
PREDATOR & PREY	SPACE PRECINCT	S: 1	E: 8
WARHEAD	STAR TREK: VOYAGER	S: 5	E: 24
Nick Thiel			
BARRIERS OF SOUND	VOYAGERS	S: 1	E: 20
CREATED EQUAL	VOYAGERS	S: 1	E: 2
Nick Warburton			
EPISODE FIFTY-ONE	JUPITER MOON	S: 1	E: 51
EPISODE SEVENTEEN	JUPITER MOON	S: 1	E: 17
EPISODE SIXTY-ONE	JUPITER MOON	S: 1	E: 61
EPISODE THIRTY-EIGHT	JUPITER MOON	S: 1	E: 38
EPISODE TWENTY-SEVEN	JUPITER MOON	S: 1	E: 27
Nick Wauters			
AUDERY PARKER'S COME AND GONE	4400, THE	S: 4	E: 3
Nick Webb			
THE TALE OF JAKE AND THE LEPRECHAUN	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 10
Nicole Yorkin, Dawn Presrich			
THE WEAKER SEX	SLIDERS	S: 1	E: 7
Nicole Yorkin, Dawn Prestwich			
FRAGGED	BATTLESTAR GALACTICA (2004)	S: 2	E: 3
Nigel Kneale			
AN ENDANGERED SPECIES	QUATERMASS (1979)	S: 1	E: 4
AN UNIDENTIFIED SPEICES	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 1	E: 5
BABY	BEASTS	S: 1	E: 3
BELIEVED TO BE SUFFERING	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 1	E: 4
BUDDYBOY	BEASTS	S: 1	E: 2
CONTACT HAS BEEN ESTABLISHED	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 1	E: 1
DURING BARTY'S PARTY	BEASTS	S: 1	E: 1
HOB	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 3	E: 6
IMPS AND DEMONS	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 3	E: 3
LOVELY LIGHTNING	QUATERMASS (1979)	S: 1	E: 2
PERSONS REPORTED MISSING	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 1	E: 2
RINGSTONE ROUND	QUATERMASS (1979)	S: 1	E: 1
SPECIAL OFFER	BEASTS	S: 1	E: 6
STATE OF EMERGENCY	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 1	E: 6
THE BOLTS	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 2	E: 1
THE CHOPPER	OUT OF THE UNKNOWN	S: 4	E: 9
THE COMING	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 2	E: 4

Episode Title	Name of Programme	S:	E:
THE DESTROYERS	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	2	6
THE DUMMY	BEASTS	1	5
THE ENCHANTED	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	3	4
THE FLOOD	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	2	3
THE FRENZY	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	2	5
THE GHOSTS	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	3	2
THE HALFMEN	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	3	1
THE MARK	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	2	2
THE WILD HUNT	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	3	5
VERY SPECIAL KNOWLEDGE	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	1	3
WHAT BIG EYES	BEASTS	1	4
WHAT LIES BENEATH	QUATERMASS (1979)	1	3
Nino Monti			
OU SONT LES CONFITURES (WHERE'S THE JAM)	BING (inc. BING II)	1	3
Noel Clarke			
COMBAT	TORCHWOOD	1	11
Nolan Powers			
NO DIRECTION HOME	WAR OF THE WORLDS	2	2
Nora O'Brien, Pen Densham			
ALIENSHOP	OUTER LIMITS,THE (1995)	7	9
Norma Safford Vela			
BUNDT FRIDAY	SABRINA THE TEENAGE WITCH	1	2
Norman Hudis			
SUFFER MY CHILD	SEARCH (aka SEARCH CONTROL)	1	23
THE CLAYTON LEWIS DOCUMENT	SEARCH (aka SEARCH CONTROL)	1	18
TIME OF THE HAWK (1-2)	BUCK ROGERS IN THE 25TH CENTURY	2	1
Norman Jolley			
ARE WE INVADED?	SCIENCE FICTION THEATRE	1	36
THE FROZEN SOUND	SCIENCE FICTION THEATRE	1	15
THE HUMAN EQUATION	SCIENCE FICTION THEATRE	1	25
THE STRANGE DR. LORENZ	SCIENCE FICTION THEATRE	1	14
WHEN A CAMERA FAILS	SCIENCE FICTION THEATRE	2	5
Norman Klenman			
CIRCUIT OF DEATH	STARLOST,THE	1	8
FARTHING'S COMET	STARLOST,THE	1	14
RETURN OF ORO	STARLOST,THE	1	13
THE BEEHIVE	STARLOST,THE	1	15
THE PISCES	STARLOST,THE	1	4
Norman Morrill			
MIRACLES	VISITOR, THE	1	12
THE BLACK BOX	VISITOR, THE	1	6
THE CAT	EARLY EDITION	1	22
Norman Snider			
TAWNERS	CODE NAME: ETERNITY	1	7
VIDEO MESSIAH	WAR OF THE WORLDS	2	16
Norman Spinrad			
TAG-TEAM	LAND OF THE LOST (1974)	1	5
THE DOOMSDAY MACHINE	STAR TREK	2	6

Episode Title	Name of Programme		
Oliver Crawford			
LET THAT BE YOUR LAST BATTLEFIELD	STAR TREK	S: 3	E: 15
THE LOST BOMB	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 13
THE SPECIAL ONE	OUTER LIMITS,THE (1963)	S: 1	E: 28
Oliver Crawford, Bob Mitchell, Esther Mitchell			
THE CLONES	LAND OF THE GIANTS	S: 2	E: 10
Oliver Drake & David Chantler			
BLACKMAIL	ADVENTURES OF SUPERMAN,THE	S: 4	E: 10
Orin Borstein			
CORPUS EARTHLING	OUTER LIMITS,THE (1963)	S: 1	E: 9
Orville H. Hampton			
THE FIRES OF HELL	SIX MILLION DOLLAR MAN,THE	S: 4	E: 15
Oscar Millard			
ONE ON A DESERT ISLAND	JOURNEY TO THE UNKNOWN	S: 1	E: 15
PAPER DOLLS	JOURNEY TO THE UNKNOWN	S: 1	E: 16
Oscar Millard, John Gould			
THE NEW PEOPLE	JOURNEY TO THE UNKNOWN	S: 1	E: 1
Otto Strang			
HIDEOUT	STAR MAIDENS	S: 1	E: 11
THE ENEMY	STAR MAIDENS	S: 1	E: 13
Owen Holder			
CONFESSION	TALES OF MYSTERY	S: 2	E: 1
OLD CLOTHES	TALES OF MYSTERY	S: 3	E: 1
THE CALL	TALES OF MYSTERY	S: 2	E: 10
THE INSANITY OF JONES	TALES OF MYSTERY	S: 3	E: 9
THE MAN WHO FOUND OUT	TALES OF MYSTERY	S: 2	E: 4
THE PROMISE	TALES OF MYSTERY	S: 1	E: 2
THE SECOND GENERATION	TALES OF MYSTERY	S: 3	E: 5
THE TRADITION	TALES OF MYSTERY	S: 1	E: 4
Owen Holder/John Wyndham			
RANDON QUEST	OUT OF THE UNKNOWN	S: 3	E: 6
P. J. Hammond			
ADVENTURE FOUR (1.4) (aka THE MAN WITHOUT A FACE)	SAPPHIRE AND STEEL	S: 2	E: 2
ADVENTURE ONE (1-6) (aka ESCAPE THROUGH A CRACK IN TIME)	SAPPHIRE AND STEEL	S: 1	E: 1
ADVENTURE SIX (1-4) (aka THE TRAP)	SAPPHIRE AND STEEL	S: 4	E: 1
ADVENTURE THREE (1-6) (aka REVENGE OF THE CREATURE)	SAPPHIRE AND STEEL	S: 2	E: 1
ADVENTURE TWO (1-8) (aka THE RAILWAY STATION)	SAPPHIRE AND STEEL	S: 1	E: 2
SMALL WORLDS	TORCHWOOD	S: 1	E: 5
P. K. Simonds			
A FAIR AND PERFECT KNIGHT	BEAUTY AND THE BEAST	S: 2	E: 7
IN THE FOREST OF THE NIGHT	BEAUTY AND THE BEAST	S: 3	E: 9
NEVERMORE	BEAUTY AND THE BEAST	S: 3	E: 3
P. K. Simonds (w), Howard Gordon (s), Alex Gansa (s)			
LEGACIES	BEAUTY AND THE BEAST	S: 3	E: 11
TRIAL	BEAUTY AND THE BEAST	S: 2	E: 17
P. K. Simonds (w,s), Andrew Laskos (s)			
THE HOLLOW MAN	BEAUTY AND THE BEAST	S: 2	E: 19
P.J. Hammond			
JOKER (1-3)	ACE OF WANDS	S: 2	E: 2
PEACOCK PIE (1-3)	ACE OF WANDS	S: 3	E: 3
THE BEAUTIFUL PEOPLE (1-4)	ACE OF WANDS	S: 3	E: 6
THE MEDDLERS (1-3)	ACE OF WANDS	S: 3	E: 1
P.K. Simonds			
BETTER LIVING THROUGH MORGANITE (1-2)	EARTH 2	S: 1	E: 11
PROMISES,PROMISES	EARTH 2	S: 1	E: 4
P.K. Simonds Jr.			
LOVE MINUS ZERO	DEAD AT 21	S: 1	E: 3
Pamela Douglas, Jeri Taylor			
NIGHT TERRORS	STAR TREK: THE NEXT GENERATION	S: 4	E: 17
Pamela Gray, Jeri Taylor			
VIOLATIONS	STAR TREK: THE NEXT GENERATION	S: 5	E: 11

Episode Title	Name of Programme		
Pamela Hickey, Dennys McCoy			
CORPORATE RAIDERS	ROBOCOP - THE SERIES	S: 1	E: 20
ROBOCOP VS. COMMANDER CASH	ROBOCOP - THE SERIES	S: 1	E: 13
TIN MAN	ROBOCOP - THE SERIES	S: 1	E: 15
Paolo Orsini			
OUT OF FOCUS	SHAZAM!	S: 3	E: 6
Paris Qualles			
FIRE IN THE HEART	M.A.N.T.I.S.	S: 1	E: 9
MAN OF STEEL BARS	LOIS AND CLARK	S: 1	E: 9
TANGO BLUE	M.A.N.T.I.S.	S: 1	E: 2
THE SEA WASP	M.A.N.T.I.S.	S: 1	E: 16
UNCHAINED	QUANTUM LEAP	S: 4	E: 10
Paris Qualles, Brad Markowitz			
ANCENSTRAL EVIL	M.A.N.T.I.S.	S: 1	E: 21
Parke Perine			
SHIPS IN THE NIGHT	AUTOMAN	S: 1	E: 4
Pat Dunlop			
MISSION X-41	JOE 90	S: 1	E: 27
RECALL TO SERVICE	SECRET SERVICE,THE	S: 1	E: 7
THE CURE	SECRET SERVICE,THE	S: 1	E: 10
TO CATCH A SPY	SECRET SERVICE,THE	S: 1	E: 3
Pat Hazell, Teri Hatcher			
IT'S A SMALL WORLD AFTER ALL	LOIS AND CLARK	S: 3	E: 20
Patrice Messina			
GRACE NOTE	TWILIGHT ZONE,THE (1985)	S: 1	E: 57
THE CONVICT'S PIANO	TWILIGHT ZONE,THE (1985)	S: 2	E: 13
Patricia Marx			
STAR IS BORING	SPACE CASES	S: 2	E: 12
TO GOOD TO BE TRUE	ALIENS IN THE FAMILY	S: 1	E: 5
Patrick Alexander			
KING'S GAMBIT	COUNTERSTRIKE	S: 1	E: 1
PUBLIC ENEMY	DOOMWATCH	S: 2	E: 13
Patrick Barry			
AMONG THE SAMARITANS (AKA AMONG THE PHILISTINES)	WAR OF THE WORLDS	S: 1	E: 11
ANGEL ONE	STAR TREK: THE NEXT GENERATION	S: 1	E: 13
THE SECOND SEAL	WAR OF THE WORLDS	S: 1	E: 6
Patrick Burke Hasburgh			
DIVORCE VENUSIAN STYLE	GREATEST AMERICAN HERO,THE	S: 3	E: 1
HEAVEN IS IN YOUR GENES	GREATEST AMERICAN HERO,THE	S: 3	E: 6
IT'S ALL DOWN HILL FROM HERE	GREATEST AMERICAN HERO,THE	S: 2	E: 16
NOW YOU SEE IT. . .	GREATEST AMERICAN HERO,THE	S: 2	E: 10
WHO WOO IN AMERICA	GREATEST AMERICAN HERO,THE	S: 2	E: 21
Patrick Campbell			
THE YELLOW NEEDLE	AVENGERS,THE	S: 1	E: 16
Patrick Harbinson			
FEMALE TROUBLE	DARK ANGEL	S: 1	E: 14
HEAT	DARK ANGEL	S: 1	E: 2
PRODIGY	DARK ANGEL	S: 1	E: 6
Patrick Hasburgh			
ABALON	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 20
DAGGER REDUX	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 17
IN THE COMPANY OF ICE AND PROFIT	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 2
SPECIAL DELIVERY	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 8
WATERGATE	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 15
WHALE SONG	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 16
Patrick Kennedy			
ESCAPE	AIRWOLF	S: 4	E: 2
Patrick Mathews			
FLIGHT TO OBLIVION	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 17
Patrick McGoohan			
FALL OUT	PRISONER, THE	S: 1	E: 17
FREE FOR ALL	PRISONER, THE	S: 1	E: 4

Episode Title	Name of Programme		
ONCE UPON A TIME	PRISONER, THE	S: 1	E: 16
Patrick Towne, Michael Franco			
HONEY, LIKE FATHER, LIKE SON	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 19
Paul Aitken			
ESCAPE	PETER BENCHLEY'S AMAZON	S: 1	E: 15
EXODUS (AKA THE FIERCE ONES)	PETER BENCHLEY'S AMAZON	S: 1	E: 4
SANDOVAL'S RUN	EARTH: FINAL CONFLICT	S: 1	E: 11
THE LOST WORDS	PETER BENCHLEY'S AMAZON	S: 1	E: 7
THE WHITE WITCH	PETER BENCHLEY'S AMAZON	S: 1	E: 18
WAR	PETER BENCHLEY'S AMAZON	S: 1	E: 10
WILD CHILD	PETER BENCHLEY'S AMAZON	S: 1	E: 21
Paul Alexander & Simon Braithwaite			
FLASH BANG WALLOP	GOODNIGHT SWEETHEART	S: 6	E: 9
Paul Alexander, Paul Mendelson, Paul Mayhew-Archer			
SHOCK, HORROR!	MY HERO	S: 3	E: 6
Paul Alexander, Simon Braithwaite			
MINE'S A DOUBLE	MY HERO	S: 3	E: 8
PUTTIN' ON THE WRITS	MY HERO	S: 3	E: 5
Paul B. Margolis			
ICE MAN	SENTINEL, THE	S: 2	E: 7
Paul Barber, Larry Barber			
PAST IS PROLIX	ANDROMEDA	S: 5	E: 14
PHEAR PHACTOR PHENOM	ANDROMEDA	S: 5	E: 3
Paul Bartel			
DEATHRACE 2000 (aka SECRET CINEMA)	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 20
Paul Bernbaum			
A MESSAGE FROM MR COOL	SOMETHING IS OUT THERE	S: 1	E: 6
DR. KRAMER	DEADLY GAMES	S: 1	E: 11
GOOD PHYSICS ARE HARD TO COME BY	SOMETHING IS OUT THERE	S: 1	E: 4
THE BEAST	SPECIAL UNIT 2	S: 2	E: 8
THE END OF JACKAL	DEADLY GAMES	S: 1	E: 4
THE HEARSE OF ANOTHER COLOUR	SOMETHING IS OUT THERE	S: 1	E: 7
THE KEEPER	SOMETHING IS OUT THERE	S: 1	E: 8
THE LOVE	SPECIAL UNIT 2	S: 2	E: 11
THE PRACTICAL JOKER	DEADLY GAMES	S: 1	E: 6
Paul Bernbaum, Jack Berstein			
THE CAMP COUNSELOR (1-2)	DEADLY GAMES	S: 1	E: 5
Paul Brown			
ASCENSION (PART 2 OF 2)	X FILES,THE	S: 2	E: 6
CAMIKAZI KID	QUANTUM LEAP	S: 1	E: 7
CATCH A FALLING STAR	QUANTUM LEAP	S: 2	E: 10
DISCO INFERNO	QUANTUM LEAP	S: 2	E: 2
EXCELSIUS DEI	X FILES,THE	S: 2	E: 11
GOOD NIGHT, DEAR HEART	QUANTUM LEAP	S: 2	E: 17
HYPNOTIC	FIRST WAVE	S: 1	E: 4
NUCLEAR FAMILY	QUANTUM LEAP	S: 3	E: 21
PRIVATE DANCER	QUANTUM LEAP	S: 3	E: 14
RUNAWAY	QUANTUM LEAP	S: 3	E: 11
TEMPTATION EYES	QUANTUM LEAP	S: 4	E: 13
THE WRONG STUFF	QUANTUM LEAP	S: 4	E: 7
Paul Brown , Randy Holland			
REBEL WITHOUT A CLUE	QUANTUM LEAP	S: 3	E: 9
Paul Chitlik			
I DREAM OF VICKI	SMALL WONDER	S: 4	E: 6
MORE ABOUT L.E.S.	SMALL WONDER	S: 4	E: 3
SUPERSUDS	SMALL WONDER	S: 4	E: 9
Paul Chitlik, Jeremy Bertrand Finch			
AQUA VITA	TWILIGHT ZONE,THE (1985)	S: 2	E: 9
FATHER AND SON GAME	TWILIGHT ZONE,THE (1985)	S: 3	E: 30
Paul Cole			
WHISPERS	STAR TREK: DEEP SPACE NINE	S: 2	E: 14
PAUL CORNELL			
FATHER'S DAY	DOCTOR WHO (2005)	S: 1	E: 8

Science Fiction Writers

Episode Title	Name of Programme		
HUMAN NATURE (PART 1 OF 2)	DOCTOR WHO (2005)	S: 3	E: 8
THE FAMILY OF BLOOD (PART 2 OF 2)	DOCTOR WHO (2005)	S: 3	E: 9
Paul DeMeo, Danny Bilson			
PILOT (aka SWITCHMAN)	SENTINEL, THE	S: 1	E: 1
Paul Diamond			
EMPEROR FOR THE DAY	TATTOOED TEENAGE ALIEN FIGHTERS FROM BEVERLY HILLS	S: 1	E: 38
KNIGHT RACER	KNIGHT RIDER	S: 4	E: 8
REBIRTH (1-2)	SUPERBOY	S: 3	E: 15
Paul Donovan			
769	LEXX: THE DARK ZONE STORIES	S: 4	E: 13
APOCALEXX NOW	LEXX: THE DARK ZONE STORIES	S: 4	E: 20
BATTLE	LEXX: THE DARK ZONE STORIES	S: 3	E: 10
BOOMTOWN	LEXX: THE DARK ZONE STORIES	S: 3	E: 4
BRIGADOOM	LEXX: THE DARK ZONE STORIES	S: 2	E: 18
BRIZON	LEXX: THE DARK ZONE STORIES	S: 2	E: 19
GAMETOWN	LEXX: THE DARK ZONE STORIES	S: 3	E: 3
GARDEN	LEXX: THE DARK ZONE STORIES	S: 3	E: 9
GONDOLA	LEXX: THE DARK ZONE STORIES	S: 3	E: 5
HAYLEY'S COMET	LEXX: THE DARK ZONE STORIES	S: 4	E: 19
HEAVEN AND HELL	LEXX: THE DARK ZONE STORIES	S: 3	E: 13
LITTLE BLUE PLANET	LEXX: THE DARK ZONE STORIES	S: 4	E: 1
LYEKKA	LEXX: THE DARK ZONE STORIES	S: 2	E: 7
MAGIC BABY	LEXX: THE DARK ZONE STORIES	S: 4	E: 10
MANTRID	LEXX: THE DARK ZONE STORIES	S: 2	E: 1
MAY	LEXX: THE DARK ZONE STORIES	S: 3	E: 2
MOSS	LEXX: THE DARK ZONE STORIES	S: 4	E: 16
NOOK	LEXX: THE DARK ZONE STORIES	S: 2	E: 6
NORB	LEXX: THE DARK ZONE STORIES	S: 2	E: 12
P4X	LEXX: THE DARK ZONE STORIES	S: 4	E: 3
PATCHES IN THE SKY	LEXX: THE DARK ZONE STORIES	S: 2	E: 15
STAN DOWN	LEXX: THE DARK ZONE STORIES	S: 4	E: 4
STAN'S TRIAL	LEXX: THE DARK ZONE STORIES	S: 2	E: 5
TEXX LEXX	LEXX: THE DARK ZONE STORIES	S: 4	E: 2
THE BEACON	LEXX: THE DARK ZONE STORIES	S: 3	E: 12
THE GAME	LEXX: THE DARK ZONE STORIES	S: 4	E: 18
THE KEY	LEXX: THE DARK ZONE STORIES	S: 3	E: 8
THE ROCK	LEXX: THE DARK ZONE STORIES	S: 4	E: 6
TUNNELS	LEXX: THE DARK ZONE STORIES	S: 3	E: 7
WHITE TRASH	LEXX: THE DARK ZONE STORIES	S: 2	E: 9
WOZ	LEXX: THE DARK ZONE STORIES	S: 2	E: 14
YO WAY YO	LEXX: THE DARK ZONE STORIES	S: 4	E: 24
Paul Donovan & Lex Gigeroff			
FIRE AND WATER	LEXX: THE DARK ZONE STORIES	S: 3	E: 1
Paul Donovan, Jeffrey Hirschfield			
791	LEXX: THE DARK ZONE STORIES	S: 2	E: 8
EATING PATTERN	LEXX: THE DARK ZONE STORIES	S: 1	E: 3
END OF THE UNIVERSE	LEXX: THE DARK ZONE STORIES	S: 2	E: 20
I WORSHIP HIS SHADOW	LEXX: THE DARK ZONE STORIES	S: 1	E: 1
LUVLINER	LEXX: THE DARK ZONE STORIES	S: 2	E: 4
SUPER NOVA	LEXX: THE DARK ZONE STORIES	S: 1	E: 2
THE NET (PART 2 OF 2)	LEXX: THE DARK ZONE STORIES	S: 2	E: 17
THE WEB (PART 1 OF 2)	LEXX: THE DARK ZONE STORIES	S: 2	E: 16
TWILIGHT	LEXX: THE DARK ZONE STORIES	S: 2	E: 13
Paul Dubov, Gwen Bagni			
LAST OF THE \$2 BILLS	NEW ORIGINAL WONDER WOMAN,THE	S: 1	E: 8
Paul Eckstein			
CHECKMATE	FIRST WAVE	S: 3	E: 18
LEGACY	FIRST WAVE	S: 3	E: 14
THE HEIST	FIRST WAVE	S: 2	E: 10
Paul Erickson			
TIME IN ADVANCE	OUT OF THE UNKNOWN	S: 1	E: 5
Paul Erickson, Lesley Scott			
THE ARK (1-4)	DOCTOR WHO	S: 3	E: 6
Paul F. Corrigan			

Episode Title	Name of Programme		
THE LITTLEST BRATTLEBORG	BIG BAD BEETLEBORGS	S: 1	E: 15
Paul F. Corrigan, Brad Walsh			
SAY THE MAGIC WORD	BIG BAD BEETLEBORGS	S: 1	E: 6
THE TREASURE OF HILLHURST MANSION	BIG BAD BEETLEBORGS	S: 1	E: 4
Paul F. Edwards			
THE CHAMPION	V (1984)	S: 1	E: 14
THE DISSIDENT (aka FORCE FIELD OF DOOM)	V (1984)	S: 1	E: 8
Paul Fusco			
ALONE AGAIN, NATURALLY	ALF	S: 3	E: 9
HUNGRY LIKE THE WOLF	ALF	S: 4	E: 22
WEIRD SCIENCE	ALF	S: 1	E: 23
WE'RE SO SORRY,UNCLE ALBERT	ALF	S: 2	E: 15
Paul Fusco & Lisa A. Bannick			
HAVE YOU SEEN YOUR MOTHER STANDING IN THE SHADOW?	ALF	S: 3	E: 21
HE AIN'T HEAVY, HE'S WILLIE'S BROTHER	ALF	S: 4	E: 7
THE FIRST TIME I EVER SAW YOUR FACE	ALF	S: 4	E: 8
Paul Fusco & Thad Mumford			
STRANGERS IN THE NIGHT	ALF	S: 1	E: 2
Paul Gegauff			
UNE INVITATION A LA CHASSE (AN INVITATION TO HUNT)	HISTOIRES INSOLITES	S: 1	E: 3
Paul Gertz			
BOONE'S ASSASIN	EARTH: FINAL CONFLICT	S: 5	E: 8
BOONE'S AWAKENING	EARTH: FINAL CONFLICT	S: 5	E: 5
FINAL CONFLICT	EARTH: FINAL CONFLICT	S: 5	E: 22
FISSURES	EARTH: FINAL CONFLICT	S: 2	E: 7
FLOAT LIKE A BUTTERFLY	EARTH: FINAL CONFLICT	S: 1	E: 7
OLD FLAME	EARTH: FINAL CONFLICT	S: 1	E: 2
RESURRECTION	EARTH: FINAL CONFLICT	S: 1	E: 8
Paul Gertz, Corey Tynan			
CRACK DOWN	EARTH: FINAL CONFLICT	S: 3	E: 1
Paul Gertz, John Wheaply			
THE ART OF WAR	EARTH: FINAL CONFLICT	S: 5	E: 14
Paul Gertz, Jonas McCord			
JOINING	EARTH: FINAL CONFLICT	S: 1	E: 22
Paul Gertz, Jonas Moise, Allan Swayze			
DIMENSONS	EARTH: FINAL CONFLICT	S: 2	E: 4
Paul Gertz, Julie G. Beers			
IF YOU COULD READ MY MIND	EARTH: FINAL CONFLICT	S: 1	E: 15
Paul Guyot			
AVATAR	LEVEL 9	S: 1	E: 9
Paul Hunter			
BANK HOSTAGES	SMALL WONDER	S: 3	E: 12
Paul Jackson, Tony Blake			
DOUBLE CROSS	SLIDERS	S: 3	E: 2
DRAGONSLIDE	SLIDERS	S: 3	E: 7
GILLIAN OF THE SPIRITS	SLIDERS	S: 2	E: 3
LOVE GODS	SLIDERS	S: 2	E: 2
SLITHER	SLIDERS	S: 3	E: 21
Paul Jackson, Tony Blake, Josef Anderson			
THE EXODUS (1-2)	SLIDERS	S: 3	E: 16
Paul Kaplan, Mark Torgove			
HAIR TODAY, GONE TOMMORROW	BIG WOLF ON CAMPUS	S: 1	E: 19
Paul Lieberstein			
NIGHTMARE ON CHEET STREET	WEIRD SCIENCE	S: 2	E: 6
PARTY HIGH, USA	WEIRD SCIENCE	S: 1	E: 7
Paul Lieberstein, Jeff Vlaming			
CHETT REBORN	WEIRD SCIENCE	S: 2	E: 13
Paul Lynch			
THE FIRST DUTY	STAR TREK: THE NEXT GENERATION	S: 5	E: 18
Paul M. Belous, Robert Wolterstorff			
JIMMY	QUANTUM LEAP	S: 2	E: 8
THE WATERFRONT STORY	INCREDIBLE HULK,THE	S: 1	E: 12

Science Fiction Writers

Episode Title	Name of Programme		
Paul Makin			
HEARTACHES	GOODNIGHT SWEETHEART	S: 4	E: 9
JUST ONE MORE CHANCE	GOODNIGHT SWEETHEART	S: 2	E: 3
LET YOURSELF GO	GOODNIGHT SWEETHEART	S: 2	E: 9
SOMEONE TO WATCH OVER ME	GOODNIGHT SWEETHEART	S: 3	E: 9
SOMETHING ABOUT A SOLDIER	GOODNIGHT SWEETHEART	S: 3	E: 8
THE BELLS ARE RINGING	GOODNIGHT SWEETHEART	S: 4	E: 11
Paul Margolis			
STREET WISE	EARTH: FINAL CONFLICT	S: 5	E: 20
Paul Mayhew-Archer			
A SPORTING CHANCE	MY HERO	S: 4	E: 1
BIG BROTHER	MY HERO	S: 5	E: 9
ILLEGAL ALIENS	MY HERO	S: 5	E: 2
IT'S ALL IN THE MIND	MY HERO	S: 4	E: 4
PET RESCUE	MY HERO	S: 3	E: 3
PROTECT AND SURVIVE	SPACE PRECINCT	S: 1	E: 1
THE FIRST HUSBAND'S CLUB	MY HERO	S: 5	E: 3
THE LIVING DEAD	MY HERO	S: 4	E: 2
TIME AND TIME AGAIN	MY HERO	S: 4	E: 10
Paul Mayhew-Archer, Paul Mendelson			
A DAY TO REMEMBER	MY HERO	S: 3	E: 10
A LITTLE LEARNING	MY HERO	S: 3	E: 9
BABY TALK	MY HERO	S: 3	E: 1
PREGNANT	MY HERO	S: 2	E: 5
THE OLDER MAN	MY HERO	S: 3	E: 4
WEDDING	MY HERO	S: 2	E: 6
ZERO TOLERANCE	MY HERO	S: 3	E: 2
Paul Mendelson and Paul Mayhew-Archer			
"PILOT"	MY HERO	S: 1	E: 1
GUESS WHO'S COMING TO LUNCH	MY HERO	S: 1	E: 2
MISSION IMPOSSIBLE	MY HERO	S: 1	E: 3
OLD MAN RIVERDANCE	MY HERO	S: 1	E: 5
THE PARTY'S OVER	MY HERO	S: 1	E: 6
THERMOMAN'S GREATEST CHALLENGE	MY HERO	S: 1	E: 4
Paul Mendelson, Paul Mayhew-Archer			
PARENTS	MY HERO	S: 2	E: 1
SPACE VIRUS	MY HERO	S: 4	E: 5
THE FORESIGHT SAGA	MY HERO	S: 5	E: 1
Paul Monash			
LIBERATION DAY (aka THE PURSUIT OF DIANA)	V (1984)	S: 1	E: 1
Paul Mones			
THE TIPPING POINT	OUTER LIMITS,THE (1995)	S: 7	E: 19
Paul Mullie			
CHAIN REACTION	STARGATE SG1	S: 4	E: 15
MISBEGOTTEN	STARGATE: ATLANTIS	S: 3	E: 2
Paul Mullie, Joseph Mallozzi			
101 DAMNATIONS	BIG WOLF ON CAMPUS	S: 2	E: 9
EXODUS (PART 1 OF 3)	STARGATE SG1	S: 4	E: 22
IMAGINARY FRIEND	BIG WOLF ON CAMPUS	S: 2	E: 8
POINT OF NO RETURN	STARGATE SG1	S: 4	E: 11
PROMETHUES (PART 1 OF 2)	STARGATE SG1	S: 6	E: 11
REUNION	STARGATE: ATLANTIS	S: 4	E: 3
SHADOW PLAY	STARGATE SG1	S: 6	E: 7
THE CURSE	STARGATE SG1	S: 4	E: 13
TRAVELERS	STARGATE: ATLANTIS	S: 4	E: 5
WORMHOLE X-TREME!	STARGATE SG1	S: 5	E: 12
Paul Pender			
THE GOLEM	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 13
THE STRANGE DEATH OF PROFESSOR MARECHAL	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 15
Paul Playdon, David Chase			
THE WEREWOLF	KOLCHAK: THE NIGHT STALKER	S: 1	E: 5
Paul Redford			
KEEPERS	JOURNEYMAN	S: 1	E: 6

Episode Title	Name of Programme		
UNCLE S.A.M.	SECRET AGENT MAN	S: 1	E: 9
Paul Robert Coyle			
METAMORPHOSIS	SUPERBOY	S: 4	E: 16
Paul Robert Coyle, Sam Graham, Philip Morrow			
TWO AGAINST THE ROCK	SPACE PRECINCT	S: 1	E: 7
Paul Savage (w), Herman Grooves (s)			
RANDOM TARGET	AIRWOLF	S: 2	E: 11
Paul Schiffer			
BODYSWAP	SUPERBOY	S: 3	E: 14
Paul Schneider			
BALANCE OF TERROR	STAR TREK	S: 1	E: 14
THE SQUIRE OF GOTHOS	STAR TREK	S: 1	E: 17
Paul Schneider (II)			
ASTRO MEDICS	STARLOST,THE	S: 1	E: 11
Paul Schneider , Margaret Schneider			
THE GUARDIANS	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 5
THE SATYR	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 9
Paul Schneider, Story by Paul Schneider and Margaret Schneider			
OUTRAGE IN BALINDERRY	SIX MILLION DOLLAR MAN,THE	S: 2	E: 20
Paul Smith			
PALIMPSEST	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 7
Paul Stubenrauch			
A CHANGE OF HEART (1-2)	SUPERBOY	S: 4	E: 1
PARANOIA	SUPERBOY	S: 4	E: 5
SONS OF ICARUS	SUPERBOY	S: 3	E: 5
THE GOLEM	SUPERBOY	S: 3	E: 12
Paul Stubenrauch, Stan Berkowitz			
A DAY IN THE DOUBLE LIFE	SUPERBOY	S: 3	E: 13
Paul Tomalin, Dan McCulloch			
THEY KEEP KILLING SUZIE	TORCHWOOD	S: 1	E: 8
Paul Wheeler			
BACKLASH	COUNTERSTRIKE	S: 1	E: 8
Paul Wheeler, Michael Ashe			
EVE	JOURNEY TO THE UNKNOWN	S: 1	E: 10
Paul Zbyszewski			
"PILOT"	DAYBREAK	S: 1	E: 1
WHAT IF THEY RUN	DAYBREAK	S: 1	E: 2
Paulette Polinski			
HAARP ATTACK	SEVEN DAYS	S: 1	E: 9
LOVE AND OTHER DISASTERS	SEVEN DAYS	S: 2	E: 8
POPE PARKER	SEVEN DAYS	S: 2	E: 18
Peggy Chantler			
MR. ZERO	ADVENTURES OF SUPERMAN,THE	S: 5	E: 12
THE PHONY ALIBI	ADVENTURES OF SUPERMAN,THE	S: 5	E: 9
THE SUPERMAN SILVER MINE	ADVENTURES OF SUPERMAN,THE	S: 6	E: 6
Peggy Elliott, Ed Scharlach			
IT TASTES OK, BUT SOMETHING'S MISSING	CAPTAIN NICE	S: 1	E: 12
THAT THING	CAPTAIN NICE	S: 1	E: 3
Peggy Goldman			
DUSTY	STARMAN	S: 1	E: 15
LET'S MAKE A DEAL	SHADOW CHASERS	S: 1	E: 9
PHANTOM OF THE GALLERIA	SHADOW CHASERS	S: 1	E: 7
THE GIFT	STARMAN	S: 1	E: 11
Peggy Nicoll			
A BAD REFLECTION ON YOU	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 36
FOWL PLAY	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 49
THE ROCKSTAR	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 29
THE SPIT FLOWER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 23

Episode Title	Name of Programme		
Pen Densham			
THE LINEMAN (PART 1 OF 2)	TWILIGHT ZONE, THE (2002)	S: 1	E: 11
THE LINEMAN (PART 2 OF 2)	TWILIGHT ZONE, THE (2002)	S: 1	E: 12
Percy Dance			
BLOOD TIES	MUTANT X	S: 1	E: 13
Peter Allan Fields			
BLOOD OATH	STAR TREK: DEEP SPACE NINE	S: 2	E: 19
COST OF LIVING	STAR TREK: THE NEXT GENERATION	S: 5	E: 19
DUET	STAR TREK: DEEP SPACE NINE	S: 1	E: 18
FOR THE UNIFORM	STAR TREK: DEEP SPACE NINE	S: 5	E: 13
HALF A LIFE	STAR TREK: THE NEXT GENERATION	S: 4	E: 22
KNIGHT OF A THOUSAND DEVILS	KNIGHT RIDER	S: 4	E: 16
NECESSARY EVIL	STAR TREK: DEEP SPACE NINE	S: 2	E: 8
PROGRESS	STAR TREK: DEEP SPACE NINE	S: 1	E: 14
SCAVENGER HUNT	MAN FROM ATLANTIS	S: 1	E: 14
THE ARABIAN AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 2	E: 6
THE CIRCLE (PART 2 OF 3)	STAR TREK: DEEP SPACE NINE	S: 2	E: 2
THE LIFE, DEATH, AND LIFE OF WILL BILL HICKOK	LEGEND	S: 1	E: 5
THE SEVEN MILLION DOLLAR MAN	SIX MILLION DOLLAR MAN,THE	S: 2	E: 5
Peter Allan Fields, Morgan Gendel			
THE INNER LIGHT	STAR TREK: THE NEXT GENERATION	S: 5	E: 24
Peter Allan Fields, Story by David Ketchum and Bruce Shelly			
ACT OF PIRACY	SIX MILLION DOLLAR MAN,THE	S: 2	E: 9
Peter Atkins			
PLANELY POSSIBLE	PERVERSIONS OF SCIENCE	S: 1	E: 6
Peter Baloff, Dave Wollert			
ADS ARE US	THEY CAME FROM OUTER SPACE	S: 1	E: 11
SCHOOL FOOLS	THEY CAME FROM OUTER SPACE	S: 1	E: 5
SEX LIES AND UFOS (1-2)	THEY CAME FROM OUTER SPACE	S: 1	E: 19
SOMETHING PERSONAL	THEY CAME FROM OUTER SPACE	S: 1	E: 4
THE LEGEND	THEY CAME FROM OUTER SPACE	S: 1	E: 10
Peter Bellwood			
BRAINWASH	LA FEMME NIKITA	S: 1	E: 21
RESCUE	LA FEMME NIKITA	S: 1	E: 11
Peter Bellwood, Robert Cochran			
VERDICT	LA FEMME NIKITA	S: 1	E: 20
Peter Benchley			
FALLEN ANGELS (PILOT EPISODE)	PETER BENCHLEY'S AMAZON	S: 1	E: 1
Peter Bowker			
CHAPTER FOUR	UNINVITED, THE	S: 1	E: 4
CHAPTER ONE	UNINVITED, THE	S: 1	E: 1
CHAPTER THREE	UNINVITED, THE	S: 1	E: 3
CHAPTER TWO	UNINVITED, THE	S: 1	E: 2
Peter Campbell			
PAST LIVES	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 8
Peter Colley			
THE SWITCH	ZACK FILES, THE	S: 1	E: 16
TOTAL REWIND	ZACK FILES, THE	S: 1	E: 2
Peter Corey			
OUT OF TIME	BERNARD'S WATCH	S: 3	E: 2
TEE TIME	BERNARD'S WATCH	S: 3	E: 8
Peter Curran, David Williams			
POINT 783	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 13
WHITE AS SNOW	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 6
Peter David			
RULING FROM THE TOMB	CRUSADE	S: 1	E: 4
SOUL MATES	BABYLON 5	S: 2	E: 8
THERE ALL THE HONOR LIES	BABYLON 5	S: 2	E: 14
Peter David, Bill Mumy			
FRIEND IN NEED	SPACE CASES	S: 2	E: 13
SPUNG AT HEART	SPACE CASES	S: 1	E: 4
THE IMPOSSIBLE DRAM	SPACE CASES	S: 1	E: 11

Episode Title	Name of Programme		
WHO GOES WHERE?	SPACE CASES	S: 1	E: 2
Peter DeLuise			
AFFINITY	STARGATE SG1	S: 8	E: 7
ALLEIGIANCE	STARGATE SG1	S: 6	E: 9
BEAST OF BURDEN	STARGATE SG1	S: 5	E: 7
DEATH KNELL	STARGATE SG1	S: 7	E: 16
ENEMY MINE	STARGATE SG1	S: 7	E: 7
ENTITY	STARGATE SG1	S: 4	E: 20
EVOLUTION (PART 2 OF 2)	STARGATE SG1	S: 7	E: 12
GEMINI	STARGATE SG1	S: 8	E: 11
MENACE	STARGATE SG1	S: 5	E: 19
ORPHEUS	STARGATE SG1	S: 7	E: 4
SERPENT'S VENOM	STARGATE SG1	S: 4	E: 14
THE DEFIANT ONE	STARGATE: ATLANTIS	S: 1	E: 12
THE FIRST ONES	STARGATE SG1	S: 4	E: 8
THE WARRIOR	STARGATE SG1	S: 5	E: 18
UNDERGROUND	STARGATE: ATLANTIS	S: 1	E: 8
Peter Dunne			
THE FOREVER BEETLE	SPACE PRECINCT	S: 1	E: 20
Peter Egan			
BIRDS OF A FEATHER	DRESDEN FILES, THE	S: 1	E: 1
NERVE	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 20
SOUL BENEFICIARY	DRESDEN FILES, THE	S: 1	E: 6
WORLD WITHOUT ALEX	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 19
Peter Elkoff			
NORMAL., ILLINOIS	FIRST WAVE	S: 2	E: 13
Peter Elwell			
WEIGHT AND SEE	POWER RANGERS TURBO	S: 1	E: 9
Peter Farriday			
ADAM & EVE & ADAM	SEVEN DAYS	S: 3	E: 10
BROTHER, CAN YOU SPARE A BOMB?	SEVEN DAYS	S: 2	E: 17
LAST BREATH	SEVEN DAYS	S: 1	E: 11
PARKER.COM	SEVEN DAYS	S: 2	E: 3
PARKERGEIST	SEVEN DAYS	S: 1	E: 12
THE FIRST FRESHMAN	SEVEN DAYS	S: 3	E: 13
TOP DOG	SEVEN DAYS	S: 3	E: 9
Peter Geiger			
ROSWELL (AKA AREA 51)	TRACKER	S: 1	E: 3
Peter Germano			
ANCIENT GUARDIAN	LAND OF THE LOST (1974)	S: 3	E: 11
DOOMSDAY ISLAND	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 23
Peter Graham Scott			
MINOTAUR	INTO THE LABYRINTH	S: 1	E: 7
Peter Grimwade			
MAWDRYN UNDEAD (1-4)	DOCTOR WHO	S: 20	E: 3
PLANET OF FIRE (1-4)	DOCTOR WHO	S: 21	E: 5
TIME-FLIGHT (1-4)	DOCTOR WHO	S: 19	E: 7
Peter Hayes			
THE BRAIN MACHINE (1-4)	SIERRA NINE	S: 1	E: 1
THE ELIXIR OF LIFE (1-2)	SIERRA NINE	S: 1	E: 3
THE MAN WHO SHOOK THE WORLD (1-3)	SIERRA NINE	S: 1	E: 2
THE Q-RADIATION (1-4)	SIERRA NINE	S: 1	E: 4
PETER HUME			
ONLY THE YOUNG DIE GOOD	CHRONICLE, THE	S: 1	E: 7
PILOT	FLASH GORDON (2007)	S: 1	E: 1
SECRETS AND LIES	FLASH GORDON (2007)	S: 1	E: 12
SEPEARTION ANXIETY	INVISIBLE MAN (2000)	S: 1	E: 9
Peter Hume, Craig Silverstein, Ashley Gable			
THE DEVIL YOU KNOW	INVISIBLE MAN (2000)	S: 1	E: 6
Peter Hume, Josh Koch			
TIRESIAS	INVISIBLE MAN (2000)	S: 1	E: 4
Peter I. Horton			
THE MOST WANTED MAN	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 13

Science Fiction Writers

Episode Title	Name of Programme	S:	E:
TRUST	STARHUNTER (INC STARHUNTER 2300)	1	2
Peter I. Horton, G. Phillip Jackson			
A TWIST IN TIME (PART 1 OF 2)	STARHUNTER (INC STARHUNTER 2300)	1	17
Peter Ivan			
THERE'S SOMETHING ABOUT KYANNA	TWO TWISTED	1	1
Peter J Hammond			
LOST PROPERTY	SPACE ISLAND ONE	2	5
Peter Kerry			
DADDY'S HOME	BIG MEG, LITTLE MEG	1	6
THE DATING GAME	BIG MEG, LITTLE MEG	1	2
Peter Kerry & Martin Jameson			
ALL CHANGE	BIG MEG, LITTLE MEG	1	1
HOME ALONE	BIG MEG, LITTLE MEG	1	4
LUCKY CHARM, BAD PENNY	BIG MEG, LITTLE MEG	1	3
Peter Kinloch			
EPISODE ELEVEN	CYBERGIRL	1	11
EPISODE TWELVE	CYBERGIRL	1	12
EPISODE TWENTY ONE	CYBERGIRL	1	21
EPISODE TWENTY TWO	CYBERGIRL	1	22
Peter Knight			
HELLO NASTY	BIG WOLF ON CAMPUS	2	1
Peter Knight, Christopher Briggs			
"PILOT"	BIG WOLF ON CAMPUS	1	1
Peter L. Dixon			
JUNGLE DEVIL	ADVENTURES OF SUPERMAN,THE	2	14
NO HOLDS BARRED	ADVENTURES OF SUPERMAN,THE	1	11
Peter L. Dixon & Robert Specht			
THE BALLOON	ARK II	1	13
Peter L. Dixon, Sarah Dixon			
THE SEEING-EYE HORSE	SECRETS OF ISIS, THE	2	1
Peter Lance			
BLACK OR WHITE	SENTINEL, THE	2	11
DEAD DROP	SENTINEL, THE	2	16
PAYBACK	SENTINEL, THE	2	5
RED DUST	SENTINEL, THE	2	17
STORM WARNING	SENTINEL, THE	3	8
Peter Lebow, J-P Chanda			
A MONSTER IS BORN	BIG BAD BEETLEBORGS	1	47
JO'S STRANGE CHANGE	BIG BAD BEETLEBORGS	1	38
LES IS MORE	BEETLEBORGS METALLIX	1	9
WOLFIE'S WILD RIDE	BEETLEBORGS METALLIX	1	25
Peter Ling			
THE MIND ROBBER (1-5)	DOCTOR WHO	6	2
Peter Ling & Edward Rhodes			
BOX OF TRICKS	AVENGERS,THE	2	17
Peter Ling & Sheilagh Ward			
ASHES OF ROSES	AVENGERS,THE	1	9
DANCE WITH DEATH	AVENGERS,THE	1	12
Peter M. Lenkov			
ABORT, FAIL, RETRY, TERMINATE	LA FEMME NIKITA	4	15
BEFORE I SLEEP	LA FEMME NIKITA	3	15
DARK ROAD HOME	TRACKER	1	18
DOWN A CROOKED PATH	LA FEMME NIKITA	4	9
LINE IN THE SAND	LA FEMME NIKITA	4	14
NATIVE SON	TRACKER	1	11
NO ONE LIVES FOREVER	LA FEMME NIKITA	4	8
ON BORROWED TIME (PART 2 OF 2)	LA FEMME NIKITA	3	22
PLAYING WITH FIRE (PART 1 OF 2)	LA FEMME NIKITA	3	21
REBOOT	LEVEL 9	1	4
SIN SEER	HUNGER, THE	2	9
SLIPPING INTO DARKNESS	LA FEMME NIKITA	3	9
THROUGH THE LOOKING GLASS	LA FEMME NIKITA	4	4

Episode Title	Name of Programme		
TIME TO BE HEROS	LA FEMME NIKITA	S: 4	E: 11
TRUST	TRACKER	S: 1	E: 4
UNDER THE INFLUENCE	LA FEMME NIKITA	S: 3	E: 10
WETWARE	LEVEL 9	S: 1	E: 8
Peter M. Lenkov, Lawrence Hertzog			
FACE IN THE MIRROR	LA FEMME NIKITA	S: 4	E: 20
Peter Meech			
BUGS ON THE LOOSE	MASKED RIDER	S: 1	E: 4
NEW WORLD ORDER	VR TROOPERS	S: 2	E: 14
THE GRANDMA FACTOR	MASKED RIDER	S: 1	E: 7
Peter Mohan			
A NORMAL LIFE	MUTANT X	S: 3	E: 14
ALL THE NEWS	CODE NAME: ETERNITY	S: 1	E: 17
BLODEUWEDD	MYTHQUEST	S: 1	E: 11
COMMUNION	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 4
CONSPIRACY THEORY	MUTANT X	S: 3	E: 12
HONEY, I'M ON THE LAM	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 15
INTO THE MOONLESS NIGHT	MUTANT X	S: 3	E: 1
LEST HE BECOME	MUTANT X	S: 2	E: 22
MR. LUCKY	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 12
THE ASSAULT	MUTANT X	S: 3	E: 22
THE HUNTER	CODE NAME: ETERNITY	S: 1	E: 3
THE LONG DROP	CODE NAME: ETERNITY	S: 1	E: 4
TIME FLIES	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 4
WITHIN THE WALLS	MUTANT X	S: 2	E: 13
Peter Mohan & Jesse Ryder			
LAURA' STORY	CODE NAME: ETERNITY	S: 1	E: 18
Peter Mohan & Lisa Steele			
UNDERGROUND	CODE NAME: ETERNITY	S: 1	E: 23
Peter Mohan, Jim Henshaw			
FINAL MISSION	LA FEMME NIKITA	S: 2	E: 10
Peter Mohan, Mark Amato			
REALITY CHECK	MUTANT X	S: 2	E: 20
Peter Myerson, Treva Silverman			
BEWARE OF HIDDEN PROPHETS	CAPTAIN NICE	S: 1	E: 15
HOW SHEIK CAN YOU GET	CAPTAIN NICE	S: 1	E: 2
ONE ROTTEN APPLE	CAPTAIN NICE	S: 1	E: 14
Peter Neale			
PICTURE IF YOU WILL	FARSCAPE	S: 2	E: 6
Peter Ocko, Adam Barr			
CAMP WANNABE	WEIRD SCIENCE	S: 2	E: 10
CHETT-A-NATOR	WEIRD SCIENCE	S: 4	E: 4
DEAD CAN DANCE	WEIRD SCIENCE	S: 3	E: 16
HORSERADISH	WEIRD SCIENCE	S: 3	E: 2
HOT WHEELS	WEIRD SCIENCE	S: 3	E: 7
ONE SIZE FITS ALL	WEIRD SCIENCE	S: 1	E: 8
SEX ED	WEIRD SCIENCE	S: 1	E: 13
THE MOST DANGEROUS WISH	WEIRD SCIENCE	S: 2	E: 3
UNIVERSAL REMOTE	WEIRD SCIENCE	S: 1	E: 2
Peter Packer			
A CHANGE OF SPACE	LOST IN SPACE	S: 1	E: 27
BLAST OFF INTO SPACE	LOST IN SPACE	S: 2	E: 1
CASTLES IN SPACE	LOST IN SPACE	S: 3	E: 14
COLLISION OF THE PLANETS	LOST IN SPACE	S: 3	E: 9
FLIGHT INTO THE FUTURE	LOST IN SPACE	S: 3	E: 8
FLIGHT PLAN	LAND OF THE GIANTS	S: 1	E: 6
GHOST IN SPACE	LOST IN SPACE	S: 1	E: 18
MUTINY IN SPACE	LOST IN SPACE	S: 2	E: 19
RETURN FROM OUTER SPACE	LOST IN SPACE	S: 1	E: 15
TARGET:EARTH	LOST IN SPACE	S: 3	E: 16
THE CAVE OF THE WIZARDS	LOST IN SPACE	S: 2	E: 22
THE COLONISTS	LOST IN SPACE	S: 2	E: 25
THE CONDEMNED OF SPACE	LOST IN SPACE	S: 3	E: 1
THE DERELICT	LOST IN SPACE	S: 1	E: 2

Episode Title	Name of Programme		
THE DREAM MONSTER	LOST IN SPACE	S: 2	E: 14
THE GHOST PLANET	LOST IN SPACE	S: 2	E: 3
THE GIRL FROM THE GREEN DIMENSION	LOST IN SPACE	S: 2	E: 16
THE GREAT VEGETABLE REBELLION	LOST IN SPACE	S: 3	E: 23
THE OASIS	LOST IN SPACE	S: 1	E: 9
THE PHANTOM FAMILY	LOST IN SPACE	S: 2	E: 27
THE PROMISED PLANET	LOST IN SPACE	S: 3	E: 19
THE RAFT	LOST IN SPACE	S: 1	E: 12
THE SPACE CROPPERS	LOST IN SPACE	S: 1	E: 24
THE SPACE PRIMEVALS	LOST IN SPACE	S: 3	E: 5
VISIT TO A HOSTILE PLANET	LOST IN SPACE	S: 3	E: 2
WELCOME STRANGER	LOST IN SPACE	S: 1	E: 6
Peter Prince			
BRIGHT EYES	PLAY FOR TOMMOROW	S: 1	E: 2
Peter R. Brooke			
END OF TOMORROW	SCIENCE FICTION THEATRE	S: 2	E: 13
SUN GOLD	SCIENCE FICTION THEATRE	S: 2	E: 32
Peter R. Newman			
THE SENSORITES (1-6)	DOCTOR WHO	S: 1	E: 7
Peter S. Beagle			
SAREK	STAR TREK: THE NEXT GENERATION	S: 3	E: 23
Peter Sharp			
FIFTH COLUMN	LEGEND OF WILLIAM TELL, THE	S: 1	E: 2
Peter Tabern			
DÉJÀ VOODOO	JOHNNY AND THE BOMB	S: 1	E: 3
GREENHOUSE EFFECT	LIFE FORCE	S: 1	E: 4
GREENWATCH	LIFE FORCE	S: 1	E: 2
MRS TACHYON AND THE BAGS OF TIME	JOHNNY AND THE BOMB	S: 1	E: 1
PARADISE ISLAND	LIFE FORCE	S: 1	E: 10
THE BUTTERFLY EFFECT	JOHNNY AND THE BOMB	S: 1	E: 2
THE GIRL WHO FLIPPED	LIFE FORCE	S: 1	E: 1
THE VILLAGE THAT DREAMED ITSELF TO DEATH	LIFE FORCE	S: 1	E: 5
Peter Tibbals, Eric Goldberg			
GOOD PHIL HUNTING	PHIL OF THE FUTURE	S: 2	E: 11
Peter Wildeblood			
THE BENEFITS OF EARTH	ADVENTURES OF DON QUICK,THE	S: 1	E: 1
THE HIGHER THE FEWER	ADVENTURES OF DON QUICK,THE	S: 1	E: 3
Peter Z. Orton			
THE PUMPKIN COMPETITION	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 10
Peter Zorich			
BIOCRIME	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 3
REBIRTH	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 1
STAR CROSSED	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 2
TORMENT	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 8
Peyton Webb			
HOSTILE VISIT (PART 1) (aka A GOOD DAY TO DIE)	SPACE : ABOVE AND BEYOND	S: 1	E: 8
Phil Bedard, Larry Lalonde			
COLD,COLD HEART	MANN AND MACHINE	S: 1	E: 9
Phil Combest & Chester Krumholz			
THE TRUTH ABOUT HOLLY	AIRWOLF	S: 2	E: 4
Phil Ford			
EYE OF THE GORGON (PART 1 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 4
EYE OF THE GORGON (PART 2 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 5
THE LOST BOY (PART 1 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 10
THE LOST BOY (PART 2 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 11
Phil Gladwin			
WARRIORS OF KUDLAK (PART 1 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 6
WARRIORS OF KUDLAK (PART 2 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 7
Phil Klemmer			
CHUCK VERSUS THE SANDWORM	CHUCK	S: 1	E: 6
Phil Margo, Jack Gross			
COMMUNITY WATCH AND SEE	SMALL WONDER	S: 2	E: 20

Episode Title	Name of Programme		
Philip Broadley			
A CASE OF LEMMINGS	CHAMPIONS,THE	S: 1	E: 17
MAX HENSIG	TALES OF MYSTERY	S: 2	E: 3
NUTCRACKER	CHAMPIONS,THE	S: 1	E: 27
REPLY BOX NO. 666	CHAMPIONS,THE	S: 1	E: 3
THE COUNTERFEIT MAN	OUT OF THE UNKNOWN	S: 1	E: 2
THE GILDED CAGE	CHAMPIONS,THE	S: 1	E: 15
THE IRON MAN	CHAMPIONS,THE	S: 1	E: 9
THE MAN WHO WAS MILLIGAN	TALES OF MYSTERY	S: 1	E: 3
Philip Chambers			
THE NUTSHELL	AVENGERS,THE	S: 3	E: 4
THE OUTSIDE IN MAN	AVENGERS,THE	S: 3	E: 22
Philip DeGuere			
EXAMINATION DAY	TWILIGHT ZONE,THE (1985)	S: 1	E: 14
NIGHT CRAWLERS	TWILIGHT ZONE,THE (1985)	S: 1	E: 11
THE KLAE DYNASTY	INVISIBLE MAN,THE (1975)	S: 1	E: 11
THE SIEGE	DEAD ZONE, THE	S: 1	E: 9
THING OF THE PAST	BIONIC WOMAN, THE	S: 1	E: 3
Philip H. Reisman Jr.			
SOFT FOCUS	WAY OUT	S: 1	E: 13
THE CROAKER	WAY OUT	S: 1	E: 6
THE DOWN CAR	WAY OUT	S: 1	E: 2
Philip John Taylor			
DEADLY KNIGHTSHADE	KNIGHT RIDER	S: 4	E: 14
Philip Lazebnick			
DEVIL'S DUE	STAR TREK: THE NEXT GENERATION	S: 4	E: 13
Philip Lazebnik			
DARK STAR RISING	MUTANT X	S: 1	E: 10
FASCINATION	STAR TREK: DEEP SPACE NINE	S: 3	E: 9
Philip Levene			
CURIOUS CASE OF THE COUNTLESS CLUES	AVENGERS,THE	S: 7	E: 19
DEATH'S DOOR	AVENGERS,THE	S: 6	E: 2
ESCAPE IN TIME	AVENGERS,THE	S: 5	E: 3
FROM VENUS WITH LOVE	AVENGERS,THE	S: 5	E: 1
GET-A-WAY	AVENGERS,THE	S: 7	E: 32
MAN-EATER OF SURREY GREEN	AVENGERS,THE	S: 4	E: 11
MISSION ... HIGHLY IMPROBABLE	AVENGERS,THE	S: 6	E: 8
MY WILDEST DREAM	AVENGERS,THE	S: 7	E: 28
NEVER, NEVER SAY DIE	AVENGERS,THE	S: 5	E: 10
RETURN OF THE CYBERNAUTS	AVENGERS,THE	S: 6	E: 1
SMALL GAME FOR BIG HUNTERS	AVENGERS,THE	S: 4	E: 16
SOMETHING NASTY IN THE NURSERY	AVENGERS,THE	S: 5	E: 14
THE CYBERNAUTS	AVENGERS,THE	S: 4	E: 3
THE FEAR MERCHANTS	AVENGERS,THE	S: 5	E: 2
THE HIDDEN TIGER	AVENGERS,THE	S: 5	E: 8
THE SEA-THROUGH MAN	AVENGERS,THE	S: 5	E: 4
TWO'S A CROWD	AVENGERS,THE	S: 4	E: 12
WHO'S WHO???	AVENGERS,THE	S: 5	E: 16
YOU HAVE JUST BEEN MURDERED	AVENGERS,THE	S: 6	E: 5
Philip Levene, Ralph Smart			
SHADOW ON THE SCREEN	INVISIBLE MAN,THE (1958)	S: 1	E: 7
Philip Levens			
KINETIC	SMALLVILLE	S: 1	E: 13
RYAN	SMALLVILLE	S: 2	E: 8
STARY	SMALLVILLE	S: 1	E: 16
VISITOR	SMALLVILLE	S: 2	E: 18
VORTEX (PART 2 OF 2)	SMALLVILLE	S: 2	E: 1
Philip Levens, Alfred Gough, Miles Millar			
CRUSH	SMALLVILLE	S: 1	E: 19
Philip Levens, Michael Green			
DRONE	SMALLVILLE	S: 1	E: 18
Philip Martin			
MELTDOWN TO MURDER	VIRTUAL MURDER	S: 1	E: 1

Episode Title	Name of Programme		
THE TRIAL OF A TIME LORD : MINDWARP (1-4)	DOCTOR WHO	S: 23	E: 2
THIS CASE TO BE OPENED IN A MILLION YEARS	STAR COPS	S: 1	E: 5
VENGEANCE ON VAROS (1-2)	DOCTOR WHO	S: 22	E: 2
Philip Rapp			
I'D RATHER FIGHT THAN SWITCH	MY FAVOURITE MARTIAN	S: 3	E: 4
Philip Reed			
SPARE THE ROD (AKA QUIT-IT)	PROBE	S: 1	E: 7
Philip Whitechill			
STAIRWAY TO HEAVEN	ALF	S: 3	E: 2
Philippe Monnier, Michel Picard			
LA SOUCOUBE DE SOLITUDE (A SAUCER OF LONELINESS)	DE BIEN ETRANGES AFFAIRES	S: 1	E: 1
Philippe Setbon			
L'AMI ETRANGE (THE ALIEN FRIEND)	DE BIEN ETRANGES AFFAIRES	S: 1	E: 2
Phyllis & Robert White			
THE LOTTERY	ARK II	S: 1	E: 11
Phyllis Murphy, Jean Gennis			
THE TRIAL	VISITOR, THE	S: 1	E: 13
Phyllis Strong			
DAMAGE	ENTERPRISE	S: 3	E: 19
EXILE	ENTERPRISE	S: 3	E: 6
Phyllis Strong, Mike Sussman			
AUTHOR, AUTHOR	STAR TREK: VOYAGER	S: 7	E: 20
CIVILIZATION	ENTERPRISE	S: 1	E: 8
FUSION	ENTERPRISE	S: 1	E: 16
SHADOWS OF P'JEM	ENTERPRISE	S: 1	E: 14
Phyllis White, Robert White			
CRASH DIET	MY FAVOURITE MARTIAN	S: 2	E: 22
MARTIN'S FAVOURITE MARTIAN	MY FAVOURITE MARTIAN	S: 2	E: 32
PORTRAIT IN BROWN	MY FAVOURITE MARTIAN	S: 2	E: 38
THE GREEN EYED MARTIAN	MY FAVOURITE MARTIAN	S: 2	E: 35
Pierre Billon			
THE GHOST IN THE MIRROR (PART 1 OF 2)	11 SOMERSET	S: 1	E: 1
THE GHOST IN THE MIRROR (PART 2 OF 2)	11 SOMERSET	S: 1	E: 2
Pierre R. Debs, Robert C. Fox			
THANKSGIVING	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 9
Piers Hobson			
CLOWNIN' AROUND	PARALLAX	S: 1	E: 25
DECOY	PARALLAX	S: 1	E: 13
THE BATTLE OF MUNDI'S WORLD	PARALLAX	S: 1	E: 8
Pip & Jane Baker			
THE MARK OF THE RANI (1-2)	DOCTOR WHO	S: 22	E: 3
THE TRIAL OF A TIME LORD : TERROR OF THE VERVOIDS (1-4)	DOCTOR WHO	S: 23	E: 3
TIME AND THE RANI (1-4)	DOCTOR WHO	S: 24	E: 1
R. B. Carney			
ROGUE WARRIOR	AIRWOLF	S: 4	E: 12
R.B. Carney			
WAGES OF SIN	MUTANT X	S: 3	E: 2
R.J. Stewart			
HOME (PART 1 OF 2)	CLEOPATRA 2525	S: 1	E: 5
QUEST FOR FIREPOWER	CLEOPATRA 2525	S: 1	E: 1
R.K. Pierce			
HARRY'S DOLL	SALVAGE 1	S: 2	E: 3
R.L. Thomas			
SEER	BEASTMASTER: THE LEGEND CONTINUES	S: 2	E: 3
R.P. Gaborno, Christopher Hollier			
DOES KYLE DREAM OF ELECTRIC FISH	KYLE XY	S: 2	E: 6
R.W. Goodwin			
DEMONS	X FILES, THE	S: 4	E: 23
Rab Christie, Iain Davidson, Greg Hemphill			
ALPHAS VS. OMEGAS	SPACE CADETS	S: 1	E: 3
METEORS VS. COMETS	SPACE CADETS	S: 1	E: 1

Episode Title	Name of Programme		
ROMS VS. QUARKS	SPACE CADETS	S: 1	E: 4
Rachel Lipman			
DREAM DATE	SABRINA THE TEENAGE WITCH	S: 1	E: 6
GEEK LIKE ME	SABRINA THE TEENAGE WITCH	S: 1	E: 9
Raf Green			
CHILD'S PLAY	STAR TREK: VOYAGER	S: 6	E: 19
HOMESTEAD	STAR TREK: VOYAGER	S: 7	E: 23
Raf Green, Kenneth Biller			
FLESH AND BLOOD (2 OF 2)	STAR TREK: VOYAGER	S: 7	E: 10
VIRTUOSO	STAR TREK: VOYAGER	S: 6	E: 13
Ralph Hart			
RENEGADE ROCKET	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 17
Ralph Phillips			
SINGING TELEGRAM	SMALL WONDER	S: 4	E: 19
THE CROSSING	TWILIGHT ZONE,THE (1985)	S: 3	E: 3
Ralph Smart			
BLIND JUSTICE	INVISIBLE MAN,THE (1958)	S: 1	E: 9
CRISIS IN THE DESERT	INVISIBLE MAN,THE (1958)	S: 1	E: 2
GET ME OUT OF HERE	CHAMPIONS,THE	S: 1	E: 22
TO TRAP A RAT	CHAMPIONS,THE	S: 1	E: 8
Ralph Smart, Doreen Montgomery			
BANK RAID	INVISIBLE MAN,THE (1958)	S: 1	E: 11
Ralph Soll			
BUILT FOR SPEED	POWER RANGERS TURBO	S: 1	E: 5
Ralph Thomas			
THE DEMON CURUPIRA	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 6
Randall Wallace			
AND THE DEAD SHALL RISE TO CONDEMN THEE (PART 1 OF 2)	UNSUB	S: 1	E: 6
AND THE DEAD SHALL RISE TO CONDEMN THEE (PART 2 OF 2)	UNSUB	S: 1	E: 7
SECRETS	STARMAN	S: 1	E: 6
Randy Feldman			
A MINOR MIRACLE	EARLY EDITION	S: 2	E: 11
MARCH IN TIME	EARLY EDITION	S: 2	E: 8
THE RETURN OF CRUMB	EARLY EDITION	S: 2	E: 14
Randy Holland			
POOL HALL BLUES	QUANTUM LEAP	S: 2	E: 18
SWAMP OF DREAMS	SWAMP THING	S: 3	E: 37
TATANIA	SWAMP THING	S: 3	E: 8
THE CHAINS OF FOREVER	SWAMP THING	S: 3	E: 30
Raphael Hayes			
LONG LIVE THE KING	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 19
THE CASTAWAY	OUT THERE	S: 1	E: 12
Ray Austin, James D. Buchanan			
THE GREAT MOTOR RACE	Q.E.D.	S: 1	E: 2
Ray Bradbury			
A MIRACLE OF RARE DEVICE	RAY BRADBURY THEATRE,THE	S: 4	E: 2
A SOUND OF THUNDER	RAY BRADBURY THEATRE,THE	S: 4	E: 6
AND SO DIED RIABOUCHSKA	RAY BRADBURY THEATRE,THE	S: 3	E: 12
AND THE MOON BE STILL AS BRIGHT	RAY BRADBURY THEATRE,THE	S: 5	E: 7
BANSHEE	RAY BRADBURY THEATRE,THE	S: 2	E: 3
BOYS! RIASE GIANT MUSHROOMS IN YOUR CELLAR!	RAY BRADBURY THEATRE,THE	S: 4	E: 12
BY THE NUMBERS	RAY BRADBURY THEATRE,THE	S: 6	E: 16
COLONEL STONESTEEL AND THE 'DESPERATE EMPTIES'	RAY BRADBURY THEATRE,THE	S: 6	E: 4
DOWNWIND FORM GETTYSBURG	RAY BRADBURY THEATRE,THE	S: 6	E: 21
EXORCISM	RAY BRADBURY THEATRE,THE	S: 5	E: 9
FEE FIE FOE FUM	RAY BRADBURY THEATRE,THE	S: 6	E: 14
GOTCHA!	RAY BRADBURY THEATRE,THE	S: 3	E: 4
GREAT WIDE WORLD OVER THERE	RAY BRADBURY THEATRE,THE	S: 6	E: 13
HAIL AND FAREWELL	RAY BRADBURY THEATRE,THE	S: 4	E: 10
HERE THERE BE TYGERS	RAY BRADBURY THEATRE,THE	S: 5	E: 12
I SING THE BODY ELECTRIC	TWILIGHT ZONE,THE (1958)	S: 3	E: 35
LET'S PLAY POISON	RAY BRADBURY THEATRE,THE	S: 6	E: 7
MARIONETTES. INC.	RAY BRADBURY THEATRE,THE	S: 1	E: 1

Episode Title**Name of Programme**

MARS IS HEAVEN	RAY BRADBURY THEATRE,THE	S: 5	E: 1
ON THE ORIENT, NORTH	RAY BRADBURY THEATRE,THE	S: 3	E: 8
PUNISHMENT WITHOUT CRIME	RAY BRADBURY THEATRE,THE	S: 3	E: 7
SILENT TOWNS	RAY BRADBURY THEATRE,THE	S: 6	E: 20
SKELETON	RAY BRADBURY THEATRE,THE	S: 3	E: 2
SOME LIVE LIKE LAZARUS	RAY BRADBURY THEATRE,THE	S: 6	E: 22
SUN AND SHADOWS	RAY BRADBURY THEATRE,THE	S: 6	E: 19
THE ANTHEM SPRINTERS	RAY BRADBURY THEATRE,THE	S: 6	E: 15
THE BLACK FERRIS	RAY BRADBURY THEATRE,THE	S: 5	E: 4
THE COFFIN	RAY BRADBURY THEATRE,THE	S: 3	E: 9
THE CONCRETE MIKER	RAY BRADBURY THEATRE,THE	S: 6	E: 5
THE CROWD	RAY BRADBURY THEATRE,THE	S: 1	E: 3
THE DAY IS RAINED FOREVER	RAY BRADBURY THEATRE,THE	S: 5	E: 10
THE DEAD MAN	RAY BRADBURY THEATRE,THE	S: 6	E: 18
THE DWARF	RAY BRADBURY THEATRE,THE	S: 4	E: 1
THE EARTHMEN	RAY BRADBURY THEATRE,THE	S: 6	E: 1
THE ELEVATOR	TWILIGHT ZONE,THE (1985)	S: 1	E: 39
THE EMISSARY	RAY BRADBURY THEATRE,THE	S: 3	E: 3
THE FRUIT AT THE BOTTOM OF THE BOWL	RAY BRADBURY THEATRE,THE	S: 3	E: 1
THE HANDLER	RAY BRADBURY THEATRE,THE	S: 6	E: 12
THE HAPPINESS MACHINE	RAY BRADBURY THEATRE,THE	S: 6	E: 10
THE HAUNTING OF THE NEW	RAY BRADBURY THEATRE,THE	S: 4	E: 8
THE JAR	RAY BRADBURY THEATRE,THE	S: 6	E: 3
THE LAKE	RAY BRADBURY THEATRE,THE	S: 4	E: 3
THE LONELY ONE	RAY BRADBURY THEATRE,THE	S: 6	E: 9
THE LONG RAIN	RAY BRADBURY THEATRE,THE	S: 6	E: 17
THE LONG YEARS	RAY BRADBURY THEATRE,THE	S: 5	E: 11
THE MAN UPSTAIRS	RAY BRADBURY THEATRE,THE	S: 3	E: 5
THE MARTIAN	RAY BRADBURY THEATRE,THE	S: 6	E: 8
THE MURDERER	RAY BRADBURY THEATRE,THE	S: 5	E: 2
THE PEDESTRIAN	RAY BRADBURY THEATRE,THE	S: 4	E: 5
THE PLAYGROUND	RAY BRADBURY THEATRE,THE	S: 1	E: 2
THE SCREAMING WOMAN	RAY BRADBURY THEATRE,THE	S: 2	E: 2
THE SMALL ASSASSIN	RAY BRADBURY THEATRE,THE	S: 3	E: 6
THE TOMBSTONE	RAY BRADBURY THEATRE,THE	S: 6	E: 23
THE TOWN WHERE NO ONE GOT OFF	RAY BRADBURY THEATRE,THE	S: 2	E: 1
THE TOYBEE CONVERTER	RAY BRADBURY THEATRE,THE	S: 5	E: 8
THE UTTERLY PERFECT MURDER	RAY BRADBURY THEATRE,THE	S: 6	E: 6
THE VELDT	RAY BRADBURY THEATRE,THE	S: 4	E: 11
THE WIND	RAY BRADBURY THEATRE,THE	S: 4	E: 4
THE WONDERFUL DEATH OF DUDLEY STONE	RAY BRADBURY THEATRE,THE	S: 4	E: 7
THERE WAS AN OLD WOMAN	RAY BRADBURY THEATRE,THE	S: 3	E: 11
TO THE CHICAGO ABYSS	RAY BRADBURY THEATRE,THE	S: 4	E: 9
TOMORROW'S CHILD	RAY BRADBURY THEATRE,THE	S: 6	E: 11
TOUCH OF PETULANCE	RAY BRADBURY THEATRE,THE	S: 5	E: 6
TOUCHED WITH FIRE	RAY BRADBURY THEATRE,THE	S: 5	E: 3
TYRANNOSAURUS REX	RAY BRADBURY THEATRE,THE	S: 3	E: 10
USHER II	RAY BRADBURY THEATRE,THE	S: 5	E: 5
ZERO HOUR	RAY BRADBURY THEATRE,THE	S: 6	E: 2

Ray Brenner, D.C. Fontana

THE INNOCENT (AKA CHILD OF THE TIMES)	LOGAN'S RUN	S: 1	E: 4
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Ray Hogan

THE GOLDEN ONE	AIRWOLF	S: 4	E: 18
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Ray Jenkins

CONFLICT	INTO THE LABYRINTH	S: 1	E: 5
JOKER ONE	COUNTERSTRIKE	S: 1	E: 2
REVOLUTION	INTO THE LABYRINTH	S: 1	E: 6

Ray Parker

BIRDS OF A FEATHER	FAR OUT SPACE NUTS	S: 1	E: 8
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Ray Rigby (w) & Patrick Brawn (s)

HOT SNOW	AVENGERS,THE	S: 1	E: 1
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Raymond Hartong

THE DEVIL YOU KNOW	EARTH: FINAL CONFLICT	S: 1	E: 17
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Raymond Storey

HUNT	DEEPWATER BLACK	S: 1	E: 10
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Science Fiction Writers

Episode Title	Name of Programme		
Rebecca Stevens			
THEY THINK IT'S ALL OVER	BIG MEG, LITTLE MEG	S: 1	E: 5
Reed Moran			
JUDGEMENT DAY	SWAMP THING	S: 3	E: 22
Reed Steiner, Becky Hartman Edwards			
POWER	INVASION	S: 1	E: 12
Reed Steiner, Jill Blotevogel			
THE DREDGE	INVASION	S: 1	E: 9
Regge Bulman, Clay Eide			
EVERYTHING TO FEAR	TEAM KNIGHT RIDER	S: 1	E: 7
THE BAD SEED	TEAM KNIGHT RIDER	S: 1	E: 12
Reginald Rose			
THE BUS TO NOWHERE	OUT THERE	S: 1	E: 10
THE INCREDIBLE WORLD OF HORACE FORD	TWILIGHT ZONE,THE (1958)	S: 4	E: 15
René Echevarria			
A SIMPLE INVESTIGATION	STAR TREK: DEEP SPACE NINE	S: 5	E: 17
AFTER IMAGE	STAR TREK: DEEP SPACE NINE	S: 7	E: 3
BEHIND THE LINES (PART 4 OF 6)	STAR TREK: DEEP SPACE NINE	S: 6	E: 4
CHILDREN OF TIME	STAR TREK: DEEP SPACE NINE	S: 5	E: 22
CHIMERA	STAR TREK: DEEP SPACE NINE	S: 7	E: 14
CHRYSALIS	STAR TREK: DEEP SPACE NINE	S: 7	E: 5
COVENANT	STAR TREK: DEEP SPACE NINE	S: 7	E: 9
CROSSFIRE	STAR TREK: DEEP SPACE NINE	S: 4	E: 12
DESCENT (PART 2)	STAR TREK: THE NEXT GENERATION	S: 7	E: 1
EQUILIBRIUM	STAR TREK: DEEP SPACE NINE	S: 3	E: 3
EXPLORERS	STAR TREK: DEEP SPACE NINE	S: 3	E: 20
EYE OF THE BEHOLDER	STAR TREK: THE NEXT GENERATION	S: 7	E: 17
FACETS	STAR TREK: DEEP SPACE NINE	S: 3	E: 23
HONOUR AMOUNG THEIVES	STAR TREK: DEEP SPACE NINE	S: 6	E: 15
I,BORG	STAR TREK: THE NEXT GENERATION	S: 5	E: 22
IMPROBABLE CAUSE (PART 1 OF 2)	STAR TREK: DEEP SPACE NINE	S: 3	E: 18
NOR THE BATTLE TO THE STRONG	STAR TREK: DEEP SPACE NINE	S: 5	E: 4
PENUMBRA (PART 1 OF 10)	STAR TREK: DEEP SPACE NINE	S: 7	E: 17
PREEMPTIVE STRIKE	STAR TREK: THE NEXT GENERATION	S: 7	E: 23
RESURRECTION	STAR TREK: DEEP SPACE NINE	S: 6	E: 8
SECOND CHANCES	STAR TREK: THE NEXT GENERATION	S: 6	E: 22
SHIP IN A BOTTLE	STAR TREK: THE NEXT GENERATION	S: 6	E: 11
STATISTICAL PROBABILITIES	STAR TREK: DEEP SPACE NINE	S: 6	E: 9
THE BEGOTTEN	STAR TREK: DEEP SPACE NINE	S: 5	E: 12
THE MIND'S EYE	STAR TREK: THE NEXT GENERATION	S: 4	E: 24
THE MUSE	STAR TREK: DEEP SPACE NINE	S: 4	E: 20
THE OFFSPRING	STAR TREK: THE NEXT GENERATION	S: 3	E: 16
TRANSFIGURATIONS	STAR TREK: THE NEXT GENERATION	S: 3	E: 25
TRUE Q	STAR TREK: THE NEXT GENERATION	S: 6	E: 6
WHEN IT RAINS . . . (PART 5 OF 10)	STAR TREK: DEEP SPACE NINE	S: 7	E: 21
René Echevarria, Charles H. Eglee			
. . . AND JESUS BROUGHT A CASSEROLE (PART 2 OF 2)	DARK ANGEL	S: 1	E: 21
THE KIDS ARE AIGHT	DARK ANGEL	S: 1	E: 13
René Echevarria, Ron Wilkerson			
LOWER DECKS	STAR TREK: THE NEXT GENERATION	S: 7	E: 14
René Echevarria, Ronald D. Moore			
THE DOGS OF WAR (PART 8 OF 10)	STAR TREK: DEEP SPACE NINE	S: 7	E: 24
Renee Longstreet, Harry Longstreet			
AHEAD OF TIME	SHADOW CHASERS	S: 1	E: 12
CORA'S STRANGER	SHADOW CHASERS	S: 1	E: 10
Renee Longstreet, Henry Longstreet			
THE MIDDLE OF SOMEWHERE	SHADOW CHASERS	S: 1	E: 4
Renee Phillips & Carrie Honigblum			
THE TRUE ADVENTURES OF RUDY KAZOOTIE	SABRINA THE TEENAGE WITCH	S: 1	E: 3
Renee Schonfeld-Longstreet, Harry Longstreet			
ALL FALL DOWN	VOYAGERS	S: 1	E: 19
PURSUIT	VOYAGERS	S: 1	E: 17
Reuben Leder			

Episode Title	Name of Programme		
FAST LANE	INCREDIBLE HULK,THE	S: 4	E: 6
PATTERNS	INCREDIBLE HULK,THE	S: 4	E: 16
THE PHENOM	INCREDIBLE HULK,THE	S: 5	E: 1
TRACKER	SEVEN DAYS	S: 3	E: 8
TWO GODMOTHERS	INCREDIBLE HULK,THE	S: 5	E: 2
Reuben Leder, Nicholas Corea			
VETERAN	INCREDIBLE HULK,THE	S: 5	E: 3
Rex Edwards			
THE GRANDEUR THAT WAS ROME	AVENGERS,THE	S: 3	E: 10
Rhonda Olsen			
FACE OFF PART 3	ANIMORPHS	S: 2	E: 1
Rich Hosek, Arnold Rudnick			
THE SANDMAN COMETH	BIG WOLF ON CAMPUS	S: 2	E: 6
Rich Rinaldi, Dan Fybel			
MUMMY'S BOY	PHIL OF THE FUTURE	S: 2	E: 9
Richard Albrecht, Casey Keller			
CHUCK YEAGER	A.J. 'S TIME TRAVELLERS	S: 1	E: 16
DR. MARTIN LUTHER JR.	A.J. 'S TIME TRAVELLERS	S: 1	E: 9
FLORENCE NIGHTINGALE	A.J. 'S TIME TRAVELLERS	S: 1	E: 8
GALILEO	A.J. 'S TIME TRAVELLERS	S: 1	E: 6
HENRY FORD	A.J. 'S TIME TRAVELLERS	S: 1	E: 14
JAMES WATT	A.J. 'S TIME TRAVELLERS	S: 1	E: 7
P.T. BARNUM	A.J. 'S TIME TRAVELLERS	S: 1	E: 17
PETER THE GREAT	A.J. 'S TIME TRAVELLERS	S: 1	E: 15
SIGMUND FREUD	A.J. 'S TIME TRAVELLERS	S: 1	E: 11
SIR ISAAC NEWTON	A.J. 'S TIME TRAVELLERS	S: 1	E: 2
TITANIC	A.J. 'S TIME TRAVELLERS	S: 1	E: 5
TUSKEGEE AIR MEN	A.J. 'S TIME TRAVELLERS	S: 1	E: 4
Richard Ayode, Matthew Holness			
HELL HATH FURY	GARTH MARENGHI'S DARKPLACE	S: 1	E: 2
ONCE UPON A BEGINNING	GARTH MARENGHI'S DARKPLACE	S: 1	E: 1
SCOTCH MIST	GARTH MARENGHI'S DARKPLACE	S: 1	E: 5
SKIPPER THE EYE CHILD	GARTH MARENGHI'S DARKPLACE	S: 1	E: 3
THE APES OF WRATH	GARTH MARENGHI'S DARKPLACE	S: 1	E: 4
THE CREEPING MOSS FROM THE SHORES OF SHUGGOTH	GARTH MARENGHI'S DARKPLACE	S: 1	E: 6
Richard B. Lewis			
DOUBLE OR NOTHINGNESS	ANDROMEDA	S: 4	E: 4
Richard Baer			
WE'RE A LITTLE LATE FOLKS	TURNABOUT	S: 1	E: 3
Richard Blade			
THE CURE	SEVEN DAYS	S: 2	E: 22
Richard C. Okie			
A GOOD KNIGHT'S WORK	KNIGHT RIDER	S: 2	E: 18
A SINGLE DROP OF RAIN	QUANTUM LEAP	S: 4	E: 9
GOODBYE NORMA JEAN	QUANTUM LEAP	S: 5	E: 17
HORIZON ZERO	EARTH: FINAL CONFLICT	S: 1	E: 9
K.I.T.T. VS. K.A.R.R	KNIGHT RIDER	S: 3	E: 5
KNIGHT BEHIND BARS	KNIGHT RIDER	S: 4	E: 9
KNIGHTLINES	KNIGHT RIDER	S: 3	E: 15
KNIGHTS IN THE FAST LANE	KNIGHT RIDER	S: 3	E: 3
RETURN OF THE EVIL LEAPER (aka EVIL LEAPER II)	QUANTUM LEAP	S: 5	E: 15
THE LEAP BETWEEN THE STATES	QUANTUM LEAP	S: 5	E: 19
WHITE LINE WARRIORS	KNIGHT RIDER	S: 2	E: 14
Richard C. Okie, Raymond Hurtung			
TRUTH	EARTH: FINAL CONFLICT	S: 1	E: 3
Richard Carlson			
QUARANTINE	MEN INTO SPACE	S: 1	E: 13
Richard Carpenter			
BATTLE OF THE GIANTS	CATWEAZLE	S: 2	E: 11
BLACK WHEELS	CATWEAZLE	S: 2	E: 5
CASTLE SABURAC	CATWEAZLE	S: 1	E: 2
DUCK HALT	CATWEAZLE	S: 2	E: 2
ENCHANTED KING	CATWEAZLE	S: 2	E: 7

Episode Title	Name of Programme		
FAMILIAIR SPIRIT	CATWEAZLE	S: 2	E: 8
FLYING BROOMSTICKS	CATWEAZLE	S: 1	E: 11
GHOST HUNTERS	CATWEAZLE	S: 2	E: 9
HEAVENLY TWINS	CATWEAZLE	S: 2	E: 3
MAGIC CIRCLE	CATWEAZLE	S: 2	E: 12
MAGIC RIDDLE	CATWEAZLE	S: 2	E: 1
SIGN OF THE CRAB	CATWEAZLE	S: 2	E: 4
THE CURSE OF RAPKYN	CATWEAZLE	S: 1	E: 3
THE DEMI DEVIL	CATWEAZLE	S: 1	E: 9
THE EYE OF TIME	CATWEAZLE	S: 1	E: 5
THE HOUSE OF THE SORCERER	CATWEAZLE	S: 1	E: 10
THE MAGIC FACE	CATWEAZLE	S: 1	E: 6
THE POWER OF ADAMCOS	CATWEAZLE	S: 1	E: 8
THE SUN IN THE BOTTLE	CATWEAZLE	S: 1	E: 1
THE TELLING BONE	CATWEAZLE	S: 1	E: 7
THE WITCHING HOUR	CATWEAZLE	S: 1	E: 4
THIRTEENTH SIGN	CATWEAZLE	S: 2	E: 13
TRICKERY LANTERN	CATWEAZLE	S: 1	E: 13
WALKING TREES	CATWEAZLE	S: 2	E: 10
WISDAM OF SOLOMAN	CATWEAZLE	S: 1	E: 12
WOGLE STONE	CATWEAZLE	S: 2	E: 6
Richard Carr			
DEATH IN SLOW MOTION	BATMAN (1966)	S: 1	E: 31
GAMBLING STORY	WORLD OF GIANTS	S: 1	E: 5
I DO, I DO	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 8
THE RIDDLER'S FALSE NOTION	BATMAN (1966)	S: 1	E: 32
Richard Carr, Anne Collins			
STOLEN FACES	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 10
Richard Carr, Story by Gustave Field			
LOOK ALIKE	SIX MILLION DOLLAR MAN,THE	S: 2	E: 16
Richard Carr, Story by Mel Levy and Tom Levy			
LOST LOVE	SIX MILLION DOLLAR MAN,THE	S: 2	E: 12
Richard Carr, Story by Peter Allan Fields			
THE BIONIC CRIMINAL	SIX MILLION DOLLAR MAN,THE	S: 3	E: 8
Richard Carr, Story by Richard Carr and James Schmerer			
HOCUS POCUS	SIX MILLION DOLLAR MAN,THE	S: 3	E: 15
Richard Chapman, Bill Dial			
"PILOT"	E.A.R.T.H. FORCE	S: 1	E: 1
NOT IN MY BACK YARD	E.A.R.T.H. FORCE	S: 1	E: 3
NOT SO WILD KINGDOM	E.A.R.T.H. FORCE	S: 1	E: 2
Richard Chapman, E. Jack Kaplin			
SOMETHING TO BANK ON	HARD TIME ON PLANET EARTH	S: 1	E: 2
WALLY'S GANG	HARD TIME ON PLANET EARTH	S: 1	E: 13
Richard Christian Matheson			
MAGIC SATURDAY	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 3
Richard Christian Matheson, Thomas E. Szollosi			
LIKE A BROTHER	INCREDIBLE HULK,THE	S: 2	E: 13
THE SNARE	INCREDIBLE HULK,THE	S: 3	E: 9
Richard Christian Matheson, Thomas Szollosi			
PREDICTIONS	POWERS OF MATTHEW STARR, THE	S: 1	E: 6
TRIANGLE	POWERS OF MATTHEW STARR, THE	S: 1	E: 10
Richard Christian Matheson, Thomas Szollosi, April Webster, Karen			
FORGET ME NOT	KNIGHT RIDER	S: 1	E: 12
Richard Clark			
BABBLE	SO WEIRD	S: 3	E: 21
SNAPSHOT	SO WEIRD	S: 3	E: 13
Richard Collins			
THE INTERROGATION	PLANET OF THE APES	S: 1	E: 10
Richard Conway, Stephen J. Mattick			
OPERATION TIME	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 8
Richard Danus			
DEJA Q	STAR TREK: THE NEXT GENERATION	S: 3	E: 13

Episode Title	Name of Programme		
Richard Danus, Evan Carlos Somers BATTLE LINES	STAR TREK: DEEP SPACE NINE	S: 1	E: 12
Richard Danus, Peter Collins GODCHILD	BLUE THUNDER	S: 1	E: 10
Richard DeRoy NINETY YEARS WITHOUT SLUMBERING	TWILIGHT ZONE,THE (1958)	S: 5	E: 13
Richard Doctorow KILLER PARTY	WEIRD SCIENCE	S: 1	E: 12
Richard Fegen FOUR FOUR TIME	BERNARD'S WATCH	S: 3	E: 7
THE TIME OF DAY	BERNARD'S WATCH	S: 3	E: 6
TIME SHARE	BERNARD'S WATCH	S: 3	E: 5
TIME TO GO HOME	BERNARD'S WATCH	S: 3	E: 4
Richard Fell THE QUATERMASS EXPERIMENT (2005)	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 4	E: 1
Richard Fielder AN ACT OF LOVE	FANTASTIC JOURNEY,THE	S: 1	E: 6
Richard Fielding SUPERMAN ON EARTH	ADVENTURES OF SUPERMAN,THE	S: 1	E: 1
Richard Freiman, Stephen Young THE CAT BURGLAR	HOLMES AND YOYO	S: 1	E: 12
Richard Goodman A FEW BAD SEEDS	POWER RANGERS ZEO	S: 1	E: 10
Richard Harris GAME	AVENGERS,THE	S: 7	E: 2
HUNT THE MAN DOWN	AVENGERS,THE	S: 1	E: 10
SQUARE ROOT OF EVIL	AVENGERS,THE	S: 1	E: 3
THE DOOMSDAY PLAN	ADAM ADAMENT LIVES!	S: 1	E: 10
THE LAST SACRIFICE	ADAM ADAMENT LIVES!	S: 1	E: 8
THE WINGED AVENGER	AVENGERS,THE	S: 5	E: 6
Richard Harris & Brian Clemens THE INTERROGATORS	AVENGERS,THE	S: 7	E: 14
Richard Hatem BIG TOP	DEAD ZONE, THE	S: 6	E: 4
EXILE	DEAD ZONE, THE	S: 6	E: 11
Richard Joseph Tuber FRIEND OF A RAVEN	SCIENCE FICTION THEATRE	S: 1	E: 31
Richard Krzemien DUST TO DUST	WAR OF THE WORLDS	S: 1	E: 13
Richard Kurti, Bev Doyle EPISODE 11	PRIMEVAL	S: 2	E: 5
EPISODE 9	PRIMEVAL	S: 2	E: 3
Richard Landau MOMMENT OF MADNESS	SEARCH (aka SEARCH CONTROL)	S: 1	E: 21
THE CITY BENEATH THE SEA	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 2
THE INDESTRUCTIBLE MAN	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 21
THE LAST OF THE FOURTH OF JULYS	SIX MILLION DOLLAR MAN,THE	S: 1	E: 13
Richard Liebmann-Smith ARTHUR INTRRUPTED	TICK, THE	S: 1	E: 8
Richard Lucas LOBSTER QUADRILLE	AVENGERS,THE	S: 3	E: 26
Richard Manning INCUBATOR	FARSCAPE	S: 3	E: 11
INTO THE LION'S DEN PART 1 : LAMBS TO THE SLAUGHTER	FARSCAPE	S: 3	E: 20
JUST SAY YES	SLIDERS	S: 4	E: 7
MIND THE BABY	FARSCAPE	S: 2	E: 1
MOTHER AND CHILD	SLIDERS	S: 4	E: 14
NERVE (PART 1 OR 2)	FARSCAPE	S: 1	E: 19
PROMISES	FARSCAPE	S: 4	E: 5
SEASON OF DEATH	FARSCAPE	S: 3	E: 1

Episode Title	Name of Programme		
TERRA FIRMA	FARSCAPE	S: 4	E: 13
THAT OLD BLACK MAGIC	FARSCAPE	S: 1	E: 8
THRONE FOR A LOSS	FARSCAPE	S: 1	E: 4
WON'T GET FOOLED AGAIN	FARSCAPE	S: 2	E: 15
Richard Manning, Hans Beimler			
ALLEGIANCE	STAR TREK: THE NEXT GENERATION	S: 3	E: 18
ECLIPSE	SHE WOLF OF LONDON	S: 1	E: 18
MANOS ARRIBA MRS. GREELY	ONCE A HERO	S: 1	E: 5
TEK POSSE	TEKWAR	S: 1	E: 3
THE ARSENAL OF FREEDOM	STAR TREK: THE NEXT GENERATION	S: 1	E: 20
THE EMISSARY	STAR TREK: THE NEXT GENERATION	S: 2	E: 20
THE MANY LIVES OF JONATHON	SHADOW CHASERS	S: 1	E: 6
WHO WATCHES THE WATCHERS?	STAR TREK: THE NEXT GENERATION	S: 3	E: 4
Richard Marcus			
JAILBIRDS	SMALL WONDER	S: 4	E: 5
Richard Matheson			
A WORLD OF DIFFERENCE	TWILIGHT ZONE,THE (1958)	S: 1	E: 23
A WORLD OF HIS OWN	TWILIGHT ZONE,THE (1958)	S: 1	E: 36
BUTTON,BUTTON	TWILIGHT ZONE,THE (1985)	S: 1	E: 49
DEATH SHIP	TWILIGHT ZONE,THE (1958)	S: 4	E: 6
LITTLE GIRL LOST	TWILIGHT ZONE,THE (1958)	S: 3	E: 26
MUTE	TWILIGHT ZONE,THE (1958)	S: 4	E: 5
NICK OF TIME	TWILIGHT ZONE,THE (1958)	S: 2	E: 7
NIGHT CALL	TWILIGHT ZONE,THE (1958)	S: 5	E: 9
NIGHTMARE AT 20,000 FEET	TWILIGHT ZONE,THE (1958)	S: 5	E: 4
ONCE UPON A TIME	TWILIGHT ZONE,THE (1958)	S: 3	E: 13
ONE FOR THE BOOKS	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 23
SPUR OF THE MOMENT	TWILIGHT ZONE,THE (1958)	S: 5	E: 21
STEEL	TWILIGHT ZONE,THE (1958)	S: 5	E: 2
THE ATLANTIS AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 9
THE DOLL	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 22
THE ENEMY WITHIN	STAR TREK	S: 1	E: 6
THE INVADERS	TWILIGHT ZONE,THE (1958)	S: 2	E: 15
THE LAST FLIGHT	TWILIGHT ZONE,THE (1958)	S: 1	E: 18
YOUNG MAN'S FANCY	TWILIGHT ZONE,THE (1958)	S: 3	E: 34
Richard Maxwell			
NIGHT SHIFT	SENTINEL, THE	S: 3	E: 22
RED ICE	SENTINEL, THE	S: 3	E: 9
Richard McBrien			
IN MEMORIAM	BLISS	S: 1	E: 2
Richard McBrien (Story by Michael Stewart)			
A FAR CRY	BLISS	S: 1	E: 4
Richard Nelson			
A BLAST FOR BUCK	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 14
Richard Oleksiak, Damian Kindler			
THE FIRE WITHIN/ FATE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 20
Richard Outten			
PIRATES	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 7
Richard P. McDonagh, Rod Serling			
IT'S A GOOD LIFE	TWILIGHT ZONE,THE (1958)	S: 3	E: 8
Richard Shapiro			
COMEBACK	LAND OF THE GIANTS	S: 2	E: 11
GIANTS AND ALL THAT JAZZ	LAND OF THE GIANTS	S: 2	E: 6
PAY THE PIPER	LAND OF THE GIANTS	S: 2	E: 17
THE INSIDE RAIL	LAND OF THE GIANTS	S: 2	E: 3
Richard Waring			
TUNNEL OF DEATH	ADAM ADAMENT LIVES!	S: 2	E: 9
VANISHING ACT	OUT OF THIS WORLD	S: 1	E: 9
Richard Whitley			
\$4.95 A MINUTE	OTHERS, THE	S: 1	E: 12
DEAR EARTH	SPACE : ABOVE AND BEYOND	S: 1	E: 17
PEARLY	SPACE : ABOVE AND BEYOND	S: 1	E: 19

Richard Whitley, Toni Graphia

Science Fiction Writers

Episode Title	Name of Programme	S:	E:
TESS, LIES AND VIDEOTAPE	ROSWELL	1	18
Rick Berman			
A MATTER OF TIME	STAR TREK: THE NEXT GENERATION	5	8
BROTHERS	STAR TREK: THE NEXT GENERATION	4	3
Rick Berman & Brannon Braga			
BROKEN BOW	ENTERPRISE	1	1
FIGHT OR FLIGHT	ENTERPRISE	1	2
Rick Berman, Brannon Braga			
A NIGHT IN SICKBAY	ENTERPRISE	2	5
CARPENTER STREET	ENTERPRISE	3	11
COGENITOR	ENTERPRISE	2	22
SHOCKWAVE (PART 1 OF 2)	ENTERPRISE	1	25
SHOCKWAVE (PART 2 OF 2)	ENTERPRISE	2	1
SHUTTLEPOD ONE	ENTERPRISE	1	15
STIGMA	ENTERPRISE	2	14
TERRA NOVA	ENTERPRISE	1	5
THE CROSSING	ENTERPRISE	2	18
THE EXPANSE	ENTERPRISE	2	26
THE SEVENTH	ENTERPRISE	2	7
THE XINDI	ENTERPRISE	3	1
UNEXPECTED	ENTERPRISE	1	4
VANISHING POINT	ENTERPRISE	2	10
ZERO HOUR	ENTERPRISE	3	24
Rick Berman, Brannon Braga, Joe Menosky			
EQUINOX	STAR TREK: VOYAGER	5	25
TIMELESS	STAR TREK: VOYAGER	5	6
Rick Copp			
BACK TO SCHOOL	SECRET AGENT MAN	1	2
Rick Copp, David Goodman			
FALLEN NATION	TEAM KNIGHT RIDER	1	1
SKY ONE	TEAM KNIGHT RIDER	1	8
SPY GIRLS	TEAM KNIGHT RIDER	1	21
THE A LIST	TEAM KNIGHT RIDER	1	3
THE RETURN OF MEGAMAN	TEAM KNIGHT RIDER	1	14
Rick Drew			
DARK OF THE NIGHT	CODE NAME: ETERNITY	1	20
FLYING HOME	AIRWOLF	4	22
KIYOMI	IMMORTAL, THE (2000)	1	22
LITTLE PEOPLE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	3	10
RECKONING (PART 1 OF 2)	IMMORTAL, THE (2000)	1	20
RECKONING (PART 2 OF 2)	IMMORTAL, THE (2000)	1	21
SCHOOL OF THOUGHT	PSI FACTOR: CHRONICLES OF THE PARANORMAL	3	17
SOUL SURVIVOR	PSI FACTOR: CHRONICLES OF THE PARANORMAL	4	4
THE DEVIL'S ARMY	PETER BENCHLEY'S AMAZON	1	13
THE DONOR	PSI FACTOR: CHRONICLES OF THE PARANORMAL	2	2
THE HAND OF GOD	MUTANT X	3	7
THE HAUNTING	PSI FACTOR: CHRONICLES OF THE PARANORMAL	2	15
THE KEY	AIRWOLF	4	15
THE WARRIOR	PSI FACTOR: CHRONICLES OF THE PARANORMAL	2	7
THE WINDING CLOTH	PSI FACTOR: CHRONICLES OF THE PARANORMAL	3	11
TYLER/TIM	PSI FACTOR: CHRONICLES OF THE PARANORMAL	4	12
Rick Drew & Tracey Forbes			
24 HOURS	CODE NAME: ETERNITY	1	13
Rick Husky			
CROSSROADS	SENTINEL, THE	3	19
HOME AWAY FROM HOME	TEAM KNIGHT RIDER	1	18
PRISONER X	SENTINEL, THE	3	12
Rick Kelbaugh			
SKYDIVER	BLUE THUNDER	1	6
Rick Kellbaugh			
TRACKS	AIRWOLF	3	21
Rick Kellbaugh (w) & Evertett Chambers (s)			
DAY OF JEOPARDY	AIRWOLF	3	15

Episode Title	Name of Programme		
Rick Kellbaugh (w) & Michael Halperin (w,s)			
KINGDOM COME	AIRWOLF	S: 3	E: 6
Rick Kellbaugh (w), Kathryn Michaelin Powers (w) & Robert George			
DESPERATE MONDAY	AIRWOLF	S: 3	E: 17
Rick Kellbaugh (w,s) & James L. Novak (s)			
FORTUNE TELLER	AIRWOLF	S: 3	E: 4
Rick Mittleman			
TWO TO TANGLE	EARLY EDITION	S: 3	E: 17
Rick Nathan			
SECOND CHANCE	HUMAN TARGET	S: 1	E: 2
Rick Nyhlon			
ANTI-CLAUS IS COMING TO TOWN	BIG WOLF ON CAMPUS	S: 3	E: 5
STAGE FRIGHT	BIG WOLF ON CAMPUS	S: 1	E: 7
Rick Nyholm			
DON'T FEAR THE REAPER	BIG WOLF ON CAMPUS	S: 1	E: 21
Rick Overton, Bruce Wagner, Savage Steve Holland			
BEANS GETS HIS DRIVER'S LICENSE (AND IT ISN'T PRETTY)	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 14
Rick Rosenthal, Todd Susman, Andrew Schneider			
BEHIND THE WHEEL	INCREDIBLE HULK,THE	S: 3	E: 7
Rick Schwartz, Nancy Ann Miller			
PATH OF LIES	WAR OF THE WORLDS	S: 2	E: 14
THE OBELISK	WAR OF THE WORLDS	S: 2	E: 20
Rick Wiener			
JOEL STRIKES BACK	DO OVER	S: 1	E: 2
Rick Wiener, Kenny Schwartz			
PILOT	DO OVER	S: 1	E: 1
VALENTINE'S DAY DANCE	DO OVER	S: 1	E: 14
Rik Carmichael			
	LIFE FORCE	S: 1	E: 9
ON THE RUN	LIFE FORCE	S: 1	E: 3
YESTERDAY ISLAND	LIFE FORCE	S: 1	E: 6
Rik Vollaerts			
THE BOOKWORM TURNS	BATMAN (1966)	S: 1	E: 29
WHILE GOTHAM CITY BURNS	BATMAN (1966)	S: 1	E: 30
Rio Fanning			
DOPPLEGANGER	LEGEND OF WILLIAM TELL, THE	S: 1	E: 14
RESURRECTION	LEGEND OF WILLIAM TELL, THE	S: 1	E: 16
SHAYTANA'S EYE	LEGEND OF WILLIAM TELL, THE	S: 1	E: 1
Ro Hume			
EXODUS FROM GENESIS	FARSCAPE	S: 1	E: 3
Roald Dahl			
WILLIAM AND MARY	WAY OUT	S: 1	E: 1
Rob Baird & Kelly Senecal			
RIDDLE OF THE NYMPH	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 10
Rob Forsyth			
CAUGHT IN THE ACT	OUTER LIMITS,THE (1995)	S: 1	E: 16
Rob Grant & Doug Naylor			
BACK TO REALITY	RED DWARF	S: 5	E: 6
BACKWARDS	RED DWARF	S: 3	E: 1
BALANCE OF POWER	RED DWARF	S: 1	E: 3
BETTER THAN LIFE	RED DWARF	S: 2	E: 2
BODYSWAP	RED DWARF	S: 3	E: 5
CAMILLE	RED DWARF	S: 4	E: 1
CONFIDENCE & PARANOIA	RED DWARF	S: 1	E: 5
DEMONS AND ANGELS	RED DWARF	S: 5	E: 5
DIMENSION JUMP	RED DWARF	S: 4	E: 5
DNA	RED DWARF	S: 4	E: 2
EMOHAWK - POLYMORPH II	RED DWARF	S: 6	E: 4
FUTURE ECHOES	RED DWARF	S: 1	E: 2
GUNMAN OF THE APOCALYPSE	RED DWARF	S: 6	E: 3
HOLO-SHIP	RED DWARF	S: 5	E: 1
JUSTICE	RED DWARF	S: 4	E: 3

Episode Title	Name of Programme		
KRYTEN	RED DWARF	S: 2	E: 1
LEGION	RED DWARF	S: 6	E: 2
MAROONED	RED DWARF	S: 3	E: 2
ME2	RED DWARF	S: 1	E: 6
MELTDOWN	RED DWARF	S: 4	E: 6
OUT OF TIME	RED DWARF	S: 6	E: 6
PARALLEL UNIVERSE	RED DWARF	S: 2	E: 6
POLYMORPH	RED DWARF	S: 3	E: 3
PSIRENS	RED DWARF	S: 6	E: 1
QUARANTINE	RED DWARF	S: 5	E: 4
QUEEG	RED DWARF	S: 2	E: 5
RIMMERWORLD	RED DWARF	S: 6	E: 5
STASIS LEAK	RED DWARF	S: 2	E: 4
TERRORFORM	RED DWARF	S: 5	E: 3
THANKS FOR THE MEMORY	RED DWARF	S: 2	E: 3
THE END	RED DWARF	S: 1	E: 1
THE INQUISITOR	RED DWARF	S: 5	E: 2
THE LAST DAY	RED DWARF	S: 3	E: 6
TIMESLIDES	RED DWARF	S: 3	E: 4
WAITING FOR GOD	RED DWARF	S: 1	E: 4
WHITE HOLE	RED DWARF	S: 4	E: 4
Rob Hedden			
LAST LAP	TWILIGHT ZONE, THE (2002)	S: 1	E: 24
Rob McFarlane			
LION HUNT	PRESENT TIME	S: 1	E:
THE PROPHET	PRESENT TIME	S: 1	E:
Rob Swigart			
NOT IN OUR STARS	HARD TIME ON PLANET EARTH	S: 1	E: 11
Rob Ulin			
THE HOT-DOG MAN	HARD TIME ON PLANET EARTH	S: 1	E: 8
Robbie Thompson			
A.K.A.	JERICHO	S: 1	E: 18
Robert A. Keats			
VANESSA 38-24-36	QUARK	S: 1	E: 7
Robert A. Urso, Tom August, Helen August			
THE MARTIAN'S ARE COMING, THE MARTIAN'S ARE COMING	BIONIC WOMAN, THE	S: 3	E: 15
Robert Baird			
MANCHU: PART DEUX	BIG WOLF ON CAMPUS	S: 2	E: 14
THE MANCHURIAN WEARWOLF PART 1	BIG WOLF ON CAMPUS	S: 2	E: 13
Robert Baird, Kelly Senecal			
THE GIRL WHO SPIED WOLF	BIG WOLF ON CAMPUS	S: 2	E: 4
Robert Banks Stewart			
QUICK-QUICK SLOW DEATH	AVENGERS,THE	S: 4	E: 19
TERROR OF THE ZYGONS (1-4)	DOCTOR WHO	S: 13	E: 1
THE MASTER MINDS	AVENGERS,THE	S: 4	E: 6
THE SEEDS OF DOOM (1-6)	DOCTOR WHO	S: 13	E: 6
THE SWEET SMELL OF SUCCESS	ADAM ADAMENT LIVES!	S: 1	E: 4
Robert Bielak			
DEATH OF AN ANGEL	NET, THE	S: 1	E: 5
MOST WANTED	SENTINEL, THE	S: 4	E: 7
Robert Blees			
THE DEVILISH DAVIDSON LIGHTS INCIDENT	PROJECT UFO	S: 2	E: 2
THE DOLL HOUSE INCIDENT	PROJECT UFO	S: 1	E: 11
THE NEVADA DESERT INCIDENT	PROJECT UFO	S: 1	E: 6
THE ROCKET AND A HARD PLACE INCIDENT	PROJECT UFO	S: 1	E: 12
THE WILD BLUE YONDER INCIDENT	PROJECT UFO	S: 2	E: 5
Robert Blees & Dorothy Robinson			
SHORT WALK TO FREEDOM	AIRWOLF	S: 2	E: 22
Robert Bloch			
CATSPAW	STAR TREK	S: 2	E: 7
THE INDIAN SPIRIT GUIDE	JOURNEY TO THE UNKNOWN	S: 1	E: 11
WHAT ARE LITTLE GIRLS MADE OF?	STAR TREK	S: 1	E: 8
WOLF IN THE FOLD	STAR TREK	S: 2	E: 14

Episode Title	Name of Programme		
Robert Bloch, Michael J. Bird GIRL OF MY DREAMS	JOURNEY TO THE UNKNOWN	S: 1	E: 8
Robert Bloch, Richard DeRoy THE FOUNTAIN OF YOUTH AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 20
Robert Bloomfield NIGHT OF TERROR	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 4
Robert C. Cooper 48 HOURS	STARGATE SG1	S: 5	E: 14
ASCENSION	STARGATE SG1	S: 5	E: 3
ASOLUTE POWER	STARGATE SG1	S: 4	E: 17
AVALON (PART 1 OF 3)	STARGATE SG1	S: 9	E: 1
AVALON (PART 2 OF 3)	STARGATE SG1	S: 9	E: 2
AVALON (PART 3 OF 3)	STARGATE SG1	S: 9	E: 3
BANE	STARGATE SG1	S: 2	E: 10
CRUSADE	STARGATE SG1	S: 9	E: 19
DEAD MAN SWITCH	STARGATE SG1	S: 3	E: 7
DOPPELGANGER	STARGATE: ATLANTIS	S: 4	E: 4
DOUBLE JEOPARDY	STARGATE SG1	S: 4	E: 21
ENEMIES (PART 2 OF 3)	STARGATE SG1	S: 5	E: 1
FAIR GAME	STARGATE SG1	S: 3	E: 3
FALLEN (PART 1 OF 2)	STARGATE SG1	S: 7	E: 1
FIRST COMMANDMENT	STARGATE SG1	S: 1	E: 5
FLESH AND BLOOD	STARGATE SG1	S: 10	E: 1
FROZEN	STARGATE SG1	S: 6	E: 4
FULL CIRLCE	STARGATE SG1	S: 6	E: 22
HEROES (PART 1 OF 2)	STARGATE SG1	S: 7	E: 17
HEROES (PART 2 OF 2)	STARGATE SG1	S: 7	E: 18
HIDE AND SEEK	STARGATE: ATLANTIS	S: 1	E: 3
IN THE LINE OF DUTY	STARGATE SG1	S: 2	E: 2
LAST STAND (PART 2 OF 2)	STARGATE SG1	S: 5	E: 16
MATERNAL INSTINCT	STARGATE SG1	S: 3	E: 20
MERIDIAN	STARGATE SG1	S: 5	E: 21
MOEBIUS (PART 2 OF 2)	STARGATE SG1	S: 8	E: 20
NEW ORDER (PART 2 OF 2)	STARGATE SG1	S: 8	E: 2
PARADISE LOSE	STARGATE SG1	S: 6	E: 15
REDEMPTION (PART 1 OF 2)	STARGATE SG1	S: 6	E: 1
REDEMTPION (PART 2 OF 2)	STARGATE SG1	S: 6	E: 2
RUNNER	STARGATE: ATLANTIS	S: 2	E: 3
SATEDA	STARGATE: ATLANTIS	S: 3	E: 4
SINGULARITY	STARGATE SG1	S: 1	E: 14
SMALL VICTORIES	STARGATE SG1	S: 4	E: 1
THE DEVIL YOU KNOW	STARGATE SG1	S: 3	E: 13
THE FIFTH RACE	STARGATE SG1	S: 2	E: 15
THE GIFT	STARGATE: ATLANTIS	S: 1	E: 18
THE SHROUD	STARGATE SG1	S: 10	E: 13
THE TORMENT OF TANTALUS	STARGATE SG1	S: 1	E: 10
THREADS	STARGATE SG1	S: 8	E: 18
UNENDING	STARGATE SG1	S: 10	E: 20
WATERGATE	STARGATE SG1	S: 4	E: 7
ZERO HOUR	STARGATE SG1	S: 8	E: 4
Robert C. Cooper & Damian Kindler NEED	STARGATE SG1	S: 2	E: 5
Robert C. Cooper NEMESIS	STARGATE SG1	S: 3	E: 22
Robert C. Cooper, Chris Dickie THE FOG/ HOUSE ON GARDEN STREET	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 18
Robert C. Cooper, Sherman Snukal THE UNDERNEATH/ PHANTOM LIMB	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 7
Robert C. Cooper, Will Dixon UFO DUPLICATION/ CLARA'S FRIEND	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 9
Robert C. Dennis COUNTERWEIGHT	OUTER LIMITS,THE (1963)	S: 2	E: 13
CRY OF SILENCE	OUTER LIMITS,THE (1963)	S: 2	E: 6
ENDS OF THE EARTH	SEARCH (aka SEARCH CONTROL)	S: 1	E: 22

Episode Title	Name of Programme		
I, ROBOT	OUTER LIMITS,THE (1963)	S: 2	E: 9
THE BRAIN OF COLONNEL BARHAM	OUTER LIMITS,THE (1963)	S: 2	E: 14
THE CAMOUFLAGE INCIDENT	PROJECT UFO	S: 2	E: 7
THE DUPLICATE MAN	OUTER LIMITS,THE (1963)	S: 2	E: 12
THE PACKAGERS	SEARCH (aka SEARCH CONTROL)	S: 1	E: 24
Robert C. Dennis & Earl Barret			
THE CURSE OF TUT	BATMAN (1966)	S: 1	E: 27
THE PHARAOH'S IN A RUT	BATMAN (1966)	S: 1	E: 28
THE SPELL OF TUT	BATMAN (1966)	S: 2	E: 7
TUT'S CASE IS SHUT	BATMAN (1966)	S: 2	E: 8
Robert C. Dennis and Wilton Schiller			
TASK FORCE	SIX MILLION DOLLAR MAN,THE	S: 4	E: 11
Robert C. Dennis, Story by Richard Carr and Robert C. Dennis			
CARNIVAL OF SPIES	SIX MILLION DOLLAR MAN,THE	S: 4	E: 17
Robert Chomiak			
THE WEEKLY INQUISITOR	ALIENATED	S: 2	E: 3
Robert Cochran			
CHARITY	LA FEMME NIKITA	S: 1	E: 4
DEJA VU ALL OVER AGAIN	LA FEMME NIKITA	S: 5	E: 1
DOUBLE DATE	LA FEMME NIKITA	S: 2	E: 14
GATES OF HELL	LA FEMME NIKITA	S: 3	E: 4
GRAY	LA FEMME NIKITA	S: 1	E: 9
LAST NIGHT	LA FEMME NIKITA	S: 2	E: 19
NEW REGIME	LA FEMME NIKITA	S: 2	E: 5
OBSESSED	LA FEMME NIKITA	S: 1	E: 15
SPEC OPS	LA FEMME NIKITA	S: 2	E: 2
TREASON	LA FEMME NIKITA	S: 1	E: 7
VIEW OF THE GARDEN	LA FEMME NIKITA	S: 4	E: 3
Robert Cochran, David Ehrman			
END GAME	LA FEMME NIKITA	S: 2	E: 22
Robert Collins			
THE MIRACLE	INVADERS,THE (1967)	S: 2	E: 22
THE RANSOM	INVADERS,THE (1967)	S: 2	E: 14
Robert Crais			
ALL ABOUT EVE	EARTH 2	S: 1	E: 20
MONSTERS!	TWILIGHT ZONE,THE (1985)	S: 1	E: 36
Robert Culp			
LILACS, MR. MAXWELL	GREATEST AMERICAN HERO,THE	S: 2	E: 22
VANITY,SAYS THE PREACHER	GREATEST AMERICAN HERO,THE	S: 3	E: 13
Robert De Laurentis			
PROTOTYPE	MANN AND MACHINE	S: 1	E: 1
Robert De Laurentis, Glenn Davis, William Laurin			
MANN'S FATE	MANN AND MACHINE	S: 1	E: 6
Robert Doherty			
ASHES TO ASHES	STAR TREK: VOYAGER	S: 6	E: 18
BLISS	STAR TREK: VOYAGER	S: 5	E: 14
DAWG DAY AFTERNOON	DARK ANGEL	S: 2	E: 18
HARBOR LIGHTS	DARK ANGEL	S: 2	E: 13
INSIDE MAN	STAR TREK: VOYAGER	S: 7	E: 6
Q2	STAR TREK: VOYAGER	S: 7	E: 19
REPENTANCE	STAR TREK: VOYAGER	S: 7	E: 13
SOME ASSEMBLY REQUIRED	DARK ANGEL	S: 2	E: 7
TSUNKATSE	STAR TREK: VOYAGER	S: 6	E: 15
VIS A VIS	STAR TREK: VOYAGER	S: 4	E: 18
Robert Doherty, Andre Bormanis			
RIDDLES	STAR TREK: VOYAGER	S: 6	E: 6
Robert Doherty, Jimmy Diggs			
INFINITE REGRESS	STAR TREK: VOYAGER	S: 5	E: 7
Robert Doherty, Michael Angeli			
SHE AIN'T HEAVY	DARK ANGEL	S: 2	E: 19
Robert Doherty, Raf Green, Brannon Braga			
LIFE LINE	STAR TREK: VOYAGER	S: 6	E: 24

Episode Title	Name of Programme		
Robert Dozier			
BATMAN GETS RILED	BATMAN (1966)	S: 1	E: 6
THE JOKER IS WILD	BATMAN (1966)	S: 1	E: 5
Robert Duncan, Wanda Duncan, Dan Ullman			
THE LEGACY	IMMORTAL, THE	S: 1	E: 5
Robert Duncan, Wanda Duncan, Stephen Kandel			
BROTHER'S KEEPER	IMMORTAL, THE	S: 1	E: 16
Robert E. Thompson			
THE SUMMIT-5 AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 4	E: 1
Robert Earll, Allan Balter			
JACKAL	POWERS OF MATTHEW STARR, THE	S: 1	E: 2
Robert Engels			
ANSWERS GIVEN TO QUESTIONS NEVER ASKED	ANDROMEDA	S: 4	E: 1
DELENDA EST	ANDROMEDA	S: 3	E: 11
HIDE AND SEEK	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 18
IF THE WHEEL IS FIXED	ANDROMEDA	S: 3	E: 1
PRIDE BEFORE A FALL	ANDROMEDA	S: 5	E: 12
SHADOWS CAST BY A FINAL SALUTE	ANDROMEDA	S: 3	E: 22
THE DISSONANT INTERVAL (PART 2 OF 2)	ANDROMEDA	S: 4	E: 22
THE HEART OF THE JOURNEY (PART 2 OF 2)	ANDROMEDA	S: 5	E: 22
THE TORMENT, THE RELEASE	ANDROMEDA	S: 4	E: 11
THE WEIGHT (PART 1 OF 2)	ANDROMEDA	S: 5	E: 1
Robert Enrico			
AN OCCURANCE AT OLD CREAK BRIDGE	TWILIGHT ZONE,THE (1958)	S: 5	E: 22
Robert F. Joseph			
ROCKHOUNDS ROBOT	SECRETS OF ISIS, THE	S: 1	E: 5
Robert Foster			
HEARTS OF STONE	KNIGHT RIDER	S: 1	E: 13
SHORT NOTICE	KNIGHT RIDER	S: 1	E: 21
Robert Foster, Gerald Sanford			
KNIGHT OF THE DRONES (A TWO PART STORY)	KNIGHT RIDER	S: 3	E: 1
Robert Foster, James M. Miller			
LOST KNIGHT	KNIGHT RIDER	S: 3	E: 9
Robert Foster, Robert W. Gilmer			
DIAMONDS AREN'T A GIRL'S BEST FRIEND	KNIGHT RIDER	S: 2	E: 13
GOLIATH (A TWO PART STORY)	KNIGHT RIDER	S: 2	E: 1
LET IT BE ME	KNIGHT RIDER	S: 2	E: 20
SOUL SURVIVOR	KNIGHT RIDER	S: 2	E: 8
THE MOUTH OF THE SNAKE (AKA ALL THAT GLITTERS) (A TWO PART STORY)	KNIGHT RIDER	S: 2	E: 19
Robert Foster, Robert W. Gilmer, Tom Greene, Janis Hendler, White			
GOLIATH RETURNS (A TWO PART STORY)	KNIGHT RIDER	S: 2	E: 17
Robert George			
BIRDS OF PARADISE	AIRWOLF	S: 3	E: 22
HALF-PINT	AIRWOLF	S: 3	E: 12
Robert Gilmer			
BUCK'S DUEL TO THE DEATH	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 20
DEATH SONG	BURNING ZONE, THE	S: 1	E: 13
PORTRAITS OF LAUREN GRAY	PAINKILLER JANE	S: 1	E: 10
PROVISION 22	ROBOCOP - THE SERIES	S: 1	E: 8
ST. MICHAEL'S NIGHTMARE	BURNING ZONE, THE	S: 1	E: 3
TOUCH OF THE DEAD	BURNING ZONE, THE	S: 1	E: 7
Robert Gilmer, William Mageean			
FLIGHT OF THE WAR WITCH (1-2)	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 21
Robert Goethals			
NATURAL ENEMY	SWAMP THING	S: 1	E: 8
Robert Gould/John Rankine			
THE WORLD IN SILENCE	OUT OF THE UNKNOWN	S: 2	E: 6
Robert Hamilton			
THE INNOCENT PREY	FANTASTIC JOURNEY,THE	S: 1	E: 10
Robert Hamner			
ATTACK OF THE BARBARIANS	TIME TUNNEL,THE	S: 1	E: 26

Science Fiction Writers

Episode Title	Name of Programme		
CRADLE OF THE DEEP	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 25
DEADLIEST OF THE SPECIES	LOST IN SPACE	S: 3	E: 11
FUGITIVE IN SPACE	LOST IN SPACE	S: 3	E: 20
KIDNAPPED IN SPACE	LOST IN SPACE	S: 3	E: 3
REFLECTIONS ON A LOST TOMORROW	IMMORTAL, THE	S: 1	E: 4
THE ABOMINABLE SNOWMAN	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 15
THE GHOST OF MOBY DICK	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 14
THE LEGACY	PLANET OF THE APES	S: 1	E: 5
THE SPACE DESTRUCTORS	LOST IN SPACE	S: 3	E: 6
TWO WEEKS IN SPACE	LOST IN SPACE	S: 3	E: 13
Robert Hamner, Irwin Allen			
THE HUMAN COMPUTER	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 23
THE LAST BATTLE	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 16
Robert Hamner, Robert Leslie Bellem			
NO WAY OUT	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 12
Robert Harris Duncan			
RUNNING FOR HONOR	QUANTUM LEAP	S: 4	E: 12
Robert Hecker, Donald Duncan			
EARTHBOUND	MEN INTO SPACE	S: 1	E: 17
Robert Heverly			
MATAKITAS IS COMING	JOURNEY TO THE UNKNOWN	S: 1	E: 3
PURSUED	OUTLAWS	S: 1	E: 8
Robert Hewit Wolfe			
AN AFFIRMING FLAME	ANDROMEDA	S: 1	E: 2
ANGEL DARK, DEMON BRIGHT	ANDROMEDA	S: 1	E: 6
UNDER THE NIGHT	ANDROMEDA	S: 1	E: 1
Robert Hewitt Wolfe			
.. ITS HOUR COME ROUND AT LAST (PART 1 OF 2)	ANDROMEDA	S: 1	E: 22
CROSSOVER	STAR TREK: DEEP SPACE NINE	S: 2	E: 22
DECENT (PART 1 OF 2)	DEAD ZONE, THE	S: 2	E: 2
FIELD OF FIRE	STAR TREK: DEEP SPACE NINE	S: 7	E: 13
HARD TIME	STAR TREK: DEEP SPACE NINE	S: 4	E: 18
IN THE HANDS OF THE PROPHETS	STAR TREK: DEEP SPACE NINE	S: 1	E: 19
LAST CALL AT THE BROKEN HAMMER	ANDROMEDA	S: 2	E: 5
MUSIC OF A DISTANT DRUM	ANDROMEDA	S: 1	E: 13
OUROBOROS	ANDROMEDA	S: 2	E: 12
PAST TENSE (1-2)	STAR TREK: DEEP SPACE NINE	S: 3	E: 10
Q-LESS	STAR TREK: DEEP SPACE NINE	S: 1	E: 6
SECOND SKIN	STAR TREK: DEEP SPACE NINE	S: 3	E: 4
SHADOWPLAY	STAR TREK: DEEP SPACE NINE	S: 2	E: 16
THE WIDENING GYRE (PART 2 OF 2)	ANDROMEDA	S: 2	E: 1
THE WIRE	STAR TREK: DEEP SPACE NINE	S: 2	E: 21
THINGS THAT GO BUMP	DRESDEN FILES, THE	S: 1	E: 11
TIES OF BLOOD AND WATER	STAR TREK: DEEP SPACE NINE	S: 5	E: 19
TILL WE HAVE BUILT OUR JERUSALEM	4400, THE	S: 4	E: 7
TRIAL BY FIRE	4400, THE	S: 1	E: 4
UPGRADE	TWILIGHT ZONE, THE (2002)	S: 1	E: 14
Robert Hewitt Wolfe, Brannon Braga			
A FISTFUL OF DATAS	STAR TREK: THE NEXT GENERATION	S: 6	E: 8
Robert Hewitt Wolfe, Ira Steven Behr			
BAR ASSOCIATION	STAR TREK: DEEP SPACE NINE	S: 4	E: 15
BLAZE OF GLORY	STAR TREK: DEEP SPACE NINE	S: 5	E: 23
IN PURGATOR'S SHADOW (PART 1 OF 2)	STAR TREK: DEEP SPACE NINE	S: 5	E: 14
LET HE WHO IS WITHOUT SIN	STAR TREK: DEEP SPACE NINE	S: 5	E: 7
Robert Hill			
THE ADRIATIC EXPRESS AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 2	E: 12
THE DEADLY TOYS AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 2	E: 8
THE LETHAL EAGLE AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 11
THE PETIT PRIX AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 24
THE ROUND TABLE AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 2	E: 25
Robert Holmes			
CARNIVAL OF MONSTERS (1-4)	DOCTOR WHO	S: 10	E: 2
GAMBIT	BLAKES' 7	S: 2	E: 11
KILLER	BLAKES' 7	S: 2	E: 7

Science Fiction Writers

Episode Title	Name of Programme		
ORBIT	BLAKES' 7	S: 4	E: 11
SPEARHEAD FROM SPACE (1-4)	DOCTOR WHO	S: 7	E: 1
TERROR OF THE AUTONS (1-4)	DOCTOR WHO	S: 8	E: 1
THE ARK IN SPACE (1-4)	DOCTOR WHO	S: 12	E: 2
THE CAVES OF ANDROZANI (1-4)	DOCTOR WHO	S: 21	E: 6
THE DEADLY ASSASSIN (1-4)	DOCTOR WHO	S: 14	E: 3
THE INQUEST	DOOMWATCH	S: 2	E: 11
THE KROTONS (1-4)	DOCTOR WHO	S: 6	E: 4
THE POWER OF KROLL (1-4)	DOCTOR WHO	S: 16	E: 5
THE RIBOS OPERATION (1-4)	DOCTOR WHO	S: 16	E: 1
THE SPACE PIRATES (1-6)	DOCTOR WHO	S: 6	E: 6
THE SUNMAKERS (1-4)	DOCTOR WHO	S: 15	E: 4
THE TALONS OF WENG-CHIANG (1-6)	DOCTOR WHO	S: 14	E: 6
THE TIME WARRIOR (1-4)	DOCTOR WHO	S: 11	E: 1
THE TRIAL OF A TIMELORD : THE MYSTERIOUS PLANET (1-4)	DOCTOR WHO	S: 23	E: 1
THE TWO DOCTORS (1-3)	DOCTOR WHO	S: 22	E: 4
TRAITOR	BLAKES' 7	S: 4	E: 3
Robert Holmes, Lewis Grierfer			
PYRAMIDS OF MARS (1-4)	DOCTOR WHO	S: 13	E: 3
Robert Holmes, Pip & Jane Baker			
THE TRIAL OF A TIMELORD : THE ULTIMATE FOE (1-2)	DOCTOR WHO	S: 23	E: 4
Robert Hopkins			
ILLUSIONS	ROBOCOP - THE SERIES	S: 1	E: 14
OFFICER MISSING	ROBOCOP - THE SERIES	S: 1	E: 4
Robert Hughes			
COMPUTER CAPTIVE	VR TROOPERS	S: 1	E: 11
DIRTY TRICK	VR TROOPERS	S: 1	E: 17
FRONT PAGE (AKA KAITLIN'S FRONT PAGE)	VR TROOPERS	S: 1	E: 4
NEW KIDS ON THE PLANET	VR TROOPERS	S: 1	E: 44
RACE TO THE RESCUE	VR TROOPERS	S: 1	E: 41
SMALL BUT MIGHTY	VR TROOPERS	S: 1	E: 28
THE DISAPPREANCE	VR TROOPERS	S: 1	E: 23
Robert Hunter			
DEVIL'S ALPHABET	TWILIGHT ZONE,THE (1985)	S: 1	E: 54
Robert I. Holt, Story by Charles Mitchell and Robert I. Holt			
DEADRINGER	SIX MILLION DOLLAR MAN,THE	S: 5	E: 14
Robert Janes			
OLD HICKORY AND THE PIRATE	VOYAGERS	S: 1	E: 8
THE DAY THE REBS TOOK LINCOLN	VOYAGERS	S: 1	E: 7
THE DEADLY DUST (1-2)	AMAZING SPIDERMAN,THE	S: 1	E: 2
Robert John Guttke (w,s), George R. R. Martin (w)			
WHEN THE BLUE BIRD SINGS	BEAUTY AND THE BEAST	S: 2	E: 14
Robert Killebrew			
REQUIEM FOR A SUPERHERO	LOIS AND CLARK	S: 1	E: 5
Robert L. McCullough			
SAMARITAN SNARE	STAR TREK: THE NEXT GENERATION	S: 2	E: 17
SPACECROPPERS (aka HARVEST HOME)	GALACTICA 1980	S: 1	E: 6
Robert L. McCullough, C. Robert Brooks, Arthur Rowe			
JAMIE AND THE KING	BIONIC WOMAN, THE	S: 2	E: 17
Robert L. McCullough, Kenneth Johnson			
IN THIS CORNER, JAMIE SUMMERS	BIONIC WOMAN, THE	S: 2	E: 2
Robert Leslie Bellem			
DAGGER ISLAND	ADVENTURES OF SUPERMAN,THE	S: 4	E: 9
Robert Leslie Bellem & Whitney Ellsworth			
ALL THAT GLITTERS	ADVENTURES OF SUPERMAN,THE	S: 6	E: 13
DIVIDE AND CONQUER	ADVENTURES OF SUPERMAN,THE	S: 6	E: 3
SUPERMAN'S WIFE	ADVENTURES OF SUPERMAN,THE	S: 6	E: 9
THE ATOMIC CAPTIVE	ADVENTURES OF SUPERMAN,THE	S: 6	E: 5
THE MAGIC SECRET	ADVENTURES OF SUPERMAN,THE	S: 6	E: 2
THE MYSTERIOUS CUBE	ADVENTURES OF SUPERMAN,THE	S: 6	E: 4
THE PERILS OF SUPERMAN	ADVENTURES OF SUPERMAN,THE	S: 6	E: 12
Robert Levine			
CROSSROADS	JERICHO	S: 1	E: 9

Episode Title	Name of Programme		
Robert Lewin THE DEATH SCOUTS (100 MINUTES)	MAN FROM ATLANTIS	S: 1	E: 2
Robert Lewin, Gene Roddenberry DATAFORE	STAR TREK: THE NEXT GENERATION	S: 1	E: 12
Robert Lewin, Richard Manning, Hans Beimler SYMBIOSIS	STAR TREK: THE NEXT GENERATION	S: 1	E: 21
Robert M. Fresco NO FOOD FOR THOUGHT	SCIENCE FICTION THEATRE	S: 1	E: 6
Robert M. Fresco, Richard Joseph Tuber THE OTHER SIDE OF THE MOON	SCIENCE FICTION THEATRE	S: 1	E: 39
Robert Malcolm Young SYLVIA	IMMORTAL, THE	S: 1	E: 2
Robert Masello MAP OF THE MIND	SLIDERS	S: 5	E: 12
THE GREAT WORK	SLIDERS	S: 5	E: 4
Robert Maxwell & Whitney Ellsworth THE HUMAN BOMB	ADVENTURES OF SUPERMAN,THE	S: 1	E: 21
Robert Mintz BLACK WIDOW STRIKES AGAIN	BATMAN (1966)	S: 2	E: 55
CAUGHT IN THE SPIDER'S DEN	BATMAN (1966)	S: 2	E: 56
Robert Mintz, Allan Balter THE HUNDRED DAYS OF THE DRAGON	OUTER LIMITS,THE (1963)	S: 1	E: 2
THE MUTANT	OUTER LIMITS,THE (1963)	S: 1	E: 25
Robert Mitchell, Esther Mitchell JOURNEY TO THE OASIS (1-2)	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 3
THE CRYSTALS	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 8
Robert Muller/Clifford Simak BEACH HEAD	OUT OF THE UNKNOWN	S: 3	E: 4
Robert Muller/Isaac Asimov THE NAKED SUN	OUT OF THE UNKNOWN	S: 3	E: 7
THE PROPHET	OUT OF THE UNKNOWN	S: 2	E: 13
Robert Presnell Jr. THE CHASER	TWILIGHT ZONE,THE (1958)	S: 1	E: 31
Robert Rovner, Jon Cowan FACEOFF	BIONIC WOMAN (2007)	S: 1	E: 4
Robert Sabaroff HOME SOIL	STAR TREK: THE NEXT GENERATION	S: 1	E: 17
THE IMMUNITY SYNDROME	STAR TREK	S: 2	E: 18
VALLEY OF THE SHADOW	INVADERS,THE (1967)	S: 2	E: 4
Robert Schaefer, Eric Freiwald TARGET: HURRICANE	SCIENCE FICTION THEATRE	S: 1	E: 26
ROBERT SHEARMAN DALEK	DOCTOR WHO (2005)	S: 1	E: 6
THE LONG GAME	DOCTOR WHO (2005)	S: 1	E: 7
Robert Sheckley / Jack Pulman IMMORTALITY INC.	OUT OF THE UNKNOWN	S: 3	E: 1
Robert Sherman KNIGHT OF THE CHAMELEON	KNIGHT RIDER	S: 3	E: 10
PANIC	INVADERS,THE (1967)	S: 1	E: 14
THE CONDEMNED	INVADERS,THE (1967)	S: 1	E: 17
Robert Sloman PLANET OF THE SPIDERS (1-6)	DOCTOR WHO	S: 11	E: 5
THE GREEN DEATH (1-6)	DOCTOR WHO	S: 10	E: 5
THE TIME MONSTER (1-6)	DOCTOR WHO	S: 9	E: 5
Robert Smith EPISODE FIFTEEN	JUPITER MOON	S: 1	E: 15
Robert Smith, George Van Marter BEYOND	SCIENCE FICTION THEATRE	S: 1	E: 1
Robert Specht LITTLE WOLF	AIRWOLF	S: 3	E: 16
THE DEADLY CIRCLE	AIRWOLF	S: 3	E: 10

Science Fiction Writers

Episode Title	Name of Programme		
THE IMMORTAL (90 MINS)	IMMORTAL, THE	S: 1	E: 1
THE MIND GROUP	ARK II	S: 1	E: 12
THE RETURN	IMMORTAL, THE	S: 1	E: 13
Robert Specht & Chuck Menville			
ORKUS	ARK II	S: 1	E: 15
Robert Specht & Len Janson			
DON QUIXOTE	ARK II	S: 1	E: 14
Robert Stanson			
THE PRIMAL SCREAM	TATTOOED TEENAGE ALIEN FIGHTERS FROM BEVERLY HILLS	S: 1	E: 27
Robert Swanson			
THE GOLDEN ORBIT (1-2)	SALVAGE 1	S: 1	E: 7
Robert Towne			
THE CHAMELEON	OUTER LIMITS,THE (1963)	S: 1	E: 31
Robert Van Scoyk			
HUSH, HUSH	WAY OUT	S: 1	E: 11
Robert Vincent Wright			
...AND THE FIVE OF US ARE LEFT	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 2
DEADLY WATERS	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 7
GRAVEYARD OF FEAR	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 20
THE TERRIBLE TOYS	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 5
Robert W. Gilmer, Janis Hendler			
SILENT KNIGHT	KNIGHT RIDER	S: 2	E: 11
Robert W. Lenski			
THE GOOD SEEDS	PLANET OF THE APES	S: 1	E: 4
TOMORROW'S TIDE	PLANET OF THE APES	S: 1	E: 6
Robert Walden			
20/20 VISION	TWILIGHT ZONE,THE (1985)	S: 3	E: 12
Robert Ward			
THE PROGRAMMER	LEVEL 9	S: 1	E: 12
Robert Warnes Leach			
DATeline: MOON	MEN INTO SPACE	S: 1	E: 19
Robert Wolterstoff & Paul Belous			
"PILOT"	STREET HAWK	S: 1	E: 1
Robert Wolterstorff & Paul M. Belous			
UNSINKABLE 453	STREET HAWK	S: 1	E: 8
Robert Zemeckis, Bob Gale, Steve Fisher, David Chase			
CHOPPER	KOLCHAK: THE NIGHT STALKER	S: 1	E: 15
Robin Berhiem			
DREAM STALKER	EARTH: FINAL CONFLICT	S: 4	E: 10
Robin Bernheim			
THE HUNTED	STAR TREK: THE NEXT GENERATION	S: 3	E: 11
THE KEYS TO THE KINGDOM	EARTH: FINAL CONFLICT	S: 4	E: 14
Robin Bernhiem			
SINS OF THE FATHER	EARTH: FINAL CONFLICT	S: 4	E: 2
Robin Brancato			
WEDNESDAY'S CHILD	FIRST WAVE	S: 3	E: 11
Robin Burger			
FAIR HAVEN	STAR TREK: VOYAGER	S: 6	E: 11
LIVE FAST AND PROSPER	STAR TREK: VOYAGER	S: 6	E: 21
MEMORIAL	STAR TREK: VOYAGER	S: 6	E: 14
Robin Chapman			
BY THE PRICKING OF MY THUMBS...	DOOMWATCH	S: 2	E: 5
Robin Gill Bernheim			
DARK SPIRIT	BEAUTY AND THE BEAST	S: 1	E: 9
Robin Jill Bernheim			
A TALE OF TWO SWEETIES	QUANTUM LEAP	S: 5	E: 11
CHILL FACTOR	TEKWAR	S: 1	E: 8
DEEP COVER	TEKWAR	S: 1	E: 11
DR RUTH	QUANTUM LEAP	S: 5	E: 13
MEMPHIS MELODY	QUANTUM LEAP	S: 5	E: 20
UNKNOWN SOLDIER	TEKWAR	S: 1	E: 2

Episode Title	Name of Programme		
Robin Jill Bernheim, Richard C. Okie LEAPING OF THE SHREW	QUANTUM LEAP	S: 5	E: 2
Robin Love, Ron Cobb SHELTER,SKELTER	TWILIGHT ZONE,THE (1985)	S: 2	E: 17
Robin Riordan RESCUE	JOURNEY OF ALLEN STRANGE, THE	S: 1	E: 11
Rockne S. O'Bannon "PILOT"	FARSCAPE	S: 1	E: 1
FRACTURES	FARSCAPE	S: 3	E: 18
INTO THE LION'S DEN PART 2 : WOLF IN SHEEP'S CLOTHING	FARSCAPE	S: 3	E: 21
LIFE ON DEATH ROW	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 7
NIGHT OF THE MEEK	TWILIGHT ZONE,THE (1985)	S: 1	E: 30
PERSONAL DEMONS	TWILIGHT ZONE,THE (1985)	S: 1	E: 46
RELATIVITY	FARSCAPE	S: 3	E: 10
THE AFTER HOURS	TWILIGHT ZONE,THE (1985)	S: 2	E: 3
THE SHADOW MAN	TWILIGHT ZONE,THE (1985)	S: 1	E: 23
THE STORYTELLER	TWILIGHT ZONE,THE (1985)	S: 2	E: 8
WORD PLAY	TWILIGHT ZONE,THE (1985)	S: 1	E: 3
Rockne S. O'Bannon & David Kemper FAMILY TIES	FARSCAPE	S: 1	E: 22
Rockne S. O'Bannon, Tommy Thompson TO BE OR NOT TO BE	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 1
Rod Beecham ASSASSIN	BLAKES' 7	S: 4	E: 7
Rod Serling A HUNDRED YARDS OVER THE RIM	TWILIGHT ZONE,THE (1958)	S: 2	E: 23
A KIND OF STOPWATCH	TWILIGHT ZONE,THE (1958)	S: 5	E: 3
A MOST UNUSUAL CAMERA	TWILIGHT ZONE,THE (1958)	S: 2	E: 10
A PASSAGE FOR TRUMPET	TWILIGHT ZONE,THE (1958)	S: 1	E: 32
A QUALITY OF MERCY	TWILIGHT ZONE,THE (1958)	S: 3	E: 15
A SHORT DRINK FROM A CERTAIN FOUNTAIN	TWILIGHT ZONE,THE (1958)	S: 5	E: 12
A STOP AT WILLOUGHBY	TWILIGHT ZONE,THE (1958)	S: 1	E: 30
A THING ABOUT MACHINES	TWILIGHT ZONE,THE (1958)	S: 2	E: 4
AND WHEN THE SKY WAS OPENED	TWILIGHT ZONE,THE (1958)	S: 1	E: 11
BACK THERE	TWILIGHT ZONE,THE (1958)	S: 2	E: 13
CAVENDAR IS COMING	TWILIGHT ZONE,THE (1958)	S: 3	E: 36
DEATHS-HEAD REVISITED	TWILIGHT ZONE,THE (1958)	S: 3	E: 9
DUST	TWILIGHT ZONE,THE (1958)	S: 2	E: 12
ESCAPE CLAUSE	TWILIGHT ZONE,THE (1958)	S: 1	E: 6
EXECUTION	TWILIGHT ZONE,THE (1958)	S: 1	E: 26
EYE OF THE BEHOLDER	TWILIGHT ZONE, THE (2002)	S: 1	E: 39
FIVE CHARACTERS IN SEARCH OF AN EXIT	TWILIGHT ZONE,THE (1958)	S: 3	E: 14
FOUR O'CLOCK	TWILIGHT ZONE,THE (1958)	S: 3	E: 29
HE'S ALIVE	TWILIGHT ZONE,THE (1958)	S: 4	E: 4
HOCUS POCUS AND FRISBY	TWILIGHT ZONE,THE (1958)	S: 3	E: 30
I AM THE NIGHT-COLOR ME BLACK	TWILIGHT ZONE,THE (1958)	S: 5	E: 26
I SHOT AN ARROW INTO THE AIR	TWILIGHT ZONE,THE (1958)	S: 1	E: 15
IN PRAISE OF PIP	TWILIGHT ZONE,THE (1958)	S: 5	E: 1
JUDGEMENT NIGHT	TWILIGHT ZONE,THE (1958)	S: 1	E: 10
KING NINE WILL NOT RETURN	TWILIGHT ZONE,THE (1958)	S: 2	E: 1
MIRROR IMAGE	TWILIGHT ZONE,THE (1958)	S: 1	E: 21
MR BEVIS	TWILIGHT ZONE,THE (1958)	S: 1	E: 33
MR DENTON ON DOOMSDAY	TWILIGHT ZONE,THE (1958)	S: 1	E: 3
MR DINGLE,THE STRONG	TWILIGHT ZONE,THE (1958)	S: 2	E: 19
MR GARITY AND THE GRAVES	TWILIGHT ZONE,THE (1958)	S: 5	E: 32
NERVOUS MAN IN A FOUR DOLLAR ROOM	TWILIGHT ZONE,THE (1958)	S: 2	E: 3
NIGHT OF THE MEEK	TWILIGHT ZONE,THE (1958)	S: 2	E: 11
NIGHTMARE AS A CHILD	TWILIGHT ZONE,THE (1958)	S: 1	E: 29
NO TIME LIKE THE PAST	TWILIGHT ZONE,THE (1958)	S: 4	E: 10
OF LATE I THINK OF CLIFFORDVILLE	TWILIGHT ZONE,THE (1958)	S: 4	E: 14
ON THURSDAY WE LEAVE FOR HOME	TWILIGHT ZONE,THE (1958)	S: 4	E: 16
ONE FOR THE ANGELS	TWILIGHT ZONE,THE (1958)	S: 1	E: 2
ONE MORE PALLBEARER	TWILIGHT ZONE,THE (1958)	S: 3	E: 17
PEOPLE ARE ALIKE ALL OVER	TWILIGHT ZONE,THE (1958)	S: 1	E: 25

Episode Title**Name of Programme**

PROBE 7-OVER AND OUT	TWILIGHT ZONE,THE (1958)	S: 5	E: 10
SHOWDOWN WITH RANCE MCGREW	TWILIGHT ZONE,THE (1958)	S: 3	E: 20
SOUNDS AND SILENCES	TWILIGHT ZONE,THE (1958)	S: 5	E: 27
THE 7TH IS MADE UP OF PHANTOMS	TWILIGHT ZONE,THE (1958)	S: 5	E: 11
THE AFTER HOURS	TWILIGHT ZONE,THE (1958)	S: 1	E: 34
THE ARRIVAL	TWILIGHT ZONE,THE (1958)	S: 3	E: 2
THE BARD	TWILIGHT ZONE,THE (1958)	S: 4	E: 18
THE BIG TALL WISH	TWILIGHT ZONE,THE (1958)	S: 1	E: 27
THE BRAIN CENTRE AT WHIPPLE'S	TWILIGHT ZONE,THE (1958)	S: 5	E: 33
THE CHANGING OF THE GUARD	TWILIGHT ZONE,THE (1958)	S: 3	E: 37
THE DUMMY	TWILIGHT ZONE,THE (1958)	S: 3	E: 33
THE EYE OF THE BEHOLDER	TWILIGHT ZONE,THE (1958)	S: 2	E: 6
THE FEAR	TWILIGHT ZONE,THE (1958)	S: 5	E: 35
THE FEVER	TWILIGHT ZONE,THE (1958)	S: 1	E: 17
THE FOUR OF US ARE DYING	TWILIGHT ZONE,THE (1958)	S: 1	E: 13
THE GIFT	TWILIGHT ZONE,THE (1958)	S: 3	E: 32
THE HITCH-HIKER	TWILIGHT ZONE,THE (1958)	S: 1	E: 16
THE JEOPARDY ROOM	TWILIGHT ZONE,THE (1958)	S: 5	E: 29
THE LAST NIGHT OF A JOCKEY	TWILIGHT ZONE,THE (1958)	S: 5	E: 5
THE LATENESS OF THE HOUR	TWILIGHT ZONE,THE (1958)	S: 2	E: 8
THE LITTLE PEOPLE	TWILIGHT ZONE,THE (1958)	S: 3	E: 28
THE LONELY	TWILIGHT ZONE,THE (1958)	S: 1	E: 7
THE LONG MORROW	TWILIGHT ZONE,THE (1958)	S: 5	E: 16
THE MAN IN THE BOTTLE	TWILIGHT ZONE,THE (1958)	S: 2	E: 2
THE MASKS	TWILIGHT ZONE,THE (1958)	S: 5	E: 25
THE MIDNIGHT SUN	TWILIGHT ZONE,THE (1958)	S: 3	E: 10
THE MIGHTY CASEY	TWILIGHT ZONE,THE (1958)	S: 1	E: 35
THE MIND AND THE MATTER	TWILIGHT ZONE,THE (1958)	S: 2	E: 27
THE MIRROR	TWILIGHT ZONE,THE (1958)	S: 3	E: 6
THE MONSTERS ARE DUE ON MAPLE STREET	TWILIGHT ZONE,THE (1958)	S: 1	E: 22
THE OBSOLETE MAN	TWILIGHT ZONE,THE (1958)	S: 2	E: 29
THE ODYSSEY OF FLIGHT 33	TWILIGHT ZONE,THE (1958)	S: 2	E: 18
THE OLD MAN IN THE CAVE	TWILIGHT ZONE,THE (1958)	S: 5	E: 7
THE PARALLEL	TWILIGHT ZONE,THE (1958)	S: 4	E: 11
THE PASSERSBY	TWILIGHT ZONE,THE (1958)	S: 3	E: 4
THE PURPLE TESTAMENT	TWILIGHT ZONE,THE (1958)	S: 1	E: 19
THE RIP VAN WINKLE CAPER	TWILIGHT ZONE,THE (1958)	S: 2	E: 24
THE SHELTER	TWILIGHT ZONE,THE (1958)	S: 3	E: 3
THE SILENCE	TWILIGHT ZONE,THE (1958)	S: 2	E: 25
THE SIXTEEN-MILLEMETER SHRINE	TWILIGHT ZONE,THE (1958)	S: 1	E: 4
THE STILL VALLEY	TWILIGHT ZONE,THE (1958)	S: 3	E: 11
THE THIRY-FATHOM GRAVE	TWILIGHT ZONE,THE (1958)	S: 4	E: 2
THE TRADE-INS	TWILIGHT ZONE,THE (1958)	S: 3	E: 31
THE WHOLE TRUTH	TWILIGHT ZONE,THE (1958)	S: 2	E: 14
THIRD FROM THE SUN	TWILIGHT ZONE,THE (1958)	S: 1	E: 14
TIME ENOUGH AT LAST	TWILIGHT ZONE,THE (1958)	S: 1	E: 8
TO SERVE MAN	TWILIGHT ZONE,THE (1958)	S: 3	E: 24
TWENTY-TWO	TWILIGHT ZONE,THE (1958)	S: 2	E: 17
UNCLE SIMON	TWILIGHT ZONE,THE (1958)	S: 5	E: 8
WALKING DISTANCE	TWILIGHT ZONE,THE (1958)	S: 1	E: 5
WHAT YOU NEED	TWILIGHT ZONE,THE (1958)	S: 1	E: 12
WHERE IS EVERYBODY?	TWILIGHT ZONE,THE (1958)	S: 1	E: 1
WILL THE REAL MARTIAN PLEASE STAND UP	TWILIGHT ZONE,THE (1958)	S: 2	E: 28

Roderick Taylor

RULES OF ATTRACTION	OTHERWORLD	S: 1	E: 1
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Roderick Taylor, Bruce A. Taylor

BRAIN SALAD	DEAD AT 21	S: 1	E: 2
HOTEL CALIFORNIA	DEAD AT 21	S: 1	E: 11
IN THROUGH THE OUT DOOR (1-2)	DEAD AT 21	S: 1	E: 12
ROCK AND ROLL SUICIDE	OTHERWORLD	S: 1	E: 4
SHOCK THE MONKEY	DEAD AT 21	S: 1	E: 4
VILLAGE OF THE MOTOR PIGS (aka TRIBUNAL)	OTHERWORLD	S: 1	E: 5

Roderick Taylor, Coleman Luck

MANSION OF THE BEAST	OTHERWORLD	S: 1	E: 7
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Roger Gartland, Michael Allcock*Science Fiction Writers*

Episode Title	Name of Programme			
THE THIRD THING	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 7	
Roger Gernier				
PARCELLE BRILLANTE (SHINING PARTICLE)	HISTOIRES INSOLITES	S: 1	E: 6	
UN JOUR COMME LES AUTRES AVEC DES CACAHUETES (A DAY LIKE ANY OTHER, WITH PEANUTS)	HISTOIRES INSOLITES	S: 1	E: 5	
Roger Grenier				
LES GENS DE L'ETE (THE SUMMER PEOPLE)	HISTOIRES INSOLITES	S: 1	E: 2	
MONSIEUR BEBE (MISTER BABY)	HISTOIRES INSOLITES	S: 1	E: 1	
NUL N'EST PARFAIT (NOBODY'S PERFECT)	HISTOIRES INSOLITES	S: 1	E: 4	
Roger Marshall				
CONSPIRACY OF SILENCE	AVENGERS,THE	S: 2	E: 23	
DEATH OF A BATMAN	AVENGERS,THE	S: 3	E: 5	
DIAL A DEADLY NUMBER	AVENGERS,THE	S: 4	E: 10	
MANDRAKE	AVENGERS,THE	S: 3	E: 18	
PARASITES	SURVIVORS	S: 2	E: 9	
ROOM WITHOUT A VIEW	AVENGERS,THE	S: 4	E: 15	
SILENT DUST	AVENGERS,THE	S: 4	E: 14	
THE \$50,000 BREAKFAST	AVENGERS,THE	S: 6	E: 3	
THE DANGER MAKERS	AVENGERS,THE	S: 4	E: 20	
THE GILDED CAGE	AVENGERS,THE	S: 3	E: 7	
THE GIRL FROM AUNTIE	AVENGERS,THE	S: 4	E: 17	
Roger Marshall & Jeremy Scott				
DEATH OF A GREAT DANE	AVENGERS,THE	S: 2	E: 8	
THE REMOVAL MAN	AVENGERS,THE	S: 2	E: 6	
Roger Marshall & Phyllis Norman				
THE GOLDEN FLEECE	AVENGERS,THE	S: 3	E: 11	
Roger Parkes				
A CHANGE OF MIND	PRISONER, THE	S: 1	E: 12	
CHILDREN OF AURON	BLAKES' 7	S: 3	E: 7	
HEADHUNTER	BLAKES' 7	S: 4	E: 6	
NEW ARRIVALS	SURVIVORS	S: 2	E: 10	
NO ROOM FOR ERROR	DOOMWATCH	S: 2	E: 4	
SPARKS	SURVIVORS	S: 3	E: 8	
THE CHOSEN	SURVIVORS	S: 2	E: 8	
THE ENEMY	SURVIVORS	S: 3	E: 9	
THE PEACEMAKER	SURVIVORS	S: 3	E: 7	
VOICE FROM THE PAST	BLAKES' 7	S: 2	E: 10	
WITHOUT THE BOMB	DOOMWATCH	S: 3	E: 5	
Roger Price				
A MAN FOR EMILY (1-3)	TOMORROW PEOPLE,THE (1973)	S: 3	E: 3	
A RIFT IN TIME (1-4)	TOMORROW PEOPLE,THE (1973)	S: 2	E: 2	
ACHILLES HEEL (1-2)	TOMORROW PEOPLE,THE (1973)	S: 7	E: 2	
THE BLUE AND THE GREEN (1-5)	TOMORROW PEOPLE,THE (1973)	S: 2	E: 1	
THE DOOMSDAY MEN (1-4)	TOMORROW PEOPLE,THE (1973)	S: 2	E: 3	
THE LIVING SKINS (1-2)	TOMORROW PEOPLE,THE (1973)	S: 7	E: 3	
THE REVENGE OF JEDIKIAH (1-3)	TOMORROW PEOPLE,THE (1973)	S: 3	E: 4	
THE TOMORROW PEOPLE (1-5)	TOMORROW PEOPLE,THE (1992)	S: 1	E: 1	
WAR OF THE EMPIRES (1-4)	TOMORROW PEOPLE,THE (1973)	S: 8	E: 1	
Roger Reitzel				
HONEY, HE AIN'T RUDE, HE'S MY BROTHER	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 11	
HONEY, I'LL BE RIGHT WITCH YOU	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 21	
HONEY, I'M NOT UP TO PAR	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 7	
HONEY, I'M ROOTING FOR THE HOMETEAM	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 6	
HONEY, I'M WRESLING WITH A PROBLEM. . . AND THE CHIEF	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 9	
HONEY, THERE'S A POX ON OUR HOUSE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 14	
HONEY, YOU'RE DRIVING ME LIKE CRAZY	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 9	
Roger S.H. Schulman				
PHIL OF THE GARAGE	PHIL OF THE FUTURE	S: 2	E: 13	
VERSA DAY	PHIL OF THE FUTURE	S: 2	E: 1	
Roger Woddis				
HAMMER INTO ANVIL	PRISONER, THE	S: 1	E: 10	
Roger Wolfson				
TO KNOW HER	CENTURY CITY	S: 1	E: 2	

Roland Emmerich, Dean Devlin

Science Fiction Writers

Episode Title	Name of Programme		
"PILOT"	VISITOR, THE	S: 1	E: 1
Roland Starke, Dennis Landa			
A DATE WITH DOOMSDAY	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 18
Ron Burla			
MY BACK PAGES	ALF	S: 3	E: 8
SHAKE,RATTLE & ROLL	ALF	S: 3	E: 23
Ron Elliott			
A RARE FIND	PARALLAX	S: 1	E: 2
ACHEY, BREAKY HEART	PARALLAX	S: 1	E: 4
IT AIN'T OVER	PARALLAX	S: 1	E: 26
LOST IN PARADISE	PARALLAX	S: 1	E: 5
MY FAVOURITE MARTIN	PARALLAX	S: 1	E: 21
ONE BIG HAPPY FAMILY	PARALLAX	S: 1	E: 1
THE ARTFUL DODGET	PARALLAX	S: 1	E: 3
THE CURSE OF THE INCREDIBLY BAD NEWS	PARALLAX	S: 1	E: 12
Ron Friedman			
A MARTIAN'S SONATA IN MRS. B'S FLAT	MY FAVOURITE MARTIAN	S: 2	E: 34
BEAUTY ON PARADE	NEW ORIGINAL WONDER WOMAN,THE	S: 1	E: 4
FALL OF A LEGEND	LEGEND	S: 1	E: 10
JUST PAY TWO DOLLARS	SECOND HUNDRED YEARS,THE	S: 1	E: 8
Ron Koslow			
A HAPPY LIFE	BEAUTY AND THE BEAST	S: 1	E: 22
CHAMBER MUSIC	BEAUTY AND THE BEAST	S: 2	E: 1
ONCE UPON A TIME IN THE CITY OF NEW YORK	BEAUTY AND THE BEAST	S: 1	E: 1
Ron Koslow (w), J. Larry Carroll (s), David Bennett Carren (s)			
THE REST IS SILENCE	BEAUTY AND THE BEAST	S: 2	E: 22
Ron Koslow, Howard Gordon & Alex Gansa			
THOUGH LOVERS BE LOST	BEAUTY AND THE BEAST	S: 3	E: 1
Ron Milbauer, Terri Hughes			
I'M DREAMING OF A WHITE RANGER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 18
MEAN SCREEN	POWER RANGERS ZEO	S: 1	E: 12
Ron Nelson			
SAVE THE LAST TRANCE	BIG WOLF ON CAMPUS	S: 3	E: 8
Ron Oliver			
BETWEEN FRIENDS	ANIMORPHS	S: 1	E: 4
CHANGES (1-3)	ANIMORPHS	S: 2	E: 4
HAPPILY NEVER AFTER	IMMORTAL, THE (2000)	S: 1	E: 18
Ron Roman, Michael Piller, Richard Danus			
BOOBY TRAP	STAR TREK: THE NEXT GENERATION	S: 3	E: 6
Ron Surma, Ira Steven Behr, Hans Beimler			
A TIME TO STAND (PART 1 OF 6)	STAR TREK: DEEP SPACE NINE	S: 6	E: 1
Ron Taylor			
MURDER 101	SENTINEL, THE	S: 4	E: 2
Ron Thornton			
INTO THE DARK SO DEEP	HYPERNAUTS	S: 1	E: 7
Ron Wilkerson			
BETWEEN TWO FIRES	STARGATE SG1	S: 5	E: 9
PROVING GROUND	STARGATE SG1	S: 5	E: 13
RED SKY	STARGATE SG1	S: 5	E: 5
THE SENTINEL	STARGATE SG1	S: 5	E: 20
Ron Wilkerson & Robert C. Cooper			
COVENANT	STARGATE SG1	S: 8	E: 8
Rona Munro			
SURVIVAL (1-3)	DOCTOR WHO	S: 26	E: 4
Ronald D. Moore			
33	BATTLESTAR GALACTICA (2004)	S: 1	E: 1
ASK NOT	ROSWELL	S: 2	E: 2
CHAIN OF COMMAND (1-2)	STAR TREK: THE NEXT GENERATION	S: 6	E: 10
CHANGE OF HEART	STAR TREK: DEEP SPACE NINE	S: 6	E: 16
CHANT DOWN BABYLON	ROSWELL	S: 3	E: 14
CRY YOUR NAME	ROSWELL	S: 2	E: 17

Episode Title	Name of Programme	S:	E:
DARKNESS AND THE LIGHT	STAR TREK: DEEP SPACE NINE	5	11
DEFIANT	STAR TREK: DEEP SPACE NINE	3	8
DESCENT (PART 1)	STAR TREK: THE NEXT GENERATION	6	23
DISASTER	STAR TREK: THE NEXT GENERATION	5	5
DISTURBING BEHAVIOUR (PART 1 OF 2)	ROSWELL	2	13
DR BASHIR, I PRESUME	STAR TREK: DEEP SPACE NINE	5	16
ETHICS	STAR TREK: THE NEXT GENERATION	5	15
FAMILY	STAR TREK: THE NEXT GENERATION	4	2
FOR THE CAUSE	STAR TREK: DEEP SPACE NINE	4	21
I MARRIED AN ALIEN	ROSWELL	3	11
IN THE CARDS	STAR TREK: DEEP SPACE NINE	5	25
INTER ARMA ENIM SILENT LEGES	STAR TREK: DEEP SPACE NINE	7	16
JOUNREY'S END	STAR TREK: THE NEXT GENERATION	7	19
KOBOL'S LAST GLEAMING (PART 1 OF 2)	BATTLESTAR GALACTICA (2004)	1	12
KOBOL'S LAST GLEAMING (PART 2 OF 2)	BATTLESTAR GALACTICA (2004)	1	13
LAY DOWN YOUR BURDENS (PART 1 OF 2)	BATTLESTAR GALACTICA (2004)	2	19
LIFE SUPPORT	STAR TREK: DEEP SPACE NINE	3	11
LOOKING FOR PAR'MACH IN ALL THE WRONG PLACES	STAR TREK: DEEP SPACE NINE	5	3
MAX IN THE CITY (PART 2 OF 2)	ROSWELL	2	9
MICHAEL, THE GUYS AND THE GREAT SNAPPLE CAPER	ROSWELL	3	2
OCCUPATION	BATTLESTAR GALACTICA (2004)	3	1
ONCE MORE INTO THE BREACH	STAR TREK: DEEP SPACE NINE	7	7
OUR MAN BASHIR	STAR TREK: DEEP SPACE NINE	4	9
PRECIPICE	BATTLESTAR GALACTICA (2004)	3	2
REDEMPTION (PART 1)	STAR TREK: THE NEXT GENERATION	4	26
REDEMPTION (PART 2)	STAR TREK: THE NEXT GENERATION	5	1
RELICS	STAR TREK: THE NEXT GENERATION	6	4
RIGHTFUL HEIR	STAR TREK: THE NEXT GENERATION	6	21
ROCKS AND HOALS (PART 2 OF 6)	STAR TREK: DEEP SPACE NINE	6	2
RULES OF ENGAGEMENT	STAR TREK: DEEP SPACE NINE	4	17
SOLDIERS OF THE EMPIRE	STAR TREK: DEEP SPACE NINE	5	21
SONS OF MOGH	STAR TREK: DEEP SPACE NINE	4	14
STRANGE BEDFELLOWS (PART 3 OF 10)	STAR TREK: DEEP SPACE NINE	7	19
SURVIVAL INSTINCT	STAR TREK: VOYAGER	6	2
TACKING WITH THE WIND (PART 6 OF 10)	STAR TREK: DEEP SPACE NINE	7	22
TAKE ME OUT OF THE HOLOSUITE	STAR TREK: DEEP SPACE NINE	7	4
TAPESTRY	STAR TREK: THE NEXT GENERATION	6	14
THE BONDING	STAR TREK: THE NEXT GENERATION	3	5
THE DEFECTOR	STAR TREK: THE NEXT GENERATION	3	10
THE DIE IS CAST (PART 2 OF 2)	STAR TREK: DEEP SPACE NINE	3	19
THE HOUSE OF QUARK	STAR TREK: DEEP SPACE NINE	3	2
THE NEXT PHASE	STAR TREK: THE NEXT GENERATION	5	23
THE PEGASUS	STAR TREK: THE NEXT GENERATION	7	11
THE SEARCH (1-2)	STAR TREK: DEEP SPACE NINE	3	1
THE SOUND OF HER VOICE	STAR TREK: DEEP SPACE NINE	6	25
THE VALIANT	STAR TREK: DEEP SPACE NINE	6	22
THINE OWN SELF	STAR TREK: THE NEXT GENERATION	7	15
TO HAVE AND TO HOLD	ROSWELL	3	6
WALTZ	STAR TREK: DEEP SPACE NINE	6	11
WATER	BATTLESTAR GALACTICA (2004)	1	2
YOU ARE CORDIALLY INVITED...	STAR TREK: DEEP SPACE NINE	6	7
Ronald D. Moore (w), David Mack (s), John J. Ordover (s)			
IT'S ONLY A PAPER MOON	STAR TREK: DEEP SPACE NINE	7	10
Ronald D. Moore, Brannon Braga			
ALL GOOD THINGS...	STAR TREK: THE NEXT GENERATION	7	24
Ronald D. Moore, David Eick			
HOME: PART 2	BATTLESTAR GALACTICA (2004)	2	7
Ronald D. Moore, René Echevarria			
REJOINED	STAR TREK: DEEP SPACE NINE	4	5
TRIALS AND TRIBBLE-ATIONS	STAR TREK: DEEP SPACE NINE	5	6
Ronald D. Moore, W. Reed Moran			
SINS OF THE FATHER	STAR TREK: THE NEXT GENERATION	3	17
Ronald Davidson			
ATOMIC PERIL	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	1	2
CAPTIVES OF THE ZERO HOUR	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	1	11

Episode Title	Name of Programme		
COSMIC VENGEANCE	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 3
DESTROYERS OF THE SUN	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 6
ENEMIES OF THE UNIVERSE (PILOT)	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 1
LOST IN OUTER SPACE	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 12
NIGHTMARE TYPHOON	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 4
ROBOT MONSTER FROM MARS	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 7
WAR OF THE SPACE GIANTS	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 5
Ronald M. Cohen			
DEATH TAKES A HOLIDAY	TIME TRAX	S: 1	E: 6
Ronald Wilkerson, Jean Louise Matthias, Ron Wilkerson			
LESSONS	STAR TREK: THE NEXT GENERATION	S: 6	E: 17
Ronald Wilson, Jean Louise Matthias, Ron Wilkerson			
LEARNING CURVE	STAR TREK: VOYAGER	S: 1	E: 15
Rose Schacht, Ann Powell			
FEVER	SLIDERS	S: 1	E: 2
Ross Clyde			
PERESTROIKA	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 22
Ross Hirshorn			
SOCIETY'S PET	STARMAN	S: 1	E: 9
Ross Venokur			
COUPLES	TICK, THE	S: 1	E: 3
Rowena Rumble			
EPISODE EIGHTY-EIGHT	JUPITER MOON	S: 1	E: 88
EPISODE ONE-HUNDRED-FORTY-NINE	JUPITER MOON	S: 1	E: 149
Roy Clarke			
A DRAGON BY ANY OTHER NAME	WANDERER,THE	S: 1	E: 9
BRIDGES	WANDERER,THE	S: 1	E: 3
CASTLE TAKES KNIGHT	WANDERER,THE	S: 1	E: 5
CLARE	WANDERER,THE	S: 1	E: 6
EVERYBODY MUST GET STONED	WANDERER,THE	S: 1	E: 8
FALSE WITNESS	WANDERER,THE	S: 1	E: 4
HOME	WANDERER,THE	S: 1	E: 12
KNIGHT TIME	WANDERER,THE	S: 1	E: 13
MIND GAMES	WANDERER,THE	S: 1	E: 2
NO BULL	WANDERER,THE	S: 1	E: 7
REBIRTH	WANDERER,THE	S: 1	E: 1
SEE NO EVIL	WANDERER,THE	S: 1	E: 10
WASTE NOT, WANT NOT	WANDERER,THE	S: 1	E: 11
Roy Hamilton			
PERRY WHITE'S SCOOP	ADVENTURES OF SUPERMAN,THE	S: 2	E: 19
STAR OF FATE	ADVENTURES OF SUPERMAN,THE	S: 2	E: 24
THE MAN WHO COULD READ MINDS	ADVENTURES OF SUPERMAN,THE	S: 2	E: 3
Roy Russell			
THE KILLER DOLPHINS	DOOMWATCH	S: 3	E: 11
Royal Cole			
BEWARE THE WRECKER	ADVENTURES OF SUPERMAN,THE	S: 2	E: 20
Rudolph Borchert			
PLAGUE	GREATEST AMERICAN HERO,THE	S: 2	E: 8
SANCTUARY EARTH	BIONIC WOMAN, THE	S: 3	E: 16
SPACE RANGER	GREATEST AMERICAN HERO,THE	S: 3	E: 8
THE GOOD SAMARITAN	GREATEST AMERICAN HERO,THE	S: 2	E: 19
THE RIPPER	KOLCHAK: THE NIGHT STALKER	S: 1	E: 1
THE TREVI COLLECTION	KOLCHAK: THE NIGHT STALKER	S: 1	E: 14
THE YOUTH KILLER	KOLCHAK: THE NIGHT STALKER	S: 1	E: 19
UFO (aka THEY HAVE BEEN,THEY ARE,THEY WILL BE...)	KOLCHAK: THE NIGHT STALKER	S: 1	E: 3
Ruel Fischmann			
DARK ISLAND	SALVAGE 1	S: 1	E: 2
DEEP SHOCK	INCREDIBLE HULK,THE	S: 4	E: 4
ENDURANCE (AKA SURVIVAL)	POWERS OF MATTHEW STARR, THE	S: 1	E: 9
Ruel Fischmann, Richard Chapman			
ENERGY SOLUTION	SALVAGE 1	S: 1	E: 11
THE BUGATTI TREASURE	SALVAGE 1	S: 1	E: 6

Ruric Powell

Science Fiction Writers

Episode Title	Name of Programme		
CONFLICT	U.F.O.	S: 1	E: 4
THE DALOTEK AFFAIR	U.F.O.	S: 1	E: 17
Russel Friend, Garrett Lerner			
BEHIND THE MUSIC	ROSWELL	S: 3	E: 8
PANACEA	ROSWELL	S: 3	E: 13
SUBJECT: COELACANTH THIS!	FREAKYLINKS	S: 1	E: 4
SUBJECT: DESERT SQUID! MYTH OR LEGEND?	FREAKYLINKS	S: 1	E: 5
SUBJECT: SUNRISE AT SUNSET STREAMS	FREAKYLINKS	S: 1	E: 12
Russell Bates			
LIGHTS OF MYSTERY MOUNTAIN	SECRETS OF ISIS, THE	S: 1	E: 1
RUSSELL T. DAVIES			
ALIENS IN LONDON	DOCTOR WHO (2005)	S: 1	E: 4
BAD WOLF	DOCTOR WHO (2005)	S: 1	E: 12
BOOM TOWN	DOCTOR WHO (2005)	S: 1	E: 11
EVERTHING CHANGES	TORCHWOOD	S: 1	E: 1
GRIDLOCK	DOCTOR WHO (2005)	S: 3	E: 3
LAST OF THE TIME LORDS (PART 3 OF 3)	DOCTOR WHO (2005)	S: 3	E: 13
NEW EARTH	DOCTOR WHO (2005)	S: 2	E: 1
PART 4-6	DARK SEASON	S: 1	E: 2
PARTS 1-3	DARK SEASON	S: 1	E: 1
ROSE	DOCTOR WHO (2005)	S: 1	E: 1
SMITH AND JONES	DOCTOR WHO (2005)	S: 3	E: 1
THE CHRISTMAS INVASION (SPECIAL)	DOCTOR WHO (2005)	S: 1	E: 14
THE END OF THE WORLD	DOCTOR WHO (2005)	S: 1	E: 2
THE PARTING OF THE WAYS	DOCTOR WHO (2005)	S: 1	E: 13
THE SOUND OF DRUMS (PART 2 OF 3)	DOCTOR WHO (2005)	S: 3	E: 12
TOOTH AND CLAW	DOCTOR WHO (2005)	S: 2	E: 2
UTOPIA (PART 1 OF 3)	DOCTOR WHO (2005)	S: 3	E: 11
VOYAGE OF THE DAMNED (71 MINUTES)	DOCTOR WHO (2005)	S: 3	E: 14
WORLD WAR THREE	DOCTOR WHO (2005)	S: 1	E: 5
Russell T. Davies & Gareth Roberts			
INVASION OF THE BANE	SARAH JANE ADVENTURES, THE	S: 1	E: 1
RUSSELL T.DAVIES			
ARMY OF GHOSTS	DOCTOR WHO (2005)	S: 2	E: 12
DOOMSDAY	DOCTOR WHO (2005)	S: 2	E: 13
LOVE & MONSTERS	DOCTOR WHO (2005)	S: 2	E: 10
THE RUNAWAY BRIDE	DOCTOR WHO (2005)	S: 2	E: 14
S. Smith Miller			
MATA HARI	FIRST WAVE	S: 1	E: 3
S.A. Lombino			
APPOINTMENT ON MARS	TALES OF TOMORROW	S: 1	E: 38
S.S. Schweitzer			
A HONEYMOON TO KILL	SEARCH (aka SEARCH CONTROL)	S: 1	E: 14
DIANA'S DISAPPEARING ACT	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 14
NUMBERED FOR DEATH	SEARCH (aka SEARCH CONTROL)	S: 1	E: 16
OPERATION ICEMAN	SEARCH (aka SEARCH CONTROL)	S: 1	E: 7
S.S. Schweitzer, Don Balluck			
THE MATTSON PAPERS	SEARCH (aka SEARCH CONTROL)	S: 1	E: 20
S.S. Wilson, Brent Maddock			
GHOST DANCE	TREMORS	S: 1	E: 2
S.S. Wilson, Brent Maddock, Nancy Roberts			
FEEDING FRENZY	TREMORS	S: 1	E: 1
Sally Caves			
HOLLOW PURSUITS	STAR TREK: THE NEXT GENERATION	S: 3	E: 21
Sally Lapiduss			
I, E.T.	FARSCAPE	S: 1	E: 7
THEY'VE GOT A SECRET	FARSCAPE	S: 1	E: 10
Sam Egan			
A CLEAN ESCAPE	MASTERS OF SCIENCE FICTION	S: 1	E: 1
CAPTIVE NIGHT (aka HOSTAGE NIGHT)	INCREDIBLE HULK,THE	S: 3	E: 11
CITY OF ROSES	JEREMIAH	S: 1	E: 9
DEATH BY DESIGN	AUTOMAN	S: 1	E: 12
DONOR	OUTER LIMITS,THE (1995)	S: 5	E: 2

Episode Title	Name of Programme		
FEAR ITSELF	OUTER LIMITS,THE (1995)	S: 4	E: 12
FINAL APPEAL (TWO PART STORY)	OUTER LIMITS,THE (1995)	S: 6	E: 22
GETTYSBURG	OUTER LIMITS,THE (1995)	S: 6	E: 18
LITHIA	OUTER LIMITS,THE (1995)	S: 4	E: 17
MOON IN GEMINI	JEREMIAH	S: 1	E: 16
MURDER TAKE ONE	AUTOMAN	S: 1	E: 10
MY FAVOURITE MAGICIAN	INCREDIBLE HULK,THE	S: 3	E: 5
NEW LEASE	OUTER LIMITS,THE (1995)	S: 3	E: 11
NIGHTMARE	OUTER LIMITS,THE (1995)	S: 4	E: 20
OUT OF THE ASHES	JEREMIAH	S: 1	E: 17
REPLICA	OUTER LIMITS,THE (1995)	S: 7	E: 7
RING OF TRUTH	JEREMIAH	S: 1	E: 15
SECOND THOUGHTS	OUTER LIMITS,THE (1995)	S: 3	E: 2
THE BAG	JEREMIAH	S: 1	E: 7
THE BEHOLDER	OUTER LIMITS,THE (1995)	S: 6	E: 6
THE GREAT PRETENDER	AUTOMAN	S: 1	E: 3
THE GUN	OUTER LIMITS,THE (1995)	S: 6	E: 2
THE HUNT	OUTER LIMITS,THE (1995)	S: 4	E: 2
THE INHERITORS	OUTER LIMITS,THE (1995)	S: 5	E: 17
THE JOINING	OUTER LIMITS,THE (1995)	S: 4	E: 13
THE RED KISS	JEREMIAH	S: 1	E: 13
THE TOUCH	JEREMIAH	S: 1	E: 8
THE VESSEL	OUTER LIMITS,THE (1995)	S: 7	E: 5
THIEVES' HONOR	JEREMIAH	S: 1	E: 14
TIME TO TIME	OUTER LIMITS,THE (1995)	S: 7	E: 15
TOUCHSTONE	STARGATE SG1	S: 2	E: 13
TRIBUNAL	OUTER LIMITS,THE (1995)	S: 5	E: 12
UNREASONABLE FACSIMILE	AUTOMAN	S: 1	E: 5
WATCHBIRD	MASTERS OF SCIENCE FICTION	S: 1	E: 6
Sam Ernst, Jim Dunn			
OUTCOME	DEAD ZONE, THE	S: 6	E: 8
Sam Graham, Mark Harris			
THE POWER	SPACE PRECINCT	S: 1	E: 12
Sam Hamm			
M.A.N.T.I.S. (PILOT) (1-2)	M.A.N.T.I.S.	S: 1	E: 0
Sam Lawrence			
... BUT WE THINK YOU HAVE TO GO	GOODNIGHT SWEETHEART	S: 5	E: 7
CALIFORNIA DREAMIN'	GOODNIGHT SWEETHEART	S: 6	E: 3
COME FLY WITH ME	GOODNIGHT SWEETHEART	S: 4	E: 8
HOW I WON THE WAR	GOODNIGHT SWEETHEART	S: 6	E: 7
IN THE MOOD	GOODNIGHT SWEETHEART	S: 4	E: 2
MY HEART BELONGS TO DADDY	GOODNIGHT SWEETHEART	S: 5	E: 10
OUT OF TOWN	GOODNIGHT SWEETHEART	S: 4	E: 3
SOMETHING FISHIE	GOODNIGHT SWEETHEART	S: 6	E: 8
WE DON'T WANT TO LOSE YOU	GOODNIGHT SWEETHEART	S: 5	E: 6
Sam Okun			
DOGMATIC CHANGE	VR TROOPERS	S: 1	E: 15
Sam O'Neal & Neal Boushell			
SWEET AND SOUR VICTORY	SABRINA THE TEENAGE WITCH	S: 1	E: 10
Sam Rolfe			
THE VENGEANCE FACTOR	STAR TREK: THE NEXT GENERATION	S: 3	E: 9
THE VULCAN AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 1	E: 1
VORTEX	STAR TREK: DEEP SPACE NINE	S: 1	E: 11
Sam Ross and Wilton Schiller			
INFILTRATORS	SIX MILLION DOLLAR MAN,THE	S: 4	E: 16
Sam Wendel			
GAME OVER	BIG WOLF ON CAMPUS	S: 1	E: 22
Sameul A. Peeples			
THE MATA HARI AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 4
Samuel A. Peeples			
WHERE NO MAN HAS GONE BEFORE	STAR TREK	S: 1	E: 4
Samuel Roeca			
ABOMINABLE SNOWMAN	LAND OF THE LOST (1974)	S: 3	E: 9

Episode Title	Name of Programme		
CORNERED	LAND OF THE LOST (1974)	S: 3	E: 6
SURVIVAL KIT	LAND OF THE LOST (1974)	S: 3	E: 2
Samuel Roeca, Ib Melchior			
THE PREMONITION	OUTER LIMITS,THE (1963)	S: 2	E: 15
Sandra Berg, Judith Berg			
SPIRIT OF THE SWAMP	SWAMP THING	S: 1	E: 5
Sandy Frank			
WHUPSUMASS	SECRET AGENT MAN	S: 1	E: 3
Sandy Fries			
COMING OF AGE	STAR TREK: THE NEXT GENERATION	S: 1	E: 18
OUT OF LUCK	SUPERBOY	S: 4	E: 12
Sandy Fries, Robert Wolterstorff			
A LITTLE MIRACLE	QUANTUM LEAP	S: 3	E: 10
Sandy Gunter			
HONEY, I'M THE SORCERER'S APPRENTICE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 11
Sara B. Charno			
EYE OF THE BEHOLDER	SLEEPWALKERS	S: 1	E: 3
Sara Barnes			
A MEANS TO AN END	JEREMIAH	S: 1	E: 18
rites of passage	JEREMIAH	S: 2	E: 5
STATE OF THE UNION	JEREMIAH	S: 2	E: 13
Sara Barnes, A L Katz			
MOTHER OF INVENTION	JEREMIAH	S: 1	E: 6
Sara Charno			
AUBREY	X FILES,THE	S: 2	E: 12
THE CALUSARI	X FILES,THE	S: 2	E: 21
Sara Israel			
THE WEB	SPECIAL UNIT 2	S: 1	E: 4
Sarah Dodd			
CHANGO	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 12
PENTIMENTO	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 18
'TIL DEATH DO US PART	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 11
Sarah Fain, Elizabeth Craft			
SHINY HAPPY PEOPLE	ANGEL	S: 4	E: 18
SOULLESS	ANGEL	S: 4	E: 11
UNDERNEATH	ANGEL	S: 5	E: 17
UNLEASHED	ANGEL	S: 5	E: 3
Sarah Fain, Elizabeth Craft, Jeffrey Bell			
PLAYERS	ANGEL	S: 4	E: 16
Sarah Fain, Elizabeth Craft, Steven S. DeKnight			
RELEASE	ANGEL	S: 4	E: 14
Sarett Rudley			
MISS BELLE	JOURNEY TO THE UNKNOWN	S: 1	E: 17
Sarit Catz, Gloria Ketterer			
HONEY, I'VE BEEN DUPED	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 7
Savage Steve Holland			
A NIGHTMARE ON BEANS STREET	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 11
BEANS AND THE SATANIC BACKWARDS MASKING CONSPIRACY	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 4
BEANS FINDS HIS DAD BUT . . . (1-2)	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 8
BEANS FIRST ADVENTURE (1-2)	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 1
BEANS FOR PRESIDENT	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 3
BEANS GOES TO CAMP	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 10
BEANS IN JUNGLELAND	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 15
BEANS' UNPLEASANT INTRUDCTION TO MODERN SCIENCES	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 9
BEANS' WICKED AND AWESOM ADVENTURES AT COLLEE	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 5
BEAUTY AND THE BEANS	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 2
Savage Steve Holland, Andrew Katz, Larry Schulze			
BEANS UNDER THE WEATHER	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 13
Scott A. Williams			
ENCORE	BRIMSTONE	S: 1	E: 3
EXECUTIONER	BRIMSTONE	S: 1	E: 6

Episode Title	Name of Programme		
Scott Brown			
NECESSITY IS THE MOTHER OF INFECTION	SPY GAMES	S: 1	E: 11
Scott Brown & Eric Morris			
YOU JUST CAN'T TRUST ANYBODY THESE DAYS	SPY GAMES	S: 1	E: 5
Scott Frost			
THE LONG DARK	BABYLON 5	S: 2	E: 5
THE OTHERS	ANDROMEDA	S: 4	E: 14
THE TEST	ANDROMEDA	S: 5	E: 10
Scott Jackson, Rick Parks			
EXOR-SIS	BIG WOLF ON CAMPUS	S: 1	E: 20
Scott Kaufer, Chris Carter			
YOUNG AT HEART	X FILES,THE	S: 1	E: 16
Scott Lew			
SWITCH	DEAD ZONE, THE	S: 6	E: 6
Scott Murphy			
ASCENSION	FLASH GORDON (2007)	S: 1	E: 5
CARPE NOCTEM	ANGEL	S: 3	E: 4
PROVIDER	ANGEL	S: 3	E: 12
Scott Nimerfro			
PEOPLE'S CHOICE	PERVERSIONS OF SCIENCE	S: 1	E: 10
THE INVISIBLE	SPECIAL UNIT 2	S: 2	E: 4
Scott Nimerfro and Martin Weiss			
THE STRAW	SPECIAL UNIT 2	S: 2	E: 10
Scott Peters			
BREACH	TRACKER	S: 1	E: 9
ESSENCE OF LIFE	OUTER LIMITS,THE (1995)	S: 5	E: 18
NEST	OUTER LIMITS,THE (1995)	S: 6	E: 21
ON THE RUN	ANIMORPHS	S: 1	E: 3
SIMON SAYS	OUTER LIMITS,THE (1995)	S: 6	E: 8
SKIN DEEP	OUTER LIMITS,THE (1995)	S: 6	E: 3
SUMMIT	OUTER LIMITS,THE (1995)	S: 5	E: 13
THE FORGOTTEN	ANIMORPHS	S: 1	E: 11
THE PLAGUE	TRACKER	S: 1	E: 5
THE SHROUD	OUTER LIMITS,THE (1995)	S: 5	E: 10
WEIGHT OF THE WORLD	4400, THE	S: 2	E: 4
WHITE LIGHT	4400, THE	S: 1	E: 5
Scott Peters, René Echevarria			
PILOT (THE RETURN)	4400, THE	S: 1	E: 1
Scott Rosenbaum			
CHUCK VERSUS THE SIZZLING SHRIMP	CHUCK	S: 1	E: 5
Scott Rubenstein, Leonard Mlodinow			
THE DAUPHIN	STAR TREK: THE NEXT GENERATION	S: 2	E: 10
Scott Shepherd			
BLIND FAITH	QUANTUM LEAP	S: 2	E: 5
DRIFT	DEAD ZONE, THE	S: 6	E: 10
LAST SUPPER	OUTER LIMITS,THE (1995)	S: 3	E: 4
Scott Shepherd, Donald P. Bellisario			
A PORTRAIT OF TROIAN	QUANTUM LEAP	S: 2	E: 11
Scott Smith Miller			
CALIFORNIA REICH	SLIDERS	S: 4	E: 11
EGGHEADS	SLIDERS	S: 1	E: 6
ELECTRIC TWISTER ACID TEST	SLIDERS	S: 3	E: 3
GREATFELLAS	SLIDERS	S: 2	E: 10
SLIDE LIKE AN EGYPTIAN	SLIDERS	S: 3	E: 14
THE GOOD, THE BAD AND THE WEALTHY	SLIDERS	S: 2	E: 4
Scott Spencer Gordan			
BALLAD OF GILLIGAN'S ISLAND	ALF	S: 2	E: 2
DO YOU BELIEVE IN MAGIC?	ALF	S: 3	E: 10
FUNERAL FOR A FRIEND	ALF	S: 3	E: 19
YOU AIN'T NOTHING BUT A HOUND DOG	ALF	S: 2	E: 18
Sean Abley			
DRIVE	SO WEIRD	S: 2	E: 2

Episode Title	Name of Programme		
REWIND	SO WEIRD	S: 3	E: 7
WEB SIGHT	SO WEIRD	S: 1	E: 2
Sean Baine			
THE MEDICINE BOW INCIDENT	PROJECT UFO	S: 1	E: 5
Sean Carley			
THINGS UNSEEN	CHARLIE JADE	S: 1	E: 15
Sean Catherine Derek			
DEBT OF THE DRAGON	MORTAL KOMBAT : CONQUEST	S: 1	E: 6
IMMORTAL COMBAT	MORTAL KOMBAT : CONQUEST	S: 1	E: 3
THE ESSENCE	MORTAL KOMBAT : CONQUEST	S: 1	E: 4
THICKER THAN BLOOD	MORTAL KOMBAT : CONQUEST	S: 1	E: 10
Sean Catherine Derek, James Cappe			
STOLEN LIES	MORTAL KOMBAT : CONQUEST	S: 1	E: 20
Sean Cholodenko			
ANGELS AND DEVILS	EARLY EDITION	S: 2	E: 6
Sean Clark			
CRUMB AGAIN	EARLY EDITION	S: 3	E: 19
DEADLINE	EARLY EDITION	S: 3	E: 8
LT. HOBSON, USN	EARLY EDITION	S: 3	E: 4
LUCK O' THE IRISH	EARLY EDITION	S: 4	E: 21
PLAY IT AGAIN SAMMO	EARLY EDITION	S: 3	E: 22
TAKE ME OUT TO THE BALL GAME	EARLY EDITION	S: 4	E: 3
THE LAST UNTOUCHABLE	EARLY EDITION	S: 3	E: 13
WALK, DON'T RUN	EARLY EDITION	S: 2	E: 13
Sean Clark, Alex Taub			
DON'T WALK AWAY, RENEE	EARLY EDITION	S: 2	E: 20
Sean Hignett			
AFTER-IMAGE	OMEGA FACTOR, THE	S: 1	E: 4
DOUBLE VISION	OMEGA FACTOR, THE	S: 1	E: 9
Sean Kelly			
THE GAME BEGINS	ACE LIGHTNING	S: 1	E: 1
Sean Veder			
DICK SOUP FOR THE SOUL	THIRD ROCK FROM THE SUN	S: 6	E: 16
Seeleg Lester			
STOP WHEN THE RED LIGHTS FLASHED	INVISIBLE MAN,THE (1975)	S: 1	E: 9
THE PROBE	OUTER LIMITS,THE (1963)	S: 2	E: 16
WOLF 359	OUTER LIMITS,THE (1963)	S: 2	E: 8
Seeleg Lester, Sam Neuman			
THE INHERITORS (2 PART STORY)	OUTER LIMITS,THE (1963)	S: 2	E: 10
Seth Weisburst, Daniel Wolowicz			
BURNED	TWILIGHT ZONE, THE (2002)	S: 1	E: 44
Seth Wisebord			
FIGHT BACK	ALF	S: 3	E: 12
ISN'T IT ROMANTIC	ALF	S: 2	E: 10
Shane Rimmer			
AVALANCHE	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 5
BIG FISH,THE	JOE 90	S: 1	E: 10
BREAKOUT	JOE 90	S: 1	E: 21
EXPO 2068	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 26
KING FOR A DAY	JOE 90	S: 1	E: 7
RELATIVE DANGER	JOE 90	S: 1	E: 11
SPLASHDOWN	JOE 90	S: 1	E: 9
THE FORTRESS	JOE 90	S: 1	E: 6
Shane Rimmer, Brian Heard			
HOLE IN ONE	SECRET SERVICE,THE	S: 1	E: 6
Shannon Dobson			
WHEN OR WHERE	EARLY EDITION	S: 2	E: 16
Shari Goodhartz			
BOUNCING OF THE WALLS	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 4
THE MOST TOYS	STAR TREK: THE NEXT GENERATION	S: 3	E: 22
Shaun Cassidy			
LIGHTS OUT	INVASION	S: 1	E: 2

Episode Title	Name of Programme		
PILOT	INVASION	S: 1	E: 1
REDEMPTION	INVASION	S: 1	E: 13
ROUND UP	INVASION	S: 1	E: 21
Shaun Cassidy, Becky Hartman Edwards			
THE HUNT	INVASION	S: 1	E: 6
Shaun Cassidy, Juan Carlos Coto			
ORIGIN OF SPECIES	INVASION	S: 1	E: 10
Shawn Alex Thompson			
VIRTUAL FUTURE	OUTER LIMITS,THE (1995)	S: 1	E: 7
Shawn Ryan			
BELONGING	ANGEL	S: 2	E: 19
FIRST IMPRESSIONS	ANGEL	S: 2	E: 3
Shawn Ryan, Mere Smith			
BLOOD MONEY	ANGEL	S: 2	E: 12
Sheila Prescott-Vessey			
A PLACE OF MY OWN	ZACK FILES, THE	S: 1	E: 22
VALENTINE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 14
Sheila Prescott-Vessey			
ONE BAD SEED	ZACK FILES, THE	S: 1	E: 10
Shel Willens			
WIZARDS AND WARLOCKS	GREATEST AMERICAN HERO,THE	S: 3	E: 10
Shel Willens & Deborah Davis			
HOT TARGET	STREET HAWK	S: 1	E: 9
Sheldon Stark			
BATMAN MAKES THE SCENES	BATMAN (1966)	S: 1	E: 34
FINE FINNY FIENDS	BATMAN (1966)	S: 1	E: 33
TURN BACK THE CLOCK	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 6
Shell Danielson			
AN OYSTER STEW	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 56
BICYCLE BUILT FOR THE BLUES	POWER RANGERS TURBO	S: 1	E: 6
CHRISTMAS BELLS AND PHASM'S SPELLS	BIG BAD BEETLEBORGS	S: 1	E: 32
HONEY, I SHRUNK THE RANGERS (PART 1)	POWER RANGERS TURBO	S: 1	E: 14
HONEY, I SHRUNK THE RANGERS (PART 2)	POWER RANGERS TURBO	S: 2	E: 1
LIONS AND BLIZZARDS	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 39
RETURN OF AN OLD FRIEND (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 46
Sheridan Gibney and Sidney Field			
THE BLUE FLASH	SIX MILLION DOLLAR MAN,THE	S: 3	E: 9
Sherman Howard			
DARLA GOES BALLISTIC	SUPERBOY	S: 4	E: 4
MINE GAMES	SUPERBOY	S: 3	E: 19
Sherman Snukal, Damian Kindler			
DEVILS TRIANGLE/ ANASAZI CAVE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 12
Sherman Snukal, Will Dixon			
SECOND SIGHT/ CHOCOLATE SOLDIER	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 19
Sherri Budnick, Joanna Sandsmark			
SLOW TIMES AT FARBER HIGH	WEIRD SCIENCE	S: 4	E: 9
Sherri Budnik, Joanna Sandsmark			
BOY ON THE HIDE	WEIRD SCIENCE	S: 5	E: 3
Sherwood Schwartz, David P. Harmon, Elroy Schwartz			
AND THEN I WROTE HAPPY BIRTHDAY TO YOU	IT'S ABOUT TIME	S: 1	E: 1
Sheryl J. Anderson			
CONSPIRACY THEORY	FLASH GORDON (2007)	S: 1	E: 10
Shimon Wincelberg			
DAGGER OF THE MIND	STAR TREK	S: 1	E: 10
HALF LIFE	LOGAN'S RUN	S: 1	E: 6
IMP	MAN FROM ATLANTIS	S: 1	E: 15
INVADERS FROM THE FIFTH DIMENSION	LOST IN SPACE	S: 1	E: 8
JONAH AND THE WHALE	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 1
MAN ON A PUNCHED CARD	IMMORTAL, THE	S: 1	E: 7

Episode Title	Name of Programme		
ONLY MAN IS VILE	STARLOST,THE	S: 1	E: 6
WHITE ELEPHANTS DON'T GROW ON TREES	IMMORTAL, THE	S: 1	E: 3
Shimon Wincelberg, Arthur Browne Jr.			
UP ABOVE THE WORLD SO HIGH	PLANET OF THE APES	S: 1	E: 14
Shimon Wincelberg, Oliver Crawford			
THE GALILEO SEVEN	STAR TREK	S: 1	E: 16
Shinichi Sekizawa			
AGON APPEARS (PART 1 OF 2)	ATOMIC DRAGON	S: 1	E: 1
AGON APPEARS (PART 2 OF 2)	ATOMIC DRAGON	S: 1	E: 2
Shintaro Shimosawa, James Morris			
BEING TOM BALDWIN	4400, THE	S: 3	E: 3
INTO THE HEART OF DARKNESS	DEAD ZONE, THE	S: 5	E: 10
LOOKING GLASS	DEAD ZONE, THE	S: 3	E: 7
STATIC	SMALLVILLE	S: 6	E: 8
THE COLLECTOR	DEAD ZONE, THE	S: 4	E: 2
Shozo Uehara			
DAUGHTER OF THE ZETTON	ULTRAMAN MAX	S: 1	E: 13
KING JOE IN LOVE	ULTRAMAN MAX	S: 1	E: 14
Shuki Levy			
FOUL PLAY IN THE SKY	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 13
RETURN OF THE GREEN RANGER (1-3)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 32
Shuki Levy, Chris Schoon			
ISLAND OF ILLUSION (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 28
Shuki Levy, Douglas Sloan			
A PIG SURPRISE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 38
CRYSTAL OF NIGHTMARES	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 41
Shuki Levy, Gary Glasberg			
BIG SISTERS	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 15
Shuki Levy, Shell Danielson			
A FRIEND IN NEED (1-3)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 1
ALIEN RANGER OF AQUITOR (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 21
BEETLE ROCK (1-2)	BIG BAD BEETLEBORGS	S: 1	E: 1
ESCAPE FROM EDENIO (1-2)	MASKED RIDER	S: 1	E: 1
FOLLOW THAT CAB!	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 12
HOGDAY AFTERNOON (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 28
NINJA QUEST (1-4)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 2
PASSING THE TORCH (1-2)	POWER RANGERS TURBO	S: 2	E: 2
RANGERS BACK IN TIME (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 30
REVELATIONS OF GOLD (PART 1 OF 2)	POWER RANGERS ZEO	S: 2	E: 12
THE MUTINY (1-3)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 1
THE NINJA ENCOUNTER (1-3)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 7
THE SONGS OF GUITARDO	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 18
THE WEDDING (1-3)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 31
WHITE LIGHT (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 3
Si Rose			
GORDIE'S BIRD	DR. SHRINKER	S: 1	E: 5
PARDON ME KING KONG	DR. SHRINKER	S: 1	E: 2
Sibyl Gardner			
BLOOD LUST	PROFILER	S: 2	E: 13

Episode Title	Name of Programme		
CRUEL AND UNUSUAL	PROFILER	S: 1	E: 8
SHADOWS OF ANGELS (A.K.A. NOBLESSE OBLIGE) - (A TWO PART STORY)	PROFILER	S: 1	E: 14
Sibyl Gardner, Dee Johnson			
BREAKING POINT	PROFILER	S: 2	E: 15
Sidney Burrows			
STAVOGARD (1-2)	AIRWOLF	S: 4	E: 9
Sidney Ellis			
TERROR	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 8
Sidney Marshall			
DEAD MAN'S DOUBLOONS	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 22
GRAVEYARD OF FOOLS	LAND OF THE GIANTS	S: 2	E: 25
NIGHTMARE	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 19
THE DEATH CLOCK	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 11
THE SILENT SABOTEURS	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 10
Sidney Marshall, Charles Bennett			
DEATH FROM THE PAST	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 16
Sidney Morse			
SCUBA DUBA DOOING (AKA SCUBA DUDA DO)	SECRETS OF ISIS, THE	S: 1	E: 14
THE DESPERATE CHEERLEADER (AKA THE CHEERLEADER)	SECRETS OF ISIS, THE	S: 2	E: 4
THE FUNNY GIRL	SECRETS OF ISIS, THE	S: 1	E: 12
THE ODD COUPLE	SHAZAM!	S: 2	E: 7
THE SOUND OF SILENCE	SECRETS OF ISIS, THE	S: 1	E: 4
THUMBS OUT (AKA THE HITCHHIKER)	SECRETS OF ISIS, THE	S: 2	E: 2
Sidney Morse, Len Janson			
THE JOY RIDERS	SHAZAM!	S: 1	E: 3
SILVIO HORTA			
BABY GOT BACK	CHRONICLE, THE	S: 1	E: 4
THE TECH	JAKE 2.0	S: 1	E: 1
WHAT GOBBLES BENEATH	CHRONICLE, THE	S: 1	E: 2
Silvio Horta, David Greenwalt			
CATER WAITER	JAKE 2.0	S: 1	E: 3
Simon Braithwaite, Paul Alexander			
CAR	MY HERO	S: 2	E: 3
GIRLFRIEND	MY HERO	S: 2	E: 2
Simon Eden			
ALL FALL DOWN	BLISS	S: 1	E: 5
Simon Frith			
EPISODE SIXTY-THREE	JUPITER MOON	S: 1	E: 63
EPISODE SIXTY-TWO	JUPITER MOON	S: 1	E: 62
Simon Heath			
THE UMPATRA	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 7
Simon Masters			
WARLORD	BLAKES' 7	S: 4	E: 12
Simon Munter			
KNIGHT IN DISGRACE	KNIGHT RIDER	S: 3	E: 7
Simon Muntner			
MORK'S BEST FRIEND	MORK AND MINDY	S: 1	E: 24
WHEN JUSTICE FAILS	ROBOCOP - THE SERIES	S: 1	E: 10
Simon Rose			
KILLER K.I.T.T.	KNIGHT RIDER	S: 4	E: 12
Simon Stephenson			
MIRACLE	ELEVENTH HOUR	S: 1	E: 4
Sioux Browning			
IT'S HARD TO KEEP A GOOD MAN DOWN	ALIENATED	S: 1	E: 6
THE ARRIVAL	ALIENATED	S: 2	E: 7
Sioux Browning, Mark Sawers			
EVERYTHING'S FINE	ALIENATED	S: 2	E: 11
SEXUAL PEOPLE	ALIENATED	S: 2	E: 2
Skander Halim			
LIFETIME	BLACK HOLE HIGH	S: 1	E: 5
Skip Frank & Gwyn Gurian			
<i>Science Fiction Writers</i>			

Episode Title	Name of Programme		
STOP IN THE NAME OF LOVE	ALF	S: 3	E: 1
Skip Webster			
BUSHWACKERS,THE	NEW ORIGINAL WONDER WOMAN,THE	S: 1	E: 11
FOR WHOM THE DRUMS BEAT	SECOND HUNDRED YEARS,THE	S: 1	E: 19
KITTNAP	KNIGHT RIDER	S: 4	E: 2
SAN JUAN HILL	SECOND HUNDRED YEARS,THE	S: 1	E: 12
Skye Dent, Brannon Braga			
PHAGE	STAR TREK: VOYAGER	S: 1	E: 4
Sloan Nibley			
A VISIT FROM DR. PLINY	SCIENCE FICTION THEATRE	S: 1	E: 22
BRAIN UNLIMITED	SCIENCE FICTION THEATRE	S: 2	E: 22
POSTCARD FROM BARCELONA	SCIENCE FICTION THEATRE	S: 1	E: 30
Sonia Sarfati			
THE GHOST	11 SOMERSET	S: 1	E: 8
THE ORANGE UNDERWORLD	11 SOMERSET	S: 1	E: 7
THE STRANGER	11 SOMERSET	S: 1	E: 12
Sonny Mathias			
RETURN TO CADIZ	KNIGHT RIDER	S: 2	E: 5
Sonny Wareham and Daniel Stashower			
JOLINAR'S MEMORIES	STARGATE SG1	S: 3	E: 12
Sophie C. Hopkins			
NATURAL ELECTION	FARSCAPE	S: 4	E: 6
Sotaro Hayashi			
D.A.S.H. DESTROYED??	ULTRAMAN MAX	S: 1	E: 8
THE DEMONIC INVASION	ULTRAMAN MAX	S: 1	E: 28
THE ONE THAT CAME THROUGH THE DOOR	ULTRAMAN MAX	S: 1	E: 19
YOUR SONG	ULTRASEVEN X	S: 1	E: 7
Stacey Berman-Woodward, Lu Abbot			
MOONLIGHT BECOMES YOU	ANDROMEDA	S: 5	E: 13
Stacy Codikow, Deidre Strohm			
CYCLE OF VIOLENCE	PROFILER	S: 2	E: 17
Stan Berkowitz			
OBITUARY FOR A SUPER-HERO	SUPERBOY	S: 4	E: 15
THE LAIR	SUPERBOY	S: 3	E: 2
THREESOME (1-2)	SUPERBOY	S: 4	E: 11
WHO IS SUPERBOY?	SUPERBOY	S: 4	E: 13
ZAPPED	POWER RANGERS S.P.D	S: 1	E: 23
Stan Berkowitz, Lawrence Klaven			
NEILA AND THE BEAST	SUPERBOY	S: 3	E: 11
Stan Berkowitz			
ROADS NOT TAKEN (1-2)	SUPERBOY	S: 3	E: 4
Stan Cutler			
A MEETING OF MINDS	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 13
AND BABY MAKES TWO	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 9
FAT'S WHERE IT'S AT	SMALL WONDER	S: 3	E: 11
MIND-ING MAMA	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 12
NO BENEFIT OF DOUBT	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 8
SCREAMING SKULLS	SMALL WONDER	S: 3	E: 4
THE GREENING OF AUNT FRAN	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 15
THE NEW BROOM	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 22
THE NOT SO GOOD SAMARITAN	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 21
THE SOUR GRAPEVINE	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 18
THREE FOR THE ROAD	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 20
Stan Cutler, Martin Donovan			
THE UNGATHERED MOSS	SECOND HUNDRED YEARS,THE	S: 1	E: 6
Stan Foster, Miguel Nunez, Jr.			
TRADING FACES, OR, ALL THE KING'S HOMEYS	HOMEBOYS IN OUTER SPACE	S: 1	E: 9
Stan Silverman			
MANHUNT	LAND OF THE GIANTS	S: 1	E: 7
Stanford Sherman			
DIZZONER THE PENGUIN	BATMAN (1966)	S: 2	E: 18
ENTER BATGIRL,EXIT PENGUIN	BATMAN (1966)	S: 3	E: 1

Science Fiction Writers

Episode Title	Name of Programme	S:	E:
FLOP GOES THE JOKER	BATMAN (1966)	2	58
HIZZONER THE PENGUIN	BATMAN (1966)	2	17
HOW TO HATCH A DINOSAUR	BATMAN (1966)	3	9
MARSHA,QUEEN OF DIAMONDS	BATMAN (1966)	2	23
MARSHA'S SCHEME WITH DIAMONDS	BATMAN (1966)	2	24
NORA CLAVICLE AND THE LADIES' CRIME CLUB	BATMAN (1966)	3	19
PENGUIN IS A GIRL'S BEST FRIEND	BATMAN (1966)	2	42
PENGUIN SETS A TREND	BATMAN (1966)	2	43
PENGUIN'S CLEAN SWEEP	BATMAN (1966)	3	20
PENGUIN'S DISASTEROUS END	BATMAN (1966)	2	44
POP GOES THE JOKER	BATMAN (1966)	2	57
THE OGG AND I	BATMAN (1966)	3	8
THE OGG COUPLE	BATMAN (1966)	3	15
Stanford Sherman (w) & Stephen Kandel (s)			
THE JOKER'S HARD TIME	BATMAN (1966)	2	38
THE PENGUIN DECLINES	BATMAN (1966)	2	39
THE ZODIAC CRIMES	BATMAN (1966)	2	37
Stanley Adams, George F. Slavin			
THE MARK OF GIDEON	STAR TREK	3	16
Stanley H. Silverman			
THE MIRACLE HOUR	SCIENCE FICTION THEATRE	2	31
Stanley Mann, Leslie Arliss			
BEHIND THE MASK	INVISIBLE MAN,THE (1958)	1	3
Stanley Miller			
DO ME A FAVOUR AND KILL ME!	JOURNEY TO THE UNKNOWN	1	5
NO PLACE LIKE EARTH	OUT OF THE UNKNOWN	1	1
THIRTEEN TO CENTAURUS	OUT OF THE UNKNOWN	1	11
Stanley Miller/Henry Kuttner			
THE EYE	OUT OF THE UNKNOWN	2	7
Stanley Péan			
BURNED	11 SOMERSET	1	3
ECHOES	11 SOMERSET	1	9
KISS OF THE GORGON	11 SOMERSET	1	11
MENACE FROM THE SKY	11 SOMERSET	1	6
NIGHT VISITORS	11 SOMERSET	1	5
Stanley Péan, Sonia Sarfati			
POSSESSED	11 SOMERSET	1	4
Stanley Ralph Ross			
BATMAN DISPLAYS HIS KNOWLEDGE	BATMAN (1966)	2	50
CATWOMAN GOES TO COLLEGE	BATMAN (1966)	2	49
CATWOMAN'S DRESSED TO KILL	BATMAN (1966)	3	14
COME BACK,SHAME	BATMAN (1966)	2	25
HOT OFF THE GRIDDLE	BATMAN (1966)	2	3
I'LL BE A MUMMY'S UNCLE	BATMAN (1966)	3	23
IT'S THE WAY YOU PLAY THE GAME	BATMAN (1966)	2	26
SCAT DARN CATWOMAN	BATMAN (1966)	2	41
SHOOT A CROOKED ARROW	BATMAN (1966)	2	1
THAT DARN CATWOMAN	BATMAN (1966)	2	40
THE BATS KOW TOW	BATMAN (1966)	2	30
THE CAT AND THE FIDDLE	BATMAN (1966)	2	4
THE CAT'S MEOW	BATMAN (1966)	2	29
THE ENTRANCING DR CASSANDRA	BATMAN (1966)	3	25
THE FUNNY FELINE FELONIES	BATMAN (1966)	3	16
THE GREAT ESCAPE	BATMAN (1966)	3	21
THE GREAT TRAIN ROBBERY	BATMAN (1966)	3	22
THE JOKE'S ON CATWOMAN	BATMAN (1966)	3	17
THE NEW ORIGINAL WONDER WOMAN (120MINUTES)	NEW ORIGINAL WONDER WOMAN,THE	1	1
THE UNKINDEST TUT OF ALL	BATMAN (1966)	3	6
THE WAIL OF THE SIREN	BATMAN (1966)	3	3
WALK THE STRAIGHT AND NARROW	BATMAN (1966)	2	2
Stanley Ralph Ross & Lee Orgel			
BETTER LUCK NEXT TIME	BATMAN (1966)	1	20
THE PURR-FECT CRIME	BATMAN (1966)	1	19

Stanley Ralph Ross (w), Ed Self (s)

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Episode Title	Name of Programme		
AN EGG GROWS IN GOTHAM	BATMAN (1966)	S: 2	E: 13
THE YEGG FOES IN GOTHAM	BATMAN (1966)	S: 2	E: 14
Stanley Ralph Ross (w), Leo & Pauline Townsend (s)			
BATMAN'S WATERLOO	BATMAN (1966)	S: 2	E: 54
KING TUT'S COUP	BATMAN (1966)	S: 2	E: 53
Star Froman			
BLACKOUT	EARLY EDITION	S: 3	E: 1
Stephan Roloff			
SECOND WAVE	EARTH: FINAL CONFLICT	S: 4	E: 7
Stephen A. Miller			
AND A CHILD SHALL LEAD	AIRWOLF	S: 3	E: 3
DISCOVERY	AIRWOLF	S: 3	E: 14
REUNION	SENTINEL, THE	S: 2	E: 4
Stephen Ainsworth			
FLOWERS OF THE MOUNTAINS	AIRWOLF	S: 4	E: 14
Stephen Beck			
A DISH BEST SERVED COLD	SEVEN DAYS	S: 1	E: 15
BURIED ALIVE	SEVEN DAYS	S: 2	E: 11
OASIS	ENTERPRISE	S: 1	E: 19
RAVEN	SEVEN DAYS	S: 3	E: 12
SPACE STATION DOWN	SEVEN DAYS	S: 2	E: 14
STAIRWAY TO HEAVEN	SEVEN DAYS	S: 3	E: 1
THE DUNWYCH MADNESS	SEVEN DAYS	S: 3	E: 4
THE PHAROAH'S CURSE	TWILIGHT ZONE, THE (2002)	S: 1	E: 37
Stephen Campbell			
OPERATION: LIKE! WHATEVER	SECRET AGENT MEN	S: 1	E: 9
Stephen Campbell, Jon Bridges			
DOUBLE THE TROUBLE	AMAZING EXTRAORDINARY FRIENDS	S: 1	E: 8
Stephen Campbell, Matt McPhail			
CAPTAIN X-POSED	AMAZING EXTRAORDINARY FRIENDS	S: 1	E: 5
ENTER NIGHTLITE	AMAZING EXTRAORDINARY FRIENDS	S: 1	E: 3
Stephen Chbosky			
"PILOT"	JERICHO	S: 1	E: 1
FALLOUT	JERICHO	S: 1	E: 2
Stephen E. De Souza			
DEATH PROBE (1-2)	SIX MILLION DOLLAR MAN, THE	S: 4	E: 13
Stephen Gaghan			
NIGHT TERRORS	SLEEPWALKERS	S: 1	E: 2
Stephen Gaghan, Sara B. Charno			
CASSANDRA	SLEEPWALKERS	S: 1	E: 8
Stephen Gaghan, Stephen Kronish			
SUB-CONSCIOUS	SLEEPWALKERS	S: 1	E: 9
Stephen Gallacher			
A CAGE FOR SATAN (PART 2 OF 2)	BUGS	S: 2	E: 10
BLAZE OF GLORY	BUGS	S: 3	E: 1
RENEGADES	BUGS	S: 3	E: 10
SCHRODINGER'S BOMB	BUGS	S: 2	E: 7
THE BUREAU OF WEAPONS (PART 1 OF 2)	BUGS	S: 2	E: 9
THE REVENGE EFFECT	BUGS	S: 3	E: 2
Stephen Gallagher			
ASSISINS INC.	BUGS	S: 1	E: 2
CONTAINMENT	ELEVENTH HOUR	S: 1	E: 2
DOWN AMONG THE DEADMEN	BUGS	S: 1	E: 4
KRYPTOS	ELEVENTH HOUR	S: 1	E: 3
PULSE	BUGS	S: 1	E: 10
RESURRECTION	ELEVENTH HOUR	S: 1	E: 1
STEALTH	BUGS	S: 1	E: 6
TERMINUS (1-4)	DOCTOR WHO	S: 20	E: 4
WARRIORS' GATE (1-4)	DOCTOR WHO	S: 18	E: 5
Stephen Greenhorn			
THE LAZARUS EXPERIMENT	DOCTOR WHO (2005)	S: 3	E: 6
Stephen Hallett			

Episode Title	Name of Programme		
IS THERE ANYBODY OUT THERE?	POWERS	S: 1	E: 7
LAND OF NOD	POWERS	S: 1	E: 5
Stephen Hattman			
SINS OF THE FATHER	FLASH, THE	S: 1	E: 6
TWIN STREAKS	FLASH, THE	S: 1	E: 18
Stephen Hattman, Scott Richardson, Rick Natkin			
COOL HAND CHANCE	HUMAN TARGET	S: 1	E: 5
Stephen J. Cannell			
DESPERADO	GREATEST AMERICAN HERO,THE	S: 3	E: 12
DON'T MESS AROUND WITH JIM	GREATEST AMERICAN HERO,THE	S: 2	E: 3
DREAMS	GREATEST AMERICAN HERO,THE	S: 2	E: 17
HOG WILD	GREATEST AMERICAN HERO,THE	S: 2	E: 4
JUST ANOTHER THREE RING CIRCUS	GREATEST AMERICAN HERO,THE	S: 2	E: 12
MY HEROES HAVE ALWAYS BEEN COWBOYS	GREATEST AMERICAN HERO,THE	S: 1	E: 6
SATURDAY NIGHT ON SUNSET BLVD.	GREATEST AMERICAN HERO,THE	S: 1	E: 4
THE GREATEST AMERICAN HERO (1-2)	GREATEST AMERICAN HERO,THE	S: 1	E: 1
THE HIT CAR	GREATEST AMERICAN HERO,THE	S: 1	E: 2
THE PRICE IS RIGHT	GREATEST AMERICAN HERO,THE	S: 3	E: 2
THE SHOCK WILL KILL YOU	GREATEST AMERICAN HERO,THE	S: 2	E: 13
WHITE DONE DEMON	UNSUB	S: 1	E: 1
Stephen J. Cannell, Frank Lupo			
CAPTAIN BELLYBUSTER AND THE SPEED FACTORY	GREATEST AMERICAN HERO,THE	S: 2	E: 20
Stephen J. Cannell, Georg Stanford Brown			
THE TWO-HUNDRED-MILE-AN-HOUR FAST BALL	GREATEST AMERICAN HERO,THE	S: 2	E: 1
Stephen Kandel			
C.W.HYDE	MAN FROM ATLANTIS	S: 1	E: 13
CANYON OF DEATH	BIONIC WOMAN, THE	S: 1	E: 9
HOLY RAT RACE	BATMAN (1966)	S: 1	E: 18
JUDGEMENT FROM OUTER SPACE (1-2)	NEW ORIGINAL WONDER WOMAN,THE	S: 1	E: 9
RETURN OF WONDER WOMAN (80MINUTES)	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 1
THE MIND STEALERS FROM OUTER SPACE (1-2)	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 10
THE MOVING MOUNTAIN	SIX MILLION DOLLAR MAN,THE	S: 5	E: 16
THE NAKED MONTAGUE	MAN FROM ATLANTIS	S: 1	E: 12
THE QUEEN'S GAMBIT	IMMORTAL, THE	S: 1	E: 9
TRUE OR FALSE-FACE	BATMAN (1966)	S: 1	E: 17
WOLFPACK	AMAZING SPIDERMAN,THE	S: 2	E: 6
Stephen Kandel (w), Gene Roddenberry (s)			
MUDD'S WOMEN	STAR TREK	S: 1	E: 7
Stephen Kandel, David Gerrold			
I,MUDD	STAR TREK	S: 2	E: 8
Stephen Katz			
THE TOPAZ CONNECTION	KNIGHT RIDER	S: 1	E: 15
Stephen King, Chris Carter			
CHINGA	X FILES,THE	S: 5	E: 10
Stephen Kronish			
CORONATION	PROFILER	S: 3	E: 1
DADDY DEAREST	UNSUB	S: 1	E: 4
REUNION	PROFILER	S: 4	E: 1
Stephen Kronish, Clifton Campbell			
LA BRISAS (90 MINS)	PROFILER	S: 3	E: 20
Stephen Langford			
MID-TERM BLUES	SECOND CHANCE	S: 1	E: 8
TED'S DEAD	SMALL WONDER	S: 3	E: 21
Stephen Lord			
LUTHER UNLEASED	SUPERBOY	S: 1	E: 25
SPECIMEN:UNKNOWN	OUTER LIMITS,THE (1963)	S: 1	E: 22
Stephen Lowe			
HEIR AND THE SPARE	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 17
SHADES	PLAY FOR TOMMOROW	S: 1	E: 5
Stephen McPherson			
TESTIMONY OF A TRAITOR	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 12
THE DORIAN SECRET	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 13

Episode Title	Name of Programme		
Stephen Roloff			
LEGACY	EARTH: FINAL CONFLICT	S: 5	E: 10
THE SEDUCTION	EARTH: FINAL CONFLICT	S: 5	E: 3
Stephen Scaia, Matthew Federman			
ROGUE RIVER	JERICHO	S: 1	E: 8
SEMPER FIDELIS	JERICHO	S: 1	E: 15
Stephen W. Carabatsos			
OPERATION-ANNIHILATE!	STAR TREK	S: 1	E: 29
Stephen W. Carabatsos, Don M. Mankiewicz			
COURT MARTIAL	STAR TREK	S: 1	E: 20
Stephen Williams			
WRATH OF ACHILLES	EARTH: FINAL CONFLICT	S: 1	E: 16
Stephen Wyatt			
PARADISE TOWERS (1-4)	DOCTOR WHO	S: 24	E: 2
THE GREATEST SHOW IN THE GALAXY (1-4)	DOCTOR WHO	S: 25	E: 4
Stephen Zito			
MUTINY	SPACE : ABOVE AND BEYOND	S: 1	E: 4
Stephen Zollar & Robert Wertheimer			
SAND	CHARLIE JADE	S: 1	E: 2
THE BIG BANG	CHARLIE JADE	S: 1	E: 1
Stephen Zoller			
DIRTY LAUNDRY	CHARLIE JADE	S: 1	E: 6
THE TALE OF THE SORCERER'S APPRENTICE	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 9
Steve Apsis			
DREAMLAND	DARK SKIES	S: 1	E: 5
Steve Brown			
AS TIMES GO BY	SLIDERS	S: 2	E: 13
HATE STREET	SPACE PRECINCT	S: 1	E: 14
IN DINO VERITAS	SLIDERS	S: 2	E: 7
Steve Brown, Burt Prelutsky			
THE FIRE WITHIN (1-2)	SPACE PRECINCT	S: 1	E: 19
Steve Chivers, Curt Shepard			
HONEY, IT'S YOUR PARTY	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 19
Steve DeJarnatt			
FEARFUL SYMMETRY	X FILES,THE	S: 2	E: 18
Steve Downing, Margaret Armen, Alf Harris, Robert Blee			
THE UNDERWATER INCIDENT	PROJECT UFO	S: 2	E: 1
Steve E. De Souza			
ROLLBACK	SIX MILLION DOLLAR MAN,THE	S: 5	E: 5
Steve Feke			
EVERY FIVE MINUTES	PROFILER	S: 2	E: 14
FILM AT ELEVEN	PROFILER	S: 1	E: 15
LARA	BEASTMASTER: THE LEGEND CONTINUES	S: 2	E: 2
MANLINKS	BEASTMASTER: THE LEGEND CONTINUES	S: 2	E: 1
OBSSESION	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 2
PRIMAL SCREAM	PROFILER	S: 2	E: 2
SEDUCTION	PROFILER	S: 3	E: 18
THE CIRCLE OF LIFE	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 9
THE LEGEND CONTINUES	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 1
THE MINOTAUR	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 13
Steve Feke & Steven Whitney			
THE CHAMLEON	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 15
THE DEVIL'S DEAL	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 16
Steve Feke, Bob Lowry			
VENOM (1-2)	PROFILER	S: 1	E: 20
Steve Gentile			
HE WHO LAUGHS LAST	BLACK SCORPION	S: 1	E: 17
Steve Gentile, Craig J. Nevius			
LIFE'S A GAS	BLACK SCORPION	S: 1	E: 12
POWER PLAY	BLACK SCORPION	S: 1	E: 16
Steve Gerber, Beth Woods			

Episode Title	Name of Programme	S:	E:
CONTAGION	STAR TREK: THE NEXT GENERATION	2	11
Steve Granat, Mel Sherer			
DOUBLE DATES	SMALL WONDER	4	14
HOME SWEET SALE	SMALL WONDER	3	16
SCHOOL MONITOR	SMALL WONDER	4	2
THE CHEATER	SMALL WONDER	3	24
THE RIP-OFF	SMALL WONDER	4	20
Steve Greenberg, Aubrey Solomon, Cory Applebaum			
PLANET OF THE SLAVE GIRLS (105 MINS)	BUCK ROGERS IN THE 25TH CENTURY	1	2
Steve Hattman			
COLD REALITY	MORTAL KOMBAT : CONQUEST	1	2
QUAN CHI	MORTAL KOMBAT : CONQUEST	1	8
VENGEANCE	MORTAL KOMBAT : CONQUEST	1	21
Steve Hattman, Sean Catherine Derek			
FLAWED VICTORY	MORTAL KOMBAT : CONQUEST	1	18
THE SERPENT AND THE ICE	MORTAL KOMBAT : CONQUEST	1	14
TWISTED TRUTH	MORTAL KOMBAT : CONQUEST	1	12
Steve Hattman, Sean Catherine Derek, James Cappe			
IN KOLD BLOOD	MORTAL KOMBAT : CONQUEST	1	17
Steve Hattman, Sean Catherine Derek, James Cappe			
KREEYA	MORTAL KOMBAT : CONQUEST	1	15
Steve Hayes			
HX1	AIRWOLF	2	8
Steve Hollander			
GRIFTERS	STARMAN	1	17
Steve Hollander & Paul Bernbaum			
HUNKA HUNKA OF BILL AND TED	BILL AND TED'S EXCELLENT ADVENTURES	1	4
Steve Kramer			
HIGH FIVE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1	3
ITSY BITSY SPIDER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1	24
Steve Kramer, Shuki Levy			
SWITCHING PLACES	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1	16
Steve Kunes			
HOW I LOVE THEE	SMALL WONDER	3	23
Steve May			
EPISODE THIRTY-SEVEN	JUPITER MOON	1	37
Steve Mitchell, Craig Van Sickle			
PART 1	TIN MAN	1	1
PART 2	TIN MAN	1	2
PART 3	TIN MAN	1	3
Steve Pepoon			
BREAKING UP IS HARD TO DO	ALF	3	3
HIDE AWAY	ALF	3	11
IT'S MY PARTY	ALF	4	13
LIVE AND LET DIE	ALF	4	9
MR.SANDMAN	ALF	4	20
RUNNING SCARED	ALF	3	15
SOMETHING'S WRONG WITH ME	ALF	2	8
SUPERSTITION	ALF	3	17
TAKE A LOOK AT ME NOW	ALF	2	3
WE ARE FAMILY	ALF	2	23
WORKING MY WAY BACK TO YOU	ALF	2	1
Steve Pepoon (w), David Silverman (w), Stephen Sustarsic (w), Vict			
CONSIDER ME GONE	ALF	4	24
Steve Post (w), Benjamin B. Crocker (s)			
CLOSE SHAVE	ADVENTURES OF SUPERMAN,THE	5	8
Steve Roberts			
ARES	HERCULES: THE LEGENDARY JOURNEYS	1	5
BODY BANKS	MAX HEADROOM	1	3
DREAM THIEVES	MAX HEADROOM	2	4

Science Fiction Writers

Episode Title	Name of Programme		
GROSSBERG'S RETURN	MAX HEADROOM	S: 2	E: 3
THE BLANKS	MAX HEADROOM	S: 1	E: 6
Steve Sessions			
CAT-ATOMIC	MASKED RIDER	S: 2	E: 7
MIXED DOUBLES	MASKED RIDER	S: 2	E: 3
Steve Slavkin			
GOOD WILL HUNTER	POWER RANGERS NINJA STORM	S: 1	E: 20
I LOVE LOTHOR	POWER RANGERS NINJA STORM	S: 1	E: 19
LOST & FOUND IN TRANSLATION	POWER RANGERS DINOTHUNDER	S: 1	E: 19
NOWHERE TO GROW	POWER RANGERS NINJA STORM	S: 1	E: 8
PORK CHOPPED	POWER RANGERS NINJA STORM	S: 1	E: 14
Steve Stoliar			
KNEE-HIGH NOON	LEGEND	S: 1	E: 6
Steve W. Sessions			
ENTER THE DRAGON BORG (PART 2 OF 2)	BEETLEBORGS METALLIX	S: 1	E: 23
Steve Worland			
. . . DIFFERENT DESTINATIONS	FARSCAPE	S: 3	E: 5
Steve Zacharias			
IT'S SO PEACEFUL IN THE COUNTRY	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 10
MAY THE SOURCE BE WITH YOU (1-2)	QUARK	S: 1	E: 2
Steven Barnes			
A STITCH IN TIME	OUTER LIMITS,THE (1995)	S: 2	E: 1
BRIEF CANDLE	STARGATE SG1	S: 1	E: 8
MIND OVER MATTER	OUTER LIMITS,THE (1995)	S: 2	E: 5
MUSIC OF THE SPHERES	OUTER LIMITS,THE (1995)	S: 3	E: 14
TEACHER'S AIDE	TWILIGHT ZONE,THE (1985)	S: 1	E: 16
THE HEIST	OUTER LIMITS,THE (1995)	S: 2	E: 14
THE SUM OF ITS PARTS	ANDROMEDA	S: 1	E: 16
TO SEE THE INVISIBLE MAN	TWILIGHT ZONE,THE (1985)	S: 1	E: 40
Steven Barwin, Gabriel David Tick			
BIONIC ZACK	ZACK FILES, THE	S: 2	E: 13
Steven Baum			
THE DEBT	SENTINEL, THE	S: 1	E: 4
Steven Bochco			
GO DIRECTLY TO JAIL	INVISIBLE MAN,THE (1975)	S: 1	E: 7
THE INVISIBLE MAN (1-2)	INVISIBLE MAN,THE (1975)	S: 1	E: 1
THE KLAE RESOURCE	INVISIBLE MAN,THE (1975)	S: 1	E: 2
TURNABOUT	TURNABOUT	S: 1	E: 1
Steven D. Binder			
FROZEN IN TIME	INVISIBLE MAN (2000)	S: 1	E: 18
IT'S A SMALL WORLD	INVISIBLE MAN (2000)	S: 1	E: 23
MERE MORTALS	INVISIBLE MAN (2000)	S: 2	E: 19
Steven E. De Souza			
DREADNOUGHT (aka THE VISITORS STRIKE BACK)	V (1984)	S: 1	E: 2
INSIDE OUT	KNIGHT RIDER	S: 1	E: 9
NIGHT TRAIN TO DALLAS	GEMINI MAN	S: 1	E: 5
ON THE RUN	BIONIC WOMAN, THE	S: 3	E: 22
RETURN OF THE LION	GEMINI MAN	S: 1	E: 11
STAR KNIGHT	POWERS OF MATTHEW STARR, THE	S: 1	E: 1
TRUST DOESN'T RUST	KNIGHT RIDER	S: 1	E: 8
Steven Hollander			
ALF'S SPECIAL CHRISTMAS (1-2)	ALF	S: 2	E: 12
THE SYSTEM	STARMAN	S: 1	E: 12
Steven J. Weller			
GLYPH HANGER	POWER RANGERS TURBO	S: 1	E: 8
Steven Kriozere			
K.R.O.	TEAM KNIGHT RIDER	S: 1	E: 4
SOLE SURVIVORS	SLIDERS	S: 3	E: 17
THE BLONDE WOMAN	TEAM KNIGHT RIDER	S: 1	E: 16
THE IRON MAIDEN	TEAM KNIGHT RIDER	S: 1	E: 9
Steven Kriozere, Rick Copp, David A. Goodman			
LEGION OF DOOM	TEAM KNIGHT RIDER	S: 1	E: 22

Episode Title	Name of Programme		
Steven L. Sears			
DEAD AND MARRIED	SWAMP THING	S: 3	E: 1
HEART OF THE MANTIS	SWAMP THING	S: 3	E: 38
HIDE IN THE NIGHT	SWAMP THING	S: 3	E: 15
MIST DEMANOR	SWAMP THING	S: 2	E: 3
THIS OLD HOUSE OF MAYAN	SWAMP THING	S: 2	E: 10
WAR OF THE SPECIES	SUPERBOY	S: 1	E: 17
Steven L. Sears, Jeff Myrow			
CHANGES	SWAMP THING	S: 3	E: 6
Steven L. Sears, Tom Blomquist			
LESSER OF TWO EVILS	SWAMP THING	S: 3	E: 10
Steven Lilien, Bryan Wynbrandt			
BALANCING ACT	KYLE XY	S: 2	E: 4
WHAT'S THE FREQUENCY, KYLE?	KYLE XY	S: 2	E: 8
Steven Long Mitchell & Craig W. Van Sickle			
CROSSING THE LINE	ALIEN NATION	S: 1	E: 18
FIFTEEN WITH WANDA	ALIEN NATION	S: 1	E: 4
THE GAME	ALIEN NATION	S: 1	E: 10
THE RED ROOM	ALIEN NATION	S: 1	E: 12
THE TOUCH	ALIEN NATION	S: 1	E: 21
Steven Long Mitchell, Craig Van Sickle			
AMNESIA (A.K.A. UNFORGOTTEN)	PRETENDER, THE	S: 2	E: 14
BACK FROM THE DEAD AGAIN	PRETENDER, THE	S: 2	E: 1
COBRA (PART 1 OF 2)	COBRA	S: 1	E: 1
CRAZY	PRETENDER, THE	S: 3	E: 1
EVERY PICTURE TELLS A STORY	PRETENDER, THE	S: 1	E: 2
PILOT	PRETENDER, THE	S: 1	E: 1
THE CONTINUATION OF COBRA (PART 2 OF 2)	COBRA	S: 1	E: 2
THE DRAGON HOUSE (1-2)	PRETENDER, THE	S: 1	E: 21
THE INNER SENSE (2 HOURS)	PRETENDER, THE	S: 4	E: 19
Steven Maeda			
4-D	X FILES,THE	S: 9	E: 4
AUDREY PAULEY	X FILES,THE	S: 9	E: 11
CAMERA OBSCURA	HARSH REALM	S: 1	E: 9
KEIN AUSGANG	HARSH REALM	S: 1	E: 4
REDRUM	X FILES,THE	S: 8	E: 7
VIENEN	X FILES,THE	S: 8	E: 18
WHAT IF HE LET'S HER GO	DAYBREAK	S: 1	E: 3
Steven Maeda, Greg Walker			
BRAND X	X FILES,THE	S: 7	E: 18
Steven Melching, Charlotte Fullerton			
A BRIEF MYSTERY OF TIME	POWER RANGERS ZEO	S: 2	E: 21
ALONG CAME A SPIDER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 26
INSTRUMENT OF DESTRUCTION	POWER RANGERS ZEO	S: 1	E: 11
SONG SUNG YELLOW	POWER RANGERS ZEO	S: 2	E: 5
Steven Moffat			
BLINK	DOCTOR WHO (2005)	S: 3	E: 10
EPISODE FIVE	JEKYLL	S: 1	E: 5
EPISODE FOUR	JEKYLL	S: 1	E: 4
EPISODE ONE	JEKYLL	S: 1	E: 1
EPISODE SIX	JEKYLL	S: 1	E: 6
EPISODE THREE	JEKYLL	S: 1	E: 3
EPISODE TWO	JEKYLL	S: 1	E: 2
THE DOCTOR DANCES	DOCTOR WHO (2005)	S: 1	E: 10
THE EMPTY CHILD	DOCTOR WHO (2005)	S: 1	E: 9
THE GIRL IN THE FIREPLACE	DOCTOR WHO (2005)	S: 2	E: 4
Steven Rae			
DREAM A LITTLE DREAM	FARSCAPE	S: 2	E: 8
THE MISFORTUNE COOKIE	TWILIGHT ZONE,THE (1985)	S: 1	E: 35
Steven Roth			
NEVER STOP SEARCHING	POWER RANGERS IN SPACE	S: 1	E: 4
Steven S. DeKnight			

Episode Title	Name of Programme		
AGELESS	SMALLVILLE	S: 4	E: 20
APOCALYPSE, NOWISH	ANGEL	S: 4	E: 7
DEEP DOWN	ANGEL	S: 4	E: 1
HELL BOUND	ANGEL	S: 5	E: 4
INSIDE OUT	ANGEL	S: 4	E: 17
JUSTICE	SMALLVILLE	S: 6	E: 11
LOCKDOWN	SMALLVILLE	S: 5	E: 11
MERCY	SMALLVILLE	S: 5	E: 19
MORTAL	SMALLVILLE	S: 5	E: 2
ONYX	SMALLVILLE	S: 4	E: 17
PROTOTYPE	SMALLVILLE	S: 6	E: 21
REUNION	SMALLVILLE	S: 6	E: 5
RUN	SMALLVILLE	S: 4	E: 5
SHELLS	ANGEL	S: 5	E: 16
SPELL	SMALLVILLE	S: 4	E: 8
SPLINTER	SMALLVILLE	S: 5	E: 7
THRIST	SMALLVILLE	S: 5	E: 5
TOMB	SMALLVILLE	S: 5	E: 14
ZOD	SMALLVILLE	S: 6	E: 1
Steven S. DeKnight, Drew Goddard			
DAMAGE	ANGEL	S: 5	E: 11
THE GIRL IN QUESTION	ANGEL	S: 5	E: 20
Steven S. DeKnight, Jeph Loeb			
UNSAFE	SMALLVILLE	S: 4	E: 11
Steven Salzburg, Audrey Thaler Salzburg			
NECROS	HUNGER, THE	S: 1	E: 3
Steven Spielberg			
VANESSA IN THE GARDEN	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 12
Steven W. Sessions			
SUPER FANG	BETLEBORGS METALLIX	S: 1	E: 33
Steven Westren			
EXIT, STAGE FRIGHT	ZACK FILES, THE	S: 1	E: 13
LOOSE LIPS: A DOG'S STORY	ZACK FILES, THE	S: 1	E: 6
PHOTO DOULBE	ZACK FILES, THE	S: 1	E: 9
SPARKIN'	ZACK FILES, THE	S: 1	E: 21
THE TERRIBLE TRUTH	ZACK FILES, THE	S: 2	E: 3
THINGS TO DO AT HORACE HYDE WHEN YOU ARE DEAD	ZACK FILES, THE	S: 2	E: 12
Steven Whitney			
THE BURNING FOREST	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 18
THE LAST UNICORNS	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 8
Stewart Douglass			
SEX AND VIOLENCE	DOOMWATCH	S: 3	E: 12
Stewart St. John			
A ZEO BEGINNING (1-2)	POWER RANGERS ZEO	S: 1	E: 1
BOMBER IN THE SUMMER	POWER RANGERS ZEO	S: 2	E: 15
CHANGING OF THE ZORDS (1-3)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 11
DOOMSDAY (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 37
ENTER THE LIZZINATOR	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 50
FORWARD INTO THE PAST	VR TROOPERS	S: 2	E: 19
GREEN NO MORE (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 19
HAPPY BIRTHDAY, ZACK	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 9
I, EYE GUY	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 7
REIGN OF THE JELLYFISH	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 44
RITA'S SEED OF EVIL	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 40
SCAVENGER HUNT	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 24
SOWING THE SEAS OF EVIL	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 27

Episode Title	Name of Programme			
STOP THE HATE MONSTER (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 7	
TARGET RANGERS	POWER RANGERS ZEO	S: 1	E: 3	
THE ALIEN TRAP	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 23	
THE DOJO PLOT	VR TROOPERS	S: 1	E: 5	
THE GREEN DREAM	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 14	
THE NEGATIVE FACTOR	VR TROOPERS	S: 2	E: 8	
THE PUPPET BLASTER	POWER RANGERS ZEO	S: 1	E: 7	
THE SOUND OF DISCHORDIA	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 19	
VIRTUAL VENOM	VR TROOPERS	S: 2	E: 13	
VIRTUALLY POWERLESS	VR TROOPERS	S: 1	E: 43	
WHERE IN THE WORLD IS ZEO RANGER 5?	POWER RANGERS ZEO	S: 2	E: 19	
Stewart St. John, Cindy McKay				
GREEN WITH EVIL PART 4 (aka ECLIPSING MEGAZORD)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 20	
Stewart St. John, Gary Glasberg				
GREEN WITH EVIL PART 1 (aka OUT OF CONTROL)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 17	
GREEN WITH EVIL PART 5 (aka BREAKING THE SPELL)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 21	
Stewart St. John, Jeffrey A. Deckman, Ronnie Sperling				
FOR WHOM THE BELL TROLLS	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 8	
Stewart St. John, Julianne Klemm				
THE TROUBLE WITH SHELLSHOCK	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 22	
Stewart St. John, Mark McKain, Gary Glasberg				
THE GREEN CANDLE (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 33	
Stewart St. John, Mark Ryan				
GREEN WITH EVIL PART 3 (aka THE RESUCE)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 19	
Stnaley H. Silverman, J.E. Selby				
LOVE ON THE DOUBLE	SECOND HUNDRED YEARS,THE	S: 1	E: 22	
STORY BY - Robert C. Cooper & Martin Gero				
CONVERSION	STARGATE: ATLANTIS	S: 2	E: 8	
Story by: David Bennett Carren & J. Larry Carroll				
HATHOR	STARGATE SG1	S: 1	E: 13	
Story by: David Kemper				
THERE BUT FOR THE GRACE OF GOD	STARGATE SG1	S: 1	E: 19	
Story by: James Crocker				
WITHIN THE SERPENT'S GRASP	STARGATE SG1	S: 1	E: 21	
Story by: Jonathan Glassner and Brad Wright				
OUT OF MIND (PART 1 OF 2)	STARGATE SG1	S: 2	E: 21	
Story by: Jonathan Glassner, Brad Wright, Robert C. Cooper, Tor Ale				
POINT OF VIEW	STARGATE SG1	S: 3	E: 6	
Story by: Michael Greenburg and Jarrad Paul				
CRYSTAL SKULL	STARGATE SG1	S: 3	E: 21	
Story by: Misha Rashovich				
A MATTER OF TIME	STARGATE SG1	S: 2	E: 14	
Story by: Savage Steve Holland and Darren Star, Teleplay by: Darre				
PILOT EPISODE (NEVER AIRED)	BILL AND TED'S EXCELLENT ADVENTURES	S: 0	E: 1	
Story by: Victoria James				
A HUNDRED DAYS	STARGATE SG1	S: 3	E: 17	
Stu Kreisman, Chris Cluess				
DOG DAY AFTERNOON, OR WHEN THE GOING GETS RUFF	HOMEBOYS IN OUTER SPACE	S: 1	E: 7	
Stu Krieger				
GATHER YE ACORNS	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 16	
THE WEDDING RING	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 1	
YOU GOTTA BELIEVE ME	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 5	

Stuart Gillard

Science Fiction Writers

Episode Title	Name of Programme		
THE GOOD, THE BAD AND THE FIGUS	QUARK	S: 1	E: 4
Stuart Jerome			
BEAM OF FIRE	SCIENCE FICTION THEATRE	S: 2	E: 15
DEAD STORAGE	SCIENCE FICTION THEATRE	S: 1	E: 24
ONE THOUSAND EYES	SCIENCE FICTION THEATRE	S: 2	E: 21
SIGNALS FROM THE HEART	SCIENCE FICTION THEATRE	S: 2	E: 1
THE LOST HEARTBEAT	SCIENCE FICTION THEATRE	S: 1	E: 17
THE SOUND OF MURDER	SCIENCE FICTION THEATRE	S: 1	E: 37
WATER MAKER	SCIENCE FICTION THEATRE	S: 1	E: 27
Sue Milburn			
CLAWS	BIONIC WOMAN, THE	S: 1	E: 4
Sue Teddern			
EPISODE EIGHTY-SIX	JUPITER MOON	S: 1	E: 86
EPISODE SIXTY-SIX	JUPITER MOON	S: 1	E: 66
Sue-Ellen Block			
THE KRELICK WAR	PARALLAX	S: 1	E: 17
Sumner Elliot			
I HEARD YOU CALLING ME	WAY OUT	S: 1	E: 5
Susan & Andy Borowitz			
A VERY BRODY TWEEZNAX.	ALIENS IN THE FAMILY	S: 1	E: 8
BOBUT CONQUERS ALL	ALIENS IN THE FAMILY	S: 1	E: 2
COOKIE MAKES SOME DOUGH	ALIENS IN THE FAMILY	S: 1	E: 3
MEET THE BRODYS	ALIENS IN THE FAMILY	S: 1	E: 1
RESPECT YOUR ELDERS	ALIENS IN THE FAMILY	S: 1	E: 6
YOU DON'T HAVE A PET TO BE POPULAR	ALIENS IN THE FAMILY	S: 1	E: 4
Susan Dworski			
FINDERS KEEPERS	SHAZAM!	S: 3	E: 4
THE WILD BOY	ARK II	S: 1	E: 3
Susan Goldberg, Bob Rosefarb			
HOW GREEN WAS MY MURDER	SHADOW CHASERS	S: 1	E: 8
Susan Goldberg, Bob Rosenfard			
AMAZING GRACE	SHADOW CHASERS	S: 1	E: 3
Susan Hamilton Brin			
ONCE A CON	VIPER (1996)	S: 3	E: 2
TINY BUBBLES	VIPER (1996)	S: 3	E: 16
TRUST NO ONE	VIPER (1996)	S: 2	E: 16
Susan Misty Stewart			
HOMELESS CAUSES	SMALL WONDER	S: 2	E: 4
Susannah Brennan			
TRAVIS (PART 2 OF 3)	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 21
Susannah Hardaway			
GENIE JUNIOR	WEIRD SCIENCE	S: 5	E: 17
Sutton Roley			
THE HORN OF PLENTY	AIRWOLF	S: 3	E: 1
Suzanne Bolch, John May			
COLLISION	JOURNEY OF ALLEN STRANGE, THE	S: 1	E: 9
ROBOT	BLACK HOLE HIGH	S: 1	E: 12
WHO?	BLACK HOLE HIGH	S: 1	E: 10
Suzi Shimoyama			
ANCIENT AWAKENING	POWER RANGERS WILD FORCE	S: 1	E: 5
FISHING FOR A FRIEND	POWER RANGERS WILD FORCE	S: 2	E: 11
IDENTITY CRISIS (PART 2 OF 2)	POWER RANGERS WILD FORCE	S: 1	E: 14
SOUL BIRD SALVATION (PART 2 OF 2)	POWER RANGERS WILD FORCE	S: 1	E: 9
THE WINGS OF ANIMARIA	POWER RANGERS WILD FORCE	S: 1	E: 23
UNFINISHED BUSINESS	POWER RANGERS WILD FORCE	S: 2	E: 1
Sy Gomberg			
DISHONOR STUDENT	SMALL WONDER	S: 1	E: 9
Sy Salkowitz			
OPERATION FIREFLY	SIX MILLION DOLLAR MAN,THE	S: 1	E: 6
Sylvia Clayton			
THE GOOD SAMARITAN	WAR OF THE WORLDS	S: 1	E: 9
Sylvia Necht			

Episode Title	Name of Programme		
STATUATURY THEFT	TURNABOUT	S: 1	E: 7
Sylvia Van Buren			
EPIPHANY	WAR OF THE WORLDS	S: 1	E: 10
Syrie Astrahan James			
FATHERS AND SONS	STARMAN	S: 1	E: 19
THE PROBE	STARMAN	S: 1	E: 14
T. Gilmour, Mark Jones			
THE SECRETS OF SUPERBOY	SUPERBOY	S: 2	E: 24
T. S. Cook			
MIND OF THE MACHINE	AIRWOLF	S: 1	E: 10
MOFFITT'S GHOST	AIRWOLF	S: 2	E: 3
T.J. Scott, Kevin Lund			
GENOME	BLACK HOLE HIGH	S: 2	E: 4
T.S. Cook			
THE WHITMAN TOWER INCIDENT	PROJECT UFO	S: 2	E: 13
Taenha Goodrich & Jake West			
SINS OF THE PAST	AIRWOLF	S: 2	E: 6
Takagi Noboru			
THE CHALLENGE FROM BENEATH THE GROUND	ULTRAMAN MAX	S: 1	E: 21
Takehiro Ookura			
ELLY'S DESTRUCTIVE ORDERS	ULTRAMAN MAX	S: 1	E: 32
STAR DESTROYER	ULTRAMAN MAX	S: 1	E: 7
Takurou Fukuda			
ALTERNATVE DIMENSION WORLD	ULTRAMAN MAX	S: 1	E: 36
BRIGHT WORLD	ULTRAMAN MAX	S: 1	E: 18
HOPELESS	ULTRASEVEN X	S: 1	E: 3
Tamio Hayasi			
BURN UP! GREAT-LIO	SAZER-X	S: 1	E: 2
Tammy Ader			
THOU SHALT NOT	QUANTUM LEAP	S: 2	E: 7
Tammy Ader, Richard C. Okie			
STAR LIGHT,STAR BRIGHT	QUANTUM LEAP	S: 5	E: 5
Tanith Lee			
SAND	BLAKES' 7	S: 4	E: 9
SARCOPHAGUS	BLAKES' 7	S: 3	E: 9
Tanya Grout			
PHANTOMS	REGENESIS	S: 3	E: 6
Taylor Elmore			
THIEVES	FREEDOM	S: 1	E: 8
Taylor Grant			
BOOGER MAN	BEETLEBORGS METALLIX	S: 1	E: 20
HORROR HOTEL	BEETLEBORGS METALLIX	S: 1	E: 8
LOCOMOTION COMMOTION	BIG BAD BEETLEBORGS	S: 1	E: 9
PET PROBLEMS	BIG BAD BEETLEBORGS	S: 1	E: 33
THE HUNCHBACK OF HILLHURST	BIG BAD BEETLEBORGS	S: 1	E: 14
Ted Harris, Blazes Boylan			
ZONE FIVE	ROBOCOP - THE SERIES	S: 1	E: 7
Ted Mann			
BONES BENEATH MY SKIN	TOTAL RECALL 2070	S: 1	E: 16
MEET MY MAKER	TOTAL RECALL 2070	S: 1	E: 21
ROUGH WHIMPER OF INSANITY	TOTAL RECALL 2070	S: 1	E: 6
SELF INFLICTED	TOTAL RECALL 2070	S: 1	E: 2
Ted Mann (I)			
MACHINERY OF THE MIND	ANDROMEDA	S: 4	E: 9
Ted Raimi, David J. Burke			
LOSTLAND	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 11
Ted Sherdeman			
ASTEROID	MEN INTO SPACE	S: 1	E: 8
Ted Sherdeman, Jane Klune			
OH, MY ACHING ANTENNA	MY FAVOURITE MARTIAN	S: 1	E: 33

Teddy Tenenbaum

Science Fiction Writers

Episode Title	Name of Programme		
PERCIPITATE	DEAD ZONE, THE	S: 2	E: 5
Terence Dudley			
BLACK ORCHID (1-2)	DOCTOR WHO	S: 19	E: 5
FIRE AND BRIMSTONE	DOOMWATCH	S: 3	E: 1
FOUR TO DOOMSDAY (1-4)	DOCTOR WHO	S: 19	E: 2
MANHUNT	SURVIVORS	S: 3	E: 1
SPECTRE AT THE FEAST	DOOMWATCH	S: 1	E: 9
THE KING'S DEMONS (1-2)	DOCTOR WHO	S: 20	E: 6
TOMMORROW, THE RAT	DOOMWATCH	S: 1	E: 4
WAITING FOR A KNIGHTHOOD	DOOMWATCH	S: 3	E: 4
YOU KILLED TOBY WREN	DOOMWATCH	S: 2	E: 1
Terence Feely			
DRAGONSFIELD	AVENGERS, THE	S: 1	E: 26
NEW ADAM, NEW EVE	SPACE: 1999	S: 2	E: 6
NIGHTMARE	AVENGERS, THE	S: 1	E: 4
THE BRINGERS OF WONDER (1-2)	SPACE: 1999	S: 2	E: 18
THE GIRL WHO WAS DEAF	PRISONER, THE	S: 1	E: 15
THE MAN WHO CAME BACK	U.F.O.	S: 1	E: 16
THE SCHIZOID MAN	PRISONER, THE	S: 1	E: 5
TIMELASH	U.F.O.	S: 1	E: 18
Terrance Dicks			
HORROR OF FANG ROCK (1-4)	DOCTOR WHO	S: 15	E: 1
ROBOT (1-4)	DOCTOR WHO	S: 12	E: 1
STATE OF DECAY (1-4)	DOCTOR WHO	S: 18	E: 4
THE BRAIN OF MORBIUS (1-4)	DOCTOR WHO	S: 13	E: 5
THE FIVE DOCTORS (1)	DOCTOR WHO	S: 20	E: 7
THE LAMBDA FACTOR	SPACE: 1999	S: 2	E: 17
Terrance Dicks, Barry Letts			
DEPARTURE AND ARRIVAL	MOONBASE 3	S: 1	E: 1
Terrence Frisby			
MORE DEADLY THAN THE SWORD	ADAM ADAMANT LIVES!	S: 1	E: 3
Terrence McDonnell, Jim Carlson and Richard Landau			
WALK A DEADLY WING	SIX MILLION DOLLAR MAN, THE	S: 5	E: 9
Terry Borst			
THE ENEMY WITHIN (PART 2 OF 2)	BUGS	S: 4	E: 10
Terry Borst and Frank De Palma			
MONKEY SPIDERS (PART 1 OF 2)	BUGS	S: 4	E: 9
Terry Borst, Frank DePalma			
BURIED TREASURE	BUGS	S: 3	E: 8
Terry Curtis Fox			
ANAIS	HUNGER, THE	S: 1	E: 7
APPROACHING DESDEMONA	HUNGER, THE	S: 2	E: 18
FLY-BY-NIGHT	HUNGER, THE	S: 1	E: 15
PLAIN BROWN ENVELOPE	HUNGER, THE	S: 1	E: 19
PRISONERS	STARGATE SG1	S: 2	E: 3
RULES OF ENGAGEMENT	STARGATE SG1	S: 3	E: 9
SECRETS	STARGATE SG1	S: 2	E: 9
WEAK WOMAN	HUNGER, THE	S: 2	E: 6
Terry D. Nelson			
FUTURE TENSE	SWAMP THING	S: 3	E: 14
IN THE BEGINNING	SWAMP THING	S: 3	E: 31
PEOPLE LIKE US	VIPER (1996)	S: 3	E: 13
SPECIAL REQUEST	SWAMP THING	S: 3	E: 3
THE HANDYMAN	SWAMP THING	S: 3	E: 13
WILDERNESS RUN	VIPER (1996)	S: 2	E: 10
Terry Deveraux			
MANHUNT	STAR TREK: THE NEXT GENERATION	S: 2	E: 19
Terry Erwin			
VOODOO CHILD	SHE WOLF OF LONDON	S: 1	E: 12
Terry Nation			
A BEGINNING	SURVIVORS	S: 1	E: 13
AFTERMATH	BLAKES' 7	S: 3	E: 1
BOTANY BAY	OUT OF THIS WORLD	S: 1	E: 6

Episode Title	Name of Programme		
BOUNTY	BLAKES' 7	S: 1	E: 11
BREAKDOWN	BLAKES' 7	S: 1	E: 10
COUNTDOWN	BLAKES' 7	S: 2	E: 9
CYGNUS ALPHA	BLAKES' 7	S: 1	E: 3
DALEK CUTAWAY (1)	DOCTOR WHO	S: 3	E: 2
DEATH TO THE DALEKS (1-4)	DOCTOR WHO	S: 11	E: 3
DELIVERENCE	BLAKES' 7	S: 1	E: 12
DESTINY OF THE DALEKS (1-4)	DOCTOR WHO	S: 17	E: 1
DUEL	BLAKES' 7	S: 1	E: 8
GARLAND'S WAR	SURVIVORS	S: 1	E: 6
GENESIS	SURVIVORS	S: 1	E: 2
GENESIS OF THE DALEKS (1-6)	DOCTOR WHO	S: 12	E: 4
GONE AWAY	SURVIVORS	S: 1	E: 3
IMMIGRANT	OUT OF THIS WORLD	S: 1	E: 12
IMPOSTER	OUT OF THIS WORLD	S: 1	E: 5
INVASION OF THE EARTHMEN	AVENGERS,THE	S: 7	E: 16
KEYS OF MARINUS (1-6)	DOCTOR WHO	S: 1	E: 5
LEGACY OF DEATH	AVENGERS,THE	S: 7	E: 9
MISSION TO DESTINY	BLAKES' 7	S: 1	E: 7
NOON DOOMSDAY	AVENGERS,THE	S: 7	E: 10
ORAC	BLAKES' 7	S: 1	E: 13
PLANET OF THE DALEKS (1-6)	DOCTOR WHO	S: 10	E: 4
POWERPLAY	BLAKES' 7	S: 3	E: 2
PRESSURE POINT	BLAKES' 7	S: 2	E: 5
PROJECT AVALON	BLAKES' 7	S: 1	E: 9
REDEMPTION	BLAKES' 7	S: 2	E: 1
SEEK - LOCATE - DESTROY	BLAKES' 7	S: 1	E: 6
SOMETHING OF VALUE	SURVIVORS	S: 1	E: 12
SPACE FALL	BLAKES' 7	S: 1	E: 2
TAKE ME TO YOUR LEADER	AVENGERS,THE	S: 7	E: 23
TAKEOVER	AVENGERS,THE	S: 7	E: 30
TERMINAL	BLAKES' 7	S: 3	E: 13
THE ANDROID INVASION (1-4)	DOCTOR WHO	S: 13	E: 4
THE BODY SNATCHERS	CHAMPIONS,THE	S: 1	E: 21
THE CHASE (1-4)	DOCTOR WHO	S: 2	E: 8
THE DALEK INVASION OF EARTH (1-6)	DOCTOR WHO	S: 2	E: 2
THE DALEKS (1-7)	DOCTOR WHO	S: 1	E: 2
THE FANATICS	CHAMPIONS,THE	S: 1	E: 12
THE FOURTH HORSEMAN	SURVIVORS	S: 1	E: 1
THE FUTURE HOUR	SURVIVORS	S: 1	E: 10
THE WAY BACK	BLAKES' 7	S: 1	E: 1
THINGUMAJIG	AVENGERS,THE	S: 7	E: 27
TIME SQUAD	BLAKES' 7	S: 1	E: 4
WEB,THE	BLAKES' 7	S: 1	E: 5
Terry Nation, Dennis Spooner			
THE DALEK'S MASTERPLAN (1-12)	DOCTOR WHO	S: 3	E: 4
Terry Nation, Meade Roberts			
THE FOX AND THE FOREST	OUT OF THE UNKNOWN	S: 1	E: 8
Terry Ryan			
THAT LITTLE OLD MATCH MAKER, MARTIN	MY FAVOURITE MARTIAN	S: 1	E: 12
Terry Saltsman			
NEWSROOM	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 8
SEEING IS JUST SEEING	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 8
Terry Vennuzzi (w) & Scott Sedita (w,s)			
SCOUT'S HONOR	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 8
Tetsuo Kinjo			
THE MYSTERIOUS DINOSAUR BASE	ULTRAMAN	S: 1	E: 10
Tetsuo Kinjo, Shinichi Sekizawa			
DEFEAT THE INVADERS!	ULTRAMAN	S: 1	E: 2
ULTRA OPERATION NO. 1	ULTRAMAN	S: 1	E: 1
Thad Mumford			
BABY, YOU CAN DRIVE MY CAR	ALF	S: 1	E: 10
I'VE GOT A NEW ATTITUDE	ALF	S: 1	E: 15
Thad Mumford & Laurie Gelman			

Science Fiction Writers

Episode Title	Name of Programme		
THE GAMBLER	ALF	S: 1	E: 22
Thania St. John			
"PILOT"	VR5	S: 1	E: 1
ALL THAT GLITTERS	EUREKA	S: 2	E: 12
BLIND DATE	ROSWELL	S: 1	E: 14
CRAZY	ROSWELL	S: 1	E: 17
FLY HARD	LOIS AND CLARK	S: 1	E: 19
FOUR-SQUARE	ROSWELL	S: 1	E: 19
ILLUSIONS OF GRANDEUR	LOIS AND CLARK	S: 1	E: 14
INTO THE WOODS	ROSWELL	S: 1	E: 12
I'VE GOT A CRUSH ON YOU	LOIS AND CLARK	S: 1	E: 6
LOVE AND DEATH	VR5	S: 1	E: 3
MIRROR IMAGE	HUMAN TARGET	S: 1	E: 4
THE BALANCE	ROSWELL	S: 1	E: 10
THE UNION (AKA REUNION)	VR5	S: 1	E: 10
UNPREDICTABLE	EUREKA	S: 2	E: 3
Thelma Schnee			
THE NEGATIVE MAN	SCIENCE FICTION THEATRE	S: 1	E: 20
THE THROWBACK	SCIENCE FICTION THEATRE	S: 2	E: 19
Théo Cohan			
AFTER THE THAW	EARTH 2	S: 1	E: 16
Theodore Apstein			
SECRET WEAPON	TIME TUNNEL,THE	S: 1	E: 11
Theodore Sturgeon			
AMOK TIME	STAR TREK	S: 2	E: 1
PYLON EXPRESS	LAND OF THE LOST (1974)	S: 2	E: 8
SHORE LEAVE	STAR TREK	S: 1	E: 15
VERDICT FROM SPACE	TALES OF TOMORROW	S: 1	E: 1
Theresa Rebeck			
THE AFTERTIME	FIRST WAVE	S: 1	E: 21
Therese Beaupre			
MR. TAGER GOES TO EARTH	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 6
Thérèse Beaupré			
ALLURE	BLACK HOLE HIGH	S: 3	E: 3
CAMOUFLAGE	BLACK HOLE HIGH	S: 3	E: 5
CHIRALITY	BLACK HOLE HIGH	S: 3	E: 10
HEMISPHERES	BLACK HOLE HIGH	S: 2	E: 10
PHEROMONES	BLACK HOLE HIGH	S: 2	E: 2
Thom Keyes			
THE TAYBOR	SPACE: 1999	S: 2	E: 10
Thomas E. Daniels			
LUNACTIC FRINGE	NET, THE	S: 1	E: 16
Thomas E. Szollosi, Richard Christian Matheson			
747	INCREDIBLE HULK,THE	S: 1	E: 7
Thomas Perry, Jo Perry, Ronald D. Moore, Brannon Braga			
REUNION	STAR TREK: THE NEXT GENERATION	S: 4	E: 7
Thomas Schnauz			
LORD OF THE FLIES	X FILES,THE	S: 9	E: 5
MADAM, I'M ADAM	LONE GUNMEN, THE	S: 1	E: 6
SCARY MONSTERS	X FILES,THE	S: 9	E: 13
TANGO DE LOS PISTOLEROS	LONE GUNMEN, THE	S: 1	E: 10
Thomas Sheeter, Antoinette Stella			
ANIMAL MAGNETISM	THEY CAME FROM OUTER SPACE	S: 1	E: 12
Thomas Szollosi			
HYMN	OUTLAWS	S: 1	E: 5
Thomas Szollosi, Richard Christian Matheson			
EXPERIMENTS	POWERS OF MATTHEW STARR, THE	S: 1	E: 12
MISS STARDUST	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 21
Thomas W. Lynch			
ARRIVAL	JOURNEY OF ALLEN STRANGE, THE	S: 1	E: 1
EURIPIDES, PLEASE	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 2
INDENTITY	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 1

Episode Title	Name of Programme		
STARWALK	JOURNEY OF ALLEN STRANGE, THE	S: 1	E: 5
THE SECRET	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 4
Thomas W. Lynch, Bruce Haush			
GRONPOLY	JOURNEY OF ALLEN STRANGE, THE	S: 1	E: 4
Thomas W. Lynch, Vijal M. Patel, Jonas E. Agin			
THE GREAT GLINCH SWITCH	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 5
Thomas Wheeler			
EPISODE 9	SURFACE	S: 1	E: 9
Tim Aspinall			
A TORCH FOR SILVERADO	VIRTUAL MURDER	S: 1	E: 4
Tim Burns			
EASY SLIDER	SLIDERS	S: 5	E: 10
LAST LAUGH	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 7
METAMORPHIC ANTROPOIDIC PROTOTYPE OVER YOU	PROBE	S: 1	E: 4
REVENEGE OF THE HERD	LEGEND	S: 1	E: 9
Tim Burns, Bill Dial			
DUST	SLIDERS	S: 5	E: 16
Tim Finch			
BORN IN THE U.S.S.R.	SEVEN DAYS	S: 3	E: 21
THE FIRST LAST TIME	SEVEN DAYS	S: 3	E: 7
Tim Finch, Reuben Leder			
PEACEKEEPERS	SEVEN DAYS	S: 3	E: 2
Tim Finch, Stephen Beck			
COLD FRONT	ENTERPRISE	S: 1	E: 10
Tim Finch, Tamara Shaw			
AS TIMES GOES BY	SEVEN DAYS	S: 1	E: 7
THERE'S SOMETHING ABOUT OLGA	SEVEN DAYS	S: 1	E: 14
TWO WEDDINGS AND FUNERAL	SEVEN DAYS	S: 2	E: 5
WITCH WAY TO THE PROM	SEVEN DAYS	S: 2	E: 19
Tim Foreman			
THE CHOICES WE MAKE	ODYSSEY 5	S: 1	E: 7
Tim Kring			
DON'T LOOK BACK	HEROES	S: 1	E: 2
FOUR MONTHS AGO...	HEROES	S: 2	E: 8
FOUR MONTHS LATER...	HEROES	S: 2	E: 1
GENESIS	HEROES	S: 1	E: 1
GODSEND	HEROES	S: 1	E: 12
HOW TO STOP AN EXPLODING MAN	HEROES	S: 1	E: 23
SEVEN MINUTES TO MIDNIGHT	HEROES	S: 1	E: 8
THE KINDNESS OF STRANGERS	HEROES	S: 2	E: 4
Tim Kring, Deborah Dean Davis			
VOO DOO KNIGHT	KNIGHT RIDER	S: 4	E: 21
Tim Maile, Douglas Tuber			
PIM-CIPAL	PHIL OF THE FUTURE	S: 2	E: 12
Tim Minear			
ARE YOU KNOW OR HAVE YOU EVER BEEN	ANGEL	S: 2	E: 2
BENEDICTION	ANGEL	S: 3	E: 21
BURTAL YOUTH	LOIS AND CLARK	S: 4	E: 5
BUSHWHACKED	FIREFLY	S: 1	E: 2
DARLA	ANGEL	S: 2	E: 7
EPHIANY	ANGEL	S: 2	E: 16
HOME	ANGEL	S: 4	E: 22
I'VE GOT YOU UNDER MY SKIN	LOIS AND CLARK	S: 4	E: 20
LULLABY	STRANGE WORLD	S: 1	E: 3
LULLABY	ANGEL	S: 3	E: 9
MEET JONE DOE (PART 1 OF 2)	LOIS AND CLARK	S: 4	E: 14
MIND'S EYE	X FILES,THE	S: 5	E: 16
OUT OF GAS	FIREFLY	S: 1	E: 5
REPRISE	ANGEL	S: 2	E: 15
SENSE AND SENSITIVITY	ANGEL	S: 1	E: 6
SOMNAMBULIST	ANGEL	S: 1	E: 11
THAT OLD GANG OF MINE	ANGEL	S: 3	E: 3
THE PRODIGAL	ANGEL	S: 1	E: 15

Episode Title	Name of Programme		
THROUGH THE LOOKING GLASS	ANGEL	S: 2	E: 21
TWAS THE NIGHT BEFORE MXYMAS	LOIS AND CLARK	S: 4	E: 11
Tim Minear, Howard Gordon			
HERO	ANGEL	S: 1	E: 9
Tim Minear, Jeffrey Bell			
BILLY	ANGEL	S: 3	E: 6
COUPLET	ANGEL	S: 3	E: 14
Tim Minear, Joss Whedon			
SANCTUARY	ANGEL	S: 1	E: 19
THE MESSAGE	FIREFLY	S: 1	E: 15
Tim Minear, Shawn Ryan			
REUNION	ANGEL	S: 2	E: 10
Tim Schlattmann			
LEECH	SMALLVILLE	S: 1	E: 12
Timothy Burns			
BIRTHDAY	OUTLAWS	S: 1	E: 12
POTBOILER	OUTLAWS	S: 1	E: 7
Toby Martin			
CARNIVAL	SUPERBOY	S: 3	E: 6
JACKSON AND HYDE	SUPERBOY	S: 3	E: 18
REVENGE FROM THE DEEP	SUPERBOY	S: 2	E: 23
SUPERSTAR	SUPERBOY	S: 2	E: 20
THE BASEMENT	SUPERBOY	S: 4	E: 3
WEREWOLF	SUPERBOY	S: 3	E: 16
Toby Martin, Bernard M. Khan			
THE BEAST AND BEAUTY	SUPERBOY	S: 1	E: 7
Toby Whithouse			
GREEKS BEARING GIFTS	TORCHWOOD	S: 1	E: 7
SCHOOL REUNION	DOCTOR WHO (2005)	S: 2	E: 3
Todd Ellis Kessler			
FORLORN	SLEEPWALKERS	S: 1	E: 6
Todd Ellis Kessler, Tim Minear			
SPIRIT FALLS	STRANGE WORLD	S: 1	E: 6
Todd Holland			
WELCOME TO MY NIGHTMARE	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 4
Todd Slavkin, Darren Swimmer			
AQUA	SMALLVILLE	S: 5	E: 4
ARRIVAL	SMALLVILLE	S: 5	E: 1
ASYLUM	SMALLVILLE	S: 3	E: 9
BLUE	SMALLVILLE	S: 7	E: 8
COMMENCEMENT	SMALLVILLE	S: 4	E: 22
DUPLICITY	SMALLVILLE	S: 2	E: 3
EXTINCTION	SMALLVILLE	S: 3	E: 3
FREAK	SMALLVILLE	S: 6	E: 15
HYPNOTIC	SMALLVILLE	S: 5	E: 16
KARA	SMALLVILLE	S: 7	E: 2
PHANTOM	SMALLVILLE	S: 6	E: 22
RAGE	SMALLVILLE	S: 6	E: 7
RECRUIT	SMALLVILLE	S: 4	E: 13
RESURRECTION	SMALLVILLE	S: 3	E: 15
RUSH	SMALLVILLE	S: 2	E: 14
SNEEZE	SMALLVILLE	S: 6	E: 2
SOLITUDE	SMALLVILLE	S: 5	E: 8
TRANSFERENCE	SMALLVILLE	S: 4	E: 6
VELOCITY	SMALLVILLE	S: 3	E: 13
VISAGE	SMALLVILLE	S: 2	E: 11
Tom Blomquist			
A JURY OF HIS FEARS	SWAMP THING	S: 2	E: 7
A MOST BITTER PILL	SWAMP THING	S: 3	E: 20
DNA MAD SCIENTIST	FARSCAPE	S: 1	E: 9
FRIGHTMARE	HIGHWAYMAN,THE	S: 1	E: 8
LOVE LOST	SWAMP THING	S: 2	E: 2
NIGHT OF THE DYING	SWAMP THING	S: 2	E: 1

Episode Title	Name of Programme		
PAY DAY	SWAMP THING	S: 3	E: 16
SMOKE AND MIRRORS	SWAMP THING	S: 2	E: 9
THE HURTING	SWAMP THING	S: 3	E: 25
THE SPECTER OF DEATH	SWAMP THING	S: 3	E: 27
Tom Blomquist, Steven L. Sears			
REVELATIONS	SWAMP THING	S: 3	E: 11
Tom Blomquist, Steven L. Sears, Jeff Myrow			
THAT'S A WRAP	SWAMP THING	S: 3	E: 39
Tom Chehak			
A SPONTANEOUS MOMENT	REGENESIS	S: 3	E: 1
DUST IN THE WIND	REGENESIS	S: 3	E: 2
HAZE	REGENESIS	S: 2	E: 8
IT'S DÉJÀ VU ALL OVER AGAIN	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 13
NO MAN'S LAND	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 3
OUR MEN IN HAVANA	REGENESIS	S: 2	E: 6
PIECES OF NICK	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 1
PRIONS	REGENESIS	S: 1	E: 4
REBIRTH	ALIEN NATION	S: 1	E: 19
RECALLING THE PAST (AKA REMEMBERING)	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 8
RESURRECTION	REGENESIS	S: 1	E: 12
SPIRIT OF '95	ALIEN NATION	S: 1	E: 13
STEEL HORSES	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 13
TAKEOVER	ALIEN NATION	S: 1	E: 5
THE BEAST	TRACKER	S: 1	E: 6
THE FACE OF GOD	REGENESIS	S: 1	E: 3
THE GATES OF GALIDOR (PART 2 OF 2)	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 10
THE NIGHT OF THE SCREAMS	ALIEN NATION	S: 1	E: 7
THE PROMISE	REGENESIS	S: 1	E: 11
THE ROAD TO KEK	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 14
Tom Chehak & John Wirth (w) Carlton Cuse & Brad Kern (s)			
HIGH TREASON (1-2)	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 26
Tom De Ville, Paul Donovan			
VLAD	LEXX: THE DARK ZONE STORIES	S: 4	E: 8
WALPURGIS NIGHT	LEXX: THE DARK ZONE STORIES	S: 4	E: 7
Tom Fudge			
REGARDING CATLETT	VIPER (1996)	S: 2	E: 15
THE REALLY REAL RE-ENACTMENT	VIPER (1996)	S: 3	E: 10
Tom Greene			
BIRTHMARKS	SWAMP THING	S: 1	E: 14
DANNY'S INFERNO	SIX MILLION DOLLAR MAN,THE	S: 4	E: 14
GENIUS	POWERS OF MATTHEW STARR, THE	S: 1	E: 5
MELTDOWN	MAN FROM ATLANTIS	S: 1	E: 5
Tom Greene, Janis Hendler			
KNIGHTMARES	KNIGHT RIDER	S: 2	E: 10
SPEED DEMONS	KNIGHT RIDER	S: 2	E: 16
Tom Greene, Lionel E. Siegel and Wilton Schiller			
THE BIONIC BOY (1-2)	SIX MILLION DOLLAR MAN,THE	S: 4	E: 7
Tom Greene, W.M. Whitehead			
THE PROMETHEOUS PARABOLA	SWAMP THING	S: 1	E: 22
THE WATCHERS	SWAMP THING	S: 1	E: 18
TOUCH OF DEATH	SWAMP THING	S: 1	E: 20
Tom Gries			
SIGNALS FROM THE MOON	SCIENCE FICTION THEATRE	S: 2	E: 28
THE GREEN BOMB	SCIENCE FICTION THEATRE	S: 2	E: 4
Tom J. Astle			
BOO	SO WEIRD	S: 2	E: 7
COR-AI	STARGATE SG1	S: 1	E: 15
FAMILY REUNION	SO WEIRD	S: 1	E: 1
GERM THEORY	INVISIBLE MAN (2000)	S: 2	E: 11
LIGHTNING ROD	SO WEIRD	S: 3	E: 1
MEDIUM	SO WEIRD	S: 2	E: 1
PK (AKA TULPA)	SO WEIRD	S: 1	E: 10
RE-GENERATION	OUTER LIMITS,THE (1995)	S: 3	E: 3

Episode Title	Name of Programme		
THERE WAS AN OLD WOMAN	TWILIGHT ZONE,THE (1985)	S: 3	E: 13
Tom Lazarus			
A MULTITUDE OF IDOLS	WAR OF THE WORLDS	S: 1	E: 4
BLUE LIGHTS	STARMAN	S: 1	E: 4
EYE FOR AN EYE	WAR OF THE WORLDS	S: 1	E: 5
FEVER	STARMAN	S: 1	E: 10
GOLIATH IS MY NAME	WAR OF THE WORLDS	S: 1	E: 7
HE FEEDETH AMONG THE LILLIES	WAR OF THE WORLDS	S: 1	E: 14
THE LAST SUPPER	WAR OF THE WORLDS	S: 1	E: 18
TOM MACRAE			
RISE OF THE CYBERMEN	DOCTOR WHO (2005)	S: 2	E: 5
THE AGE OF STEEL	DOCTOR WHO (2005)	S: 2	E: 6
Tom McGrath			
THE NUCLEAR FAMILY	PLAY FOR TOMMOROW	S: 1	E: 4
Tom McLoughlin			
SHE-WOLF OF LONDON	SHE WOLF OF LONDON	S: 1	E: 1
SUCH INTERESTING NEIGHBOURS	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 18
Tom McLoughlin, Bob Gale			
GO TO THE HEAD OF THE CLASS	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 8
Tom Needham			
A BONE TO PICK	VIRTUAL MURDER	S: 1	E: 3
Tom Nursall			
BEEING THERE	SO WEIRD	S: 3	E: 11
Tom O'Neill, George Strayton			
TRAIL AND ERROR	CLEOPATRA 2525	S: 1	E: 10
Tom Palmer			
EXTRA INNINGS	TWILIGHT ZONE,THE (1985)	S: 3	E: 2
Tom Patchett			
A.L.F.	ALF	S: 1	E: 1
Tom Patchett & Lloyd Garver			
HELP ME RHONDA	ALF	S: 1	E: 7
Tom Patchett & Steven Hollander			
TURKEY IN THE STRAW (1-2)	ALF	S: 3	E: 6
Tom Ropelewski			
LIFEBOAT	SEVEN DAYS	S: 1	E: 19
THE CUBAN MISSILE	SEVEN DAYS	S: 2	E: 15
THE FOOTBALL	SEVEN DAYS	S: 2	E: 1
TIME GREMLIN	SEVEN DAYS	S: 2	E: 10
VOWS	SEVEN DAYS	S: 1	E: 4
Tom Sawyer			
DEATH IN DISGUISE	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 15
Tom Spezialy, Alan Cross			
FATAL LISA	WEIRD SCIENCE	S: 1	E: 11
MAGIC FOR BEGINNERS	WEIRD SCIENCE	S: 2	E: 7
MAGNIFICO DAD	WEIRD SCIENCE	S: 1	E: 4
SCI-FI ZONED	WEIRD SCIENCE	S: 3	E: 10
SHE'S ALIVE	WEIRD SCIENCE	S: 1	E: 1
SPIES 'R' US	WEIRD SCIENCE	S: 3	E: 18
Tom Swale			
THE TEST	LAND OF THE LOST (1974)	S: 2	E: 5
TIMESTOP	LAND OF THE LOST (1974)	S: 3	E: 10
Tom Swale, Dick Morgan			
THE MUSICIAN	LAND OF THE LOST (1974)	S: 2	E: 11
Tom Szentgyorgyi			
GAME THREE	JOURNEYMAN	S: 1	E: 3
HOME BY ANOTHER NAME	JOURNEYMAN	S: 1	E: 11
Tom Szollosi			
MELT DOWN	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 10
MINOKICHI	MYTHQUEST	S: 1	E: 5
ORPHEUS	MYTHQUEST	S: 1	E: 4
PARTURITION	STAR TREK: VOYAGER	S: 2	E: 7
SMALL FRIENDS	OUTER LIMITS,THE (1995)	S: 5	E: 3

Episode Title	Name of Programme	S:	E:
THE GUARDIAN	BEASTMASTER: THE LEGEND CONTINUES	1	14
Tom Szollosi, Michael Piller			
THE CLOUD	STAR TREK: VOYAGER	1	5
Tom Szollosi, Naren Shankar, Chris Ruppenthal			
STRANDED	OUTER LIMITS,THE (1995)	5	19
Tom Tenowich			
A MOMMY FOR MORK	MORK AND MINDY	1	9
MORK GETS MINDY-ITIS	MORK AND MINDY	2	6
YOUNG LOVE	MORK AND MINDY	1	15
Tom Tenowich, Ed Scharlach			
A MORKSVILLE HORROR	MORK AND MINDY	2	7
INVASION OF THE MORK SNATCHERS	MORK AND MINDY	2	23
LOONY TUNES AND MORKIE MELODIES	MORK AND MINDY	2	21
MORK'S MIXED EMOTONS	MORK AND MINDY	1	19
MORK'S VACATION	MORK AND MINDY	2	18
Tom Wright			
CHILD'S PLAY	OMEGA FACTOR, THE	1	6
Tom Wyner, Julianne Klemm			
CALAMITY KIMBERLY	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1	30
Tom Wyner, Stewart St. John, Cheryl Saban			
GREEN WITH EVIL PART 2 (aka JASON'S BATTLE)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1	18
Tommy Lee Wallace			
THREE IRISH WISHES (AKA THE LEPRECHAUN ARTIST)	TWILIGHT ZONE,THE (1985)	1	47
Tommy Thompson			
ANGEL'S FLIGHT	PRETENDER, THE	4	3
BLOOD MOON	QUANTUM LEAP	5	14
FUTURE BOY	QUANTUM LEAP	3	13
HEART OF A CHAMPION	QUANTUM LEAP	3	20
INDY SHOW	PRETENDER, THE	2	10
KILLIN' TIME	QUANTUM LEAP	5	4
L.D.U. - 7	ODYSSEY 5	1	9
LEAP OF FAITH	QUANTUM LEAP	3	3
LEAPING IN WITHOUT A NET	QUANTUM LEAP	2	19
MIRAGE	PRETENDER, THE	1	9
MISS DEEP SOUTH	QUANTUM LEAP	3	6
MOMENTS TO LIVE	QUANTUM LEAP	4	19
NOWHERE TO RUN	QUANTUM LEAP	5	3
PAROLE	PRETENDER, THE	3	6
PAST SIM	PRETENDER, THE	2	6
PLAY BALL	QUANTUM LEAP	4	2
PROOF OF PURCHASE	DARK ANGEL	2	3
RED ROCK JAROD	PRETENDER, THE	2	19
SCOTT FREE	PRETENDER, THE	2	2
SOMEONE TO TRUST	PRETENDER, THE	3	4
SOUTHERN COMFORTS	QUANTUM LEAP	3	16
THE ASSASIN	PRETENDER, THE	3	11
THE FACE	VIPER (1994)	1	8
THE HOMECOMING	KYLE XY	2	2
TO SERVE AND PROTECT	PRETENDER, THE	1	6
WAKE UP	PRETENDER, THE	3	18
WINNER TAKE ALL	VIPER (1996)	1	1
Tommy Thompson, Chris Ruppenthal			
JAROD'S HONOR	PRETENDER, THE	1	19
Tommy Thompson, Drew Hammond			
THE AGENT OF YEAR ZERO	PRETENDER, THE	4	14
Tommy Thompson, Gillian Horvath			
PROMISED LAND	QUANTUM LEAP	5	10
Toni Di Franco			
DAMNED	PSI FACTOR: CHRONICLES OF THE PARANORMAL	2	10
Toni Gallager			
ROOT OF ALL EVIL	BIG BAD BEETLEBORGS	1	19

Episode Title**Name of Programme****Toni Graphia**

BASTILLE DAY	BATTLESTAR GALACTICA (2004)	S: 1	E: 3
FLESH AND BONE	BATTLESTAR GALACTICA (2004)	S: 1	E: 8
INDEPENDENCE DAY	ROSWELL	S: 1	E: 15
JUSTICE	QUANTUM LEAP	S: 4	E: 4
MAX TO THE MAX	ROSWELL	S: 1	E: 20
MEET THE DUPES (PART 1 OF 2)	ROSWELL	S: 2	E: 8
RESISTANCE	BATTLESTAR GALACTICA (2004)	S: 2	E: 4
SIMON'S CHOICE	VR5	S: 1	E: 7
SURPRISE	ROSWELL	S: 2	E: 3

Tony Barrett

THE DOG-GONE AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 1
THE HORNS-OF-THE-DILEMMA AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 6
THE ROMANY LIE AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 12
THE U.N.C.L.E. SAMURAI AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 27

Tony Barwick

A CHRISTMAS MIRACLE	TERRAHAWKS	S: 1	E: 11
A QUESTION OF PRIORITIES	U.F.O.	S: 1	E: 5
ARCTIC ADVENTURE	JOE 90	S: 1	E: 15
ATTACK OF THE TIGER	JOE 90	S: 1	E: 25
ATTACK ON CLOUDBASE	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 31
BIG BEN STRIKES AGAIN	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 3
BUSINESS HOLIDAY	JOE 90	S: 1	E: 14
CHILD'S PLAY	TERRAHAWKS	S: 3	E: 6
CLOSE CALL	TERRAHAWKS	S: 1	E: 5
CLOSE UP	U.F.O.	S: 1	E: 11
COLD FINGER	TERRAHAWKS	S: 2	E: 8
COLONEL MCCLAIN	JOE 90	S: 1	E: 5
COMPUTER AFFAIR	U.F.O.	S: 1	E: 22
CONFETTI CHECK A-O.K.	U.F.O.	S: 1	E: 23
COURT MARTIAL	U.F.O.	S: 1	E: 20
CRATER 101	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 18
CRY UFO	TERRAHAWKS	S: 2	E: 11
DANGEROUS RENDEZVOUS	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 20
DOPPLEGANGER	TERRAHAWKS	S: 3	E: 5
DOUBLE AGENT	JOE 90	S: 1	E: 16
ERRAND OF MERCY	SECRET SERVICE,THE	S: 1	E: 8
EXPOSED	U.F.O.	S: 1	E: 2
FIRST STRIKE	TERRAHAWKS	S: 3	E: 2
FLIGHT 104	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 23
FLIGHT TO ATLANTICA	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 30
GOLD	TERRAHAWKS	S: 3	E: 13
GUNFIGHT AT OAKY'S CORRAL	TERRAHAWKS	S: 1	E: 7
HAPPY MADEDAY	TERRAHAWKS	S: 1	E: 3
HIJACKED	JOE 90	S: 1	E: 4
INTERNATIONAL CONCERTO	JOE 90	S: 1	E: 8
JOLLY ROGER ONE	TERRAHAWKS	S: 3	E: 7
LAST TRAIN TO BUFFLERS HALT	SECRET SERVICE,THE	S: 1	E: 5
LORD PARKER'S 'OLIDAY	THUNDERBIRDS	S: 2	E: 4
LUNARVILLE 7	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 12
MANHUNT	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 4
MA'S MONSTERS	TERRAHAWKS	S: 2	E: 13
MIDNIGHT BLUE	TERRAHAWKS	S: 2	E: 5
MIND MONSTER	TERRAHAWKS	S: 1	E: 10
MINDBENDER	U.F.O.	S: 1	E: 14
MORE HASTE-LESS SPEED	SECRET SERVICE,THE	S: 1	E: 13
MOST SPECIAL ASTRONAUT	JOE 90	S: 1	E: 2
MY KINGDOM FOR A ZEAF	TERRAHAWKS	S: 2	E: 6
NOOSE OF ICE	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 25
ONE MOMENT OF HUMANITY	SPACE: 1999	S: 2	E: 4
OPERATION SAS	TERRAHAWKS	S: 2	E: 1
OPERATION ZERO	TERRAHAWKS	S: 3	E: 11
ORDEAL	U.F.O.	S: 1	E: 19
PLAT IT AGAIN, SAM	TERRAHAWKS	S: 2	E: 3
PROJECT 90	JOE 90	S: 1	E: 3

Episode Title	Name of Programme		
RICOCHET	THUNDERBIRDS	S: 2	E: 5
RUNAWAY	TERRAHAWKS	S: 3	E: 8
SEE YOU DOWN THERE	JOE 90	S: 1	E: 23
SHADOW OF FEAR	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 19
SPACE CYCLOPS	TERRAHAWKS	S: 3	E: 4
SPACE GIANT	TERRAHAWKS	S: 2	E: 10
SPACE SAMURAI	TERRAHAWKS	S: 3	E: 9
SPECIAL ASSIGNMENT	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 10
SPECTRUM STRIKES BACK	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 9
SURVIVAL	U.F.O.	S: 1	E: 13
TALKDOWN	JOE 90	S: 1	E: 20
TEN TOP POP	TERRAHAWKS	S: 2	E: 2
TERRABOMB	TERRAHAWKS	S: 3	E: 3
THE A B CHRYSALIS	SPACE: 1999	S: 2	E: 12
THE BIRTHDAY	JOE 90	S: 1	E: 30
THE FEATHERED SPIES	SECRET SERVICE,THE	S: 1	E: 4
THE GUN	TERRAHAWKS	S: 1	E: 6
THE HEART OF NEW YORK	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 11
THE INQUISITION	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 32
THE PSYCHOBOMBS	U.F.O.	S: 1	E: 12
THE RACE	JOE 90	S: 1	E: 19
THE RESPONSIBILITY SEAT	U.F.O.	S: 1	E: 25
THE ULTIMATE MENACE	TERRAHAWKS	S: 2	E: 4
THE UNGLIEST MONSTER OF ALL	TERRAHAWKS	S: 1	E: 4
THE UNORTHODOX SHEPHERD	JOE 90	S: 1	E: 13
THREE'S A CROWD	JOE 90	S: 1	E: 17
THUNDER-ROAR	TERRAHAWKS	S: 1	E: 2
TIME WARP	TERRAHAWKS	S: 3	E: 10
TO CATCH A TIGER	TERRAHAWKS	S: 1	E: 12
TRAITOR	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 16
TREBLE CROSS	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 22
TUNDRER PATH	TERRAHAWKS	S: 1	E: 8
TWO FOR THE PRICE OF ONE	TERRAHAWKS	S: 3	E: 1
UNSEEN MENACE	TERRAHAWKS	S: 2	E: 9
VIVA CORDOVA	JOE 90	S: 1	E: 26
WINGED ASSASSIN	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 2
ZERO'S FINEST HOUR	TERRAHAWKS	S: 2	E: 7
Tony Barwick, Shane Rimmer			
INFERNO	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 29
Tony Blake & Paul Jackson			
BAD LUCK BETTY	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 25
Tony Blake, Paul Jackson			
A STAND UP GUY	PRETENDER, THE	S: 2	E: 13
AND THE ANSWER IS...	LOIS AND CLARK	S: 2	E: 22
CRASH	PRETENDER, THE	S: 2	E: 17
MADAME EX	LOIS AND CLARK	S: 2	E: 1
OVER THE EDGE	PRETENDER, THE	S: 2	E: 3
PHOENIX,THE	LOIS AND CLARK	S: 2	E: 13
RIVAL,THE	LOIS AND CLARK	S: 1	E: 17
TARGET:JIMMY OLSEN	LOIS AND CLARK	S: 2	E: 19
THE SOURCE	LOIS AND CLARK	S: 2	E: 3
Tony Blake, Paul Johnson			
SIGN OF THE ABOVE	MUTANT X	S: 2	E: 8
Tony D'Aquino			
ARKHAM'S CURIOS & WONDERS	TWO TWISTED	S: 1	E: 8
Tony DiFranco			
DOOMSDAY	WAR OF THE WORLDS	S: 2	E: 3
NEVER GO HOME	CODE NAME: ETERNITY	S: 1	E: 6
STANDARD DEVIATION	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 3
WHITER SHADE OF PALE	MUTANT X	S: 1	E: 11
Tony Jordan			
EPISODE 5	LIFE ON MARS	S: 1	E: 5
NOBODY DOES IT BETTER	VANISHING MAN,THE	S: 1	E: 2
OUT ON A LIMB	VANISHING MAN,THE	S: 1	E: 5
RETRIBUTION	VANISHING MAN,THE	S: 1	E: 7

Episode Title	Name of Programme		
SPOOKS	VANISHING MAN,THE	S: 1	E: 6
Tony Millian and Mike Walling			
HIDDEN TALENTS	WHIZZIWIG	S: 3	E: 3
Tony Oliver			
DAY OF THE DUMPSTER (PILOT VERSION)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 0
Tony Oliver, Barbara A. Oliver			
ROCK-A-BYE POWER RANGERS	POWER RANGERS ZEO	S: 2	E: 10
THE POWER STEALER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 15
TRANSMISSION IMPOSSIBLE	POWER RANGERS TURBO	S: 1	E: 3
Tony Oliver, Shuki Levy			
DAY OF THE DUMPSTER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 1
Tony Osborn			
	ATLANTIS HIGH	S: 1	E: 16
Tony Reitano			
UNDRESSED FOR SUCCESS	THEY CAME FROM OUTER SPACE	S: 1	E: 2
Tony Sheer			
LITTLE BUDDY BEEP BEEP	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 9
Tony Westman			
MIRROR IMAGE	SENTINEL, THE	S: 3	E: 14
POACHERS	SENTINEL, THE	S: 3	E: 4
Tony Williamson			
A SINISTER SORT OF SERVICE	ADAM ADAMENT LIVES!	S: 2	E: 13
A SLIGHT CASE OF REINCARNATION	ADAM ADAMENT LIVES!	S: 2	E: 1
ALLAH IS NOT ALWAYS WITH YOU	ADAM ADAMENT LIVES!	S: 1	E: 5
D FOR DESTRUCTION	ADAM ADAMENT LIVES!	S: 1	E: 16
DEATH BY APPOINTMENT ONLY	ADAM ADAMENT LIVES!	S: 1	E: 11
DEATH HAS A THOUSAND FACES	ADAM ADAMENT LIVES!	S: 1	E: 2
KILLER	AVENGERS,THE	S: 7	E: 17
PROJECT ZERO	CHAMPIONS,THE	S: 1	E: 24
SHADOW OF THE PANTHER	CHAMPIONS,THE	S: 1	E: 16
STAY TUNED	AVENGERS,THE	S: 7	E: 22
SUPER SECRET CYPHER SNATCH	AVENGERS,THE	S: 7	E: 3
THE DARK ISLAND	CHAMPIONS,THE	S: 1	E: 11
THE EXPERIMENT	CHAMPIONS,THE	S: 1	E: 4
THE MURDER MARKET	AVENGERS,THE	S: 4	E: 7
THE POSITIVE NEGATIVE MAN	AVENGERS,THE	S: 6	E: 6
THE THIRTEETH HOLE	AVENGERS,THE	S: 4	E: 18
TO SET A DEADLY FASHION	ADAM ADAMENT LIVES!	S: 1	E: 7
TOO MANY CHRISMASS TREES	AVENGERS,THE	S: 4	E: 13
WHOEVER SHOT POOR GEORGE OBLIQUE STROKE XR40	AVENGERS,THE	S: 7	E: 6
WISH YOU WHERE HERE	AVENGERS,THE	S: 7	E: 20
Tony Williamson, Donald Cotton, Richard Harris			
A VINTAGE YEAR FOR SCOUNDRELS	ADAM ADAMENT LIVES!	S: 1	E: 1
Tor Alexander Valenza			
DIVIDE AND CONQUER	STARGATE SG1	S: 4	E: 5
HOLIDAY	STARGATE SG1	S: 2	E: 17
LEGACY	STARGATE SG1	S: 3	E: 4
PAST AND PRESENT	STARGATE SG1	S: 3	E: 11
SPIRITS	STARGATE SG1	S: 2	E: 12
URGO	STARGATE SG1	S: 3	E: 16
Torrey Steed			
EPISODE NINETY-THREE	JUPITER MOON	S: 1	E: 93
EPISODE ONE-HUNDRED-SIXTEEN	JUPITER MOON	S: 1	E: 116
EPISODE ONE-HUNDRED-THIRTY	JUPITER MOON	S: 1	E: 130
EPISODE ONE-HUNDRED-TWENTY-NINE	JUPITER MOON	S: 1	E: 129
Torry Steed			
EPISODE ONE-HUNDRED-FIVE	JUPITER MOON	S: 1	E: 105
EPISODE ONE-HUNDRED-SIX	JUPITER MOON	S: 1	E: 106
Toshihiro Iijima			
WELCOME TO EARTH! PART 1	ULTRAMAN MAX	S: 1	E: 33
WELCOME TO EARTH! PART 2	ULTRAMAN MAX	S: 1	E: 34

Episode Title	Name of Programme		
Tracey Forbes			
BOUNTY HUNTER	CODE NAME: ETERNITY	S: 1	E: 10
COMINGS AND GOINGS (PART 3 OF 3)	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 2
DEEP DOWN	CODE NAME: ETERNITY	S: 1	E: 14
ESCAPE MUTANT	REGENESIS	S: 2	E: 2
FORZEN IN TIME	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 5
GENE IN A BOTTLE	REGENESIS	S: 2	E: 9
THE EDGE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 13
WITHOUT A TRACE	TRACKER	S: 1	E: 7
Tracey Friedman			
FREEZONE	FREEDOM	S: 1	E: 5
Tracey Stern			
ETERNITY	ANGEL	S: 1	E: 17
THE BACHELOR PARTY	ANGEL	S: 1	E: 7
Tracy A. Bellomo			
TRESPASS	SMALLVILLE	S: 6	E: 14
Tracy Bellomo			
WITHER	SMALLVILLE	S: 6	E: 3
Tracy Forbes			
ISIS & OSIRIS (PART 1 OF 2)	MYTHQUEST	S: 1	E: 9
Tracy Friedman			
AND BABY MAKES 3	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 24
THE PRODIGY	TIME TRAX	S: 1	E: 5
Tracy Keenan Wynn			
DIAMONDS AREN'T FOREVER	NET, THE	S: 1	E: 11
Tracy McMillan			
THE HANGED MAN	JOURNEYMAN	S: 1	E: 12
Tracy Tormé			
CONSPIRACY	STAR TREK: THE NEXT GENERATION	S: 1	E: 24
DARK AT THE END OF THE TUNNEL	ODYSSEY 5	S: 1	E: 12
HAVEN	STAR TREK: THE NEXT GENERATION	S: 1	E: 10
INTO THE MYSTIC	SLIDERS	S: 2	E: 1
INVASION	SLIDERS	S: 2	E: 12
SLIDERS (1-2)	SLIDERS	S: 1	E: 1
SUMMER OF LOVE	SLIDERS	S: 1	E: 5
THE BIG GOODBYE	STAR TREK: THE NEXT GENERATION	S: 1	E: 11
THE GUARDIAN	SLIDERS	S: 3	E: 4
THE KING IS BACK	SLIDERS	S: 1	E: 8
THE SCHIZOID MAN	STAR TREK: THE NEXT GENERATION	S: 2	E: 6
Treena Hancock & Melissa R. Byer			
INSTINCT	STARGATE: ATLANTIS	S: 2	E: 7
Treva Silverman, Peter Myerson			
DON'T TAKE ANY WOODEN INDIANS	CAPTAIN NICE	S: 1	E: 7
THE MAN WITH THE THREE BLUE EYES	CAPTAIN NICE	S: 1	E: 5
Trevelyan Evans, Pete Sinclair			
FEAR AND CLOTHING	MY HERO	S: 5	E: 7
THE FAMILY WAY	MY HERO	S: 4	E: 9
THE MAYOR OF NORTHOLT	MY HERO	S: 4	E: 6
Trevor Hoyle			
ULTRAWORLD	BLAKES' 7	S: 3	E: 10
Trevor Lansdown, Tony Barwick			
THE MIDAS TOUCH	TERRAHAWKS	S: 2	E: 12
Trevor Preston			
ONE AND ONE AND ONE ARE FOUR (1-3)	ACE OF WANDS	S: 1	E: 1
SEVEN SERPENTS, SULPHUR AND SALT (1-3)	ACE OF WANDS	S: 2	E: 1
THE BLACK GLOVE OF MELCHIZEDEK	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 11
THE CARDINAL'S DESIGN	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 4
THE SMILE (1-4)	ACE OF WANDS	S: 1	E: 4
Trey Callaway			
NEW ARRIVALS	MERCY POINT	S: 1	E: 1
OPPOSING VIEWS	MERCY POINT	S: 1	E: 2
Troy Kennedy Martin			

Episode Title	Name of Programme		
BREAKTHROUGH	EDGE OF DARKNESS	S: 1	E: 4
BURDEN OF PROOF	EDGE OF DARKNESS	S: 1	E: 3
COMPASSIONATE LEAVE	EDGE OF DARKNESS	S: 1	E: 1
FUSION	EDGE OF DARKNESS	S: 1	E: 6
INTO THE SHADOWS	EDGE OF DARKNESS	S: 1	E: 2
NORTHMOOR	EDGE OF DARKNESS	S: 1	E: 5
Tug Barnes			
WRESTLE MANIA	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 6
Turi Meyer, Al Septien			
COMBAT	SMALLVILLE	S: 6	E: 17
FADE	SMALLVILLE	S: 5	E: 20
POWER PLAY	MUTANT X	S: 2	E: 2
Tyler Bensinger			
EXPOSED	PRETENDER, THE	S: 2	E: 4
GIGOLO JAROD	PRETENDER, THE	S: 2	E: 11
Valarie Mayhew, Vivian Mayhew			
REMEMBER	VISITOR, THE	S: 1	E: 5
REUNION	VISITOR, THE	S: 1	E: 8
Valerie Watson			
THE LOUD SOLOMON FAMILY: A DICKUMENTARY	THIRD ROCK FROM THE SUN	S: 5	E: 9
Valerie West			
MOONLIGHT BECOMES YOU	SHE WOLF OF LONDON	S: 1	E: 4
Valri Bromfield			
HOMEWARD BOUND	SPACE CASES	S: 2	E: 6
Van Gordon Sauter, David Percelay			
RODEO	HARD TIME ON PLANET EARTH	S: 1	E: 10
Vance DeGeneres			
REALITY TAKES A HOLIDAY	EERIE INDIANA	S: 1	E: 18
THE LOST HOUR	EERIE INDIANA	S: 1	E: 10
Vanessa Boos and Wilton Schiller			
THE PRIVACY OF THE MIND	SIX MILLION DOLLAR MAN,THE	S: 4	E: 19
Veronica Henry			
EPISODE NINETY-NINE	JUPITER MOON	S: 1	E: 99
EPISODE ONE-HUNDRED-FORTY-ONE	JUPITER MOON	S: 1	E: 141
EPISODE ONE-HUNDRED-FORTY-SEVEN	JUPITER MOON	S: 1	E: 147
EPISODE ONE-HUNDRED-THREE	JUPITER MOON	S: 1	E: 103
EPISODE SEVENTY-ONE	JUPITER MOON	S: 1	E: 71
EPISODE SEVENTY-TWO	JUPITER MOON	S: 1	E: 72
Veronica Rumble			
EPISODE TWENTY-EIGHT	JUPITER MOON	S: 1	E: 28
Victor Fresco			
FUTURE'S SO BRIGHT,I GOTTA WEAR SHADES	ALF	S: 4	E: 18
HOOKED ON A FEELING	ALF	S: 4	E: 6
STAYIN' ALIVE	ALF	S: 4	E: 21
WANTED,DEAD OR ALIVE	ALF	S: 4	E: 3
Victor Gentile			
ARTES VERITAS	PARALLAX	S: 1	E: 7
DAD MEETS DAD	PARALLAX	S: 1	E: 16
Victor Pemberton			
FURY FROM THE DEEP (1-6)	DOCTOR WHO	S: 5	E: 6
SISTER DEADLY (1-3)	ACE OF WANDS	S: 3	E: 5
THE DAY OF THE CLONE (1-6)	TIMESLIP	S: 1	E: 4
THE POWER OF ATEP (1-4)	ACE OF WANDS	S: 3	E: 2
Vida Spears, Sara V. Finney			
THE RUSSIAN EXCHANGE STUDENT	SUPERBOY	S: 1	E: 5
Vijal M. Patel			
FROZEN FEUD	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 11
Vince Gilligan			
BAD BLOOD	X FILES,THE	S: 5	E: 12
DRIVE	X FILES,THE	S: 6	E: 2
FOLIE A DEUX	X FILES,THE	S: 5	E: 19
HUNGRY	X FILES,THE	S: 7	E: 6

Episode Title	Name of Programme		
JE SOUHAITE	X FILES,THE	S: 7	E: 21
JOHN DOE	X FILES,THE	S: 9	E: 7
PAPER HEARTS	X FILES,THE	S: 4	E: 10
PLANET OF THE FROHIKES: A SHORT HISTORY OF MY DEMEANING CAPTIVITY	LONE GUNMEN, THE	S: 1	E: 7
PUSHER	X FILES,THE	S: 3	E: 17
ROAD RUNNER	X FILES,THE	S: 8	E: 4
SMALL POTATOES	X FILES,THE	S: 4	E: 20
SOFT LIGHT	X FILES,THE	S: 2	E: 23
SUNSHINE DAYS	X FILES,THE	S: 9	E: 18
TITHONUS	X FILES,THE	S: 6	E: 9
UNRUHE	X FILES,THE	S: 4	E: 4
UNUSUAL SUSPECTS	X FILES,THE	S: 5	E: 3
X-COPS	X FILES,THE	S: 7	E: 12
Vince Gilligan, Frank Spotnitz			
MAXIMUM BYERS	LONE GUNMEN, THE	S: 1	E: 8
MILLENNIUM	X FILES,THE	S: 7	E: 4
Vince Gilligan, Frank Spotnitz, John Shibano			
ALL ABOUT YVES	LONE GUNMEN, THE	S: 1	E: 12
Vince Gilligan, John Shibano			
FIELD TRIP	X FILES,THE	S: 6	E: 20
MONDAY (aka MOBIUS)	X FILES,THE	S: 6	E: 13
THREE OF A KIND	X FILES,THE	S: 6	E: 19
Vince Gilligan, John Shibano, Frank Spotnitz			
CHRISTMAS CORAL (PART 1 OF 2)	X FILES,THE	S: 5	E: 6
DREAMLAND (1-2)	X FILES,THE	S: 6	E: 4
EMILY (PART 2 OF 2)	X FILES,THE	S: 5	E: 7
JUMP THE SHARK	X FILES,THE	S: 9	E: 15
THE AMAZING MALEENI	X FILES,THE	S: 7	E: 8
THEEF	X FILES,THE	S: 7	E: 14
Vince Gilligan, Tim Minear			
KITSUNEGARI	X FILES,THE	S: 5	E: 8
Vince Powell, Harry Drive			
BEAUTY IS AN UGLY WORD	ADAM ADAMENT LIVES!	S: 1	E: 12
CONSPIRACY OF DEATH	ADAM ADAMENT LIVES!	S: 2	E: 3
THE DEADLY BULLET	ADAM ADAMENT LIVES!	S: 2	E: 10
THE SURVIVORS	ADAM ADAMENT LIVES!	S: 2	E: 5
THE VILLAGE OF EVIL	ADAM ADAMENT LIVES!	S: 1	E: 15
Vincent Tilsley			
DO NOT FORSAKE ME OH MY DARLING	PRISONER, THE	S: 1	E: 13
THE CHIMES OF BIG BEN	PRISONER, THE	S: 1	E: 2
Virginia Aldridge			
ARABESQUE	BEAUTY AND THE BEAST	S: 2	E: 13
EVERYTHING IS EVERYTHING	BEAUTY AND THE BEAST	S: 1	E: 19
JUNCTION	TWILIGHT ZONE,THE (1985)	S: 2	E: 21
LABYRINTHS	BEAUTY AND THE BEAST	S: 2	E: 8
REMEMBER LOVE	BEAUTY AND THE BEAST	S: 2	E: 2
WHITE BIRD	KNIGHT RIDER	S: 1	E: 18
Vivian Mayhew, Valerie Mayhew			
SANGUINARIUM	X FILES,THE	S: 4	E: 6
Von Whisenant, T. Edward Anthony			
THE YOUNG AND THE RELENTLESS	SLIDERS	S: 2	E: 11
W. Reed Moran			
POWER OF DARKNESS	SWAMP THING	S: 3	E: 2
VENDETTA	SWAMP THING	S: 3	E: 24
W.K. Scott Meyer			
BEGOTTEN NOT MADE (PART 2 OF 2)	TOTAL RECALL 2070	S: 1	E: 10
INFILTRATION	TOTAL RECALL 2070	S: 1	E: 4
OOPA	SO WEIRD	S: 2	E: 10
SIMPLICITY	SO WEIRD	S: 1	E: 6
W.M. Whitehead			
DARK SIDE OF THE MIRROR	SWAMP THING	S: 1	E: 15
w: Coleman Luck III s: Coleman Luck III & Kimberly A. Shriner, M.D.			

Episode Title	Name of Programme		
BLOOD COVENANT	BURNING ZONE, THE	S: 1	E: 9
w: David Kemper & Rockne S. O'Bannon			
BONE TO BE WILD	FARSCAPE	S: 1	E: 21
w: Nell Scovell s: Barney Cohen & Katheryn Wallack			
"PILOT"	SABRINA THE TEENAGE WITCH	S: 1	E: 1
w: Stephen Rae s: Doug Heyes, Jr.			
A BUG'S LIFE	FARSCAPE	S: 1	E: 18
Wade Johnson, Daniel Kennedy			
FROM BEYOND THE GRAVE	SWAMP THING	S: 1	E: 12
THE HUNT	SWAMP THING	S: 1	E: 19
TREMORS OF THE HEART	SWAMP THING	S: 1	E: 21
Wallace Ware			
INFERNAL DEVICE	Q.E.D.	S: 1	E: 3
Walter Black			
THE TYRANT	PLANET OF THE APES	S: 1	E: 11
Walter Jon Williams			
ALL THE GREAT NEPTUNE'S OCEAN	ANDROMEDA	S: 1	E: 10
Walter Koenig			
MOTHER	POWERS OF MATTHEW STARR, THE	S: 1	E: 11
THE STRANGER	LAND OF THE LOST (1974)	S: 1	E: 6
Walter Mosley			
LITTLE BROTHER	MASTERS OF SCIENCE FICTION	S: 1	E: 5
Wanda Duncan, Bob Duncan			
SPACE CIRCUS	LOST IN SPACE	S: 2	E: 5
Ward Hawkins, John Hawkins			
DEADLY INVASION	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 10
THE CREATURE	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 15
THE MACHINES STRIKE BACK	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 13
THE MECHANICAL MAN	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 25
Warren Duff			
TASK FORCE	INVADERS,THE (1967)	S: 2	E: 15
THE CATACOMB AND DOGMA AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 18
THE PROPHET	INVADERS,THE (1967)	S: 2	E: 10
THE UFO AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 16
Warren Murphy, Bruce Kane			
THE WEDDING	SMALL WONDER	S: 2	E: 23
Warren S. Murray			
A GIFT FOR THE GIFTED	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 3
ROBOBRAT	SMALL WONDER	S: 1	E: 15
ROBOSITTER	SMALL WONDER	S: 1	E: 3
Warren S. Murray, Bruce Kane			
BIG J, PRIVATE EYE	SMALL WONDER	S: 4	E: 1
BREAKFAST OF CRIMINALS	SMALL WONDER	S: 3	E: 13
LUKE AND RAY	SMALL WONDER	S: 4	E: 12
MY LIVING DOLL	SMALL WONDER	S: 3	E: 10
THE BOSSY DAUGHTER	SMALL WONDER	S: 3	E: 15
VICTOR/ V.I.C.I.	SMALL WONDER	S: 2	E: 17
Warren Wilson			
BEYOND THE CURTAIN OF SPACE (aka BEYOND THE MOON) (1-3)	ROCKY JONES, SPACE RANGER	S: 1	E: 1
BOBBY'S COMET (aka MENACE FROM OUTER SPACE) (1-3)	ROCKY JONES, SPACE RANGER	S: 1	E: 9
CRASH OF THE MOONS (1-3)	ROCKY JONES, SPACE RANGER	S: 1	E: 6
ESCAPE INTO SPACE	ROCKY JONES, SPACE RANGER	S: 1	E: 2
KIP'S PRIVATE WAR	ROCKY JONES, SPACE RANGER	S: 1	E: 7
ROCKY'S ODYSSEY (aka GYPSY MOON) (1-3)	ROCKY JONES, SPACE RANGER	S: 1	E: 10
THE COLD SUN (1-3)	ROCKY JONES, SPACE RANGER	S: 1	E: 11
THE TRIAL OF ROCKY JONES (aka RENEGADE SATELLITE) (1-3)	ROCKY JONES, SPACE RANGER	S: 1	E: 15
VENA AND THE DARNAMA	ROCKY JONES, SPACE RANGER	S: 1	E: 13
Wayne A. Rice			
LITTLE HERCULES	SUPERBOY	S: 1	E: 19
Wayne Stamps			
HAPPY NIRD-DAY	PHIL OF THE FUTURE	S: 2	E: 18

Episode Title	Name of Programme		
Wells Root			
THE SECRET OF SUPERMAN	ADVENTURES OF SUPERMAN,THE	S: 1	E: 10
Wendy Graf & Lisa Stotsky			
IT AIN'T EASY BEING GREEN	ALF	S: 1	E: 21
SOMEONE TO WATCH OVER ME (1-2)	ALF	S: 2	E: 16
Wendy Kout			
MORK IN NEVER NEVER LAND	MORK AND MINDY	S: 3	E: 2
Wendy Mericle			
FANATIC	SMALLVILLE	S: 5	E: 10
Westbrook Claridge & Alphonse M. Ruggiero Jr			
INN AT THE END OF THE ROAD	AIRWOLF	S: 2	E: 14
Westbrook Claridge (w,s), Alphonse M. Ruggiero Jr (w,s) & Douglas			
DAMBREAKERS	AIRWOLF	S: 2	E: 19
Wilfred Greatorex			
CREED OF SLAVES	1990	S: 1	E: 1
PENTAGONS	1990	S: 2	E: 1
THE MARKET PRICE	1990	S: 2	E: 2
WHAT PLEASES THE PRINCE	1990	S: 2	E: 8
WHATEVER HAPPENED TO CARDINAL WOLSEY?	1990	S: 1	E: 6
WHEN DID YOU LAST SEE YOUR FATHER?	1990	S: 1	E: 2
WITNESS	1990	S: 1	E: 7
YOU'LL NEVER WALK ALONE	1990	S: 2	E: 6
Will Dixon			
BAD DREAMS	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 12
BLANK SLATE	OUTER LIMITS,THE (1995)	S: 5	E: 8
INERTIA	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 9
MAP TO THE STARS	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 20
PERSISTENCE OF VISION	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 14
SACRIFICES	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 2
THE ENDANGERED	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 21
THE LIGHT	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 16
WISH I MAY	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 3
Will Dixon, Alex Pugsley			
THE UNDEAD/STALKER MOON	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 13
Will Dixon, Damian Kindler			
FORCE MAJEURE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 21
Will Dixon, Ian Weir			
THE CURSE/ ANGEL ON A PLANE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 11
Will Dixon, James Nadler			
DREAM HOUSE/UFO ENCOUNTER	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 1
Will Dixon, Richard Oleksiak			
REPTILLIAN REVENGE/GHOSTLY VOICES	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 3
Will Forte			
MARY LOVES SCOOCHE (PART 2 OF 2)	THIRD ROCK FROM THE SUN	S: 6	E: 18
RED, WHITE & DICK	THIRD ROCK FROM THE SUN	S: 6	E: 8
Williams Emms			
MIND ROBBERS,THE (1-4)	ACE OF WANDS	S: 1	E: 2
William A. Schwartz, Don Carlos Dunaway			
GOING HOME	HUMAN TARGET	S: 1	E: 6
William B. Davis			
EN AMI	X FILES,THE	S: 7	E: 15
William Bast			
MOONSTONE	OUTER LIMITS,THE (1963)	S: 1	E: 24
William Bigelow			
THE CHASM	SLIDERS	S: 4	E: 20
THE DYING FIELDS	SLIDERS	S: 4	E: 12
William Blinn			
THE VISE	INVADERS,THE (1967)	S: 2	E: 21
William Blinn, Michael Gleason			
A NOSE FOR NEWS	MY FAVOURITE MARTIAN	S: 1	E: 36
THE MAN ON THE COUCH	MY FAVOURITE MARTIAN	S: 1	E: 6

Episode Title	Name of Programme		
William Corlett			
	MAGICIAN'S HOUSE, THE	S: 1	E: 4
	MAGICIAN'S HOUSE, THE	S: 2	E: 1
	MAGICIAN'S HOUSE, THE	S: 1	E: 6
	MAGICIAN'S HOUSE, THE	S: 1	E: 1
	MAGICIAN'S HOUSE, THE	S: 1	E: 2
	MAGICIAN'S HOUSE, THE	S: 1	E: 3
	MAGICIAN'S HOUSE, THE	S: 1	E: 5
William Davenport, Lou Derman			
GUESS WHO'S FEEDING THE PIGEONS	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 14
IRRECONCILABLE SAMENESS	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 19
William Driskill			
EYE WITNESS TO MURDER	SIX MILLION DOLLAR MAN,THE	S: 1	E: 10
NUCLEAR ALERT	SIX MILLION DOLLAR MAN,THE	S: 2	E: 1
William Eastlake			
SANCTUARY	IMMORTAL, THE	S: 1	E: 15
William Elliot			
KNIGHT BY A NOSE	KNIGHT RIDER	S: 3	E: 12
William Emms			
GALAXY 4 (1-4)	DOCTOR WHO	S: 3	E: 1
GOOD CLEAN FUN	R3	S: 2	E: 12
ONE FREE MAN	R3	S: 2	E: 3
William F. Nolan, Saul David, Leonard Katzman			
LOGAN'S RUN	LOGAN'S RUN	S: 1	E: 1
William Froug			
MANY,MANY MONKEYS	TWILIGHT ZONE,THE (1985)	S: 3	E: 26
THE LIMEHOUSE CONNECTION	Q.E.D.	S: 1	E: 6
William Gibson, Tom Maddox			
FIRST PERSON SHOOTER	X FILES,THE	S: 7	E: 13
KILL SWITCH	X FILES,THE	S: 5	E: 11
William Gray			
INSIDE CRIME	ROBOCOP - THE SERIES	S: 1	E: 12
PUBLIC ENEMIES	ROBOCOP - THE SERIES	S: 1	E: 22
TROUBLE IN DELTA CITY	ROBOCOP - THE SERIES	S: 1	E: 3
William Joyce			
THE MYSTERY OF THE BROKEN STATUES	ADVENTURES OF SUPERMAN,THE	S: 1	E: 4
William Keenan			
BABY SITTER	LAND OF THE LOST (1974)	S: 2	E: 10
FAIR TRADE	LAND OF THE LOST (1974)	S: 2	E: 3
ONE OF OUR PYLONS ARE MISSING	LAND OF THE LOST (1974)	S: 2	E: 4
William Keys			
SHGORATCHX!	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 10
William L. Stuart			
DEADLY LODESTONE	LAND OF THE GIANTS	S: 1	E: 17
THE DEADLY DART	LAND OF THE GIANTS	S: 2	E: 20
THE MECHANICAL MAN	LAND OF THE GIANTS	S: 2	E: 1
William Lucas Walker			
WRESTLEMOONIA	THREE MOONS OVER MILFORD	S: 1	E: 6
William M. Whitehead, Joel Don Humphreys			
KILLER INSTINCT	INCREDIBLE HULK,THE	S: 2	E: 8
William Malone, Josh Stolberg			
HONEY, I'M HAUNTED	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 3
William Mikaluk, A L Katz			
FATHERS AND SONS	OUTER LIMITS,THE (1995)	S: 5	E: 20
William P. D'Angelo			
A RIDDLING CONTROVERSY	BATMAN (1966)	S: 2	E: 46
BATMAN'S ANNIVERSARY	BATMAN (1966)	S: 2	E: 45
William Rabkin, Lee Goldberg			
CURIOSITY KILLED THE CRAVITZ	SHE WOLF OF LONDON	S: 1	E: 14
HABEAS CORPSES	SHE WOLF OF LONDON	S: 1	E: 15
HEART ATTACK	SHE WOLF OF LONDON	S: 1	E: 17
MYSTICAL PIZZA	SHE WOLF OF LONDON	S: 1	E: 19

Episode Title	Name of Programme		
PRINCE OF WAILS	SLIDERS	S: 1	E: 4
SHE-DEVIL	SHE WOLF OF LONDON	S: 1	E: 11
William Rabkin, Lee Goldberg, Burt Pearl, Steven L. Sears			
HAUNTED HIGHWAY	HIGHWAYMAN,THE	S: 1	E: 10
William Read Woodfield			
DOOMSDAY	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 17
MUTINY	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 18
THE CONDEMNED	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 31
THE ENEMIES	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 30
THE EXILE	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 27
THE INVADERS	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 20
THE SABOTEUR	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 24
William Read Woodfield, Allan Balter			
ATTACK OF THE MONSTER PLANTS	LOST IN SPACE	S: 1	E: 14
DEADLY CREATURE BELOW!	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 17
KILLERS OF THE DEEP	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 15
REVENGE OF THE GODS	TIME TUNNEL,THE	S: 1	E: 7
THE CYBORG	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 3
THE MENFISH	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 24
THE MONSTERS FROM OUTER SPACE	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 12
THE PEACEMAKER	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 9
TIME BOMB	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 5
William Schifrin, Jordan Hawley			
TEN LITTLE HACKERS	LEVEL 9	S: 1	E: 6
William Schmidt			
CHARIOT OF GOLD	KNIGHT RIDER	S: 1	E: 16
CUSTOM K.I.T.T.	KNIGHT RIDER	S: 2	E: 7
EXISTENCE	PREY	S: 1	E: 1
KNIGHT MOVES	KNIGHT RIDER	S: 1	E: 19
MERCHANTS OF DEATH	KNIGHT RIDER	S: 2	E: 3
THE SKIN	SPECIAL UNIT 2	S: 2	E: 2
William Schmidt, Bob Shayne			
DEADLY MANEUVERS	KNIGHT RIDER	S: 1	E: 2
William Schwartz			
AFRICAN CONNECTION	BIONIC WOMAN, THE	S: 3	E: 6
MAX	BIONIC WOMAN, THE	S: 3	E: 10
TERROR IN TIME SQUARE	INCREDIBLE HULK,THE	S: 1	E: 6
William Selby			
THE HELLGRAMMITE METHOD	TWILIGHT ZONE,THE (1985)	S: 3	E: 7
William Sind, Thania St. John			
285 SOUTH (PART 1 OF 2)	ROSWELL	S: 1	E: 6
William Smethurst			
EPISODE ONE	JUPITER MOON	S: 1	E: 1
EPISODE ONE-HUNDRED-FIFTY	JUPITER MOON	S: 1	E: 150
EPISODE TWO	JUPITER MOON	S: 1	E: 2
William T. Zacha, and Wilton Denmark, Story by William T. Zach			
CROSS COUNTRY KIDNAP	SIX MILLION DOLLAR MAN,THE	S: 2	E: 11
William T. Zacha, and Wilton Denmark, story by William T. Zacha			
THE PEEPING BLONDE	SIX MILLION DOLLAR MAN,THE	S: 2	E: 10
William Templeton			
MOONQUAKE	MEN INTO SPACE	S: 1	E: 6
William Templeton, Robert Warnes Leach			
IS THERE ANOTHER CIVILISATION	MEN INTO SPACE	S: 1	E: 24
William Thomas Quick			
NOOB SAIBOT	MORTAL KOMBAT : CONQUEST	S: 1	E: 5
William Trevor			
WALK'S END	OUT OF THE UNKNOWN	S: 2	E: 11
William Tunberg			
SUBMARINE SUNK HERE	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 9
William Welch			
A PLACE CALLED EARTH	LAND OF THE GIANTS	S: 2	E: 12
A TIME TO DIE	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 17

Episode Title	Name of Programme			
ATTACK!	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 25	
BILLY THE KID	TIME TUNNEL,THE	S: 1	E: 22	
BLOW UP	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 13	
BRAINWASH	LAND OF THE GIANTS	S: 1	E: 14	
CAVES OF THE DEAD	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 5	
CRACK OF DOOM	TIME TUNNEL,THE	S: 1	E: 6	
DAY OF EVIL	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 6	
END OF THE WORLD	TIME TUNNEL,THE	S: 1	E: 3	
FATAL CARGO	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 9	
HOME SWEET HOME	LAND OF THE GIANTS	S: 2	E: 14	
LAND OF THE LOST	LAND OF THE GIANTS	S: 2	E: 13	
LEVIATHIAN	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 8	
LOST CIVILISATION	LOST IN SPACE	S: 1	E: 26	
MAN OF MANY FACES	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 1	
MAN-BEAST	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 23	
MERLIN THE MAGICIAN	TIME TUNNEL,THE	S: 1	E: 27	
NIGHT OF THE LONG KNIVES	TIME TUNNEL,THE	S: 1	E: 14	
NIGHTMARE	LAND OF THE GIANTS	S: 2	E: 16	
NO ESCAPE FROM DEATH	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 22	
NO WAY BACK	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 26	
ONE OF OUR DOGS IS MISSING	LOST IN SPACE	S: 1	E: 13	
ONE WAY TO THE MOON	TIME TUNNEL,THE	S: 1	E: 2	
REIGN OF TERROR	TIME TUNNEL,THE	S: 1	E: 10	
RESCUE	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 10	
RETURN OF THE PHANTOM	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 26	
SEALED ORDERS	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 6	
SECRET OF THE DEEP	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 12	
SHAPE OF DOOM	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 21	
TERROR ON DINOSAUR ISLAND	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 16	
THE BLIZZARD MAKERS	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 12	
THE BRAND OF THE BEAST	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 14	
THE DAY THE WORLD ENDED	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 3	
THE DEATH WATCH	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 9	
THE EDGE OF DOOM	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 18	
THE HAUNTED SUBMARINE	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 11	
THE HUNGRY SEA	LOST IN SPACE	S: 1	E: 5	
THE KIDNAPPERS	TIME TUNNEL,THE	S: 1	E: 28	
THE LEFT-HANDED MAN	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 6	
THE MARIONETTES	LAND OF THE GIANTS	S: 2	E: 23	
THE MERMAID	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 19	
THE MUMMY	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 20	
THE PHANTOM STRIKES	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 18	
THE SPACE CREATURE	LOST IN SPACE	S: 3	E: 10	
THE WAX MEN	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 24	
THE X FACTOR	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 7	
THING FROM INNER SPACE	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 8	
TIME LOCK	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 2	
WILD JOURNEY	LAND OF THE GIANTS	S: 2	E: 24	
William Welch, Al Gail				
THE TRAITOR	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 32	
William Welch, Irwin Allen, Charles Bennett				
THE SKY'S ON FIRE	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 19	
William Winkler				
LIONHEART(PART 1 OF 2)	POWER RANGERS WILD FORCE	S: 1	E: 1	
WISHES ON THE WATER	POWER RANGERS WILD FORCE	S: 1	E: 6	
William Wood				
DEAD MAN, DEAD MAN	IMMORTAL, THE	S: 1	E: 11	
William Woods, John Gould				
THE BECKONING FAIR ONE	JOURNEY TO THE UNKNOWN	S: 1	E: 14	
Wilson Coneybeare				
ALIEN ZOMBIE FROM THE PLANET ZEENOM	MONSTER WARRIORS	S: 1	E: 17	
ANACONDA OF THE NORTH WOODS	MONSTER WARRIORS	S: 1	E: 8	
ASTROSAURUS VS. GIGANTOBEAST	MONSTER WARRIORS	S: 2	E: 14	
ATTACK OF THE ENORMOUS TERRIFYING LADYBUG	MONSTER WARRIORS	S: 1	E: 23	
ATTACK OF THE GIANT CARVIVOROUS BUTTERFLY	MONSTER WARRIORS	S: 1	E: 14	

Episode Title	Name of Programme		
ATTACK OF THE JUNK MONSTER	MONSTER WARRIORS	S: 1	E: 11
ATTACK OF THE LEAPING LEECHES	MONSTER WARRIORS	S: 2	E: 11
ATTACK OF THE MONUMONSTER	MONSTER WARRIORS	S: 2	E: 12
ATTACK OF THE STINKBUGS (PART 1 OF 2)	MONSTER WARRIORS	S: 2	E: 1
ATTACK OF THE STINKBUGS (PART 2 OF 2)	MONSTER WARRIORS	S: 2	E: 2
BEAST FROM BELOW	MONSTER WARRIORS	S: 2	E: 7
BEWARE THE BLOB THING	MONSTER WARRIORS	S: 1	E: 16
BUZZ!	MONSTER WARRIORS	S: 1	E: 4
CAPTIAL CITY VS. THE PLANT THING	MONSTER WARRIORS	S: 1	E: 15
CURSE OF THE LAGOON MAN	MONSTER WARRIORS	S: 2	E: 16
DAY OF THE PIRANHA	MONSTER WARRIORS	S: 1	E: 22
DRAGONS!	MONSTER WARRIORS	S: 1	E: 7
FALL OF THE HAUNTED HOUSE OF T-REX	MONSTER WARRIORS	S: 1	E: 13
GATORS!	MONSTER WARRIORS	S: 1	E: 3
GIANT LOBSTER	MONSTER WARRIORS	S: 1	E: 9
GNOMES FOR THE HOLIDAY	MONSTER WARRIORS	S: 2	E: 20
INVASION OF THE COMPUTER BUGS	MONSTER WARRIORS	S: 2	E: 15
LAST RIDE OF THE SKELETON CREW	MONSTER WARRIORS	S: 1	E: 10
MARAUDING MANTIS	MONSTER WARRIORS	S: 1	E: 19
MEGABATUA	MONSTER WARRIORS	S: 2	E: 8
MONKEY MACHINE (PART 1 OF 2)	MONSTER WARRIORS	S: 2	E: 5
MONKEY MACHINE (PART 2 OF 2)	MONSTER WARRIORS	S: 2	E: 6
PENGUINS	MONSTER WARRIORS	S: 2	E: 19
PTERODACTYL TERROR	MONSTER WARRIORS	S: 1	E: 12
RATBLASTER	MONSTER WARRIORS	S: 2	E: 17
RETURN OF THE ICE MONSTER	MONSTER WARRIORS	S: 2	E: 18
REVENGE OF THE MUD MANIAC	MONSTER WARRIORS	S: 1	E: 20
RIBBIT	MONSTER WARRIORS	S: 1	E: 25
RIBBIT 2: FROGGY'S REVENGE	MONSTER WARRIORS	S: 1	E: 26
TERMITES	MONSTER WARRIORS	S: 1	E: 21
TERROR AT THE DRIVE-IN	MONSTER WARRIORS	S: 2	E: 3
TERROR IN THE NORTH WOODS	MONSTER WARRIORS	S: 2	E: 9
TERROR OF THE GIANT COCKROACHES	MONSTER WARRIORS	S: 1	E: 18
TERROR OF THE TROGLOTHALS	MONSTER WARRIORS	S: 2	E: 13
THE ALIEN RETURNS	MONSTER WARRIORS	S: 2	E: 4
THE BEAST FROM BENEATH THE SEA	MONSTER WARRIORS	S: 1	E: 2
THE GIANT SPIDER INVASION	MONSTER WARRIORS	S: 1	E: 1
THE ICE MONSTER	MONSTER WARRIORS	S: 1	E: 6
THE SECRETS OF LOST CANYON	MONSTER WARRIORS	S: 2	E: 10
THE TERROR UNDERGROUND	MONSTER WARRIORS	S: 1	E: 5
VOYAGE TO THE BOTTOM OF THE SEA CUCUMBER	MONSTER WARRIORS	S: 1	E: 24
Wilton Denmark			
ASSAULT ON THE PRINCESS	BIONIC WOMAN, THE	S: 2	E: 3
THE BIONIC BADGE	SIX MILLION DOLLAR MAN,THE	S: 3	E: 19
THE DEADLY MISSILES	BIONIC WOMAN, THE	S: 1	E: 5
THE DEADLY REPLAY	SIX MILLION DOLLAR MAN,THE	S: 2	E: 8
THE WHITE LIGHTNING WAR	SIX MILLION DOLLAR MAN,THE	S: 3	E: 10
Wilton Schiller			
THE BIONIC CHRISTMAS CAROL	SIX MILLION DOLLAR MAN,THE	S: 4	E: 10
THE GHOSTLY TELETYPE	SIX MILLION DOLLAR MAN,THE	S: 4	E: 21
THE TOWN THAT WASN'T	ADVENTURES OF SUPERMAN,THE	S: 5	E: 3
TIN HERO	ADVENTURES OF SUPERMAN,THE	S: 5	E: 2
WHATEVER GOES UP	ADVENTURES OF SUPERMAN,THE	S: 5	E: 13
Wilton Schiller & Whitney Ellsworth			
THREE IN ONE	ADVENTURES OF SUPERMAN,THE	S: 6	E: 10
Wilton Schiller and John Meredyth Lucas, Story by Wilton Schiller			
DATE WITH DANGER (1-2)	SIX MILLION DOLLAR MAN,THE	S: 5	E: 15
Wina Sturgeon			
THE HOLE	LAND OF THE LOST (1974)	S: 1	E: 9
Winifred Hervey			
CHEERLEADERS IN CHAINS	MORK AND MINDY	S: 4	E: 18
Winston Richard			
GOOD TROOPER/BAD TROOPER	VR TROOPERS	S: 1	E: 38
Wolfe Bowart, Chris Adams, Ken Lang			

Episode Title	Name of Programme		
EYE-SEE-YOU.COM	NET, THE	S: 1	E: 22
Worley Thorne			
JUSTICE	STAR TREK: THE NEXT GENERATION	S: 1	E: 7
Worth Keeter			
FIELD AND SCREAM	VR TROOPERS	S: 2	E: 28
Writer: Carl Ellsworth, Story: Marc Scott Zicree			
THE RELEASE	ANIMORPHS	S: 1	E: 16
Yan Moore			
CAT AND MOUSE	2030 CE	S: 1	E: 4
ENDGAME	2030 CE	S: 2	E: 12
FIRST ASSIGNMENT	2030 CE	S: 1	E: 3
GET VICTOR	2030 CE	S: 2	E: 4
INTO THE LION'S LAIR	2030 CE	S: 1	E: 12
PLAN B	2030 CE	S: 1	E: 13
PRISONERS	2030 CE	S: 2	E: 10
STRANGE MEDICINE	2030 CE	S: 1	E: 7
TRIAL AND PUNISHMENT	2030 CE	S: 1	E: 11
Yan Moore (Story)			
FAINT HOPE CLAUSE	2030 CE	S: 2	E: 8
Yousuke Kuroda			
THE BOYS OF D.A.S.H.	ULTRAMAN MAX	S: 1	E: 10
Yuji Kobayashi			
AQUA PROJECT	ULTRASEVEN X	S: 1	E: 11
DREAM	ULTRASEVEN X	S: 1	E: 1
NEW WORLD	ULTRASEVEN X	S: 1	E: 12
TRAVELLER	ULTRASEVEN X	S: 1	E: 6
Yuuji Kobayashi			
BUTTERFLY'S DREAM	ULTRAMAN MAX	S: 1	E: 22
CONSTELLATION THIEF	ULTRAMAN MAX	S: 1	E: 37
FINAL SPECIAL: TOWARDS THE FUTURE	ULTRAMAN MAX	S: 1	E: 40
LOVER OF THE DRAGON	ULTRAMAN MAX	S: 1	E: 9
UNTARGETED STREET	ULTRAMAN MAX	S: 1	E: 24
YOUNG AGAIN	ULTRAMAN MAX	S: 1	E: 23
Zack Stentz, Ashley Edward Miller			
TWILIGHT OF THE IDOLS	ANDROMEDA	S: 3	E: 20
Zekial Marko, David Chase			
THE ZOMBIE	KOLCHAK: THE NIGHT STALKER	S: 1	E: 2
Zoe Finkel, Rich Fox			
THE WATCH	CLEOPATRA 2525	S: 2	E: 1
Zora Quayton			
THE LAST LAP OF LUXURY	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 19

Science Fiction Television Show Directors - First Name - Last Name

This is a list of directors that are shown in the Encyclopedia, directors are by first name then last name. Where there are two or more directors than I have made a decision as to which name goes first. This is followed by the episode title they wrote and the name of the programme. Also S = The season in which this episode aired, and E = The Episode number in that season

Episode Title	Name of Programme	S	E
Aaron Lipstadt			
COME AGAIN?	SEVEN DAYS	S: 1	E: 3
DIGITAL BABYLON	LEVEL 9	S: 1	E: 5
DOUBLE IDENTITY	QUANTUM LEAP	S: 1	E: 5
EPISODE 3	SURFACE	S: 1	E: 3
GRADUATION DAY	4400, THE	S: 3	E: 6
HONEYMOON EXPRESS	QUANTUM LEAP	S: 2	E: 1
HONOR AMONG THIEVES	FLASH, THE	S: 1	E: 4
HOW THE TESS WAS WON	QUANTUM LEAP	S: 1	E: 4
MOB.COM	LEVEL 9	S: 1	E: 13
PLAY IT AGAIN, SEYMOUR	QUANTUM LEAP	S: 1	E: 8
TEN LITTLE HACKERS	LEVEL 9	S: 1	E: 6
Aaron Schuster			
THE FIRE WITHIN/ FATE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 20
Abner Biberman			
I AM THE NIGHT-COLOR ME BLACK	TWILIGHT ZONE,THE (1958)	S: 5	E: 26
NUMBER TWELVE LOOKS JUST LIKE YOU	TWILIGHT ZONE,THE (1958)	S: 5	E: 18
THE DUMMY	TWILIGHT ZONE,THE (1958)	S: 3	E: 33
THE HUMAN FACTOR	OUTER LIMITS,THE (1963)	S: 1	E: 8
THE INCREDIBLE WORLD OF HORACE FORD	TWILIGHT ZONE,THE (1958)	S: 4	E: 15
Adam Davidson			
GET FOLEY	JAKE 2.0	S: 1	E: 14
MAN AND SUPERMAN	CHRONICLE, THE	S: 1	E: 16
ONLY THE YOUNG DIE GOOD	CHRONICLE, THE	S: 1	E: 7
TEARS OF A CLONE	CHRONICLE, THE	S: 1	E: 14
THE INVISIBLE WOMAN	INVISIBLE MAN (2000)	S: 2	E: 18
WHAT GOBBLES BENEATH	CHRONICLE, THE	S: 1	E: 2
Adam Kane			
.07%	HEROES	S: 1	E: 19
THE KINDNESS OF STRANGERS	HEROES	S: 2	E: 4
TRUTH & CONSEQUENCES	HEROES	S: 2	E: 10
Adam Nimoy			
FUNNY VALENTINE	EARLY EDITION	S: 3	E: 15
KILL THE BUDDHA	NET, THE	S: 1	E: 6
PASSING THROUGH GETHSEMANE	BABYLON 5	S: 3	E: 4
POST TRAUMATIC SLIDE SYNDROME	SLIDERS	S: 2	E: 8
RALPH	INVISIBLE MAN (2000)	S: 1	E: 3
RASCALS	STAR TREK: THE NEXT GENERATION	S: 6	E: 7
SLIDE LIKE AN EGYPTIAN	SLIDERS	S: 3	E: 14
THE GUARDIAN	SLIDERS	S: 3	E: 4
THE PRACTICAL JOKER	DEADLY GAMES	S: 1	E: 6
TIMESCAPE	STAR TREK: THE NEXT GENERATION	S: 6	E: 23
Z'HA'DUM	BABYLON 5	S: 3	E: 21
Adam Nimoy, Tibor Takács			
I, ROBOT	OUTER LIMITS,THE (1995)	S: 1	E: 18
Adam Weissman			
AREA 51 (AKA AREA DELTA)	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 7
BELONGING	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 6
BIG BAD WOLF	BIG WOLF ON CAMPUS	S: 1	E: 17
ESCAPE FROM KEK (PART 2 OF 2)	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 16
FRIEND IN NEED	SPACE CASES	S: 2	E: 13
HOMeward BOUND	SPACE CASES	S: 2	E: 6
HONEY, I'LL BE RIGHT WITCH YOU	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 21
HONEY, IT'S GLOOM AND DOOM	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 5
HONEY, IT'S ONE SMALL STEP FOR MANKIND	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 8
HONEY, IT'S THE FIXER- UPPERS	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 14
HONEY, THE BUNNY BIT IT	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 10

Episode Title	Name of Programme			
HONEY, THERE'S A POX ON OUR HOUSE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 14	
HONEY, WE'RE ON TV	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 4	
HONEY, YOU'RE DRIVING ME LIKE CRAZY	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 9	
IT'S DÉJÀ VU ALL OVER AGAIN	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 13	
JUST BECAUSE YOU'RE PARANOID	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 10	
RUNAWAY	SPACE CASES	S: 2	E: 10	
SCARY TERRI	BIG WOLF ON CAMPUS	S: 1	E: 18	
SHE WILL, SHE WILL ROCK YOU	BIG WOLF ON CAMPUS	S: 2	E: 21	
THE PRIMAL SCREAM	TATTOOED TEENAGE ALIEN FIGHTERS FROM BEVERLY HILLS	S: 1	E: 27	
Adrian Carr				
A PRESSING ENGAGEMENT	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 5	
DAY OF THE DUMPSTER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 1	
HIGH FIVE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 3	
NO CLOWNING AROUND	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 10	
Adrian Hodges				
EPISODE 6	PRIMEVAL	S: 1	E: 6	
Adrian Moat				
TRIANGLE IN STEEL	HUNGER, THE	S: 2	E: 10	
Aiken Scherberger				
FREEDOM ONE	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	S: 1	E: 17	
Akio Jissoji				
BUTTERFLY'S DREAM	ULTRAMAN MAX	S: 1	E: 22	
UNTARGETED STREET	ULTRAMAN MAX	S: 1	E: 24	
Al Schwart				
DANGEROUS GAME	FAR OUT SPACE NUTS	S: 1	E: 9	
Al Schwartz				
FLIGHT OF THE PIPPETS	FAR OUT SPACE NUTS	S: 1	E: 7	
Al Waxman				
NOT IN OUR STARS	HARD TIME ON PLANET EARTH	S: 1	E: 11	
Al Winchell				
A HARD DAY'S MUTANT	VR TROOPERS	S: 2	E: 24	
DREAM BATTLE	VR TROOPERS	S: 2	E: 23	
GALILEO'S NEW MEMORY	VR TROOPERS	S: 2	E: 34	
GET ME TO THE LAB ON TIME	VR TROOPERS	S: 2	E: 26	
GRIMLORD'S DARK SECRET (1-2)	VR TROOPERS	S: 2	E: 17	
GRIMLORD'S DUMMY	VR TROOPERS	S: 2	E: 32	
MAGNETIC ATTRACTION	VR TROOPERS	S: 2	E: 25	
ON THE WRONG TRACK	VR TROOPERS	S: 2	E: 18	
RALLY RANGER	POWER RANGERS TURBO	S: 1	E: 4	
THE GHOST OF CROSSWORLD FOREST	VR TROOPERS	S: 2	E: 31	
THE MILLENIUM SABRE	VR TROOPERS	S: 2	E: 16	
THE WHOLE LIE	POWER RANGERS TURBO	S: 1	E: 7	
TIME OUT	VR TROOPERS	S: 2	E: 33	
TRANSMISSION IMPOSSIBLE	POWER RANGERS TURBO	S: 1	E: 3	
Alain Bonnot				
THE MAN UPSTAIRS	RAY BRADBURY THEATRE,THE	S: 3	E: 5	
Alain Desrochers				
IDENTITY	CHARLIE JADE	S: 1	E: 10	
THE DIARISTS	HUNGER, THE	S: 2	E: 8	
THE ENEMY OF MY ENEMY	CHARLIE JADE	S: 1	E: 14	
THE SEDUCTRESS	HUNGER, THE	S: 2	E: 19	
THICKER THAN WATER	CHARLIE JADE	S: 1	E: 11	
Alan Birkinshaw				
FLASH	SPACE PRECINCT	S: 1	E: 16	
TIME TO KILL	SPACE PRECINCT	S: 1	E: 3	
Alan Birkinshaw, John Glen				
DIVIDED WE STAND	SPACE PRECINCT	S: 1	E: 21	
Alan Bridges				
STRANGER IN THE FAMILY	OUT OF THE UNKNOWN	S: 1	E: 3	

Episode Title	Name of Programme		
Alan Bromly			
NIGHTMARE OF EDEN (1-4)	DOCTOR WHO	S: 17	E: 4
THE TIME WARRIOR (1-4)	DOCTOR WHO	S: 11	E: 1
Alan Cooke			
ANDOVER AND THE ANDROID	OUT OF THE UNKNOWN	S: 1	E: 9
MASQUES	BEAUTY AND THE BEAST	S: 1	E: 5
TARGET GENERATION	OUT OF THIS WORLD	S: 1	E: 13
TERRIBLE SAVIOR	BEAUTY AND THE BEAST	S: 1	E: 2
TUNNEL UNDER THE WORLD	OUT OF THE UNKNOWN	S: 2	E: 8
Alan Crosland			
ANSCHLUSS 77	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 2
ASSAULT ON THE PRINCESS	BIONIC WOMAN, THE	S: 2	E: 3
BIONIC BEAUTY	BIONIC WOMAN, THE	S: 1	E: 6
DEATH IN DISGUISE	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 15
DIVIDED LOYALTY	SIX MILLION DOLLAR MAN,THE	S: 3	E: 11
FLIGHT TO OBLIVION	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 17
FORMICIDA	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 6
GOING, GOING, GONE	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 13
IN THIS CORNER, JAMIE SUMMERS	BIONIC WOMAN, THE	S: 2	E: 2
JAMIE AND THE KING	BIONIC WOMAN, THE	S: 2	E: 17
JUDGEMENT FROM OUTER SPACE (1-2)	NEW ORIGINAL WONDER WOMAN,THE	S: 1	E: 9
KILL OSCAR (PART 1 & 3) (cf, THE SIX MILLION DOLLAR MAN)	BIONIC WOMAN, THE	S: 2	E: 5
LIGHT-FINGERED LADY	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 12
NIGHTMARE IN THE SKY	SIX MILLION DOLLAR MAN,THE	S: 4	E: 2
RETURN OF WONDER WOMAN (80MINUTES)	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 1
THE DEADLY STING	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 3
THE GIRL WITH THE GIFT OF DISASTER	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 20
THE JAILING OF JAMIE	BIONIC WOMAN, THE	S: 1	E: 11
THE MAN WHO MADE VOLCANOES	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 9
THE MAN WHO WOULDN'T TELL	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 19
THE PIED PIPER	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 6
THE SECRET OF BIGFOOT (1-2)	SIX MILLION DOLLAR MAN,THE	S: 3	E: 16
THE STARSHIPS ARE COMING	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 15
THING OF THE PAST	BIONIC WOMAN, THE	S: 1	E: 3
WELCOME HOME JAMIE (PART 2) (cf, THE SIX MILLION DOLLAR MAN)	BIONIC WOMAN, THE	S: 1	E: 1
WELCONE HOME JAMIE (PART 1) (cf THE BIONIC WOMAN)	SIX MILLION DOLLAR MAN,THE	S: 3	E: 14
ZIPPERS	AUTOMAN	S: 1	E: 11
Alan Crosland , Barry Crane			
JAMIE'S SHEILD (1-2)	BIONIC WOMAN, THE	S: 2	E: 10
Alan Crosland Jr.			
DATELINE: MOON	MEN INTO SPACE	S: 1	E: 19
RING-A-DING GIRL	TWILIGHT ZONE,THE (1958)	S: 5	E: 14
THE 7TH IS MADE UP OF PHANTOMS	TWILIGHT ZONE,THE (1958)	S: 5	E: 11
THE MICE,THE	OUTER LIMITS,THE (1963)	S: 1	E: 15
THE MUTANT	OUTER LIMITS,THE (1963)	S: 1	E: 25
THE PARALLEL	TWILIGHT ZONE,THE (1958)	S: 4	E: 11
TURN BACK THE CLOCK	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 6
VOICE OF INFINITY	MEN INTO SPACE	S: 1	E: 28
Alan Cross			
FAMILY AFFAIR	WEIRD SCIENCE	S: 4	E: 18
MAN'S BEST FRIEND	WEIRD SCIENCE	S: 5	E: 6
Alan Erson			
OPERATION: LIKE! WHATEVER	SECRET AGENT MEN	S: 1	E: 9
Alan Fennell			
PINK ICE	STINGRAY	S: 1	E: 26
Alan Gibson			
CREED OF SLAVES	1990	S: 1	E: 1
DECOY	1990	S: 1	E: 4
HIRE AND FIRE	1990	S: 2	E: 5
JANE BROWN'S BODY	JOURNEY TO THE UNKNOWN	S: 1	E: 4
POOR BUTTERFLY	JOURNEY TO THE UNKNOWN	S: 1	E: 6
SOMEWHERE IN A CROWD	JOURNEY TO THE UNKNOWN	S: 1	E: 2
WHAT PLEASURES THE PRINCE	1990	S: 2	E: 8

Episode Title	Name of Programme		
WITNESS	1990	S: 1	E: 7
Alan Goluboff			
A NORMAL LIFE	MUTANT X	S: 3	E: 14
Alan Gough			
CHIAROSCURO	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 17
Alan Grint			
CLARE	WANDERER,THE	S: 1	E: 6
EVERYBODY MUST GET STONED	WANDERER,THE	S: 1	E: 8
HOME	WANDERER,THE	S: 1	E: 12
KNIGHT TIME	WANDERER,THE	S: 1	E: 13
NO BULL	WANDERER,THE	S: 1	E: 7
Alan Horrox			
THE CULEX EXPERIMENT (1-5)	TOMORROW PEOPLE,THE (1992)	S: 2	E: 1
Alan J. Levi			
AFRICAN CONNECTION	BIONIC WOMAN, THE	S: 3	E: 6
AGENTS OF SATAN	VOYAGERS	S: 1	E: 4
AND THE ANSWER IS...	LOIS AND CLARK	S: 2	E: 22
ANGEL OF MERCY	BIONIC WOMAN, THE	S: 1	E: 2
BARNARD WANTS OUT	INVISIBLE MAN,THE (1975)	S: 1	E: 6
BEYOND THE CALL	BIONIC WOMAN, THE	S: 2	E: 18
BIOFEEDBACK	BIONIC WOMAN, THE	S: 2	E: 12
BITE OF THE JACKAL	AIRWOLF	S: 1	E: 3
BLACK CATS DON'T WALK UNDER LADDERS	PROBE	S: 1	E: 3
BLOOD MOON	QUANTUM LEAP	S: 5	E: 14
BUFFALO BILL AND ANNIE OAKLEY PLAY THE PALACE	VOYAGERS	S: 1	E: 12
CAMIKAZI KID	QUANTUM LEAP	S: 1	E: 7
CODENAME MINUS ONE	GEMINI MAN	S: 1	E: 1
DEADLY RINGER (1-2)	BIONIC WOMAN, THE	S: 2	E: 15
DEATH IN THE FAMILY (aka RETURN OF THE INCREDIBLE HULK) (120 MINUTES)	INCREDIBLE HULK,THE	S: 1	E: 2
ESCAPE TO LOVE (AKA A MATTER OF LOVE AND DEATH)	BIONIC WOMAN, THE	S: 3	E: 9
EYES ONLY	INVISIBLE MAN,THE (1975)	S: 1	E: 5
FREEDOM	QUANTUM LEAP	S: 2	E: 16
GHOSTS OF WAR	ROBOCOP - THE SERIES	S: 1	E: 6
INDIVIDUAL RESPONSIBILITY	LOIS AND CLARK	S: 2	E: 20
LEAPING OF THE SHREW	QUANTUM LEAP	S: 5	E: 2
MADRIL	OUTLAWS	S: 1	E: 6
MAN OF INFLUENCE	INVISIBLE MAN,THE (1975)	S: 1	E: 4
METAMORPHOSIS	INCREDIBLE HULK,THE	S: 3	E: 1
MINOTAUR	GEMINI MAN	S: 1	E: 3
MIRROR IMAGE	BIONIC WOMAN, THE	S: 1	E: 12
NIGHT TRAIN TO DALLAS	GEMINI MAN	S: 1	E: 5
NOWHERE TO RUN	QUANTUM LEAP	S: 5	E: 3
ONCE A THIEF	BIONIC WOMAN, THE	S: 2	E: 22
ONE WAY EXPRESS	AIRWOLF	S: 1	E: 5
PIN MONEY	INVISIBLE MAN,THE (1975)	S: 1	E: 8
POWER PLAY	INVISIBLE MAN,THE (1975)	S: 1	E: 13
PROVISION 22	ROBOCOP - THE SERIES	S: 1	E: 8
RETURN OF THE LION	GEMINI MAN	S: 1	E: 11
ROAD TO NASHVILLE	BIONIC WOMAN, THE	S: 2	E: 4
SECONDS	LOIS AND CLARK	S: 3	E: 17
SISTER JAMIE	BIONIC WOMAN, THE	S: 2	E: 8
SMITHEREENS	GEMINI MAN	S: 1	E: 2
SWEET BRITCHES	AIRWOLF	S: 2	E: 1
TERROR IN TIME SQUARE	INCREDIBLE HULK,THE	S: 1	E: 6
THE DAD WHO CAME IN FROM THE COLD	LOIS AND CLARK	S: 3	E: 13
THE DEADLY MISSILES	BIONIC WOMAN, THE	S: 1	E: 5
THE GUN ON ICE PLANET ZERO (1-2)	BATTLESTAR GALATICA	S: 1	E: 5
THE HOUSE OF LUTHOR (PART 2 OF 2)	LOIS AND CLARK	S: 1	E: 21
THE KLAE DYNASTY	INVISIBLE MAN,THE (1975)	S: 1	E: 11
THE NIGHT DEMON (AKA THE DEMON CREATURE)	BIONIC WOMAN, THE	S: 2	E: 20
THE TRUTH ABOUT HOLLY	AIRWOLF	S: 2	E: 4
TO SNARE A WOLF	AIRWOLF	S: 1	E: 11
WALL OF SOUND	LOIS AND CLARK	S: 2	E: 2
WHAT PRICE GLORIA?	QUANTUM LEAP	S: 2	E: 4

Episode Title	Name of Programme		
WHAT, MICAH WORRY?	SPY GAMES	S: 1	E: 6
Alan Kroaker			
ARIEL	FIREFLY	S: 1	E: 8
Alan Kroeker			
HAIL AND FAREWELL	RAY BRADBURY THEATRE,THE	S: 4	E: 10
Alan Lee			
ENTITY	STARGATE SG1	S: 4	E: 20
Alan Levi			
SHARKS (1-2)	SIX MILLION DOLLAR MAN,THE	S: 5	E: 1
Alan Myerson			
CORA'S STRANGER	SHADOW CHASERS	S: 1	E: 10
MERCHANTS OF DEATH	KNIGHT RIDER	S: 2	E: 3
PHANTOM OF THE GALLERIA	SHADOW CHASERS	S: 1	E: 7
PURSUIT	VOYAGERS	S: 1	E: 17
RETURN TO CADIZ	KNIGHT RIDER	S: 2	E: 5
THE TOPAZ CONNECTION	KNIGHT RIDER	S: 1	E: 15
Alan Patillo			
SPACE VACATION	FIREBALL XL5	S: 1	E: 17
THE GRANATOID TANKS	FIREBALL XL5	S: 1	E: 26
THE TRIADS	FIREBALL XL5	S: 1	E: 14
Alan Pattillo			
A CHRISTMAS TO REMEMBER	STINGRAY	S: 1	E: 12
AN ECHO OF DANGER	STINGRAY	S: 1	E: 8
AQUANAUT OF THE YEAR	STINGRAY	S: 1	E: 39
COUNT DOWN	STINGRAY	S: 1	E: 32
DRAMA AT SPACE CITY	FIREBALL XL5	S: 1	E: 24
EXPECT THE UNEXPECTED (A TWO PART STORY)	TERRAHAWKS	S: 1	E: 1
FROM HERE TO INFINITY	TERRAHAWKS	S: 1	E: 9
HYPNOTIC SPHERE	FIREBALL XL5	S: 1	E: 37
INVASION EARTH	FIREBALL XL5	S: 1	E: 31
LOCH NESS MONSTER	STINGRAY	S: 1	E: 5
MOVE AND YOU'RE DEAD	THUNDERBIRDS	S: 1	E: 20
SPACE CITY SPECIAL	FIREBALL XL5	S: 1	E: 35
SPACE IMMIGRANTS	FIREBALL XL5	S: 1	E: 3
SPY IN SPACE	FIREBALL XL5	S: 1	E: 5
STAND BY FOR ACTION	STINGRAY	S: 1	E: 25
THE CHAM-CHAM	THUNDERBIRDS	S: 1	E: 25
THE COOL CAVEMAN	STINGRAY	S: 1	E: 18
THE DOOMED PLANET	FIREBALL XL5	S: 1	E: 2
THE LAST OF THE ZANADUS	FIREBALL XL5	S: 1	E: 12
THE MIDAS TOUCH	TERRAHAWKS	S: 2	E: 12
THE PILOT	STINGRAY	S: 1	E: 1
THUNDER-ROAR	TERRAHAWKS	S: 1	E: 2
TITAN GOES POP	STINGRAY	S: 1	E: 10
TOM THUMB TEMPEST	STINGRAY	S: 1	E: 22
TRAPPED IN THE SKY	THUNDERBIRDS	S: 1	E: 1
TREASURE DOWN BELOW	STINGRAY	S: 1	E: 24
Alan Pattillo, Desmond Saunders			
THE PERILS OF PENELOPE	THUNDERBIRDS	S: 1	E: 3
Alan Perry			
A CASE FOR THE BISHOP	SECRET SERVICE,THE	S: 1	E: 1
ARCTIC ADVENTURE	JOE 90	S: 1	E: 15
BUSINESS HOLIDAY	JOE 90	S: 1	E: 14
CHILD OF THE SUN GOD	JOE 90	S: 1	E: 22
CLOSE UP	U.F.O.	S: 1	E: 11
CODENAME EUROPA	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 28
FLIGHT 104	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 23
HIJACKED	JOE 90	S: 1	E: 4
INFERNO	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 29
INTERNATIONAL CONCERTO	JOE 90	S: 1	E: 8
KILL STRAKER!	U.F.O.	S: 1	E: 7
LAST TRAIN TO BUFFLERS HALT	SECRET SERVICE,THE	S: 1	E: 5
MANHUNT	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 4
MAY-DAY, MAY-DAY!	SECRET SERVICE,THE	S: 1	E: 12

Episode Title	Name of Programme	S:	E:
SEEK AND DESTROY	CAPTAIN SCARLET AND THE MYSTERONS	1	15
SURVIVAL	U.F.O.	1	13
TALKDOWN	JOE 90	1	20
THE DALOTEK AFFAIR	U.F.O.	1	17
THE HEART OF NEW YORK	CAPTAIN SCARLET AND THE MYSTERONS	1	11
THE RACE	JOE 90	1	19
THE RESPONSIBILITY SEAT	U.F.O.	1	25
THE TRAP	CAPTAIN SCARLET AND THE MYSTERONS	1	7
TRAITOR	CAPTAIN SCARLET AND THE MYSTERONS	1	16
TREBLE CROSS	CAPTAIN SCARLET AND THE MYSTERONS	1	22
Alan Rafkin			
A LOAF OF BREAD, A JUG OF WINE AND PEACHES	MY FAVOURITE MARTIAN	1	7
A NOSE FOR NEWS	MY FAVOURITE MARTIAN	1	36
A ZIRCON IN THE ROUGH	GIRL WITH SOMETHING EXTRA, THE	1	17
MAN OR AMOEBA	MY FAVOURITE MARTIAN	1	5
RUSSIANS R' IN SEASON	MY FAVOURITE MARTIAN	1	4
THE MAN ON THE COUCH	MY FAVOURITE MARTIAN	1	6
Alan Simmonds			
BLACKJACK	AIRWOLF	4	1
CODE OF SILENCE	AIRWOLF	4	8
GROUND ZERO	AIRWOLF	4	13
SACRIFICE	SO WEIRD	1	4
Alan Wareing			
GHOST LIGHT ((1-3)	DOCTOR WHO	26	2
SURVIVAL (1-3)	DOCTOR WHO	26	4
THE GREATEST SHOW IN THE GALAXY (1-4)	DOCTOR WHO	25	4
Albert Alarr			
HOW THE WEST WAS LOST	HOMEBOYS IN OUTER SPACE	1	20
Alen Reisner			
AND A CHILD SHALL LEAD	AIRWOLF	3	3
Alen Reisner & Alan Cooke			
DISCOVERY	AIRWOLF	3	14
Alex Cassini			
AN OFFICER AND A PRANKSTER	BLACK SCORPION	1	9
Alex Chapple			
CONCLAVE	BLADE	1	12
DELIVERY	BLADE	1	6
TRUST ISSUES	BIONIC WOMAN (2007)	1	7
Alex Graves			
DOUBLE DOWN	JOURNEYMAN	1	7
FRIENDLY SKIES	JOURNEYMAN	1	2
GAME THREE	JOURNEYMAN	1	3
PERSISTENCE OF VISION	MERCY POINT	1	8
PILOT - A LOVE OF A LIFETIME	JOURNEYMAN	1	1
Alex March			
CRASS REUNION	TURNABOUT	1	6
CRY ME A TOUCHDOWN	TURNABOUT	1	4
ESCAPE FROM VENICE	VOYAGE TO THE BOTTOM OF THE SEA	2	4
PENNY'S OLD FRIEND	TURNABOUT	1	2
THING FROM INNER SPACE	VOYAGE TO THE BOTTOM OF THE SEA	3	8
Alex Pillai			
	LAST TRAIN, THE	1	3
	LAST TRAIN, THE	1	4
	LAST TRAIN, THE	1	5
Alexander Grasshoff			
BAD MEDICINE	KOLCHAK: THE NIGHT STALKER	1	8
THE ENERGY EATER (aka MATCHEMONEDO)	KOLCHAK: THE NIGHT STALKER	1	10
THE ZOMBIE	KOLCHAK: THE NIGHT STALKER	1	2
Alexander Pappas			
GLADIATOR	FIRST WAVE	2	18
Alexander Siddig			
BUSINESS AS USUAL	STAR TREK: DEEP SPACE NINE	5	18
PROFIT AND LACE	STAR TREK: DEEP SPACE NINE	6	23

Episode Title	Name of Programme		
Alexander Singer			
DESCENT (PART 1)	STAR TREK: THE NEXT GENERATION	S: 6	E: 23
DESCENT (PART 2)	STAR TREK: THE NEXT GENERATION	S: 7	E: 1
DISTANT VOICES	STAR TREK: DEEP SPACE NINE	S: 3	E: 16
HARD TIME	STAR TREK: DEEP SPACE NINE	S: 4	E: 18
HEART OF STONE	STAR TREK: DEEP SPACE NINE	S: 3	E: 12
HOMeward	STAR TREK: THE NEXT GENERATION	S: 7	E: 12
I.R.A.C. IS MISSING	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 16
MACROCOSM	STAR TREK: VOYAGER	S: 3	E: 11
NEMESIS	STAR TREK: VOYAGER	S: 4	E: 4
RANDOM THOUGHTS	STAR TREK: VOYAGER	S: 4	E: 9
RELICS	STAR TREK: THE NEXT GENERATION	S: 6	E: 4
SECOND SIGHT	STAR TREK: DEEP SPACE NINE	S: 2	E: 9
SHIP IN A BOTTLE	STAR TREK: THE NEXT GENERATION	S: 6	E: 11
STARSHIP DOWN	STAR TREK: DEEP SPACE NINE	S: 4	E: 7
TATTOO	STAR TREK: VOYAGER	S: 2	E: 9
THE ADVERSARY	STAR TREK: DEEP SPACE NINE	S: 3	E: 24
THE COLLECTORS	LOGAN'S RUN	S: 1	E: 2
THE DERELICT	LOST IN SPACE	S: 1	E: 2
THE SWARM	STAR TREK: VOYAGER	S: 3	E: 4
THRESHOLD	STAR TREK: VOYAGER	S: 2	E: 15
WAKING MOMENTS	STAR TREK: VOYAGER	S: 4	E: 12
WORST CASE SCENARIO	STAR TREK: VOYAGER	S: 3	E: 24
Alexandra La Roche			
VORTEX	DEAD ZONE, THE	S: 5	E: 8
Alf Kjellin			
EYE WITNESS TO MURDER	SIX MILLION DOLLAR MAN,THE	S: 1	E: 10
THE CHILDREN OF THE GODS	FANTASTIC JOURNEY,THE	S: 1	E: 4
THE INTERROGATION	PLANET OF THE APES	S: 1	E: 10
THE PARADISE LOST AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 10
THE U.N.C.L.E. SAMURAI AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 27
Alice Troughton			
EYE OF THE GORGON (PART 1 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 4
EYE OF THE GORGON (PART 2 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 5
OUT OF TIME	TORCHWOOD	S: 1	E: 10
REVENGE OF THE SLITHEEN (PART 1 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 2
REVENGE OF THE SLITHEEN (PART 2 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 3
SMALL WORLDS	TORCHWOOD	S: 1	E: 5
Alin Bollinger			
THE PEDESTRIAN	RAY BRADBURY THEATRE,THE	S: 4	E: 5
Alister Hallum			
EPISODE NINETY-ONE	JUPITER MOON	S: 1	E: 91
EPISODE NINETY-THREE	JUPITER MOON	S: 1	E: 93
EPISODE NINETY-TWO	JUPITER MOON	S: 1	E: 92
EPISODE ONE-HUNDRED-FIVE	JUPITER MOON	S: 1	E: 105
EPISODE ONE-HUNDRED-FORTY-FOUR	JUPITER MOON	S: 1	E: 144
EPISODE ONE-HUNDRED-FORTY-THREE	JUPITER MOON	S: 1	E: 143
EPISODE ONE-HUNDRED-FORTY-TWO	JUPITER MOON	S: 1	E: 142
EPISODE ONE-HUNDRED-FOUR	JUPITER MOON	S: 1	E: 104
EPISODE ONE-HUNDRED-THREE	JUPITER MOON	S: 1	E: 103
Allan Arkush			
A RIP IN TIME	TIMECOP	S: 1	E: 1
COMPANY MAN	HEROES	S: 1	E: 17
DON'T LOOK BACK	HEROES	S: 1	E: 2
HOW TO STOP AN EXPLODING MAN	HEROES	S: 1	E: 23
LIZARDS	HEROES	S: 2	E: 2
POWERLESS	HEROES	S: 2	E: 11
REMEMBER	VISITOR, THE	S: 1	E: 5
SIX MONTHS AGO	HEROES	S: 1	E: 10
THE MISFORTUNE COOKIE	TWILIGHT ZONE,THE (1985)	S: 1	E: 35
WATER,WATER EVERYWHERE	MANN AND MACHINE	S: 1	E: 4
Allan Eastman			
.. ITS HOUR COME ROUND AT LAST (PART 1 OF 2)	ANDROMEDA	S: 1	E: 22
AND YOUR HEART WILL FLY AWAY. . .	ANDROMEDA	S: 3	E: 9

Episode Title	Name of Programme	S:	E:
ANGEL DARK, DEMON BRIGHT	ANDROMEDA	1	6
BE ALL MY SINS REMEMBERED	ANDROMEDA	2	14
CYBERHUNT	TEKWAR	1	12
D MINUS ZERO	ANDROMEDA	1	4
DAY OF JUDGEMENT, DAY OF WRATH	ANDROMEDA	3	21
DECISION	EARTH: FINAL CONFLICT	1	1
GREATFELLAS	SLIDERS	2	10
HONOUR AMOUNG THEIVES	STAR TREK: DEEP SPACE NINE	6	15
IF THE WHEEL IS FIXED	ANDROMEDA	3	1
MONSTER	OUTER LIMITS,THE (1995)	4	18
MOTHER'S DAY	ROBOCOP - THE SERIES	1	18
PATH OF LIES	WAR OF THE WORLDS	2	14
PREY	STAR TREK: VOYAGER	4	15
ROBOCOP VS. COMMANDER CASH	ROBOCOP - THE SERIES	1	13
THE DEVIL TAKE THE HINDMOST	ANDROMEDA	1	18
THE LAST OF EDEN	SLIDERS	3	19
THE PIED PIPER	WAR OF THE WORLDS	2	12
THE PRINCE	ANDROMEDA	2	10
THE UMPATRA	BEASTMASTER: THE LEGEND CONTINUES	1	7
THE WIDENING GYRE (PART 2 OF 2)	ANDROMEDA	2	1
TIN MAN	ROBOCOP - THE SERIES	1	15
TRUTH	EARTH: FINAL CONFLICT	1	3
TUNNEL AT THE END OF THE LIGHT	ANDROMEDA	2	22
WHAT HAPPENS TO A REV DEFERRED?	ANDROMEDA	3	15
Allan Harmon			
A SYMMETRY OF IMPERFECTION	ANDROMEDA	4	19
ALL THE GREAT NEPTUNE'S OCEAN	ANDROMEDA	1	10
BELLY OF THE BEAST	ANDROMEDA	2	19
DEEP MIDNIGHT'S VOICE	ANDROMEDA	3	18
POINT OF THE SPEAR	ANDROMEDA	3	16
TIME OUT OF MIND	ANDROMEDA	4	20
Allan Holzman			
SEND IN THE CLONES (AKA MCCLONE)	HIGHWAYMAN,THE	1	6
Allan King			
DREAM ME A LIFE	TWILIGHT ZONE,THE (1985)	3	5
Allan Kroeker			
A CALL TO ARMS	STAR TREK: DEEP SPACE NINE	5	26
A TALE OF TWO PARTIES	ROSWELL	3	10
A TIME TO STAND (PART 1 OF 6)	STAR TREK: DEEP SPACE NINE	6	1
AZATI PRIME	ENTERPRISE	3	18
BASTILLE DAY	BATTLESTAR GALACTICA (2004)	1	3
BOUND	ENTERPRISE	4	17
BUSTED	ROSWELL	3	1
CANAMAR	ENTERPRISE	2	17
CHILDREN OF TIME	STAR TREK: DEEP SPACE NINE	5	22
CHUCK VERSUS THE WOOKIE	CHUCK	1	4
CRACK DOWN	EARTH: FINAL CONFLICT	3	1
CRY YOUR NAME	ROSWELL	2	17
DEADLINE	TEKWAR	1	9
DEEP COVER	TEKWAR	1	11
DISPLACED	STAR TREK: VOYAGER	3	23
DREAM HOUSE/UFO ENCOUNTER	PSI FACTOR: CHRONICLES OF THE PARANORMAL	1	1
ENDGAME PART 1	STAR TREK: VOYAGER	7	25
ENDGAME PART 2	STAR TREK: VOYAGER	7	26
EVERGREEN	TWILIGHT ZONE, THE (2002)	1	1
FAIR HAVEN	STAR TREK: VOYAGER	6	11
FIGHT OR FLIGHT	ENTERPRISE	1	2
GABE'S STORY	TWILIGHT ZONE, THE (2002)	1	23
HIS WAY	STAR TREK: DEEP SPACE NINE	6	20
HOME	ENTERPRISE	4	3
HUMAN ERROR	STAR TREK: VOYAGER	7	18
INSIDE MAN	STAR TREK: VOYAGER	7	6
IT'S STILL A GOOD LIFE	TWILIGHT ZONE, THE (2002)	1	31
JUGGERNAUT	STAR TREK: VOYAGER	5	20
MEMORIAL	STAR TREK: VOYAGER	6	14

Episode Title	Name of Programme	S:	E:
MORTAL COIL	STAR TREK: VOYAGER	4	11
MUSIC OF A DISTANT DRUM	ANDROMEDA	1	13
ONCE MORE INTO THE BREACH	STAR TREK: DEEP SPACE NINE	7	7
ONE LITTLE SHIP	STAR TREK: DEEP SPACE NINE	6	14
PROMISES TO KEEP	TEKWAR	1	4
RESISTANCE	BATTLESTAR GALACTICA (2004)	2	4
ROGUE PLANET	ENTERPRISE	1	17
SHE AIN'T HEAVY	DARK ANGEL	2	19
SHOCKWAVE (PART 1 OF 2)	ENTERPRISE	1	25
SHOCKWAVE (PART 2 OF 2)	ENTERPRISE	2	1
SOMETHING IN THE WALLS	TWILIGHT ZONE,THE (1985)	3	19
STAY OF EXECUTION	TEKWAR	1	6
STORM FRONT (PART 1 OF 2)	ENTERPRISE	4	1
TEARS OF THE PROPHETS	STAR TREK: DEEP SPACE NINE	6	26
THE ASCENT	STAR TREK: DEEP SPACE NINE	5	9
THE ASSIGNMENT	STAR TREK: DEEP SPACE NINE	5	5
THE BRIDE OF CHAOTICA	STAR TREK: VOYAGER	5	12
THE EXPANSE	ENTERPRISE	2	26
THE FIRST OF ITS KIND	EARTH: FINAL CONFLICT	2	1
THE SACRIFICE OF ANGELS (PART 6 OF 6)	STAR TREK: DEEP SPACE NINE	6	6
THE VANISHED	EARTH: FINAL CONFLICT	3	2
THE XINDI	ENTERPRISE	3	1
THESE ARE THE VOYAGES	ENTERPRISE	4	22
TIME'S ORPHAN	STAR TREK: DEEP SPACE NINE	6	24
TWO	DARK ANGEL	2	6
UNA SALUS VICTUS	ANDROMEDA	2	7
UNDER THE NIGHT	ANDROMEDA	1	1
UNIMATRIX ZERO PART 1	STAR TREK: VOYAGER	6	26
UNKNOWN SOLDIER	TEKWAR	1	2
WHAT WE LEAVE BEHIND (2 HOURS) (PART 9/10 OF 10)	STAR TREK: DEEP SPACE NINE	7	25
WHISKEY - TANGO - FOXTROT	JAKE 2.0	1	9
WORKFORCE PART 1	STAR TREK: VOYAGER	7	16
ZERO HOUR	ENTERPRISE	3	24
ZERO TOLERANCE	TEKWAR	1	13
Allan Kroeker, John Bell			
CREEPING DARKNESS/THE POWER	PSI FACTOR: CHRONICLES OF THE PARANORMAL	1	4
POSSESSION/MAN OUT OF TIME	PSI FACTOR: CHRONICLES OF THE PARANORMAL	1	2
Allan Kroeker, Mike Vejar			
THE YEAR OF HELL (1-2)	STAR TREK: VOYAGER	4	8
Allen Baron			
DEAD MAN, DEAD MAN	IMMORTAL, THE	1	11
RENEGADE RUN	AUTOMAN	1	8
THE DEVIL'S PLATFORM	KOLCHAK: THE NIGHT STALKER	1	7
THE RIPPER	KOLCHAK: THE NIGHT STALKER	1	1
THE WEREWOLF	KOLCHAK: THE NIGHT STALKER	1	5
UFO (aka THEY HAVE BEEN,THEY ARE,THEY WILL BE...)	KOLCHAK: THE NIGHT STALKER	1	3
Allen Coulter			
ALL SOULS	X FILES,THE	5	17
Allen H. Miner			
THE GIFT	TWILIGHT ZONE,THE (1958)	3	32
Allen Reisner			
MR DENTON ON DOOMSDAY	TWILIGHT ZONE,THE (1958)	1	3
NUMBERED FOR DEATH	SEARCH (aka SEARCH CONTROL)	1	16
SHORT CIRCUIT	SEARCH (aka SEARCH CONTROL)	1	4
Allison Leddi-Brown			
GRADUATION	ROSWELL	3	18
Allison Liddi			
COLD WAR	DO OVER	1	10
COLLECTIVE	STAR TREK: VOYAGER	6	16
COLLISION	JOURNEY OF ALLEN STRANGE, THE	1	9
DEVELOPING	TWILIGHT ZONE, THE (2002)	1	40
HOW MUCH DO YOU LOVE YOUR KID	TWILIGHT ZONE, THE (2002)	1	34
LOCAL HERO	SECRET WORLD OF ALEX MACK,THE	2	18
NEW KID IN TOWN	SECRET WORLD OF ALEX MACK,THE	2	3

Episode Title	Name of Programme		
SCHOOL DANCE	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 4
SUSPECT	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 5
THE BROKEN PUZZLE	JOURNEY OF ALLEN STRANGE, THE	S: 2	E: 7
THE DOCTOR	SECRET WORLD OF ALEX MACK,THE	S: 4	E: 11
THE STARLZ MUTATION	4400, THE	S: 3	E: 10
THE SWITCH	SECRET WORLD OF ALEX MACK,THE	S: 4	E: 7
THE TEST	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 18
THE UNDERSTUDY	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 11
THE VIDEOTAPE	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 8
TROPHY CASE	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 12
Allison Liddi-Brown			
CHUCK VERSUS THE NEMESIS	CHUCK	S: 1	E: 10
THE LEGEND OF DYLAN MCCLEEN	JOURNEYMAN	S: 1	E: 5
TINY MACHINES	4400, THE	S: 4	E: 12
Alvin Ganzer			
A HANDFUL OF HOURS	MEN INTO SPACE	S: 1	E: 16
BEFORE THE BEGINNING	SCIENCE FICTION THEATRE	S: 1	E: 33
BURNOUT	MEN INTO SPACE	S: 1	E: 10
CONTRABAND	MEN INTO SPACE	S: 1	E: 21
DARK OF THE SUN (AKA DARK OF THE MOON)	MEN INTO SPACE	S: 1	E: 22
EMERGENCY MISSION	MEN INTO SPACE	S: 1	E: 30
NIGHTMARE AS A CHILD	TWILIGHT ZONE,THE (1958)	S: 1	E: 29
POSTCARD FROM BARCELONA	SCIENCE FICTION THEATRE	S: 1	E: 30
SHADOWS ON THE MOON	MEN INTO SPACE	S: 1	E: 25
TANKERS IN SPACE	MEN INTO SPACE	S: 1	E: 14
THE DEADLY GAMES AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 1	E: 5
THE HITCH-HIKER	TWILIGHT ZONE,THE (1958)	S: 1	E: 16
THE SUN NEVER SETS	MEN INTO SPACE	S: 1	E: 36
WELCOME STRANGER	LOST IN SPACE	S: 1	E: 6
WHAT YOU NEED	TWILIGHT ZONE,THE (1958)	S: 1	E: 12
Amanda Tapping			
RESURRECTION	STARGATE SG1	S: 7	E: 19
Andre Bormanis, Chris Black			
COUNTDOWN	ENTERPRISE	S: 3	E: 23
Andre Gutfreund			
BRIMSTONE	SUPERBOY	S: 2	E: 17
ESCAPE TO EARTH	SUPERBOY	S: 2	E: 19
REVENGE FROM THE DEEP	SUPERBOY	S: 2	E: 23
THE WOMAN CALLED TIGER EYE	SUPERBOY	S: 2	E: 26
Andree Hemingway, Kay Roberts			
TWO HEADS ARE BETTER THAN ONE	PHOENIX FIVE	S: 1	E: 2
Andrew Bernstein			
KEEPERS	JOURNEYMAN	S: 1	E: 6
Andrew Grieve			
A CAGE FOR SATAN (PART 2 OF 2)	BUGS	S: 2	E: 10
BLACKOUT	BUGS	S: 2	E: 5
DOWN AMOUNG THE DEADMEN	BUGS	S: 1	E: 4
SCHRODINGER'S BOMB	BUGS	S: 2	E: 7
THE BUREAU OF WEAPONS (PART 1 OF 2)	BUGS	S: 2	E: 9
WHIRLING DERVISH	BUGS	S: 2	E: 4
Andrew Gunn			
EPISODE 13	LIFE ON MARS	S: 2	E: 5
EPISODE 14	LIFE ON MARS	S: 2	E: 6
EPISODE 8	PRIMEVAL	S: 2	E: 2
Andrew Higgs			
EPISODE NINETY-EIGHT	JUPITER MOON	S: 1	E: 98
EPISODE NINETY-NINE	JUPITER MOON	S: 1	E: 99
EPISODE NINETY-SEVEN	JUPITER MOON	S: 1	E: 97
EPISODE ONE-HUNDRED-EIGHT	JUPITER MOON	S: 1	E: 108
EPISODE ONE-HUNDRED-FIFTHTEEN	JUPITER MOON	S: 1	E: 115
EPISODE ONE-HUNDRED-SEVEN	JUPITER MOON	S: 1	E: 107
EPISODE ONE-HUNDRED-SEVENTEEN	JUPITER MOON	S: 1	E: 117
EPISODE ONE-HUNDRED-SIX	JUPITER MOON	S: 1	E: 106
EPISODE ONE-HUNDRED-SIXTEEN	JUPITER MOON	S: 1	E: 116

Episode Title	Name of Programme	S:	E:
EPISODE ONE-HUNDRED-TWENTY-FIVE	JUPITER MOON	1	125
EPISODE ONE-HUNDRED-TWENTY-FOUR	JUPITER MOON	1	124
EPISODE ONE-HUNDRED-TWENTY-SIX	JUPITER MOON	1	126
Andrew Lewis			
ONE MAN'S RUBBISH	PARALLAX	1	6
THE BATTLE OF MUNDI'S WORLD	PARALLAX	1	8
THE BIG SLEEP-OVER	PARALLAX	1	9
THE WORLD ACCORDING TO BETTI	PARALLAX	1	11
Andrew McCullough, Byron Paul			
GUEST IN THE HOUSE	OUT THERE	1	11
MEWHU'S JET	OUT THERE	1	7
MISFIT	OUT THERE	1	4
ORDEAL IN SPACE	OUT THERE	1	2
SUSCEPTIBILITY	OUT THERE	1	5
THE BUS TO NOWHERE	OUT THERE	1	10
THE MAN	OUT THERE	1	9
Andrew Merrifield			
	ATLANTIS HIGH	1	14
	ATLANTIS HIGH	1	15
A RANGER EXCLUSIVE	POWER RANGERS DINOTHUNDER	1	24
ABRIDGED	POWER RANGERS S.P.D	1	6
BACK IN BLACK (PART 2 OF 2)	POWER RANGERS DINOTHUNDER	1	5
BOOM	POWER RANGERS S.P.D	1	16
BROTHERS IN ARMS	POWER RANGERS NINJA STORM	1	24
BURNING AT BOTH ENDS	POWER RANGERS DINOTHUNDER	1	16
DISAPPEARING ACT	POWER RANGERS DINOTHUNDER	1	26
DIVA IN DISTRESS	POWER RANGERS DINOTHUNDER	1	6
DOGGED	POWER RANGERS S.P.D	1	5
GAME ON	POWER RANGERS DINOTHUNDER	1	7
GOOD WILL HUNTER	POWER RANGERS NINJA STORM	1	20
HARD HEADS	POWER RANGERS MYSTRIC FORCE	1	26
HEL AND HIGHTWATER PART 1	CLEOPATRA 2525	1	13
HEL AND HIGHTWATER PART 2	CLEOPATRA 2525	1	14
I LOVE LOTHOR	POWER RANGERS NINJA STORM	1	19
LEADER OF THE WHACK	POWER RANGERS DINOTHUNDER	1	15
LEGACY OF POWER (PART 1 OF 2)	POWER RANGERS DINOTHUNDER	1	4
MIND GAMES	CLEOPATRA 2525	1	4
NOWHERE TO GROW	POWER RANGERS NINJA STORM	1	8
PETREIFIED XANDER	POWER RANGERS MYSTRIC FORCE	1	10
RECOGNITION	POWER RANGERS S.P.D	1	17
SAMURAI	POWER RANGERS S.P.D	1	18
SHIMAZU RETURNS, PART 1	POWER RANGERS NINJA STORM	1	27
SHIMAZU REUTNRS, PART 2	POWER RANGERS NINJA STORM	1	28
SNIP IT, SNIP IT GOOD	POWER RANGERS NINJA STORM	2	7
SNOW PRINCE	POWER RANGERS MYSTRIC FORCE	1	27
THE GATEKEEPER (PART 1 OF 2)	POWER RANGERS MYSTRIC FORCE	1	11
THE GATEKEEPER (PART 2 OF 2)	POWER RANGERS MYSTRIC FORCE	1	12
THE HUNTER	POWER RANGERS MYSTRIC FORCE	1	25
THE LIGHT	POWER RANGERS MYSTRIC FORCE	1	24
THE SCENT OF A RANGER	POWER RANGERS NINJA STORM	1	18
THE WILD WIPEOUT	POWER RANGERS NINJA STORM	2	1
THUNDER STRANGERS PART 3	POWER RANGERS NINJA STORM	1	7
THUNDER STRUCK (PART 1 OF 2)	POWER RANGERS DINOTHUNDER	1	37
THUNDER STRUCK (PART 2 OF 2)	POWER RANGERS DINOTHUNDER	1	38
TRAIL AND ERROR	CLEOPATRA 2525	1	10
TRUTH AND CONSEQUENCES	POWER RANGERS DINOTHUNDER	1	14
TUTENHAWKEN'S CURSE	POWER RANGERS DINOTHUNDER	1	25
WALLS	POWER RANGERS S.P.D	1	4
Andrew Morgan			
CHILDREN OF AURON	BLAKES' 7	3	7
REMEMBRANCE OF THE DALEKS (1-4)	DOCTOR WHO	25	1
TIME AND THE RANI (1-4)	DOCTOR WHO	24	1
Andrew Potter			
ALTERED EGO	MUTANT X	1	14
ART OF ATTRACTION	MUTANT X	3	13

Episode Title	Name of Programme	S:	E:
DEATH SUITE	EARTH: FINAL CONFLICT	S: 5	E: 11
DREAM STALKER	EARTH: FINAL CONFLICT	S: 4	E: 10
FINAL CONFLICT	EARTH: FINAL CONFLICT	S: 5	E: 22
IN BETWEEN	MUTANT X	S: 3	E: 18
INFERNO	MUTANT X	S: 2	E: 18
KILOHERTZ	MUTANT X	S: 1	E: 5
SECOND WAVE	EARTH: FINAL CONFLICT	S: 4	E: 7
SHADOWS OF DARKNESS	MUTANT X	S: 3	E: 6
THE ASSAULT	MUTANT X	S: 3	E: 22
THE KEYS TO THE KINGDOM	EARTH: FINAL CONFLICT	S: 4	E: 14
THE SEDUCTION	EARTH: FINAL CONFLICT	S: 5	E: 3
UNDER THE CLOAK OF WAR	MUTANT X	S: 2	E: 15
UNEARTHED	EARTH: FINAL CONFLICT	S: 5	E: 1
WAKING THE TYRANT'S DEVICE	ANDROMEDA	S: 4	E: 3
WHERE EVIL DWELLS	MUTANT X	S: 3	E: 4
Andrew Prouse			
"PILOT"	FARSCAPE	S: 1	E: 1
Andrew Prowse			
A CONSTELLATION OF DOUBT	FARSCAPE	S: 4	E: 17
BAD TIMING	FARSCAPE	S: 4	E: 22
BONE TO BE WILD	FARSCAPE	S: 1	E: 21
CRICHTON KICKS	FARSCAPE	S: 4	E: 1
DNA MAD SCIENTIST	FARSCAPE	S: 1	E: 9
DOG WITH TWO BONES	FARSCAPE	S: 3	E: 22
LIAR'S. GUNS AND MONEY PART 1: A NOT SO SIMPLE PLAN	FARSCAPE	S: 2	E: 19
MIND THE BABY	FARSCAPE	S: 2	E: 1
PICTURE IF YOU WILL	FARSCAPE	S: 2	E: 6
REVENGING ANGEL	FARSCAPE	S: 3	E: 16
RHAPSODY IN BLUE	FARSCAPE	S: 1	E: 13
SUNS AND LOVERS	FARSCAPE	S: 3	E: 2
UNREALIZED REALITY	FARSCAPE	S: 4	E: 11
Andrew Prowse, Tony Tilse			
LOOK AT THE PRINCESS PART 1: A KISS IS BUT A KISS	FARSCAPE	S: 2	E: 10
LOOK AT THE PRINCESS PART 2: I DO, I THINK	FARSCAPE	S: 2	E: 11
LOOK AT THE PRINCESS PART 3: THE MALTESE CRICHTON	FARSCAPE	S: 2	E: 12
Andrew Robinson			
BLOOD FEVER	STAR TREK: VOYAGER	S: 3	E: 15
LOOKING FOR PAR'MACH IN ALL THE WRONG PLACES	STAR TREK: DEEP SPACE NINE	S: 5	E: 3
UNFORGETTABLE	STAR TREK: VOYAGER	S: 4	E: 20
Andrew Stevens			
HIDE IN THE NIGHT	SWAMP THING	S: 3	E: 15
THE HANDYMAN	SWAMP THING	S: 3	E: 13
THE RETURN OF LAROCHE	SWAMP THING	S: 3	E: 17
Andrew Tsao			
GOOD PHIL HUNTING	PHIL OF THE FUTURE	S: 2	E: 11
THE FUNERAL	TICK, THE	S: 1	E: 2
Andrew V. McLaglen			
VORTEX	FANTASTIC JOURNEY,THE	S: 1	E: 1
Andy Cadiff			
A HUNTING WE WILL GO	QUANTUM LEAP	S: 3	E: 18
GLITTER ROCK	QUANTUM LEAP	S: 3	E: 17
SO HELP ME GOD	QUANTUM LEAP	S: 2	E: 9
Andy De Emmony			
EMOHAWK - POLYMORPH II	RED DWARF	S: 6	E: 4
GUNMAN OF THE APOCALYPSE	RED DWARF	S: 6	E: 3
LEGION	RED DWARF	S: 6	E: 2
OUT OF TIME	RED DWARF	S: 6	E: 6
PSIRENS	RED DWARF	S: 6	E: 1
RIMMERWORLD	RED DWARF	S: 6	E: 5
Andy Goddard			
COMBAT	TORCHWOOD	S: 1	E: 11
COUNTRYCIDE	TORCHWOOD	S: 1	E: 6
TO THE LAST MAN	TORCHWOOD	S: 2	E: 3
Andy Mikita			

Episode Title	Name of Programme			
2010	STARGATE SG1	S:	4	E: 16
ALLIES	STARGATE: ATLANTIS	S:	2	E: 20
AVALON (PART 1 OF 3)	STARGATE SG1	S:	9	E: 1
AVALON (PART 2 OF 3)	STARGATE SG1	S:	9	E: 2
AVALON (PART 3 OF 3)	STARGATE SG1	S:	9	E: 3
BE ALL MY SINS REMEMBER'D (PART 2 OF 2)	STARGATE: ATLANTIS	S:	4	E: 11
BEFORE I SLEEP	STARGATE: ATLANTIS	S:	1	E: 15
CITIZEN JOE	STARGATE SG1	S:	8	E: 15
COUNTERSTRIKE	STARGATE SG1	S:	10	E: 7
CRITICAL MASS	STARGATE: ATLANTIS	S:	2	E: 13
CURE	STARGATE SG1	S:	6	E: 10
FAIL SAFE	STARGATE SG1	S:	5	E: 17
FOOTHOLD	STARGATE SG1	S:	3	E: 14
FORSAKEN	STARGATE SG1	S:	6	E: 18
FULL ALERT	STARGATE SG1	S:	8	E: 14
HEROES (PART 1 OF 2)	STARGATE SG1	S:	7	E: 17
HEROES (PART 2 OF 2)	STARGATE SG1	S:	7	E: 18
INSTINCT	STARGATE: ATLANTIS	S:	2	E: 7
MICHAEL	STARGATE: ATLANTIS	S:	2	E: 16
MIDWAY	STARGATE: ATLANTIS	S:	4	E: 15
MILLER'S CROSSING	STARGATE: ATLANTIS	S:	4	E: 9
MISSING	STARGATE: ATLANTIS	S:	4	E: 7
MORPHEUS	STARGATE SG1	S:	10	E: 2
NEW ORDER (PART 1 OF 2)	STARGATE SG1	S:	8	E: 1
NEW ORDER (PART 2 OF 2)	STARGATE SG1	S:	8	E: 2
OUTCAST	STARGATE: ATLANTIS	S:	4	E: 14
PROGENY	STARGATE: ATLANTIS	S:	3	E: 5
PROMEHETEUS UNBOUND	STARGATE SG1	S:	8	E: 12
PROVING GROUND	STARGATE SG1	S:	5	E: 13
QUEST (PART 1 OF 2)	STARGATE SG1	S:	10	E: 10
QUEST (PART 2 OF 2)	STARGATE SG1	S:	10	E: 11
SARIFICES	STARGATE SG1	S:	8	E: 9
SPACE RACE	STARGATE SG1	S:	7	E: 8
TALION	STARGATE SG1	S:	10	E: 17
THE CURSE	STARGATE SG1	S:	4	E: 13
THE FOURTH HORSEMAN (PART 1 OF 2)	STARGATE SG1	S:	9	E: 10
THE FOURTH HORSEMAN (PART 2 OF 2)	STARGATE SG1	S:	9	E: 11
THE ROAD NOT TAKEN	STARGATE SG1	S:	10	E: 15
THE SEER	STARGATE: ATLANTIS	S:	4	E: 8
THE SHROUD	STARGATE SG1	S:	10	E: 13
THE TOWER	STARGATE: ATLANTIS	S:	2	E: 15
THREADS	STARGATE SG1	S:	8	E: 18
UNNATURAL SELECTION (PART 2 OF 2)	STARGATE SG1	S:	6	E: 12
VENGEANCE	STARGATE: ATLANTIS	S:	3	E: 19
Andy Sidaris, Alan Crosland				
8,9,10-YOU'RE DEAD	GEMINI MAN	S:	1	E: 10
Andy Tennant				
BRISCO FOR THE DEFENSE	ADVENTURES OF BRISCO COUNTY, JR., THE	S:	1	E: 9
PILOT EPISODE (NEVER AIRED)	BILL AND TED'S EXCELLENT ADVENTURES	S:	0	E: 1
SLIDERS (1-2)	SLIDERS	S:	1	E: 1
THE ORB SCHOLAR	ADVENTURES OF BRISCO COUNTY, JR., THE	S:	1	E: 2
Andy Wolk				
MODUS OPERANDI	PROFILER	S:	1	E: 6
UNCLE S.A.M.	SECRET AGENT MAN	S:	1	E: 9
WHAT IF HE'S NOT ALONE	DAYBREAK	S:	1	E: 7
Anita Addison				
DREAMS	QUANTUM LEAP	S:	4	E: 8
GHOST SHIP	QUANTUM LEAP	S:	4	E: 16
Anne Wheeler				
THE MARTIAN	RAY BRADBURY THEATRE,THE	S:	6	E: 8
Annette Haywood-Carter				
WHEN WE DEAD AWAKEN	SEAQUEST DSV (inc. SEAQUEST 2032)	S:	2	E: 7
Anson Williams				
BLINDSIDED	SEAQUEST DSV (inc. SEAQUEST 2032)	S:	2	E: 19
BRAVE NEW WORLD	SEAQUEST DSV (inc. SEAQUEST 2032)	S:	3	E: 1

Science Fiction Directors

Episode Title	Name of Programme		
CHAINS OF COMMAND	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 5
CHEMLAB (AKA CHEM CLUB)	NET, THE	S: 1	E: 21
COURSE: OBLIVION	STAR TREK: VOYAGER	S: 5	E: 17
DEMON	STAR TREK: VOYAGER	S: 4	E: 22
EQUILIBRIUM	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 7
IT'S ONLY A PAPER MOON	STAR TREK: DEEP SPACE NINE	S: 7	E: 10
MELT DOWN	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 10
REAL LIFE	STAR TREK: VOYAGER	S: 3	E: 21
REUNION	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 12
SPLASHDOWN	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 20
STATISTICAL PROBABILITIES	STAR TREK: DEEP SPACE NINE	S: 6	E: 9
THE BETTER PART OF VALOR	PRETENDER, THE	S: 1	E: 10
Anthea Browne-Wilkinson			
THE VILLAGE OF EVIL	ADAM ADAMENT LIVES!	S: 1	E: 15
Anthony Browne			
FATE	BLACK HOLE HIGH	S: 1	E: 6
RADIO	BLACK HOLE HIGH	S: 1	E: 8
ZACK ZERO	ZACK FILES, THE	S: 2	E: 8
Anthony Horowitz			
FASHION SHOOT	CRIME TRAVELLER	S: 1	E: 3
Anthony Michael Hall			
COLD HARD TRUTH	DEAD ZONE, THE	S: 3	E: 4
Anthony Read			
OUT OF BODY, OUT OF MIND	OMEGA FACTOR, THE	S: 1	E: 8
Anton Beebe			
DIAMONDS	CHARLIE JADE	S: 1	E: 7
Anton M. Leader			
FOR THE WORLD IS HOLLOW AND I HAVE TOUCHED THE SKY	STAR TREK	S: 3	E: 8
ISLAND IN THE SKY	LOST IN SPACE	S: 1	E: 3
LONG LIVE WALTER JAMESON	TWILIGHT ZONE,THE (1958)	S: 1	E: 24
THE MIDNIGHT SUN	TWILIGHT ZONE,THE (1958)	S: 3	E: 10
THE RELUCTANT STOWAWAY	LOST IN SPACE	S: 1	E: 1
Armand Garabidian			
FINAL FACE-OFF	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 8
FOURTH DOWN AND LONG	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 6
PASSING THE LANTERN	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 4
WILD WEST RANGERS (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 38
WIZARD FOR A DAY	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 5
Armand Mastroianni			
BREEDING GROUND	WAR OF THE WORLDS	S: 2	E: 5
CANDLE IN THE NIGHT	WAR OF THE WORLDS	S: 2	E: 15
SCARS	DEAD ZONE, THE	S: 2	E: 6
THE DEFECTOR	WAR OF THE WORLDS	S: 2	E: 10
THE TRUE BELIEVER	WAR OF THE WORLDS	S: 2	E: 19
TRUTH OR CONSEQUENCES	MANN AND MACHINE	S: 1	E: 7
Arnold Laven			
CAPTAIN BELLYBUSTER AND THE SPEED FACTORY	GREATEST AMERICAN HERO,THE	S: 2	E: 20
DEADRINGER	SIX MILLION DOLLAR MAN,THE	S: 5	E: 14
GIRL DRIVER	SECRETS OF ISIS, THE	S: 1	E: 13
LIVE AT ELEVEN	GREATEST AMERICAN HERO,THE	S: 3	E: 7
LOST LOVE	SIX MILLION DOLLAR MAN,THE	S: 2	E: 12
MY HEROES HAVE ALWAYS BEEN COWBOYS	GREATEST AMERICAN HERO,THE	S: 1	E: 6
PLAGUE	GREATEST AMERICAN HERO,THE	S: 2	E: 8
RESURRECTION OF CARLINI	GREATEST AMERICAN HERO,THE	S: 3	E: 5
ROCKHOUNDS ROBOT	SECRETS OF ISIS, THE	S: 1	E: 5
SCUBA DUBA DOOING (AKA SCUBA DUDA DO)	SECRETS OF ISIS, THE	S: 1	E: 14
SPEAK NO EVIL	SHAZAM!	S: 2	E: 6
SPOTS OF THE LEOPARD	SECRETS OF ISIS, THE	S: 1	E: 3
THE BEAST IN BLACK	GREATEST AMERICAN HERO,THE	S: 2	E: 6
THE BEST DESK SCENARIO	GREATEST AMERICAN HERO,THE	S: 1	E: 8

Episode Title	Name of Programme			
THE LIBERATOR	PLANET OF THE APES	S: 1	E: 13	
THE SHOW OFF	SECRETS OF ISIS, THE	S: 1	E: 9	
THE SOUND OF SILENCE	SECRETS OF ISIS, THE	S: 1	E: 4	
THE SURGEON	PLANET OF THE APES	S: 1	E: 7	
THE TRAP	PLANET OF THE APES	S: 1	E: 3	
THE WINNING SMILE	SIX MILLION DOLLAR MAN,THE	S: 3	E: 13	
THIRTY SECONDS OVER LITTLE TOKYO	GREATEST AMERICAN HERO,THE	S: 3	E: 9	
WE'RE A LITTLE LATE FOLKS	TURNABOUT	S: 1	E: 3	
Art Fisher				
FUNHOUSE	FANTASTIC JOURNEY,THE	S: 1	E: 7	
Arthur H. Nadel				
. . . AND NOW YOU DON'T (PART 2 OF 2)	SECRETS OF ISIS, THE	S: 2	E: 7	
BIGFOOT	SECRETS OF ISIS, THE	S: 1	E: 7	
NOW YOU SEE IT. . . (PART 1 OF 2)	SECRETS OF ISIS, THE	S: 2	E: 6	
THE BRAGGERT	SHAZAM!	S: 1	E: 15	
THOU SHALT NOT KILL	SHAZAM!	S: 1	E: 10	
Arthur Sellers				
THE BATTLE	JOURNEY OF ALLEN STRANGE, THE	S: 1	E: 7	
Arthur W. Forney				
WHERE OR WHEN	PROFILER	S: 3	E: 11	
Arvin Brown				
285 SOUTH (PART 1 OF 2)	ROSWELL	S: 1	E: 6	
Ashley Way				
CAPTAIN JACK HARNESS	TORCHWOOD	S: 1	E: 12	
END OF DAYS	TORCHWOOD	S: 1	E: 13	
KISS KISS, BANG BANG	TORCHWOOD	S: 2	E: 1	
Atom Egoyan				
WALL,THE	TWILIGHT ZONE,THE (1985)	S: 3	E: 21	
Avery Brooks				
BODY PARTS	STAR TREK: DEEP SPACE NINE	S: 4	E: 24	
FAR BEYOND THE STARS	STAR TREK: DEEP SPACE NINE	S: 6	E: 13	
FASCINATION	STAR TREK: DEEP SPACE NINE	S: 3	E: 9	
IMPROBABLE CAUSE (PART 1 OF 2)	STAR TREK: DEEP SPACE NINE	S: 3	E: 18	
REJOINED	STAR TREK: DEEP SPACE NINE	S: 4	E: 5	
THE ABANDONED	STAR TREK: DEEP SPACE NINE	S: 3	E: 5	
THE DOGS OF WAR (PART 8 OF 10)	STAR TREK: DEEP SPACE NINE	S: 7	E: 24	
TIES OF BLOOD AND WATER	STAR TREK: DEEP SPACE NINE	S: 5	E: 19	
TRIBUNAL	STAR TREK: DEEP SPACE NINE	S: 2	E: 24	
B.W.L. Norton				
MONSTERS!	TWILIGHT ZONE,THE (1985)	S: 1	E: 36	
TEACHER'S AIDE	TWILIGHT ZONE,THE (1985)	S: 1	E: 16	
Barbara Peeters				
ROAD REBELS	POWERS OF MATTHEW STARR, THE	S: 1	E: 21	
Barbara Peters				
AMAZING GRACE	SHADOW CHASERS	S: 1	E: 3	
LET'S MAKE A DEAL	SHADOW CHASERS	S: 1	E: 9	
Barry Crane				
36 HOURS	POWERS OF MATTHEW STARR, THE	S: 1	E: 17	
ATLANTIUM	FANTASTIC JOURNEY,THE	S: 1	E: 2	
BLACK MAGIC	BIONIC WOMAN, THE	S: 2	E: 7	
FALLING ANGELS	INCREDIBLE HULK,THE	S: 3	E: 16	
FAUSTA:THE NAZI WONDER WOMAN	NEW ORIGINAL WONDER WOMAN,THE	S: 1	E: 3	
FLY JAMIE	BIONIC WOMAN, THE	S: 1	E: 10	
HALF NELSON	INCREDIBLE HULK,THE	S: 4	E: 14	
HOCUS POCUS	SIX MILLION DOLLAR MAN,THE	S: 3	E: 15	
KING OF THE BEACH	INCREDIBLE HULK,THE	S: 4	E: 8	
MARK OF THE SAURIAN	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 6	
RETURN OF BIGFOOT (PART 2) (cf, THE SIX MILLION DOLLAR MAN)	BIONIC WOMAN, THE	S: 2	E: 1	
SHOOT-OUT AT LAND'S END	MAN FROM ATLANTIS	S: 1	E: 10	
SPACEBALL	GALACTICA 1980	S: 1	E: 3	
TASK FORCE	SIX MILLION DOLLAR MAN,THE	S: 4	E: 11	
THE BIONIC DOG (1-2)	BIONIC WOMAN, THE	S: 3	E: 1	
THE CONFESSION	INCREDIBLE HULK,THE	S: 2	E: 19	

Episode Title	Name of Programme		
THE DE JON CAPER	BIONIC WOMAN, THE	S: 2	E: 19
THE GREAT WALDO SHEPHERD	POWERS OF MATTHEW STARR, THE	S: 1	E: 20
THE PSYCHIC	INCREDIBLE HULK,THE	S: 3	E: 18
THE PYRAMID	BIONIC WOMAN, THE	S: 3	E: 13
THE RETURN OF BIG FOOT (PART 1) (cf THE BIONIC WOMAN)	SIX MILLION DOLLAR MAN,THE	S: 4	E: 1
WONDER WOMAN MEETS BARONESS VON GUNTHER	NEW ORIGINAL WONDER WOMAN,THE	S: 1	E: 2
Barry K. Thomas			
EMPEDOCLES	X FILES,THE	S: 8	E: 17
Barry Letts			
CARNIVAL OF MONSTERS (1-4)	DOCTOR WHO	S: 10	E: 2
PLANET OF THE SPIDERS (1-6)	DOCTOR WHO	S: 11	E: 5
TERROR OF THE AUTONS (1-4)	DOCTOR WHO	S: 8	E: 1
THE ANDROID INVASION (1-4)	DOCTOR WHO	S: 13	E: 4
THE ENEMY OF THE WORLD (1-6)	DOCTOR WHO	S: 5	E: 4
Barry Pearson			
PLAGUE	DEEPWATER BLACK	S: 1	E: 6
Barry Shear			
THE CARPATHIAN CAPER AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 21
THE DOG-GONE AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 1
THE FAUSTUS AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 15
THE FURNACE FLATS AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 22
THE LOW BLUE C AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 23
THE MOULIN RUSE AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 17
THE PHI BETA KILLER AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 25
THE UFO AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 16
Barry Sonnenfeld			
"THE PILOT"	TICK, THE	S: 1	E: 1
Ben Aaronovitch			
EPISODE ONE-HUNDRED-THIRTY-ONE	JUPITER MOON	S: 1	E: 131
Ben Bolt			
DEVIL'S ALPHABET	TWILIGHT ZONE,THE (1985)	S: 1	E: 54
EASTER 2016	PLAY FOR TOMMOROW	S: 1	E: 6
THE REPLACEMENTS	SPACE RANGERS	S: 1	E: 1
Ben Browder			
GREEN EYED MONSTER	FARSCAPE	S: 3	E: 8
JOHN QUIXOTE	FARSCAPE	S: 4	E: 7
Ben Edlund			
SMILE TIME	ANGEL	S: 5	E: 14
Bernard Girard			
A SHORT DRINK FROM A CERTAIN FOUNTAIN	TWILIGHT ZONE,THE (1958)	S: 5	E: 12
Bernard L. Kowalski			
BIG IRON	KNIGHT RIDER	S: 2	E: 21
BIRDS OF PARADISE	AIRWOLF	S: 3	E: 22
BLIND SPOT	KNIGHT RIDER	S: 2	E: 4
CHARIOT OF GOLD	KNIGHT RIDER	S: 1	E: 16
DEAD OF KNIGHT	KNIGHT RIDER	S: 3	E: 8
FLIGHT O93 IS MISSING	AIRWOLF	S: 2	E: 9
GIVE ME LIBERTY...OR GIVE ME DEATH	KNIGHT RIDER	S: 1	E: 14
JENNIE	AIRWOLF	S: 3	E: 9
NO BIG THING	KNIGHT RIDER	S: 1	E: 7
PAYLOAD	BLUE THUNDER	S: 1	E: 8
PLUNDER IN PARADISE	THUNDER IN PARADISE	S: 1	E: 12
THE FINAL VERDICT	KNIGHT RIDER	S: 1	E: 10
Bernard McEveety			
BARRIERS OF SOUND	VOYAGERS	S: 1	E: 20
CLEO AND THE BABE	VOYAGERS	S: 1	E: 6
CLIPPED WINGS	BLUE THUNDER	S: 1	E: 7
HALF-PINT	AIRWOLF	S: 3	E: 12
INDEPENDENTS	OUTLAWS	S: 1	E: 9
KITTNAP	KNIGHT RIDER	S: 4	E: 2
KNIGHT BEHIND BARS	KNIGHT RIDER	S: 4	E: 9
KNIGHT BY A NOSE	KNIGHT RIDER	S: 3	E: 12
KNIGHT IN SHINING ARMOUR	KNIGHT RIDER	S: 2	E: 12

Episode Title	Name of Programme	S:	E:
LET IT BE ME	KNIGHT RIDER	2	20
LITTLE WOLF	AIRWOLF	3	16
REVENGE IN THE SKY	BLUE THUNDER	1	4
TESTIMONY OF A TRAITOR	BUCK ROGERS IN THE 25TH CENTURY	2	12
THE CURE	PLANET OF THE APES	1	12
THE DAY THE REBS TOOK LINCOLN	VOYAGERS	1	7
THE LEGACY	PLANET OF THE APES	1	5
THE PHENOM	INCREDIBLE HULK,THE	5	1
Bert Brinckerhoff			
ALF'S SPECIAL CHRISTMAS (1-2)	ALF	2	12
ALONE AGAIN, NATURALLY	ALF	3	9
CHANGES	ALF	3	7
HAIL TO THE CHIEF	ALF	2	11
HIDE AWAY	ALF	3	11
HIT ME WITH YOUR BEST SHOT	ALF	2	19
I'M YOUR PUPPET	ALF	2	21
MY BACK PAGES	ALF	3	8
NIGHT TRAIN	ALF	2	9
OLD PRETTY WOMAN	ALF	2	7
PRIME TIME	ALF	2	5
PROMISES,PROMISES	ALF	3	5
SOME ENCHANTED EVENING	ALF	2	6
SOMETHING'S WRONG WITH ME	ALF	2	8
STAIRWAY TO HEAVEN	ALF	3	2
THE BOY NEXT DOOR	ALF	2	13
TONIGHT,TONIGHT (1-2)	ALF	3	4
WEDDING BELL BLUES	ALF	2	4
WE'RE SO SORRY,UNCLE ALBERT	ALF	2	15
Beth Hilschafer			
BROTHERS	BEAUTY AND THE BEAST	2	9
Betsan Morris Evans			
EPISODE FORTY-EIGHT	JUPITER MOON	1	48
EPISODE FORTY-SEVEN	JUPITER MOON	1	47
EPISODE FORTY-SIX	JUPITER MOON	1	46
EPISODE SEVENTY	JUPITER MOON	1	70
EPISODE SEVENTY-ONE	JUPITER MOON	1	71
EPISODE SEVENTY-TWO	JUPITER MOON	1	72
Betsan Morris-Evans			
EPISODE FIFTY-EIGHT	JUPITER MOON	1	58
EPISODE FIFTY-NINE	JUPITER MOON	1	59
EPISODE SIXTY	JUPITER MOON	1	60
Bharat Nalluri			
EPISODE 1	LIFE ON MARS	1	1
EPISODE 2	LIFE ON MARS	1	2
Bill Bain			
DRESSED TO KILL	AVENGERS,THE	3	14
MANDRAKE	AVENGERS,THE	3	18
NOVEMBER FIVE	AVENGERS,THE	3	6
THE CHARMERS	AVENGERS,THE	3	23
THE GILDED CAGE	AVENGERS,THE	3	7
THE UNDERTAKERS	AVENGERS,THE	3	2
WHAT THE BUTLER SAW	AVENGERS,THE	4	22
Bill Bixby			
BRING ME THE HEAD OF THE HULK	INCREDIBLE HULK,THE	4	5
Bill Condon			
1112	OTHERS, THE	1	5
Bill Corcoran			
"PILOT"	E.A.R.T.H. FORCE	1	1
AGE OF INNOCENCE	MUTANT X	3	16
AND THE DEAD SHALL RISE TO CONDEMN THEE (PART 1 OF 2)	UNSUB	1	6
ASYLUM	FIRST WAVE	3	7
CONSPIRACY THEORY	MUTANT X	3	12
COOL HAND CHANCE	HUMAN TARGET	1	5
DATING GAME	MANN AND MACHINE	1	2

Episode Title	Name of Programme		
DELIVERANCE PART 1	PREY	S: 1	E: 13
DREAM LOVER	MUTANT X	S: 3	E: 19
FINAL JUDGMENT	MUTANT X	S: 2	E: 17
JESSE'S FIFTEEN MINUTES	HARD TIME ON PLANET EARTH	S: 1	E: 9
LOSE YOUR DREAMS	CODE NAME: ETERNITY	S: 1	E: 12
NO EXIT	MUTANT X	S: 3	E: 9
NOT SO WILD KINGDOM	E.A.R.T.H. FORCE	S: 1	E: 2
ONE STEP CLOSER	MUTANT X	S: 2	E: 19
ORIGINS	PREY	S: 1	E: 4
SWITCHING CHANNELS	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 1
THE HUNTED	IMMORTAL, THE (2000)	S: 1	E: 10
THE TAKING OF CROWS	MUTANT X	S: 3	E: 5
TWICE BLESS'D	FIRST WAVE	S: 3	E: 22
VENGEANCE	PREY	S: 1	E: 11
Bill Corrigan			
DISSOLVE TO BLACK	WAY OUT	S: 1	E: 8
Bill D'Elia			
PHEROMONE,MY LOVELY	LOIS AND CLARK	S: 1	E: 10
THE EYES HAVE IT	LOIS AND CLARK	S: 2	E: 12
THE FOUNDLING	LOIS AND CLARK	S: 1	E: 16
Bill Duke			
FEVER	STARMAN	S: 1	E: 10
JUNCTION	TWILIGHT ZONE,THE (1985)	S: 2	E: 21
THE SYSTEM	STARMAN	S: 1	E: 12
Bill Eagles			
A MEASURE OF SALVATION (PART 2 OF 2)	BATTLESTAR GALACTICA (2004)	S: 3	E: 7
BLOOD OF THE CHILDREN	THRESHOLD	S: 1	E: 3
EPISODE 9	SURFACE	S: 1	E: 9
REDEMPTION	INVASION	S: 1	E: 13
Bill Fleming			
BRIGADOOM	LEXX: THE DARK ZONE STORIES	S: 2	E: 18
GAMETOWN	LEXX: THE DARK ZONE STORIES	S: 3	E: 3
GONDOLA	LEXX: THE DARK ZONE STORIES	S: 3	E: 5
NOOK	LEXX: THE DARK ZONE STORIES	S: 2	E: 6
Bill Gerehty			
BETWEEN TWO FIRES	STARGATE SG1	S: 5	E: 9
BLACK OR WHITE	SENTINEL, THE	S: 2	E: 11
BREAKING GROUND	SENTINEL, THE	S: 3	E: 11
CUSTER'S NEXT TO LAST STAND	LEGEND	S: 1	E: 4
DESPERATE MEASURES	STARGATE SG1	S: 5	E: 11
DISCLOSURE	STARGATE SG1	S: 6	E: 17
FEVER	SMALLVILLE	S: 2	E: 16
FIREBALL	NET, THE	S: 1	E: 7
LOVE KILLS	SENTINEL, THE	S: 3	E: 18
MR. PRATT GOES TO SHERIDAN	LEGEND	S: 1	E: 2
NANNO	ROBOCOP - THE SERIES	S: 1	E: 19
PARADISE LOSE	STARGATE SG1	S: 6	E: 15
PAYBACK	SENTINEL, THE	S: 2	E: 5
POINT OF NO RETURN	STARGATE SG1	S: 4	E: 11
RED DUST	SENTINEL, THE	S: 2	E: 17
RED ICE	SENTINEL, THE	S: 3	E: 9
SWEET SCIENCE	SENTINEL, THE	S: 3	E: 16
THE GIRL NEXT DOOR	SENTINEL, THE	S: 3	E: 3
VANISHING ACT	SENTINEL, THE	S: 2	E: 20
VISAGE	SMALLVILLE	S: 2	E: 11
Bill Harris			
1875	FIREBALL XL5	S: 1	E: 25
CONVICT IN SPACE	FIREBALL XL5	S: 1	E: 16
FASTER THAN LIGHT	FIREBALL XL5	S: 1	E: 32
FLYING ZODIAC	FIREBALL XL5	S: 1	E: 9
PRISONER ON THE LOST PLANET	FIREBALL XL5	S: 1	E: 19
ROBERT TO THE RESCUE	FIREBALL XL5	S: 1	E: 21
SPACE MAGNET	FIREBALL XL5	S: 1	E: 39
SPACE PIRATES	FIREBALL XL5	S: 1	E: 8
THE SUN TEMPLE	FIREBALL XL5	S: 1	E: 6

Episode Title	Name of Programme	S:	E:
THE WINGS OF DANGER	FIREBALL XL5	1	15
TRIAL BY ROBOT	FIREBALL XL5	1	29
Bill Hays			
AGAINST THE STREAM	R3	1	2
AND NO BIRDS SING	R3	2	8
BLACK WARNING	R3	2	5
ONE FREE MAN	R3	2	3
SHADES	PLAY FOR TOMMOROW	1	5
THE CRITICAL MOMENT	R3	1	10
THE FORUM	R3	1	7
Bill Kelsay			
VIRUS M FOR MARTIN	MY FAVOURITE MARTIAN	3	25
Bill L. Norton			
BROTHERS AND SISTERS	SEAQUEST DSV (inc. SEAQUEST 2032)	1	6
CALVARY	ANGEL	4	12
CONTROL (PART 2 OF 2)	ROSWELL	3	5
DEN OF THIEVES	INVISIBLE MAN (2000)	2	8
FLASH TO BANG	INVISIBLE MAN (2000)	2	10
GIVE ME LIBERTE...	SEAQUEST DSV (inc. SEAQUEST 2032)	1	7
GOING POSTAL	INVISIBLE MAN (2000)	2	5
HAPPY ANNIVERSARY	ANGEL	2	13
LIFE OF THE PARTY	ANGEL	5	5
PROVIDER	ANGEL	3	12
PULSE	THRESHOLD	1	6
SECOND CHANCE	SEAQUEST DSV (inc. SEAQUEST 2032)	3	10
SUBJECT: SUNRISE AT SUNSET STREAMS	FREAKYLINKS	1	12
SUPERSYMMETRY	ANGEL	4	5
THE END OF THE WORLD	ROSWELL	2	5
THE VISION THING	ANGEL	3	2
Bill Scarlet			
LEAVING	SECRET WORLD OF ALEX MACK,THE	4	9
Bill Sellers			
THE CELESTIAL TOYMAKER (1-4)	DOCTOR WHO	3	7
Bill Turner			
PARADISE DESTRUCT	ADVENTURES OF DON QUICK,THE	1	6
Bille Eltringham			
	ASHES TO ASHES	1	3
Blair Treu			
CASSIE'S BEST FRIEND	POWER RANGERS TURBO	2	22
DOUBLE DUTY	POWER RANGERS LOST GALAXY	1	7
HOMESICK	POWER RANGERS LOST GALAXY	1	5
LIGHTS OF ORION	POWER RANGERS LOST GALAXY	1	6
NEVER STOP SEARCHING	POWER RANGERS IN SPACE	1	4
SATELLITE SEARCH	POWER RANGERS IN SPACE	1	5
SHELL SHOCKED (PART 2 OF 2)	POWER RANGERS IN SPACE	1	3
SILENT SLEEP	POWER RANGERS LOST GALAXY	1	11
SONG OF CONFUSION	POWER RANGERS TURBO	2	20
STITCH WITCHERY	POWER RANGERS TURBO	2	3
THE ACCIDENT	POWER RANGERS TURBO	2	21
THE BLUE CRUSH	POWER RANGERS LOST GALAXY	1	8
THE PHANTOM PHENOMENOM	POWER RANGERS TURBO	2	6
THE WHEELS OF FATE	POWER RANGERS TURBO	2	4
Bo Welch			
ARTHUR NEEDS SPACE (A.K.A. ARTHUR NEEDS HIS SPACE)	TICK, THE	1	5
FAIL-SAFE	SECRET AGENT MAN	1	10
THE BIG LEAGUES	TICK, THE	1	6
Bob Balaban			
FINE TUNING	STEVEN SPIELBERG'S AMAZING STORIES	1	7
FUTURE TRADE	TWILIGHT ZONE, THE (2002)	1	21
MARSHALL'S THEORY OF BELIEVABILITY	EERIE INDIANA	1	11
REVENEGE OF THE HERD	LEGEND	1	9
THE LOST HOUR	EERIE INDIANA	1	10
THE PHAROAH'S CURSE	TWILIGHT ZONE, THE (2002)	1	37
ZOMBIES IN PJS	EERIE INDIANA	1	17

Episode Title	Name of Programme		
Bob Bender			
BUCK'S DUEL TO THE DEATH	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 20
WHO WOO IN AMERICA	GREATEST AMERICAN HERO,THE	S: 2	E: 21
Bob Blagden			
CHOCKY'S CHALLENGE (1-6)	CHOCKY (inc CHOCKY'S CHILDREN & CHOCKY'S CHALLENGE)	S: 3	E: 1
WHITE MOUNTAINS - 2090 AD	TRIPODS,THE	S: 2	E: 1
Bob Bralver			
HILLS OF FIRE	KNIGHT RIDER	S: 4	E: 17
TEN WHEEL TROUBLE	KNIGHT RIDER	S: 3	E: 18
THE ROTTEN APPLE	KNIGHT RIDER	S: 3	E: 6
WHITE LINE WARRIORS	KNIGHT RIDER	S: 2	E: 14
Bob Brooks			
THE IMMUNITY SYNDROME	SPACE: 1999	S: 2	E: 22
THE TAYBOR	SPACE: 1999	S: 2	E: 10
Bob Clark			
REMOTE CONTROL MAN	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 10
Bob Claver			
BANK HOSTAGES	SMALL WONDER	S: 3	E: 12
COMPUTER DATING	SMALL WONDER	S: 2	E: 11
DIGITAL LOVE	SMALL WONDER	S: 3	E: 25
DOUBLE DATES	SMALL WONDER	S: 4	E: 14
EVERYTHING YOU WANTED TO HIDE AND COULDN'T	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 2
FAT'S WHERE IT'S AT	SMALL WONDER	S: 3	E: 11
GENIUS	POWERS OF MATTHEW STARR, THE	S: 1	E: 5
HERE KITTY, KITTY!	SMALL WONDER	S: 2	E: 21
HOW I LOVE THEE	SMALL WONDER	S: 3	E: 23
I DREAM OF VICKI	SMALL WONDER	S: 4	E: 6
IN THE SPIRITS	SMALL WONDER	S: 3	E: 18
JAILBIRDS	SMALL WONDER	S: 4	E: 5
LATCHKEY DREAMS	SMALL WONDER	S: 2	E: 10
LET MY PEOPLE GO-GO	SECOND HUNDRED YEARS,THE	S: 1	E: 14
LIMITED ENGAGEMENT (PART 1 OF 2)	MORK AND MINDY	S: 4	E: 1
LITTLE MISS SHOPPING MALL	SMALL WONDER	S: 2	E: 16
MOVIN' UP	SMALL WONDER	S: 2	E: 13
MY FAVORITE MARTIAN	SMALL WONDER	S: 4	E: 21
ON BENDED KNEE	SECOND HUNDRED YEARS,THE	S: 1	E: 7
ONE OF OUR HENS IS MISSING	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 7
POOL SHARK VICKI	SMALL WONDER	S: 4	E: 18
SALLY ON MY MIND	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 1
SHIPS IN THE NIGHT	AUTOMAN	S: 1	E: 4
SUBSTITUTE DAD	SMALL WONDER	S: 1	E: 16
SUGAR AND SPICE AND QUATERBACK SNEAK	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 11
THE BAD SEEDLING	SMALL WONDER	S: 3	E: 9
THE ELECTRIC POTATOHEADS	SMALL WONDER	S: 3	E: 5
THE NOT SO GOOD SAMARITAN	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 21
THE POOL	SMALL WONDER	S: 3	E: 3
THE RELUCTANT HALFBACK	SMALL WONDER	S: 1	E: 18
THE RIP-OFF	SMALL WONDER	S: 4	E: 20
THE WEDDING (PART 2 OF 2)	MORK AND MINDY	S: 4	E: 2
THE WONDER WORKER	SMALL WONDER	S: 2	E: 8
THREE FOR THE ROAD	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 20
VICKI AND THE PUSHER	SMALL WONDER	S: 3	E: 1
VICKI AND THE SKYJACKER	SMALL WONDER	S: 4	E: 11
Bob Habros			
HUMAN FACTOR	OUTER LIMITS,THE (1995)	S: 7	E: 21
Bob Herd			
THE QUICK AND THE DEAD	ADVENTURES OF DON QUICK,THE	S: 1	E: 5
Bob Hird			
NON-CITIZEN	1990	S: 1	E: 8
Bob Hulme			
DELIVER US FROM EVIL (aka EVIL LEAPER I)	QUANTUM LEAP	S: 5	E: 6
LIBERATION	QUANTUM LEAP	S: 5	E: 12
RUNNING FOR HONOR	QUANTUM LEAP	S: 4	E: 12
Bob Kellett			

Episode Title	Name of Programme		
THE FULL CIRCLE	SPACE: 1999	S: 1	E: 15
THE LAST ENEMY	SPACE: 1999	S: 1	E: 24
VOYAGER'S RETURN	SPACE: 1999	S: 1	E: 6
Bob Kelljan			
THE MAN WHO COULD MOVE THE WORLD	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 3
Bob Lally			
ALBUM	LAND OF THE LOST (1974)	S: 1	E: 7
BLACKOUT	LAND OF THE LOST (1974)	S: 2	E: 13
FAIR TRADE	LAND OF THE LOST (1974)	S: 2	E: 3
GORDIE'S BIRD	DR. SHRINKER	S: 1	E: 5
GRAVITY STORM	LAND OF THE LOST (1974)	S: 2	E: 6
HURRICANE	LAND OF THE LOST (1974)	S: 1	E: 16
SKYLONS	LAND OF THE LOST (1974)	S: 1	E: 8
STONE SOUP	LAND OF THE LOST (1974)	S: 1	E: 14
THE PAKU WHO CAME FOR DINNER	LAND OF THE LOST (1974)	S: 1	E: 10
THE STRANGER	LAND OF THE LOST (1974)	S: 1	E: 6
THE TEST	LAND OF THE LOST (1974)	S: 2	E: 5
THE ZARN	LAND OF THE LOST (1974)	S: 2	E: 2
Bob Mahoney			
REBIRTH	WANDERER,THE	S: 1	E: 1
Bob Sweeney			
CURSE OF THE FULL MOON	SHADOW CHASERS	S: 1	E: 13
PARTS UNKNOWN	SHADOW CHASERS	S: 1	E: 5
SECRETS	STARMAN	S: 1	E: 6
Bob Wiemer			
WISH FOR ARMAGEDDON	SUPERBOY	S: 3	E: 20
Bobby Roth			
BIRTHRIGHT	PROFILER	S: 2	E: 9
Boris Damast			
THE TERROR	TICK, THE	S: 1	E: 9
TIRESIAS	INVISIBLE MAN (2000)	S: 1	E: 4
Boris Sagal			
DEATHWISH	WAY OUT	S: 1	E: 9
THE ARRIVAL	TWILIGHT ZONE,THE (1958)	S: 3	E: 2
THE SILENCE	TWILIGHT ZONE,THE (1958)	S: 2	E: 25
Brad Anderson			
EPISODE 13	SURFACE	S: 1	E: 13
Brad Bird			
FAMILY DOG	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 16
Brad Kreisberg			
TO PROTECT AND SERVO	SUPERHUMAN SAMURAI SYBER SQUAD	S: 1	E: 1
Brad Turner			
A BREED APART	MUTANT X	S: 1	E: 22
A TIME FOR EVERY PURPOSE	LA FEMME NIKITA	S: 5	E: 8
ABORT, FAIL, RETRY, TERMINATE	LA FEMME NIKITA	S: 4	E: 15
ACTS OF TERROR	TWILIGHT ZONE,THE (1985)	S: 3	E: 11
ADRIAN'S GARDEN	LA FEMME NIKITA	S: 2	E: 21
AZOTH THE AVENGER IS A FRIEND	TWILIGHT ZONE, THE (2002)	S: 1	E: 10
BEACH HEAD	STARGATE SG1	S: 9	E: 6
BLUE AGAVE	FIRST WAVE	S: 1	E: 13
COBRA (PART 1 OF 2)	COBRA	S: 1	E: 1
CONVERSION	STARGATE: ATLANTIS	S: 2	E: 8
CUI BONO	ANDROMEDA	S: 3	E: 4
DEADLY DESIRE	MUTANT X	S: 1	E: 20
ESSENCE OF LIFE	OUTER LIMITS,THE (1995)	S: 5	E: 18
EXORCISM	RAY BRADBURY THEATRE,THE	S: 5	E: 9
FATHERS AND SONS	OUTER LIMITS,THE (1995)	S: 5	E: 20
FIRST ANIVERSARY	OUTER LIMITS,THE (1995)	S: 2	E: 7
FLESH AND BONE	BATTLESTAR GALACTICA (2004)	S: 1	E: 8
FLOWER CHILD	OUTER LIMITS,THE (1995)	S: 7	E: 12
FLYING HOME	AIRWOLF	S: 4	E: 22
FREE SPIRIT	OUTER LIMITS,THE (1995)	S: 7	E: 13
GOTCHA!	RAY BRADBURY THEATRE,THE	S: 3	E: 4

Episode Title	Name of Programme	S:	E:
HARSH MISTRESS	TWILIGHT ZONE, THE (2002)	1	13
HATHOR	STARGATE SG1	1	13
HUMAN TRIALS	OUTER LIMITS,THE (1995)	7	22
HUNTERS	BLADE	1	10
IDENTITY CRISIS	OUTER LIMITS,THE (1995)	4	10
IMITATION OF DEATH	LA FEMME NIKITA	3	5
IMMACULATE PERCEPTION	ANDROMEDA	2	21
INTO THE LABYRINTH	ANDROMEDA	2	9
JUDGEMENT DAY	OUTER LIMITS,THE (1995)	6	1
KISS THE PAST GOODBYE	LA FEMME NIKITA	4	13
LAST LAP	TWILIGHT ZONE, THE (2002)	1	24
MANIFEST DESTINY	OUTER LIMITS,THE (1995)	6	4
MIND REACHER	OUTER LIMITS,THE (1995)	7	14
MONA LISA	OUTER LIMITS,THE (1995)	7	6
MOON IN GEMINI	JEREMIAH	1	16
NO ONE LIVES FOREVER	LA FEMME NIKITA	4	8
ORIGIN OF SPECIES	OUTER LIMITS,THE (1995)	4	23
OUT OF THE ASHES	JEREMIAH	1	17
POISONING THE WELL	STARGATE: ATLANTIS	1	7
POOL GUY	TWILIGHT ZONE, THE (2002)	1	9
QUALITY OF MERCY	OUTER LIMITS,THE (1995)	1	13
REPLICA	OUTER LIMITS,THE (1995)	7	7
ROGUE WARRIOR	AIRWOLF	4	12
SACRED	SMALLVILLE	4	15
SOON THE NEARING VORTEX (PART 1 OF 2)	ANDROMEDA	4	6
STORM WARNING	AIRWOLF	4	17
SYMPATHY FOR THE DEVIL	LA FEMME NIKITA	4	7
THE CONTINUATION OF COBRA (PART 2 OF 2)	COBRA	1	2
THE HEIST	OUTER LIMITS,THE (1995)	2	14
THE HONEY OFFERING	ANDROMEDA	1	19
THE JOINING	OUTER LIMITS,THE (1995)	4	13
THE LOST BOYS (PART 1 OF 2)	STARGATE: ATLANTIS	2	10
THE RETURN (PART 1 OF 2)	STARGATE: ATLANTIS	3	10
THE RETURN (PART 2 OF 2)	STARGATE: ATLANTIS	3	11
THE SPIDER'S STRATAGEM	ANDROMEDA	4	12
THE TEST	ANDROMEDA	5	10
THE VELDT	RAY BRADBURY THEATRE,THE	4	11
THOR'S HAMMER	STARGATE SG1	1	9
TIME OUT OF MIND	LA FEMME NIKITA	4	19
TOKRA (1-2)	STARGATE SG1	2	11
TOUCHSTONE	STARGATE SG1	2	13
UNDERGROUND	STARGATE: ATLANTIS	1	8
WORLD'S APART (aka REMITTANCE MAN)	OUTER LIMITS,THE (1995)	2	10
Brad Wright			
ABYSS	STARGATE SG1	6	6
Bradford May			
"PILOT"	BURNING ZONE, THE	1	1
DELETED	NET, THE	1	1
FEEDING FRENZY	TREMORS	1	1
GRAMMA	TWILIGHT ZONE,THE (1985)	1	44
NIGHT SONG	TWILIGHT ZONE,THE (1985)	2	12
THE CARD	TWILIGHT ZONE,THE (1985)	2	14
Brain Farnham			
FUTURE BOX	POWERS	1	12
I'LL BE WATCHING YOU	POWERS	1	8
IN THE LOOP	POWERS	1	11
IS THERE ANYBODY OUT THERE?	POWERS	1	7
THE FUTURE IS YOURS	POWERS	1	13
WE ARE NOT ALONE	POWERS	1	4
Brain Grant			
PANDORA'S BOX	BUGS	4	6
Brain Grant.			
TWIN GEEKS	BUGS	4	8
Brannon Braga			
THE DARKLING	STAR TREK: VOYAGER	3	17

Episode Title	Name of Programme		
Breck Eisner			
"PILOT" (2 PART STORY)	INVISIBLE MAN (2000)	S: 1	E: 1
JACON AND JESSE	TAKEN	S: 1	E: 2
Brendan Donovan			
SOFT BOILED LUCK	TWO TWISTED	S: 1	E: 7
Brendan Maher			
RIDDLE OF THE NYMPH	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 10
SEER	BEASTMASTER: THE LEGEND CONTINUES	S: 2	E: 3
THAT OLD BLACK MAGIC	FARSCAPE	S: 1	E: 8
THE DEMON CURUPIRA	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 6
THE LAST UNICORNS	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 8
THE MINOTAUR	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 13
Brentan Specer			
PHANTOM COMPANION	EARTH: FINAL CONFLICT	S: 4	E: 9
Brent-Karl Clackson			
GHOST IN THE MACHINE	PAINKILLER JANE	S: 1	E: 11
SOMETHING ABOUT HARRY	OUTER LIMITS,THE (1995)	S: 6	E: 19
THE TIPPING POINT	OUTER LIMITS,THE (1995)	S: 7	E: 19
Brenton Spencer			
AN AFFIRMING FLAME	ANDROMEDA	S: 1	E: 2
ATAVUS HIGH	EARTH: FINAL CONFLICT	S: 5	E: 12
DEEP SLEEP	EARTH: FINAL CONFLICT	S: 5	E: 13
ELIXIR	FIRST WAVE	S: 1	E: 5
GATHERING STORM	CROW: STAIRWAY TO HEAVEN, THE	S: 1	E: 22
GUILTY CONSCIENCE	EARTH: FINAL CONFLICT	S: 5	E: 7
LIMBO	EARTH: FINAL CONFLICT	S: 4	E: 4
LUNGFISH	FIRST WAVE	S: 1	E: 7
MATA HARI	FIRST WAVE	S: 1	E: 3
MOTHERLODE	EARTH: FINAL CONFLICT	S: 4	E: 5
RE-GENERATION	OUTER LIMITS,THE (1995)	S: 3	E: 3
SUBJECT 117	FIRST WAVE	S: 1	E: 1
SUBMERSION	STARGATE: ATLANTIS	S: 3	E: 18
THE ART OF WAR	EARTH: FINAL CONFLICT	S: 5	E: 14
TO LOOSE THE FATEFULL LIGHTNING	ANDROMEDA	S: 1	E: 3
Brenton Spicer			
ATTONMENT	EARTH: FINAL CONFLICT	S: 4	E: 17
BODY AND SOUL	MUTANT X	S: 2	E: 9
Brett Dowler			
DETOUR	X FILES,THE	S: 5	E: 4
FISSURES	EARTH: FINAL CONFLICT	S: 2	E: 7
MAN OF IRON, WOMEN UNDER GLASS	JEREMIAH	S: 1	E: 3
SKIN	STRANGE WORLD	S: 1	E: 8
Brian Burgess			
AVALANCHE	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 5
BIG BEN STRIKES AGAIN	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 3
DANGEROUS RENDEZVOUS	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 20
LORD PARKER'S 'OLIDAY	THUNDERBIRDS	S: 2	E: 4
RENEGADE ROCKET	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 17
RICOCHET	THUNDERBIRDS	S: 2	E: 5
THE LAUNCHING	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 27
Brian Farnham			
...MUST GO DOWN.	BUGS	S: 2	E: 2
ALL UNDER CONTROL	BUGS	S: 1	E: 3
DEATH MINISTER	CRIME TRAVELLER	S: 1	E: 6
GOLDRUSH	BUGS	S: 2	E: 6
JEFF SLADE AND THE LOOP OF INFINITY	CRIME TRAVELLER	S: 1	E: 1
MANNA FROM HEAVAN	BUGS	S: 1	E: 7
NEWTON'S RUN	BUGS	S: 2	E: 8
OUT OF THE HIVE	BUGS	S: 1	E: 1
PULSE	BUGS	S: 1	E: 10
THE LOTTERY EXPERIMENT	CRIME TRAVELLER	S: 1	E: 7
WHAT GOES UP.	BUGS	S: 2	E: 1
Brian Giddens			
DÉJÀ VU	OUTER LIMITS,THE (1995)	S: 5	E: 16

Episode Title	Name of Programme		
STASIS	OUTER LIMITS,THE (1995)	S: 6	E: 9
Brian Grant			
BEYOND THE BEYOND	SHE WOLF OF LONDON	S: 1	E: 13
BIG TOP SHE-WOLF	SHE WOLF OF LONDON	S: 1	E: 10
CURIOSITY KILLED THE CRAVITZ	SHE WOLF OF LONDON	S: 1	E: 14
NO PAIN, NO GAIN	MANN AND MACHINE	S: 1	E: 3
SACRIFICE TO SCIENCE	BUGS	S: 4	E: 2
THE LONG GAME	DOCTOR WHO (2005)	S: 1	E: 7
THE TWO BECKETTS	BUGS	S: 4	E: 4
THE WILD HUNT	SHE WOLF OF LONDON	S: 1	E: 7
Brian Grant.			
THE ENEMY WITHIN (PART 2 OF 2)	BUGS	S: 4	E: 10
Brian Heard			
TO CATCH A SPY	SECRET SERVICE,THE	S: 1	E: 3
TRIAL AT SEA	JOE 90	S: 1	E: 29
Brian Henson			
EXODUS FROM GENESIS	FARSCAPE	S: 1	E: 3
Brian K. Roberts			
A GIRL AND HER CAT	SABRINA THE TEENAGE WITCH	S: 1	E: 11
Brian Kelly			
DAY ONE	TORCHWOOD	S: 1	E: 2
EVERTHING CHANGES	TORCHWOOD	S: 1	E: 1
Brian Lighthill			
GOLD	BLAKES' 7	S: 4	E: 10
ORBIT	BLAKES' 7	S: 4	E: 11
Brian Robbins			
"PILOT"	BIRDS OF PREY	S: 1	E: 1
Brian Thomas Jones			
BRIDE OF THE FRAKENBEANS	BIG BAD BEETLEBORGS	S: 1	E: 41
EXTRA.. BETTLEBORGS REVEALED	BEETLEBORGS METALLIX	S: 1	E: 11
JO'S STRANGE CHANGE	BIG BAD BEETLEBORGS	S: 1	E: 38
SHE-WOLF	BIG BAD BEETLEBORGS	S: 1	E: 39
SUNSET BOO-LEVARD	BEETLEBORGS METALLIX	S: 1	E: 10
WHO'S THAT GHOUL	BEETLEBORGS METALLIX	S: 1	E: 12
Brian Trenchard-Smith			
FIRE AND ICE	TIME TRAX	S: 1	E: 3
UNNAMED	OTHERS, THE	S: 1	E: 2
Britta Johnstone			
A TEST OF TRUST (PART 2 OF 2)	POWER RANGERS DINOTHUNDER	S: 1	E: 36
ABANDONED	POWER RANGERS S.P.D	S: 1	E: 13
DRAWN INTO DANGER	POWER RANGERS DINOTHUNDER	S: 1	E: 34
HEART OF BLUE	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 4
HOUSE OF CARDS (PART 1 OF 2)	POWER RANGERS DINOTHUNDER	S: 1	E: 35
IN YOUR DREAMS	POWER RANGERS DINOTHUNDER	S: 1	E: 33
KASTASTROPHE	POWER RANGERS S.P.D	S: 1	E: 29
ONCE A RANGER (PART 1 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 20
ONCE A RANGER (PART 2 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 21
ONE FINE DAY	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 22
PIRATE IN PINK	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 6
S.W.A.T. (PART 1 OF 2)	POWER RANGERS S.P.D	S: 1	E: 26
S.W.A.T. (PART 2 OF 2)	POWER RANGERS S.P.D	S: 1	E: 27
WHEATHER OR NOT	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 5
WIRED (PART 1 OF 2)	POWER RANGERS S.P.D	S: 1	E: 14
WIRED (PART 2 OF 2)	POWER RANGERS S.P.D	S: 1	E: 15
Bruce Bilson			
A SPY FOR A SPY	GET SMART (1965)	S: 2	E: 3
ABOUT FACE	VIPER (1996)	S: 2	E: 22
ALL THE EMPEROR'S QUASI-NORMS (1-2)	QUARK	S: 1	E: 6
ALPHA	FLASH, THE	S: 1	E: 21
BE MY BABY	FLASH, THE	S: 1	E: 14
BEST SELLER	VIPER (1996)	S: 3	E: 11
DAREDEVIL	POWERS OF MATTHEW STARR, THE	S: 1	E: 4
DEAD CERTAIN	SENTINEL, THE	S: 3	E: 10

Episode Title	Name of Programme			
DEADLY NIGHTSHADE	FLASH, THE	S: 1	E: 16	
DEEP WATER	SENTINEL, THE	S: 2	E: 3	
DR. KRAMER	DEADLY GAMES	S: 1	E: 11	
FOREIGN EXCHANGE	SENTINEL, THE	S: 3	E: 20	
GHOST IN THE MACHINE	FLASH, THE	S: 1	E: 9	
GHOSTS	VIPER (1994)	S: 1	E: 4	
HIS BROTHER'S KEEPER	SENTINEL, THE	S: 2	E: 23	
MIRROR IMAGE	HUMAN TARGET	S: 1	E: 4	
NIGHT TRAIN	SENTINEL, THE	S: 1	E: 6	
ONCE A THEIF	VIPER (1994)	S: 1	E: 3	
OUT OF THE PAST	SENTINEL, THE	S: 2	E: 2	
PRIVATE EYES	SENTINEL, THE	S: 2	E: 19	
SAFE AS HOUSES	VIPER (1994)	S: 1	E: 5	
SECOND CHANCE	SENTINEL, THE	S: 2	E: 10	
SECRET	SENTINEL, THE	S: 2	E: 15	
SLAMMIN' SAMMY'S STUNT SHOW SPECTACULAR	KNIGHT RIDER	S: 1	E: 4	
THE BEAUTY CONTEST	THEY CAME FROM OUTER SPACE	S: 1	E: 3	
THE BEST COUPLE	VIPER (1996)	S: 2	E: 3	
THE INSIDE MAN	SENTINEL, THE	S: 3	E: 5	
THE KILLERS	SENTINEL, THE	S: 1	E: 3	
THE MIDAS TOUCH	SIX MILLION DOLLAR MAN,THE	S: 2	E: 7	
WELCOME TO WINFIELD	TWILIGHT ZONE,THE (1985)	S: 1	E: 42	
WHEELS OF FIRE	VIPER (1994)	S: 1	E: 9	
WISEGAL	VIPER (1996)	S: 3	E: 3	
WONDER WOMAN IN HOLLYWOOD	NEW ORIGINAL WONDER WOMAN,THE	S: 1	E: 12	
Bruce Kalish				
AT ALL COSTS	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 7	
Bruce Kessler				
CHOPPER	KOLCHAK: THE NIGHT STALKER	S: 1	E: 15	
CLASSICAL GAS	GREATEST AMERICAN HERO,THE	S: 2	E: 5	
DREAMS	GREATEST AMERICAN HERO,THE	S: 2	E: 17	
SILENT KNIGHT	KNIGHT RIDER	S: 2	E: 11	
THE GOOD SAMARITAN	GREATEST AMERICAN HERO,THE	S: 2	E: 19	
THE HAND PAINTED THAI	GREATEST AMERICAN HERO,THE	S: 2	E: 11	
WIZARDS AND WARLOCKS	GREATEST AMERICAN HERO,THE	S: 3	E: 10	
Bruce M. Smith				
REPLACEMENTS	HUNGER, THE	S: 2	E: 12	
Bruce Macdonald				
PUNISHMENT WITHOUT CRIME	RAY BRADBURY THEATRE,THE	S: 3	E: 7	
THERE WAS AN OLD WOMAN	RAY BRADBURY THEATRE,THE	S: 3	E: 11	
Bruce Malmuth				
STICKS AND STONES	BEAUTY AND THE BEAST	S: 2	E: 6	
THE AFTER HOURS	TWILIGHT ZONE,THE (1985)	S: 2	E: 3	
Bruce McDonald				
ALL OUR SINS FORGOTTEN	WELCOME TO PARADOX	S: 1	E: 9	
DEEP DOWN	CODE NAME: ETERNITY	S: 1	E: 14	
DIM & DIMMER	REGENESIS	S: 2	E: 4	
ESCAPE MUTANT	REGENESIS	S: 2	E: 2	
GARDEN	LEXX: THE DARK ZONE STORIES	S: 3	E: 9	
TUNNELS	LEXX: THE DARK ZONE STORIES	S: 3	E: 7	
Bruce Pittman				
A PIECE OF CAKE	AIRWOLF	S: 4	E: 6	
BACK INTO THE BREACH	TRACKER	S: 1	E: 20	
BAD GENES	EARTH: FINAL CONFLICT	S: 5	E: 18	
CARLOTTA'S ROOM	TEKWAR	S: 1	E: 10	
CHANGO	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 12	
CHILL FACTOR	TEKWAR	S: 1	E: 8	
LET'S PLAY POISON	RAY BRADBURY THEATRE,THE	S: 6	E: 7	
MIME TROUPE	AIRWOLF	S: 4	E: 10	
ONCE AROUND	MUTANT X	S: 2	E: 16	
OUR SELING IS DYING	TWILIGHT ZONE,THE (1985)	S: 3	E: 8	
REDEMPTION	TEKWAR	S: 1	E: 17	
RETURN	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 8	
THE GATE	TEKWAR	S: 1	E: 15	
THE SCREAMING WOMAN	RAY BRADBURY THEATRE,THE	S: 2	E: 2	

Episode Title	Name of Programme	S:	E:
THE SUMMIT	EARTH: FINAL CONFLICT	4	12
Bruce Seth Green			
ASK NOT	ROSWELL	2	2
BORN TO THE PURPLE	BABYLON 5	1	4
BRIDE OF THE WOLFMAN	SHE WOLF OF LONDON	1	16
DARK SIDE OF THE MIRROR	SWAMP THING	1	15
DEATHWALKER	BABYLON 5	1	10
DESTINATION TERMINAL	SEAQUEST DSV (inc. SEAQUEST 2032)	3	4
IN THE DARK	ANGEL	1	3
INTERRUPTUS	ROSWELL	3	7
KREEYA	MORTAL KOMBAT : CONQUEST	1	15
LEGACIES	BABYLON 5	1	21
LET SLEEPING DOGS FRY	CHRONICLE, THE	1	9
LIBERTY AND LARCENY	INVISIBLE MAN (2000)	1	5
LOSTLAND	SEAQUEST DSV (inc. SEAQUEST 2032)	2	11
MIND WAR	BABYLON 5	1	7
MURDER MTV	AUTOMAN	1	9
MYSTICAL PIZZA	SHE WOLF OF LONDON	1	19
OUT OF THE SKY	AIRWOLF	2	18
QUAN CHI	MORTAL KOMBAT : CONQUEST	1	8
SPEED DEMONS	KNIGHT RIDER	2	16
SYMPATHY FOR THE DEEP	SEAQUEST DSV (inc. SEAQUEST 2032)	2	3
THE HUNT	SWAMP THING	1	19
THE OVERLORD (aka SHOWDOWN AT RAWLINSVILLE)	V (1984)	1	7
THE PRODIGAL	ANGEL	1	15
THE SANCTION (AKA KLAUS-THE EXTERMINATOR)	V (1984)	1	5
THE TRIAL	ANGEL	2	9
VIVA LAS VEGAS	ROSWELL	2	15
WALK A MILE IN MY SHOOTS	SWAMP THING	1	17
Bryan Gordon			
HOLLYWEEN (AKA HALLOWEEN KISS)	DO OVER	1	7
Bryan Spicer			
ACID TEST	TAKEN	1	4
ALL ABOUT YVES	LONE GUNMEN, THE	1	12
ALPHA DOGS	FREEDOM	1	1
BAD WATER	SEAQUEST DSV (inc. SEAQUEST 2032)	1	9
BOND, JIMMY BOND	LONE GUNMEN, THE	1	2
DAGGERS	SEAQUEST DSV (inc. SEAQUEST 2032)	2	1
DIAGNOSIS: JIMMY	LONE GUNMEN, THE	1	9
GILL GIRL	DARK ANGEL	2	8
INGA FOSSA	HARSH REALM	1	3
KNOW THINE ENEMY (1-2)	SUPERBOY	4	6
MADAM, I'M ADAM	LONE GUNMEN, THE	1	6
NED ZED	ADVENTURES OF BRISCO COUNTY, JR., THE	1	21
NO FUN (AKA JUST SAY NO FUN)	EERIE INDIANA	1	6
SKIN	ODYSSEY 5	1	14
SUCH GREAT PATIENCE	SEAQUEST DSV (inc. SEAQUEST 2032)	1	21
TANGO DE LOS PISTOLEROS	LONE GUNMEN, THE	1	10
THE ADVENTURE'S OF BRISCO COUNTY JNR (1-2)	ADVENTURES OF BRISCO COUNTY, JR., THE	1	1
THE KEY	INVASION	1	17
THE LAST LAP OF LUXURY	SEAQUEST DSV (inc. SEAQUEST 2032)	1	19
THE LOYAL ORDER OF CORN (A.K.A. THE LODGE)	EERIE INDIANA	1	16
THREE MEN AND A SMOKING DIAPER	LONE GUNMEN, THE	1	5
THREE OF A KIND	X FILES,THE	6	19
TILL THEN	OTHERS, THE	1	11
TREASURES OF THE MIND	SEAQUEST DSV (inc. SEAQUEST 2032)	1	3
WEREWOLF	SUPERBOY	3	16
WHALE SONG	SEAQUEST DSV (inc. SEAQUEST 2032)	1	16
WHAT IF HE WALKS AWAY	DAYBREAK	1	11
WHAT IF SHE'S LYING	DAYBREAK	1	8
Bryn Higgins			
KIDNAP	FUTURECAST	1	1
THE KING OF CHAOS	FUTURECAST	1	2
Burt Brinckerhoff			
AND EVERYTHING NICE	SEAQUEST DSV (inc. SEAQUEST 2032)	2	12

Episode Title	Name of Programme		
BY ANY OTHER NAME	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 6
THE END OF JACKAL	DEADLY GAMES	S: 1	E: 4
Burt Brinckerhoff, Jim Charleston			
THE CAMP COUNSELOR (1-2)	DEADLY GAMES	S: 1	E: 5
Burt Reynolds			
GUILT TRIP	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 9
Buzz Kulik			
A GAME OF POOL	TWILIGHT ZONE,THE (1958)	S: 3	E: 5
A HUNDRED YARDS OVER THE RIM	TWILIGHT ZONE,THE (1958)	S: 2	E: 23
A QUALITY OF MERCY	TWILIGHT ZONE,THE (1958)	S: 3	E: 15
JESS-BELLE	TWILIGHT ZONE,THE (1958)	S: 4	E: 7
KING NINE WILL NOT RETURN	TWILIGHT ZONE,THE (1958)	S: 2	E: 1
ON THURSDAY WE LEAVE FOR HOME	TWILIGHT ZONE,THE (1958)	S: 4	E: 16
STATIC	TWILIGHT ZONE,THE (1958)	S: 2	E: 20
THE MIND AND THE MATTER	TWILIGHT ZONE,THE (1958)	S: 2	E: 27
THE TROUBLE WITH TEMPLETON	TWILIGHT ZONE,THE (1958)	S: 2	E: 9
Byron Haskin			
A FEASIBILITY SUDY	OUTER LIMITS,THE (1963)	S: 1	E: 29
BEHOLD, ECK!	OUTER LIMITS,THE (1963)	S: 2	E: 3
DEMON WITH A GLASS HAND	OUTER LIMITS,THE (1963)	S: 2	E: 5
THE ARCHITECTS OF FEAR	OUTER LIMITS,THE (1963)	S: 1	E: 3
THE HUNDRED DAYS OF THE DRAGON	OUTER LIMITS,THE (1963)	S: 1	E: 2
THE INVISIBLE ENEMY	OUTER LIMITS,THE (1963)	S: 2	E: 7
Byron Haskins			
DEATH TRAP	WORLD OF GIANTS	S: 1	E: 4
Byron Paul			
CRASH DIET	MY FAVOURITE MARTIAN	S: 2	E: 22
GONE BUT NOT FORGOTTEN	MY FAVOURITE MARTIAN	S: 2	E: 23
HOW'RE THINGS IN GLOCCA MARTIN?	MY FAVOURITE MARTIAN	S: 2	E: 16
UNCLE MARTIN AND THE IDENTIFIED FLYING OBJECT	MY FAVOURITE MARTIAN	S: 2	E: 19
Byron Paul, Andrew McCullough			
SEVEN TEMPORARY MOONS	OUT THERE	S: 1	E: 8
THE CASTAWAY	OUT THERE	S: 1	E: 12
THE GREEN HILLS OF EARTH	OUT THERE	S: 1	E: 6
THE OUTER LIMIT	OUT THERE	S: 1	E: 1
THE SENSE OF WONDER	OUT THERE	S: 1	E: 3
C. M. Pennington-Richards			
BEHIND THE MASK	INVISIBLE MAN,THE (1958)	S: 1	E: 3
BLIND JUSTICE	INVISIBLE MAN,THE (1958)	S: 1	E: 9
CRISIS IN THE DESERT	INVISIBLE MAN,THE (1958)	S: 1	E: 2
JAILBREAK	INVISIBLE MAN,THE (1958)	S: 1	E: 10
ODDS AGAINST DEATH	INVISIBLE MAN,THE (1958)	S: 1	E: 12
PICNIC WITH DEATH	INVISIBLE MAN,THE (1958)	S: 1	E: 5
SECRET EXPERIMENT	INVISIBLE MAN,THE (1958)	S: 1	E: 1
SHADOW ON THE SCREEN	INVISIBLE MAN,THE (1958)	S: 1	E: 7
STRANGE PARTNERS	INVISIBLE MAN,THE (1958)	S: 1	E: 13
THE LOCKED ROOM	INVISIBLE MAN,THE (1958)	S: 1	E: 4
THE MINK COAT	INVISIBLE MAN,THE (1958)	S: 1	E: 8
Carl Goldstein			
BEING TOMMY DAWKINS	BIG WOLF ON CAMPUS	S: 3	E: 7
HELLECTION	BIG WOLF ON CAMPUS	S: 3	E: 6
KISS OF THE TIGER	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 14
MR. ROBOTO	BIG WOLF ON CAMPUS	S: 2	E: 15
N'SIPID	BIG WOLF ON CAMPUS	S: 3	E: 9
ROB: ZOMBIE	BIG WOLF ON CAMPUS	S: 2	E: 16
STAGE FRIGHT	BIG WOLF ON CAMPUS	S: 1	E: 7
THAT SWAMP THING YOU DO	BIG WOLF ON CAMPUS	S: 1	E: 8
THE BOOKMOBILE	BIG WOLF ON CAMPUS	S: 1	E: 2
VERY PALE RIDER	BIG WOLF ON CAMPUS	S: 3	E: 10
Carl Harvey			
A MIDSUMMER'S NIGHTMARE	LEXX: THE DARK ZONE STORIES	S: 4	E: 11
DUTCH TREAT	LEXX: THE DARK ZONE STORIES	S: 4	E: 17
Carl Schenkel			
THE HOUSE THAT JACK BUILD	PROFILER	S: 1	E: 13

Science Fiction Directors

Episode Title	Name of Programme		
Carmen Argenziano GRACE	STARGATE SG1	S: 7	E: 13
Carol Banker THE CAP'N TOBY SHOW	LONE GUNMEN, THE	S: 1	E: 13
Casey O. Rohrs WATERGATE	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 15
Catherine Millar LIAR'S. GUNS AND MONEY PART 2: WITH FRIENDS LIKE THESE. . .	FARSCAPE	S: 2	E: 20
LIAR'S. GUNS AND MONEY PART 3: PLAN B	FARSCAPE	S: 2	E: 21
LOSING TIME	FARSCAPE	S: 3	E: 9
MY THREE CRICHTONS	FARSCAPE	S: 2	E: 13
Catherine Morshead	ASHES TO ASHES	S: 1	E: 4
Catherine O'Hara GLYPHIC	OUTER LIMITS,THE (1995)	S: 4	E: 9
Chad Gottlieb HONEY, HE'S NOT ABOMINABLE. . . HE'S JUST MISUNDERSTOOD	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 15
Charles Beeson WRATH	SMALLVILLE	S: 7	E: 7
Charles Corell DEATH US DO PART	HARD TIME ON PLANET EARTH	S: 1	E: 7
Charles Correll 1969	STARGATE SG1	S: 2	E: 20
THE NOX	STARGATE SG1	S: 1	E: 7
Charles Crichton A MATTER OF BALANCE	SPACE: 1999	S: 2	E: 15
COLLISION COURSE	SPACE: 1999	S: 1	E: 3
DEATH AT BARGAIN PRICES	AVENGERS,THE	S: 4	E: 4
DEATH'S OTHER DOMINION	SPACE: 1999	S: 1	E: 5
DRAGON'S DOMAIN	SPACE: 1999	S: 1	E: 8
EARTHBOUND	SPACE: 1999	S: 1	E: 14
FALSE WITNESS	AVENGERS,THE	S: 7	E: 7
GUARDIAN OF PIRI	SPACE: 1999	S: 1	E: 11
MATTER OF LIFE AND DEATH	SPACE: 1999	S: 1	E: 13
NEW ADAM, NEW EVE	SPACE: 1999	S: 2	E: 6
ONE MOMENT OF HUMANITY	SPACE: 1999	S: 2	E: 4
SPACE BRAIN	SPACE: 1999	S: 1	E: 21
THE CORRECT WAY TO KILL	AVENGERS,THE	S: 5	E: 9
THE DANGER MAKERS	AVENGERS,THE	S: 4	E: 20
THE INTERROGATORS	AVENGERS,THE	S: 7	E: 14
THE LAMBDA FACTOR	SPACE: 1999	S: 2	E: 17
THE LAST SUNSET	SPACE: 1999	S: 1	E: 17
THE MARK OF ARCHANON	SPACE: 1999	S: 2	E: 7
THE METAMORPH	SPACE: 1999	S: 2	E: 1
WAR GAMES	SPACE: 1999	S: 1	E: 4
Charles F. Haas COLD HANDS,WARM HEART	OUTER LIMITS,THE (1963)	S: 2	E: 2
CRY OF SILENCE	OUTER LIMITS,THE (1963)	S: 2	E: 6
KEEPER OF THE PURPLE TWILIGHT	OUTER LIMITS,THE (1963)	S: 2	E: 11
SPACE TRAP	MEN INTO SPACE	S: 1	E: 7
THE BRAIN OF COLONNEL BARHAM	OUTER LIMITS,THE (1963)	S: 2	E: 14
Charles Jarrott DUMB MARTIAN	OUT OF THIS WORLD	S: 1	E: 1
THE TYCOONS	OUT OF THIS WORLD	S: 1	E: 14
Charles Martin THE LOST BOY (PART 1 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 10
THE LOST BOY (PART 2 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 11
WARRIORS OF KUDLAK (PART 1 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 6
WARRIORS OF KUDLAK (PART 2 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 7
Charles Martin Smith DARK SIDE OF THE SUN	SPACE : ABOVE AND BEYOND	S: 1	E: 3

Episode Title	Name of Programme		
PEARLY	SPACE : ABOVE AND BEYOND	S: 1	E: 19
RAY BUTTS	SPACE : ABOVE AND BEYOND	S: 1	E: 5
WELCOME TO THE H-MOUTH PART I	BUFFY THE VAMPIRE SLAYER	S: 1	E: 1
Charles Palmer			
HUMAN NATURE (PART 1 OF 2)	DOCTOR WHO (2005)	S: 3	E: 8
SMITH AND JONES	DOCTOR WHO (2005)	S: 3	E: 1
THE FAMILY OF BLOOD (PART 2 OF 2)	DOCTOR WHO (2005)	S: 3	E: 9
THE SHAKESPEARE CODE	DOCTOR WHO (2005)	S: 3	E: 2
Charles Picerni			
A CLEAR AND PRESENT DANGER	BLUE THUNDER	S: 1	E: 2
LAST CARD UP	SEVEN DAYS	S: 1	E: 10
PEACEKEEPERS	SEVEN DAYS	S: 3	E: 2
SLEEPERS	SEVEN DAYS	S: 1	E: 8
THE DEVIL AND THE DEEP BLUE SEA	SEVEN DAYS	S: 2	E: 9
X-35 NEED CHANGING	SEVEN DAYS	S: 2	E: 16
Charles R. Rondeau			
BEWARE OF HIDDEN PROPHETS	CAPTAIN NICE	S: 1	E: 15
BROTHER'S KEEPER	IMMORTAL, THE	S: 1	E: 16
JOHN & SALLY & FRED & LINDA	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 6
MAY I HAVE THE LAST DANCE	CAPTAIN NICE	S: 1	E: 13
NIGHTMARE	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 19
RUN,SAM,RUN	GEMINI MAN	S: 1	E: 6
SECRET OF THE DEEP	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 12
THE DEATH CLOCK	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 11
THE MAN WITH THE THREE BLUE EYES	CAPTAIN NICE	S: 1	E: 5
WONDER WOMAN VS GARGANTUA	NEW ORIGINAL WONDER WOMAN,THE	S: 1	E: 6
Charles Rondeau			
DEATH IN SLOW MOTION	BATMAN (1966)	S: 1	E: 31
THE CURSE OF TUT	BATMAN (1966)	S: 1	E: 27
THE PHARAOH'S IN A RUT	BATMAN (1966)	S: 1	E: 28
THE RIDDLER'S FALSE NOTION	BATMAN (1966)	S: 1	E: 32
Charles S. Dubin			
BEST BUDDIES	STARMAN	S: 1	E: 5
TEST FLIGHT	TALES OF TOMORROW	S: 1	E: 9
THE CRYSTAL EGG	TALES OF TOMORROW	S: 1	E: 8
THE DISAPPEARANCES (75 MINUTES)	MAN FROM ATLANTIS	S: 1	E: 4
THE RETURN	STARMAN	S: 1	E: 1
Charles Siebert			
FLAWED VICTORY	MORTAL KOMBAT : CONQUEST	S: 1	E: 18
NOOB SAIBOT	MORTAL KOMBAT : CONQUEST	S: 1	E: 5
THE FESTIVAL OF DEATH	MORTAL KOMBAT : CONQUEST	S: 1	E: 13
UNDER THE REDS	PRETENDER, THE	S: 1	E: 16
Charles Watson Sanford			
KNIGHT RACER	KNIGHT RIDER	S: 4	E: 8
KNIGHTLINES	KNIGHT RIDER	S: 3	E: 15
Charles Wilkinson			
ESCAPE	SO WEIRD	S: 1	E: 5
RESEARCH ALPHA	WELCOME TO PARADOX	S: 1	E: 2
THE WINNER	WELCOME TO PARADOX	S: 1	E: 3
WEB SIGHT	SO WEIRD	S: 1	E: 2
Charles Winkler			
LOVE MINUS ZERO	DEAD AT 21	S: 1	E: 3
STRANGE ATTRACTORS	JEREMIAH	S: 2	E: 3
THE GRID	OUTER LIMITS,THE (1995)	S: 6	E: 15
Charlie Correll			
BIRTH OF A LEGEND (1-2)	LEGEND	S: 1	E: 1
BONE OF CONTENTION	LEGEND	S: 1	E: 8
BROTHER, CAN YOU SPARE A BOMB?	SEVEN DAYS	S: 2	E: 17
CLUELESS IN SAN FRANCISCO	LEGEND	S: 1	E: 11
DEJA VU ALL OVER AGAIN	SEVEN DAYS	S: 2	E: 13
KANSAS	SEVEN DAYS	S: 3	E: 17
PINBALL WIZARD	SEVEN DAYS	S: 2	E: 2
THE FIRST FRESHMAN	SEVEN DAYS	S: 3	E: 13
WALTER	SEVEN DAYS	S: 1	E: 18

Episode Title	Name of Programme		
Charlie Haskell			
	ATLANTIS HIGH	S: 1	E: 17
	ATLANTIS HIGH	S: 1	E: 16
	ATLANTIS HIGH	S: 1	E: 18
A GEM OF A DAY	POWER RANGERS NINJA STORM	S: 2	E: 5
BEHIND THE SCENES	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 15
BOXING BOPP-A-ROO	POWER RANGERS NINJA STORM	S: 1	E: 13
DAY OF THE DINO PART 1 OF 2	POWER RANGERS DINOTHUNDER	S: 1	E: 1
DAY OF THE DINO PART 2 OF 2	POWER RANGERS DINOTHUNDER	S: 1	E: 2
DOWN AND DIRTY	POWER RANGERS NINJA STORM	S: 2	E: 6
EYE OF THE STORM	POWER RANGERS NINJA STORM	S: 2	E: 2
IDOL	POWER RANGERS S.P.D	S: 1	E: 9
INNER STRENGTH	POWER RANGERS MYSTRIC FORCE	S: 1	E: 15
JUST LIKE ME	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 16
LEGENDARY CATASTROS	POWER RANGERS MYSTRIC FORCE	S: 1	E: 6
LIGHT SOURCE (PART 1 OF 2)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 28
LIGHT SOURCE (PART 2 OF 2)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 29
LONG AGO	POWER RANGERS MYSTRIC FORCE	S: 1	E: 14
LOOMING THUNDER	POWER RANGERS NINJA STORM	S: 1	E: 4
MAN OF MERCURY (PART 1 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 13
MAN OF MERCURY (PART 2 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 14
PORK CHOPPED	POWER RANGERS NINJA STORM	S: 1	E: 14
RETURN OF THUNDER, PART 4	POWER RANGERS NINJA STORM	S: 1	E: 12
ROCK SOLID	POWER RANGERS MYSTRIC FORCE	S: 1	E: 4
SAM (PART 1 OF 2)	POWER RANGERS S.P.D	S: 1	E: 7
SAM (PART 2 OF 2)	POWER RANGERS S.P.D	S: 1	E: 8
SCAREDY CAT	POWER RANGERS MYSTRIC FORCE	S: 1	E: 13
SHANE'S KARMA PART 1	POWER RANGERS NINJA STORM	S: 1	E: 25
SHANE'S KARMA PART 2	POWER RANGERS NINJA STORM	S: 1	E: 26
SOUL SPECTRE	POWER RANGERS MYSTRIC FORCE	S: 1	E: 16
STRANGE RELATIONS	POWER RANGERS DINOTHUNDER	S: 1	E: 30
THE RETURN	POWER RANGERS MYSTRIC FORCE	S: 1	E: 30
THUNDER STORM (PART 1 OF 2)	POWER RANGERS DINOTHUNDER	S: 1	E: 31
THUNDER STORM (PART 2 OF 2)	POWER RANGERS DINOTHUNDER	S: 1	E: 32
THUNDER STRANGERS PART 1	POWER RANGERS NINJA STORM	S: 1	E: 5
THUNDER STRANGERS PART 2	POWER RANGERS NINJA STORM	S: 1	E: 6
WAVE GOODBYE	POWER RANGERS DINOTHUNDER	S: 1	E: 3
WHISPERING VOICES	POWER RANGERS MYSTRIC FORCE	S: 1	E: 5
WHITE THUNDER (PART 1 OF 3)	POWER RANGERS DINOTHUNDER	S: 1	E: 11
WHITE THUNDER (PART 2 OF 3)	POWER RANGERS DINOTHUNDER	S: 1	E: 12
WHITE THUNDER (PART 3 OF 3)	POWER RANGERS DINOTHUNDER	S: 1	E: 13
Charlie Kanganis			
UNHOLY ALLIANCE	MORTAL KOMBAT : CONQUEST	S: 1	E: 9
Chip Chalmer			
TWISTED TRUTH	MORTAL KOMBAT : CONQUEST	S: 1	E: 12
Chip Chalmers			
CAPTAIN'S HOLIDAY	STAR TREK: THE NEXT GENERATION	S: 3	E: 19
ETHICS	STAR TREK: THE NEXT GENERATION	S: 5	E: 15
TAKE ME OUT OF THE HOLOSUITE	STAR TREK: DEEP SPACE NINE	S: 7	E: 4
THE LOSS	STAR TREK: THE NEXT GENERATION	S: 4	E: 10
THE MAGNIFICENT FERENGI	STAR TREK: DEEP SPACE NINE	S: 6	E: 10
THE WOUNDED	STAR TREK: THE NEXT GENERATION	S: 4	E: 12
Chip Scott Laughlin			
CRYSTAL BLUE PERSUASION	SEVEN DAYS	S: 3	E: 15
THE BRINK	SEVEN DAYS	S: 3	E: 19
THE FINAL COUNTDOWN	SEVEN DAYS	S: 3	E: 18
TRACKER	SEVEN DAYS	S: 3	E: 8
Chris Arnold			
	ATLANTIS HIGH	S: 1	E: 20
	ATLANTIS HIGH	S: 1	E: 19
Chris Bailey			
DOWNWIND FORM GETTYSBURG	RAY BRADBURY THEATRE,THE	S: 6	E: 21
Chris Bould			
BOOMTOWN	LEXX: THE DARK ZONE STORIES	S: 3	E: 4

Episode Title	Name of Programme		
FIRE AND WATER	LEXX: THE DARK ZONE STORIES	S: 3	E: 1
FLUFF DADDY	LEXX: THE DARK ZONE STORIES	S: 4	E: 9
GIRLTOWN	LEXX: THE DARK ZONE STORIES	S: 3	E: 11
MAY	LEXX: THE DARK ZONE STORIES	S: 3	E: 2
P4X	LEXX: THE DARK ZONE STORIES	S: 4	E: 3
TEXX LEXX	LEXX: THE DARK ZONE STORIES	S: 4	E: 2
THE KEY	LEXX: THE DARK ZONE STORIES	S: 3	E: 8
THE NET (PART 2 OF 2)	LEXX: THE DARK ZONE STORIES	S: 2	E: 17
THE WEB (PART 1 OF 2)	LEXX: THE DARK ZONE STORIES	S: 2	E: 16
TWILIGHT	LEXX: THE DARK ZONE STORIES	S: 2	E: 13
VIVA LEXX VEGAS	LEXX: THE DARK ZONE STORIES	S: 4	E: 21
WAKING THE DEAD	LEXX: THE DARK ZONE STORIES	S: 2	E: 11
WHITE TRASH	LEXX: THE DARK ZONE STORIES	S: 2	E: 9
Chris Brancato			
BEYOND THE VEIL	OUTER LIMITS,THE (1995)	S: 2	E: 6
Chris Bruno			
INDEPENDENCE DAY	DEAD ZONE, THE	S: 5	E: 2
Chris Carter			
DUANE BARRY (PART 1 OF 2)	X FILES,THE	S: 2	E: 5
FIRST PERSON SHOOTER	X FILES,THE	S: 7	E: 13
GHOST SHIP (AKA TRIANGLE)	X FILES,THE	S: 6	E: 3
HOW THE GHOSTS STOLE CHRISTMAS	X FILES,THE	S: 6	E: 5
IMPROBABLE	X FILES,THE	S: 9	E: 14
PATIENCE	X FILES,THE	S: 8	E: 3
POST MODERN PROMETHEUS	X FILES,THE	S: 5	E: 5
PROVIDENCE PART 2	X FILES,THE	S: 9	E: 10
THE LIST	X FILES,THE	S: 3	E: 5
THE RED AND THE BLACK (PART 2 OF 2)	X FILES,THE	S: 5	E: 14
Chris Clough			
DELTA AND THE BANNERMEN (1-3)	DOCTOR WHO	S: 24	E: 3
DRAGONFIRE (1-3)	DOCTOR WHO	S: 24	E: 4
SILVER NEMESIS (1-3)	DOCTOR WHO	S: 25	E: 3
THE HAPPINESS PATROL (1-3)	DOCTOR WHO	S: 25	E: 2
THE TRIAL OF A TIMELORD : TERROR OF THE VERVOIDS (1-4)	DOCTOR WHO	S: 23	E: 3
THE TRIAL OF A TIMELORD : THE ULTIMATE FOE (1-2)	DOCTOR WHO	S: 23	E: 4
Chris Dickie			
RITE OF PASSAGE	OUTER LIMITS,THE (1995)	S: 4	E: 8
Chris Graves			
NO THANKS FOR THE MEMORIES	CLEOPATRA 2525	S: 2	E: 12
OUT OF BODY	CLEOPATRA 2525	S: 2	E: 7
THE VOICE	CLEOPATRA 2525	S: 2	E: 14
TRUTH BE TOLD	CLEOPATRA 2525	S: 2	E: 9
Chris Grismer			
DOES KYLE DREAM OF ELECTRIC FISH	KYLE XY	S: 2	E: 6
MOONSTRUCK	THREE MOONS OVER MILFORD	S: 1	E: 3
WHAT'S THE FREQUENCY, KYLE?	KYLE XY	S: 2	E: 8
Chris Hartwill			
THE DREAM SENTINEL	HUNGER, THE	S: 2	E: 3
Chris Long			
C.R.E.A.M.	DARK ANGEL	S: 1	E: 4
DEAD LOIS WALKING (PART 2)	LOIS AND CLARK	S: 4	E: 7
DOUBLE JEAPORDY	LOIS AND CLARK	S: 3	E: 16
HOURGLASS	SMALLVILLE	S: 1	E: 6
HUG	SMALLVILLE	S: 1	E: 11
LEAVING NORMAL	ROSWELL	S: 1	E: 4
LOIS AND CLARKS (PART 2 OF 2)	LOIS AND CLARK	S: 4	E: 15
PREY FOR THE HUNTER	BIRDS OF PREY	S: 1	E: 3
PUBLIC ENEMY	TIMECOP	S: 1	E: 4
REDUX	SMALLVILLE	S: 2	E: 6
REUNION	BIRDS OF PREY	S: 1	E: 11
THROUGH A GLASS DARKLY	LOIS AND CLARK	S: 3	E: 21
Chris Martin Jones			
THE SLAYER	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 12

Chris Martin-Jones

Science Fiction Directors

Episode Title	Name of Programme		
REVELATIONS	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 22
THE GOLDEN PHOENIX	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 19
Chris McMullin			
NEW GROUND	STARGATE SG1	S: 3	E: 19
Chris Nelson			
DESPERADO	GREATEST AMERICAN HERO,THE	S: 3	E: 12
Chris Nyby			
THE DEADLY TEST	SIX MILLION DOLLAR MAN,THE	S: 3	E: 5
Chris Nyby, Jr			
THE THUNDERBIRD CONNECTION (1-2)	SIX MILLION DOLLAR MAN,THE	S: 4	E: 9
Chris Nyby, Sr			
STRANGER IN BROKEN FORK	SIX MILLION DOLLAR MAN,THE	S: 2	E: 19
Chris Ruppenthal			
SOUTHERN COMFORTS	QUANTUM LEAP	S: 3	E: 16
Christian de Cahlonge			
PARCELLE BRILLANTE (SHINING PARTICLE)	HISTOIRES INSOLITES	S: 1	E: 6
Christian Duguay			
RED LIGHT	HUNGER, THE	S: 1	E: 10
Christian I. Nyby			
ACT OF PIRACY	SIX MILLION DOLLAR MAN,THE	S: 2	E: 9
Christian I. Nyby II			
FIRE IN SPACE	BATTLESTAR GALATICA	S: 1	E: 9
IT'S ONLY ROCK AND ROLL	GREATEST AMERICAN HERO,THE	S: 3	E: 11
KNIGHT MOVES	KNIGHT RIDER	S: 1	E: 19
LOST PLANET OF THE GODS (1-2)	BATTLESTAR GALATICA	S: 1	E: 2
THE DIVORCE LAWYER	DEADLY GAMES	S: 1	E: 8
THE LONG PATROL	BATTLESTAR GALATICA	S: 1	E: 4
THE MAGNIFICENT WARRIORS	BATTLESTAR GALATICA	S: 1	E: 6
THE MOTIVATIONAL SPEAKER	DEADLY GAMES	S: 1	E: 9
Christian I. Nyby, II			
THE PIONEERS	SIX MILLION DOLLAR MAN,THE	S: 2	E: 2
Christian Nyby			
CAVENDAR IS COMING	TWILIGHT ZONE,THE (1958)	S: 3	E: 36
CROSS COUNTRY KIDNAP	SIX MILLION DOLLAR MAN,THE	S: 2	E: 11
SHOWDOWN WITH RANCE MCGREW	TWILIGHT ZONE,THE (1958)	S: 3	E: 20
Christian Nyby, II			
THE DEADLY REPLAY	SIX MILLION DOLLAR MAN,THE	S: 2	E: 8
Christine Moore			
ONE MAN'S TERRORIST	JERICO	S: 1	E: 17
Christoph Schrewe			
BATTLE	LEXX: THE DARK ZONE STORIES	S: 3	E: 10
MANTRID	LEXX: THE DARK ZONE STORIES	S: 2	E: 1
MORT	LEXX: THE DARK ZONE STORIES	S: 4	E: 15
PRIME RIDGE	LEXX: THE DARK ZONE STORIES	S: 4	E: 14
VLAD	LEXX: THE DARK ZONE STORIES	S: 4	E: 8
XEVIVOR	LEXX: THE DARK ZONE STORIES	S: 4	E: 5
Christoph Schrewe, Paul Donovan			
LYEKKA VS. JAPAN	LEXX: THE DARK ZONE STORIES	S: 4	E: 23
Christopher Baker			
A DOUBLE LIFE	STAR COPS	S: 1	E: 7
AN INSTINCT FOR MURDER	STAR COPS	S: 1	E: 1
CONVERSATIONS WITH THE DEAD	STAR COPS	S: 1	E: 2
INTELLIGENT LISTENING FOR BEGINNERS	STAR COPS	S: 1	E: 3
OTHER PEOPLE'S SECRETS	STAR COPS	S: 1	E: 8
Christopher Barry			
ACHILLES HEEL	MOONBASE 3	S: 1	E: 3
CASTOR AND POLLUX	MOONBASE 3	S: 1	E: 5
FRANCE - OCTOBER 2089 AD (1-2)	TRIPODS,THE	S: 1	E: 8
FRANCE - SEPTEMBER 2089 AD (1-2)	TRIPODS,THE	S: 1	E: 7
RANDON QUEST	OUT OF THE UNKNOWN	S: 3	E: 6
ROBOT (1-4)	DOCTOR WHO	S: 12	E: 1
THE BRAIN OF MORBIUS (1-4)	DOCTOR WHO	S: 13	E: 5

Episode Title	Name of Programme	S:	E:
THE CREATURE FROM THE PIT (1-4)	DOCTOR WHO	17	3
THE DAEMONS (1-5)	DOCTOR WHO	8	5
THE MUTANTS (1-6)	DOCTOR WHO	9	4
THE POWER OF THE DALEKS (1-6)	DOCTOR WHO	4	3
THE RESCUE (1-2)	DOCTOR WHO	2	3
THE ROMANS (1-4)	DOCTOR WHO	2	4
THE SAVAGES (1-4)	DOCTOR WHO	3	9
VIEWS OF A DEAD PLANET	MOONBASE 3	1	6
WHITE MOUNTAINS - NOVEMBER 2089 AD	TRIPODS,THE	1	9
Christopher Barry, Richard Martin			
THE DALEKS (1-7)	DOCTOR WHO	1	2
Christopher Coppola			
RESCUE	JOURNEY OF ALLEN STRANGE, THE	1	11
Christopher Erskin			
HAPPY NIRD-DAY	PHIL OF THE FUTURE	2	18
Christopher Hibler			
A TALE OF TWO SWEETIES	QUANTUM LEAP	5	11
FORBIDDEN JANET	WEIRD SCIENCE	5	5
FUNHOUSE OF DEATH	WEIRD SCIENCE	4	7
GOODBYE NORMA JEAN	QUANTUM LEAP	5	17
IT'S A WONDERFUL LIFE, WITHOUT YOU	WEIRD SCIENCE	4	15
STAR LIGHT,STAR BRIGHT	QUANTUM LEAP	5	5
TEMPTATION EYES	QUANTUM LEAP	4	13
THE CAR MECHANIC	DEADLY GAMES	1	7
Christopher King			
A DRAGON BY ANY OTHER NAME	WANDERER,THE	1	9
HELL AND HIGH WATER	BUGS	4	5
Christopher Leitch			
AN IMPOSSIBLE SILENCE	BEAUTY AND THE BEAST	1	11
CHINA MOON	BEAUTY AND THE BEAST	1	13
DOWN TO A SUNLESS SEA	BEAUTY AND THE BEAST	1	17
SIGHT UNSEEN	FLASH, THE	1	10
TO REIGN IN HELL	BEAUTY AND THE BEAST	1	20
Christopher T. Welch			
AS THE DUDE TURNS	BILL AND TED'S EXCELLENT ADVENTURES	1	2
BUSTED	SECRET WORLD OF ALEX MACK,THE	2	9
COLDDAY IN PARADISE VALLEY	SECRET WORLD OF ALEX MACK,THE	1	12
GOOD NIGHT, DEAR HEART	QUANTUM LEAP	2	17
HER CHARM	QUANTUM LEAP	2	15
HOOP WAR	SECRET WORLD OF ALEX MACK,THE	1	2
LEAPING IN WITHOUT A NET	QUANTUM LEAP	2	19
MISS DEEP SOUTH	QUANTUM LEAP	3	6
NAIL THE CONQUERERHERO	BILL AND TED'S EXCELLENT ADVENTURES	1	1
RAY GOES TO WASHINGTON	SECRET WORLD OF ALEX MACK,THE	2	11
THE FUED	SECRET WORLD OF ALEX MACK,THE	1	7
THE JOURNAL	SECRET WORLD OF ALEX MACK,THE	2	1
THE SECRET WORLD OF RAY ALVARADO	SECRET WORLD OF ALEX MACK,THE	2	7
Christy Marx			
FIRST CONTACT	HYPERNAUTS	1	1
THE CHALLENGE (1-2)	HYPERNAUTS	1	12
THE STAR RANGER	HYPERNAUTS	1	2
Chuck Bail			
BURIAL GROUND	KNIGHT RIDER	4	4
KILLER K.I.T.T.	KNIGHT RIDER	4	12
REDEMPTION OF A CHAMPION	KNIGHT RIDER	4	15
THE WRONG CROWD	KNIGHT RIDER	4	5
Chuck Bowman			
A ROCK AND A HARD PLACE	INCREDIBLE HULK,THE	3	19
ADS ARE US	THEY CAME FROM OUTER SPACE	1	11
ALL IN THE FAMILY	PROFILER	3	9
ANGEL'S FLIGHT	PRETENDER, THE	4	3
BLOOD AND MAGNOLIES	SHADOW CHASERS	1	11
COUNTDOWN	PRETENDER, THE	3	15
CROSS-FIRED	SWAMP THING	3	28

Episode Title	Name of Programme		
ESCAPE FROM LOS SANTOS	INCREDIBLE HULK,THE	S: 2	E: 10
EYE OF THE STORM	SWAMP THING	S: 3	E: 23
FLORA OR FAUNA	TREMORS	S: 1	E: 5
HABEAS CORPSES	SHE WOLF OF LONDON	S: 1	E: 15
HAIR TODAY, GONE TOMORROW	THEY CAME FROM OUTER SPACE	S: 1	E: 16
HAZARDS	PRETENDER, THE	S: 2	E: 8
HEART ATTACK	SHE WOLF OF LONDON	S: 1	E: 17
IN THE BEGINNING	SWAMP THING	S: 3	E: 31
INDY SHOW	PRETENDER, THE	S: 2	E: 10
JUDGEMENT DAY	SWAMP THING	S: 3	E: 22
JUST ANOTHER THREE RING CIRCUS	GREATEST AMERICAN HERO,THE	S: 2	E: 12
ONCE IN A BLUE MOON	PRETENDER, THE	S: 3	E: 3
POWER OF DARKNESS	SWAMP THING	S: 3	E: 2
PROJECT 4-12	TREMORS	S: 1	E: 8
REVELATIONS	SWAMP THING	S: 3	E: 11
RITEs OF PASSAGE	SWAMP THING	S: 3	E: 18
SANCTUARY	INCREDIBLE HULK,THE	S: 5	E: 4
SONATA	SWAMP THING	S: 2	E: 11
TENESSEE LACEY	THEY CAME FROM OUTER SPACE	S: 1	E: 6
THE CURSE	SWAMP THING	S: 3	E: 21
THE GEEK (AKA MR. GEEK)	THEY CAME FROM OUTER SPACE	S: 1	E: 9
THE HURTING	SWAMP THING	S: 3	E: 25
THE NEWLYWED GAME	GREATEST AMERICAN HERO,THE	S: 3	E: 4
THE RED ROOM	ALIEN NATION	S: 1	E: 12
UNDRESSED FOR SUCCESS	THEY CAME FROM OUTER SPACE	S: 1	E: 2
UNsINKABLE	PRETENDER, THE	S: 3	E: 12
WATER HAZARD	TREMORS	S: 1	E: 12
WHAT GOES AROUND COMES AROUND, COMES AROUND	SWAMP THING	S: 3	E: 4
Chuck Braverman			
THE MIDDLE OF SOMEWHERE	SHADOW CHASERS	S: 1	E: 4
Chuck Cirino			
TOP SECRET	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 9
WRESTLE MANIA	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 6
Chuck Liotta			
GLITTER ROCK (2 PARTS)	ELECTRA WOMAN AND DYNAGIRL	S: 1	E: 2
Chuck Martinez			
BLACK FLAMINGO	SUPERBOY	S: 1	E: 21
Chuck Vinson			
JENNY'S NON DREAM	SABRINA THE TEENAGE WITCH	S: 1	E: 13
Cilla Ware			
EPISODE 1	PRIMEVAL	S: 1	E: 1
EPISODE 2	PRIMEVAL	S: 1	E: 2
EPISODE 3	PRIMEVAL	S: 1	E: 3
Clark Johnson			
LADY IN THE MACHINE (AKA OUR LADY OF THE MACHINE)	WELCOME TO PARADOX	S: 1	E: 1
LAST NIGHT	LA FEMME NIKITA	S: 2	E: 19
Claude Boissol			
LE DERNIER REMPART (THE LAST RAMPART)	AUX FRONTIERES DU POSSIBLE	S: 2	E: 1
LES HOMMES VOLANTS (THE FLYING MEN)	AUX FRONTIERES DU POSSIBLE	S: 2	E: 3
MENACES SUR LE 6EME CONTINENT (THREATS OVER THE 6TH CONTINENT)	AUX FRONTIERES DU POSSIBLE	S: 1	E: 4
MEURETRES A DISTANCE (MURDERS AT A DISTANCE)	AUX FRONTIERES DU POSSIBLE	S: 2	E: 4
PROTECTION SPECIALE ULTRA-SONS (SPECIAL PROTECTION ULTRASOUND U)	AUX FRONTIERES DU POSSIBLE	S: 1	E: 6
TERREUR AU RALENTI (TERROR IN SLOW MOTION)	AUX FRONTIERES DU POSSIBLE	S: 1	E: 3
Claude Chabrol			
LES GENS DE L'ETE (THE SUMMER PEOPLE)	HISTOIRES INSOLITES	S: 1	E: 2
MONSIEUR BEBE (MISTER BABY)	HISTOIRES INSOLITES	S: 1	E: 1
NUL N'EST PARFAIT (NOBODY'S PERFECT)	HISTOIRES INSOLITES	S: 1	E: 4
UNE INVITATION A LA CHASSE (AN INVITATION TO HUNT)	HISTOIRES INSOLITES	S: 1	E: 3
Claudia Weill			
A SMALL TALENT FOR WAR	TWILIGHT ZONE,THE (1985)	S: 1	E: 37
Claudio Guzman			
BLUE LIGHTS	STARMAN	S: 1	E: 4

Episode Title	Name of Programme		
DUSTY	STARMAN	S: 1	E: 15
FANTASTIC JOURNEY	FAR OUT SPACE NUTS	S: 1	E: 4
GRIFTERS	STARMAN	S: 1	E: 17
NO EXPERIENCE NECESSARY	SECOND HUNDRED YEARS,THE	S: 1	E: 11
ONE FOR THE ROAD	STARMAN	S: 1	E: 7
SOCIETY'S PET	STARMAN	S: 1	E: 9
STARSCAPE (1-2)	STARMAN	S: 1	E: 20
THE ROBOTS OF POD	FAR OUT SPACE NUTS	S: 1	E: 3
Clay Borris			
ABSOLUTION	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 5
DAMNED	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 10
DEVOULTION	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 6
ESCAPE	PETER BENCHLEY'S AMAZON	S: 1	E: 15
THE FOG/ HOUSE ON GARDEN STREET	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 18
THE GREENHOUSE EFFECT/ THE BUZZ	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 15
THE UNDEAD/STALKER MOON	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 13
THE WARRIOR	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 7
THE WINDING CLOTH	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 11
Clay Borris, Craig Pryce			
THE 13TH FLOOR/ THE BELIEVER	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 17
Clément Virgo			
MASSIVE CHANGES	REGENESIS	S: 2	E: 5
ONE HAND WASHES THE OTHER	REGENESIS	S: 3	E: 7
SLEEPERS	REGENESIS	S: 3	E: 8
Cliff Bole			
A MATTER OF PERSPECTIVE	STAR TREK: THE NEXT GENERATION	S: 3	E: 14
ANCENSTRAL EVIL	M.A.N.T.I.S.	S: 1	E: 21
AQUIEL	STAR TREK: THE NEXT GENERATION	S: 6	E: 12
CARDASSIANS	STAR TREK: DEEP SPACE NINE	S: 2	E: 5
CASSANDRA	SLEEPWALKERS	S: 1	E: 8
COLD FIRE	STAR TREK: VOYAGER	S: 2	E: 10
CONSPIRACY	STAR TREK: THE NEXT GENERATION	S: 1	E: 24
DANNY'S INFERNO	SIX MILLION DOLLAR MAN,THE	S: 4	E: 14
DARK SIDE OF THE MOON (1-2)	SIX MILLION DOLLAR MAN,THE	S: 5	E: 6
DEFIANT	STAR TREK: DEEP SPACE NINE	S: 3	E: 8
DRAMATIS PERSONAE	STAR TREK: DEEP SPACE NINE	S: 1	E: 17
EMERGENCE	STAR TREK: THE NEXT GENERATION	S: 7	E: 22
EQUILIBRIUM	STAR TREK: DEEP SPACE NINE	S: 3	E: 3
EXPLORERS	STAR TREK: DEEP SPACE NINE	S: 3	E: 20
EXTREME RISK	STAR TREK: VOYAGER	S: 5	E: 3
EYE OF THE BEHOLDER	STAR TREK: THE NEXT GENERATION	S: 7	E: 17
FACETS	STAR TREK: DEEP SPACE NINE	S: 3	E: 23
FALSE PROFITS	STAR TREK: VOYAGER	S: 3	E: 5
FAST FORWARD	M.A.N.T.I.S.	S: 1	E: 18
FIRST CONTACT	STAR TREK: THE NEXT GENERATION	S: 4	E: 15
HIDE AND Q	STAR TREK: THE NEXT GENERATION	S: 1	E: 9
HOLLOW PURSUITS	STAR TREK: THE NEXT GENERATION	S: 3	E: 21
KEIN AUSGANG	HARSH REALM	S: 1	E: 4
LIASIONS	STAR TREK: THE NEXT GENERATION	S: 7	E: 2
LIFESIGNS	STAR TREK: VOYAGER	S: 2	E: 19
LONELY AMONG US	STAR TREK: THE NEXT GENERATION	S: 1	E: 6
MELD	STAR TREK: VOYAGER	S: 2	E: 16
QPID	STAR TREK: THE NEXT GENERATION	S: 4	E: 20
REALM OF FEAR	STAR TREK: THE NEXT GENERATION	S: 6	E: 2
REDEMPTION (PART 1)	STAR TREK: THE NEXT GENERATION	S: 4	E: 26
REMEMBER ME	STAR TREK: THE NEXT GENERATION	S: 4	E: 5
SECRET UNDERGROUND	V (1984)	S: 1	E: 18
SILICON AVATAR	STAR TREK: THE NEXT GENERATION	S: 5	E: 4
STARSHIP MINE	STAR TREK: THE NEXT GENERATION	S: 6	E: 16
SUSPICIONS	STAR TREK: THE NEXT GENERATION	S: 6	E: 20
THE BEST OF BOTH WORLDS (PART 1)	STAR TREK: THE NEXT GENERATION	S: 3	E: 26
THE BEST OF BOTH WORLDS (PART 2)	STAR TREK: THE NEXT GENERATION	S: 4	E: 1
THE BIONIC BADGE	SIX MILLION DOLLAR MAN,THE	S: 3	E: 19
THE BLUE FLASH	SIX MILLION DOLLAR MAN,THE	S: 3	E: 9
THE CAPTIVE TOWER	AMAZING SPIDERMAN,THE	S: 2	E: 1

Episode Title	Name of Programme			
THE CHAMPION	V (1984)	S: 1	E: 14	
THE COLLABORATOR	STAR TREK: DEEP SPACE NINE	S: 2	E: 23	
THE DEADLY COUNTDOWN (1-2)	SIX MILLION DOLLAR MAN,THE	S: 5	E: 2	
THE EMISSARY	STAR TREK: THE NEXT GENERATION	S: 2	E: 20	
THE ENSIGNS OF COMMAND	STAR TREK: THE NEXT GENERATION	S: 3	E: 2	
THE HUNTED	STAR TREK: THE NEXT GENERATION	S: 3	E: 11	
THE LITTLE DRAGON	V (1984)	S: 1	E: 16	
THE LOST ISLAND (1-2)	SIX MILLION DOLLAR MAN,THE	S: 5	E: 12	
THE MANY LIVES OF JONATHON	SHADOW CHASERS	S: 1	E: 6	
THE PERFECT MATE	STAR TREK: THE NEXT GENERATION	S: 5	E: 20	
THE Q AND THE GREY	STAR TREK: VOYAGER	S: 3	E: 10	
THE ROYALE	STAR TREK: THE NEXT GENERATION	S: 2	E: 12	
THE SUM OF HER PARTS	PROFILER	S: 3	E: 5	
TO PREY IN DARKNESS	M.A.N.T.I.S.	S: 1	E: 5	
TUVIX	STAR TREK: VOYAGER	S: 2	E: 24	
VULTURE OF THE ANDES	SIX MILLION DOLLAR MAN,THE	S: 4	E: 8	
Cliff Bole, Terry Windell				
DARK FRONTIER (90 MINS)	STAR TREK: VOYAGER	S: 5	E: 15	
Cliff Owen				
KILLER	AVENGERS,THE	S: 7	E: 17	
THE HIGHER THE FEWER	ADVENTURES OF DON QUICK,THE	S: 1	E: 3	
Clifford Bole				
BAD BLOOD	X FILES,THE	S: 5	E: 12	
CHIMERA	X FILES,THE	S: 7	E: 16	
JUMP THE SHARK	X FILES,THE	S: 9	E: 15	
SMALL POTATOES	X FILES,THE	S: 4	E: 20	
Clint Eastwood				
VANESSA IN THE GARDEN	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 12	
Clive Fleury				
EPISODE ELEVEN	JUPITER MOON	S: 1	E: 11	
EPISODE FIVE	JUPITER MOON	S: 1	E: 5	
EPISODE FOUR	JUPITER MOON	S: 1	E: 4	
EPISODE NINETEEN	JUPITER MOON	S: 1	E: 19	
EPISODE SIX	JUPITER MOON	S: 1	E: 6	
EPISODE TEN	JUPITER MOON	S: 1	E: 10	
EPISODE TWELVE	JUPITER MOON	S: 1	E: 12	
EPISODE TWENTY	JUPITER MOON	S: 1	E: 20	
EPISODE TWENTY-ONE	JUPITER MOON	S: 1	E: 21	
Colin Bucksey				
769	LEXX: THE DARK ZONE STORIES	S: 4	E: 13	
AUDERY PARKER'S COME AND GONE	4400, THE	S: 4	E: 3	
BECOMING SHIVA	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 6	
BEING TOM BALDWIN	4400, THE	S: 3	E: 3	
BLINK	4400, THE	S: 3	E: 8	
DOUBLE DUTY	SPACE PRECINCT	S: 1	E: 11	
HEIR AND THE SPARE	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 17	
MAGIC BABY	LEXX: THE DARK ZONE STORIES	S: 4	E: 10	
NEGATIVE ENERGY	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 19	
OBSESSION	SLIDERS	S: 2	E: 9	
PAINLESS	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 9	
PRIMAL	EUREKA	S: 1	E: 9	
STAN DOWN	LEXX: THE DARK ZONE STORIES	S: 4	E: 4	
STITCH IN TIME	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 13	
SUPERMAX REDUX	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 11	
THE BAD CARROT	LEXX: THE DARK ZONE STORIES	S: 4	E: 12	
TORMENT	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 8	
WALPURGIS NIGHT	LEXX: THE DARK ZONE STORIES	S: 4	E: 7	
Colin Budds				
NIGHT OF THE SAVAGE	TIME TRAX	S: 1	E: 8	
SHOWDOWN	TIME TRAX	S: 1	E: 4	
TO KILL A BILLIONAIRE	TIME TRAX	S: 1	E: 2	
Colin Cant				
PART 4-6	DARK SEASON	S: 1	E: 2	
PARTS 1-3	DARK SEASON	S: 1	E: 1	

Episode Title	Name of Programme		
Colin Chilvers			
BACK TO OBLIVION (aka THE HIDING PLACE)	SUPERBOY	S: 1	E: 4
BRINGING DOWN THE HOUSE	SUPERBOY	S: 1	E: 6
COUNTDOWN TO NOWHERE	SUPERBOY	S: 1	E: 1
THE ALIEN SOLUTION	SUPERBOY	S: 1	E: 9
THE FIXER,THE	SUPERBOY	S: 1	E: 8
THE RESURRECTION	WAR OF THE WORLDS	S: 1	E: 1
THE WALLS OF JERICHO	WAR OF THE WORLDS	S: 1	E: 2
Colin Teague			
GREEKS BEARING GIFTS	TORCHWOOD	S: 1	E: 7
INVASION OF THE BANE	SARAH JANE ADVENTURES, THE	S: 1	E: 1
LAST OF THE TIME LORDS (PART 3 OF 3)	DOCTOR WHO (2005)	S: 3	E: 13
MEAT	TORCHWOOD	S: 2	E: 4
SLEEPER	TORCHWOOD	S: 2	E: 2
THE GHOST MACHINE	TORCHWOOD	S: 1	E: 3
THE SOUND OF DRUMS (PART 2 OF 3)	DOCTOR WHO (2005)	S: 3	E: 12
Corey Allan			
HOME SOIL	STAR TREK: THE NEXT GENERATION	S: 1	E: 17
THE GAME	STAR TREK: THE NEXT GENERATION	S: 5	E: 6
Corey Allen			
CAPTIVE PURSUIT	STAR TREK: DEEP SPACE NINE	S: 1	E: 5
ENCOUNTER AT FARPOINT	STAR TREK: THE NEXT GENERATION	S: 1	E: 1
FINAL MISSION	STAR TREK: THE NEXT GENERATION	S: 4	E: 9
JOURNEY'S END	STAR TREK: THE NEXT GENERATION	S: 7	E: 19
MANSION OF THE BEAST	OTHERWORLD	S: 1	E: 7
PARADISE	STAR TREK: DEEP SPACE NINE	S: 2	E: 15
THE CIRCLE (PART 2 OF 3)	STAR TREK: DEEP SPACE NINE	S: 2	E: 2
THE RACER'S EDGE	POWERS OF MATTHEW STARR, THE	S: 1	E: 15
WHITE DONE DEMON	UNSUB	S: 1	E: 1
Costa Botes			
A SOUND OF THUNDER	RAY BRADBURY THEATRE,THE	S: 4	E: 6
THE DEAD MAN	RAY BRADBURY THEATRE,THE	S: 6	E: 18
THE DWARF	RAY BRADBURY THEATRE,THE	S: 4	E: 1
TOMORROW'S CHILD	RAY BRADBURY THEATRE,THE	S: 6	E: 11
Craig Pryce			
A PLACE OF MY OWN	ZACK FILES, THE	S: 1	E: 22
ANCHOVY OF DOOM	ZACK FILES, THE	S: 1	E: 18
HELL WEEK	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 11
LITTLE PEOPLE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 10
PALIMPSEST	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 7
PHOTO DOUBLBE	ZACK FILES, THE	S: 1	E: 9
THE EDGE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 13
THE FROG PRINCE	ZACK FILES, THE	S: 2	E: 11
THE WHITE WITCH	PETER BENCHLEY'S AMAZON	S: 1	E: 18
Craig Ross Jr.			
TRY THE PIE	4400, THE	S: 4	E: 5
Craig Silverstein			
ENEMY OF MY ENEMY (PART 1 OF 2)	INVISIBLE MAN (2000)	S: 2	E: 21
Craig Van Sickle			
'TIL DEATH DO US PART	PRETENDER, THE	S: 4	E: 9
Craig Zisk			
DICHOTIC	SMALLVILLE	S: 2	E: 9
FROM PRIMA WITH LOVE	SECRET AGENT MAN	S: 1	E: 1
THE ELDERS	SECRET AGENT MAN	S: 1	E: 6
THE LICENSE	TICK, THE	S: 1	E: 4
THREE BIRDS AND A BABY	BIRDS OF PREY	S: 1	E: 4
Crispin Reece			
THE LIVING STONES (1-5)	TOMORROW PEOPLE,THE (1992)	S: 3	E: 2
Curtis Harrington			
A DATE WITH DOOMSDAY	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 18
STARGATE	LOGAN'S RUN	S: 1	E: 14
VOICES IN THE EARTH	TWILIGHT ZONE,THE (1985)	S: 2	E: 6
Cyril Coke			

Episode Title	Name of Programme		
NOCTURNE	COUNTERSTRIKE	S: 1	E: 4
THE LOVE REFLECTOR	ADVENTURES OF DON QUICK,THE	S: 1	E: 4
Cyril Frankel			
GET ME OUT OF HERE	CHAMPIONS,THE	S: 1	E: 22
HAPPENING	CHAMPIONS,THE	S: 1	E: 5
REPLY BOX NO. 666	CHAMPIONS,THE	S: 1	E: 3
THE BEGINNING	CHAMPIONS,THE	S: 1	E: 1
THE DARK ISLAND	CHAMPIONS,THE	S: 1	E: 11
THE GILDED CAGE	CHAMPIONS,THE	S: 1	E: 15
THE INTERROGATION	CHAMPIONS,THE	S: 1	E: 18
THE INVISIBLE MAN	CHAMPIONS,THE	S: 1	E: 2
THE LONG SLEEP	U.F.O.	S: 1	E: 26
THE SURVIVORS	CHAMPIONS,THE	S: 1	E: 7
TIMELASH	U.F.O.	S: 1	E: 18
WHOEVER SHOT POOR GEORGE OBLIQUE STROKE XR40	AVENGERS,THE	S: 7	E: 6
D.C. Fontana			
REUNION	HYPERNAUTS	S: 1	E: 9
D.J. Caruso			
5D	VR5	S: 1	E: 4
MEOW (PART 1 OF 2)	DARK ANGEL	S: 1	E: 20
OPPOSING VIEWS	MERCY POINT	S: 1	E: 2
SHIMMER	SMALLVILLE	S: 1	E: 10
D.J. MacHale			
THE TALE OF JAKE AND THE LEPRECHAUN	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 10
THE TALE OF THE HUNGRY HOUNDS	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 5
THE TALE OF THE CAPTURED SOULS	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 7
THE TALE OF THE SORCERER'S APPRENTICE	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 9
THE TALE OF THE TWISTED CLAW	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 4
D.J. McHale			
THE TALE OF THE LONELY GHOST	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 3
Dale McRaven, Bruce Johnson			
MORK'S FIRST CHRISTMAS	MORK AND MINDY	S: 1	E: 12
Damian Kindler			
WRATH OF ACHILLES	EARTH: FINAL CONFLICT	S: 1	E: 16
Damon Santostefano			
HONEY, THEY'RE AFTER ME LUCKY CHARMS	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 8
Dan Haller			
DOG EAT DOG	STREET HAWK	S: 1	E: 5
ROAD LORD	HIGHWAYMAN,THE	S: 1	E: 2
Dan Ireland			
SKIN DEEP	OUTER LIMITS,THE (1995)	S: 6	E: 3
Dan Lerner			
AEROBE	STRANGE WORLD	S: 1	E: 7
AMBITION IN THE BLOOD	PROFILER	S: 2	E: 1
DISCOVERY	PREY	S: 1	E: 2
EXECUTIONER	BRIMSTONE	S: 1	E: 6
INTO THE ABYSS	PROFILER	S: 1	E: 19
MOURNING AFTER	BRIMSTONE	S: 1	E: 13
Dan Truly			
MONSTERS	BLADE	S: 1	E: 11
DAN ZEFF			
LOVE & MONSTERS	DOCTOR WHO (2005)	S: 2	E: 10
Dana Elcar			
DIAMOND VOLCANO	SALVAGE 1	S: 2	E: 5
Daniel Attias			
CHRISTMAS	EARLY EDITION	S: 1	E: 11
CONTACT	LOIS AND CLARK	S: 3	E: 3
LABYRINTHS	BEAUTY AND THE BEAST	S: 2	E: 8
OUT OF TIME	HEROES	S: 2	E: 7
PIRATES	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 7
SECOND SIGHT	EARLY EDITION	S: 2	E: 22
THE CAT	EARLY EDITION	S: 1	E: 22
Daniel Grou			

Episode Title	Name of Programme		
DANCES WITHOUT WOLVES	BIG WOLF ON CAMPUS	S: 3	E: 12
FALLING MAN	HUNGER, THE	S: 2	E: 21
PLAY IT AGAIN, SAMURAI	BIG WOLF ON CAMPUS	S: 3	E: 11
SIN SEER	HUNGER, THE	S: 2	E: 9
WEAK WOMAN	HUNGER, THE	S: 2	E: 6
Daniel Haller			
ANNIE OAKLEY	AIRWOLF	S: 3	E: 8
AWAKENING (120 MINS)	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 1
FOLLOW THE YELLOW BRICK ROAD	STREET HAWK	S: 1	E: 13
GOOD DAY AT WHITE ROCK	KNIGHT RIDER	S: 1	E: 3
JOURNEY TO THE OASIS (1-2)	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 3
KNIGHT OF THE PHOENIX (A TWO PART STORY)	KNIGHT RIDER	S: 1	E: 1
SPACECROPPERS (aka HARVEST HOME)	GALACTICA 1980	S: 1	E: 6
TAKE THE CELESTRA	BATTLESTAR GALATICA	S: 1	E: 16
WAR OF THE GODS (1-2)	BATTLESTAR GALATICA	S: 1	E: 10
WHERE HAVE ALL THE CHILDREN GONE?	AIRWOLF	S: 3	E: 11
Daniel Petrie			
I HEARD YOU CALLING ME	WAY OUT	S: 1	E: 5
Daniel Sackheim			
CONDUIT	X FILES,THE	S: 1	E: 4
DEEP THROAT	X FILES,THE	S: 1	E: 2
KITSUNEGARI	X FILES,THE	S: 5	E: 8
LIFE LESSONS	EARTH 2	S: 1	E: 3
S.R. 819	X FILES,THE	S: 6	E: 8
THE HOST	X FILES,THE	S: 2	E: 2
Daniel Sackhiem			
"PILOT"	HARSH REALM	S: 1	E: 1
Dann Cahn			
C.W.HYDE	MAN FROM ATLANTIS	S: 1	E: 13
Danny Bilson			
CHANCES ARE	HUMAN TARGET	S: 1	E: 7
CHILD'S PLAY	FLASH, THE	S: 1	E: 7
CONDOR	VIPER (1996)	S: 1	E: 3
DEAD DROP	SENTINEL, THE	S: 2	E: 16
DESIGNED BY CHANCE	HUMAN TARGET	S: 1	E: 3
DONE WITH MIRRORS	FLASH, THE	S: 1	E: 19
FLIGHT	SENTINEL, THE	S: 2	E: 1
FOUR POINT SHOT	SENTINEL, THE	S: 4	E: 3
PAST TENSE	VIPER (1994)	S: 1	E: 10
PILOT (aka SWITCHMAN)	SENTINEL, THE	S: 1	E: 1
SIEGE	SENTINEL, THE	S: 1	E: 2
THE RETURN	VIPER (1996)	S: 3	E: 1
THE RIG	SENTINEL, THE	S: 2	E: 8
THE SENTINEL BY BLAIR SANDBURG	SENTINEL, THE	S: 4	E: 8
THE TRICKSTER	FLASH, THE	S: 1	E: 12
THIEF OF HEARTS	VIPER (1994)	S: 1	E: 12
THREE POINT SHOT	SENTINEL, THE	S: 3	E: 2
TRIAL OF THE TRICKSTER	FLASH, THE	S: 1	E: 22
VIPER	VIPER (1994)	S: 1	E: 1
WARRIORS	SENTINEL, THE	S: 3	E: 1
WINNER TAKE ALL	VIPER (1996)	S: 1	E: 1
Danny DeVito			
THE WEDDING RING	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 1
Danny Irom			
SUPERBOY...REST IN PEACE	SUPERBOY	S: 2	E: 12
THE POWER OF EVIL	SUPERBOY	S: 2	E: 11
Danny Leiner			
COUPLES	TICK, THE	S: 1	E: 3
Darnell Martin			
LITTLE BROTHER	MASTERS OF SCIENCE FICTION	S: 1	E: 5
Darrell Roodt			
BETRAYL	CHARLIE JADE	S: 1	E: 9
DIRTY LAUNDRY	CHARLIE JADE	S: 1	E: 6

Episode Title	Name of Programme		
Darrell Wassyk			
THE SLOAN MAN	HUNGER, THE	S: 1	E: 12
Darrell Wasyk			
ANAIS	HUNGER, THE	S: 1	E: 7
LIGHTHOUSE	HUNGER, THE	S: 1	E: 17
THE PERFECT COUPLE	HUNGER, THE	S: 2	E: 16
THE SUCTION METHOD	HUNGER, THE	S: 2	E: 22
Darrol Blake			
A RIFT IN TIME (1-4)	TOMORROW PEOPLE,THE (1973)	S: 2	E: 2
DEADLY DANGEROUS TOMORROW	DOOMWATCH	S: 3	E: 7
FLIGHT INTO YESTERDAY	DOOMWATCH	S: 2	E: 7
NO ROOM FOR ERROR	DOOMWATCH	S: 2	E: 4
SEX AND VIOLENCE	DOOMWATCH	S: 3	E: 12
SISTER DEADLY (1-3)	ACE OF WANDS	S: 3	E: 5
THE KILLER DOLPHINS	DOOMWATCH	S: 3	E: 11
THE STONES OF BLOOD (1-4)	DOCTOR WHO	S: 16	E: 3
WITHOUT THE BOMB	DOOMWATCH	S: 3	E: 5
Dave Bowen, Cyril Frankel			
THE EXPERIMENT	CHAMPIONS,THE	S: 1	E: 4
Dave Semel			
GENESIS	HEROES	S: 1	E: 1
David Alexander			
BOTTLED MARTIN	MY FAVOURITE MARTIAN	S: 3	E: 7
BUTTERBALL	MY FAVOURITE MARTIAN	S: 3	E: 21
GO WEST, YOUNG MARTIAN (1-2)	MY FAVOURITE MARTIAN	S: 3	E: 1
HORSE AND BUGGY MARTIN	MY FAVOURITE MARTIAN	S: 3	E: 28
I'D RATHER FIGHT THAN SWITCH	MY FAVOURITE MARTIAN	S: 3	E: 4
MARTIN THE MANNEQUIN	MY FAVOURITE MARTIAN	S: 3	E: 20
MARTIN, GOLDFINGER	MY FAVOURITE MARTIAN	S: 3	E: 6
PLATO'S STEPCHILDREN	STAR TREK	S: 3	E: 10
THE WAY TO EDEN	STAR TREK	S: 3	E: 20
TIM, THE MASTERMIND	MY FAVOURITE MARTIAN	S: 3	E: 5
David Andrews			
EPISODE EIGHTY-FOUR	JUPITER MOON	S: 1	E: 84
EPISODE EIGHTY-THREE	JUPITER MOON	S: 1	E: 83
EPISODE EIGHTY-TWO	JUPITER MOON	S: 1	E: 82
EPISODE NINETY-FIVE	JUPITER MOON	S: 1	E: 95
EPISODE NINETY-FOUR	JUPITER MOON	S: 1	E: 94
EPISODE NINETY-SIX	JUPITER MOON	S: 1	E: 96
EPISODE SEVENTY-FOUR	JUPITER MOON	S: 1	E: 74
EPISODE SEVENTY-THREE	JUPITER MOON	S: 1	E: 73
EPSODE SEVENTY-FIVE	JUPITER MOON	S: 1	E: 75
David Barrett			
ARMS AND THE GIRLS	JAKE 2.0	S: 1	E: 4
DIVERGENCE (PART 2 OF 2)	ENTERPRISE	S: 4	E: 16
DOUBLE AGENT	JAKE 2.0	S: 1	E: 12
HELL MALL	CHRONICLE, THE	S: 1	E: 21
LASTMAN STANDING	JAKE 2.0	S: 1	E: 6
LUCY	SMALLVILLE	S: 4	E: 16
RUN	SMALLVILLE	S: 4	E: 5
SUBJECT: LIVE FAST, DIE YOUNG	FREAKYLINKS	S: 1	E: 10
THE GOOD, THE BAD AND THE GEEKY	JAKE 2.0	S: 1	E: 5
David Blyth			
I, EYE GUY	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 7
POWER RANGER PUNKS	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 11
THE SPIT FLOWER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 23
THE TROUBLE WITH SHELLSHOCK	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 22
David Boisseau			
VICTIM AS BIRDWATCHER	CORRIDOR PEOPLE, THE	S: 1	E: 1
VICTIM AS BLACK	CORRIDOR PEOPLE, THE	S: 1	E: 4
VICTIM AS RED	CORRIDOR PEOPLE, THE	S: 1	E: 3

Episode Title	Name of Programme	S:	E:
VICTIM AS WHITEBAIT	CORRIDOR PEOPLE, THE	1	2
David Boreanaz			
SOUL PURPOSE	ANGEL	5	10
David Boyd			
THE LIST	BIONIC WOMAN (2007)	1	6
David Brandes			
BOYS! RIASE GIANT MUSHROOMS IN YOUR CELLAR!	RAY BRADBURY THEATRE,THE	4	12
David Burton Morris			
BANSHEES	SPACE RANGERS	1	2
DEATH BEFORE DISHONOR	SPACE RANGERS	1	3
THE TRIAL	SPACE RANGERS	1	6
David Butler			
THE BARD	TWILIGHT ZONE,THE (1958)	4	18
David Carren, J. Larry Carroll			
A WALK IN THE GARDEN	HYPERNAUTS	1	6
GONE TO THE MEET THE MAKER	HYPERNAUTS	1	8
David Carson			
DAX	STAR TREK: DEEP SPACE NINE	1	7
DEVOTED	SMALLVILLE	4	4
EMISSARY	STAR TREK: DEEP SPACE NINE	1	1
FAÇADE	SMALLVILLE	4	3
GIMME, GIMME	ALIEN NATION	1	20
MOVE ALONG HOME	STAR TREK: DEEP SPACE NINE	1	9
PREMIER PART 1	ODYSSEY 5	1	1
PREMIER PART 2	ODYSSEY 5	1	2
REDEMPTION (PART 2)	STAR TREK: THE NEXT GENERATION	5	1
ROGUE	SMALLVILLE	1	9
SCARE	SMALLVILLE	4	10
STORM FRONT	DRESDEN FILES, THE	1	8
THE ALTERNATE	STAR TREK: DEEP SPACE NINE	2	12
THE ENEMY	STAR TREK: THE NEXT GENERATION	3	7
THE GAME	ALIEN NATION	1	10
YESTERDAY'S ENTERPRISE	STAR TREK: THE NEXT GENERATION	3	15
David Cobham, Alex Kirby			
THE LUCAS-GARROW EFFECT	OUT OF SIGHT	1	1
David Copeland			
THE WONDERFUL DEATH OF DUDLEY STONE	RAY BRADBURY THEATRE,THE	4	7
David Duchovny			
HOLLYWOOD A.D.	X FILES,THE	7	19
THE UNNATURAL	X FILES,THE	6	18
WILLIAM	X FILES,THE	9	16
David Dunn			
EPISODE EIGHTY-FIVE	JUPITER MOON	1	85
EPISODE EIGHTY-SEVEN	JUPITER MOON	1	87
EPISODE EIGHTY-SIX	JUPITER MOON	1	86
EPISODE FIFTY-FIVE	JUPITER MOON	1	55
EPISODE FIFTY-SEVEN	JUPITER MOON	1	57
EPISODE FIFTY-SIX	JUPITER MOON	1	56
EPISODE ONE-HUNDRD-THIRTY-THREE	JUPITER MOON	1	133
EPISODE ONE-HUNDRED-FIFTY	JUPITER MOON	1	150
EPISODE ONE-HUNDRED-FORTY	JUPITER MOON	1	140
EPISODE ONE-HUNDRED-FORTY-EIGHT	JUPITER MOON	1	148
EPISODE ONE-HUNDRED-FORTY-NINE	JUPITER MOON	1	149
EPISODE ONE-HUNDRED-FORTY-ONE	JUPITER MOON	1	141
EPISODE ONE-HUNDRED-THIRTY-FIVE	JUPITER MOON	1	135
EPISODE ONE-HUNDRED-THIRTY-FOUR	JUPITER MOON	1	134
EPISODE ONE-HUNDRED-THIRTY-NINE	JUPITER MOON	1	139
EPISODE SEVENTY-EIGHT	JUPITER MOON	1	78
EPISODE SEVENTY-SEVEN	JUPITER MOON	1	77
EPISODE SEVENTY-SIX	JUPITER MOON	1	76
EPISODE SIXTY-EIGHT	JUPITER MOON	1	68
EPISODE SIXTY-NINE	JUPITER MOON	1	69
EPISODE SIXTY-SEVEN	JUPITER MOON	1	67

Episode Title	Name of Programme		
David E. Peckinpah			
A THOUSAND DEATHS	SLIDERS	S: 5	E: 13
EASY SLIDER	SLIDERS	S: 5	E: 10
EYE OF THE STORM	SLIDERS	S: 5	E: 17
OH BROTHER, WHERE ART THOU?	SLIDERS	S: 4	E: 6
SOLE SURVIVORS	SLIDERS	S: 3	E: 17
THE DYING FIELDS	SLIDERS	S: 4	E: 12
WAY OUT WEST	SLIDERS	S: 4	E: 18
WE'RE SO SCREWED PART 1 : FETAL ATTRACTION	FARSCAPE	S: 4	E: 19
David Eagle			
BETWEEN THE DARKNESS AND THE LIGHT	BABYLON 5	S: 4	E: 19
CONFLICTS OF INTEREST	BABYLON 5	S: 4	E: 12
FALLING TOWARDS APOTHEOSIS	BABYLON 5	S: 4	E: 4
IN THE KINGDOM OF THE BLIND	BABYLON 5	S: 5	E: 8
LEARNING CURVE	BABYLON 5	S: 5	E: 5
PHOENIX RISING	BABYLON 5	S: 5	E: 10
THE HOUR OF THE WOLF	BABYLON 5	S: 4	E: 1
THE VERY LONG NIGHT OF LONDO MOLLARI	BABYLON 5	S: 5	E: 2
David Elliott			
30 MINUTES AFTER NOON	THUNDERBIRDS	S: 1	E: 7
A DAY IN THE LIFE OF A SPACE GENERAL	FIREBALL XL5	S: 1	E: 30
A NUT FOR MARINEVILLE	STINGRAY	S: 1	E: 30
CITY OF FIRE	THUNDERBIRDS	S: 1	E: 15
CRY WOLF	THUNDERBIRDS	S: 1	E: 18
DAY OF DISASTER	THUNDERBIRDS	S: 1	E: 6
FLIGHT TO DANGER	FIREBALL XL5	S: 1	E: 18
INVISIBLE ENEMY	STINGRAY	S: 1	E: 21
MARTIAN INVASION	THUNDERBIRDS	S: 1	E: 24
PATH OF DESTRUCTION	THUNDERBIRDS	S: 2	E: 2
PLANET OF PLATONIA	FIREBALL XL5	S: 1	E: 13
PLANT OF DOOM	STINGRAY	S: 1	E: 34
SET SAIL FOR ADVENTURE	STINGRAY	S: 1	E: 6
THE BIG GUN	STINGRAY	S: 1	E: 17
THE DAY THE EARTH FROZE	FIREBALL XL5	S: 1	E: 33
THE DISAPPEARING SHIPS	STINGRAY	S: 1	E: 27
THE DUCHESS ASSIGNMENT	THUNDERBIRDS	S: 1	E: 21
THE FORBIDDEN PLANET	FIREBALL XL5	S: 1	E: 20
THE GHOST OF THE SEA	STINGRAY	S: 1	E: 14
THE INVADERS	STINGRAY	S: 1	E: 29
THE LIGHTHOUSE DWELLERS	STINGRAY	S: 1	E: 16
THE ROBOT FREIGHTER MYSTERY	FIREBALL XL5	S: 1	E: 27
VAULT OF DEATH	THUNDERBIRDS	S: 1	E: 13
David Elliott, David Lane			
TERROR IN NEW YORK CITY	THUNDERBIRDS	S: 1	E: 4
David Ellis			
EYE OF THE BEHOLDER	TWILIGHT ZONE, THE (2002)	S: 1	E: 39
David Foster			
ADVENTURE FOUR (1.4) (aka THE MAN WITHOUT A FACE)	SAPPHIRE AND STEEL	S: 2	E: 2
ADVENTURE SIX (1-4) (aka THE TRAP)	SAPPHIRE AND STEEL	S: 4	E: 1
David Friedkin			
FLIGHT TO THE RED PLANET	MEN INTO SPACE	S: 1	E: 38
David Frost			
ARCADE ACE	MASKED RIDER	S: 1	E: 5
SUPER GOLD (1-2)	MASKED RIDER	S: 1	E: 6
David Fury			
YOU'RE WELCOME	ANGEL	S: 5	E: 12
David G. Phinney			
A BLAST FOR BUCK	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 14
A DREAM OF JENNIFER	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 18
BLIND FAITH	QUANTUM LEAP	S: 2	E: 5
THE HAND OF THE GORAL	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 11
David Greene			
PIANO IN THE HOUSE	TWILIGHT ZONE,THE (1958)	S: 3	E: 22

Episode Title

Name of Programme

David Greenwalt

DEAR BOY	ANGEL	S: 2	E: 5
HEART THROB	ANGEL	S: 3	E: 1
SHE	ANGEL	S: 1	E: 13
THE GIRL IN QUESTION	ANGEL	S: 5	E: 20
THEIR'S NO PLACE LIKE PLRTZ GLRB	ANGEL	S: 2	E: 22
TO SHANSHU IN L.A.	ANGEL	S: 1	E: 22
TOMMOROW	ANGEL	S: 3	E: 22
TRAINING DAY	JAKE 2.0	S: 1	E: 2

David Grossman

BAZOOKA BOYS	WEIRD SCIENCE	S: 2	E: 2
BEE IN THERE	WEIRD SCIENCE	S: 5	E: 8
BIKINI CAMP SLASHER	WEIRD SCIENCE	S: 3	E: 8
BILLY	ANGEL	S: 3	E: 6
BLOWING UP IS HARD TO DO	EARLY EDITION	S: 3	E: 23
BODYSWAP	SUPERBOY	S: 3	E: 14
BOY ON THE HIDE	WEIRD SCIENCE	S: 5	E: 3
BRIDE OF BIZARRO (1-2)	SUPERBOY	S: 3	E: 1
BURTAL YOUTH	LOIS AND CLARK	S: 4	E: 5
BY THE TIME WE GOT TO WOODSTOCK	WEIRD SCIENCE	S: 4	E: 11
CAMP WANNABE	WEIRD SCIENCE	S: 2	E: 10
CARNIVAL	SUPERBOY	S: 3	E: 6
CHETT-A-NATOR	WEIRD SCIENCE	S: 4	E: 4
COMMUNITY PROPERTY	WEIRD SCIENCE	S: 4	E: 22
COPPER TOP GIRL	WEIRD SCIENCE	S: 2	E: 8
DEAD CAN DANCE	WEIRD SCIENCE	S: 3	E: 16
DEMON LISA	WEIRD SCIENCE	S: 4	E: 13
DOUBLE OR NOTHING	ANGEL	S: 3	E: 18
FLY BOY	WEIRD SCIENCE	S: 3	E: 14
GARY HAD A LITTLE CRAM	WEIRD SCIENCE	S: 5	E: 4
GARY WALLACE, BOY REPORTER	WEIRD SCIENCE	S: 3	E: 6
HONEY, IT'S QUARKZILLA	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 1
HONEY, WE'VE BEEN SWALLOWED BY GRANDPA	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 1
I WILL REMEMBER YOU	ANGEL	S: 1	E: 8
IT TAKES A GEEK	WEIRD SCIENCE	S: 4	E: 8
IT'S A MOB, MOB, MOB, MOB WORLD	WEIRD SCIENCE	S: 4	E: 20
LEX LUTHER: SENTENCED TO DIE!	SUPERBOY	S: 2	E: 2
LISARELLA	WEIRD SCIENCE	S: 4	E: 17
LISA'S CHILDHOOD MEMORIES	WEIRD SCIENCE	S: 4	E: 16
LITTLE HERCULES	SUPERBOY	S: 1	E: 19
LOVE IN VEIN	DARK ANGEL	S: 2	E: 14
MAGIC COMET RIDE	WEIRD SCIENCE	S: 5	E: 13
MEN IN TIGHTS	WEIRD SCIENCE	S: 4	E: 2
METALLO	SUPERBOY	S: 2	E: 3
NIGHTMARE ON CHEET STREET	WEIRD SCIENCE	S: 2	E: 6
PHANTOM SCAMPI	WEIRD SCIENCE	S: 4	E: 5
REVELATION (PART 2 OF 2)	M.A.N.T.I.S.	S: 1	E: 11
rites of passage (1-2)	SUPERBOY	S: 4	E: 17
ROCK HARD CHETT	WEIRD SCIENCE	S: 3	E: 4
SCI-FI ZONED	WEIRD SCIENCE	S: 3	E: 10
SLOW TIMES AT FARBER HIGH	WEIRD SCIENCE	S: 4	E: 9
SPECIAL EFFECTS	SUPERBOY	S: 3	E: 10
SPIES 'R' US	WEIRD SCIENCE	S: 3	E: 18
STAND UP AND GET KNOCKED DOWN	SUPERBOY	S: 1	E: 13
STRANGERS IN PARADISE	WEIRD SCIENCE	S: 4	E: 26
SUBJECT: THE STONE ROME	FREAKYLINKS	S: 1	E: 9
SWALLOW 13	WEIRD SCIENCE	S: 4	E: 25
TERROR FROM THE BLUE	SUPERBOY	S: 1	E: 16
THE ALTERNATIVE HORROR	SLIDERS	S: 4	E: 8
THE GENIE DETECTIVE	WEIRD SCIENCE	S: 5	E: 12
THE HEIST	TIMECOP	S: 1	E: 2
THE LAIR	SUPERBOY	S: 3	E: 2
THE SHROUD OF RAHMON	ANGEL	S: 2	E: 8
UNPLUGGED	WEIRD SCIENCE	S: 2	E: 14
UP CHUCK	EARLY EDITION	S: 3	E: 7
VOICE FROM THE PAST (PART 3 OF 3)	LOIS AND CLARK	S: 4	E: 19

Episode Title	Name of Programme		
WE ARE FAMILY	ROSWELL	S: 2	E: 12
WHEN OR WHERE	EARLY EDITION	S: 2	E: 16
WICKED WISH	WEIRD SCIENCE	S: 5	E: 15
WS4	WEIRD SCIENCE	S: 5	E: 18
WYATT ERECTUS	WEIRD SCIENCE	S: 2	E: 4
David Grossman, Ricardo Mendez Matta			
STALAG 16	WEIRD SCIENCE	S: 5	E: 10
David H Goodman			
GLADIATRIX	BIRDS OF PREY	S: 1	E: 10
David Hartwell			
TEST OF TIME	SUPERBOY	S: 3	E: 7
David Hemmings			
GENESIS	QUANTUM LEAP	S: 1	E: 1
THE LEAP BETWEEN THE STATES	QUANTUM LEAP	S: 5	E: 19
David Hickson			
BEDTIME STORY	CHARLIE JADE	S: 1	E: 18
David J. Burke			
ALONE	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 14
THE GOOD DEATH	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 22
David J. Eagle			
AND THE ROCK CRIED OUT, NO HIDING PLACE	BABYLON 5	S: 3	E: 19
DUST TO DUST	BABYLON 5	S: 3	E: 6
IN THE SHADOW OF Z'HA'DUM	BABYLON 5	S: 2	E: 16
SEVERED DREAMS	BABYLON 5	S: 3	E: 10
THE DAY IN THE STRIFE	BABYLON 5	S: 3	E: 3
David Jackson			
BETTER ANGELS	SWAMP THING	S: 2	E: 5
CHILDREN OF THE FOOL	SWAMP THING	S: 2	E: 6
EINE KLEINE FROHIKE	LONE GUNMEN, THE	S: 1	E: 3
GROTESQUERY	SWAMP THING	S: 1	E: 7
HOPE AND PREY	PRETENDER, THE	S: 3	E: 2
HOSTILE CONVERGENCE	DARK SKIES	S: 1	E: 8
JUST SAY NOAH	LOIS AND CLARK	S: 3	E: 5
LOVE LOST	SWAMP THING	S: 2	E: 2
MAGNETIC	SMALLVILLE	S: 3	E: 7
MIST DEMANOR	SWAMP THING	S: 2	E: 3
NEW ACQUAINTANCE	SWAMP THING	S: 1	E: 10
PRODIGY	DARK ANGEL	S: 1	E: 6
PROGENY	THRESHOLD	S: 1	E: 9
TARGET:JIMMY OLSEN	LOIS AND CLARK	S: 2	E: 19
THE VAULE (SIC) OF SECRETS	INVISIBLE MAN (2000)	S: 1	E: 8
David Jones			
THE WRONGMAN	EARLY EDITION	S: 1	E: 10
David Kendall			
PIM-CIPAL	PHIL OF THE FUTURE	S: 2	E: 12
THE GIGGLE	PHIL OF THE FUTURE	S: 2	E: 3
TIA, VIA, OR ME. UH	PHIL OF THE FUTURE	S: 2	E: 5
David Lane			
A QUESTION OF PRIORITIES	U.F.O.	S: 1	E: 5
ATTACK OF THE ALLIGATORS!	THUNDERBIRDS	S: 1	E: 23
BATTLE OF THE GIANTS	CATWEAZLE	S: 2	E: 11
BRINK OF DISASTER	THUNDERBIRDS	S: 1	E: 22
COMPUTER AFFAIR	U.F.O.	S: 1	E: 22
CONFETTI CHECK A-O.K.	U.F.O.	S: 1	E: 23
DUCK HALT	CATWEAZLE	S: 2	E: 2
END OF THE ROAD	THUNDERBIRDS	S: 1	E: 9
EXPOSED	U.F.O.	S: 1	E: 2
SIGN OF THE CRAB	CATWEAZLE	S: 2	E: 4
SUB-SMASH	U.F.O.	S: 1	E: 8
SUN PROBE	THUNDERBIRDS	S: 1	E: 11
THE MAN FROM MI.5	THUNDERBIRDS	S: 1	E: 17
THE MAN WHO CAME BACK	U.F.O.	S: 1	E: 16
THE MIGHTY ATOM	THUNDERBIRDS	S: 1	E: 14
THE SOUND OF SILENCE	U.F.O.	S: 1	E: 24

Episode Title	Name of Programme	S:	E:
THE SQUARE TRIANGLE	U.F.O.	1	10
WALKING TREES	CATWEAZLE	2	10
WINGED ASSASSIN	CAPTAIN SCARLET AND THE MYSTERONS	1	2
WOGLE STONE	CATWEAZLE	2	6
David Livingston			
11:59	STAR TREK: VOYAGER	5	22
AUTHOR, AUTHOR	STAR TREK: VOYAGER	7	20
BORDERLAND (PART 1 OF 3)	ENTERPRISE	4	4
CHANGE OF HEART	STAR TREK: DEEP SPACE NINE	6	16
DEADLOCK	STAR TREK: VOYAGER	2	21
DETAINED	ENTERPRISE	1	20
DISEASE	STAR TREK: VOYAGER	5	16
DISTANT ORIGIN	STAR TREK: VOYAGER	3	22
DR BASHIR, I PRESUME	STAR TREK: DEEP SPACE NINE	5	16
DRAGONSLIDE	SLIDERS	3	7
EMANATIONS	STAR TREK: VOYAGER	1	8
FLASHBACK	STAR TREK: VOYAGER	3	2
FLESH AND BLOOD (2 OF 2)	STAR TREK: VOYAGER	7	10
HARBINGER	ENTERPRISE	3	15
HEAD CASE	SEVEN DAYS	3	11
HOMEFRONT (PART 1 OF 2)	STAR TREK: DEEP SPACE NINE	4	10
HUNTERS	STAR TREK: VOYAGER	4	14
IMPERFECTION	STAR TREK: VOYAGER	7	2
IMPLUSE	ENTERPRISE	3	5
IN THE FLESH	STAR TREK: VOYAGER	5	5
IN THE HANDS OF THE PROPHETS	STAR TREK: DEEP SPACE NINE	1	19
INFINITE REGRESS	STAR TREK: VOYAGER	5	7
INTER ARMA ENIM SILENT LEGES	STAR TREK: DEEP SPACE NINE	7	16
KIR'SHARA (PART 3 OF 3)	ENTERPRISE	4	9
LEARNING CURVE	STAR TREK: VOYAGER	1	15
LOVE AND OTHER DISASTERS	SEVEN DAYS	2	8
MANEUVERS	STAR TREK: VOYAGER	2	11
NIGHT	STAR TREK: VOYAGER	5	1
NON SEQUITUR	STAR TREK: VOYAGER	2	5
NOTHING HUMAN	STAR TREK: VOYAGER	5	8
PARKERGEIST	SEVEN DAYS	1	12
PLAYING GOD	STAR TREK: DEEP SPACE NINE	2	17
POWER PLAY	STAR TREK: THE NEXT GENERATION	5	14
PRECIOUS CARGO	ENTERPRISE	2	11
PROVING GROUND	ENTERPRISE	3	13
REGENERATION	ENTERPRISE	2	23
RIVALS	STAR TREK: DEEP SPACE NINE	2	11
RULES OF ACQUISITION	STAR TREK: DEEP SPACE NINE	2	7
SCIENTIFIC METHOD	STAR TREK: VOYAGER	4	7
SCORPION (PART 1)	STAR TREK: VOYAGER	3	25
SHADOWPLAY	SEVEN DAYS	1	6
SHUTTLEPOD ONE	ENTERPRISE	1	15
SONS OF MOGH	STAR TREK: DEEP SPACE NINE	4	14
SPIRIT FOLK	STAR TREK: VOYAGER	6	17
STIGMA	ENTERPRISE	2	14
STRANGE NEW WORLD	ENTERPRISE	1	3
THE CLOUD	STAR TREK: VOYAGER	1	5
THE COUNCIL	ENTERPRISE	3	22
THE CROSSING	ENTERPRISE	2	18
THE CUBAN MISSILE	SEVEN DAYS	2	15
THE DIE IS CAST (PART 2 OF 2)	STAR TREK: DEEP SPACE NINE	3	19
THE HAUNTING OF DECK TWELVE	STAR TREK: VOYAGER	6	25
THE MAQUIS,THE (1-2)	STAR TREK: DEEP SPACE NINE	2	20
THE MIND'S EYE	STAR TREK: THE NEXT GENERATION	4	24
THE MUSE	STAR TREK: DEEP SPACE NINE	4	20
THE NAGUS	STAR TREK: DEEP SPACE NINE	1	10
THE SEVENTH	ENTERPRISE	2	7
THE STORYTELLER	STAR TREK: DEEP SPACE NINE	1	13
THE VISITOR	STAR TREK: DEEP SPACE NINE	4	2
TWO WEDDINGS AND FUNERAL	SEVEN DAYS	2	5
UNITED (PART 2 OF 3)	ENTERPRISE	4	13

Episode Title	Name of Programme		
WARLORD	STAR TREK: VOYAGER	S: 3	E: 9
YOU ARE CORDIALLY INVITED...	STAR TREK: DEEP SPACE NINE	S: 6	E: 7
David Livingston , Cliff Bole			
FUTURE'S END (1-2I)	STAR TREK: VOYAGER	S: 3	E: 8
David Livingston, Roxann Dawson			
RIDDLES	STAR TREK: VOYAGER	S: 6	E: 6
David Livingston, Victor Lobl			
THE KILLING GAME (1-2)	STAR TREK: VOYAGER	S: 4	E: 17
David Livingstone			
ALICE (aka THE GENIE)	STAR TREK: VOYAGER	S: 6	E: 5
EQUINOX II	STAR TREK: VOYAGER	S: 6	E: 1
David Lowell Rich			
OF LATE I THINK OF CLIFFORDVILLE	TWILIGHT ZONE,THE (1958)	S: 4	E: 14
David Mahoney			
THE KROTONS (1-4)	DOCTOR WHO	S: 6	E: 4
David Maloney			
GENESIS OF THE DALEKS (1-6)	DOCTOR WHO	S: 12	E: 4
PLANET OF EVIL (1-4)	DOCTOR WHO	S: 13	E: 2
PLANET OF THE DALEKS (1-6)	DOCTOR WHO	S: 10	E: 4
POWERPLAY	BLAKES' 7	S: 3	E: 2
STAR ONE	BLAKES' 7	S: 2	E: 13
THE DEADLY ASSASSIN (1-4)	DOCTOR WHO	S: 14	E: 3
THE MIND ROBBER (1-5)	DOCTOR WHO	S: 6	E: 2
THE TALONS OF WENG-CHIANG (1-6)	DOCTOR WHO	S: 14	E: 6
THE WAR GAMES (1-10)	DOCTOR WHO	S: 6	E: 7
David McLeod			
LOVE GROVE	LEXX: THE DARK ZONE STORIES	S: 2	E: 10
PATCHES IN THE SKY	LEXX: THE DARK ZONE STORIES	S: 2	E: 15
WOZ	LEXX: THE DARK ZONE STORIES	S: 2	E: 14
David Moessinger			
CRYSTAL WATER, SUDDEN DEATH	MAN FROM ATLANTIS	S: 1	E: 11
ESCAPE FROM WEDDED BLISS	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 10
RIDDLES	FANTASTIC JOURNEY,THE	S: 1	E: 9
SCAVENGER HUNT	MAN FROM ATLANTIS	S: 1	E: 14
David Nutter			
"PILOT"	SMALLVILLE	S: 1	E: 1
"PILOT"	ROSWELL	S: 1	E: 1
"PILOT"	TERMINATOR : THE SARAH CONNOR CHRONICLES	S: 1	E: 1
"PILOT"	SLEEPWALKERS	S: 1	E: 1
"PILOT"	DARK ANGEL	S: 1	E: 1
2SHY	X FILES,THE	S: 3	E: 6
3	X FILES,THE	S: 2	E: 7
A CHANGE OF HEART (1-2)	SUPERBOY	S: 4	E: 1
A DAY IN THE DOUBLE LIFE	SUPERBOY	S: 3	E: 13
ABOVE AND BEYOND	SPACE : ABOVE AND BEYOND	S: 1	E: 1
BEYOND THE SEA	X FILES,THE	S: 1	E: 13
BLOOD	X FILES,THE	S: 2	E: 3
BLOOD BROTHER	ROSWELL	S: 1	E: 8
CLYDE BRUCKMAN'S FINAL REPOSE	X FILES,THE	S: 3	E: 4
DEJA VU	BILL AND TED'S EXCELLENT ADVENTURES	S: 1	E: 6
FIREWALKER	X FILES,THE	S: 2	E: 9
FIRST STEPS	M.A.N.T.I.S.	S: 1	E: 1
GNOTHI SEAUTON	TERMINATOR : THE SARAH CONNOR CHRONICLES	S: 1	E: 2
HEAT WAVE	ROSWELL	S: 1	E: 9
HOLLYWOOD	SUPERBOY	S: 1	E: 23
ICE	X FILES,THE	S: 1	E: 8
IRRESISTABLE	X FILES,THE	S: 2	E: 13
IT'S A TOTALLY WONDERFUL LIFE	BILL AND TED'S EXCELLENT ADVENTURES	S: 1	E: 3
JOHNNY CASANOVA AND THE CASE OF THE SECRET SERUM	SUPERBOY	S: 2	E: 25
LAZARUS	X FILES,THE	S: 1	E: 15
LITTLE GREEN MEN	X FILES,THE	S: 2	E: 1
LUTHER UNLEASHED	SUPERBOY	S: 1	E: 25
MINDSCAPE	SUPERBOY	S: 3	E: 8
NICK KNACK	SUPERBOY	S: 2	E: 21

Episode Title	Name of Programme		
NIGHTMARE ISLAND	SUPERBOY	S: 2	E: 5
PARANOIA	SUPERBOY	S: 4	E: 5
PROGRAMMED FOR DEATH	SUPERBOY	S: 2	E: 9
REVELATIONS	X FILES,THE	S: 3	E: 11
ROAD TO HELL (1-2)	SUPERBOY	S: 3	E: 22
ROLAND	X FILES,THE	S: 1	E: 23
SHAPES	X FILES,THE	S: 1	E: 19
SUCCUBUS	SUPERBOY	S: 1	E: 24
THE BATTLE WITH BIZARRO	SUPERBOY	S: 2	E: 7
THE FARTHEST MAN FROM HOME	SPACE : ABOVE AND BEYOND	S: 1	E: 2
THE HAUNTING OF ANDY MCALISTER	SUPERBOY	S: 2	E: 22
THE MORNING AFTER	ROSWELL	S: 1	E: 2
THE PHANTOM OF THE THIRD DIVERSION	SUPERBOY	S: 1	E: 22
THREESOME (1-2)	SUPERBOY	S: 4	E: 11
TOOMS	X FILES,THE	S: 1	E: 21
WITH THIS RING I THEE KILL	SUPERBOY	S: 2	E: 1
YOUNG DRACULA	SUPERBOY	S: 2	E: 4
David Nutter, David Semel			
MONSTERS	ROSWELL	S: 1	E: 3
David Orrick McDearmon			
A THING ABOUT MACHINES	TWILIGHT ZONE,THE (1958)	S: 2	E: 4
BACK THERE	TWILIGHT ZONE,THE (1958)	S: 2	E: 13
EXECUTION	TWILIGHT ZONE,THE (1958)	S: 1	E: 26
David Petrarca			
NUMBER ONE WITH A BULLET	EARLY EDITION	S: 3	E: 16
David Proudfoot			
THE BATTERY PEOPLE	DOOMWATCH	S: 1	E: 11
THE DEVIL'S SWEETS	DOOMWATCH	S: 1	E: 7
THE LOGICIANS	DOOMWATCH	S: 2	E: 12
David Quinn			
BREACH	SECRET AGENT MAN	S: 1	E: 12
David R. Eagle			
A CURRENT AFFAIR	SLIDERS	S: 5	E: 7
APPLIED PHYSICS	SLIDERS	S: 5	E: 2
David Reid			
BLACK WHEELS	CATWEAZLE	S: 2	E: 5
ENCHANTED KING	CATWEAZLE	S: 2	E: 7
GHOST HUNTERS	CATWEAZLE	S: 2	E: 9
HEAVENLY TWINS	CATWEAZLE	S: 2	E: 3
MAGIC CIRCLE	CATWEAZLE	S: 2	E: 12
MAGIC RIDDLE	CATWEAZLE	S: 2	E: 1
THIRTEENTH SIGN	CATWEAZLE	S: 2	E: 13
David Reid, David Lane			
FAMILIAIR SPIRIT	CATWEAZLE	S: 2	E: 8
David S. Goyer			
TREES MADE OF GLASS (PART 1 OF 2)	THRESHOLD	S: 1	E: 1
David Sackhiem			
LEVIATHON	HARSH REALM	S: 1	E: 2
THREE PERCENTERS	HARSH REALM	S: 1	E: 6
David Semel			
ARE YOU KNOW OR HAVE YOU EVER BEEN	ANGEL	S: 2	E: 2
EXPECTING	ANGEL	S: 1	E: 12
MISSING	ROSWELL	S: 1	E: 5
SEXUAL HEALING	ROSWELL	S: 1	E: 16
David Simkins			
I AND I AM A CAMERA	DARK ANGEL	S: 1	E: 18
David Solomon			
CHUCK VERSUS THE SIZZLING SHRIMP	CHUCK	S: 1	E: 5
OUT OF GAS	FIREFLY	S: 1	E: 5
David Steinberg			
THE UNCLE DEVIL SHOW	TWILIGHT ZONE,THE (1985)	S: 1	E: 24
David Straiton			
A NIGHT IN SICKBAY	ENTERPRISE	S: 2	E: 5

Science Fiction Directors

Episode Title	Name of Programme			
ANOMALY	ENTERPRISE	S:	3	E: 2
ANY MEANS NECESSARY	LA FEMME NIKITA	S:	3	E: 19
ASTRONAUT DREAMS	ODYSSEY 5	S:	1	E: 4
BABEL ONE (PART 1 OF 3)	ENTERPRISE	S:	4	E: 12
BECOMING	4400, THE	S:	1	E: 3
BORROWED TIME	DARK ANGEL	S:	2	E: 12
CEASE FIRE	ENTERPRISE	S:	2	E: 15
DAEDALUS	ENTERPRISE	S:	4	E: 10
DESERT CROSSING	ENTERPRISE	S:	1	E: 23
DREAMS OF THE NIGHT (PART 1 OF 2)	IMMORTAL, THE (2000)	S:	1	E: 1
DREAMS OF THE NIGHT (PART 2 OF 2)	IMMORTAL, THE (2000)	S:	1	E: 2
KING OF THE HIL	SPACE CASES	S:	2	E: 4
MA KNOWS BEST (AKA MOTHER KNOWS BEST)	SPACE CASES	S:	2	E: 9
NORTH STAR	ENTERPRISE	S:	3	E: 9
PURPAL HAZE	EUREKA	S:	1	E: 10
SACRIFICE	ANGEL	S:	4	E: 20
SACRIFICE	BLADE	S:	1	E: 7
SPIVEY	SECRET WORLD OF ALEX MACK,THE	S:	3	E: 15
STAR IS BORING	SPACE CASES	S:	2	E: 12
STORM FRONT (PART 2 OF 2)	ENTERPRISE	S:	4	E: 2
SUBJECT: EDITH KEELER MUST DIE	FREAKYLINKS	S:	1	E: 3
SUBJECT: THE FINAL WORD	FREAKYLINKS	S:	1	E: 13
THE BACHELOR PARTY	ANGEL	S:	1	E: 7
THE GRAIN	SPECIAL UNIT 2	S:	2	E: 1
THE HAUNTING	CENTURY CITY	S:	1	E: 8
THE SHIPMENT	ENTERPRISE	S:	3	E: 7
THE SPY WHO REALLY LIKED ME	JAKE 2.0	S:	1	E: 10
THE WALLS	SPECIAL UNIT 2	S:	2	E: 9
TIME OUT OF MIND	ODYSSEY 5	S:	1	E: 5
VANISHING POINT	ENTERPRISE	S:	2	E: 10
WARZONE	ANGEL	S:	1	E: 20
WHAT ABOUT BOB?	DRESDEN FILES, THE	S:	1	E: 10
WILD CHILD	PETER BENCHLEY'S AMAZON	S:	1	E: 21
David Sullivan Proudfoot				
VOICE FROM THE PAST	1990	S:	1	E: 5
WHATEVER HAPPENED TO CARDINAL WOLSEY?	1990	S:	1	E: 6
WHEN DID YOU LAST SEE YOUR FATHER?	1990	S:	1	E: 2
YOU'LL NEVER WALK ALONE	1990	S:	2	E: 6
David Sullivan Proudfoot & William Slater				
A VINTAGE YEAR FOR SCOUNDRELS	ADAM ADAMENT LIVES!	S:	1	E: 1
David Sullivan-Proudfoot				
ASSASSIN	BLAKES' 7	S:	4	E: 7
STAR DRIVE	BLAKES' 7	S:	4	E: 4
TRAITOR	BLAKES' 7	S:	4	E: 3
David Tennant				
FRIENDLY FIRE	PAINKILLER JANE	S:	1	E: 8
David Tomblin				
ANOTHER TIME,ANOTHER PLACE	SPACE: 1999	S:	1	E: 16
FORCE OF LIFE	SPACE: 1999	S:	1	E: 2
LIVING IN HARMONY	PRISONER, THE	S:	1	E: 14
REFLECTIONS IN THE WATER	U.F.O.	S:	1	E: 21
THE CAT WITH TEN LIVES	U.F.O.	S:	1	E: 3
THE GIRL WHO WAS DEAF	PRISONER, THE	S:	1	E: 15
THE INFERNAL MACHINE	SPACE: 1999	S:	1	E: 18
THE TESTAMENT OF ARKADIA	SPACE: 1999	S:	1	E: 23
David Von Ancken				
WHAT IF SHE'S THE KEY	DAYBREAK	S:	1	E: 12
David Warry-Smith				
A HUNDRED DAYS	STARGATE SG1	S:	3	E: 17
A ROSE IN THE ASHES	ANDROMEDA	S:	1	E: 9
ASTRAL PROJECTIONS	TOTAL RECALL 2070	S:	1	E: 13
BABY LOTTERY	TOTAL RECALL 2070	S:	1	E: 8
BANE	STARGATE SG1	S:	2	E: 10
BEGOTTEN NOT MADE (PART 2 OF 2)	TOTAL RECALL 2070	S:	1	E: 10
ECOSYSTEM	BLACK HOLE HIGH	S:	2	E: 7

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Episode Title	Name of Programme	S:	E:
EXODUS (PART 1 OF 3)	STARGATE SG1	4	22
FEAR AND LOATHING IN THE MILKY WAY	ANDROMEDA	1	17
HIDE AND SEEK	STARGATE: ATLANTIS	1	3
HOLIDAY	STARGATE SG1	2	17
HORIZON ZERO	EARTH: FINAL CONFLICT	1	9
IN HEAVEN NOW ARE THREE	ANDROMEDA	2	16
IN THE ZONE	OUTER LIMITS,THE (1995)	4	5
INVISIBLE	BLACK HOLE HIGH	1	2
MESSAGE IN A BOTTLE	STARGATE SG1	2	7
MIRACLE	EARTH: FINAL CONFLICT	1	5
MUSIC OF THE SPHERES	OUTER LIMITS,THE (1995)	3	14
NEED	STARGATE SG1	2	5
PRETENSE	STARGATE SG1	3	15
PRISONERS	STARGATE SG1	2	3
SOUL SACRIFICE	LA FEMME NIKITA	2	12
STAR-CROSSED	ANDROMEDA	1	20
THE FIFTH RACE	STARGATE SG1	2	15
THE TIES THAT BIND	ANDROMEDA	1	7
THERE BUT FOR THE GRACE OF GOD	STARGATE SG1	1	19
THURSDAY	BLACK HOLE HIGH	1	4
VOICE	LA FEMME NIKITA	1	17
WITHIN THE SERPENT'S GRASP	STARGATE SG1	1	21
David Wheatley			
BIOCRIME	STARHUNTER (INC STARHUNTER 2300)	2	3
PANDORA'S BOX	STARHUNTER (INC STARHUNTER 2300)	2	12
REBIRTH	STARHUNTER (INC STARHUNTER 2300)	2	1
SKIN DEEP	STARHUNTER (INC STARHUNTER 2300)	2	10
SPACEMAN	STARHUNTER (INC STARHUNTER 2300)	2	5
THE PRISONER	STARHUNTER (INC STARHUNTER 2300)	2	14
THE THIRD THING	STARHUNTER (INC STARHUNTER 2300)	2	7
David Winkler			
GO LIKE YOU KNOW	NET, THE	1	9
SAMPLE	NET, THE	1	13
VANISHING POINT	ODYSSEY 5	1	16
David Winning			
A HEART FOR FALSEHOOD FRAMED	ANDROMEDA	2	3
ATTEMPTING SCREED	ANDROMEDA	5	7
BANKS OF THE LETHE	ANDROMEDA	1	8
BOONE'S ASSASIN	EARTH: FINAL CONFLICT	5	8
BOONE'S AWAKENING	EARTH: FINAL CONFLICT	5	5
CHILDHOOD'S END	STARGATE: ATLANTIS	1	6
DARK MATTER	EARTH: FINAL CONFLICT	4	13
DAWN OF THE DINOSAUR	DINOSAPIEN	1	1
DOUBLE OR NOTHINGNESS	ANDROMEDA	4	4
LAST CALL AT THE BROKEN HAMMER	ANDROMEDA	2	5
LEGACY	EARTH: FINAL CONFLICT	5	10
MACHINERY OF THE MIND	ANDROMEDA	4	9
PAST IS PROLIX	ANDROMEDA	5	14
PRIDE BEFORE A FALL	ANDROMEDA	5	12
TERMINATION	EARTH: FINAL CONFLICT	5	6
THE JOURNEY	EARTH: FINAL CONFLICT	5	21
THE PEARLS THAT WERE HIS EYES	ANDROMEDA	1	11
THE SUM OF ITS PARTS	ANDROMEDA	1	16
David Wu			
LONE WOLF	FREEDOM	1	7
TRUST	TRACKER	1	4
David Wurry-Smith			
LIVE FREE OR DIE	EARTH: FINAL CONFLICT	1	10
THE SCARECROW RETURNS	EARTH: FINAL CONFLICT	1	12
Davis Guggenheim			
TUEFELSNACT	VISITOR, THE	1	7
Dean Lopata			
ULTIMATE WEAPON	PERVERSIONS OF SCIENCE	1	9
Dean Parisot			

Episode Title	Name of Programme		
ARTHUR INTERRUPTED	TICK, THE	S: 1	E: 8
Dean Zanetos			
JACK'S BACK	VOYAGERS	S: 1	E: 21
Debbie Allen			
PRIVATE DANCER	QUANTUM LEAP	S: 3	E: 14
REVENGE OF THE EVIL LEAPER	QUANTUM LEAP	S: 5	E: 16
THE MONSTER ARE ON MAPLE STREET	TWILIGHT ZONE, THE (2002)	S: 1	E: 32
Deborah Reinisch			
A MEMORY PLAY	EARTH 2	S: 1	E: 5
THE PLAY'S THE THING	EARLY EDITION	S: 4	E: 15
THE UNION (AKA REUNION)	VR5	S: 1	E: 10
Debra Spelling			
FRONT PAGE (AKA KAITLIN'S FRONT PAGE)	VR TROOPERS	S: 1	E: 4
SEARCHING FOR TYLER STEEL	VR TROOPERS	S: 1	E: 2
THE DOGNAPPING	VR TROOPERS	S: 1	E: 3
THE DOJO PLOT	VR TROOPERS	S: 1	E: 5
Declan Eames			
HIDDEN VALLEY	LEGEND OF WILLIAM TELL, THE	S: 1	E: 5
THE CHALLENGE	LEGEND OF WILLIAM TELL, THE	S: 1	E: 6
THE SORCERER'S APPRENTICE	LEGEND OF WILLIAM TELL, THE	S: 1	E: 9
THE SPIRIT OF KALE	LEGEND OF WILLIAM TELL, THE	S: 1	E: 7
Denis Donnelly			
BREAK IN AT SANTA PAULA	AIRWOLF	S: 3	E: 19
ESCORT TO DANGER	AMAZING SPIDERMAN,THE	S: 1	E: 5
Dennis Abey			
SHE-DEVIL	SHE WOLF OF LONDON	S: 1	E: 11
SHE-WOLF OF LONDON	SHE WOLF OF LONDON	S: 1	E: 1
Dennis Berry			
FIRST COMMANDMENT	STARGATE SG1	S: 1	E: 5
THE ENEMY WITHIN	STARGATE SG1	S: 1	E: 2
Dennis Donnelly			
ANIMAL MAGNETISM	THEY CAME FROM OUTER SPACE	S: 1	E: 12
COZY COVE	THEY CAME FROM OUTER SPACE	S: 1	E: 14
DEADLY CARNIVAL	MAN FROM ATLANTIS	S: 1	E: 17
PLAY DOCTOR	THEY CAME FROM OUTER SPACE	S: 1	E: 17
SEX LIES AND UFOS (1-2)	THEY CAME FROM OUTER SPACE	S: 1	E: 19
SOMETHING PERSONAL	THEY CAME FROM OUTER SPACE	S: 1	E: 4
THE FOREST CITY INCIDENT	PROJECT UFO	S: 1	E: 7
THE MEDICINE BOW INCIDENT	PROJECT UFO	S: 1	E: 5
THE ROCKET AND A HARD PLACE INCIDENT	PROJECT UFO	S: 1	E: 12
THE WATERFORD INCIDENT	PROJECT UFO	S: 1	E: 10
Dennis Steinmetz			
CHA-KA	LAND OF THE LOST (1974)	S: 1	E: 1
CIRCLE	LAND OF THE LOST (1974)	S: 1	E: 17
DOPEY	LAND OF THE LOST (1974)	S: 1	E: 3
DOWNSTREAM	LAND OF THE LOST (1974)	S: 1	E: 4
ELSEWHEN	LAND OF THE LOST (1974)	S: 1	E: 15
FOLLOW THAT DINOSAUR	LAND OF THE LOST (1974)	S: 1	E: 13
TAG-TEAM	LAND OF THE LOST (1974)	S: 1	E: 5
THE HOLE	LAND OF THE LOST (1974)	S: 1	E: 9
THE POSSESSION	LAND OF THE LOST (1974)	S: 1	E: 12
THE SEARCH	LAND OF THE LOST (1974)	S: 1	E: 11
THE SLEESTAK GOD	LAND OF THE LOST (1974)	S: 1	E: 2
Dennis Vance			
PLEASE DON'T FEED THE ANIMALS	AVENGERS,THE	S: 1	E: 11
Denys Granier-Deferre			
AND SO DIED RIABOUCHSKA	RAY BRADBURY THEATRE,THE	S: 3	E: 12
Deran Sarafian			
MR. MOTIVATION	TWILIGHT ZONE, THE (2002)	S: 1	E: 19
SLEEPERS	SECRET AGENT MAN	S: 1	E: 8
Derek Martinus			
DALEK CUTAWAY (1)	DOCTOR WHO	S: 3	E: 2
GALAXY 4 (1-4)	DOCTOR WHO	S: 3	E: 1

Episode Title	Name of Programme		
SPEARHEAD FROM SPACE (1-4)	DOCTOR WHO	S: 7	E: 1
THE EVIL OF THE DALEKS (1-7)	DOCTOR WHO	S: 4	E: 9
THE ICE WARRIORS (1-6)	DOCTOR WHO	S: 5	E: 3
THE KEEPER	BLAKES' 7	S: 2	E: 12
THE TENTH PLANET (1-4)	DOCTOR WHO	S: 4	E: 2
TRIAL	BLAKES' 7	S: 2	E: 6
Dermot Boyd			
DÉJÀ VOODOO	JOHNNY AND THE BOMB	S: 1	E: 3
MRS TACHYON AND THE BAGS OF TIME	JOHNNY AND THE BOMB	S: 1	E: 1
THE BUTTERFLY EFFECT	JOHNNY AND THE BOMB	S: 1	E: 2
Derrick Goodwin			
THE INVISIBLE ENEMY (1-4)	DOCTOR WHO	S: 15	E: 2
Desmond McCarthy			
DAWN OF THE GODS	BLAKES' 7	S: 3	E: 4
VOLCANO	BLAKES' 7	S: 3	E: 3
Desmond Saunders			
ALIAS MR HACKENBACKER	THUNDERBIRDS	S: 2	E: 3
ATLANTIC INFERNO	THUNDERBIRDS	S: 2	E: 1
CLOSE CALL	TERRAHAWKS	S: 1	E: 5
DANGER AT OCEAN DEEP	THUNDERBIRDS	S: 1	E: 19
EASTERN ECLIPSE	STINGRAY	S: 1	E: 23
EDGE OF IMPACT	THUNDERBIRDS	S: 1	E: 5
GIVE OR TAKE A MILLION	THUNDERBIRDS	S: 2	E: 6
GOLD	TERRAHAWKS	S: 3	E: 13
IN SEARCH OF THE TAJMANON	STINGRAY	S: 1	E: 11
MARINEVILLE TRAITOR	STINGRAY	S: 1	E: 38
MOST SPECIAL AGENT	JOE 90	S: 1	E: 1
OPERATION CRASH-DIVE	THUNDERBIRDS	S: 1	E: 12
PIT OF PERIL	THUNDERBIRDS	S: 1	E: 2
RAPTURES OF THE DEEP	STINGRAY	S: 1	E: 9
RESCUE FROM THE SKIES	STINGRAY	S: 1	E: 15
SECURITY HAZARD	THUNDERBIRDS	S: 1	E: 26
SPACE SAMURAI	TERRAHAWKS	S: 3	E: 9
STAR OF THE EAST	STINGRAY	S: 1	E: 20
SUBTERRANEAN SEA	STINGRAY	S: 1	E: 4
THE GHOST SHIP	STINGRAY	S: 1	E: 3
THE IMPOSTERS	THUNDERBIRDS	S: 1	E: 16
THE MYSTERONS	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 1
THE UNINVITED	THUNDERBIRDS	S: 1	E: 10
Dewi Humphreys			
AS ABOVE, SO BELOW	NEVERWHERE	S: 1	E: 6
BLACKFRIARS	NEVERWHERE	S: 1	E: 4
DOOR	NEVERWHERE	S: 1	E: 1
DOWN STREET	NEVERWHERE	S: 1	E: 5
EARLS COUR TO ISLINGTON	NEVERWHERE	S: 1	E: 3
KNIGHTSBRIDGE	NEVERWHERE	S: 1	E: 2
Diane Wynter			
CHEMISTRY	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 13
THE GUARDIAN	JOURNEY OF ALLEN STRANGE, THE	S: 1	E: 8
Dick Christie			
GEISHA VICKI	SMALL WONDER	S: 3	E: 6
LUKE AND RAY	SMALL WONDER	S: 4	E: 12
SCHOOL MONITOR	SMALL WONDER	S: 4	E: 2
Dick Harwood			
PROOF POSITIVE (aka NIGHTMARE)	INCREDIBLE HULK,THE	S: 3	E: 13
WAX MUSEUM	INCREDIBLE HULK,THE	S: 4	E: 9
Dick Lowry			
THE PLOT TO KILL A CITY (1-2)	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 4
UNCHAINED WOMEN	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 7
Dick Moder			
FINE ART OF CRIME	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 4
HOT WHEELS	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 2
SEANCE OF TERROR	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 18
THE DEADLY TOYS	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 11

Episode Title	Name of Programme	S:	E:
THE GIRL FROM ISLANDIA	NEW ADVENTURES OF WONDER WOMAN,THE	1	20
THE MURDEROUS MISSILE	NEW ADVENTURES OF WONDER WOMAN,THE	1	21
THE SEVEN MILLION DOLLAR MAN	SIX MILLION DOLLAR MAN,THE	2	5
Dick Van Patten			
REMEMBRANCE	SENTINEL, THE	3	17
Dimitri Logothetis			
UNDERGROUND	CODE NAME: ETERNITY	1	23
Dirk Campbell			
LOST PROPERTY	SPACE ISLAND ONE	2	5
Dmitri Logothetis			
THE MISSION	CODE NAME: ETERNITY	1	2
Don Baer			
MOFFITT'S GHOST	AIRWOLF	2	3
SINS OF THE PAST	AIRWOLF	2	6
Don Carlos Dunaway			
ONE LIFE,FURNISHED IN EARLY POVERTY	TWILIGHT ZONE,THE (1985)	1	27
Don Chaffey			
ARRIVAL	PRISONER, THE	1	1
CHECKMATE	PRISONER, THE	1	9
DANCE OF THE DEAD	PRISONER, THE	1	8
LEGACY OF DEATH	AVENGERS,THE	7	9
REQUIEM	AVENGERS,THE	7	29
STAY TUNED	AVENGERS,THE	7	22
THE BECKONING FAIR ONE	JOURNEY TO THE UNKNOWN	1	14
THE CHIMES OF BIG BEN	PRISONER, THE	1	2
THE LAST VISITOR	JOURNEY TO THE UNKNOWN	1	9
TINTYPE	OUTLAWS	1	2
WHO WAS THAT MAN I SAW YOU WITH?	AVENGERS,THE	7	25
WISH YOU WHERE HERE	AVENGERS,THE	7	20
Don Chafy			
THE GIRL WHO FELL FROM THE SKY	AIRWOLF	3	20
Don Henderson			
ATTEMPT TO SAVE FACE	INVISIBLE MAN,THE (1975)	1	12
Don Kurt			
DADDY'S GIRL	SEVEN DAYS	1	13
DEAD END ON BLANK STREET	SENTINEL, THE	4	4
FOR THE CHILDREN	SEVEN DAYS	2	4
MURDER 101	SENTINEL, THE	4	2
PEOPLE LIKE US	VIPER (1996)	3	13
RANSOM	FREEDOM	1	12
TALK IS CHEAP	VIPER (1996)	1	4
THIEVES	FREEDOM	1	8
WALK AWAY	SEVEN DAYS	2	6
WITCH WAY TO THE PROM	SEVEN DAYS	2	19
Don Leaver			
A CHANGE OF BAIT	AVENGERS,THE	1	25
ASHES OF ROSES	AVENGERS,THE	1	9
DANCE WITH DEATH	AVENGERS,THE	1	12
DEAD OF WINTER	AVENGERS,THE	1	23
DIAL A DEADLY NUMBER	AVENGERS,THE	4	10
ESPRIT DE CORPS	AVENGERS,THE	3	25
GIRL ON THE TRAPEZE	AVENGERS,THE	1	6
HOT SNOW	AVENGERS,THE	1	1
HOW TO SUCCEED... AT MURDER	AVENGERS,THE	4	25
MISSION TO MONTREAL	AVENGERS,THE	2	5
SQUARE ROOT OF EVIL	AVENGERS,THE	1	3
THE DECAPOD	AVENGERS,THE	2	3
THE DUMMY	BEASTS	1	5
THE HOUSE THAT JACK BUILT	AVENGERS,THE	4	23
THE MAN WITH THE TWO SHADOWS	AVENGERS,THE	3	3
THE REMOVAL MAN	AVENGERS,THE	2	6
THE SELL-OUT	AVENGERS,THE	2	9
THE SPRINGERS	AVENGERS,THE	1	14
THE WRINGER	AVENGERS,THE	3	17

Episode Title	Name of Programme	S:	E:
THE YELLOW NEEDLE	AVENGERS,THE	1	16
TOY TRAP	AVENGERS,THE	1	19
VANISHING ACT	OUT OF THIS WORLD	1	9
Don McBrearty			
FAINT HOPE	REGENESIS	1	7
PRIONS	REGENESIS	1	4
SPACE PARTS	REGENESIS	1	2
THE TERRIBLE TRUTH	ZACK FILES, THE	2	3
THE TOWN WHERE NO ONE GOT OFF	RAY BRADBURY THEATRE,THE	2	1
THE TRIALS	REGENESIS	1	6
ZACK GIRL	ZACK FILES, THE	2	9
ZACK TIMES TWO	ZACK FILES, THE	2	17
ZERO HOUR	RAY BRADBURY THEATRE,THE	6	2
Don McCutcheon			
CYCLES	DEEPWATER BLACK	1	9
FACE OFF PART 3	ANIMORPHS	2	1
HUNT	DEEPWATER BLACK	1	10
INFESTATION	DEEPWATER BLACK	1	5
LEGACY	DEEPWATER BLACK	1	3
LULLABLY	DEEPWATER BLACK	1	2
MY NAME IS EREK	ANIMORPHS	2	2
NEWSROOM	EERIE INDIANA: THE OTHER DIMENSION	1	8
REVENGE OF THE GOODY TWO SHOES PEOPLE	EERIE INDIANA: THE OTHER DIMENSION	1	2
STORM	BLACK HOLE HIGH	1	9
THE ALIEN	ANIMORPHS	1	8
THE GAME BEGINS	ACE LIGHTNING	1	1
THE STRANGER	ANIMORPHS	1	10
THE YOUNG AND THE TWITCHY	EERIE INDIANA: THE OTHER DIMENSION	1	6
Don McDougal			
ROLLBACK	SIX MILLION DOLLAR MAN,THE	5	5
THE CHINESE WEB (1-2)	AMAZING SPIDERMAN,THE	2	7
THE KIRKWOOD HAUNTING	AMAZING SPIDERMAN,THE	2	4
Don McDougall			
BUFFALO BILL RIDES AGAIN	GEMINI MAN	1	8
JUST A MATTER OF TIME	SIX MILLION DOLLAR MAN,THE	5	10
LEGACY OF TERROR	KOLCHAK: THE NIGHT STALKER	1	17
MAX	BIONIC WOMAN, THE	3	10
SYLVIA	IMMORTAL, THE	1	2
THE ANTIDOTE	BIONIC WOMAN, THE	3	14
THE DECEPTION	PLANET OF THE APES	1	8
THE GLADIATORS	PLANET OF THE APES	1	2
THE MOVING MOUNTAIN	SIX MILLION DOLLAR MAN,THE	5	16
THE RICHEST MAN IN THE WORLD	NEW ADVENTURES OF WONDER WOMAN,THE	2	17
THE SQUIRE OF GOTHOS	STAR TREK	1	17
THE YOUTH KILLER	KOLCHAK: THE NIGHT STALKER	1	19
TOMORROW'S TIDE	PLANET OF THE APES	1	6
Don Medford			
A CHILD IS CRYING	TALES OF TOMORROW	1	2
A MESSAGE FROM MR COOL	SOMETHING IS OUT THERE	1	6
A PASSAGE FOR TRUMPET	TWILIGHT ZONE,THE (1958)	1	32
AIRWOLF II	AIRWOLF	3	2
APPOINTMENT ON MARS	TALES OF TOMORROW	1	38
CONDITION: RED	INVADERS,THE (1967)	2	1
CROSSOVER	AIRWOLF	3	5
DEATH SHIP	TWILIGHT ZONE,THE (1958)	4	6
DEATHS-HEAD REVISITED	TWILIGHT ZONE,THE (1958)	3	9
ICE FROM SPACE	TALES OF TOMORROW	1	42
READ TO ME HERR DOKTOR	TALES OF TOMORROW	2	31
SUMMIT MEETING (1-2)	INVADERS,THE (1967)	2	9
THE CHILDREN'S ROOM	TALES OF TOMORROW	1	21
THE MAN IN THE BOTTLE	TWILIGHT ZONE,THE (1958)	2	2
THE MIRROR	TWILIGHT ZONE,THE (1958)	3	6
THE VULCAN AFFAIR	MAN FROM U.N.C.L.E.,THE	1	1
THE WINDOW (aka THE LOST PLANET)	TALES OF TOMORROW	2	12
Don Richardson			

Episode Title	Name of Programme		
A VISIT TO HADES	LOST IN SPACE	S: 2	E: 12
COLLISION OF THE PLANETS	LOST IN SPACE	S: 3	E: 9
FOLLOW THE LEADER	LOST IN SPACE	S: 1	E: 28
GHOST IN SPACE	LOST IN SPACE	S: 1	E: 18
HUNTER'S MOON	LOST IN SPACE	S: 3	E: 4
KIDNAPPED IN SPACE	LOST IN SPACE	S: 3	E: 3
LOST CIVILISATION	LOST IN SPACE	S: 1	E: 26
MUTINY IN SPACE	LOST IN SPACE	S: 2	E: 19
PRINCESS OF SPACE	LOST IN SPACE	S: 3	E: 17
REVOLT OF THE ANDROIDS	LOST IN SPACE	S: 2	E: 24
ROCKET TO EARTH	LOST IN SPACE	S: 2	E: 21
THE ANDROID MACHINE	LOST IN SPACE	S: 2	E: 7
THE ASTRAL TRAVELER	LOST IN SPACE	S: 2	E: 29
THE CAVE OF THE WIZARDS	LOST IN SPACE	S: 2	E: 22
THE CHALLENGE	LOST IN SPACE	S: 1	E: 21
THE DREAM MONSTER	LOST IN SPACE	S: 2	E: 14
THE FLAMING PLANET	LOST IN SPACE	S: 3	E: 22
THE FORBIDDEN WORLD	LOST IN SPACE	S: 2	E: 4
THE GOLDEN MAN	LOST IN SPACE	S: 2	E: 15
THE GREAT VEGETABLE REBELLION	LOST IN SPACE	S: 3	E: 23
THE QUESTING BEAST	LOST IN SPACE	S: 2	E: 17
THE SPACE DESTRUCTORS	LOST IN SPACE	S: 3	E: 6
THE THIEF OF OUTER SPACE	LOST IN SPACE	S: 2	E: 9
TRIP THROUGH THE ROBOT	LOST IN SPACE	S: 2	E: 26
TWO WEEKS IN SPACE	LOST IN SPACE	S: 3	E: 13
WILD ADVENTURE	LOST IN SPACE	S: 2	E: 2
Don Sharp			
CURIOUS CASE OF THE COUNTLESS CLUES	AVENGERS,THE	S: 7	E: 19
GET-A-WAY	AVENGERS,THE	S: 7	E: 32
INVASION OF THE EARTHMEN	AVENGERS,THE	S: 7	E: 16
PROJECT ZERO	CHAMPIONS,THE	S: 1	E: 24
TARGET: LONDON	Q.E.D.	S: 1	E: 1
THE GREAT MOTOR RACE	Q.E.D.	S: 1	E: 2
THE LIMEHOUSE CONNECTION	Q.E.D.	S: 1	E: 6
TO CATCH A GHOST	Q.E.D.	S: 1	E: 5
Don Shebib			
CAPTAIN SONIC	ZACK FILES, THE	S: 2	E: 7
DARK OF THE NIGHT	CODE NAME: ETERNITY	S: 1	E: 20
THINGS TO DO AT HORACE HYDE WHEN YOU ARE DEAD	ZACK FILES, THE	S: 2	E: 12
ZACK GREENBURG'S DAY OFF	ZACK FILES, THE	S: 2	E: 23
Don Siegel			
THE SELF-IMPROVEMENT OF SALVADORE ROSS	TWILIGHT ZONE,THE (1958)	S: 5	E: 17
UNCLE SIMON	TWILIGHT ZONE,THE (1958)	S: 5	E: 8
Don Taylor			
BUDDYBOY	BEASTS	S: 1	E: 2
DURING BARTY'S PARTY	BEASTS	S: 1	E: 1
Don Weis			
BATMAN GETS RILED	BATMAN (1966)	S: 1	E: 6
DEMON IN LACE	KOLCHAK: THE NIGHT STALKER	S: 1	E: 16
ESCAPE FROM TOMORROW	PLANET OF THE APES	S: 1	E: 1
FIREFALL (aka THE DOPPELGANGER)	KOLCHAK: THE NIGHT STALKER	S: 1	E: 6
HAUNTED HIGHWAY	HIGHWAYMAN,THE	S: 1	E: 10
HOT OFF THE GRIDDLE	BATMAN (1966)	S: 2	E: 3
MAN ON A PUNCHED CARD	IMMORTAL, THE	S: 1	E: 7
PARADISE BAY	IMMORTAL, THE	S: 1	E: 12
STEEL	TWILIGHT ZONE,THE (1958)	S: 5	E: 2
TAKEOVER	BEYOND WESTWORLD	S: 1	E: 5
THE CAT AND THE FIDDLE	BATMAN (1966)	S: 2	E: 4
THE GOOD SEEDS	PLANET OF THE APES	S: 1	E: 4
THE JOKER IS WILD	BATMAN (1966)	S: 1	E: 5
THE TREVI COLLECTION	KOLCHAK: THE NIGHT STALKER	S: 1	E: 14
THE VAMPIRE	KOLCHAK: THE NIGHT STALKER	S: 1	E: 4
Donald Crombie			
THE PRODIGY	TIME TRAX	S: 1	E: 5
TREASURE OF THE AGES	TIME TRAX	S: 1	E: 9

Episode Title	Name of Programme		
Donald McWhinnie			
WHAT BIG EYES	BEASTS	S: 1	E: 4
Donald P. Bellisario			
AIRWOLF (1-2)	AIRWOLF	S: 1	E: 1
CATCH A FALLING STAR	QUANTUM LEAP	S: 2	E: 10
THE HAND OF GOD	BATTLESTAR GALATICA	S: 1	E: 17
THE YOUNG LORDS	BATTLESTAR GALATICA	S: 1	E: 7
Donald Petrie			
MR MAGIC	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 8
Donna Deitch			
NOTHING TO HIDE	HEROES	S: 1	E: 7
SIGHT UNSEEN	EUREKA	S: 2	E: 9
THE DEVIL'S RAINBOW	VISITOR, THE	S: 1	E: 3
Dorothy Brooking			
	A TRAVELLER IN TIME	S:	E:
Doug Campbell			
IT'S A BAD, BAD, BAD, BAD WORLD	BIG BAD BEETLEBORGS	S: 1	E: 13
THE HUNCHBACK OF HILLHURST	BIG BAD BEETLEBORGS	S: 1	E: 14
THE LITTLEST BRATTLEBORG	BIG BAD BEETLEBORGS	S: 1	E: 15
Doug Jackson			
EXTRA INNINGS	TWILIGHT ZONE,THE (1985)	S: 3	E: 2
THE KISS	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 4
THE MIND OF SIMON FOSTER	TWILIGHT ZONE,THE (1985)	S: 3	E: 23
Doug Lefler			
COLD REALITY	MORTAL KOMBAT : CONQUEST	S: 1	E: 2
GO, GIRL	SPY GAMES	S: 1	E: 10
NOBODY EVER SAID GROWING UP WAS EASY	SPY GAMES	S: 1	E: 3
THE DAY OF THE DEAD	BABYLON 5	S: 5	E: 12
THE ROAD TO CALYDON	HERCULES: THE LEGENDARY JOURNEYS	S: 1	E: 3
THE WRONG PATH	HERCULES: THE LEGENDARY JOURNEYS	S: 1	E: 1
Douglas Argent			
	ASTRONAUTS	S: 1	E: 3
	ASTRONAUTS	S: 1	E: 2
	ASTRONAUTS	S: 1	E: 1
ABSENCE MAKES THE HEART	ASTRONAUTS	S: 1	E: 4
GOING HOME	ASTRONAUTS	S: 1	E: 7
ONE WEEK TO GO	ASTRONAUTS	S: 1	E: 6
WE ARE NOT ALONE	ASTRONAUTS	S: 1	E: 5
Douglas Camfield			
DUEL	BLAKES' 7	S: 1	E: 8
TERROR OF THE ZYGONS (1-4)	DOCTOR WHO	S: 13	E: 1
THE CRUSADE (1.4)	DOCTOR WHO	S: 2	E: 6
THE DALEK'S MASTERPLAN (1-12)	DOCTOR WHO	S: 3	E: 4
THE INVASION (1-8)	DOCTOR WHO	S: 6	E: 3
THE LAST LONELY MAN	OUT OF THE UNKNOWN	S: 3	E: 3
THE SEEDS OF DOOM (1-6)	DOCTOR WHO	S: 13	E: 6
THE TIME MEDDLERE (1-4)	DOCTOR WHO	S: 2	E: 9
THE WEB OF FEAR (1-6)	DOCTOR WHO	S: 5	E: 5
Douglas Camfield, Barry Letts			
INFERNO (1-7)	DOCTOR WHO	S: 7	E: 4
Douglas Heyes			
AND WHEN THE SKY WAS OPENED	TWILIGHT ZONE,THE (1958)	S: 1	E: 11
DUST	TWILIGHT ZONE,THE (1958)	S: 2	E: 12
ELEGY	TWILIGHT ZONE,THE (1958)	S: 1	E: 20
NERVOUS MAN IN A FOUR DOLLAR ROOM	TWILIGHT ZONE,THE (1958)	S: 2	E: 3
THE AFTER HOURS	TWILIGHT ZONE,THE (1958)	S: 1	E: 34
THE CHASER	TWILIGHT ZONE,THE (1958)	S: 1	E: 31
THE EYE OF THE BEHOLDER	TWILIGHT ZONE,THE (1958)	S: 2	E: 6
THE HIGHWAYMAN (AKA TERROR ON THE BLACKTOP)	HIGHWAYMAN,THE	S: 1	E: 1
THE HOWLING MAN	TWILIGHT ZONE,THE (1958)	S: 2	E: 5
THE INVADERS	TWILIGHT ZONE,THE (1958)	S: 2	E: 15
Douglas Hickox			
A PRESENCE OF EVIL	PHOENIX, THE	S: 1	E: 4

Episode Title	Name of Programme		
IN SEARCH OF MIRA	PHOENIX, THE	S: 1	E: 2
Douglas Hurn			
A SOURCE OF CONTAMINATION	R3	S: 2	E: 11
THE BIG BALLOON	R3	S: 2	E: 1
WITCH DOCTOR	R3	S: 2	E: 7
Douglas Jackson			
BANSHEE	RAY BRADBURY THEATRE,THE	S: 2	E: 3
Douglas MacKinnon			
EPISODE FIVE	JEKYLL	S: 1	E: 5
EPISODE FOUR	JEKYLL	S: 1	E: 4
EPISODE ONE	JEKYLL	S: 1	E: 1
EPISODE SIX	JEKYLL	S: 1	E: 6
EPISODE THREE	JEKYLL	S: 1	E: 3
EPISODE TWO	JEKYLL	S: 1	E: 2
Douglas Petrie			
LOCKDOWN	4400, THE	S: 2	E: 11
Douglas Sloan			
A RANGER CATASTROPHE (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 10
A STAR IS TORN	POWER RANGERS DINOTHUNDER	S: 1	E: 23
COPY THAT	POWER RANGERS DINOTHUNDER	S: 1	E: 21
I'M DREAMING OF A WHITE RANGER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 18
MR. BILLY'S WILD RIDE	POWER RANGERS ZEO	S: 1	E: 13
PET PROBLEMS	BIG BAD BEETLEBORGS	S: 1	E: 33
PHANTOM OF HILLHURST	BIG BAD BEETLEBORGS	S: 1	E: 34
RISE OF THE RED PYTHON (1-2)	VR TROOPERS	S: 1	E: 46
SCENT OF THE WEASEL	POWER RANGERS ZEO	S: 2	E: 16
SHIFT INTO TURBO (1-3)	POWER RANGERS TURBO	S: 1	E: 1
THE LORE OF AURIC	POWER RANGERS ZEO	S: 2	E: 17
THE RANGER WHO CAME IN FROM THE GOLD	POWER RANGERS ZEO	S: 2	E: 17
THERE'S NO BUSSINESS LIKE SNOW BUSSINESS (1-3)	POWER RANGERS ZEO	S: 1	E: 14
TRIASSIC TRIUMPH	POWER RANGERS DINOTHUNDER	S: 1	E: 22
YO HO BORGS	BIG BAD BEETLEBORGS	S: 1	E: 31
Douglas Tuber			
IT'S A WONDER-PHIL LIFE	PHIL OF THE FUTURE	S: 2	E: 14
Douglas Williams			
FINAL STAND	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	S: 1	E: 3
Douglas Wise			
THE FALL OF CENTAURI PRIME	BABYLON 5	S: 5	E: 18
Duane Clark			
FEDERAL RESPONSE	JERICO	S: 1	E: 5
RISING	DARK ANGEL	S: 1	E: 12
SECRETS	STARGATE SG1	S: 2	E: 9
Dwight Little			
SCARY MONSTERS	X FILES,THE	S: 9	E: 13
WHAT IF THEY'RE STUCK	DAYBREAK	S: 1	E: 5
E. Darrell Hallenbeck			
THE ARABIAN AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 2	E: 6
THE ATLANTIS AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 9
THE CATACOMB AND DOGMA AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 18
THE FOUNTAIN OF YOUTH AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 20
THE ROUND TABLE AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 2	E: 25
THE TEST TUBE KILLER AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 4	E: 2
E. Jane Thompson			
THE LIRARY OF NO RETURN	ZACK FILES, THE	S: 1	E: 25
THE NIGHT OF THE SETTING SUN	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 16
E. W. Swackhamer			
SPIDER-MAN (1-2)	AMAZING SPIDERMAN,THE	S: 1	E: 1
E.J. Forester			
ZERO	NET, THE	S: 1	E: 19
E.W. Swackhamer			
NO BENEFIT OF DOUBT	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 8

Episode Title	Name of Programme		
Earl Bellamy			
GIRL OF THE LEDGE	FUTURE COP	S: 1	E: 4
OUTRAGE IN BALINDERRY	SIX MILLION DOLLAR MAN,THE	S: 2	E: 20
TANEHA	SIX MILLION DOLLAR MAN,THE	S: 2	E: 14
THE ISLAND	BLUE THUNDER	S: 1	E: 11
THE SEEING-EYE HORSE	SECRETS OF ISIS, THE	S: 2	E: 1
THUMBS OUT (AKA THE HITCHHIKER)	SECRETS OF ISIS, THE	S: 2	E: 2
WAR OF ILLUSIONS	V (1984)	S: 1	E: 17
Ed Abrams			
TARGET:STEVE AUSTIN	SIX MILLION DOLLAR MAN,THE	S: 5	E: 7
THE FIRES OF HELL	SIX MILLION DOLLAR MAN,THE	S: 4	E: 15
Ed Bye			
BACK IN THE RED (1-3)	RED DWARF	S: 8	E: 1
BACKWARDS	RED DWARF	S: 3	E: 1
BALANCE OF POWER	RED DWARF	S: 1	E: 3
BETTER THAN LIFE	RED DWARF	S: 2	E: 2
BEYOND A JOKE	RED DWARF	S: 7	E: 6
BLUE	RED DWARF	S: 7	E: 5
BODYSWAP	RED DWARF	S: 3	E: 5
CAMILLE	RED DWARF	S: 4	E: 1
CASANDRA	RED DWARF	S: 8	E: 2
CONFIDENCE & PARANOIA	RED DWARF	S: 1	E: 5
DIMENSION JUMP	RED DWARF	S: 4	E: 5
DNA	RED DWARF	S: 4	E: 2
DUCK SOUP	RED DWARF	S: 7	E: 4
EPIDEME (PART 1)	RED DWARF	S: 7	E: 7
FUTURE ECHOES	RED DWARF	S: 1	E: 2
JUSTICE	RED DWARF	S: 4	E: 3
KRYTEN	RED DWARF	S: 2	E: 1
KRYTIE TV	RED DWARF	S: 8	E: 3
MAROONED	RED DWARF	S: 3	E: 2
ME2	RED DWARF	S: 1	E: 6
MELTDOWN	RED DWARF	S: 4	E: 6
NANARCHY (PART 2)	RED DWARF	S: 7	E: 8
ONLY THE GOOD	RED DWARF	S: 8	E: 5
OUROBOROS	RED DWARF	S: 7	E: 3
PARALLEL UNIVERSE	RED DWARF	S: 2	E: 6
PETE (1-2)	RED DWARF	S: 8	E: 4
POLYMORPH	RED DWARF	S: 3	E: 3
QUEEG	RED DWARF	S: 2	E: 5
STASIS LEAK	RED DWARF	S: 2	E: 4
STOKE ME A CLIPPER	RED DWARF	S: 7	E: 2
THANKS FOR THE MEMORY	RED DWARF	S: 2	E: 3
THE END	RED DWARF	S: 1	E: 1
THE LAST DAY	RED DWARF	S: 3	E: 6
TIKKA TO RIDE	RED DWARF	S: 7	E: 1
TIMESLIDES	RED DWARF	S: 3	E: 4
WAITING FOR GOD	RED DWARF	S: 1	E: 4
WHITE HOLE	RED DWARF	S: 4	E: 4
Ed Richardson			
FARTHING'S COMET	STARLOST,THE	S: 1	E: 14
GALLERY OF FEAR	STARLOST,THE	S: 1	E: 9
ONLY MAN IS VILE	STARLOST,THE	S: 1	E: 6
Eddie Davis			
BEYOND RETURN	SCIENCE FICTION THEATRE	S: 1	E: 32
BOLT OF LIGHTNING	SCIENCE FICTION THEATRE	S: 2	E: 37
DR. ROBOT	SCIENCE FICTION THEATRE	S: 2	E: 29
FACSIMILE	SCIENCE FICTION THEATRE	S: 2	E: 33
KILLER TREE	SCIENCE FICTION THEATRE	S: 2	E: 34
OPERATION FLYPAPER	SCIENCE FICTION THEATRE	S: 1	E: 38
STRANGE PEOPLE AT PECOS	SCIENCE FICTION THEATRE	S: 1	E: 23
SUN GOLD	SCIENCE FICTION THEATRE	S: 2	E: 32
THE HUMAN CIRCUIT	SCIENCE FICTION THEATRE	S: 2	E: 30
THE OTHER SIDE OF THE MOON	SCIENCE FICTION THEATRE	S: 1	E: 39
THE STRANGE LODGER	SCIENCE FICTION THEATRE	S: 2	E: 38

Episode Title	Name of Programme		
THE UNEXPLORED	SCIENCE FICTION THEATRE	S: 1	E: 28
THREE MINUTE MILE	SCIENCE FICTION THEATRE	S: 2	E: 26
Edouard Molinaro			
UN JOUR COMME LES AUTRES AVEC DES CACAHUETES (A DAY LIKE ANY OTHER, WITH PEANUTS)	HISTOIRES INSOLITES	S: 1	E: 5
Edward James Olmos			
TAKING A BREAK FROM ALL OUR WORRIES	BATTLESTAR GALACTICA (2004)	S: 3	E: 13
TIGH ME UP, TIGH ME DOWN	BATTLESTAR GALACTICA (2004)	S: 1	E: 9
Edward M. Abrams			
HARRY'S DOLL	SALVAGE 1	S: 2	E: 3
THE BUGATTI TREASURE	SALVAGE 1	S: 1	E: 6
THE SIREN	MAN FROM ATLANTIS	S: 1	E: 16
Eleanore Lindo			
CRUSADER IN THE CRYPT	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 14
THE CONCRETE MIKER	RAY BRADBURY THEATRE,THE	S: 6	E: 5
Eli Richbourg			
COLD FUSION	TWILIGHT ZONE, THE (2002)	S: 1	E: 36
Ellie Kanner			
CYCLE OF VIOLENCE	DEAD ZONE, THE	S: 3	E: 9
Elliot Silverstein			
SPUR OF THE MOMENT	TWILIGHT ZONE,THE (1958)	S: 5	E: 21
THE OBSOLETE MAN	TWILIGHT ZONE,THE (1958)	S: 2	E: 29
THE TRADE-INS	TWILIGHT ZONE,THE (1958)	S: 3	E: 31
Elliot Silverstien			
THE PASSERSBY	TWILIGHT ZONE,THE (1958)	S: 3	E: 4
Elodie Keene			
WHAT IF HE'S FREE	DAYBREAK	S: 1	E: 10
WHY SPY	SPY GAMES	S: 1	E: 1
Emma Bodger			
FACE VALUE	POWERS	S: 1	E: 10
LAND OF NOD	POWERS	S: 1	E: 5
MISSING	POWERS	S: 1	E: 2
NEW KID IN TOWN	POWERS	S: 1	E: 1
SHADE IN THE STONE	POWERS	S: 1	E: 3
THE UNINVITED	POWERS	S: 1	E: 9
THINGS THAT GO BUMP	POWERS	S: 1	E: 6
Eric Canuel			
NIGHT BLOMER	HUNGER, THE	S: 2	E: 7
Eric Davidson			
POWERS OF DARKNESS	OMEGA FACTOR, THE	S: 1	E: 5
Eric Hills			
BIRTH OF A HOPE	SURVIVORS	S: 2	E: 1
BY BREAD ALONE	SURVIVORS	S: 2	E: 7
BY THE PRICKING OF MY THUMBS...	DOOMWATCH	S: 2	E: 5
OVER THE HILLS	SURVIVORS	S: 2	E: 11
SAY KNIFE,FAT MAN	DOOMWATCH	S: 3	E: 3
SPECTRE AT THE FEAST	DOOMWATCH	S: 1	E: 9
THE CHOSEN	SURVIVORS	S: 2	E: 8
THE LITTLE BLACK BAG	OUT OF THE UNKNOWN	S: 3	E: 8
THE UNINVITED	OUT OF THE UNKNOWN	S: 4	E: 10
THIS BODY IS MINE	OUT OF THE UNKNOWN	S: 4	E: 3
WEB OF FEAR,THE	DOOMWATCH	S: 2	E: 8
WELCOME HOME	OUT OF THE UNKNOWN	S: 4	E: 6
Eric Laneuville			
M.A.N.T.I.S. (PILOT) (1-2)	M.A.N.T.I.S.	S: 1	E: 0
NOCHE DE SUENOS	EUREKA	S: 2	E: 6
RE-EVOLUTION	INVASION	S: 1	E: 18
THE PLAY'S THE THING	QUANTUM LEAP	S: 4	E: 11
Eric Tayler			
PATTERNS OF BEHAVIOUR	R3	S: 1	E: 8
THE PATRIOT	R3	S: 1	E: 4
Eric Till			
CAT AND MOUSE	TWILIGHT ZONE,THE (1985)	S: 3	E: 24

Episode Title	Name of Programme		
Erik A. Berringer			
ANNIE'S SONG	SO WEIRD	S: 3	E: 25
Erik Canuel			
AMBUSH	DEAD ZONE, THE	S: 6	E: 12
ANTI-CLAUS IS COMING TO TOWN	BIG WOLF ON CAMPUS	S: 3	E: 5
BRIDAL SUITE	HUNGER, THE	S: 1	E: 5
BUTCH COMES TO SHOVE	BIG WOLF ON CAMPUS	S: 1	E: 3
CHOOSING SIDES	CHARLIE JADE	S: 1	E: 12
GAME OVER	BIG WOLF ON CAMPUS	S: 1	E: 22
MANCHU: PART DEUX	BIG WOLF ON CAMPUS	S: 2	E: 14
OUTCOME	DEAD ZONE, THE	S: 6	E: 8
ROOM 17	HUNGER, THE	S: 1	E: 6
SAVE THE LAST TRANCE	BIG WOLF ON CAMPUS	S: 3	E: 8
THE BOY WHO TRIED WOLF	BIG WOLF ON CAMPUS	S: 3	E: 14
THE MANCHURIAN WEARWOLF PART 1	BIG WOLF ON CAMPUS	S: 2	E: 13
THE PLEASANTVILLE STRANGER	BIG WOLF ON CAMPUS	S: 1	E: 6
THINGS UNSEEN	CHARLIE JADE	S: 1	E: 15
WITCH COLLEGE	BIG WOLF ON CAMPUS	S: 1	E: 5
Eriq La Salle			
MEMPHIS	TWILIGHT ZONE, THE (2002)	S: 1	E: 33
Ernest Dickerson			
COME TOGETHER	HEROES	S: 1	E: 4
THE CRADLE	INVASION	S: 1	E: 8
THE WRATH OF GRAHAM	4400, THE	S: 4	E: 1
Ernest Farion			
PLANET OF THE DINO KNIGHTS	TIME WARRIOR	S: 1	E: 1
Ernest Pintoff			
AN ARROW POINTING EAST	VOYAGERS	S: 1	E: 10
CLARK TEMPLETON O'FLAHERTY	SIX MILLION DOLLAR MAN, THE	S: 3	E: 12
OUT OF BODY	BIONIC WOMAN, THE	S: 3	E: 19
SANCTUARY EARTH	BIONIC WOMAN, THE	S: 3	E: 16
Esben Storm			
THE ALIENS HAVE LANDED	PIGS BREAKFAST	S: 1	E: 1
Eugene Lourié			
CHEMICAL STORY	WORLD OF GIANTS	S: 1	E: 6
Eugenie Ross-Leming			
I'VE GOT YOU UNDER MY SKIN	LOIS AND CLARK	S: 4	E: 20
EUROS LYN			
FEAR HER	DOCTOR WHO (2005)	S: 2	E: 11
THE END OF THE WORLD	DOCTOR WHO (2005)	S: 1	E: 2
THE GIRL IN THE FIREPLACE	DOCTOR WHO (2005)	S: 2	E: 4
THE IDIOT'S LANTERN	DOCTOR WHO (2005)	S: 2	E: 7
THE RUNAWAY BRIDE	DOCTOR WHO (2005)	S: 2	E: 14
THE UNQUIET DEAD	DOCTOR WHO (2005)	S: 1	E: 3
TOOTH AND CLAW	DOCTOR WHO (2005)	S: 2	E: 2
Ezra Stone			
FUGITIVE IN SPACE	LOST IN SPACE	S: 3	E: 20
THE COLONISTS	LOST IN SPACE	S: 2	E: 25
THE GALAXY GIFT	LOST IN SPACE	S: 2	E: 30
THE JUNKYARD OF SPACE	LOST IN SPACE	S: 3	E: 24
THE PHANTOM FAMILY	LOST IN SPACE	S: 2	E: 27
THE PROMISED PLANET	LOST IN SPACE	S: 3	E: 19
THE SPACE VIKING	LOST IN SPACE	S: 2	E: 20
THE TIME MERCHANT	LOST IN SPACE	S: 3	E: 18
Farhad Mann			
BLIPVERTS	MAX HEADROOM	S: 1	E: 1
CATCH ME IF YOU CAN	PAINKILLER JANE	S: 1	E: 4
THE BEAST OF BOLNAR	PAINKILLER JANE	S: 1	E: 20
Farhad Manne			
ENDGAME	PAINKILLER JANE	S: 1	E: 22
Felix E. Feist			
THE LAST BATTLE	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 16

Episode Title	Name of Programme	S:	E:
ALL SHOOK UP	LOIS AND CLARK	1	12
ANGELS AND DEMONS	BLADE	1	9
BLOODLINES	BLADE	1	4
CHOICE OR CHANCE (PART 2) (aka TO DIE FOR)	SPACE : ABOVE AND BEYOND	1	9
ENCORE	BRIMSTONE	1	3
EPISODE 4	SURFACE	1	4
EXODUS (PART 1 OF 2)	BATTLESTAR GALACTICA (2004)	3	3
EXODUS (PART 2 OF 2)	BATTLESTAR GALACTICA (2004)	3	4
EYES	SPACE : ABOVE AND BEYOND	1	6
IT'S A HELLUVA LIFE	BRIMSTONE	1	12
MAINTENANCE	TAKEN	1	5
OUTBREAK (A.K.A. ESCALATION)	THRESHOLD	1	11
PILOT	BRIMSTONE	1	1
POEM	BRIMSTONE	1	5
PRINCE OF WAILS	SLIDERS	1	4
PROMISES,PROMISES	EARTH 2	1	4
SECOND BEST	PROFILER	2	4
SLAYER	BRIMSTONE	1	7
THE MAN WHO FELL TO EARTH (TWO)	EARTH 2	1	2
Felix Feist			
NO WAY OUT	VOYAGE TO THE BOTTOM OF THE SEA	1	12
THE AMPHIBIANS	VOYAGE TO THE BOTTOM OF THE SEA	1	26
THE INDESTRUCTIBLE MAN	VOYAGE TO THE BOTTOM OF THE SEA	1	21
THE PROBE	OUTER LIMITS,THE (1963)	2	16
THE SABOTEUR	VOYAGE TO THE BOTTOM OF THE SEA	1	24
Felix Fiest			
THE ENEMIES	VOYAGE TO THE BOTTOM OF THE SEA	1	30
Fernando Lamas			
NIGHT OF THE CLONES	AMAZING SPIDERMAN,THE	1	4
Fiona Cumming			
CASTROVALVA (1-4)	DOCTOR WHO	19	1
CHILD'S PLAY	OMEGA FACTOR, THE	1	6
ENLIGHTENMENT (1-4)	DOCTOR WHO	20	5
PLANET OF FIRE (1-4)	DOCTOR WHO	21	5
RUMOURS OF DEATH	BLAKES' 7	3	8
SARCOPHAGUS	BLAKES' 7	3	9
SNAKEDANCE (1-4)	DOCTOR WHO	20	2
Fisher Stevens			
SLIPPITY DOO-DAH	EARLY EDITION	3	12
THE QUALITY OF MERCY	EARLY EDITION	2	18
Francis Chapman			
RETURN OF ORO	STARLOST,THE	1	13
Francis Damberger			
CHANGELING	SO WEIRD	3	12
DO YOU KNOW WHO YOUR FRIENDS ARE?	2030 CE	1	9
EARTH 101	SO WEIRD	3	10
HONEY, I'M KING OF THE ROCKET GUYS	HONEY, I SHRUNK THE KIDS: THE TV SHOW	2	12
HONEY, I'M ON THE LAM	HONEY, I SHRUNK THE KIDS: THE TV SHOW	3	15
HONEY, IT'S A BILLION DOLLAR BRAIN	HONEY, I SHRUNK THE KIDS: THE TV SHOW	3	2
HONEY, WE'RE YOUNG AT HEART	HONEY, I SHRUNK THE KIDS: THE TV SHOW	2	7
MUTINY	SO WEIRD	2	6
SECOND GENERATION	SO WEIRD	2	9
Francis Delia			
BODY BANKS	MAX HEADROOM	1	3
SYNTHETIC LOVE	WAR OF THE WORLDS	2	9
THE SECOND WAVE	WAR OF THE WORLDS	2	1
François Basset			
BLACK LIGHT	STARHUNTER (INC STARHUNTER 2300)	1	11
DARK AND STORMY NIGHT	STARHUNTER (INC STARHUNTER 2300)	1	15
FROZEN	STARHUNTER (INC STARHUNTER 2300)	1	7
TRAVIS (PART 2 OF 3)	STARHUNTER (INC STARHUNTER 2300)	1	21
Frank Beascochea			
OZYMANDIAS	BEAUTY AND THE BEAST	1	21
Frank Cassenti			

Episode Title	Name of Programme		
ON THE ORIENT, NORTH	RAY BRADBURY THEATRE,THE	S: 3	E: 8
Frank Cox			
HEAR NO EVIL	DOOMWATCH	S: 1	E: 12
Frank Orsatti			
BEHIND THE WHEEL	INCREDIBLE HULK,THE	S: 3	E: 7
CAPTIVE NIGHT (aka HOSTAGE NIGHT)	INCREDIBLE HULK,THE	S: 3	E: 11
FAST LANE	INCREDIBLE HULK,THE	S: 4	E: 6
FIRST,THE (1-2)	INCREDIBLE HULK,THE	S: 4	E: 11
HARDCASE	OUTLAWS	S: 1	E: 10
JAKE	INCREDIBLE HULK,THE	S: 3	E: 6
LONG RUN HOME	INCREDIBLE HULK,THE	S: 3	E: 15
MYSTERY MAN (1-2)	INCREDIBLE HULK,THE	S: 2	E: 15
POTBOILER	OUTLAWS	S: 1	E: 7
PRIMER	OUTLAWS	S: 1	E: 3
RICKY	INCREDIBLE HULK,THE	S: 2	E: 3
THE SNARE	INCREDIBLE HULK,THE	S: 3	E: 9
WILDFIRE	INCREDIBLE HULK,THE	S: 2	E: 11
Frank Spotnitz			
ALONE	X FILES,THE	S: 8	E: 19
DÆMONICUS	X FILES,THE	S: 9	E: 3
Franklin Adreon			
LUNAR SECRET	MEN INTO SPACE	S: 1	E: 27
ROBOT MONSTER FROM MARS	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 7
S.O.S. ICE AGE	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 10
WAR OF THE SPACE GIANTS	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 5
Fred C. Brannon			
ATOMIC PERIL	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 2
COSMIC VENGEANCE	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 3
ENEMIES OF THE UNIVERSE (PILOT)	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 1
Fred Gerber			
ALLURE	TOTAL RECALL 2070	S: 1	E: 3
EVE	X FILES,THE	S: 1	E: 11
I'M OKAY, YOUR REALLY WEIRD	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 14
LAURA' STORY	CODE NAME: ETERNITY	S: 1	E: 18
RIVERBOAT	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 6
TIME FLIES	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 4
Fred Keller			
A VIRUS AMOUNG US	PRETENDER, THE	S: 1	E: 7
BRAINLOCK	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 11
BULLETPROOF	PRETENDER, THE	S: 2	E: 15
CRAZY	PRETENDER, THE	S: 3	E: 1
DAD	ANGEL	S: 3	E: 10
DISHARMONY	ANGEL	S: 2	E: 17
DONOTERASE (A 2 PART STORY)	PRETENDER, THE	S: 3	E: 21
EMILY	JOURNEYMAN	S: 1	E: 9
OVER THE RAINBOW	ANGEL	S: 2	E: 20
PAROLE	PRETENDER, THE	S: 3	E: 6
PAST SIM	PRETENDER, THE	S: 2	E: 6
POOL	PRETENDER, THE	S: 3	E: 13
RED ROCK JAROD	PRETENDER, THE	S: 2	E: 19
ROAD TRIP	PRETENDER, THE	S: 4	E: 5
SOMEONE TO TRUST	PRETENDER, THE	S: 3	E: 4
SPIN DOCTOR	PRETENDER, THE	S: 4	E: 10
SURPRISE	ROSWELL	S: 2	E: 3
THAT OLD GANG OF MINE	ANGEL	S: 3	E: 3
THE BLACK BOX	VISITOR, THE	S: 1	E: 6
THE DRAGON HOUSE (1-2)	PRETENDER, THE	S: 1	E: 21
THE INNER SENSE (2 HOURS)	PRETENDER, THE	S: 4	E: 19
TIES THAT BIND	PRETENDER, THE	S: 3	E: 17
TO HAVE AND TO HOLD	ROSWELL	S: 3	E: 6
TOY SURPRISE	PRETENDER, THE	S: 2	E: 12
WHAT IF HE CAN CHANGE THE DAY	DAYBREAK	S: 1	E: 4
Fred Savage			
BROADCAST BLUES	PHIL OF THE FUTURE	S: 2	E: 17

Episode Title	Name of Programme		
CHRISTMAS BREAK	PHIL OF THE FUTURE	S: 2	E: 15
MAYBE-SITTING	PHIL OF THE FUTURE	S: 2	E: 10
MUMMY'S BOY	PHIL OF THE FUTURE	S: 2	E: 9
NOT-SO-GREAT GREAT GREAT GRANDPA	PHIL OF THE FUTURE	S: 2	E: 21
STUCK IN THE MEDDLE WITH YOU	PHIL OF THE FUTURE	S: 2	E: 16
VIRTU-DATE	PHIL OF THE FUTURE	S: 2	E: 2
Fred Toye			
THE FITTEST	INVASION	S: 1	E: 16
Freddie Francis			
HIDEOUT	STAR MAIDENS	S: 1	E: 11
KIDNAP	STAR MAIDENS	S: 1	E: 5
SHADOW OF THE PANTHER	CHAMPIONS,THE	S: 1	E: 16
TEST FOR LOVE	STAR MAIDENS	S: 1	E: 7
THE ENEMY	STAR MAIDENS	S: 1	E: 13
WHAT HAVE THEY DONE TO THE RAIN?	STAR MAIDENS	S: 1	E: 9
Frederick E.O. Toye			
THE GOSPEL ACCORDING TO COLLIER	4400, THE	S: 3	E: 11
Fritz Kiersch			
FALCO	SWAMP THING	S: 1	E: 11
THE EMERALD HEART	SWAMP THING	S: 1	E: 1
Futoshi Sato			
LOVER OF THE DRAGON	ULTRAMAN MAX	S: 1	E: 9
THE BOYS OF D.A.S.H.	ULTRAMAN MAX	S: 1	E: 10
G. Phillip Jackson			
PEER PRESSURE	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 6
Gabe Torres			
BIG BAD LUCK	BIG BAD BEETLEBORGS	S: 1	E: 46
BUGGIN' OUT	BIG BAD BEETLEBORGS	S: 1	E: 44
BYE, BYE FRANKIE	BIG BAD BEETLEBORGS	S: 1	E: 23
CHRISTMAS BELLS AND PHASM'S SPELLS	BIG BAD BEETLEBORGS	S: 1	E: 32
CURSE OF THE SHADOW BORG (PART 1)	BIG BAD BEETLEBORGS	S: 1	E: 25
ENTER THE DRAGON BORG (PART 2 OF 2)	BEETLEBORGS METALLIX	S: 1	E: 23
HORROR HOTEL	BEETLEBORGS METALLIX	S: 1	E: 8
HOW DOES YOUR GARDEN GROW	BEETLEBORGS METALLIX	S: 1	E: 17
LES IS MORE	BEETLEBORGS METALLIX	S: 1	E: 9
LIGHTS, CAMERA, TOO MUCH ACTION	BIG BAD BEETLEBORGS	S: 1	E: 7
MONSTER IMPOSTER	BEETLEBORGS METALLIX	S: 1	E: 7
NEVER CRY WEREWOLF	BIG BAD BEETLEBORGS	S: 1	E: 5
ROOT OF ALL EVIL	BIG BAD BEETLEBORGS	S: 1	E: 19
SON OF FRANKENBEANS	BEETLEBORGS METALLIX	S: 1	E: 16
SVENGAIL, BY GOLLY	BIG BAD BEETLEBORGS	S: 1	E: 45
THE CURSE OF MUMMY'S MOMMY	BEETLEBORGS METALLIX	S: 1	E: 18
THE DOCTOR IS IN	BIG BAD BEETLEBORGS	S: 1	E: 20
THE LOST COMIC (PART 1 OF 2)	BEETLEBORGS METALLIX	S: 1	E: 22
THE REVENGE OF VEXOR (PART 3)	BIG BAD BEETLEBORGS	S: 1	E: 27
THE RISE OF THE BLASTER BORG (PART 2)	BIG BAD BEETLEBORGS	S: 1	E: 26
TO FORETELL THE TRUTH	BEETLEBORGS METALLIX	S: 1	E: 24
Gabriel Pelletier			
LORD OF AIR AND DARKNESS	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 7
TERMINAL ROCK	WAR OF THE WORLDS	S: 2	E: 4
THE BALLAD OF STEELEY JOE	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 10
VIDEO MESSIAH	WAR OF THE WORLDS	S: 2	E: 16
Gabrielle Beaumont			
A CHILDREN'S STORY	BEAUTY AND THE BEAST	S: 1	E: 10
ACHILLES HEEL (1-2)	TOMORROW PEOPLE,THE (1973)	S: 7	E: 2
BLINK OF AN EYE	STAR TREK: VOYAGER	S: 6	E: 12
BOOBY TRAP	STAR TREK: THE NEXT GENERATION	S: 3	E: 6
DISASTER	STAR TREK: THE NEXT GENERATION	S: 5	E: 5
FACE OF THE ENEMY	STAR TREK: THE NEXT GENERATION	S: 6	E: 13
FIREMAN	GREATEST AMERICAN HERO,THE	S: 1	E: 7
IMAGINARY FRIEND	STAR TREK: THE NEXT GENERATION	S: 5	E: 21
IN PURGATOR'S SHADOW (PART 1 OF 2)	STAR TREK: DEEP SPACE NINE	S: 5	E: 14
LOWER DECKS	STAR TREK: THE NEXT GENERATION	S: 7	E: 14
RESEDA ROSE	GREATEST AMERICAN HERO,THE	S: 1	E: 5

Episode Title	Name of Programme	S:	E:
SEAWEST	SEAQUEST DSV (inc. SEAQUEST 2032)	1	11
SUDDENLY HUMAN	STAR TREK: THE NEXT GENERATION	4	4
THE HIGH GROUND	STAR TREK: THE NEXT GENERATION	3	12
THE PAPER CLOCK	PRETENDER, THE	1	5
Gail Harvey			
FIBER	ZACK FILES, THE	1	14
UNBEARABLE	REGENESIS	3	10
Gail Mancuso			
DREAM DATE	SABRINA THE TEENAGE WITCH	1	6
THE TRUE ADVENTURES OF RUDY KAZOOTIE	SABRINA THE TEENAGE WITCH	1	3
Gail Morgan Hickman			
SLEEPING BEAUTY	SENTINEL, THE	2	24
Gareth Tucker			
EPISODE EIGHT	JUPITER MOON	1	8
EPISODE FIFTEEN	JUPITER MOON	1	15
EPISODE FOURTEEN	JUPITER MOON	1	14
EPISODE NINE	JUPITER MOON	1	9
EPISODE SEVEN	JUPITER MOON	1	7
EPISODE THIRTEEN	JUPITER MOON	1	13
Garry Marshall			
DUELING SKATES	MORK AND MINDY	3	3
Garth Maxwell			
NOIR OR NEVER	CLEOPATRA 2525	2	13
Garth Tucker			
EPISODE TWENTY-THREE	JUPITER MOON	1	23
EPISODE FORTY-FIVE	JUPITER MOON	1	45
EPISODE FORTY-FOUR	JUPITER MOON	1	44
EPISODE FORTY-THREE	JUPITER MOON	1	43
EPISODE THIRTY-ONE	JUPITER MOON	1	31
EPISODE THIRTY-THREE	JUPITER MOON	1	33
EPISODE THIRTY-TWO	JUPITER MOON	1	32
EPISODE TWENTY FOUR	JUPITER MOON	1	24
EPISODE TWENTY-TWO	JUPITER MOON	1	22
Gary Halvorson			
A HALLOWEEN STORY	SABRINA THE TEENAGE WITCH	1	5
BUNDT FRIDAY	SABRINA THE TEENAGE WITCH	1	2
GEEK LIKE ME	SABRINA THE TEENAGE WITCH	1	9
TERRIBLE THINGS	SABRINA THE TEENAGE WITCH	1	4
THIRD AUNT FROM THE SUN	SABRINA THE TEENAGE WITCH	1	7
Gary Harvey			
LISTEN	SO WEIRD	2	5
LITTLE BUDDY BEEP BEEP	EERIE INDIANA: THE OTHER DIMENSION	1	9
MEDIUM	SO WEIRD	2	1
PK (AKA TULPA)	SO WEIRD	1	10
SIREN	SO WEIRD	2	3
WILL O' THE WISP	SO WEIRD	1	13
Gary Nelson			
ANGELS AND DEVILS	EARLY EDITION	2	6
BLACKOUT	EARLY EDITION	3	1
DON'T WALK AWAY, RENEE	EARLY EDITION	2	20
EVERYBODY GOES TO RICK'S	EARLY EDITION	4	20
FATAL EDITION (1-2)	EARLY EDITION	4	7
FATE	EARLY EDITION	3	18
HALLOWEEN	EARLY EDITION	3	6
HOT TIME IN THE OLD TIME	EARLY EDITION	2	21
HOW SHEIK CAN YOU GET	CAPTAIN NICE	1	2
IT TASTES OK, BUT SOMETHING'S MISSING	CAPTAIN NICE	1	12
JENNY SLOAN	EARLY EDITION	2	4
JUST ONE OF THOSE THINGS	EARLY EDITION	3	14
LUCK O' THE IRISH	EARLY EDITION	4	21
NEST EGG	EARLY EDITION	3	10
ONE ROTTEN APPLE	CAPTAIN NICE	1	14
PERFORMANCE ANXIETY	EARLY EDITION	4	13
PLAY IT AGAIN SAMMO	EARLY EDITION	3	22

Episode Title	Name of Programme		
ROMANCING THE THRONE	EARLY EDITION	S: 2	E: 12
THAT THING	CAPTAIN NICE	S: 1	E: 3
THAT WAS THE BRIDGE THAT WAS	CAPTAIN NICE	S: 1	E: 4
THAT'S WHAT MOTHERS ARE FOR	CAPTAIN NICE	S: 1	E: 8
THE FOURTH CARPATHIAN	EARLY EDITION	S: 2	E: 17
THE OUT-OF-TOWNERS	EARLY EDITION	S: 4	E: 1
THE RETURN OF CRUMB	EARLY EDITION	S: 2	E: 14
THE WEEK THEY STOLE PAYDAY	CAPTAIN NICE	S: 1	E: 11
Gary Shimokawa			
CAN I GET A WITNESS?	ALF	S: 2	E: 14
ISN'T IT ROMANTIC	ALF	S: 2	E: 10
RUNNING SCARED	ALF	S: 3	E: 15
SOMEONE TO WATCH OVER ME (1-2)	ALF	S: 2	E: 16
SUPERSTITION	ALF	S: 3	E: 17
TAKE A LOOK AT ME NOW	ALF	S: 2	E: 3
THE GAMBLER	ALF	S: 1	E: 22
VARSITY DRAG	ALF	S: 2	E: 24
WE GOTTA GET OUT OF THIS PLACE	ALF	S: 2	E: 17
YOU AIN'T NOTHING BUT A HOUND DOG	ALF	S: 2	E: 18
Gary Walkow			
DOUBLE JEOPARDY	THEY CAME FROM OUTER SPACE	S: 1	E: 18
ECLIPSE	SHE WOLF OF LONDON	S: 1	E: 18
HIGH FIVE	THEY CAME FROM OUTER SPACE	S: 1	E: 13
Gates McFadden			
GENESIS	STAR TREK: THE NEXT GENERATION	S: 7	E: 18
Gavin Wilding			
NOT SO DEAD	IMMORTAL, THE (2000)	S: 1	E: 3
GeJohn Kelly			
SABOTAGE	FIREBALL XLS	S: 1	E: 38
Gene Levitt			
MR R.I.N.G.	KOLCHAK: THE NIGHT STALKER	S: 1	E: 12
Gene Nelson			
DARK ISLAND	SALVAGE 1	S: 1	E: 2
STOP WHEN THE RED LIGHTS FLASHED	INVISIBLE MAN,THE (1975)	S: 1	E: 9
THE GAMESTERS OF TRISKELION	STAR TREK	S: 2	E: 16
Gene Reynolds			
IS THE BIG TOWN BURNING	CAPTAIN NICE	S: 1	E: 6
I'VE GOT A CRUSH ON YOU	LOIS AND CLARK	S: 1	E: 6
NEVERENDING BATTLE	LOIS AND CLARK	S: 1	E: 3
THE UNGATHERED MOSS	SECOND HUNDRED YEARS,THE	S: 1	E: 6
Gene Thompson			
MARTIN MEETS HIS MATCH	MY FAVOURITE MARTIAN	S: 3	E: 27
OUR NOTORIOUS LANDLADY	MY FAVOURITE MARTIAN	S: 3	E: 26
Geno Ricotta			
TALENT SHOW	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 10
Geoff Bennett			
A PERFECT MURDER	FARSCAPE	S: 4	E: 9
MENTAL AS ANYTHING	FARSCAPE	S: 4	E: 15
PROMISES	FARSCAPE	S: 4	E: 5
Geoffrey Hughes			
THE MAN WHO WAS MILLIGAN	TALES OF MYSTERY	S: 1	E: 3
THE TERROR OF THE TWINS	TALES OF MYSTERY	S: 1	E: 1
Geoffrey Nottage			
HOME IS WHERE THE HURT IS.	LOIS AND CLARK	S: 3	E: 11
Geoffrey Sax			
DOCTOR WHO (THE ENEMY WITHIN)	DOCTOR WHO	S: 27	E: 1
Georg Fenady			
CUSTOM K.I.T.T.	KNIGHT RIDER	S: 2	E: 7
ICE BANDITS,THE	KNIGHT RIDER	S: 3	E: 2
JUNK YARD DOG	KNIGHT RIDER	S: 3	E: 13
KNIGHT AND KNERD	KNIGHT RIDER	S: 3	E: 17
KNIGHT OF THE JUGGERNAUT (1-2)	KNIGHT RIDER	S: 4	E: 1
KNIGHT SONG	KNIGHT RIDER	S: 4	E: 10

Episode Title	Name of Programme		
KNIGHT STRIKE	KNIGHT RIDER	S: 3	E: 20
MANY HAPPY RETURNS	KNIGHT RIDER	S: 4	E: 7
RACE FOR LIFE	KNIGHT RIDER	S: 2	E: 15
THE NINETEENTH HOLE	KNIGHT RIDER	S: 3	E: 16
VOO DOO KNIGHT	KNIGHT RIDER	S: 4	E: 21
Georg Fernady			
DAY OF JEOPARDY	AIRWOLF	S: 3	E: 15
PRISONER OF YESTERDAY	AIRWOLF	S: 2	E: 16
George Blair			
BEWARE THE WRECKER	ADVENTURES OF SUPERMAN,THE	S: 2	E: 20
CLARK KENT, OUTLAW	ADVENTURES OF SUPERMAN,THE	S: 3	E: 8
FLIGHT TO THE NORTH	ADVENTURES OF SUPERMAN,THE	S: 3	E: 11
KING FOR A DAY	ADVENTURES OF SUPERMAN,THE	S: 3	E: 13
OLSEN'S MILLIONS	ADVENTURES OF SUPERMAN,THE	S: 3	E: 7
PERIL IN PARIS	ADVENTURES OF SUPERMAN,THE	S: 5	E: 1
PERRY WHITE'S SCOOP	ADVENTURES OF SUPERMAN,THE	S: 2	E: 19
SEMI-PRIVATE EYE	ADVENTURES OF SUPERMAN,THE	S: 2	E: 18
SHOT IN THE DARK	ADVENTURES OF SUPERMAN,THE	S: 2	E: 5
TEST OF A WARRIOR	ADVENTURES OF SUPERMAN,THE	S: 3	E: 6
THE ATOMIC CAPTIVE	ADVENTURES OF SUPERMAN,THE	S: 6	E: 5
THE BIG FORGET	ADVENTURES OF SUPERMAN,THE	S: 6	E: 7
THE BOY WHO HATED SUPERMAN	ADVENTURES OF SUPERMAN,THE	S: 2	E: 17
THE BULLY OF DRY GULCH	ADVENTURES OF SUPERMAN,THE	S: 3	E: 10
THE CLOWN WHO CRIED	ADVENTURES OF SUPERMAN,THE	S: 2	E: 16
THE FACE AND THE VOICE	ADVENTURES OF SUPERMAN,THE	S: 2	E: 10
THE MAGIC NECKLACE	ADVENTURES OF SUPERMAN,THE	S: 3	E: 9
THE MAN IN THE LEAD MASK	ADVENTURES OF SUPERMAN,THE	S: 2	E: 11
THE MAN WHO MADE DREAMS COME TRUE	ADVENTURES OF SUPERMAN,THE	S: 5	E: 5
THE MYSTERIOUS CUBE	ADVENTURES OF SUPERMAN,THE	S: 6	E: 4
THE PHONY ALIBI	ADVENTURES OF SUPERMAN,THE	S: 5	E: 9
THE SEVEN SOUVENIRS	ADVENTURES OF SUPERMAN,THE	S: 3	E: 12
THE SUPERMAN SILVER MINE	ADVENTURES OF SUPERMAN,THE	S: 6	E: 6
THE TOMB OF ZAHARAN	ADVENTURES OF SUPERMAN,THE	S: 5	E: 4
TIN HERO	ADVENTURES OF SUPERMAN,THE	S: 5	E: 2
George Bloomfield			
AWAKENING	OUTER LIMITS,THE (1995)	S: 3	E: 10
CHILDREN OF THE NIGHT	TRACKER	S: 1	E: 8
CHOICE	LA FEMME NIKITA	S: 1	E: 10
DUST TO DUST	WAR OF THE WORLDS	S: 1	E: 13
ESCAPE	LA FEMME NIKITA	S: 1	E: 8
GOLIATH IS MY NAME	WAR OF THE WORLDS	S: 1	E: 7
HE FEEDETH AMONG THE LILLIES	WAR OF THE WORLDS	S: 1	E: 14
INNOCENT	LA FEMME NIKITA	S: 1	E: 12
SO SHALL YE REAP	WAR OF THE WORLDS	S: 1	E: 21
TEK POSSE	TEKWAR	S: 1	E: 3
VENGEANCE IS MINE	WAR OF THE WORLDS	S: 1	E: 19
George Cahan			
THE RAINMAKERS	IT'S ABOUT TIME	S: 1	E: 5
George Ershbamer			
THE GOLDEN ONE	AIRWOLF	S: 4	E: 18
George Gallaccio			
ILLUSIONS	OMEGA FACTOR, THE	S: 1	E: 10
George Gould			
OPERATION DECOY	ROD BROWN OF THE ROCKET RANGERS	S: 1	E: 1
George Huang			
GERM THEORY	INVISIBLE MAN (2000)	S: 2	E: 11
George McCowan			
ASTRO MEDICS	STARLOST,THE	S: 1	E: 11
DARK OUTPAST	INVADERS,THE (1967)	S: 2	E: 8
THE LAST SUPPER	WAR OF THE WORLDS	S: 1	E: 18
THE NEW PEOPLE	NEW PEOPLE, THE	S: 1	E: 1
THE PRODIGAL SON	WAR OF THE WORLDS	S: 1	E: 15
UNTO US A CHILD IS BORN	WAR OF THE WORLDS	S: 1	E: 17
George McGowan			

Episode Title	Name of Programme	S:	E:
MOMMENT OF MADNESS	SEARCH (aka SEARCH CONTROL)	1	21
George Mendeluk			
AURORA	DEEPWATER BLACK	1	11
AWAKENING	DEEPWATER BLACK	1	1
BRAIN FEVER (PART 1 OF 2)	TOTAL RECALL 2070	1	9
FOLLOW THE LEADER	ODYSSEY 5	1	17
FORCED PERSPECTIVE	ANDROMEDA	1	15
FUGUE	DEEPWATER BLACK	1	7
L.D.U. - 7	ODYSSEY 5	1	9
LOST SOULS	FIRST WAVE	2	9
OHIO PLAYERS	FIRST WAVE	2	11
PRIME	DEEPWATER BLACK	1	13
REFLECTIONS	DEEPWATER BLACK	1	4
REFUGEE	DEEPWATER BLACK	1	12
SIEGE	DEEPWATER BLACK	1	8
THE BOX	FIRST WAVE	1	15
TOMORROW	FIRST WAVE	2	21
TRANSPLANT	NET, THE	1	3
TRUST	STARHUNTER (INC STARHUNTER 2300)	1	2
WARDOGS	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	10
WEDNESDAY'S CHILD	FIRST WAVE	3	11
WITHOUT A TRACE	TRACKER	1	7
George Mihalka			
A CRACK IN THE MAP	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	1	7
AND NOT A DROP TO DRINK	CHARLIE JADE	1	5
BOUNCING OF THE WALLS	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	1	4
DEVOTION	CHARLIE JADE	1	8
FROZEN FEUD	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	1	11
IDENTITY	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	1	1
THE OTHER WOMAN	HUNGER, THE	1	20
THE ROAD TO KEK	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	1	14
George Reeves			
ALL THAT GLITTERS	ADVENTURES OF SUPERMAN,THE	6	13
THE BRAINY BURRO	ADVENTURES OF SUPERMAN,THE	6	11
THE PERILS OF SUPERMAN	ADVENTURES OF SUPERMAN,THE	6	12
George Spenton-Foster			
A LITTLE LEARNING	SURVIVORS	3	2
BRIDGEHEAD	SURVIVORS	3	5
GAMBIT	BLAKES' 7	2	11
IMAGE OF THE FENDAHL (1-4)	DOCTOR WHO	15	3
LAMBDA ONE	OUT OF THE UNKNOWN	2	3
POWER	SURVIVORS	3	12
PRESSURE POINT	BLAKES' 7	2	5
THE COUNTERFEIT MAN	OUT OF THE UNKNOWN	1	2
THE PEACEMAKER	SURVIVORS	3	7
THE RIBOS OPERATION (1-4)	DOCTOR WHO	16	1
VOICE FROM THE PAST	BLAKES' 7	2	10
WEAPON	BLAKES' 7	2	3
George Waggner			
AN EGG GROWS IN GOTHAM	BATMAN (1966)	2	13
DEEP FREEZE	BATMAN (1966)	2	20
FLOP GOES THE JOKER	BATMAN (1966)	2	58
GREEN ICE	BATMAN (1966)	2	19
LOUIE THE LILAC	BATMAN (1966)	3	7
POP GOES THE JOKER	BATMAN (1966)	2	57
THE CATWOMAN GOETH	BATMAN (1966)	2	34
THE SANDMAN COMETH	BATMAN (1966)	2	33
THE WAIL OF THE SIREN	BATMAN (1966)	3	3
THE YEGG FOES IN GOTHAM	BATMAN (1966)	2	14
Gerald Blake			
AFTER-IMAGE	OMEGA FACTOR, THE	1	4
DEATH-WATCH	BLAKES' 7	3	12
GENESIS	SURVIVORS	1	2
GONE TO THE ANGELS	SURVIVORS	1	5
JOURNEY INTO DANGER	LEGEND OF DEATH	1	2

Episode Title	Name of Programme		
LIAR!	OUT OF THE UNKNOWN	S: 3	E: 2
REVENGE	SURVIVORS	S: 1	E: 11
SPOIL OF WAR	SURVIVORS	S: 1	E: 8
THE ABOMINABLE SNOWMEN (1-6)	DOCTOR WHO	S: 5	E: 2
THE BLACK RETURN	LEGEND OF DEATH	S: 1	E: 4
THE DEATH SWITCH	LEGEND OF DEATH	S: 1	E: 5
THE GOLDEN INTRUDER	LEGEND OF DEATH	S: 1	E: 1
THE HARVEST OF KAIROS	BLAKES' 7	S: 3	E: 5
THE INVASION OF TIME (1-6)	DOCTOR WHO	S: 15	E: 6
THE MOVING MAZE	LEGEND OF DEATH	S: 1	E: 3
THE SONS AND DAUGHTERS OF TOMORROW	OUT OF THE UNKNOWN	S: 4	E: 5
Gerald Mayer			
DEADLY WATERS	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 7
FEAR FACTOR	LOGAN'S RUN	S: 1	E: 9
HX1	AIRWOLF	S: 2	E: 8
TASK FORCE	INVADERS,THE (1967)	S: 2	E: 15
THE BIONIC CHRISTMAS CAROL	SIX MILLION DOLLAR MAN,THE	S: 4	E: 10
THE HEAT MONSTER	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 17
THE LOST BOMB	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 13
Gerald Perry Finnerman			
OPERATION BREAKOUT	SALVAGE 1	S: 1	E: 8
Gerd Oswald			
CORPUS EARTHLING	OUTER LIMITS,THE (1963)	S: 1	E: 9
DON'T OPEN TILL DOOMSDAY	OUTER LIMITS,THE (1963)	S: 1	E: 17
EXPANDING HUMAN	OUTER LIMITS,THE (1963)	S: 2	E: 4
FUN AND GAMES	OUTER LIMITS,THE (1963)	S: 1	E: 27
HAIL TO THE CHIEF	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 15
IT CRAWLED OUT OF THE WOODWORK	OUTER LIMITS,THE (1963)	S: 1	E: 11
O.B.I.T.	OUTER LIMITS,THE (1963)	S: 1	E: 7
SOLDIER	OUTER LIMITS,THE (1963)	S: 2	E: 1
SPECIMEN:UNKNOWN	OUTER LIMITS,THE (1963)	S: 1	E: 22
THE ALTERNATIVE FACTOR	STAR TREK	S: 1	E: 27
THE BEACON	TWILIGHT ZONE,THE (1985)	S: 1	E: 26
THE CHAMELEON	OUTER LIMITS,THE (1963)	S: 1	E: 31
THE CONSCIENCE OF THE KING	STAR TREK	S: 1	E: 13
THE DUPLICATE MAN	OUTER LIMITS,THE (1963)	S: 2	E: 12
THE FORM OF THINGS UNKNOWN	OUTER LIMITS,THE (1963)	S: 1	E: 32
THE INVISIBLES	OUTER LIMITS,THE (1963)	S: 1	E: 19
THE PREMONITION	OUTER LIMITS,THE (1963)	S: 2	E: 15
THE SPECIAL ONE	OUTER LIMITS,THE (1963)	S: 1	E: 28
THE STAR	TWILIGHT ZONE,THE (1985)	S: 1	E: 32
Gerry Anderson			
IDENTIFIED	U.F.O.	S: 1	E: 1
PLANET 46	FIREBALL XL5	S: 1	E: 1
Gerry Cohen			
PAPA'S GOT A BRAND NEW OLD BAG, OR, THAT'S NO LADY, THAT'S MY GRANDMA	HOMEBOYS IN OUTER SPACE	S: 1	E: 3
THE PLEASURE PLANET PRINICPLE, OR, G MARKS THE SPOT	HOMEBOYS IN OUTER SPACE	S: 1	E: 2
THERE'S NO SPACE LIKE HOME, OR, RETURN OF THE JED EYE	HOMEBOYS IN OUTER SPACE	S: 1	E: 1
Gerry Mill			
LITTLE BOOKSHOP OF HORRORS	SHE WOLF OF LONDON	S: 1	E: 6
THE FACELESS ONES (1-6)	DOCTOR WHO	S: 4	E: 8
THE JUGGLER	SHE WOLF OF LONDON	S: 1	E: 3
Gerry O'Hara			
DO ME A FAVOUR AND KILL ME!	JOURNEY TO THE UNKNOWN	S: 1	E: 5
SMALL GAME FOR BIG HUNTERS	AVENGERS,THE	S: 4	E: 16
Gil Bettman			
A NICE INDECENT LITTLE TOWN	KNIGHT RIDER	S: 1	E: 17
Gil Bettman			
FORGET ME NOT	KNIGHT RIDER	S: 1	E: 12
JOY RIDE	TWILIGHT ZONE,THE (1985)	S: 2	E: 19
Gil Junger			
"PILOT"	KYLE XY	S: 1	E: 1
Gil Wadsworth			

Episode Title	Name of Programme	S:	E:
ANGELS IN CHAINS	TEAM KNIGHT RIDER	1	15
APOCALYPSE MAYBE	TEAM KNIGHT RIDER	1	20
EVERYTHING TO FEAR	TEAM KNIGHT RIDER	1	7
LEGION OF DOOM	TEAM KNIGHT RIDER	1	22
SPY GIRLS	TEAM KNIGHT RIDER	1	21
THE BLONDE WOMAN	TEAM KNIGHT RIDER	1	16
THE IXTAFA AFFAIR	TEAM KNIGHT RIDER	1	17
THE MAGNIFICENT T.K.R.	TEAM KNIGHT RIDER	1	2
THE RETURN OF MEGAMAN	TEAM KNIGHT RIDER	1	14
Gilbert Adler			
ANATOMY LESSON	PERVERSIONS OF SCIENCE	1	2
Gilbert Cates			
PALADIN OF THE LOST HOUR	TWILIGHT ZONE,THE (1985)	1	17
Gilbert M. Shilton			
ANIMAL FRAT	QUANTUM LEAP	2	12
ARMS RACE	BLUE THUNDER	1	3
CAPTAIN COLD	FLASH, THE	1	17
DISCO INFERNO	QUANTUM LEAP	2	2
FRIGHT KNIGHT	KNIGHT RIDER	4	19
LOVE IS BLIND	TWILIGHT ZONE,THE (1985)	3	27
MOTEL CALIFORNIA	FIRST WAVE	1	11
SECOND THUNDER	BLUE THUNDER	1	1
SECOND WAVE	FIRST WAVE	1	17
THE AMERICANIZATION OF MACHIKO MCKENZIE	QUANTUM LEAP	2	3
THE BETRAYAL	V (1984)	1	12
THE CALL	TWILIGHT ZONE,THE (1985)	3	9
THE CONVERSION	V (1984)	1	10
THE FRUIT AT THE BOTTOM OF THE BOWL	RAY BRADBURY THEATRE,THE	3	1
THE HELLGRAMMITE METHOD	TWILIGHT ZONE,THE (1985)	3	7
THE TRIAL OF JOSHUA BRIGGS	FIRST WAVE	2	19
VISITOR'S CHOICE	V (1984)	1	6
WICKED WICKED WEST	IMMORTAL, THE (2000)	1	5
Gilbert Shilton			
STAR-CROSSED	QUANTUM LEAP	1	2
Giles Walker			
DUST TILL DAWN	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	1	5
EURIPIDES, PLEASE	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	1	2
FORZEN IN TIME	PSI FACTOR: CHRONICLES OF THE PARANORMAL	2	5
JOHN DOE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	3	19
PERESTROIKA	PSI FACTOR: CHRONICLES OF THE PARANORMAL	1	22
SEEING IS JUST SEEING	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	1	8
THE GRAY MEN	PSI FACTOR: CHRONICLES OF THE PARANORMAL	2	8
THE OBSERVER EFFECT	PSI FACTOR: CHRONICLES OF THE PARANORMAL	3	16
THE TRANSIENT/ TWO LOST OLD MEN	PSI FACTOR: CHRONICLES OF THE PARANORMAL	1	8
Giles Walker, Allan Kroeker			
REPTILLIAN REVENGE/GHOSTLY VOICES	PSI FACTOR: CHRONICLES OF THE PARANORMAL	1	3
Giles Walker, John Bell			
THE INFESTATION/ HUMAN APPORTATION	PSI FACTOR: CHRONICLES OF THE PARANORMAL	1	6
Gill Bettman			
DEATH BY DESIGN	AUTOMAN	1	12
Gilles Behat			
TYRANNOSAURUS REX	RAY BRADBURY THEATRE,THE	3	10
Gillian Anderson			
ALL THINGS	X FILES,THE	7	17
Gino Grimaldi			
KNIGHT OF A THOUSAND DEVILS	KNIGHT RIDER	4	16
Glen Winter			
BLUE	SMALLVILLE	7	8
CRIMSON	SMALLVILLE	6	13
CYBORG	SMALLVILLE	5	15
FALLOUT	SMALLVILLE	6	6
Glendyn Ivin			
VON STAUFFENBERG'S STAMP	TWO TWISTED	1	5

Episode Title	Name of Programme		
Gloria Muzio			
DEAD MEN TELL TALES	DEAD ZONE, THE	S: 2	E: 10
Glynn Turman			
EL VOYAGE FANTASTICO, OR I'VE GOT YOU UNDER MY SKIN	HOMEBOYS IN OUTER SPACE	S: 1	E: 14
Goran Gajic			
WETWARE	LEVEL 9	S: 1	E: 8
Gord Langevin			
OUTSIDE THE BOX	LA FEMME NIKITA	S: 3	E: 8
Gordan Flemyng			
THE FEAR MERCHANTS	AVENGERS,THE	S: 5	E: 2
Gordan Flemyng & Peter Duffell			
THE WINGED AVENGER	AVENGERS,THE	S: 5	E: 6
Gordon Hessler			
GAULT'S BRAIN	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 12
POT O'GOLD	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 11
THE SPANISH MOSS MURDERS	KOLCHAK: THE NIGHT STALKER	S: 1	E: 9
Gordon Langevin			
THE PALE HORSEMAN	PETER BENCHLEY'S AMAZON	S: 1	E: 17
THE SECRET OF STANDHILL	EARTH: FINAL CONFLICT	S: 1	E: 13
Gordon Verheul			
THE WEIGHT (PART 1 OF 2)	ANDROMEDA	S: 5	E: 1
WHAT WILL BE WAS NOT	ANDROMEDA	S: 5	E: 9
Gordon Wiles			
A NICE DAY	LAND OF THE LOST (1974)	S: 2	E: 9
BABY SITTER	LAND OF THE LOST (1974)	S: 2	E: 10
ONE OF OUR PYLONS ARE MISSING	LAND OF THE LOST (1974)	S: 2	E: 4
PYLON EXPRESS	LAND OF THE LOST (1974)	S: 2	E: 8
SPLIT PERSONALITY	LAND OF THE LOST (1974)	S: 2	E: 12
TAR PIT	LAND OF THE LOST (1974)	S: 2	E: 1
THE LONGEST DAY	LAND OF THE LOST (1974)	S: 2	E: 7
THE MUSICIAN	LAND OF THE LOST (1974)	S: 2	E: 11
Goren Gajic			
AND ALL MY DREAMS, TORN ASUNDER	BABYLON 5	S: 5	E: 16
Graeme Burfoot			
CALLBACK	TWO TWISTED	S: 1	E: 3
Graeme Campbell			
CRIME OF THE NEW CENTURY	MUTANT X	S: 1	E: 9
FRICTION	BLACK HOLE HIGH	S: 3	E: 11
HEMISPHERES	BLACK HOLE HIGH	S: 2	E: 10
LIVING HELL	OUTER LIMITS,THE (1995)	S: 1	E: 8
THE EARTHMEN	RAY BRADBURY THEATRE,THE	S: 6	E: 1
THE MEANING OF DEATH	MUTANT X	S: 1	E: 6
Graeme Harper			
42	DOCTOR WHO (2005)	S: 3	E: 7
ARMY OF GHOSTS	DOCTOR WHO (2005)	S: 2	E: 12
DOOMSDAY	DOCTOR WHO (2005)	S: 2	E: 13
IN WARM BLOOD	STAR COPS	S: 1	E: 6
LITTLE GREEN MEN AND OTHER MARTIANS	STAR COPS	S: 1	E: 9
REVELATION OF THE DALEKS (1-2)	DOCTOR WHO	S: 22	E: 6
RISE OF THE CYBERMEN	DOCTOR WHO (2005)	S: 2	E: 5
THE AGE OF STEEL	DOCTOR WHO (2005)	S: 2	E: 6
THE CAVES OF ANDROZANI (1-4)	DOCTOR WHO	S: 21	E: 6
THIS CASE TO BE OPENED IN A MILLION YEARS	STAR COPS	S: 1	E: 5
TRIVIAL GAMES AND PARANOIAD PURSUITS	STAR COPS	S: 1	E: 4
UTOPIA (PART 1 OF 3)	DOCTOR WHO (2005)	S: 3	E: 11
WHATEVER HAPPENED TO SARAH JANE? (PART 1 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 8
WHATEVER HAPPENED TO SARAH JANE? (PART 2 OF 2)	SARAH JANE ADVENTURES, THE	S: 1	E: 9
Graeme Lynch			
	MAGICIAN'S HOUSE, THE	S: 2	E: 1
FACE OFF (1-2)	ANIMORPHS	S: 1	E: 17
SPEAKING IN TONGUES	FIRST WAVE	S: 1	E: 6
THE FRONT	ANIMORPHS	S: 2	E: 3
THE PHANTOM	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 5

Episode Title	Name of Programme		
THE REACTION	ANIMORPHS	S: 1	E: 9
TOBIAS	ANIMORPHS	S: 1	E: 13
Graham Baker			
SUCH INTERESTING NEIGHBOURS	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 18
Graham G. Williams			
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 6
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 3
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 9
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 4
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 2
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 7
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 8
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 1
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 5
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 11
	TIMEKEEPERS OF THE MILLENNIUM	S: 1	E: 10
Graham Theakston			
A VILLAGE IN ENGLAND - JULY 2089 AD	TRIPODS,THE	S: 1	E: 1
CHATEAU RICORDEAU, FRANCE - AUGUST 2089 AD (1-2)	TRIPODS,THE	S: 1	E: 6
CHATEAU RICORDEAU, FRANCE - JULY 2089 AD (1-2)	TRIPODS,THE	S: 1	E: 5
ENGLAND - 2089 AD	TRIPODS,THE	S: 1	E: 2
FRANCE - JULY 2089 AD	TRIPODS,THE	S: 1	E: 4
THE ENGLISH CHANNEL - JULY 2089 AD	TRIPODS,THE	S: 1	E: 3
Graham Wetherell			
DARKNESS AND LIGHT	LEGEND OF WILLIAM TELL, THE	S: 1	E: 4
SWARM	LEGEND OF WILLIAM TELL, THE	S: 1	E: 8
THE LOTUS EATERS	LEGEND OF WILLIAM TELL, THE	S: 1	E: 11
THE TOMB OF UNKNOWN WARRIOR	LEGEND OF WILLIAM TELL, THE	S: 1	E: 12
Grahame McLean			
THE WIND	RAY BRADBURY THEATRE,THE	S: 4	E: 4
Grant Brown			
AMAZON LAB	WICKED SCIENCE	S: 1	E: 6
BIRTHDAY PARTY	WICKED SCIENCE	S: 1	E: 10
CENTENARY BALL	WICKED SCIENCE	S: 1	E: 13
DOUBLE DATE	WICKED SCIENCE	S: 1	E: 9
ELECTION	WICKED SCIENCE	S: 1	E: 3
HOLOGRAM	WICKED SCIENCE	S: 1	E: 5
INVISIBLE CAR	WICKED SCIENCE	S: 1	E: 8
LOVE POTION NUMBER NINE	WICKED SCIENCE	S: 1	E: 7
NANOBOTS	WICKED SCIENCE	S: 1	E: 11
SECRECY	WICKED SCIENCE	S: 1	E: 2
SMART JUDO	WICKED SCIENCE	S: 1	E: 4
SURVEILLANCE	WICKED SCIENCE	S: 1	E: 12
THE GIFT	WICKED SCIENCE	S: 1	E: 1
Grant Harvey			
ALLIANCES (PART 1 OF 2)	FLASH GORDON (2007)	S: 1	E: 7
CAT AND MOUSE	2030 CE	S: 1	E: 4
THE LORD HELPS THOSE WHO HELP THEMSELVES	2030 CE	S: 1	E: 5
Greg Aronowitz			
BEGINNINGS (PART 1 OF 2)	POWER RANGERS S.P.D	S: 1	E: 1
BEGINNINGS (PART 2 OF 2)	POWER RANGERS S.P.D	S: 1	E: 2
CONFRONTED	POWER RANGERS S.P.D	S: 1	E: 3
ENDINGS (PART 1 OF 2)	POWER RANGERS S.P.D	S: 1	E: 37
ENDINGS (PART 2 OF 2)	POWER RANGERS S.P.D	S: 1	E: 38
Greg Beeman			
ASYLUM	SMALLVILLE	S: 3	E: 9
BETTER HALVES	HEROES	S: 1	E: 6
COMMENCEMENT	SMALLVILLE	S: 4	E: 22
COVENANT (PART 2 OF 2)	SMALLVILLE	S: 3	E: 22
CRUSADE	SMALLVILLE	S: 4	E: 1
EXILE (PART 1 OF 2)	SMALLVILLE	S: 3	E: 1
EXODUS (PART 2 OF 2)	SMALLVILLE	S: 2	E: 23
FOUR MONTHS AGO...	HEROES	S: 2	E: 8
FOUR MONTHS LATER...	HEROES	S: 2	E: 1

Episode Title	Name of Programme		
HOMECOMING	HEROES	S: 1	E: 9
HOTHEAD	SMALLVILLE	S: 1	E: 3
LANDSLIDE	HEROES	S: 1	E: 22
LEECH	SMALLVILLE	S: 1	E: 12
LEGACY	SMALLVILLE	S: 3	E: 17
NO BRAIN,NO PAIN	EERIE INDIANA	S: 1	E: 15
ONE GIANT LEAP	HEROES	S: 1	E: 3
PRODIGAL	SMALLVILLE	S: 2	E: 15
RECKONING	SMALLVILLE	S: 5	E: 12
SOCRATES' SISTER	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 5
TEMPEST (PART 1 OF 2)	SMALLVILLE	S: 1	E: 21
UNEXPECTED	HEROES	S: 1	E: 16
UNSAFE	SMALLVILLE	S: 4	E: 11
VORTEX (PART 2 OF 2)	SMALLVILLE	S: 2	E: 1
WHUPSUMASS	SECRET AGENT MAN	S: 1	E: 3
Greg Beeman, James Marshall			
HEREAFTER	SMALLVILLE	S: 3	E: 12
Greg Yaitanes			
BROTHER'S KEEPER	INVISIBLE MAN (2000)	S: 2	E: 6
CAUTIONARY TALES	HEROES	S: 2	E: 9
CREEGAN	CLEOPATRA 2525	S: 1	E: 2
EPISODE ONE	CHILDREN OF DUNE	S: 1	E: 1
EPISODE THREE	CHILDREN OF DUNE	S: 1	E: 3
EPISODE TWO	CHILDREN OF DUNE	S: 1	E: 2
JOHNNY APOCALYPSE	INVISIBLE MAN (2000)	S: 2	E: 4
MONEY FOR NOTHING PART 2	INVISIBLE MAN (2000)	S: 1	E: 22
QUEST FOR FIREPOWER	CLEOPATRA 2525	S: 1	E: 1
THE CAMP	INVISIBLE MAN (2000)	S: 2	E: 2
Gregg Baxter			
DEAD RINGER	SO WEIRD	S: 3	E: 24
Gregory J. Bonann			
EYE FOR AN EYE	THUNDER IN PARADISE	S: 1	E: 13
Gregory Prange			
DESPERATE MONDAY	AIRWOLF	S: 3	E: 17
Gunnar Hellstrom			
EXPERIMENTS	POWERS OF MATTHEW STARR, THE	S: 1	E: 12
Gunther von Fritsch			
FLASH GORDON AND THE BRAIN MACHINE (PART 2 OF 3)	FLASH GORDON (1954)	S: 1	E: 21
FLASH GORDON AND THE PLANET OF DEATH	FLASH GORDON (1954)	S: 1	E: 1
STUGGLE TO THE END (PART 3 OF 3)	FLASH GORDON (1954)	S: 1	E: 22
THE WITCH OF NEPTURE (PART 1 OF 3)	FLASH GORDON (1954)	S: 1	E: 20
Gus Trekonis			
SPECIAL DELIVERY	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 8
Gus Trikonis			
A FAIR AND PERFECT KNIGHT	BEAUTY AND THE BEAST	S: 2	E: 7
A GENTLE RAIN	BEAUTY AND THE BEAST	S: 2	E: 10
A KINGDON BY THE SEA	BEAUTY AND THE BEAST	S: 2	E: 18
A TIME TO HEAL	BEAUTY AND THE BEAST	S: 3	E: 6
AND THE DEAD SHALL RISE TO CONDEMN THEE (PART 2 OF 2)	UNSUB	S: 1	E: 7
ASHES, ASHES	BEAUTY AND THE BEAST	S: 2	E: 3
CEREMONY OF INNOCENCE	BEAUTY AND THE BEAST	S: 2	E: 21
COLD READING	TWILIGHT ZONE,THE (1985)	S: 1	E: 45
DOUBLE VISION	FLASH, THE	S: 1	E: 5
FAST FORWARD	FLASH, THE	S: 1	E: 15
GOD BLESS THE CHILD	BEAUTY AND THE BEAST	S: 2	E: 5
INVICTUS	BEAUTY AND THE BEAST	S: 3	E: 8
LEGACIES	BEAUTY AND THE BEAST	S: 3	E: 11
LOST AND FOUND	TWILIGHT ZONE,THE (1985)	S: 2	E: 2
MY FAIR HOODLUMS	VIPER (1996)	S: 3	E: 14
SNOW	BEAUTY AND THE BEAST	S: 3	E: 4
TAKE MY LIFE...PLEASE	TWILIGHT ZONE,THE (1985)	S: 1	E: 53
TEMPTATION	BEAUTY AND THE BEAST	S: 1	E: 15
THE BEAST WITHIN	QUANTUM LEAP	S: 5	E: 18
THE DEBT	SENTINEL, THE	S: 1	E: 4

Episode Title	Name of Programme		
THE FACE	VIPER (1994)	S: 1	E: 8
THE REALLY REAL RE-ENACTMENT	VIPER (1996)	S: 3	E: 10
TRUST NO ONE	VIPER (1996)	S: 2	E: 16
WALK SLOWLY	BEAUTY AND THE BEAST	S: 3	E: 2
WATCHING THE DETECTIVE	FLASH, THE	S: 1	E: 3
WHAT ARE FRIENDS OF	TWILIGHT ZONE,THE (1985)	S: 2	E: 7
Guy Magar			
FINAL MISSION	LA FEMME NIKITA	S: 2	E: 10
FRIEND	LA FEMME NIKITA	S: 1	E: 2
GODCHILD	BLUE THUNDER	S: 1	E: 10
HEAVY METAL	SLIDERS	S: 5	E: 14
MOTHER	LA FEMME NIKITA	S: 1	E: 5
PREDICTIONS	POWERS OF MATTHEW STARR, THE	S: 1	E: 6
QUADRIAN CAPER	POWERS OF MATTHEW STARR, THE	S: 1	E: 18
SKYDIVER	BLUE THUNDER	S: 1	E: 6
SPACE ROCKERS	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 19
THE ITALIAN CAPER	POWERS OF MATTHEW STARR, THE	S: 1	E: 7
THE NEWS FROM D STREET	WELCOME TO PARADOX	S: 1	E: 4
THE UNSTRUCK MAN	SLIDERS	S: 5	E: 1
TROJAN HORSE	BLUE THUNDER	S: 1	E: 5
Guy Norman Bee			
COALITION OF THE WILLING	JERICHO	S: 1	E: 21
GHOST IN THE MACHINE	KYLE XY	S: 2	E: 9
MEMORY SERVES	KYLE XY	S: 1	E: 8
ROGUE RIVER	JERICHO	S: 1	E: 8
Guy Norman Bee, Guy Norman Bee			
FREE TO BE YOU AND ME	KYLE XY	S: 2	E: 7
Guy Verney			
BOTANY BAY	OUT OF THIS WORLD	S: 1	E: 6
LITTLE LOST ROBOT	OUT OF THIS WORLD	S: 1	E: 3
THE TUNNEL OF FEAR	AVENGERS,THE	S: 1	E: 20
Gwen Arner			
CROSSING THE LINE	ALIEN NATION	S: 1	E: 18
LONG LIVE THE KING	BIONIC WOMAN, THE	S: 3	E: 20
THE NIGHT OF THE SCREAMS	ALIEN NATION	S: 1	E: 7
Gwennan Sage			
ABSENT FRIENDS	BUGS	S: 4	E: 1
GIRL POWER	BUGS	S: 4	E: 3
Gwyneth Gibby			
ARMED AND DANGEROUS	BLACK SCORPION	S: 1	E: 1
LIFE'S A GAS	BLACK SCORPION	S: 1	E: 12
Gwyneth Horder-Payton			
DO NOT DISTURB	BIONIC WOMAN (2007)	S: 1	E: 8
H. Wesley Kenney			
BIRDS OF A FEATHER	FAR OUT SPACE NUTS	S: 1	E: 8
CRYSTALLITIS	FAR OUT SPACE NUTS	S: 1	E: 2
DESTINATION EARTH	FAR OUT SPACE NUTS	S: 1	E: 14
IT'S ALL IN YOUR MIND	FAR OUT SPACE NUTS	S: 1	E: 1
SECRETS OF THE HEXAGON	FAR OUT SPACE NUTS	S: 1	E: 10
THE THREE SPACEKETEERS	FAR OUT SPACE NUTS	S: 1	E: 6
TOWER OF TAGOT	FAR OUT SPACE NUTS	S: 1	E: 5
VANASHING ALIENS MYSTERY	FAR OUT SPACE NUTS	S: 1	E: 12
Hajime Tsuburaya			
DEFEAT THE INVADERS!	ULTRAMAN	S: 1	E: 2
ULTRA OPERATION NO. 1	ULTRAMAN	S: 1	E: 1
Hal Mooney			
DAY OF THE ROBOT	SIX MILLION DOLLAR MAN,THE	S: 1	E: 7
SURVIVAL OF THE FITTEST	SIX MILLION DOLLAR MAN,THE	S: 1	E: 5
Hans Beimler			
SKIN DEEP	TEKWAR	S: 1	E: 16
Hans Heinrich			
THE PERFECT COUPLE	STAR MAIDENS	S: 1	E: 8
Harley Cokeliss			

Science Fiction Directors

Episode Title	Name of Programme	S:	E:
ARES	HERCULES: THE LEGENDARY JOURNEYS	1	5
Harley Cokliss			
DEJA VU	IMMORTAL, THE (2000)	1	19
Harmon Jones			
A PLACE CALLED EARTH	LAND OF THE GIANTS	2	12
THE WAX MEN	VOYAGE TO THE BOTTOM OF THE SEA	3	24
Harold Becker			
WATCHBIRD	MASTERS OF SCIENCE FICTION	1	6
Harold Schuster			
THE HUNT	TWILIGHT ZONE,THE (1958)	3	19
Harry Gerstad			
BLACKMAIL	ADVENTURES OF SUPERMAN,THE	4	10
CLOSE SHAVE	ADVENTURES OF SUPERMAN,THE	5	8
DISAPPEARING LOIS	ADVENTURES OF SUPERMAN,THE	5	6
GREAT CAESAR'S GHOST	ADVENTURES OF SUPERMAN,THE	3	5
JOEY	ADVENTURES OF SUPERMAN,THE	4	1
MONEY TO BURN	ADVENTURES OF SUPERMAN,THE	5	7
MR. ZERO	ADVENTURES OF SUPERMAN,THE	5	12
PERIL BY SEA	ADVENTURES OF SUPERMAN,THE	4	4
SUPERMAN WEEK	ADVENTURES OF SUPERMAN,THE	3	4
THE BIG FREEZE	ADVENTURES OF SUPERMAN,THE	4	3
THE DEADLY ROCK	ADVENTURES OF SUPERMAN,THE	4	11
THE LUCKY CAT	ADVENTURES OF SUPERMAN,THE	3	3
THE PRINCE OF ALBERT COAT	ADVENTURES OF SUPERMAN,THE	5	10
THE STOLEN ELEPHANT	ADVENTURES OF SUPERMAN,THE	5	11
THE TALKING CLUE	ADVENTURES OF SUPERMAN,THE	3	2
THE TOWN THAT WASN'T	ADVENTURES OF SUPERMAN,THE	5	3
THE UNLUCKY NUMBER	ADVENTURES OF SUPERMAN,THE	4	2
THROUGH THE TIME BARRIER	ADVENTURES OF SUPERMAN,THE	3	1
TOPSY TURVY	ADVENTURES OF SUPERMAN,THE	4	5
WHATEVER GOES UP	ADVENTURES OF SUPERMAN,THE	5	13
Harry Harris			
...AND THE FIVE OF US ARE LEFT	VOYAGE TO THE BOTTOM OF THE SEA	2	2
A SMALL WAR	LAND OF THE GIANTS	2	22
ALL THAT GLITTERS	LOST IN SPACE	1	25
BRAINWASH	LAND OF THE GIANTS	1	14
CAVES OF THE DEAD	VOYAGE TO THE BOTTOM OF THE SEA	4	5
COMEBACK	LAND OF THE GIANTS	2	11
DEADLY LODESTONE	LAND OF THE GIANTS	1	17
DOOMSDAY	LAND OF THE GIANTS	2	21
DOUBLE-CROSS	LAND OF THE GIANTS	1	10
EVERY BOY NEEDS A DOG	LAND OF THE GIANTS	2	8
FLIGHT PLAN	LAND OF THE GIANTS	1	6
FRAMED	LAND OF THE GIANTS	1	3
GIANTS AND ALL THAT JAZZ	LAND OF THE GIANTS	2	6
HIS MAJESTY SMITH	LOST IN SPACE	1	23
HOME SWEET HOME	LAND OF THE GIANTS	2	14
JOURNEY WITH FEAR	VOYAGE TO THE BOTTOM OF THE SEA	4	7
KILLERS OF THE DEEP	VOYAGE TO THE BOTTOM OF THE SEA	2	15
LEVIATHIAN	VOYAGE TO THE BOTTOM OF THE SEA	2	8
MAN OF MANY FACES	VOYAGE TO THE BOTTOM OF THE SEA	4	1
MERLIN THE MAGICIAN	TIME TUNNEL,THE	1	27
MONSTER FROM THE INFERNO	VOYAGE TO THE BOTTOM OF THE SEA	3	1
NO ESCAPE FROM DEATH	VOYAGE TO THE BOTTOM OF THE SEA	3	22
ONE WAY TO THE MOON	TIME TUNNEL,THE	1	2
PAY THE PIPER	LAND OF THE GIANTS	2	17
RESCUE	LAND OF THE GIANTS	1	23
SABOTAGE	LAND OF THE GIANTS	1	24
SEVEN LITTLE INDIANS	LAND OF THE GIANTS	1	19
SPACE CIRCUS	LOST IN SPACE	2	5
THE BOUNTY HUNTER	LAND OF THE GIANTS	1	15
THE DEADLY DART	LAND OF THE GIANTS	2	20
THE DEADLY DOLLS	VOYAGE TO THE BOTTOM OF THE SEA	4	3
THE DEADLY GAMES OF GAMMA 6	LOST IN SPACE	2	8
THE FOSSIL MEN	VOYAGE TO THE BOTTOM OF THE SEA	3	18

Episode Title	Name of Programme		
THE HAUNTED SUBMARINE	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 11
THE HAWK OF MU	MAN FROM ATLANTIS	S: 1	E: 7
THE INSIDE RAIL	LAND OF THE GIANTS	S: 2	E: 3
THE LOST ONES	LAND OF THE GIANTS	S: 1	E: 13
THE MECHANICAL MAN	LAND OF THE GIANTS	S: 2	E: 1
THE MUMMY	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 20
THE PLANT MAN	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 12
THE SHELL GAME	LAND OF THE GIANTS	S: 1	E: 25
THE UNSUSPECTED	LAND OF THE GIANTS	S: 2	E: 5
THE WEIRD WORLD	LAND OF THE GIANTS	S: 1	E: 11
TREASURE OF THE LOST PLANET	LOST IN SPACE	S: 2	E: 23
WILD JOURNEY	LAND OF THE GIANTS	S: 2	E: 24
Harry Horner			
OFF BEAT	WORLD OF GIANTS	S: 1	E: 11
RAINBOW OF FIRE	WORLD OF GIANTS	S: 1	E: 9
Harry Hurwitz			
MANOS ARRIBA MRS. GREELY	ONCE A HERO	S: 1	E: 5
Harry Keller			
CAPTIVES OF THE ZERO HOUR	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 11
DESTROYERS OF THE SUN	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 6
LOST IN OUTER SPACE	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 12
NIGHTMARE TYPHOON	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 4
SOLAR SKY RAIDERS	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 9
THE HYDROGEN HURRICANE	COMMANDO CODY: SKY MARSHALL OF THE UNIVERSE	S: 1	E: 8
Harry Longstreet			
CHAINS OF LOVE	ALIEN NATION	S: 1	E: 11
SPIRIT OF '95	ALIEN NATION	S: 1	E: 13
SQUEEZE	X FILES,THE	S: 1	E: 3
THE TOUCH	ALIEN NATION	S: 1	E: 21
Harry Winer			
ALL GOD'S CREATURES	INVASION	S: 1	E: 14
Harry Winer, David Greenwalt			
CATER WAITER	JAKE 2.0	S: 1	E: 3
Harvey Crossland			
GROOVIN	ZACK FILES, THE	S: 2	E: 4
THE SWITCH	ZACK FILES, THE	S: 1	E: 16
Harvey Hart			
MUDD'S WOMEN	STAR TREK	S: 1	E: 7
THE GODDESS CALABRA	STARLOST,THE	S: 1	E: 3
VOYAGE OF DISCOVERY	STARLOST,THE	S: 1	E: 1
Harvey Laidman			
CIRCUS KNIGHTS	KNIGHT RIDER	S: 3	E: 21
CUSTOM MADE KILLER	KNIGHT RIDER	S: 3	E: 11
EARTHQUAKES HAPPEN	INCREDIBLE HULK,THE	S: 1	E: 11
ECHOES FROM THE PAST	AIRWOLF	S: 1	E: 6
FEMALE OF THE SPECIES (aka THE ASSASSIN)	STREET HAWK	S: 1	E: 12
HOT TARGET	STREET HAWK	S: 1	E: 9
KINGDOM COME	AIRWOLF	S: 3	E: 6
KNIGHT IN DISGRACE	KNIGHT RIDER	S: 3	E: 7
MURDER IS A NOVEL IDEA	STREET HAWK	S: 1	E: 10
NOBODY DOES IT BETTER	KNIGHT RIDER	S: 1	E: 20
OUT OF THE WOODS	KNIGHT RIDER	S: 4	E: 13
PROOF THROUGH THE NIGHT	AIRWOLF	S: 1	E: 4
RETURN OF THE EVIL LEAPER (aka EVIL LEAPER II)	QUANTUM LEAP	S: 5	E: 15
SOUL SURVIVOR	KNIGHT RIDER	S: 2	E: 8
THE DEADLY CIRCLE	AIRWOLF	S: 3	E: 10
Harvey Medlinsky			
DR. MORKENSTIEN	MORK AND MINDY	S: 2	E: 4
MORK IN LOVE	MORK AND MINDY	S: 1	E: 4
MORK'S SEDUCTION	MORK AND MINDY	S: 1	E: 5
Harvey S. Laidman			
THE MASTER	MORTAL KOMBAT : CONQUEST	S: 1	E: 16
Hayma Washington			

Episode Title	Name of Programme	S:	E:
HONEY, I'M GOING TO TEACH YOU A LESSON	HONEY, I SHRUNK THE KIDS: THE TV SHOW	2	18
Helaine Head			
IN DREAMS	NET, THE	1	17
KNIGHT OF SHADOWS	SEAQUEST DSV (inc. SEAQUEST 2032)	1	8
MOTHER AND CHILD	SLIDERS	4	14
Helen Shaver			
BLACK JACK	JERICO	1	13
BULLS AND BEARS	NET, THE	1	4
LAST SUPPER	OUTER LIMITS,THE (1995)	3	4
LITHIA	OUTER LIMITS,THE (1995)	4	17
PHOBOS RISING	OUTER LIMITS,THE (1995)	4	24
SIMON SAYS	OUTER LIMITS,THE (1995)	6	8
STAR CROSSED	OUTER LIMITS,THE (1995)	5	21
THE NEW AND IMPROVED CARL MORRISSEY	4400, THE	1	2
WHAT WILL THE NEIGHBORS THINK	OUTER LIMITS,THE (1995)	5	9
WINTERLAND	JOURNEYMAN	1	8
Henri Safran			
FACE IN A MIRROR	ADAM ADAMENT LIVES!	2	6
FAMILY VALUES	STARHUNTER (INC STARHUNTER 2300)	1	3
THE ANGRIEST ANGEL (PART 2)	SPACE : ABOVE AND BEYOND	1	15
THE BASARDI AFFAIR	ADAM ADAMENT LIVES!	2	4
THE DEADLY BULLET	ADAM ADAMENT LIVES!	2	10
Henric Hirsch			
THE REIGN OF TERROR (1-6)	DOCTOR WHO	1	8
Henry Chan			
DINNER TIME	PHIL OF THE FUTURE	2	4
ILL OF THE FUTURE	PHIL OF THE FUTURE	2	19
Henry Foster			
EPIODE FORTY-ONE	JUPITER MOON	1	41
EPISODE FIFTY-FOUR	JUPITER MOON	1	54
EPISODE FIFTY-THREE	JUPITER MOON	1	53
EPISODE FIFTY-TWO	JUPITER MOON	1	52
EPISODE FORTY	JUPITER MOON	1	40
EPISODE FORTY-TWO	JUPITER MOON	1	42
EPISODE ONE-HUNDRED-EIGHTEEN	JUPITER MOON	1	118
EPISODE ONE-HUNDRED-FORTY-FIVE	JUPITER MOON	1	145
EPISODE ONE-HUNDRED-FORTY-SEVEN	JUPITER MOON	1	147
EPISODE ONE-HUNDRED-FORTY-SIX	JUPITER MOON	1	146
EPISODE ONE-HUNDRED-NINETEEN	JUPITER MOON	1	119
EPISODE ONE-HUNDRED-THIRTY-EIGHT	JUPITER MOON	1	138
EPISODE ONE-HUNDRED-THIRTY-SEVEN	JUPITER MOON	1	137
EPISODE ONE-HUNDRED-THIRTY-SIX	JUPITER MOON	1	136
EPISODE ONE-HUNDRED-TWENTY	JUPITER MOON	1	120
EPISODE ONE-HUNDRED-TWENTY-EIGHT	JUPITER MOON	1	128
EPISODE ONE-HUNDRED-TWENTY-NINE	JUPITER MOON	1	129
EPISODE ONE-HUNDRED-TWENTY-SEVEN	JUPITER MOON	1	127
EPISODE SIXTY-FIVE	JUPITER MOON	1	65
EPISODE SIXTY-FOUR	JUPITER MOON	1	64
EPISODE SIXTY-SIX	JUPITER MOON	1	66
EPISODE THIRTY	JUPITER MOON	1	30
EPISODE TWENTY-EIGHT	JUPITER MOON	1	28
EPISODE TWENTY-NINE	JUPITER MOON	1	29
Henry Herbert			
THE 4:10 TO ZURICH	Q.E.D.	1	4
Henry J. Lange Jr			
ORKUS	ARK II	1	15
Henry Kesler			
A VISIT FROM DR. PLINY	SCIENCE FICTION THEATRE	1	22
DEATH AT 2 A.M.	SCIENCE FICTION THEATRE	1	9
HOUR OF NIGHTMARE	SCIENCE FICTION THEATRE	1	12
THE HUMAN EQUATION	SCIENCE FICTION THEATRE	1	25
THE LOST HEARTBEAT	SCIENCE FICTION THEATRE	1	17
THE NEGATIVE MAN	SCIENCE FICTION THEATRE	1	20
Henry S. Kesler			

Episode Title	Name of Programme	S:	E:
STRANGER IN THE DESERT	SCIENCE FICTION THEATRE	1	5
Henry Safran			
JOKER ONE	COUNTERSTRIKE	1	2
MONOLITH	COUNTERSTRIKE	1	5
OUT OF MIND	COUNTERSTRIKE	1	6
Herb Wallerstein			
FORMULA 407	NEW ORIGINAL WONDER WOMAN,THE	1	10
I DO,I DO	NEW ADVENTURES OF WONDER WOMAN,THE	1	8
THAT WHICH SURVIVES	STAR TREK	3	17
THE FEMINUM MYSTERY (1-2)	NEW ORIGINAL WONDER WOMAN,THE	1	5
THE MADONNA CAPER	SIX MILLION DOLLAR MAN,THE	5	13
THE PLUTO FILE	NEW ORIGINAL WONDER WOMAN,THE	1	7
TURNABOUT INTRUDER	STAR TREK	3	24
WALK A DEADLY WING	SIX MILLION DOLLAR MAN,THE	5	9
WHOM GODS DESTROY	STAR TREK	3	14
Herbert Kenwith			
THE LIGHTS OF ZETAR	STAR TREK	3	18
Herbert L. Strock			
BEAM OF FIRE	SCIENCE FICTION THEATRE	2	15
BEYOND	SCIENCE FICTION THEATRE	1	1
CONVERSATION WITH AN APE	SCIENCE FICTION THEATRE	1	10
DEAD RECKONING	SCIENCE FICTION THEATRE	1	21
END OF TOMORROW	SCIENCE FICTION THEATRE	2	13
LIVING LIGHTS	SCIENCE FICTION THEATRE	2	17
ONE HUNDRED YEARS YOUNG	SCIENCE FICTION THEATRE	1	13
OUT OF NOWHERE	SCIENCE FICTION THEATRE	1	3
SIGNALS FROM THE HEART	SCIENCE FICTION THEATRE	2	1
SURVIVAL IN BOX CANYON	SCIENCE FICTION THEATRE	2	24
THE FLICKER	SCIENCE FICTION THEATRE	2	7
THE MAN WHO DIDN'T KNOW	SCIENCE FICTION THEATRE	2	12
THE MIRACLE OF DR. DOVE	SCIENCE FICTION THEATRE	2	20
THE PHANTOM CAR	SCIENCE FICTION THEATRE	2	14
THE SOUND THAT KILLS	SCIENCE FICTION THEATRE	2	39
THE UNGUIDED MISSILE	SCIENCE FICTION THEATRE	2	8
THE WORLD BELOW	SCIENCE FICTION THEATRE	1	18
WATER MAKER	SCIENCE FICTION THEATRE	1	27
WHEN A CAMERA FAILS	SCIENCE FICTION THEATRE	2	5
Herbert Wise			
THE FASTEST DRAW	OUT OF THE UNKNOWN	2	9
Herbert Wright			
CHOIRS OF ANGELS	WAR OF THE WORLDS	1	12
THE ANGEL OF DEATH	WAR OF THE WORLDS	1	23
Herman Hoffman			
FLARE UP	MEN INTO SPACE	1	34
FROM ANOTHER WORLD	MEN INTO SPACE	1	29
Herschel Daugherty			
KILL TWO BY TWO	TIME TUNNEL,THE	1	17
OPERATION-ANNIHILATE!	STAR TREK	1	29
THE PEEPING BLONDE	SIX MILLION DOLLAR MAN,THE	2	10
THE PRISONER OF ZALIMAR AFFAIR	GIRL FROM U.N.C.L.E.,THE	1	2
THE SAVAGE CURTAIN	STAR TREK	3	22
THE TIGERS ARE COMING AFFAIR	MAN FROM U.N.C.L.E.,THE	2	7
TOWN OF TERROR	TIME TUNNEL,THE	1	30
Hettie Macdonald			
BLINK	DOCTOR WHO (2005)	3	10
Hideaki Murakami			
BRIGHT WORLD	ULTRAMAN MAX	1	18
ICE BEAUTY	ULTRAMAN MAX	1	17
Hidetoshi Kitamura			
THE EVIL LAUGH OF CARMINE SPIDER	KIKAIDER	1	8
THE RAMPAGING BLUE KONG	KIKAIDER	1	7
Hideyuki Kimura			
THE DEADLY CHALLENGE OF ORANGE ANT	KIKAIDER	1	3

Episode Title	Name of Programme	S:	E:
THE DEADLY TRAP OF BLUE BUFFALO	KIKAIDER	1	4
Hideyuki Kitamura			
THE GREY RHINO KING FROM HELL	KIKAIDER	1	1
Hiroaki Tochiara			
5 SECONDS BEFORE BOMBARDMENT	ULTRAMAN MAX	1	6
THE APPEARANCE OF MONSTER ISLAND	ULTRAMAN MAX	1	5
THE CHALLENGE FROM BENEATH THE GROUND	ULTRAMAN MAX	1	21
YOUNG AGAIN	ULTRAMAN MAX	1	23
Hirochika Muraishi			
ETERNAL INVADER	ULTRAMAN MAX	1	4
THE DEMONIC INVASION	ULTRAMAN MAX	1	28
THE DRIFITING MONSTER	ULTRAMAN MAX	1	20
THE ONE THAT CAME THROUGH THE DOOR	ULTRAMAN MAX	1	19
THE PROOF OF BRAVE	ULTRAMAN MAX	1	3
WHY MONSTERS KEEP APPEARING	ULTRAMAN MAX	1	29
Hollingsworth Morse			
BEYOND THE CURTAIN OF SPACE (aka BEYOND THE MOON) (1-3)	ROCKY JONES, SPACE RANGER	1	1
BLAST OFF (1-3)	ROCKY JONES, SPACE RANGER	1	8
BOBBY'S COMET (aka MENACE FROM OUTER SPACE) (1-3)	ROCKY JONES, SPACE RANGER	1	9
CLASS CLOWN	SECRETS OF ISIS, THE	2	3
CRASH OF THE MOONS (1-3)	ROCKY JONES, SPACE RANGER	1	6
DREAMS OF FLIGHT	SECRETS OF ISIS, THE	1	15
DRUMS AND TRUMPETS (AKA NO DRUMS, NO TRUMPETS)	SECRETS OF ISIS, THE	1	11
ESCAPE INTO SPACE	ROCKY JONES, SPACE RANGER	1	2
FINDERS KEEPERS	SHAZAM!	3	4
FORBIDDEN MOON (1-3)	ROCKY JONES, SPACE RANGER	1	5
HOW TO FIND A FRIEND	SECRETS OF ISIS, THE	1	8
INFERNO IN SPACE (aka THE MAGNETIC MOON) (1-3)	ROCKY JONES, SPACE RANGER	1	12
KIP'S PRIVATE WAR	ROCKY JONES, SPACE RANGER	1	7
LIGHTS OF MYSTERY MOUNTAIN	SECRETS OF ISIS, THE	1	1
LUCKY	SECRETS OF ISIS, THE	1	6
OMEGA	ARK II	1	5
ONLY FOOLS (AKA FOOLS DARE)	SECRETS OF ISIS, THE	1	2
OUT OF FOCUS	SHAZAM!	3	6
OUT OF THIS WORLD (aka ROBOT OF REGALIO) (1-3)	ROCKY JONES, SPACE RANGER	1	14
PIRATES OF PRAH (aka MUNTANT IN SPACE) (1-3)	ROCKY JONES, SPACE RANGER	1	3
ROBIN HOOD	ARK II	1	9
ROCKY'S ODYSSEY (aka GYPSY MOON) (1-3)	ROCKY JONES, SPACE RANGER	1	10
SILVER NEEDLE IN THE SKY (aka DUEL IN SPACE) (1-3)	ROCKY JONES, SPACE RANGER	1	4
THE BALLOON	ARK II	1	13
THE BROTHER	SHAZAM!	1	1
THE COLD SUN (1-3)	ROCKY JONES, SPACE RANGER	1	11
THE DESPERATE CHEERLEADER (AKA THE CHEERLEADER)	SECRETS OF ISIS, THE	2	4
THE FUNNY GIRL	SECRETS OF ISIS, THE	1	12
THE JOY RIDERS	SHAZAM!	1	3
THE MIND GROUP	ARK II	1	12
THE ODD COUPLE	SHAZAM!	2	7
THE OUTSIDER	SECRETS OF ISIS, THE	1	10
THE SLAVES	ARK II	1	2
THE TRIAL OF ROCKY JONES (aka RENEGADE SATELLITE) (1-3)	ROCKY JONES, SPACE RANGER	1	15
THE WILD BOY	ARK II	1	3
VENA AND THE DARNAMA	ROCKY JONES, SPACE RANGER	1	13
WHO'S AFRIAD OF AMANDA WOOLF	CAPTAIN NICE	1	10
YEAR OF THE DRAGON	SECRETS OF ISIS, THE	2	5
Holly Dale			
"PILOT"	TRACKER	1	1
BLIND WITNESS	FIRST WAVE	1	18
DOUBLE DOWN	TRACKER	1	10
DRIFT	DEAD ZONE, THE	6	10
GULAG	FIRST WAVE	3	4
HOME	STARGATE: ATLANTIS	1	9
NIGHT FALLS	FIRST WAVE	2	12
RAVEN NATION	FIRST WAVE	3	2
RESURRECTION	PETER BENCHLEY'S AMAZON	1	8

Episode Title	Name of Programme		
THE BELIEVERS	FIRST WAVE	S: 2	E: 22
THE HEIST	FIRST WAVE	S: 2	E: 10
THE LIES THAT BIND	KYLE XY	S: 1	E: 3
THIEVES' HONOR	JEREMIAH	S: 1	E: 14
Howard Bretherton			
THE GENTLE MONSTER	ADVENTURES OF SUPERMAN,THE	S: 6	E: 8
Howard Ritter			
TALES FROM THE DARK SIDE, OR, TY TAKES THE REDEYE	HOMEBOYS IN OUTER SPACE	S: 1	E: 19
Howard Rodman			
NO RADIO	HUNGER, THE	S: 1	E: 8
Howard Storm			
A MOMMY FOR MINDY	MORK AND MINDY	S: 2	E: 15
A MOMMY FOR MORK	MORK AND MINDY	S: 1	E: 9
A MORKSVILLE HORROR	MORK AND MINDY	S: 2	E: 7
CLERICAL ERROR	MORK AND MINDY	S: 2	E: 22
DIAL 'N' FOR NELSON	MORK AND MINDY	S: 2	E: 9
EXIDOR AFFAIR	MORK AND MINDY	S: 2	E: 12
EXIDOR'S WEDDING	MORK AND MINDY	S: 2	E: 14
HAVE YOU SEEN YOUR MOTHER STANDING IN THE SHADOW?	ALF	S: 3	E: 21
HOLD THAT WORK	MORK AND MINDY	S: 2	E: 11
IN MORK WE TRUST	MORK AND MINDY	S: 1	E: 21
INVASION OF THE MORK SNATCHERS	MORK AND MINDY	S: 2	E: 23
IT'S A WONDERFUL MORK	MORK AND MINDY	S: 1	E: 23
LITTLE ORPHAN MORKIE	MORK AND MINDY	S: 2	E: 20
LOONY TUNES AND MORKIE MELODIES	MORK AND MINDY	S: 2	E: 21
MINDY AND MORK	MORK AND MINDY	S: 3	E: 20
MINDY GET'S HER JOB	MORK AND MINDY	S: 3	E: 10
MORK AND MINDY (1-2)	MORK AND MINDY	S: 1	E: 1
MORK AND THE BUM RAP	MORK AND MINDY	S: 3	E: 9
MORK AND THE IMMIGRANT	MORK AND MINDY	S: 1	E: 13
MORK GETS MINDY-ITIS	MORK AND MINDY	S: 2	E: 6
MORK GOES ERK	MORK AND MINDY	S: 1	E: 17
MORK IN NEVER NEVER LAND	MORK AND MINDY	S: 3	E: 2
MORK IN WONDERLAND (1-2)	MORK AND MINDY	S: 2	E: 1
MORK LEARNS TO SEE	MORK AND MINDY	S: 2	E: 17
MORK MOVES IN	MORK AND MINDY	S: 1	E: 2
MORK RUNS DOWN	MORK AND MINDY	S: 1	E: 22
MORK THE FAMILY REUNION	MORK AND MINDY	S: 3	E: 17
MORK THE GULLIBLE	MORK AND MINDY	S: 1	E: 8
MORK THE TOLERANT	MORK AND MINDY	S: 1	E: 14
MORK VS. MINDY	MORK AND MINDY	S: 2	E: 5
MORK VS. THE NECROTONS (1-2)	MORK AND MINDY	S: 2	E: 10
MORK, THE MONKEY'S UNCLE	MORK AND MINDY	S: 3	E: 5
MORK'S BABY BLUES	MORK AND MINDY	S: 2	E: 3
MORK'S BEST FRIEND	MORK AND MINDY	S: 1	E: 24
MORK'S GREATEST HISTORY	MORK AND MINDY	S: 1	E: 10
MORK'S HEALTH HINTS	MORK AND MINDY	S: 2	E: 8
MORK'S NIGHT OUT	MORK AND MINDY	S: 1	E: 20
MORK'S VACATION	MORK AND MINDY	S: 2	E: 18
OLD FEARS	MORK AND MINDY	S: 1	E: 11
PUTTING THE ORK BACK IN MORK (1-2)	MORK AND MINDY	S: 3	E: 1
SNOWFLAKES KEEP DANCING ON MY HEAD (A/K/A SKY FLAKES KEEP FALLING ON MY HEAD)	MORK AND MINDY	S: 1	E: 16
STARK RAVING MORK	MORK AND MINDY	S: 2	E: 2
THE MORK SYNDROME	MORK AND MINDY	S: 2	E: 13
THE NIGHT THEY RAIDED MIND-SKIS	MORK AND MINDY	S: 2	E: 16
THE WAY MORK WERE	MORK AND MINDY	S: 2	E: 24
THERE'S A NEW MORK IN TOWN	MORK AND MINDY	S: 3	E: 12
TWENTY ANGRY APPLIANCES	MORK AND MINDY	S: 3	E: 11
YOUNG LOVE	MORK AND MINDY	S: 1	E: 15
Hugh David			
FURY FROM THE DEEP (1-6)	DOCTOR WHO	S: 5	E: 6
SURVIVAL CODE	DOOMWATCH	S: 1	E: 13
THE HIGHLANDERS (1-4)	DOCTOR WHO	S: 4	E: 4
Hugh Martin			

Episode Title	Name of Programme		
MINE GAMES	SUPERBOY	S: 3	E: 19
THE BASEMENT	SUPERBOY	S: 4	E: 3
Hy Averback			
GOODBYE POLUMBUS	QUARK	S: 1	E: 5
MAY THE SOURCE BE WITH YOU (1-2)	QUARK	S: 1	E: 2
THE GOOD, THE BAD AND THE FICUS	QUARK	S: 1	E: 4
THE OLD AND THE BEAUTIFUL	QUARK	S: 1	E: 3
Iain Patterson - Alias see Iain Paterson			
NOWHERE MAN	SPACE CASES	S: 1	E: 6
Ian Barry			
EXPOSED	INVISIBLE MAN (2000)	S: 2	E: 17
FALSE WITNESS	EARLY EDITION	S: 4	E: 14
IN GARY WE TRUST	EARLY EDITION	S: 3	E: 9
MELTDOWN	FARSCAPE	S: 3	E: 12
THANKS FOR SHARING	FARSCAPE	S: 3	E: 7
Ian Curteis			
WALK'S END	OUT OF THE UNKNOWN	S: 2	E: 11
Ian Emes			
THE CATEVARI	INVISIBLE MAN (2000)	S: 1	E: 2
Ian Gilmour			
A SIMPLE TRUTH	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 4
LARA	BEASTMASTER: THE LEGEND CONTINUES	S: 2	E: 2
MANLINKS	BEASTMASTER: THE LEGEND CONTINUES	S: 2	E: 1
THE CHAMLEON	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 15
THE DEVIL'S DEAL	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 16
THE ISLAND	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 3
VALHALLA	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 11
Ian Mune			
GREAT WIDE WORLD OVER THERE	RAY BRADBURY THEATRE,THE	S: 6	E: 13
THE LONELY ONE	RAY BRADBURY THEATRE,THE	S: 6	E: 9
Ian Sander			
CRUEL AND UNUSUAL	PROFILER	S: 1	E: 8
PRIMAL SCREAM	PROFILER	S: 2	E: 2
THE ROOT OF ALL EVIL (A 2 PART STORY)	PROFILER	S: 2	E: 19
TIES THAT BIND	PROFILER	S: 2	E: 11
Ian Sharp			
THE GOLEM	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 13
Ian Spurrier			
THE FEATHERED SPIES	SECRET SERVICE,THE	S: 1	E: 4
Ian Toynton			
BREAKING POINT	PROFILER	S: 2	E: 15
COLLABORATION	PREY	S: 1	E: 9
CORONATION	PROFILER	S: 3	E: 1
DIE BEAUTIFUL	PROFILER	S: 2	E: 18
DO THE RIGHT THING	PROFILER	S: 3	E: 3
ENEMY	FREEDOM	S: 1	E: 4
MIRAGE	PRETENDER, THE	S: 1	E: 9
NIGHT DREAMS	PROFILER	S: 1	E: 7
RANGER JAROD	PRETENDER, THE	S: 1	E: 14
SEDUCTION	PROFILER	S: 3	E: 18
THE CHAIN	VISITOR, THE	S: 1	E: 11
Ian Watson			
COUP BY CLAM	FARSCAPE	S: 4	E: 10
CRACKERS DON'T MATTER	FARSCAPE	S: 2	E: 4
DREAM A LITTLE DREAM	FARSCAPE	S: 2	E: 8
EAT ME	FARSCAPE	S: 3	E: 6
HIDDEN MEMORY (PART 2 OF 2)	FARSCAPE	S: 1	E: 20
INCUBATOR	FARSCAPE	S: 3	E: 11
INFINITE POSSIBILITES PART 2: ICARUS ABIDES	FARSCAPE	S: 3	E: 15
INTO THE LION'S DEN PART 1 : LAMBS TO THE SLAUGHTER	FARSCAPE	S: 3	E: 20
JEREMIAH CRICHTON	FARSCAPE	S: 1	E: 14
NATURAL ELECTION	FARSCAPE	S: 4	E: 6
OUT OF THEIR MINDS	FARSCAPE	S: 2	E: 9

Episode Title	Name of Programme		
SEASON OF DEATH	FARSCAPE	S: 3	E: 1
THE FIFTH REALITY (aka THROUGH THE LOOKING GLASS)	FARSCAPE	S: 1	E: 17
THE LOCKET	FARSCAPE	S: 2	E: 16
THEY'VE GOT A SECRET	FARSCAPE	S: 1	E: 10
Ida Lupino			
THE MASKS	TWILIGHT ZONE,THE (1958)	S: 5	E: 25
India van Voorhees			
TAKE TWO GALATIC SENTINALS AND CALL NIMBAR IN THE MORNING	TATTOOED TEENAGE ALIEN FIGHTERS FROM BEVERLY HILLS	S: 1	E: 4
Ira Steven Behr			
WRONGS DARKER THAN DEATH OR NIGHT	STAR TREK: DEEP SPACE NINE	S: 6	E: 17
Ira Steven Behr, Hans Beimler			
SHADOWS AND SYMBOLS	STAR TREK: DEEP SPACE NINE	S: 7	E: 2
Irvin Kershner			
HELL TOUPEE	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 21
TO BE OR NOT TO BE	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 1
Irving J. Moore			
A DAY AT THE ZOO	LOST IN SPACE	S: 3	E: 12
BEYOND THE MOUNTAIN	FANTASTIC JOURNEY,THE	S: 1	E: 3
BY GIFT OF CHANCE	IMMORTAL, THE	S: 1	E: 10
CAPTURE	LOGAN'S RUN	S: 1	E: 3
CAROUSEL	LOGAN'S RUN	S: 1	E: 11
SPACE BEAUTY	LOST IN SPACE	S: 3	E: 21
Irwin Allen			
ELEVEN DAYS TO ZERO	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 1
RENDEZVOUS WITH YESTERDAY	TIME TUNNEL,THE	S: 1	E: 1
THE CRASH	LAND OF THE GIANTS	S: 1	E: 1
THE VILLAGE OF GUILT	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 11
Isaac Florentine			
A ZEO BEGINNING (1-2)	POWER RANGERS ZEO	S: 1	E: 1
AS TIME RUNS OUT (PART 1 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 8
CLASH FOR CONTROL PART 2	POWER RANGERS TIME FORCE	S: 1	E: 15
CYBORG RANGERS	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 7
GRADUATION BLUES	POWER RANGERS ZEO	S: 1	E: 9
HOGDAY AFTERNOON (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 28
INVASION OF THE RANGER SNATCHERS	POWER RANGERS ZEO	S: 1	E: 8
QUANTUM QUEST	POWER RANGERS TIME FORCE	S: 1	E: 13
SAVE OUR SHIP (PART 1 OF 2)	POWER RANGERS IN SPACE	S: 1	E: 2
THE JOKES ON BLUE	POWER RANGERS ZEO	S: 2	E: 18
THE LAST RACE	POWER RANGERS TIME FORCE	S: 1	E: 22
THE PUPPET BLASTER	POWER RANGERS ZEO	S: 1	E: 7
TRIP TAKES A STAND	POWER RANGERS TIME FORCE	S: 1	E: 19
WHEELS OF DESTRUCTION	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 6
WHERE IN THE WORLD IS ZEO RANGER 5?	POWER RANGERS ZEO	S: 2	E: 19
WORLDS APART	POWER RANGERS TIME FORCE	S: 1	E: 12
YESTERDAY AGAIN	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 7
Isaac Florentine, Koichi Sakamoto			
KING FOR A DAY (1-2)	POWER RANGERS ZEO	S: 2	E: 20
Isabelle Fox			
BEEING THERE	SO WEIRD	S: 3	E: 11
REMEMBER WHEN	TRACKER	S: 1	E: 22
Ivan Dixon			
DIVORCE VENUSIAN STYLE	GREATEST AMERICAN HERO,THE	S: 3	E: 1
HOG WILD	GREATEST AMERICAN HERO,THE	S: 2	E: 4
MIND OF THE MACHINE	AIRWOLF	S: 1	E: 10
RANCHO OUTCASTS	BIONIC WOMAN, THE	S: 3	E: 21
SPACE RANGER	GREATEST AMERICAN HERO,THE	S: 3	E: 8
SPACED OUT	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 14
THE PRICE IS RIGHT	GREATEST AMERICAN HERO,THE	S: 3	E: 2
THE RIGHT HAND OF GOD	QUANTUM LEAP	S: 1	E: 3
THERE'S JUST NO ACCOUNTING . . .	GREATEST AMERICAN HERO,THE	S: 2	E: 18
THIS IS THE ONE THE SUIT WAS MEANT FOR	GREATEST AMERICAN HERO,THE	S: 3	E: 3

Ivan Nagy

Science Fiction Directors

Episode Title	Name of Programme	S:	E:
BILLIONAIRE BODY CLUB	HIGHWAYMAN,THE	1	7
STAR KNIGHT	POWERS OF MATTHEW STARR, THE	1	1
J. Barry			
THE KEY	AIRWOLF	4	15
WELCOME TO PARADISE	AIRWOLF	4	23
J. Michael Straczynski			
SLEEPING IN LIGHT	BABYLON 5	5	22
J. Miles Dale			
DANCE OF THE MAYFLIES	ANDROMEDA	2	15
THE UNCONQUERABLE MAN	ANDROMEDA	3	10
J. Miller Tobin			
9:02	JERICO	1	6
LOVE AND GAMES	CENTURY CITY	1	3
TO KNOW HER	CENTURY CITY	1	2
US OR THEM	INVASION	1	11
J.B. Sugar			
TRIAL BY FIRE	PAINKILLER JANE	1	9
J.D. Feigelson			
THE BURNING MAN	TWILIGHT ZONE,THE (1985)	1	19
THE LITTLE PEOPLE OF KILLANY WOODS	TWILIGHT ZONE,THE (1985)	1	34
J.T Scott			
EXIT STRATEGIES	ANDROMEDA	2	2
Jace Alexander			
GET READY TO GO-GO	PHIL OF THE FUTURE	2	6
GUN	EARLY EDITION	1	8
Jack Arnold			
NO FOOD FOR THOUGHT	SCIENCE FICTION THEATRE	1	6
PANIC IN 3-B	WORLD OF GIANTS	1	13
SPIDER INC.	SCIENCE FICTION THEATRE	1	8
TAILOR-MADE HERO	IT'S ABOUT TIME	1	4
THE COPPER CAPER	IT'S ABOUT TIME	1	2
THE DORIAN SECRET	BUCK ROGERS IN THE 25TH CENTURY	2	13
THE GUARDIANS	BUCK ROGERS IN THE 25TH CENTURY	2	5
THE INITIATION	IT'S ABOUT TIME	1	3
THE LAST PHANTOM	HOLMES AND YOYO	1	4
THE QUEEN AND THE THIEF	NEW ADVENTURES OF WONDER WOMAN,THE	1	7
THE SOUND OF MURDER	SCIENCE FICTION THEATRE	1	37
THE THORNHILL AFFAIR	HOLMES AND YOYO	1	6
TIME IS JUST A PLACE	SCIENCE FICTION THEATRE	1	2
UNEXPECTED MURDER	WORLD OF GIANTS	1	12
WHICH ONE IS JAMIE?	BIONIC WOMAN, THE	3	18
Jack Bender			
CYCLE OF VIOLENCE	PROFILER	2	17
FILM AT ELEVEN	PROFILER	1	15
IT CUTS BOTH WAYS	PROFILER	2	3
OLD ACQUAINTANCE	PROFILER	2	6
Jack Colvin			
EAST WINDS	INCREDIBLE HULK,THE	4	10
GOODBYE,EDDIE CAIN	INCREDIBLE HULK,THE	4	7
Jack Herzberg			
BEYOND THE STARS	MEN INTO SPACE	1	31
DEAD STORAGE	SCIENCE FICTION THEATRE	1	24
INTO THE SUN	MEN INTO SPACE	1	35
THE HASTINGS SECRET	SCIENCE FICTION THEATRE	1	29
THE MISSING WAVEBAND	SCIENCE FICTION THEATRE	2	10
Jack Regas			
PARDON ME KING KONG	DR. SHRINKER	1	2
RETURN OF THE PHAROAH (2 PARTS)	ELECTRA WOMAN AND DYNAGIRL	1	8
SAND DOCUMENT (1-2)	DR. SHRINKER	1	1
SHAKEUP	DR. SHRINKER	1	8
SHRINKIE SALE	DR. SHRINKER	1	12
SLOWLY I TURN	DR. SHRINKER	1	11
THE OTHER BRAD	DR. SHRINKER	1	3

Episode Title	Name of Programme		
Jack Reges			
DR. SHRINKER SHRINKS	DR. SHRINKER	S: 1	E: 6
Jack Sarrett			
THE LION	BEYOND WESTWORLD	S: 1	E: 4
Jack Sholder			
SHRIEK & DESTROY	TREMORS	S: 1	E: 13
THE SERPENT AND THE ICE	MORTAL KOMBAT : CONQUEST	S: 1	E: 14
Jack Smight			
NIGHT OF THE MEEK	TWILIGHT ZONE,THE (1958)	S: 2	E: 11
THE LATENESS OF THE HOUR	TWILIGHT ZONE,THE (1958)	S: 2	E: 8
THE LONELY	TWILIGHT ZONE,THE (1958)	S: 1	E: 7
TWENTY-TWO	TWILIGHT ZONE,THE (1958)	S: 2	E: 17
Jack Starrett			
THE HORSE RACE	PLANET OF THE APES	S: 1	E: 9
Jackie Cooper			
"PILOT"	HOLMES AND YOYO	S: 1	E: 1
KRYPTONITE KILLS	SUPERBOY	S: 1	E: 11
THE BEAST AND BEAUTY	SUPERBOY	S: 1	E: 7
THE INVISIBLE PEOPLE	SUPERBOY	S: 1	E: 18
Jacques Haitkin			
HOME AWAY FROM HOME	TEAM KNIGHT RIDER	S: 1	E: 18
Jacques Payette			
THE TALE OF THE NIGHTLEY NEIGHBOURS	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 8
Jacques Tourneur			
NIGHT CALL	TWILIGHT ZONE,THE (1958)	S: 5	E: 9
Jake Paltrow			
MORA	OTHERS, THE	S: 1	E: 9
Jake Scott			
MENAGE A' TROI	HUNGER, THE	S: 1	E: 2
James A. Contner			
ART ATTACK	DARK ANGEL	S: 1	E: 11
AWAKENING	ANGEL	S: 4	E: 10
BAD CHI	INVISIBLE MAN (2000)	S: 2	E: 9
BOTH SIDES NOW	DARK SKIES	S: 1	E: 16
BURNOUT	UNSUB	S: 1	E: 8
CARBON CREEK	ENTERPRISE	S: 2	E: 2
CARPE NOCTEM	ANGEL	S: 3	E: 4
COOL	SMALLVILLE	S: 1	E: 5
DEAD END	ANGEL	S: 2	E: 18
DEAR DOCTOR	ENTERPRISE	S: 1	E: 12
FIRST IMPRESSIONS	ANGEL	S: 2	E: 3
FIVE BY FIVE	ANGEL	S: 1	E: 18
GREED FOR A PIRATE'S DREAM	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 15
HONEYMOON IN METROPOLIS	LOIS AND CLARK	S: 1	E: 11
HORIZON	ENTERPRISE	S: 2	E: 20
JUST REWARDS (PART 2 OF 2)	ANGEL	S: 5	E: 2
LONLEY HEARTS	ANGEL	S: 1	E: 2
LOSING CONTROL	HARD TIME ON PLANET EARTH	S: 1	E: 6
LOYALTY	ANGEL	S: 3	E: 15
MEET THE DUPES (PART 1 OF 2)	ROSWELL	S: 2	E: 8
MINEFIELD	ENTERPRISE	S: 2	E: 3
PARTING GIFTS	ANGEL	S: 1	E: 10
POWER PLAY	ANGEL	S: 5	E: 21
RELEASE	ANGEL	S: 4	E: 14
REUNION	ANGEL	S: 2	E: 10
SENSE AND SENSITIVITY	ANGEL	S: 1	E: 6
SKIN AND BONES	ROSWELL	S: 2	E: 1
SOFT LIGHT	X FILES,THE	S: 2	E: 23
THE BOONE IDENTITY	DRESDEN FILES, THE	S: 1	E: 2
THE COMMUNICATOR	ENTERPRISE	S: 2	E: 8
THE DEVIL YOU KNOW	INVISIBLE MAN (2000)	S: 1	E: 6
THE HOT-DOG MAN	HARD TIME ON PLANET EARTH	S: 1	E: 8
THE HOUSE	DEAD ZONE, THE	S: 1	E: 6

Episode Title	Name of Programme		
TORCH SONG	MANN AND MACHINE	S: 1	E: 5
TRANSFORMATIONS	PREY	S: 1	E: 7
TWIN STREAKS	FLASH, THE	S: 1	E: 18
WHITE RABBIT	DARK SKIES	S: 1	E: 13
James A. Contner.			
BRISCO IN JALISCO	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 4
James Allardice, Tom Adair			
THE TIME MACHINE IS WAKING UP THAT OLD GANG OF MINE	MY FAVOURITE MARTIAN	S: 3	E: 10
James B. Clark			
A RIDDLING CONTROVERSY	BATMAN (1966)	S: 2	E: 46
BATMAN'S ANNIVERSARY	BATMAN (1966)	S: 2	E: 45
BATMAN'S WATERLOO	BATMAN (1966)	S: 2	E: 54
GIVE 'EM THE AXE	BATMAN (1966)	S: 1	E: 24
KING TUT'S COUP	BATMAN (1966)	S: 2	E: 53
MARSHA,QUEEN OF DIAMONDS	BATMAN (1966)	S: 2	E: 23
MARSHA'S SCHEME WITH DIAMONDS	BATMAN (1966)	S: 2	E: 24
PENGUIN IS A GIRL'S BEST FRIEND	BATMAN (1966)	S: 2	E: 42
PENGUIN SETS A TREND	BATMAN (1966)	S: 2	E: 43
PENGUIN'S DISASTEROUS END	BATMAN (1966)	S: 2	E: 44
THE BATS KOW TOW	BATMAN (1966)	S: 2	E: 30
THE CAT'S MEOW	BATMAN (1966)	S: 2	E: 29
THE IMPRACTICAL JOKER	BATMAN (1966)	S: 2	E: 21
THE JOKER'S PROVOKERS	BATMAN (1966)	S: 2	E: 22
THE MONSTERS FROM OUTER SPACE	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 12
THE RING OF WAX	BATMAN (1966)	S: 1	E: 23
James Bagdonas			
BARBARIANS AT THE PLANET (PART 1 OF 2)	LOIS AND CLARK	S: 1	E: 20
FORGET ME KNOT	LOIS AND CLARK	S: 3	E: 18
METALLO	LOIS AND CLARK	S: 2	E: 10
SUPER MANN	LOIS AND CLARK	S: 3	E: 9
TEMPUS FUGITIVE	LOIS AND CLARK	S: 2	E: 18
James Burrows			
BRAINS AND EGGS	THIRD ROCK FROM THE SUN	S: 1	E: 1
SEE DICK RUN	THIRD ROCK FROM THE SUN	S: 1	E: 20
James Cameron			
FREAK NATION (90MIN)	DARK ANGEL	S: 2	E: 21
James Cellan Jones			
BEACH HEAD	OUT OF THE UNKNOWN	S: 3	E: 4
James Conway			
KARA	SMALLVILLE	S: 7	E: 2
LARA	SMALLVILLE	S: 7	E: 6
STATIC	SMALLVILLE	S: 6	E: 8
THE 37'S	STAR TREK: VOYAGER	S: 2	E: 1
James D. Parriot			
A CHILD IN NEED	INCREDIBLE HULK,THE	S: 2	E: 5
James D. Parriott			
VOYAGERS	VOYAGERS	S: 1	E: 1
James Darren			
NIGHT OF THE VISITORS	SOMETHING IS OUT THERE	S: 1	E: 5
James Eskrine			
RANDOM SHOES	TORCHWOOD	S: 1	E: 9
James Frawley			
"PILOT"	THREE MOONS OVER MILFORD	S: 1	E: 1
DEAD AND GONE, HONEY	SPY GAMES	S: 1	E: 4
SHOOT THE MOON	THREE MOONS OVER MILFORD	S: 1	E: 2
THE GREATEST LOVE STORY NEVER TOLD	EARTH 2	S: 1	E: 14
X-RAY	SMALLVILLE	S: 1	E: 4
James Gatward			
CREATURES OF THE MIND	STAR MAIDENS	S: 1	E: 12
ESCAPE TO PARADISE	STAR MAIDENS	S: 1	E: 1
James Goldstone			
PRICE OF DOOM	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 8
THE EXILE	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 27

Episode Title	Name of Programme	S:	E:
THE HUMAN COMPUTER	VOYAGE TO THE BOTTOM OF THE SEA	1	23
THE INHERITORS (2 PART STORY)	OUTER LIMITS,THE (1963)	2	10
THE SIXTH FINGER	OUTER LIMITS,THE (1963)	1	5
WHAT ARE LITTLE GIRLS MADE OF?	STAR TREK	1	8
WHERE NO MAN HAS GONE BEFORE	STAR TREK	1	4
James Hawes			
EVOLUTION OF THE DALEKS (PART 2 OF 2)	DOCTOR WHO (2005)	3	5
NEW EARTH	DOCTOR WHO (2005)	2	1
SCHOOL REUNION	DOCTOR WHO (2005)	2	3
THE CHRISTMAS INVASION (SPECIAL)	DOCTOR WHO (2005)	1	14
THE DOCTOR DANCES	DOCTOR WHO (2005)	1	10
THE EMPTY CHILD	DOCTOR WHO (2005)	1	9
James Hayman			
CHI OF STEEL	LOIS AND CLARK	2	11
THE PRANKSTER	LOIS AND CLARK	2	4
James Head			
A VERY DEAD ZONE CHRISTMAS	DEAD ZONE, THE	4	12
ASCENT (PART 2 OF 2)	DEAD ZONE, THE	2	3
CITY OF ROSES	JEREMIAH	1	9
DECENT (PART 1 OF 2)	DEAD ZONE, THE	2	2
DEJA VOODOO	DEAD ZONE, THE	2	15
DIMENSIONS	EARTH: FINAL CONFLICT	2	4
EXILE	DEAD ZONE, THE	6	11
FEAR ITSELF	OUTER LIMITS,THE (1995)	4	12
FINDING RACHEL (PART 1 OF 2)	DEAD ZONE, THE	3	1
FINDING RACHEL (PART 2 OF 2)	DEAD ZONE, THE	3	2
GRAINS OF SAND	DEAD ZONE, THE	4	7
HERITAGE	DEAD ZONE, THE	6	1
HEROES & DEMONS	DEAD ZONE, THE	4	5
INTERRED	DEAD ZONE, THE	6	5
INTO THE HEART OF DARKNESS	DEAD ZONE, THE	5	10
JOY RIDE	OUTER LIMITS,THE (1995)	5	6
LOOKING GLASS	DEAD ZONE, THE	3	7
MARY 25	OUTER LIMITS,THE (1995)	4	15
NIGHTMARE	OUTER LIMITS,THE (1995)	4	20
SANCTUARY	STARGATE: ATLANTIS	1	14
SAVED	DEAD ZONE, THE	4	11
SUMMIT	OUTER LIMITS,THE (1995)	5	13
TAGGED	TWILIGHT ZONE, THE (2002)	1	29
THE COMBINATION	DEAD ZONE, THE	2	18
THE HUNT	DEAD ZONE, THE	2	16
THE MAN WHO NEVER WAS	DEAD ZONE, THE	2	9
THE OTHER DICK	DRESDEN FILES, THE	1	9
THE RED KISS	JEREMIAH	1	13
TIME TO TIME	OUTER LIMITS,THE (1995)	7	15
TRANSGRESSION	DEAD ZONE, THE	6	9
VANGUARD	DEAD ZONE, THE	4	8
ZIG ZAG	OUTER LIMITS,THE (1995)	6	20
James Hill			
A TOUCH OF BRIMSTONE	AVENGERS,THE	4	21
CASTLE DE'ATH	AVENGERS,THE	4	5
EPIC	AVENGERS,THE	5	11
HONEY FOR THE PRINCE	AVENGERS,THE	4	26
LOOK (STOP ME IF YOU'VE HEARD THIS ONE) BUT THERE WERE THESE TWO FELLERS . . .	AVENGERS,THE	7	11
PAPER DOLLS	JOURNEY TO THE UNKNOWN	1	16
QUICK-QUICK SLOW DEATH	AVENGERS,THE	4	19
SOMETHING NASTY IN THE NURSERY	AVENGERS,THE	5	14
THE FORGET-ME-KNOT	AVENGERS,THE	7	1
THE HOUR THAT NEVER WAS	AVENGERS,THE	4	9
James Komack			
A PIECE OF THE ACTION	STAR TREK	2	17
POOR LITTLE RICH CAT	MY FAVOURITE MARTIAN	1	15
RX FOR MARTIAN	MY FAVOURITE MARTIAN	1	16
James L. Conway			

Episode Title	Name of Programme	S:	E:
APOCALYPSE RISING	STAR TREK: DEEP SPACE NINE	5	1
BROKEN BOW	ENTERPRISE	1	1
DAMAGE	ENTERPRISE	3	19
DEATH WISH	STAR TREK: VOYAGER	2	18
DUET	STAR TREK: DEEP SPACE NINE	1	18
FOR THE CAUSE	STAR TREK: DEEP SPACE NINE	4	21
FRAME OF MIND	STAR TREK: THE NEXT GENERATION	6	19
IN A MIRROR, DARKLY (PART 1 OF 2)	ENTERPRISE	4	18
INNOCENCE	STAR TREK: VOYAGER	2	22
JUDGEMENT	ENTERPRISE	2	19
JUSTICE	STAR TREK: THE NEXT GENERATION	1	7
KNEE-HIGH NOON	LEGEND	1	6
LITTLE GREEN MEN	STAR TREK: DEEP SPACE NINE	4	6
NECESSARY EVIL	STAR TREK: DEEP SPACE NINE	2	8
PERSISTANCE OF VISION	STAR TREK: VOYAGER	2	8
SHATTERED MIRROR	STAR TREK: DEEP SPACE NINE	4	19
THE NEUTRAL ZONE	STAR TREK: THE NEXT GENERATION	1	25
THE WAY OF THE WARRIOR	STAR TREK: DEEP SPACE NINE	4	1
James Lydon			
THE PRIVACY OF THE MIND	SIX MILLION DOLLAR MAN,THE	4	19
James Marshall			
ARRIVAL	SMALLVILLE	5	1
COMBAT	SMALLVILLE	6	17
CRUSH	SMALLVILLE	1	19
FOREVER	SMALLVILLE	4	21
FRACTURE	SMALLVILLE	7	12
GONE	SMALLVILLE	4	2
HEAT	SMALLVILLE	2	2
INSURGENCE	SMALLVILLE	2	12
KRYPTO	SMALLVILLE	4	14
MERCY	SMALLVILLE	5	19
OBSESSION	SMALLVILLE	3	14
PHANTOM	SMALLVILLE	6	22
PHOENIX (PART 2 OF 2)	SMALLVILLE	3	2
ROSETTA	SMALLVILLE	2	17
SPLINTER	SMALLVILLE	5	7
TRANSFERENCE	SMALLVILLE	4	6
TRUTH	SMALLVILLE	3	18
VESSEL	SMALLVILLE	5	22
ZOD	SMALLVILLE	6	1
James Mathers			
BATTLE OF THE GIANTS	BEETLEBORGS METALLIX	1	31
BATTLESTATION ALERT	BEETLEBORGS METALLIX	1	3
BORGLSLAYER! (PART 1)	BIG BAD BEETLEBORGS	1	51
CRUSH OF THE CRUSTACEANS	BEETLEBORGS METALLIX	1	1
FRIGHT FILES	BIG BAD BEETLEBORGS	1	50
MEMORIES OF MIRINOI	POWER RANGERS LOST GALAXY	2	8
METALMIX RISING	BEETLEBORGS METALLIX	1	2
ROBO RUMBLE	BEETLEBORGS METALLIX	1	32
SUPER FANG	BEETLEBORGS METALLIX	1	33
VEXOR'S LAST LAUGH (PART 2)	BIG BAD BEETLEBORGS	1	52
James Nielson			
THE CLOCK KING'S CRAZY CRIMES	BATMAN (1966)	2	11
THE KING GETS CROWNED	BATMAN (1966)	2	12
James Ormerod			
THE LODGER	TALES OF MYSTERY	3	8
James Quinn			
COLD,COLD HEART	MANN AND MACHINE	1	9
CROWN OF THORNS	VIPER (1994)	1	13
MANN'S FATE	MANN AND MACHINE	1	6
PERFECT HELEN	PROFILER	3	7
TEEN ANGELS	EARLY EDITION	3	11
James Rait			
GRAVE DANGER	EARTH: FINAL CONFLICT	5	15

Episode Title	Name of Programme		
James Sheldon			
A PENNY FOR YOUR THOUGHTS	TWILIGHT ZONE,THE (1958)	S: 2	E: 16
BETTER LUCK NEXT TIME	BATMAN (1966)	S: 1	E: 20
IT'S A GOOD LIFE	TWILIGHT ZONE,THE (1958)	S: 3	E: 8
LONG DISTANCE CALL	TWILIGHT ZONE,THE (1958)	S: 2	E: 22
THE PURR-FECT CRIME	BATMAN (1966)	S: 1	E: 19
THE STILL VALLEY	TWILIGHT ZONE,THE (1958)	S: 3	E: 11
THE WHOLE TRUTH	TWILIGHT ZONE,THE (1958)	S: 2	E: 14
James Sheldon, William F. Claxton			
I SING THE BODY ELECTRIC	TWILIGHT ZONE,THE (1958)	S: 3	E: 35
James Strong			
CYBERWOMAN	TORCHWOOD	S: 1	E: 4
DALEKS IN MANHATTAN (PART 1 OF 2)	DOCTOR WHO (2005)	S: 3	E: 4
THE IMPOSSIBLE PLANET	DOCTOR WHO (2005)	S: 2	E: 8
THE SATAN PIT	DOCTOR WHO (2005)	S: 2	E: 9
THEY KEEP KILLING SUZIE	TORCHWOOD	S: 1	E: 8
VOYAGE OF THE DAMNED (71 MINUTES)	DOCTOR WHO (2005)	S: 3	E: 14
James V. Kern			
MARTIN'S FAVOURITE MARTIAN	MY FAVOURITE MARTIAN	S: 2	E: 32
ONCE UPON A MARTIAN MOTHER'S DAY	MY FAVOURITE MARTIAN	S: 2	E: 28
PORTRAIT IN BROWN	MY FAVOURITE MARTIAN	S: 2	E: 38
THE MARTIAN'S FAIR HOBO	MY FAVOURITE MARTIAN	S: 2	E: 33
TIME OUT FOR MARTIN	MY FAVOURITE MARTIAN	S: 2	E: 37
UNCLE BABY	MY FAVOURITE MARTIAN	S: 2	E: 27
James Whitmore Jr.			
8 1/2 MONTHS	QUANTUM LEAP	S: 3	E: 12
A LEAP FOR LISA	QUANTUM LEAP	S: 4	E: 22
ACQUISITION	ENTERPRISE	S: 1	E: 18
BACK FROM THE DEAD AGAIN	PRETENDER, THE	S: 2	E: 1
BAZOOKA JAROD	PRETENDER, THE	S: 1	E: 13
BLOOD LUST	PROFILER	S: 2	E: 13
CRAZY	ROSWELL	S: 1	E: 17
DISTURBING BEHAVIOUR (PART 1 OF 2)	ROSWELL	S: 2	E: 13
END GAME	PRETENDER, THE	S: 3	E: 19
EYE OF THE BEHOLDER	SLEEPWALKERS	S: 1	E: 3
FEARFUL SYMMETRY	X FILES,THE	S: 2	E: 18
FLYER	PRETENDER, THE	S: 1	E: 3
FOUR HORSEMEN	JERICO	S: 1	E: 3
FUTURE TENSE	ENTERPRISE	S: 2	E: 16
HIT A SISTA BACK	DARK ANGEL	S: 1	E: 19
JIMMY	QUANTUM LEAP	S: 2	E: 8
LEAP OF FAITH	QUANTUM LEAP	S: 3	E: 3
LEE HARVEY OSWALD (A TWO PART STORY)	QUANTUM LEAP	S: 5	E: 1
LOVE AMONG THE RUNES	DARK ANGEL	S: 2	E: 20
MATTER OF FAX	SLEEPWALKERS	S: 1	E: 7
MEMPHIS MELODY	QUANTUM LEAP	S: 5	E: 20
MIRROR IMAGE	QUANTUM LEAP	S: 5	E: 21
NUCLEAR FAMILY	QUANTUM LEAP	S: 3	E: 21
OVER THE EDGE	PRETENDER, THE	S: 2	E: 3
PIANO MAN	QUANTUM LEAP	S: 3	E: 15
RAGE	STRANGE WORLD	S: 1	E: 5
REBEL WITHOUT A CLUE	QUANTUM LEAP	S: 3	E: 9
REPRISE	ANGEL	S: 2	E: 15
SEMPER FIDELIS	JERICO	S: 1	E: 15
THE GREAT SPONTINI	QUANTUM LEAP	S: 3	E: 8
THE WORLD'S CHANGING	PRETENDER, THE	S: 4	E: 1
TO SERVE AND PROTECT	PRETENDER, THE	S: 1	E: 6
TRILOGY (PART 3) (aka THE LAST DOOR)	QUANTUM LEAP	S: 5	E: 9
TRILOGY (PART 1) (aka ONE LITTLE HEART)	QUANTUM LEAP	S: 5	E: 7
TRILOGY (PART 2) (aka FOR YOUR LOVE)	QUANTUM LEAP	S: 5	E: 8
UNHAPPY LANDINGS	PRETENDER, THE	S: 1	E: 18
VOX POPULI	JERICO	S: 1	E: 11
James Whitmore Jr., Dan Lerner			
VENOM (1-2)	PROFILER	S: 1	E: 20

James Wong

Science Fiction Directors

Episode Title	Name of Programme		
MUSINGS OF A CIGARETTE SMOKING MAN	X FILES,THE	S: 4	E: 7
James Wong, Glen Morgan			
NEVER NO MORE (PART 1)	SPACE : ABOVE AND BEYOND	S: 1	E: 14
Jamie Payne			
EPISODE 10	PRIMEVAL	S: 2	E: 4
EPISODE 11	PRIMEVAL	S: 2	E: 5
EPISODE 4	PRIMEVAL	S: 1	E: 4
EPISODE 5	PRIMEVAL	S: 1	E: 5
EPISODE 7	PRIMEVAL	S: 2	E: 1
EPISODE 9	PRIMEVAL	S: 2	E: 3
Jan Eliasberg			
PHATOM OF THE OPERA	EARLY EDITION	S: 1	E: 18
Jane Greek			
THE WHELL OF FIRE	BABYLON 5	S: 5	E: 19
Janet Davidson			
GRENDLER'S IN THE MYST	EARTH 2	S: 1	E: 13
Janet Greek			
A VIEW FROM THE GALLERY	BABYLON 5	S: 5	E: 4
A VOICE IN THE WILDERNESS (1-2)	BABYLON 5	S: 1	E: 19
AND THE SKY FULL OF STARS	BABYLON 5	S: 1	E: 9
BODY GROBAGS	MAX HEADROOM	S: 2	E: 6
CHRYSALIS	BABYLON 5	S: 1	E: 22
DARKNESS RISING	BABYLON 5	S: 5	E: 15
GROSSBERG'S RETURN	MAX HEADROOM	S: 2	E: 3
MIDNIGHT OF THE CARRIER	BURNING ZONE, THE	S: 1	E: 11
NO COMPROMISES	BABYLON 5	S: 5	E: 1
POINTS OF DEPARTURE	BABYLON 5	S: 2	E: 1
SIGNS AND PORTENTS	BABYLON 5	S: 1	E: 13
THE COMING OF SHADOWS	BABYLON 5	S: 2	E: 9
THE FALL OF NIGHT	BABYLON 5	S: 2	E: 22
WAR ZONE	CRUSADE	S: 1	E: 1
Jason Ensler			
CHUCK VERSUS THE IMPORTED HARD SALAMI	CHUCK	S: 1	E: 9
CHUCK VERSUS THE TANGO	CHUCK	S: 1	E: 3
Jason Hreno			
APPROACHING DESDEMONA	HUNGER, THE	S: 2	E: 18
Jason Priestley			
NEW LEASE	OUTER LIMITS,THE (1995)	S: 3	E: 11
Jay Tobias			
A SENSE OF COMMUNITY	INVISIBLE MAN (2000)	S: 2	E: 15
BEHOLDER	INVISIBLE MAN (2000)	S: 1	E: 14
HOT FROM THE OVEN	CHRONICLE, THE	S: 1	E: 17
I SEE DEAD FAT PEOPLE	CHRONICLE, THE	S: 1	E: 15
IT'S A SMALL WORLD	INVISIBLE MAN (2000)	S: 1	E: 23
SUBJECT: THE HARBINGERS	FREAKYLINKS	S: 1	E: 6
THE LESSER EVIL	INVISIBLE MAN (2000)	S: 1	E: 20
Jean Beaudin			
THE SANDMAN COMETH	BIG WOLF ON CAMPUS	S: 2	E: 6
Jean de Segonzac			
CRADLE OF DARKNESS	TWILIGHT ZONE, THE (2002)	S: 1	E: 5
EPISODE 14	SURFACE	S: 1	E: 14
NIGHT ROUTE	TWILIGHT ZONE, THE (2002)	S: 1	E: 6
TORN (PART 1 OF 2)	BATTLESTAR GALACTICA (2004)	S: 3	E: 6
Jean Milan			
SWAMPTHINGAMAJIG	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 3
Jean Yarbrough			
HEIR TODAY, GONE TOMMORROW	MY FAVOURITE MARTIAN	S: 3	E: 16
LORELEI BROWN VS EVERYBODY	MY FAVOURITE MARTIAN	S: 3	E: 13
MARTIN'S REVOLTIN' DEVELOPMENT	MY FAVOURITE MARTIAN	S: 3	E: 17
STOP THE PRESSES, I WANT TO GET OFF	MY FAVOURITE MARTIAN	S: 3	E: 29
WHEN YOU GET BACK HOME TO MARS, ARE YOU GOING TO GET IT	MY FAVOURITE MARTIAN	S: 3	E: 23
Jean-Christophe Averty			

Episode Title	Name of Programme	S:	E:
LE PERIL BLEU (THE BLUE PERIL)	LES CLASSIQUES DE L'ETRANGE	1	2
Jean-Claude Lord			
RELATIVITY	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	1	12
Jean-Claude Lubtchansky			
LE TRAINLE A QUATRE COTES (THE FOUR-SIDE TRIANGLE)	DE BIEN ETRANGES AFFAIRES	1	6
Jean-Luc Miesch			
LOURDE GUEUSE (HEAVY IRON)	DE BIEN ETRANGES AFFAIRES	1	3
Jean-Marc Vallee			
LET THERE BE LIGHT	SECRET ADVENTURES OF JULES VERNE, THE	1	9
SOUTHERN COMFORT	SECRET ADVENTURES OF JULES VERNE, THE	1	8
Jeannot Szwarc			
BLANK	SMALLVILLE	4	19
DISTRACTIONS	HEROES	1	14
EXPOSED	SMALLVILLE	5	6
NOIR	SMALLVILLE	6	20
PERRY	SMALLVILLE	3	5
POPULATION ZERO	SIX MILLION DOLLAR MAN,THE	1	4
RECRUIT	SMALLVILLE	4	13
RED SNOW	TWILIGHT ZONE,THE (1985)	1	51
REUNION	SMALLVILLE	6	5
SPELL	SMALLVILLE	4	8
THE LAST DEFENDER OF CAMELOT	TWILIGHT ZONE,THE (1985)	1	59
THE LINE	HEROES	2	6
THERE'S SOMETHING ABOUT OLGA	SEVEN DAYS	1	14
VELOCITY	SMALLVILLE	3	13
VENGEANCE	SMALLVILLE	5	13
VOID	SMALLVILLE	5	17
Jef Levy, Brian Heidik			
SUBJECT: COELACANTH THIS!	FREAKYLINKS	1	4
Jefery Levy			
BACK TO SCHOOL	SECRET AGENT MAN	1	2
CAMERA OBSCURA	HARSH REALM	1	9
CRAVINGS	PROFILER	3	2
DYING TO LIVE	PROFILER	2	10
HOME FOR THE HOMICIDE	PROFILER	3	8
JACK BE NIMBLE, JACK BE QUICK	PROFILER	2	7
LORNE AND MAX DROP THE BALL	SPY GAMES	1	9
MANY HAPPY RETURNS	EUREKA	1	2
PERCIPITATE	DEAD ZONE, THE	2	5
SHOOT TO KILL	PROFILER	2	12
SPREE OF LOVE	PROFILER	3	15
SUPERNAKED	SECRET AGENT MAN	1	5
THE DREAM MASTERS	SLIDERS	3	5
THE FIRE WITHIN	SLIDERS	3	8
TO SERVE AND PROTECT	ROSWELL	2	11
Jeff Blyth			
ALL YOU CAN EATY	SPACE CASES	2	7
NEW PLACES, NEW FACES	SPACE CASES	2	1
NEW WORLD ORDER	SECRET WORLD OF ALEX MACK,THE	3	7
ON THE ROCKS	SECRET WORLD OF ALEX MACK,THE	2	13
THE BAND	SECRET WORLD OF ALEX MACK,THE	4	12
THE OTHER SIDE (1-2)	SECRET WORLD OF ALEX MACK,THE	3	1
THE PARTY	SECRET WORLD OF ALEX MACK,THE	2	16
THE STORM	SECRET WORLD OF ALEX MACK,THE	4	8
Jeff Burr			
FANGS OVER CHARTERVILLE	BIG BAD BEETLEBORGS	1	24
SPACE CASE	BIG BAD BEETLEBORGS	1	21
THE BRAIN IN THE ATTIC	BIG BAD BEETLEBORGS	1	22
Jeff Chambers			
MORK'S MIXED EMOTONS	MORK AND MINDY	1	19
YES SIR, THAT'S MY BABY	MORK AND MINDY	1	18
Jeff F. King			
CONCLUSIONS (PART 1 OF 3)	BLACK HOLE HIGH	4	1
INQUIRY	BLACK HOLE HIGH	3	13

Episode Title	Name of Programme		
NANOTECHNOLOGY	BLACK HOLE HIGH	S: 3	E: 6
STOPWATCH	BLACK HOLE HIGH	S: 2	E: 13
Jeff Fazio			
AND SHE LAUGHED	HUNGER, THE	S: 2	E: 4
HIDEBOUND	HUNGER, THE	S: 1	E: 14
Jeff Kibbee			
LIFE DURING WARTIME	DEAD AT 21	S: 1	E: 10
TIE YOUR MOTHER DOWN	DEAD AT 21	S: 1	E: 8
Jeff Stein			
REGARDING CATLETT	VIPER (1996)	S: 2	E: 15
Jeff Vlaming			
FREE GARY	WEIRD SCIENCE	S: 3	E: 12
Jeff Woolnough			
ASSASSINS	FREEDOM	S: 1	E: 3
AVATAR	EARTH: FINAL CONFLICT	S: 1	E: 4
DEAD MAN'S SWITCH	OUTER LIMITS,THE (1995)	S: 3	E: 13
DESIGNATE THIS	DARK ANGEL	S: 2	E: 1
DOWNLOADED	BATTLESTAR GALACTICA (2004)	S: 2	E: 18
DR. NOBEL	EUREKA	S: 1	E: 6
DROPPING THE DISHES	TAKEN	S: 1	E: 8
EMANCIPATION	STARGATE SG1	S: 1	E: 3
EPISODE 5	SURFACE	S: 1	E: 5
FLOAT LIKE A BUTTERFLY	EARTH: FINAL CONFLICT	S: 1	E: 7
HELLO, GOODBYE	DARK ANGEL	S: 2	E: 17
HOME: PART 2	BATTLESTAR GALACTICA (2004)	S: 2	E: 7
HUMAN OPERATORS	OUTER LIMITS,THE (1995)	S: 5	E: 7
JAVA JIVE	SLIDERS	S: 5	E: 8
MEDIUM IS THE MESSAGE	DARK ANGEL	S: 2	E: 9
MURDER MOST FOUL	SLIDERS	S: 3	E: 13
RED	SMALLVILLE	S: 2	E: 4
SARCOPHAGUS	OUTER LIMITS,THE (1995)	S: 4	E: 19
SINS OF THE MOTHER	BIRDS OF PREY	S: 1	E: 5
THE BEHOLDER	OUTER LIMITS,THE (1995)	S: 6	E: 6
THE GUN	OUTER LIMITS,THE (1995)	S: 6	E: 2
THE HAND OF GOD	BATTLESTAR GALACTICA (2004)	S: 1	E: 10
THE KIDS ARE AIIGHT	DARK ANGEL	S: 1	E: 13
THE OTHER SIDE	OUTER LIMITS,THE (1995)	S: 5	E: 5
THE OTHER SLIDE OF DARKNESS	SLIDERS	S: 3	E: 20
Jeff Woonough			
H.O.U.S.E. RULES	EUREKA	S: 1	E: 11
Jeff Woulough			
MONEY FOR NOTHING PART 1	INVISIBLE MAN (2000)	S: 1	E: 21
Jeff Yonis			
NO STONE UNTURNED	BLACK SCORPION	S: 1	E: 7
Jefferson Kibbee			
DAMAGE	ANGEL	S: 5	E: 11
JUST SAY YES	SLIDERS	S: 4	E: 7
LINEAGE	ANGEL	S: 5	E: 7
LOOK WHO'S BARKING	THEY CAME FROM OUTER SPACE	S: 1	E: 15
LUCY'S LIFE	NET, THE	S: 1	E: 14
NEILA AND THE BEAST	SUPERBOY	S: 3	E: 11
PEACE OUT	ANGEL	S: 4	E: 21
SALVAGE	ANGEL	S: 4	E: 13
THE LEGEND	THEY CAME FROM OUTER SPACE	S: 1	E: 10
WEST OF ALPHA CENTAURI	SUPERBOY	S: 4	E: 10
Jeffery Levy			
BLINK	EUREKA	S: 1	E: 7
Jeffrey Alan Schechter			
PAST	BLACK HOLE HIGH	S: 3	E: 12
Jeffrey Bell			
NOT FADE AWAY	ANGEL	S: 5	E: 22
THE CAUTIONARY TALE OF NUMERO CINCO	ANGEL	S: 5	E: 6
THE MAGIC BULLET	ANGEL	S: 4	E: 19

Episode Title	Name of Programme		
Jeffrey Hayden			
A SOLITARY PLACE	INCREDIBLE HULK,THE	S: 2	E: 12
BLIND RAGE	INCREDIBLE HULK,THE	S: 3	E: 2
BUY OUT	KNIGHT RIDER	S: 3	E: 14
DIAMONDS AREN'T A GIRL'S BEST FRIEND	KNIGHT RIDER	S: 2	E: 13
HEARTS OF STONE	KNIGHT RIDER	S: 1	E: 13
K.I.T.T. THE CAT	KNIGHT RIDER	S: 2	E: 6
LIFE AND DEATH	INCREDIBLE HULK,THE	S: 1	E: 10
NO ESCAPE	INCREDIBLE HULK,THE	S: 2	E: 17
SKY KNIGHT	KNIGHT RIDER	S: 4	E: 3
STOP THE PRESSES	INCREDIBLE HULK,THE	S: 2	E: 9
THE FUGITIVE	POWERS OF MATTHEW STARR, THE	S: 1	E: 13
THE SURVIVORS OF SALON	SPACE ACADEMY	S: 1	E: 1
Jeffrey Haydn			
PUZZLES ARE COMING	BATMAN (1966)	S: 2	E: 31
THE DUO IS SLUMMING	BATMAN (1966)	S: 2	E: 32
Jeffrey Hirschfield			
TERMINAL	LEXX: THE DARK ZONE STORIES	S: 2	E: 2
Jeffrey Reiner			
A DIFFERENT DRUM	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 6
A PRICE TO PAY	LEVEL 9	S: 1	E: 7
BIG SISTERS	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 15
EPISODE 10	SURFACE	S: 1	E: 10
EPISODE 15	SURFACE	S: 1	E: 15
EPISODE 2	SURFACE	S: 1	E: 2
HAPPY BIRTHDAY, ZACK	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 9
SWITCHING PLACES	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 16
VOW OF SILENCE	SENTINEL, THE	S: 1	E: 10
Jeffrey W. Woolnough			
FORLORN	SLEEPWALKERS	S: 1	E: 6
Jennifer Kent			
LOVE CRIMES	TWO TWISTED	S: 1	E: 13
Jeremy Kagan			
GOD'S EQUATION	TAKEN	S: 1	E: 7
Jeremy Summers			
THE PSYCHOBOMBS	U.F.O.	S: 1	E: 12
Jerome Ross			
THE MAN WITH THE POWER	OUTER LIMITS,THE (1963)	S: 1	E: 4
Jerrold Freedman			
BORN AGAIN	X FILES,THE	S: 1	E: 22
GHOST IN THE MACHINE	X FILES,THE	S: 1	E: 7
Jerry Apoian			
VISITORS FROM DOWN THE STREET	CRUSADE	S: 1	E: 12
Jerry Ciccoritti			
SIMONE	LA FEMME NIKITA	S: 1	E: 3
THE PROMISE	REGENESIS	S: 1	E: 11
THE SOURCE	REGENESIS	S: 1	E: 10
TIME TO BE HEROS	LA FEMME NIKITA	S: 4	E: 11
TREASON	LA FEMME NIKITA	S: 1	E: 7
Jerry Hopper			
ATTACK!	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 25
DAY OF EVIL	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 6
DEADLY AMPHIBIANS	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 14
DEVIL'S ISLAND	TIME TUNNEL,THE	S: 1	E: 9
DOOMSDAY ISLAND	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 23
FATAL CARGO	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 9
FIRES OF DEATH	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 4
MAN-BEAST	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 23
SEALED ORDERS	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 6
TERRIBLE LEPRECHAUN	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 21

Episode Title	Name of Programme		
TERROR	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 8
THE DAY THE WORLD ENDED	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 3
THE DEADLY CLOUD	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 25
THE LEFT-HANDED MAN	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 6
THE MERMAID	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 19
TIME LOCK	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 2
Jerry Ingram			
HOLOGRAM	BLACK HOLE HIGH	S: 3	E: 8
Jerry Jameson			
COUNTDOWN TO PANIC	SEARCH (aka SEARCH CONTROL)	S: 1	E: 17
DOOMSDAY AND COUNTING	SIX MILLION DOLLAR MAN,THE	S: 1	E: 9
GODDESS OF DESTRUCTION	SEARCH (aka SEARCH CONTROL)	S: 1	E: 19
PILOT ERROR	SIX MILLION DOLLAR MAN,THE	S: 2	E: 3
RUN,STEVE,RUN	SIX MILLION DOLLAR MAN,THE	S: 1	E: 16
Jerry Levine			
DEAD MAN'S EYES	TWILIGHT ZONE, THE (2002)	S: 1	E: 8
ONLY YOU	CENTURY CITY	S: 1	E: 9
PLACEBO EFFECT	TWILIGHT ZONE, THE (2002)	S: 1	E: 35
SWEET CHILD OF MINE	CENTURY CITY	S: 1	E: 5
THE PATH	TWILIGHT ZONE, THE (2002)	S: 1	E: 25
Jerry London			
BURNING BRIGHT	SIX MILLION DOLLAR MAN,THE	S: 1	E: 14
CANYON OF DEATH	BIONIC WOMAN, THE	S: 1	E: 9
LOOK ALIKE	SIX MILLION DOLLAR MAN,THE	S: 2	E: 16
NUCLEAR ALERT	SIX MILLION DOLLAR MAN,THE	S: 2	E: 1
TARGET IN THE SKY	SIX MILLION DOLLAR MAN,THE	S: 3	E: 6
THE E.S.P. SPY	SIX MILLION DOLLAR MAN,THE	S: 2	E: 17
THE WOLF BOY	SIX MILLION DOLLAR MAN,THE	S: 3	E: 4
Jerry O'Connell			
DATA WORLD	SLIDERS	S: 4	E: 17
LIPSCHITZ, LIVE!	SLIDERS	S: 4	E: 13
ROADS TAKEN	SLIDERS	S: 4	E: 21
SLIDECAGE	SLIDERS	S: 4	E: 9
STOKER	SLIDERS	S: 3	E: 23
Jerry P. Jacobs			
A MONSTER OF GLOBAL PROPORTIONS	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 8
OPPOSITES ATTRACT	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 5
ORCHESTRAL MANEUVERS IN THE PARK	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 21
TWO FOR ONE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 4
ZEDD WAVES	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 9
ZEDD'S MONSTER MASH	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 6
Jesse Hibbs			
THE SAUCER	INVADERS,THE (1967)	S: 2	E: 2
THE WATCHERS	INVADERS,THE (1967)	S: 2	E: 3
VALLEY OF THE SHADOW	INVADERS,THE (1967)	S: 2	E: 4
Jesús Salvador Treviño			
CARRIER	BRIMSTONE	S: 1	E: 10
CONCERNING FLIGHT	STAR TREK: VOYAGER	S: 4	E: 10
CURIOUS JAROD	PRETENDER, THE	S: 1	E: 4
DAY OF HONOR	STAR TREK: VOYAGER	S: 4	E: 3
FAIR TRADE	STAR TREK: VOYAGER	S: 3	E: 12
GOOD SOLDIERS	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 9
HEAT	BRIMSTONE	S: 1	E: 2
IN THE COMPANY OF ICE AND PROFIT	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 2
NIGHT FLIGHT	BURNING ZONE, THE	S: 1	E: 5
RETROSPECT	STAR TREK: VOYAGER	S: 4	E: 16
SONS OF DAUGHTERS (PART 3 OF 6)	STAR TREK: DEEP SPACE NINE	S: 6	E: 3
STARDUST	SPACE : ABOVE AND BEYOND	S: 1	E: 21
THE BEGOTTEN	STAR TREK: DEEP SPACE NINE	S: 5	E: 12

Episode Title	Name of Programme		
THE RECKONING	STAR TREK: DEEP SPACE NINE	S: 6	E: 21
THE RULES OF THE GAME	CRUSADE	S: 1	E: 6
THE SIAMESE DREAM	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 18
THE SINCEREST FORM OF FLATTERY	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 6
VIS A VIS	STAR TREK: VOYAGER	S: 4	E: 18
Jesus Trevin			
OBJECTS IN MOTION	BABYLON 5	S: 5	E: 20
Jesus Trevino			
A LATE DELIVERY FROM AVALON	BABYLON 5	S: 3	E: 13
DIVIDED LOYALTIES	BABYLON 5	S: 2	E: 19
INTERLUDES AND EXAMINATIONS	BABYLON 5	S: 3	E: 15
RACING MARS	BABYLON 5	S: 4	E: 10
Jim Beaudin			
THE GIRL WHO SPIED WOLF	BIG WOLF ON CAMPUS	S: 2	E: 4
Jim Benson			
SHELTER FIVE	SALVAGE 1	S: 1	E: 4
Jim Byrkitt			
THE ROCKS	SPECIAL UNIT 2	S: 2	E: 6
Jim Charleston			
A MINOR MIRACLE	EARLY EDITION	S: 2	E: 11
AVATAR	X FILES,THE	S: 3	E: 21
BETTER LIVING THROUGH MORGANITE (1-2)	EARTH 2	S: 1	E: 11
ELEGY	X FILES,THE	S: 4	E: 22
ESCAPE	VR5	S: 1	E: 5
EXPOSED	PRETENDER, THE	S: 2	E: 4
FLOWER CHILD	EARTH 2	S: 1	E: 17
LETHAL WEAPON	LOIS AND CLARK	S: 4	E: 12
LOST VOYAGE	TIMECOP	S: 1	E: 7
NORTH BY NORTHWESTERN	NET, THE	S: 1	E: 2
OASIS	ENTERPRISE	S: 1	E: 19
PRIMAL SCREAM	BIRDS OF PREY	S: 1	E: 6
REVELATIONS	PREY	S: 1	E: 5
SEND ME AN ANGEL	VR5	S: 1	E: 11
SYNCHRONY	X FILES,THE	S: 4	E: 19
TELIKO	X FILES,THE	S: 4	E: 3
THE BOY WHO WOULD BE TERRIAN KING	EARTH 2	S: 1	E: 19
THE ENEMY WITHIN	DARK SKIES	S: 1	E: 11
VIRTUALLY DESTROYED	LOIS AND CLARK	S: 3	E: 10
WE SHALL OVERCOME	DARK SKIES	S: 1	E: 9
Jim Charleston, Jefery Levy			
THE EXODUS (1-2)	SLIDERS	S: 3	E: 16
Jim Contner			
WAR STORIES	FIREFLY	S: 1	E: 9
Jim Cox			
A HUNTING WE WILL GO	SECOND CHANCE	S: 1	E: 9
Jim Donovan			
ALL FOR ONE, ONE FOR NEPOL	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 3
TRUTH, LIES AND VIDEOTAPE	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 1	E: 9
Jim Drake			
HANDY BOY	SECOND CHANCE	S: 1	E: 6
LIFE WITHOUT FATHER	SECOND CHANCE	S: 1	E: 4
MID-TERM BLUES	SECOND CHANCE	S: 1	E: 8
MOVING IN	SECOND CHANCE	S: 1	E: 2
OEDIPUS RUSSELL	SECOND CHANCE	S: 1	E: 5
PLAIN JANE	SECOND CHANCE	S: 1	E: 3
THE END	SECOND CHANCE	S: 1	E: 1
TO HAVE LOVED AND LOST	SECOND CHANCE	S: 1	E: 7
Jim Goddard			
SEEK AND DESTROY	SPACE PRECINCT	S: 1	E: 9
Jim Johnston			
A DISTANT STAR	BABYLON 5	S: 2	E: 4
A RACE THROUGH DARK PLACES	BABYLON 5	S: 2	E: 7
ACTS OF SACRIFICE	BABYLON 5	S: 2	E: 12

Episode Title	Name of Programme		
BABYLON SQUARED	BABYLON 5	S: 1	E: 20
BY ANY MEANS NECESSARY	BABYLON 5	S: 1	E: 14
CLEAN SLATE	UNSUB	S: 1	E: 3
DEBT OF THE DRAGON	MORTAL KOMBAT : CONQUEST	S: 1	E: 6
DESERT STORM	SLIDERS	S: 3	E: 6
EYES	BABYLON 5	S: 1	E: 17
GROPOS	BABYLON 5	S: 2	E: 10
IMMORTAL COMBAT	MORTAL KOMBAT : CONQUEST	S: 1	E: 3
PARADISE LOST	SLIDERS	S: 3	E: 15
PARLIAMENT OF DREAMS	BABYLON 5	S: 1	E: 6
POINT OF NO RETURN	BABYLON 5	S: 3	E: 9
REVELATIONS	BABYLON 5	S: 2	E: 2
SLITHER	SLIDERS	S: 3	E: 21
SOUL HUNTER	BABYLON 5	S: 1	E: 3
SURVIVORS	BABYLON 5	S: 1	E: 12
THIS SLIDE OF PARADISE	SLIDERS	S: 3	E: 24
Jim McBride			
THE ONCE AND FUTURE KING	TWILIGHT ZONE,THE (1985)	S: 2	E: 1
Jim Pohl			
I NOW PRONOUNCE YOU...	LOIS AND CLARK	S: 3	E: 15
LUCKY LEON	LOIS AND CLARK	S: 2	E: 16
MEET JONE DOE (PART 1 OF 2)	LOIS AND CLARK	S: 4	E: 14
TOY STORY	LOIS AND CLARK	S: 4	E: 21
Jim Purdy			
20/20 VISION	TWILIGHT ZONE,THE (1985)	S: 3	E: 12
Jim Quinn			
BLIND FAITH	EARLY EDITION	S: 4	E: 16
SAINT NICK	EARLY EDITION	S: 3	E: 5
TWO TO TANGLE	EARLY EDITION	S: 3	E: 17
Jimmy Kaufman			
101 DAMNATIONS	BIG WOLF ON CAMPUS	S: 2	E: 9
A MATTER OF TIME	STARGATE SG1	S: 2	E: 14
COMMIE DAWKINS	BIG WOLF ON CAMPUS	S: 2	E: 3
DONOR	OUTER LIMITS,THE (1995)	S: 5	E: 2
FALTERED STATES	BIG WOLF ON CAMPUS	S: 2	E: 18
FEAR AND LOATHING IN PLEASANTVILLE	BIG WOLF ON CAMPUS	S: 2	E: 17
FINAL APPEAL (TWO PART STORY)	OUTER LIMITS,THE (1995)	S: 6	E: 22
FOOTSTEPS	HUNGER, THE	S: 1	E: 22
HAVEN	OUTER LIMITS,THE (1995)	S: 5	E: 15
HELLO NASTY	BIG WOLF ON CAMPUS	S: 2	E: 1
INVISIVLE MERTON	BIG WOLF ON CAMPUS	S: 1	E: 12
MIND OVER MERTON	BIG WOLF ON CAMPUS	S: 2	E: 10
THE POWER OF SUGGESTION	CHARLIE JADE	S: 1	E: 4
THE VESSEL	OUTER LIMITS,THE (1995)	S: 7	E: 5
TIME AND AGAIN	BIG WOLF ON CAMPUS	S: 1	E: 16
TIN MAN	STARGATE SG1	S: 1	E: 18
YOU ARE HERE	CHARLIE JADE	S: 1	E: 3
Joan Darling			
THE SITTER	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 13
WHAT IF?	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 11
Joan Kemp Welch			
THE HUMAN TIME-BOMB	DOOMWATCH	S: 2	E: 10
Joan-Kemp Welch			
THE IRON DOCTOR	DOOMWATCH	S: 2	E: 6
Jody Dwyer			
FINDING FRANK	TWO TWISTED	S: 1	E: 2
JOE AHEARNE			
BAD WOLF	DOCTOR WHO (2005)	S: 1	E: 12
BOOM TOWN	DOCTOR WHO (2005)	S: 1	E: 11
DALEK	DOCTOR WHO (2005)	S: 1	E: 6
FATHER'S DAY	DOCTOR WHO (2005)	S: 1	E: 8
HABEAUS CORPUS	ULTRAVIOLET	S: 1	E: 1
IN NOMINE PATRIS	ULTRAVIOLET	S: 1	E: 2
MEA CULPA	ULTRAVIOLET	S: 1	E: 4

Episode Title	Name of Programme	S:	E:
PERSONA NON GRATA	ULTRAVIOLET	1	6
SUB JUDICE	ULTRAVIOLET	1	3
TERRA INCOGNITA	ULTRAVIOLET	1	5
THE PARTING OF THE WAYS	DOCTOR WHO (2005)	1	13
Joe Ann Fogle			
. . . AND JESUS BROUGHT A CASSEROLE (PART 2 OF 2)	DARK ANGEL	1	21
411 ON THE DL	DARK ANGEL	1	5
COLD COMFORT	DARK ANGEL	1	7
REDEMPTION	EARTH 2	1	9
Joe Camp			
BAG LADY	BENJI, ZAX AND THE ALIEN PRINCE	1	1
BENJI CALL HOME	BENJI, ZAX AND THE ALIEN PRINCE	1	12
DECOY DROID	BENJI, ZAX AND THE ALIEN PRINCE	1	13
DON'T FENCE ME IN	BENJI, ZAX AND THE ALIEN PRINCE	1	10
DOUBLE TROUBLE	BENJI, ZAX AND THE ALIEN PRINCE	1	9
GHOSTOWN	BENJI, ZAX AND THE ALIEN PRINCE	1	6
GOLDMINE	BENJI, ZAX AND THE ALIEN PRINCE	1	4
GOODBYE TO EARTH	BENJI, ZAX AND THE ALIEN PRINCE	1	5
PUPPY LOVE	BENJI, ZAX AND THE ALIEN PRINCE	1	8
THE DAY OF THE HUNTER	BENJI, ZAX AND THE ALIEN PRINCE	1	3
THE FLYING LESSON	BENJI, ZAX AND THE ALIEN PRINCE	1	11
THE LOCALS	BENJI, ZAX AND THE ALIEN PRINCE	1	7
UFO	BENJI, ZAX AND THE ALIEN PRINCE	1	2
Joe Chappelle			
TO PROTECT AND SERVE	TWILIGHT ZONE, THE (2002)	1	15
UPGRADE	TWILIGHT ZONE, THE (2002)	1	14
Joe Dante			
BOO!	STEVEN SPIELBERG'S AMAZING STORIES	1	17
FOREVERWARE	EERIE INDIANA	1	1
HEART ON A CHAIN	EERIE INDIANA	1	7
THE GREIBBLE	STEVEN SPIELBERG'S AMAZING STORIES	2	6
THE HOLE IN THE HEAD GANG (A.K.A. THE HOLE IN THE HEAD GANG / THE GUN AND THE TOASTER)	EERIE INDIANA	1	13
THE LOSERS (A.K.A. LOST IN EERIE)	EERIE INDIANA	1	4
THE RETAINER	EERIE INDIANA	1	2
THE SHADOW MAN	TWILIGHT ZONE,THE (1985)	1	23
Joe Napolitano			
BABY LOVE	PRETENDER, THE	1	20
BLACK ON WHITE ON FIRE	QUANTUM LEAP	3	7
BRAVE NEW PACIFICA	EARTH 2	1	15
DARKNESS FALLS	X FILES,THE	1	20
DEEP IN THE HEART OF DIXIE	ADVENTURES OF BRISCO COUNTY, JR., THE	1	11
FEAT OF CLAY	BIRDS OF PREY	1	12
GAMES	SEAQUEST DSV (inc. SEAQUEST 2032)	1	4
HEART OF A CHAMPION	QUANTUM LEAP	3	20
LAST RESORT	MERCY POINT	1	3
MIG-89	VIPER (1996)	1	2
MOMENTS TO LIVE	QUANTUM LEAP	4	19
PLAY BALL	QUANTUM LEAP	4	2
POOL HALL BLUES	QUANTUM LEAP	2	18
SCOTT FREE	PRETENDER, THE	2	2
SEA BRIDE	QUANTUM LEAP	2	21
SHOCK THEATER	QUANTUM LEAP	3	22
SILIENCE	PRETENDER, THE	2	16
SUBJECT: STILL I RISE	FREAKYLINKS	1	7
TANGO BLUE	M.A.N.T.I.S.	1	2
THE BOOGIEMAN	QUANTUM LEAP	3	5
THE CHURCH OF MORGAN	EARTH 2	1	7
THE CURSE OF PTAH-HOTEP	QUANTUM LEAP	4	20
THE JERSEY DEVIL	X FILES,THE	1	5
THE LAST GUNFIGHTER	QUANTUM LEAP	4	14
THE LEAP HOME (PART 1)	QUANTUM LEAP	3	1
THE WRONG STUFF	QUANTUM LEAP	4	7
WATER	EARTH 2	1	6

Joe Nimziki

Science Fiction Directors

Episode Title	Name of Programme		
STREAM OF CONSCIOUSNESS	OUTER LIMITS,THE (1995)	S: 3	E: 5
Joe Ravetz			
THE SECRETS OF SUPERBOY	SUPERBOY	S: 2	E: 24
Joe Ravitz			
MUTANT	SUPERBOY	S: 1	E: 20
Joe Scanlan			
ABOMINABLE SNOWMAN	LAND OF THE LOST (1974)	S: 3	E: 9
ANCIENT GUARDIAN	LAND OF THE LOST (1974)	S: 3	E: 11
FLYING DUTCHMAN	LAND OF THE LOST (1974)	S: 3	E: 7
LAW AND ORDER	EARTH: FINAL CONFLICT	S: 1	E: 18
MEDICINE MAN	LAND OF THE LOST (1974)	S: 3	E: 13
REPAIRMAN	LAND OF THE LOST (1974)	S: 3	E: 4
TIMESTOP	LAND OF THE LOST (1974)	S: 3	E: 10
Joel Surnow			
ALL THE WORLD'S A STAGE	LA FEMME NIKITA	S: 5	E: 4
BEFORE I SLEEP	LA FEMME NIKITA	S: 3	E: 15
LINE IN THE SAND	LA FEMME NIKITA	S: 4	E: 14
Joel Zwick			
MORK GOES PUBLIC	MORK AND MINDY	S: 1	E: 6
MORK RUNS AWAY	MORK AND MINDY	S: 1	E: 3
TO TELL THE TRUTH	MORK AND MINDY	S: 1	E: 7
Joey Travolta			
HONEY, YOU WON'T BELIEVE WHAT HAPPENS NEXT	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 12
John A. Liberti			
SLAVES	INCREDIBLE HULK,THE	S: 5	E: 6
John Alexander			
EPISODE 6	LIFE ON MARS	S: 1	E: 6
EPISODE 8	LIFE ON MARS	S: 1	E: 8
John Astin			
CONNECTION,CONNECTION II	HOLMES AND YOYO	S: 1	E: 11
DEAD DUCK	HOLMES AND YOYO	S: 1	E: 10
THE HOSTAGES	HOLMES AND YOYO	S: 1	E: 8
THE K.9. CAPER	HOLMES AND YOYO	S: 1	E: 7
John Badham			
FALLOUT	HEROES	S: 1	E: 11
THE HARD PART	HEROES	S: 1	E: 21
John Behring			
EPISODE 8	SURFACE	S: 1	E: 8
MOMMY'S BOSSES	4400, THE	S: 2	E: 13
THE BALANCE	ROSWELL	S: 1	E: 10
John Bell			
BODY AND SOUL	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 7
COMINGS AND GOINGS (PART 3 OF 3)	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 2
COMMUNION	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 4
DINNER WITH GRANDPA	ZACK FILES, THE	S: 1	E: 24
EXIT, STAGE FRIGHT	ZACK FILES, THE	S: 1	E: 13
EYES ON THE DARK	PETER BENCHLEY'S AMAZON	S: 1	E: 11
FORCE MAJEURE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 21
HONEY, I'M WRESLING WITH A PROBLEM. . . AND THE CHIEF	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 9
HONEY, I'VE JOINED THE BIGTOP	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 4
IN THE PRESENCE OF MINE ENEMIES	MUTANT X	S: 1	E: 8
JAUNT (PART 2 OF 3)	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 1
LAST LAUGH	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 7
LAZARUS SYNDROM	MUTANT X	S: 1	E: 15
LIT FUSE	MUTANT X	S: 1	E: 7
LOOSE LIPS: A DOG'S STORY	ZACK FILES, THE	S: 1	E: 6
MAP TO THE STARS	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 20
MISFORTUNE COOKIE	ZACK FILES, THE	S: 1	E: 5
MR. LUCKY	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 12
ONCE AND FUTURE ZACK	ZACK FILES, THE	S: 2	E: 15
ONCE UPON A TIME IN THE WEST	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 6
PERFECT	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 10
QUIET PLEASE, I'M READING YOUR MIND	ZACK FILES, THE	S: 1	E: 3

Episode Title	Name of Programme	S:	E:
SCHOOL OF THOUGHT	PSI FACTOR: CHRONICLES OF THE PARANORMAL	3	17
SEND IN THE CLONES	EERIE INDIANA: THE OTHER DIMENSION	1	13
SIGN OF THE ABOVE	MUTANT X	2	8
STANDARD DEVIATION	EERIE INDIANA: THE OTHER DIMENSION	1	3
THE DEVIL'S ARMY	PETER BENCHLEY'S AMAZON	1	13
THE EGRESS (PART 1 OF 3)	PSI FACTOR: CHRONICLES OF THE PARANORMAL	2	22
THE FUTURE REVEALED	MUTANT X	2	5
THE HAUNTING	PSI FACTOR: CHRONICLES OF THE PARANORMAL	2	15
THE HUNTER/ THE HEALER	PSI FACTOR: CHRONICLES OF THE PARANORMAL	1	10
THE TRIBUNAL	PSI FACTOR: CHRONICLES OF THE PARANORMAL	3	20
THIS IS YOUR CONSCIENCE CALLING	ZACK FILES, THE	1	15
TIME SQUARED	MUTANT X	2	3
UNDERSTUDY	MUTANT X	2	10
WENDIGO	PSI FACTOR: CHRONICLES OF THE PARANORMAL	4	19
WHO GOES WHERE?	SPACE CASES	1	2
WISH I MAY	PSI FACTOR: CHRONICLES OF THE PARANORMAL	2	3

John Black

FOUR TO DOOMSDAY (1-4)	DOCTOR WHO	19	2
THE KEEPER OF TRAKEN (1-4)	DOCTOR WHO	18	6

John Blizek

BATTLE FOR THE BOOK	VR TROOPERS	1	6
BEST MAN FOR THE JOB	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	2	36
BLUE RANGER GONE BAD	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	2	39
DEFENDING DARK HEART (1-4)	VR TROOPERS	1	29
DIGGING FOR FIRE	VR TROOPERS	1	19
DIRTY TRICK	VR TROOPERS	1	17
DOGOMATIC CHANGE	VR TROOPERS	1	15
FRIENDS IN NEED	VR TROOPERS	1	35
GOOD TROOPER/BAD TROOPER	VR TROOPERS	1	38
GRIMLORD'S GREATEST HITS	VR TROOPERS	1	22
KAITLIN'S LITTLE HELPER	VR TROOPERS	1	7
LOST MEMORIES	VR TROOPERS	1	8
MUTANT MUNTINY	VR TROOPERS	2	1
NIGHTMARES	VR TROOPERS	1	22
OH BROTHER	VR TROOPERS	1	47
SECRET ADMIRER	VR TROOPERS	1	24
SECRET POWER	VR TROOPERS	2	3
STORYBOOK RANGERS (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	2	37
THE COUCH POTATO KID	VR TROOPERS	1	36
THE DISAPPREANCE	VR TROOPERS	1	23
THE OLD SWITCHAROO	VR TROOPERS	1	37
THE REALITY VIRUS	VR TROOPERS	1	34
THE VIRTUAL SPY	VR TROOPERS	1	13
TROOPER OUT OF TIME	VR TROOPERS	2	2

John Bowab

THE FEARLESS FIVE	SMALL WONDER	1	8
VICKI'S ADOPTION	SMALL WONDER	1	10
VICKI'S HOMECOMING	SMALL WONDER	1	1

John Brahm

HOT LINE	VOYAGE TO THE BOTTOM OF THE SEA	1	7
JUDGEMENT NIGHT	TWILIGHT ZONE,THE (1958)	1	10
MIRROR IMAGE	TWILIGHT ZONE,THE (1958)	1	21
MR DINGLE,THE STRONG	TWILIGHT ZONE,THE (1958)	2	19
PERSON OR PERSONS UNKNOWN	TWILIGHT ZONE,THE (1958)	3	27
QUEEN OF THE NILE	TWILIGHT ZONE,THE (1958)	5	23
SHADOW PLAY	TWILIGHT ZONE,THE (1958)	2	26
THE BELLERO SHIELD	OUTER LIMITS,THE (1963)	1	20
THE CITY BENEATH THE SEA	VOYAGE TO THE BOTTOM OF THE SEA	1	2
THE DEADLY TOYS AFFAIR	MAN FROM U.N.C.L.E.,THE	2	8
THE DOUBLE-O-NOTHING AFFAIR	GIRL FROM U.N.C.L.E.,THE	1	26
THE FOUR OF US ARE DYING	TWILIGHT ZONE,THE (1958)	1	13
THE HORNS-OF-THE-DILEMMA AFFAIR	GIRL FROM U.N.C.L.E.,THE	1	6
THE JEWELS OF TOPANGO AFFAIR	GIRL FROM U.N.C.L.E.,THE	1	14

Episode Title	Name of Programme	S:	E:
THE LETHAL EAGLE AFFAIR	GIRL FROM U.N.C.L.E.,THE	1	11
THE MONTORI DEVICE AFFAIR	GIRL FROM U.N.C.L.E.,THE	1	5
THE NEW EXHIBIT	TWILIGHT ZONE,THE (1958)	4	13
THE NICE PLACE TO VISIT	TWILIGHT ZONE,THE (1958)	1	28
TIME ENOUGH AT LAST	TWILIGHT ZONE,THE (1958)	1	8
YOU DRIVE	TWILIGHT ZONE,THE (1958)	5	15
YOUNG MAN'S FANCY	TWILIGHT ZONE,THE (1958)	3	34
Z-Z-Z-Z-Z	OUTER LIMITS,THE (1963)	1	18
John Bruno			
FURY	STAR TREK: VOYAGER	6	23
TINKER, TENAR, DOCTOR, SPY	STAR TREK: VOYAGER	6	4
John C. Flinn III			
MOVEMENTS OF FIRE AND SHADOW	BABYLON 5	5	17
SIC TRANSIT VIR	BABYLON 5	3	12
SOUL MATES	BABYLON 5	2	8
STRANGE RELATIONS	BABYLON 5	5	6
TKO	BABYLON 5	1	18
John Cooper			
THE WRONG END OF TIME (1-6)	TIMESLIP	1	1
John Copeland			
ENDGAME	BABYLON 5	4	20
OBJECTS AT REST	BABYLON 5	5	21
RULING FROM THE TOMB	CRUSADE	1	4
THE RAGGED EDGE	BABYLON 5	5	11
John Crockett			
THE AZTECS (1-4)	DOCTOR WHO	1	6
John Cullum			
ALL-AMERICANS	QUANTUM LEAP	2	14
John Davies			
THE MACRA TERROR (1-4)	DOCTOR WHO	4	7
John Elliot			
AZARAN FORECAST	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	2	3
COLD FRONT	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	2	1
HURRICANE	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	2	5
John Erman			
AVENUE 'C' MOB	MY FAVOURITE MARTIAN	3	11
DOGGONE MARTIN	MY FAVOURITE MARTIAN	3	24
IRRECONCILABLE SAMENESS	GIRL WITH SOMETHING EXTRA, THE	1	19
JUST PAY TWO DOLLARS	SECOND HUNDRED YEARS,THE	1	8
KEEP ME FROM THE CHURCH ON TIME	MY FAVOURITE MARTIAN	3	3
MAN FROM UNCLE MARTIN	MY FAVOURITE MARTIAN	3	19
MARTIN OF THE MOVIES	MY FAVOURITE MARTIAN	3	2
MY NUT CUP RUNNETH OVER	MY FAVOURITE MARTIAN	3	30
NIGHTMARE	OUTER LIMITS,THE (1963)	1	10
PAY THE MAN THE \$24	MY FAVOURITE MARTIAN	3	31
SAN JUAN HILL	SECOND HUNDRED YEARS,THE	1	12
THE EMPATH	STAR TREK	3	12
THE HOUSE THAT NEEDED A CARPENTER	SECOND HUNDRED YEARS,THE	1	20
THE O'HARA CAPER	MY FAVOURITE MARTIAN	3	14
THE TREE-IN	SECOND HUNDRED YEARS,THE	1	17
TIM AND TIM AGAIN	MY FAVOURITE MARTIAN	3	12
TV OR NOT TV	MY FAVOURITE MARTIAN	3	18
WHEN A MARTIAN MAKES HIS VIOLEN CRY	MY FAVOURITE MARTIAN	3	22
WHO'S GOT A SECRET?	MY FAVOURITE MARTIAN	3	15
John Fawcett			
BLOOD TIES	MUTANT X	1	13
BOTH SIDES KNOW	SPACE CASES	2	8
DESCENT	BLADE	1	3
JOHN	TAKEN	1	9
OFF PROFILE	LA FEMME NIKITA	2	18
WALLS	DRESDEN FILES, THE	1	7

Episode Title	Name of Programme		
John Finn III LINES OF COMMUNICATION	BABYLON 5	S: 4	E: 11
John Flin III EPIPHANIES	BABYLON 5	S: 4	E: 7
John Flinn THE LONG,TWILIGHT STRUGGLE	BABYLON 5	S: 2	E: 20
John Flinn III GREY 17 IS MISSING	BABYLON 5	S: 3	E: 18
John Florea RETURN,THE THE WILD CATS	V (1984) V (1984)	S: 1 S: 1	E: 19 E: 15
John Frankau ACCESSORY BEFORE THE FACT CHINESE MAGIC CONFESSION DEFERRED APPOINTMENT DOLL,THE DREAM COTTAGE EGYPTIAN SORCERY MAX HENSIG NEPHELE OLD CLOTHES THE CALL THE DECOY THE INSANITY OF JONES THE MAN WHO FOUND OUT THE PIKESTAFFE CASE THE PROMISE THE SECOND GENERATION THE TELEPHONE THE TRADITION WOLVES OF GOD	TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY TALES OF MYSTERY	S: 1 S: 2 S: 2 S: 2 S: 3 S: 3 S: 3 S: 2 S: 2 S: 3 S: 2 S: 2 S: 3 S: 2 S: 1 S: 3 S: 2 S: 2 S: 1 S: 3 S: 2 S: 1 S: 2	E: 6 E: 2 E: 1 E: 7 E: 2 E: 10 E: 3 E: 3 E: 5 E: 1 E: 10 E: 8 E: 9 E: 4 E: 8 E: 2 E: 5 E: 9 E: 4 E: 8 E: 2 E: 5 E: 9 E: 4 E: 11
John Gartland LICENSE TO FILL	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 20
John Gibson THE KILLING BOTTLE TOO MANY COOKS	JOURNEY TO THE UNKNOWN OUT OF THE UNKNOWN	S: 1 S: 2	E: 12 E: 10
John Gilling FULL CIRCLE THE FANATICS THE FINAL COUNTDOWN THE GHOST PLANE	CHAMPIONS,THE CHAMPIONS,THE CHAMPIONS,THE CHAMPIONS,THE	S: 1 S: 1 S: 1 S: 1	E: 26 E: 12 E: 28 E: 10
John Glen DEADLINE ILLEGAL PROTECT AND SURVIVE TAKEOVER THE FIRE WITHIN (1-2) THE SNAKE	SPACE PRECINCT SPACE PRECINCT SPACE PRECINCT SPACE PRECINCT SPACE PRECINCT SPACE PRECINCT	S: 1 S: 1 S: 1 S: 1 S: 1 S: 1	E: 5 E: 10 E: 1 E: 13 E: 19 E: 2
John Glenister THE NUCLEAR FAMILY	PLAY FOR TOMMOROW	S: 1	E: 4
John Gorrie KEYS OF MARINUS (1-6) SATISFACTION GUARANTEED SECOND CHILDHOOD THE DEAD PAST	DOCTOR WHO OUT OF THE UNKNOWN OUT OF THE UNKNOWN OUT OF THE UNKNOWN	S: 1 S: 2 S: 2 S: 1	E: 5 E: 12 E: 5 E: 4
John Greyson BLUE CHAMPAGNE OPTIONS	WELCOME TO PARADOX WELCOME TO PARADOX	S: 1 S: 1	E: 12 E: 11
John Hamilton A MATTER OF STYLE	HUNGER, THE	S: 1	E: 13
John Hancock A SAUCER OF LONLINESS	TWILIGHT ZONE,THE (1985)	S: 2	E: 4

Episode Title	Name of Programme	S:	E:
IF SHE DIES	TWILIGHT ZONE,THE (1985)	1	12
KENTUCKY RYE	TWILIGHT ZONE,THE (1985)	1	8
PROFILE IN SILVER	TWILIGHT ZONE,THE (1985)	1	50
THE LIBRARY	TWILIGHT ZONE,THE (1985)	1	55
John Harrison			
ALL ABOUT EVE	EARTH 2	1	20
I'LL BE WATCHING YOU	PROFILER	1	4
SURVIVAL OF THE FITTEST	EARTH 2	1	18
THE ENEMY WITHIN	EARTH 2	1	8
John Henderson			
A GIFT FROM THE GLISH	HYPERDRIVE	1	1
ASSESSMENT	HYPERDRIVE	1	6
ASTEROID	HYPERDRIVE	1	4
CLARE	HYPERDRIVE	1	5
HELLO, QUEPPU	HYPERDRIVE	1	2
WEEKEND OFF	HYPERDRIVE	1	3
John Hough			
FOG	AVENGERS,THE	7	24
HOMICIDE AND OLD LACE	AVENGERS,THE	7	26
SUPER SECRET CYPHER SNATCH	AVENGERS,THE	7	3
THE MORNING AFTER	AVENGERS,THE	7	18
John Huneck			
DARLA GOES BALLISTIC	SUPERBOY	4	4
INTO THE MYSTERY	SUPERBOY	4	8
JACKSON AND HYDE	SUPERBOY	3	18
OBITUARY FOR A SUPER-HERO	SUPERBOY	4	15
STANDOFF	SUPERBOY	3	21
TO BE HUMAN (1-2)	SUPERBOY	4	9
John Hurst			
TOMMORROW,THE RAT	DOOMWATCH	1	4
John J. Connor			
CROSSROADS	SENTINEL, THE	3	19
FOOL ME TWICE	SENTINEL, THE	3	7
HEAR NO EVIL	SENTINEL, THE	2	13
John Kelly			
DANGEROUS CARGO	FIREBALL XL5	1	22
DEEP HEAT	STINGRAY	1	19
EMERGENCY MARINEVILLE	STINGRAY	1	2
GHOSTS OF SPACE	FIREBALL XL5	1	36
HOSTAGES OF THE DEEP	STINGRAY	1	37
MYSTERY OF THE TA2	FIREBALL XL5	1	23
PLANT MAN FROM SPACE	FIREBALL XL5	1	4
SEA OF OIL	STINGRAY	1	33
SECRET OF THE GIANT OYSTER	STINGRAY	1	28
SPACE MONSTER	FIREBALL XL5	1	11
SPACE PEN	FIREBALL XL5	1	10
THE FIREFIGHTERS	FIREBALL XL5	1	34
THE MAN FROM THE NAVY	STINGRAY	1	7
THE MASTER PLAN	STINGRAY	1	35
TRAPPED IN THE DEPTHS	STINGRAY	1	31
TUNE OF DANGER	STINGRAY	1	13
WHISTLE FOR DANGER	FIREBALL XL5	1	28
XL5 TO H2O	FIREBALL XL5	1	7
John Kirsh			
A FUNNY THING HAPPENED ON THE WAY TO THE STATION	AVENGERS,THE	5	13
ESCAPE IN TIME	AVENGERS,THE	5	3
THE LIVING DEAD	AVENGERS,THE	5	7
John Knight			
CRESCENT MOON	AVENGERS,THE	1	5
DIVIDED WE FALL	OUT OF THIS WORLD	1	10
GALE WARNING	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	2	2
PICTURES DON'T LIE	OUT OF THIS WORLD	1	8

Episode Title	Name of Programme			
STORM CENTRES	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	S: 2	E: 4	
THE DEADLY AIR	AVENGERS,THE	S: 1	E: 24	
THE ROMAN PEACE (50 MINS)	A FOR ANDROMEDA/ THE ANDROMEDA BREAKTHROUGH/ A FOR ANDROMEDA (2006)	S: 2	E: 6	
John Krechmer				
THE BROTHERS	SPECIAL UNIT 2	S: 1	E: 1	
THE INVISIBLE	SPECIAL UNIT 2	S: 2	E: 4	
John Kretchmer				
THE WEB	SPECIAL UNIT 2	S: 1	E: 4	
THE YEARS	SPECIAL UNIT 2	S: 2	E: 3	
WELCOME TO THE H-MOUTH PART II (aka THE HARVEST)	BUFFY THE VAMPIRE SLAYER	S: 1	E: 2	
John Kretchner				
REDFELLAS	EARLY EDITION	S: 2	E: 7	
John Kretcmer				
THE PIPER	SPECIAL UNIT 2	S: 2	E: 12	
John Kurt				
RETURN	FREEDOM	S: 1	E: 11	
John L. Adams				
REVELATIONS	DEAD ZONE, THE	S: 5	E: 9	
John LaFia				
EXERCISE OF VITAL POWERS	BABYLON 5	S: 4	E: 16	
INTERSECTIONS IN REAL TIME	BABYLON 5	S: 4	E: 18	
QUALITY OF LIFE	DEAD ZONE, THE	S: 1	E: 3	
THE LONG NIGHT	BABYLON 5	S: 4	E: 5	
John Laing				
BABY BOOM	CLEOPATRA 2525	S: 2	E: 2	
BADGE (PART 1 OF 2)	POWER RANGERS S.P.D	S: 1	E: 33	
BROKEN SPELL (PART 1 OF 2)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 1	
BROKEN SPELL (PART 2 OF 2)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 2	
CODE BUSTERS	POWER RANGERS MYSTRIC FORCE	S: 1	E: 3	
HERE THERE BE TYGERS	RAY BRADBURY THEATRE,THE	S: 5	E: 12	
INSOMNIA (PART 2 OF 2)	POWER RANGERS S.P.D	S: 1	E: 34	
MARS IS HEAVEN	RAY BRADBURY THEATRE,THE	S: 5	E: 1	
MISSING	POWER RANGERS S.P.D	S: 1	E: 30	
REALITY CHECK	CLEOPATRA 2525	S: 2	E: 4	
REFLECTION (PART 1 OF 2)	POWER RANGERS S.P.D	S: 1	E: 24	
REFLECTION (PART 2 OF 2)	POWER RANGERS S.P.D	S: 1	E: 25	
RESURRECTION	POWER RANGERS S.P.D	S: 1	E: 36	
ROBOTPALOOZA	POWER RANGERS S.P.D	S: 1	E: 28	
THE HAPPINESS MACHINE	RAY BRADBURY THEATRE,THE	S: 6	E: 10	
THE TOYNBEE CONVERTER	RAY BRADBURY THEATRE,THE	S: 5	E: 8	
TOUCH OF PETULANCE	RAY BRADBURY THEATRE,THE	S: 5	E: 6	
ZAPPED	POWER RANGERS S.P.D	S: 1	E: 23	
John Landis				
HONEY, NAME THAT TUNE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 1	
John L'Ecuyer				
ADRIFT	REGENESIS	S: 3	E: 11	
BABY BOMB	REGENESIS	S: 1	E: 1	
BLACKOUT	REGENESIS	S: 1	E: 8	
CHINA	REGENESIS	S: 2	E: 1	
HAZE	REGENESIS	S: 2	E: 8	
I DREAM OF GENOMES	REGENESIS	S: 3	E: 4	
LETHARGICA	REGENESIS	S: 2	E: 12	
OUR MEN IN HAVANA	REGENESIS	S: 2	E: 6	
RESURRECTION	REGENESIS	S: 1	E: 12	
STATE OF THE ART	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 4	
STRANGERS IN THE NIGHT	REGENESIS	S: 3	E: 3	
TALK TO HIM	REGENESIS	S: 2	E: 7	
THE COCKTAIL	REGENESIS	S: 2	E: 3	
THE FACE OF GOD	REGENESIS	S: 1	E: 3	
THE LONGEST NIGHT	REGENESIS	S: 1	E: 13	
THE OLDEST VIRUS	REGENESIS	S: 1	E: 5	
THE SECRET WAR	REGENESIS	S: 1	E: 9	

Episode Title	Name of Programme	S:	E:
THE WIL AND INNOCENT	REGENESIS	2	10
John Llewellyn Moxey			
THE IRON MAN	CHAMPIONS,THE	1	9
WHO'S WHO???	AVENGERS,THE	5	16
John McKay			
EPISODE 3	LIFE ON MARS	1	3
EPISODE 4	LIFE ON MARS	1	4
John McPherson			
A DISH BEST SERVED COLD	SEVEN DAYS	1	15
ADAM & EVE & ADAM	SEVEN DAYS	3	10
AS TIMES GOES BY	SEVEN DAYS	1	7
BROKEN IMAGE	INCREDIBLE HULK,THE	3	12
CHANGES	SWAMP THING	3	6
CONTACT	ALIEN NATION	1	8
DARK SIDE	INCREDIBLE HULK,THE	4	3
DEATH MASK	INCREDIBLE HULK,THE	3	20
DOPPLEGANGER (1-2)	SEVEN DAYS	1	5
FEAR ITSELF	SWAMP THING	3	5
FOUNTAIN OF YOUTH	ALIEN NATION	1	2
GENERATION TO GENERATION	ALIEN NATION	1	14
HAARP ATTACK	SEVEN DAYS	1	9
HOMECOMING	INCREDIBLE HULK,THE	3	8
LAST BREATH	SEVEN DAYS	1	11
LIFEBOAT	SEVEN DAYS	1	19
LIVE: FROM DEATH ROW	SEVEN DAYS	3	22
LOVE GODS	SLIDERS	2	2
OLGA'S EXCELLENT VACATION	SEVEN DAYS	3	5
PILOT	SEVEN DAYS	1	1
POPE PARKER	SEVEN DAYS	2	18
REAL MEN	ALIEN NATION	1	17
REVELATION	SEVEN DAYS	3	14
SPECIAL REQUEST	SWAMP THING	3	3
STAIRWAY TO HEAVEN	SEVEN DAYS	3	1
SUGAR MOUNTAIN	SEVEN DAYS	3	20
SWAMP OF DREAMS	SWAMP THING	3	37
TATANIA	SWAMP THING	3	8
THE BACKSTEPPERS APPRENTICE	SEVEN DAYS	2	12
THE COLLECTOR	SEVEN DAYS	2	7
THE CURE	SEVEN DAYS	2	22
THE DEATH OF DR. ARCANE	SWAMP THING	1	3
THE FIRST CIGAR	ALIEN NATION	1	6
THE FOOTBALL	SEVEN DAYS	2	1
THE HAUNTED	INCREDIBLE HULK,THE	2	14
THE LIVING IMAGE	SWAMP THING	1	2
THE LOTTERY	INCREDIBLE HULK,THE	3	17
THE SUMMONING	BABYLON 5	4	3
VENDETTA ROAD	INCREDIBLE HULK,THE	2	21
VOWS	SEVEN DAYS	1	4
John Meredyth Lucas			
ELAAN OF TROYIUS	STAR TREK	3	13
H+2+0=DEATH	SIX MILLION DOLLAR MAN,THE	4	5
KILL OSCAR (PART 2) (cf THE BIONIC WOMAN)	SIX MILLION DOLLAR MAN,THE	4	6
THE BETRAYED	INVADERS,THE (1967)	1	12
THE ENTERPRISE INCIDENT	STAR TREK	3	2
THE ULTIMATE COMPUTER	STAR TREK	2	24
UP ABOVE THE WORLD SO HIGH	PLANET OF THE APES	1	14
John Milius			
OPENING DAY	TWILIGHT ZONE,THE (1985)	1	25
John Nelson Burton			
BABY	BEASTS	1	3
John Newland			
ERRAND OF MERCY	STAR TREK	1	26
PHANTOM OF THE ROLLER COASTER (1-2)	NEW ADVENTURES OF WONDER WOMAN,THE	2	23
THE MAN WHO COULD NOT DIE	NEW ADVENTURES OF WONDER WOMAN,THE	2	22

Episode Title	Name of Programme		
John Nicolella			
THE SEA WASP	M.A.N.T.I.S.	S: 1	E: 16
John Patterson			
DOPPELGANGER	PROFILER	S: 1	E: 11
INSIGHT	PROFILER	S: 1	E: 1
SHADOWS OF ANGELS (A.K.A. NOBLESSE OBLIGE) - (A TWO PART STORY)	PROFILER	S: 1	E: 14
THE BELIEVE IT OR NOT INCIDENT	PROJECT UFO	S: 2	E: 6
THE CRYSTALS	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 8
THE DEVILISH DAVIDSON LIGHTS INCIDENT	PROJECT UFO	S: 2	E: 2
THE UNDERWATER INCIDENT	PROJECT UFO	S: 2	E: 1
VICTIMS OF VICTIMS	PROFILER	S: 2	E: 8
John Peter Kousakis			
THE EXECUTIONS OF GRADY FINCH	TWILIGHT ZONE, THE (2002)	S: 1	E: 41
John Pozer			
BANGLEBYE	SO WEIRD	S: 3	E: 6
EDDIE'S DESK	SO WEIRD	S: 3	E: 4
EXIT 13	SO WEIRD	S: 3	E: 8
GRAVE MISTAKE	SO WEIRD	S: 3	E: 15
MEOW	SO WEIRD	S: 3	E: 19
TALKING BOARD	SO WEIRD	S: 3	E: 2
John Prowse			
A PILE OF STONES	CHANGES,THE	S: 1	E: 6
HEARTSEASE	CHANGES,THE	S: 1	E: 7
HOSTAGES!	CHANGES,THE	S: 1	E: 4
LIGHTNING!	CHANGES,THE	S: 1	E: 8
THE BAD WIRES	CHANGES,THE	S: 1	E: 2
THE CAVERN	CHANGES,THE	S: 1	E: 10
THE DEVIL'S CHILDREN	CHANGES,THE	S: 1	E: 3
THE NOISE	CHANGES,THE	S: 1	E: 1
THE QUARRY	CHANGES,THE	S: 1	E: 9
WITCHCRAFT!	CHANGES,THE	S: 1	E: 5
John Putch			
A FRIEND IN NEED (PART 4)	BIG BAD BEETLEBORGS	S: 1	E: 28
BIG RUMBLE IN CHARTERVILLE (PART 6)	BIG BAD BEETLEBORGS	S: 1	E: 30
GHOUL TROUBLE	BEETLEBORGS METALLIX	S: 1	E: 4
HEADLESS OVER HEELS	BEETLEBORGS METALLIX	S: 1	E: 6
LOCOMOTION COMMOTION	BIG BAD BEETLEBORGS	S: 1	E: 9
NANO IN THE HOUSE	BIG BAD BEETLEBORGS	S: 1	E: 8
OPERATION FRANKENBEANS	BIG BAD BEETLEBORGS	S: 1	E: 35
RAIDERS OF THE TOMB (PART 5)	BIG BAD BEETLEBORGS	S: 1	E: 29
SAY THE MAGIC WORD	BIG BAD BEETLEBORGS	S: 1	E: 6
THE CURSE OF THE MUMS' TOMB	BIG BAD BEETLEBORGS	S: 1	E: 36
THE GHOST IS TOAST	BIG BAD BEETLEBORGS	S: 1	E: 3
THE TREASURE OF HILLHURST MANSION	BIG BAD BEETLEBORGS	S: 1	E: 4
THIS OLD GHOST	BIG BAD BEETLEBORGS	S: 1	E: 37
TNT FOR TWO	BIG BAD BEETLEBORGS	S: 1	E: 2
TOTALLY SLAMMIN' SECTOR CYCLES	BEETLEBORGS METALLIX	S: 1	E: 5
John Reid			
DOPPELGANGER	LEGEND OF WILLIAM TELL, THE	S: 1	E: 14
FEE FIE FOE FUM	RAY BRADBURY THEATRE,THE	S: 6	E: 14
THE LABYRINTH	LEGEND OF WILLIAM TELL, THE	S: 1	E: 13
John Rich			
A KIND OF STOPWATCH	TWILIGHT ZONE,THE (1958)	S: 5	E: 3
A MOST UNUSUAL CAMERA	TWILIGHT ZONE,THE (1958)	S: 2	E: 10
John Robins			
PERSONAL APPEARANCE	R3	S: 2	E: 13
John Russell			
JOKER (1-3)	ACE OF WANDS	S: 2	E: 2
NOW YOU SEE IT, NOW YOU DON'T (1-2)	ACE OF WANDS	S: 1	E: 3
ONE AND ONE AND ONE ARE FOUR (1-3)	ACE OF WANDS	S: 1	E: 1
PEACOCK PIE (1-3)	ACE OF WANDS	S: 3	E: 3
THE EYE OF RA (1-4)	ACE OF WANDS	S: 2	E: 4
THE MEDDLERS (1-3)	ACE OF WANDS	S: 3	E: 1

Episode Title	Name of Programme		
John Sacret Young			
DEFCON	LEVEL 9	S: 1	E: 2
IT'S MAGIC	LEVEL 9	S: 1	E: 11
SISTERS	VR5	S: 1	E: 12
THE MANY FACES OF ALEX	VR5	S: 1	E: 9
John Schmidt			
LION HUNT	PRESENT TIME	S: 1	E:
John Schmidt.			
THE PROPHET	PRESENT TIME	S: 1	E:
TRIED BY FIRE	PRESENT TIME	S: 1	E:
John Schneider			
TALISMAN	SMALLVILLE	S: 3	E: 20
John Shiban			
UNDERNEATH	X FILES,THE	S: 9	E: 12
John Showalter			
THE BURNING	THRESHOLD	S: 1	E: 4
VIGILANTE	THRESHOLD	S: 1	E: 12
John Stead			
FIRST BREATH	EARTH: FINAL CONFLICT	S: 4	E: 3
TAKE NO PRISONERS	EARTH: FINAL CONFLICT	S: 4	E: 6
John Stewart			
BEAUTY AND THE BEAST	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 2
BLOOM OF DOOM	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 13
FOWL PLAY	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 49
GREEN NO MORE (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 19
GRUMBLE BEE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 47
MISSING GREEN	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 20
PUTTY ON THE BRAIN	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 12
SCAVENGER HUNT	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 24
THE GREAK BOOKALA ESCAPE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 26
THE GREEN DREAM	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 14
THE WANNA-BE RANGER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 11
TWO HEADS ARE BETTER THAN ONE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 48
WHERE THERE'S SMOKE, THERE'S FIRE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 25
John Stroud			
"PILOT"	MY HERO	S: 1	E: 1
A DAY TO REMEMBER	MY HERO	S: 3	E: 10
A LITTLE LEARNING	MY HERO	S: 3	E: 9
A SPORTING CHANCE	MY HERO	S: 4	E: 1
BABY TALK	MY HERO	S: 3	E: 1
BELIEVE	MY HERO	S: 6	E: 8
BIG	MY HERO	S: 4	E: 7
BIG BROTHER	MY HERO	S: 5	E: 9
BLAZE OF GLORY	BUGS	S: 3	E: 1
BRAIN DRAIN	MY HERO	S: 5	E: 6
CAR	MY HERO	S: 2	E: 3
CASSIE COME HOME	MY HERO	S: 5	E: 4
DERMOMAN	MY HERO	S: 6	E: 6
FEAR AND CLOTHING	MY HERO	S: 5	E: 7
FOOTLOOSE	MY HERO	S: 6	E: 1
GIRLFRIEND	MY HERO	S: 2	E: 2
GUESS WHO'S COMING TO LUNCH	MY HERO	S: 1	E: 2
HERE'S ONE I MADE EARLIER	MY HERO	S: 6	E: 2

Episode Title**Name of Programme**

Episode Title	Name of Programme	S:	E:
HOW GREEN WAS MY OLLIE?	MY HERO	5	8
IDENTITY CRISIS	BUGS	3	9
ILLEGAL ALIENS	MY HERO	5	2
IT'S ALL IN THE MIND	MY HERO	4	4
JEWEL CONTROL	BUGS	4	7
LITTLE GREEN MAN	MY HERO	3	7
MINE'S A DOUBLE	MY HERO	3	8
MISSION IMPOSSIBLE	MY HERO	1	3
MY KINGDOM FOR A CAT	MY HERO	6	3
NEMISIS	MY HERO	2	4
NIGHT FEVER	MY HERO	5	10
NOT FOR PROPHET	MY HERO	6	5
NOTHING TO HIDE	MY HERO	5	5
NUCLEAR FAMILY	BUGS	3	5
OLD MAN RIVERDANCE	MY HERO	1	5
PARENTS	MY HERO	2	1
PET RESCUE	MY HERO	3	3
PREGNANT	MY HERO	2	5
PUTTIN' ON THE WRITS	MY HERO	3	5
SHOCK, HORROR!	MY HERO	3	6
SIDEKICK	MY HERO	6	4
SPACE VIRUS	MY HERO	4	5
TAKING THE CREDIT	MY HERO	4	3
THE CONSULTANT	MY HERO	4	8
THE FAMILY WAY	MY HERO	4	9
THE FIRST HUSBAND'S CLUB	MY HERO	5	3
THE FORESIGHT SAGA	MY HERO	5	1
THE LIVING DEAD	MY HERO	4	2
THE MAYOR OF NORTHOLT	MY HERO	4	6
THE OLDER MAN	MY HERO	3	4
THE PARTY'S OVER	MY HERO	1	6
THE PRICE OF PEACE	BUGS	3	3
THE REVENGE EFFECT	BUGS	3	2
THERMOMAN'S GREATEST CHALLENGE	MY HERO	1	4
TIME AND TIME AGAIN	MY HERO	4	10
TOP OF THE TABLE	MY HERO	6	7
WEDDING	MY HERO	2	6
ZERO TOLERANCE	MY HERO	3	2

John Stroud.

MONKEY SPIDERS (PART 1 OF 2)	BUGS	S: 4	E: 9
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John T. Kretchmer

A SIMPLE INVESTIGATION	STAR TREK: DEEP SPACE NINE	S: 5	E: 17
BABY GOT BACK	CHRONICLE, THE	S: 1	E: 4
BETTER THAN MARTIANS	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 13
BURNED	TWILIGHT ZONE, THE (2002)	S: 1	E: 44
COVENANT	STAR TREK: DEEP SPACE NINE	S: 7	E: 9
EQUINOX	STAR TREK: VOYAGER	S: 5	E: 25
EYE OF THE BEHOLDER	HERCULES: THE LEGENDARY JOURNEYS	S: 1	E: 2
FAIR WARNING	TWILIGHT ZONE, THE (2002)	S: 1	E: 26
FAITH	EARLY EDITION	S: 1	E: 19
FEMALE TROUBLE	DARK ANGEL	S: 1	E: 14
HE'S DEAD, SHE'S DEAD	CHRONICLE, THE	S: 1	E: 5
HIGHER POWER	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 23
HOW DIPLOMATIC OF YOU	SPY GAMES	S: 1	E: 12
LADY SHIVA	BIRDS OF PREY	S: 1	E: 8
LOVERS	BRIMSTONE	S: 1	E: 9
ONCE UPON A TIME	STAR TREK: VOYAGER	S: 5	E: 4
PLANET OF THE FROHIKES: A SHORT HISTORY OF MY DEMEANING CAPTIVITY	LONE GUNMEN, THE	S: 1	E: 7
SENSOUS CINDY	TWILIGHT ZONE, THE (2002)	S: 1	E: 17
STATE OF THE ART	SLIDERS	S: 3	E: 11
THE COLLECTION	TWILIGHT ZONE, THE (2002)	S: 1	E: 38
THE DRAG	SPECIAL UNIT 2	S: 2	E: 7
THE SOURCE	LOIS AND CLARK	S: 2	E: 3
TIME LAPSE	TWILIGHT ZONE, THE (2002)	S: 1	E: 7

John Tindall*Science Fiction Directors*

Episode Title	Name of Programme			
HONEY, THE FUTURE'S COMING BACK TO ME	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S:	2	E: 13
John Warwicker				
THE RIVER OF NIGHT'S DREAMING (aka MURDER BRIDES)	HUNGER, THE	S:	1	E: 16
John Weidner				
CHOCTAW L-9	TEAM KNIGHT RIDER	S:	1	E: 6
OIL & WATER	TEAM KNIGHT RIDER	S:	1	E: 10
Johnny Campbell				
DEJA VU	ASHES TO ASHES	S:	1	E: 1
THE HAPPY DAY	ASHES TO ASHES	S:	1	E: 2
Jon Cassar				
DARK STAR RISING	MUTANT X	S:	1	E: 10
DEJA VU ALL OVER AGAIN	LA FEMME NIKITA	S:	5	E: 1
DINNER WITH DANA	DEAD ZONE, THE	S:	1	E: 11
DOUBLE DATE	LA FEMME NIKITA	S:	2	E: 14
DOUBLE VISION	MUTANT X	S:	1	E: 12
ENEMY MIND	DEAD ZONE, THE	S:	1	E: 7
EYE OF THE STORM	TRACKER	S:	1	E: 17
FALLEN ANGELS (PILOT EPISODE)	PETER BENCHLEY'S AMAZON	S:	1	E: 1
GAMBIT	LA FEMME NIKITA	S:	1	E: 14
GEOCORE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S:	4	E: 15
GETTING OUT OF REVERSE	LA FEMME NIKITA	S:	4	E: 1
HARD LANDING	LA FEMME NIKITA	S:	2	E: 1
I SCREAM THE BODY ELECTRIC (PART 2 OF 2)	MUTANT X	S:	1	E: 2
INHERITENCE	PROFILER	S:	3	E: 12
LOOKING FOR MICHAEL	LA FEMME NIKITA	S:	3	E: 1
LOVE	LA FEMME NIKITA	S:	1	E: 6
NEW REGIME	LA FEMME NIKITA	S:	2	E: 5
NIGHTFALL	PETER BENCHLEY'S AMAZON	S:	1	E: 2
NIKITA	LA FEMME NIKITA	S:	1	E: 1
OPENING NIGHT JITTERS	LA FEMME NIKITA	S:	3	E: 3
SLEEPING WITH THE ENEMY	LA FEMME NIKITA	S:	4	E: 17
THE CHOSEN	PETER BENCHLEY'S AMAZON	S:	1	E: 5
THE END OF THE WORLD	PETER BENCHLEY'S AMAZON	S:	1	E: 6
THIRD PERSON	LA FEMME NIKITA	S:	2	E: 3
THREE-EYED TURTLE	LA FEMME NIKITA	S:	3	E: 20
VIEW OF THE GARDEN	LA FEMME NIKITA	S:	4	E: 3
Jon Gries				
SCHOOL DAZE	PRETENDER, THE	S:	4	E: 16
Jon Kassar				
DEATH TRAP	CODE NAME: ETERNITY	S:	1	E: 9
Jon Koslowsky				
LIFELINE	PRETENDER, THE	S:	4	E: 12
Jon Older				
BAD SEED (PART 1 OF 3)	STARHUNTER (INC STARHUNTER 2300)	S:	1	E: 20
Jon Scanlan				
AFTER-SHOCK	LAND OF THE LOST (1974)	S:	3	E: 1
Jon Turteltaub				
"PILOT"	JERICO	S:	1	E: 1
FALLOUT	JERICO	S:	1	E: 2
Jonas Pate				
COLONIAL DAY	BATTLESTAR GALACTICA (2004)	S:	1	E: 11
THE EDUCATION OF JAIME SOMMERS	BIONIC WOMAN (2007)	S:	1	E: 5
Jonathan Alwin				
DEATH ON THE ROCKS	AVENGERS,THE	S:	2	E: 10
INTERCRIME	AVENGERS,THE	S:	2	E: 15
PROPELLANT 23	AVENGERS,THE	S:	2	E: 2
SCHOOL FOR TRAITORS	AVENGERS,THE	S:	2	E: 20
THE DEATH DESPATCH	AVENGERS,THE	S:	2	E: 13
THE OUTSIDE IN MAN	AVENGERS,THE	S:	3	E: 22
THE SECRETS BROKER	AVENGERS,THE	S:	3	E: 19
Jonathan Alwyn				
BURIAL AT SEA	DOOMWATCH	S:	1	E: 3
IMMIGRANT	OUT OF THIS WORLD	S:	1	E: 12

Episode Title	Name of Programme		
INVASION	DOOMWATCH	S: 2	E: 2
PROJECT SAHARA	DOOMWATCH	S: 1	E: 5
THE EMPTY SLEEVE	TALES OF MYSTERY	S: 1	E: 5
THE ISLANDERS	DOOMWATCH	S: 2	E: 3
THE RED SKY	DOOMWATCH	S: 1	E: 8
THE YELLOW PILL	OUT OF THIS WORLD	S: 1	E: 2
Jonathan Brough			
BOTH SIDES NOW	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 8
FOLLOW THE RANGER	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 9
HEIR APPARANT (PART 1 OF 2)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 22
HEIR APPARENT (PART 2 OF 2)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 23
HOME AND AWAY (PART 1 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 28
HOME AND AWAY (PART 1 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 27
KORAGG'S TRIAL	POWER RANGERS MYSTRIC FORCE	S: 1	E: 21
RANGER DOWN	POWER RANGERS MYSTRIC FORCE	S: 1	E: 17
RED RANGER UNPLUGGED	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 26
WAY BACK WHEN	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 29
Jonathan Frakes			
ATTACHED	STAR TREK: THE NEXT GENERATION	S: 7	E: 7
BEHIND THE MUSIC	ROSWELL	S: 3	E: 8
CAUSE AND EFFECT	STAR TREK: THE NEXT GENERATION	S: 5	E: 17
FOUR-SQUARE	ROSWELL	S: 1	E: 19
MERIDIAN	STAR TREK: DEEP SPACE NINE	S: 3	E: 7
PARTURITION	STAR TREK: VOYAGER	S: 2	E: 7
PROJECTIONS	STAR TREK: VOYAGER	S: 2	E: 3
PROTOTYPE	STAR TREK: VOYAGER	S: 2	E: 13
REUNION	STAR TREK: THE NEXT GENERATION	S: 4	E: 7
RIVER DOG (PART 2 OF 2)	ROSWELL	S: 1	E: 7
SECRETS AND LIES (PART 1 OF 2)	ROSWELL	S: 3	E: 4
SUB ROSA	STAR TREK: THE NEXT GENERATION	S: 7	E: 13
THE CHASE	STAR TREK: THE NEXT GENERATION	S: 6	E: 18
THE DISCARDED	MASTERS OF SCIENCE FICTION	S: 1	E: 4
THE LINEMAN (PART 1 OF 2)	TWILIGHT ZONE, THE (2002)	S: 1	E: 11
THE LINEMAN (PART 2 OF 2)	TWILIGHT ZONE, THE (2002)	S: 1	E: 12
THE OFFSPRING	STAR TREK: THE NEXT GENERATION	S: 3	E: 16
THE QUALITY OF LIFE	STAR TREK: THE NEXT GENERATION	S: 6	E: 9
THE WHITE ROOM (PART 1 OF 2)	ROSWELL	S: 1	E: 21
Jonathan Glassner			
FLOWERS FOR HOBBS	INVISIBLE MAN (2000)	S: 1	E: 16
SERPENTS LAIR	STARGATE SG1	S: 2	E: 1
THE CAMP	OUTER LIMITS,THE (1995)	S: 3	E: 7
THE TORMENT OF TANTALUS	STARGATE SG1	S: 1	E: 10
TRAIL BY FIRE	OUTER LIMITS,THE (1995)	S: 2	E: 9
VANISHING ACT	OUTER LIMITS,THE (1995)	S: 2	E: 21
Jonathan Hackett			
CIRQUE DES MERVEILLES	MUTANT X	S: 3	E: 21
HONEY, I SHRINK, THEREFORE I AM	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 21
HONEY, I'M JUST CLOWNING AROUND	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 22
LEST HE BECOME	MUTANT X	S: 2	E: 22
Jonathan Sanger			
SINS OF THE FATHER	FLASH, THE	S: 1	E: 6
STINGER	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 17
Jonathan Taylor			
THE DRUMHEAD	STAR TREK: THE NEXT GENERATION	S: 4	E: 21
Jonathan Tzachor			
CHANGING OF THE ZORDS (1-3)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 11
COUNTDOWN TO DESTRUCTION (1-2)	POWER RANGERS IN SPACE	S: 2	E: 25
ENTER THE LOST GALAXY (PART 1 OF 3)	POWER RANGERS LOST GALAXY	S: 2	E: 20
FLASHES OF DARKONDA (PART 1 OF 2)	POWER RANGERS IN SPACE	S: 1	E: 15
FROM DEEP IN THE SHADOWS (PART 1 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 11
FROM OUT OF NOWHERE (1-2)	POWER RANGERS IN SPACE	S: 1	E: 1
HEIR TO THE THRONE	POWER RANGERS LOST GALAXY	S: 2	E: 6
NEPTUNE'S DAUGHTER	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 18
OCEAN BLUE	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 12

Episode Title	Name of Programme	S:	E:
PROTECT THE QUASAR SABER (PART 3 OF 3)	POWER RANGERS LOST GALAXY	2	17
QUASAR QUEST PART 1	POWER RANGERS LOST GALAXY	1	1
QUASAR QUEST PART 2	POWER RANGERS LOST GALAXY	1	2
RELFECTIONS OF EVIL	POWER RANGERS TIME FORCE	2	5
THE END OF THE POWER RANGERS, PART 1	POWER RANGERS WILD FORCE	2	13
THE END OF THE POWER RANGERS, PART 2	POWER RANGERS WILD FORCE	2	14
THE POWER TRANSFER (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	2	10
THE RANGER'S LEAP OF FAITH	POWER RANGERS IN SPACE	2	12
TRUTH DISCOVERED (PART 2 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	1	12
WHEN IS A RANGER, NOT A RANGER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	2	27
WHITE LIGHT (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	2	3
Jonathan West			
CHRYSALIS	STAR TREK: DEEP SPACE NINE	7	5
FIRSTBORN	STAR TREK: THE NEXT GENERATION	7	20
RAPTURE	STAR TREK: DEEP SPACE NINE	5	10
RETURN TO GRACE	STAR TREK: DEEP SPACE NINE	4	13
SHAKAAR	STAR TREK: DEEP SPACE NINE	3	22
TRIALS AND TRIBBLE-ATIONS	STAR TREK: DEEP SPACE NINE	5	6
Jonathan Wright-Miller			
HORIZON	BLAKES' 7	2	4
SHADOW	BLAKES' 7	2	2
Jörg Buttgerreit			
791	LEXX: THE DARK ZONE STORIES	2	8
Jorge Montes'			
CRAZY EDDIY	FIRST WAVE	1	2
Jorge Montesi			
ACUTE TRIANGLE	WELCOME TO PARADOX	1	10
ALIEN JANE	WELCOME TO PARADOX	1	7
AND MADNESS SHALL REIGN	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	13
AND STUDY WAR NO MORE	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	8
AND THEY SWARM RIGHT OVER THE DAMN	UNSUB	1	5
ANSWERS GIVEN TO QUESTIONS NEVER ASKED	ANDROMEDA	4	1
DANCING ON THE RAZOR	MUTANT X	1	21
DECAY OF THE ANGEL	ANDROMEDA	5	4
DECOMPRESSION	OUTER LIMITS,THE (1995)	6	13
EX MARKS THE SPOT	MUTANT X	1	18
EYEWITNESS	TOTAL RECALL 2070	1	18
FIRST WAVE	TOTAL RECALL 2070	1	7
HONEYMOON HIDEAWAY	COBRA	1	4
IN THE BLOOD	OUTER LIMITS,THE (1995)	7	11
INTO THE SHOP	WELCOME TO PARADOX	1	13
JOSH	OUTER LIMITS,THE (1995)	4	7
JOSHUA	FIRST WAVE	1	9
JUDGEMENT	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	14
MAD TO BE SAVED	ANDROMEDA	3	3
MAX	WAR OF THE WORLDS	2	18
MELODY	FIRST WAVE	1	20
MOONLIGHT BECOMES YOU	ANDROMEDA	5	13
NO MAN LEFT BEHIND	MUTANT X	2	6
OUROBOROS	ANDROMEDA	2	12
PERSONAL EFFECTS	TOTAL RECALL 2070	1	19
PIECES OF EIGHT	ANDROMEDA	4	2
PRAYER FOR THE WHITE MAN	FIRST WAVE	2	7
PRICNE AND THE REVOLUTION	JAKE 2.0	1	11
REALITY CHECK	MUTANT X	2	20
RESTITUTION	TOTAL RECALL 2070	1	15
RETRIBUTION (1-2)	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	19
SELF INFLICTED	TOTAL RECALL 2070	1	2
SHADOWS CAST BY A FINAL SALUTE	ANDROMEDA	3	22
SO BURN THE UNTAMED LANDS	ANDROMEDA	5	8
TARGET 117	FIRST WAVE	2	1
THE APOSTLES	FIRST WAVE	2	3

Episode Title	Name of Programme		
THE BREED	MUTANT X	S: 3	E: 3
THE CHANNEL	FIRST WAVE	S: 2	E: 5
THE GIRLS WHO WAS PLUGGED IN	WELCOME TO PARADOX	S: 1	E: 5
THE GRELL	OUTER LIMITS,THE (1995)	S: 5	E: 4
THE HARD S OF RIMNI	ANDROMEDA	S: 3	E: 2
THE HEART OF THE JOURNEY (PART 1 OF 2)	ANDROMEDA	S: 5	E: 21
THE HEART OF THE JOURNEY (PART 2 OF 2)	ANDROMEDA	S: 5	E: 22
THE INTRUDER	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	S: 1	E: 9
THE KEEPER	SOMETHING IS OUT THERE	S: 1	E: 8
THE LONE AND LEVEL SANDS	ANDROMEDA	S: 3	E: 5
THE OPOSITES OF ATTRACTION	ANDROMEDA	S: 5	E: 15
THE THINGS WE CANNOT CHANGE	ANDROMEDA	S: 2	E: 17
THE TORMENT, THE RELEASE	ANDROMEDA	S: 4	E: 11
THE WARMTH OF THE INVISIBLE LIGHT	ANDROMEDA	S: 4	E: 13
THE WEIGHT (PART 2 OF 2)	ANDROMEDA	S: 5	E: 2
THINK LIKE A DINOSAUR	OUTER LIMITS,THE (1995)	S: 7	E: 8
THROUGH A GLASS DARKLY	ANDROMEDA	S: 5	E: 11
TRUSTING THE GORDIAN MAZE	ANDROMEDA	S: 4	E: 18
VAULT OF THE HEAVENS	ANDROMEDA	S: 3	E: 17
WAGES OF SIN	MUTANT X	S: 3	E: 2
WHEN GOES AROUND . . .	ANDROMEDA	S: 5	E: 6
WHOSE WOODS ARE THESE	MUTANT X	S: 2	E: 4
Josef Leytes			
THE BLIZZARD MAKERS	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 12
Joseph Gunn			
MAD OVER MIAMI	AIRWOLF	S: 1	E: 8
Joseph L. Scanlan			
BAD LUCK BETTY	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 25
HARD ROCK	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 18
HIGH TREASON (1-2)	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 26
Joseph M. Newman			
BLACK LEATHER JACKETS	TWILIGHT ZONE,THE (1958)	S: 5	E: 19
IN PRAISE OF PIP	TWILIGHT ZONE,THE (1958)	S: 5	E: 1
THE BEWITCHIN' POOL	TWILIGHT ZONE,THE (1958)	S: 5	E: 36
THE LAST NIGHT OF A JOCKEY	TWILIGHT ZONE,THE (1958)	S: 5	E: 5
Joseph Manduke			
WOLFPACK	AMAZING SPIDERMAN,THE	S: 2	E: 6
Joseph Pevney			
A TASTE OF ARMAGEDDON	STAR TREK	S: 1	E: 23
AMOK TIME	STAR TREK	S: 2	E: 1
ANOTHER PATH	INCREDIBLE HULK,THE	S: 2	E: 6
ARENA	STAR TREK	S: 1	E: 18
CATSPAW	STAR TREK	S: 2	E: 7
CHAPTER 4 - PRISONER OF THE EMPIRE	SECRET EMPIRE, THE	S: 1	E: 2
CITY ON THE EDGE OF FOREVER	STAR TREK	S: 1	E: 28
FRIDAY'S CHILD	STAR TREK	S: 2	E: 11
JOURNEY TO BABEL	STAR TREK	S: 2	E: 10
KINDRED SPIRITS	INCREDIBLE HULK,THE	S: 2	E: 18
THE ADONIS FILE	SEARCH (aka SEARCH CONTROL)	S: 1	E: 10
THE APPLE	STAR TREK	S: 2	E: 5
THE DEADLY YEARS	STAR TREK	S: 2	E: 12
THE DEVIL IN THE DARK	STAR TREK	S: 1	E: 25
THE IMMUNITY SYNDROME	STAR TREK	S: 2	E: 18
THE RETURN OF THE ARCHONS	STAR TREK	S: 1	E: 21
THE TROUBLE WITH TRIBBLES	STAR TREK	S: 2	E: 15
WOLF IN THE FOLD	STAR TREK	S: 2	E: 14
Joseph Sargent			
BEACHHEAD	INVADERS,THE (1967)	S: 1	E: 1
CORBOMITE MANEUVER	STAR TREK	S: 1	E: 11
THE CHERRY BLOSSOM AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 2	E: 9
THE EXPERIMENT	INVADERS,THE (1967)	S: 1	E: 2
THE IMMORTAL (90 MINS)	IMMORTAL, THE	S: 1	E: 1
THE IVY CURTAIN	INVADERS,THE (1967)	S: 1	E: 11
THE MATA HARI AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 4
WALL OF CRYSTAL	INVADERS,THE (1967)	S: 1	E: 16

Episode Title	Name of Programme		
Joseph Scanlan			
ANOTHER MOTHER	QUANTUM LEAP	S: 2	E: 13
CATCH A FALLING STAR	LA FEMME NIKITA	S: 4	E: 16
CHILDREN OF METHUSELAH	STARLOST,THE	S: 1	E: 5
CONTAGION	STAR TREK: THE NEXT GENERATION	S: 2	E: 11
END GAME	LA FEMME NIKITA	S: 2	E: 22
FOUR LIGHT YEARS FATHER	LA FEMME NIKITA	S: 4	E: 22
IN BETWEEN	LA FEMME NIKITA	S: 2	E: 20
INCONSTANT MOON	OUTER LIMITS,THE (1995)	S: 2	E: 12
LULLABY	STRANGE WORLD	S: 1	E: 3
MERCY	LA FEMME NIKITA	S: 1	E: 22
MR SMITH FROM MANCHESTER	STARLOST,THE	S: 1	E: 10
PLAYING WITH FIRE (PART 1 OF 2)	LA FEMME NIKITA	S: 3	E: 21
RESURRECTION	LOIS AND CLARK	S: 2	E: 17
SKIN OF EVIL	STAR TREK: THE NEXT GENERATION	S: 1	E: 22
SPACE PRECINCT	STARLOST,THE	S: 1	E: 16
STRAIGHT AND NARROW	OUTER LIMITS,THE (1995)	S: 2	E: 8
THE BIG GOODBYE	STAR TREK: THE NEXT GENERATION	S: 1	E: 11
THE DEPROGRAMMERS	OUTER LIMITS,THE (1995)	S: 2	E: 16
THE IMPLANT PEOPLE	STARLOST,THE	S: 1	E: 12
THE MESSAGE	OUTER LIMITS,THE (1995)	S: 1	E: 17
THE SENTENCE	OUTER LIMITS,THE (1995)	S: 2	E: 22
TIME SQUARED	STAR TREK: THE NEXT GENERATION	S: 2	E: 13
TIME TO REAP	WAR OF THE WORLDS	S: 2	E: 11
UNNATURAL SELECTION	OUTER LIMITS,THE (1995)	S: 2	E: 3
VIRTUAL FUTURE	OUTER LIMITS,THE (1995)	S: 1	E: 7
Joseph Scanlon			
THE ALIEN ORO	STARLOST,THE	S: 1	E: 7
Josh Pate, Jonas Pate			
EPISODE 1	SURFACE	S: 1	E: 1
Joshua Butler			
CAT AND MOUSE	INVISIBLE MAN (2000)	S: 1	E: 13
IMPETUS	INVISIBLE MAN (2000)	S: 1	E: 7
SEPARTION ANXIETY	INVISIBLE MAN (2000)	S: 1	E: 9
THE OTHER INVISIBLE MAN	INVISIBLE MAN (2000)	S: 1	E: 11
Joss Whedon			
A HOLE IN THE WORLD	ANGEL	S: 5	E: 15
CITY OF	ANGEL	S: 1	E: 1
CONVICTION (PART 1 OF 2)	ANGEL	S: 5	E: 1
OBJECTS IN SPACE	FIREFLY	S: 1	E: 10
SERENITY (PART 1 OF 2)	FIREFLY	S: 1	E: 11
SERENITY (PART 2 OF 2)	FIREFLY	S: 1	E: 12
SPIN THE BOTTLE	ANGEL	S: 4	E: 6
THE TRAIN JOB	FIREFLY	S: 1	E: 1
UNTOUCHED	ANGEL	S: 2	E: 4
WAITING IN THE WINGS	ANGEL	S: 3	E: 13
Jowl Surnow			
THE DEPTHS	SPECIAL UNIT 2	S: 1	E: 6
JP Manoux			
WHERE'S THE WIZARD?	PHIL OF THE FUTURE	S: 2	E: 20
Juan Luis Bunuel			
UN HOMME ORDINAIRE (AN ORDINARY MAN)	DE BIEN ETRANGES AFFAIRES	S: 1	E: 5
Jud Taylor			
FATHER, DEAR FATHER, COME HOME WITH ME NOW	SECOND HUNDRED YEARS,THE	S: 1	E: 1
FUTURE COP (90 MINS)	FUTURE COP	S: 1	E: 1
LET THAT BE YOUR LAST BATTLEFIELD	STAR TREK	S: 3	E: 15
THE CLOUDMINDERS	STAR TREK	S: 3	E: 21
THE GARDEN OF EVIL AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 8
THE MAN WHO FLIES LIKE A PIGEON	CAPTAIN NICE	S: 1	E: 1
THE MARK OF GIDEON	STAR TREK	S: 3	E: 16
THE PARADISE SYNDROME	STAR TREK	S: 3	E: 3
THE VIRTUE AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 2	E: 10
WINK OF THE EYE	STAR TREK	S: 3	E: 11

Judd Lynn

Science Fiction Directors

Episode Title	Name of Programme	S:	E:
A LINE IN THE SAND	POWER RANGERS IN SPACE	2	24
BICYCLE BUILT FOR THE BLUES	POWER RANGERS TURBO	1	6
BUILT FOR SPEED	POWER RANGERS TURBO	1	5
CARLOS ON CALL	POWER RANGERS IN SPACE	2	15
CARS ATTACKS	POWER RANGERS TURBO	1	13
CHASE INTO SPACE (1-2)	POWER RANGERS TURBO	2	27
ESCAPE THE LOST GALAXY	POWER RANGERS LOST GALAXY	2	27
FUTURE UNKNOWN	POWER RANGERS TIME FORCE	1	10
HONEY, I SHRUNK THE RANGERS (PART 1)	POWER RANGERS TURBO	1	14
IN THE LIMELIGHT	POWER RANGERS LIGHTSPEED RESCUE	2	20
INVASION OF THE BODY SWITCHER	POWER RANGERS IN SPACE	2	3
RAISE THE TITANISAUR	POWER RANGERS LOST GALAXY	2	26
RANGERS GONE PYSCHO	POWER RANGERS IN SPACE	2	14
SHADOW RANGERS	POWER RANGERS TURBO	1	2
THE BARILLIAN STING	POWER RANGERS IN SPACE	1	13
THE COBRA STRIKES (PART 1 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	1	16
THE IMPENETRABLE WEB	POWER RANGERS IN SPACE	2	23
THE RANGER'S MEGA VOYAGE (PART 2 OF 2)	POWER RANGERS IN SPACE	2	1
THE RISE OF THE SUPER DEMONS (PART 2 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	2	22
THE RIVAL RANGERS	POWER RANGERS TURBO	2	26
THE WRATH OF THE QUEEN (PART 1 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	2	21
TRUE BLUE TO THE RESCUE	POWER RANGERS IN SPACE	2	2
UNIQUELY TRIP	POWER RANGERS TIME FORCE	1	11
Julia Rask			
ROSE	EARLY EDITION	4	10
Julia Smith			
THE SMUGGLERS (1-4)	DOCTOR WHO	4	1
THE UNDERWATER MENACE (1-4)	DOCTOR WHO	4	5
Julian Grant			
Crash and Burn	ROBOCOP: PRIME DIRECTIVES	1	4
Dark Justice	ROBOCOP: PRIME DIRECTIVES	1	1
Meltdown	ROBOCOP: PRIME DIRECTIVES	1	2
Resurrection	ROBOCOP: PRIME DIRECTIVES	1	3
Juliet May			
BACK TO REALITY	RED DWARF	5	6
DEMONS AND ANGELS	RED DWARF	5	5
HOLO-SHIP	RED DWARF	5	1
QUARANTINE	RED DWARF	5	4
TERRORFORM	RED DWARF	5	3
THE INQUISITOR	RED DWARF	5	2
Justus Addiss			
ATTACK OF THE MONSTER PLANTS	LOST IN SPACE	1	14
DEATH FROM THE PAST	VOYAGE TO THE BOTTOM OF THE SEA	3	16
DESTROY SEAVIEW!	VOYAGE TO THE BOTTOM OF THE SEA	3	26
GRAVEYARD OF FEAR	VOYAGE TO THE BOTTOM OF THE SEA	2	20
NIGHT OF TERROR	VOYAGE TO THE BOTTOM OF THE SEA	3	4
NO TIME LIKE THE PAST	TWILIGHT ZONE,THE (1958)	4	10
RESCUE	VOYAGE TO THE BOTTOM OF THE SEA	4	10
RETURN OF BLACKBEARD	VOYAGE TO THE BOTTOM OF THE SEA	4	16
SHADOWMAN	VOYAGE TO THE BOTTOM OF THE SEA	3	21
THE BRAND OF THE BEAST	VOYAGE TO THE BOTTOM OF THE SEA	3	14
THE CREATURE	VOYAGE TO THE BOTTOM OF THE SEA	3	15
THE CURSE OF COUSIN SMITH	LOST IN SPACE	2	10
THE EDGE OF DOOM	VOYAGE TO THE BOTTOM OF THE SEA	4	18
THE LOBSTER MAN	VOYAGE TO THE BOTTOM OF THE SEA	4	20
THE MONSTER'S WEB	VOYAGE TO THE BOTTOM OF THE SEA	2	23
THE ODYSSEY OF FLIGHT 33	TWILIGHT ZONE,THE (1958)	2	18
THE RIP VAN WINKLE CAPER	TWILIGHT ZONE,THE (1958)	2	24
THE TERRIBLE TOYS	VOYAGE TO THE BOTTOM OF THE SEA	3	5
WEREWOLF	VOYAGE TO THE BOTTOM OF THE SEA	3	2
Kai Sehr			
BAD GIRLS	STARHUNTER (INC STARHUNTER 2300)	1	19
Kanneth R. Koch			
THE RECKONING	BEAUTY AND THE BEAST	3	10

Episode Title	Name of Programme		
Karen Cliche (Lind)			
THE GATES OF GALIDOR (PART 1 OF 2)	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 9
THE GATES OF GALIDOR (PART 2 OF 2)	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 10
THE GREAT GLINCH SWITCH	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 5
Karen Gaviola			
BLOWBACK	JOURNEYMAN	S: 1	E: 10
Kari Skogland			
CHARITY	LA FEMME NIKITA	S: 1	E: 4
GONE DADDY GONE	DEAD AT 21	S: 1	E: 5
Karl Zwicky			
WE'RE SO SCREWED PART 2: HOT TO KATRATZI	FARSCAPE	S: 4	E: 20
Kate Riedl			
THERE'S SOMETHING ABOUT KYANNA	TWO TWISTED	S: 1	E: 1
Kate Woods			
TWICE SHY	FARSCAPE	S: 4	E: 14
Katharyn Powers			
BRIEF CANDLE	STARGATE SG1	S: 1	E: 8
Katherine Lawrence			
ICEBOUND	HYPERNAUTS	S: 1	E: 3
NEW ALLIANCES	HYPERNAUTS	S: 1	E: 11
Kathryn Bigelow			
EVERYTHING MUST GO	WILD PALMS	S: 1	E: 1
Kay Patrick			
EPISODE EIGHTEEN	JUPITER MOON	S: 1	E: 18
EPISODE ONE	JUPITER MOON	S: 1	E: 1
EPISODE SEVENTEEN	JUPITER MOON	S: 1	E: 17
EPISODE SIXTEEN	JUPITER MOON	S: 1	E: 16
EPISODE THIRTY-FIVE	JUPITER MOON	S: 1	E: 35
EPISODE THIRTY-FOUR	JUPITER MOON	S: 1	E: 34
EPISODE THIRTY-SIX	JUPITER MOON	S: 1	E: 36
EPISODE THREE	JUPITER MOON	S: 1	E: 3
EPISODE TWENTY-FIVE	JUPITER MOON	S: 1	E: 25
EPISODE TWENTY-SEVEN	JUPITER MOON	S: 1	E: 27
EPISODE TWENTY-SIX	JUPITER MOON	S: 1	E: 26
EPISODE TWO	JUPITER MOON	S: 1	E: 2
Kazuho Mitsuta			
THE MYSTERIOUS DINOSAUR BASE	ULTRAMAN	S: 1	E: 10
Kazuya Konaka			
BLOOD MESSAGE	ULTRASEVEN X	S: 1	E: 8
Kees Van Oostrum			
LETHAL OBSESSION	PROFILER	S: 2	E: 16
KEITH BOAK			
ALIENS IN LONDON	DOCTOR WHO (2005)	S: 1	E: 4
ROSE	DOCTOR WHO (2005)	S: 1	E: 1
WORLD WAR THREE	DOCTOR WHO (2005)	S: 1	E: 5
Keith Samples			
BLIND DATE	ROSWELL	S: 1	E: 14
Kelly Schilling			
DELIVERY MAN	TWO TWISTED	S: 1	E: 10
Ken Bowser			
BIZARRO...THE THING OF STEEL	SUPERBOY	S: 2	E: 6
Ken Girotti			
A SPONTANEOUS MOMENT	REGENESIS	S: 3	E: 1
BLACK BOX	FIRST WAVE	S: 3	E: 19
BREACH	TRACKER	S: 1	E: 9
DARKNESS VISIBLE	LA FEMME NIKITA	S: 2	E: 7
DUST IN THE WIND	REGENESIS	S: 3	E: 2
FALLING STAR	OUTER LIMITS,THE (1995)	S: 2	E: 19
FEASABILITY STUDY	OUTER LIMITS,THE (1995)	S: 3	E: 17
FISHY	REGENESIS	S: 2	E: 11
FLUX	ODYSSEY 5	S: 1	E: 10
FORBIDDEN NORTH/ REINCARNATION	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 14

Episode Title	Name of Programme	S:	E:
FORGET ME KNOT	TEKWAR	1	14
FROZEN IN TIME	INVISIBLE MAN (2000)	1	18
FUZZY LOGIC	LA FEMME NIKITA	2	15
GHOST OF A CHANCE	INVISIBLE MAN (2000)	1	15
GRAY	LA FEMME NIKITA	1	9
INNER CHILD	OUTER LIMITS,THE (1995)	6	11
INSIDE OUT	LA FEMME NIKITA	2	17
INTERFACE	MUTANT X	1	16
MANDATORY REFUSAL	LA FEMME NIKITA	2	6
OLD FLAME	EARTH: FINAL CONFLICT	1	2
PRESUMED GUILTY	MUTANT X	1	17
RAGE	ODYSSEY 5	1	19
RELATIVITY THEORY	OUTER LIMITS,THE (1995)	4	6
RESCUE	LA FEMME NIKITA	1	11
RING OF TRUTH	JEREMIAH	1	15
ROUGH WHIMPER OF INSANITY	TOTAL RECALL 2070	1	6
SCORPION'S DREAM	EARTH: FINAL CONFLICT	1	6
SOUL BENEFICIARY	DRESDEN FILES, THE	1	6
STILL AT LARGE	FIRST WAVE	3	6
STRONGHOLD	STARGATE SG1	9	15
TERMINAL CITY	FIRST WAVE	3	21
THE EDEN ROAD	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	16
THE END	REGENESIS	2	13
THE REFUGE	OUTER LIMITS,THE (1995)	2	11
THE SCOURGE	STARGATE SG1	9	17
THE SURROGATE	OUTER LIMITS,THE (1995)	7	4
Ken Grieve			
A SPORTING CHANCE	BUGS	1	9
ASSISINS INC.	BUGS	1	2
DESTINY OF THE DALEKS (1-4)	DOCTOR WHO	17	1
HOT METAL	BUGS	1	8
NIGHT GAMES	OMEGA FACTOR, THE	1	3
SHOTGUN WEDDING	BUGS	1	5
STEALTH	BUGS	1	6
Ken Hannam			
BEHEMOTH	MOONBASE 3	1	2
DEPARTURE AND ARRIVAL	MOONBASE 3	1	1
EPISODE FIVE	DAY OF THE TRIFFIDS,THE	1	5
EPISODE FOUR	DAY OF THE TRIFFIDS,THE	1	4
EPISODE ONE	DAY OF THE TRIFFIDS,THE	1	1
EPISODE SIX	DAY OF THE TRIFFIDS,THE	1	6
EPISODE THREE	DAY OF THE TRIFFIDS,THE	1	3
EPISODE TWO	DAY OF THE TRIFFIDS,THE	1	2
OUTSIDERS	MOONBASE 3	1	4
TO LAY A GHOST	OUT OF THE UNKNOWN	4	2
Ken Jubenvill			
MALDUKE	AIRWOLF	4	20
ON THE DOUBLE	AIRWOLF	4	16
POPPY CHAIN	AIRWOLF	4	21
SALVAGE	AIRWOLF	4	4
STAVOGARD (1-2)	AIRWOLF	4	9
WINDOWS	AIRWOLF	4	5
X-VIRUS	AIRWOLF	4	11
Ken Kwapis			
LANE CHANGE	STEVEN SPIELBERG'S AMAZING STORIES	2	13
REALITY TAKES A HOLIDAY	EERIE INDIANA	1	18
TORNADO DAYS	EERIE INDIANA	1	12
Ken Truner			
CONFLICT	U.F.O.	1	4
Ken Turner			
ATTACK ON CLOUDBASE	CAPTAIN SCARLET AND THE MYSTERONS	1	31
COLONEL MCCLAIN	JOE 90	1	5
CRATER 101	CAPTAIN SCARLET AND THE MYSTERONS	1	18
DESTRUCTION	U.F.O.	1	9
DOUBLE AGENT	JOE 90	1	16

Episode Title	Name of Programme		
E.S.P.	U.F.O.	S: 1	E: 6
FIRE AT RIG 15	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 21
FLIGHT PATH	U.F.O.	S: 1	E: 15
LONE-HANDED 90	JOE 90	S: 1	E: 24
MINDBENDER	U.F.O.	S: 1	E: 14
MISSION X-41	JOE 90	S: 1	E: 27
MODEL SPY	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 14
MORE HASTE-LESS SPEED	SECRET SERVICE,THE	S: 1	E: 13
NOOSE OF ICE	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 25
OPERATION MCCLAINE	JOE 90	S: 1	E: 12
OPERATION TIME	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 8
ORDEAL	U.F.O.	S: 1	E: 19
SCHOOL FOR SPIES	SECRET SERVICE,THE	S: 1	E: 11
SPECTRUM STRIKES BACK	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 9
THE INQUISITION	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 32
THE UNORTHODOX SHEPHERD	JOE 90	S: 1	E: 13
Kengo Kaji			
D.A.S.H. DESTROYED??	ULTRAMAN MAX	S: 1	E: 8
EARTH BURNS	ULTRAMAN MAX	S: 1	E: 31
ELLY'S DESTRUCTIVE ORDERS	ULTRAMAN MAX	S: 1	E: 32
STAR DESTROYER	ULTRAMAN MAX	S: 1	E: 7
TRAVELLER	ULTRASEVEN X	S: 1	E: 6
YOUR SONG	ULTRASEVEN X	S: 1	E: 7
Kenji Suzuki			
DIAMOND 'S'	ULTRASEVEN X	S: 1	E: 4
PEACE MAKER	ULTRASEVEN X	S: 1	E: 5
Kenji SuzukiTakurou Fukuda			
HOPELESS	ULTRASEVEN X	S: 1	E: 3
Kenn Fuller			
OEDIPUS WRECKS	LOIS AND CLARK	S: 3	E: 19
Kenneth Biller			
BEFORE AND AFTER	STAR TREK: VOYAGER	S: 3	E: 20
CRISIS	SMALLVILLE	S: 3	E: 16
DAWG DAY AFTERNOON	DARK ANGEL	S: 2	E: 18
HARBOR LIGHTS	DARK ANGEL	S: 2	E: 13
LINEAGE	SMALLVILLE	S: 2	E: 7
ONE	STAR TREK: VOYAGER	S: 4	E: 23
REVULSION	STAR TREK: VOYAGER	S: 4	E: 5
SHATTERED	SMALLVILLE	S: 3	E: 8
SUSPECT	SMALLVILLE	S: 2	E: 13
Kenneth Bowser			
SUPERSTAR	SUPERBOY	S: 2	E: 20
Kenneth Browser			
SUPERBOY'S DEADLY TOUCH	SUPERBOY	S: 2	E: 10
Kenneth Gilbert			
I OF NEWTON	TWILIGHT ZONE,THE (1985)	S: 1	E: 29
MOTORCYCLE BOOGIE	BIONIC WOMAN, THE	S: 3	E: 7
OVER THE HILL SPY	BIONIC WOMAN, THE	S: 3	E: 11
Kenneth Gilbert (II)			
NEVER GIVE A TRUCKER AN EVEN BREAKER	INCREDIBLE HULK,THE	S: 1	E: 9
RAINBOW'S END	INCREDIBLE HULK,THE	S: 2	E: 4
THE BEAST WITHIN	INCREDIBLE HULK,THE	S: 1	E: 4
THE FINAL ROUND	INCREDIBLE HULK,THE	S: 1	E: 3
Kenneth Ives			
HEALTH FARM	1990	S: 1	E: 3
ORDER BY SMALL BROWN ENVELOPE	1990	S: 2	E: 4
YOUNG SPARKS	1990	S: 2	E: 7
Kenneth J. Girotti			
COLD LAZARUS	STARGATE SG1	S: 1	E: 6
Kenneth Johnson			
ALIEN NATION - THE TV MOVIE	ALIEN NATION	S: 1	E: 1
BORN IN THE U.S.S.R.	SEVEN DAYS	S: 3	E: 21
CHAPTER 3 - PLUNGE INTO HISTORY	SECRET EMPIRE, THE	S: 1	E: 1

Episode Title	Name of Programme		
DOOMSDAY IS TOMMOROW (1-2)	BIONIC WOMAN, THE	S: 2	E: 13
MARRIED (aka BRIDE OF THE INCREDIBLE HULK) (120MINUTES)	INCREDIBLE HULK,THE	S: 2	E: 1
MR. DONAVAN'S NEIGHBORHOOD	SEVEN DAYS	S: 2	E: 20
PROMETHEUS (1-2)	INCREDIBLE HULK,THE	S: 4	E: 1
RAVEN	SEVEN DAYS	S: 3	E: 12
RHINO	SEVEN DAYS	S: 3	E: 3
SHADOW CHASERS (1-2)	SHADOW CHASERS	S: 1	E: 1
SISTER'S KEEPER	SEVEN DAYS	S: 2	E: 6
THE DUNWYCH MADNESS	SEVEN DAYS	S: 3	E: 4
THE FIRST LAST TIME	SEVEN DAYS	S: 3	E: 7
THE GHOSTHUNTER	BIONIC WOMAN, THE	S: 1	E: 13
THE INCREDIBLE HULK (120 MINUTES)	INCREDIBLE HULK,THE	S: 1	E: 1
THE WHITE LIGHTNING WAR	SIX MILLION DOLLAR MAN,THE	S: 3	E: 10
TIME GREMLIN	SEVEN DAYS	S: 2	E: 10
TOP DOG	SEVEN DAYS	S: 3	E: 9
V : PART 2	V (1982)	S: 1	E: 2
V: PART 1	V (1982)	S: 1	E: 1
VEGAS HEIST	SEVEN DAYS	S: 1	E: 16
Kenny McBain			
DOUBLE VISION	OMEGA FACTOR, THE	S: 1	E: 9
THE HORNS OF NIMON (1-4)	DOCTOR WHO	S: 17	E: 5
Kevin Bray			
PARASITE	HEROES	S: 1	E: 18
REWIND	TWILIGHT ZONE, THE (2002)	S: 1	E: 28
Kevin Connor			
BRIAN THE BRAIN	SPACE: 1999	S: 2	E: 5
SEEDS OF DESTRUCTION	SPACE: 1999	S: 2	E: 11
Kevin Dobson			
INTO THE FIRE	BABYLON 5	S: 4	E: 6
WHATEVER HAPPENED TO MR. GARIBALDI?	BABYLON 5	S: 4	E: 2
Kevin Dowling			
GIFTED	EARLY EDITION	S: 4	E: 12
WILD CARD	EARLY EDITION	S: 4	E: 6
WINTER'S END	JERICO	S: 1	E: 16
Kevin Falls			
PERFIDIA	JOURNEYMAN	S: 1	E: 13
Kevin G. Cremin			
CONFESSIONS AND LAMENTATIONS	BABYLON 5	S: 2	E: 18
EXOGENESIS	BABYLON 5	S: 3	E: 7
MATTERS OF HONOR	BABYLON 5	S: 3	E: 1
SPIDER IN THE WEB	BABYLON 5	S: 2	E: 6
WALKABOUT	BABYLON 5	S: 3	E: 17
Kevin Hooks			
LEARNING FROM THE MASTERS	PROFILER	S: 1	E: 12
LITTLE LOST LAMB	ALIEN NATION	S: 1	E: 3
REFLECTION IN TERROR (aka A CHRISTMAS MIRACLE)	V (1984)	S: 1	E: 9
THE HERO	V (1984)	S: 1	E: 11
THE RESCUE	V (1984)	S: 1	E: 13
THE RETURN OF LAZARUS	ONCE A HERO	S: 1	E: 3
UNTOUCHED BY HUMAN HANDS	PROBE	S: 1	E: 2
Kevin Kerslake			
"PILOT"	VISITOR, THE	S: 1	E: 1
CAGED	VISITOR, THE	S: 1	E: 9
Kevin Reynolds			
YOU GOTTA BELIEVE ME	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 5
Kevin S. Bright			
AND BABY MAKES 3	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 24
Kevin Speckmaier			
PANIC	DEAD ZONE, THE	S: 5	E: 3
THE HUNTING PARTY	DEAD ZONE, THE	S: 5	E: 11
TOTAL AWARENESS	DEAD ZONE, THE	S: 3	E: 5
Kim Friedman			

Episode Title	Name of Programme			
BLAZE OF GLORY	STAR TREK: DEEP SPACE NINE	S:	5	E: 23
CATHEXIS	STAR TREK: VOYAGER	S:	1	E: 12
CROSSOVER	STAR TREK: DEEP SPACE NINE	S:	2	E: 22
JETREL	STAR TREK: VOYAGER	S:	1	E: 14
NOR THE BATTLE TO THE STRONG	STAR TREK: DEEP SPACE NINE	S:	5	E: 4
PARALLAX	STAR TREK: VOYAGER	S:	1	E: 2
SHADOW DANCING	BABYLON 5	S:	3	E: 20
THE JEM'HADAR	STAR TREK: DEEP SPACE NINE	S:	2	E: 25
THE SEARCH (1-2)	STAR TREK: DEEP SPACE NINE	S:	3	E: 1
THE SHIP	STAR TREK: DEEP SPACE NINE	S:	5	E: 2
THE WIRE	STAR TREK: DEEP SPACE NINE	S:	2	E: 21
TWISTED	STAR TREK: VOYAGER	S:	2	E: 6
Kim Manners				
APOCRYPHA	X FILES,THE	S:	3	E: 16
AUDREY PAULEY	X FILES,THE	S:	9	E: 11
BOUNTY HUNTERS CONVENTION	ADVENTURES OF BRISCO COUNTY, JR., THE	S:	1	E: 16
BRAND X	X FILES,THE	S:	7	E: 18
BYE BLY	ADVENTURES OF BRISCO COUNTY, JR., THE	S:	1	E: 20
CHINGA	X FILES,THE	S:	5	E: 10
CLUB TEN	AUTOMAN	S:	1	E: 13
D.P.O.	X FILES,THE	S:	3	E: 3
DEMONS	X FILES,THE	S:	4	E: 23
DIE HAND DIE VERLETZT	X FILES,THE	S:	2	E: 16
DREAMLAND (1-2)	X FILES,THE	S:	6	E: 4
EMILY (PART 2 OF 2)	X FILES,THE	S:	5	E: 7
ESSENCE (PART 1 OF 2)	X FILES,THE	S:	8	E: 20
EXISTENCE (PART 2 OF 2)	X FILES,THE	S:	8	E: 21
FIELD TRIP	X FILES,THE	S:	6	E: 20
FLASHES AND ASHES	AUTOMAN	S:	1	E: 6
GHOST OF THE ICE	M.A.N.T.I.S.	S:	1	E: 22
GROTESQUE	X FILES,THE	S:	3	E: 14
HELL BOUND	X FILES,THE	S:	9	E: 8
HOME	X FILES,THE	S:	4	E: 2
HUMBUG	X FILES,THE	S:	2	E: 20
HUNGRY	X FILES,THE	S:	7	E: 6
KADDISH	X FILES,THE	S:	4	E: 12
LEONARD BETTS	X FILES,THE	S:	4	E: 13
LORD OF THE FLIES	X FILES,THE	S:	9	E: 5
MAX (PART 2 OF 2)	X FILES,THE	S:	4	E: 18
MILAGRO	X FILES,THE	S:	6	E: 17
MIND'S EYE	X FILES,THE	S:	5	E: 16
MONDAY (aka MOBIOUS)	X FILES,THE	S:	6	E: 13
MURDER TAKE ONE	AUTOMAN	S:	1	E: 10
NO MAN'S LAND	ADVENTURES OF BRISCO COUNTY, JR., THE	S:	1	E: 3
NOTHING IMPORTANT HAPPENED TODAY	X FILES,THE	S:	9	E: 1
OUBLIETTE	X FILES,THE	S:	3	E: 8
PATIENT X (PART 1 OF 2)	X FILES,THE	S:	5	E: 13
PER MANUM	X FILES,THE	S:	8	E: 13
PROVENANCE PART 1	X FILES,THE	S:	9	E: 9
QUAGMIRE	X FILES,THE	S:	3	E: 22
RAIN KING	X FILES,THE	S:	6	E: 7
REDUX (PART 2 OF 3)	X FILES,THE	S:	5	E: 1
REDUX II (PART 3 OF 3)	X FILES,THE	S:	5	E: 2
RELEASE	X FILES,THE	S:	9	E: 17
REQUIEM	X FILES,THE	S:	7	E: 22
REUNION	HARSH REALM	S:	1	E: 5
SANGUINARIUM	X FILES,THE	S:	4	E: 6
SEIN UND ZEIT II: ALIATOPE (AKA CLOSURE)	X FILES,THE	S:	7	E: 11
SHOWDOWN	ADVENTURES OF BRISCO COUNTY, JR., THE	S:	1	E: 10
SIGNS AND WONDERS	X FILES,THE	S:	7	E: 9
SPIDER IN THE TOWER	M.A.N.T.I.S.	S:	1	E: 20
STAGECOACH	ADVENTURES OF BRISCO COUNTY, JR., THE	S:	1	E: 22
STEEL HORSES	ADVENTURES OF BRISCO COUNTY, JR., THE	S:	1	E: 13
TESO DOS BICHOS	X FILES,THE	S:	3	E: 18
THE BEGINNING	X FILES,THE	S:	6	E: 1
THE BROOKLYN DODGERS	ADVENTURES OF BRISCO COUNTY, JR., THE	S:	1	E: 19

Episode Title	Name of Programme	S:	E:
THE GIFT	X FILES,THE	8	11
THE GREAT PRETENDER	AUTOMAN	1	3
THE SIXTH EXTINCTION (PART 2 OF 3)	X FILES,THE	7	1
THE TRUTH (PART 1 OF 2)	X FILES,THE	9	19
THEEF	X FILES,THE	7	14
THIS IS NOT HAPPENING (PART 1 OF 3)	X FILES,THE	8	14
THROUGH THE DARK CIRCLE	M.A.N.T.I.S.	1	12
TWO FATHERS (PART 1 OF 2)	X FILES,THE	6	10
UNSINKABLE 453	STREET HAWK	1	8
UNUSUAL SUSPECTS	X FILES,THE	5	3
VIRTUALLY FALLING DOWN (AKA SOLDIER OF MISFORTUNE)	M.A.N.T.I.S.	1	6
WAR OF THE COPROPHAGES	X FILES,THE	3	12
WHEN THE BOUGH BREAKS	STAR TREK: THE NEXT GENERATION	1	16
WIHIN (PART 2 OF 3)	X FILES,THE	8	1
WITHOUT (PART 3 OF 3)	X FILES,THE	8	3
ZERO SUM	X FILES,THE	4	21
Kim Mills			
BOX OF TRICKS	AVENGERS,THE	2	17
CONCERTO	AVENGERS,THE	3	24
DEATH A LA CARTE	AVENGERS,THE	3	13
DEATH OF A BATMAN	AVENGERS,THE	3	5
KILLERWHALE	AVENGERS,THE	2	26
LOBSTER QUADRILLE	AVENGERS,THE	3	26
MAN IN THE MIRROR	AVENGERS,THE	2	22
MYSTERIOUS METAL	SECRET BENEATH THE SEA	1	1
SABOTAGE	SECRET BENEATH THE SEA	1	3
TAKE-OVER	SECRET BENEATH THE SEA	1	5
THE BIG THINKER	AVENGERS,THE	2	12
THE DEATH TRAP	SECRET BENEATH THE SEA	1	6
THE GRANDEUR THAT WAS ROME	AVENGERS,THE	3	10
THE MEDICINE MAN	AVENGERS,THE	3	9
THE X-LAYER	SECRET BENEATH THE SEA	1	4
VOYAGE INTO DANGER	SECRET BENEATH THE SEA	1	2
Kim Moses			
EVERY FIVE MINUTES	PROFILER	2	14
Koichi Sakamoto			
A BLUE STREAK	POWER RANGERS TIME FORCE	1	5
A DATE WITH DANGER	POWER RANGERS IN SPACE	2	7
A MATTER OF TRUST	POWER RANGERS LIGHTSPEED RESCUE	1	5
A RED ROMANCE	POWER RANGERS LOST GALAXY	2	13
ALWAYS A CHANCE	POWER RANGERS IN SPACE	2	9
AN EVIL GAME	POWER RANGERS LOST GALAXY	2	7
BATTLE OF THE ZORDS (PART 2 OF 3)	POWER RANGERS WILD FORCE	1	11
BEAOUTH AND THE BEACH	POWER RANGERS NINJA STORM	1	3
BEWARE THE NIGHT	POWER RANGERS TIME FORCE	2	3
BODYGUARD IN BLUE	POWER RANGERS TIME FORCE	1	16
CLASH FOR CONTROL PART 1	POWER RANGERS TIME FORCE	1	14
CLICK, CLICK, ZOOM	POWER RANGERS WILD FORCE	1	3
DARKNESS AWAKENING (PART 2 OF 2)	POWER RANGERS WILD FORCE	1	2
FACING THE PAST	POWER RANGERS LOST GALAXY	2	18
FORCE FROM THE FUTURE PART 1	POWER RANGERS TIME FORCE	1	1
FORCE FROM THE FUTURE PART 2	POWER RANGERS TIME FORCE	1	2
FOREVER RED	POWER RANGERS WILD FORCE	2	8
FRAX'S FURY	POWER RANGERS TIME FORCE	1	27
GO VOLCANIC (PART 1 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	1	9
HONEY, I SHRUNK THE RANGERS (PART 2)	POWER RANGERS TURBO	2	1
JEN'S REVENGE	POWER RANGERS TIME FORCE	1	8
LIONHEART(PART 1 OF 2)	POWER RANGERS WILD FORCE	1	1
MISSION TO SECRET CITY (PART 1 OF 2)	POWER RANGERS IN SPACE	2	21
MOVIE MADNESS PART 1	POWER RANGERS TIME FORCE	1	24
MOVIE MADNESS PART 2	POWER RANGERS TIME FORCE	1	25
POWER PLAY	POWER RANGERS WILD FORCE	1	17
PREDAZORD, AWAKEN (PART 3 OF 3)	POWER RANGERS WILD FORCE	1	12
PRELUDE TO A STORM	POWER RANGERS NINJA STORM	1	1
RANSIK LIVES	POWER RANGERS TIME FORCE	1	4

Episode Title	Name of Programme	S:	E:
REINFORCEMENTS FROM THE FUTURE, PART 1	POWER RANGERS WILD FORCE	1	24
REINFORCEMENTS FROM THE FUTURE, PART 2	POWER RANGERS WILD FORCE	1	25
REVENGE OF ZEN-AKU (PART 1 OF 2)	POWER RANGERS WILD FORCE	1	13
RIDING THE EDGE	POWER RANGERS LIGHTSPEED RESCUE	1	4
RISING FROM ASHES (PART 2 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	1	10
SECRETS AND LIES	POWER RANGERS WILD FORCE	1	18
SOMETHING TO FIGHT FOR	POWER RANGERS TIME FORCE	1	3
SOUL SEARCHING (PART 1 OF 2)	POWER RANGERS WILD FORCE	1	8
TAMING OF THE ZORDS	POWER RANGERS WILD FORCE	2	5
TEAM CARNIVAL	POWER RANGERS WILD FORCE	2	4
THE 5TH CRYSTAL (AKA THE FIFTH CRYSTAL)	POWER RANGERS LIGHTSPEED RESCUE	2	5
THE BEAR NECESSITES	POWER RANGERS WILD FORCE	1	7
THE DELTA DISCOVERY	POWER RANGERS IN SPACE	1	10
THE END OF TIME PART 1	POWER RANGERS TIME FORCE	2	9
THE END OF TIME PART 2	POWER RANGERS TIME FORCE	2	10
THE END OF TIME PART 3	POWER RANGERS TIME FORCE	2	11
THE MAGNA DEFENDER	POWER RANGERS LOST GALAXY	1	9
THE MASTER'S HERALD, PART 1	POWER RANGERS WILD FORCE	2	9
THE MASTER'S HERALD, PART 2	POWER RANGERS WILD FORCE	2	10
THE MASTER'S LAST STAND	POWER RANGERS WILD FORCE	1	26
THE OMEGA PROJECT	POWER RANGERS LIGHTSPEED RESCUE	2	4
THE TIME SHADOW	POWER RANGERS TIME FORCE	1	9
THE WASP WITH A HEART	POWER RANGERS IN SPACE	1	9
THERE'S NO 'I' IN TEAM	POWER RANGERS NINJA STORM	1	2
TIME FOR LIGHTSPEED	POWER RANGERS TIME FORCE	2	4
TIME FORCE TRAITOR	POWER RANGERS TIME FORCE	1	26
TRUST AND TRIUMPH	POWER RANGERS TIME FORCE	1	18
TURN UP THE VOLUME	POWER RANGERS LOST GALAXY	2	19
UNDERCOVER RANGERS	POWER RANGERS TIME FORCE	2	2
UNTIL SUNSET	POWER RANGERS LOST GALAXY	2	23
UP TO THE CHALLENGE	POWER RANGERS LIGHTSPEED RESCUE	1	8
WISHES ON THE WATER	POWER RANGERS WILD FORCE	1	6
Kôzô Uchida			
A DANGEROUS SITUATION (PART 1 OF 2)	ATOMIC DRAGON	1	3
A DANGEROUS SITUATION (PART 2 OF 2)	ATOMIC DRAGON	1	4
KRISHNA RAO			
A SNITCH IN TIME	CHRONICLE, THE	1	22
BERMUDA LOVE TRIANGLE	CHRONICLE, THE	1	6
GUISE WILL BE GUISE	ANGEL	2	6
MELTDOWN	PRETENDER, THE	4	17
PTB	PRETENDER, THE	3	16
TAKE ME BACK	CHRONICLE, THE	1	10
THE KING IS (UN)DEAD	CHRONICLE, THE	1	20
Kristoffer Tabori			
BURNT OFFERINGS	PROFILER	3	16
DESTINY BABES	BILL AND TED'S EXCELLENT ADVENTURES	1	5
HUNKA HUNKA OF BILL AND TED	BILL AND TED'S EXCELLENT ADVENTURES	1	4
NIGHT TERRORS	SLEEPWALKERS	1	2
THE MONSTER WITHIN	PROFILER	3	6
Kyle Chandler			
OCCASIONALLY AMBER	EARLY EDITION	4	17
L.Q. Jones			
ON THE LINE	INCREDIBLE HULK,THE	3	23
Lamont Johnson			
FIVE CHARACTERS IN SEARCH OF AN EXIT	TWILIGHT ZONE,THE (1958)	3	14
FOUR O'CLOCK	TWILIGHT ZONE,THE (1958)	3	29
HOCUS POCUS AND FRISBY	TWILIGHT ZONE,THE (1958)	3	30
KICK THE CAN	TWILIGHT ZONE,THE (1958)	3	21
NOTHING IN THE DARK	TWILIGHT ZONE,THE (1958)	3	16
ONE MORE PALLBEARER	TWILIGHT ZONE,THE (1958)	3	17
PASSAGE ON THE LADY ANNE	TWILIGHT ZONE,THE (1958)	4	17
THE SHELTER	TWILIGHT ZONE,THE (1958)	3	3
Larry Carroll			
ASHES	BRIMSTONE	1	8
FACES	BRIMSTONE	1	11

Episode Title	Name of Programme		
Larry DiTillio			
BATTLE OF VEKARA	HYPERNAUTS	S: 1	E: 4
HOLE IN THE SKY	HYPERNAUTS	S: 1	E: 10
INTO THE DARK SO DEEP	HYPERNAUTS	S: 1	E: 7
Larry Dobkin			
CHARLIE X	STAR TREK	S: 1	E: 3
Larry Doheny			
RESCUE OF ATHENA ONE	SIX MILLION DOLLAR MAN,THE	S: 1	E: 11
Larry Kent Litton			
A DRIVE TO WIN	POWER RANGERS TURBO	S: 1	E: 12
BEWARE THE THIRD WISH (PART 1 OF 2)	POWER RANGERS TURBO	S: 2	E: 15
CLIMB EVERY MOUNTAIN	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 22
RANGERS OF TWO WORLDS (1-2)	POWER RANGERS ZEO	S: 2	E: 24
THE ALIEN TRAP	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 23
THE GARDENER OF EVIL (PART 2 OF 2)	POWER RANGERS TURBO	S: 2	E: 16
THE MILLENNIUM MESSAGE	POWER RANGERS TURBO	S: 1	E: 11
THE ROBOT RANGER	POWER RANGERS TURBO	S: 2	E: 14
Larry McLean			
ECHOLOCATION	BLACK HOLE HIGH	S: 2	E: 12
IMAGINARY FRIEND	BIG WOLF ON CAMPUS	S: 2	E: 8
MAKING LOVE	CODE NAME: ETERNITY	S: 1	E: 8
PROJECT MIDAS	CODE NAME: ETERNITY	S: 1	E: 19
SUPER SARGASSO SEA	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 13
THE GEEK SHALL INHERIT THE EARTH	BIG WOLF ON CAMPUS	S: 2	E: 7
THE LONG DROP	CODE NAME: ETERNITY	S: 1	E: 4
Larry Parr			
SUN AND SHADOWS	RAY BRADBURY THEATRE,THE	S: 6	E: 19
Larry Pierce			
THE BOOKWORM TURNS	BATMAN (1966)	S: 1	E: 29
THE DEAD RINGERS	BATMAN (1966)	S: 2	E: 16
THE DEVIL'S FINGERS	BATMAN (1966)	S: 2	E: 15
THE SPELL OF TUT	BATMAN (1966)	S: 2	E: 7
TUT'S CASE IS SHUT	BATMAN (1966)	S: 2	E: 8
WHILE GOTHAM CITY BURNS	BATMAN (1966)	S: 1	E: 30
Larry Robertson, Dik Darley			
A VACATION AT LAKE AZURA	SPACE PATROL (1950)	S: 1	E: 12
THE COUNTERFEIT COMMANDER	SPACE PATROL (1950)	S: 1	E: 17
THE MAN IN THE RADURIUM GLOVE	SPACE PATROL (1950)	S: 1	E: 15
Larry Shaw			
CINCINNATI	HARSH REALM	S: 1	E: 8
FALLEN ANGEL	X FILES,THE	S: 1	E: 10
FIRE	X FILES,THE	S: 1	E: 12
HITCHHIKER	HIGHWAYMAN,THE	S: 1	E: 3
IN HIS OWN IMAGE	SOMETHING IS OUT THERE	S: 1	E: 3
LOUD AS A WHISPER	STAR TREK: THE NEXT GENERATION	S: 2	E: 5
TIL DEATH DUAL US PART	HIGHWAYMAN,THE	S: 1	E: 4
WILD CARD	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 23
Larry Stewart			
A MATTER OF STATE	AMAZING SPIDERMAN,THE	S: 2	E: 2
ALL FOR ONE	BIONIC WOMAN, THE	S: 3	E: 12
ARDALA RETURNS	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 15
FLIGHT OF THE WAR WITCH (1-2)	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 21
OF GUILT,MODELS AND MURDER	INCREDIBLE HULK,THE	S: 1	E: 5
OLYMPIAD	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 17
RODEO	BIONIC WOMAN, THE	S: 3	E: 5
SPACE VAMPIRE	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 12
THE HULK BREAKS LAS VEGAS	INCREDIBLE HULK,THE	S: 1	E: 8
THE MARTIAN'S ARE COMING, THE MARTIAN'S ARE COMING	BIONIC WOMAN, THE	S: 3	E: 15
Larry Sugar			
ENCORE	SO WEIRD	S: 2	E: 24
THE DECISION	FIRST WAVE	S: 1	E: 22
THE RIVER	SO WEIRD	S: 3	E: 26

Episode Title	Name of Programme		
László Benedek			
LONG LIVE THE KING	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 19
THE BUCCANEER	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 22
TOURIST ATTRACTION	OUTER LIMITS,THE (1963)	S: 1	E: 13
WOLF 359	OUTER LIMITS,THE (1963)	S: 2	E: 8
Laura Innes			
THE YEAR OF THE RABBIT	JOURNEYMAN	S: 1	E: 4
Laurence Bourne			
A SINISTER SORT OF SERVICE	ADAM ADAMENT LIVES!	S: 2	E: 13
ANOTHER LITTLE DRINK	ADAM ADAMENT LIVES!	S: 2	E: 7
Laurent Heynemann			
L'AMOUR QUI TUE (THE KILLING LOVE)	DE BIEN ETRANGES AFFAIRES	S: 1	E: 4
Lawrence Dobkin			
THE PAL-MIR ESCORT	SIX MILLION DOLLAR MAN,THE	S: 2	E: 4
THE SUPERSTITION MOUNTAIN INCIDENT	PROJECT UFO	S: 2	E: 9
Lawrence Doheny			
A TRAIN OF THOUGHT	GREATEST AMERICAN HERO,THE	S: 2	E: 9
STRAIGHT ON 'TIL MORNING	SIX MILLION DOLLAR MAN,THE	S: 2	E: 6
THE LOST DIABLO	GREATEST AMERICAN HERO,THE	S: 2	E: 7
Lawrence L. Simeone			
CARLOS AND THE COUNT	POWER RANGERS TURBO	S: 2	E: 23
THE CURVE BALL	POWER RANGERS TURBO	S: 2	E: 22
Lawrence Trilling			
CHANT DOWN BABYLON	ROSWELL	S: 3	E: 14
HEART OF MINE	ROSWELL	S: 2	E: 16
LIGHTS OUT	INVASION	S: 1	E: 2
POWER	INVASION	S: 1	E: 12
THE HUNT	INVASION	S: 1	E: 6
THE LAST WAVE GOODBYE	INVASION	S: 1	E: 22
THE NEST	INVASION	S: 1	E: 15
THE SON ALSO RISES	INVASION	S: 1	E: 19
Lean Storm			
THE SHORTENING OF THE WAY	CHARLIE JADE	S: 1	E: 16
Lee Bonner			
A HORSE IS A HORSE	EARLY EDITION	S: 3	E: 3
BATTLE SCARS	MERCY POINT	S: 1	E: 7
DOUBLE VISION	PROFILER	S: 3	E: 4
FROSTBIT	EARLY EDITION	S: 1	E: 12
LA BRISAS (90 MINS)	PROFILER	S: 3	E: 20
PAST IMPERFECT	SLEEPWALKERS	S: 1	E: 5
REUNION	PROFILER	S: 4	E: 1
Lee H. Katzin			
AUTOMAN	AUTOMAN	S: 1	E: 1
BLACK SUN	SPACE: 1999	S: 1	E: 10
BREAKAWAY	SPACE: 1999	S: 1	E: 1
MAN FROM ATLANTIS (100 MINUTES)	MAN FROM ATLANTIS	S: 1	E: 1
Lee Majors			
ONE OF OUR RUNNING BACKS IS MISSING	SIX MILLION DOLLAR MAN,THE	S: 3	E: 7
THE GOLDEN PHARAOHS	SIX MILLION DOLLAR MAN,THE	S: 3	E: 17
Lee Philips			
SALVAGE (1-2)	SALVAGE 1	S: 1	E: 1
Lee Sholem			
A NIGHT OF TERROR	ADVENTURES OF SUPERMAN,THE	S: 1	E: 6
ASTEROID	MEN INTO SPACE	S: 1	E: 8
CAVES OF THE MOON	MEN INTO SPACE	S: 1	E: 18
DRUMS OF DEATH	ADVENTURES OF SUPERMAN,THE	S: 1	E: 18
MOONQUAKE	MEN INTO SPACE	S: 1	E: 6
MYSTERY IN WAX	ADVENTURES OF SUPERMAN,THE	S: 1	E: 16
NO HOLDS BARRED	ADVENTURES OF SUPERMAN,THE	S: 1	E: 11
SEA OF STARS	MEN INTO SPACE	S: 1	E: 15
THE BIRTHDAY LETTER	ADVENTURES OF SUPERMAN,THE	S: 1	E: 7
THE GHOST WOLF	ADVENTURES OF SUPERMAN,THE	S: 1	E: 23
THE HUMAN BOMB	ADVENTURES OF SUPERMAN,THE	S: 1	E: 21

Episode Title	Name of Programme		
THE MIND MACHINE	ADVENTURES OF SUPERMAN,THE	S: 1	E: 8
THE STOLEN COSTUME	ADVENTURES OF SUPERMAN,THE	S: 1	E: 13
Lee Siegel			
BIG BROTHER	SIX MILLION DOLLAR MAN,THE	S: 3	E: 20
Lee Tamahori			
SILENT TOWNS	RAY BRADBURY THEATRE,THE	S: 6	E: 20
THE LONG RAIN	RAY BRADBURY THEATRE,THE	S: 6	E: 17
USHER II	RAY BRADBURY THEATRE,THE	S: 5	E: 5
Leigh Jason			
MARKED DANGER	SCIENCE FICTION THEATRE	S: 1	E: 11
TARGET: HURRICANE	SCIENCE FICTION THEATRE	S: 1	E: 26
THE FROZEN SOUND	SCIENCE FICTION THEATRE	S: 1	E: 15
THE STRANGE DR. LORENZ	SCIENCE FICTION THEATRE	S: 1	E: 14
Lennie Mayne			
CAUSE OF DEATH	DOOMWATCH	S: 3	E: 11
HIGH MOUNTAIN	DOOMWATCH	S: 3	E: 2
IN THE DARK	DOOMWATCH	S: 2	E: 9
PUBLIC ENEMY	DOOMWATCH	S: 2	E: 13
THE CURSE OF PELADON (1-4)	DOCTOR WHO	S: 9	E: 2
THE HAND OF FEAR (1-4)	DOCTOR WHO	S: 14	E: 2
THE INQUEST	DOOMWATCH	S: 2	E: 11
THE MONSTER OF PELADON (1-6)	DOCTOR WHO	S: 11	E: 4
THE THREE DOCTORS (1-4)	DOCTOR WHO	S: 10	E: 1
Leo Eaton			
A QUESTION OF MIRACLES	SECRET SERVICE,THE	S: 1	E: 2
BIG FISH,THE	JOE 90	S: 1	E: 10
BREAKOUT	JOE 90	S: 1	E: 21
ERRAND OF MERCY	SECRET SERVICE,THE	S: 1	E: 8
EXPO 2068	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 26
FLIGHT TO ATLANTICA	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 30
KING FOR A DAY	JOE 90	S: 1	E: 7
PLACE OF THE ANGELS	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 24
SEE YOU DOWN THERE	JOE 90	S: 1	E: 23
SPLASHDOWN	JOE 90	S: 1	E: 9
THE BIRTHDAY	JOE 90	S: 1	E: 30
THE CURE	SECRET SERVICE,THE	S: 1	E: 10
THE DEADLY WHISPER	SECRET SERVICE,THE	S: 1	E: 9
THE FORTRESS	JOE 90	S: 1	E: 6
THE PROFESSIONAL	JOE 90	S: 1	E: 18
Leo Orenstein			
LAZARUS FROM THE MIST	STARLOST,THE	S: 1	E: 2
THE PISCES	STARLOST,THE	S: 1	E: 4
Leo Penn			
AND BABY MAKES TWO	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 9
JAMIE'S MOTHER	BIONIC WOMAN, THE	S: 1	E: 7
THE CYBORG	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 3
THE ENEMY WITHIN	STAR TREK	S: 1	E: 6
THE LITTLE JOHN DOE AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 13
THERE WERE GIANTS IN THE EARTH	LOST IN SPACE	S: 1	E: 4
Leon Benson			
ARE WE INVADED?	SCIENCE FICTION THEATRE	S: 1	E: 36
BARRIER OF SILENCE	SCIENCE FICTION THEATRE	S: 1	E: 19
I, ROBOT	OUTER LIMITS,THE (1963)	S: 2	E: 9
Y.O.R.D.	SCIENCE FICTION THEATRE	S: 1	E: 4
Leonard Horn			
INVADERS FROM THE FIFTH DIMENSION	LOST IN SPACE	S: 1	E: 8
MIST OF SILENCE	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 4
SUBMARINE SUNK HERE	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 9
TERROR ON DINOSAUR ISLAND	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 16
THE CHILDREN OF SPIDER COUNTY	OUTER LIMITS,THE (1963)	S: 1	E: 21
THE CONDEMNED	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 31
THE DEATH WATCH	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 9
THE FEAR MAKERS	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 3
THE MAGNUS BEAM	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 10

Episode Title	Name of Programme	S:	E:
THE MAN WHO WAS NEVER BORN	OUTER LIMITS,THE (1963)	1	6
THE NEW ORIGINAL WONDER WOMAN (120MINUTES)	NEW ORIGINAL WONDER WOMAN,THE	1	1
THE SKY IS FALLING	VOYAGE TO THE BOTTOM OF THE SEA	1	5
THE X FACTOR	VOYAGE TO THE BOTTOM OF THE SEA	2	7
THE ZANTI MISFITS	OUTER LIMITS,THE (1963)	1	14
Leonard Lewis			
MORE DEADLY THAN THE SWORD	ADAM ADAMENT LIVES!	1	3
TO SET A DEADLY FASHION	ADAM ADAMENT LIVES!	1	7
Leonard Nimoy			
KILLSHOT	DEADLY GAMES	1	1
TRIANGLE	POWERS OF MATTHEW STARR, THE	1	10
Leonard Stern			
FUNNY MONEY	HOLMES AND YOYO	1	2
THE DENTAL DYNAMITER	HOLMES AND YOYO	1	3
Leonard Valenta			
BLUNDER	TALES OF TOMORROW	1	17
Les Butler			
EMPTY QUIVER	SEVEN DAYS	3	16
Les Landau			
ACCESSION	STAR TREK: DEEP SPACE NINE	4	16
AFTER IMAGE	STAR TREK: DEEP SPACE NINE	7	3
ALLIANCES	STAR TREK: VOYAGER	2	14
BLOOD LINES	STAR TREK: THE NEXT GENERATION	7	21
BOO	DARK ANGEL	2	5
BROKEN LINK	STAR TREK: DEEP SPACE NINE	4	25
BY INFERNO'S LIGHT	STAR TREK: DEEP SPACE NINE	5	15
CLUES	STAR TREK: THE NEXT GENERATION	4	14
CONUNDRUM	STAR TREK: THE NEXT GENERATION	5	13
COUNTERPOINT	STAR TREK: VOYAGER	5	10
CROSSFIRE	STAR TREK: DEEP SPACE NINE	4	12
DARK PAGE	STAR TREK: THE NEXT GENERATION	7	6
DAYS OF RAGE	M.A.N.T.I.S.	1	3
DEJA Q	STAR TREK: THE NEXT GENERATION	3	13
DESTINY	STAR TREK: DEEP SPACE NINE	3	13
DRONE	STAR TREK: VOYAGER	5	2
ENSIGN RO	STAR TREK: THE NEXT GENERATION	5	3
FAMILY	STAR TREK: THE NEXT GENERATION	4	2
FUTURE IMPERFECT	STAR TREK: THE NEXT GENERATION	4	8
GARY AND WYATT'S BLOODSUCKING ADVENTURE	WEIRD SCIENCE	4	19
HALF A LIFE	STAR TREK: THE NEXT GENERATION	4	22
HEROES AND DEMONS	STAR TREK: VOYAGER	1	11
IMAGE IN THE SAND	STAR TREK: DEEP SPACE NINE	7	1
INVASIVE PROCEDURES	STAR TREK: DEEP SPACE NINE	2	4
INVESTIGATIONS	STAR TREK: VOYAGER	2	20
LEGEND OF RED BRICK WALLACE	WEIRD SCIENCE	3	17
MASTER CHETT	WEIRD SCIENCE	4	23
NIGHT TERRORS	STAR TREK: THE NEXT GENERATION	4	17
PAY THE LINE	NET, THE	1	15
PRIME FACTORS	STAR TREK: VOYAGER	1	9
PROGRESS	STAR TREK: DEEP SPACE NINE	1	14
SAMARITAN SNARE	STAR TREK: THE NEXT GENERATION	2	17
SANCTUARY	STAR TREK: DEEP SPACE NINE	2	10
SAREK	STAR TREK: THE NEXT GENERATION	3	23
SECOND SKIN	STAR TREK: DEEP SPACE NINE	3	4
SINS OF THE FATHER	STAR TREK: THE NEXT GENERATION	3	17
SLEEPING DOGS	ENTERPRISE	1	13
TAPESTRY	STAR TREK: THE NEXT GENERATION	6	14
TEEN LISA	WEIRD SCIENCE	3	15
THE ARSENAL OF FREEDOM	STAR TREK: THE NEXT GENERATION	1	20
THE CHUTE	STAR TREK: VOYAGER	3	3
THE DEVIL'S WINDOW	SEAQUEST DSV (inc. SEAQUEST 2032)	1	2
THE FORSAKEN	STAR TREK: DEEP SPACE NINE	1	16
THE GREEN, GREEN GLOW OF HOME	LOIS AND CLARK	1	8
THE HOUSE OF QUARK	STAR TREK: DEEP SPACE NINE	3	2
THE LUCK OF THE DRAW	SLIDERS	1	9

Episode Title	Name of Programme	S:	E:
THE SCHIZOID MAN	STAR TREK: THE NEXT GENERATION	2	6
THE SURVIVORS	STAR TREK: THE NEXT GENERATION	3	3
THE WYATT BRIEF	WEIRD SCIENCE	3	11
TIME AND AGAIN	STAR TREK: VOYAGER	1	3
TIME'S ARROW (PART 1)	STAR TREK: THE NEXT GENERATION	5	25
TIME'S ARROW (PART 2)	STAR TREK: THE NEXT GENERATION	6	1
UNIFICATION (1-2)	STAR TREK: THE NEXT GENERATION	5	7
VIRTUOSO	STAR TREK: VOYAGER	6	13
WHAT FAMILY DOESN'T HAVE ITS UP AND DOWNS	SPY GAMES	1	7
WHISPERS	STAR TREK: DEEP SPACE NINE	2	14
Les Sheldon			
ABALON	SEAQUEST DSV (inc. SEAQUEST 2032)	1	20
NOTHING BUT THE TRUTH	SEAQUEST DSV (inc. SEAQUEST 2032)	1	14
THE REGULATOR	SEAQUEST DSV (inc. SEAQUEST 2032)	1	10
TREASURES OF THE TONGA TRENCH	SEAQUEST DSV (inc. SEAQUEST 2032)	1	5
VAPORS	SEAQUEST DSV (inc. SEAQUEST 2032)	2	4
Lesli Linka Glatter			
FIGHT OR FLIGHT	HEROES	2	5
HOME BY ANOTHER NAME	JOURNEYMAN	1	11
NO DAY AT THE BEACH	STEVEN SPIELBERG'S AMAZING STORIES	1	14
ONE FOR THE BOOKS	STEVEN SPIELBERG'S AMAZING STORIES	1	23
WITHOUT DIANA	STEVEN SPIELBERG'S AMAZING STORIES	2	19
Leslie Goodwins			
AN OLD, OLD FRIEND OF THE FAMILY	MY FAVOURITE MARTIAN	1	23
DANGER! HIGH VOLTAGE!	MY FAVOURITE MARTIAN	1	27
DON'T RAIN ON MY PARADE	MY FAVOURITE MARTIAN	2	11
EXTRA! EXTRA! SENSORY PERCEPTION!	MY FAVOURITE MARTIAN	2	6
HAS ANYBODY SEEN MY ELECTRO MAGNETIC NEUTRON CONVERTING GRAVITATOR?	MY FAVOURITE MARTIAN	2	10
HOW ARE YOU GONNA KEEP THEM DOWN ON THE PHARMACY?	MY FAVOURITE MARTIAN	1	30
NEVER TRUST A NAKED MARTIAN	MY FAVOURITE MARTIAN	2	31
NOW YOU SEE IT, NOW YOU DON'T	MY FAVOURITE MARTIAN	1	19
ROCKET TO MARS	MY FAVOURITE MARTIAN	1	9
SUPER-DUPER SNOOPER	MY FAVOURITE MARTIAN	1	24
THE ATOM MISERS	MY FAVOURITE MARTIAN	1	11
THE BRAIN OF JOHN EMERSON	SCIENCE FICTION THEATRE	1	7
THE DISATRO-NAUTS	MY FAVOURITE MARTIAN	1	34
THREE TO MAKE READY	MY FAVOURITE MARTIAN	2	3
TO MAKE A RABBIT STEW - FIRST CATCH A MARTIAN	MY FAVOURITE MARTIAN	2	13
UNIDENTIFIED FLYING UNCLE MARTIN	MY FAVOURITE MARTIAN	1	29
WHO AM I?	MY FAVOURITE MARTIAN	1	18
WON'T YOU COME HOME, UNCLE MARTIN, WON'T YOU COME HOME	MY FAVOURITE MARTIAN	2	14
Leslie Greene			
UP, UP AND AWAY	SALVAGE 1	1	10
Leslie H. Martinson			
BATTLE OF THE SEXES AND ROBOT	SMALL WONDER	4	10
BRAIN DRAIN	POWERS OF MATTHEW STARR, THE	1	19
BRINDLES MOVE IN	SMALL WONDER	1	12
COMMUNITY WATCH AND SEE	SMALL WONDER	2	20
COSMIC WHIZ KID	BUCK ROGERS IN THE 25TH CENTURY	1	9
D.O.A. (AKA MATTHEW STAR : D.O.A.)	POWERS OF MATTHEW STARR, THE	1	14
DISCO DEVIL	NEW ADVENTURES OF WONDER WOMAN,THE	2	5
DOOLITTLE VICKI	SMALL WONDER	4	16
FIRST LOVE	SMALL WONDER	1	14
GAME SHOW	SMALL WONDER	4	4
GIRL ON THE MILK CARTON	SMALL WONDER	3	14
HAVE A HEART	SMALL WONDER	2	9
HOME SWEET SALE	SMALL WONDER	3	16
I HEAR YOU	SMALL WONDER	3	7
IT'S A GAS	SMALL WONDER	4	8
LIGHTS! CAMERA! EGO!	SMALL WONDER	1	6
MY LIVING DOLL	SMALL WONDER	3	10
NERD CRUSH	SMALL WONDER	1	4

Episode Title	Name of Programme			
NOT YET, HE AIN'T	BATMAN (1966)	S:	1	E: 22
ONCE A HERO	AIRWOLF	S:	2	E: 10
PINT SIZED PICK-UP	SMALL WONDER	S:	2	E: 19
PROJECT BLENDER	SMALL WONDER	S:	2	E: 14
REFLECTIONS ON A LOST TOMORROW	IMMORTAL, THE	S:	1	E: 4
SAFETY FIRST	SMALL WONDER	S:	3	E: 22
SINGING TELEGRAM	SMALL WONDER	S:	4	E: 19
SKATEBOARD WHIZ	NEW ADVENTURES OF WONDER WOMAN, THE	S:	2	E: 8
SMOKER'S DELIGHT	SMALL WONDER	S:	2	E: 12
STOLEN FACES	NEW ADVENTURES OF WONDER WOMAN, THE	S:	2	E: 10
THE BIONIC CRIMINAL	SIX MILLION DOLLAR MAN, THE	S:	3	E: 8
THE BIRDS, THE BEES, AND ROBOTS	SMALL WONDER	S:	1	E: 21
THE BOY WHO KNEW HER SECRET (1-2)	NEW ADVENTURES OF WONDER WOMAN, THE	S:	2	E: 21
THE CHEATER	SMALL WONDER	S:	3	E: 24
THE PENGUIN GOES STRAIGHT	BATMAN (1966)	S:	1	E: 21
THE PERFECT DAUGHTER	SMALL WONDER	S:	3	E: 19
THE RUSSIANS ARE COMING, THE RUSSIANS ARE COMING	SMALL WONDER	S:	3	E: 17
THE STRIKE	SMALL WONDER	S:	3	E: 2
THE WEDDING	SMALL WONDER	S:	2	E: 23
TO THE GODS ALONE	IMMORTAL, THE	S:	1	E: 14
VICKI'S GLASSES	SMALL WONDER	S:	4	E: 13
WHITE HORSE, STEEL HORSE	IMMORTAL, THE	S:	1	E: 8
Leslie Hill				
THE SOLO	SECRET WORLD OF ALEX MACK, THE	S:	1	E: 9
Leslie L. Green				
HARD WATER (1-2)	SALVAGE 1	S:	2	E: 1
Leslie Libman				
CARRIER	4400, THE	S:	2	E: 8
DEAD MAN TALKING	JAKE 2.0	S:	1	E: 15
JERRY 2.0	JAKE 2.0	S:	1	E: 7
THE MARKED	4400, THE	S:	4	E: 6
WAKE-UP CALL (PART 1 OF 2)	4400, THE	S:	2	E: 1
WAKE-UP CALL (PART 2 OF 2)	4400, THE	S:	2	E: 2
Leslie Norman				
BIZARRE	AVENGERS, THE	S:	7	E: 33
THE SEARCH	CHAMPIONS, THE	S:	1	E: 14
THINGUMAJIG	AVENGERS, THE	S:	7	E: 27
Leslie Stevens				
CONTROLLED EXPERIMENT	OUTER LIMITS, THE (1963)	S:	1	E: 16
THE BORDERLAND	OUTER LIMITS, THE (1963)	S:	1	E: 12
THE GALAXY BEING	OUTER LIMITS, THE (1963)	S:	1	E: 1
THE PRODUCTION AND DECAY OF STRANGE PARTICLES	OUTER LIMITS, THE (1963)	S:	1	E: 30
Lev L. Spiro				
CHILGHETTI	DO OVER	S:	1	E: 15
COMPUTE	JOURNEY OF ALLEN STRANGE, THE	S:	1	E: 10
PILOT	DO OVER	S:	1	E: 1
ROCK N'ROLL PARKING LOT	DO OVER	S:	1	E: 6
STAR SEARCH	DO OVER	S:	1	E: 8
TAKE ME OUT OF THE BALLGAME	DO OVER	S:	1	E: 5
THE VISIT	JOURNEY OF ALLEN STRANGE, THE	S:	1	E: 6
LeVar Burton				
BAR ASSOCIATION	STAR TREK: DEEP SPACE NINE	S:	4	E: 15
BEHIND THE LINES (PART 4 OF 6)	STAR TREK: DEEP SPACE NINE	S:	6	E: 4
COGENITOR	ENTERPRISE	S:	2	E: 22
DEMONS (PART 1 OF 2)	ENTERPRISE	S:	4	E: 20
DREADNOUGHT	STAR TREK: VOYAGER	S:	2	E: 17
EX POST FACTO	STAR TREK: VOYAGER	S:	1	E: 7
EXTINCTION	ENTERPRISE	S:	3	E: 3
FIRST FLIGHT	ENTERPRISE	S:	2	E: 24
FORTUNATE SON	ENTERPRISE	S:	1	E: 9
HOMESTEAD	STAR TREK: VOYAGER	S:	7	E: 23
INDISCRETION	STAR TREK: DEEP SPACE NINE	S:	4	E: 4
LIVE FAST AND PROSPER	STAR TREK: VOYAGER	S:	6	E: 21
NIGHTINGALE	STAR TREK: VOYAGER	S:	7	E: 8
Q2	STAR TREK: VOYAGER	S:	7	E: 19

Episode Title	Name of Programme		
RESURRECTION	STAR TREK: DEEP SPACE NINE	S: 6	E: 8
RULES OF ENGAGEMENT	STAR TREK: DEEP SPACE NINE	S: 4	E: 17
SECOND CHANCES	STAR TREK: THE NEXT GENERATION	S: 6	E: 22
SIMILITUDE	ENTERPRISE	S: 3	E: 10
SOLDIERS OF THE EMPIRE	STAR TREK: DEEP SPACE NINE	S: 5	E: 21
TERRA NOVA	ENTERPRISE	S: 1	E: 5
THE AUGMENTS (PART 3 OF 3)	ENTERPRISE	S: 4	E: 6
THE EMPEROR'S NEW CLOAK	STAR TREK: DEEP SPACE NINE	S: 7	E: 12
THE FORGOTTEN	ENTERPRISE	S: 3	E: 20
THE PEGASUS	STAR TREK: THE NEXT GENERATION	S: 7	E: 11
THE RAVEN	STAR TREK: VOYAGER	S: 4	E: 6
THE SWORD OF KAHLESS	STAR TREK: DEEP SPACE NINE	S: 4	E: 8
THINGS PAST	STAR TREK: DEEP SPACE NINE	S: 5	E: 8
TIMELESS	STAR TREK: VOYAGER	S: 5	E: 6
TO THE DEATH	STAR TREK: DEEP SPACE NINE	S: 4	E: 22
Low Landers			
SUPERMAN'S WIFE	ADVENTURES OF SUPERMAN,THE	S: 6	E: 9
THE STONES BEGAN TO MOVE	SCIENCE FICTION THEATRE	S: 1	E: 16
THREE IN ONE	ADVENTURES OF SUPERMAN,THE	S: 6	E: 10
Lewis Allen			
THE PIT	INVADERS,THE (1967)	S: 2	E: 18
THE RANSOM	INVADERS,THE (1967)	S: 2	E: 14
Lewis Teague			
A STRANGER IN TIME (1-2)	TIME TRAX	S: 1	E: 1
SORCERER'S APPRENTICE	PROFILER	S: 1	E: 9
Liberty Goldman			
LITTLE STRONG MAN	POWER RANGERS TURBO	S: 2	E: 24
PARTS AND PARCEL	POWER RANGERS TURBO	S: 2	E: 11
Linda Day			
RUNAWAY JAMIE	SMALL WONDER	S: 1	E: 5
WHITE LIES	SMALL WONDER	S: 1	E: 7
Linda Shayne			
RAT TRAP	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 8
Lindsay Parsons III			
HIDE AND SEEK	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 18
Lorraine Senna Ferrara			
FACING THE FIRE	VR5	S: 1	E: 6
THAT OLD GANG OF MINE	LOIS AND CLARK	S: 2	E: 7
THE QUALITY OF MERCY	BABYLON 5	S: 1	E: 15
Lou Antonio			
ANCIENT FUTURE	DARK SKIES	S: 1	E: 7
WITH FRIENDS LIKE THESE	SPY GAMES	S: 1	E: 2
Lou Diamond Phillips			
BLANK SLATE	OUTER LIMITS,THE (1995)	S: 5	E: 8
INTO THE LIGHT	TWILIGHT ZONE, THE (2002)	S: 1	E: 30
Louis Gossett, Jr.			
SWORDS AND QUESTS	POWERS OF MATTHEW STARR, THE	S: 1	E: 22
Lourence Bourne			
THE LITTLE WONDER	AVENGERS,THE	S: 3	E: 16
THE TROJAN HORSE	AVENGERS,THE	S: 3	E: 20
THE WHITE ELEPHANT	AVENGERS,THE	S: 3	E: 15
Lovett Bickford			
THE LEISURE HIVE (1-4)	DOCTOR WHO	S: 18	E: 1
Luc Chalifour			
ALL HALLOWS EVE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 6
HAPPY BIRTHDAY, MATT PRAEGER	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 3
OLD WOUNDS	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 15
ORDER	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 9
SUPER MAX	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 16
THE FIRST STONE	PETER BENCHLEY'S AMAZON	S: 1	E: 12
THE MAN WHO SOLD THE WORLD	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 5
THE MOST WANTED MAN	STARHUNTER (INC STARHUNTER 2300)	S: 1	E: 13
'TIL DEATH DO US PART	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 11

Episode Title	Name of Programme		
Luke Scott			
SKIN DEEP	HUNGER, THE	S: 2	E: 2
Lyndon Chubbuck			
EYEWITNESS NEWS	ALIEN NATION	S: 1	E: 15
GOOD PHYSICS ARE HARD TO COME BY	SOMETHING IS OUT THERE	S: 1	E: 4
THE WATCHERS	SWAMP THING	S: 1	E: 18
Maihara Kenzou			
ACT 13	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 13
ACT 14	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 14
ACT 21	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 21
ACT 22	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 22
ACT 27	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 27
ACT 28	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 28
ACT 5	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 5
ACT 6	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 6
Mairzee Almas			
ACTION	SMALLVILLE	S: 7	E: 5
NEMESIS	SMALLVILLE	S: 6	E: 19
Makoto Yokoyama			
QUANTUM SECRETS	POWER RANGERS TIME FORCE	S: 1	E: 20
Malcolm Cross			
THE HUNTING OF THE JACKALOPE (AKA THE JACKALOPE)	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 15
Malcolm Taylor			
ON ICE	COUNTERSTRIKE	S: 1	E: 3
Manfred Guthe			
WITHIN THE WALLS	MUTANT X	S: 2	E: 13
Marc Daniels			
A PRIVATE LITTLE WAR	STAR TREK	S: 2	E: 19
ASSIGNMENT:EARTH	STAR TREK	S: 2	E: 26
BY ANY OTHER NAME	STAR TREK	S: 2	E: 22
COURT MARTIAL	STAR TREK	S: 1	E: 20
I,MUDD	STAR TREK	S: 2	E: 8
LIVE MEN TELL TALES	SEARCH (aka SEARCH CONTROL)	S: 1	E: 6
MIRROR,MIRROR	STAR TREK	S: 2	E: 4
SPACE SEED	STAR TREK	S: 1	E: 22
SPOCK'S BRAIN	STAR TREK	S: 3	E: 1
THE CHANGELING	STAR TREK	S: 2	E: 3
THE DEATH SCOUTS (100 MINUTES)	MAN FROM ATLANTIS	S: 1	E: 2
THE DOOMSDAY MACHINE	STAR TREK	S: 2	E: 6
THE DOWN CAR	WAY OUT	S: 1	E: 2
THE MAN TRAP	STAR TREK	S: 1	E: 2
THE NAKED TIME	STAR TREK	S: 1	E: 5
THE SHARK AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 1	E: 4
WHO MOURNS FOR ADONAI?	STAR TREK	S: 2	E: 2
WILLIAM AND MARY	WAY OUT	S: 1	E: 1
Marc Daniels, Robert Butler			
THE MENAGERIE (1-2)	STAR TREK	S: 1	E: 12
Marc Evans			
PILOT	BLISS	S: 1	E: 1
Marc Miller			
THE BRAIN MACHINE (1-4)	SIERRA NINE	S: 1	E: 1
THE ELIXIR OF LIFE (1-2)	SIERRA NINE	S: 1	E: 3
THE MAN WHO SHOOK THE WORLD (1-3)	SIERRA NINE	S: 1	E: 2
THE Q-RADIATION (1-4)	SIERRA NINE	S: 1	E: 4
Marc Voizard			
UFO DUPLICATION/ CLARA'S FRIEND	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 9
Marc Voizard, Ken Girotti			
DEVILS TRIANGLE/ ANASAZI CAVE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 12
THE CURSE/ ANGEL ON A PLANE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 11
Marco Garibaldi			
RANGERS IN REVERSE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 20

Episode Title	Name of Programme	S	E
THE SOUND OF DISCHORDIA	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	3	19
Mario Azzopa			
CHILDREN OF THE GODS	STARGATE SG1	1	1
Mario Azzopardi			
A NEW LIFE	OUTER LIMITS,THE (1995)	7	3
A SPECIAL EDITION	OUTER LIMITS,THE (1995)	3	18
A STITCH IN TIME	OUTER LIMITS,THE (1995)	2	1
ABDUCTION	OUTER LIMITS,THE (1995)	7	16
AFTERLIFE	OUTER LIMITS,THE (1995)	2	15
BEAT THE CLOCK	FLASH, THE	1	11
BLACK DRAGON	M.A.N.T.I.S.	1	7
BLOODLINES	STARGATE SG1	1	11
COR-AI	STARGATE SG1	1	15
CROSSING JORDON	JEREMIAH	2	8
DARK RAIN	OUTER LIMITS,THE (1995)	3	6
DOUBLE HELIX	OUTER LIMITS,THE (1995)	3	12
FEVER	SLIDERS	1	2
FINAL EXAM	OUTER LIMITS,THE (1995)	4	16
FIREHAWK	VIPER (1994)	1	6
GETTYSBURG	OUTER LIMITS,THE (1995)	6	18
GOING HOME	HUMAN TARGET	1	6
GOODNIGHT,CENTRAL CITY	FLASH, THE	1	20
HEART'S DESIRE	OUTER LIMITS,THE (1995)	3	8
HOT ZONE	STARGATE: ATLANTIS	1	13
I HEAR YOU CALLING	OUTER LIMITS,THE (1995)	2	4
INFILTRATION	TOTAL RECALL 2070	1	4
LETTER FROM PEGASUS	STARGATE: ATLANTIS	1	17
MACHINE DREAMS (1-2)	TOTAL RECALL 2070	1	1
MEET MY MAKER	TOTAL RECALL 2070	1	21
MIND GAMES	VIPER (1994)	1	7
MIND OVER MATTER	OUTER LIMITS,THE (1995)	2	5
OUT OF BODY (aka ETHICALLY YOURS)	OUTER LIMITS,THE (1995)	2	20
OUT OF CONTROL	FLASH, THE	1	2
PARADISE	OUTER LIMITS,THE (1995)	2	17
PATIENT ZERO	OUTER LIMITS,THE (1995)	7	2
PROGENITOR	M.A.N.T.I.S.	1	17
RESURRECTION	OUTER LIMITS,THE (1995)	2	2
RIPPER (aka JACK)	OUTER LIMITS,THE (1995)	5	11
SECOND CHANCE	HUMAN TARGET	1	2
SECOND THOUGHTS	OUTER LIMITS,THE (1995)	3	2
SHATTERED	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	1
SINGULARITY	STARGATE SG1	1	14
SISTERS IN CRIME	ROBOCOP - THE SERIES	1	16
SUMMER OF LOVE	SLIDERS	1	5
SUSPICION	STARGATE: ATLANTIS	1	5
TEMPESTS	OUTER LIMITS,THE (1995)	3	9
THE ABYSS	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	2
THE HUMAN FACTOR	ROBOCOP - THE SERIES	1	11
THE HUNT	OUTER LIMITS,THE (1995)	4	2
THE NEW BREED	OUTER LIMITS,THE (1995)	1	14
THE QUESTION	JEREMIAH	2	10
THE SHROUD OF DEATH	FLASH, THE	1	8
THIRTY-EIGHT MINUTES	STARGATE: ATLANTIS	1	4
TRIBUNAL	OUTER LIMITS,THE (1995)	5	12
Mario Di Leo			
ALL ALONE IN THE NIGHT	BABYLON 5	2	11
AND NOW FOR A WORD	BABYLON 5	2	15
THE LONG DARK	BABYLON 5	2	5
Marita Grabiak			
ALIENATED	EUREKA	1	4
EPISODE 12	SURFACE	1	12
FREDLESS	ANGEL	3	5
JAYNESTOWN	FIREFLY	1	4
RELIC	SMALLVILLE	3	6

Episode Title	Name of Programme			
SHINY HAPPY PEOPLE	ANGEL	S: 4	E: 18	
SKINWALKER	SMALLVILLE	S: 2	E: 10	
THE HOUSE ALWAYS WINS	ANGEL	S: 4	E: 3	
THE PRICE	ANGEL	S: 3	E: 19	
UNLEASHED	ANGEL	S: 5	E: 3	
WATER	BATTLESTAR GALACTICA (2004)	S: 1	E: 2	
Mark A. Burley				
DANNY	INCREDIBLE HULK,THE	S: 4	E: 15	
Mark Beesley				
CROWN AND PUNISHMENT	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 32	
DARK WISH (PART 1 OF 3)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 18	
DARK WISH (PART 2 OF 3)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 19	
DARK WISH (PART 3 OF 3)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 20	
FIRE HEART	POWER RANGERS MYSTRIC FORCE	S: 1	E: 7	
IN YOUR BOOTS	CLEOPATRA 2525	S: 2	E: 10	
JUGGERNAUT DOWN	CLEOPATRA 2525	S: 2	E: 8	
KICK INTO OVERDRIVE (PART 1 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 1	
KICK INTO OVERDRIVE (PART 2 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 2	
MYSTIC FATE (PART 1 OF 2)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 32	
MYSTIC FATE (PART 2 OF 2)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 33	
NOTHING TO LOSE	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 31	
SHADOW (PART 1 OF 2)	POWER RANGERS S.P.D	S: 1	E: 11	
SHADOW (PART 2 OF 2)	POWER RANGERS S.P.D	S: 1	E: 12	
STAKEOUT	POWER RANGERS S.P.D	S: 1	E: 10	
STRANGER WITHIN (PART 1 OF 2)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 8	
STRANGER WITHIN (PART 2 OF 2)	POWER RANGERS MYSTRIC FORCE	S: 1	E: 9	
THE UNDERWATER WORLD	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 3	
TWO FALLEN FOES	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 30	
MARK BUCKLAND				
"PILOT"	CHRONICLE, THE	S: 1	E: 1	
Mark De Friest				
A RARE FIND	PARALLAX	S: 1	E: 2	
ACHEY, BREAKY HEART	PARALLAX	S: 1	E: 4	
ARTES VERITAS	PARALLAX	S: 1	E: 7	
CLOWNIN' AROUND	PARALLAX	S: 1	E: 25	
IT AIN'T OVER	PARALLAX	S: 1	E: 26	
LOST IN PARADISE	PARALLAX	S: 1	E: 5	
MARTINMANIA	PARALLAX	S: 1	E: 23	
ONE BIG HAPPY FAMILY	PARALLAX	S: 1	E: 1	
THE ARTFUL DODGET	PARALLAX	S: 1	E: 3	
THE CURSE OF THE INCREDIBLY BAD NEWS	PARALLAX	S: 1	E: 12	
THE KRELICK WAR	PARALLAX	S: 1	E: 17	
THE RELUCTANT GUARDIAN	PARALLAX	S: 1	E: 18	
Mark DeFriest				
"EPISODE 10"	THUNDERSTONE	S: 3	E: 10	
"EPISODE 11"	THUNDERSTONE	S: 3	E: 11	
"EPISODE 12"	THUNDERSTONE	S: 3	E: 12	
"EPISODE 13"	THUNDERSTONE	S: 3	E: 13	
"EPISODE 7"	THUNDERSTONE	S: 3	E: 7	
"EPISODE 8"	THUNDERSTONE	S: 3	E: 8	
"EPISODE 9"	THUNDERSTONE	S: 3	E: 9	
DAD MEETS DAD	PARALLAX	S: 1	E: 16	
EPISODE EIGHT	CYBERGIRL	S: 1	E: 8	
EPISODE FIVE	CYBERGIRL	S: 1	E: 5	
EPISODE FOUR	CYBERGIRL	S: 1	E: 4	
EPISODE NINETEEN	CYBERGIRL	S: 1	E: 19	
EPISODE ONE	CYBERGIRL	S: 1	E: 1	
EPISODE SEVEN	CYBERGIRL	S: 1	E: 7	
EPISODE SIX	CYBERGIRL	S: 1	E: 6	
EPISODE THREE	CYBERGIRL	S: 1	E: 3	
EPISODE TWENTY	CYBERGIRL	S: 1	E: 20	
EPISODE TWENTY FOUR	CYBERGIRL	S: 1	E: 24	
EPISODE TWENTY ONE	CYBERGIRL	S: 1	E: 21	
EPISODE TWENTY THREE	CYBERGIRL	S: 1	E: 23	
EPISODE TWENTY TWO	CYBERGIRL	S: 1	E: 22	

Episode Title	Name of Programme		
EPISODE TWO	CYBERGIRL	S: 1	E: 2
THE READING ROOM	PARALLAX	S: 1	E: 24
Mark Goldblatt			
MR CHANEY (A.K.A. MR. TALBOT)	EERIE INDIANA	S: 1	E: 14
Mark Haskell Smith			
REPRESSION	STAR TREK: VOYAGER	S: 7	E: 4
Mark Jean			
APOCALYPSE SOON	BIG WOLF ON CAMPUS	S: 2	E: 5
BOO	SO WEIRD	S: 2	E: 7
BUTCH IS BACK	BIG WOLF ON CAMPUS	S: 2	E: 19
CRYANO DEBRAINIAIC	WEIRD SCIENCE	S: 1	E: 3
FLUGELHOFF	BIG WOLF ON CAMPUS	S: 1	E: 11
FRANK STEIN	BIG WOLF ON CAMPUS	S: 2	E: 2
INTERVIEW WITH A WEREWOLF	BIG WOLF ON CAMPUS	S: 1	E: 14
LIVE FOR TODAY	DEAD AT 21	S: 1	E: 7
MAGNIFICO DAD	WEIRD SCIENCE	S: 1	E: 4
MR. PRESIDENT	WEIRD SCIENCE	S: 1	E: 10
ONE SIZE FITS ALL	WEIRD SCIENCE	S: 1	E: 8
PARTY HIGH, USA	WEIRD SCIENCE	S: 1	E: 7
PRIME LOCATION	IMMORTAL, THE (2000)	S: 1	E: 6
STRANGE GEOMETRY	SO WEIRD	S: 2	E: 12
VODOO CHILD	BIG WOLF ON CAMPUS	S: 2	E: 20
Mark Lawton			
A CASE OF EAVESDROPPING	TALES OF MYSTERY	S: 3	E: 6
Mark Roper			
IN THE BEGINNING	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 1
THE CARDINAL'S DESIGN	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 4
THE CARDINAL'S REVENGE	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 5
Mark Rydell			
A CLEAN ESCAPE	MASTERS OF SCIENCE FICTION	S: 1	E: 1
Mark Sawers			
CAUGHT	ALIENATED	S: 2	E: 9
FOILED AGAIN	ALIENATED	S: 1	E: 9
HUMAN GAS	ALIENATED	S: 2	E: 5
MEATLOAF LUNCH	ALIENATED	S: 1	E: 1
SEXUAL PEOPLE	ALIENATED	S: 2	E: 2
THE WET SPOT	ALIENATED	S: 1	E: 8
Mark Sobel			
BONES BENEATH MY SKIN	TOTAL RECALL 2070	S: 1	E: 16
CAUGHT IN THE ACT	OUTER LIMITS,THE (1995)	S: 1	E: 16
EYE FOR AN EYE	WAR OF THE WORLDS	S: 1	E: 5
I'M LOOKING THROUGH YOU	LOIS AND CLARK	S: 1	E: 4
NIGHT MOVES	WAR OF THE WORLDS	S: 2	E: 8
NO DIRECTION HOME	WAR OF THE WORLDS	S: 2	E: 2
PROPHETS AND LOSS	SLIDERS	S: 4	E: 2
THE AFTERTIME	FIRST WAVE	S: 1	E: 21
THE CHOICE	OUTER LIMITS,THE (1995)	S: 1	E: 6
VIRTUAL JUSTICE	TOTAL RECALL 2070	S: 1	E: 20
VIRTUAL SLIDE	SLIDERS	S: 4	E: 4
Mark Soulard			
THE WOLF IS OUT THERE	BIG WOLF ON CAMPUS	S: 1	E: 13
Mark Vargo			
NEILA	SUPERBOY	S: 3	E: 3
Marni Banack			
BRAINWAVES	BLACK HOLE HIGH	S: 2	E: 5
TRANSFERENCE	BLACK HOLE HIGH	S: 3	E: 1
Martha Coolidge			
NIGHT OF THE MEEK	TWILIGHT ZONE,THE (1985)	S: 1	E: 30
QUARANTINE	TWILIGHT ZONE,THE (1985)	S: 1	E: 43
SHELTER,SKELTER	TWILIGHT ZONE,THE (1985)	S: 2	E: 17
Martha Mitchell			
ALTERNATE WORLD	TIMECOP	S: 1	E: 6
RED FLAG	JERICO	S: 1	E: 10

Episode Title	Name of Programme		
VEIL	PREY	S: 1	E: 8
WALLS OF JERICHO	JERICHO	S: 1	E: 4
YOU JUST CAN'T TRUST ANYBODY THESE DAYS	SPY GAMES	S: 1	E: 5
Martin Campbell			
BREAKTHROUGH	EDGE OF DARKNESS	S: 1	E: 4
BURDEN OF PROOF	EDGE OF DARKNESS	S: 1	E: 3
COMPASSIONATE LEAVE	EDGE OF DARKNESS	S: 1	E: 1
FUSION	EDGE OF DARKNESS	S: 1	E: 6
INTO THE SHADOWS	EDGE OF DARKNESS	S: 1	E: 2
NORTHMOOR	EDGE OF DARKNESS	S: 1	E: 5
Martin Cummins			
BETTER LUCK NEXT TIME	OUTER LIMITS,THE (1995)	S: 5	E: 22
Martin Lavut			
THE COLD EQUATIONS	TWILIGHT ZONE,THE (1985)	S: 3	E: 16
Martin Scorsese			
MIRROR, MIRROR	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 19
Martin Wood			
ADRIFT (PART 2 OF 3)	STARGATE: ATLANTIS	S: 4	E: 1
ASCENSION	STARGATE SG1	S: 5	E: 3
AURORA	STARGATE: ATLANTIS	S: 2	E: 9
AVATAR	STARGATE SG1	S: 8	E: 6
AVENGER 2.0	STARGATE SG1	S: 7	E: 9
BEAST OF BURDEN	STARGATE SG1	S: 5	E: 7
CAMELOT	STARGATE SG1	S: 9	E: 20
CHAIN REACTION	STARGATE SG1	S: 4	E: 15
CHAOS AND THE STILLNESS OF IT (PART 2 OF 2)	ANDROMEDA	S: 5	E: 20
COUP D'ETAT	STARGATE: ATLANTIS	S: 2	E: 18
COVENANT	STARGATE SG1	S: 8	E: 8
CRYSTAL SKULL	STARGATE SG1	S: 3	E: 21
DEAD MAN SWITCH	STARGATE SG1	S: 3	E: 7
DIVIDE AND CONQUER	STARGATE SG1	S: 4	E: 5
ENEMIES (PART 2 OF 3)	STARGATE SG1	S: 5	E: 1
EX DEUS MACHINA	STARGATE SG1	S: 9	E: 7
FAIR GAME	STARGATE SG1	S: 3	E: 3
FALLEN (PART 1 OF 2)	STARGATE SG1	S: 7	E: 1
FALLOUT	STARGATE SG1	S: 7	E: 14
FIRST AND WATER	STARGATE SG1	S: 1	E: 12
FIRST STRIKE (PART 1 OF 3)	STARGATE: ATLANTIS	S: 3	E: 20
FROZEN	STARGATE SG1	S: 6	E: 4
FULL CIRCLE	STARGATE SG1	S: 6	E: 22
GRACE UNDER PRESSURE	STARGATE: ATLANTIS	S: 2	E: 14
HOMECOMING (PART 2 OF 2)	STARGATE SG1	S: 7	E: 2
IN THE LINE OF DUTY	STARGATE SG1	S: 2	E: 2
INTO THE FIRE (PART 2 OF 2)	STARGATE SG1	S: 3	E: 1
IRRESISTABLE	STARGATE: ATLANTIS	S: 3	E: 3
JOURNEY'S END IN LOVERS MEETING	JEREMIAH	S: 1	E: 11
LAST STAND (PART 2 OF 2)	STARGATE SG1	S: 5	E: 16
LEARNING CURVE	STARGATE SG1	S: 3	E: 5
LETTERS FROM THE OTHER SIDE (PART ONE OF TWO)	JEREMIAH	S: 2	E: 1
LETTERS FROM THE OTHER SIDE (PART TWO OF TWO)	JEREMIAH	S: 2	E: 2
LIFELINE (PART 3 OF 3)	STARGATE: ATLANTIS	S: 4	E: 2
LOST CITY (PART 1 OF 2)	STARGATE SG1	S: 7	E: 21
LOST CITY (PART 2 OF 2)	STARGATE SG1	S: 7	E: 22
MCKAY AND MRS. MILLER	STARGATE: ATLANTIS	S: 3	E: 8
MENACE	STARGATE SG1	S: 5	E: 19
NEMESIS	STARGATE SG1	S: 3	E: 22
ONE MORE DAY'S LIGHT (PART 1 OF 2)	ANDROMEDA	S: 5	E: 19
OUT OF MIND (PART 1 OF 2)	STARGATE SG1	S: 2	E: 21
PHANTOMS	STARGATE: ATLANTIS	S: 3	E: 9
POLITICS	STARGATE SG1	S: 1	E: 20
QUARANTINE	STARGATE: ATLANTIS	S: 4	E: 13
RED SKY	STARGATE SG1	S: 5	E: 5
REDEMPTION (PART 1 OF 2)	STARGATE SG1	S: 6	E: 1
REDEMPTION (PART 2 OF 2)	STARGATE SG1	S: 6	E: 2
REVELATIONS	STARGATE SG1	S: 5	E: 22

Episode Title	Name of Programme		
REVISIONS	STARGATE SG1	S: 7	E: 5
RISING (PART 1 OF 2)	STARGATE: ATLANTIS	S: 1	E: 1
RISING (PART 2 OF 2)	STARGATE: ATLANTIS	S: 1	E: 2
rites of passage	JEREMIAH	S: 2	E: 5
RUNNER	STARGATE: ATLANTIS	S: 2	E: 3
RUNNING ON EMPTY	JEREMIAH	S: 2	E: 9
SCORCHED EARTH	STARGATE SG1	S: 4	E: 9
SERPENT'S VENOM	STARGATE SG1	S: 4	E: 14
SHADES OF GREY	STARGATE SG1	S: 3	E: 18
SMALL VICTORIES	STARGATE SG1	S: 4	E: 1
SOLITUDES	STARGATE SG1	S: 1	E: 17
SPIRITS	STARGATE SG1	S: 2	E: 12
SUBVERSION	EARTH: FINAL CONFLICT	S: 5	E: 19
SUMMIT (PART 1 OF 2)	STARGATE SG1	S: 5	E: 15
TABULA RASA	STARGATE: ATLANTIS	S: 4	E: 6
TAO OF RODNEY	STARGATE: ATLANTIS	S: 3	E: 15
THE ARK	STARGATE: ATLANTIS	S: 3	E: 17
THE BROTHERHOOD	STARGATE: ATLANTIS	S: 1	E: 16
THE CHANGELING	STARGATE SG1	S: 6	E: 19
THE DISSONANT INTERVAL (PART 1 OF 2)	ANDROMEDA	S: 4	E: 21
THE DISSONANT INTERVAL (PART 2 OF 2)	ANDROMEDA	S: 4	E: 22
THE EYE	STARGATE: ATLANTIS	S: 1	E: 11
THE GAMEKEEPER	STARGATE SG1	S: 2	E: 4
THE HIVE (PART 2 OF 2)	STARGATE: ATLANTIS	S: 2	E: 11
THE KINDRED (PART 2 OF 2)	STARGATE: ATLANTIS	S: 4	E: 19
THE LAST MAN (PART 1 OF 2)	STARGATE: ATLANTIS	S: 4	E: 20
THE LONG GOODBYE	STARGATE: ATLANTIS	S: 2	E: 17
THE OTHER GUYS	STARGATE SG1	S: 6	E: 8
THE SIEGE (PART 1 OF 3)	STARGATE: ATLANTIS	S: 1	E: 19
THE SIEGE (PART 2 OF 3)	STARGATE: ATLANTIS	S: 1	E: 20
THE SIEGE (PART 3 OF 3)	STARGATE: ATLANTIS	S: 2	E: 1
THE THREE PHASES OF CLAIRE	INVISIBLE MAN (2000)	S: 2	E: 16
TOTALED RECALL	ANDROMEDA	S: 5	E: 17
TRAPPED BY TIME	EARTH: FINAL CONFLICT	S: 4	E: 16
TRINITY	STARGATE: ATLANTIS	S: 2	E: 6
TRIO	STARGATE: ATLANTIS	S: 4	E: 16
VOICES IN THE DARK	JEREMIAH	S: 2	E: 7
WATERGATE	STARGATE SG1	S: 4	E: 7
Marvin Chomsky			
ALL OUR YESTERDAYS	STAR TREK	S: 3	E: 23
AND TEH CHILDREN SHALL LEAD	STAR TREK	S: 3	E: 4
DAY OF THE DOVE	STAR TREK	S: 3	E: 7
Marvin Rush			
THE HOST	STAR TREK: THE NEXT GENERATION	S: 4	E: 23
Marvin V. Rush			
FAVOURITE SON	STAR TREK: VOYAGER	S: 3	E: 19
IN A MIRROR, DARKLY (PART 2 OF 2)	ENTERPRISE	S: 4	E: 19
TERRA PRIME (PART 2 OF 2)	ENTERPRISE	S: 4	E: 21
THE THAW	STAR TREK: VOYAGER	S: 2	E: 23
Mary Beth Fielder			
BEANS IN SKI HECK	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 6
Mary Lewis			
KEPTOMANIZACK	ZACK FILES, THE	S: 2	E: 16
Mary Ridge			
ANIMALS	BLAKES' 7	S: 4	E: 5
BLAKE	BLAKES' 7	S: 4	E: 13
HEADHUNTER	BLAKES' 7	S: 4	E: 6
POWER	BLAKES' 7	S: 4	E: 2
RESCUE	BLAKES' 7	S: 4	E: 1
TERMINAL	BLAKES' 7	S: 3	E: 13
TERMINUS (1-4)	DOCTOR WHO	S: 20	E: 4
Matt Beck			
PROTOTYPE	SMALLVILLE	S: 6	E: 21
Matt Dearborn			

Episode Title	Name of Programme	S:	E:
THE CREEPER	SECRET WORLD OF ALEX MACK,THE	3	19
Matt Earl Beasley			
THE DAY BEFORE	JERICHO	1	12
Matt Ford			
I-YENSCH, YOU-YENSCH	FARSCAPE	3	19
Matt Hastings			
HIGHER COURT	PAINKILLER JANE	1	7
NOTHING TO FEAR BUT FEAR ITSELF	PAINKILLER JANE	1	5
PLAYBACK	PAINKILLER JANE	1	17
REFLECTIONS	PAINKILLER JANE	1	21
THE AMAZING HOWIE	PAINKILLER JANE	1	14
WHAT LIES BENEATH	PAINKILLER JANE	1	19
Matt McPhail			
DOUBLE THE TROUBLE	AMAZING EXTRAORDINARY FRIENDS	1	8
Matt Pann			
DARK DAYS NIGHT	DARK SKIES	1	4
Matt Penn			
CRISIS	PROFILER	1	16
Matthew Diamond			
BEHOLD A PALE PLANET, OR, WHAT IF GOD WAS ONE OF US	HOMEBOYS IN OUTER SPACE	1	4
BROTHER'S GOT NO SOUL, OR, I LOVE LUCIFER	HOMEBOYS IN OUTER SPACE	1	13
DEVIL IN MISS JONES, OR, DISMEMBER OF THE WEDDING	HOMEBOYS IN OUTER SPACE	1	8
HOUSE PARTY, OR, PLAY THAT FUNKY MUSIC WHITE DROID	HOMEBOYS IN OUTER SPACE	1	6
LOQUATIA UNPLUGGED, OR, COME BACK LITTLE CYBER	HOMEBOYS IN OUTER SPACE	1	5
SUPER BAD FOXY LADY KILLER, OR, TY AND MORRIS GET THE SHAFT	HOMEBOYS IN OUTER SPACE	1	12
THE ADVENTURES OF RATMAN AND GERBIL OR, HOLY HOMEBOYS IN OUTER SPACE	HOMEBOYS IN OUTER SPACE	1	21
THE LONGEST YARD AND A HALF, OR, THE SHAWSHANK REDEMPTION CENTER	HOMEBOYS IN OUTER SPACE	1	15
THE NAKED PLANET, OR, THE NAKED AND THE DREDS	HOMEBOYS IN OUTER SPACE	1	18
VERSA DAY	PHIL OF THE FUTURE	2	1
Matthew Evans			
BURIED TREASURE	BUGS	3	8
FUGITIVE	BUGS	3	6
RENEGADES	BUGS	3	10
Matthew Hastings			
LION'S DEN	OUTER LIMITS,THE (1995)	7	18
Matthew Robbins			
THE MAIN ATTRACTION	STEVEN SPIELBERG'S AMAZING STORIES	1	2
Matthew Robinson			
ATTACK OF THE CYBERMEN (1-2)	DOCTOR WHO	22	1
RESURRECTION OF THE DALEKS (1-2)	DOCTOR WHO	21	4
Maurice Barry			
THE DOMINATORS (1-5)	DOCTOR WHO	6	1
THE MOONBASE (1-4)	DOCTOR WHO	4	6
THE TOMB OF THE CYBERMEN (1-4)	DOCTOR WHO	5	1
Maurice Phillips			
"PILOT"	VANISHING MAN,THE	1	1
NEUROSTIM	MAX HEADROOM	2	7
Max Tash			
AIRBALL KINGS	WEIRD SCIENCE	1	6
CYBORG SAM AM I	WEIRD SCIENCE	4	14
EARTH BOYS ARE EASY	WEIRD SCIENCE	3	1
FATAL LISA	WEIRD SCIENCE	1	11
FEMININE MISTAKE	WEIRD SCIENCE	1	5
GRAMPIRA	WEIRD SCIENCE	3	3
KEEPS ON TICKIN	WEIRD SCIENCE	1	9
LISA'S VIRUS	WEIRD SCIENCE	2	1
LUCKY SUIT	WEIRD SCIENCE	3	5
SEX ED	WEIRD SCIENCE	1	13
SHE'S ALIVE	WEIRD SCIENCE	1	1
THE HUMAN TARGET	HUMAN TARGET	1	1
THE MOST DANGEROUS WISH	WEIRD SCIENCE	2	3

Episode Title	Name of Programme		
UNIVERSAL REMOTE	WEIRD SCIENCE	S: 1	E: 2
McG			
"PILOT"	CHUCK	S: 1	E: 1
Mel Damski			
A REGULAR JOE	EARLY EDITION	S: 2	E: 9
CRUMB AGAIN	EARLY EDITION	S: 3	E: 19
DOWNSIZED	EARLY EDITION	S: 2	E: 5
HOME	EARLY EDITION	S: 2	E: 1
IRON SHIPS AND DEAD MEN	BIONIC WOMAN, THE	S: 2	E: 21
LT. HOBSON, USN	EARLY EDITION	S: 3	E: 4
PSYCHIC	EARLY EDITION	S: 1	E: 17
SHOW ME THE MONET	EARLY EDITION	S: 2	E: 19
THE TICK VS JUSTICE	TICK, THE	S: 1	E: 7
THE VEGA INFLUENCE	BIONIC WOMAN, THE	S: 2	E: 9
TIME	EARLY EDITION	S: 4	E: 19
WEATHER GIRL	EARLY EDITION	S: 4	E: 8
WITNESS	LOIS AND CLARK	S: 1	E: 13
Mel Ferber			
GIRL IN THE FLYING MACHINE	MY FAVOURITE MARTIAN	S: 3	E: 9
HATE ME A LITTLE	MY FAVOURITE MARTIAN	S: 3	E: 8
HUSH, HUSH	WAY OUT	S: 1	E: 11
Melissa Joan Hart			
SNAPSHOT	SO WEIRD	S: 3	E: 13
Melvin Van Peebles			
BODIES OF EVIDENCE	OUTER LIMITS,THE (1995)	S: 3	E: 16
Menachem Binetski			
HUNTER, PRAY	BABYLON 5	S: 2	E: 13
VOICES OF AUTHORITY	BABYLON 5	S: 3	E: 5
Mervyn Pinfield			
THE SPACE MUSEUM (1-4)	DOCTOR WHO	S: 2	E: 7
Mervyn Pinfield, Douglas Camfield			
PLANET OF GIANTS (1-3)	DOCTOR WHO	S: 2	E: 1
Mervyn Pinfield, Frank Cox			
THE SENSORITES (1-6)	DOCTOR WHO	S: 1	E: 7
Michael Angeli			
RADAR LOVE	DARK ANGEL	S: 2	E: 4
Michael Bryant			
COLONY IN SPACE (1-6)	DOCTOR WHO	S: 8	E: 4
DEATH TO THE DALEKS (1-4)	DOCTOR WHO	S: 11	E: 3
THE GREEN DEATH (1-6)	DOCTOR WHO	S: 10	E: 5
THE SEA DEVILS (1-6)	DOCTOR WHO	S: 9	E: 3
Michael Caffey			
CRYPT	LOGAN'S RUN	S: 1	E: 7
DIANA'S DISAPPEARING ACT	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 14
FOUNTAIN OF YOUTH	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 17
GLOVES OFF	M.A.N.T.I.S.	S: 1	E: 8
HORROR IN THE HEIGHTS (aka THE RAKSHASH)	KOLCHAK: THE NIGHT STALKER	S: 1	E: 11
PLANET OF THE SLAVE GIRLS (105 MINS)	BUCK ROGERS IN THE 25TH CENTURY	S: 1	E: 2
SANCTUARY	IMMORTAL, THE	S: 1	E: 15
SCREAMING JAVELIN	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 13
THE LIFE, DEATH, AND LIFE OF WILL BILL HICKOK	LEGEND	S: 1	E: 5
THE PACKAGERS	SEARCH (aka SEARCH CONTROL)	S: 1	E: 24
THE RETURN	IMMORTAL, THE	S: 1	E: 13
THOU SHALT NOT KILL (PART 1 OF 2)	M.A.N.T.I.S.	S: 1	E: 10
WHITE ELEPHANTS DON'T GROW ON TREES	IMMORTAL, THE	S: 1	E: 3
Michael Caffey , Alan Crosland			
THE MIND STEALERS FROM OUTER SPACE (1-2)	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 10
Michael Carson			
EPISODE EIGHTEEN	CYBERGIRL	S: 1	E: 18
EPISODE ELEVEN	CYBERGIRL	S: 1	E: 11
EPISODE FIFTEEN	CYBERGIRL	S: 1	E: 15
EPISODE FOURTEEN	CYBERGIRL	S: 1	E: 14
EPISODE NINE	CYBERGIRL	S: 1	E: 9

Episode Title	Name of Programme		
EPISODE SEVENTEEN	CYBERGIRL	S: 1	E: 17
EPISODE SIXTEEN	CYBERGIRL	S: 1	E: 16
EPISODE TEN	CYBERGIRL	S: 1	E: 10
EPISODE THIRTEEN	CYBERGIRL	S: 1	E: 13
EPISODE TWELVE	CYBERGIRL	S: 1	E: 12
Michael Cocker			
KATE	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 15
RIVALS	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 16
Michael Coffay			
THE CURSE OF RAVA	AMAZING SPIDERMAN,THE	S: 1	E: 3
Michael Curtis			
BACK TO THE FUTURE (NOT THE MOVIE)	PHIL OF THE FUTURE	S: 2	E: 22
Michael D. Moore			
ALAMO JOBE	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 3
Michael Darlow			
CRICKET	PLAY FOR TOMMOROW	S: 1	E: 3
Michael Davis			
OCTAPOTOMUS R' USAMUS	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 1
SEA MONKEY OF LOVE	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 5
Michael DeCarlo			
CONFESSIONS OF A DANGEROUS MOON	THREE MOONS OVER MILFORD	S: 1	E: 7
IT'S A WONDERFUL SCHOOL	ZACK FILES, THE	S: 1	E: 11
MOON GIVER	THREE MOONS OVER MILFORD	S: 1	E: 4
TOTAL REWIND	ZACK FILES, THE	S: 1	E: 2
Michael Dinner			
"PILOT"	BIONIC WOMAN (2007)	S: 1	E: 1
PILOT	EARLY EDITION	S: 1	E: 1
THE CHOICE	EARLY EDITION	S: 1	E: 2
THE WALL (1-2)	EARLY EDITION	S: 1	E: 14
WATERSHED	INVASION	S: 1	E: 3
Michael Dorn			
IN THE CARDS	STAR TREK: DEEP SPACE NINE	S: 5	E: 25
INQUISTION	STAR TREK: DEEP SPACE NINE	S: 6	E: 18
TWO DAYS AND NIGHTS	ENTERPRISE	S: 1	E: 24
WHEN IT RAINS . . . (PART 5 OF 10)	STAR TREK: DEEP SPACE NINE	S: 7	E: 21
Michael E. Bryant			
DELIVERENCE	BLAKES' 7	S: 1	E: 12
PROJECT AVALON	BLAKES' 7	S: 1	E: 9
REVENGE OF THE CYBERMEN (1-4)	DOCTOR WHO	S: 12	E: 5
THE ROBOTS OF DEATH (1-4)	DOCTOR WHO	S: 14	E: 5
THE WAY BACK	BLAKES' 7	S: 1	E: 1
WEB,THE	BLAKES' 7	S: 1	E: 5
Michael Engler			
HOT FOR TEACH	DO OVER	S: 1	E: 12
Michael Ferguson			
1+1=1.5	OUT OF THE UNKNOWN	S: 3	E: 9
TASTE OF EVIL	OUT OF THE UNKNOWN	S: 4	E: 1
THE AMBASSADORS OF DEATH (1-7)	DOCTOR WHO	S: 7	E: 3
THE CLAWS OF AXOS (1-4)	DOCTOR WHO	S: 8	E: 3
THE LAST WITNESS	OUT OF THE UNKNOWN	S: 4	E: 7
THE SEEDS OF DEATH (1-6)	DOCTOR WHO	S: 6	E: 5
THE WAR MACHINES (1-4)	DOCTOR WHO	S: 3	E: 10
THE YELLOW PILL	OUT OF THE UNKNOWN	S: 3	E: 12
Michael Fields			
THE TOY HOUSE	ROSWELL	S: 1	E: 11
Michael Finney			
CHUCK YEAGER	A.J. 'S TIME TRAVELLERS	S: 1	E: 16
DR. MARTIN LUTHER JR.	A.J. 'S TIME TRAVELLERS	S: 1	E: 9
EDGAR ALLEN POE	A.J. 'S TIME TRAVELLERS	S: 1	E: 12
EMPEROR CHIN	A.J. 'S TIME TRAVELLERS	S: 1	E: 13
FLORENCE NIGHTINGALE	A.J. 'S TIME TRAVELLERS	S: 1	E: 8
GALILEO	A.J. 'S TIME TRAVELLERS	S: 1	E: 6
GUTENBERG	A.J. 'S TIME TRAVELLERS	S: 1	E: 3

Episode Title	Name of Programme		
HENRY FORD	A.J. 'S TIME TRAVELLERS	S: 1	E: 14
IMHOTEP	A.J. 'S TIME TRAVELLERS	S: 1	E: 1
JACKIE ROBINSON	A.J. 'S TIME TRAVELLERS	S: 1	E: 10
JAMES WATT	A.J. 'S TIME TRAVELLERS	S: 1	E: 7
P.T. BARNUM	A.J. 'S TIME TRAVELLERS	S: 1	E: 17
PETER THE GREAT	A.J. 'S TIME TRAVELLERS	S: 1	E: 15
SIGMUND FREUD	A.J. 'S TIME TRAVELLERS	S: 1	E: 11
SIR ISAAC NEWTON	A.J. 'S TIME TRAVELLERS	S: 1	E: 2
TITANIC	A.J. 'S TIME TRAVELLERS	S: 1	E: 5
TUSKEGEE AIR MEN	A.J. 'S TIME TRAVELLERS	S: 1	E: 4
Michael Grossman			
A LITTLE PARANOIA AMOUNG FRIENDS	TREMORS	S: 1	E: 7
AFFLICATION (PART 1 OF 2)	ENTERPRISE	S: 4	E: 15
AFTER THE THAW	EARTH 2	S: 1	E: 16
ALL THAT GLITTERS	EUREKA	S: 2	E: 12
BIRTHDAY	ANGEL	S: 3	E: 11
DISEASED	INVISIBLE MAN (2000)	S: 1	E: 19
FATHER FIGURE	INVISIBLE MAN (2000)	S: 2	E: 14
GROUND STATE	ANGEL	S: 4	E: 2
HATCHERY	ENTERPRISE	S: 3	E: 17
IMMATERIAL GIRL	INVISIBLE MAN (2000)	S: 2	E: 13
INSENSATE	INVISIBLE MAN (2000)	S: 2	E: 7
LEGENDS	INVISIBLE MAN (2000)	S: 2	E: 1
MERE MORTALS	INVISIBLE MAN (2000)	S: 2	E: 19
MIDDLEMAN	JAKE 2.0	S: 1	E: 8
NATURAL BORN GRENDLERS	EARTH 2	S: 1	E: 12
PER CHANCE TO DREAM	INVISIBLE MAN (2000)	S: 1	E: 17
PIG BOY'S BIG ADVENTURE	CHRONICLE, THE	S: 1	E: 12
PLAYERS	ANGEL	S: 4	E: 16
POSSESSED	INVISIBLE MAN (2000)	S: 2	E: 20
REDIFINATION	ANGEL	S: 2	E: 11
RULES OF ENGAGMENT	DRESDEN FILES, THE	S: 1	E: 4
SAFE	FIREFLY	S: 1	E: 7
THE CHOICE	INVISIBLE MAN (2000)	S: 2	E: 12
THE FORGE (PART 1 OF 3)	ENTERPRISE	S: 4	E: 7
THE IMPORTANE OF BEING EBERTS	INVISIBLE MAN (2000)	S: 2	E: 3
THE NEW STUFF (PART 2 OF 2)	INVISIBLE MAN (2000)	S: 2	E: 22
THINGS THAT GO BUMP	DRESDEN FILES, THE	S: 1	E: 11
Michael Hart			
THE SPACE PIRATES (1-6)	DOCTOR WHO	S: 6	E: 6
Michael Hayes			
CITY OF DEATH (1-4)	DOCTOR WHO	S: 17	E: 2
THE ANDROIDS OF TARA (1-4)	DOCTOR WHO	S: 16	E: 4
THE ARMAGEDDON FACTOR (1-6)	DOCTOR WHO	S: 16	E: 6
Michael Imison			
THE ARK (1-4)	DOCTOR WHO	S: 3	E: 6
Michael J. Klick			
WAKE UP	PRETENDER, THE	S: 3	E: 18
WILD CHILD	PRETENDER, THE	S: 4	E: 7
Michael J. Rohl			
DIVINIG IN	KYLE XY	S: 1	E: 4
GAMES PEOPLE PLAY	EUREKA	S: 2	E: 4
GOD IS IN THE DETAILS	EUREKA	S: 2	E: 10
LAVA AND ROCKETS	ANDROMEDA	S: 2	E: 13
PHOENIX RISING	EUREKA	S: 2	E: 1
SLEEPLESS IN SEATTLE	KYLE XY	S: 1	E: 2
THE FAIR UNKNOWN	ANDROMEDA	S: 2	E: 18
Michael Katelman			
RUNAWAY	QUANTUM LEAP	S: 3	E: 11
SLICK	BIRDS OF PREY	S: 1	E: 2
Michael Katleman			
"PILOT"	VR5	S: 1	E: 1
ARMS OF FIRE	BURNING ZONE, THE	S: 1	E: 4
CONTROL FREAK	VR5	S: 1	E: 8

Episode Title	Name of Programme		
DR. STRANGECHILD	VR5	S: 1	E: 2
DRONE	SMALLVILLE	S: 1	E: 18
EXTINCTION	SMALLVILLE	S: 3	E: 3
HEAT	DARK ANGEL	S: 1	E: 2
NEW ARRIVALS	MERCY POINT	S: 1	E: 1
NO MERCY	MERCY POINT	S: 1	E: 5
PARALLEL LIVES	VR5	S: 1	E: 13
RED	DARK ANGEL	S: 1	E: 10
SHADOWS	X FILES,THE	S: 1	E: 6
SUB-CONSCIOUS	SLEEPWALKERS	S: 1	E: 9
THE ENEMY	SPACE : ABOVE AND BEYOND	S: 1	E: 7
ZERO	SMALLVILLE	S: 1	E: 14
Michael Katleman, Breck Eisner, Felix Enriquez Alcalá, Tobe Hooper			
TAKEN	TAKEN	S: 1	E: 10
Michael Kennedy			
OOPA	SO WEIRD	S: 2	E: 10
REBECCA	SO WEIRD	S: 1	E: 9
SIMPLICITY	SO WEIRD	S: 1	E: 6
Michael Kerrigan			
BATTLEFIELD (1-4)	DOCTOR WHO	S: 26	E: 1
Michael Keusch			
LAST DAYS	SLIDERS	S: 1	E: 3
THE LIGHT BRIGADE	OUTER LIMITS,THE (1995)	S: 2	E: 18
Michael Lacoé			
FINKELMAN'S FOLLY	SENTINEL, THE	S: 3	E: 15
THE WAITING ROOM	SENTINEL, THE	S: 4	E: 5
Michael Lange			
A NIGHT IN GLOBAL DYNAMICS	EUREKA	S: 2	E: 13
A STAND UP GUY	PRETENDER, THE	S: 2	E: 13
ASCENSION (PART 2 OF 2)	X FILES,THE	S: 2	E: 6
BANK	PRETENDER, THE	S: 2	E: 20
BATTLE OF THE SEXES	HARD TIME ON PLANET EARTH	S: 1	E: 5
CHETT WORLD	WEIRD SCIENCE	S: 4	E: 10
DUCK, DUCK GOOSE	EUREKA	S: 2	E: 5
FAMILY REUNION	EUREKA	S: 2	E: 7
FTX: FIELD TRAINING EXERCISE	PROFILER	S: 1	E: 18
HALL OF THE SERPENT	BURNING ZONE, THE	S: 1	E: 8
HONEY, I'M DREAMING, BUT AM I?	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 20
HONEY, IT'S DOOMSDAY	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 3
INVESTING IN THE FUTURE	DO OVER	S: 1	E: 3
JUDGEMENT	ANGEL	S: 2	E: 1
MIRACLE MAN	X FILES,THE	S: 1	E: 18
NEVER ON SUNDAY	LOIS AND CLARK	S: 3	E: 12
NIP AND TUCK	PRETENDER, THE	S: 2	E: 5
ONCE IN A LIFETIME	EUREKA	S: 1	E: 12
PUPPET LOVE	WEIRD SCIENCE	S: 4	E: 3
RODEO	HARD TIME ON PLANET EARTH	S: 1	E: 10
SANCTUARY	ANGEL	S: 1	E: 19
SENIOR SPIRIT	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 8
SHORT CUTS	DO OVER	S: 1	E: 13
SWEAR TO GOD, THIS TIME WERE NOT KIDDING	LOIS AND CLARK	S: 4	E: 4
THE ANNIVERSARY	DO OVER	S: 1	E: 4
THE ASSASIN	PRETENDER, THE	S: 3	E: 11
THE SILENT TOWER	BURNING ZONE, THE	S: 1	E: 2
THE WISH	SPECIAL UNIT 2	S: 2	E: 13
UNREQUITED	X FILES,THE	S: 4	E: 16
WIPEOUT!	ROSWELL	S: 2	E: 7
YOUNG AT HEART	X FILES,THE	S: 1	E: 16
Michael Laurence Vejr			
CONVICTIONS	BABYLON 5	S: 3	E: 2
THE GEOMETRY OF SHADOWS	BABYLON 5	S: 2	E: 3
Michael Leeston-Smith			
IN YOUR OWN BACK YARD	R3	S: 2	E: 6
IT'S BETTER TO KNOW	R3	S: 2	E: 10

Episode Title	Name of Programme		
THE MYTH MAKERS (1-4)	DOCTOR WHO	S: 3	E: 3
Michael Lehmann			
FACE IS FAMILIAR, THE	CENTURY CITY	S: 1	E: 1
THE FACE WAS FAMILIAR	CENTURY CITY	S: 1	E: 7
Michael Levine			
STRANGERS IN THE NIGHT	DARK SKIES	S: 1	E: 18
Michael Lindsay-Hogg			
MATAKITAS IS COMING	JOURNEY TO THE UNKNOWN	S: 1	E: 3
Michael Mickens			
HE WHO LAUGHS LAST	BLACK SCORPION	S: 1	E: 17
Michael Miller			
A SECRET IN THE NEIGHBORHOOD	BURNING ZONE, THE	S: 1	E: 17
ASYLUM	SLIDERS	S: 4	E: 10
DEATH SONG	BURNING ZONE, THE	S: 1	E: 13
THE LAST FIVE POUNDS ARE THE HARDEST	BURNING ZONE, THE	S: 1	E: 15
Michael Nankin			
FLIGHT OF THE PHOENIX	BATTLESTAR GALACTICA (2004)	S: 2	E: 9
HAIR OF THE DOG	DRESDEN FILES, THE	S: 1	E: 3
MALESTORM	BATTLESTAR GALACTICA (2004)	S: 3	E: 17
SCAR	BATTLESTAR GALACTICA (2004)	S: 2	E: 15
THE DREDGE	INVASION	S: 1	E: 9
THE PAPER	EARLY EDITION	S: 1	E: 4
THE PASSAGE	BATTLESTAR GALACTICA (2004)	S: 3	E: 10
TRY, TRY AGAIN	EUREKA	S: 2	E: 2
Michael Offer			
AMAZONS	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 5
OBSESSION	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 2
THE LEGEND CONTINUES	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 1
Michael O'Herlihy			
FUTURE PAST	LOGAN'S RUN	S: 1	E: 10
MAN O'WAR	MAN FROM ATLANTIS	S: 1	E: 9
TOMORROW IS YESTERDAY	STAR TREK	S: 1	E: 19
Michael Owen Morris			
THE AWAKENING (1-2)	DOCTOR WHO	S: 21	E: 2
Michael Pattinson			
BLUE HIGHWAYS	PROFILER	S: 1	E: 17
LAVA'S A MANY SPLENDORED THING	FARSCAPE	S: 4	E: 4
TEARS OF THE SEA	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 17
THE GUARDIAN	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 14
Michael Petroni			
JERRY WAS A MAN	MASTERS OF SCIENCE FICTION	S: 1	E: 3
THE AWAKENING	MASTERS OF SCIENCE FICTION	S: 1	E: 2
Michael Piller			
RESOLUTIONS	STAR TREK: VOYAGER	S: 2	E: 25
Michael Preece			
A MINOR PROBLEM	INCREDIBLE HULK, THE	S: 5	E: 7
BRAIN WASH	BIONIC WOMAN, THE	S: 3	E: 8
FEMBOTS OF LOS VEGAS (1-2)	BIONIC WOMAN, THE	S: 3	E: 3
THE INNOCENT (AKA CHILD OF THE TIMES)	LOGAN'S RUN	S: 1	E: 4
Michael Ray Rhodes			
ANGEL ONE	STAR TREK: THE NEXT GENERATION	S: 1	E: 13
HAVEN	DARK ANGEL	S: 1	E: 15
THE MUSE	SO WEIRD	S: 3	E: 17
Michael Riva			
THE ETERNAL MIND	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 12
Michael Robinson			
IT MAKES A LOVELY LIGHT	ANDROMEDA	S: 1	E: 21
Michael Robison			
ARTICLES OF FAITH	DEAD ZONE, THE	S: 5	E: 4
BALANCING ACT	KYLE XY	S: 2	E: 4
BEFORE I FORGET	EUREKA	S: 1	E: 3
BIRDS OF A FEATHER	DRESDEN FILES, THE	S: 1	E: 1

Episode Title	Name of Programme		
BOOK OF SHADOWS	FIRST WAVE	S: 1	E: 8
BROKEN CIRCLE	DEAD ZONE, THE	S: 4	E: 1
CHECKMATE	FIRST WAVE	S: 3	E: 18
COLLISION	DEAD ZONE, THE	S: 3	E: 3
COMES A HORSEMAN	FIRST WAVE	S: 3	E: 3
DEATH GOES ON	BLADE	S: 1	E: 2
DENOUEMENT	DEAD ZONE, THE	S: 6	E: 13
DIAMONDS AREN'T FOREVER	NET, THE	S: 1	E: 11
END GAME	KYLE XY	S: 1	E: 10
ENIGMA	DEAD ZONE, THE	S: 1	E: 4
EPISODE 11	SURFACE	S: 1	E: 11
HERE THERE BE MONSTERS	DEAD ZONE, THE	S: 1	E: 10
HOME FIRES	ANDROMEDA	S: 2	E: 8
INVINCIBLE	EUREKA	S: 1	E: 5
LOCK DOWN	KYLE XY	S: 2	E: 12
LOTTO FEVER	DEAD ZONE, THE	S: 5	E: 6
LOVE, CIRRONIAN STYLE	TRACKER	S: 1	E: 16
MANEATER	EUREKA	S: 2	E: 11
OVERHEARD	KYLE XY	S: 1	E: 9
PLAYLAND	FIRST WAVE	S: 2	E: 15
RED FLAG	FIRST WAVE	S: 2	E: 6
REVIVAL	OUTER LIMITS,THE (1995)	S: 6	E: 17
ROSWELL (AKA AREA 51)	TRACKER	S: 1	E: 3
RUBICON	FIRST WAVE	S: 2	E: 17
SHADOWLAND	FIRST WAVE	S: 3	E: 13
SOMETHING NASTY IN THE NEIGHBORHOOD	PAINKILLER JANE	S: 1	E: 12
THE BAG	JEREMIAH	S: 1	E: 7
THE COLLECTOR	DEAD ZONE, THE	S: 4	E: 2
THE DARK BACKWARD	ANDROMEDA	S: 3	E: 12
THE EVIL WITHIN	BLADE	S: 1	E: 5
THE HEALER	PAINKILLER JANE	S: 1	E: 15
THE INSIDE MAN	DEAD ZONE, THE	S: 5	E: 5
THE LAST GOODBYE	DEAD ZONE, THE	S: 4	E: 6
THE OUTSIDER	DEAD ZONE, THE	S: 2	E: 4
THE PLAN	FIRST WAVE	S: 3	E: 10
THE PROPHET	KYLE XY	S: 2	E: 1
THE PURGE	FIRST WAVE	S: 2	E: 8
THE RISK ALL POINT	ANDROMEDA	S: 3	E: 13
THE TOUCH	JEREMIAH	S: 1	E: 8
THE VESSEL	FIRST WAVE	S: 3	E: 16
TIPPING POINT	DEAD ZONE, THE	S: 3	E: 12
TOY SOLDIERS	PAINKILLER JANE	S: 1	E: 2
VALLEY OF THE SHADOW	DEAD ZONE, THE	S: 2	E: 1
VISIONS	DEAD ZONE, THE	S: 2	E: 19
ZION	DEAD ZONE, THE	S: 2	E: 12
Michael Rohl			
ARROW	SMALLVILLE	S: 6	E: 4
BENEATH THE BLACK SKY	FIRST WAVE	S: 3	E: 20
DEEPTHROAT	FIRST WAVE	S: 2	E: 2
DOUBLE HELIX	ANDROMEDA	S: 1	E: 5
FANATIC	SMALLVILLE	S: 5	E: 10
HYPNOTIC	SMALLVILLE	S: 5	E: 16
MABUS	FIRST WAVE	S: 3	E: 1
SUSPERIENCE	FIRST WAVE	S: 2	E: 4
THE EDGE	FIRST WAVE	S: 3	E: 15
THE FLIGHT OF FRANCIS JEFFERIES	FIRST WAVE	S: 3	E: 5
TRESPASS	SMALLVILLE	S: 6	E: 14
UNEARTHED	FIRST WAVE	S: 3	E: 12
Michael Rosenbaum			
FREAK	SMALLVILLE	S: 6	E: 15
Michael Rymer			
33	BATTLESTAR GALACTICA (2004)	S: 1	E: 1
COLLABORATORS	BATTLESTAR GALACTICA (2004)	S: 3	E: 5
CROSSROADS (PART 1 OF 2)	BATTLESTAR GALACTICA (2004)	S: 3	E: 19
CROSSROADS (PART 2 OF 2)	BATTLESTAR GALACTICA (2004)	S: 3	E: 20

Episode Title	Name of Programme		
HERO	BATTLESTAR GALACTICA (2004)	S: 3	E: 8
KOBOL'S LAST GLEAMING (PART 1 OF 2)	BATTLESTAR GALACTICA (2004)	S: 1	E: 12
KOBOL'S LAST GLEAMING (PART 2 OF 2)	BATTLESTAR GALACTICA (2004)	S: 1	E: 13
LAY DOWN YOUR BURDENS (PART 1 OF 2)	BATTLESTAR GALACTICA (2004)	S: 2	E: 19
LAY DOWN YOUR BURDENS (PART 2 OF 2)	BATTLESTAR GALACTICA (2004)	S: 2	E: 20
PEGASUS	BATTLESTAR GALACTICA (2004)	S: 2	E: 10
RAPTURE (PART 2 OF 2)	BATTLESTAR GALACTICA (2004)	S: 3	E: 12
RESURRECTION SHIP (PART 1 OF 2)	BATTLESTAR GALACTICA (2004)	S: 2	E: 11
RESURRECTION SHIP (PART 2 OF 2)	BATTLESTAR GALACTICA (2004)	S: 2	E: 12
SCATTERED	BATTLESTAR GALACTICA (2004)	S: 2	E: 1
THE EYE OF JUPITER (PART 1 OF 2)	BATTLESTAR GALACTICA (2004)	S: 3	E: 11
THE WOMAN KING	BATTLESTAR GALACTICA (2004)	S: 3	E: 14
VALLEY OF DARKNESS	BATTLESTAR GALACTICA (2004)	S: 2	E: 2
Michael Rymer, James Head			
BLACK MARKET	BATTLESTAR GALACTICA (2004)	S: 2	E: 14
Michael Schultz			
MAIL ORDER BRIDES	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 14
Michael Scott			
FAINT HOPE CLAUSE	2030 CE	S: 2	E: 8
THE SABOTEUR	2030 CE	S: 2	E: 9
Michael Shanks			
DOUBLE JEOPARDY	STARGATE SG1	S: 4	E: 21
Michael Shapiro			
BLAST FROM THE PAST	TREMORS	S: 1	E: 4
THE SIEGE	DEAD ZONE, THE	S: 1	E: 9
THE SOUND OF SILENCE	TREMORS	S: 1	E: 10
Michael Sloan			
DARK CHILD	OUTER LIMITS,THE (1995)	S: 7	E: 20
WORLDS WITHIN	OUTER LIMITS,THE (1995)	S: 7	E: 10
Michael Spiller			
VALENTINE'S DAY DANCE	DO OVER	S: 1	E: 14
Michael Switzer			
A DISTANT SHORE	BEAUTY AND THE BEAST	S: 2	E: 16
FUTURE BOY	QUANTUM LEAP	S: 3	E: 13
WHAT ROUGH BEAST	BEAUTY AND THE BEAST	S: 2	E: 20
Michael T. Weiss			
GHOSTS FROM THE PAST	PRETENDER, THE	S: 4	E: 13
Michael Taylor			
DRIVE	STAR TREK: VOYAGER	S: 7	E: 3
Michael Toshiyuki Uno			
AFTER MIDNIGHT	EARLY EDITION	S: 1	E: 7
Michael Vejar			
RUMOURS, BARGIANS AND LIES	BABYLON 5	S: 4	E: 13
Michael Vejir			
CEREMONIES OF LIGHT AND DARK	BABYLON 5	S: 3	E: 14
COMES THE INQUISITOR	BABYLON 5	S: 2	E: 21
MESSAGES FROM EARTH	BABYLON 5	S: 3	E: 8
SHIP OF TEARS	BABYLON 5	S: 3	E: 13
WAR WITHOUT END (1-2)	BABYLON 5	S: 3	E: 16
Michael W. Watkins			
A LITTLE MIRACLE	QUANTUM LEAP	S: 3	E: 10
A SONG FOR THE SOUL	QUANTUM LEAP	S: 4	E: 15
ARCADIA	X FILES,THE	S: 6	E: 14
CHIP OF THE OLD CLARK	LOIS AND CLARK	S: 3	E: 8
HURRICANE	QUANTUM LEAP	S: 4	E: 3
ILLUSIONS OF GRANDEUR	LOIS AND CLARK	S: 1	E: 14
KILLIN' TIME	QUANTUM LEAP	S: 5	E: 4
LAST DANCE BEFORE AN EXECUTION	QUANTUM LEAP	S: 3	E: 19
OPERATION BLACKOUT	LOIS AND CLARK	S: 2	E: 6
ORDINARY PEOPLE	LOIS AND CLARK	S: 3	E: 2
RIVAL,THE	LOIS AND CLARK	S: 1	E: 17
SEIN UND ZEIT	X FILES,THE	S: 7	E: 10
THE SIXTH EXTINCTION II: AMOR FATI (PART 3 OF 3)	X FILES,THE	S: 7	E: 2

Episode Title	Name of Programme		
TITHONUS	X FILES,THE	S: 6	E: 9
UNCHAINED	QUANTUM LEAP	S: 4	E: 10
WHINE,WHINE,WHINE	LOIS AND CLARK	S: 2	E: 21
X-COPS	X FILES,THE	S: 7	E: 12
Michael W. Watkins, Greg Beeman			
JITTERS	SMALLVILLE	S: 1	E: 8
Michael Watkins			
LIFE INTERRUPTED	4400, THE	S: 2	E: 7
Michael Zinberg			
A PORTRAIT OF TROIAN	QUANTUM LEAP	S: 2	E: 11
EVERY PICTURE TELLS A STORY	PRETENDER, THE	S: 1	E: 2
GOOD MORNING,PEORIA	QUANTUM LEAP	S: 2	E: 6
HOMEFRONT	PRETENDER, THE	S: 3	E: 7
JUNK	PRETENDER, THE	S: 4	E: 15
M.I.A.	QUANTUM LEAP	S: 2	E: 22
MAYBE BABY	QUANTUM LEAP	S: 2	E: 20
ONE STROBE OVER THE LINE	QUANTUM LEAP	S: 3	E: 4
RAPED	QUANTUM LEAP	S: 4	E: 6
STAND UP	QUANTUM LEAP	S: 4	E: 21
THE LEAP BACK	QUANTUM LEAP	S: 4	E: 1
THE LEAP HOME (PART 2) - VIETNAM	QUANTUM LEAP	S: 3	E: 2
Michael-Currer-Briggs			
MIND ROBBERS,THE (1-4)	ACE OF WANDS	S: 1	E: 2
THE SMILE (1-4)	ACE OF WANDS	S: 1	E: 4
Micheal Caffey			
SAM CASEY,SAM CASEY	GEMINI MAN	S: 1	E: 4
TARGETS	GEMINI MAN	S: 1	E: 7
Michel David			
PLAIN BROWN ENVELOPE	HUNGER, THE	S: 1	E: 19
Michel Subiela			
LE COLLECTIONNEUR DE CERVEAUX (THE BRAIN COLLECTOR)	LES CLASSIQUES DE L'ETRANGE	S: 1	E: 3
LE MAIN ENCHATEE (THE ENCHANTED HAND)	LES CLASSIQUES DE L'ETRANGE	S: 1	E: 1
Michelle MacLaren			
BLAME IT ON THE RAIN	KYLE XY	S: 1	E: 6
JOHN DOE	X FILES,THE	S: 9	E: 7
Mick Garris			
"PILOT"	OTHERS, THE	S: 1	E: 1
DON'T DREAM IT'S OVER	OTHERS, THE	S: 1	E: 8
LIFE ON DEATH ROW	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 7
LUCIFEROUS	OTHERS, THE	S: 1	E: 6
Mick Jackson			
"PILOT"	STRANGE WORLD	S: 1	E: 1
Mick MacKay			
ALLIANCES (PART 2 OF 2)	FLASH GORDON (2007)	S: 1	E: 8
HIDDEN AGENDA	VIPER (1996)	S: 2	E: 4
SECRETS AND LIES	FLASH GORDON (2007)	S: 1	E: 12
THE LIST	VIPER (1996)	S: 1	E: 22
WILDERNESS RUN	VIPER (1996)	S: 2	E: 10
Mick McKay			
STAND AND DELIVER	FLASH GORDON (2007)	S: 1	E: 14
Mike Gray			
BARRIERS	STARMAN	S: 1	E: 16
THE GIFT	STARMAN	S: 1	E: 11
THE PROBE	STARMAN	S: 1	E: 14
Mike Holgate			
EPISODE ONE-HUNDRED-FOURTEEN	JUPITER MOON	S: 1	E: 114
EPISODE ONE-HUNDRED-THIRTEEN	JUPITER MOON	S: 1	E: 113
EPISODE ONE-HUNDRED-THIRTY	JUPITER MOON	S: 1	E: 130
EPISODE ONE-HUNDRED-THIRTY-TWO	JUPITER MOON	S: 1	E: 132
EPISODE ONE-HUNDRED-TWELVE	JUPITER MOON	S: 1	E: 112
EPISODE ONE-HUNDRED-TWENTY-ONE	JUPITER MOON	S: 1	E: 121
EPISODE ONE-HUNDRED-TWENTY-THREE	JUPITER MOON	S: 1	E: 123
EPISODE ONE-HUNDRED-TWENTY-TWO	JUPITER MOON	S: 1	E: 122

Episode Title	Name of Programme		
Mike Laurence Vejir			
THERE ALL THE HONOR LIES	BABYLON 5	S: 2	E: 14
Mike Newell			
THE BENEFITS OF EARTH	ADVENTURES OF DON QUICK,THE	S: 1	E: 1
Mike Robison			
THE FORGE OF CREATION	EARTH: FINAL CONFLICT	S: 4	E: 1
Mike Rohl			
ALL ABOUT EDDIE	FIRST WAVE	S: 2	E: 14
BABBLE ON	DEAD ZONE, THE	S: 4	E: 9
BIZARRO	SMALLVILLE	S: 7	E: 1
BREEDING GROUND	FIRST WAVE	S: 1	E: 12
CABIN PRESSURE	DEAD ZONE, THE	S: 2	E: 8
COMING HOME	DEAD ZONE, THE	S: 4	E: 10
DOUBLE VISION	DEAD ZONE, THE	S: 4	E: 3
DOWN TO EARTH	OUTER LIMITS,THE (1995)	S: 6	E: 10
EYES OF THE GUA	FIRST WAVE	S: 3	E: 8
FAMILY VALUES	OUTER LIMITS,THE (1995)	S: 7	E: 1
GLITCH	OUTER LIMITS,THE (1995)	S: 6	E: 12
INSTINCT	DEAD ZONE, THE	S: 3	E: 10
NO QUESTIONS ASKED	DEAD ZONE, THE	S: 3	E: 6
NUMB	DEAD ZONE, THE	S: 6	E: 7
PLAGUE	DEAD ZONE, THE	S: 2	E: 14
RIGHT AS RAYNES	EUREKA	S: 1	E: 8
RULE OF LAW	OUTER LIMITS,THE (1995)	S: 7	E: 17
SLIPFIGHTER THE DOGS OF WAR	ANDROMEDA	S: 3	E: 6
SPEAK NOW	DEAD ZONE, THE	S: 3	E: 8
STILL LIFE	DEAD ZONE, THE	S: 4	E: 4
THE INHERITORS	OUTER LIMITS,THE (1995)	S: 5	E: 17
THE LEPER'S KISS	ANDROMEDA	S: 3	E: 7
THE MOUNTAIN	DEAD ZONE, THE	S: 2	E: 17
Mike Smith			
COMBAT	LEGEND OF WILLIAM TELL, THE	S: 1	E: 15
FACE TO FACE (PART 1 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 11
FACE TO FACE (PART 2 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 12
FIFTH COLUMN	LEGEND OF WILLIAM TELL, THE	S: 1	E: 2
LIGHTS, CAMERA, DAX	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 10
MASTER OF DOUBT	LEGEND OF WILLIAM TELL, THE	S: 1	E: 10
RESURRECTION	LEGEND OF WILLIAM TELL, THE	S: 1	E: 16
RONNY ON EMPTY (PART 1 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 23
RONNY ON EMPTY (PART 2 OF 2)	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 24
THINGS NOT SAID	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 25
Mike Sussman			
STRATAGEM	ENTERPRISE	S: 3	E: 14
Mike Vejar			
A MEANS TO AN END	JEREMIAH	S: 1	E: 18
BADDA-BING, BADDA-BANG	STAR TREK: DEEP SPACE NINE	S: 7	E: 15
BARGE OF THE DEAD	STAR TREK: VOYAGER	S: 6	E: 3
BURIED ALIVE	SEVEN DAYS	S: 2	E: 11
CARPENTER STREET	ENTERPRISE	S: 3	E: 11
CHILD'S PLAY	STAR TREK: VOYAGER	S: 6	E: 19
CIVILIZATION	ENTERPRISE	S: 1	E: 8
COLD STATION 2 (PART 2 OF 3)	ENTERPRISE	S: 4	E: 5
COMING OF AGE	STAR TREK: THE NEXT GENERATION	S: 1	E: 18
CYPHER	SENTINEL, THE	S: 1	E: 5
DARKNESS AND THE LIGHT	STAR TREK: DEEP SPACE NINE	S: 5	E: 11
DELORIS DEMANDS	SEVEN DAYS	S: 3	E: 6
DUES EX MACHINA	JEREMIAH	S: 2	E: 4
EMPOK NOR	STAR TREK: DEEP SPACE NINE	S: 5	E: 24
FALL OF A LEGEND	LEGEND	S: 1	E: 10
FLESH AND BLOOD (1 OF 2)	STAR TREK: VOYAGER	S: 7	E: 9
FRIENDSHIP ONE	STAR TREK: VOYAGER	S: 7	E: 21
GOSPEL ACCORDING TO LEGEND	LEGEND	S: 1	E: 7
HEARTBREAKERS	ROBOCOP - THE SERIES	S: 1	E: 17
INSIDE CRIME	ROBOCOP - THE SERIES	S: 1	E: 12
INTERREGUM (PART ONE OF TWO)	JEREMIAH	S: 2	E: 14

Episode Title**Name of Programme**

INTERREGUM (PART TWO OF TWO)	JEREMIAH	S: 2	E: 15
LATENT IMAGE	STAR TREK: VOYAGER	S: 5	E: 11
LEGEND ON HIS PRESIDENT'S SECRET SERVICE	LEGEND	S: 1	E: 3
MARAUDERS	ENTERPRISE	S: 2	E: 6
MEDITATIONS ON THE ABYSS	BABYLON 5	S: 5	E: 14
MUSE	STAR TREK: VOYAGER	S: 6	E: 22
NO SURRENDER, NO RETREAT	BABYLON 5	S: 4	E: 15
OVERSERVER EFFECT	ENTERPRISE	S: 4	E: 11
PARKER.COM	SEVEN DAYS	S: 2	E: 3
PATHFINDER	STAR TREK: VOYAGER	S: 6	E: 10
PLAYING GOD	DEAD ZONE, THE	S: 2	E: 11
PLAYMATES AND PRESIDENTS	SEVEN DAYS	S: 2	E: 21
PUBLIC ENEMIES	ROBOCOP - THE SERIES	S: 1	E: 22
RACING THE NIGHT	CRUSADE	S: 1	E: 8
RAJIIN	ENTERPRISE	S: 3	E: 4
RENNASSISSANCE MAN	STAR TREK: VOYAGER	S: 7	E: 24
REPENTANCE	STAR TREK: VOYAGER	S: 7	E: 13
ROCKS AND HOALS (PART 2 OF 6)	STAR TREK: DEEP SPACE NINE	S: 6	E: 2
ROGUE	SENTINEL, THE	S: 1	E: 7
SCOOP	VIPER (1994)	S: 1	E: 11
SHADOWS OF P'JEM	ENTERPRISE	S: 1	E: 14
TACKING WITH THE WIND (PART 6 OF 10)	STAR TREK: DEEP SPACE NINE	S: 7	E: 22
THE AENAR (PART 3 OF 3)	ENTERPRISE	S: 4	E: 14
THE CALUSARI	X FILES,THE	S: 2	E: 21
THE CATWALK	ENTERPRISE	S: 2	E: 12
THE CHANGING FACE OF EVIL (PART 4 OF 10)	STAR TREK: DEEP SPACE NINE	S: 7	E: 20
THE COLOR OF TRUTH	QUANTUM LEAP	S: 1	E: 6
THE FACE OF THE ENEMY	BABYLON 5	S: 4	E: 17
THE HARDER THEY FALL	INCREDIBLE HULK,THE	S: 4	E: 12
THE LONG ROAD	CRUSADE	S: 1	E: 2
THE MYSTERIOUS MISTER SMITH	JEREMIAH	S: 2	E: 6
THE NEEDS OF EARTH	CRUSADE	S: 1	E: 9
THE PARAGON OF ANIMALS	BABYLON 5	S: 5	E: 3
THE PAST IS PROLOGUE	JEREMIAH	S: 2	E: 11
THE PATH OF SORROWS	CRUSADE	S: 1	E: 5
THE VALIANT	STAR TREK: DEEP SPACE NINE	S: 6	E: 22
THE VOID	STAR TREK: VOYAGER	S: 7	E: 15
THINGS LEFT UNSAID (PART ONE OF TWO)	JEREMIAH	S: 1	E: 19
THINGS LEFT UNSAID (PART TWO OF TWO)	JEREMIAH	S: 1	E: 20
TRIANGLE	INCREDIBLE HULK,THE	S: 5	E: 5
TSUNKATSE	STAR TREK: VOYAGER	S: 6	E: 15
TWAS THE NIGHT BEFORE MXYMAS	LOIS AND CLARK	S: 4	E: 11
TWO GODMOTHERS	INCREDIBLE HULK,THE	S: 5	E: 2
ULTRA WOMAN	LOIS AND CLARK	S: 3	E: 7
UNEXPECTED	ENTERPRISE	S: 1	E: 4
UNIMATRIX ZERO PART 2	STAR TREK: VOYAGER	S: 7	E: 1
VETERAN	INCREDIBLE HULK,THE	S: 5	E: 3
WHAT MONEY CAN'T BUY	ROBOCOP - THE SERIES	S: 1	E: 5
WHEN JUSTICE FAILS	ROBOCOP - THE SERIES	S: 1	E: 10

Milan Cheylov

BLACKOUT	JAKE 2.0	S: 1	E: 13
INFECTION	EARTH: FINAL CONFLICT	S: 1	E: 20
KITTEN	ODYSSEY 5	S: 1	E: 11
POWER PLAY	MUTANT X	S: 2	E: 2
REBIRTH	4400, THE	S: 2	E: 9
RESURRECTION	EARTH: FINAL CONFLICT	S: 1	E: 8
SANDOVAL'S RUN	EARTH: FINAL CONFLICT	S: 1	E: 11
SECOND SIGHT/ CHOCOLATE SOLDIER	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 19
STATE OF THE UNION	JEREMIAH	S: 2	E: 13
THE DONOR	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 2
THE LIGHT	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 16
THREADS	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 1
THROUGH THE LOOKING GLASS	EARTH: FINAL CONFLICT	S: 1	E: 19
WAR	PETER BENCHLEY'S AMAZON	S: 1	E: 10

Milan Cheylov, Allan Kroeker

THE UNDERNEATH/ PHANTOM LIMB	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 7
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Science Fiction Directors

Episode Title	Name of Programme		
Milan Cheylov, John Bell			
FREE FALL/ THE PRESCENCE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 1	E: 5
Miles Millar			
MEMORIA	SMALLVILLE	S: 3	E: 19
Mitchell Bock			
HEART OF STONE	SWAMP THING	S: 3	E: 35
THE BURNING TIMES	SWAMP THING	S: 3	E: 26
THE CHAINS OF FOREVER	SWAMP THING	S: 3	E: 30
TREMORS OF THE HEART	SWAMP THING	S: 1	E: 21
Mitchell Leisen			
ESCAPE CLAUSE	TWILIGHT ZONE,THE (1958)	S: 1	E: 6
PEOPLE ARE ALIKE ALL OVER	TWILIGHT ZONE,THE (1958)	S: 1	E: 25
THE DANISH BLUE AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 7
THE DRUBLEGRATZ AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 19
THE PETIT PRIX AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 24
THE SIXTEEN-MILLEMETER SHRINE	TWILIGHT ZONE,THE (1958)	S: 1	E: 4
Mitchell T. Ness			
PROBABILITY	BLACK HOLE HIGH	S: 3	E: 9
VISION	BLACK HOLE HIGH	S: 3	E: 7
WHO?	BLACK HOLE HIGH	S: 1	E: 10
Moira Armstrong			
BLACK ECHO	ADAM ADAMENT LIVES!	S: 2	E: 2
D FOR DESTRUCTION	ADAM ADAMENT LIVES!	S: 1	E: 16
DEATH BY APPOINTMENT ONLY	ADAM ADAMENT LIVES!	S: 1	E: 11
SING A SONG OF MURDER	ADAM ADAMENT LIVES!	S: 1	E: 9
STATE OF ANXIETY	R3	S: 1	E: 1
THE ANGEL	R3	S: 1	E: 11
THE SHORT CUT	R3	S: 1	E: 6
THE SURVIVORS	ADAM ADAMENT LIVES!	S: 2	E: 5
TUNNEL OF DEATH	ADAM ADAMENT LIVES!	S: 2	E: 9
WISH YOU WERE HERE	ADAM ADAMENT LIVES!	S: 2	E: 12
Montgomery Pittman			
DEAD MAN'S SHOES	TWILIGHT ZONE,THE (1958)	S: 3	E: 18
THE GRAVE	TWILIGHT ZONE,THE (1958)	S: 3	E: 7
THE LAST RITES OF JEFF MYRTLEBANK	TWILIGHT ZONE,THE (1958)	S: 3	E: 23
TWO	TWILIGHT ZONE,THE (1958)	S: 3	E: 1
WILL THE REAL MARTIAN PLEASE STAND UP	TWILIGHT ZONE,THE (1958)	S: 2	E: 28
Morgan Beggs			
A GHOST IN THE MACHINE	4400, THE	S: 4	E: 11
COME TO YOUR SENSES	KYLE XY	S: 2	E: 5
FUHGEDABOUTIT	DARK ANGEL	S: 2	E: 15
GONE (PART 1 OF 2)	4400, THE	S: 3	E: 4
'TIL DEATH	FLASH GORDON (2007)	S: 1	E: 9
Murray Golden			
BARBECUED BATMAN	BATMAN (1966)	S: 2	E: 6
HE MEETS HIS MATCH,THE GRISLY GHOUL	BATMAN (1966)	S: 1	E: 16
LABYRINTH	INVADERS,THE (1967)	S: 2	E: 11
MASSACRE	TIME TUNNEL,THE	S: 1	E: 8
REQUIEM FOR METHUSELAH	STAR TREK	S: 3	E: 19
THE BIRD'S LAST JEST	BATMAN (1966)	S: 2	E: 28
THE JOKER GOES TO SCHOOL	BATMAN (1966)	S: 1	E: 15
THE MINSTREL'S SHAKEDOWN	BATMAN (1966)	S: 2	E: 5
THE PENGUIN'S NEST	BATMAN (1966)	S: 2	E: 27
Nancy Heydorn			
BABY, YOU CAN DRIVE MY CAR	ALF	S: 1	E: 10
GOING OUT OF MY HEAD OVER YOU	ALF	S: 1	E: 19
I'VE GOT A NEW ATTITUDE	ALF	S: 1	E: 15
LOOKIN' THROUGH THE WINDOW	ALF	S: 1	E: 20
WILD THING	ALF	S: 1	E: 18
Nancy Malone			
CODA	STAR TREK: VOYAGER	S: 3	E: 14
ELEGY FOR A DREAM	BURNING ZONE, THE	S: 1	E: 16
LIKE FATHER,LIKE SON	STARMAN	S: 1	E: 2
MESSAGE IN A BOTTLE	STAR TREK: VOYAGER	S: 4	E: 13

Episode Title	Name of Programme		
Naomi Capon			
SUCKER BAIT	OUT OF THE UNKNOWN	S: 1	E: 7
THE PROPHET	OUT OF THE UNKNOWN	S: 2	E: 13
THE WORLD IN SILENCE	OUT OF THE UNKNOWN	S: 2	E: 6
Naren Shankar			
HEARTS AND MINDS	OUTER LIMITS,THE (1995)	S: 4	E: 3
IN ANOTHER LIFE	OUTER LIMITS,THE (1995)	S: 4	E: 4
Nathan Juran			
BILLY THE KID	TIME TUNNEL,THE	S: 1	E: 22
BLAST OFF INTO SPACE	LOST IN SPACE	S: 2	E: 1
DEADLY INVASION	VOYAGE TO THE BOTTOM OF THE SEA	S: 3	E: 10
DEADLY PAWN	LAND OF THE GIANTS	S: 2	E: 4
EARTHBOUND	MEN INTO SPACE	S: 1	E: 17
EDGE OF ETERNITY	MEN INTO SPACE	S: 1	E: 9
FEATHERED FOE	WORLD OF GIANTS	S: 1	E: 7
GAMBLING STORY	WORLD OF GIANTS	S: 1	E: 5
GHOST TOWN	LAND OF THE GIANTS	S: 1	E: 2
IS THERE ANOTHER CIVILISATION	MEN INTO SPACE	S: 1	E: 24
JONAH AND THE WHALE	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 1
NIGHTMARE	LAND OF THE GIANTS	S: 2	E: 16
RAIDERS FROM OUTER SPACE	TIME TUNNEL,THE	S: 1	E: 29
RETURN FROM OUTER SPACE	LOST IN SPACE	S: 1	E: 15
SHAPE OF DOOM	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 21
TARGET:EARTH	LOST IN SPACE	S: 3	E: 16
THE CLONES	LAND OF THE GIANTS	S: 2	E: 10
THE CONDEMNED OF SPACE	LOST IN SPACE	S: 3	E: 1
THE DEATH MERCHANT	TIME TUNNEL,THE	S: 1	E: 25
THE GHOST PLANET	LOST IN SPACE	S: 2	E: 3
THE GIRL FROM THE GREEN DIMENSION	LOST IN SPACE	S: 2	E: 16
THE MACHINES STRIKE BACK	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 13
THE MAGIC MIRROR	LOST IN SPACE	S: 1	E: 20
THE POOL	WORLD OF GIANTS	S: 1	E: 8
THE PRISONERS OF SPACE	LOST IN SPACE	S: 2	E: 6
THE SMUGGLERS	WORLD OF GIANTS	S: 1	E: 10
THE SPACE PRIMEVALS	LOST IN SPACE	S: 3	E: 5
THE SPACE TRADER	LOST IN SPACE	S: 1	E: 22
THE WALLS OF JERICHO	TIME TUNNEL,THE	S: 1	E: 20
THE WRECK OF THE ROBOT	LOST IN SPACE	S: 2	E: 13
VERDICT IN ORBIT	MEN INTO SPACE	S: 1	E: 23
WEST OF MARS	LOST IN SPACE	S: 2	E: 11
Nathan Juran, Sobey Martin			
LAND OF THE LOST	LAND OF THE GIANTS	S: 2	E: 13
Neal Ahern			
FASTER THAN A SPEEDING VIXEN (PART 1 OF 3)	LOIS AND CLARK	S: 4	E: 17
Neal Israel			
JOEL LARSEN'S DAY OFF	DO OVER	S: 1	E: 11
Neal Sundstrom			
THROUGH A MIRROR, DARKLY	CHARLIE JADE	S: 1	E: 13
Neema Barnette			
THE TRASH MAN	DEADLY GAMES	S: 1	E: 10
Neil Fearnley			
A STICH IN TIME	EARTH: FINAL CONFLICT	S: 2	E: 3
ASSASSIN	FLASH GORDON (2007)	S: 1	E: 4
BITS OF LOVE	OUTER LIMITS,THE (1995)	S: 3	E: 1
DEAD AIR	OUTER LIMITS,THE (1995)	S: 5	E: 1
EPIPHANY	STARGATE: ATLANTIS	S: 2	E: 12
FROM WITHIN	OUTER LIMITS,THE (1995)	S: 2	E: 13
JOINING	EARTH: FINAL CONFLICT	S: 1	E: 22
PROMISED LAND	OUTER LIMITS,THE (1995)	S: 4	E: 21
SMALL FRIENDS	OUTER LIMITS,THE (1995)	S: 5	E: 3
THE TIES THAT BIND (aka ATAVUS)	EARTH: FINAL CONFLICT	S: 2	E: 2
TO TELL THE TRUTH	OUTER LIMITS,THE (1995)	S: 4	E: 14
VACCINE	OUTER LIMITS,THE (1995)	S: 4	E: 11
VOICE OF REASON	OUTER LIMITS,THE (1995)	S: 1	E: 21

Episode Title	Name of Programme		
Neil Fearnly			
REDEMPTION	EARTH: FINAL CONFLICT	S: 2	E: 8
Neill Fearnley			
A MULTITUDE OF IDOLS	WAR OF THE WORLDS	S: 1	E: 4
BREAKING POINT	OUTER LIMITS,THE (1995)	S: 6	E: 5
CLOUD NINE	TRACKER	S: 1	E: 2
EPIPHANY	WAR OF THE WORLDS	S: 1	E: 10
FACES IN THE MASK	M.A.N.T.I.S.	S: 1	E: 13
MOTHER OF INVENTION	JEREMIAH	S: 1	E: 6
PANDOR'S BOX	NET, THE	S: 1	E: 12
SWITCHES	M.A.N.T.I.S.	S: 1	E: 19
THE RAISING OF LAZARUS	WAR OF THE WORLDS	S: 1	E: 22
THE SECOND SEAL	WAR OF THE WORLDS	S: 1	E: 6
TO SAIL BEYOND THE STARS	JEREMIAH	S: 1	E: 5
TRIPWIRE	JEREMIAH	S: 1	E: 12
Niall Leonard			
MONSOON MAN (1-5)	TOMORROW PEOPLE,THE (1992)	S: 2	E: 2
Nic Philips			
ALL ABOUT YVONNE	GOODNIGHT SWEETHEART	S: 6	E: 2
CALIFORNIA DREAMIN'	GOODNIGHT SWEETHEART	S: 6	E: 3
GRIEF ENCOUNTER	GOODNIGHT SWEETHEART	S: 6	E: 4
MINE'S A DOUBLE	GOODNIGHT SWEETHEART	S: 6	E: 1
THE 'OUSES IN BETWEEN	GOODNIGHT SWEETHEART	S: 6	E: 5
Nicholas Colasanto			
IN SEARCH OF MIDA	SEARCH (aka SEARCH CONTROL)	S: 1	E: 9
Nicholas Colastino			
MAN OUT OF TIME	LOGAN'S RUN	S: 1	E: 5
Nicholas Corea			
BIRTHDAY	OUTLAWS	S: 1	E: 12
NINE HOURS	INCREDIBLE HULK,THE	S: 3	E: 22
SIDESHOW	INCREDIBLE HULK,THE	S: 3	E: 14
THE SLAM	INCREDIBLE HULK,THE	S: 3	E: 4
Nicholas Croea			
AND THEY ARE US	AIRWOLF	S: 1	E: 9
Nicholas Fergunsan			
MAMA DOC (1-3)	ACE OF WANDS	S: 3	E: 4
THE POWER OF ATEP (1-4)	ACE OF WANDS	S: 3	E: 2
Nicholas Mallett			
PARADISE TOWERS (1-4)	DOCTOR WHO	S: 24	E: 2
THE CURSE OF FENRIC (1-4)	DOCTOR WHO	S: 26	E: 3
THE TRIAL OF A TIMELORD : THE MYSTERIOUS PLANET (1-4)	DOCTOR WHO	S: 23	E: 1
Nicholas Webster			
THE RAINBOW BUTCHER	IMMORTAL, THE	S: 1	E: 6
Nick Castle			
THE 21-INCH OF SUN	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 15
Nick Copus			
"PILOT"	PAINKILLER JANE	S: 1	E: 1
BIG TOP	DEAD ZONE, THE	S: 6	E: 4
DADDY'S LITTLE GIRL	4400, THE	S: 4	E: 9
FEAR ITSELF	4400, THE	S: 4	E: 2
FIFTY-FIFTY	4400, THE	S: 3	E: 13
SECOND CITY	DRESDEN FILES, THE	S: 1	E: 12
THE HOME FRONT	4400, THE	S: 3	E: 7
Nick Eastman			
WARHEAD	STAR TREK: VOYAGER	S: 5	E: 24
Nick Gomez			
AS FATE WOULD HAVE IT	4400, THE	S: 2	E: 6
TRIAL BY FIRE	4400, THE	S: 1	E: 4
Nick Havinga			
BABY LOVE	ALF	S: 3	E: 14
BALLAD OF GILLIGAN'S ISLAND	ALF	S: 2	E: 2
BREAKING UP IS HARD TO DO	ALF	S: 3	E: 3
CONSIDER ME GONE	ALF	S: 4	E: 24

Science Fiction Directors

Episode Title	Name of Programme	S:	E:
DON'T BE AFRAID OF THE DARK	ALF	3	20
FIGHT BACK	ALF	3	12
FUTURE'S SO BRIGHT,I GOTTA WEAR SHADES	ALF	4	18
HAVING MY BABY	ALF	3	24
HOOKED ON A FEELING	ALF	4	6
HUNGRY LIKE THE WOLF	ALF	4	22
IT'S MY PARTY	ALF	4	13
LIKE AN OLD TIME MOVIE	ALF	3	22
LOVE ON THE ROCKS	ALF	4	15
MAKE 'EM LAUGH	ALF	4	14
MIND GAMES	ALF	4	5
MOVIN' OUT	ALF	2	20
PATTERNS	INCREDIBLE HULK,THE	4	16
SHAKE,RATTLE & ROLL	ALF	3	23
STANDING IN THE SHADOWS OF LOVE	ALF	3	16
STAYIN' ALIVE	ALF	4	21
STOP IN THE NAME OF LOVE	ALF	3	1
SUSPICIOUS MINDS	ALF	3	13
TEQUILA	ALF	2	22
TORN BETWEEN TWO LOVERS	ALF	3	18
TURKEY IN THE STRAW (1-2)	ALF	3	6
WANTED,DEAD OR ALIVE	ALF	4	3
WE ARE FAMILY	ALF	2	23
WORKING MY WAY BACK TO YOU	ALF	2	1
Nick Marck			
APPEARANCES	STARMAN	1	13
COLONY	X FILES,THE	2	16
INTO THE WOODS	ROSWELL	1	12
MISBEGOTTEN	DEAD ZONE, THE	2	7
SOME ASSEMBLY REQUIRED	DARK ANGEL	2	7
THE RING	ANGEL	1	16
THE WEDDING	STARMAN	1	18
Nick Parsons			
GRAND FINAL	TWO TWISTED	1	14
SAVIOUR	TWO TWISTED	1	12
Nick Tomnay			
JAILBREAK	TWO TWISTED	1	11
Nick Willing			
PART 1	TIN MAN	1	1
PART 2	TIN MAN	1	2
PART 3	TIN MAN	1	3
Nils Molitor			
ASTRAL RANSOM (PART 1 OF 3)	BEETLEBORGS METALLIX	1	27
LADY AND THE CHAMPS	BEETLEBORGS METALLIX	1	26
WOLFIE'S WILD RIDE	BEETLEBORGS METALLIX	1	25
Nino Monti & Henri Slotine			
OU SONT LES CONFITURES (WHERE'S THE JAM)	BING (inc. BING II)	1	3
Noam Pitlik			
BYE,BYE BENNIE	HOLMES AND YOYO	1	13
Noel Black			
SONG OF THE YOUNGER WORLD	TWILIGHT ZONE,THE (1985)	2	11
TO SEE THE INVISIBLE MAN	TWILIGHT ZONE,THE (1985)	1	40
Noel Howard			
ONE ON A DESERT ISLAND	JOURNEY TO THE UNKNOWN	1	15
Norberto Barba			
EAT FLAMING DEATH	LEVEL 9	1	10
THE ORDER	THRESHOLD	1	7
TURN OF THE SCREW	BLADE	1	8
Norio Mine			
AGON APPEARS (PART 1 OF 2)	ATOMIC DRAGON	1	1
AGON APPEARS (PART 2 OF 2)	ATOMIC DRAGON	1	2
Norma Bailey			
FREE JAKE	2030 CE	1	6

Episode Title	Name of Programme		
STRANGE MEDICINE	2030 CE	S: 1	E: 7
Norman Foster			
A DEATH WORSE THAN FATE	BATMAN (1966)	S: 1	E: 10
BATMAN STANDS PAT	BATMAN (1966)	S: 1	E: 14
THE THIRTEENTH HAT	BATMAN (1966)	S: 1	E: 13
ZELDA THE GREAT	BATMAN (1966)	S: 1	E: 9
Norman Reynolds			
GATHER YE ACORNS	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 16
THE PUMPKIN COMPETITION	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 10
Norman Stewart			
ST. ANTHONY'S FIRE	OMEGA FACTOR, THE	S: 1	E: 7
THE POWER OF KROLL (1-4)	DOCTOR WHO	S: 16	E: 5
UNDERWORLD (1-4)	DOCTOR WHO	S: 15	E: 5
VISITATIONS	OMEGA FACTOR, THE	S: 1	E: 2
Norman Stone			
CHAPTER FOUR	UNINVITED, THE	S: 1	E: 4
CHAPTER ONE	UNINVITED, THE	S: 1	E: 1
CHAPTER THREE	UNINVITED, THE	S: 1	E: 3
CHAPTER TWO	UNINVITED, THE	S: 1	E: 2
Norman Z. McLeod, Leslie Goodwins			
ONCE UPON A TIME	TWILIGHT ZONE,THE (1958)	S: 3	E: 13
Okihiro Yoneda			
BURN UP! GREAT-LIO	SAZER-X	S: 1	E: 2
Oley Sassone			
AT DESTINY'S END	MUTANT X	S: 2	E: 12
FREEZONE	FREEDOM	S: 1	E: 5
HARD TIME	MUTANT X	S: 2	E: 14
SIEGE	FREEDOM	S: 1	E: 6
STORM WARNING	SENTINEL, THE	S: 3	E: 8
THE GRIFT	MUTANT X	S: 2	E: 11
WARRIOR ETERNAL (1-2)	MORTAL KOMBAT : CONQUEST	S: 1	E: 1
Oscar Costo			
DIAMOND IN THE ROUGH	VIPER (1996)	S: 1	E: 5
LUNACTIC FRINGE	NET, THE	S: 1	E: 16
PRISON STORY	PRETENDER, THE	S: 1	E: 12
THE EYE	SPECIAL UNIT 2	S: 2	E: 5
THE PACK	SPECIAL UNIT 2	S: 1	E: 2
THE SKIN	SPECIAL UNIT 2	S: 2	E: 2
THE WASTE	SPECIAL UNIT 2	S: 1	E: 5
Oscar Coto			
THE LOVE	SPECIAL UNIT 2	S: 2	E: 11
Oscar L. Costo			
BLOOD COVENANT	BURNING ZONE, THE	S: 1	E: 9
DAGGER REDUX	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 17
DREAM WEAVER	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 13
ELECTRIC TWISTER ACID TEST	SLIDERS	S: 3	E: 3
IN DINO VERITAS	SLIDERS	S: 2	E: 7
RESURRECTION	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 8
RULES OF THE GAMES	SLIDERS	S: 3	E: 1
SMOKE ON THE WATER	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 3
SPINDRIFT	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 6
THE GOOD, THE BAD AND THE WEALTHY	SLIDERS	S: 2	E: 4
TOUCH OF THE DEAD	BURNING ZONE, THE	S: 1	E: 7
Oscar Rudolph			
006 3/4	MY FAVOURITE MARTIAN	S: 2	E: 30
A MARTIAN FIDDLES AROUND	MY FAVOURITE MARTIAN	S: 2	E: 20
A MARTIAN'S SONATA IN MRS. B'S FLAT	MY FAVOURITE MARTIAN	S: 2	E: 34
A PIECE OF THE ACTION	BATMAN (1966)	S: 2	E: 51
BATMAN'S SATISFACTION	BATMAN (1966)	S: 2	E: 52
BLACK WIDOW STRIKES AGAIN	BATMAN (1966)	S: 2	E: 55
BLOOD IS THICKER THAN THE MARTIAN	MY FAVOURITE MARTIAN	S: 1	E: 14
CAUGHT IN THE SPIDER'S DEN	BATMAN (1966)	S: 2	E: 56
COME BACK,SHAME	BATMAN (1966)	S: 2	E: 25
DIAL M FOR MARTIN	MY FAVOURITE MARTIAN	S: 2	E: 5

Episode Title**Name of Programme**

Episode Title	Name of Programme	S:	E:
DIZZONER THE PENGUIN	BATMAN (1966)	2	18
DOUBLE TROUBLE	MY FAVOURITE MARTIAN	2	9
DREAMING CAN MAKE IT SO	MY FAVOURITE MARTIAN	2	1
EL SENOR FROM MARS	MY FAVOURITE MARTIAN	2	36
ENTER BATGIRL,EXIT PENGUIN	BATMAN (1966)	3	1
GESUNHEIT, UNCLE MARTIN	MY FAVOURITE MARTIAN	2	17
GOING, GOING, GONE	MY FAVOURITE MARTIAN	1	17
HITCHHIKE TO MARS	MY FAVOURITE MARTIAN	1	21
HIZZONER THE PENGUIN	BATMAN (1966)	2	17
HOW TO HATCH A DINOSAUR	BATMAN (1966)	3	9
HUMBUG, MRS BROWN	MY FAVOURITE MARTIAN	2	21
ICE SPY	BATMAN (1966)	2	59
IF YOU CAN'T LICK THEM	MY FAVOURITE MARTIAN	1	28
IT'S THE WAY YOU PLAY THE GAME	BATMAN (1966)	2	26
MA PARKER	BATMAN (1966)	2	10
MARTIAN REPORT #1	MY FAVOURITE MARTIAN	2	18
MARTIN AND THE ETERNAL TRIANGLE	MY FAVOURITE MARTIAN	1	26
MINERVA, MAYHEM AND MILLIONAIRES	BATMAN (1966)	3	26
MISS JEKYLL AND HYDE	MY FAVOURITE MARTIAN	1	31
MY NEPHEW THE ARTIST	MY FAVOURITE MARTIAN	1	20
MY UNCLE THE FOLK SINGER	MY FAVOURITE MARTIAN	2	7
NIGHT LIFE OF UNCLE MARTIN	MY FAVOURITE MARTIAN	2	12
NORA CLAVICLE AND THE LADIES' CRIME CLUB	BATMAN (1966)	3	19
NOTHING BUT THE TRUTH	MY FAVOURITE MARTIAN	2	4
OH, MY ACHING ANTENNA	MY FAVOURITE MARTIAN	1	33
PENGUIN'S CLEAN SWEEP	BATMAN (1966)	3	20
RAFFLES NO. 2	MY FAVOURITE MARTIAN	1	10
SCAT DARN CATWOMAN	BATMAN (1966)	2	41
SHAKE WELL AND DON'T USE	MY FAVOURITE MARTIAN	1	35
STOP OR I'LL STEAM	MY FAVOURITE MARTIAN	2	24
SURF'S UP,JOKER'S UNDER!	BATMAN (1966)	3	10
THAT DARN CATWOMAN	BATMAN (1966)	2	40
THAT LITTLE OLD MATCH MAKER, MARTIN	MY FAVOURITE MARTIAN	1	12
THE AWFUL TRUTH	MY FAVOURITE MARTIAN	1	8
THE BLOODY TOWER	BATMAN (1966)	3	13
THE CASE OF THE MISSING SLEUTH	MY FAVOURITE MARTIAN	2	15
THE CONTAMINATED COWL	BATMAN (1966)	2	35
THE DUO DEFY	BATMAN (1966)	2	60
THE FOGGIEST NOTION	BATMAN (1966)	3	12
THE FUNNY FELINE FELONIES	BATMAN (1966)	3	16
THE GREAT BRAIN ROBBERY	MY FAVOURITE MARTIAN	2	8
THE GREAT ESCAPE	BATMAN (1966)	3	21
THE GREAT TRAIN ROBBERY	BATMAN (1966)	3	22
THE GREATEST MOTHER OF THEM ALL	BATMAN (1966)	2	9
THE GREEN EYED MARTIAN	MY FAVOURITE MARTIAN	2	35
THE JOKER'S EPITAPH	BATMAN (1966)	2	48
THE JOKER'S HARD TIME	BATMAN (1966)	2	38
THE JOKER'S LAST LAUGH	BATMAN (1966)	2	47
THE JOKE'S ON CATWOMAN	BATMAN (1966)	3	17
THE LONDINIUM LARCENIES	BATMAN (1966)	3	11
THE MAD HATTER RUNS A FOUL	BATMAN (1966)	2	36
THE MAGNETIC PERSONALITY AND WHO NEEDS IT	MY FAVOURITE MARTIAN	2	25
THE MEMORY PILL	MY FAVOURITE MARTIAN	2	2
THE OGG AND I	BATMAN (1966)	3	8
THE OGG COUPLE	BATMAN (1966)	3	15
THE PENGUIN DECLINES	BATMAN (1966)	2	39
THE SINKABLE MRS BROWN	MY FAVOURITE MARTIAN	1	25
THE ZODIAC CRIMES	BATMAN (1966)	2	37
UNCLE MARTIN'S BEDTIME STORY	MY FAVOURITE MARTIAN	2	29
UNCLE MARTIN'S BROADCAST	MY FAVOURITE MARTIAN	1	22
UNCLE MARTIN'S WISDOM TOOTH	MY FAVOURITE MARTIAN	1	37
WE LOVE YOU, MISS PRINGLE	MY FAVOURITE MARTIAN	2	26
WHO'S GOT THE POWER?	MY FAVOURITE MARTIAN	1	32

Otta Hanus

A DAY IN THE LIFE	SPACE CASES	1	3
A SUMMONING OF THOUNDER (1-2)	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	15

Science Fiction Directors

Episode Title	Name of Programme	S:	E:
FLAME STREET	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	11
GEMINI AND COUNTING	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	12
LOVING THE ALIEN	WAR OF THE WORLDS	2	7
NEW ORDER: THE SHY SHALL SWALLOW THEM (1-2)	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	18
PARIAH	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	4
PRISONER OF LUFF	SPACE CASES	1	10
SPUNG AT HEART	SPACE CASES	1	4
THE FERRYMAN	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	7
THE IMPOSSIBLE DRAM	SPACE CASES	1	11
THE MIRROR IN DARKNESS	CAPTAIN POWER AND THE SOLIDERS OF THE FUTURE	1	6
TIE ME KANGAROO DOWN, COURT	SPACE CASES	1	9
Otto Lang			
BUILDING A SPACE STATION	MEN INTO SPACE	1	3
MOON TRAP	MEN INTO SPACE	1	33
MOONCLOUD	MEN INTO SPACE	1	20
SPECIAL AGENT (aka LOOK UP AT A MONSTER)	WORLD OF GIANTS	1	1
TIME BOMB	WORLD OF GIANTS	1	2
WATER TANK RESCUE	MEN INTO SPACE	1	4
Oz Scott			
ALINVILLE	THRESHOLD	1	13
BOB AND CAROL AND LOIS AND CLARK	LOIS AND CLARK	4	8
THE FUTURE, JACK, THE FUTURE	TIMECOP	1	9
WEIGHT OF THE WORLD	4400, THE	2	4
WELL, NOTHING TO FEAR BUT DEATH ITSELF	SPY GAMES	1	13
P. J. Pesce			
GARBOID RIGHTS	TREMORS	1	9
HIT AND RUN	TREMORS	1	6
NIGHT OF THE SHRIEKERS	TREMORS	1	3
THE KEY	TREMORS	1	11
TSURIS	PROFILER	4	19
UNHOLY ALLIANCE	PROFILER	1	3
Paddy Russell			
COME BUTTERCUP, COME DAISY, COME...?	OUT OF THE UNKNOWN	1	6
HORROR OF FANG ROCK (1-4)	DOCTOR WHO	15	1
INVASION OF THE DINOSAURS (1-6)	DOCTOR WHO	11	2
PYRAMIDS OF MARS (1-4)	DOCTOR WHO	13	3
THE MASSACRE OF ST. BARTHOLOMEW'S EVE (1-4)	DOCTOR WHO	3	5
THE UNDISCOVERED COUNTRY	OMEGA FACTOR, THE	1	1
Pamela Lonsdale			
SEVEN SERPENTS, SULPHUR AND SALT (1-3)	ACE OF WANDS	2	1
Paolo Barzman			
CHAPTER I	GRAND STAR	1	1
CHAPTER II	GRAND STAR	1	2
CHAPTER III	GRAND STAR	1	3
CHAPTER IV	GRAND STAR	1	4
CHAPTER VI	GRAND STAR	1	6
CHAPTER VII	GRAND STAR	1	7
SWITCH	DEAD ZONE, THE	6	6
Paris Barclay			
EL SIDE	SLIDERS	2	5
GILLIAN OF THE SPIRITS	SLIDERS	2	3
THE BREEDER	SLIDERS	3	18
Paris Qualles			
MAN OF STEEL BARS	LOIS AND CLARK	1	9
Pat Jackson			
A, B AND C	PRISONER, THE	1	3
DO NOT FORSAKE ME OH MY DARLING	PRISONER, THE	1	13
HAMMER INTO ANVIL	PRISONER, THE	1	10
THE SCHIZOID MAN	PRISONER, THE	1	5
Pat Robins			
THE LAKE	RAY BRADBURY THEATRE, THE	4	3
Pat Williams			
CONDUIT TO DESTINY	ANDROMEDA	4	8
DELETE	SMALLVILLE	3	11

Episode Title	Name of Programme	S:	E:
THIS IS NOT A TEST	KYLE XY	1	5
Patricia Rozema			
BUT AT MY BACK I ALWAYS HEAR	HUNGER, THE	1	9
Patrick Boyrivan			
EQUINOX (aka MASQUERADE)	INCREDIBLE HULK,THE	3	21
Patrick Boyriven			
INTERVIEW WITH THE HULK	INCREDIBLE HULK,THE	4	13
Patrick Corbett			
A TOWN FOR HIRE	AIRWOLF	4	3
DEATHTRAIN	AIRWOLF	4	7
ESCAPE	AIRWOLF	4	2
Patrick Jamain			
L'AMI ETRANGE (THE ALIEN FRIEND)	DE BIEN ETRANGES AFFAIRES	1	2
Patrick Lau			
ONLY THE DEAD	INVASION: EARTH	1	3
THE FOURTH DIMESION	INVASION: EARTH	1	2
THE LAST WAR	INVASION: EARTH	1	1
Patrick Malakian			
A TWIST IN TIME (PART 1 OF 2)	STARHUNTER (INC STARHUNTER 2300)	1	17
CELL GAME	STARHUNTER (INC STARHUNTER 2300)	1	10
EAT SIN (PART 2 OF 2)	STARHUNTER (INC STARHUNTER 2300)	1	18
GOODBYE, SO LONG	STARHUNTER (INC STARHUNTER 2300)	1	12
HALF DENSE PLAYERS	STARHUNTER (INC STARHUNTER 2300)	1	14
PAST LIVES	STARHUNTER (INC STARHUNTER 2300)	1	8
RESURRECTION (PART 3 OF 3)	STARHUNTER (INC STARHUNTER 2300)	1	22
SIREN'S SONG	STARHUNTER (INC STARHUNTER 2300)	1	4
THE DIVINITY CLUSTER	STARHUNTER (INC STARHUNTER 2300)	1	1
Patrick Maloney			
FULL METAL JACKASS, OR, AN OFFICER AND A HOMEBOY	HOMEBOYS IN OUTER SPACE	1	16
HOOPY DOOPY, OR, HOMEBOYS IN WONDERLAND	HOMEBOYS IN OUTER SPACE	1	11
THE STEPFORD GUYS, OR, A MAN'S PLACE IS IN THE HOMEY	HOMEBOYS IN OUTER SPACE	1	10
TRADING FACES, OR, ALL THE KING'S HOMEYS	HOMEBOYS IN OUTER SPACE	1	9
Patrick McGoohan			
A CHANGE OF MIND	PRISONER, THE	1	12
FALL OUT	PRISONER, THE	1	17
FREE FOR ALL	PRISONER, THE	1	4
MANY HAPPY RETURNS	PRISONER, THE	1	7
ONCE UPON A TIME	PRISONER, THE	1	16
Patrick Norris			
A ROSWELL CHRISTMAS CAROL	ROSWELL	2	10
CHUCK VERSUS THE ALMA MATER	CHUCK	1	7
CRASH	ROSWELL	3	16
DEATH OF AN ANGEL	NET, THE	1	5
DESTINY (PART 2 OF 2)	ROSWELL	1	22
FALLEN HERO	ENTERPRISE	1	22
HUNTED	TWILIGHT ZONE, THE (2002)	1	18
I MARRIED AN ALIEN	ROSWELL	3	11
IT'S TOO LATE AND IT'S TOO BAD	ROSWELL	2	18
MAX IN THE CITY (PART 2 OF 2)	ROSWELL	2	9
MAX TO THE MAX	ROSWELL	1	20
MIRACLES	VISITOR, THE	1	12
OFF THE MENU	ROSWELL	2	20
SAMUEL RISING	ROSWELL	3	9
SANCTUARY	TWILIGHT ZONE, THE (2002)	1	20
SIGNIFICANT OTHER	ROSWELL	3	3
SINGULARITY	ENTERPRISE	2	9
SUMMER OF '47	ROSWELL	2	4
THE DEPARTURE	ROSWELL	2	21
Patrick Stewart			
A FISTFUL OF DATAS	STAR TREK: THE NEXT GENERATION	6	8
HERO WORSHIP	STAR TREK: THE NEXT GENERATION	5	10
IN THEORY	STAR TREK: THE NEXT GENERATION	4	25
PHANTASMS	STAR TREK: THE NEXT GENERATION	7	5
PREEMPTIVE STRIKE	STAR TREK: THE NEXT GENERATION	7	23

Episode Title	Name of Programme		
Patrick Williams			
BABBLE	SO WEIRD	S: 3	E: 21
BMX	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 22
CARNIVAL	SO WEIRD	S: 3	E: 9
DESTINY	SO WEIRD	S: 2	E: 15
DRIVING	SECRET WORLD OF ALEX MACK,THE	S: 4	E: 1
FOUNTAIN	SO WEIRD	S: 2	E: 13
GO FOR THE BRONZE	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 3
GONE FISHIN'	SO WEIRD	S: 3	E: 22
HOUSE OF CARDS	KYLE XY	S: 2	E: 10
KYLE GOT GAME	KYLE XY	S: 1	E: 7
LIFETIME	BLACK HOLE HIGH	S: 1	E: 5
LOST	SO WEIRD	S: 1	E: 12
MAGNET	BLACK HOLE HIGH	S: 1	E: 3
PEN PAL	SO WEIRD	S: 3	E: 16
PIECES OF NICK	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 1
POSSESSION	FLASH GORDON (2007)	S: 1	E: 15
RANDOM ACCESS	FLASH GORDON (2007)	S: 1	E: 11
REWIND	SO WEIRD	S: 3	E: 7
SHRINK (PART 1 OF 2)	BLACK HOLE HIGH	S: 1	E: 13
SINGULARITY	SO WEIRD	S: 1	E: 11
SORROW	FLASH GORDON (2007)	S: 1	E: 13
STILL LIFE	SO WEIRD	S: 3	E: 14
STRANGLING	SO WEIRD	S: 1	E: 8
THE HOMECOMING	KYLE XY	S: 2	E: 2
THE LIST IS LIFE	KYLE XY	S: 2	E: 3
TRANSPLANT	SO WEIRD	S: 2	E: 25
TWIN	SO WEIRD	S: 2	E: 26
TWO FOR THE ROAD	JOURNEY OF ALLEN STRANGE, THE	S: 2	E: 6
VAMPIRE	SO WEIRD	S: 2	E: 22
WORMHOLE	BLACK HOLE HIGH	S: 1	E: 1
WRESTLEMOONIA	THREE MOONS OVER MILFORD	S: 1	E: 6
Paul Abascal			
LIFE FATHER, LIKE MONK	SECRET AGENT MAN	S: 1	E: 4
MIND GAME	FREEDOM	S: 1	E: 10
SPARE PARTS	SENTINEL, THE	S: 2	E: 9
THE BEAST	SPECIAL UNIT 2	S: 2	E: 8
THE CHASE	FREEDOM	S: 1	E: 2
Paul Bartel			
DEATHRACE 2000 (aka SECRET CINEMA)	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 20
GERSHWIN'S TRUNK	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 17
Paul Bernard			
A SUDDEN CHANGE OF PROGRAMME	R3	S: 2	E: 9
DAY OF THE DALEKS (1-4)	DOCTOR WHO	S: 9	E: 1
EXPERIMENT IN DEPTH	R3	S: 2	E: 4
FRONTIER IN SPACE (1-6)	DOCTOR WHO	S: 10	E: 3
GOOD CLEAN FUN	R3	S: 2	E: 12
THE SLAVES OF JEDIKIAH (1-5)	TOMORROW PEOPLE,THE (1973)	S: 1	E: 1
THE TIME MONSTER (1-6)	DOCTOR WHO	S: 9	E: 5
THE VANISHING EARTH (1-4)	TOMORROW PEOPLE,THE (1973)	S: 1	E: 3
UNWELCOME VISITOR	R3	S: 2	E: 2
Paul Bogart			
FALSE FACE	WAY OUT	S: 1	E: 7
THE CROAKER	WAY OUT	S: 1	E: 6
THE OVERNIGHT CASE	WAY OUT	S: 1	E: 10
Paul Bosner			
20/20	WAY OUT	S: 1	E: 14
Paul Brown			
IT'S A WONDERFUL LEAP	QUANTUM LEAP	S: 4	E: 18
Paul Cajero			
BLAST OFF	THUNDER IN PARADISE	S: 1	E: 16
THE SEER	SLIDERS	S: 5	E: 18
Paul Ciappessoni			
ALLAH IS NOT ALWAYS WITH YOU	ADAM ADAMENT LIVES!	S: 1	E: 5

Episode Title	Name of Programme		
FRIDAY'S CHILD	DOOMWATCH	S: 1	E: 2
THE DOOMSDAY PLAN	ADAM ADAMENT LIVES!	S: 1	E: 10
THE ENTRY FORBIDDEN	DOOMWATCH	S: 1	E: 6
THE PLASTIC EATERS	DOOMWATCH	S: 1	E: 1
THE TERRIBLY HAPPY EMBALMERS	ADAM ADAMENT LIVES!	S: 1	E: 6
Paul Dickson			
A CASE OF LEMMINGS	CHAMPIONS,THE	S: 1	E: 17
DESERT JOURNEY	CHAMPIONS,THE	S: 1	E: 25
OPERATION DEEP-FREEZE	CHAMPIONS,THE	S: 1	E: 6
THE BODY SNATCHERS	CHAMPIONS,THE	S: 1	E: 21
TWELVE HOURS	CHAMPIONS,THE	S: 1	E: 13
YOU'LL CATCH YOUR DEATH	AVENGERS,THE	S: 7	E: 4
Paul Donovan			
APOCALEXX NOW	LEXX: THE DARK ZONE STORIES	S: 4	E: 20
BRIZON	LEXX: THE DARK ZONE STORIES	S: 2	E: 19
END OF THE UNIVERSE	LEXX: THE DARK ZONE STORIES	S: 2	E: 20
HEAVEN AND HELL	LEXX: THE DARK ZONE STORIES	S: 3	E: 13
I WORSHIP HIS SHADOW	LEXX: THE DARK ZONE STORIES	S: 1	E: 1
LAFFTRAK	LEXX: THE DARK ZONE STORIES	S: 2	E: 3
LITTLE BLUE PLANET	LEXX: THE DARK ZONE STORIES	S: 4	E: 1
NORB	LEXX: THE DARK ZONE STORIES	S: 2	E: 12
THE BEACON	LEXX: THE DARK ZONE STORIES	S: 3	E: 12
THE GAME	LEXX: THE DARK ZONE STORIES	S: 4	E: 18
YO WAY YO	LEXX: THE DARK ZONE STORIES	S: 4	E: 24
Paul Edwards			
FIVE YEARS GONE	HEROES	S: 1	E: 20
KINDRED	HEROES	S: 2	E: 3
SEVEN MINUTES TO MIDNIGHT	HEROES	S: 1	E: 8
Paul Fusco			
FUNERAL FOR A FRIEND	ALF	S: 3	E: 19
GIMME THAT OLD TIME RELIGION	ALF	S: 4	E: 17
HAPPY TOGETHER	ALF	S: 4	E: 11
HE AIN'T HEAVY, HE'S WILLIE'S BROTHER	ALF	S: 4	E: 7
THE FIRST TIME I EVER SAW YOUR FACE	ALF	S: 4	E: 8
WEIRD SCIENCE	ALF	S: 1	E: 23
Paul Grinder			
BENEATH THE SURFACE	POWER RANGERS DINOTHUNDER	S: 1	E: 9
BULLY FOR ETHAN	POWER RANGERS DINOTHUNDER	S: 1	E: 18
DISMISSED	POWER RANGERS S.P.D	S: 1	E: 19
FIGHTING SPIRIT	POWER RANGERS DINOTHUNDER	S: 1	E: 27
GOLDEN BOY	POWER RANGERS DINOTHUNDER	S: 1	E: 8
HISTORY	POWER RANGERS S.P.D	S: 1	E: 31
IMPACT	POWER RANGERS S.P.D	S: 1	E: 32
ISN'T IT LAVY-LY	POWER RANGERS DINOTHUNDER	S: 1	E: 29
IT'S A MAD MAD MACKEREL	POWER RANGERS DINOTHUNDER	S: 1	E: 20
LOST & FOUND IN TRANSLATION	POWER RANGERS DINOTHUNDER	S: 1	E: 19
MESSENGER (PART 1 OF 2)	POWER RANGERS S.P.D	S: 1	E: 21
MESSENGER (PART 2 OF 2)	POWER RANGERS S.P.D	S: 1	E: 22
OCEAN ALERT	POWER RANGERS DINOTHUNDER	S: 1	E: 10
PERSPECTIVE	POWER RANGERS S.P.D	S: 1	E: 20
STORM BEFORE THE CALM, PART 1	POWER RANGERS NINJA STORM	S: 2	E: 9
STORM BEFORE THE CALM, PART 2	POWER RANGERS NINJA STORM	S: 2	E: 10
THE MISSING BONE	POWER RANGERS DINOTHUNDER	S: 1	E: 17
THE PASSION OF CONNER	POWER RANGERS DINOTHUNDER	S: 1	E: 28
THE SAMURAI'S JOURNEY, PART 1	POWER RANGERS NINJA STORM	S: 1	E: 15
THE SAMURAI'S JOURNEY, PART 2	POWER RANGERS NINJA STORM	S: 1	E: 16
THE SAMURAI'S JOURNEY, PART 3	POWER RANGERS NINJA STORM	S: 1	E: 17
WORMHOLE	POWER RANGERS S.P.D	S: 1	E: 35
Paul Guilfoyle			
BULLET PROOF	SCIENCE FICTION THEATRE	S: 2	E: 6
GRAVITY ZERO	SCIENCE FICTION THEATRE	S: 2	E: 35
JUPITRON	SCIENCE FICTION THEATRE	S: 2	E: 18
ONE THOUSAND EYES	SCIENCE FICTION THEATRE	S: 2	E: 21
SIGNALS FROM THE MOON	SCIENCE FICTION THEATRE	S: 2	E: 28
THE HUMAN EXPERIMENT	SCIENCE FICTION THEATRE	S: 2	E: 11

Episode Title	Name of Programme			
THE LAST BARRIER	SCIENCE FICTION THEATRE	S:	2	E: 27
THE LEGEND OF CRATER MOUNTAIN	SCIENCE FICTION THEATRE	S:	2	E: 16
THE LONG DAY	SCIENCE FICTION THEATRE	S:	1	E: 34
THE LONG SLEEP	SCIENCE FICTION THEATRE	S:	2	E: 2
THE MAGIC SUITCASE	SCIENCE FICTION THEATRE	S:	2	E: 36
THE MIND MACHINE	SCIENCE FICTION THEATRE	S:	2	E: 9
THE MIRACLE HOUR	SCIENCE FICTION THEATRE	S:	2	E: 31
THE THROWBACK	SCIENCE FICTION THEATRE	S:	2	E: 19
THE VOICE	SCIENCE FICTION THEATRE	S:	2	E: 25
Paul Hoen				
A ROOM OF HER OWN	SECRET WORLD OF ALEX MACK,THE	S:	3	E: 14
ALEX AND MOM	SECRET WORLD OF ALEX MACK,THE	S:	1	E: 6
ARRIVAL	JOURNEY OF ALLEN STRANGE, THE	S:	1	E: 1
BUBBLING OVER	SECRET WORLD OF ALEX MACK,THE	S:	3	E: 8
GRONPOLY	JOURNEY OF ALLEN STRANGE, THE	S:	1	E: 4
HAUNTED	JOURNEY OF ALLEN STRANGE, THE	S:	2	E: 3
HOME (1-2)	JOURNEY OF ALLEN STRANGE, THE	S:	1	E: 12
MACK TV	SECRET WORLD OF ALEX MACK,THE	S:	2	E: 15
NERVE	SECRET WORLD OF ALEX MACK,THE	S:	2	E: 20
OPERATION: BREAKOUT	SECRET WORLD OF ALEX MACK,THE	S:	3	E: 3
PRESSURE	SECRET WORLD OF ALEX MACK,THE	S:	2	E: 6
SPACE	JOURNEY OF ALLEN STRANGE, THE	S:	1	E: 3
WORKING	SECRET WORLD OF ALEX MACK,THE	S:	3	E: 2
Paul Joyce				
WARRIORS' GATE (1-4)	DOCTOR WHO	S:	18	E: 5
Paul Junger Witt				
LUKE'S FIRST CHRISTMAS (IN A LONG TIME)	SECOND HUNDRED YEARS,THE	S:	1	E: 15
SHINE ON, HARVEST MOONSHINE	SECOND HUNDRED YEARS,THE	S:	1	E: 21
Paul Krasny				
DREADNOUGHT (aka THE VISITORS STRIKE BACK)	V (1984)	S:	1	E: 2
LIBERATION DAY (aka THE PURSUIT OF DIANA)	V (1984)	S:	1	E: 1
Paul Krasney				
SUSPECT YOUR LOCAL POLICE	GEMINI MAN	S:	1	E: 12
Paul Krasny				
ENDURANCE (AKA SURVIVAL)	POWERS OF MATTHEW STARR, THE	S:	1	E: 9
IMP	MAN FROM ATLANTIS	S:	1	E: 15
JUDAS GOAT	LOGAN'S RUN	S:	1	E: 8
NIGHT VISITORS	LOGAN'S RUN	S:	1	E: 12
TURNABOUT	LOGAN'S RUN	S:	1	E: 13
Paul Lynch				
	MAGICIAN'S HOUSE, THE	S:	1	E: 4
	MAGICIAN'S HOUSE, THE	S:	1	E: 2
	MAGICIAN'S HOUSE, THE	S:	1	E: 5
	MAGICIAN'S HOUSE, THE	S:	1	E: 1
	MAGICIAN'S HOUSE, THE	S:	1	E: 3
	MAGICIAN'S HOUSE, THE	S:	1	E: 6
11001001	STAR TREK: THE NEXT GENERATION	S:	1	E: 14
A MAN ALONE	STAR TREK: DEEP SPACE NINE	S:	1	E: 3
A MATTER OF TIME	STAR TREK: THE NEXT GENERATION	S:	5	E: 8
A MESSAGE FROM CHARITY	TWILIGHT ZONE,THE (1985)	S:	1	E: 15
ANGEL	SO WEIRD	S:	1	E: 7
BABEL	STAR TREK: DEEP SPACE NINE	S:	1	E: 4
BATTLE LINES	STAR TREK: DEEP SPACE NINE	S:	1	E: 12
CRAZY AS A SOUP SANDWICH	TWILIGHT ZONE,THE (1985)	S:	3	E: 28
DARK MATTERS	OUTER LIMITS,THE (1995)	S:	1	E: 11
DETENTION	SO WEIRD	S:	3	E: 3
DRIVE	SO WEIRD	S:	2	E: 2
EXAMINATION DAY	TWILIGHT ZONE,THE (1985)	S:	1	E: 14
FACES OF EVE	ROBOCOP - THE SERIES	S:	1	E: 9
FATHOM	SO WEIRD	S:	2	E: 20
LIGHTNING ROD	SO WEIRD	S:	3	E: 1
MARIONETTES. INC.	RAY BRADBURY THEATRE,THE	S:	1	E: 1
MR. MAGNETISM	SO WEIRD	S:	3	E: 23
NEED TO KNOW	TWILIGHT ZONE,THE (1985)	S:	1	E: 52
NET WORTH	SLIDERS	S:	4	E: 15

Episode Title	Name of Programme		
NIGHTMARE	SO WEIRD	S: 2	E: 4
OFFICER MISSING	ROBOCOP - THE SERIES	S: 1	E: 4
PLEASE PRESS ONE	SLIDERS	S: 5	E: 6
Q-LESS	STAR TREK: DEEP SPACE NINE	S: 1	E: 6
REQUIEM	SLIDERS	S: 5	E: 11
SHADOW PLAY	TWILIGHT ZONE,THE (1985)	S: 1	E: 56
SIEGE	BEAUTY AND THE BEAST	S: 1	E: 3
THE BEAST WITHIN	BEAUTY AND THE BEAST	S: 1	E: 6
THE CROSSING	TWILIGHT ZONE,THE (1985)	S: 3	E: 3
THE FUTURE OF LAW ENFORCEMENT	ROBOCOP - THE SERIES	S: 1	E: 1
THE GREAT INCANTO	SO WEIRD	S: 3	E: 18
THE HUNTERS	TWILIGHT ZONE,THE (1985)	S: 3	E: 4
THE LONG YEARS	RAY BRADBURY THEATRE,THE	S: 5	E: 11
THE NAKED NOW	STAR TREK: THE NEXT GENERATION	S: 1	E: 2
THE PASSENGER	STAR TREK: DEEP SPACE NINE	S: 1	E: 8
THE SECOND SOUL	OUTER LIMITS,THE (1995)	S: 1	E: 4
THE STORYTELLER	TWILIGHT ZONE,THE (1985)	S: 2	E: 8
THE TRAVELS OF MARCO POLO. . . AND FRIENDS	VOYAGERS	S: 1	E: 9
THE WORLD NEST DOOR	TWILIGHT ZONE,THE (1985)	S: 2	E: 5
TROUBLE IN DELTA CITY	ROBOCOP - THE SERIES	S: 1	E: 3
UNNATURAL SELECTION	STAR TREK: THE NEXT GENERATION	S: 2	E: 7
VOODOO	SO WEIRD	S: 3	E: 5
WIDOWS WALK	SO WEIRD	S: 3	E: 20
WONG'S LOST AND FOUND EMPORIUM	TWILIGHT ZONE,THE (1985)	S: 1	E: 22
Paul McCrane			
CROSSROADS	JERICHO	S: 1	E: 9
Paul Michael Glaser			
BLUE MAN DOWN	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 14
VILLAGE OF THE MOTOR PIGS (aka TRIBUNAL)	OTHERWORLD	S: 1	E: 5
Paul Middleditch			
A DATE WITH DOCTOR D	TWO TWISTED	S: 1	E: 6
Paul Miller			
BABY COME BACK	ALF	S: 4	E: 1
FEVER	ALF	S: 4	E: 12
I GOTTA BE ME	ALF	S: 4	E: 23
LIES	ALF	S: 4	E: 2
MR.SANDMAN	ALF	S: 4	E: 20
TRUE COLORS	ALF	S: 4	E: 16
WE'RE IN THE MONEY?	ALF	S: 4	E: 4
WHEN I'M SIXTY FOUR	ALF	S: 4	E: 19
Paul Raimondi			
MAP OF THE MIND	SLIDERS	S: 5	E: 12
Paul Schneider			
THINGS GET UGLY	ONCE A HERO	S: 1	E: 4
Paul Schrier			
ALARMED AND DANGEROUS	POWER RANGERS TURBO	S: 1	E: 10
ATTACK OF THE 60 FOOT BULK	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 24
GLYPH HANGER	POWER RANGERS TURBO	S: 1	E: 8
WATER ARE THINKING?	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 25
WEIGHT AND SEE	POWER RANGERS TURBO	S: 1	E: 9
Paul Shapiro			
AQUA	SMALLVILLE	S: 5	E: 4
BLAH BLAH, WOOF WOOF	DARK ANGEL	S: 1	E: 8
CH-CH-CHANGES	ROSWELL	S: 3	E: 12
FACEOFF	BIONIC WOMAN (2007)	S: 1	E: 4
FIGHT CLUB	X FILES,THE	S: 7	E: 20
GODSEND	HEROES	S: 1	E: 12
HARVEST	ROSWELL	S: 2	E: 6
HIROS	HEROES	S: 1	E: 5
HOW THE OTHER HALF LIVES (PART 2 OF 2)	ROSWELL	S: 2	E: 14
INDEPENDENCE DAY	ROSWELL	S: 1	E: 15
INFESTATION	FLASH GORDON (2007)	S: 1	E: 3
JINX	SMALLVILLE	S: 4	E: 7

Episode Title	Name of Programme		
MICHAEL, THE GUYS AND THE GREAT SNAPPLE CAPER	ROSWELL	S: 3	E: 2
OMERTA	MILLENNIUM	S: 3	E: 9
PARIAH	SMALLVILLE	S: 4	E: 12
PRIDE	FLASH GORDON (2007)	S: 1	E: 2
PRIME SUSPECT	ROBOCOP - THE SERIES	S: 1	E: 2
SHORTIES IN LOVE	DARK ANGEL	S: 1	E: 16
SNEEZE	SMALLVILLE	S: 6	E: 2
SOLITUDE	SMALLVILLE	S: 5	E: 8
STARY	SMALLVILLE	S: 1	E: 16
TESS, LIES AND VIDEOTAPE	ROSWELL	S: 1	E: 18
THE CROSSING	THRESHOLD	S: 1	E: 10
THRIST	SMALLVILLE	S: 5	E: 5
Paul Stanley			
CHINATOWN MEMORIES	STREET HAWK	S: 1	E: 7
COUNTERWEIGHT	OUTER LIMITS,THE (1963)	S: 2	E: 13
DEADLY MANEUVERS	KNIGHT RIDER	S: 1	E: 2
DESTINY'S CHOICE	VOYAGERS	S: 1	E: 18
ESCAPE HATCH	GEMINI MAN	S: 1	E: 9
FLIGHT TO NOWHERE	SEARCH (aka SEARCH CONTROL)	S: 1	E: 11
MY FRIEND, MR NOBODY	LOST IN SPACE	S: 1	E: 7
NIGHT OF THE LONG KNIVES	TIME TUNNEL,THE	S: 1	E: 14
SECOND CHANCE	OUTER LIMITS,THE (1963)	S: 1	E: 23
SNEAK ATTACK	VOYAGERS	S: 1	E: 14
SOUND OF TERROR	BEYOND WESTWORLD	S: 1	E: 3
THE GUESTS	OUTER LIMITS,THE (1963)	S: 1	E: 26
THE ULTIMATE IMPOSTER	SIX MILLION DOLLAR MAN,THE	S: 4	E: 12
TRUST DOESN'T RUST	KNIGHT RIDER	S: 1	E: 8
Paul Stewart			
LITTLE GIRL LOST	TWILIGHT ZONE,THE (1958)	S: 3	E: 26
Paul Tassie			
DOUBLE BOGEY	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 2
SATURN	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 14
THE GIFT	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 10
THE SECRET	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 4
WORLD WITHOUT ALEX	SECRET WORLD OF ALEX MACK,THE	S: 2	E: 19
Paul Tucker			
AQUA VITA	TWILIGHT ZONE,THE (1985)	S: 2	E: 9
DEAD RUN	TWILIGHT ZONE,THE (1985)	S: 1	E: 48
THE GOOD SAMARITAN	WAR OF THE WORLDS	S: 1	E: 9
Paul Wendkos			
DOOMSDAY MINUS ONE	INVADERS,THE (1967)	S: 1	E: 8
MOONSHOT	INVADERS,THE (1967)	S: 1	E: 15
NIGHTMARE	INVADERS,THE (1967)	S: 1	E: 7
STORM	INVADERS,THE (1967)	S: 1	E: 13
THE BELIEVERS	INVADERS,THE (1967)	S: 2	E: 13
THE LEECHES	INVADERS,THE (1967)	S: 1	E: 4
THE LIFE SEEKERS	INVADERS,THE (1967)	S: 2	E: 23
THE MUTATION	INVADERS,THE (1967)	S: 1	E: 3
VIKOR	INVADERS,THE (1967)	S: 1	E: 6
Paul Ziller			
HEMEAC	WELCOME TO PARADOX	S: 1	E: 8
THE LEAGUE	PAINKILLER JANE	S: 1	E: 13
THE REAL WORLD	STARGATE: ATLANTIS	S: 3	E: 6
Paula Kelly			
BLOOD AND ICE	2030 CE	S: 2	E: 7
Pennant Roberts			
A BEGINNING	SURVIVORS	S: 1	E: 13
BOUNTY	BLAKES' 7	S: 1	E: 11
CORN DOLLY	SURVIVORS	S: 1	E: 4
FACE OF THE TIGER	SURVIVORS	S: 2	E: 4
GREATER LOVE	SURVIVORS	S: 2	E: 2
LAW AND ORDER	SURVIVORS	S: 1	E: 9
MISSION TO DESTINY	BLAKES' 7	S: 1	E: 7
NEW ARRIVALS	SURVIVORS	S: 2	E: 10

Episode Title	Name of Programme	S:	E:
SHADA (1-6)	DOCTOR WHO	17	6
SPACE FALL	BLAKES' 7	1	2
STARVATION	SURVIVORS	1	7
THE ENQUIRY	DOOMWATCH	3	8
THE FACE OF EVIL (1-4)	DOCTOR WHO	14	4
THE FOURTH HORSEMAN	SURVIVORS	1	1
THE PIRATE PLANET (1-4)	DOCTOR WHO	16	2
THE SUNMAKERS (1-4)	DOCTOR WHO	15	4
TIME SQUAD	BLAKES' 7	1	4
TIMELASH (1-2)	DOCTOR WHO	22	5
WAITING FOR A KNIGHTHOOD	DOOMWATCH	3	4
WARRIORS OF THE DEEP (1-4)	DOCTOR WHO	21	1
Perre Dalpe			
FLY-BY-NIGHT	HUNGER, THE	1	15
Perry Lafferty			
IN HIS IMAGE	TWILIGHT ZONE,THE (1958)	4	1
THE THIRY-FATHOM GRAVE	TWILIGHT ZONE,THE (1958)	4	2
VALLEY OF THE SHADOW	TWILIGHT ZONE,THE (1958)	4	3
Perry Lang			
BLOODLINES	DARK SKIES	1	19
SHADES OF GREY	DARK SKIES	1	14
SHADES OF GUILT	TWILIGHT ZONE, THE (2002)	1	3
THE LAST WAVE	DARK SKIES	1	10
THE STEPFORD CHEERLEADERS	CHRONICLE, THE	1	18
THE WARREN OMISSION	DARK SKIES	1	12
Peter Anderson			
ATTACK OF THE TIGER	JOE 90	1	25
MOST SPECIAL ASTRONAUT	JOE 90	1	2
PROJECT 90	JOE 90	1	3
RECALL TO SERVICE	SECRET SERVICE,THE	1	7
RELATIVE DANGER	JOE 90	1	11
TEST FLIGHT	JOE 90	1	28
THREE'S A CROWD	JOE 90	1	17
VIVA CORDOVA	JOE 90	1	26
Peter Andrikidis			
. . . DIFFERENT DESTINATIONS	FARSCAPE	3	5
INFINITE POSSIBILITES PART 1: DEADALUS DEMANDS	FARSCAPE	3	14
PRAYER	FARSCAPE	4	18
RELATIVITY	FARSCAPE	3	10
TERRA FIRMA	FARSCAPE	4	13
THE CIRCLE OF LIFE	BEASTMASTER: THE LEGEND CONTINUES	1	9
THE FLEX	FARSCAPE	1	12
Peter Baldwin			
BABES IN THE WOODS	SMALL WONDER	1	24
BURRITO KINGS	SMALL WONDER	1	13
CHILD PRODIGY	SMALL WONDER	1	11
CLASS COMEDIENNE	SMALL WONDER	2	15
COME FLY WITH ME	ALF	1	25
DISHONOR STUDENT	SMALL WONDER	1	9
GOLDDIGGING IDA	SMALL WONDER	4	7
GUESS WHO'S COMING TO DINNER	SMALL WONDER	1	2
HEALTH NUTS	SMALL WONDER	1	23
LA CUCARACHA	ALF	1	24
LOOK INTO MY EYES	SMALL WONDER	2	18
MAGIC JOEL	SABRINA THE TEENAGE WITCH	1	8
MY ROBOT FAMILY	SMALL WONDER	2	7
ROBOSITTER	SMALL WONDER	1	3
TED'S LAY-OFF	SMALL WONDER	1	19
THE HUSTLE	SMALL WONDER	2	5
TRIAL BY FURY	SABRINA THE TEENAGE WITCH	1	12
VAUDEVILLE VICKI	SMALL WONDER	1	20
VICTOR/ V.I.C.I.	SMALL WONDER	2	17
WHAM-BAM-BODY SLAM	SMALL WONDER	2	24
Peter Bonerz			
DON'T IT MAKE MY BROWN EYES BLUE	ALF	1	8

Science Fiction Directors

Episode Title	Name of Programme		
FOR YOUR EYES ONLY	ALF	S: 1	E: 6
HELP ME RHONDA	ALF	S: 1	E: 7
IT AIN'T EASY BEING GREEN	ALF	S: 1	E: 21
JUMP	ALF	S: 1	E: 9
KEEPIN' THE FAITH	ALF	S: 1	E: 5
LOOKING FOR LUCKY	ALF	S: 1	E: 3
ON THE ROAD AGAIN	ALF	S: 1	E: 11
PENNSYLVANIA 6-5000	ALF	S: 1	E: 4
STRANGERS IN THE NIGHT	ALF	S: 1	E: 2
Peter Crane			
INSIDE OUT	KNIGHT RIDER	S: 1	E: 9
OLD HICKORY AND THE PIRATE	VOYAGERS	S: 1	E: 8
Peter D. Marshall			
BLAME IT ON THE HAIM	BIG WOLF ON CAMPUS	S: 2	E: 11
DON'T FEAR THE REAPER	BIG WOLF ON CAMPUS	S: 1	E: 21
PLEASED TO EAT YOU	BIG WOLF ON CAMPUS	S: 2	E: 12
Peter De Luise			
JANE 113	PAINKILLER JANE	S: 1	E: 18
PORTRAITS OF LAUREN GRAY	PAINKILLER JANE	S: 1	E: 10
Peter DeLuise			
2001	STARGATE SG1	S: 5	E: 10
ABRIDGING THE DEVIL'S DIVIDE	ANDROMEDA	S: 4	E: 17
AFFINITY	STARGATE SG1	S: 8	E: 7
ALIENSHOP	OUTER LIMITS,THE (1995)	S: 7	E: 9
ALLEGIANCE	STARGATE SG1	S: 6	E: 9
AND THE GROUND SAWN WITH SALT	JEREMIAH	S: 1	E: 4
ARTHUR'S MANTLE	STARGATE SG1	S: 9	E: 18
ASOLUTE POWER	STARGATE SG1	S: 4	E: 17
BABYLON	STARGATE SG1	S: 9	E: 8
BAD GUYS	STARGATE SG1	S: 10	E: 16
BENEATH THE SURFACE	STARGATE SG1	S: 4	E: 10
BOUNTY	STARGATE SG1	S: 10	E: 12
CONDEMNED	STARGATE: ATLANTIS	S: 2	E: 5
CROSSROADS	STARGATE SG1	S: 4	E: 4
DEATH KNELL	STARGATE SG1	S: 7	E: 16
DECENT	STARGATE SG1	S: 6	E: 3
DEMONS	STARGATE SG1	S: 3	E: 8
DUET	STARGATE: ATLANTIS	S: 2	E: 4
ENDGAME	STARGATE SG1	S: 8	E: 10
ENEMY MINE	STARGATE SG1	S: 7	E: 7
ETHON	STARGATE SG1	S: 9	E: 14
EVOLUTION (PART 1 OF 2)	STARGATE SG1	S: 7	E: 11
EVOLUTION (PART 2 OF 2)	STARGATE SG1	S: 7	E: 12
FAMILY TIES	STARGATE SG1	S: 10	E: 18
FEAR BURNS DOWN THE ASHES	ANDROMEDA	S: 4	E: 15
FIREWALL	JEREMIAH	S: 1	E: 10
FOREVER IN A DAY	STARGATE SG1	S: 3	E: 10
FRAGILE BALANCE	STARGATE SG1	S: 7	E: 3
HARVEST	NET, THE	S: 1	E: 10
INFERNO	STARGATE: ATLANTIS	S: 2	E: 19
JOLINAR'S MEMORIES	STARGATE SG1	S: 3	E: 12
LAST MAN STANDING	NET, THE	S: 1	E: 20
LEGACY	STARGATE SG1	S: 3	E: 4
LINE IN THE SAND	STARGATE SG1	S: 10	E: 14
LOST IN A SPACE THAT ISN'T THERE	ANDROMEDA	S: 4	E: 16
MEMENTO	STARGATE SG1	S: 6	E: 20
MEMENTO MORI	STARGATE SG1	S: 10	E: 8
METAMORPHOSIS	STARGATE SG1	S: 6	E: 16
MOEBIUS (PART 1 OF 2)	STARGATE SG1	S: 8	E: 19
MOEBIUS (PART 2 OF 2)	STARGATE SG1	S: 8	E: 20
NIGHTWALKERS	STARGATE SG1	S: 6	E: 5
OFF THE GRID	STARGATE SG1	S: 9	E: 16
ORPHEUS	STARGATE SG1	S: 7	E: 4
POINT OF VIEW	STARGATE SG1	S: 3	E: 6
PRODIGY	STARGATE SG1	S: 4	E: 19

Episode Title	Name of Programme			
QUANTUM TRACTATE DELIRIUM	ANDROMEDA	S:	5	E: 18
RECKONING (PART 1 OF 2)	STARGATE SG1	S:	8	E: 16
RECKONING (PART 2 OF 2)	STARGATE SG1	S:	8	E: 17
RIPPLE EFFECT	STARGATE SG1	S:	9	E: 13
RITE OF PASSAGE	STARGATE SG1	S:	5	E: 6
SAVING LIGHT FROM A BLACK SUN	ANDROMEDA	S:	5	E: 16
SERPENT'S SONG	STARGATE SG1	S:	2	E: 16
SHADOW PLAY	STARGATE SG1	S:	6	E: 7
SHOW AND TELL	STARGATE SG1	S:	2	E: 19
SMOKE & MIRRORS	STARGATE SG1	S:	6	E: 14
TANGENT	STARGATE SG1	S:	4	E: 12
THE DEFIANT ONE	STARGATE: ATLANTIS	S:	1	E: 12
THE DEVIL YOU KNOW	STARGATE SG1	S:	3	E: 13
THE FIFTH MAN	STARGATE SG1	S:	5	E: 4
THE FIRST ONES	STARGATE SG1	S:	4	E: 8
THE GIFT	STARGATE: ATLANTIS	S:	1	E: 18
THE ILLUSION OF MAJESTY	ANDROMEDA	S:	3	E: 19
THE INTRUDER	STARGATE: ATLANTIS	S:	2	E: 2
THE OTHER SIDE	STARGATE SG1	S:	4	E: 2
THE OTHERS	ANDROMEDA	S:	4	E: 14
THE SENTINEL	STARGATE SG1	S:	5	E: 20
THE TOMB	STARGATE SG1	S:	5	E: 8
THE WARRIOR	STARGATE SG1	S:	5	E: 18
THE WORLD TURNS ALL AROUND HER (PART 2 OF 2)	ANDROMEDA	S:	4	E: 7
THRESHOLD (PART 3 OF 3)	STARGATE SG1	S:	5	E: 2
URGO	STARGATE SG1	S:	3	E: 16
WINDOW OF OPPORTUNITY	STARGATE SG1	S:	4	E: 6
WORMHOLE X-TREME!	STARGATE SG1	S:	5	E: 12
Peter Dews				
A WHOLE LOT OF REASONS	R3	S:	1	E: 13
THE FRATTON EXPERIMENT	R3	S:	1	E: 9
Peter Duffell				
BRIGHT EYES	PLAY FOR TOMMOROW	S:	1	E: 2
FRIENDS	SPACE PRECINCT	S:	1	E: 17
STRANGER IN THE FAMILY	JOURNEY TO THE UNKNOWN	S:	1	E: 13
THE FOREVER BEETLE	SPACE PRECINCT	S:	1	E: 20
THE WITNESS	SPACE PRECINCT	S:	1	E: 15
TWO AGAINST THE ROCK	SPACE PRECINCT	S:	1	E: 7
Peter Duffell, Silvio Narrizano				
SMELTER SKELTER	SPACE PRECINCT	S:	1	E: 18
Peter Duguid				
FRANKENSTEIN MARK II	OUT OF THE UNKNOWN	S:	2	E: 2
Peter Duguid, Vic Hughes				
CHOCKY'S CHILDREN (1-6)	CHOCKY (inc CHOCKY'S CHILDREN & CHOCKY'S CHALLENGE)	S:	2	E: 1
Peter Ellis				
LOCKDOWN	SMALLVILLE	S:	5	E: 11
SHADOW OF DOUBT	MORTAL KOMBAT : CONQUEST	S:	1	E: 11
STOP THE PRESSES	LOIS AND CLARK	S:	4	E: 10
THE FESTIVAL OF DIONYSUS	HERCULES: THE LEGENDARY JOURNEYS	S:	1	E: 4
THE RETURN OF MAGGIE BECKETT	SLIDERS	S:	5	E: 9
TO CATCH A SLIDER	SLIDERS	S:	5	E: 15
WHO DIES AND MADE YOU KING	ROSWELL	S:	3	E: 15
Peter F. Woeste				
48 HOURS	STARGATE SG1	S:	5	E: 14
BIRTHRIGHT	STARGATE SG1	S:	7	E: 10
ICON	STARGATE SG1	S:	8	E: 5
INAUGRUATION	STARGATE SG1	S:	7	E: 20
PROMETHUES (PART 1 OF 2)	STARGATE SG1	S:	6	E: 11
SIGHT UNSEEN	STARGATE SG1	S:	6	E: 13
THE KINDRED (PART 1 OF 2)	STARGATE: ATLANTIS	S:	4	E: 18
THE LIGHT	STARGATE SG1	S:	4	E: 18
Peter Graham Scott				
A SENSE OF HISTORY	AVENGERS,THE	S:	4	E: 24
ANCIENT SORCERIES	TALES OF MYSTERY	S:	2	E: 6

Episode Title	Name of Programme	S:	E:
CHARMED CIRCLE	CHILDREN OF THE STONES	1	5
CONFLICT	INTO THE LABYRINTH	1	5
FULL CIRCLE	CHILDREN OF THE STONES	1	7
INTO THE CIRCLE	CHILDREN OF THE STONES	1	1
MASRUR	INTO THE LABYRINTH	1	4
MINOTAUR	INTO THE LABYRINTH	1	7
REVOLUTION	INTO THE LABYRINTH	1	6
ROBIN	INTO THE LABYRINTH	1	3
ROTHGO	INTO THE LABYRINTH	1	1
SERPEANT IN THE CIRCLE	CHILDREN OF THE STONES	1	3
SQUARE IN THE CIRCLE	CHILDREN OF THE STONES	1	6
THE CALLING	INTO THE LABYRINTH	2	1
THE CIRCLE OF FEAR	CHILDREN OF THE STONES	1	2
THE GENERAL	PRISONER, THE	1	6
THE MASTER MINDS	AVENGERS,THE	4	6
THE MURDER MARKET	AVENGERS,THE	4	7
THE NARROWING CIRCLE	CHILDREN OF THE STONES	1	4
Peter Gregeen			
GET OFF MY CLOUD	OUT OF THE UNKNOWN	3	13
THE CHOPPER	OUT OF THE UNKNOWN	4	9
THE MAN IN MY HEAD	OUT OF THE UNKNOWN	4	8
Peter Grimwade			
EARTHSHOCK (1-4)	DOCTOR WHO	19	6
FULL CIRCLE (1-4)	DOCTOR WHO	18	3
KINDA (1-4)	DOCTOR WHO	19	3
LOGOPOLIS (1-4)	DOCTOR WHO	18	7
Peter Hammond			
BRIEF FOR MURDER	AVENGERS,THE	3	1
BROUGHT TO BOOK	AVENGERS,THE	1	2
BUILD A BETTER MOUSE TRAP	AVENGERS,THE	3	21
BULLSEYE	AVENGERS,THE	2	4
COLD EQUATIONS	OUT OF THIS WORLD	1	4
CONSPIRACY OF SILENCE	AVENGERS,THE	2	23
DEATH OF A GREAT DANE	AVENGERS,THE	2	8
DEATH ON THE SLIPWAY	AVENGERS,THE	1	17
DIAMOND CUT DIAMOND	AVENGERS,THE	1	7
DON'T LOOK BEHIND YOU	AVENGERS,THE	3	12
DRAGONSFIELD	AVENGERS,THE	1	26
HUNT THE MAN DOWN	AVENGERS,THE	1	10
IMPOSTER	OUT OF THIS WORLD	1	5
NIGHTMARE	AVENGERS,THE	1	4
ONE FOR THE MORTUARY	AVENGERS,THE	1	13
SECOND SIGHT	AVENGERS,THE	3	8
THE DARK STAR	OUT OF THIS WORLD	1	11
THE FAR DISTANT DEAD	AVENGERS,THE	1	21
THE FRIGHTENERS	AVENGERS,THE	1	15
THE GOLDEN EGGS	AVENGERS,THE	2	19
THE GOLDEN FLEECE	AVENGERS,THE	3	11
THE SHATTERED EYE	OUT OF THE UNKNOWN	4	11
WARLOCK	AVENGERS,THE	2	18
Peter Hunt			
QUARK (PILOT)	QUARK	1	1
Peter Hyams			
THE AMAZING FALSWORTH	STEVEN SPIELBERG'S AMAZING STORIES	1	6
TREES MADE OF GLASS (PART 2 OF 2)	THRESHOLD	1	2
Peter Jefferies			
LAW OF THE JUNGLE	SURVIVORS	3	3
MANHUNT	SURVIVORS	3	1
THE ENEMY	SURVIVORS	3	9
THE LAST LAUGH	SURVIVORS	3	10
THE TIME OF THE ICE BOX (1-6)	TIMESLIP	1	2
Peter Kiwitt			
CAT AND MOUSE	SUPERBOY	4	14
MEET MR MXYZPTLK	SUPERBOY	1	14
MR AND MRS SUPERBOY	SUPERBOY	2	8

Episode Title	Name of Programme		
REVENGE OF THE ALIEN (1-2)	SUPERBOY	S: 1	E: 12
WAR OF THE SPECIES	SUPERBOY	S: 1	E: 17
YELLOW PERI'S SPELL OF DOOM	SUPERBOY	S: 2	E: 14
Peter Lauer			
SHOCK VALUE	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 13
THE ACCIDENT	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 1
Peter Lauritson			
GAMBIT (1-2)	STAR TREK: THE NEXT GENERATION	S: 7	E: 4
LINEAGE	STAR TREK: VOYAGER	S: 7	E: 12
THE INNER LIGHT	STAR TREK: THE NEXT GENERATION	S: 5	E: 24
Peter Levin			
CIRCUIT OF DEATH	STARLOST,THE	S: 1	E: 8
Peter M. Lenkov			
DARK ROAD HOME	TRACKER	S: 1	E: 18
Peter Madek			
SPACE WARP	SPACE: 1999	S: 2	E: 14
THE SEANCE SPECTRE	SPACE: 1999	S: 2	E: 19
Peter Markle			
ALPHA	X FILES,THE	S: 6	E: 15
CHRISTMAS CORAL (PART 1 OF 2)	X FILES,THE	S: 5	E: 6
MAN PLUS	STRANGE WORLD	S: 1	E: 2
REDRUM	X FILES,THE	S: 8	E: 7
WITHOUT A TRACER	CENTURY CITY	S: 1	E: 6
Peter Maxwell			
DEATH CELL	INVISIBLE MAN,THE (1958)	S: 2	E: 2
FLIGHT INTO DARKNESS	INVISIBLE MAN,THE (1958)	S: 2	E: 5
MAN IN POWER	INVISIBLE MAN,THE (1958)	S: 2	E: 10
PLAY TO KILL	INVISIBLE MAN,THE (1958)	S: 1	E: 6
SHADOW BOMB	INVISIBLE MAN,THE (1958)	S: 2	E: 12
THE BIG PLOT	INVISIBLE MAN,THE (1958)	S: 2	E: 13
THE GUN-RUNNERS	INVISIBLE MAN,THE (1958)	S: 2	E: 7
THE VANISHING EVIDENCE	INVISIBLE MAN,THE (1958)	S: 2	E: 3
Peter Medak			
BUTTON,BUTTON	TWILIGHT ZONE,THE (1985)	S: 1	E: 49
DEAD WOMAN'S SHOES	TWILIGHT ZONE,THE (1985)	S: 1	E: 21
GRACE NOTE	TWILIGHT ZONE,THE (1985)	S: 1	E: 57
PERSONAL DEMONS	TWILIGHT ZONE,THE (1985)	S: 1	E: 46
PRINCESS METRA	OTHERWORLD	S: 1	E: 8
PRIVATE CHANNEL	TWILIGHT ZONE,THE (1985)	S: 2	E: 20
SONG OF ORPHEUS	BEAUTY AND THE BEAST	S: 1	E: 8
STILL LIFE	TWILIGHT ZONE,THE (1985)	S: 1	E: 33
YE GODS	TWILIGHT ZONE,THE (1985)	S: 1	E: 13
Peter Moffatt			
MAWDRYN UNDEAD (1-4)	DOCTOR WHO	S: 20	E: 3
STATE OF DECAY (1-4)	DOCTOR WHO	S: 18	E: 4
THE FIVE DOCTORS (1)	DOCTOR WHO	S: 20	E: 7
THE TWIN DILEMMA (1-4)	DOCTOR WHO	S: 21	E: 7
THE TWO DOCTORS (1-3)	DOCTOR WHO	S: 22	E: 4
THE VISITATION (1-4)	DOCTOR WHO	S: 19	E: 4
Peter O'Fallon			
"PILOT" (90 MINS)	EUREKA	S: 1	E: 1
"PILOT" (90 MINS)	BLADE	S: 1	E: 1
DREAM LOVER	TWILIGHT ZONE, THE (2002)	S: 1	E: 4
EXISTENCE	PREY	S: 1	E: 1
ONE NIGHT AT MERCY	TWILIGHT ZONE, THE (2002)	S: 1	E: 2
RING OF FIRE	PROFILER	S: 1	E: 2
Peter Packer			
CASTLES IN SPACE	LOST IN SPACE	S: 3	E: 14
Peter Potter			
NO PLACE LIKE EARTH	OUT OF THE UNKNOWN	S: 1	E: 1
THIRTEEN TO CENTAURUS	OUT OF THE UNKNOWN	S: 1	E: 11
Peter Rose			
A BONE TO PICK	VIRTUAL MURDER	S: 1	E: 3

Episode Title	Name of Programme		
A TORCH FOR SILVERADO	VIRTUAL MURDER	S: 1	E: 4
DREAMS IMAGIC	VIRTUAL MURDER	S: 1	E: 6
Peter Sasdy			
GIRL OF MY DREAMS	JOURNEY TO THE UNKNOWN	S: 1	E: 8
PENTAGONS	1990	S: 2	E: 1
THE EYE	OUT OF THE UNKNOWN	S: 2	E: 7
THE MIDAS PLAGUE	OUT OF THE UNKNOWN	S: 1	E: 12
THE NEW PEOPLE	JOURNEY TO THE UNKNOWN	S: 1	E: 1
TIME IN ADVANCE	OUT OF THE UNKNOWN	S: 1	E: 5
TRAPLINE	1990	S: 2	E: 3
Peter Scolari			
HONEY, I'M ROOTING FOR THE HOMETEAM	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 6
HONEY, IT'S YOUR PARTY	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 19
HONEY, LIKE FATHER, LIKE SON	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 19
HONEY, THE PLAY'S THE THINGIE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 10
HONEY, WHODUNIT?	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 22
Peter Sharp			
ESCAPE INTO FEAR	LEGEND OF WILLIAM TELL, THE	S: 1	E: 3
SHAYTANA'S EYE	LEGEND OF WILLIAM TELL, THE	S: 1	E: 1
SOME LIVE LIKE LAZARUS	RAY BRADBURY THEATRE,THE	S: 6	E: 22
THE HANDLER	RAY BRADBURY THEATRE,THE	S: 6	E: 12
Peter Smith			
	ALCHEMISTS, THE	S: 1	E: 2
	ALCHEMISTS, THE	S: 1	E: 1
Peter Svatek			
"PILOT"	BIG WOLF ON CAMPUS	S: 1	E: 1
CAT WOMAN	BIG WOLF ON CAMPUS	S: 1	E: 4
EXOR-SIS	BIG WOLF ON CAMPUS	S: 1	E: 20
FANGS FOR THE MEMORIES	BIG WOLF ON CAMPUS	S: 1	E: 15
HAIR TODAY, GONE TOMMORROW	BIG WOLF ON CAMPUS	S: 1	E: 19
MUFFY: THE WEREWOLF SLAYER	BIG WOLF ON CAMPUS	S: 1	E: 9
STALK LIKE AN EGYPTIAN	BIG WOLF ON CAMPUS	S: 1	E: 10
Peter Sykes			
LOVE ALL	AVENGERS,THE	S: 7	E: 21
NOON DOOMSDAY	AVENGERS,THE	S: 7	E: 10
Peter Weller			
DARK AT THE END OF THE TUNNEL	ODYSSEY 5	S: 1	E: 12
FOSSIIL	ODYSSEY 5	S: 1	E: 20
THE CHOICES WE MAKE	ODYSSEY 5	S: 1	E: 7
Peter Werner			
OUTLAWS (1-2)	OUTLAWS	S: 1	E: 1
Peter Woeste			
INSIDERS	STARGATE SG1	S: 10	E: 4
MATERNAL INSTINCT	STARGATE SG1	S: 3	E: 20
ZERO HOUR	STARGATE SG1	S: 8	E: 4
Phil Bondelli			
CLAWS	BIONIC WOMAN, THE	S: 1	E: 4
DOUBLE TROUBLE	SIX MILLION DOLLAR MAN,THE	S: 4	E: 3
HYMN	OUTLAWS	S: 1	E: 5
INFILTRATORS	SIX MILLION DOLLAR MAN,THE	S: 4	E: 16
JACKPOT	OUTLAWS	S: 1	E: 11
LOVE SONG FOR TANYA	SIX MILLION DOLLAR MAN,THE	S: 3	E: 18
ORLEANS	OUTLAWS	S: 1	E: 4
PURSUED	OUTLAWS	S: 1	E: 8
RETURN OF THE ROBOT MAKER	SIX MILLION DOLLAR MAN,THE	S: 2	E: 13
THE BIONIC BOY (1-2)	SIX MILLION DOLLAR MAN,THE	S: 4	E: 7
TO CATCH THE EAGLE	SIX MILLION DOLLAR MAN,THE	S: 4	E: 20
U-509	SIX MILLION DOLLAR MAN,THE	S: 4	E: 18
WINNING IS EVERYTHING	BIONIC WOMAN, THE	S: 1	E: 8
Phil Ford			
DAGGER ISLAND	ADVENTURES OF SUPERMAN,THE	S: 4	E: 9
DIVIDE AND CONQUER	ADVENTURES OF SUPERMAN,THE	S: 6	E: 3
JIMMY THE KID	ADVENTURES OF SUPERMAN,THE	S: 4	E: 6
THE GIRL WHO HIRED SUPERMAN	ADVENTURES OF SUPERMAN,THE	S: 4	E: 7

Episode Title	Name of Programme	S:	E:
THE JOLLY ROGER	ADVENTURES OF SUPERMAN,THE	4	13
THE MAGIC SECRET	ADVENTURES OF SUPERMAN,THE	6	2
THE PHANTOM RING	ADVENTURES OF SUPERMAN,THE	4	12
THE WEDDING OF SUPERMAN	ADVENTURES OF SUPERMAN,THE	4	8
Phil Joanou			
A NIGHTMARE IN DICK STREET (2 PART STORY)	THIRD ROCK FROM THE SUN	2	24
SANTA '85	STEVEN SPIELBERG'S AMAZING STORIES	1	11
THE DOLL	STEVEN SPIELBERG'S AMAZING STORIES	1	22
Philip David Segal			
INTO THE MOONLESS NIGHT	MUTANT X	3	1
Philip DeGuere			
A DAY IN BEAUMONT	TWILIGHT ZONE,THE (1985)	1	58
THE GIRL I MARRIED	TWILIGHT ZONE,THE (1985)	2	16
Philip Draycott			
A DREAM OF DRACULA	VIRTUAL MURDER	1	5
LAST TRAIN TO HELL AND BACK	VIRTUAL MURDER	1	2
MELTDOWN TO MURDER	VIRTUAL MURDER	1	1
Philip Dudley			
BEAUTY IS AN UGLY WORD	ADAM ADAMENT LIVES!	1	12
DEATH HAS A THOUSAND FACES	ADAM ADAMENT LIVES!	1	2
IMMORTALITY INC.	OUT OF THE UNKNOWN	3	1
THE LAST SACRIFICE	ADAM ADAMENT LIVES!	1	8
THE SWEET SMELL OF SUCCESS	ADAM ADAMENT LIVES!	1	4
Philip Leacock			
ONE OF OUR PROBES IS MISSING	SEARCH (aka SEARCH CONTROL)	1	3
PLANET OF THE AMAZON WOMEN	BUCK ROGERS IN THE 25TH CENTURY	1	8
RETURN OF THE FIGHTING 69TH	BUCK ROGERS IN THE 25TH CENTURY	1	6
Philip Saville			
THE MACHINE STOPS	OUT OF THE UNKNOWN	2	1
Philip Sgriccia			
A BOLT FROM THE BLUE	LOIS AND CLARK	2	8
BATTLEGROUND EARTH (PART 2)	LOIS AND CLARK	4	2
BIG GIRLS DON'T FLY	LOIS AND CLARK	3	22
CRAVING	SMALLVILLE	1	7
D.O.A.	TIMECOP	1	8
FLY HARD	LOIS AND CLARK	1	19
IDES OF METROPOLIS	LOIS AND CLARK	1	15
IT HURTS WHEN YOU DO THIS	INVISIBLE MAN (2000)	1	10
IT'S A SMALL WORLD AFTER ALL	LOIS AND CLARK	3	20
LORD OF THE FLYS (PART 1)	LOIS AND CLARK	4	1
PHOENIX,THE	LOIS AND CLARK	2	13
RETURN OF THE PRANKSTER	LOIS AND CLARK	2	15
SEX, LIES AND VIDEOTAPE	LOIS AND CLARK	4	13
SHADOW OF A DOUBT (PART 2 OF 3)	LOIS AND CLARK	4	18
STALKER	TIMECOP	1	3
WE HAVE A LOT TO TALK ABOUT	LOIS AND CLARK	3	1
Philip Sgriccia, Michael W. Watkins			
METAMORPHOSIS	SMALLVILLE	1	2
Philip Spink			
WEREWOLF	SO WEIRD	2	8
Philippe Monnier			
LA SOUCOUBE DE SOLITUDE (A SAUCER OF LONELINESS)	DE BIEN ETRANGES AFFAIRES	1	1
Phillip Dudley			
THE FOSTERS	OUT OF THE UNKNOWN	3	10
Phillip Segal			
FOR WHOM THE BELL TOLLS	ANDROMEDA	3	8
Pierre Blais			
BLOOD RED SKY	11 SOMERSET	1	13
BURNED	11 SOMERSET	1	3
ECHOES	11 SOMERSET	1	9
KISS OF THE GORGON	11 SOMERSET	1	11
MENACE FROM THE SKY	11 SOMERSET	1	6
NIGHT VISITORS	11 SOMERSET	1	5

Episode Title	Name of Programme	S:	E:
POSSESSED	11 SOMERSET	1	4
STRONGER THAN DEATH	11 SOMERSET	1	10
THE GHOST	11 SOMERSET	1	8
THE GHOST IN THE MIRROR (PART 1 OF 2)	11 SOMERSET	1	1
THE GHOST IN THE MIRROR (PART 2 OF 2)	11 SOMERSET	1	2
THE ORANGE UNDERWORLD	11 SOMERSET	1	7
THE STRANGER	11 SOMERSET	1	12
Pierre de Lespinois			
ROCKETS OF THE DEAD	SECRET ADVENTURES OF JULES VERNE, THE	1	3
THE BLACK GLOVE OF MELCHIZEDEK	SECRET ADVENTURES OF JULES VERNE, THE	1	11
THE EYES OF LAZARUS	SECRET ADVENTURES OF JULES VERNE, THE	1	6
Pierre Gill			
SPIN	CHARLIE JADE	1	17
Piers Haggard			
AN ENDANGERED SPECIES	QUATERMASS (1979)	1	4
DEATHWATCH (1-2)	SPACE PRECINCT	1	22
HATE STREET	SPACE PRECINCT	1	14
LOVELY LIGHTNING	QUATERMASS (1979)	1	2
RINGSTONE ROUND	QUATERMASS (1979)	1	1
WHAT LIES BENEATH	QUATERMASS (1979)	1	3
Pino Amenta			
GEMINI	BEASTMASTER: THE LEGEND CONTINUES	1	20
I, E.T.	FARSCAPE	1	7
THE BURNING FOREST	BEASTMASTER: THE LEGEND CONTINUES	1	18
THRONE FOR A LOSS	FARSCAPE	1	4
Popo Lilo			
CAPTAIN X-POSED	AMAZING EXTRAORDINARY FRIENDS	1	5
Quentin Lawrence			
CASTLE SABURAC	CATWEAZLE	1	2
FLOOD	DOOMWATCH	3	9
FLYING BROOMSTICKS	CATWEAZLE	1	11
HAIR TRIGGER	DOOMWATCH	3	6
MAN IN DISGUISE	INVISIBLE MAN,THE (1958)	2	9
PEOPLE ISN'T EVERYTHING	ADVENTURES OF DON QUICK,THE	1	2
POINT OF DESTRUCTION	INVISIBLE MAN,THE (1958)	2	1
THE CURSE OF RAPKYN	CATWEAZLE	1	3
THE DECOY	INVISIBLE MAN,THE (1958)	2	6
THE DEMI DEVIL	CATWEAZLE	1	9
THE EYE OF TIME	CATWEAZLE	1	5
THE GRAVE DIGGERS	AVENGERS,THE	4	2
THE HOUSE OF THE SORCERER	CATWEAZLE	1	10
THE MAGIC FACE	CATWEAZLE	1	6
THE POWER OF ADAMCOS	CATWEAZLE	1	8
THE PRIZE	INVISIBLE MAN,THE (1958)	2	4
THE ROCKET	INVISIBLE MAN,THE (1958)	2	11
THE SUN IN THE BOTTLE	CATWEAZLE	1	1
THE TELLING BONE	CATWEAZLE	1	7
THE WHITE RABBIT	INVISIBLE MAN,THE (1958)	2	8
THE WITCHING HOUR	CATWEAZLE	1	4
TRICKERY LANTERN	CATWEAZLE	1	13
WISDOM OF SOLOMAN	CATWEAZLE	1	12
R. Robert Rosenbaum			
FOR WHOM THE DRUMS BEAT	SECOND HUNDRED YEARS,THE	1	19
R.D. Price			
BLOOD MONEY	ANGEL	2	12
I'VE GOT YOU UNDER MY SKIN	ANGEL	1	14
R.L. Thomas			
THE ELEVATOR	TWILIGHT ZONE,THE (1985)	1	39
R.W. Goodwin			
ANASAZI	X FILES,THE	2	25
GETHSEMANE (PART 1 OF 3)	X FILES,THE	4	24
HERRENVOLK	X FILES,THE	4	1
ONE BREATH	X FILES,THE	2	8
TALITHA CUMI	X FILES,THE	3	24

Episode Title	Name of Programme		
THE BLESSING WAY	X FILES,THE	S: 3	E: 1
THE END	X FILES,THE	S: 5	E: 20
THE ERLENMEYER FLASK	X FILES,THE	S: 1	E: 24
Rachel Talalay			
EGO	DEAD ZONE, THE	S: 6	E: 2
HANDS ON A HYBRID	KYLE XY	S: 2	E: 11
LEAP OF FAITH	KYLE XY	S: 2	E: 13
SHAMAN	DEAD ZONE, THE	S: 1	E: 12
SYMMETRY	DEAD ZONE, THE	S: 5	E: 7
Rachel Ward			
HEART ATTACK	TWO TWISTED	S: 1	E: 4
Rae Kraus			
DOG DAY AFTERNOON, OR WHEN THE GOING GETS RUFF	HOMEBOYS IN OUTER SPACE	S: 1	E: 7
Rainer Matsutani			
EATING PATTERN	LEXX: THE DARK ZONE STORIES	S: 1	E: 3
Ralph Hemecker			
"PILOT"	DEAD AT 21	S: 1	E: 1
BRAIN SALAD	DEAD AT 21	S: 1	E: 2
HOTEL CALIFORNIA	DEAD AT 21	S: 1	E: 11
IN THROUGH THE OUT DOOR (1-2)	DEAD AT 21	S: 1	E: 12
SHOCK THE MONKEY	DEAD AT 21	S: 1	E: 4
Ralph Hemeckler			
SCHIZOGENY	X FILES,THE	S: 5	E: 9
Ralph L. Thomas			
THE CROWD	RAY BRADBURY THEATRE,THE	S: 1	E: 3
Ralph Nelson			
A WORLD OF HIS OWN	TWILIGHT ZONE,THE (1958)	S: 1	E: 36
Ralph Senensky			
BREAD AND CIRCUSES	STAR TREK	S: 2	E: 25
ENDS OF THE EARTH	SEARCH (aka SEARCH CONTROL)	S: 1	E: 22
IS THERE IN TRUTH NO BEAUTY?	STAR TREK	S: 3	E: 5
METAMORPHOSIS	STAR TREK	S: 2	E: 9
OBSESSION	STAR TREK	S: 2	E: 13
PRINTER'S DEVIL	TWILIGHT ZONE,THE (1958)	S: 4	E: 9
RETURN TO TOMORROW	STAR TREK	S: 2	E: 20
THE TYRANT	PLANET OF THE APES	S: 1	E: 11
THIS SIDE OF PARADISE	STAR TREK	S: 1	E: 24
Ralph Senensky, Herb Wallerstein			
THE THOLIAN WEB	STAR TREK	S: 3	E: 9
Ralph Smart			
BANK RAID	INVISIBLE MAN,THE (1958)	S: 1	E: 11
Ramon Menendez			
GIVEN THE HEIR	PERVERSIONS OF SCIENCE	S: 1	E: 5
Randall Zisk			
BABY	EARLY EDITION	S: 1	E: 3
COLLISION	EARLY EDITION	S: 3	E: 2
FEAR OF FLYING	VISITOR, THE	S: 1	E: 2
GOING HOME	VISITOR, THE	S: 1	E: 10
MADAME EX	LOIS AND CLARK	S: 2	E: 1
REQUIEM FOR A SUPERHERO	LOIS AND CLARK	S: 1	E: 5
SEASON'S GREEDINGS	LOIS AND CLARK	S: 2	E: 9
SECOND CHANCES	MERCY POINT	S: 1	E: 4
SHATTERER	ODYSSEY 5	S: 1	E: 3
STRANGE VISITOR	LOIS AND CLARK	S: 1	E: 2
SYMBIOSIS	ODYSSEY 5	S: 1	E: 6
TOP COPY	LOIS AND CLARK	S: 2	E: 14
VATMAN	LOIS AND CLARK	S: 1	E: 18
Y2K TOTAL SYSTEMS FAILURE	NET, THE	S: 1	E: 18
Randolph Cheveldave			
REQUIEM	FIRST WAVE	S: 3	E: 17
THE HARVEST	FIRST WAVE	S: 2	E: 16
Randy Bradshaw			
A GAME OF POOL	TWILIGHT ZONE,THE (1985)	S: 3	E: 20

Episode Title	Name of Programme	S:	E:
AND THE MOON BE STILL AS BRIGHT	RAY BRADBURY THEATRE,THE	5	7
COLONEL STONESTEEL AND THE 'DESPERATE EMPTIES'	RAY BRADBURY THEATRE,THE	6	4
FATHER AND SON GAME	TWILIGHT ZONE,THE (1985)	3	30
FLOWERS OF THE MOUNTAINS	AIRWOLF	4	14
INERTIA	PSI FACTOR: CHRONICLES OF THE PARANORMAL	4	9
SPECIAL SERVICE	TWILIGHT ZONE,THE (1985)	3	29
THE DAY IS RAINED FOREVER	RAY BRADBURY THEATRE,THE	5	10
THE JAR	RAY BRADBURY THEATRE,THE	6	3
THE TRANCE	TWILIGHT ZONE,THE (1985)	3	10
TO THE CHICAGO ABYSS	RAY BRADBURY THEATRE,THE	4	9
TYLER/TIM	PSI FACTOR: CHRONICLES OF THE PARANORMAL	4	12
Randy Cheveldave			
DELUGE	FIRST WAVE	1	19
SKYWATCHERS	FIRST WAVE	3	9
Randy Miller			
SUBJECT: POLICE SIREN	FREAKYLINKS	1	11
Randy Roberts			
DUCK DAY AFTERNOON	EARLY EDITION	4	2
THE LAST UNTOUCHABLE	EARLY EDITION	3	13
THOU SHALT NOT	QUANTUM LEAP	2	7
Ray Austin			
ALL DONE WITH MIRRORS	AVENGERS,THE	7	8
ALL THAT GLISTERS	SPACE: 1999	2	9
ALPHA CHILD	SPACE: 1999	1	7
AMAZON HOT WAX	NEW ADVENTURES OF WONDER WOMAN,THE	2	16
BREAKOUT	V (1984)	1	3
COFEDERATE GOLD	SALVAGE 1	1	12
DRY SPELL	SALVAGE 1	2	4
END OF ETERNITY	SPACE: 1999	1	12
FIRESTORM	AIRWOLF	2	2
HAVE GUNS .. WILL HAGGLE	AVENGERS,THE	7	12
INN AT THE END OF THE ROAD	AIRWOLF	2	14
MISSION OF THE DARIANS	SPACE: 1999	1	9
RING AROUND THE MOON	SPACE: 1999	1	19
THE EXILES	SPACE: 1999	2	2
THE HAUNTING OF MANDERLY MANSION (aka GHOST TRAP)	SALVAGE 1	1	5
THE MISSING LINK	SPACE: 1999	1	20
THE TROUBLED SPIRIT	SPACE: 1999	1	22
Ray Danton			
KILLER INSTINCT	INCREDIBLE HULK,THE	2	8
Raymond Menmuir			
A CHORUS OF FROGS	AVENGERS,THE	2	24
DEATHDAY	OUT OF THE UNKNOWN	4	4
THE DAMNED	TALES OF MYSTERY	3	4
THE NUTSHELL	AVENGERS,THE	3	4
Rebecca DeMornay			
THE CONVERSION	OUTER LIMITS,THE (1995)	1	12
Regis Kimble			
ETERNITY	ANGEL	1	17
Rene Auberjonois			
FAMILY BUSINESS	STAR TREK: DEEP SPACE NINE	3	21
FERENGI LOVE SONGS	STAR TREK: DEEP SPACE NINE	5	20
HIPPOCRATIC OATH	STAR TREK: DEEP SPACE NINE	4	3
LET HE WHO IS WITHOUT SIN	STAR TREK: DEEP SPACE NINE	5	7
PROPHET MOTIVE	STAR TREK: DEEP SPACE NINE	3	14
QUICKENING,THE	STAR TREK: DEEP SPACE NINE	4	23
STRANGE BEDFELLOWS (PART 3 OF 10)	STAR TREK: DEEP SPACE NINE	7	19
WALTZ	STAR TREK: DEEP SPACE NINE	6	11
Rene Bonniere			
ALL THE NEWS	CODE NAME: ETERNITY	1	17
FATEL ERROR	CODE NAME: ETERNITY	1	15
THE HUNTER	CODE NAME: ETERNITY	1	3
THIEF	CODE NAME: ETERNITY	1	11
WATERY GRAVE	CODE NAME: ETERNITY	1	5

Episode Title	Name of Programme		
René Bonnière			
APPOINTMENT OF ROUTE 17	TWILIGHT ZONE,THE (1985)	S: 3	E: 15
APPROACING ZERO	LA FEMME NIKITA	S: 2	E: 4
BEYOND THE PALE	LA FEMME NIKITA	S: 3	E: 13
BRAINWASH	LA FEMME NIKITA	S: 1	E: 21
FACE IN THE MIRROR	LA FEMME NIKITA	S: 4	E: 20
GATES OF HELL	LA FEMME NIKITA	S: 3	E: 4
HALF LIFE	LA FEMME NIKITA	S: 2	E: 8
HE CAME FROM FOUR	LA FEMME NIKITA	S: 4	E: 10
HELL HATH NO FURY	LA FEMME NIKITA	S: 4	E: 12
HYPNOTIC	FIRST WAVE	S: 1	E: 4
IN THROUGH THE OUT DOOR	LA FEMME NIKITA	S: 5	E: 3
LET NO MAN PUT ASUNDER	LA FEMME NIKITA	S: 5	E: 7
NIGHTMARE ON EERIE STREET	EERIE INDIANA: THE OTHER DIMENSION	S: 1	E: 11
NOT WAS	LA FEMME NIKITA	S: 2	E: 13
OPEN HEART	LA FEMME NIKITA	S: 2	E: 9
POSSIBILITIES	MUTANT X	S: 3	E: 11
PYSCHIC PILGRIM	LA FEMME NIKITA	S: 2	E: 11
RENDEZVOUS IN A DARK PLACE	TWILIGHT ZONE,THE (1985)	S: 3	E: 25
SOMEONE ELSE'S SHADOW	LA FEMME NIKITA	S: 3	E: 2
STREET OF SHADOWS	TWILIGHT ZONE,THE (1985)	S: 3	E: 18
THE CURIIOUS CASE OF EDGAR WITHERSPOON	TWILIGHT ZONE,THE (1985)	S: 3	E: 1
THE MAN BEHIND THE CURTAIN	LA FEMME NIKITA	S: 5	E: 5
THE UNDERSIRABLES	FIRST WAVE	S: 1	E: 16
THERE ARE NO MISSIONS	LA FEMME NIKITA	S: 4	E: 2
THROUGH THE LOOKING GLASS	LA FEMME NIKITA	S: 4	E: 4
TOYS IN THE BASEMENT	LA FEMME NIKITA	S: 4	E: 18
UNDER THE BED	OUTER LIMITS,THE (1995)	S: 1	E: 10
WALK ON BY	LA FEMME NIKITA	S: 3	E: 11
WAR	LA FEMME NIKITA	S: 1	E: 19
WASTELAND	MUTANT X	S: 3	E: 8
WHAT LIES BENEATH	TRACKER	S: 1	E: 21
René Bonnière, Gilbert M. Shilton			
VERDICT	LA FEMME NIKITA	S: 1	E: 20
Rex Firkin			
THE MADISON EQUATION	JOURNEY TO THE UNKNOWN	S: 1	E: 7
Rex Tucker			
THE GUNFIGHTERS (1-4)	DOCTOR WHO	S: 3	E: 8
Reynaldo Villalobos			
DADDY DEAREST	UNSUB	S: 1	E: 4
SACRIFICE	BATTLESTAR GALACTICA (2004)	S: 2	E: 16
Reza Badiyi			
A KIND OF PRINCESS	SUPERBOY	S: 1	E: 3
BIRDWOMAN OF THE SWAMPS	SUPERBOY	S: 1	E: 15
BRAIN CHILD (aka ODYSSEY)	INCREDIBLE HULK,THE	S: 3	E: 3
CAMERA SHY	EARLY EDITION	S: 4	E: 5
CIVIL DEFENSE	STAR TREK: DEEP SPACE NINE	S: 3	E: 6
COMMON GROUND	SLIDERS	S: 4	E: 3
DEEP SHOCK	INCREDIBLE HULK,THE	S: 4	E: 4
FREE FALL	INCREDIBLE HULK,THE	S: 4	E: 2
GENESIS	SLIDERS	S: 4	E: 1
IN KOLD BLOOD	MORTAL KOMBAT : CONQUEST	S: 1	E: 17
KILLER SPORES (100 MINUTES)	MAN FROM ATLANTIS	S: 1	E: 3
LIFE SUPPORT	STAR TREK: DEEP SPACE NINE	S: 3	E: 11
LIKE A BROTHER	INCREDIBLE HULK,THE	S: 2	E: 13
LITTLE ORPHAN AIRPLANE	SIX MILLION DOLLAR MAN,THE	S: 1	E: 8
MISSING	LA FEMME NIKITA	S: 1	E: 18
MY BROTHER'S KEEPER	SLIDERS	S: 4	E: 19
MY FAVOURITE MAGICIAN	INCREDIBLE HULK,THE	S: 3	E: 5
ONE OF THEM	PHOENIX, THE	S: 1	E: 3
OPERATION FIREFLY	SIX MILLION DOLLAR MAN,THE	S: 1	E: 6
PARADISE LOST (PART 2 OF 2)	STAR TREK: DEEP SPACE NINE	S: 4	E: 11
PAST TENSE (1-2)	STAR TREK: DEEP SPACE NINE	S: 3	E: 10
RECRUIT	LA FEMME NIKITA	S: 1	E: 13
STOLEN LIES	MORTAL KOMBAT : CONQUEST	S: 1	E: 20

Episode Title	Name of Programme		
TAKE ME OUT TO THE BALL GAME	EARLY EDITION	S: 4	E: 3
THE CAT BURGLAR	HOLMES AND YOYO	S: 1	E: 12
THE COWARD	SIX MILLION DOLLAR MAN,THE	S: 1	E: 15
THE DISCIPLE	INCREDIBLE HULK,THE	S: 2	E: 16
THE DUEL OF TECHACAL	SUPERBOY	S: 1	E: 2
THE FIRE WITHIN	PHOENIX, THE	S: 1	E: 5
THE GREAT WORK	SLIDERS	S: 5	E: 4
THE LAST OF THE FOURTH OF JULYS	SIX MILLION DOLLAR MAN,THE	S: 1	E: 13
THE QUIET ROOM	INCREDIBLE HULK,THE	S: 2	E: 20
THE RUSSIAN EXCHANGE STUDENT	SUPERBOY	S: 1	E: 5
THE WATERFRONT STORY	INCREDIBLE HULK,THE	S: 1	E: 12
THICKER THAN BLOOD	MORTAL KOMBAT : CONQUEST	S: 1	E: 10
TROUBLED WATERS	SUPERBOY	S: 1	E: 10
VISIONARY	STAR TREK: DEEP SPACE NINE	S: 3	E: 15
WORLD KILLER	SLIDERS	S: 4	E: 5
YOYO TAKES A BRIDE	HOLMES AND YOYO	S: 1	E: 5
Reza Badiyi, T.J. Scott			
NOISE	LA FEMME NIKITA	S: 1	E: 16
Ric Rondell			
WALLY'S GANG	HARD TIME ON PLANET EARTH	S: 1	E: 13
Ricardo Mendez Matta			
A TALE OF TWO LISASES	WEIRD SCIENCE	S: 2	E: 5
CIRCUIT COURTSHIP	WEIRD SCIENCE	S: 2	E: 11
FUTURE BRIDE	WEIRD SCIENCE	S: 5	E: 9
GENIE JUNIOR	WEIRD SCIENCE	S: 5	E: 17
GIRL TALK	WEIRD SCIENCE	S: 5	E: 2
NIGHT OF THE SWINGIN' STEVES	WEIRD SCIENCE	S: 5	E: 16
SWITCHED AT BIRTH	WEIRD SCIENCE	S: 2	E: 9
YOU'LL NEVER EAT BRAINS IN THIS TOWN AGAIN	WEIRD SCIENCE	S: 4	E: 12
Rich Greer			
THE WHITMAN TOWER INCIDENT	PROJECT UFO	S: 2	E: 13
THE WILD BLUE YONDER INCIDENT	PROJECT UFO	S: 2	E: 5
Rich Tabach			
MIRROR IMAGE	SENTINEL, THE	S: 3	E: 14
Richard Ayoade			
HELL HATH FURY	GARTH MARENGHI'S DARKPLACE	S: 1	E: 2
ONCE UPON A BEGINNING	GARTH MARENGHI'S DARKPLACE	S: 1	E: 1
SCOTCH MIST	GARTH MARENGHI'S DARKPLACE	S: 1	E: 5
SKIPPER THE EYE CHILD	GARTH MARENGHI'S DARKPLACE	S: 1	E: 3
THE APES OF WRATH	GARTH MARENGHI'S DARKPLACE	S: 1	E: 4
THE CREEPING MOSS FROM THE SHORES OF SHUGGOTH	GARTH MARENGHI'S DARKPLACE	S: 1	E: 6
Richard Benedict			
GENESIS	INVADERS,THE (1967)	S: 1	E: 5
GIANT	MAN FROM ATLANTIS	S: 1	E: 8
THE CONDEMNED	INVADERS,THE (1967)	S: 1	E: 17
Richard Bramwell			
SPECIAL OFFER	BEASTS	S: 1	E: 6
Richard Bugajski			
MANY,MANY MONKEYS	TWILIGHT ZONE,THE (1985)	S: 3	E: 26
MEMORIES	TWILIGHT ZONE,THE (1985)	S: 3	E: 6
ROOM 2426	TWILIGHT ZONE,THE (1985)	S: 3	E: 22
Richard C. Bennett			
THE HIGH AND DEADLY AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 28
THE KOOKY SPOOK AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 29
Richard C. Sarafian			
BATMAN SETS THE PACE	BATMAN (1966)	S: 1	E: 26
LIVING DOLL	TWILIGHT ZONE,THE (1958)	S: 5	E: 6
THE JOKER TRUMPS AN ACE	BATMAN (1966)	S: 1	E: 25
THE ROMANY LIE AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 12
Richard Carlson			
CHRISTMAS ON THE MOON	MEN INTO SPACE	S: 1	E: 12
Richard Ciupka			
THE FACE OF HELEN BOURNOW	HUNGER, THE	S: 1	E: 18

Episode Title	Name of Programme		
Richard Clark			
EPISODE 11	LIFE ON MARS	S: 2	E: 3
EPISODE 12	LIFE ON MARS	S: 2	E: 4
GRIDLOCK	DOCTOR WHO (2005)	S: 3	E: 3
THE LAZARUS EXPERIMENT	DOCTOR WHO (2005)	S: 3	E: 6
Richard Colla			
DON'T LOOK BACK	SOMETHING IS OUT THERE	S: 1	E: 2
GLADIATOR	SOMETHING IS OUT THERE	S: 1	E: 1
THE HEARSE OF ANOTHER COLOUR	SOMETHING IS OUT THERE	S: 1	E: 7
THE LAST OUTPOST	STAR TREK: THE NEXT GENERATION	S: 1	E: 4
Richard Collar			
SAGA OF A STAR WORLD (1-3)	BATTLESTAR GALATICA	S: 1	E: 1
Richard Compton			
ARABIAN	STREET HAWK	S: 1	E: 11
AS TIMES GO BY	SLIDERS	S: 2	E: 13
BELIEVERS	BABYLON 5	S: 1	E: 11
CRITICAL MASS	BURNING ZONE, THE	S: 1	E: 12
DEAD MAN SLIDING	SLIDERS	S: 3	E: 10
DINOSLIDE	SLIDERS	S: 3	E: 22
DOUBLE CROSS	SLIDERS	S: 3	E: 2
GRAIL	BABYLON 5	S: 1	E: 16
HAVEN	STAR TREK: THE NEXT GENERATION	S: 1	E: 10
INFECTION	BABYLON 5	S: 1	E: 5
INTO THE MYSTIC	SLIDERS	S: 2	E: 1
INVASION	SLIDERS	S: 2	E: 12
INVOCATION	X FILES,THE	S: 8	E: 5
LETHAL INJECTION	BURNING ZONE, THE	S: 1	E: 6
LIKE WATER FOR OCTANE	LONE GUNMEN, THE	S: 1	E: 4
MEDUSA	X FILES,THE	S: 8	E: 12
MIDNIGHT ON THE FIRING LINE	BABYLON 5	S: 1	E: 2
NEW GODS FOR OLD	SLIDERS	S: 5	E: 5
ON WINGS OF ANGELS	BURNING ZONE, THE	S: 1	E: 19
OTIS, CALIFORNIA	PROFILER	S: 3	E: 14
PRISONER X	SENTINEL, THE	S: 3	E: 12
SEASONS'S GREEDINGS	SLIDERS	S: 3	E: 12
SENTINEL TOO (PART 1)	SENTINEL, THE	S: 3	E: 23
STRANGERS AND COMRADES	SLIDERS	S: 5	E: 3
THE EYES BEYOND	M.A.N.T.I.S.	S: 1	E: 14
THE GATHERING	BABYLON 5	S: 1	E: 1
THE LYING GAME	LONE GUNMEN, THE	S: 1	E: 11
THE PRINCE OF SLIDES	SLIDERS	S: 3	E: 9
THE WAR PRAYER	BABYLON 5	S: 1	E: 8
THE YOUNG AND THE RELENTLESS	SLIDERS	S: 2	E: 11
THE ZONE TROOPERS BUILD MEN	OTHERWORLD	S: 1	E: 2
WHAT'S LOVE GOT TO DO WITH IT?	PROFILER	S: 3	E: 21
Richard Crenna			
TURNABOUT	TURNABOUT	S: 1	E: 1
Richard Donner			
AND THEN I WROTE HAPPY BIRTHDAY TO YOU	IT'S ABOUT TIME	S: 1	E: 1
COME WANDER WITH ME	TWILIGHT ZONE,THE (1958)	S: 5	E: 34
FROM AGNES WITH LOVE	TWILIGHT ZONE,THE (1958)	S: 5	E: 20
NIGHTMARE AT 20,000 FEET	TWILIGHT ZONE,THE (1958)	S: 5	E: 4
SOUNDS AND SILENCES	TWILIGHT ZONE,THE (1958)	S: 5	E: 27
THE BRAIN CENTRE AT WHIPPLE'S	TWILIGHT ZONE,THE (1958)	S: 5	E: 33
THE IOWA SCUBA AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 1	E: 2
THE JEOPARDY ROOM	TWILIGHT ZONE,THE (1958)	S: 5	E: 29
THE QUADRIPARTITE AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 1	E: 3
Richard Flower			
BUNKER HILL	ANDROMEDA	S: 2	E: 11
DELEND EST	ANDROMEDA	S: 3	E: 11
DIVIDED LOYALTIES	MUTANT X	S: 3	E: 15
EXALTED REASON, RESPLENDENT DAUGHTER	ANDROMEDA	S: 4	E: 10
HARPER 2.0	ANDROMEDA	S: 1	E: 14
HARPER/DELETE	ANDROMEDA	S: 4	E: 5
PHEAR PHACTOR PHENOM	ANDROMEDA	S: 5	E: 3

Episode Title	Name of Programme		
PITILESS AS THE SUN	ANDROMEDA	S: 2	E: 4
THE ESCHATOLOGY OF OUR PRESENT	ANDROMEDA	S: 5	E: 5
THE KNIGHT, DEATH, AND THE DEVIL	ANDROMEDA	S: 2	E: 20
THE RIGHT HORSE	ANDROMEDA	S: 3	E: 14
TWILIGHT OF THE IDOLS	ANDROMEDA	S: 3	E: 20
Richard Franklin			
ONCE UPON A TIME IN THE CITY OF NEW YORK	BEAUTY AND THE BEAST	S: 1	E: 1
RESCUE	BEASTMASTER: THE LEGEND CONTINUES	S: 1	E: 21
Richard Friedman			
SOUL MATES	LOIS AND CLARK	S: 4	E: 3
Richard Heus			
WALK, DON'T RUN	EARLY EDITION	S: 2	E: 13
Richard Irving			
HAWKE'S RUN	AIRWOLF	S: 3	E: 18
THE MOON AND THE DESERT (1-2)	SIX MILLION DOLLAR MAN,THE	S: 1	E: 1
Richard J. Lewis			
ABANDON EARTH	SUPERBOY	S: 2	E: 18
MICROBOY	SUPERBOY	S: 2	E: 15
PEOPLE VS.METALLO	SUPERBOY	S: 3	E: 17
REBIRTH (1-2)	SUPERBOY	S: 3	E: 15
ROADS NOT TAKEN (1-2)	SUPERBOY	S: 3	E: 4
RUN, DRACULA, RUN	SUPERBOY	S: 2	E: 16
SONS OF ICARUS	SUPERBOY	S: 3	E: 5
SUPER MENACE!	SUPERBOY	S: 2	E: 13
SUPERBOY...LOST	SUPERBOY	S: 3	E: 9
Richard Jasek			
CHECKMATE	WICKED SCIENCE	S: 1	E: 25
CLONE VYNER	WICKED SCIENCE	S: 1	E: 24
ENDGAME	WICKED SCIENCE	S: 1	E: 26
EXCURSION	WICKED SCIENCE	S: 1	E: 19
EXPLODING MELON	WICKED SCIENCE	S: 1	E: 15
FAME	WICKED SCIENCE	S: 1	E: 16
NANNA	WICKED SCIENCE	S: 1	E: 20
RUSS RAMPANT	WICKED SCIENCE	S: 1	E: 22
SECRET LAB	WICKED SCIENCE	S: 1	E: 14
TRACTOR BEAM	WICKED SCIENCE	S: 1	E: 23
TRANSPORTER	WICKED SCIENCE	S: 1	E: 17
VIRTUAL GAME	WICKED SCIENCE	S: 1	E: 21
WEIRD DATE	WICKED SCIENCE	S: 1	E: 18
Richard Kinon			
A COUPLE OF SAD DADS	SECOND HUNDRED YEARS,THE	S: 1	E: 10
A DIFFERENT KIND OF BUG	SECOND HUNDRED YEARS,THE	S: 1	E: 25
A GIFT FOR THE GIFTED	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 3
A SIMPLE SON OF SOIL	SECOND HUNDRED YEARS,THE	S: 1	E: 5
ALL THE NUDE THAT'S FIT TO PRINT	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 5
BEAUTY ON PARADE	NEW ORIGINAL WONDER WOMAN,THE	S: 1	E: 4
DON'T TAKE ANY WOODEN INDIANS	CAPTAIN NICE	S: 1	E: 7
DUDE HAND LUKE	SECOND HUNDRED YEARS,THE	S: 1	E: 23
HOW GREEN WAS LAS VEGAS	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 4
KEY WITNESS	HOLMES AND YOYO	S: 1	E: 9
LITTLE LADY X	SECOND HUNDRED YEARS,THE	S: 1	E: 3
LOVE ON THE DOUBLE	SECOND HUNDRED YEARS,THE	S: 1	E: 22
LUKE A-LIKES	SECOND HUNDRED YEARS,THE	S: 1	E: 13
LUKE AND COMRADE TANYA	SECOND HUNDRED YEARS,THE	S: 1	E: 26
OH DAD, OH DAD, THEY THAWED OUT GRANDPA AND I'M FEELING SO SAD	SECOND HUNDRED YEARS,THE	S: 1	E: 2
PAY DIRT	SECOND HUNDRED YEARS,THE	S: 1	E: 4
REMEMBER THE MAINE	SECOND HUNDRED YEARS,THE	S: 1	E: 9
RIGHT OF WAY	SECOND HUNDRED YEARS,THE	S: 1	E: 18
THE ABOMINABLE ICEMAN	SECOND HUNDRED YEARS,THE	S: 1	E: 16
THE GREENING OF AUNT FRAN	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 15
THE NEW BROOM	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 22
THE SOUR GRAPEVINE	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 18
WHATEVER LOLA WANTS	CAPTAIN NICE	S: 1	E: 9

Episode Title	Name of Programme		
Richard L. Bare			
NICK OF TIME	TWILIGHT ZONE,THE (1958)	S: 2	E: 7
THE FUGITIVE	TWILIGHT ZONE,THE (1958)	S: 3	E: 25
THE PRIME MOVER	TWILIGHT ZONE,THE (1958)	S: 2	E: 21
THE PURPLE TESTAMENT	TWILIGHT ZONE,THE (1958)	S: 1	E: 19
THIRD FROM THE SUN	TWILIGHT ZONE,THE (1958)	S: 1	E: 14
TO SERVE MAN	TWILIGHT ZONE,THE (1958)	S: 3	E: 24
WHAT'S IN THE BOX	TWILIGHT ZONE,THE (1958)	S: 5	E: 24
Richard Laxton			
THE BATTLE MORE COSTLY	INVASION: EARTH	S: 1	E: 5
THE FALL OF MAN	INVASION: EARTH	S: 1	E: 4
THE SHUTTERER OF WORLDS	INVASION: EARTH	S: 1	E: 6
Richard Martin			
THE CHASE (1-4)	DOCTOR WHO	S: 2	E: 8
THE DALEK INVASION OF EARTH (1-6)	DOCTOR WHO	S: 2	E: 2
THE PLAGUE	TRACKER	S: 1	E: 5
THE WEB PLANET (1-6)	DOCTOR WHO	S: 2	E: 5
Richard Martin, Frank Cox			
INSIDE THE SPACESHIP (1-2)	DOCTOR WHO	S: 1	E: 3
Richard Milton			
BABALAO	INCREDIBLE HULK,THE	S: 3	E: 10
Richard Moder			
CARNIVAL OF SPIES	SIX MILLION DOLLAR MAN,THE	S: 4	E: 17
DEATH PROBE (1-2)	SIX MILLION DOLLAR MAN,THE	S: 4	E: 13
KILLER WIND	SIX MILLION DOLLAR MAN,THE	S: 5	E: 4
LAST KAMIKAZE	SIX MILLION DOLLAR MAN,THE	S: 2	E: 15
THE BIONIC WOMAN (1-2)	SIX MILLION DOLLAR MAN,THE	S: 2	E: 18
THE CHESHIRE PROJECT	SIX MILLION DOLLAR MAN,THE	S: 5	E: 8
THE I-MAN INCIDENT	PROJECT UFO	S: 2	E: 10
THE MOST DANGEROUS ENEMY	SIX MILLION DOLLAR MAN,THE	S: 4	E: 4
THE PRICE OF LIBERTY	SIX MILLION DOLLAR MAN,THE	S: 3	E: 2
THE RETURN OF THE BIONIC WOMAN (1-2)	SIX MILLION DOLLAR MAN,THE	S: 3	E: 1
THE SONG AND DANCE SPY	SIX MILLION DOLLAR MAN,THE	S: 3	E: 3
Richard Mueller			
CLOUDHOLM	HYPERNAUTS	S: 1	E: 5
Richard O'Brien-Moran			
ENDGAME	2030 CE	S: 2	E: 12
INTO THE LION'S LAIR	2030 CE	S: 1	E: 12
PLAN B	2030 CE	S: 1	E: 13
REUNION	2030 CE	S: 2	E: 13
WHERE'S ROBBY (PART 1 OF 2)	2030 CE	S: 2	E: 1
Richard Quine			
THE WASHINGTON DC INCIDENT	PROJECT UFO	S: 1	E: 1
Richard T. Heffron			
V : THE FINAL BATTLE PART 1	V (1982)	S: 1	E: 3
V : THE FINAL BATTLE PART 3	V (1982)	S: 1	E: 5
V: THE FINAL BATTLE PART 2	V (1982)	S: 1	E: 4
Richmond Harding			
DEAD ON COURSE	AVENGERS,THE	S: 2	E: 14
IMMORTAL CLAY	AVENGERS,THE	S: 2	E: 16
MEDICINE SHOW	OUT OF THIS WORLD	S: 1	E: 7
MR TEDDY BEAR	AVENGERS,THE	S: 2	E: 1
SIX HANDS ACROSS A TABLE	AVENGERS,THE	S: 2	E: 25
THE MAURITIUS MAN	AVENGERS,THE	S: 2	E: 7
THE WHITE DWARF	AVENGERS,THE	S: 2	E: 21
TRAITOR IN ZEBRA	AVENGERS,THE	S: 2	E: 11
Rick Bennewitz			
CORNERED	LAND OF THE LOST (1974)	S: 3	E: 6
HOT-AIR ARTIST	LAND OF THE LOST (1974)	S: 3	E: 8
MEDUSA	LAND OF THE LOST (1974)	S: 3	E: 5
SCARAB	LAND OF THE LOST (1974)	S: 3	E: 12
SURVIVAL KIT	LAND OF THE LOST (1974)	S: 3	E: 2
THE ORB	LAND OF THE LOST (1974)	S: 3	E: 3

Episode Title	Name of Programme		
Rick Drew			
THE ENDANGERED	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 21
Rick Friedberg			
WISH BANK	TWILIGHT ZONE,THE (1985)	S: 1	E: 10
Rick Goth			
OH,TANNERBAUM	ALF	S: 1	E: 12
Rick Jacobson			
CHOICES	CLEOPATRA 2525	S: 1	E: 8
FLYING LESSONS	CLEOPATRA 2525	S: 1	E: 3
HOME (PART 1 OF 2)	CLEOPATRA 2525	S: 1	E: 5
MAUSER'S DAY OUT	CLEOPATRA 2525	S: 2	E: 5
RESCUE (PART 2 OF 2)	CLEOPATRA 2525	S: 1	E: 6
SLIPPING INTO DARKNESS	LA FEMME NIKITA	S: 3	E: 9
THE WATCH	CLEOPATRA 2525	S: 2	E: 1
UNDER THE INFLUENCE	LA FEMME NIKITA	S: 3	E: 10
UNDYING DREAM	MORTAL KOMBAT : CONQUEST	S: 1	E: 7
Rick Rosenthal			
BAD BLOOD	DRESDEN FILES, THE	S: 1	E: 5
CURE	SMALLVILLE	S: 7	E: 4
HOOPS	EARLY EDITION	S: 1	E: 6
LEXMAS	SMALLVILLE	S: 5	E: 9
MOB WIFE	EARLY EDITION	S: 1	E: 13
PILOT	FLASH GORDON (2007)	S: 1	E: 1
PROMISE	SMALLVILLE	S: 6	E: 16
RUSH	SMALLVILLE	S: 2	E: 14
SUBTERRANEAN	SMALLVILLE	S: 6	E: 9
VISITOR	SMALLVILLE	S: 2	E: 18
Rick Stevenson			
BLUES	SO WEIRD	S: 2	E: 16
CONSPIRACY THEORY	FLASH GORDON (2007)	S: 1	E: 10
MEMORY	SO WEIRD	S: 1	E: 3
TROLL	SO WEIRD	S: 2	E: 19
Rick Stroud			
DEATH IN THE FAMILY	CRIME TRAVELLER	S: 1	E: 2
NOBODY DOES IT BETTER	VANISHING MAN,THE	S: 1	E: 2
NOT FADE AWAY	VANISHING MAN,THE	S: 1	E: 3
NOTHING UP MY SLEEVE	VANISHING MAN,THE	S: 1	E: 4
SEE NO EVIL	WANDERER,THE	S: 1	E: 10
SINS OF THE FATHER	CRIME TRAVELLER	S: 1	E: 5
THE BROKEN CRYSTAL	CRIME TRAVELLER	S: 1	E: 8
THE REVENGE OF THE CHRONOLOGY PROTECTION HYPOTHESIS	CRIME TRAVELLER	S: 1	E: 4
WASTE NOT, WANT NOT	WANDERER,THE	S: 1	E: 11
Rick Wallace			
BAT MASTERSON	EARLY EDITION	S: 1	E: 15
EPISODE 7	SURFACE	S: 1	E: 7
NOCTURNE	SMALLVILLE	S: 2	E: 5
PILOT	PRETENDER, THE	S: 1	E: 1
WITNESS	SMALLVILLE	S: 2	E: 20
Rick Wiener			
JOEL STRIKES BACK	DO OVER	S: 1	E: 2
Ridley Scott			
DEATH BEGINS AT SEVENTY	ADAM ADAMENT LIVES!	S: 2	E: 8
LEAGUE OF UNCHARITABLE LADIES	ADAM ADAMENT LIVES!	S: 1	E: 13
THE RESURRECTIONIST	ADAM ADAMENT LIVES!	S: 2	E: 11
Risa Bramon Garcia			
ANOTHER LIFE	TWILIGHT ZONE, THE (2002)	S: 1	E: 27
HOMECOMING	TWILIGHT ZONE, THE (2002)	S: 1	E: 42
Rob Bowman			
"PILOT"	LONE GUNMEN, THE	S: 1	E: 1
"PILOT"	DAYBREAK	S: 1	E: 1
731	X FILES,THE	S: 3	E: 10
A MATTER OF HONOR	STAR TREK: THE NEXT GENERATION	S: 2	E: 8
AKA KANSAS	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 15

Science Fiction Directors

Episode Title	Name of Programme	S:	E:
AQUA MALA	X FILES,THE	6	12
AUBREY	X FILES,THE	2	12
BIOGENESIS (PART 1 OF 3)	X FILES,THE	6	21
BROTHERS	STAR TREK: THE NEXT GENERATION	4	3
CEASE FIRE	M.A.N.T.I.S.	1	4
DATALORE	STAR TREK: THE NEXT GENERATION	1	12
DOD KALM	X FILES,THE	2	19
DRIVE	X FILES,THE	6	2
ELEMENTARY, DEAR DATA	STAR TREK: THE NEXT GENERATION	2	3
EN AMI	X FILES,THE	7	15
END GAME	X FILES,THE	2	17
F EMASCULATA	X FILES,THE	2	22
FIFTEEN WITH WANDA	ALIEN NATION	1	4
FIRE IN THE HEART	M.A.N.T.I.S.	1	9
FOLIE A DEUX	X FILES,THE	5	19
FRESH BONES	X FILES,THE	2	15
FRIGHTMARE	HIGHWAYMAN,THE	1	8
GENDERBENDER	X FILES,THE	1	14
HEART OF GLORY	STAR TREK: THE NEXT GENERATION	1	19
JOSE CHUNG'S 'FROM OUTER SPACE'	X FILES,THE	3	20
JUSTICE	QUANTUM LEAP	4	4
KILL SWITCH	X FILES,THE	5	11
LOVE AND DEATH	VR5	1	3
MANHUNT	STAR TREK: THE NEXT GENERATION	2	19
METAMORPHIC ANTROPOIDIC PROTOTYPE OVER YOU	PROBE	1	4
MOMENTO MORI	X FILES,THE	4	15
NEVER AGAIN	X FILES,THE	4	14
NISEI	X FILES,THE	3	9
ONE SON (PART 2 OF 2)	X FILES,THE	6	11
ORISON	X FILES,THE	7	7
OUR TOWN	X FILES,THE	2	24
PAPER CLIP	X FILES,THE	3	2
PAPER HEARTS	X FILES,THE	4	10
PIPER MARU	X FILES,THE	3	15
PUSHER	X FILES,THE	3	17
Q WHO?	STAR TREK: THE NEXT GENERATION	2	16
SHADES OF GRAY	STAR TREK: THE NEXT GENERATION	2	22
SLEEPLESS	X FILES,THE	2	4
SUMMER OF '45	HIGHWAYMAN,THE	1	5
SYZGY	X FILES,THE	3	13
TEMPUS FUGIT (PART 1 OF 2)	X FILES,THE	4	17
TERMA	X FILES,THE	4	9
TERMS OF ENDEARMENT	X FILES,THE	6	6
THE BATTLE	STAR TREK: THE NEXT GENERATION	1	8
THE CHILD	STAR TREK: THE NEXT GENERATION	2	1
THE DAUPHIN	STAR TREK: THE NEXT GENERATION	2	10
THE FIELD WHERE I DIED	X FILES,THE	4	5
THE PINE BLUFF VARIANT	X FILES,THE	5	18
THE WALK	X FILES,THE	3	7
TOO SHORT A SEASON	STAR TREK: THE NEXT GENERATION	1	15
TREVOR	X FILES,THE	6	16
TUNGUSKA	X FILES,THE	4	8
UNRUHE	X FILES,THE	4	4
WARZONE	HIGHWAYMAN,THE	1	9
WET WIRED	X FILES,THE	3	23
WHAT IF HE LET'S HER GO	DAYBREAK	1	3
WHAT IF IT'S HIM	DAYBREAK	1	13
WHAT IF THEY FIND HIM	DAYBREAK	1	6
WHAT IF THEY RUN	DAYBREAK	1	2
Rob De Lint			
CH-CH-CH-CHANGES	2030 CE	1	2
FIRST ASSIGNMENT	2030 CE	1	3
GET VICTOR	2030 CE	2	4
Rob Hedden			
FUSION	ENTERPRISE	1	16

Episode Title	Name of Programme		
Rob King			
BATTERIES NOT INCLUDED	2030 CE	S: 2	E: 11
LIVE BAIT	2030 CE	S: 1	E: 10
PRISONERS	2030 CE	S: 2	E: 10
TRIAL AND PUNISHMENT	2030 CE	S: 1	E: 11
Rob LaBelle			
LEGACY	FIRST WAVE	S: 3	E: 14
UNDERWORLD	FIRST WAVE	S: 2	E: 20
Rob Malenfant			
BACK TO NATURE	MASKED RIDER	S: 1	E: 22
BATTLE OF THE BANDS	MASKED RIDER	S: 1	E: 17
DANCE CRAZY	MASKED RIDER	S: 1	E: 12
DEX AT BAT	MASKED RIDER	S: 2	E: 9
FERBUS' DAY OUT	MASKED RIDER	S: 1	E: 20
FERBUS MAXIMUS	MASKED RIDER	S: 1	E: 18
INDIGESTION	MASKED RIDER	S: 2	E: 8
JOBLESS	MASKED RIDER	S: 1	E: 21
PASSENGER FERBUS	MASKED RIDER	S: 2	E: 2
RACE AGAINST TIME	MASKED RIDER	S: 2	E: 6
SATURDAY MORNING INVASION	MASKED RIDER	S: 2	E: 1
SHOWDOWN AT LEAWOOD HIGH	MASKED RIDER	S: 1	E: 24
THE EYES OF EDENOI	MASKED RIDER	S: 2	E: 11
THE GREEN-EYED MONSTER	MASKED RIDER	S: 1	E: 13
THE INVASION OF LEAWOOD	MASKED RIDER	S: 2	E: 10
UNMASKED RIDER	MASKED RIDER	S: 1	E: 19
Rob Spera			
FACE THE MUSIC	BLACK SCORPION	S: 1	E: 20
FIRE AND BRIMSTONE	BLACK SCORPION	S: 1	E: 13
OUT OF THIN AIR	BLACK SCORPION	S: 1	E: 6
WAVE GOODBYE	BLACK SCORPION	S: 1	E: 2
Rob Stewart			
THE CONTENDER	TIME TRAX	S: 1	E: 7
Robby Benson			
"PILOT"	SABRINA THE TEENAGE WITCH	S: 1	E: 1
SWEET AND SOUR VICTORY	SABRINA THE TEENAGE WITCH	S: 1	E: 10
Robert A. Hudecek			
SLIDE BY WIRE	SLIDERS	S: 4	E: 16
THE CHASM	SLIDERS	S: 4	E: 20
Robert A. Keats			
VANESSA 38-24-36	QUARK	S: 1	E: 7
Robert Asher			
IT'S YOUR FUNERAL	PRISONER, THE	S: 1	E: 11
MURDERSVILLE	AVENGERS, THE	S: 6	E: 7
THE GUN-RUNNERS	CHAMPIONS, THE	S: 1	E: 29
THE MISSION	CHAMPIONS, THE	S: 1	E: 19
THE NIGHT PEOPLE	CHAMPIONS, THE	S: 1	E: 23
THE SEA-THROUGH MAN	AVENGERS, THE	S: 5	E: 4
THE SILENT ENEMY	CHAMPIONS, THE	S: 1	E: 20
YOU HAVE JUST BEEN MURDERED	AVENGERS, THE	S: 6	E: 5
Robert Becker			
THE OUTRAGEOUS OKONA	STAR TREK: THE NEXT GENERATION	S: 2	E: 4
WE'LL ALWAYS HAVE PARIS	STAR TREK: THE NEXT GENERATION	S: 1	E: 23
Robert Berlinger			
AB-DICK-TED	THIRD ROCK FROM THE SUN	S: 1	E: 10
ANGRY DICK	THIRD ROCK FROM THE SUN	S: 1	E: 12
ART OF DICK	THIRD ROCK FROM THE SUN	S: 1	E: 11
ASSUALT WITH A DEADLY DICK	THIRD ROCK FROM THE SUN	S: 1	E: 14
BODY AND SOUL AND DICK	THIRD ROCK FROM THE SUN	S: 1	E: 8
DICK BEHAVES BADLY	THIRD ROCK FROM THE SUN	S: 2	E: 19
DICK IS FROM MARS, SALLY IS FROM VENUS	THIRD ROCK FROM THE SUN	S: 1	E: 2
DICK JOKES	THIRD ROCK FROM THE SUN	S: 2	E: 10
DICK LIKE ME	THIRD ROCK FROM THE SUN	S: 1	E: 15
DICK THE VOTE	THIRD ROCK FROM THE SUN	S: 2	E: 5
DICK, SMOKER	THIRD ROCK FROM THE SUN	S: 1	E: 5

Episode Title	Name of Programme	S:	E:
DICKMALION	THIRD ROCK FROM THE SUN	2	20
DICK'S FIRST BIRTHDAY	THIRD ROCK FROM THE SUN	1	4
DICKS THEY ARE A CHAGIN'	THIRD ROCK FROM THE SUN	1	13
FATHER KNOWS DICK	THIRD ROCK FROM THE SUN	1	19
FORZEN DICK	THIRD ROCK FROM THE SUN	1	17
FOURTH AND DICK	THIRD ROCK FROM THE SUN	2	6
GOBBLE, GOBBLE, DICK, DICK	THIRD ROCK FROM THE SUN	2	9
GREEN EYED DICK	THIRD ROCK FROM THE SUN	1	6
GUILTY AS DICK	THIRD ROCK FROM THE SUN	2	15
HOTEL DICK	THIRD ROCK FROM THE SUN	2	2
I BRAKE FOR DICK	THIRD ROCK FROM THE SUN	2	18
I ENJOY BEING A DICK	THIRD ROCK FROM THE SUN	1	16
JOLLY OLD ST. DICK	THIRD ROCK FROM THE SUN	2	11
LONELY DICK	THIRD ROCK FROM THE SUN	1	7
MUCH ADO ABOUT DICK	THIRD ROCK FROM THE SUN	2	4
MY MOTHER IS AN ALIEN	THIRD ROCK FROM THE SUN	2	8
POST-NASAL DICK	THIRD ROCK FROM THE SUN	1	3
PROUD DICK	THIRD ROCK FROM THE SUN	2	13
ROMEO & JULIET & DICK	THIRD ROCK FROM THE SUN	2	14
SAME OLD SONG AND DICK	THIRD ROCK FROM THE SUN	2	16
SEE DICK CONTINUE TO RUN (2 PARTS)	THIRD ROCK FROM THE SUN	2	1
SELFISH DICK	THIRD ROCK FROM THE SUN	1	18
THE BIG ANGRY VIRGIN FROM OUTER SPACE	THIRD ROCK FROM THE SUN	2	3
TRUTH OR DICK	THIRD ROCK FROM THE SUN	1	9
WORLD'S GREATEST DICK	THIRD ROCK FROM THE SUN	2	7
Robert Butler			
"PILOT"	LOIS AND CLARK	1	1
CAESAR AND ME	TWILIGHT ZONE,THE (1958)	5	28
FINE FEATHERED FINKS	BATMAN (1966)	1	3
HI DIDDLE RIDDLE	BATMAN (1966)	1	1
INSTANT FREEZE	BATMAN (1966)	1	7
PANIC	INVADERS,THE (1967)	1	14
PENGUIN'S A JINX	BATMAN (1966)	1	4
RATS LIKE CHEESE	BATMAN (1966)	1	8
SMACK IN THE MIDDLE	BATMAN (1966)	1	2
THE CAGE	STAR TREK	1	1
THE ENCOUNTER	TWILIGHT ZONE,THE (1958)	5	31
THE ENEMY	INVADERS,THE (1967)	2	5
THE TRIAL	INVADERS,THE (1967)	2	6
Robert C. Cooper			
CRUSADE	STARGATE SG1	9	19
DOPPELGANGER	STARGATE: ATLANTIS	4	4
SATEDA	STARGATE: ATLANTIS	3	4
UNENDING	STARGATE SG1	10	20
Robert C. Thompson			
DON'T MESS AROUND WITH JIM	GREATEST AMERICAN HERO,THE	2	3
HERE'S LOOKING AT YOU,KID	GREATEST AMERICAN HERO,THE	1	3
NOW YOU SEE IT. . .	GREATEST AMERICAN HERO,THE	2	10
Robert Chenault			
FATAL FLAW	STARMAN	1	3
PEREGRINE	STARMAN	1	8
THE DELIQUENT	SHAZAM!	1	14
Robert Culp			
LILACS, MR. MAXWELL	GREATEST AMERICAN HERO,THE	2	22
VANITY,SAYS THE PREACHER	GREATEST AMERICAN HERO,THE	3	13
Robert Day			
FROM VENUS WITH LOVE	AVENGERS,THE	5	1
LOGAN'S RUN	LOGAN'S RUN	1	1
MISSION ... HIGHLY IMPROBABLE	AVENGERS,THE	6	8
NEVER, NEVER SAY DIE	AVENGERS,THE	5	10
RETURN OF THE CYBERNAUTS	AVENGERS,THE	6	1
THE \$50,000 BREAKFAST	AVENGERS,THE	6	3
THE MIRACLE	INVADERS,THE (1967)	2	22
THE PEACEMAKER	INVADERS,THE (1967)	2	20
THE POSITIVE NEGATIVE MAN	AVENGERS,THE	6	6

Episode Title	Name of Programme		
Robert Doherty			
BLISS	STAR TREK: VOYAGER	S: 5	E: 14
Robert Douglas			
COUNTER-ATTACK	INVADERS,THE (1967)	S: 2	E: 17
FIGHTING O'HAVEN	FUTURE COP	S: 1	E: 2
THE DOOM BUGGY	SHAZAM!	S: 1	E: 7
THE KANSAS CITY KID	FUTURE COP	S: 1	E: 6
THE LEGACY	IMMORTAL, THE	S: 1	E: 5
THE NAKED MONTAGUE	MAN FROM ATLANTIS	S: 1	E: 12
THE PROPHET	INVADERS,THE (1967)	S: 2	E: 10
THE QUEEN'S GAMBIT	IMMORTAL, THE	S: 1	E: 9
THE TOYMAKER	LOST IN SPACE	S: 2	E: 18
Robert Downey			
CHILDREN'S ZOO	TWILIGHT ZONE,THE (1985)	S: 1	E: 7
TOOTH AND CONSEQUENCES	TWILIGHT ZONE,THE (1985)	S: 1	E: 41
Robert Duncan McNeill			
BODY AND SOUL	STAR TREK: VOYAGER	S: 7	E: 7
CHUCK VERSUS THE HELICOPTER	CHUCK	S: 1	E: 2
CHUCK VERSUS THE SANDWORM	CHUCK	S: 1	E: 6
CHUCK VERSUS THE TRUTH	CHUCK	S: 1	E: 8
COLD FRONT	ENTERPRISE	S: 1	E: 10
SACRED GROUND	STAR TREK: VOYAGER	S: 3	E: 7
SOMEONE TO WATCH OVER ME	STAR TREK: VOYAGER	S: 5	E: 21
THE BREACH	ENTERPRISE	S: 2	E: 21
TWILIGHT	ENTERPRISE	S: 3	E: 8
UNITY	STAR TREK: VOYAGER	S: 3	E: 16
Robert Ellis Miller			
THE CHANGING OF THE GUARD	TWILIGHT ZONE,THE (1958)	S: 3	E: 37
Robert Enrico			
AN OCCURANCE AT OLD CREAK BRIDGE	TWILIGHT ZONE,THE (1958)	S: 5	E: 22
Robert Florey			
MOONSTONE	OUTER LIMITS,THE (1963)	S: 1	E: 24
PERCHANCE TO DREAM	TWILIGHT ZONE,THE (1958)	S: 1	E: 9
THE FEVER	TWILIGHT ZONE,THE (1958)	S: 1	E: 17
THE LONG MORROW	TWILIGHT ZONE,THE (1958)	S: 5	E: 16
Robert Foster			
SHORT NOTICE	KNIGHT RIDER	S: 1	E: 21
Robert Friend			
OPERATION ICEMAN	SEARCH (aka SEARCH CONTROL)	S: 1	E: 7
Robert Fuest			
GAME	AVENGERS,THE	S: 7	E: 2
MY WILDEST DREAM	AVENGERS,THE	S: 7	E: 28
PANDORA	AVENGERS,THE	S: 7	E: 31
TAKE ME TO YOUR LEADER	AVENGERS,THE	S: 7	E: 23
TAKEOVER	AVENGERS,THE	S: 7	E: 30
THE ROTTERS	AVENGERS,THE	S: 7	E: 15
THEY KEEP KILLING STEED	AVENGERS,THE	S: 7	E: 13
Robert Ginty			
AKA SUPERMAN	LOIS AND CLARK	S: 4	E: 16
GHOSTS	LOIS AND CLARK	S: 4	E: 9
HONEY, I KNOW WHAT YOUR'RE THINKING	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 10
HONEY, YOU''VE GOT NINE LIVES	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 6
MARCH IN TIME	EARLY EDITION	S: 2	E: 8
NATIVE SON	TRACKER	S: 1	E: 11
THE FAMILY HOUR	LOIS AND CLARK	S: 4	E: 22
THE MIRACLE	TRACKER	S: 1	E: 13
THE PEOPLE VS. LOIS LANE (PART 1)	LOIS AND CLARK	S: 4	E: 6
Robert Gist			
I DREAM OF GENIE	TWILIGHT ZONE,THE (1958)	S: 4	E: 12
THE GALILEO SEVEN	STAR TREK	S: 1	E: 16
Robert Glatzer			
INQUISTION	INVADERS,THE (1967)	S: 2	E: 25
Robert Harmon			

Episode Title	Name of Programme			
MAIL CALL	LEVEL 9	S: 1	E: 1	
Robert Hays				
THE TEST	STARMAN	S: 1	E: 21	
Robert Hughes				
A BAD REFLECTION ON YOU	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 36	
A PIG SURPRISE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 38	
BIRDS OF A FEATHER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 34	
CRYSTAL OF NIGHTMARES	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 41	
DANGER IN THE DEEP	VR TROOPERS	S: 1	E: 27	
FIDDLER ON THE LOOSE	VR TROOPERS	S: 1	E: 42	
FOOD FIGHT	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 2	
FOR WHOM THE BELL TROLLS	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 8	
GREEN WITH EVIL PART 1 (aka OUT OF CONTROL)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 17	
GREEN WITH EVIL PART 2 (aka JASON'S BATTLE)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 18	
GREEN WITH EVIL PART 3 (aka THE RESUCE)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 19	
GREEN WITH EVIL PART 4 (aka ECLIPSING MEGAZORD)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 20	
GREEN WITH EVIL PART 5 (aka BREAKING THE SPELL)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 21	
GRIMLORD'S HOUSE OF FEAR	VR TROOPERS	S: 1	E: 25	
GUNG HO!	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 26	
ITSY BITSY SPIDER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 24	
LIFE'S A MASQUERADE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 25	
LIONS AND BLIZZARDS	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 39	
MESSAGE FROM SPACE	VR TROOPERS	S: 1	E: 45	
NEW KIDS ON THE PLANET	VR TROOPERS	S: 1	E: 44	
PEACE, LOVE AND WOE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 12	
RITA'S SEED OF EVIL	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 40	
SMALL BUT MIGHTY	VR TROOPERS	S: 1	E: 28	
SOMETHING FISHY	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 42	
TEAMWORK	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 4	
THE GREEN CANDLE (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 33	
THREE STRIKES	VR TROOPERS	S: 1	E: 26	
VIRTUALLY POWERLESS	VR TROOPERS	S: 1	E: 43	
Robert Iscove				
NOW YOU SEE IT...	PROBE	S: 1	E: 5	
THE FLASH	FLASH, THE	S: 1	E: 1	
THE ICARUS FACTOR	STAR TREK: THE NEXT GENERATION	S: 2	E: 14	
Robert J. Wilson				
DEVIL'S EYES	BIRDS OF PREY	S: 1	E: 13	
Robert K. Sprogis				
THE RELEASE	ANIMORPHS	S: 1	E: 16	
Robert Lederman				
FORCE OF NATURE	STAR TREK: THE NEXT GENERATION	S: 7	E: 8	
I,BORG	STAR TREK: THE NEXT GENERATION	S: 5	E: 22	
THE NEXT PHASE	STAR TREK: THE NEXT GENERATION	S: 5	E: 23	
Robert Lee				
TINY BUBBLES	VIPER (1996)	S: 3	E: 16	
Robert Legato				
IF WISHES WERE HORSES	STAR TREK: DEEP SPACE NINE	S: 1	E: 15	

Episode Title	Name of Programme		
MENAGE A TROI	STAR TREK: THE NEXT GENERATION	S: 3	E: 24
NTH DEGREE	STAR TREK: THE NEXT GENERATION	S: 4	E: 19
Robert Lieberman			
DESTINY	DEAD ZONE, THE	S: 1	E: 13
NETHERWORLD	DEAD ZONE, THE	S: 1	E: 8
RUSH	X FILES,THE	S: 7	E: 5
THE TECH	JAKE 2.0	S: 1	E: 1
UNPREDICTABLE	EUREKA	S: 2	E: 3
UNREASONABLE DOUBT	DEAD ZONE, THE	S: 1	E: 5
WHAT IT SEEMS	DEAD ZONE, THE	S: 1	E: 2
WHEEL OF FORTUNE	DEAD ZONE, THE	S: 1	E: 1
Robert Lynn			
CATACOMBS OF THE MOON	SPACE: 1999	S: 2	E: 13
LUNARVILLE 7	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 12
POINT 783	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 13
SHADOW OF FEAR	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 19
SPECIAL ASSIGNMENT	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 10
THE BETA CLOUD	SPACE: 1999	S: 2	E: 16
WHITE AS SNOW	CAPTAIN SCARLET AND THE MYSTERONS	S: 1	E: 6
Robert M. Leeds			
THE ATLANTIC QUEEN INCIDENT	PROJECT UFO	S: 2	E: 12
THE CAMOUFLAGE INCIDENT	PROJECT UFO	S: 2	E: 7
THE DESERT SPRINGS INCIDENT	PROJECT UFO	S: 1	E: 8
THE DOLL HOUSE INCIDENT	PROJECT UFO	S: 1	E: 11
THE HOWARD CROSSING INCIDENT	PROJECT UFO	S: 1	E: 4
THE INCIDENT ON THE CLIFFS	PROJECT UFO	S: 2	E: 4
THE ISLAND INCIDENT	PROJECT UFO	S: 2	E: 8
THE JOSHUA FLATS INCIDENT	PROJECT UFO	S: 1	E: 2
THE NEVADA DESERT INCIDENT	PROJECT UFO	S: 1	E: 6
THE PIPELINE INCIDENT	PROJECT UFO	S: 2	E: 3
THE SCOUTMASTER INCIDENT	PROJECT UFO	S: 2	E: 11
THE ST. HILLARY INCIDENT	PROJECT UFO	S: 1	E: 13
Robert M. Williams Jr.			
CALIFORNIA REICH	SLIDERS	S: 4	E: 11
REVELATIONS	SLIDERS	S: 4	E: 22
Robert Mandel			
PILOT	X FILES,THE	S: 1	E: 1
STRANGER IN A STRANGE LAND	HARD TIME ON PLANET EARTH	S: 1	E: 1
Robert Markowitz			
MAGIC SATURDAY	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 3
Robert Michael Lewis			
THE INVISIBLE MAN (1-2)	INVISIBLE MAN,THE (1975)	S: 1	E: 1
THE KLAE RESOURCE	INVISIBLE MAN,THE (1975)	S: 1	E: 2
Robert Parrish			
A STOP AT WILLOUGHBY	TWILIGHT ZONE,THE (1958)	S: 1	E: 30
ONE FOR THE ANGELS	TWILIGHT ZONE,THE (1958)	S: 1	E: 2
Robert Parrish, Alvin Ganzer			
THE MIGHTY CASEY	TWILIGHT ZONE,THE (1958)	S: 1	E: 35
Robert Picardo			
ALTER EGO	STAR TREK: VOYAGER	S: 3	E: 13
ONE SMALL STEP	STAR TREK: VOYAGER	S: 6	E: 8
Robert Radler			
A BRIEF MYSTERY OF TIME	POWER RANGERS ZEO	S: 2	E: 21
A DIFFERENT SHADE OF PINK (1-3)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 13
A MYSTERY TO ME	POWER RANGERS ZEO	S: 2	E: 22
A SEASON TO REMEMBER	POWER RANGERS ZEO	S: 2	E: 27
ALONG CAME A SPIDER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 26
ANOTHER SONG AND DANCE	POWER RANGERS ZEO	S: 2	E: 23
BOMBER IN THE SUMMER	POWER RANGERS ZEO	S: 2	E: 15
CHALLENGES	POWER RANGERS ZEO	S: 1	E: 16
EVERY DOG HAS HIS DAY	POWER RANGERS ZEO	S: 1	E: 6
FOR CRYIN' OUT LOUD	POWER RANGERS ZEO	S: 1	E: 4

Episode Title	Name of Programme		
FOUND AND LOST	POWER RANGERS ZEO	S: 1	E: 17
GAME OF HONOR	POWER RANGERS ZEO	S: 2	E: 6
INNER SPIRIT	POWER RANGERS ZEO	S: 1	E: 15
IT CAME FROM ANGEL GROVE	POWER RANGERS ZEO	S: 2	E: 3
KING MONDO'S LAST STAND	POWER RANGERS ZEO	S: 2	E: 14
MASTER VILE AND THE METALLIC ARMOR (1-3)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 17
OILY TO BED, OILY TO RISE	POWER RANGERS ZEO	S: 2	E: 9
RANGERS IN THE OUTFIELD	POWER RANGERS ZEO	S: 1	E: 5
SONG SUNG YELLOW	POWER RANGERS ZEO	S: 2	E: 5
SOWING THE SEAS OF EVIL	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 27
STOP THE HATE MONSTER (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 7
THE POTION MOTION	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 9
THE POWER OF GOLD	POWER RANGERS ZEO	S: 2	E: 7
Robert Scheerer			
CHAIN OF COMMAND (1-2)	STAR TREK: THE NEXT GENERATION	S: 6	E: 10
INHERITANCE	STAR TREK: THE NEXT GENERATION	S: 7	E: 9
IT'S SO PEACEFUL IN THE COUNTRY	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 10
LEGACY	STAR TREK: THE NEXT GENERATION	S: 4	E: 6
NEW GROUND	STAR TREK: THE NEXT GENERATION	S: 5	E: 9
PEAK PERFORMANCE	STAR TREK: THE NEXT GENERATION	S: 2	E: 21
PRIMAL SCREAM (aka THE HUMANIDS)	KOLCHAK: THE NIGHT STALKER	S: 1	E: 13
RISE	STAR TREK: VOYAGER	S: 3	E: 18
SHADOWPLAY	STAR TREK: DEEP SPACE NINE	S: 2	E: 16
STATE OF FLUX	STAR TREK: VOYAGER	S: 1	E: 10
THE DEFECTOR	STAR TREK: THE NEXT GENERATION	S: 3	E: 10
THE MEASURE OF A MAN	STAR TREK: THE NEXT GENERATION	S: 2	E: 9
THE OUTCAST	STAR TREK: THE NEXT GENERATION	S: 5	E: 16
THE PRICE	STAR TREK: THE NEXT GENERATION	S: 3	E: 8
TIN MAN	STAR TREK: THE NEXT GENERATION	S: 3	E: 20
TRUE Q	STAR TREK: THE NEXT GENERATION	S: 6	E: 6
Robert Sigl			
K-TOWN	LEXX: THE DARK ZONE STORIES	S: 3	E: 6
THE GIGA SHADOW	LEXX: THE DARK ZONE STORIES	S: 1	E: 4
Robert Singer			
CHURCH OF METROPOLIS	LOIS AND CLARK	S: 2	E: 5
KINETIC	SMALLVILLE	S: 1	E: 13
ROCKET SCIENCE	TIMECOP	S: 1	E: 5
SMART KIDS	LOIS AND CLARK	S: 1	E: 7
Robert Sparr			
A TIME TO DIE	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 17
BATMAN DISPLAYS HIS KNOWLEDGE	BATMAN (1966)	S: 2	E: 50
CATWOMAN GOES TO COLLEGE	BATMAN (1966)	S: 2	E: 49
FLAMING ICE	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 24
SAVAGE JUNGLE	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 22
SHORE LEAVE	STAR TREK	S: 1	E: 15
THE ABOMINABLE SNOWMAN	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 15
Robert Stevens			
EVE	JOURNEY TO THE UNKNOWN	S: 1	E: 10
MISS BELLE	JOURNEY TO THE UNKNOWN	S: 1	E: 17
MOVING DAY	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 20
WALKING DISTANCE	TWILIGHT ZONE,THE (1958)	S: 1	E: 5
WHERE IS EVERYBODY?	TWILIGHT ZONE,THE (1958)	S: 1	E: 1
Robert T. Sparr			
NO WAY BACK	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 26
Robert Tronson			
THE RADIOACTIVE MAN	AVENGERS,THE	S: 1	E: 8
Robert Weimer			
HELL BREAKS LOOSE	SUPERBOY	S: 4	E: 7
METAMORPHOSIS	SUPERBOY	S: 4	E: 16
OUT OF LUCK	SUPERBOY	S: 4	E: 12
PLAYTIME	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 5

Episode Title	Name of Programme	S:	E:
THE FEAR THAT FOLLOWS	SEAQUEST DSV (inc. SEAQUEST 2032)	2	2
THE GOLEM	SUPERBOY	3	12
WHO IS SUPERBOY?	SUPERBOY	4	13
Robert Wiemer			
DATA'S DAY	STAR TREK: THE NEXT GENERATION	4	11
INTERFACE	STAR TREK: THE NEXT GENERATION	7	3
LESSONS	STAR TREK: THE NEXT GENERATION	6	17
MASKS	STAR TREK: THE NEXT GENERATION	7	16
PROFIT AND LOSS	STAR TREK: DEEP SPACE NINE	2	18
SCHISMS	STAR TREK: THE NEXT GENERATION	6	5
VIOLATIONS	STAR TREK: THE NEXT GENERATION	5	11
WHO WATCHES THE WATCHERS?	STAR TREK: THE NEXT GENERATION	3	4
Robert Young			
THE SON ALSO RISES	BATTLESTAR GALACTICA (2004)	3	18
Robert Young (III)			
FINAL CUT	BATTLESTAR GALACTICA (2004)	2	8
SIX DEGREES OF SEPARATION	BATTLESTAR GALACTICA (2004)	1	7
UNFINISHED BUSINESS	BATTLESTAR GALACTICA (2004)	3	9
Robert Zemeckis			
GO TO THE HEAD OF THE CLASS	STEVEN SPIELBERG'S AMAZING STORIES	2	8
Robin Midgley			
THE FOX AND THE FOREST	OUT OF THE UNKNOWN	1	8
Robin Nash			
... BUT WE THINK YOU HAVE TO GO	GOODNIGHT SWEETHEART	5	7
AND MOTHER CAME TOO	GOODNIGHT SWEETHEART	4	4
AS YOU WAVE ME GOODBYE	GOODNIGHT SWEETHEART	2	6
BETWEEN THE DEVIL AND THE DEEP BLUE SEA (50 mins)	GOODNIGHT SWEETHEART	3	1
CHANGE PARTNERS	GOODNIGHT SWEETHEART	3	5
DON'T FENCE ME IN	GOODNIGHT SWEETHEART	2	10
DON'T GET AROUND MUCH ANYMORE	GOODNIGHT SWEETHEART	2	1
FOOLS RUSH IN	GOODNIGHT SWEETHEART	1	2
GOODNIGHT CHILDREN, EVERYWHERE	GOODNIGHT SWEETHEART	3	6
HAVE YOU EVER SEEN A DREAM WALKING...	GOODNIGHT SWEETHEART	5	8
HOW I WON THE WAR	GOODNIGHT SWEETHEART	6	7
HOW LONG HAS THIS BEEN GOING ON?	GOODNIGHT SWEETHEART	4	6
I GET ALONG WITHOUT YOU VERY WELL	GOODNIGHT SWEETHEART	1	5
I GOT IT BAD AND THAT AIN'T GOOD	GOODNIGHT SWEETHEART	2	2
IN THE MOOD	GOODNIGHT SWEETHEART	4	2
IN THE MOOD	GOODNIGHT SWEETHEART	1	6
IS YOUR JOURNEY REALLY NECESSARY	GOODNIGHT SWEETHEART	1	3
IT AIN'T NECESSARILY SO	GOODNIGHT SWEETHEART	3	2
IT'S A SIN TO TELL A LIE	GOODNIGHT SWEETHEART	3	4
JUST IN TIME	GOODNIGHT SWEETHEART	6	6
JUST ONE MORE CHANCE	GOODNIGHT SWEETHEART	2	3
LET YOURSELF GO	GOODNIGHT SWEETHEART	2	9
LET'S GET AWAY FROM IT ALL	GOODNIGHT SWEETHEART	3	11
LOVE THE ONE YOU'RE WITH	GOODNIGHT SWEETHEART	5	9
MY HEART BELONGS TO DADDY	GOODNIGHT SWEETHEART	5	10
NICE WORK IF YOU CAN GET IT	GOODNIGHT SWEETHEART	2	8
ONE O'CLOCK JUMP	GOODNIGHT SWEETHEART	3	3
OUT OF TOWN	GOODNIGHT SWEETHEART	4	3
rites of passage	GOODNIGHT SWEETHEART	1	1
SOMEONE TO WATCH OVER ME	GOODNIGHT SWEETHEART	3	9
SOMETHING ABOUT A SOLDIER	GOODNIGHT SWEETHEART	3	8
THE LEAVING OF LIVERPOOL	GOODNIGHT SWEETHEART	4	5
THE MORE I SEE YOU	GOODNIGHT SWEETHEART	1	4
TURNED OUT NICE AGAIN	GOODNIGHT SWEETHEART	3	7
WHO'S TAKING YOU HOME TONIGHT?	GOODNIGHT SWEETHEART	2	4
WISH ME LUCK	GOODNIGHT SWEETHEART	2	5
WOULD YOU LIKE TO SWING ON A STAR	GOODNIGHT SWEETHEART	2	7
YANKS ARE COMING,THE	GOODNIGHT SWEETHEART	3	10
YOU'RE DRIVING ME CRAZY	GOODNIGHT SWEETHEART	4	1
Rod Halcomb			
MY BROTHER'S KEEPER	BEYOND WESTWORLD	1	2

Episode Title	Name of Programme		
Rod Hardy			
A DAY IN THE LIFE	BATTLESTAR GALACTICA (2004)	S: 3	E: 15
ACT OF CONTRITION	BATTLESTAR GALACTICA (2004)	S: 1	E: 4
EPIPHANIES	BATTLESTAR GALACTICA (2004)	S: 2	E: 13
LITMUS	BATTLESTAR GALACTICA (2004)	S: 1	E: 6
NOT IN MY BACK YARD	E.A.R.T.H. FORCE	S: 1	E: 3
ROAD RUNNER	X FILES,THE	S: 8	E: 4
SALVAGE	X FILES,THE	S: 8	E: 9
THE FARM	BATTLESTAR GALACTICA (2004)	S: 2	E: 5
THE STRAW	SPECIAL UNIT 2	S: 2	E: 10
VIENEN	X FILES,THE	S: 8	E: 18
Rod Holcomb			
A CHICKEN IN EVERY PLOT	GREATEST AMERICAN HERO,THE	S: 2	E: 14
BIGFOOT V	SIX MILLION DOLLAR MAN,THE	S: 5	E: 3
DATE WITH DANGER (1-2)	SIX MILLION DOLLAR MAN,THE	S: 5	E: 15
EXPERIMENT IN TERRA	BATTLESTAR GALATICA	S: 1	E: 15
FISH STORY	INVASION	S: 1	E: 7
GREETINGS FROM EARTH (1-2)	BATTLESTAR GALATICA	S: 1	E: 13
MURDER ON THE RISING STAR	BATTLESTAR GALATICA	S: 1	E: 12
OPERATION SPOILSPORT	GREATEST AMERICAN HERO,THE	S: 2	E: 2
SATURDAY NIGHT ON SUNSET BLVD.	GREATEST AMERICAN HERO,THE	S: 1	E: 4
THE GREATEST AMERICAN HERO (1-2)	GREATEST AMERICAN HERO,THE	S: 1	E: 1
THE HIT CAR	GREATEST AMERICAN HERO,THE	S: 1	E: 2
THE LOST WARRIOR	BATTLESTAR GALATICA	S: 1	E: 3
THE MAN WITH NINE LIVES	BATTLESTAR GALATICA	S: 1	E: 11
THE SHOCK WILL KILL YOU	GREATEST AMERICAN HERO,THE	S: 2	E: 13
Rod Pridy			
BURNING DESIRE	TOTAL RECALL 2070	S: 1	E: 11
ESSENCE	EARTH: FINAL CONFLICT	S: 4	E: 8
LOST GENERATION	EARTH: FINAL CONFLICT	S: 4	E: 11
PARANOID	TOTAL RECALL 2070	S: 1	E: 14
THE EXTRA	WELCOME TO PARADOX	S: 1	E: 6
Rod Serling			
THE FEAR	TWILIGHT ZONE,THE (1958)	S: 5	E: 35
Roderick Taylor			
ROCK AND ROLL SUICIDE	OTHERWORLD	S: 1	E: 4
Rodman Flender			
INHUMAN NATURE	DARK SKIES	S: 1	E: 6
Rodney Bennett			
THE ARK IN SPACE (1-4)	DOCTOR WHO	S: 12	E: 2
THE MASQUE OF MANDRAGORA (1-4)	DOCTOR WHO	S: 14	E: 1
THE SONTARAN EXPERIMENT (1-2)	DOCTOR WHO	S: 12	E: 3
Rodney Charters			
BABY, IT'S YOU	ROSWELL	S: 2	E: 19
FLESH AND BLOOD	PRETENDER, THE	S: 3	E: 8
GIGOLO JAROD	PRETENDER, THE	S: 2	E: 11
PANACEA	ROSWELL	S: 3	E: 13
QALLUPILLUIT	PRETENDER, THE	S: 3	E: 20
RULES OF ENGAGEMENT	PRETENDER, THE	S: 4	E: 8
THE AGENT OF YEAR ZERO	PRETENDER, THE	S: 4	E: 14
Roert Wiemer			
PARALLELS	STAR TREK: THE NEXT GENERATION	S: 7	E: 10
Roger Bamford			
OUT ON A LIMB	VANISHING MAN,THE	S: 1	E: 5
RETRIBUTION	VANISHING MAN,THE	S: 1	E: 7
SPOOKS	VANISHING MAN,THE	S: 1	E: 6
Roger Cantin			
A TALE OF TWO NICKS	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	S: 2	E: 2
Roger Cheveley			
CAN'T KEEP A DEAD MAN DOWN (1-2)	SHE WOLF OF LONDON	S: 1	E: 9
NICE GIRL'S DON'T	SHE WOLF OF LONDON	S: 1	E: 5
THE BOGMAN OF LETCHMOOR HEATH	SHE WOLF OF LONDON	S: 1	E: 2
VOODOO CHILD	SHE WOLF OF LONDON	S: 1	E: 12

Episode Title	Name of Programme		
Roger Duchowny			
ALL THAT YOU CAN BE	HARD TIME ON PLANET EARTH	S: 1	E: 4
GUESS WHO'S FEEDING THE PIGEONS	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 14
MIND-ING MAMA	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 12
SOMETHING TO BANK ON	HARD TIME ON PLANET EARTH	S: 1	E: 2
THE ALL AMERICAN	HARD TIME ON PLANET EARTH	S: 1	E: 12
Roger Gartland			
CHASING JANUS	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 4
HYPERSPACE (PART 1 OF 2)	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 21
HYPERSPACE (PART 2 OF 2)	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 22
JUST POLITICS	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 18
MIRACLE	ELEVENTH HOUR	S: 1	E: 4
STAR CROSSED	STARHUNTER (INC STARHUNTER 2300)	S: 2	E: 2
THE RAMESES CONNECTION (1-5)	TOMORROW PEOPLE,THE (1992)	S: 3	E: 1
Roger Gartland, Terry McDonough			
KRYPTOS	ELEVENTH HOUR	S: 1	E: 3
RESURRECTION	ELEVENTH HOUR	S: 1	E: 1
Roger Jenkins			
A SLIGHT CASE OF REINCARNATION	ADAM ADAMENT LIVES!	S: 2	E: 1
CONSPIRACY OF DEATH	ADAM ADAMENT LIVES!	S: 2	E: 3
DOUBLE DANGER	AVENGERS,THE	S: 1	E: 18
KILL THE KING	AVENGERS,THE	S: 1	E: 22
SOME LAPSE OF TIME	OUT OF THE UNKNOWN	S: 1	E: 10
SOMETHING IN THE CELLAR	OUT OF THE UNKNOWN	S: 3	E: 5
TARGET GENERATION	OUT OF THE UNKNOWN	S: 3	E: 11
Roger Kay			
NINETY YEARS WITHOUT SLUMBERING	TWILIGHT ZONE,THE (1958)	S: 5	E: 13
Roger Price			
THE BLUE AND THE GREEN (1-5)	TOMORROW PEOPLE,THE (1973)	S: 2	E: 1
THE DOOMSDAY MEN (1-4)	TOMORROW PEOPLE,THE (1973)	S: 2	E: 3
THE MEDUSA STRAIN (1-4)	TOMORROW PEOPLE,THE (1973)	S: 1	E: 2
THE TOMORROW PEOPLE (1-5)	TOMORROW PEOPLE,THE (1992)	S: 1	E: 1
Roger S.H. Schulman			
PHIL OF THE GARAGE	PHIL OF THE FUTURE	S: 2	E: 13
Roger Tompkins			
A MIRACLE OF RARE DEVICE	RAY BRADBURY THEATRE,THE	S: 4	E: 2
THE BLACK FERRIS	RAY BRADBURY THEATRE,THE	S: 5	E: 4
THE HAUNTING OF THE NEW	RAY BRADBURY THEATRE,THE	S: 4	E: 8
THE MURDERER	RAY BRADBURY THEATRE,THE	S: 5	E: 2
TOUCHED WITH FIRE	RAY BRADBURY THEATRE,THE	S: 5	E: 3
Roger Tucker			
THE MARKET PRICE	1990	S: 2	E: 2
Ron Ames			
QUANTUM WYATT	WEIRD SCIENCE	S: 3	E: 13
Ron Appleton			
COURT MARTIAL	U.F.O.	S: 1	E: 20
Ron Bowman			
WHERE NO ONE HAS GONE BEFORE	STAR TREK: THE NEXT GENERATION	S: 1	E: 5
Ron Francis, David Foster			
THE DAY OF THE CLONE (1-6)	TIMESLIP	S: 1	E: 4
Ron Francis, Peter Jefferies			
THE YEAR OF THE BURN-UP (1-8)	TIMESLIP	S: 1	E: 3
Ron Jones			
ARC OF INFINITY (1-4)	DOCTOR WHO	S: 20	E: 1
BLACK ORCHID (1-2)	DOCTOR WHO	S: 19	E: 5
FRONTIOS (1-4)	DOCTOR WHO	S: 21	E: 3
THE TRIAL OF A TIMELORD : MINDWARP (1-4)	DOCTOR WHO	S: 23	E: 2
TIME-FLIGHT (1-4)	DOCTOR WHO	S: 19	E: 7
VENGEANCE ON VAROS (1-2)	DOCTOR WHO	S: 22	E: 2
Ron Lagomarsino			
MIND IS A TERRIBLE THING TO LOSE, A	CENTURY CITY	S: 1	E: 4
Ron Murphy			

Episode Title	Name of Programme		
GENE IN A BOTTLE	REGENESIS	S: 2	E: 9
JACOBSON'S ORGAN	REGENESIS	S: 3	E: 12
PHANTOMS	REGENESIS	S: 3	E: 6
TESSERACT	BLACK HOLE HIGH	S: 3	E: 4
THE GOD OF COMMERCE	REGENESIS	S: 3	E: 5
Ron Oliver			
883	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 5
ANNIE BAILS	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 10
CHANGES (1-3)	ANIMORPHS	S: 2	E: 4
ELEVATOR	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 20
EXODUS (AKA THE FIERCE ONES)	PETER BENCHLEY'S AMAZON	S: 1	E: 4
FROZEN FAITH	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 19
GONE FISHING	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 16
HARLEQUIN	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 9
KIYOMI	IMMORTAL, THE (2000)	S: 1	E: 22
ON THE RUN	ANIMORPHS	S: 1	E: 3
ONE BAD SEED	ZACK FILES, THE	S: 1	E: 10
PERSISTENCE OF VISION	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 14
RUN, ZACK, RUN	ZACK FILES, THE	S: 1	E: 12
SOLITARY CONFINEMENT	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 13
STONE DREAMS	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 22
STUDIO D	IMMORTAL, THE (2000)	S: 1	E: 7
SUFFER THE LITTLE CHILDREN	PETER BENCHLEY'S AMAZON	S: 1	E: 3
SUPER NOVA	LEXX: THE DARK ZONE STORIES	S: 1	E: 2
TEMPLE OF LIGHT	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 8
THE ESCAPE	ANIMORPHS	S: 1	E: 6
THE LABYRINTH	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 17
THE TALE OF THE DARK MUSIC	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 11
THE TALE OF THE LAUGHING DARK	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 2
THE TALE OF THE PHANTOM CAB	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 1
THE TALE OF THE SUPER SPECS	ARE YOU AFRAID OF THE DARK? (1992)	S: 1	E: 6
THE UNDERGROUND	ANIMORPHS	S: 1	E: 2
USE YOUR ILLUSION	DEAD AT 21	S: 1	E: 6
Y2K	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 18
Ron Oliver , Stephen Williams			
FOREVER AND A DAY (1-2)	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 21
Ron Perlman			
THE CHIMES AT MIDNIGHT	BEAUTY AND THE BEAST	S: 3	E: 7
Ron Rossotti			
THE BIRD WHO KNEW TOO MUCH	AVENGERS,THE	S: 5	E: 5
Ron Satlof			
ALL FALL DOWN	VOYAGERS	S: 1	E: 19
ENERGY SOLUTION	SALVAGE 1	S: 1	E: 11
JACKAL	POWERS OF MATTHEW STARR, THE	S: 1	E: 2
MERMADON	SALVAGE 1	S: 1	E: 9
MERRY CHRISTMAS, BOGG	VOYAGERS	S: 1	E: 11
MOTHER	POWERS OF MATTHEW STARR, THE	S: 1	E: 11
ROUND UP	SALVAGE 1	S: 2	E: 2
THE ACCUSED	POWERS OF MATTHEW STARR, THE	S: 1	E: 3
THE DEADLY DUST (1-2)	AMAZING SPIDERMAN,THE	S: 1	E: 2
THE GOLDEN ORBIT (1-2)	SALVAGE 1	S: 1	E: 7
WINNING	POWERS OF MATTHEW STARR, THE	S: 1	E: 8
WORLDS APART	VOYAGERS	S: 1	E: 5
Ron Satloff			
RETURN OF STARBUCK	GALACTICA 1980	S: 1	E: 7
SHANGRI-LA LIL	SALVAGE 1	S: 1	E: 3
Ron Stein			
TRACKS	AIRWOLF	S: 3	E: 21
Ron Surma			
RELATIVITY	STAR TREK: VOYAGER	S: 5	E: 23
Ron Winston			
SOFT FOCUS	WAY OUT	S: 1	E: 13
STOPOVER IN A QUIET TOWN	TWILIGHT ZONE,THE (1958)	S: 5	E: 30
THE BIG TALL WISH	TWILIGHT ZONE,THE (1958)	S: 1	E: 27

Episode Title	Name of Programme	S:	E:
THE MONSTERS ARE DUE ON MAPLE STREET	TWILIGHT ZONE,THE (1958)	1	22
Ronald B. Moore, Naren Shankar			
THE FIRST DUTY	STAR TREK: THE NEXT GENERATION	5	18
Ronald M. Cohen, Rob Stewart			
DEATH TAKES A HOLIDAY	TIME TRAX	1	6
Ronald Marriot			
NIGHTMARE GAS (1-3)	ACE OF WANDS	2	3
Ross Clyde			
A BIBLE AND A GUN	PETER BENCHLEY'S AMAZON	1	22
BABEL	PETER BENCHLEY'S AMAZON	1	20
BIONIC ZACK	ZACK FILES, THE	2	13
BLAST FROM THE PAST	ZACK FILES, THE	2	1
BUT I'M TOO YOUNG TO BE MY DAD	ZACK FILES, THE	1	8
CROSSFIRE	EARTH: FINAL CONFLICT	2	21
CRYPT SEEKER	ZACK FILES, THE	1	4
DEATH AT SUNSET/ COLLISION	PSI FACTOR: CHRONICLES OF THE PARANORMAL	1	21
DESTRUCTION	EARTH: FINAL CONFLICT	1	21
GONE	ZACK FILES, THE	1	23
MOONSCAPE	EARTH: FINAL CONFLICT	2	5
SLEEPERS	EARTH: FINAL CONFLICT	2	6
SOUL SURVIVOR	PSI FACTOR: CHRONICLES OF THE PARANORMAL	4	4
THE BOTTOM LINE	ZACK FILES, THE	1	17
VALENTINE	PSI FACTOR: CHRONICLES OF THE PARANORMAL	3	14
WHAT'S EATING ZACK GREENBURG?	ZACK FILES, THE	2	5
Rowan Woods			
A CLOCKWORK NEBARI	FARSCAPE	2	18
A HUMAN REACTION	FARSCAPE	1	16
BACK AND BACK AND BACK	FARSCAPE	1	2
BRINGING HOME THE BEACON	FARSCAPE	4	16
DIE ME, DICHOTOMY	FARSCAPE	2	22
HOME ON THE REMAINS	FARSCAPE	2	7
I SHRINK THEIRFORE I AM	FARSCAPE	4	8
INTO THE LION'S DEN PART 2 : WOLF IN SHEEP'S CLOTHING	FARSCAPE	3	21
KANSAS	FARSCAPE	4	12
NERVE (PART 1 OR 2)	FARSCAPE	1	19
TAKING THE STONE	FARSCAPE	2	3
THANK GOD IT'S FRIDAY AGAIN	FARSCAPE	1	6
THE CHOICE	FARSCAPE	3	17
WE'RE SO SCREWED PART 3: LA BOMBA	FARSCAPE	4	21
WHAT WAS LOST PART 1: SACRIFICE	FARSCAPE	4	2
WHAT WAS LOST PART 2: RESURRECTION	FARSCAPE	4	3
WON'T GET FOOLED AGAIN	FARSCAPE	2	15
Roxann Dawson			
AWAKENING (PART 2 OF 3)	ENTERPRISE	4	8
BOUNTY	ENTERPRISE	2	25
CHOSEN REALM	ENTERPRISE	3	12
DAWN	ENTERPRISE	2	13
DEAD STOP	ENTERPRISE	2	4
DOCTOR'S ORDERS	ENTERPRISE	3	16
E ²	ENTERPRISE	3	21
EXILE	ENTERPRISE	3	6
RUN!	HEROES	1	15
THE ANDORIAN INCIDENT	ENTERPRISE	1	6
VOX SOLA	ENTERPRISE	1	21
WORKFORCE PART 2	STAR TREK: VOYAGER	7	17
Roy Baker			
SPLIT!	AVENGERS,THE	7	5
Roy Battersby			
DOOMWATCH (TV Drama, 1999)	DOOMWATCH	0	0
Roy Campanella II			
KNIGHT IN RETREAT	KNIGHT RIDER	3	19
Roy Dupuis			
THE EVIL THAT MEN DO	LA FEMME NIKITA	5	6
Roy Ward Baker			

Episode Title	Name of Programme		
AUTOKILL	CHAMPIONS,THE	S: 1	E: 30
INFERNAL DEVICE	Q.E.D.	S: 1	E: 3
NUTCRACKER	CHAMPIONS,THE	S: 1	E: 27
ROOM WITHOUT A VIEW	AVENGERS,THE	S: 4	E: 15
SILENT DUST	AVENGERS,THE	S: 4	E: 14
THE GIRL FROM AUNTIE	AVENGERS,THE	S: 4	E: 17
THE INDIAN SPIRIT GUIDE	JOURNEY TO THE UNKNOWN	S: 1	E: 11
THE THIRTEETH HOLE	AVENGERS,THE	S: 4	E: 18
THE TOWN OF NO RETURN	AVENGERS,THE	S: 4	E: 1
TOO MANY CHRISTMASS TREES	AVENGERS,THE	S: 4	E: 13
TWO'S A CROWD	AVENGERS,THE	S: 4	E: 12
Rudolph Cartier			
AN UNIDENTIFIED SPEICES	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 1	E: 5
BELIEVED TO BE SUFFERING	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 1	E: 4
CONTACT HAS BEEN ESTABLISHED	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 1	E: 1
HOB	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 3	E: 6
IMPS AND DEMONS	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 3	E: 3
LEVEL SEVEN	OUT OF THE UNKNOWN	S: 2	E: 4
PERSONS REPORTED MISSING	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 1	E: 2
STATE OF EMERGENCY	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 1	E: 6
THE BOLTS	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 2	E: 1
THE COMING	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 2	E: 4
THE DESTROYERS	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 2	E: 6
THE ENCHANTED	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 3	E: 4
THE FLOOD	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 2	E: 3
THE FRENZY	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 2	E: 5
THE GHOSTS	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 3	E: 2
THE HALFMEN	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 3	E: 1
THE MARK	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 2	E: 2
THE NAKED SUN	OUT OF THE UNKNOWN	S: 3	E: 7
THE WILD HUNT	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 3	E: 5
VERY SPECIAL KNOWLEDGE	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 1	E: 3
Russ Mayberry			
A HONEYMOON TO KILL	SEARCH (aka SEARCH CONTROL)	S: 1	E: 14
CODE OF HONOR	STAR TREK: THE NEXT GENERATION	S: 1	E: 3
LET US PREY	SEARCH (aka SEARCH CONTROL)	S: 1	E: 13

Episode Title	Name of Programme	S:	E:
LUCKY LUKE	SECOND HUNDRED YEARS,THE	S: 1	E: 24
PROBE	SEARCH (aka SEARCH CONTROL)	S: 1	E: 1
STEVE AUSTIN,FUGITIVE	SIX MILLION DOLLAR MAN,THE	S: 2	E: 21
SUFFER MY CHILD	SEARCH (aka SEARCH CONTROL)	S: 1	E: 23
THE 24 CARAT HIT	SEARCH (aka SEARCH CONTROL)	S: 1	E: 15
THE GOLD MACHINE	SEARCH (aka SEARCH CONTROL)	S: 1	E: 12
THE MURROW DISAPPERANCE	SEARCH (aka SEARCH CONTROL)	S: 1	E: 2
THE SOLID GOLD KIDNAPPING (90MINUTES)	SIX MILLION DOLLAR MAN,THE	S: 1	E: 3
WINE,WOMEN AND WAR (90MINUTES)	SIX MILLION DOLLAR MAN,THE	S: 1	E: 2
Russell Mulcahy			
I'M DANGEROUS TONIGHT	HUNGER, THE	S: 1	E: 11
NECROS	HUNGER, THE	S: 1	E: 3
NUNC DIMITUS	HUNGER, THE	S: 2	E: 5
PEOPLE'S CHOICE	PERVERSIONS OF SCIENCE	S: 1	E: 10
PLANELY POSSIBLE	PERVERSIONS OF SCIENCE	S: 1	E: 6
SACRED FIRE	HUNGER, THE	S: 2	E: 17
THE LONG ROAD PART 1	JEREMIAH	S: 1	E: 1
THE LONG ROAD PART 2	JEREMIAH	S: 1	E: 2
THE SECRET SHIH-TAN	HUNGER, THE	S: 1	E: 4
WRATH OF GOD	HUNGER, THE	S: 2	E: 14
Ryuta Tasaki			
A FACE FROM THE PAST	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 2
BEWARE THE MUTINY (PART 2 OF 3)	POWER RANGERS LOST GALAXY	S: 2	E: 21
BLUE TO THE TEST	POWER RANGERS LOST GALAXY	S: 2	E: 10
CRUNCHOR ON THE LOOSE (PART 3 OF 3)	POWER RANGERS LOST GALAXY	S: 2	E: 22
CURSE OF THE COBRA (PART 2 OF 3)	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 14
DESTINED FOR GREATNESS (PART 2 OF 2)	POWER RANGERS LOST GALAXY	S: 2	E: 1
GREEN COURAGE	POWER RANGERS LOST GALAXY	S: 2	E: 9
IN THE FREEZE ZONE (PART 2 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 9
JOURNEY'S END PART 1	POWER RANGERS LOST GALAXY	S: 2	E: 28
JOURNEY'S END PART 2	POWER RANGERS LOST GALAXY	S: 2	E: 29
JOURNEY'S END PART 3	POWER RANGERS LOST GALAXY	S: 2	E: 30
LIGHTSPEED TEAMWORK (PART 2 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 2
OLYMPIUS UNBOUND (PART 2 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 17
OLYMPUS ASCENDS (PART 2 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 1
OPERATION LIGHTSPEED (PART 1 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 1
ORION RISING PART 1	POWER RANGERS LOST GALAXY	S: 1	E: 12
ORION RISING PART 2	POWER RANGERS LOST GALAXY	S: 1	E: 13
POWER TO THE TENTH (AKA TO THE TENTH POWER) (PART 1 OF 3)	POWER RANGERS LOST GALAXY	S: 2	E: 15
REDEMPTION DAY (PART 1 OF 2)	POWER RANGERS LOST GALAXY	S: 1	E: 15
RYAN'S DESTINY (PART 1 OF 3)	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 13
SHARK ATTACK	POWER RANGERS LOST GALAXY	S: 1	E: 14
STOLEN BEAUTY	POWER RANGERS LOST GALAXY	S: 2	E: 2
SUNFLOWER SEARCH	POWER RANGERS LOST GALAXY	S: 1	E: 10
THE CHAMELIAC WARRIOR	POWER RANGERS LOST GALAXY	S: 2	E: 14
THE GREAT EGG CAPER	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 11
THE LAST GALACTABEASTS PART 1	POWER RANGERS LOST GALAXY	S: 2	E: 4
THE LAST GALACTABEASTS PART 2	POWER RANGERS LOST GALAXY	S: 2	E: 5
THE MIGHTY MEGA BATTLES	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 10
THE POWER OF PINK (PART 2 OF 3)	POWER RANGERS LOST GALAXY	S: 2	E: 16
THE QUEENS RETURN	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 3
THE SORCERER OF THE SANDS (PART 1 OF 2)	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 16
THE STRENGTH OF THE SUN (PART 3 OF 3)	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 15
TRAKEENA'S REVENGE PART 1	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 13
TRAKEENA'S REVENGE PART 2	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 14
TRIAL BY FIRE	POWER RANGERS LIGHTSPEED RESCUE	S: 1	E: 3
WEB WAR	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 19
Ryuta Tasaki, Makoto Yokoyama			
THE FATE OF LIGHTSPEED PART 1	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 23
THE FATE OF LIGHTSPEED PART 2	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 24
Sam Miller			
THE QUATERMASS EXPERIMENT (2005)	QUATERMASS EXPERIMENT,THE/QUATERMASS II/ QUATERMASS AND THE PIT/ QUATERMASS EXPERIMENT, THE (2005)	S: 4	E: 1

Episode Title	Name of Programme		
Sam Pillsbury			
AMERICA'S SCARIEST HOME VIDEO (A.K.A. SCARIEST HOME VIDEOS)	EERIE INDIANA	S: 1	E: 5
THE ATM WITH THE HEART OF GOLD (AKA THE ATM MACHINE)	EERIE INDIANA	S: 1	E: 3
Sam Strangis			
A HORSE OF ANOTHER COLOUR	BATMAN (1966)	S: 3	E: 5
CATWOMAN'S DRESSED TO KILL	BATMAN (1966)	S: 3	E: 14
I'LL BE A MUMMY'S UNCLE	BATMAN (1966)	S: 3	E: 23
LOUIE'S LETHAL LILAC TIME	BATMAN (1966)	S: 3	E: 18
RING AROUND THE RIDDLER	BATMAN (1966)	S: 3	E: 2
THE ENTRANCING DR CASSANDRA	BATMAN (1966)	S: 3	E: 25
THE JOKER'S FLYING SAUCER	BATMAN (1966)	S: 3	E: 24
THE SPORT OF PENGUINS	BATMAN (1966)	S: 3	E: 4
THE UNKINDEST TUT OF ALL	BATMAN (1966)	S: 3	E: 6
Sam Wanamaker			
TO TRAP A RAT	CHAMPIONS,THE	S: 1	E: 8
Sander Stern			
SHOW ANGLES	EARLY EDITION	S: 4	E: 11
SANDFORD BOOKSTAYER			
BRING ME THE HEAD OF TUCKER BURNS	CHRONICLE, THE	S: 1	E: 8
HERE THERE BE DRAGONS	CHRONICLE, THE	S: 1	E: 3
THE CURSED SOMBERO	CHRONICLE, THE	S: 1	E: 13
TOUCHED BY AN ALIEN	CHRONICLE, THE	S: 1	E: 11
Sandor Stern			
PROBE (1-2) (AKA COMPUTER LOGIC)	PROBE	S: 1	E: 1
Sandy Johnson			
BUGGED WHEAT	BUGS	S: 2	E: 3
Sandy Smolan			
DOG DAY AFTERNOON	THREE MOONS OVER MILFORD	S: 1	E: 5
I DREAM OF GENE	WEIRD SCIENCE	S: 5	E: 1
MOON CROSS	EARTH 2	S: 1	E: 10
Sanford Bookstaver			
\$4.95 A MINUTE	OTHERS, THE	S: 1	E: 12
A.K.A.	JERICHO	S: 1	E: 18
LONG LIVE THE MAYOR	JERICHO	S: 1	E: 7
WHY WE FIGHT	JERICHO	S: 1	E: 22
Sarah Hellings			
THE MARK OF THE RANI (1-2)	DOCTOR WHO	S: 22	E: 3
Sarah Pia Anderson			
OUT	DARK ANGEL	S: 1	E: 9
SHATTERED SILENCE	PROFILER	S: 1	E: 10
THE FACE	SECRET AGENT MAN	S: 1	E: 7
THE PROGRAMMER	LEVEL 9	S: 1	E: 12
UNSOILED SOVEREIGHTY	PROFILER	S: 1	E: 5
Sato Takemitsu			
ACT 17	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 17
ACT 18	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 18
ACT 23	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 23
ACT 24	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 24
Savage Steve Holland			
A NIGHTMARE ON BEANS STREET	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 11
BEANS AND THE SATANIC BACKWARDS MASKING CONSPIRACY	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 4
BEANS FIRST ADVENTURE (1-2)	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 1
BEANS FOR PRESIDENT	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 3
BEANS GOES TO CAMP	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 10
BEANS IN JUNGLELAND	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 15
BEANS' UNPLEASANT INTRUDCTION TO MODERN SCIENCES	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 9
BEANS' WICKED AND AWESOM ADVENTURES AT COLLEE	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 5
BEAUTY AND THE BEANS	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 2
HONEY, I SHRUNK THE SCIENCE GUY	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 5
HONEY, YOU'RE SO TRANSPARENT	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 22
NO PLACE LIFE OMSK	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 7

Episode Title	Name of Programme	S:	E:
PHIL WITHOUT A FUTURE	PHIL OF THE FUTURE	2	7
SAVAGE STEVE HOLLAND	HONEY, I SHRUNK THE KIDS: THE TV SHOW	1	12
Savage Steve Holland , Michael E. Steele			
BEANS FINDS HIS DAD BUT . . . (1-2)	NEW ADVENTURES OF BEANS BAXTER, THE	1	8
Savage Steve Holland1			
BEANS' HOME LIFE GETS UGLI	NEW ADVENTURES OF BEANS BAXTER, THE	1	12
Scott Bakula			
PERMANENT WAVE	QUANTUM LEAP	4	5
PROMISED LAND	QUANTUM LEAP	5	10
ROBERTO!	QUANTUM LEAP	4	17
Scott Brazil			
FACES IN THE NIGHT	BURNING ZONE, THE	1	10
LIGHT MY FIRE	SENTINEL, THE	2	14
ST. MICHAEL'S NIGHTMARE	BURNING ZONE, THE	1	3
Scott Lautanen			
CRASH	PRETENDER, THE	2	17
EXTREME	PRETENDER, THE	4	6
MURDER 101	PRETENDER, THE	3	9
STOLEN	PRETENDER, THE	2	18
SUBJECT: DESERT SQUID! MYTH OR LEGEND?	FREAKYLINKS	1	5
Scott McAboy			
OUT OF THE PAST	TEAM KNIGHT RIDER	1	13
Scott McGinnis			
HONEY, GROWING UP IS HARD TO DO	HONEY, I SHRUNK THE KIDS: THE TV SHOW	3	20
HONEY, HE AIN'T RUDE, HE'S MY BROTHER	HONEY, I SHRUNK THE KIDS: THE TV SHOW	3	11
HONEY, I'M NOT UP TO PAR	HONEY, I SHRUNK THE KIDS: THE TV SHOW	3	7
HONEY, I'M THE SORCERER'S APPRENTICE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	2	11
HONEY, I'M THE WRONG ARM OF THE LAW	HONEY, I SHRUNK THE KIDS: THE TV SHOW	3	16
HONEY, IT TAKES TWO TO MAMBO	HONEY, I SHRUNK THE KIDS: THE TV SHOW	3	3
HONEY, IT'S THE GHOSTEST WITH THE MOSTEST	HONEY, I SHRUNK THE KIDS: THE TV SHOW	2	20
HONEY, IT'S A BLUNDERFULL LIFE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	2	17
HONEY, IT'S A MIRACLE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	2	15
HONEY, IT'S AN INTERPLANETARY , EXTRAORDINARY LIFE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	3	17
HONEY, I'VE BEEN DUPED	HONEY, I SHRUNK THE KIDS: THE TV SHOW	1	7
HONEY, SHE'S LIKE A FISH OUT OF WATER	HONEY, I SHRUNK THE KIDS: THE TV SHOW	2	2
HONEY, SITUATION NORMAL, ALL SZALINSKI'S UP	HONEY, I SHRUNK THE KIDS: THE TV SHOW	3	13
HONEY, THE BEAR IS BAD NEWS	HONEY, I SHRUNK THE KIDS: THE TV SHOW	1	17
HONEY, THE GARBAGE IS TAKING US OUT	HONEY, I SHRUNK THE KIDS: THE TV SHOW	1	21
HONEY, WE'RE PAST TENSE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	2	8
HONEY, YOU'RE LIVING IN THE PAST	HONEY, I SHRUNK THE KIDS: THE TV SHOW	1	11
RM W/A VU	ANGEL	1	5
THE THIN DEAD LINE	ANGEL	2	14
Scott Paulin			
A BRIS IS JUST A BRIS	EARLY EDITION	2	10
ATTRACTION	SENTINEL, THE	1	9
BALANCE OF POWER	MORTAL KOMBAT : CONQUEST	1	19
DEADLINE	EARLY EDITION	3	8
EYE-SEE-YOU.COM	NET, THE	1	22
HOME GROAN	EARLY EDITION	3	21
JUMP VECTOR	NET, THE	1	8
RUN, GARY, RUN	EARLY EDITION	4	9
THE ESSENCE	MORTAL KOMBAT : CONQUEST	1	4
THE ICEMAN TAKETH	EARLY EDITION	4	4
VENGEANCE	MORTAL KOMBAT : CONQUEST	1	21
Scott Peters			
GONE (PART 2 OF 2)	4400, THE	3	5
NEST	OUTER LIMITS,THE (1995)	6	21
ONE OF US	4400, THE	4	10
TERRIBLE SWIFT SWORD	4400, THE	3	12
THE BALLAD OF KEVIN AND TESS	4400, THE	3	9
THE FIFTH PAGE	4400, THE	2	12
THE GREAT LEAP FORWARD	4400, THE	4	13
THE TRUTH AND NOTHING BUT THE TRUTH	4400, THE	4	4
TILL WE HAVE BUILT OUR JERUSALEM	4400, THE	4	7

Episode Title	Name of Programme		
Scott Summersgill			
BRIDE'S KISS	IMMORTAL, THE (2000)	S: 1	E: 9
HAPPILY NEVER AFTER	IMMORTAL, THE (2000)	S: 1	E: 18
RECKONING (PART 1 OF 2)	IMMORTAL, THE (2000)	S: 1	E: 20
RECKONING (PART 2 OF 2)	IMMORTAL, THE (2000)	S: 1	E: 21
THE FINDING	PETER BENCHLEY'S AMAZON	S: 1	E: 14
THE GOOD SQUIRE	IMMORTAL, THE (2000)	S: 1	E: 14
WIRED	IMMORTAL, THE (2000)	S: 1	E: 15
Scott Valentine			
POWER PLAY	BLACK SCORPION	S: 1	E: 16
Scott Williams			
MOST WANTED	SENTINEL, THE	S: 4	E: 7
NEIGHBOURHOOD WATCH	SENTINEL, THE	S: 3	E: 21
ONCE A CON	VIPER (1996)	S: 3	E: 2
SEMINAR FROM HELL	VIPER (1996)	S: 3	E: 12
Scott Winant			
FIRST CONTACT	EARTH 2	S: 1	E: 1
Sean Astin			
SNAP ENDING	PERVERSIONS OF SCIENCE	S: 1	E: 8
SOULLESS	ANGEL	S: 4	E: 11
THE FACE IN THE MIRROR	JEREMIAH	S: 2	E: 12
Sean Mack			
LIGHTHOUSE ALONE	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 2
LOOK, DON'T TOUCH	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 4
Sean McNamara			
FALSE ALARMS	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 3
IMAGES	SECRET WORLD OF ALEX MACK,THE	S: 3	E: 5
SCIENCE FAIR	SECRET WORLD OF ALEX MACK,THE	S: 1	E: 5
Seith Mann			
ONE IF BY LAND	JERICHO	S: 1	E: 20
Selig Frank			
BIG J, PRIVATE EYE	SMALL WONDER	S: 4	E: 1
BREAKFAST OF CRIMINALS	SMALL WONDER	S: 3	E: 13
EARTHQUAKE VICKI	SMALL WONDER	S: 3	E: 20
GRANDPA LAWSON'S VISIT	SMALL WONDER	S: 1	E: 22
HAUNTED HOUSE	SMALL WONDER	S: 3	E: 8
HOMELESS CAUSES	SMALL WONDER	S: 2	E: 4
JAMIE'S OLDER WOMAN	SMALL WONDER	S: 2	E: 6
MORE ABOUT L.E.S.	SMALL WONDER	S: 4	E: 3
MY MOTHER THE TEACHER	SMALL WONDER	S: 2	E: 2
RADIO SHOW	SMALL WONDER	S: 4	E: 17
ROBOBRAT	SMALL WONDER	S: 1	E: 15
ROOT BEER, WOMEN AND SONG	SMALL WONDER	S: 2	E: 1
SCREAMING SKULLS	SMALL WONDER	S: 3	E: 4
SEE NO EVIL	SMALL WONDER	S: 4	E: 22
SUPERSUDS	SMALL WONDER	S: 4	E: 9
TED'S DEAD	SMALL WONDER	S: 3	E: 21
THE BOSSY DAUGHTER	SMALL WONDER	S: 3	E: 15
THE ROBOT NAPPERS	SMALL WONDER	S: 1	E: 17
VICKI FOR THE DEFENSE	SMALL WONDER	S: 2	E: 3
VICKI GOODWRENCH	SMALL WONDER	S: 2	E: 22
VICKI'S EXPOSE	SMALL WONDER	S: 4	E: 15
Sergio Mimica-Gezzan			
ALPHA MALE	INVASION	S: 1	E: 4
EPISODE 6	SURFACE	S: 1	E: 6
FRAGGED	BATTLESTAR GALACTICA (2004)	S: 2	E: 3
HIGH HOPES	TAKEN	S: 1	E: 3
HOME: PART 1	BATTLESTAR GALACTICA (2004)	S: 2	E: 6
OCCUPATION	BATTLESTAR GALACTICA (2004)	S: 3	E: 1
PRECIPICE	BATTLESTAR GALACTICA (2004)	S: 3	E: 2
RUN AND GUN	INVASION	S: 1	E: 20
THE CAPTAIN'S HAND	BATTLESTAR GALACTICA (2004)	S: 2	E: 17
YOU CAN'T GO HOME	BATTLESTAR GALACTICA (2004)	S: 1	E: 5
Seymour Robbie			

Episode Title	Name of Programme		
KNOCKOUT	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 5
ONE OF OUR TEEN IDOLS IS MISSING	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 1
SIDE SHOW	WAY OUT	S: 1	E: 12
THE ADRIATIC EXPRESS AFFAIR	MAN FROM U.N.C.L.E.,THE	S: 2	E: 12
THE BERMUDA TRIANGLE CRISIS	NEW ADVENTURES OF WONDER WOMAN,THE	S: 1	E: 4
THE MECHANICAL MAN	LOST IN SPACE	S: 2	E: 28
THE SENTRY	KOLCHAK: THE NIGHT STALKER	S: 1	E: 20
TIME BOMB	NEW ADVENTURES OF WONDER WOMAN,THE	S: 2	E: 7
Shaun O'Riordan			
ADVENTURE FIVE (1-6) (aka DR. MCDEE MUST DIE. . .)	SAPPHIRE AND STEEL	S: 3	E: 1
ADVENTURE ONE (1-6) (aka ESCAPE THROUGH A CRACK IN TIME)	SAPPHIRE AND STEEL	S: 1	E: 1
ADVENTURE THREE (1-6) (aka REVENGE OF THE CREATURE)	SAPPHIRE AND STEEL	S: 2	E: 1
Shaun O'Riordan, David Foster			
ADVENTURE TWO (1-8) (aka THE RAILWAY STATION)	SAPPHIRE AND STEEL	S: 1	E: 2
Shawn Alex Thompson			
LET IT BURN	REGENESIS	S: 3	E: 9
Shawn Levy			
BETWEEN FRIENDS	ANIMORPHS	S: 1	E: 4
BLOCK PARTY	DO OVER	S: 1	E: 9
FAMILY REUNION	SO WEIRD	S: 1	E: 1
MARKER 262	FIRST WAVE	S: 1	E: 10
NATURE OF THE BEAST	BIRDS OF PREY	S: 1	E: 9
STARWALK	JOURNEY OF ALLEN STRANGE, THE	S: 1	E: 5
THE LEADER (1-2)	ANIMORPHS	S: 1	E: 15
Shawn Piller			
FORBIDDEN FRUIT	DEAD ZONE, THE	S: 5	E: 1
SHADOWS	DEAD ZONE, THE	S: 3	E: 11
Sheldon Larry			
A MATTER OF MINUTES	TWILIGHT ZONE,THE (1985)	S: 1	E: 38
Sheldon Leonard			
MY FAVORITE MARTIN	MY FAVOURITE MARTIAN	S: 1	E: 1
Shelley Levinson			
BUT CAN SHE TYPE?	TWILIGHT ZONE,THE (1985)	S: 1	E: 31
TIME AND TERESA GOLOWITZ	TWILIGHT ZONE,THE (1985)	S: 2	E: 10
Sheri Elwood			
CAMOUFLAGE	BLACK HOLE HIGH	S: 3	E: 5
CHEMISTRY	BLACK HOLE HIGH	S: 2	E: 6
Sherman Marks			
SHOOT A CROOKED ARROW	BATMAN (1966)	S: 2	E: 1
THE MOTHER MUFFIN AFFAIR	GIRL FROM U.N.C.L.E.,THE	S: 1	E: 3
WALK THE STRAIGHT AND NARROW	BATMAN (1966)	S: 2	E: 2
Shuki Levy			
BEETLE ROCK (1-2)	BIG BAD BEETLEBORGS	S: 1	E: 1
ESCAPE FROM EDENIO (1-2)	MASKED RIDER	S: 1	E: 1
FOUL PLAY IN THE SKY	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 13
PASSING THE TORCH (1-2)	POWER RANGERS TURBO	S: 2	E: 2
RETURN OF THE GREEN RANGER (1-3)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 32
THE BATTLE BEGINS (1-2)	VR TROOPERS	S: 1	E: 1
THE MUTINY (1-3)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 1
THE NINJA ENCOUNTER (1-3)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 7
THE WEDDING (1-3)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 31
Shusuke Kaneko			
A WOMAN WHO KEEPS THE MONSTER	ULTRAMAN MAX	S: 1	E: 2
ADAM AND EVE OF M32 NEBULA	ULTRAMAN MAX	S: 1	E: 35
ALTERNATVE DIMENSION WORLD	ULTRAMAN MAX	S: 1	E: 36
PROPHECY OF BALAI	ULTRAMAN MAX	S: 1	E: 11
THE BIRTH OF ULTRAMAN MAX	ULTRAMAN MAX	S: 1	E: 1
Sidney Hayers			

Episode Title	Name of Programme	S:	E:
A GOOD KNIGHT'S WORK	KNIGHT RIDER	2	18
A PLUSH RIDE	KNIGHT RIDER	1	11
BETWEEN THE DEVIL AND THE DEEP BLUE SEA	GREATEST AMERICAN HERO,THE	2	15
BODY AND SOUL	SPACE PRECINCT	1	4
BROTHER'S KEEPER	KNIGHT RIDER	2	2
DEADLY KNIGHTSHADE	KNIGHT RIDER	4	14
ENFORCER	SPACE PRECINCT	1	6
GALACTICA DISCOVERS EARTH (1-3)	GALACTICA 1980	1	1
IT'S ALL DOWN HILL FROM HERE	GREATEST AMERICAN HERO,THE	2	16
JUST MY BILL	KNIGHT RIDER	1	5
KNIGHT OF THE DRONES (A TWO PART STORY)	KNIGHT RIDER	3	1
KNIGHT STING	KNIGHT RIDER	4	6
KNIGHTMARES	KNIGHT RIDER	2	10
LOST KNIGHT	KNIGHT RIDER	3	9
PREDATOR & PREY	SPACE PRECINCT	1	8
RODEA ROMEOS	THEY CAME FROM OUTER SPACE	1	8
SCHOOL FOOLS	THEY CAME FROM OUTER SPACE	1	5
THE POWER	SPACE PRECINCT	1	12
THE SCENT OF ROSES	KNIGHT RIDER	4	11
THEY CAME FROM OUTER SPACE (AKA MALIBU OR BUST!)	THEY CAME FROM OUTER SPACE	1	1
TRADING FACES	THEY CAME FROM OUTER SPACE	1	7
Sidney Heyers			
SEVERANCE PAY	AIRWOLF	2	20
Sidney Miller			
HOW TO BE A HERO WITHOUT REALY TRYING	MY FAVOURITE MARTIAN	1	13
THE MATCHMAKERS	MY FAVOURITE MARTIAN	1	2
THERE IS NO CURE FOR THE COMMON MARTIN	MY FAVOURITE MARTIAN	1	3
Sigmund Neufeld Jr.			
747	INCREDIBLE HULK,THE	1	7
ALICE IN DISCOLAND	INCREDIBLE HULK,THE	2	7
CRUISE SHIP TO THE STARS	BUCK ROGERS IN THE 25TH CENTURY	1	11
GO DIRECTLY TO JAIL	INVISIBLE MAN,THE (1975)	1	7
HAPPY BIRTHDAY, BUCK	BUCK ROGERS IN THE 25TH CENTURY	1	13
HEALER	TWILIGHT ZONE,THE (1985)	1	6
SIGHT UNSEEN	INVISIBLE MAN,THE (1975)	1	10
THE AUTOWUK HORROR	INCREDIBLE HULK,THE	2	2
THE DEADLY DOLPHIN	NEW ADVENTURES OF WONDER WOMAN,THE	2	9
THE FINE ART OF DIPLOMACY	INVISIBLE MAN,THE (1975)	1	3
THE FREMONT INCIDENT	PROJECT UFO	1	3
THE FRENCH INCIDENT	PROJECT UFO	1	9
THE NIGHT THE CYLONS LANDED	GALACTICA 1980	1	4
THE TRIAL OF PHINEAS BOGG	VOYAGERS	1	13
TWIKI IS MISSING	BUCK ROGERS IN THE 25TH CENTURY	1	16
VEGAS IN SPACE	BUCK ROGERS IN THE 25TH CENTURY	1	3
Simon Hook			
BIG SISTER	M.I. HIGH	2	6
SJ Clarkson			
EPISODE 10	LIFE ON MARS	2	2
EPISODE 15	LIFE ON MARS	2	7
EPISODE 16	LIFE ON MARS	2	8
EPISODE 5	LIFE ON MARS	1	5
EPISODE 7	LIFE ON MARS	1	7
EPISODE 9	LIFE ON MARS	2	1
Skip Schoolnik			
DESTINY	ANGEL	5	8
HABEAS CORPSES	ANGEL	4	8
QUICKENING	ANGEL	3	8
SLOUCHING TOWARD BETHLEHEM	ANGEL	4	4
UNDERNEATH	ANGEL	5	17
Sobey Martin			
A CHANGE OF SPACE	LOST IN SPACE	1	27
ATTACK OF THE BARBARIANS	TIME TUNNEL,THE	1	26
CHAMBER OF FEAR	LAND OF THE GIANTS	2	9
CHASE THROUGH TIME	TIME TUNNEL,THE	1	24
COLLECTOR'S ITEM	LAND OF THE GIANTS	2	7

Science Fiction Directors

Episode Title**Name of Programme**

CRADLE OF THE DEEP	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 25
DEADLIEST OF THE SPECIES	LOST IN SPACE	S: 3	E: 11
DEADLY CREATURE BELOW!	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 17
DOOMSDAY	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 17
END OF THE WORLD	TIME TUNNEL,THE	S: 1	E: 3
FLIGHT INTO THE FUTURE	LOST IN SPACE	S: 3	E: 8
GENIUS AT WORK	LAND OF THE GIANTS	S: 1	E: 21
GRAVEYARD OF FOOLS	LAND OF THE GIANTS	S: 2	E: 25
IDOL OF DEATH	TIME TUNNEL,THE	S: 1	E: 21
INVASION	TIME TUNNEL,THE	S: 1	E: 15
MANHUNT	LAND OF THE GIANTS	S: 1	E: 7
MUTINY	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 18
ON A CLEAR NIGHT YOU CAN SEE EARTH	LAND OF THE GIANTS	S: 1	E: 16
OUR MAN O'REILLY	LAND OF THE GIANTS	S: 2	E: 15
PANIC	LAND OF THE GIANTS	S: 2	E: 19
PIRATES OF DEADMAN'S ISLAND	TIME TUNNEL,THE	S: 1	E: 23
REIGN OF TERROR	TIME TUNNEL,THE	S: 1	E: 10
RETURN OF INIDU	LAND OF THE GIANTS	S: 1	E: 22
REVENGE OF THE GODS	TIME TUNNEL,THE	S: 1	E: 7
SECRET WEAPON	TIME TUNNEL,THE	S: 1	E: 11
SIX HOURS TO LIVE	LAND OF THE GIANTS	S: 2	E: 2
TARGET EARTH	LAND OF THE GIANTS	S: 1	E: 20
TERROR-GO-ROUND	LAND OF THE GIANTS	S: 1	E: 5
THE ALAMO	TIME TUNNEL,THE	S: 1	E: 13
THE CHASE	LAND OF THE GIANTS	S: 1	E: 26
THE CREATURE	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 28
THE CREED	LAND OF THE GIANTS	S: 1	E: 9
THE DEADLIEST GAME	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 11
THE GHOST OF MOBY DICK	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 14
THE GHOST OF NERO	TIME TUNNEL,THE	S: 1	E: 19
THE GOLDEN CAGE	LAND OF THE GIANTS	S: 1	E: 12
THE HAUNTED LIGHTHOUSE	LOST IN SPACE	S: 3	E: 7
THE HUNGRY SEA	LOST IN SPACE	S: 1	E: 5
THE INVADERS	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 20
THE KEEPER (1-2)	LOST IN SPACE	S: 1	E: 16
THE KIDNAPPERS	TIME TUNNEL,THE	S: 1	E: 28
THE LAST PATROL	TIME TUNNEL,THE	S: 1	E: 5
THE MARIONETTES	LAND OF THE GIANTS	S: 2	E: 23
THE MECHANICAL MAN	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 25
THE NIGHT OF THROMBELDINAR	LAND OF THE GIANTS	S: 1	E: 18
THE PEACEMAKER	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 9
THE RAFT	LOST IN SPACE	S: 1	E: 12
THE SECRET CITY OF LIMBO	LAND OF THE GIANTS	S: 2	E: 18
THE SECRET OF THE LOCH	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 29
THE SILENT SABOTEURS	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 10
THE SKY IS FALLING	LOST IN SPACE	S: 1	E: 10
THE SKY PIRATE	LOST IN SPACE	S: 1	E: 17
THE SKY'S ON FIRE	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 19
THE SPACE CREATURE	LOST IN SPACE	S: 3	E: 10
THE SPACE CROPPERS	LOST IN SPACE	S: 1	E: 24
THE TRAITOR	VOYAGE TO THE BOTTOM OF THE SEA	S: 1	E: 32
THE TRAP	LAND OF THE GIANTS	S: 1	E: 8
THE WAR OF THE ROBOTS	LOST IN SPACE	S: 1	E: 19
TIME BOMB	VOYAGE TO THE BOTTOM OF THE SEA	S: 2	E: 5
UNDERGROUND	LAND OF THE GIANTS	S: 1	E: 4
VISIT TO A HOSTILE PLANET	LOST IN SPACE	S: 3	E: 2
VISITORS FROM BEYOND THE STARS	TIME TUNNEL,THE	S: 1	E: 18

SONA

SEE NO EVIL, HEAR NO EVIL	LOST IN OZ	S: 6	E: 2
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Spiro Razatos

EMP	TEAM KNIGHT RIDER	S: 1	E: 19
FALLEN NATION	TEAM KNIGHT RIDER	S: 1	E: 1
INSIDE TRAITOR	TEAM KNIGHT RIDER	S: 1	E: 5
K.R.O.	TEAM KNIGHT RIDER	S: 1	E: 4
SKY ONE	TEAM KNIGHT RIDER	S: 1	E: 8
THE IRON MAIDEN	TEAM KNIGHT RIDER	S: 1	E: 9

Episode Title	Name of Programme		
Srinivas Krishna			
STAN'S TRIAL	LEXX: THE DARK ZONE STORIES	S: 2	E: 5
Stacey Stewart Curtis			
CHIRALITY	BLACK HOLE HIGH	S: 3	E: 10
CROSSROADS OF THE SOUL	MUTANT X	S: 2	E: 7
GENOME	BLACK HOLE HIGH	S: 2	E: 4
ROBOT	BLACK HOLE HIGH	S: 1	E: 12
Stacy Curtis			
NOT MY PROBLEM	ANIMORPHS	S: 1	E: 14
Stacy Stewart Curtis			
PHEROMONES	BLACK HOLE HIGH	S: 2	E: 2
Stan Hughes			
THE LIVING SKINS (1-2)	TOMORROW PEOPLE,THE (1973)	S: 7	E: 3
Stan Lathen			
PARTNERS	ALIEN NATION	S: 1	E: 16
THREE TO TANGO	ALIEN NATION	S: 1	E: 9
Stan Woodward			
A MAN FOR EMILY (1-3)	TOMORROW PEOPLE,THE (1973)	S: 3	E: 3
Stefan Ronowicz			
LUVLINER	LEXX: THE DARK ZONE STORIES	S: 2	E: 4
Stefan Scaini			
ALLURE	BLACK HOLE HIGH	S: 3	E: 3
COLD	BLACK HOLE HIGH	S: 2	E: 3
CULTURE	BLACK HOLE HIGH	S: 1	E: 7
HAPPY DESTINY DAY	2030 CE	S: 1	E: 1
KILLER INSTINCT	TEKWAR	S: 1	E: 7
NOCTURNAL	BLACK HOLE HIGH	S: 3	E: 2
SIR CARADOC AT THE ROUND TABLE	MYTHQUEST	S: 1	E: 6
WORMHOLE2 (PART 2 OF 2)	BLACK HOLE HIGH	S: 2	E: 1
Stein Mhyrstad			
NORMAL., ILLINOIS	FIRST WAVE	S: 2	E: 13
Stephan Wagner			
LYEKKA	LEXX: THE DARK ZONE STORIES	S: 2	E: 7
Stephen Campbell			
ENTER NIGHTLITE	AMAZING EXTRORDINARY FRIENDS	S: 1	E: 3
Stephen Cragg			
HIS GIRL THURSDAY	EARLY EDITION	S: 1	E: 9
MUTINY	SPACE : ABOVE AND BEYOND	S: 1	E: 4
PURSUIT	PREY	S: 1	E: 3
SUBJECT: THREE THIRTEEN	FREAKYLINKS	S: 1	E: 2
THE JURY	EARLY EDITION	S: 1	E: 16
Stephen Furst			
APPERANCES AND OTHER DECEITS	CRUSADE	S: 1	E: 7
EACH NIGHT I DREAM OF HOME	CRUSADE	S: 1	E: 11
THE CORPS IS FATHER, THE CORPS IS MOTHER	BABYLON 5	S: 5	E: 13
THE DECONSTRUCTION OF FALLING STARS	BABYLON 5	S: 4	E: 22
THE ILLUSION OF TRUTH	BABYLON 5	S: 4	E: 8
Stephen L. Posey			
KNIVES	BABYLON 5	S: 2	E: 17
THE LAST ENDLESS SUMMER	BURNING ZONE, THE	S: 1	E: 14
WILD FIRE	BURNING ZONE, THE	S: 1	E: 18
Stephen Manuel			
HAYLEY'S COMET	LEXX: THE DARK ZONE STORIES	S: 4	E: 19
MOSS	LEXX: THE DARK ZONE STORIES	S: 4	E: 16
TRIP	LEXX: THE DARK ZONE STORIES	S: 4	E: 22
Stephen Posey			
TOY SOLIDIERS	SPACE : ABOVE AND BEYOND	S: 1	E: 16
Stephen Reynolds			
THE ROCK	LEXX: THE DARK ZONE STORIES	S: 4	E: 6
Stephen T Stafford			
STANDOFF	VIPER (1996)	S: 1	E: 6
Stephen Williams			

Science Fiction Directors

Episode Title	Name of Programme			
BAD DREAMS	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 12	
BRAINIAC	DARK ANGEL	S: 2	E: 10	
EXPOSURE	DARK ANGEL	S: 2	E: 16	
HALF-LIFE	ODYSSEY 5	S: 1	E: 18	
HEARTLAND	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 3	E: 3	
MAN OF WAR	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 9	
RAPTURE	ODYSSEY 5	S: 1	E: 8	
SACRIFICES	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 2	
SHOCKING	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 1	
THE DEVIL YOU KNOW	EARTH: FINAL CONFLICT	S: 1	E: 17	
TROUBLE WITH HARRY	ODYSSEY 5	S: 1	E: 13	
Steve Anker				
ABADDON	OUTER LIMITS,THE (1995)	S: 6	E: 14	
CRIMINAL NATURE	OUTER LIMITS,THE (1995)	S: 4	E: 1	
DESCENT	OUTER LIMITS,THE (1995)	S: 5	E: 14	
IN OUR OWN IMAGE	OUTER LIMITS,THE (1995)	S: 4	E: 26	
SEEDS OF DESTRUCTION	OUTER LIMITS,THE (1995)	S: 6	E: 7	
STRANDED	OUTER LIMITS,THE (1995)	S: 5	E: 19	
Steve Beers				
DEAD AND MARRIED	SWAMP THING	S: 3	E: 1	
EASY PREY	SWAMP THING	S: 3	E: 12	
FUTURE TENSE	SWAMP THING	S: 3	E: 14	
NIGHT OF THE DYING	SWAMP THING	S: 2	E: 1	
SMOKE AND MIRRORS	SWAMP THING	S: 2	E: 9	
VENDETTA	SWAMP THING	S: 3	E: 24	
WEAPONS OF WAR	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 3	E: 13	
Steve Boyum				
SISTERHOOD	BIONIC WOMAN (2007)	S: 1	E: 3	
Steve Dimarco				
24 HOURS	CODE NAME: ETERNITY	S: 1	E: 13	
NOCTURNAL CABAL	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 10	
SKELETON	RAY BRADBURY THEATRE,THE	S: 3	E: 2	
THE TRUNK	TWILIGHT ZONE,THE (1985)	S: 3	E: 14	
Steve Dollinger				
FIGHT LIKE A DOVE	AIRWOLF	S: 1	E: 7	
Steve Dubin				
CHETT REBORN	WEIRD SCIENCE	S: 2	E: 13	
PHOTON BULLET	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 1	E: 12	
SIMON'S CHOICE	VR5	S: 1	E: 7	
TAKEOVER	ALIEN NATION	S: 1	E: 5	
Steve Ecclesine				
TEACHERS PESTS	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 11	
Steve Gomer				
HEART OF WINTER	JERICO	S: 1	E: 14	
Steve Johnson				
BALANCE OF NATURE	OUTER LIMITS,THE (1995)	S: 4	E: 22	
Steve Markowitz				
CLASH OF THE MEGAZORDS (PART 2 OF 2)	POWER RANGERS TURBO	S: 2	E: 13	
FIRE IN YOUR TANK	POWER RANGERS TURBO	S: 2	E: 17	
ONE LAST HOPE (PART 2 OF 2)	POWER RANGERS TURBO	S: 2	E: 10	
SPIRIT OF THE WOODS	POWER RANGERS TURBO	S: 2	E: 19	
THE DARKEST DAY (PART 1 OF 2)	POWER RANGERS TURBO	S: 2	E: 9	
THE FALL OF THE PHANTOM (PART 1 OF 2)	POWER RANGERS TURBO	S: 2	E: 12	
TURN OF THE WRETCHED WRENCH	POWER RANGERS TURBO	S: 2	E: 18	
Steve Miner				
DUPPLICITY	SMALLVILLE	S: 2	E: 3	
UPGRADE	JAKE 2.0	S: 1	E: 16	
Steve Peddie				
CHEATS NEVER PROSPER	PARALLAX	S: 1	E: 22	
DECOY	PARALLAX	S: 1	E: 13	
EX-BEN	PARALLAX	S: 1	E: 15	
MY FAVOURITE MARTIN	PARALLAX	S: 1	E: 21	
SAND WITCH	PARALLAX	S: 1	E: 20	

Episode Title	Name of Programme		
SEEK AND YOU SHALL FIND	PARALLAX	S: 1	E: 19
THE MARTIN CRIMES	PARALLAX	S: 1	E: 10
TOO MANY CHIEFS	PARALLAX	S: 1	E: 14
Steve Posey			
BURN, BABY, BURN	DARK SKIES	S: 1	E: 15
CHIMERA	STAR TREK: DEEP SPACE NINE	S: 7	E: 14
EXTREME MEASURES (PART 7 OF 10)	STAR TREK: DEEP SPACE NINE	S: 7	E: 23
PENUMBRA (PART 1 OF 10)	STAR TREK: DEEP SPACE NINE	S: 7	E: 17
TREACHERY, FAITH AND THE GREAT RIVER	STAR TREK: DEEP SPACE NINE	S: 7	E: 6
Steve Robman			
DEAD END	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 9
SOMETHING IN THE AIR	SEAQUEST DSV (inc. SEAQUEST 2032)	S: 2	E: 16
Steve Shill			
ORIGIN OF SPECIES	INVASION	S: 1	E: 10
ROUND UP	INVASION	S: 1	E: 21
Steve Wang			
THE RESCUE MISSION	POWER RANGERS LOST GALAXY	S: 2	E: 3
Steven DePaul			
CAUSE BELLI	JERICO	S: 1	E: 19
THE HANGED MAN	JOURNEYMAN	S: 1	E: 12
Steven Dubin			
DON'T TUG ON SUPERMAN'S CAPE	LOIS AND CLARK	S: 3	E: 6
Steven Long Mitchell			
AMNESIA (A.K.A. UNFORGOTTEN)	PRETENDER, THE	S: 2	E: 14
AT THE HOUR OF OUR DEATH	PRETENDER, THE	S: 3	E: 14
COLD DICK	PRETENDER, THE	S: 4	E: 11
CORN MAN	PRETENDER, THE	S: 4	E: 18
MR. LEE	PRETENDER, THE	S: 3	E: 10
Steven S. DeKnight			
AGELESS	SMALLVILLE	S: 4	E: 20
HELL BOUND	ANGEL	S: 5	E: 4
INSIDE OUT	ANGEL	S: 4	E: 17
JUSTICE	SMALLVILLE	S: 6	E: 11
SHELLS	ANGEL	S: 5	E: 16
Steven Shaw			
SKELETONS IN THE CLOSET	LEGEND	S: 1	E: 12
Steven Spielberg			
GHOST TRAIN	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 1
MISSION,THE	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 5
Steven Stern			
HALF LIFE	LOGAN'S RUN	S: 1	E: 6
Steven Surjik			
EXCELSIUS DEI	X FILES,THE	S: 2	E: 11
Steven Weber			
BLACK BOX	OUTER LIMITS,THE (1995)	S: 4	E: 25
REVELATION OF BECCA PAULSON	OUTER LIMITS,THE (1995)	S: 3	E: 15
Strathford Hamilton			
DAY OF THE DUMPSTER (PILOT VERSION)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 0
Stuart Burge			
CRIMES	PLAY FOR TOMMOROW	S: 1	E: 1
Stuart Gillard			
CORNER OF THE EYE	OUTER LIMITS,THE (1995)	S: 1	E: 9
SANDKINGS (A 2 PART STORY)	OUTER LIMITS,THE (1995)	S: 1	E: 1
T.K.O. HENRY	SECRET AGENT MAN	S: 1	E: 11
THE SHROUD	OUTER LIMITS,THE (1995)	S: 5	E: 10
Stuart Gordon			
HONEY, LET'S TRICK-OR-TREAT	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 5
Stuart Margolin			
BUSHWACKERS,THE	NEW ORIGINAL WONDER WOMAN,THE	S: 1	E: 11
DR RUTH	QUANTUM LEAP	S: 5	E: 13
LAST OF THE \$2 BILLS	NEW ORIGINAL WONDER WOMAN,THE	S: 1	E: 8

Episode Title	Name of Programme	S:	E:
Stuart Orme THE UTTERLY PERFECT MURDER	RAY BRADBURY THEATRE,THE	6	6
	LAST TRAIN, THE	1	1
	LAST TRAIN, THE	1	6
Stuart Rosenberg HE'S ALIVE	TWILIGHT ZONE,THE (1958)	4	4
I SHOT AN ARROW INTO THE AIR	TWILIGHT ZONE,THE (1958)	1	15
MUTE	TWILIGHT ZONE,THE (1958)	4	5
Sturla Gunnarsson STRANGER IN POSSUM MEADOW	TWILIGHT ZONE,THE (1985)	3	17
THE EMISSARY	RAY BRADBURY THEATRE,THE	3	3
Susan Seidelman THEIR SWIPES MAYORS DOG	EARLY EDITION	1	5
Susan Tuan VIRTUAL VICE	BLACK SCORPION	1	14
Sutton Roley ANTI-MATTERMAN	LOST IN SPACE	3	15
DEAD MAN'S DOUBLOONS	VOYAGE TO THE BOTTOM OF THE SEA	2	22
FALLEN ANGEL	AIRWOLF	2	7
FORTUNE TELLER	AIRWOLF	3	4
ONE OF OUR DOGS IS MISSING	LOST IN SPACE	1	13
QUANTITY: UNKNOWN	INVADERS,THE (1967)	1	9
RETURN OF THE PHANTOM	VOYAGE TO THE BOTTOM OF THE SEA	2	26
SANTINI'S MILLIONS	AIRWOLF	2	15
THE HORN OF PLENTY	AIRWOLF	3	1
THE HUNTED	AIRWOLF	2	5
THE INNOCENTS	INVADERS,THE (1967)	1	10
THE OASIS	LOST IN SPACE	1	9
THE PHANTOM STRIKES	VOYAGE TO THE BOTTOM OF THE SEA	2	18
THE SUMMIT-5 AFFAIR	MAN FROM U.N.C.L.E.,THE	4	1
WISH UPON ON A STAR	LOST IN SPACE	1	11
Suzumura Nobuhiro ACT 10	PRETTY GUARDIAN SAILOR MOON	1	10
ACT 15	PRETTY GUARDIAN SAILOR MOON	1	15
ACT 16	PRETTY GUARDIAN SAILOR MOON	1	16
ACT 9	PRETTY GUARDIAN SAILOR MOON	1	9
Sydney Hayers A SURFEIT OF H2O	AVENGERS,THE	4	8
DEAD MAN'S TREASURE	AVENGERS,THE	6	4
DEATH'S DOOR	AVENGERS,THE	6	2
MAN-EATER OF SURREY GREEN	AVENGERS,THE	4	11
THE CYBERNAUTS	AVENGERS,THE	4	3
THE HIDDEN TIGER	AVENGERS,THE	5	8
THE JOKER	AVENGERS,THE	5	15
THE SUPERLATIVE SEVEN	AVENGERS,THE	5	12
Sylvie Boden ALL CHANGE	BIG MEG, LITTLE MEG	1	1
T.J. Scott ALL TO HUMAN	ANDROMEDA	2	6
AND THAT ABOUT CONCLUDES OUR SESSION	SPY GAMES	1	8
ASCENSION	FLASH GORDON (2007)	1	5
BRAIN DRAIN	CLEOPATRA 2525	2	3
CORPORATE RAIDERS	ROBOCOP - THE SERIES	1	20
EQUATION	BLACK HOLE HIGH	2	9
FOOL FOR LOVE	MUTANT X	1	4
HAND TO HAND	LA FEMME NIKITA	3	14
LAST STAND	CLEOPATRA 2525	1	12
LIFE SOURCE	FLASH GORDON (2007)	1	6
NOTHING TO FEAR	MUTANT X	1	19
OBSSESSED	LA FEMME NIKITA	1	15
PAST AS PROLOGUE	MUTANT X	2	1
POD WHISPERER	CLEOPATRA 2525	2	6
RUN CLEO RUN	CLEOPATRA 2525	1	7
RUSSIAN ROULETTE	MUTANT X	1	3

Episode Title	Name of Programme		
SAND	CHARLIE JADE	S: 1	E: 2
SPEC OPS	LA FEMME NIKITA	S: 2	E: 2
THE BIG BANG	CHARLIE JADE	S: 1	E: 1
THE MATHEMATICS OF TEARS	ANDROMEDA	S: 1	E: 12
THE SHOCK OF THE NEW (PART 1 OF 2)	MUTANT X	S: 1	E: 1
THE SOLDIER WHO FELL FROM GRACE	CLEOPATRA 2525	S: 2	E: 11
THIRD PARTY RIPOFF	LA FEMME NIKITA	S: 3	E: 18
T.W. Peacocke			
CIRCLE OF FIRE	PETER BENCHLEY'S AMAZON	S: 1	E: 19
REAWAKENING	MUTANT X	S: 2	E: 21
Takamaru Masataka			
ACT 11	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 11
ACT 12	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 12
ACT 19	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 19
ACT 20	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 20
ACT 25	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 25
ACT 26	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 26
ACT 3	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 3
ACT 4	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 4
Takashi Miike			
MIRACLE ON THE THIRD PLANET	ULTRAMAN MAX	S: 1	E: 15
WHO AMI?	ULTRAMAN MAX	S: 1	E: 16
Takeshi Yagi			
AQUA PROJECT	ULTRASEVEN X	S: 1	E: 11
CHRISTMAS ELLY	ULTRAMAN MAX	S: 1	E: 26
CODENAME 'R'	ULTRASEVEN X	S: 1	E: 2
CONSTELLATION THIEF	ULTRAMAN MAX	S: 1	E: 37
DAUGHTER OF THE ZETTON	ULTRAMAN MAX	S: 1	E: 13
DREAM	ULTRASEVEN X	S: 1	E: 1
FINAL SPECIAL: TOWARDS THE FUTURE	ULTRAMAN MAX	S: 1	E: 40
HOLD ON THE THE FUTURE	ULTRAMAN MAX	S: 1	E: 39
KING JOE IN LOVE	ULTRAMAN MAX	S: 1	E: 14
NEW WORLD	ULTRASEVEN X	S: 1	E: 12
PRELUDE TO THE GROUND ANNIHILATION	ULTRAMAN MAX	S: 1	E: 38
RED MOON	ULTRASEVEN X	S: 1	E: 9
THE FARAWAY FRIEND	ULTRAMAN MAX	S: 1	E: 25
THE STOLEN MAXX SPARK	ULTRAMAN MAX	S: 1	E: 27
Taro Sakamoto			
A FATHER'S FOOTSTEPS	POWER RANGERS WILD FORCE	S: 1	E: 21
CURSE OF THE WOLF (PART 1 OF 3)	POWER RANGERS WILD FORCE	S: 1	E: 10
FISHING FOR A FRIEND	POWER RANGERS WILD FORCE	S: 2	E: 11
HOMECOMING	POWER RANGERS WILD FORCE	S: 2	E: 2
IDENTITY CRISIS (PART 2 OF 2)	POWER RANGERS WILD FORCE	S: 1	E: 14
MONITORING EARTH, PART 1	POWER RANGERS WILD FORCE	S: 2	E: 6
SEALING THE NEXUS	POWER RANGERS WILD FORCE	S: 2	E: 12
SING SONG	POWER RANGERS WILD FORCE	S: 1	E: 22
THE ANCIENT WARRIOR, PART 1	POWER RANGERS WILD FORCE	S: 1	E: 15
THE LONE WOLF, PART 2	POWER RANGERS WILD FORCE	S: 1	E: 16
THE SOUL OF HUMANITY PART 2	POWER RANGERS WILD FORCE	S: 2	E: 7
THREE'S A CROWD	POWER RANGERS WILD FORCE	S: 1	E: 20
UNFINISHED BUSINESS	POWER RANGERS WILD FORCE	S: 2	E: 1
Tasaki Ryuuta			
ACT 1	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 1
ACT 7	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 7
ACT 8	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 8
Tasaki Ryuuta, Kobayashi Yasuko			
ACT 2	PRETTY GUARDIAN SAILOR MOON	S: 1	E: 2
Ted Flicker			
ACT BREAK	TWILIGHT ZONE,THE (1985)	S: 1	E: 18
Ted Hanlan			
LOVE AND COUNTRY	LA FEMME NIKITA	S: 3	E: 6
MAN IN THE MIDDLE	LA FEMME NIKITA	S: 4	E: 5
ON BORROWED TIME (PART 2 OF 2)	LA FEMME NIKITA	S: 3	E: 22
Ted Lange			

Episode Title	Name of Programme	S:	E:
FATHERS AND SONS	STARMAN	1	19
Ted Post			
A WORLD OF DIFFERENCE	TWILIGHT ZONE,THE (1958)	1	23
DON QUIXOTE	ARK II	1	14
MR GARITY AND THE GRAVES	TWILIGHT ZONE,THE (1958)	5	32
PROBE 7-OVER AND OUT	TWILIGHT ZONE,THE (1958)	5	10
THE CRYOGENIC MAN	ARK II	1	7
THE DROUGHT	ARK II	1	10
THE FLIES	ARK II	1	1
THE LOTTERY	ARK II	1	11
THE MAD MAD BOMBER (1-2)	FUTURE COP	1	3
THE ROBOT	ARK II	1	4
THE RULE	ARK II	1	8
THE TANK	ARK II	1	6
WESTWORLD DESTROYED	BEYOND WESTWORLD	1	1
Terence Dudley			
FIRE AND BRIMSTONE	DOOMWATCH	3	1
MEGLOS (1-4)	DOCTOR WHO	18	2
REUNION	SURVIVORS	3	6
YOU KILLED TOBY WREN	DOOMWATCH	2	1
Terence O'Hara			
LIVEWIRE	FREEDOM	1	9
Terence Williams			
A FRIEND IN NEED	SURVIVORS	2	6
GARLAND'S WAR	SURVIVORS	1	6
GONE AWAY	SURVIVORS	1	3
LIGHTS OF LONDON (1-2)	SURVIVORS	2	3
NEW WORLD	SURVIVORS	2	12
ON THE SPIKE	R3	1	3
PARASITES	SURVIVORS	2	9
SOMETHING OF VALUE	SURVIVORS	1	12
THE ASTRONAUT	R3	1	12
THE FUTURE HOUR	SURVIVORS	1	10
THE WITCH	SURVIVORS	2	5
THUNDERBOLT	R3	1	5
Terrence H. Winkless			
A BRUSH WITH DESTINY	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	3	3
A CHIMP IN CHARGE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	3	16
A REAL FISH STORY	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	2	34
A STAR IS BORN	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1	31
AN OYSTER STEW	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1	56
ANOTHER BRICK IN THE WALL	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	3	15
BROTHER, CAN YOU SPARE AN ARROWHEAD?	POWER RANGERS ZEO	2	1
BULK FICTION	POWER RANGERS ZEO	2	4
CALAMITY KIMBERLY	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1	30
CAT-ATOMIC	MASKED RIDER	2	7
CLEAN UP CLUB	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1	35
CONVENTION DIMENSION	BIG BAD BEETLEBORGS	1	18
DARK WARRIOR	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1	14
DETENTION	MASKED RIDER	2	13
DOOMSDAY (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1	37
EXIT NEFARIA, ENTER BARBARIA	MASKED RIDER	2	12
FOLLOW THAT CAB!	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	3	12
FOOTBALL SEASON	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1	54

Episode Title	Name of Programme			
FOREVER FRIENDS	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 29	
GOLDAR'S VICE-VERSA	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 22	
HAUNTED HIDEOUT	BIG BAD BEETLEBORGS	S: 1	E: 16	
ISLAND OF ILLUSION (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 28	
LIGHTS, CAMERA, ACTION	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 35	
MIGHTY MORPHIN' MUTANTS	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 55	
MIRROR OF REGRET	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 23	
MONSTER ROCK	BIG BAD BEETLEBORGS	S: 1	E: 17	
NINJA QUEST (1-4)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 2	
PLAGUE OF THE MANTIS	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 45	
RANGERS BACK IN TIME (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 30	
REIGN OF THE JELLYFISH	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 44	
RITA'S PITA	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 3	E: 14	
ROCKY JUST WANT'S TO HAVE FUN	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 28	
THE BEATLE INVASION	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 16	
THE POWER STEALER	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 15	
THE ROCKSTAR	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 29	
THE SONGS OF GUITARDO	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 18	
THE YOLK'S ON YOU	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 32	
TO FLEA OR NOT TO FLEA	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 43	
TRUST IN ME	POWER RANGERS ZEO	S: 2	E: 2	
WELCOME TO VENUS ISLAND	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 2	E: 17	
WHEEL OF MISFORTUNE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 27	

Terrence O'Hara

BETRAYL	PRETENDER, THE	S: 3	E: 5
BOUND	SMALLVILLE	S: 4	E: 9
CALLING (PART 1 OF 2)	SMALLVILLE	S: 2	E: 22
CRY BABY CRY	DEAD AT 21	S: 1	E: 9
DEEP DOWN	ANGEL	S: 4	E: 1
FADE	SMALLVILLE	S: 5	E: 20
FLUSHED	DARK ANGEL	S: 1	E: 3
FORSAKEN (PART 1 OF 2)	SMALLVILLE	S: 3	E: 21
JAROD'S HONOR	PRETENDER, THE	S: 1	E: 19
JERALDO!	PRETENDER, THE	S: 1	E: 15
KEYS	PRETENDER, THE	S: 1	E: 17
LONG DAY'S JOURNEY	ANGEL	S: 4	E: 9
MORTAL	SMALLVILLE	S: 5	E: 2
ONYX	SMALLVILLE	S: 4	E: 17
ORIGIN	ANGEL	S: 5	E: 18
ORPHEUS	ANGEL	S: 4	E: 15
POTATO HEAD BLUES (A.K.A. BOMB SQUAD)	PRETENDER, THE	S: 1	E: 11
PROGENY	SMALLVILLE	S: 6	E: 18
PROGENY	PREY	S: 1	E: 12
REAPER	SMALLVILLE	S: 1	E: 17
REPENTANCE	BRIMSTONE	S: 1	E: 4
RESURRECTION	SMALLVILLE	S: 3	E: 15
RISQUE BUSSINESS	PRETENDER, THE	S: 4	E: 4
RYAN	SMALLVILLE	S: 2	E: 8
SLEEP TIGHT	ANGEL	S: 3	E: 16

Episode Title

Name of Programme

Episode Title	Name of Programme	S:	E:
SLUMBER	SMALLVILLE	3	4
SUREKILL	X FILES,THE	8	8
SURVIVAL	PRETENDER, THE	4	2
THE FIX	HEROES	1	13
THINK TANK	STAR TREK: VOYAGER	5	19
WHY WE FIGHT	ANGEL	5	13

Terry Hughes

36! 24! 36! DICK (A 2 PART STORY)	THIRD ROCK FROM THE SUN	3	13
A DICK REPLACEMENT	THIRD ROCK FROM THE SUN	6	11
A FRIEND IN DICK	THIRD ROCK FROM THE SUN	3	7
ALIEN HUNTER	THIRD ROCK FROM THE SUN	4	20
AUTO EURODICKA	THIRD ROCK FROM THE SUN	3	18
B.D.O.C.	THIRD ROCK FROM THE SUN	6	7
BIG GIANT HEAD RETURNS	THIRD ROCK FROM THE SUN	5	12
CHARITABLE DICK	THIRD ROCK FROM THE SUN	5	8
CITIZEN SOLOMON	THIRD ROCK FROM THE SUN	4	19
COLLECT CALL FOR DICK	THIRD ROCK FROM THE SUN	4	4
D III : JUDGEMENT DAY	THIRD ROCK FROM THE SUN	4	7
DIAL 'M' FOR DICK	THIRD ROCK FROM THE SUN	5	4
DICK AND HARRY FALL IN A HOLE	THIRD ROCK FROM THE SUN	5	18
DICK AND TAXES	THIRD ROCK FROM THE SUN	4	12
DICK AND TUCK	THIRD ROCK FROM THE SUN	5	5
DICK DIGS	THIRD ROCK FROM THE SUN	6	9
DICK FOR TAT	THIRD ROCK FROM THE SUN	5	2
DICK ON A ROLL	THIRD ROCK FROM THE SUN	3	11
DICK ON ONE KNEE	THIRD ROCK FROM THE SUN	2	17
DICK PUTS THE ID IN CUPID	THIRD ROCK FROM THE SUN	5	11
DICK SOLOMON OF THE INDIANA SOLOMONS	THIRD ROCK FROM THE SUN	4	11
DICK SOLOMON'S DAY OFF	THIRD ROCK FROM THE SUN	5	20
DICK SOUP FOR THE SOUL	THIRD ROCK FROM THE SUN	6	16
DICK STRIKES OUT	THIRD ROCK FROM THE SUN	5	16
DICK THE MOUTH SOLOMON	THIRD ROCK FROM THE SUN	4	18
DICK V. STRUDVICK	THIRD ROCK FROM THE SUN	4	21
DICK, WHO'S COMING TO DINER	THIRD ROCK FROM THE SUN	5	6
DICK-IN-LAW	THIRD ROCK FROM THE SUN	3	3
DICK'LL TAKE MANHATTEN (PART 1 OF 2)	THIRD ROCK FROM THE SUN	6	4
DICK'LL TAKE MANHATTEN (PART 2 OF 2)	THIRD ROCK FROM THE SUN	6	5
DICK'S ARK	THIRD ROCK FROM THE SUN	6	12
DICK'S BIG GIANT HEADACHE (A 2 PART STORY)	THIRD ROCK FROM THE SUN	4	23
DR. SOLOMON'S TRAVELLING ALIEN SHOW	THIRD ROCK FROM THE SUN	4	1
EAT, DRINK, DICK, MARY	THIRD ROCK FROM THE SUN	3	20
ELEVEN ANGRY MEN AND ONE DICK	THIRD ROCK FROM THE SUN	3	6
EPISODE I: THE BABY MENACE	THIRD ROCK FROM THE SUN	5	1
FEAR AND LOATHING IN RUTHERFORD	THIRD ROCK FROM THE SUN	6	2
FEELIN' ALBRIGHT	THIRD ROCK FROM THE SUN	4	3
FIFTEEN MINUTES OF DICK	THIRD ROCK FROM THE SUN	2	22
FRANKIE GOES TO RUTHERFORD	THIRD ROCK FROM THE SUN	5	19
FUN WITH DICK AND JANET (1-2)	THIRD ROCK FROM THE SUN	3	1
GLENGARRY, GLEN DICK	THIRD ROCK FROM THE SUN	6	15
GWEN, LARRY, DICK AND MARY	THIRD ROCK FROM THE SUN	5	10
HAPPY NEW DICK	THIRD ROCK FROM THE SUN	4	9
I AM DICK PENTAMETER!	THIRD ROCK FROM THE SUN	4	6
INDECENT DICK	THIRD ROCK FROM THE SUN	4	8
INDICKSCRETION	THIRD ROCK FROM THE SUN	6	3
JAILHOUSE DICK	THIRD ROCK FROM THE SUN	3	10
JUST YOUR AVERAGE DICK (A 2 PART STORY)	THIRD ROCK FROM THE SUN	3	19
LES LIAISONS DICKGEREUSES	THIRD ROCK FROM THE SUN	6	1
MARY LOVES SCOOCHE (PART 1 OF 2)	THIRD ROCK FROM THE SUN	6	17
MARY LOVES SCOOCHE (PART 2 OF 2)	THIRD ROCK FROM THE SUN	6	18
MOBY-DICK	THIRD ROCK FROM THE SUN	3	5
MY DADDY'S LITTLE GIRL	THIRD ROCK FROM THE SUN	3	17
MY MOTHER, MY DICK	THIRD ROCK FROM THE SUN	6	14
NEAR DICK EXPERIENCE	THIRD ROCK FROM THE SUN	4	22
PARANOID DICK	THIRD ROCK FROM THE SUN	4	14
PICKLES AND ICE SCREAM	THIRD ROCK FROM THE SUN	3	14
PORTRAIT OF TOMMY AS AN OLD MAN	THIRD ROCK FROM THE SUN	3	16

Episode Title**Name of Programme**

POWER MAD DICK	THIRD ROCK FROM THE SUN	S: 4	E: 2
RED, WHITE & DICK	THIRD ROCK FROM THE SUN	S: 6	E: 8
RUTHERFORD BEAUTY	THIRD ROCK FROM THE SUN	S: 5	E: 13
SALLY AND DON'S FIRST KISS	THIRD ROCK FROM THE SUN	S: 3	E: 22
SALLY FORTH	THIRD ROCK FROM THE SUN	S: 4	E: 13
SCAREDY DICK	THIRD ROCK FROM THE SUN	S: 3	E: 4
SENSITIVE DICK	THIRD ROCK FROM THE SUN	S: 2	E: 21
SEVEN DEADLY CLIPS	THIRD ROCK FROM THE SUN	S: 3	E: 9
SEX AND THE SALLY	THIRD ROCK FROM THE SUN	S: 5	E: 7
SHALL WE DICK	THIRD ROCK FROM THE SUN	S: 5	E: 17
STUCK WITH DICK	THIRD ROCK FROM THE SUN	S: 3	E: 15
SUPERSTITIOUS DICK	THIRD ROCK FROM THE SUN	S: 4	E: 16
THE BIG GIANT HEAD RETURNS AGAIN! (A 2 PART STORY)	THIRD ROCK FROM THE SUN	S: 5	E: 21
THE FIFTH SOLOMON	THIRD ROCK FROM THE SUN	S: 5	E: 3
THE GREAT DICKDATER	THIRD ROCK FROM THE SUN	S: 3	E: 12
THE HOUSE THAT DICK BUILT	THIRD ROCK FROM THE SUN	S: 4	E: 15
THE LOUD SOLOMON FAMILY: A DICKUMENTARY	THIRD ROCK FROM THE SUN	S: 5	E: 9
THE PHYSICS OF BEING DICK	THIRD ROCK FROM THE SUN	S: 3	E: 21
THE THING THAT WOULDN'T DIE (PART 1 OF 2)	THIRD ROCK FROM THE SUN	S: 6	E: 19
THE THING THAT WOULDN'T DIE (PART 2 OF 2)	THIRD ROCK FROM THE SUN	S: 6	E: 20
THE TOOTH HARRY	THIRD ROCK FROM THE SUN	S: 3	E: 24
THERE'S NO BUSINESS LIKE DICK BUSINESS	THIRD ROCK FROM THE SUN	S: 6	E: 10
THIS LITTLE DICK GOES TO MARKET	THIRD ROCK FROM THE SUN	S: 5	E: 14
TOM, DICK AND MARY	THIRD ROCK FROM THE SUN	S: 3	E: 8
TRICKY DICKY	THIRD ROCK FROM THE SUN	S: 3	E: 2
TWO FACED DICK	THIRD ROCK FROM THE SUN	S: 4	E: 10
WHAT'S LOVE GOT TO DO, GO TO DO WITH DICK	THIRD ROCK FROM THE SUN	S: 4	E: 5
WHEN ALIENS CAMP	THIRD ROCK FROM THE SUN	S: 3	E: 23
WHY DICKIE CAN'T TEACH	THIRD ROCK FROM THE SUN	S: 6	E: 6
WILL WORK FOR DICK	THIRD ROCK FROM THE SUN	S: 2	E: 15
Y2DICK	THIRD ROCK FROM THE SUN	S: 4	E: 17
YOU DON'T KNOW DICK	THIRD ROCK FROM THE SUN	S: 6	E: 13
YOUTH IS WAISTED ON THE DICK	THIRD ROCK FROM THE SUN	S: 5	E: 15

Terry Ingram

A GIRL WHO WASN'T THERE	LA FEMME NIKITA	S: 5	E: 2
ALL GOOD THINGS	LA FEMME NIKITA	S: 3	E: 17
ASSESSMENT	TOTAL RECALL 2070	S: 1	E: 17
BEGOTTEN	ODYSSEY 5	S: 1	E: 15
CAT AND MOUSE	LA FEMME NIKITA	S: 3	E: 7
DOWN A CROOKED PATH	LA FEMME NIKITA	S: 4	E: 9
HONEY, I'M KUNG FU FIGHTING	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 6
HONEY, I'M SPOOKED	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 3	E: 18
I REMEMBER PARIS	LA FEMME NIKITA	S: 3	E: 16
LOVE, HONOR AND CHERISH	LA FEMME NIKITA	S: 4	E: 6
NEVER GO HOME	CODE NAME: ETERNITY	S: 1	E: 6
NOTHING LIKE THE REAL THING	TOTAL RECALL 2070	S: 1	E: 5
NUTRITION	BLACK HOLE HIGH	S: 2	E: 11
OLD HABITS	LA FEMME NIKITA	S: 2	E: 16
TECHNOLOGY	BLACK HOLE HIGH	S: 2	E: 8
THE BLOOD ANGEL	PETER BENCHLEY'S AMAZON	S: 1	E: 9
THE HAND OF GOD	MUTANT X	S: 3	E: 7
THE LOST WORDS	PETER BENCHLEY'S AMAZON	S: 1	E: 7
THRESHOLD TO PAIN	LA FEMME NIKITA	S: 3	E: 12
UP THE RABBIT HOLE	LA FEMME NIKITA	S: 4	E: 21
WHITER SHADE OF PALE	MUTANT X	S: 1	E: 11

Terry Kinane

ACCENTUATE AND POSITIVE	GOODNIGHT SWEETHEART	S: 6	E: 10
CARELESS TALK	GOODNIGHT SWEETHEART	S: 4	E: 10
COME FLY WITH ME	GOODNIGHT SWEETHEART	S: 4	E: 8
EASY LIVING	GOODNIGHT SWEETHEART	S: 4	E: 7
FLASH BANG WALLOP	GOODNIGHT SWEETHEART	S: 6	E: 9
HEARTACHES	GOODNIGHT SWEETHEART	S: 4	E: 9
LONDON PRIDE	GOODNIGHT SWEETHEART	S: 5	E: 2
MAIRZY DOATS	GOODNIGHT SWEETHEART	S: 5	E: 4
PENNIES FROM HEAVEN	GOODNIGHT SWEETHEART	S: 5	E: 5
SOMETHING FISHIE	GOODNIGHT SWEETHEART	S: 6	E: 8

Episode Title	Name of Programme	S:	E:
THE BELLS ARE RINGING	GOODNIGHT SWEETHEART	4	11
WE DON'T WANT TO LOSE YOU	GOODNIGHT SWEETHEART	5	6
WHEN TWO WORLDS COLLIDE	GOODNIGHT SWEETHEART	5	3
Terry Kinane & Robin Nash			
A ROOM WITH A VIEW	GOODNIGHT SWEETHEART	5	1
Terry Marcel			
BRIDGES	WANDERER,THE	1	3
CASTLE TAKES KNIGHT	WANDERER,THE	1	5
FALSE WITNESS	WANDERER,THE	1	4
MIND GAMES	WANDERER,THE	1	2
Terry McDonough, Roger Gartland			
CONTAINMENT	ELEVENTH HOUR	1	2
Terry Windell			
ASHES TO ASHES	STAR TREK: VOYAGER	6	18
BREAKING THE ICE	ENTERPRISE	1	7
CRITICAL CARE	STAR TREK: VOYAGER	7	5
GRAVITY	STAR TREK: VOYAGER	5	13
LIFE LINE	STAR TREK: VOYAGER	6	24
NATURAL LAW	STAR TREK: VOYAGER	7	22
PROPHECY	STAR TREK: VOYAGER	7	14
SHATTERED	STAR TREK: VOYAGER	7	11
SURVIVAL INSTINCT	STAR TREK: VOYAGER	6	2
THE VOYAGER CONSPIRACY	STAR TREK: VOYAGER	6	9
THE WRAPS	SPECIAL UNIT 2	1	3
Terry Withrow			
ANCIENT AWAKENING	POWER RANGERS WILD FORCE	1	5
NEVER GIVE UP	POWER RANGERS WILD FORCE	1	4
Teynaldo Villalobos			
DUST	SLIDERS	5	16
Thierry Notz			
THE KRYPTONITE KID	SUPERBOY	4	2
Thom Eberhardt			
TO BE OR NOT TO BE	SPACE RANGERS	1	5
Thomas Carr			
AROUND THE WORLD WITH SUPERMAN	ADVENTURES OF SUPERMAN,THE	2	26
CRIME WAVE	ADVENTURES OF SUPERMAN,THE	1	24
CZAR OF THE UNDERWORLD	ADVENTURES OF SUPERMAN,THE	1	22
DOUBLE TROUBLE	ADVENTURES OF SUPERMAN,THE	1	15
FIVE MINUTES TO DOOM	ADVENTURES OF SUPERMAN,THE	2	1
JET ACE	ADVENTURES OF SUPERMAN,THE	2	4
JIMMY OLSON, BOY EDITOR	ADVENTURES OF SUPERMAN,THE	2	22
JUNGLE DEVIL	ADVENTURES OF SUPERMAN,THE	2	14
LADY IN BLACK	ADVENTURES OF SUPERMAN,THE	2	23
MACHINE THAT COULD PLOT CRIMES	ADVENTURES OF SUPERMAN,THE	2	13
MY FRIEND SUPERMAN	ADVENTURES OF SUPERMAN,THE	2	15
PANIC IN THE SKY	ADVENTURES OF SUPERMAN,THE	2	12
RESCUE	ADVENTURES OF SUPERMAN,THE	1	9
RIDDLE OF THE CHINESE JADE	ADVENTURES OF SUPERMAN,THE	1	20
STAR OF FATE	ADVENTURES OF SUPERMAN,THE	2	24
SUPERMAN IN EXILE	ADVENTURES OF SUPERMAN,THE	2	7
SUPERMAN ON EARTH	ADVENTURES OF SUPERMAN,THE	1	1
THE BIG SQUEEZE	ADVENTURES OF SUPERMAN,THE	2	2
THE CASE OF THE TALKATIVE DUMMY	ADVENTURES OF SUPERMAN,THE	1	3
THE DEFEAT OF SUPERMAN	ADVENTURES OF SUPERMAN,THE	2	6
THE DESERTED VILLAGE	ADVENTURES OF SUPERMAN,THE	1	12
THE DOG WHO KNEW SUPERMAN	ADVENTURES OF SUPERMAN,THE	2	9
THE EVIL THREE	ADVENTURES OF SUPERMAN,THE	1	19
THE GHOST FOR SCOTLAND YARD	ADVENTURES OF SUPERMAN,THE	2	8
THE GOLDEN VULTURE	ADVENTURES OF SUPERMAN,THE	2	21
THE HAUNTED LIGHTHOUSE	ADVENTURES OF SUPERMAN,THE	1	2
THE LAST KNIGHT	ADVENTURES OF SUPERMAN,THE	6	1
THE MAN WHO COULD READ MINDS	ADVENTURES OF SUPERMAN,THE	2	3
THE MONKEY MYSTERY	ADVENTURES OF SUPERMAN,THE	1	5
THE MYSTERY OF THE BROKEN STATUES	ADVENTURES OF SUPERMAN,THE	1	4

Episode Title	Name of Programme	S:	E:
THE RUNAWAY ROBOT	ADVENTURES OF SUPERMAN,THE	1	17
THE SECRET OF SUPERMAN	ADVENTURES OF SUPERMAN,THE	1	10
THE WHISTLING BIRD	ADVENTURES OF SUPERMAN,THE	2	25
TREASURES OF THE INCAS	ADVENTURES OF SUPERMAN,THE	1	14
Thomas Carter			
DOROTHY AND BEN	STEVEN SPIELBERG'S AMAZING STORIES	1	18
ONE FOR THE ROAD	STEVEN SPIELBERG'S AMAZING STORIES	1	15
Thomas J. Blank			
ON THE RUN	BIONIC WOMAN, THE	3	22
Thomas J. Wright			
...TELL OUR MOMS WE DONE OUR BEST (PART 2 OF 2)	SPACE : ABOVE AND BEYOND	1	23
ARABESQUE	BEAUTY AND THE BEAST	2	13
BLIND DATE	ANGEL	1	21
CHARLIE AND LISA	TAKEN	1	6
DARK SPIRIT	BEAUTY AND THE BEAST	1	9
DEITIES	MAX HEADROOM	2	2
EPHIANY	ANGEL	2	16
FEVER	BEAUTY AND THE BEAST	1	18
HEART OF GOLD	FIREFLY	1	13
HOSTILE VISIT (PART 1) (aka A GOOD DAY TO DIE)	SPACE : ABOVE AND BEYOND	1	8
I AM WOMAN, HEAR ME ROAR (aka YOU'VE COME A LONG WAY,BABY)	OTHERWORLD	1	6
LEVEL OF NECESSITY	SPACE : ABOVE AND BEYOND	1	13
LIFE IS FOR THE LIVING	OTHERS, THE	1	13
MILLENNIUM	X FILES,THE	7	4
MOVING TARGETS	DARK SKIES	1	2
NO WAY DOWN	BEAUTY AND THE BEAST	1	4
NOR IRON BARS A CAGE	BEAUTY AND THE BEAST	1	7
NOT EVEN A MOUSE	PRETENDER, THE	1	8
PARADISE LOST	OTHERWORLD	1	3
POLLO LOCO	DARK ANGEL	1	17
PRECIPICE	SMALLVILLE	2	19
PROMISES OF SOMEDAY	BEAUTY AND THE BEAST	1	16
PROOF OF PURCHASE	DARK ANGEL	2	3
R&R	SPACE : ABOVE AND BEYOND	1	20
RAKERS	MAX HEADROOM	1	2
REVELATIONS	THRESHOLD	1	8
SHADES OF GRAY	BEAUTY AND THE BEAST	1	12
STAY WITH THE DEAD	SPACE : ABOVE AND BEYOND	1	10
SUBJECT: ME AND MY SHADOW	FREAKYLINKS	1	8
SUGAR DIRT	SPACE : ABOVE AND BEYOND	1	18
THE ALCHEMIST	BEAUTY AND THE BEAST	1	14
THE AMAZING MALEENI	X FILES,THE	7	8
THE BERRISFORD AGENDA	DARK ANGEL	2	11
THE CONVICT'S PIANO	TWILIGHT ZONE,THE (1985)	2	13
THE GOLDBERG VARIATION	X FILES,THE	7	3
THE ONES THAT LIE IN WAIT	OTHERS, THE	1	10
THE OUTSIDERS	BEAUTY AND THE BEAST	2	11
THE TOYS OF CALIBAN	TWILIGHT ZONE,THE (1985)	2	18
TO PREY IN DARKNESS	DARK SKIES	1	17
WAR	MAX HEADROOM	1	5
WHISPER	SMALLVILLE	3	10
Thomas Schlamme			
PILOT	INVASION	1	1
UNNATURAL SELECTION	INVASION	1	5
Thomas W. Lynch			
ROAD TRIP	SECRET WORLD OF ALEX MACK,THE	1	11
THW			
TESTING TIMES	MY PARENTS ARE ALIENS	3	5
Tibor Tackas			
IF YOU COULD READ MY MIND	EARTH: FINAL CONFLICT	1	15
PANDORA'S BOX	EARTH: FINAL CONFLICT	1	14
Tibor Takács			
BLOOD BROTHERS	OUTER LIMITS,THE (1995)	1	3

Episode Title	Name of Programme		
CUL-DE-SAC	FIRST WAVE	S: 1	E: 14
IF THESE WALLS COULD TALK	OUTER LIMITS,THE (1995)	S: 1	E: 19
THE VOYAGE HOME	OUTER LIMITS,THE (1995)	S: 1	E: 15
WHITE LIGHT FEVER	OUTER LIMITS,THE (1995)	S: 1	E: 5
Tim Andrew			
CRIME TIME	BLACK SCORPION	S: 1	E: 8
KISS OF DEATH	BLACK SCORPION	S: 1	E: 18
PHOTO FINISH	BLACK SCORPION	S: 1	E: 19
ROSES ARE RED, YOU'RE DEAD	BLACK SCORPION	S: 1	E: 11
Tim Bullock			
A FLASH EXCULSIVE	TWO TWISTED	S: 1	E: 9
Tim Hunter			
THE DEAD LETTER	EERIE INDIANA	S: 1	E: 8
WHITE LIGHT	4400, THE	S: 1	E: 5
WHO'S WHO	EERIE INDIANA	S: 1	E: 9
Tim Matheson			
E-MC...?	EUREKA	S: 2	E: 8
PARADISE LOST	BIONIC WOMAN (2007)	S: 1	E: 2
SHOCK	THRESHOLD	S: 1	E: 5
SUNRISE	TWILIGHT ZONE, THE (2002)	S: 1	E: 43
Tim Minear			
A NEW WORLD	ANGEL	S: 3	E: 20
BENEDICTION	ANGEL	S: 3	E: 21
BUSHWHACKED	FIREFLY	S: 1	E: 2
COUPLET	ANGEL	S: 3	E: 14
DARLA	ANGEL	S: 2	E: 7
HOME	ANGEL	S: 4	E: 22
LULLABY	ANGEL	S: 3	E: 9
THE MESSAGE	FIREFLY	S: 1	E: 15
THROUGH THE LOOKING GLASS	ANGEL	S: 2	E: 21
Tim Russ			
LIVING WITNESS	STAR TREK: VOYAGER	S: 4	E: 21
Tim Southam			
RE-ENTRY	DEAD ZONE, THE	S: 6	E: 3
Tim Van Patten			
ICE MAN	SENTINEL, THE	S: 2	E: 7
LOVE AND GUNS	SENTINEL, THE	S: 1	E: 8
THE TRIAL	VISITOR, THE	S: 1	E: 13
VENDETTA	SENTINEL, THE	S: 3	E: 6
Timothy Bond			
BROTHER'S KEEPER	MUTANT X	S: 3	E: 10
DOOMSDAY	WAR OF THE WORLDS	S: 2	E: 3
EGGHEADS	SLIDERS	S: 1	E: 6
ILLUSIONS	ROBOCOP - THE SERIES	S: 1	E: 14
MY NAME IS JAKE (1-2)	ANIMORPHS	S: 1	E: 1
SHE'S COME UNDONE	MUTANT X	S: 3	E: 17
THE MOST TOYS	STAR TREK: THE NEXT GENERATION	S: 3	E: 22
THE PROPHECY	MUTANT X	S: 3	E: 20
THE VENGEANCE FACTOR	STAR TREK: THE NEXT GENERATION	S: 3	E: 9
VALERIE 23	OUTER LIMITS,THE (1995)	S: 1	E: 2
WAY HOME,THE	HARD TIME ON PLANET EARTH	S: 1	E: 3
ZONE FIVE	ROBOCOP - THE SERIES	S: 1	E: 7
Timothy Combe			
DOCTOR WHO AND THE SILURIANS (1-7)	DOCTOR WHO	S: 7	E: 2
THE MIND OF EVIL (1-6)	DOCTOR WHO	S: 8	E: 2
Timothy Hutton			
GRANDPA'S GHOST	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 24
Tina Wakerell			
TICKET TO TERROR	ADAM ADAMENT LIVES!	S: 1	E: 14
Tobe Hooper			
BEYOND THE SKY	TAKEN	S: 1	E: 1
PANIC	PERVERSIONS OF SCIENCE	S: 1	E: 7
SOULS ON BOARD	OTHERS, THE	S: 1	E: 4

Episode Title	Name of Programme		
THE AWAKENING (90 MINS)	DARK SKIES	S: 1	E: 1
Toby Haynes			
EVIL BY DESIGN	M.I. HIGH	S: 2	E: 3
EYES ON THE STARS	M.I. HIGH	S: 1	E: 2
FACE OFF	M.I. HIGH	S: 2	E: 5
FIT UP	M.I. HIGH	S: 2	E: 4
IT'S A KIND OF MAGIC	M.I. HIGH	S: 2	E: 1
NERD ALAERT	M.I. HIGH	S: 1	E: 5
THE BIG FREEZE	M.I. HIGH	S: 1	E: 3
THE POWER THIEF	M.I. HIGH	S: 1	E: 4
THE SINISTER PRIME MINISTER	M.I. HIGH	S: 1	E: 1
YOU CAN CALL ME AL	M.I. HIGH	S: 2	E: 2
Todd Holland			
DREAM THIEVES	MAX HEADROOM	S: 2	E: 4
SUBJECT: FEARSUM	FREAKYLINKS	S: 1	E: 1
THANKSGIVING	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 9
THE STAND-UP GUY	BILL AND TED'S EXCELLENT ADVENTURES	S: 1	E: 7
WELCOME TO MY NIGHTMARE	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 4
Todd Pfeiffer			
MEL SCHWARTZ, BOUNTY HUNTER	EARLY EDITION	S: 4	E: 18
PINCH HITTERS	EARLY EDITION	S: 3	E: 20
Todd Slavkin			
PERSONA	SMALLVILLE	S: 7	E: 10
Tom Benko			
DEVIL'S DUE	STAR TREK: THE NEXT GENERATION	S: 4	E: 13
TRANSFIGURATIONS	STAR TREK: THE NEXT GENERATION	S: 3	E: 25
Tom Blank			
CONDEMNED	AIRWOLF	S: 2	E: 12
ERUPTION	AIRWOLF	S: 2	E: 21
THE CON CAPER	AMAZING SPIDERMAN,THE	S: 2	E: 3
Tom Blomquist			
A MOST BITTER PILL	SWAMP THING	S: 3	E: 20
PAY DAY	SWAMP THING	S: 3	E: 16
Tom Callaway			
HAUNTED LIGHTHOUSE	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 7
SCOUT'S HONOR	AMAZING LIVE SEA-MONKEYS, THE	S: 1	E: 8
Tom Chehak			
GREEN EYES	ALIEN NATION	S: 1	E: 22
REBIRTH	ALIEN NATION	S: 1	E: 19
Tom Clegg			
DEVIL'S PLANET	SPACE: 1999	S: 2	E: 21
DUST TO DUST	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 12
JOURNEY TO WHERE	SPACE: 1999	S: 2	E: 3
THE BRINGERS OF WONDER (1-2)	SPACE: 1999	S: 2	E: 18
THE DORCONS	SPACE: 1999	S: 2	E: 23
THE STRANGE DEATH OF PROFESSOR MARECHAL	SECRET ADVENTURES OF JULES VERNE, THE	S: 1	E: 15
Tom Connors			
RETURN OF DEATH PROBE (1-2)	SIX MILLION DOLLAR MAN,THE	S: 5	E: 11
THE GHOSTLY TELETYPE	SIX MILLION DOLLAR MAN,THE	S: 4	E: 21
Tom Connors III, Bruce Shurley			
DEADLY MUSIC	BIONIC WOMAN, THE	S: 3	E: 17
Tom Cotter			
THE COFFIN	RAY BRADBURY THEATRE,THE	S: 3	E: 9
THE SMALL ASSASSIN	RAY BRADBURY THEATRE,THE	S: 3	E: 6
Tom DeSimone			
AN EYE FOR AN EYE	SWAMP THING	S: 3	E: 33
DESTINY	SWAMP THING	S: 3	E: 7
MIRADOR'S BRAIN	SWAMP THING	S: 3	E: 9
Tom Dey			
CLARIMONDA	HUNGER, THE	S: 1	E: 21
Tom Donovan			
BUTTON, BUTTON	WAY OUT	S: 1	E: 4
THE SISTERS	WAY OUT	S: 1	E: 3

Episode Title	Name of Programme		
Tom Griers			
BATMAN MAKES THE SCENES	BATMAN (1966)	S: 1	E: 34
FINE FINNY FIENDS	BATMAN (1966)	S: 1	E: 33
Tom Gries			
A RIDDLE A DAY KEEPS THE RIDDLER AWAY	BATMAN (1966)	S: 1	E: 11
BRAIN UNLIMITED	SCIENCE FICTION THEATRE	S: 2	E: 22
DEATH AT MY FINGERTIPS	SCIENCE FICTION THEATRE	S: 2	E: 23
FRIEND OF A RAVEN	SCIENCE FICTION THEATRE	S: 1	E: 31
PROJECT 44	SCIENCE FICTION THEATRE	S: 1	E: 35
THE GREEN BOMB	SCIENCE FICTION THEATRE	S: 2	E: 4
WHEN THE RAT'S AWAY,THE MICE WILL PLAY	BATMAN (1966)	S: 1	E: 12
Tom Holland			
MISCALCULATION	STEVEN SPIELBERG'S AMAZING STORIES	S: 2	E: 2
THE BROKEN RECORD	EERIE INDIANA	S: 1	E: 19
Tom J. Astle			
THERE WAS AN OLD WOMAN	TWILIGHT ZONE,THE (1985)	S: 3	E: 13
Tom Kingdon			
EPISODE EIGHTY-EIGHT	JUPITER MOON	S: 1	E: 88
EPISODE EIGHTY-NINE	JUPITER MOON	S: 1	E: 89
EPISODE NINETY	JUPITER MOON	S: 1	E: 90
EPISODE ONE-HUNDREAD-ONE	JUPITER MOON	S: 1	E: 101
EPISODE ONE-HUNDRED	JUPITER MOON	S: 1	E: 100
EPISODE ONE-HUNDRED-ELEVEN	JUPITER MOON	S: 1	E: 111
EPISODE ONE-HUNDRED-NINE	JUPITER MOON	S: 1	E: 109
EPISODE ONE-HUNDRED-TEN	JUPITER MOON	S: 1	E: 110
EPISODE ONE-HUNDRED-TWO	JUPITER MOON	S: 1	E: 102
Tom McLoughlin			
THETA	OTHERS, THE	S: 1	E: 7
Tom Patchett			
A.L.F.	ALF	S: 1	E: 1
BORDER SONG	ALF	S: 1	E: 17
LITTLE BIT OF SOAP	ALF	S: 1	E: 14
MOTHER AND CHILD REUNION	ALF	S: 1	E: 13
TRY TO REMEMBER (1-2)	ALF	S: 1	E: 16
Tom Rowe			
BEANS GETS HIS DRIVER'S LICENSE (AND IT ISN'T PRETTY)	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 14
BEANS UNDER THE WEATHER	NEW ADVENTURES OF BEANS BAXTER, THE	S: 1	E: 13
Tom Shelly			
ASTRAL AMBUSH (PART 2 OF 3)	BEETLEBORGS METALLIX	S: 1	E: 28
EXPERIMENT IN EVIL	BEETLEBORGS METALLIX	S: 1	E: 34
MEGA BORG POWER	BEETLEBORGS METALLIX	S: 1	E: 35
MEGA SPECTRA BETTLEBORGS	BEETLEBORGS METALLIX	S: 1	E: 30
ROBOBORG (PART 3 OF 3)	BEETLEBORGS METALLIX	S: 1	E: 29
Tom Spezialy			
HONEY, THE HOUSE IS TRYING TO KILL US	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 2
I, CHETTUS	WEIRD SCIENCE	S: 5	E: 11
KILLER PARTY	WEIRD SCIENCE	S: 1	E: 12
MAGIC FOR BEGINNERS	WEIRD SCIENCE	S: 2	E: 7
PIRATES!	WEIRD SCIENCE	S: 4	E: 24
SCHOOL SPIRITS	WEIRD SCIENCE	S: 5	E: 14
SEARCHING FOR BORIS KARLOFF (AKA SHE'S ALIVE II)	WEIRD SCIENCE	S: 4	E: 1
SHOW CHETT	WEIRD SCIENCE	S: 5	E: 7
STRAGE DAZE	WEIRD SCIENCE	S: 4	E: 21
Tom Trbovich			
A VERY BRODY TWEEZNAX.	ALIENS IN THE FAMILY	S: 1	E: 8
BOBUT CONQUERS ALL	ALIENS IN THE FAMILY	S: 1	E: 2
COOKIE MAKES SOME DOUGH	ALIENS IN THE FAMILY	S: 1	E: 3
DISSECTED AND NEGLECTED	ALIENS IN THE FAMILY	S: 1	E: 7
MEET THE BRODYS	ALIENS IN THE FAMILY	S: 1	E: 1
RESPECT YOUR ELDERS	ALIENS IN THE FAMILY	S: 1	E: 6
TO GOOD TO BE TRUE	ALIENS IN THE FAMILY	S: 1	E: 5
YOU DON'T HAVE A PET TO BE POPULAR	ALIENS IN THE FAMILY	S: 1	E: 4
Tom Welling			

Episode Title	Name of Programme		
FRAGILE	SMALLVILLE	S: 5	E: 18
HYDRO	SMALLVILLE	S: 6	E: 10
Tommy Lee Wallace			
DREAMS FOR SALE	TWILIGHT ZONE,THE (1985)	S: 1	E: 4
LITTLE BOY LOST	TWILIGHT ZONE,THE (1985)	S: 1	E: 9
SECURITY SYSTEMS	MAX HEADROOM	S: 1	E: 4
THE BLANKS	MAX HEADROOM	S: 1	E: 6
THREE IRISH WISHES (AKA THE LEPRECHAUN ARTIST)	TWILIGHT ZONE,THE (1985)	S: 1	E: 47
Tony Bell			
COLD FINGER	TERRAHAWKS	S: 2	E: 8
CRY UFO	TERRAHAWKS	S: 2	E: 11
GUNFIGHT AT OAKY'S CORRAL	TERRAHAWKS	S: 1	E: 7
MIND MONSTER	TERRAHAWKS	S: 1	E: 10
MY KINGDOM FOR A ZEAF	TERRAHAWKS	S: 2	E: 6
OPERATION ZERO	TERRAHAWKS	S: 3	E: 11
PLAT IT AGAIN, SAM	TERRAHAWKS	S: 2	E: 3
RUNAWAY	TERRAHAWKS	S: 3	E: 8
TEN TOP POP	TERRAHAWKS	S: 2	E: 2
TERRABOMB	TERRAHAWKS	S: 3	E: 3
THE GUN	TERRAHAWKS	S: 1	E: 6
THE SPORILLA	TERRAHAWKS	S: 3	E: 12
TIME WARP	TERRAHAWKS	S: 3	E: 10
UNSEEN MENACE	TERRAHAWKS	S: 2	E: 9
ZERO'S FINEST HOUR	TERRAHAWKS	S: 2	E: 7
Tony Bill			
REUNION	VISITOR, THE	S: 1	E: 8
Tony Csiki			
BREAK UP TO MAKE UP	ALF	S: 4	E: 10
DO YOU BELIEVE IN MAGIC?	ALF	S: 3	E: 10
LIVE AND LET DIE	ALF	S: 4	E: 9
Tony D'Aquino			
ARKHAM'S CURIOS & WONDERS	TWO TWISTED	S: 1	E: 8
Tony Dow			
A TRAGEDY OF TELEPATHS	BABYLON 5	S: 5	E: 9
ATONEMENT	BABYLON 5	S: 4	E: 9
FIELD OF FIRE	STAR TREK: DEEP SPACE NINE	S: 7	E: 13
FROM BEYOND THE GRAVE	SWAMP THING	S: 1	E: 12
HONEY, I'M IN THE MOOD FOR LOVE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 16
HONEY, IT'S NO FUN BEING AN ILLEGAL ALIEN	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 19
HONEY, THEY CALL ME THE SPACE COWBOY	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 9
MOMMENTS OF TRANSITION	BABYLON 5	S: 4	E: 14
NATURAL ENEMY	SWAMP THING	S: 1	E: 8
PATTERNS OF THE SOUL	CRUSADE	S: 1	E: 13
RISING STAR	BABYLON 5	S: 4	E: 21
ROMANCING ARCANE	SWAMP THING	S: 3	E: 36
SECRETS OF THE SOUL	BABYLON 5	S: 5	E: 7
THE MEMORY OF WAR	CRUSADE	S: 1	E: 10
THE SPECTER OF DEATH	SWAMP THING	S: 3	E: 27
TREASURE	SWAMP THING	S: 1	E: 9
Tony Dow, Stephen Furst, Mike Vejar, John Copeland, Jesús Salvad			
THE WELL OF FOREVER	CRUSADE	S: 1	E: 3
Tony Ganz			
PHOTO FINISH	AMAZING SPIDERMAN,THE	S: 2	E: 5
Tony Lenny			
A CHRISTMAS MIRACLE	TERRAHAWKS	S: 1	E: 11
CHILD'S PLAY	TERRAHAWKS	S: 3	E: 6
DOPPLEGANGER	TERRAHAWKS	S: 3	E: 5
FIRST STRIKE	TERRAHAWKS	S: 3	E: 2
HAPPY MADEDAY	TERRAHAWKS	S: 1	E: 3
JOLLY ROGER ONE	TERRAHAWKS	S: 3	E: 7
MIDNIGHT BLUE	TERRAHAWKS	S: 2	E: 5
OPERATION SAS	TERRAHAWKS	S: 2	E: 1
SPACE CYCLOPS	TERRAHAWKS	S: 3	E: 4
SPACE GIANT	TERRAHAWKS	S: 2	E: 10

Episode Title	Name of Programme		
THE ULTIMATE MENACE	TERRAHAWKS	S: 2	E: 4
THE UNGLIEST MONSTER OF ALL	TERRAHAWKS	S: 1	E: 4
TO CATCH A TIGER	TERRAHAWKS	S: 1	E: 12
TUNDRER PATH	TERRAHAWKS	S: 1	E: 8
TWO FOR THE PRICE OF ONE	TERRAHAWKS	S: 3	E: 1
Tony Lenny, Tony Bell			
MA'S MONSTERS	TERRAHAWKS	S: 2	E: 13
Tony Mordente			
AHEAD OF TIME	SHADOW CHASERS	S: 1	E: 12
HOW GREEN WAS MY MURDER	SHADOW CHASERS	S: 1	E: 8
STATUATURY THEFT	TURNABOUT	S: 1	E: 7
Tony Randel			
THE REVENGE OF DARK SPECTRE (1-2) (AKA DARK SPECTRE'S REVENGE)	POWER RANGERS IN SPACE	S: 2	E: 13
Tony Scott			
SANCTUARY	HUNGER, THE	S: 2	E: 1
THE SWORDS	HUNGER, THE	S: 1	E: 1
Tony Singletary			
HAPPY HAPPY DROID DROID, OR, AMMA SEES RED	HOMEBOYS IN OUTER SPACE	S: 1	E: 17
Tony Tilse			
A BUG'S LIFE	FARSCAPE	S: 1	E: 18
BEWARE OF DOG	FARSCAPE	S: 2	E: 14
DURKA RETURNS	FARSCAPE	S: 1	E: 15
FAMILY TIES	FARSCAPE	S: 1	E: 22
FORGIVE AND FORGET (aka THE WAY WE WEARN'T)	FARSCAPE	S: 2	E: 5
FRACTURES	FARSCAPE	S: 3	E: 18
PK TEK GIRL	FARSCAPE	S: 1	E: 5
SCRATCH 'N SNIFF	FARSCAPE	S: 3	E: 13
SELF INFLICTED WOUNDS PART 1: COULD'A, WOULD'A, SHOULD'A	FARSCAPE	S: 3	E: 3
SELF INFLICTED WOUNDS PART 2: WAIT FOR THE WHEEL	FARSCAPE	S: 3	E: 4
THE UGLY TRUTH	FARSCAPE	S: 2	E: 17
TILL THE BLOOD RUNS CLEAR	FARSCAPE	S: 1	E: 11
VITAS MORTIS	FARSCAPE	S: 2	E: 2
Tony To			
MANUS DOMINI	HARSH REALM	S: 1	E: 7
Tony Virgo			
THE KING'S DEMONS (1-2)	DOCTOR WHO	S: 20	E: 6
Tony Westman			
BLIND MAN'S BUFF	SENTINEL, THE	S: 2	E: 12
NO EXIT	4400, THE	S: 4	E: 8
POACHERS	SENTINEL, THE	S: 3	E: 4
SENTINEL TOO (PART 2)	SENTINEL, THE	S: 4	E: 1
SMART ALEC	SENTINEL, THE	S: 2	E: 18
TRUE CRIME	SENTINEL, THE	S: 2	E: 6
Tony Wharmby			
4-D	X FILES,THE	S: 9	E: 4
BADLAA	X FILES,THE	S: 8	E: 10
DEADALIVE (PART 2 OF 3)	X FILES,THE	S: 8	E: 15
NOTHING IMPORTANT HAPPENDED TODAY PART 2	X FILES,THE	S: 9	E: 2
THREE WORDS (PART 3 OF 3)	X FILES,THE	S: 8	E: 16
TRUST NO 1	X FILES,THE	S: 9	E: 6
VIA NEGATIVE	X FILES,THE	S: 8	E: 6
Topper Carew			
DANCES WITH MOOSE	JOURNEY OF ALLEN STRANGE, THE	S: 2	E: 15
THE TRUTH ABOUT LIES	JOURNEY OF ALLEN STRANGE, THE	S: 2	E: 9
Toshihiro Iijima			
SALLY FORTH, SCIENCE PATROL!	ULTRAMAN	S: 1	E: 3
WELCOME TO EARTH! PART 1	ULTRAMAN MAX	S: 1	E: 33
WELCOME TO EARTH! PART 2	ULTRAMAN MAX	S: 1	E: 34
Toshiyuki Takano			
BRAVERY	ULTRAMAN MAX	S: 1	E: 30
Toyohiko Okayama			

Episode Title	Name of Programme		
BLUE SCORPION CRAZED BY HUMAN BOMBS	KIKAIDER	S: 1	E: 10
THE BLACK HORSE AWAITS	KIKAIDER	S: 1	E: 6
THE DEADLY HOUR OF RED CONDOR	KIKAIDER	S: 1	E: 9
THE EVIL OF YELLOW JAGUAR!	KIKAIDER	S: 1	E: 5
THE MURDERING GREEN MANTIS	KIKAIDER	S: 1	E: 2
Trent Carlson			
ALIEN MAN	ALIENATED	S: 2	E: 8
BINGE	ALIENATED	S: 2	E: 4
COMING OUT	ALIENATED	S: 2	E: 6
Tristan De Vere Cole			
LONG LIVE THE KING	SURVIVORS	S: 3	E: 11
MAD DOG	SURVIVORS	S: 3	E: 4
SPARKS	SURVIVORS	S: 3	E: 8
THE WHEEL IN SPACE (1-6)	DOCTOR WHO	S: 5	E: 7
Troy Miller			
HORSERADISH	WEIRD SCIENCE	S: 3	E: 2
HOT WHEELS	WEIRD SCIENCE	S: 3	E: 7
WHAT GENIE?	WEIRD SCIENCE	S: 3	E: 9
Tucker Gates			
DREAMS	VISITOR, THE	S: 1	E: 4
EL MUNDO GIRA	X FILES,THE	S: 4	E: 11
HELL MONEY	X FILES,THE	S: 3	E: 19
HERO	ANGEL	S: 1	E: 9
MERCURY RISING	DARK SKIES	S: 1	E: 3
POWER CORRUPTS	PROFILER	S: 2	E: 5
RIVER OF STARS	SPACE : ABOVE AND BEYOND	S: 1	E: 11
THE CONVENTION	ROSWELL	S: 1	E: 13
THE DELUSIONIST	M.A.N.T.I.S.	S: 1	E: 15
Turi Meyer			
BELONGING	ANGEL	S: 2	E: 19
FORGIVING	ANGEL	S: 3	E: 17
OFFSPRING	ANGEL	S: 3	E: 7
uke Kaneko			
SUPERSONIC SPEED CHASE	ULTRAMAN MAX	S: 1	E: 12
unknown			
STAMP DAY FOR SUPERMAN	ADVENTURES OF SUPERMAN,THE	S: 0	E: 0
Val Guest			
DORZAK	SPACE: 1999	S: 2	E: 20
THE A B CHRYSALIS	SPACE: 1999	S: 2	E: 12
THE RULES OF LUTON	SPACE: 1999	S: 2	E: 8
Valerie Breiman			
HONEY, WE'RE STUCK IN THE 70'S	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 4
Valerie West			
MOONLIGHT BECOMES YOU	SHE WOLF OF LONDON	S: 1	E: 4
Vanessa Alexander			
IT'S HAMMER TIME	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 17
ONE GETS AWAY	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 19
OUT OF LUCK	POWER RANGERS OPERATION OVERDRIVE	S: 1	E: 18
Vere Lorrimer			
AFTERMATH	BLAKES' 7	S: 3	E: 1
BREAKDOWN	BLAKES' 7	S: 1	E: 10
CITY AT THE EGDE OF THE WORLD	BLAKES' 7	S: 3	E: 6
COUNTDOWN	BLAKES' 7	S: 2	E: 9
CYGNUS ALPHA	BLAKES' 7	S: 1	E: 3
HOSTAGE	BLAKES' 7	S: 2	E: 8
KILLER	BLAKES' 7	S: 2	E: 7
KING'S GAMBIT	COUNTERSTRIKE	S: 1	E: 1
MOLOCH	BLAKES' 7	S: 3	E: 11
ORAC	BLAKES' 7	S: 1	E: 13
REDEMPTION	BLAKES' 7	S: 2	E: 1
SEEK - LOCATE - DESTROY	BLAKES' 7	S: 1	E: 6
THE LEMMING SYNDROME	COUNTERSTRIKE	S: 1	E: 7
TRAIN AND DE-TRAIN	DOOMWATCH	S: 1	E: 10

Episode Title	Name of Programme	S:	E:
ULTRAWORLD	BLAKES' 7	3	10
Verheiden, Michael Green, Greg Walker			
OBSCURA	SMALLVILLE	1	20
Vern Gillum			
AND IF THEY LAY ME DOWN TO REST. . (PART 1 OF 2)	SPACE : ABOVE AND BEYOND	1	22
APOCALYPSE, NOWISH	ANGEL	4	7
AZREAL'S BREED	STRANGE WORLD	1	9
BAG 'EM	DARK ANGEL	2	2
BILLION DOLLAR BABY	MANN AND MACHINE	1	8
CEREMONY OF INNOCENCE	PROFILER	3	10
COLLATERAL DAMAGE	PRETENDER, THE	2	7
F/X	PRETENDER, THE	2	9
FOUND AND LOST	TWILIGHT ZONE, THE (2002)	1	22
GRAND MASTER	PROFILER	3	19
HARM'S WAY	ANGEL	5	9
I FALL TO PIECES	ANGEL	1	4
PROTOTYPE	MANN AND MACHINE	1	1
SHINDIG	FIREFLY	1	6
SLEEPER	PREY	1	10
THE GETTYSBURG VIRUS	SEVEN DAYS	1	2
THE KING IS BACK	SLIDERS	1	8
THE WEAKER SEX	SLIDERS	1	7
TIME AGAIN AND WORLD	SLIDERS	2	6
TIME BOMB	ANGEL	5	19
TRASH	FIREFLY	1	14
WHITE FIRE	VIPER (1996)	1	7
Vic Hughes			
THE BEAUTIFUL PEOPLE (1-4)	ACE OF WANDS	3	6
THE REVENGE OF JEDIKIAH (1-3)	TOMORROW PEOPLE,THE (1973)	3	4
WAR OF THE EMPIRES (1-4)	TOMORROW PEOPLE,THE (1973)	8	1
Vic Hughes , Christopher Hodson			
CHOCKY (1-6)	CHOCKY (inc CHOCKY'S CHILDREN & CHOCKY'S CHALLENGE)	1	1
Vickie Bronaugh			
A FEW BAD SEEDS	POWER RANGERS ZEO	1	10
A GOLDEN HOMECOMING (PART 2 OF 2)	POWER RANGERS ZEO	2	13
A SMALL PROBLEM	POWER RANGERS ZEO	2	8
ALIEN RANGER OF AQUITOR (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	3	21
DESPERA STRIKES BACK	VR TROOPERS	2	30
DO I KNOW YOU	POWER RANGERS ZEO	2	11
FASHION VICTIM	VR TROOPERS	2	5
FIELD AND SCREAM	VR TROOPERS	2	28
FORWARD INTO THE PAST	VR TROOPERS	2	19
GAME OVER	VR TROOPERS	2	6
GOOD AS GOLD	POWER RANGERS ZEO	2	26
GRIMLORD'S BIG BREAKOUT	VR TROOPERS	2	27
GRIMLORD'S CHILDREN	VR TROOPERS	2	15
HAWAII ZEO	POWER RANGERS ZEO	2	25
INSTRUMENT OF DESTRUCTION	POWER RANGERS ZEO	1	11
INTO ORACLON'S WEB	VR TROOPERS	2	20
MEAN SCREEN	POWER RANGERS ZEO	1	12
NEW WORLD ORDER	VR TROOPERS	2	14
REVELATIONS OF GOLD (PART 1 OF 2)	POWER RANGERS ZEO	2	12
ROCK-A-BYE POWER RANGERS	POWER RANGERS ZEO	2	10
SANTA'S SECRET TROOPER	VR TROOPERS	2	21
TARGET RANGERS	POWER RANGERS ZEO	1	3
THE CHARMEEKA INVASION	VR TROOPERS	2	22
THE DISK	VR TROOPERS	2	12
THE DUPLITON DILEMMA	VR TROOPERS	2	29
THE NEGATIVE FACTOR	VR TROOPERS	2	8
THE SHOOTING STAR	POWER RANGERS ZEO	1	2
VIRTUAL VENOM	VR TROOPERS	2	13
WATERED DOWN	VR TROOPERS	2	7
Victor DuBois			
ENTRY	JOURNEY OF ALLEN STRANGE, THE	1	2

Episode Title	Name of Programme		
Victor French			
THE SATYR	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 9
TURNABOUT	FANTASTIC JOURNEY,THE	S: 1	E: 8
Victor Lobl			
A HAPPY LIFE	BEAUTY AND THE BEAST	S: 1	E: 22
BEGGER'S COMET	BEAUTY AND THE BEAST	S: 3	E: 5
CHAMBER MUSIC	BEAUTY AND THE BEAST	S: 2	E: 1
DEAD OF WINTER	BEAUTY AND THE BEAST	S: 2	E: 4
EVERYTHING IS EVERYTHING	BEAUTY AND THE BEAST	S: 1	E: 19
FOR THE UNIFORM	STAR TREK: DEEP SPACE NINE	S: 5	E: 13
IN THE FOREST OF THE NIGHT	BEAUTY AND THE BEAST	S: 3	E: 9
IN THE PALE MOONLIGHT	STAR TREK: DEEP SPACE NINE	S: 6	E: 19
LESSONS	MAX HEADROOM	S: 2	E: 8
NEVERMORE	BEAUTY AND THE BEAST	S: 3	E: 3
OMEGA DIRECTIVE	STAR TREK: VOYAGER	S: 4	E: 19
ORPHANS	BEAUTY AND THE BEAST	S: 2	E: 12
PRODIGAL DAUGHTER	STAR TREK: DEEP SPACE NINE	S: 7	E: 11
REMEMBER LOVE	BEAUTY AND THE BEAST	S: 2	E: 2
THE ACADEMY	MAX HEADROOM	S: 2	E: 1
THE DECEPTION	V (1984)	S: 1	E: 4
THE HOLLOW MAN	BEAUTY AND THE BEAST	S: 2	E: 19
THE REST IS SILENCE	BEAUTY AND THE BEAST	S: 2	E: 22
THE SPIRIT OF ST LOUIS	SHADOW CHASERS	S: 1	E: 2
THE WATCHER	BEAUTY AND THE BEAST	S: 2	E: 15
THOUGH LOVERS BE LOST	BEAUTY AND THE BEAST	S: 3	E: 1
TRIAL	BEAUTY AND THE BEAST	S: 2	E: 17
WHACKETTS	MAX HEADROOM	S: 2	E: 5
WHEN THE BLUE BIRD SINGS	BEAUTY AND THE BEAST	S: 2	E: 14
WHO MOURNS FOR MORN	STAR TREK: DEEP SPACE NINE	S: 6	E: 12
Victor Vicas			
ALERTE AU MINOTAURE (MINOTAUR ALERT)	AUX FRONTIERES DU POSSIBLE	S: 2	E: 5
ATTENTION NEVROSES MENTALES (BEWARE METAL NEUROSES)	AUX FRONTIERES DU POSSIBLE	S: 1	E: 2
LE CABINET NOIR (THE BLACK CABINET)	AUX FRONTIERES DU POSSIBLE	S: 2	E: 2
LE DOSSIER DES MUTATIONS V (THE MUTATION V FILE)	AUX FRONTIERES DU POSSIBLE	S: 1	E: 1
L-EFFACEUR DE MEMORIE (THE MEMORY ERASER)	AUX FRONTIERES DU POSSIBLE	S: 2	E: 7
LES CREATEURS DE VISIBLE (THE CREATORS OF THE VISIBLE)	AUX FRONTIERES DU POSSIBLE	S: 2	E: 6
L'HOMME RADAR (THE RADER MAN)	AUX FRONTIERES DU POSSIBLE	S: 1	E: 5
Victoria Hochberg			
FROM HONEY, WITH LOVE	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 18
HONEY, YOU'LL ALWAYS BE A PRINCESS TO ME	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 2	E: 16
Viktors Ritelis			
ALL THAT GLISTERS	COUNTERSTRIKE	S: 1	E: 9
BACKLASH	COUNTERSTRIKE	S: 1	E: 8
WARLORD	BLAKES' 7	S: 4	E: 12
Vince Edwards			
THE LIVING LEGEND (1-2)	BATTLESTAR GALATICA	S: 1	E: 8
THE SUPER SCOUTS (1-2)	GALACTICA 1980	S: 1	E: 2
Vince Gilligan			
JE SOUHAITE	X FILES,THE	S: 7	E: 21
SUNSHINE DAYS	X FILES,THE	S: 9	E: 18
Vincent McEveety			
BALANCE OF TERROR	STAR TREK	S: 1	E: 14
DEAD MAN'S HAND	POWERS OF MATTHEW STARR, THE	S: 1	E: 16
MIRI	STAR TREK	S: 1	E: 9
PATTERNS OF FORCE	STAR TREK	S: 2	E: 21
SHGORATCHX!	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 10
SPARE THE ROD (AKA QUIT-IT)	PROBE	S: 1	E: 7
SPECTRE OF THE GUN	STAR TREK	S: 3	E: 6
THE CARLISLE GIRL	FUTURE COP	S: 1	E: 5
THE DREAM OF CONQUEST	FANTASTIC JOURNEY,THE	S: 1	E: 5
THE GOLDEN MAN	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 7
THE INNOCENT PREY	FANTASTIC JOURNEY,THE	S: 1	E: 10
THE KNIGHTLY MURDERS	KOLCHAK: THE NIGHT STALKER	S: 1	E: 18

Episode Title	Name of Programme		
THE OMEGA GLORY	STAR TREK	S: 2	E: 23
TIME OF THE HAWK (1-2)	BUCK ROGERS IN THE 25TH CENTURY	S: 2	E: 1
WILDFIRE	AIRWOLF	S: 3	E: 13
Vincent McEveety.			
DAGGER OF THE MIND	STAR TREK	S: 1	E: 10
Vincent Misiano			
HIDDEN	4400, THE	S: 2	E: 10
MAXIMUM BYERS	LONE GUNMEN, THE	S: 1	E: 8
REBOOT	LEVEL 9	S: 1	E: 4
SUFFER THE CHILDREN	4400, THE	S: 2	E: 5
THE NEW WORLD (PART 1 OF 2)	4400, THE	S: 3	E: 1
THE NEW WORLD (PART 2 OF 2)	4400, THE	S: 3	E: 2
THROUGH THE LOOKING GLASS	LEVEL 9	S: 1	E: 3
VOICES CARRY	4400, THE	S: 2	E: 3
Vincenzo Natali			
PENTIMENTO	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 2	E: 18
THE SPORTING KIND	SPACE CASES	S: 2	E: 2
Virgil Vogel			
"PILOT"	STREET HAWK	S: 1	E: 1
A SECOND SELF	STREET HAWK	S: 1	E: 2
A SINGLE DROP OF RAIN	QUANTUM LEAP	S: 4	E: 9
ADJUSTER	STREET HAWK	S: 1	E: 3
AN ACT OF LOVE	FANTASTIC JOURNEY,THE	S: 1	E: 6
BULLY AND BILLY	VOYAGERS	S: 1	E: 3
CREATED EQUAL	VOYAGERS	S: 1	E: 2
DR WELLS IS MISSING	SIX MILLION DOLLAR MAN,THE	S: 1	E: 12
FIRE ON THE WING	STREET HAWK	S: 1	E: 6
MELTDOWN	MAN FROM ATLANTIS	S: 1	E: 5
MUDWORM	MAN FROM ATLANTIS	S: 1	E: 6
NOT A DROP TO DRINK	KNIGHT RIDER	S: 1	E: 6
PLAN 10 FROM OUTER SPACE	PROBE	S: 1	E: 6
VEGAS RUN	STREET HAWK	S: 1	E: 4
Virgil W. Vogel			
DADDY'S GONE A'HUNTIN	AIRWOLF	S: 1	E: 2
DAMBREAKERS	AIRWOLF	S: 2	E: 19
EAGLES	AIRWOLF	S: 3	E: 7
NATURAL BORN	AIRWOLF	S: 2	E: 17
RANDOM TARGET	AIRWOLF	S: 2	E: 11
SHORT WALK TO FREEDOM	AIRWOLF	S: 2	E: 22
THE AMERICAN DREAM	AIRWOLF	S: 2	E: 13
Vivienne Cozens			
GAMES	BLAKES' 7	S: 4	E: 8
SAND	BLAKES' 7	S: 4	E: 9
Vondie Curtis Hall			
OUR MRS. REYNOLDS	FIREFLY	S: 1	E: 3
Wallace Worsley Jr.			
AKIM THE TERRIBLE	FLASH GORDON (1954)	S: 1	E: 5
DEADLINE AT NOON	FLASH GORDON (1954)	S: 2	E: 13
SABOTEURS FROM SPACE	FLASH GORDON (1954)	S: 2	E: 1
THE FORBIDDEN EXPERIMENT	FLASH GORDON (1954)	S: 2	E: 2
THE LURE OF LIGHT	FLASH GORDON (1954)	S: 1	E: 17
THE SUBWORLD REVENGE	FLASH GORDON (1954)	S: 2	E: 16
Walter C. Miller			
ALI BABA (2 PARTS)	ELECTRA WOMAN AND DYNAGIRL	S: 1	E: 4
BARNEY BEGONIA	FAR OUT SPACE NUTS	S: 1	E: 13
CAPTAIN TORQUE: SPACE PIRATE	FAR OUT SPACE NUTS	S: 1	E: 11
EMPRESS OF EVIL (2 PARTS)	ELECTRA WOMAN AND DYNAGIRL	S: 1	E: 3
GALAXY'S GREATEST ATHLETE	FAR OUT SPACE NUTS	S: 1	E: 15
THE SPIDER LADY (2 PARTS)	ELECTRA WOMAN AND DYNAGIRL	S: 1	E: 7
Walter Doniger			
FLASH IN THE SKY	MEN INTO SPACE	S: 1	E: 26
LANDING ON THE MOON (AKA MOON LANDING)	MEN INTO SPACE	S: 1	E: 2
LOST MISSILE	MEN INTO SPACE	S: 1	E: 5
MOON PROBE	MEN INTO SPACE	S: 1	E: 1

Episode Title	Name of Programme	S:	E:
QUARANTINE	MEN INTO SPACE	1	13
Walter Grauman			
MINITURE	TWILIGHT ZONE,THE (1958)	4	8
THE DISSIDENT (aka FORCE FIELD OF DOOM)	V (1984)	1	8
Walter Hill			
DREAM OF DOOM	PERVERSIONS OF SCIENCE	1	1
Walter von Huene			
A JURY OF HIS FEARS	SWAMP THING	2	7
A NIGHTMARE ON JACKSON STREET	SWAMP THING	2	4
BIRTHMARKS	SWAMP THING	1	14
BLOOD WIND	SWAMP THING	1	6
BROTHERLY LOVE	SWAMP THING	3	32
HEART OF THE MANTIS	SWAMP THING	3	38
LESSER OF TWO EVILS	SWAMP THING	3	10
NEVER ALONE	SWAMP THING	3	19
PATIENT ZERO	SWAMP THING	3	29
POISONOUS	SWAMP THING	2	8
SILENT SCREAMS	SWAMP THING	1	16
THAT'S A WRAP	SWAMP THING	3	39
THE PROMETHEOUS PARABOLA	SWAMP THING	1	22
THE SHIPMENT	SWAMP THING	1	13
THIS OLD HOUSE OF MAYAN	SWAMP THING	2	10
TOUCH OF DEATH	SWAMP THING	1	20
YO HO HO	SWAMP THING	3	34
Waris Hussein			
100,00 BC (1-4)	DOCTOR WHO	1	1
Waris Hussein, John Crockett			
MARCO POLO (1-7)	DOCTOR WHO	1	4
Warrick Attewell			
THE TOMBSTONE	RAY BRADBURY THEATRE,THE	6	23
Wayne Miller			
THE SORCERER (2 PARTS)	ELECTRA WOMAN AND DYNAGIRL	1	1
Wayne Rose			
ALL ABOUT BEEVIL	POWER RANGERS NINJA STORM	1	21
DIRTY HANDS	BATTLESTAR GALACTICA (2004)	3	16
DOUBLE	CLEOPATRA 2525	1	11
DOUBLE EDGED BLAKE	POWER RANGERS NINJA STORM	2	8
GENERAL DECEPTION, PART 1	POWER RANGERS NINJA STORM	2	3
GENERAL DECEPTION, PART 2	POWER RANGERS NINJA STORM	2	4
PERCEPTION	CLEOPATRA 2525	1	9
RETURN OF THUNDER, PART 1	POWER RANGERS NINJA STORM	1	9
RETURN OF THUNDER, PART 2	POWER RANGERS NINJA STORM	1	10
RETURN OF THUNDER, PART 3	POWER RANGERS NINJA STORM	1	11
SENSEI SWITCHEROO	POWER RANGERS NINJA STORM	1	22
TONGUE AND CHEEK	POWER RANGERS NINJA STORM	1	23
Wayne Tourell			
BY THE NUMBERS	RAY BRADBURY THEATRE,THE	6	16
THE ANTHEM SPRINTERS	RAY BRADBURY THEATRE,THE	6	15
Wes Craven			
A LITTLE PEACE AND QUIET	TWILIGHT ZONE,THE (1985)	1	2
CHAMELEON	TWILIGHT ZONE,THE (1985)	1	5
DEALER'S CHOICE	TWILIGHT ZONE,THE (1985)	1	20
HER PILGRIM SOUL	TWILIGHT ZONE,THE (1985)	1	28
SHATTERDAY	TWILIGHT ZONE,THE (1985)	1	1
THE ROAD LESS TRAVELLED	TWILIGHT ZONE,THE (1985)	2	15
WORD PLAY	TWILIGHT ZONE,THE (1985)	1	3
Whitney Ransick			
AVATAR	LEVEL 9	1	9
FERCE	SMALLVILLE	7	3
GEMINI	SMALLVILLE	7	9
GHOST DANCE	TREMORS	1	2
HIDDEN	SMALLVILLE	5	3
LABYRINTH	SMALLVILLE	6	12
ORACLE	SMALLVILLE	5	21

Episode Title	Name of Programme		
RAGE	SMALLVILLE	S: 6	E: 7
SPIRIT	SMALLVILLE	S: 4	E: 18
TOMB	SMALLVILLE	S: 5	E: 14
WITHER	SMALLVILLE	S: 6	E: 3
Wilfred Eades			
PETERSHIN AND MR SNIDE	TALES OF MYSTERY	S: 3	E: 7
Will Dixon			
PARIAHS	EARTH: FINAL CONFLICT	S: 5	E: 2
REGENERATION	PSI FACTOR: CHRONICLES OF THE PARANORMAL	S: 4	E: 18
SINS OF THE FATHER	EARTH: FINAL CONFLICT	S: 4	E: 2
STREET CHASE	EARTH: FINAL CONFLICT	S: 4	E: 15
STREET WISE	EARTH: FINAL CONFLICT	S: 5	E: 20
SUBTERRA	EARTH: FINAL CONFLICT	S: 5	E: 4
Will Waring			
PROTOTYPE	STARGATE SG1	S: 9	E: 9
William A. Fraker			
TINA, IS THAT YOU?	FLASH, THE	S: 1	E: 13
William A. Graham			
HOLY RAT RACE	BATMAN (1966)	S: 1	E: 18
RULES OF ATTRACTION	OTHERWORLD	S: 1	E: 1
TRUE OR FALSE-FACE	BATMAN (1966)	S: 1	E: 17
William Asher			
MR BEVIS	TWILIGHT ZONE,THE (1958)	S: 1	E: 33
William Castle			
WHO IS THIS MAN	SCIENCE FICTION THEATRE	S: 2	E: 3
William Conrad			
MISSION TO MARS	MEN INTO SPACE	S: 1	E: 32
MYSTERY SATELLITE	MEN INTO SPACE	S: 1	E: 37
William Corcoran			
ONE FALSE STEP	STARGATE SG1	S: 2	E: 18
SETH	STARGATE SG1	S: 3	E: 2
William Davis			
THE BEEHIVE	STARLOST,THE	S: 1	E: 15
William Dear			
MUMMY, DADDY	STEVEN SPIELBERG'S AMAZING STORIES	S: 1	E: 4
William F. Claxton			
THE JUNGLE	TWILIGHT ZONE,THE (1958)	S: 3	E: 12
THE LAST FLIGHT	TWILIGHT ZONE,THE (1958)	S: 1	E: 18
THE LITTLE PEOPLE	TWILIGHT ZONE,THE (1958)	S: 3	E: 28
William F. Geregthy			
PAST AND PRESENT	STARGATE SG1	S: 3	E: 11
RULES OF ENGAGEMENT	STARGATE SG1	S: 3	E: 9
William Fraker			
SILENT STALKER	UNSUB	S: 1	E: 2
William Friedkin			
NIGHT CRAWLERS	TWILIGHT ZONE,THE (1985)	S: 1	E: 11
William Fruet			
A MADE GUY	TRACKER	S: 1	E: 19
AMONG THE SAMARITANS (AKA AMONG THE PHILISTINES)	WAR OF THE WORLDS	S: 1	E: 11
ATTACK OF THE ZACK-UUM	ZACK FILES, THE	S: 2	E: 14
BIRTHRIGHT	OUTER LIMITS,THE (1995)	S: 1	E: 20
BOUNTY HUNTER	CODE NAME: ETERNITY	S: 1	E: 10
DEJA VUDOO	ZACK FILES, THE	S: 1	E: 7
FEVER OF THE HUNT PART 1	TRACKER	S: 1	E: 14
FEVER OF THE HUNT PART 2	TRACKER	S: 1	E: 15
IN YOUR DREAMS	ZACK FILES, THE	S: 2	E: 6
IT'S A JUNGLE IN THERE	ZACK FILES, THE	S: 1	E: 20
MY SOUL TO KEEP	WAR OF THE WORLDS	S: 1	E: 20
SEARCHING FOR ZACK GREENBURG	ZACK FILES, THE	S: 2	E: 2
SEFT OF EMUN	WAR OF THE WORLDS	S: 2	E: 6
SOCKWORLD	ZACK FILES, THE	S: 1	E: 26
SOLD OUT FOR A SONG	CODE NAME: ETERNITY	S: 1	E: 16
SPARKIN'	ZACK FILES, THE	S: 1	E: 21

Episode Title	Name of Programme		
TAWNERS	CODE NAME: ETERNITY	S: 1	E: 7
THE BEAST	TRACKER	S: 1	E: 6
THE CAPTURE (1-2)	ANIMORPHS	S: 1	E: 12
THE DEADLIEST DISEASE	WAR OF THE WORLDS	S: 2	E: 12
THE FORGOTTEN	ANIMORPHS	S: 1	E: 11
THE MEEK SHALL INHERIT	WAR OF THE WORLDS	S: 1	E: 16
THE MESSAGE	ANIMORPHS	S: 1	E: 5
THE OBELISK	WAR OF THE WORLDS	S: 2	E: 20
THE PLAYGROUND	RAY BRADBURY THEATRE,THE	S: 1	E: 2
THE TALENTED MR. TALISMAN	ZACK FILES, THE	S: 1	E: 19
TO CATCH A DESSARIAN	TRACKER	S: 1	E: 12
TO HEAL THE LEPER	WAR OF THE WORLDS	S: 1	E: 8
TOTALLY REAL	WAR OF THE WORLDS	S: 2	E: 17
YOU DON'T SAY	ZACK FILES, THE	S: 1	E: 1
William Gereghy			
ENIMGA	STARGATE SG1	S: 1	E: 16
FAMILY	STARGATE SG1	S: 2	E: 8
IT'S GOOD TO BE KING	STARGATE SG1	S: 8	E: 13
THE BROCA DIVIDE	STARGATE SG1	S: 1	E: 4
THOR'S CHARIOT	STARGATE SG1	S: 2	E: 6
William Graham			
E.B.E.	X FILES,THE	S: 1	E: 17
SPACE	X FILES,THE	S: 1	E: 9
SPACE STATION DOWN	SEVEN DAYS	S: 2	E: 14
TRAVELERS	X FILES,THE	S: 5	E: 15
William Gregehty			
CLOSING TIME	CROW: STAIRWAY TO HEAVEN, THE	S: 1	E: 18
William Hale			
CRACK OF DOOM	TIME TUNNEL,THE	S: 1	E: 6
THE CAPTIVE	INVADERS,THE (1967)	S: 2	E: 12
THE DAY THE SKY FELL IN	TIME TUNNEL,THE	S: 1	E: 4
THE DEATH TRAP	TIME TUNNEL,THE	S: 1	E: 12
THE ORGANISATION	INVADERS,THE (1967)	S: 2	E: 19
THE POSSESSED	INVADERS,THE (1967)	S: 2	E: 16
THE PURSUED	INVADERS,THE (1967)	S: 2	E: 24
THE REVENGE OF ROBIN HOOD	TIME TUNNEL,THE	S: 1	E: 16
THE SPORES	INVADERS,THE (1967)	S: 2	E: 7
THE VISE	INVADERS,THE (1967)	S: 2	E: 21
William Malone			
COUNTING SHEEP	SLEEPWALKERS	S: 1	E: 4
EYES	OTHERS, THE	S: 1	E: 3
HONEY, I'M HAUNTED	HONEY, I SHRUNK THE KIDS: THE TV SHOW	S: 1	E: 3
THE EXILE	PERVERSIONS OF SCIENCE	S: 1	E: 4
William P. D'Angelo			
TIL DAD DO US PART	TURNABOUT	S: 1	E: 5
William Sadler			
FOUR ALIENS AND A BABY	ROSWELL	S: 3	E: 17
William Shatner			
BETRAYAL	TEKWAR	S: 1	E: 18
BOXED IN	PERVERSIONS OF SCIENCE	S: 1	E: 3
SELLOUT	TEKWAR	S: 1	E: 1
William Slater			
EPISODE EIGHTY	JUPITER MOON	S: 1	E: 80
EPISODE EIGHTY-ONE	JUPITER MOON	S: 1	E: 81
EPISODE FIFTY	JUPITER MOON	S: 1	E: 50
EPISODE FIFTY-ONE	JUPITER MOON	S: 1	E: 51
EPISODE FORTY-NINE	JUPITER MOON	S: 1	E: 49
EPISODE SEVENTY-NINE	JUPITER MOON	S: 1	E: 79
EPISODE SIXTY-ONE	JUPITER MOON	S: 1	E: 61
EPISODE SIXTY-THREE	JUPITER MOON	S: 1	E: 63
EPISODE SIXTY-TWO	JUPITER MOON	S: 1	E: 62
EPISODE THIRTY-EIGHT	JUPITER MOON	S: 1	E: 38
EPISODE THIRTY-NINE	JUPITER MOON	S: 1	E: 39
EPISODE THIRTY-SEVEN	JUPITER MOON	S: 1	E: 37

Episode Title	Name of Programme		
William Sterling			
THE MUTANT	COUNTERSTRIKE	S: 1	E: 10
William Tunncliffe			
ET TU DANTE	TEAM KNIGHT RIDER	S: 1	E: 11
THE A LIST	TEAM KNIGHT RIDER	S: 1	E: 3
THE BAD SEED	TEAM KNIGHT RIDER	S: 1	E: 12
William Waring			
BREAKDOWN	PAINKILLER JANE	S: 1	E: 6
CHIMERA	STARGATE SG1	S: 7	E: 15
COLLATERAL DAMAGE	STARGATE SG1	S: 9	E: 12
COMMON GROUND	STARGATE: ATLANTIS	S: 3	E: 7
COMPANY OF THIEVES	STARGATE SG1	S: 10	E: 9
DOMINION	STARGATE SG1	S: 10	E: 19
FLESH AND BLOOD	STARGATE SG1	S: 10	E: 1
GEMINI	STARGATE SG1	S: 8	E: 11
HARMONY	STARGATE: ATLANTIS	S: 4	E: 17
LOCKDOWN	STARGATE SG1	S: 8	E: 3
MERIDIAN	STARGATE SG1	S: 5	E: 21
PIECE OF MIND	PAINKILLER JANE	S: 1	E: 3
PROPHECY	STARGATE SG1	S: 6	E: 21
REUNION	STARGATE: ATLANTIS	S: 4	E: 3
SPOILS OF WAR	STARGATE: ATLANTIS	S: 4	E: 12
SUNDAY	STARGATE: ATLANTIS	S: 3	E: 14
THE GAME	STARGATE: ATLANTIS	S: 3	E: 16
THE PEGASUS PROJECT	STARGATE SG1	S: 10	E: 3
THE POWERS THAT BE	STARGATE SG1	S: 9	E: 5
THE TIES THAT BIND	STARGATE SG1	S: 9	E: 4
THIS MORTAL COIL (PART 1 OF 2)	STARGATE: ATLANTIS	S: 4	E: 10
TRAVELERS	STARGATE: ATLANTIS	S: 4	E: 5
UNINVITED	STARGATE SG1	S: 10	E: 5
William Welch			
BLOW UP	VOYAGE TO THE BOTTOM OF THE SEA	S: 4	E: 13
William Wiard			
A MEETING OF MINDS	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 13
MOONROCK	SEARCH (aka SEARCH CONTROL)	S: 1	E: 5
THE BULLET	SEARCH (aka SEARCH CONTROL)	S: 1	E: 8
THE CLAYTON LEWIS DOCUMENT	SEARCH (aka SEARCH CONTROL)	S: 1	E: 18
THE COST OF GIVING	GIRL WITH SOMETHING EXTRA, THE	S: 1	E: 16
THE MATTSON PAPERS	SEARCH (aka SEARCH CONTROL)	S: 1	E: 20
Win Phelps			
CRYSTAL HAWKS	ADVENTURES OF BRISCO COUNTY, JR., THE	S: 1	E: 12
GRUMPY OLD GENIE	WEIRD SCIENCE	S: 4	E: 6
RED MUSEUM	X FILES,THE	S: 2	E: 10
SYMBIOSIS	STAR TREK: THE NEXT GENERATION	S: 1	E: 21
TRIANGLE	ONCE A HERO	S: 1	E: 2
Winrich Kalby			
STAYING ALIVE WHILE RUNNING A HIGH FLASH DANCE FEVER	AUTOMAN	S: 1	E: 2
THE BIGGEST GAME IN TOWN	AUTOMAN	S: 1	E: 7
UNREASONABLE FACSIMILE	AUTOMAN	S: 1	E: 5
Winrich Kolbe			
ALL GOOD THINGS...	STAR TREK: THE NEXT GENERATION	S: 7	E: 24
ALLEGIANCE	STAR TREK: THE NEXT GENERATION	S: 3	E: 18
ARMAGEDDON GAME	STAR TREK: DEEP SPACE NINE	S: 2	E: 13
BALTAR'S ESCAPE	BATTLESTAR GALATICA	S: 1	E: 14
BASICS (PART I)	STAR TREK: VOYAGER	S: 2	E: 26
BASICS (PART II)	STAR TREK: VOYAGER	S: 3	E: 1
BIRTHRIGHT (1-2)	STAR TREK: THE NEXT GENERATION	S: 6	E: 15
BLOOD OATH	STAR TREK: DEEP SPACE NINE	S: 2	E: 19
CARETAKER	STAR TREK: VOYAGER	S: 1	E: 1
CHOSEN	TWILIGHT ZONE, THE (2002)	S: 1	E: 16
COST OF LIVING	STAR TREK: THE NEXT GENERATION	S: 5	E: 19
DARMOK	STAR TREK: THE NEXT GENERATION	S: 5	E: 2
DEAR EARTH	SPACE : ABOVE AND BEYOND	S: 1	E: 17
DREAMLAND	DARK SKIES	S: 1	E: 5

Episode Title	Name of Programme	S:	E:
ELOGIUM	STAR TREK: VOYAGER	2	4
EVOLUTION	STAR TREK: THE NEXT GENERATION	3	1
EYE OF THE NEEDLE	STAR TREK: VOYAGER	1	6
FACES	STAR TREK: VOYAGER	1	13
FAVOUR THE BOLD (PART 5 OF 6)	STAR TREK: DEEP SPACE NINE	6	5
GALAXY'S CHILD	STAR TREK: THE NEXT GENERATION	4	16
GOLIATH (A TWO PART STORY)	KNIGHT RIDER	2	1
GOLIATH RETURNS (A TWO PART STORY)	KNIGHT RIDER	2	17
GOOD SHEPHERD	STAR TREK: VOYAGER	6	20
HALLOWEEN KNIGHT	KNIGHT RIDER	3	4
HOPE AND FEAR	STAR TREK: VOYAGER	4	24
IDENTITY CRISIS	STAR TREK: THE NEXT GENERATION	4	18
INFILTRATIONS	PREY	1	6
INITIATIONS	STAR TREK: VOYAGER	2	2
K.I.T.T. VS. K.A.R.R.	KNIGHT RIDER	3	5
KNIGHT FLIGHT TO FREEDOM	KNIGHT RIDER	4	18
KNIGHT OF THE CHAMELEON	KNIGHT RIDER	3	10
KNIGHT OF THE RISING SUN	KNIGHT RIDER	4	20
KNIGHTS IN THE FAST LANE	KNIGHT RIDER	3	3
MAN OF THE PEOPLE	STAR TREK: THE NEXT GENERATION	6	3
MELORA	STAR TREK: DEEP SPACE NINE	2	6
NECESSITY IS THE MOTHER OF INFECTION	SPY GAMES	1	11
OUR MAN BASHIR	STAR TREK: DEEP SPACE NINE	4	9
PAST PROLOGUE	STAR TREK: DEEP SPACE NINE	1	2
PEN PALS	STAR TREK: THE NEXT GENERATION	2	15
PHAGE	STAR TREK: VOYAGER	1	4
REMEMBER	STAR TREK: VOYAGER	3	6
RESISTANCE	STAR TREK: VOYAGER	2	12
RIGHTFUL HEIR	STAR TREK: THE NEXT GENERATION	6	21
RING OF FIRE	KNIGHT RIDER	2	9
SCORPION (PART 2)	STAR TREK: VOYAGER	4	1
SILENT ENEMY	ENTERPRISE	1	11
SOMNAMBULIST	ANGEL	1	11
TEMPUS, ANYONE	LOIS AND CLARK	3	14
THE BONDING	STAR TREK: THE NEXT GENERATION	3	5
THE FIGHT	STAR TREK: VOYAGER	5	18
THE GIFT	STAR TREK: VOYAGER	4	2
THE HOMECOMING (PART 1 OF 3)	STAR TREK: DEEP SPACE NINE	2	1
THE MASTERPIECE SOCIETY	STAR TREK: THE NEXT GENERATION	5	12
THE MOUTH OF THE SNAKE (AKA ALL THAT GLITTERS) (A TWO PART STORY)	KNIGHT RIDER	2	19
THE SEIGE (PART 3 OF 3)	STAR TREK: DEEP SPACE NINE	2	3
THE SEIGE OF AR-558	STAR TREK: DEEP SPACE NINE	7	8
THE SOUND OF HER VOICE	STAR TREK: DEEP SPACE NINE	6	25
THINE OWN SELF	STAR TREK: THE NEXT GENERATION	7	15
THIRTY DAYS (aka DOWN DEEP)	STAR TREK: VOYAGER	5	9
THROUGH THE LOOKING GLASS	STAR TREK: DEEP SPACE NINE	3	17
THY KINGDOM COME	WAR OF THE WORLDS	1	3
TILL DEATH DO US PART (PART 2 OF 10)	STAR TREK: DEEP SPACE NINE	7	18
UP THE LONG LADDER	STAR TREK: THE NEXT GENERATION	2	18
VORTEX	STAR TREK: DEEP SPACE NINE	1	11
VOYAGERS OF THE TITANIC	VOYAGERS	1	16
WHEN IRISH EYES ARE KILLING	LOIS AND CLARK	3	4
WHERE SILENCE HAS LEASE	STAR TREK: THE NEXT GENERATION	2	2
WHITE BIRD	KNIGHT RIDER	1	18
WHO MONITORS THE BIRDS?	SPACE : ABOVE AND BEYOND	1	12
Wolfgang Storch			
NEMESIS	STAR MAIDENS	1	2
THE END OF TIME	STAR MAIDENS	1	10
THE NIGHTMARE CANNON	STAR MAIDENS	1	3
THE PROTON STORM	STAR MAIDENS	1	4
THE TRIAL	STAR MAIDENS	1	6
Worth Keeter			
A CALM BEFORE THE STORM	POWER RANGERS TIME FORCE	2	8
A FRIEND IN NEED (1-3)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	3	1

Episode Title**Name of Programme**

Episode Title	Name of Programme	S:	E:
A MONSTER IS BORN	BIG BAD BEETLEBORGS	1	47
A PARTING OF WAYS	POWER RANGERS TIME FORCE	1	6
A RANGER AMOUNG THIEVES	POWER RANGERS IN SPACE	1	6
A RIFT IN THE RANGERS	POWER RANGERS IN SPACE	2	16
ANDROS AND THE STOAWAY	POWER RANGERS IN SPACE	2	20
ASTRONEMA THINKS TWICE (PART 1 OF 2)	POWER RANGERS IN SPACE	2	11
ATTACK OF THE BRAIN SUCKERS	BEETLEBORGS METALLIX	1	13
BOOGER MAN	BEETLEBORGS METALLIX	1	20
BROTHERLY FRIGHT	BIG BAD BEETLEBORGS	1	49
BUGS ON THE LOOSE	MASKED RIDER	1	4
CAT-TASTROPHY	BIG BAD BEETLEBORGS	1	10
CIRCUIT UNSURE	POWER RANGERS TIME FORCE	2	7
COMPUTER CAPTIVE	VR TROOPERS	1	11
DAWN OF DESTINY (PART 1 OF 3)	POWER RANGERS TIME FORCE	1	28
DESTINY DEFEATED (PART 3 OF 3)	POWER RANGERS TIME FORCE	2	1
DON'T FEAR THE REAPER	BEETLEBORGS METALLIX	1	14
DREAM BATTLE	POWER RANGERS LOST GALAXY	2	24
DREW AND FLABBER'S LEE THAN FABULOUS ADVENTURE	BIG BAD BEETLEBORGS	1	11
ECTOPHASE ALBEE	MASKED RIDER	2	5
ENDANGEROUD SPECIES	VR TROOPERS	1	31
ENTER THE LIZZINATOR	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1	50
ERROR IN THE SYSTEM	VR TROOPERS	1	9
FANGULA'S LAST BITE	BIG BAD BEETLEBORGS	1	42
FERBUS' FIRST CHRISTMAS	MASKED RIDER	1	10
FIELD GOAL	VR TROOPERS	1	32
FIGHT AGAINST FATE (PART 2 OF 3)	POWER RANGERS TIME FORCE	1	29
FIVE OF A KIND	POWER RANGERS IN SPACE	2	17
FULL EXPOSURE	POWER RANGERS TIME FORCE	1	23
GHOST BIKER	VR TROOPERS	1	30
GHOSTS IN THE MACHINE (PART 2 OF 2)	POWER RANGERS IN SPACE	2	22
GHOULS JUST WANNA HAVE FUN	BIG BAD BEETLEBORGS	1	12
GRANDMA MATCHMAKER	POWER RANGERS IN SPACE	1	12
GRIMLORD TAKES ROOT	VR TROOPERS	2	11
GRIMLORD'S CHALLENGE	VR TROOPERS	1	10
HALLOWEEN HAUNTED HOUSE OF HORRORS	BEETLEBORGS METALLIX	1	19
HEXUBA'S GRAVEYARD	POWER RANGERS LOST GALAXY	2	25
KAITLIN GOES HOLLYWOOD	VR TROOPERS	2	10
KAITLIN THROUGH THE LOOKING GLASS (1-2)	VR TROOPERS	2	9
KNOW YOUR NEIGHBOR	MASKED RIDER	1	15
LICENCE TO THRILL	MASKED RIDER	1	2
LOVESTRUCK RANGERS	POWER RANGERS TIME FORCE	1	21
LOYAX' LAST BATTLE	POWER RANGERS LOST GALAXY	2	12
MEAN WHEEL MANTIS	POWER RANGERS LOST GALAXY	2	11
MILLION DOLLAR FERBUS	MASKED RIDER	2	4
MIXED DOUBLES	MASKED RIDER	2	3
MY DOG'S GIRLFRIEND	VR TROOPERS	1	18
NADIRA'S DREAM DATE	POWER RANGERS TIME FORCE	2	6
NO ONE'S FRIEND	VR TROOPERS	1	14
NORMAN NUSSBAUM : VAMPIRE HUNTER	BIG BAD BEETLEBORGS	1	48
ON FINS AND NEEDLES	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1	52
PET-NAPPERS	MASKED RIDER	1	3
POWER CUT	MASKED RIDER	1	25
QUEST FOR POWER (1-5)	VR TROOPERS	2	4
RACE TO THE RESCUE	VR TROOPERS	1	41
RACE TO THE RESCUE	POWER RANGERS LOST GALAXY	1	3
RED WITH ENVY	POWER RANGERS IN SPACE	2	5
RETURN OF AN OLD FRIEND (1-2)	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1	46
ROOKIE IN RED	POWER RANGERS LOST GALAXY	1	4
SAVE THE TREES	VR TROOPERS	1	16
SECOND CHANCE	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	1	53
SHORT CIRCUITED	POWER RANGERS TIME FORCE	1	7
SILENCE IS GOLDEN (PART 1 OF 2)	POWER RANGERS IN SPACE	2	18
SOMETHING FISHY	BIG BAD BEETLEBORGS	1	40

Episode Title	Name of Programme		
SOMETHING'S TRASHY	MASKED RIDER	S: 1	E: 8
SOUL BIRD SALVATION (PART 2 OF 2)	POWER RANGERS WILD FORCE	S: 1	E: 9
STRANGER FROM THE NORTH	MASKED RIDER	S: 1	E: 11
SURVIVAL OF THE SILVER	POWER RANGERS IN SPACE	S: 2	E: 4
T.J.S IDENTITY CRISIS	POWER RANGERS IN SPACE	S: 1	E: 14
TESTING 1,2,3	MASKED RIDER	S: 1	E: 23
THE CHOSEN PATH	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 6
THE CRATERITE INVASION	POWER RANGERS IN SPACE	S: 1	E: 8
THE DASH	MASKED RIDER	S: 1	E: 16
THE ENEMY WITHIN (PART 2 OF 2)	POWER RANGERS IN SPACE	S: 2	E: 19
THE FLUTE	POWER RANGERS WILD FORCE	S: 2	E: 3
THE GOOD, THE BAD, AND THE SCARY	BIG BAD BEETLEBORGS	S: 1	E: 43
THE GRANDMA FACTOR	MASKED RIDER	S: 1	E: 7
THE GREAT BRAIN ROBBERY	VR TROOPERS	S: 1	E: 20
THE GREAT EVILYZER	POWER RANGERS IN SPACE	S: 1	E: 11
THE HEAT IS ON	MASKED RIDER	S: 1	E: 14
THE LAST RANGER	POWER RANGERS LIGHTSPEED RESCUE	S: 2	E: 15
THE LITTLEST TROOPER	VR TROOPERS	S: 1	E: 33
THE OLD GRAY FLABBER	BEETLEBORGS METALLIX	S: 1	E: 15
THE POE AND THE PENDULUM	BEETLEBORGS METALLIX	S: 1	E: 21
THE SECRET OF THE LOCKET	POWER RANGERS IN SPACE	S: 2	E: 10
THE SILVER SECRET	POWER RANGERS IN SPACE	S: 2	E: 6
THE TORNADO SPIN	POWER RANGERS WILD FORCE	S: 1	E: 19
THE TRANSMUTANT	VR TROOPERS	S: 1	E: 39
THE VIRTUAL V-6	VR TROOPERS	S: 1	E: 12
THE WINGS OF ANIMARIA	POWER RANGERS WILD FORCE	S: 1	E: 23
TRICK OR TREAT	MIGHTY MORPHIN' POWER RANGERS,THE (inc. THE MIGHTY MORPHIN' ALIEN RANGERS)	S: 1	E: 51
WATER WATER EVERYWHERE	MASKED RIDER	S: 1	E: 9
WHEN PUSH COMES TO SHOVE	POWER RANGERS IN SPACE	S: 1	E: 7
WHO'S KING OF THE MOUNTAIN	VR TROOPERS	S: 1	E: 40
ZHANE'S DESTINY	POWER RANGERS IN SPACE	S: 2	E: 8
Yoshi Hosoya			
THE LEGEND OF THE CLOCK TOWER	POWER RANGERS TIME FORCE	S: 1	E: 17
Yuji Kobayashi			
MEMORIES	ULTRASEVEN X	S: 1	E: 10
Yuri Alexander			
TROUBLE BY THE SLICE	POWER RANGERS TURBO	S: 2	E: 5
VANISHING ACT	POWER RANGERS TURBO	S: 2	E: 7
WHEN TIME FREEZES OVER	POWER RANGERS TURBO	S: 2	E: 8
Yuri Sivo			
SPIRIT OF THE SWAMP	SWAMP THING	S: 1	E: 5
THE LEGEND OF THE SWAMP MAIDEN	SWAMP THING	S: 1	E: 4
Yves Simoneau			
PILOT (THE RETURN)	4400, THE	S: 1	E: 1
Zale Dalen			
THE PUPPET MASTER	AIRWOLF	S: 4	E: 19

Battlestar Galatica (2004)



Buffy: The Vampire Slayer



Enterprise



Firefly



Heroes



Hyperdrive



Kamen Rider



Kamen Rider Black



Kamen Rider Blade



Kamen Rider V3



Kamen Rider X



Lexx



Smallville



Stargate Atlantis



The 4400

